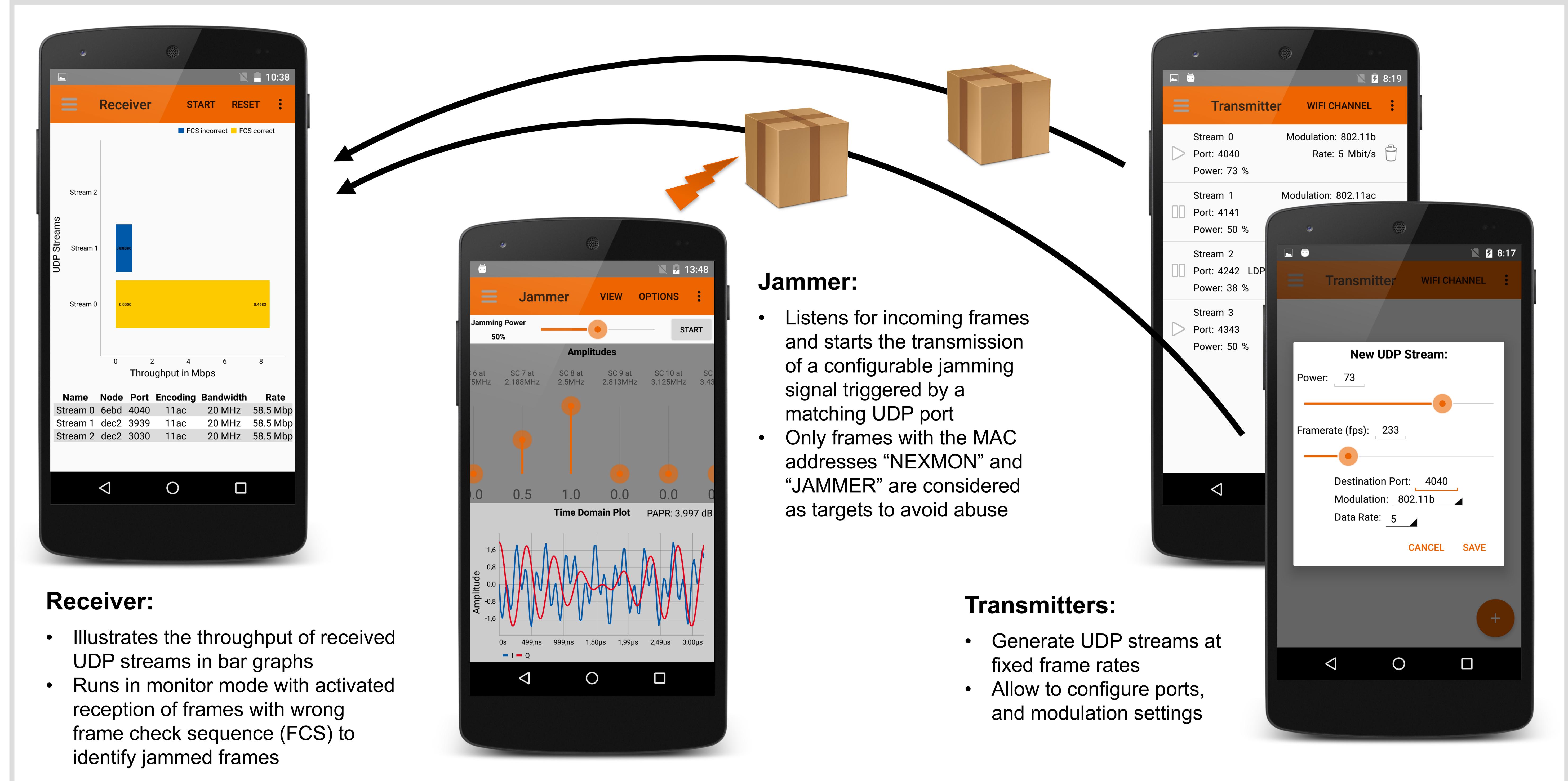


# DEMO: Demonstrating Reactive Smartphone-Based Jamming

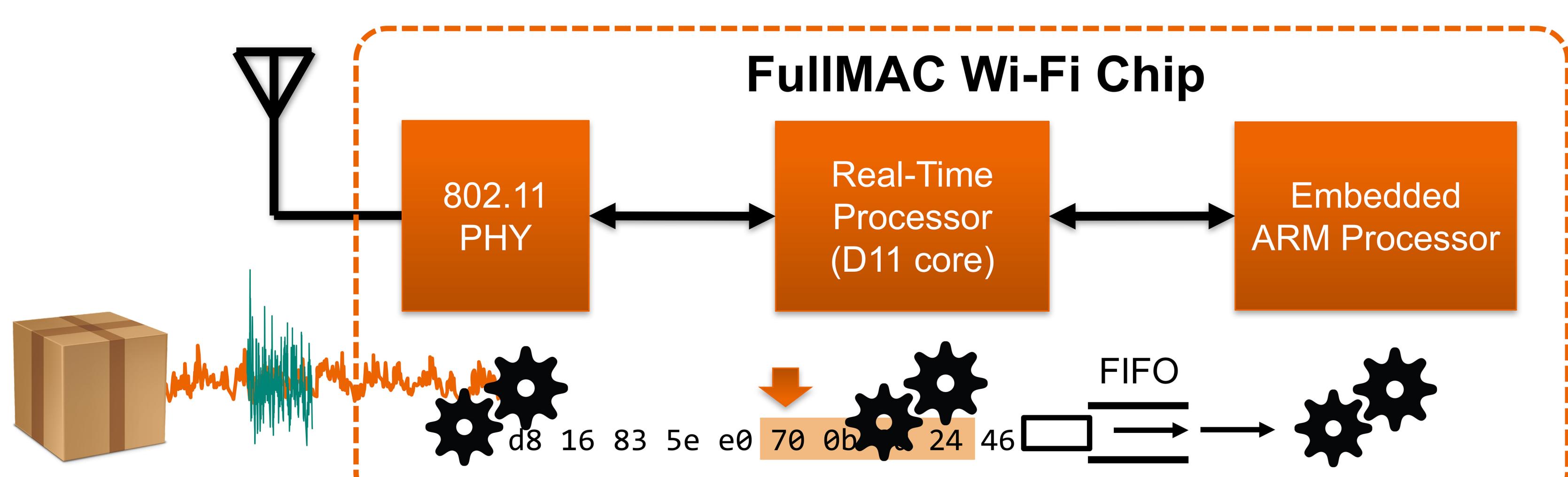
**nexmon**  
JAMMER DEMO

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## Reactive Jamming Setup

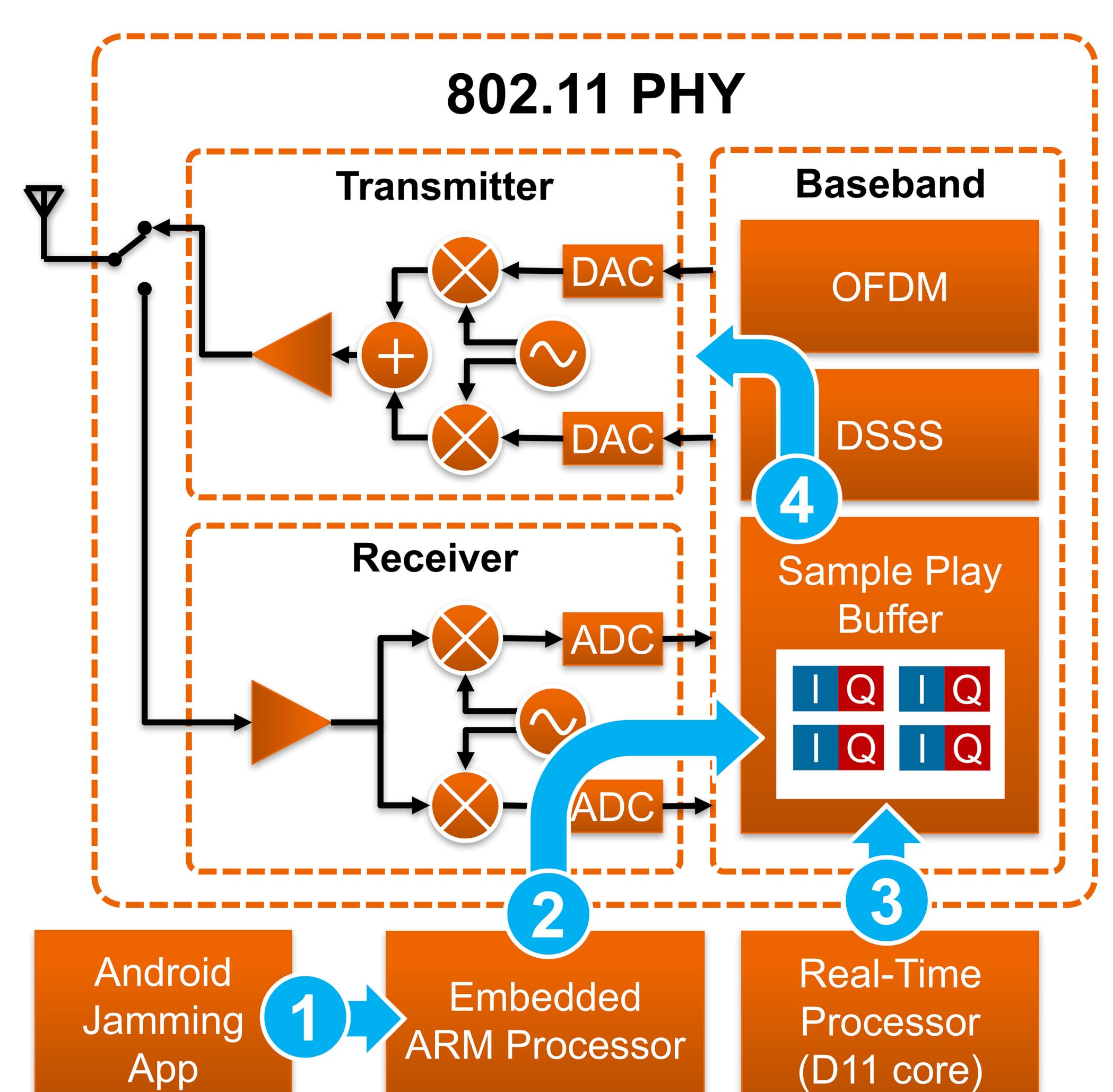


## Implementation of our Jammer



The 802.11 physical layer (PHY) receives and demodulates **Wi-Fi signals** into a byte stream that the Real-Time Processor analyses on-the-fly before storing the frame in a FIFO for further processing. For jamming, we need to inspect the frame content during reception and, hence, implement our reactive jammer in the firmware of the Real-Time Processor. It checks for MAC addresses and UDP ports and conditionally triggers the transmission of a **jamming signal**.

## Arbitrary Waveform Transmission



To jam with arbitrary waveforms, we proceed as follows:

- We define amplitude and phase values for each subcarrier and load them into the Wi-Fi chip.
- We calculate the inverse discrete Fourier transform on the subcarrier values and generate IQ samples that we store in the Sample Play Buffer.
- To jam, we trigger the playback of the Sample Play Buffer from the Real-Time Processor.
- During playback, samples are passed on to the digital to analog converters (DACs). The resulting signals are upconverted, amplified and transmitted.

