Heat of the Moment: Characterizing the Efficacy of Thermal Camera-Based Attacks

Keaton Mowery (UC San Diego) Sarah Meiklejohn (UC San Diego) Stefan Savage (UC San Diego)













The problem: what if there is a camera watching you type in your code?





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Our attack: this residue can then be recorded by a thermal camera

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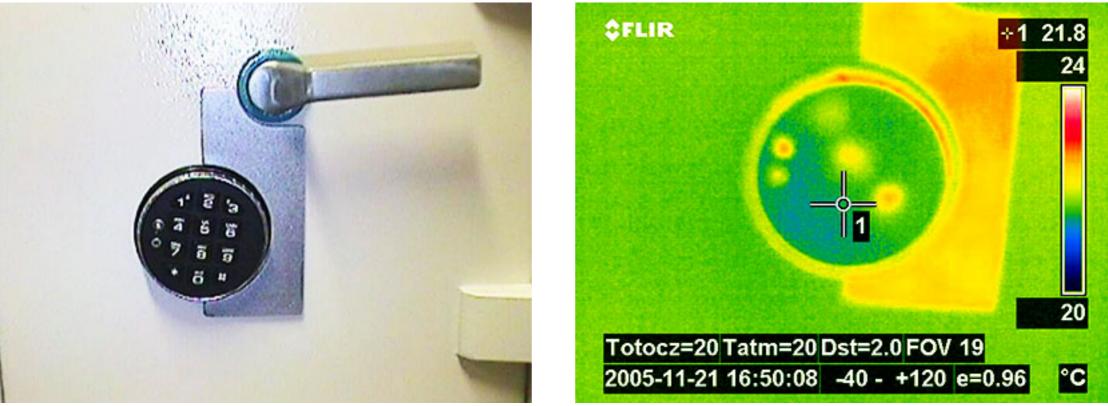
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(images from lcamtuf.coredump.cx/tsafe)

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He was able to retrieve thermal residue for between five and ten minutes after code was entered

We broaden the picture by considering different:

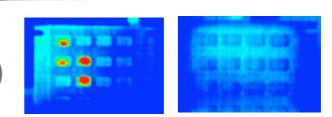
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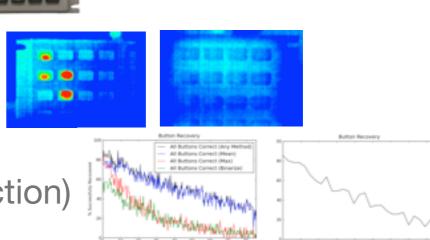


7 8 8

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- Review methods (automated vs. visual inspection)

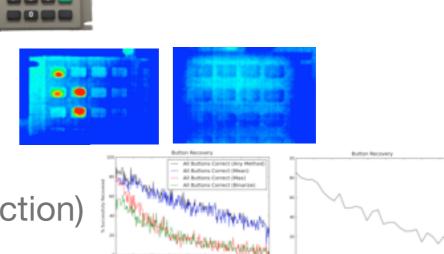
7 8 9



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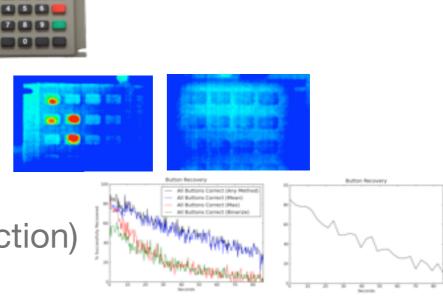
5

This work

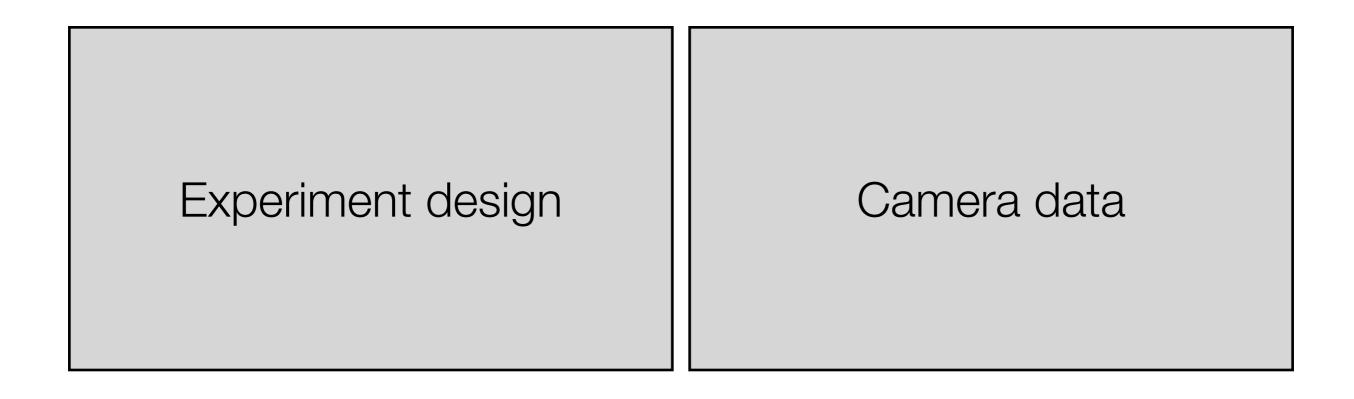
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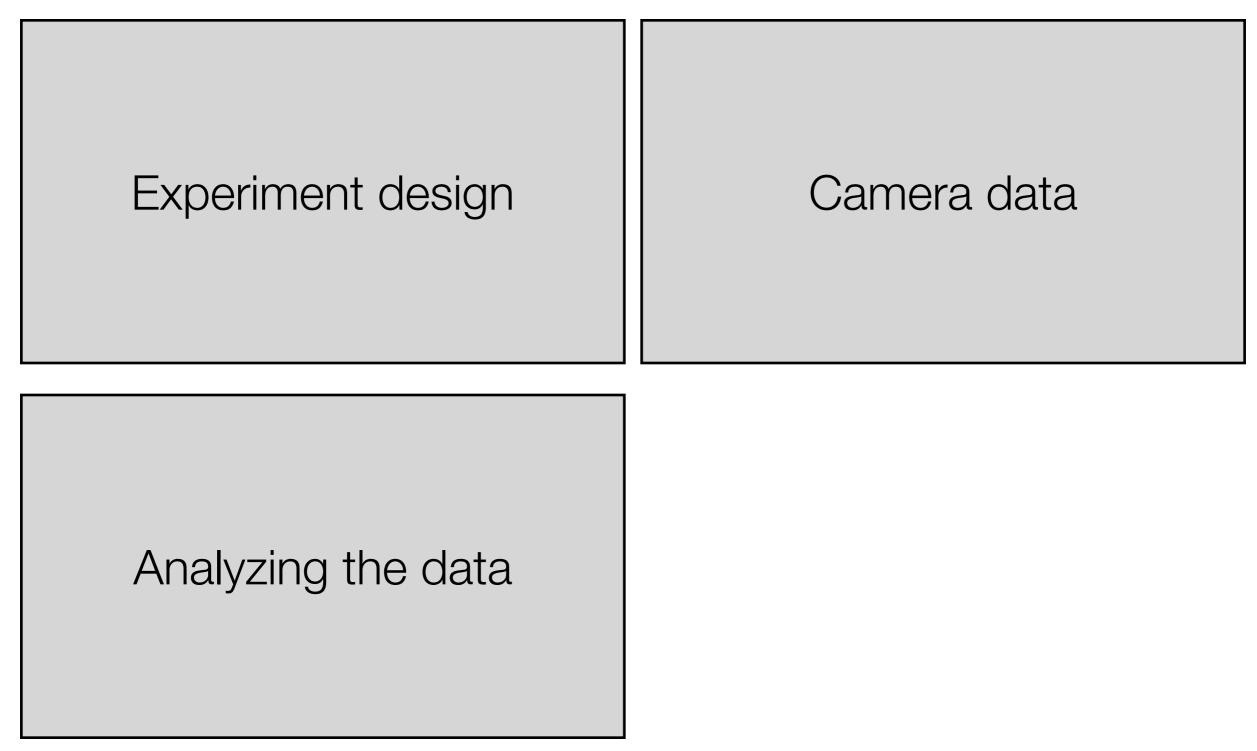
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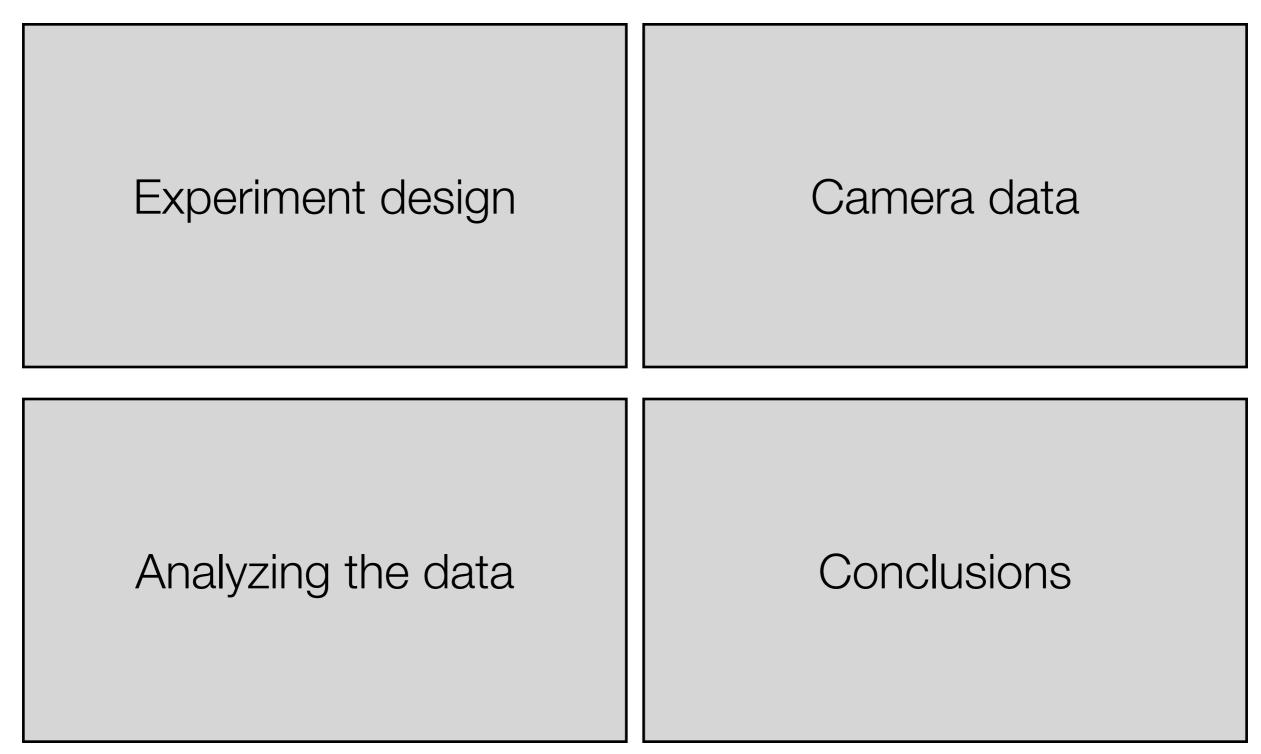
Find that results vary substantially as we change above variables

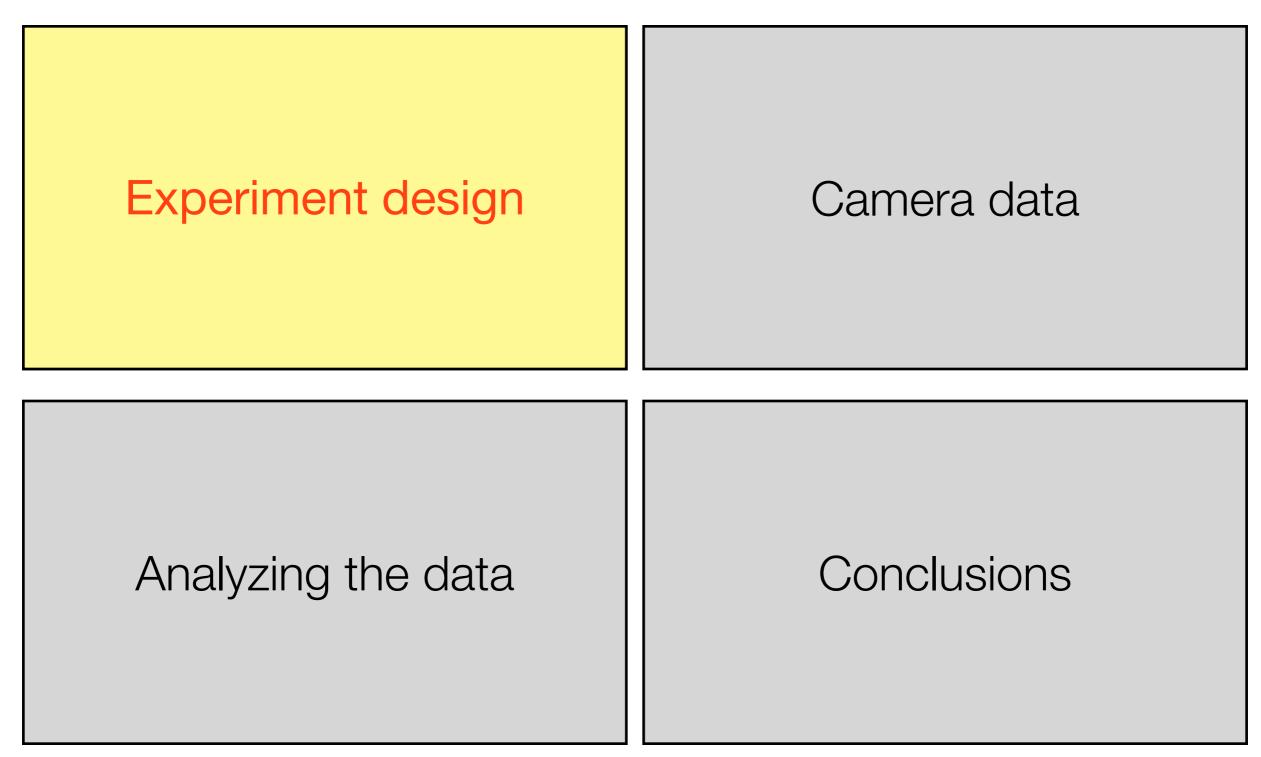


Experiment design











FLIR A320 IR camera

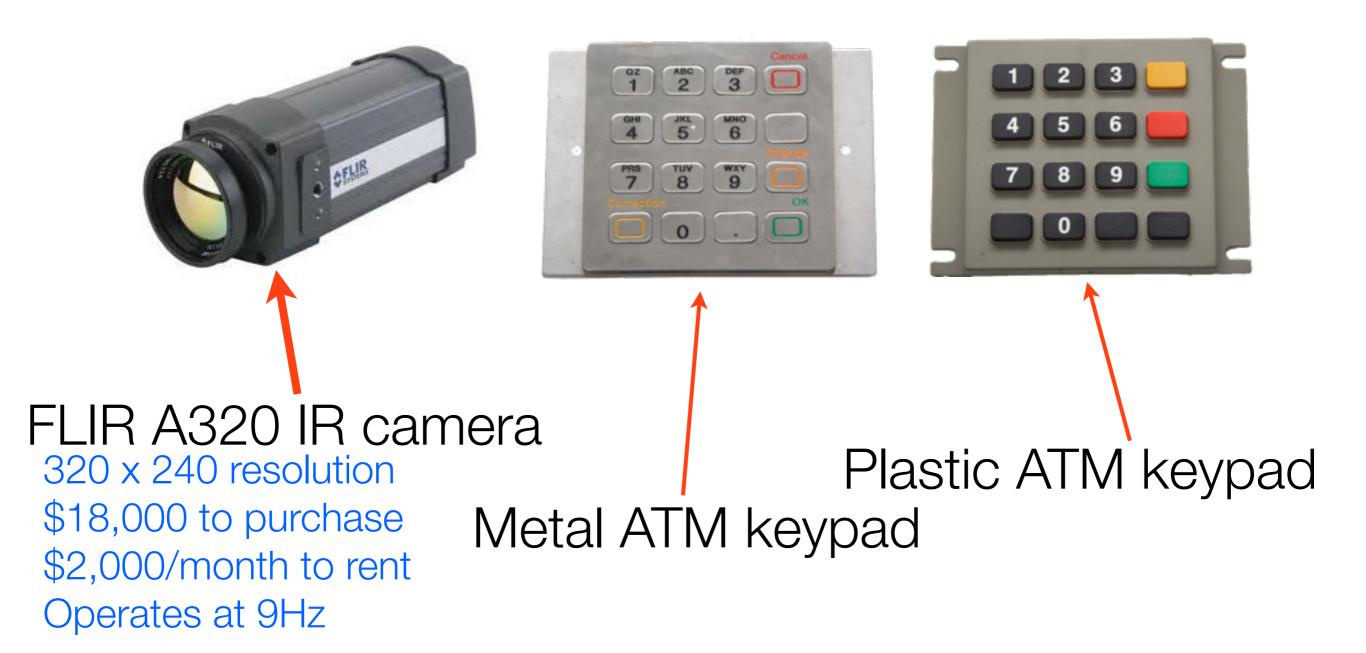
320 x 240 resolution \$18,000 to purchase \$2,000/month to rent Operates at 9Hz



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Metal ATM keypad



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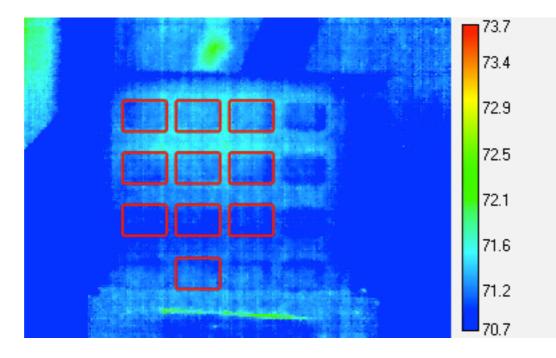
Worked at two different distances: 14 and 28 inches

Our setup: getting things ready

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Used software to indicate ten regions of interest on the keypad (0-9)



At each distance, had 21 people type in 27 different codes

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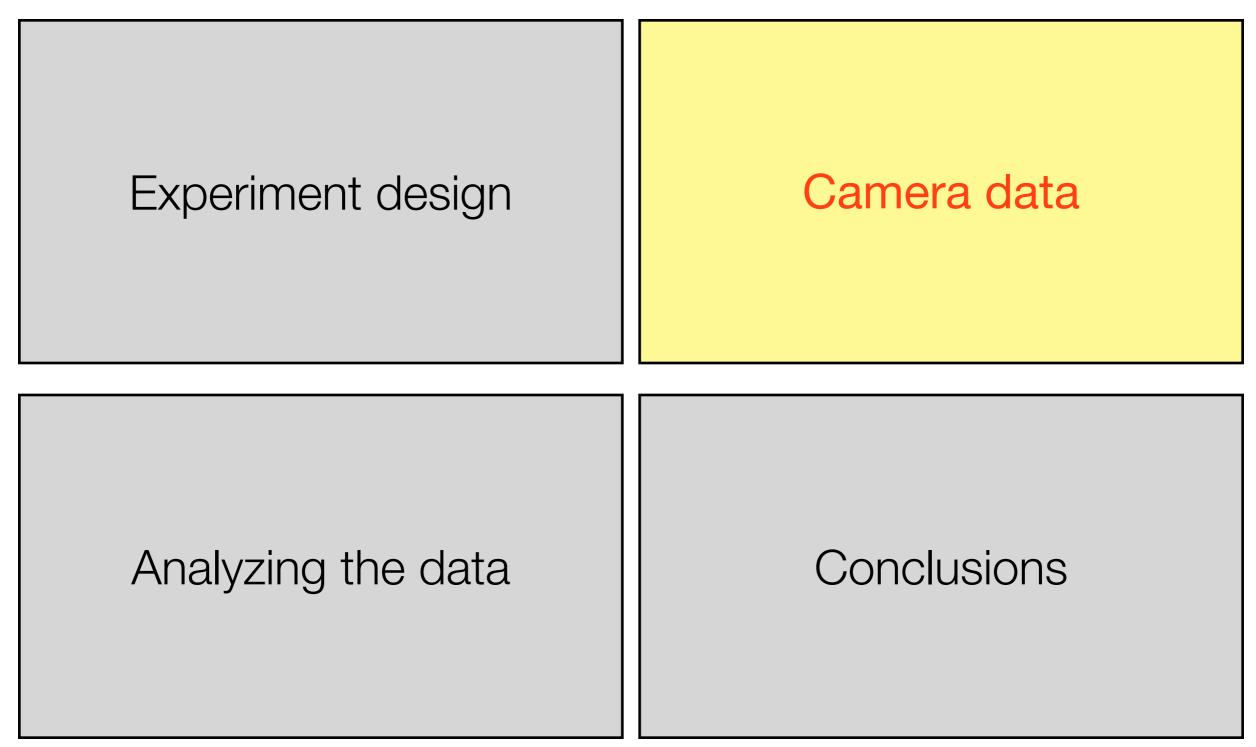
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- 7 of these codes contained repeats (e.g., 6688 or 8728)

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Filmed the keypad for 3 seconds before code entry, then 100 seconds after, recorded 3 frames per second

Outline



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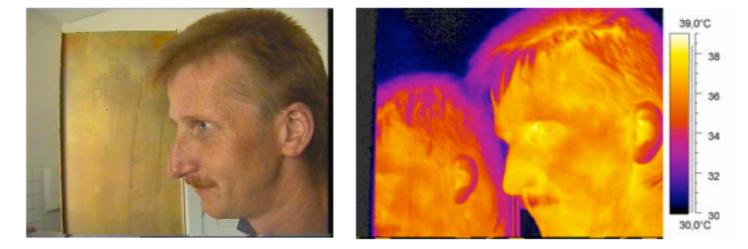


Figure 5. An oxidized old brass plate with a lot of surface roughness in the 1µm scale or below is scattering light diffusely for visible light, but at least in part specularly for thermal IR radiation of λ≈ 10µm.

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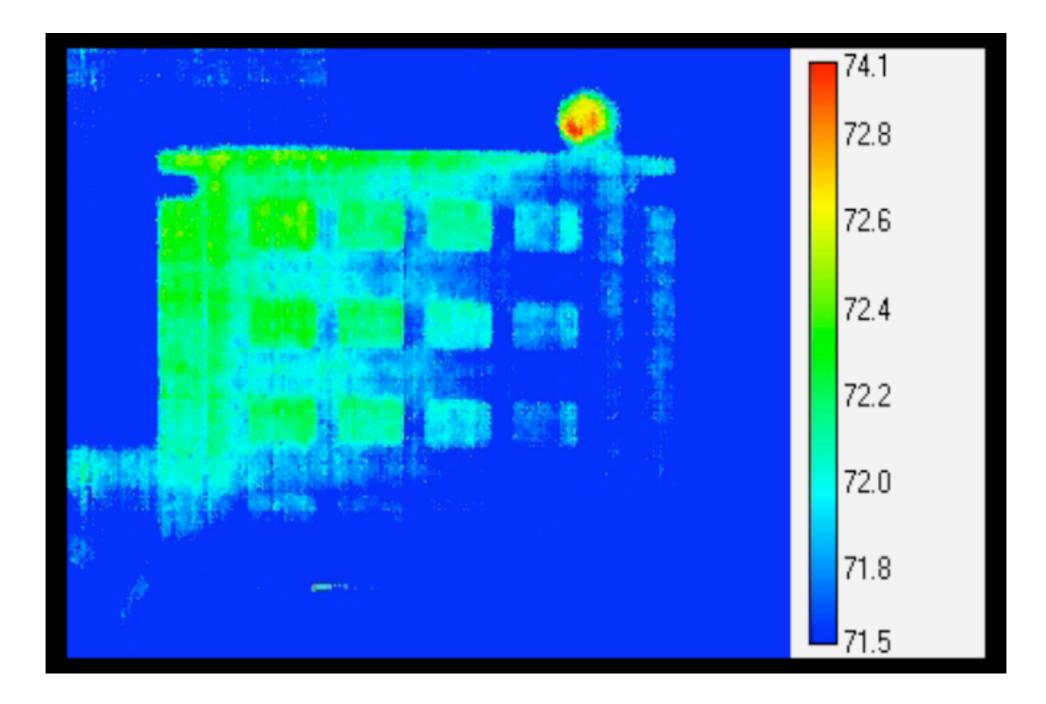
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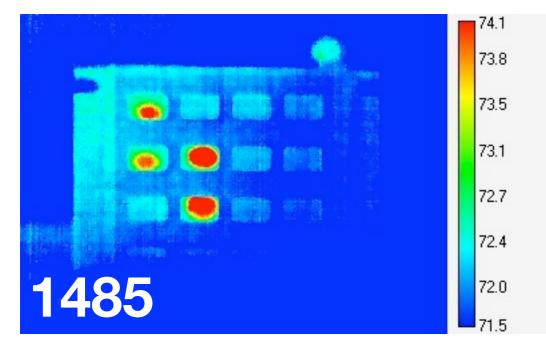
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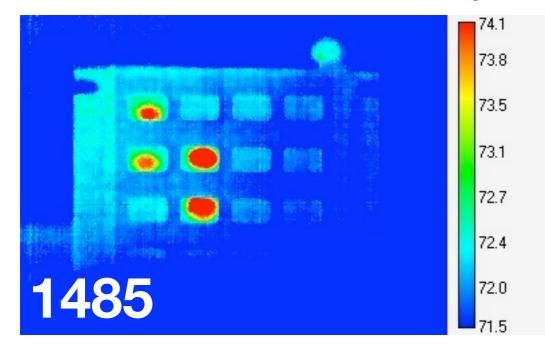
So the rest of our results are only for plastic keypads

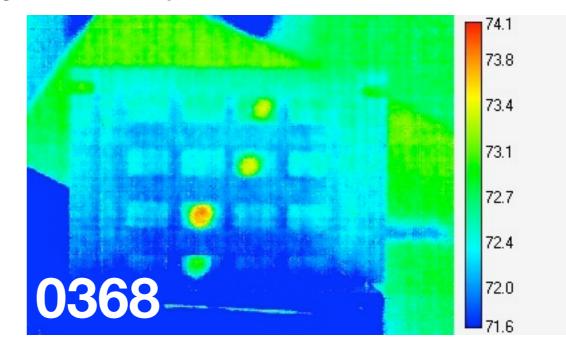
An ideal run

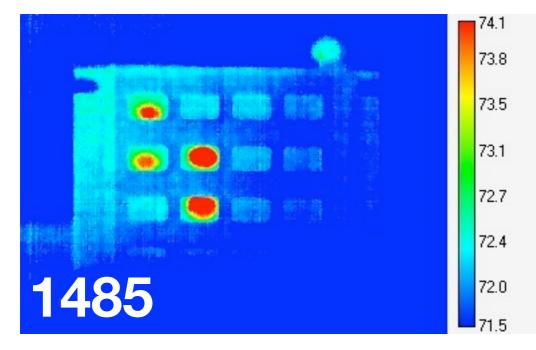
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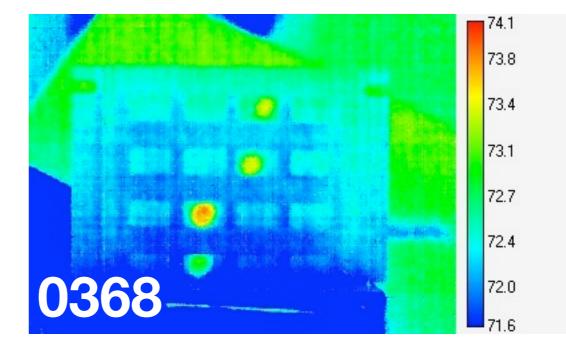


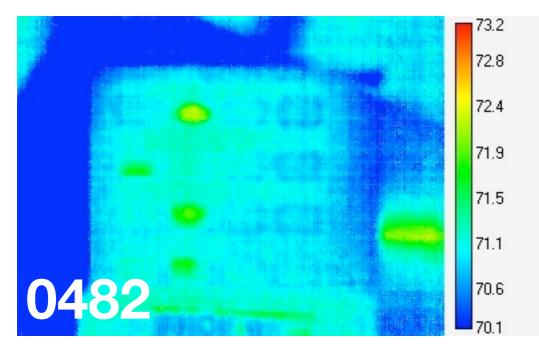


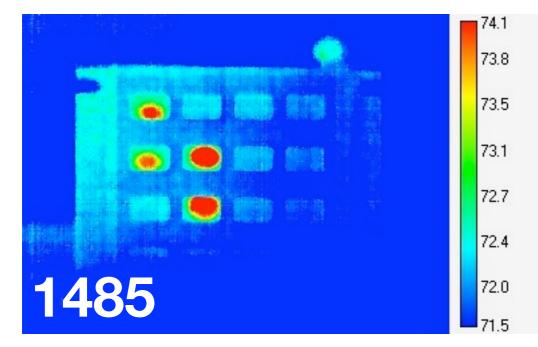


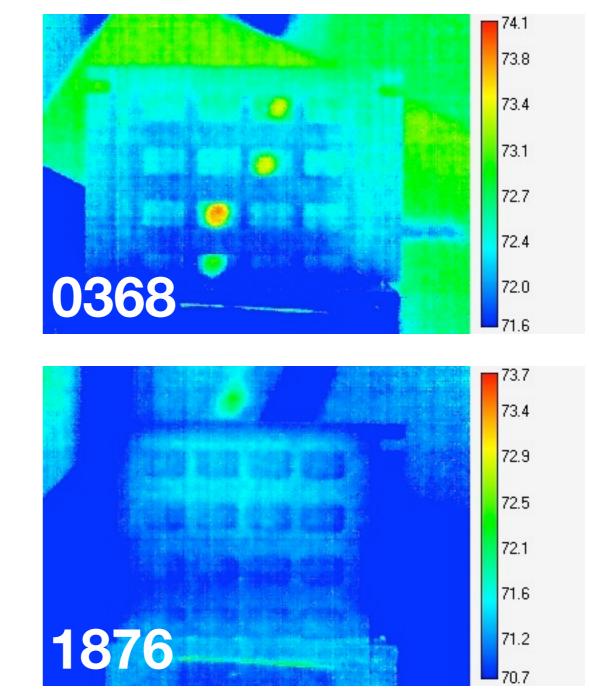


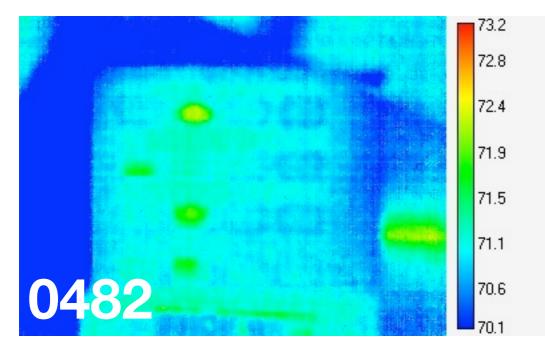






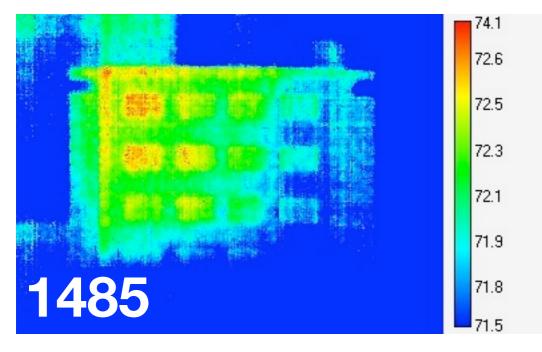




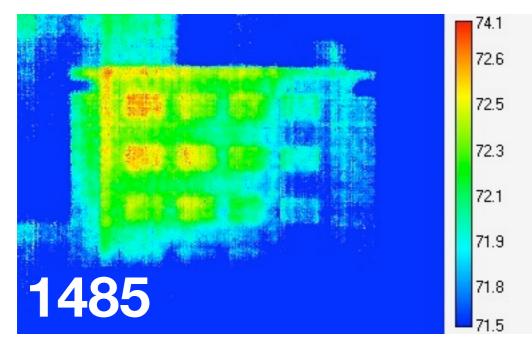


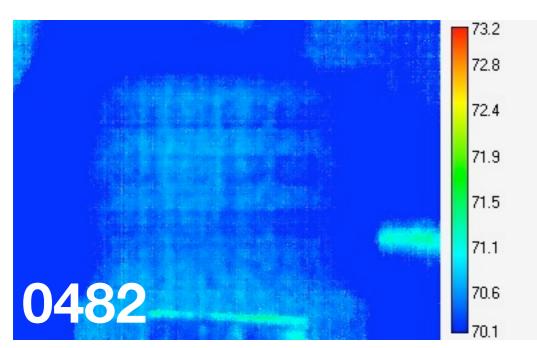
See similar differences in how residue degrades over time:

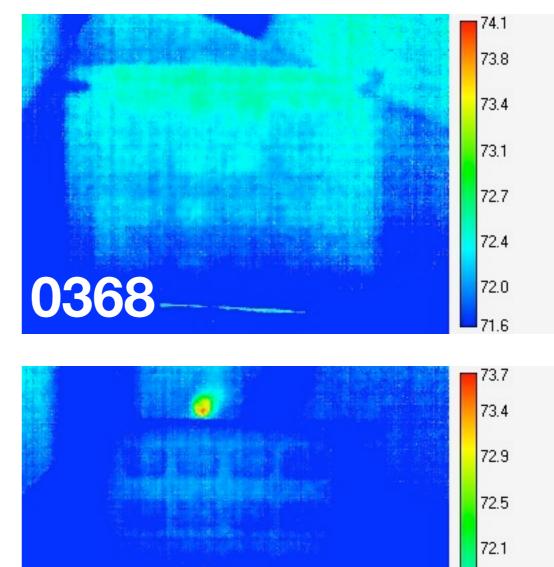
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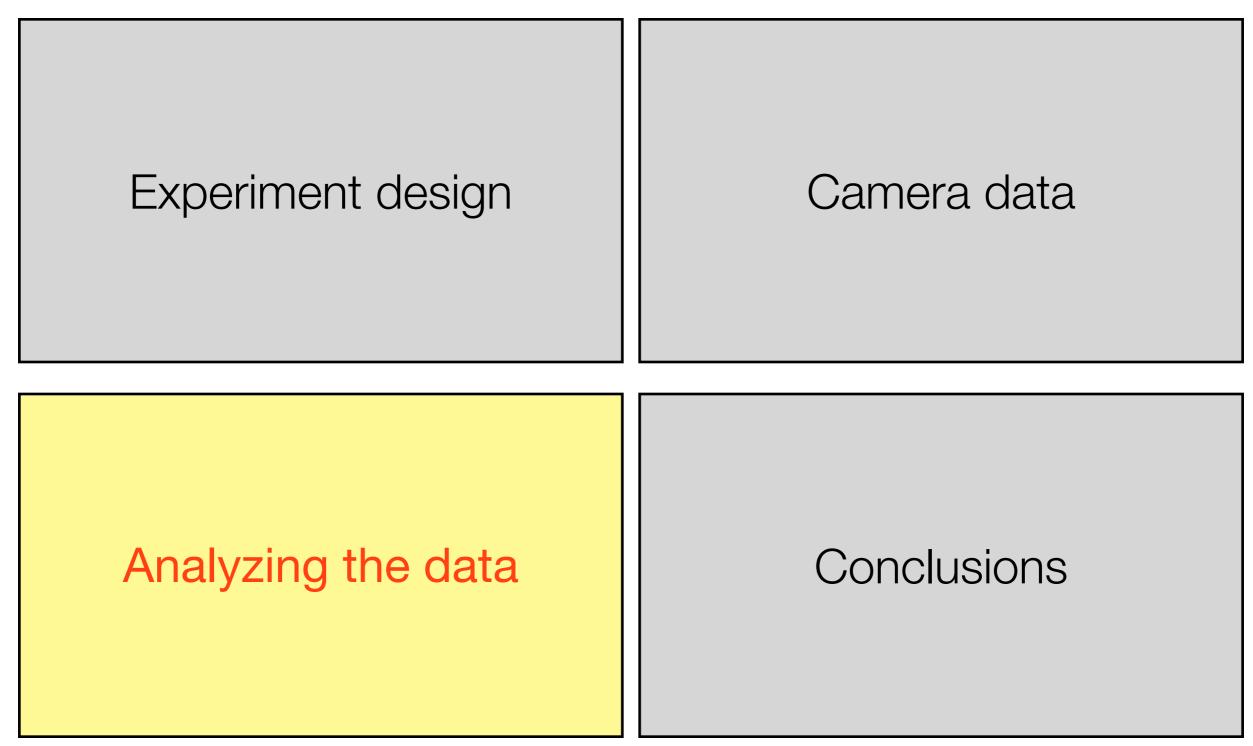
1876

71.6

71.2

70.7

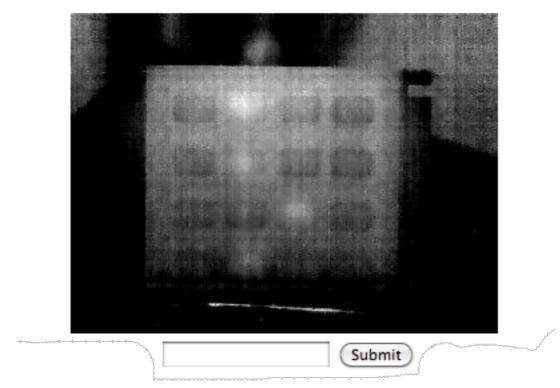
Outline



First approach: human visual inspection

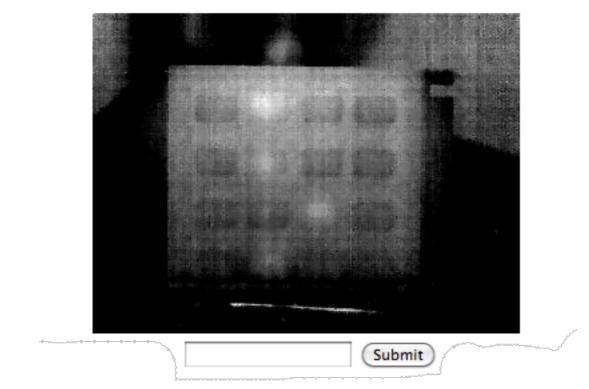
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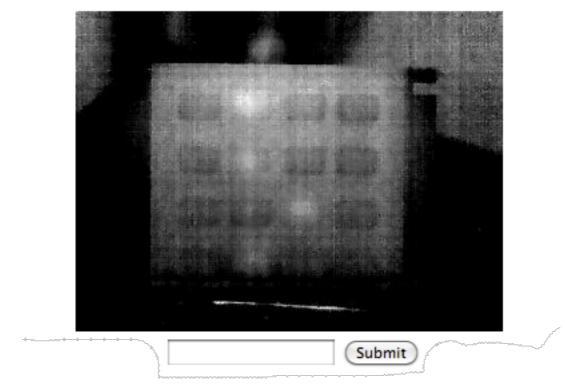
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Problem: this approach doesn't scale very well! (looked at ~1800 images)

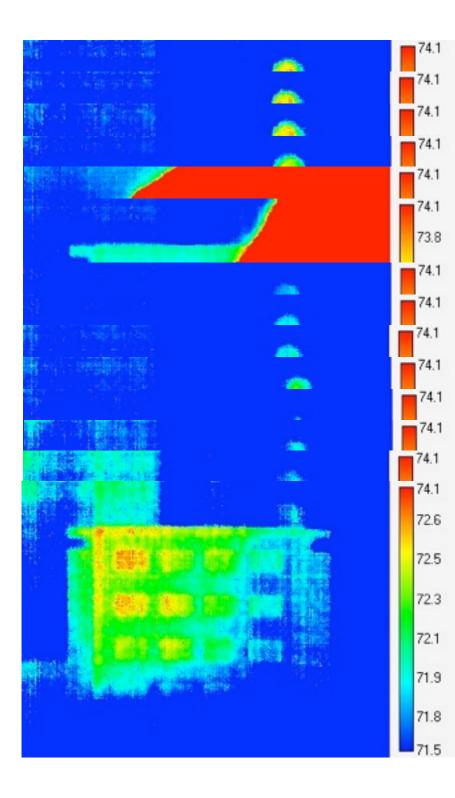
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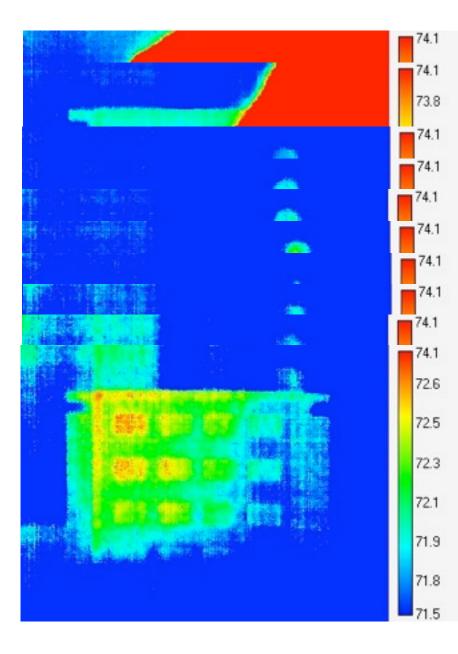
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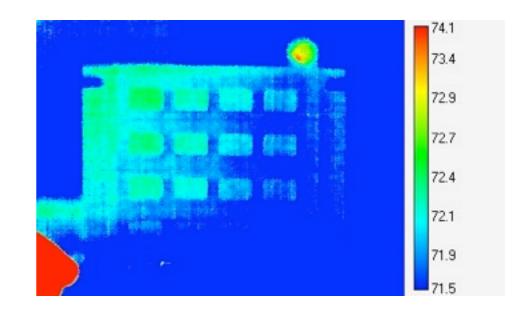


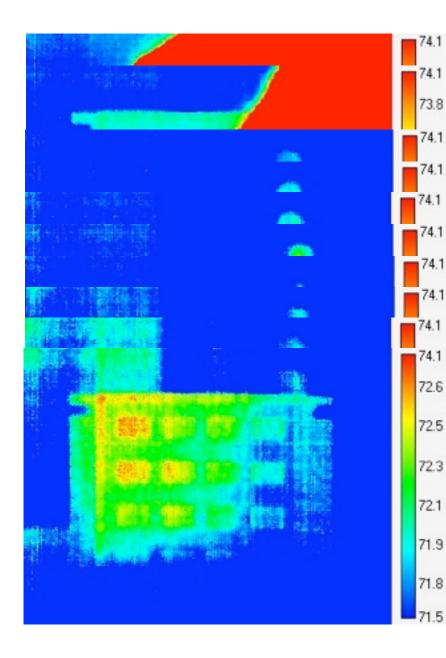
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• Second approach: automated review

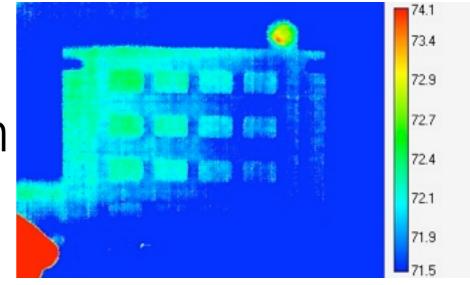




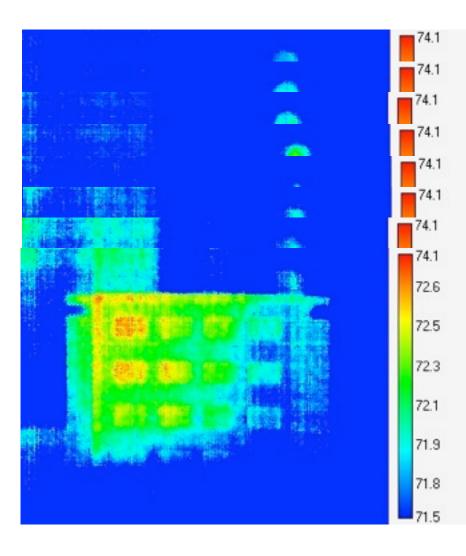


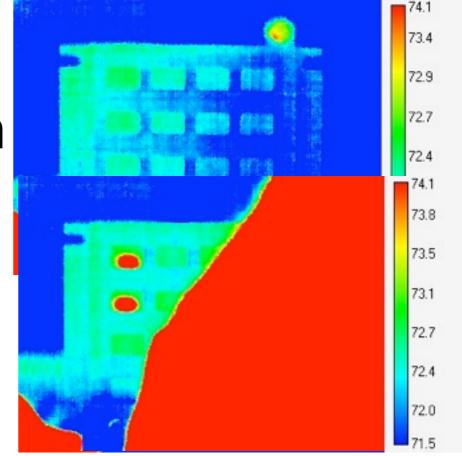


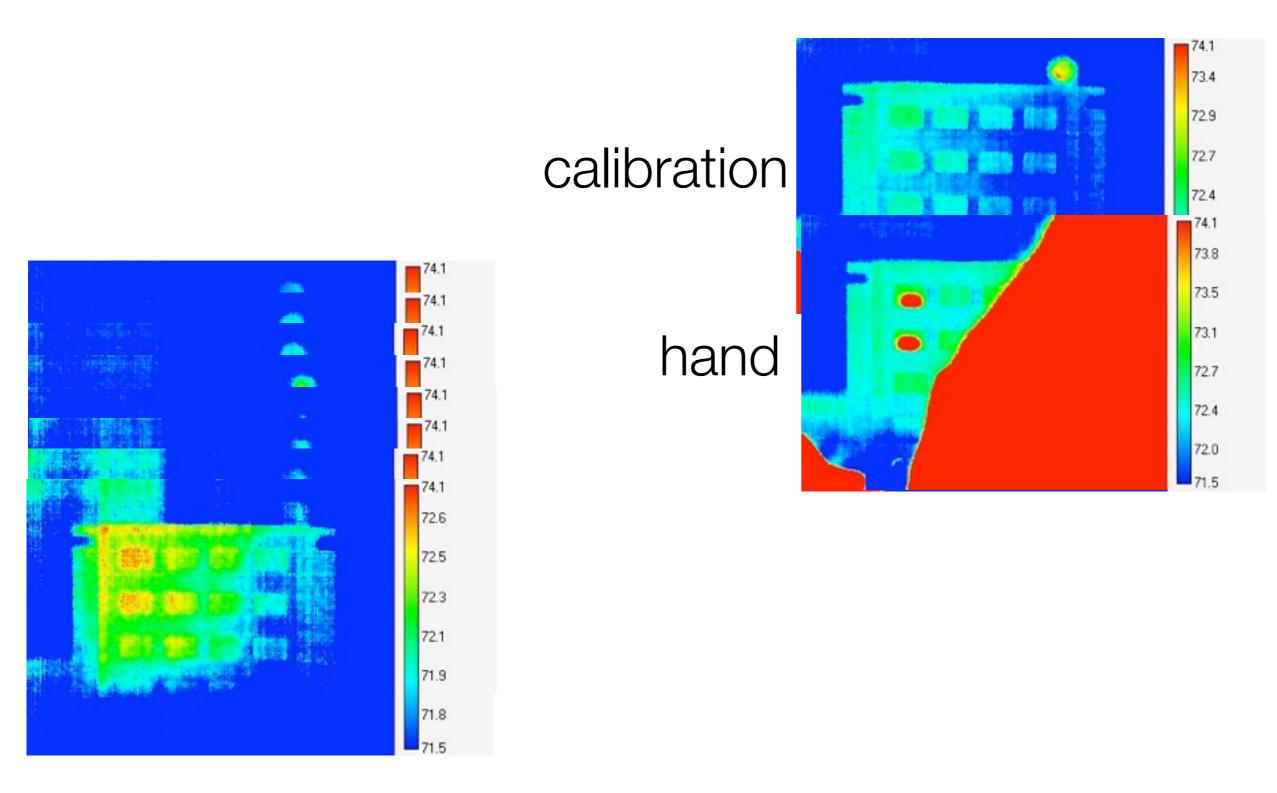
calibration

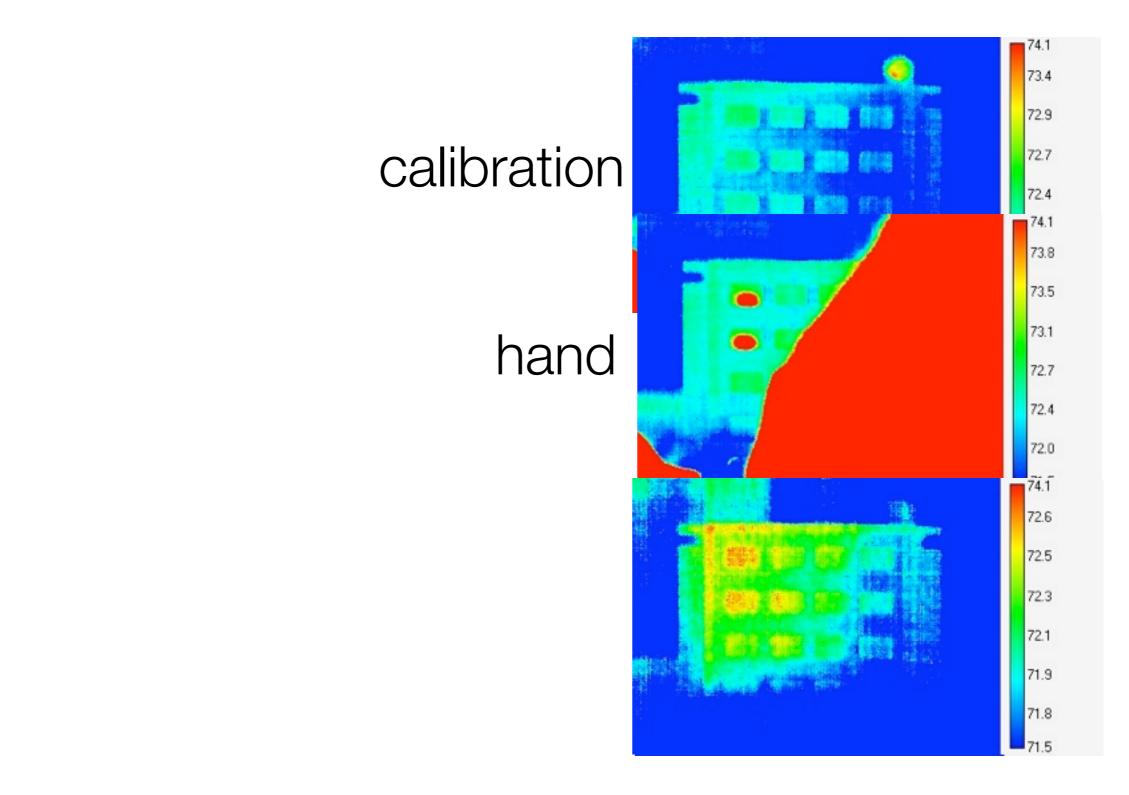


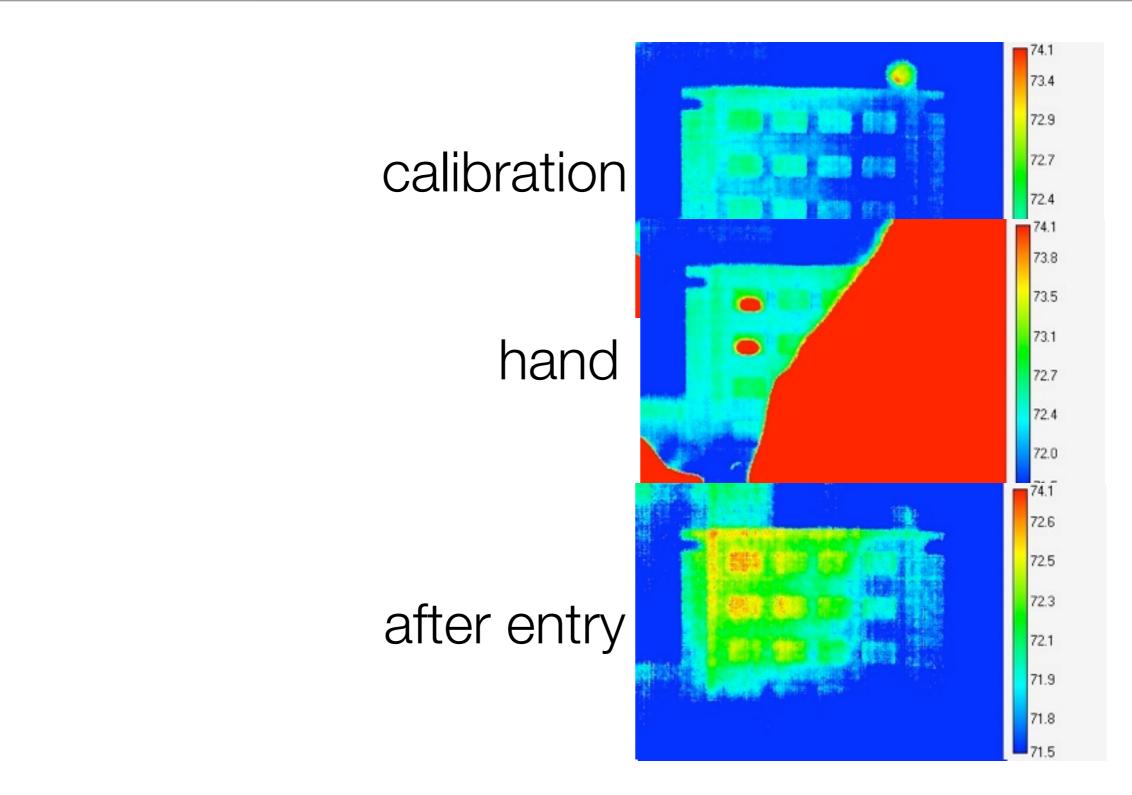
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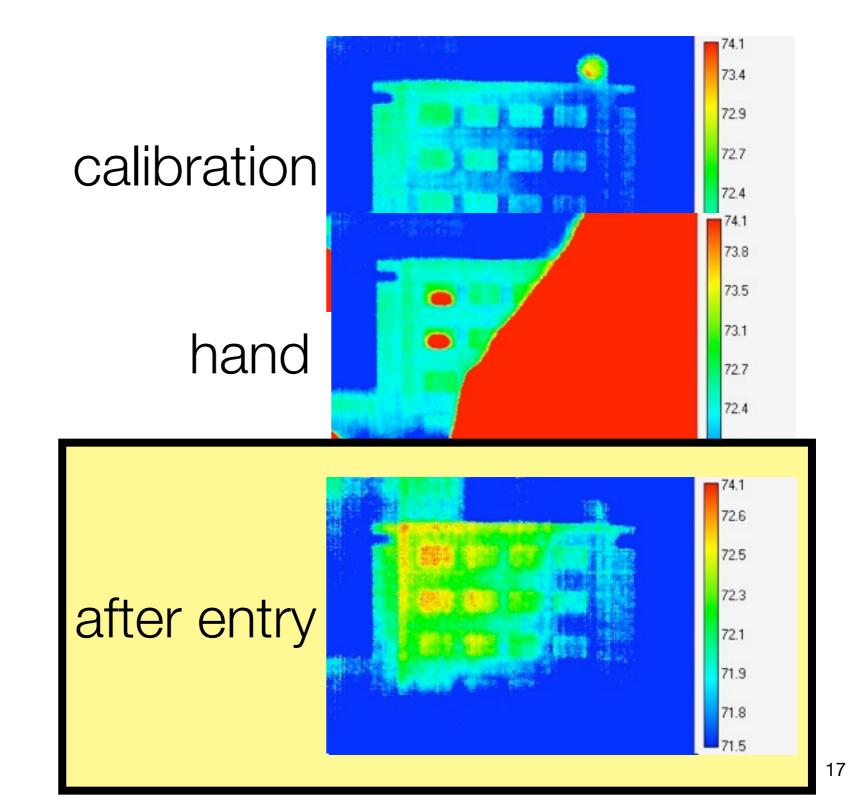




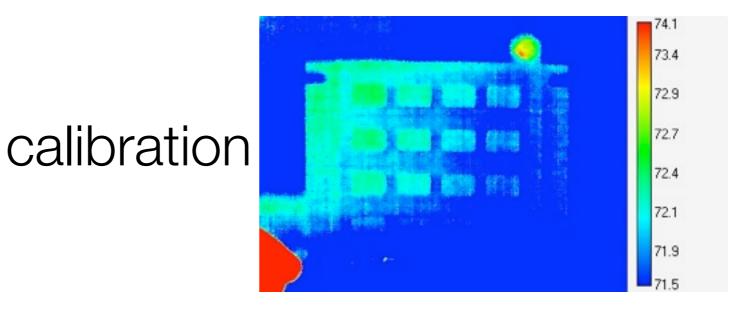


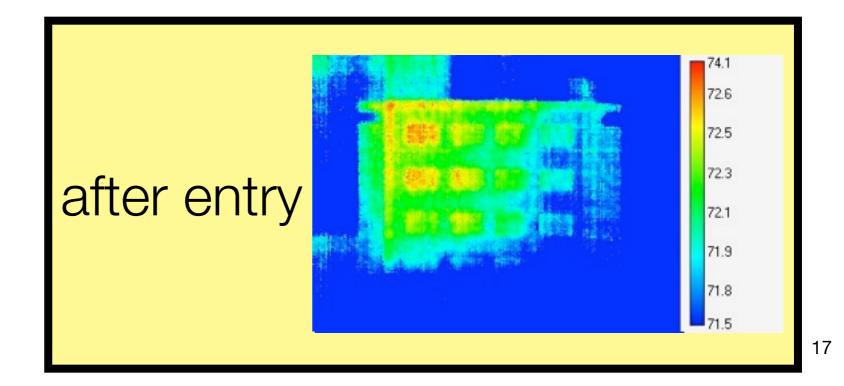


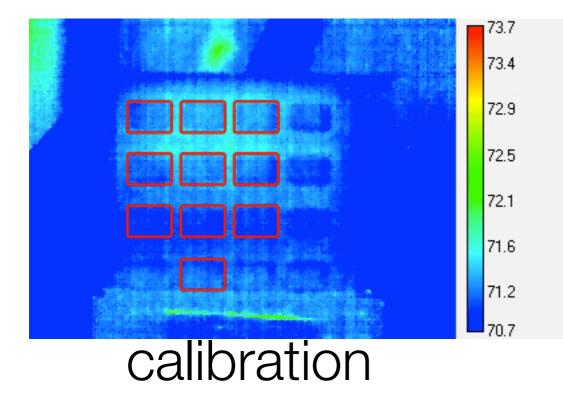


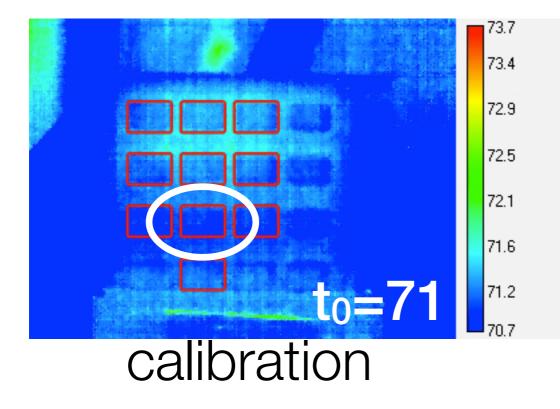


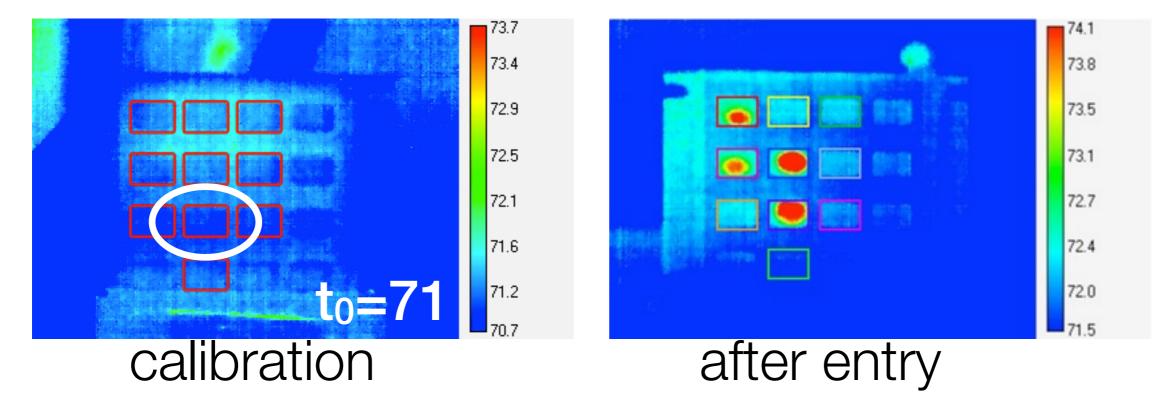
Automated review: what to do with all this footage?

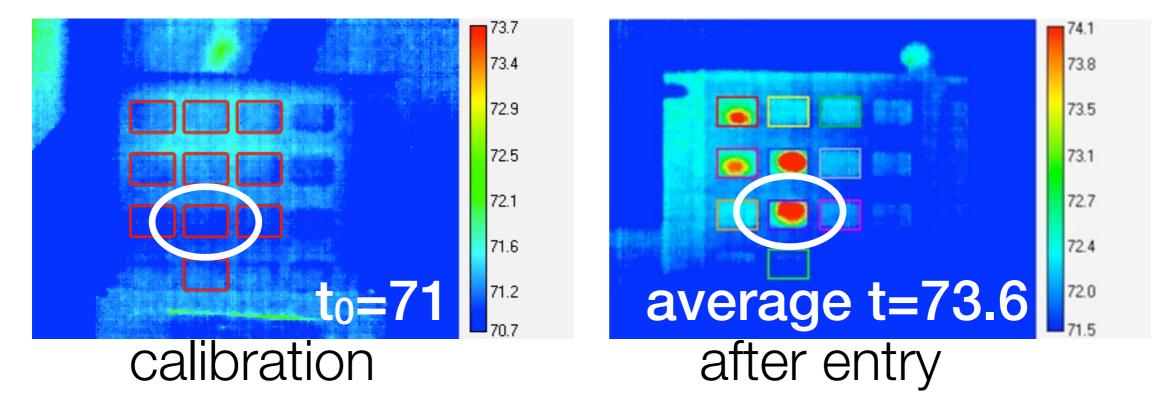


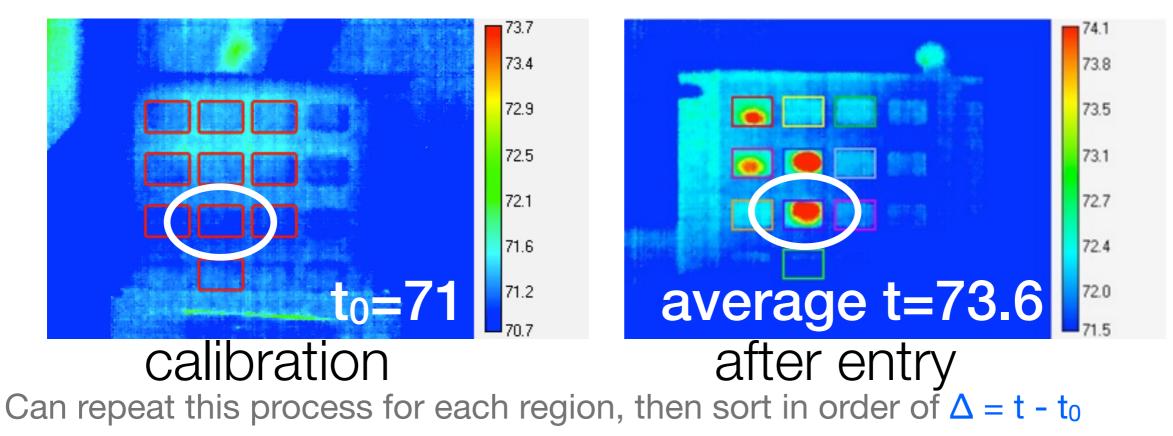




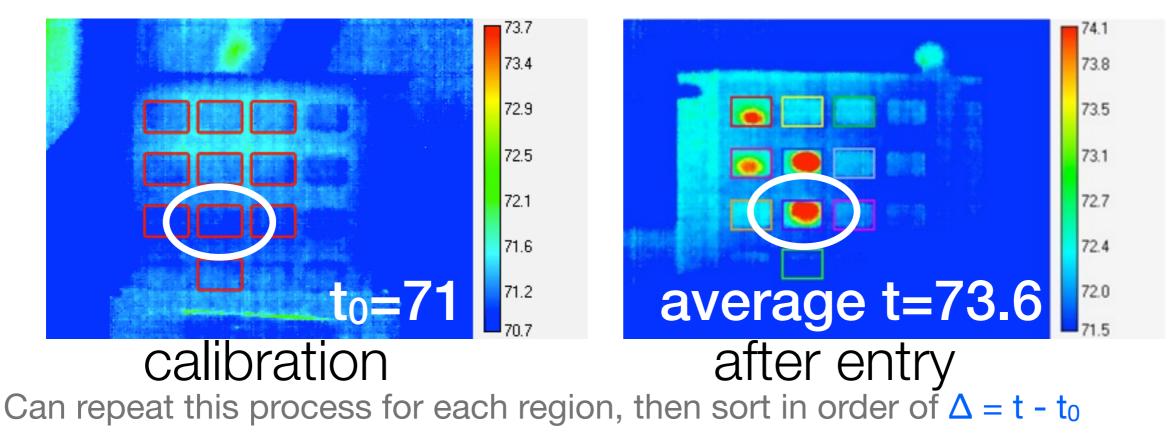






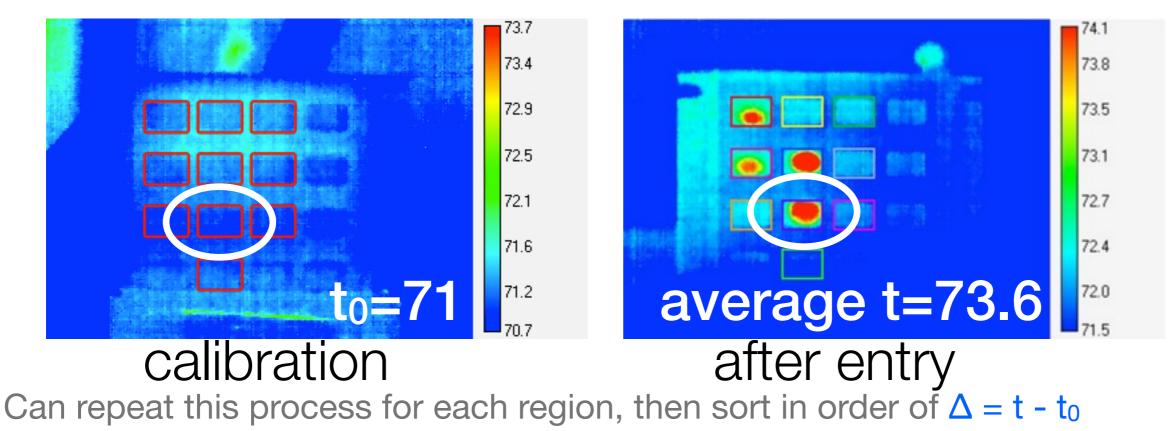


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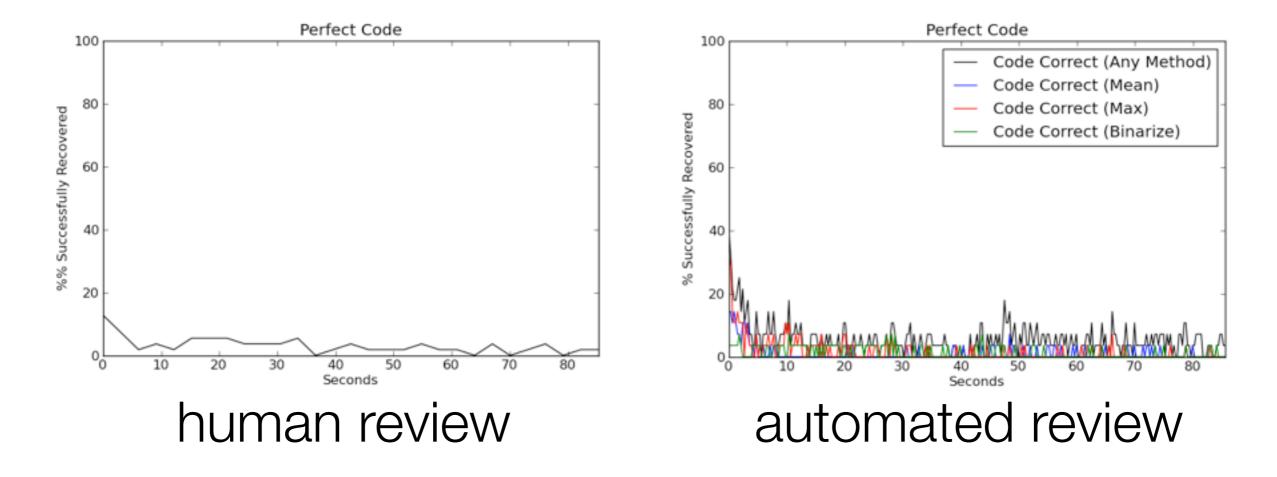
This is the mean method, also use max and binarize variants

First goal: recover the exact code entered

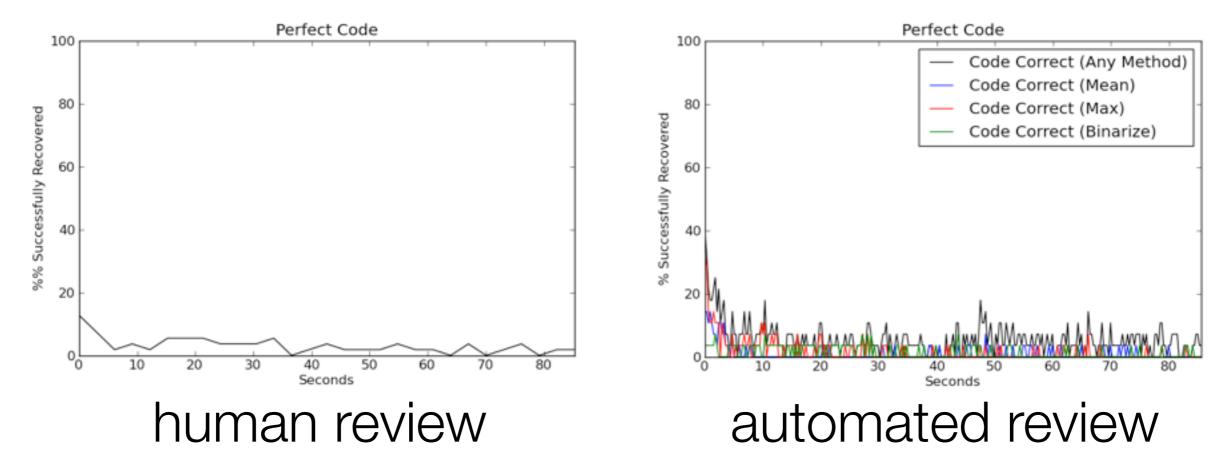
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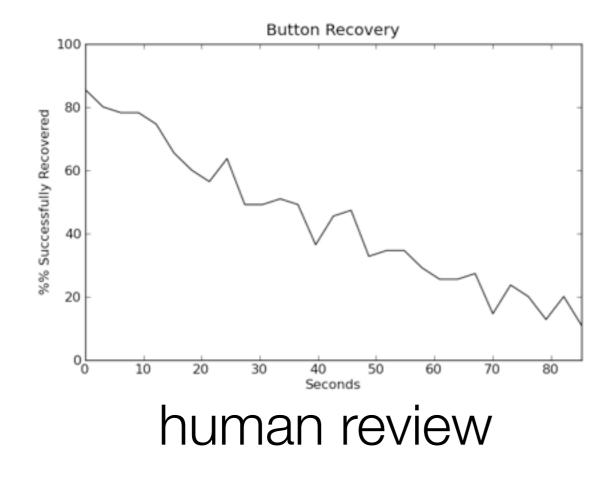
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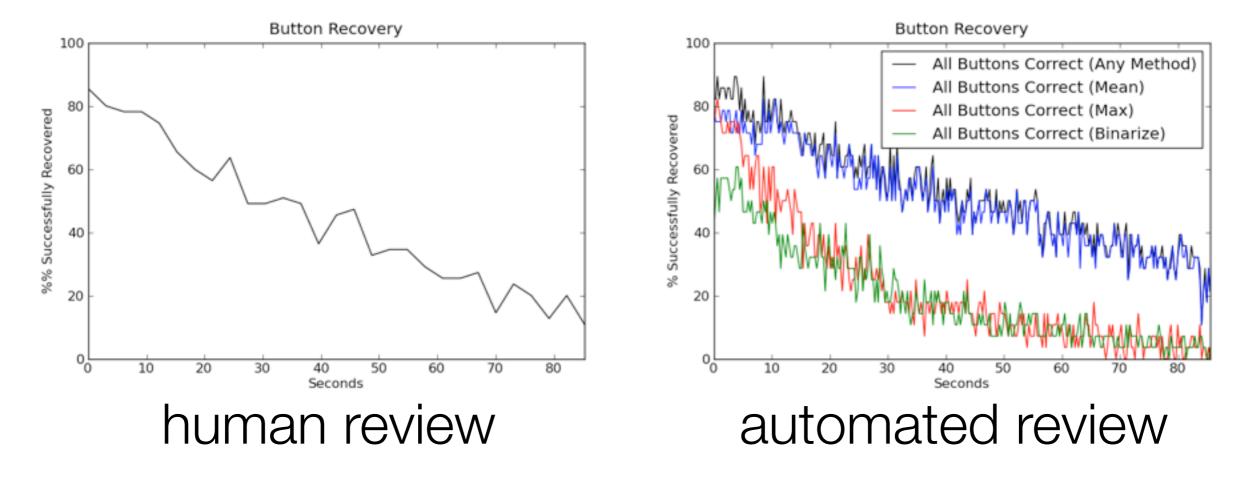


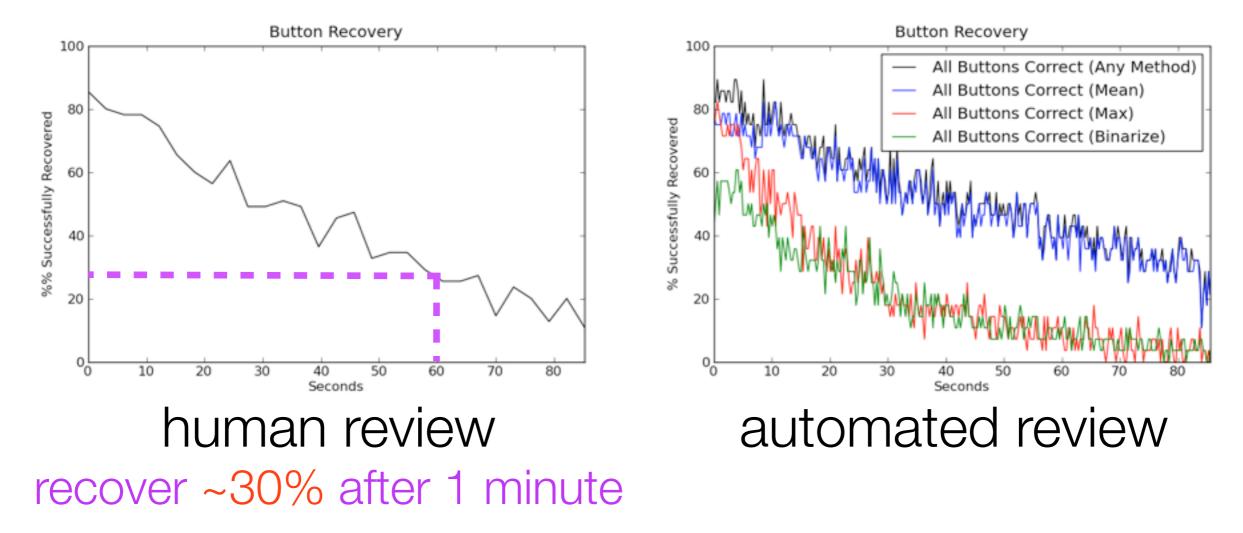
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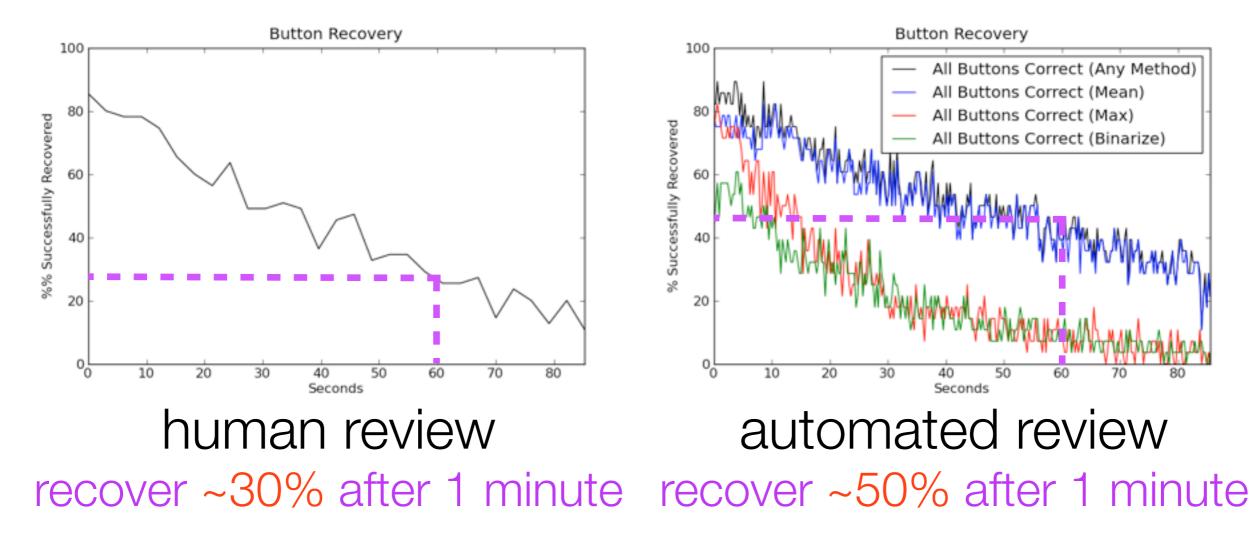


Bad news: the picture doesn't get much better if we allow for slight mistakes (transpositions, one wrong key, etc.)

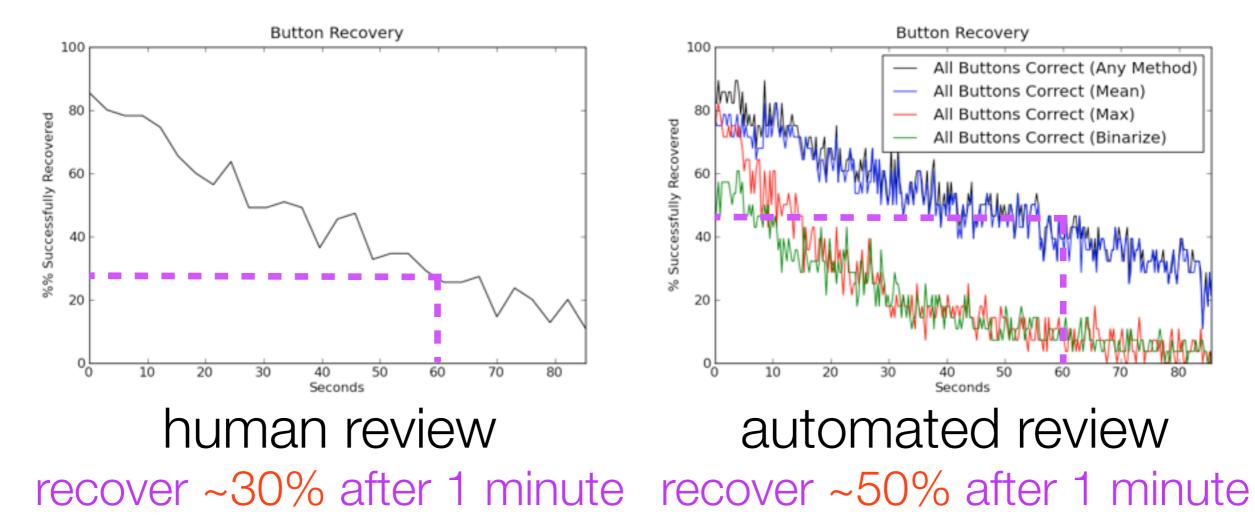






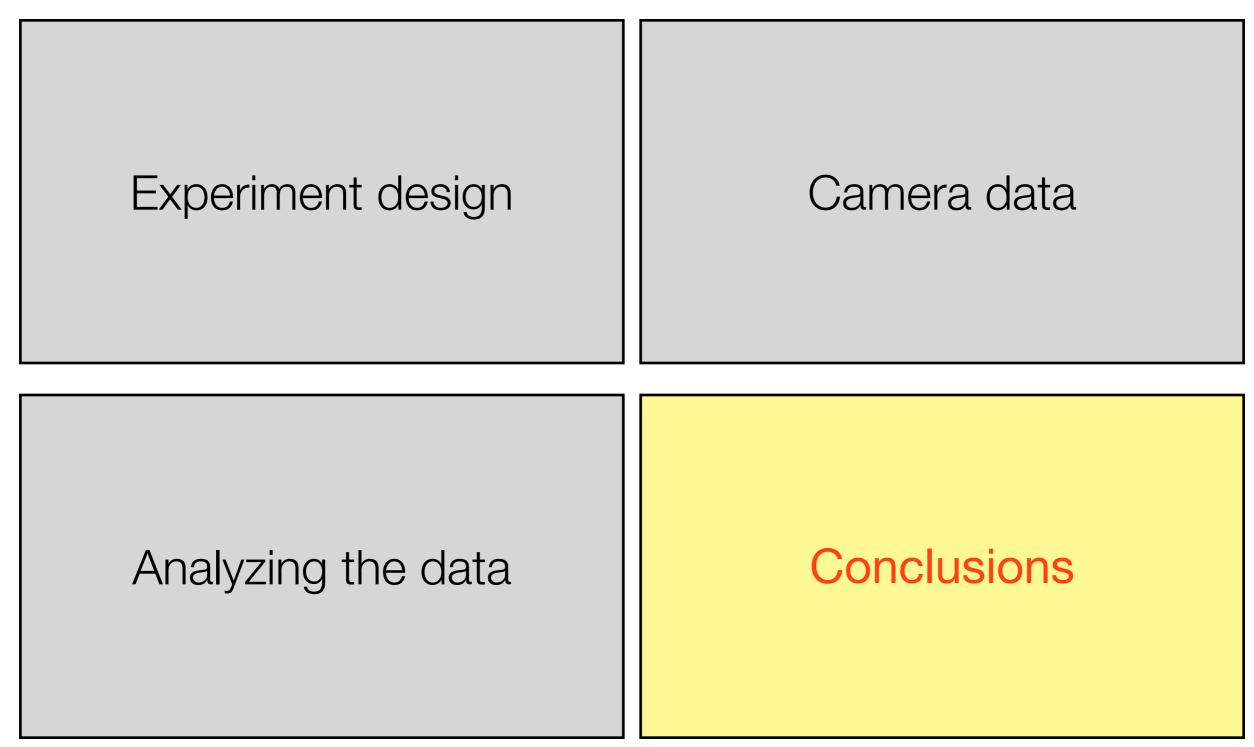


Second goal: recover the **buttons pressed** (not necessarily the correct order)



Not only is automated review scalable, it's also significantly more accurate

Outline



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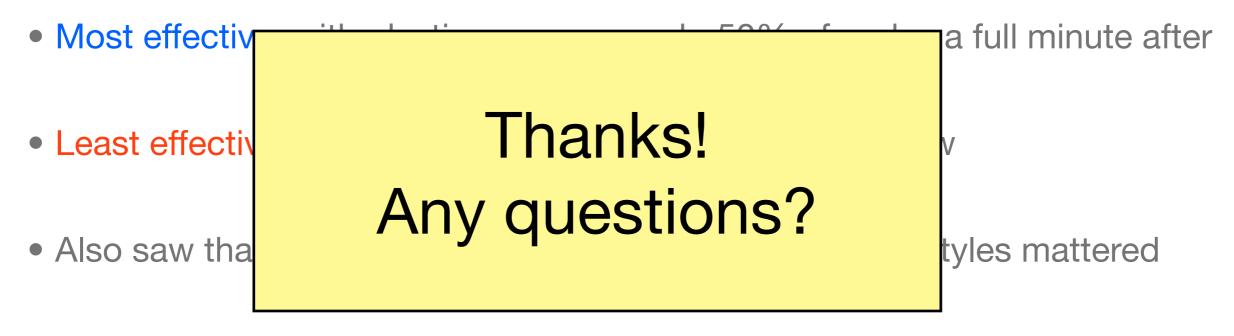
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