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

Keaton Mowery (UC San Diego)

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Stefan Savage (UC San Diego)



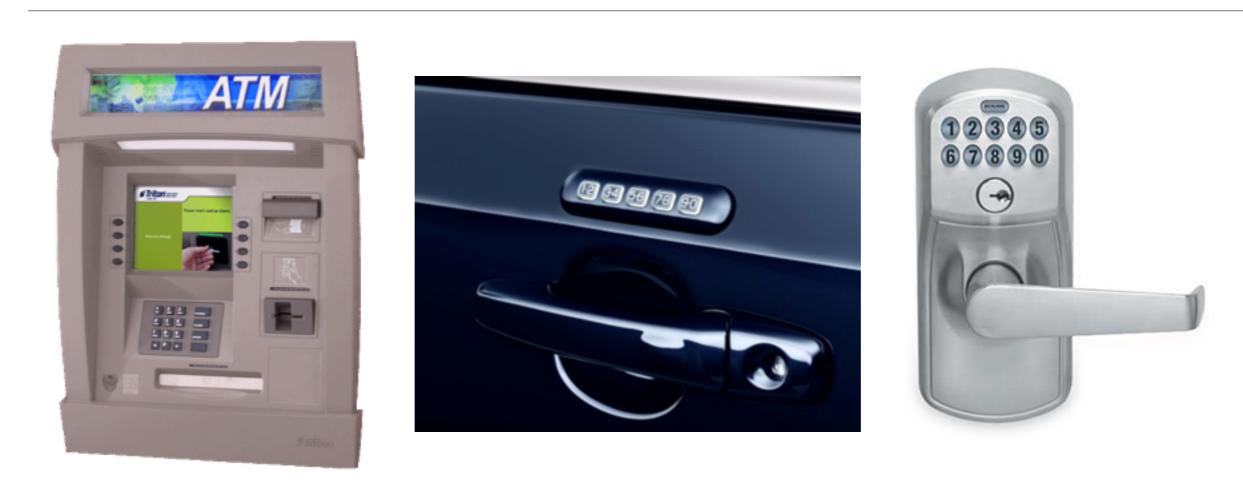












The problem: what if there is a camera watching you type in your code?





The solution: just shield the keypad!

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

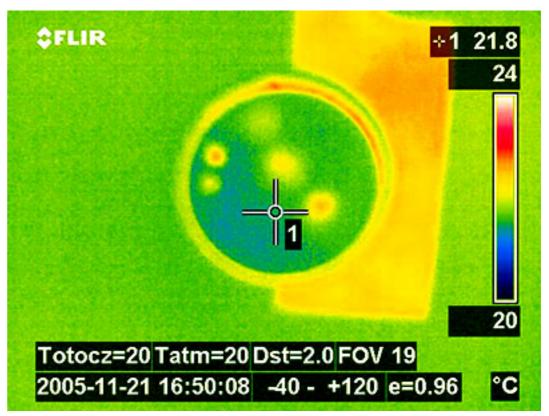
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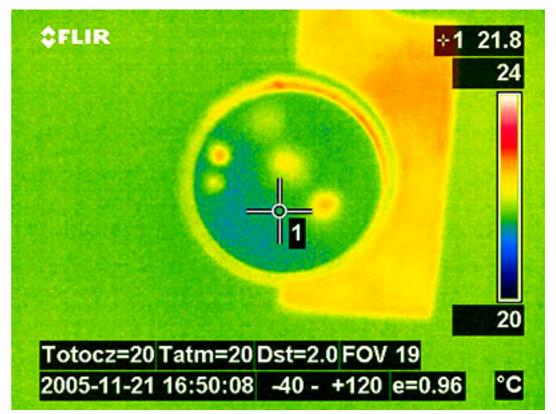




(images from lcamtuf.coredump.cx/tsafe)

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

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Keypad materials (metal vs. plastic)





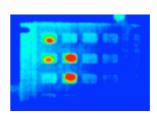
We broaden the picture by considering different:

• Keypad materials (metal vs. plastic)





• Keypad users (cold- vs. warm-blooded, etc.)



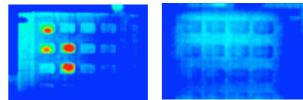


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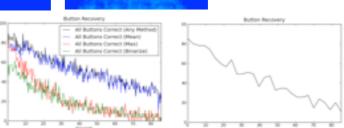
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Review methods (automated vs. visual inspection)

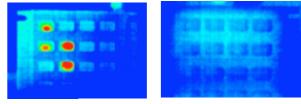


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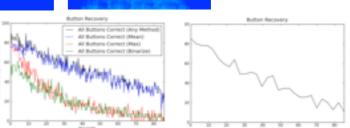
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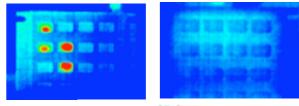
Degrees of success (exact code vs. partial information)

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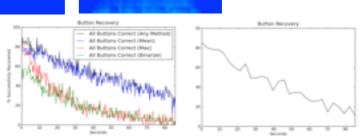
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Degrees of success (exact code vs. partial information)

Find that results vary substantially as we change above variables

Experiment design

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Camera data

Experiment design

Camera data

Analyzing the data

Experiment design Camera data

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Conclusions

Experiment design

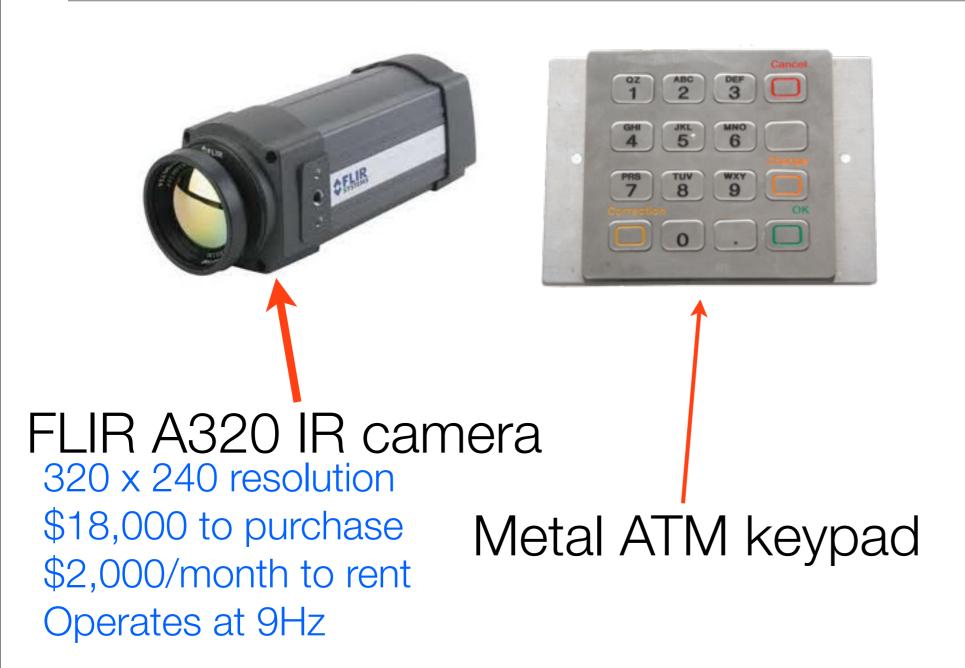
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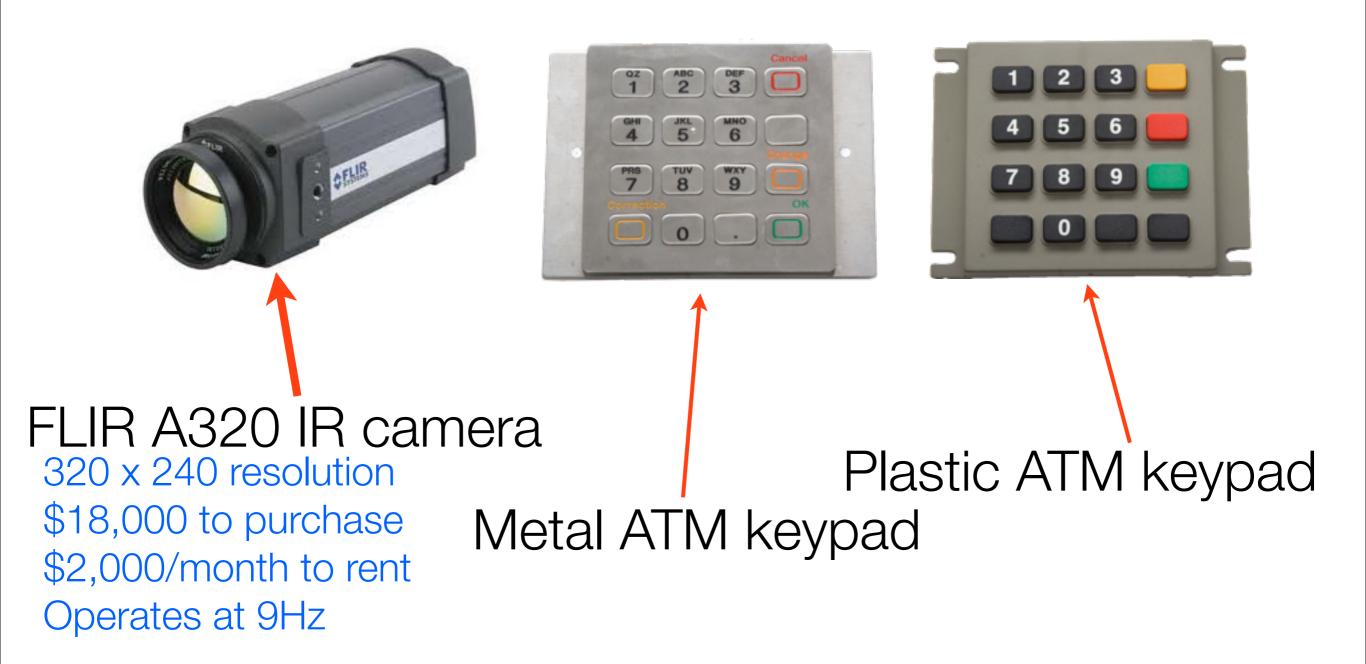
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320 x 240 resolution \$18,000 to purchase \$2,000/month to rent Operates at 9Hz





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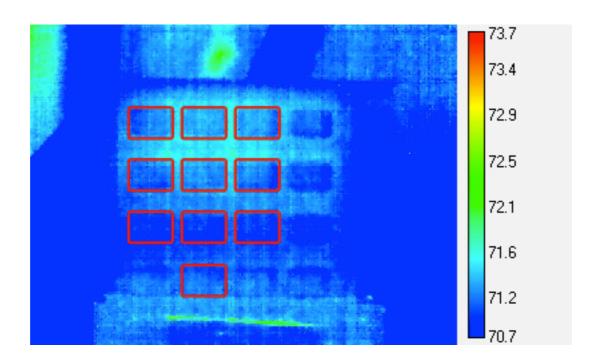
Worked at two different distances: 14 and 28 inches

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Set keypad in a vise and camera on a tripod across from it

Worked at two different distances: 14 and 28 inches

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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- 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

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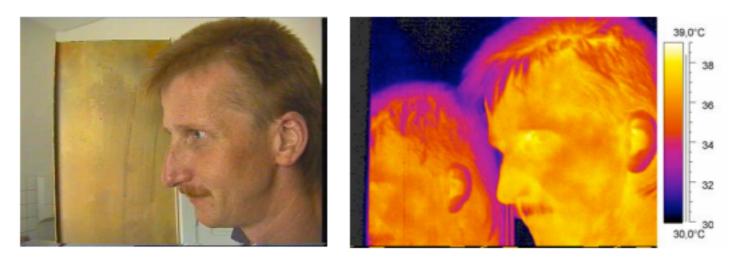


Figure 5. An oxidized old brass plate with a lot of surface roughness in the 1µm scale or below is scattering light diffusely for visible light, but at least in part specularly for thermal IR radiation of λ≈ 10µm.

(images from

"Identification and suppression of thermal reflections in infrared thermal imaging,"

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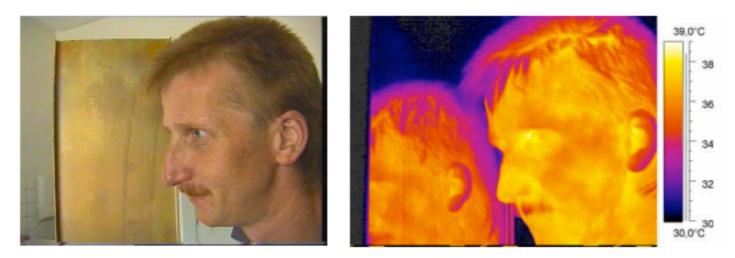


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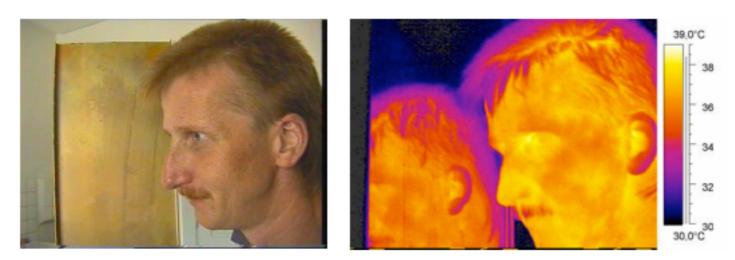


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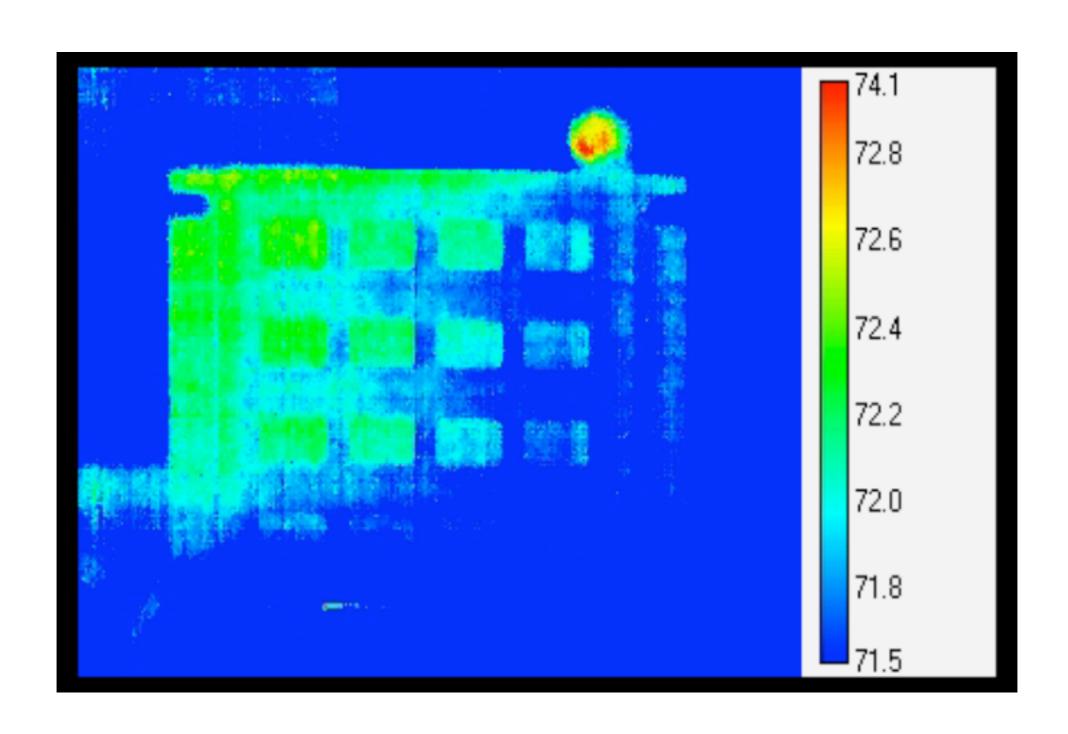
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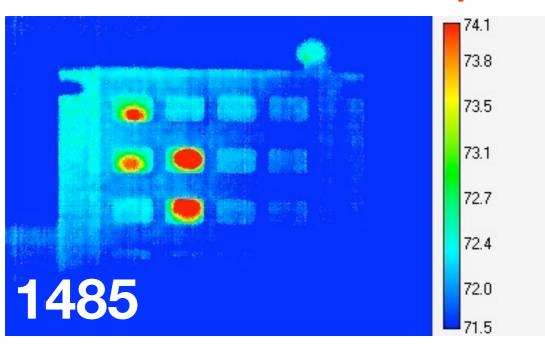
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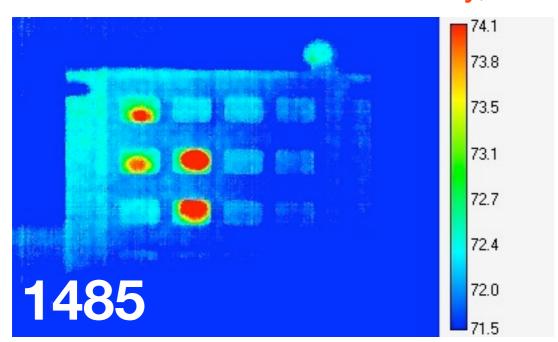
So the rest of our results are only for plastic keypads

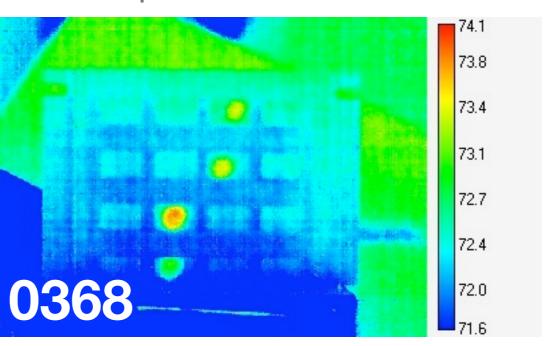
An ideal run

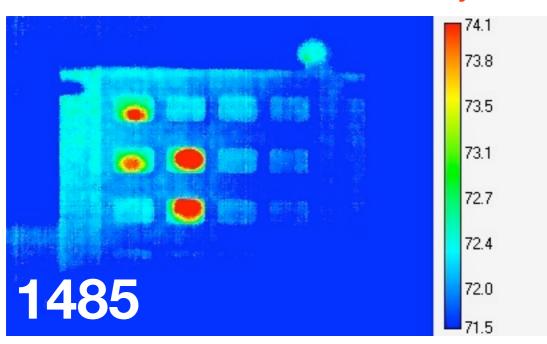
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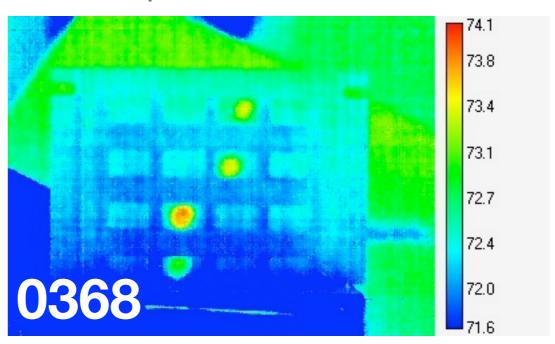


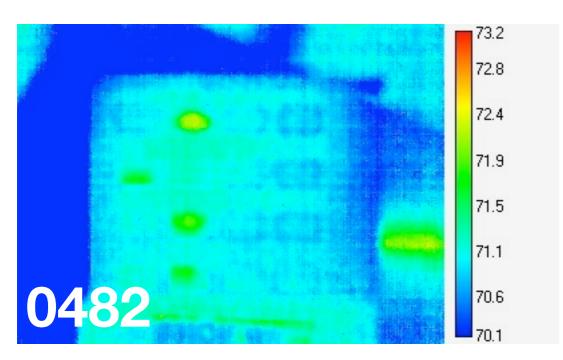


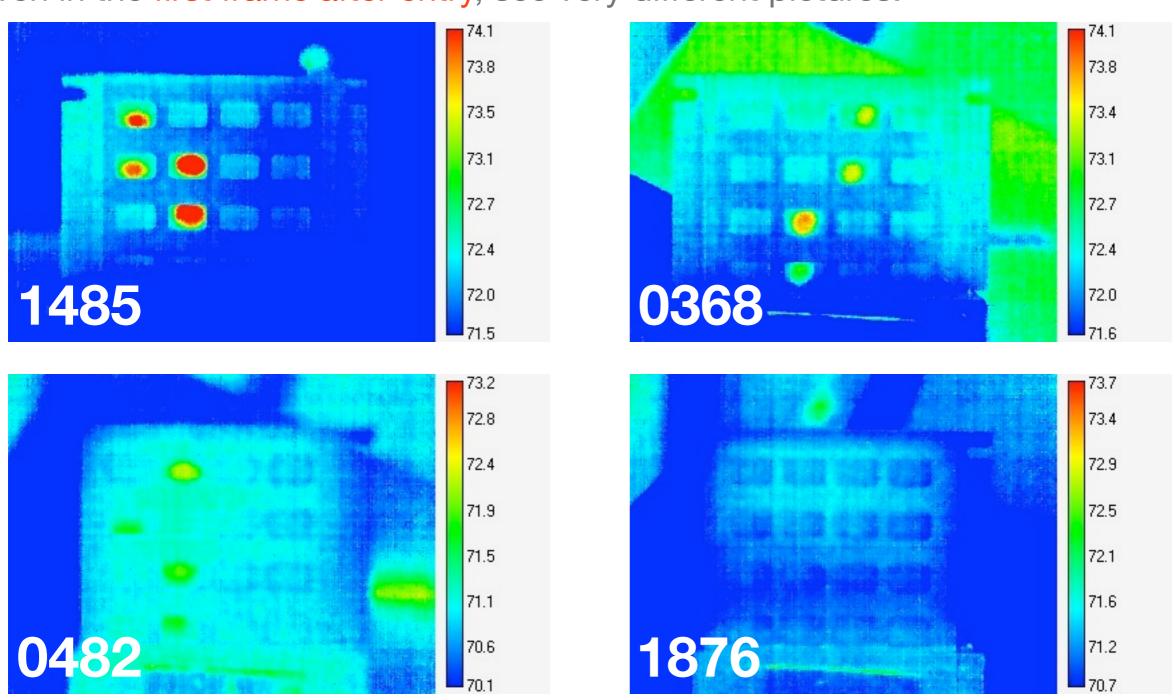






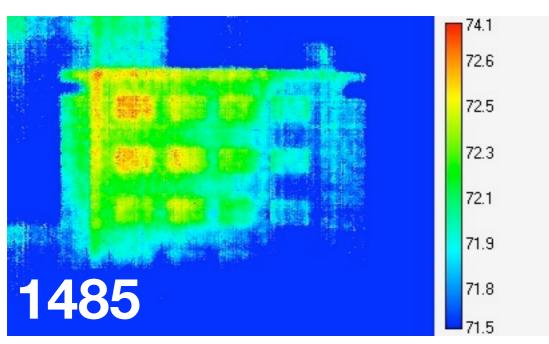




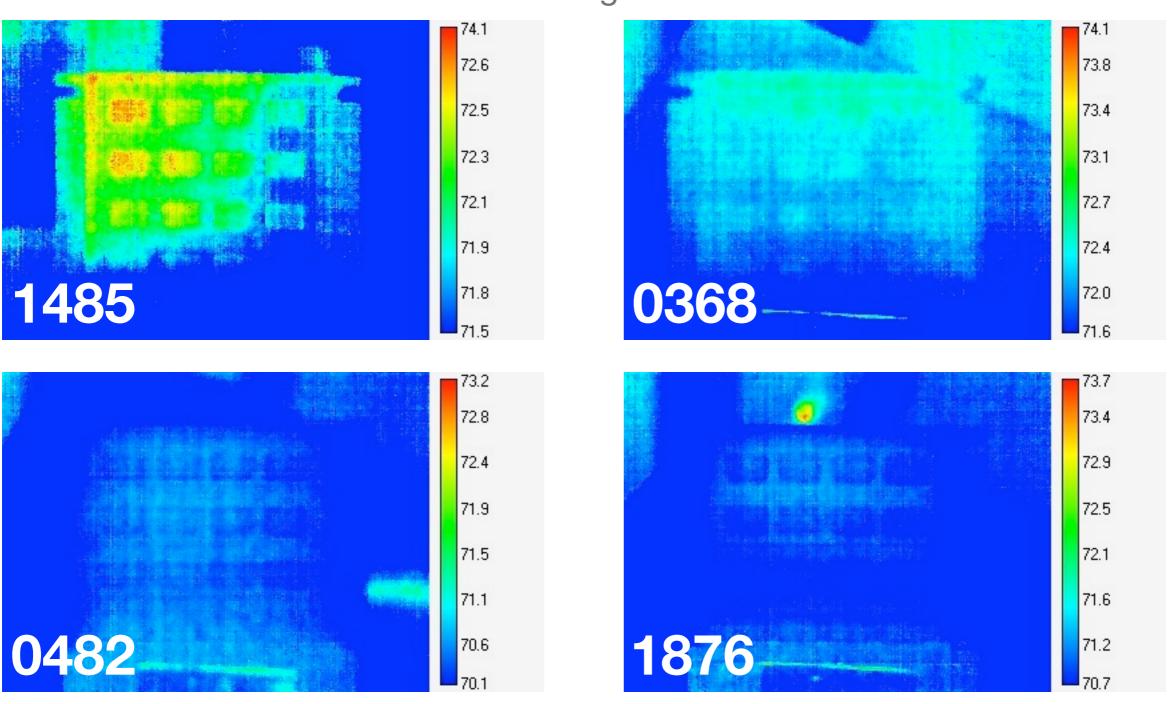


See similar differences in how residue degrades over time:

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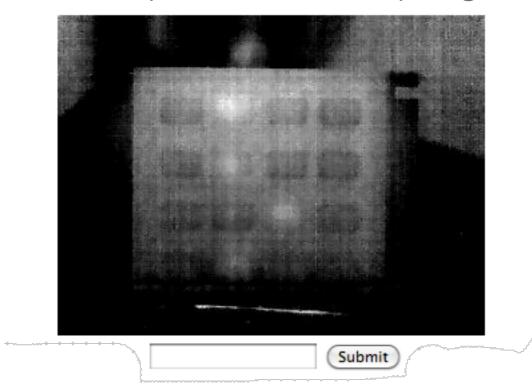
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First approach: human visual inspection

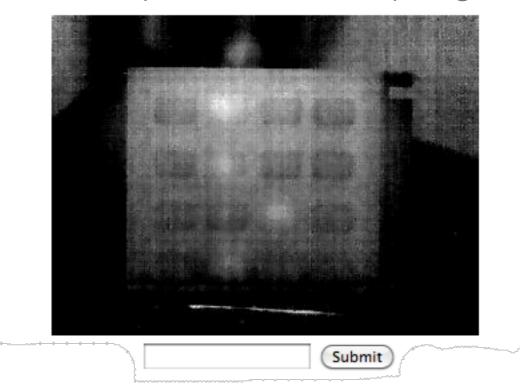
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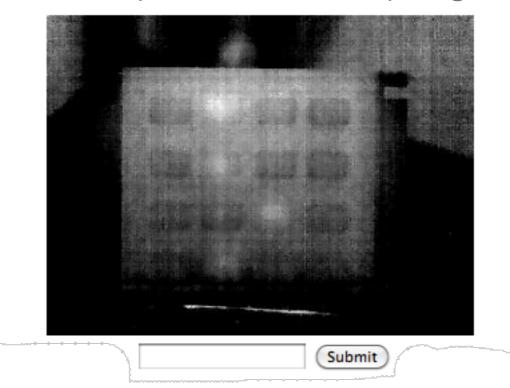
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Problem: this approach doesn't scale very well! (looked at ~1800 images)

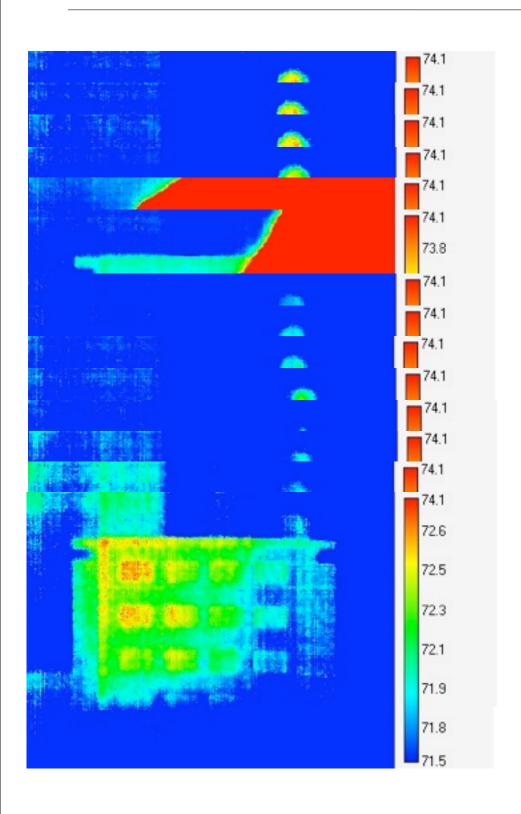
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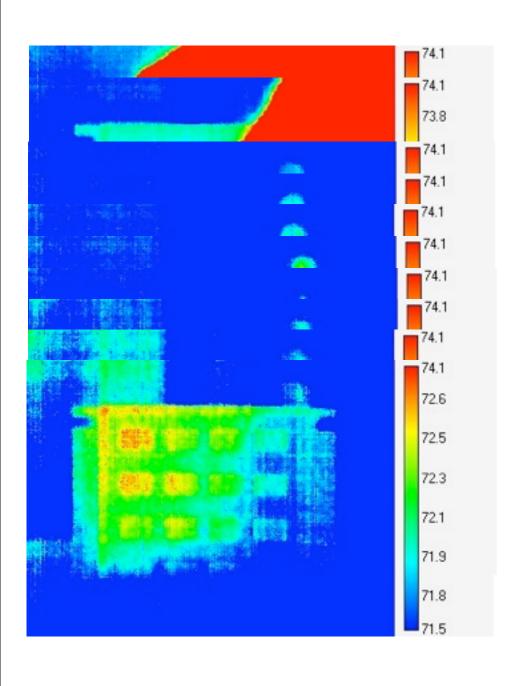
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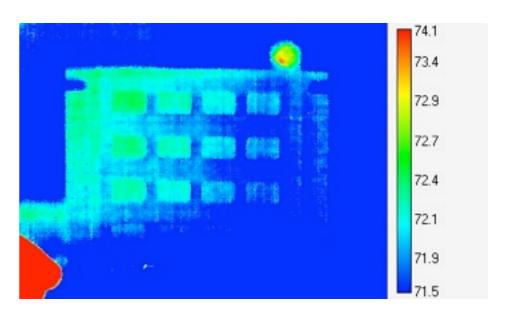


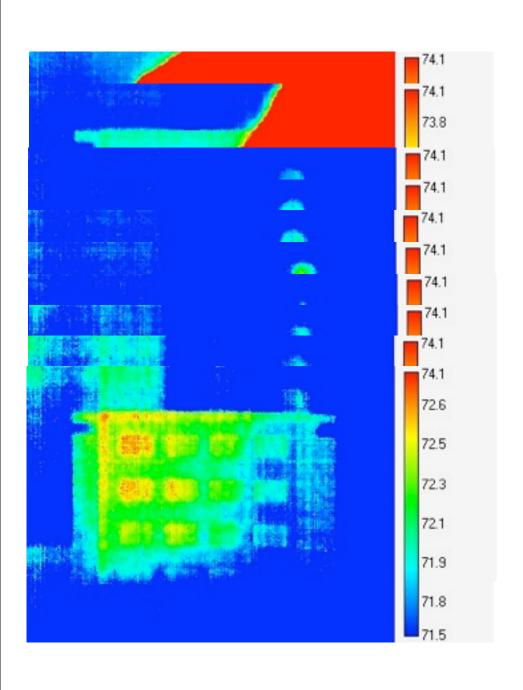
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Second approach: automated review

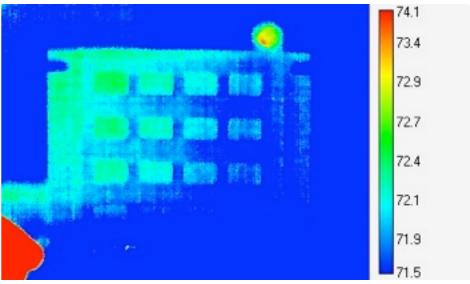


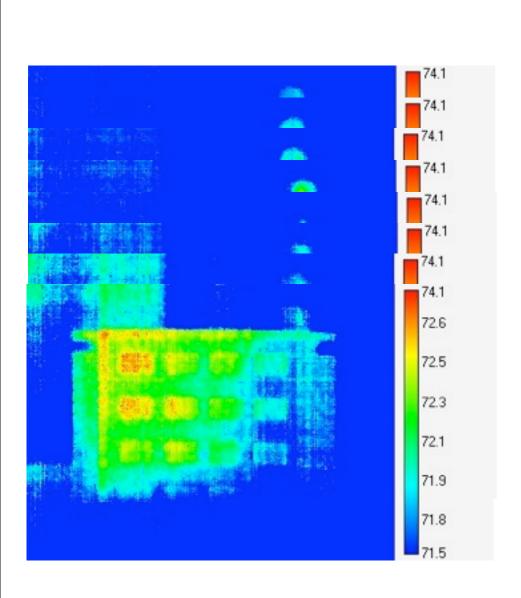




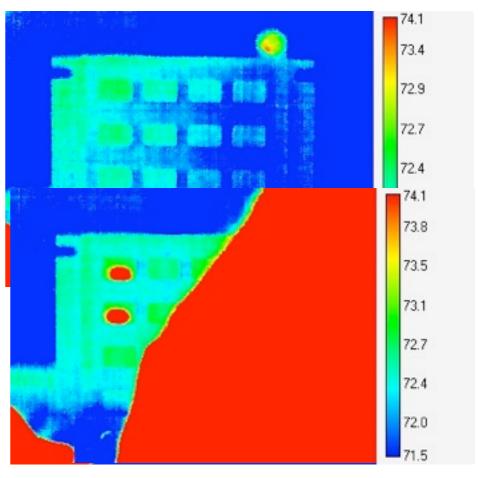


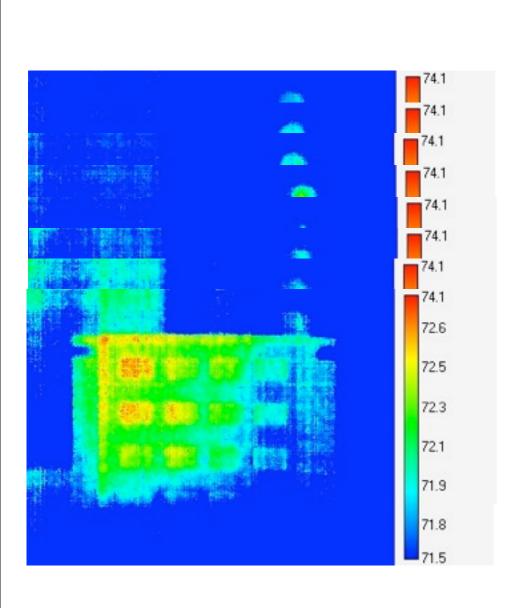


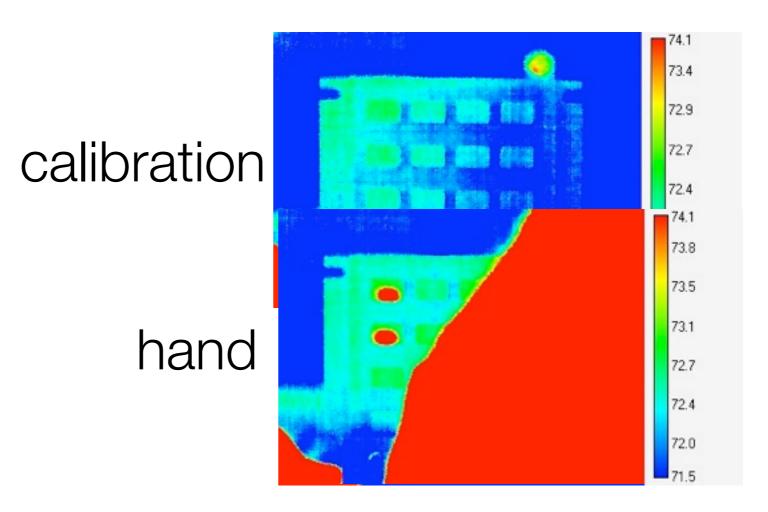


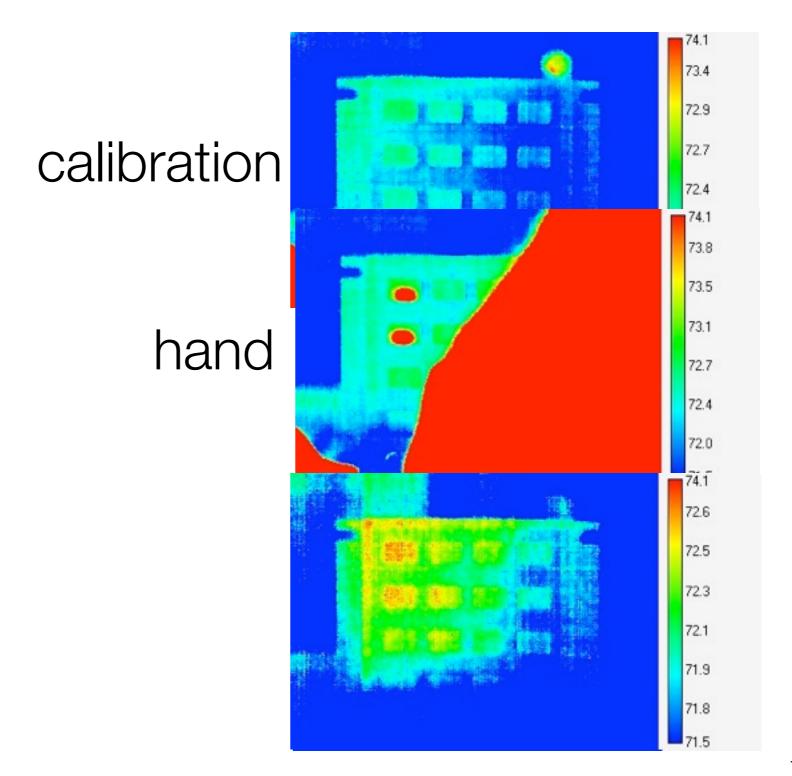


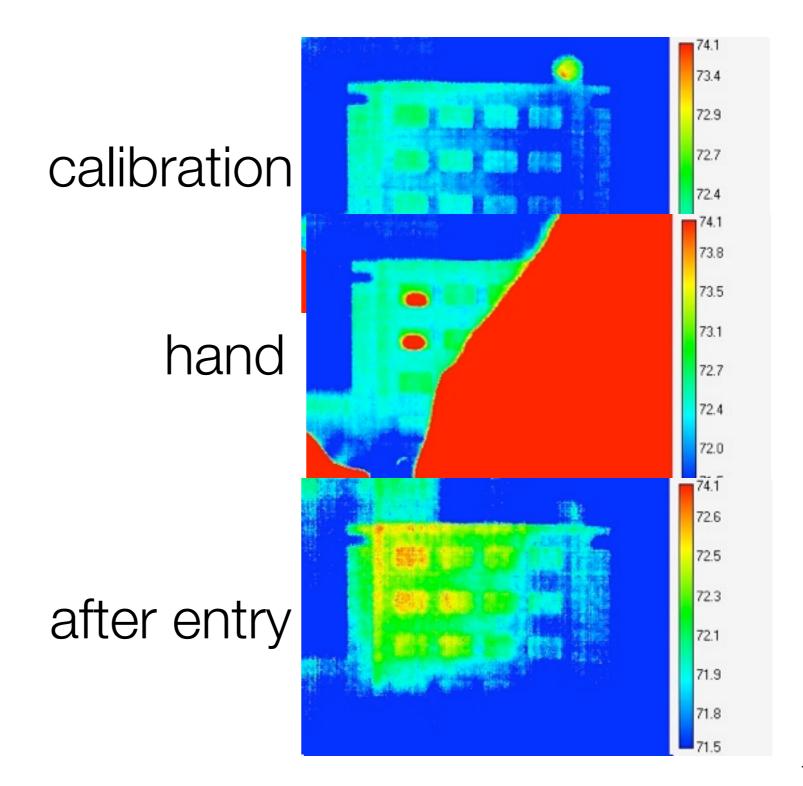


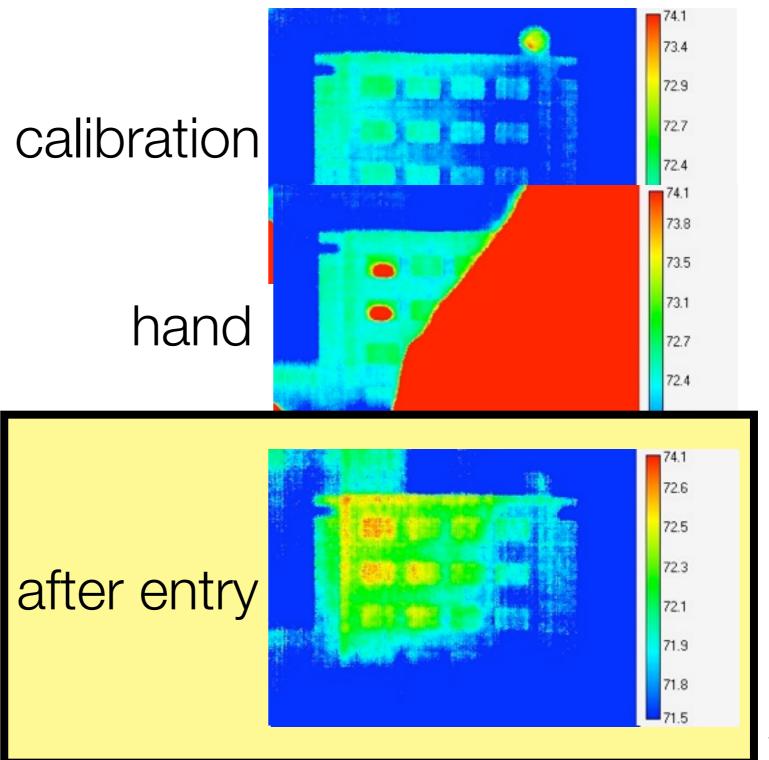




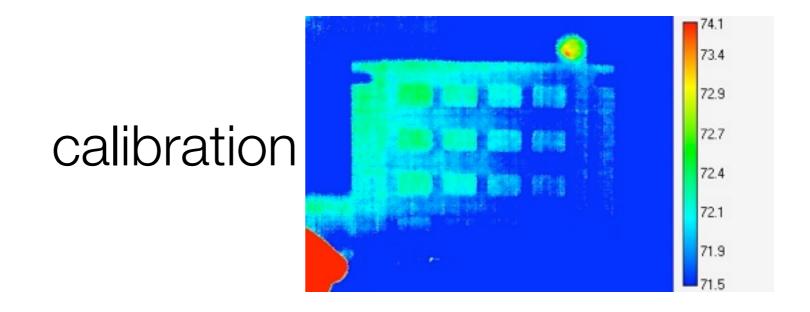


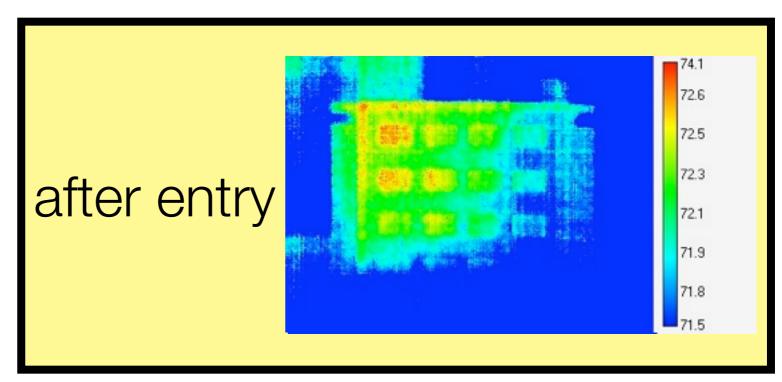


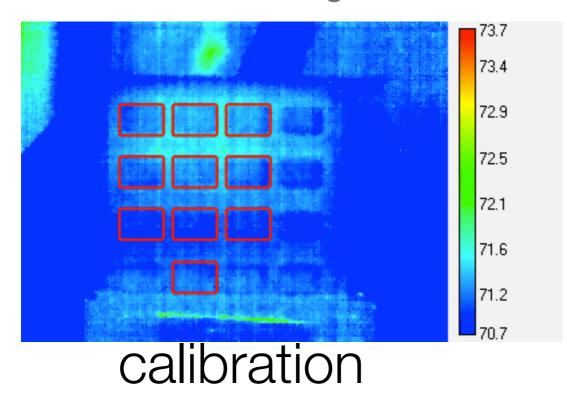


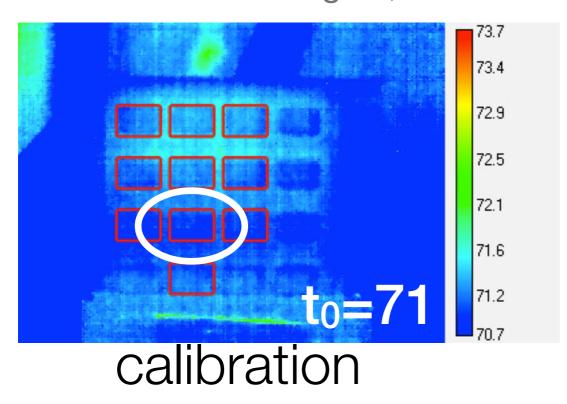


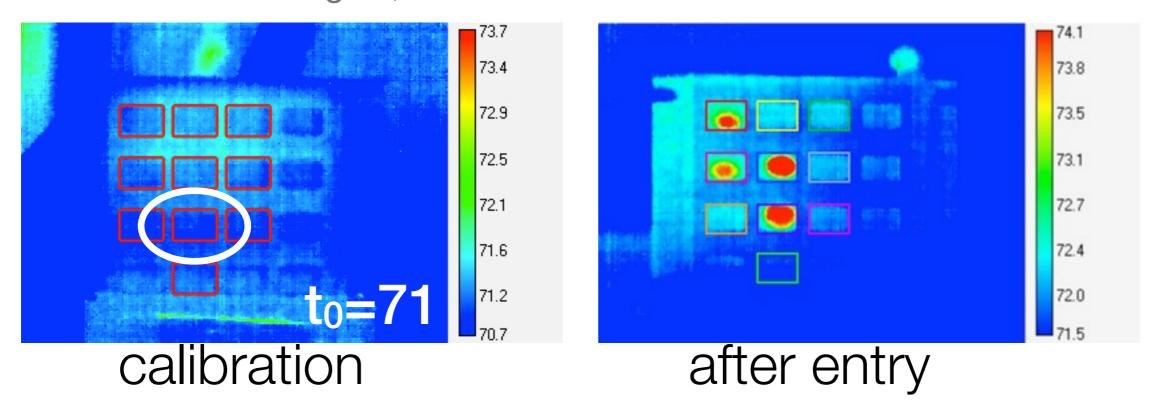
Automated review: what to do with all this footage?

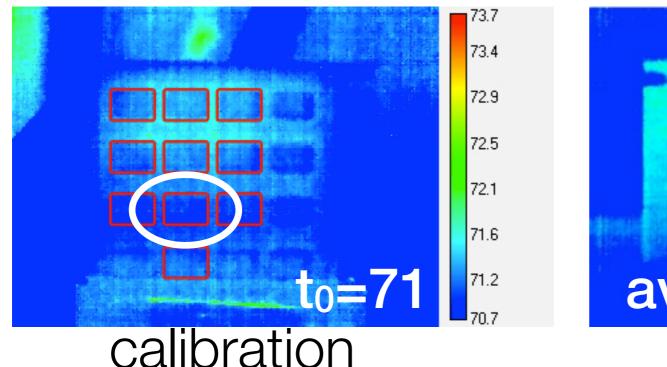


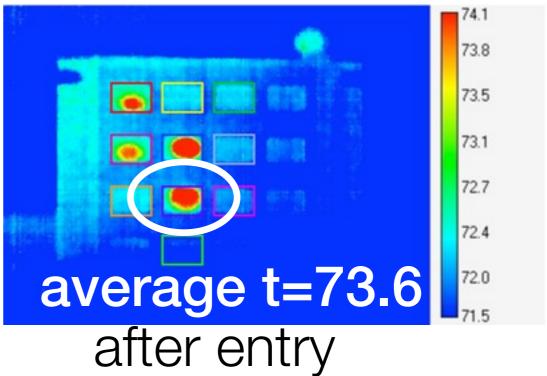




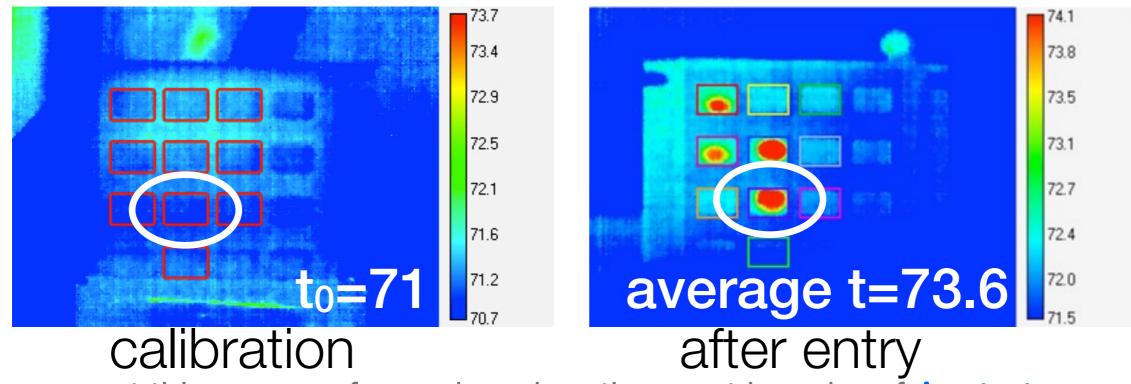






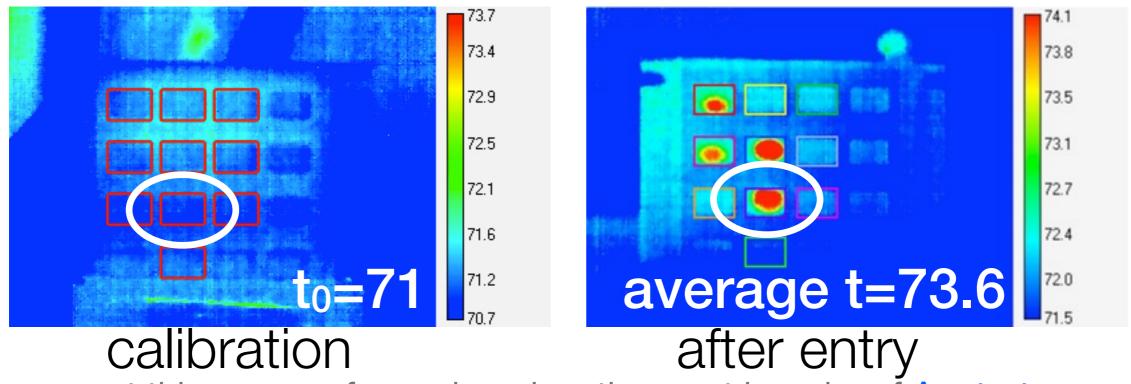


Basic idea: for each region, determine if it is hot above a certain threshold



Can repeat this process for each region, then sort in order of $\Delta = t - t_0$

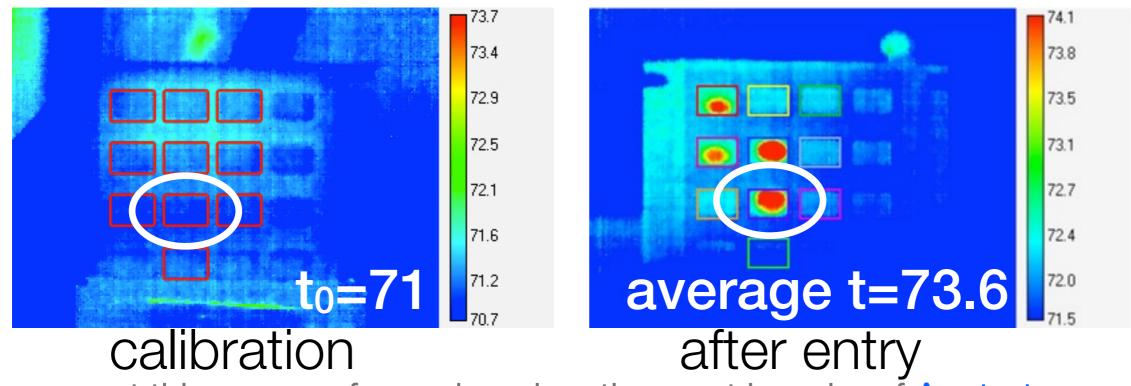
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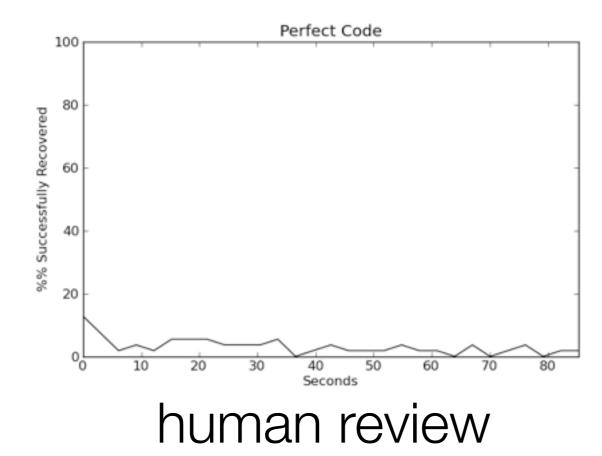
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This is the mean method, also use max and binarize variants

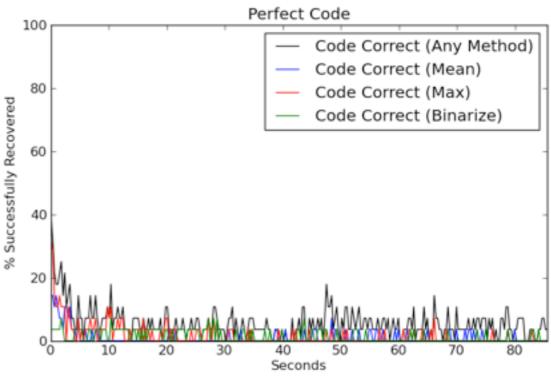
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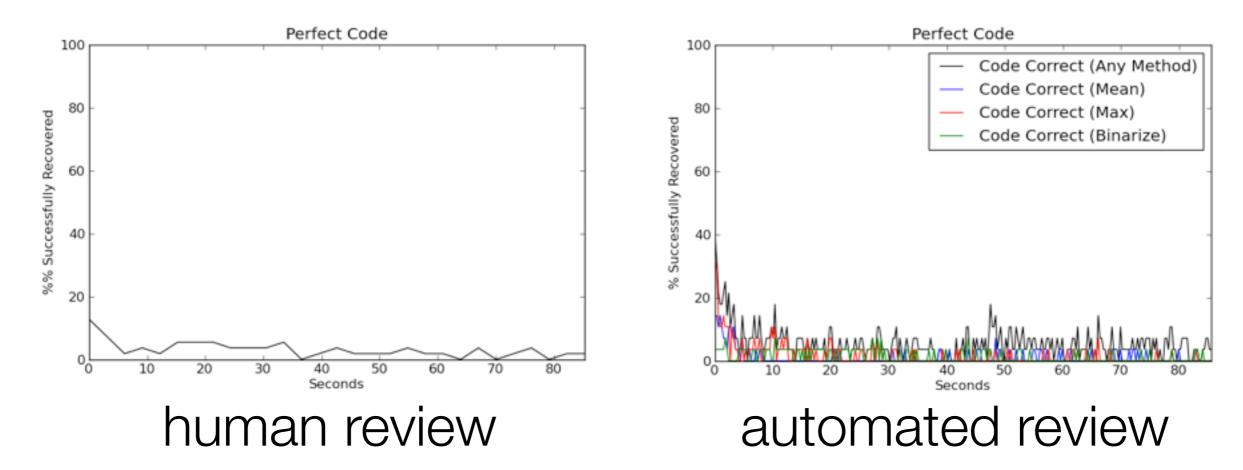


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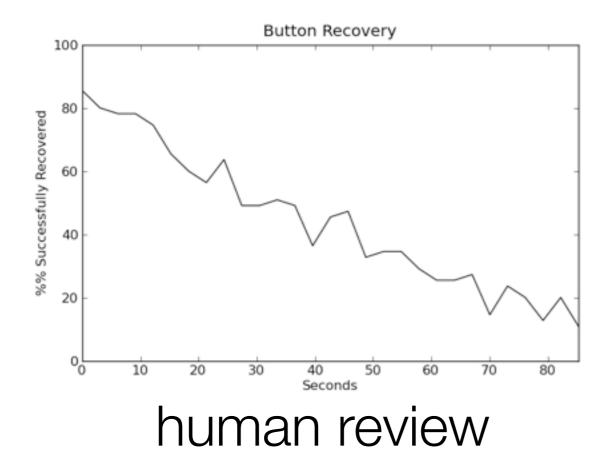
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Bad news: the picture doesn't get much better if we allow for slight mistakes (transpositions, one wrong key, etc.)

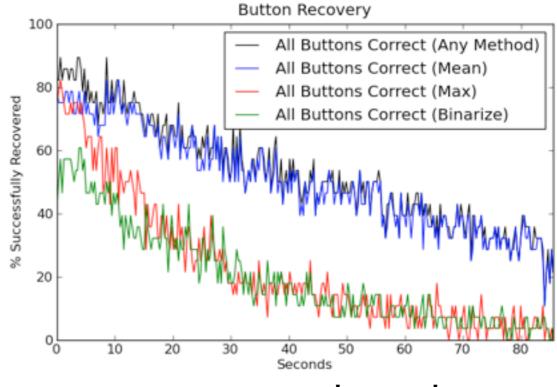
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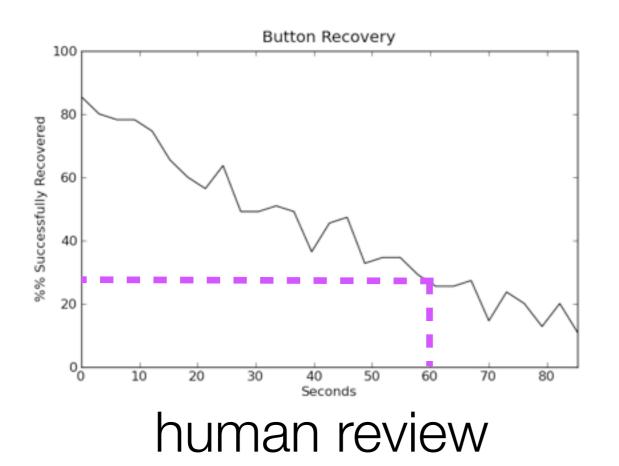
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automated review

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Button Recovery

All Buttons Correct (Any Method)

All Buttons Correct (Mean)

All Buttons Correct (Max)

All Buttons Correct (Binarize)

40

20

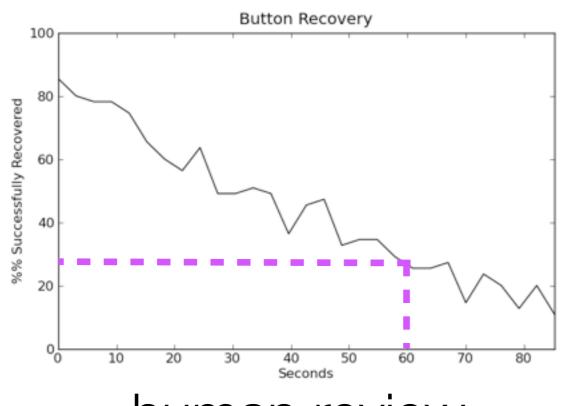
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Seconds

automated review

recover ~30% after 1 minute

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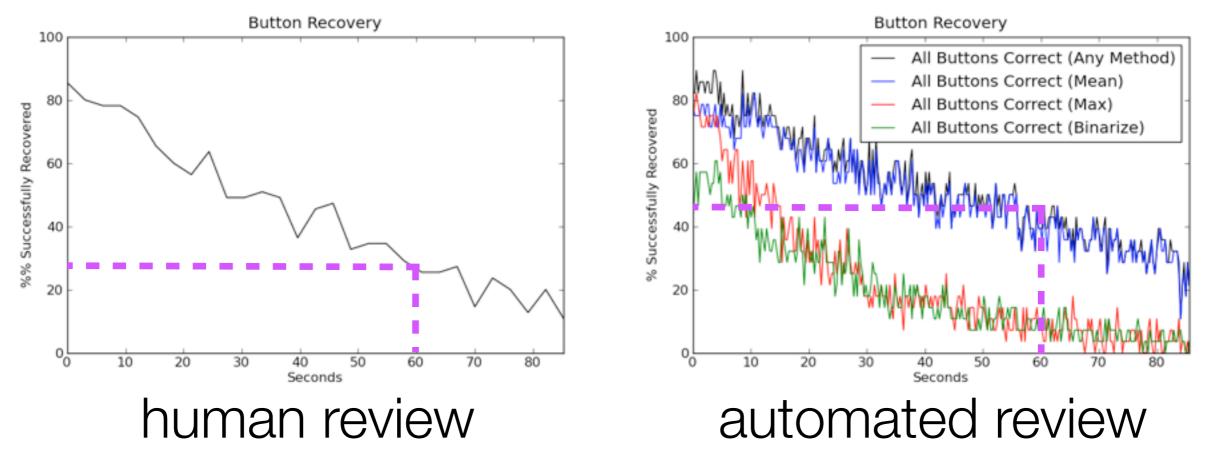
Seconds

human review

automated review

recover ~30% after 1 minute recover ~50% after 1 minute

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recover ~30% after 1 minute recover ~50% after 1 minute

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

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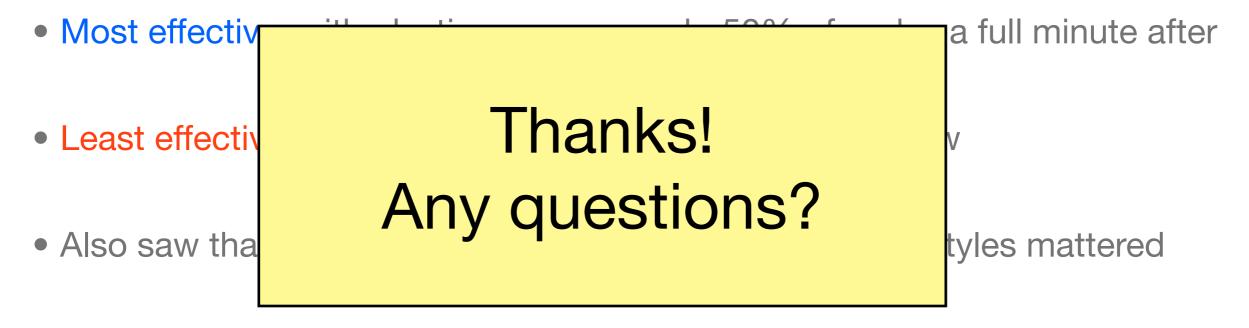
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