

PlaceRaider

Virtual Theft in Physical Spaces with Smartphones

Robert Templeman

Naval Surface Warfare Center, Crane Division
Indiana University Bloomington

Zahid Rahman, David Crandall, Apu Kapadia

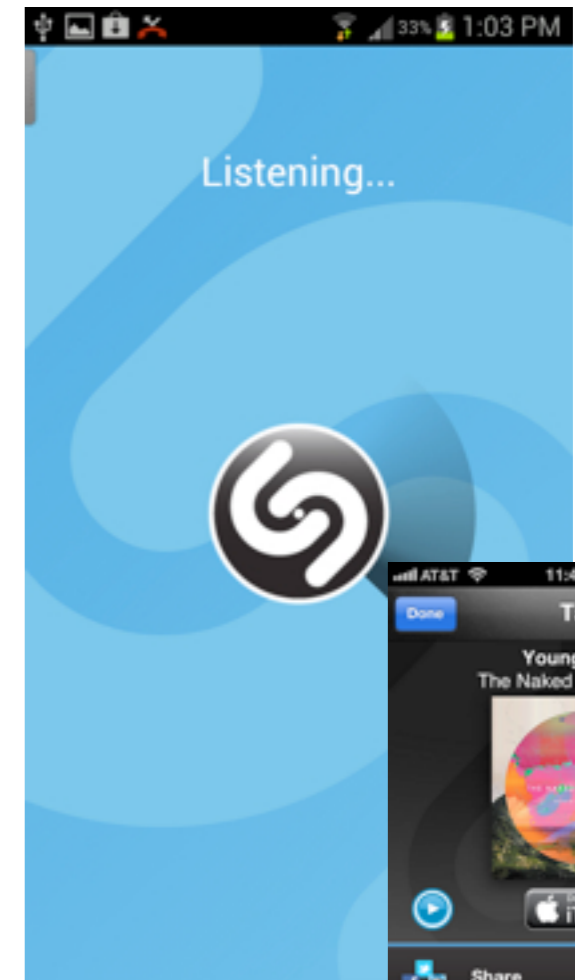
Indiana University Bloomington



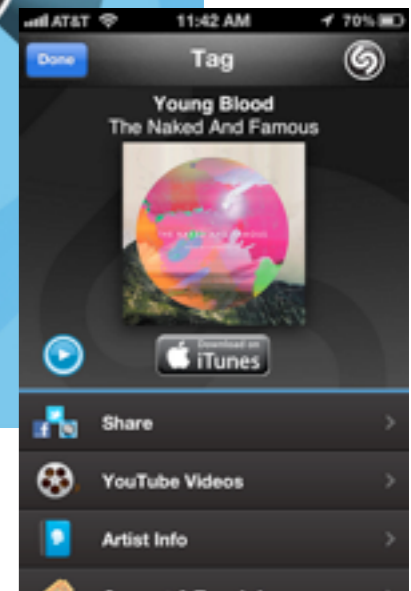
Today's smartphones are highly capable sensing platforms



<http://www.google.com/mobile/skymap/>



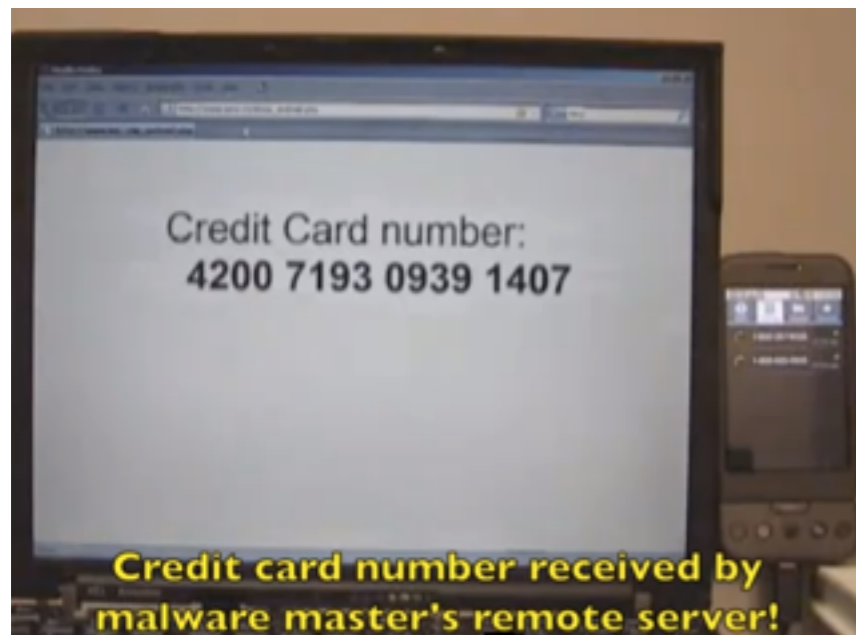
www.shazam.com



www.kronospark.com

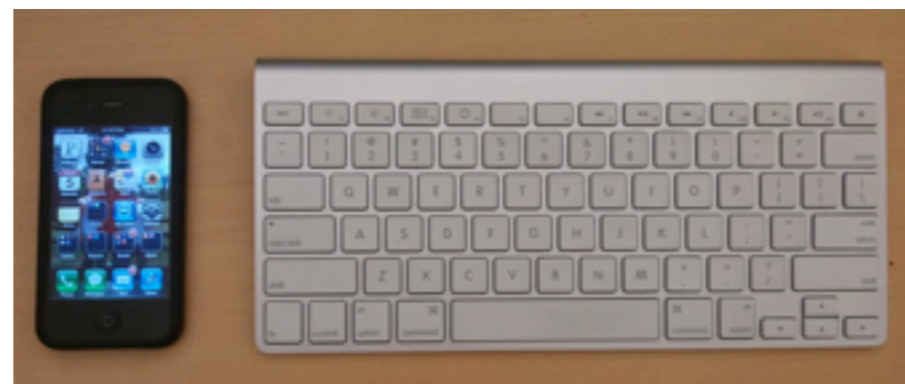
These sensors allow for a new generation of **sensory malware**

Hearing credit card numbers



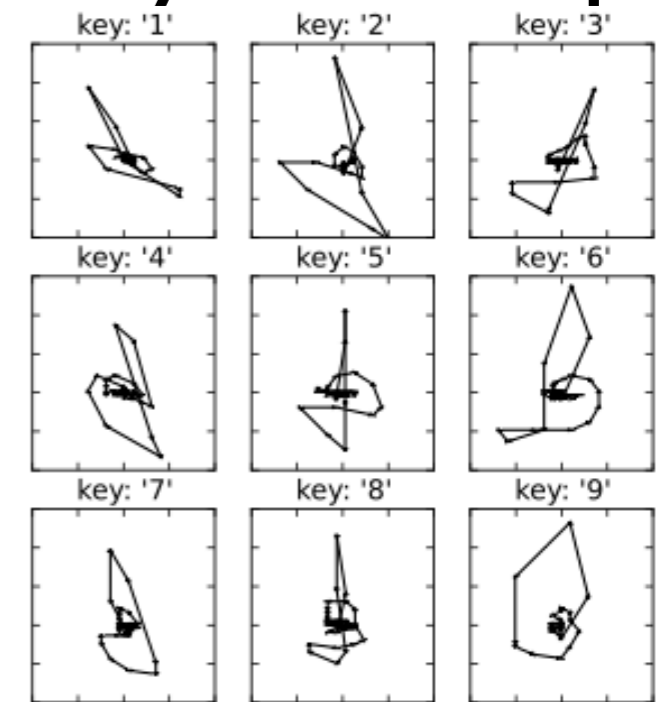
Soundcomber
Schlegel et al.
NDSS '11

Feeling keystrokes with accelerometer



(sp)iPhone
Marquardt et al.
CCS '11

Feeling Soft-keyboard taps

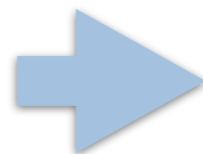


TouchLogger
Cai and Chen
HotSec '11

We explore sensory malware
with the **sense of sight**
(beyond taking compromising photos)

Virtual Theft

Performing remote reconnaissance and targeted theft using the victim's camera



Attacker **loses control** of the camera
Faced with a **data deluge**
Cannot make sense of the environment

*Can the attacker reconstruct a **3D model** of the victim's space for structured navigation?*

Building 3D models from images



<http://phototour.cs.washington.edu/bundler/>

Photo Tourism, Snavely et al. 2006

Building Rome in a Day, Agarwal et al. 2009

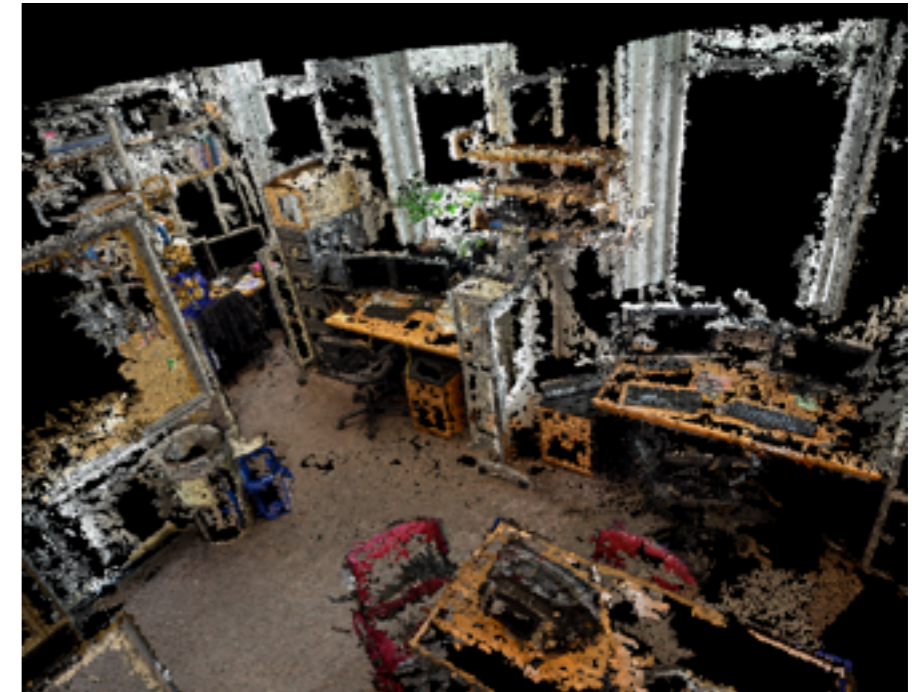
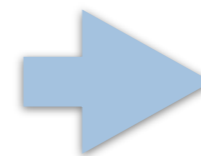
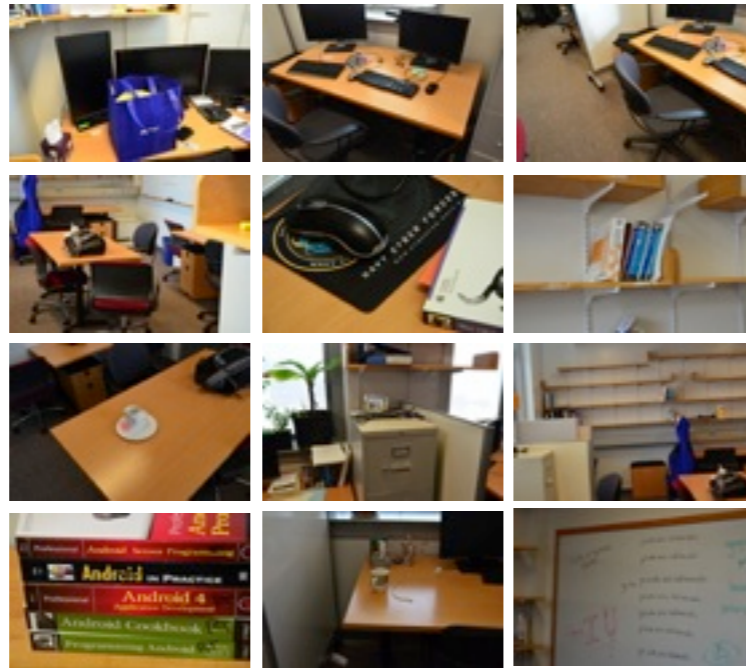
Building Rome on a Cloudless Day, Frahm et al. 2010

Accurate, Dense, and Robust Multiview Stereopsis, Furukawa et al. 2010

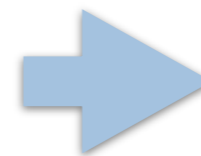
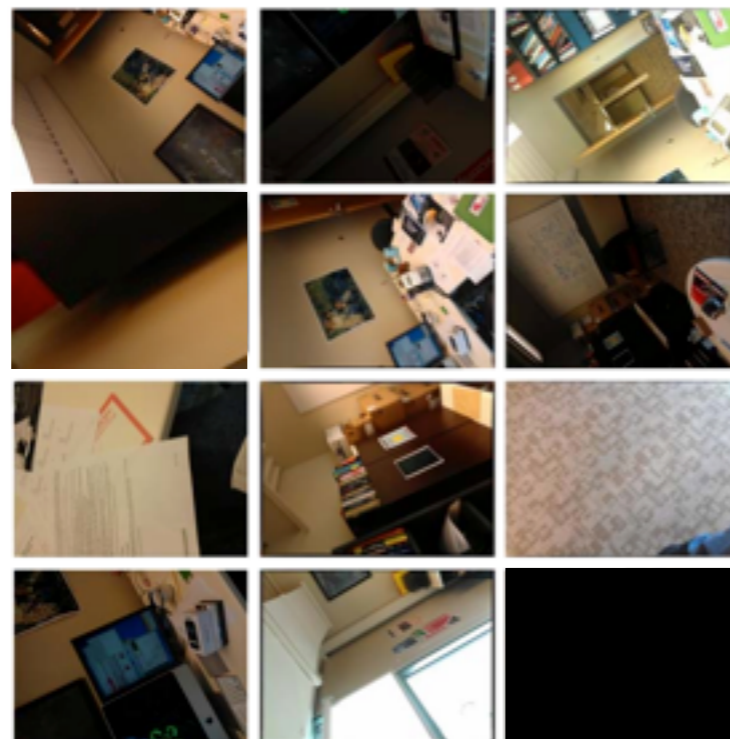
SfM with MRFs, Crandall et al. 2012

Can we generate good 3D models from surreptitiously taken photos?

Deliberate Photos

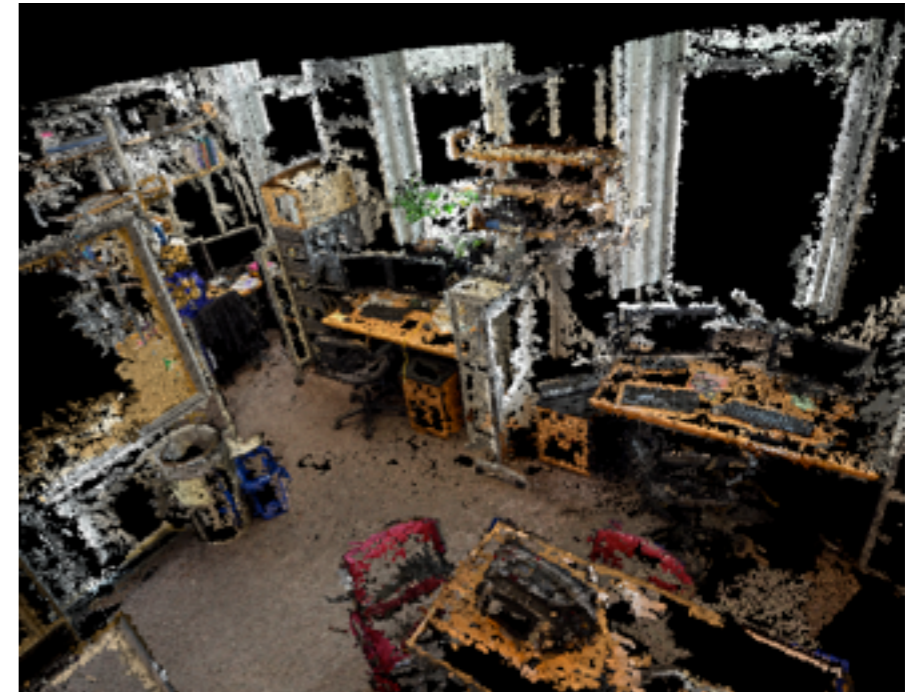
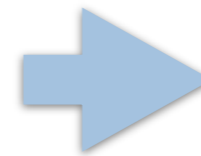
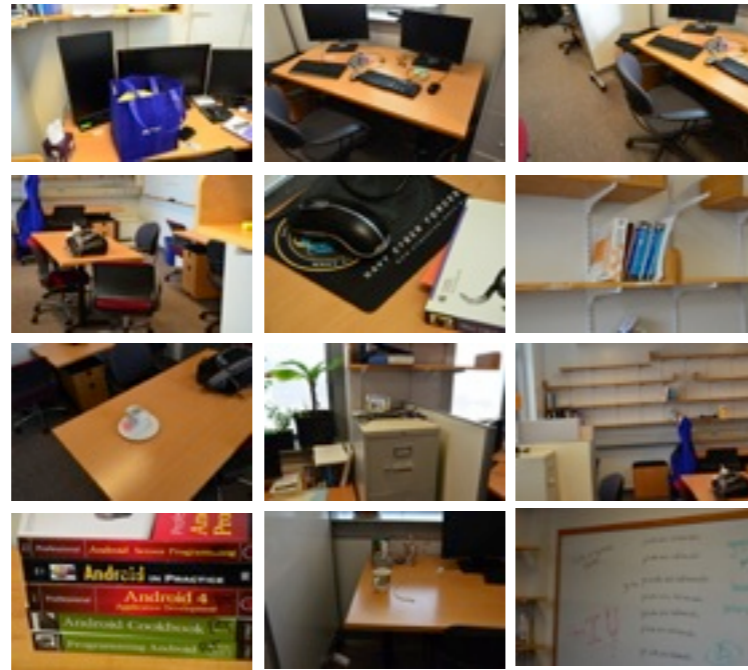


Opportunistic Photos

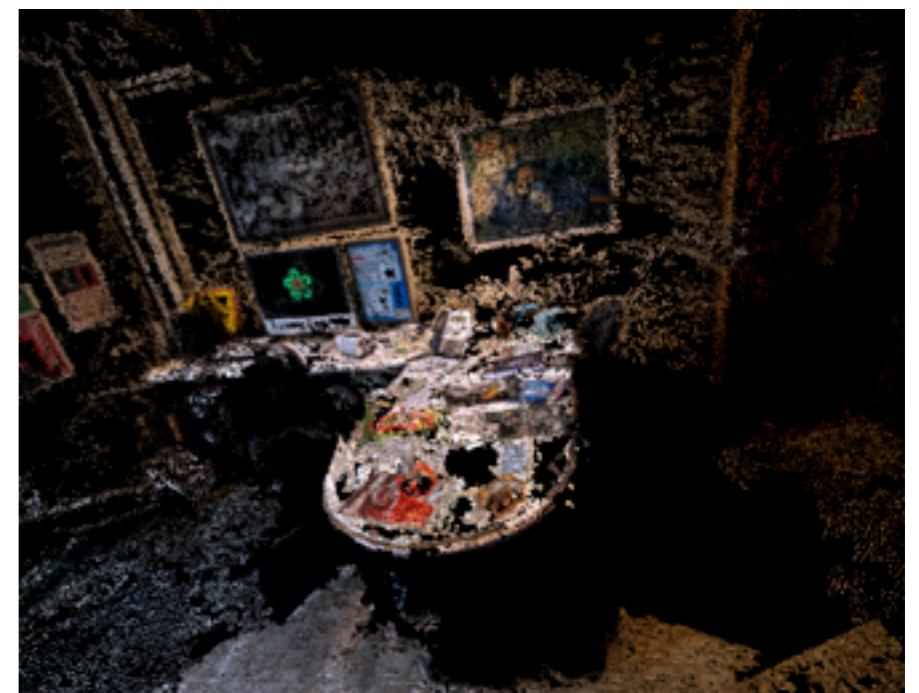
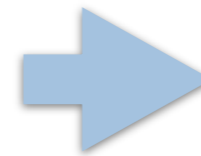
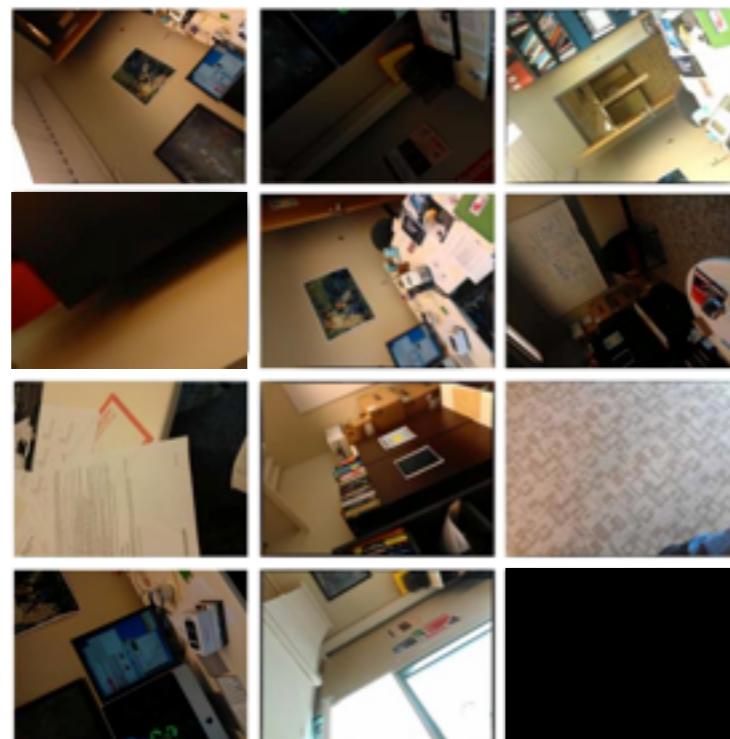


Can we generate good 3D models from surreptitiously taken photos?

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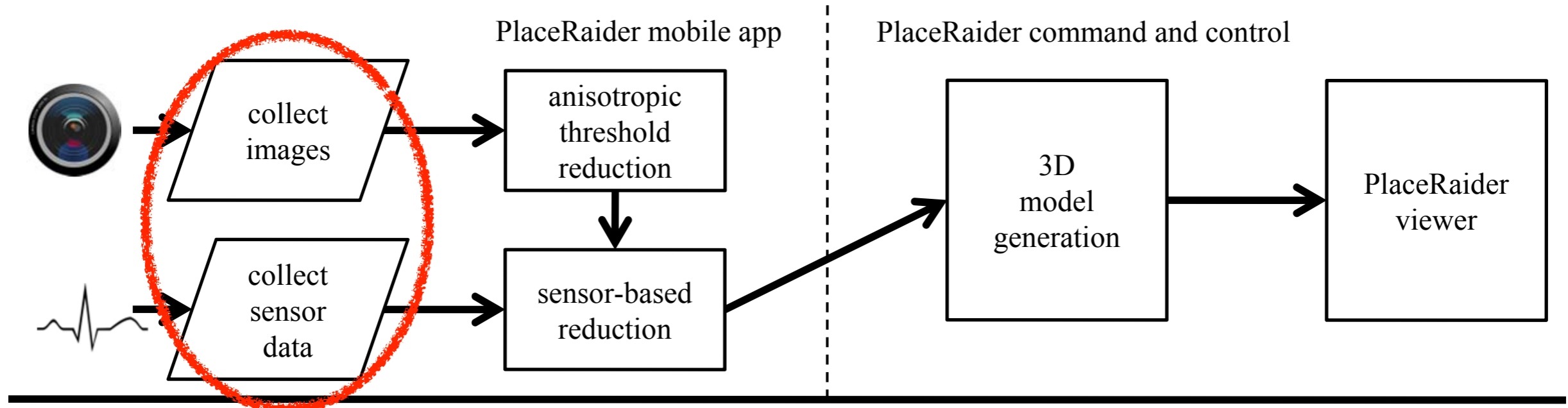


Opportunistic Photos

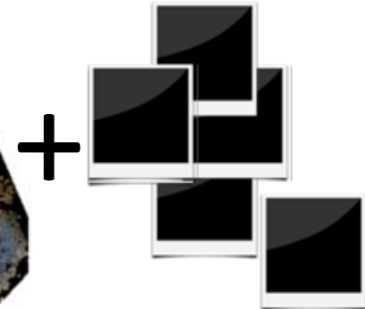
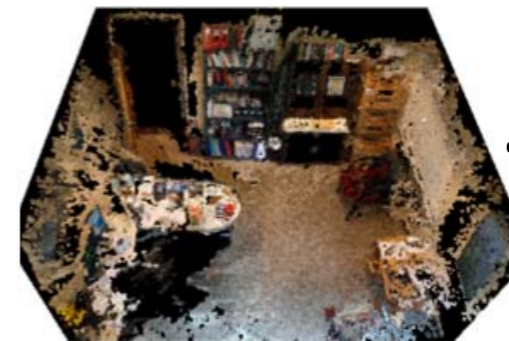
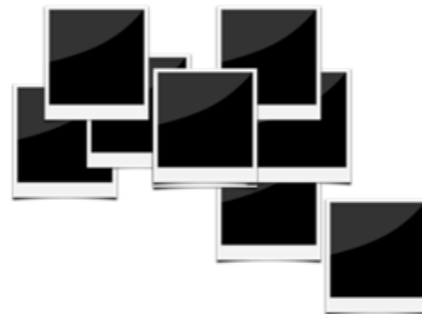
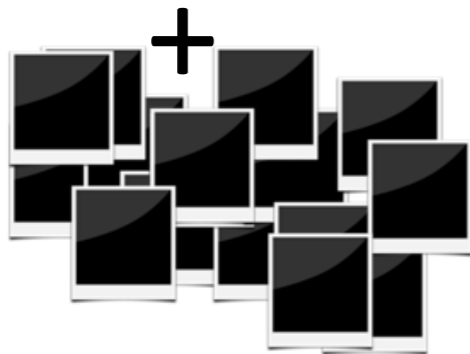


PlaceRaider Architecture

Collecting data

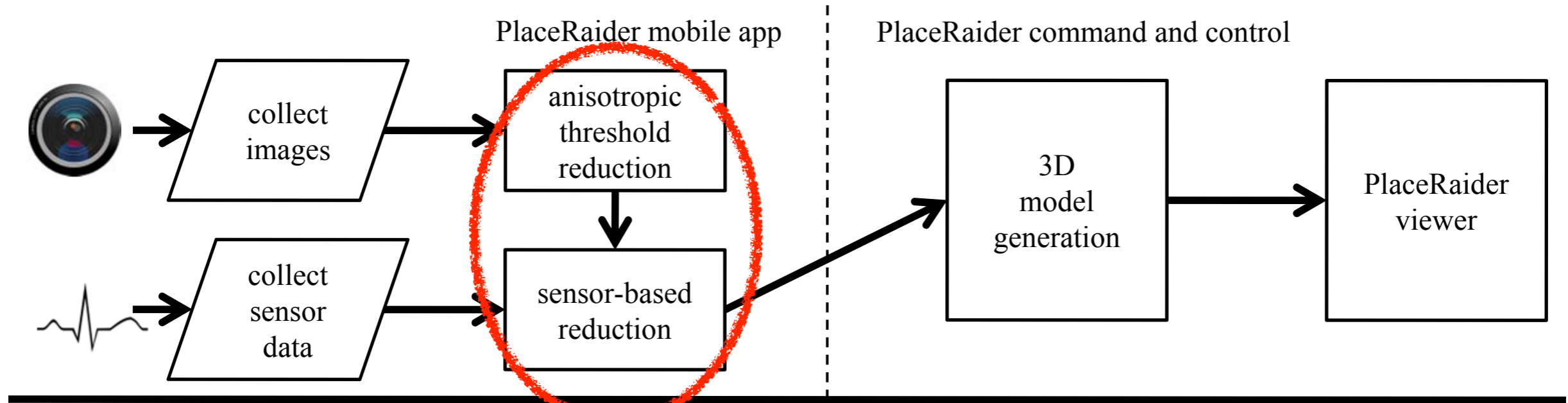


$t \ a_x \ a_y \ a_z \ \Theta_x \ \Theta_y \ \Theta_z$

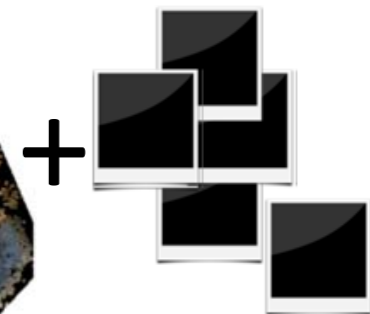
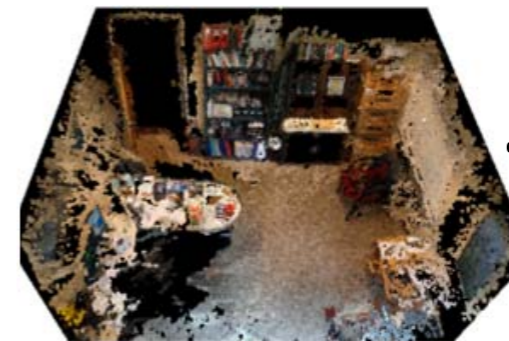
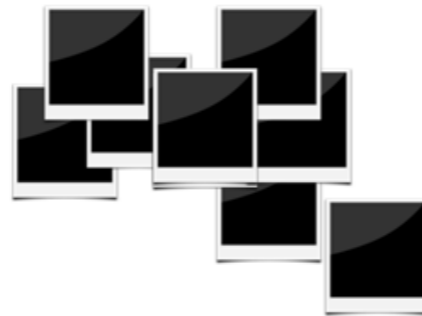
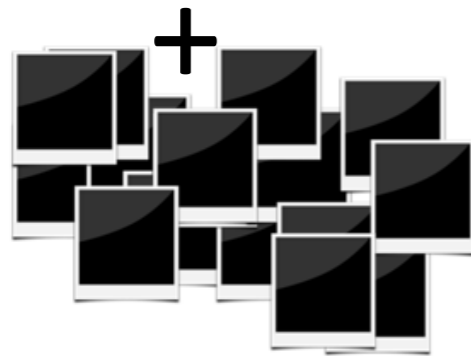


PlaceRaider Architecture

Reducing data

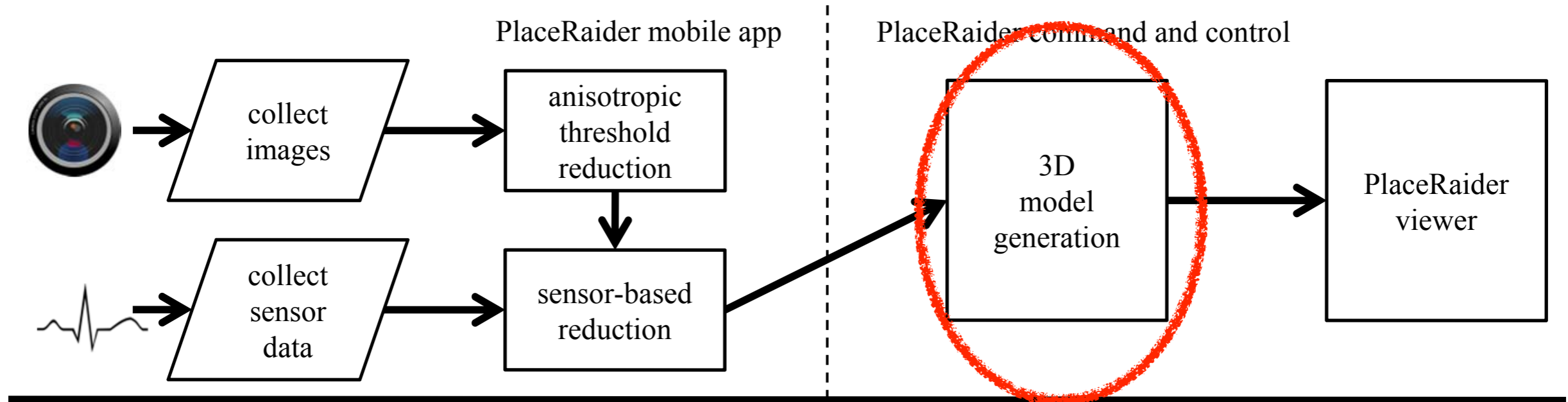


$t a_x a_y a_z \Theta_x \Theta_y \Theta_z$

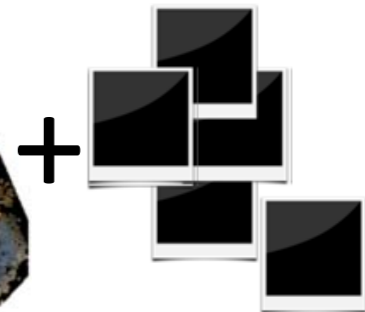
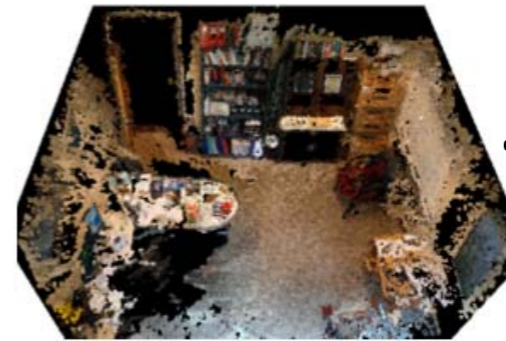
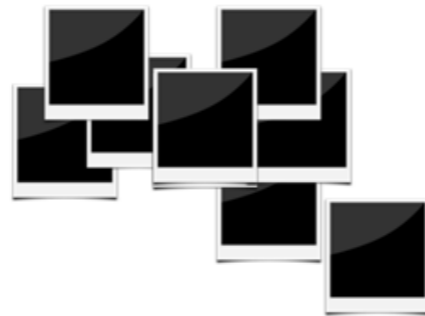
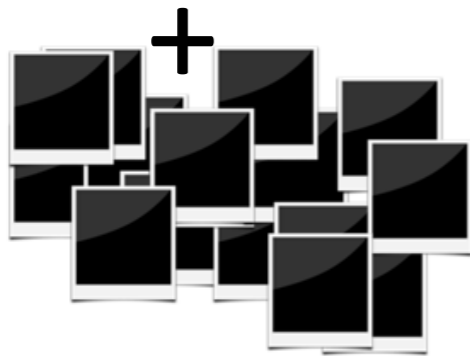


PlaceRaider Architecture

Building a 3D model

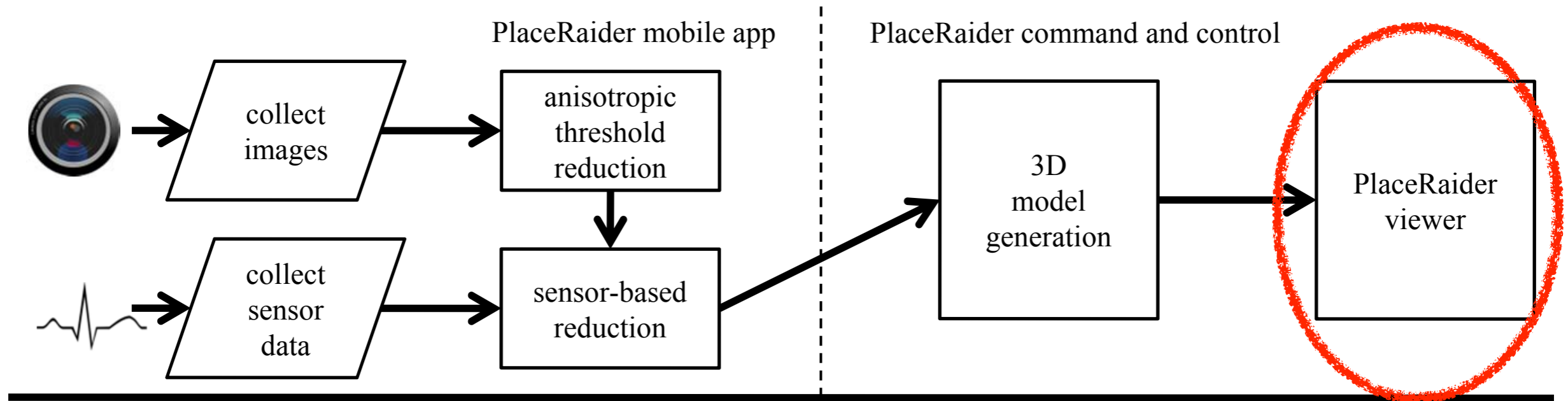


$t a_x a_y a_z \Theta_x \Theta_y \Theta_z$

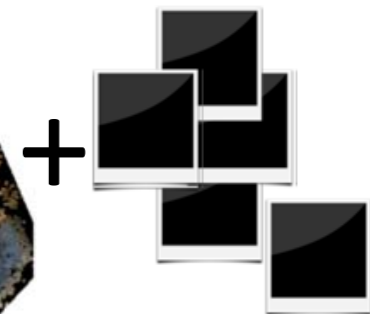
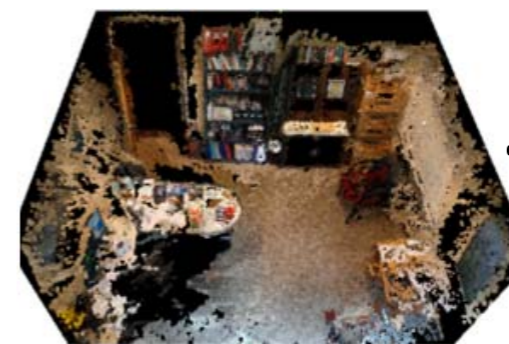
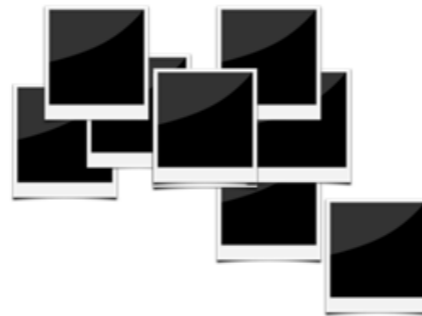
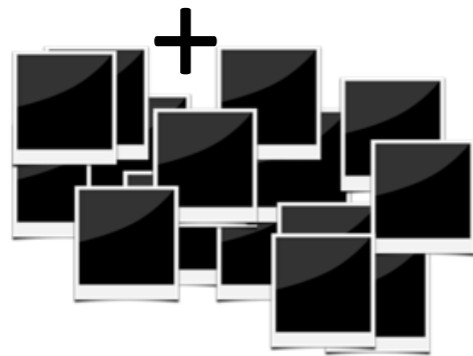


PlaceRaider Architecture

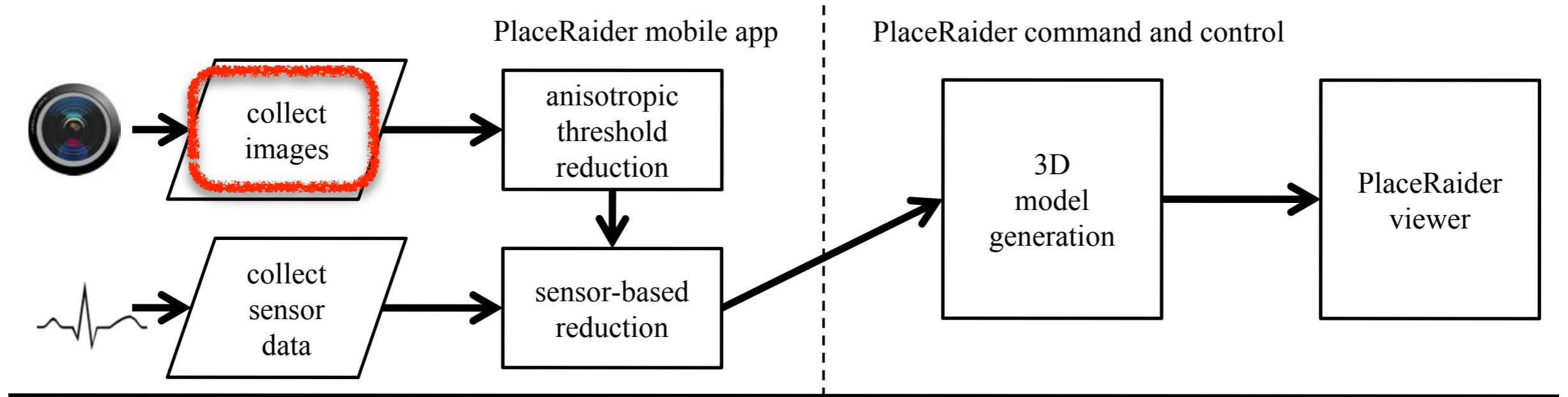
Navigating the model



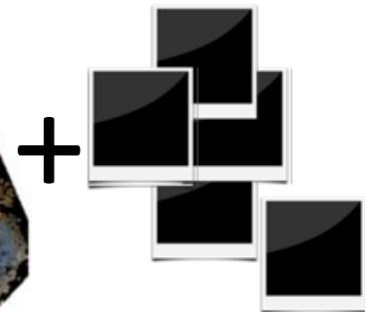
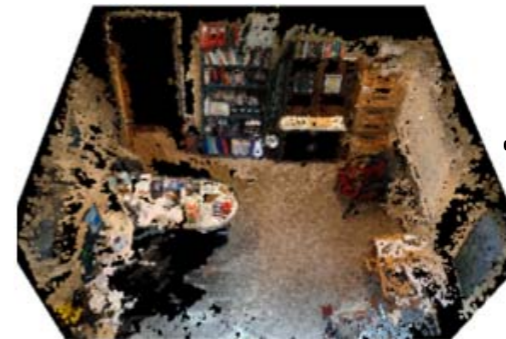
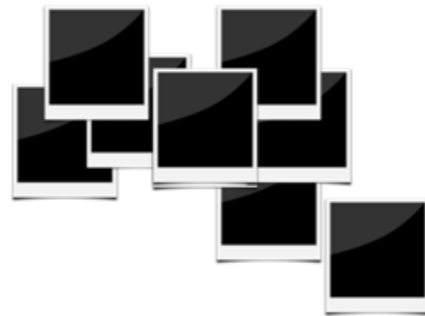
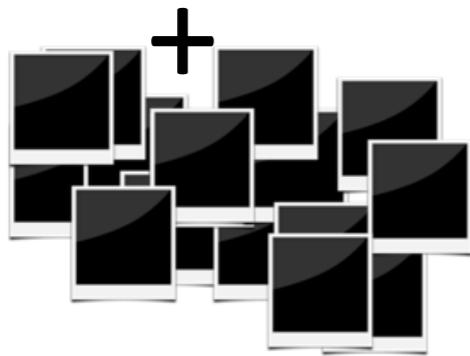
$t a_x a_y a_z \Theta_x \Theta_y \Theta_z$



Collecting Images

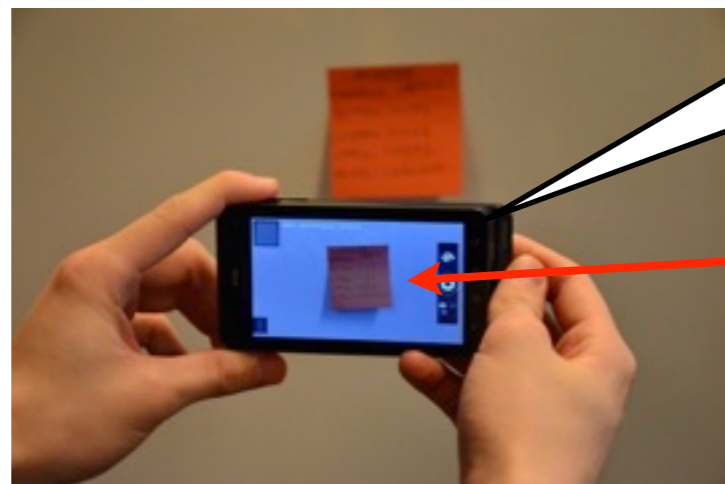


$t a_x a_y a_z \Theta_x \Theta_y \Theta_z$





Disabling image previews and shutter sounds

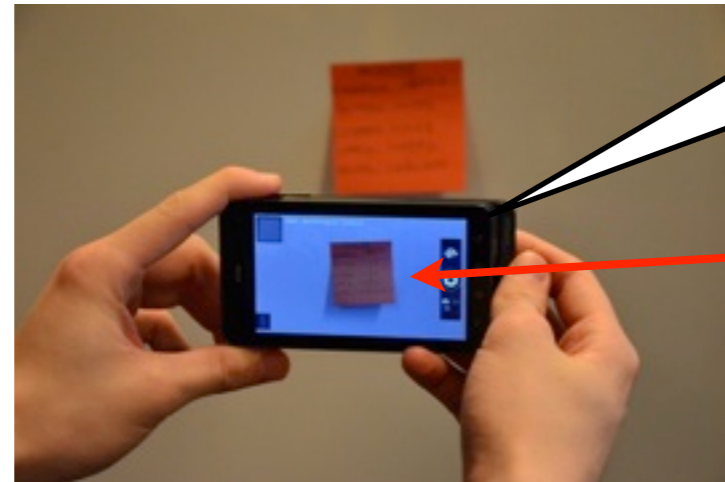


Click

Image
preview



Disabling image previews and shutter sounds



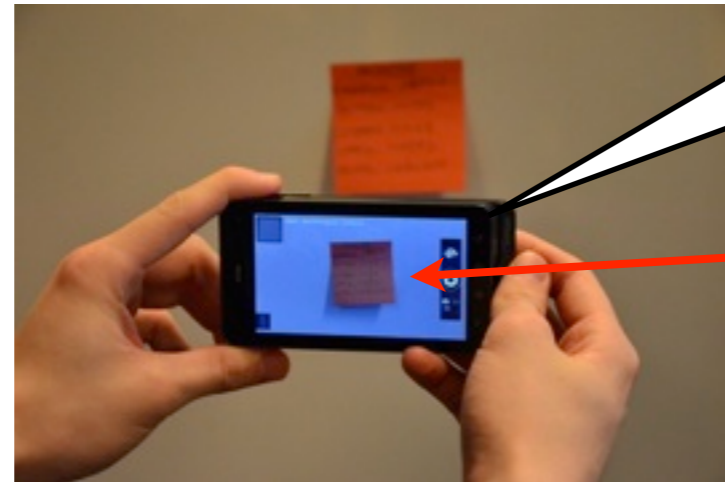
Click

~~Image preview~~

camera.setPreviewDisplay(**null**)



Disabling image previews and shutter sounds



~~Click~~

~~Image preview~~

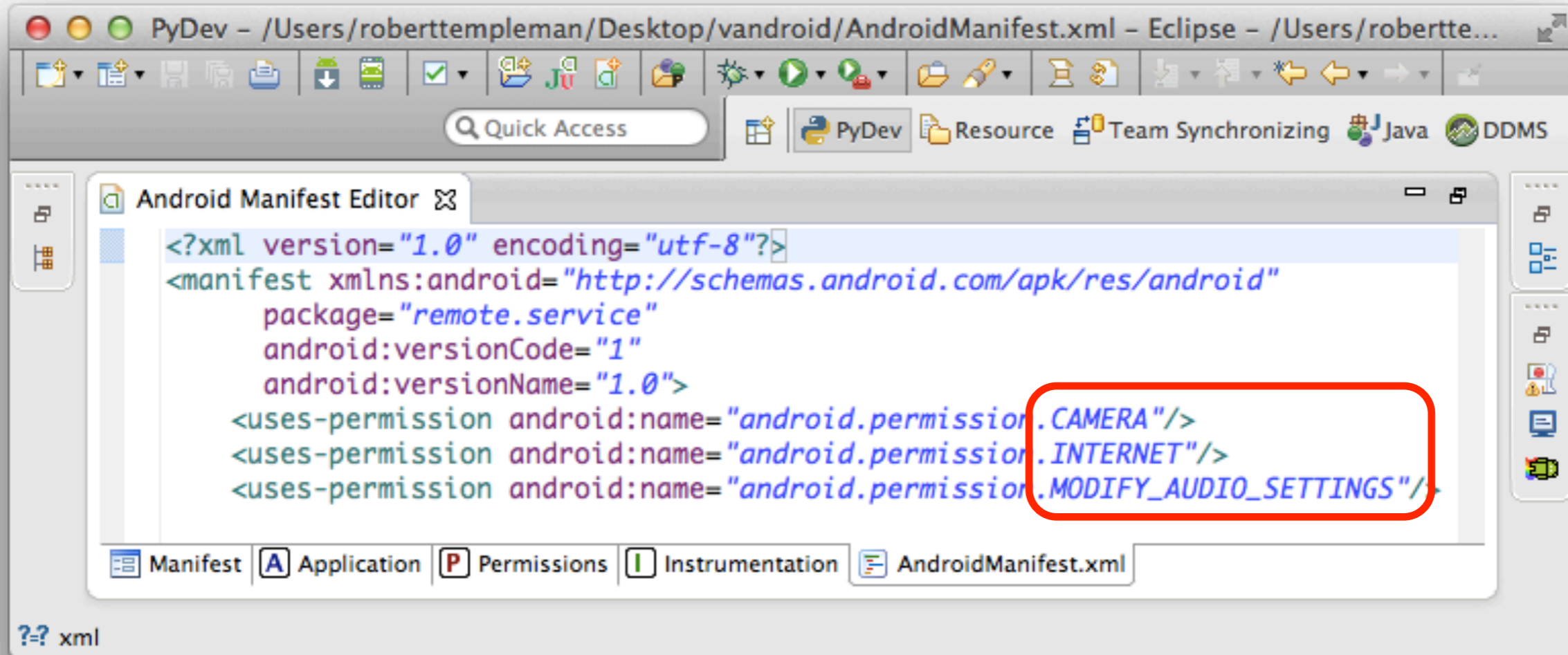
```
camera.setPreviewDisplay(null)
```

```
AudioManager.setRingerMode(AudioManager.RINGER_MODE_SILENT)
```

```
camera.takePicture(null,null,jpegCallback);
```

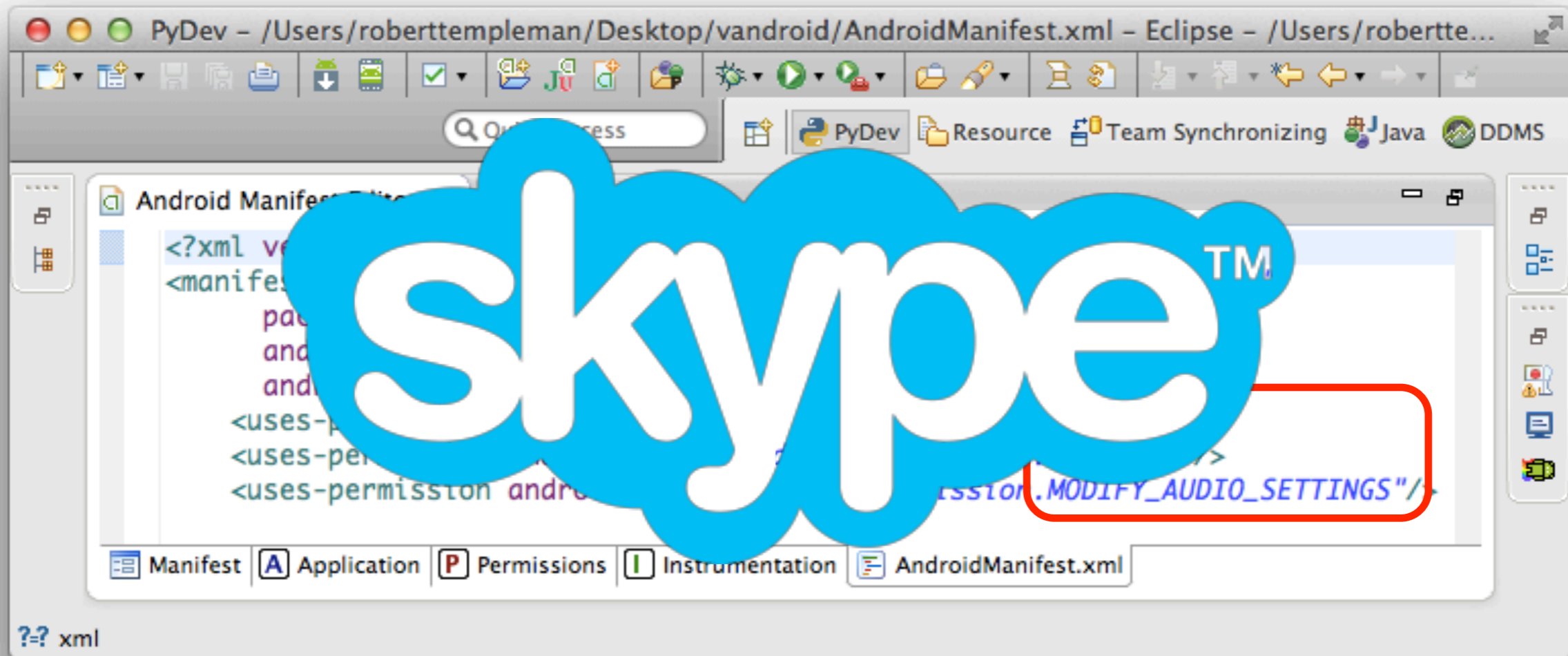
```
AudioManager.setRingerMode(AudioManager.RINGER_MODE_NORMAL)
```


PlaceRaider Trojan requires innocuous permissions



```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="remote.service"
    android:versionCode="1"
    android:versionName="1.0">
    <uses-permission android:name="android.permission.CAMERA"/>
    <uses-permission android:name="android.permission.INTERNET"/>
    <uses-permission android:name="android.permission.MODIFY_AUDIO_SETTINGS"/>
</manifest>
```

PlaceRaider Trojan requires innocuous permissions



Retro Camera

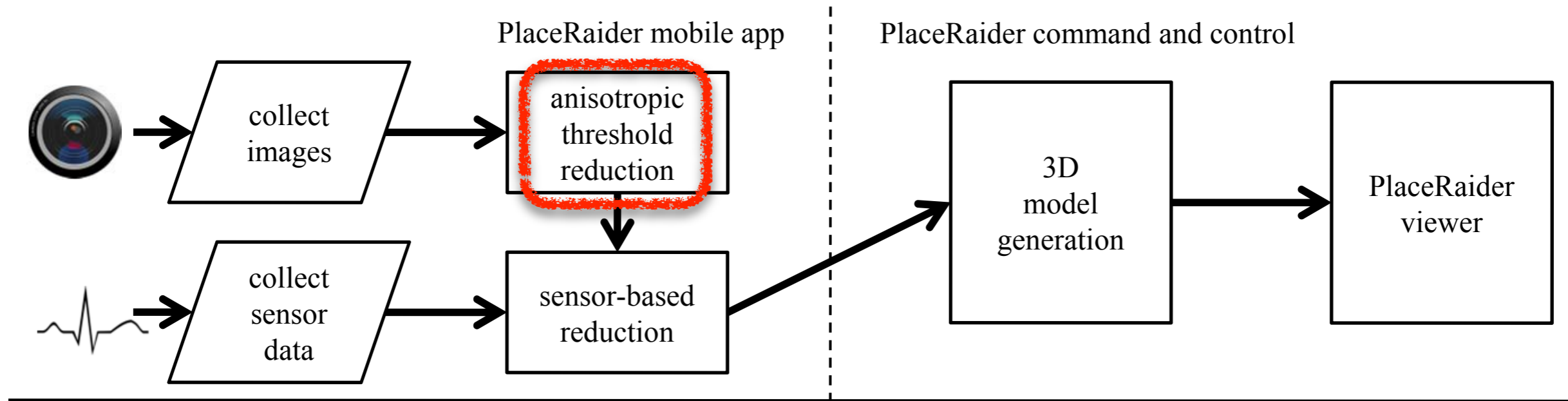


LINE

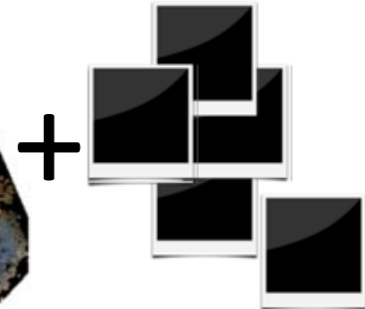
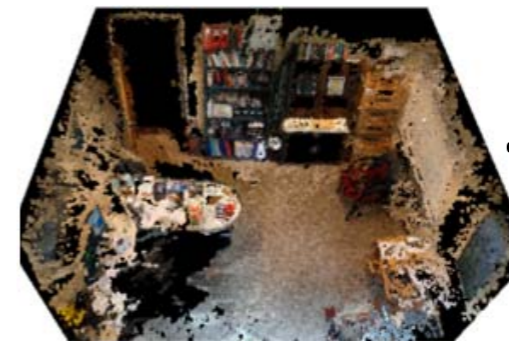
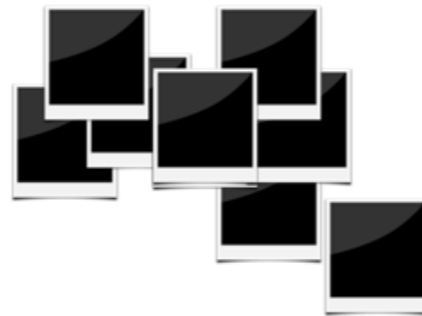
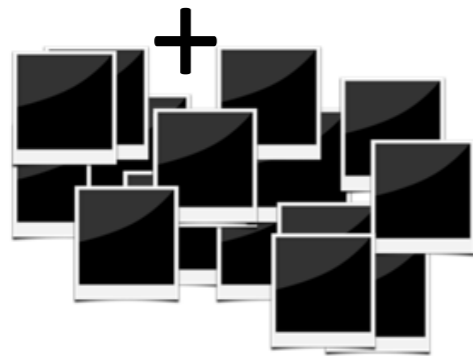


Tango

Removing low-quality images



$t a_x a_y a_z \Theta_x \Theta_y \Theta_z$



Removing low-quality images

Anisotropic analysis

(Gabarda and Cristobal 2007)

Variance in directional pixel
entropy as a measure of
image quality

or

‘edginess’



Removing low-quality images

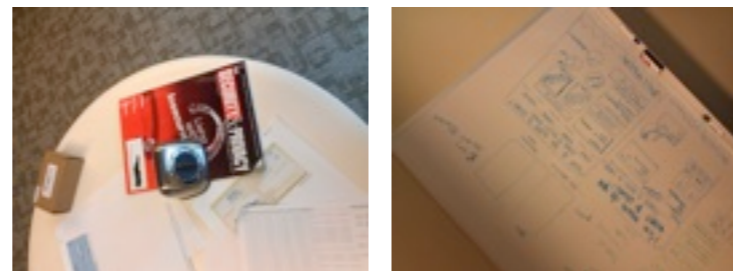
Anisotropic analysis

(Gabarda and Cristobal 2007)

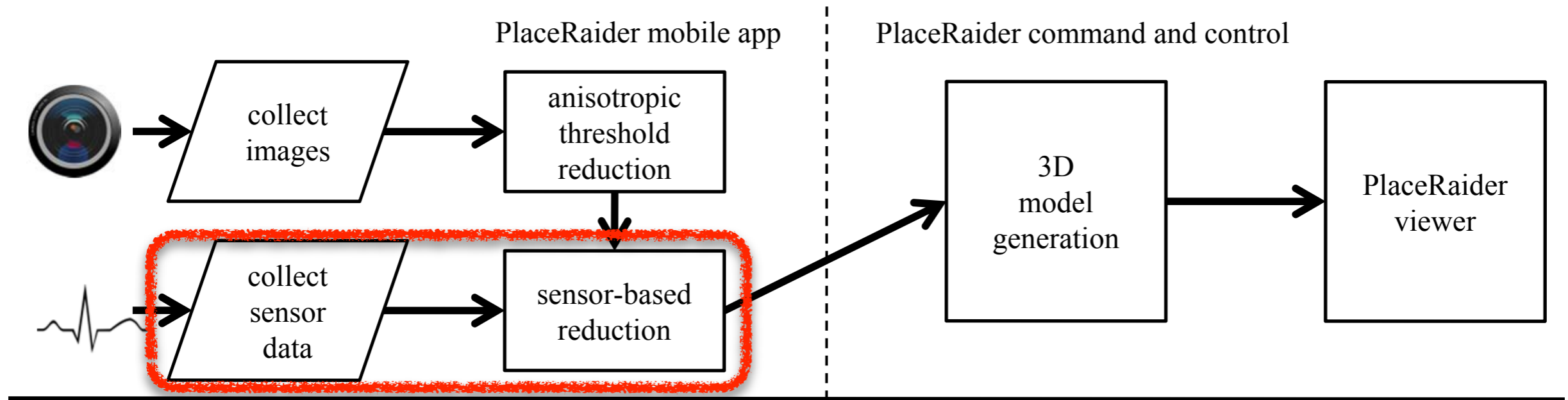
Variance in directional pixel
entropy as a measure of
image quality

or

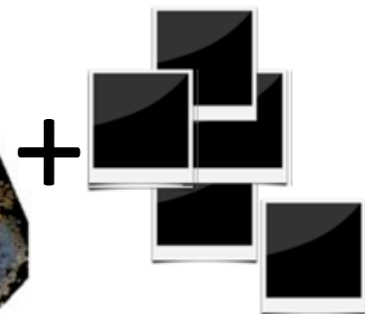
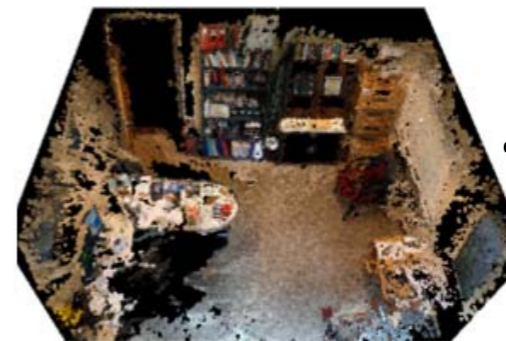
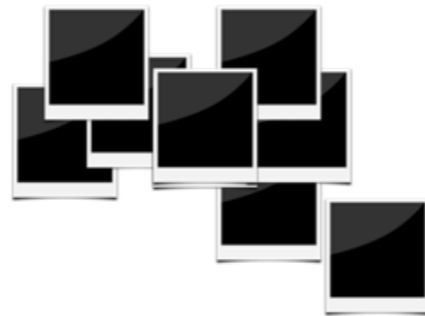
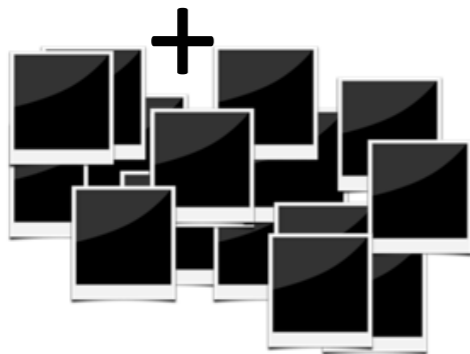
‘edginess’



Guided removal of redundant images

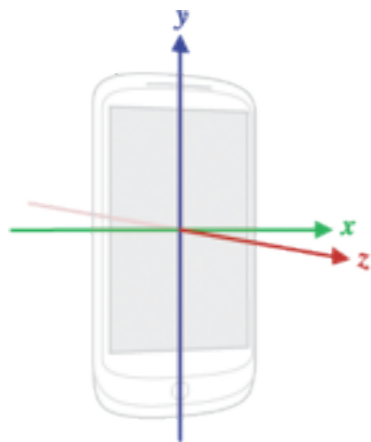
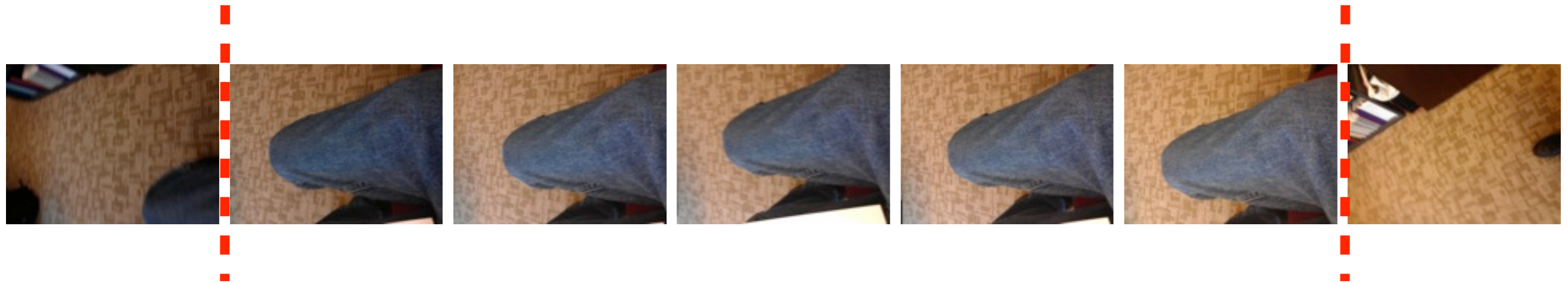


$t \ a_x \ a_y \ a_z \ \Theta_x \ \Theta_y \ \Theta_z$



Guided removal of redundant images

Movement-based reduction



developer.android.com

$$\Theta_t = (\theta_x^t, \theta_y^t, \theta_z^t) \quad \Delta\Theta_t = \|\Theta_{t+1} - \Theta_t\|$$

Identify sequences of images within some rotation threshold

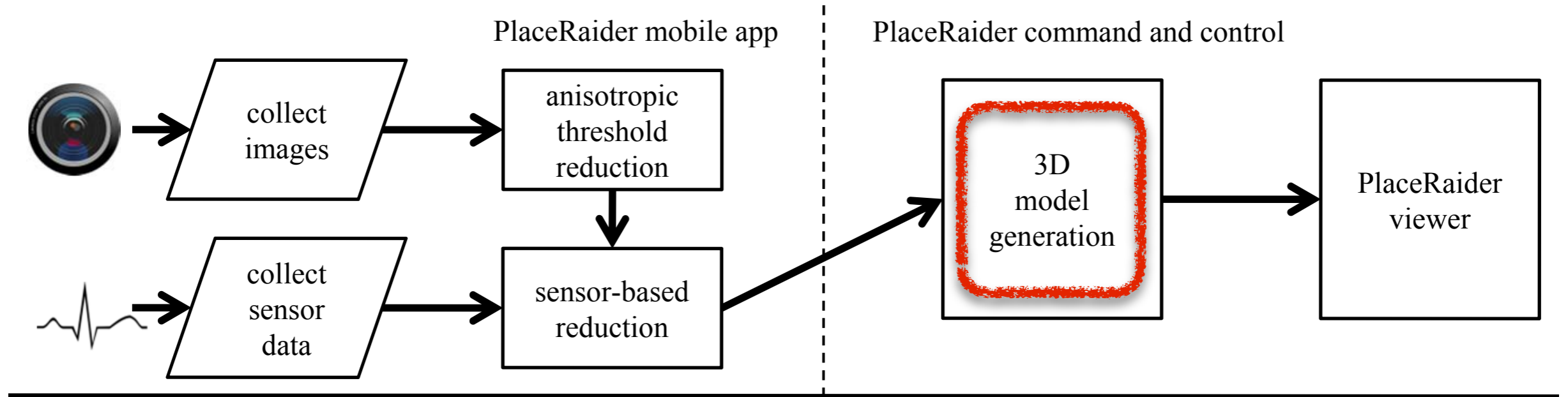
Guided removal of redundant images

Movement-based reduction

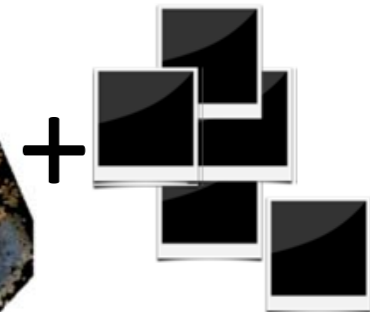
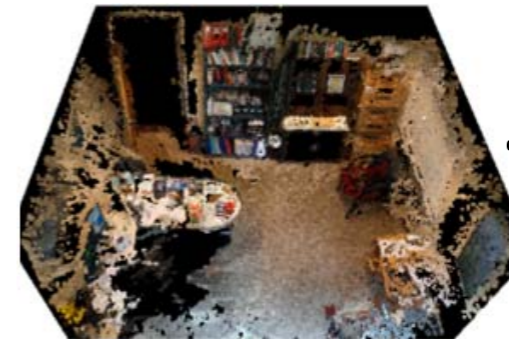
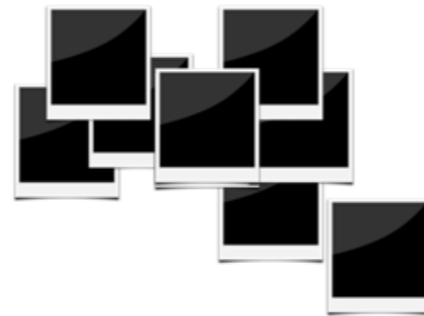
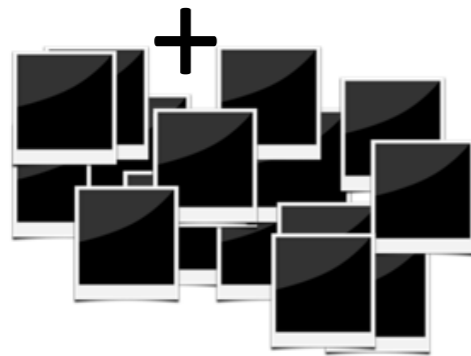


Keep the image in each series with the highest anisotropic index

Building a 3D model



$t a_x a_y a_z \Theta_x \Theta_y \Theta_z$



Building a 3D model

Bundler

sparse 3D reconstruction of camera and scene geometry

<http://phototour.cs.washington.edu/bundler/>

PMVS2

dense multi-view stereopsis

<http://www.di.ens.fr/pmvs/>



Bundler



Sparse model

PMVS2

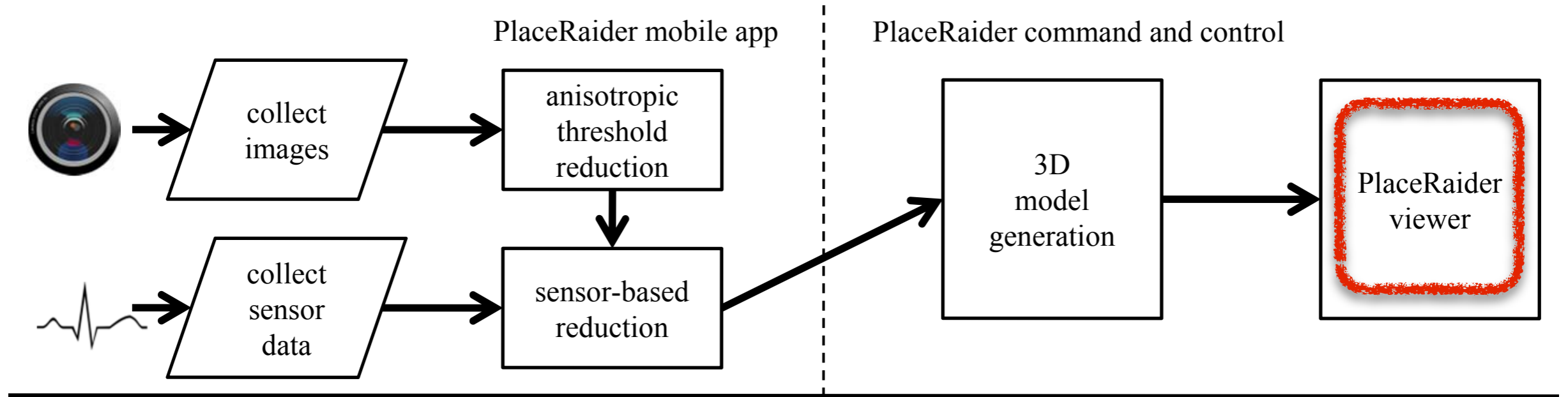


Dense model

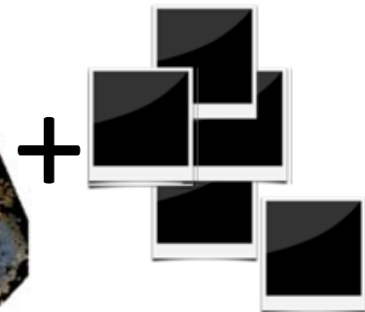
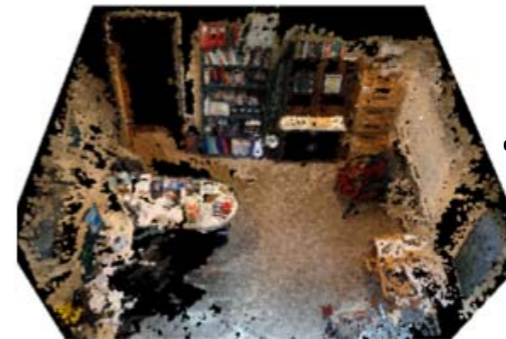
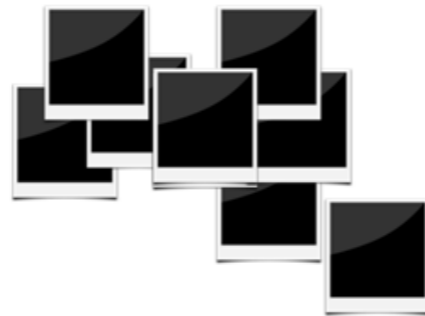
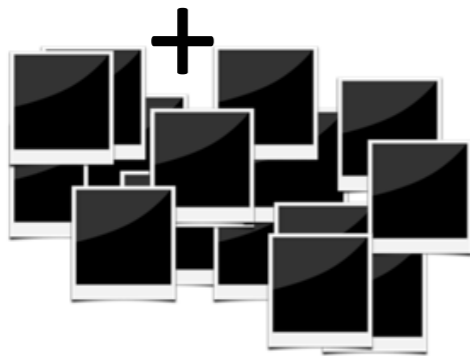
PLY - polygon file format

PMVS - patch-based multi-view stereo

Navigating the Data



$t a_x a_y a_z \Theta_x \Theta_y \Theta_z$



Evaluation

Study 1: Can we build 3D models from opportunistically collected photos?

20 participants

Android HTC Amaze phone

Surreptitious collection in lab

tests took ~20-45 minutes

$\mu_{\text{images}} = 864/\text{test}$

Tasks

1. Please SIT in the swivel chair for the following activity: Check the local weather on the browser (Perform a Google search for “47405 weather”)
2. Please SIT in the swivel chair for the following activity: Go to the IDS News website and read no more than four paragraphs of the first article on the website (do not click through to other sites).
3. While holding the phone: Remove the folder from the bag and place it on the desk.
4. Please SIT in the swivel chair for the following activity: Hold the phone to your ear and pretend you are in a phone conversation for 3 minutes. You do not need to speak during this pretend call. It is okay to change positions of the phone during this pretend call (e.g., move the phone to another ear if you arm gets tired).
5. Please STAND during the following activity: Take a picture of the whiteboard.
6. Please STAND during the following activity: Put the phone in your pocket.
7. Please WALK around the room for the following activity: Pull the phone from your pocket, and pretend to have a 3 minute phone conversation as before. You do not need to speak during this pretend call. Walk naturally and comfortably through the room during this pretend call. It is okay to stop periodically if you are tired.
8. Please SIT in the NON-swivel chair for the following activity: Check the local weather again on the browser (Perform a Google search for “47405 weather”)

Examined 3D reconstructions for each participant's dataset

Model quality varied (partly a function of # of images)



Average reduction of 73.2% in # of images per test

<http://www.youtube.com/watch?v=ItA79IRGvrM>

Study 2: Do these 3D models aid virtual theft?

3D group



N = 10

vs.

Raw group



N = 8

Coarse features - walls, doors, pieces of furniture, etc.

Fine features - checks, barcodes, monitors, whiteboard, etc.

PlaceRaider is useful for reconnaissance and exploration

Coarse features - 3D group performed better

Raw images: 5.8% of raw features correctly identified ($\sigma = 45.8\%$)

3D model + viewer: 86% ($\sigma = 10.2\%$)

(Welch's t-test, $p < 0.002$)

Fine features - no statistical significance between groups

People can visually process images at high rates, (20 images/second)

<http://chronicle.com/article/From-Bench-to-Bunker-/132743/>

But 3D models may perform better in larger reconstructions

Defending against sensory malware like PlaceRaider - it's complicated



www.mysecuritysign.com

OS-based defenses

Require a substantial **preview** surface object

Hardwire a **shutter sound** or add another hardware **indicator**

User driven access control
(Roesner et al., Oakland '12)

In conclusion...

Visual malware enables sophisticated reconnaissance and 'virtual theft'

This threat is only amplified with augmented reality and first-person video applications

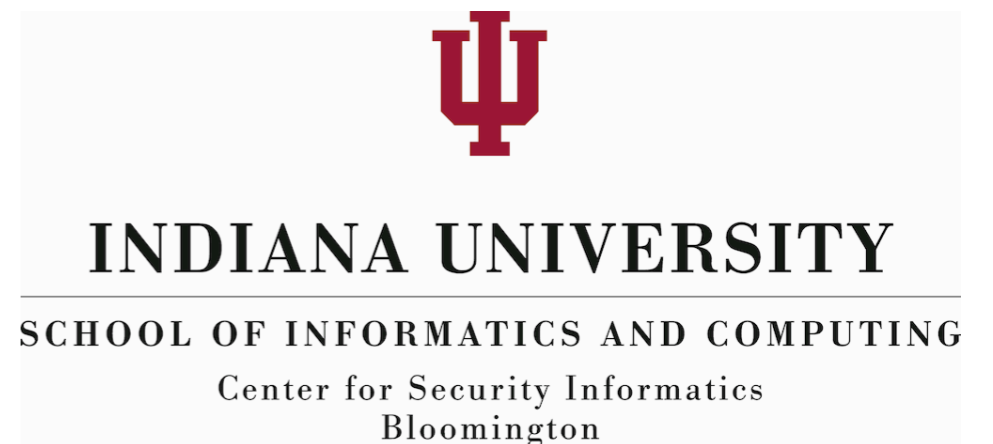
Need generalizable defenses to counter sensory malware

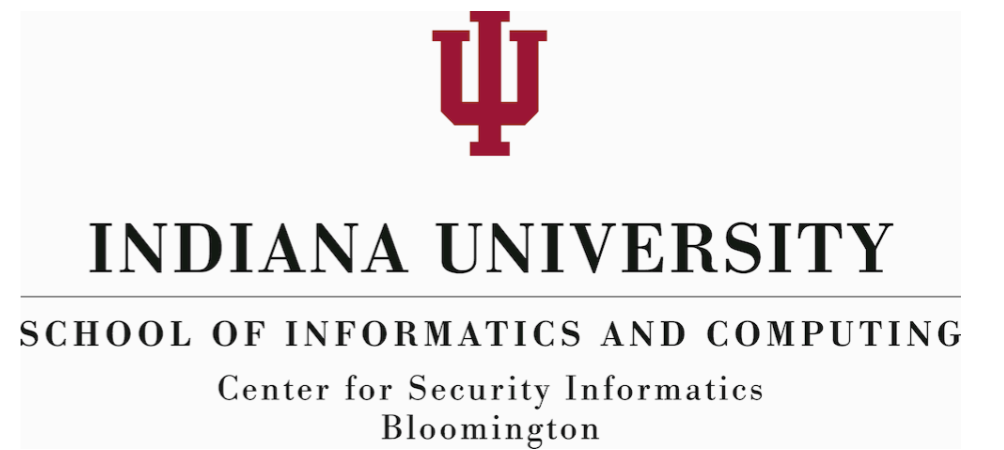


Memoto



Google



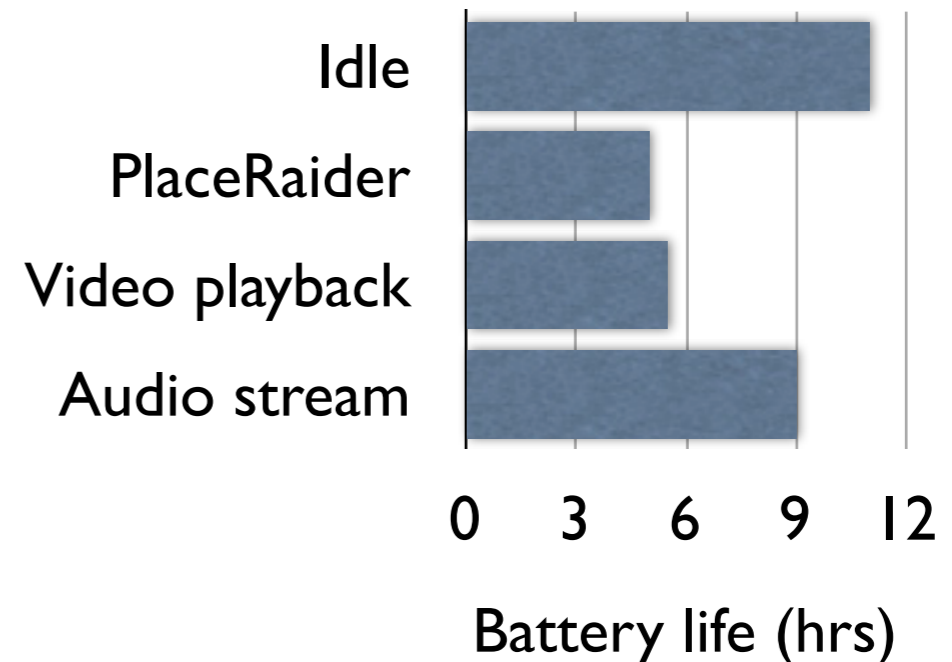


Backup Slides

Stealthiness of PlaceRaider

Power

At maximal collection rate (1800 photos/hr) power draw is comparable to other applications. Tested on HTC Amaze.



Bandwidth

Transmit images only when connected to WiFi networks

Max image collection rate	1800 images/hr
Expected reduction	0.261
Avg file size (IMP)	0.138 MB/image
Avg data bandwidth	64.83 MB/hr

Current permissions are too loose

Fine-grained permissions are necessary!

Enck et al. (2009), Nauman et al. (2010), Felt et al (2011), Jeon et al. (2011)

Don't take pictures at work

Don't take pictures between 9PM and 3AM

Don't take pictures in bars

Don't take pictures in bathrooms

Don't take pictures of my monitor

Don't take pictures of me in Vegas

Only take pictures that I command

Don't take pictures of me naked