



UNIVERSITY OF
OXFORD

DEPARTMENT OF
**COMPUTER
SCIENCE**

Wi-Fly?: Detecting Privacy Invasion Attacks by Consumer Drones

Simon Birnbach, Richard Baker,

Ivan Martinovic

EPSRC

Engineering and Physical Sciences
Research Council

2017 NDSS

Let's Talk About Drones



Why Should We Care?

- Ignore physical access restrictions
- High-quality camera equipment
- Spy tools in the hands of everybody
- Privacy invasions by drones get more common



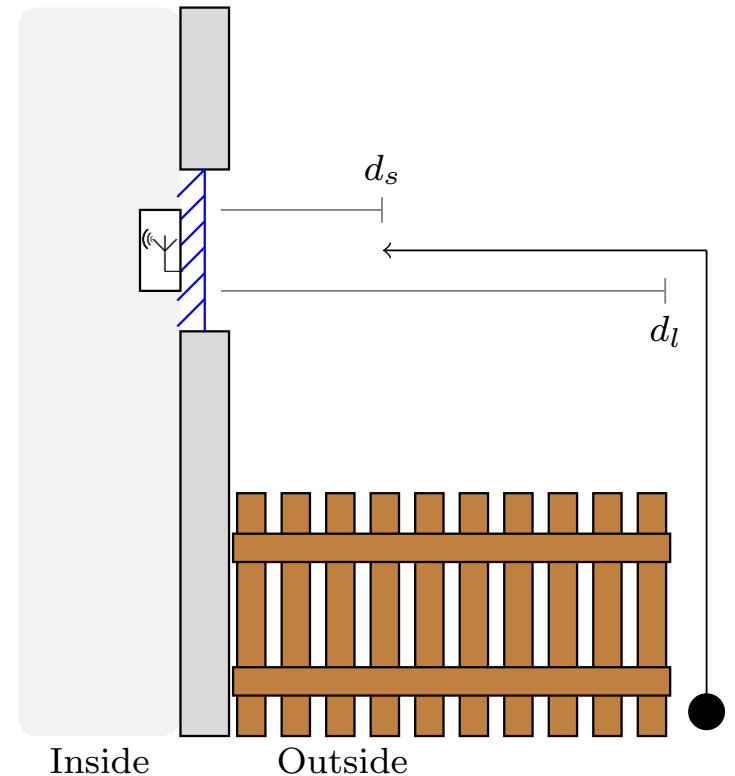
How to Detect?

- Various approaches
 - Optical sensors
 - Acoustic cameras
 - High-frequency radar
- Expensive hardware needed
- Goal: Design cheap detection system
 - Radio Frequency



Adversary Model

- Unmodified consumer drone
 - Controlled over WiFi
 - Streams live video
- Objective:
Capture video through window
 - Line-of-Sight (LOS) to window needed
- No direct access to premises

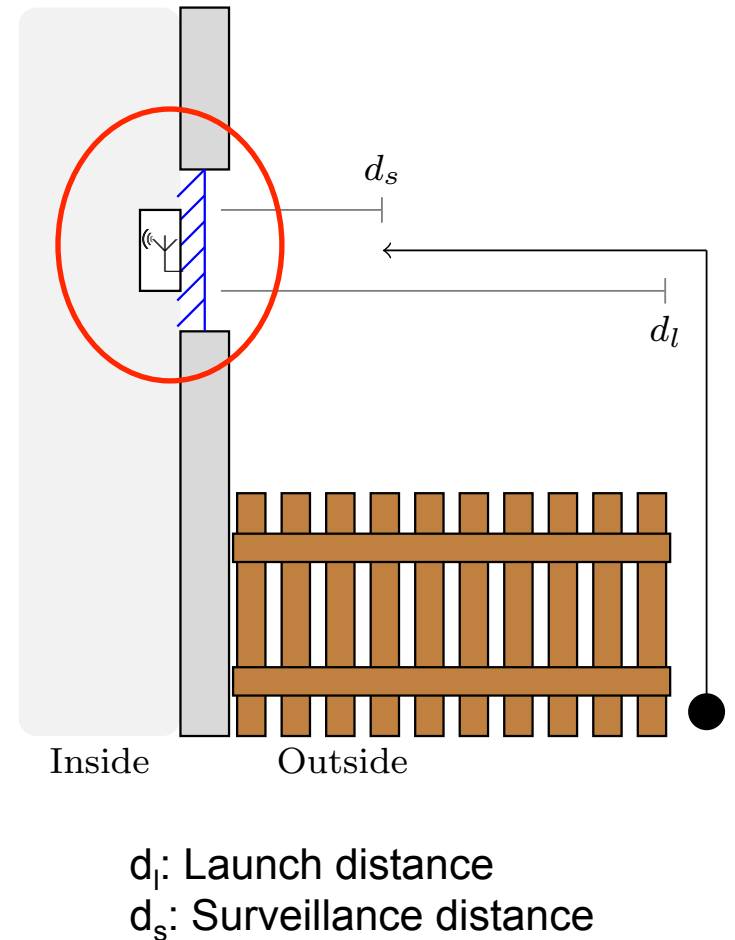


d_l : Launch distance

d_s : Surveillance distance

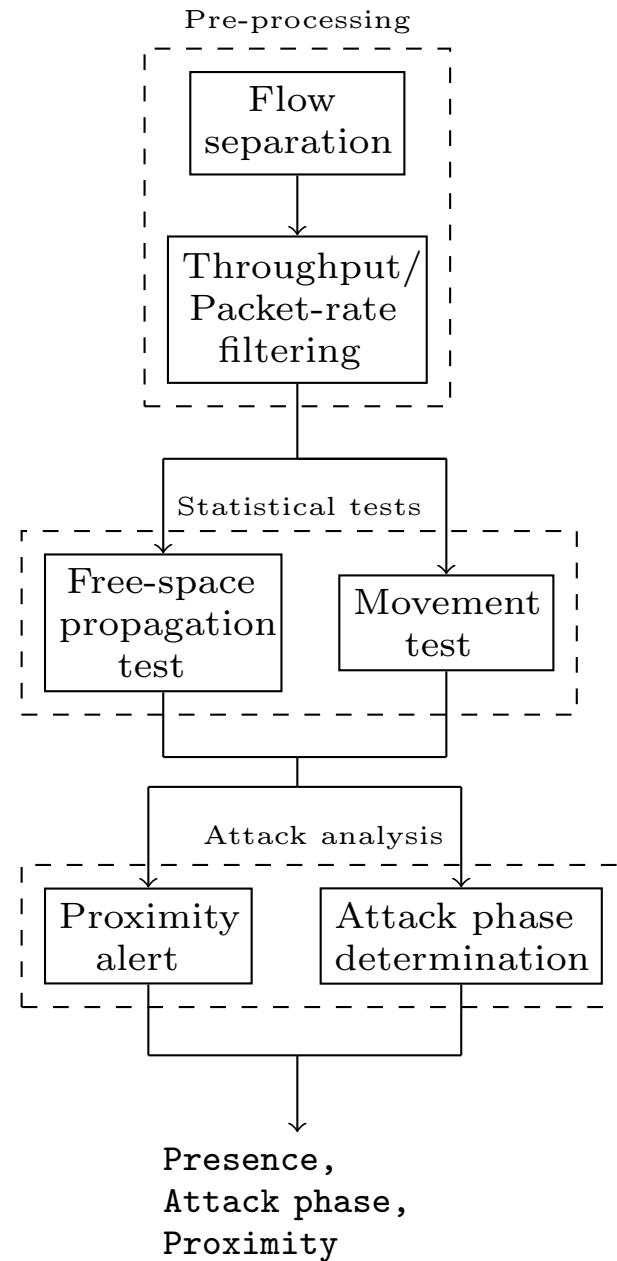
General Idea

- Off-the-shelf WiFi receiver
- Placement in window
 - Guarantees LOS
- Access restrictions
 - Drone starts further away
 - Forces attacker to fly higher
- Challenges
 - Received signal strength (RSS)
 - noisy data
 - Unknown flight behavior
 - Early detection

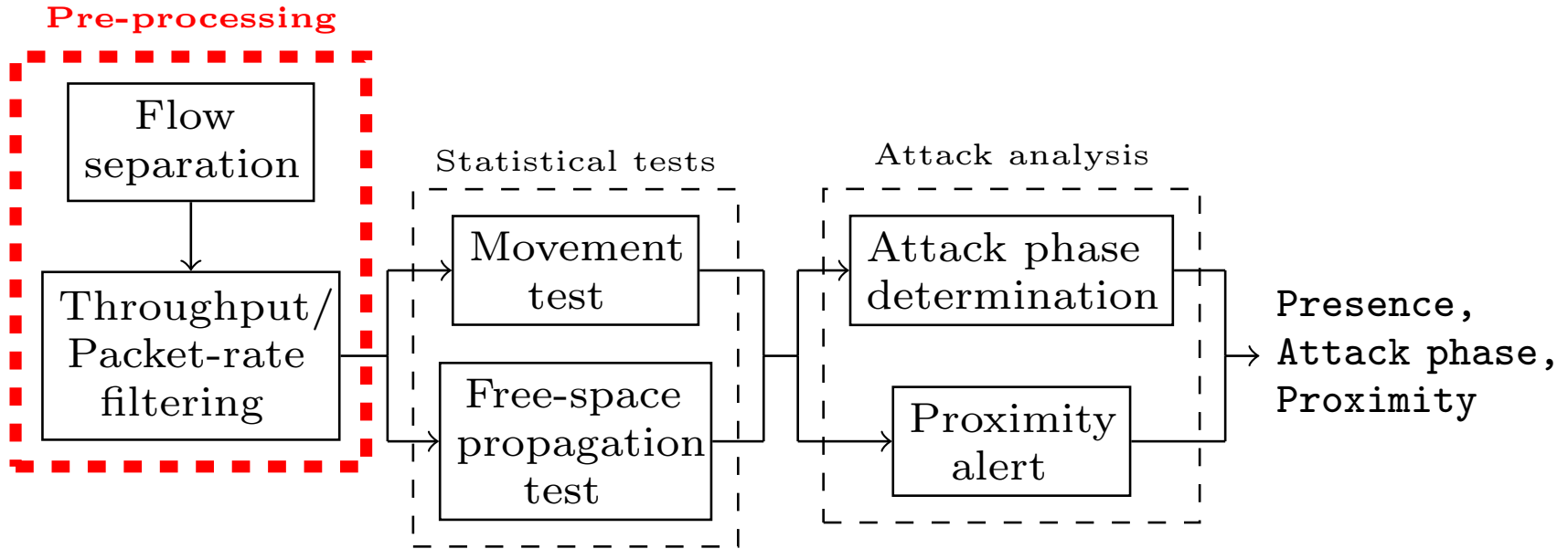


System Overview

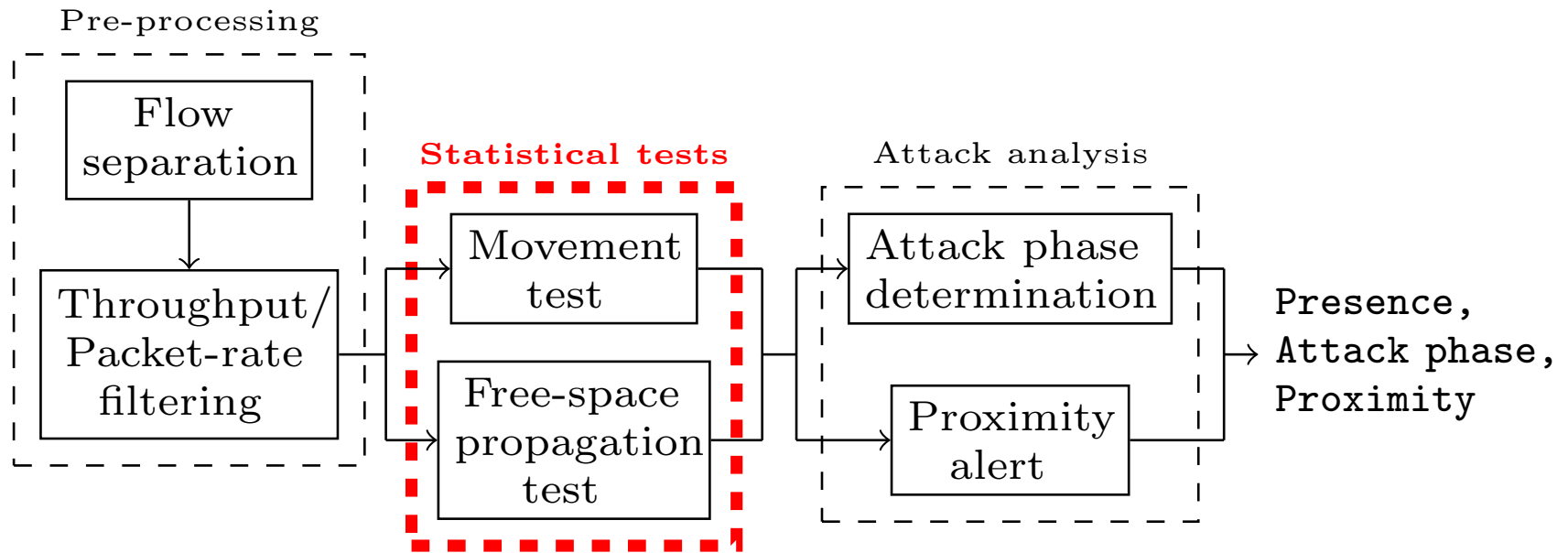
- Pre-processing
- Statistical tests
 - Presence
 - Drone nearby
- Attack analysis
 - Attack phases
 - Approach
 - Surveillance
 - Escape
 - Proximity
 - Closeness to window



Pre-Processing



Statistical Tests



Statistical Tests

Attacker has to:

- ...overcome physical access restrictions
 - Drone is flying high above ground
 - ...establish LOS to the window
 - changes of multipath effects
 - we expect far less multipath effects due to strong LOS component (compared with ground-based transmitters)
 - ...move towards the window
 - RSS increases as drone approaches
- Detection method based on statistical tests:
- Testing for flying: Closer to free-space propagation than non-flying transmitters
 - Testing for approaching & movement: significant RSS changes as distance to receiver varies

Statistical Tests

- Free-space propagation (FSP)
 - RSS depends on distance and receiver noise
 - Only noise varies in short time frame w_s ($<0.1s$)
- Movement
 - More distance variation than noise in longer interval w_l ($>1s$)
- Compute standard deviation of RSS measurements
- Noise threshold t
 - Derived from background noise

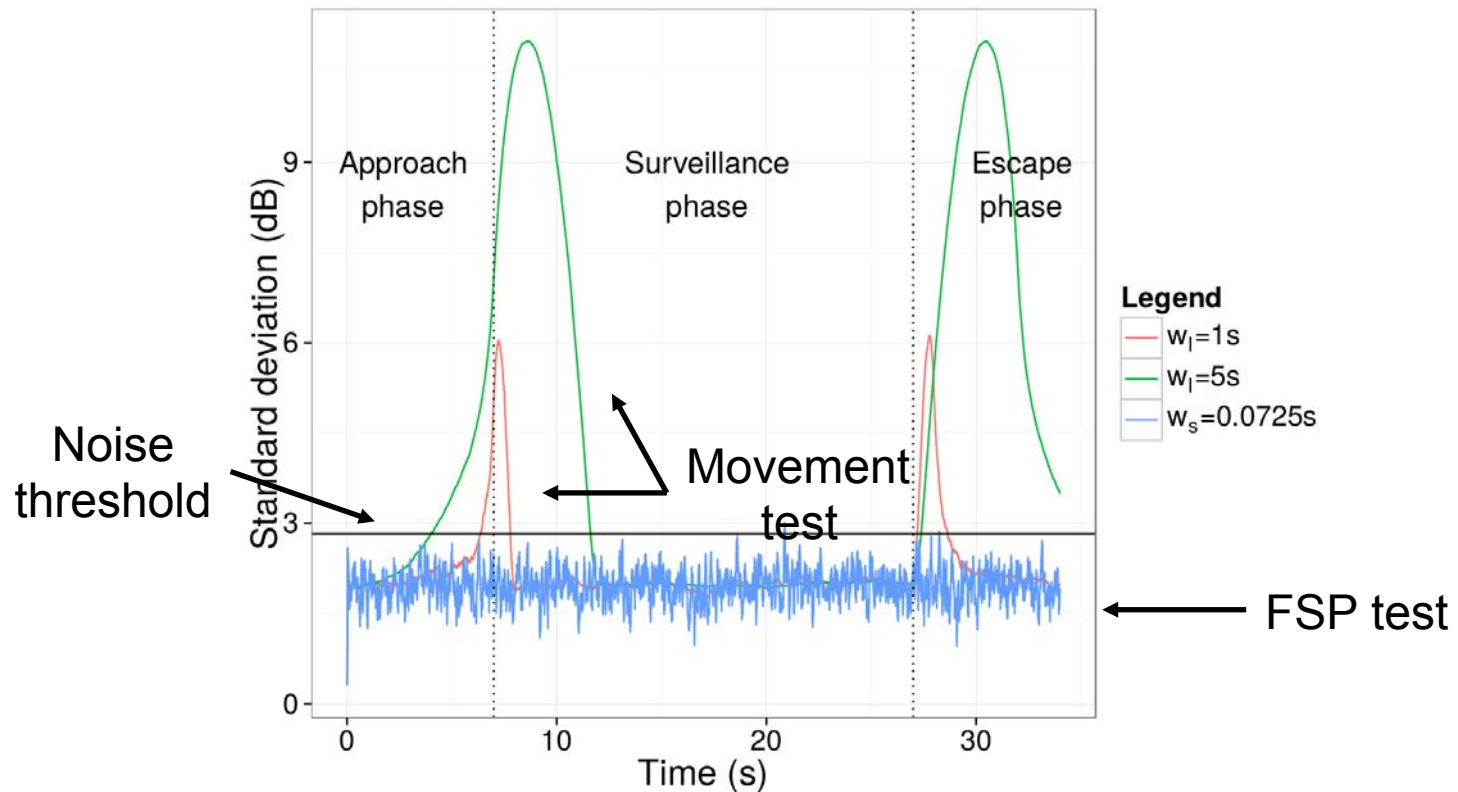
A drone is detected if:

$$s(w \downarrow s) < t \ \& \ t < s(w \downarrow l)$$

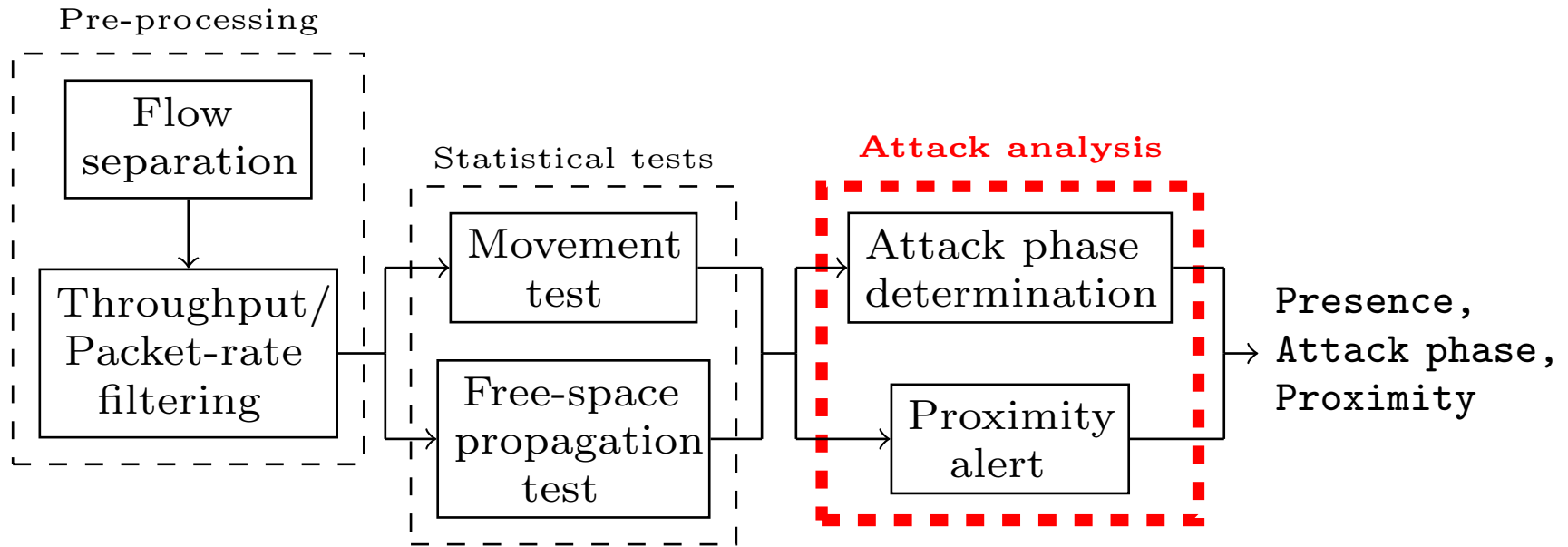
Statistical Tests

A drone is detected if:

$$s(w \downarrow s) < t \ \& \ t < s(w \downarrow l)$$



Attack Analysis



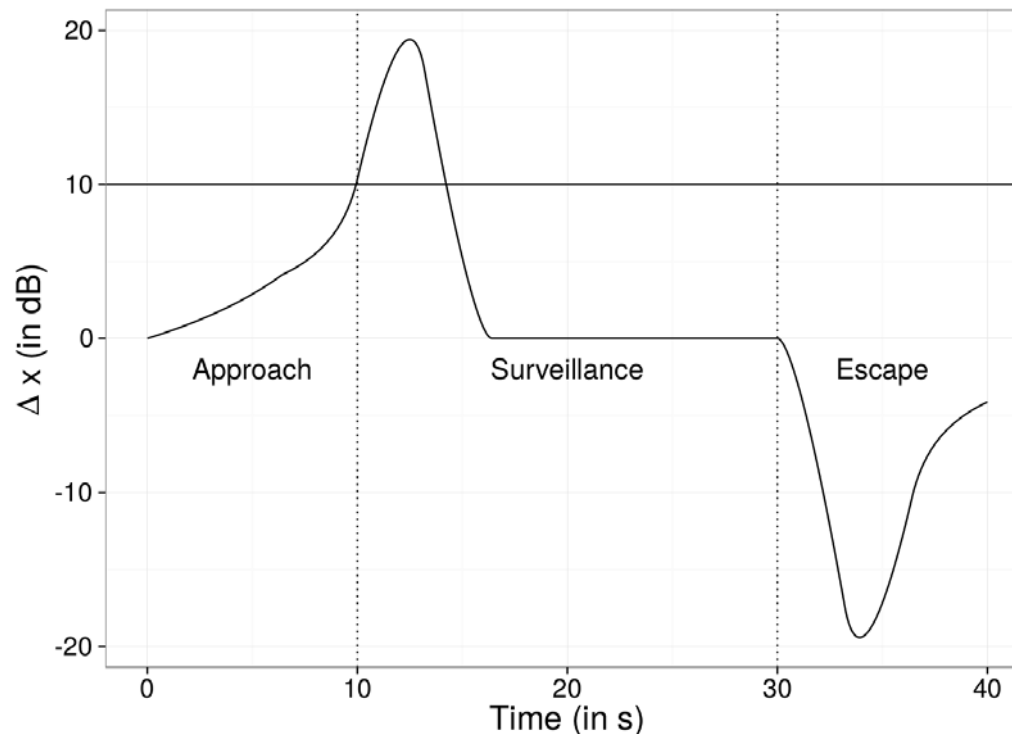
Attack Analysis

■ Approach detection

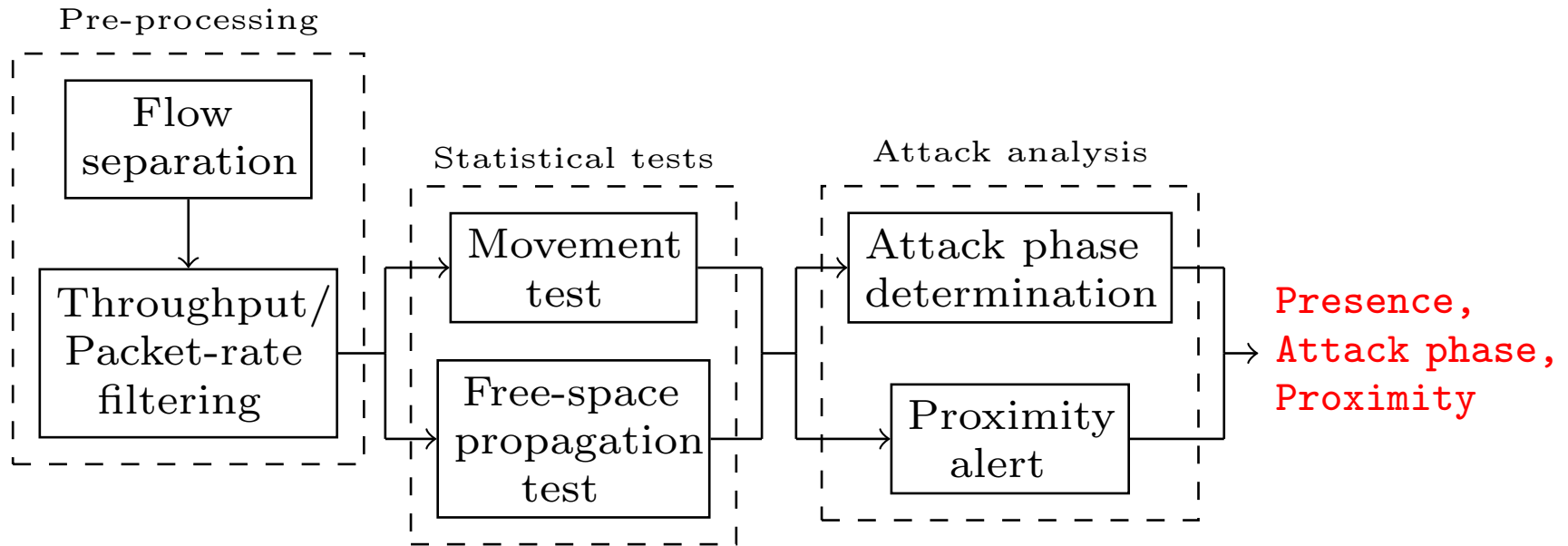
- Increase in RSS difference shows drone is approaching

■ Proximity alert

- User gets warned if RSS difference exceeds threshold

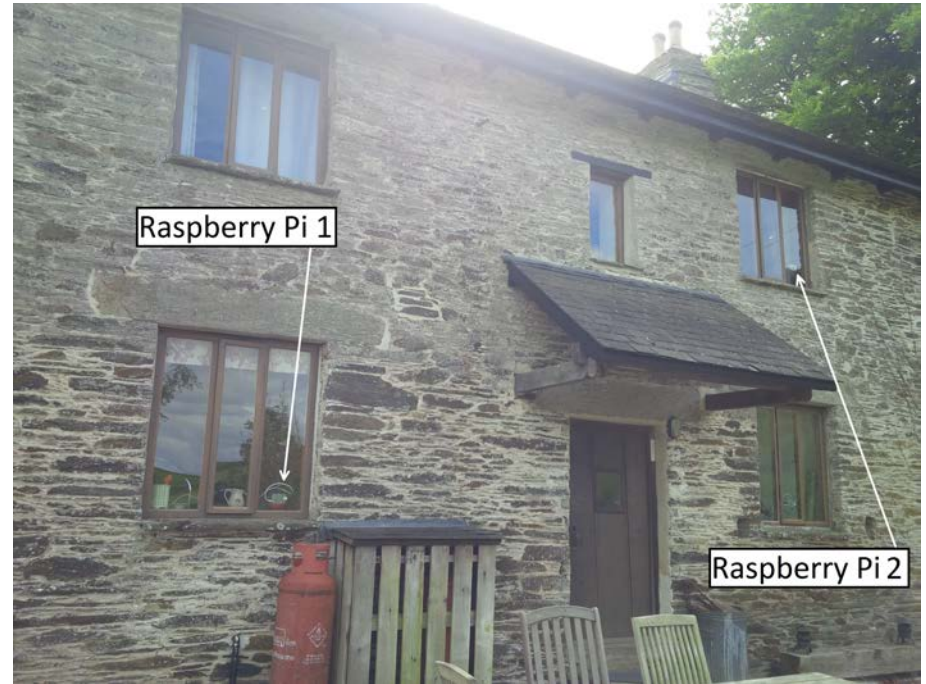


System Output

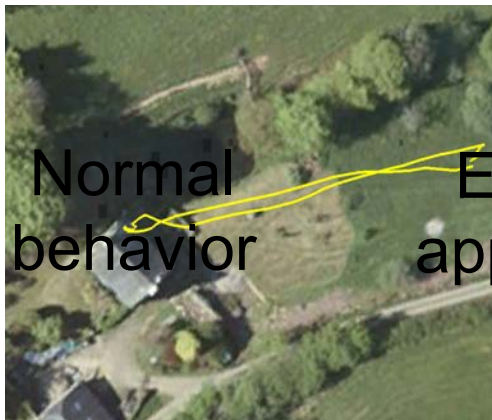
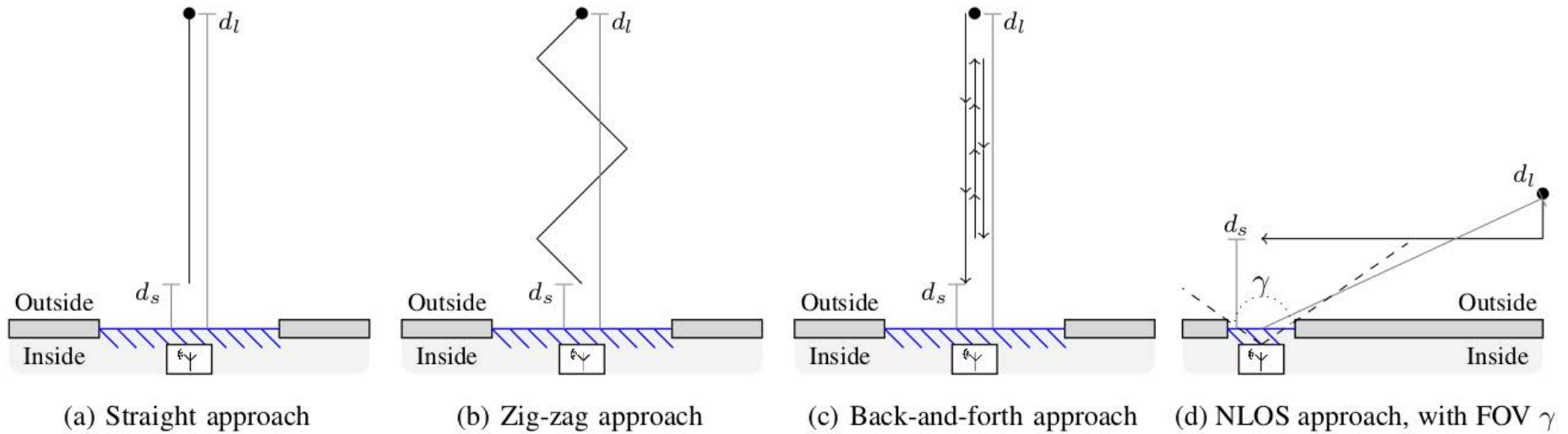


Experiment Setup

- Executed in secluded farmhouse
- Drones: DJI Phantom 3 Standard, Parrot Bebop
- Receiver: Raspberry Pi with WiPi stick mounted in window



System Challenges



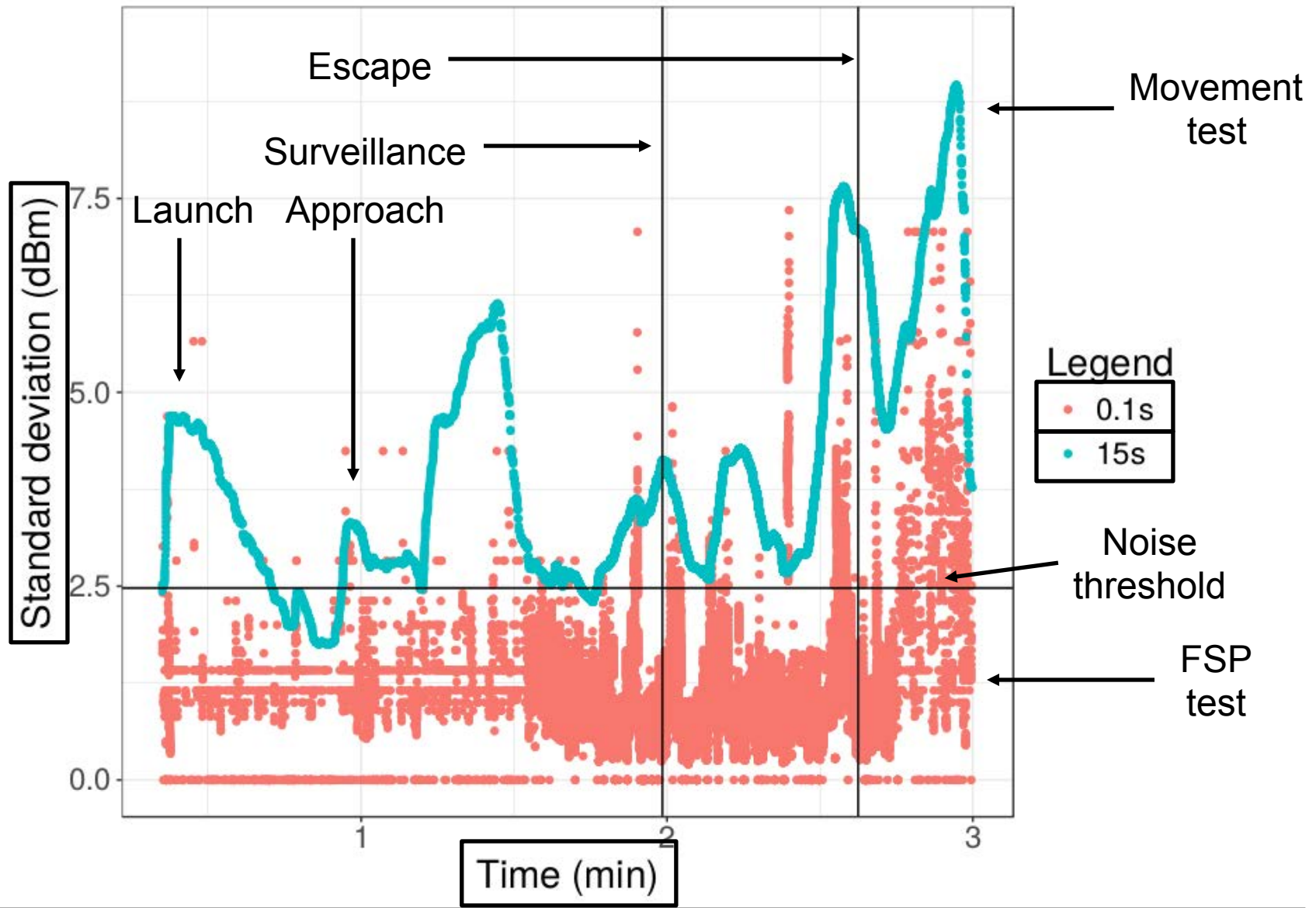
Erratic approach



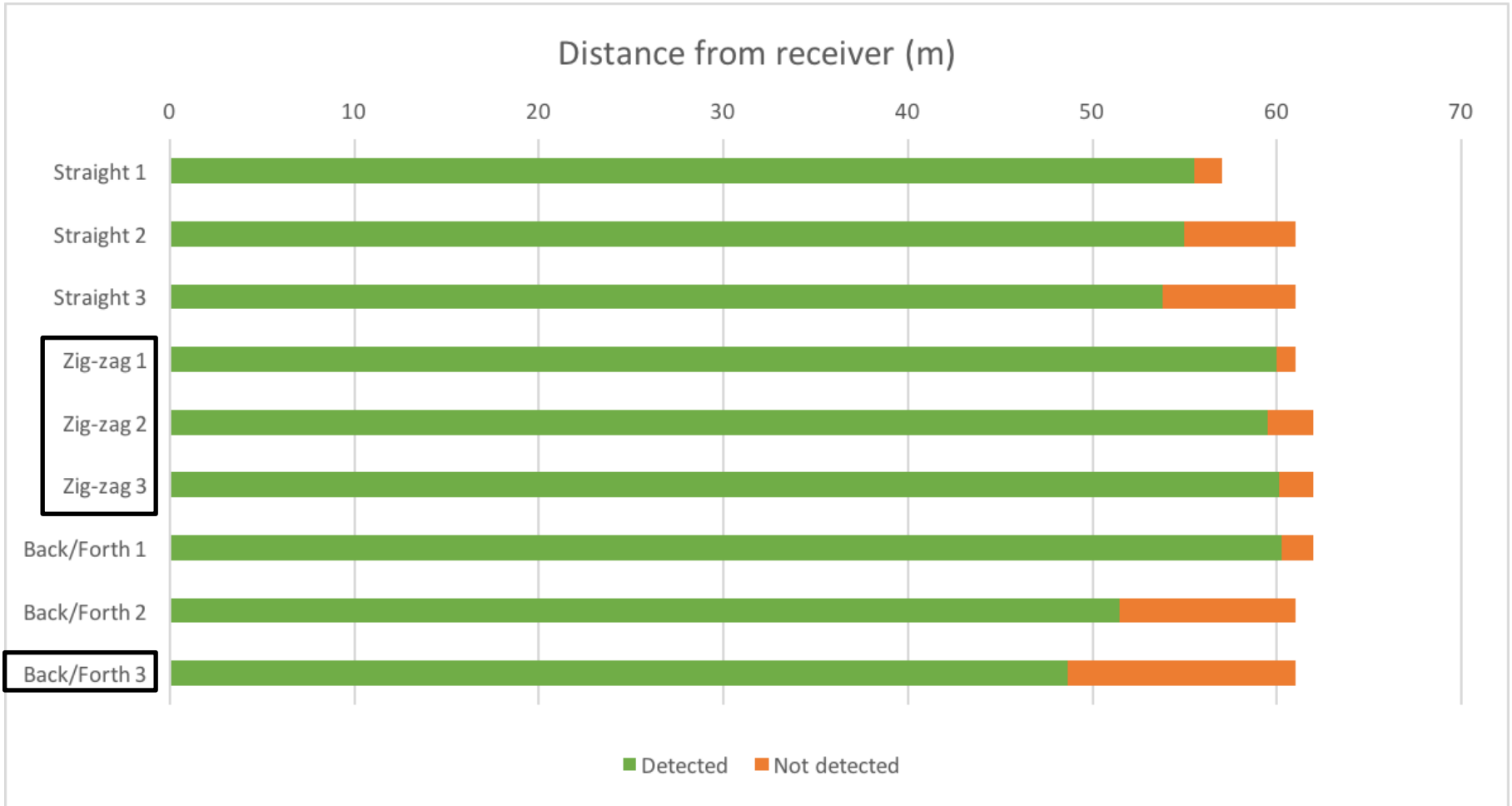
Establishes LOS very late



Straight Approach



Detection Distances



Conclusion

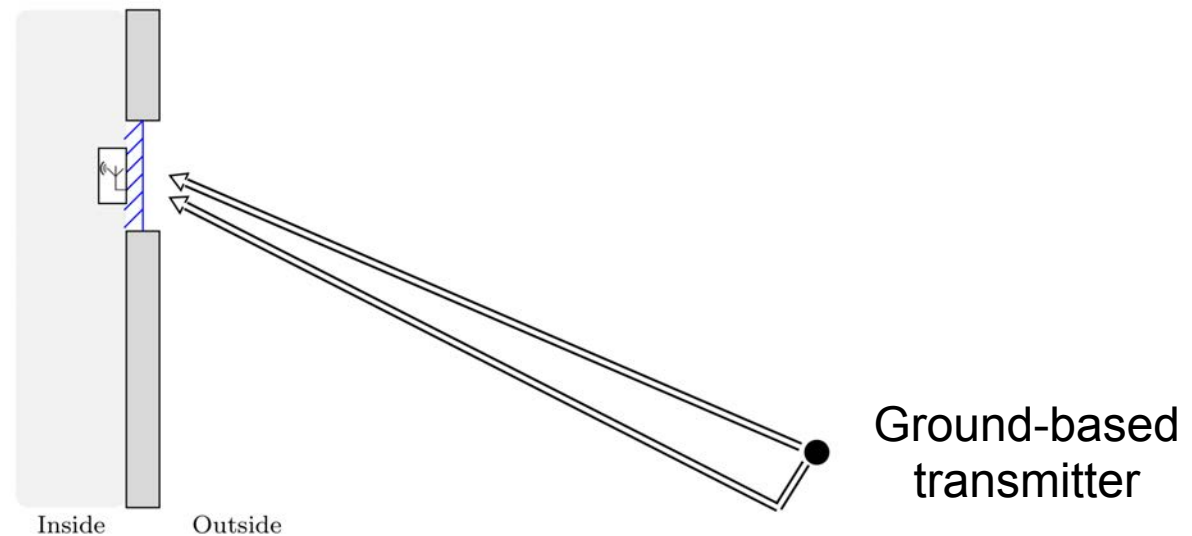
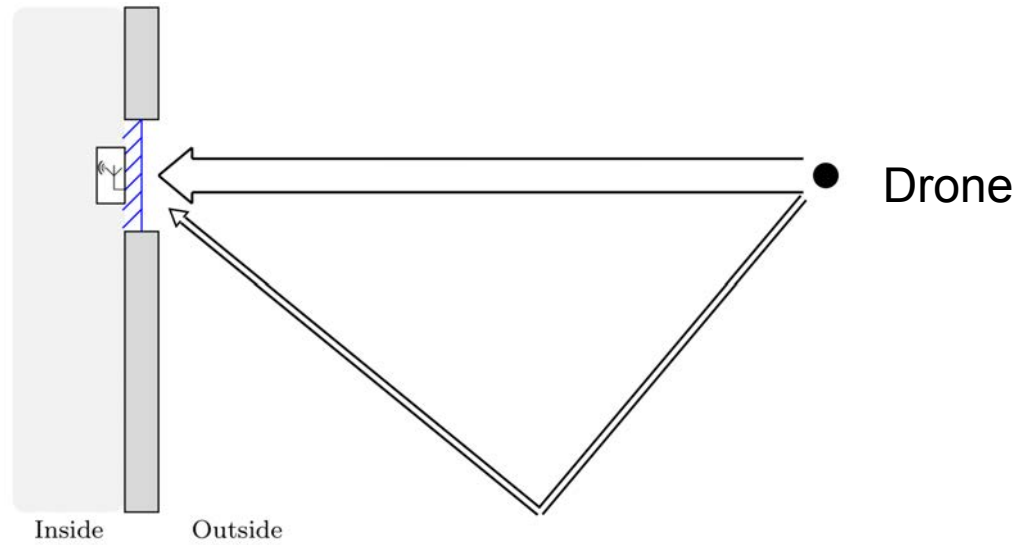
- Developed method to detect drone privacy invasions
- Implemented on cheap hardware
- Real-world experiment with variety of approach patterns shows feasibility
- Good performance, minimal detection distance 48m

Thank you for your attention!
Questions?

simon.birnbach@cs.ox.ac.uk

Backup slides

Multipath effects

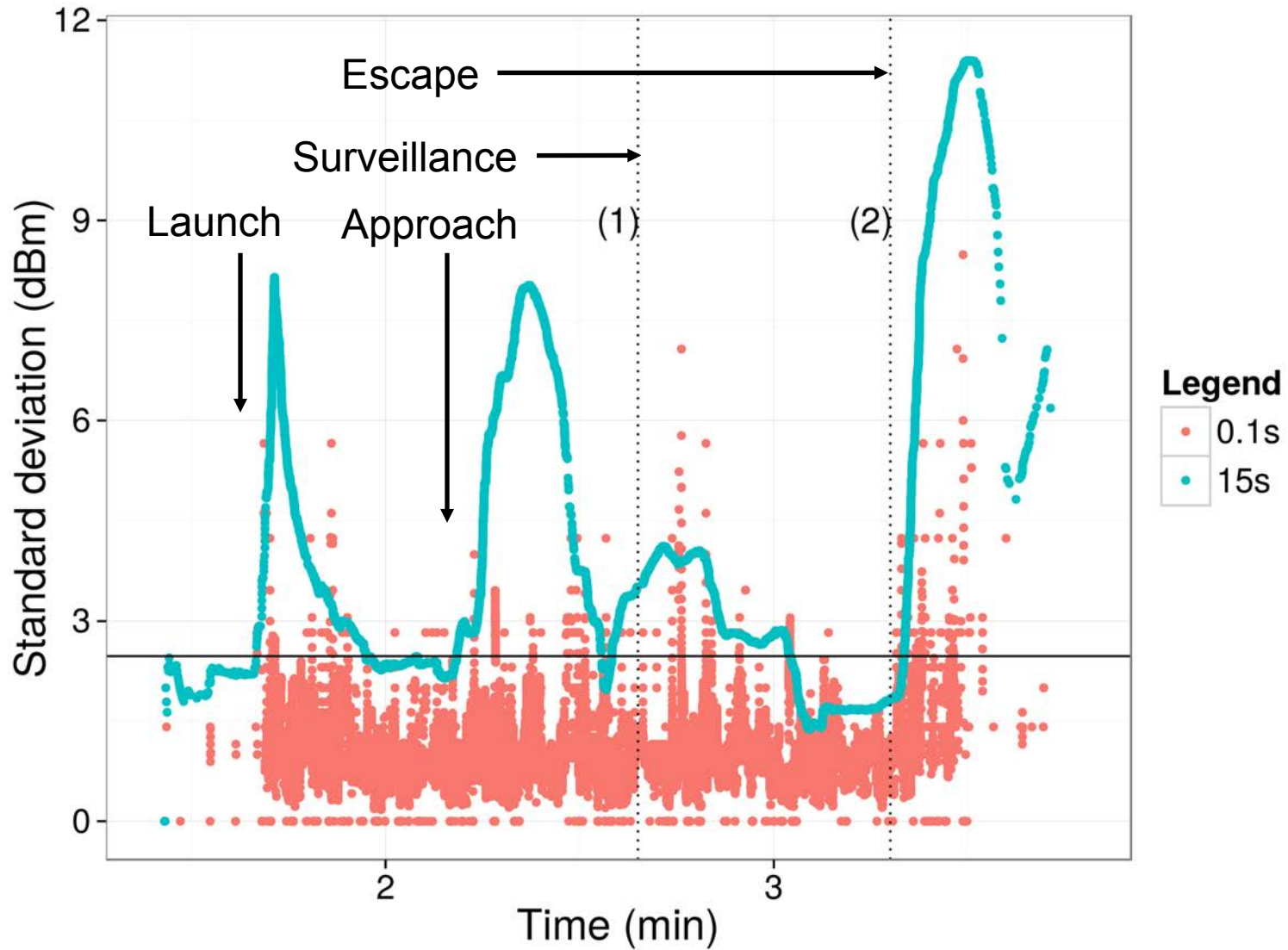


System Parameters

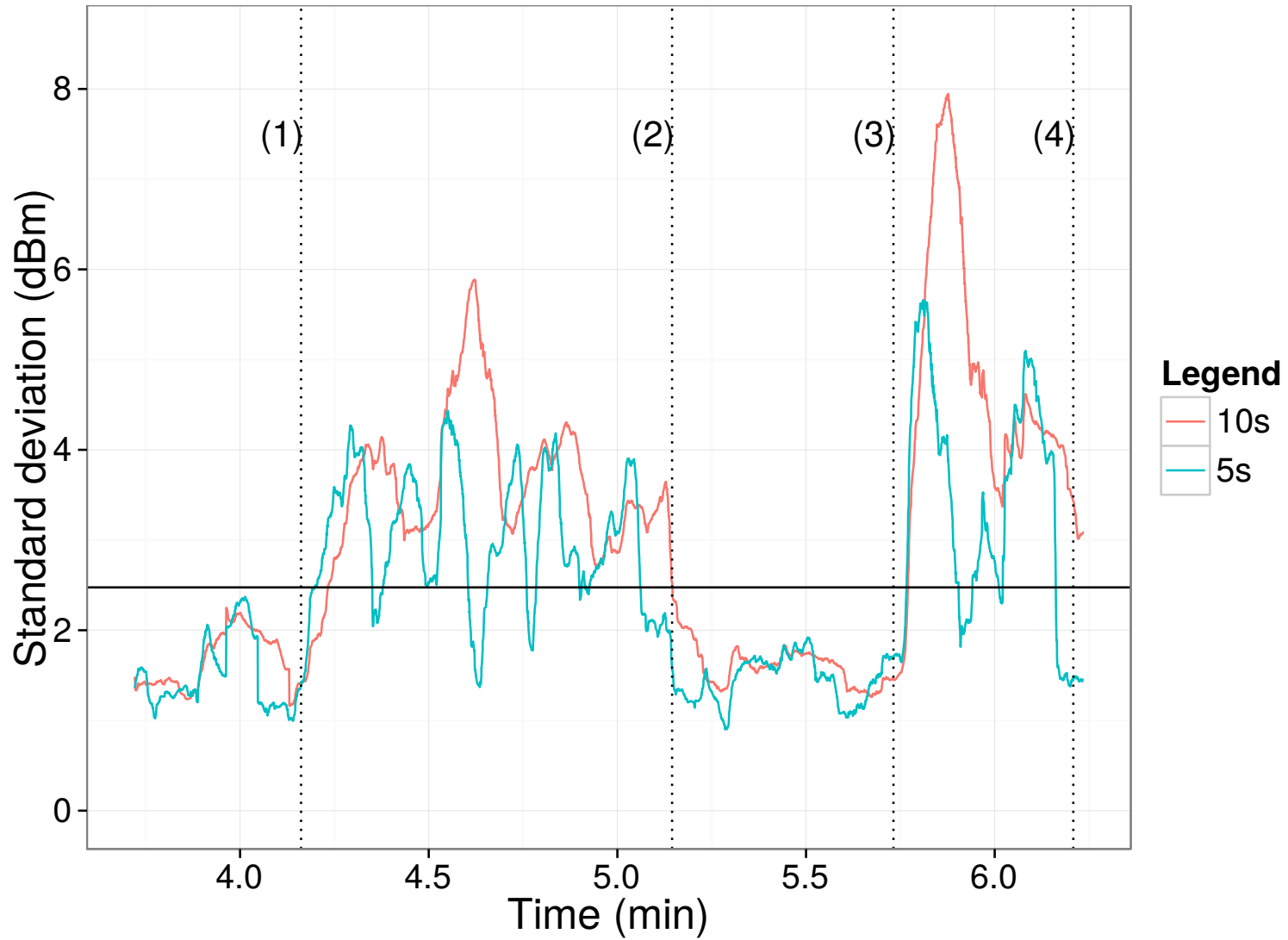
- Surveillance distance
- Launch distance
- Maximal drone speed
 - Determines FSP test window size
- Set of drone movement speeds
 - Determines movement test window sizes
- Noise threshold
 - Derived from background noise
- Proximity threshold
 - Derived from surveillance distance

Parameter	Example values
d_s	1m
d_l	50m
w_s	0.1s
w_l	5s, 10s, 15s, 30s
t	$\sqrt{2} \cdot 1.75\text{dB}$
σ_p	10dB

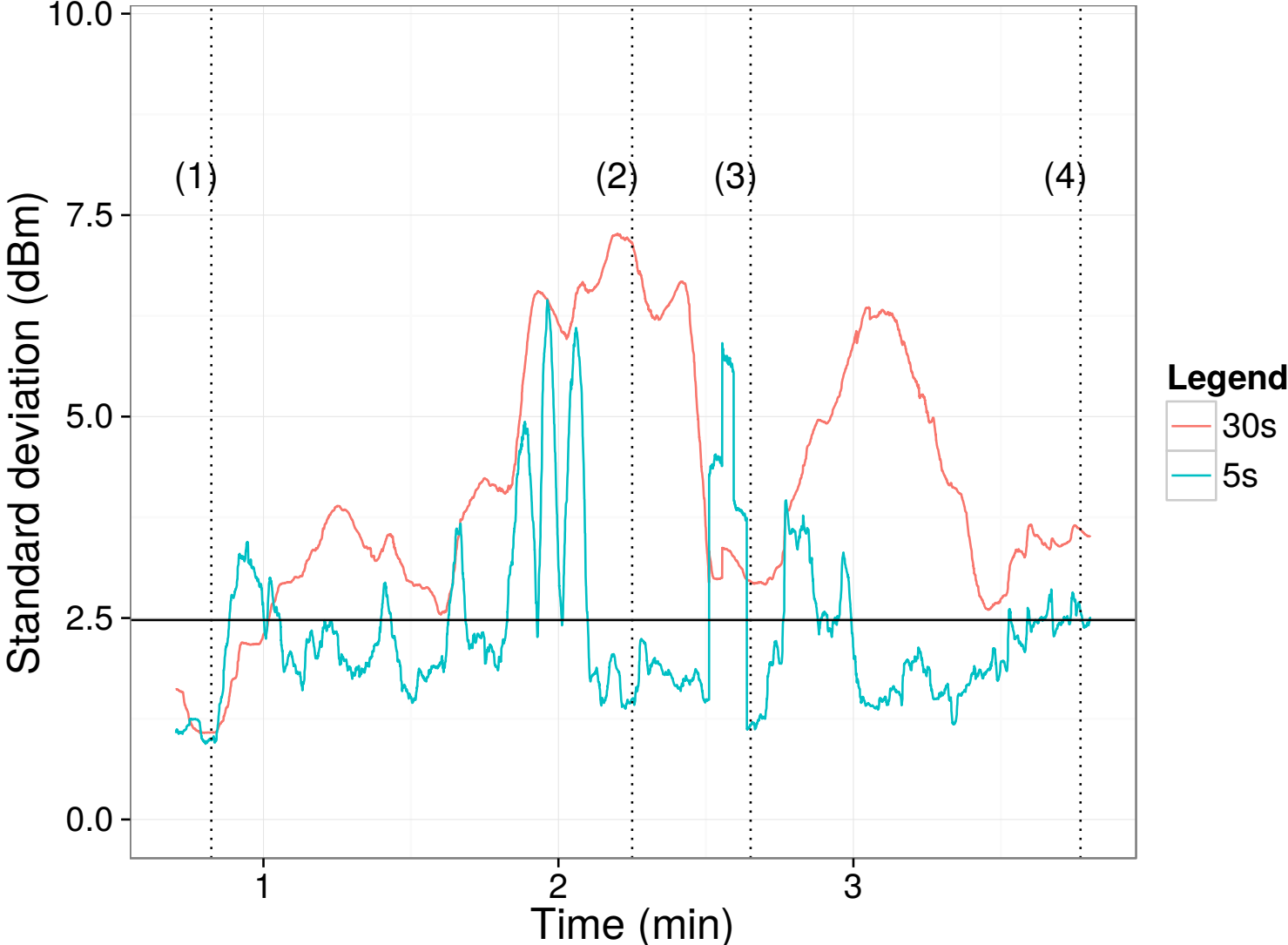
NLOS Approach



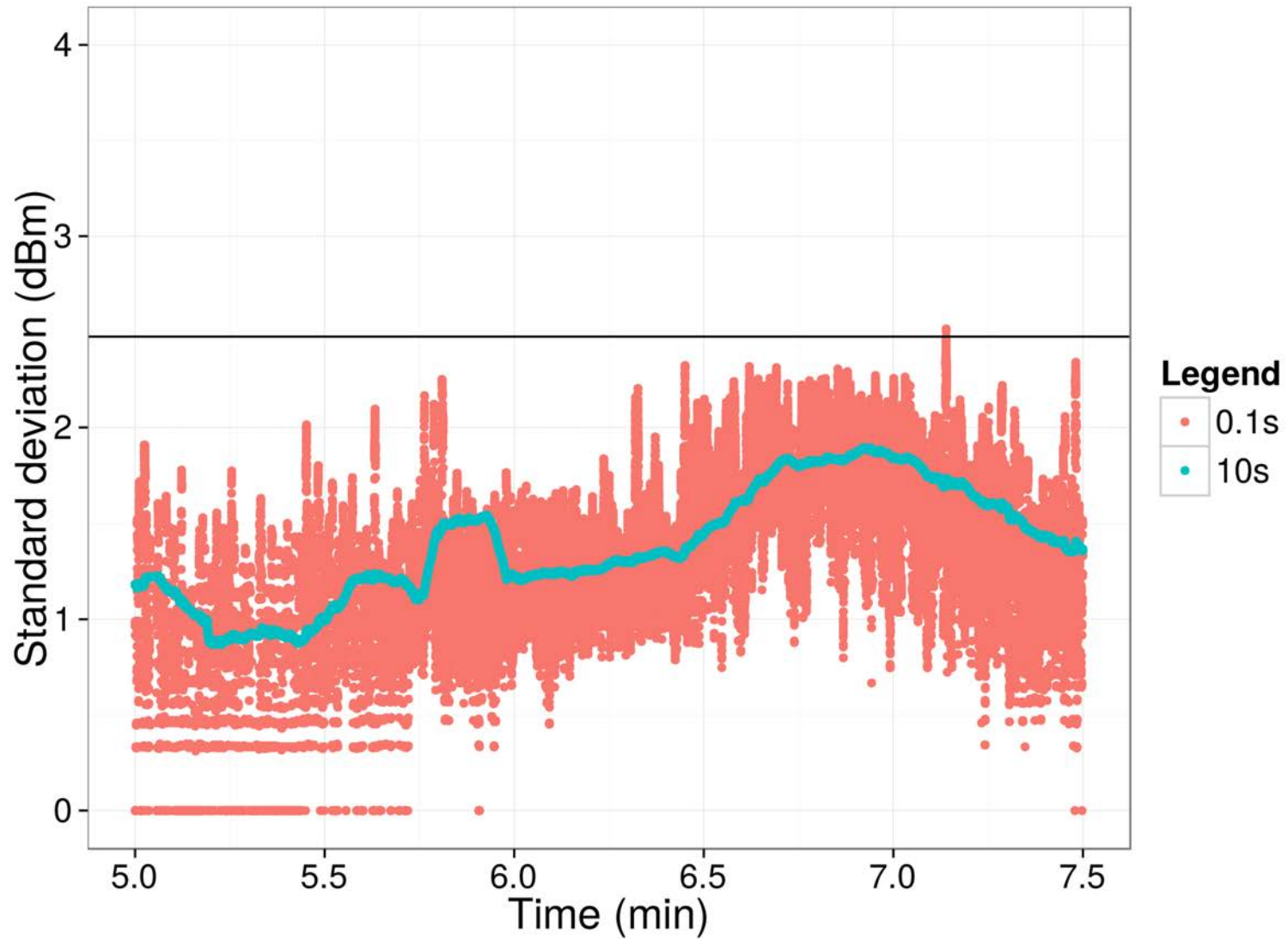
Zig-zag



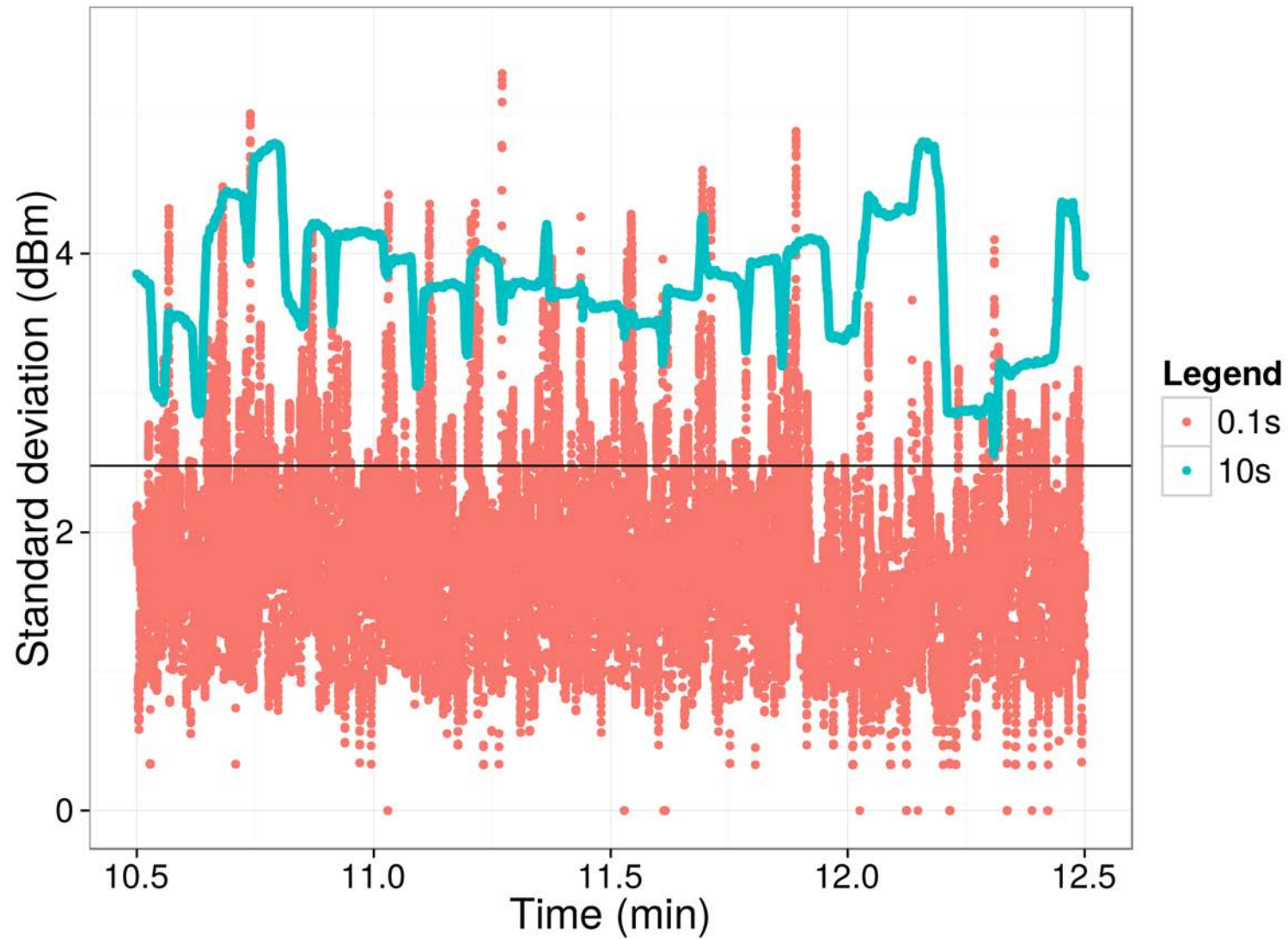
Back-and-Forth



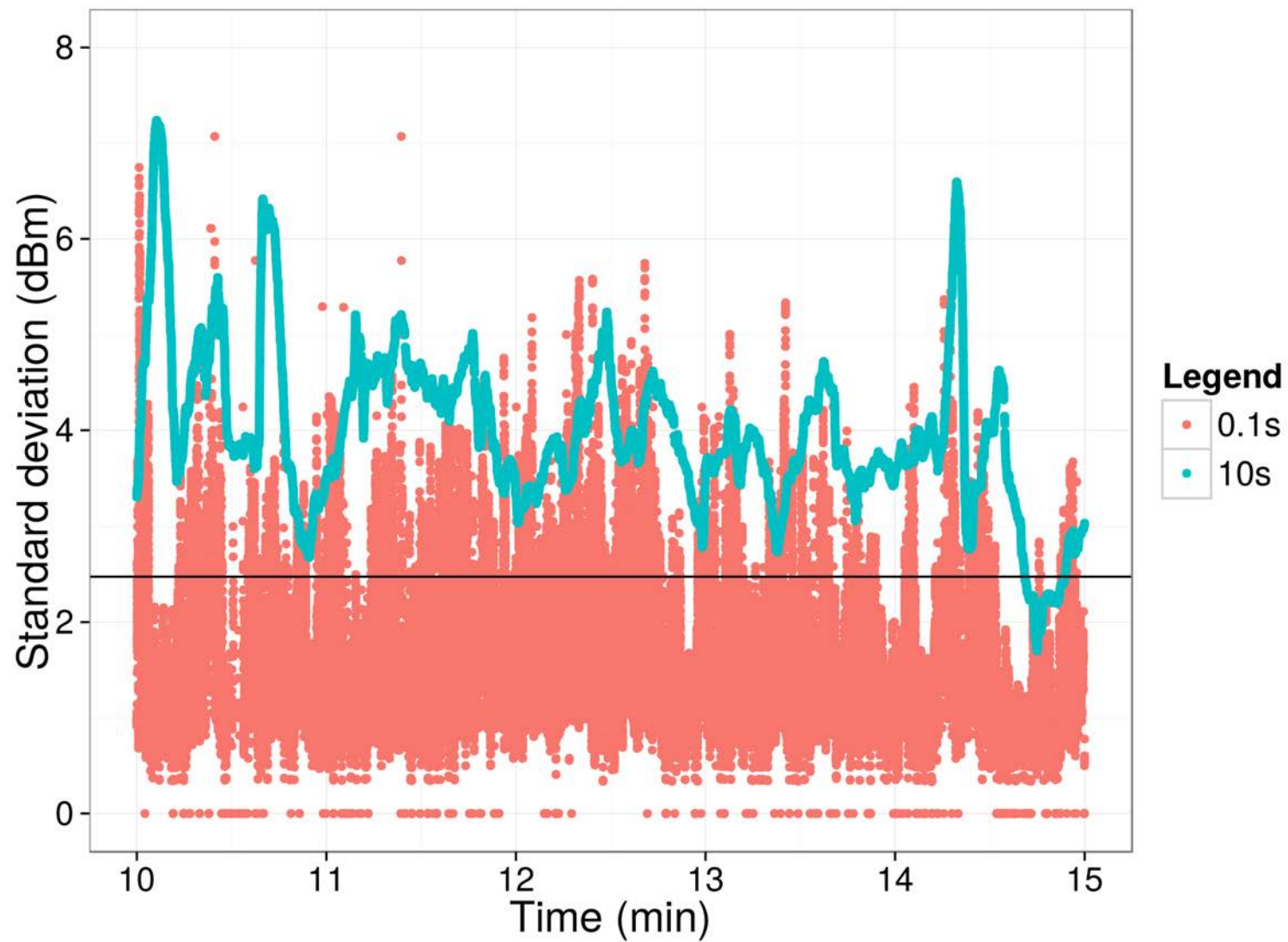
Stationary in static environment



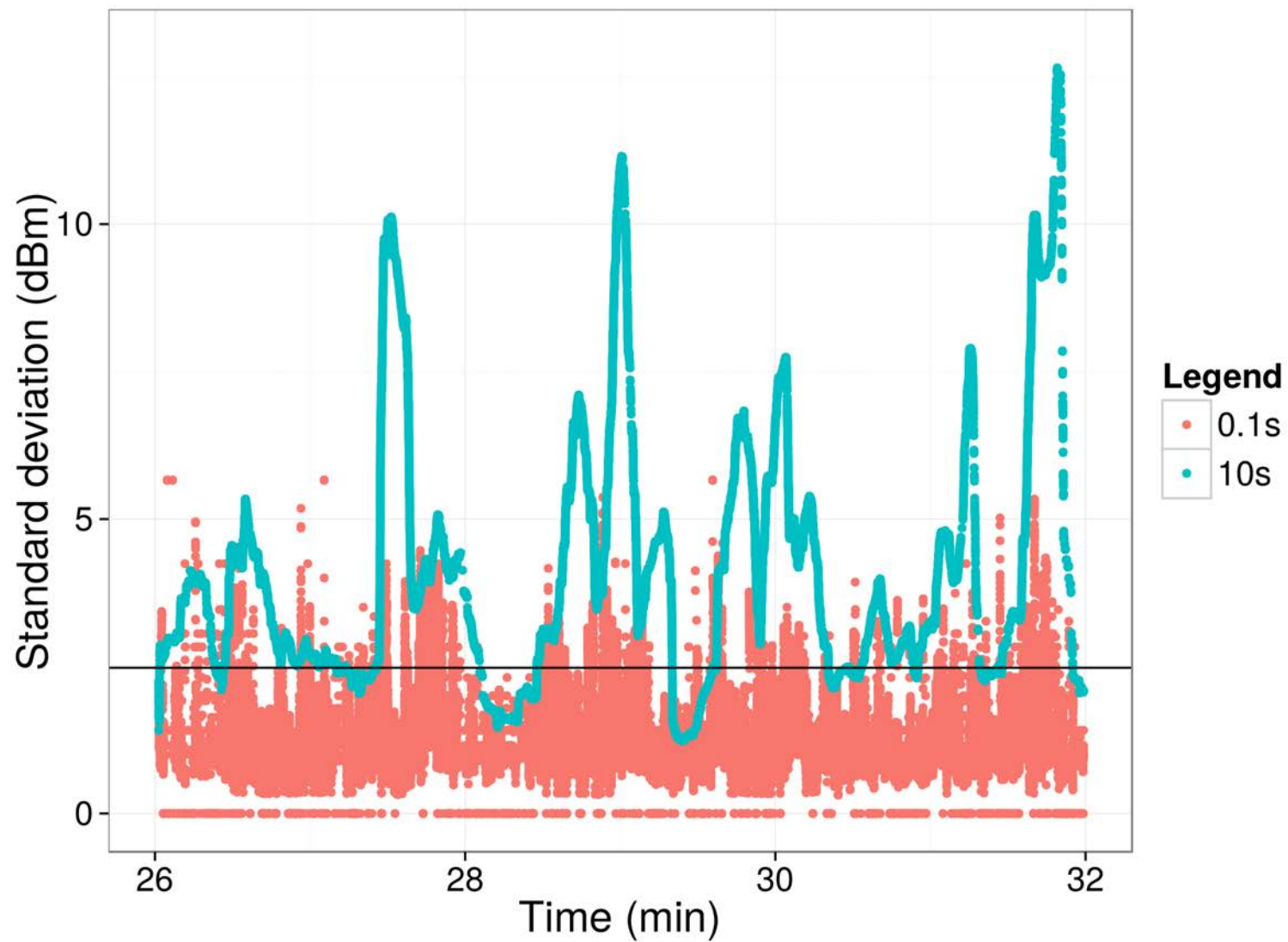
Stationary in dynamic environment



Moving indoors



Moving outdoors



Ground approach

