

Carnegie Mellon University

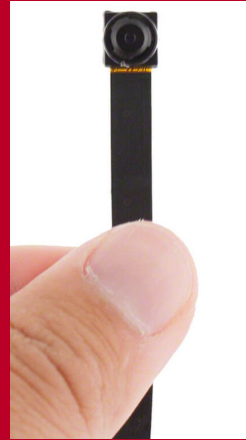


# S23 18500 Team C2: WiSpider

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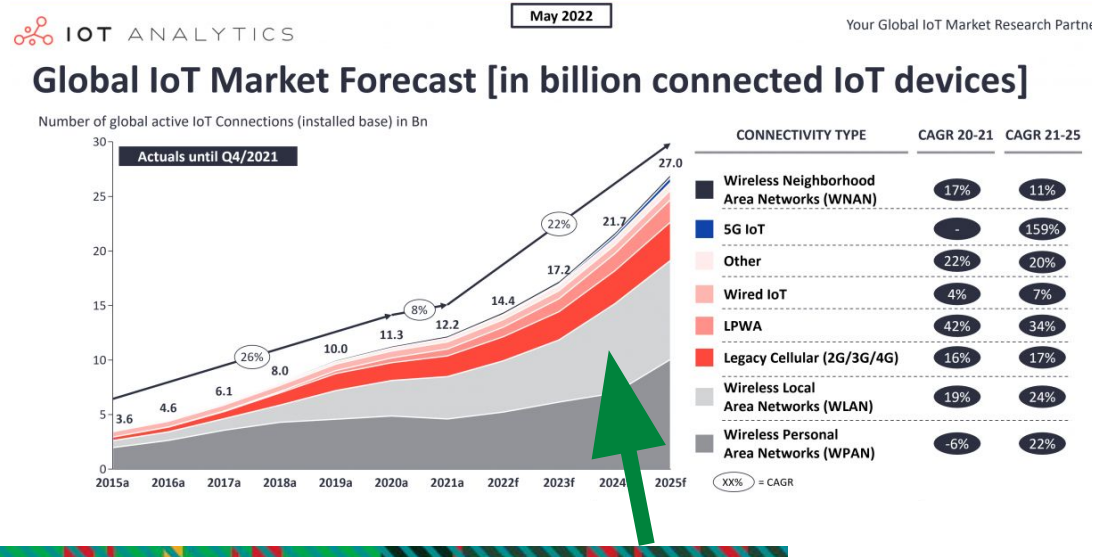
Presenter: Thomas Horton King

Group: Ethan Oh, Anish Singhani, Thomas Horton King



# Problem Statement / Use Case

- Hidden wireless devices are infringing privacy
- We want to build a product to find and locate them
- Design Areas:
  - Signals and Systems
  - Software Systems
  - Hardware



# Use-Case Requirements 1:

**Cost:** < \$150

- Primarily for corporate / military applications
- Still want to be accessible
- Project restrictions

**Weight:** < 10 lbs

**Size:** < 1 ft<sup>3</sup> volume

- Device should be carryable
- Want to be transportable and easy to use



# Use-Case Requirements 2:

**Device detection rate:** >90%

**Scanning time:** <5 minutes

- Catch frequently transmitting devices
- Trade-off between measurements

**Lateral accuracy:** <1 m

- This will allow users a small enough area to manually search for hidden devices



# Use-Case Requirements 3:

## Detection Range: > 10m

- Most wireless devices are passively in 'sleep' mode
- In-line with microphone, proximity sensors

## Recognition Accuracy: > 50%

- Any accuracy is better than most commercial solutions
- Allows the user to avoid removing harmless devices



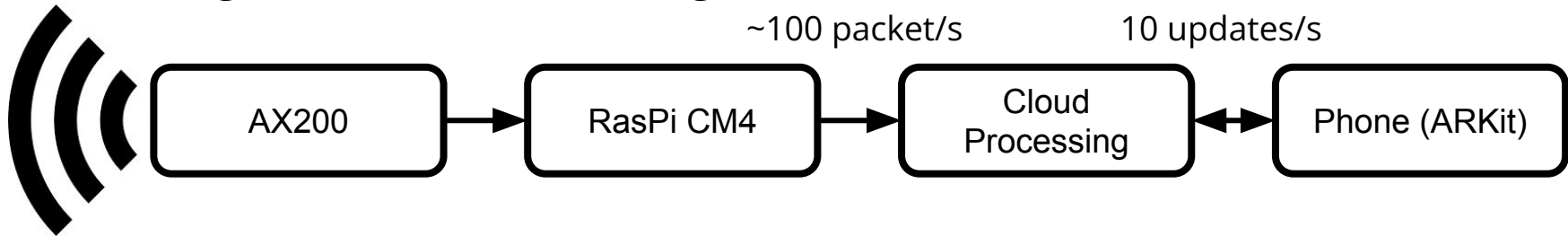
# Technical Challenges

- Using mostly commodity hardware
- **Accurate** localization using WiFi/hidden signatures
- **Combined** with user movement/positioning
- Detecting possible low-power **IoT devices**
- Device identification with limited information (i.e non-cooperatively)

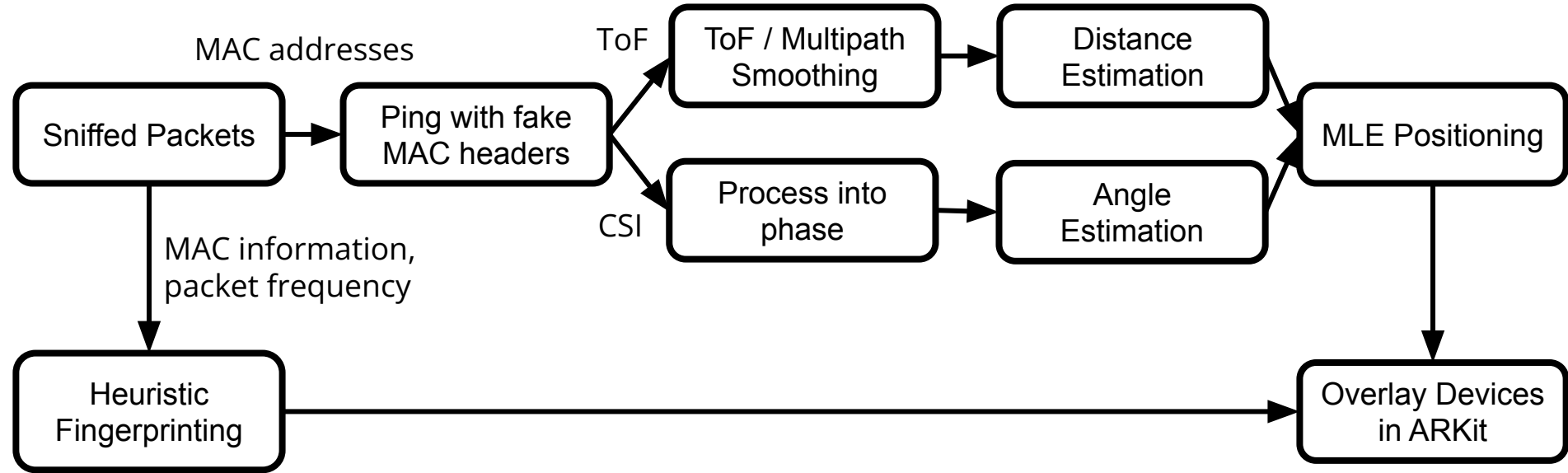


# Design - Physical Layer

- AX200 WiFi Chip for receiving
  - PicoScenes to recover ToF and CSI
- 2 directional antennas
- Raspberry Pi for control and data uplink
- Phone for Self-Localization and AR Visualization
- Storage on AWS, Processing on MATLAB



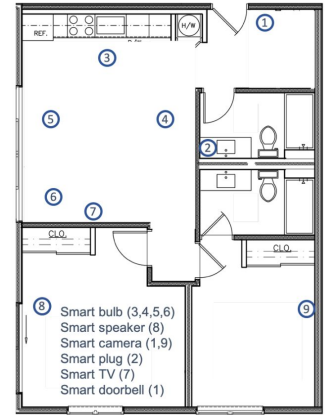
# Design - Algorithmic Layer





# Testing and Verification

- Testbed with various IoT devices connected to their own router
- Scatter devices throughout a room and assess localization
- Multiple (5) runs with different detection times (3 min, 5 min, 10 min)
- **Device detection rate:** measure detection rate under fixed (5 min) time
- **Scanning time:** measure how long it takes to reach the target detection rate
- **Lateral accuracy:** Compare detected locations with actual locations
- **Detection range:** Place a device (5, 10, 20 m) away from the scanner and measure performance
- **Recognition accuracy:** Test if each 'category' of device is identified correct.



# Tasks

## Anish

- **Hardware**
- Antenna Selection
- PicoScenes Integration with WiFi Receiver
- ARKit self-localization
- ARKit visualization
- RPi Data Streaming
- RPi WiFi chip integration

## Ethan

- **Software/Security**
- MAC Sniffing + Storage
- Beacon + Packet/MAC Spoofing
- Device Recognition
- Cloud (AWS) data pipeline

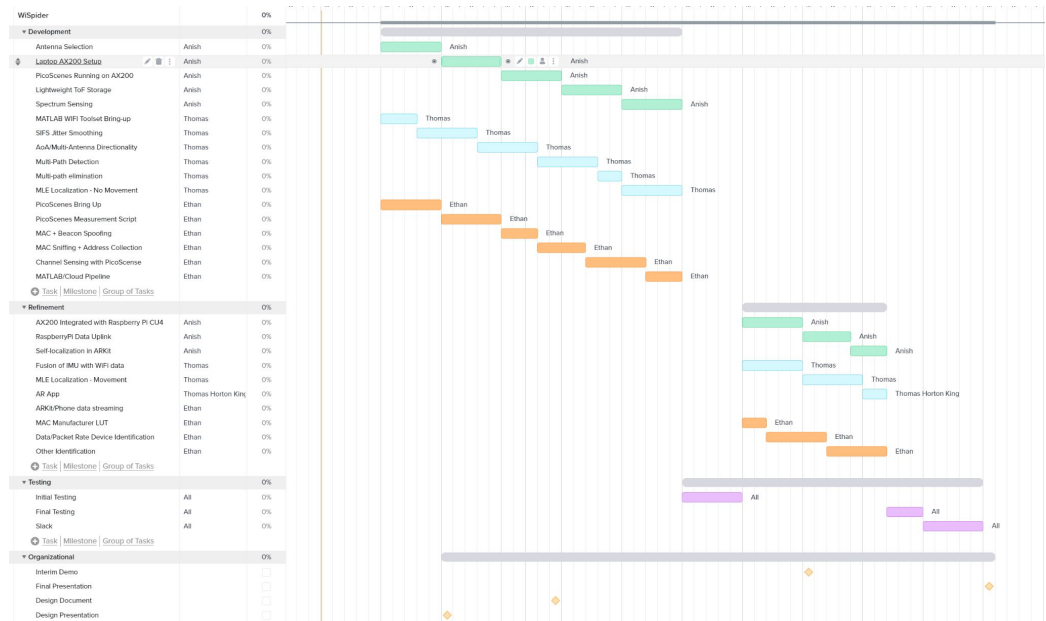
## Thomas

- **Signals and Systems**
- MLE Localization from PDoA, ToF
- ToF measurement
- Time of Flight/SIFS smoothing
- IMU Fusion
- Multipath management



# Schedule

- 5 weeks development
- 1 week testing
- 3 weeks refinement
- 1 week testing



# Prior Works / Competitors



Paper	Contributions
<a href="#"><u>Polite WiFi</u></a>	Ping any Wi-Fi device using fake MAC, and get response
<a href="#"><u>Wi-Peep</u></a>	Non-cooperative drone-based localization of WiFi devices using ToF: Attacker perspective, built off of Polite WiFi
<a href="#"><u>Lumos</u></a>	Identify and locate hidden IoT devices using a rooted phone
<a href="#"><u>PicoScenes</u></a>	OSS framework for WiFi CSI and metadata collection