

Exposing Security Vulnerabilities of Infrared Transmission



The Team

Cooper Hammond

- PCB Design

Kobe Prior

- Eavesdrop Software

Blane Miller

- OLED Software



1

LIVE
DEMO



OUTLINE

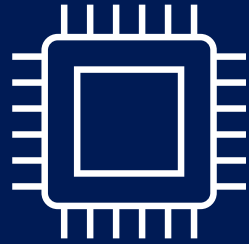
1

LIVE
DEMO



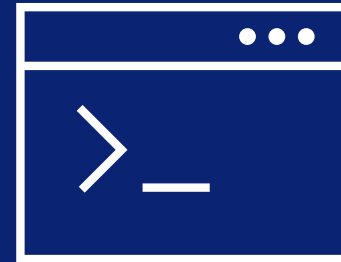
2

PCB



3

SOFTWARE



4

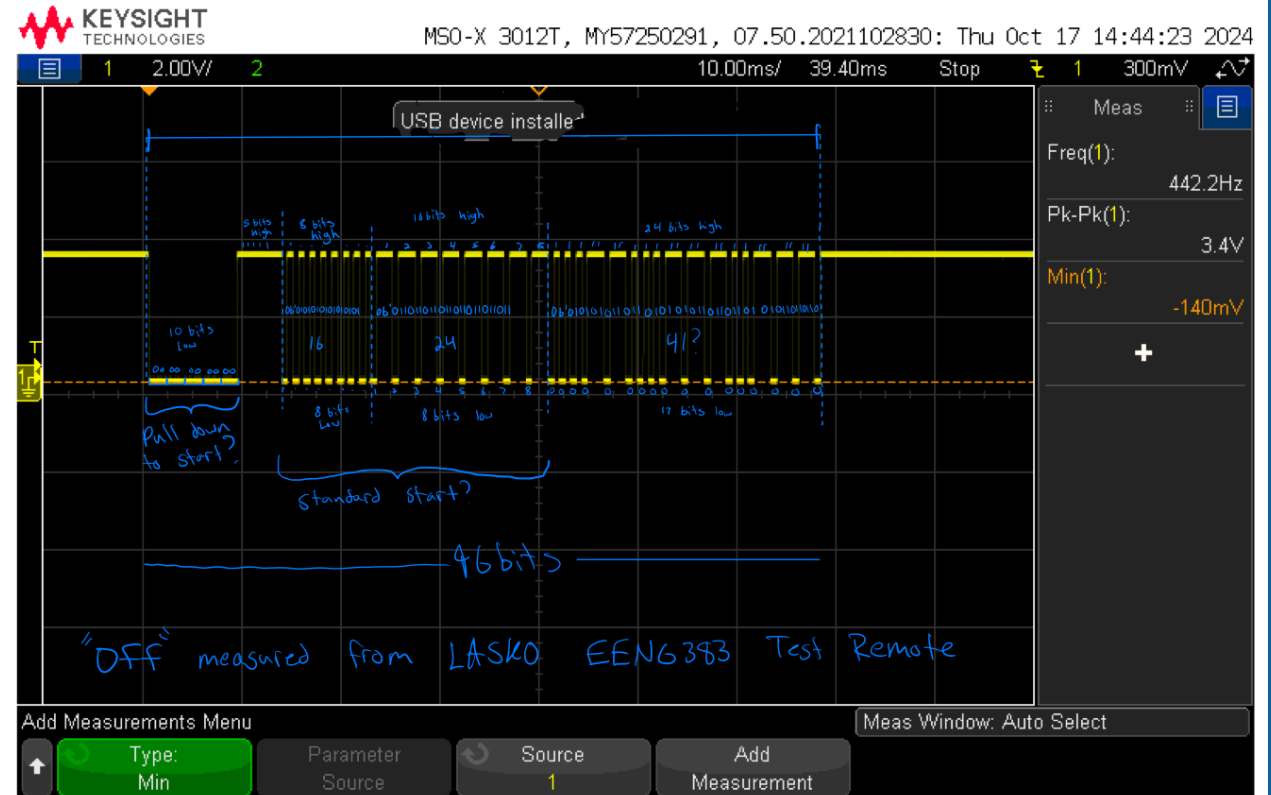
C.B.K.
Protocol



LIVE DEMONSTRATION

Eavesdrop Software

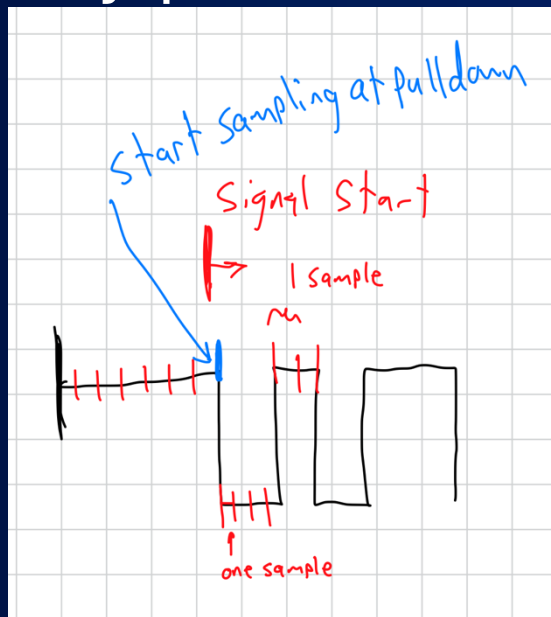
- Goal: Record the output of the IR decoder, and replicate that signal using PWM for IR LED
- Challenges: Data constraints - we can only hold so much data from the IR decoder



Key Discoveries

Strategically Sample

- Start Sampling at pull-down
- Sample at Nyquist rate (2xBaud)



Data Structure

- To store the samples, we use an `uint8_t` array called receive buffer
- Each sample is a 0 or a 1, to store lots of samples we access each byte in the buffer and assign each bit in that byte
- More on the next slides

Key Helper Functions to use data structure

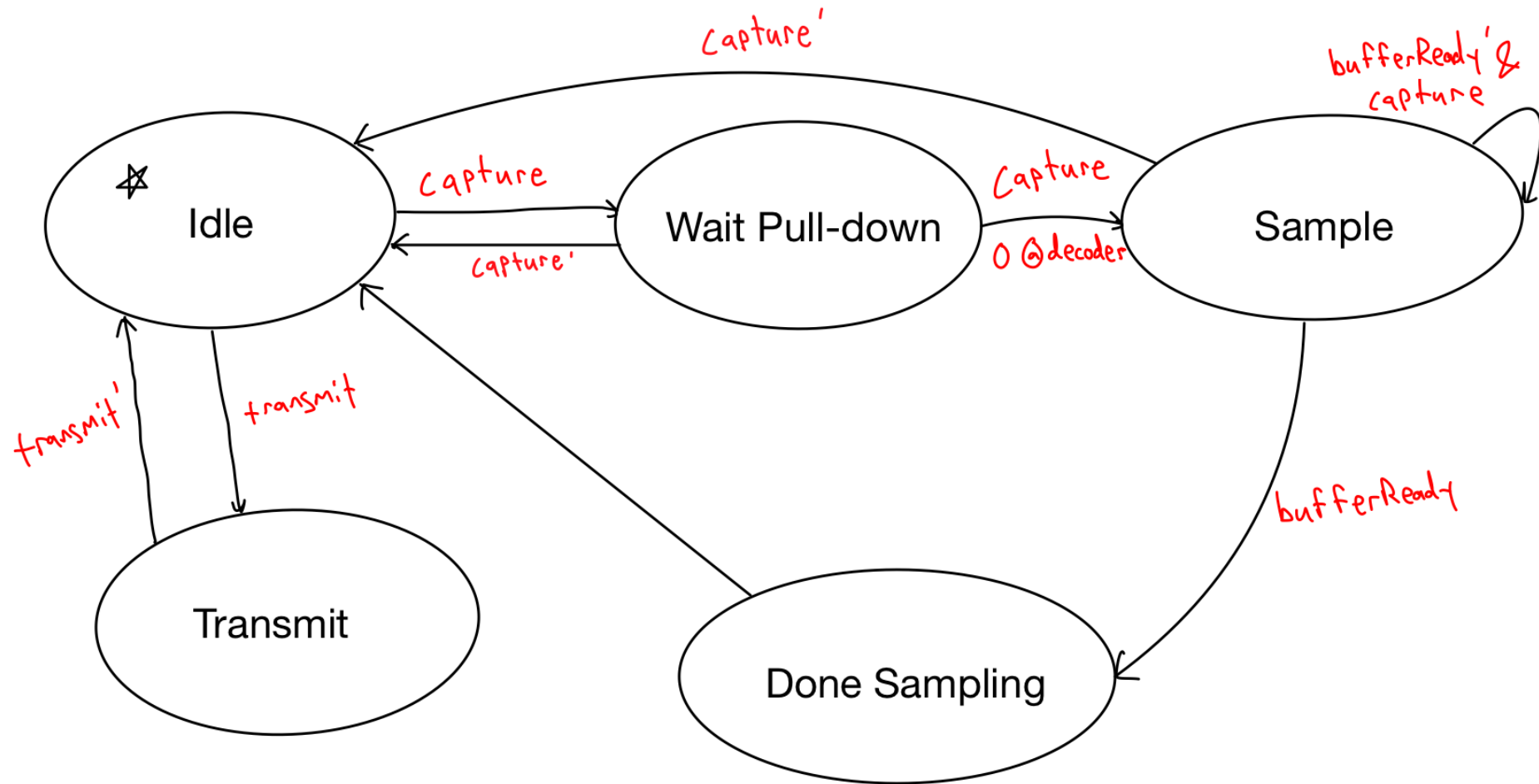
setSample(index, value)

```
//find the corresponding byte for the index
uint16_t byteIndex = index >> 3; //index >> 3 equivalent to dividing by 8
//find the corresponding bit in the byte
uint8_t bitIndex = index & 7; // index & 7 equivalent to modulo by 8
// we create a unique bit mask depending on the the bit index
if (value == 1)
{
    recieve_buffer[byteIndex] |= (1 << bitIndex); // set the bit
}
else
{
    recieve_buffer[byteIndex] &= ~(1 << bitIndex); // clear bit
}
```

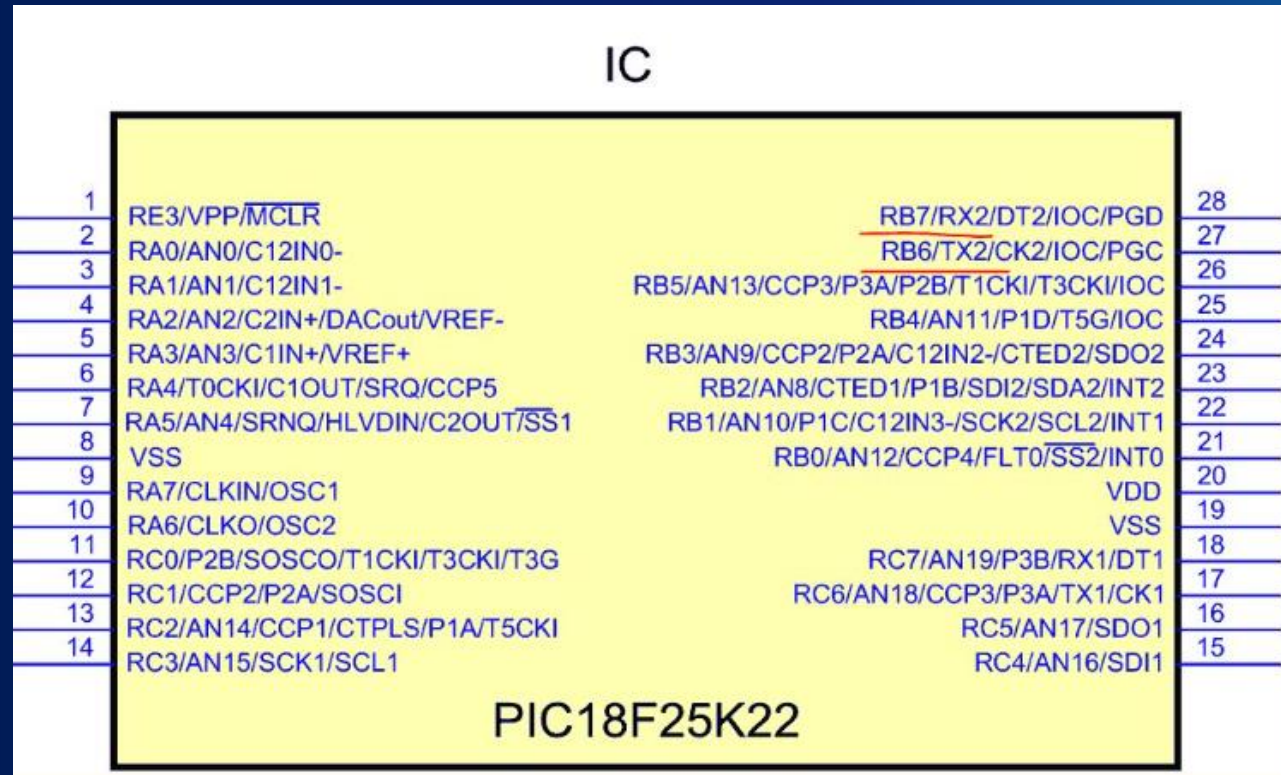
sendSample(buffer, currentByte, currentBit)

```
// load PWM based on value of current bit of current byte
// move the bit of interest to the least significant bit position
uint8_t bitValue = (recieveBuffer[currentByte] >> currentBit) & 0x01;
if (bitValue == 1)
{
    EPWM2_LoadDutyValue(IRLED_OFF); // turn LED OFF so DECODER GETS gets output 1
}
else
{
    EPWM2_LoadDutyValue(IRLED_ON); // turn LED ON SO DECODER GETS gets output 0
}
```

Finite State Machine



OLED Subsystem: Hardware Connection



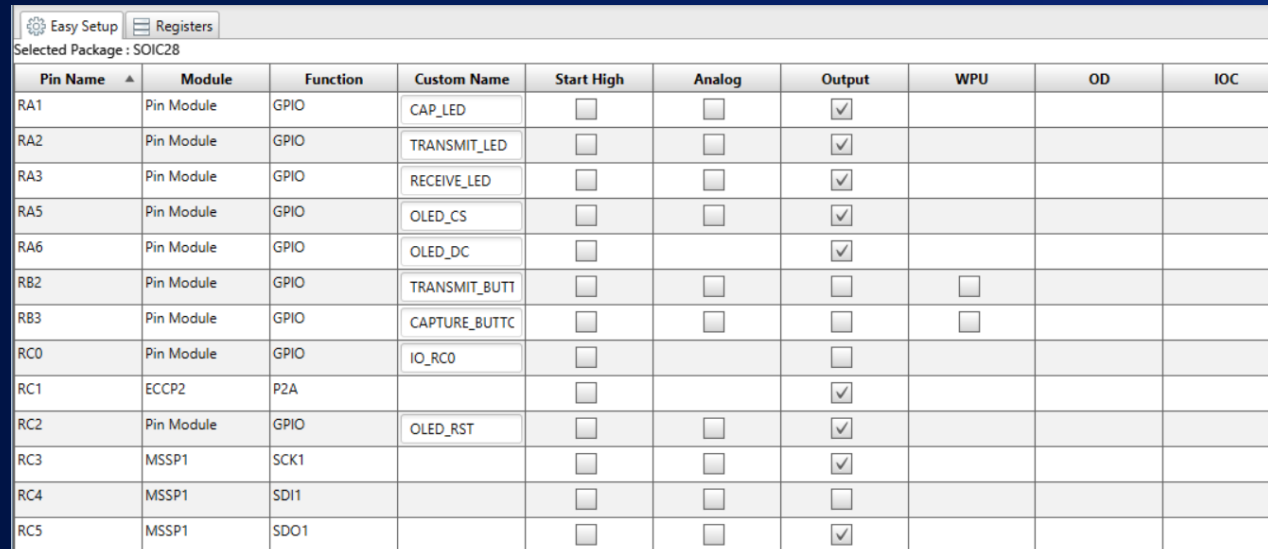
OLED Subsystem: Software Connection

Header Files:

- oled.h
- bitmap.h
- demo.h
- font.h
- time_delay.h
- datatypes.h
- ide.h

Source Files:

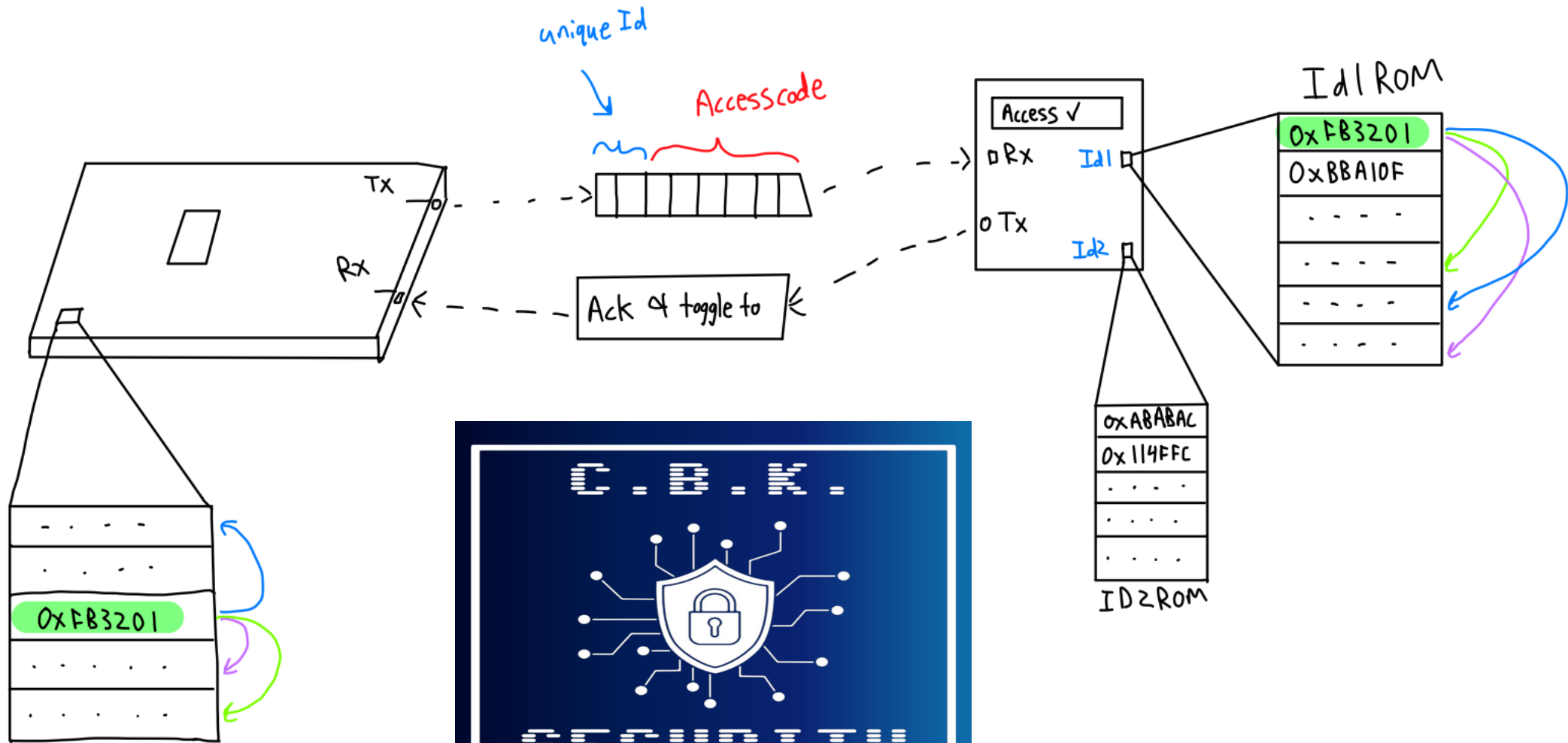
- oled.c
- bitmap.c
- demo.c
- font.c
- time_delay.c



Pin Name	Module	Function	Custom Name	Start High	Analog	Output	WPU	OD	IOC
RA1	Pin Module	GPIO	CAP_LED	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>			
RA2	Pin Module	GPIO	TRANSMIT_LED	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>			
RA3	Pin Module	GPIO	RECEIVE_LED	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>			
RA5	Pin Module	GPIO	OLED_CS	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>			
RA6	Pin Module	GPIO	OLED_DC	<input type="checkbox"/>		<input checked="" type="checkbox"/>			
RB2	Pin Module	GPIO	TRANSMIT_BUTTI	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
RB3	Pin Module	GPIO	CAPTURE_BUTTC	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
RC0	Pin Module	GPIO	IO_RC0	<input type="checkbox"/>		<input type="checkbox"/>			
RC1	ECCP2	P2A		<input type="checkbox"/>		<input checked="" type="checkbox"/>			
RC2	Pin Module	GPIO	OLED_RST	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>			
RC3	MSSP1	SCK1		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>			
RC4	MSSP1	SDI1		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
RC5	MSSP1	SDO1		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>			

C.B.K

Protocol



QUESTIONS

