UCLA

Posters

Title

Distance Enlargement and Reduction Attacks on Ultrasound Ranging

Permalink

https://escholarship.org/uc/item/57q0g2f7

Authors

Sahar Sedighpour (NESL-UCLA) Srdjan Capkun (IMM Technical University of Denmark) <u>et al.</u>

Publication Date

2005

Center for Embedded Networked Sensing

Distance Enlargement and Reduction Attacks on Ultrasound Ranging

Sahar Sedighpour (NESL-UCLA), Srdjan Capkun (IMM, Technical University of Denmark), Saurabh Ganeriwal, Mani Srivastava (NESL-UCLA)

Introduction:

Motivation

Localization is a critical middleware service in sensor networks:

- Tracking of targets,
- Sensor Deployment, ...

•Most positioning techniques are currently studied in nonadversarial settings.

Problem Description: Distance Reduction And Enlargement





• Distance between A and B can be arbitrarily reduced.

• Attackers can pass the signal between them through a fast radio link, so that the signal would be to the listener much faster.

• This would only work if:

$$\frac{\lambda}{c} \ge \frac{\lambda_1}{c} + P_{USreceive} + P_{RFsend} + P_{RFpropegate} + P_{RFreceive} + P_{USsend} + \frac{\lambda_2}{V_{ul}}$$

Prototype Implementation:





Two Cricket nodes (A and B) are placed at distance *d*. This distance is then measured using ultrasonic ranging: an ultrasonic signal and a radio signal are sent at the same time from node A to node B; node B then measures the difference between the reception time of the ultrasonic signal and the reception time of the radio signal; based on this difference, B estimates its distance to A. Case Study: M1 and M2 placed in 90°wrt Beacon and Listener.

Distance Reduction:

Average distance measured with Attackers vs. Distance of Attackers to beacon and listener



Distance Enlargement:



When original distance b/w L and B is 25 cm

UCLA – UCR – Caltech – USC – CSU – JPL – UC Merced



Pulse-Delay Attacks



•Distance between A and B can be arbitrarily increased.

• Attacker can make the distance seem longer by jamming the ultrasound signal from the beacon, and replay it at a later time.