



Invisible Finger: Practical Electromagnetic Interference Attack on Touchscreen-based Electronic Devices

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Invisible Finger

Remote precise touch events injection attack against capacitive touchscreens using IEMI signal



- Invisible Finger
 - Remote precise touch events injection attack against capacitive touchscreens using IEMI signals.
 - Effective attack distance ~3cm
 - Can induce short-tap, long-press, omnidirectional swipe gesture
 - Works on different touchscreen devices, different scanning methods
 - A practical attack with out-of-sight screen locator and touch event detectors

https://invisiblefinger.click



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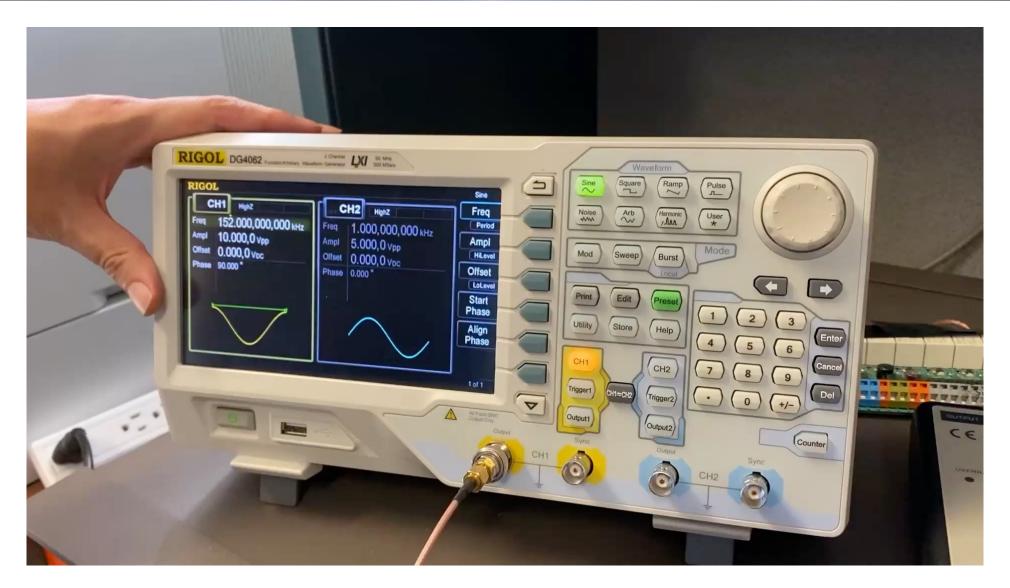




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- Background
- Theoretical Analysis
- Precise Touch Events Generation
- Road to Practical Attacks
- Q&A

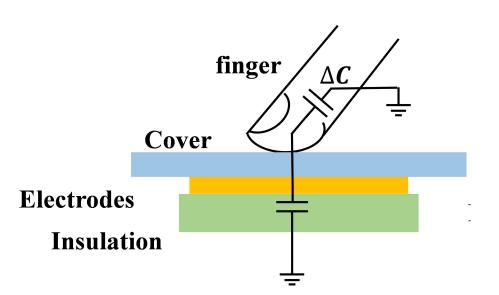


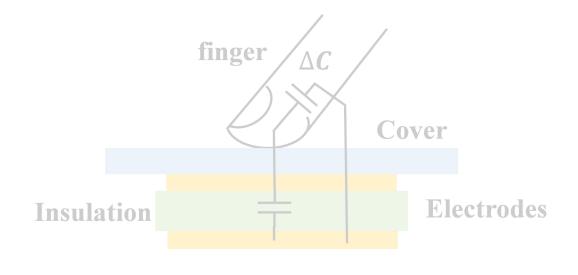
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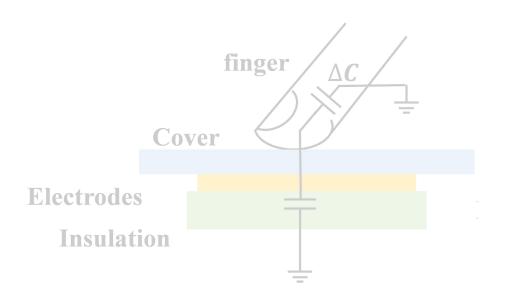
- Capacitive Touchscreen
 - Self capacitance touchscreen
 - Mutual capacitance touchscreen

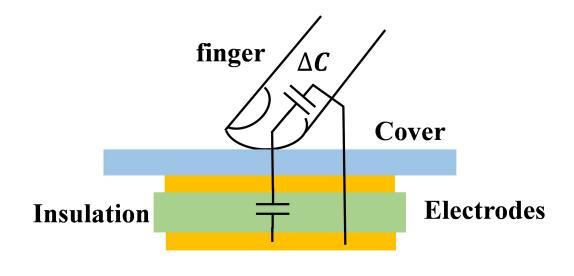






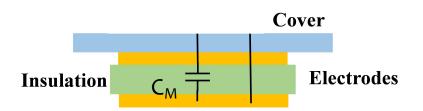
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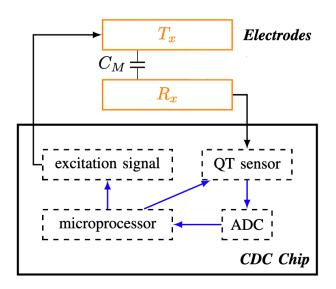






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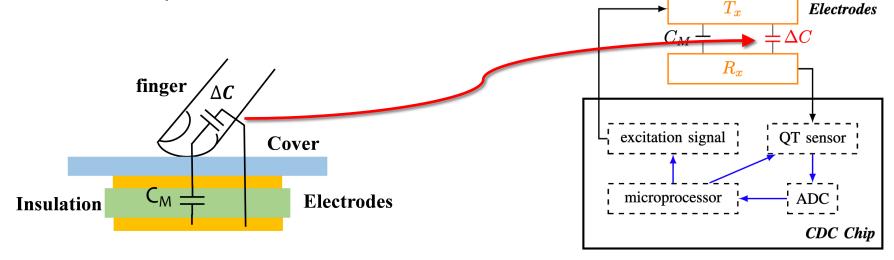


Mutual capacitance touchscreen (no finger)



- Capacitive Touchscreen
 - Self capacitance touchscreen

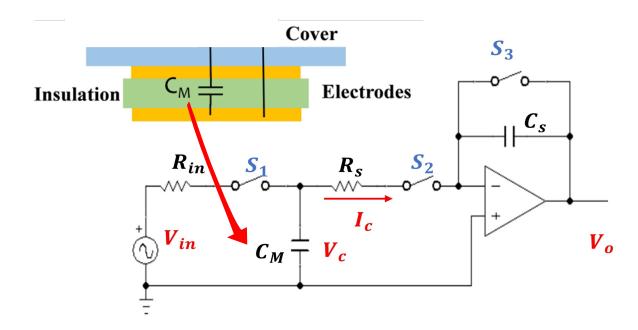
Mutual capacitance touchscreen



Mutual capacitance touchscreen (with finger)



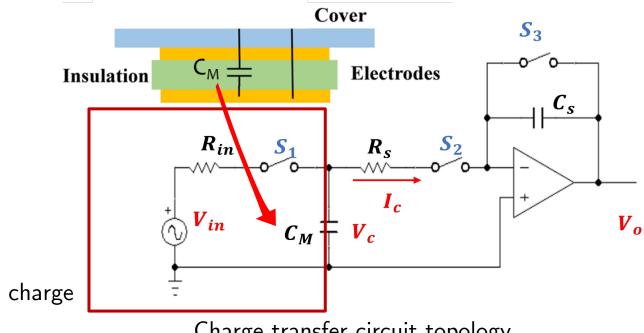
Charge transfer



Charge transfer circuit topology



Charge transfer

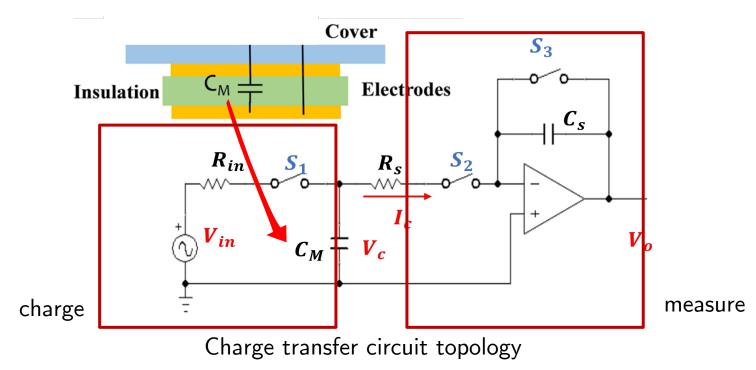


Charge transfer circuit topology

#BHUSA @BlackHatEvents Information Classification: General

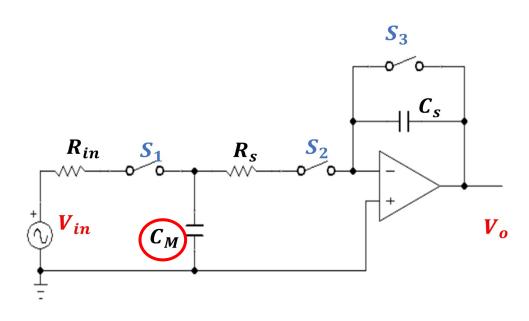


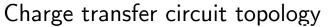
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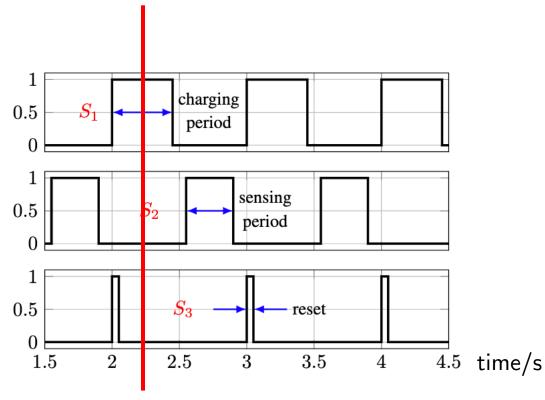




Charge transfer



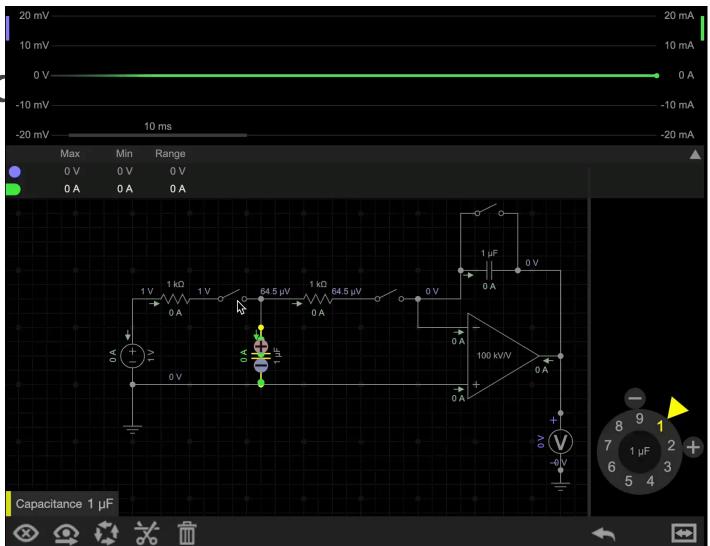




Control signal of charge transfer

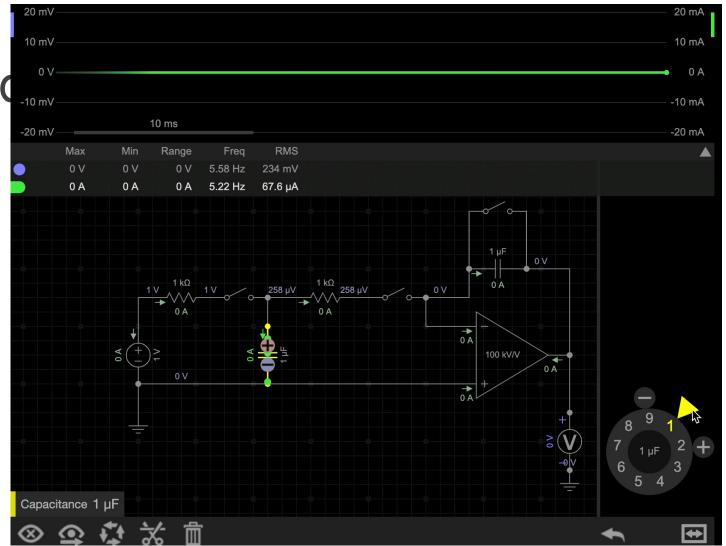


Simplified





Simplified





Touchscreen under Interference

EMI Noise caused equivalent capacitance change

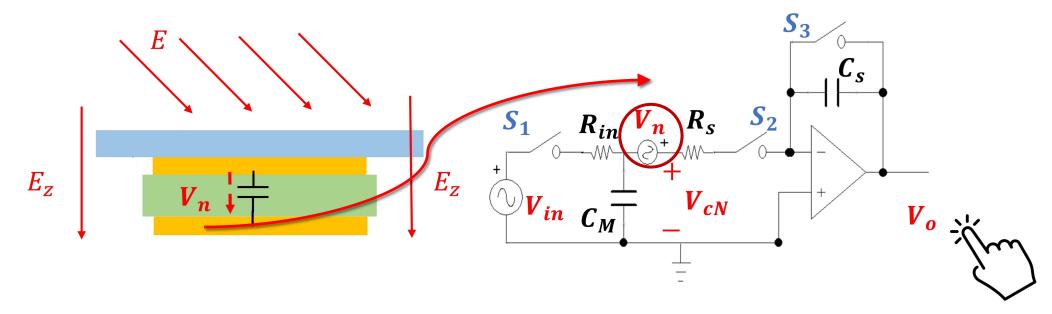




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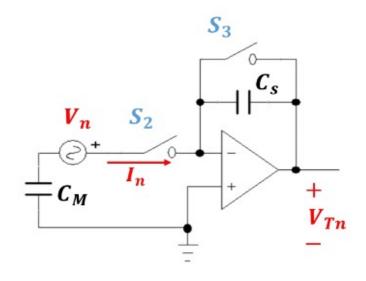


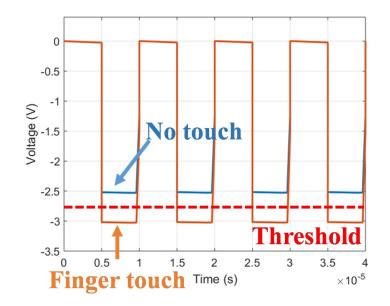
Coupling theoretical analysis with actual attack vectors

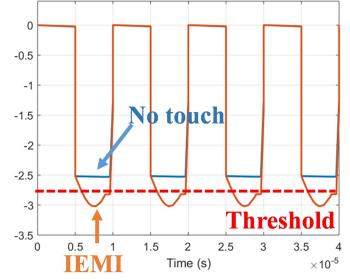


QT Sensor under Attack

- What makes QT (charge transfer) sensor recognize a touch?
- Threshold detection voltage value







QT Sensor Simplified Circuit

QT Sensor Output Voltage (Touched vs IEMI caused)



IEMI Signal

- What is the most effective interference signal?
 - Amplitude and Frequency

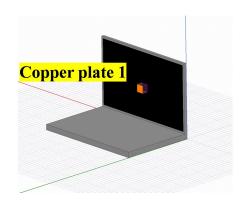
$$V_{TnM} = -\frac{C_M V_n}{C_s} \sum_{0}^{M} \left(sin(2\pi f_E \cdot T_s + \varphi_M) - sin(\varphi_M) \right)$$

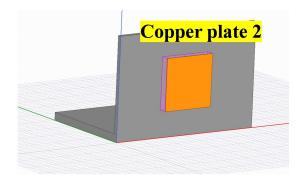
$$f_E = \frac{3f_{sw}}{4D_s} + \frac{kf_{sw}}{D_s}$$
 $k = 0, 1, 2, 3, \dots$

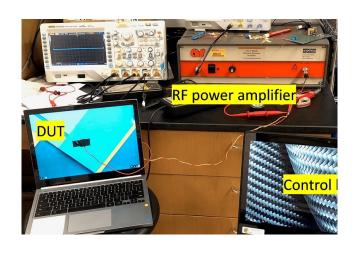


IEMI Signal

Validation (Chromebook)





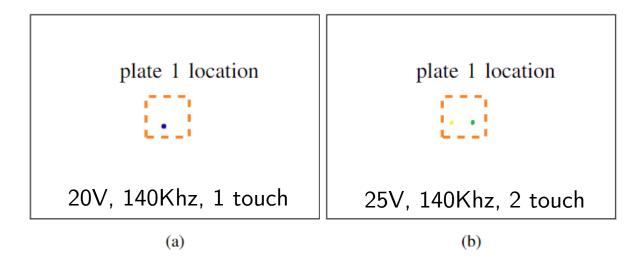


Preliminary experiment setup using copper plates (simulation and actual hardware)



When, Where, How

- Result collection
 - Induced touch events or not?
 - Excitation signal amplitude, frequency?



$$f_E = \frac{3f_{sw}}{4D_s} + \frac{kf_{sw}}{D_s}$$
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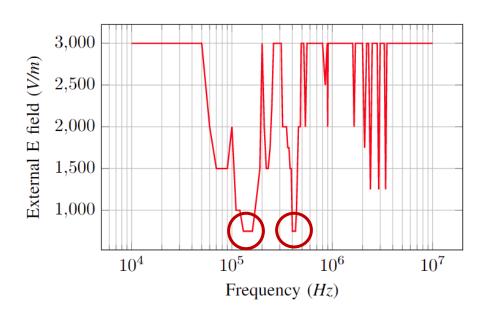




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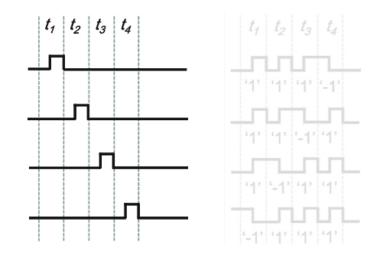
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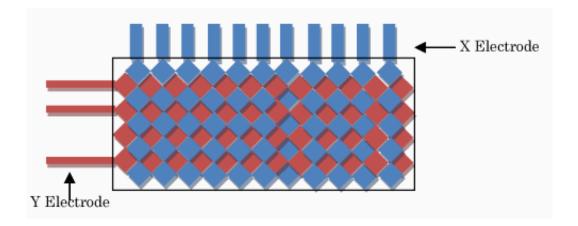


Precise touch events generation and thorough experiments



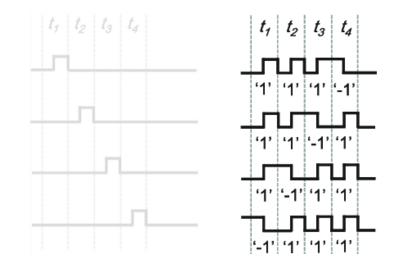
- Challenges?
- Scanning/Driving Methods
 - Sequential scanning
 - Parallel scanning
- Previous approaches

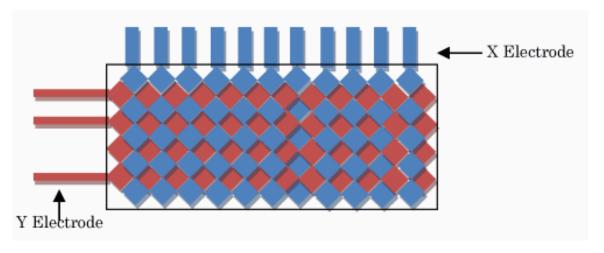






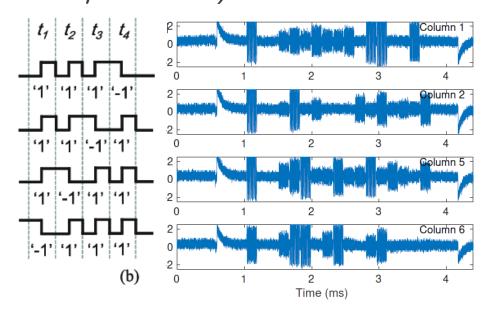
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 Challenges from different driving mechanism (measured on different row/column)



A Row 1

O 1 2 3 4 5 6

Row 7

O 1 2 3 4 5 6

Row 7

O 1 2 3 4 5 6

Row 1

Row 7

O 1 2 3 4 5 6

Row 1

Row 7

O 1 2 3 4 5 6

Row 10

O 1 2 3 4 5 6

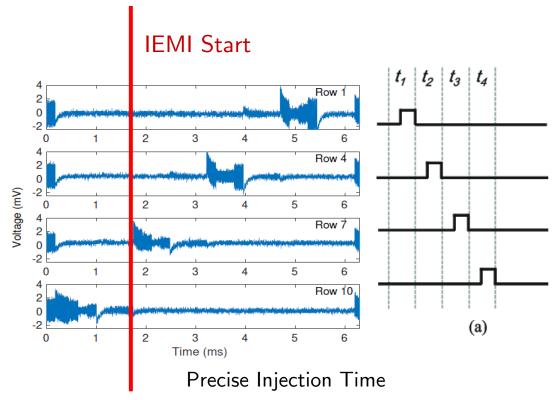
Time (ms)

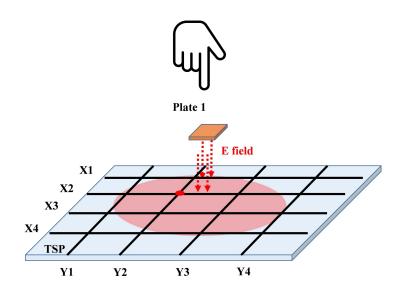
Parallel Driving iPhone 11 Pro

Sequential Driving Pixel 2



Precise injection time or precise injected location?

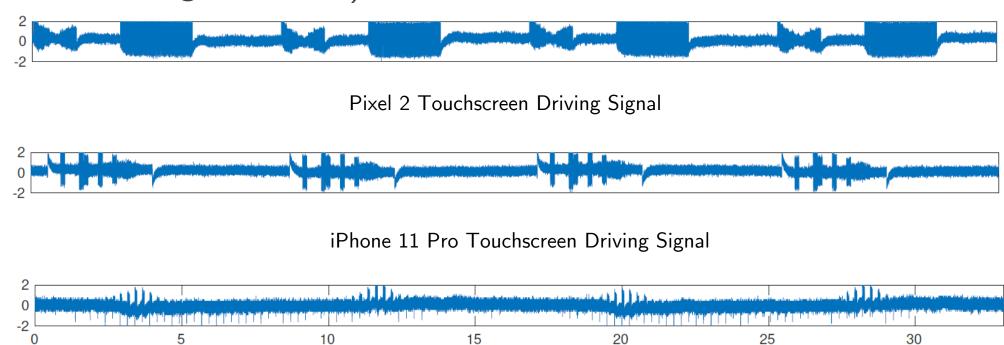




Precise Injection Location



 Challenges from different scanning mechanism (measured on different target devices)

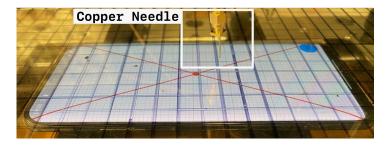


Nexus 5X Touchscreen Driving Signal

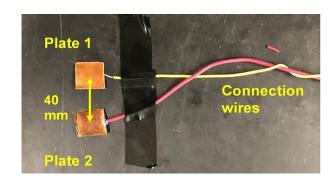
Time (ms)



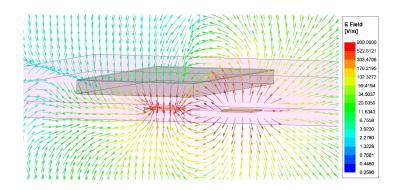
Antenna design



Copper Needle



Copper Plates





Quartile Deviation (pixels)

G	ρ	S	t	п	r	ρ	S	
\sim	v	J	•	u		v	•	

DEVICE	DRIVING	SUCCESS RATE	QD(X)	QD(Y)	SHORT	LONG	SWIPE
₡ iPad Pro	Р	>99%	1.0	0.5	✓	✓	✓
OnePlus 7 Pro	Р	>99%	196.5	3.0	✓	×	?
🖷 Google Pixel 2	S	>99%	10.0	149.5	✓	✓	?
• Nexus 5X	S	>99%	3.5	182.5	✓	×	?
Surface Pro 7	Р	88%	12.5	7.5	✓	✓	✓
₡ iPhone 6	Р	86%	14.0	10.0	✓	✓	Х
iPhone 11 Pro	Р	77%	4.5	8.5	✓	✓	Х
iPhone SE	Р	57%	10.5	6.0	✓	×	Х



Precise Touch Events				Quartile Deviation (pixels)		Gestures			
DEVICE	DRIVING	SUCCESS RATE	QD(X)	QD(Y)	SHORT	LONG	SWIPE		
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₡ iPhone 6	Р	86%	14.0	10.0	✓	✓	×		
iPhone 11 Pro	Р	77%	4.5	8.5	✓	√	×		
iPhone SE	Р	57%	10.5	6.0	✓	×	×		

Driving method: P (Parallel), S (Sequential)



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Complete practical attack vectors



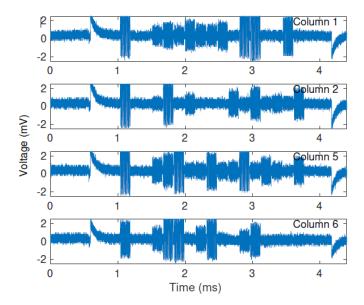
Now what?

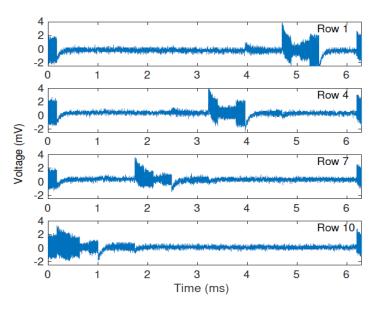
- Established the theoretical background knowledge and actual setup needed for inducing precious touch events.
- Missing?
 - Attacking device is under the table
 - Phone is randomly located
- Phone locator
- Attack scenarios
 - Multiple touches at multiple locations
 - Even swipe (gesture unlocking)
- Touch event detector





- Locate the phone and know the orientation by placing multiple antennas under the table
 - The excitation signal from touchscreen leaks info (which row/column pointed at)





Parallel Scanning iPhone 11 Pro

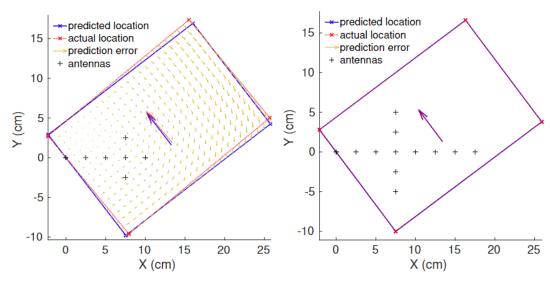
Sequential Scanning Pixel 2



A quick but reliable KNN classifier

$$\begin{bmatrix} x_{\texttt{screen}} \\ y_{\texttt{screen}} \\ 1 \end{bmatrix} = \begin{bmatrix} cos(\theta) & -sin(\theta) & x_t \\ sin(\theta) & cos(\theta) & y_t \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} \textbf{\textit{x}}_{\texttt{antenna}} \\ \textbf{\textit{y}}_{\texttt{antenna}} \\ 1 \end{bmatrix}$$

Antenna location/screen location transformation matrix



(a) Screen location detected using 7 antennas

(b) Screen location detected using 12 antennas

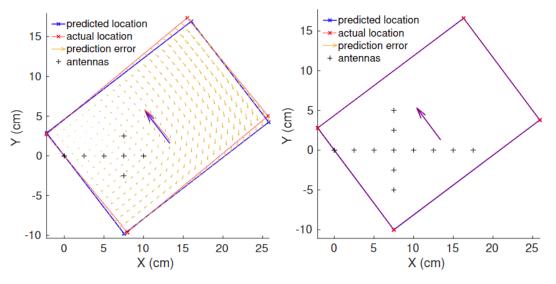
Evaluation using iPad Pro 2020



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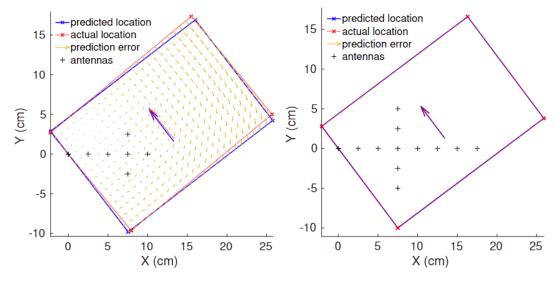
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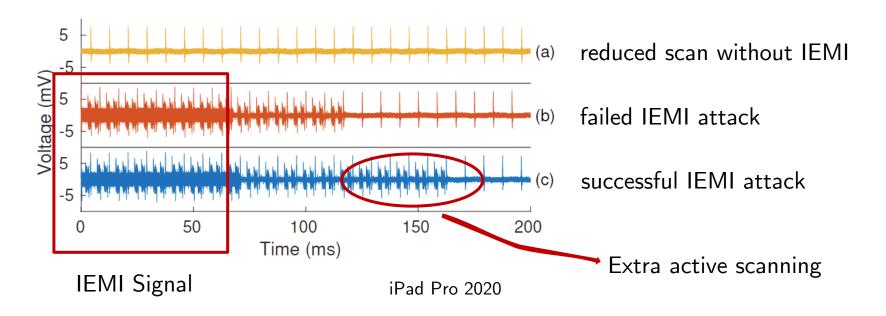
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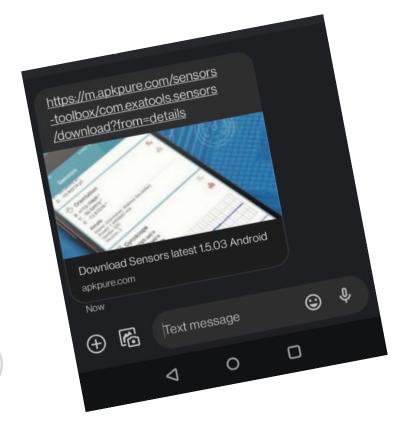
Touch Event Detector

 Scanning signal behaves different if a successful touch event is recognized by touchscreen controller





- Click based attack
 - Malicious application installation (Android)
 - Malicious Bluetooth peripheral connection (iOS)
- Gesture based attack
 - Send messages (bank fraud message)
 - Send money (press-and-hold on PayPal icon)
 - Unlock phone (omnidirectional gesture unlocking)



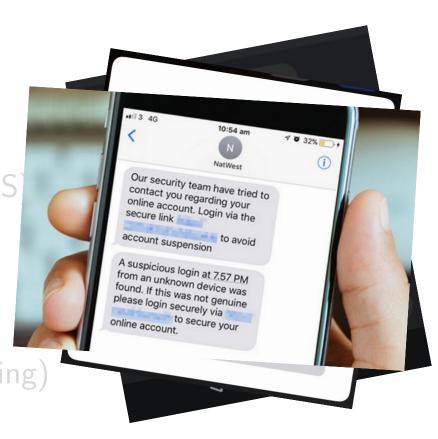


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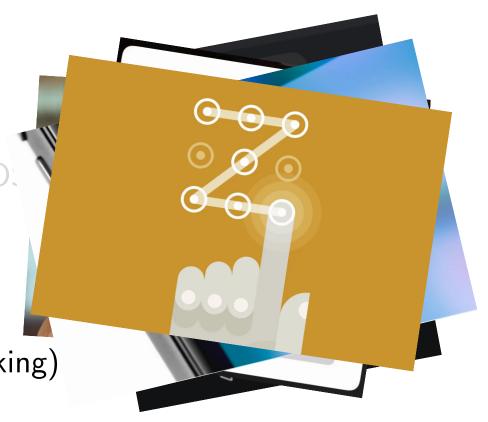


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Mitigations

- Pressure detection (Vendors)
- Faraday Fabric (Customers)





Questions?

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