# Sound Effects Exploring acoustic cyber-weapons

Matt Wixey August 2019



All references cited are at the end of the slide deck, available on the DEF CON media server!

## Matt Wixey

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- PhD student at UCL
- Previously worked in LEA doing technical R&D
- Black Hat USA, DEF CON, ISF Congress, BruCon, 44Con, BSides, etc

#### Disclaimer

- Undertaken as part of my PhD research at UCL
- Supervisors & co-authors:
- Prof. Shane Johnson (<u>https://www.ucl.ac.uk/jill-dando-institute/about-us/people/academic-staff/shane-johnson</u>)
- Assoc. Prof. Emiliano De Cristofaro (<u>https://emilianodc.com/</u>)
- The following is presented for educational purposes only

## Why this talk?

- DEF CON 25: "See no evil, hear no evil"
- https://www.youtube.com/watch?v=gFTiD7EnVjU
- Interested in unconventional uses of sound, applied to security

## Why should you care?

- Novel class of attack
- Empirical experimentation
- Increasing attack surface
- Building on previous work on:
- Malware and physical harm
- Acoustic harm
- Digital/physical crossover attacks



- Digital/physical malware: Stuxnet, Mirai, Mirksy et al, 2019
- Malware inadvertently affecting physical kit: Conficker, Wannacry
- Medical implant vulnerabilities
- Halperin et al, 2008; Rushanan et al, 2014; Williams & Woodward, 2015; Rios & Butts 2019
- Vehicle vulnerabilities (Othmane et al, 2013; Valasek & Miller 2015)

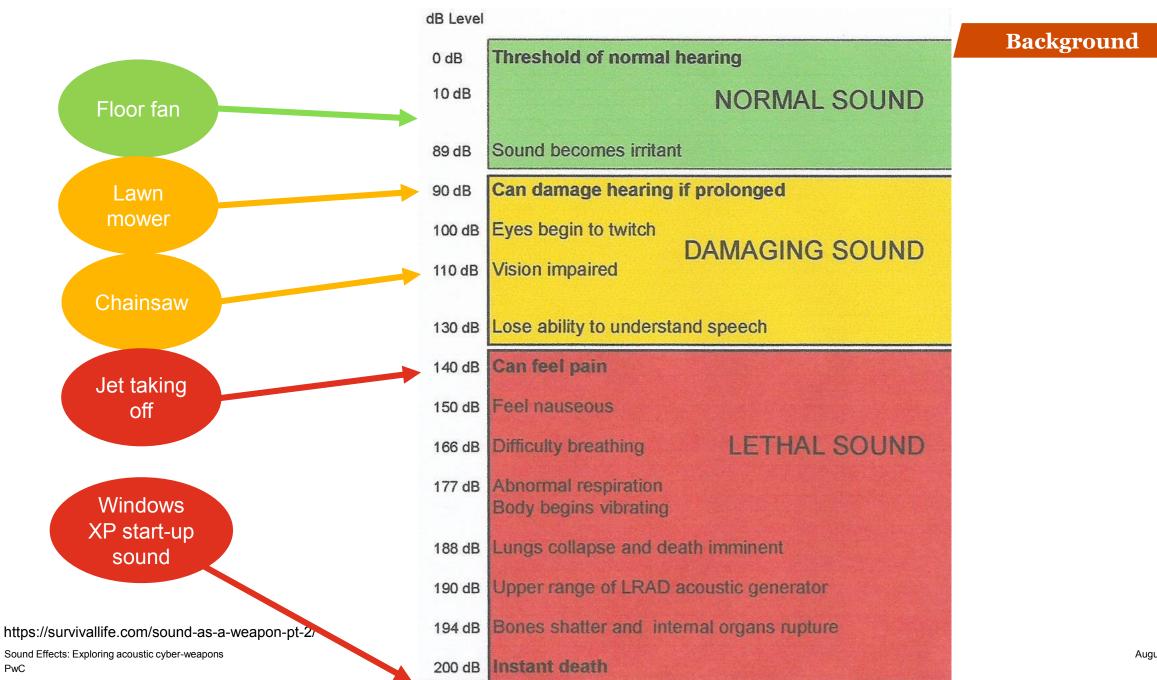
## Malware and harm - effects

- Typically, there's an indirect relationship
- What about malware that *directly* affects humans? • Attacker Machine Effect Harm
- Poulsen, 2008; Oluwafemi et al, 2013; Ronen & Shamir, 2016; Rios & Butts, 2017

## Sound as a weapon

Continuous dB	Permissible Exposure Time
85 dB	8 Hours
88 dB	4 hours
91 dB	2 hours
94 dB	1 hour
97 dB	30 minutes
100 dB	15 minutes
103 dB	7.5 minutes
106 dB	3.75 minutes (< 4 min)
109 dB	1.875 minutes (< 2 min)
112 dB	.9375 min (~ 1 min)
115 dB	.46875 min (~ 30 sec) 🔰

http://dangerousdecibels.org/education/information-center/decibel-exposure-time-guidelines/



## Acoustics and harm

- Ultrasound & infrasound: above/below human hearing threshold
- Traditionally 20Hz 20kHz (Durrant & Lovrinic, 1995)
- This is a misconception: thresholds vary widely
- This talk:
  - High-frequency noise (HFN): 17 21kHz
  - Low-frequency noise (LFN): 60 100Hz

- Basing a definition on a lack of a property is problematic
- Duck & Leighton, 2018
- Perceptibility not a case of arbitrary cut-off points
- Mechanisms not fully understood (Koch, 2017)
- Significant variation in thresholds
- Leighton, 2018; Leventhall et al, 2003; van Wieringen & Glorieux, 2018

## Imperceptibility

- Depends on volume, background noise, previous exposure, etc
- Sound may be perceived as vibration (Leventhall et al, 2003)
- Or audible 'subharmonics' (Ashihara et al, 2006; Howard et al, 2005)
- Likelihood declines non-linearly (Muhlhans, 2017)
- For HFN, threshold increases with age
- Macca et al, 2015; van Wierengen & Glorieux, 2018

## Adverse physiological effects - HFN

- Susceptibility differs (Leighton, 2016; Qibai & Shi, 2004)
- No reports of high frequencies causing hearing loss, but:
- Adverse effects on hearing (Duck & Leighton, 2018)
- Temporary threshold shifts (Acton and Carson, 1967)
- Reduction in hearing sensitivity in audible range (Chopra et al, 2016; Grzesik & Pluta, 1986; Macca et al, 2015; Wilson et al, 2002)
- Neurasthenia, cardiac neurosis, hypotension, bradycardia, functional changes in CV and CNS (Smagowska & Pawlaczyk-Łuszczy´nska, 2013)

## Adverse psychological effects - HFN

- Nausea, fatigue, headaches
- Duck & Leighton, 2018; Howard et al, 2005; Von Gierke & Nixon, 1992
- Tinnitus and ear pain (Chopra et al, 2016; Fletcher et al, 2018a)
- Irritation (Ueda et al, 2014)
- Somnolence, dizziness, palpitations, decreased concentration (Smagowska & Pawlaczyk-Łuszczy´nska, 2013)

#### Adverse physiological effects - LFN

- Temporary threshold shifts (Leventhall et al, 2003)
- Some correlation with:
- Heart ailments, chronic insomnia (Mirowska & Mroz, 2000)
- Elevated cortisol levels (Bengtsson, 2003)

## Adverse psychological effects - LFN

- Annoyance (Pawlaczyk-łuszczy´nska et al, 2005; Persson & Rylander, 1988; Storm, 2009) most common, but also:
- Headaches and palpitations (Møller & Lydolf, 2002)
- Deterioration in performance & productivity (Bengtsson, 2003; Benignus et al, 1975; Kaczmarska & Łuczak, 2007)
- Lower levels of cooperation & agreeableness (Waye et al, 1997)
- Depressive symptoms & distress (Stansfeld & Shipley, 2015)
- Even at very moderate levels:
  - 40-45dBA (Bengtsson, 2003; Persson & Bjorkman, 1988; Waye et al, 1997)

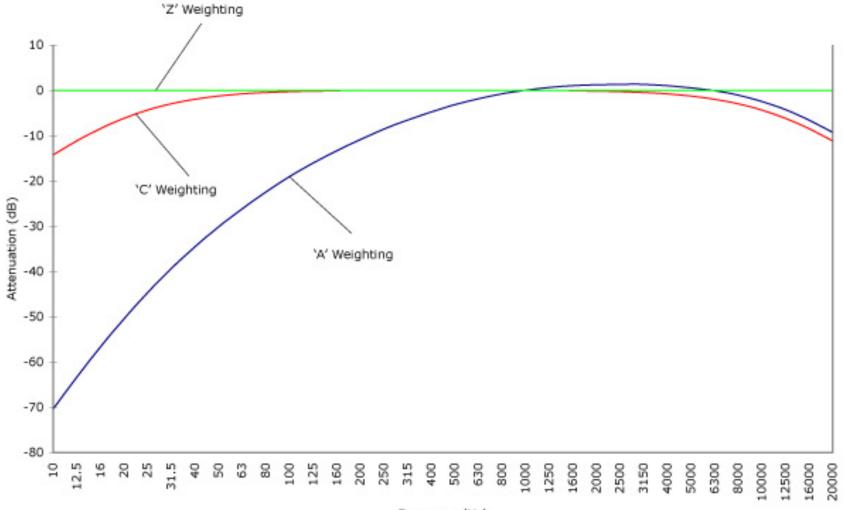
- Data often sparse and anecdotal (Leighton, 2018)
- Easily misinterpreted (Duck & Leighton, 2018)
- Detailed knowledge of "noise dose" not always present
- Andringa & Lanser, 2013; Donder et al, 2018
- Many effects not reproducible in labs (Fletcher et al, 2018b)
- Ethical restrictions (Fletcher et al 2018a, 2018b; Leighton, 2018)
- Possible "nocebo" effect
- But significant base for adverse effects in subset of population

## Exposure guidelines - HFN

- Significant differences in methodology and implementation
- Mostly in occupational context
- Often based on small samples
- Samples often made up of mostly adult males (Leighton, 2018)

	8kHz 1	0kHz 1	2.5kHz 1	6kHz 2	0kHz 2	5kHz 3	1.5kHz 4	0kHz 5	0kHz	Acoustics and harm
Parrack 1966	-	-	-	-	140	140	140	140	140	
Grigor'eva 1966	80	85	90	90	120	120	120	120	120	
Acton 1968	75	75	75	75	110	110	110	-	-	
Parrack 1969	-	80	80	80	105	110	115	115	115	
Japan 1971	90	90	90	90	110	110	110	110	110	
USSR 1975	-	-	75	85	110	110	110	110	110	
Acton 1975-6	75	75	75	75	75	110	110	110	-	
USAF 1976	-	-	85	85	85	85	85	85	-	
ILO 1977	-	-	75	85	110	110	110	110	110	
Sweden 1978	-	-	-	-	105	110	115	115	115	
Norway 1978	-	-	-	-	х	120	120	120	120	
ACGIH 1979	-	80	80	80	105	110	115	115	115	
Canada 1980	80	80	80	80	80	110	110	110	110	
Australia 1981	-	75	75	75	75	110	110	110	110	
USSR 1983	-	-	80	90	100	105	110	110	110	
INIRC-IRPA 1984	-	-	-	-	75	110	110	110	110	
INIRC-IRPA 1984	-	-	-	-	70	100	100	100	100	
Health Canada 1991	-	-	-	75	75	110	110	110	110	
Poland 2002	-	80	80	80	90	105	110	110	-	
Poland 2002	-	100	100	100	110	125	130	130	-	
ACGIH 2004	-	-	88	89	92	94	-	-	-	
ACGIH 2004	-	105	105	105	105	140	145	145	145	
US DoD 2010	-	80	80	80	105	110	115	115	115	
EARS Project 2015	-	75	75	75	77	102	110	110	110	

## Weighting



Frequency (Hz)

https://www.cirrusresearch.co.uk/blog/2011/08/what-are-a-c-z-frequency-weightings/

Sound Effects: Exploring acoustic cyber-weapons

## Exposure guidelines - HFN

- Consensus that A-weighting is inappropriate
- Underestimates higher frequencies (Lawton, 2001; Leighton, 2018)
- SPL re 20  $\mu$ Pa is commonly used
- As is Z-weighting (flat frequency response from 10Hz 20kHz, no attenuation for sounds above/below 'audible range')

#### Exposure guidelines - LFN

- Fewer guidelines exist
- Perhaps because primary effects are subjective, at moderate levels?
- Again, methodology differs significantly

#### Exposure guidelines - LFN

- Reference curve proposed by Defra (Moorhouse et al, 2011)
- Devised after assessment of previously published curves
- G-weighting (ISO 7196:1995) commonly used for 1Hz 20Hz
- But not LFN (Koch, 2017)

#### Exposure guidelines - LFN

# 10Hz 12.5Hz 16Hz 20Hz 25Hz 31.5Hz 40Hz 50Hz 63Hz 80Hz 100Hz 125Hz 160Hz 92 87 83 74 64 56 49 43 42 40 38 36 34

# Previous work

## Sound in security research

- Covert communications channels (HFN)
- Mobile devices (Deshotels, 2014)
- Covert mesh networks (Hanspach & Goetz, 2014)
- Dreadphone/Spectregram (Wixey, 2017)
- Many consumer devices capable of emitting HFN (Filonenko et al, 2010)

#### Sound in security research

- Disruption of echolocation systems for obstacle avoidance
- Ultrasonic altimeters on drones (Wixey, 2017)
- Tesla vehicles (Yan et al, 2016)
- Corruption of data written to hard disk drives
- Blue Note (Bolton et al, 2018)
- Ultrasonic tracking beacons for targeted marketing
- Filonenko et al, 2010; Cunche & Cardoso, 2018

#### Acoustic weapons – FAQs

- Brown Note
- Paranormal experiences (Tandy, 2000; Parsons et al, 2008)
- US Embassy in Cuba (Leighton, 2018)

- Many misunderstandings (Muhlhans, 2017; Vinokur, 2004)
- Significant practical issues (Altmann, 2001)
- Threshold shifts probably not of interest to attackers
- Challenging to cause targeted, directional effects
- LFN: high propagation, low directionality, size restrictions
- HFN: low propagation, size restrictions
- Need close proximity, rapid diffusion (Bartholomew & Perez, 2018)

# Our experiment

Hypothesis

## • HFN and LFN may be imperceptible to subset of population

- And, above certain levels, may cause adverse effects
- Some consumer equipment can emit HFN and LFN
- Could an attacker develop malware or attacks to:
- Cause a device to emit HFN or LFN...
- ... at levels at or exceeding those in maximum permissible guidelines...
- … and therefore cause adverse effects?

## Experiment outline

- Develop attacks and malware
- Which can control volume and speaker output in consumer devices
- Play/stream tones at a set of high and low frequencies
- Measure output with a sound level meter
- Compare output to maximum permissible levels

Ethics

- No human subjects involved in experiment
- Ethics exemption granted by UCL Ethics Committee
- Full risk assessment conducted prior to experimentation
- Relevant safety precautions (ear defenders, anechoic chamber)
- Brands/models/code not released, to minimise risk

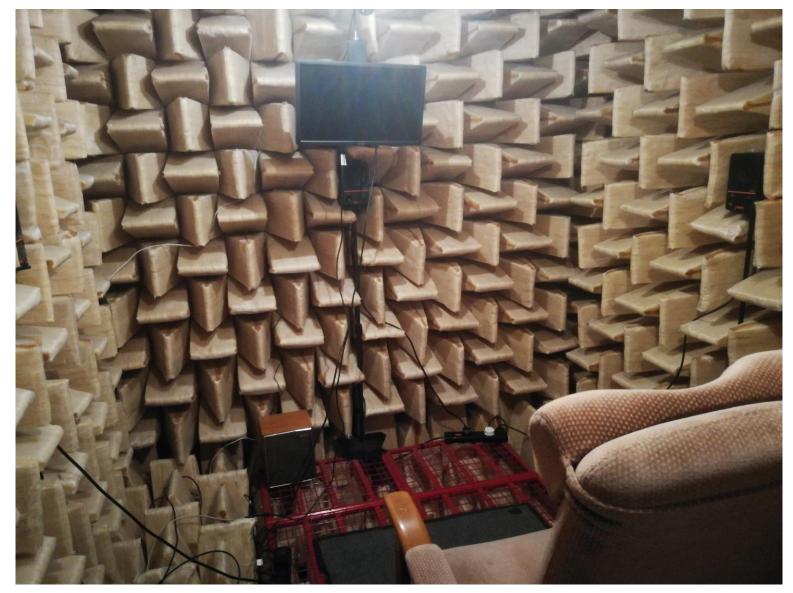
- Attacker seeking to affect performance of employees/staff
- Attacker seeking to affect performance of organisation (at scale)
- Targeted harassment campaigns
- Low-grade cyber-weapons

#### Attack scenarios

Device	Environment	Price	Attack Vector	Access Type
Laptop	Home, business	\$1,000	Malware infection	Remote or local
Mobile phone	Home, business	\$200	Malware infection	Remote or local
Bluetooth speaker	Home, business, public	\$50	Bluetooth	Within range
Smart speaker	Home, business, public	\$200	Vulnerability	Remote or local
Headphones	Home, business	\$400	Multiple	Remote or local
Vehicle PA	Public	\$35	USB	Local
Parametric speak.	Business, public	\$250	Multiple	Local
Vibration speaker	Home, business, public	\$70	Bluetooth	Within range

#### Test environment

#### **Our experiment**



# Windows PoC malware

- Tones embedded
- Local mode (plays on lock)
- Remote mode (C2 channel)
- Volume increased to 100%
- Lowered to original level afterwards

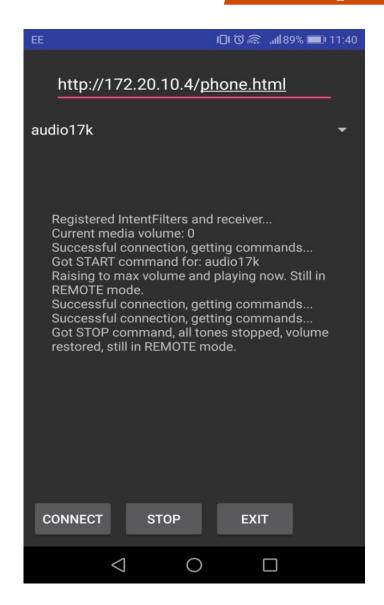
http	://192.168.32.128/laptop.html		beacon
audi	017k	~ [	stop
Mode	: Remote start		
Not	playing		
[*]	Starting up.		
	[-] Session switch event handler regis	tered.	
	[-] Switched to local LOCK mode.		
	<pre>[-] Ready.</pre>		
[*]	Beaconing started.		
	<pre>[-] Interval: 20 seconds.</pre>		
	<pre>[-] Server: http://192.168.32.128/lapt</pre>	op.htm	1
[*]	Contacting C2 server		
	<pre>[-] Attempt: 20-09-2018 11:31:09</pre>		
	<pre>[-] Successful contact!</pre>		
	[-] Checking for new commands.		
	[-] START command received from server		
	[-] Switching mode type to REMOTE.		
	Original volume: 42.00003		
	Mute state: True		
[*]	Volume unmuted. Volume set to maximum. Playing tone au		

# PoC Android malware

- Local mode (plays on lock)
- Remote mode (C2 channel)
- Volume increased to 100% for attack
- Lowered to original level afterwards

# August 2019

#### **Our experiment**



Smart speaker

#### • Known vulnerability to control audio

- Attacker on local network, or do DNS rebinding attack
- Python script to scan for speakers
- If inactive, stream tone from attacker's web server at 100% volume
- Then restore volume to original state

## Headphones

- Over-ear design
- Connected to laptop over Bluetooth
- Placed closer to SLM (1cm)

# Vibration & Bluetooth speakers

- Vibration speakers
- No diaphragm cone
- Uses a coil on a movable plate which pushes against surface
- Smaller profile, possibly attractive as localised acoustic weapons
- Paired over Bluetooth (same as Bluetooth speaker)

#### Parametric speakers

- Ultrasonic carrier waves
- High-intensity directional audio (Pompei, 2002)
- No smart capabilities
- Connected to laptop
- Low profile and cost, and directional properties
- Could be attractive as portable acoustic weapon

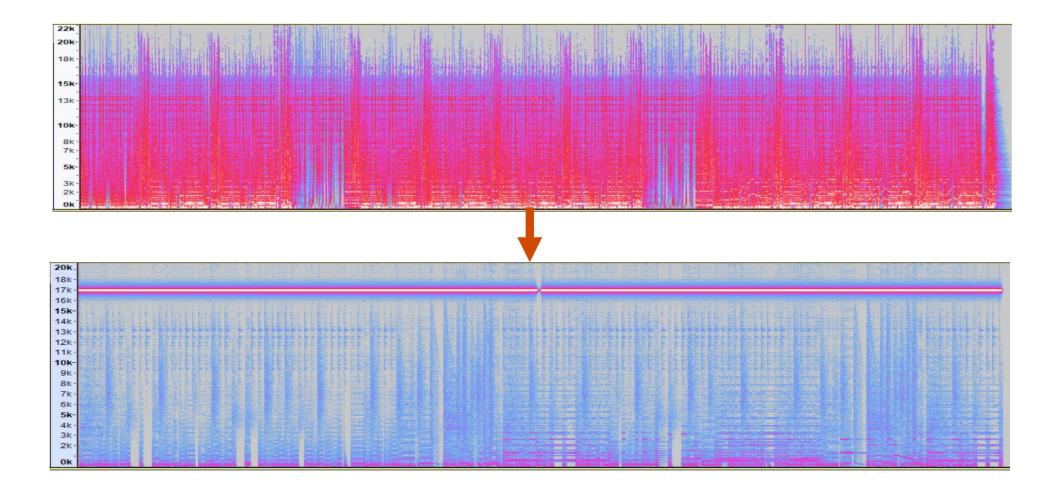
#### Vehicle-mounted PA system

- No network interfaces
- Autoplays audio from an inserted storage device (USB/SD)

#### Additional attacks – HTML5

- HTML5 audio tag
- Autoplay on visit to site
- Now disabled in some browsers
- Depends on currently set system volume (can't change client-side)

# Additional attacks – manipulation of audio



# Additional attacks - manipulation of audio

1.0				0 15 Time: 0.580 - 0.603 Level: -1 - 1 (0 dB peak)
0.9-				
0.8 -				
0.6				
0.5				
0.4				
0.3 -				
0.2 -				
0.1				the state of the
0.0				
0.1				
0.2				
0.3 -				
0.5				
0.6				
0.7				
0.8				
0.9-	.4 / 44100Hz		0.000	

#### Measurement

- Class I sound level meters
- "Precision grade": narrower tolerances, wider frequency range
- Spot-calibrated
- Very expensive
- But you can hire them and send them back via courier
- That awesome time I almost lost ~£20,000

- Each device placed in anechoic chamber with Class I SLM
- Via attacks, played a sine wave tone at 44.1kHz sample rate
- Single frequency (checked with spectrograms)
- Each tone on each device played for 10 minutes
- Surface temperature also measured before/after attack

Measurement

# • Z-weighting used for 17kHz and 19kHz

- Proprietary high-pass filter weighting used for 21kHz
- Z-weighting used for LFN

#### **Our experiment**

## Results - HFN

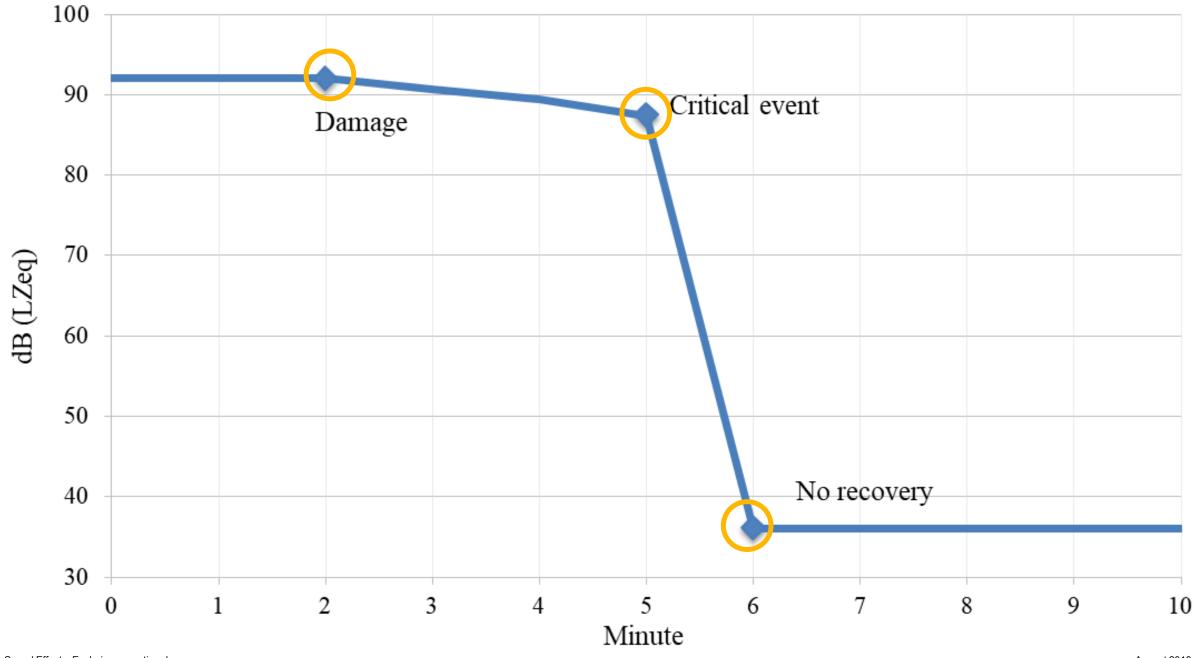
	17kHz	19kHz	21kHz(HPE)	40kHz
Laptop	63	64.5	45.5	-
Mobile phone	59.4	58.3	16.9	-
Bluetooth speaker	59.4	48.5	54.5	-
Smart speaker	86	35.2	43.8	-
Headphones	87.5	81.2	79.8	-
3 laptops	65.6	63.8	57.5	-
3 phones	59.8	61.1	45.3	-
Vehicle PA	75.3	20.5	18.5	-
Vibration speaker	47.7	36.1	27.3	-
Parametric speaker	85.1	84.2	97.1	117.7
Parametric (no music)	-	-	-	89.7
Parametric (music)	-	-	-	84.9

#### Results - LFN

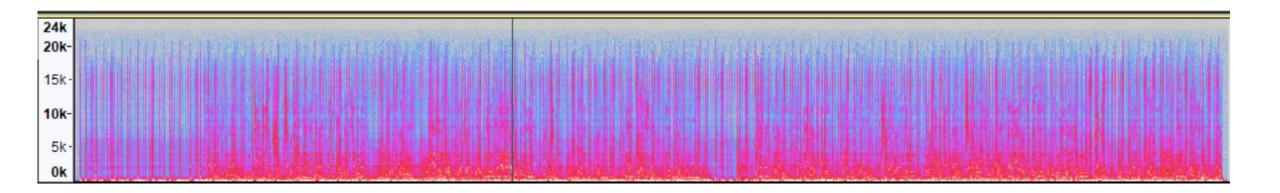
	60Hz	80Hz	100Hz
Laptop	2	0.1	3
Mobile phone	1	1.2	6.5
Bluetooth speaker	38.2	51	64.2
Smart speaker	47.5	59	71.6
Headphones	37.5	39.9	40.2
3 laptops	1.4	-0.3	4.7
3 phones	3.3	1.6	12.5
Vehicle PA	13.7	22.6	33.7
Vibration speaker	24	21.1	18.4
Parametric speaker	-0.6	0.5	28.6

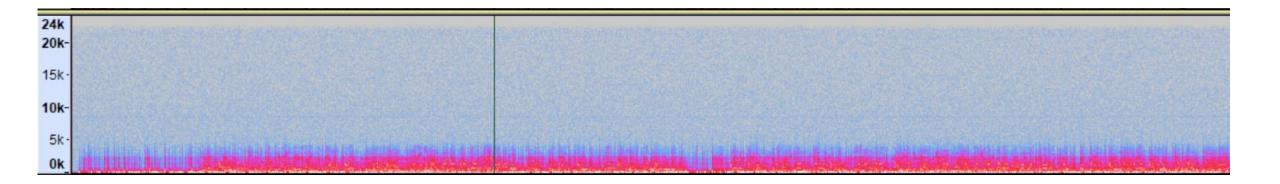
#### Other results of interest

- Vibration speaker vibrated so much that it continuously fell over
- Burning smell from smart speaker
- Further testing showed it was permanently damaged...



# Smart speaker damage



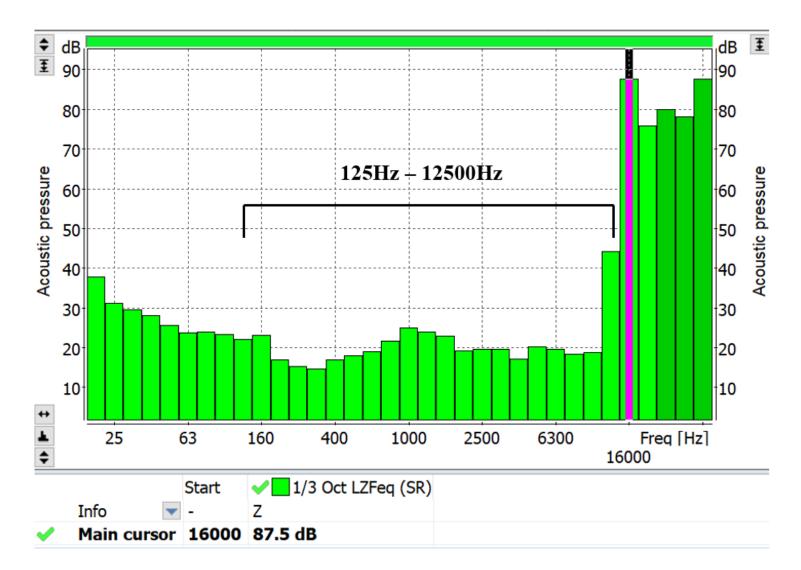


PwC

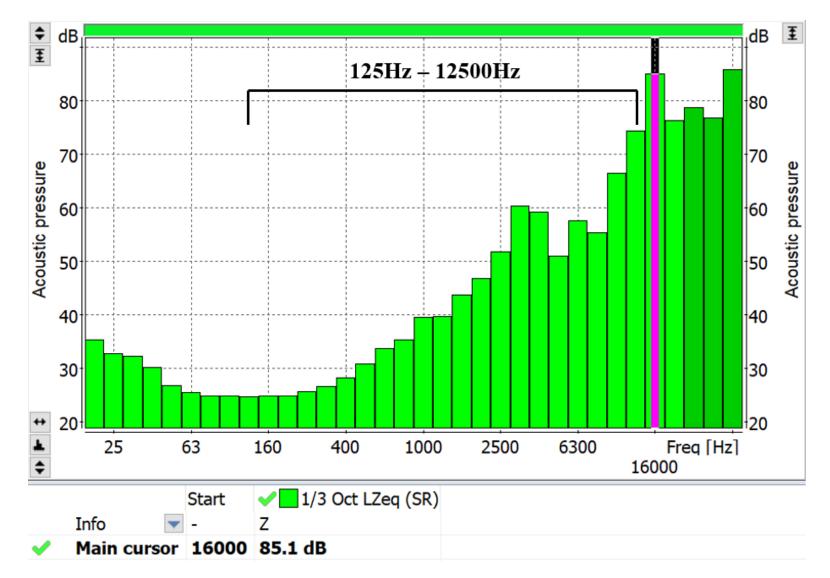
- Reported to manufacturers, who were responsive and cooperative
- Informed updates had been rolled out to address the issue

#### Disclosure

# Audible components - headphones



# Audible components – parametric speaker



#### **Implications - headphones**

- Headphones are a significant concern:
- Increasingly used (Henderson et al, 2011)
- At high volumes, by young people (Herrera et al, 2016; Vogel et al, 2007)
- Also device-agnostic to some extent
- Variations of laptop/phone malware could be adapted
- Only trigger sound when headphones are connected
- Audio manipulation attack could also succeed with headphones

## Implications – parametric speaker

- May be attractive as a portable, low-cost acoustic weapon
- Use in public may constitute significant health risk

# Implications – Bluetooth and smart speakers

- Could be used to produce LFN consistent with annoyance
- Smart speaker could be permanently damaged
- 'Burning-out' of components could be a fire hazard
- Other models may be vulnerable

# Feasibility

- Attacks viable on some devices
- Any attack/malware capable of arbitrary code execution could deploy this
- Reliant on imperceptibility, susceptibility, exposure duration
- And on no audible components (subharmonics, distortion, etc)
- Could be attenuated with multiple fade ins/fade outs

- Some attacks require physical/local access, Bluetooth attacks, etc
- Attackers may be more interested in other avenues
- Espionage, sabotage, financial, etc

## Feasibility

# Countermeasures

## Device-level

- Deshotels, 2014
- Limit frequency range of speakers
- Visibly alerting users when speakers are in use
- Filtering files during processing to remove high/low frequency noise
- Mobiles: permission restrictions on use of speakers by apps
- Heuristic detection
- Rarely, if ever, should an application need access to volume levels
- Maybe muting apps
- Some legitimate uses for ultrasound (Google Nearby Messages, comms)

#### **Environment-level**

- Monitoring environment for HFN/LFN
- SLMs (most consumer models won't go that high/low)
- Requires specialist equipment
- Android: Ultrasound Detector and Infrasound Detector
- We used both for our pilot study (Kardous & Shaw, 2014)
- Modern smartphones *may* be suitable for occupational noise measurement
- Within limitations of a given device
- And accepting a certain loss of accuracy

#### **Environment-level**

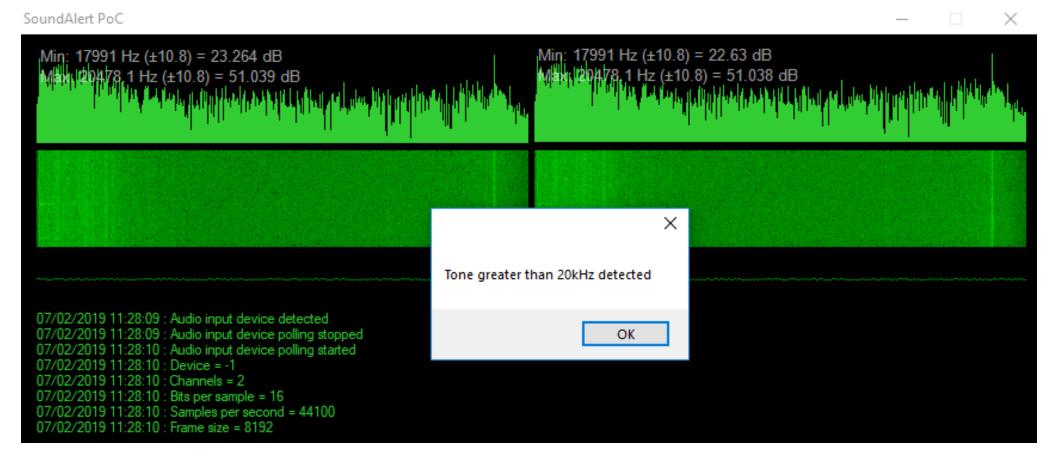
- SoundAlert for HFN detection PoC only!
- Modified open source application (link below)
- Simple alerts when noise over a threshold is detected

#### Do not use to evaluate if there is risk of damage or adverse effects, or for safety/compliance assessments (employ a trained professional with appropriate equipment)

https://www.codeproject.com/Articles/22951/Sound-Activated-Recorder-with-Spectrogram-in-C

# Environment-level

• github.com/catz3/SoundAlert-example



https://www.codeproject.com/Articles/22951/Sound-Activated-Recorder-with-Spectrogram-in-C

# Policy-level

- Review guidelines:
- Often inadequate due to methodology
- Or underestimation of effects
- Or lack of clarity on implementation outside of occupational contexts
- Employers must comply with applicable legislation
- Should conduct regular checks

# Conclusion

#### Limitations

- Small scale
- Limited number of devices
- Short exposure times
- Constant emission of HFN/LFN may degrade audio equipment
- No human experimentation on perceptibility/susceptibility
- Frequent limitation of research in this area
- Ethical and safety concerns have to come first

#### Future work

- In general, more research needed on the risk of HFN and LFN
- Wider range of equipment, larger-scale, longer durations
- Test overheating effects on other devices
- Take appropriate safety precautions!
- More work on countermeasures, especially detection
- Ethical restrictions make extrapolation challenging
- Get in touch to discuss more!

- As digital and physical worlds become more integrated:
- Attackers may become increasingly interested in leveraging vulns against humans
- Attack surface likely to grow
- Attacks are (at the moment) often trivial
- And may become possible/more effective at scale
- Lack of consensus for adequate safety guidelines is a challenge
- However:
- Countermeasures are available
- Real-world consequences are difficult to assess

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# Thank you! **Q&A: In corridor**

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