

MAGPRINT: Deep Learning Based User Fingerprinting Using Electromagnetic Signals

Lanqing Yang[#], Yi-Chao Chen[#], Hao Pan[#], Dian Ding[#], Guangtao Xue[#], Linghe Kong[#], Jiadi Yu[#], Minglu Li^{*}

Shanghai Jiao Tong University[#]

Zhejiang Normal University^{*}



Outline

- Background
- Motivation
- Preliminary
- Challenge and Methodology
- Evaluation
- Conclusion and Future Work

Background

Smart Devices are everywhere...



Background

Smart Devices are everywhere...



Background

Smart Devices are everywhere...



User identification is IMPORTANT!

Biological Feature Based Solutions

- 2D/3D Face Model



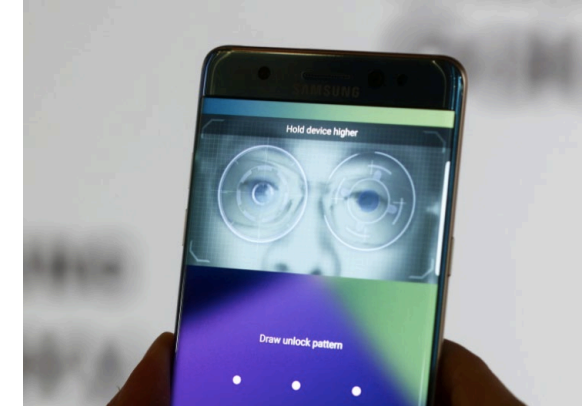
- Fingerprint



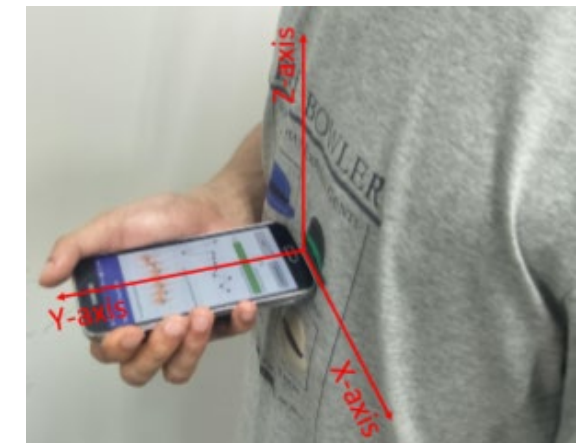
- Voiceprint



- Iris

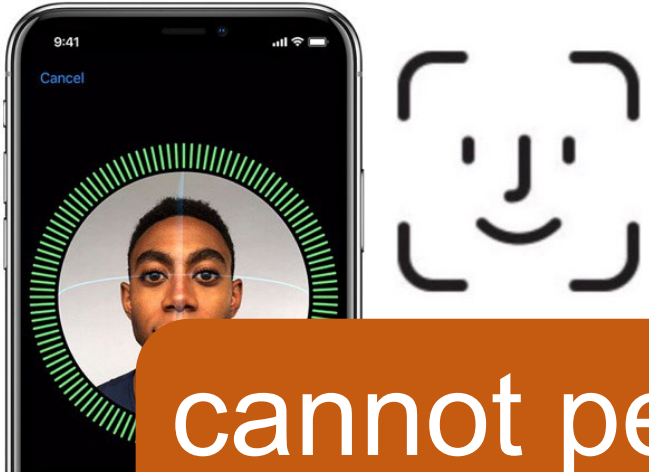


- Heartbeat

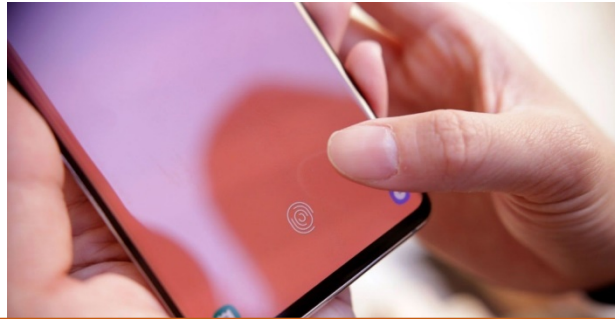


Biological Feature Based Solutions

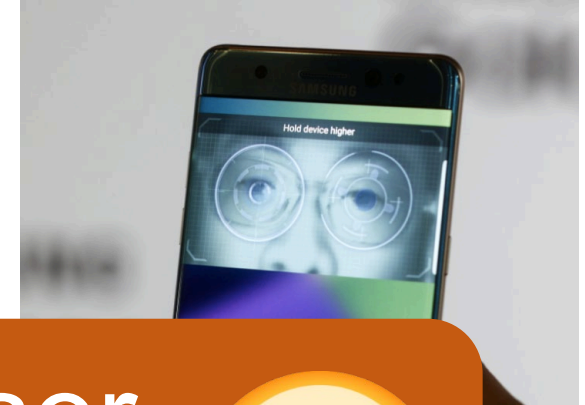
- 2D/3D Face Model



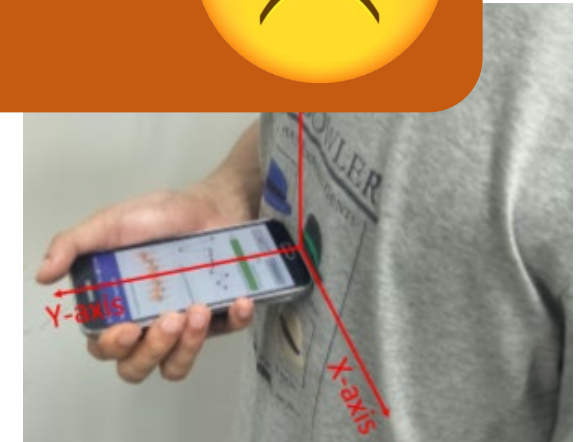
- Fingerprint



- Iris

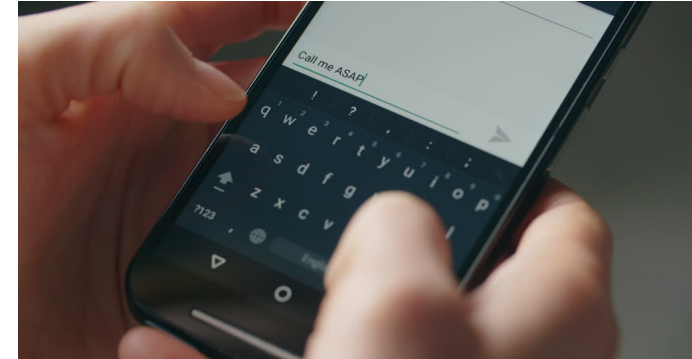
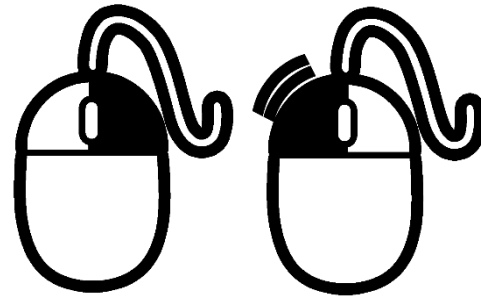


cannot perform continuous user authentication!



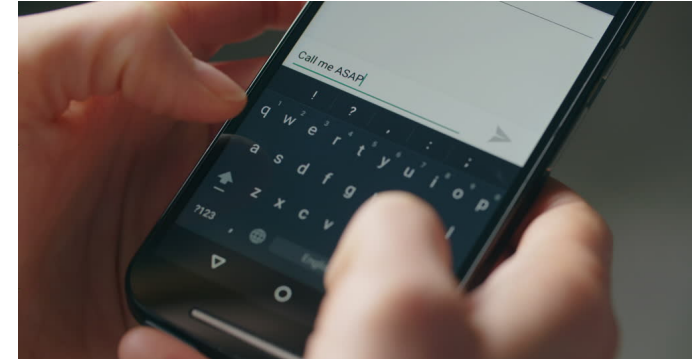
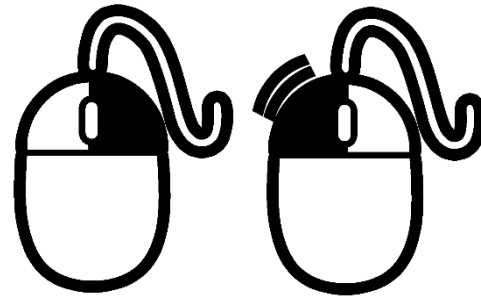
User Behavior Feature Based Solutions

- Typing/Clicking Behavior

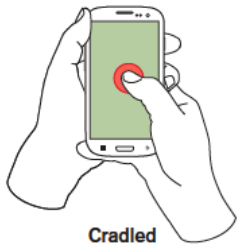


User Behavior Feature Based Solutions

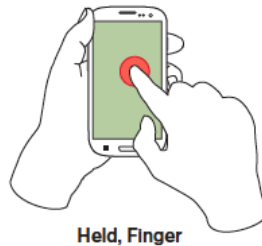
- Typing/Clicking Behavior



- Holding Behavior



Cradled



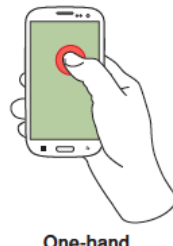
Held, Finger



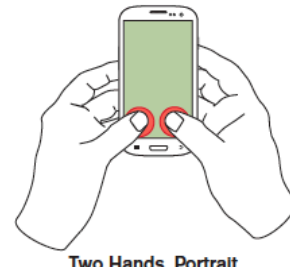
Two Hands, Landscape



One-hand, Low



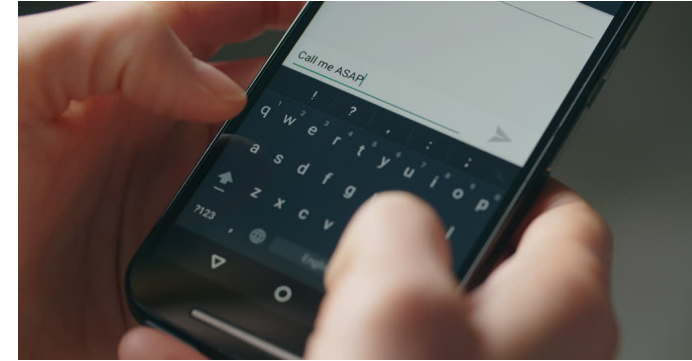
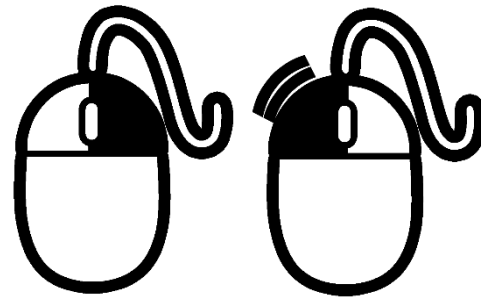
One-hand, High



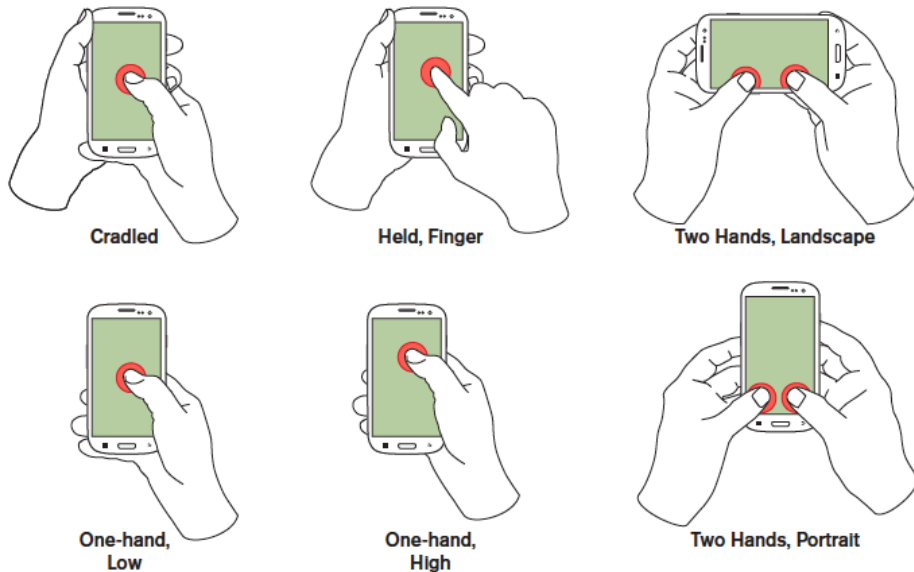
Two Hands, Portrait

User Behavior Feature Based Solutions

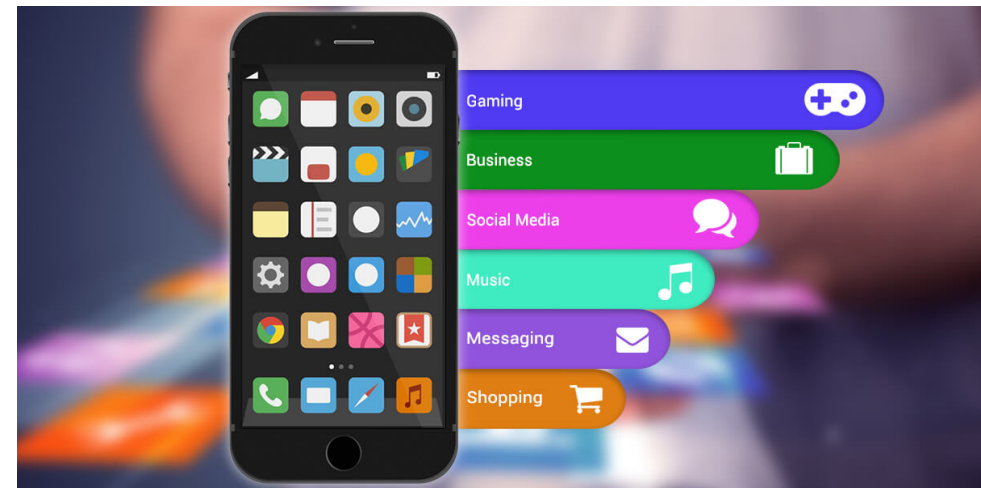
- Typing/Clicking Behavior



- Holding Behavior

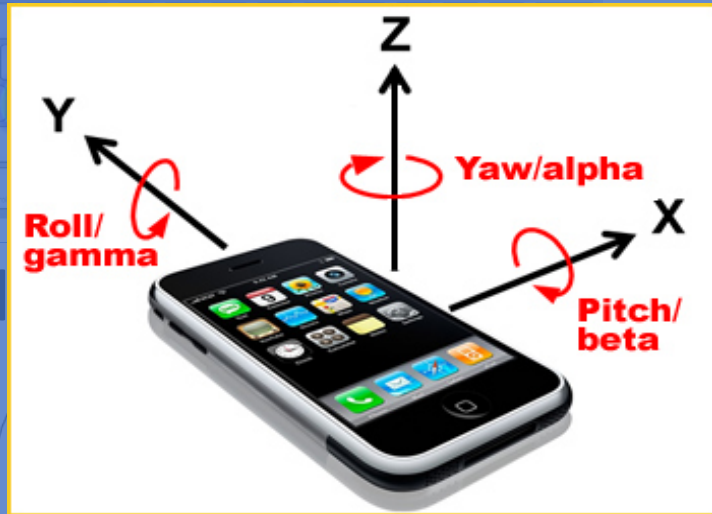


- App Using Behavior



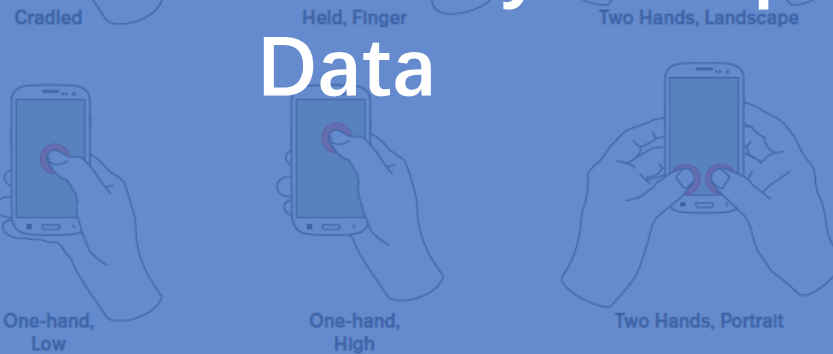
User Behavior Feature Based Solutions

- Typing/Clicking Behavior



- Hold

Accelerometer/Gyroscope Data

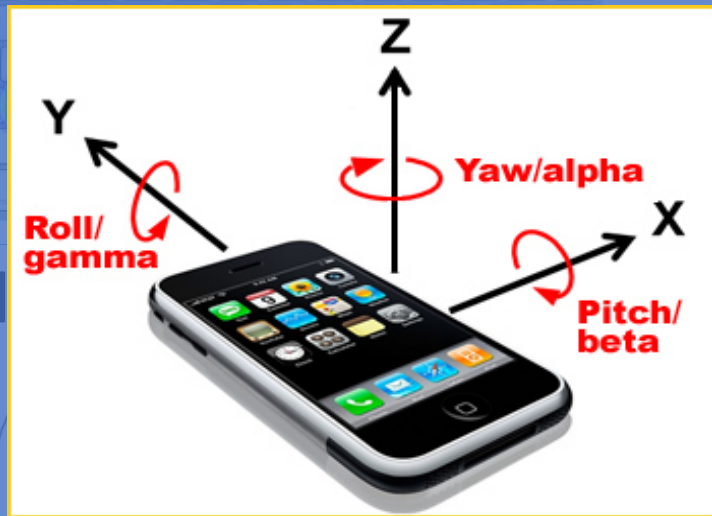


- App Using Behavior



User Behavior Feature Based Solutions

- Typing/Clicking Behavior



- Hold

Accelerometer/Gyroscope Data

Cradled

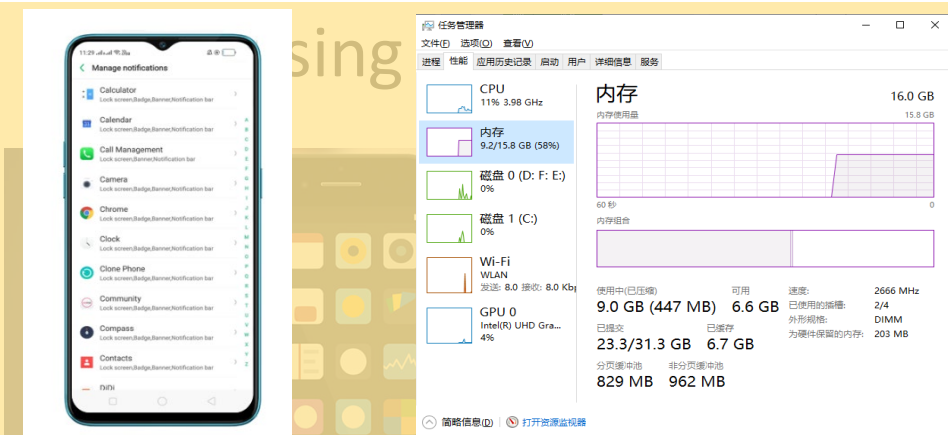
Held, Finger

Two Hands, Landscape

One-hand, Low

One-hand, High

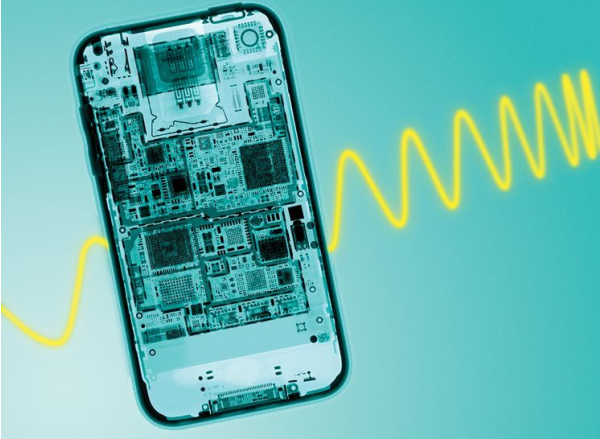
Two Hands, Portrait



Power Consumption Data Memory/Cache Data

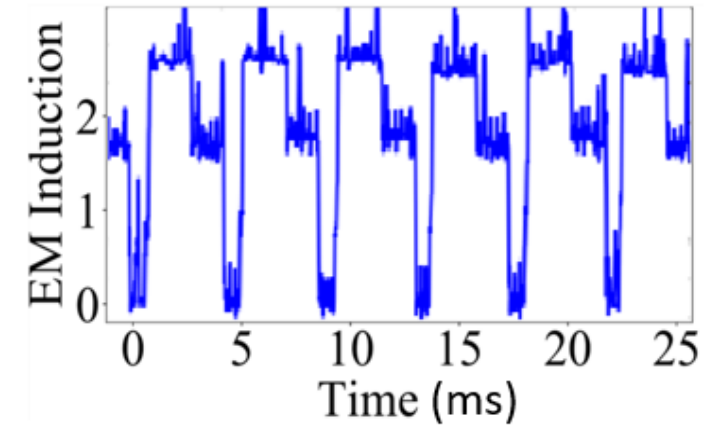
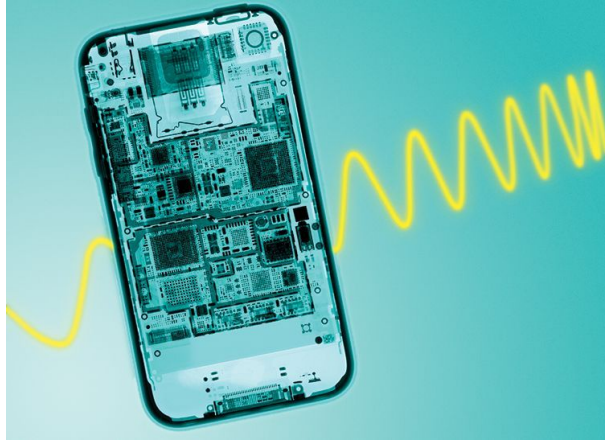
User Behavior Feature Based Solutions

- **Common phenomenon:** Electromagnetic Radiation Signals exit in smart devices



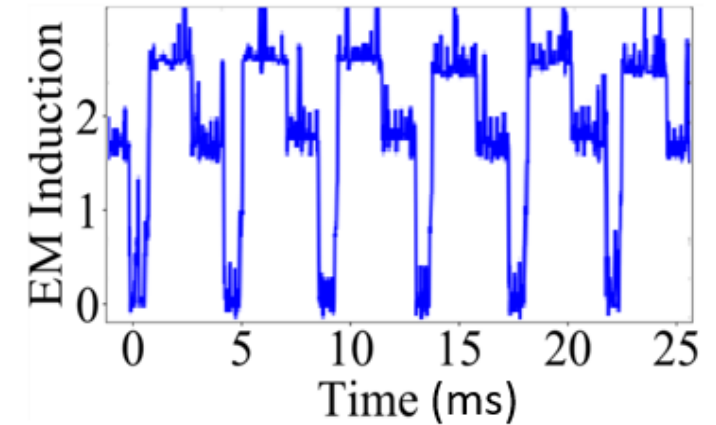
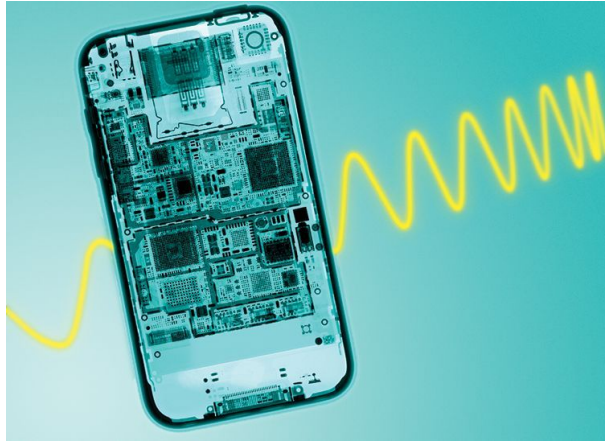
User Behavior Feature Based Solutions

- **Common phenomenon:** Electromagnetic Radiation Signals exit in smart devices

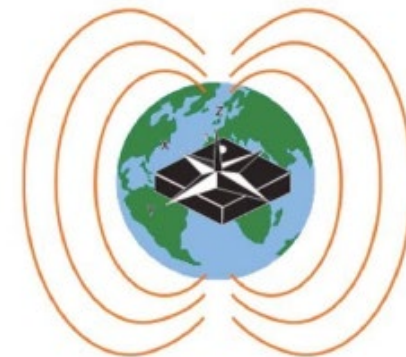


User Behavior Feature Based Solutions

- **Common phenomenon:** Electromagnetic Radiation Signals exit in smart devices

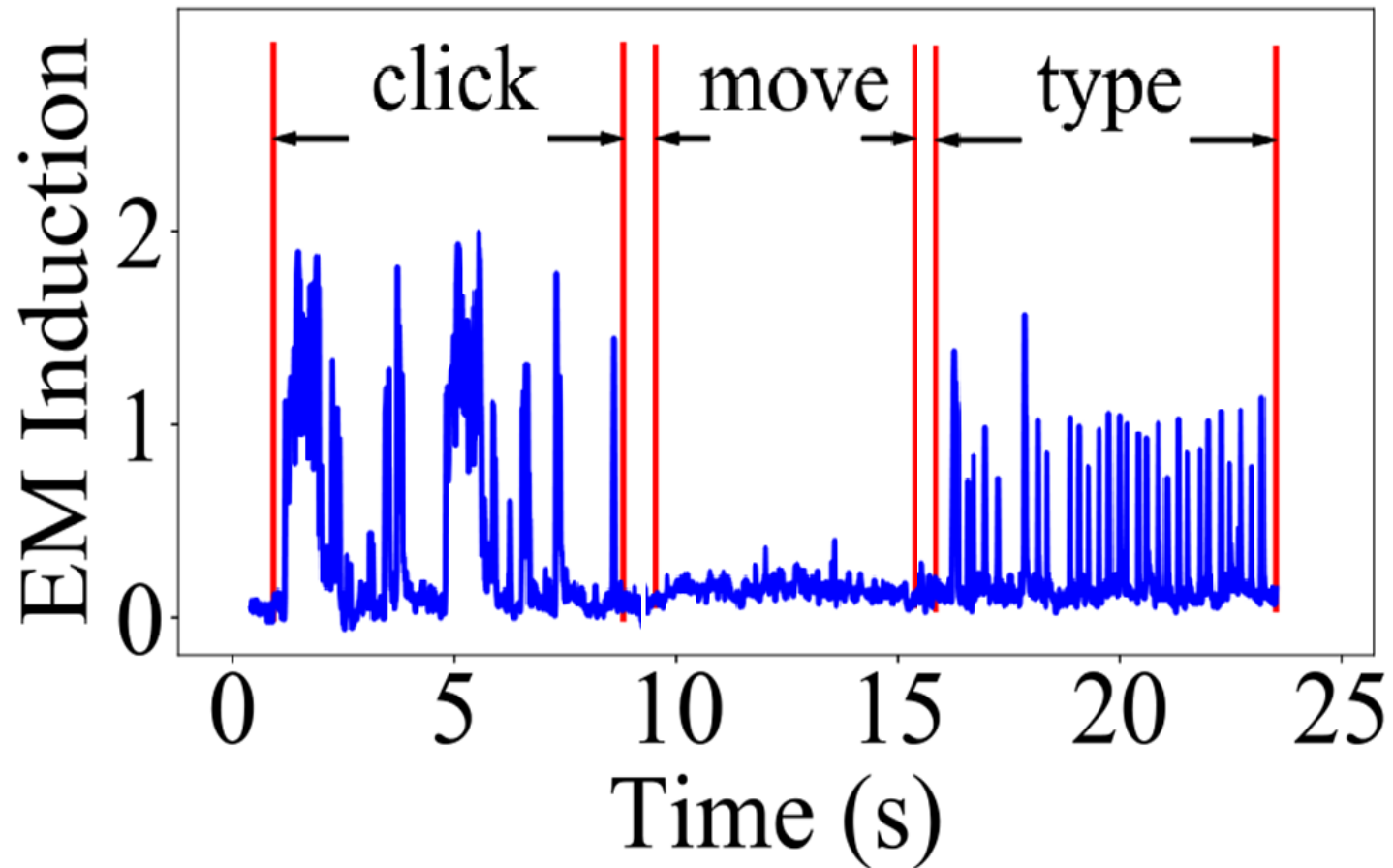


- We propose ***MagPrint***, a novel EM signals based solution using *magnetometer*
- Advantages of ***EM side channel*** :
 - Contain rich user behavior information
 - Data accessibility, and easy to deploy



Preliminary

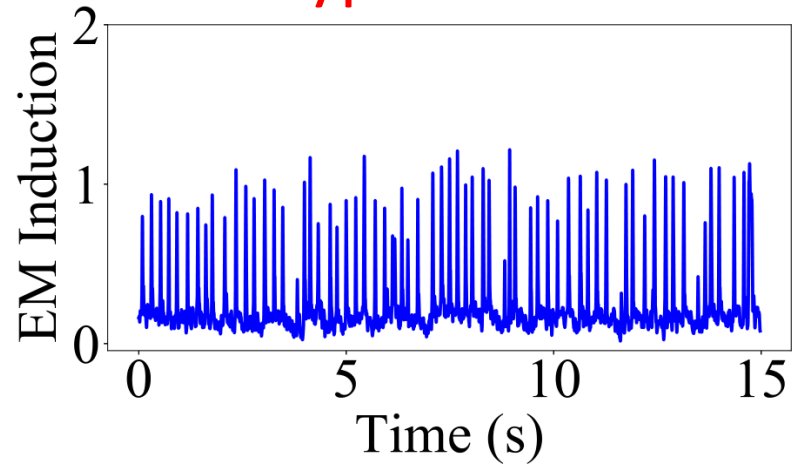
- **Q1:** Detection and distinction of users' operations.



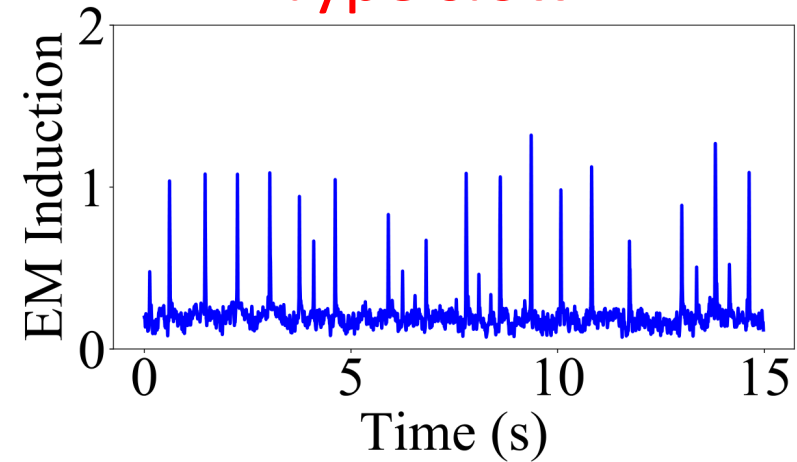
Preliminary

- **Q2:** Distinction of users' operation habits.

Type fast



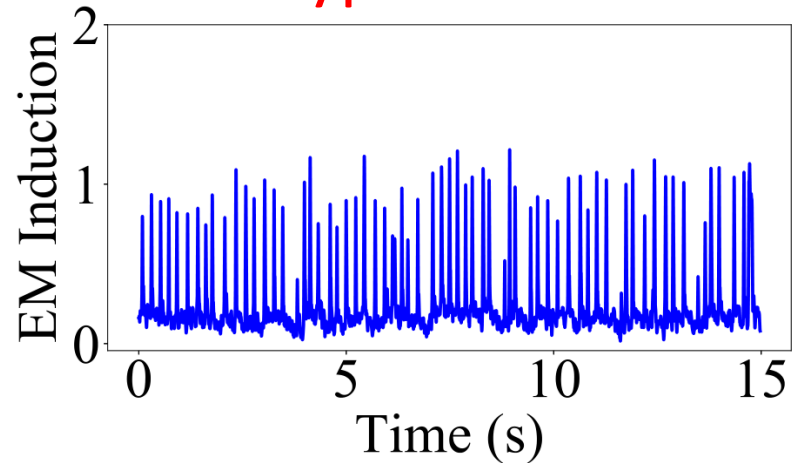
Type slow



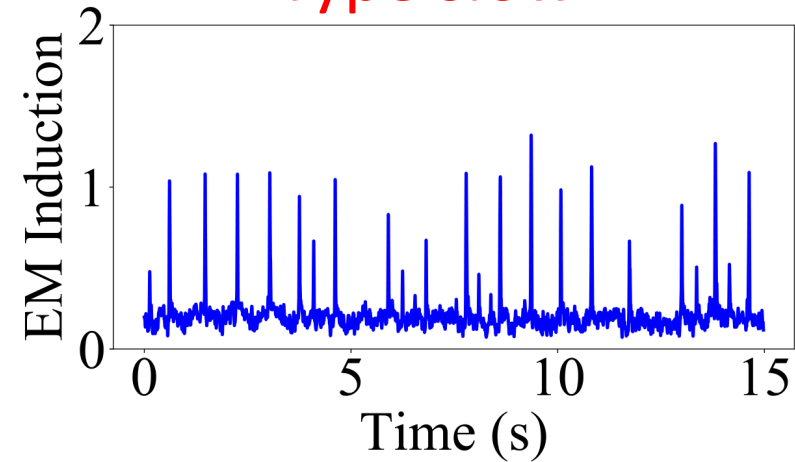
Preliminary

- **Q2:** Distinction of users' operation habits.

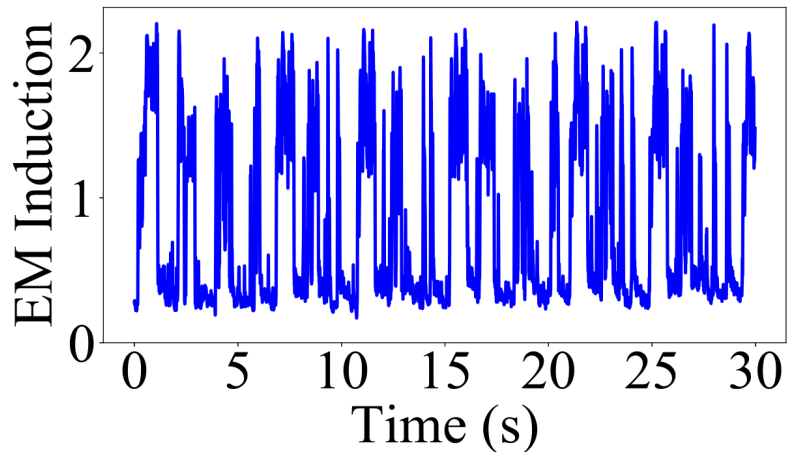
Type fast



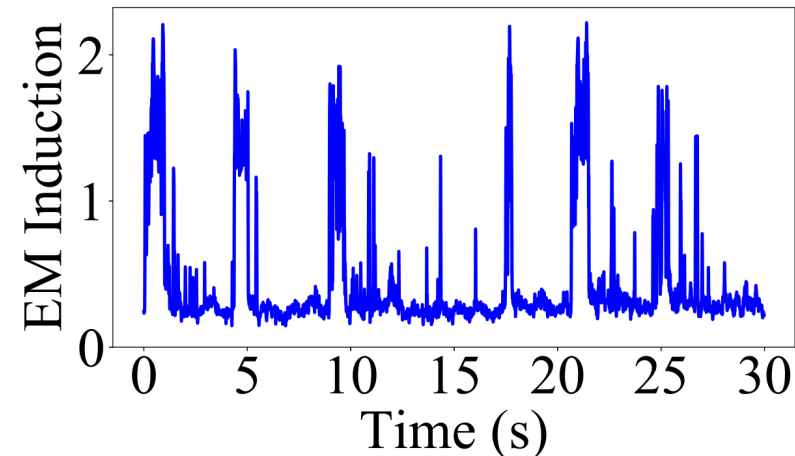
Type slow



Click fast

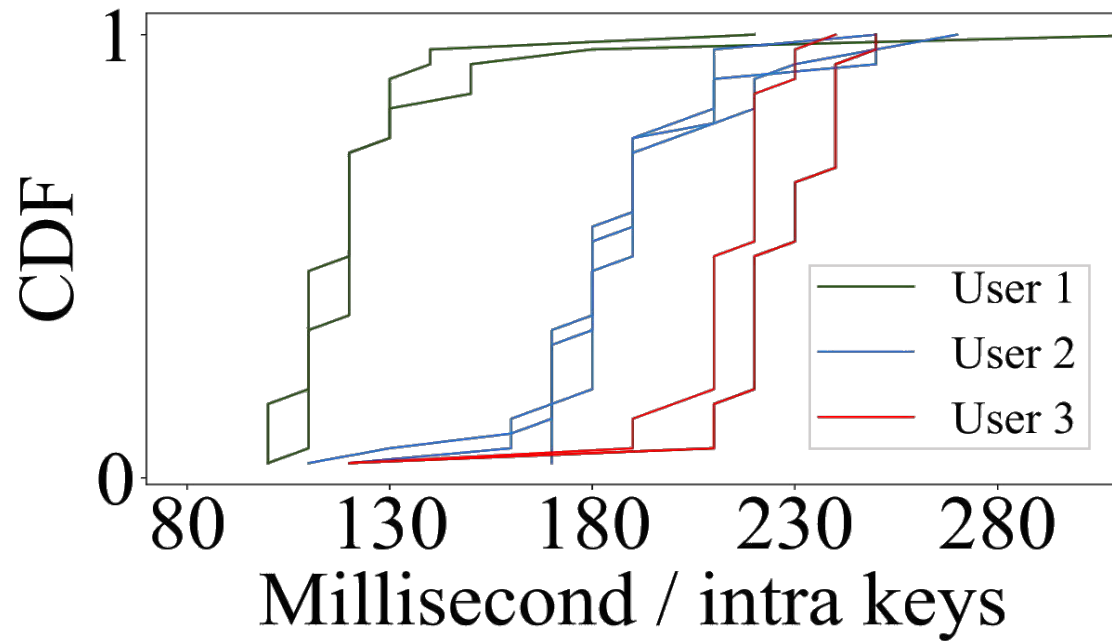


Click slow



Preliminary

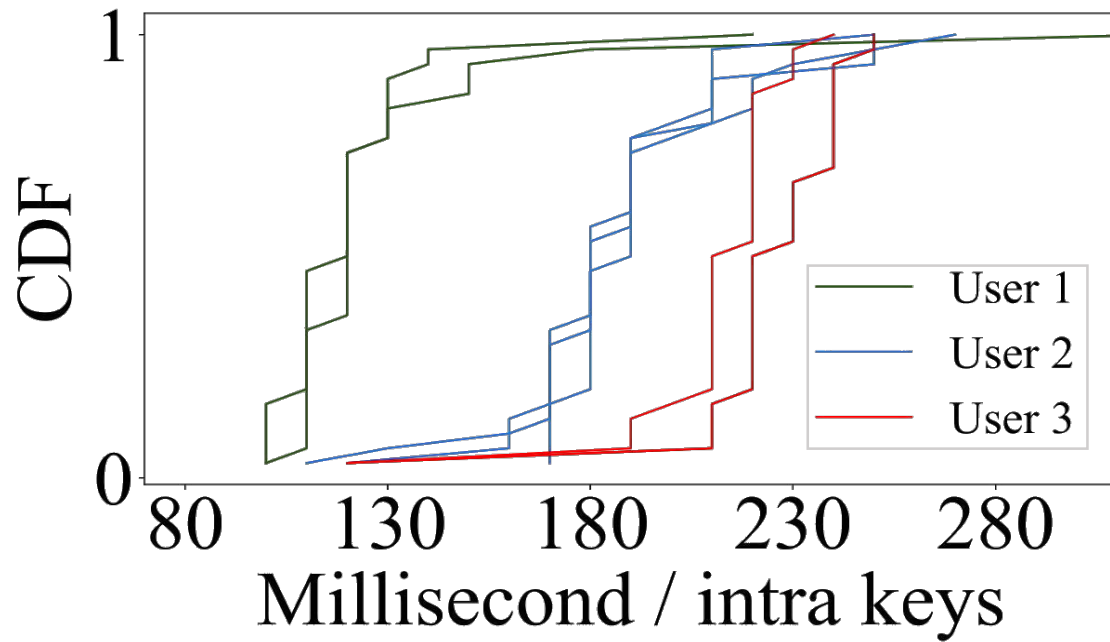
- **Q3:** Consistence over spatial and temporal domain.



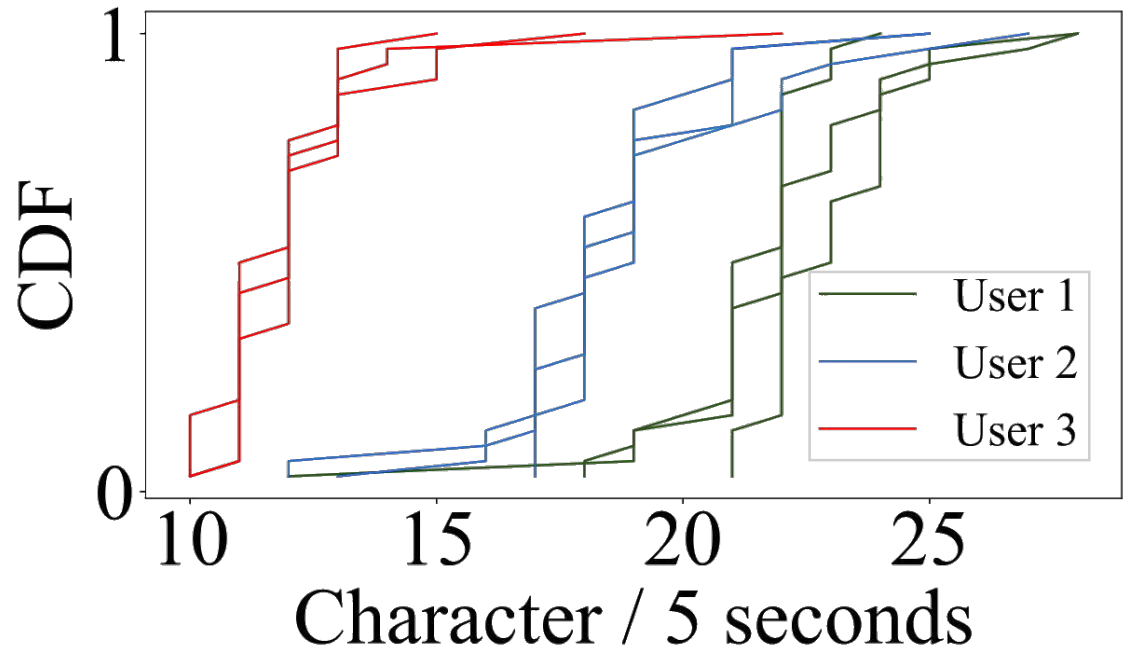
Intra-key interval

Preliminary

- **Q3:** Consistence over spatial and temporal domain.

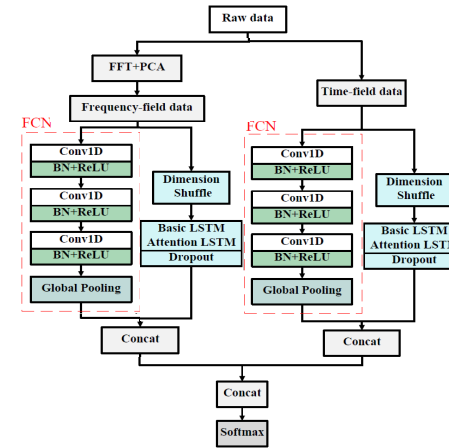


Intra-key interval



Typing speed

System Workflow

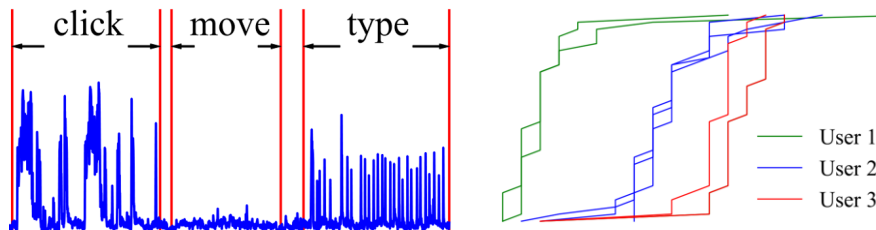


Different users' operations

EM signals of different using habits

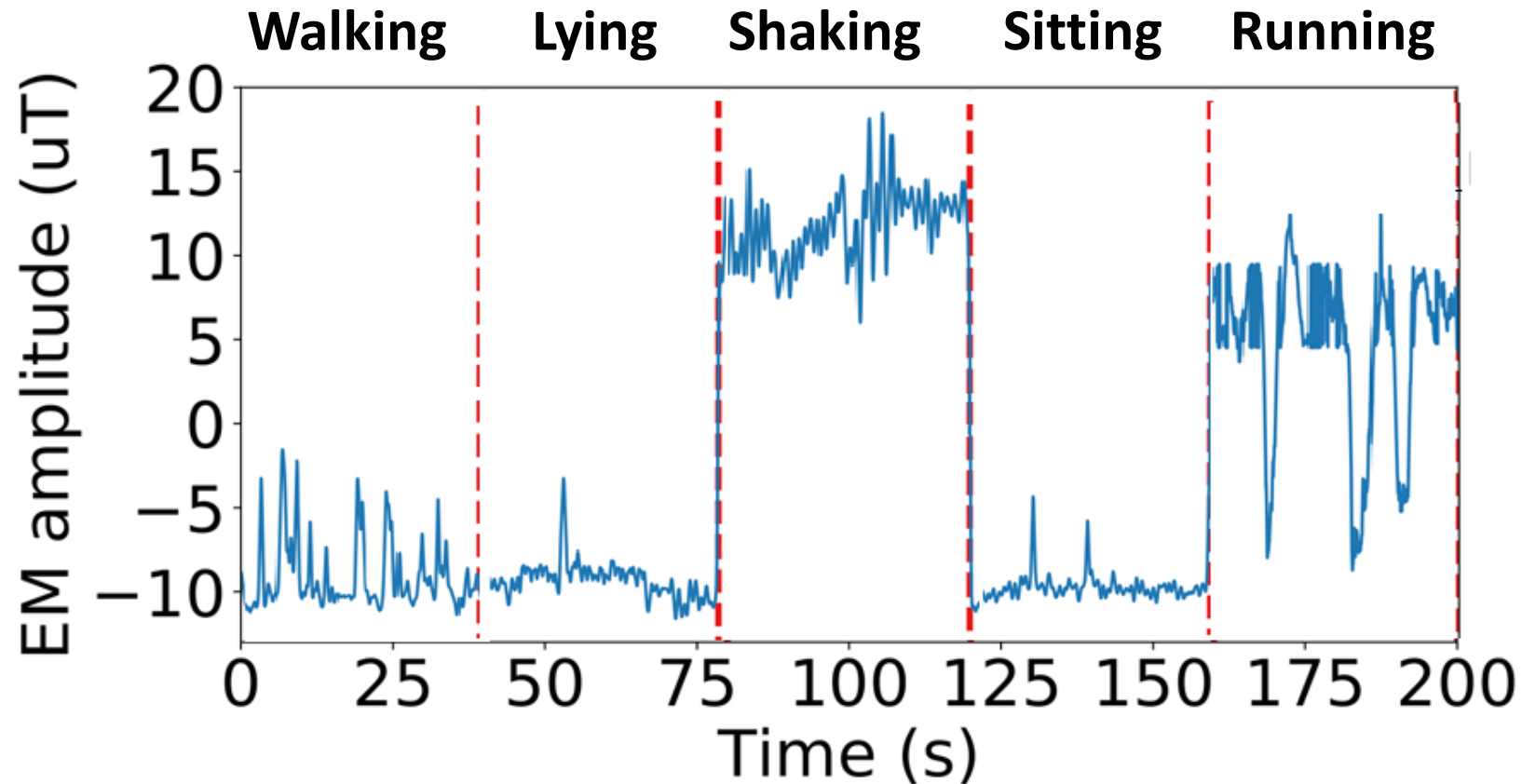
Classification Model

EM Based User Fingerprinting



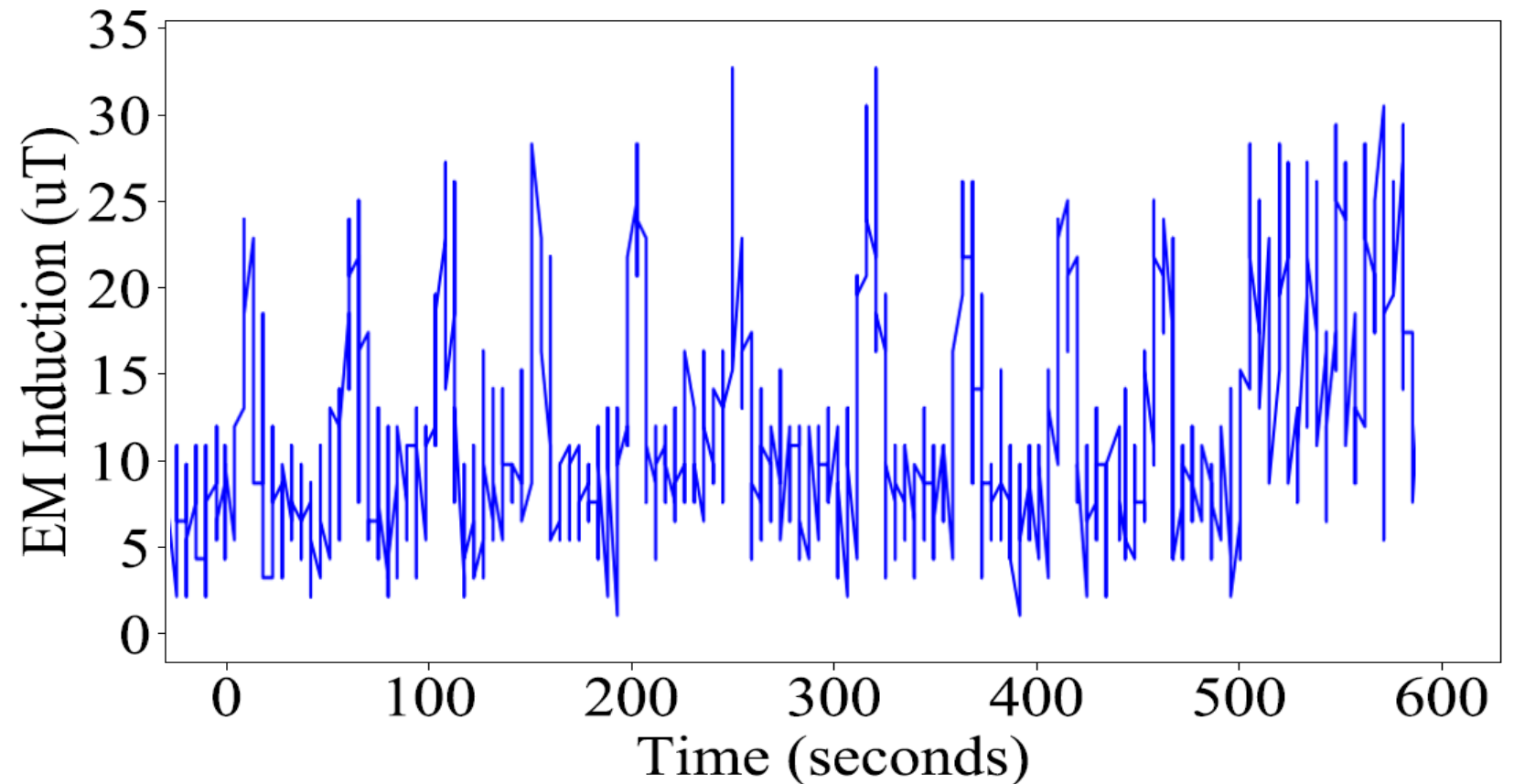
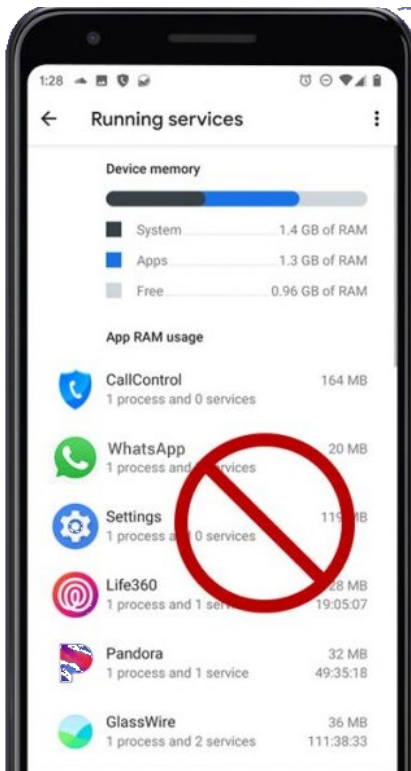
Challenge I — Noisy EM signal cancellation

- Noisy EM signals caused by **human movements** because of the geomagnetic signal.



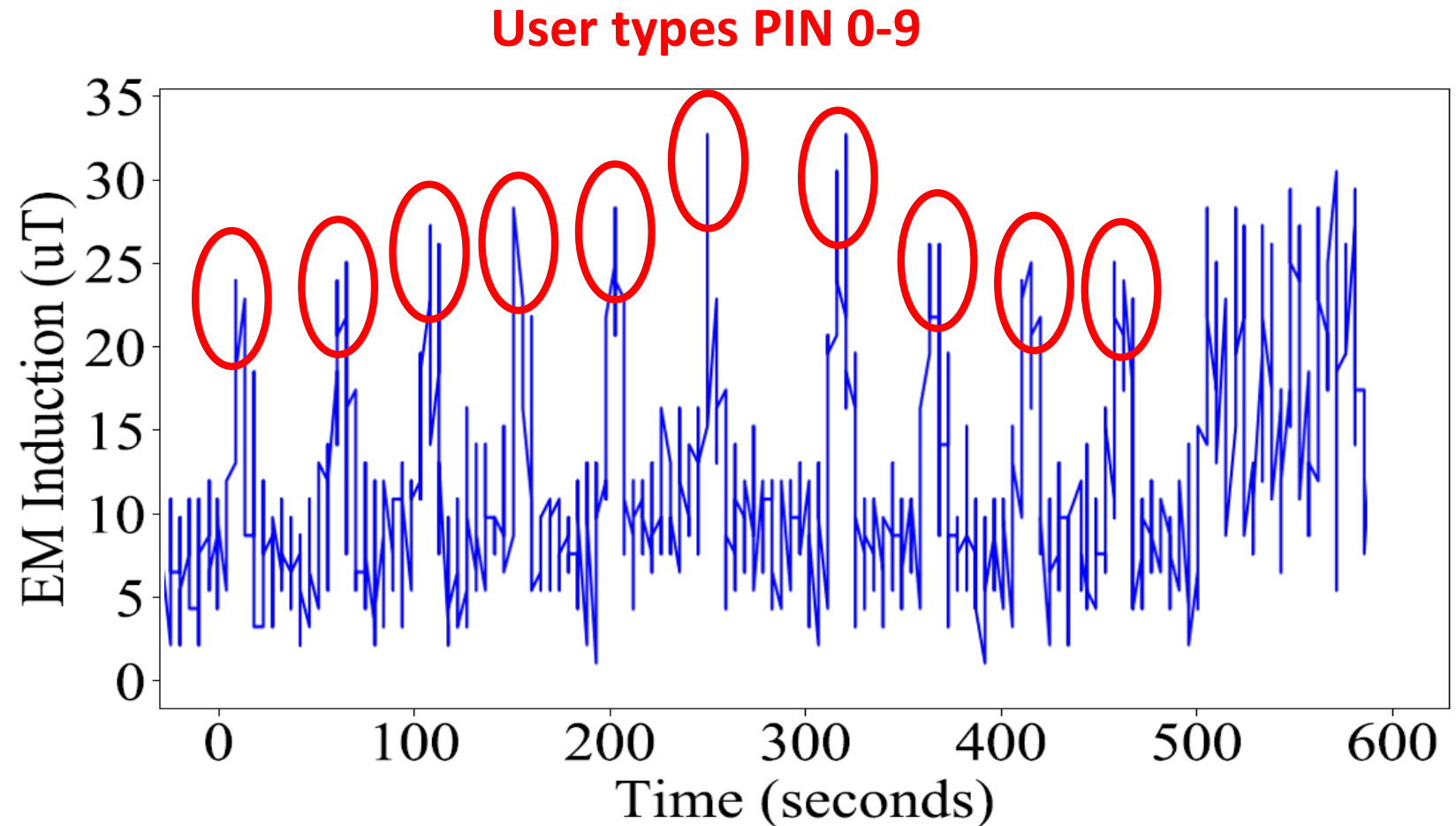
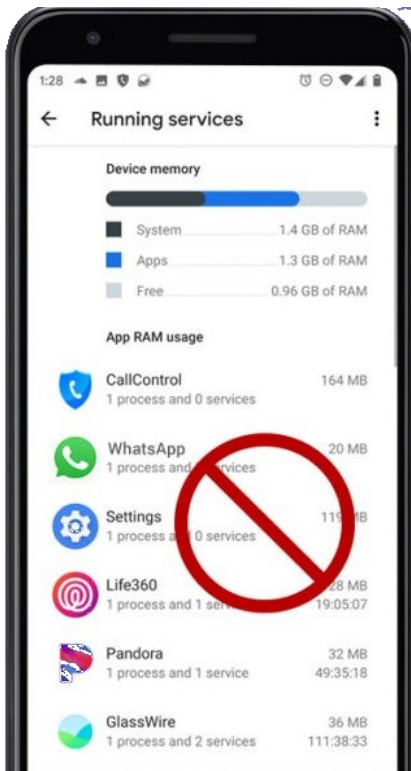
Challenge I — Noisy EM signal cancellation

- Noisy EM signals caused by **background running APPs**.



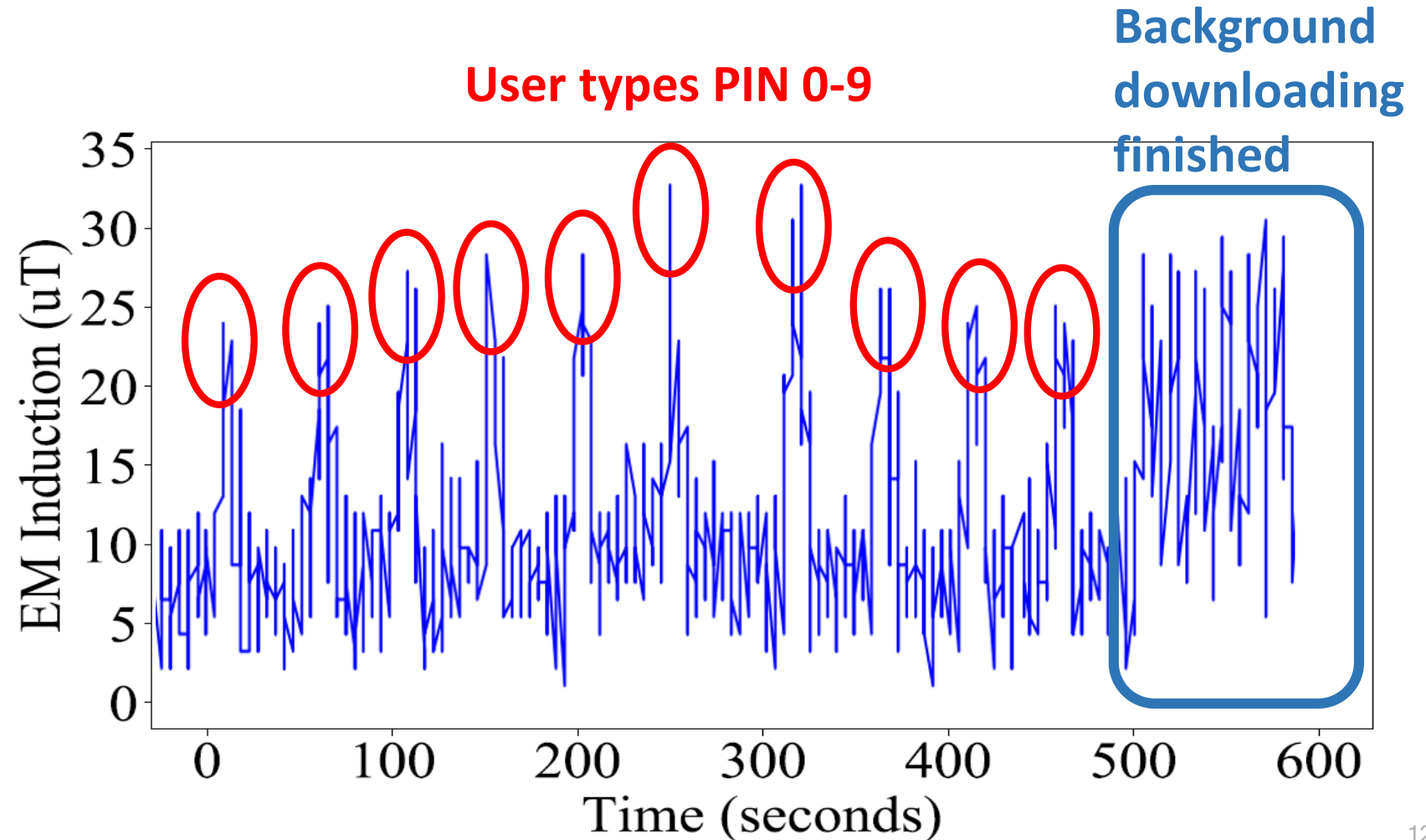
Challenge I — Noisy EM signal cancellation

- Noisy EM signals caused by **background running APPs**.



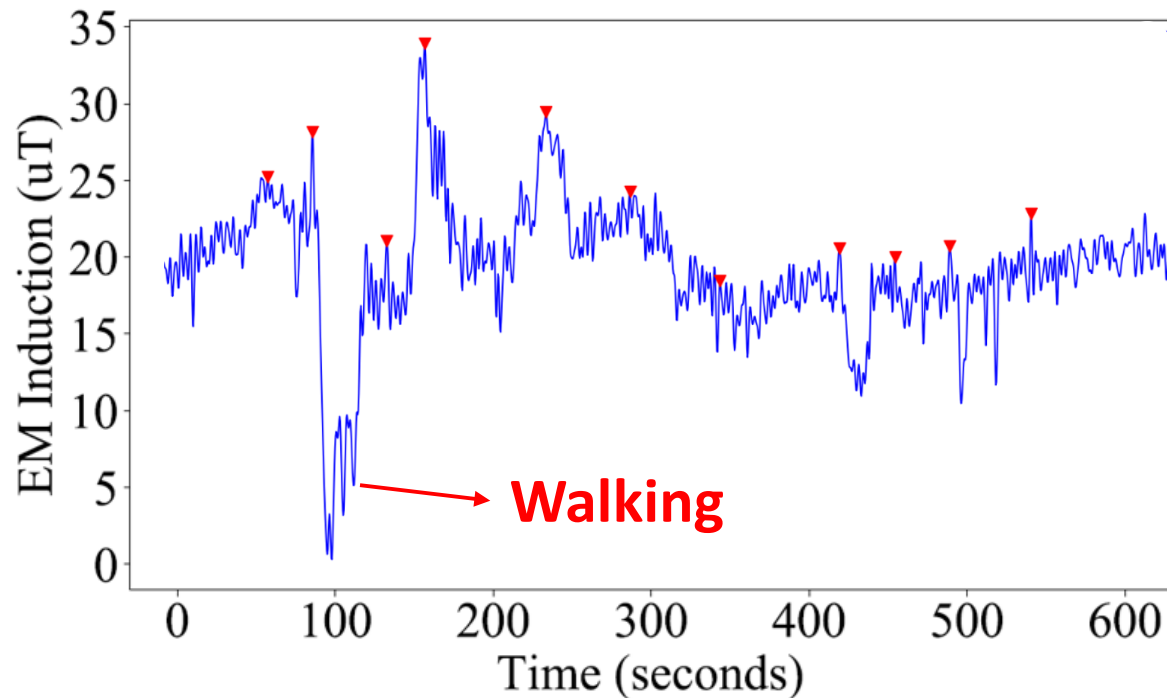
Challenge I — Noisy EM signal cancellation

- Noisy EM signals caused by **background running APPs**.



Challenge I — Noisy EM signal cancellation

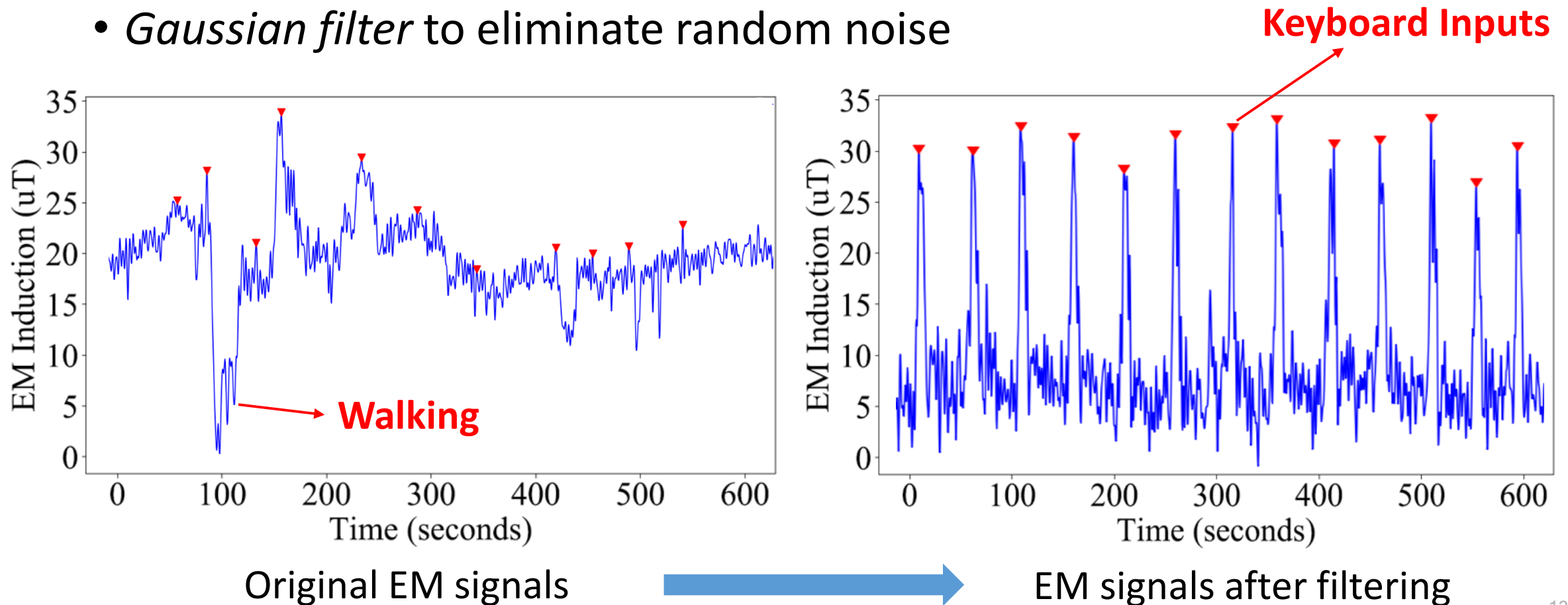
- Filter out noisy EM signals caused by human movement
 - *Low-pass filter* to capture interactions
 - *Gaussian filter* to eliminate random noise



Original EM signals

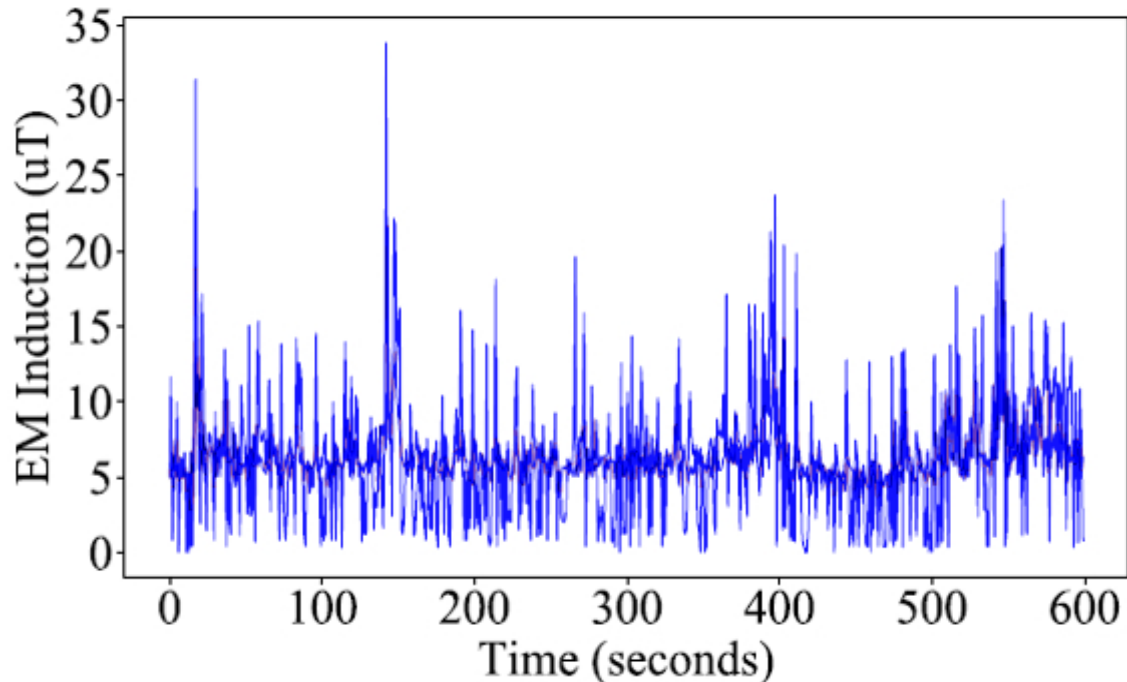
Challenge I — Noisy EM signal cancellation

- Filter out noisy EM signals caused by human movement
 - *Low-pass filter* to capture interactions
 - *Gaussian filter* to eliminate random noise



Challenge I — Noisy EM signal cancellation

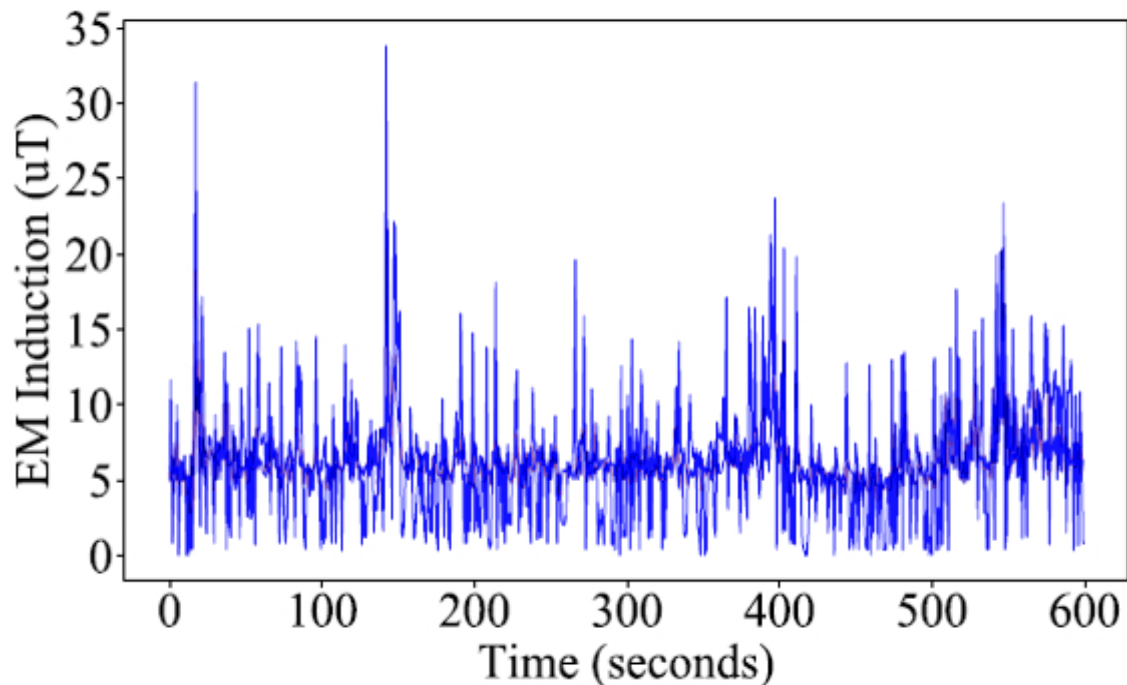
- Cancel the noisy EM signals caused by background running APPs
 - EM signals of Background Running APP **change over time**.
 - This change is **gradual**, such as listening to music.
 - **2-layer LSTM regression model** is applied to cancel the background APP noise.



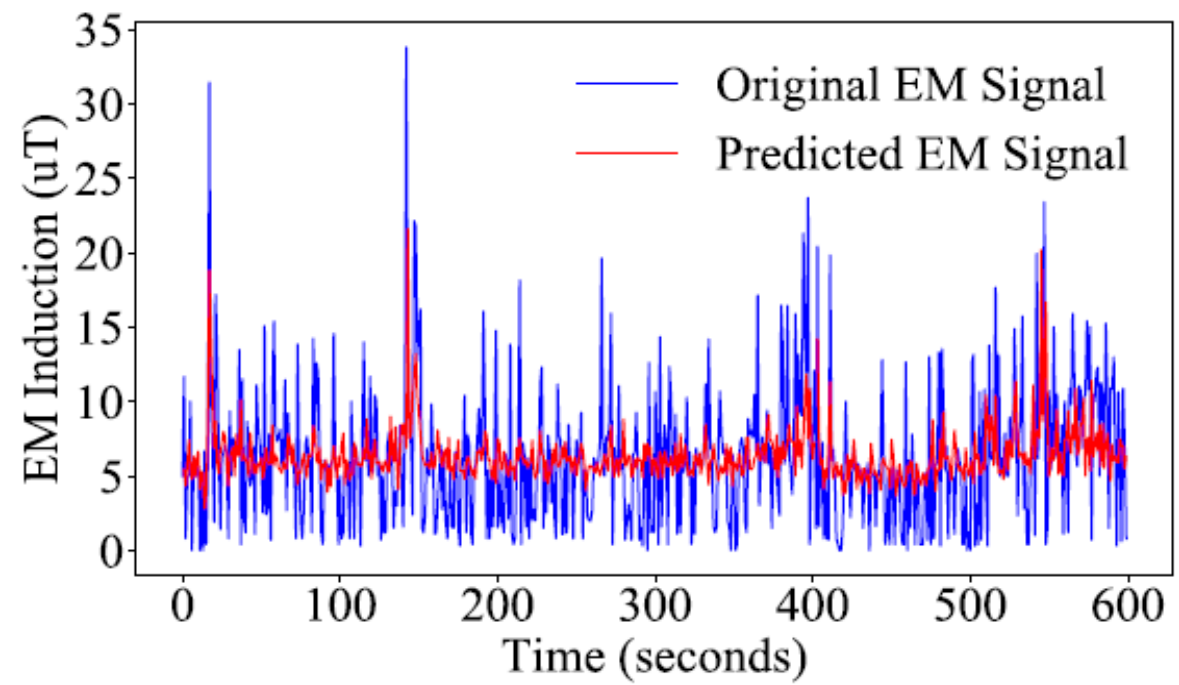
EM signal with background APP noise (listening music)

Challenge I — Noisy EM signal cancellation

- Cancel the noisy EM signals caused by background running APPs
 - EM signals of Background Running APP **change over time**.
 - This change is **gradual**, such as listening to music.
 - **2-layer LSTM regression model** is applied to cancel the background APP noise.



EM signal with background APP noise (listening music)



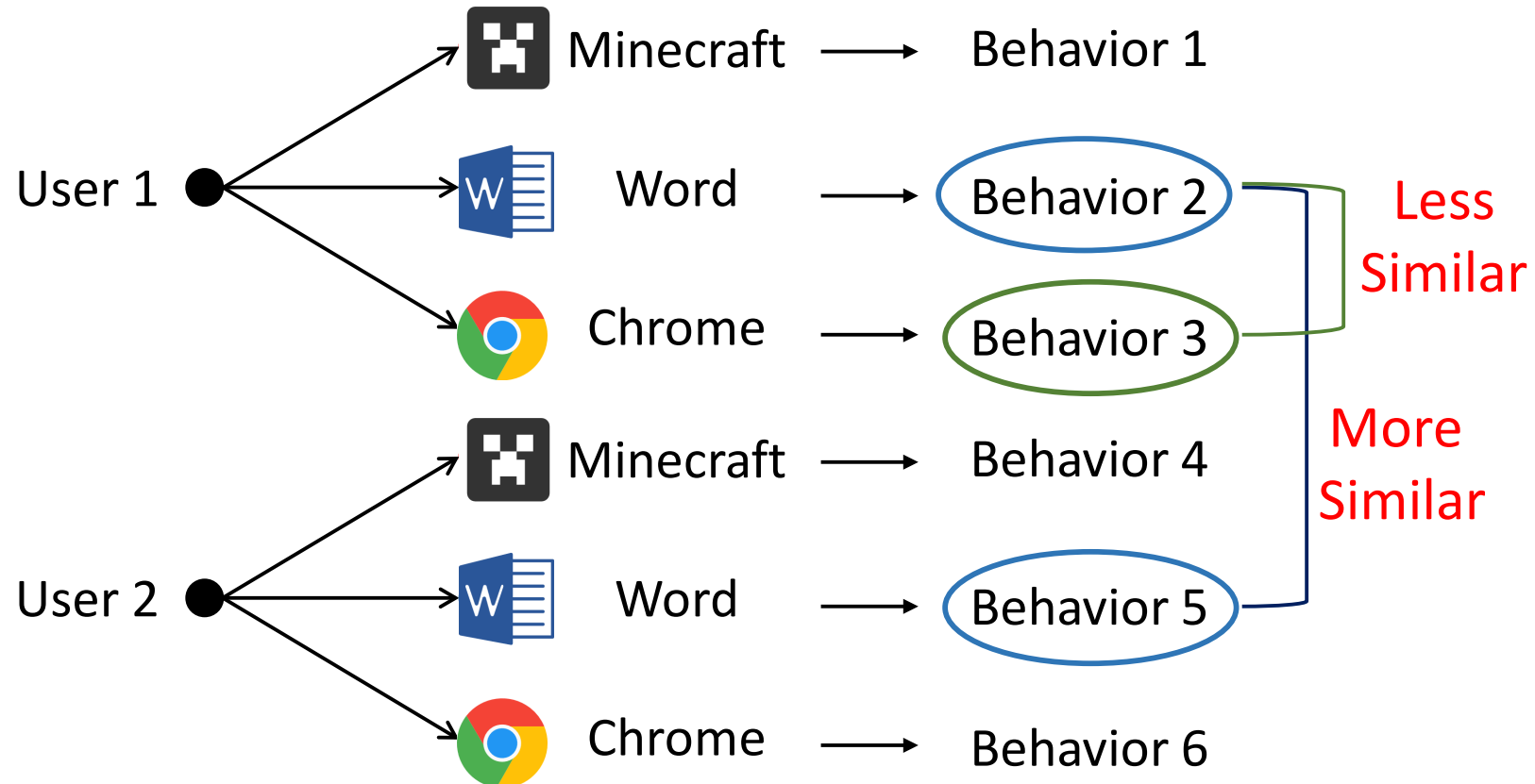
Predicted EM signals using 2-layer LSTM

Challenge II — Diversity of APPs on the market

These user behaviors are more related to **these APPs themselves**, rather than the reflection of user habits.

~~Train a model for each APP?~~

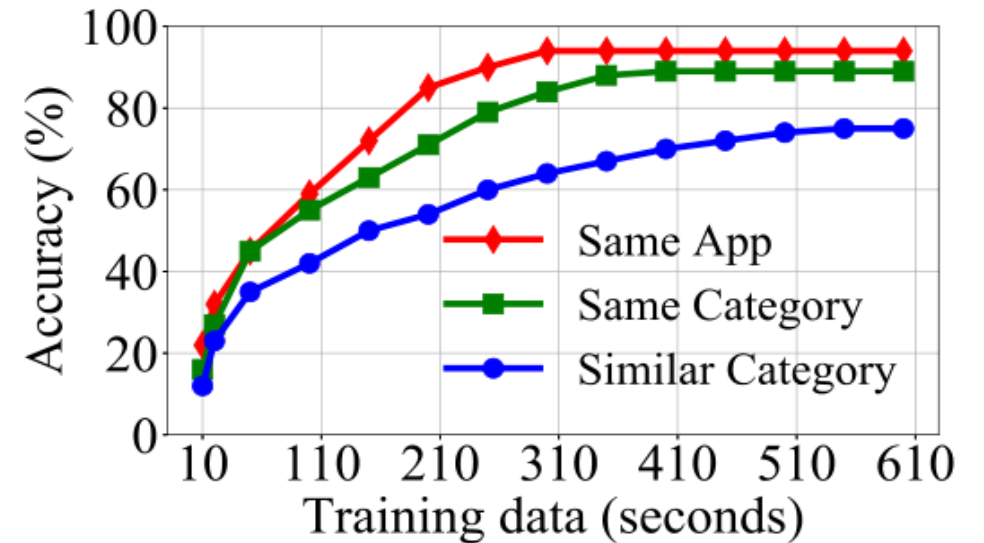
So many unknown/
untrained APPs



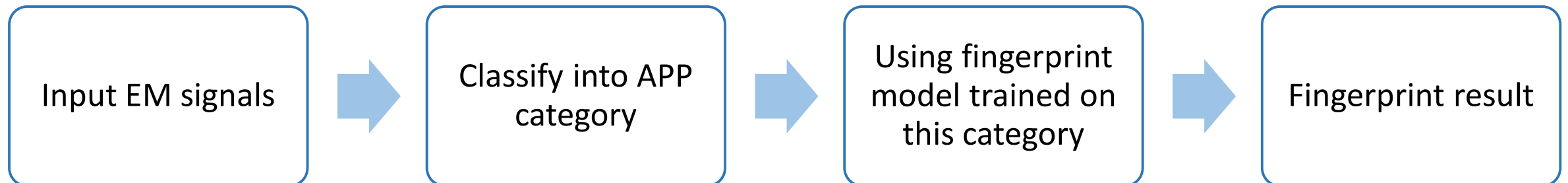
Classify APPs into multiple categories

Frequency of	Typing	Clicking	Moving
Internet	3	5	5
Business	5	5	3
Communication	5	3	3
Game	1	3	5
Multimedia	1	1	1
SNS	3	3	5
System	3	4	3

APP categories classified by interaction behaviors



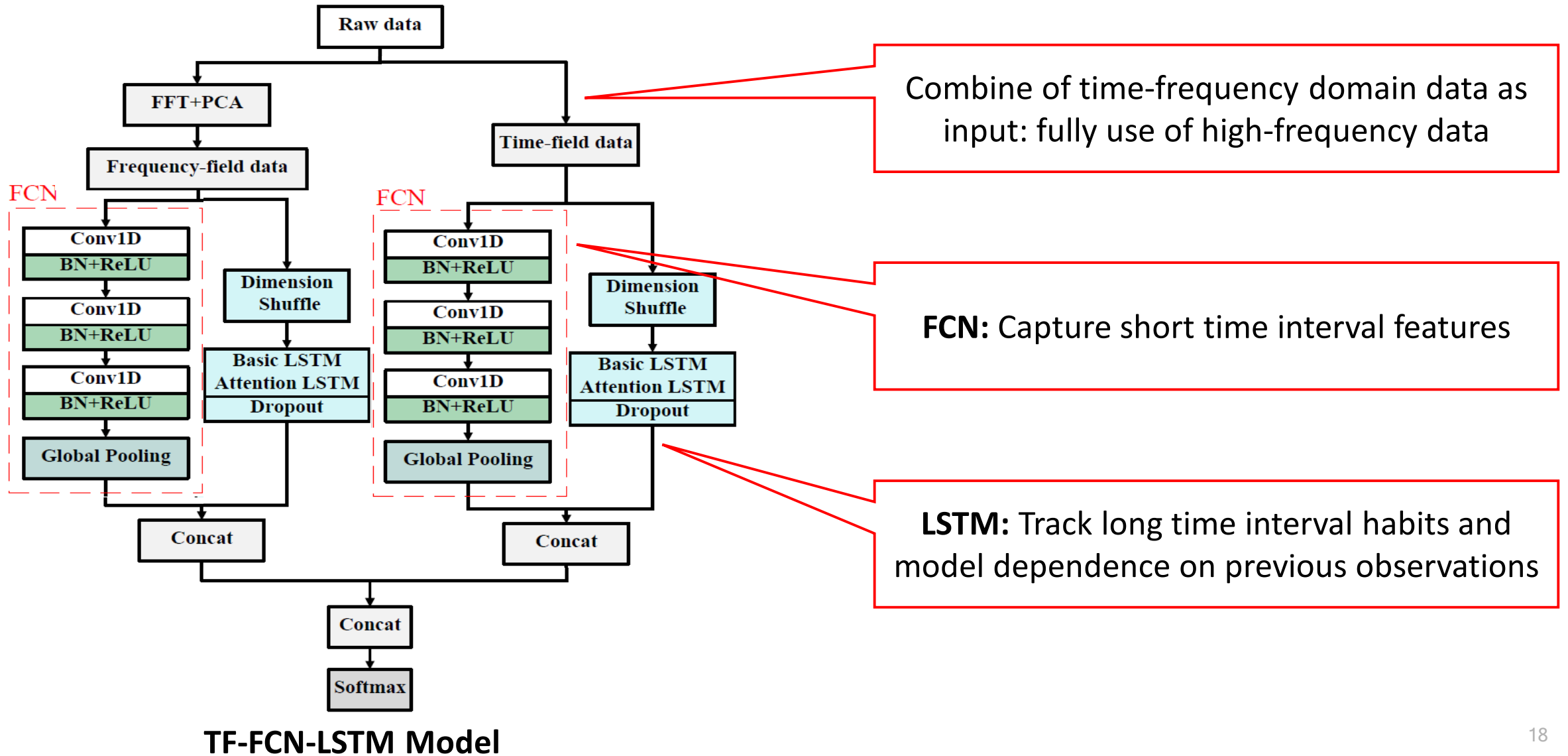
Classify APP into categories can reduce train data needed and remain high accuracy



Challenge III – Users' Habits Tracking

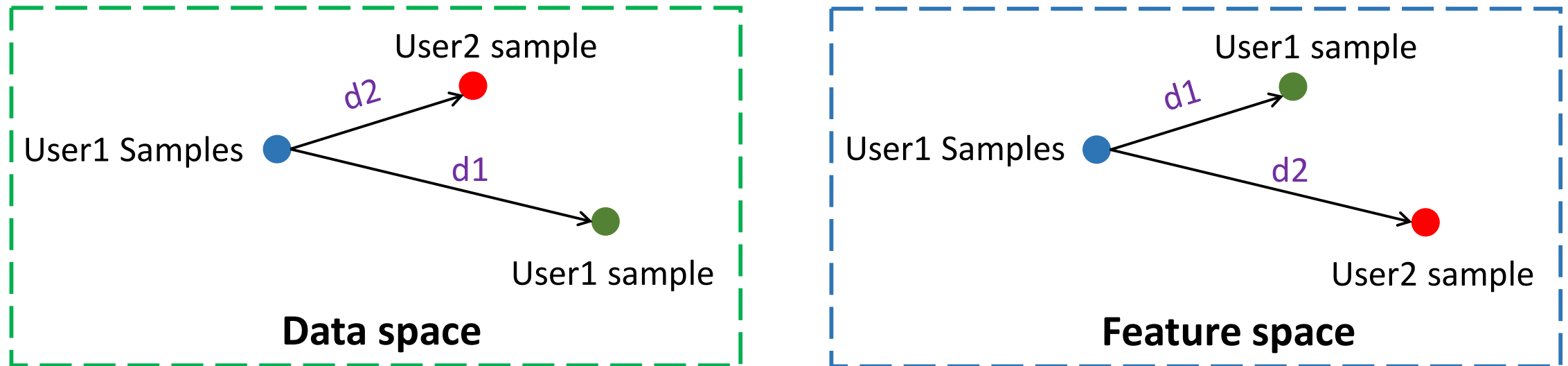
- Mining users' habits from **high-frequency** EM signals.
- Users finish interactions **in short time**, while capturing users' habits need long time range.
- Present users' habits also depends on **previous user interactions**.
- Users' using habits **change over time** or mood, and there are also users with similar habits.

Users' Habits Extraction



Distinguish Similar User Habits

Learning with Triplet
loss function

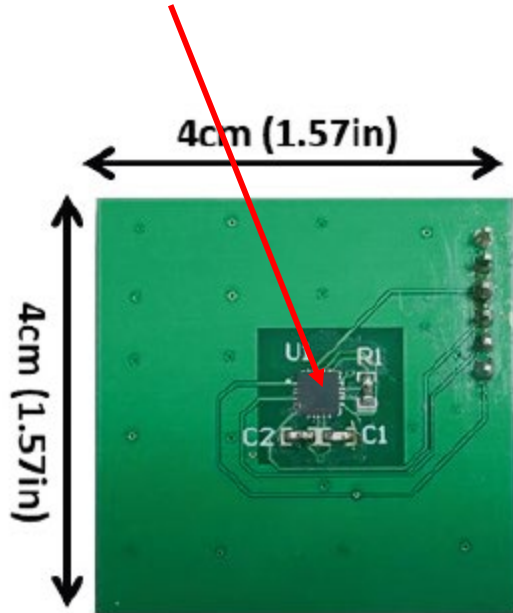


$$d1 + \alpha < d2$$

$$L = \max(d1 + \alpha - d2, 0)$$

Prototype

Magnetic Sensor



Sensor Board



MCU Board

Sensor Chip



Prototype on hand

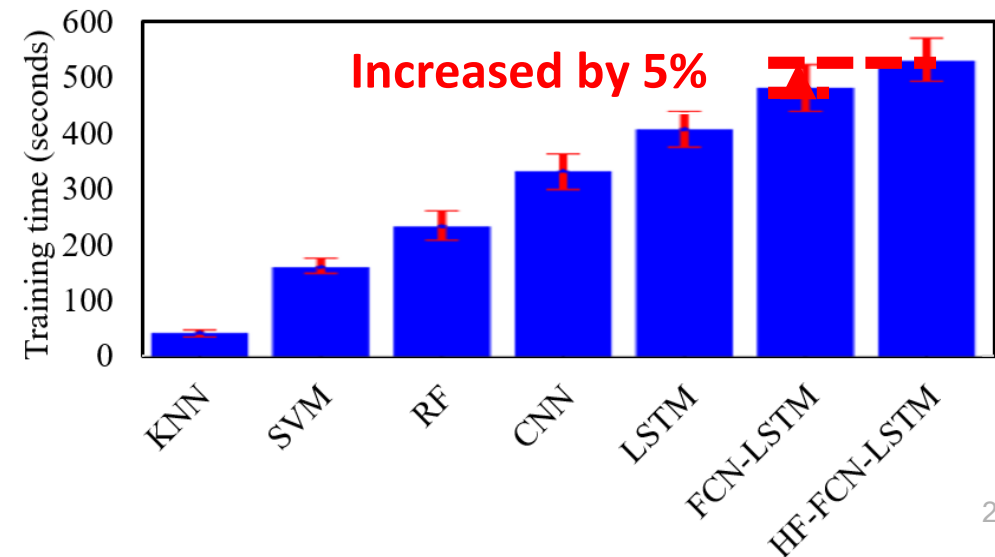
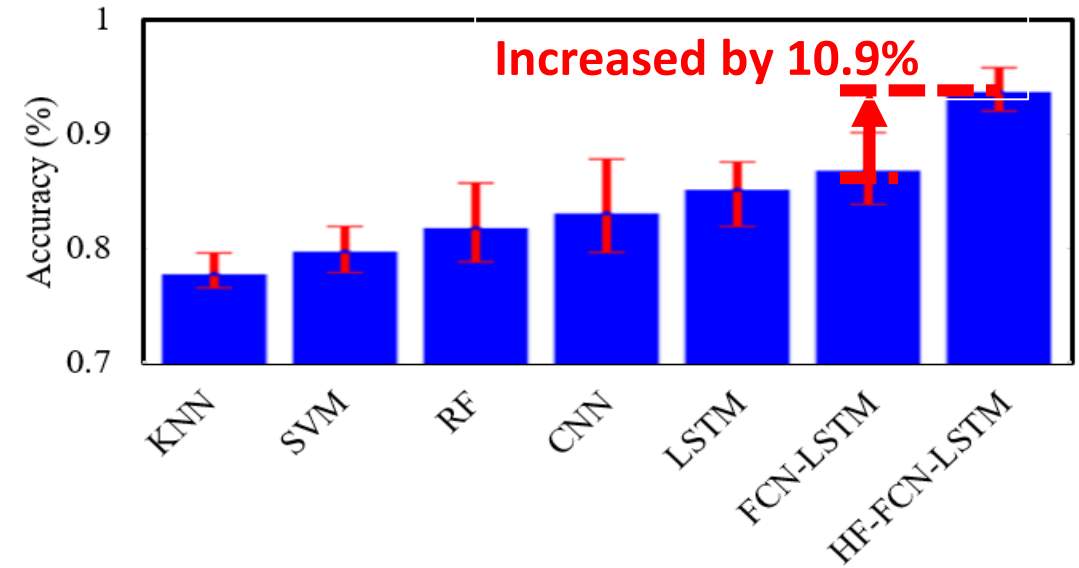
Evaluation

TABLE II: List of 30 Apps collected in the experiments.

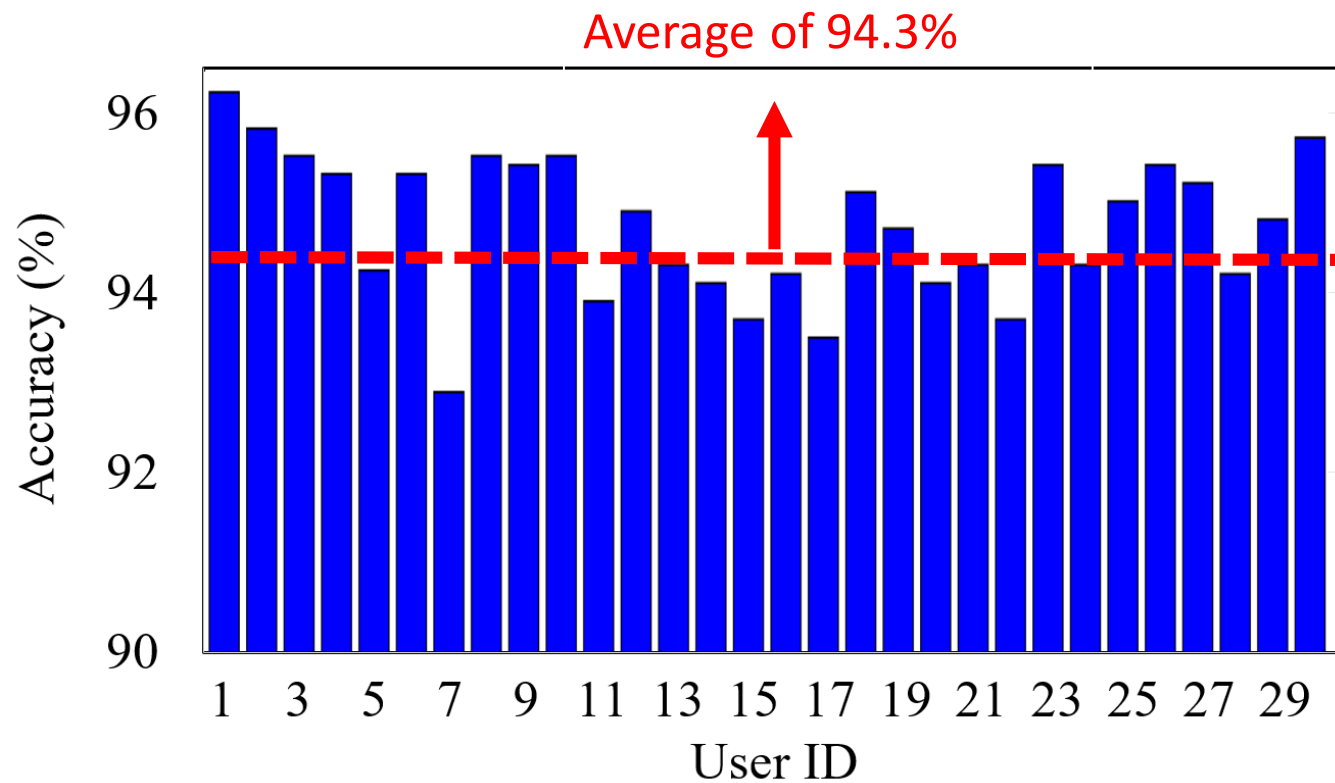
App Category	Apps
Internet	Chrome, Firefox, Internet Explorer, Amazon Shopping, Baidu Cloud Download
Business	Microsoft Word, Excel, Power-point, Microsoft Notepad, Adobe Acrobat XI Pro
Communication	Skype, Tencent WeChat, QQ
Game	Zuma, Candy Crush Saga, Minecraft, Plants vs. Zombies, Agar Online
Multi Media	Youtube, Tencent Video, Aqiyi Video, Potplayer, NetEase cloud Music, Windows Media Player
SNS	Gmail, Github, Twitter
System	System Player, System Camera, System 3-D Plot

TABLE III: List of 10 devices collected in the experiments.

Model	OS versions	CPU Speed(GHZ)
MacBook Air MQD32CH/A	MacOS 10.13	1.7
MacBook Pro MMGM2CH/A	MacOS 10.13	2.8
Hp ENVY14-J102TX	Windows 10	1.6
Hp 15-be101TX	Windows 10	2.5
Lenovo T440	Windows 10	2.4
ASUS Vivobook 4000	Windows 10	2.4
ASUS FX-PRO	Windows 8	2.4
Samsung 800G5M-X08	Windows 8	2.5
Dell Ins-15PD-7745BR	Ubuntu 17.10	2.3
Acer SF314-52-59TW	Ubuntu 17.10	2.5



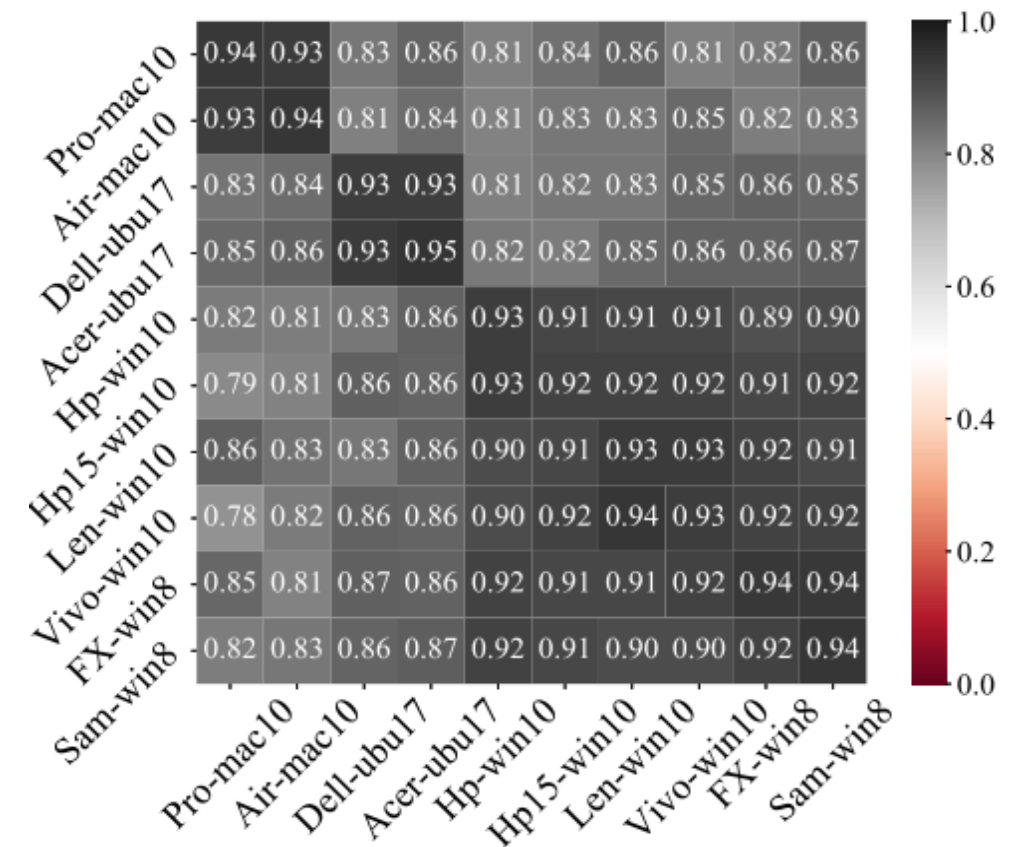
Evaluation



Accuracy across users

Same OS: 92.0%

Across OS: 83.7%



Leave-one-device-out cross validation

Conclusion and Feature Work

Conclusion

- Propose a novel continuous user fingerprinting method
- Deep learning based user interaction habits tracking
- Easy-to-deploy prototype

Future work

- Expand training set, improve accuracy and robustness
- New scenarios such as energy saving and privacy protection



Thank you !