

Effectively Learning Moiré QR Code Decryption from Simulated Data

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UNIVERSITY



SIMON FRASER
UNIVERSITY



Berkeley
UNIVERSITY OF CALIFORNIA

QR Code



Q

R

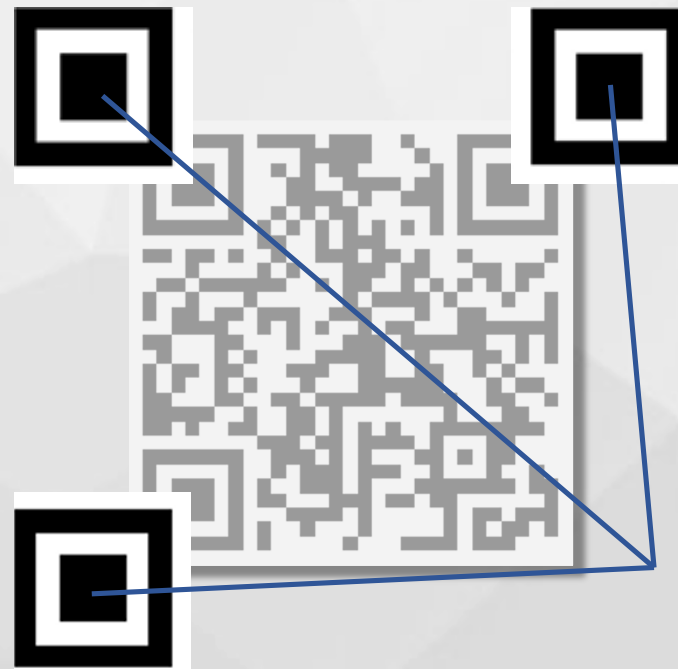
Code



Quick Response Code



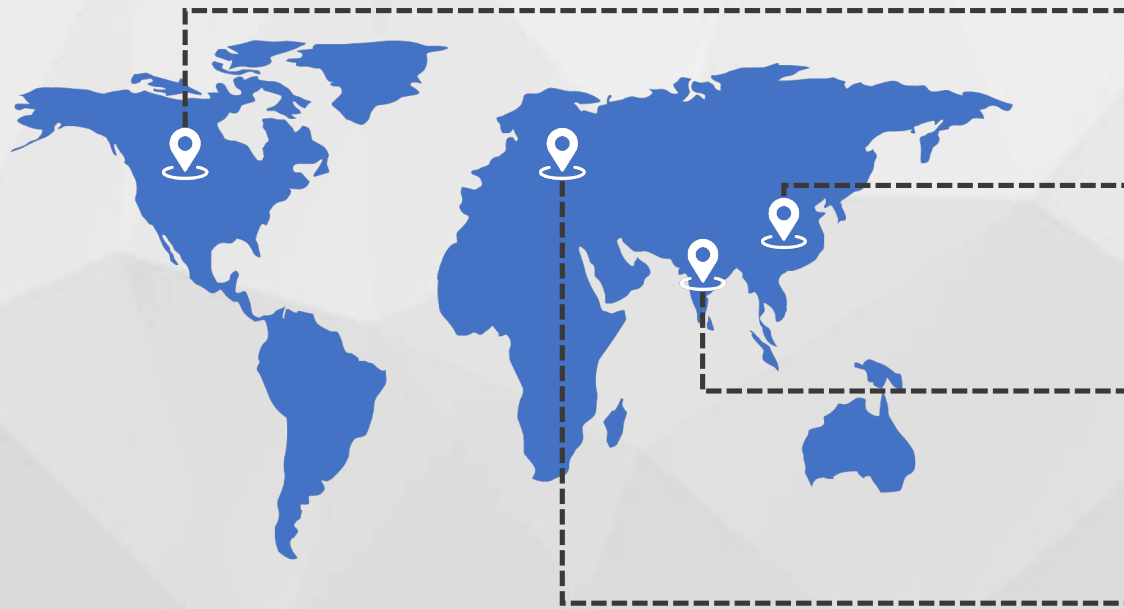




**Position
Markers**







In 2021, 75.8 million users in the US scanned a QR Code on their mobile.

The QR Codes payments now account for over 90% of China's mobile payments.

As of October 2021, the usage of the Bharat QR Code grew above 4.5 million in India.

75% of consumers have scanned a QR Code on FMCG products.



QR Code has becoming popular!

QR Code has becoming popular!



Payment



Advertisements



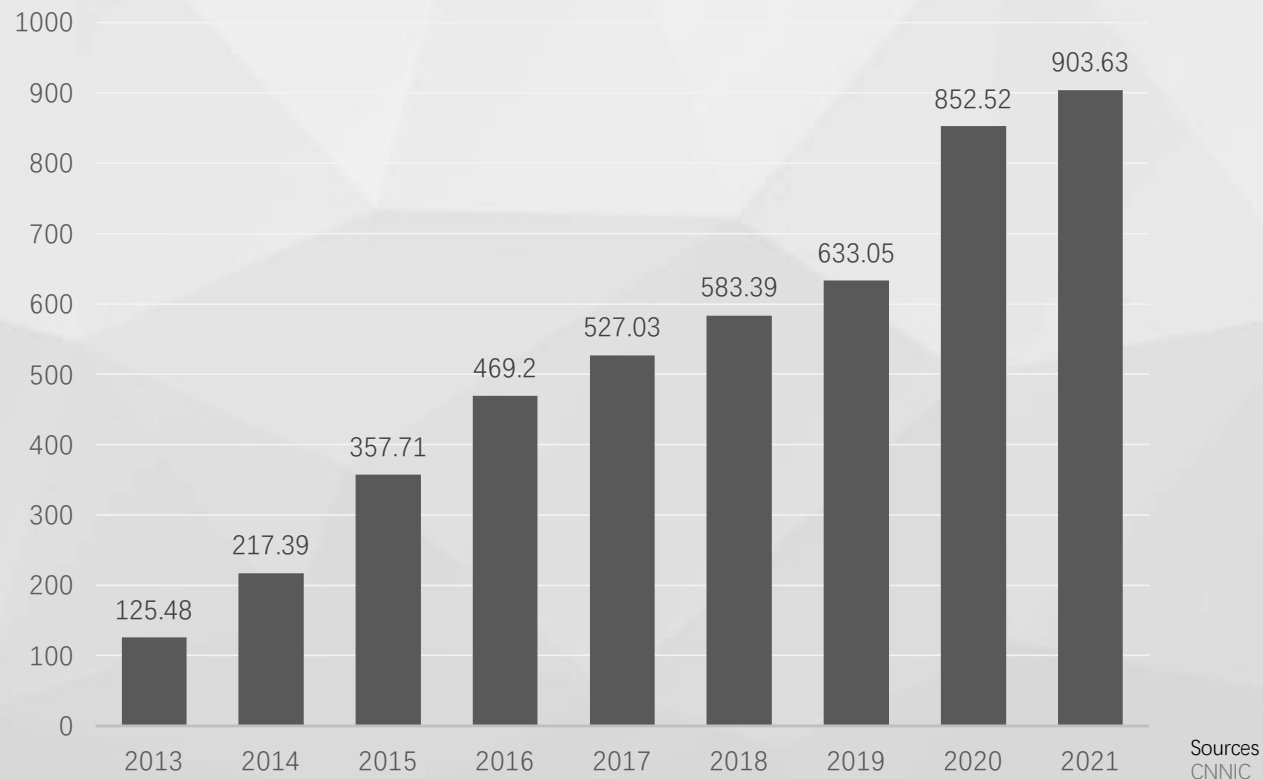
Social E-cards



Cashier

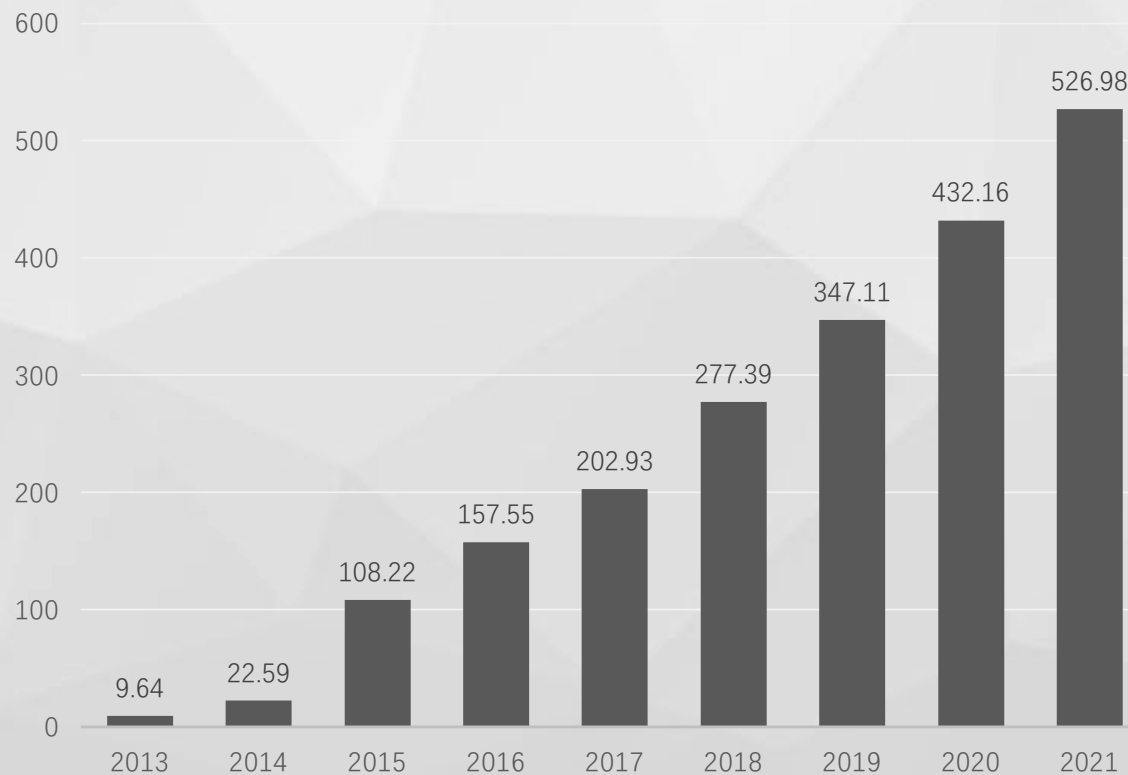
Growing up for Mobile Payments

How Many People in China Use Mobile Payments (million)



Growing up for Mobile Payments

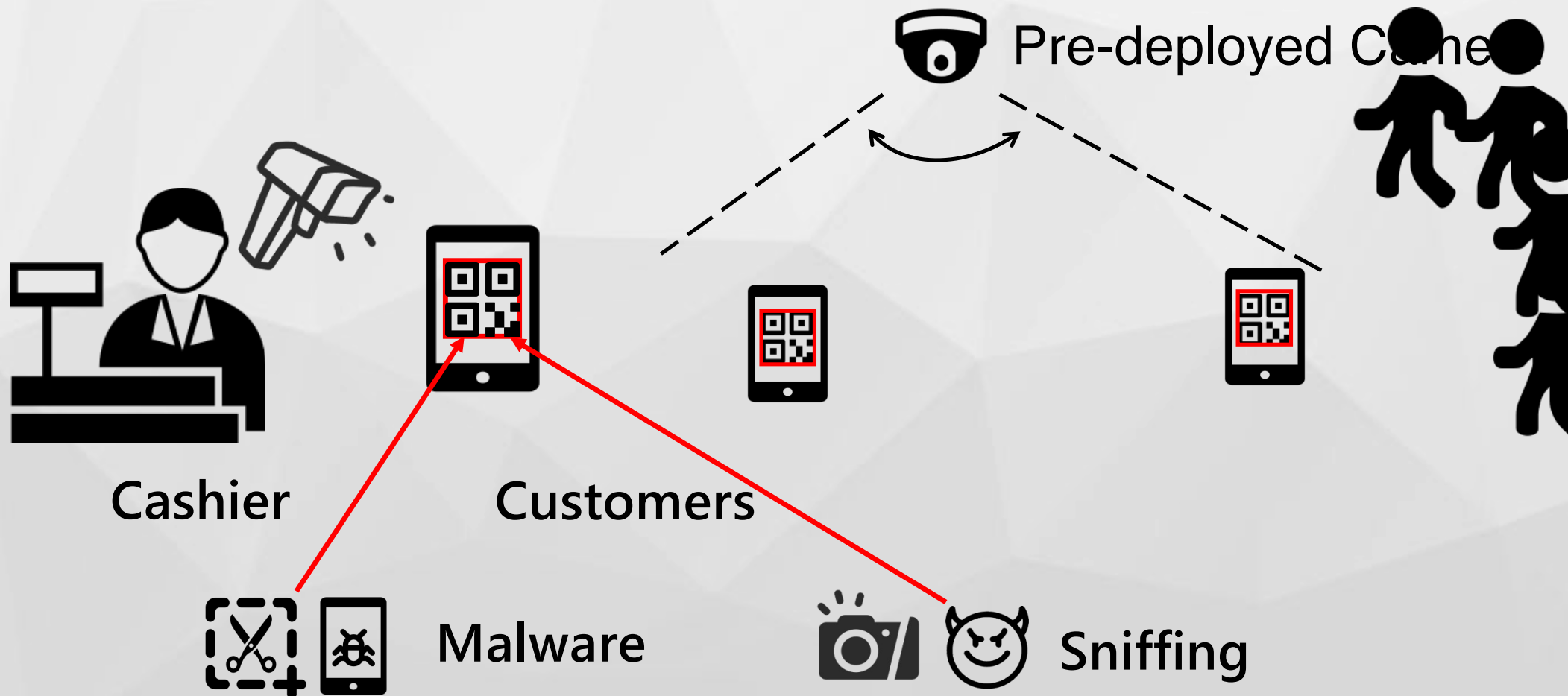
The growth of Mobile Payment by Value in China (Trillion yuan)



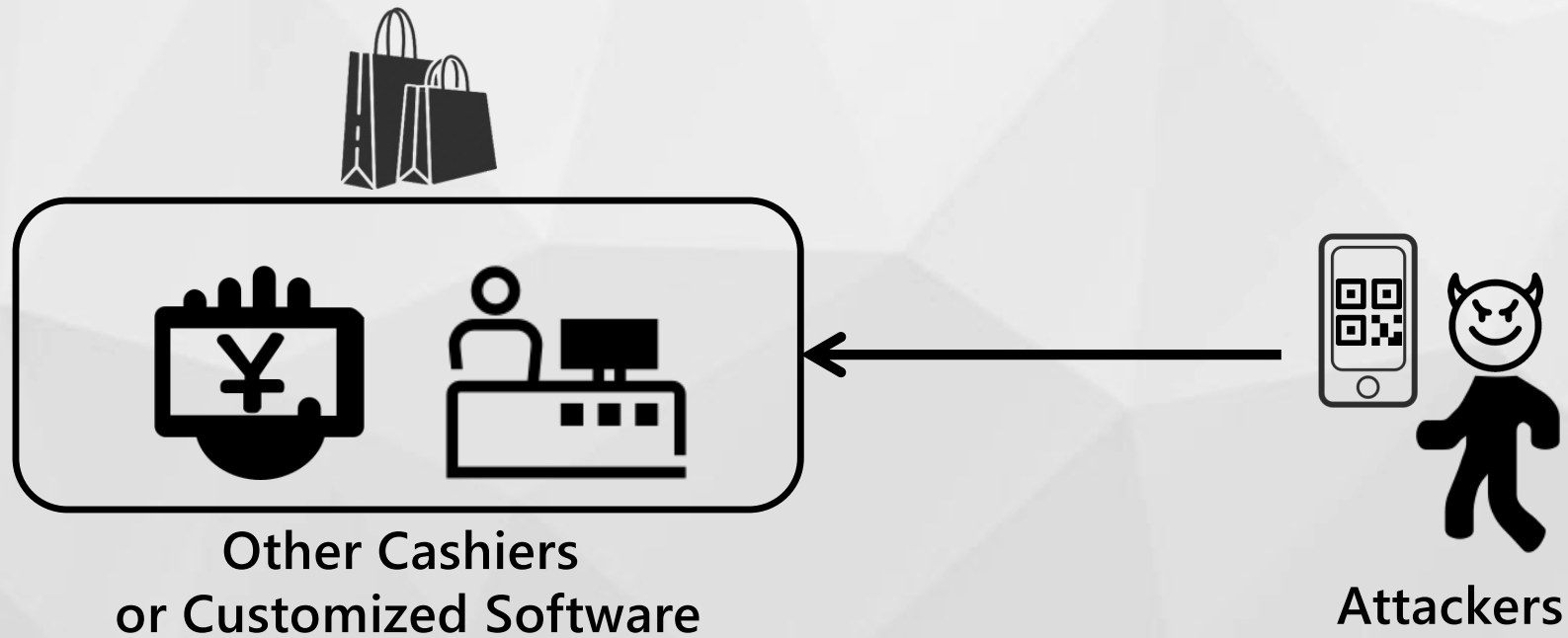
Sources
State Administration of Foreign Exchange;
People's Bank of China

However
QR code is insecure...

Replay Attack in a Mobile Payment Scenario



Replay Attack in a Mobile Payment Scenario



Why are QR codes vulnerable to replay attacks?



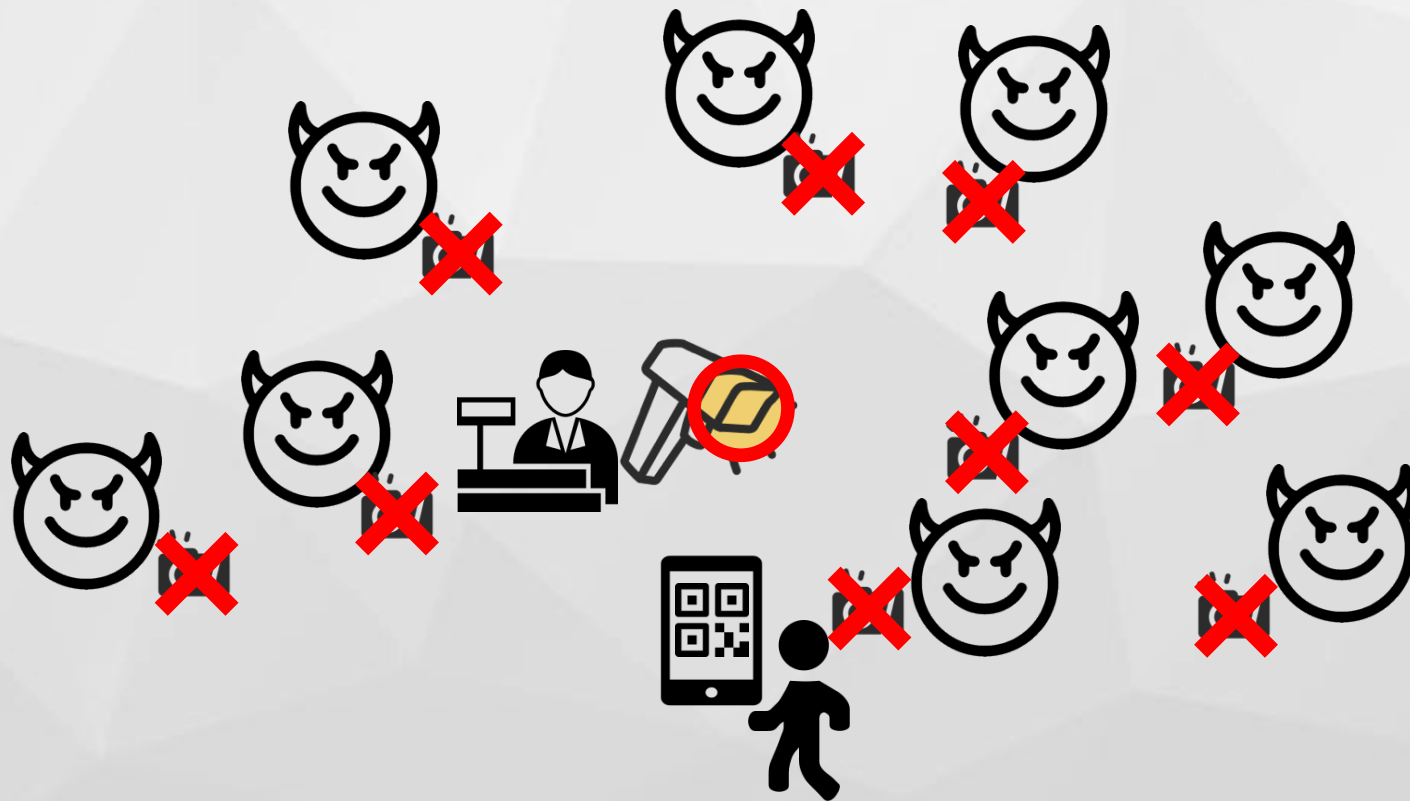
- ❑ It is a visible light communication
- ❑ It is a one-way communication



Related work: Add hardware info to realize authentication



Can we add the security of the screen-camera channel?



Reduce reception range

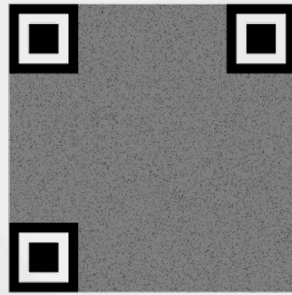


Nonlinearity of Spatial Frequency in Light !

Solutions: Moiré QR Code



QR code



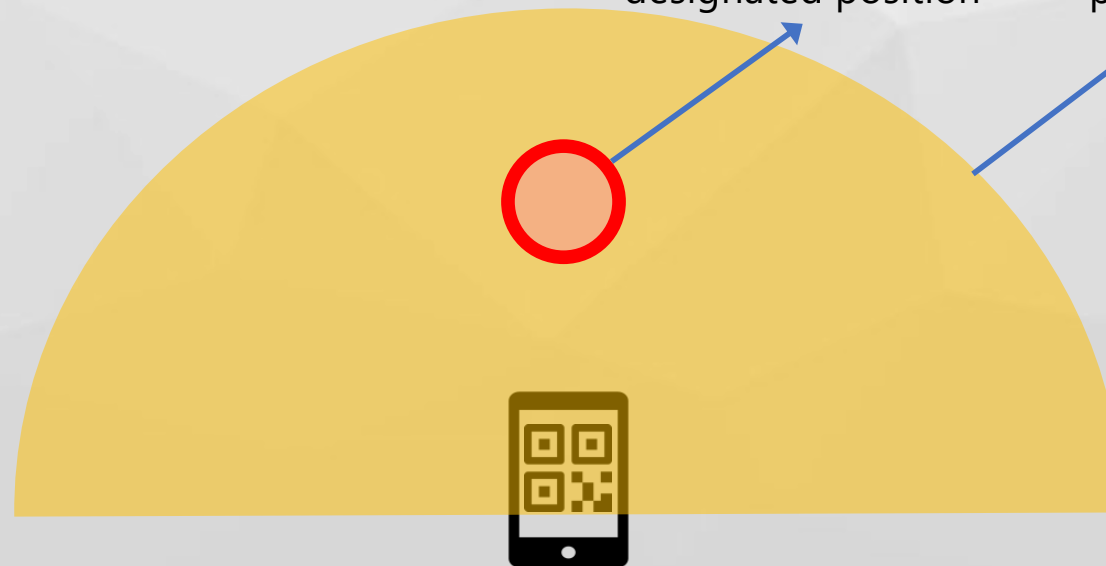
Moiré QR Code



Photographs
taken at the
designated position

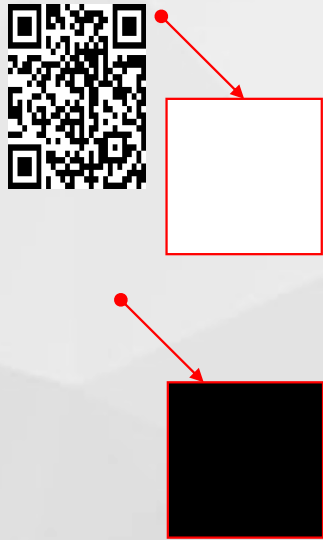


Photographs
taken at other
positions

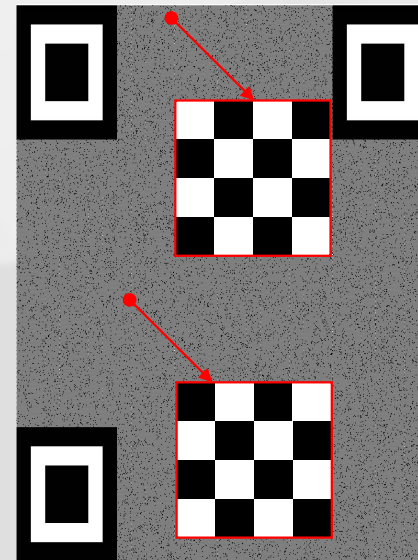


- Moiré-visible Area
- Out of Moiré-visible Area

Encryption Scheme of Moiré QR Code

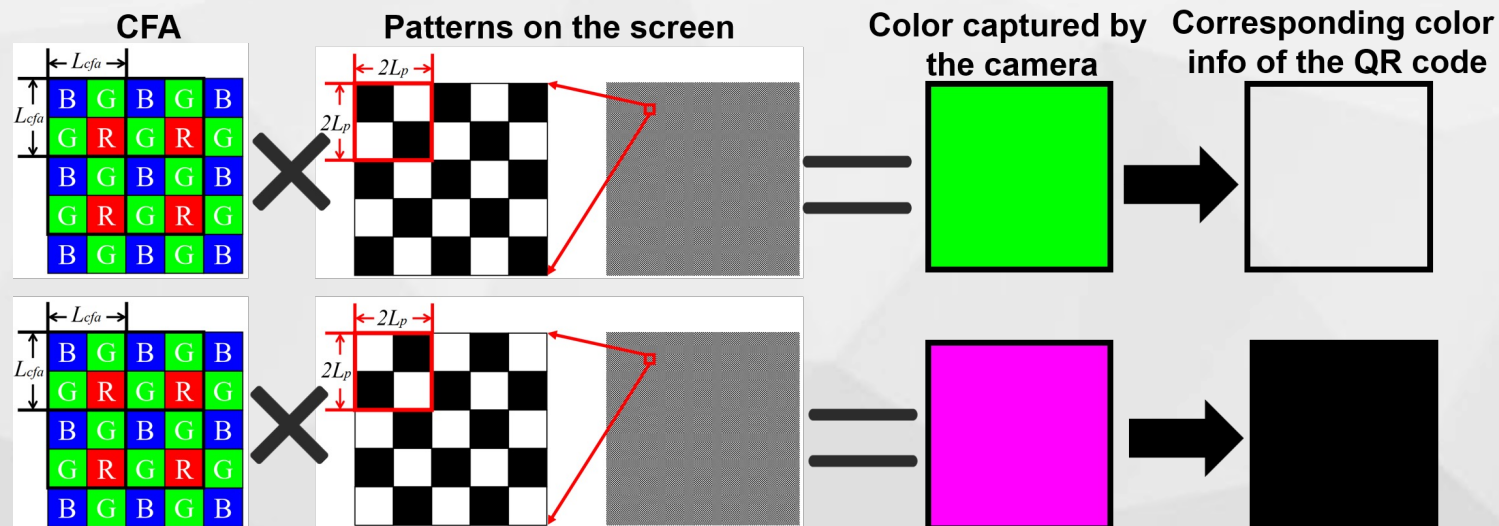


Original QR Code



Encrypted QR Code

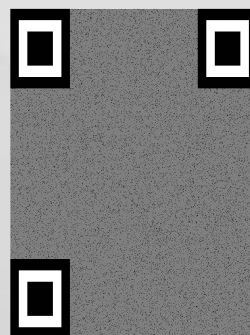
Encryption Scheme of Moiré QR Code



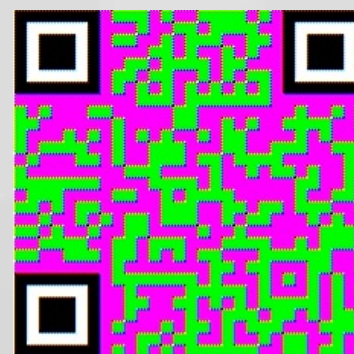
Standard QR Code



Encrypted QR Code

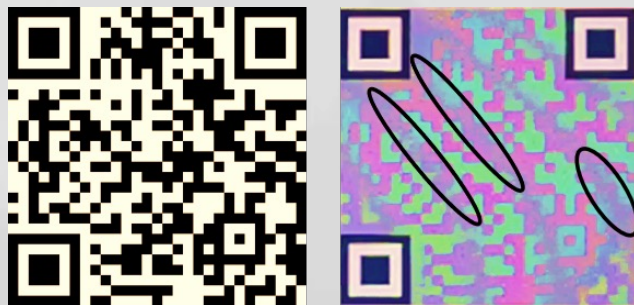
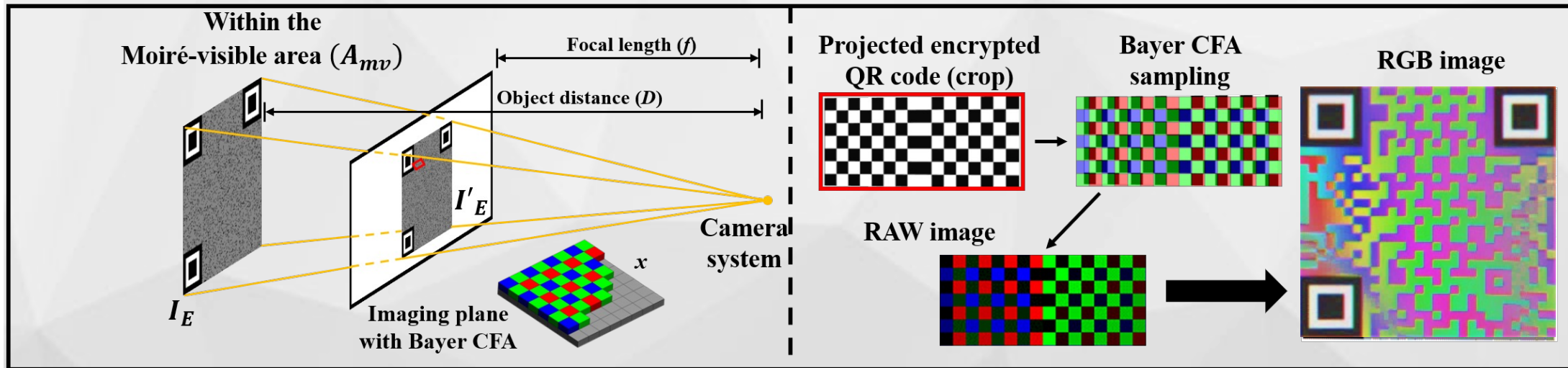


Moiré QR Code



Perfect-match Pose

Blur and Color inversion



Blur phenomenon



Color inversion phenomenon

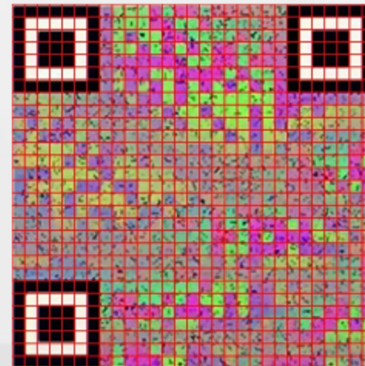
Traditional decryption process



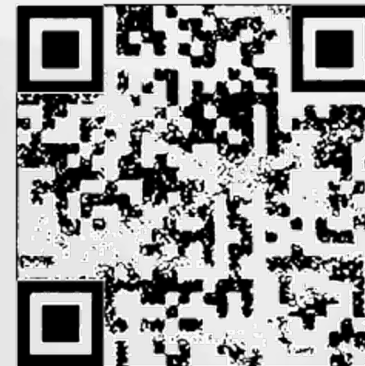
(a) *mQR* code taken by camera



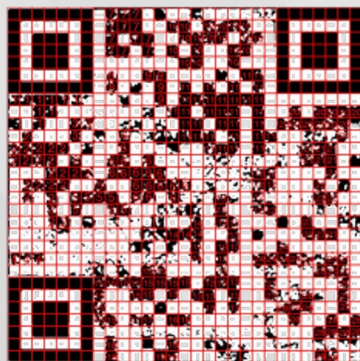
(b) Enhance saturation



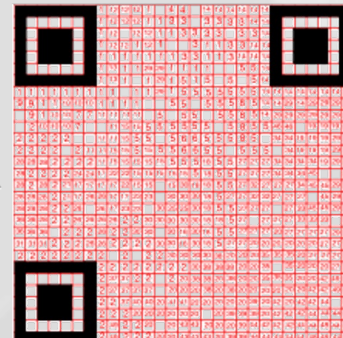
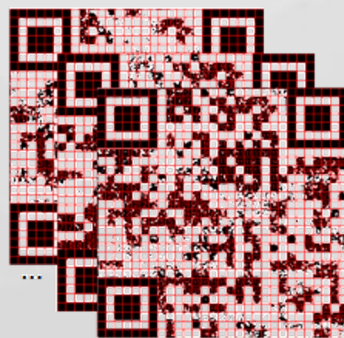
(c) Segment into blocks



(d) Convert into black and white



(e) Label adjacent blocks with the same color



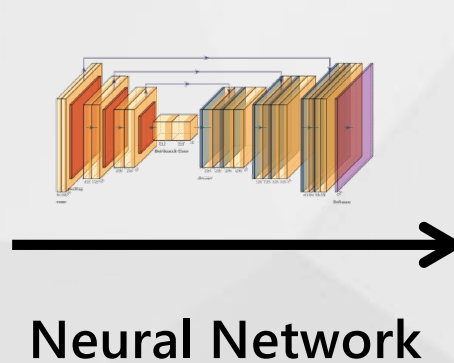
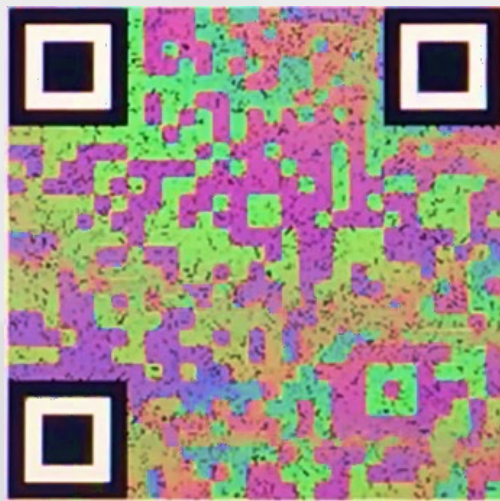
(f) Combine multiple frames



(g) Color blocks with black and white

Computationally complex & Slow (Latency 5.4s)!

New decryption process



Lower
Decryption
Latency

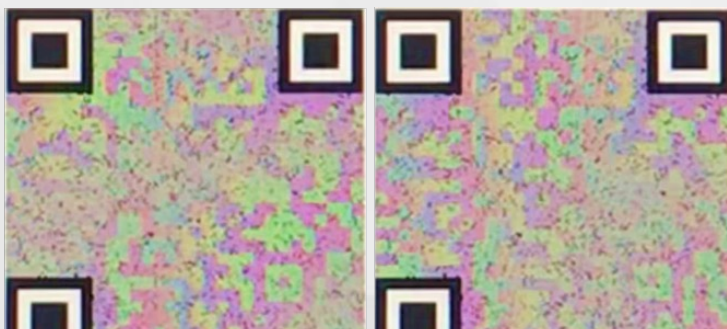
Higher
Decryption
Rate



Challenge: Data collection is high-cost

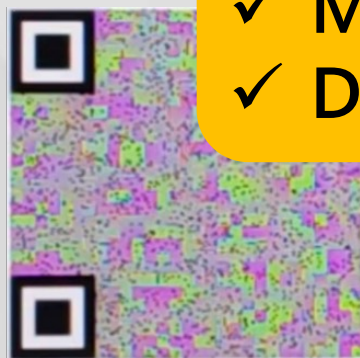


QR c



Our solution:

- ✓ Moiré simulator to solve position sensitivity
- ✓ Data augmentation to solve device diversity

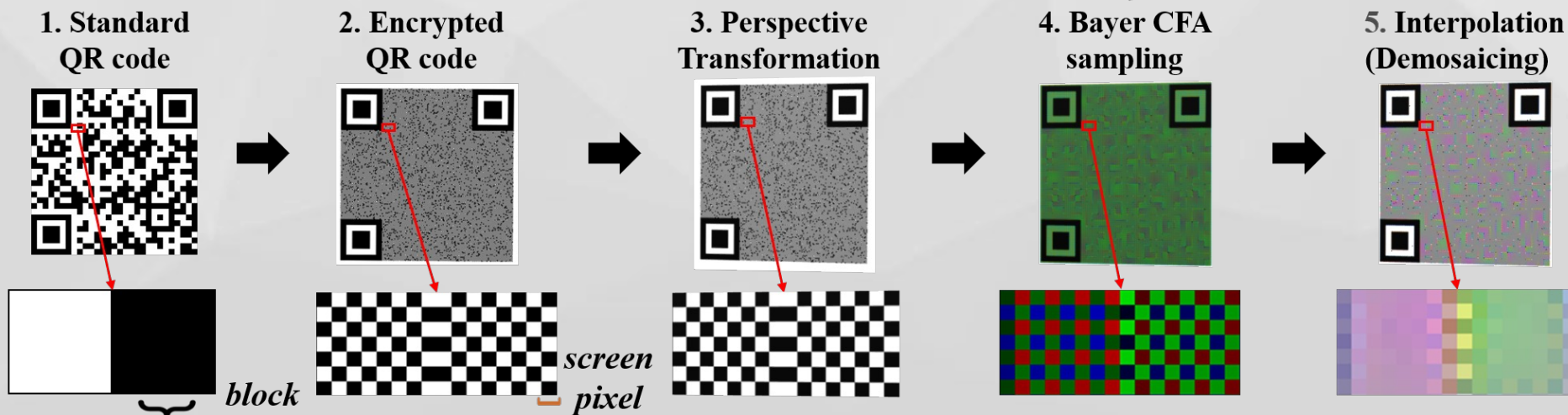
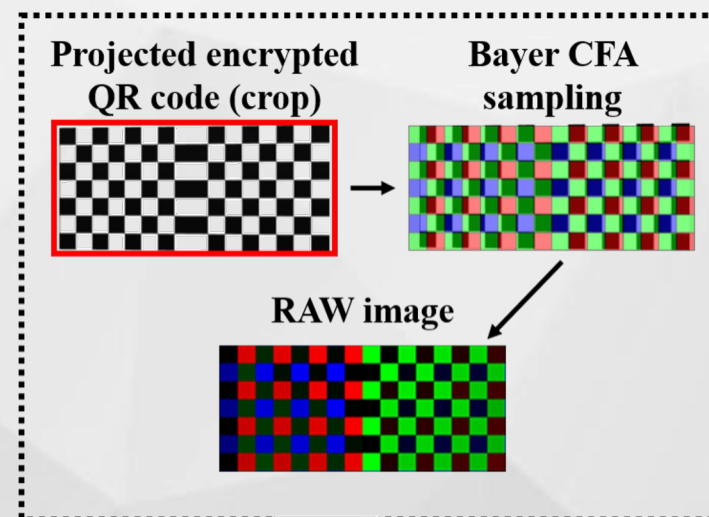
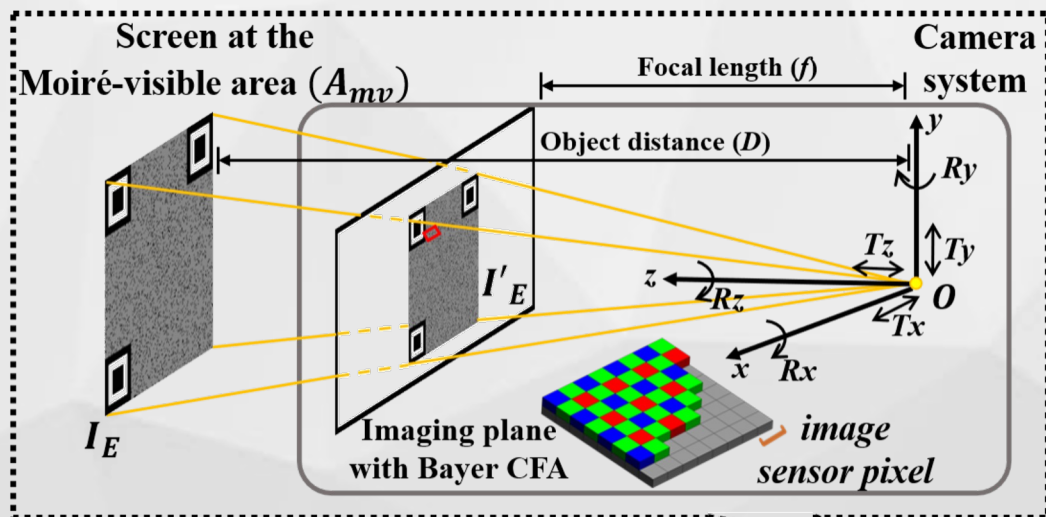


screen 1/position 1 screen 2/position 1

screen
camera and screen

Device diversity: camera
and screen

Moiré Simulator



Data Augmentation

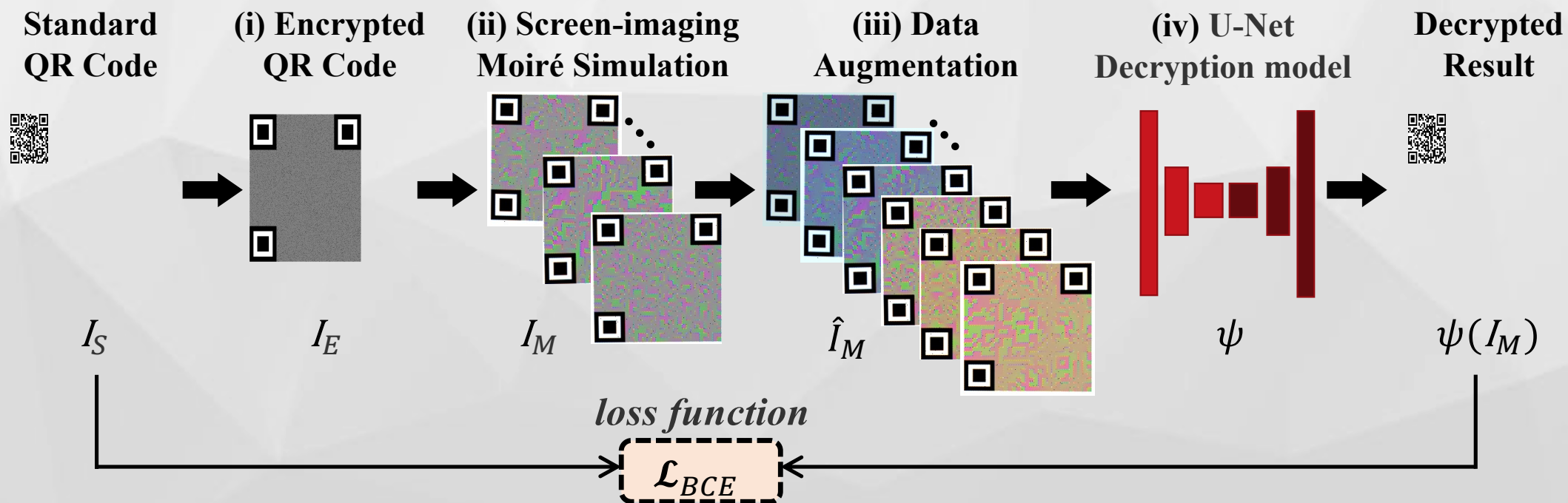
➤ Saturation

➤ Brightness and contrast

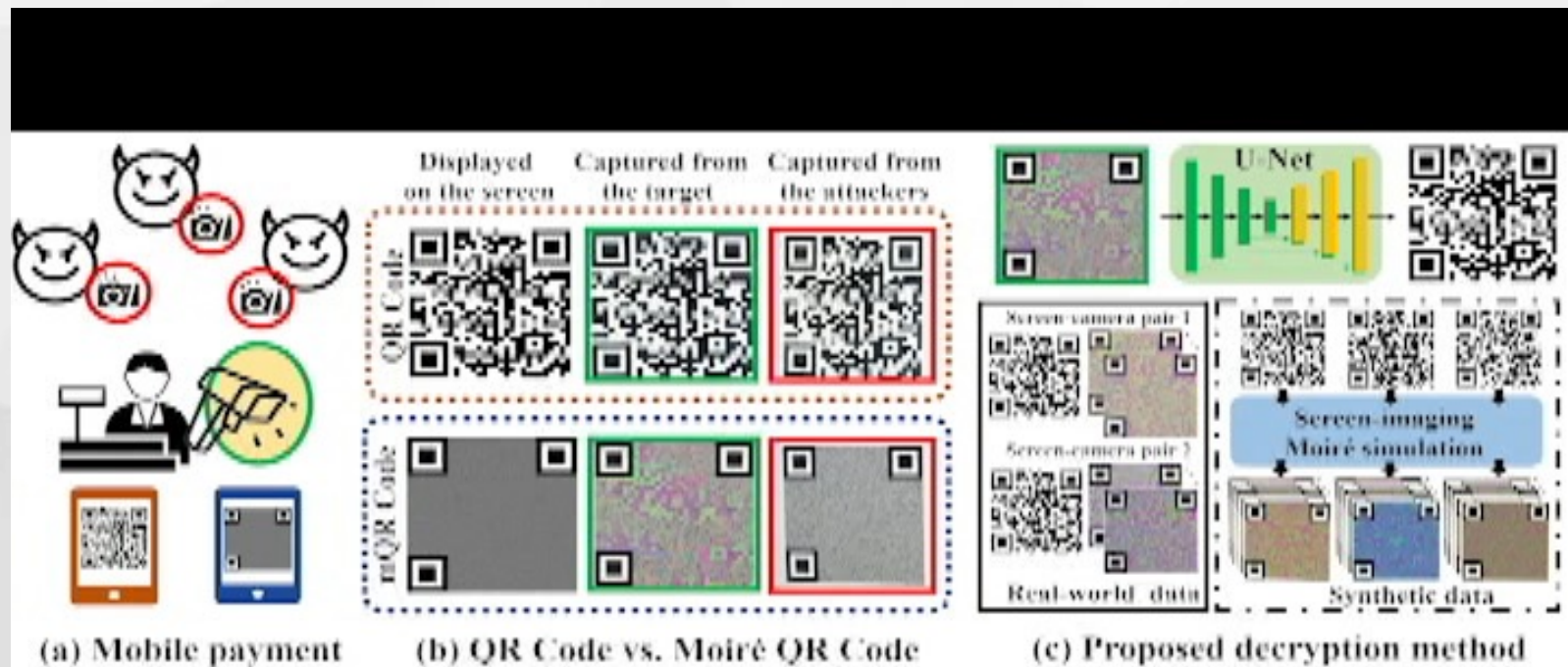
➤ Color temperature



The Training Process of Decryption Model



Demo



Supplementary Demo Video

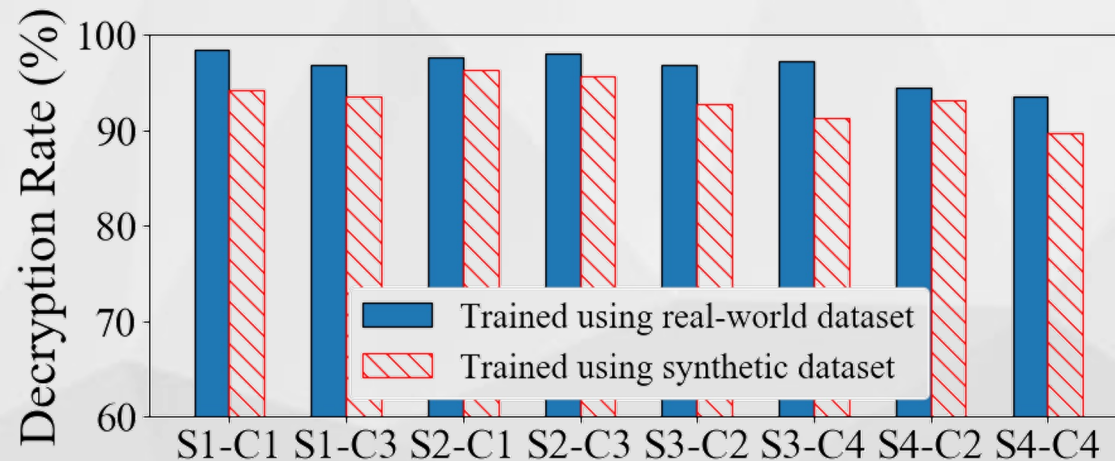
Performance Evaluation

- Experiment Setup and Metrics:

- We randomly generate 1000 original QR code images with version from 1 to 5.
- For **Synthetic Dataset**, 800 original QR code images are used to simulate the Moiré QR code images.
- For **Real-world Dataset**, 200 original QR code images are encrypted, displayed on the different digital screens and captured by different cameras.

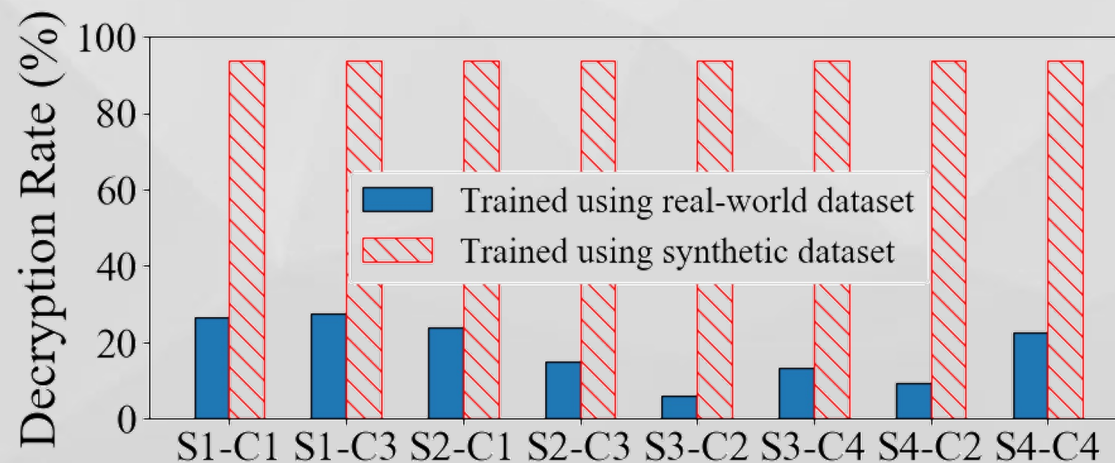
- Decryption Rate =
$$\frac{\text{Number of QR codes } \textit{successfully} \text{ decrypted}}{\text{Number of } \textit{all} \text{ the test QR codes}}$$

Performance Evaluation - Real-world vs. Moiré Simulation



Test with the real-world dataset collected in the limited screen-camera relative poses.

$$\text{synthetic} \approx \text{real} - \text{world}$$

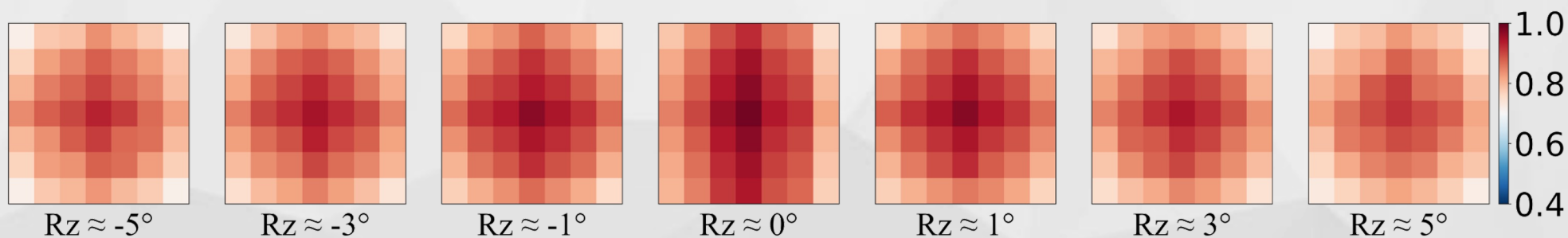


Test with the real-world dataset collected in the entire Moiré-visible area.

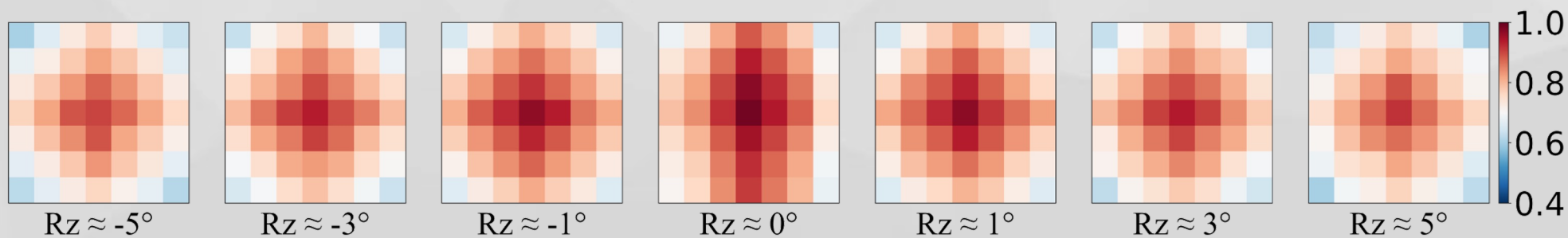
$$\text{synthetic} > \text{real} - \text{world}$$

Deep Learning Based vs. Traditional Multi-frame

The decryption rate of deep learning based decryption method for different angle offset.

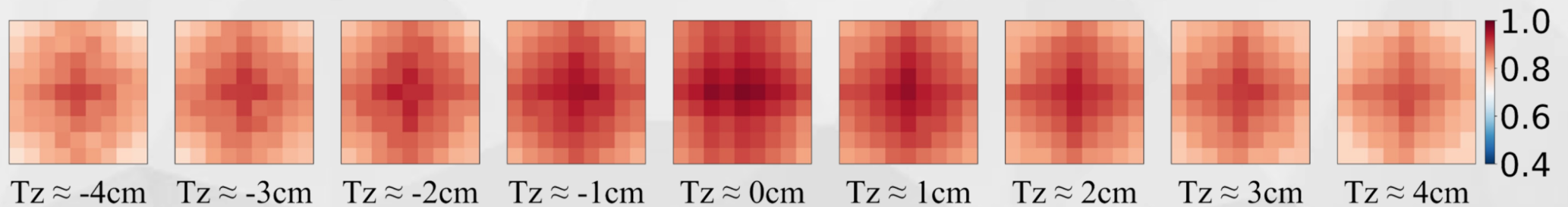


The decryption rate of traditional multi-frame decryption method for different angle offset.

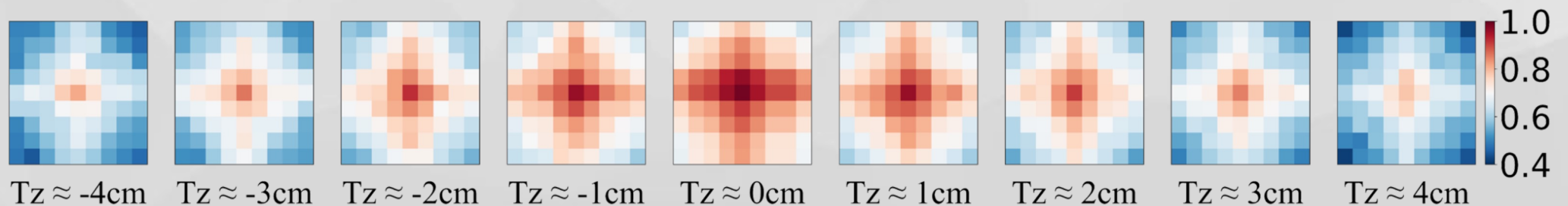


Deep Learning Based vs. Traditional Multi-frame

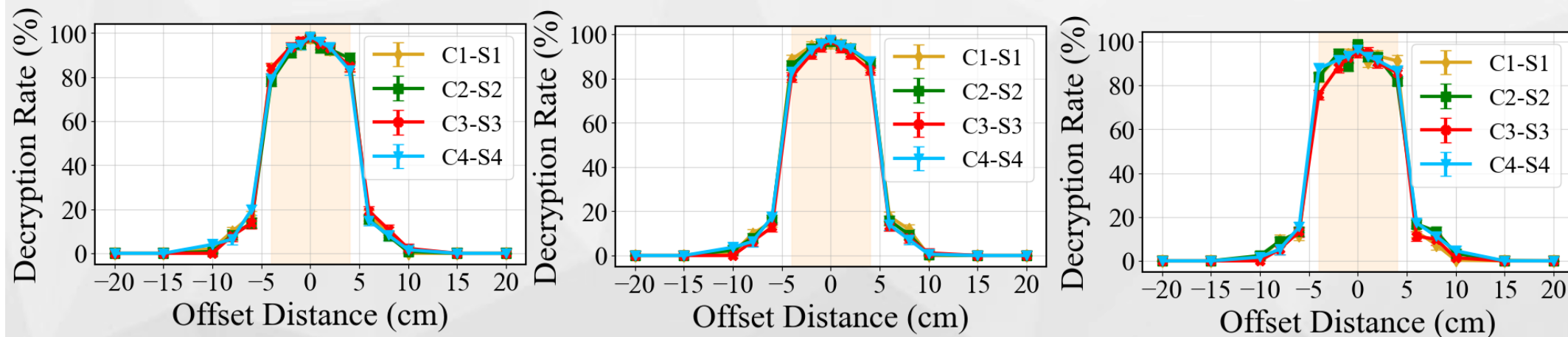
The decryption rate of deep learning based decryption method for different distance offset.



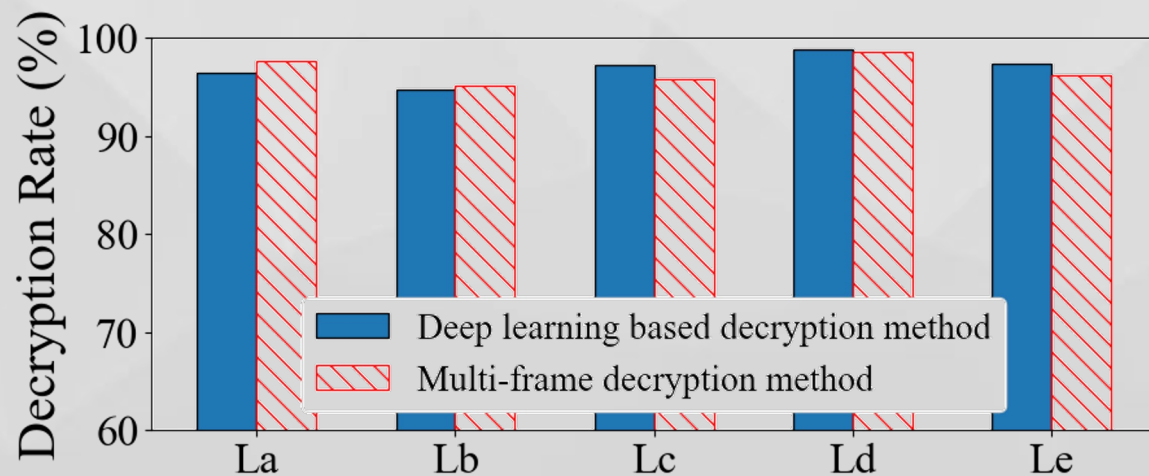
The decryption rate of traditional multi-frame decryption method for different distance offset.



Secure Scanning Range & Impact of Environment/Ambient



With high decryption rate in Moiré-visible Area and extremely low decryption rate out of the Moiré-visible Area, the Moiré QR code system is still **secure**.



La: Outdoor at 8AM;
Lb: Outdoor at 12AM;
Lc: Outdoor at 11PM;
Ld: Office;
Le: Indoor with all lights off.

Overall comparison

	Traditional Multi-frame	Deep Learning Based
Distance range	$[-2cm, 2cm]$	$[-4cm, 4cm]$
Angle range	$[-4^\circ, 4^\circ]$	$[-6^\circ, 6^\circ]$
Decryption rate	98.6%(11.3 <i>frames</i>)	98.8% (2 <i>frames</i>)
Decryption latency	$5.4 \pm 0.07s$	0.02 $\pm 0.006s$
RAM	27.4MB	224.2MB

Conclusion

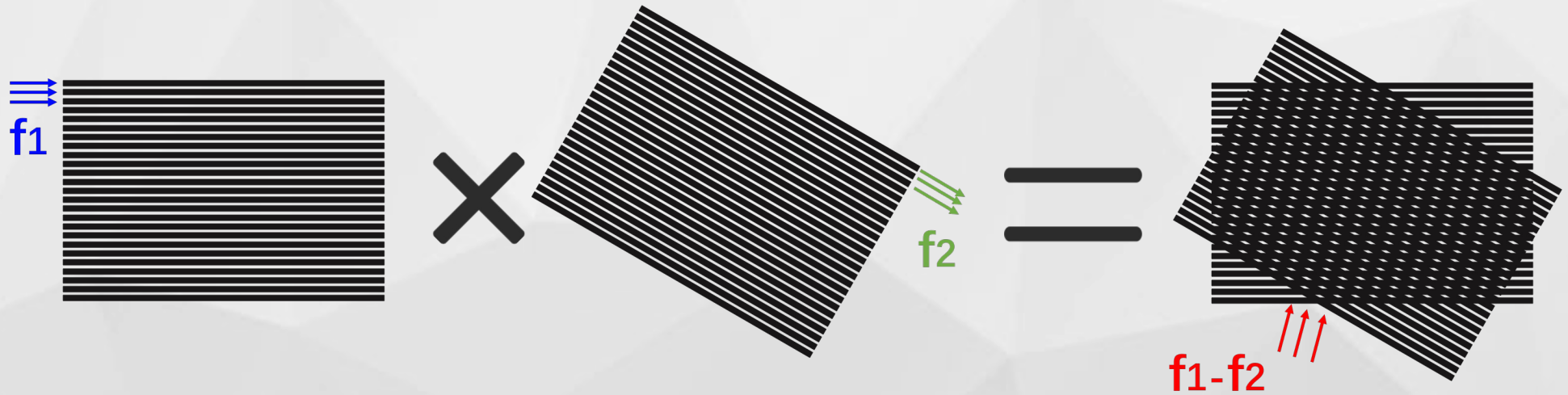
- We propose a deep learning based Moiré QR code decryption method which can **reduce the average decryption latency**.
- We propose a screen-imaging Moiré simulation methodology that approximates the “physical transmission”, and synthesize Moiré QR code images to **improve the robustness** of the training dataset.
- We conduct extensive experiments to verify the **effectiveness** of the screen-imaging Moiré simulation.



Thanks
For Watching!



Encryption Principle

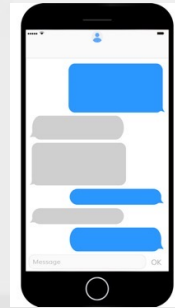


$$\begin{aligned} m &= m_1 \times m_2 \\ &= (a_1 + b_1 \cos 2\pi f_1 t) \times (a_2 + b_2 \cos 2\pi f_2 t) \\ &= a_1 a_2 + a_2 b_1 \cos 2\pi f_1 t + a_1 b_2 \cos 2\pi f_2 t + \\ &\quad b_1 b_2 \cos 2\pi (f_1 + f_2) t + b_1 b_2 \cos 2\pi (f_1 - f_2) t \end{aligned}$$

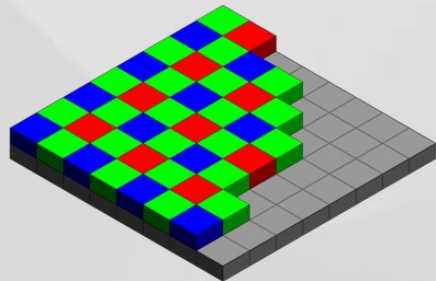
Encryption Principle



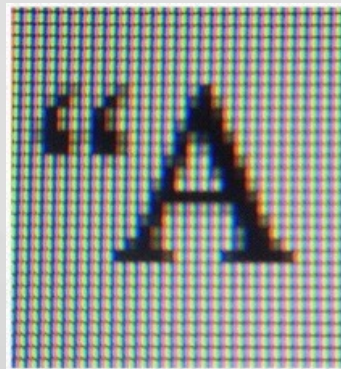
Camera



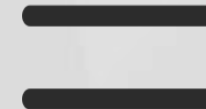
Display



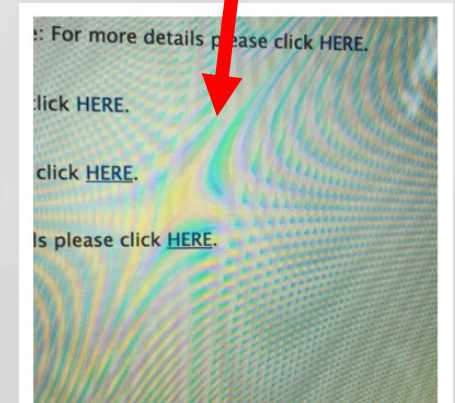
Color Filter Array



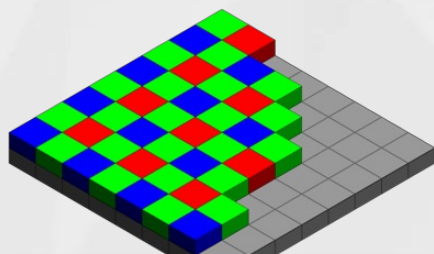
Pixel Array



Low-frequency Colorful
Noise Patterns

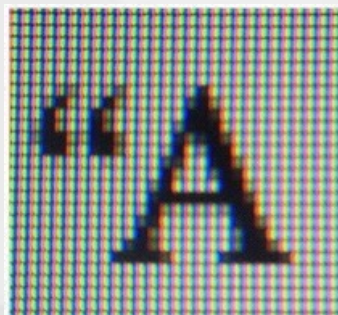


Encryption Principle



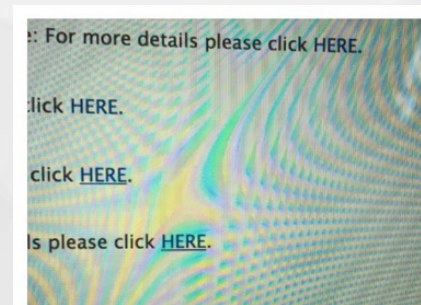
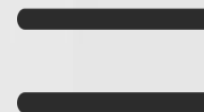
Known

$m_1(x, y)$



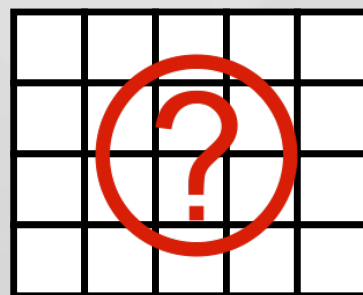
Computed

$m_2(x, y)$



Known

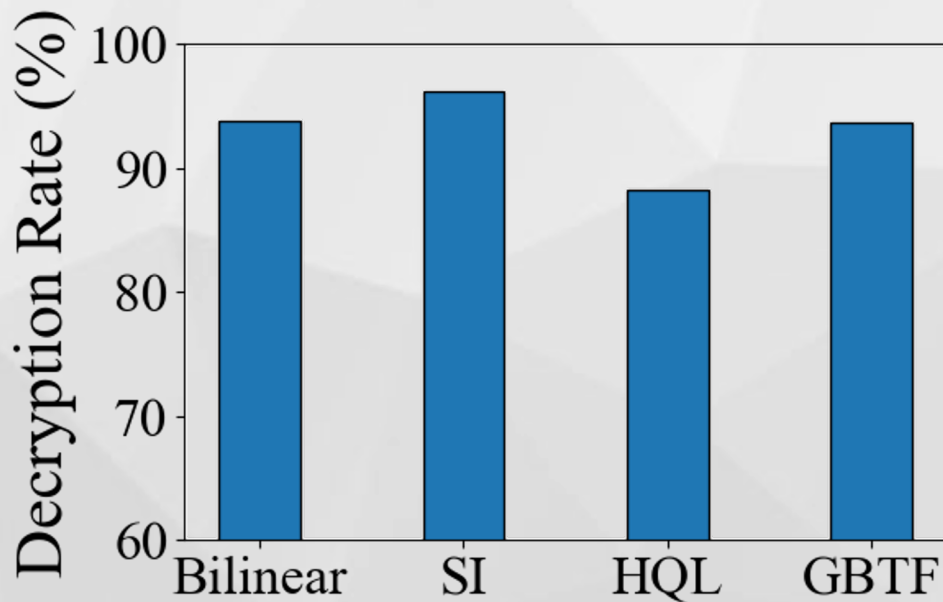
$m_3(x, y) =$
 $m_1(x, y) \times m_2(x, y)$



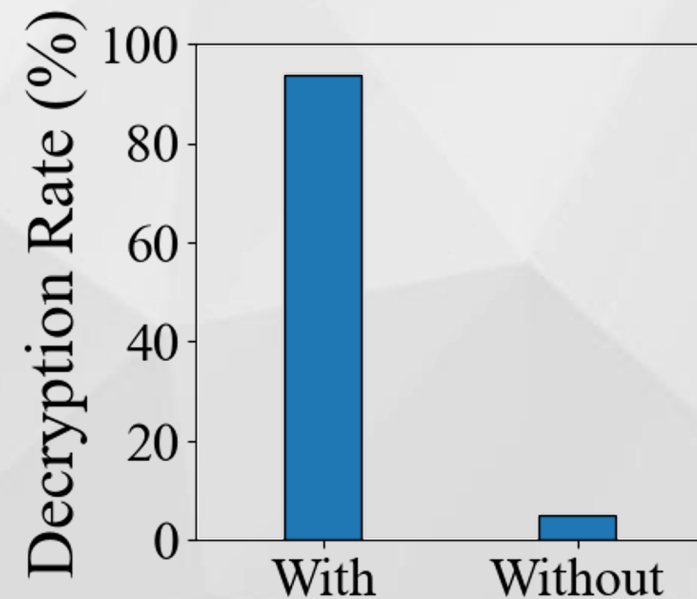
mQR Code



Evaluation: Interpolation algorithm & Data Augmentation



All interpolation algorithms provide a **satisfactory** decryption performance.



The data augmentation module is indeed an **essential** part of the simulator.