

Traffic Analysis on Google Maps with GMaps-Trafficker

Abstract

This paper describes a high-level approach to identifying which geographical coordinates a user sees on Google Maps when utilizing an SSL-encrypted channel.

Overview

Provided you have built the correct profile, the GMaps-Trafficker tool allows you to identify which geographical coordinates a user is looking at on Google Maps even though the user is accessing Google Maps over SSL.

This proof-of-concept tool was developed in response to explaining SSL traffic analysis to several IOActive customers. Although many papers have been published in the last decade on this topic—written by reputable research outlets including Microsoft Research—there hasn't been much to show in the realm of usable, real-world tools and/or source code. To meet this need and to more clearly illustrate the issue to IOActive's customers, this proof of concept tool was developed.

It features a simple library built on `libpcap` and `libnids`. On top of this library, the tool itself has the ability to perform traffic analysis of Google Maps sessions running over an HTTPS connection. Please note, the code is rough around the edges and will be released in a month or two; so, if you're interested please contact Vincent Berg at vberg@ioactive.com.

Google Maps Explained

The technical basics of Google Maps in your browser are actually quite simple: there's a window in your browser whose height and width depend on your browser window and, subsequently, your screen size. The Google Maps API loads what are referred to as tiles, as shown in Figure 1.

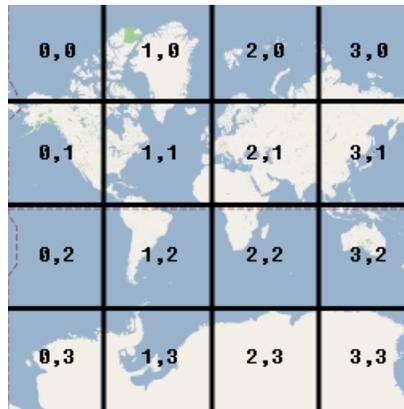


Figure 1

Tiles. Tiles come in many types including satellite, map, and overlay tiles, the last of which show country, city, and street names by loading these transparent PNG tiles over the underlying map tile. The underlying map tile can be either a satellite or a map tile. Our proof-of-concept tool works only with satellite tiles even though there's no particular reason why it could not work on normal map tiles with caveats applied.

Encoding. Encoding applies to the zoom level and the coordinates. Google Maps uses a x,y,z encoding to encode latitude-longitude pairs and zoom levels into x,y,z values, which

refer to one specific location. To load the satellite tile for location (x=1,y=2,z=3), the Google Maps API performs an HTTP request to a URL on something like:

`https://khms0.google.com/blablabla?x=1&y=2&z=3.`

SSL Traffic Analysis

To perform SSL traffic analysis, you must be able to identify corresponding TCP sessions and merge packets (either from an offline PCAP file or live capture sessions) into a correct data stream—this means correct packet reassembly, and GMaps-Trafficker uses `libnids`. Next, you need to parse the SSL structures—for the actual traffic analysis we're not interested in the algorithm handshake at the beginning or at SSL alert messages, we're interested only in the actual `Application Data` containers of the SSL TCP stream, as shown in Figure 2.

```

> Secure Socket Layer
  ▾ TLSv1 Record Layer: Application Data Protocol: http
    Content Type: Application Data (23)
    Version: TLS 1.0 (0x0301)
    Length: 2068
    Encrypted Application Data: 3C8BE1463FCF2599D13676F55096D21376DC043CA034E7BB...
  
```



Figure 2

Based on this, we can infer how much data travels between the browser/client and the server/Google Maps. We have to take into account that SSL might incorporate padding, so it probably will never be a one-to-one mapping, but we are at least able to generate a flow for a specific connection akin to this:

HTTP Request/Response Pairs (in bytes)	
800 – 13891	818 – 23910
820 – 8920	800 – 6533

The response sizes correspond roughly to the PNG image sizes, so now we have to convert these image sizes back to (x,y,z) coordinates. First we need to create a profile that contains a mapping of satellite tile image sized to (x,y,z) coordinates.

Profiling Google Maps

To build the profile, we used the tool `GmapCatcher`¹, an offline maps viewer with support for Google Maps that catches the downloaded data in `$(HOME)/.googlemaps/sat_tiles`. We used the `gmaps-profile` tool to convert all the downloaded images and their respective (x,y,z) coordinates to a simple binary database, which looked something like:

¹ <http://code.google.com/p/gmapcatcher/>

Image Size	Coordinate List
12358	(1,2,3); (81,3,12); (144,45,8); ...
19771	(43,66,2); (12,55,3); ...
9013	(64,22,4); ...

Traffic Analysis on Google Maps

Now we put the pieces together: we can identify individual request/response pairs and map those response sizes back to a list of possible coordinates, but there are several problems:

- It's not really possible to create a database of all Google Maps tiles since you would need several pentabytes of storage.
- If the profile data contains too many entries, the number of matching coordinates will become too large.
- If the user has enabled the overlay images, two images are downloaded for each (x,y,z) location; we need to differentiate between those two request types.

The last issue can be resolved; if you map the HTTP request sizes on a histogram, here's what you get:

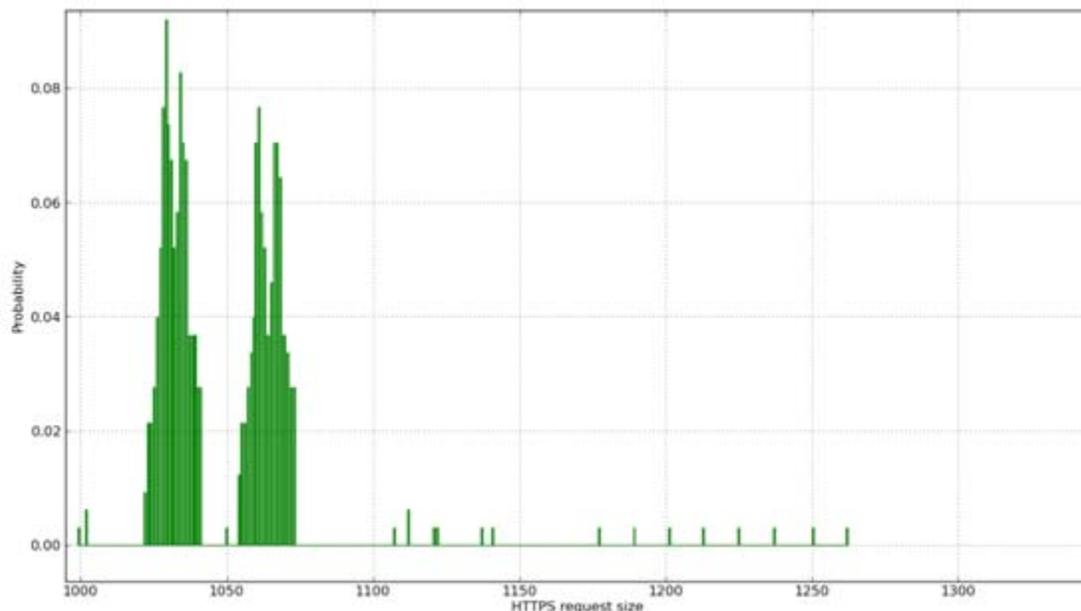


Figure 3

The first bump represents all the HTTP requests for the overlay images and the second bump represents the HTTP requests for the satellite tiles. The difference is in the length of the URL, although we could probably create a mapping based on response sizes, which would be less reliable because the overlay images will, in general, be much smaller than

the satellite tiles. All the other bumps represent Google Maps data being loaded such as the JavaScript APIs.

Based on this histogram, we can monitor a connection, create the histogram, and then determine (after a certain amount of time) which requests likely correspond to actual satellite images. All other requests are then ignored. If we continue to look at those remaining HTTP response sizes, the image sizes of the satellite tiles are distributed roughly according to the following graph.

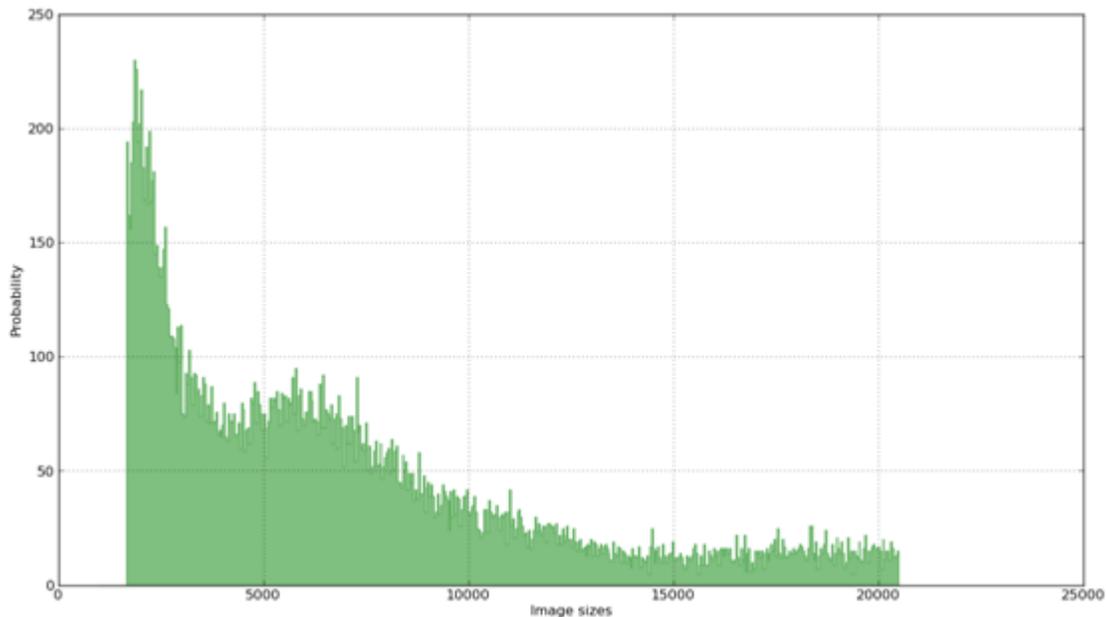


Figure 4

If you get small images (roughly 1 kB), you'll have a lot more coordinates to search than if you get big images. Of course, this is obvious since the larger images contain more information (a mountain range and woods and a lake) than a simple satellite tile of the middle of the ocean (of which there are many, indistinguishable from one another). So, for a given time frame we have an enormous list of possible coordinates that we need to reduce as quickly as possible, which goes like this:

For each zoomlevel z :

- Generate a hashmap index on x and put the (x,y) values in it.
- Generate a hashmap index on y and put the (x,y) values in it.
- Search for straight line segments as follows:
 - For each x in the hashmap index on x look for adjacent y values.
 - For each x in the hashmap index on x look for adjacent y values.
- Search for a combination of line segments that comprise an entire rectangle.
- Return the list of rectangles for zoomlevel z .

By using this approach, we eliminate all the coordinates that are placed somewhere arbitrary and have no relationship to the other requests that occurred in that time frame. Since the algorithm is somewhat difficult to describe, the following plot shows the analysis of a certain time for a certain zoomlevel with all the (x,y) values.

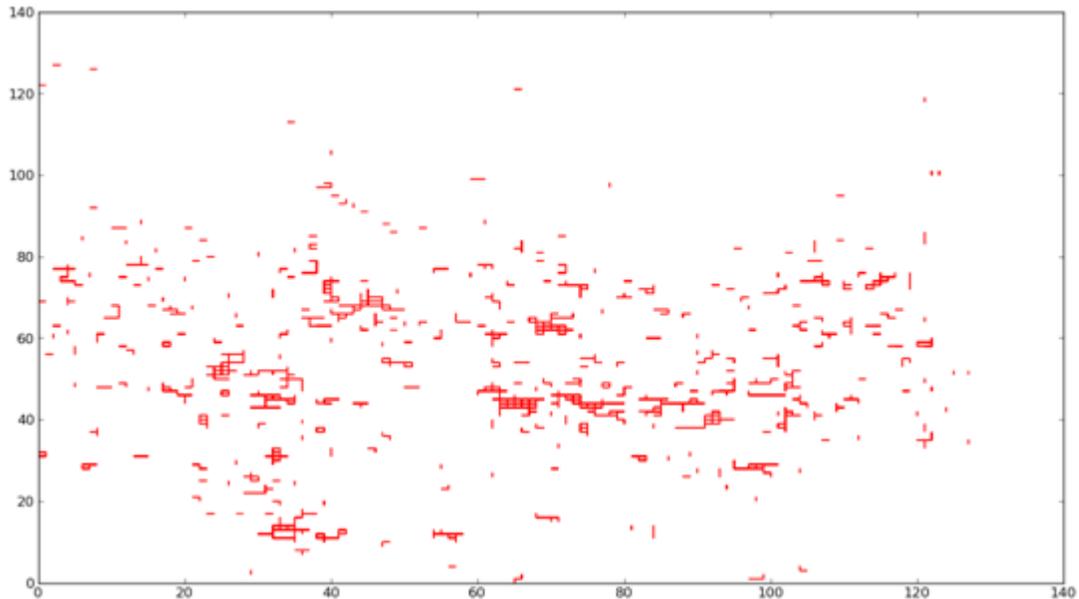


Figure 5

If you look closely, the actual matches occur only at those places where actual rectangles are being formed. If the browser's view window comprises eight tiles, we will get matches for rectangles of at least eight tiles in size (in practice the rectangles will be bigger since Google Maps loads hidden tiles on the edges of the viewport to make smooth scrolling).

Based on the above approach, we can reliably identify a complete zoom and get a bunch of coordinates back for the rectangle. We can then convert these coordinates to latitude-longitude pairs and even use reverse geocoding (not implemented yet) to convert these pairs back to human-readable names. As a result, instead of *48,51; 2,21* we will get *Paris, France*.

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