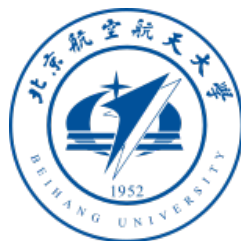


UIHASH: Detecting Similar Android UIs through Grid-Based Visual Appearance Representation

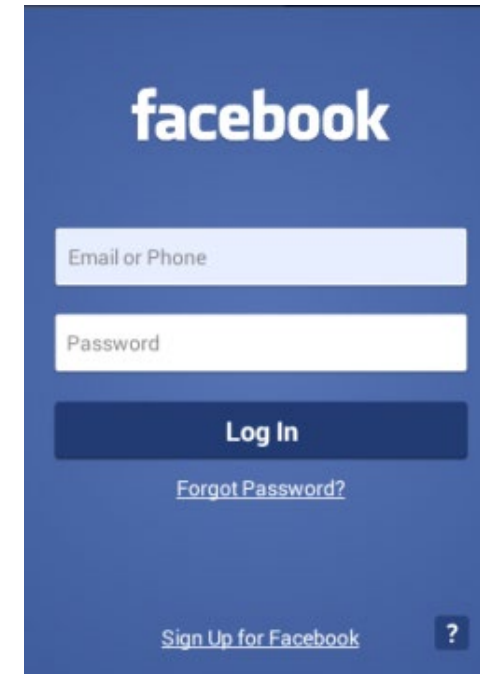
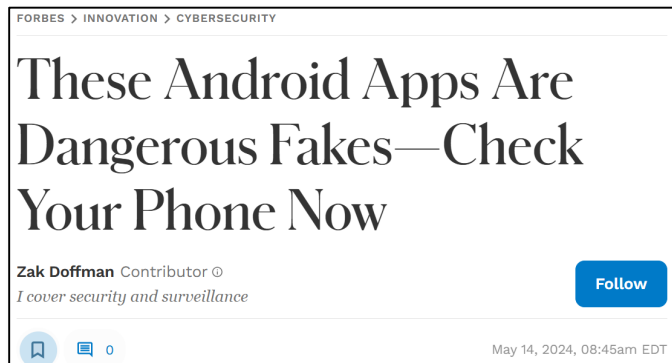
Jiawei Li, Jian Mao, Jun Zeng, Qixiao Lin, Shaowen Feng, Zhenkai Liang

USENIX Security Symposium, August 2024



User Interface: A Popular Attack Surface

- Main channel for users to interact with mobile apps
- Attackers often deceive users via fake UIs

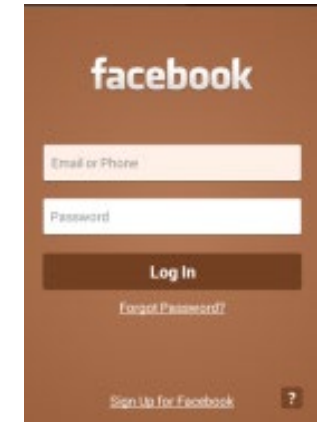
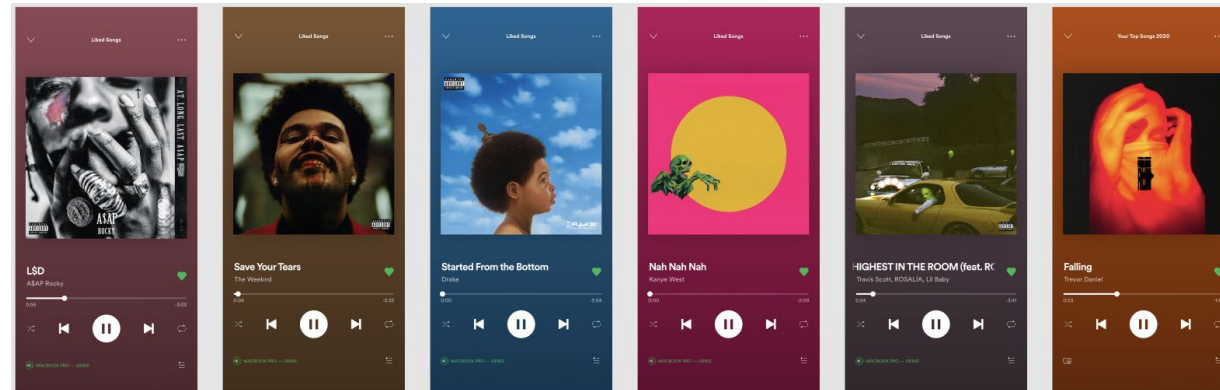


A Fake Facebook Login UI

Related Work on Similar UI Detection

Screenshot image-based detection

- Compare UI images by pixel features
 - Users show high tolerance on images
 - Image content always updates
 - news apps, music apps, shopping apps...



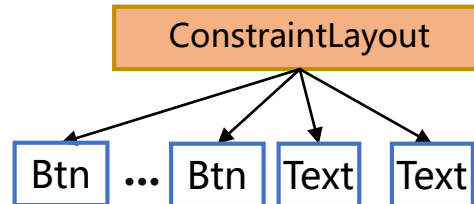
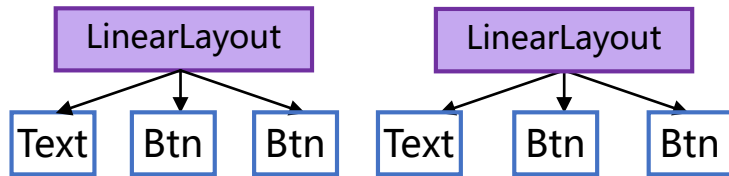
40% users login

Screenshot images are not always reliable

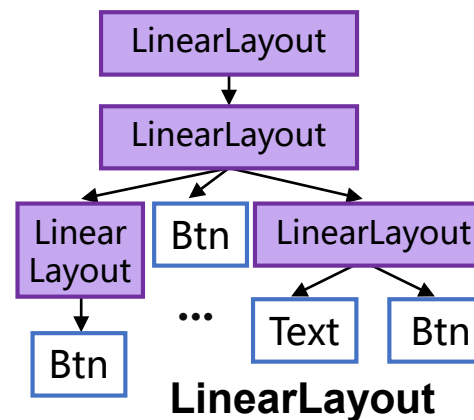
Related Work on Similar UI Detection

Layout tree-based detection

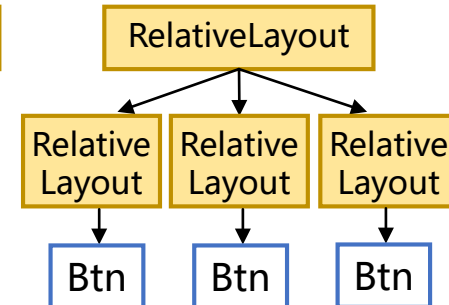
- Comparing tree structure similarity



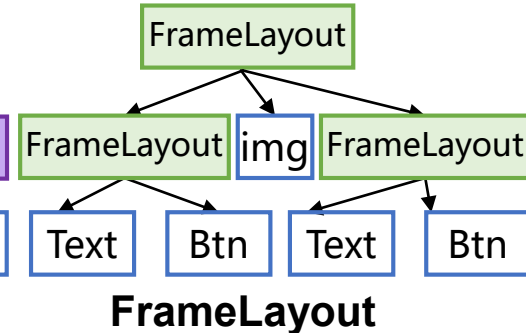
ConstraintLayout



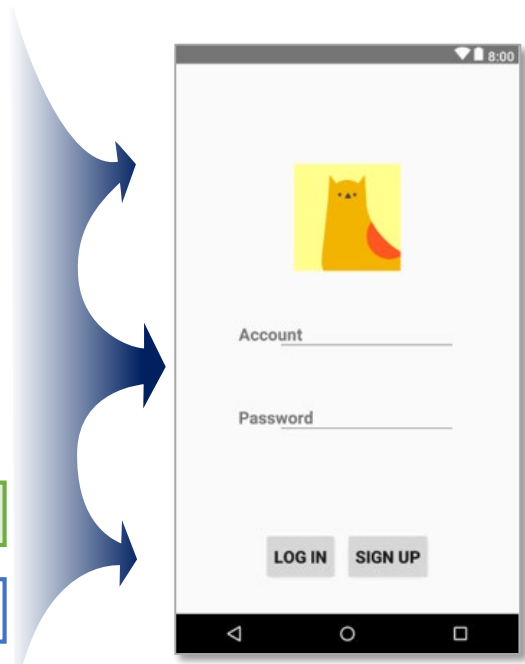
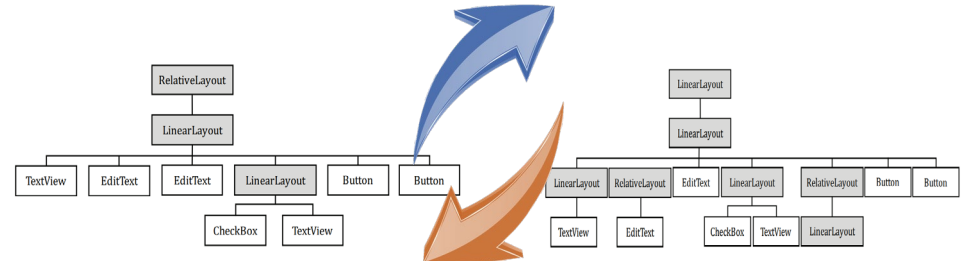
LinearLayout



RelativeLayout

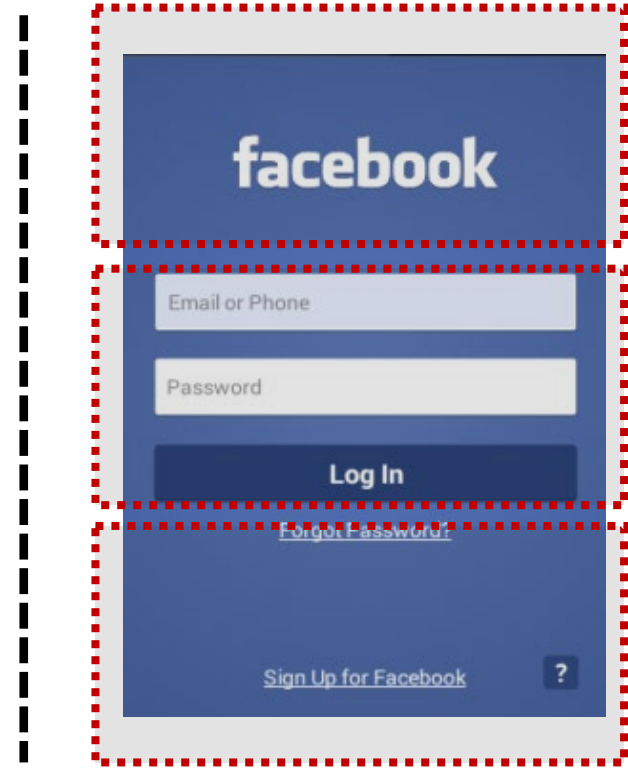
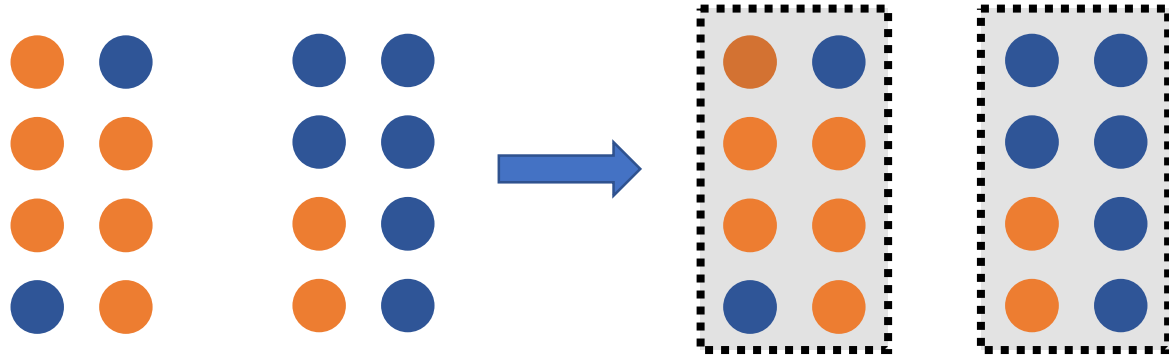


FrameLayout



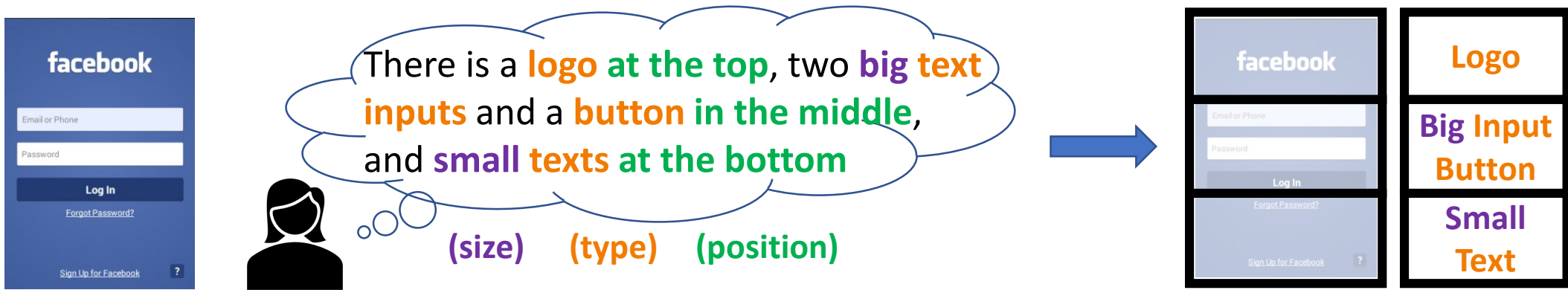
Tree structures are not always reliable

Our Motivation



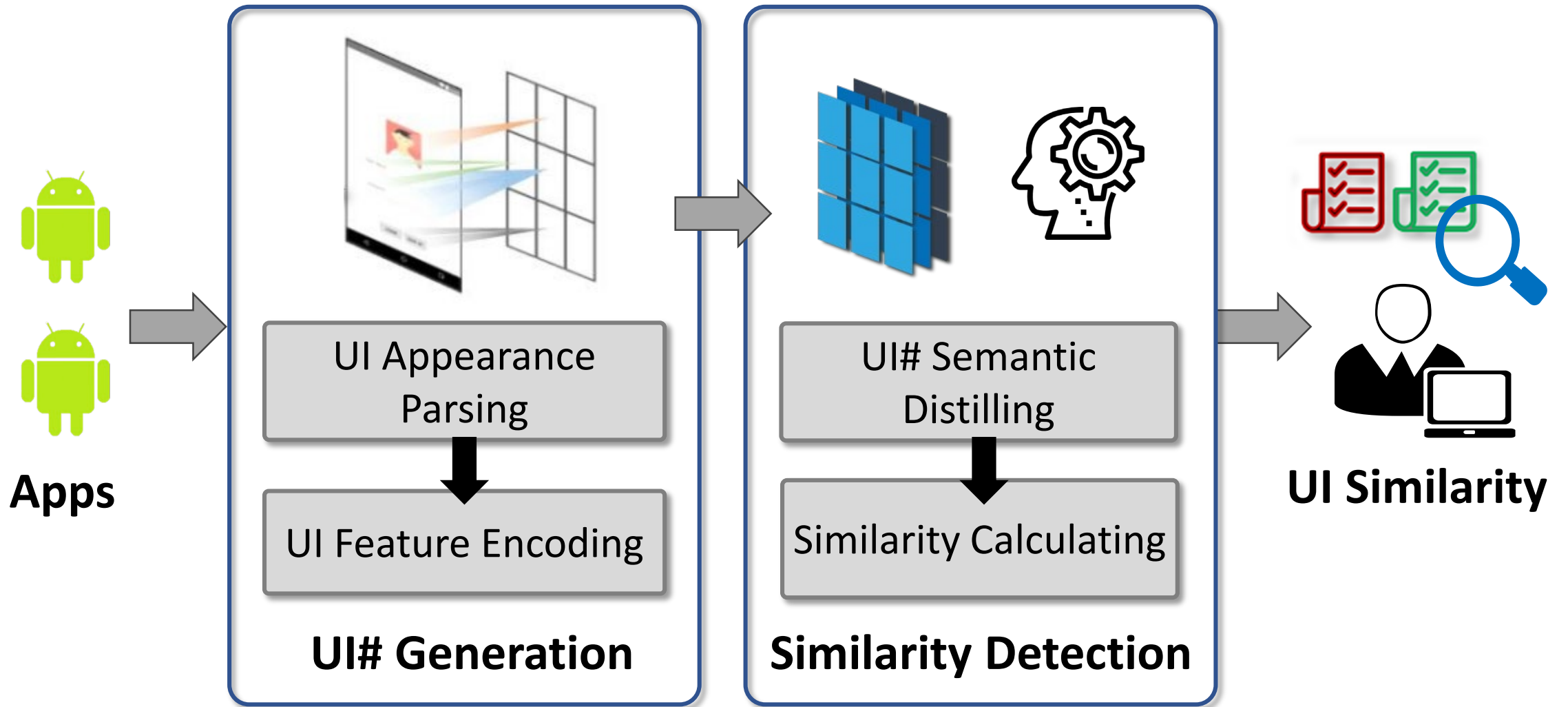
- The principle of *proximity*
 - A powerful Gestalt principle
 - **People treat objects close together as a group**
- By grouping UI controls, detect similar UIs with **mutations** on screenshot images or layout trees that bypass prior detections

UI#: A New UI Representation



- Abstract UI visual appearance and tolerate minor variations **based on grid**
 - In each grid, encode visual features that are **important to users** (i.e., low tolerance for changes)
 - Aggregate semantics in individual grid regions to **capture a high-level layout** characteristic of UI

UIHash Overview



Parsing UI Appearance



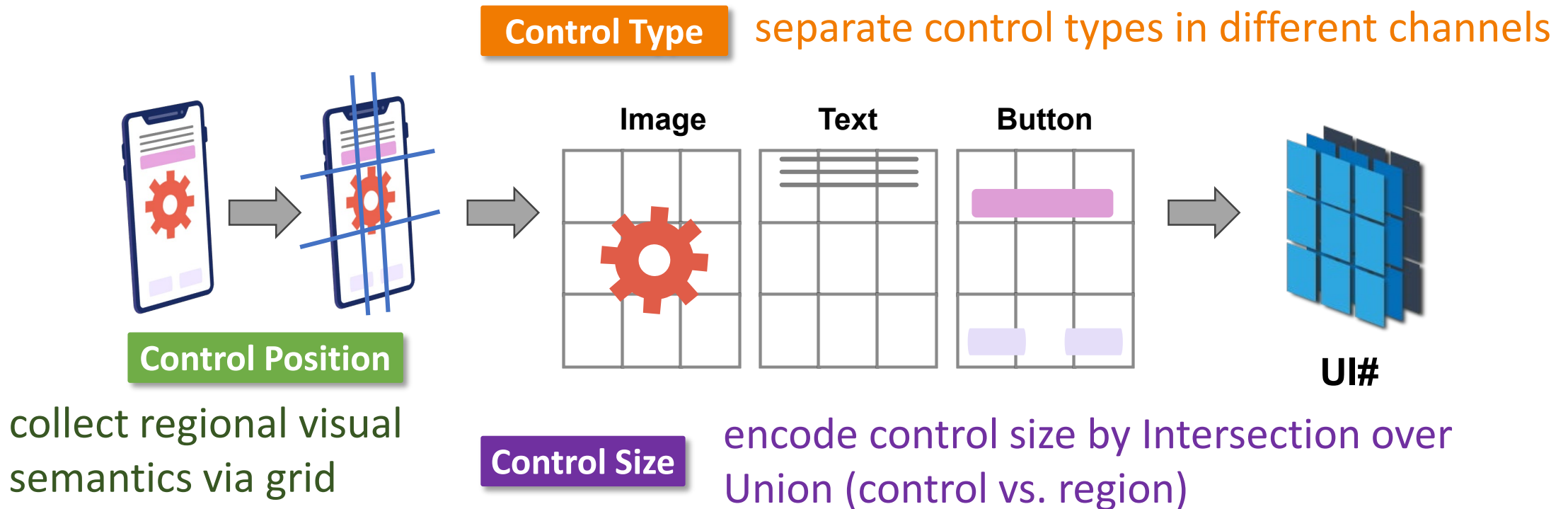
“ToggleButton” “Switch” “ImageButton” “CheckBox” “Button” “CompoundButton”

Toggle

- Get appearance semantics **that match user perception**
 - Take as input UI **runtime** semantics instead of static trees
 - Re-identify controls based on visual appearance instead of sticking to their claimed names to better represent **UI appearance**

Generating UI Representation

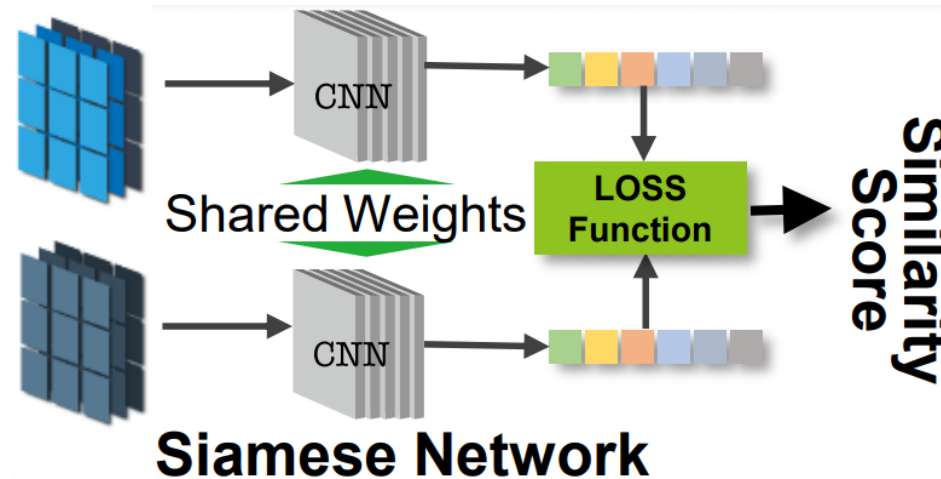
- Collect and integrate UI visual semantics from different grid regions
 - Selected features: position, size and type of UI control



Similarity Detection

Distilling semantics of UI# to compare UI similarity

- Generalize visual features when embedding
- Apply a CNN-based Siamese network to calculate pairwise similarity score



Evaluation

- Evaluation Setup
 - RePack dataset: a repackaging app dataset: 18,359 apps
 - RmvDroid dataset: a malicious app dataset: 9,133 apps
 - Recent apps collected from six markets: 8,963 apps
- Effectiveness of Representing UI
 - How effective is UIHash as a UI similarity detection system?
- Active Evasion UI Identification
 - How common are active evasion UIs in the wild?
- Use case of UIHash
 - What benefits can analysts gain from our UI representation?

Effectiveness on Detecting Similar UIs

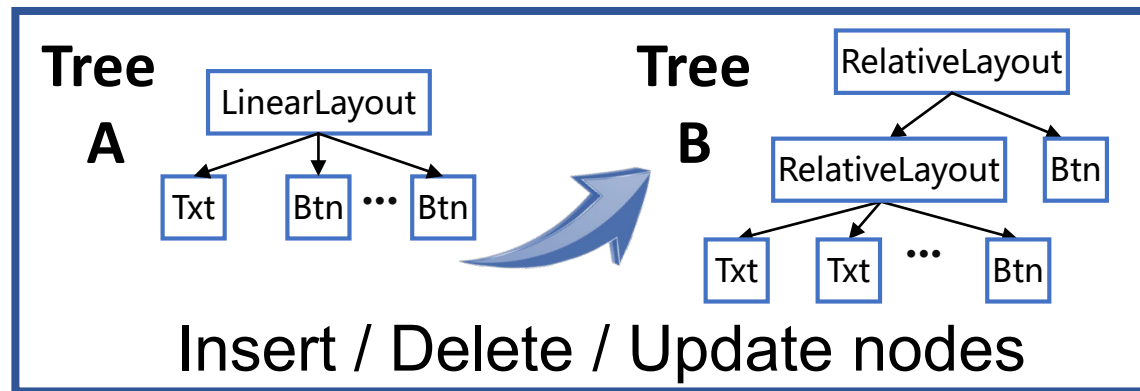
- UIHash outperforms prior tree-based / image-based UI similarity detectors
 - Higher recall, more similar UI can be detected

Approach	Precision	Recall	F1	AUC
Image-based	85.1%	79.7%	0.823	0.77
DroidEagle	96.8%	86.5%	0.914	N/A
GeminiScope	95.6%	94.3%	0.949	0.92
Text-based	31.7%	83.0%	0.459	0.74
UIHash	97.0%	99.8%	0.984	0.99

Active Evasion UI Detected

Similar UIs that bypass tree-based methods

- Many detected similar UIs have large tree differences
 - Measured by TED: change A's node to make A=B



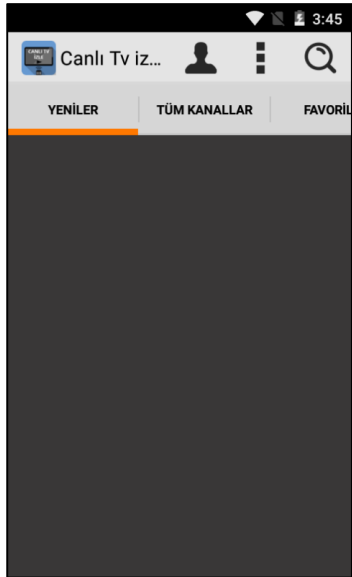
In all similar pairs, given the node num of the small tree n

- 5% pairs have $TED \geq n$
- 27% pairs have $TED \geq \frac{1}{4}n$
- TED is up to $4n$

- Evasion techniques we identified to **change tree structure**
 - Flexible use of View groups (e.g., LinearLayout, RelativeLayout)
 - Add controls (Views) that are invisible to human

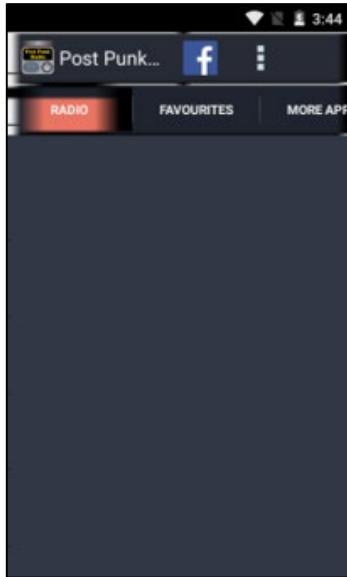
Active Evasion UI Detected

Similar UIs that bypass image-based methods



Cloning Radio Apps

User Rating



Repackaging Games with Ad



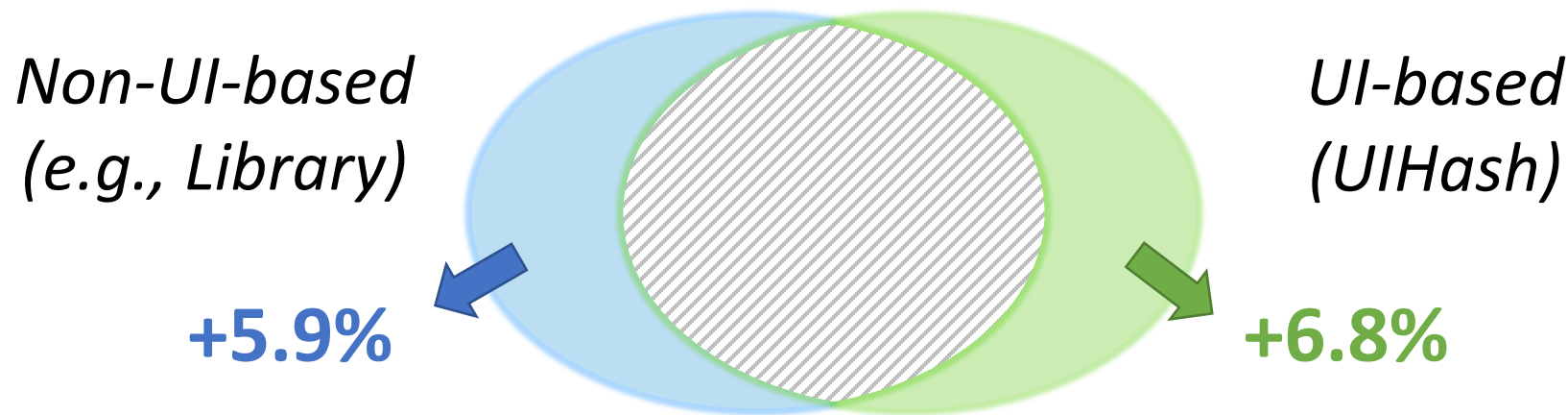
Phishing Bank Apps



Although detailed contents differ, users rated them as similar UI

Collaborate with Other App Features

- We combine UI-based similarity detection with other app features, e.g., code semantics
- More similar apps can be detected for different methods



Combining multiple app features to better study app similarity

Summary

- We propose **UIHASH**:
 - Guided by Proximity principle, use a grid to integrate UI control appearance by groups
 - Use a new representation UI#: Capture and abstract UI layout semantics
 - Powerful in finding similar UIs that bypass prior detections
- Insight
 - Represent UI in consistent with human perception

UIHASH: Detecting Similar Android UIs through Grid-Based Visual Appearance Representation

Thank you!

daweix@buaa.edu.cn



<https://github.com/DaweiX/UIHash>