图形口令

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Human Computation回顾

1 概念

- 计算历史
- 定义
- 相关概念
- 人工智能

2 算法

- 算法描述
- 算法组成
- 算法正确性
- 参与动机

3 例子

- ESP
- Citizen科学
- Amazon Turk
- 众包

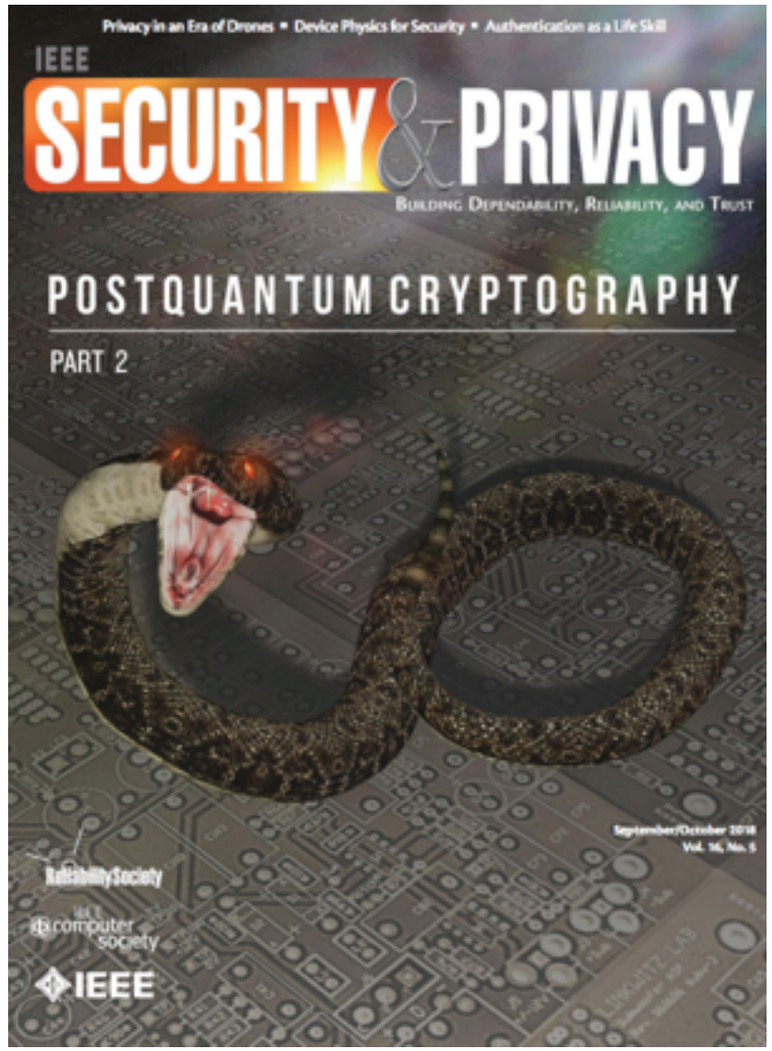
4 CAPTCHA

- 定义和历史
- 文本类型
- 技术和攻击
- 其余类型

Graphical Password

Reading Paper回顾

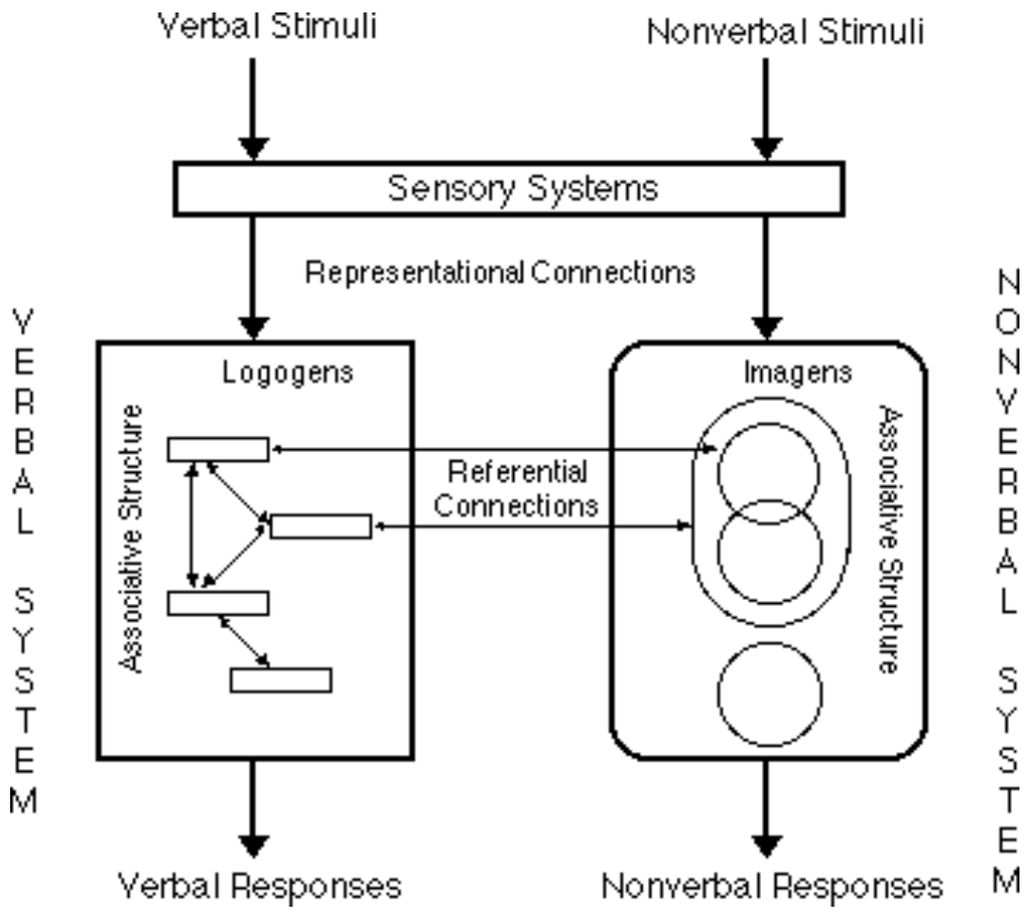
- Blockchain Security and Privacy
- AI Ethics
- Hacking without Humans
- Digital Forensics
- Electronic Voting
- Moving Forward



图形口令简介

使用图形作为口令构成元素

心理学基础



Dual Coding Theory

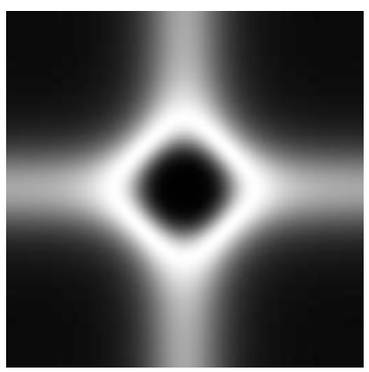
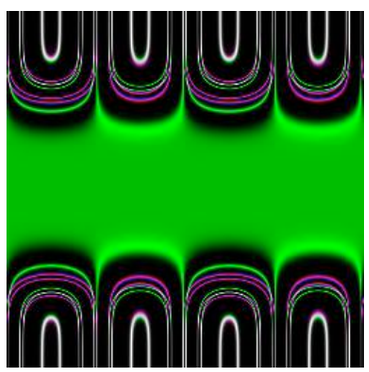
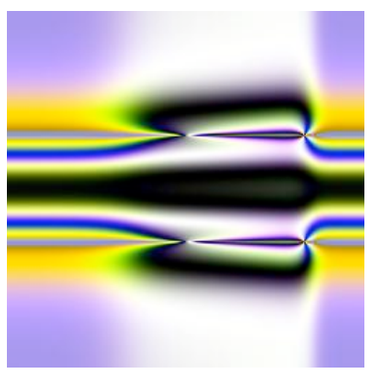
- Recall
- Recognition
- Cued Recall

Recognition is an easier memory task than recall

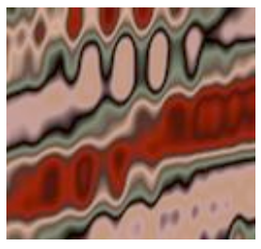
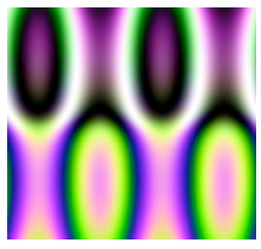
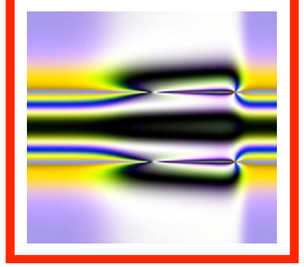
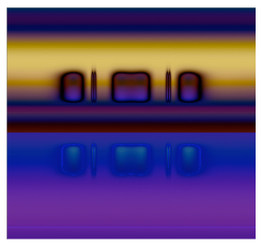
With the aid of a retrieval cue, more information can be retrieved

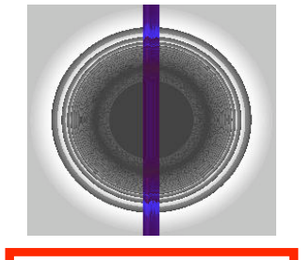
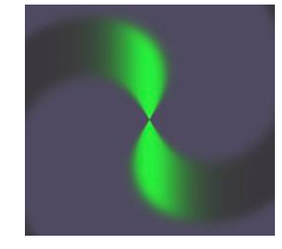
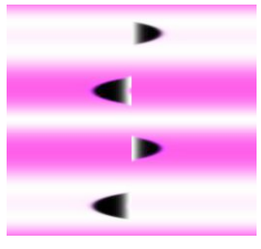
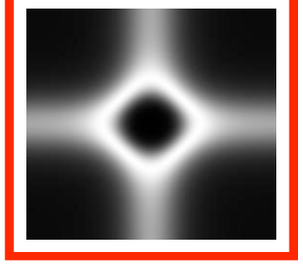
Déjà Vu

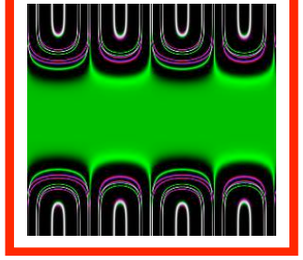
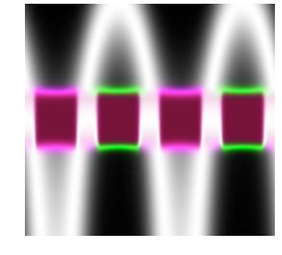
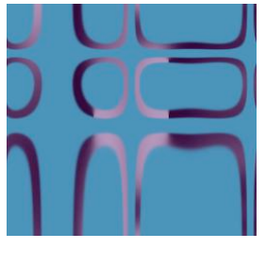
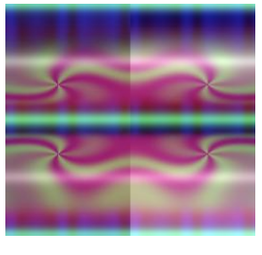
训练

挑战

PassFaces

- 系统从脸型数据库中随机选取5个人的脸型，显示给用户，并给用户一定时间让用户熟悉（注册）

- 系统每次显示9个脸型（其中仅有一个是注册时显示给用户的）让用户选择，这样的选择共进行5次

- 如果用户正确的选择了所有的5个脸型，用户身份认证成功，否则失败（登入）

Pass-Go

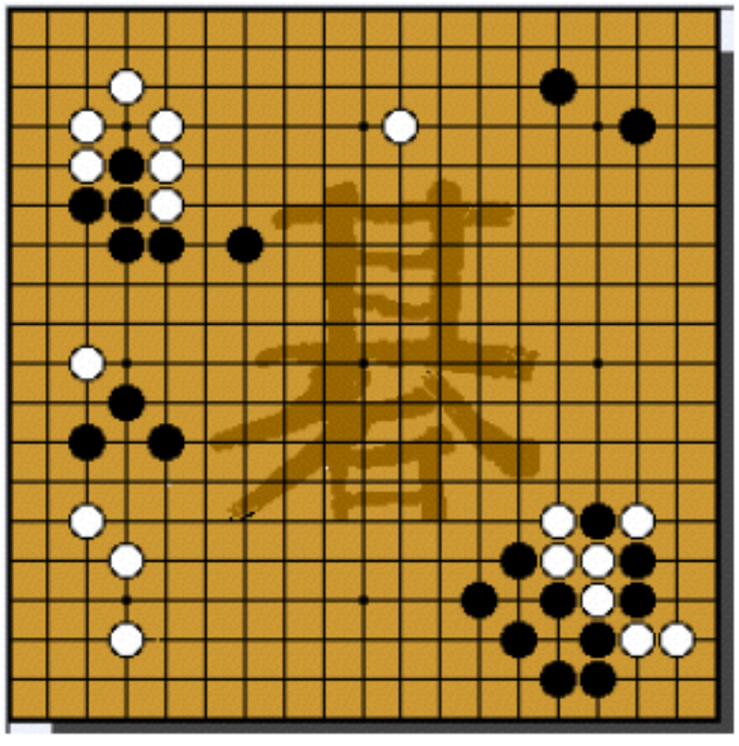


Figure 1 Go game

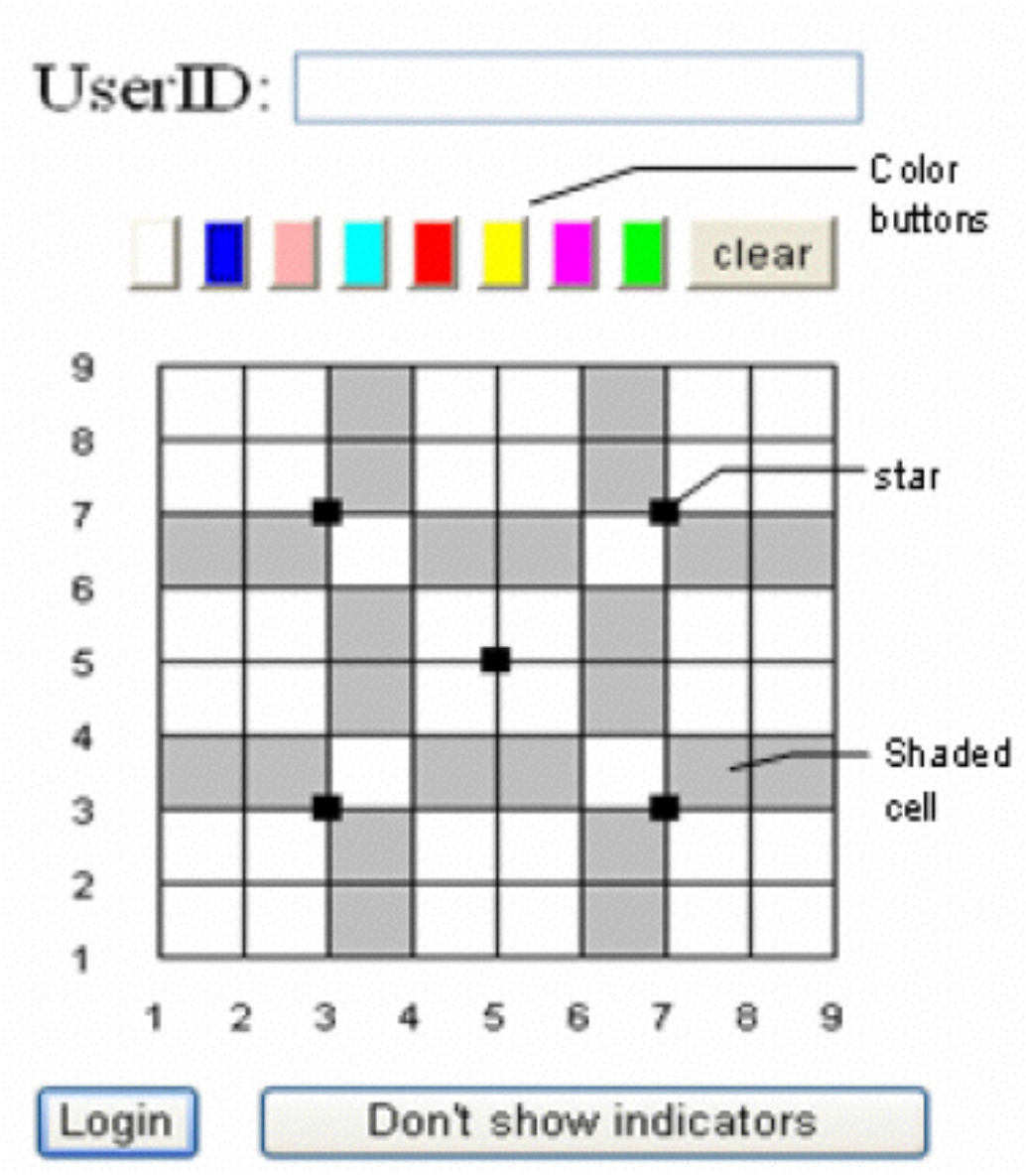


Figure 22 Main login interface

代表产品

PatternLock

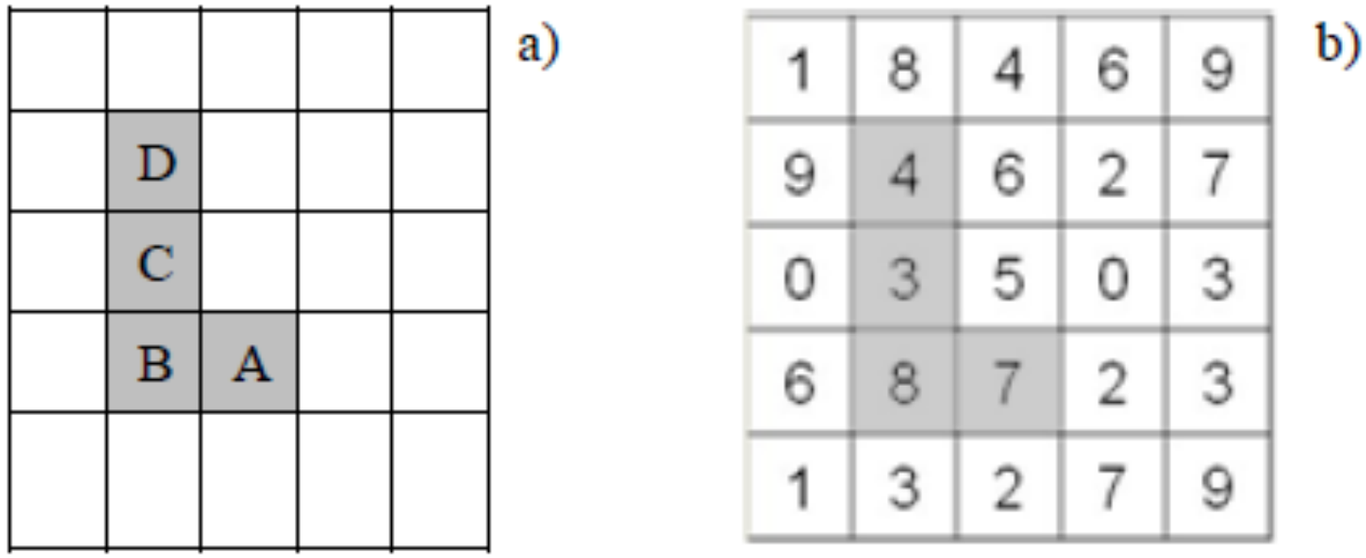
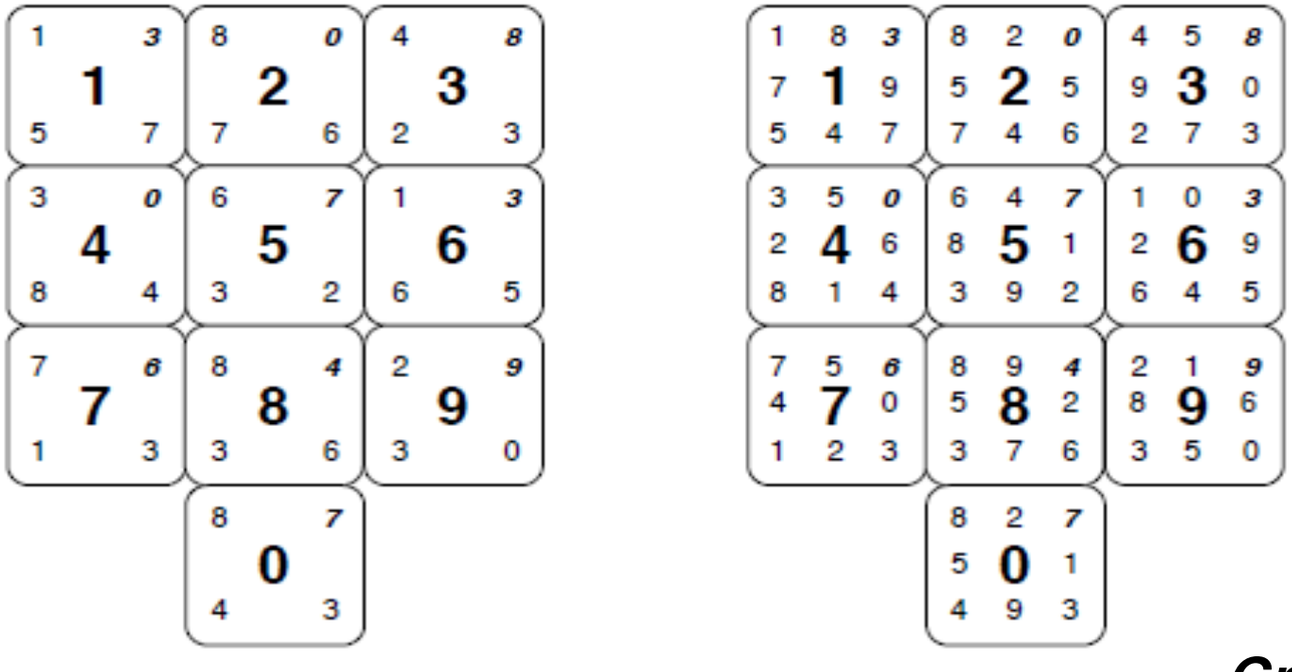


Figure 1. a) Enrolling in the system. User picks cells A, B, C and D.
b) Authenticating with the system. User reads off random numbers chosen cells.

GrIDSure



(a) $k = 4$ (b) $k = 8$

GridCode

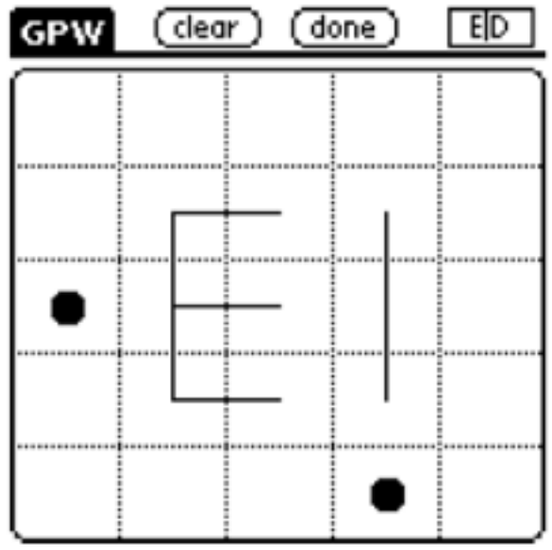
图形口令分类

回忆、识别、线索回忆

DAS: Draw-A-Secret

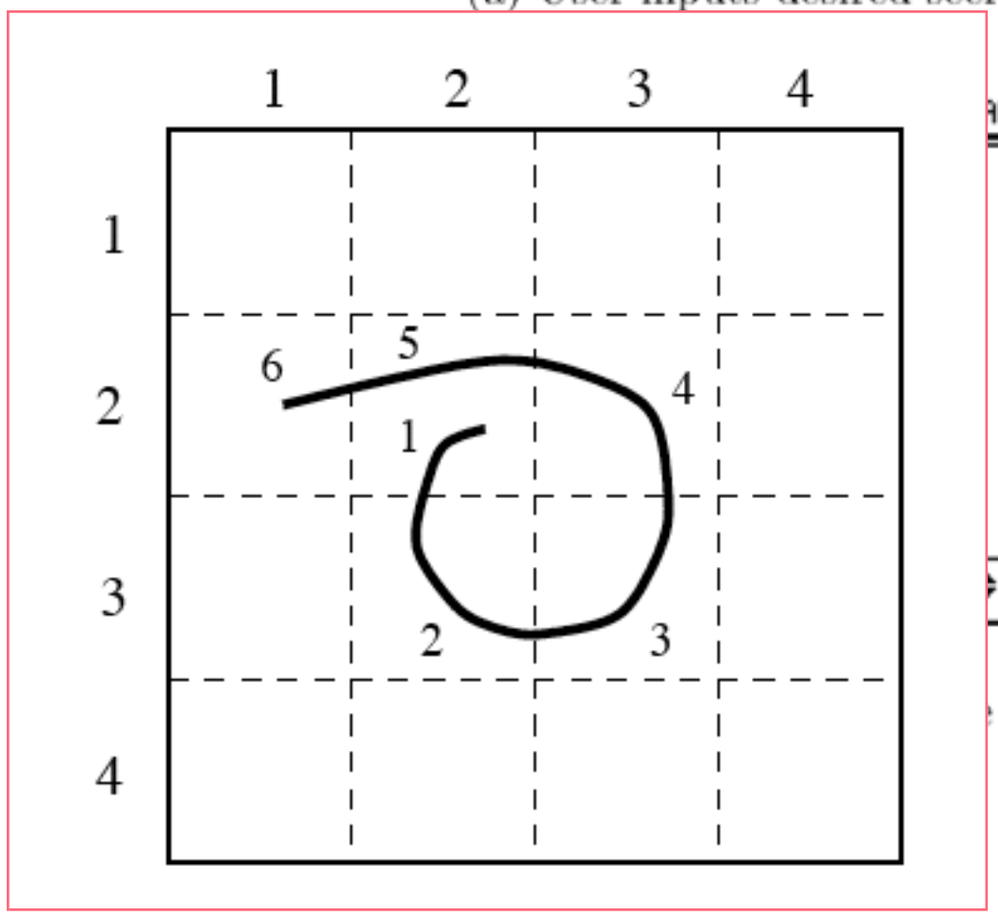
对称图像
很少笔画
中心放置

(a) User inputs desired secret



(b) Internal representation

(c) Raw bit string

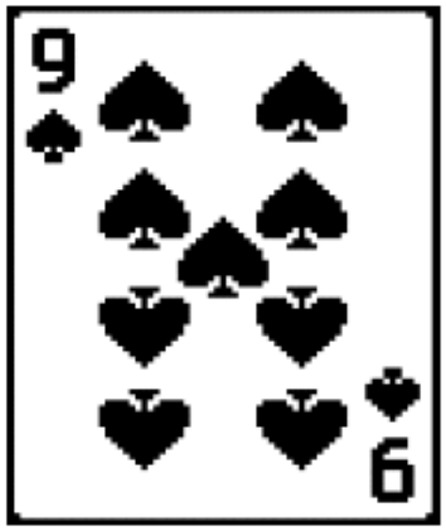


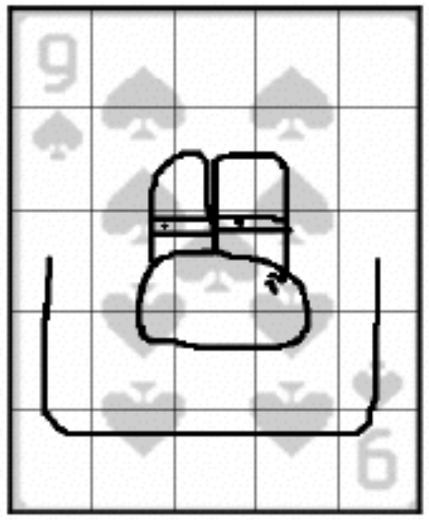
(e) Re-entry of (incorrect) secret

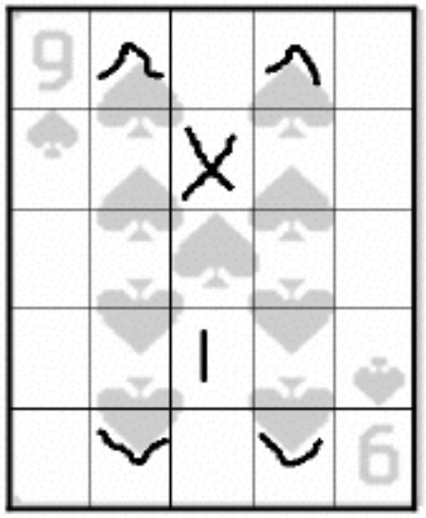
(f) Authorization failed

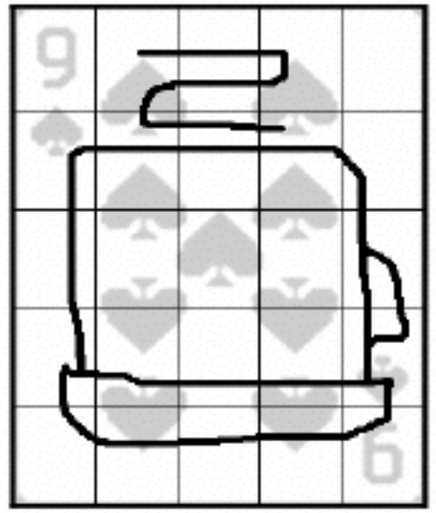
Recall-Based

BDAS: Background DAS

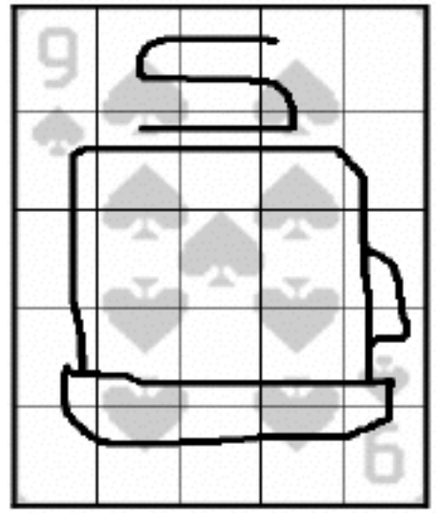




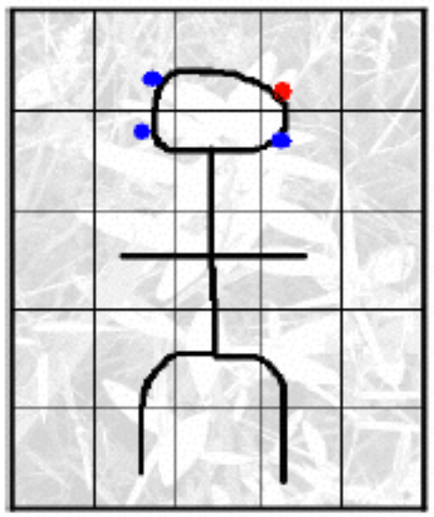


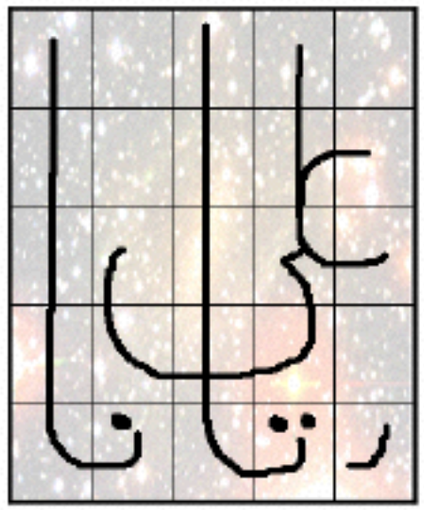


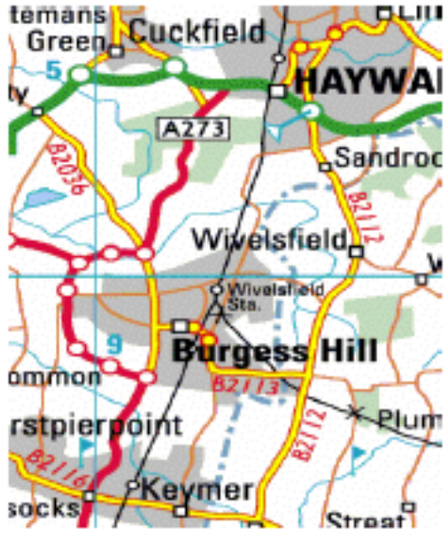
(a)



(b)

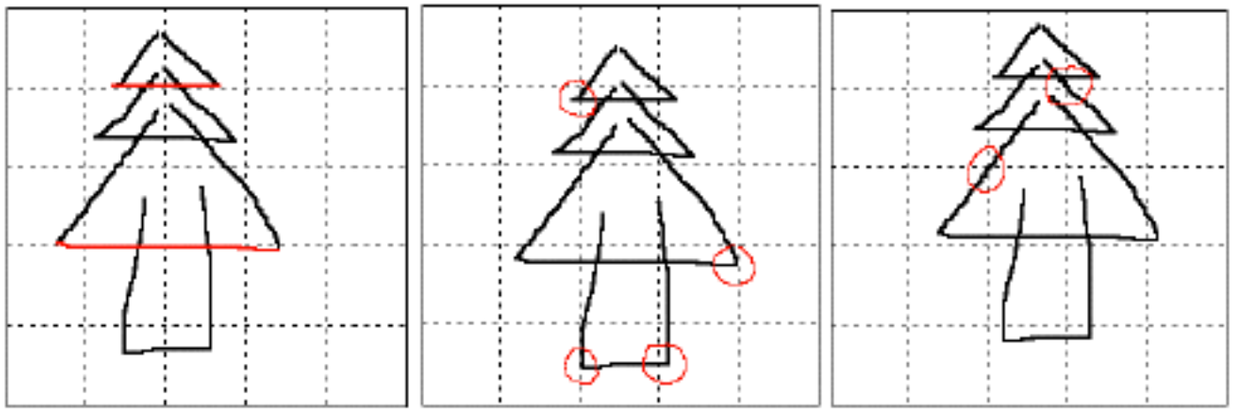






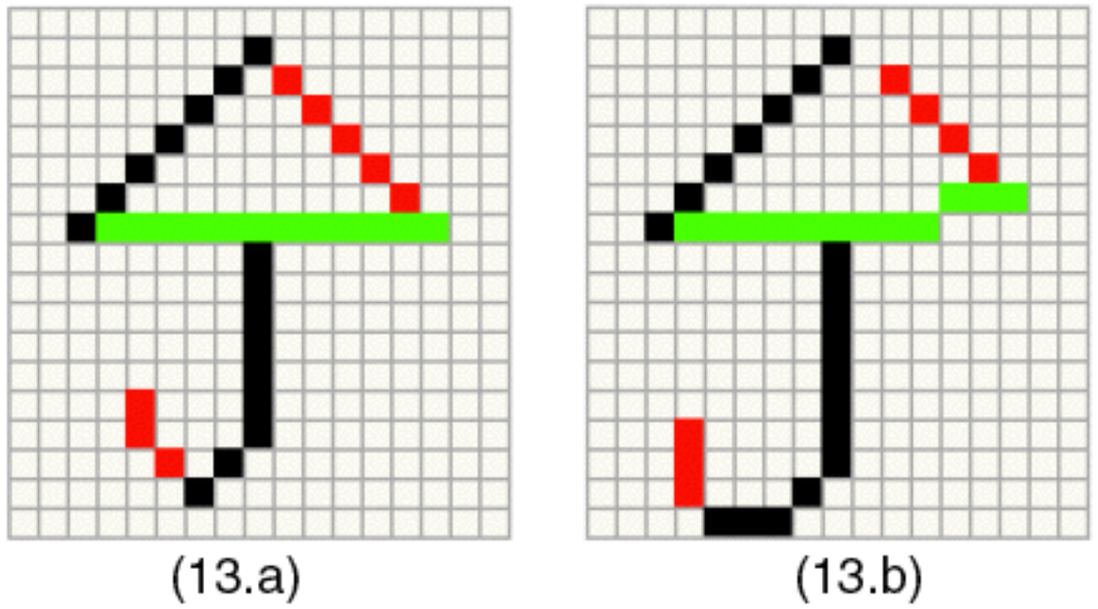
Recall-Based

YAGP: Yet Another Graphical Password



(3.a) (3.b) (3.c)

Figure 3. Examples of rule violations in DAS. (a) Lines near grid line. (b) Endpoints near grid line. (c) Strokes near cell corner.



(13.a) (13.b)

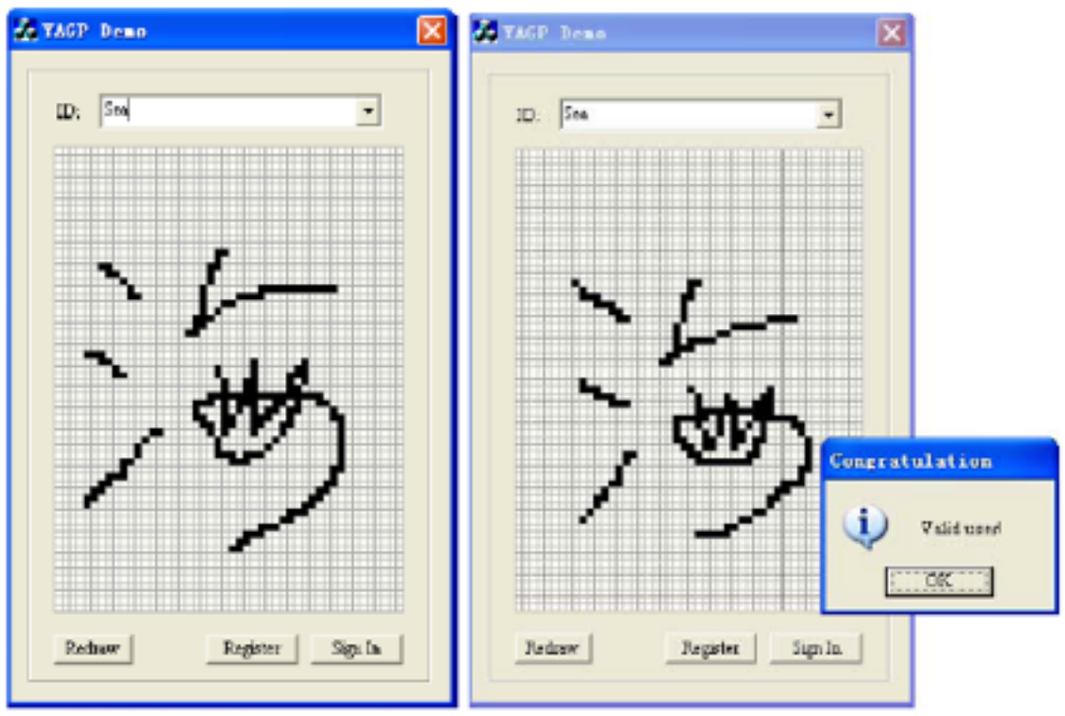
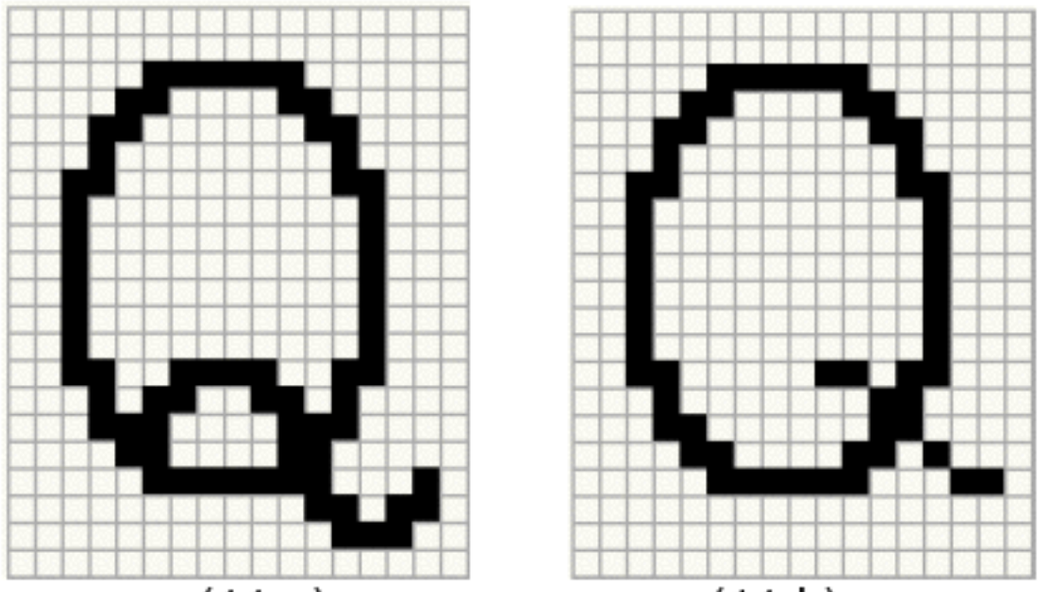


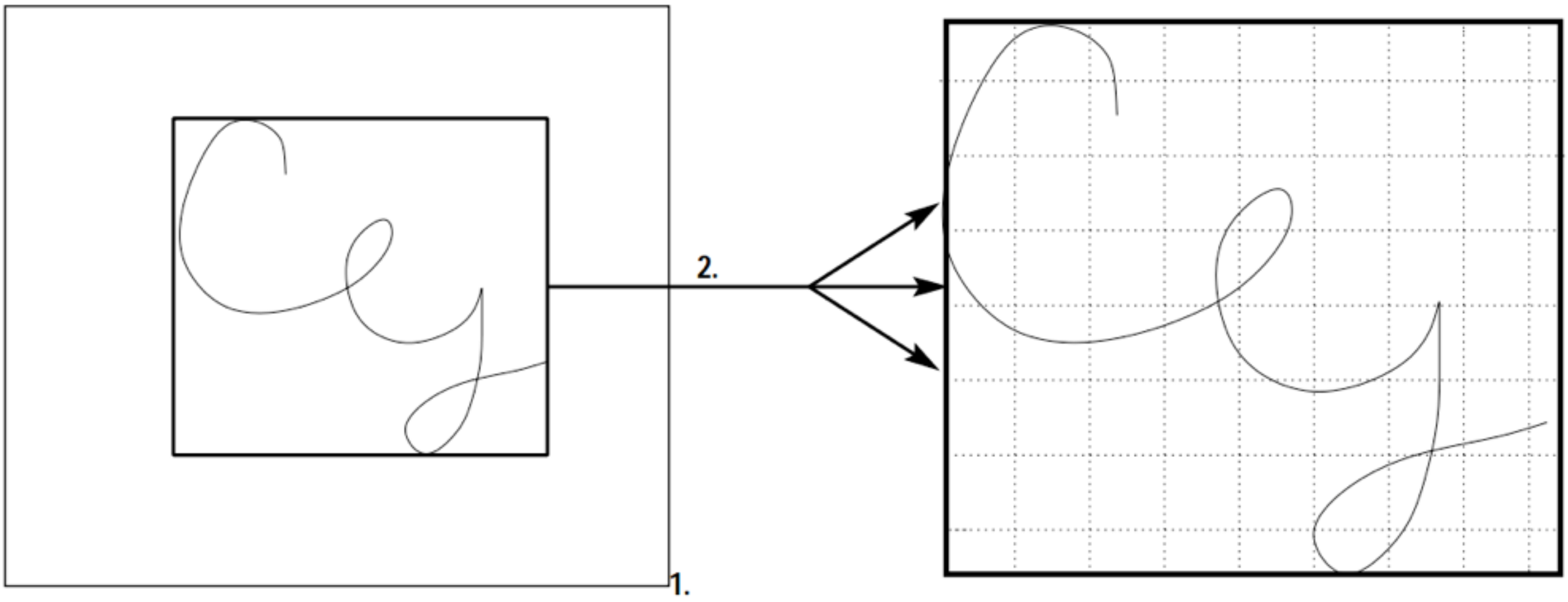
Figure 15. The YAGP system Interface (48×64 density grid).



(11.a) (11.b)

Passdoodle

Recall-Based



1. Read mouse input
2. Scale and stretch doodle to grid
3. Analyze against stored user data
   - Compare against distribution grid
   - Measure variance of points accross distribution grid
   - Compare instantaneous speed
4. If tests confirm identify of user, authenticate, if not repeat analysis agianst other stored users.

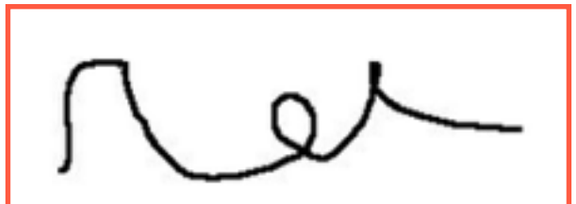


Figure 1: An Example of a Passdoodle

Recall-Based

PassShapes

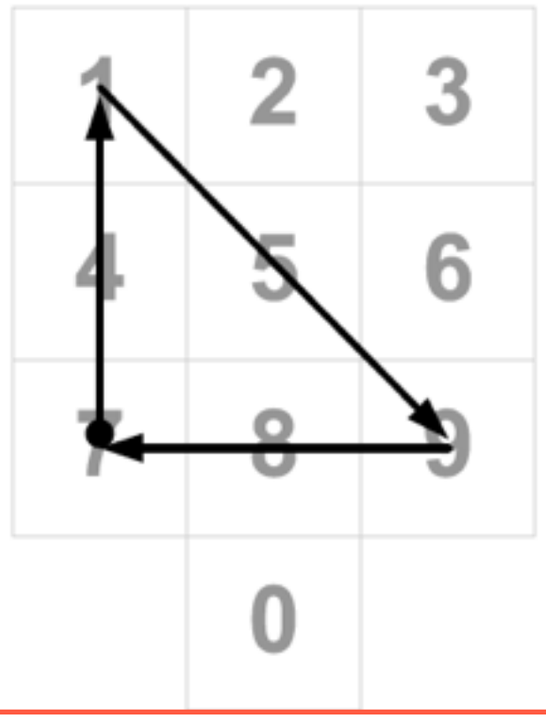


Figure 6: PassShapes and users' associations

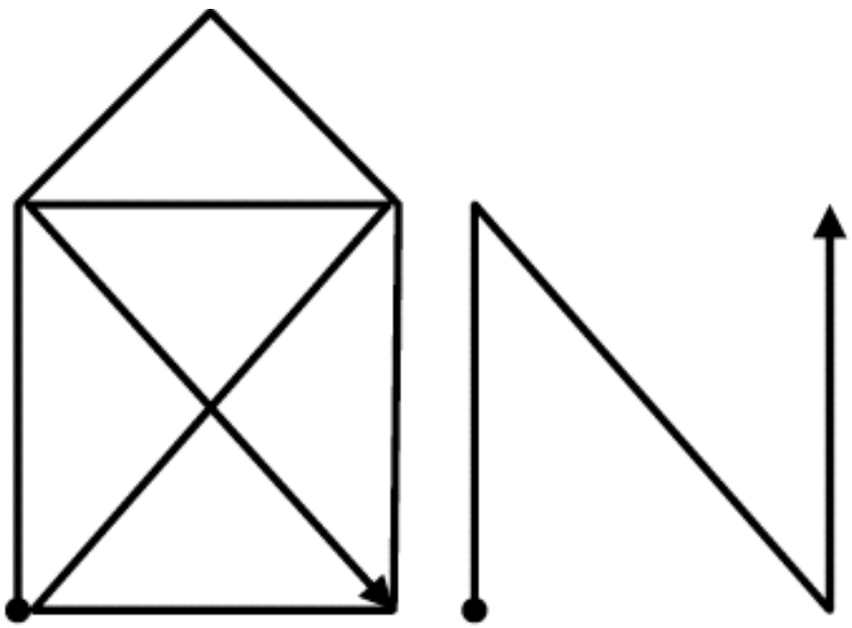
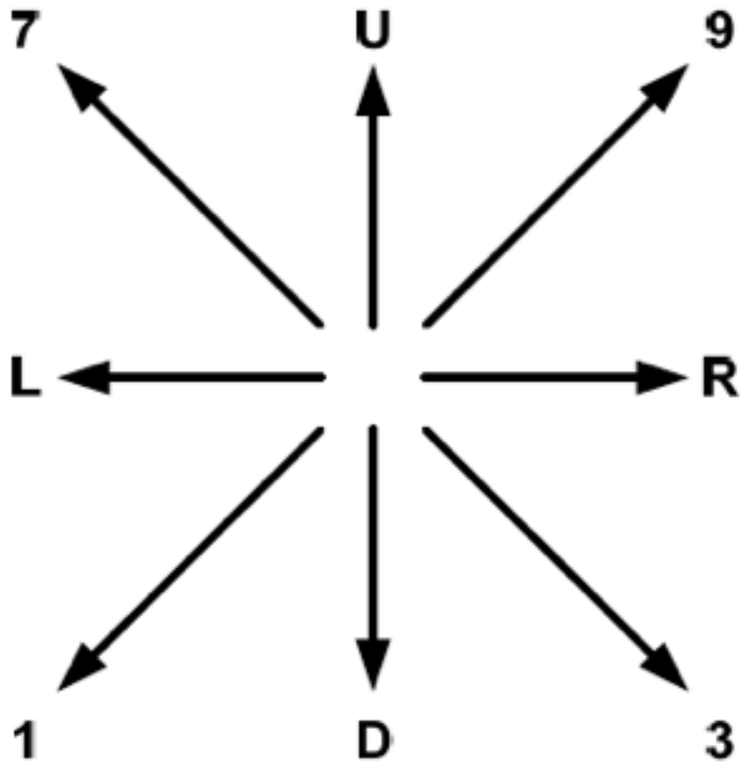


Figure 3: An example PassShape with the internal representation U93DL9L3XU3U



Recall-Based

Pass-Go

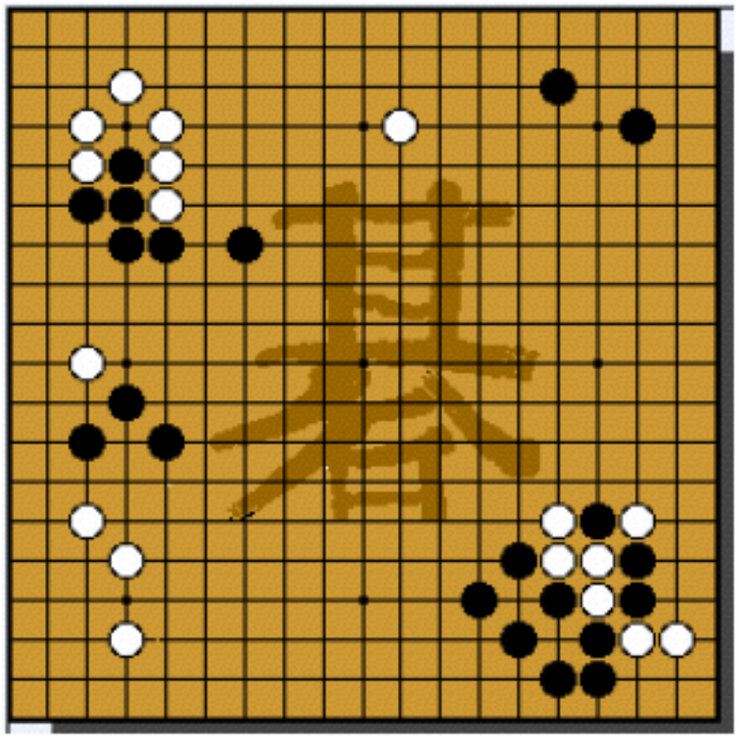


Figure 1 Go game

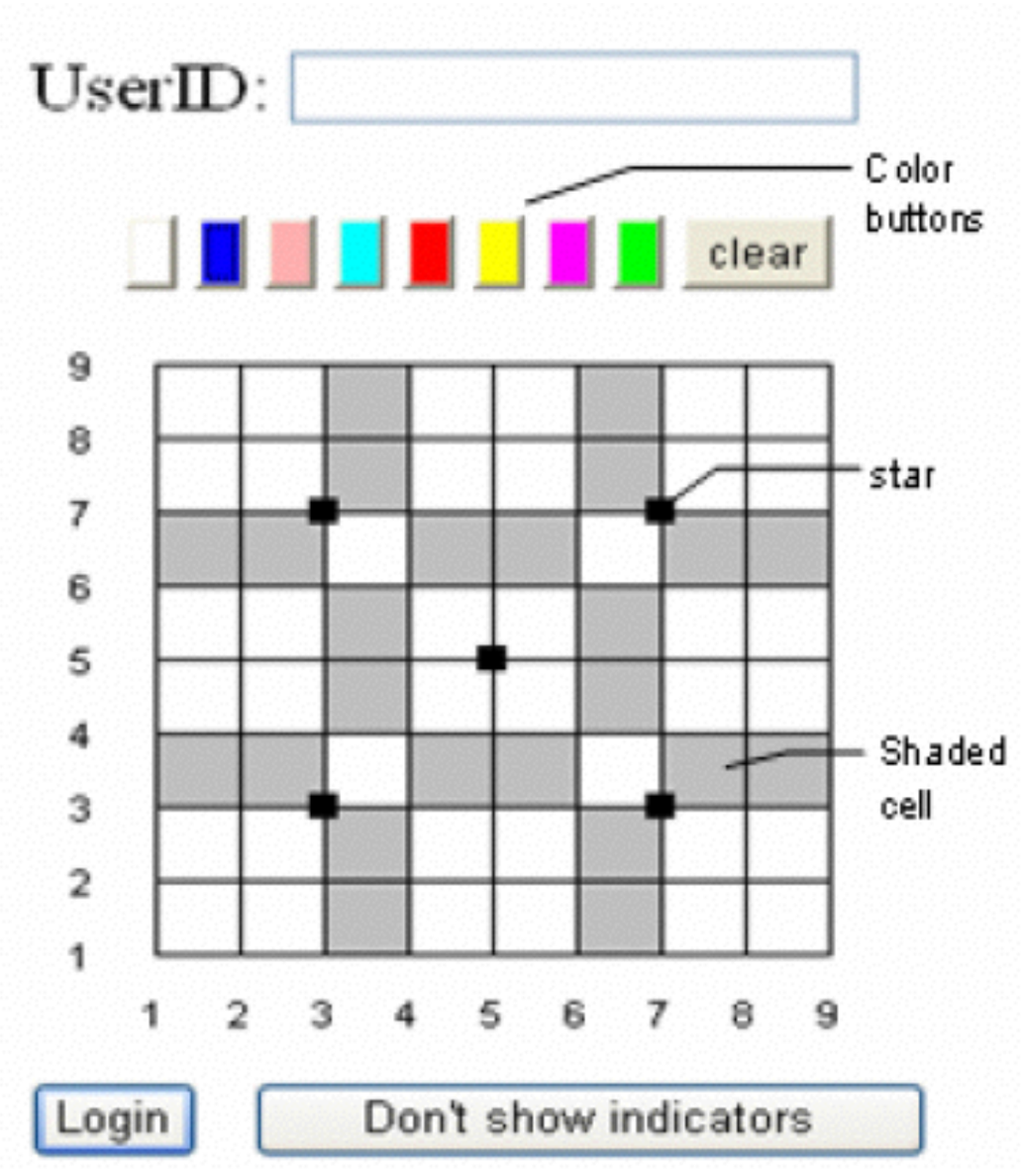


Figure 22 Main login interface

扩展：测量压力

Recognition-Based

Deja Vu

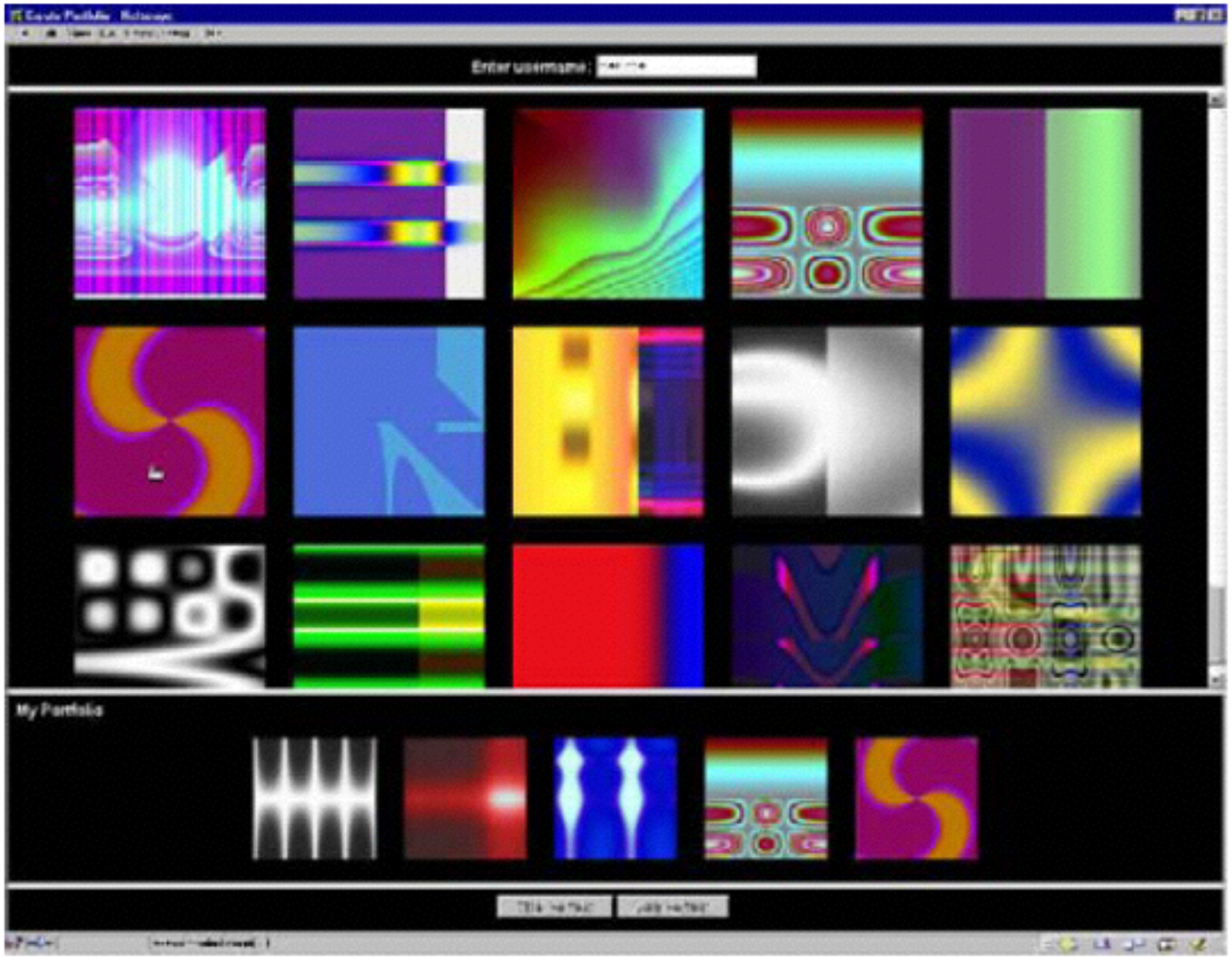


Figure 8 Déjà Vu [Dhamija and Perrig 2000]

PassFaces

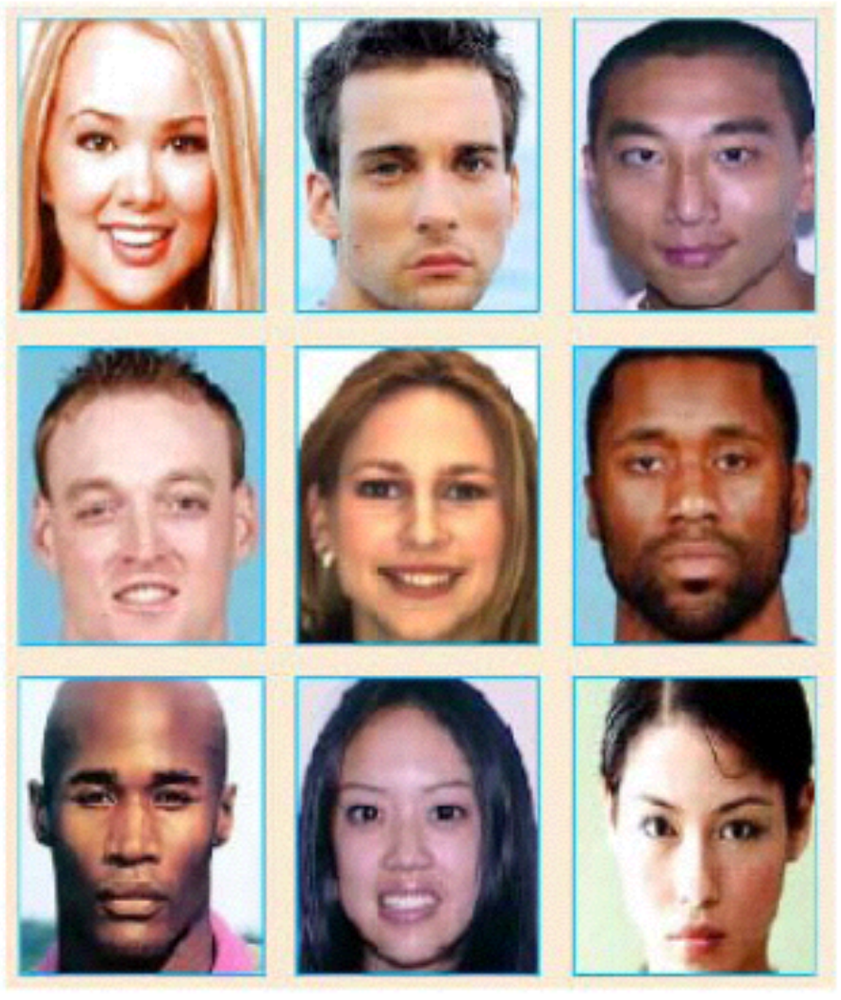


Figure 6 Passfaces™ [Passfaces 2006]

- recognise images from decoy images
- face、random art、everyday objects、icons
- challenge-response
- system side security
- 图像来源：自己 vs 系统
- 注册时间：3-5分钟
- decoy的选择
- 口令空间

Story

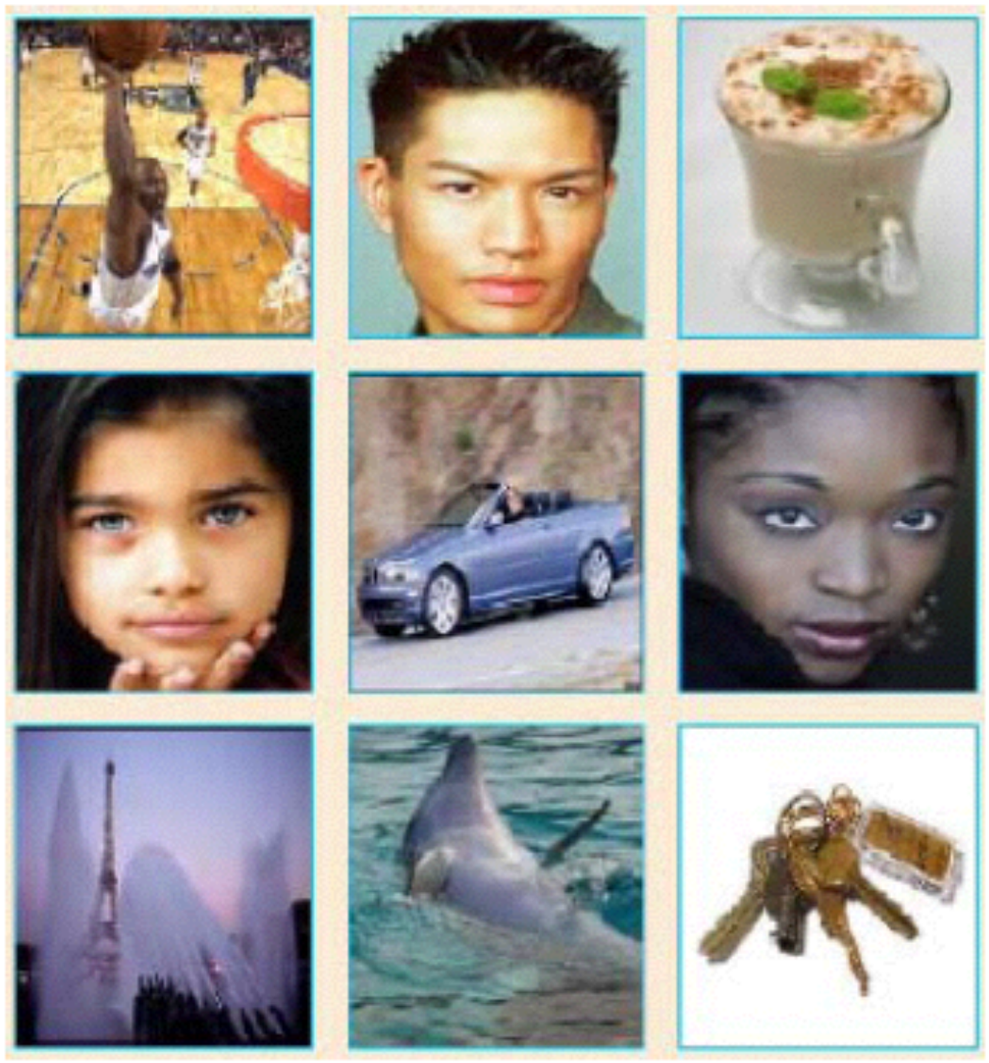


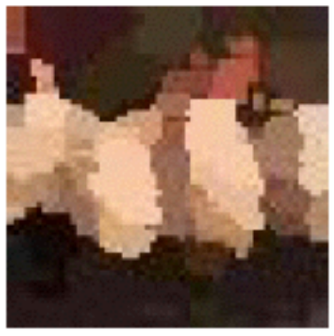
Figure 7 Story scheme [Davis et al. 2004]

- 图像之间有序
- 口令空间更大
- 记忆有负担

Use your Illusion

可用性干扰

马赛克去除技术



(a) People

(b) Shrimp dumplings

(c) Panda

(d) Battery

(a) Winnie the Pooh

(b) Wall Clock

Cued Recall-Based Passpoints

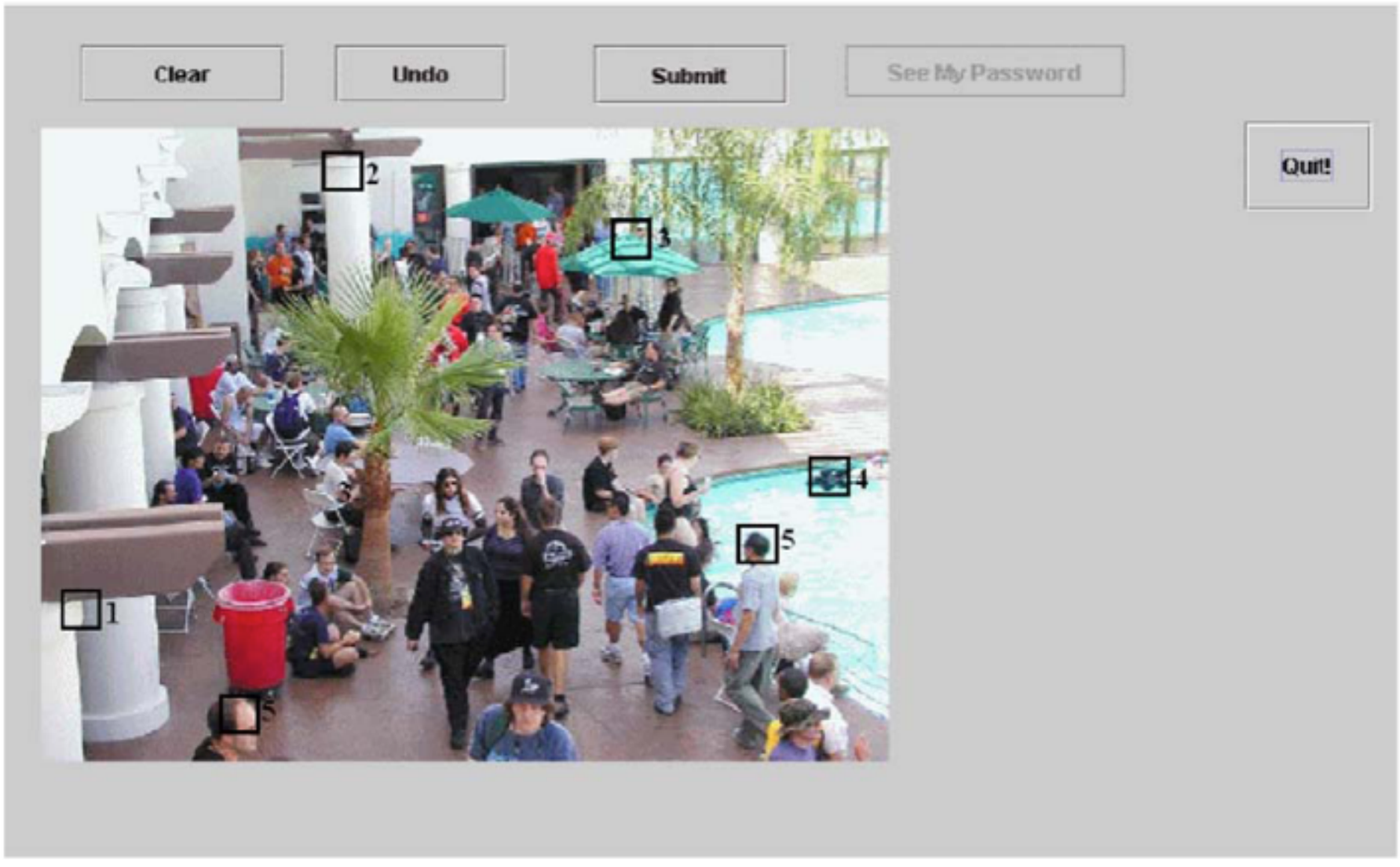


Fig. 2. Example of participant password with tolerance and click order displayed.

Figure 3 VisKey [Sfr 2006]

- 图像中的位置是秘密
- 点击输入
- 需要工具来注册
- 注册：171秒
- login：19秒
- 14*14像素容忍度

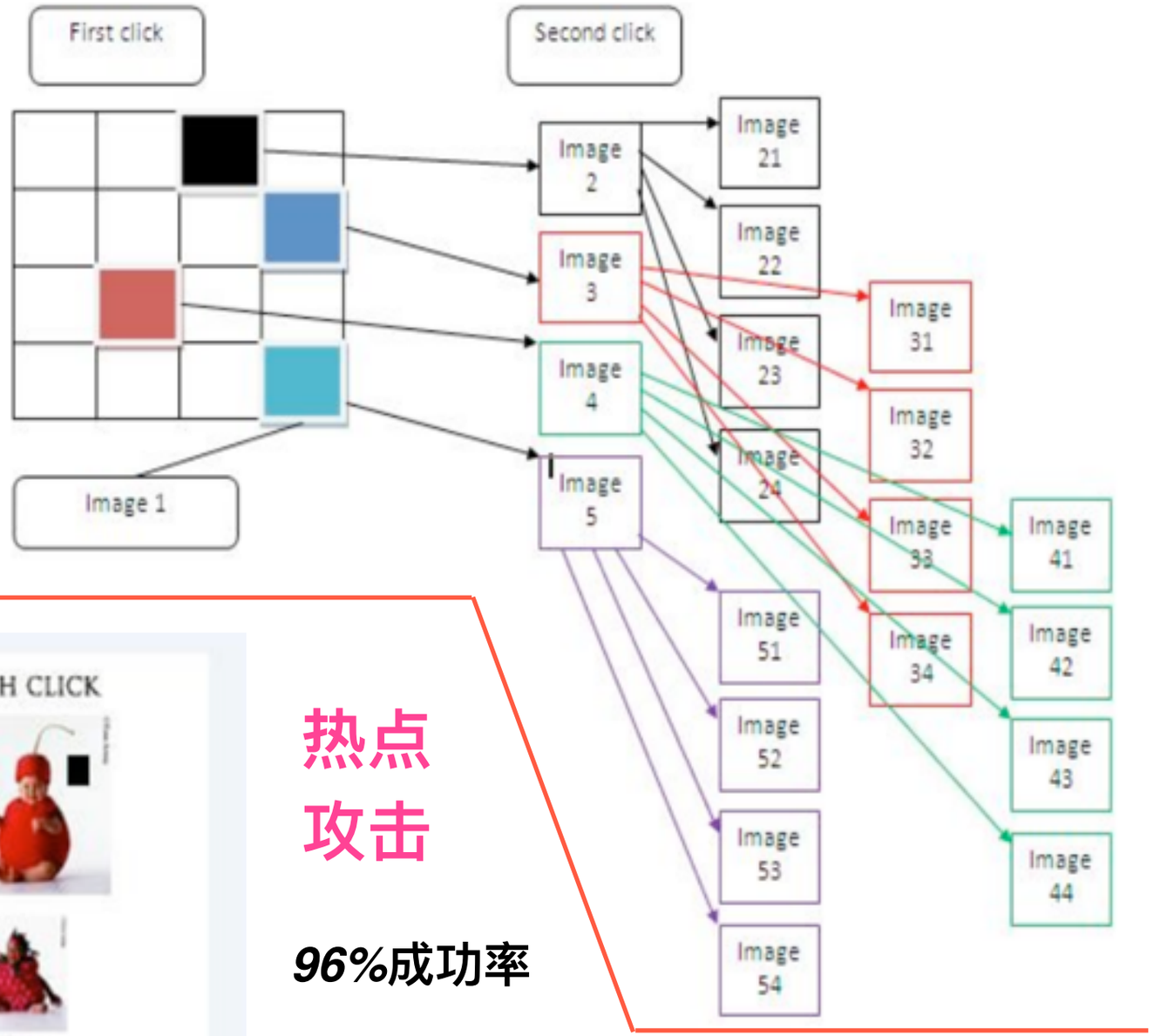
热点攻击

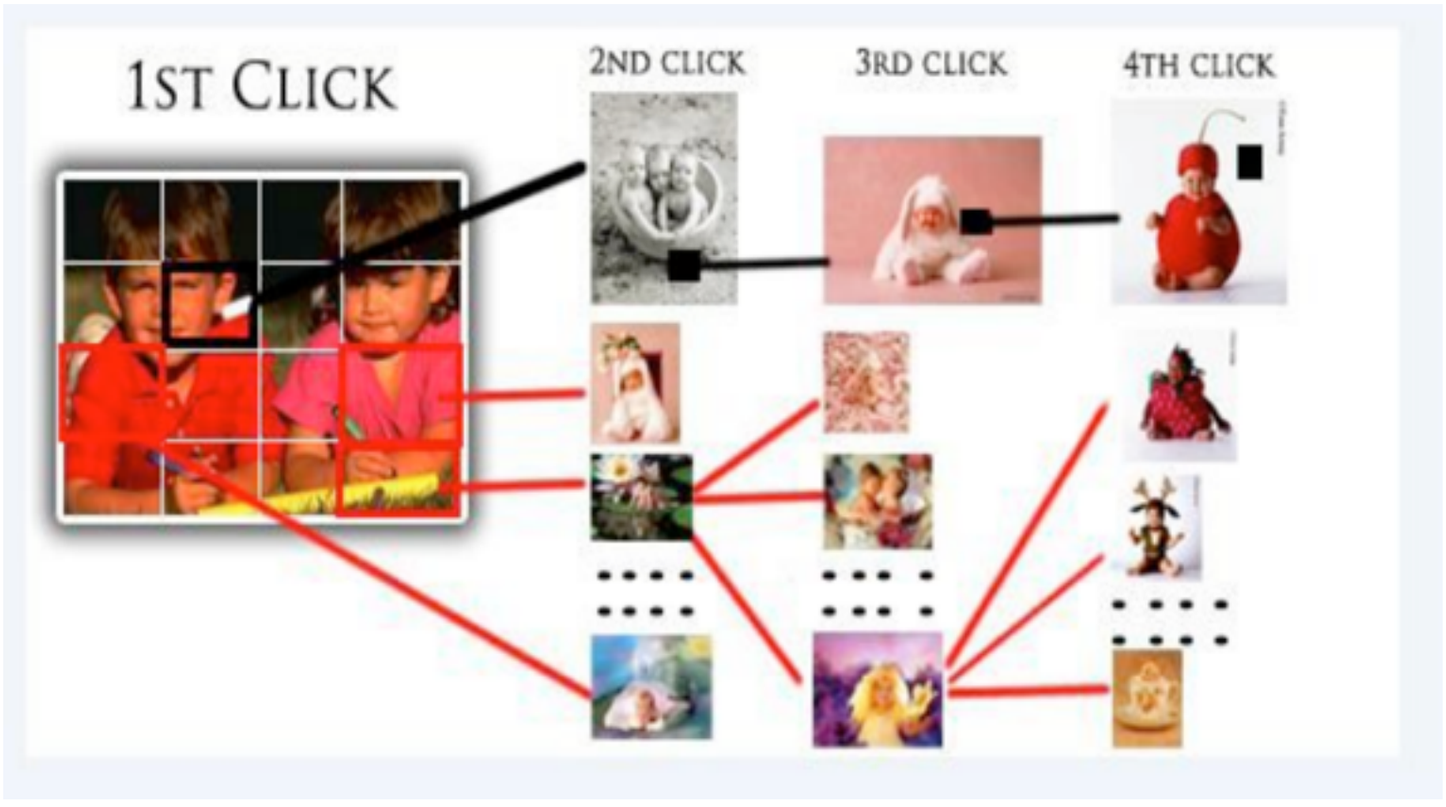
多个口令

一对多

CCP: Cued Click Points

- 一对一线索
- implicit feedback
- 避免简单模式





热点攻击

***96%*成功率**

- 注册：25秒
- Login：7秒

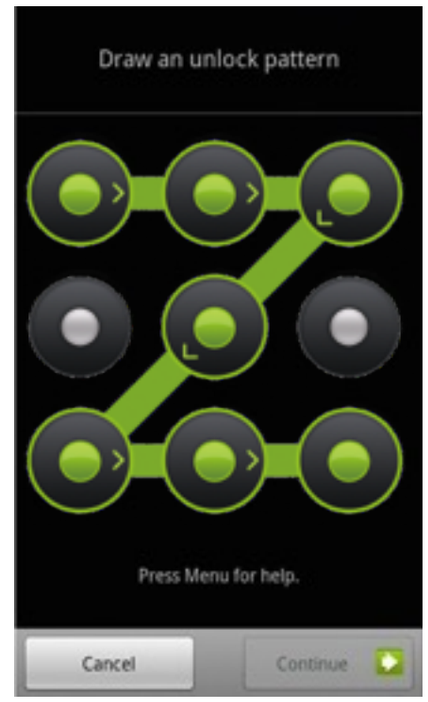
PCCP: Persuasive CCP

- viewport
- 随机化
- 避免hotspots
- 创建： 50秒
- Login： 8秒

My App is My Password!

Background

- *Graphical password*
  - ✳ *more applicable on smartphone than text password*
  - ✳ *vulnerable to shoulder surfing attack*
  - ✳ ***existing graphical password require user proactively memorise password***



Graphical password based existing memory

- *Authentication based existing memory*
  - ✳ *weak password*
  - ✳ *security questions*
  - ✳ *dynamic security questions*
  - ✳ *autobiographical authentication*

后备认证

USO8 FULL ELECTION COVERAGE

Electoral College votes — Winning post 270

Obama - Democrat 365

McCain - Republican 173

BBC NEWS

2008.09.17

gov.palin@yahoo.com
Where did you meet your spouse?
Wasilla High School

http://news.bbc.co.uk/2/hi/7622726.stm

Hackers infiltrate Palin's e-mail

Hackers have broken in to the e-mail of the US Republican vice-presidential candidate, Alaska Governor Sarah Palin.

Sarah Palin has been campaigning for Republican running mate John McCain

The hackers, who targeted a personal Yahoo account, posted several messages and family photos from her inbox.

The campaign of running mate John McCain condemned their action as "a shocking invasion of the governor's privacy and a violation of the law".

The hacking comes amid questions about whether Mrs Palin used personal e-mail to conduct state business.

According to law, all e-mails relating to the official business of government must be archived and not destroyed. However, personal e-mails can be deleted.

Mrs Palin is currently under investigation in Alaska for alleged abuse of power while governor.

http://wikileaks.org/wiki/VP_contender_Sarah_Palin_hacked

2008

自传体认证

Exploring Capturable Everyday Memory for Autobiographical Authentication

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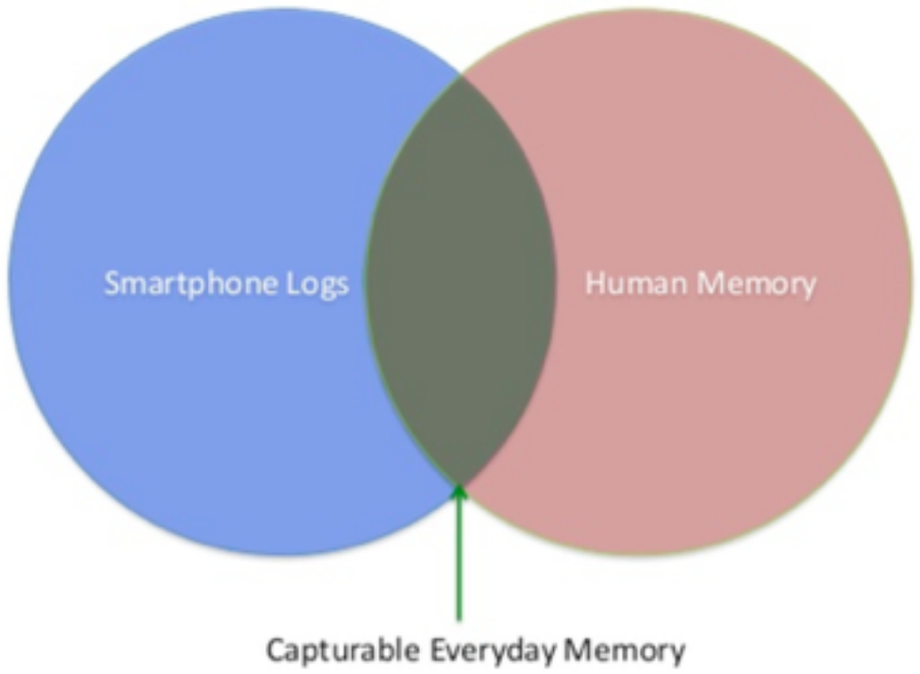
QType	Likert-scale prompts in Study 2.
FBApp	What application did you use on <time>?
FBLoc	Where were you on <time>?
FBOCall	Who did you call on <time>?
FBInCall	Who called you on <time>?
FBOSMS	Who did you SMS message on <time>?
FBInSMS	Who SMS messaged you on <time>?
FBIntSrc	What did you search the internet for on <time>?
FBIntVis	What website did you visit on <time>?
NAOSMS	Name someone you SMS messaged in the last 24 hours.
NAInSMS	Name someone who SMS messaged you in the last 24
NAOCall	Name someone you called in the last 24 hours.
NAInCall	Name someone who called you in the last 24 hours.
NAApp	Name an application you used in the past 24 hours.

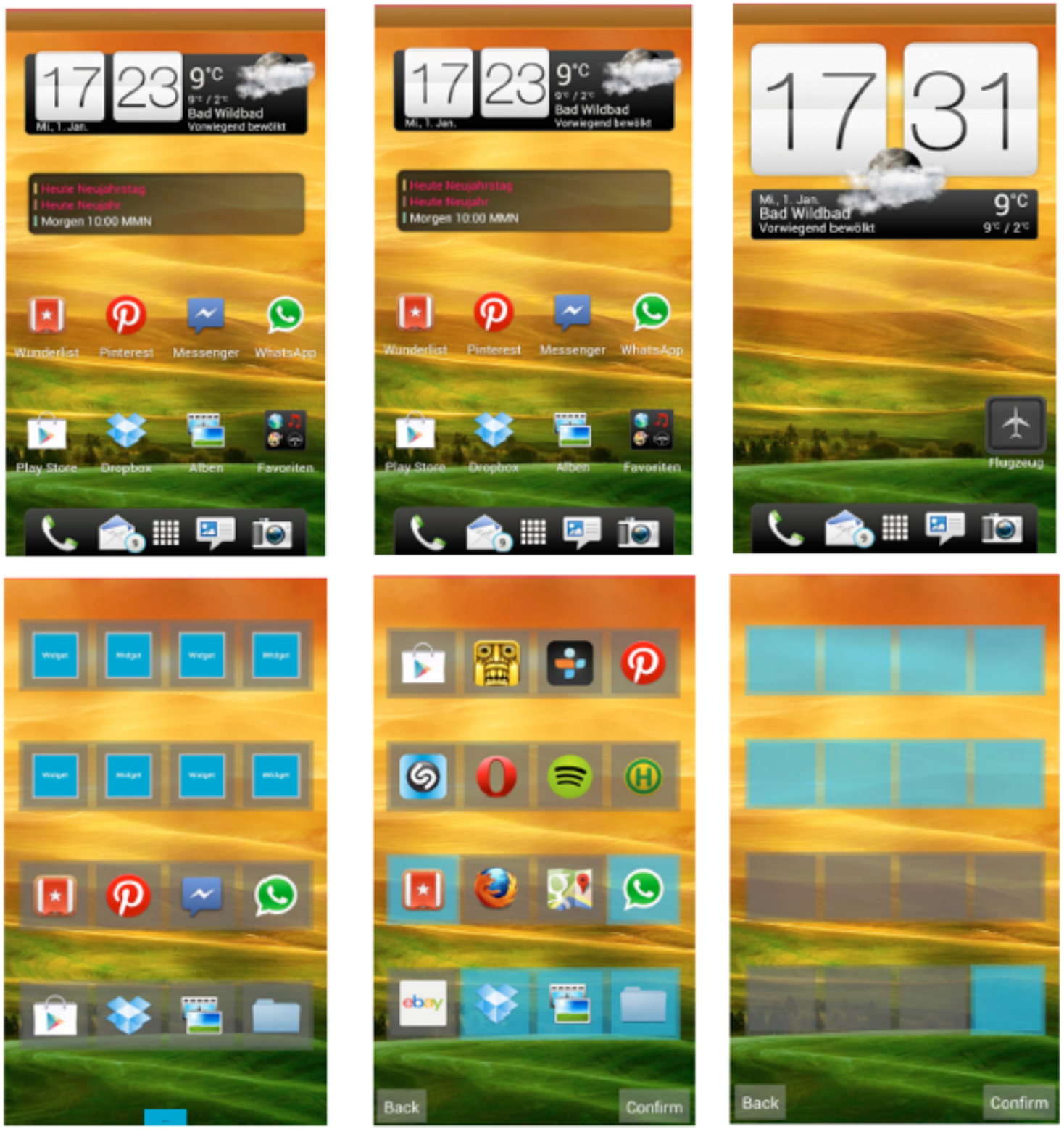


UBICOMP 2013
September 8-12
Zurich, Switzerland

http://sauvikdas.com/

Password Alternatives

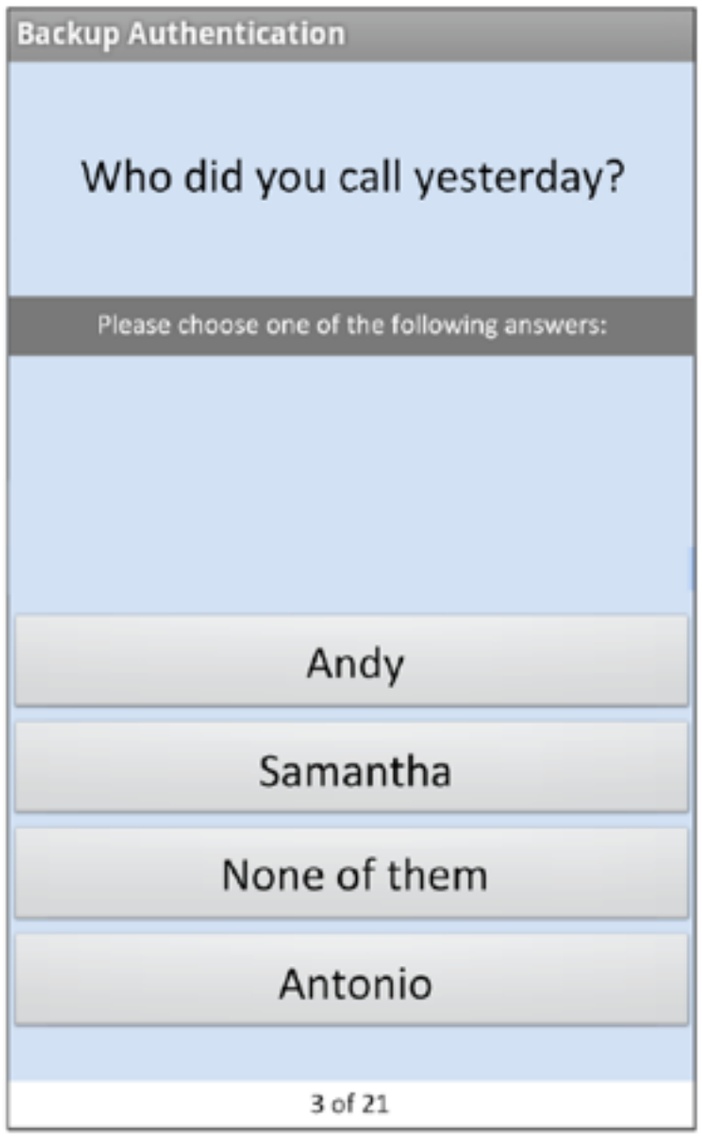
APP图标布局认证



Using Icon Arrangement for Fallback Authentication on Smartphones

Poster
@ CHI 2014

动态安全问题



Category	Question + Timespan
SMS (out)	Who did you text [Y | LW]?
SMS (in)	Who texted you [Y | LW]?
Call (out)	Who did you call [Y | LW]?
Call (in)	Who called you [Y | LW]?
App	Which App did you use [Y | LW]?
App Install	Which app did you install/update [Y | LW]?
Photos	Which photo did you take [Y | LW?

Y=Yesterday; LW=Last Week

I Know What You Did Last Week! Do You? Dynamic Security Questions for Fallback Authentication on Smartphones

@ CHI 2015

动态安全问题 – APP安装

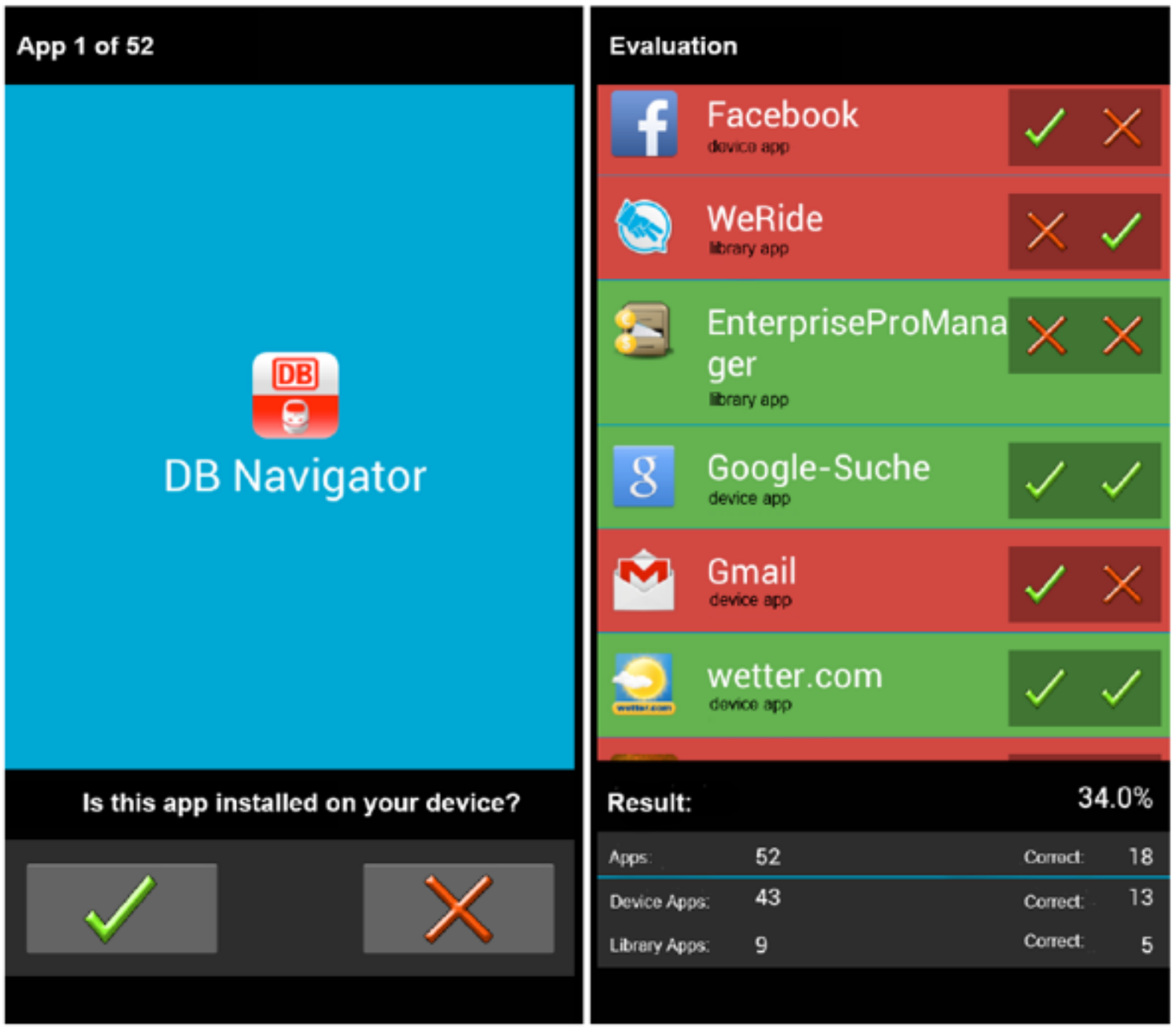


Figure 1. Screenshots of the study application. The left one shows an exemplary question that users were quizzed during the study. The right one is an overview of the performance of a participant during the study. Original language: German.

Locked Your Phone? Buy a New One? From Tales of Fallback Authentication on Smartphones to Actual Concepts

@ MobileHCI 2015

PassApp Concept

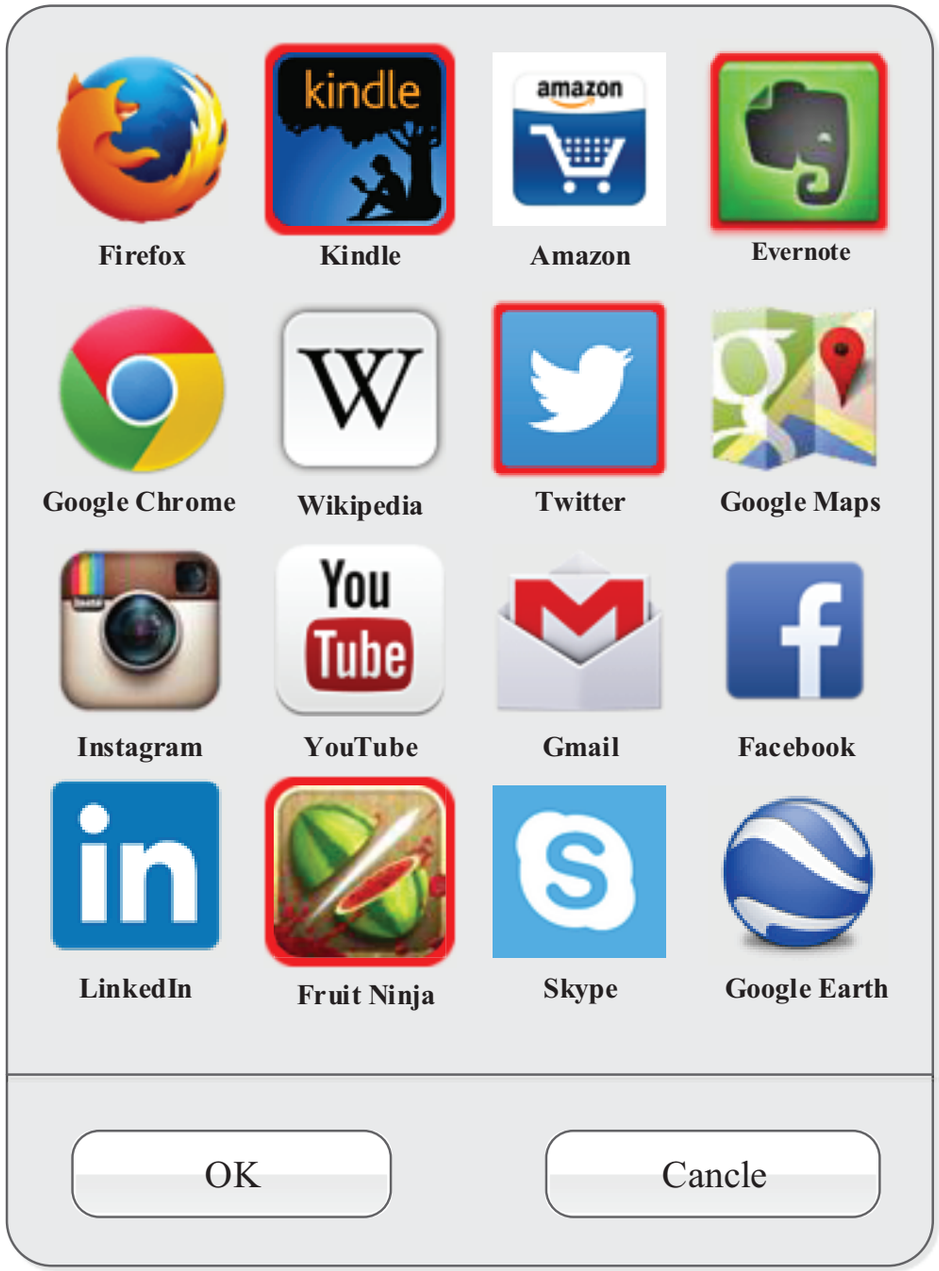
PassApp

is a novel recognition-based graphical password which utilises user's

installed apps

on their mobile devices

as password

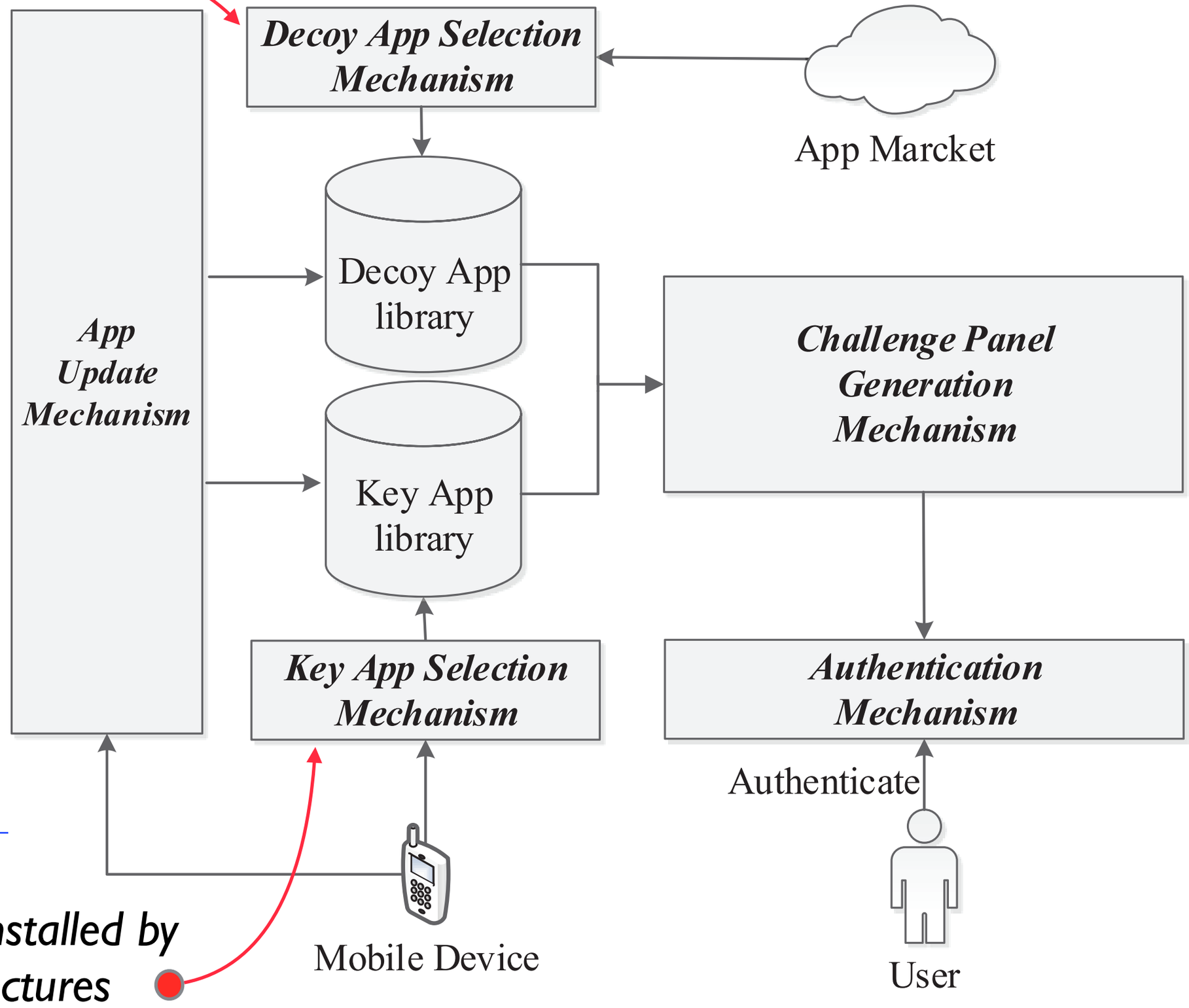


PassApp Mechanism

same category, similar ranks, etc

install a new app: *add this app as key app, add 3 decoy apps*

uninstall a app: *delete this app from key app libs and move it into blacklist, remove corresponding decoy apps from decoy app libs*

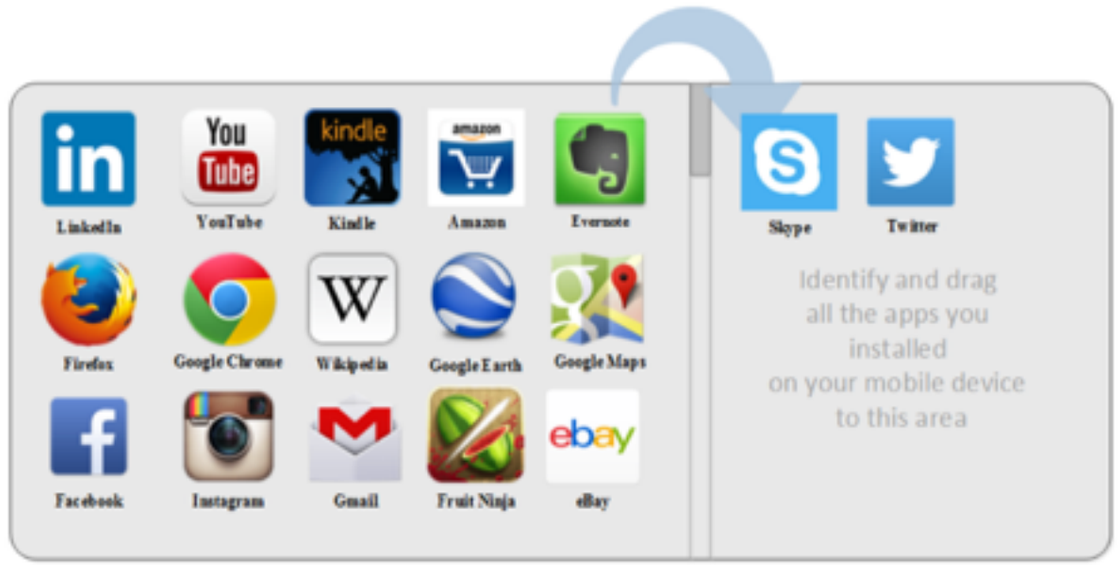


rule out the apps preinstalled by device and OS manufactures

User Study

Day 1

User Study 1:
How well can users correctly recognise the apps they have installed?



42 participants

Day 2

User Study 2:
How well can PassApp perform on usability and user experience?

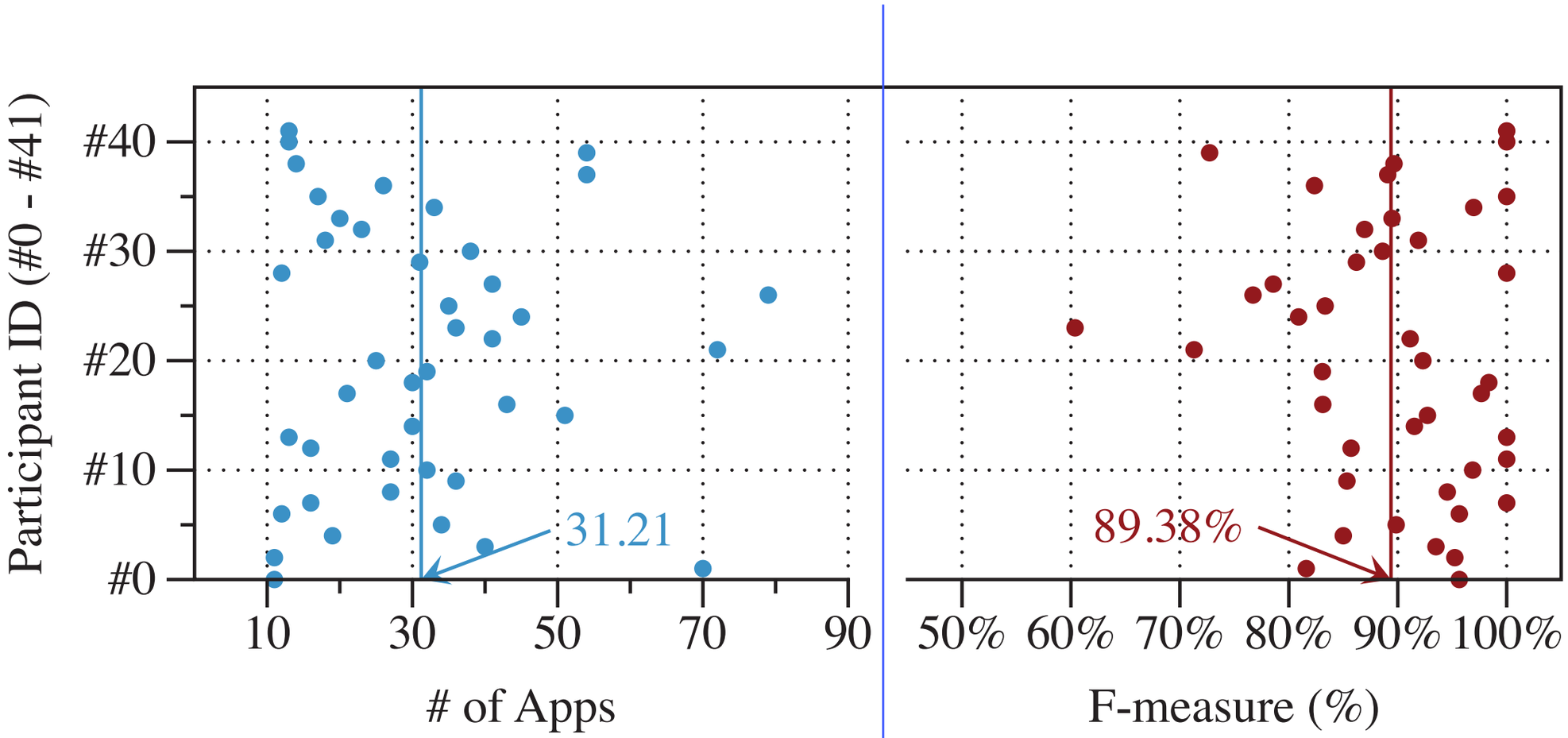
unlock 10 times

*42 *10*

Login Time

Success Rate

Memory about Installed Apps



Max:79, Min: 11, SD: 16.79

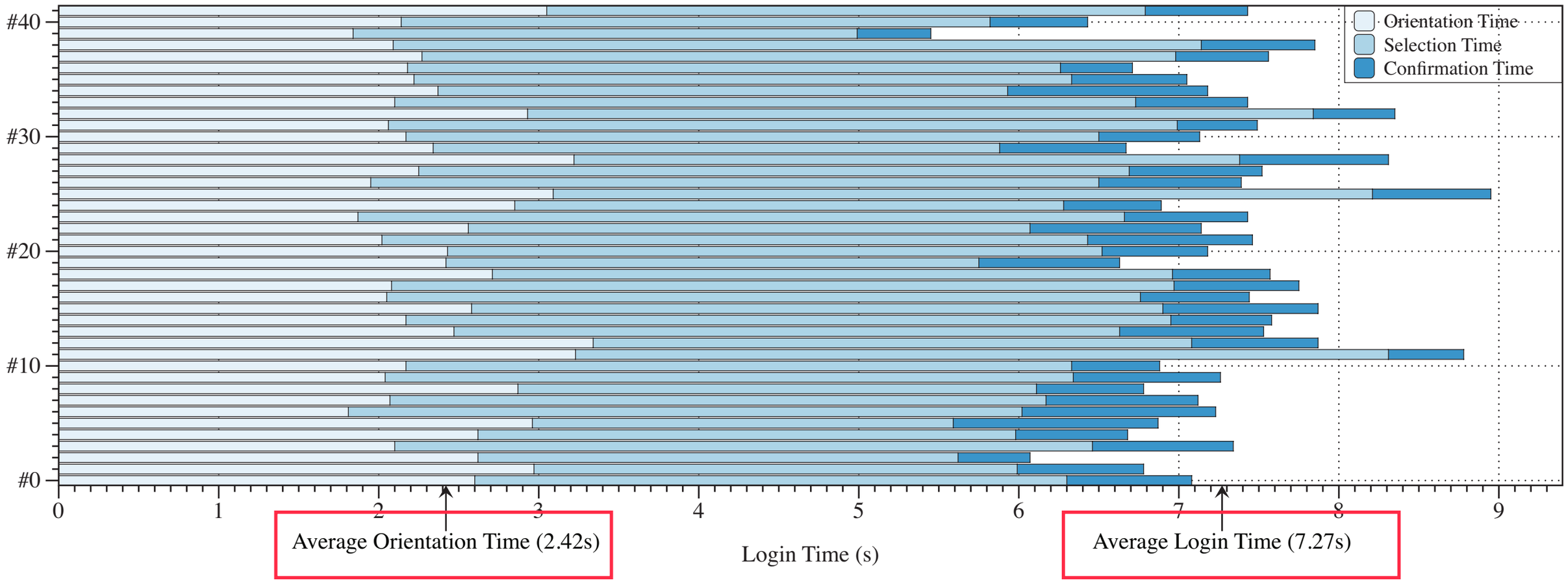
$$F_{measure} = \frac{P \times R}{P + R} \times 2$$

$$P(precision) = \frac{\sum picked\ installed\ apps}{\sum all\ apps\ picked}$$

$$R(recall) = \frac{\sum picked\ installed\ apps}{\sum all\ installed\ apps}$$

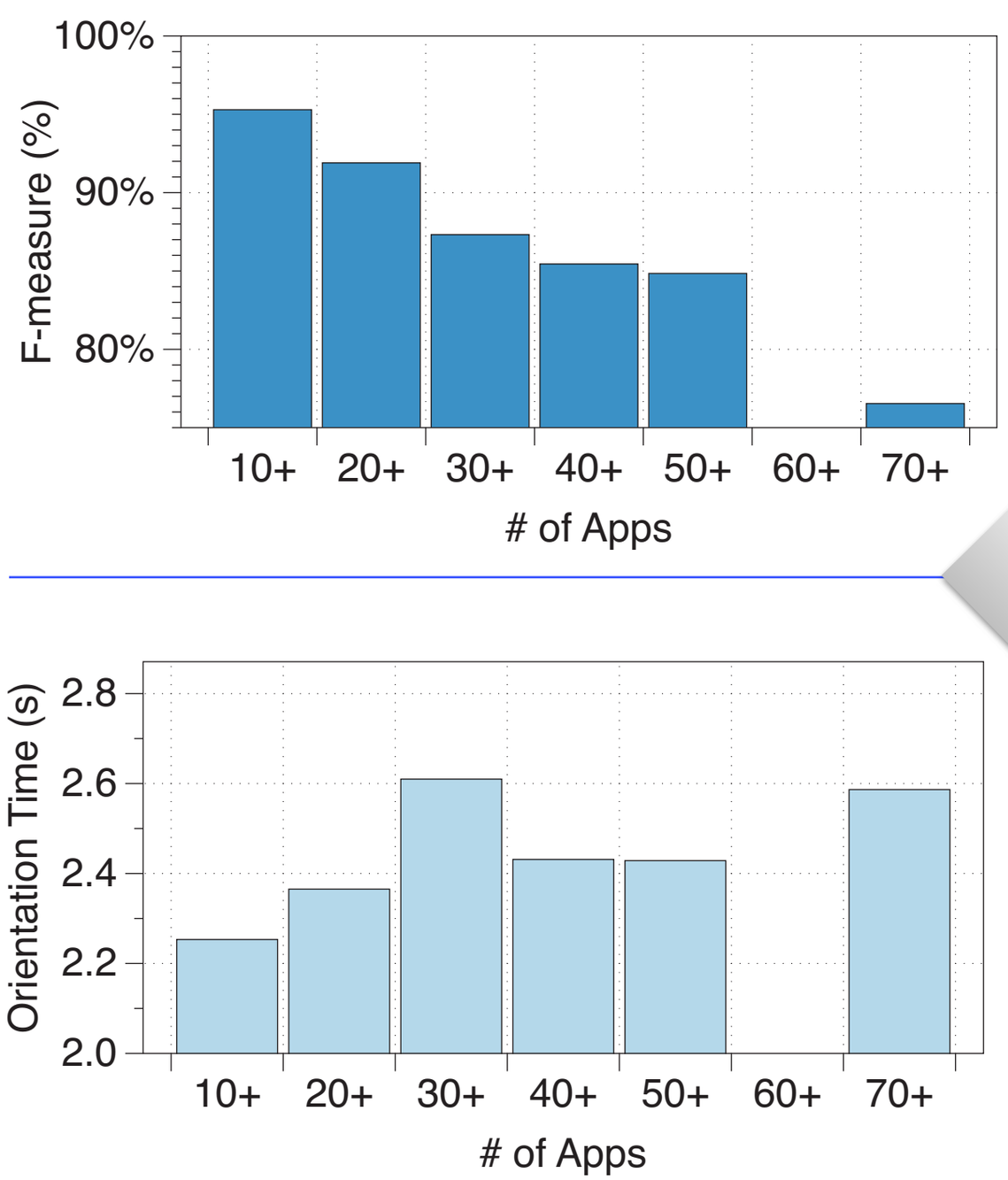
Login Time and Success Rate

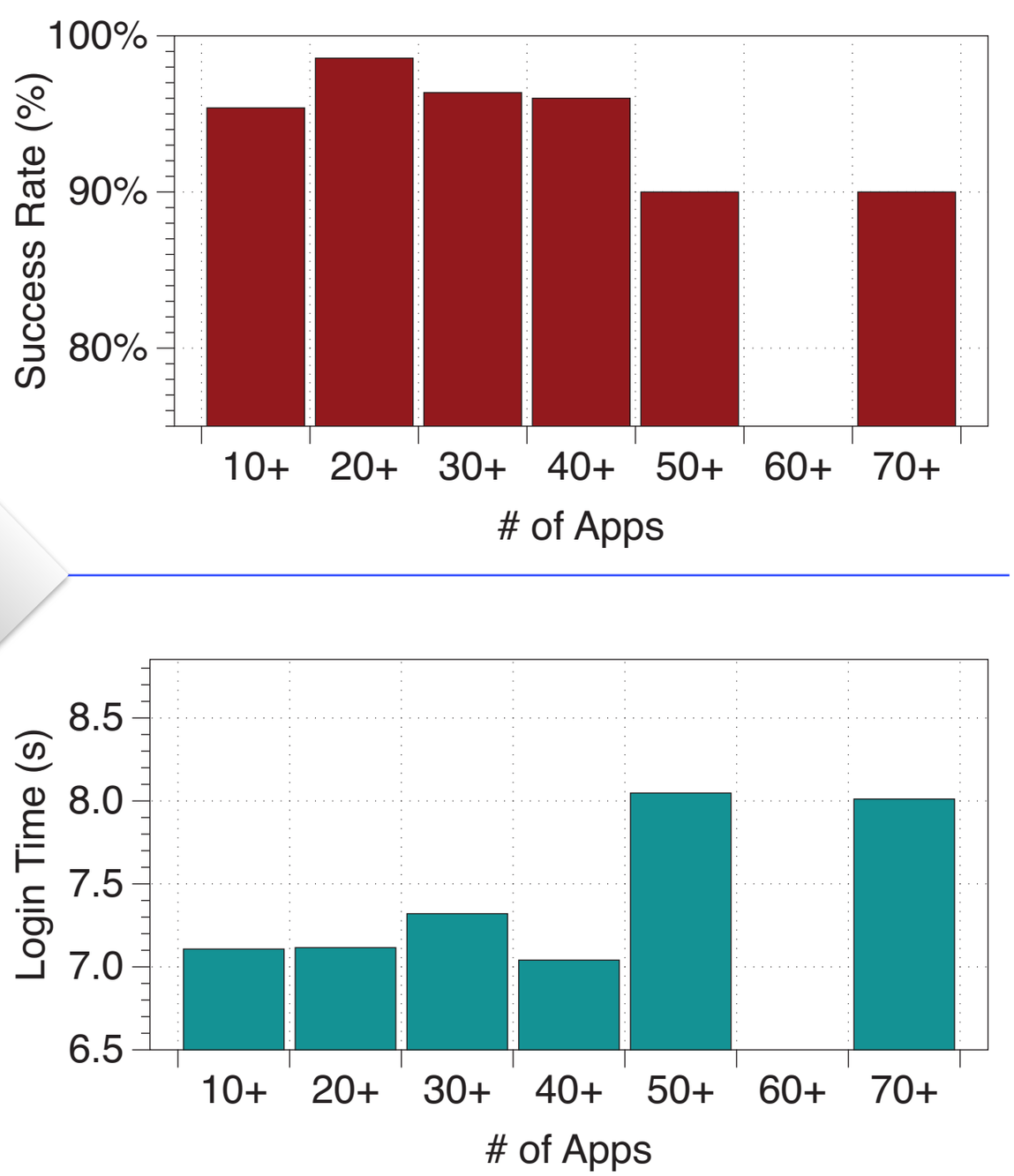
Scheme	**PassApp**	Cognitive Auth [35]	Convex Hull Click [37]	Déjà vu [14]	Passfaces [10]	UYI [23]
Login Time	**7s (5s-10s)**	90-180s	72s	32-36s	14-88s	12-26s
Success Rate	**>95%**	>95%	90%	90-100%	72-100%	89-100%



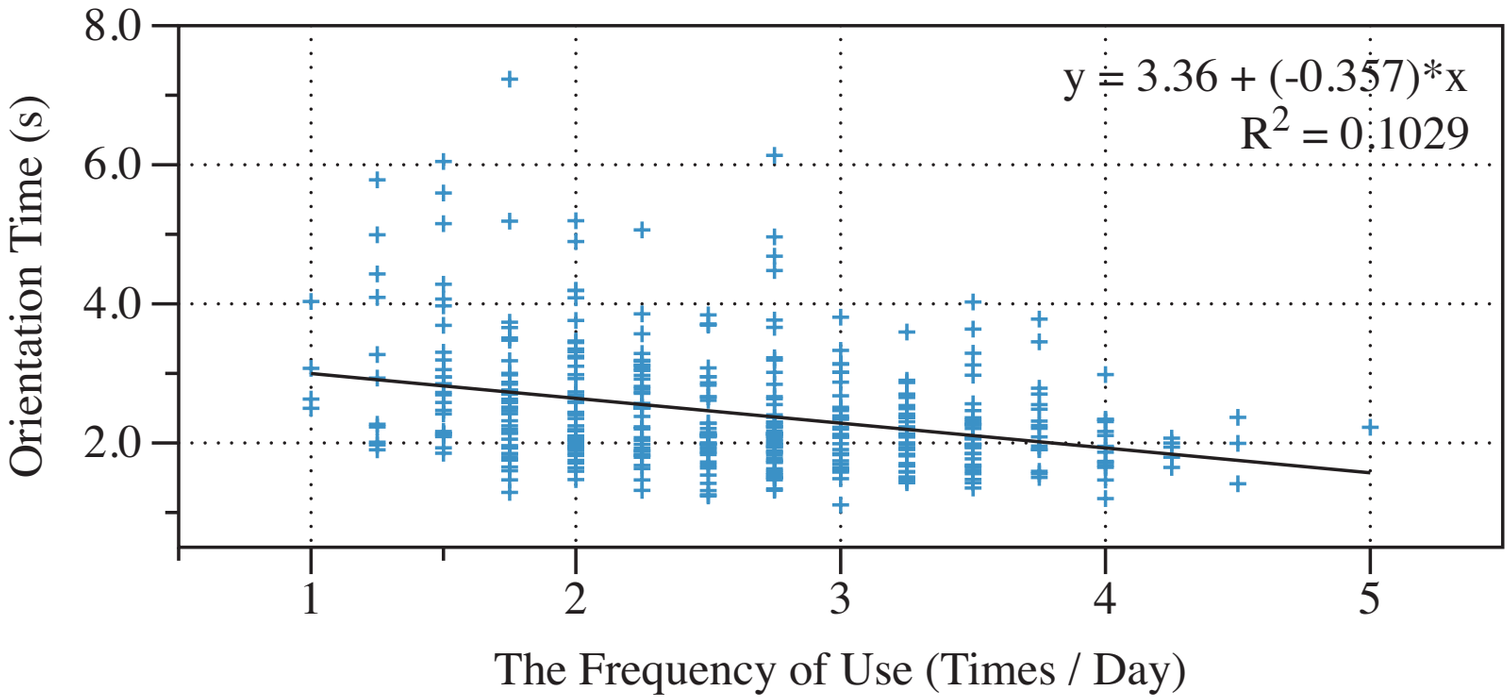
Average confirmation time: 0.76s

Number of Key Apps & Usability Indices





Frequency of Using Apps & Usability Indices



28.38% <0.2times/days

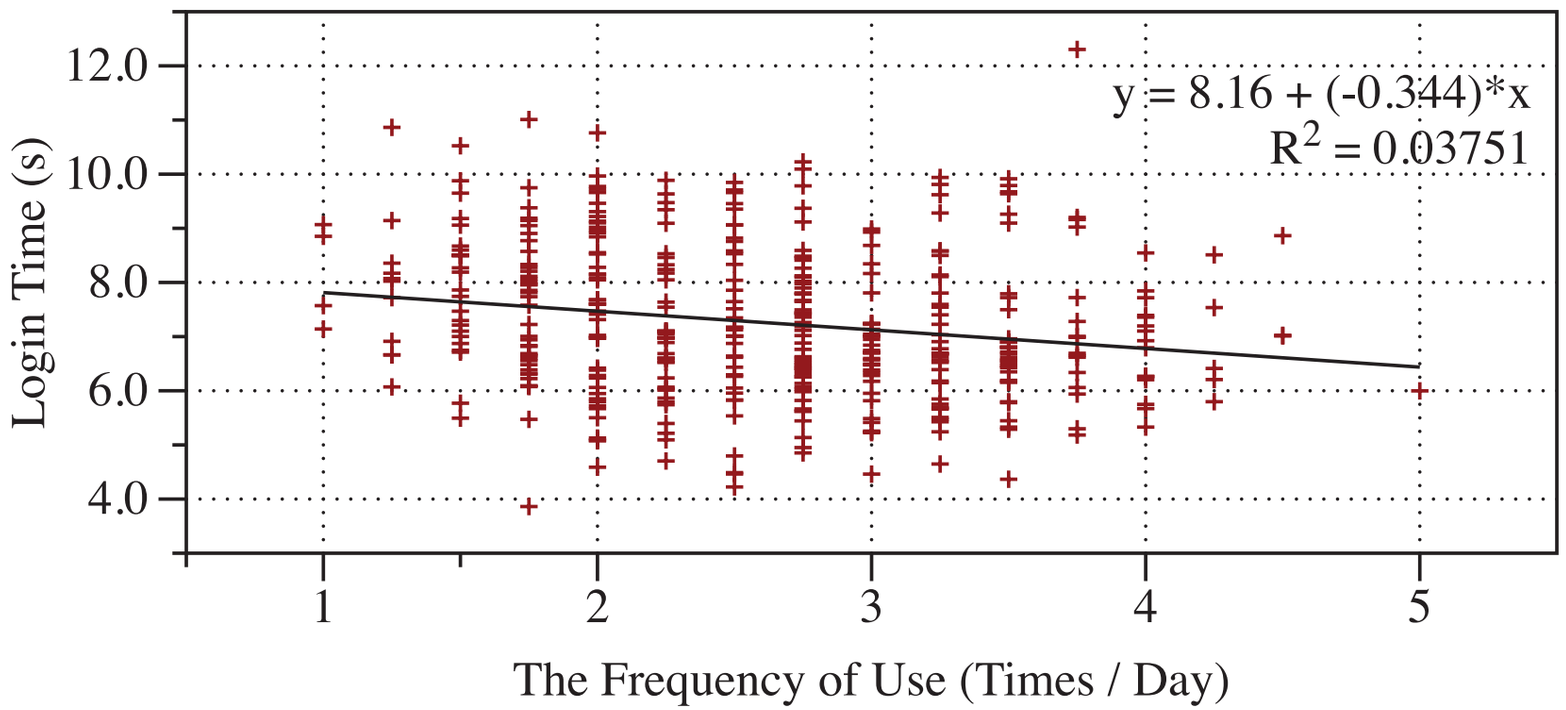
21.66% 0.2 -0.5 t/d

23.11% 1-2 t/d

12.36% 3-5 t/d

14.49% >5 t/d

In user study 1, Participant need complete a web survey to mark the frequency of using the installed apps



Security Analysis

Brutal-force Attacks

$$1/\binom{16}{4} = 1/1820.$$

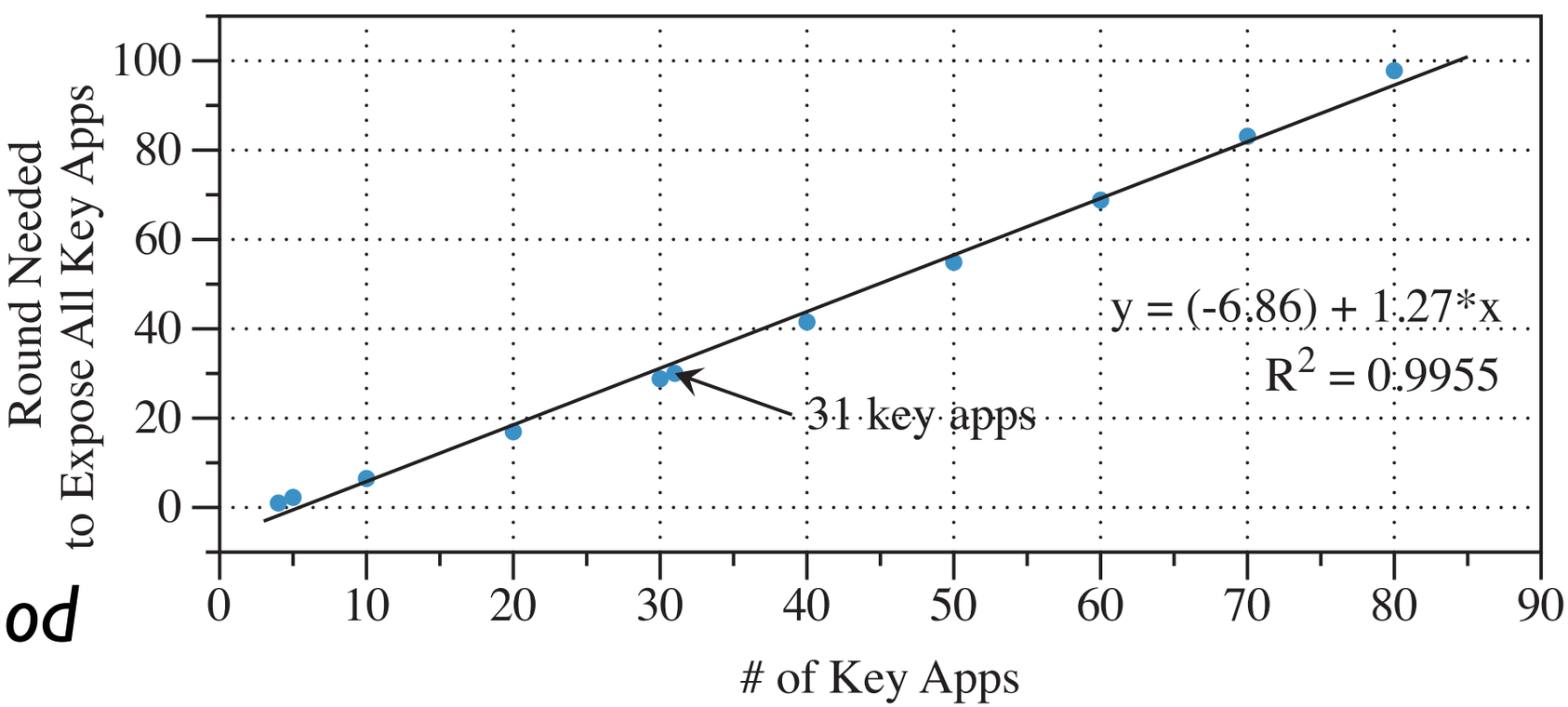
0.055%

One-time shoulder Surfing Attacks

$$E = \sum_{i=0}^{4} \left(\frac{\binom{4}{i} \times \binom{s-4}{4-i}}{\binom{s}{4}} \times i \right)$$

Multi-time shoulder Surfing Attacks

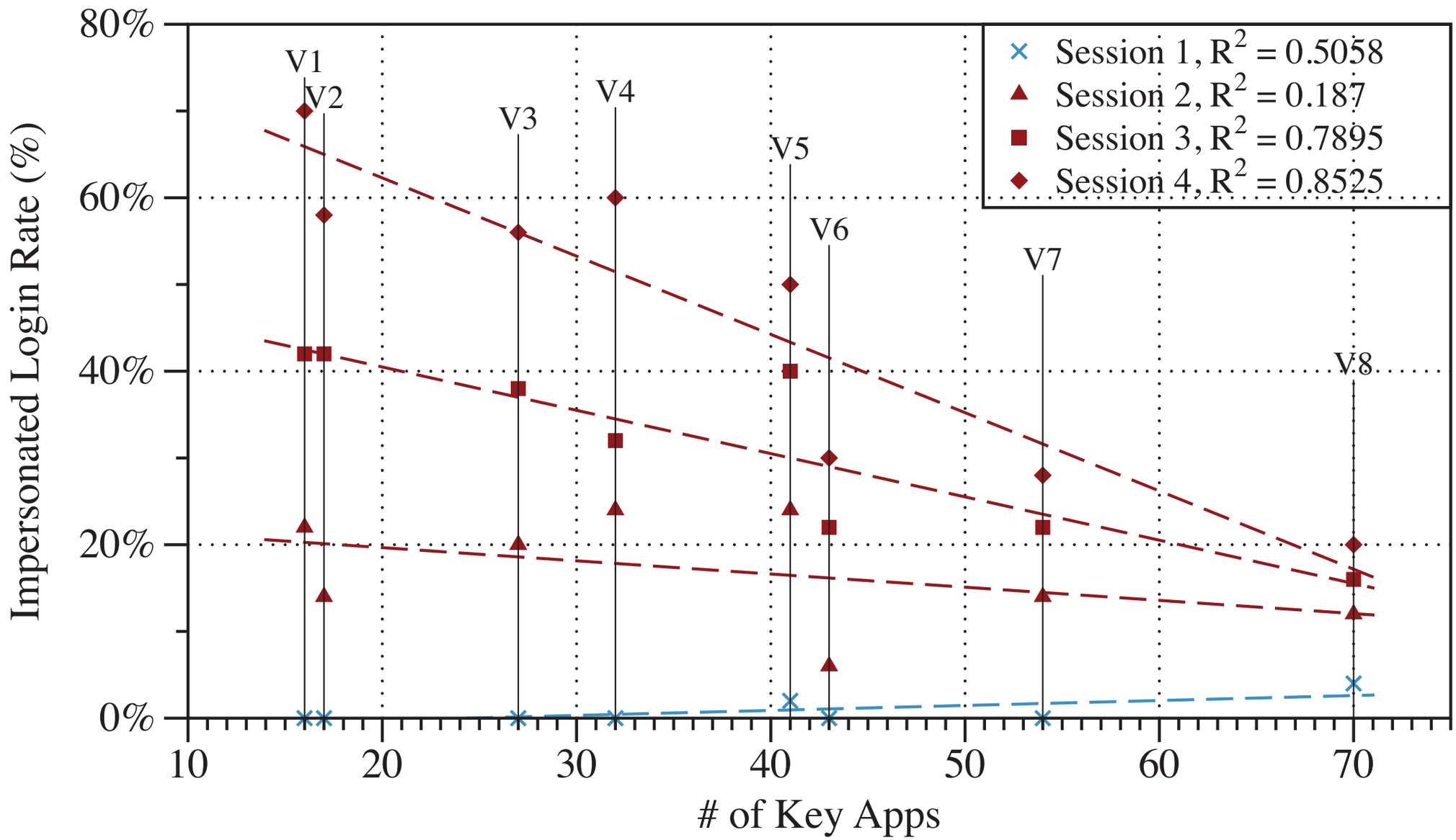
Monte Carlo Method



Session 1: Guessing Attacks

Session 2-4: Acquaintance Attacks

Session	1	2	3	4
Successful Logins	3	68	127	186
Percentage	0.75%	17.00%	31.75%	46.50%



Discussion

- *Key app selection*
  - ✳ *too short or too many, popular apps, communication apps*
- *Decoy app selection*
  - ✳ *app market, device manufacture, OS, language,etc*
- *Challenge panel generation (n key * m decoy * r rounds)*
- *Login time (challenge, backup authentication)*
- *Participant (field study in the future)*
- *Daily memory about other graphical elements*
  - *photography, wallpapers, screenshots, avatars, etc*
  - *privacy vs security vs usability*

Conclusion

- *PassApp is the first graphical password that utilizes user's existing memory about installed apps as password*
  - ✳ *without registration stage*
  - ✳ *without memory burden*
- *PassApp perform better usability than most graphical password*
  - ✳ *acceptable login time: 7.27s (6.51s)*
  - ✳ *high success rate: >95%*
- *PassApp has sufficient security than most graphical password*
  - ✳ *brute-force attacks (0.055%) and dictionary attacks (0.75%)*
  - ✳ *shoulder surfing attacks: average 30 times*
  - ✳ *acquaintance attacks: can to some extent withstand (challenge)*

图形口令评价

可用性 vs. 安全性

用户 & 环境

- 专家
- 频繁使用用户
- 不频繁使用用户
- 特殊群体

- 使用设备
  - ➡手机、PAD、PC
  - ➡网络、屏幕、
- 使用环境
  - ➡高风险
  - ➡低风险

任务

- **口令初始化**
  - ➡用户自己产生 vs 系统自动产生
  - ➡口令可预测 vs 训练时间 vs 口令重用
- **Login**
  - ➡成功率、错误率
  - ➡记忆测量、记忆干扰
- **口令改变和重置**
  - ➡不容易通信、临时的非图形口令

Security Evaluation

安全

- **猜测攻击**
  - ➡在线：延迟、次数、锁定
  - ➡离线：hash、salting、
  - ➡图形口令：checker
  - ➡暴力攻击：彩虹表
  - ➡字典攻击：face、hotspot

- **俘获攻击**
  - ➡肩窥攻击
  - ➡交叉攻击
  - ➡污渍攻击
  - ➡个性化攻击

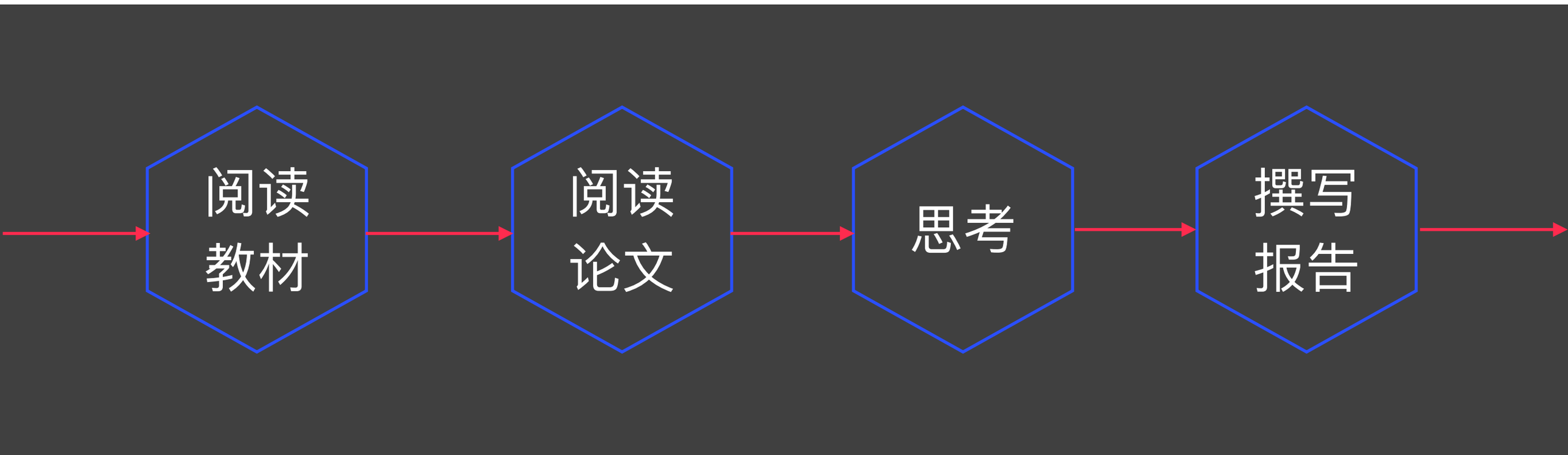
Methodology of Evaluation

评估方法

- 专家评估 vs 用户实验 vs 实际使用
- 使用文本口令作为参照
- lab study vs field study
- 问卷、访谈
- 实验人数
- 多个session
- 基于Web：Amazon Mechanical Turk
- IRB：伦理审查
- 盲试

提问时间！

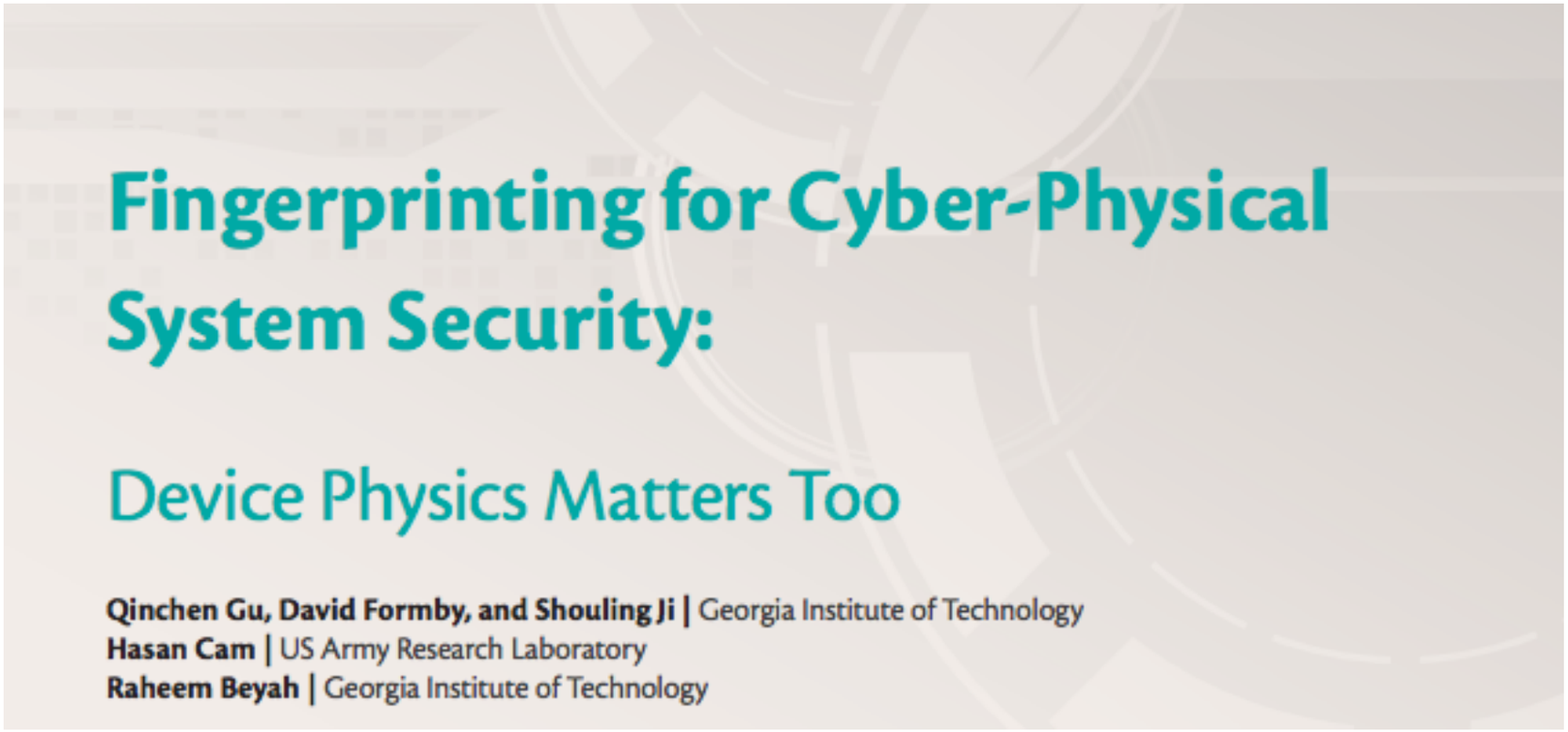
课后作业



Homework

课后作业

要求阅读如下文章，写阅读报告



Fingerprinting for Cyber-Physical System Security:

Device Physics Matters Too

Qinchen Gu, David Formby, and Shouling Ji | Georgia Institute of Technology
Hasan Cam | US Army Research Laboratory
Raheem Beyah | Georgia Institute of Technology

IEEE Security & Privacy Magazine 2018

检索一篇设备指纹相关的2017-2018的论文，简单阅读，杂志的文章最好

1、文章概述
2、主要收获
3、存在疑问
4、所思所感
5、一篇论文

周六晚上12点前提交

谢谢！

Huiping Sun

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https://huipingsun.github.io