

# USABILITY AND SECURITY OF GAZE-BASED GRAPHICAL GRID PASSWORDS

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2013/04/01  
USEC

# USABILITY AND SECURITY OF GAZE-BASED GRAPHICAL GRID PASSWORDS

- 1. Are Android-like graphical grid passwords usable with gaze-based entry?**
- 2. How can we measure the security of graphical grid passwords?**

# GRAPHICAL PASSWORDS

SEE FANTASTIC SURVEY PAPER BY BIDDLE, CHIASSON, VAN OORSCHOT,  
ACM COMPUTING SURVEYS 2012

## ■ Recall-based

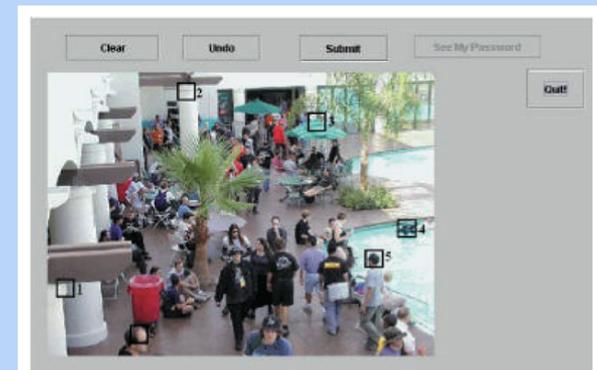
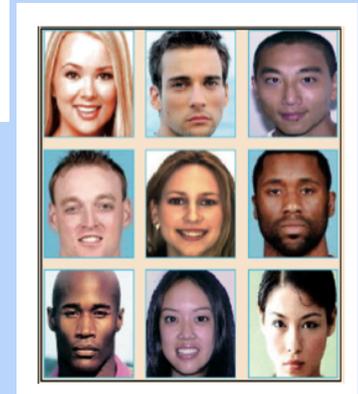
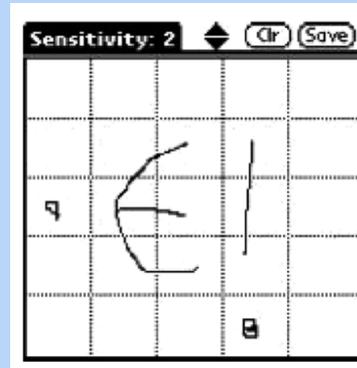
- User must recall and enter a secret drawing from memory
- Can be free form or grid-based

## ■ Recognition-based

- User must recognize a few personal objects from a set of objects

## ■ Cued-recall

- User is given an image cue and must recall and enter points or pattern



# ENTRY METHODS

## ■ Mouse

- commonplace input method
- mouse movements easily observed (“shoulder surfing”)

## ■ Touch

- easy and intuitive
- vulnerable to “smudge attacks”

## ■ Gaze

- requires specialized, expensive input equipment
- more resistant to shoulder surfing
- possibly more suitable for persons with disabilities

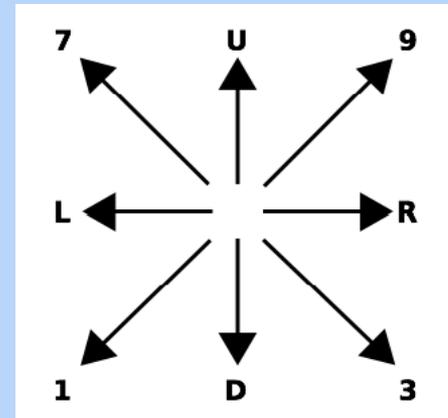
# GAZE-BASED GRAPHICAL PASSWORDS

## CUED GAZE-POINTS (CGP)

- Forget, Chiasson, Biddle CHI 2010
- Cued-recall
- Gaze-based variant of Cued Click Points

## EYEPASSSHAPES

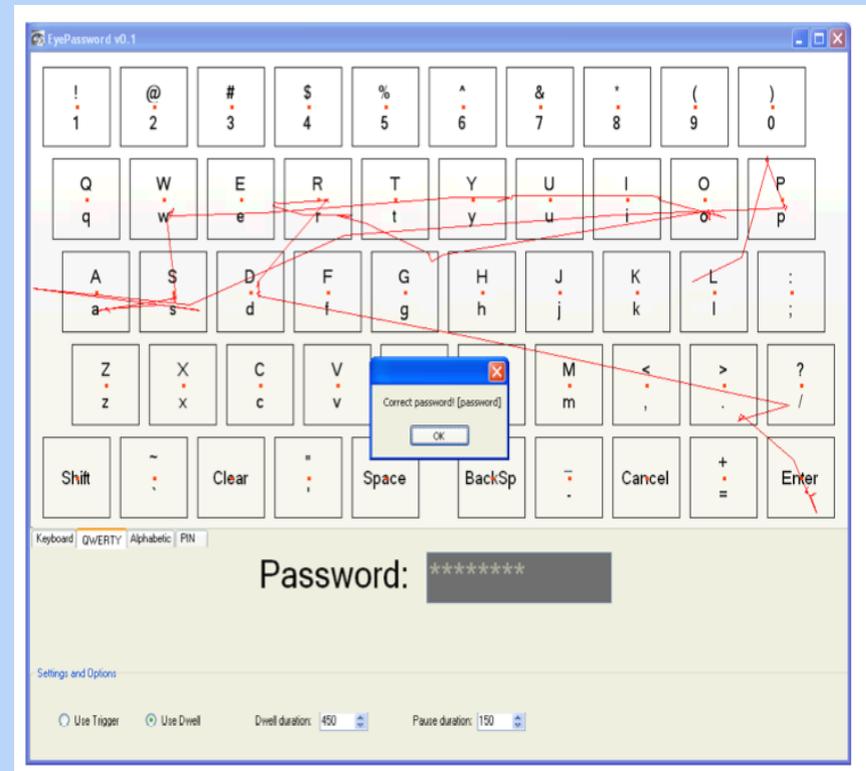
- De Luca, Denzel, Hussmann SOUPS 2009
- Recall
- Grid with adjacent movements only



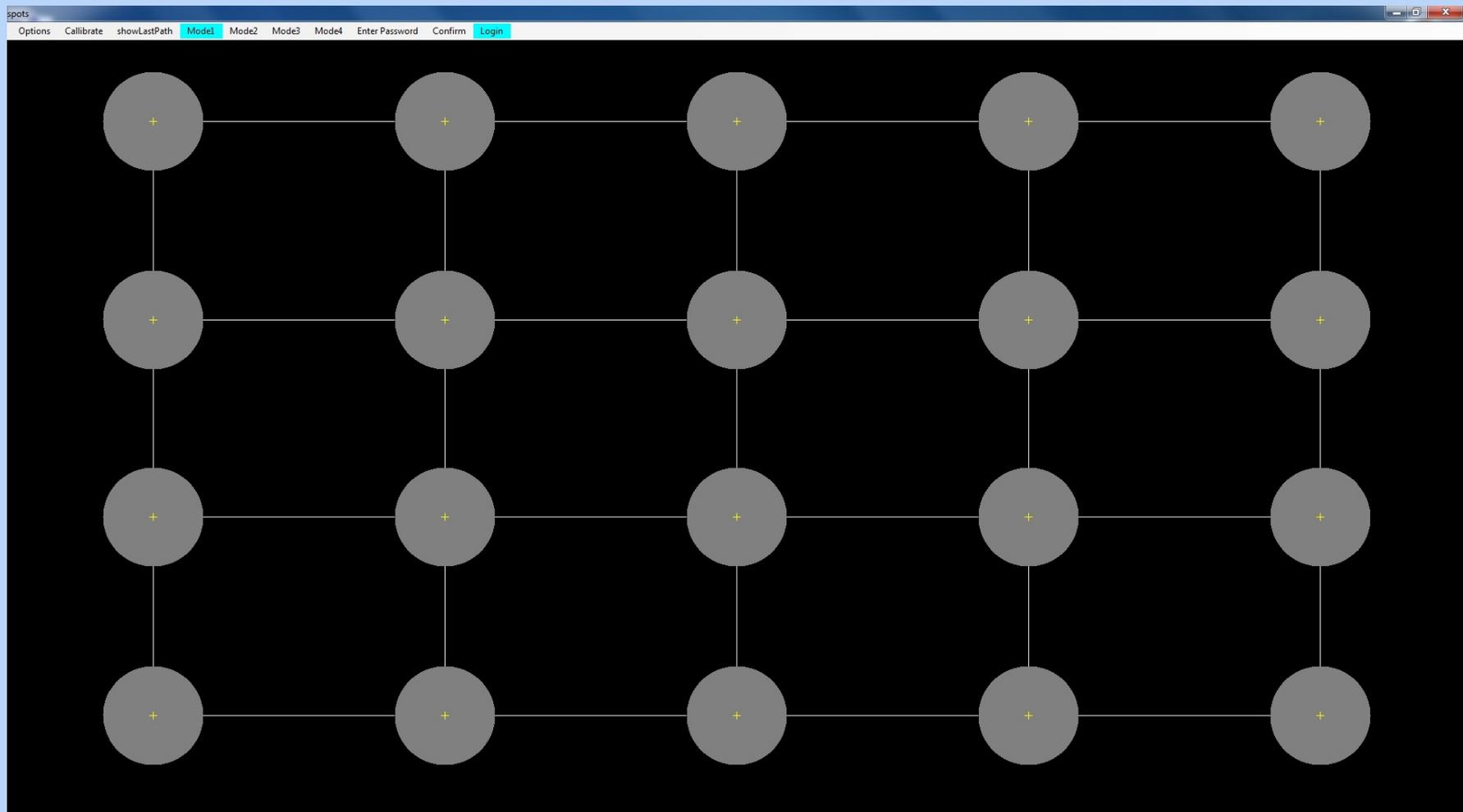
# GAZE-BASED GRAPHICAL PASSWORDS

## EYEPASSWORD

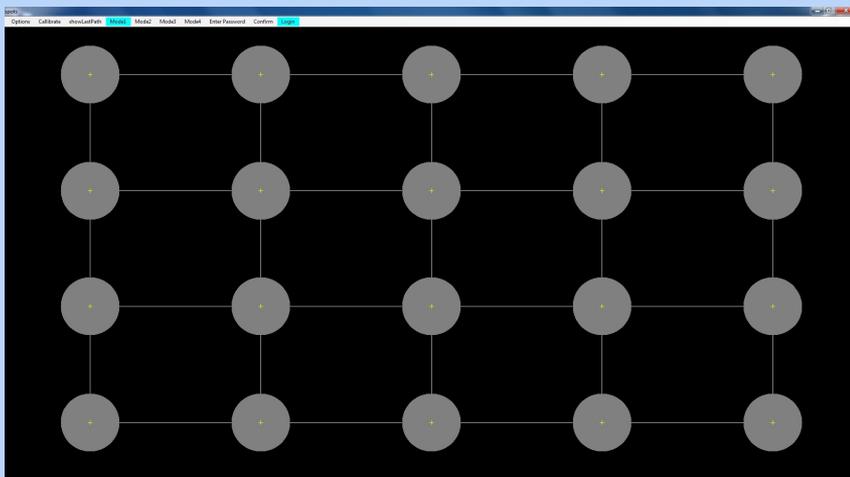
- Kumar, Garfinkel, Boneh, Winograd  
SOUPS 2007
- On-screen keyboard



# GAZE-BASED GRAPHICAL GRID PASSWORDS



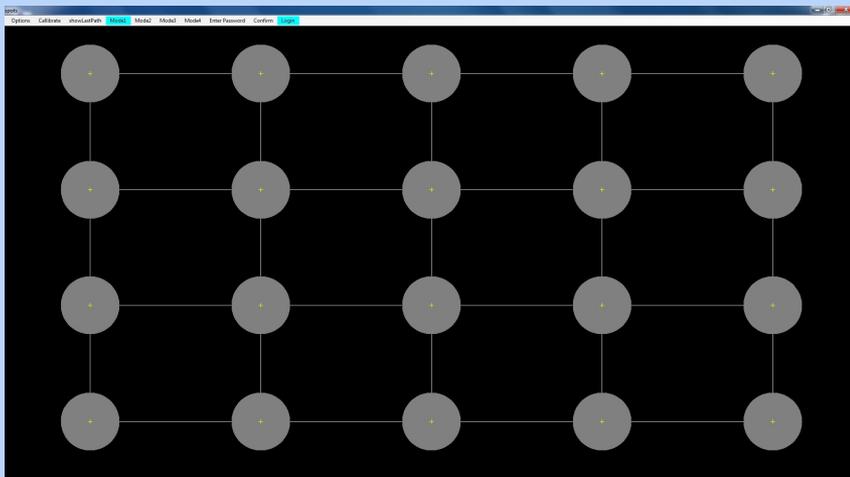
# BASIC SCHEME



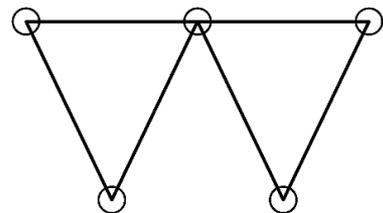
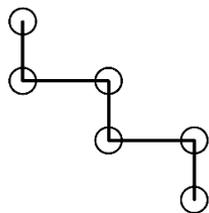
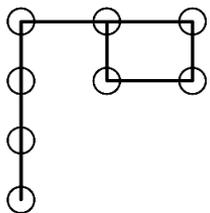
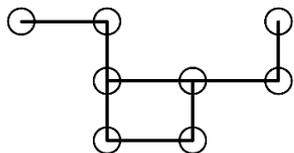
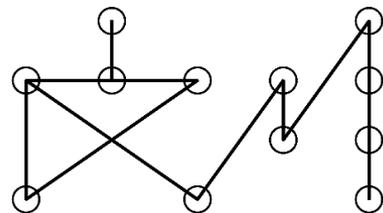
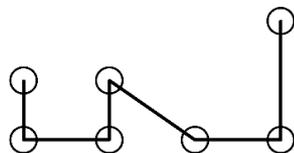
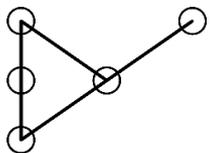
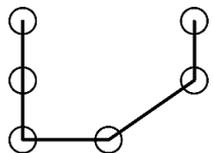
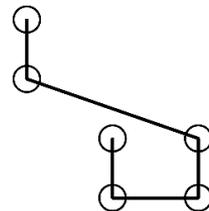
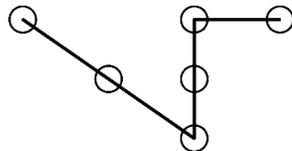
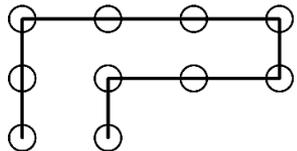
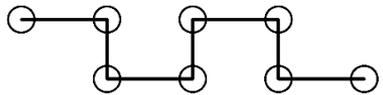
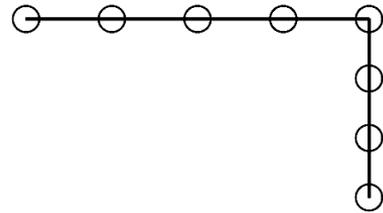
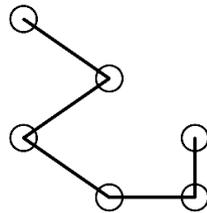
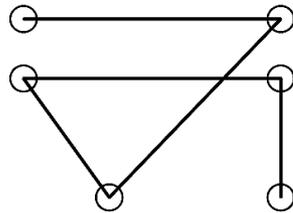
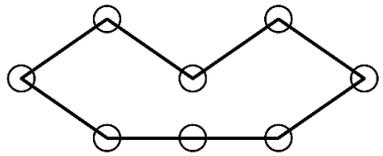
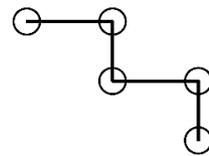
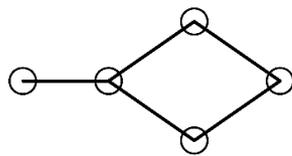
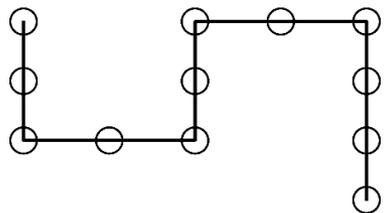
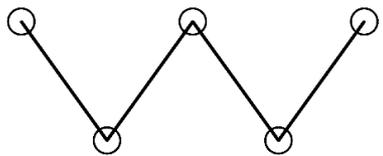
## [Calibration]

1. Gaze at first point
2. Press spacebar
3. Gaze at next point for  $>0.5$  seconds
4. Gaze at next point for  $>0.5$  seconds
5. ...
6. Gaze at last point for  $>0.5$  seconds
7. Press spacebar

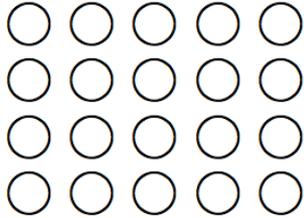
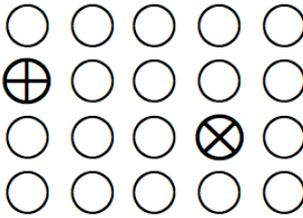
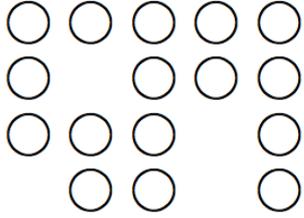
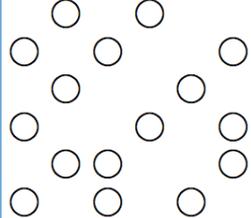
# BASIC SCHEME



- No visual feedback of points selected
- Subsequent points need not be adjacent
- Cannot use same point twice in a row but can revisit later



# VARIANTS

				
	<p><b>Basic scheme</b></p>	<p><b>Cued start/end points</b></p>	<p><b>Grid with holes</b></p>	<p><b>Sparse grid</b></p>
	<p><b>5x4 grid</b></p>	<p><b>5x4 grid</b></p>	<p><b>5x4 grid</b></p>	<p><b>6x6 grid</b></p>
		<p><b>Must start at + and end at x</b></p>	<p><b>Cannot use some points</b></p>	<p><b>Lots of holes</b></p>

# USABILITY AND SECURITY OF GAZE-BASED GRAPHICAL GRID PASSWORDS

- 1. Are Android-like graphical grid passwords usable with gaze-based entry?**
- 2. How can we measure the security of graphical grid passwords?**

# USABILITY OF GAZE-BASED GRAPHICAL GRID PASSWORDS

Are Android-  
like graphical  
grid  
passwords  
usable with  
gaze-based  
entry?

# GENERAL METHODOLOGY

## TASKS

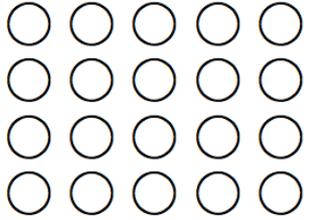
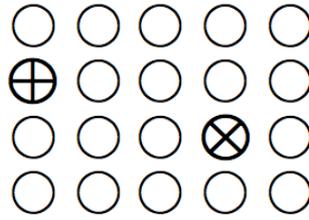
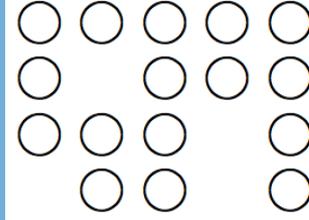
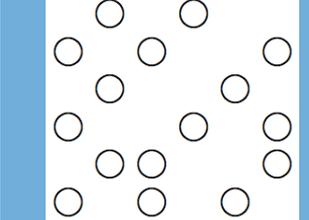
1. For 3 of the 4 schemes:
  1. Create password
  2. Confirm password
  3. [Distraction task]
  4. Login
2. Final login with scheme 1
3. Survey

22 participants total

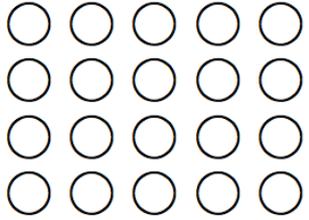
## REPORTED DATA

- Successful
  - confirm / login / final login on
    - 1<sup>st</sup> try /  $\leq 3$  tries
- Confirm / login errors
- Total time (incl. errors)
- Successful time
- Ease of use

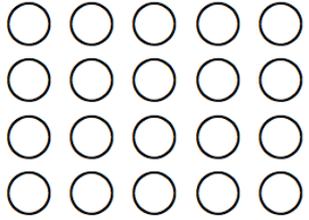
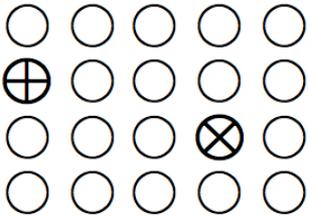
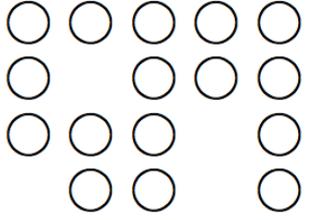
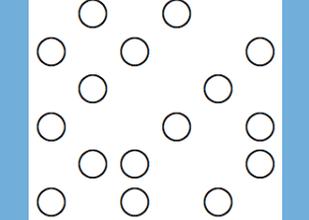
# PASSWORD ENTRY SUCCESS RATE

				
<b><u>Confirm</u></b>				
<b>1<sup>st</sup> try</b>	<b>91%</b>	<b>64%</b>	<b>67%</b>	<b>38%</b>
<b>≤ 3 tries</b>	<b>95%</b>	<b>91%</b>	<b>98%</b>	<b>69%</b>
<b><u>Login</u></b>				
<b>1<sup>st</sup> try</b>	<b>73%</b>	<b>91%</b>	<b>89%</b>	<b>54%</b>
<b>≤ 3 tries</b>	<b>91%</b>	<b>95%</b>	<b>100%</b>	<b>77%</b>
<b><u>Final Login</u></b> <b>(10 mins. later)</b>				
<b>1<sup>st</sup> try</b>	<b>45%</b>			
<b>≤ 3 tries</b>	<b>55%</b>			

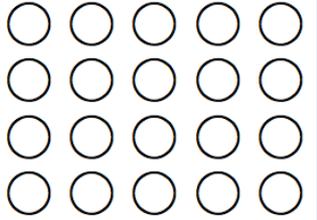
# PASSWORD ENTRY SUCCESS RATE

		Cued Gaze Points CGP T-51	EyePassShapes	EyePassword
<b><u>Confirm</u></b>				
<b>1<sup>st</sup> try</b>	<b>91%</b>	<b>67%</b>		
<b>≤ 3 tries</b>	<b>95%</b>	<b>82%</b>		
<b><u>Login</u></b>				
<b>1<sup>st</sup> try</b>	<b>73%</b>	<b>73%</b>	<b>86%</b>	<b>97%</b>
<b>≤ 3 tries</b>	<b>91%</b>	<b>93%</b>		
<b><u>Final Login</u></b> <b>(10 mins. later)</b>				
<b>1<sup>st</sup> try</b>	<b>45%</b>		<b>(5 days later)</b> <b>57%</b>	
<b>≤ 3 tries</b>	<b>55%</b>			

# PASSWORD ENTRY TIME & EASE OF USE

				
<b>Total login time (sec) (incl. errors)</b>	<b>21.4</b>	<b>18.0</b>	<b>19.5</b>	<b>17.4</b>
<b>Login time (sec) per point (not incl. errors)</b>	<b>1.68</b>	<b>1.60</b>	<b>1.98</b>	<b>1.26</b>
<b>Ease of use (Likert scale, 1=very easy, 4=very hard)</b>	<b>1.91</b>	<b>1.95</b>	<b>2.44</b>	<b>2.31</b>

# PASSWORD ENTRY TIME

		Cued Gaze Points CGP T-51	EyePassShapes	EyePassword
<b>Total login time (sec)</b> (incl. errors)	<b>21.4</b>	<b>36.7</b> (incl. username entry)		
<b>Login time (sec) per point</b> (not incl. errors)	<b>1.68</b>		<b>1.56</b>	<b>1.08</b>

# USABILITY RESULTS

- Gaze-based graphical grid passwords generally competitive with other gaze-based schemes.
- Long-term memorability poor.
- Limited understanding of overall usability of gaze-based password schemes due to limits of lab-based studies.
- Importance of reporting as much data as possible.
- Open question: confounding effects of remembering multiple passwords over time.

# SECURITY OF GRAPHICAL GRID PASSWORDS

How can we  
measure the  
security of  
graphical  
grid  
passwords?

# SECURITY METRICS

## TEXTUAL PASSWORDS

- dictionary word
- character frequency
- digraph frequency
- repeated characters

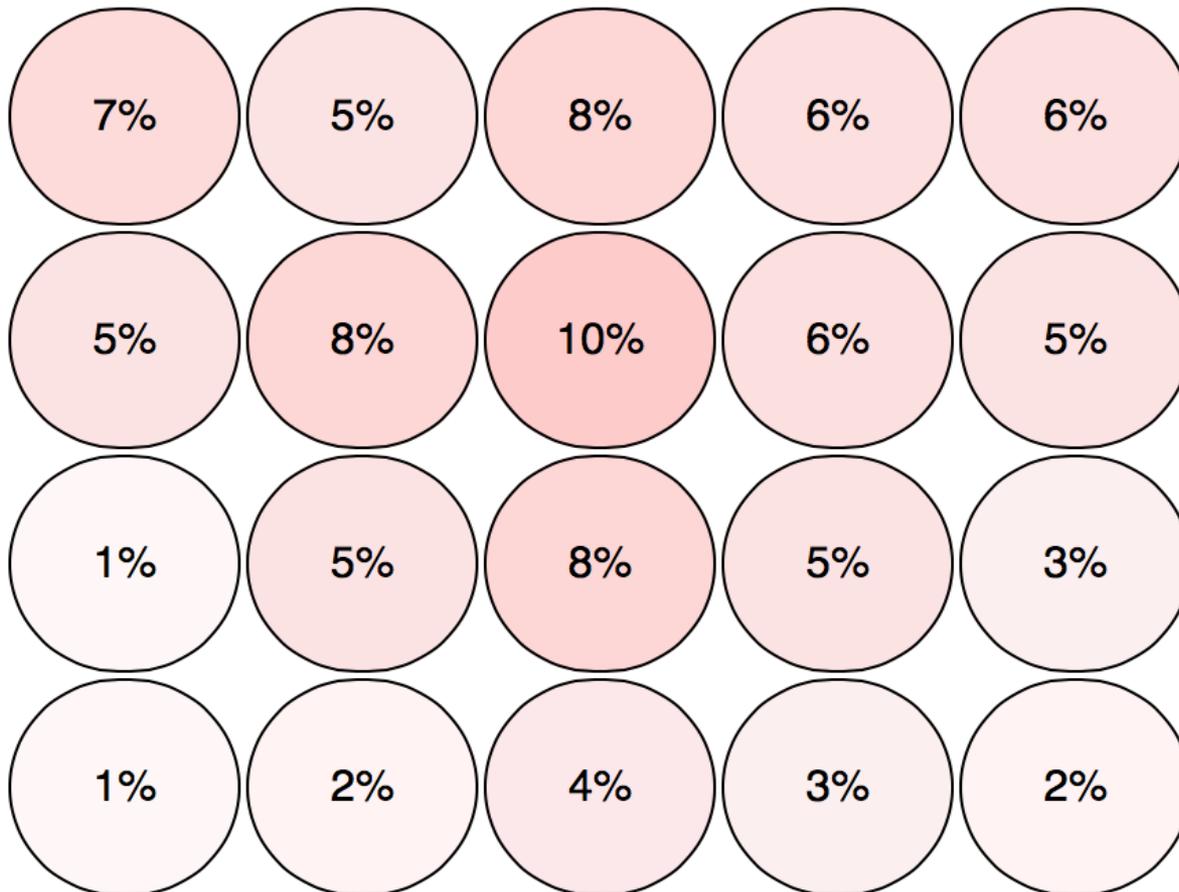
## GRID PATTERNS

- common pattern
- point frequency
  - first, last, all
- stroke frequency
  - direction & length
- symmetry

# POINT FREQUENCY

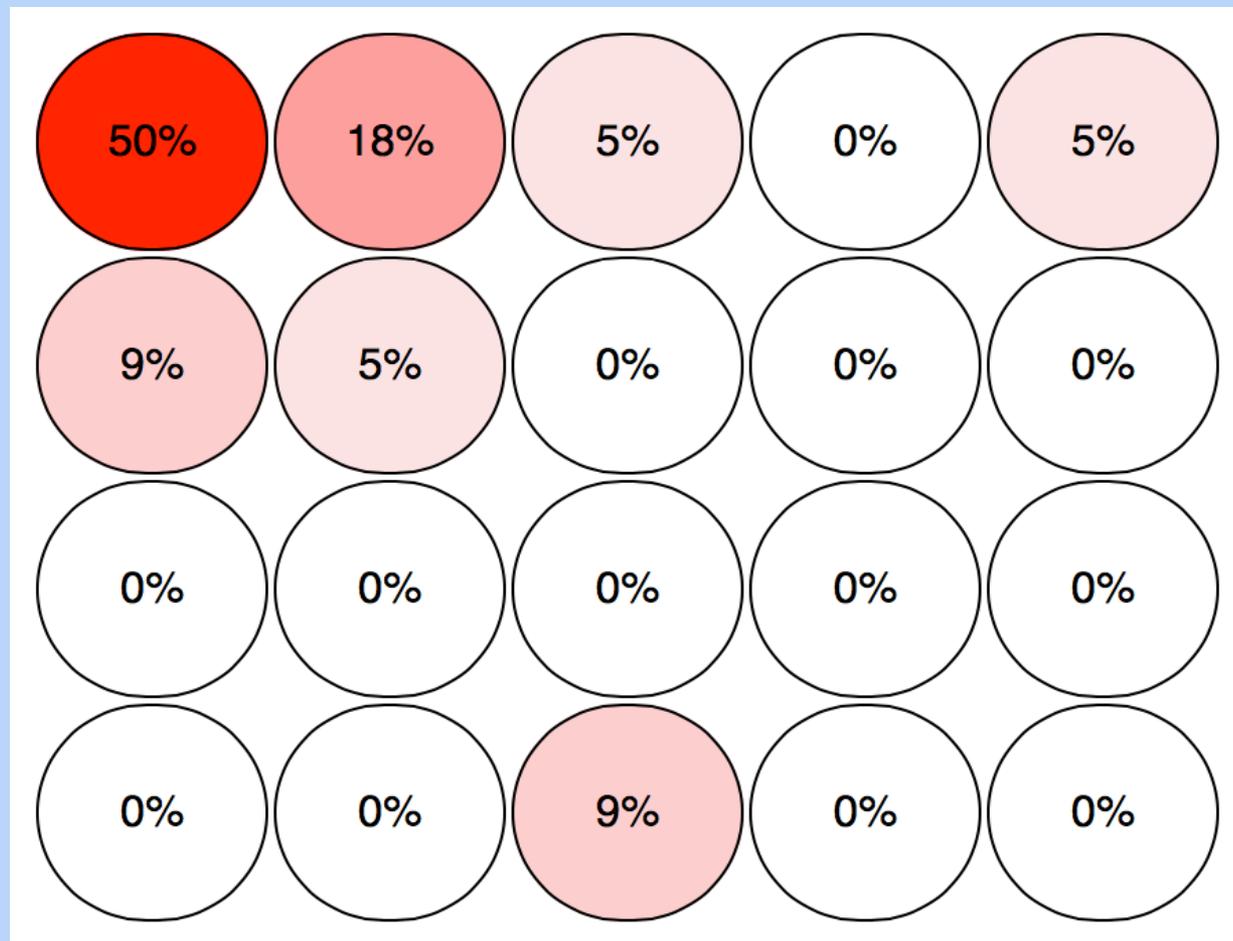
Scheme 1

All points



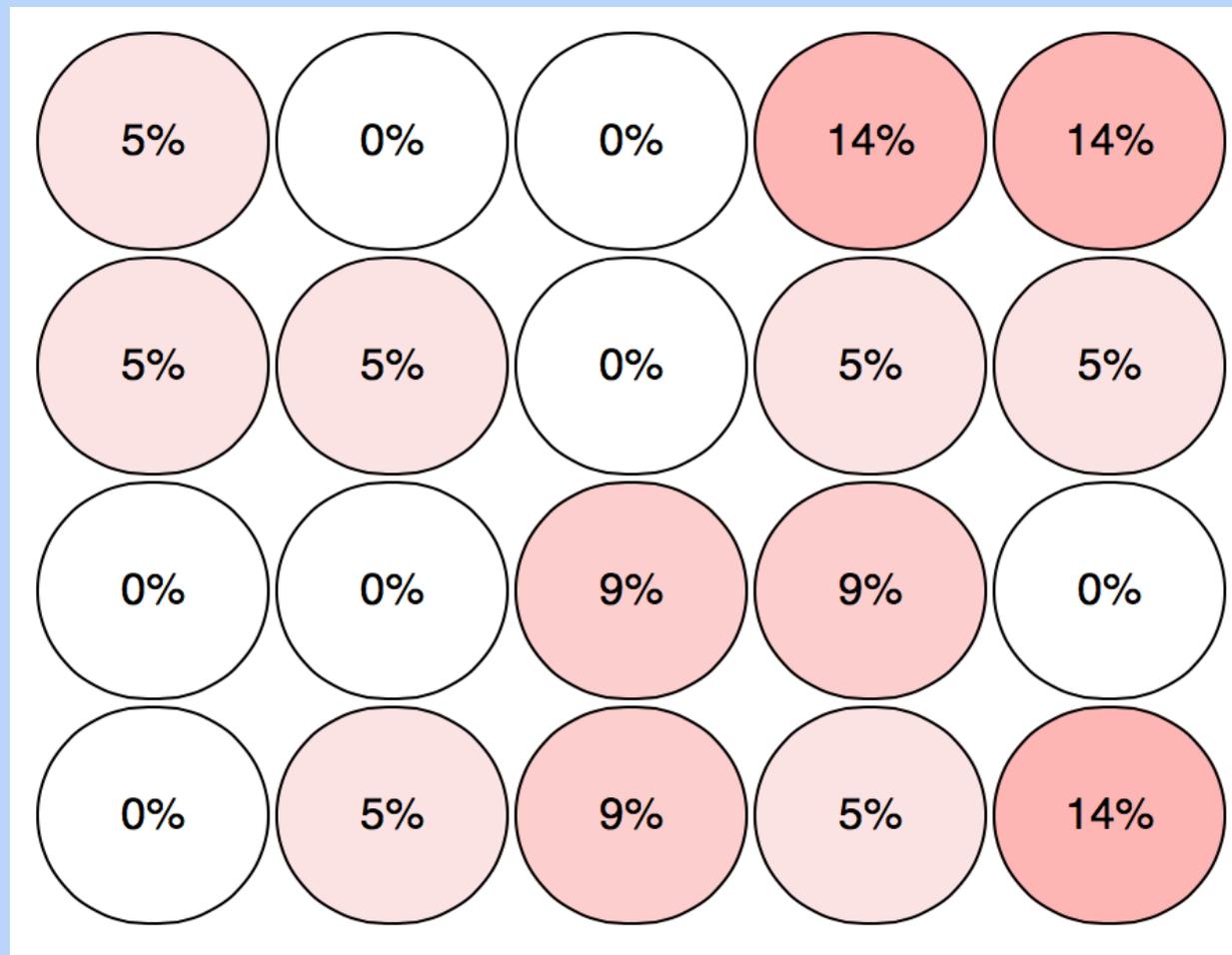
# POINT FREQUENCY

Scheme 1  
First point



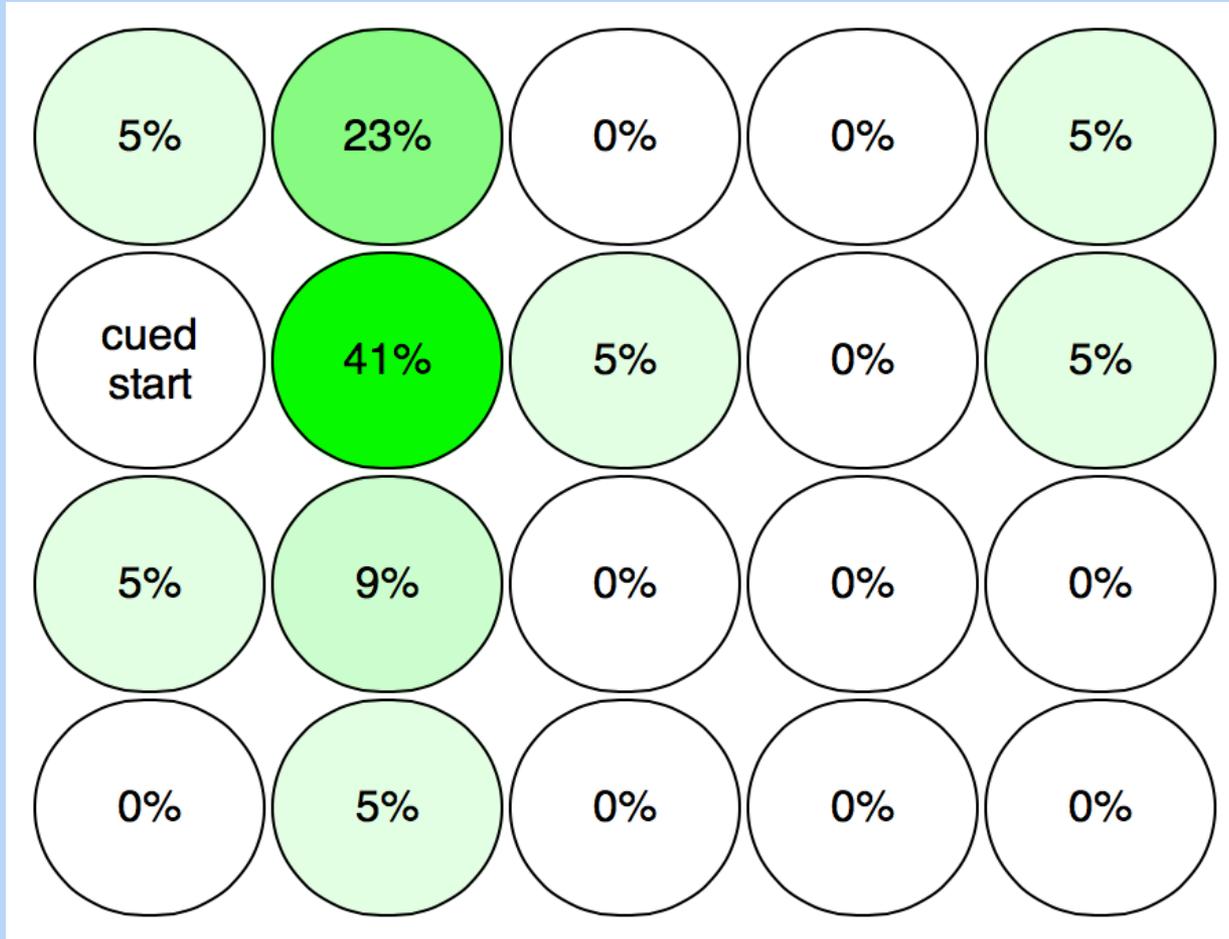
# POINT FREQUENCY

Scheme 1  
Last point



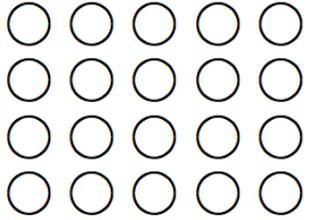
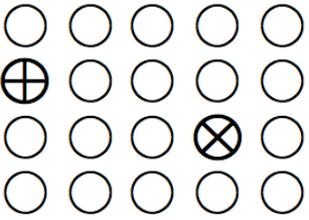
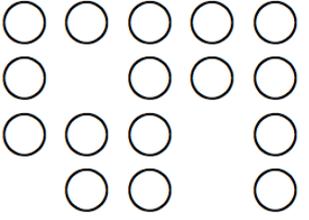
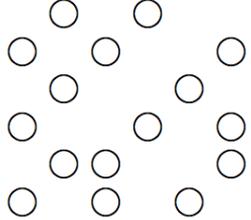
# POINT FREQUENCY

Scheme 2  
First point



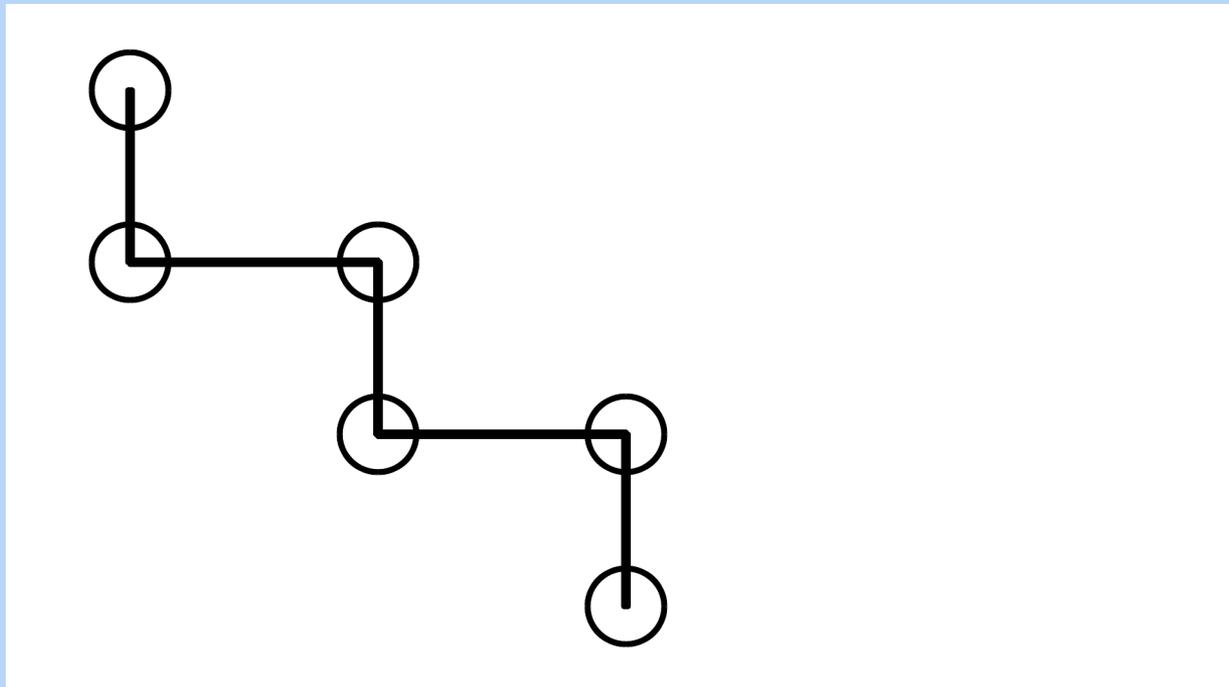
# BINARY ENTROPY OF POINT FREQUENCY

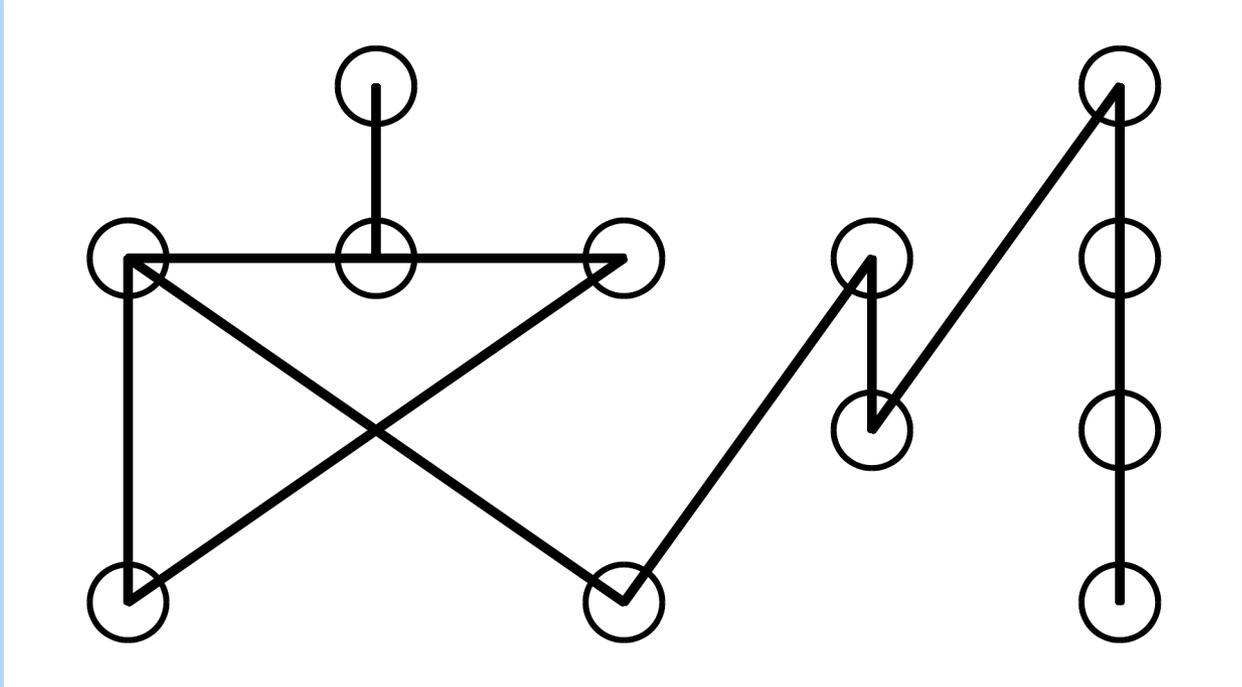
VS. IDEAL

				
All	4.11 / 4.32	3.87 / 4.17	3.75 / 4.00	3.95 / 4.00
First	2.18 / 4.32	2.54 / 4.25	2.50 / 4.00	2.78 / 4.00
Last	3.54 / 4.32	2.63 / 4.25	2.50 / 4.00	2.14 / 4.00

# STROKE FREQUENCY

Example,  
Scheme 1





## STROKE FREQUENCY

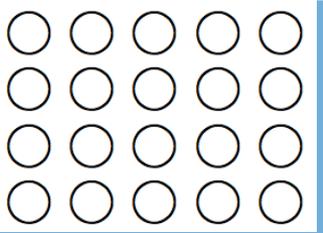
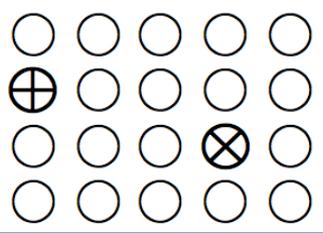
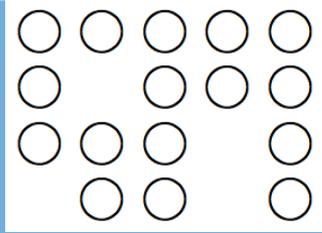
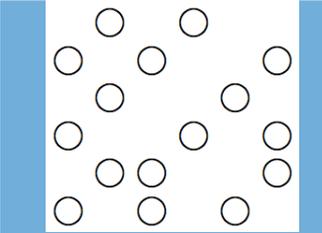
Example,  
Scheme 1

# STROKE FREQUENCY, SCHEME 1

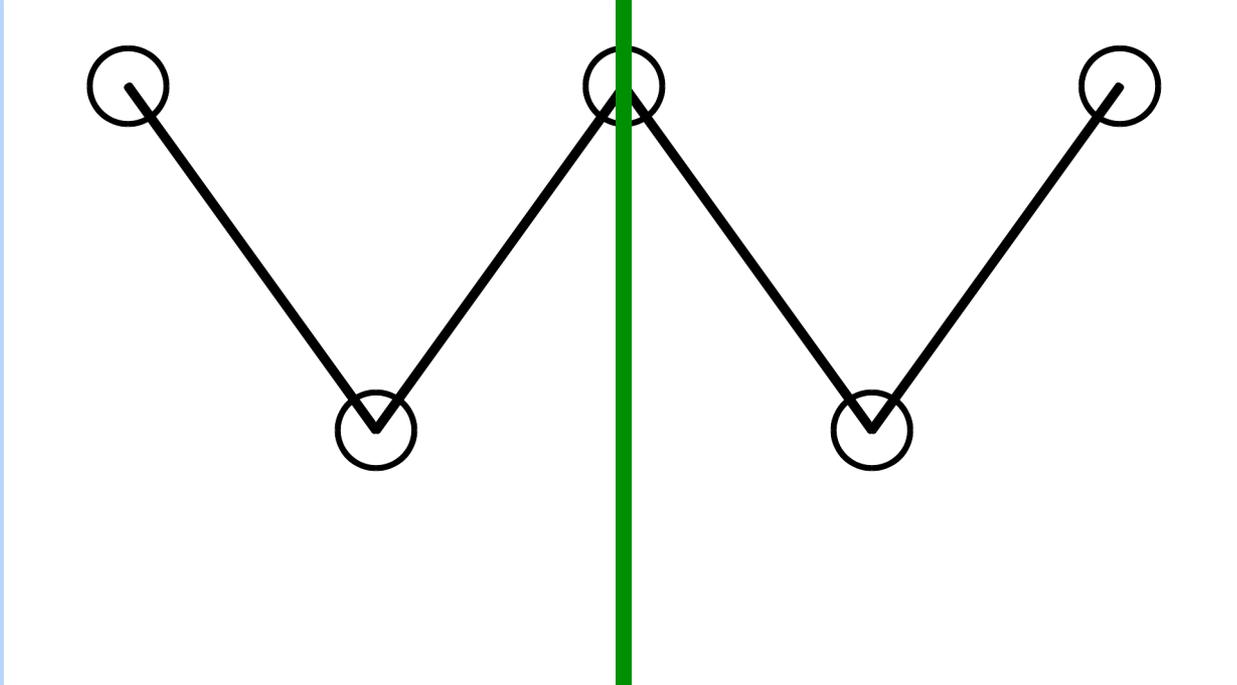
	4 ←	3 ←	2 ←	1 ←		1 →	2 →	3 →	4 →
3 ↑	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000	0.0000
2 ↑	0.0000	0.0000	0.0000	0.0000	0.0207	0.0000	0.0069	0.0069	0.0000
1 ↑	0.0000	0.0000	0.0069	0.0207	0.0690	0.0345	0.0000	0.0069	0.0000
	0.0000	0.0000	0.0138	0.1310	0.0000	0.2276	0.0069	0.0000	0.0000
1 ↓	0.0000	0.0138	0.0276	0.0276	0.2414	0.0621	0.0138	0.0138	0.0000
2 ↓	0.0000	0.0000	0.0000	0.0069	0.0069	0.0138	0.0069	0.0000	0.0000
3 ↓	0.0000	0.0000	0.0000	0.0000	0.0138	0.0000	0.0000	0.0000	0.0000

# BINARY ENTROPY OF STROKE DIRECTION & LENGTH

VS. IDEAL

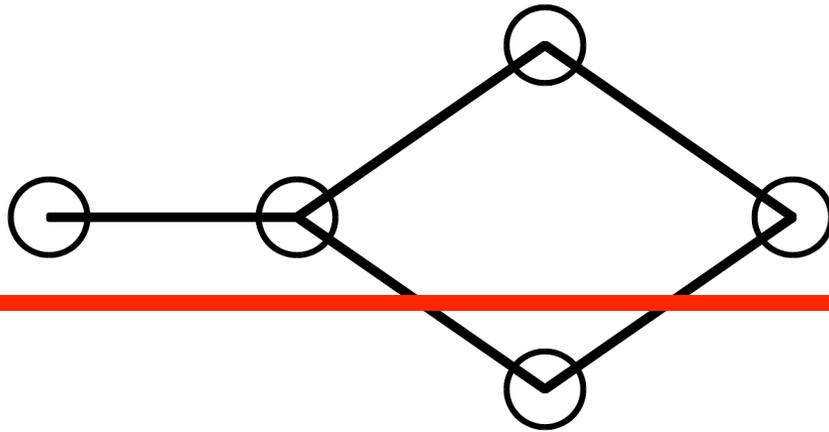
				
	<b>3.47 / 5.65</b>	<b>3.05 / 5.54</b>	<b>3.20 / 5.64</b>	<b>3.73 / 6.33</b>

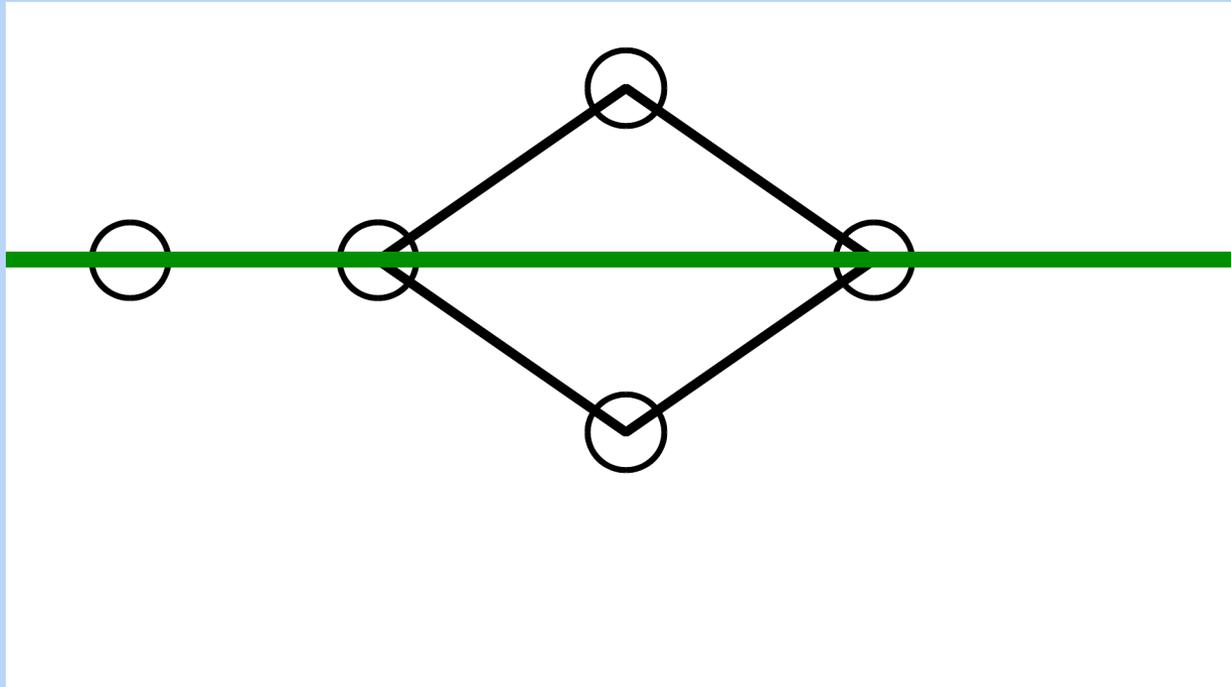
Values for uniformly random passwords calculated from 100,000 uniformly randomly generated samples of length 7.



HORIZONTAL  
SYMMETRY

VERTICAL  
SYMMETRY

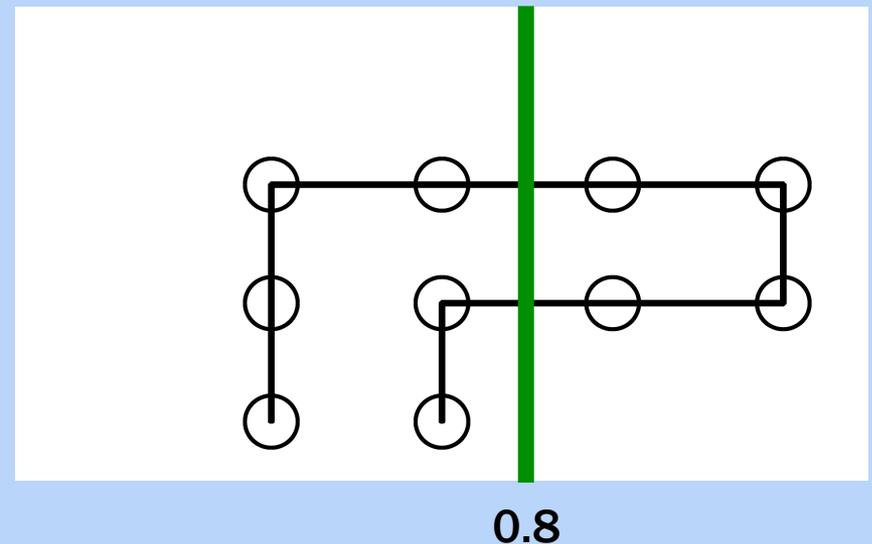




VERTICAL  
SYMMETRY

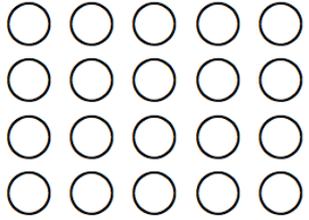
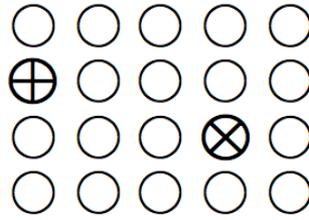
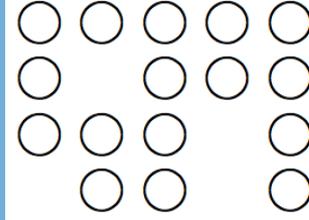
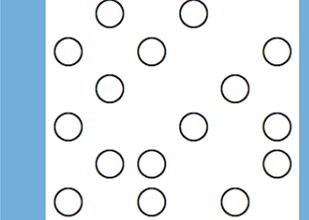
# SYMMETRY SCORE

- For each possible vertical (or horizontal) axis:
  - Fold along the axis
  - Count number of password points that match on both sides of the fold
  - Divide by total number of password points
- Take maximum



# SYMMETRY SCORE

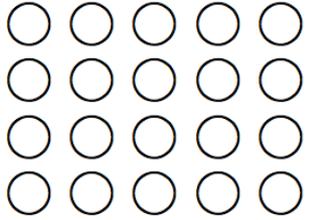
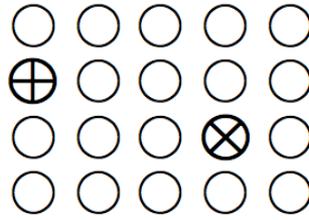
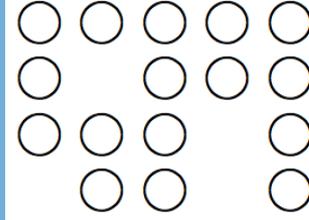
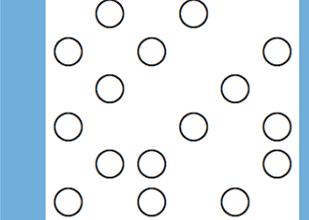
(HIGHER = MORE SYMMETRY)

				
Vertical	0.71 / 0.58	0.70 / 0.55	0.66 / 0.57	0.48 / 0.47
Horizontal	0.66 / 0.57	0.69 / 0.59	0.63 / 0.56	0.43 / 0.46

Values for uniformly random passwords calculated from 100,000 uniformly randomly generated samples of length 7.

# SEARCH SPACE ESTIMATE

## 7-POINT PASSWORD

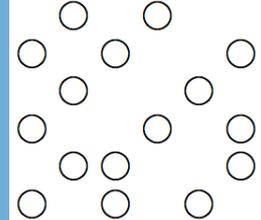
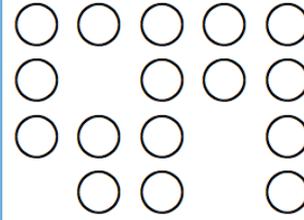
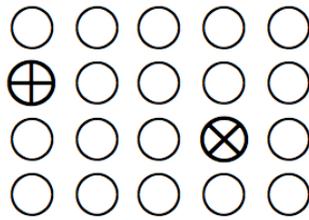
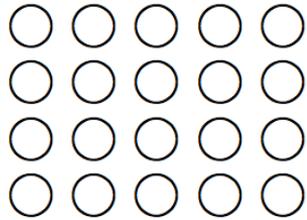
				
Theoretical	$2^{30.2}$	$2^{29.4}$	$2^{28.0}$	$2^{28.0}$
Point entropy	$2^{28.8}$	$2^{27.1}$	$2^{26.3}$	$2^{27.7}$
First + strokes	$2^{23.0}$	$2^{20.8}$	$2^{21.7}$	$2^{25.2}$

# CONCLUSIONS

# USABILITY AND SECURITY OF GAZE-BASED GRAPHICAL GRID PASSWORDS

- 1. Are Android-like graphical grid passwords usable with gaze-based entry?**
- 2. How can we measure the security of graphical grid passwords?**

# SCHEME-SPECIFIC CONCLUSIONS



Generally good success rate, comparable with existing schemes

Lower success rate

Entry times comparable with existing schemes

Best point entropy

Bad first entropy

Best last entropy

Best first entropy

Okay stroke entropy

Best stroke entropy

Most asymmetric

Best overall

# USABILITY AND SECURITY OF GAZE-BASED GRAPHICAL GRID PASSWORDS

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## USABILITY

- Our schemes generally competitive in terms of success rate and time.
- Difficult to compare gaze-based password schemes at present.

## SECURITY

- Proposed metrics for graphical grid passwords:
  - first/last/all point entropy
  - stroke direction & length entropy
  - vertical/horizontal symmetry
- User-generated grid passwords often have poor first point and stroke entropy; some symmetry.
- Grid variants do not improve password quality very much.