

Pitfalls in Designing Zero-Effort Deauthentication: Opportunistic Human Observation Attacks

Otto Huhta*, Prakash Shrestha†, Swapnil Udar*, Mika Juuti*,
Nitesh Saxena† and N. Asokan‡

*Aalto University

†University of Alabama at Birmingham

‡Aalto University and University of Helsinki

NDSS'16, 24 February, San Diego, CA, USA



The deauthentication problem

- Threat:
 - **unauthorized access** to a terminal
 - **after** legitimate user has walked away
- What we actually want is **zero-effort** deauthentication
- Both **innocent** and **malicious** adversaries

Zero-effort deauthentication systems

- Already in use!
 - BlueProximity
 - Keyless Entry in high end cars
- Based on short-range wireless channels: RSS from user devices



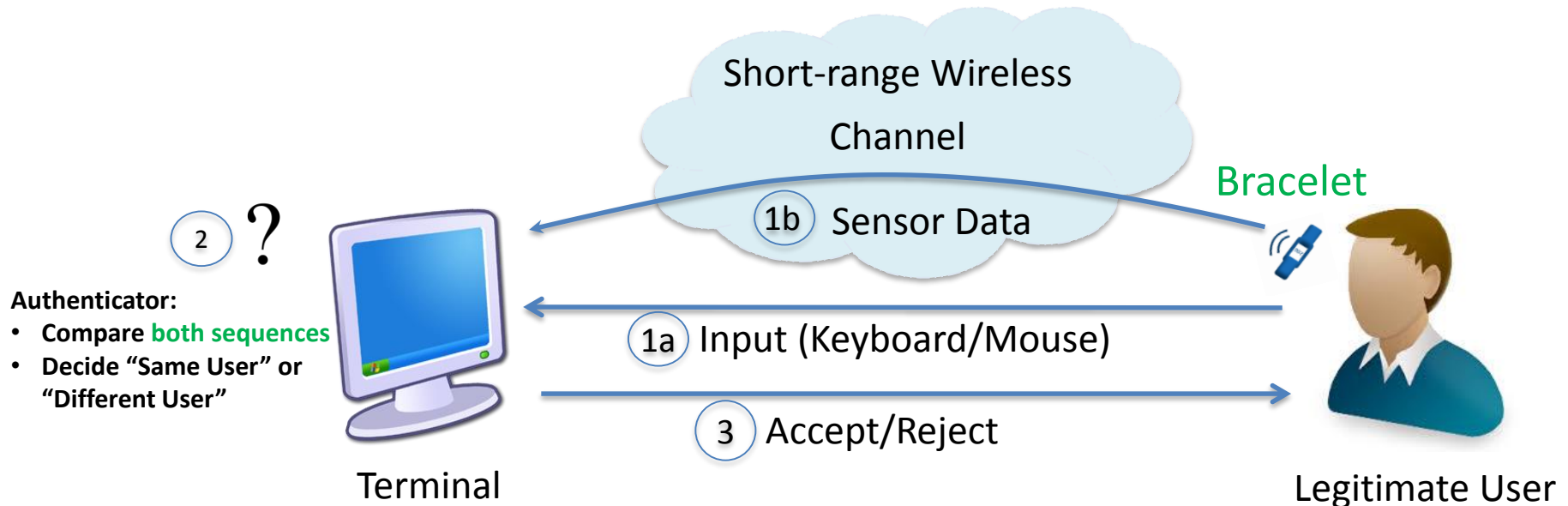
<http://sourceforge.net/projects/blueproximity/>



ZEBRA: a recent proposal for deauthentication

Targeted for hospital wards, factory floors, ...

User may step away from Terminal but lingers nearby

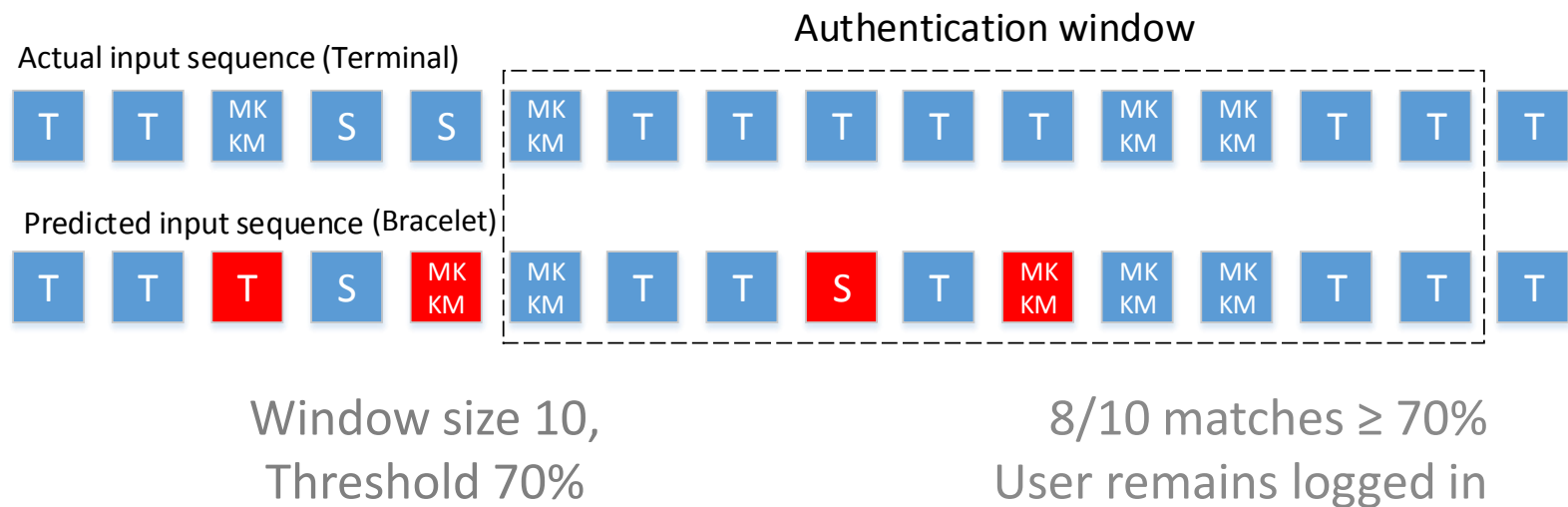


- **No user profiling!**

[1] Mare, et al., "ZEBRA: **Zero-effort bilateral** recurring authentication." *IEEE Symposium on Security and Privacy (SP) 2014*

<http://dx.doi.org/10.1109/SP.2014.51> Mika Juuti: Pitfalls in Designing Zero-effort Deauthentication

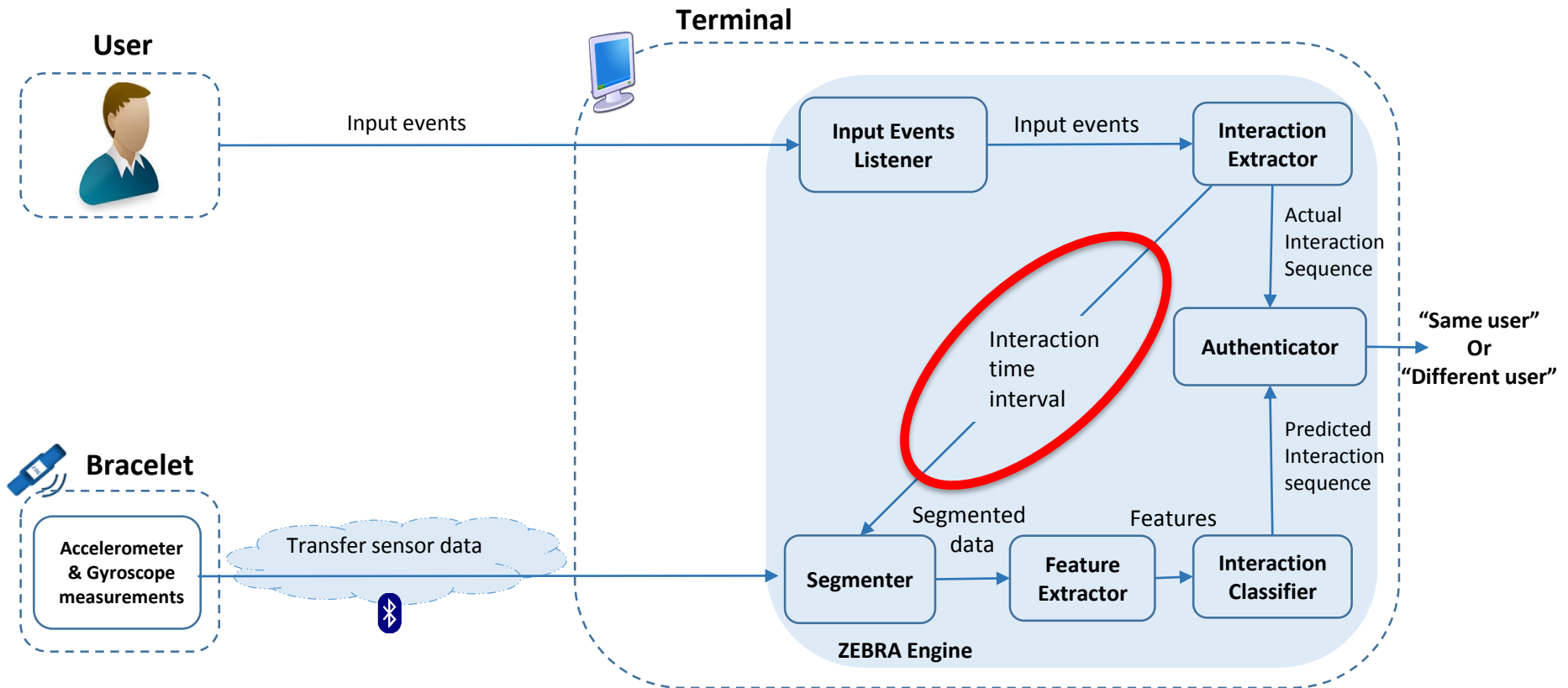
ZEBRA works by averaging out misclassifications [1]



Bracelet data \rightarrow classes:

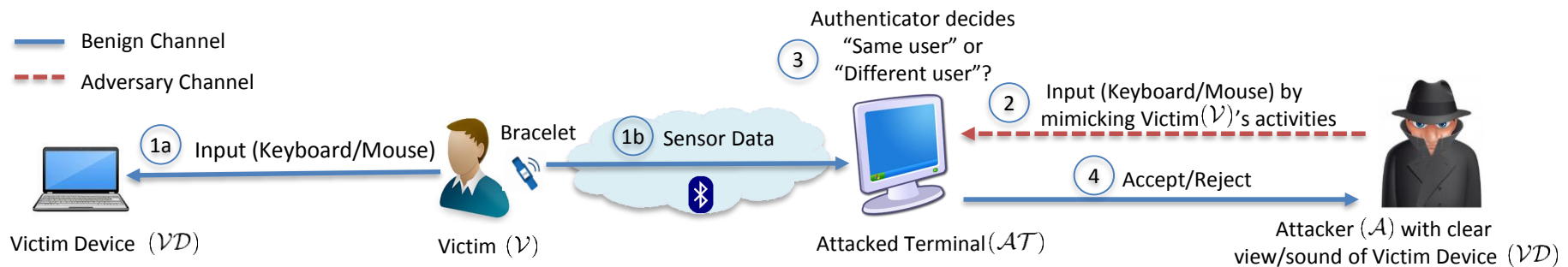
1. (any) typing
2. (any) scrolling
3. mouse \leftrightarrow keyboard movements (MKKM)

Only interactions seen at Terminal considered [1]



– Why? User privacy [1], accuracy of classifier?

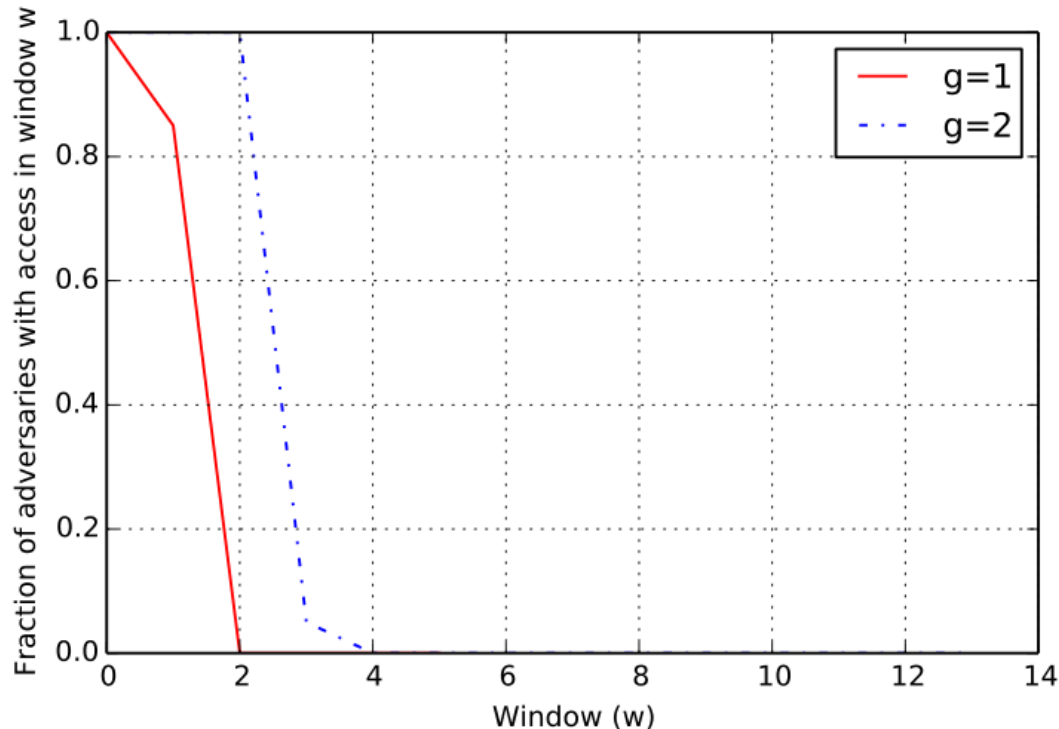
ZEBRA vs malicious attackers [1]



- Attacker **required** to mimic **all of victim's interactions**
- **20 participants as attackers**; researchers as victims
 - Victims verbally announce their interactions

Does ZEBRA resist malicious attackers?

[1]



g = deauthentication
at # failed windows

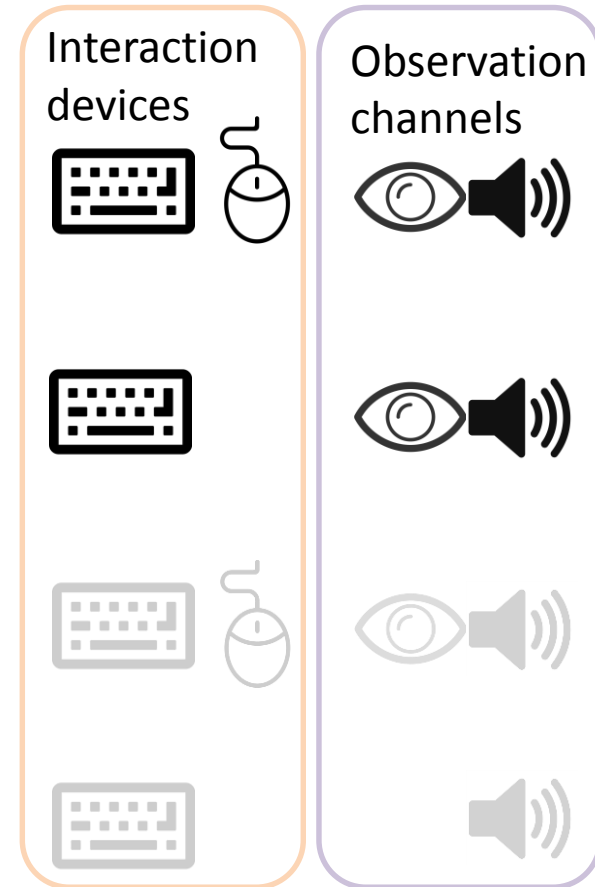
Average window
length = 6s

Fraction of adversaries remaining logged in
(window size = 21, threshold=60%)

Is this a reasonable adversary model?

More realistic adversary models

1. Naïve all-activity
 - As in Mare et al [1]: mimics **all**
2. Opportunistic keyboard-only
 - Mimics **selected** typing
3. Opportunistic all-activity
 - Mimics **selected** activities
4. Audio-only opportunistic KB-only
 - Mimics **selected** typing,
but no line of sight



Our implementation of ZEBRA

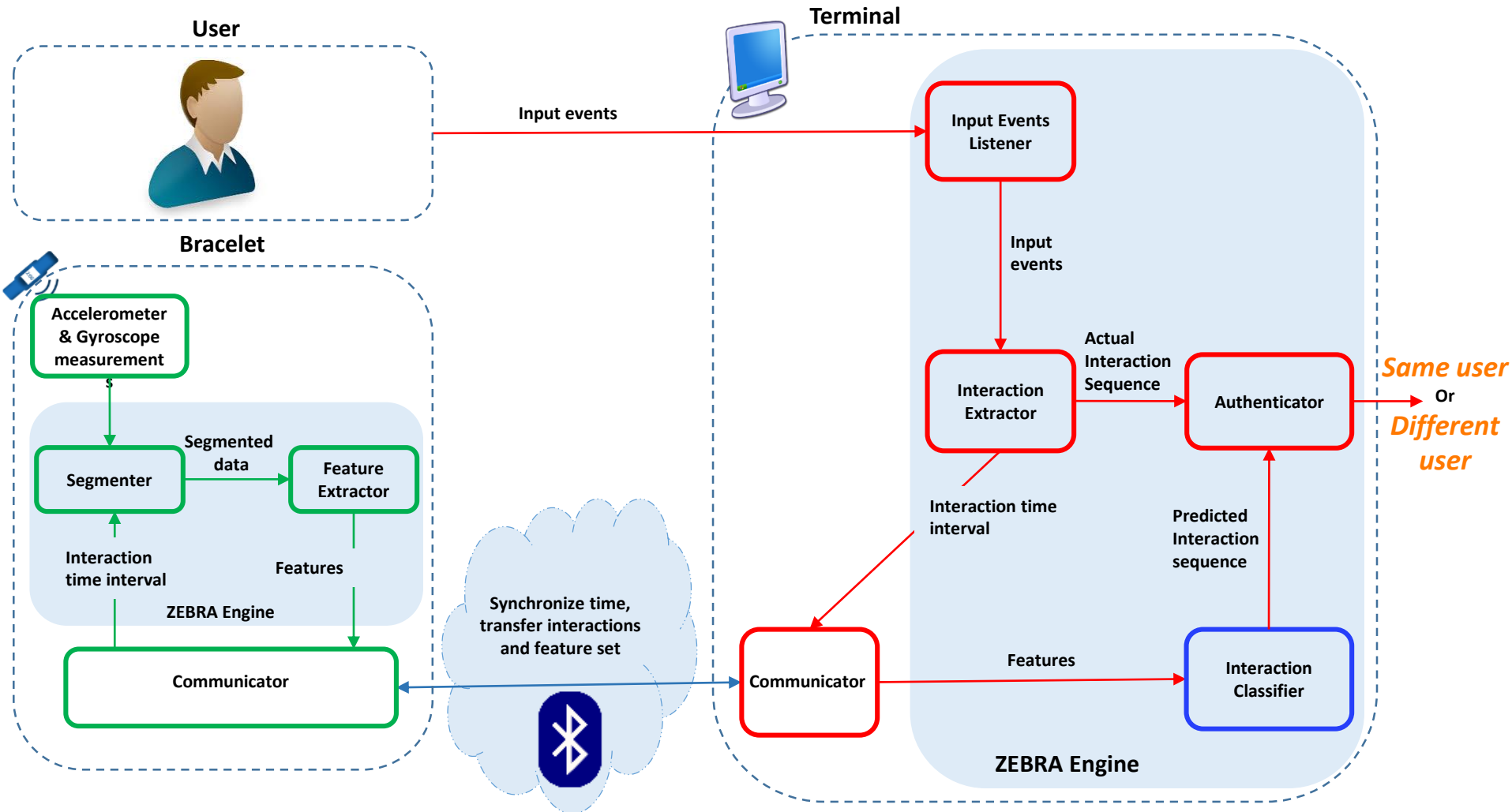
- Implemented end-to-end ZEBRA from scratch
- Using off-the-shelf Android Wear smartwatch
 - Wider applicability: existing affordable models
- Re-use ZEBRA parameters/methodology wherever possible

Parameter comparison

Parameter name	Original implementation	Our implementation
Minimum duration	25 ms	25 ms
Maximum duration	1 s	1 s
Idle threshold	1 s	1 s
Window size	21	20
Match threshold	60%	60%
Overlap fraction	Not reported	0
Grace period	1, 2	1, 2
Classifier	Random forest	Random forest
Classifier training data	Form filling	Form filling
Validation methodology	Not reported	Leave-one-user-out

- Bracelet hardware, datasets used...

Our implementation Architecture

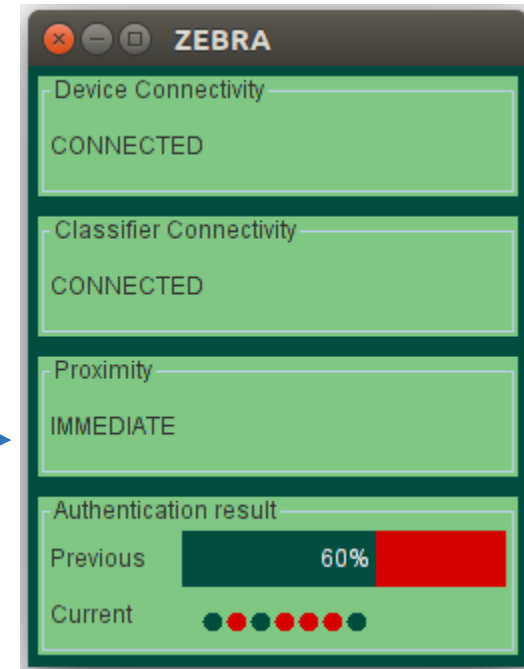
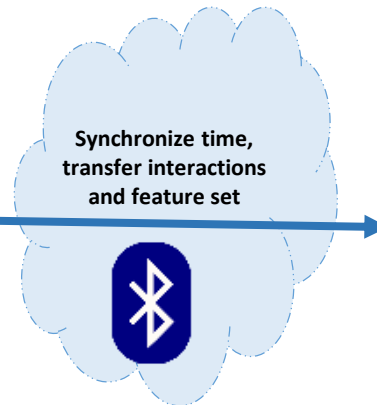
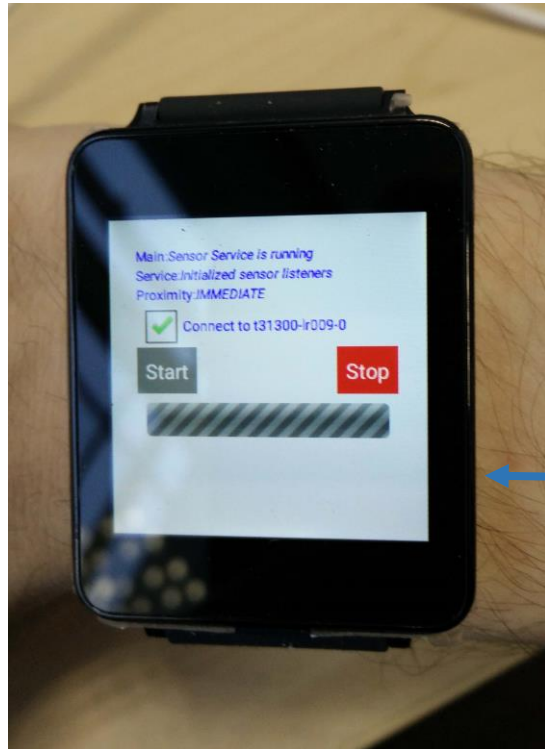


Android Wear application for smartwatch

Matlab Random Forest classifier for interaction classification

Java application for Terminal

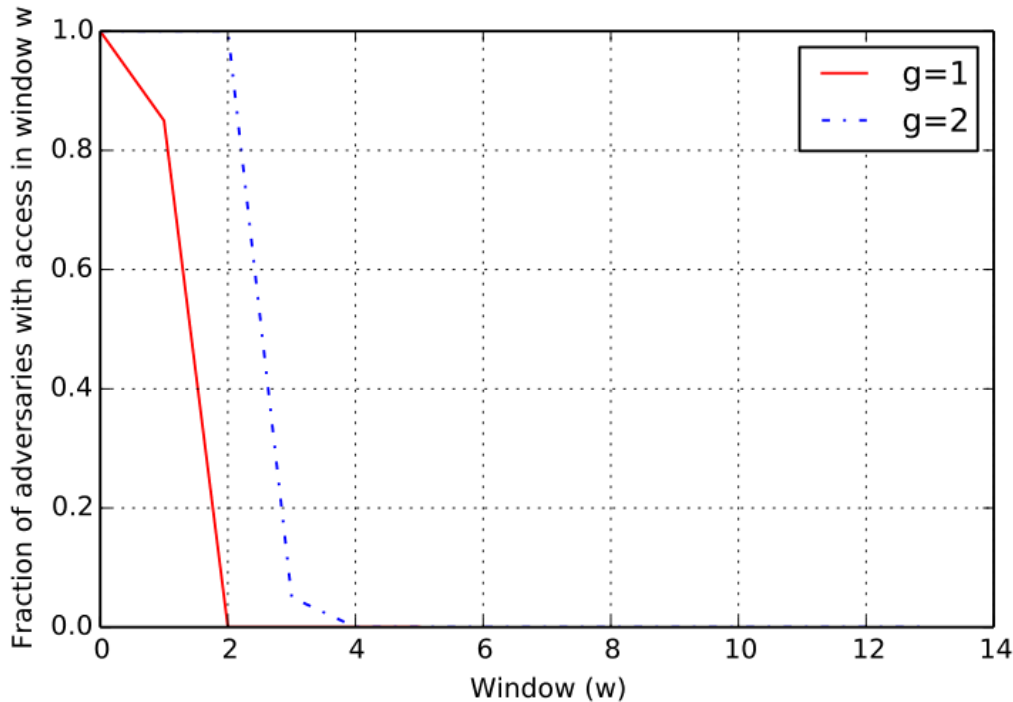
Our implementation of ZEBRA (2)



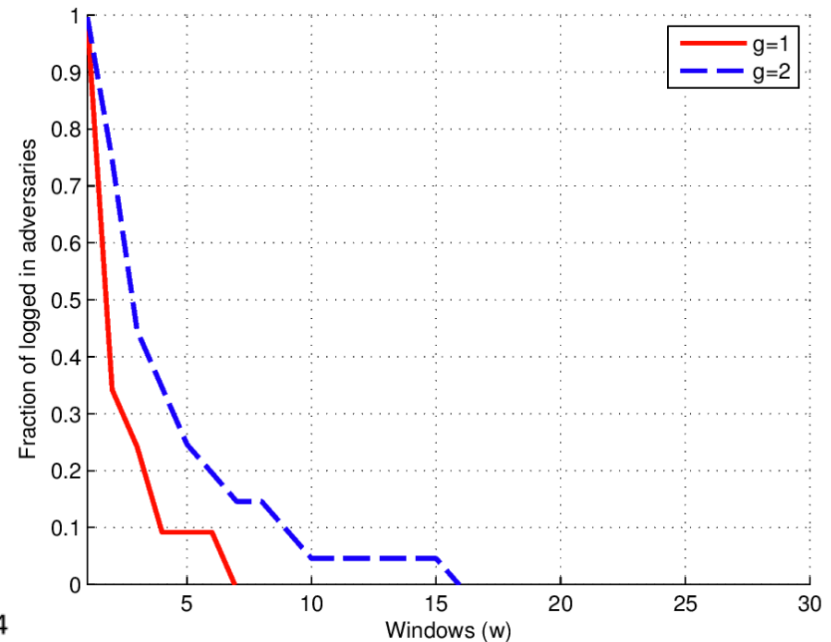
```
Zebra/java$ find -name *.java -print | xargs grep -v "\\\\" |  
grep -v "1$" | grep -v "*" | wc -l  
Zebra/java$ 7706
```

Naïve malicious attackers: comparison

g = deauthentication
at # failed windows



Original malicious attacker (naïve) [1]

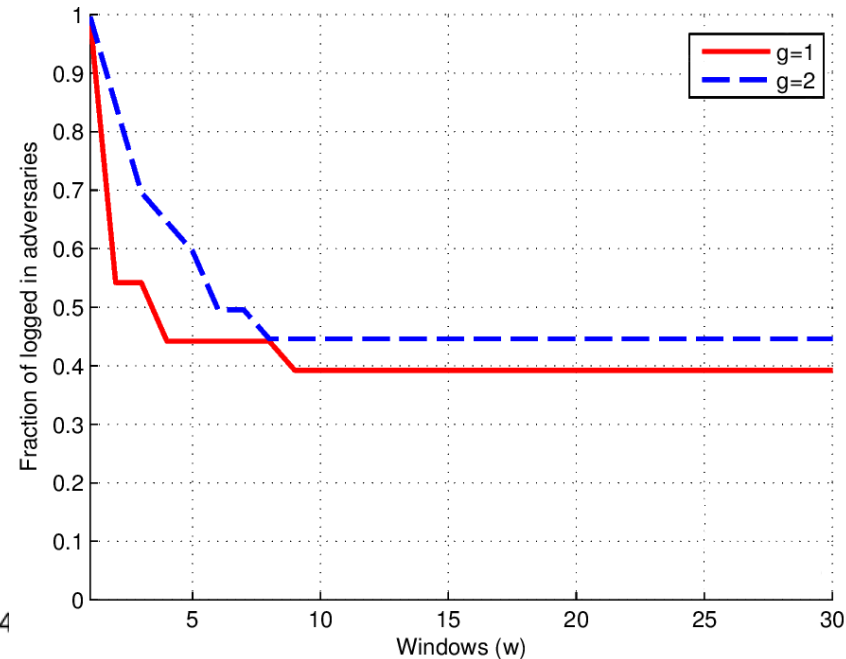
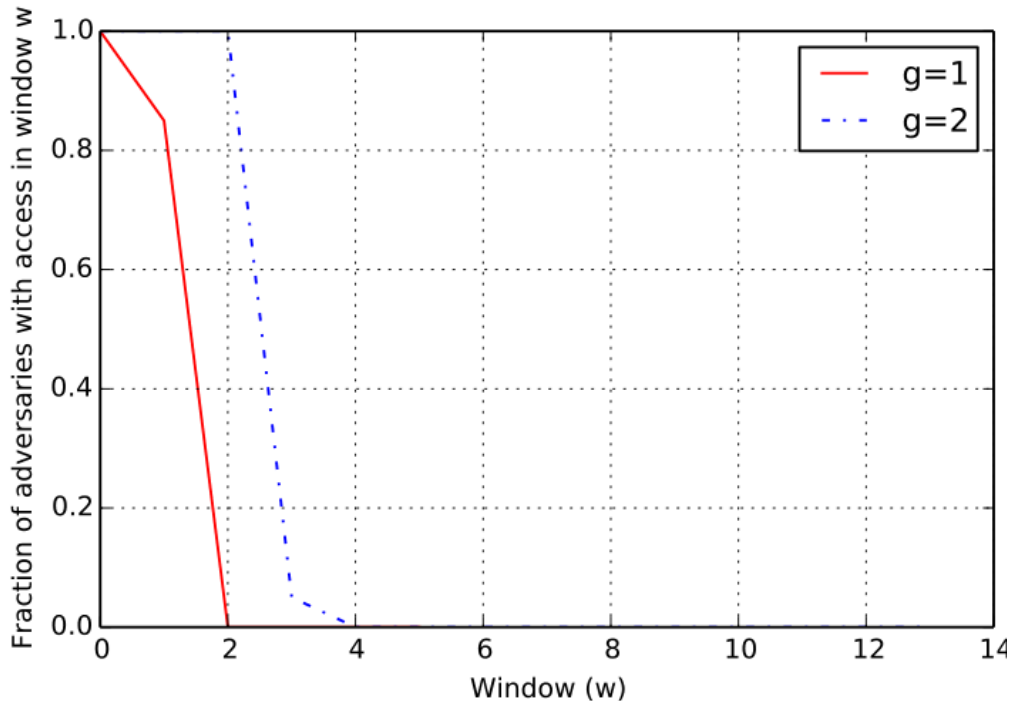


Our naïve all-activity attacker

- 20 participants as victims; **researchers** as attackers
- All attackers are deauthenticated

ZEBRA does not resist opportunistic malicious attackers

g = deauthentication at # failed windows



Original malicious attacker (naïve)

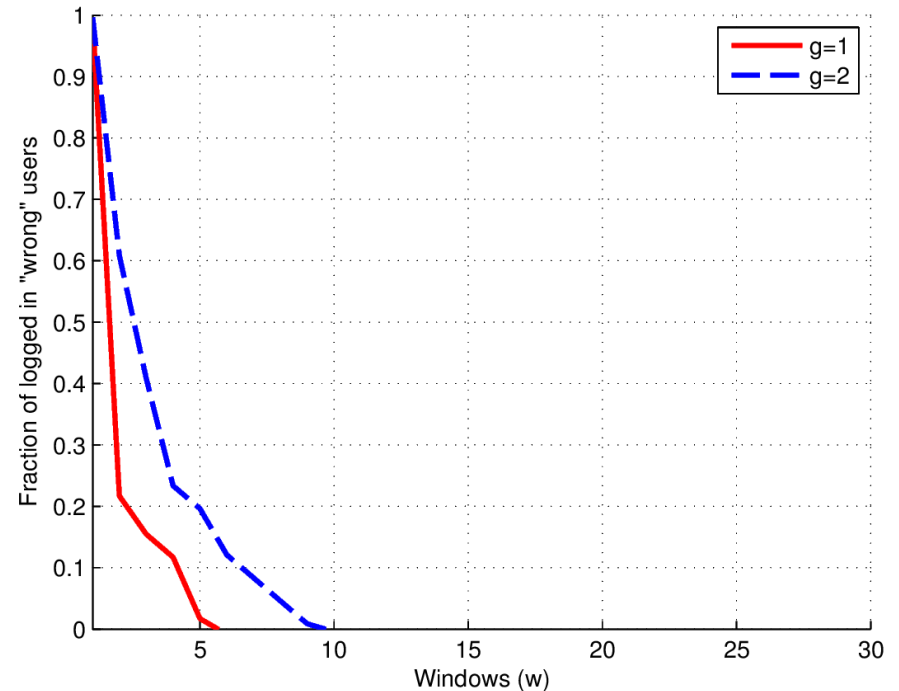
- 20 participants as victims; **researchers** as attackers
- Attackers do not eventually get logged out

Our **opportunistic** KB-only attacker

Can still protect against innocent “attackers”

- mismatched traces model innocent attackers
- All users eventually deauthenticated
- Avg. window length = 14s

g = deauthentication at # failed windows



Mismatched user traces

What went wrong? [1]

1. Inadequate **adversary modeling** in [1]!
2. Fundamental design flaw in ZEBRA:
"Authentication based on input source controlled by adversary"
 - Attacker controls Terminal:
 - Can choose type/timing of interactions
 - A case of **tainted input**:



<https://xkcd.com/327/>

Strengthening ZEBRA [1]

- Recognizing more terminal interactions
- Recognizing **off-terminal interactions!**
- Black/whitelisting, sanitizing input
- Augmenting with trusted input: RSS

Take-home message

1. **Zero-effort security** is appealing
 - Balance between usability and security
 - Care in defining adversary model
2. ZEBRA susceptible to **opportunistic attackers**, still effective for preventing **accidental misuse**

Ask me for a demo!