
Unobservable Re-authentication for Smartphones

Lingjun Li, Xinxin Zhao, and Guoliang Xue

Outline

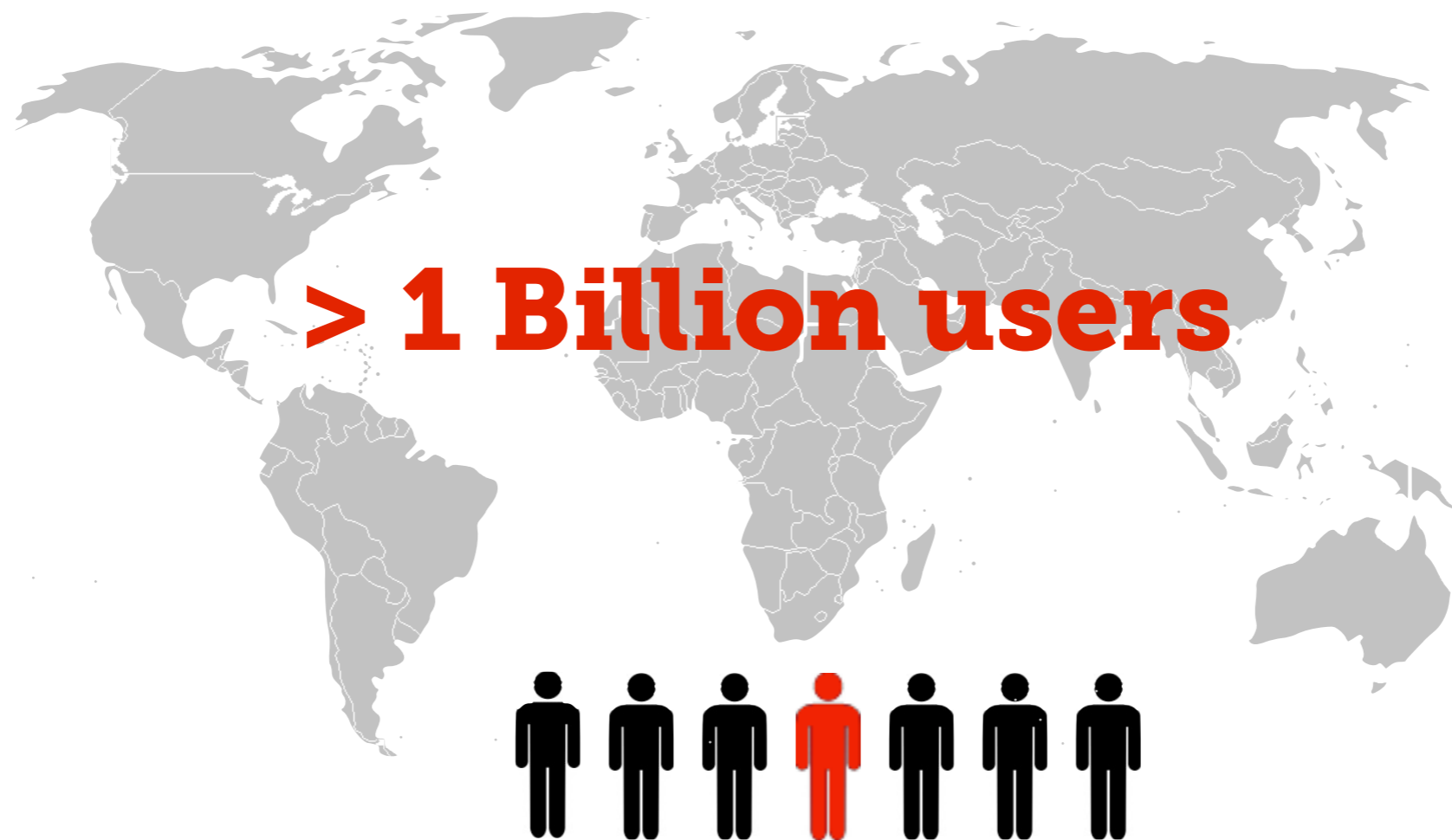
Motivation and Problem

Approach

Characterizing Gestures

Metric Design and Selection

Evaluations and Conclusions



Smartphones are very popular

Motivation

- ▶ Prone to lifting

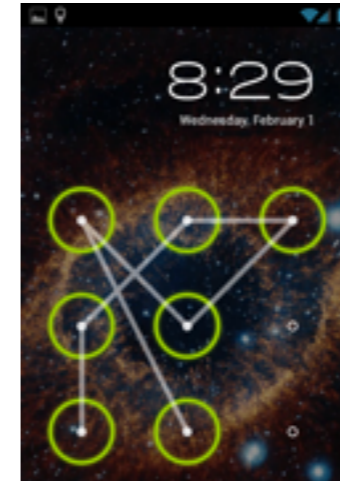
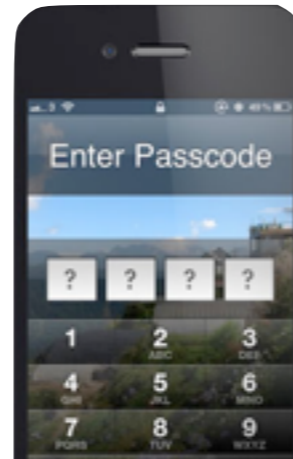


Motivation

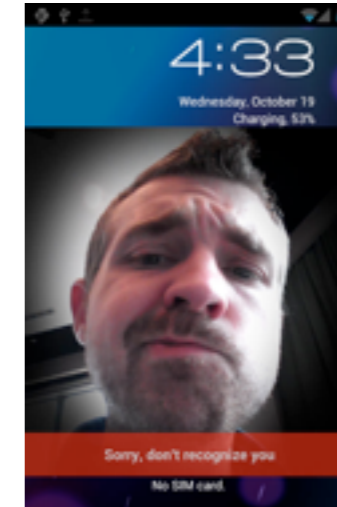
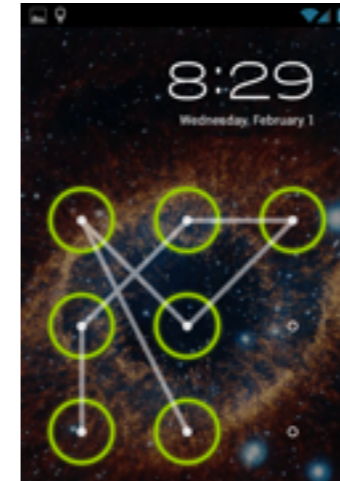
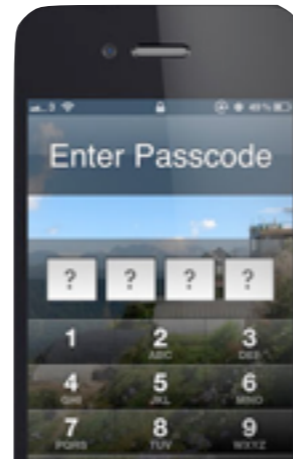
- ▶ Prone to lifting
- ▶ User authentication



Current Authentication Approaches

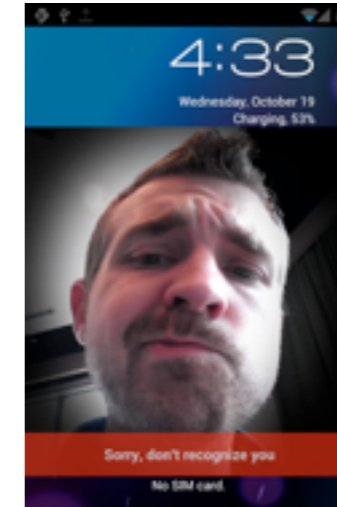
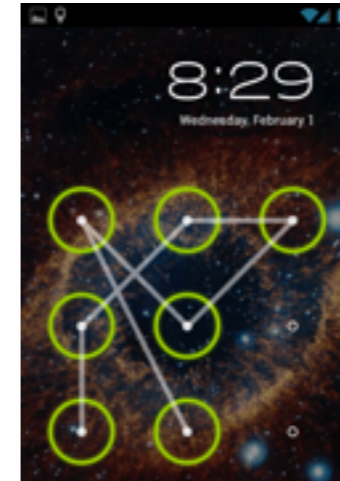
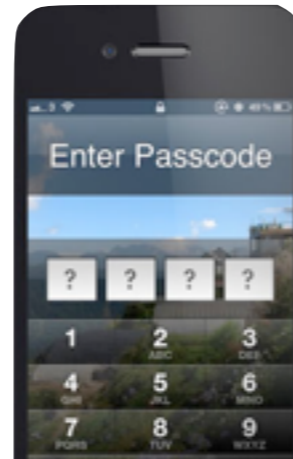


Current Authentication Approaches



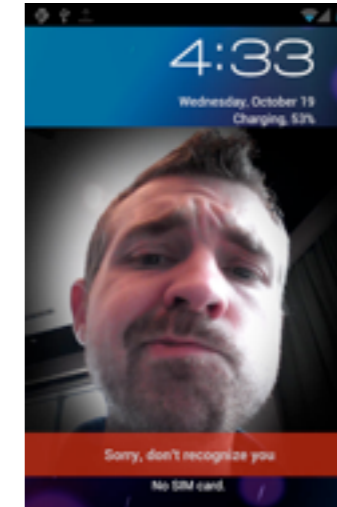
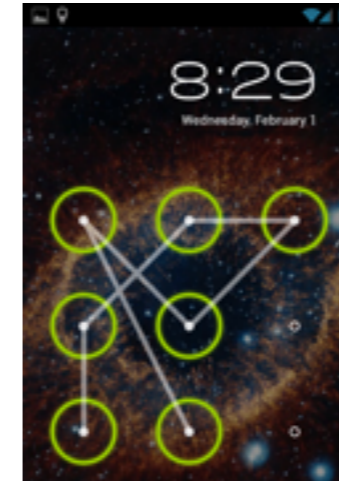
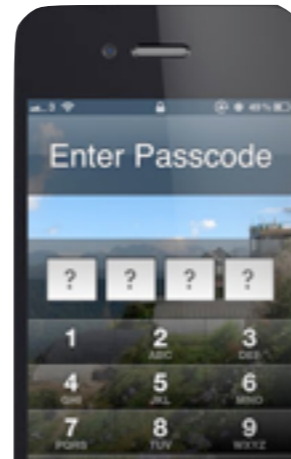
Current Authentication Approaches

- ▶ One time



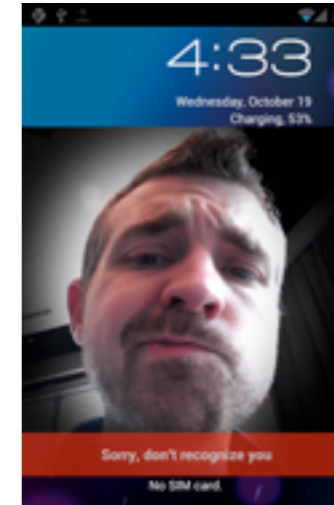
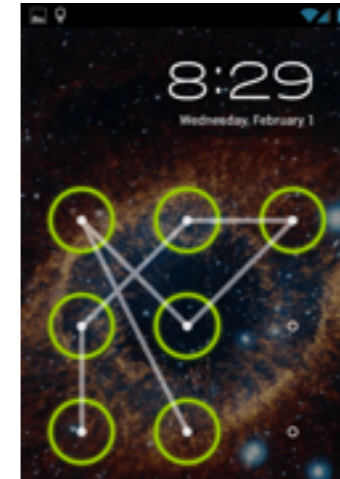
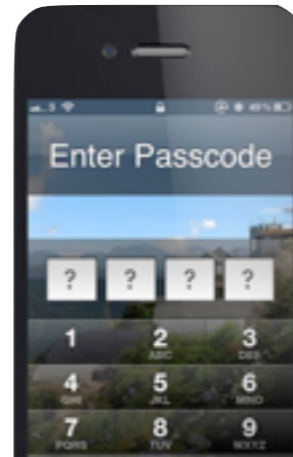
Current Authentication Approaches

- ▶ One time
- ▶ Interrupt

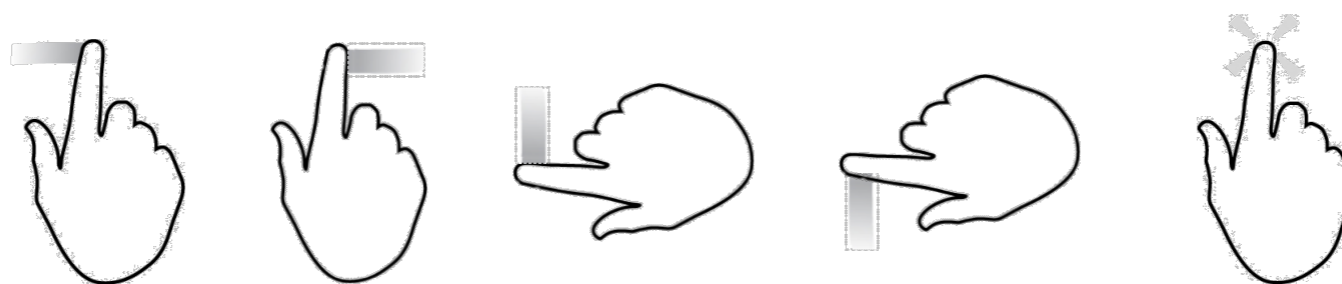


Current Authentication Approaches

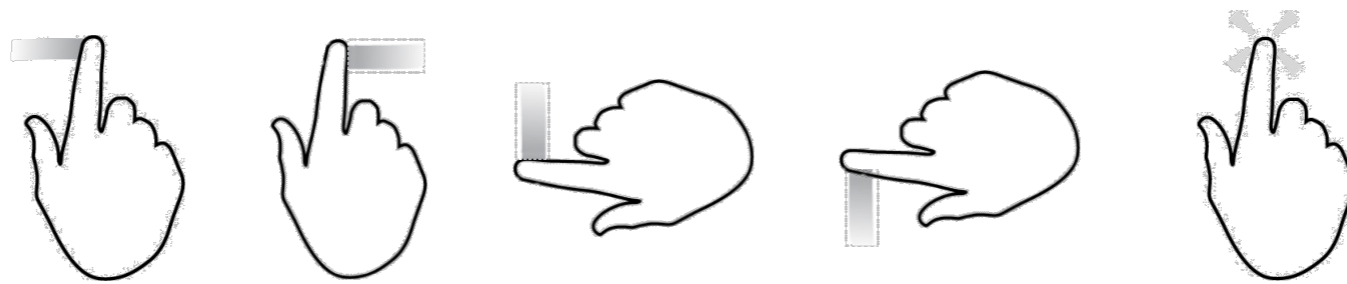
- ▶ One time
- ▶ Interrupt
- ▶ Weak



Our approach



Our approach



- ▶ Running in the background
- ▶ Continuously monitoring

Usage Patterns



- ▶ Intermittent Usage

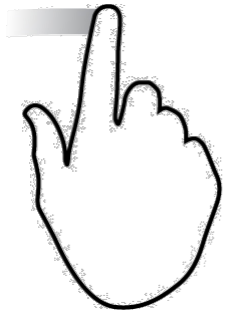


- ▶ Spatial Disconnection



- ▶ Orientations

Gestures



sliding
right



sliding
left



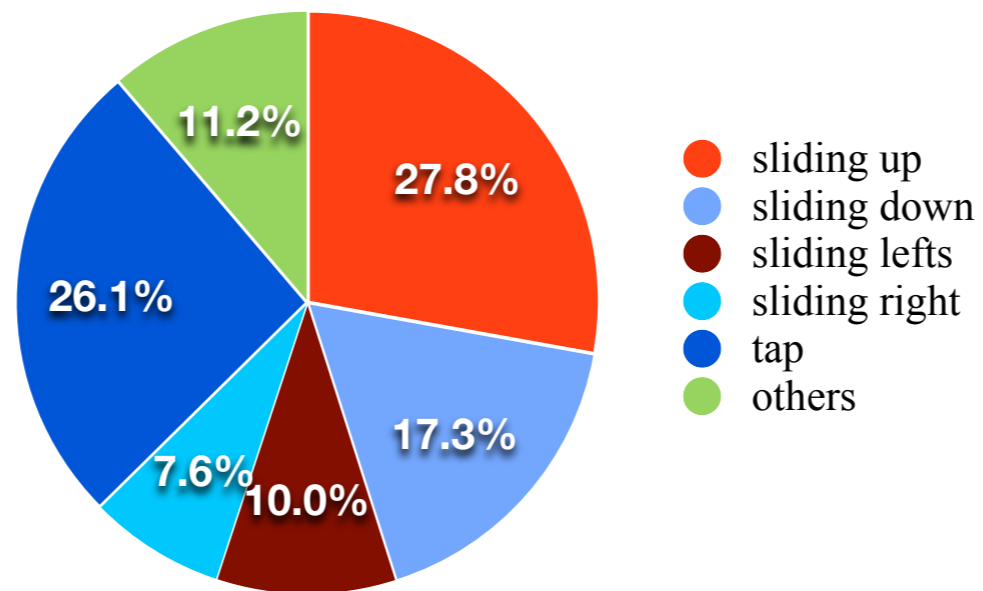
sliding
down



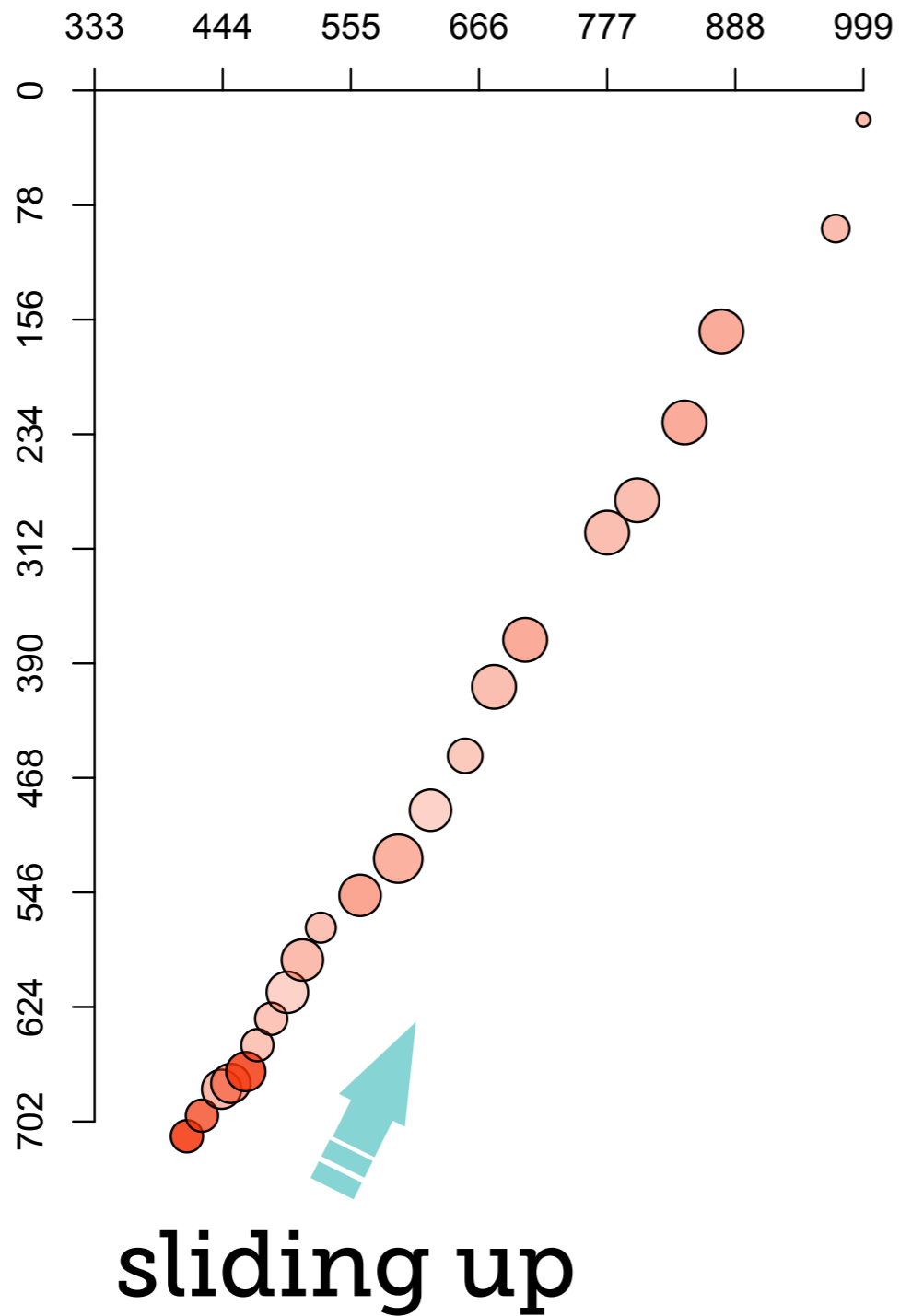
sliding
up



tap



Touch Data



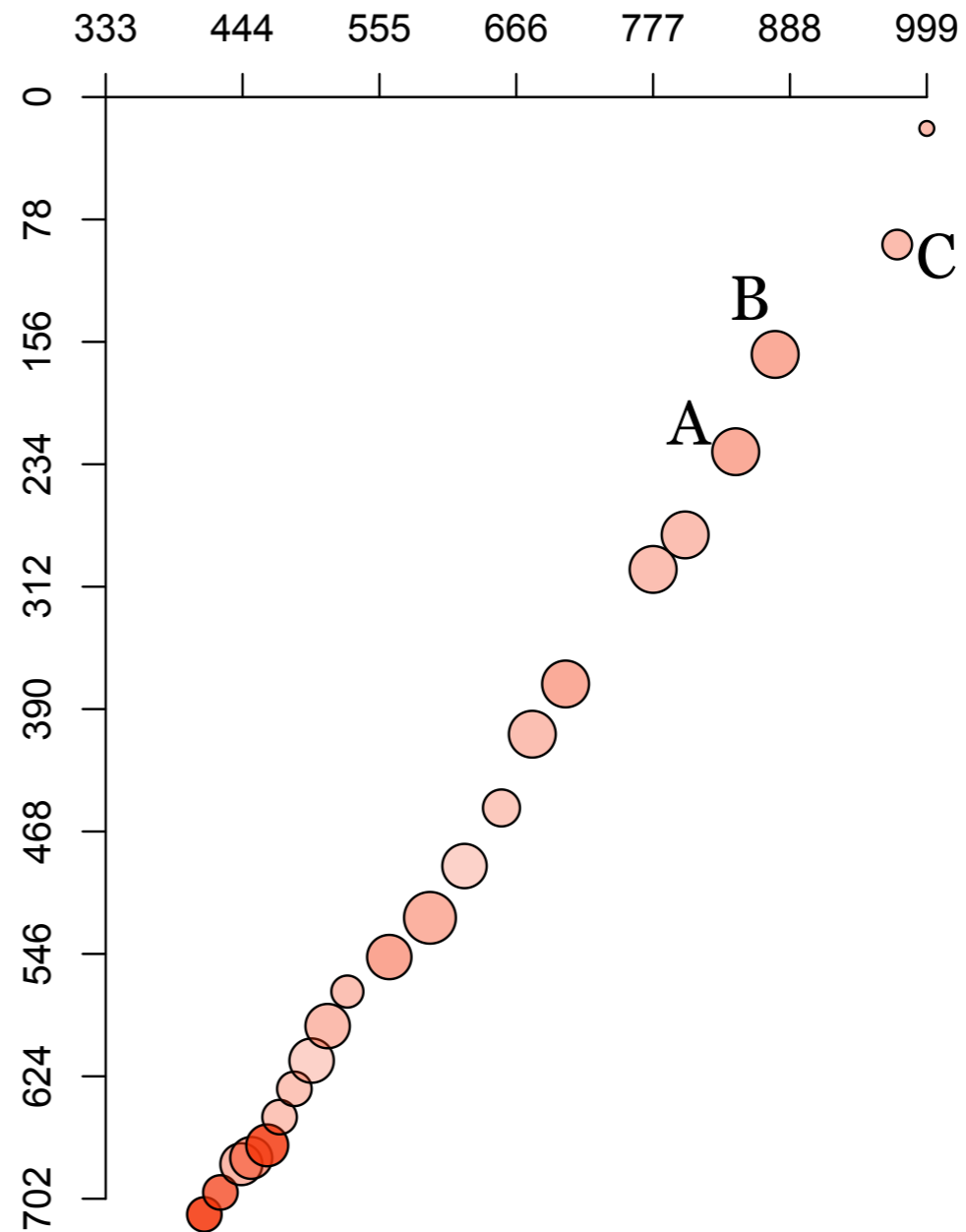
Touch Position

Touch Area

Touch Pressure

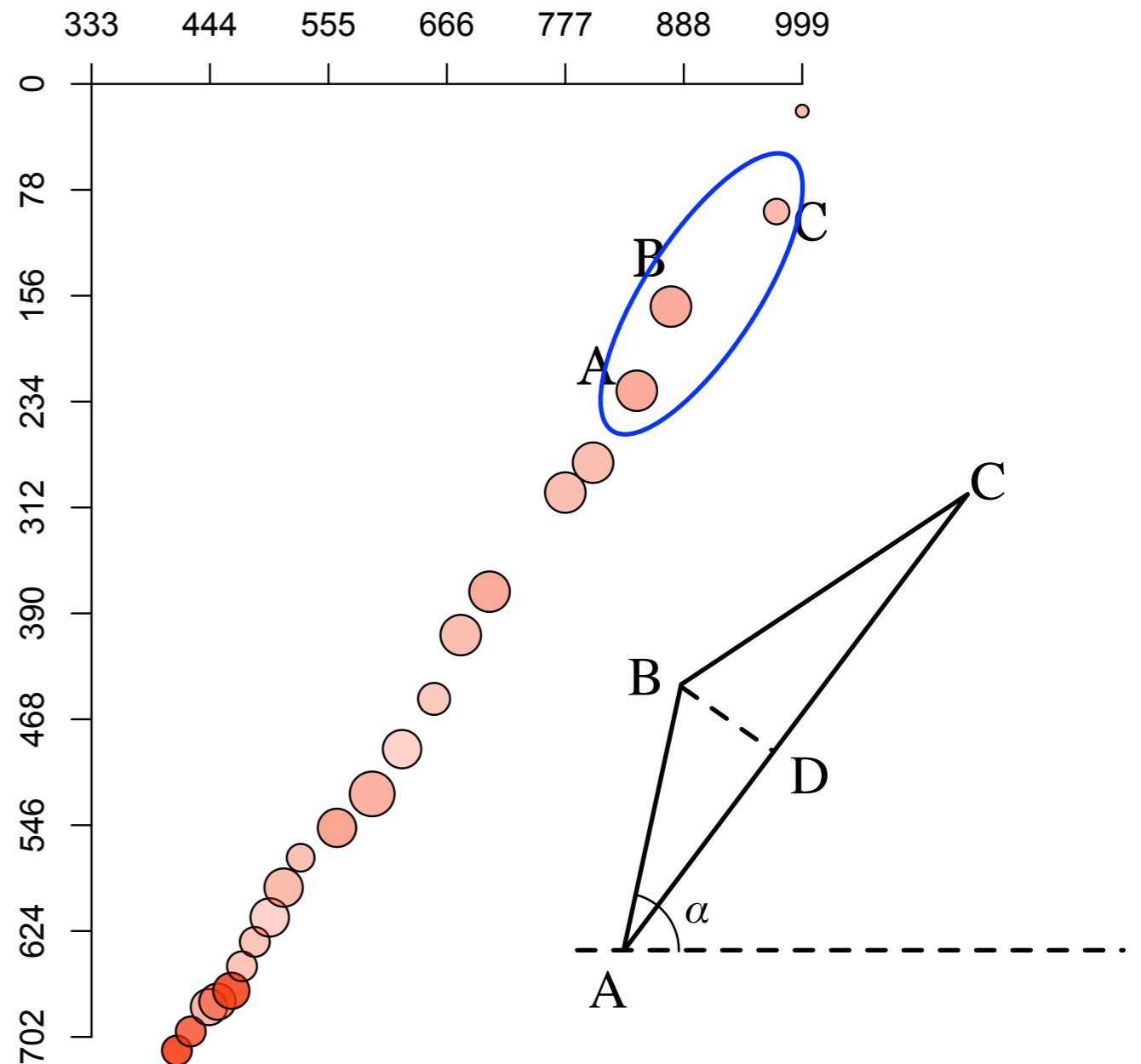
Metrics of Sliding

- ▶ First Touch Position
- ▶ First Touch Pressure
- ▶ First Touch Area
- ▶ First Moving Direction
- ▶ Moving Distance
- ▶ Moving Duration
- ▶ Average Moving Direction
- ▶ Average Moving Curvature
- ▶ Average Curvature Distance



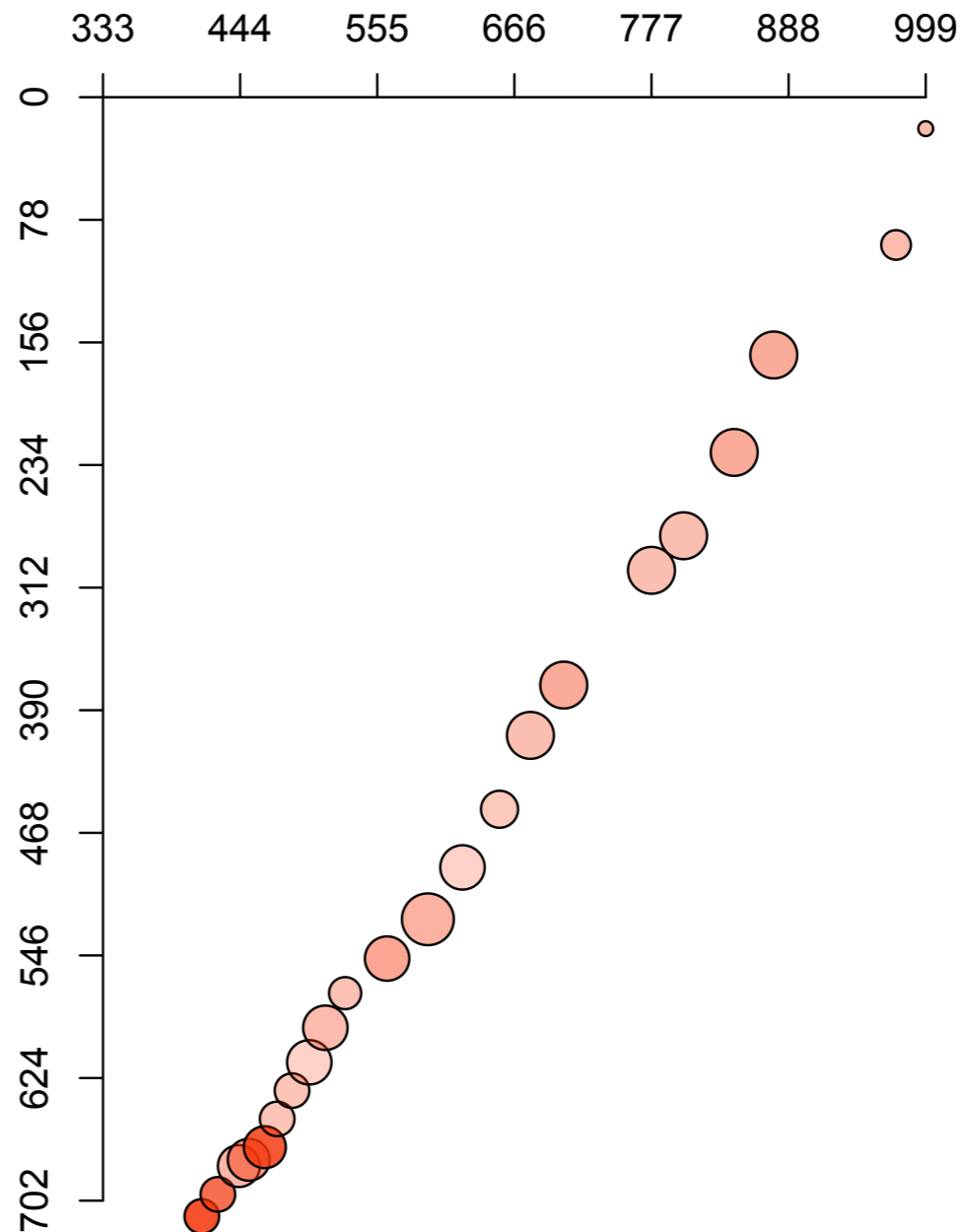
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- ▶ Average Moving Direction
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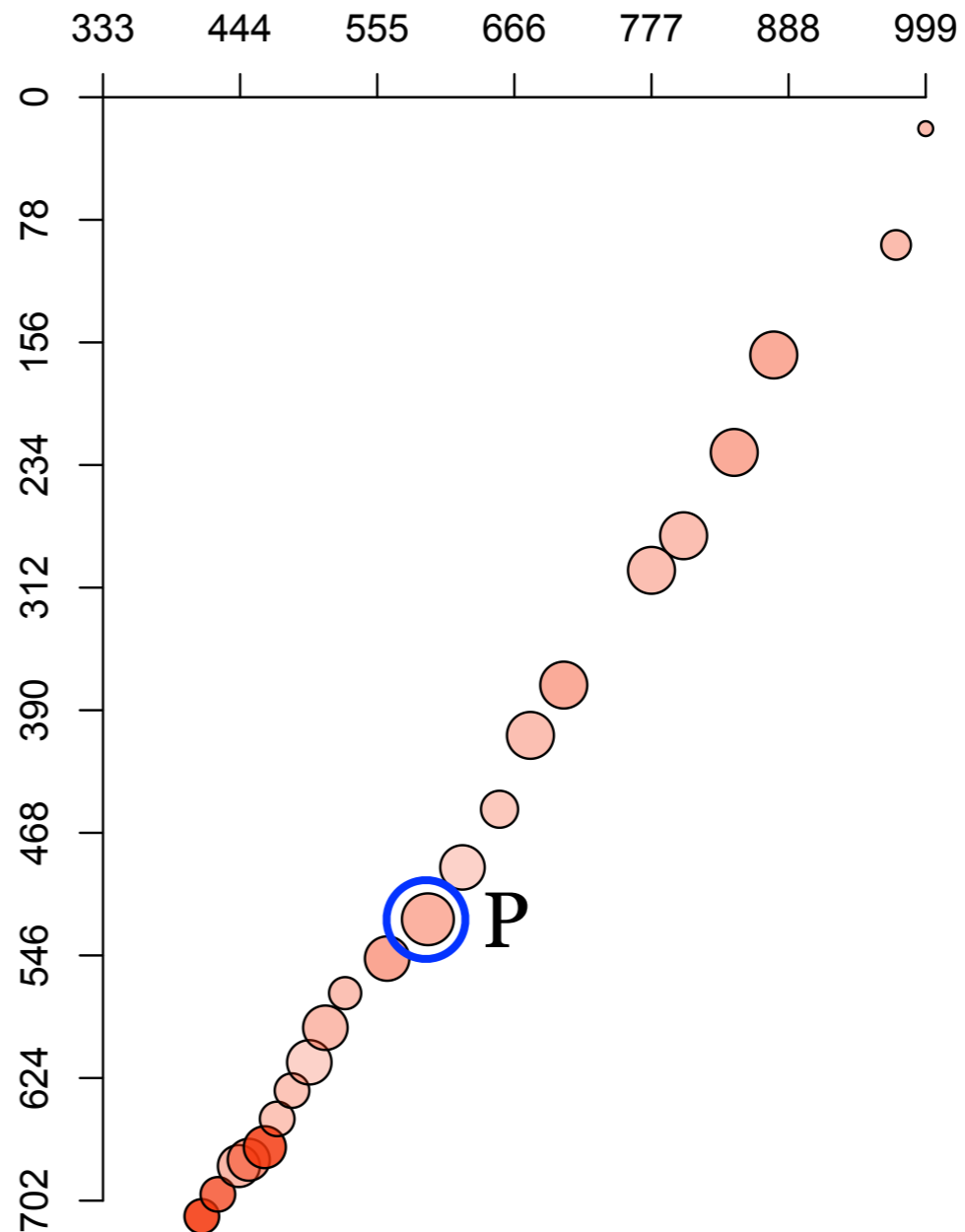
Metrics of Sliding

- ▶ Average Pressure
- ▶ Average Touch Area
- ▶ Max-area Portion
- ▶ Min-pressure Portion



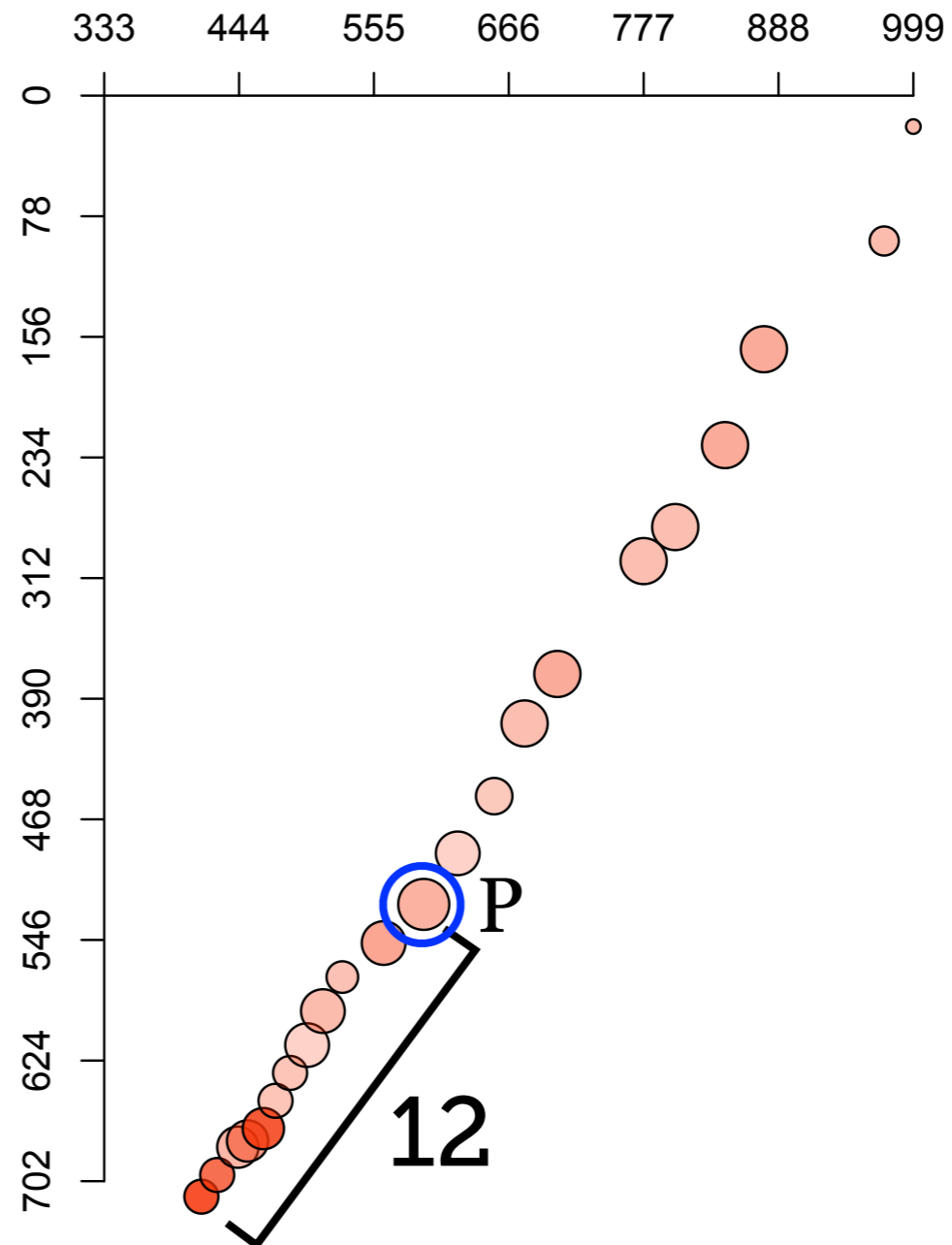
Metrics of Sliding

- ▶ Average Pressure
- ▶ Average Touch Area
- ▶ Max-area Portion
- ▶ Min-pressure Portion



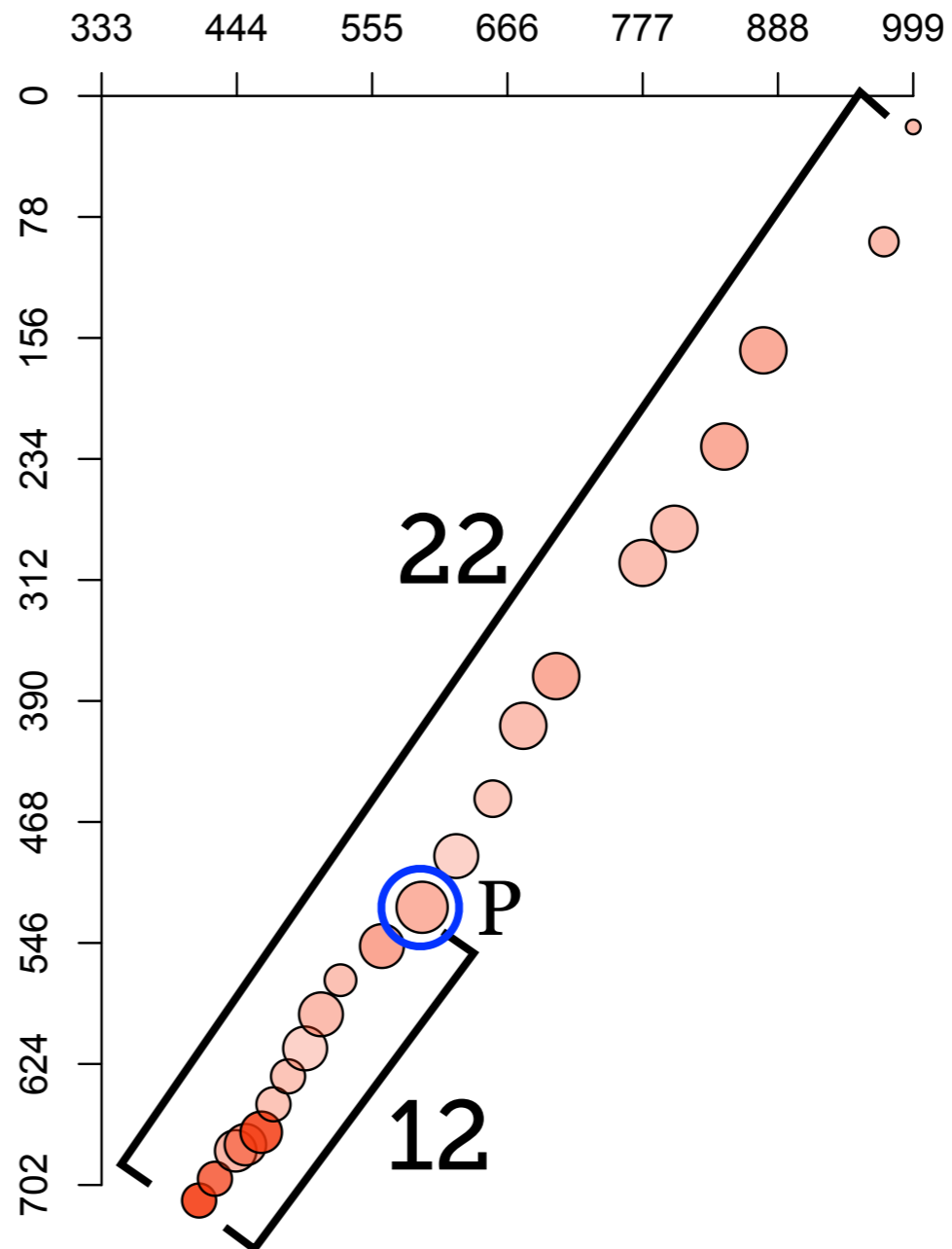
Metrics of Sliding

- ▶ Average Pressure
- ▶ Average Touch Area
- ▶ Max-area Portion
- ▶ Min-pressure Portion



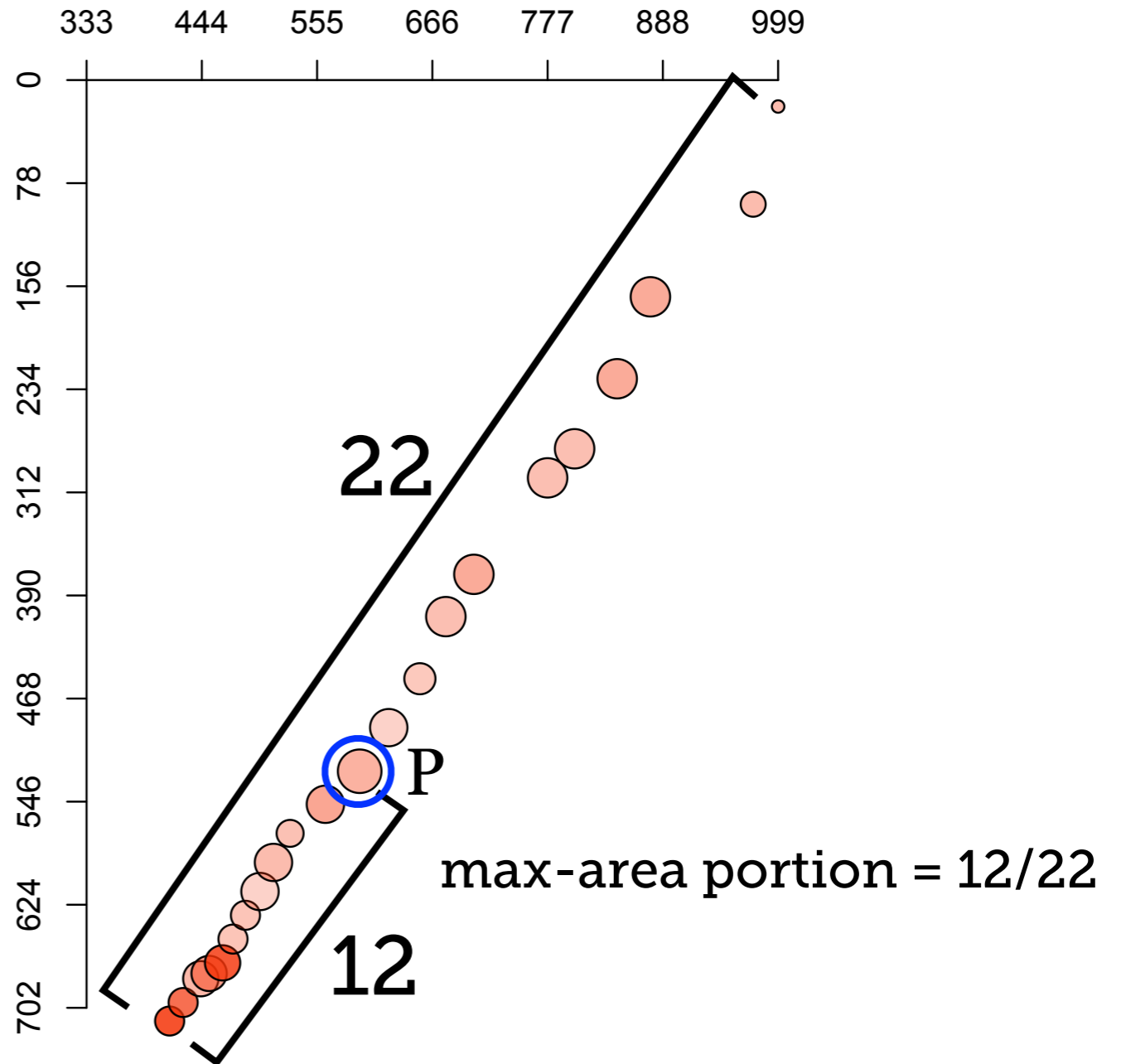
Metrics of Sliding

- ▶ Average Pressure
- ▶ Average Touch Area
- ▶ Max-area Portion
- ▶ Min-pressure Portion



Metrics of Sliding

- ▶ Average Pressure
- ▶ Average Touch Area
- ▶ Max-area Portion
- ▶ Min-pressure Portion



Metrics of Tap

- ▶ Average Touch Area
- ▶ Duration
- ▶ Average Touch Pressure

Metric Selection

- A good metric can distinguish two users from each other



$[a_1, a_2, a_3 \dots]$



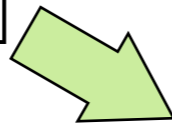
$[a'_1, a'_2, a'_3 \dots]$

Metric Selection

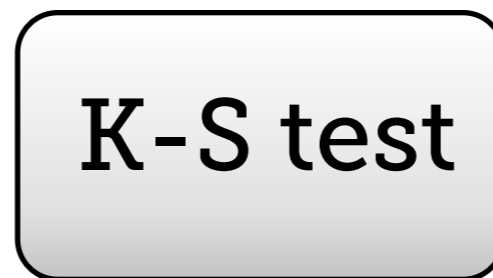
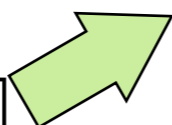
- A good metric can distinguish two users from each other



$[a_1, a_2, a_3 \dots]$

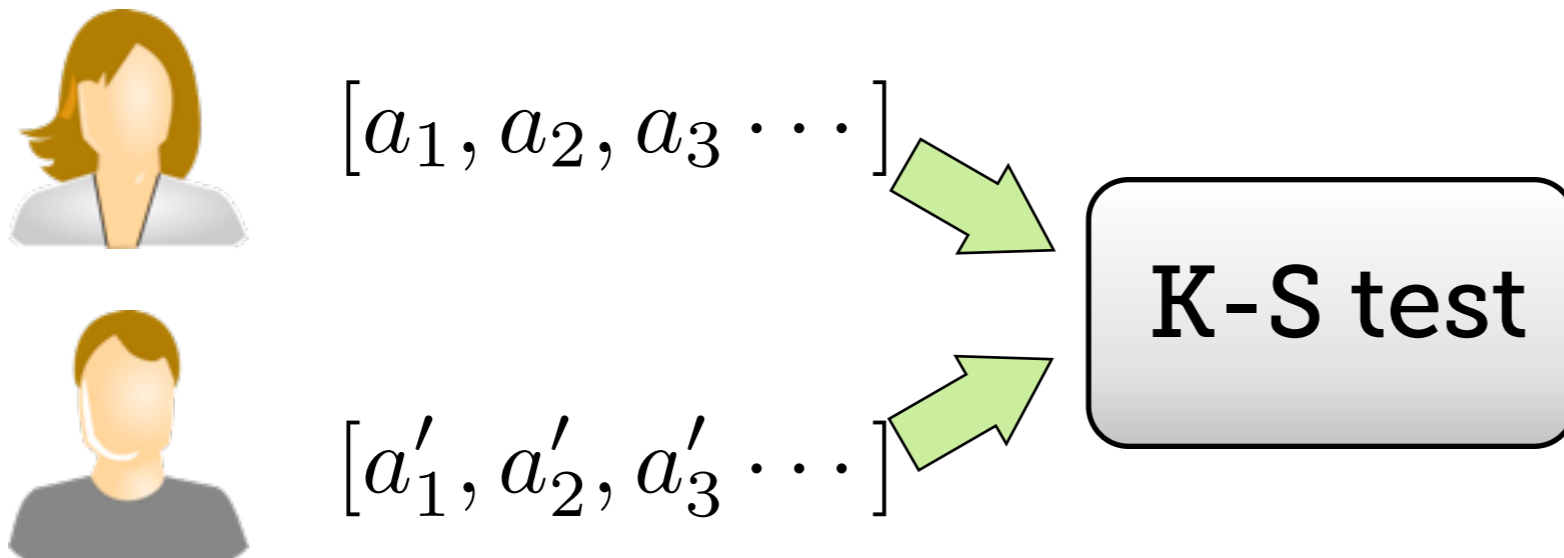


$[a'_1, a'_2, a'_3 \dots]$



Metric Selection

- A good metric can distinguish two users from each other

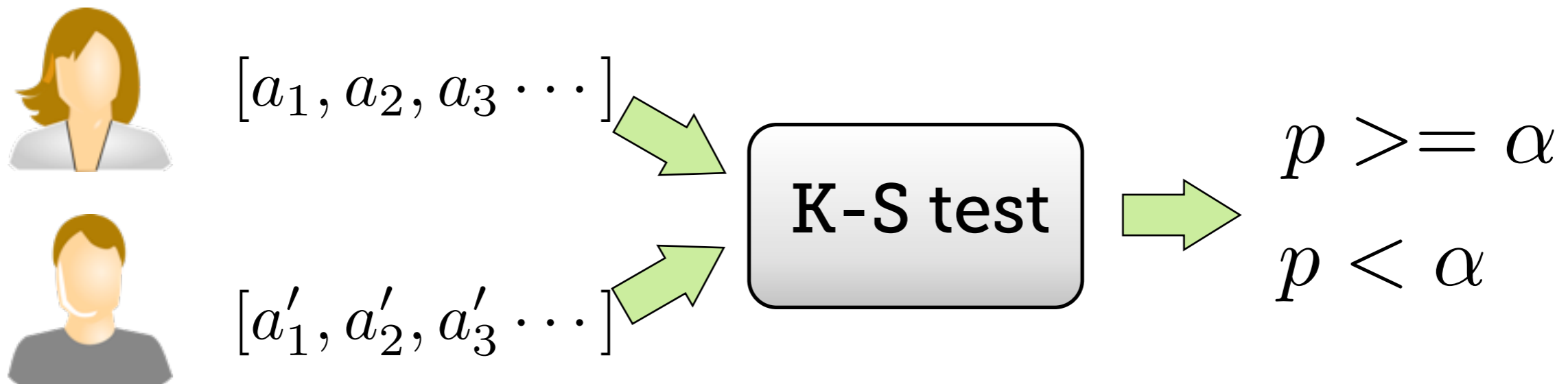


H_0 : from the same distribution

H_1 : from different distributions

Metric Selection

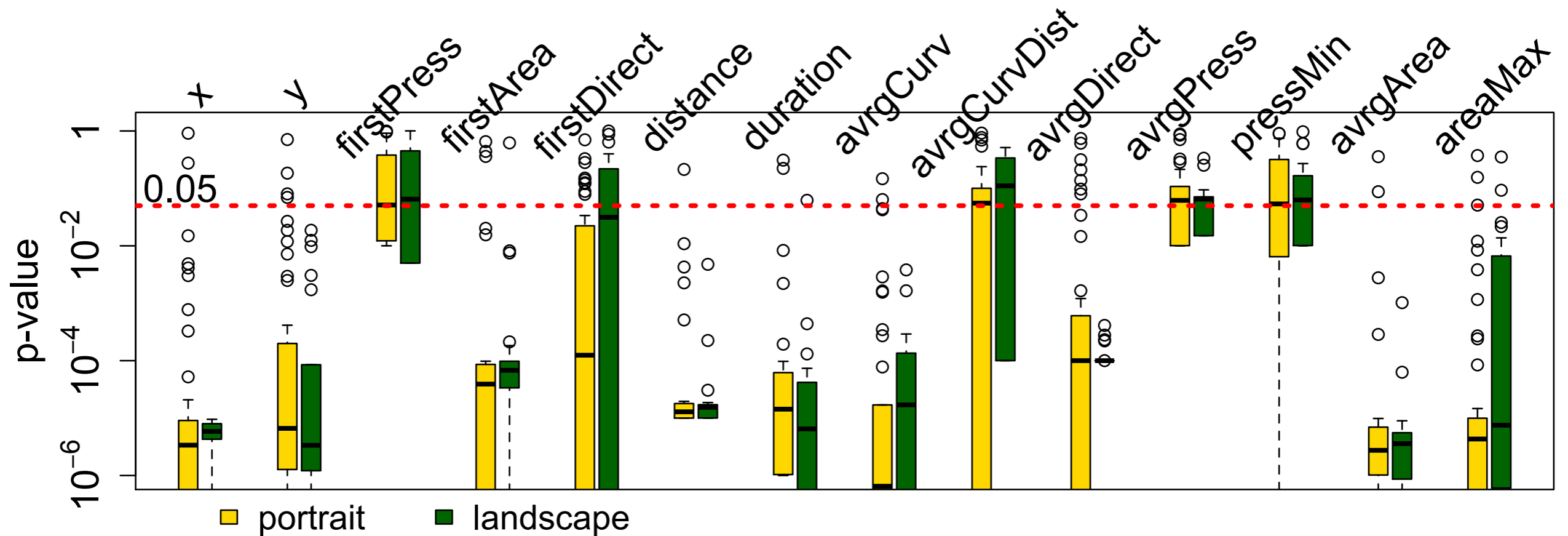
- A good metric can distinguish two users from each other



H_0 : from the same distribution

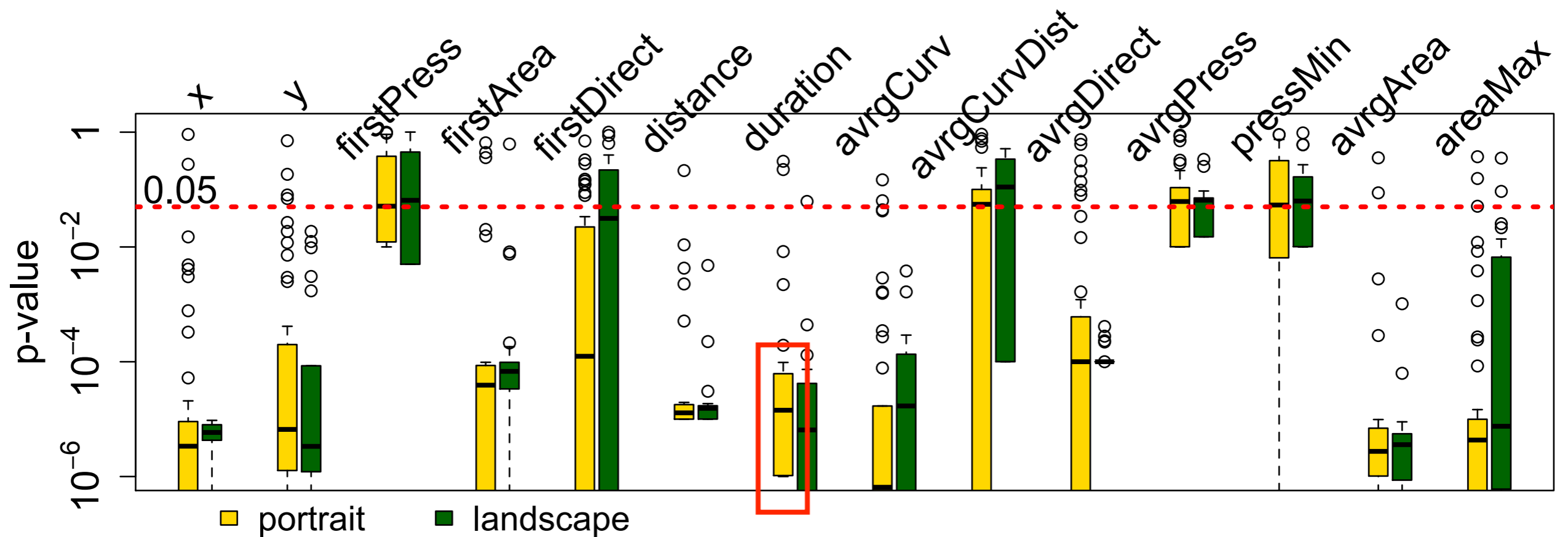
H_1 : from different distributions

Metric Selection



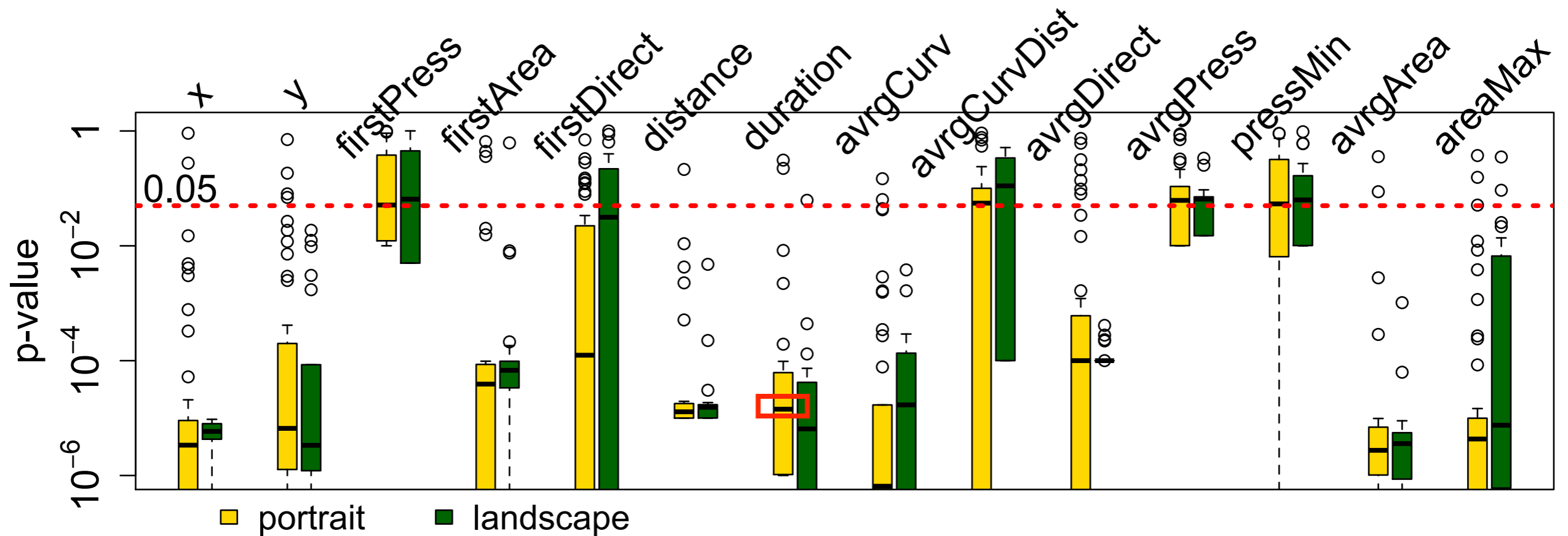
Sliding up

Metric Selection



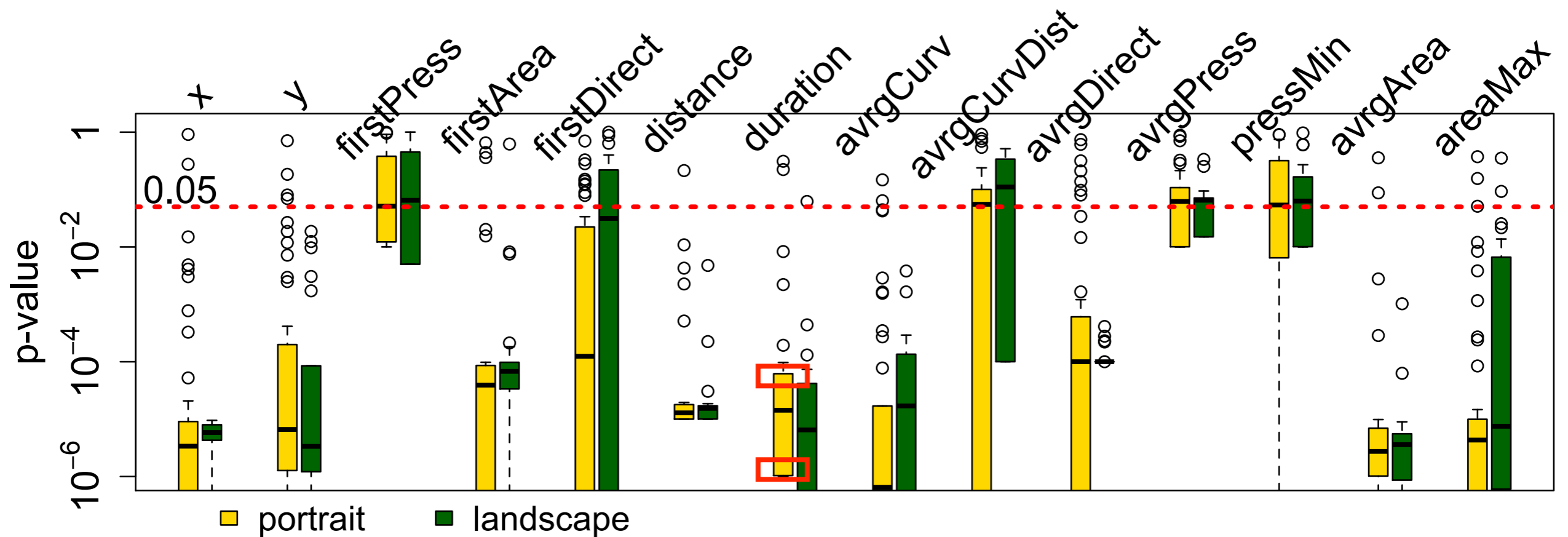
Sliding up

Metric Selection



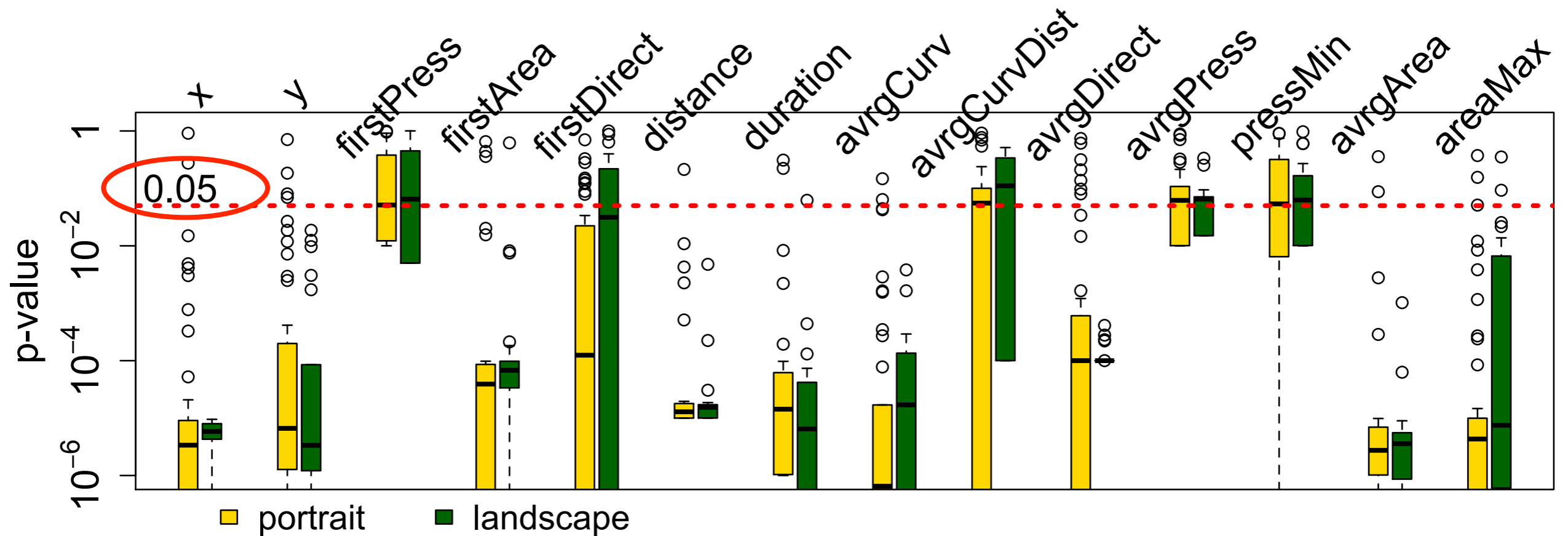
Sliding up

Metric Selection



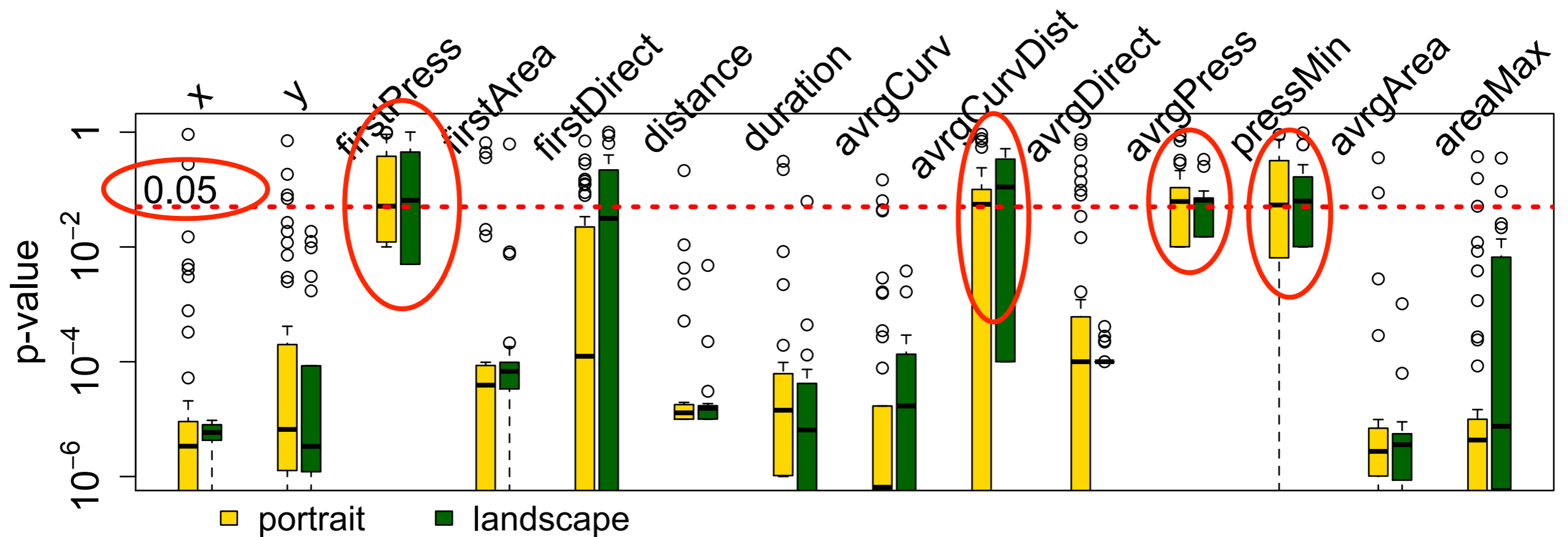
Sliding up

Metric Selection



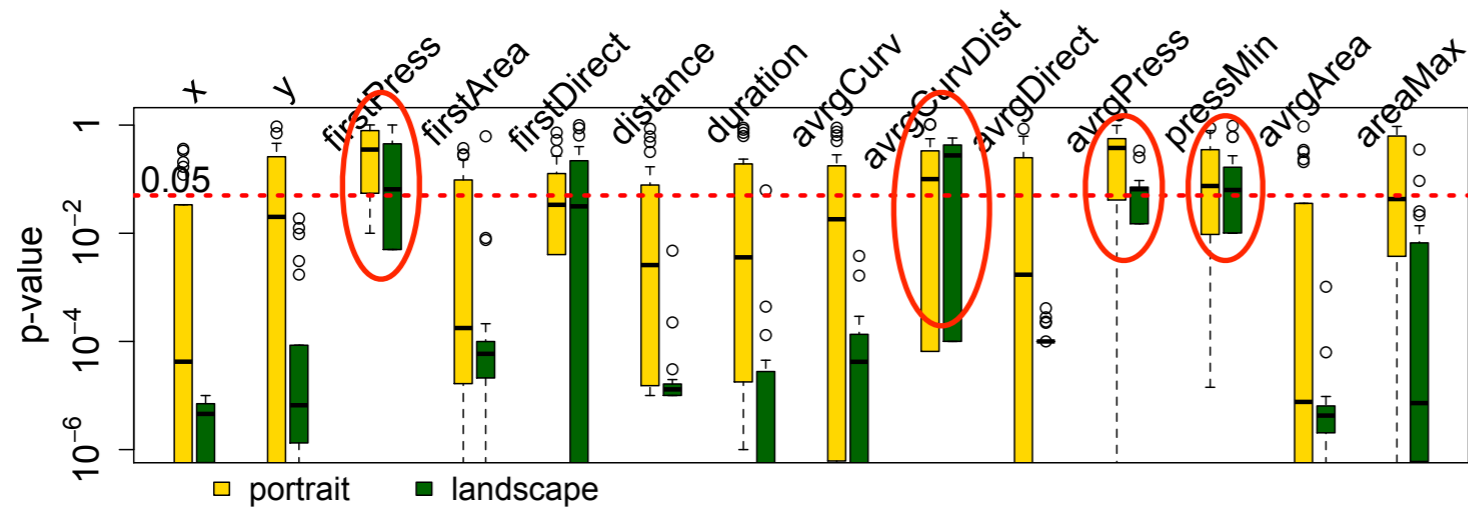
Sliding up

Metric Selection

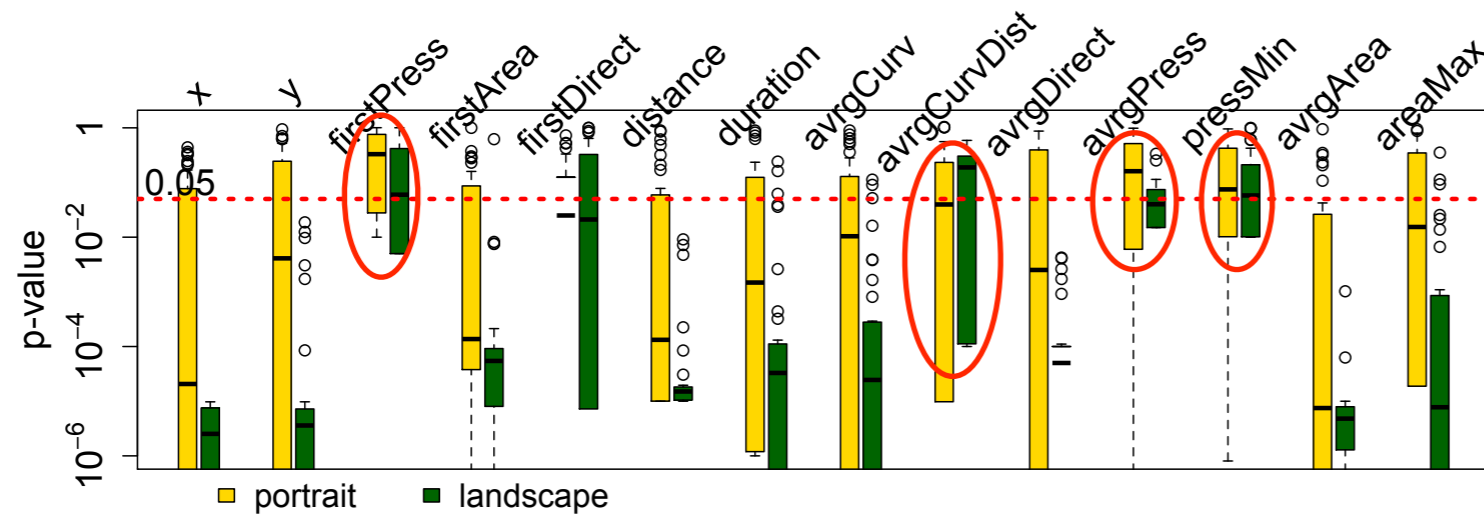


Sliding up

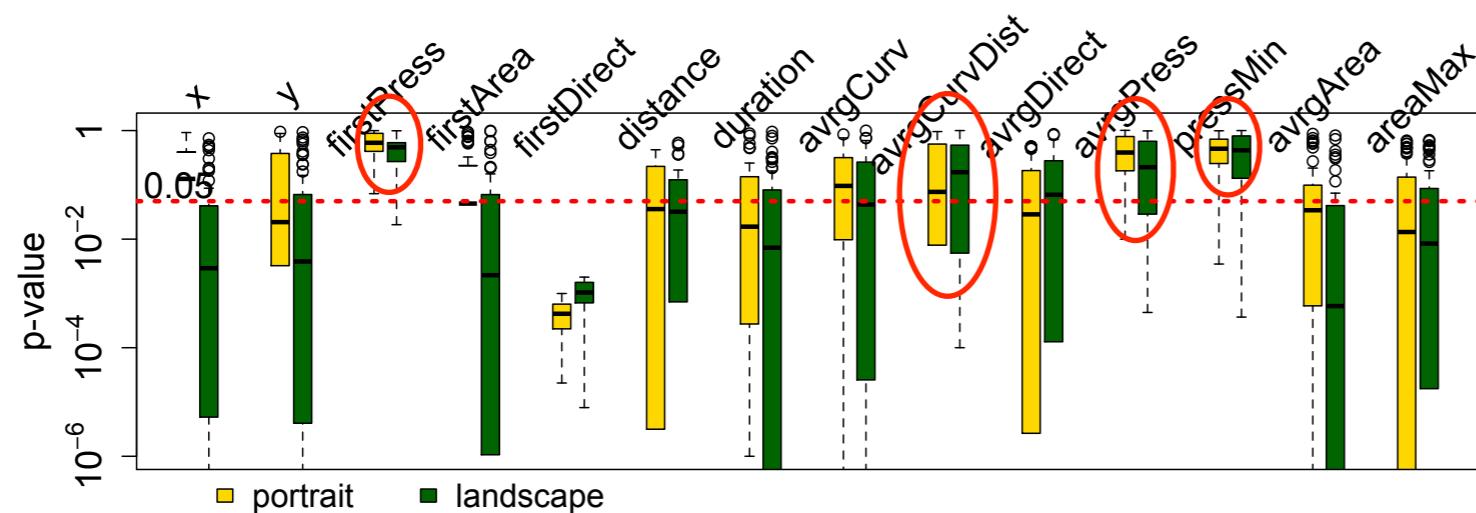
Metric Selection



Sliding down

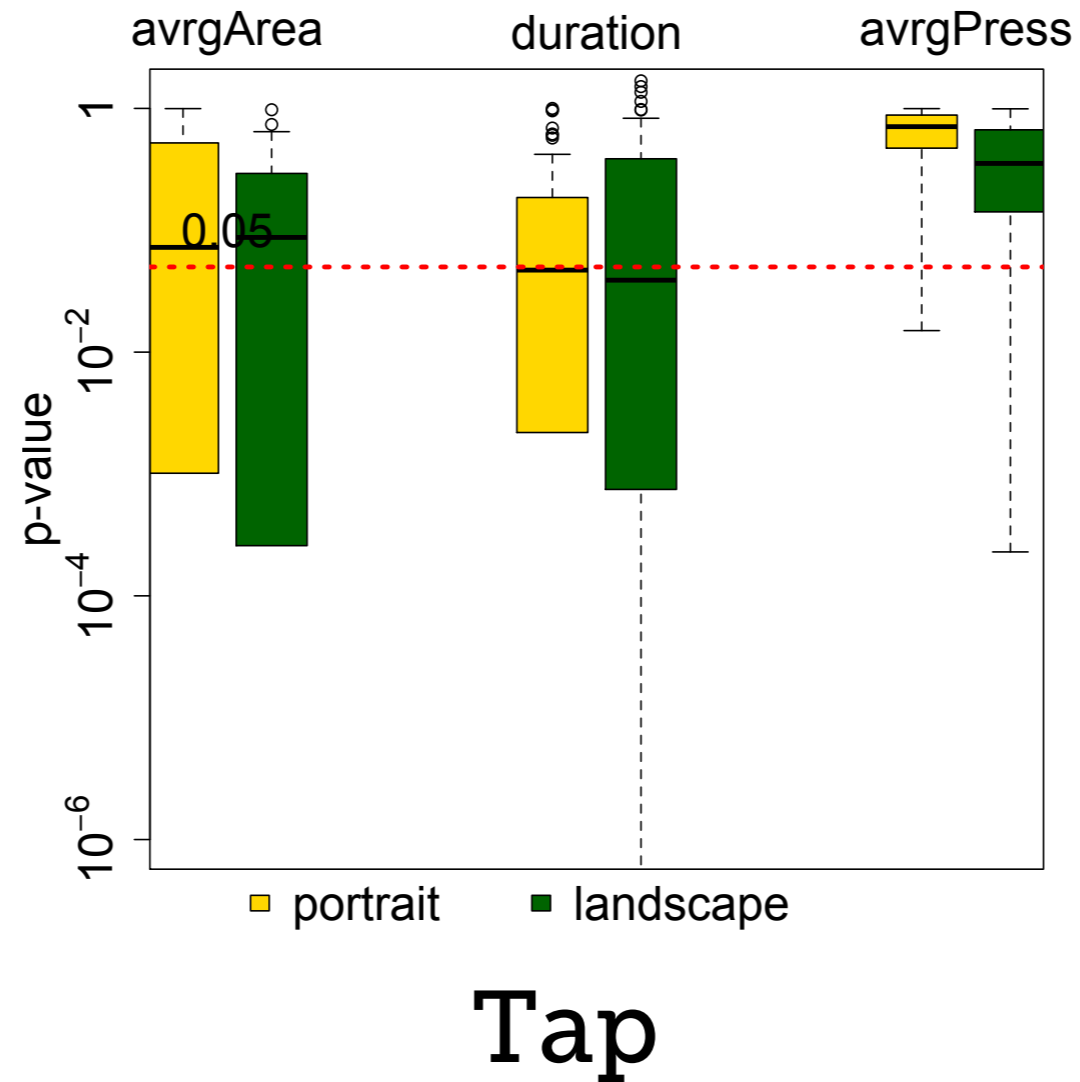


Sliding left

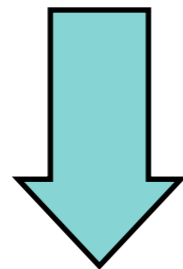
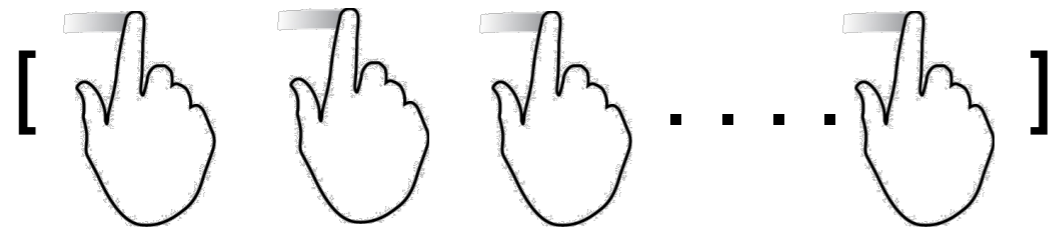


Sliding right

Metric Selection

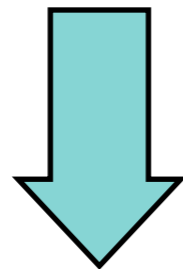
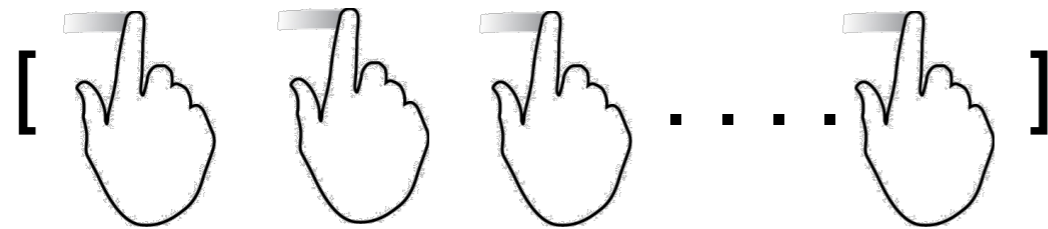


Feature Vector



feature vector

Feature Vector



feature vector

14 sliding gestures
20 tap gestures

Classification Modules

Portrait	Landscape
sliding up	sliding up
sliding down	sliding down
sliding left	sliding left
sliding right	sliding right
sliding up + tap	sliding up + tap
sliding down + tap	sliding down + tap
sliding left + tap	sliding left + tap
sliding right + tap	sliding right + tap

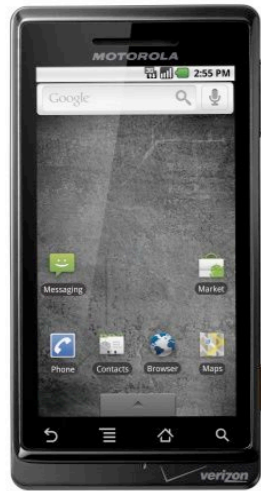
Classification Modules

Portrait	Landscape
sliding up	sliding up
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sliding left	sliding left
sliding right	sliding right
sliding up + tap	sliding up + tap
sliding down + tap	sliding down + tap
sliding left + tap	sliding left + tap
sliding right + tap	sliding right + tap

Classification Modules

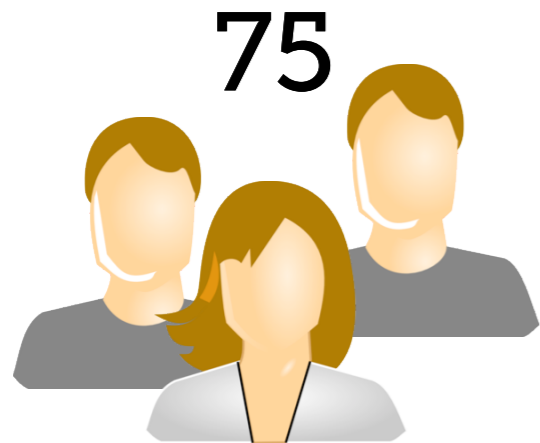
Portrait	Landscape
sliding up	sliding up
sliding down	sliding down
sliding left	sliding left
sliding right	sliding right
sliding up + tap	sliding up + tap
sliding down + tap	sliding down + tap
sliding left + tap	sliding left + tap
sliding right + tap	sliding right + tap

Evaluation Setup



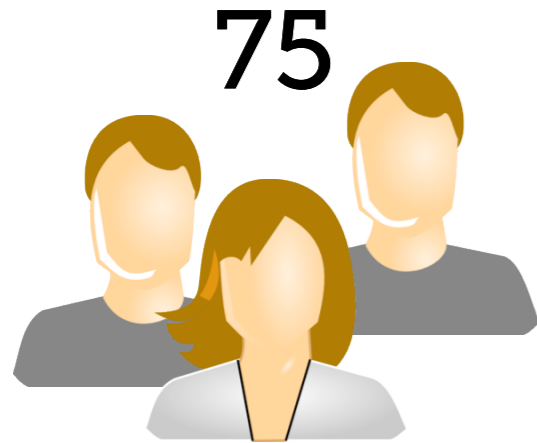
FroYo

Evaluation Setup



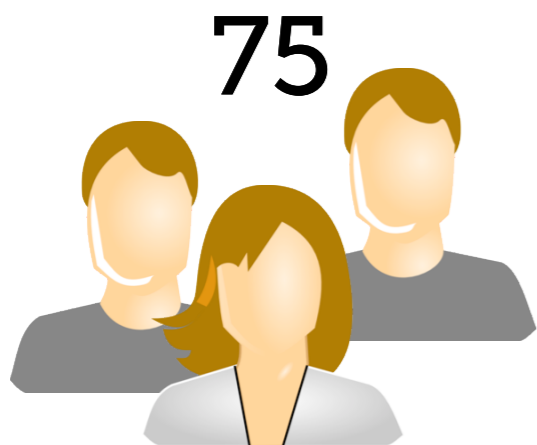
Evaluation Setup

Free style usage

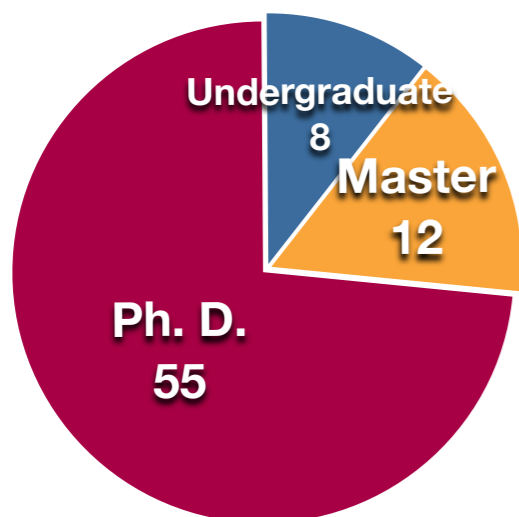


Evaluation Setup

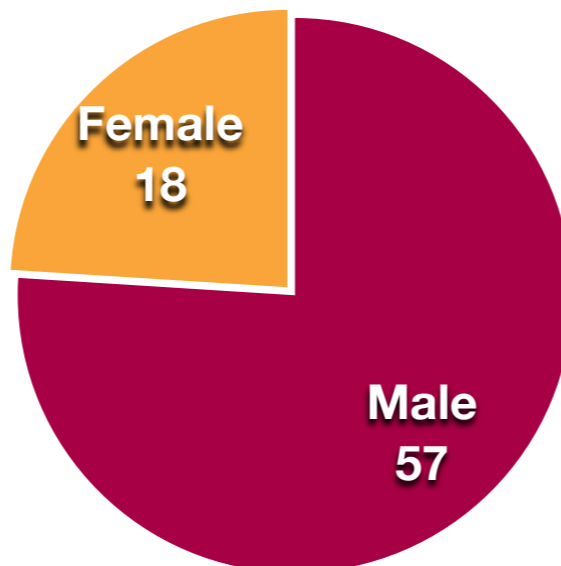
Free style usage



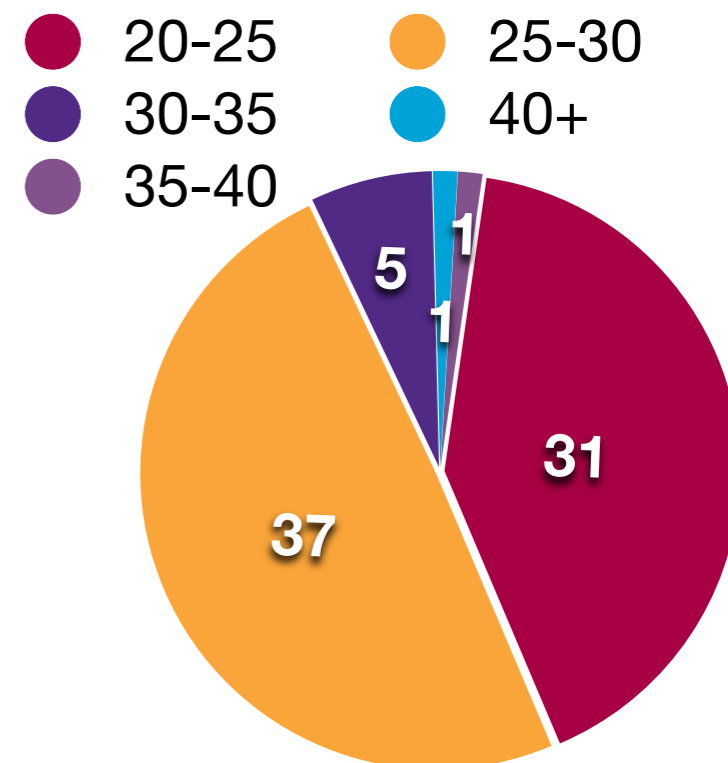
education



gender

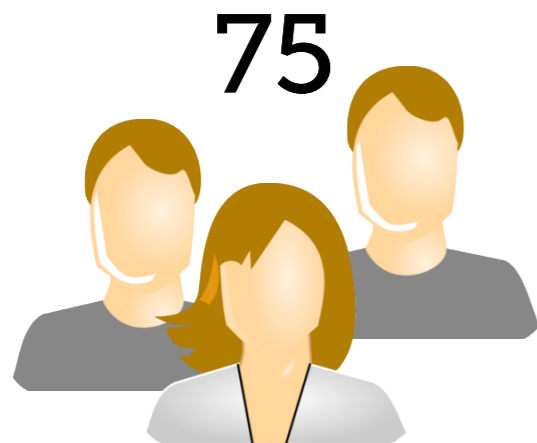


age



Evaluation Setup

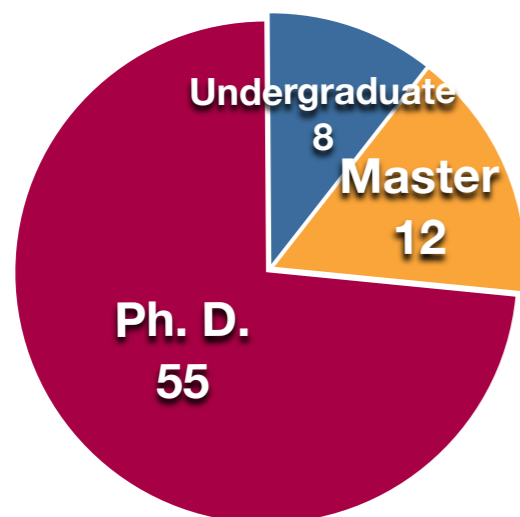
Free style usage



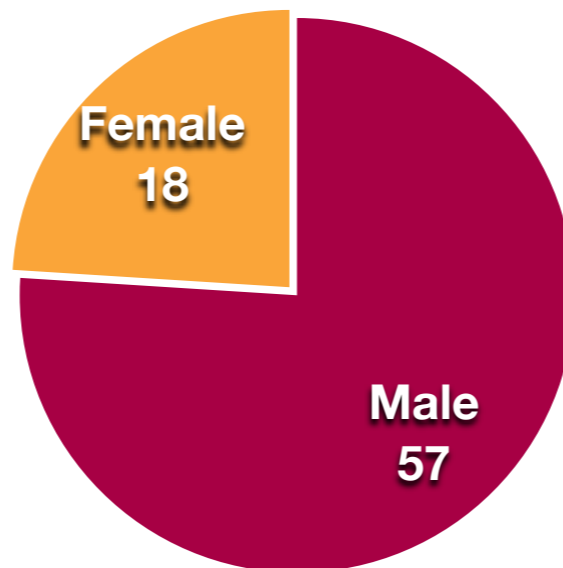
28: enough gestures

47: 15 minutes

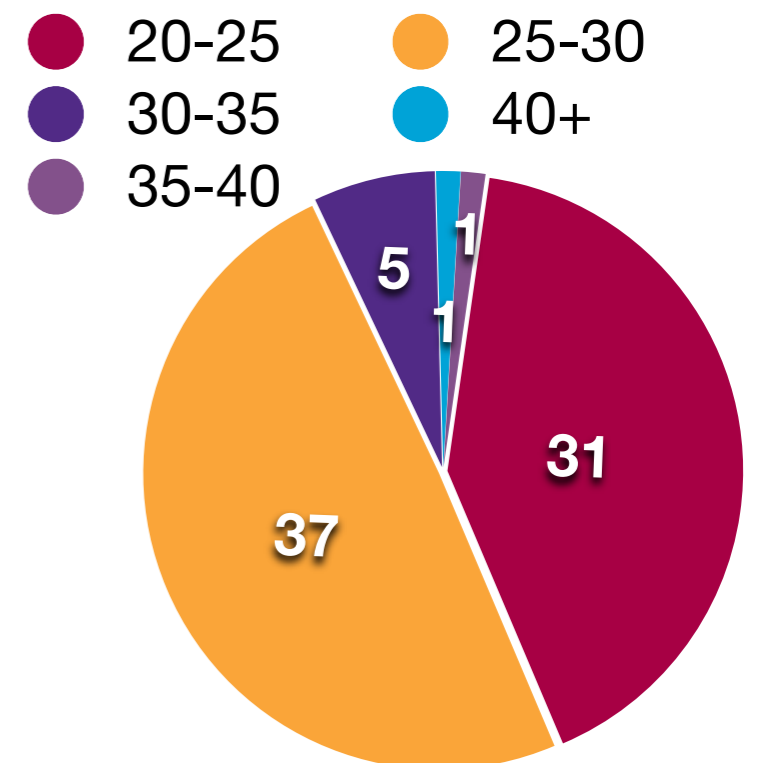
education



gender

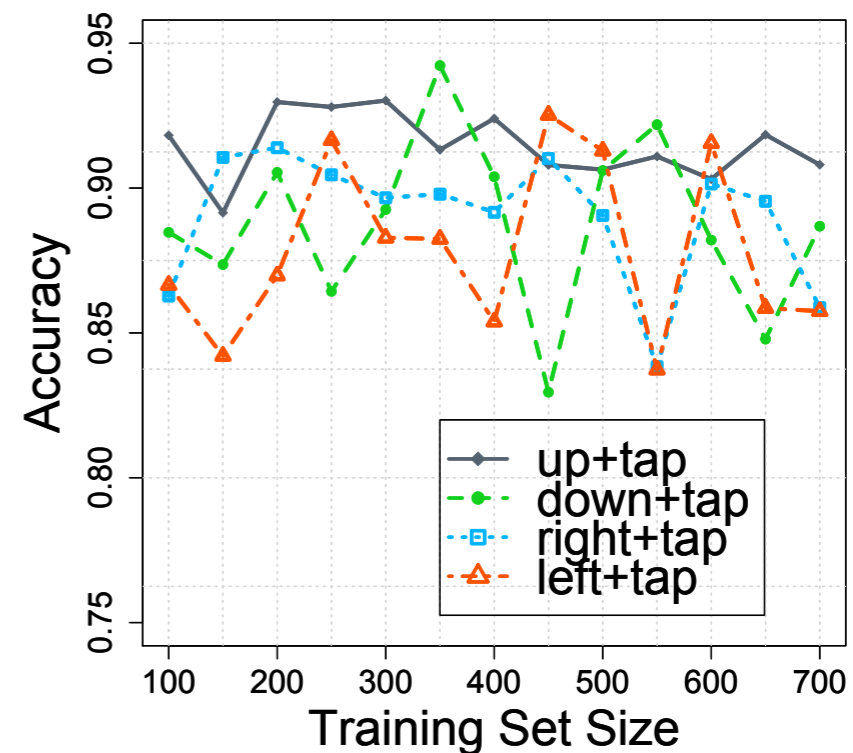
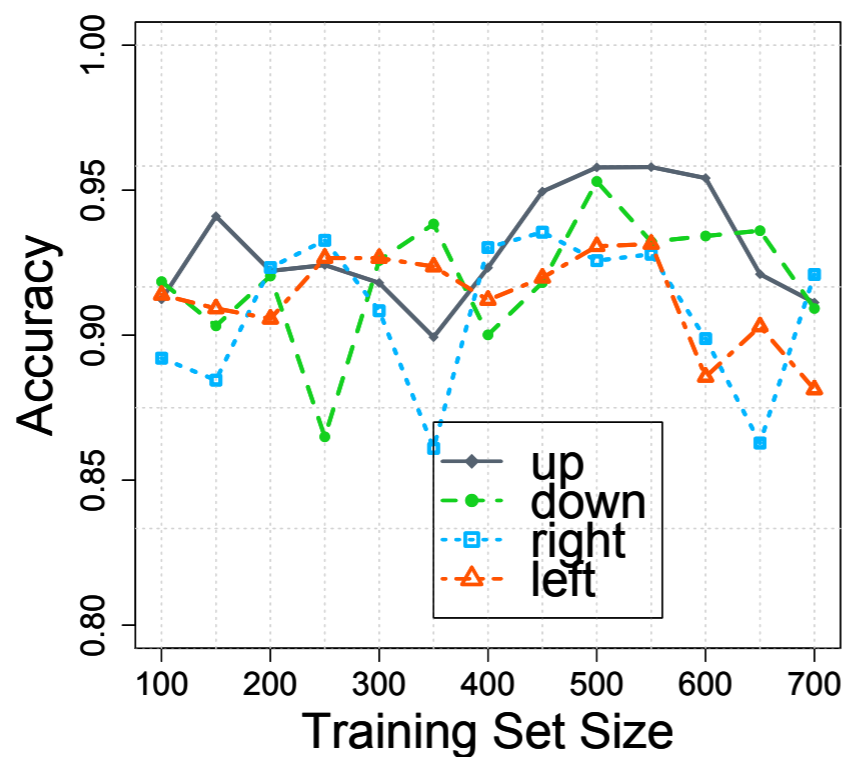


age

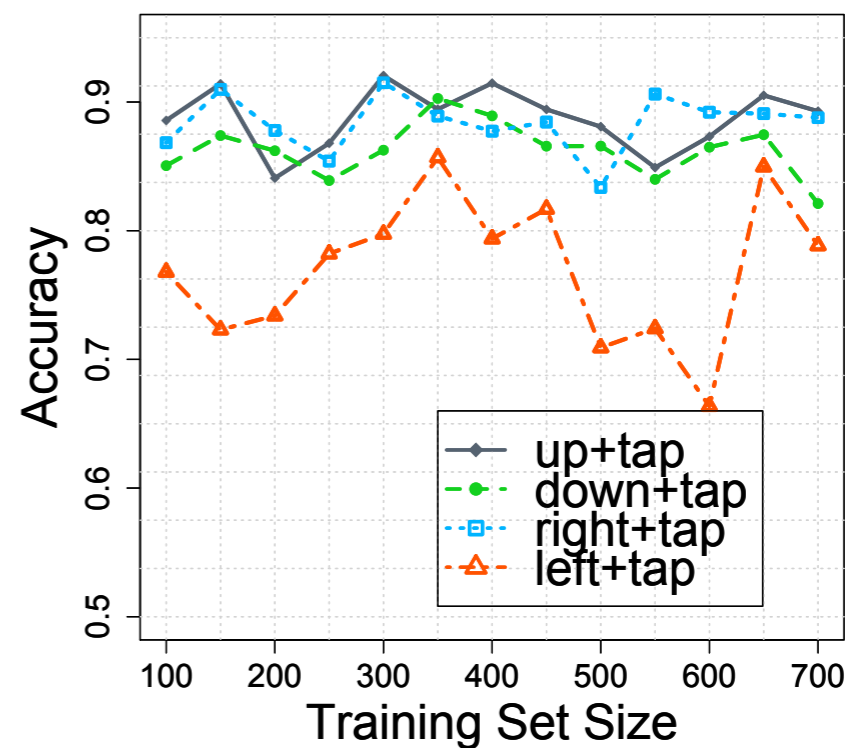
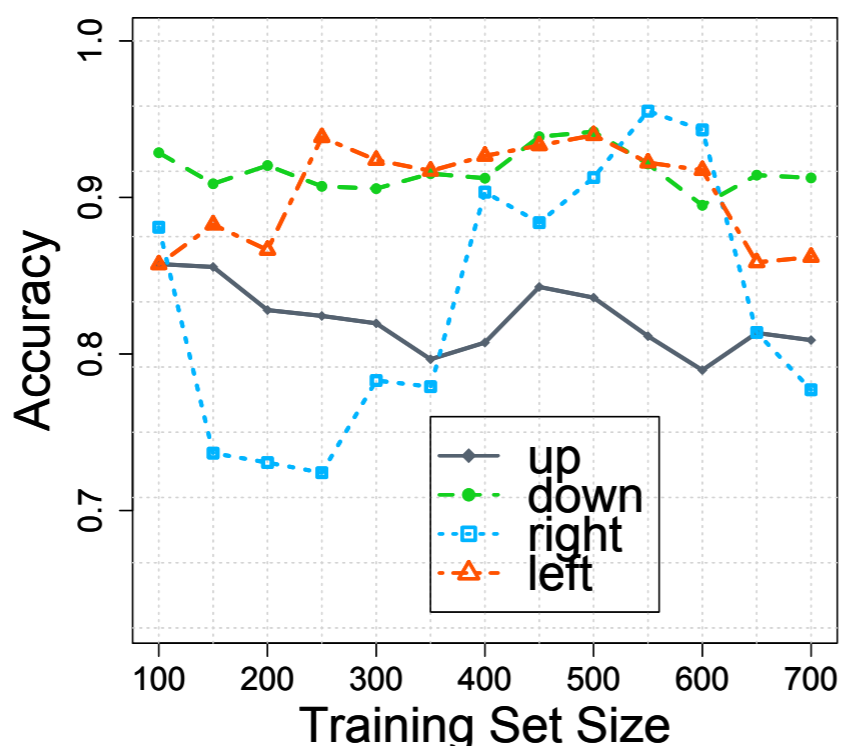


Training Set Size

portrait

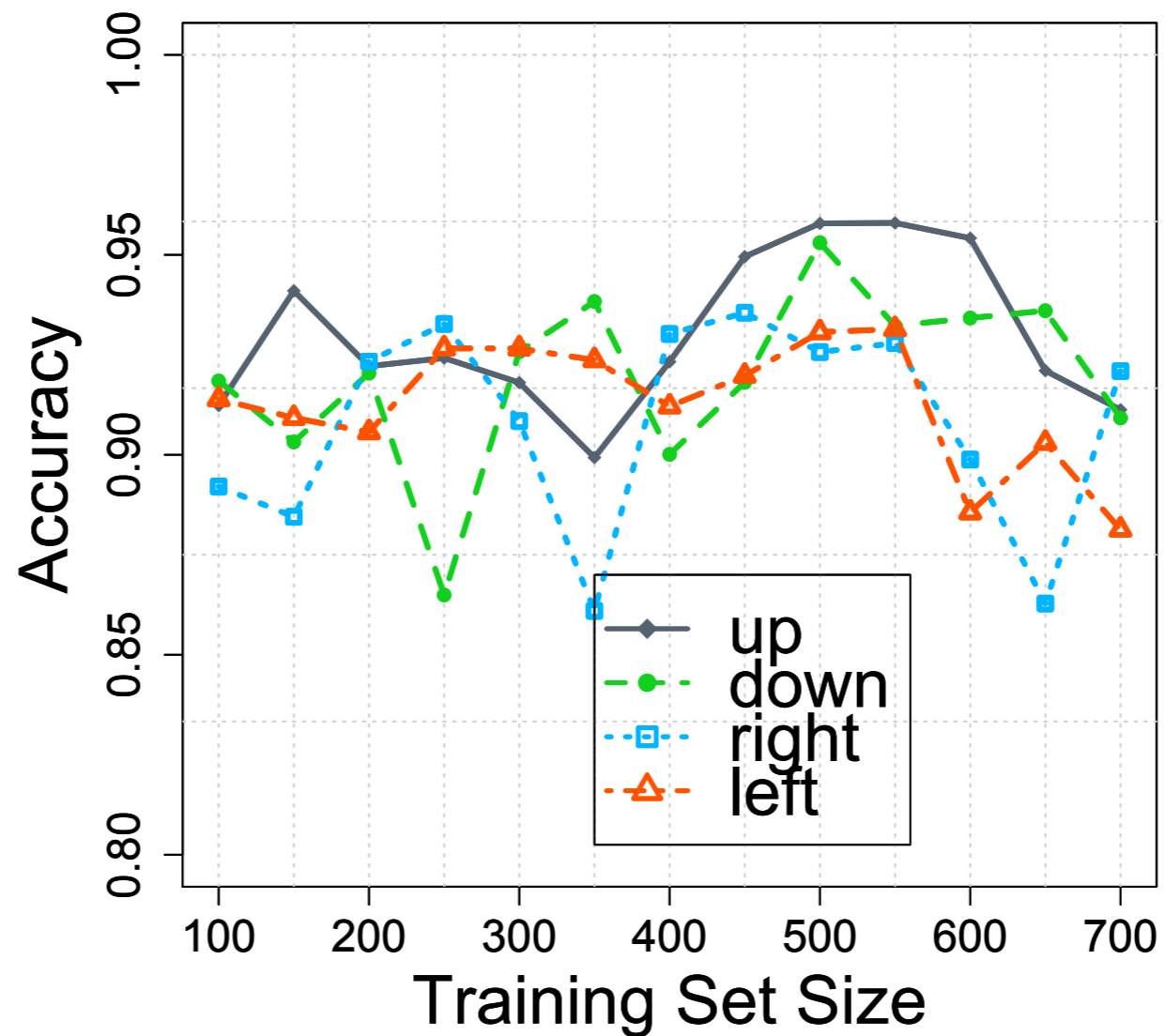


landscape



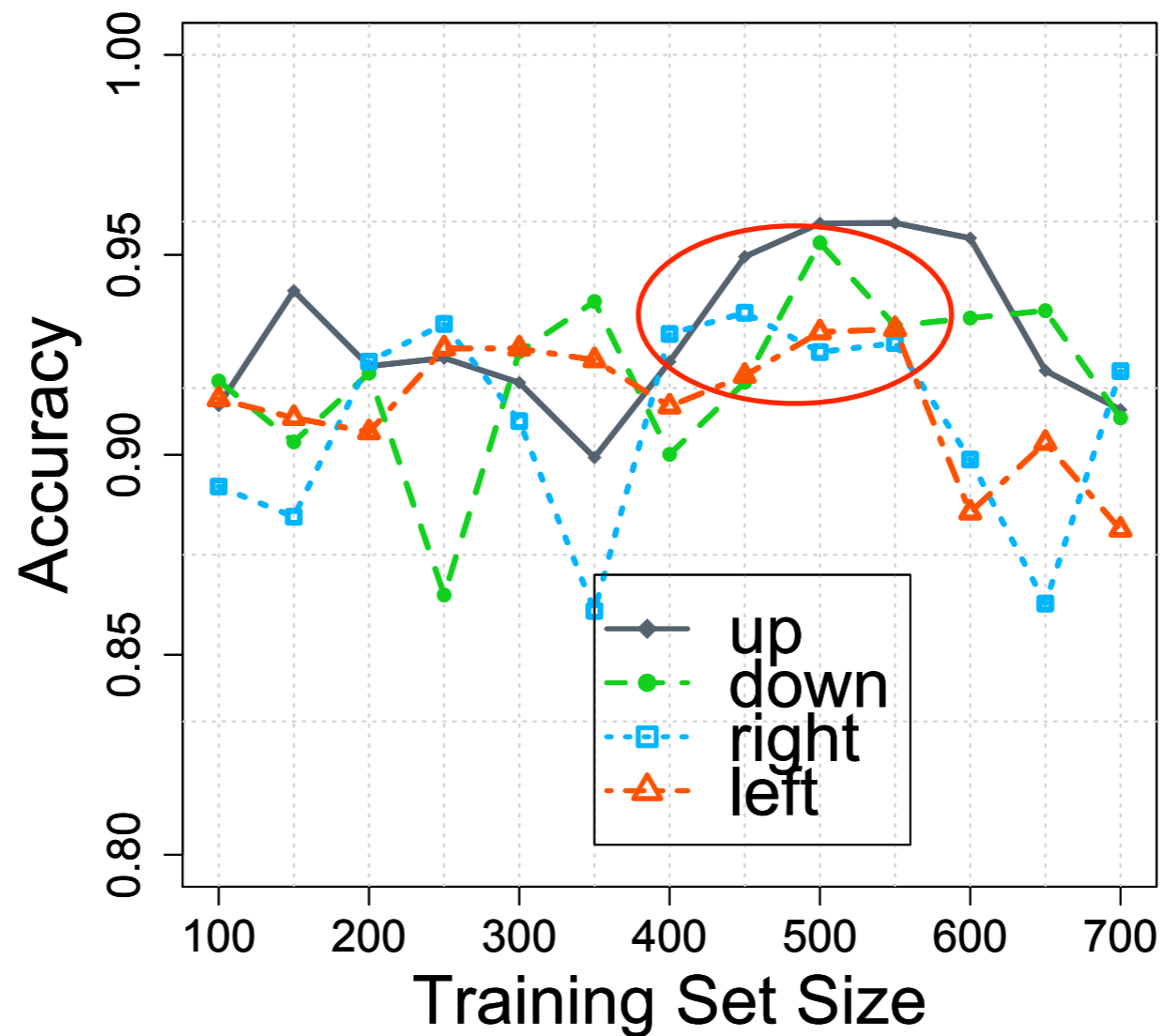
Training Set Size

portrait



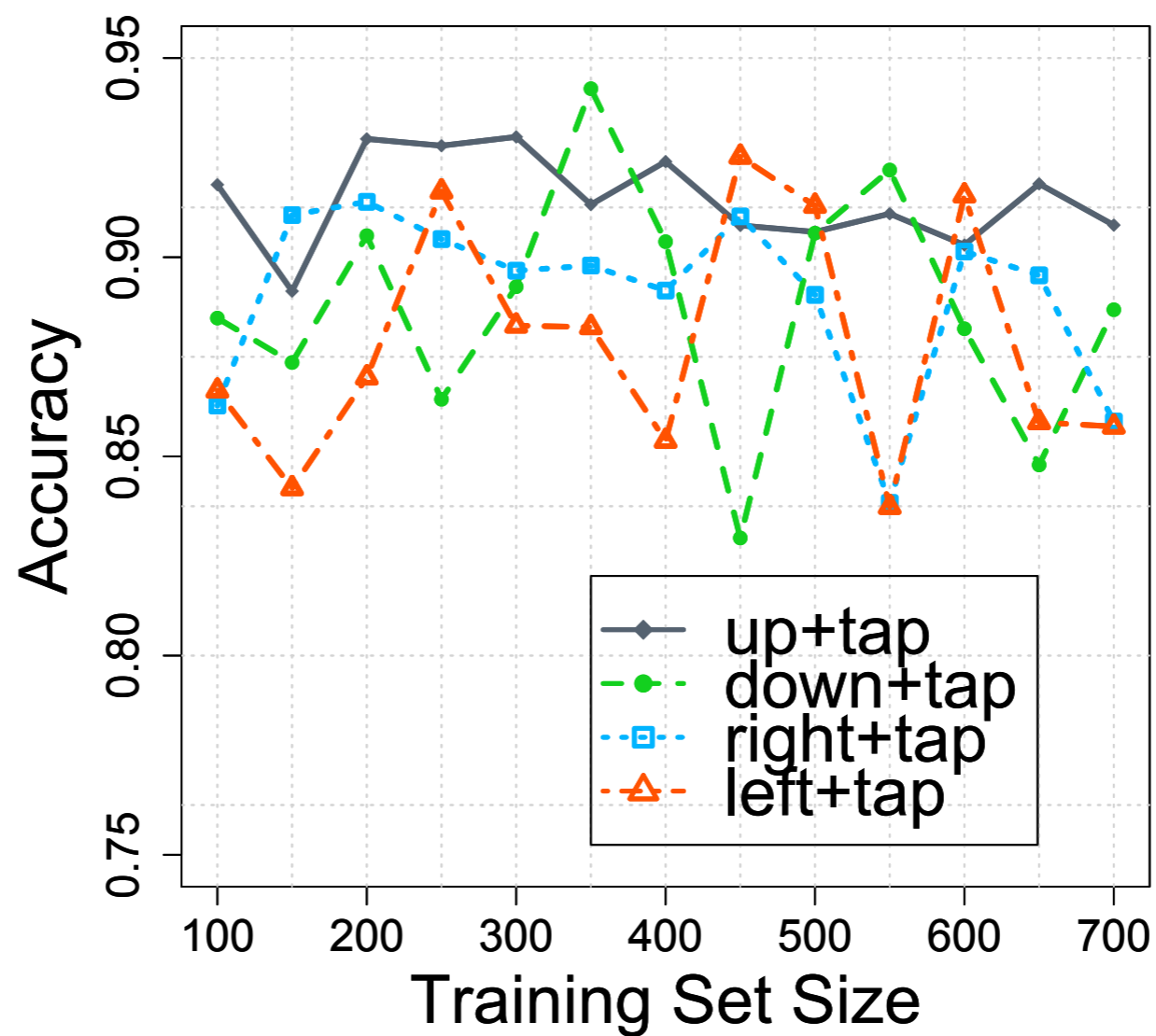
Training Set Size

portrait



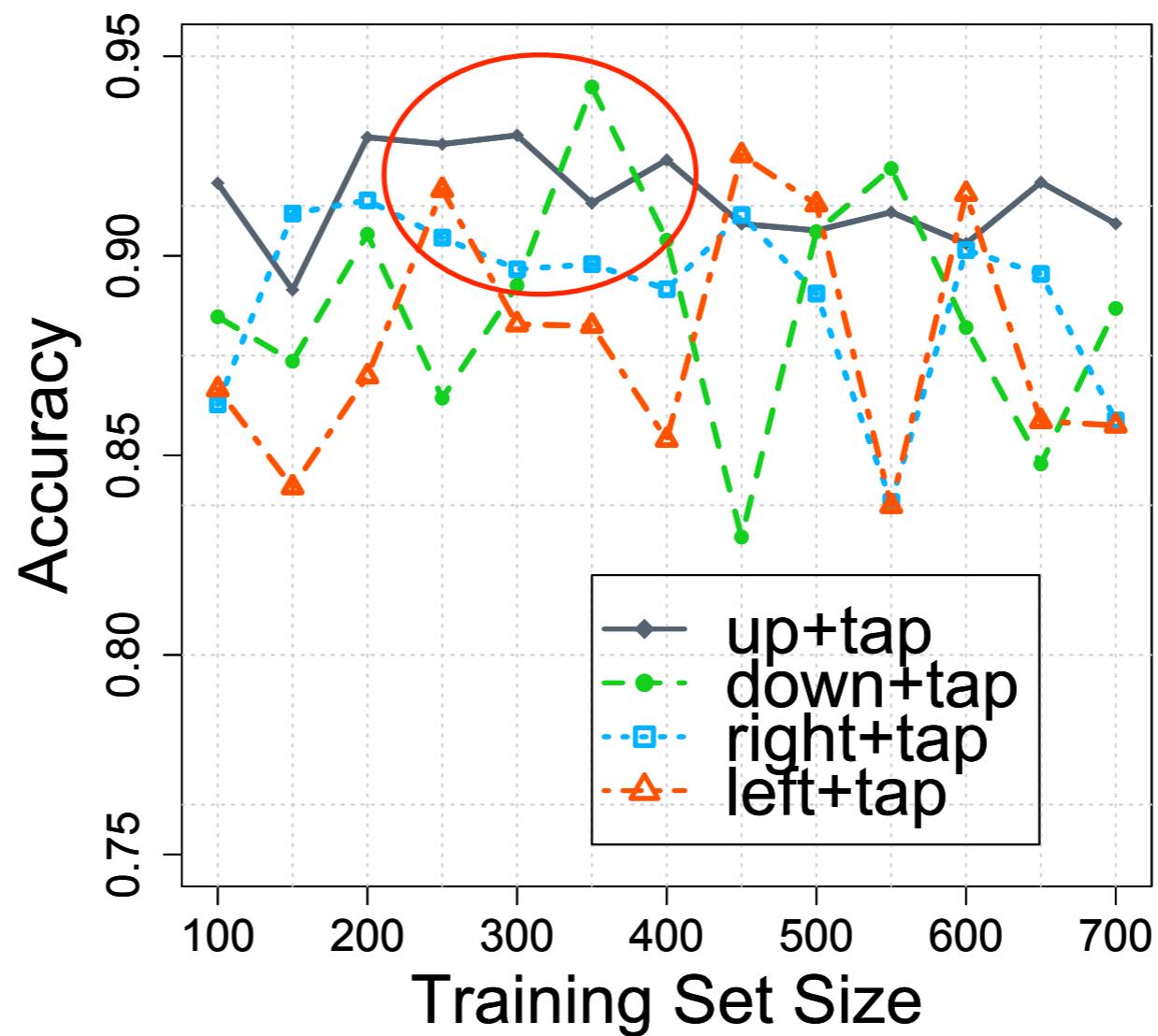
Training Set Size

portrait

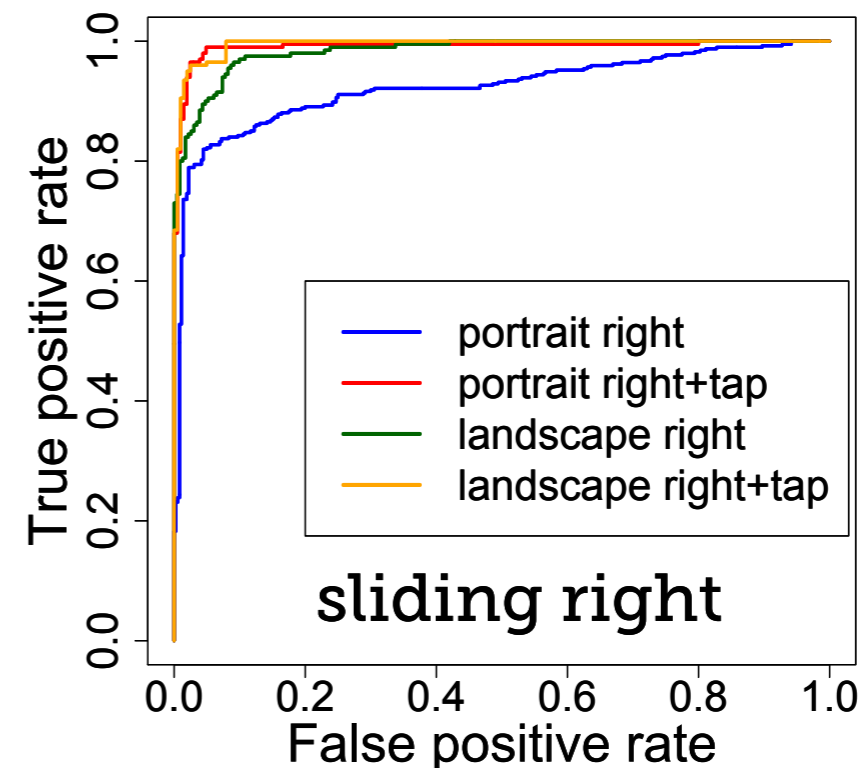
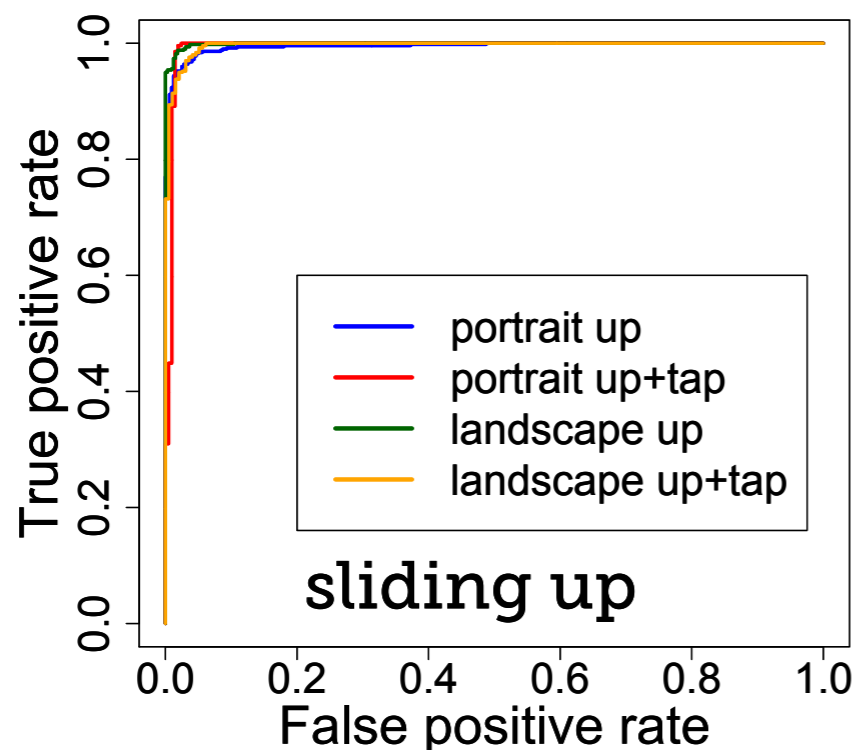
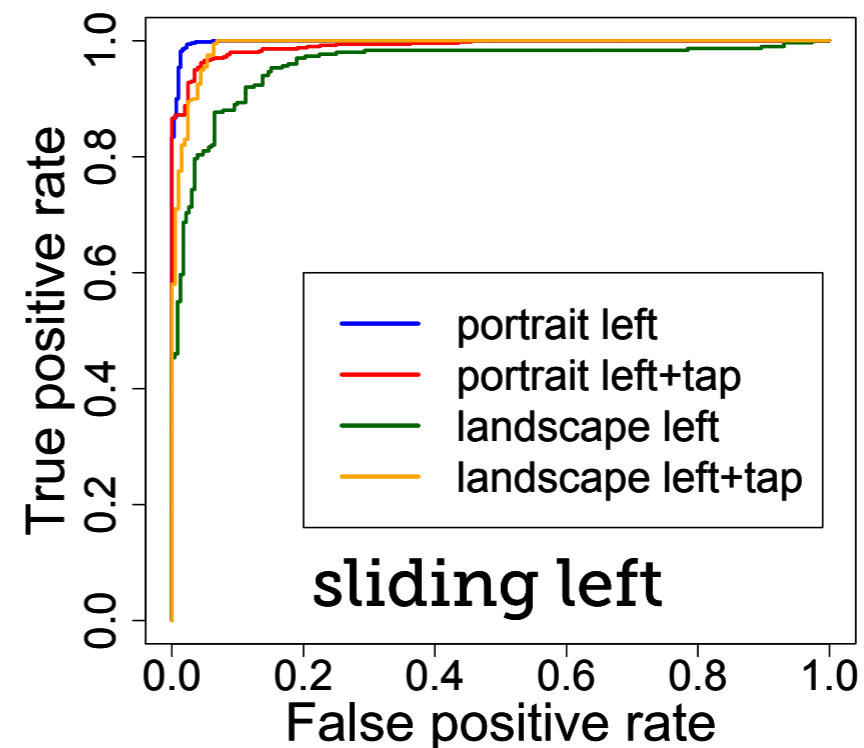
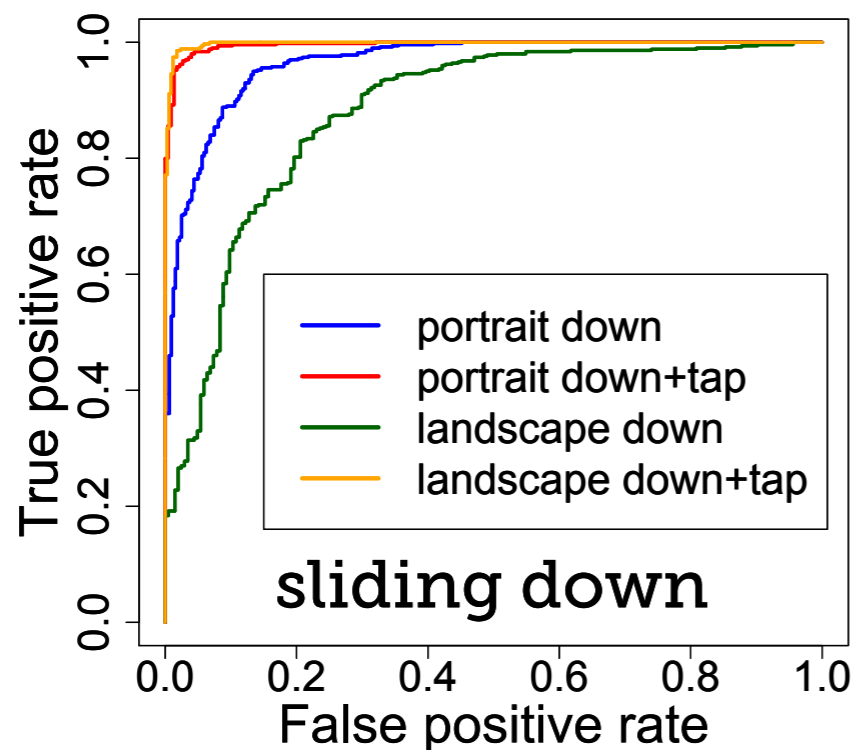


Training Set Size

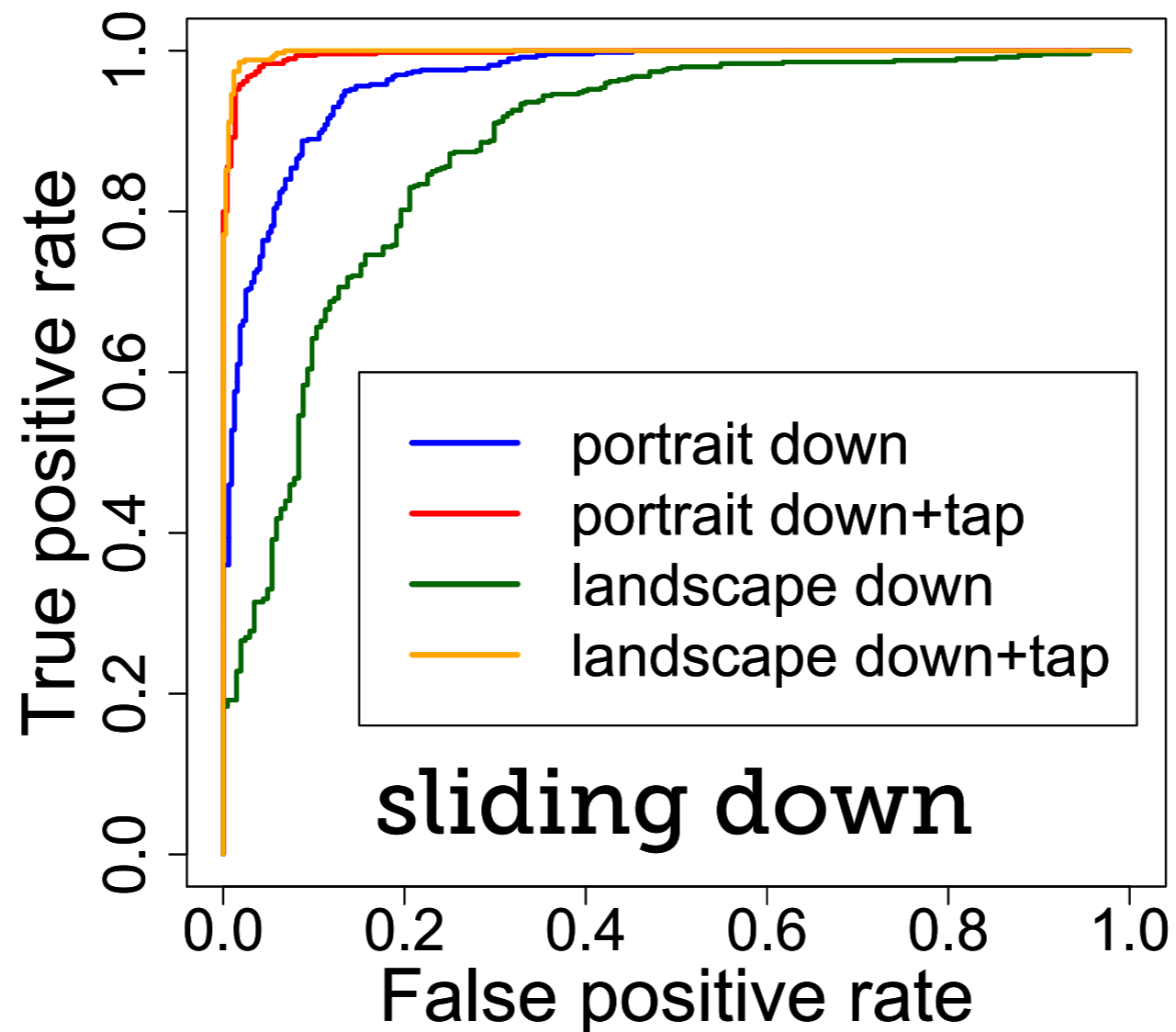
portrait



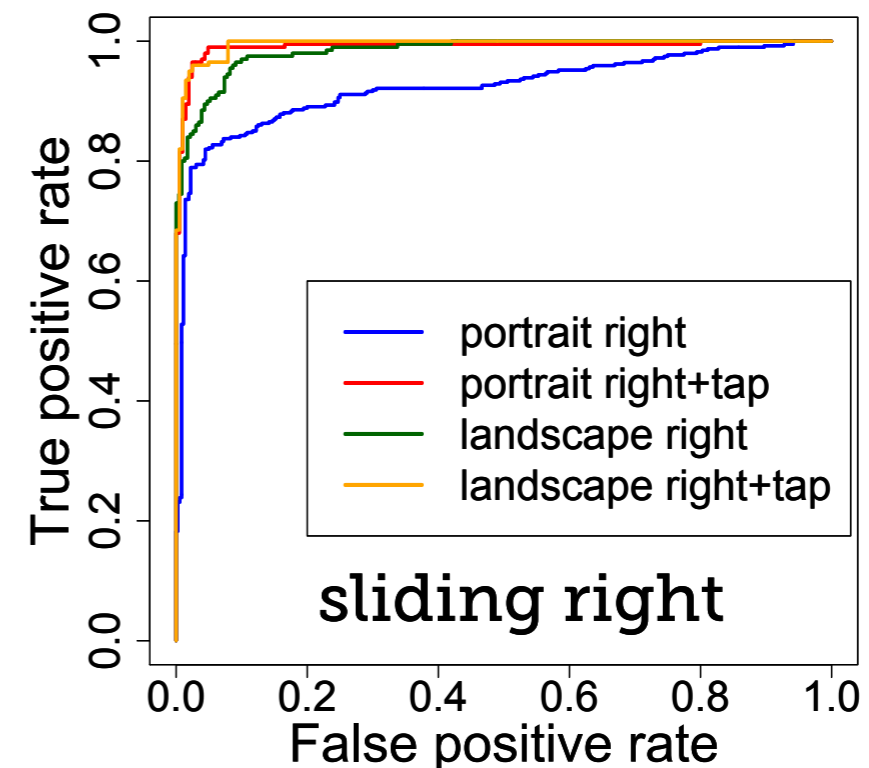
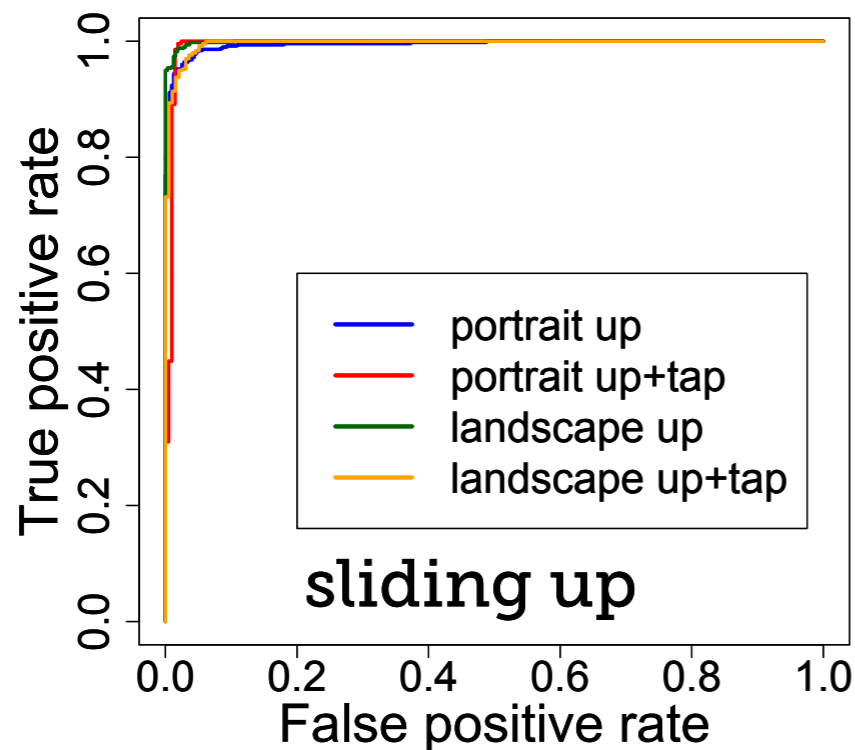
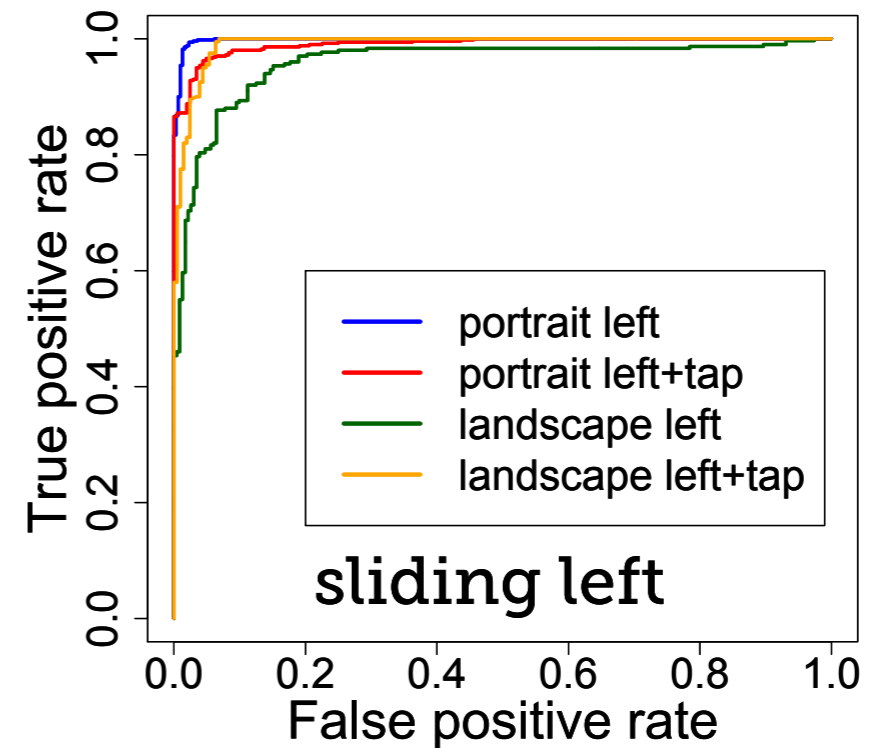
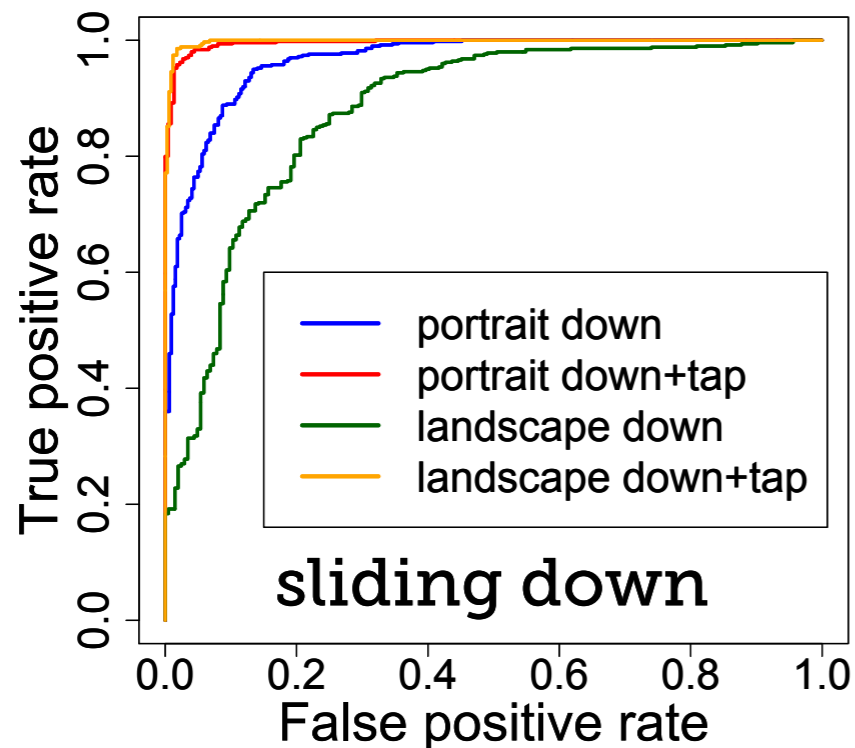
Using Tap



Using Tap



Using Tap



Response Time

	sliding up	sliding down	sliding left	sliding right	tap
portrait	8.24	14.25	37.13	22.47	14.12
landscape	12.14	19.23	50.74	34.27	18.73

Response Time

	sliding up	sliding down	sliding left	sliding right	tap
portrait	8.24	14.25	37.13	22.47	14.12
landscape	12.14	19.23	50.74	34.27	18.73

Response Time

	sliding up	sliding down	sliding left	sliding right	tap
portrait	8.24	14.25	37.13	22.47	14.12
landscape	12.14	19.23	50.74	34.27	18.73

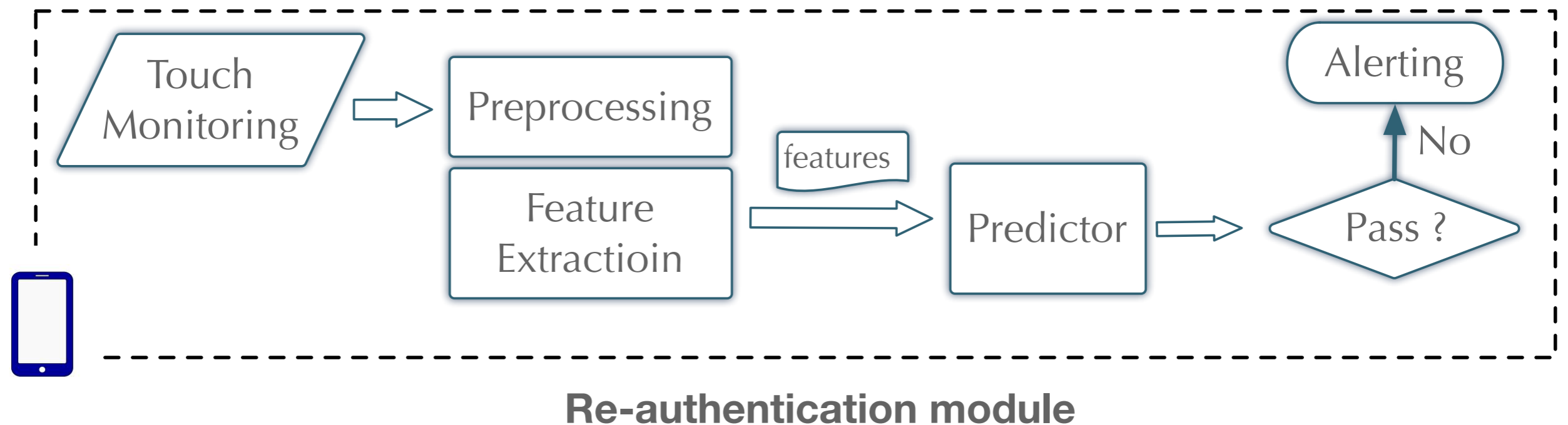
Conclusions

- It is possible to use gesture patterns to re-authenticate users
- Exploring the gesture patterns, we can construct an unobservable and continuous user re-authentication system

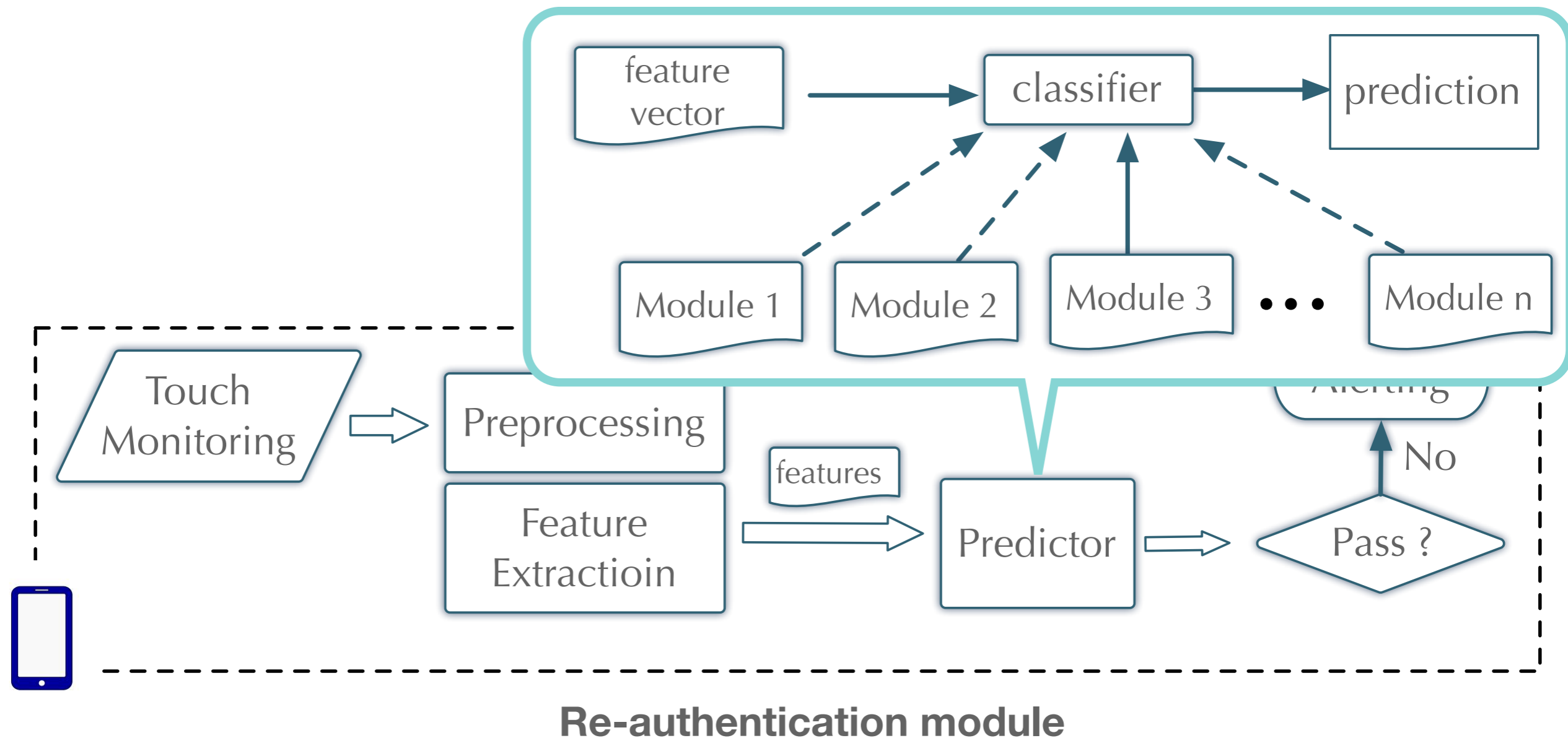
Thank you !



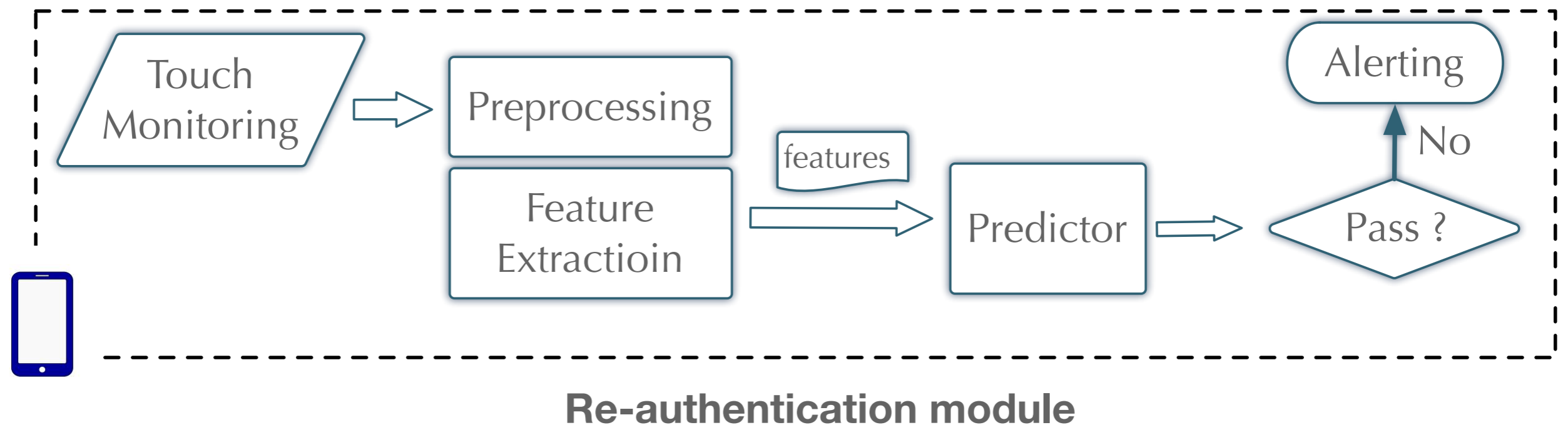
System Architecture



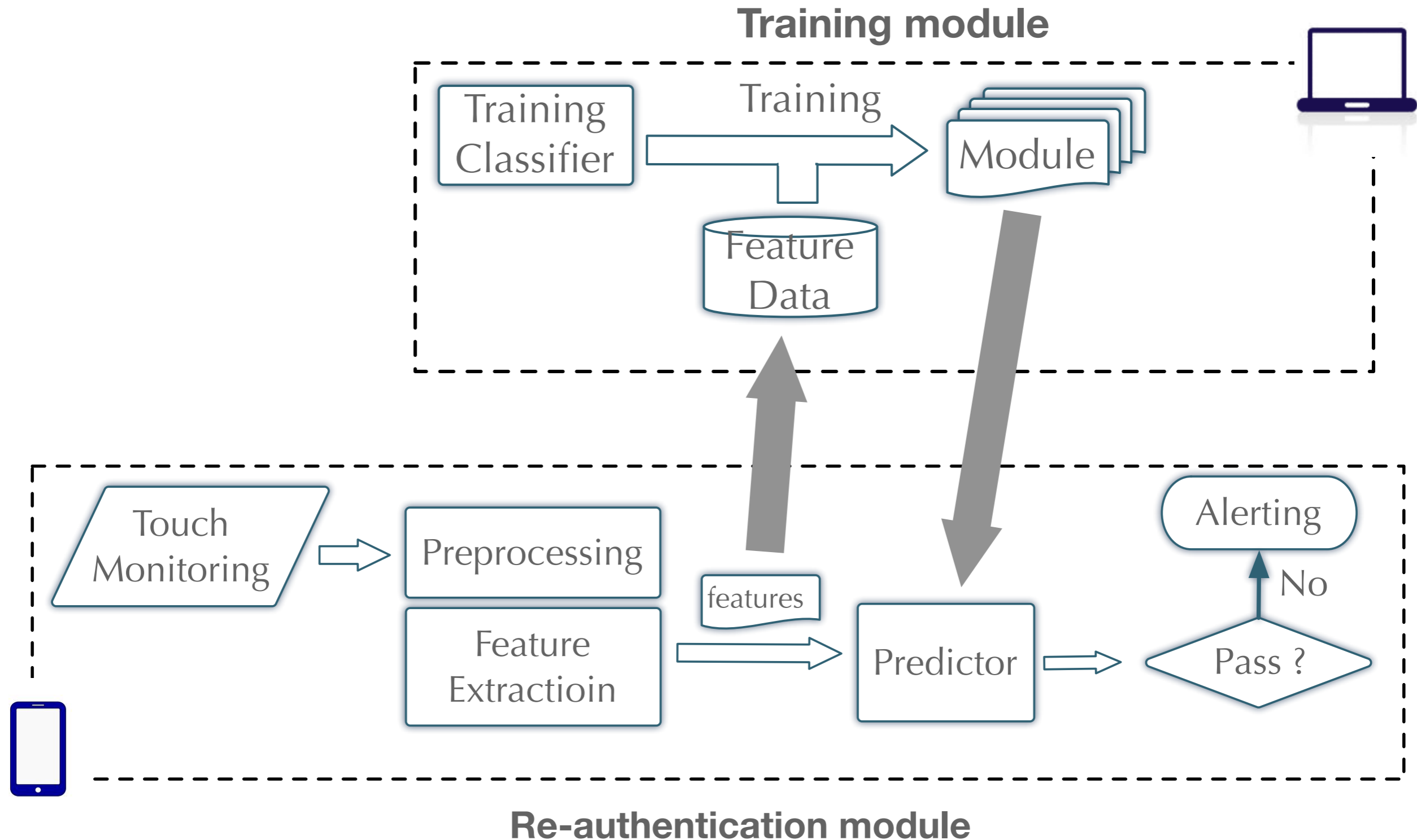
System Architecture



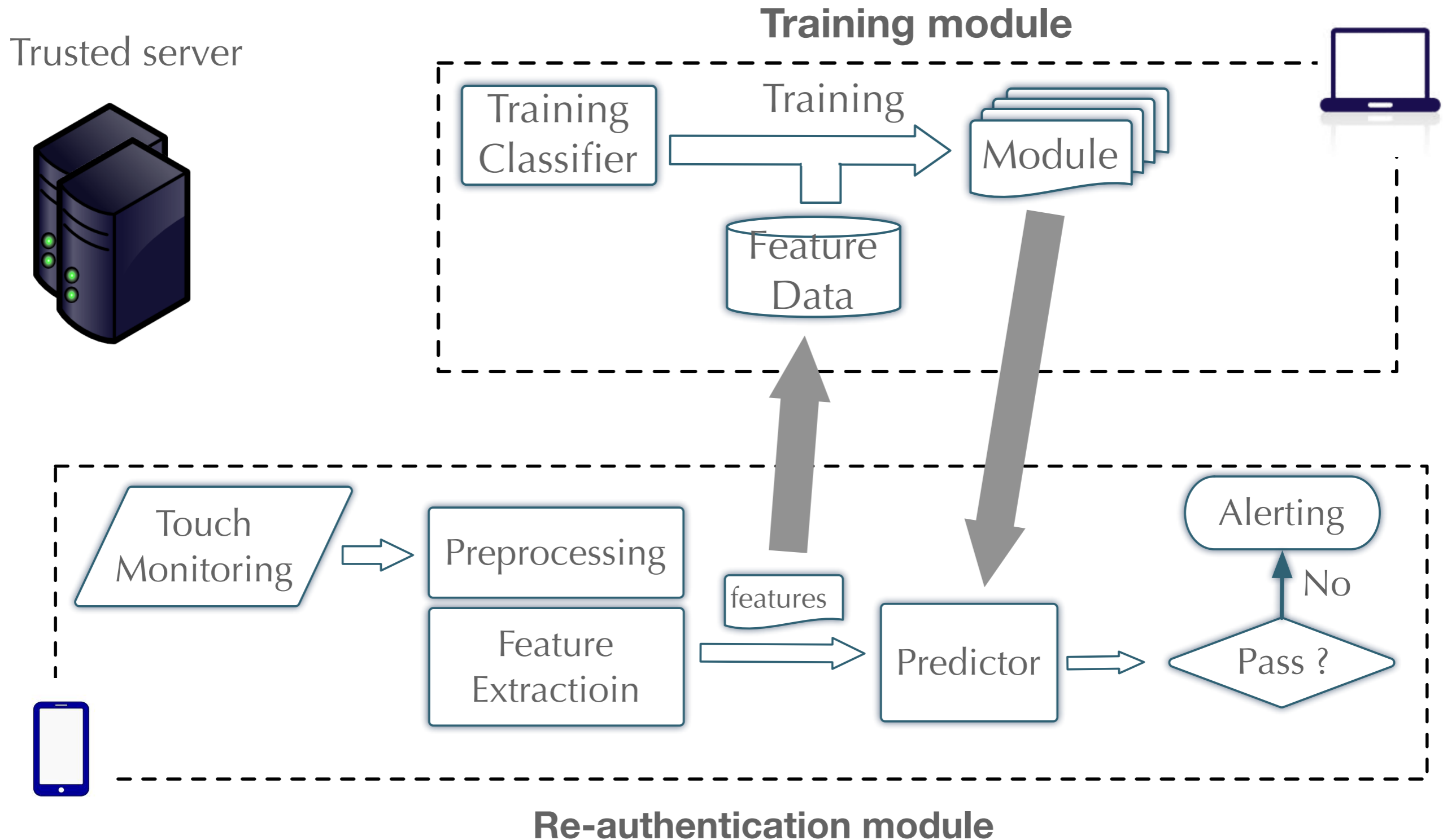
System Architecture



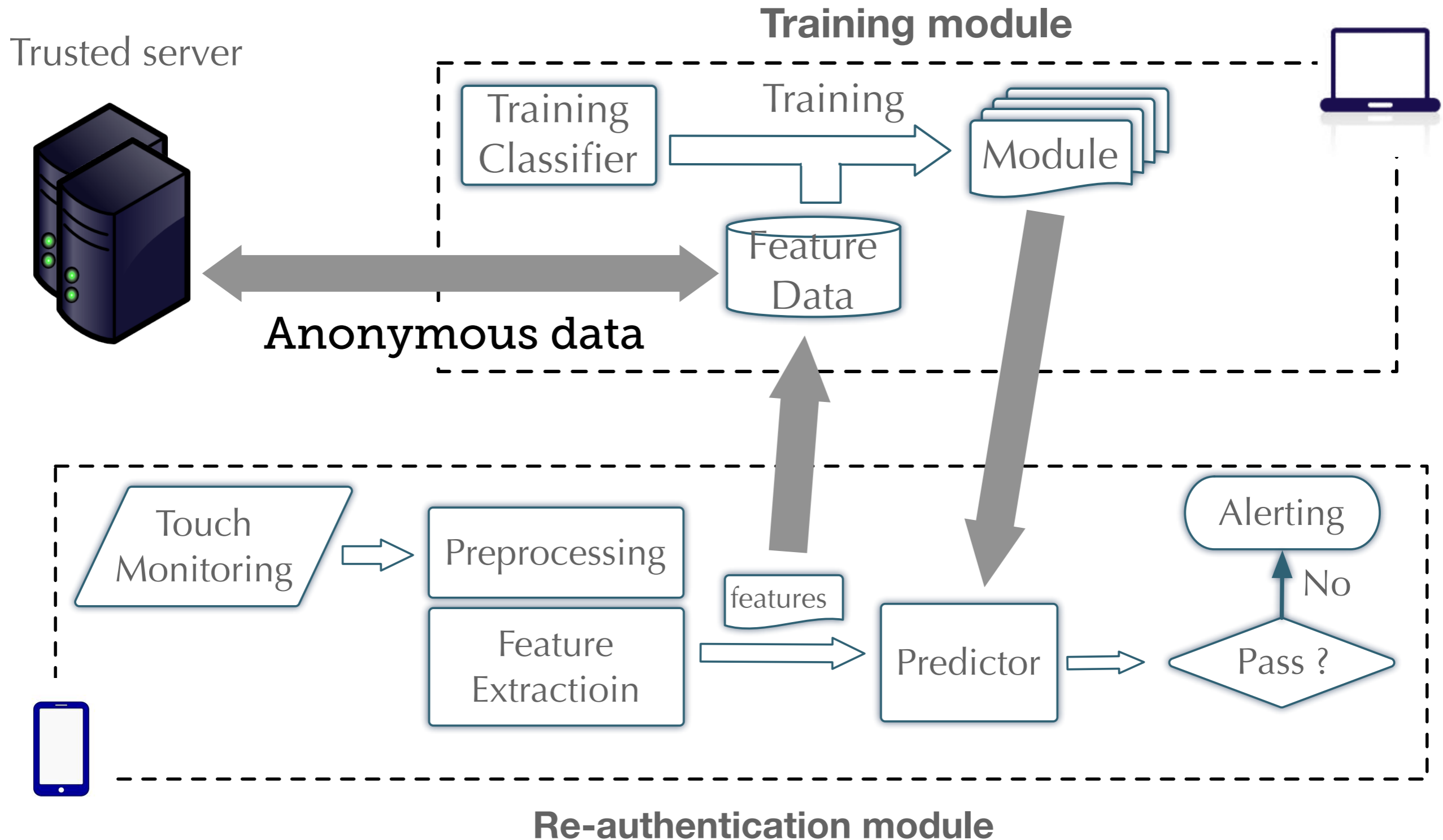
System Architecture



System Architecture



System Architecture



Evaluation Setup

target users



non-target users



training set

testing set

Evaluation Setup

target users



non-target users



training set

testing set



Evaluation Setup

target users

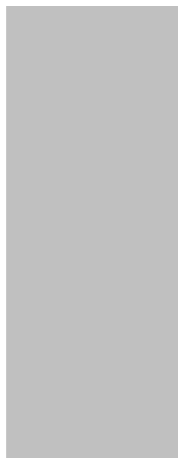


non-target users



training set

testing set



Evaluation Setup

target users

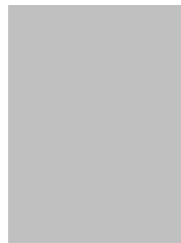


non-target users



training set

testing set



Evaluation Setup

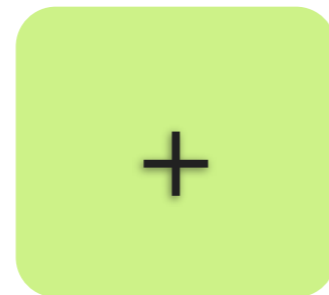
target users



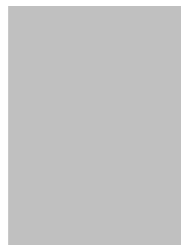
non-target users



training set



testing set



Evaluation Setup

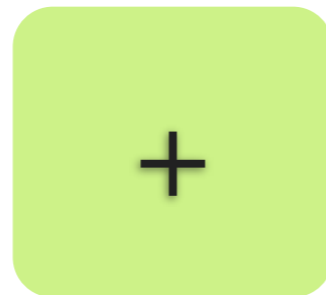
target users



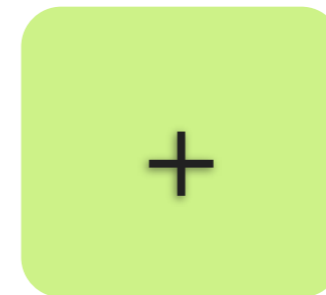
non-target users



training set



testing set

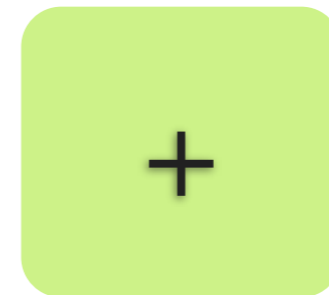
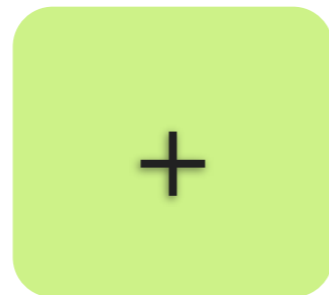


Evaluation Setup



training set

testing set



Evaluation Setup

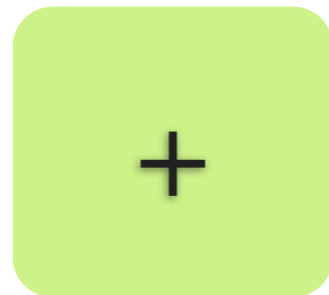
training
pool



testing
pool



training set



testing set



Evaluation Setup

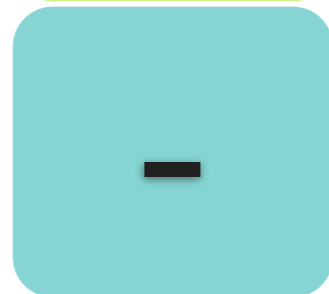
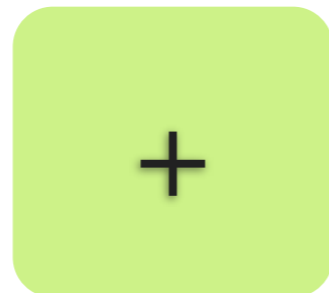
training
pool



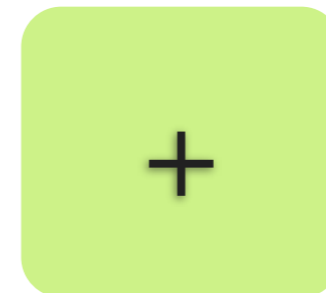
testing
pool



training set



testing set

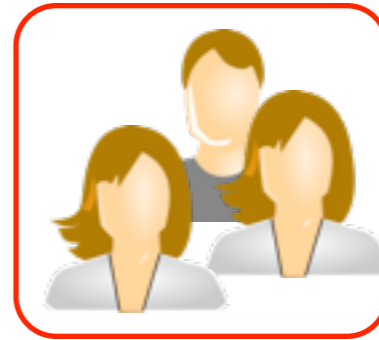


Evaluation Setup

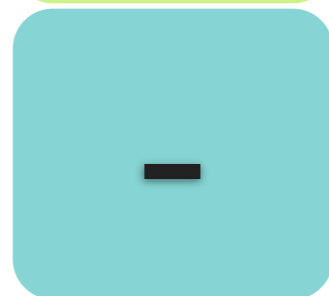
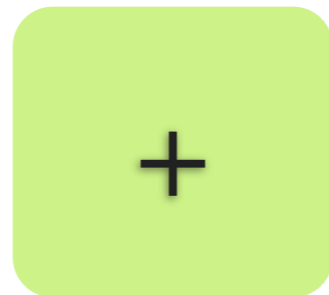
training
pool



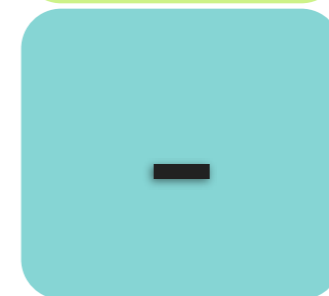
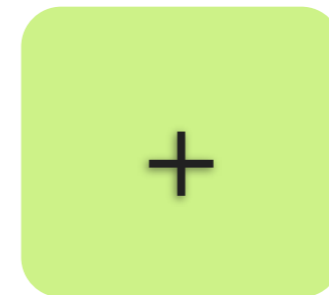
testing
pool



training set

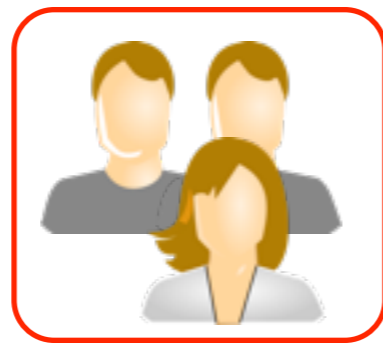


testing set

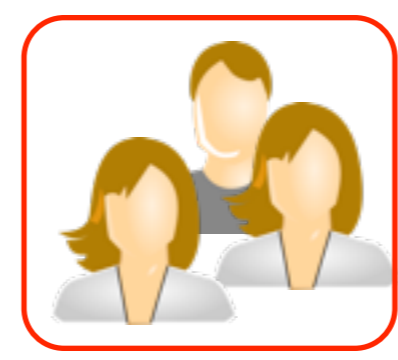


Evaluation Setup

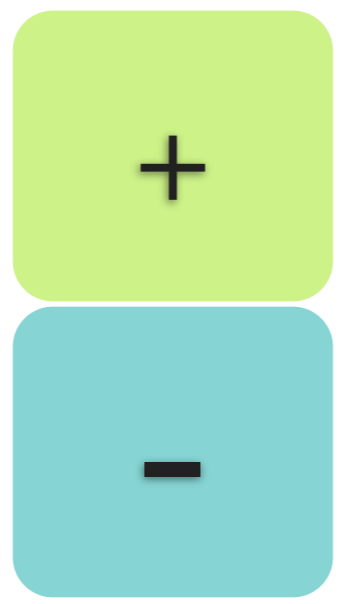
training pool



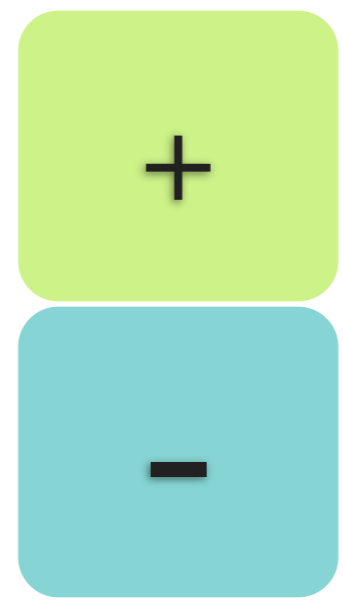
testing pool



training set



testing set

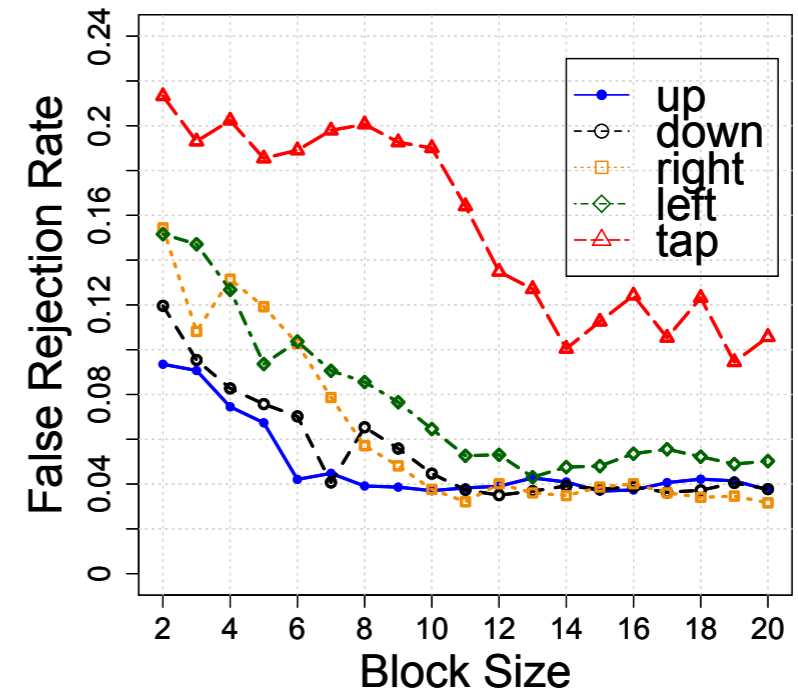
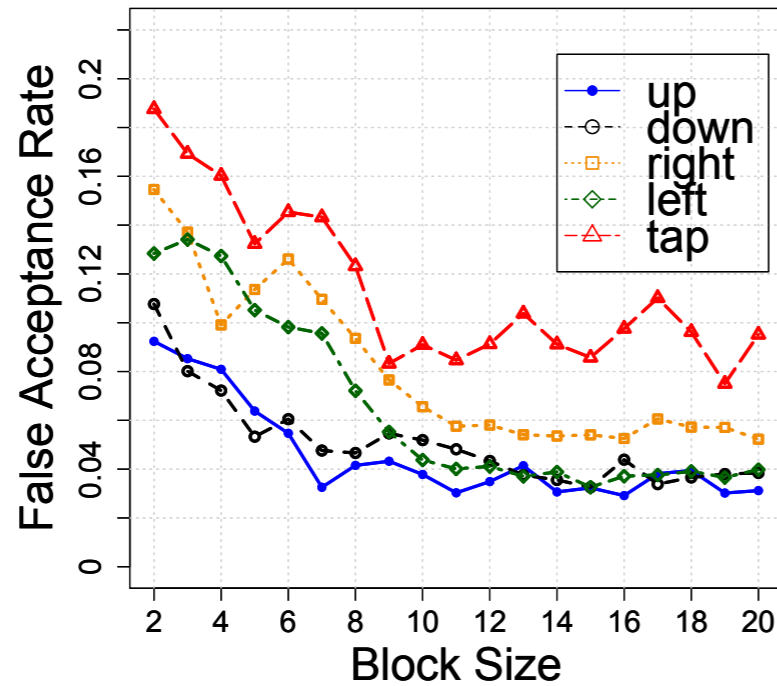


NEW

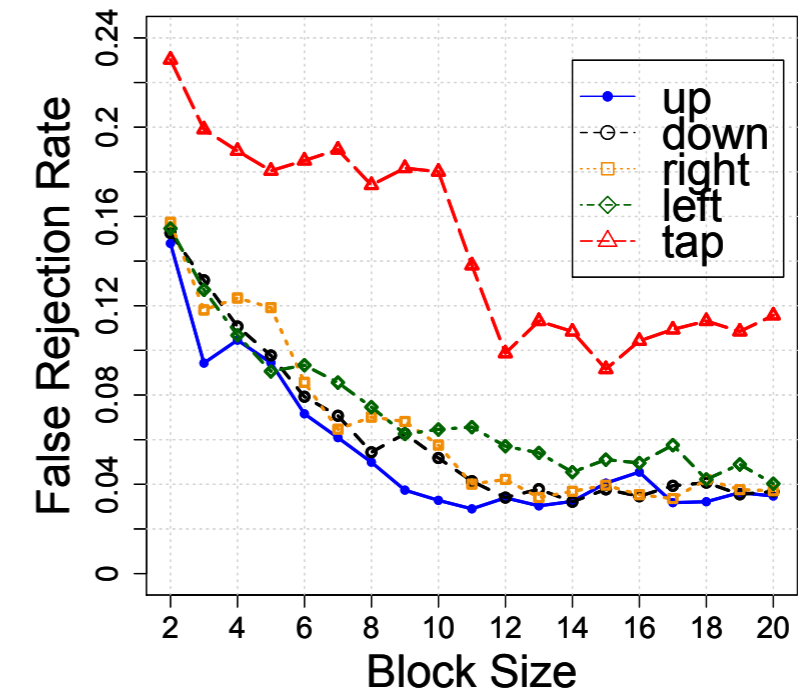
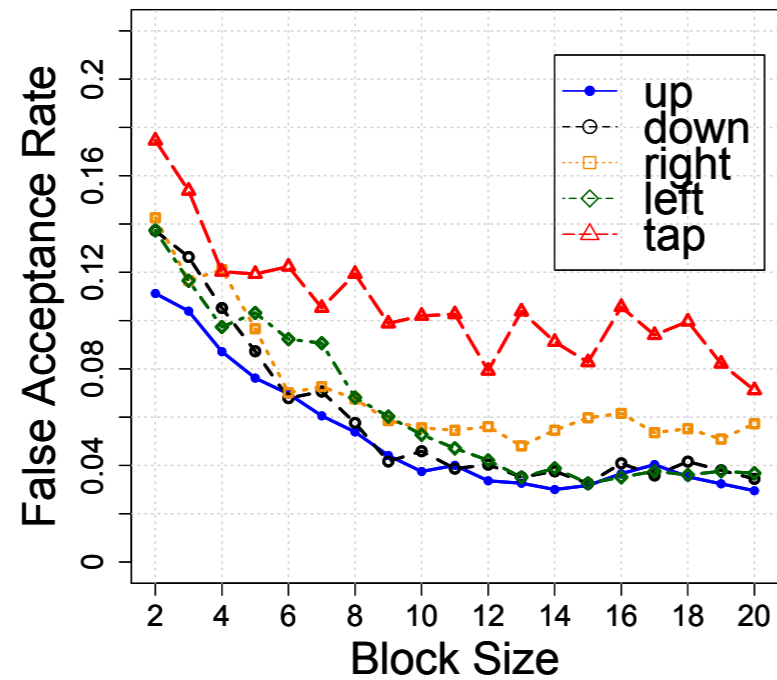


Gesture Block Size

portrait

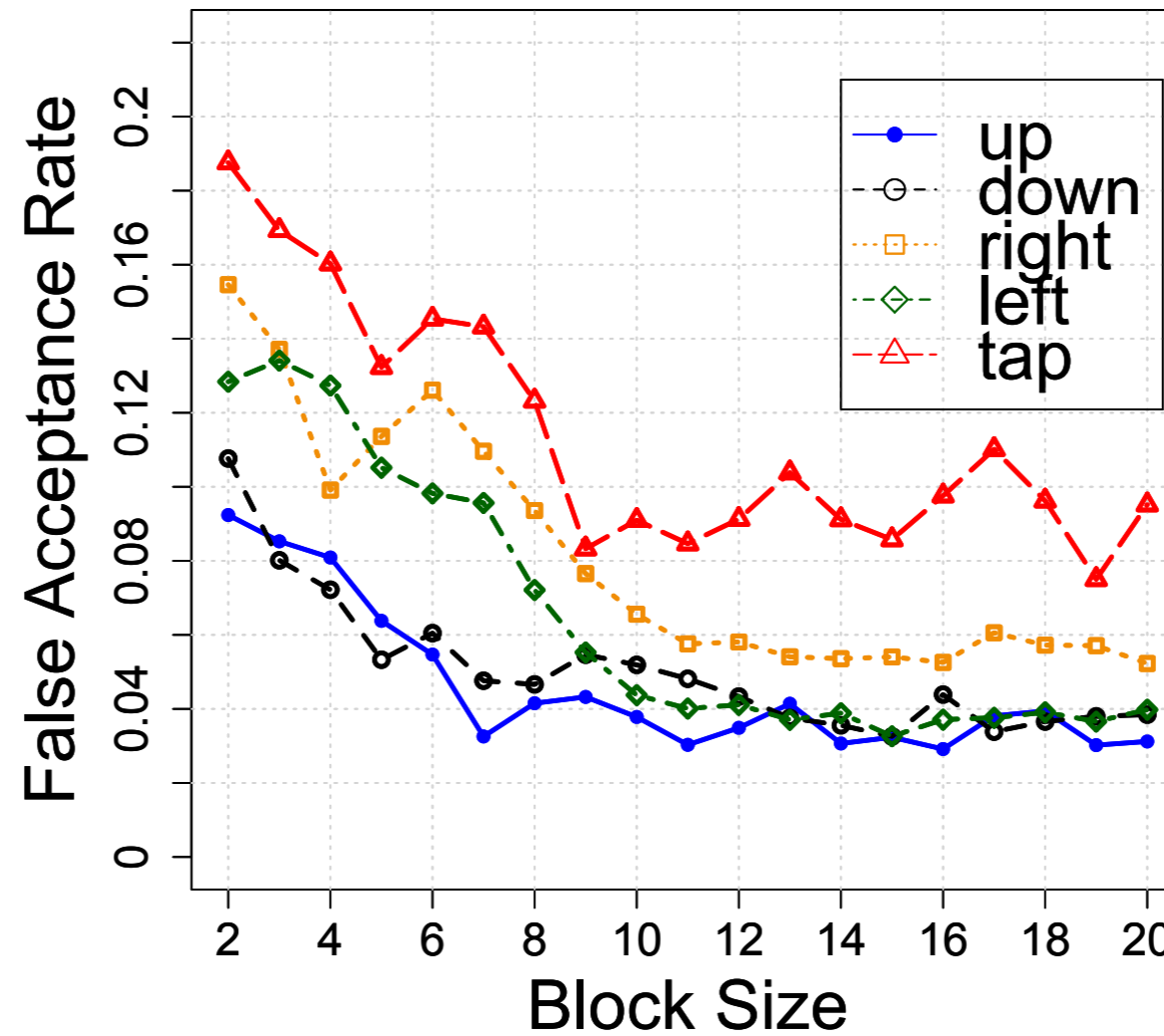


landscape



Gesture Block Size

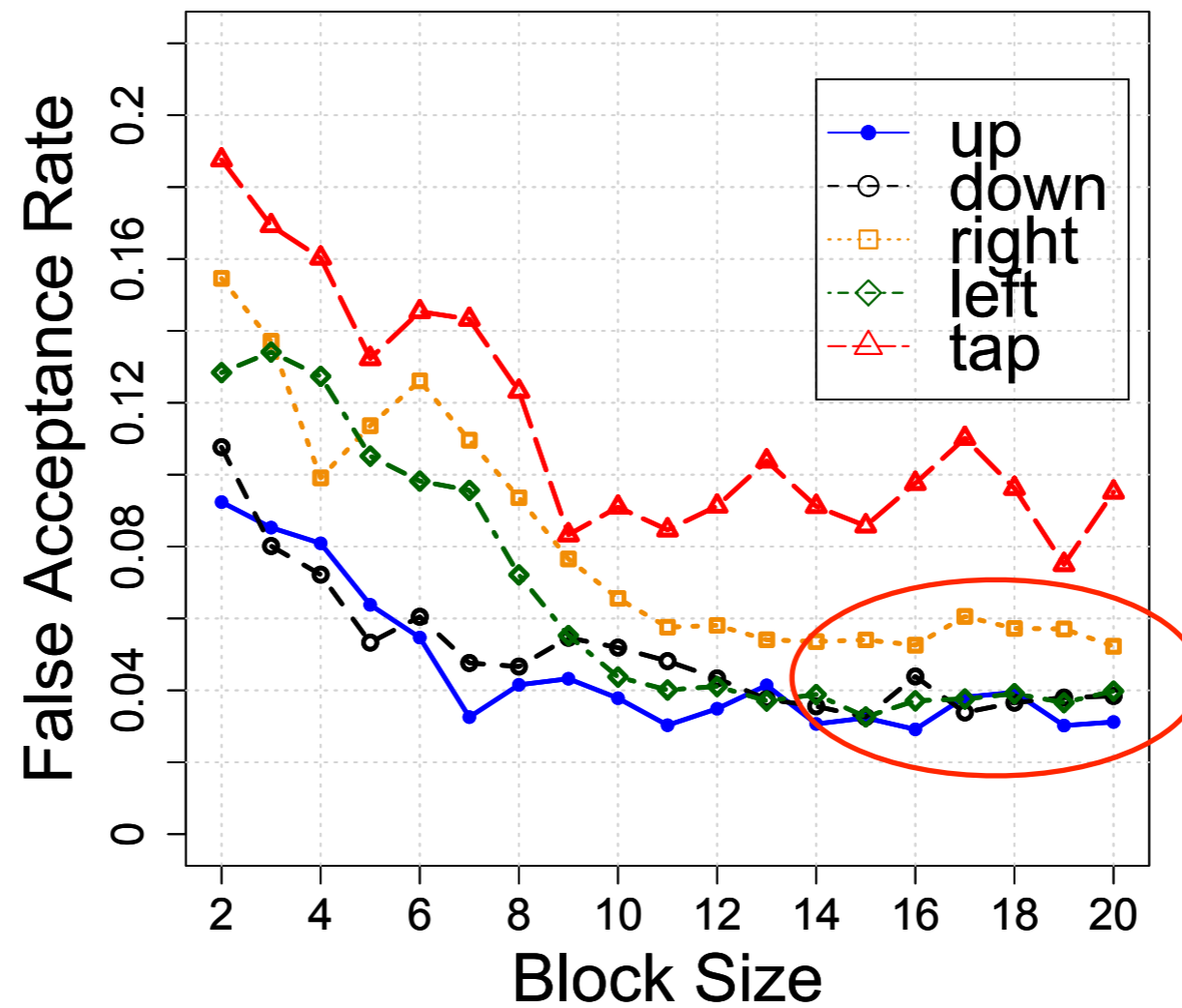
portrait



landscape

Gesture Block Size

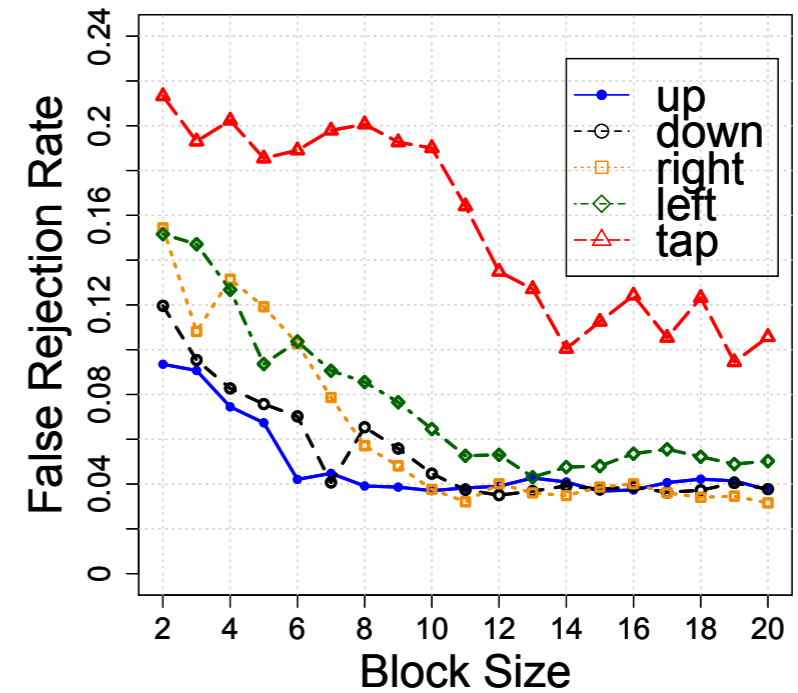
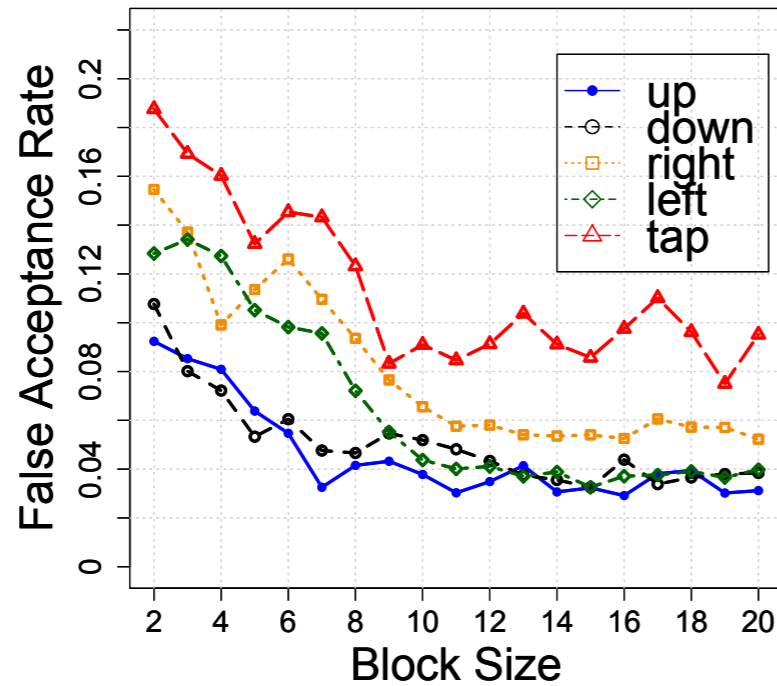
portrait



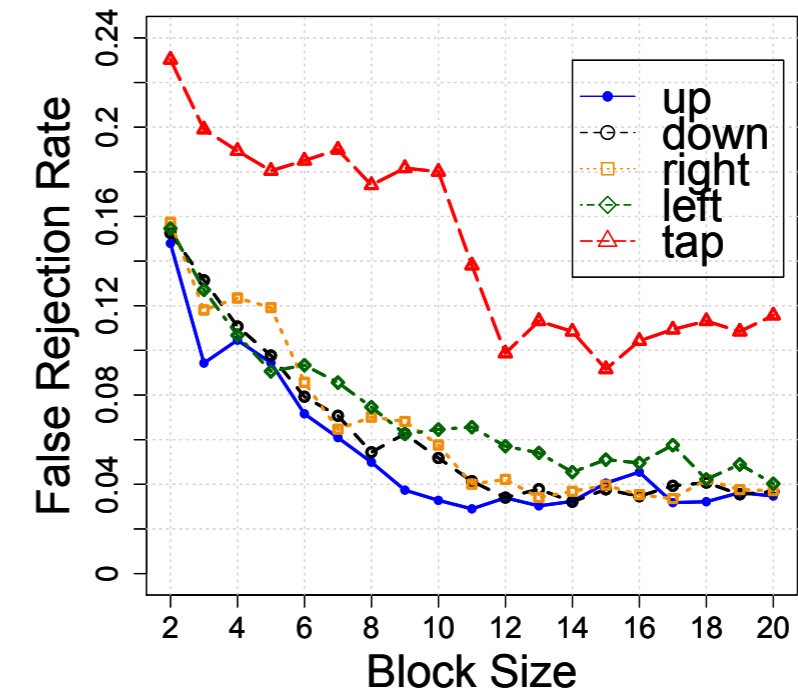
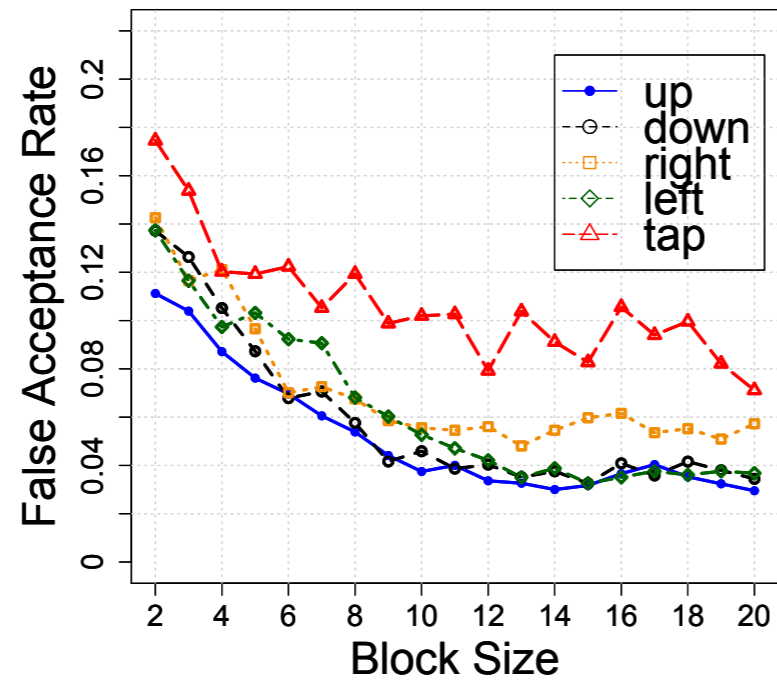
landscape

Gesture Block Size

portrait

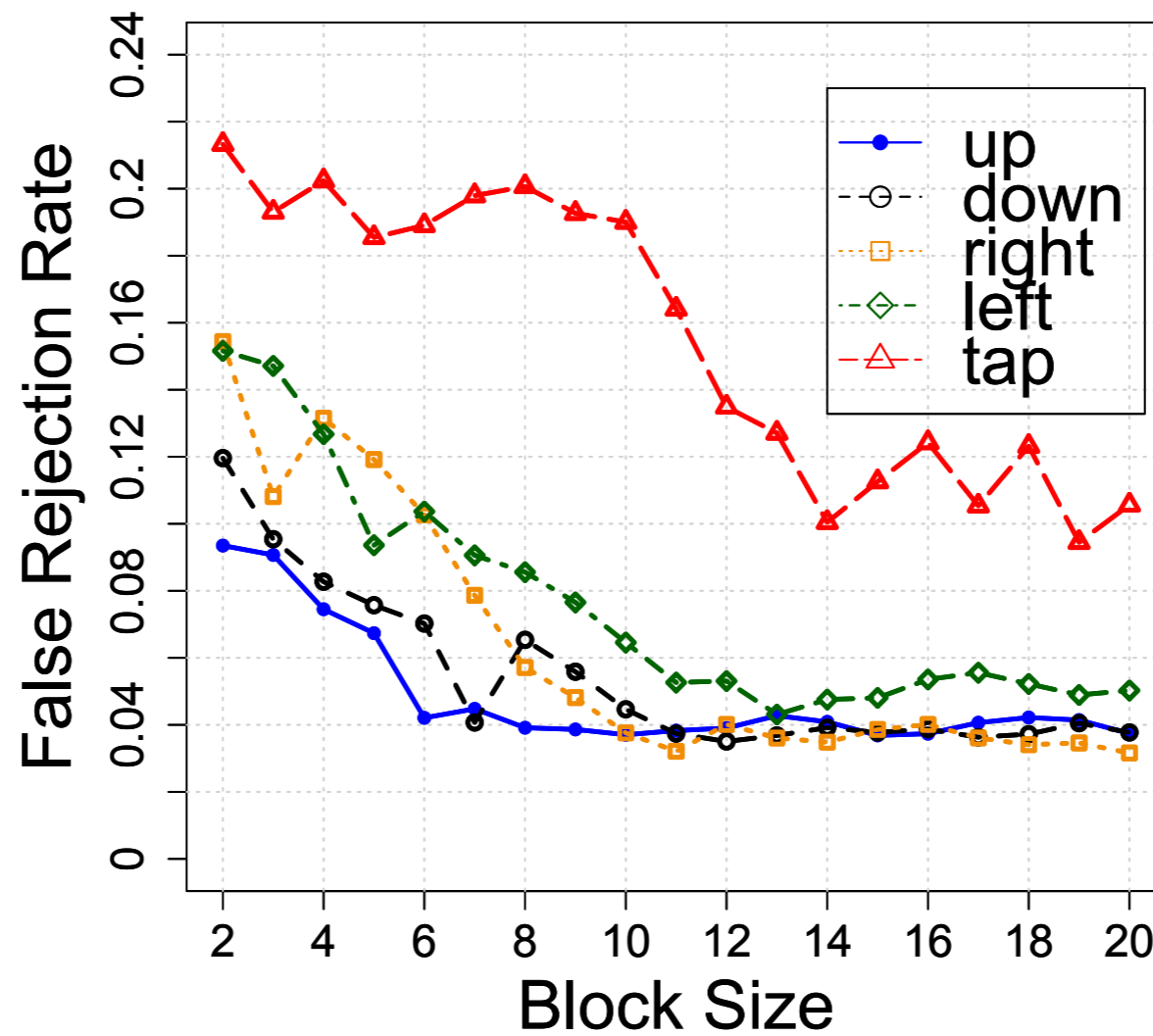


landscape



Gesture Block Size

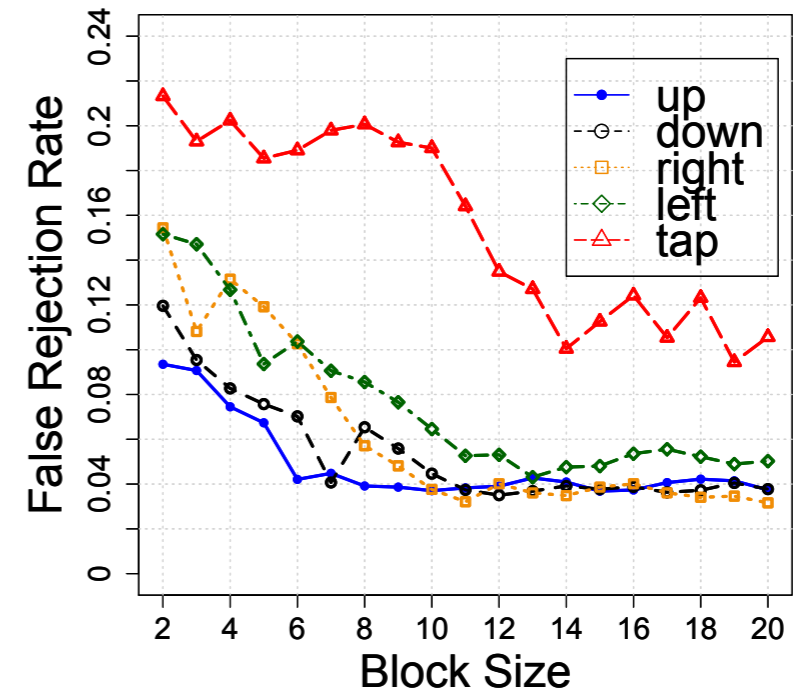
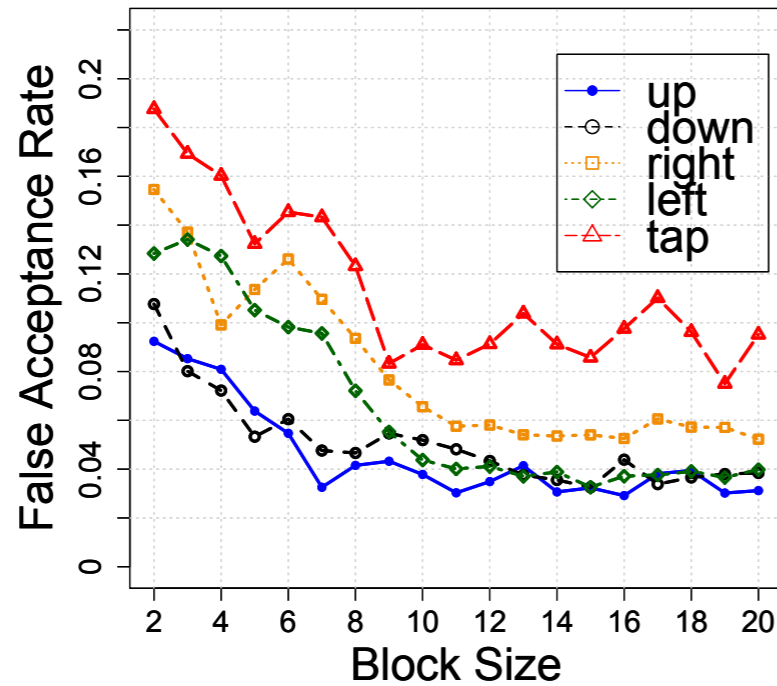
portrait



landscape

Gesture Block Size

portrait



landscape

