Knock Gesture

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Overview

- 1. Thumprint
- 2. Our Approach
- 3. Demo

Motivation:

- Authentication for local groups
- Relaxed security
- Access easily added and revoked
- Different users have different rights
- → shared passwords not a solution



Basic idea:

- Inspired by secret knocks
- Shared secret knock
- Users recognized by their expression

Training Data

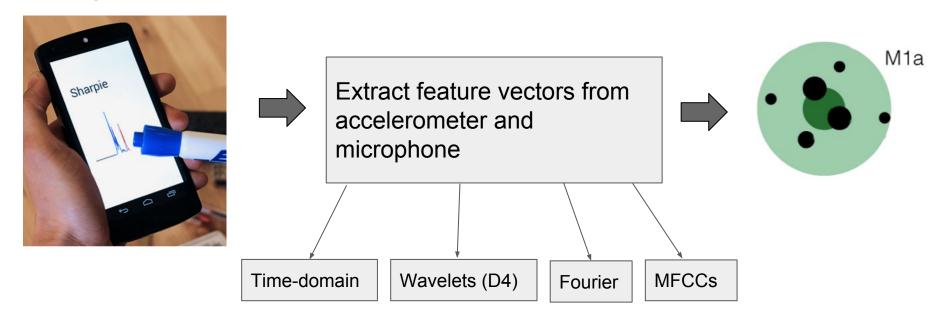
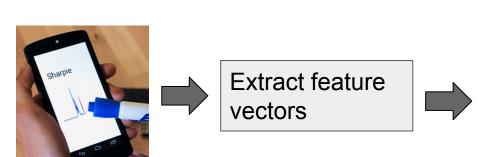
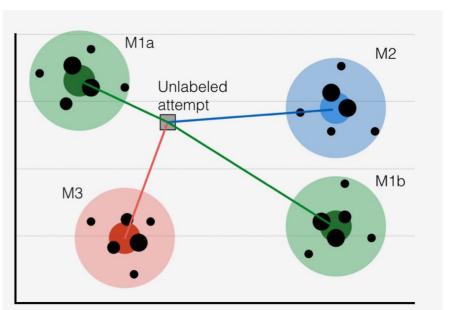


Image Source: Das et al.

Authenticate

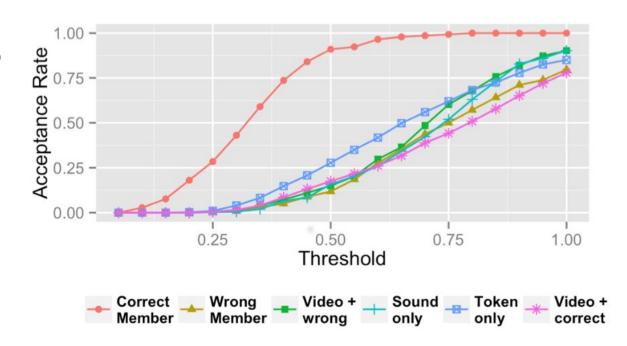




Set Threshold to 0.45 - 0.5

Hit: 85 - 91% (correct user)

False Alarm: 13 - 19% (adversaries)



Results:

- Users can be distinguished from one another
- Users enter thumprints consistently over time
- Protected against casual adversaries

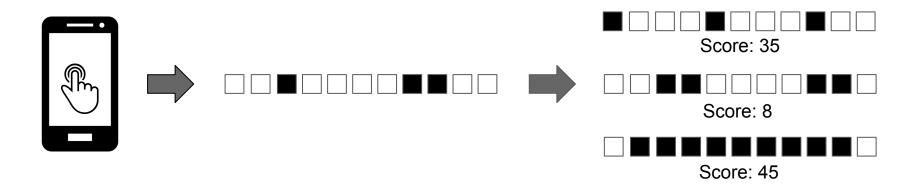
Criticism

- Insecure
- Knocking on display with coins, pencils, etc
- Both hands needed for interaction

Our Approach

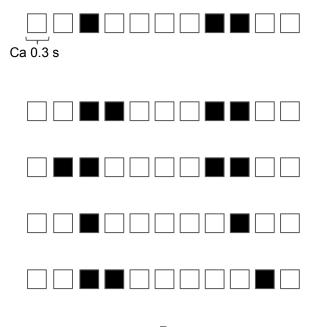
- Gesture control instead of login
- No individualisation
- Tapping on the back instead screen
 - No sound
- One handed
- Proof of concept

Implementation



Credits: http://www.flaticon.com/authors/yannick http://www.freepik.com

Double Knocks



Similarity Function

Input: Gesture, Input

xor = Gesture ⊕ Input

k = 2 * hammingweight(xor)

p = distance(Input)

p += offset(Gesture, Input)

h = hammingweight(Gesture)

return k * p + h



Problems

- Knock smartphone out of hand
- Energy consumption
- Actually not as much variety of easily distinguishable patterns as one might think



Demo