

UbiComp 2021

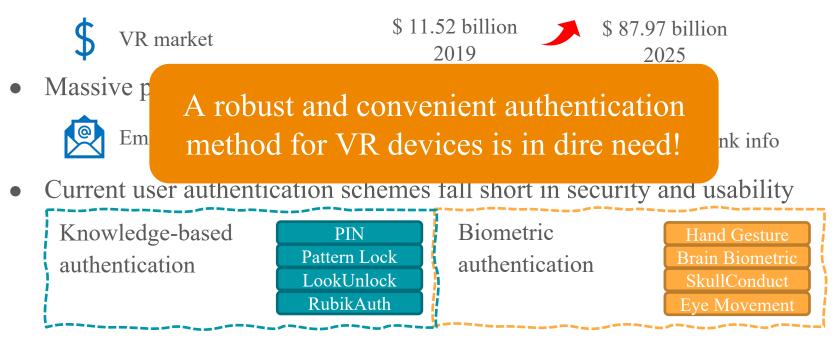
# BlinKey: A Two-Factor User Authentication Method for Virtual Reality Devices

Huadi Zhu, Wenqiang Jin, Mingyan Xiao, Srinivasan Murali, and Ming Li

The University of Texas at Arlington

#### Motivation

• Rapid development of VR



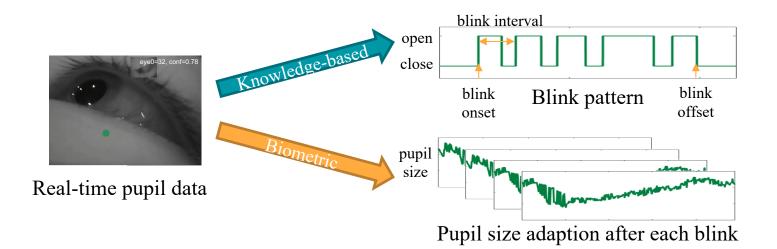
#### **Proposed Scheme**

#### Pupil-based passcode

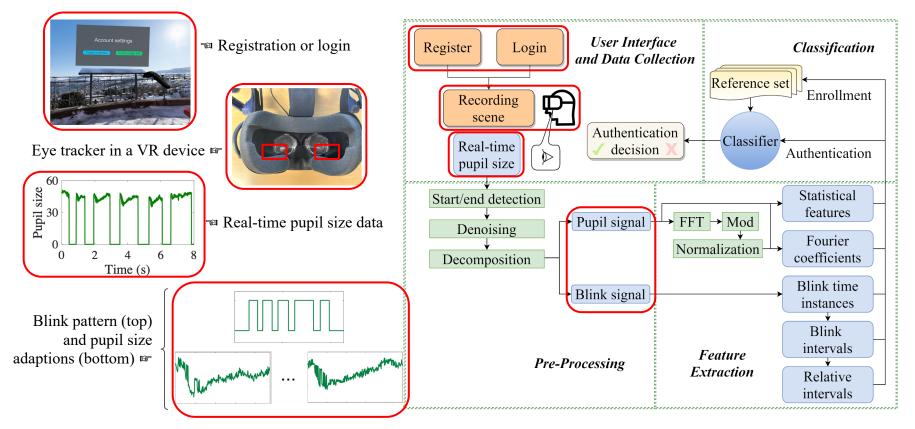
- Monitors pupil data as the secret key
  - Safe against observers
  - Easy to perform

Two-factor authentication

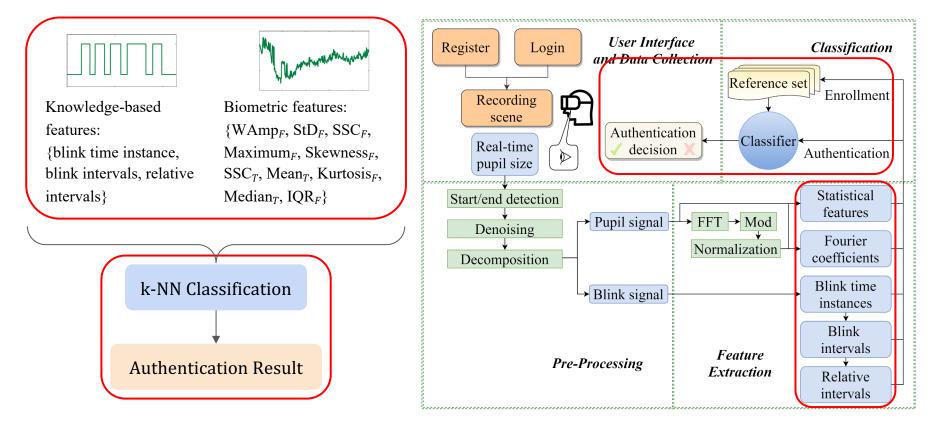
- Knowledge-based information
- Biometric information



#### BlinKey Architecture



#### BlinKey Architecture



## Prototype

- VR headset: HTC VIVE Pro
- Eye tracker: Pupil Labs VIVE Pro add-on
- Server: Exxact desktop
  - Processor: Intel Core i7 CPU
  - Graphic cards: 2x NVIDIA GeForce RTX
  - Operating system: Windows 10
- Software platform: Unity



#### **Evaluation - Security**

• Zero-effort attacks

Blinkey length	3	4	5	6	7	8	9	10
FAR (%)	8.1	4.4	3.4	1.9	0	0	0	0

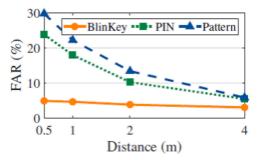
• Statistical attacks

Blinkey length	3	4	5	6	7	8	9	10
FAR (%) of statistical attacks	5.2	6.4	2.8	2.4	1.8	0	0	0

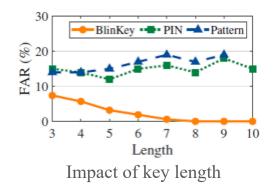
• Credential-aware attacks

Length	3	4	5	6	7	8	9	10
BlinKey	16.6%	25.4%	19.7%	15.5%	14.2%	10.6%	7.9%	4.4%
PIN	100%	100%	97.1%	100%	100%	100%	100%	100%
Pattern lock	100%	100%	100%	100%	100%	99.3%	97.1%	96.8

• Shoulder-surfing attacks



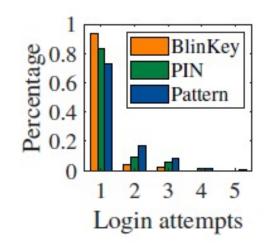
Impact of the victim-attacker distance



### Evaluation - Usability

- Login time
  - - *Mean time: 9.6 s*
    - 90<sup>th</sup> percentile: 11.2 s

• Login attempts

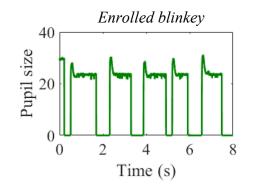


- 1<sup>st</sup> attempt: 93.3%
- Mean attempts: 1.07

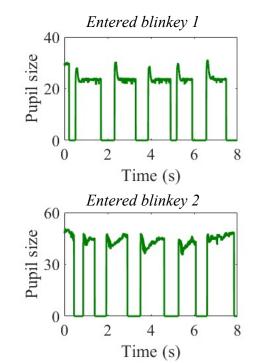
#### Demonstration

Registration phase

Login (authentication) phase







#### Successful authentication



Failed authentication



# Thank you for watching!