

# OcuLock: Exploring Human Visual System for Authentication in Virtual Reality Head-mounted Display

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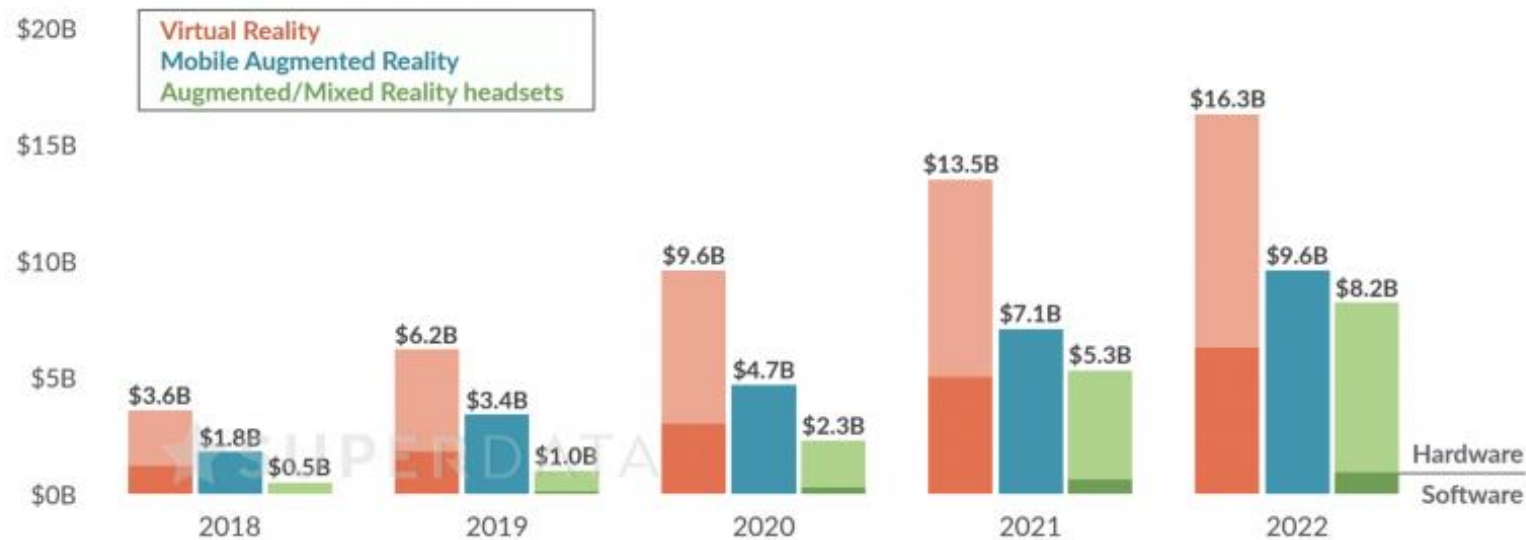
# Virtual Reality (VR) technology is boosting.

- The market size reached 3.6 billion dollars in 2018\*.



## The Immersive Market

Hardware and consumer software revenue: 2018-2022  
Billions of USD, worldwide



January 2019

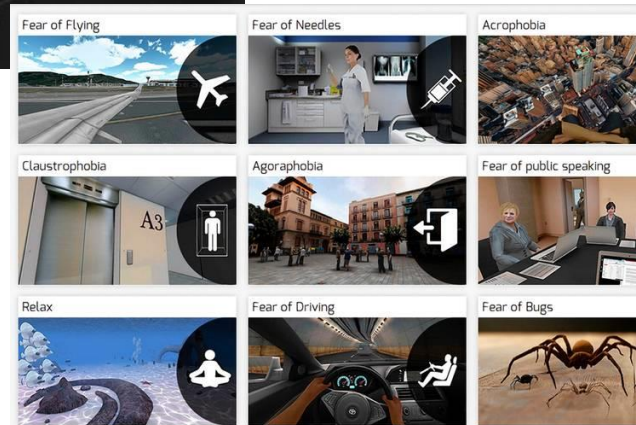
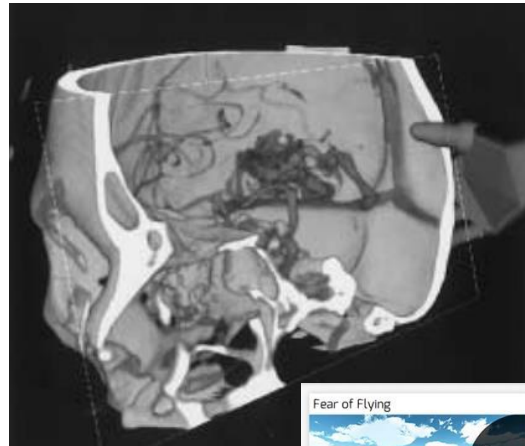
\*Viar360, "Virtual reality market size in 2018 with forecast for 2019," 2019.

# Diverse Applications

## Entertainment



## Healthcare



## Military



# Diverse Applications

## Entertainment



## Healthcare



## Military



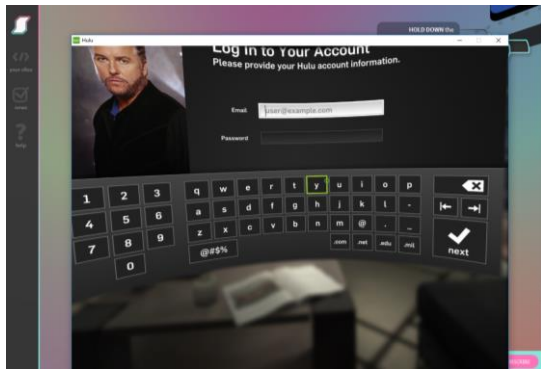
# Authentication System

- Protect HMD from unauthorized access.



# State-of-the-art Methods

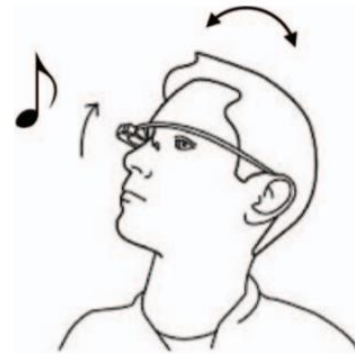
## Password



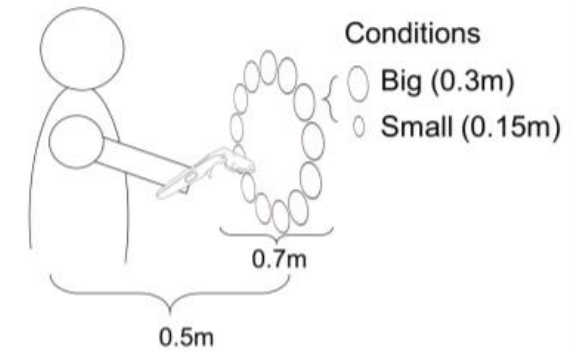
## Unlock pattern



## Head motion



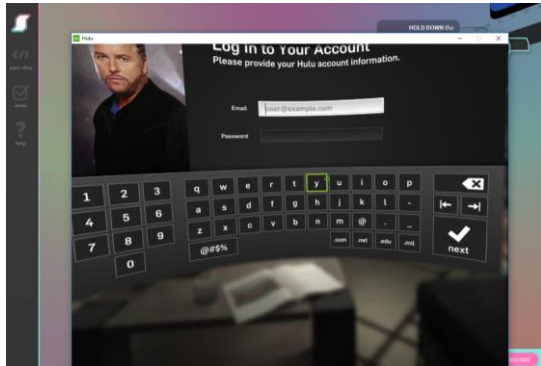
## Body motion



# State-of-the-art Methods

- Expose authentication actions \*.
- Behaviors change over time.

## Password



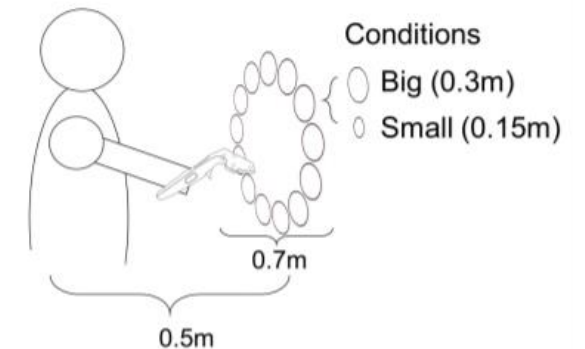
## Unlock pattern



## Head motion



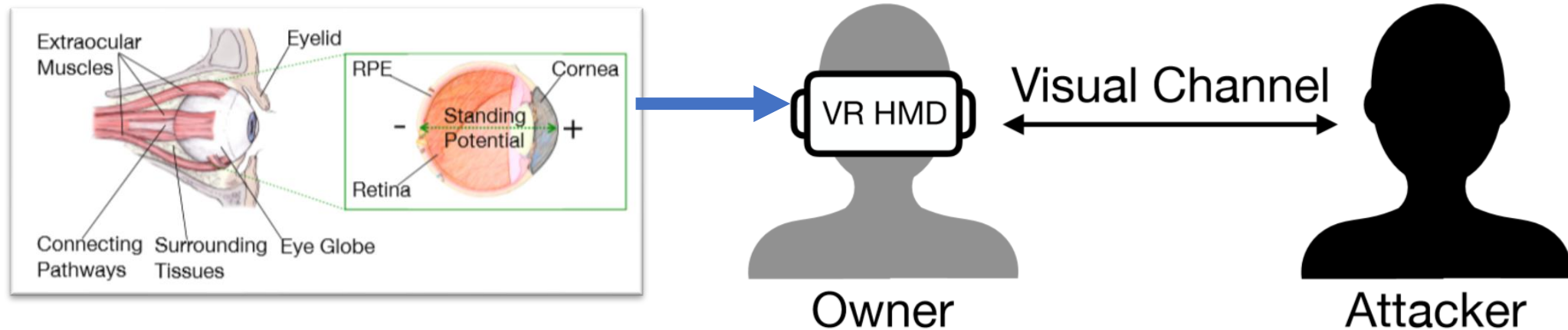
## Body motion



\*Ling, Zhen, Zupei Li, Chen Chen, JunzhouLuo, Wei Yu, and Xinwen Fu. "I Know What You Enter on Gear VR." In *2019 IEEE Conference on Communications and Network Security (CNS)*, pp. 241-249. IEEE, 2019.

# Solution: Human Visual System (HVS) auth.

- An unobservable solution.
- Behavioral and physiological biometric.





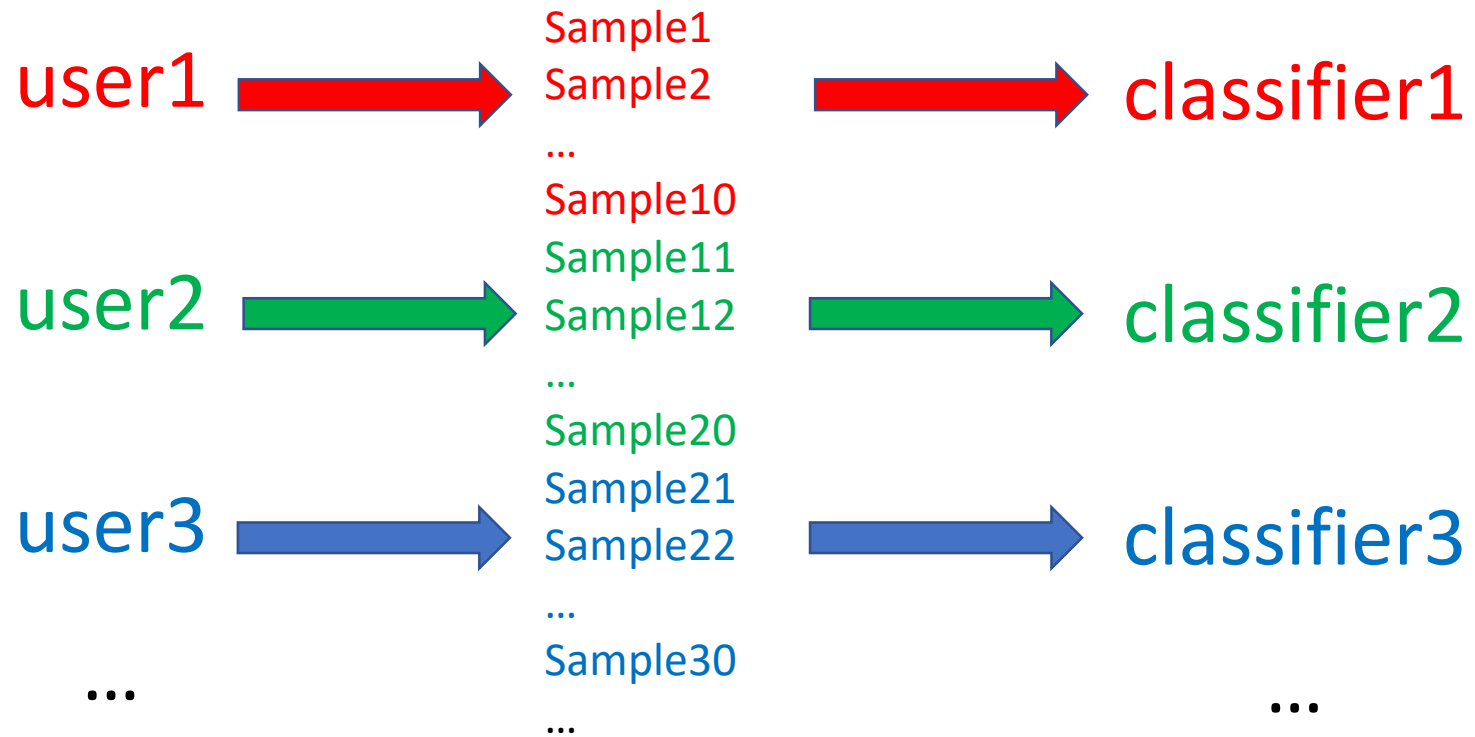
# Challenge 1: HVS Hard to Measure

- HVS components are hard to measure in VR HMD.
  - Limited space.
  - Dark environment.



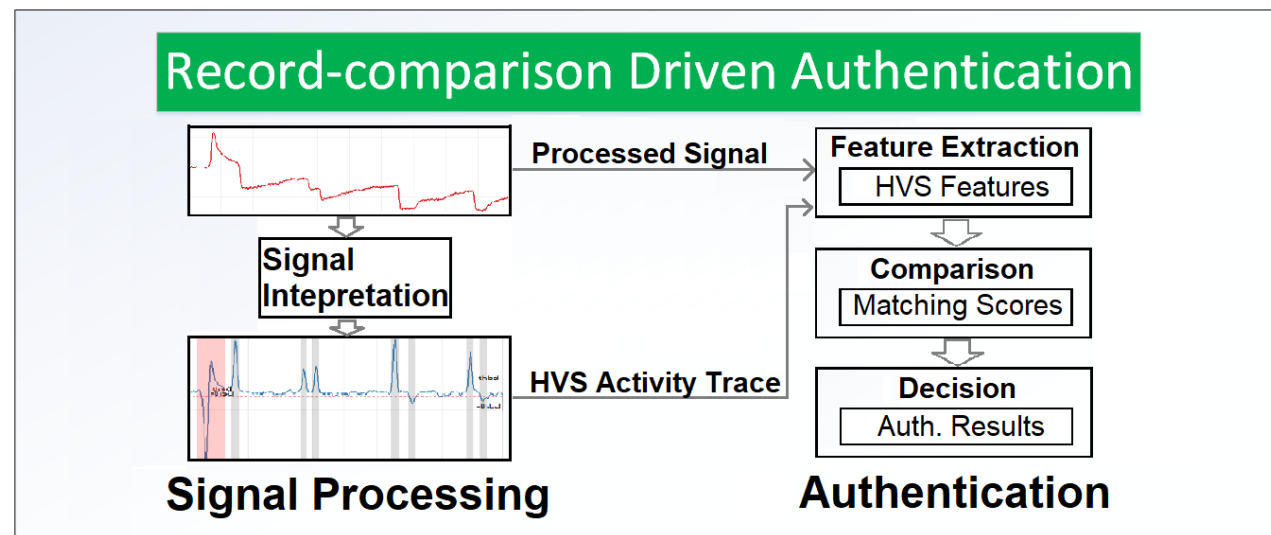
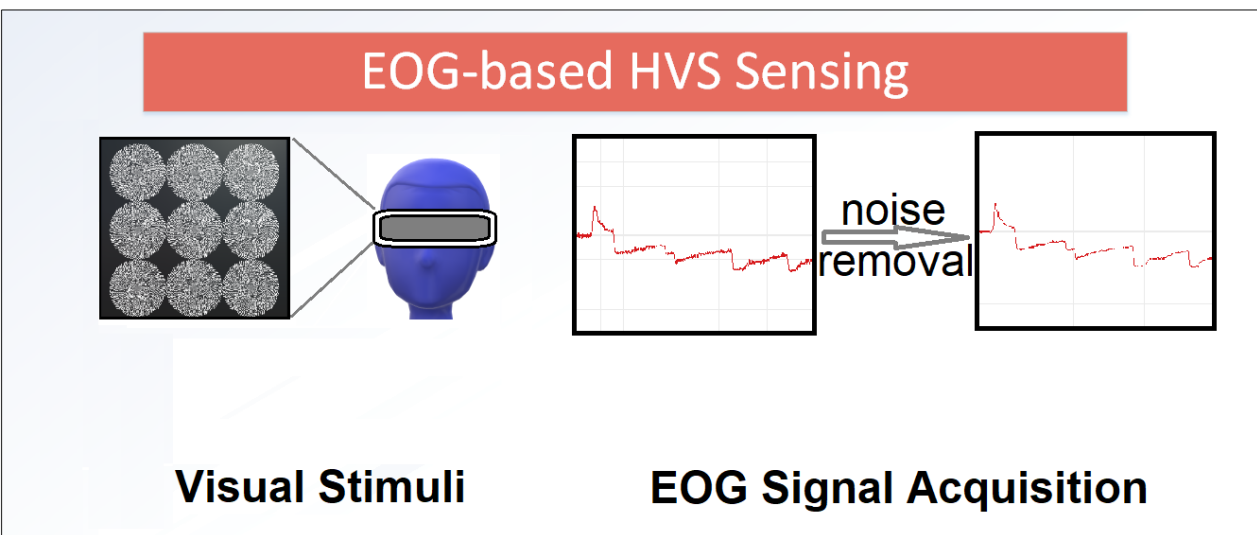
# Challenges 2: Redundant Training

- Each new user requires a new classifier.



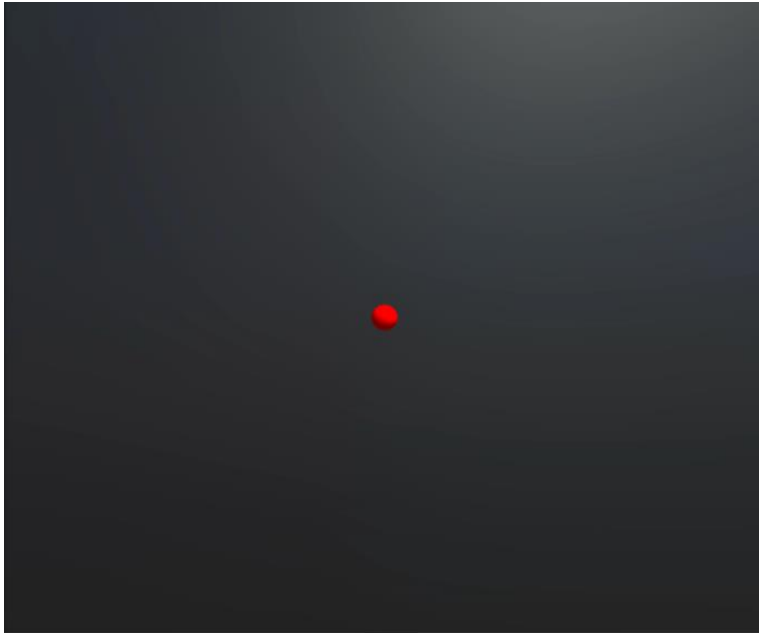
# System Architecture

- Module 1: capture the electrical signals from HVS.
- Module 2: authenticate EOG samples based on similarity.



# Module 1 - Visual Stimuli

Fixed-Route (FR)



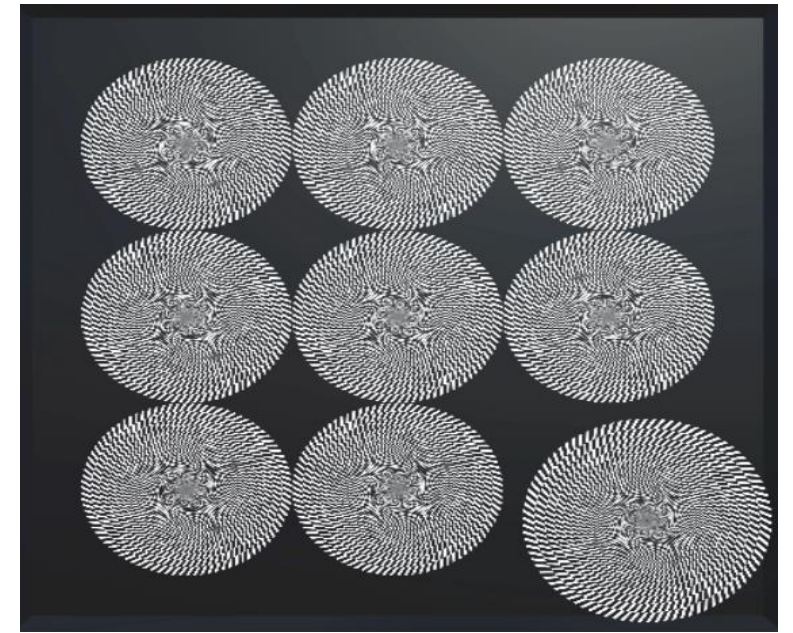
Eye rotation, blinks

City-Street (CS)



Scan path

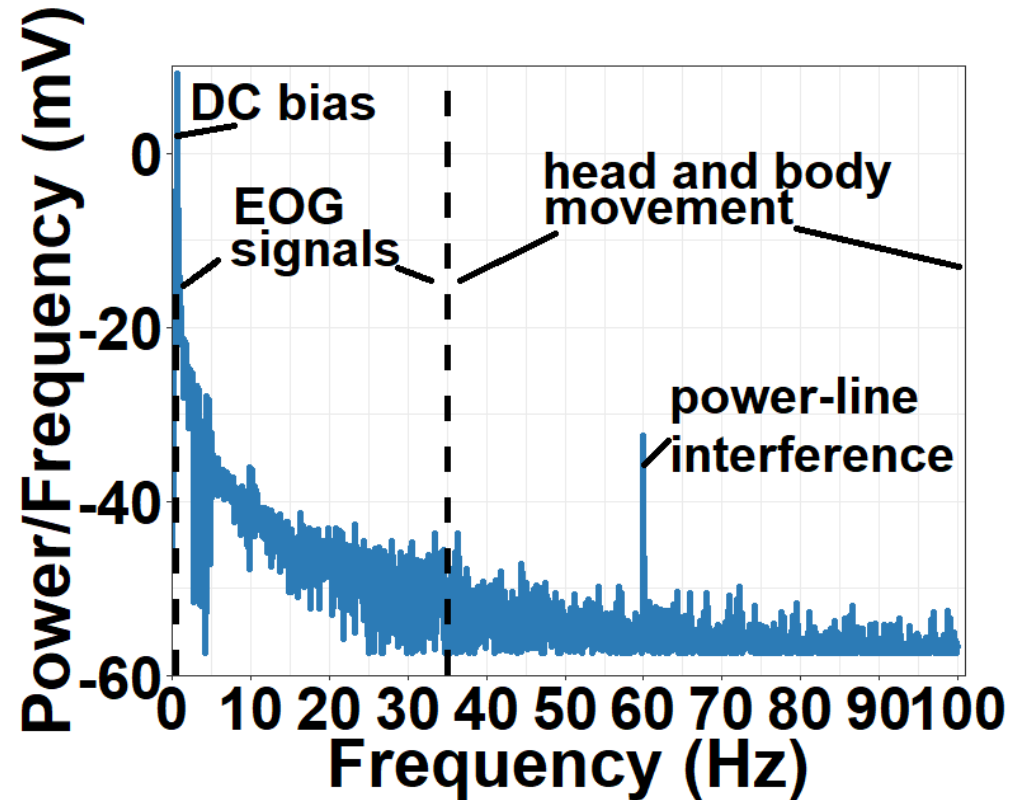
Illusion (IL)



Micro-saccades

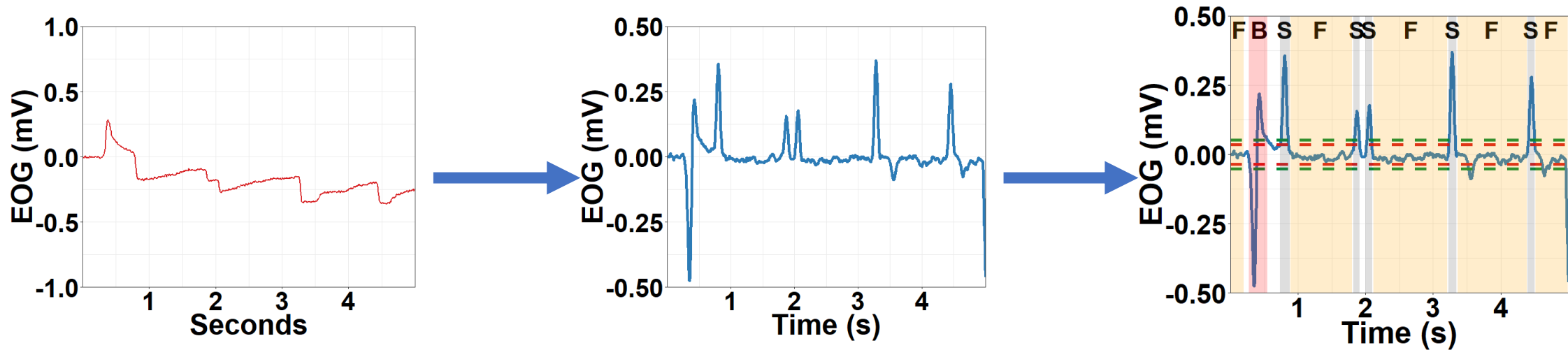
# Module 1 - EOG Signal Acquisition

- Remove interference using filters.



# Module 2 - Signal Processing

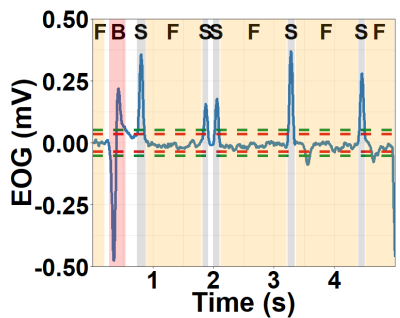
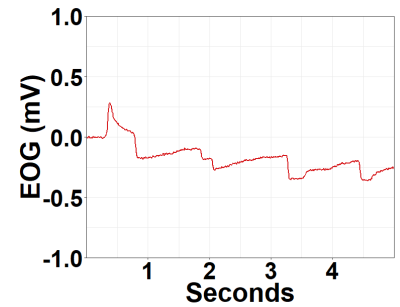
- Recognize saccades (S), fixations(F) and blinks(B).
  - Continuous wavelet transform algorithm\*.



\*A. Bulling, J. A. Ward, H. Gellersen, and G. Troster, "Eye movement analysis for activity recognition using electrooculography," IEEE transactions on pattern analysis and machine intelligence, 2010.

# Module 2 - Authentication

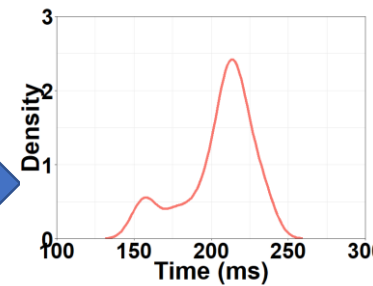
- Extracts behavioral and physiological features from the EOG signal.



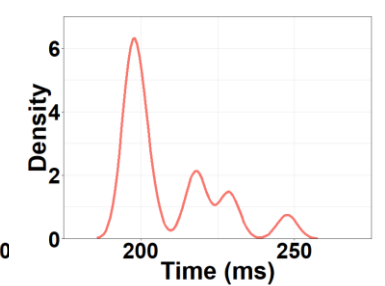
**Behavioral features:**  
Saccade: duration, start time, location.  
Fixation: duration, start time, centroid.

**Physiological features:**  
Eyelid: close speed, open speed, stretch extent.  
Metabolism intensity.  
Rotation extent: right, left, up, down.

Saccade duration



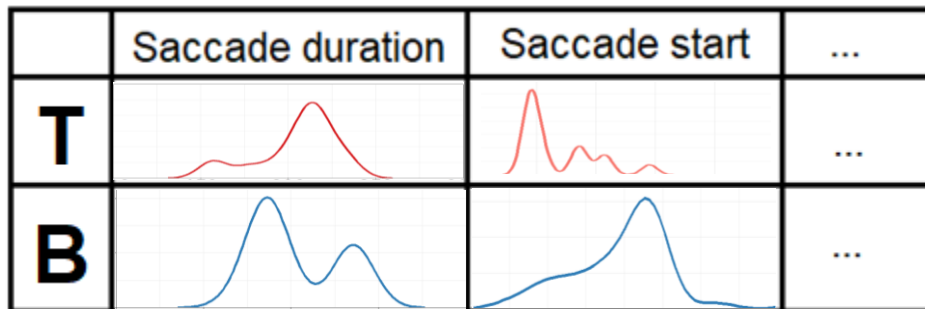
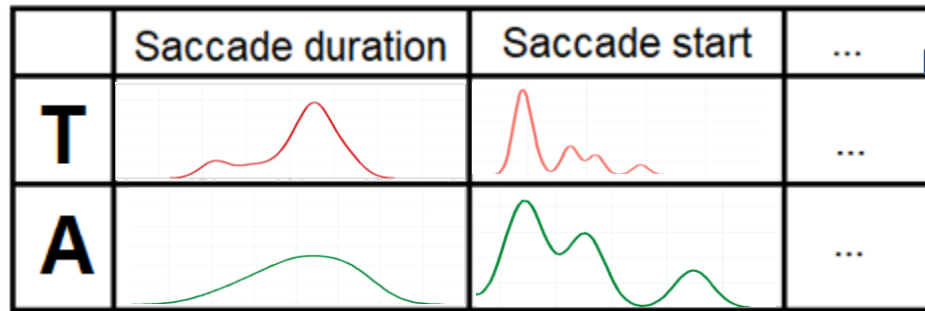
Saccade start



Saccade duration	Saccade start	...
		...

# Module 2 - Authentication

- Compare sample A and B with template sample T.



Comparison  
algorithm

	Saccade duration	Saccade start	...
T&A	0.7067	0.8681	...
T&B	0.0908	0.1167	...



# Module 2 - Authentication

- Are A and B the same as template?

	Saccade duration	Saccade start	...
T&A	0.7067	0.8681	...



**Classifier**

**Access granted**

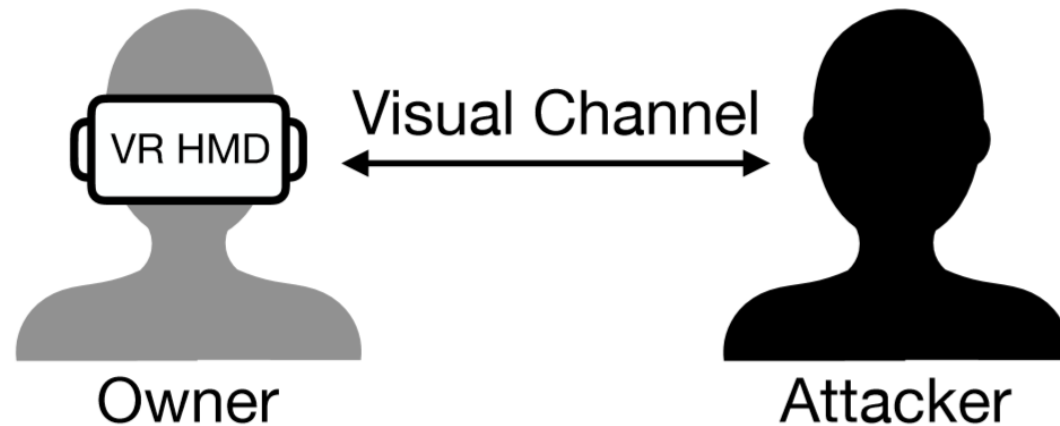
**Access denied**

	Saccade duration	Saccade start	...
T&B	0.0908	0.1167	...

No need to re-train the classifier.

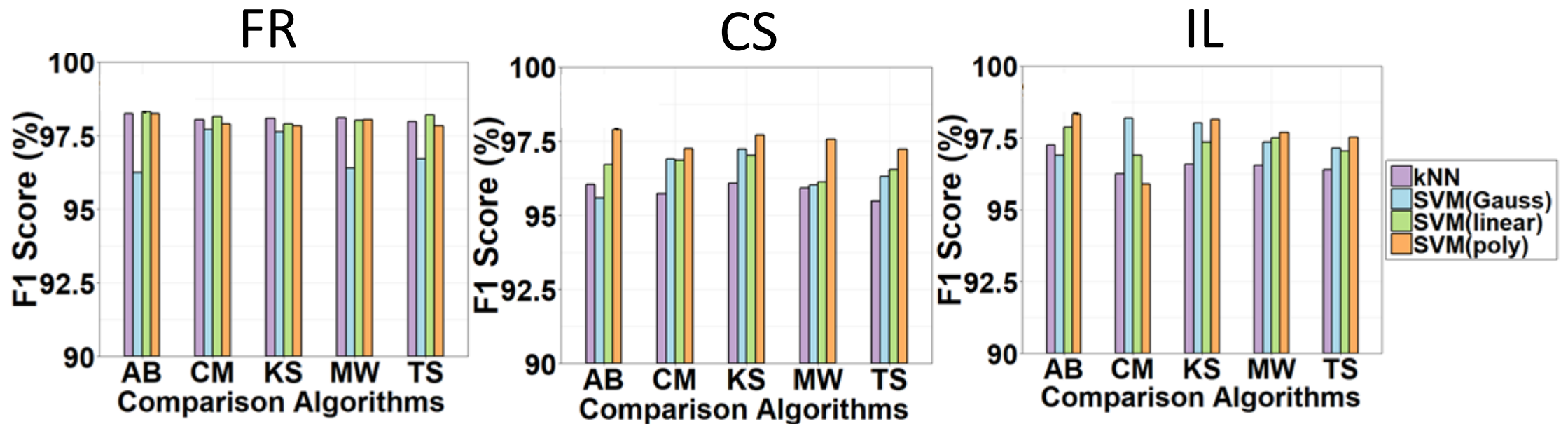
# Experiment - Impersonation Attack

- 70 participants.
  - Each provides 10 records.
- Records are partitioned into training and testing sets.
  - 1:1, by subject.
  - In each set, 61075 comparison results (1575 positive, 59500 negative).



# Experiment - Impersonation Attack

- F1 scores of all combinations of matching algorithm and classifiers.

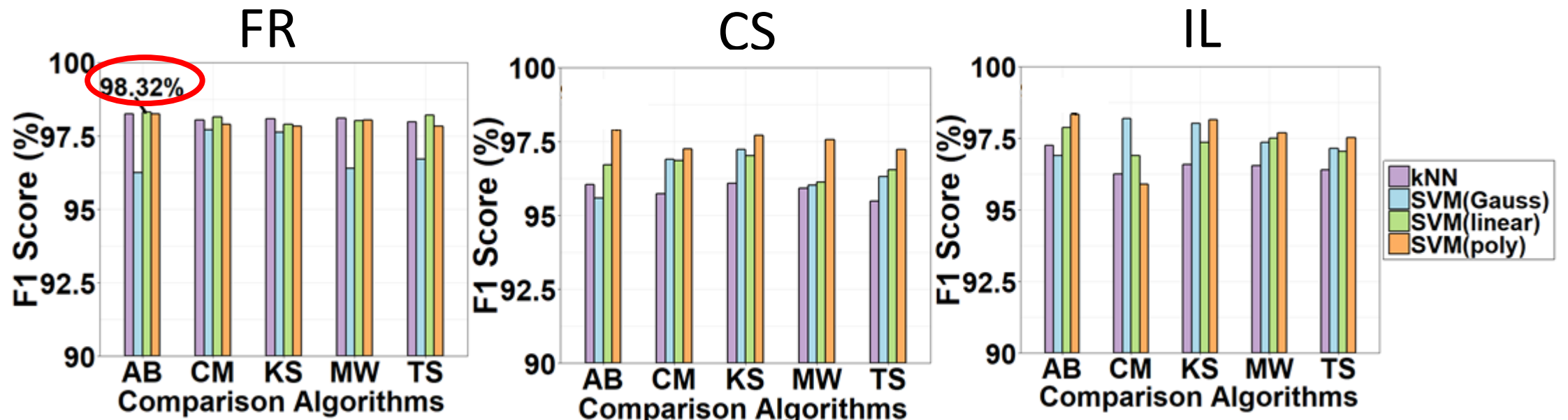


## Matching algorithms:

Ansari-Bradley test (AB); Mann-Whitney u-test (MW); Two-sample Kolmogorov-Smirnov test (KS); Two-sample Cramer-von Mises test (CM); Two-sample t-test (TS).

# Experiment - Impersonation Attack

- Best F1 score using AB Test and SVM (linear).

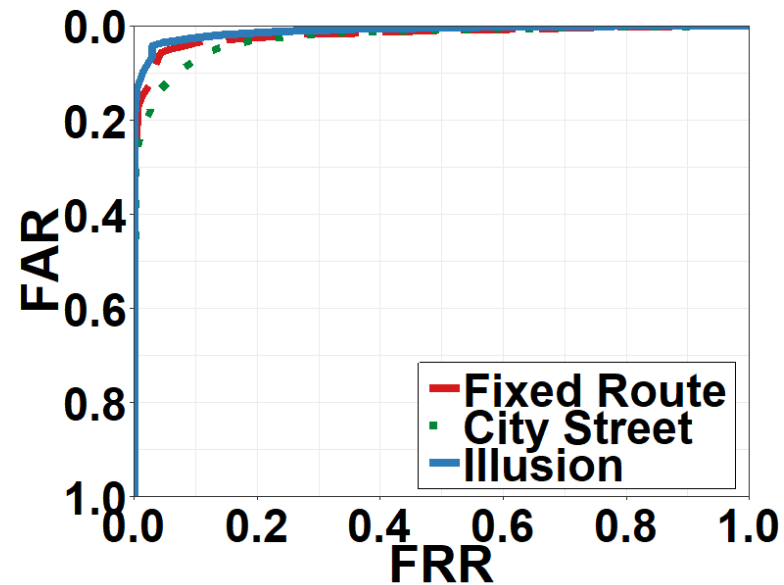


## Matching algorithms:

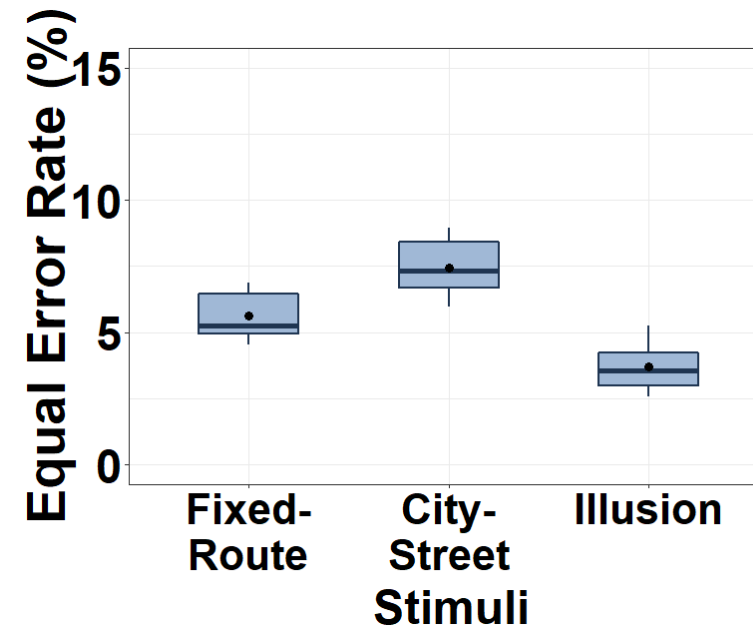
Ansari-Bradley test (AB); Mann-Whitney u-test (MW); Two-sample Kolmogorov-Smirnov test (KS); Two-sample Cramer-von Mises test (CM); Two-sample t-test (TS).

# Experiment - Impersonation Attack

- Low equal error rate:  $EER(FR)=5.27\%$ ;  $EER(CS)=7.32\%$ ;  $EER(IL)=3.55\%$ .



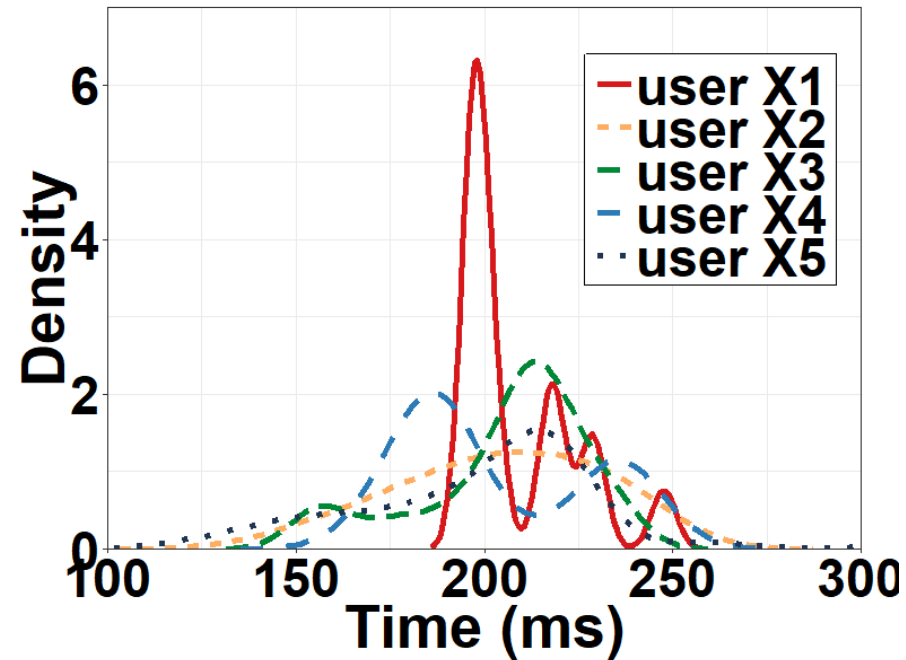
Receiver Operating Characteristic (ROC)



Equal Error Rate (EER)

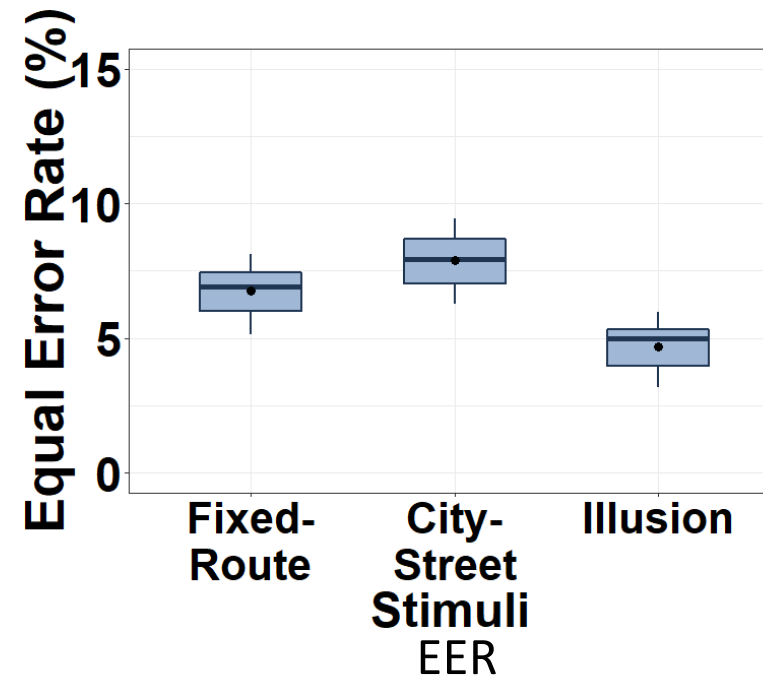
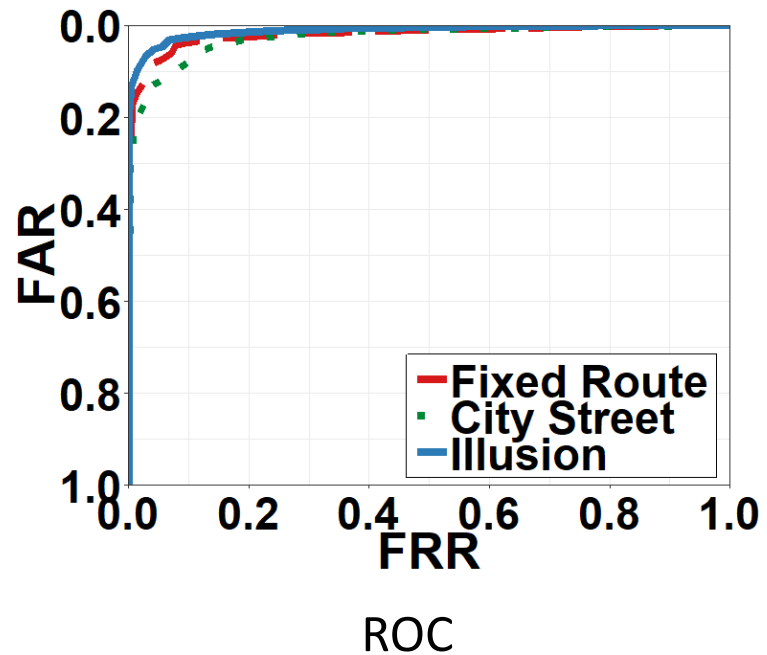
# Experiment - Statistical Attack

- The attacker calculates the PDF of features from users, then uses the most probable feature values to generate the forgery.



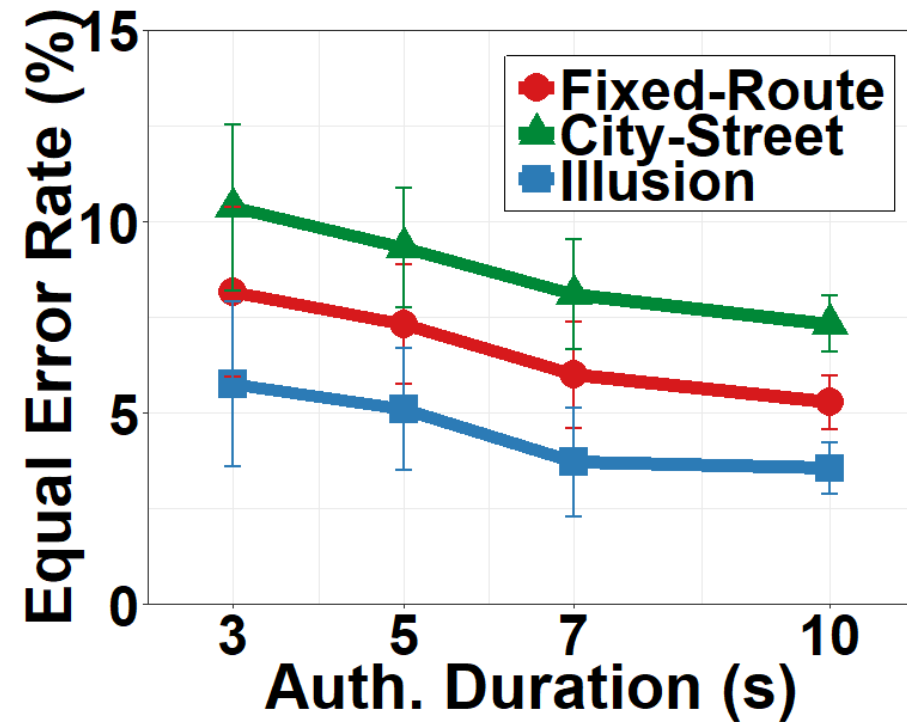
# Experiment - Statistical Attack

- Low impact at equal error rate:  $EER(FR)=6.93\%$ ;  $EER(CS)=7.93\%$ ;  $EER(IL)=4.97\%$ .



# Experiment - Time Efficiency

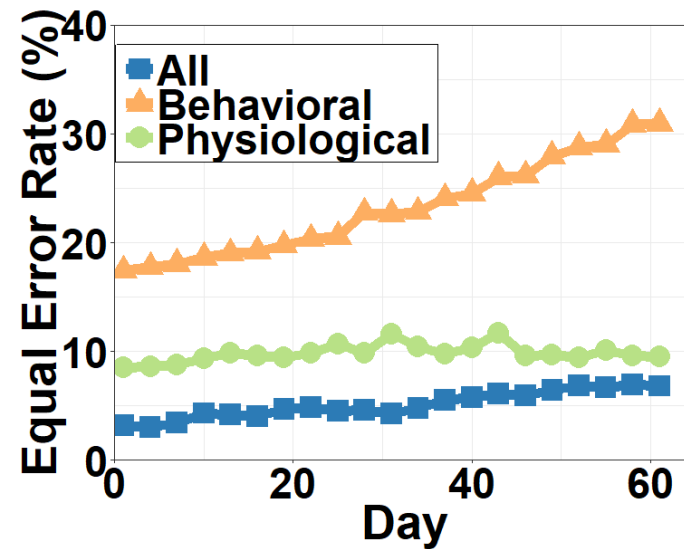
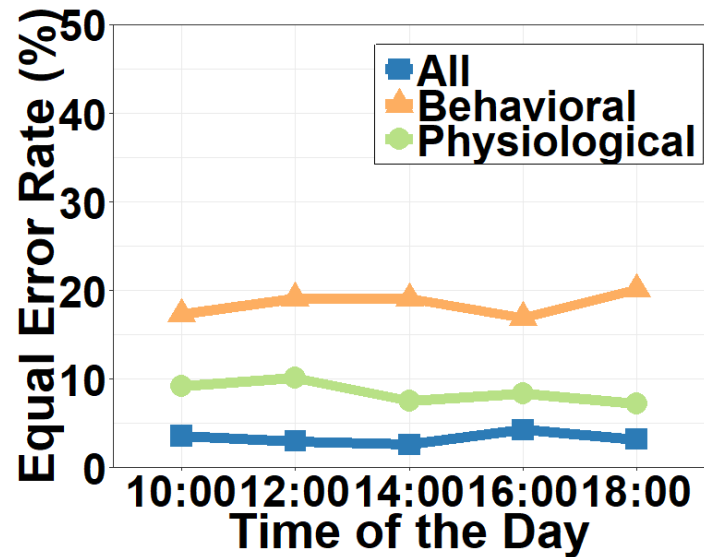
- Trade-off between security and convenience.





# Experiment - Temporal Stability

- 5 participants.
- The accuracy is stable.



# Conclusion

- We propose an EOG-based framework to measure the HVS as a whole for VR authentication.
- We design a record-comparison driven authentication scheme.
- We perform an extensive evaluation of the proposed OcuLock system.

Thank you