

## The Untrusted Computer Problem and Camera-Based Authentication

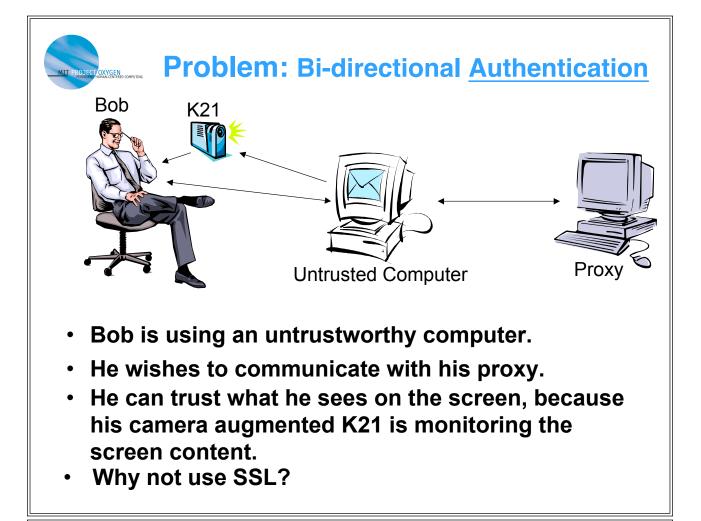
#### Dwaine Clarke, Blaise Gassend, Thomas Kotwal, Matt Burnside, Marten van Dijk, Srinivas Devadas, Ronald Rivest







- 1. Problem
- 2. Camera Augmented K21
- 3. Reducing the problem ...
- 4. Pixel Mapping
- 5. Optical Character Recognition



# The Camera Augmented K21

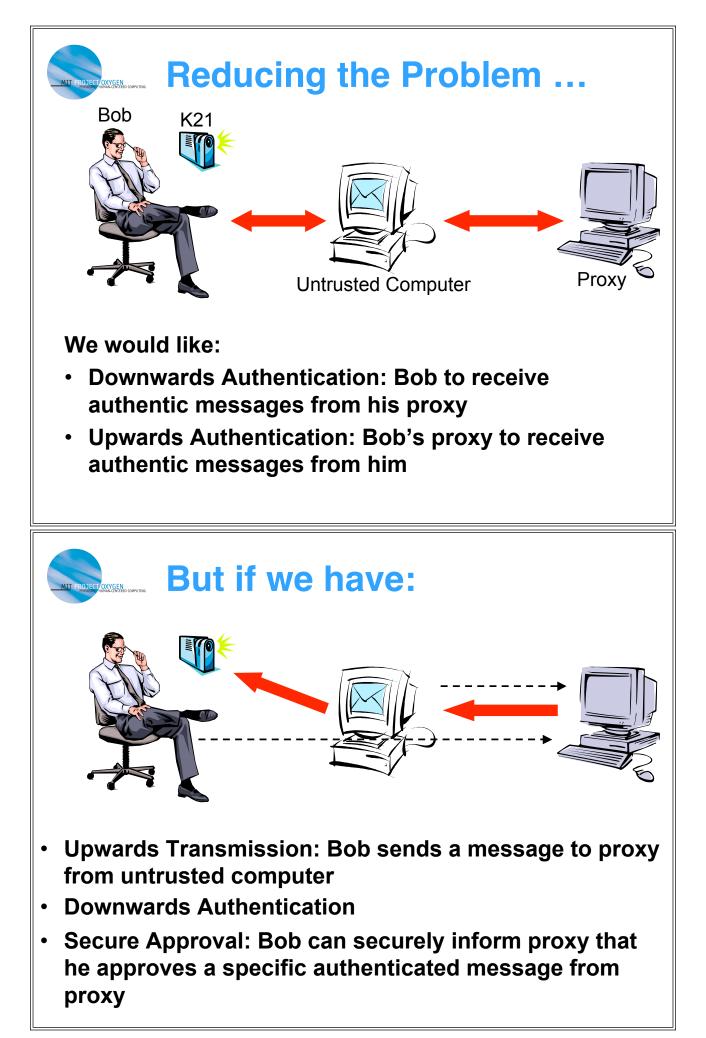
## **Pixel Mapping Approach**

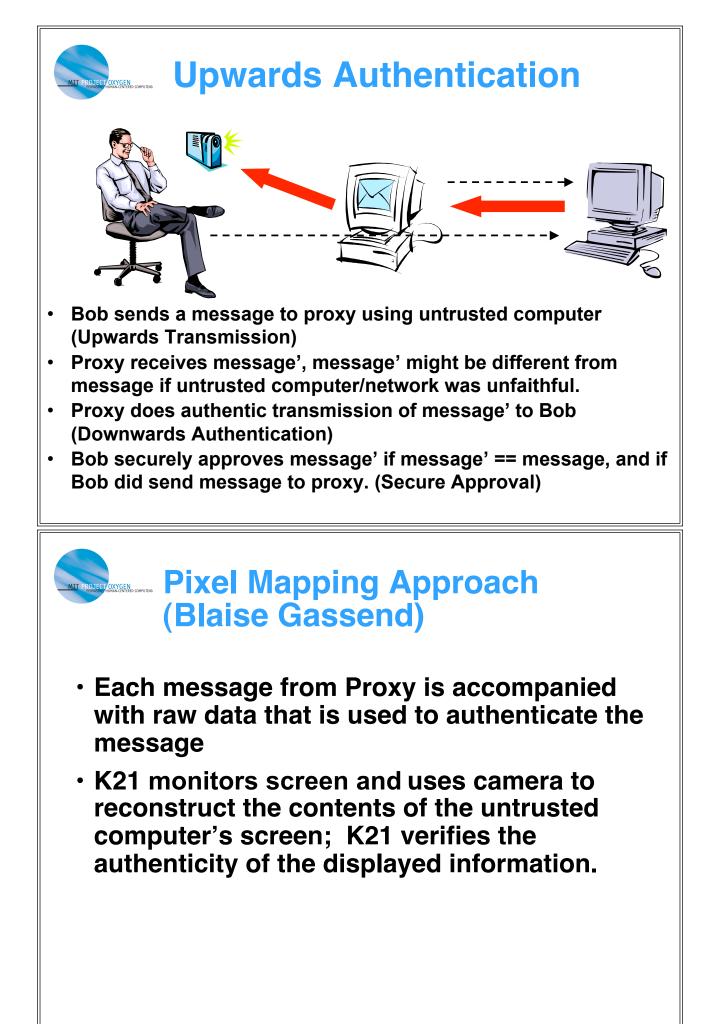
- A digital camera.
- Status indicator lights. (red, green)
- A small numerical LCD display.
- Symmetric keys shared with the proxy.

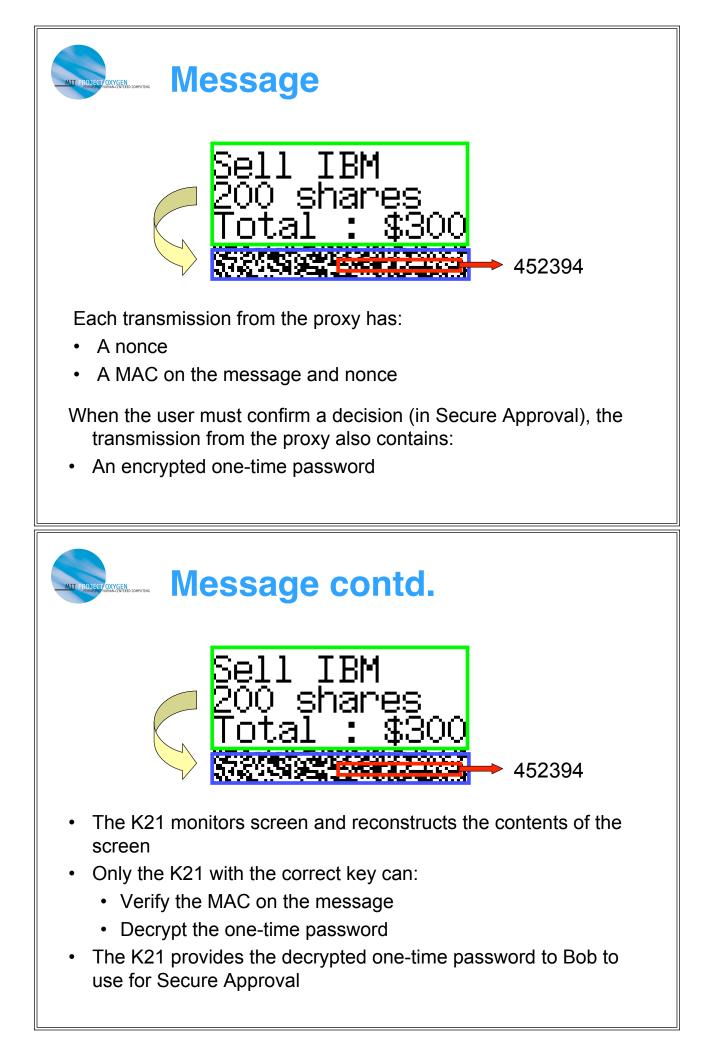
## **OCR Approach also has**

- control buttons
  - 1. capture image
  - 2. send image to proxy
- IR link to untrusted computer



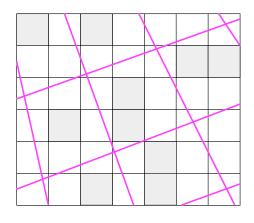




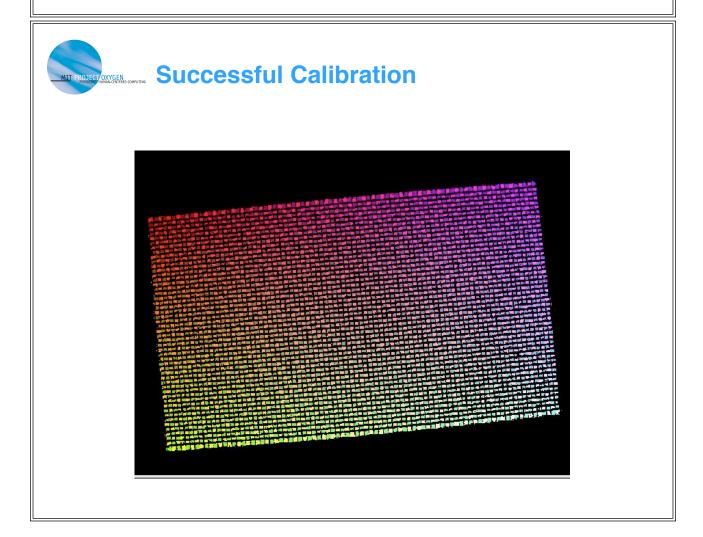


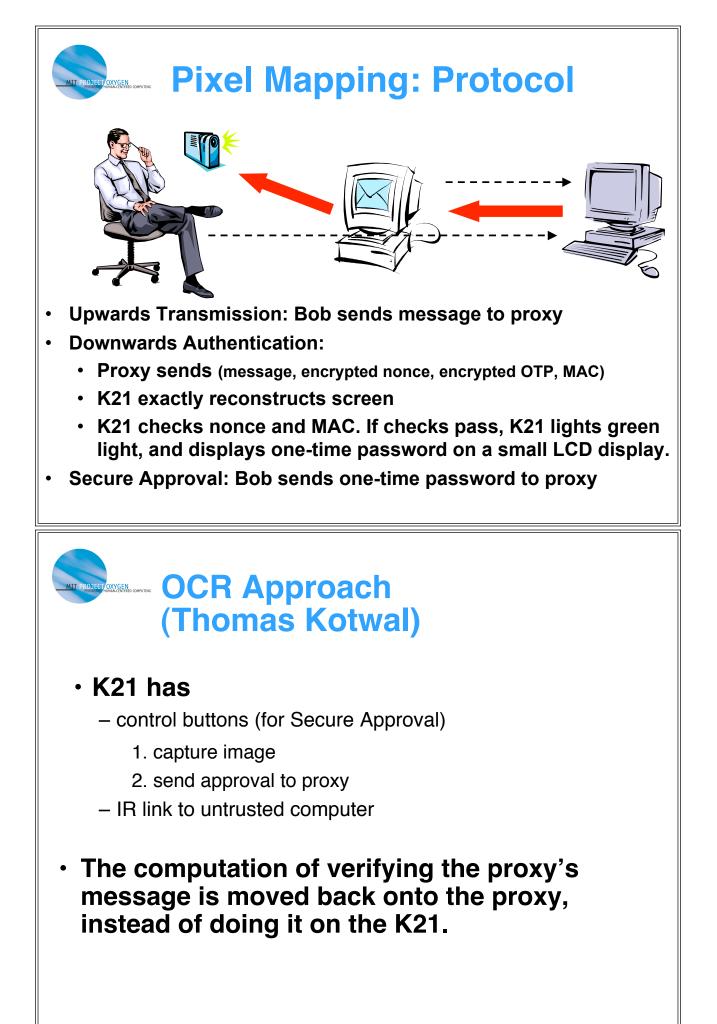
# The Pixel Mapping Idea

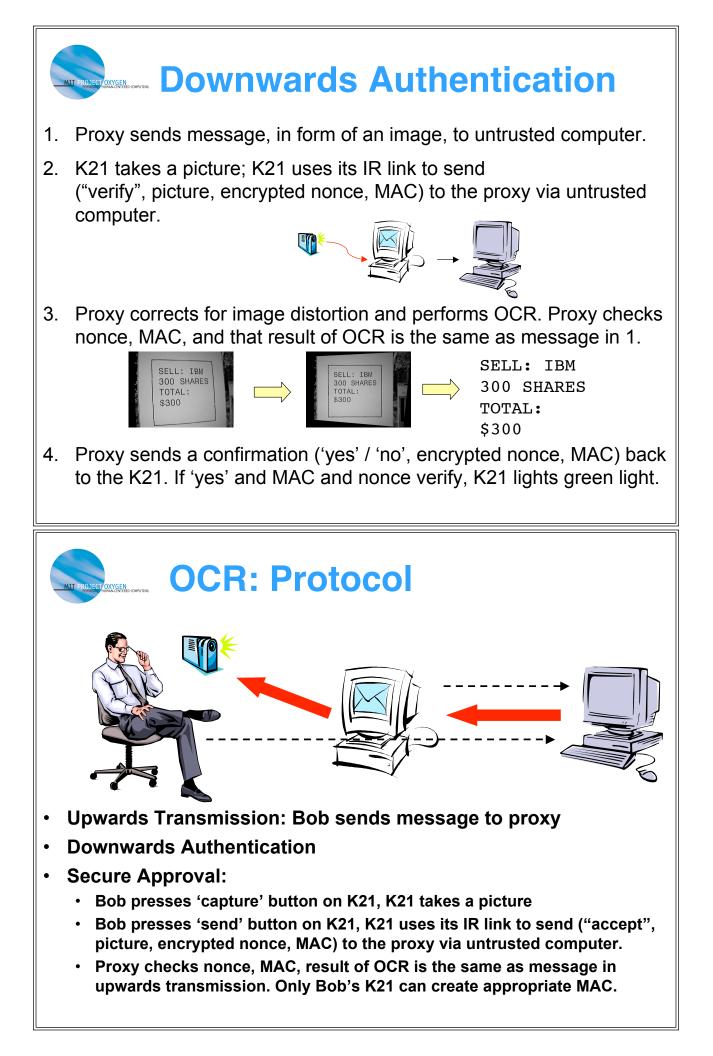
- Screen content is displayed in black and white.
- Each screen pixel is seen by at least one significant camera pixel.
- Screen pixels must be large compared to camera pixels.

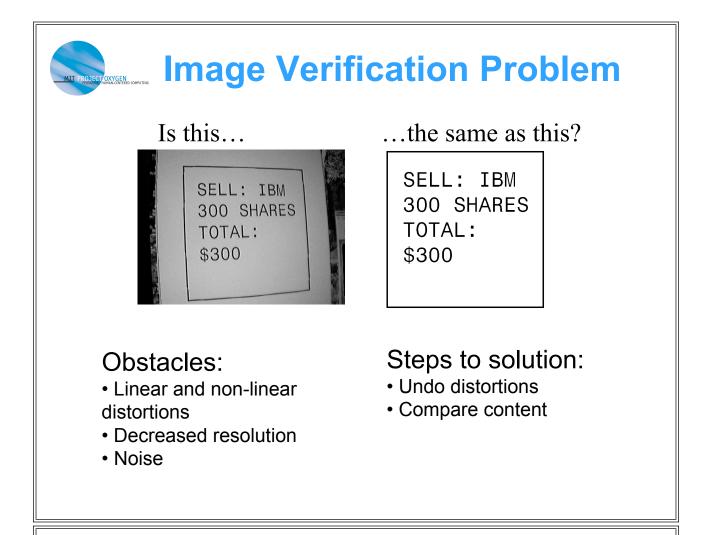


- Camera pixel
- Screen pixel
- Significant camera pixel









## Step 1: Undo Image Distortion

#### a) Undo lens distortion

- Model as radially symmetric quadratic distortion
- Non-linear transformation

### b) Undo linear distortions

- Corrects for affine (scaling, rotation, translation) and perspective distortion (picture at nonperpendicular angle relative to screen)
- Requires four known points in distorted image
- c) Undo other non-linear distortions
  - Corrects for curvature of screen, etc.
  - May not be necessary



## **Step 2: Compare Content**

## Assume content is text only

### Perform OCR on processed image

-Advantage: proxy knows what the text should say

-To save computation time compare each character with what it should be, not every possible character

-Constrain font to facilitate OCR routine

