



Universität der Bundeswehr München
Institut für
Softwaretechnologie

der Bundeswehr
Universität  München

Using hash visualization for real-time user-governed password validation

Julian Fietkau, Mandy Balthasar

Workshop Usable Security and Privacy

Mensch und Computer 2019

September 8, 2019

Agenda

- 1. Introduction**
2. Related work
3. MosaicVisualHash
4. Design recommendations

Core concept

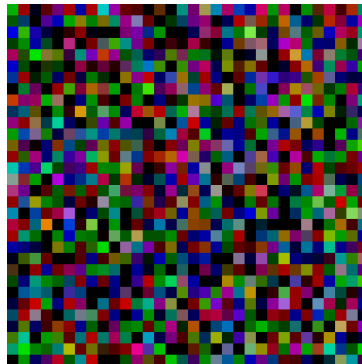
- What is hash visualization?

„My data of arbitrary length..“

↓ hashing

1c8bfe8f801d79745c4631d09fff36c8

↓ visualization



Usage scenarios

- Automatic online pseudonymization
- Human-appropriate checksum validation
- User-governed password validation

We are here.



Goals for this presentation

- Quality criteria
- Presenting our algorithm
- Design recommendations

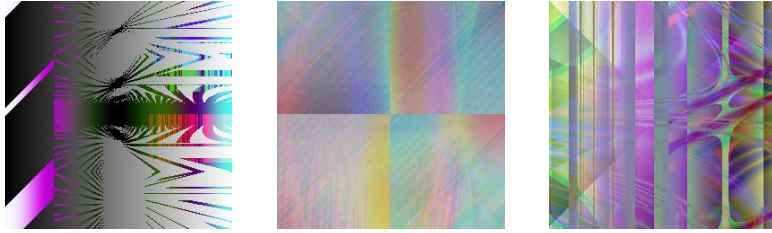
Agenda

1. Introduction
- 2. Related work**
3. MosaicVisualHash
4. Design recommendations

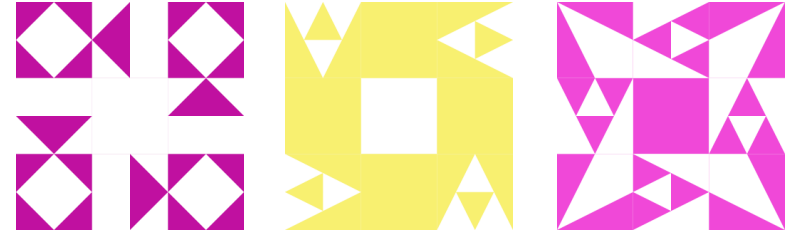
Covering the basics

- Perrig & Song (1999)
 - Concept and definition for “hash visualization”
 - Usage scenarios
 - PKI signature validation
 - User authentication
 - Quality criteria
 - Perceptive collision resistance
 - Regularity
 - Minimum complexity

Examples for visualizations



Random Art (Bauer, 1998)



Identicon (Park, 2007)



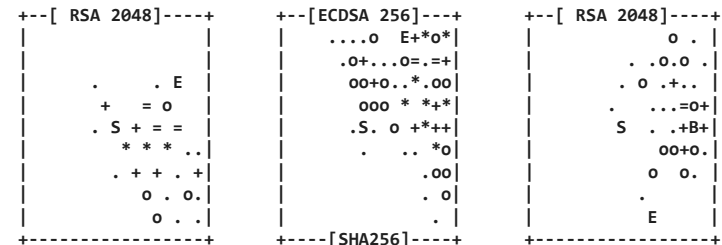
vizHash (Sauvage, 2011)



RoboHash (Davis, 2011)



Vash (Cole, 2011)



OpenSSH Drunken Bishop
(Loss, Limmer & von Gernler, 2009)

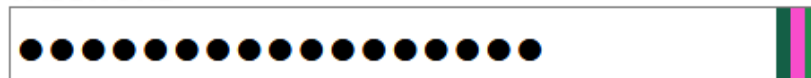
Field-bound visualizations



Sawaya visualization (Sawaya, 2011)



HashMask (Dary, 2009)



Chroma-Hash (Thompson, 2011)

Non-hash-based approaches

Me s ch u n d q a p h e r

HalfMask (Dary, 2009)

Crystalize

Me s ch u n d q a p h e r

Me s ch u n d q a p h e r

Me s ch u n d q a p h e r

Passquerade (Khamis et al., 2019)



TransparentMask (Gruschka & Lo Iacono, 2010)

Agenda

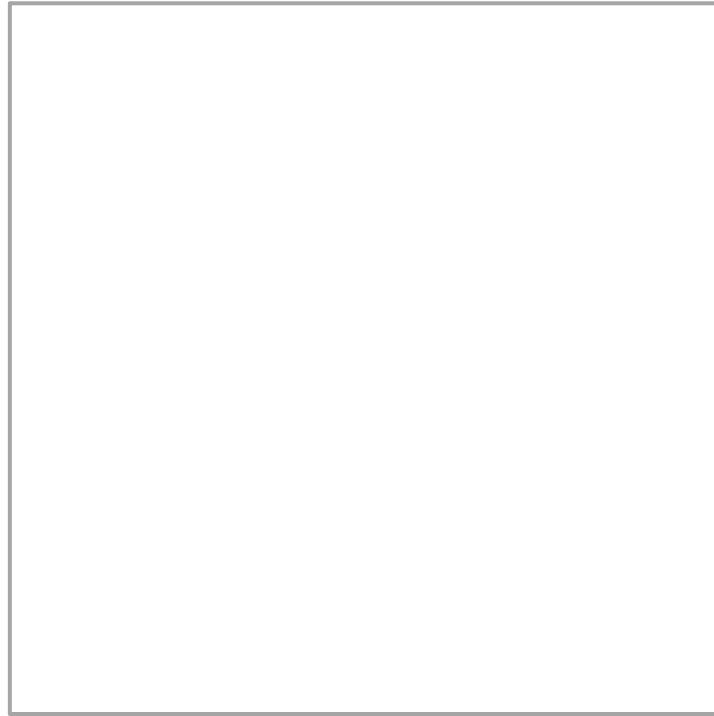
1. Introduction
2. Related work
- 3. MosaicVisualHash**
4. Design recommendations

Quality criteria

- Perceptive collision resistance
- Regularity & minimum complexity
- Additionally: aesthetic impression

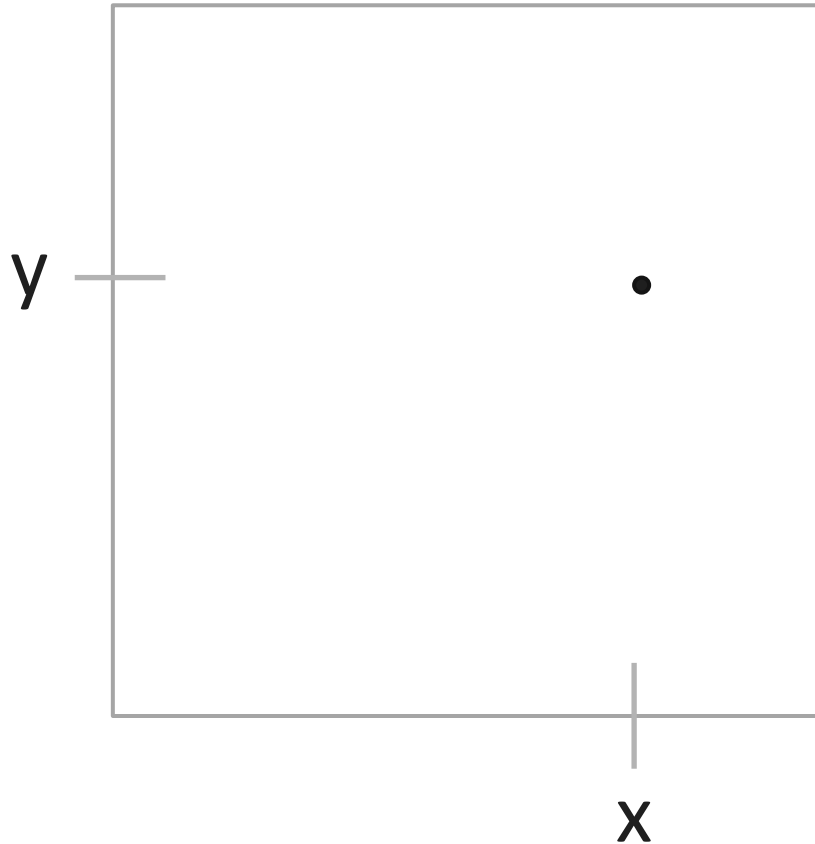
Algorithm (0/10)

Start with a square canvas



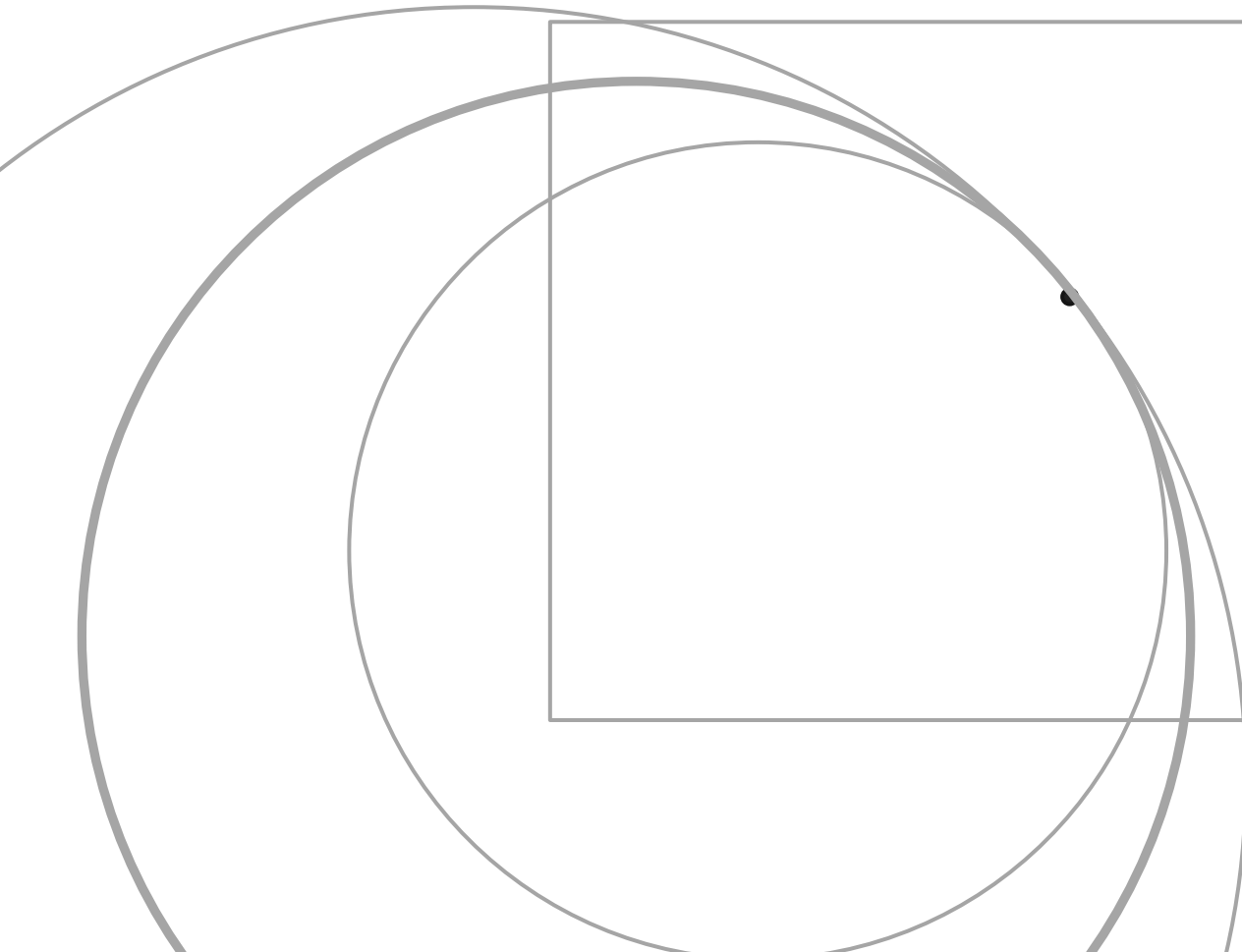
Algorithm (1/10)

Pick a random point



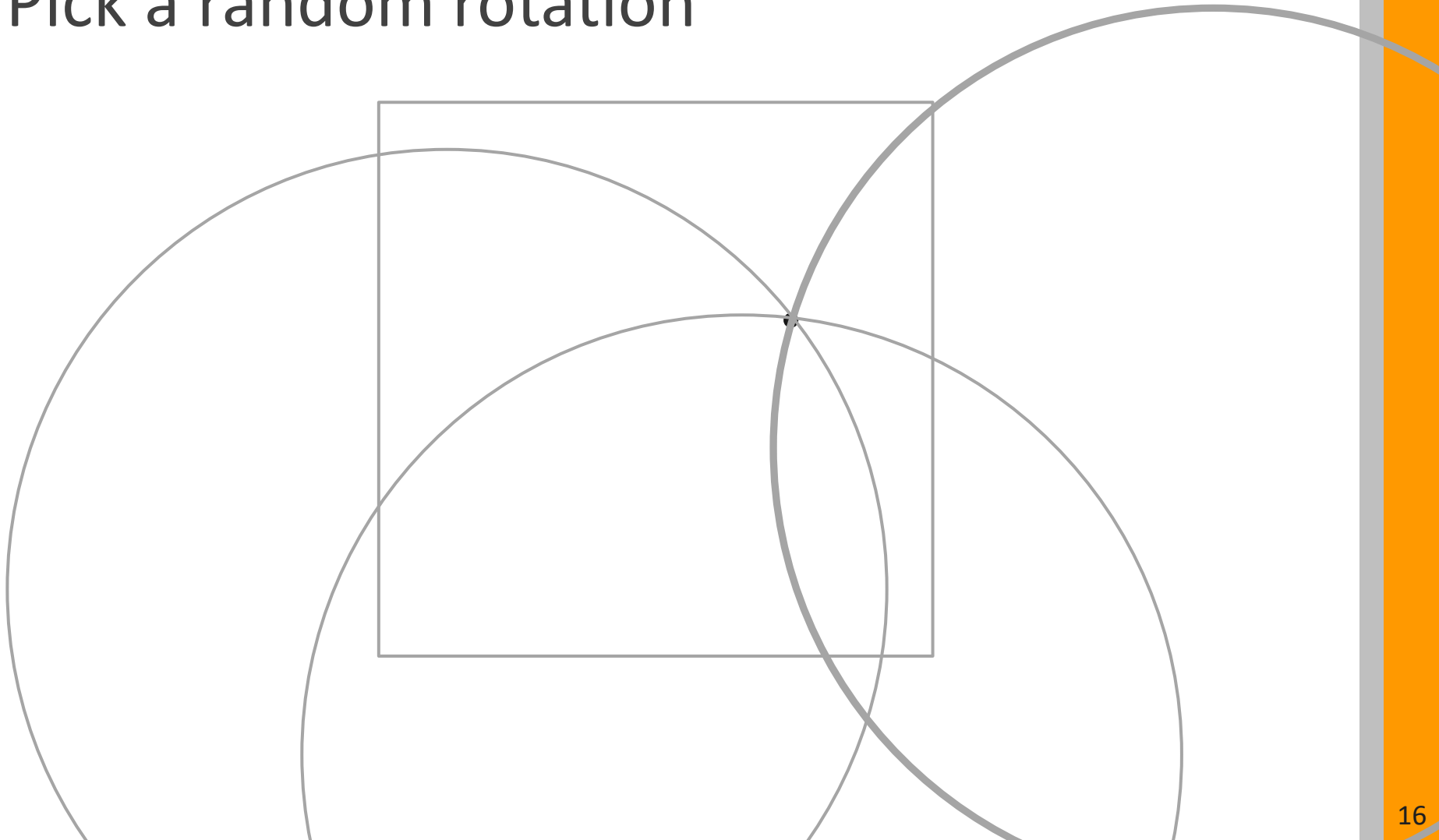
Algorithm (2/10)

Pick a random circle radius



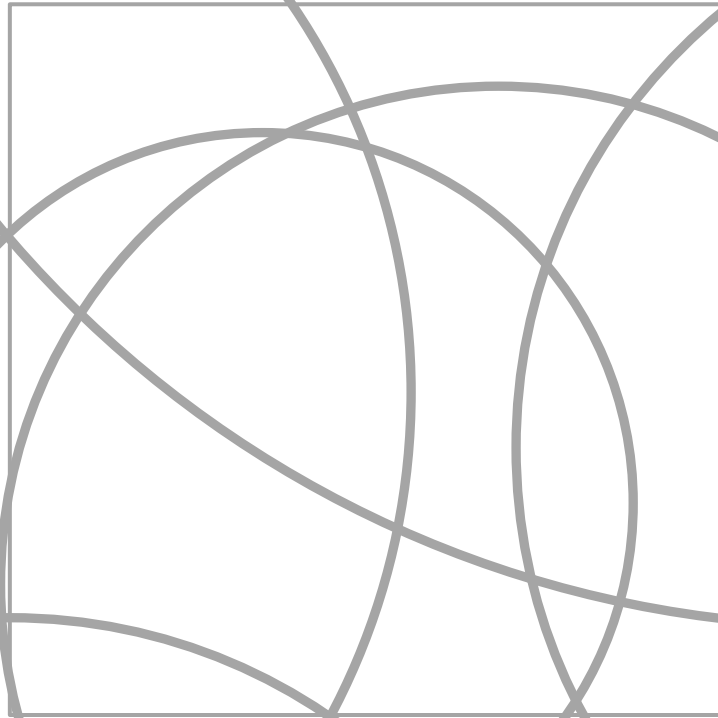
Algorithm (3/10)

Pick a random rotation



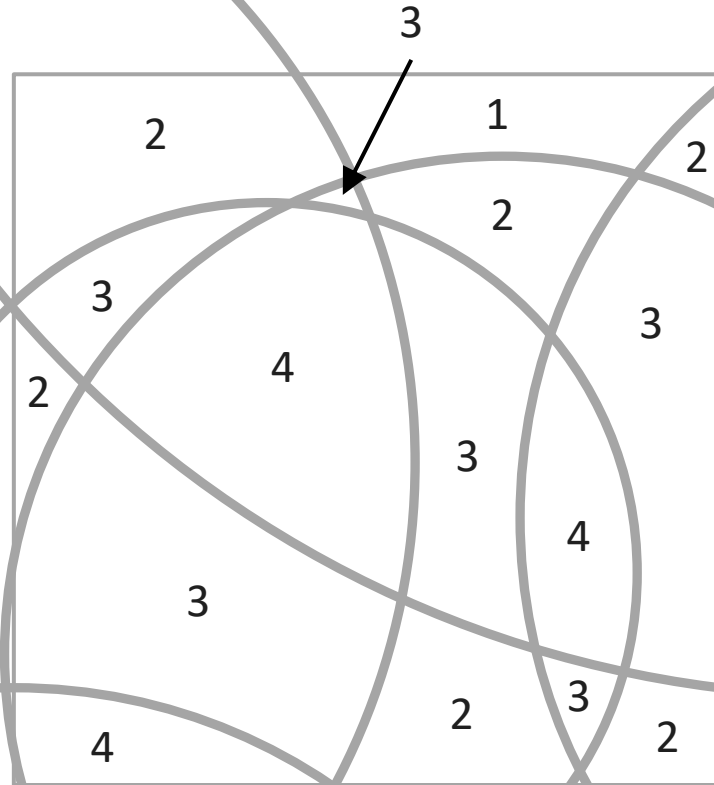
Algorithm (4/10)

Repeat 6x



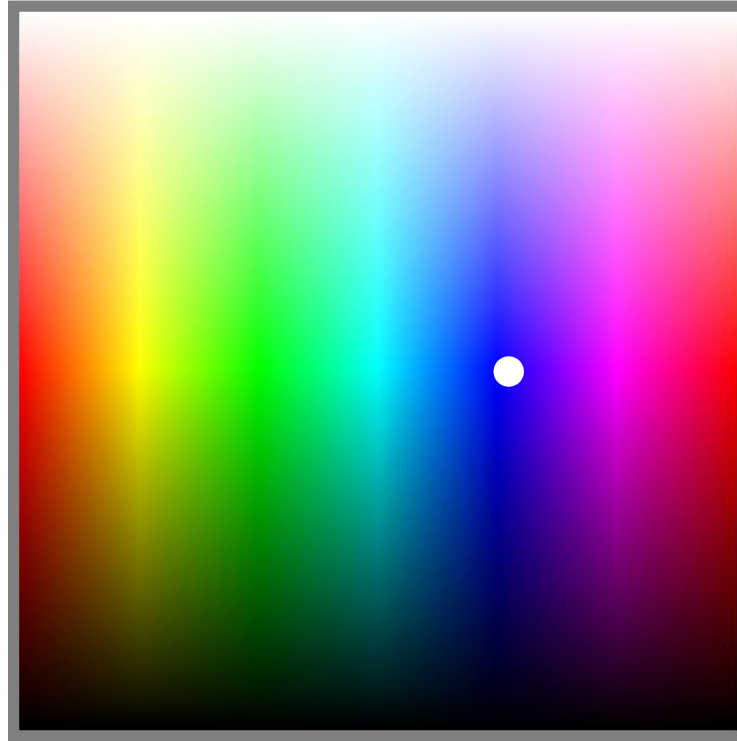
Algorithm (5/10)

Count number of overlapping circles



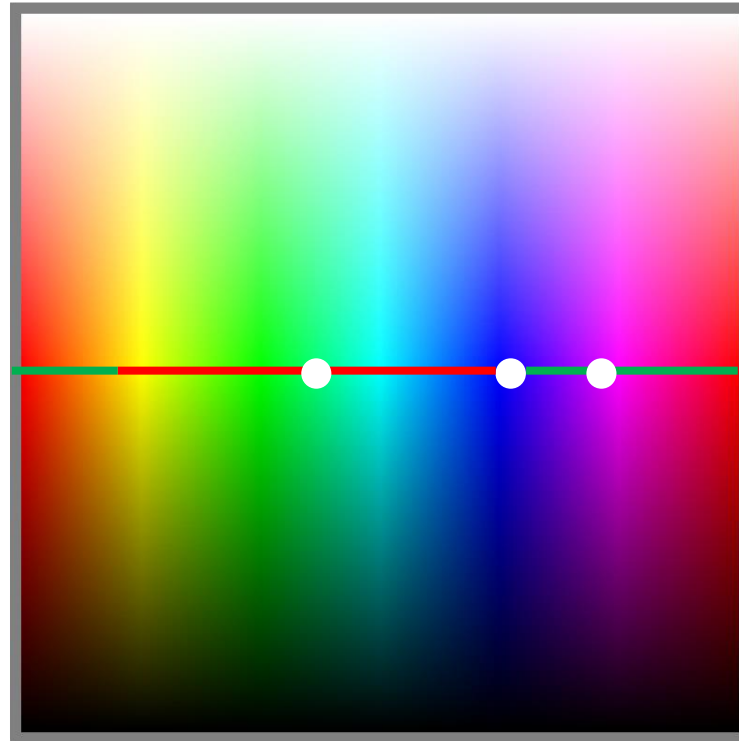
Algorithm (6/10)

Pick first hue at random



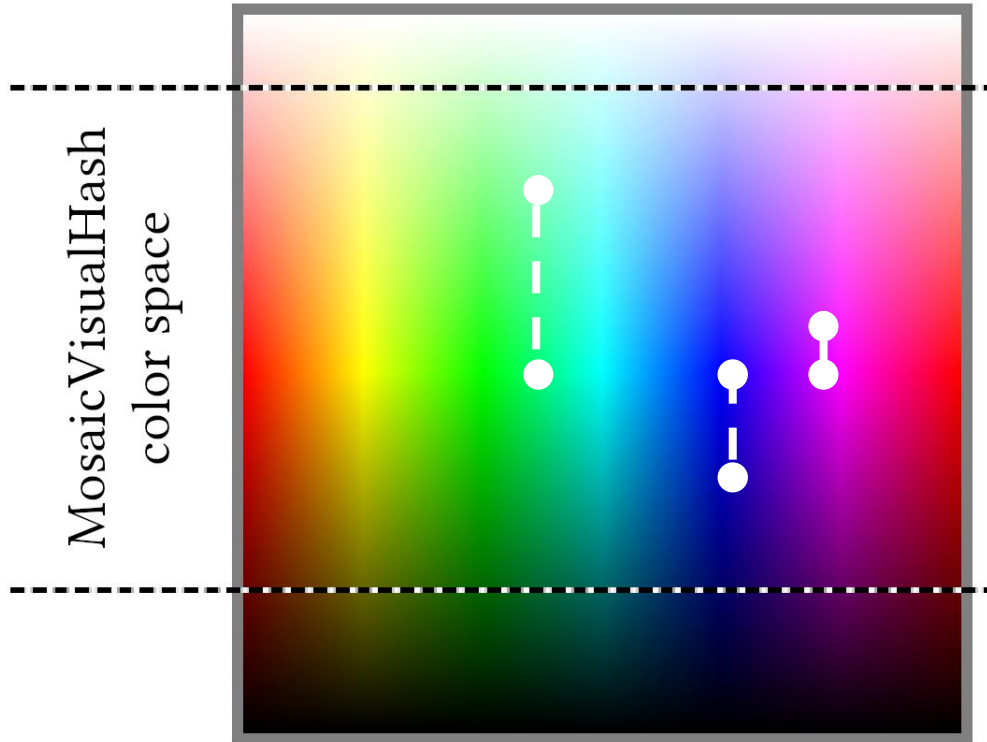
Algorithm (7/10)

Pick 2nd and 3rd hue at random distances



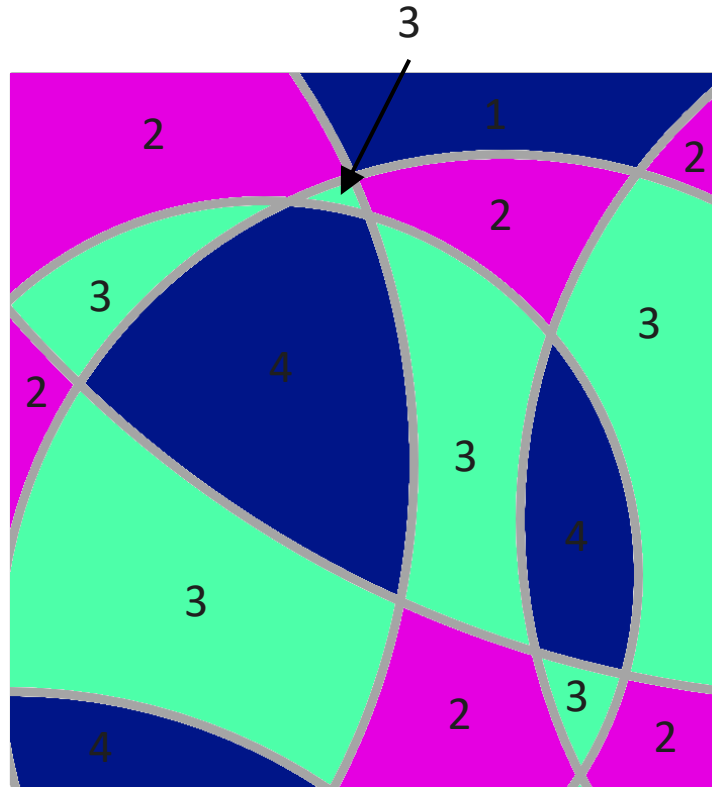
Algorithm (8/10)

Pick 3 random lightnesses (within range)



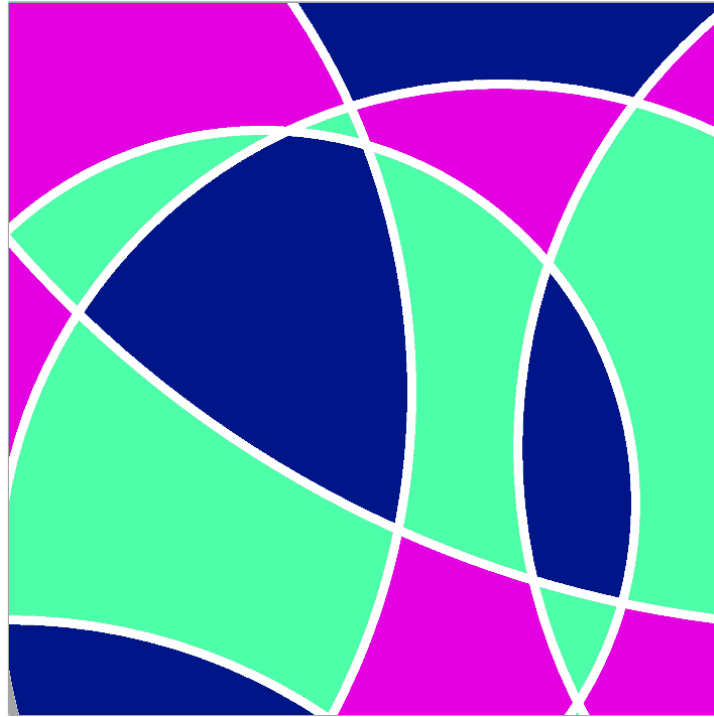
Algorithm (9/10)

Color each segment according to palette

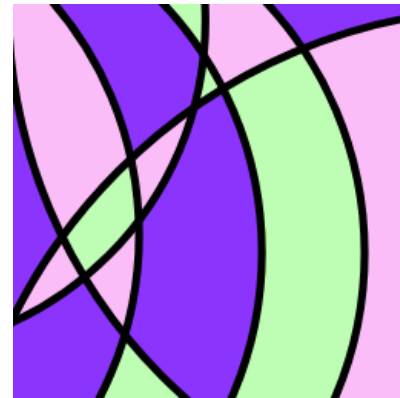
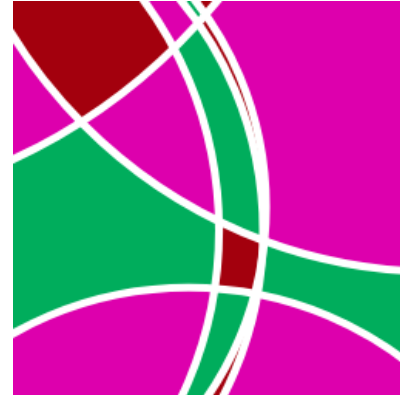
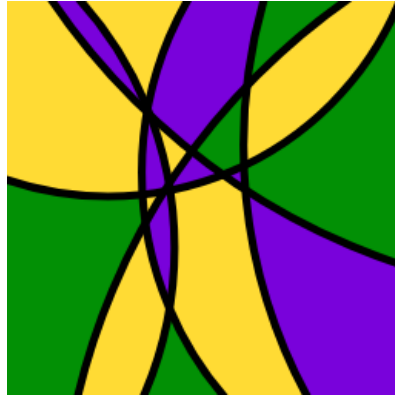


Algorithm (10/10)

Color the contours black or white



More examples



https://fietkau.software/mosaic_visual_hash

Evaluation

- Perceptive collision resistance
 - Difficult to judge without empirical testing
- Regularity & minimum complexity
 - Clearly recognizable structure, visually memorable
- Additionally: aesthetic impression
 - Subjective judgment: attempt succeeded

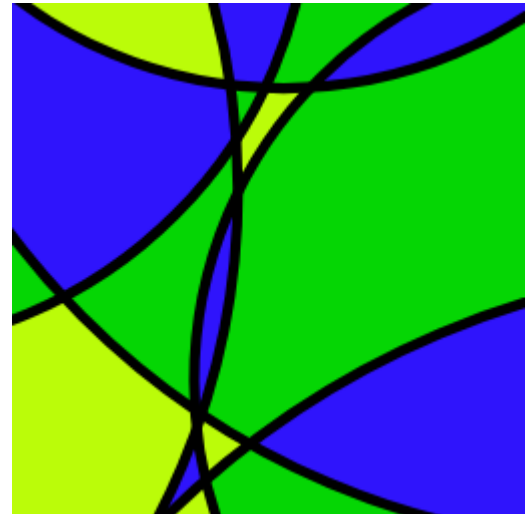
Agenda

1. Introduction
2. Related work
3. MosaicVisualHash
- 4. Design recommendations**

Design recommendations

Using hash visualization for user-governed password validation:

- Live visualization as you type
- Visualization delay
- Minimum password length
- Jitter



Thank you for your attention!



Questions

Julian Fietkau, Mandy Balthasar

Professur Mensch-Computer-Interaktion

Institut für Softwaretechnologie

Universität der Bundeswehr München

Werner-Heisenberg-Weg 39

Tel.: +49 (0)89 6004-2613

Fax: +49 (0)89 6004-4447

julian.fietkau@unibw.de

mandy.balthasar@unibw.de

<https://www.unibw.de/inf2/mci>