

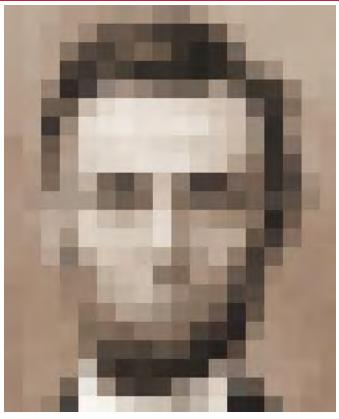
# CAPTCHA: Detecting Humans

# Gestalt Psychology (1922-1923)

- Max Wertheimer, Wolfgang Köler, Kurt Koffka
- Laws of organization
  - Proximity
    - We tend to group things together that are close together in space
  - Similarity
    - We tend to group things together that are similar
  - Good Continuation
    - We tend to perceive things in good form
  - Closure
    - We tend to make our experience as complete as possible
  - Figure and Ground
    - We tend to organize our perceptions by distinguishing between a figure and a background

# Gestalt Psychology



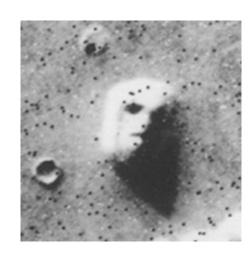


18 x 22 pixels

# Objects on Mars?





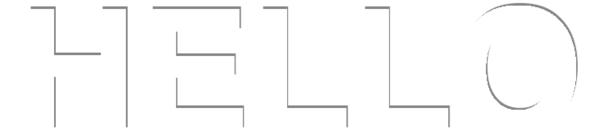


Face



Female statue

# Gestalt Psychology: text continuity



## Gestalt Psychology



### Authenticating humanness

#### **Battle the Bots**

Create a test that is easy for humans but extremely difficult for computers

#### **CAPTCHA:** Completely Automated Public Turing test to tell Computers and Humans Apart

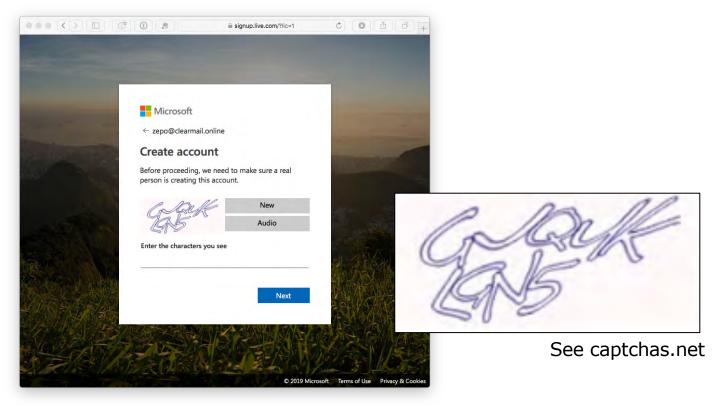
- Image Degradation
  - Exploit our limits in OCR technology
  - Leverages human Gestalt psychology: reconstruction

#### **Origins**

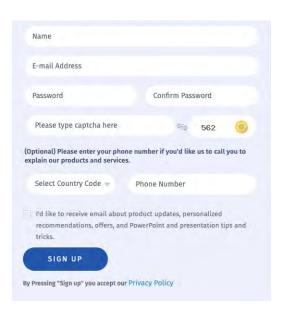
- 1997: AltaVista prevent bots from registering URLs with the search engine
- 2000: Yahoo! and Manuel Blum & team at CMU
  - EZ-Gimpy: one of 850 words
- Henry Baird @ CMU & Monica Chew at UCB
  - BaffleText: generates a few words + random non-English words

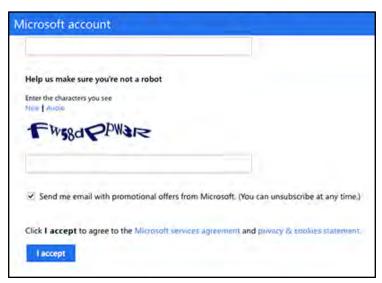
# CAPTCHA Example (2019)

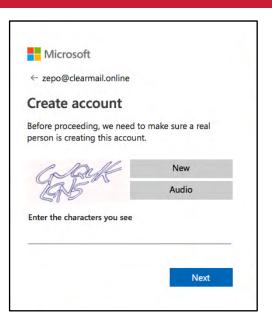
#### Microsoft

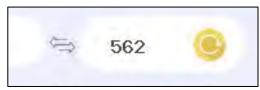


### They're getting harder



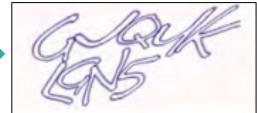












### Problems

#### Accessibility

- Visual impairment → audio CAPTCHAs
- Deaf-blind users are left out

#### Frustration

- OCR & computer vision has improved a lot!
- Challenges that are difficult for computers may be difficult for humans

#### Attacks

- Man in the middle attacks
  - Use human labor CAPTCHA farms
- Automated CAPTCHA solvers
  - Initially, educated guesses over a small vocabulary

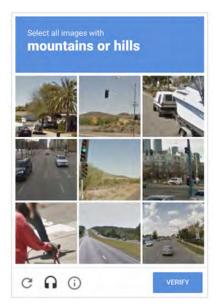


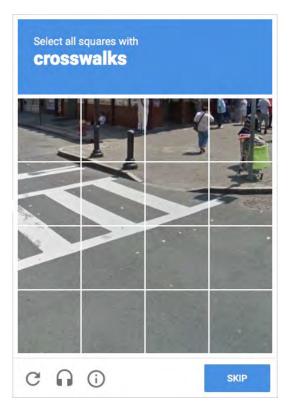
## Alternate approaches

- MAPTCHAs = math CAPTCHAs
  - Solve a simple math problem
- Puzzles, scene recognition

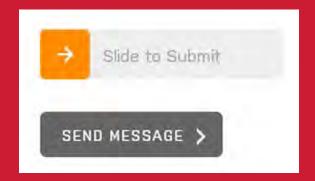


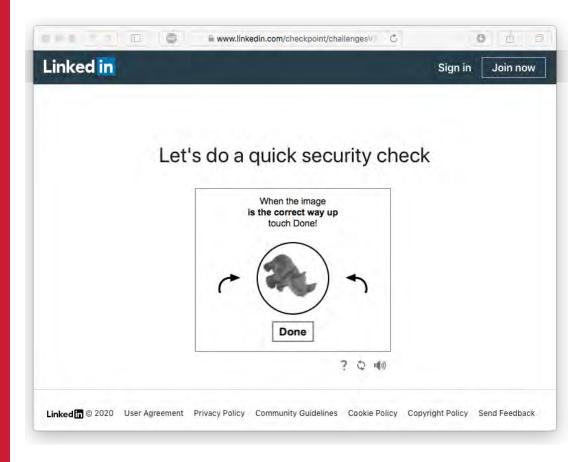






### Alternate approaches





### reCAPTCHA

# Ask users to translate images of real words & numbers from archival texts

 Human labor fixed up the archives of the New York Times

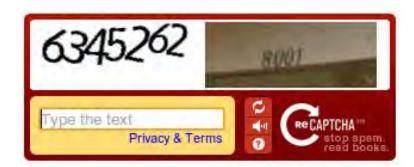
### Two sections

- (1) known text
- (2) image text
- Assume that if you get one right then you get the next one correct
  - Try it again on a few other people to ensure identical answers before marking it correct

#### Google bought reCAPTCHA 2009

Used free human labor to improve transcription of old books & street data

2014: Google found that AI could crack CAPTCHA & reCAPTCHA images with 99.8% accuracy



### NoCAPTCHA reCAPTCHA

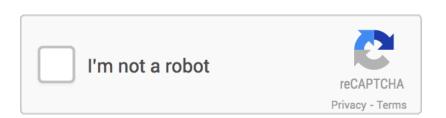
### Just ask users if they are a robot

### Reputation management

- "Advanced Risk Analysis backend"
- Check IP addresses of known bots
- Check Google cookies from your browser
- Considers user's engagement with the CAPTCHA: before, during, and after
  - Mouse movements & acceleration, precise location of clicks

#### Latest version: invisible reCAPTCHA

Don't even present a checkbox



### NoCAPTCHA fallback

#### If risk analysis fails,

- Present a CAPTCHA
- For mobile users, present an image identification or labeling problem





### Other approaches: Text/email verification

#### Text/email verification

- Ask users for a phone # or email address
- Similar to two-factor authentication but we're not authenticating the user
- Service sends a message containing a verification code
  - Still susceptible to spamming & automation
  - Makes the process more cumbersome
  - Requires users to disclose some information

### Measure form completion times

- Users take longer than bots to fill out and submit forms
- Measure completion times
  - Bots can program delays if they realize this is being done

# The End