

CAPTCHAs- Literary review

Origin of CAPTCHAs

- It was first mentioned in 1996 paper by Moni Naor.
- The idea was taken from the Cryptography where sender send a challenge to reciever to authenticate it's identity.
- Many ideas were given like- recognising male or female, checking facial expression -happy or sad, filling in words or disambiguation(what does it refer to?).
- It was first developed by Alta Vista to prevent “bots”.

Captchas-using hard AI problems for security.

- Initially, it was thought that Captchas can be used for security because there had not been any AI problem which could have broken a captcha.
- A CAPTCHA is a cryptographic protocol whose underlying hardness assumption is based on AI problem.
- It was being said that if AI can break Captcha, then it will solve a hard problems.

Why CAPTCHAs

- Online polls
- Free email services
- Search engine Bots
- Spams
- Prevention of dictionary attack

Why character recognition in Captchas

- Recognition of objects requires prior knowledge of the scene and different regions have different names of an object. It would not have been universal.
- character has unique data set and all of it is present on keyboard clearly. No confusion would be there.
- Also, no prior knowledge is required by the user.
- characters were designed by humans for humans and humans have been trained at the task since childhood.
- character-based HIPs can be generated quickly.

Mailblocks	
MSN/Hotmail	
MSN/Hotmail (after May 2004)	
Register.com	
Register.com (late 2004)	
Yahoo!/EZ-Gimpy	
Yahoo! (after Aug'04)	
Ticketmaster	
Google	

Different types of CAPTCHAs

How Captchas are build:

Building an actual reading-based CAPTCHA requires one to make several independent choices:

- a) Character set: The character set to be used in the HIP.
- b) Affine transformations: Translation, rotation, and scaling of characters
- c) Adversarial clutter: Random arcs, lines, or other simple geometric shapes that intersect with the characters and themselves
- d) Image warp: elastic deformations of the HIP Image at different scales
- e) Background and foreground textures: These textures are used to form a colored HIP image from a bi-level or grayscale HIP mask generated by using a) through d)

Work done so far in breaking Captchas

- Kumar Chellapilla, Patrice Y. Simard Using Machine Learning to Break Visual Captchas-
 - They suggested segmentation and then recognition and then check their results . They tried on different Captchas of Mailblocks, MSN , Ticketmaster, Yahoo, Yahoo v2

Anjali Avinash Chandavale and A. Sapka . Security Analysis of CAPTCHA .

In this paper they discussed attacking the CAPTCHA as the three step process:

- 1)Preprocessing
- 2)Segmenting
- 3)Recognizing

Out of this segmenting is the most difficult part.

[3] Building Segmentation Based Human-friendly Human Interaction Proofs (HIPs)

- Comparing computer and human performance, we see that computers are better than humans at recognition (when segmentation is solved)
- Segmentation is intrinsically difficult for both computers and humans because:
 - Segmentation is computationally expensive

Decided workflow for project:

1)Preprocessing

2)Segmenation

3)Training the data set

4)Testing

References:

- Kumar Chellapilla, Patrice Y. Simard Using Machine Learning to Break Visual Human Interaction Proofs (HIPs) Microsoft Research, one microsoft way, WA 98052 -2005
- Anjali Avinash Chandavale and A. Sapka . Security Analysis of CAPTCHA, 2012
- Kumar Chellapilla, Kevin Larson, Patrice Y. Simard, and Mary Czerwinski-Building Segmentation Based Human-friendly Human Interaction Proofs (HIPs) Microsoft Research, One Microsoft Way, Redmond, WA, USA 98052 ,2005