

17 July 2025

# INTRODUCTION TO KEYSTROKE DYNAMICS



by:

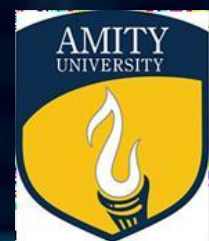
**Assoc. Prof. Ts. Dr. Syed Zulkarnain Syed Idrus**

*Associate Professor, Ph.D., P.Tech*

Department of Computer

Faculty of Intelligent Computing (FIC)

Universiti Malaysia Perlis (UniMAP)



Life Member of Amity  
University Network (AUN)  
Research Labs, INDIA



Head of Research Cluster (Computing & Security),  
Centre of Excellence for Advanced Communication  
Engineering (ACE), UniMAP, MALAYSIA



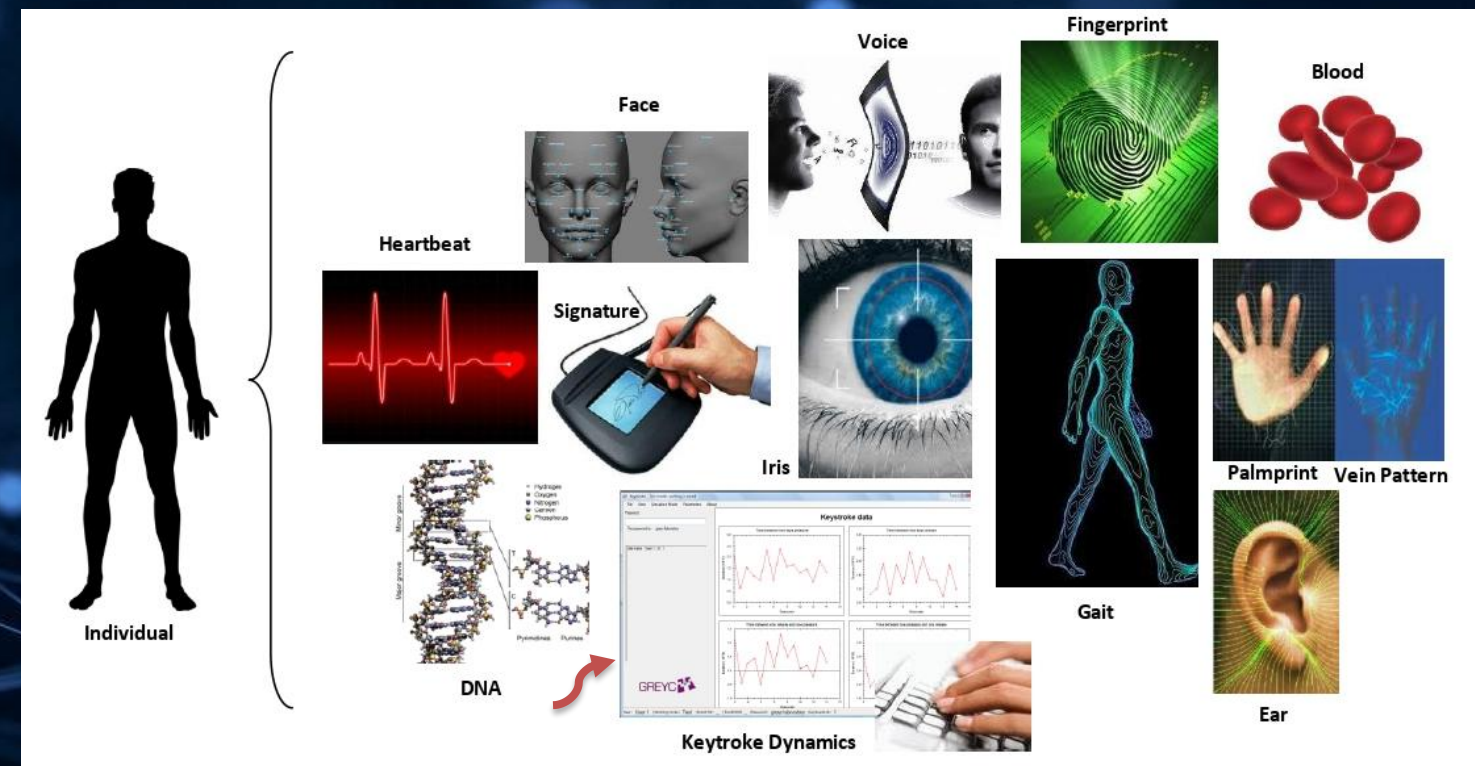
# A QUICK GLIMPSE

- 1997**    **North Trafford College (NTC)**, Manchester, United Kingdom  
*BTEC ND in Information Technology Applications*
- 2001**    **University of Manchester Institute of Science and Technology (UMIST)**, Manchester, United Kingdom  
*B.Sc. in Information Systems Engineering*
- 2008**    **Universiti Malaysia Perlis (UniMAP)**, Perlis, Malaysia  
*M.Sc. in Computer Engineering (research-based)*
- 2015**    **Université de Caen Basse-Normandie (UniCAEN)**,  
Caen, Normandy, France  
*Doctorat Informatique et Applications*  
*(Ph.D. in Computer Science and Applications)*



# RESEARCH EXPERTISE & INTEREST

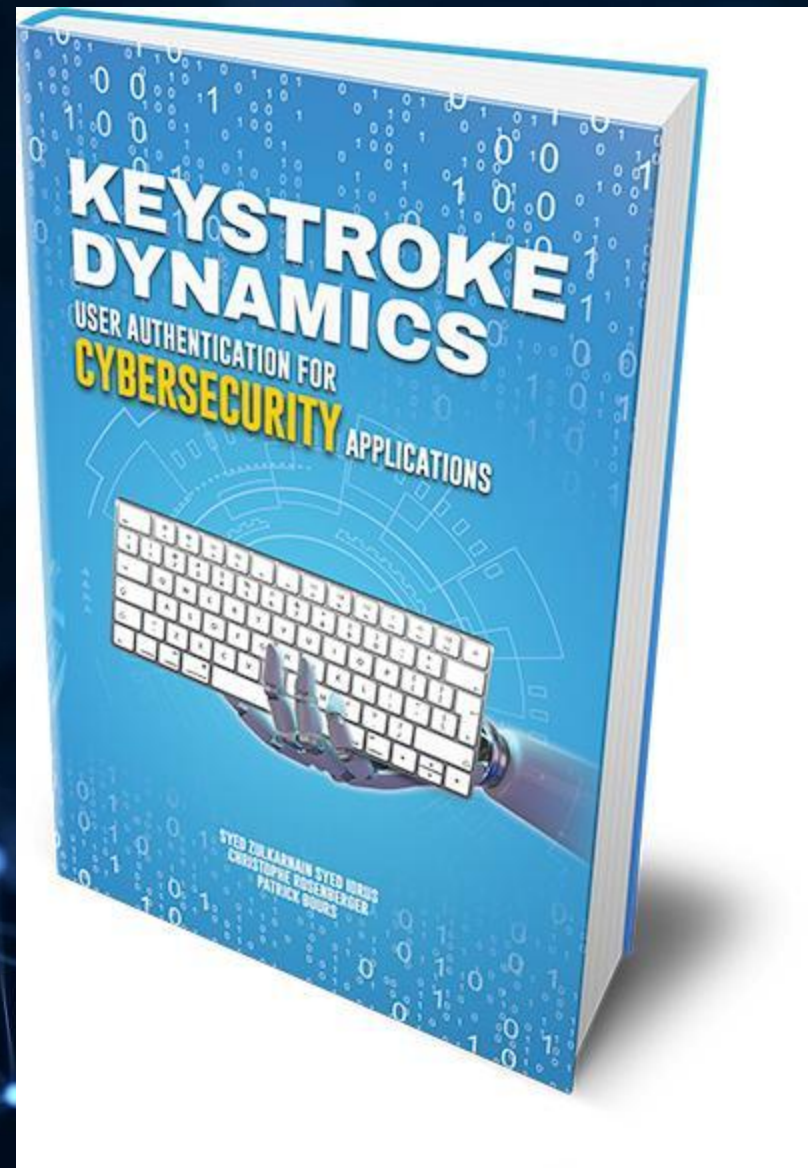
- RE: Information and Computing Technology, Computer Security, Biometrics, Keystroke Dynamics, and Pattern Recognition
- RI: Artificial Intelligence, Cybersecurity, Biometrics (refer to Figure 1), Internet of Things (IoT), Big Data, Data Security and Privacy



**Figure 1:** Biometrics modalities illustration with keystroke dynamics as speciality.



# BOOKS PUBLISHED ON CYBERSECURITY AND ONLINE SCAMMING



May 2025



# CYBER THREATS RISING



## Cybercrime Statistics 2024



**\$10.5 Trillion**

projected cost of cybercrimes by 2025.



**\$1.5 Trillion**

Amount earned by cybercriminals for cybercrime activities yearly.



**80%**

of cybercrimes are phishing attacks in the technology sector.



**2.7 billion hours**

Total time spent resolving cybercrimes; average of 6.7 hours daily.



**\$5.09 Million**

Is the highest cost of a data breach in U.S.A. in 2023.



**\$30 billion**

Cost of Crypto-crime annually by 2025.

**\$265 Billion**

is the estimated annual cost of ransomware to victims by 2031.

**astra**

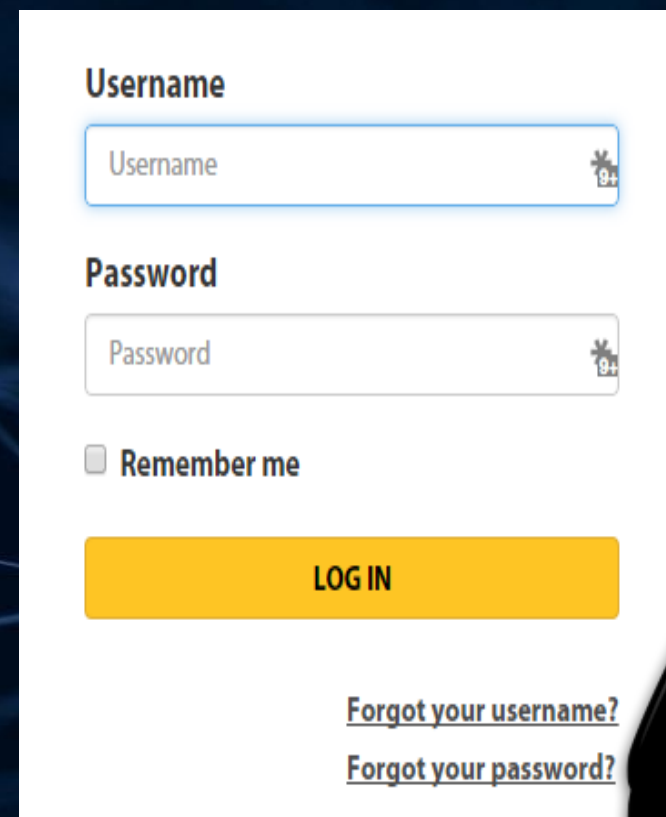
Source: Cybercrime Statistics 2024 (Astra Security, 2024)



# SECURITY ISSUES IN RELATION TO COMPUTER

A person's **authentication** can be the means of accessing a computer or software on computers or websites.

E.g. he/she may be asked by the system to provide their **username and password** (Idrus *et al.*, 2013).



Username

Password

☐ Remember me

LOGIN

[Forgot your username?](#)

[Forgot your password?](#)



# SECURITY ISSUES IN RELATION TO COMPUTER





# SECURITY ISSUES IN RELATION TO COMPUTER





# SECURITY ISSUES IN RELATION TO COMPUTER





## SOLUTION: BIOMETRICS

- Morphological is related to the shape of the body such as retina, voice, prints (finger, thumb, palm), iris, hand geometry, face recognition, ear, height, weight, skin, veins, gender...
- Biological is related to the inner part of a living organism such as heartbeat, odour, DNA, blood ...
- Behavioural is related to the behaviour of a person such as gait, signature, **keystroke dynamics**, voice, driving, gaming, and others ...



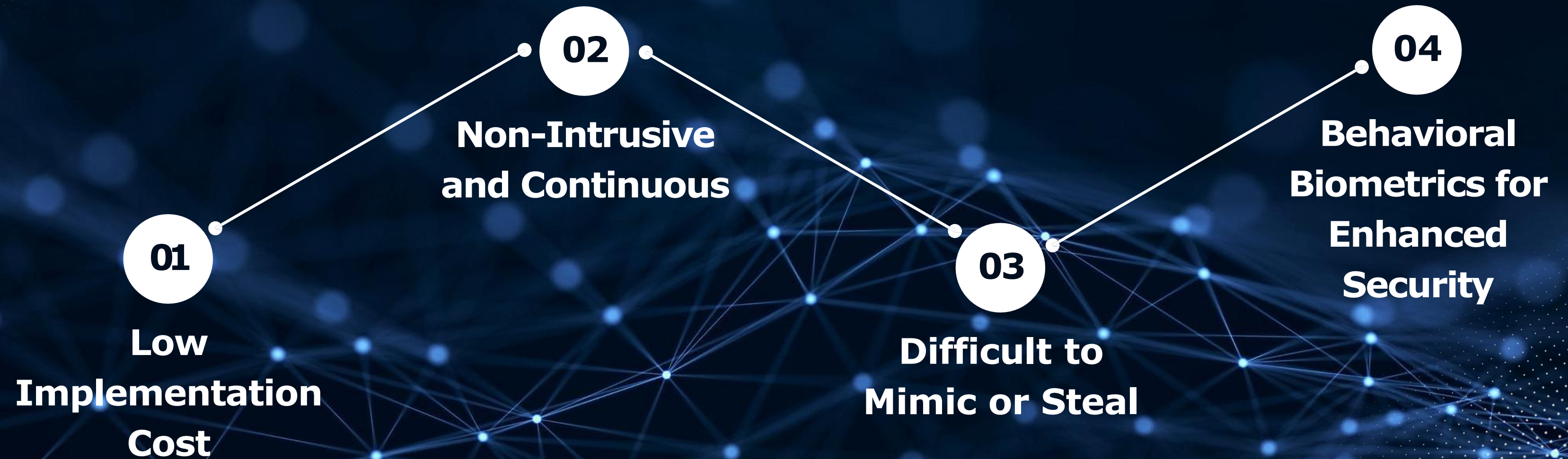
# WHAT IS KEYSTROKE DYNAMICS BIOMETRICS?

- It belongs to the class of behavioural biometrics, in the sense that the template of a user reflects an aspect of **his/her behaviour**.
- Generally speaking, the global performances of keystroke dynamics-based authentication systems are **lower** than those of popular morphologic modalities-based authentication systems (such as fingerprints, iris, etc. . . ).





# MOTIVATIONS TO Keystroke Dynamics





# 1. Low Implementation Cost

- **Reason:** Keystroke dynamics relies on data from standard input devices (keyboards) already available on nearly all devices.
- **Advantage:** No need for specialized biometric hardware (e.g., fingerprint scanners or iris readers), making it easy to deploy at scale.

## Summary

Keystroke dynamics uses existing keyboards, eliminating the need for extra hardware and reducing deployment costs.



## 2. NON-INTRUSIVE AND CONTINUOUS

- **Reason:** Keystroke patterns can be monitored passively during normal user interaction.
- **Advantage:** Users don't need to interrupt their workflow for authentication, and it allows for **continuous authentication** throughout a session.

### Summary

It works silently in the background, allowing seamless and ongoing user authentication without disrupting workflow.



### 3. DIFFICULT TO MIMIC OR STEAL

- **Reason:** Typing rhythm, speed, and latency are influenced by neuromuscular characteristics, which are unique and hard to replicate.
- **Advantage:** Provides an additional layer of security beyond passwords, especially against credential theft or shoulder surfing.

#### Summary

Typing patterns are unique and hard to replicate, making this method more secure against impersonation or data theft.



## 4. BEHAVIORAL BIOMETRICS FOR ENHANCED SECURITY

- **Reason:** As a behavioral biometric, it adds depth to authentication by analyzing *how* something is typed rather than just *what* is typed.
- **Advantage:** Enables **multi-factor authentication (MFA)** by combining knowledge-based (passwords) and behavior-based inputs for stronger identity assurance.

### Summary

It analyzes how a user types, adding a behavioral layer to authentication for stronger identity verification.



# Solution (New Dimension) → BIOMETRICS : Keystroke Dynamics

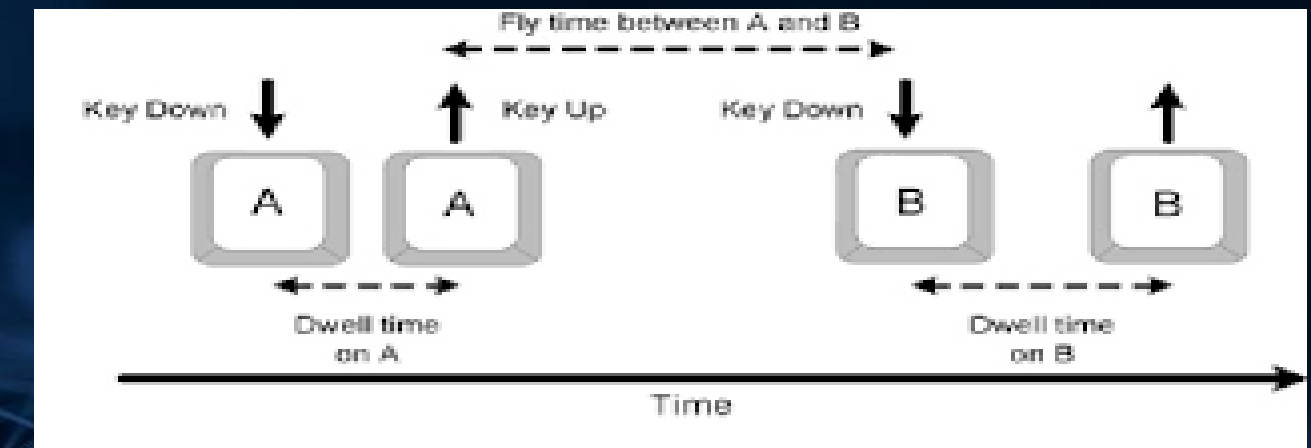


Figure 1: Keystroke typing features to capture typing rhythms

U-N-I-V-E-R-S-I-T-I-\_\_-M-A-L-A-Y-S-I-A-\_\_-P-E-R-L-I-S



# Solution (New Dimension) → BIOMETRICS : Keystroke Dynamics

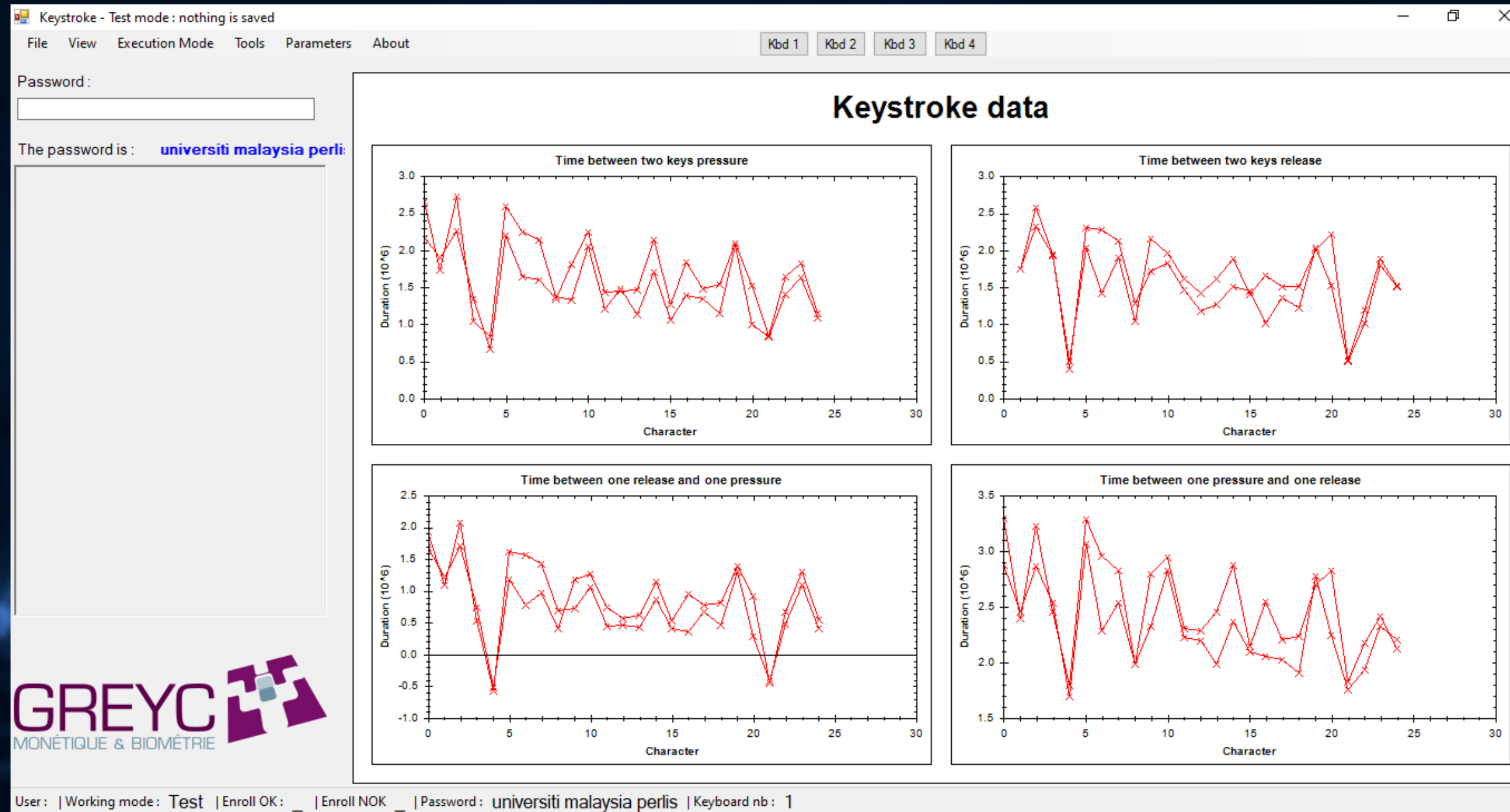
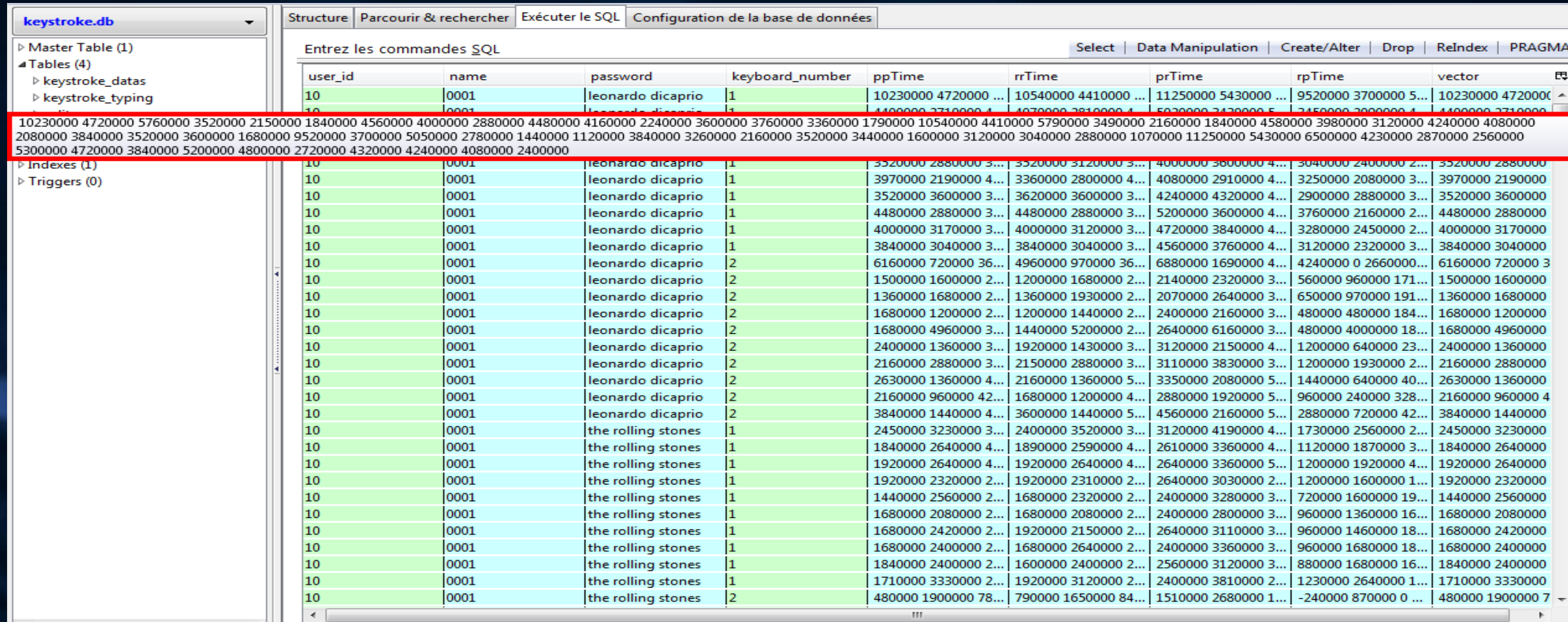


Figure 2: GREYC software (Giot *et al.*, 2011)



# Solution (New Dimension) → BIOMETRICS : Keystroke Dynamics



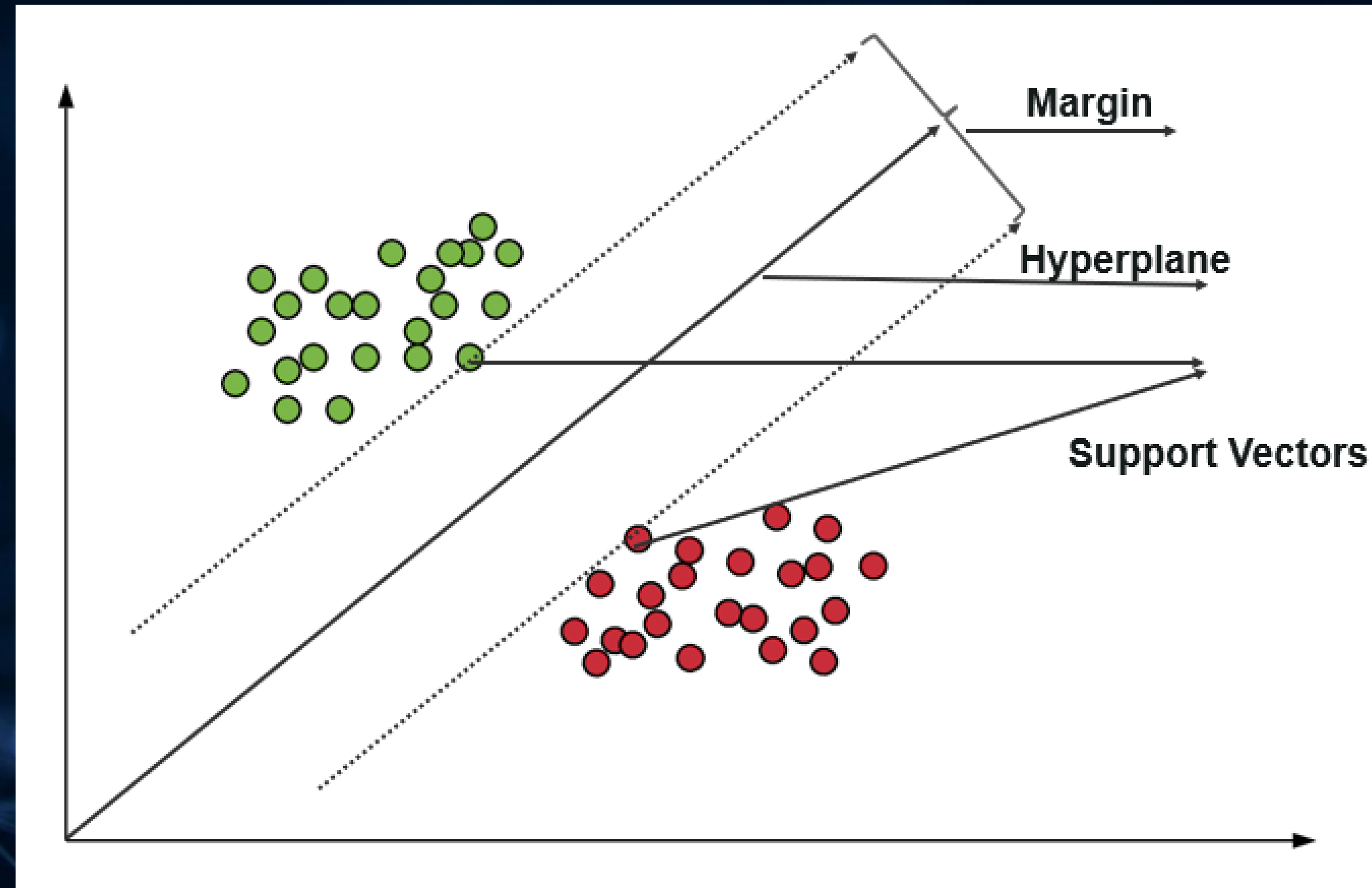
Database interface showing a table of keystroke dynamics data. The table has columns: user\_id, name, password, keyboard\_number, ppTime, rrTime, prTime, rpTime, and vector. The data is organized into rows, with a red box highlighting the first three rows of the main data table.

user_id	name	password	keyboard_number	ppTime	rrTime	prTime	rpTime	vector
10	0001	leonardo dicaprio	1	10230000 4720000 ...	10540000 4410000 ...	11250000 5430000 ...	9520000 3700000 5...	10230000 4720000 ...
10	0001	leonardo dicaprio	1	11000000 3710000 4...	10700000 3810000 4...	50200000 3120000 5...	21500000 2000000 4...	11000000 3710000 ...
10	0001	leonardo dicaprio	1	3520000 2880000 3...	3520000 3120000 3...	4000000 3600000 4...	3040000 2400000 2...	3520000 2880000 ...
10	0001	leonardo dicaprio	1	3970000 2190000 4...	3360000 2800000 4...	4080000 2910000 4...	3250000 2080000 3...	3970000 2190000 ...
10	0001	leonardo dicaprio	1	3520000 3600000 3...	3620000 3600000 3...	4240000 4320000 4...	2900000 2880000 3...	3520000 3600000 ...
10	0001	leonardo dicaprio	1	4480000 2880000 3...	4480000 2880000 3...	5200000 3600000 4...	3760000 2160000 2...	4480000 2880000 ...
10	0001	leonardo dicaprio	1	4000000 3170000 3...	4000000 3120000 3...	4720000 3840000 4...	3280000 2450000 2...	4000000 3170000 ...
10	0001	leonardo dicaprio	1	3840000 3040000 3...	3840000 3040000 3...	4560000 3760000 4...	3120000 2320000 3...	3840000 3040000 ...
10	0001	leonardo dicaprio	2	6160000 720000 36...	4960000 970000 36...	6880000 1690000 4...	4240000 0 2660000...	6160000 720000 3...
10	0001	leonardo dicaprio	2	1500000 1600000 2...	1200000 1680000 2...	2140000 2320000 3...	560000 960000 171...	1500000 1600000 ...
10	0001	leonardo dicaprio	2	1360000 1680000 2...	1360000 1930000 2...	2070000 2640000 3...	650000 970000 191...	1360000 1680000 ...
10	0001	leonardo dicaprio	2	1680000 1200000 2...	1200000 1440000 2...	2400000 2160000 3...	480000 480000 184...	1680000 1200000 ...
10	0001	leonardo dicaprio	2	1680000 4960000 3...	1440000 5200000 2...	2640000 6160000 3...	480000 4000000 18...	1680000 4960000 ...
10	0001	leonardo dicaprio	2	2400000 1360000 3...	1920000 1430000 3...	3120000 2150000 4...	1200000 640000 23...	2400000 1360000 ...
10	0001	leonardo dicaprio	2	2160000 2880000 3...	2150000 2880000 3...	3110000 3830000 3...	1200000 1930000 2...	2160000 2880000 ...
10	0001	leonardo dicaprio	2	2630000 1360000 4...	2160000 1360000 5...	3350000 2080000 5...	1440000 640000 40...	2630000 1360000 ...
10	0001	leonardo dicaprio	2	2160000 960000 42...	1680000 1200000 4...	2880000 1920000 5...	960000 240000 328...	2160000 960000 4...
10	0001	leonardo dicaprio	2	3840000 1440000 4...	3600000 1440000 5...	4560000 2160000 5...	2880000 720000 42...	3840000 1440000 ...
10	0001	the rolling stones	1	2450000 3230000 3...	2400000 3520000 3...	3120000 4190000 4...	1730000 2560000 2...	2450000 3230000 ...
10	0001	the rolling stones	1	1840000 2640000 4...	1890000 2590000 4...	2610000 3360000 4...	1120000 1870000 3...	1840000 2640000 ...
10	0001	the rolling stones	1	1920000 2640000 4...	1920000 2640000 4...	2640000 3360000 5...	1200000 1920000 4...	1920000 2640000 ...
10	0001	the rolling stones	1	1920000 2320000 2...	1920000 2310000 2...	2640000 3030000 2...	1200000 1600000 1...	1920000 2320000 ...
10	0001	the rolling stones	1	1440000 2560000 2...	1680000 2320000 2...	2400000 3280000 3...	720000 1600000 19...	1440000 2560000 ...
10	0001	the rolling stones	1	1680000 2080000 2...	1680000 2080000 2...	2400000 2800000 3...	960000 1360000 16...	1680000 2080000 ...
10	0001	the rolling stones	1	1680000 2420000 2...	1920000 2150000 2...	2640000 3110000 3...	960000 1460000 18...	1680000 2420000 ...
10	0001	the rolling stones	1	1680000 2400000 2...	1680000 2640000 2...	2400000 3360000 3...	960000 1680000 18...	1680000 2400000 ...
10	0001	the rolling stones	1	1840000 2400000 2...	1600000 2400000 2...	2560000 3120000 3...	880000 1680000 16...	1840000 2400000 ...
10	0001	the rolling stones	1	1710000 3330000 2...	1920000 3120000 2...	2400000 3810000 2...	1230000 2640000 1...	1710000 3330000 ...
10	0001	the rolling stones	2	480000 1900000 78...	790000 1650000 84...	1510000 2680000 1...	-240000 870000 0 ...	480000 1900000 7...

Figure 3: Vector timing values recorded in a database



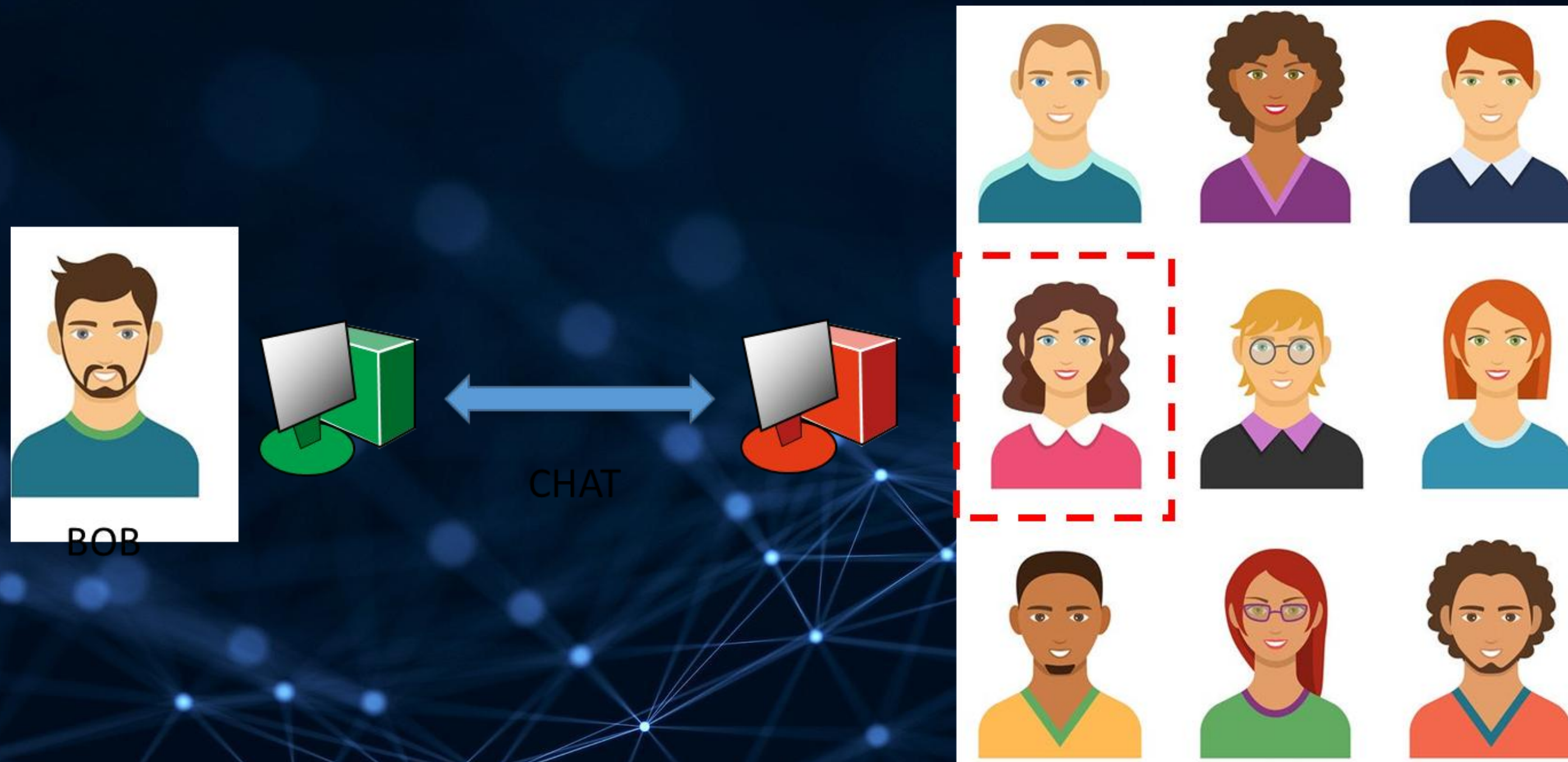
# Solution (New Dimension) → BIOMETRICS : Keystroke Dynamics



**Figure 4:** Support Vector Machine (SVM) Classification of Hyperspectral Data Features



# ANALYSIS ILLUSTRATION BETWEEN USERS



**Figure 5:** Illustration of the serious game. Bob has to decide if he is talking through a chat to Alice. The keystroke dynamics between Bob and “Alice” will be analysed to make an automatic decision for comparison.



**DEMO**

The background is a deep navy blue. It features a complex, glowing network of white and light blue lines connecting numerous small, bright blue nodes. These nodes and lines are concentrated in the lower half of the image, creating a sense of depth and movement, as if a digital network or data flow is being visualized. The overall effect is futuristic and technological.



Thank  
you!