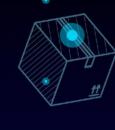


What to consider when adopting Passkey and how to build a great Passkey user experience





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Lots of benefits

 But adoption is not straightforward

	Memorized passwords	Password manager	Password + OTP	Security key	Passkeys in iCloud Keychain	
Easy to use	⊘	⊘	⊘	⊘	⊘	
Works on all your Apple devices	⊘	Ø	⊘	⊘	⊘	
Works on non-Apple devices	⊘	⊘	⊘	①	①	
Always with you	⊘	Ø	⊘	\otimes	⊘	
Security level	\otimes	①	①	⊘	⊘	
Recoverable	\otimes	①	①	\otimes	⊘	
Phishing resistant	\otimes	①	①	⊘	⊘	
Doesn't require shared secrets	\otimes	\otimes	\otimes	⊘	⊘	

This talk is about understanding the constraints and how to accommodate their limitations



Agenda

What you need to consider when adopting Passkey?

- 1. Platform variation
- 2. Managing security guarantee
- 3. Difference from password
- 4. Gradual transition



Platform variation



Syncing is fragmented

Shared via iOS Keychain

Shared via Google Password Manager

















PassWordKey Manager will make the problem worse due to the lack of passkey exporting capabilities



Implication

One password

Multiple passkeys

Client











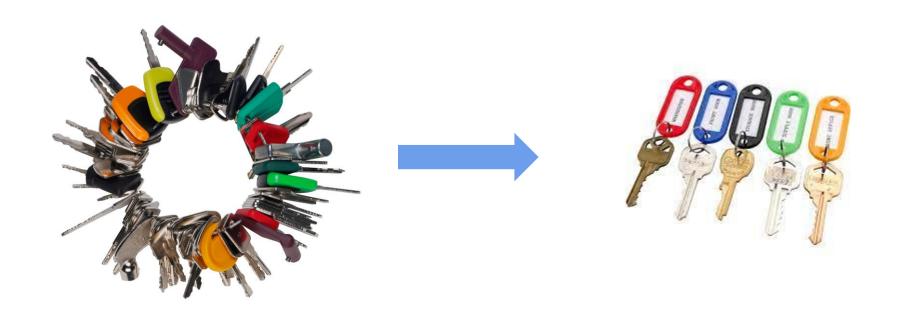














Contexts to capture



User Agent (platform + browser)

Mozilla/5.0 (Macintosh; Intel Mac OS X 13_3_1)
AppleWebKit/537.36 (KHTML, like Gecko)
Chrome/113.0.0.0 Safari/537.36

2. Device Name

Joe's iPhone

3. Creation time

2023-5-29 12:00:00

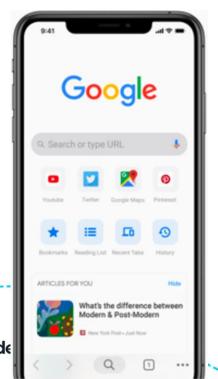
4. User input

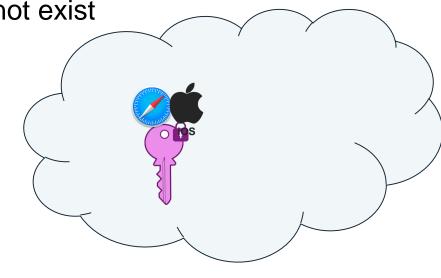
My first key



Enable platform detection

Example: fall back if key does not exist



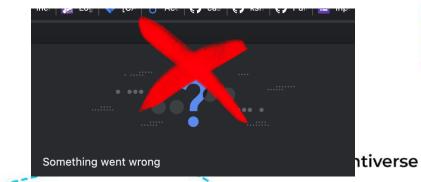




Silently fail if possible

Currently feasible on iOS







Lowered Security Guarantee



Private key is in software, not in hardware TPM

Before (single-device credential)



In hardware Key can never be exported

After (passkey)



In software Key could potentially be cloned



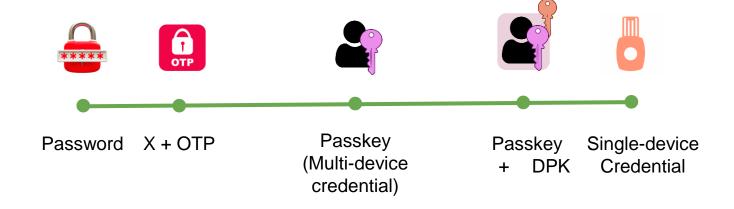
Airdrop-able

Human will make mistakes





Security spectrum



Device Public Key (DPK) is still in draft Apple will unlikely implement it



Solution (step 1)

Track installations per "device"

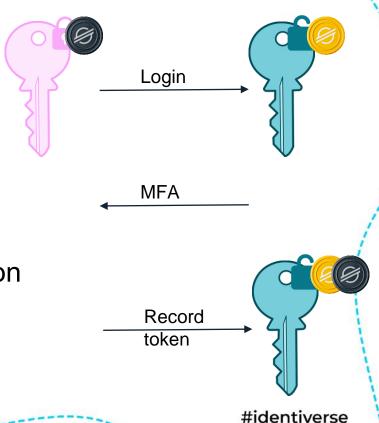
- Issue token on a new "device"
- Attach in future requests





Solution (step 2)

- 1. MFA on new device
 - a. Prompt MFA if
 - i. New "device", or
 - ii. Token does not match





Difference from password



One vs two

One artifact

Client



Server



Two artifacts (private and public keys)



Private key





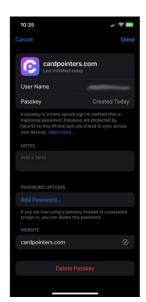
Private / Public key

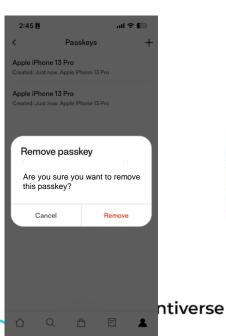
Private key

- Managed by client platform
- App has no access

Public Key

- Managed on server







What happens when they get out of sync?

Case 1: Private key is deleted







identiverse^{*}

What happens when they get out of sync?

Case 2: Public key is deleted

- a. Use allowCredentials
- Mark public key as deleted, when private key is matched, tell user to delete







identiverse^{*}

It is a transition (not a flip of switch)



- Most users have not heard of passkeys
- Take many years to get users on board
 - Many still turn off biometrics today



II DUC 🖊

Done



Passkeys

A more secure alternative to passwords for signing in to online accounts.

Passkeys are digital keys saved to your iCloud Keychain. They are backed up and sync across all of your Apple devices. You can use a passkey to sign in to apps and websites on iPhone, iPad, Mac, Apple TV, and web browsers on other platforms.

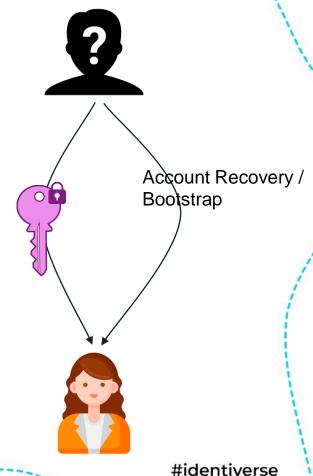
Passkeys keep your accounts more secure than passwords do. They use powerful cryptography, which makes every passkey strong. Unlike passwords, malicious websites cannot trick you into giving away your passkeys.

You sign in to apps and websites with passkeys differently than you do with passwords. When prompted to sign in with a passkey, you use Face ID, Touch ID, or your device passcode. Your biometric information and device passcode are never sent to the service you're signing in to.



Build a backup plan

- Add a Bootstrap/Account Recovery option in case users cannot login
- You are as strong as your weakest link





Summary

- Passkey transition will take many years
- Platform capabilities are complex and nuanced
- Understand constraints, and build a great user experience around it

