An exploded view of a keyboard assembly, showing the top layer of keys, the middle plate with keycaps, and the bottom plate with the keyboard mechanism. The keys are white, and the mechanism is grey and brown. The text is overlaid on the middle plate.

(Almost) Everything you always wanted to know
about keyboards but were afraid to ask

Pierre Louis Aublin

IJJ Research Laboratory

24 September 2024

A wise man once said

'To look to the future we must first look back upon the past. That is where the seeds of the future were planted.'

Albert Einstein

Outline

1. Keyboard origins and structure
2. A better keyboard
3. Research project: securing keyboard inputs

This is a keyboard



This is a keyboard



Where does it come from?

A long time ago...

The typewriter was created



Figure: Sholes & Glidden, 1873

Sholes & Glidden QWERTY layout



The rise of QWERTY

Remington and Sons' monopoly

- ▶ Remington and Sons: one of largest typewriter manufacturers
- ▶ Bought Sholes design

The QWERTY cartel

- ▶ QWERTY: not the only layout nor the *best*
- ▶ Remington & S. losing money to rivals w/ better designs
- ▶ 1893: merge with 4 other manufacturers to control market
- ▶ QWERTY became the *de facto* standard
- ▶ Early computers used typewriters

This is a keyboard



Why is it structured like this?

Decomposing the keyboard: the numpad



Numpad history

Very useful for data entry (spreadsheet, etc.)

1914: *tenkey* adding machine



1951: UNIVAC-1 console



Decomposing the keyboard: the arrow keys



Numpad history

Originally used to move the cursor (pre-mouse era)

1976: HJKL on ADM-3A



1982: inverted T on LK201



Decomposing the keyboard: the nav keys

Popularized by IBM Model M keyboard



Decomposing the keyboard: the system keys

Vestige of old IBM PC



Decomposing the keyboard: the modifiers

Originates from typewriters and teleprinters



Decomposing the keyboard: the function keys



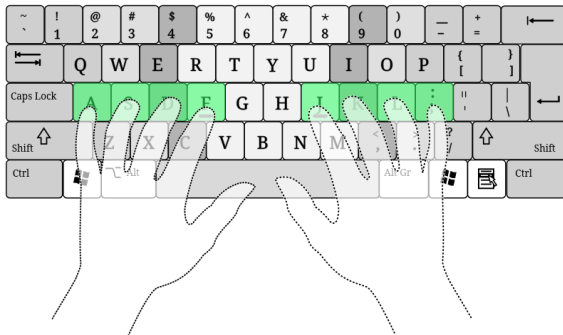
This is a keyboard



How to use it?

Touch typing: Fingers on the homerow

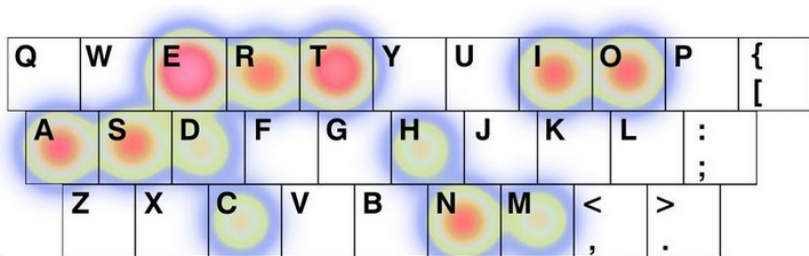
How to use a keyboard



Advantages

- ▶ Less finger/hand movements
- ▶ Speed
- ▶ Keep attention on task
- ▶ Less neck pain

QWERTY is not the best layout



- ▶ Designed 150 years ago, for typewriters
- ▶ Fingers need to move a lot
- ▶ Pinky, weakest finger, used for important keys
- ▶ Left/right hand not balanced (e.g., *average*)
- ▶ Some difficult bigrams (e.g., *cr*, *be*)

Keyboard problems

Problem #1

Most keyboards use an outdated layout: QWERTY

Problem #2

Some keys are unnecessary, misplaced, or for outdated functionalities

Problem #3

Using a keyboard can lead to serious injuries (carpal tunnel syndrome, arthritis, tendinitis, ...)

This is a keyboard



Can we do better?

A better keyboard

Ergonomic keyboard

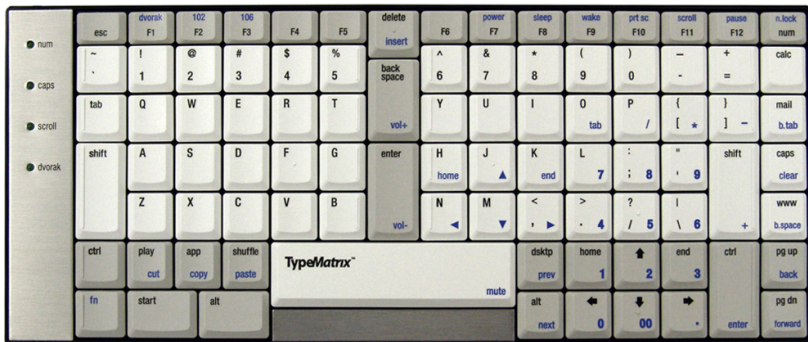


Figure: Typematrix

- ▶ Ortholinear
- ▶ Enter/backspace in the centre
- ▶ Pinky keys easier to press
- ▶ Close mouse location

Split keyboard



Figure: Kinesis Advantage 360

- ▶ More natural hand position: split and curved
- ▶ Thumb cluster

How many keys do you need?



Figure: Cherry keyboard 105 keys

'Perfection is achieved, not when there is nothing more to add, but when there is nothing left to take away.'

Antoine de Saint-Exupéry

Ten Key Less (TKL): 87 keys



Figure: Keychron K8

65% keyboard: 68 keys



Figure: Ziyoulang T8 RGB

60% keyboard: 60 keys



Figure: Happy Hacking Keyboard

40% keyboard: 48 keys



Figure: OLKB Planck

34 keys is all your need

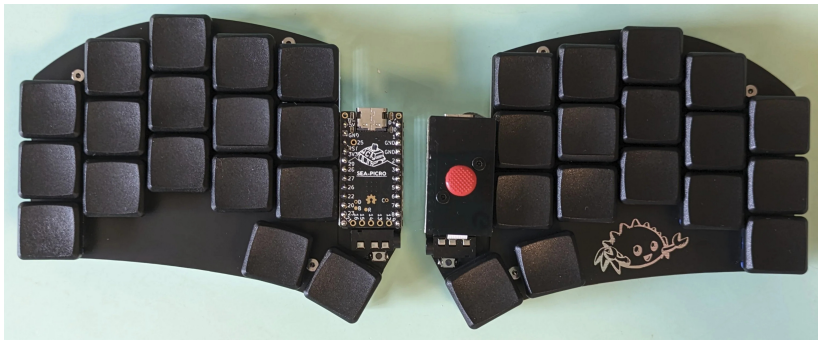
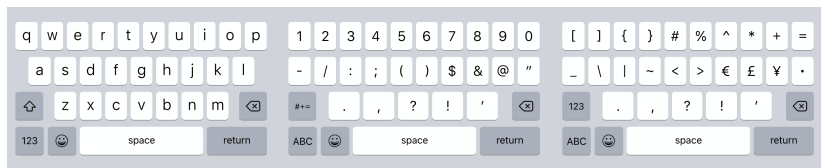


Figure: Ferris sweep

Where are my missing keys?

It's all about layers



Change layer via a special key

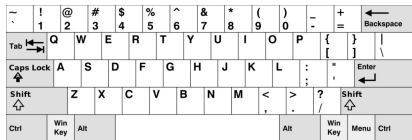
A key press produces a different output depending on the current layer. E.g., similar to SHIFT or CTRL

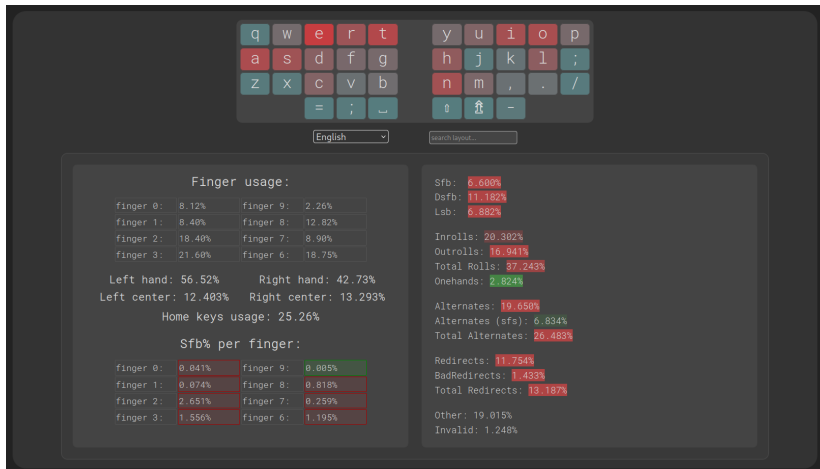
Layers can be persistent, one-tap, combo, etc.

What is the best layout?

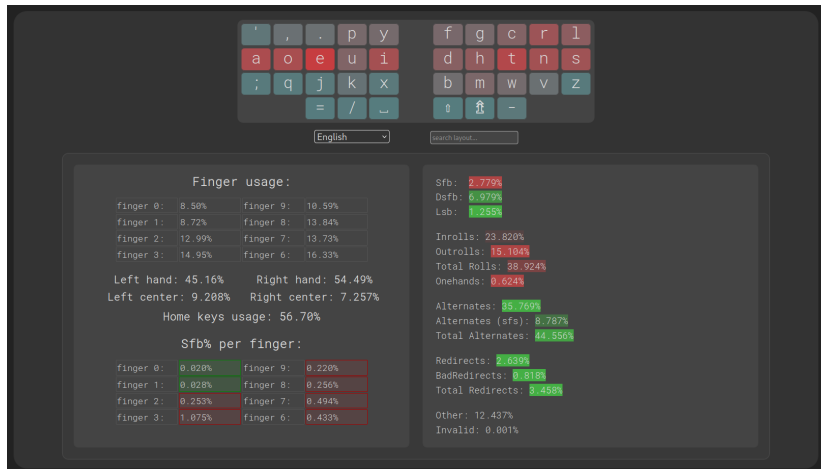
Metrics to compare layouts

Metric	Description	Example	Target
Home keys		lag	100
Left/Right		soap	1.0
Sfb	Same finger bigram: pressing two keys in succession w/ same finger	fr	0
Rolls	pressing two keys with one hand, and third with other hand	our	100
Alternate	alternate keys between hands	and	100
Redirects	one-handed trigram where direction changes	sad	0

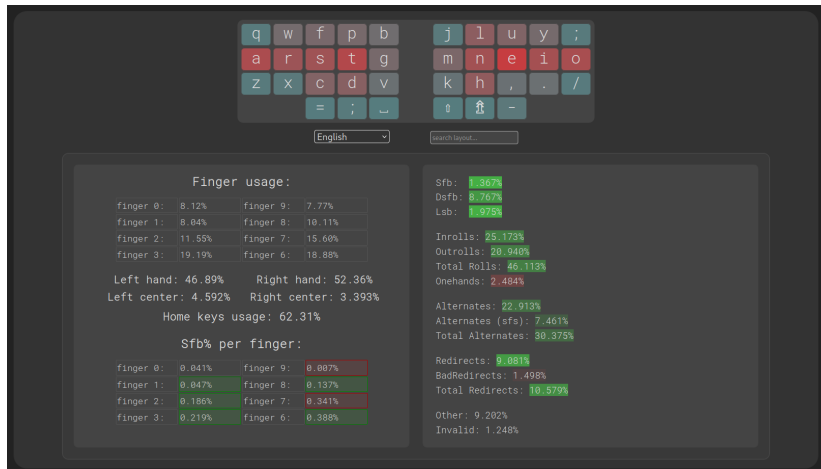


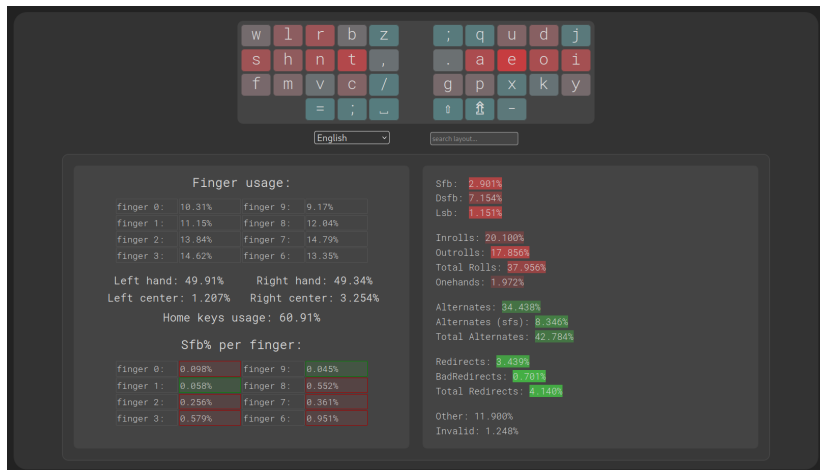


Dvorak

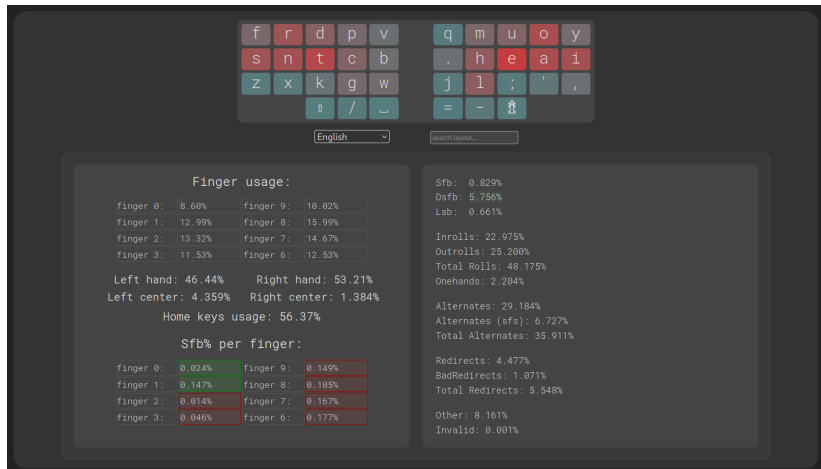


Colemak-DH





Recurva



Layouts summary

Metrics (%)	QWERTY	Dvorak	Colemak-DH	Halmak	Recurva
Home keys	25	57	62	61	56
Left/Right	1.3	0.8	0.9	1.0	0.9
Sfb	6.6	2.8	1.4	2.9	0.8
Rolls	37	39	46	38	48
Alternate	26	45	30	43	36
Redirects	13	3	11	4	6

Stats for English language

Your own layout

Most layouts optimized for English writing

Give your inputs to a program

`https://github.com/xsxnix/keygen`

Your own layout

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Figure: Layout optimized for the Rust programming language

Your own layout

Most layouts optimized for English writing

Give your inputs to a program

<https://github.com/xsxnix/keygen>



Figure: Layout optimized for Rust

Metrics (%)	QWERTY	Dvorak	Iren
Home keys	25	57	51
Left/Right	1.3	0.8	1.5
Sfb	6.6	2.8	2.6
Rolls	37	39	42
Alternate	26	45	25
Redirects	13	3	13

Stats for English language

Palantir: Secure Keyboard Inputs



JSPS

科研費
KAKENHI

Palantir: Securing keyboard inputs

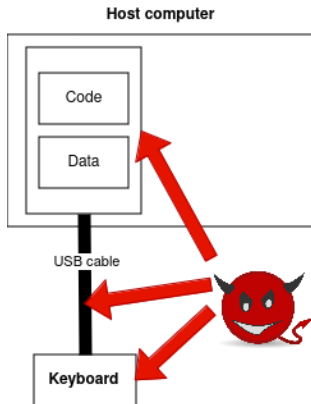
Industrial Espionage



Aimbots in Online Video Games

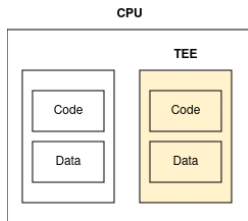


Root cause: inputs originate from untrusted world



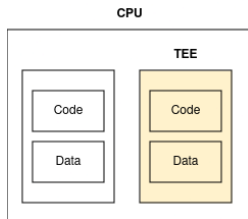
Trusted Execution Environment (TEE)

- ▶ Trusted, tamper-proof component on the computers



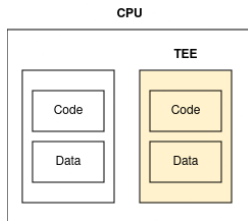
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- ▶ Trusted, tamper-proof component on the computers
- ▶ provides security guarantees of code and data inside
 - ▶ confidentiality
 - ▶ integrity



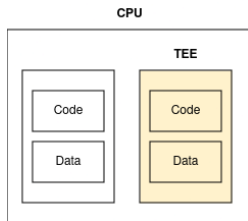
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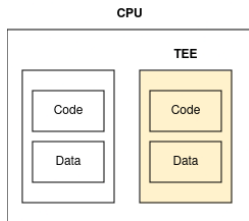
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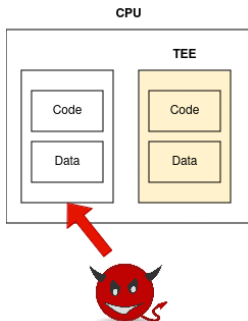
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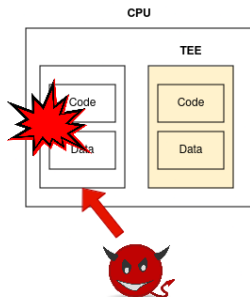
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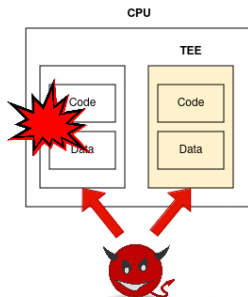
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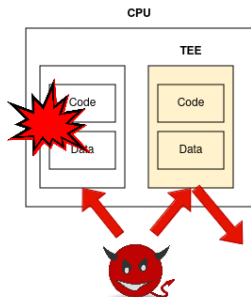
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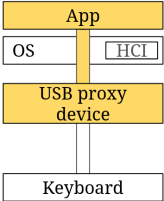


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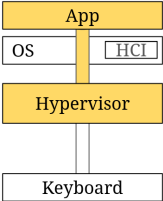
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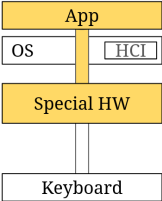
Related work



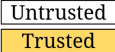
TIO [Stancu, '19]
SGX-USB [Jang, '24]



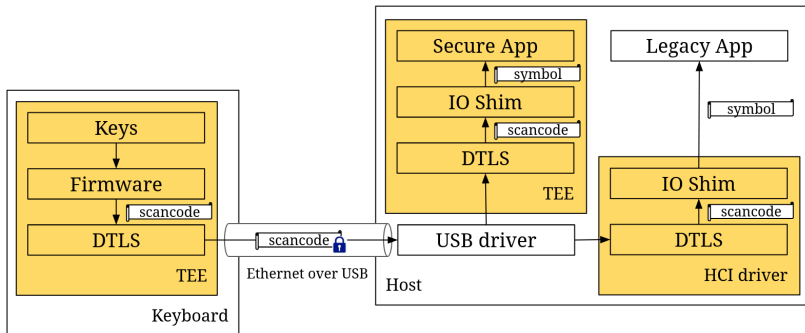
SGXIO [Weiser, '17]



Aurora [Liang, '20]



Palantir architecture



Challenges

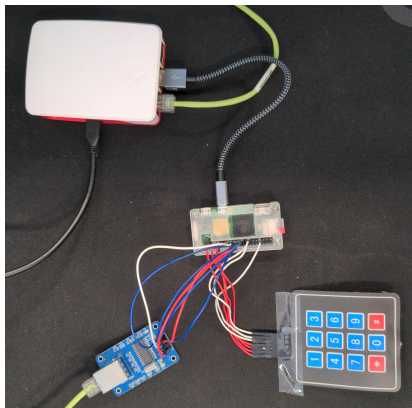
Keys distribution and TEEs attestation

Assumption

Keyboard tamper-resistant

Hardware Prototype

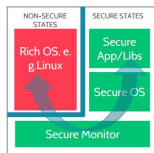
Raspberry Pi Nano2 W (Cortex-A)



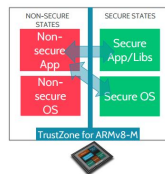
Arduino Portenta C33 (Cortex-M)



TrustZone for ARMv8-A



TrustZone for ARMv8-M



Preliminary results

	UDP	DTLS	ratio
Throughput (scancode/s)	8000	2200	0.28
Latency (μs)	123	445	3.6x

Preliminary results

	UDP	DTLS	ratio
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Latency (μs)	123	445	3.6x

Comparison

- ▶ Pro gamer: 10 actions per second
- ▶ Gaming mouse: 1000 updates per second
- ▶ Gamepad latency: 1.4ms

Conclusion

Create your own keyboard 101

You need:

- ▶ PCB
- ▶ Microcontroller: RP2040-based
- ▶ Switches and keycaps
- ▶ Firmware: QMK, ZMK

You can get components at:

- ▶ Yushakobo, Akihabara: <https://yushakobo.jp/>
- ▶ <https://shop.beekeeb.com/product>

And then practice at:

- ▶ <https://www.keybr.com/>
- ▶ <https://monkeytype.com/>

Acknowledgements

- ▶ https://docs.google.com/document/d/1_a5Nzbnkwyk1o0bvTctZrtgsee9jSP-6I0q3A0_9Mzm0/
- ▶ <https://bit.ly/layout-doc-v2>
- ▶ <https://www.youtube.com/watch?v=unMXQTSQEak>
- ▶ <https://www.youtube.com/watch?v=x7LQevYn7d0>
- ▶ <https://oxey.dev/playground/index.html>

Conclusion

- ▶ Keyboards are ubiquitous
- ▶ But many of us use an antique design
- ▶ There are better alternatives to suit your needs
- ▶ main entrypoint for your ideas; require strong security
- ▶ We propose a novel way to secure keyboard inputs

