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

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'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

Origin of keyboards

# 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?

Structure of keyboards

# 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

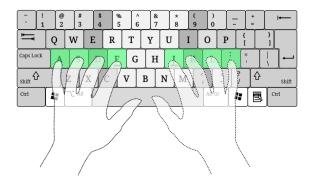


How to use it?

Structure of keyboards

# Touch typing: Fingers on the homerow

How to use a keyboard

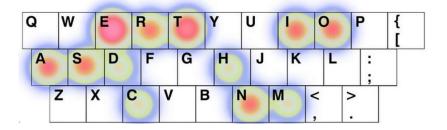


#### Advantages

- 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	fr	0
	in succession w/ same finger		
Rolls	pressing two keys with one hand, and	our	100
	third with other hand		
Alternate	alternate keys between hands	and	100
Redirects	one-handed trigram where direction	sad	0
	changes		



#### Qwerty

	q w e r t a s d f g z x c v b e ; u Figliah v w	y u i o p h j k l ; n m , . / e i -
		Sfb: 6.6005 Dafb: 11.823 Lab: 6.823 Dufrolls: 20.3023 Dufrolls: 80.9015 Ortal Rolls: 87.623 Dnehands: 2.8285
Left center: 12.483% Right center: 13.293% Home keys usage: 25.26% Sfb% per finger: finger 0: 0.047% finger 9: 0.885% finger 1: 0.047% finger 8: 0.815%		Alternates: 19.0593 Alternates: (sfs): 6.834% Stolal Alternates: 20.6838 Redirects: 11.754% BadRedirects: 11.6833 Tolal Redirects: 13.187%

#### Dvorak

i , P y a o e u i ; q j k x = / u English ·	f g c r l d h t n s b m w v z e t -
Finger usage:     finger 0:   8.50%   finger 9:   10.50%     finger 1:   8.72%   finger 8:   13.84%     finger 2:   12.0%   finger 7:   13.73%     finger 3:   14.95%   finger 6:   6.33%     Left hand:   45.16%   Right hand:   54.49%     Left center:   9.208%   Right center:   7.257%     Home keys usage:   56.70%   4	Sfb: 2.7799 Defb: 6.9795 Leb: 10255 Uurolle: 15-1045 Total folls: 38,9244 Onehads: 0.6243 Alternates: 85,2605 Alternates: 18,5275 Total Alternates: 28,5565
Sfb% per finger:     finger 0:   0.220%     finger 1:   0.022%     finger 1:   0.223%     finger 2:   0.233%     finger 3:   1.075%	Redirects: 20095 BadRedirects: 000100 Total Redirects: 00000 Other: 12.470% Invalid: 0.001%

#### Colemak-DH

q w f p b a r s t g z x c d v = ; u English v	j l u y ; m n e i o k h , . / e î -
Finger usage: finger 0: 8.12% finger 9: 7.77% finger 1: 8.04% finger 8: 10.11% finger 2: 11.55% finger 6: 18.85% Left hand: 46.89% Right hand: 52.36% Left center: 4.592% Right center: 3.393% Home keys usage: 62.31% Sfb% per finger:	Sfb: 1307 Dofb: 82707 Lob: 1975 Infolls: 25 173% Outfolls: 28 409 Total Rolls: 48 1138 Onehands: 2 484 Alternates: 22 5138 Alternates: 675): 7.461% Total Alternates: 20.375%
finger 0: 0.041% finger 9: 0.087%   finger 1: 0.087% finger 8: 0.137%   finger 2: 0.186% finger 7: 0.341%   finger 3: 0.219% finger 6: 0.388%	Redirects: <b>9.0818</b> BadRedirects: 1.498% Total Redirects: <b>10.5729</b> Other: 9.202% Invalid: 1.248%

#### Halmak

w l r b z s h n t , f m v c / = ; . English ·	; q u d j ; a e o i g p x k y e t -
Finger usage: finger 0: 10.31% finger 9: 9.17% finger 1: 11.15% finger 8: 12.04% finger 2: 13.84% finger 7: 14.79% finger 3: 14.62% finger 6: 13.35% Left hand: 49.91% Right hand: 49.34% Left center: 1.287% Right center: 3.254% Home keys usage: 60.91%	Sfb: 2.9015 Defb: 7.1545 Lub: TIST5 Unrolls: 20,1005 Outrolls: 17,8505 Total Rolls: 37,9505 Onehand: 1.9725 Alternate: 8(4,885 Alternates (sfs): 8,0805 Alternates (sfs): 8,0805
Sfb% per finger:     finger 0:   0.098%   finger 0:   0.845%     finger 1:   0.858%   finger 2:   0.52%     finger 3:   0.25%   finger 7:   0.31%     finger 3:   0.579%   finger 6:   0.951%	Total Alternates: 42,784% Redirects: 8,3899 BanRedirects: 8,7835 Total Redirects: 8,7805 Other: 11,980% Invalid: 1.248%

#### Recurva

f r d p v s n t c b z x k g w t / c	q m u o y . h e a i j l ; ' , = - t weth taput.				
Finger usage:					
	Outrolls: 25.200% Total Rolls: 48.175%				
Left hand: 46.44% Right hand: 53.21%					
Left center: 4.359% Right center: 1.384%					
Home keys usage: 56.37%					
Home Keys usage. 50.57%					
Sfb% per finger:					
	BadRedirects: 1.071% Total Redirects: 5.548%				

#### 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/xsznix/keygen

# Your own layout

Most layouts optimized for English writing

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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/xsznix/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



# Palantir: Securing keyboard inputs

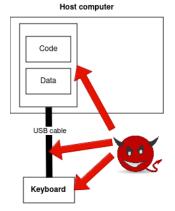
#### Industrial Espionnage



#### Aimbots in Online Video Games

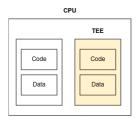


#### Root cause: inputs originate from untrusted world



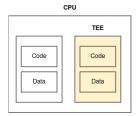
Research project: securing keyboard inputs

Trusted, tamper-proof component on the computers



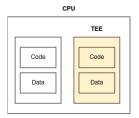
- Trusted, tamper-proof component on the computers
- provides security guarantees of code and data inside
  - confidentiality

integrity

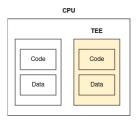


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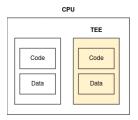
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- examples: Intel SGX, ARM TrustZone, RISC-V Keystone

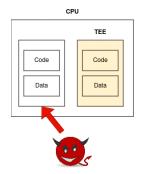


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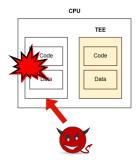




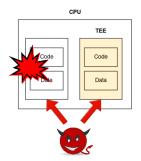
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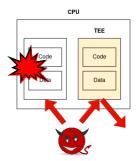
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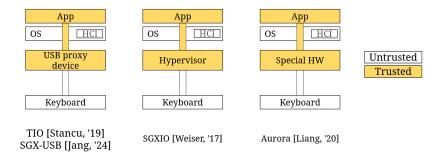
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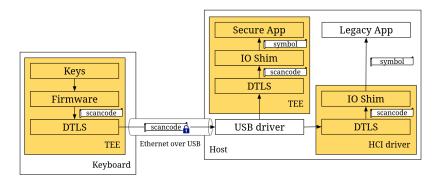
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#### Related work



#### Palantir architecture



#### Challenges

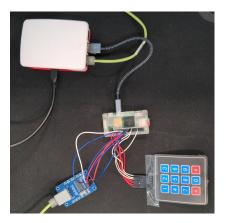
# Keys distribution and TEEs attestation

#### 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 $(\mu s)$	123	445	3.6 <i>x</i>

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#### 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:



- 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\_ a5Nzbkwyk1o0bvTctZrtgsee9jSP-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

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