

# 玩游戏，验证身份

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# 把密码放进潜意识

- 由美国的一批神经系统学家和密码学家组成的团队研发出了一种几乎无法被破解的密码系统。
- 该密码系统的加密利用的是人的潜意识，通过“内隐学习（implicit learning）”的手段将密码写入潜意识中，潜意识中的密码就无法被人们主观地述说和描写出来，也就是说他们根本就“不记得”密码。这样一来，密码的安全性就得到了极大的提高。

- 该密码系统的设计者是斯坦福大学的瑞斯特·博季诺夫（Hristo Bojinov）与西北大学、斯坦福研究院（SRI）的研究人员。
- 他们所用到的“内隐学习”其实是我们生活中很常见的一种现象，指的人们是在不知不觉中获得某种知识或学习到某种规则。
- 这种学习的效果可以通过某种测试表现出来，但是意识层面却无法察觉到学习的结果，“书读百遍，其义自现”就是符合内隐学习规律的一种典型现象。
- 而博季诺夫设计的这个密码系统目标就是：将30个随机字符密码存储到人类大脑中平常无法访问的部分，这样的密码需要经过特定的程序才能够被开启。

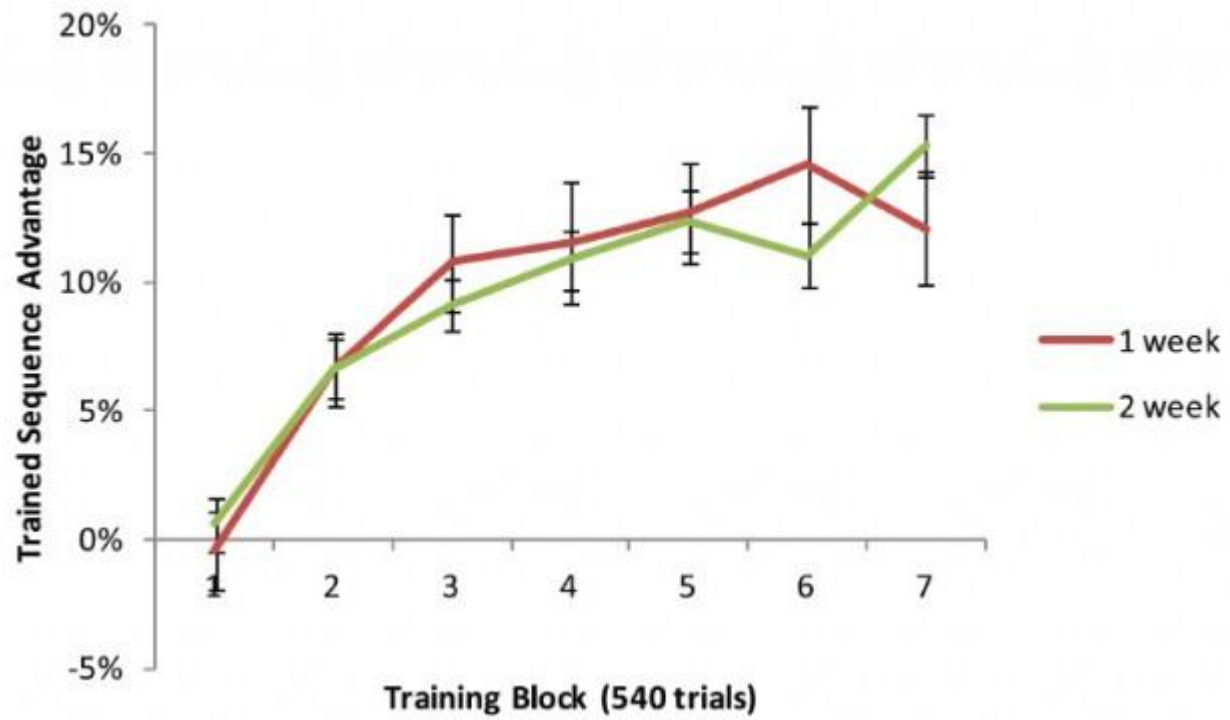
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**Score** 425  
**Streak** 0

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- Knowledge of the embedded repeating sequence is assessed by comparing the performance rate (percent correct) during times when the cues follow the trained sequence to that during periods when the cues follow an untrained sequence.
- The trained sequence is performed better than an untrained sequence

- The Serial Interception Sequence Learning (SISL) is executed with the help of a specially crafted computer game that results in implicit learning of a specific sequence of key strokes that functions as an authentication password.
- “Teach” users a password through implicit learning - the process of learning of patterns without any conscious knowledge of the learned pattern



- Note that the authentication procedure is an interactive game in which the server knows the participant's secret training sequence and uses it to authenticate the participant.
- <http://brainauth.com/testdrive>