6			
	Renault ^[2]	1977–1985, 2002–2011	
	[21]		

SurroundWeb: Mitigating Privacy Concerns in a 3D Web Browser

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Alexander Moshchuk Google Chris Rossbach VMWare Research

SurroundWeb: A 3D Web Browser

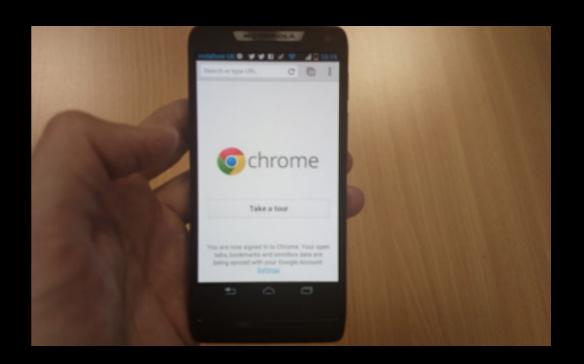
Immersive Experiences ——→Web

Immersive Experiences

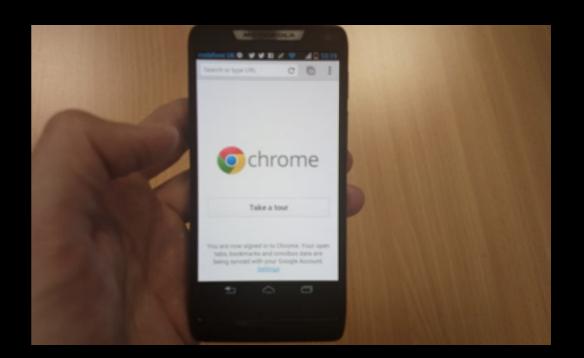














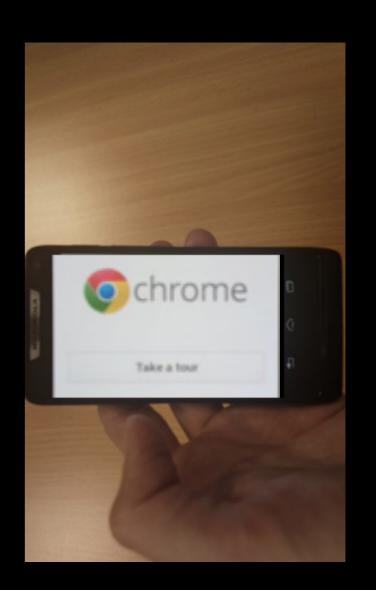
























Immersive Internet Explorer





I know nothing about HoloLens.



Applications considered in paper

? Help



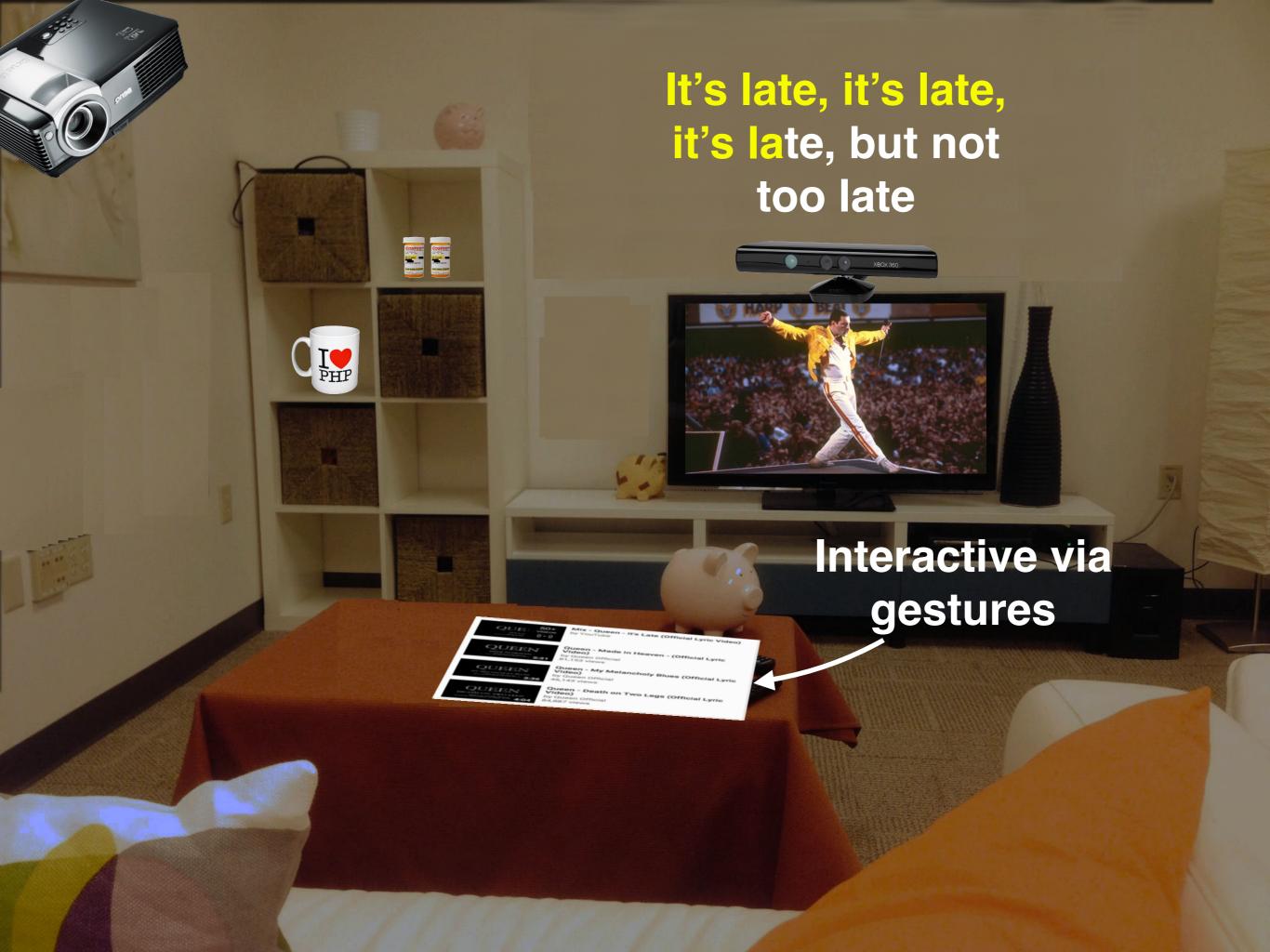
detected by the

with the public



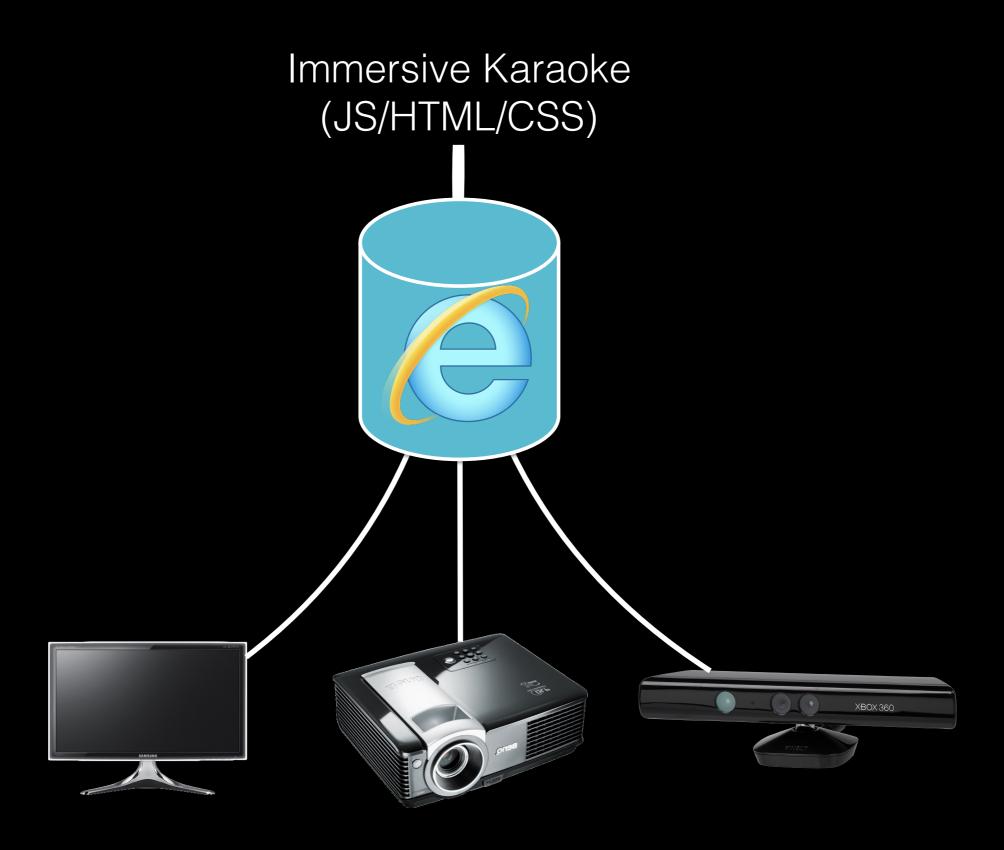


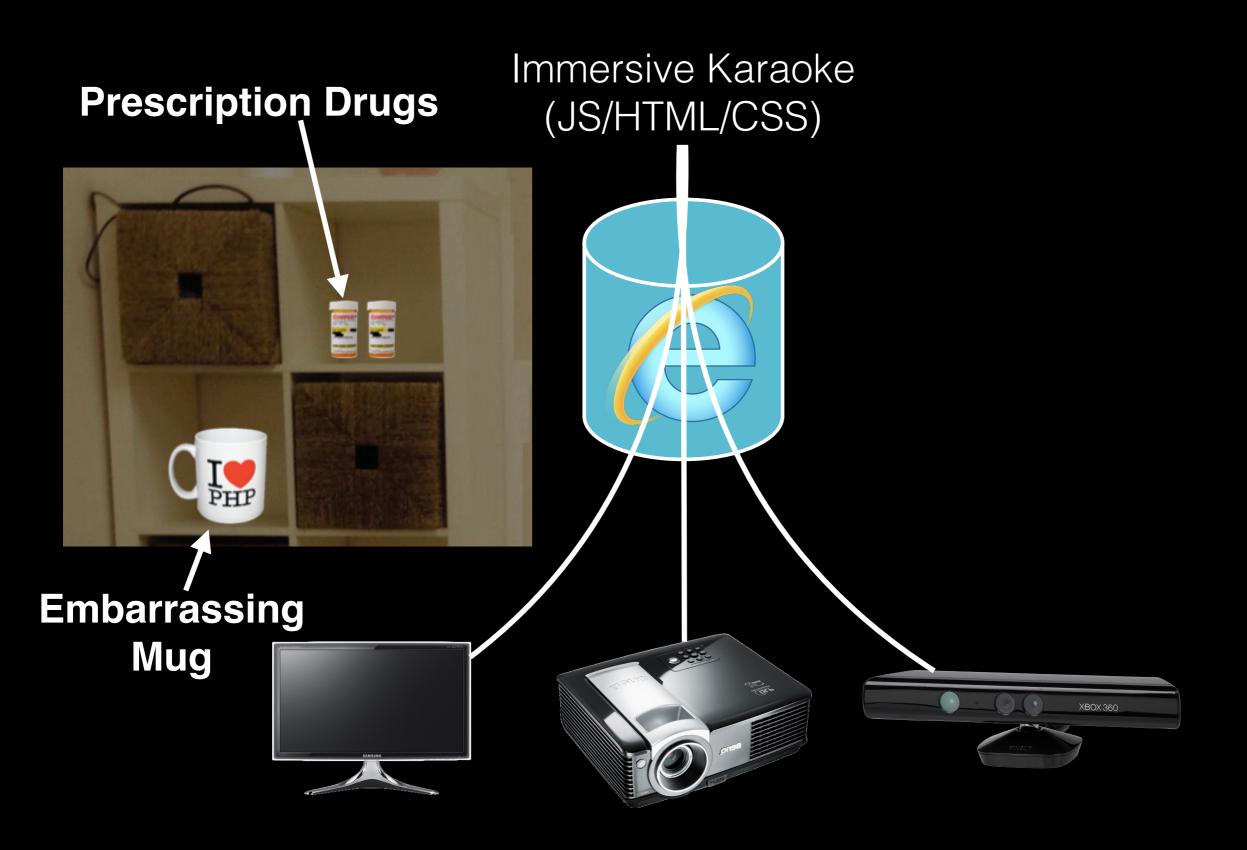


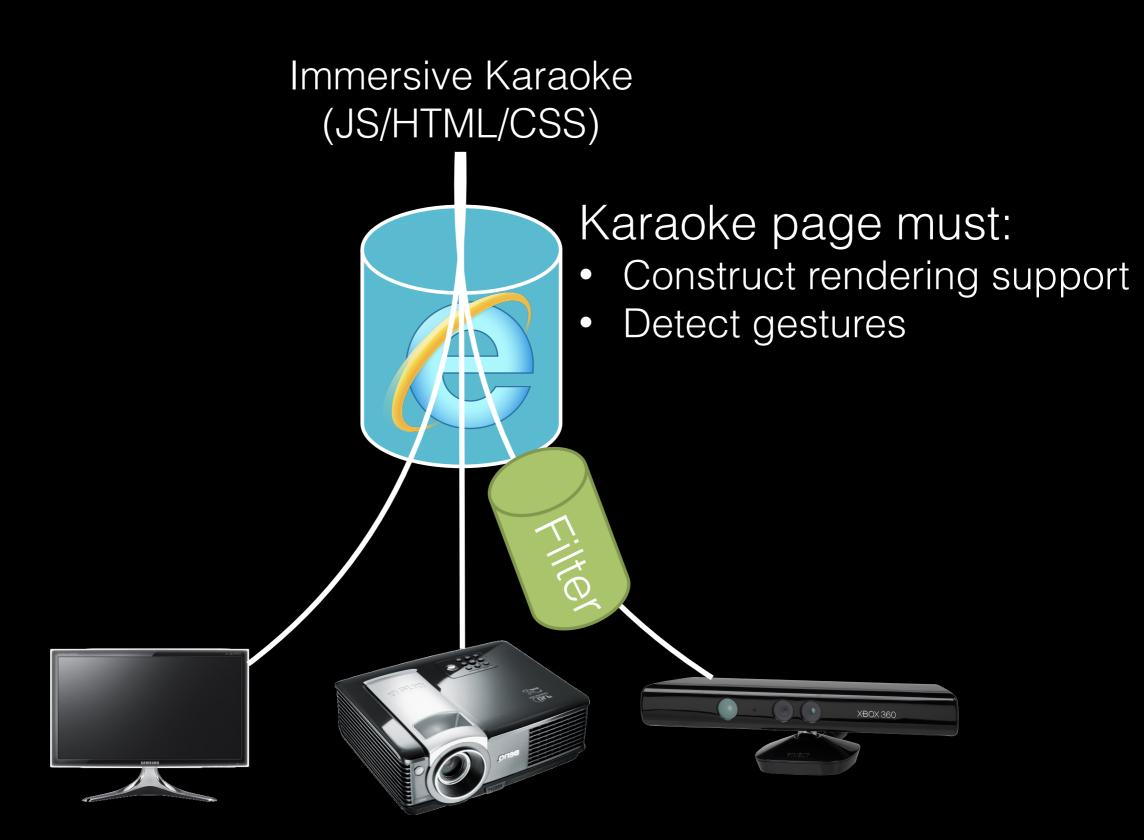












How?

Abstractions

What are users' privacy attitudes?

- Online survey via <u>instant.ly</u>
- Sample size: 50 people

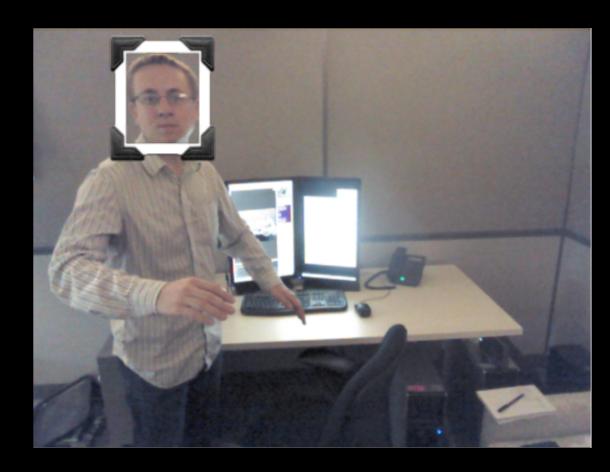




911 Assist

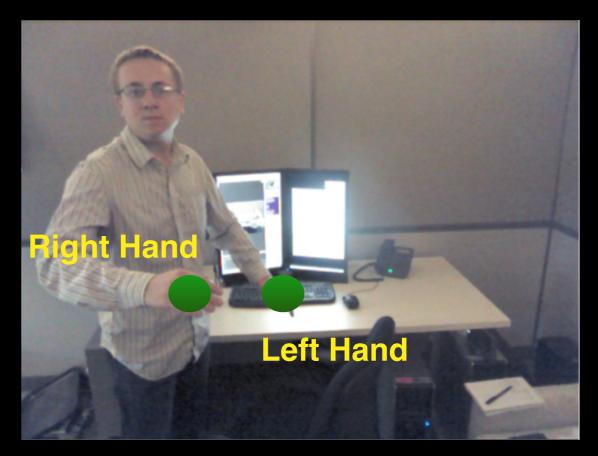






Face





Hand Positions

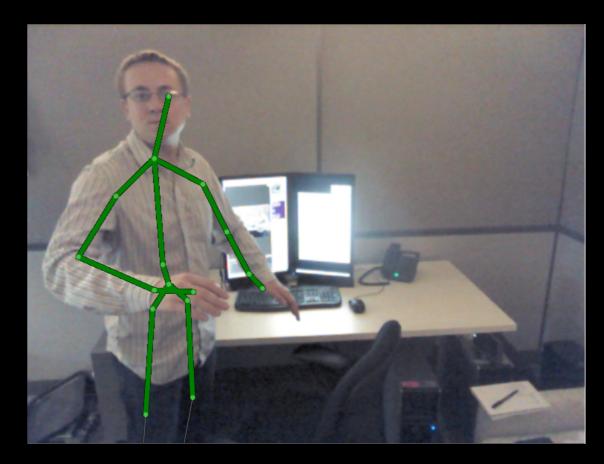






Head Position

- ✓ Face
- Hand Positions
- ✓ Head Position



Body Position

- ✓ Face
- Hand Positions
- ✓ Head Position
- ✓ Body Position

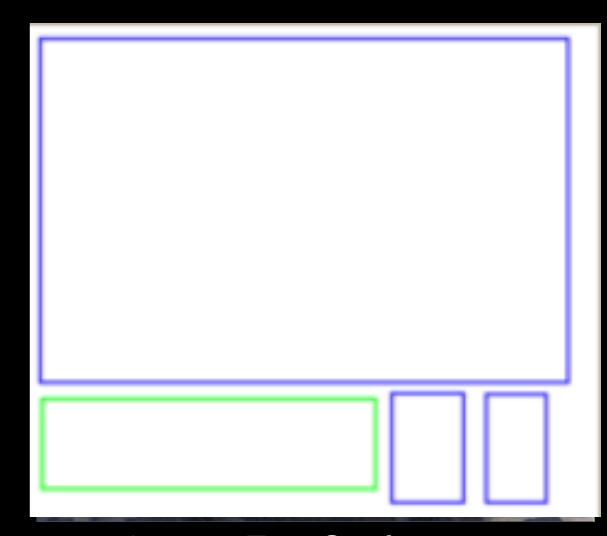


Location of Large Flat Surfaces

What information would you be comfortable sharing with each

application?

- ✓ Face
- ✓ Hand Positions
- ✓ Head Position
- Body Position
- ✓ Location of Large Flat Surfaces



Large Flat Surfaces: Size & Orientation

- ✓ Face
- ✓ Hand Positions
- ✓ Head Position
- Body Position
- ✓ Location of Large Flat Surfaces
- Large Flat Surfaces: Size & Orientation



Discoveries:

- Users have different privacy attitudes toward different apps.
- Users view the location of large flat surfaces to be less sensitive than raw data.



Location of Large Flat Surfaces

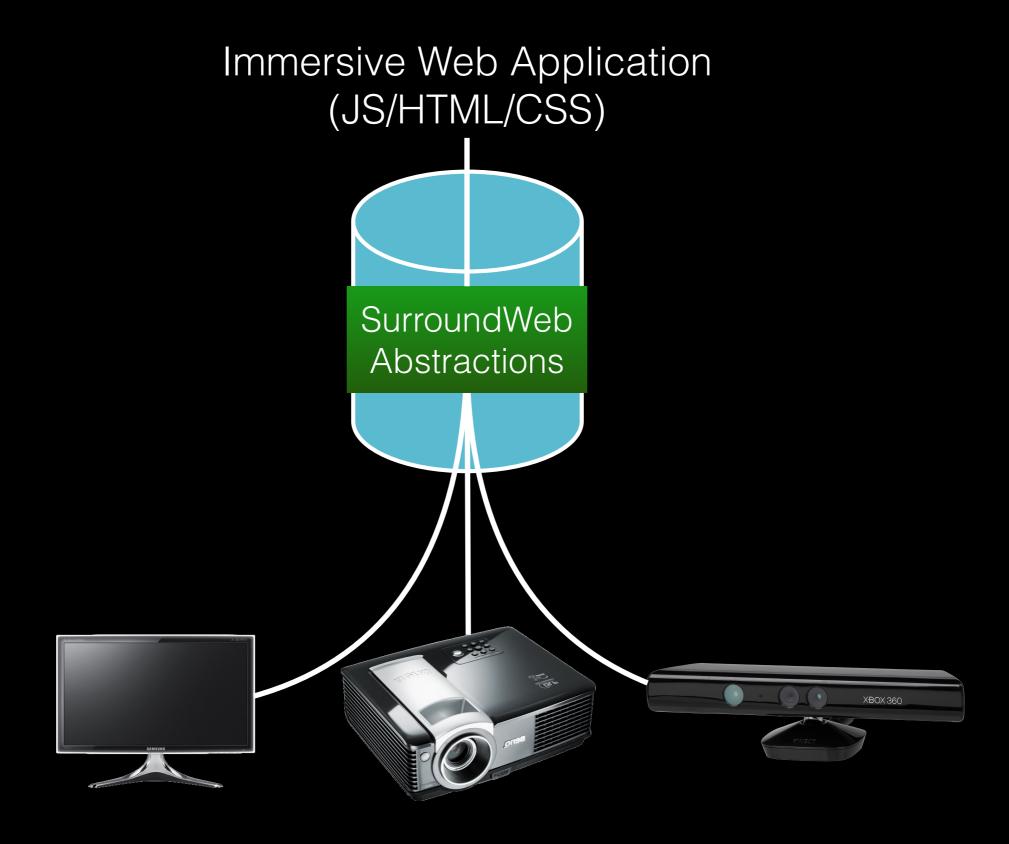
Privacy Properties:

Detection Privacy

Rendering Privacy
 Interaction Pri It's late, it's late, it's late, it's late, but not too late
 Interactive via gestures

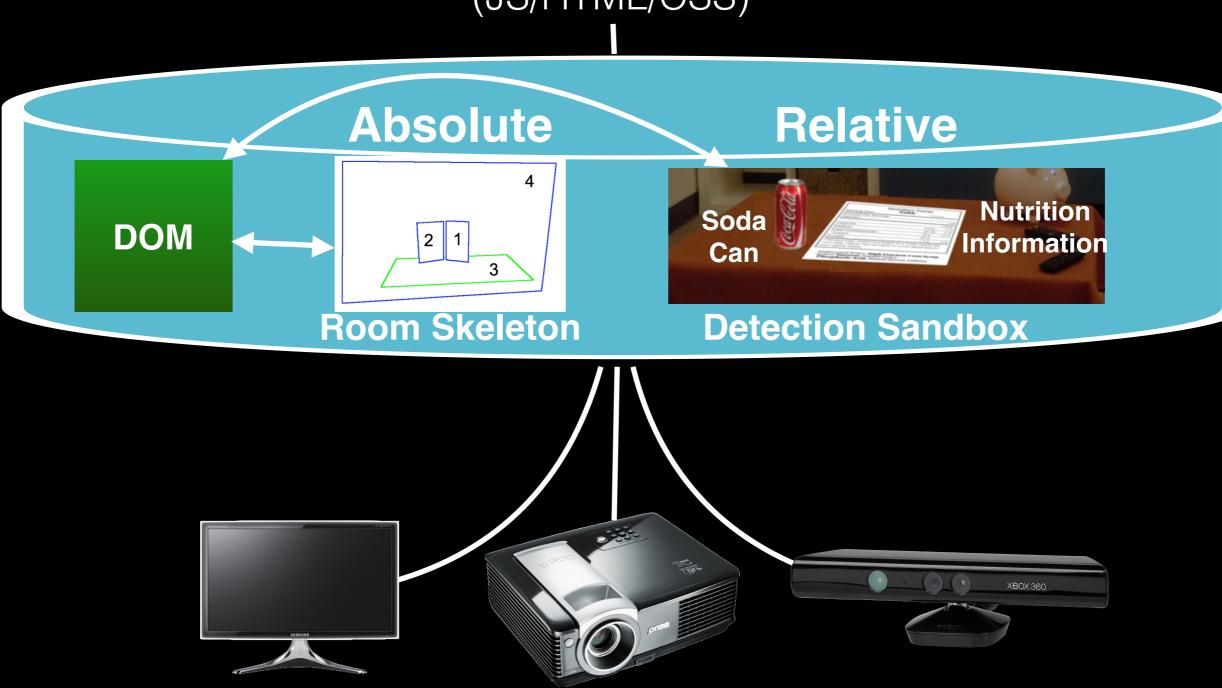
SurroundWeb: A 3D Web Browser

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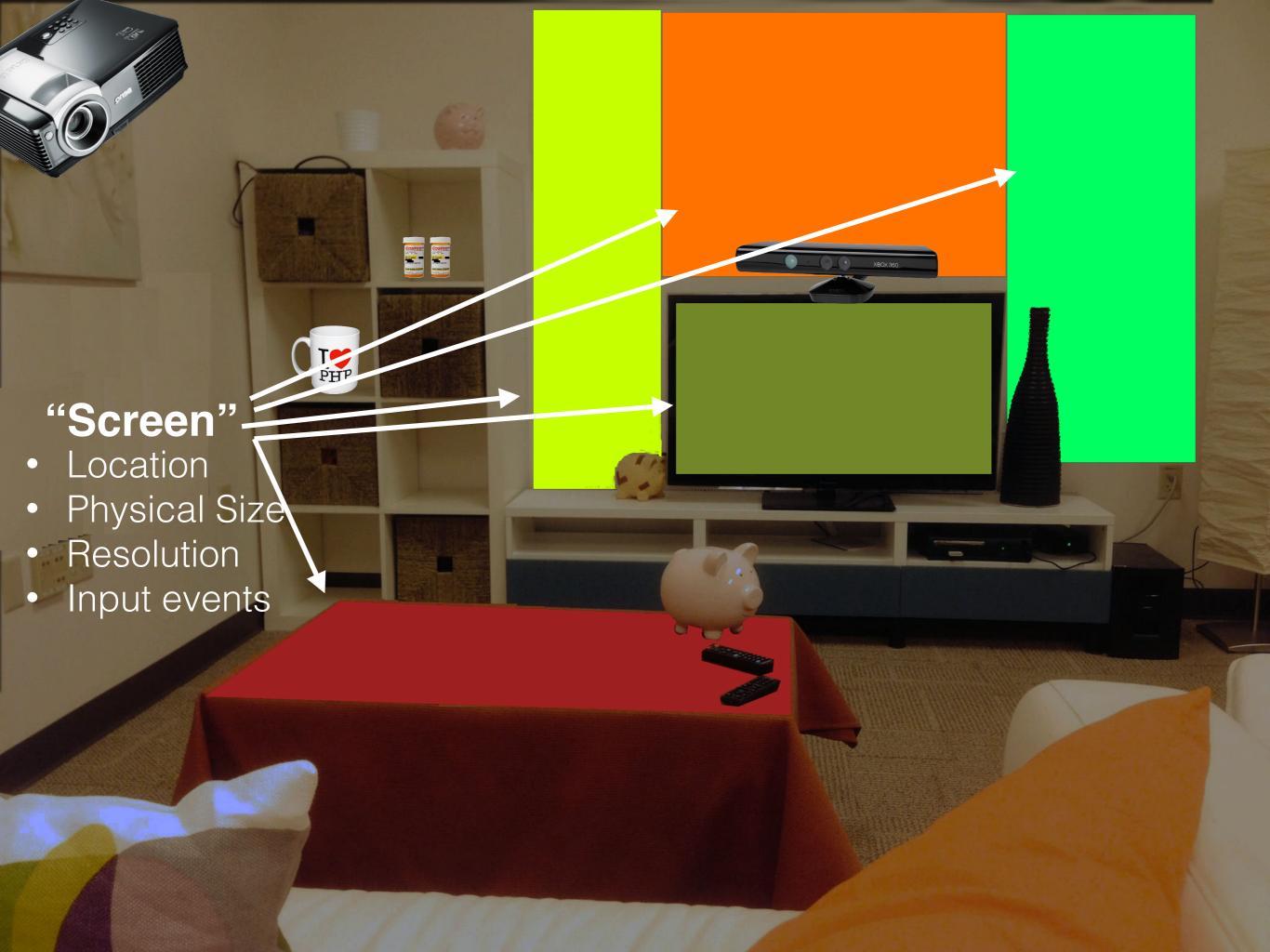


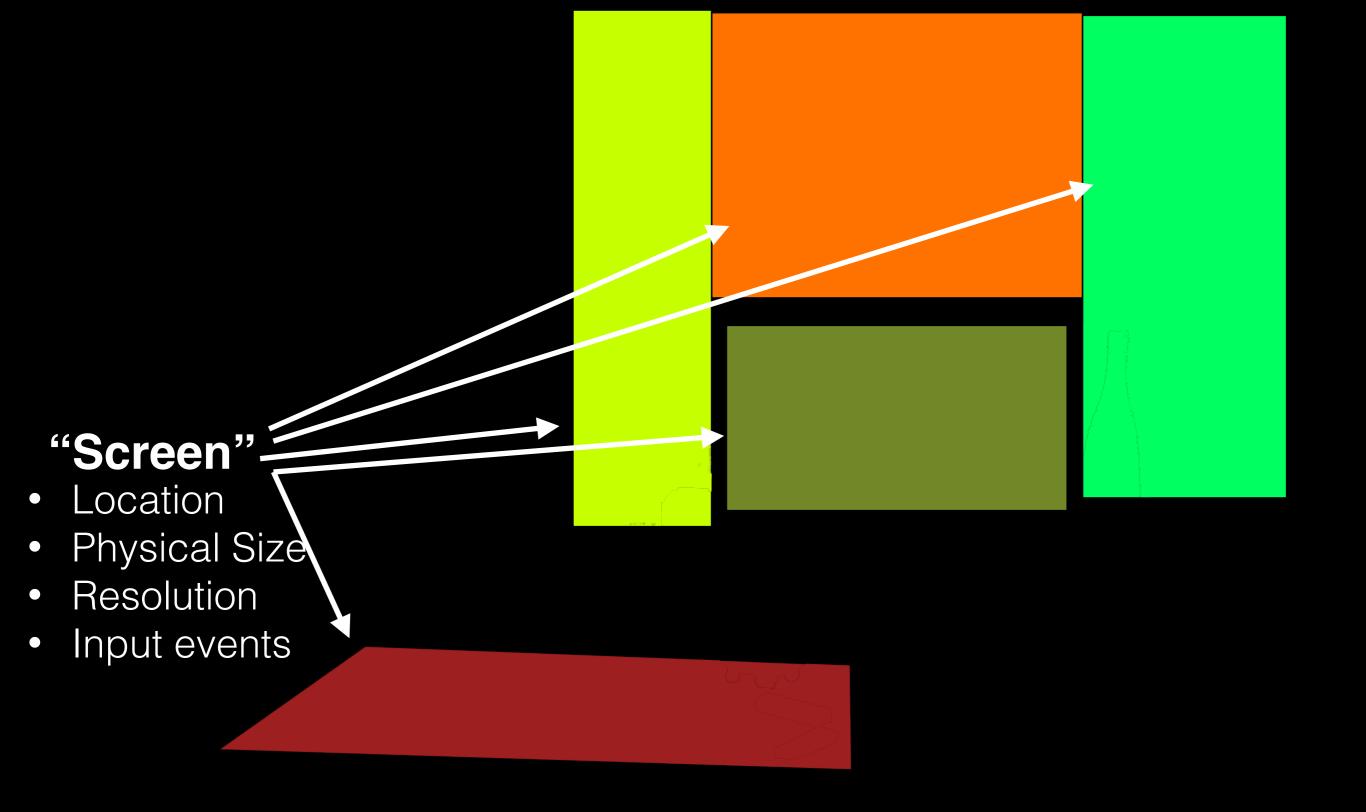
SurroundWeb: A 3D Web Browser

Immersive Web Application (JS/HTML/CSS)



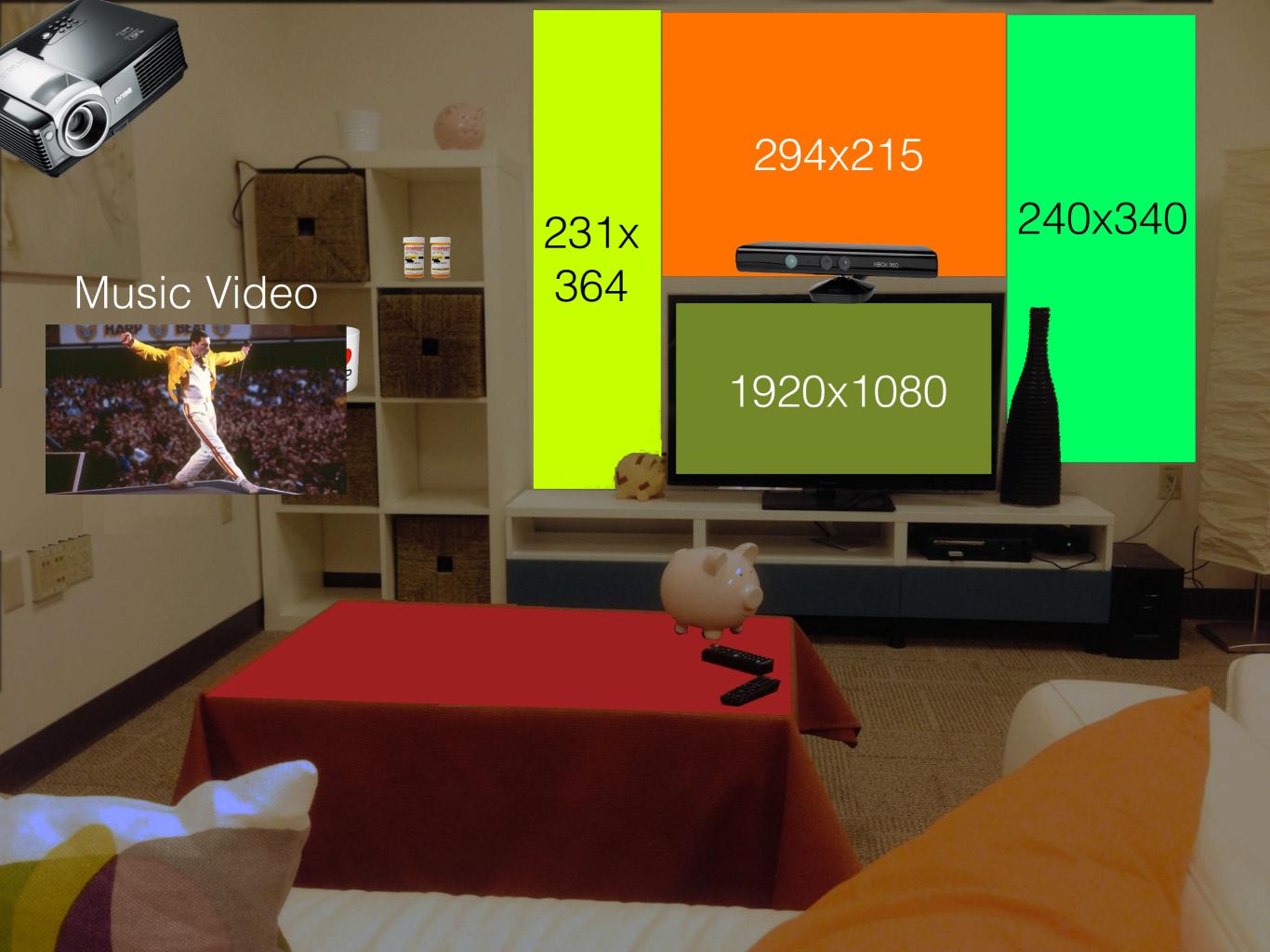






Room Skeleton









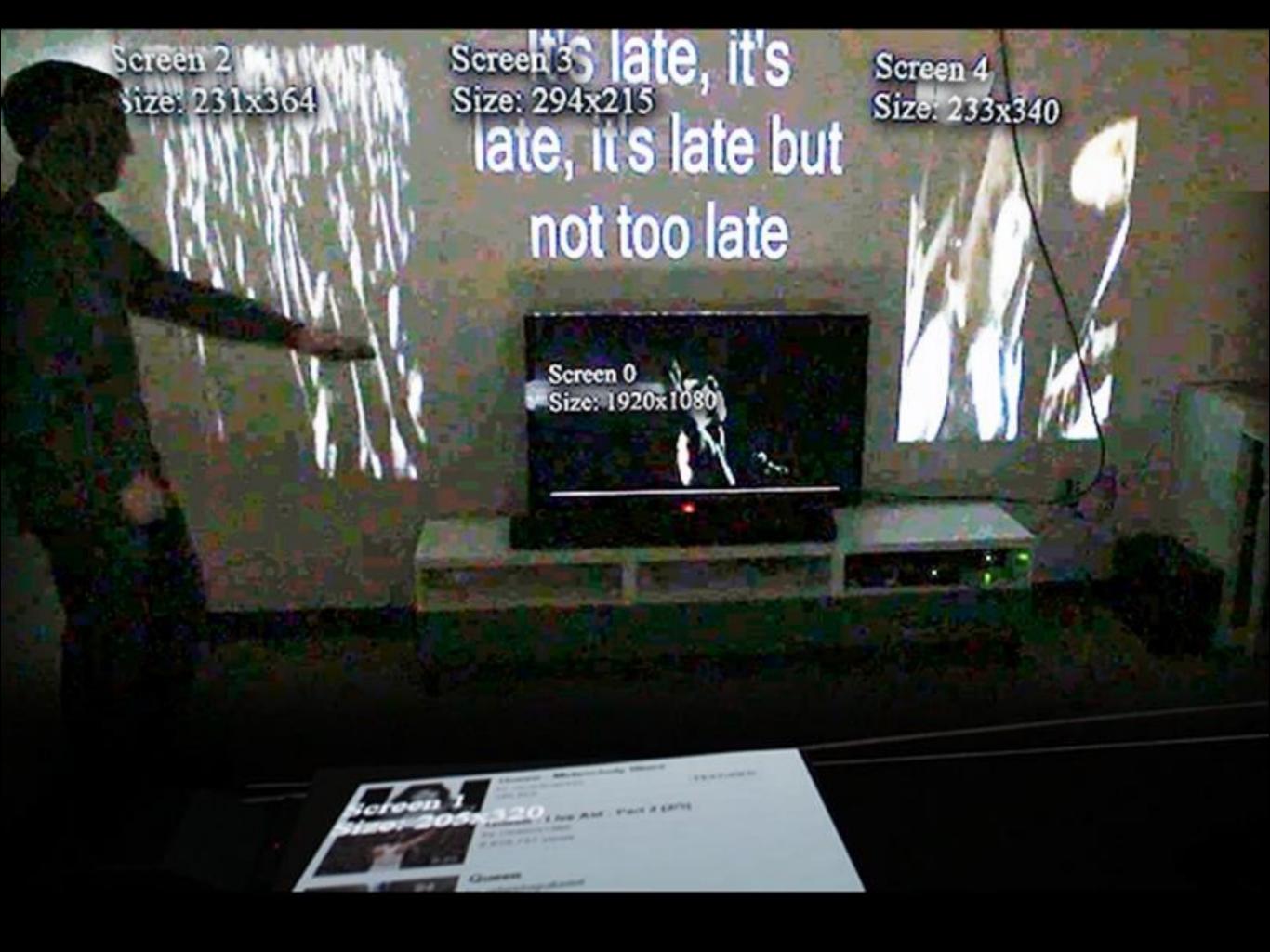






Karaoke Rendering Code

```
// Assign lyrics to screen.
<html><head>
<script type="text/javascript">
                                                                document.getElementById('lyrics')
 // Wait for HTML to load before running code.
                                                                   .setAttribute('screen', aboveScn.id);
  window.onload = function() {
   var screens = Screen.getAll(), bigVScn, maxPpi = 0;
                                                                 var bigHScn, maxArea = 0;
    function isVertical(scn) {
                                                                 screens.forEach(function(scn) {
      var scnLoc=scn.location,ul=scnLoc.ul,lr=scnLoc.lr,
                                                                   var area = scn.height*scn.width;
        zDelta = Math.abs(ul.z - lr.z),
                                                                   if (!isVertical(scn) && area > maxArea) {
        xDelta = Math.abs(ul.x - lr.x),
                                                                     maxArea = area; bigHScn = scn;
        yDelta = Math.abs(ul.y - lr.y);
                                                                  }
     return zDelta > xDelta || zDelta > yDelta;
                                                                });
                                                                // Assign related videos to screen.
                                                                document.getElementById('related')
    // Find the highest resolution vertical screen
    screens.forEach(function(scn) {
                                                                   .setAttribute('screen', aboveScn.id);
      if (isVertical(scn) && scn.ppi > maxPpi)
        bigVScn = scn;
                                                                // Assign random related media to other screens.
     maxPpi = bigVScn.ppi;
                                                                 screens.forEach(function(scn) {
                                                                   if (scn! == aboveScn&&scn! = bigHScn&&scn! = bigVScn)
   // Assign video to screen.
                                                                     renderMedia(scn);
   document.getElementById('video')
                                                                }):
      .setAttribute('screen', bigVScn.id);
                                                                function renderMedia(scn) {
                                                                   var newSgm = document.createElement('segment');
                                                                   newSgm.setAttribute('screen', scn.id);
   var aboveScn, bigLoc = bigVScn.location;
    screens.forEach(function(scn) {
                                                                   newSgm.appendChild(constructRandomMedia());
     if (!isVertical(scn) || scn === bigVScn) return;
                                                                  document.body.appendChild(newSgm);
      var scnLoc=scn.location,ul=scnLoc.ul,lr=scnLoc.lr;
                                                                }
     if (lr.z > bigLoc.ul.z) {
                                                              };
       // scn is above bigVScn
                                                             </script></head>
        if (aboveScn) {
                                                            <body>
         // Is scn closer to bigVScn than aboveScn?
                                                               <segment id="lyrics"><!--Lyrics HTML--></segment>
          if (aboveScn.location.lr.z > lr.z)
                                                               <segment id="video"><!--Video HTML--></segment>
                                                               <segment id="related"><!--Related songs HTML-->
            aboveScn = scn:
                                                                 </segment>
                                                            </body></html>
        else aboveScn = scn;
    }):
```







- Physical object-relative layout
- Does not reveal object presence or location



(Content is non-interactive)

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- Does not reveal object presence or location



(Content is non-interactive)

```
#coke-calories {below: "coke-can";}

<segment id="coke-calories">
    Calories: 140
</segment>
```

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See paper for details on side channel mitigation

- Physical object-relative layout
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 - (Content is non-interactive)

```
#coke-calories {below: "coke-can";}
<segment id="coke-calories">
   Calories: 140
</segment>
```









- New rendering abstractions:
 - Room Skeleton
 - Detection Sandbox
- Paper has many more details!
 - Privacy properties, Satellite Screens, ...

SurroundWeb In Action

