Eye Tracking Technologies to Analyze and Visualize the Behavior of Secure Coders

Daniel Davis

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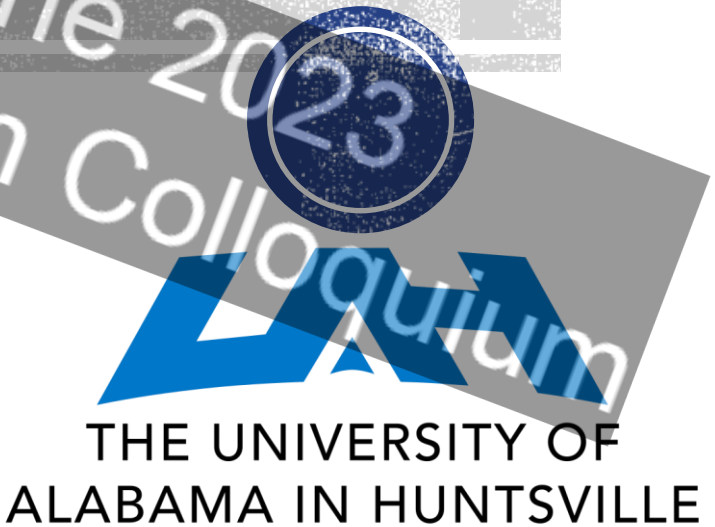
Research Advisor / Committee Chair – Dr. Feng Zhu

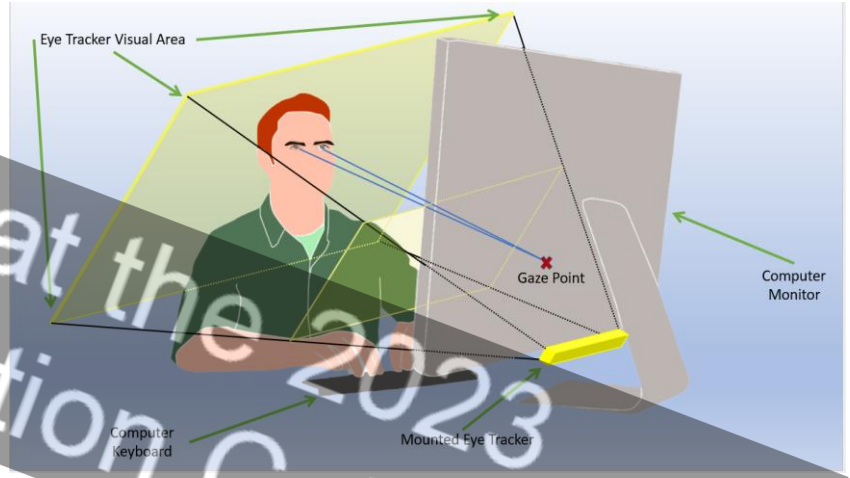


Introduction

- Secure coders techniques and procedures
- Costly coding security flaws in applications
- Common Weakness Enumeration (CWE) repository
- Build hands-on secure coding learning modules
- Eye tracking technologies to capture behaviors
- Literature survey of existing visualization analysis
- Static vs (linear and non-linear) dynamic stimuli
- Eye tracking design and analysis framework
- Decision matrix for designing experiment
- Limitations of current visualization methods used in eye tracking
- Scrolling stimuli
- Participant-editable stimuli
- Creating Areas of Interests (AOIs)
- How do coders find and mitigate security flaws
- How developers read/write code, utilize security tools, and read instructions
- Transitions among eye tracking stimuli and between software application

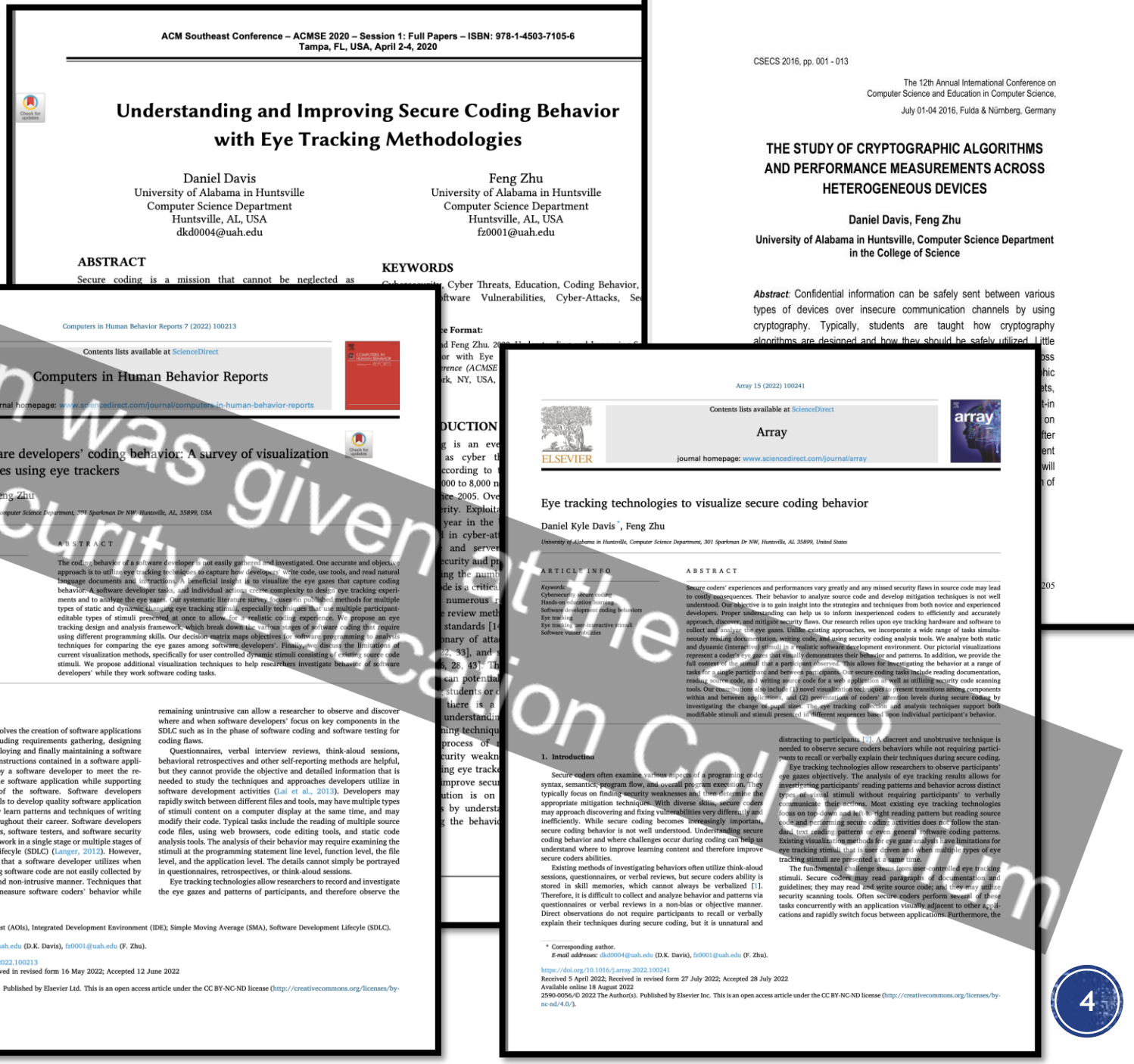
Research Contributions

- Classification of the goals, objectives, participant tasks, and visualization techniques in distinct stages of the SDLC for eye tracking
- Understanding of secure coders' behaviors with multiple types of visualizations of distinct aspects in secure coding and over a timeline
- At the low level, we process eye movements, the speed of movement, the duration of eye fixation, and changes in pupil sizes
- At the medium level, we examine participants' eye gaze at the application and source code files or function level
- At the high level, we present participants' secure coding patterns and strategies
- We propose swimlane diagrams, state transition diagrams, and pupil size fluctuation diagrams
- Developed our Eye Tracking Design and Analysis Framework for software development with a focus on secure coding
- A decision matrix for mapping objectives/tasks in the SDLC to specific aspects of eye tracking design, analysis, and comparison
- Guide on the type of software tasks and eye tracking stimuli to present to participants

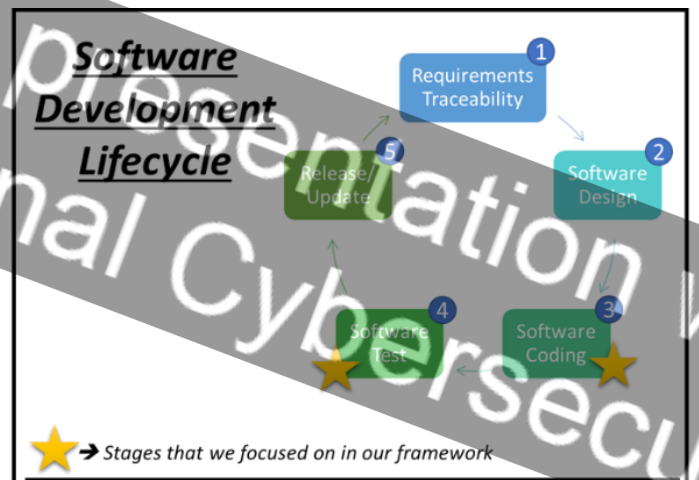


Publications

- The Study of Cryptographic Algorithms and Performance Measurements Across Heterogeneous Devices
  - Computer Science and Education in Computer Science (CSECS)
    - July 2016
    - Pages 205 - 219
- Understanding and Improving Secure Coding Behavior with Eye Tracking Methodologies
  - Association for Computing Machinery Southeast (ACMSE)
    - April 2020
    - Pages 107 - 114
- Analysis of Software Developers' Coding Behavior: A Survey of Visualization Analysis Techniques Using Eye Trackers
  - Computers in Human Behavior Reports
    - August 2022
    - Pages 1 - 28
- Eye Tracking Technologies to Visualize Secure Coding Behavior
  - Array
    - September 2022
    - Pages 1 - 34

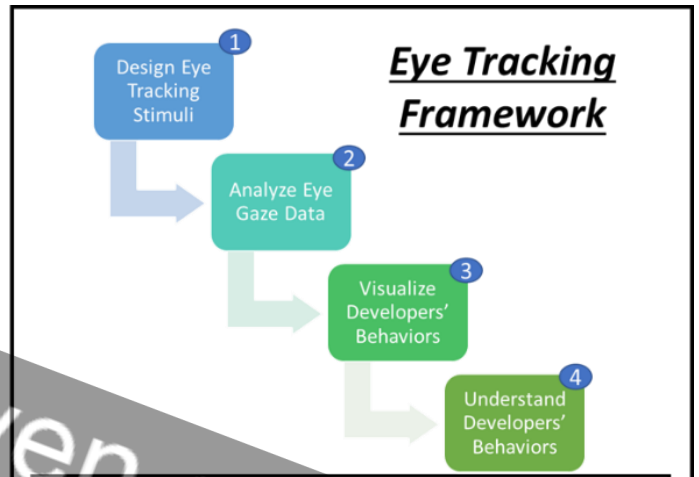


Study Design / Methods



High Level Objectives in each SDLC Stages

Software Requirements and Design Stage	Software Coding Stage
• Requirements Definition Documents • Graphical Modeling Languages (UML) • Reading Problem Statement • Design Reviews	• Answering Problem Statements • Reading Source Code • Writing Source Code • Utilizing IDEs • Code Reviews / Code Walkthroughs
Software Testing Stage	**Overlapping Stages of the SDLC**
• Reading Source Code • Testing Code Modifications • Running Code Scanning Tools • Reviewing Coding Analysis Tools • Utilizing IDEs • Code Reviews	• Reading Documentation / User Guides • Researching Online Guidance/ Solutions



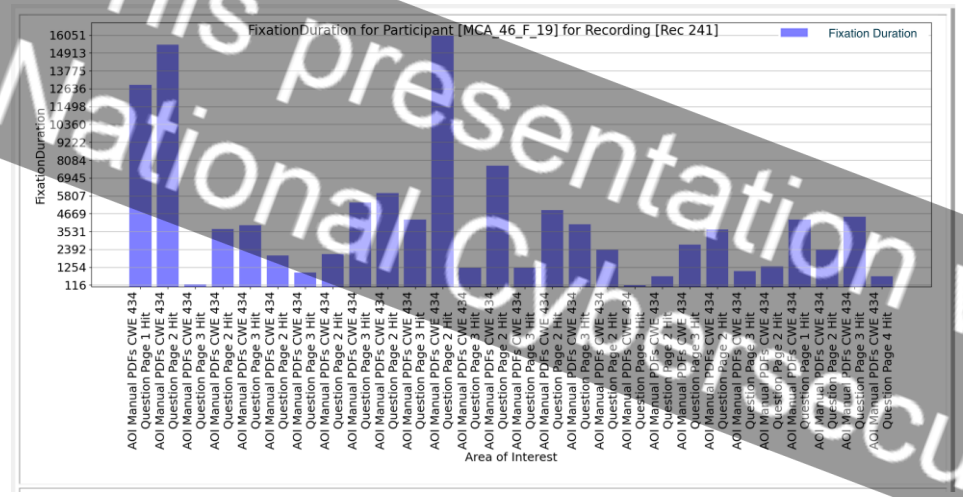
Design of Eye Tracking Stimuli

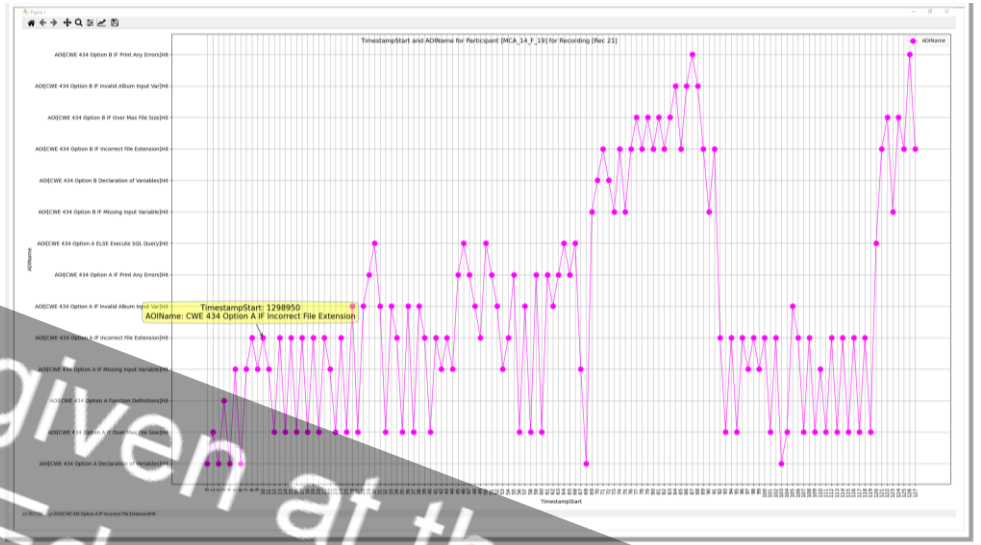
Types of Tasks	Types of Stimuli	Viewing Dimensions	Developer Interactive
• Natural Language Reading • Reading Source Code • Writing Source Code • Using IDEs/Tools	• Code Static Content • Linear Dynamic Content • Non-Linear Dynamic Content	• Single Stimuli • Side-by-Side Multiple Stimuli • Overlapping Multiple Stimuli	• Developer Non-Changeable • Developer Interactable

Analysis of Eye Gaze Data

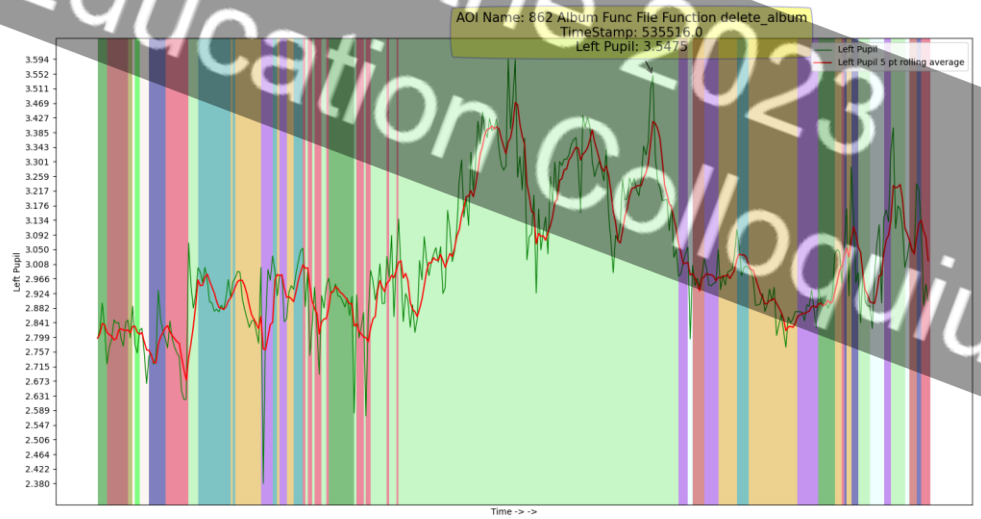
Areas of Interest	Comparison Perspective	Quantitative vs Qualitative
• Single • Multiple • Overlaying	• Single Developer • Multiple Developers	• Descriptive Statistical • Statistical Graphic • Infographics

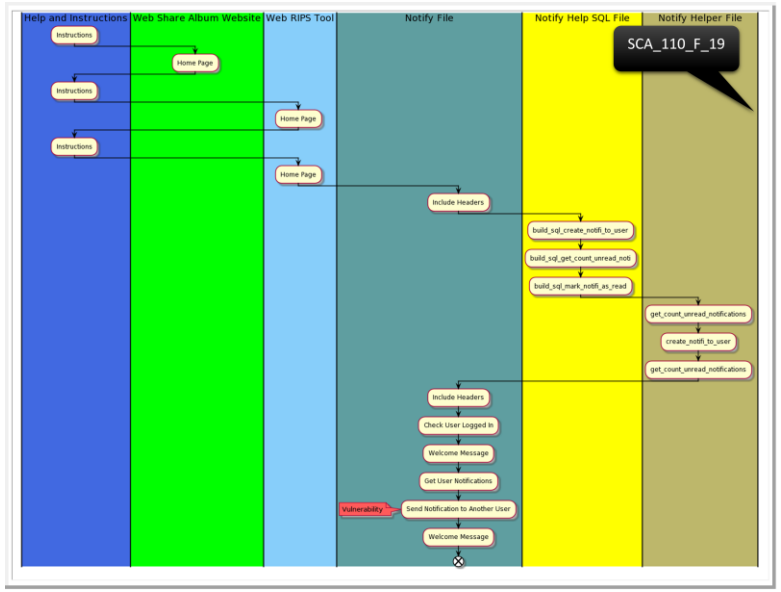
Results



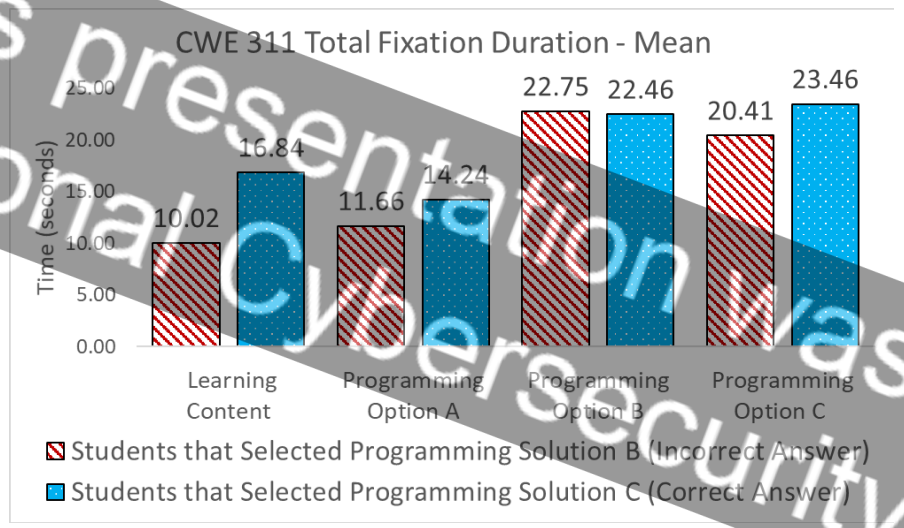


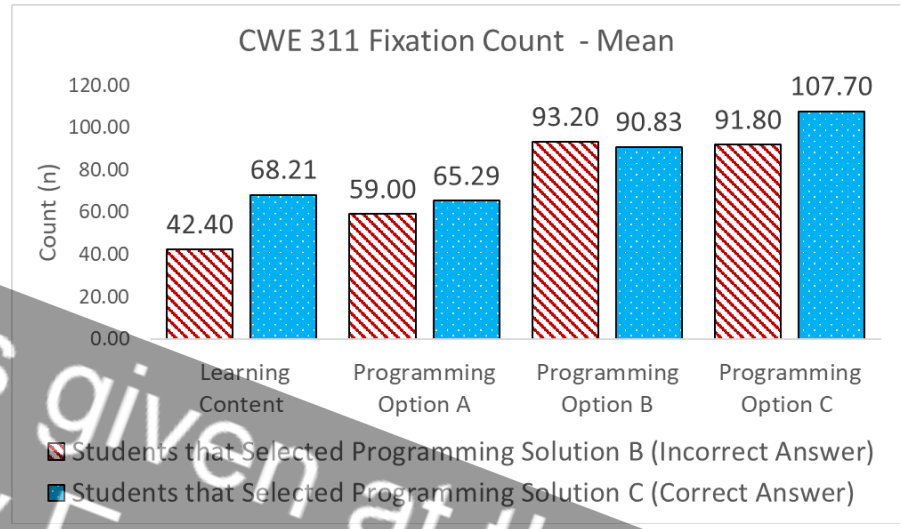
Left Pupil for Participant [MCA_50_F_19] for Recording [Rec 272] for Rolling Average [5] pt

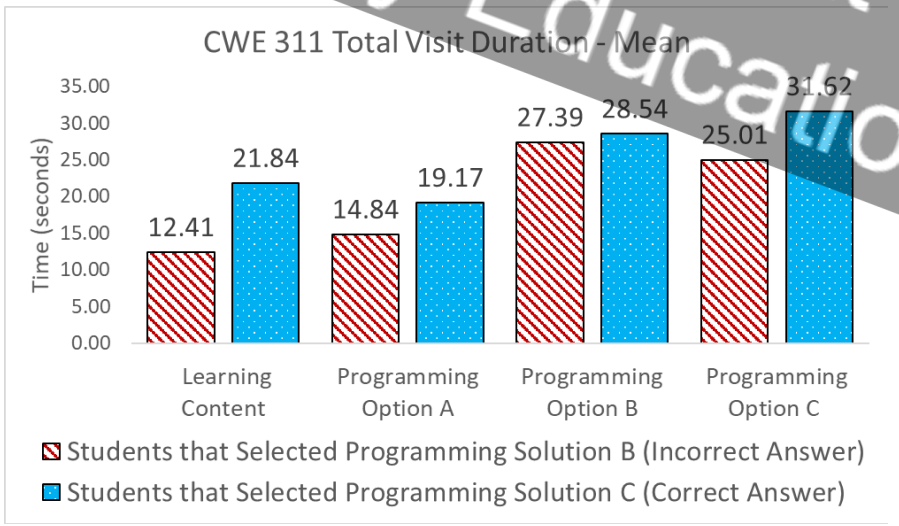




Secure Coder Responses CWE-311







Ongoing Work

- Our focus has been on analyzing the data at both the low-level and high-level
- One area we are investigating is to compare the behaviors of those that answered correctly with those that did not answer correctly
  - Methods being explored
    - Manually Analysis
    - Automated Analysis (low-level or high-level) (machine learning)
  - CWE Problems being explored
    - True/False if Software Flaw – CWE-443 or CWE-73
    - Programming Problem – CWE-862 or CWE-22
- Analyze reading patterns between novice and expert secure coders
  - Majority of our data is with novice secure coders

QUESTIONS / COMMENTS