

Trust & Permissions for the Open Web Platform

Break-out Session

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Trust & Permissions

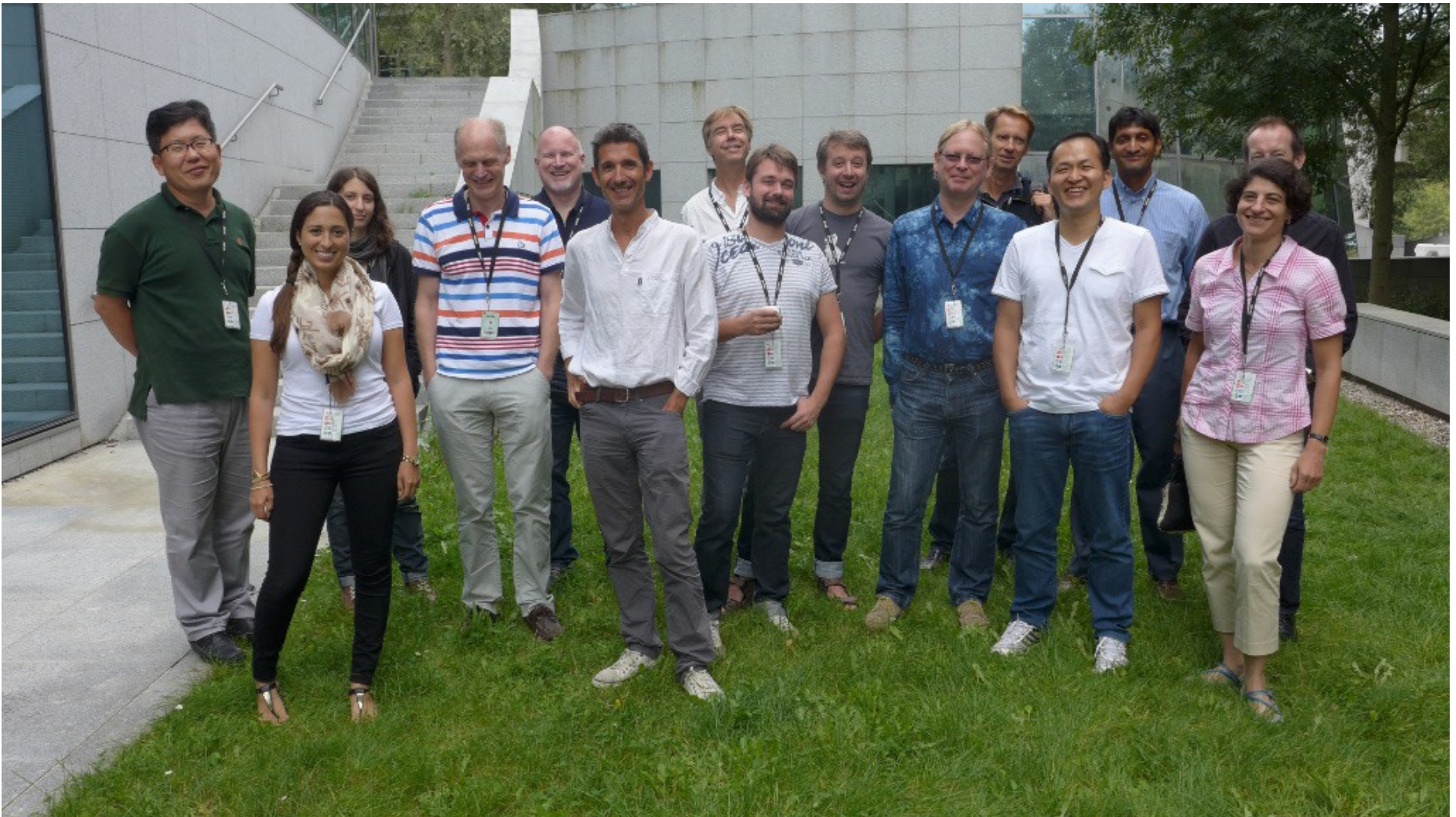
- Apps need to be trusted before they can be given permission to use certain capabilities
 - Capabilities involving access to personal information
 - e.g. location, contacts, local files, camera, microphone
 - Capabilities that if misused could harm the user
 - e.g. payments, raw sockets
- Common approaches include
 - Ask for user consent when app is installed
 - e.g. Android
 - Ask for user consent when capability is used
 - e.g. iOS
 - Browser silently grants permission to platform apps
 - System apps provided by platform vendor
 - Trusted UI for where user intention is clear

Trust & Permissions

Paris, 3-4 September 2014

<http://www.w3.org/2014/07/permissions/>

Meeting organized by SysApps WG and hosted by Gemalto



Paris meeting

- We shared experiences
 - Native platforms
 - Web platforms
 - Research studies
- And discussed ideas for extending the Open Web Platform
 - But not ruling out packaged apps
- Participants from
 - Apple
 - Ericsson
 - ETRI
 - Gemalto
 - GM
 - Google
 - Intel
 - Microsoft
 - Mozilla
 - Samsung
 - Sony
 - Qualcomm

Next Steps

- General agreement In Paris on launching a W3C Trust and Permissions Community Group
- Focus on best practices and emerging techniques, e.g. trusted UI controls
- Encourage cross WG review of permissions in W3C APIs

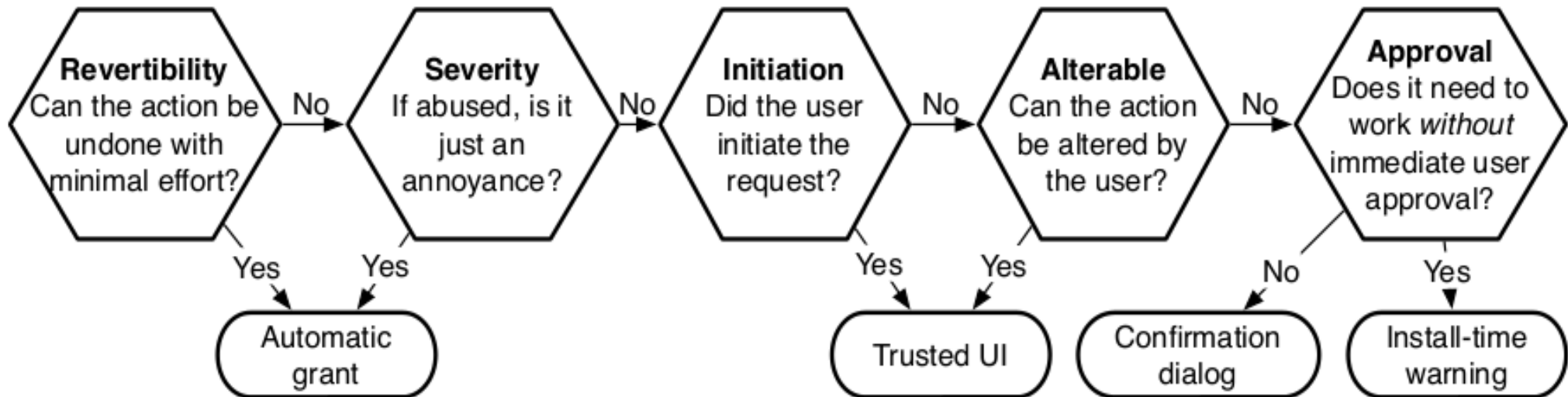
Trust & Permissions

- Agreement that we need shared standards for the Open Web Platform
 - Building on precedents with existing APIs
- The ship has already sailed for packaged apps
 - Entrenched differences across vendor platforms
 - But opportunities for adopting best practices
- Innovation by browser vendors for detecting misbehaving apps
- Increasing role for endorsements by trusted 3rd parties as a way for users to delegate trust decisions

Trust & Permissions

- Native platforms handle this in a proprietary way
 - Apple iOS
 - Google Android
 - Microsoft Windows Phone
- Hybrid platforms subject to host platform
 - Apache Cordova/PhoneGap
- The Open Web Platform (HTML5)
 - Geolocation, Full screen, WebRTC, ...
- Web OS platforms that extend the Open Web Platform in proprietary ways
 - Mozilla Firefox
 - Tizen
 - etc.

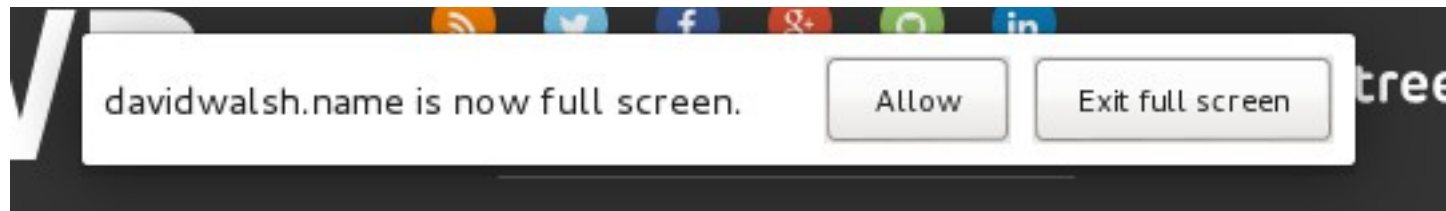
Guidelines



Towards comprehensible and comprehensive permission systems,
Adrienne Felt, Ph.D Dissertation

Automatic Grant

- Full screen API
 - App requests full screen presentation
 - Browser alerts user and allows user to cancel
 - Example UX in Chrome



- Easily undone, and no harm done
 - Browser UI targeted at spoofing attacks

Trusted UI

- Media Capture API
 - HTML form extension that facilitates user access to a device's media capture mechanism, such as a camera, or microphone, from within a file upload control.
- More generally, a means for apps to embed UI controls for specific purposes
 - Controls only work when not occluded in any way
 - And have been so for a minimum time period
 - No or limited ability for app to customize appearance
- Potential HTML5 extension
 - Element linking to HTML fragment (with its own script, style sheet etc.)
 - From 3rd party that user/browser trusts
- More details available in

Confirmation Dialog

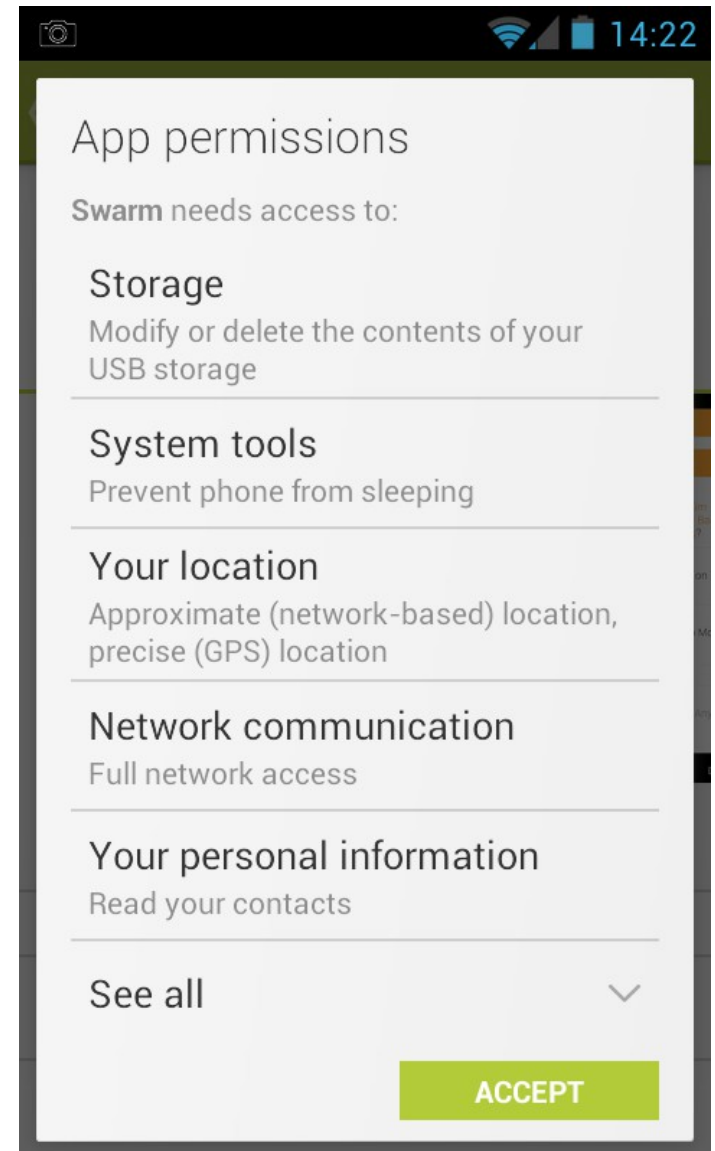
- Geolocation API
 - Do you want to share your location with this site?



- The action isn't revertible, and shouldn't occur without the user's permission

Install-Time Consent

- When apps wouldn't be able to work without the requested permissions
- But easily abused
 - Users “trained” to tap away the consent dialog
 - Developer's can easily ask for more permissions during updates



Trust Delegation

- App stores may have rigorous processes for vetting apps before allowing users to install them
- Third parties could vet apps for
 - Malware
 - Payware
 - Privacy abuses
- Users can delegate trust so that the browser doesn't need to ask for permission
 - Both at install time and at run-time
- But we need open standard for how hosted apps can cite endorsements

Discussion topics?