



SHOULDER SURFING ATTACK RESISTENT GRAPHICAL AUTHENTICATION SYSTEM

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Abstract - When users input their passwords in a very public place, they'll be in danger of attackers stealing their secret. Associate degree assaulter will capture a secret by direct observation or by recording the people authentication session. This is often cited as shoulder-surfing and may be an illustrious risk, of special concern once authenticating publically places. Till recently, the sole defense against shoulder-surfing was the alertness on the part of the user. Shoulder surfing resistant secret authentication mechanism assure shoulder-surfing resistant authentication to user. It permit user to attest by coming into password in graphical approach at unconfident places as a result of user ne'er ought to click directly on secret icons. Usability testing of this mechanism showed that beginner users were able to enter their graphical secret accurately and to recollect it over time.

Keywords- Shoulder surfing, attack, and authentication

I. INTRODUCTION

The shoulder surfing attack inside an attack which resolve be performed by the important person to get the user's report by look more than the user's shoulder as he enter his word. However, most of this graphical word schemes are responsible to shoulder-surfing a famous risk wherever an recommended will capture a word by direct observation or by recording the authentication session. Owing to the visual interface, shoulder-surfing becomes AN exacerbated drawback in graphical passwords. A graphical word is simpler than a text-based word for many individuals to recollect. Suppose an 8- character word is important to achieve entry into a selected electronic network. Secured passwords may be created that are proof against approximation, lexicon attack. Key-loggers, shoulder-surfing and social engineering. Graphical passwords are employed in authentication for mobile phones, ATM machines, E-transactions.

II. LITERATURE SURVEY

Multi-touch passwords for mobile device access

Authors: Oakley and A. Bianchi

Description: Draw-a-Secret codeword schemes, just like the Google robot Pattern Lock, entail stroke out a form on barely screen. This paper explores techniques for increasing the richness of this input modality (multitouch input, off-target interaction) so as to extend codeword entropy and resistance to observation. A formative user study highlights user perceptions and usefulness problems with reference to this style house and suggests directions for future development of this idea.

III. EXISTING SYSTEM

Using antique text passwords or PIN methodology, users have to be obligated to kind their passwords to confirm themselves and therefore these passwords is disclose simply if somebody peeks over shoulder or uses video devices like cell phones shoulder water sport attacks have posed a good threat to users' privacy and confidentiality as mobile devices are getting indispensable in fashionable life. Within the period, the graphical capability of hand-held devices was weak; the color and element it might show was restricted. With the increasing quantity of mobile devices and net services, users will access their personal accounts to send confidential business emails, transfer photos to albums within the cloud or remit cash from their e-bank account anytime and anyplace. Whereas work into these services publically, they'll expose their passwords to unknown parties unconsciously.

DISADVANTAGES

- (1) Security weakness
- (2) The easiness of obtaining passwords by observers in public
- (3) The compatibility issues to devices

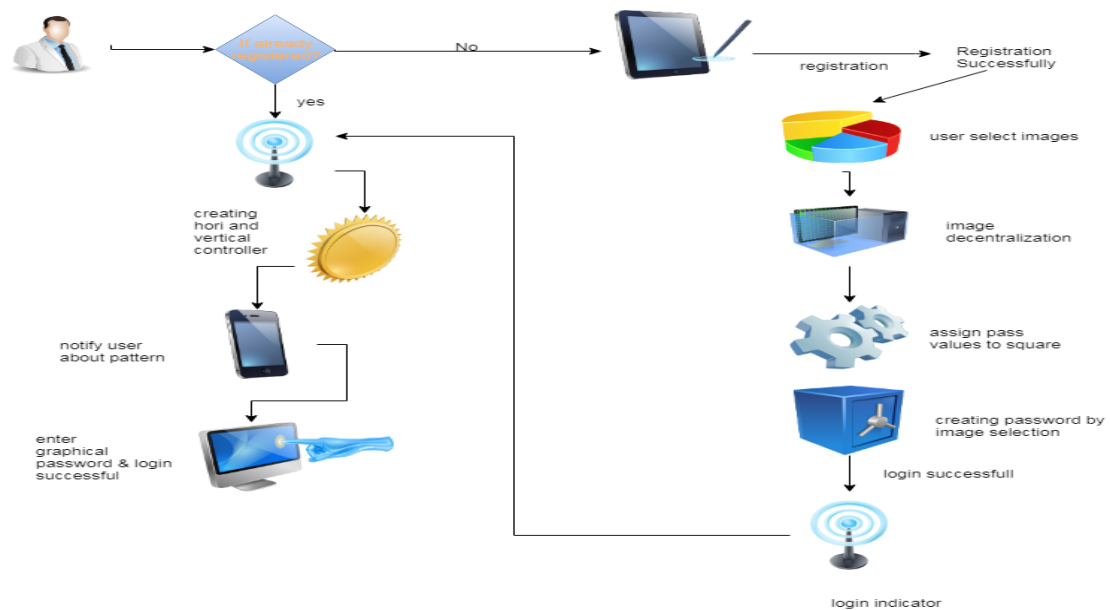
IV. PROPOSED SYSTEM

To overcome this obstruction, we tend to intended a shoulder surfing resistant authentication system first and foremost based on graphical passwords, named Pass Matrix. Employing a one-time login indicator per image, users will suggests the situation of their pass-square while not directly clicking it , that is associate action liable to shoulder aquatics attacks. As a result of the look of the horizontal and vertical bars that cowl the complete pass-image, it offers no clue for attackers to slim down the watchword area though they need over one login records of that account. In PassMatrix, a watchword consists of just one pass-square per pass-image for a sequence of n pictures. The quantity of pictures (i.e., n) is user-defined. In PassMatrix, users select one sq. per image for a sequence of n pictures instead of n squares in one image as that within the PassPoints theme. PassMatrix's authentication consists of a registration part associated an authentication part as represented below: At this stage, the user creates associate account that contains a username and a watchword. The watchword consists of just one pass-square per image for a sequence of n pictures. The quantity of pictures (i.e., n) is set by the user when considering the trade-off between security and value of the system. At this stage, the user uses his/her username, watchword and login indicators to log into PassMatrix.

ADVANTAGES

1. Highly secured
2. Device compatible
3. Easy to handle

V. SYSTEM ARCHITECTURE



VI. MATHEMATICAL MODEL

Let S be the Whole system which consists:

$$S = \{IP, Pro, OP\}.$$

Where,

- A. IP is the input of the system.
- B. Pro is the procedure applied to the system to process the given input.
- C. OP is the output of the system.

A. Input:

$$IP = \{u, I, LI, ht, wt, pv, n\}.$$

Where,

1. u be the user.
2. I be set of images used for creating graphical password.
3. ht be the height of image.
4. wt be the width of the image.
5. pv be the pass values of the selected image for generating graphical password.
6. LI be the login indicator used at the time of login.
7. n be the number of images chosen for creating graphical based password from set of images I .

B. Procedure:

1. Registration phase:

In this stage we have only registered user name password and some other information fill it.

2. Login phase:

- i.** In this stage, the user creates an account which contains a username . The password consists of only one pass-square per image for a sequence of n images.
- ii.** The number of images 'n' is decided by the user after considering the trade-off between security and usability of the system. The only purpose of the username is to give the user an imagination of having a personal account.
- iii.** Then the systems will Discretization the selected images by using pass matrix approach into x into y grinds by calculating ht and wt of images.
- iv.** Then system will create the graphical based password after clicking on the images selected from I.

3. Authentication phase:

- i.** A login indicator LI is comprised of a letter and a number is created by the login indicator generator module.
- ii.** The LI will be shown when the user login with his email. In this case, the indicator is conveyed to the user by visual feedback. The indicator can also be delivered through a predefined image.
- iii.** Generating horizontal and vertical access control for login indicator based user selected images at the time of registration this access control will change at every login time i.e. LI is defined for one time use only.
- iv.** The generated access control will be send to user registered email address.
- v.** User will enter the graphical password based on generated pass-values i.e. access controls.

C. Output: Secure and authenticated system based on Pass Matrix based graphical password system.

RESULTS

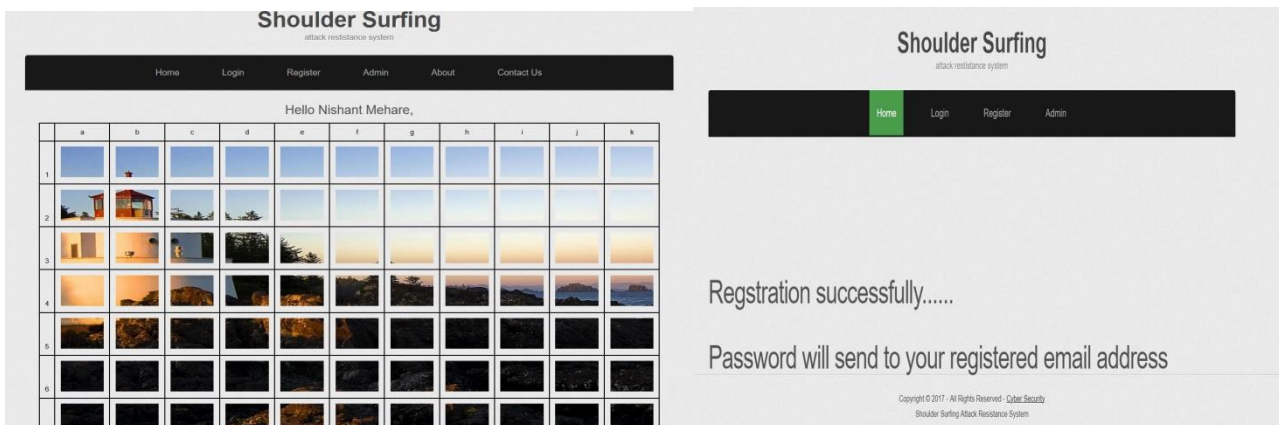
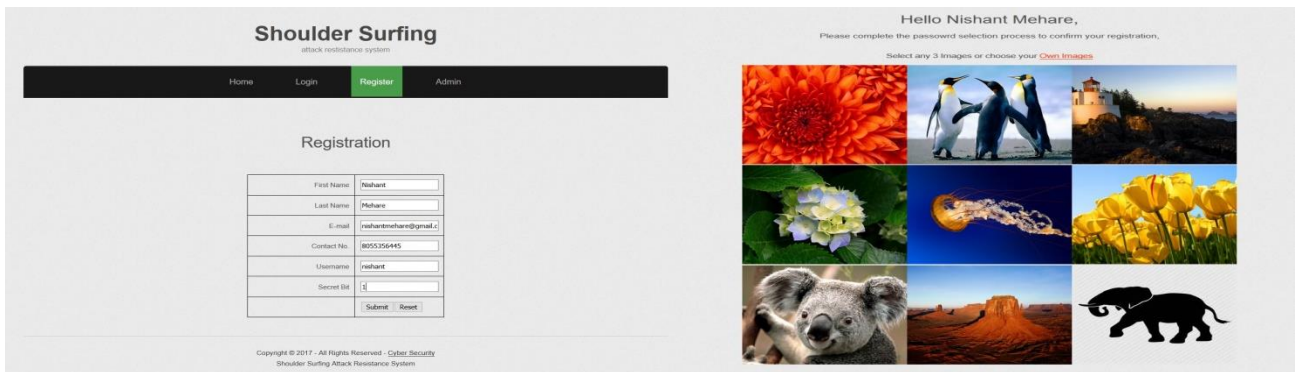
1. At time of registration user fill the details as well as select images.
2. That images apply to pass matrix.
3. The pass matrix defined to rows and column i.e number and character.
4. At the time login user choose that images when user select images at the time of registration.
5. All pass values are shuffled and randomly generate the sequence by using login indicator.
6. Creating user access control then notify user about access control .
7. Select pass value for login and adding secrete bit.

Procedure follow by project:-

- 1) **Introduction phase:** We explained the basic idea and purpose of PassMatrix with a presentation and showed participants how to use the system with some simple animations.
- 2) **Registration phase:** Participants created an account consisting of a username and a password in PassMatrix. In the introduction phase, participants were educated by our tutorial so that
 - a) They knew that they should register their account in a private place. Hence it is safe to choose pass-squares by simply clicking on them during the registration phase.
 - b) They knew that they have to choose passquares that do not contain light objects but are meaningful to them.
 - c) They knew that they should re-choose the chosen square in each pass-image for confirmation.
 - d) They knew that they should set three or more pass-images.

- 3) **Practice phase:** Participants were told to log into their account. They repeated this step until they thought they knew how to control the horizontal and vertical bars. The PassMatrixsystem gives the authentication feedback to users only after the whole password input process is completed, not in between each pass-image.
- 4) **Login phase:** After practicing, participants were requested to log into their account formally in a login mode.
- 5) Participants were also asked to answer a short demographic questionnaire about some simple personal data and their personal experience on mobile phones or authentication systems.

Registration :



Login and Verification:



CONCLUSION

Proposed a shoulder surfing resistant confirmation system supported graphical passwords, named Pass Matrix. employ a one-time login indicator per image, users will show the placement of their pass-square while not directly clicking or touching it, which is Associate in nursing action prone to shoulder surfboarding attacks. As a result of the planning of the horizontal and vertical bars that cowl the complete pass-image, it offers no clue for attackers to slim down the positive identification area albeit they need over one login records of that account. Moreover, we be inclined to implement a Pass Matrix image on automatic man and meted out user experiment to judge the memo ability and usefulness. The experimental result showed that users will log into the system with a median of 1:64 tries (Median=1), and also the Total Accuracy of all login trials is 93:33% even period of time once registration. The entire time consumed to log into Pass Matrix with a median of 3:2 pass-images is between 31:31 and 37:11 seconds and is taken into account acceptable by 83:33% of participants in our user study. Supported the experimental results and survey knowledge, PassMatrix may be a novel and easy-to-use graphical positive identification authentication system, which might effectively alleviate shoulder-surfing attacks.

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