

**PassMatrix: Graphical Based Authentication System for
Shoulder Surfing Attack Resistant**Priyanka N Karale¹, Snehal M Shinde², Ashwini R Sandbhor³, Vaishnavi Ramekar⁴, Prof. Deepak Gupta⁵^{1,2,3,4,5}Department of Computer Engineering, Siddhant College of Engineering, Pune

Abstract — The authentication based on the passwords is used mostly in applications for the computer security and privacy. However, the human actions such as selecting less secured passwords credentials and inputting passwords in an insecure way are considered "the weakest link" within the authentication chain. Instead of arbitrary alphanumeric strings, users tend to select passwords either short or purposeful for simple memorization. With internet applications and mobile apps pile up, individuals will access these applications anywhere and anytime with different devices. This evolution brings good convenience however it will increase the probability of exposing passwords credentials to shoulder surfing attacks. Attackers will observe directly or use external recording devices to get users' credentials. To overcome this issue, proposed a novel authentication system named PassMatrix, which is based on graphical passwords to resist shoulder surfing attacks. With a one-time valid login indicator and change of location horizontal and vertical bars covering the complete scope of pass-images, PassMatrix offers no hint for attackers to work out or narrow down the password even they conduct multiple camera-based attacks. Implemented a PassMatrix prototype on web applications and allotted real user experiments to describe its memorability and usefulness. From the experimental result, is shown that, the proposed system achieves better resistance to shoulder surfing attacks whereas maintaining usability.

Keywords - Graphical Passwords, Authentication, Shoulder Surfing Attack..

I. INTRODUCTION

In 2006, Wiedenbeck et al. proposed PassPoints in which the user picks up several points (3 to 5) in an image during the password creation phase and re-enters each of these pre-selected click-points in a correct order within its tolerant square during the login phase. Comparing to traditional PIN and textual passwords, the Pass-Points scheme substantially increases the password space and enhances password memorability. Unfortunately, this graphical authentication scheme is vulnerable to shoulder surfing attacks. Hence, based on the PassPoints, we add the idea of using one-time session passwords and distractors to develop our PassMatrix authentication system that is resistant to shoulder surfing attacks. We present a secure graphical authentication system named PassMatrix that protects users from becoming victims of shoulder surfing attacks when inputting passwords in public through the usage of one-time login indicators. A login indicator is randomly generated for each pass-image and will be useless after the session terminates. The login indicator provides better security against shoulder surfing attacks, since users use a dynamic pointer to point out the location of their passwords rather than clicking on the password object directly.

With the increasing amount of mobile devices and web services, users can access their personal accounts to send confidential business emails, upload photos to albums in the cloud or remit money from their e-bank account anytime and anywhere. While logging into these services in public, they may expose their passwords to unknown parties unconsciously. People with malicious intent could watch the whole authentication procedure through omnipresent video cameras and surveillance equipment, or even a reflected image on a window. Once the attacker obtains the password, they could access personal accounts and that would definitely pose a great threat to one's assets. Shoulder surfing attacks have gained more and more attention in the past decade. Using previously traditional methods like textual passwords or PIN method, users required to type their passwords to authenticate themselves and so these passwords can be revealed easily if someone peeks over shoulder or uses video recording devices such as cell phones shoulder surfing attacks have posed a great threat to users' privacy and confidentiality as mobile devices are becoming indispensable in modern life. In the early days, the graphical capability of handheld devices was weak; the color and pixel it could show was limited. With the increasing amount of mobile devices and web services, users can access their personal accounts to send confidential business emails, upload photos to albums in the cloud or remit money from their e-bank account anytime and anywhere. While logging into these services in public, they may expose their passwords to unknown parties unconsciously.

The shoulder surfing attack is an attack that can be performed by the adversary to steal the user's password credentials by watching over the user's shoulder as he inputs his password. As traditional password schemes are vulnerable to shoulder surfing, Sobrado and Birget proposed three shoulder surfing resistant graphical password schemes. However, most of the current graphical password schemes are vulnerable to shoulder-surfing [7-10], a known risk where an attacker can capture a password by direct watching or by recording the authentication session of the user device. Due to the visual interface, shoulder-surfing becomes an exacerbated problem in graphical passwords.

Authentication is based on passwords is utilized largely in applications for computer security and privacy. However, human actions such as choosing bad passwords and inputting passwords in an insecure way are regarded as “the weakest link” in the authentication link. Apart from the arbitrary alphanumeric strings, users tend to choose passwords either short or meaningful for easy memorization. With the web applications piling up, people can access these applications anytime and anywhere with various devices. This evolution brings great convenience but also increases the possibility of exposing passwords to shoulder surfing attacks. The Attackers can observe directly or use external recording devices to collect users’ credentials.

II. LITERATURE SURVEY

1. Reducing Shoulder-surfing by Using Gaze-based Password Entry

Authors: Manu Kumar, Tal Garfinkel, Dan Boneh, Terry Winograd

Description:

The Shoulder-surfing – is using direct observation techniques, such as looking over someone's shoulder, to get passwords credentials, PINs and other sensitive personal information – is a issue that has been difficult to overcome. When a user enters information using a keyboard, mouse or any traditional input device systems, a malicious user may be able to acquire the user’s password credentials. We introduced EyePassword, a system that mitigates the problems of shoulder surfing attack via a novel technique to user input. With EyePassword, a user enters sensitive input such as password, PIN, etc. by choosing from an on-screen keyboard using only the orientation of their eye pupils i.e. the position of their gaze on screen, making eavesdropping by a malicious person largely impractical. We introduce a number of design choices and discuss their effect on usability and security. We conducted user studies to evaluate the speed, accuracy and user acceptance of our methodology. The results shows that gaze-based password entry requires marginal additional time over using the keyboard, error rates are same as to those of using a keyboard and subjects preferred for the gaze-based password entry techniques over traditional methods.

2. Graphical Password Authentication

Authors: ShraddhaM. Gurav Leena S. Gawade Prathamey K. Rane, Nilesh R. Khochare

Description:

Graphical password is the one of the best alternative solution to alphanumeric password as it is very tedious procedure to remember of alphanumeric password. When any application is provided with user friendly authentication it becomes simple to access and use that application. One of the major reasons behind this approach according to psychological studies that human mind can easily remember the images than alphabets or digits. In this paper we are introducing the authentication given to cloud by using graphical based password. We have presented the cloud with graphical security by means of image password. We are providing one of the algorithmic approaches which are based on selection of username and images as a password. From this paper authors are planning to give set of images on the basis of alphabet sequence position of characters in username. Finally cloud is provided with this graphical password authentication.

3. S3PAS:A Scalable Shoulder-Surfing Resistant Textual-Graphical Password Authentication Scheme

Authors: Huanyu Zhao and Xiaolin Li

Description:

The difficulties of the textual password have been well known to us. Users tend to pick small passwords or passwords that are simple to remember to mind, that makes the passwords vulnerable for malicious user to break. Furthermore, textual based password is vulnerable to shoulder-surfing, hidden camera. Graphical based password approaches have been introduced as a possible solution to text-based scheme. However, they are mostly vulnerable to shoulder surfing attacks. In this paper, presented a Scalable Shoulder- Surfing Resistant Textual-Graphical Password Authentication Scheme (S3PAS). The S3PAS seamlessly combines both graphical and textual password schemes and provides nearly perfect resistant to shoulder-surfing, hidden-camera attacks. It can replace or overcome with conventional textual based password schemes without changing current user password profiles. Moreover, it is immune to the brute-force attacks through dynamic and volatile the session passwords. The S3PAS shows significant potential bridging the gap between conventional textual based password and graphical based password.

4. D’ej`a Vu: A User Study Using Images for Authentication

AUTHORS: Rachna Dhamija Adrian Perrig

Description: Present secure systems suffer because they neglect the importance of human factors in security. We address a fundamental weakness of knowledge-based authentication schemes, which is the human limitation to remember the

secure passwords. Our methodology to improve the security of these systems relies on recognition-based, rather than recall-based authentication. We examine the requirements of a recognition-based authentication system and propose D'ej'a Vu, which authenticates a user through her ability to recognize previously seen images. D'ej'a Vu is more reliable and easier to utilize than traditional recall-based schemes, that requires the user to precisely recall passwords or PINs. Furthermore, it has the advantage that it prevents users from choosing weak passwords and makes it difficult to write down or share passwords with others.

5. PassPoints: Design and longitudinal evaluation of a graphical password system

Authors: Susan Wiedenbecka,_, Jim Watersa, Jean-Camille Birgetb, Alex Brodskiy, Nasir Memon

Description:

The Computer security depends mostly on the passwords to authenticate human users. However, users have difficulty remembering passwords over time if they choose a secure password, i.e. a password that is huge and random. Therefore, they tend to select short and insecure passwords. Graphical passwords, which consist of clicking on images rather than typing alphanumeric strings, may help to resolve the issue of creating the secure and memorable passwords. In this paper we describe PassPoints, a new and more secure graphical password system. We report an empirical study comparing the use of PassPoints to the alphanumeric passwords. The users created and practiced either an alphanumeric or graphical password. The participants subsequently carried out three longitudinal trials to the input their password over the duration of 6 weeks. The results show that the graphical password users created a valid password with fewer difficulties than the alphanumeric users. However, the graphical users took long lengthy and made much invalid password inputs than the alphanumeric users while practicing their passwords. In the longitudinal trials the two different clusters performed similarly on memory of their password, but the graphical group appears more time to input a password.

III. PROPOSED SYSTEM

In this project, the proposed system presents a secure graphical authentication framework named PassMatrix that protects users from becoming victims of shoulder surfing attacks while inputting passwords out in the open through the use of one-time login indicators. The Passwords remain the dominant means of authentication in day today's systems due to of their simplicity, the legacy deployment and ease of revocation. Unfortunately, similar schemes to entering passwords by the way of keyboard, mouse, touch screen or any traditional input device, are mostly vulnerable to attacks such as shoulder surfing attack and password snooping attack. Present approaches to reducing shoulder surfing typically also decrease the usability of the system; mostly requiring users to utilize security tokens, interact with systems that do not provide direct feedback or they need additional phases to prevent an malicious observer from easily disambiguating the input to determine the password/PIN. Previous gaze-based authentication methods do not support traditional password schemes. We present a secure graphical authentication system named PassMatrix that protects users from becoming victims of the shoulder surfing attacks when inputting passwords in public through the usage of one-time login indicators. A login indicator is randomly generated for each pass-image and will be useless after the session terminates. The login indicator provides better security against shoulder surfing attacks, since users use a dynamic pointer to point out the position of their passwords rather than clicking on the password object directly.

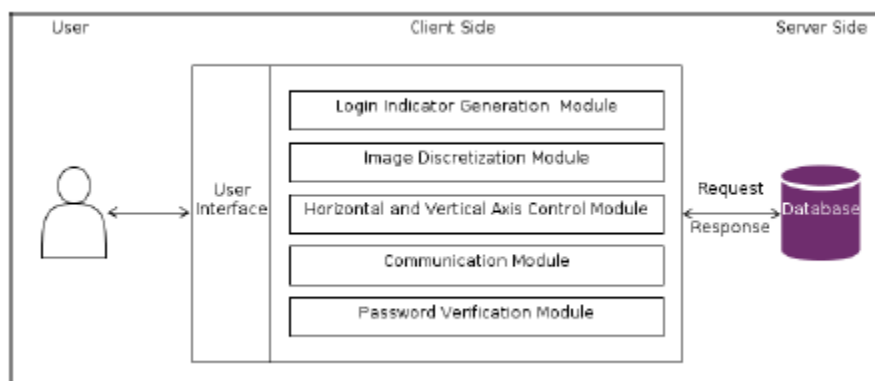


Fig.1 System Architecture

1. Image Discretization Module. This module divides each image into squares, from which users would choose one as the pass-square. As shown in Figure 5, an image is divided into a 7 * 11 grid. The smaller the image is discretized, the larger the password space is. However, the overly concentrated division may result in recognition problem of specific objects and increase the difficulty of user interface operations on palm-sized mobile devices.

2. Login Indicator Generator Module. This module generates a login indicator consisting of several distinguishable characters (such as alphabets and numbers) or visual materials (such as colors and icons) for users during the authentication phase. In our implementation, we used characters A to G and 1 to 11 for a 7 * 11 grid. Both letters and numbers are generated randomly and therefore a different login indicator will be provided each time the module is called. The generated login indicator can be given to users visually or acoustically in our system we are sending this patterns on users email.

3. Horizontal and Vertical Axis Control Module. There are two scroll bars: a horizontal bar with a sequence of letters and a vertical bar with a sequence of numbers.

4. Communication Module. This module is in charge of all the information transmitted between the client devices and the authentication server. Any communication is protected by SSL (Secure Socket Layer) protocol and thus, is safe from being eavesdropped and intercepted.

5. Password Verification Module. This module verifies the user password during the authentication phase. A pass Horizontal scroll bar (on the right/blue) and vertical bar (on the left/green). square acts similar to a password digit in the text-based password system. The user is authenticated only if each pass-square in each pass-image is correctly aligned with the login indicator.

IV. METHODOLOG OF PROPOSED SYSTEM

1. Registration phase

The user creates an account which contains a username and a password. The password consists of only one pass-square per image for a sequence of n images. The number of images (i.e., 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. The username can be omitted if PassMatrix is applied to authentication systems like screen lock. The user can either choose images from a provided list or upload images from their device as pass-images. Then the user will pick a passquare for each selected pass-image from the grid, which was divided by the image discretization module. The user repeats this step until the password is set.

2 Authentication phase

The user uses his/her username, password and login indicators to log into PassMatrix. The following describes all the steps in detail:

- 1) The user inputs his/her username which was created in the registration phase.
- 2) A new indicator comprised of a letter and a number is created by the login indicator generator module. The indicator will be shown when the user uses his/her hand to form a circle and then touch the screen. In this case, the indicator is conveyed to the user by visual feedback. The indicator can be delivered to user by email.
- 3) Next, the first pass-image will be shown on the display, with a horizontal bar and a vertical bar on its top and left respectively. To respond to the challenge, the user flings or drags the bars to align the pre-selected pass-square of the image with the login indicator. For example, if the indicator is (E, 11) and the pass-square is at (5, 7) in the grid of the image, the user shifts the character "E" to the 5th column on the horizontal bar and "11" to the 7th row on the vertical bar
- 4) Repeat step 2 and step 3 for each pre-selected passimage.
- 5) The communication module gets user account information from the server through HttpRequest POST method.
- 6) Finally, for each image, the password verification module verifies the alignment between the passsquare and the login indicator. Only if all the alignments are correct in all images, the user is allowed to log into PassMatrix.

V. SUMMERY AND CONCLUSION

We present a secure graphical authentication system named PassMatrix that protects users from becoming victims of shoulder surfing attacks when inputting passwords in public through the usage of the one-time login indicators. The login indicator is randomly generated for each pass-image and will be useless after the session terminates. The login indicator provides better security against shoulder surfing attacks, since users use a dynamic selection to figure out the location of their passwords rather than clicking on the password object directly.

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