

## Identification and authentication

WSPC, Chapter 6

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## Identification, authentication, authorisation

Three closely related concepts:

- **Identification:** associating an identity with a subject (“Who are you?”)
- **Authentication:** establishing the validity of something, such as an identity (“Are you indeed the entity you claim you are?”)
- **Authorisation:** associating rights or capabilities with a subject (“What rights (authority) do you have?”)

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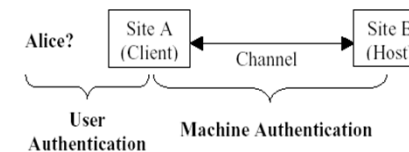
## Authentication

- **Authentication** is the process of verifying the identity of a user, device, or other entity in a computer system, often as a prerequisite to allowing access to resources in the system
- Authentication is used for the purpose of performing **trusted communications** between parties for computing and telecommunications applications.

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## Authentication

- **Machine-by-machine** authentication
- **Human-by-machine** authentication (user authentication)



(Picture by Lawrence O’Gorman, Proc. of IEEE, Dec 2003)

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## User vs Machine authentication

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- User authentication is much less secure than machine authentication
- Example:
  - encryption algorithm in AES standard uses the keys up to 256 bits long;
  - a 256-bit key is too long for most humans to remember, so in practice this key is stored in a computer file protected by a more memorable password;
  - Here is the problem: human tend to choose an easily guessable password
- In many cases humans are “weakest links” of otherwise secure systems

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## Authentication techniques

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Authentication techniques can be based on

- Passwords (knowledge-based, “what you know”)
- Tokens (object-based, “what you have”)
- Biometrics (ID-based, “who you are”)

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## Password-based techniques

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- **Password:** a word, a phrase, or personal identification number that is kept as a secret and is used for authentication;
- Very popular and for many purposes adequate techniques, which don't need a special hardware;
- The main problem:
  - short memorable password can be guessed or searched by attacker;
  - Long and random password is difficult to remember

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## Other problems with passwords

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- Before one can use a computer system, or a service, one needs a password
- Password may be intercepted on its way to the system
- Password may be forgotten
- Password may be passed to other people

Although these problems can be dealt with, there is no absolute solution

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## New type of attack – acoustical spying

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- Researches at UC Berkley have demonstrated how one can recover up 96 percent of text using using an audio recording of the sounds generated by typing on a computer keyboard (September, 2005)
- Each keystroke makes a relatively distinct when hit. Using statistical learning theory, the program can categorize the sounds of each key and produce a good first guess, which then improved by using spelling and grammar checks
- Having a small microphone nearby a computer allows one to find out what password (for example) has been used.

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## Token-based authentication

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**Physical token** ( identity token, security token) is physical device which perform or help authentication, such as:

- Door key
- Magnetic, or radio-frequency based access cards
- Bankcard
- Smartcard
- Etc

Authentication is based on what you have

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## Types of tokens

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- This can be a secure storage device containing passwords, such as a bankcard, remote garage door opener, or smart card.
- This can also be an active device that yields *one-time passcodes (machine generated passwords)*, either
  - *time-synchronous*
  - or *challenge-response*

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## Problems with tokens

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- The token doesn't really "prove" who an owner of the token is – anybody who has possession of the token can gain access
- If the token is lost, the owner can not have an access, despite his/her identity has not changed
- Some tokens may be easily copied or forged

To increase security In some applications tokens are combined with other means of identification, such a passwords (PINs).

**Example:** banking cards as tokens, and PINs as passwords

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## Biometrics-based techniques

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A **biometric** is a feature measured from the human body that is distinguishing enough to be used for user authentication. (L.O'Gorman)

- Images of a person face, retina, or iris
- Fingerprints
- Footprints and gait (walking style)
- Voice patterns
- Handwriting characteristics
- Smell
- Hand geometry

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## Biometrics

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### Advantages

- Biometrics can't readily be shared, copied, or stolen
- Biometrics (in normal circumstances) can't be lost

### Disadvantages

- Complicated technology
- Specialized hardware
- High-cost (yet, it has been going down)

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## Problems with biometrics

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- Certain level of
  - False positives, and
  - False negatives

To deal with this problem one may combine biometric technique with password- or token-based techniques

- If measuring equipment is not specially protected, the equipment is vulnerable to sabotage and fraud.

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## Recent advances: authentication by brainwaves

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John Chuang et al.

"I think, therefore I am: Usability and Security of Authentication Using Brainwaves", a 2013 paper available at

[people.ischool.berkeley.edu/~chuang/pubs/usec13.pdf](http://people.ischool.berkeley.edu/~chuang/pubs/usec13.pdf)

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## Authentication using Brainwaves

Experimental study:

- using single channel EEG sensors embedded in wireless headsets (Neurosky MindSet ~100 USD) for authentication
- 99% accuracy is achieved

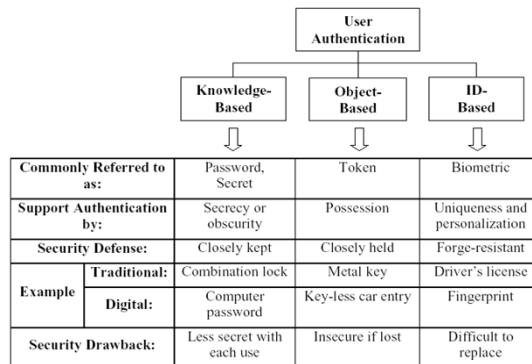
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## Authentication using Brainwaves (cont.)

- Seven different (mental) tasks are used in the experiments:
  - Breathing, simulated finger movement, sport tasks, etc each taking 10 seconds
  - Brainwaves were measured and processed to distinguish the participants
  - Self-similarity and cross-similarity measures are used
- Possible MSc project:
  - re-implement and to develop further EEG based authentication

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## User authentication



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