ICCSE'21 International Conference on Contemporary approach on revolutionary Science and Engineering, April 9-10, 2021 ISBN: 978-81-910765-1-6

Go Cardless ATM with three Layer Secured Authentication using Finger Print and Hybrid Pin Method

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ABSTRACT

The importance of security in the authentication process as well as the increase in threat level posed by such malware has attracted many researchers to the field. Many attacks are successful in accessing social network accounts since the current password-based authentication paradigms are not efficient and robust enough as well as vulnerable to automated attacks. In this project, a novel method using three layer based authentication is proposed to address the problem of shoulder-surfing attacks on authentication schemes. First layer based on ordinary text password verification process. Here user id and password are considered for first level verification. Second layer based on biometric based authentication system, which provides new solutions to address the issues of security and privacy. So implement real time authentication system using finger print biometrics for authorized the person for ATM system. Fuzzy Extraction technique uses for finger print features , which provides new solutions to address the issues of security and privacy. So implement real time authentication system using finger print biometrics for authorized the person for ATM system. Fuzzy Extraction technique uses for finger print feature extraction of user identification. Third layer authentication focuses on providing PIN verification using Illusion view based Hybrid PIN. Finally implement PIN-based authentication method that operates on ATM Application The three layer authentication process enabled when user login into the application and also when a transaction is done. Proposed work also focuses on implementing multi party access on ATM access. Here account holder can add secondary person to make transaction with fingerprint verification approach.

Keywords- ATM system, Authentication, Fingerprint, Hybrid pin, Blend two keypads.

INTRODUCTION

1.1 INFORMATION SECURITY

Managing security means understanding the risks and deciding how much risk is acceptable. Different levels of security are appropriate for different organizations. No network is 100 percent secure, so don't aim for that level of protection. If you try to stay up-to-date on every new threat and every virus, you'll soon be a quivering ball of anxiety and stress. Look for the major vulnerabilities that you can address with your existing resources. Here present numerous advantages of computer networks and the Internet. Connecting your network to the Internet provides access to an enormous amount of information and allows you to share information on an incredible scale. However, the communal nature of the Internet, which creates so many benefits, also offers malicious users easy access to numerous targets. The Internet is only as secure as the networks it connects, so we all have a responsibility to ensure the safety of our networks. Information security is the process of securing information data from unauthorized access, use, modification, tempering, or disclosure. With the increased use of electronics media in our personal lives as well as businesses, the possibility of security breach and its major impact has increased. The theft of personal identity, credit card information, and other important data using hacked user names and passwords have become common these days. In addition, the theft of confidential business data may lead to loss of business for commercial organizations.

1.2 PROBLEMS PRESENT IN INFORMATION FORENSICS SECURITY DOMAIN

- **Hacking** unauthorized access to or use of data, systems, server or networks, including any attempt to probe, scan or test the vulnerability of a system, server or network or to breach security or authentication measures without express authorization of the owner of the system, server or network. Members of the University should not run computer programs that are associated with hacking without prior authorization . Obtaining and using such programs is not typical of normal usage and may therefore otherwise be regarded as misuse.

1.3 TYPES OF ATTACKS

- Networks are field to attacks from malicious sources. Attacks will also be from two classes: "Passive" when a network intruder intercepts data travelling via the network, and "active" where an outsider initiates commands to disrupt the network's usual operation or to behavior reconnaissance and lateral action to seek out and achieve access to belongings available through the network.
- The security threat to the network can be the attacker who attempts to grasp information to exploit the network vulnerability. This kind of attack is also known as passive attack. On the other hand, the attacker is attempting to disrupt the network communication and also affect the user productivity of a network. It is also known as an active attack. Here listed below are some of the most common types of the security threats.

1.3.1 DoS

- The DOS- denial of service attack overwhelms the network host with the stream of bogus data which keep

ISBN: 978-81-910765-1-6

it to process the designed data. The DoS attacks will be launched against the computers and against the network devices. The DoS attack is the security threat which implies that the larger attacks are in progress. Then the DoS attack is a part of the attack that the hijacks communication from the user who already authenticated to the resource. When the users computers are blocked by a DoS attack, then the attacker access the resource and receive the needed information and returns the control to a user who does not know what occurred in it.

1.3.2 Man in the middle

- The man in the middle attack occurs when the person keep a logical connection or equipment between 2 communicating parties. These 2 communicating parties assume they are directly communicating with each other, but the information is being sent to a man in the middle who forwards it to the proposed recipient. This attack is very harmful to the organizations. Most of the organizations will adopt measures such as strong authentication as well as latest protocols, including IPSec/L2TP with the tunnel endpoint authentications

1.3.3 Social engineering

- A social engineering attacks are not relying on technology or protocols to succeed, but instead it relies on the human nature. Users generally trust each other and where the this type of attacks start. It may comprise of false sites that ask for the information from the unsuspecting web surfers. And this type of attack is known as phishing. A social engineering attacks might be prevented by just training the users not to provide their credentials who asks for the information on the web page.

1.3.4 Virus

- The computer virus is the program which can infect the computer and copy itself without user knowledge. These viruses started infecting the computers in 1980 itself and also continued to evolve till date. Some of the viruses are able to change after it infects the computers to try to hide from the antivirus software. As the viruses changed over the years and years, companies like McAfee and Symantec have specialized in the software, which can eradicate and detect viruses from the computer system. There are nearly more than 76,000 known viruses and users can eradicate it by updating the antivirus software up to date on all the clients and servers.

1.3.5 Worms

- The worm is the something different from the viruses, it is just a program and just not an infestation. These worms will use a computer network to send worm copies to the other computers without the user's knowledge. They are proposed to cause network problem such as resource utilization and bandwidth issues. The most famous worms such as sobig and mydoom worms have affected more thousands of servers and computers in the past. You can prevent the spread by maintaining the servers and clients up to date with latest security patches.

II .LITERATURE SURVEY

A . Title: Fingershield ATM–ATM Security system using Fingerprint Authentication.

Authors: Sahar, Bayu Aji, Azel Fayyad Rahardian, and Elvayandri Muchtar.

Fingershield ATM, ATM Machine that implements biometric identification in the form of fingerprints which is integrated with smart card and database server. Fingerprint technology is powerful identification because of its unique characteristics of each of the minutiae. Fingerprint is a distinct pattern of ridges and valleys on the finger surface of an individual. A ridge is defined to be a single curved segment whereas a valley is the area between two adjacent ridges. Minutiae points are the major features of a fingerprint image and are used in the matching of fingerprints. These minutiae points are used to determine the uniqueness of a fingerprint image. A good quality fingerprint image can have 25 to 80 minutiae depending on the fingerprint scanner resolution and the placement of finger on the sensor.

The database server subsystem is comprised of two main processes: fetch data and update data. This function will be used to communicate with the database using an SQL query. Fetch data is a function to fetch the current database record values into the client machine. It has 2 modes: fetch all data field of a record identified by card code; and fetch a name field of a record identified by account number for transfer purposes. Update data is a function to change the values of fields in a record. It have three modes: to change the balance field of a record identified by card code for withdrawal purposes; to change the balance value of a record identified by the account number for transfer purposes; and to change the valid field value of a record for blocking purposes.

From Implementation and Testing Result, we can conclude that all functions and data processing work properly in the system. Fingershield ATM's security is also high enough due to additional fingerprint authentication and the fact that user's personal information is encrypted. Furthermore, a lot of people gave a positive response to the system in terms of convenience and simplicity. Thus, we hope that this system can reduce the number of ATM fraud especially skimming so that user don't have to worry while transacting by using ATM Machines.

B .Title: Enhancing ATM security using Fingerprint and GSM technology

Authors: Jaiswal, Ashish M., and Mahip Bartere.

Propose the idea of using fingerprints of customers as password included with traditional PIN number. After authorized verification, the customer will be able to proceed for transaction else after three successive wrong attempts, the ATM card will be blocked for 24 hours and a message will be sent to the registered mobile number. The proposal is to use fingerprints in ATMs as passwords involved with the PIN number. Fingerprint recognition will make users relax by preventing unauthorized account access and assuring security. Here, a fingerprint module generates 4-digit code as a message to the customer's assigned mobile number by placing finger on it and on the basis of validation of this code, customers are allowed for further access. A fingerprint in its narrow sense is an impression left by the friction ridges of a human finger. In a wider use of the term,

 ISBN: 978-81-910765-1-6

fingerprints are the traces of an impression from the friction ridges of any part of a human hand. A friction ridge is a raised portion of the epidermis on the fingers and toes (digits), the palm of the hand, consisting of one or more connected ridge units of friction ridge skin.

This software is implemented by the steps as follows: first of all. The system is initialized to implement specific task, such as checking ATM system, GSM communication and so on, and then each module reset for ready to run commands. Before using ATM terminal, the mobile number and fingerprint of the customer is required. Automatic Teller Machines is the most used technology in the increasing financial transaction of the current world. There are many possible way to misuse ATM card using PIN. Fingerprint recognition helps to achieve an authentic state of security access through verification and validation. This work identifies a high level model for the modification of existing ATM systems using both security protocols as PIN & Biometric fingerprint strategy and GSM technology.

C . Title: Image based authentication using illusion pin for shoulder surfing attack
Authors: Prabhu, K. D. D. P.

Shoulder surfing attack is the direct observation of user from far distance by hacker. Traditional methods use personal identification number (pin) consists of a sequence of digits for authentication. This method is used for Digital Authentication of touch screen devices. The applications of touch screen devices include ATM machines, Smart phones and Kiosk. Shoulder surfing attack suffers from various issues, Challenges and limitations like security and privacy. There are various algorithms and techniques have been proposed in the literature to overcome these difficulties and still needs improvement. Hence in this work a novel algorithm using illusion pin with hybrid images for shoulder surfing attack authentication scheme has been proposed. This proposed method using Illusion-pin (I-pin) blends of two keypads with different ordering digits using hybrid images. The user keypads is shuffled in every authentication attempt. This method is used to restrict the shoulder surfing attack by implementing this visibility algorithm. Hence hackers are unable to recognize or learning the user pin which provides more security and authentication.
In this proposed IBAUIP model, the Illusion PIN is a PIN based authentication scheme for touch screen devices which offers shoulder-surfing resistance. The design of Illusion PIN is based on the simple observation that the user is always viewing the screen of user device from a smaller distance than a shoulder-surfer. The core idea of Illusion PIN is to make the keypad on the touch screen to be interpreted with a different digit ordering. when the viewing distance is adequately large. This way, when the shoulder surfer is standing far enough, observer is viewing the keypad as being different from the one that the user is utilizing for user authentication, and consequently observer is unable to extract the user's PIN. IPIN uses the technique of hybrid images to blend two keypads with different ordering of digit in such a way, that the user who is near to the device is seeing one keypad to enter user PIN, while the attacker who is looking at the device from a bigger distance is seeing only the other keypad.

III PROPOSED WORK

The proposed scheme is implementing on a combination of the concept of multilevel password security and the multi user access in ATM application. Multi users can share the same account with individual finger print verification process. The user has to type the user id and password for first level verification, if failing to login they have to enter it again. The fingerprint sensor provides the last level of authentication for the user. Users only need to place their finger on the scanner for the fingerprint information to be captured. The ATM server matches the fingerprint information with the one stored on the database (the template). Along with text password, an additional finger prints verification to ensure tight security. If every entered detail is correct then user continues with face verification process then PIN is verified using Bright Pass system. If registered user is verified the face then access nest verification stage with hybrid PIN method. A hybrid keyboard method is implementing to address the problem of shoulder-surfing attacks on authentication schemes. This is a PIN-based authentication method that operates on touch screen devices. Hybrid keypad uses the technique to blend two keypads with different digit orderings in such a way, that the user who is close to the device is seeing one keypad to enter the PIN, while the attacker who is looking at the device from a bigger distance is seeing only the other keypad. Based on this analysis, it seems practically almost impossible for a surveillance camera to capture the PIN of a smartphone user when hybrid keypad is in use. This method is implemented in a banking application. The hybrid keypad will be enabled when the PIN is entered while login into the application.

ISBN: 978-81-910765-1-6

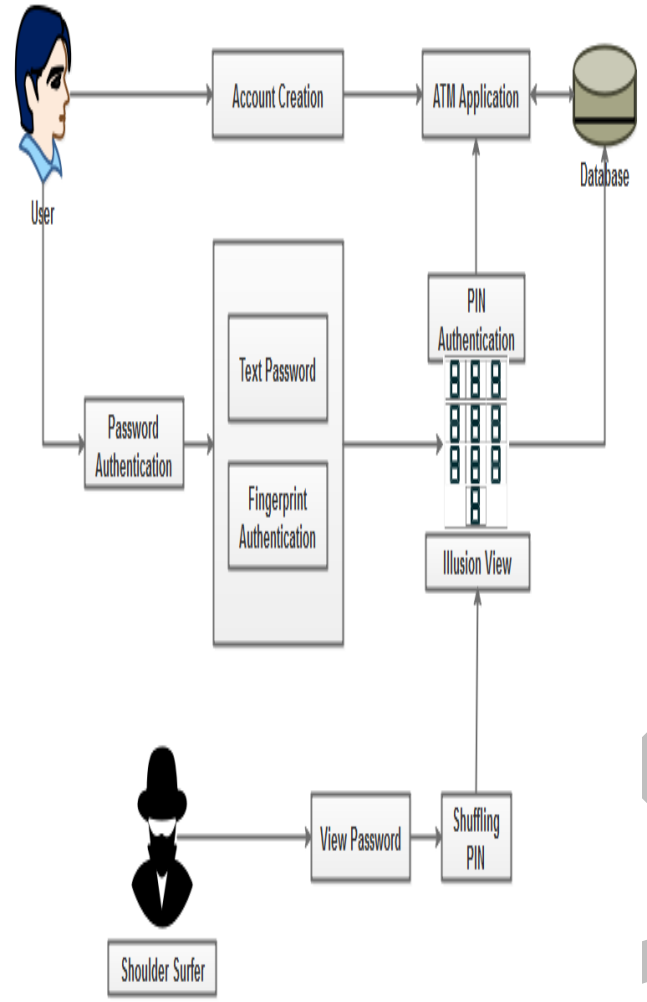

Fig : 1.1 System Architecture

A. password Authentication

Anonymous access is the most common access control method, which allows anyone to visit the public areas of a website while preventing unauthorized users from gaining access to an application. In password authentication users are verified using their unique login constraints. A personal identification password is a numeric or alphanumeric password or code used in the process of authenticating or identifying a user to a system and system to a user. The password Authentication page enables user to verified using their username and password. If the details entered matches with the details available, the user will be allowed to process further transaction. If no match found, the user have to re enter the details again.

B. Finger Print Verification

Biometric information contains unique biological characteristics of individuals. It enables people identification and performs access control tasks. A user provides his finger print biometric template during the registration phase called enrollment. When identification is required, the user provides again his finger print biometric information to a trusted biometric device and a new biometric template can be extracted. Here fuzzy extraction technique used for finger print feature extraction. The user is identified if and only if the new biometric template is close to one of the stored templates.

C. Hybrid PIN with Shuffling

Hiding Password is process on hiding numeric digits into digital patterns. While entering the PIN, the keypad will be changed to a hybrid keypad. The hybrid keypad is a combination of two keypads. Shuffling Patterns is used for hiding the PINs from unauthorized access. The user entered pin will get hide on keyboard and that may be shuffled after every authentication process. The digital numbers are shuffled randomly every time.

IV SYSTEM ANALYSIS

Present programs also undergo from other skills security vulnerabilities. One outstanding difficulty is safety towards offline guessing attack (often referred to as offline dictionary assault). The reason of offline guessing attack is to compromise a customer's password through Present programs also undergo from other skills security vulnerabilities. One outstanding difficulty is safety towards offline guessing attack (often referred to as offline dictionary assault). The reason of offline guessing attack is to compromise a customer's password through exhaustive search of all possible password values. In a password-established atmosphere, passwords are viewed to be brief and human memorizable, and the corresponding password house is so small that an adversary is in a position to enumerate all possible values within the area within some cheap period of time. For example, most of the ATM deployments use PINs (personal identification numbers) of simplest 4 to 6 digits long, so the password space has no a couple of million possible values. Hence, an additional security requirement for wise-card-established password authentication is security towards offline guessing attack. In particular, compromising a patron's sensible-card must not allow an adversary to launch offline guessing attack in opposition to the patron's password. In observe the adversary may just steal the wise-card and extract the entire information stored in it through reverse engineering. This concept is paying homage to password-founded authentication protocols.

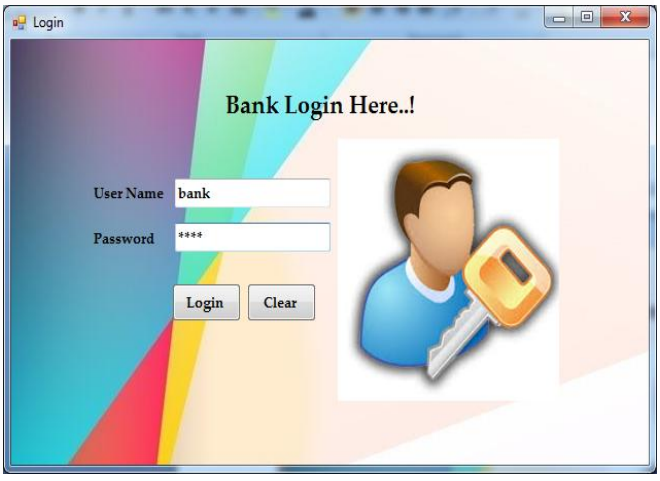

Fig 1.2 Bank login access

 ISBN: 978-81-910765-1-6

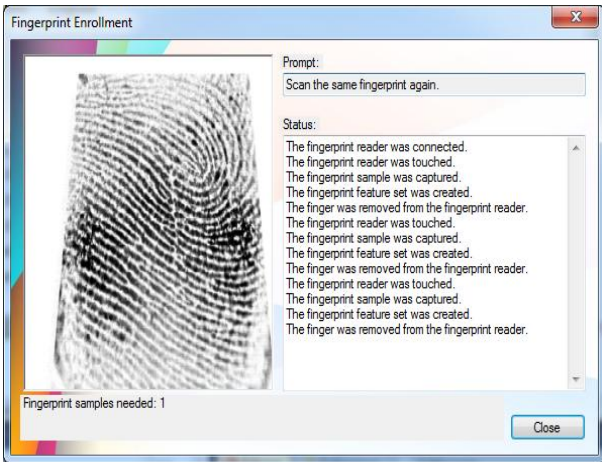

Fig: 1.3 Finger Print Enrollment for The first time.

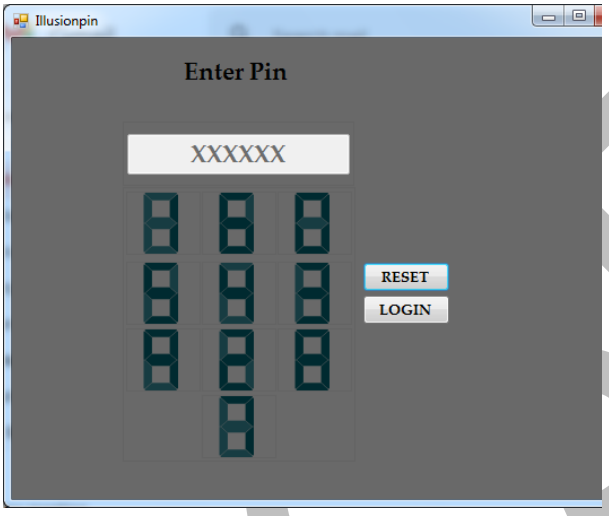

Fig: 1.4 Hybrid Pin Display In ATM Machine.

V CONCLUSION

The main goal and importance of the ATM system using fingerprint is to provide security. ATM system using fingerprint is secure, but it still has some demerits. To overcome the challenges of the technology it can be combined with more secure features. In this project we are using biometric security measure in the ATM system. The proposed system explains a hybrid keypad is implemented in a ATM application. The main goal of our work was to design a PIN-based authentication scheme that would be resistant against shoulder surfing attacks. To this end, we created Illusion PIN. The proposed system has quantified the level of resistance against shoulder-surfing by introducing the notion of safety distance. This means that even if a person perceives the digits on a hybrid keypad to be equally visible to the digits on a digital keypad, the distortion in the hybrid keypad is bigger and the visibility index has a lower value. This is something logical, because when the reference buttons are all same color, a digit that is even slightly visible is considered a big distortion.

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