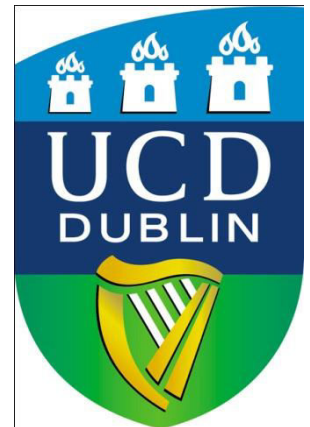


COM307000 - Access Control

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Biometrics



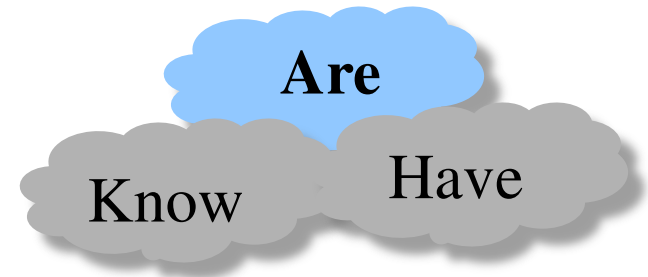
Something You Are

❑ Biometric

- “**You are your key**” — Schneier

❑ Examples

- Fingerprint
- Handwritten signature
- Facial recognition
- Speech recognition
- Gait (walking) recognition
- “Digital doggie” (odor recognition)
- Many more!



Why Biometrics?

- ❑ May be better than passwords
- ❑ But, cheap and reliable biometrics needed
 - Today, an active area of research
- ❑ Biometrics **are** used in security today
 - Thumbprint mouse
 - Palm print for secure entry
 - Fingerprint to unlock car door, etc.
- ❑ But biometrics not too popular
 - Has not lived up to its promise/hype (yet?)

Ideal Biometric

- ❑ **Universal** — applies to (almost) everyone
 - In reality, no biometric applies to everyone
- ❑ **Distinguishing** — distinguish with certainty
 - In reality, cannot hope for 100% certainty
- ❑ **Permanent** — physical characteristic being measured never changes
 - In reality, OK if it to remains valid for long time
- ❑ **Collectable** — easy to collect required data
 - Depends on whether subjects are cooperative
- ❑ Also, safe, user-friendly, and ???

Identification vs Authentication

- ❑ **Identification** — Who goes there?
 - Compare **one-to-many**
 - Example: FBI fingerprint database
- ❑ **Authentication** — Are you who you say you are?
 - Compare **one-to-one**
 - Example: Thumbprint mouse
- ❑ Identification problem is more difficult
 - More “random” matches since more comparisons
- ❑ We are (mostly) interested in authentication

Enrollment vs Recognition

❑ Enrollment phase

- Subject's biometric info put into database
- Must carefully measure the required info
- OK if slow and repeated measurement needed
- Must be very precise
- May be a weak point in real-world use

❑ Recognition phase

- Biometric detection, when used in practice
- Must be quick and simple
- But must be reasonably accurate

Cooperative Subjects?

- ❑ Authentication — cooperative subjects
- ❑ Identification — uncooperative subjects
- ❑ For example, facial recognition
 - Used in Las Vegas casinos to detect known cheaters (also, terrorists in airports, etc.)
 - Often, less than ideal enrollment conditions
 - Subject will try to confuse in recognition phase
- ❑ Cooperative subject makes it much easier
 - We are focused on authentication
 - So, we can assume subjects are cooperative

Biometric Errors

- ❑ **Fraud rate** versus **insult rate**
 - Fraud — Trudy mis-authenticated as Alice
 - Insult — Alice not authenticated as Alice
- ❑ For any biometric, can decrease fraud or insult, but other one will increase
- ❑ For example
 - 99% voiceprint match \Rightarrow low fraud, high insult
 - 30% voiceprint match \Rightarrow high fraud, low insult
- ❑ **Equal error rate:** rate where fraud == insult
 - A way to compare different biometrics

Fingerprint History

- ❑ 1823 — Professor Johannes Evangelist Purkinje discussed 9 fingerprint patterns
- ❑ 1856 — Sir William Hershel used fingerprint (in India) on contracts
- ❑ 1880 — Dr. Henry Faulds article in *Nature* about fingerprints for ID
- ❑ 1883 — Mark Twain's *Life on the Mississippi* (murderer ID'ed by fingerprint)

Fingerprint History

- ❑ 1888 — Sir Francis Galton developed classification system
 - His system of “minutia” can be used today
 - Also verified that fingerprints do not change
- ❑ Some countries require fixed number of “points” (minutia) to match in criminal cases
 - In Britain, at least 15 points
 - In US, no fixed number of points

Fingerprint Comparison

- ❑ Examples of **loops**, **whorls**, and **arches**
- ❑ Minutia extracted from these features



Loop (double)



Whorl



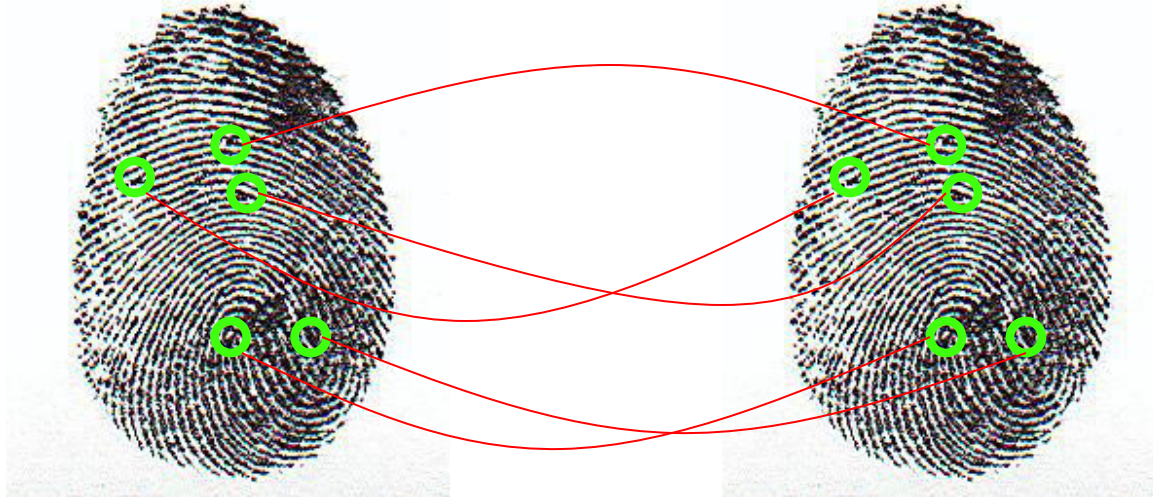
Arch

Fingerprint: Enrollment



- ❑ Capture image of fingerprint
- ❑ Enhance image
- ❑ Identify “points”

Fingerprint: Recognition



- ❑ Extracted points are compared with information stored in a database
- ❑ Is it a statistical match?
- ❑ Aside: [Do identical twins' fingerprints differ?](#)

Hand Geometry

- ❑ A popular biometric
- ❑ Measures shape of hand
 - Width of hand, fingers
 - Length of fingers, etc.
- ❑ Human hands not so unique
- ❑ Hand geometry sufficient for many situations
- ❑ OK for authentication
- ❑ Not useful for ID problem



Hand Geometry

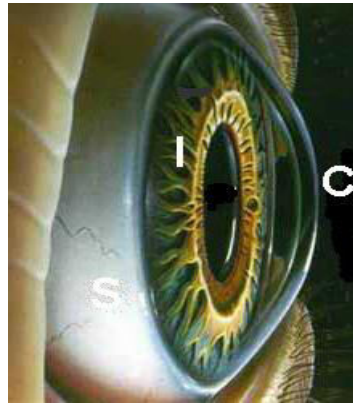
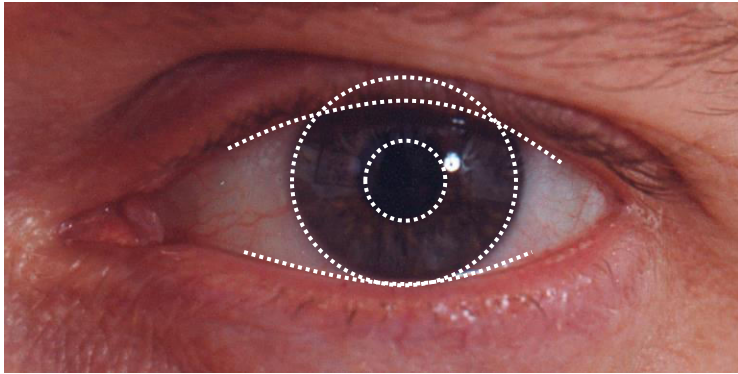
❑ Advantages

- Quick — 1 minute for enrollment, 5 seconds for recognition
- Hands are symmetric — so what?

❑ Disadvantages

- Cannot use on very young or very old
- Relatively high equal error rate

Iris Patterns



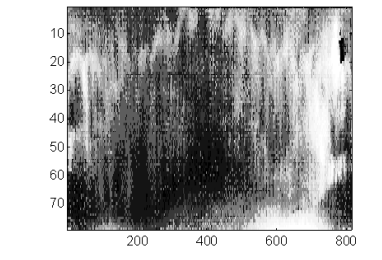
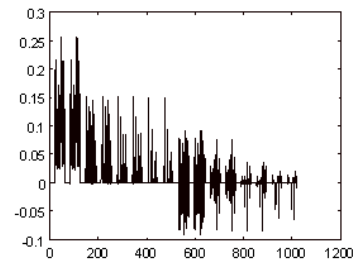
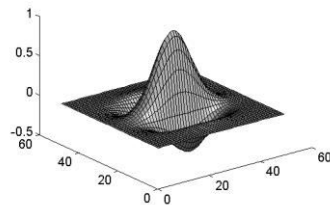
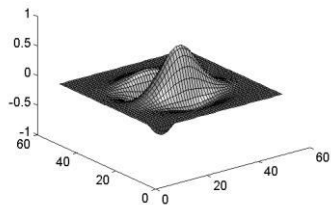
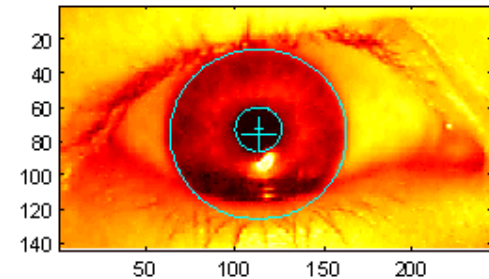
- ❑ Iris pattern development is “chaotic”
- ❑ Little or no genetic influence
- ❑ Even for identical twins, uncorrelated
- ❑ Pattern is stable through lifetime

Iris Recognition: History

- ❑ 1936 — suggested by ophthalmologist
- ❑ 1980s — James Bond film(s)
 - Bond film: Never Say Never Again
- ❑ 1986 — first patent appeared
- ❑ 1994 — John Daugman patents new-and-improved technique
 - Patents owned by Iridian Technologies

Iris Scan

- ❑ Scanner locates iris
- ❑ Take b/w photo
- ❑ Use polar coordinates...
- ❑ 2-D wavelet transform
- ❑ Get 256 byte iris code



Measuring Iris Similarity

- ❑ Based on Hamming distance
- ❑ Define $d(x,y)$ to be
 - # of non-match bits / # of bits compared
 - $d(0010,0101) = 3/4$ and $d(101111,101001) = 1/3$
- ❑ Compute $d(x,y)$ on 2048-bit iris code
 - Perfect match is $d(x,y) = 0$
 - For same iris, expected distance is 0.08
 - At random, expect distance of 0.50
 - Accept iris scan as match if distance < 0.32

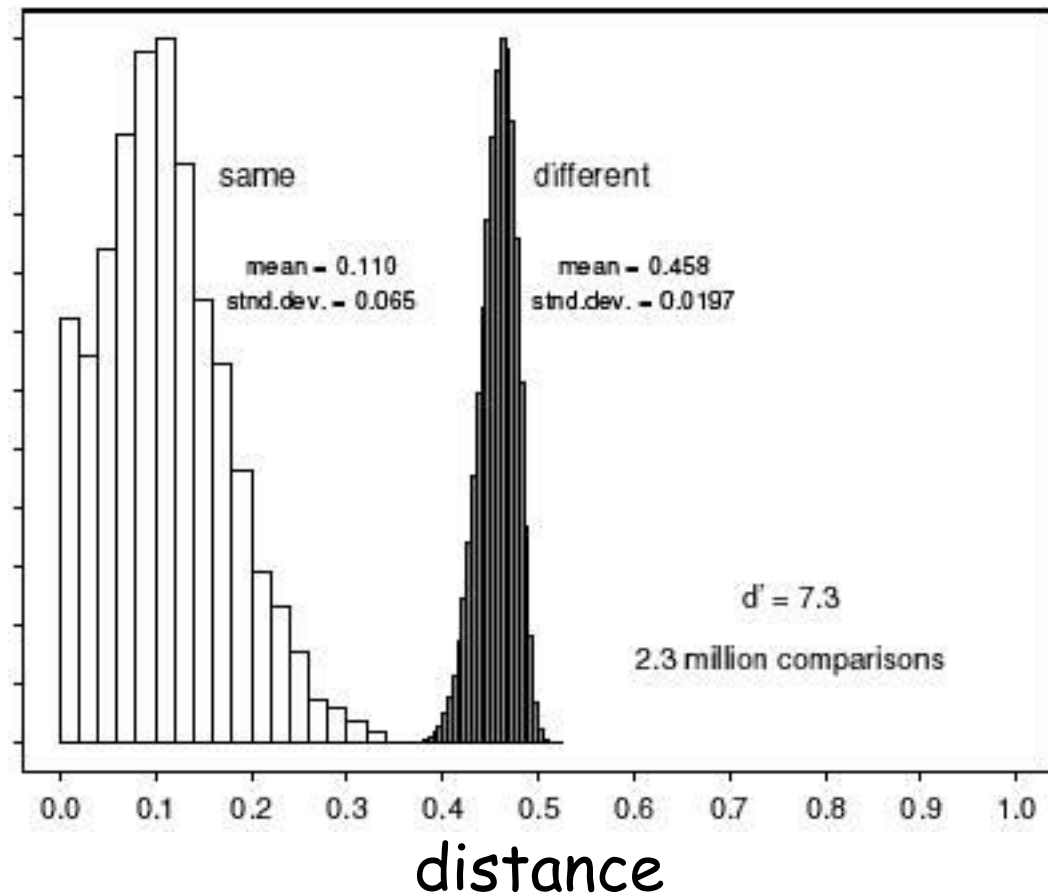
Iris Scan Error Rate

distance Fraud rate

0.29	1 in 1.3×10^{10}
0.30	1 in 1.5×10^9
0.31	1 in 1.8×10^8
0.32	1 in 2.6×10^7
0.33	1 in 4.0×10^6
0.34	1 in 6.9×10^5
0.35	1 in 1.3×10^5



== equal error rate



Attack on Iris Scan

- ❑ Good **photo** of eye can be scanned
 - Attacker could use photo of eye
- ❑ Afghan woman was authenticated by iris scan of old photo
 - Story can be found [here](#)
- ❑ To prevent attack, scanner could use light to be sure it is a “live” iris

Equal Error Rate Comparison

- ❑ Equal error rate (EER): fraud == insult rate
- ❑ **Fingerprint** biometrics used in practice have EER ranging from about 10^{-3} to as high as 5%
- ❑ **Hand geometry** has EER of about 10^{-3}
- ❑ In theory, **iris scan** has EER of about 10^{-6}
 - Enrollment phase may be critical to accuracy
- ❑ Most biometrics much worse than fingerprint!
- ❑ Biometrics useful for authentication...
 - ...but for identification, not so impressive today

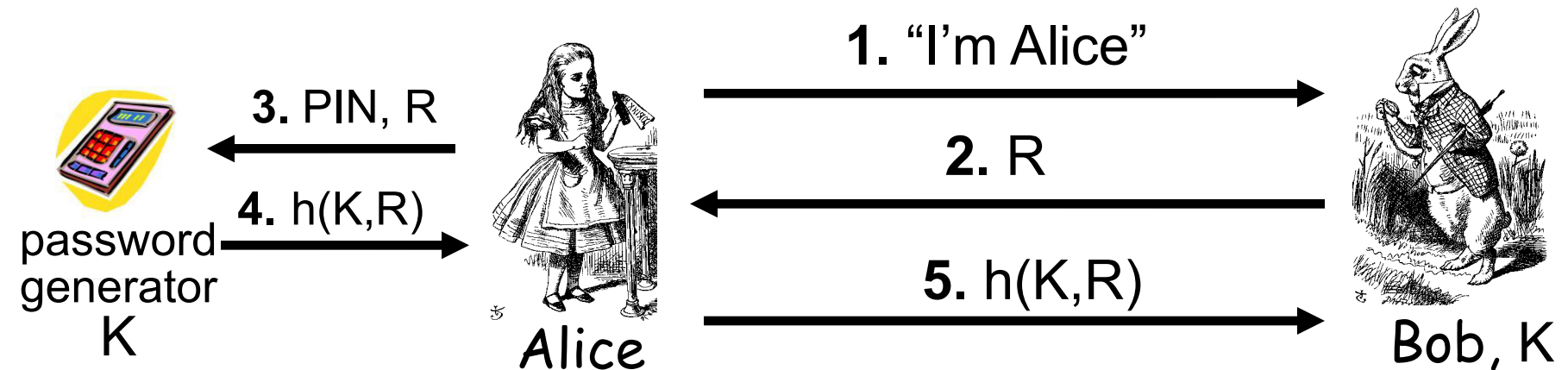
Biometrics: The Bottom Line

- ❑ Biometrics are hard to forge
- ❑ But attacker could
 - Steal Alice's thumb
 - Photocopy Bob's fingerprint, eye, etc.
 - Subvert software, database, "trusted path" ...
- ❑ And how to revoke a "broken" biometric?
- ❑ **Biometrics are not foolproof**
- ❑ Biometric use is relatively limited today
- ❑ That should change in the (near?) future

Something You Have

- ❑ Something in your possession
- ❑ Examples include following...
 - Car key
 - Laptop computer (or MAC address)
 - Password generator (next slide)
 - ATM card, smartcard, etc.

Password Generator



- ❑ Alice receives random “challenge” R from Bob
- ❑ Alice enters PIN and R in password generator
- ❑ Password generator hashes symmetric key K with R
- ❑ Alice sends “response” $h(K, R)$ back to Bob
- ❑ Bob verifies response
- ❑ Note: Alice **has** pwd generator and **knows** PIN

2-factor Authentication

- ❑ Requires any 2 out of 3 of
 - Something you **know**
 - Something you **have**
 - Something you **are**
- ❑ Examples
 - ATM: Card and PIN
 - Credit card: Card and signature
 - Password generator: Device and PIN
 - Smartcard with password/PIN

Single Sign-on

- ❑ A hassle to enter password(s) repeatedly
 - Alice would like to authenticate only once
 - “Credentials” stay with Alice wherever she goes
 - Subsequent authentications transparent to Alice
- ❑ Kerberos — a single sign-on protocol
- ❑ Single sign-on for the Internet?
 - Microsoft: **Passport**
 - Everybody else: **Liberty Alliance**
 - Security Assertion Markup Language (**SAML**)

Web Cookies

- ❑ Cookie is provided by a Website and stored on user's machine
- ❑ Cookie indexes a database at Website
- ❑ Cookies **maintain state** across sessions
 - Web uses a stateless protocol: HTTP
 - Cookies also maintain state within a session
- ❑ Sorta like a single sign-on for a website
 - But, very, very weak form of authentication
- ❑ Cookies also create privacy concerns

Next...Authorization