

## IUBAT-International University of Business Agriculture and Technology

### Assignment

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# DFA-Based Access Control System for a Smart Building

## 1. Introduction to DFA & Access Control

Deterministic Finite Automata (DFA) provide a rigorous mathematical framework for modeling authentication workflows. In a smart building, secure access requires users to follow a strict, zone-specific sequence of authentication factors (e.g., CARD → FINGER → RETINA → PIN). Any deviation is immediately rejected to prevent bypass or replay attacks.

This project develops a family of zone-specific DFAs where:

- For each state and input symbol, there exists exactly one next state (determinism).
- Invalid or out-of-order inputs lead to a sink REJECT state with self-loops for all inputs, ensuring no escape from rejection.

## 2. Problem Analysis & Constraint Resolution

### Requirement-Level Constraints

- **Unique Sequences per Zone:** Eight restricted zones, each with a distinct policy of four or more steps, ensuring no reuse across zones.
- **Multi-Factor Enforcement:** Every accepted sequence requires  $\geq 4$  authentication steps.
- **Immediate Rejection:** Any invalid symbol at any stage transitions directly to the sink REJECT state.

### Technical-Level Constraints

- **Determinism:** Each pair (state, symbol) maps to exactly one next state. Since multiple zones may share prefixes (e.g., starting with CARD), we instantiate a **separate DFA per zone** to preserve determinism.
- **Variable Length Handling:** The DFA length equals the zone's policy length. Acceptance occurs only if the sequence ends exactly in the final accepting state with no extra inputs.
- **Invalid Symbol Handling:** Any token outside the defined alphabet is rejected immediately with an explanatory error.
- **Extra Inputs:** From the accept state, all inputs transition to REJECT, preventing overrun or ambiguous acceptance.

### 3. Input Symbols & Zone Policies

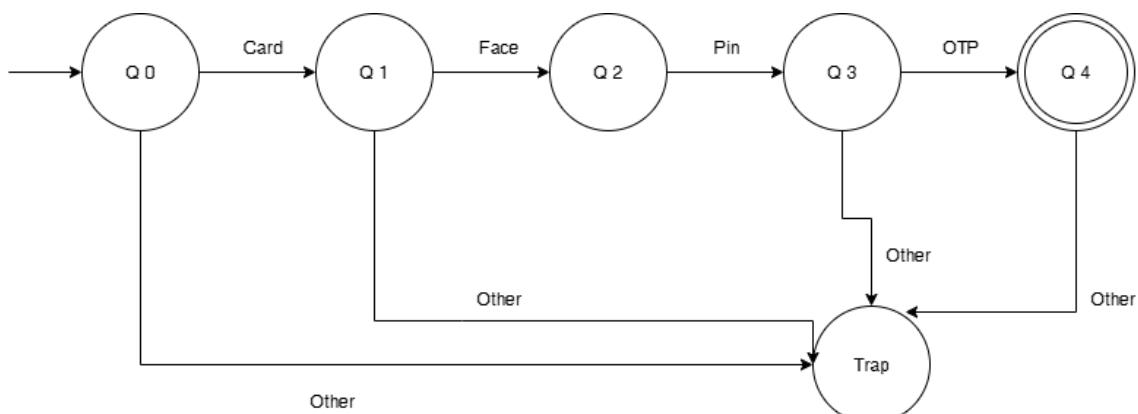
Authentication Alphabet ( $\Sigma$ ): CARD, FINGER, RETINA, FACE, VOICE, PIN, ADMIN, OTP

**Zones and Their Unique Policies ( $\delta$  along the main path):**

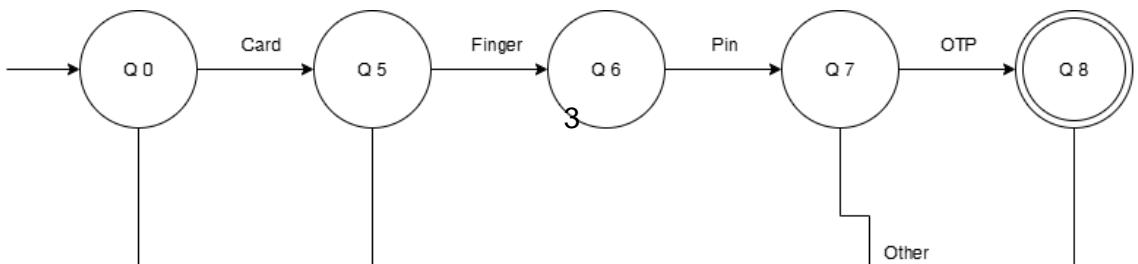
- |                        |                                      |
|------------------------|--------------------------------------|
| 1) Lobby               | : CARD → FACE → PIN → OTP            |
| 2) Laboratory          | : CARD → FINGER → PIN → OTP          |
| 3) ServerRoom          | : CARD → FINGER → RETINA → PIN       |
| 4) ExecutiveLounge     | : FACE → VOICE → CARD → PIN          |
| 5) ResearchWing        | : CARD → VOICE → FINGER → PIN        |
| 6) DataCenterVault     | : CARD → RETINA → FINGER → PIN → OTP |
| 7) MaintenanceWorkshop | : CARD → PIN → FINGER → FACE         |
| 8) SecurityOpsRoom     | : ADMIN → CARD → RETINA → PIN        |

### 4. DFA State Diagram:

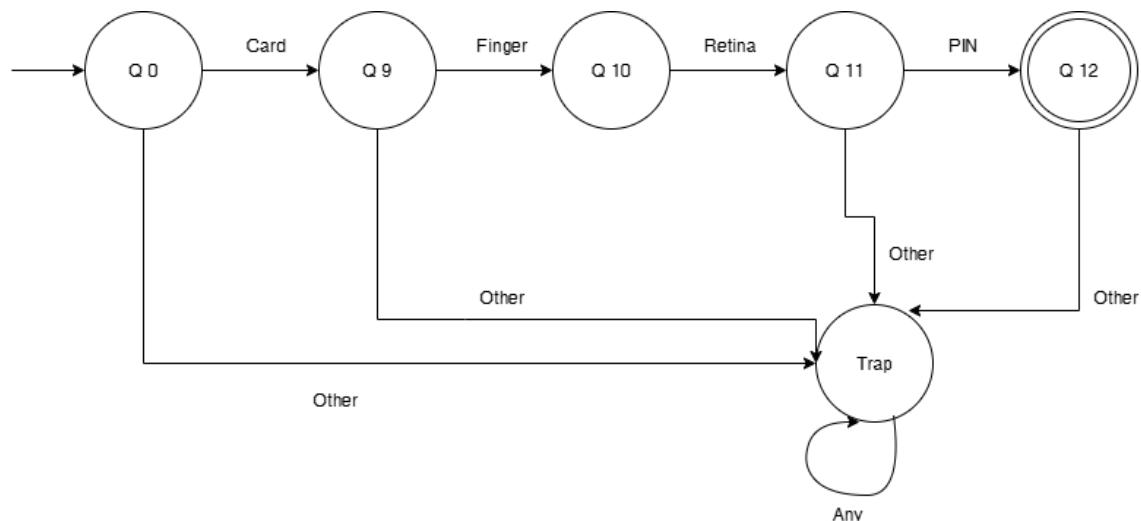
**DFA - Zone Lobby (Accepted: CARD → FACE → PIN → OTP)**



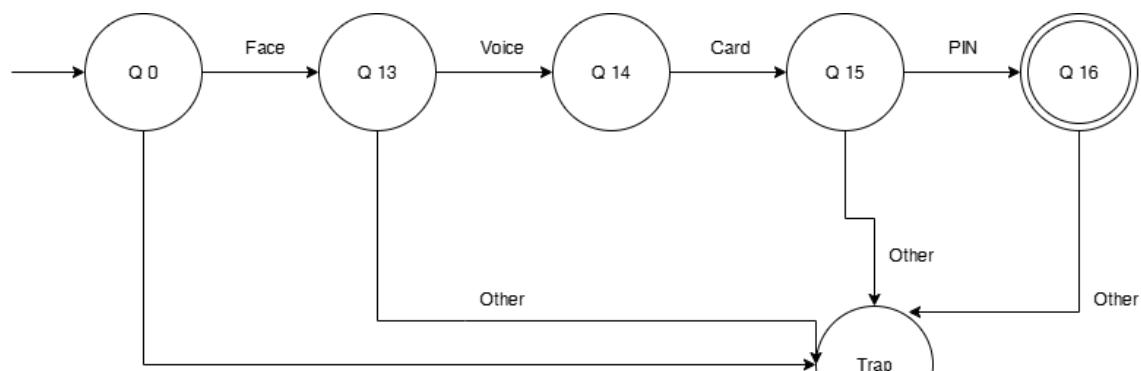
**DFA - Zone Laboratory (Accepted: CARD → FINGER → PIN → OTP)**



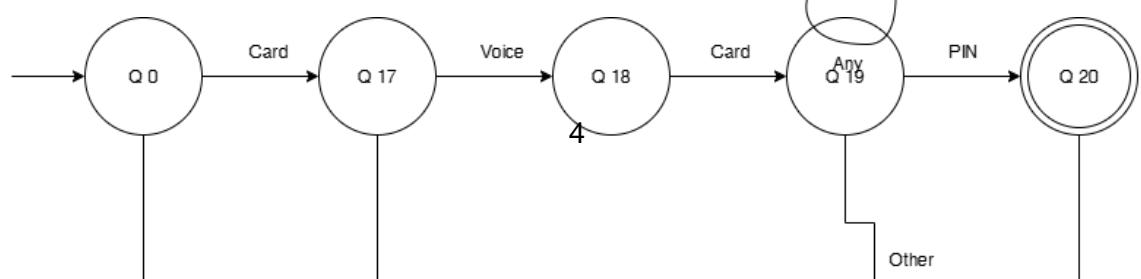
**DFA - Zone ServerRoom (Accepted: CARD → FINGER → RETINA → PIN)**



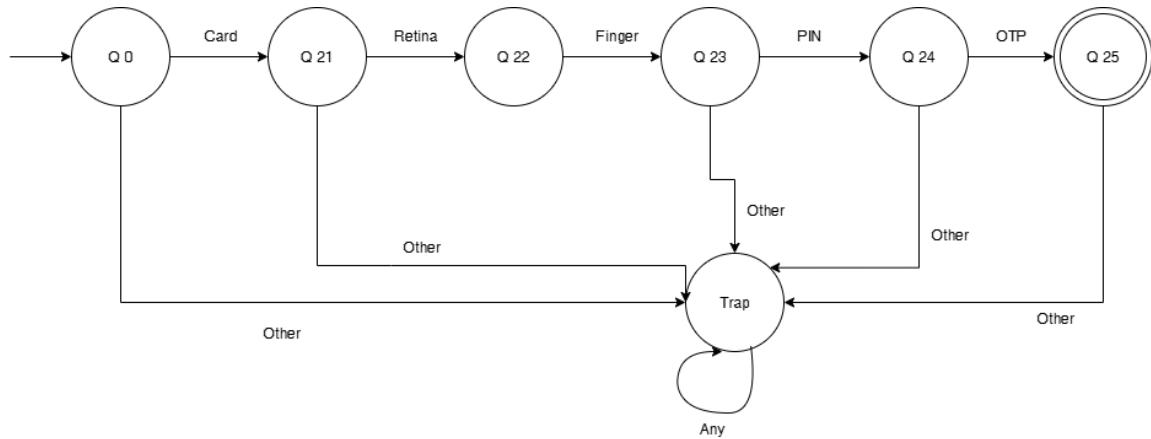
**DFA - Zone ExecutiveLounge (Accepted: FACE → VOICE → CARD → PIN)**



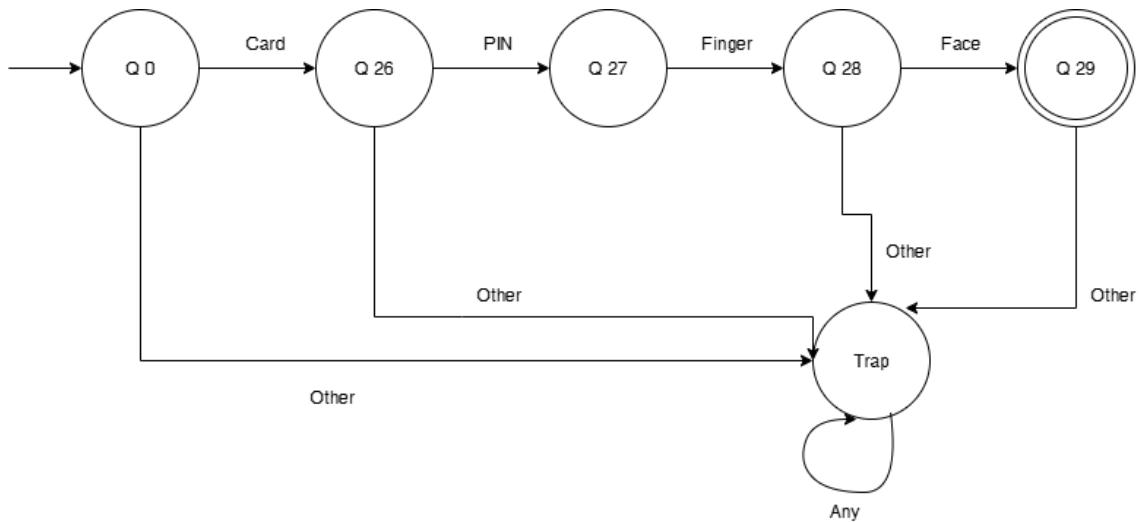
**DFA - Zone ResearchWing (Accepted: CARD → VOICE → FINGER → PIN)**



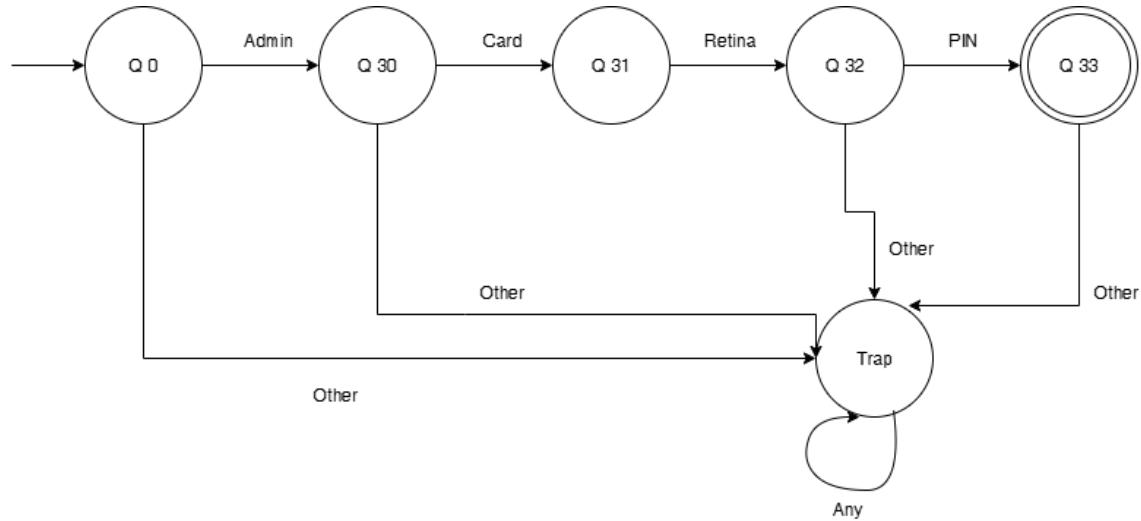
**DFA - Zone DataCenterVault (Accepted: CARD → RETINA → FINGER → PIN → OTP)**



**DFA - Zone MaintenanceWorkshop (Accepted: CARD → PIN → FINGER → FACE)**



## DFA - Zone SecurityOpsRoom (Accepted: ADMIN → CARD → RETINA → PIN)



## 5. Transition Tables (Summary)

Complete transition tables for all zones are included as a separate CSV file (transition\_tables.csv).

ZONE	STATE	CARD	FINGER	RETINA	FACE	VOICE	PIN	ADMIN	OTP
Lobby	q0	q1	REJECT	REJECT	q2	REJECT	q3	REJECT	q4
Laboratory	q0	q5	q6	REJECT	REJECT	REJECT	q7	REJECT	q8
ServerRoom	q0	q9	q10	q11	REJECT	REJECT	q12	REJECT	REJECT
ExecutiveLounge	q0	q15	REJECT	REJECT	q13	q14	q16	REJECT	REJECT
ResearchWing	q0	q17	q19	REJECT	REJECT	q18	q20	REJECT	REJECT
DataCenterVault	q0	q21	q23	q22	REJECT	REJECT	q24	REJECT	q25
MaintenanceWorkshop	q0	q26	q28	REJECT	q29	REJECT	q27	REJECT	REJECT
SecurityOpsRoom	q0	q31	REJECT	q32	REJECT	REJECT	q33	q30	REJECT

Each table enumerates states q0..qN and REJECT; for each symbol in  $\Sigma$ ,  $\delta(state, symbol)$  is defined.

From REJECT,  $\delta(REJECT, symbol) = REJECT$  for all symbols (sink). From the accept state qN, all inputs transition to REJECT, so extra inputs cause denial, preventing ambiguous behavior.

## 6. Code & Implementation Overview

```

# DFA-based Access Control System (Online Compiler Version)

ALPHABET = ["CARD", "FINGER", "RETINA", "FACE", "VOICE", "PIN",
"ADMIN", "OTP"]

ZONE_POLICIES = {

    "Lobby": ["CARD", "FACE", "PIN", "OTP"],

    "Laboratory": ["CARD", "FINGER", "PIN", "OTP"],

    "ServerRoom": ["CARD", "FINGER", "RETINA", "PIN"],

    "ExecutiveLounge": ["FACE", "VOICE", "CARD", "PIN"],

    "ResearchWing": ["CARD", "VOICE", "FINGER", "PIN"],

    "DataCenterVault": ["CARD", "RETINA", "FINGER", "PIN",
"OTP"],

    "MaintenanceWorkshop": ["CARD", "PIN", "FINGER", "FACE"],

    "SecurityOpsRoom": ["ADMIN", "CARD", "RETINA", "PIN"],

}

class ZoneDFA:

    def __init__(self, zone, seq):

        self.zone = zone

        self.seq = seq

        self.start = "q0"

        self.accept = f"q{len(seq)}"

        self.reject = "REJECT"

        self.delta = {}

```

```

# Build DFA transitions

for i in range(len(seq)):

    expected = seq[i]

    for sym in ALPHABET:

        if sym == expected:

            self.delta[(f"q{i}", sym)] = f"q{i+1}"

        else:

            self.delta[(f"q{i}", sym)] = self.reject

for sym in ALPHABET:

    self.delta[(self.accept, sym)] = self.reject

    self.delta[(self.reject, sym)] = self.reject


def process(self, inputs):

    current = self.start

    path = [current]

    for idx, sym in enumerate(inputs, start=1):

        if sym not in ALPHABET:

            return False, path + [self.reject], f"Invalid symbol '{sym}' at position {idx}."

        current = self.delta[(current, sym)]

        path.append(current)

    if current == self.accept:

        return True, path, "Access Granted."

    else:

        if current.startswith("q"):


```

```

        k = int(current[1:])

        expected_next = self.seq[k] if k < len(self.seq)
else None

            return False, path, f"Incomplete/incorrect
sequence. Expected next: {expected_next}."

            return False, path, "Wrong or out-of-order
authentication."


# ----- Main Section -----
print("Available Zones:", list(ZONE_POLICIES.keys()))

zone = input("Enter Zone Name: ").strip()

if zone not in ZONE_POLICIES:

    print("X Unknown Zone")

else:

    events = input("Enter authentication sequence (space-
separated): ").strip().split()

    dfa = ZoneDFA(zone, ZONE_POLICIES[zone])

    granted, path, reason = dfa.process(events)

print("\n--- Result ---")

print(f"Zone: {zone}")

print(f"Input: {events}")

print(f"State path: {' -> '.join(path)}")

print(f"Decision: { 'GRANTED' if granted else 'DENIED' } { 'X' if granted else '✓' }")

print("Reason:", reason)

```

The Python program implements a ZoneDFA class that constructs a deterministic transition function for a given zone policy. The application takes a zone name and a space-separated list of events as input, then runs the DFA. It prints the state path, a GRANTED/DENIED decision, and a reason.

Key correctness properties addressed:

- Determinism: For every (state, symbol),  $\delta$  is total and single-valued.
- Immediate rejection: unexpected symbols go directly to REJECT.
- Exact acceptance: Acceptance only if the input ends in  $qN$  with no extra symbols.
- Invalid symbol handling: non-alphabet tokens are caught and explained.

## 7. Testing — Cases & Outcomes (Pass/Fail)

Input Sequence	Expected	Actual	Pass/Fail	Reason/Notes	State Path
CARD FINGER RETINA PIN	GRANTED	GRANTED	PASS	All required factors provided in correct order; no extra inputs.	$q0 \rightarrow q9 \rightarrow q10 \rightarrow q11 \rightarrow q12$
CARD RETINA FINGER PIN	DENIED	DENIED	PASS	Wrong or out-of-order authentication detected; transitioned to REJECT.	$q0 \rightarrow q1 \rightarrow \text{REJECT} \rightarrow \text{REJECT} \rightarrow \text{REJECT}$
CARD FINGER RETINA OTP	DENIED	DENIED	PASS	Wrong or out-of-order authentication detected; transitioned to REJECT.	$q0 \rightarrow q1 \rightarrow q2 \rightarrow q3 \rightarrow \text{REJECT}$
FACE VOICE CARD PIN OTP	DENIED	DENIED	PASS	Wrong or out-of-order authentication detected; transitioned to REJECT.	$q0 \rightarrow q1 \rightarrow q2 \rightarrow q3 \rightarrow q4 \rightarrow \text{REJECT}$
CARD FINGER PIN QR	DENIED	DENIED	PASS	Invalid symbol 'QR' encountered at position 4. Allowed: ['CARD', 'FINGER', 'RETINA', 'FACE', 'VOICE', 'PIN', 'ADMIN', 'OTP'].	$q0 \rightarrow q1 \rightarrow q2 \rightarrow q3 \rightarrow \text{REJECT}$
CARD FINGER PIN OTP	DENIED	DENIED	PASS	Wrong or out-of-order authentication detected; transitioned to REJECT.	$q0 \rightarrow q1 \rightarrow \text{REJECT} \rightarrow \text{REJECT} \rightarrow \text{REJECT}$
CARD FACE PIN OTP	GRANTED	GRANTED	PASS	All required factors provided in correct order; no extra inputs.	$q0 \rightarrow q1 \rightarrow q2 \rightarrow q3 \rightarrow q4$
CARD PIN	DENIED	DENIED	PASS	Incomplete sequence. Expected next: FINGER.	$q0 \rightarrow q1 \rightarrow q2$
CARD RETINA FINGER PIN OTP	GRANTED	GRANTED	PASS	All required factors provided in correct order; no extra inputs.	$q0 \rightarrow q21 \rightarrow q22 \rightarrow q23 \rightarrow q24 \rightarrow q25$
ADMIN CARD RETINA PIN	GRANTED	GRANTED	PASS	All required factors provided in correct order; no extra inputs.	$q0 \rightarrow q30 \rightarrow q31 \rightarrow q32 \rightarrow q33$

Complete test results, which contains each test case with the expected output, actual output, and pass/fail status.

The tests cover the following scenarios:

- Correct sequence input for a zone
- Incorrect sequences (out-of-order or missing symbols)
- Extra inputs after a correct sequence
- Invalid symbols in the sequence

## 8. Conclusion & Justification of CEP

**Conclusion:**

This DFA-based access control design achieves secure, deterministic, and auditable authentication workflows for eight smart-building zones with unique multi-factor sequences. The sink REJECT state ensures immediate denial for invalid/out-of-order events, while exact acceptance prevents replay or overrun exploits.

**CEP Justification:**

<b>Complex Engineering Criteria</b>	<b>Knowledge Profile</b>	<b>Knowledge Profile</b>
Problem Analysis	K2, K3, K4	Applied computer science principles to analyze constraints and design appropriate DFA structure
DFA Design	P1, P2, P3	Engineering fundamentals applied to create minimal, efficient state machine with optimal state sharing
Implementation	P1, P2, P3	Specialist knowledge demonstrated through robust code implementation with complete error handling
Testing & Validation	K4, P3	Comprehensive test cases validate all requirements and edge cases
Documentation	K2, K3	Complete technical documentation with clear explanations and justifications

**Assignment Assessment Rubric (Especially for PO(b) Problem Analysis)**

Criteria	Excellent 910	Proficient 7-8	Adequate 06	Limited 4-5	Insufficient
Application of the Engineering Knowledge. (10%)	All required engineering fundamental ideas & knowledge are present. Access enough resources to understand the problem including mathematical approaches.	Most required engineering fundamental ideas & knowledge are present. Access enough resources to understand the problem including mathematical approaches.	Some required fundamental ideas and topics are present. Access not enough resources to understand the problem.	Few required fundamental ideas and topics are present. Access mostly irrelevant resources to understand the problem.	No score will be awarded if there is insufficient evidence of student performance identified and irrelevant discussion is presented in the document
	Excellent 18-20	Proficient 15-17	Adequate 12-14	Limited 8-11	
Depth of analysis. (20%)	Proposed Solution reflects sufficient abstract thinking and in depth analysis.	Proposed Solution reflects reasonable abstract thinking and in depth analysis.	Proposed Solution reflects some form of abstract thinking and in depth analysis.	Proposed Solution reflects very few abstract thinking and in depth analysis.	
	Excellent 18-20	Proficient 15-17	Adequate 12-14	Limited 8-11	
Addressing the issues of conflicting requirements (20%)	Proposed Solution addresses all the issues of conflicting requirements.	Proposed Solution addresses most of the issues of conflicting requirements.	Proposed Solution addresses some of the issues of conflicting requirements.	Proposed Solution addresses very few issues of conflicting requirements.	
	Excellent 26-30	Proficient 20-25	Adequate 15-20	Limited 10-15	
The DFA solution design (30%)	The DFA solution design satisfies all the mentioned constraints.	The DFA solution design satisfies most of the mentioned constraints.	The DFA solution design satisfies some of the mentioned constraints.	The DFA solution design satisfies very few of the mentioned constraints.	
	Excellent 18-20	Proficient 15-17	Adequate 12-14	Limited 8-11	

The documentation / demonstration of the work with a proper and clear explanation. (20%)	Student coveys their knowledge and analytical skills with exceptional approach and logically bound.	Student coveys their knowledge and analytical skills with moderate approach and logically bound.	Student coveys their knowledge and analytical skills with average approach and in some areas, the logic or flow of ideas is difficult to follow.	Student coveys their knowledge and analytical skills with poor approach and in some areas, the logic or flow of ideas is unrecoverable.
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