Web Based Graphical Password Authentication System

Abstract:

Authentication dependent on passwords is utilized generally in applications for security and protection. Still, human actions, as an example, choosing bad passwords and contributing passwords in square measures are viewed as "the most fragile connection" in the Authentication chain. Maybe than discretionary alphanumeric strings, clients will pick passwords either short or significant for simple memorization. With web applications and versatile applications accumulation, individuals can get to these applications whenever and anyplace with various gadgets. This advancement brings extraordinary accommodation yet, in addition, builds the likelihood of presenting passwords to bear riding attacks. Attackers can notice straightforwardly or utilize outside recording gadgets to gather clients qualifications. To avoid this sort of issue, we need another method of confirmation. Here, we can choose a graphical authentication method. The image password offers the best approach to sign on that is simpler than recollecting and composing along with simple passwords. You can sign in by tapping the right points or creating the right gestures over an image that you just select in advance.

1. INTRODUCTION

User Authentication is an interaction that permits a gadget to approve the character of an individual who associates with network assets. Commonly textual passwords are the most used form of authentication for all websites and applications. Textual passwords consist of a string of characters which may also include special characters and numbers. In most cases, users may use only one username and password for multiple accounts. But they are not fully secured. So, we should maintain strong passwords, comprising numbers, uppercase, and lowercase letters. Then these textual passwords are considered strong enough to resist brute force attacks. However, a strong textual password is hard to remember and recall. Along these lines clients will in general pick passwords that are

either short or from the word reference, instead of irregular alphanumeric strings. Human actions such as selecting bad passwords for new accounts and inputting wrong passwords in an insecure way for later logins are regarded as the weakest link in the chain of authentication. Shoulder surfing occurs when someone watches over your shoulder to collect valuable or personal information such as your password, ATM PIN, or credit card number, as you key it into an electronic device. A strong textual password is hard to memorize and recollects. To avoiding such problems, we are presenting a secure graphical web-based authentication system that protects users from becoming victims of shoulder surfing attacks.

1. LITERATURE REVIEW

Wantong Zheng and Chunfu Jia proposed a method Combined PWD. This scheme proposes an online secret phrase verification component, combined PWD, through embedding separators(e.g., spaces) into the passwords to reinforce the current secret word validation framework. This plan uses the custom of the clients input. In this examination, site clients can embed spaces in their secret word where they need to stop when they register a record and the site back-end records the number of spaces in each hole [1].

In the paper [2], a novel time-based unique password was contributed to avoiding challenges of using a third party such as one- time password email, test and token device, the client will set an underlying secret word to characterize how the secret key will be changing throughout a characterized time, we tracked down that the framework. Then found that the system retains the strength of the dynamic password and improves the usability of the system in terms of availability [2].

A strong password authentication scheme was proposed by Yang Jing booo. The one-time password authentication schemes can be divided into two types namely weak- password authentication schemes and strong-password

authentication schemes. In this paper, we survey the as of

* + 1. Kus scheme and it also shows an attack against his protocol. And also found that strong passwords have higher strength and easily guessing is not possible. Later, we present a strong password authentication scheme. This paper expands W. C. Ku's plan so that the alteration convention can oppose Stolen-verifier assault. The changed convention is built without loss of effectiveness

[3].

Here, we use a picture password for the second authentication. So, no need for complex textual passwords. Users can use any basic textual password. The system is classified into three modules.

Hua Wang, Yao Guo proposes another reuse- situated secret phase authentication system, called Desktop Password Authentication Center (DPAC), to reuse counter-measures among applications, along these lines lessening the expense of protecting passwords against dangers. This arrangement can take out a ton of tedious work and reduces the expense essentially, we demonstrate the feasibility of DPAC by implementing a prototype, in which we migrate the widely used OpenSSH to DPAC and implement two example countermeasures [4].

Password authentication code (PAC) is a very important issue in many applications such as web- sites and database systems etc. Salah Re fish proposes a PAC-RMPN scheme. In this paper, PAC between two clients to affirm verification between them has been introduced. This research presents a novel solution to the era-long problem of password authentication at the incoming level. They should discover a strategy to secure this a secret word from anticipated attackers. A legitimate user types his password only and presses enter to propagate it to another user which he wants to be authenticated [5].

A secure password authentication scheme is proposed which gives more security. This method uses a combination of pattern, key, and dummy digits. For this, the client needs to perceive and enlist design as area numbers from the network, register key qualities that guide esteem to secret password, and attach faker qualities to misguide the attacker. From that point forward to log in, the client needs to review the example and guides the secret key from design with enrolled key qualities, making a secret word by including sham digits. It minimizes shoulder surfing, brute-force attacks, cross site scripting etc. due to the high complexity of guessing passwords in multi-levels: first from the pattern, then from key, and then from dummy values [6].

The secret key is the fundamental key to get approval however programmers are a lot of fruitful in secret phrase breaking because of the frail secret key chose by the client. To reinforce the secret key stockpiling, the proposed framework utilizes the Honeyword procedure alongside Honey encryption. Honeywords are false passwords which are put away with unique secret word to draw the aggressor. The basic idea behind Honeyword is the insertion of false passwords. These are to lure the attack. To generate the Honeyword of original password different techniques like Chaffing- with-tweaking, Chaffing-with- password model, etc. are available, but in the existing approach [7].

1. PROPOSED SYSTEM

Here we develop a web-based application that uses graphical authentication. It uses two layers of security.

Fig. 1.Modules of Graphical Password System

* + - 1. Public Module

It is the overall viewing end of an individual website. Anyone with the URL can access this module. It is public however they can't change or alter the information.

* + - 1. User Module

The registered users are the part of user module. The user module consists of 2 functionalities – Registration and Login. During Registration, the system collects the basic details of the user like name, mobile and email, textual password, and graphical password. These all are encrypted and stored in the database. During the login phase, the user will give the username, textual password, and image password for accessing the resource. It compares the given values with data already given by the user at the registration phase. If it matched, then he/she will be logged into the page.

* + - 1. Account and Settings

This is the third module that contains the client's records and different settings of the computerized web stage. There is a link between the user module and the account module, If the user completes the registration, then the account will be created on the database. Also, the users can change their passwords at any time. Sign-in data, privacy and security choices, and so on are a benefit of it. Furthermore, clients can get warnings and request support from this part.

1. SYSTEM ARCHITECTURE

The architecture chooses how the framework should work. Request response time, page loading time, Ability to deal with the various requests, and so onare characterized

by the design of the web application. In this manner, for better execution, it is indeed to utilize the best design. Here it utilizes the MVC architecture (Model-View-Control Architecture).

MVC Architecture implies Model-View-Controller architecture, which is an example architecture plan for programming projects.

The design has 3 parts, they are Model, View, and Controller (Fig 3). These segments make the framework more adjustable.

The primary layer is the Model layer which deals with information and data set associations. The View layer is the viewing layer or result showing Layer in the MVC design. The Controller plays a mediator role among model and view parts, and the data flow is chosen by this segment.Along these lines, it takes information from the client and cycles it with Model segments, and gives it to the View segment.

* 1. System Architecture

On the border of the client, the user requests the registration. The Registration process includes two encryptions. One for text password, other for Graphical

Password. Graph Pass was divided into 4 slices. Encryption takes place in each slice. The user-friendly graphical user interfaces make the task easier. Accordingly, the client doesn't have to think about the programming language and ideas.

The framework strictly follows the rules of Model view controller design (MVC architecture). MVC Architecture implies Model-View-Controller architecture, which is an example architecture plan for programming projects. As well as it needs a more grounded database that can hold a colossal measure of information, Here we utilize the SQL worker for storing all the client information. This is a web-based application that maintains a client-server architecture. Different devices will be connected on the client-side that communicates to the server with the help of the internet/cloud. When the clientsends a request to the server, the server returns the corresponding data as the response.

Client-Server Architecture is a processing model in which the worker has, conveys, and oversees the greater part of the assets and administrations to be devoured by the customer. This type of architecture has at least one customer PCs associated with a server over an organization or web association. Thisframework shares figuring assets. Client/serverdesign is otherwise called a systems administration processing model or customer/worker network since every one of the solicitations and administrations is conveyed over an organization.

* 1. Framework Architecture

On the side of client, we use a PHP framework called CodeIgniter. It is of the MVC architecture Model View Control architecture. Database operations are managed in the model session.

Like database comparisons and validations takes place in the model session. The overall functions are performed in the control session.

1. IMPLEMENTATION Tools used for the implementation are:
   * 1. Software tools

The text editor used for this development is sublime text. Sublime Text is a shareware cross-platform source code editor with a Python application programming interface (API). It nativelysupports many programming languages and markuplanguages, and functions can be attached by users withplugins, typically community-built and maintained under free-software licenses.

The server setup is done using XAMPP. XAMPP is a free and open-source cross-platform web server solution stack package developed by Apache Friends, consisting mainly of the Apache HTTP Server, MariaDB database, and interpreters for scripts written in the PHP and Perl languages. Since most actual web server deployments use the same components as XAMPP, it makes transitioning from a local test server to a live server possible.

SQL represents Structured Query Language, which is utilized to collaborate with databases. It may be utilized for storing, manipulating, and retrieving information in databases.

* + 1. Hardware tools

Hardware requirements for this development are an i3+ processor, 4GB+ Ram, and 2GB+ SSD space.

**4.2 UML DIAGRAMS**

UML stands for Unified Modeling Language. UML is a standardized general-purpose modeling language in the field of object-oriented software engineering. The standard is managed, and was created by, the Object Management Group.

The goal is for UML to become a common language for creating models of object oriented computer software. In its current form UML is comprised of two major components: a Meta-model and a notation. In the future, some form of method or process may also be added to; or associated with, UML.

The Unified Modeling Language is a standard language for specifying, Visualization, Constructing and documenting the artifacts of software system, as well as for business modeling and other non-software systems.

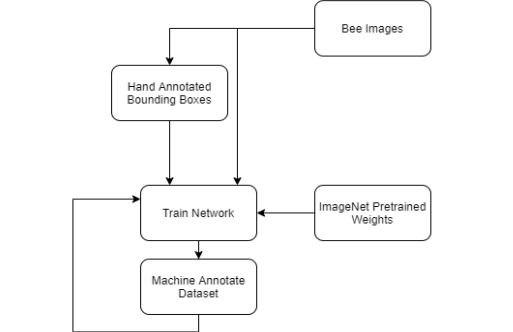
The UML represents a collection of best engineering practices that have proven successful in the modeling of large and complex systems.

The UML is a very important part of developing objects oriented software and the software development process. The UML uses mostly graphical notations to express the design of software projects.

**GOALS:**

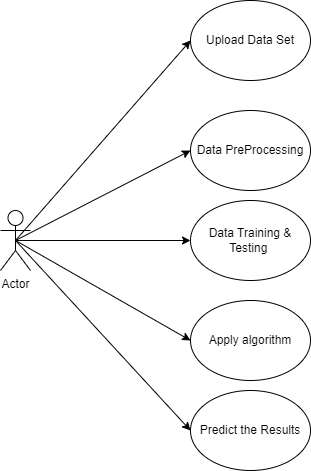
The Primary goals in the design of the UML are as follows:

1. Provide users a ready-to-use, expressive visual modeling Language so that they can develop and exchange meaningful models.
2. Provide extendibility and specialization mechanisms to extend the core concepts.
3. Be independent of particular programming languages and development process.
4. Provide a formal basis for understanding the modeling language.
5. Encourage the growth of OO tools market.
6. Support higher level development concepts such as collaborations, frameworks, patterns and components.
7. Integrate best practices.

****

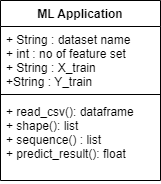
**USE CASE DIAGRAM:**

A use case diagram in the Unified Modeling Language (UML) is a type of behavioral diagram defined by and created from a Use-case analysis. Its purpose is to present a graphical overview of the functionality provided by a system in terms of actors, their goals (represented as use cases), and any dependencies between those use cases. The main purpose of a use case diagram is to show what system functions are performed for which actor. Roles of the actors in the system can be depicted.



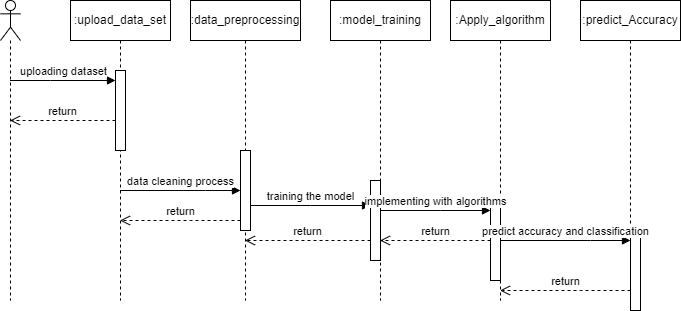
**CLASS DIAGRAM:**

In software engineering, a class diagram in the Unified Modeling Language (UML) is a type of static structure diagram that describes the structure of a system by showing the system's classes, their attributes, operations (or methods), and the relationships among the classes. It explains which class contains information.



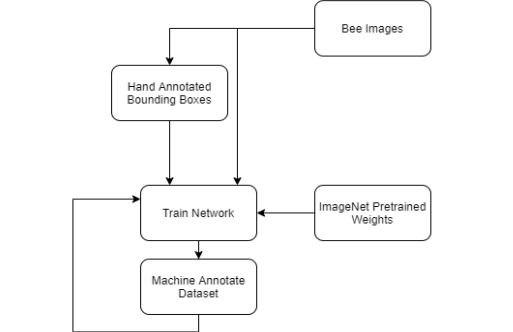
**SEQUENCE DIAGRAM:**

A sequence diagram in Unified Modeling Language (UML) is a kind of interaction diagram that shows how processes operate with one another and in what order. It is a construct of a Message Sequence Chart. Sequence diagrams are sometimes called event diagrams, event scenarios, and timing diagrams.



**ACTIVITY DIAGRAM:**

Activity diagrams are graphical representations of workflows of stepwise activities and actions with support for choice, iteration and concurrency. In the Unified Modeling Language, activity diagrams can be used to describe the business and operational step-by-step workflows of components in a system. An activity diagram shows the overall flow of control.

****

**5.SOFTWARE ENVIRONMENT**

# What is Python :-

Below are some facts about Python.

Python is currently the most widely used multi-purpose, high-level programming language.

Python allows programming in Object-Oriented and Procedural paradigms. Python programs generally are smaller than other programming languages like Java.

Programmers have to type relatively less and indentation requirement of the language, makes them readable all the time.

Python language is being used by almost all tech-giant companies like – Google, Amazon, Facebook, Instagram, Dropbox, Uber… etc.

The biggest strength of Python is huge collection of standard library which can be used for the following –

* + [Machine Learning](https://www.geeksforgeeks.org/machine-learning/)
  + GUI Applications (like Kivy, Tkinter, PyQt etc. )
  + Web frameworks like Django (used by YouTube, Instagram, Dropbox)
  + Image processing (like Opencv, Pillow)
  + Web scraping (like Scrapy, BeautifulSoup, Selenium)
  + Test frameworks
  + Multimedia

### Advantages of Python :-

Let’s see how Python dominates over other languages.

#### 1. Extensive Libraries

Python downloads with an extensive library and it contain code for various purposes like regular expressions, documentation-generation, unit-testing, web browsers, threading, databases, CGI, email, image manipulation, and more. So, we don’t have to write the complete code for that manually.

#### 2. Extensible

As we have seen earlier, Python can be**extended to other languages**. You can write some of your code in languages like C++ or C. This comes in handy, especially in projects.

#### 3. Embeddable

Complimentary to extensibility, Python is embeddable as well. You can put your Python code in your source code of a different language, like C++. This lets us add **scripting capabilities**to our code in the other language.

#### 4. Improved Productivity

The language’s simplicity and extensive libraries render programmers**more productive** than languages like Java and C++ do. Also, the fact that you need to write less and get more things done.

#### 5. IOT Opportunities

Since Python forms the basis of new platforms like Raspberry Pi, it finds the future bright for the Internet Of Things. This is a way to connect the language with the real world.

#### 6. Simple and Easy

When working with Java, you may have to create a class to print **‘Hello World’**. But in Python, just a print statement will do. It is also quite **easy to learn, understand,** and**code.** This is why when people pick up Python, they have a hard time adjusting to other more verbose languages like Java.

#### 7. Readable

Because it is not such a verbose language, reading Python is much like reading English. This is the reason why it is so easy to learn, understand, and code. It also does not need curly braces to define blocks, and **indentation is mandatory.** This further aids the readability of the code.

#### 8. Object-Oriented

This language supports both the **procedural and object-oriented**programming paradigms. While functions help us with code reusability, classes and objects let us model the real world. A class allows the **encapsulation of data** and functions into one.

#### 9. Free and Open-Source

Like we said earlier, Python is **freely available.** But not only can you[**download Python**](https://data-flair.training/blogs/install-python-windows/) for free, but you can also download its source code, make changes to it, and even distribute it. It downloads with an extensive collection of libraries to help you with your tasks.

#### 10. Portable

When you code your project in a language like C++, you may need to make some changes to it if you want to run it on another platform. But it isn’t the same with Python. Here, you need to**code only once**, and you can run it anywhere. This is called **Write Once Run Anywhere (WORA)**. However, you need to be careful enough not to include any system-dependent features.

#### 11. Interpreted

Lastly, we will say that it is an interpreted language. Since statements are executed one by one, **debugging is easier** than in compiled languages.

Any doubts till now in the advantages of Python? Mention in the comment section.

### Advantages of Python Over Other Languages

#### 1. Less Coding

Almost all of the tasks done in Python requires less coding when the same task is done in other languages. Python also has an awesome standard library support, so you don’t have to search for any third-party libraries to get your job done. This is the reason that many people suggest learning Python to beginners.

#### 2. Affordable

Python is free therefore individuals, small companies or big organizations can leverage the free available resources to build applications. Python is popular and widely used so it gives you better community support.

**The 2019 Github annual survey showed us that Python has overtaken Java in the most popular programming language category.**

#### 3. Python is for Everyone

Python code can run on any machine whether it is Linux, Mac or Windows. Programmers need to learn different languages for different jobs but with Python, you can professionally build web apps, perform data analysis and [**machine learning**](https://data-flair.training/blogs/machine-learning-tutorials-home/), automate things, do web scraping and also build games and powerful visualizations. It is an all-rounder programming language.

### Disadvantages of Python

So far, we’ve seen why Python is a great choice for your project. But if you choose it, you should be aware of its consequences as well. Let’s now see the downsides of choosing Python over another language.

#### 1. Speed Limitations

We have seen that Python code is executed line by line. But since [Python](https://www.python.org/) is interpreted, it often results in **slow execution**. This, however, isn’t a problem unless speed is a focal point for the project. In other words, unless high speed is a requirement, the benefits offered by Python are enough to distract us from its speed limitations.

#### 2. Weak in Mobile Computing and Browsers

While it serves as an excellent server-side language, Python is much rarely seen on the **client-side**. Besides that, it is rarely ever used to implement smartphone-based applications. One such application is called **Carbonnelle**.

The reason it is not so famous despite the existence of Brython is that it isn’t that secure.

#### 3. Design Restrictions

As you know, Python is **dynamically-typed**. This means that you don’t need to declare the type of variable while writing the code. It uses **duck-typing**. But wait, what’s that? Well, it just means that if it looks like a duck, it must be a duck. While this is easy on the programmers during coding, it can**raise run-time errors**.

#### 4. Underdeveloped Database Access Layers

Compared to more widely used technologies like **JDBC (Java DataBase Connectivity)** and **ODBC (Open DataBase Connectivity)**, Python’s database access layers are a bit underdeveloped. Consequently, it is less often applied in huge enterprises.

#### 5. Simple

No, we’re not kidding. Python’s simplicity can indeed be a problem. Take my example. I don’t do Java, I’m more of a Python person. To me, its syntax is so simple that the verbosity of Java code seems unnecessary.

This was all about the Advantages and Disadvantages of Python Programming Language.

**History of Python : -**

What do the alphabet and the programming language Python have in common? Right, both start with ABC. If we are talking about ABC in the Python context, it's clear that the programming language ABC is meant. ABC is a general-purpose programming language and programming environment, which had been developed in the Netherlands, Amsterdam, at the CWI (Centrum Wiskunde &Informatica). The greatest achievement of ABC was to influence the design of Python.Python was conceptualized in the late 1980s. Guido van Rossum worked that time in a project at the CWI, called Amoeba, a distributed operating system. In an interview with Bill Venners1, Guido van Rossum said: "In the early 1980s, I worked as an implementer on a team building a language called ABC at Centrum voor Wiskunde en Informatica (CWI). I don't know how well people know ABC's influence on Python. I try to mention ABC's influence because I'm indebted to everything I learned during that project and to the people who worked on it."Later on in the same Interview, Guido van Rossum continued: "I remembered all my experience and some of my frustration with ABC. I decided to try to design a simple scripting language that possessed some of ABC's better properties, but without its problems. So I started typing. I created a simple virtual machine, a simple parser, and a simple runtime. I made my own version of the various ABC parts that I liked. I created a basic syntax, used indentation for statement grouping instead of curly braces or begin-end blocks, and developed a small number of powerful data types: a hash table (or dictionary, as we call it), a list, strings, and numbers."

**What is Machine Learning : -**

Before we take a look at the details of various machine learning methods, let's start by looking at what machine learning is, and what it isn't. Machine learning is often categorized as a subfield of artificial intelligence, but I find that categorization can often be misleading at first brush. The study of machine learning certainly arose from research in this context, but in the data science application of machine learning methods, it's more helpful to think of machine learning as a means of building models of data.

Fundamentally, machine learning involves building mathematical models to help understand data. "Learning" enters the fray when we give these models tunable parameters that can be adapted to observed data; in this way the program can be considered to be "learning" from the data. Once these models have been fit to previously seen data, they can be used to predict and understand aspects of newly observed data. I'll leave to the reader the more philosophical digression regarding the extent to which this type of mathematical, model-based "learning" is similar to the "learning" exhibited by the human brain.Understanding the problem setting in machine learning is essential to using these tools effectively, and so we will start with some broad categorizations of the types of approaches we'll discuss here.

**Categories Of Machine Leaning :-**

At the most fundamental level, machine learning can be categorized into two main types: supervised learning and unsupervised learning.

Supervised learning involves somehow modeling the relationship between measured features of data and some label associated with the data; once this model is determined, it can be used to apply labels to new, unknown data. This is further subdivided into classification tasks and regression tasks: in classification, the labels are discrete categories, while in regression, the labels are continuous quantities. We will see examples of both types of supervised learning in the following section.

Unsupervised learning involves modeling the features of a dataset without reference to any label, and is often described as "letting the dataset speak for itself." These models include tasks such as clustering and dimensionality reduction. Clustering algorithms identify distinct groups of data, while dimensionality reduction algorithms search for more succinct representations of the data. We will see examples of both types of unsupervised learning in the following section.

## Need for Machine Learning

Human beings, at this moment, are the most intelligent and advanced species on earth because they can think, evaluate and solve complex problems. On the other side, AI is still in its initial stage and haven’t surpassed human intelligence in many aspects. Then the question is that what is the need to make machine learn? The most suitable reason for doing this is, “to make decisions, based on data, with efficiency and scale”.

Lately, organizations are investing heavily in newer technologies like Artificial Intelligence, Machine Learning and Deep Learning to get the key information from data to perform several real-world tasks and solve problems. We can call it data-driven decisions taken by machines, particularly to automate the process. These data-driven decisions can be used, instead of using programing logic, in the problems that cannot be programmed inherently. The fact is that we can’t do without human intelligence, but other aspect is that we all need to solve real-world problems with efficiency at a huge scale. That is why the need for machine learning arises.

## Challenges in Machines Learning :-

While Machine Learning is rapidly evolving, making significant strides with cybersecurity and autonomous cars, this segment of AI as whole still has a long way to go. The reason behind is that ML has not been able to overcome number of challenges. The challenges that ML is facing currently are −

**Quality of data** − Having good-quality data for ML algorithms is one of the biggest challenges. Use of low-quality data leads to the problems related to data preprocessing and feature extraction.

**Time-Consuming task** − Another challenge faced by ML models is the consumption of time especially for data acquisition, feature extraction and retrieval.

**Lack of specialist persons** − As ML technology is still in its infancy stage, availability of expert resources is a tough job.

**No clear objective for formulating business problems** − Having no clear objective and well-defined goal for business problems is another key challenge for ML because this technology is not that mature yet.

**Issue of overfitting & underfitting** − If the model is overfitting or underfitting, it cannot be represented well for the problem.

**Curse of dimensionality** − Another challenge ML model faces is too many features of data points. This can be a real hindrance.

**Difficulty in deployment** − Complexity of the ML model makes it quite difficult to be deployed in real life.

## Applications of Machines Learning :-

Machine Learning is the most rapidly growing technology and according to researchers we are in the golden year of AI and ML. It is used to solve many real-world complex problems which cannot be solved with traditional approach. Following are some real-world applications of ML −

* Emotion analysis
* Sentiment analysis
* Error detection and prevention
* Weather forecasting and prediction
* Stock market analysis and forecasting
* Speech synthesis
* Speech recognition
* Customer segmentation
* Object recognition
* Fraud detection
* Fraud prevention
* Recommendation of products to customer in online shopping

# How to Start Learning Machine Learning?

Arthur Samuel coined the term **“Machine Learning”** in 1959 and defined it as a **“Field of study that gives computers the capability to learn without being explicitly programmed”.**

And that was the beginning of Machine Learning! In modern times, Machine Learning is one of the most popular (if not the most!) career choices. According to [Indeed](http://blog.indeed.com/2019/03/14/best-jobs-2019/), Machine Learning Engineer Is The Best Job of 2019 with a 344% growth and an average base salary of **$146,085** per year.

But there is still a lot of doubt about what exactly is Machine Learning and how to start learning it? So this article deals with the Basics of Machine Learning and also the path you can follow to eventually become a full-fledged Machine Learning Engineer. Now let’s get started!!!

### How to start learning ML?

This is a rough roadmap you can follow on your way to becoming an insanely talented Machine Learning Engineer. Of course, you can always modify the steps according to your needs to reach your desired end-goal!

### Step 1 – Understand the Prerequisites

In case you are a genius, you could start ML directly but normally, there are some prerequisites that you need to know which include Linear Algebra, Multivariate Calculus, Statistics, and Python. And if you don’t know these, never fear! You don’t need a Ph.D. degree in these topics to get started but you do need a basic understanding.

#### (a) Learn Linear Algebra and Multivariate Calculus

Both Linear Algebra and Multivariate Calculus are important in Machine Learning. However, the extent to which you need them depends on your role as a data scientist. If you are more focused on application heavy machine learning, then you will not be that heavily focused on maths as there are many common libraries available. But if you want to focus on R&D in Machine Learning, then mastery of Linear Algebra and Multivariate Calculus is very important as you will have to implement many ML algorithms from scratch.

#### (b) Learn Statistics

Data plays a huge role in Machine Learning. In fact, around 80% of your time as an ML expert will be spent collecting and cleaning data. And statistics is a field that handles the collection, analysis, and presentation of data. So it is no surprise that you need to learn it!!!  
Some of the key concepts in statistics that are important are Statistical Significance, Probability Distributions, Hypothesis Testing, Regression, etc. Also, Bayesian Thinking is also a very important part of ML which deals with various concepts like Conditional Probability, Priors, and Posteriors, Maximum Likelihood, etc.

#### (c) Learn Python

Some people prefer to skip Linear Algebra, Multivariate Calculus and Statistics and learn them as they go along with trial and error. But the one thing that you absolutely cannot skip is [Python](https://www.geeksforgeeks.org/python-programming-language/)! While there are other languages you can use for Machine Learning like R, Scala, etc. Python is currently the most popular language for ML. In fact, there are many Python libraries that are specifically useful for Artificial Intelligence and Machine Learning such as [Keras](https://keras.io/" \t "_blank), [TensorFlow](https://www.tensorflow.org/), [Scikit-learn](https://scikit-learn.org/stable/), etc.

So if you want to learn ML, it’s best if you learn Python! You can do that using various online resources and courses such as [**Fork Python**](https://practice.geeksforgeeks.org/courses/fork-python) available Free on GeeksforGeeks.

### Step 2 – Learn Various ML Concepts

Now that you are done with the prerequisites, you can move on to actually learning ML (Which is the fun part!!!) It’s best to start with the basics and then move on to the more complicated stuff. Some of the basic concepts in ML are:

#### (a) Terminologies of Machine Learning

* **Model –**A model is a specific representation learned from data by applying some machine learning algorithm. A model is also called a hypothesis.
* **Feature –**A feature is an individual measurable property of the data. A set of numeric features can be conveniently described by a feature vector. Feature vectors are fed as input to the model. For example, in order to predict a fruit, there may be features like color, smell, taste, etc.
* **Target (Label) –**A target variable or label is the value to be predicted by our model. For the fruit example discussed in the feature section, the label with each set of input would be the name of the fruit like apple, orange, banana, etc.
* **Training –**The idea is to give a set of inputs(features) and it’s expected outputs(labels), so after training, we will have a model (hypothesis) that will then map new data to one of the categories trained on.
* **Prediction –**Once our model is ready, it can be fed a set of inputs to which it will provide a predicted output(label).

#### (b) Types of Machine Learning

* **Supervised Learning –**This involves learning from a training dataset with labeled data using classification and regression models. This learning process continues until the required level of performance is achieved.
* **Unsupervised Learning –**This involves using unlabelled data and then finding the underlying structure in the data in order to learn more and more about the data itself using factor and cluster analysis models.
* **Semi-supervised Learning –**This involves using unlabelled data like Unsupervised Learning with a small amount of labeled data. Using labeled data vastly increases the learning accuracy and is also more cost-effective than Supervised Learning.
* **Reinforcement Learning –**This involves learning optimal actions through trial and error. So the next action is decided by learning behaviors that are based on the current state and that will maximize the reward in the future.

### Advantages of Machine learning :-

#### 1. Easily identifies trends and patterns -

Machine Learning can review large volumes of data and discover specific trends and patterns that would not be apparent to humans. For instance, for an e-commerce website like Amazon, it serves to understand the browsing behaviors and purchase histories of its users to help cater to the right products, deals, and reminders relevant to them. It uses the results to reveal relevant advertisements to them.

#### 2. No human intervention needed (automation)

With ML, you don’t need to babysit your project every step of the way. Since it means giving machines the ability to learn, it lets them make predictions and also improve the algorithms on their own. A common example of this is anti-virus softwares; they learn to filter new threats as they are recognized. ML is also good at recognizing spam.

#### 3. Continuous Improvement

As [**ML algorithms**](https://data-flair.training/blogs/machine-learning-algorithms/) gain experience, they keep improving in accuracy and efficiency. This lets them make better decisions. Say you need to make a weather forecast model. As the amount of data you have keeps growing, your algorithms learn to make more accurate predictions faster.

#### 4. Handling multi-dimensional and multi-variety data

Machine Learning algorithms are good at handling data that are multi-dimensional and multi-variety, and they can do this in dynamic or uncertain environments.

#### 5. Wide Applications

You could be an e-tailer or a healthcare provider and make ML work for you. Where it does apply, it holds the capability to help deliver a much more personal experience to customers while also targeting the right customers.

### Disadvantages of Machine Learning :-

#### 1. Data Acquisition

Machine Learning requires massive data sets to train on, and these should be inclusive/unbiased, and of good quality. There can also be times where they must wait for new data to be generated.

#### 2. Time and Resources

ML needs enough time to let the algorithms learn and develop enough to fulfill their purpose with a considerable amount of accuracy and relevancy. It also needs massive resources to function. This can mean additional requirements of computer power for you.

#### 3. Interpretation of Results

Another major challenge is the ability to accurately interpret results generated by the algorithms. You must also carefully choose the algorithms for your purpose.

#### 4. High error-susceptibility

[**Machine Learning**](https://en.wikipedia.org/wiki/Machine_learning) is autonomous but highly susceptible to errors. Suppose you train an algorithm with data sets small enough to not be inclusive. You end up with biased predictions coming from a biased training set. This leads to irrelevant advertisements being displayed to customers. In the case of ML, such blunders can set off a chain of errors that can go undetected for long periods of time. And when they do get noticed, it takes quite some time to recognize the source of the issue, and even longer to correct it.

**Python Development Steps : -**

Guido Van Rossum published the first version of Python code (version 0.9.0) at alt.sources in February 1991. This release included already exception handling, functions, and the core data types of list, dict, str and others. It was also object oriented and had a module system.  
Python version 1.0 was released in January 1994. The major new features included in this release were the functional programming tools lambda, map, filter and reduce, which Guido Van Rossum never liked.Six and a half years later in October 2000, Python 2.0 was introduced. This release included list comprehensions, a full garbage collector and it was supporting unicode.Python flourished for another 8 years in the versions 2.x before the next major release as Python 3.0 (also known as "Python 3000" and "Py3K") was released. Python 3 is not backwards compatible with Python 2.x. The emphasis in Python 3 had been on the removal of duplicate programming constructs and modules, thus fulfilling or coming close to fulfilling the 13th law of the Zen of Python: "There should be one -- and preferably only one -- obvious way to do it."Some changes in Python 7.3:

* Print is now a function
* Views and iterators instead of lists
* The rules for ordering comparisons have been simplified. E.g. a heterogeneous list cannot be sorted, because all the elements of a list must be comparable to each other.
* There is only one integer type left, i.e. int. long is int as well.
* The division of two integers returns a float instead of an integer. "//" can be used to have the "old" behaviour.
* Text Vs. Data Instead Of Unicode Vs. 8-bit

**Purpose :-**

We demonstrated that our approach enables successful segmentation of intra-retinal layers—even with low-quality images containing speckle noise, low contrast, and different intensity ranges throughout—with the assistance of the ANIS feature.

**Python**

Python is an interpreted high-level programming language for general-purpose programming. Created by Guido van Rossum and first released in 1991, Python has a design philosophy that emphasizes code readability, notably using significant whitespace.

Python features a dynamic type system and automatic memory management. It supports multiple programming paradigms, including object-oriented, imperative, functional and procedural, and has a large and comprehensive standard library.

* Python is Interpreted − Python is processed at runtime by the interpreter. You do not need to compile your program before executing it. This is similar to PERL and PHP.
* Python is Interactive − you can actually sit at a Python prompt and interact with the interpreter directly to write your programs.

Python also acknowledges that speed of development is important. Readable and terse code is part of this, and so is access to powerful constructs that avoid tedious repetition of code. Maintainability also ties into this may be an all but useless metric, but it does say something about how much code you have to scan, read and/or understand to troubleshoot problems or tweak behaviors. This speed of development, the ease with which a programmer of other languages can pick up basic Python skills and the huge standard library is key to another area where Python excels. All its tools have been quick to implement, saved a lot of time, and several of them have later been patched and updated by people with no Python background - without breaking.

**Modules Used in Project :-**

**Tensorflow**

TensorFlow is a [free](https://en.wikipedia.org/wiki/Free_software) and [open-source](https://en.wikipedia.org/wiki/Open-source_software) [software library for dataflow and differentiable programming](https://en.wikipedia.org/wiki/Library_(computing)) across a range of tasks. It is a symbolic math library, and is also used for [machine learning](https://en.wikipedia.org/wiki/Machine_learning) applications such as [neural networks](https://en.wikipedia.org/wiki/Neural_networks). It is used for both research and production at [Google](https://en.wikipedia.org/wiki/Google).‍

TensorFlow was developed by the [Google Brain](https://en.wikipedia.org/wiki/Google_Brain) team for internal Google use. It was released under the [Apache 2.0](https://en.wikipedia.org/wiki/Apache_License) [open-source license](https://en.wikipedia.org/wiki/Open-source_license) on November 9, 2015.

**Numpy**

Numpy is a general-purpose array-processing package. It provides a high-performance multidimensional array object, and tools for working with these arrays.

It is the fundamental package for scientific computing with Python. It contains various features including these important ones:

* A powerful N-dimensional array object
* Sophisticated (broadcasting) functions
* Tools for integrating C/C++ and Fortran code
* Useful linear algebra, Fourier transform, and random number capabilities

Besides its obvious scientific uses, Numpy can also be used as an efficient multi-dimensional container of generic data. Arbitrary data-types can be defined using Numpy which allows Numpy to seamlessly and speedily integrate with a wide variety of databases.

**Pandas**

Pandas is an open-source Python Library providing high-performance data manipulation and analysis tool using its powerful data structures. Python was majorly used for data munging and preparation. It had very little contribution towards data analysis. Pandas solved this problem. Using Pandas, we can accomplish five typical steps in the processing and analysis of data, regardless of the origin of data load, prepare, manipulate, model, and analyze. Python with Pandas is used in a wide range of fields including academic and commercial domains including finance, economics, Statistics, analytics, etc.

**Matplotlib**

Matplotlib is a Python 2D plotting library which produces publication quality figures in a variety of hardcopy formats and interactive environments across platforms. Matplotlib can be used in Python scripts, the Python and [IPython](http://ipython.org/) shells, the [Jupyter](http://jupyter.org/) Notebook, web application servers, and four graphical user interface toolkits. Matplotlib tries to make easy things easy and hard things possible. You can generate plots, histograms, power spectra, bar charts, error charts, scatter plots, etc., with just a few lines of code. For examples, see the [sample plots](https://matplotlib.org/tutorials/introductory/sample_plots.html) and [thumbnail gallery](https://matplotlib.org/gallery/index.html).

For simple plotting the pyplot module provides a MATLAB-like interface, particularly when combined with IPython. For the power user, you have full control of line styles, font properties, axes properties, etc, via an object oriented interface or via a set of functions familiar to MATLAB users.

**Scikit – learn**

Scikit-learn provides a range of supervised and unsupervised learning algorithms via a consistent interface in Python. It is licensed under a permissive simplified BSD license and is distributed under many Linux distributions, encouraging academic and commercial use. **Python**

Python is an interpreted high-level programming language for general-purpose programming. Created by Guido van Rossum and first released in 1991, Python has a design philosophy that emphasizes code readability, notably using significant whitespace.

Python features a dynamic type system and automatic memory management. It supports multiple programming paradigms, including object-oriented, imperative, functional and procedural, and has a large and comprehensive standard library.

* Python is Interpreted − Python is processed at runtime by the interpreter. You do not need to compile your program before executing it. This is similar to PERL and PHP.
* Python is Interactive − you can actually sit at a Python prompt and interact with the interpreter directly to write your programs.

Python also acknowledges that speed of development is important. Readable and terse code is part of this, and so is access to powerful constructs that avoid tedious repetition of code. Maintainability also ties into this may be an all but useless metric, but it does say something about how much code you have to scan, read and/or understand to troubleshoot problems or tweak behaviors. This speed of development, the ease with which a programmer of other languages can pick up basic Python skills and the huge standard library is key to another area where Python excels. All its tools have been quick to implement, saved a lot of time, and several of them have later been patched and updated by people with no Python background - without breaking.

**Install Python Step-by-Step in Windows and Mac :**

Python a versatile programming language doesn’t come pre-installed on your computer devices. Python was first released in the year 1991 and until today it is a very popular high-level programming language. Its style philosophy emphasizes code readability with its notable use of great whitespace.

The object-oriented approach and language construct provided by Python enables programmers to write both clear and logical code for projects. This software does not come pre-packaged with Windows.

## How to Install Python on Windows and Mac :

There have been several updates in the Python version over the years. The question is how to install Python? It might be confusing for the beginner who is willing to start learning Python but this tutorial will solve your query. The latest or the newest version of Python is version 3.7.4 or in other words, it is Python 3.

**Note:** The python version 3.7.4 cannot be used on Windows XP or earlier devices.

Before you start with the installation process of Python. First, you need to know about your **System Requirements**. Based on your system type i.e. operating system and based processor, you must download the python version. My system type is a **Windows 64-bit operating system**. So the steps below are to install python version 3.7.4 on Windows 7 device or to install Python 3. [Download the Python Cheatsheet here.](https://myelearninghub.com/python-cheat-sheet/)The steps on how to install Python on Windows 10, 8 and 7 are **divided into 4 parts** to help understand better.

### Download the Correct version into the system

**Step 1:** Go to the official site to download and install python using Google Chrome or any other web browser. OR Click on the following link: [**https://www.python.org**](https://www.python.org/)



Now, check for the latest and the correct version for your operating system.

**Step 2:** Click on the Download Tab.

****

**Step 3:** You can either select the Download Python for windows 3.7.4 button in Yellow Color or you can scroll further down and click on download with respective to their version. Here, we are downloading the most recent python version for windows 3.7.4

****

**Step 4:** Scroll down the page until you find the Files option.

**Step 5:** Here you see a different version of python along with the operating system.



• To download Windows 32-bit python, you can select any one from the three options: Windows x86 embeddable zip file, Windows x86 executable installer or Windows x86 web-based installer.

•To download Windows 64-bit python, you can select any one from the three options: Windows x86-64 embeddable zip file, Windows x86-64 executable installer or Windows x86-64 web-based installer.

Here we will install Windows x86-64 web-based installer. Here your first part regarding which version of python is to be downloaded is completed. Now we move ahead with the second part in installing python i.e. Installation

**Note:** To know the changes or updates that are made in the version you can click on the Release Note Option.

### Installation of Python

**Step 1:** Go to Download and Open the downloaded python version to carry out the installation process.



**Step 2:** Before you click on Install Now, Make sure to put a tick on Add Python 3.7 to PATH.



**Step 3:** Click on Install NOW After the installation is successful. Click on Close.



With these above three steps on python installation, you have successfully and correctly installed Python. Now is the time to verify the installation.

**Note:** The installation process might take a couple of minutes.

### Verify the Python Installation

**Step 1:** Click on Start

**Step 2:** In the Windows Run Command, type “cmd”.



**Step 3:** Open the Command prompt option.

**Step 4:** Let us test whether the python is correctly installed. Type **python –V** and press Enter.



**Step 5:** You will get the answer as 3.7.4

**Note:** If you have any of the earlier versions of Python already installed. You must first uninstall the earlier version and then install the new one.

### Check how the Python IDLE works

**Step 1:** Click on Start

**Step 2:** In the Windows Run command, type “python idle”.



**Step 3:** Click on IDLE (Python 3.7 64-bit) and launch the program

**Step 4:** To go ahead with working in IDLE you must first save the file. **Click on File > Click on Save**



**Step 5:** Name the file and save as type should be Python files. Click on SAVE. Here I have named the files as Hey World.

**Step 6:** Now for e.g. **enter print**

**SYSTEM TEST**

The purpose of testing is to discover errors. Testing is the process of trying to discover every conceivable fault or weakness in a work product. It provides a way to check the functionality of components, sub assemblies, assemblies and/or a finished product It is the process of exercising software with the intent of ensuring that the Software system meets its requirements and user expectations and does not fail in an unacceptable manner. There are various types of test. Each test type addresses a specific testing requirement.

### TYPES OF TESTS

**Unit testing**

Unit testing involves the design of test cases that validate that the internal program logic is functioning properly, and that program inputs produce valid outputs. All decision branches and internal code flow should be validated. It is the testing of individual software units of the application .it is done after the completion of an individual unit before integration. This is a structural testing, that relies on knowledge of its construction and is invasive. Unit tests perform basic tests at component level and test a specific business process, application, and/or system configuration. Unit tests ensure that each unique path of a business process performs accurately to the documented specifications and contains clearly defined inputs and expected results.

**Integration testing**

Integration tests are designed to test integrated software components to determine if they actually run as one program. Testing is event driven and is more concerned with the basic outcome of screens or fields. Integration tests demonstrate that although the components were individually satisfaction, as shown by successfully unit testing, the combination of components is correct and consistent. Integration testing is specifically aimed at exposing the problems that arise from the combination of components.

**Functional test**

Functional tests provide systematic demonstrations that functions tested are available as specified by the business and technical requirements, system documentation, and user manuals.

Functional testing is centered on the following items:

Valid Input : identified classes of valid input must be accepted.

Invalid Input : identified classes of invalid input must be rejected.

Functions : identified functions must be exercised.

Output : identified classes of application outputs must be exercised.

Systems/Procedures : interfacing systems or procedures must be invoked.

Organization and preparation of functional tests is focused on requirements, key functions, or special test cases. In addition, systematic coverage pertaining to identify Business process flows; data fields, predefined processes, and successive processes must be considered for testing. Before functional testing is complete, additional tests are identified and the effective value of current tests is determined.

**System Test**

System testing ensures that the entire integrated software system meets requirements. It tests a configuration to ensure known and predictable results. An example of system testing is the configuration oriented system integration test. System testing is based on process descriptions and flows, emphasizing pre-driven process links and integration points.

**White Box Testing**

White Box Testing is a testing in which in which the software tester has knowledge of the inner workings, structure and language of the software, or at least its purpose. It is purpose. It is used to test areas that cannot be reached from a black box level.

**Black Box Testing**

Black Box Testing is testing the software without any knowledge of the inner workings, structure or language of the module being tested. Black box tests, as most other kinds of tests, must be written from a definitive source document, such as specification or requirements document, such as specification or requirements document. It is a testing in which the software under test is treated, as a black box .you cannot “see” into it. The test provides inputs and responds to outputs without considering how the software works.

**Unit Testing**

Unit testing is usually conducted as part of a combined code and unit test phase of the software lifecycle, although it is not uncommon for coding and unit testing to be conducted as two distinct phases.

**Test strategy and approach**

Field testing will be performed manually and functional tests will be written in detail.

**Test objectives**

* All field entries must work properly.
* Pages must be activated from the identified link.
* The entry screen, messages and responses must not be delayed.

**Features to be tested**

* Verify that the entries are of the correct format
* No duplicate entries should be allowed
* All links should take the user to the correct page.

# Integration Testing

Software integration testing is the incremental integration testing of two or more integrated software components on a single platform to produce failures caused by interface defects.

The task of the integration test is to check that components or software applications, e.g. components in a software system or – one step up – software applications at the company level – interact without error.

**Test Results:** All the test cases mentioned above passed successfully. No defects encountered.

**Acceptance Testing**

User Acceptance Testing is a critical phase of any project and requires significant participation by the end user. It also ensures that the system meets the functional requirements.

**Test Results:** All the test cases mentioned above passed successfully. No defects encountered.

1. RESULT

The above image shows how the graphical password authenticator looks like. User can register an account from this home page and then can enter into his/her profile. The Registration section is secured with 2 layers of security. One is a textual password and another is a graphical one.

User can login to his/her profile by clicking the login button. The login page also includes 2 layers of security as mentioned above.

In this project we are authenticating users via images and this images will be uploaded at signup time and then ask user to click on image 4 times to select 4 different spots and user has to remember those points.

It’s difficult for user’s to select correct pixel X and Y location from mouse click so we provide region based authentication for example

If user select X = 120 and Y = 240 from mouse click then while authentication I deducted 10 pixels from X value and added 10 more pixels to X values which means

If user select X value between 110 to 130 and Y value between 230 and 250 then user get authenticated as actual or original X value 120 and Y value 240 falls between 110 to 130 and 230 to 250

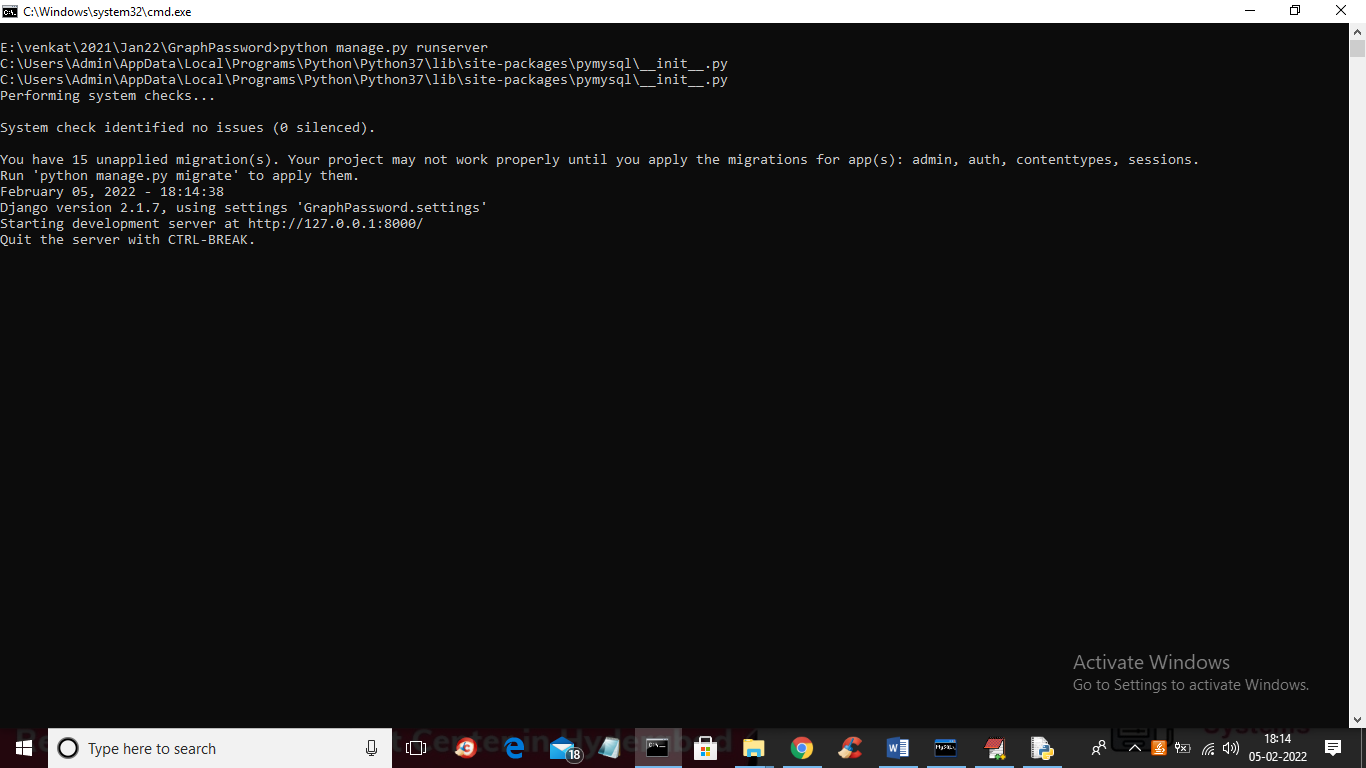
To run project install python 3.7 and MYSQL and then copy content from DB.txt file and paste in MYSQL to create database

To implement this project we have designed following modules

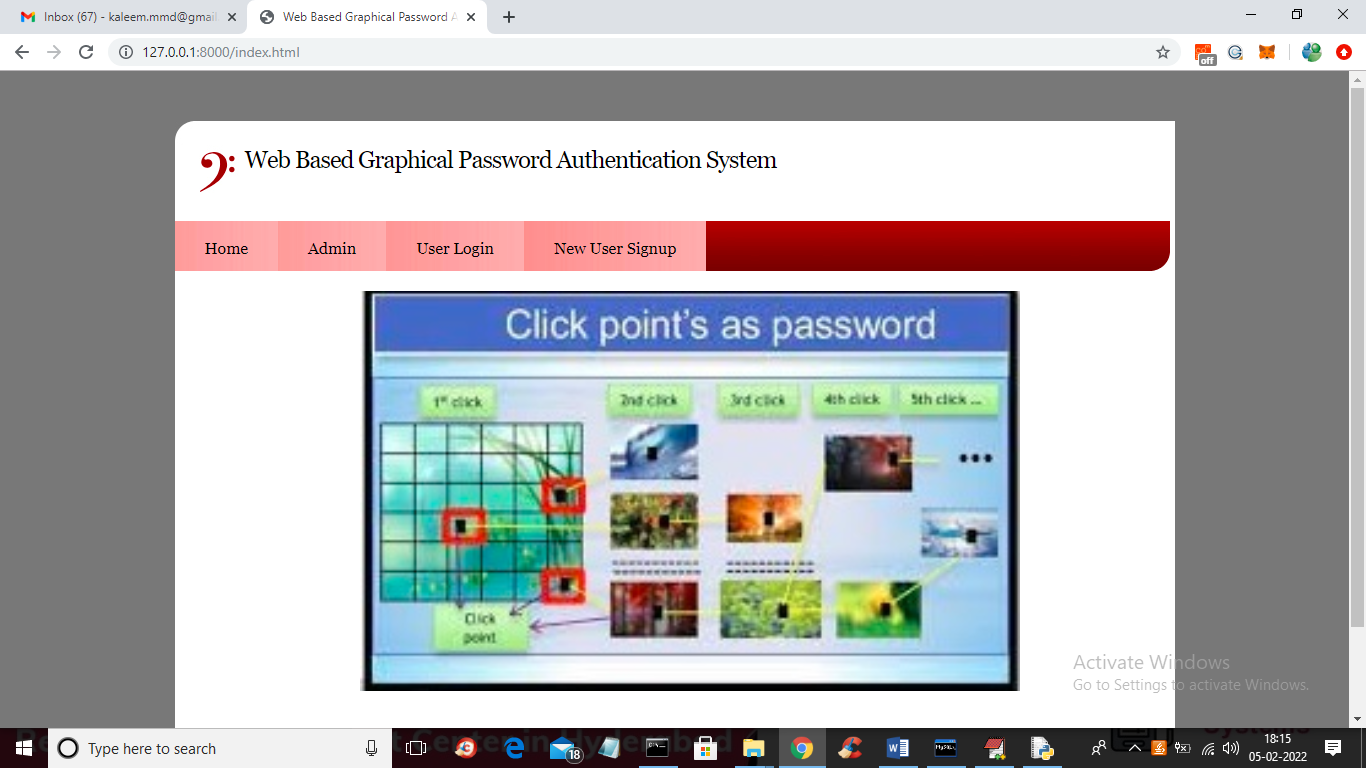
1. Admin Login: using this module admin can login to application using username and password as admin and then after login can view all registered user details
2. New User Signup: using this module user can signup with the application and has to upload image in place of password and then select 4 spots and all this details will saved in database
3. User Login: using this module user can login to application by entering USERNAME and then image will be displayed and user has to select correct spots to get authenticated
4. Reset Password: after login user can update password image and can enter new spots to reset password

SCREEN SHOTS

To run project double click on ‘run.bat’ file to start DJANGO server like below screen



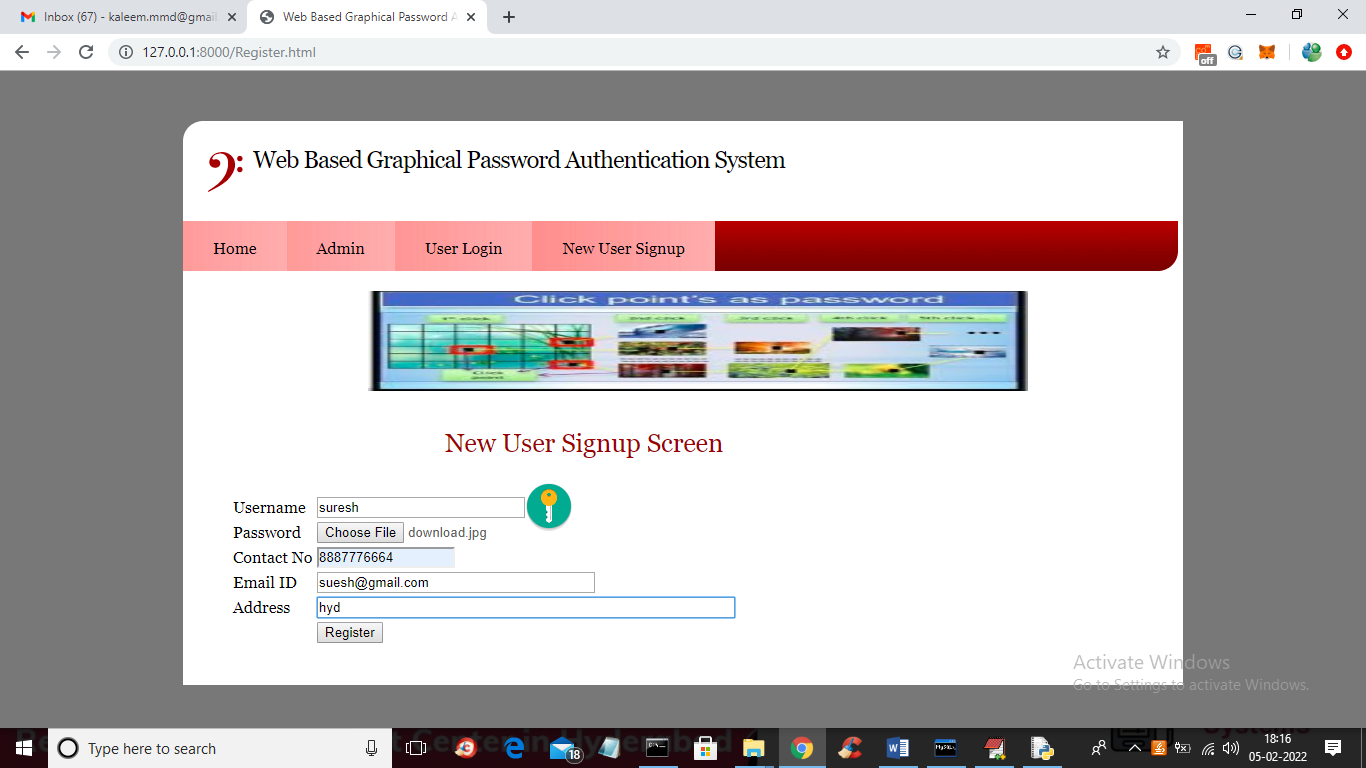
In above screen DJANGO server started and now open browser and enter URL as <http://127.0.0.1:8000/index.html> and press enter key to get below page



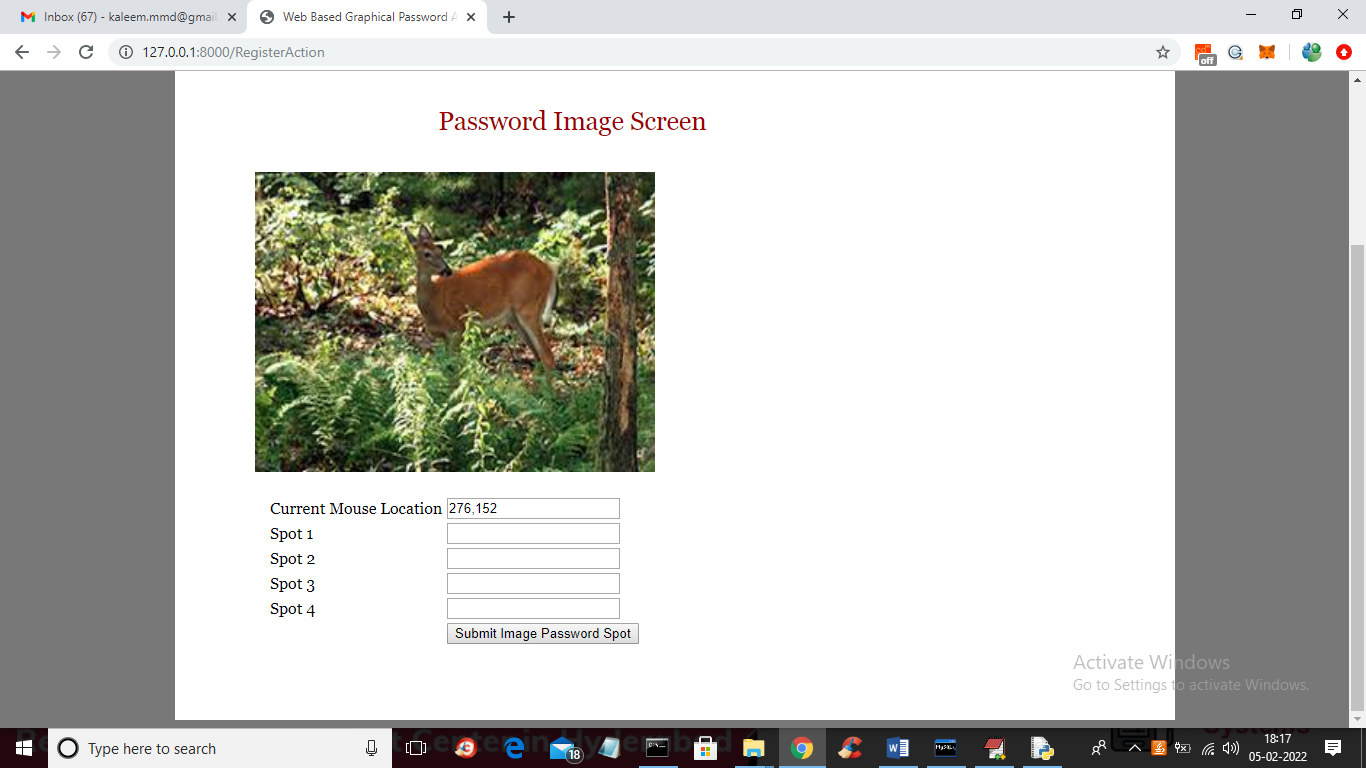
In above screen click on ‘New User Signup’ link to add new user details



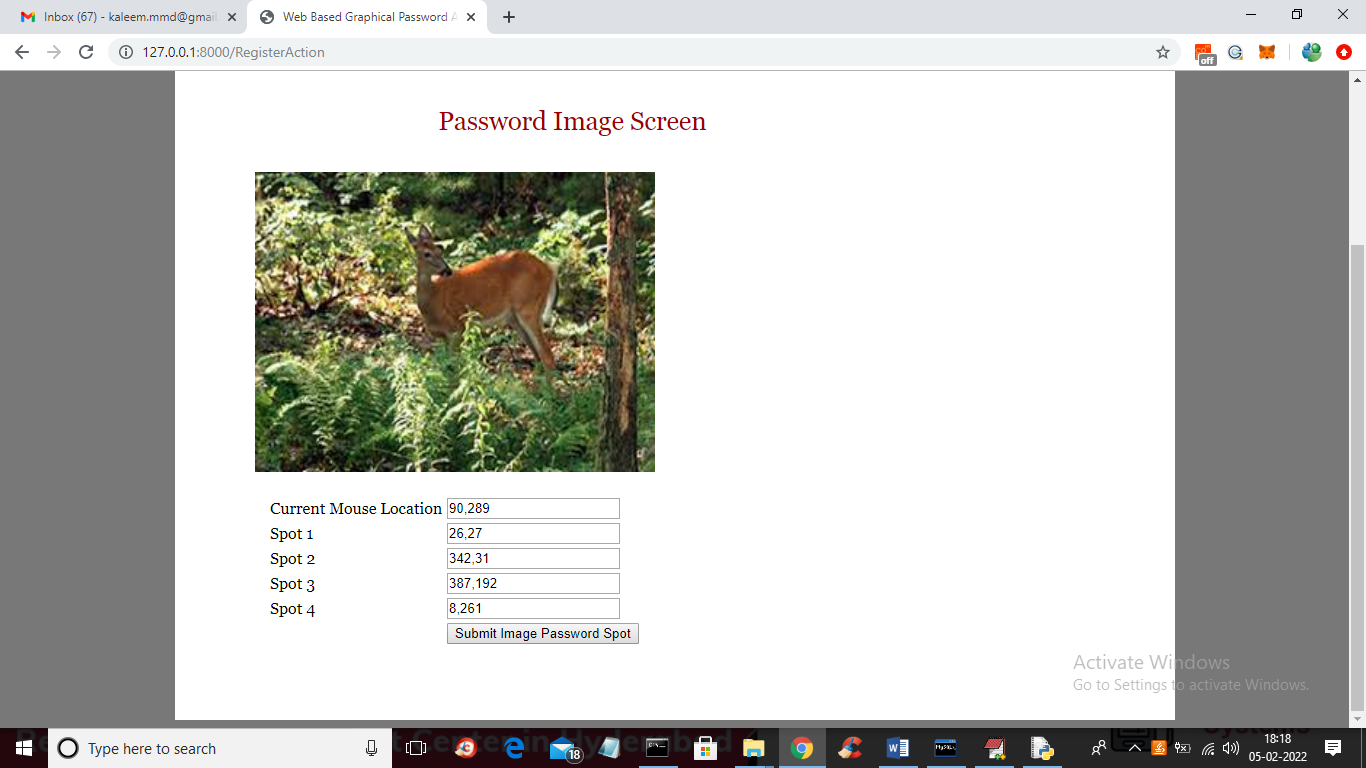
In above screen user is entering signup details and in place of password browsing and uploading image and then enter remaining details



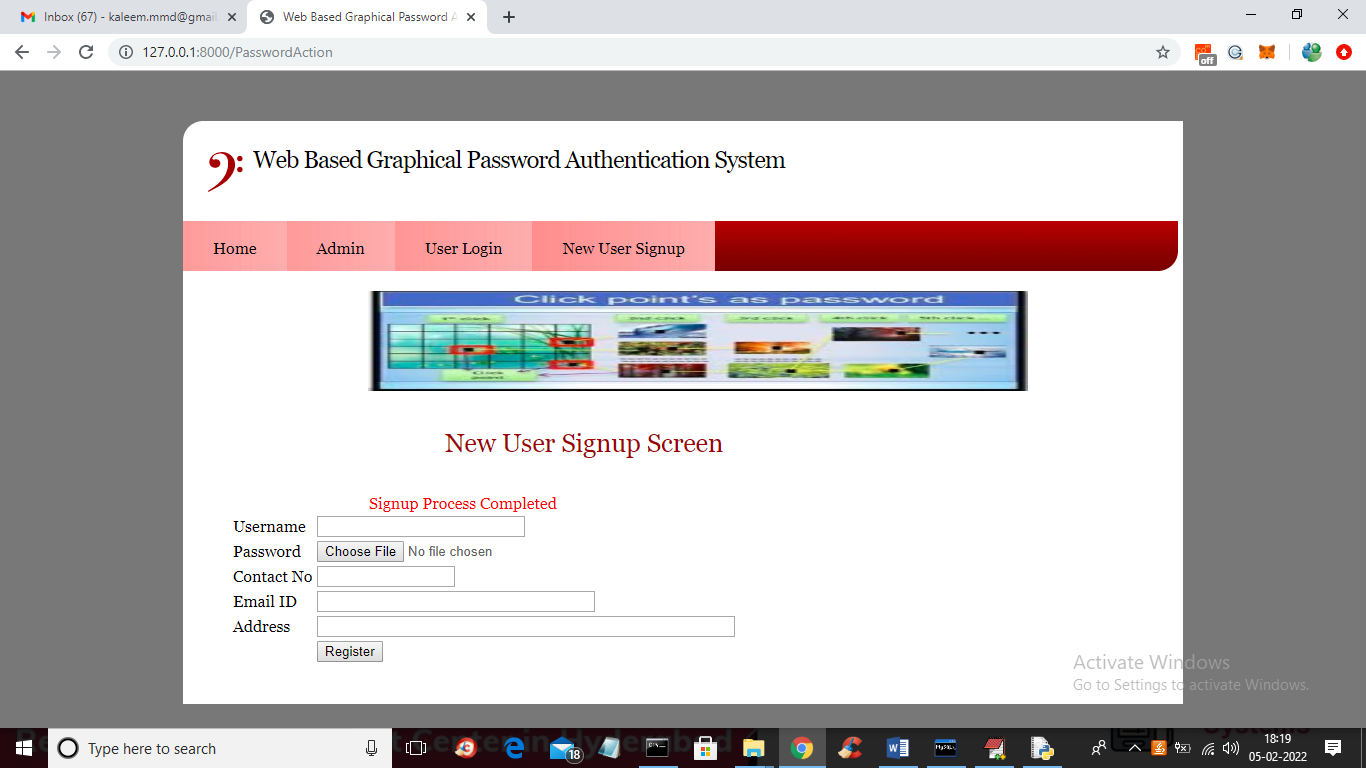
In above screen after entering all details click on ‘Register’ button to get below page with image



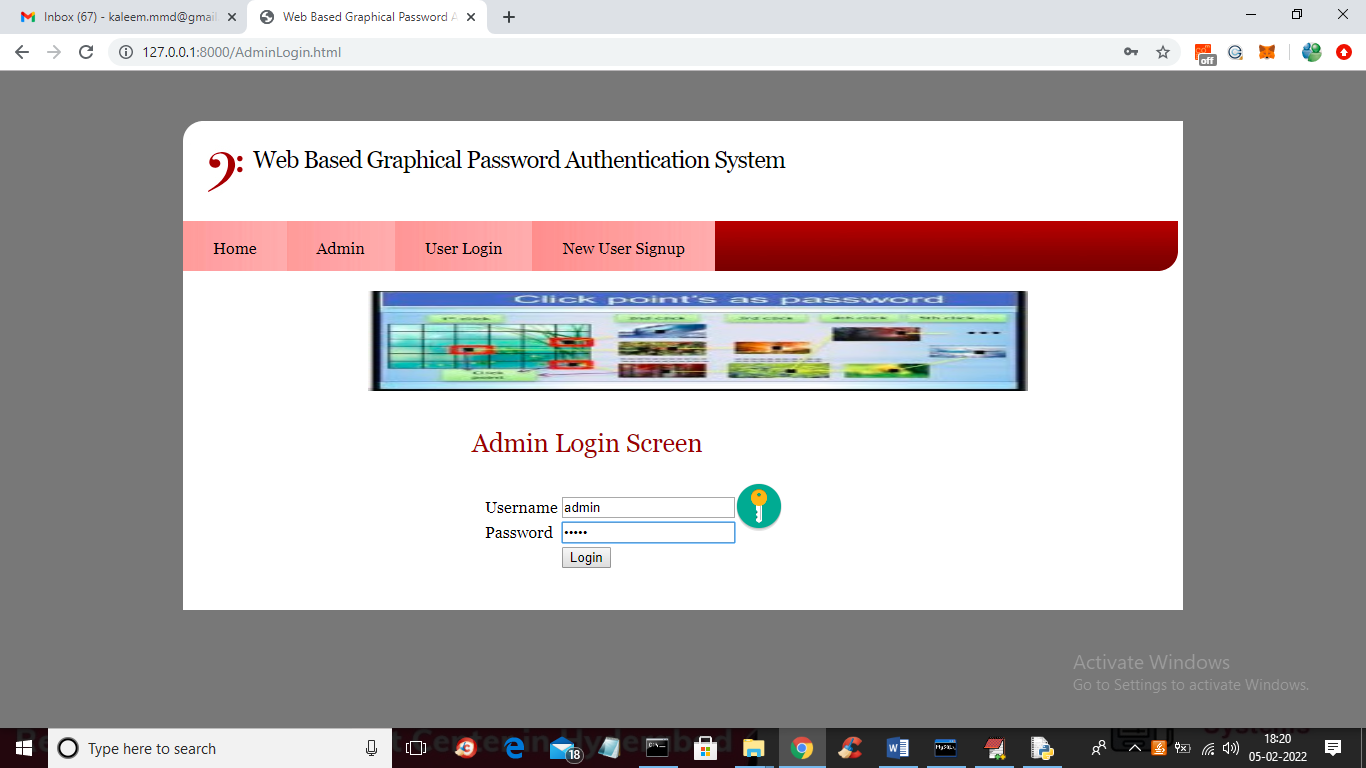
In above image user has to click on any part of the region then location will be added to text fields and first field will display the current location of mouse so you will know which point your mouse is at and u need to select 4 spot and then will get below screen



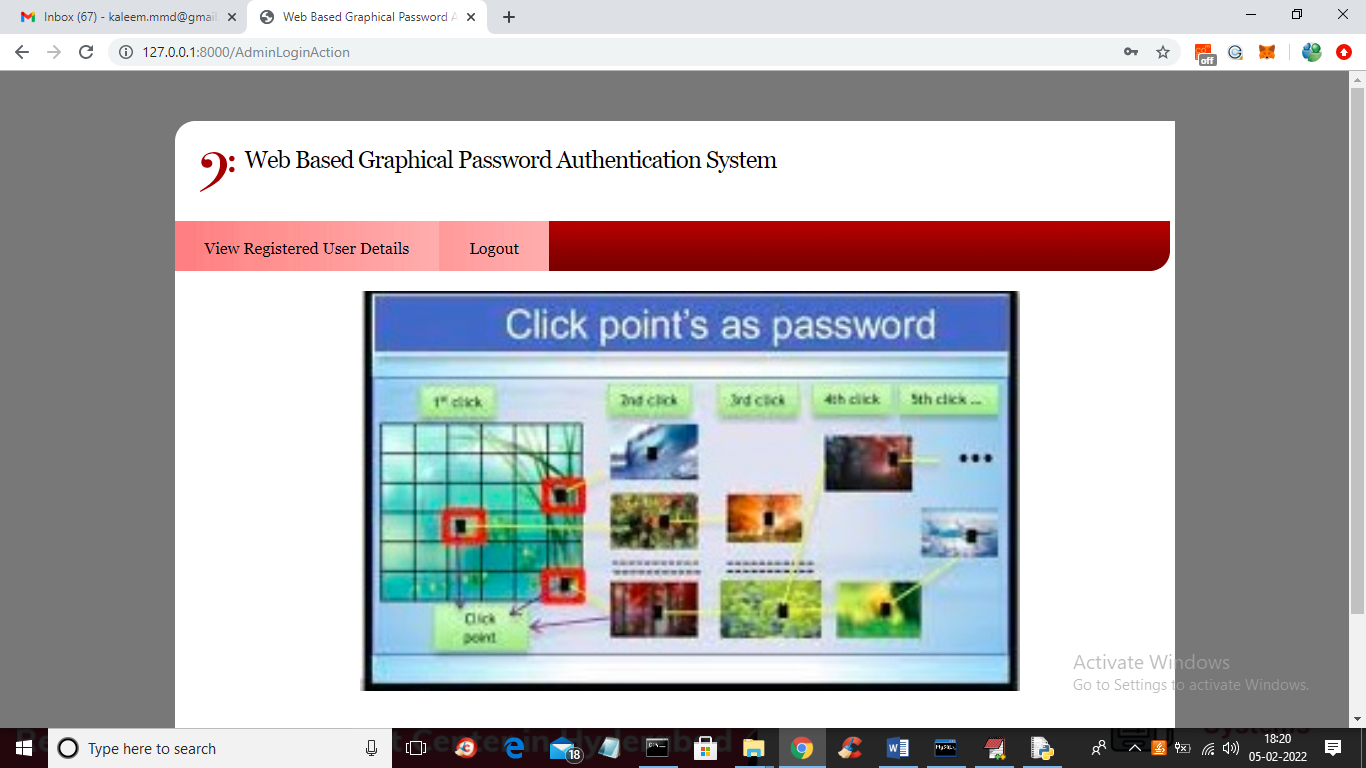
In above screen I selected 4 spots and all those X and Y selected values are filled in the text fields and then press button to get below page



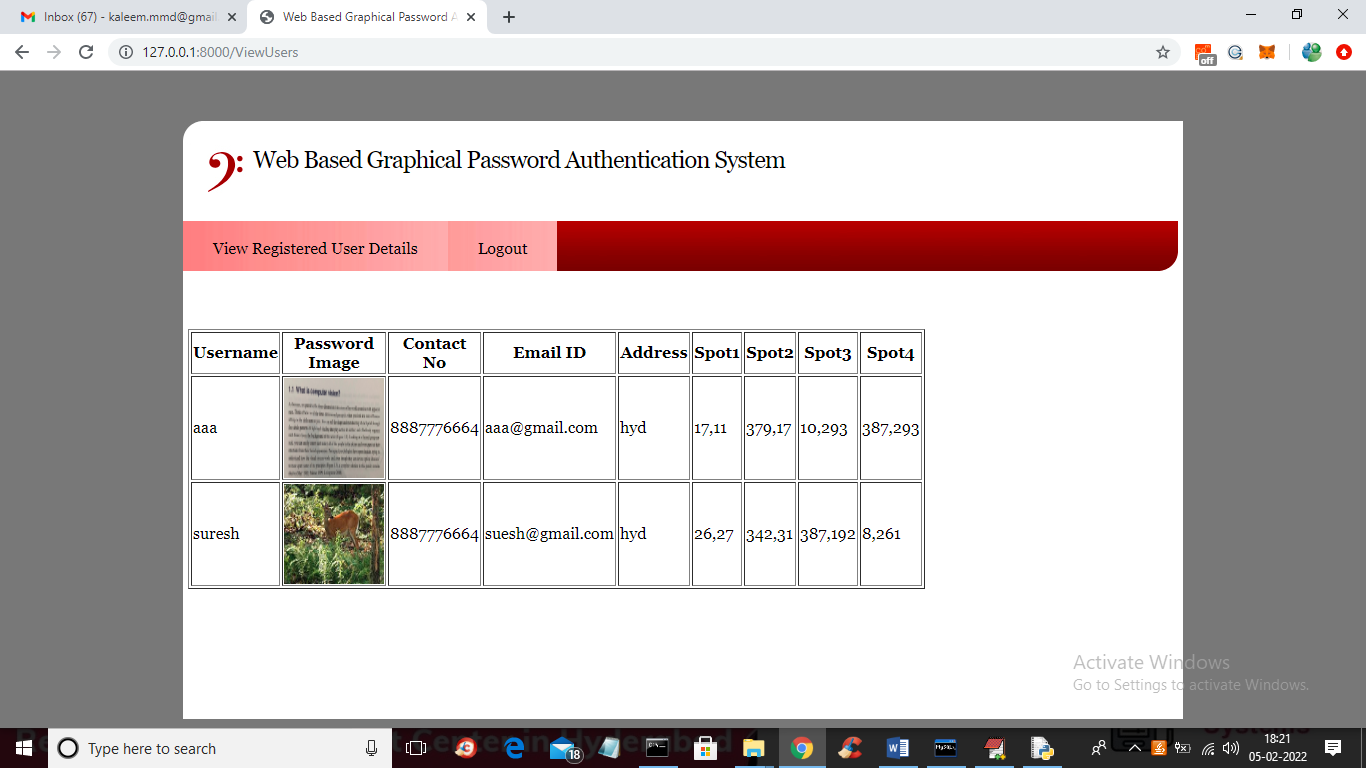
In above screen we got message as ‘signup process completed’ and now click on ‘Admin’ link to login as admin and view all user details



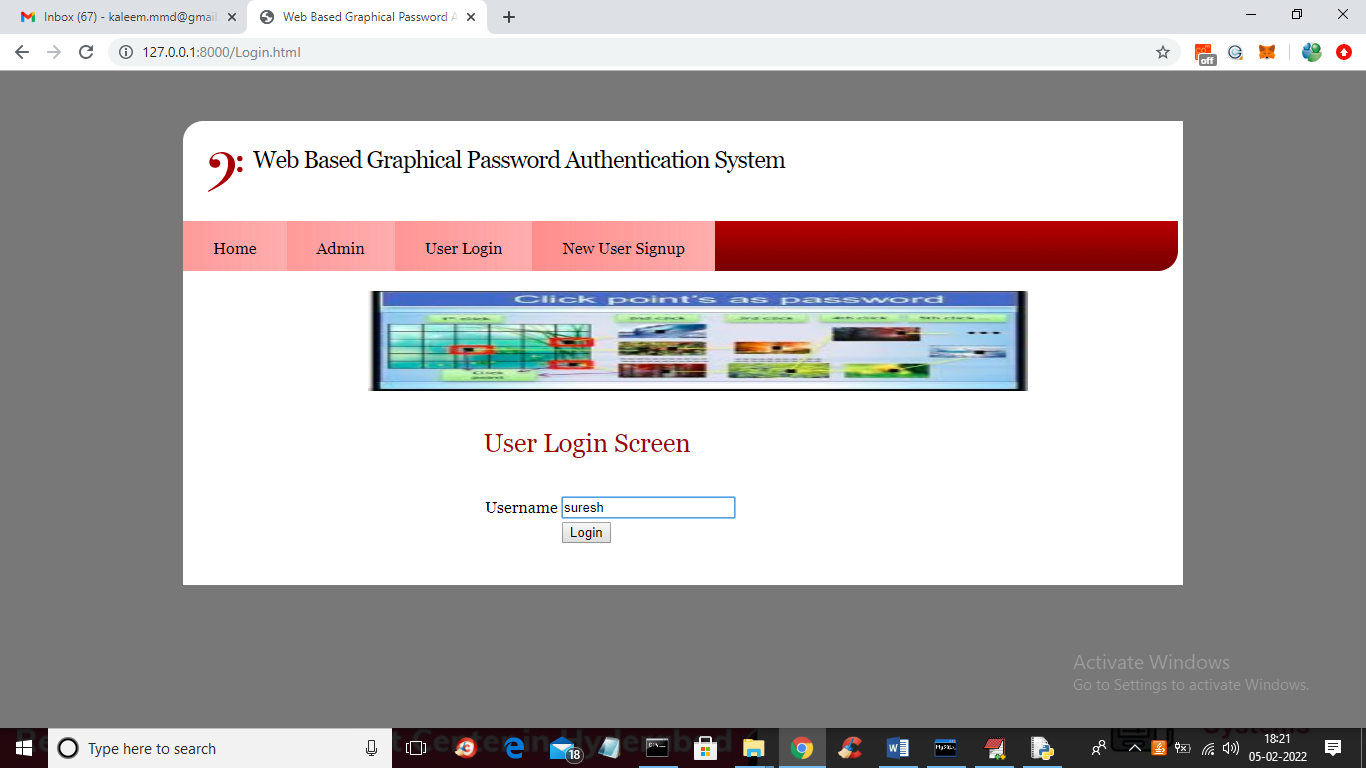
In above screen admin is login and after login will get below page



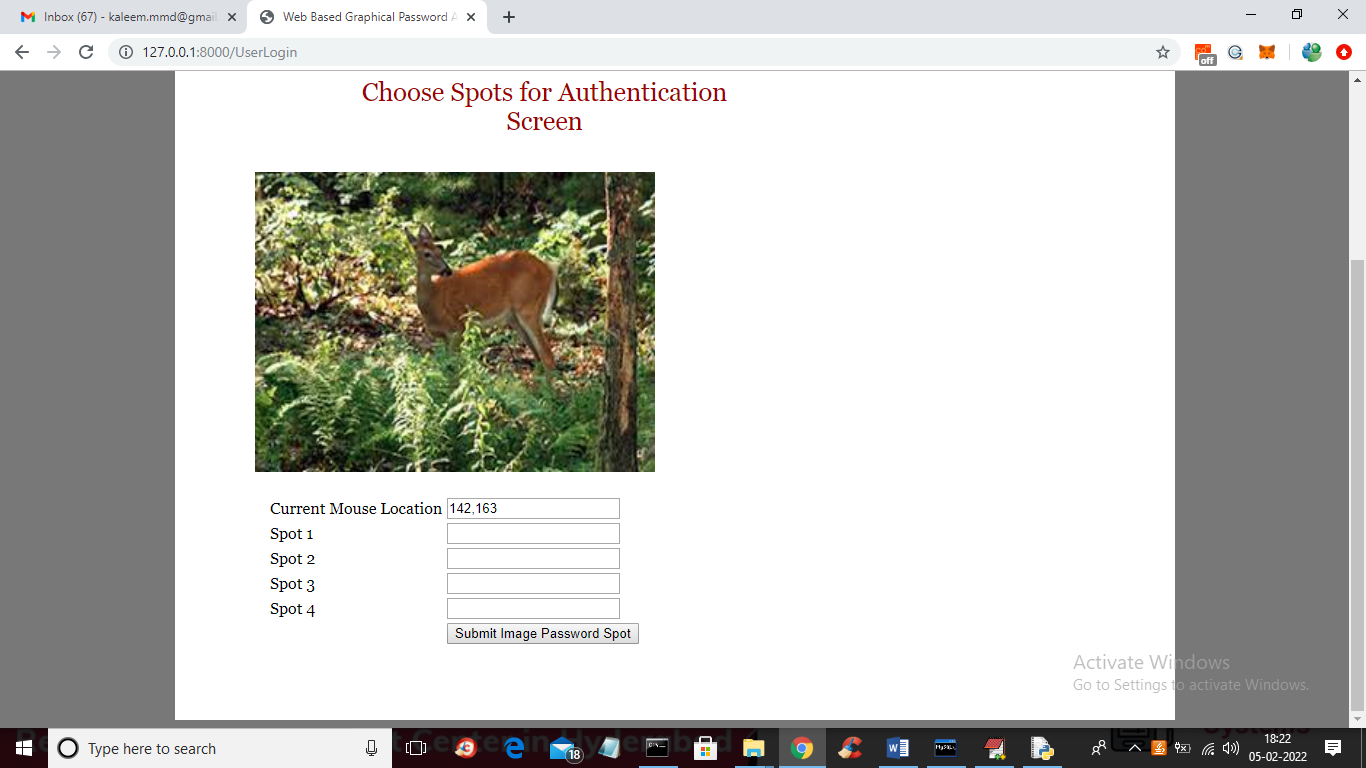
In above screen admin can click on ‘View Registered User Details’ link to get below page



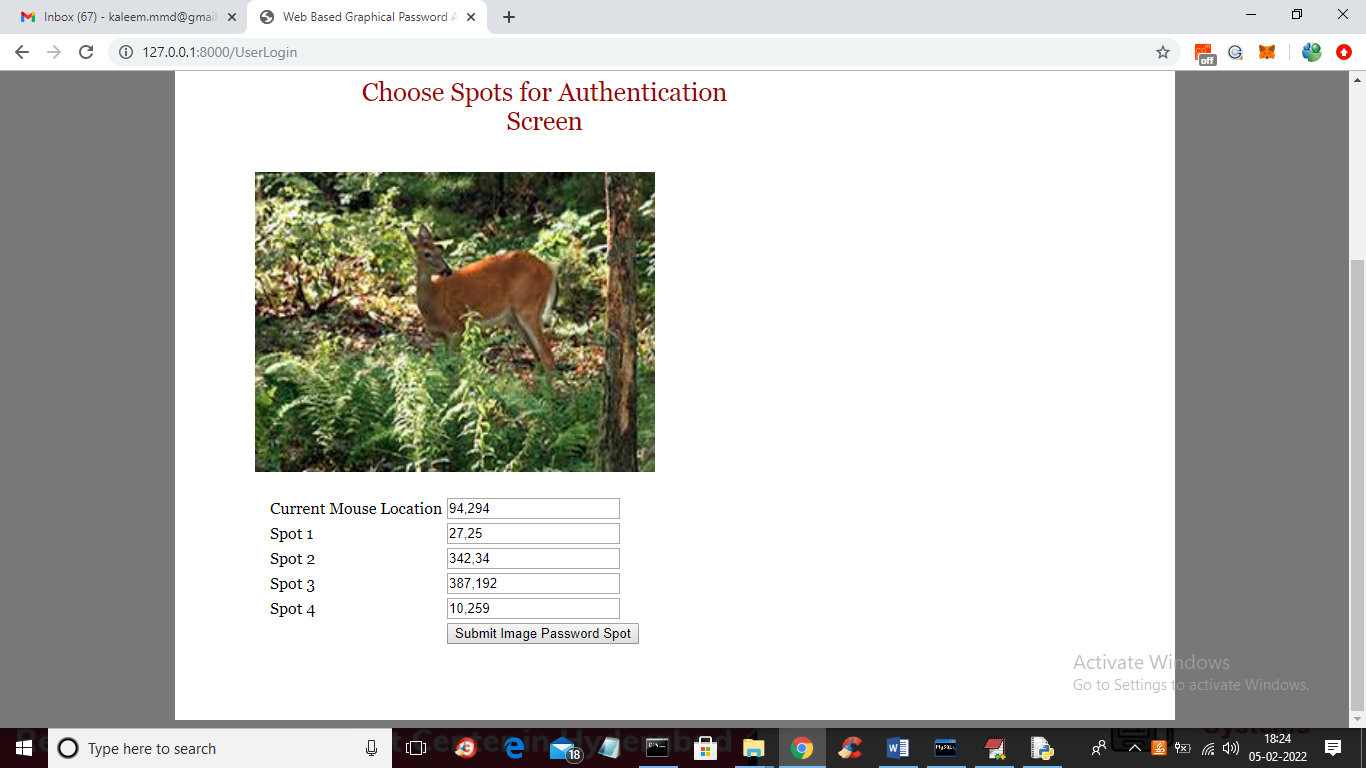
In above screen admin can see all users details such as username and password as image and selected 4 spots and now logout and login as user suresh



In above screen user is login by entering username and then press button to get image and to select spots like below screen



In above screen for login also user has to select 4 spots and then press button to authenticate



In above screen I selected values in range and then press button to get below screen and if given spots falls between correct password spots in database then user will get authenticated and get below screen



In above screen in red colour text we can see login is successful and if u give wrong details then authentication will get failed and if you want to reset password with new image and spots selection then click on ‘Rest Password’ link and repeat same steps.

NOTE: in any field if values are available then just delete those values from the field so new selected spot values can be appear

1. CONCLUSION

To protect users digital property,authentication is required every time they try toaccess their account and data. Conducting the authentication process in public might result in potential shoulder surfing attacks. Using traditional textual passwords or PIN method, users need totype their passwords to authenticate themselves and thus these passwords can be revealed easily if someone peeks over their shoulder or uses video recording devices such as cell phones. To overcomethis problem, we proposed a shoulder surfing-resistant authentication system based on graphical passwords.

1. REFERENCES
2. Wantong zheng, Chunfu Jia, CombinedPWD: A New Password Authentication Mechanism Using SeparatorsBetween Keystrokes: 2017 13th International Conference on Computational Intelligence and Security (CIS)
3. Salisu Ibrahim Yusuf, Moussa Mahamat Boukar, User Define Time Based Change Pattern Dynamic Password AuthenticationScheme, 2018 14th InternationalConference on Electronics Computer
4. Yang Jingbo, Shen Pingping, A secure strong password authentiction protocol, 2010 2nd International Conference on Software Technology and Engineering
5. Hua Wang, Yao Guo, Xiangqun Chen, DPAC: A Reuse-Oriented Password Authentication Framework for Improving Password Security, 2008 11th IEEE High Assurance Systems Engineering Symposium
6. Salah Refish, PAC-RMPN: Password Authentication Code Based RMPN, 2018 International Conference on AdvancedScience and Engineering (ICOASE)
7. M Hamza Zaki, Adil Husain, M Sarosh Secure pattern-key based password authentication scheme2017 International Conference on Multimedia, Signal Processing and Communication Technologies (IMPACT)
8. Vasundhara R Pagar, Rohini G Pise, Strengthening password security through honeyword and Honey encryptiontechnique, 2017 International Conference on Trends in Electronics and Informatics (ICEI)
9. S. Sood, A. Sarje, and K. Singh, Cryptanalysis of password authentication schemes: Current status and key issues, in Methods and Models in Computer Science, 2009. ICM2CS 2009. Proceeding of International Conference on, Dec 2009, pp. 17..
10. S. Gurav, L. Gawade, P. Rane, and N. Khochare, Graphical password authentication: Cloud securing scheme, in Electronic Systems, Signal Processing and Computing Technologies (ICESC), 2014International Conference on, Jan 2014, pp. 479483
11. A. Bianchi, I. Oakley, and D.S. Kwon, The secure haptic keypad: A tactile password system, in Proceedings of the SIGCHI Conference on Human Factors in Computing System. CHI 10. New York, NY, USA: ACM, 2010, 10891092.
12. E. von Zezschwitz, A. De Luca, and H. Hussmann, Honey, shrunk the keys: Influences of mobile devices on password composition and authentication performance, in Proceedings of the 8th Nordic Conference on Human-Computer Interaction: Fun, Fast, Foundational, ser. NordiCHI 14. New York, NY, USA: ACM, 2014, pp. 461470.