

FINAL YEAR PROJECT

# BEHAVIOURAL BIOMETRICS

# TEAM

Guide: Ms. Sindhu R Pai

- Aniruddha - 1PI13IS019
- Rajat - 1PI13IS079
- Shubham - 1PI13IS104

# PROBLEM STATEMENT

Authentication of Smartphone Users Using Behavioural Biometrics.

# PROBLEM FORMULATION

- Most widely used authentication techniques are vulnerable.
- Continuous authentication: physiological and behavioural biometrics.
- Monitor interactions between user and the device.

# MOTIVATION

- Smartphones and tablets have become ubiquitous in our daily lives.
- Small in size, so they are easy to handle and to stow and carry.
- Due to the size, they can be easily lost and may expose details of users' private lives.

# LITERATURE SURVEY

“Surveying the development of biometric user authentication on mobile phones”

-W.Meng, D.Wong, S. Furnell, and J. Zhou

“Keystroke dynamics: Characteristics and opportunities”

-H. Crawford

“Face recognition across pose: A review”

-X. Zhang and Y. Gao

“Unobservable re-authentication for smartphones”

-L. Li, X. Zhao, and G. Xue

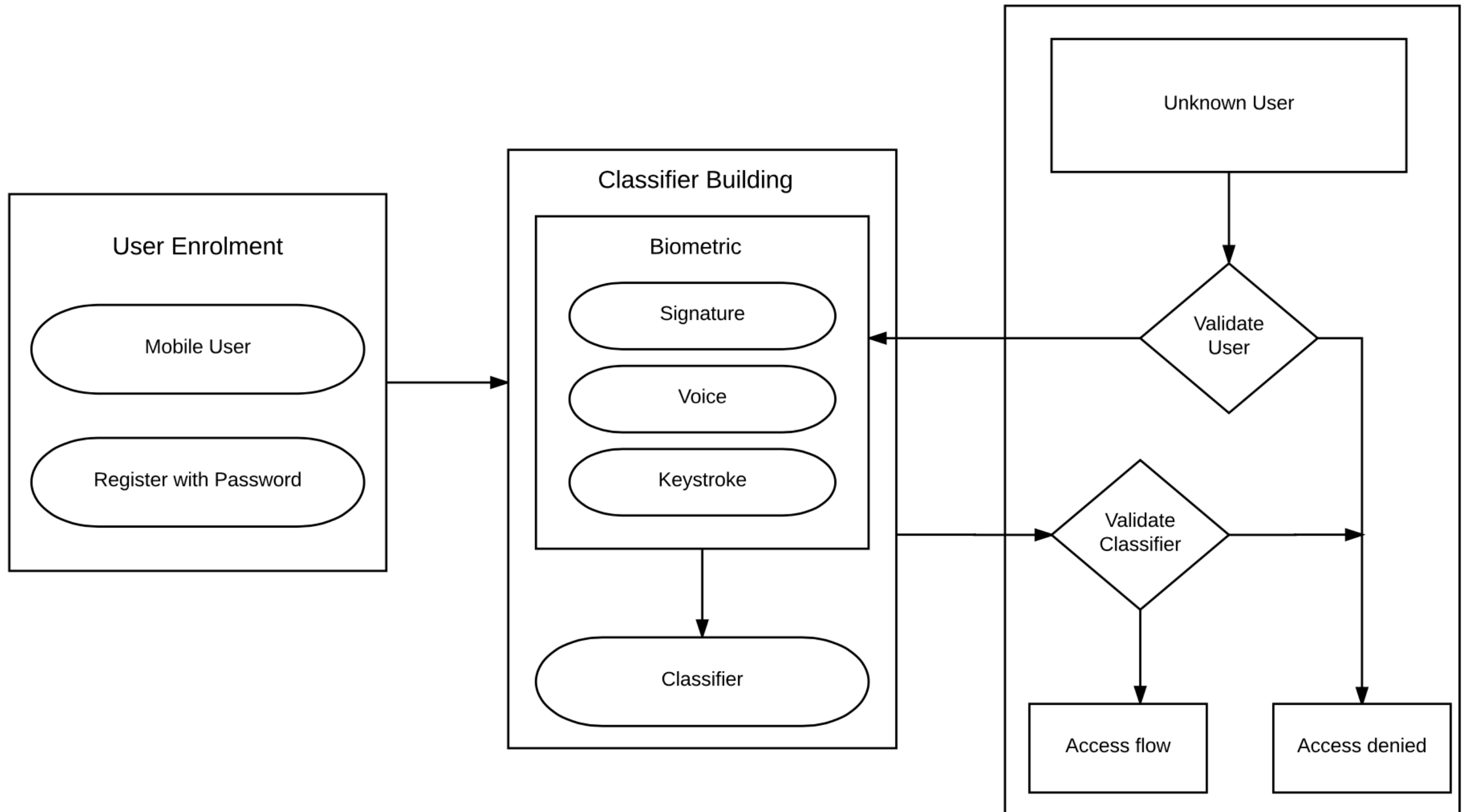
“Smudge attacks on smartphone touch screens”

-A. J. Aviv, K. Gibson, E. Mossop and M. Blaze

“Keysens: Passive user authentication through micro-behaviour modelling of soft keyboard interaction”

-B. Draffin, J. Zhu, and J. Zhang

# ARCHITECTURE



# SOFTWARES REQUIRED

- IDE : Eclipse Galileo / Android Studio
- Development Kit: JDK 1.6 and Android SDK
- AVD: Android Emulator / Any Smart Phone
- Compiler: DVM (Dalvik Virtual Machine)
- Testing: Unit Test



# IMPLEMENTATION METHODS

- Assistance in continuous and passive authentication without requiring additional hardware
- Signature Behaviour Method.
- Voice Behaviour Method.
- Keystroke-based Authentication Method.

# APPLICATIONS

- Protection of data hosted on employee's phones.
- Reduced risk of unauthorised access.
- Parental Lock - against impersonating emails.
- CAMP and "always aware view" of typing patterns protects even in the event of compromised primary user's password.

# METHODS IMPLEMENTED

- Voice
  - Text to Speech capture
  - Storing of *word*
  - Authentication of the phone via that *word*

# METHODS IMPLEMENTED (CONTD.)

- Sensor
  - Use of *accelerometer* to determine *xyz* co-ordinates.
  - Phone moved in various *a,b,c,d,e,f,g,h,i* positions depending on how the phone is held.
  - Use of *Sensor.TYPE\_ACCELEROMETER* to obtain values
  - Authentication done by taking phone in one of the *said* positions.

# CO-ORDINATES

X	Y	Z	VALUE
[3,7]	[0,1]	[5,8]	A
[0,3]	[0,1]	[8,9]	B
[-5,0]	[1,2]	[6,9]	C
[0,0]	[-6,0]	[7,9]	D
[0,0]	[0,3]	[8,9]	E
[0,1]	[3,8]	[5,9]	F
[0,2]	[9,9]	[-3,-1]	G
[0,0]	[9,9]	[-3,-1]	H
[-1,0]	[9,9]	[-3,-1]	I

# METHODS IMPLEMENTED (CONTD.)

- Fingerprint
  - Implementation of component in app screen.
  - Storing and authentication via fingerprint.

# REFERENCES

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- K. Shepard, D. Blackburn, C. Miles and B. Wing, "Iris recognition," Committee on Technology, Committee on Homeland and National Security, Subcommittee on Biometrics, Washington, DC, USA, 2006, pp. 1–27.
- A. Goode, "Bring your own finger- "How mobile is bringing biometrics to consumers" *Biom. Technol. Today*, vol. 2014, no. 5, pp. 5–9, 2014.
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DEMO.



“Thank You.”

–ANI, RAJAT, SHUBHAM