Authentication in the Internet of Things

Di Weng, *11621046* and Qi Song, *21521081*

Abstract—The abstract goes here.

Index Terms—internet of things, authentication.

1 Introduction

THE Internet of Things (IoT) and its related technologies have been actively studied and popularized in the past few years [2]. The idea of IoT was originally formulated from the emerging advanced network infrastructures that support a large number of interconnected things or objects, such as Radio-Frequency IDentification (RFID) tags, sensors, personal accessories like smart watches and mobile phones. The objects are then given unique addresses, through which they can communicate and cooperate with each other to complete collective tasks, while the addressing scheme will also enable IoT devices to be identifiable by external services and platforms [9] [19].

However, there is a long-standing argument about the definition of Internet of Things. IoT is a generic but vague concept with several missing definitions, for example, the range of objects and addressing schemes. This leads to manifold definitions of IoT presented in prior studies. The term, *Internet of Things*, is semantically composed by two words, *Internet* and *Things*, from which two different aspects of IoT technology can be derived, namely, Internet-oriented visions and things-oriented visions, and most of the previous definitions fall into these two categories. Additionally, some other studies suggest that the third aspect, semantic-oriented visions, is also a part of the IoT framework. These three visions (Fig. 1) are discussed as follows:

Internet-oriented visions focus on the connectivity of objects inside the IoT framework. Since Internet Protocol (IP) has been widely adopted in traditional network infrastructures and is already connecting millions of devices around the world, most of the definitions in the realm of Internet-oriented vision attempt to reuse lightweight variants of the IP stack to address the connectivity issues among IoT objects. One of the definitions is canonicalized by IPSO (Internet Protocol for Smart Objects) Alliance [24], an international organization consisting of 26 companies, including several notable manufacturers of embedding processing units like ARM and Intel. IPSO Alliance proposes the usage of IP architecture on the basis of communication techniques with low power consumption like IEEE 802.15.4 and 6LoWPAN [7]. The integrated IPv6 technology provides sufficient address space for IoT objects, and low-power design enables resource-constrained IoT devices to communicate at a lower rate but consume less power. There are other similar approaches like Internet Ø, allowing "IP over anything" by reducing the complexity of the IP stack.

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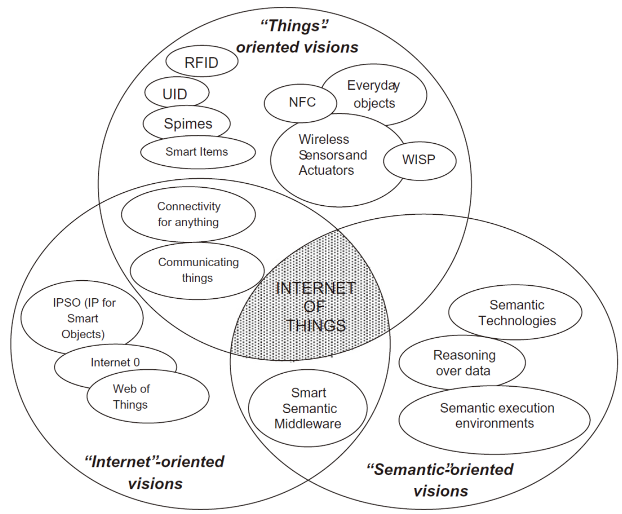

Fig. 1. Three visions of the Internet of Things paradigm by L. Atzori et al. [2], including Internet-oriented visions, Things-oriented visions, and Semantic-oriented visions. Their relations and components are described in a Venn diagram.

Things-oriented visions advocate wide-spread Radio-Frequency IDentification (RFID) tags as *things* in the IoT framework. By attaching RFID tags to everyday objects, Things-oriented visions enable users of IoT to track and identify these objects. The idea was first established by Auto-ID Labs [1], and later generalized by several studies [10] [17], which further extend identifiable tags into a Unique/Universal/Ubiquitous IDdentifier (UID) architecture. While the definition of IoT presented by these visions narrows it down to mere object identification, the maturity of RFID technologies and the popularity and enthusiasm in the business community show a promising adoption rate of such architecture. Moreover, by combining things-oriented visions with Internet-oriented visions, several unified definitions were proposed regarding both the identification and connectivity of objects, as stated by the European Commission [3]: "Things having identities and virtual personalities operating in smart spaces using intelligent interfaces to connect and communicate within social, environmental, and user contexts."

Semantic-oriented visions arise from the literature under an assumption that the number of interconnected objects exhausts the capability of direct management, where the organization of the information generated by these objects becomes challenging. Such issue can be addressed by integrating semantic technologies like data reasoning and semantic execution environment into the IoT framework [21].

As a promising technology, IoT was included in the list of six "Disruptive Civil Technologies" that will potentially generates huge impacts on US national power [6]. US National Intelligence Council, the author of the list, claimed that "popular demand combined with technology advances could drive widespread diffusion of an Internet of Things (IoT) that could, like the present Internet, contribute invaluably to economic development." Despite IoT's contribution to human's everyday life, it also brings severe security risks along the way due to its wide distribution and applicability. It is also stated in the aforementioned report that "to the extent that everyday objects become information security risks, the IoT could distribute those risks far more widely than the Internet has to date."

Four categories of security issues in the IoT framework are summarized by Alaba et al. [2], including application, architecture, communication, and data. With authentication and access control technologies, traditional computer networks have resolved a variety of security and privacy issues in three ways [13]: a) forbid unauthorized users to access resources; b) prohibit authorized users from accessing resources beyond their privileges; and c) grant correct resource access to authorized users. As a key issue in both categories of application and architecture, authentication technologies continues playing an important role in the security of IoT.

Two challenges arise while applying existing authentication techniques to the application and architecture of IoT devices. First, most of the IoT devices are resource-constrained, where most of the strong cryptography methods currently used cannot be computed fast enough to match the power supply of devices and the rate of information sensing. Second, the complex environment of IoT networks requires an extensible and scalable authentication scheme. The number of devices in an IoT network could scale up to millions, introducing difficulty in many aspects of traditional authentication, such as the distribution and revoking of symmetric encryption keys.

Apart from the machine authentication of IoT, which mainly consists the authentication of application and architecture as stated above, user authentication [16] is also an essential part of IoT security paradigm. By integrating user authentication, IoT devices like mobile phones are able to identify owners with simple interactions and protect sensitive personal information from unauthorized users.

The work of this survey is divided as follows:

- **Presentation:** Qi Song presented the assigned paper [8], and Di Weng presented the survey on the authentication of the Internet of Things;
- **Writing:** Section 1, 2, and 5 were written by Di Weng, and Section 3 and 4 were written by Qi Song.

This survey is organized as follows: the machine authentication of IoT is covered in Section 2 and 3, which explain the authentication in IoT applications and architecture, respectively; then, Section 4 summarizes the user authentication in IoT framework briefly; finally, this survey is concluded in Section 5.

2 Application Authentication

3 Architecture Authentication

There is no universally acceptable IoT architecture currently. However, great efforts have been made on the IoT architecture in different scenarios and application domains in terms of authentication and authorization.

3.1 Software-Defined Networking (SDN) Architecture

Software-defined networking (SDN) is an approach to computer networking, which allows network administrators to programmatically organize and manage network behavior dynamically via open interfaces and abstraction of lower-level functionality. Nowadays, thousands of new IoT applications and online services have been developped due to the exponential growth of devices connected to the network, whereas conventional network cannot provide enough flexibility to fit the trend. In this case, Valdivieso et al. [23] adopted the SDN architecture that helps eliminate the rigidity in traditional networks. In respect of security, the Pedigree system [18] is presented as an alternative to provide security in the traffic moving in an enterprise network. It is an OpenFlow-based system which allows the controller to analyze and approve the connections and traffic flows in the network. Pedigree do increase the tolerance to kinds of attacks, such as polymorphic worms, with relatively low load in the network traffic and the host. However, the lack of sophisticated authentication and authorization mechanisms makes SDN controllers still easily get attacked by hackers.

Black SDN Architecture for Smart Cities was presented by Chakrabarty et al. [4] in 2016. This architecture consists of four basic IoT architectural blocks for secure Smart Cities: Black Network, Trusted SDN Controller, Unified Registry and Key Management System. Black Network secures all data, including the meta-data, associated with each frame or packet in an IoT protocol [5], thus providing confidentiality, integrity and privacy in IoT networks. A Trusted SDN Controller can manage and orchestrate the flow between IoT nodes and the rest of the networking infrastructure, it mainly focus on secure routing of black packets. In the case that multiple wireless technologies (e.g. WiFi, LTE), multiple protocols (such as ZigBee, Bluetooth Low Energy) and multiple addressing schemes (e.g. IPv6 128-bit addressing, E.164) may be widely used in a Smart City environment, Unified Registry is presented for identity management, node authentication and many other critical secure problems. Furthermore, an independent hierarchical key management and distribution system for each layer of the communication protocol is also mentioned in [4].

3.2 Secure and Efficient Authentication and Authorization (SEA) Architecture

CodeBlue is one of the most popular healthcare research projects that has been developped by Malan et al. [14] Several medical sensors are places on patients' body in this approach. Out of security, Elliptic Curve Cryptography (ECC) [12] and TinySec [11] are alternative ways for key generation and symmetric encryption. Mossavi et al. [15] proposed a type of distributed smart e-health gateway architecture for IoT-based health-care systems. It bases on the

DTLS handshake protocol, the basic IP security solytion for the IoT. In such a system, patient health-related information is recorded by body-worn or implanted sensors. In the area of IoT-based healthcare, the role of a gateway is extented to provide services such as temporary storage of sensors' and users' information. With traditional e-health gateway, a DoS attack on delegation server can disrupt all the available constrained domains as the functionality of the IoT-based healthcare still depends on the centralized delegation server. As an important improvement, Mossavi presents that the authentication and authorization task of a centralized delegation server can be broke down to be handled by distributed smart e-health gateways to defend DoS attack. But the techniques utilized in the proposed architecture do not support the privacy assurance re-used on constrained devices because of the security level requirements.

3.3 Service-Oriented Architecture (SOA)

Currently, IoT is expected to offer to users advanced connectivity of devices, systems, and services in a way that goes beyond machine-to-machine (M2M) communications, which furthers the integration of things not only to the Internet, but also to the web. Service-based applications built upon a large number of networked physical elements are presented in [9]. SOA-based techniques provide to IoT applications with an abstraction of services. As security is always a tough problem, Ramão et al. [20] present a security taxonomy for SOA-based IoT middleware based on different kinds of attacks. According to [20], authentication must be provided for both applications and devices, it includes features such as credentials and trust management, and guaranteeing the correct identity of the application or device. The main function of authentication is to prevent unauthorized access. Most SOA-based IoT middlewares including SIRENA, COSMOS, SOCRADES and HYDRA address authentication, which is typically provided by security token. Ramão et al. also provide a definition of standard security architecture, which consists of four security services: application and device authentication (ADA); authorization and access control (AAC); data confidentiality and integrity (DCI); and communication channel protection (CCP). The ADA service could be provided in all layers of the middleware, and take responsibility for enabling the authentication in the middleware core.

4 User Authentication

User authentication is usually used for checking whether the user asking for services is the legitimate one. According to Gorman et al. [16], there are three user authentication models that are widely used nowadays. In most kinds of authentication models, the user has to submit an authenticator to the intermediary or directly submit it to a machine. Many types of authenticators are commonly used, such as password, challenge questions, credentials and biometrics.

Turkanović et al. [22] presented a user authentication scheme for heterogeneous ad hoc wireless sensor networks based on the IoT. With gateway node (GWN) and traditional password, Turkanović provided a highly secure but lightweight authentication scheme, which is resilient to a variety of attacks such as replay attacks, privileged-insider attacks, DoS attacks and etc. Although the process of authentication is quite complicated enough as a defender, the traditional password authentication is not a good idea for the IoT based systems. Because a brief password is too weak to defend brute force attack, while a complicated password is too hard to memorize.

Biometric authenticators have been more and more popular in recent years. Footprint, eye, heartbeat and many other biometrics of human beings are developped for authentication on enterprise based on diverse sensors. Mario et al. [8] presented a behaviroal biometric for continuous authentication base on touchscreen input. As a matter of face, The entry-point authentication scheme used currently is not good enough with the lack of intruder detections after the authentication step. Besides, Smudge attacks can easily break conventional password and gesture password. Mario concluded that touchscreen input of people are sufficient to authenticate a user, and the continuous authentication can help with intruder detections even after entry-point authentication. However, this method is not widely put in use among the industry. The accuracy problem is urged to be improved through combining touch analytics with other modalities.

5 Conclusion

The conclusion goes here.

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