

## Click-Based Graphical Password Schemes To Prevent Access against Spyware

**B. Chandra Sekhar Naidu**

**M.Tech**

Department of C.S.E.

Annamacharya Institute of Technology & Science,  
Andhra Pradesh

**B. Purushotha**

**M.Tech (Ph.D)**

Department of C.S.E.

Annamacharya Institute of Technology & Science  
Andhra Pradesh

### ABSTRACT:

Many security primitives are based on hard mathematical problems. Using hard AI problems for security is emerging as an exciting new paradigm, but has been under-explored. In this paper, we present a new security primitive based on hard AI problems, namely, a novel family of graphical password systems built on top of Captcha technology, which we call Captcha as graphical passwords (CaRP). CaRP is both a Captcha and a graphical password scheme. CaRP addresses a number of security problems altogether, such as online guessing attacks, relay attacks, and, if combined with dual-view technologies, shoulder-surfing attacks. Notably, a CaRP password can be found only probabilistically by automatic online guessing attacks even if the password is in the search set. CaRP also offers a novel approach to address the well-known image hotspot problem in popular graphical password systems, such as Pass Points, that often leads to weak password choices.

**KEY WORDS:** Captcha, graphical password, shoulder-surfing.

### INTRODUCTION

**Computer security** (Also known as cyber security or IT Security) is information security as applied to computers and networks. The field covers all the processes and mechanisms by which computer-based equipment, information and services are protected from unintended or unauthorized access, change or destruction. Computer security also includes protection from unplanned events and natural disasters. Otherwise, in the computer industry, the term security -- or the phrase computer security -- refers to techniques for ensuring that data stored in a computer cannot be read or compromised by any individuals without authorization. Most computer security measures involve data encryption and passwords. Data encryption is the translation of data into a form that is unintelligible without a deciphering mechanism. A password is a secret word or phrase that gives a user access to a particular program or system.

### System Design

**Existing System:** The most notable primitive invented is Captcha, which distinguishes human users from computers by presenting a challenge, i.e., a puzzle, beyond the capability of computers but easy for humans. Captcha is now a standard Internet security technique to protect online email and other services from being abused by bots.

### Proposed System:

In this paper, we present a new security primitive based on hard AI problems, namely, a novel family of graphical password systems built on top of Captcha technology, which we call Captcha as graphical passwords (CaRP). CaRP is both a Captcha and a graphical password scheme. CaRP addresses a number of security problems altogether, such as online guessing attacks, relay attacks, and, if combined with dual-view technologies, shoulder-surfing attacks.

## IMPLEMENTATION

**Graphical Password:** In this module, Users are having authentication and security to access the detail which is presented in the Image system. Before accessing or searching the details user should have the account in that otherwise they should register first.

### Captcha in Authentication:

In this module we use both Captcha and password in a user authentication protocol, which we call *Captcha-based Password Authentication (CbPA) protocol*, to counter online dictionary attacks. The CbPA-protocol in requires solving a Captcha challenge after inputting a valid pair of user ID and password unless a valid browser cookie is received. For an invalid pair of user ID and password, the user has a certain probability to solve a Captcha challenge before being denied access.

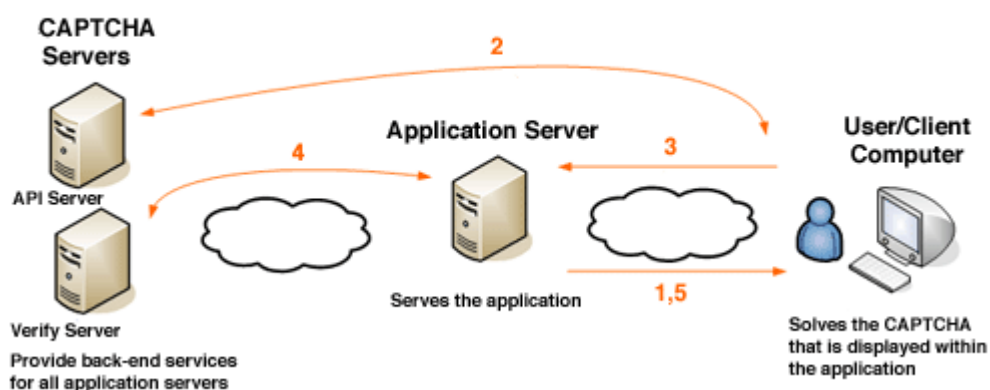
### Overcoming Thwart Guessing Attacks:

In a guessing attack, a password guess tested in an unsuccessful trial is determined wrong and excluded from subsequent trials. The number of undetermined password guesses decreases with more trials, leading to a better chance of finding the password. To counter guessing attacks, traditional approaches in designing graphical passwords aim at increasing the effective password space to make passwords harder to guess and thus require more trials. No matter how secure a graphical password scheme is, the password can always be found by a brute force attack. In this paper, we distinguish two types of guessing attacks: automatic guessing attacks apply an automatic trial and error process but  $S$  can be manually constructed whereas human guessing attacks apply a manual trial and error process.

### Security of Underlying Captcha:

Computational intractability in recognizing objects in CaRP images is fundamental to CaRP. Existing analyses on Captcha security were mostly case by case or used an approximate process. No theoretic security model has been established yet. Object segmentation is considered as a computationally expensive, combinatorially-hard problem, which modern text Captcha schemes rely on.

## SYSTEM ARCHITETURE



## CONCLUSION

We have proposed CaRP, a new security primitive relying on unsolved hard AI problems. CaRP is both a Captcha and a graphical password scheme. The notion of CaRP introduces a new family of graphical passwords, which adopts a new approach to counter online guessing attacks: a new CaRP image, which is also a Captcha challenge, is used for every login attempt to make trials of an online guessing attack computationally independent of each other. A password of CaRP can be found only *probabilistically* by automatic online guessing attacks including brute-force attacks, a desired security property that other graphical password schemes lack. Hotspots in CaRP images can no longer be exploited to mount automatic online guessing attacks, an inherent vulnerability in many graphical password systems. CaRP forces adversaries to resort to significantly less efficient and much more costly human-based attacks. In addition to offering protection from online guessing attacks, CaRP is also resistant to Captcha relay attacks, and, if combined with dual-view technologies, shoulder-surfing attacks. CaRP can also help reduce spam emails sent from a Web email service.

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