ISSN No: 2348-4845
International Journal & Magazine of Engineering, Technology, Management and Research
A Peer Reviewed Open Access International Journal

Mobile Users Proofs for STAMP: Enabling Privacy Preserving Location

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ABSTRACT:

Location-based services are quickly becoming immensely popular. In addition to services based on users' current location, many potential services rely on users' location history, or their spatial-temporal provenance. Malicious users may lie about their spatial-temporal provenance without a carefully designed security system for users to prove their past locations. In this paper, we present the Spatial-Temporal provenance Assurance with Mutual Proofs (STAMP) scheme. STAMP is designed for ad-hoc mobile users generating location proofs for each other in a distributed setting. However, it can easily accommodate trusted mobile users and wireless access points. STAMP ensures the integrity and non-transferability of the location proofs and protects users' privacy. A semi-trusted Certification Authority is used to distribute cryptographic keys as well as guard users against collusion by a light-weight entropy-based trust evaluation approach. Our prototype implementation on the Android platform shows that STAMP is low-cost in terms of computational and storage resources. Extensive simulation experiments show that our entropy-based trust model is able to achieve high collusion detection accuracy.

EXISTING SYSTEM:

- Today's location-based services solely rely on users' devices to determine their location, e.g., using GPS. However, it allows malicious users to fake their STP information. Therefore, we need to involve third parties in the creation of STP proofs in order to achieve the integrity of the STP proofs. This, however, opens a number of security and privacy issues.
- Hasanet al.proposed a scheme which relies on both location proofs from wireless APs and witness endorsements from Bluetooth-enabled mobile peers, so that no users can forge proofs without colluding with both wireless APs and other mobile peers at the same time.
- In Davis et al.'s alibi system, their private corroborator scheme relies on mobile users within proximity to create alibi's (i.e., location proofs) for each other.

DISADVANTAGES OF EXISTING SYSTEM:

- Most of the existing STP proof schemes rely on wireless infrastructure (e.g., WiFi APs) to create proofs for mobile users. However, it may not be feasible for all types of applications, e.g., STP proofs for the green commuting and battlefield examples certainly cannot be obtained from wireless APs.
- Most of the existing schemes require multiple trusted or semi-trusted third parties.

PROPOSED SYSTEM:

- In this paper, we define the past locations of a mobile user at a sequence of time points as the spatial-temporal provenance (STP) of the user, and

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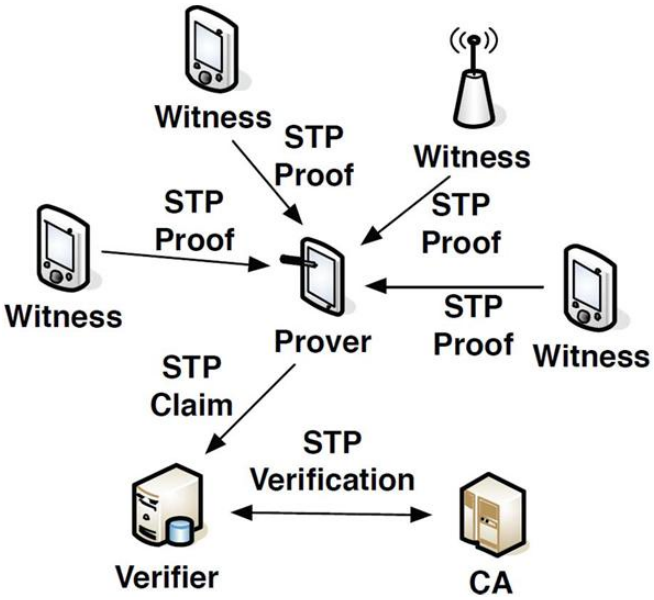
a digital proof of user's presence at a location at a particular time as an STP proof.

- In this paper, we propose an STP proof scheme named Spatial-Temporal provenance Assurance with Mutual Proofs (STAMP). STAMP aims at ensuring the integrity and non-transferability of the STP proofs, with the capability of protecting users' privacy.
- We propose an entropy-based trust model to detect the collusion scenario.
- A distributed STP proof generation and verification protocol (STAMP) is introduced to achieve integrity and non-transferability of STP proofs.
- No additional trusted third parties are required except for a semi-trusted CA.
- STAMP is designed to maximize users' anonymity and location privacy. Users are given the control over the location granularity of their STP proofs.
- STAMP is collusion-resistant. The Bussard-Bagga distance bounding protocol is integrated into STAMP to prevent a user from collecting proofs on behalf of another user.
- An entropy-based trust model is proposed to detect users mutually generating fake proofs for each other.
- STAMP uses a entropy-based trust model to guard users from prover-witness collusion. This model also encourages witnesses against selfish behavior.

ADVANTAGES OF PROPOSED SYSTEM:

- Target a wider range of applications.
- STAMP is based on a distributed architecture.
- STAMP requires only a single semi-trusted third party which can be embedded in a Certificate Authority (CA).
- We design our system with an objective of protecting users' anonymity and location privacy.
- No parties other than verifiers could see both a user's identity and STP information (verifiers need both identity and STP information in order to perform verification and provide services).
- STAMP requires low computational overhead.
- A security analysis is presented to prove STAMP achieves the security and privacy objectives.

SYSTEM ARCHITECTURE:



MODULES:

- Prover
- Witness
- Verifier
- Certificate Authority (CA)

MODULES DESCRIPTION:

Prover:

Prover should be able to hide his/her identity from a witness. In addition, it is not only the prover's anonymity that we should pay attention to, a witness's anonymity should also be preserved. Since a witness who agrees to create an STP proof is co-located with the prover, his/her identity should not be revealed to the prover.Prover needs to reveal both his/her identities and STP information in order to get services from a verifier, the prover does not necessarily trust the verifier completely. When aprover tries to claim his/her location at a particular time to a verifier, he/she should not be obligated to reveal his/her most accurate location to the verifier.

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Witness:

A witness is a device which is in proximity with the prover and is willing to create an STP proof for the prover upon receiving his/her request. The witness can be untrusted or trusted, and the trusted witness can be mobile or stationary (wireless APs). Collocated mobile users are untrusted.A witness who receives a decides if he/she accepts the request. If the request is accepted, the witness sends an back to the prover, after which, the two parties start the execution of the distance bounding stage of the Bussard-Bagga protocol. This enables the witness to know that the party who is requesting an STP proof is within a certain range. However, the witness has no way to verify if the party has the private key which in fact corresponds to the committed identity. The zero-knowledge proof stage cannot be carried out by the witness because it requires the knowledge of the prover's public key.

Verifier:

Verifier: A verifier is the party that the prover wants to show one or more STP proofs to and claim his/her presence at a location at a particular time.When a prover encounters a verifier (the frequency of such encounters is specific to the application scenarios) and he/she intends to make a claim about his/her past STP to the verifier, the STP claim and verification phase takes place between the prover and the verifier. A part of the verification job has to be done by CA. Therefore, communication between the verifier and CA.

Certificate Authority (CA):

The CA is a semi-trusted server (untrusted for privacy protection, see Section IV-C for details) which issues, manages cryptographic credentials for the other parties. CA is also responsible for proof verification and trust evaluation. Each user can act as a prover or a witness, depending on their roles at the moment. We assume the identity of a user is bound with his/her public key, which is certified by CA. Users have unique public/private key pairs, which are established during the user registration with CA and stored on users' personal devices. There are strong incentives for people not to give their privacy away completely, even to their families or friends, so we assume a user never gives his/her mobile device or private key to another party.

SYSTEM REQUIREMENTS:

HARDWARE REQUIREMENTS:

- System : Pentium Dual Core.
- Hard Disk : 120 GB.
- Monitor : 15'' LED
- Input Devices : Keyboard, Mouse
- Ram : 1GB.

SOFTWARE REQUIREMENTS:

- Operating system : Windows 7.
- Coding Language : JAVA/J2EE
- Tool : Netbeans 7.2.1
- Database : MYSQL

IMPLEMENTATION

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- Witness
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INPUT DESIGN AND OUTPUT DESIGN

INPUT DESIGN

The input design is the link between the information system and the user. It comprises the developing specification and procedures for data preparation and those steps are necessary to put transaction data in to a usable form for processing can be achieved by inspecting the computer to read data from a written or printed document or it can occur by having people keying the data directly into the system. The design of input focuses on controlling the amount of input required, controlling the errors, avoiding delay, avoiding extra steps and keeping the process simple. The input is designed in such a way so that it provides security and ease of use with retaining the privacy. Input Design considered the following things:

- What data should be given as input?
- How the data should be arranged or coded?
- The dialog to guide the operating personnel in providing input.
- Methods for preparing input validations and steps to follow when error occur.

OBJECTIVES

1. Input Design is the process of converting a user-oriented description of the input into a computer-based system. This design is important to avoid errors in the data input process and show the correct direction to the management for getting correct information from the computerized system.

2.It is achieved by creating user-friendly screens for the data entry to handle large volume of data. The goal of designing input is to make data entry easier and to

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be free from errors. The data entry screen is designed in such a way that all the data manipulates can be performed. It also provides record viewing facilities.

3. When the data is entered it will check for its validity. Data can be entered with the help of screens. Appropriate messages are provided as when needed so that the user will not be in maize of instant. Thus the objective of input design is to create an input layout that is easy to follow

OUTPUT DESIGN:

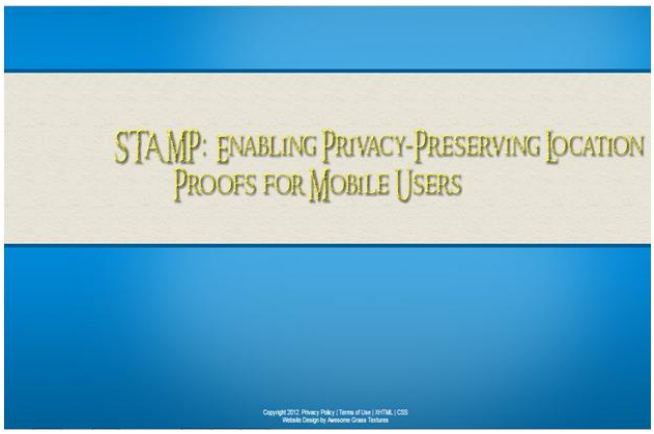
A quality output is one, which meets the requirements of the end user and presents the information clearly. In any system results of processing are communicated to the users and to other system through outputs. In output design it is determined how the information is to be displaced for immediate need and also the hard copy output. It is the most important and direct source information to the user. Efficient and intelligent output design improves the system's relationship to help user decision-making.

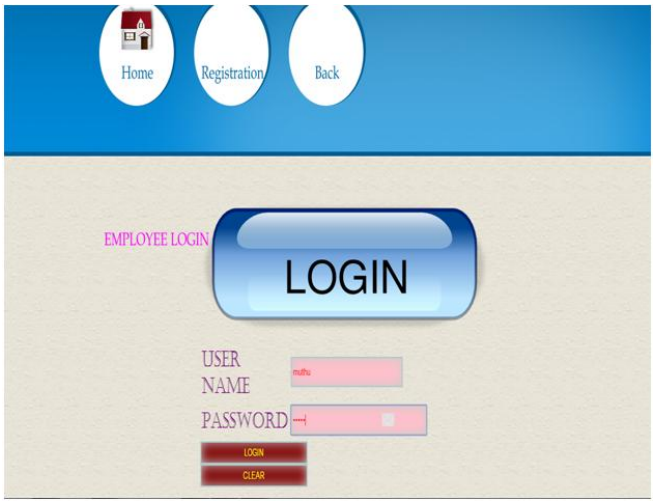
1. Designing computer output should proceed in an organized, well thought out manner; the right output must be developed while ensuring that each output element is designed so that people will find the system can use easily and effectively. When analysis design computer output, they should Identify the specific output that is needed to meet the requirements.
2. Select methods for presenting information.
3. Create document, report, or other formats that contain information produced by the system.

The output form of an information system should accomplish one or more of the following objectives.

- Convey information about past activities, current status or projections of the
- Future.
- Signal important events, opportunities, problems, or warnings.
- Trigger an action.
- Confirm an action.

SCREEN SHOTS:





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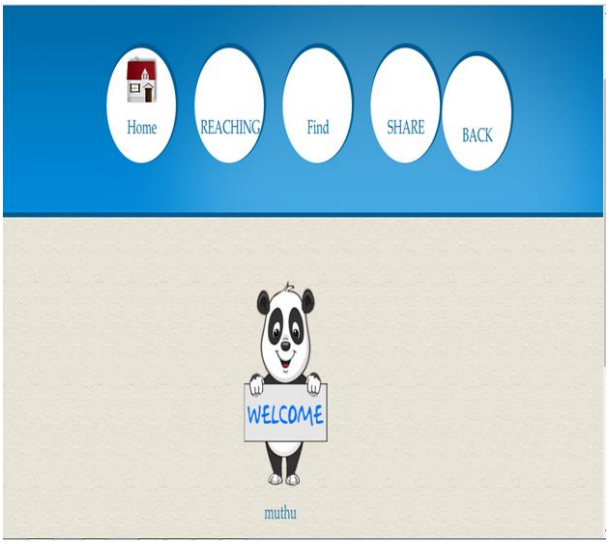

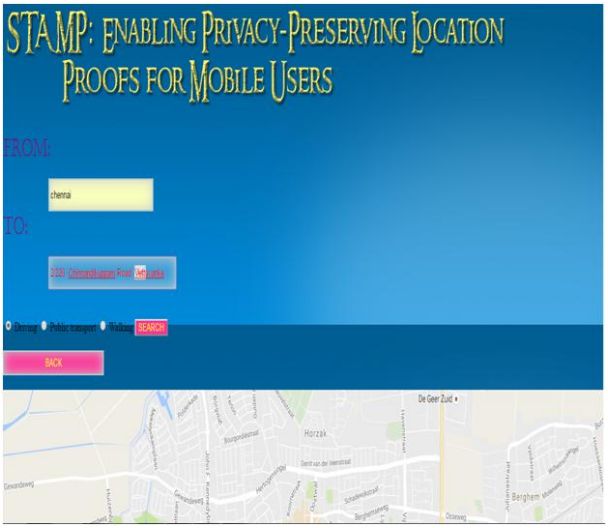

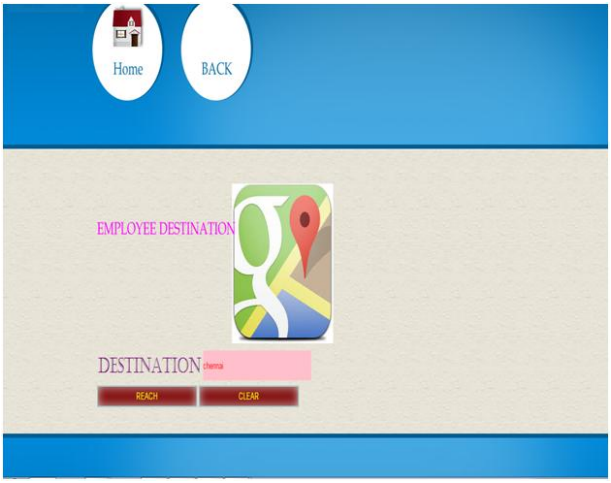

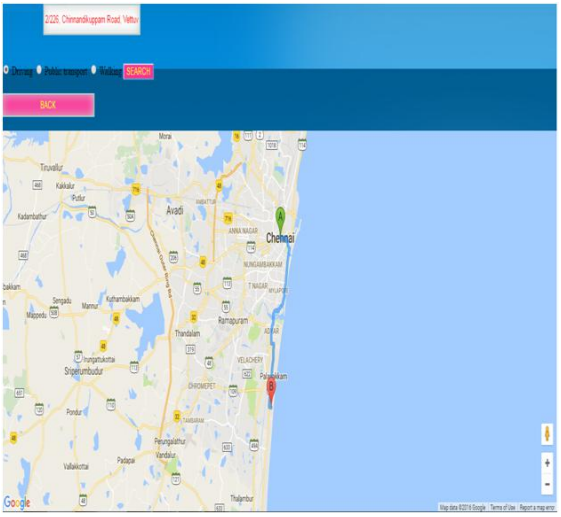

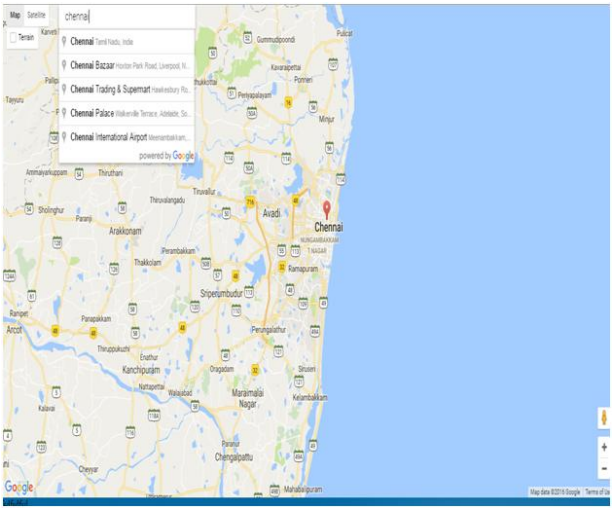

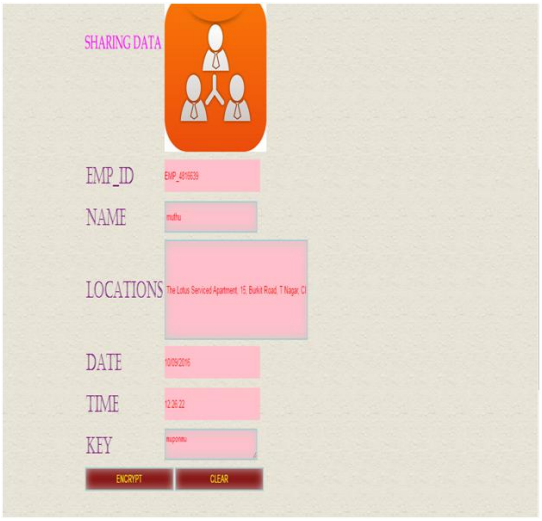

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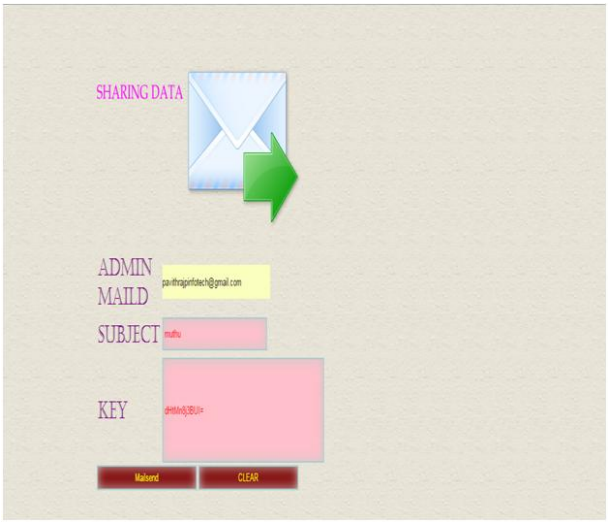

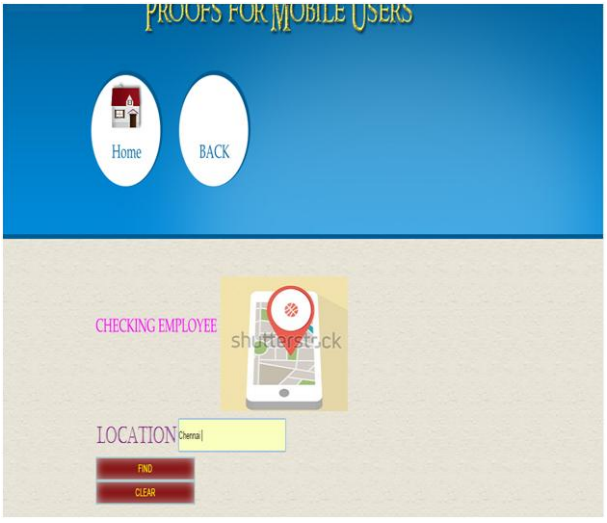

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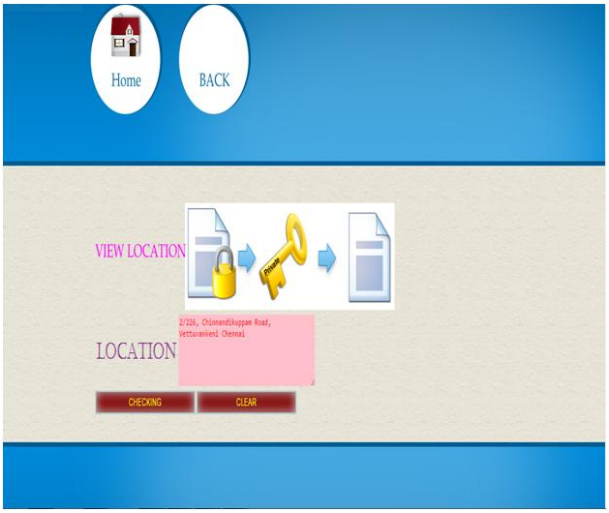

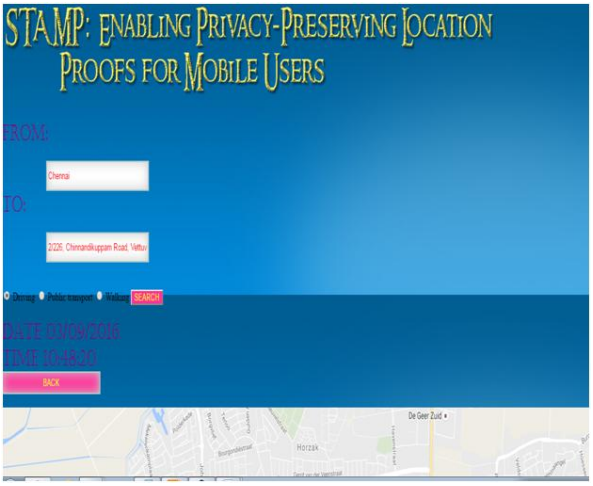

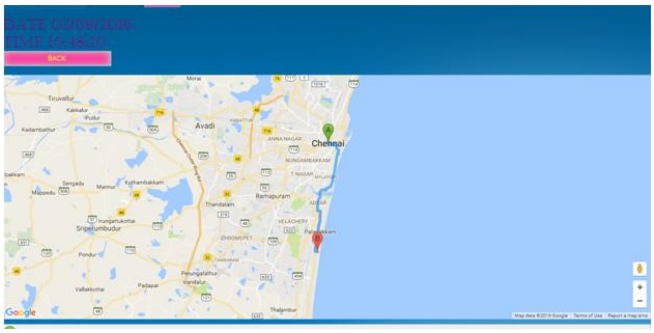

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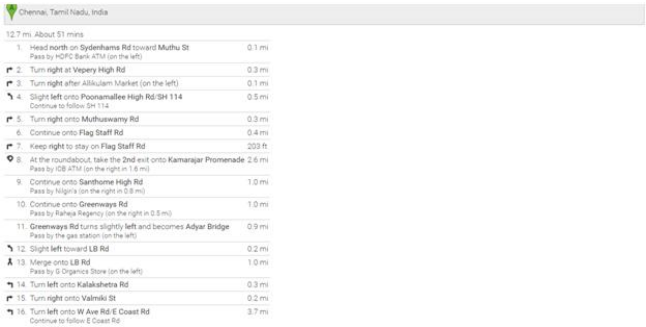

CONCLUSION

In this paper we have presented STAMP, which aims at providing security and privacy assurance to mobile users' proofs for their past location visits. STAMP relies on mobile devices in vicinity to mutually generate location proofs or uses wireless APs to generate location proofs. Integrity and non-transferability of location proofs and location privacy of users are the main design goals of STAMP. We have specifically dealt with two collusion scenarios: P-P collusion and P-W collusion. To protect against P-P collusions, we integrated the Bussard-Bagga distance bounding protocol into the design of STAMP. To detect P-W collusion, we proposed an entropy-based trust model to evaluate the trust level of claims of the past location visits. Our security analysis shows that STAMP achieves the security and privacy objectives. Our implementation on Android smartphones indicates that low computational and storage resources are required to execute STAMP. Extensive simulation results show that our trust model is able to attain a high balanced accuracy with appropriate choices of system parameters.

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