The Implementation Results of Identity-Based Hashing Algorithm for Iot

Rafidha Rehiman K A, S Veni

Abstract—Nonrepudiation in Mobile environment is a major challenge in the area of IoT security. Public-key-based Digital Signature schemes are common and their computational requirements and complexities do not support constrained devices. This paper presents the design and implementation results of light weight nonrepudiation architecture based on public key cryptography and Elliptic Curve addition to reduce the overhead of processing and communication.

Keywords—Nonrepudiation, Digital Signature, IoT Security, ECC cryptosystem, Hashing

I. INTRODUCTION

Internet of Things (IoT) is an important technological advancement, which enables communication between all types of things including living beings. In IoT we can control everything with the help of software including human body parts. IoT changes every aspect of life like Education, Communication, Research and Science, Government function, Business and Human behavior (humanity) [1].

The communication language of IoT is a heterogeneous interoperable protocol and many different types of devices communicate with one another. The IoT devices exchange a wide variety of vast information. IoT brings enough challenges, as these devices continuously collect a vast amount of private information. Also, heterogeneous connections are not scalable. Unlike user-operated computing devices smart things with sensors and actuators are not properly controlled when connected to the Internet.

The IoT devices sporadically establish connection with other devices and communication entities connected to the network. There is a need in IoT environment to prevent some devices from accessing certain services and restrict the communication.

One major challenge faced by IoT is the problem of securing the network [2], its associated resources and its reliability issues. It has the right in the environment as server to know who are negotiating and accessing the information. Revelation of the sensitive information to unauthorized consumers may lead to security problems in an organization.

The very first step that needs to be taken care of to ensure the integrity and nonrepudiation is hardening the device against the intrusion into the secure perimeter [3]. The IoT infrastructure, we need to implement the algorithms are designed and implemented for IoT, two things need to be kept in mind: 1) the algorithms should be cheap in case of resources and 2) it should be capable of offering medium level security. The existing light weight researches provide enough solutions for securing IoT [5][6][7][8]. This work tried to solve the issues related to BYOD to the environment and restrict access to a trusted server.

II. SYSTEM ARCHITECTURE AND COMPONENTS OF AUTHENTICATION SYSTEM

In IoT heterogeneous devices are able to remotely connect to the network on the fly necessitating the requirement of security. Monitoring an organization’s security perimeter is crucial for intrusion detection to control unauthorized access [9]. Also, it is not practical for an administrator to scan each individual association request. For implementing security, a virtual environment is created to access the security of the proposed algorithm. For that a network with a Wi-Fi router and change in the default user ID and password of the Access Point needs to be set up.

A. Authentication Server

Authentication server is a high-end workstation connected to the network and authenticates all the devices before connecting to the servers. The authentication server creates a profile of the devices that are permitted in the environment and stored. For creating the profile, the server concatenates the Serial number, product ID and MAC address of the device. When a device is trying to connect with a protected server, Authentication server shares the curve parameter to the device. The pictorial representation of the process is given in figure1. Authentication server is also responsible to verify the signature received from the client device and it allows connectivity with the protected resource server as shown in figure2. Because of automatic connectivity of IoT devices, it is allowed to be part of the networked environment; so access restriction is a must to prevent policy violation in an Organization.

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B. End Devices

Mobile devices with sensors and actuators, having the ability to automatically become part of the network, communicate with other entities connected to the network. To become part of the secure architecture the device needs to register with and generate the public key private key pair based on the message from the Authentication Server.

C. Resource Server

The resource server is responsible for all valid data and information, and provides access to the devices connected after authentication message from the Authentication Server.

III. RESULTS AND DISCUSSION

A light weight Elliptic-Curve-addition-based nonrepudiation method is proposed and implemented using python and arduino 1.8.5 IDE. For testing the suitability in IoT, the program uses an ESP board. After compiling, the module is uploaded to board’s memory and the board is removed from the system.

For digest preparation and encryption, first the system needs to choose a curve which is able to generate at least 40 points. Here we select the curve with equation $Y^2=x^3+x+6$ (mod 37) for testing the performance of algorithm.

The curve $Y^2=x^3+x+6$ (mod 37) generate 40 points as given in table 1. The selection of an arbitrary point $R$ is very crucial for the success of the procedure and as a prime step. Choose an $R$ from the points on the curve to implement dynamic encoding. We can select any point as $R$, but if the selected $R$ is able to map to different points, calculate $2R$, $3R$, …… then the point $R$ is treated as a better choice.

Table1: Points corresponding to $Y^2=x^3+x+6$(mod 37)

| Sl.No | ProductID | MAC |
|-------|-----------|-----|
| (2,4) | (2,33)    | (3,6) |
| (5,32)| (9,2)     | (9,35) |
| (12,28)| (13,12) | (13,25) |
| (16,23)| (18,13) | (18,26) |
| (21,36)| (24,4)  | (24,33) |
| (29,35)| (30,10) | (30,27) |
| (35,25)| (36,2)  | (36,35) |

For example, here we select an $R$ value (36, 35) and map it to the first alphabet A in the series, then find $2R, 3R$ etc. The selected $R$ value (36, 35) $2R$, $3R$….are given below:

$2R = (3,6)$
$3R = (2,33)$
$4R = (20,16)$
$5R = (21,36)$ ….. to 26 $R$ for $Z$
Then, $27R = (12,9)$ is mapped to 0
$28R = (30,27)$ to 1

To prepare the hash code, first map all individual characters in the credential to a point on the selected curve by proposed encoding scheme, and divide the points into 8-point blocks. If the last block does not contain eight points apply padding by appending point corresponding to 1 and points mapped for actual length of the message and append zero point if required.

Suppose, as an example first 8 characters are ‘PASSWORD’ then each character is encoded to a point as shown in table 2.

Table2: Character mapping

| P | A | S | S | W | O | R | D |
|---|---|---|---|---|---|---|---|
| (14,10) | (36,35) | (9,2) | (9,2) | (55,12) | (33,7) | (29,35) | (20,16) |

By using the proposed digest, preparation algorithm based on Elliptic Curve addition converts these 8 characters corresponding to the block to a single point on the curve. A diagrammatic representation of the compression function is given in figure 3, and the characters are converted to a single point as given in table 3.
TABLE3: Character mapping and compression

| P | A | S | S | W | O | R | D |
|---|---|---|---|---|---|---|---|
| [14,10] | [36,35] | [9,2] | [9,2] | [35,12] | [33,7] | [29,35] | [20,16] |
| (4,0) |
| (9,2) |
| (5,5) |
| (3,6) |
| (29,2) |
| (12,28) |
| (21,1) |

The proposed digest preparation algorithm converts the first 8 characters to a single point on the curve. Similarly, the process is repeated for all the remaining blocks. The same methodology is repeatedly applied for each point obtained from each block and by using the curve addition before finally obtaining a single point representative for the identity of the device.

After mapping each character to points on an elliptic curve, we utilize two operations supported by the curve arithmetic, Point addition and scalar multiplication. Let P(X1,Y1) and Q (X2,Y2) be any two distinct points on the curve then perform point addition, P + Q = (X3, Y3) is X3 = L2 – X1 – X2 (mod P) and Y3 = L(X1 – X3) – Y1 (mod p) Where L is Y2 – Y1/X2 – X1. To calculate 2R i.e. scalar unit 2 is multiplied with point R treated as repeated addition in curve arithmetic, 2R = R + R and 3R = R + R + R.

The point doubled is obtained by the following calculation for a single point P = (X1,Y1) then P + P = 2P = (X3,Y3) is X3 = L2 – 2X1 (mod P) and Y3 = L(X1-X3) – Y1 (mod p), Where L is 3X12 + a/ 2Y1 (mod p) [11].

Before transmission the point corresponding to R is encrypted by using the public key of the recipient (server), and the compressed point is encrypted by using the private key of the sender who is trying to authenticate with that particular server. After authentication, the server shares the information encrypted using the public key of the recipient to ensure only the intended recipient uses it.

### IV. EVALUATION

The computational cost of the proposed system is measured for the time taken for computation. The time taken by the algorithm is compared with two existing ECC and RSA. The results of comparison are given in Table 4 and figure 4 [12].

TABLE4: Result comparison

| Algorithm           | Time for Algorithm implementation (Sec) |
|---------------------|----------------------------------------|
| AES without digital Sign | 2.718                                  |
| RSA without digital Sign | 2.351                                  |
| HAN with digital Sign | 0.58                                   |
| Our Scheme with digital Sign | 0.379                                 |

Fig 4: Comparative matrix

Usually the security implementation of for IoT is tested over a single micro controller and it provides reliable benchmarking as an isolated environment [2]. We tested the performance of our algorithm using ESP module. The communication cost is measured based on the size of the digest and compared with existing light weight solution. The results of the analysis are given in Table 5 and figure 5.

TABLE 5: Result analysis

| Light Weight Scheme | Digest Size (Bits) |
|---------------------|-------------------|
| PRESENT - 80        | 64                |
| PHOTON - 80/20/16   | 80                |
| PHOTON - 128        | 128               |
| PHOTON - 160        | 160               |
| PHOTON - 224        | 224               |
| PHOTON - 256        | 256               |
| U-QUARK             | 128               |
| D-QUARK             | 160               |
| T-QUARK             | 224               |
| SPONGENT-88         | 88                |
| SPONGENT-128        | 128               |
| SPONGENT-160        | 160               |
| SPONGENT-224        | 224               |
| SPONGENT-256        | 256               |
| ARMADILLO           | 48                |
| OUR DIGEST          | 48                |

Fig 5: Digest size comparison.
V. SECURITY ANALYSIS

The proposed digest preparation method mapped variable sized input to a single point on the curve by mapping and point addition and offered collision resistance. It is computationally difficult to exactly reproduce that input characters from single decrypted point of the curve. Thus, the system offers pre-image resistance and a suitable procedure for digest preparation. The proposed method reduces computation and cost overhead, so suitable in IoT environment to utilize available resources.

VI. CONCLUSION

This research presents the implementation results of digital signature scheme used to authenticate and restrict the intrusion of IoT device into a security perimeter. The algorithm was implemented using python and arduino 1.8.5 IDE. The algorithm implementation was tested for constrained devices using an ESP board. The implementation offered a moderate level of security within a time limit. The algorithm used less memory and was easy to implement in an IoT device. The results show that reducing the size reduces the overall computation time and gives greater throughput for constrained devices.

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