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Simultaneous Initiating EPR

Highlights

An Extensive Investigation

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CONTENTS OF THE ISSUE

- i. Copyright Notice
- ii. Editorial Board Members
- iii. Chief Author and Dean
- iv. Contents of the Issue

1. Simultaneous Initiating EPR and Quantum Channel by Quantum Key Distribution Protocol. *1-4*
2. An Extensive Investigation on Coronary Heart Disease using Various Neuro Computational Models. *5-10*
3. Review of Contemporary Literature on Machine Learning based Malware Analysis and Detection Strategies. *11-16*
4. Comparative Analysis: Heart Diagnosis Classification using Bp-LVQ Neural Network Models for Analog and Digital Data. *17-24*
5. Identity-based Cryptosystem based on Tate Pairing. *25-29*

- v. Fellows
- vi. Auxiliary Memberships
- vii. Process of Submission of Research Paper
- viii. Preferred Author Guidelines
- ix. Index



Simultaneous Initiating EPR and Quantum Channel by Quantum Key Distribution Protocol

By Abdulbast Abushgra & Khaled Elleithy

University of Bridgeport

Abstract- Cryptography is the background of protecting the flowed information between various communicated parties. Quantum cryptography gives the extreme trust to transferred information by creating a unique secret key that is based upon the law of physics. This paper will discuss a novel algorithm that is presented through quantum key distribution (QKD) protocol. This QKD protocol depends on parallel quantum communications between participants within EPR and quantum channels. The proposed protocol utilizes the EPR channel to prove the authentication while the quantum channel to transfer the shared key. Moreover, the proposed protocol initiates the verification of the participant's identity between the communicators by the EPR channel. After that the transferred data into quantum channel will create the secret key that contains a string of qubits as well as no need to communicate into classical channel.

Keywords: entangled states, epr pair paradox, intercept-resend attack (IRA), open-key string (OKS), and pauli-matrices measurement.

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Simultaneous Initiating EPR and Quantum Channel by Quantum Key Distribution Protocol

Abdulbast Abushgra ^α & Khaled Elleithy ^σ

Abstract- Cryptography is the background of protecting the flowed information between various communicated parties. Quantum cryptography gives the extreme trust to transferred information by creating a unique secret key that is based upon the law of physics. This paper will discuss a novel algorithm that is presented through quantum key distribution (QKD) protocol. This QKD protocol depends on parallel quantum communications between participants within EPR and quantum channels. The proposed protocol utilizes the EPR channel to prove the authentication while the quantum channel to transfer the shared key. Moreover, the proposed protocol initiates the verification of the participant's identity between the communicators by the EPR channel. After that the transferred data into quantum channel will create the secret key that contains a string of qubits as well as no need to communicate into classical channel.

Keywords: entangled states, epr pair paradox, intercept-resend attack (IRA), open-key string (OKS), and pauli-matrices measurement.

I. INTRODUCTION

According to several studies in the quantum cryptography, approving the stability of quantum key distribution protocol (QKDP) is based upon resisting the QKD protocol to quantum security attacks. These attacks have different algorithms and mechanisms that are generally used to tap or eavesdrop transferred data between various parties. The robust scenario in using quantum cryptography is its independency to utilize the law of physics through the quantum channel, which can detect an error as long as it occurs during an eavesdropper or fiber-optics noise. For instance, Intercept-Resend-Attack (IRA) is the well-known quantum attack that threatens the submitted photons from the sender to the receiver (Acín, Masanes, & Gisin, 2003; Curty & Lütkenhaus, 2005). In this scenario, Eve will mask itself as one of the legal parties where she will measure the first particle of the submitted entangled state, and she will try to resend the new created qubit back to Bob. First, the EPR pairs are anticipated to be located with Alice and Bob, but Eve will not be detected at first check. However, because of the property of EPR pairs, Eve will be detected during the

second error check that is because EPR pairs have collapsed (Li & Zhang, 2006; Long & Liu, 2002).

The majority of QKD protocols face a difficulty of identity's determination, where the communicators sometimes are not exactly sure who is the sender (or the receiver). Several quantum attacks take this advantage of missed identification between the communicated parties. Therefore, the run time execution will suffer a delay due to much time to restart a new communication or errors correction, every time when the participants find a noise in the quantum channel. On the other hand, the shared data will be lacked if the connected parties ignore the error rate that usually happens during many quantum attacks.

Furthermore, using an authentication procedure at the beginning of the communication between two or more parties will rise the security rate of data transmission. It can also avoid the Intercept-Resend Attack (IRA) or Man-In-Middle Attack (MIM) (Gao, Qin, Guo, & Wen, 2011; Peev et al., 2005) that are based upon impersonating the sender or receiver or both. On the other hand, making a separation between the authentication phase (e.g. EPR channel) and the data submission stage (e.g. Quantum channel) will increase the live time execution that causes a chance for Eve to catch or interrupt even a few communication qubits. Therefore, merging the authentication and the submission of data have the possibility to reduce any eavesdropping chance.

This paper will introduce a new quantum key distribution algorithm, which uses the two quantum channels to fulfill the authentication between the participants by EPR channel. Then the quantum channel will be prepared at the same time of EPR communications to submit a qubits (secret key data). There will be early decision available to both communicators to finish or keep the connection. First part of this paper will demonstrate the initiation of EPR and Quantum channels, and then will show the measurement techniques that will be used at the receiver side.

II. THE INITIATION OF THE EPR CONNECTION

In 2015, a quantum key distribution algorithm (Abushgra & Elleithy, 2015) was presented, where it was designed to be robust against common quantum attacks. One such quantum attack was the Man-In-Middle (MIM) attack, which causes an enormous leak of

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data into the quantum communication between Alice and Bob. The proposed protocol prevents the MIM attack according to the rules of MIM attacks. The MIM attack relies on the fact that the MIM attack will lie or pretend to be a sender or a receiver to both legitimate parties (Yong, Huadeng, Zhaohong, & Jinxiang, 2009). Moreover, the MIM attacker plays on the weaknesses of verification identities between the communicated participants.

The proposed protocol is initiated by a communication into the EPR channel, where Alice (or third party) submits a string of entangled states $|\Psi_{\pm}\rangle$ or $|\Phi_{\pm}\rangle$ as well as an unknown state $|\varphi\rangle$. The unknown state is considered to be the identification state, where the identification state includes initiated strings of time t_1 , size of matrix m , and number of matrices n , parity strings p , number of states s , raw index R , and determinate time t_2 . The EPR communication will not take a long time of execution because the string of entangled states should be sent in short. After that Bob measures the upcoming string based on EPR theory (Entangled states) (Bell, 1964; Ekert, 1991; Li & Chen, 2007), and then after tensor EPR state (in random) with unknown state (Alice knows) Bob receives a separate code to apply the proper gate, which are one of the quantum gate (x , y , and z gates). Bob will use these gates to measure the states in the superposition. Next, Alice now knows that Bob had received a portion of the right qubits if the percentage of matched qubits is over 70%. Hence, Alice starts

negotiations with Bob to make sure there is no eavesdropper. If Alice finds the matched qubits less than 70%, she will announce Bob to restart another communication.

In case, Alice accepts the EPR communication outcomes, she will submit the string of qubits (data) as in (Abushgra & Elleithy, 2015) into the quantum channel. When Alice initiates the quantum communication within the quantum channel, she knows that Bob has already produced Open-Keys such as $(t_1, n, m, s, p, R, \text{ and } t_2)$. On the other side, Bob measures the upcoming qubits based on the number of states (s). He will have enormous amount of measured qubits, where these qubits will be reset in a number of matrices (n) based upon the raw index (R). After that Bob inserts the parity diagonal string (p) into the matrix to start correcting the error phase. If the total of matrix raw summation was even, it means there is no interruption. On the other hand, if the total of the matrix raw was odd, Bob will initiate reconciliation phase.

$$A_{string} = \{t_1, m, n, p, s, R, t_2\}$$

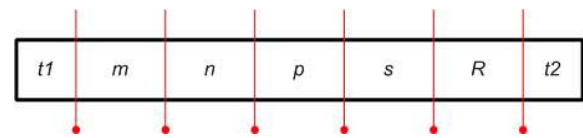


Fig. 1 : Shows the initiated open-key string that will be submitted by Alice to Bob through EPR channel.

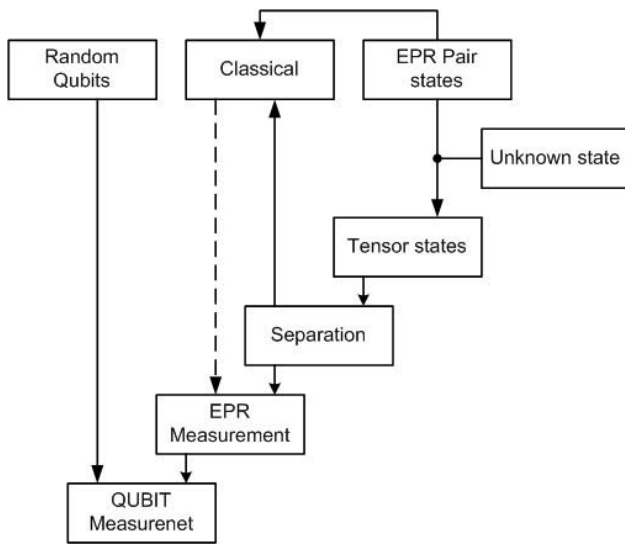


Fig. 2 : Shows the proposed scheme between two legitimate parties (A and B).

The submitted Open-Key (OK) string provides the authentication by EPR entangled states, where each photon is prepared by the sender or third party to be merged with an unknown state (e.g. two dimension state). Measuring an electron at the same time gives an

opposite result at each participant's side by conservation of linear momentum (Hwang & Lee, 2007). Therefore, these electrons are employed in the authentication phase because physically the photons that represent the Open-Key travel faster than the light speed. Moreover, the Open-Key string in the proposed protocol includes the following characters that are used to authenticate the communication between Alice and Bob as follows:

- t_1 is the initiated time.
- n is the used matrices that can be any number ($i = 1, 2, \dots N$).
- m represents the size of the matrix (or matrices) that must be ($a = b$).
- p is the string of parity diagonal, which it should be prepared simultaneously with EPR connection.
- s is the number of states that are bounded in two types: orthogonal states, or non-orthogonal states.
- R is the row indices sequentially.
- t_2 is termination time.

These characters must be submitted into the Open-Key (OK) string by the EPR channel, and both of the participants should know the included qubits by the theory of entangled states. To measure the upcoming qubits, it is necessary to use the Pauli-Matrices ($\sigma_x, \sigma_y, \text{ and } \sigma_z$) (Shor & Preskill, 2000) in Bob's circuit's

side. Moreover, when Alice desires to share a classical bit 0 with Bob, she initiates the EPR pairs in the state of $|\Phi^-\rangle$. Also, Alice creates $|\Psi^-\rangle$ state, if she wants to share classical bit 1 (Li & Zhang, 2006).

$$\begin{aligned}
 |\varphi\rangle &= \alpha|0\rangle + \beta|1\rangle && \text{Unknown state} \\
 |\Psi^-\rangle &= \frac{1}{\sqrt{2}}(|0\rangle \otimes |0\rangle - |1\rangle \otimes |1\rangle) && \text{Entangled state} \\
 |\Phi^-\rangle &= \frac{1}{\sqrt{2}}(|0\rangle \otimes |1\rangle - |1\rangle \otimes |0\rangle) && \text{Entangled state.}
 \end{aligned}$$

Hence, the submitted particle should be initiated in the previous entangled state, where the position of eigenstate in the $|\Phi^-\rangle$ are first $|0\rangle, |1\rangle$ and second $|0\rangle, |1\rangle$. Then Alice keeps one of the qubits in her quantum memory and submits the other qubits into EPR channel. To figure out how the size of the used matrix (or matrices), Bob must calculate the upcoming qubits during the EPR channel in the equation as follows:

$$M_{xy} = \frac{\sum_{i=1}^n |\varphi_i\rangle}{R} \times n.$$

Based on the received qubits, Bob can organize the qubits into a matrix (or matrices) by the above equation of M_{xy} where the whole received qubits are put in the number of matrices n . Also, the $\sum_{i=1}^n |\varphi_i\rangle$ is an Open-Key string that represents the tensor of all received qubits. Then Bob begins multiple sequential steps to decide if the qubits are zero eavesdropping or there was a noise during the communication.

III. THE MEASURED QUBITS INTO EPR CHANNEL

To re-sort the proper indices in their positions, Bob should match the measured indices (R_i) with the OKP (R_i) indices, which usually will be raw by raw. The concluded matrix will be filled in by qubits either $|\Phi^-\rangle$ or $|\varphi^-\rangle$ as well as the diagonal of the matrix (LEFT to RIGHT) that will be filled by a parity string. The parity string (p) is the qubits that should be located at the matrix's diagonal (UP to DOWN). Later, Bob sums the qubits in each row; if the summation is (0) that means the first correcting phase is secure. Otherwise, Bob will know that there is a noise or an eavesdropping when he finds (1) as a summation of the matrix row.

$$R_{(i)} = R_{(j)}^*$$

where R is the index number of the matrix, and i and $j \in \{1, 2 \dots n\}$.

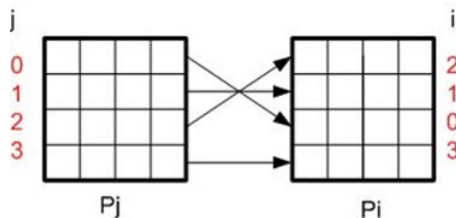


Fig. 3 : Shows re-sorting the received rows by Bob in the proposed protocol between two matrices, where these rows were received such as one string and sequentially resorted in equal matrix.

The abovementioned security checks are not the only security procedures into the proposed protocol, where the implemented decoy states during Alice's preparation is a type of security protection against MIM attacks. The decoy states are located in the upper-triangle of the matrix ($\mu_{ij} \in \{|0\rangle, |1\rangle, |\varphi\rangle, \text{ and } |\Phi\rangle\}$), where it has a limited tolerance to lose some qubits through the communication phase.

$$\begin{pmatrix} \omega_{11} & \dots & \mu_{1j} \\ \vdots & \ddots & \vdots \\ \varphi_{i1} & \dots & \omega_{ii} \end{pmatrix} \times \text{Open - Key} = \begin{pmatrix} \delta_{11} & \dots & \delta_{1j} \\ \vdots & \ddots & \vdots \\ \delta_{i1} & \dots & \delta_{ii} \end{pmatrix},$$

where $|\varphi_{ij}\rangle$ is the real qubits that will create the key, $|\omega_{ii}\rangle$ is the parity states that are placed diagonally in the matrix, $|\mu_{ij}\rangle$ is decoy states that usually are created similar to real data in random, and $|\delta_{ij}\rangle$ is the resorted matrix's rows after the measurement by Bob ($i \neq j \in \{1, 2 \dots n\}$) as shown in figure (3).

The submitted qubits will not be effected by eavesdroppers, in case, Eve tried to interrupt the channel. The reason of standing against any Eve's interruption is involved through inability of realizing the real qubits of the decoy qubits. Moreover, the string of qubits will be such as one string of data, and there is no variation between each photon.

$ \omega_{ij}\rangle$	$ \varphi_{ij}\rangle$	$ \varphi_{ij}\rangle$	$ \varphi_{ij}\rangle$	$ \varphi_{ij}\rangle$
$ \Psi_{ij}\rangle$	$ \omega_{ij}\rangle$	$ \varphi_{ij}\rangle$	$ \varphi_{ij}\rangle$	$ \varphi_{ij}\rangle$
$ \Phi_{ij}\rangle$	$ \Psi_{ij}\rangle$	$ \omega_{ij}\rangle$	$ \varphi_{ij}\rangle$	$ \varphi_{ij}\rangle$
$ \Psi_{ij}\rangle$	$ \Phi_{ij}\rangle$	$ \Psi_{ij}\rangle$	$ \omega_{ij}\rangle$	$ \varphi_{ij}\rangle$
$ \Phi_{ij}\rangle$	$ \Psi_{ij}\rangle$	$ \Phi_{ij}\rangle$	$ \Phi_{ij}\rangle$	$ \omega_{ij}\rangle$

Fig. 4 : Shows the prepared qubits in one matrix by three classifications, shared data, decoy states, and parity states resorted from up to down and left to right sequentially, where $|\omega\rangle$ is the parity diagonal states, $|\varphi\rangle$ is the data that will build the secret key, and $|\mu\rangle$ is the decoy states. ($i = j \in \{1, 2 \dots N\}$).

IV. TRANSFERRED QUBITS INTO THE QUANTUM CHANNEL

Alice initiates the qubits that she desires to share with Bob at the same time while preparing the EPR channel. Also, Alice should have the created qubits in her memory to start submitting one by one in a string mode. Although the participants are looking to exchange secure data, the EPR connection, at first, is used to solve the authentication phase. Moreover, both

parties now attempt to obtain correct data rather than interrupted qubits by the eavesdropper or environment noise. The submitted qubits will be in four states and two non-orthogonal bases.

$$|\varphi\rangle = \frac{1}{\sqrt{2}}(\alpha|0\rangle + \beta|1\rangle),$$

$$|\emptyset\rangle = \frac{1}{\sqrt{2}}(\alpha|0\rangle + \beta|1\rangle).$$

There are multiple options available to transfer a qubit through quantum channel and make the submission secure. One such option is that Alice can communicate with Bob in multi-states $\oplus|s_k\rangle$, where Alice decides through the EPR channel the dimension of the used photon that will be submitted to Bob (e.g. two dimension or more). This is an optional technique that is used; especially, when the secret key should be created to match big data such as in OTP.

Therefore, the proposed algorithm proved its stand against two common quantum attacks. These attacks as mentioned above are IRA and MIM attacks, which both of these attacks are still considered the most concerns around submitting a data through a quantum channel. Also, there is ability to create a huge secret key to match the whole data as long as the quantum memory is available.

V. CONCLUSION

The proposed QKD algorithm has proved its stability of trusted communication through the quantum channel as well as it is robust against MIM and IRA attacks. The protocol was built, in general, to fulfill the authentication between the communicated parties through the quantum channel. Moreover, the QKD protocol has employed simultaneous exchanges either into the EPR channel (authentication) or quantum channel (sharing a secret key) that maximally sustains the flowing of data into secure phase. As a result, the proposed protocol has been tested and simulated mathematically by MATLAB in classical system and has proved its security against common quantum attacks. Therefore, the proposed protocol is specified by using two parallel quantum channels to prove the authentication between the communicated parties before exchanging secret key plain-text.

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An Extensive Investigation on Coronary Heart Disease using Various Neuro Computational Models

By D. Rajeswara Rao & Dr. JVR Murthy

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Abstract- The diagnosis of heart disease at the early time is important to save the life of people as it is absolutely annoying process which requires extent knowledge and rich experience. By and large the expectation of heart infections in conventional method for inspecting reports, for example, Electrocardiogram - ECG, Magnetic Resonance Imaging- MRI, Blood Pressure- BP, Stress tests by medicinal professionals. Presently a-days a huge volume of therapeutic information is accessible in restorative industry in all maladies and these truths goes about as an incredible source in foreseeing the coronary illness by the professionals took after by appropriate ensuing treatment at an early stage can bring about noteworthy life sparing. There are numerous systems in ANN ideas which are likewise contributing themselves in yielding most elevated expectation precision over medical information. As of late, a few programming devices and different techniques have been proposed by analysts for creating powerful decision supportive systems.

More over many new tools and algorithms are continued to develop and representing the old ones day by day. This paper aims the study of such different methods by researchers with high accuracy in predicting the heart diseases and more study should go on to improve the accuracy over predictions of heart diseases using Neuro Computing.

Keywords: *artificial neural networks (ANN), heart diseases, neuro computing.*

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I. INTRODUCTION

Heart is most paramount part of the body. Life itself is dependent on the efficient working of the heart. Any realistic predicament in heart has an instantaneous impact on the survival of concerned person that it affects different components of the body. Heart disease is the disease predicated on the performance of the heart. Several factors increases risk of Heart disease like cholesterol, lack of physical exercise, high blood pressure, smoking and exorbitant corpulence. At present, most of the people are suffering from heart disease so there is a need to precise diagnosis at early stages then followed by subsequent treatment that can result the preserving of life. The incipient data relinquished by the National Heart, Lung, and Blood Institute (NHLBI) shows that especially women in the older age groups are in peril of getting

heart disease than other people. Recent study withal verbalized that Heart disease can be controlled, if it is diagnosed at an early stage. But it's not facile to control and to do precise diagnosis because of many perplexed factors of heart diseases, like many clinical symptoms are linked with other human organs also, often heart diseases can exhibit sundry syndromes. In-order to scale back the analysis time and to amend the analysis precision, it has end up extra of a inductively sanctioning, to enhance the nontoxic and the puissant clinical determination aid methods to improve the analysis decision approach. Medical diagnosis is intricate process; hence the approach is to develop an accurate system.

II. LITERATURE SURVEY

To gain the background knowledge this paper presents a literature survey on neuro computing Techniques for diagnosing Heart disease.

Laercio Brito Gonçalves etal (2016) shown that the Inverted Hierarchical Neuro-Fuzzy Binary house Partitioning which was centred on the Hierarchical Neuro-Fuzzy Binary area Partitioning model (HNFB) that gave an proposal of recursive partitioning to allowed a large number of inputs. The classification method of HNFB-1 has been evaluated with exclusive benchmark databases akin to heart ailment datasets. For interpretable fuzzy ideas it allowed the knowledge extraction [1].

Durairaj M, Revathi V (2015) proposed newly system to obtain more accuracy using back propagation multilayer perceptron (MLP) Algorithm of neural networks than the other neural networks. It is a popular effective method of ANN training network with some optimized techniques like gradient descent where it propagates back to hidden layer. This learning rule moves the network down the steepest slope in error space. The method computes the depth of the loss function in the input data with respect to all the weights in the network. As back propagation algorithm necessitates the activation function as it is applied to multilayer feed forward networks which needs differentiable activation functions. The dataset used for experimentation is Information of heart disease dataset taken from UCI machine learning repository called

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Cleveland dataset with 14 attributes, 303 Instances and after cleaning of data they have taken 297 Instances out of 303 Instances. MLP back propagation is trained with the inputs that are adjusted purelin function automatically for increasing the output accuracy. The main aim is to minimize the average sum of errors. The feed forward back propagation algorithm secures highest accuracy of 96.30%. so that the experimental results showed that this algorithm can be effective to predict the heart disease with more accuracy [2].

Noura Ajam (2015) stated that artificial neural networks (ANN) shows the significant results in heart disease diagnosis. The architecture of neural network is formed by number of processing units (Neurons) and connections between them. A subgroup of processing elements is called layer. The number of neurons and the layers depends upon the complexity of the system studied. ANN is widely used in medical diagnosis and health care applications because of their predictive powerful classifier for tasks, fault tolerance, generalization and learning from environment. ANN is unsupervised learning type provided only with inputs, but no known targets. It is self organized. The Dataset used is Cleveland dataset which consists of 14 attributes and 303 instances. ANN is trained using back propagation learning algorithm on heart disease data. Input and target samples are divided as 60% training set, 20% validation set, 20% test set. The activation function of tangent sigmoid for hidden layers and linear transfer function for output layer is used. Mean square error "MSE" is calculated which is equal to 0.1071 and the classification accuracy for heart disease is 88% [3].

S. Florence, N.G. Bhuvaneshwari Amma, G. Annapoorani, K. Malathi (2014) proposed the system which uses the Neural Network and the Decision Tree (ID3) for the prediction of heart Attacks. The dataset used is acath Heart attack dataset provided by the UCI machine Learning Repository which has attributes are considered to diagnose the heart attacks. CART, ID3, C4.5 decision tree algorithms used Gini index to measure the impurity of a partition or set of training attributes. The dataset contains 6 attributes like age, sex, cardiac duration, signal, possibility of attack. The final one is the class label. Depends upon the attribute values present in the dataset the corresponding class label that is the prediction is happening at the final stage. For training and testing the network where 75 percent is used for training and 25% is used for testing the system. The knowledge obtained from the classification is used to test the system. When comes to the neural network the input layer has 6 nodes, the hidden layer has 3 nodes and the output layer consists of 2 nodes. Finally it shows 2 outputs, that is the possibility of heart attacks. The prediction is done using the tool called Rapid Miner Studio. Results have been generated by using the Decision Tree as well as the Neural networks. The graphs have been plotted and

these are generated in a simulator called Rapid Minor Tool. They had just drawn the results and have predicted whether is there is an attack or not using these Networks [4].

Hlaudi Daniel Masethe et al (2014) discussed data mining classification algorithms for predicting the heart attacks are J48, Naive Bayes, REPTREE, CART and Bayes. The aim is to predict possible heart attacks using data mining techniques from the patient dataset and determines the best model which gives the correct predictions of highest percentage for diagnoses. From medical practitioners, the dataset of eleven attributes are collected for the predictions of heart disease. The attributes are labelled as Patient Id-Number, Gender of the patient, Cardiogram report, Age of the patient, Chest Pain type, Blood Pressure Levels, Heart Rate, Cholesterol levels, Smoking habitat, Alcohol consumption and levels of Blood Sugar. For the prediction, the weka data mining tool is used to analysis to discover the patterns. The algorithms have been applied on the data set and thus the results have been obtained and they had observed that the J48, REPTREE and SIMPLE CART show a prediction model of 89 cases with a risk factor positive for heart attacks. The best classification technique to be J48, REPTREE and SIMPLE CART algorithm perform similar in this data set, while Bayes Net algorithm out-performed the other techniques. Thus the algorithms results do not show any difference in the prediction when using different classification algorithms in data mining [5].

Jayshril S. Sonawane, D. R. Patil (2014) evaluated the prediction approach for coronary heart sickness making use of studying LVQNN algorithm. The neural network on this algorithm had 13 attributes of input and predicts the presence or absence of heart ailment of sufferer. The prediction method is based on ANN. Synthetic neural network is an understanding processing procedure that strategies the expertise in an identical method because the biological apprehensive system techniques. On this technique neural network considers that they've got competencies to derive that means from tricky or imprecise capabilities which possibly used to extract specified patterns and discover trends which can be extra elaborate to be seen through both humans or other pc techniques and approaches. The essential cause of utilizing LVQ is that it creates prototypes which can be effortless to interpret for specialists within the respective utility area. Learning vector Quantization is aggressive network uses the supervised learning methodology which contains two layers specifically competitive layer and linear layer. The learning vector quantization algorithm is applied on the Cleveland heart ailment database. This suggests that the prediction approach offers higher performance consequently giving us an effective method for the prediction for the heart sickness [6].

Jesmin Nahar and Tasadduq Imam et al (2013) examined the actual fact of computational smart techniques in coronary disorder discovering. Cleveland knowledge was once used to participate in connection with six comprehended classifiers. For most classifiers and higher section knowledge set the execution was once elevated by way of encouraged feature decision. They developed an efficient algorithm for rule extraction test on coronary heart ailment information for various associative rule mining algorithms such as Apriori, Predictive Apriori and Tertius for the analysis of coronary heart diseases diagnosis [7].

Sanjeev Kumar, Gursimranjeet Kaur (2013) detected the heart ailments in individual by means of utilising the Fuzzy expert system. The designed approach is based on two hospitals dataset and international lab database. Comparative analysis is finished between these two hospitals dataset and the lab database methods. Via utilising the fuzzy knowledgeable approach the diagnosis of heart disease has been carried out which consists of six inputs and a pair of outputs. The six attributes are chest anguish, Blood strain, ldl cholesterol, Blood Sugar, Max coronary heart expense and old peak. Rule base is the important phase in fuzzy inference method and first-rate of results in a fuzzy process depends upon the fuzzy principles. These principles have been applied on enter variables to verify how effective the fuzzy approach works. Using the informed method the established results for prognosis of coronary heart disorder have the foundations that if the worth is low then the danger is low if the value is excessive then the hazard is excessive. For this reason the trained procedure has been carried out and suggests that it is extra effective for analysis of heart ailment [8].

Dhanashree S. Medhekar, Mayur P. Bote, Shruti D. Deshmukh (2013) presented a classifier technique for the heart sickness prediction and likewise they've confirmed how the Naïve Bayes can be used for the classification cause. They will categorise clinical knowledge to five distinct classes namely no, low, normal, excessive, very excessive. If discovered any unknown sample the method will classify into its respective class label of that sample. The dataset used here is the Cleveland medical institution groundwork coronary heart disease set which contains 303 observations and 14 parameters. The system works in two phases: coaching phase, testing phase. In the training segment the classification is supervised, classifies knowledge situated on the training set and sophistication labels as a classifying attribute and classifies into new knowledge. In the checking out segment it involves the prediction of the unknown knowledge or the lacking values. The Naïve Bayes algorithm is used and it is situated upon the Bayesian theorem. The outcome has proven that the accuracy

has been obtained through altering the number of occasions within the given dataset [9].

Akin Ozcift and Arif Gulden (2011) developed a Random forest "RF" ensemble classifier to assess their classification of performances utilizing Parkinson's, diabetes and coronary heart diseases data sets. Using correlation situated characteristic determination algorithm three knowledge sets were minimized after which performances of 30 machine learning algorithms were estimated for three information sets and constructed situated on RF algorithm [10].

Mai Shouman, Tim Turner, Rob Stocker (2011) have applied a wide range of techniques to different types of Decision tree seeking better performance in diagnosing the heart disease. They have proposed a model that outperforms J4.8 Decision tree and bagging algorithm in diagnosing heart disease patients. They have proposed a model that involves different discretization techniques, multiple classifiers voting technique and different Decision tree type for diagnosis of heart patients. Different combinations of discretization methods, decision tree types and voting are tested to identify which combination will provide the best performance in diagnosing heart patients. Data discretization is divided into supervised and unsupervised methods. The unsupervised methods involve equal width and equal frequency while the supervised discretization methods involve chi merge and entropy. The data partitioning involves testing with and without voting. Three Decision Tree types are tested: Information Gain, Gini Index, and Gain Ratio. Finally, reduced error pruning is applied on all the Decision Tree rules extracted from the training data. The Dataset used is the Cleveland Clinic Foundation heart disease consists of 76 raw attributes. The results show us that highest accuracy is obtained by the equal width discretization Information Gain Decision Tree with 79.1%. Different partitions of voting were applied to the data. The highest accuracy achieved by the equal frequency discretization in Gain Ratio Decision Tree is 84.1%. When compared with the existing system this model has shown the best results and has achieved highest accuracy [11].

Shashikant Ghumbre, ChetanPatil, Ashok Ghatol (2011) developed a decision help approach using RBF and SVM. RBF networks are beneficial for continuous or piecewise continuous actual-valued mapping approximations. Three parameters particularly the quantity of basis capabilities, their place and their width determine the measure of accuracy of the RBF networks. SVM is a class of common feed ahead networks like Radial-groundwork perform networks. SVM can be utilized for pattern classification and nonlinear regression. Extra precisely, support vector computer is an approximate implementation of the system of structural risk minimization. This principle is based on the actual fact the error expense of a learning computer

on scan information is bounded with the aid of the sum of the educational-error price and term that will depend on the Vapnik- Chervonenkis (VC) dimension. During experimentation, it's observed that, proper and complete data assortment process is the right route for the choice of high-quality classifier. For evaluating generalization performance with appreciate to accuracy, sensitivity, and specificity dataset is partitioned into quantity of subsets (i.e train set and test set). Overall natural performance will depend on accuracy of SVM and RBF utilizing subsets of coaching and test sets. SVM offers highest accuracy with increase in measurement of training data, while RBF gives minimal accuracy with scale down in dimension of test information [12].

Pasi Luukka and Jouni Lampinen (2010) have carried out classification manner situated on pre-processing the info with principal aspect evaluation (PCA) and then utilising differential evolution classifier to the prognosis of coronary coronary heart ailment. This system used to be utilized for predicting prognosis from clinical data units. The outcomes indicated that pre-processing the info before classification would not simplest help with the curse of increasing information dimensionality, but additionally furnish one more enhancement in classification accuracy [13].

Nazri Mohd Nawi et al (2010) have proposed a novel technique to increase the effectiveness of back propagation neural network. In Gradient Descent with Momentum and Adaptive gain proposed calculation, for every hub the addition high-quality used to be modified adaptively to alter initial search. The coronary health problem of the sufferer was predicted productively and the calculations had been firmly developed and can upgrade the computational productiveness [14].

Resul Das and Ibrahim Turkoglu et al (2009) have encouraged unique tools and quite a lot of

methodologies to create powerful scientific decision supportive network. A framework used to be offered which makes utilization of Statically analysis procedure (SAS) base programming for diagnosing of the coronary ailment [15].

[16] Hongmei Yan and Jun Zheng (2008) have provided a exact coded GA established framework to decide on the elemental medicinal accessories key to the coronary heart sicknesses choice. It has been proposed to prefer the basic elements and aid the finding of 5 principle heart infections which have been hypertension, coronary health problem, rheumatic valvular coronary sickness, perpetual pulmonale and innate coronary illness.

Kemal Polat and Salih Gunes (2007) offered a hybrid method on medical diagnosis using feature decision, fuzzy weighted pre-processing and artificial Immune Recognition System. The hybrid method have two stages. The datasets of heart ailment and hepatitis disease have been reduced to 9 from 13 & 19 within the feature selection by means of C4. 5 decision tree algorithm. The heart sickness and hepatitis sickness datasets are utilized from UCI database as clinical dataset [17].

Other types of methods which are widely employed in the diagnosis of Heart disease are: Hongmei Yan et al [18] developed a multilayer perceptron based decision support system to support the diagnosis of heart disease. A.T.Sayad et al [19] employed the Multi-layer Perceptron Neural Network with Back-propagation as the training algorithm on heart disease diagnostic system. Resul Das et al [20] introduced a methodology which uses SAS base software for diagnosing of the heart disease. Sunila Godara et al [21] presented a decision support system based on MLP neural network architecture for diagnosing heart disease.

Summary

Table 1 : Summarized table shows proposed models for diagnosing the heart disease

S.N O	Author	PROPOSED MODEL	EXPECTED RESULTS <i>ACCURACY</i>
1.	Hlaudi Daniel Masethe etal ⁵	Data Mining Techniques	Depends upon conditions provided.
2.	Mai Shouman etal ¹¹	Nine subsets voting model	79.1%-Info gain 84.1%-Gain ratio
3.	Durairaj M	MLP + Back propagation	Highest accuracy of 96.30%
4.	S.Florence etal ⁴	Neural Network+ Decision Tree	Depends upon conditions provided
5.	Sanjeev Kumaretal ⁸	Fuzzy Expert System	Risk Factors 0-low,1-high
6.	Dhanashree S. Medhekar etal ⁹	Naïve Bayes	Based upon different instances- 89.98%
7.	Shashikant Ghumbreetal ¹²	RBF + SVM	Depends upon size of training data
8.	Jayshril S. Sonawanel	LVQ+ Neural Network	85.55%-highest accuracy

	etal ⁶		
9.	Sumit Bhatia ²²	SVM + GA	accuracy of 90.57%
10.	Vidyullatha.p, D.Rajeswara Rao ²³	Rough Set Model	good clarity and more Accuracy over the incomplete data set.

III. CONCLUSION

This learn applied a literature survey of comparative studies on neural networks, machine learning procedures and statistical techniques used for prediction and classification intent of the heart sickness. These evaluation facets out the knowledge of neural networks being employed for classification and prediction of heart attack. In this regard, these systems end up complementary approaches for model constructing rather of competing approaches.

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Review of Contemporary Literature on Machine Learning based Malware Analysis and Detection Strategies

By G.Bala Krishna, Dr. V.Radha & Dr. K. Venu Gopala Rao

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Abstract- Malicious software also known as malware are the critical security threat experienced by the current ear of internet and computer system users. The malwares can morph to access or control the system level operations in multiple dimensions. The traditional malware detection strategies detects by signatures, which are not capable to notify the unknown malwares. The machine learning models learns from the behavioral patterns of the existing malwares and attempts to notify the malwares with similar behavioral patterns, hence these strategies often succeeds to notify even about unknown malwares. This manuscript explored the detailed review of machine learning based malware detection strategies found in contemporary literature.

Keywords: *malware detection, malware signature, API call sequence, anomalies, static analysis, dynamic analysis, machine learning.*

GJCST-E Classification : *C.2.0 D.4.6 H.2.7*



REVIEW OF CONTEMPORARY LITERATURE ON MACHINE LEARNING BASED MALWARE ANALYSIS AND DETECTION STRATEGIES

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Review of Contemporary Literature on Machine Learning based Malware Analysis and Detection Strategies

G.Bala Krishna ^α, Dr. V.Radha ^σ & Dr. K. Venu Gopala Rao ^ρ

Abstract- Malicious software also known as malware are the critical security threat experienced by the current ear of internet and computer system users. The malwares can morph to access or control the system level operations in multiple dimensions. The traditional malware detection strategies detects by signatures, which are not capable to notify the unknown malwares. The machine learning models learns from the behavioral patterns of the existing malwares and attempts to notify the malwares with similar behavioral patterns, hence these strategies often succeeds to notify even about unknown malwares. This manuscript explored the detailed review of machine learning based malware detection strategies found in contemporary literature.

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I. INTRODUCTION

The term “Malware” stands for malicious software, and it usually specifies as hostile software application. According to G. Mc Graw et al., [1] there are multiple causes as code added, changed, or removed from the software it get corrupt and it deliberately causes harm and disrupt normal computing activity. A virus had a broad range of destructive software applications such as viruses, Trojans, Spywares and other intrusive code [2].

The malware can discriminate by the capability of replication, propagation, self-execution and corruption of the operating system. If the computer system gets extortion it influence on confidential information, integrity and denial of assistance. In malware Replication is a crucial component as it assure its existence.

In some cases Replication generates consumption and continuation of system resources (e. g. hard disk, RAM). If confidential assets are being used by any other malware types other than the user, to conceal themselves from anti-malware detector they use a technique called polymorphic or metamorphic techniques.

The operating system gets corrupt through data transfer from desecrate device to another protected device familiar, such as executable files, boot records of disk drives or exhausting network bandwidth, by using local or network files system. In such case malware makes operating system susceptibility and few software bugs are faults and it starts its life cycle at the same system and infected system simultaneously by remotely control.

According to a McAfee simplified report (year 2013) says that “malware continues to grow” [3] and by G Data and king [4] [5] soft Laboratory declare n-number of innovative malware will emerge promptly and to build an anti-malware the analyzers and constructors are enhanced by their unique techniques and methods [6]-[10]. To construct a malicious software the techniques which are been used to categorized and estimate in groups such as obfuscation techniques, invocation methods, platform, spreading and propagation techniques.

To actuate a program has a malicious attentive or not, malware detection system is used. In this detection system there are two different functions, detection and analysis [12]. Detection system is a protecting one as it may or may not be prevail in the same system [13] and the tasks can be split into client and server as it analogous in cloud-based antivirus [8, 12]. A numerous renovations are made on detection and analysis functions [5], [12], [15]-[19].

In malware detection system specialized solutions are added to expansion in success and achievement. Such as cloud computing [10], network based detection system [20], web, virtual machine [21], [22], agent technology [23]-[29] or by the use of hybrid methods and technologies.

II. REVIEW OF CONTEMPORARY LITERATURE AND CONTRIBUTIONS

In earlier stage malware had come up with signature based detection. But now in this stage malware signature has introduced an automatic generation and it is pretended to be important and it increased its pattern in similar speed.

The signature based detection system has some imperfection as follows to continue the updates of

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signature it requires high maintenance cost. By inclusion such methods it could be evenly avoided by malware in polymorphic form [30]. To conquer the imperfection, it embraces code in normal vision to grab the consecrate original maliciousness. To vary the polymorphic techniques and apply, this grabbed malicious code is used but still it is anemic to detecting obfuscated malware. Apart from this some execution paths can be explored execution [31] [30].

Due to certain requirements the malware analysis is all ways conserved the techniques in the prior, consequently dynamic analysis was considered. To identify and execute a complicate malware dynamic analysis methods are used. In dynamic analysis the malware shows how it operates and recognize the unknown malware which is identically operates like a known malware [32]. There are two familiar primary dynamic methods are control flow analysis and API call analysis. [33] [34].

API call data display how the malware gets operates and it can be obtained by both static and dynamic approaches. The API list and PE format of the executable files can be derived by the static approach [35] [36] [37] [38]. In dynamic approach. [39] [40] [41], [42] [43] [44] API calls can be recognized by running executable files it usually run in virtual machine.

In API call there two familiar ways to evaluate the data accumulated by static approach. The first one implements simple statistical analysis, for example, to count the frequency of API call which is aspect to organize malware [35]. The second approach is to gather the API call data through data mining or machine learning techniques. In another way the API call sequence data which gathered by the dynamic approach are helpful to creates a behavioral patterns. The information accumulated by the dynamic approach also operates simple statistics such as frequency counting [39] and data mining or machine learning [40] [42] [44].

In other way, researchers are analyzed more ways to develop API call sequence information. In earlier research API call had introduced API call graph [45] with various kinds of call graph analysis. To get more consequential features for call graph analysis, the analyzer had espoused the mechanism of social network analysis. [46] According to analyzers the affinity among API call sequences is based on cosine similarity function and lengthy jaccard measure. Due to modern research [33] [34] [47] [48] more information had been added such as control flow information and API argument information to inflate the efficiency in the mining process.

The API call analysis been done with API call approaches. In this abstraction the dynamic method is applied to excerpt API call sequences. To obtain austerity patterns, DNA sequence alignment algorithms

(MSA and LCS) are adapted. With API call sequence patterns and the critical API call sequence, we can recognize the unknown malware or its variation with elevated efficiency.

Anderson et al. [49] defined a malware detection strategy that builds a set of graphs from the given instruction set and then analyzes these graphs to notify the proneness of the malware activity. In order to build the graphs the markov chains were defined on 2-gram sequences. The graphs defined form the training set further used to build a similarity matrix using graph kernel. The graph kernel is the mix of Gaussian and spectral kernels, which are in use to assess the similarity between graph edges and similarity between graphs respectively. Further the support vector machine that learns from the similarities between graph edges and graphs is used to classify the input call sequences.

By using such liberal malware software the multiple kernel is achieved and learning design used in this work to exhibit selective refined differences occurrence of malware. The inadequacy of this approach is computed consequence is very high, hence the use of this approach is discouraged.

Bayer et al. [50] prospect a technique that groupsthe call sequences generated by Anubis [51]. The behavior adequately of the call sequences is considered as objective to cluster the call sequences by Locality Sensitivity Hashing (LSH) [52]. The constraint of the model is that LSH is capable to generate probabilistic clusters.

Biley et al. [53] argued that malware prototyping is not consistent among the notable antivirus products available. In order to this the authors devised a novel classification strategy that classifies the malware according to the changes observed at system state. A strategy that prototypes the behavior of the malware is used, further the malwares are classified according to these behavior prototypes. The distance between a class and a malware is assessed by the distance metric called "normalized compression distance (NCD)". The constraint observed in empirical study of this model is that the behavior prototype definition is static and limited to malwares that are not fall in zero-day category (unknown malwares). park et al. [54] defined a classification strategy that classifies malware based on the graphs generated from the call sequences. Further graph similarities between confirmed malware call sequence graph and unknown call sequence graph will be assessed. The similarity index is the "max number of subgraphs identified in both graphs". The malwares those controls the system privileges without initiating the system call sequences are not traceable by this classification model, which is a significant constraint of this model. Firdausi et al. [55] defined a machine learning model for malware detection. The said model initiates the process by exploring the behavioral patterns of the malware samples given for training, which is done

by the model called Anubis [51]. Further these observed behavioral patterns will be organized as sparse vectors and learns the behavior prototypes. The malware samples given for testing will be classified, which is based on the behavioral prototypes learned in training phase. The performance of the model is estimated through benchmark classifiers and they are "j48", "multilayer perception neural networks (MLP)" "Naïve Bayes", "Support Vector Machine (SVM)" and "k- Nearest Neighbors (kNN)". The experimental results indicating that the J48 classification delivered much classification accuracy.

Nari et al. [56] devised a network flow behavioral analysis framework for malware detection. The network transactions obtained from PCAP files were considered to extract the network flows. Further a network activity representation graph is drawn from these network flows. The given network flows labeled as malware were used in training phase. Further this framework learns representation of the features such as size of the graph, average, maximum and root level out-degree and count of specific nodes of the network activity graphs of the given input network flows. Further these features specific information uses to classify the input malware samples in testing phase. In order to perform the classification, the WEKA library [57] was used. The experimental study indicating that the J48 is the best classifier among all classifiers available in WEKA library.

Lee et al. [58] explored a machine learning based malwares clustering. The training phase builds the behavioral profiles of the malware samples given as training data and the profile includes the system resources invoked by the system calls and their arguments. Further the similarities between behavioral profiles were considered distance function to cluster the malwares, which was done by k-medoids. The outliers are adjusted to the clusters based on the nearest neighbor strategy. This approach is the combination of static and dynamic clustering strategy that clusters known features by k-medoid and unknown and new features by nearest neighbor approach. This strategy is evincing that hybrid approach is more robust in order to classify the known as well as unknown features effectively.

Another hybrid approach for malware detection was devised by Santos et al. [59]. This approach tracks the known features (static features) through the analysis of the sequence of operational codes in given malicious executable and the unknown features (dynamic features) were noticed from the observation of exceptions and operations in system calls. The experimental study was done under various classifiers and results obtained were evincing the significant accuracy in malware classification Islam et al. [60] explored a similar strategy that extracts static and dynamic features to classify the executables into

malevolent or benevolent. The features such as function length, function executable frequency and length of the strings involved are included in known features and the features such as function identity and function arguments are included in unknown features. The experiments were done using the classifiers called Support Vector Machine, Decision Tree and Random Forest and results evincing that the random forest is the best classifier among all considered.

The malware classification method devised by Anderson et al. [61] is using the divergent input sources such as control flow graphs, static call sequences, portioned executables, dynamic call sequences and file signatures. Further this model learns the weight of these input combinations from the given training set of malevolent and benevolent executables. The observed weights of these input combinations are used further to classify the malevolent and benevolent executables during testing phase. The process overhead is the significant constraint of this model observed against dense and high speed network streams.

III. CONCLUSION

The current era of internet and computer systems are prone to serious security threats due to the malicious software which are also referred as malware. Hence the significant research contributions aimed to define malware detection and prevention strategies in contemporary literature. All of these contributions are fall in the categories of either anomaly based, signature based or call sequence analysis based detection. The signature based models are capable to notify and prevent the malwares that are notified earlier. In contrast to this the anomaly models and call sequence analysis models are capable to identify the malwares based on the similarities learned from previous malware attacks. The difference between the anomaly and call sequence analysis models is that the anomaly based learning models can adopt user defined features, whereas the call sequence analysis models notify the similarities learned from the call sequences of 2-gram, 3-gram or n-gram. This manuscript aimed to affirm the objectives and limits of the contributions found in recent literature. The conclusion of the review evincing that the machine learning based models that learns from either anomalies or call sequence are tolerable the constraints observed in signature based malware detection strategies. The anomaly and call sequence learning models found in contemporary literature are not adequate to defend the challenges evincing from the vibrant and unjust network data. Hence the significant contributions are in demand to handle the challenges evincing in current era of internet and computer system usage.



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Comparative Analysis: Heart Diagnosis Classification using Bp-LVQ Neural Network Models for Analog and Digital Data

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Abstract- Decades onwards companies are creating massive data warehouses to store the collected resources. Even though the stored resources are available, only few companies have been able to know that the actual value stored in the database. Procedure used to extract those values is known as data mining. We use so-many technologies to apply this data-mining technique, artificial neural network(ANN) also includes in this data-mining techniques ,ANN is the information processing units which are similar to biological nervous systems. Backpropagation is one of the techniques that used for classification and LVQ (learning Vector Quantization) can be plotted under the competitive learning scheme which is also used for classification. This paper elaborates artificial neural networks, its characteristics and working of backpropagation and LVQ algorithms. In this paper we show the intriguing comparisons between backpropagation and LVQ (Learning Vector Quantization) for both analog and digital data. It also attempts to explain the results between back-propagation and LVQ.

Keywords: artificial neural networks (ANN), activation function, multi-layer-feedforward-network, sigmoid, least mean squared error, backpropagation, training, codebook, competitive networks, learning vector quantization.

GJCST-E Classification : F.1.1 C.2.1



COMPARATIVE ANALYSIS HEART DIAGNOSIS CLASSIFICATION USING BPLVQ NEURAL NETWORK MODELS FOR ANALOG AND DIGITAL DATA

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Comparative Analysis: Heart Diagnosis Classification using Bp-LVQ Neural Network Models for Analog and Digital Data

D. Rajeswara Rao ^α & Dr.JVR Murthy ^σ

Abstract - Decades onwards companies are creating massive data warehouses to store the collected resources. Even though the stored resources are available, only few companies have been able to know that the actual value stored in the database. Procedure used to extract those values is known as data mining. We use so-many technologies to apply this data-mining technique, artificial neural network(ANN) also includes in this data-mining techniques ,ANN is the information processing units which are similar to biological nervous systems. Backpropagation is one of the techniques that used for classification and LVQ (learning Vector Quantization) can be plotted under the competitive learning scheme which is also used for classification. This paper elaborates artificial neural networks, its characteristics and working of backpropagation and LVQ algorithms. In this paper we show the intriguing comparisons between backpropagation and LVQ (Learning Vector Quantization) for both analog and digital data. It also attempts to explain the results between backpropagation and LVQ.

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I. INTRODUCTION

Artificial neural networks (ANN), is often called as “neural networks”, is a data processing model based on the biological neural network modeling^[5]. Neural networks are widely pre-owned to understand the patterns and the connections in the data. The data may be the outcome of a market research effort, etc. Artificial neural networks have been successfully solved many complex practical issues. The Small processing units present in the network are called as “Artificial Neuron”, which operates the information using a connectionist approach to perform complex computations^{[1][5]}. Basically, neural network have layered architecture with interconnected neurons as from fig-1.1. The neural networks (ANN) can be generally be a either a multiple-layer or a single-layer networks. The multilayer structure of neural networks is shown in fig-1.1.

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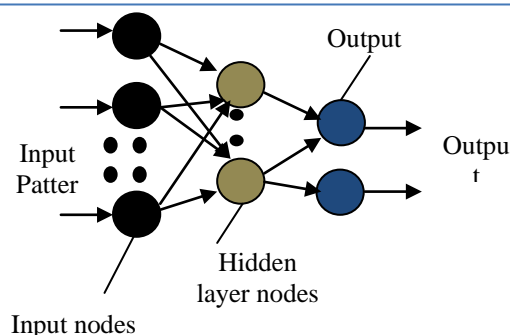


Fig. 1.1 : Architecture of Neural networks

Artificial neural networks had been developed based on the following hypothesis:

- The information is processed among many simple processing units, well known as “neurons”.
- The signals are processed among these processing units which are known as neurons over the connection links among them.
- Each and every connection link among these neurons contains an weight, multiples with the transmitted signal.
- Each and every neuron or processing unit applies activation function to its net-input(weight multiplied with its signal input) comes from its previous unit.

Let consider a neuron h1 from fig-1.2, which receives inputs from input neurons y1,y2,y3. The weights on the connection from y1,y2,y3 are w1, w2, w3. The net-input N_y from the input nodes with the activations $Y1,Y2,Y3$ to the neuron h1 is defined as follows:

$$N_y = w1Y1 + w2Y2 + w3Y3.$$

As from the final assumption pass this net input to the activation function given as $h1 = f(n_y)$.

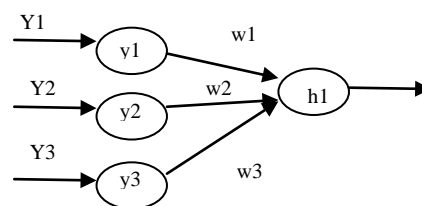


Fig-1.2 : Neuron output generation in ANN

Some simplifications are necessary to understand the intended properties and to attempt requires mathematical analysis. To implement the above assumptions the whole process of the neural networks are divided in to building blocks. The main building blocks of the neural networks are as follows:

- The Architecture of network.
- Initializing the weights to the nodes.
- Activation Functions.

a) *Architecture of Neural Networks*

The settlement of the neurons into several layers and the arrangement of the connection within and in-between the layers are known as the network architecture. The basic architecture of the simplest possible neural networks that performs classification subsists of a input layer units and a single output layer unit. Number of layers in the neural network can be outlined as the number of layers, which has weighted interconnected links among the neurons. Advanced neural network architecture consists of hidden layer along with the input layers and output layers. If the two layers of interconnected weights are present, then it is found to have hidden layer. The network architecture is divided into different types like Feed-Forward, Feed-back, Competitive. For back-propagation algorithm we are using Feed-Forward algorithm, where to LVQ (learning Vector Quantization) uses competitive network.

- Feed-Forward networks: These feed-forward networks have either a single layer of weights, where the neurons in the input layer are directly having connection links to the neurons in the output layer, or multiple layers with an interceding set of hidden neurons. Feed-back networks are also associated in two different ways i) Singlelayer ii) Multilayer. As in the single-layer feed-forward networks the weights from input layer does not influence the output layer. Whereas in multilayer feed forward networks one or many layer of nodes (units) between the input layer and the output layer units, so this network is used to solve the complex problems.

b) *Setting the weights to the nodes:*

The process of setting the weights enables the learning rules or training process. A neural network focusses on the way in which the weights can be changed. The method of tuning the weights on the connections among the network layers to attain the expected output is known as the network training. The internal process in the network training is called as learning. Basically, the training process is divided into three types i) supervised ii) Unsupervised and iii) Reinforcement training. For both Back-propagation and for LVQ we are using supervised learning to train the data.

Supervised Learning Rule: It is a procedure of contributing the networks with a sample of inputs and collating the output with a target output. Training process continues until we get the target output. The weights must adjust according to the algorithm. The various learning rules that follow the supervised learning are Delta rule, generalized delta rule, Competitive learning rule. Generalized delta rule is used to train the given data set in the back propagation algorithm, where as competitive learning is the process used to train dataset used for LVQ.

- Delta-Rule: This rule is purely based on the least mean squared error (LMS). The Mean squared error is nothing but the average of all the errors calculated between the target and actual values. This rule is used to minimize the error. Let discuss in detail, for a taken input data the output data is equated with a target output. If the difference between target and actual data is zero, no learning process is considered, otherwise the values of weights are adjusted to lessen the error obtained. The difference between the target output to the actual output value is defined as $\Delta(w_{ij}) = n * k_i * e_{r_j}$, where n is the learning rate (α), k_i is the activation of unit and e_{r_j} is the difference between the target value and actual output value. This learning rule not only progress the weight vector nearer to the target weight vector, it does so in the most efficient way.

Generalized delta rule: Actually the delta rule uses the local information about the error, where the generalized delta rule deals with error information that is not local. The rule is stated in simple sense as follows for weights updating in a cycle after all the training patterns are presented as $W^{new} = W^{old} - n * (E(k))$ where n is learning rate and E(k) is the error difference between the target and actual output.

Competitive Learning Rule: In this competitive learning rule, the neurons present in the output-layer of the neural network compete among themselves to be in an active-state. The major idea behind this rule is that to allow the processing units (neurons) to challenge for the authority to answer a taken sets of inputs, such that only a output neuron (processing unit) challenge for the right to respond for a given subset of inputs. So that only a neuron in the output-layer is in an active-state at a time. The neuron which wins in the competition is known as winner-takes-all neuron. Let W_{kj} denotes the weight of input-layer node (unit) j to neuron. The neuron learns by altering the values of weights from inactive input mode to active input mode. If a neuron (processing unit) does not give acknowledgement to a particular input layout, then the learning does not happens in that particular neuron. If any of the neuron wins in the competition, then its weights are adjusted as follows.

$$\Delta W_{kj} = n (X_j - W_{kj}), \text{ when neuron k wins the competition.}$$

$$= 0, \text{ when neuron k losses the competition.}$$

As from above formulae “n” is well known as the learning- rate(α). The values of the weights are initially set to random values and those weights are being normalized during learning phase (either supervised or unsupervised). The winner-takes-all neuron is selected by using Euclidean distance.

c) *Activation Function*

The activation function is used to calculate the output comeback generated by neurons. Threshold function performs final mapping of activations of network neurons. The outcome of any neuron is a result of thresholding (internal activation). The aggregate of the weighted input signals is pertained with activation function to get the response. There may be linear and non-linear activation functions. Generally, the activation functions are classified into different types^[2]:

- i. Identity Function.
- ii. Binary Step-Function.
- iii. Bipolar step function.
- iv. Sigmoidal function.
- v. Ramp function.

We use sigmoidal function for the backpropagation algorithm, competitive activation function for the LVQ.

Sigmoid function: Generally these functions are represented by S-shaped curved. These functions are differentiated by its output ranges. Hyperbolic tangent activation function is the most important of all the sigmoid functions with the range of (-1,1). Logistic function has its range of values in between (0, 1). These functions are represented as follows:

- a. *Hyperbolic tangent sigmoid activation function:*
 $S(y) = \tanh(y) = (e^y - e^{-y}) / (e^y + e^{-y})$
- b. *Logistic sigmoid function:*
 $S(y) = 1 / (1 + e^{-y})$

The graphical representation of above sigmoid functions is shown in following FIG:1.3 (Logistic Function) , fig: 1.4 (Hyperbolic tangent function)

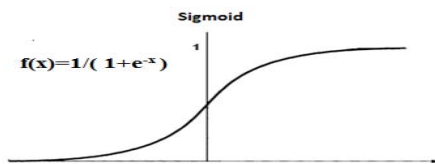


Fig:1.3 : Logistic sigmoid function

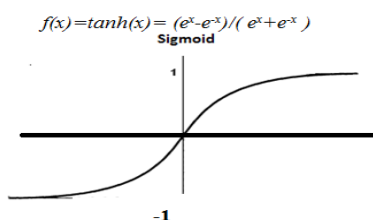


Fig:1.4 : Hyperbolic tangent sigmoid function

The representation of range of the each activation function are defined in table :1.1.

Table 1.1 : Description of activation functions

Function	Definition	Range
Identity	X	$(-\infty, \infty)$
Logistic	$S(x) = 1 / (1 + e^{-x})$	(0,1)
Hyperbolic tangent	$S(x) = (e^x - e^{-x}) / (e^x + e^{-x})$	(-1,1)
Ramp	$R(x) = x, x > 0 = 0, x < 0$ $R(x) = \max(x, 0)$	[-1, +1]
Step	0, if $x < 0$, $x > 1$	[0, +1]

II. OVERVIEW OF BACKPROPAGATION AND LVQ

a) *Backpropagation Algorithm*

Backpropagation is one of the neural network learning algorithms, delineated to diminish the mean square error. Backpropagation is also well-known as the “error backpropagation”, because this algorithm is purely based on the error correction learning rule. This algorithm is used to train the multi-layer artificial neural network. Back propagation uses supervised learning rule, in which it generates error by comparing target output to actual output. The backpropagation algorithm could be broken down into four main steps^{[1][2]}:

- Initialization of weights and bias.
- Implementation of feed forward technique to input training patterns.
- The method of calculating and backpropagating the associated errors.
- Weights Updation.

During the first stage, the weights are set-up to some random values (e.g., they ranges from [-1.0,1.0] or [-0.5,0.5])^[2]. Every processing unit in the network is associated with a bias (threshold), which is used to generate the net input. After the initialization of weights and bias, each training tuple is processed by remaining steps. First of all, the training tuple is pass to the networks input layer. During the process of feed forward of input training patterns, each input unit encounters an input signal and transfer these signals net-input to every hidden units in the network. Later each hidden unit in the network then figure-outs the activation function response. The activation function is known as the output response of the unit (neurons), where in backpropagation we use sigmoidal activation function. Fig: 2.1 show the neuron output generation in hidden and output layer diagrammatic representation. As from the fig: 2.1 the output of neuron is generated by using activation function i.e,

$$f(wp + b) = 1 / (1 + e^{-n}), \text{ where } n = wp + b.$$

Every hidden unit in the network then figure-outs the activation function as shown above and sends its signal to the output unit. The output unit performs the

activation function and generates the outcome of the neural network for the given input pattern.

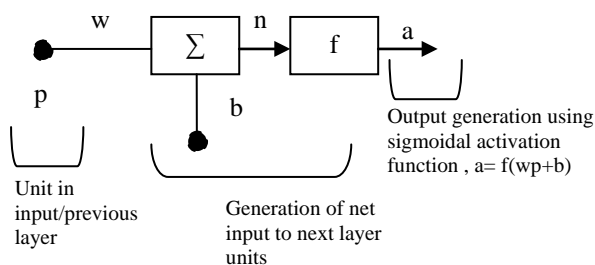


Fig. 2.1 : Activation function generation

During back-propagating the errors, each output units equates its calculated activation function value ($a=f(wp+b)$) with its target value to determine the error associated with the network. Based on the error, the factor δ is computed in backpropagation network for hidden and output layers. As in the final stage, the weights and the bias are updated based up on this factor δ and the activation. The backpropagation algorithm implementation is represented in flow chart from fig: 2.2

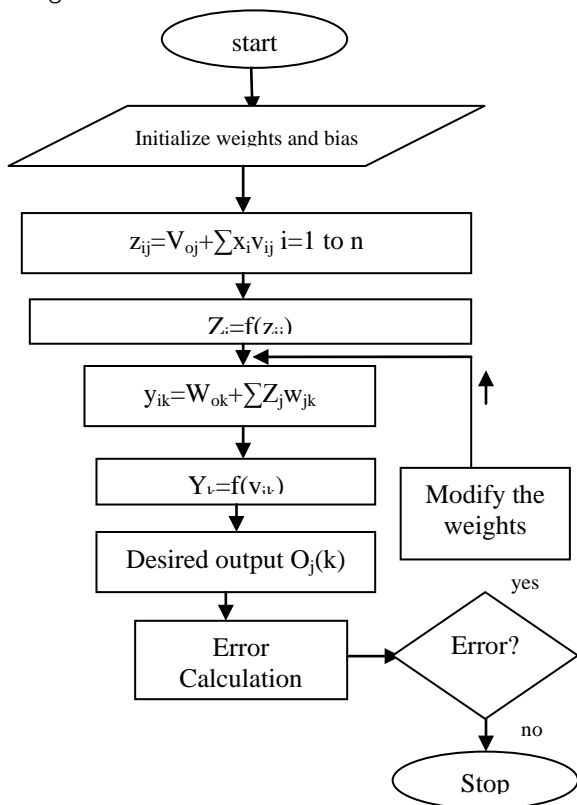


Fig: 2.2 : Flow chart of backpropagation algorithm

The algorithm used in the back-propagation network to train the network is implemented in four different stages is as follows:

Weights Initialization^[2]:

Step-1: Initializing the weights and bias to random values (ranges from [-1.0,+1.0] or [-0.5,0.5]).
Step-2: Checking for the stopping condition, if it is false do the steps from 3 to 10.
Step-3: For each and every training set, perform the steps from 4 to 9 as mentioned below.

Feed-Forward of input training patterns^[3]:

Step-4: Each and every input unit accepts the input x_i and transmits that input signal to hidden layer units.
Step 5: Each hidden unit in the network aggregates its weighted input signals. Activation function to z_{ij} is denoted by Z_j

$$z_{ij} = v_{oj} + \sum x_i v_{ij} \quad .i=1 \text{ to } n$$

$$Z_j = f(z_{ij})$$

The result obtained from this activation function is the input to next layer in the network.

Step 6: Each output unit in the network, aggregates its weighted input signals. Activation function applied to y_{ik} is denoted by Y_k

$$y_{ik} = w_{ok} + \sum Z_j w_{jk}$$

$$Y_k = f(y_{ik})$$

Backpropagation of the errors:

Step 7: Error is calculated as

$$E(k) = \sum [O_j(k) - T_j(k)]^2 \quad j=1 \text{ to } m$$

$$E = E(k) f(y_{ik})$$

Step 8: Find the mean squared error

$$E_t = 1/2 \sum E \quad k=1 \text{ to } N$$

Updating of weights and bias

Step 9: For the Output layer the weights and the bias are updated as follows

$\Delta W_{jk} = \alpha E_t Z_j$. Updated weight is as follows $W_{jk}(\text{new}) = W_{jk}(\text{old}) + \Delta W_{jk}$
 $\Delta w_{ok} = \alpha E$. To update bias is $w_{ok}(\text{new}) = w_{ok}(\text{old}) + \Delta w_{ok}$
 Similarly the values of weights and the bias are updated in the networks hidden layer is as follows:
 $\Delta v_{ij} = \alpha E_i x_i$. The new weight is calculated as $v_{ij}(\text{new}) = v_{ij}(\text{old}) + \Delta v_{ij}$
 $\Delta v_{oj} = \alpha E$. Updated bias is $v_{oj}(\text{NEW}) = v_{oj}(\text{OLD}) + \Delta v_{oj}$

Step 10: Check the stopping condition.

Based upon the algorithm stated above the terms are defined as

- x_i – Inputs that given to the input units.
- v_{oj} – Bias used in the hidden layer units.
- v_{ij} – Weights used in hidden layer units.
- w_{ok} – Bias used for the output units.
- W_{jk} – Weights that initialized in output layer.
- α – Learning rate.

a) Learning Vector Quantization (LVQ)

Learning Vector Quantization (LVQ) algorithm is the prototype based supervised classification algorithm. It is a particular case of artificial neural network, which implements "winner-take-all" principle^[2]. Winner-take-all is the computational principle applied by which neurons in layer compete with each other for activation. The neuron with highest activation stays active while other neurons shut down. LVQ is trained to classify the inputs according to the given targets. Training in LVQ occurs by performing the competition between the neurons. LVQ uses Euclidean distance to perform the competition between neurons. LVQ performs the classification for every target output unit by considering its input pattern i.e, it uses supervised learning technique.

LVQ defines the class boundaries based upon its prototypes. The prototypes are determined during the training procedure using a labeled dataset (the dataset that we take for training). LVQ system is represented by protocols which are defined in future of observed data. The class boundaries are not depends not only on prototypes but also on nearest neighbor rule and winner-takes-it-all. Weight vector for an output unit in a network is known as the "codebook vectors (CV)" or "reference". The architecture of the LVQ algorithm is as shown fig:2.3, fig:2.4 :

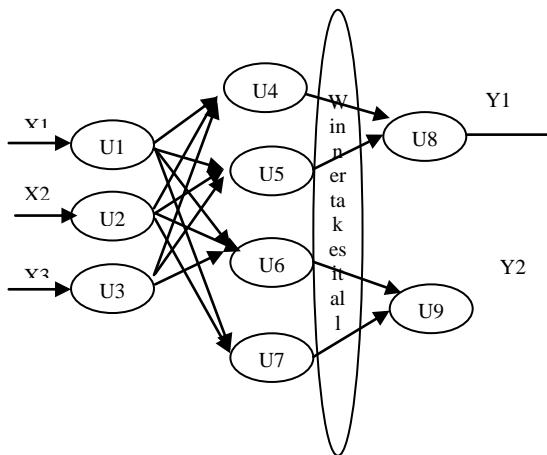


Fig. 2.3 : LVQ architecture

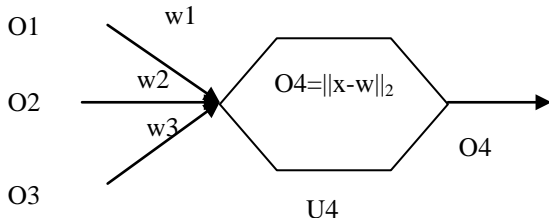
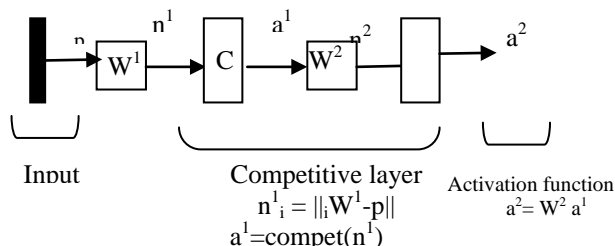


Fig. 2.4 : Inner working of neurons

To express in terms of neural networks, LVQ is a feed-forward neural network. Codebook vector is describe as weight vector(values of weights) of the interconnected weights between all the input layer neurons and hidden neurons. Learning method used in

this LVQ algorithm is modifying the weights according to the rules specified and changing the position of code vector (CV) in the input space. Changing the position of CV is nothing but implementing the winner-takes-it-all principle by moving the winner closely if it correctly analyzes the data point or by moving the winner away if it analyzes the data point incorrectly. The working of LVQ is stated diagrammatically in the Fig:2.4



As from the above diagram the net input to the hidden layer is : $n^1_i = ||W^1 - p||$ where W^1 represents training vector i.e., inputs given to the input layer p represents Weight vector for the units in next layer it is also called as the codebook vector.

Finally the net output of this input layer is passed to the activation function, where we use the competitive activation function for this LVQ algorithm. Competitive Activation Function which represents the input/output relation that purely derives by using the Euclidian rule in which

$$a^1 = \text{compet}(n^1)$$

$$a^1 = 1 \text{ neuron which wins the competition}$$

$$= 0 \text{ for all neurons.}$$

Therefore the neuron whose weight vector is nearest to the input vector will gives output as 1, and the remaining neurons will gives the output as 0 as shown above. This states that the LVQ network purely competitive network . As initially stated that the neurons in input layer are considered as the same class, after this net output generation to the hidden layer the winning neuron represents a subclass. There may be different neurons that may win the competition, they all belongs to the same sub class.

The hidden layer of the LVQ (learning vector quantization) network combines all subclasses into a single class. As shown in the above figure W^2 done the whole process of combining all the sub classes. W^2 is represented in matrix, in which columns represent the subclasses and the rows represents the classes.

Note: W^2 matrix has a value of 1 in each column, eith the other values set to zero (0).The subclass of a particular class is denoted by the value of 1 in the row. Ex: $W^2_{ij}=1$ means j sub class is a part of i th class.

The input vector X is selected at random from the inputs given. If the class labels of the input vector x and a codebook vector (weight vector) W agree, the codebook vector W is moved in the direction of the input

vector X . If the class labels of the input vector X and the codebook vector w is disagreed, the codebook vector W is moved away from the input vector X .

- I. Ex: Let $\{W_i\}_{i=1}^1$ stand for the set of weighted vectors (codebook vectors), and the $\{X_i\}_{i=1}^N$ stand for the set of input vectors. Suppose, that the codebook vector W_c is the nearest to the input vector X_i . Let K_{wc} denote the class associated with the codebook vector W_c and K_{xi} denote the class label of the input vector X_i . The values of K_{wc} and K_{xi} are obtained from the W^2 . The codebook vector W_c is regulated as follows:
 If $K_{wc} = K_{xi}$, then $W_c(\text{New}) = W_c(\text{Old}) + \alpha_n[X_i - W_c(\text{Old})]$ where $0 < \alpha_n < 1$.
 If $K_{wc} \neq K_{xi}$, then $W_c(\text{New}) = W_c(\text{Old}) - \alpha_n[X_i - W_c(n)]$, where $0 < \alpha_n < 1$.
- II. Remaining codebook Vectors are not modified.

The learning rate (α) is decreased. This whole LVQ process continues until the stopping condition fails.

Learning Vector Quantization Algorithm^[2]:

Step-1: Initialize weights vectors (codebook vectors) and learning rate.

Step-2: Check for the stopping condition. If the condition is false, then perform the steps from 3 to 7.

Step-3: For every training input vector p, do the steps from 4-5

Step 4: Figure out J using Squared Euclidean distance
 $E(j) = \sum (W^1 - X_i)^2$ where X_i is input present in the input vector.

Find j when $E(j)$ is minimum

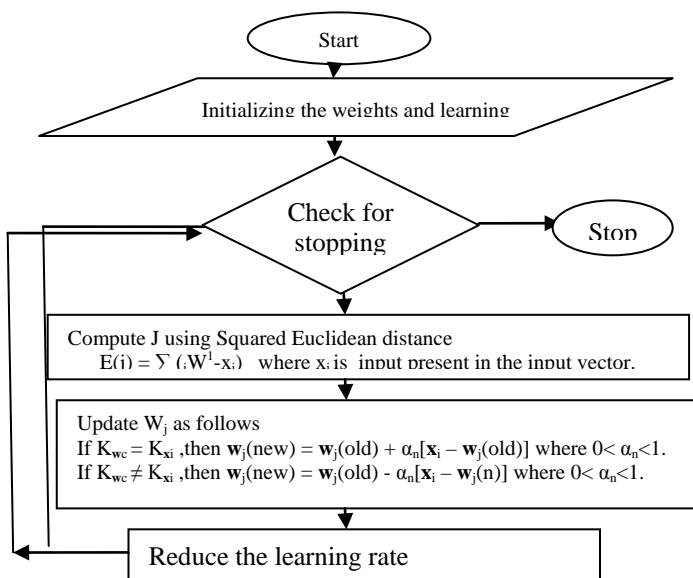
Step 5: The value of W_j is updated as follows

If $K_{wc} = K_{xi}$, then $W_j(\text{New}) = W_j(\text{Old}) + \alpha_n[X_i - W_j(\text{Old})]$ where $0 < \alpha_n < 1$.

If $K_{wc} \neq K_{xi}$, then $W_j(\text{New}) = W_j(\text{Old}) - \alpha_n[X_i - W_j(n)]$ where $0 < \alpha_n < 1$.

Step 6: Reduce the learning rate.

Step 7: Test for the stopping condition.



III. COMPARISON BETWEEN BACKPROPAGATION AND LVQ

The practical implementation of backpropagation involves factors like choice of network architecture, momentum factor. While implementing these factors backpropagation algorithm associated with few problems like local minima. A local minimum is the problem that occurs frequently, used to change the weights frequently to minimize the error. As in this local minima, in some cases the error might have to rise part of more general fall. If this is the situation the algorithm will struck and the error will not be decreased further. So, for this drawback LVQ gives best results. In this paper we are comparing the efficiencies obtained for testing the heart disease dataset with both backpropagation and LVQ for the two different ranges (-1,1) and (0,1). The following are the results obtained while comparing the both algorithms. The programming is written for 100 instances of a heart diseases dataset from Cleveland with 14 attributes (13 +class attribute).

a) BackPropagation

In our paper we practice backpropagation algorithm with different learning rates and finally conclude, how the efficiency changed based upon the value of alpha (learning rate). To allow fair comparison between backpropagation and LVQ a wide variety of parameter values are tested for each algorithm.

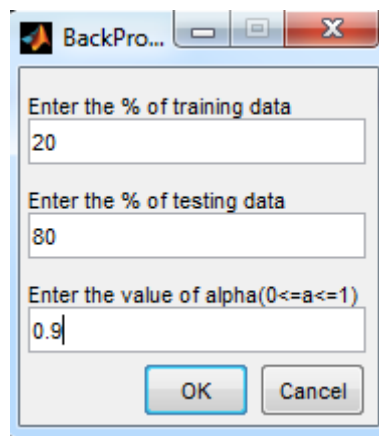


Fig. 3.1 : Input to backpropagation algorithm

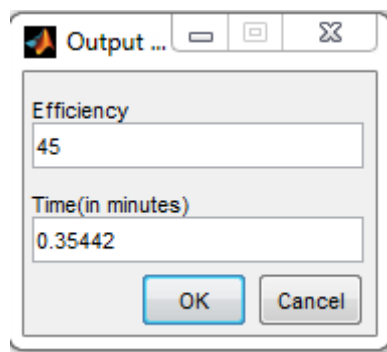


Fig. 3.2 : Output generated for fig:3.1

The backpropagation network is trained on our dataset for different alpha values for different ranges and the observed results are mentioned in the below tables as follows:

When i) $\alpha=0.9$ (learning rate)

Table. 3.1 : Efficiency obtained for backpropagation (digital) $\alpha=0.9$

Sl.No	Training(%)	Testing(%)	Time(in minutes)	Efficiency(in%)
1	20	80	2.2	45
2	40	60	0.35	55
3	60	40	0.007	77.5
4	80	20	0.009	75

ii) $\alpha=0.8$ (learning rate)

Table. 3.2 : Efficiency obtained for backpropagation (digital) $\alpha=0.8$

Sl.No	Training(%)	Testing(%)	Time(in minutes)	Efficiency(%)
1	20	80	0.003	28.75
2	40	60	0.005	23.333
3	60	40	0.005259	50
4	80	20	0.008362	50

Table. 3.3 : Efficiency obtained for backpropagation (analog) $\alpha=0.1$

Sl.No	Training(%)	Testing(%)	Time(min)	Efficiency(%)
1	20	80	0.0032099	38.75
2	40	60	0.006441	43.333
3	60	40	0.075057	40
4	80	20	0.010575	60

Table. 3.3 : Efficiency obtained for backpropagation (digital) $\alpha=0.1$

Sl.No	Training(%)	Testing(%)	Time(min)	Efficiency(%)
1	20	80	0.0032	62.5
2	40	60	0.00503	63.333
3	60	40	0.0066	60
4	80	20	0.00888	79

b) Learning Vector Quantization

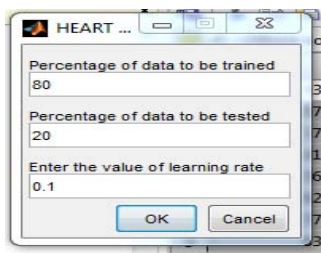


Fig.3.3 : Input to LVQ algorithm

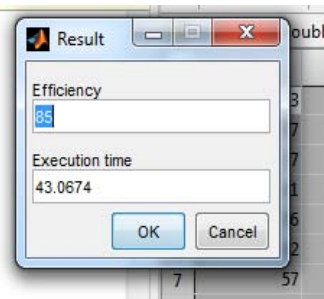


Fig.3.4 : Output generated for fig:3.3

Varying the learning rate alpha from 0.1 to 0.9, it was found that the maximum efficiency is obtained at alpha $\alpha=0.1$. The results that obtained for various alpha values are shown in the following tables.

Table. 3.4 : Efficiency variations in LVQ analog for $\alpha=0.9$

Sl.No	Training(%)	Testing(%)	Time(min)	Efficiency(%)
1	20	80	23.7953	54
2	40	60	25.186	57
3	60	40	10.7664	60
4	80	20	10.164	70

Table. 3.5 : Efficiency variations in LVQ analog for $\alpha=0.1$

Sl.No	Training(%)	Testing(%)	Time(min)	Efficiency(%)
1	20	80	6.5829	64
2	40	60	6.2778	70
3	60	40	8.4187	70
4	80	20	7.175	85

Our paper also attempts to check the efficiency for different ranges i.e for analog (0,1) and bipolar (-1,1). Table:3.3 and Table:3.4 are the results obtained for analog, where the bipolar results are shown in Table:3.5.

Table. 3.6 : Efficiency variation in LVQ bipolar $\alpha=0.1$

Sl.No	Training(%)	Testing(%)	Time(inmin)	Efficiency(%)
1	20	80	8.7658	70
2	40	60	9.0779	62
3	60	40	12.1897	80
4	80	20	97.8381	70

The better classification efficiency can be achieved by varying the learning rate. As from the above results, we found that the digital gave better efficiency than analog in vector quantization method. It is also found that maximum efficiency was obtained for alpha value 0.1.

IV. CONCLUSION

In this paper we present a supervised learning based approach to data-mining classification rules for a dataset. The classification is carried out using backpropagation and LVQ. We conclude that LVQ algorithm is one of the best in classification when

compared to backpropagation. As from the results obtained for classifying our dataset, we can obtain better classification efficiency by varying the learning rate and it was found that maximum efficiency was obtained for alpha value 0.1 in both algorithms. Comparing the digital results (-1,1) with the analog results, it is found that the digital data gave better efficiency than analog in both back-propagation and LVQ algorithms. Overall comparison between the two algorithms states that the maximum efficiency is obtained in LVQ with high processing time.

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Identity-based Cryptosystem based on Tate Pairing

By Ramesh Ch, K Venugopal Rao & D Vasumathi

GNITS

Abstract- Tate Pairings on Elliptic curve Cryptography are important because they can be used to build efficient Identity- Based Cryptosystems, as well as their implementation essentially determines the efficiency of cryptosystems. In this work, we propose an identity-based encryption based on Tate Pairing on an elliptic curve. The scheme was chosen ciphertext security in the random oracle model assuming a variant of computational problem Diffie-Hellman . This paper provides precise definitions to encryption schemes based on identity, it studies the construction of the underlying ground field, their extension to enhance the finite field arithmetic and presents a technique to accelerate the time feeding in Tate pairing algorithm.

Keywords: identity-based cryptosystems, tate pair, elliptic curves and digital certificates.

GJCST-E Classification : E.3 D.4.6



Strictly as per the compliance and regulations of:



Identity-based Cryptosystem based on Tate Pairing

Ramesh Ch^α, K Venugopal Rao^σ & D Vasumathi^ρ

Abstract - Tate Pairings on Elliptic curve Cryptography are important because they can be used to build efficient Identity-Based Cryptosystems, as well as their implementation essentially determines the efficiency of cryptosystems. In this work, we propose an identity-based encryption based on Tate Pairing on an elliptic curve. The scheme was chosen ciphertext security in the random oracle model assuming a variant of computational problem Diffie-Hellman. This paper provides precise definitions to encryption schemes based on identity, it studies the construction of the underlying ground field, their extension to enhance the finite field arithmetic and presents a technique to accelerate the time feeding in Tate pairing algorithm.

Keywords: *identity-based cryptosystems, tate pair, elliptic curves and digital certificates.*

I. INTRODUCTION

The advent of asymmetric encryption represented a great advances in safety of computers, especially because it solved the problem of key exchange algorithms for symmetric encryption. But attacks have been taking the advantage of the fact that it does not have a guarantee on who and the true owner of a public key, so that a user can impersonate another easily by making use of a necessary mechanism of association between a public key and its owner.

To resolve this problem was created the mechanism of certified digital, that uses a hierarchical structure of certifying authorities, able to ensure properly the possession of a given public key. This mechanism works very well in open organizations such as the internet.

In 1984 a model-based cryptographic identities was proposed by Shamir [1]. This model was intended to prevent the use of Digital Certificates, using the identity of the user as its public key. This identity could be an address of e-mail, Social Security number, full name, or a combination is of these elements. The private key would be obtained through a trusted third party(TA - trust authority). With this, digital certificates would be necessary only in identification of this central authority, drastically reducing their use. A problem that exists in this idea is the knowledge of the private key by the central authority, needed a total expectations by the

user, which requires a lot of care from practical and legal point of view.

On the other hand, does not need the entire infrastructure of hierarchical authorities for the management of the keys by making the model more simple and suitable for organizations where hierarchy and its limitations are well controlled.

Shamir developed a signature scheme based on identities, whose operation is similar to the RSA. He also speculated on the existence of a scheme that has a problem that has been solved in practice by the cryptosystem of Boneh and Franklim [2], whose safety has been rigorously demonstrated.

a) Signature Scheme Based on Identities of Shamir

The signature scheme of Shamir based on identities and all other forms of encryption based on identities, being divided into four steps:

1. *Setup:* this step and held by authority of expectations to generate the global parameters of the system and the master key, which will underpin that only the TA can generate private keys.
2. *Generation of private key:* this algorithm receives as input the master key and the identity of a user, returning the associated private key.
3. *Signature:* given a private key and a message, the algorithm returns the signature.
4. *Checking:* given an identity, a message and a signature, the algorithm returns true if the signature of that message matches the identity supplied, and returns false if contradicts.

II. INTRODUCTORY CONCEPTS

a) Security

We will now define some important issues to determine the security of an algorithm based on an additive group, as is the case of elliptic curves encryption [4]:

- *Problem of discrete logarithm:* Given $Q = nP$, determine n .
- *Problem Computational Diffie-Hellman:* three Data points P, aP, bP , determine abP .
- *Problem of decision Diffie-Hellman:* four Data elements P, aP, bP and cP belonging to a group G , answer true if and only if $C \stackrel{?}{=} ab \pmod{\#G}$.

One of the first uses of pairings was made by Joux [5]. In this article he showed how the decision has

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to be taken to issue the Diffie-Hellman can be easy through the bilinear maps, thus managed to produce an application for key sharing among three parties in a single round.

b) *Elliptic Curves*

An elliptic curve E defined over a finite field F_p^m and a set of points $P = (x, y)$ with $x, y \in F_p^m$ such that $y^2 + a_1xy + a_3y + a_2 = x^3 + a^2x^2 + a^4x + a^6$ (standard medium Weierstrass) for $a_i \in F_p^m$ there, beyond the point at infinity, denoted by ∞ .

Setting up an operation in an appropriate sum, the elliptic curve form an additive Abelian group with neutral element given by the point at infinity.

An operation widely used in elliptic curve cryptography and scalar multiplication, where a point P and coupled with it own times k to $k \in Z$. A point of order n such that an extent $NP = \infty$ and n the smallest positive integer this property.

III. IDENTITY-BASED ENCRYPTION

The central idea of the public key cryptographic system based on Identity is very simple, because of the fact that the public key is a numeric value without explicit direction and which can be calculated from string of any significance?. In [1], it was proposed that the public key can be the user's identity, such as name , email address , social security number, cell phone number, IP address , serial number of electronic devices, etc.

Is the public key is predetermined (equal to the identity), and then calculate the secret key ? The answer to this question comes with the first model of security assumptions: there is a CA, with the following main responsibilities :

- Create and maintain safe custody of a secret master key S_{AC}
- Identify and record all users of the system
- Calculate the secret keys of the users
- Deliver the secret keys securely (with confidentiality and authenticity)

In 1984, Shamir described the model and algorithms for digital signature. It took almost two decades until efficient encryption algorithms were discovered and demonstrated for the identity -based model to create interest among researchers and industry.

For comparison, in Table 1, we see that the secret key is calculated according to the secret system of authority and the user's identity. For a convenient f , it is not feasible to recover the master key from the ID values . And just the authority is able to generate secret keys, so that secret itself is a guarantee that the use of ID will work in cryptographic operations involving the owners identity.

To encrypt a message to the owner ID or verify a signature ID, user ID using the identity over the public

parameters of the system, They include the public key of the authority (see Figure 1).

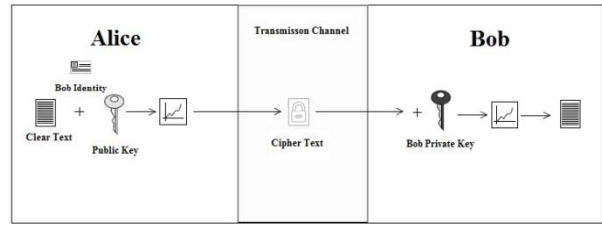


Figure 1 : Encrypting the model based on the identity

Table 1 : Attributes of cryptographic identity -based public key style

Secret key	Public key	Warranty
$S = f(ID, S_{AC})$	ID	S
Calculated by the authority and chosen by the user or shared with the user	Chosen by the user or shared with the user formatted for authority	

To decrypt a message to ID or to create a signature, the secret key ID is required.

a) *Advantages*

The identity -based model is attractive because it has many interesting advantages. The first is that the public key can in most cases be easily remembered by humans. Very different from the conventional public key, which is usually a binary string with hundreds or thousands of bits? The identity can be informed by the user to their partners and there is no requirement to maintain key directories.

To be able to view the saving processing time, storage costs and data transmissions, we will recall, for example, as It is generally a cryptographic operation with PCI. If Bob wants to encrypt a message to Alice, first of all, he must obtain the certificate that was issued to Alice (consulting a public directory or Alice itself). Bob needs check the validity period and the signature contained in the certificate. The signature verification is a process that sometimes runs the certification path of the certifying authorities involved in the hierarchy until they reach the root certification authority. If nothing goes wrong, Bob can save the Alice certificate for future use. However, before each use, Bob need to consult a validation authority to verify that the certificate has not

been revoked (often, a referral to a server that is online). Once the certificate is valid and not revoked, Bob extracts the public key of Alice, encrypts the message and transmits.

In identity -based model, just if the system parameters are authentic Bob can encrypt a message based on the identity of Alice and send (considering that identity withdrawal is treated as explained below).

A peculiarity of identity -based model is that the public key can be used before the secret key calculation. Thus, it is possible to encrypt a message for those who have not registered with the system authority or has secret key for decryption. In contrast to the model based on certificates, the user must first register and get the certificate, and then to receive an encrypted message under your public key.

b) Disadvantages

The first disadvantage, which is characteristic of identity -based systems is the custody of keys. As explained above, the system authority has the ability to generate secret keys of all users under their responsibility. This implies that the authority reaches to the level of confidence that defined in [10]. Consequently, you can decrypt any encrypted texts that have access (if you can identify the recipient's identity). You can also sign on behalf of any user and there is no irreversibility guarantee. Therefore, it is essential that the system of authority is reliable enough for eavesdropping of shares or counterfeiting as these are controllable.

Custody of property keys, referenced by key escrow in English texts is not always undesirable. Within a company, for example, if all sensitive documents and data are encrypted by the employee who created it , the board may have access to decryption in case of death or termination of the employee . When there is need for monitoring the content of encrypted e-mail, it can also be justifiable custody of keys. However, for most applications, custodial key is a disadvantage.

Another point unfavourable to identity -based model is the need for a secure channel for distribution of secret keys. If delivery occurs in networked and remote environment, it is necessary to ensure mutual authentication and delivery with secrecy.

Another concern that one must have in identity -based model is the possibility of identity revocation. If the secret key of a user is compromised, its identity should be repealed. Therefore, it is not recommended to simply use the number of CPF or mobile phone, for example, as a user identifier.

c) Additional features

As noted by [1], the identity -based model is ideal for groups of users, such as executives of a multinational company or branch of a bank, once the headquarters of these corporations can serve as system authority in all trust. Applications small scale, where the cost of deploying and maintaining an ICP are

prohibitive, are candidates for the use of identity -based model. When the disadvantages cited above are not critical, the characteristics model allow interesting implementations.

Some examples of services with time availability confidential document that can be revealed to the press or to a particular group , only from certain date and time; bids an auction that should be kept secret until the end of negotiations ; or view a film that should be enabled only within the rental period contracted.

The identity -based model has also been the subject of studies in search for alternatives to SSL / TLS, to Web applications , as shown in [7]. With the elimination of certificates the process of distributing public keys and access control will be simplified. Similarly, the model has been explored to provide security in a number of other application areas , such as grid computing and sensor networks (see for example [5] and [8]) and other applications.

IV. PAIRINGS

A pairing and a pair of mapping linearly independent points of an elliptic curve elements of a finite field is not cyclic. We denote the pairing of two points P and Q $e(P, Q)$. The properties listed below are very interesting for cryptographic applications, are present both in pairing as Weil pairing Tate:

- *Identity:* Pairing a pair of matched points and mapped to the neutral element of the underlying finite field
- *Bilinearity:* data three points P, Q, R, pairing P + Q and R and the multiplication of the P and R pairing by pairing Q and R. This property is the most important of all, because through it we get the following:

$$e(P,nQ) = e(P,Q)^n = e(nP,Q)$$

- *Do not degeneration:* If P and Q are linearly independent, so their pairing and distinct from the neutral element of the underlying finite field.
- *Efficiency:* data any two points, its pairing can be calculated efficiently by a computer.

a) Tate Pairing

K is an integer such that F_q^k contains the nth roots of unity. Pairing Tate and defined through the following mapping:

$$e : E[n] \times E/nE \rightarrow F_q^k / (F_q^k)^n$$

where $E[n]$ are the points P of the curve such that $nP = \infty$. The Tate pairing can be calculated as $e(P, Q) = g(D)$ where D and a divider point Q associated with a function whose rational divider $n[P] - n[\infty]$. The Miller algorithm [Mil04] can be used to calculate the function g.

Menezes, Okamoto, and Vanstone [6] pairings used to perform a transformation of an elliptic curve points supersingular to elements of a finite field generated by the unitary roots of unity. This

transformation has allowed a large reduction in the difficulty of the discrete logarithm problem for these curves.

Sakai, Ohgishi and Kasahara [8] made possible the construction of a ciframento protocol based on identities using pairings, this solved the problem proposed by Shamir in his article.

V. PROPOSED SCHEME

Now we can describe in detail the proposed scheme.

Configuration: Given k , the PKG singles groups of bilinear maps, G_1 , G_2 and G_t , of prime order $p > 2^k$ generators $Q \in G_2, P = \varnothing(Q) \in G_1, g = e(P, Q) \in G_t$. Select s random belonging to Z_p^* a public key of $Q_{pub} = SQ \in G_2$ system summary cryptographic functions H_1, H_2 and H_3 .

Generation of key pair: For an identity ID , the private key and $S_{ID} = \frac{1}{H_1(ID)+S} Q \in G_2$.

Encryption: Given a message M , the identity of the sender ID_r and the identity of the recipient ID_d , random x is used belonging to Z_p^* to calculate $r = g^x, C = M \oplus H_3(r)$ and $h = H_2(M, r)$. It is estimated $S = (x + h) \varphi(S_{ID})$ and $T = x(H_T(ID_r)P + \varphi(Q_{pub}))$. The ciphertext and the triple (c, S, T) .

Deciphering and verification: Given the triple (c, S, T) and the identity of the ID_r sender is calculated as $r = e(T, S_{ID_d}), M = c \oplus H_3(r)$ and $h = H_2(M, r)$.

Accept message if $r = e(S, H^{-1}(ID_r)Q + Q_{pub})g^{-h}$, in which case the message M and signature (h, S) are returned.

VI. REVIEW

This proposed scheme is interesting because their safety was demonstrated by Barreto semantically, in order to not be subject to attacks that occur when they are used some optimizations of Weil and Tate pairings. Also, please note that the simple junction of the features of this scheme and signature represents a gain of security.

But there is a problem that has not been discussed, which is the abrogation of the private key. This question this open and represents a major problem for the security of any key establishment protocol, because the User can and should change your private key regularly. The problem is in the fact that the private key calculation is deterministic, that is, given the master key sea identity ID , the algorithm always returns the same private key. As the public key and the very identity, the User can not change your identity to obtain a new private key, and needed some other solution. Other asymmetric encryption schemes do not have this problem because the public key is published and revoked with its corresponding private key.

VII. CONCLUSION

In this work it was possible to see that cryptosystems based on Identities are very interesting and represent an area of research that is growing. However the joint utilization of digital certificates and Identity-Based Protocols can be even more interesting as these two possible solutions to the problem of ensuring association between public key and its owner seem to be complementary.

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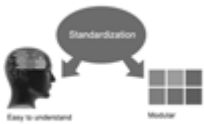




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- Try to present substitute explanations if sensible alternatives be present.
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- Recommendations for detailed papers will offer supplementary suggestions.

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<i>References</i>	Complete and correct format, well organized	Beside the point, Incomplete	Wrong format and structuring



INDEX

E

Elleithy · 1, 2
Euclidean · 27, 30, 31

F

Firdausi · 20, 23

G

Gorodetsky · 22

L

Lütkenhaus, · 1, 4

M

Masanes · 1
Mclaughlin, · 22
Metamorphic · 19

O

Obfuscated · 19

S

Schlichting, · 22
Spatiotemporal · 23

U

Ubiquitous · 6

Z

Zeilinger · 4



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