

Iris and user attributes based recognition system by minimizing the effect of contact lens

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ABSTRACT

The exploratory results express the biometric including iris and user attributes constructed by various recognition methods can be parallel through the central rays in their convex polyhedral cones. It is to prevent by a method enlarged from iris templates can be fragmented into various segments. The experimental results also brings out the fact that convex polyhedral cone templates cannot be secured without a thorough security. This paper manages how the part of cosmetic lens is served as a challenge to iris recognition as it obscures. The natural iris design manufactures have many types and colours of lenses. This experiment is done to analyze the effect of these parameters on iris recognition. Diagnosing the presence of a contact lens is the first step to improve the ease of use and unwavering quality of iris acknowledgment for contact lens wearers. The success of iris templates depends on its computational advantages high matching speed for large scale identification and automatic threshold adjustment based on image quality. Many terms modified from iris templates were propounded for iris and user attributes based recognition.

Index Terms—Iris recognition, contact lens, lens detection.

INTRODUCTION

IRIS is a standout amongst the most encouraging biometric modalities, what's more, is in normal utilization in expansive scale applications, for example, UAE port of passage and India's UIDAI (Aadhar) ventures. Though iris features are unique, late research results prescribe that they are affected by a couple covariates, for example, pupil dilation and sensor interoperability. A method for applying pattern recognition technique to recognize the identity of a person based on their iris is proposed. Also discussed is a transform of their iris

image from

two to one dimensional space and overcoming limited data with the generation of synthetic images. A recent emphasis on security has resulted in increased research attention being offered to the field of individual identification based on "biometrics". A biometric feature is an inherent physical or behavioural trait that is unique among individuals. In addition to these, the human iris can also be considered a valid biometric feature for personal identification. The iris is the coloured ring on the human eye between the pupil and the white sclera. Each human iris has a unique "Iris Code" of subtle features that varies greatly from person to person. Iris features remain constant over an individual's lifetime and are not subject to changes produced by the effects of aging as other biometric features may be. For these reasons, the human iris is an ideal feature for highly accurate and efficient identification systems. The uniqueness of iris texture lies in the fact that the processes generating those textures are completely chaotic but stable. Hence in order to use the iris as a biometric, the feature extraction should be able to capture and encode this randomness present in the iris texture. Based on an extensive literature survey, we

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classify iris recognition systems into three categories depending on the method by which the features from the texture are extracted for matching purposes. These three categories are (a) appearance based, (b) texture based and, (c) feature based extraction.

Regardless of the challenges, the popularity of iris scanning—and its cousin, facial recognition technology—is growing. This is particularly true in physical security applications, like those used at some airports and government installations. To process large numbers of individuals, a biometric solution must be fast and non-intrusive. Products like Sarnoff's Iris On the Move (IOM) (video) allow the scanning of up to 30 people per minute from a distance of several feet. These scanned individuals do not even have to stop. Compare this with an expected throughput of 10 to 15 people per minute with high-end hand or fingerprint scanners. No-contact scanning is the future of biometrics. Iris scanning is positioned to take a central role.

Iris recognition is an automated method of biometric identification that uses mathematical pattern-recognition techniques on video images of the iris of an individual's eyes, whose complex random patterns are unique and can be seen from some distance. Not to be confused with another, less prevalent, ocular-based technology, retinal scanning, iris recognition uses camera technology with subtle infrared illumination to acquire images of the detail-rich, intricate structures of the iris. Digital templates encoded from these patterns by mathematical and statistical algorithms allow unambiguous positive identification of

an individual. Databases of enrolled templates are searched by matcher engines at speeds measured in the millions of templates per second per (single-core) CPU, and within infinitesimally small False Match rates. Many millions of persons in several countries around the world have been enrolled in iris recognition systems, for convenience purposes such as passport-free automated border crossings, and some national ID systems based on this technology are being deployed. A key advantage of iris recognition, besides its speed of matching and its extreme resistance to False Matches is the stability of the iris as an internal, protected, yet externally visible organ of the eye.

FRAMEWORK ANALYSIS

The Biometric Feature is basically used to identify the individuals Face, Fingerprint, Handprint, Voice and etc. If one tries to identify the people's image using face, it will take some serious and tedious parts. Such as the skin may get shrinks as time goes, so the unique identification gets changed and may show some false-positive results. One can take different parts of a face and analyse the presence of the person. One can take different parts of a face and analyse the presence of the person. If we consider the Handprint, it will also be unique for each and every person but even that gets similar between people. Basically the Handprint is also unable to believe it to be true or fake. And finally voice recognition is also said to be one of the Biometric Feature to recognize the person, but

still it also creates the bottleneck problems and couldn't be able to assured. IrisCode

Generation technique also has a Error False report. In this methodology the iris images will occupy more memory space in the database. In ahead of schedule things the eye has to match exactly with the database as if we stored the image. Even a small distraction also will not be allowed. One can take different parts of a face and analyse the presence of the person.

Iris code Bit Pairs decompression by exploiting Daugman compressional algorithm. Gabor filters, which influence the distribution of the bits to identify the bitwise Hamming distance of phase. Decompressed iris images obtained from two public iris image databases are evaluated by visual comparison, two objective image quality assessment metrics and eight iris recognition methods. Implements and their analysis specifically focused on the intra-relationship of bit pairs in Iris-Codes and local intensity variation-based method proposed by "Spoof" method. Our post-processing techniques are Normalization, Segmentation using phase-based, texture analysis methods. Utilizing this strategy the client will have the remarkable recognizable proof for his own points of interest. We can have more proficiency and security to the applications furthermore there will less memory use while putting away in the information base. Instead of putting away the iris picture, the iris code is going to store in the database.

SYSTEM ARCHITECTURE

Architecture:-

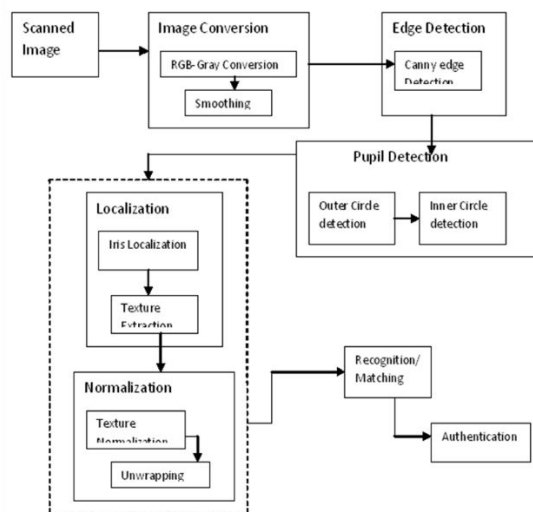


Figure 1: Architecture of IRIS Scanning system

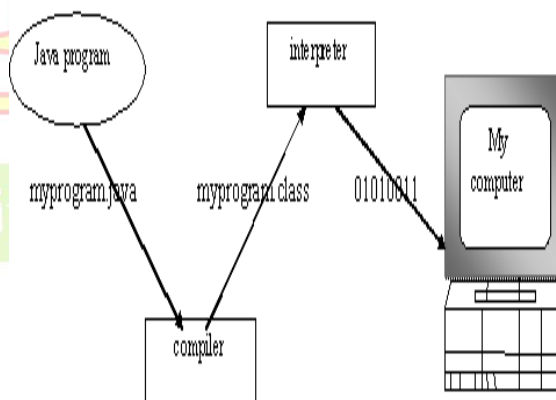


Figure 2: Execution system

lens iris pictures can enhance the execution of iris acknowledgment calculations and diminish the false matches at higher confirmation rates. To test this speculation, the analysis was led and the execution of the iris acknowledgment was then assessed.

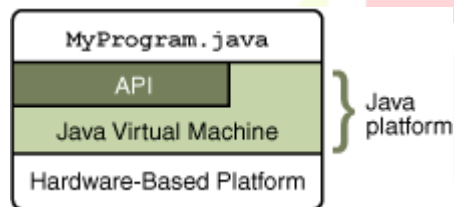


Figure 3: Execution of program(API and JVM)

IMPACT OF LENS DETECTION ON IRIS ACKNOWLEDGMENT PERFORMANCE

To assess the suggestion that "identifying and dismissing the iris tests with textured contact lens can enhance the execution of iris acknowledgment calculations", another test is performed in which the yield of lens arrangement calculation is given as data to the iris acknowledgment framework. In this trial, the exhibition contains iris pictures without lens and the test contains pictures without lens, with delicate lens, and with textured lens independently. Amid test check (lens discovery stage), the pictures delegated textured lens are pronounced as "inability to process" and we slight them from our assessments. We have utilized the proposed calculation as the lens location calculation.

ALGORITHMS FOR LENS DETECTION

The Canny algorithm basically finds edges where the greyscale intensity of the image changes the most. The normalized iris image is used to detect corners using covariance matrix. The detected corners between the database and query image are used to find cross correlation coefficient. Textured contact lenses are intended to change the appearance of the wearer's eye, giving it an alternate shading and/or composition. Sadly, they additionally incredibly diminish the measure of honest to goodness iris composition obvious to iris acknowledgment frameworks. This increments the possibility of a false non-match and a false match. Appropriately, these pictures ought to be dismissed before a layout is produced for them. The impact of delicate lenses is a great deal less. The honest to goodness iris surface is not covered to the same degree it is with textured contact lenses. It is our theory that applying a lens location calculation to first reject the cases with jumbled examples and permitting just without lens and delicate

IMPLEMENTATION METHODOLOGY MODULES

- ▢ Image conversion
- ▢ Edgedetection
- ▢ Pupildetection
- ▢ Normalization
- ▢ Feature Extraction
- ▢ Matching

MODULE DESCRIPTION

IMAGE CONVERSION:

Grayscale images are distinct from one-bit black-and-white images, which in the context of computer imaging are images with only the two colours, black, and white (also called *bi-level* or *binary images*). Grayscale images have many shades of gray in between.

Grayscale images are also called monochromatic, denoting the absence of any chromatic variation.

Grayscale images are often the result of measuring the intensity of light at each pixel in a single band of the electromagnetic spectrum (e.g. infrared, visible light, ultraviolet, etc.), and in such cases they are monochromatic proper when only a given frequency is captured. But also they can be synthesized from a full colour image; see the section about converting to grayscale.



Original Image

Grayscale Image

EDGE DETECTION:

Edge detection is a fundamental tool in image processing and computer vision, particularly in the areas of feature detection and feature extraction, which aim at identifying points in a digital image at which the image brightness changes sharply

or, more formally, has discontinuities. The edges extracted from a two-dimensional image of a three-dimensional scene can be classified as

- Viewpoint dependent
- Viewpoint independent.

A viewpoint independent edge typically reflects inherent properties of the three-dimensional objects, such as surface markings and surface shape.

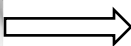
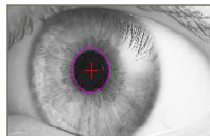
A viewpoint dependent edge may change as the viewpoint changes, and typically reflects the geometry of the scene, such as objects occluding one another.

CANNY EDGE DETECTION ALGORITHM:

The Canny algorithm basically finds edges where the grayscale intensity of the image changes the most. These areas are found by determining gradients of the image. Gradients at each pixel in the smoothed image

The algorithm runs in 5 separate steps:

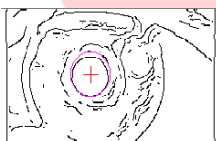
1. **Smoothing:** Blurring of the image to remove noise.
2. **Finding gradients:** The edges should be marked where the gradients of the image has large magnitudes.
3. **Non-maximum suppression:** Only local maxima should be marked as edges.
4. **Double thresholding:** Potential edges are determined by thresholding.
5. **Edge tracking by hysteresis:** Final edges are determined by suppressing all edges that are not connected to a very certain (strong) edge.



PUPIL DETECTION:

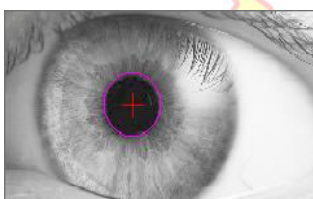
The acquired iris image has to be preprocessed to detect the iris, which is an annular portion between the pupil (inner boundary) and the sclera (outer boundary). The first step in iris localization is to detect the pupil which is the black circular part surrounded by iris tissues. The center of pupil can be used to detect the outer radius of iris patterns. The important steps involved are:

1. Pupil detection (Inner Circle).
2. Outer iris localization.



iris boundary, separating the eye ball and sclera. Thus a special smoothing filter such as the median filter is used on the original intensity image. This type of

filtering eliminates sparse noise while preserving image boundaries. After filtering, the contrast of image is enhanced to have sharp variation at image boundaries using histogram equalization.



Circular Hough

NORMALIZATION:

Transformation for pupil detection can be used. The basic idea of this technique is to find curves that can be parameterized like straight lines, polynomials, circles, etc., in a suitable parameter space.

Must remove blurred images before feature extraction. Localizing iris from an image delineates the annular portion from the rest of the image. The concept of rubber sheet models suggested by Daugman takes into consideration the possibility of pupil dilation and appearing of different size in different images. For this purpose, the coordinate system is changed by unwrapping the iris and mapping all the points within the boundary of the iris into their polar equivalent. The mapped image has 80x 360 pixels. It means that the step size is same at every angle. This normalization slightly

Detection of inner pupil boundary

External noise is removed by blurring the intensity image. But too much blurring may dilate the boundaries of the edge or may make it difficult to detect the outer

CONCLUSION

In this work, we have explored a method of creating iris textures for a given person embedded in their natural iris texture (or someone else's if desired) using just the iris code of the person. If these textures are used in an iris recognition system, they will give a response similar to the original iris texture. There are some papers that discuss the creation of artificial iris textures using cues from anatomy, or by modeling iris textures using various mathematical models from a pure synthesis point of view. To the best of our knowledge, no work currently exists that starts modeling the iris from their iris code which is generally considered to be unidentifiable data. In our work, we create their iris texture starting from just their iris bitcode of the individual and we embed the necessary texture to create an iris code. Our results show natural looking iris images that give a similar recognition (verification) performance as a genuine iris of the same person. With the help of biometrics it will be easier to track the actions of a user of any devices and machines, adapt their function to his needs and to demand his liability for actions caused. I assume that this can slowly change many areas of life and create a large market for

devices that are able to recognize their users and react according to their needs.

As future work, we will explore countermeasures for detecting such attempts.

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