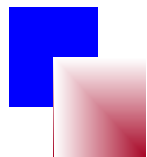


Completely Contactless Finger Knuckle ~~Print~~ Identification for Real- World Applications



Ajay Kumar

Department of Computing

The Hong Kong Polytechnic University

Hung Hom, Kowloon, Hong Kong

✖ Motivation and Objectives

➤ Motivation

- Traditional Biometrics → Limitations and Privacy Concerns
- About 2-4% of Fingerprints are Not Usable (NIST & UIDAI Study)
- Multimodal Biometrics → Finger Knuckle + ... Face or Fingerprint or
- Identification At-A-Distance



We cannot see fingerprints from 20+ centimeter while you can still see finger knuckle

✖ Contactless Finger Knuckle Identification

➤ Applications



✖ Contactless Finger Knuckle Identification

➤ Applications



✘ Contactless Finger Knuckle Identification

➤ Applications

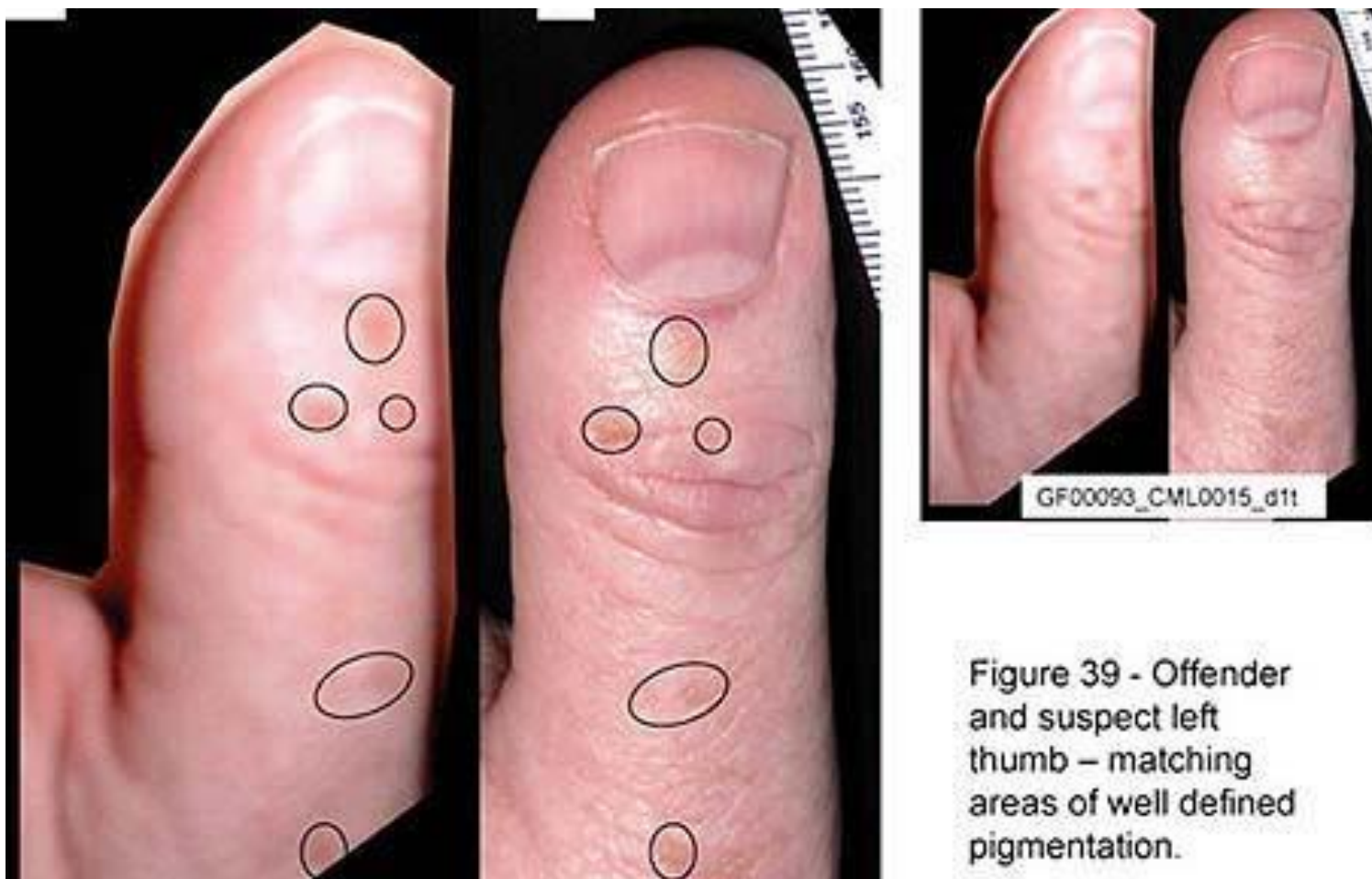


Figure 39 - Offender and suspect left thumb – matching areas of well defined pigmentation.

✦ Early Work on Finger Knuckle Identification

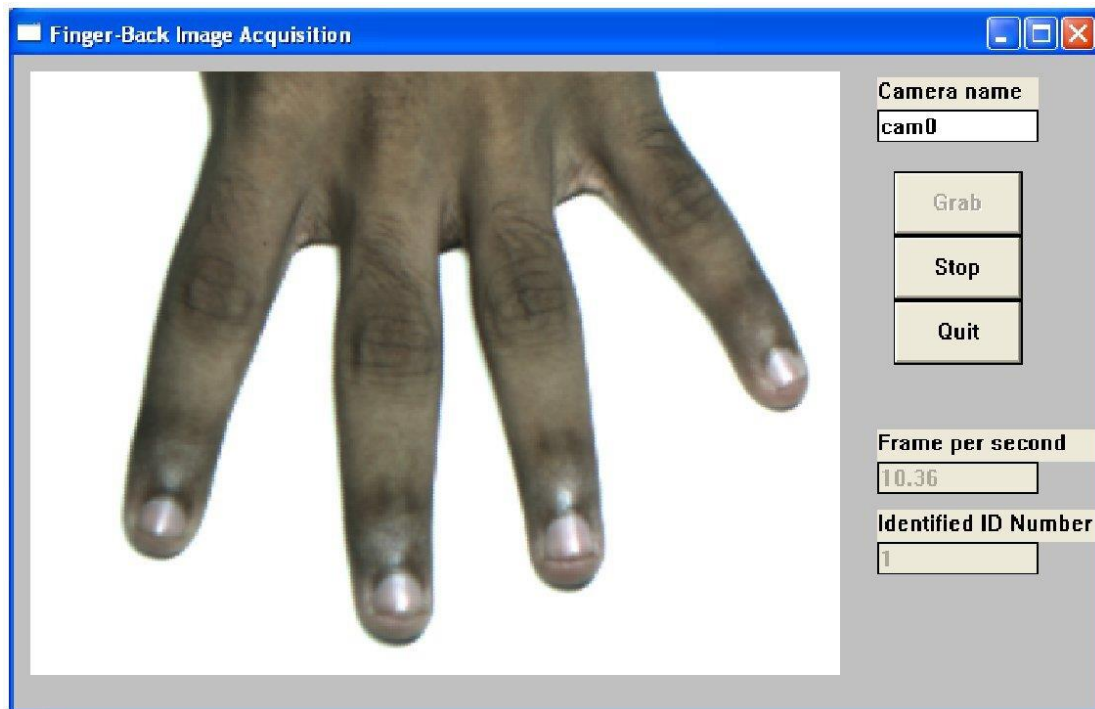
➤ Prior Work on Finger Knuckle based Identification

- Using Pegs, Ring Finger, 192 dpi, Cross-Correlation (21x21 matrix)
- 125 Different Subject (IISc Bangalore, India), 1.2% EER



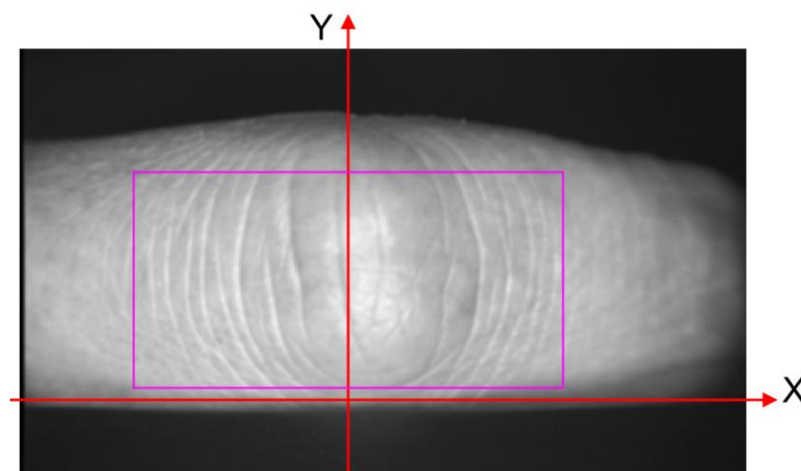
✖ Contactless Finger Knuckle Identification

- First Paper on Pegfree and Contactless Identification
 - 2 Session Database, 105 Different Subjects. EER of 1.39%
 - Live System, Identification and Authentication
 - First Database in Public Domain (IITD Finger Knuckle)



✖ Constrained Knuckle Imaging

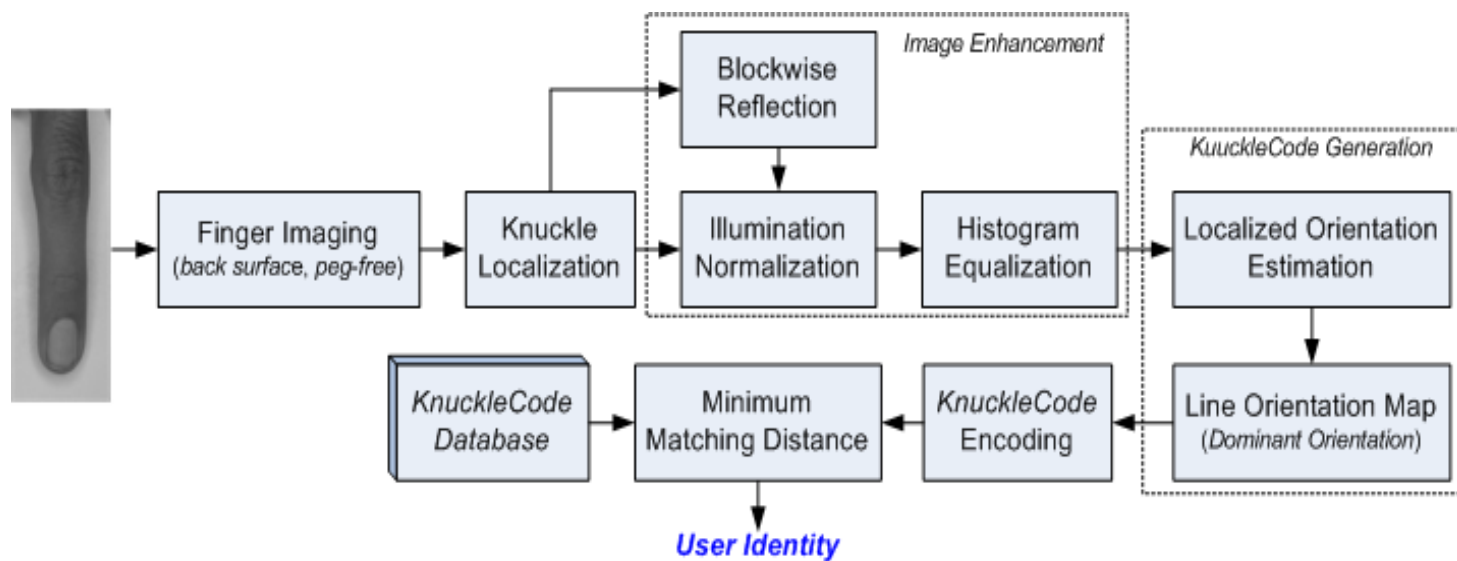
- Another Online Finger Knuckle Authentication
 - Constrained Imaging (similar to pegs)
 - Database from 165 different subjects
 - Alignment using BLOC, Fusion, Impressive Results



✖ Contactless Finger Knuckle Identification

➤ KnuckleCodes (BTAS'09)*

▪ Block Diagram

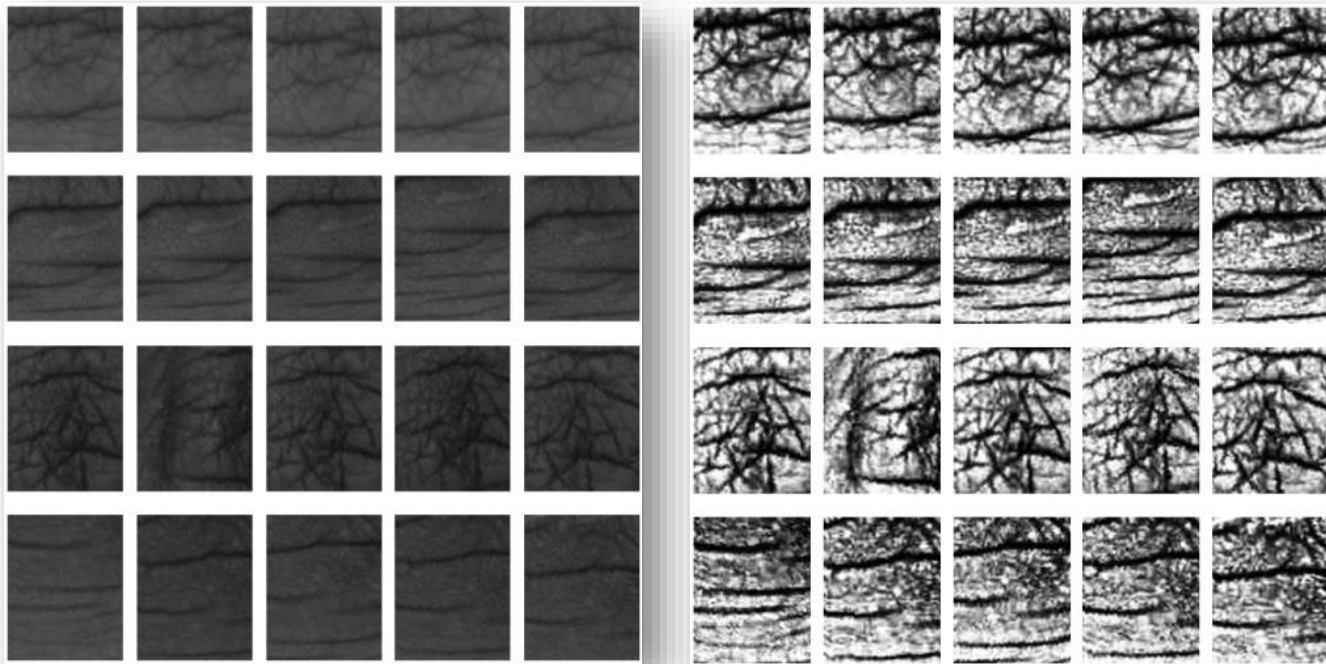


* A. Kumar and Y. Zhou, "Human Identification using KnuckleCodes," *Proc. BTAS'09*, Washington, D. C., Sep. 2009

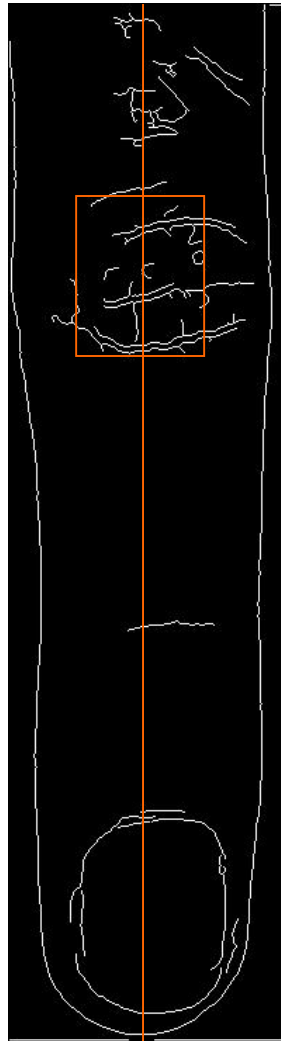
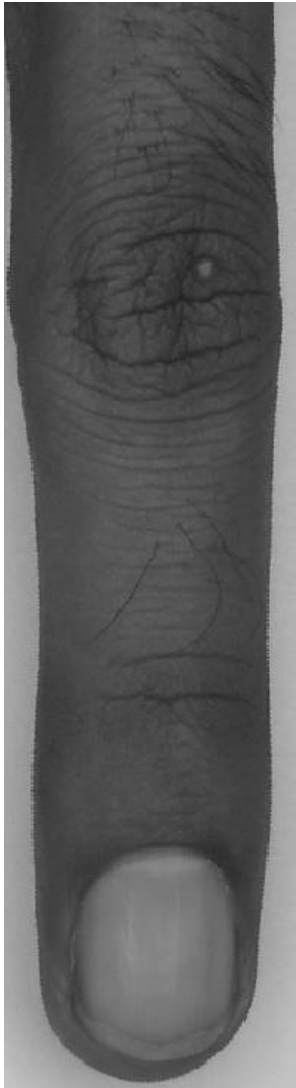
✖ Contactless Finger Knuckle Identification

➤ KnuckleCodes

- Highly Curved Surface → Uneven Reflections → Shadows
- Nonlinear Image Enhancement
- Estimate → Background Illumination

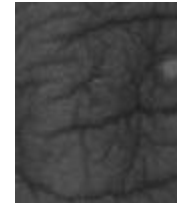


✖ Knuckle Segmentation



➤ Using Edge Density

▪ Extracted ROI →



★ Feature Extraction

➤ Localized Radon Transform (LRT)

- LRT of a discrete image g on a limited local region R_q^2 is :

$$s[L_\theta] = M_g(\theta) = \sum_{(x,y) \in L_\theta} g[x, y]$$

$R_q^2 = \{0, 1, \dots, q-1\}$, $q \rightarrow$ Region size

$L_\theta \rightarrow$ Set of points on the line within the region forming angle θ with the positive x-axis

★ Score Generation

➤ Matching KnuckleCodes

- Partially Matching Knuckles → Translation and Rotation of Fingers
- Matching Score for two Z-bit KnuckleCodes

$$S(\mathbf{R}, \mathbf{T}) = \min_{\forall i \in [0, 2w], \forall j \in [0, 2h]} \left(\sum_{x=1}^m \sum_{y=1}^n \phi(\hat{\mathbf{R}}(x+i, y+j), \mathbf{T}(x, y)) \right)$$

$$w = \text{floor}\left(\frac{m}{3}\right), h = \text{floor}\left(\frac{n}{3}\right)$$

$$\hat{\mathbf{R}}(x, y) = \begin{cases} \mathbf{R}(x-w, y-h) & x \in [w+1, w+m], y \in [h+1, h+n] \\ -1 & \text{otherwise} \end{cases}$$

$$\phi(J_b, K_b) = \begin{cases} 0 & \text{if } J_b = K_b \forall b \\ 1 & \text{otherwise} \end{cases} \quad b = 1, 2, \dots, Z$$

- Size of KnuckleCodes → One fourth of knuckle image size ($X_p = 2$)

✖ Experimental Results

➤ Experiments

- 158 Subjects, 5 Images per Subject, Age group → 16-55 year
- Unconstrained (peg-free) imaging
- Five-fold Cross-Validation, Average of Results
- Genuine Scores → 790 (158 × 5)
- Imposter Scores → 124030 (158 × 157 × 5)
- Comparative Performance using (even) Gabor filters
 - $f = 1/(2\sqrt{2})$, 12 filters, 15 × 15 mask size



(a)



(b)



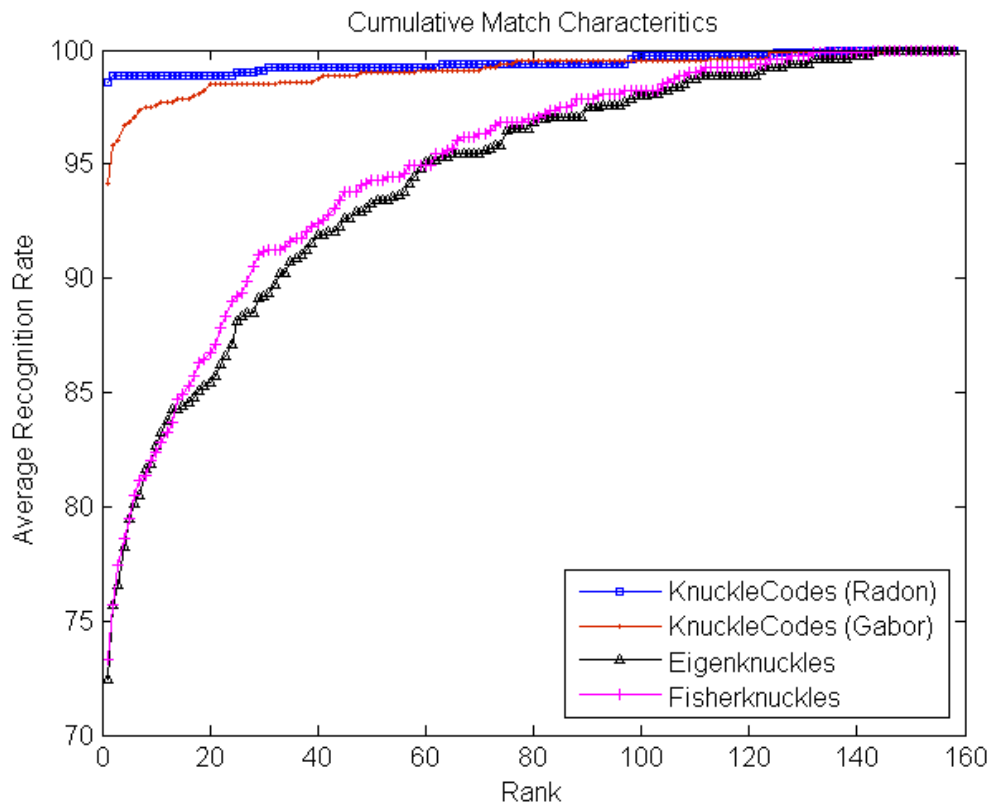
(c)

KnuckleCodes generated for knuckle image in (a) using LRT in (b), and using even Gabor filters in (c)

✖ Second Generation Biometrics

➤ Results

■ Cumulative Match Characteristics

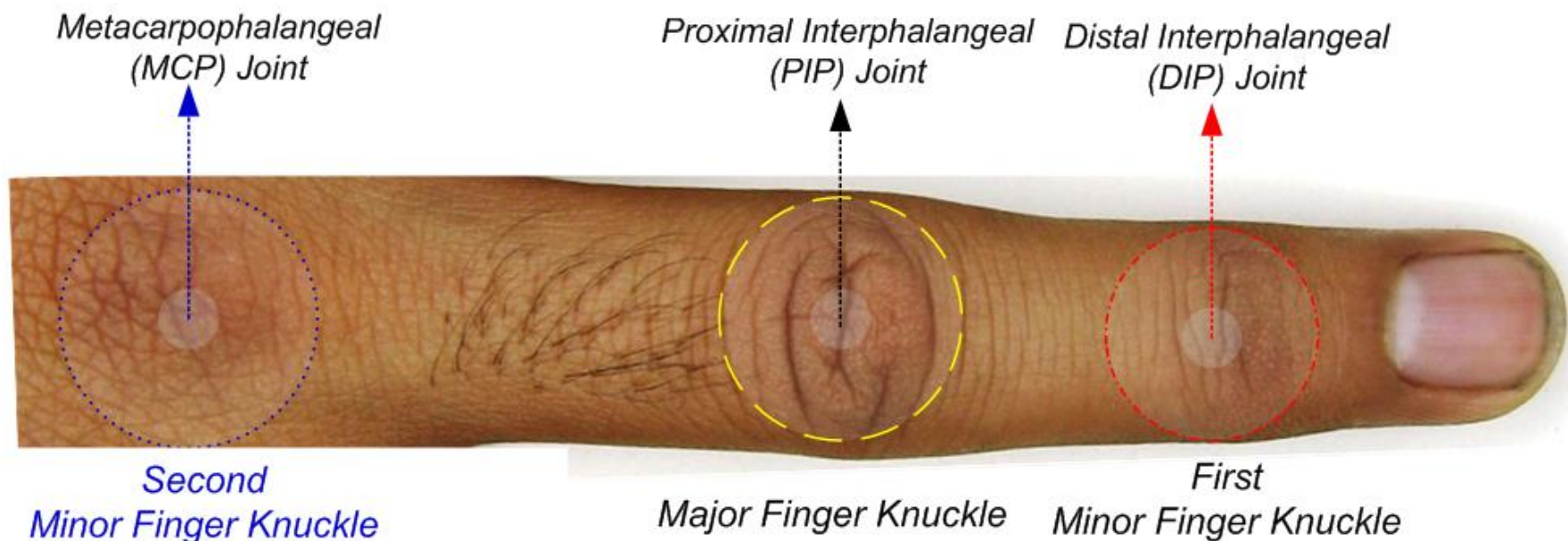


➤ Promising Results

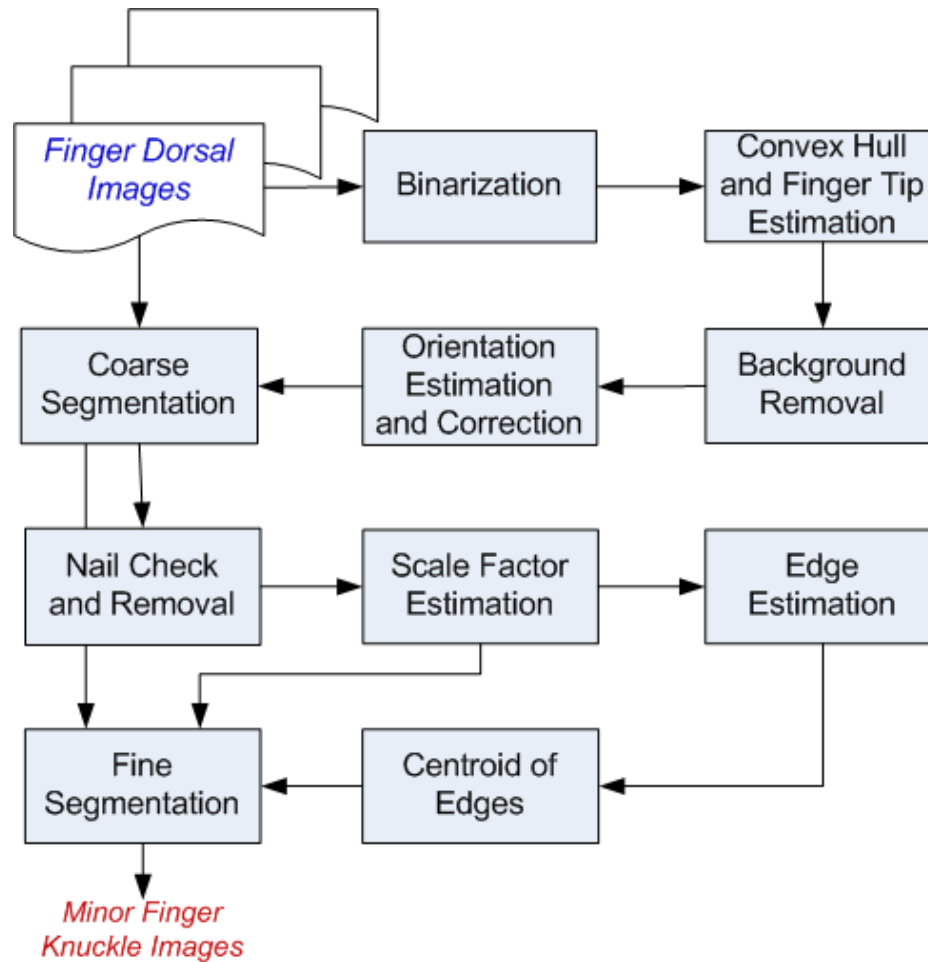
- EER of 1.08% on database of 158 subjects
- Recognition accuracy of 98.6%

✦ Taxonomy of Knuckle Patterns for Identification

➤ Major and Minor Knuckle Patterns



✖ Minor Knuckle Segmentation



A. Kumar, "Importance of being unique from finger dorsal patterns: exploring minor finger knuckle patterns in verifying human identities," *IEEE Transactions on Information Forensics and Security*, pp. 12881298, Aug. 2014.

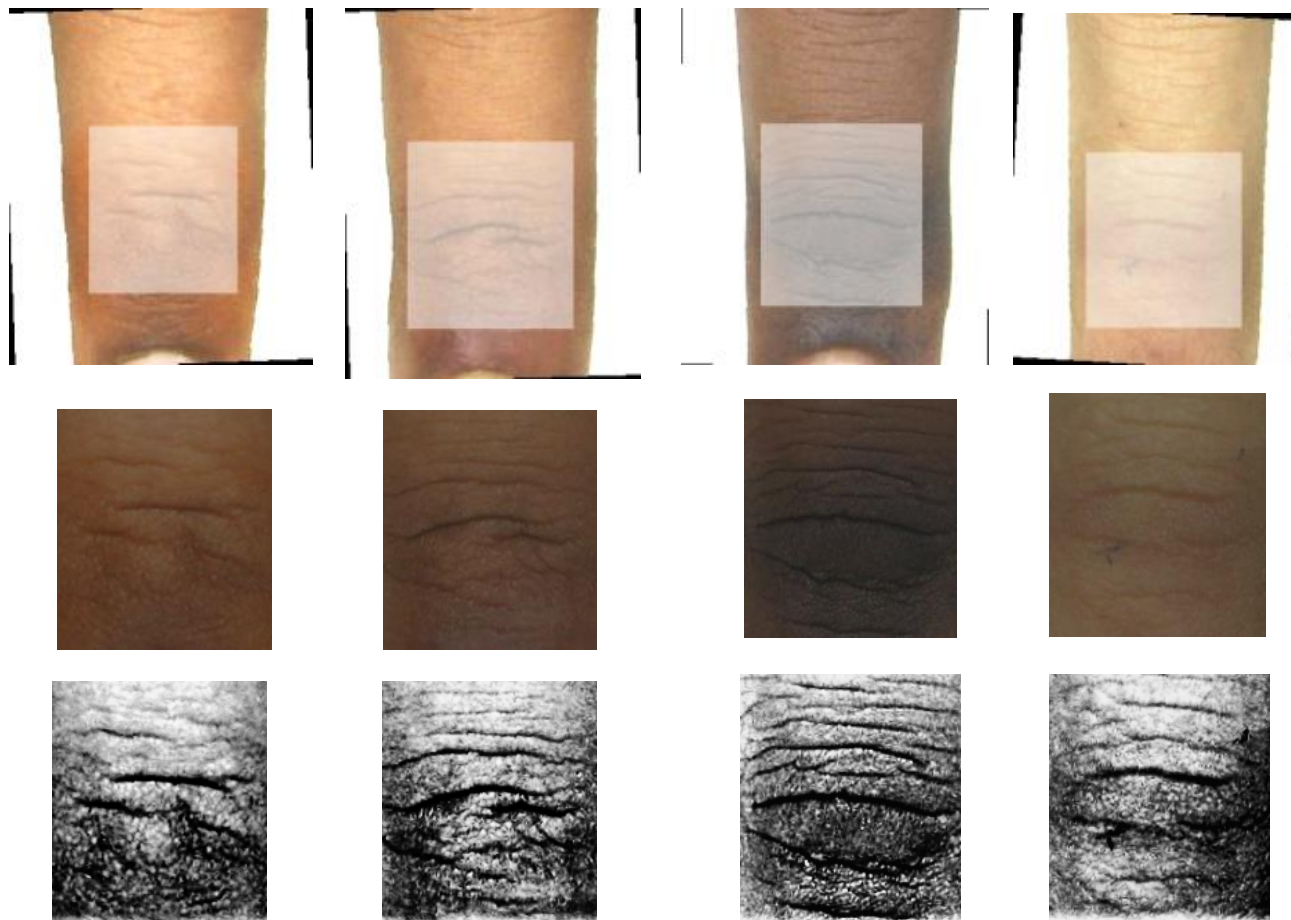
✖ Experimental Results

➤ Experiments

- 202 Subjects, 5 Images per Subject, Age group → 4-60 year
- Less Constrained (peg-free) imaging
- 10 Subjects → Parameter Estimation
- 192 Subjects → Performance Evaluation
- Five-fold Cross-Validation, Average of Results
- Genuine Scores → 960 (192×5)
- Imposter Scores → 183360 ($192 \times 191 \times 5$)

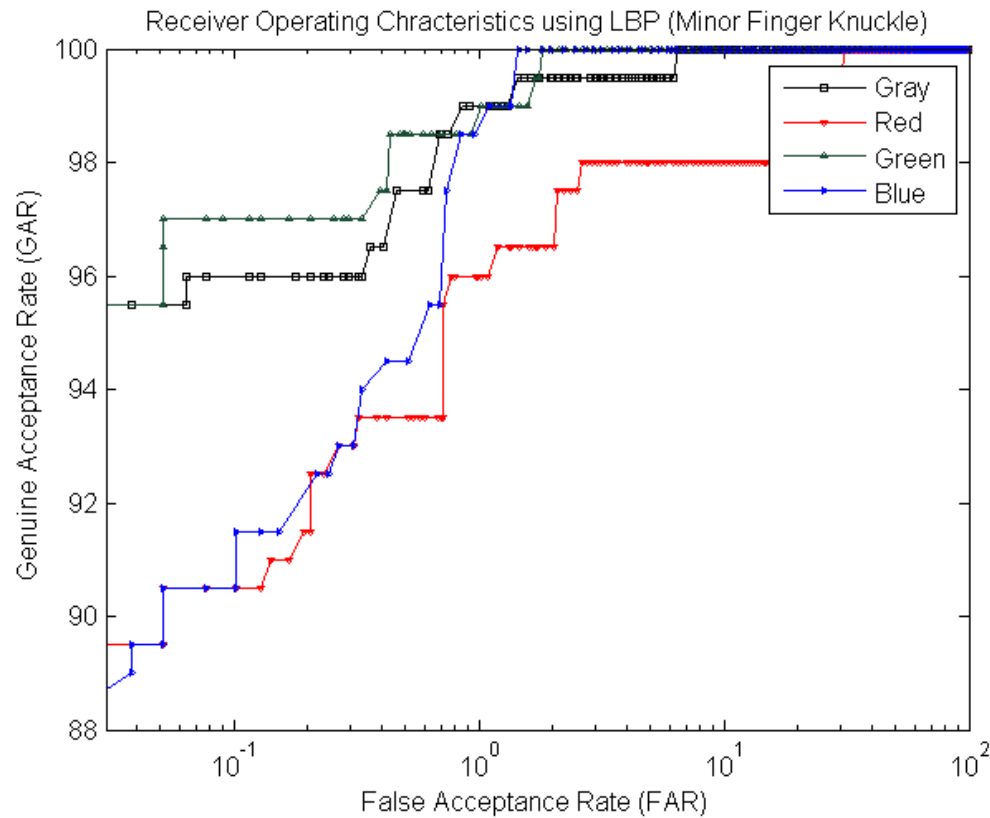
✖ Experimental Results

- Minor Knuckle Segmentation and Enhancement
 - Sample Images



Experimental Results

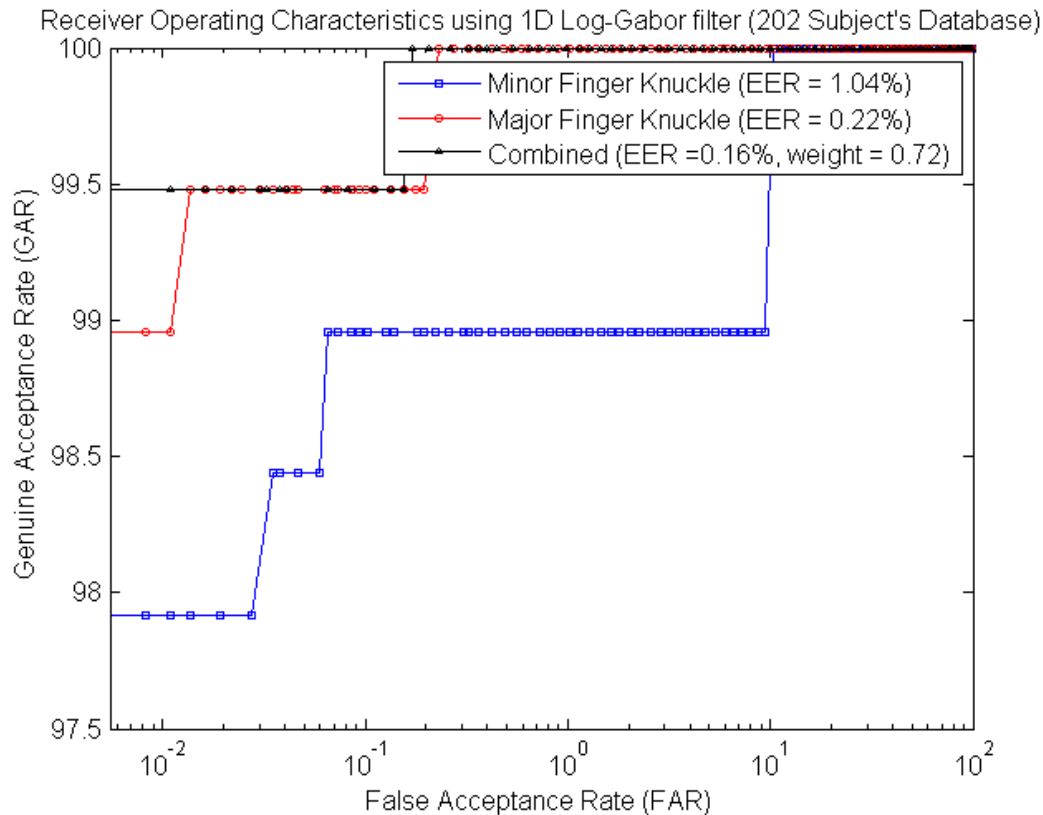
- Exploring Color Channels
 - Comparative Receiver Operating Characteristics



Experimental Results

Results

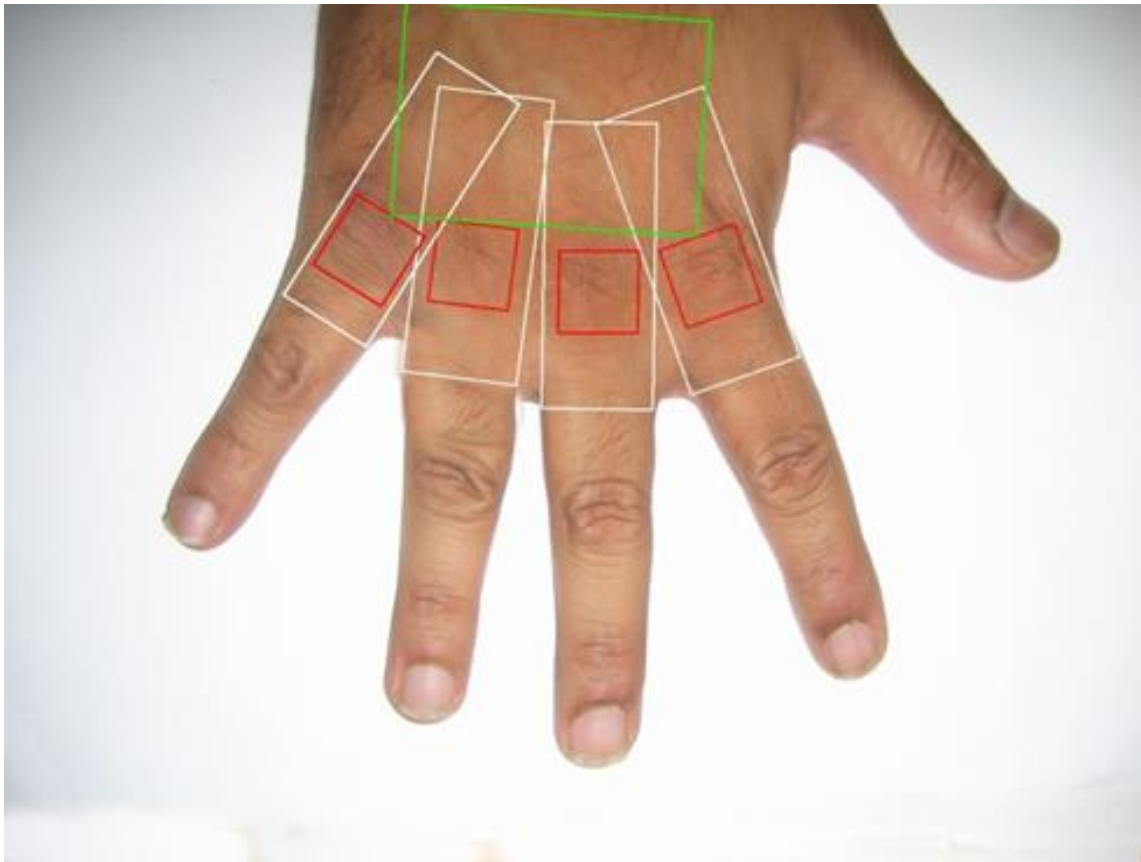
Comparative Receiver Operating Characteristics



✖ Second Minor Finger Knuckle Features

➤ Spatial Domain

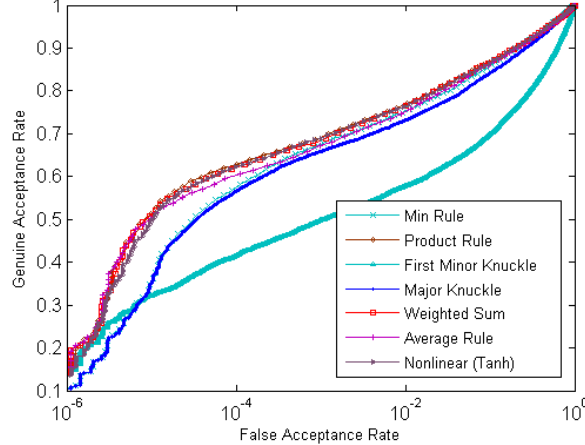
- Automated Detection and Segmentation



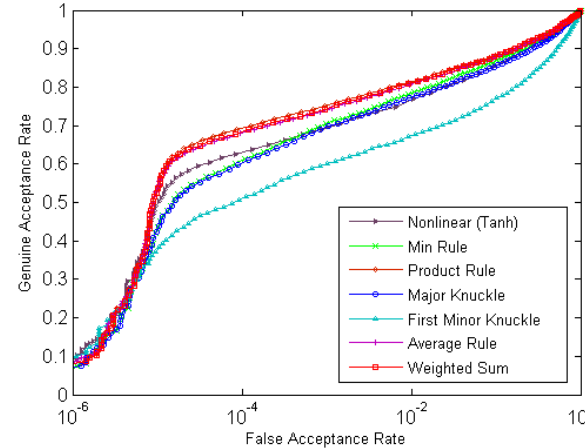
Results using Large Database

➤ Over 700 Subjects Database

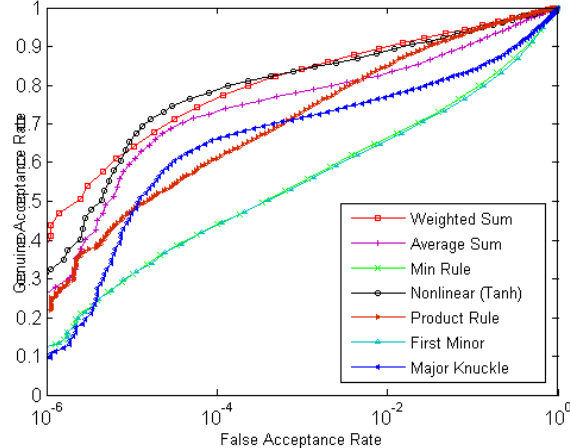
Receiver Operating Characteristics - Two Knuckles from Index Fingers (712 Different Subjects)



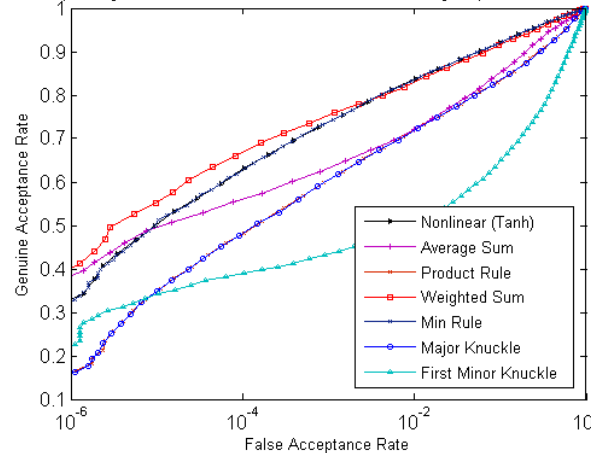
Receiver Operating Characteristics - Two Knuckles from Ring Fingers (712 Different Subjects)



Receiver Operating Characteristics - Two Knuckles from Middle Fingers (712 Different Subjects)



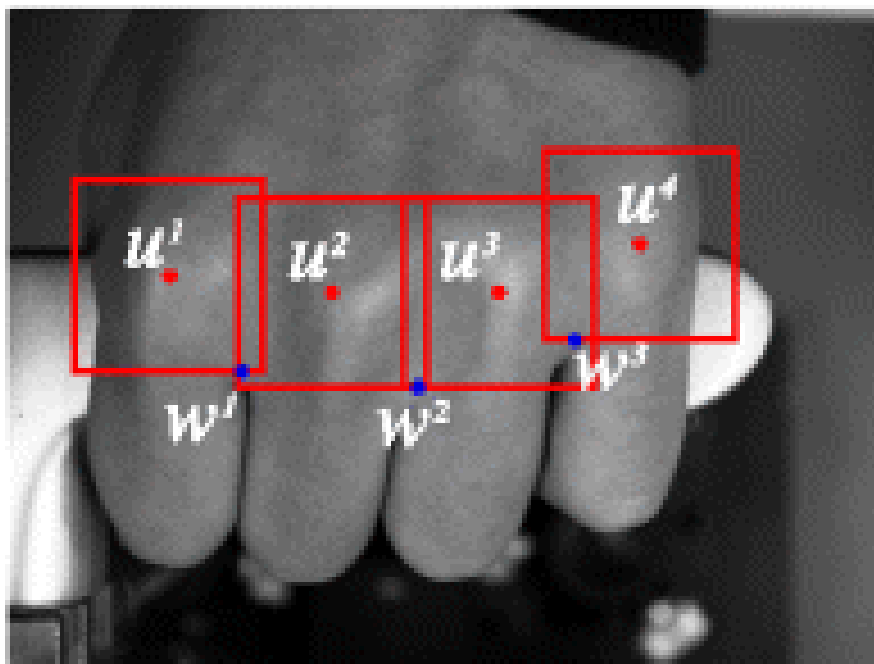
Receiver Operating Characteristics - Two Knuckles from Little Fingers (712 Different Subjects)



❖ Door Security using Second Minor Knuckle

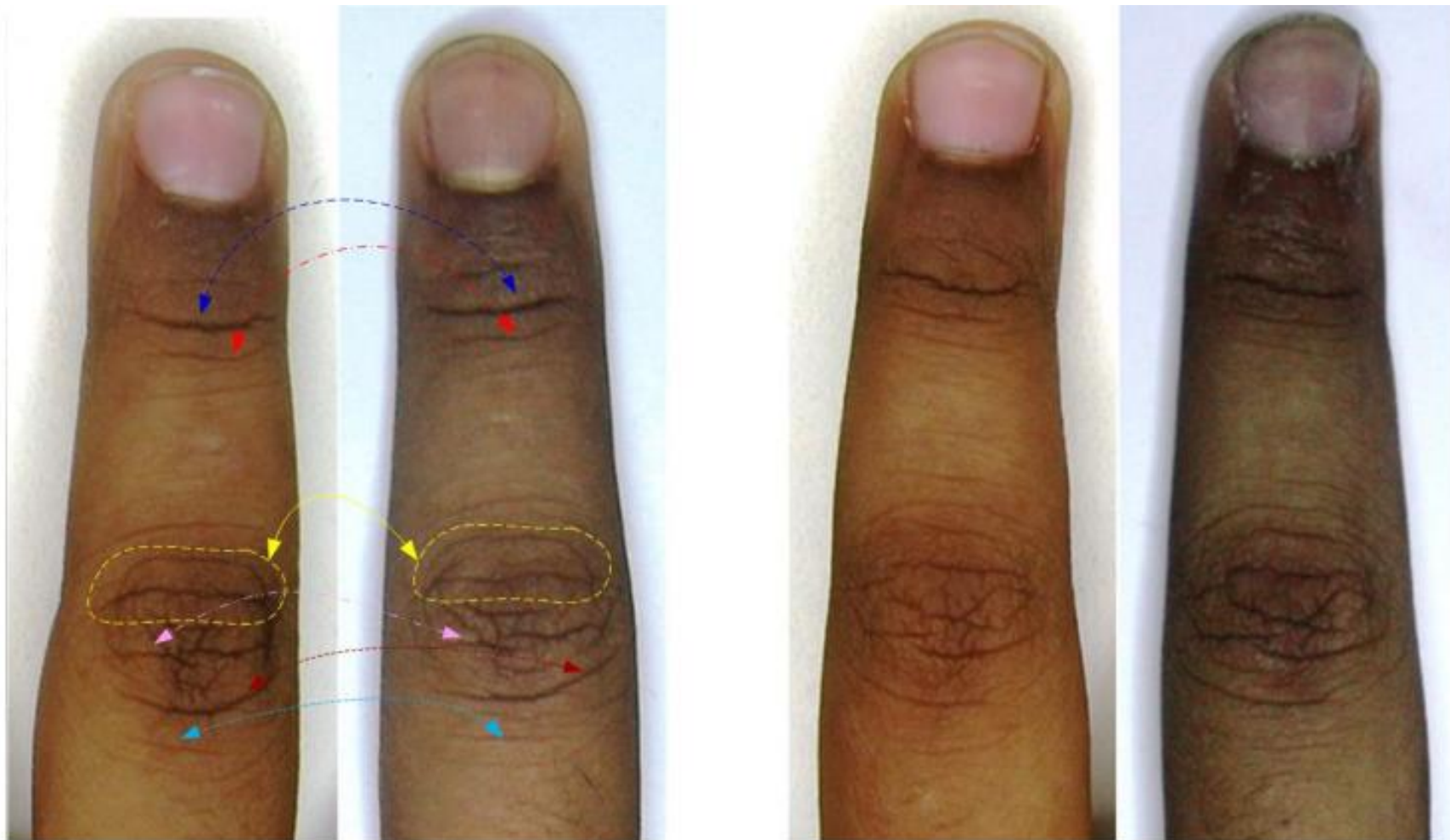
➤ Contactless Authentication during Door Access

- Multiple Simultaneous *Second Minor Finger* Knuckle Acquisition
- Online System, ROI alignment in frequency domain



✘ Knuckle Patterns Are Stable?

➤ Finger Knuckle Images after 6+ years



✦ Recovering and Matching *Knuckle* Minutiae

➤ Minutiae Patterns From Finger Knuckle Images

Finger Knuckle Minutiae Recovery and Matching
The Hong Kong Polytechnic University

Database
Number of subjects: 120
Number of images for each subject: 5
Database location: database

Preprocessing
Input Image: rh_1_1.bmp
Buttons: Enhancement, Quality

Input Image
Enhanced Image
Binary Image

Minutiae Matching
Complete Image: [Dropdown]
Triangulation:
T1: 0.1, w1: 2, Image 1: rh_1_1.bmp
T2: 0.1, w2: 4, Image 2: rh_1_2.br
T3: 0.1, w3: 6, w4: 8
Matching Score: 13.3333
Matching: [Button]

Spectral Minutiae
Image 1: rh_1_1.bmp
Image 2: rh_1_2.br
Matching Score: 22.944
Matching: [Button]

Triangulation with Quality
T1: 0.1, Image 1: rh_1_1.bmp
T2: 0.1, Image 2: rh_1_2.br
T3: 0.1
Matching Score: 8.7897
Matching: [Button]

Spectral Minutiae with Quality
Image 1: rh_1_1.bmp
Image 2: rh_1_2.br
Minimum Quality: 50
Matching Score: 22.0567
Matching: [Button]

A. Kumar and B. Wang, "Recovering and Matching Minutiae Patterns from Finger Knuckle Images," *Pattern Recognition Letters*, October 2015.

✖ Smartphone-based Mobile Security

➤ Objectives

- Contactless Finger Knuckle Identification using Mobile Phones
- Built-in-Camera Imaging, *Android* OS and *OpenCV* Library
- User Friendly Interface → Enrollment and Verification
- Smartphone Unlocking using Finger Knuckle Patterns

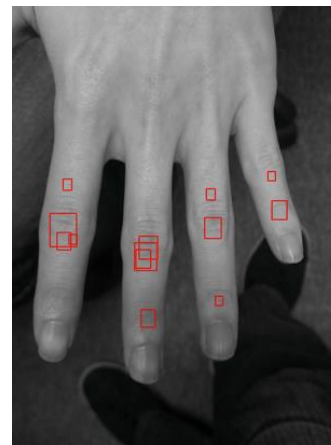
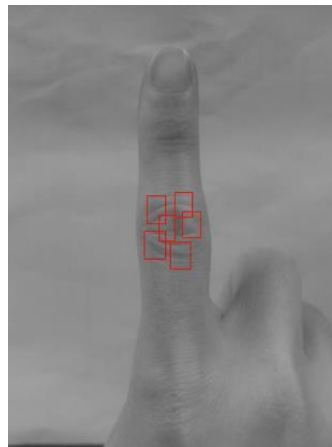
✖ Image Acquisition and Knuckle Detection

➤ Knuckle Detection using *Cascade Classifiers*

- Performance using automated knuckle detection (790 Images)

Cascade Classifier File	Hits	Missed	False	Accuracy*
File 1	72	28	20	72%
File 2	64	36	25	64%
File 3	65	35	29	65%
File 4	70	30	21	70%
File 5	23	77	26	23%

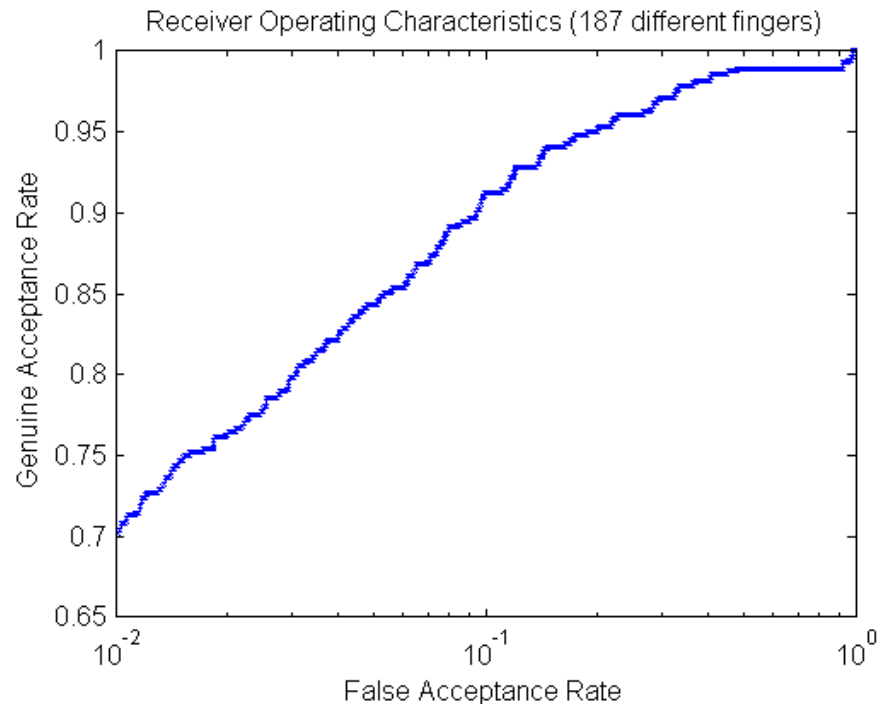
Accuracy = (Hits / number of testing samples) * 100%



Results

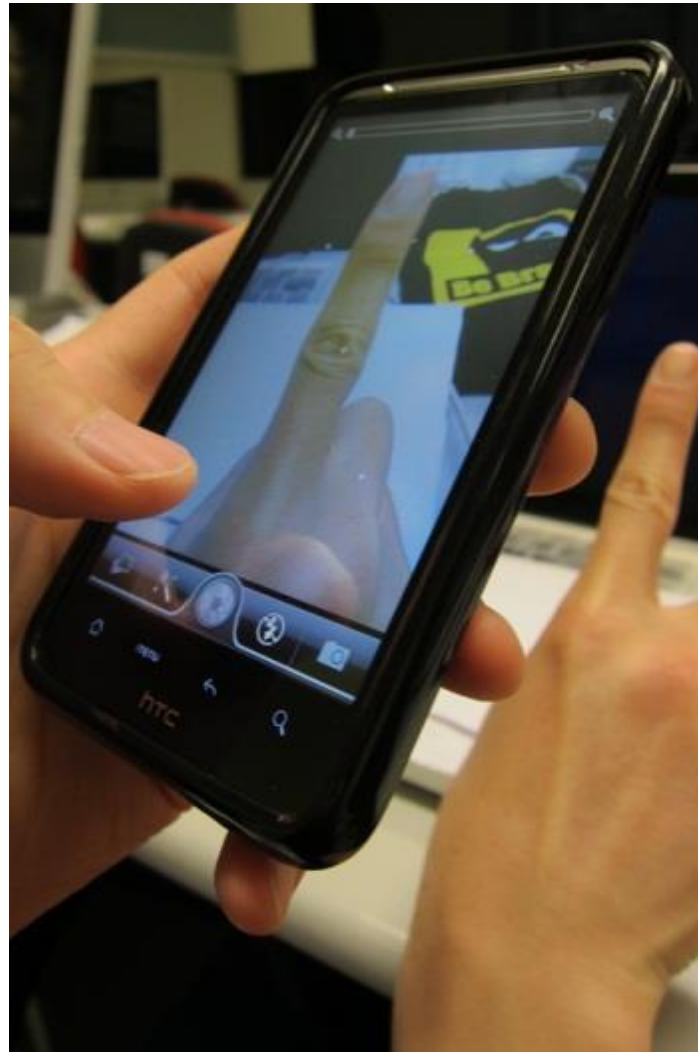
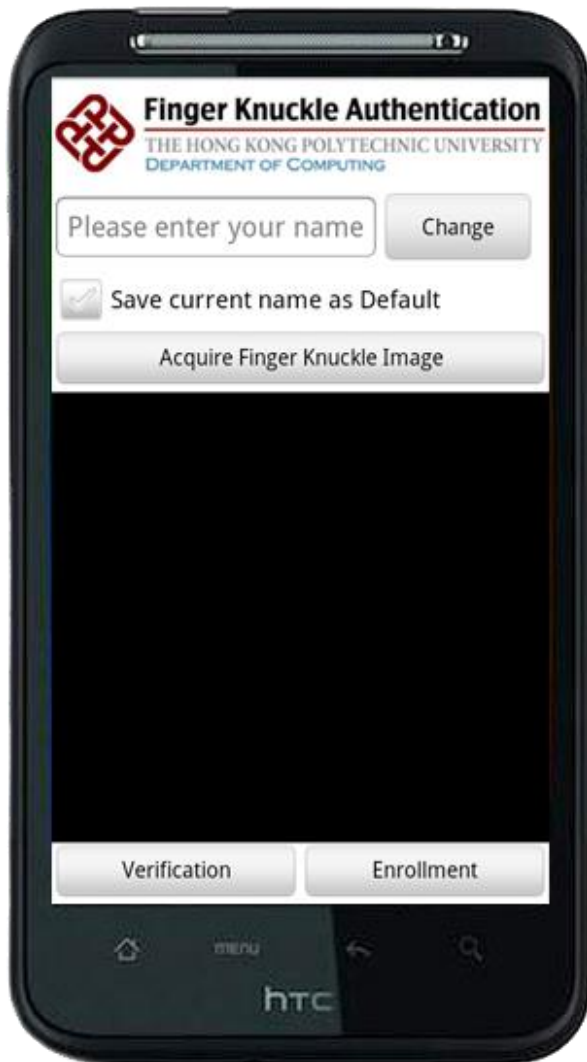
➤ Receiver Operating Characteristics

- 187 Different Fingers, 109 Subjects, 561 Images



- *Equal Error Rate* of about 9% for matching 187 different fingers
- Mobile phone is expected to have 5-6 users/fingers

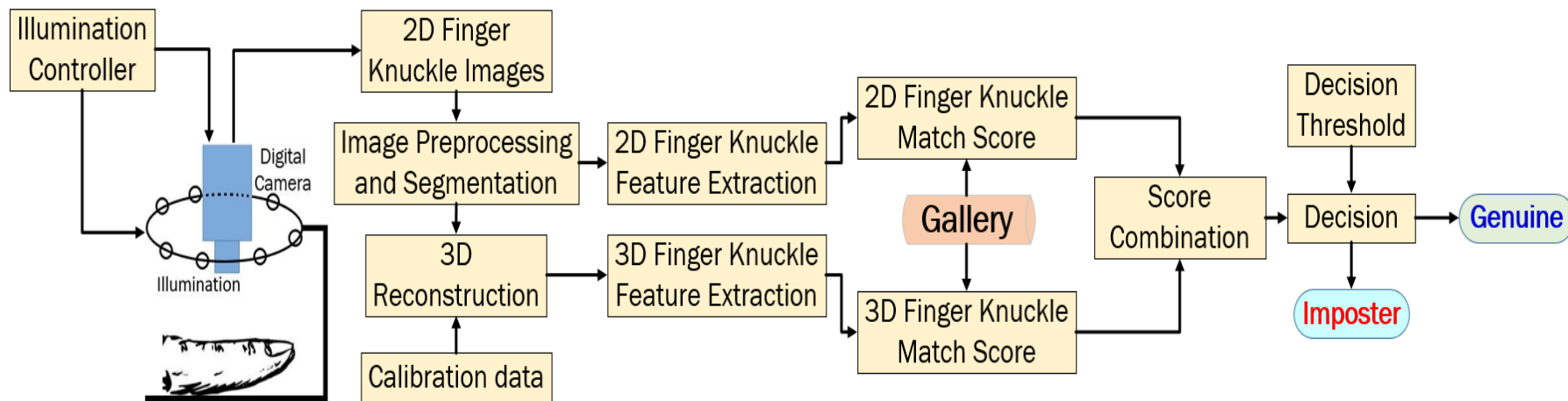
✖ Convenience and User Friendly Interface



✖ Contactless 3D Finger Knuckle Identification

➤ 3D Finger Knuckle Recovery and Matching

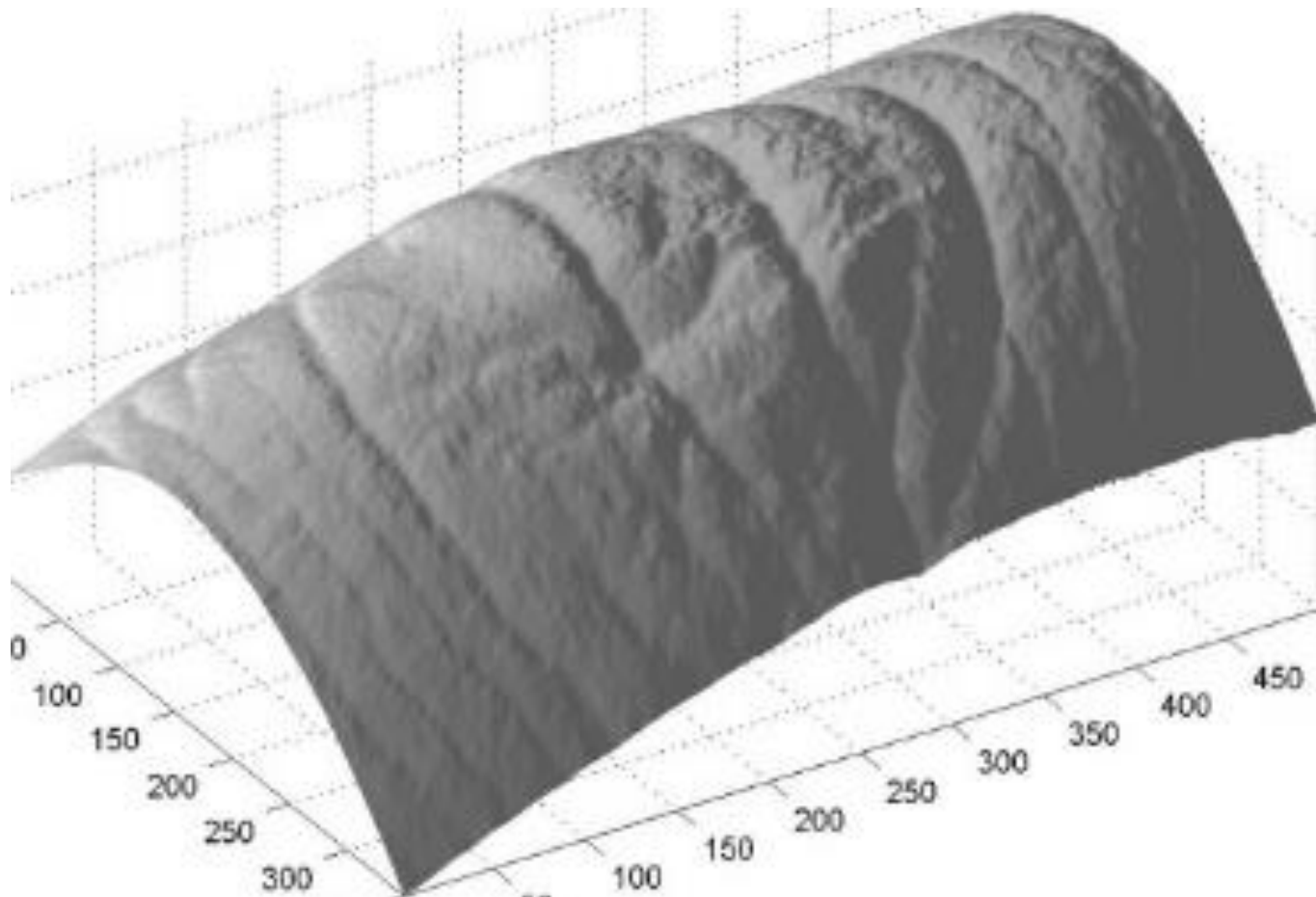
- First Work on 3D Finger Knuckle Identification (TPAMI 2020)
- Low Cost 3D Finger Knuckle Recovery → Photometric Stereo



✖ 3D Finger Knuckle Acquisition

➤ Photometric Stereo

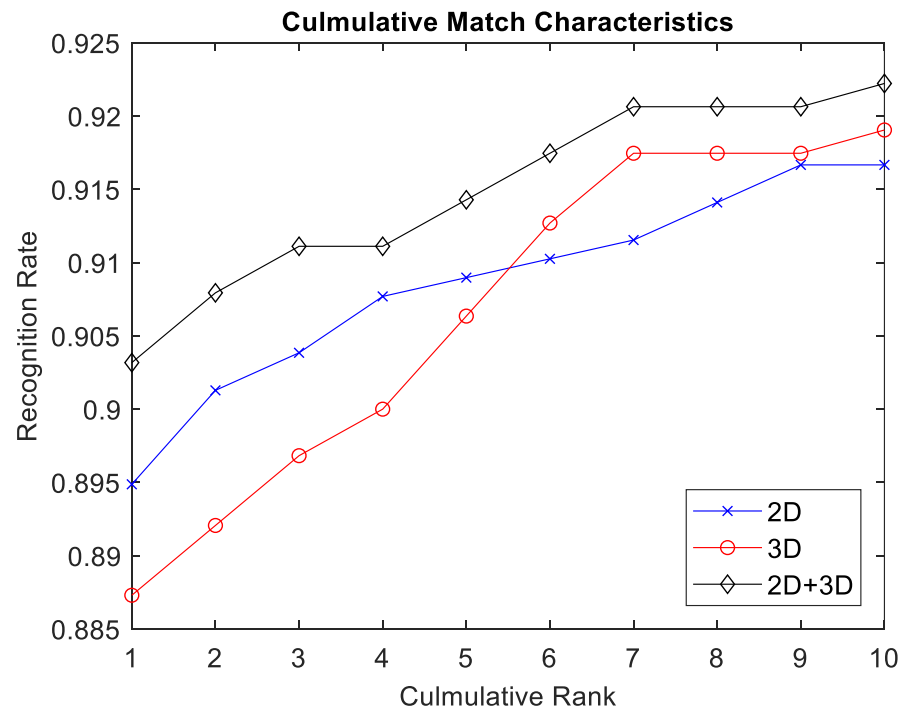
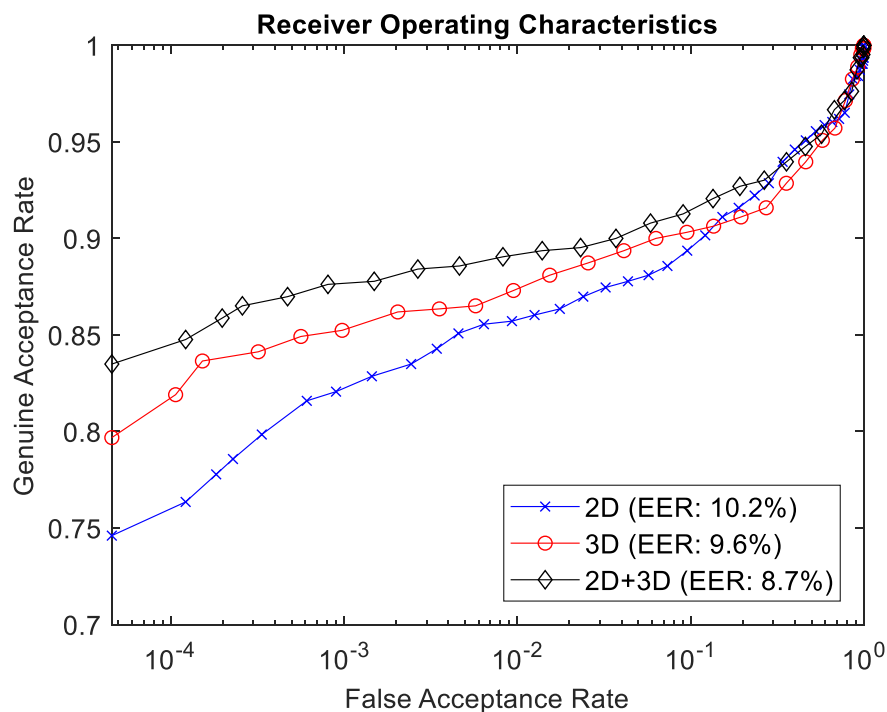
- Single Camera, 7 LEDs, Illumination Controller



3D Finger Knuckle Matching

Feature Extraction and Matching

- Surface Normals → Feature Extraction
- Performance Improvement → Simultaneous usage of 2D and 3D



✖ 3D Finger Knuckle Matching

➤ Comparisons and Complexity

Comparative computational time (in milliseconds)

	Surface Normal Estimation	Depth Integration	Feature Extraction	Total
Surface Code [30]	0.72	0.57	2.77	4.1
Binary Shape [31]	0.72	0.57	0.86	2.2
Ours	0.72	-	0.58	1.3

✦ Pose Invariant Finger Knuckle Identification

- Matching Knuckle Images with Varying Poses
 - First Work (2019), Varying Poses → Deformations



A. Kumar, "Towards Pose Invariant and Completely Contactless Finger Knuckle Recognition," *IEEE Transactions on Biometrics, Behavior and Identity Science*, August 2019.

✖ Live Demo

- Completely Contactless Finger Knuckle Identification
 - Online System for Real World Applications → Pls Try!



✖ Acknowledgment

➤ Collaborators

- Zhenyu Zhou
- Zihuan Xu
- Bichai Wang
- K. Y. Cheng
- Kevin H. M. Cheng

... and hundreds of volunteers in India and China who freely provided us their finger dorsal images for our research during last 15+ years ...

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- *Contactless Finger Knuckle Identification using Smartphones* (Demo), <http://www.youtube.com/watch?v=bjPJwbSiMgo>
- *The Hong Kong Polytechnic University Mobile Phone Finger Knuckle Database*, <http://www.comp.polyu.edu.hk/~csajaykr/knuckle.html>, 2012
- K. R. Park, H.-A. Park, B. J. Kang, E. C. Lee, and D. S. Jeong, "A study on iris localization and recognition on mobile phones," *Eurosig J. Advances Sig. Process.*, vol. 2008, Article no. 281943, doi:10.1155/2008/281943, 2008.

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Thank You !
