A Review Paper on Fingerprint Identification System

1Sonal Borase, 2Dr.Javed Rasheed Shaikh
1Ph.D Scholar, 2Assistant Professor
1JJT University, Jhunjhunu, Rajasthan, India,
2SKN Singhgad Institute of Technology & Science, Lonavala, India

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Abstract **- Fingerprint authentication is the most sophisticated method of all biometric techniques and has been thoroughly verified through various applications.Even options like person's face or signature will amendment with dynamic in time and will be fictional or imitated.But a fingerprint happens unambiguously to a personal and remains unchanged for life.This paper defines the assorted aspects and ways to be used for the fingerprint-based identification system.**

keywords **- Biometric, histogram, Minutiae**

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I. Introduction

Fingerprint is that the oldest and simply offered traits of life science,it shows AN unfailing suggests that of private. identification. Accuracy is matching by use of fingerprint technique. it has been shown to be very high as compare to other existing biometric traits [2]. Unlike face and voice patterns, fingerprints are persistent with age and can't be easily changed. We can say that fingerprint is one of the most researched and matured field of biometric authentication. The first example of biometrics is that it was a form of fingerprinting that being used in China [3].

Fingerprints ar uncomparably the foremost positive and unchanging sort of all alternative varieties of signature [4].

A fingerprint is defined by a set of ridge lines and they run parallel and sometimes terminates and sometimes intersects. The points are known as Minutiae where the ridge lines are terminated.

[5] whereas according to Galton, each ridge is characterized by numerous minute peculiarities called Minutiae, which may divide and almost immediately reunite, enclosing a smallcircular or elliptical space or sometimes the independent beginning or ending of ridges.

In a fingerprint image, ridges area unit dark whereas valleys area unit bright.

Ridges and valleys usually run in parallel; typically they bifurcate and typically they terminate.

Minutiae based mostly fingerprint identification system approaches towards extraction of the ridge patterns properly.A good quality fingerprint contains 25-80 numbers of minutiae [6] depending on the sensor resolution and finger placement on the sensor.

However the fingerprint image captured through poor scanners, ar found to possess fewer range of trivia points.

In order to ensure the minutiae extraction procedure to be mages as input, and this gives a reason to the fingerprint images for enhancement.

II. Literature Review

In n the field of fingerprint identification, differing kinds of labor are done up to now.

We had gone through various research papers, the work done till today and the methods used in each work are shown under this section:

A. Fast Fourier Transform and Gabor Filters

In this work fingerprint recognition has been performed by victimisation quick Fourier rework and physicist Filters [7].

It is wont to enhance and reconstruct the data of the fingerprint image, furthermore on extract 2 basic styles of trivia, ending points and bifurcations.

Finally the extracted options area unit wont to perform the fingerprint recognition.

B. Fusion and Context Switching Frameworks

Fusion and Context shift framework conception is enforced in rhetorical science application to match 2 latent fingerprints.

In this concept unlike matching latent with inked or live fingerprints, proper analysis and attention is paid.

C. Segmentation Algorithm

Segmentation is one of the first and most integral pre-processing steps for any fingerprint verification and it determines the result of fingerprint analysis and recognition. Different segmentation algorithms have been used which are described as below:

1. Gauss Filtering In this process of collecting the fingerprints

Noises are usually drawn into the fingerprint image for many reasons, such as inhalation of dust and spots on the sensor surface [8]. Therefore, the Gaussian filter is used to weaken this effect and improve the quality of the images

2. Histogram Processing

Histogram manipulation may be used effectively for finger- print image improvement.
Histograms area unit easy to calculate in package and additionally lend themselves to economic hardware implementations, thus making them a popular tool for real- time image processing.

3. Histogram Equalization

Here we tend to take into account {a continuous|endless|never-ending|a continual|a n"art-14">We assume that r has been normalized to the interval [0, 1], with r=0 representing black and r=1 representing white.
The transformation can be written as:
s = T(r) 0

III. Pattern Recognition And Feature Extraction

A pattern is an arrangement of descriptors. It is characterized by the order of the elements of which it is made, rather than by the intrinsic nature of these elements.
Pattern recognition is split into 2 principle areas: call notional and Structural.

Decision theoretic deals with patterns described using quantitative descriptors, such as length, area, and texture. Structural category deals with patterns best described by qualitative descriptors, such as the relational descriptors. A pattern class is a family of patterns that share some common properties. Pattern classes are denoted by w1, w2……ww, where W is the number of classes. Pattern recognition by machine involves techniques for assigning patterns to their respective classes-automatically and with as little human intervention as possible. Three common pattern arrangements used in practice are vectors, strings and trees. Pattern vectors are represented in the following form:
x = [x1, x2…................ xn]
Where each component, xi represents the ith descriptor and n is the total number of such descriptors associated with the pattern.
The nature of the components of a pattern vector x depends on the approach used to describe the physical itself.

The key concept to keep in mind is that selecting the descriptors on which to base each component of a pattern vector has a profound influence on the eventual performance of object recognition based on the pattern vector approach. Finally fingerprint recognition is based on the interrelationships of print features called minutiae. This arrangement is shown is a figure 1 given below.

Each of the component mentioned in the flowchart are described as follows:

A. Image Generation

With reference to problem domain, image sensor acquires digital images. First is a Physical device that is sensitive to the energy radiated by the object. The second, called a Digitizer, is a device for converting the output of the physical sensing device into digits form. Specialized image processing hardware consists of the digitizer and hardware that performs other primitive operations. The Computer is an image processing system which ranges from PC to Supercomputer. Software for image processing consists of specialized modules that perform specific tasks.Mass storage capability is a must in image processing applications. An image of size 1024x1024 pixels, in which the intensity of each pixel is an 8-bit quantity, requires one megabyte (MB) of storage space, if the image is not compressed. Image displays in use are mainly color TV monitors. Monitors are driven by the outputs of image and graphics display cards that are an integral part of the ComputerSystem.

B. Image Enhancement

Image enhancement approaches are basically categorized into
two broad categories, which are discussed here.

1. Spatial Domain Methods

Spatial domain refers to the aggregate of pixels composing an image. Spatial domain methods are procedures that operate directly on these pixels. It can be denoted by the expression: $g(x, y) = T [f (x, y)]$
Where $f(x, y)$ is the input image, $g(x, y)$ is the processed image and T is an operator of f, defined over some neighborhood of (x, y).
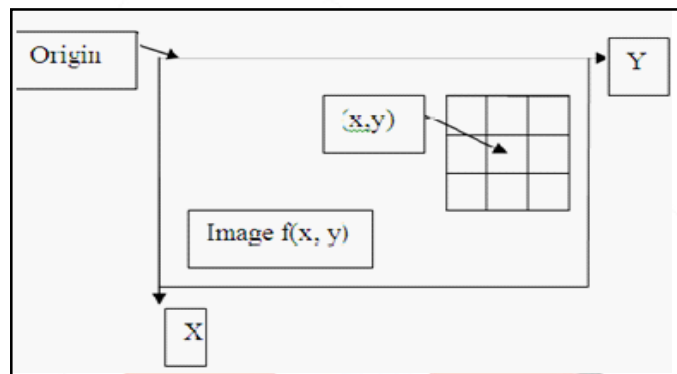
Fig.1: Fingerprint Images

IV. Methodology

The block diagram of the Biometric Identification System (BIS) is clearly referred in a figure 2 given below. It consists of three components which are shown with the help of a flowchart to identify fingerprint image.
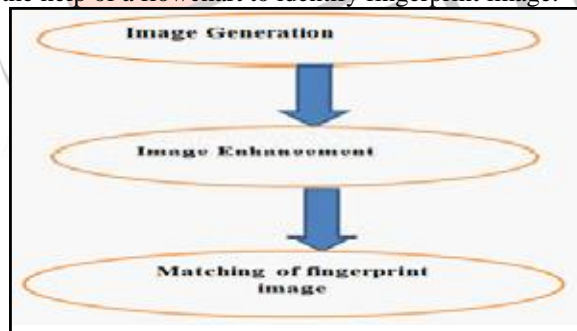
Fig. 2: Flowchart to identify fingerprint image

Fig. 4: A 3* 3 neighborhood about a point (x,y) in an image

C. Matching Of Fingerprint Image

Recognition techniques based on matching representeach class by a prototype pattern vector. An unknown pattern is assigned to the class to which it is closest in terms of a predefined metric. The simplest approach is the minimum-distance classifier, which as its name implies, computes the distance between the unknown and each of the prototype vectors.

1. Minimum Distance Classifier

Suppose that we define the prototype of each pattern class to be the mean vector of the patterns of that class:

$$M_j = 1/N \sum_{x \varepsilon wj} \Box \; Xj \quad j=1,2,3\ldots\ldots w.$$

Where Nj is the number of pattern vector from class j $\Box$ and the

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summation is taken over.

These vectors. As before, W is the number of pattern classes. One way to determine the class membership of an unknown pattern vector x is to assign it to the class of its closest prototype. Using the Euclidean distance to determine closeness reduces the problem to computing the distance measures:

$Dj(x) = \parallel x - mj \parallel j = 1, 2\ldots.W$ Where $\parallel a \parallel = (a^T a)^{1/2}$ is the Euclidean Norm.

V. Conclusion

In this paper, we've shown totally different ways and techniques which may be accustomed establish an individual through its fingerprint.

These mentioned methods conclude that the fingerprint is fast and accurate for more reliable and secure system.

The physicist filter methodology could be a terribly helpful methodology that is applied for feature extraction.

The methodology of the biometric identification system is represented with the help of diagrams and flow charts which can be used to enhance the quality of the image as well as to verify the identity of a person. Future research work can be carried out to improve the quality of the image by improving the image enhancement technique and develop a better matching technique.

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