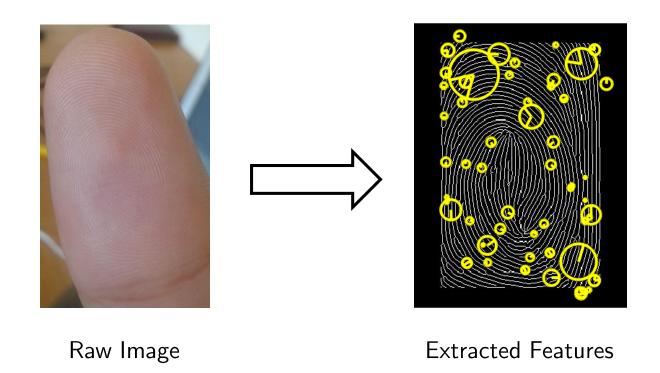
Mobile Fingerprint Identification

1. Demo

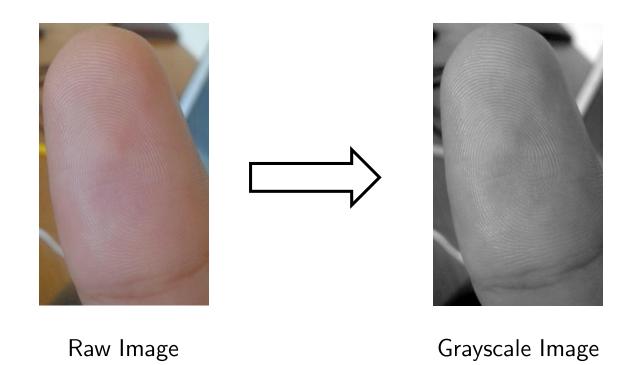
1. Demo

https://github.com/noureldien/FingerprintRecognition

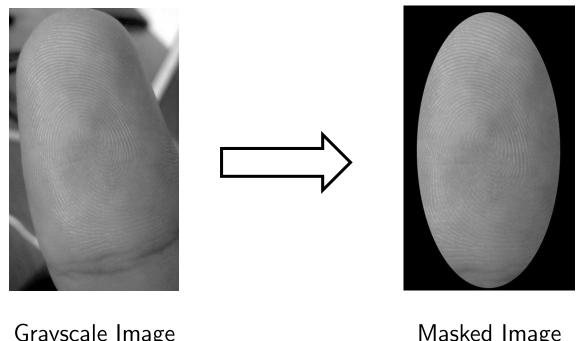
2. Methods



• Grayscale



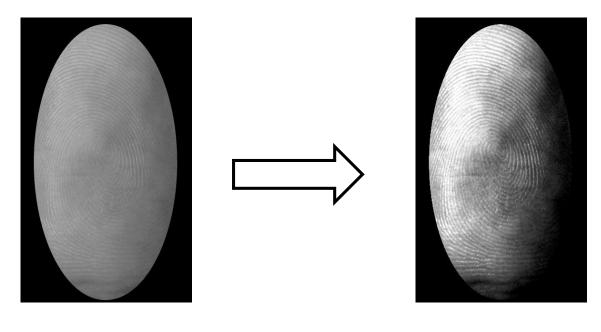
Masking



Grayscale Image

Masked Image

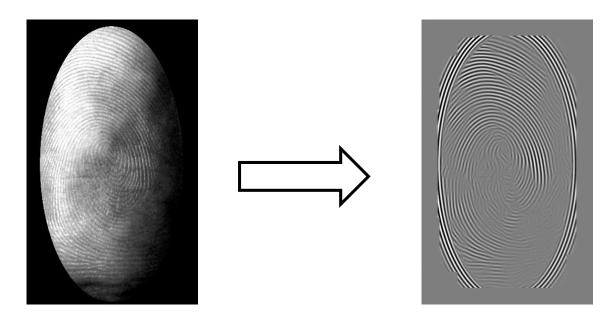
• Histogram Equalisation



Masked Image

Histogram-equalised Image

Ridge Orientation Filter



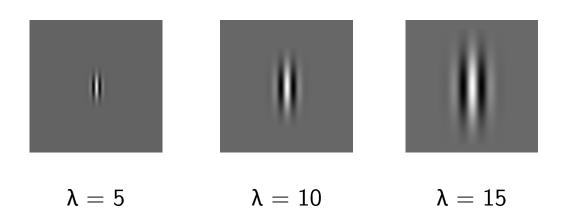
Histogram-equalised Image

Ridge-filtered Image

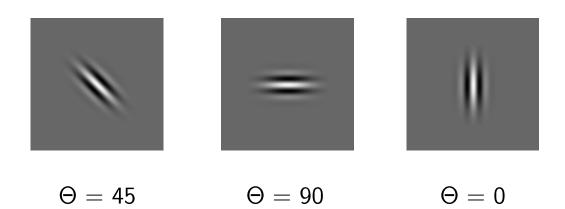
Gabor Filter

$$g_{\lambda,\theta,\varphi,\sigma,\gamma}(x,y) = \exp\left(\frac{x^2 + \gamma^2 + y'^2}{2\sigma^2}\right) \cos(2\pi \frac{x'}{\lambda} + \varphi)$$
$$x'^2 = x \cos\theta + y \sin\theta$$
$$y'^2 = -x \sin\theta + y \cos\theta$$

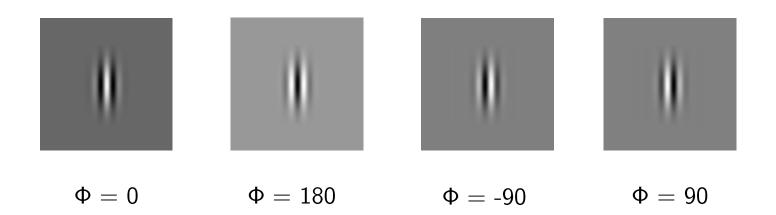
Wavelength (λ)



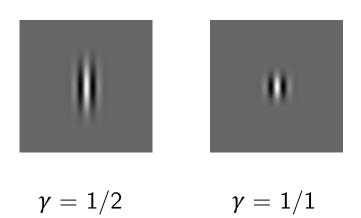
• Orientation (θ)



Phase offset (φ)

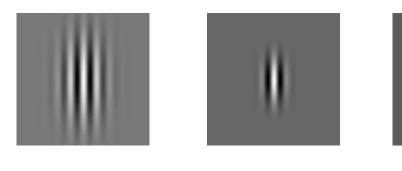


• Aspect ratio (γ)



b = 0.5

Bandwidth (b)



b = 1

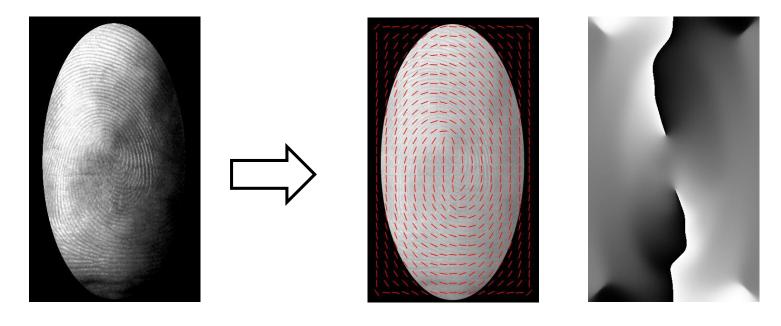
b = 2

Parameter Conditions

$$b = log_2 \frac{\frac{\sigma}{\lambda}\pi + \sqrt{\frac{ln}{2}}}{\frac{\sigma}{\lambda}\pi - \sqrt{\frac{ln}{2}}}$$

$$\frac{\sigma}{\lambda} = \frac{1}{\pi} \sqrt{\frac{\ln 2}{2} * \frac{2^b + 1}{2^b - 1}}$$

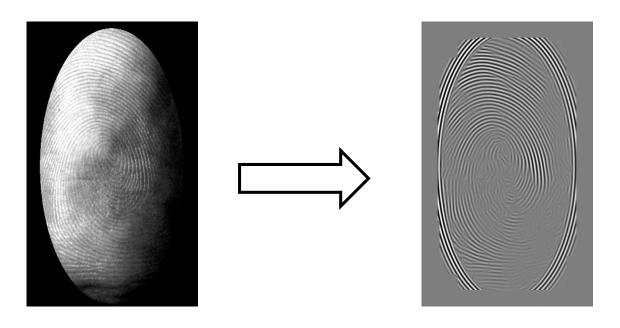
Orientations



Histogram-equalised Image

Orientation Map Orientation Visualisation

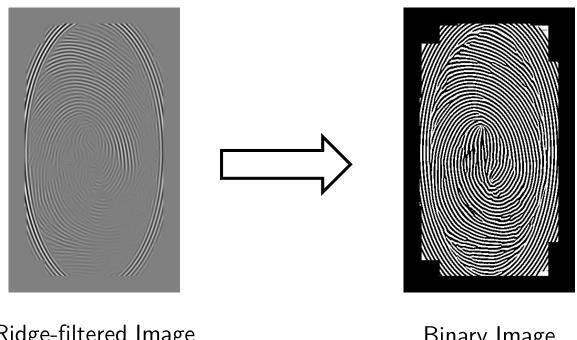
Ridge Orientation Filter



Histogram-equalised Image

Ridge-filtered Image

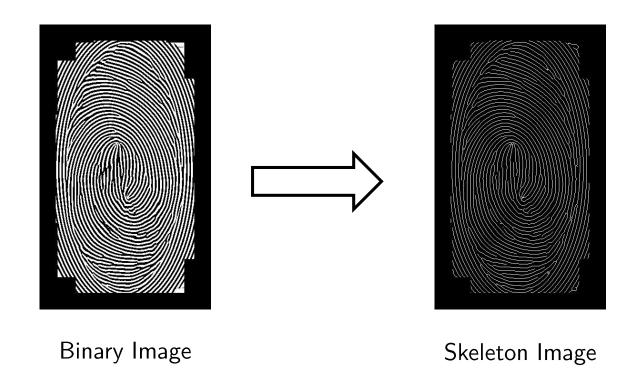
Thresholding



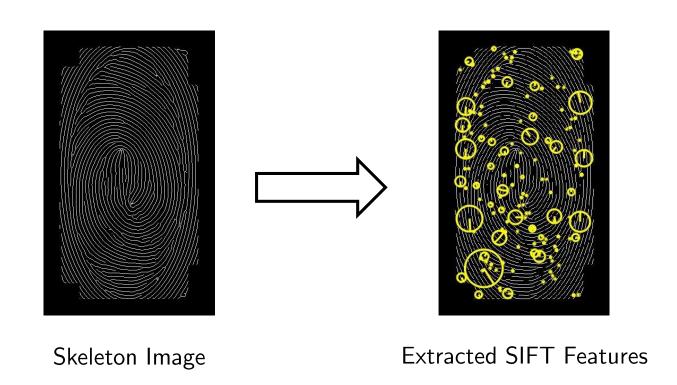
Ridge-filtered Image

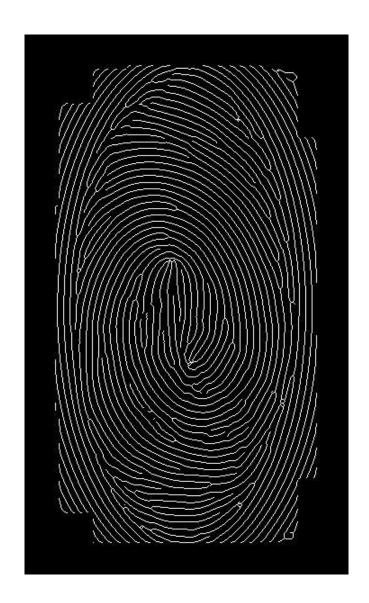
Binary Image

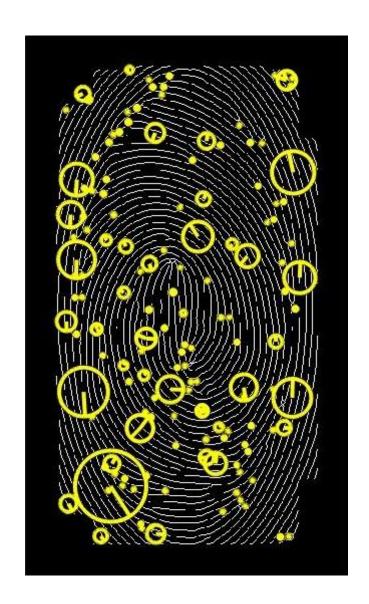
• Thinning



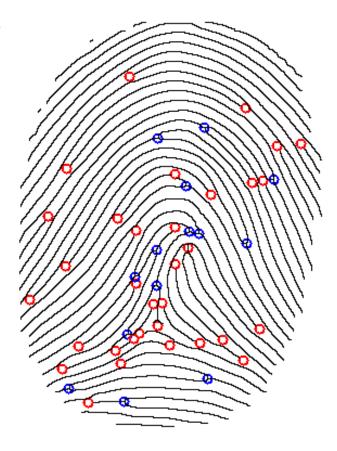
• SIFT Features







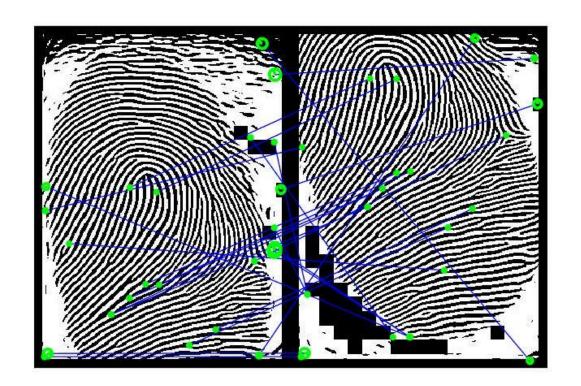
• Minutia Features



http://answers.opencv.org/question/6364/fingerprint -matching-in-mobile-devices-android-platform/

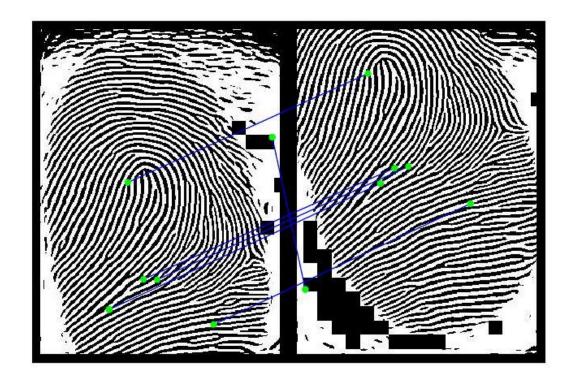
2.2 Feature Matching

• SIFT, RANSAC



2.2 Feature Matching

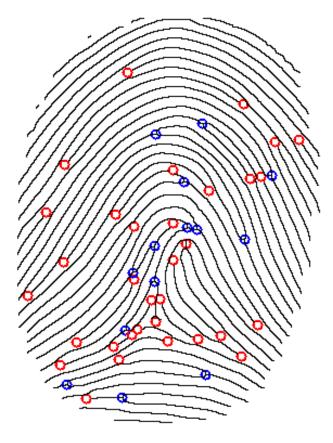
Good match



3. Conclusion

3.1 Future Work

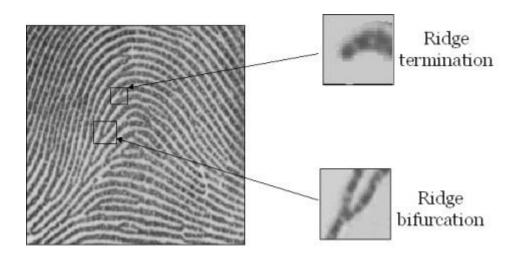
• Minutia Features



http://answers.opencv.org/question/6364/fingerprint -matching-in-mobile-devices-android-platform/

3.1 Future Work

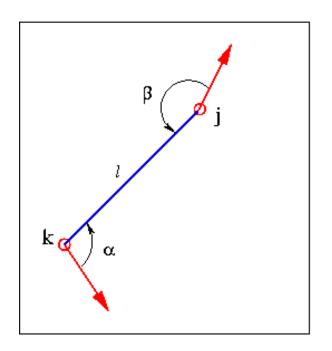
Minutia Features

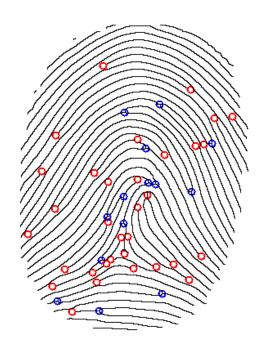


http://answers.opencv.org/question/6364/fingerprint -matching-in-mobile-devices-android-platform/

3.1 Future Work

Angle Map





http://answers.opencv.org/question/6364/fingerprint -matching-in-mobile-devices-android-platform/

3.2 OpenCV Android

```
reffilter = \exp(-(((x.^2)/(sigmax^2)) + ((y.^2)/(sigmay^2)))/2).*cos(2*pi*medianFreq*x);
```



```
Mat xSquared = new Mat(length, length, CvType.CV_32FC1);
Mat ySquared = new Mat(length, length, CvType.CV_32FC1);
Core.multiply(x, x, xSquared);
Core.multiply(y, y, ySquared);
Core.divide(xSquared, Scalar.all(sigmaX * sigmaX), xSquared);
Core.divide(ySquared, Scalar.all(sigmaY * sigmaY), ySquared);

Mat refFilterPart1 = new Mat(length, length, CvType.Cv_32FC1);
Core.add(xSquared, ySquared, refFilterPart1);
Core.divide(refFilterPart1, Scalar.all(-2.0), refFilterPart1);
Core.exp(refFilterPart1, refFilterPart1);

Mat refFilterPart2 = new Mat(length, length, CvType.Cv_32FC1);
Core.multiply(x, Scalar.all(2 * Math.PI * medianFreq), refFilterPart2);
refFilterPart2 = matCos(refFilterPart2);

Mat refFilter = new Mat(length, length, CvType.Cv_32FC1);
Core.multiply(refFilterPart1, refFilterPart2, refFilter);
```

References

- 1. Parra, Philippe. "Fingerprint minutiae extraction and matching for identification procedure." *Department of Computer Science and Engineering University of California, San Diego La Jolla, CA* 92093: 0443.
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- 3. WIĘCŁAW, Łukasz. "A minutiae-based matching algorithms in fingerprint recognition systems." *Journal of Medical Informatics & Technologies* 13 (2009).
- 4. Raja, K. B. "Fingerprint recognition using minutia score matching." arXiv preprint arXiv:1001.4186 (2010).
- 5. Answers.opencv.org, 'Fingerprint matching in mobile devices (Android platform) OpenCV Q&A Forum', 2015. [Online]. Available: http://answers.opencv.org/question/6364/fingerprint-matching-in-mobile-devices-android-platform/. [Accessed: 02- Apr- 2015].
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Thank you!

Questions?