

EEE-6561 Fundamentals of Biometric Identification

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Lecture #10: Fingerprint Recognition (Part 1)

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Outline

1. Introduction
2. Friction Ridge Pattern
3. Fingerprint Acquisition
4. Feature Extraction
5. Matching
6. Fingerprint Indexing
7. Fingerprint Synthesis
8. Palmprint
9. Summary

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1. Introduction

- The skin on the palms and soles:
 - ridges and valleys, not smooth;
 - contains no hair and oil glands.



Smooth skin



ridged skin

1. Introduction

- The papillary ridges on the finger, called **friction ridges**.
- The value of friction ridges:
 - Increase the **friction** between the volar and the contact surface;
 - Person recognition.
- The pattern of friction ridges on **each** finger:
 - **unique**
 - **immutable**

1. Introduction

- Systematically used in forensic applications in **early 20th** century.
- Two major uses:
 - **identify** repeat offenders using 10 fingers;
 - establish the identity of a suspect based on **partial** fingerprints left at a crime scene.

1. Introduction

- 3 types of fingerprint impressions:
 - ❑ rolled fingerprint
 - ❑ plain fingerprint
 - ❑ latent fingerprint



1. Introduction

- Automated Fingerprint Identification System (AFIS):
 - time: 1970s;
 - purpose: to improve efficiency and accuracy.
- Non-forensic applications:
 - homeland security
 - consumer fraud
- Synonym of biometric recognition because of its success.

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2. Friction Ridge Pattern

- Fingerprint recognition is mainly **feature-based** (as opposed to image-based).
- Next, we will introduce:
 - different types of features
 - **formation** of fingerprint

2.1 Friction Ridge Pattern: Features

- The details in a fingerprint can be categorized into 3 different levels (level 1, 2, & 3) ranging from coarse to fine.

2.1 Friction Ridge Pattern: Features

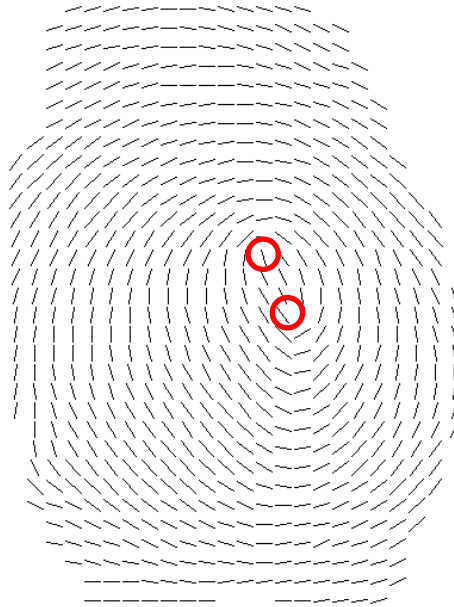
- First (coarsest) level:
 - ▣ ridge **orientation** map (orientation field, flow map, direction map/field);
 - ▣ ridge **frequency** map.
- Second (middle) level:
 - ▣ ridge **skeleton** image (one-pixel wide);
 - ▣ **minutiae**.
- Third (finest) level:
 - ▣ inner **holes** of ridges (sweat pores);
 - ▣ outer **contours** of ridges (edges).

2.1 Friction Ridge Pattern: Features

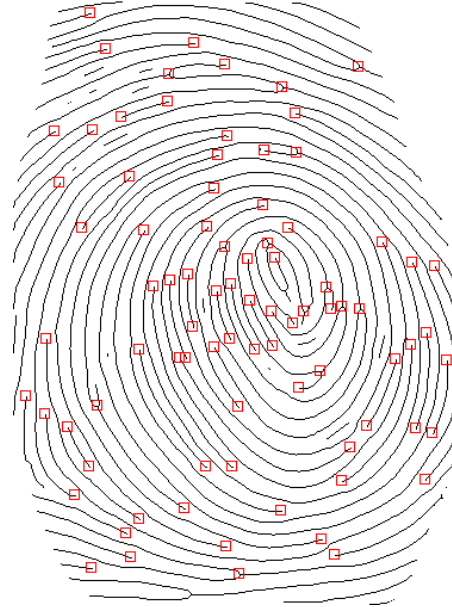
Fingerprint features at 3 different levels



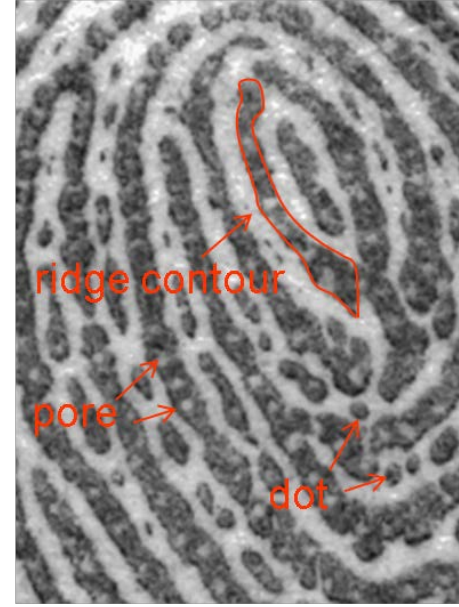
Fingerprint
image



Level 1



Level 2



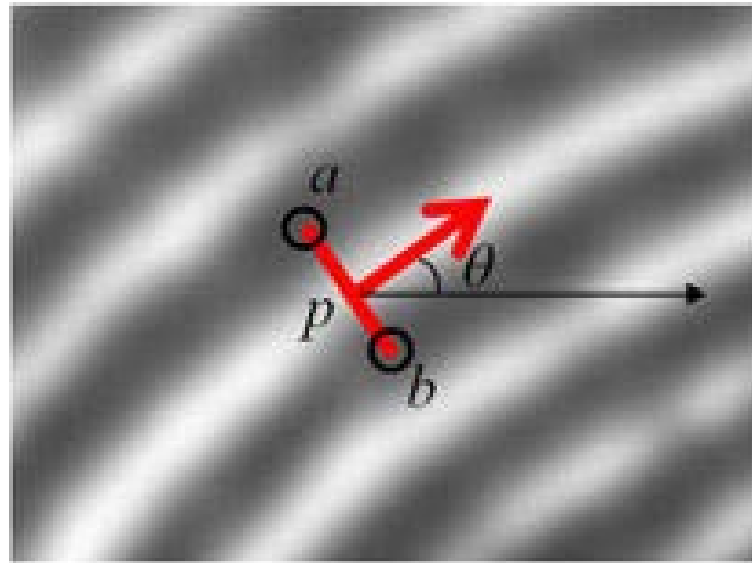
Level 3

2.1.1 Friction Ridge Pattern: Level 1 feature

- Minimum image resolution: 250 ppi.
- Local ridge orientation at (x, y) :
 - the *tangential* direction;
 - in the range $[0, \pi)$.
- Local ridge frequency at (x, y) :
 - the average number of ridges per unit length along a *normal* line segment *centered* at (x, y) .

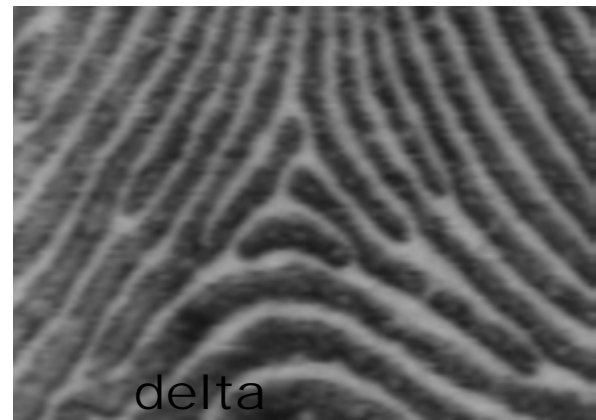
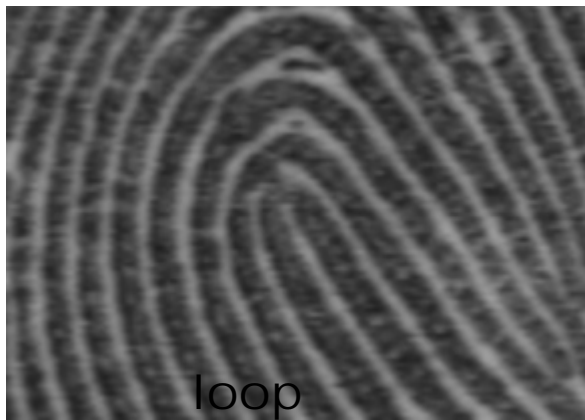
2.1.1 Friction Ridge Pattern: Level 1 feature

- Local ridge orientation and local ridge frequency ($\frac{1}{ab}$)



2.1.1 Friction Ridge Pattern: Level 1 feature

- A ridge orientation map typically contains some **singular points** where the ridge orientations **change abruptly**.
- Two basic types of singular points: **loop** & **delta**.

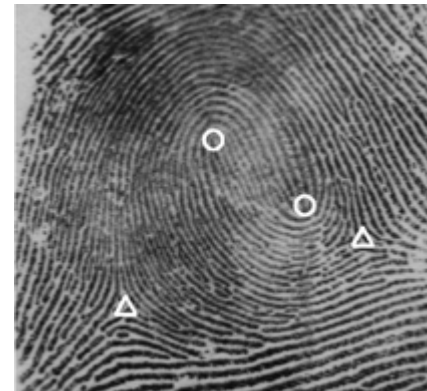
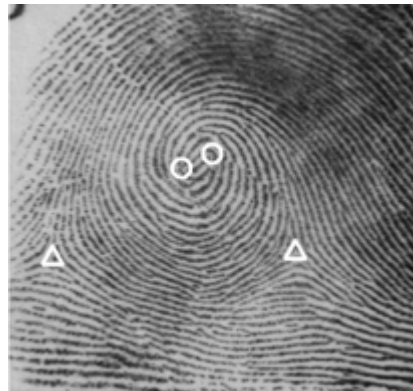
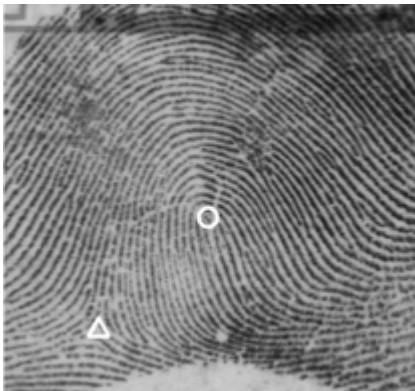


2.1.1 Friction Ridge Pattern: Level 1 feature

- A loop-type singularity:
 - ▣ a local area where a set of ridges enters from one direction and exits in the **same** direction.
 - ▣ can be used as a landmark point to **align** the fingerprint.
- A delta-type singularity indicates a local area where **three** ridge systems **meet**.

2.1.1 Friction Ridge Pattern: Level 1 feature

- Six major fingerprint pattern types (arch, tented arch, left loop, right loop, whorl, twin loop)

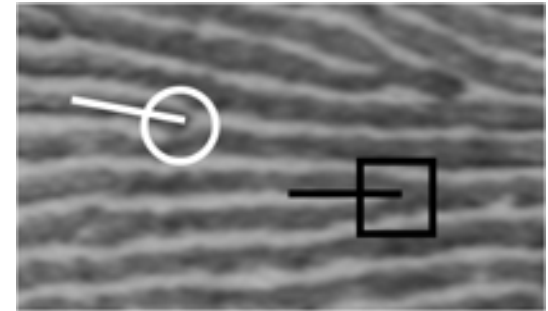


2.1.1 Friction Ridge Pattern: Level 1 feature

- Singularities are observed to satisfy the following constraints:
 - the numbers of loops and deltas in a full fingerprint are the same, in other words, loops and deltas appear in pairs;
 - the total number of singular points are either 0 (plain arch), 2 (tended arch, left/right loop), or 4 (whorl, twin loop).

2.1.2 Friction Ridge Pattern: Level 2 feature

- Resolution: 500 ppi.
- Two types of minutiae
 - ❑ Ridge ending;
 - ❑ Ridge bifurcation.
- The properties of a minutia:
 - ❑ Location
 - ❑ Direction: along the local ridge orientation
 - ❑ Type: ending or bifurcation



2.1.2 Friction Ridge Pattern: Level 2 feature

- A minutia can be characterized by
 - its location
 - its direction
 - its type (not reliable)
- A minutiae set:
 - contains all the minutiae in a fingerprint;
 - captures most of the discriminative information at Level 2.

2.1.2 Friction Ridge Pattern: Level 2 feature

- Minutiae-based representations are extensively used because
 - minutiae capture much of the **discriminative** information;
 - minutiae-based representations are **storage efficient**;
 - minutiae extraction is reasonably **robust** to various sources of degradation.

2.1.3 Friction Ridge Pattern: Level 3 feature

- Resolution: 1000 ppi.
- Major level 3 features:
 - ❑ Sweat pores
 - ❑ Ridge edges
 - ❑ Incipient ridges: thinner ridges containing no sweat pores;
 - ❑ Dots: short ridges containing only a single ridge unit.
- Level 3 features are important in matching latent fingerprints.

2.1.3 Friction Ridge Pattern: Level 3 feature

- Incipient ridges in a latent and its mated rolled fingerprint.



2.1.4 Friction Ridge Pattern: Additional features

- Fingerprints often have other features:
 - ❑ creases;
 - ❑ cuts;
 - ❑ scars and the like.
- These features are
 - ❑ not stable;
 - ❑ not universal, limiting the utility.
- In fact, such abnormalities are often the source of matching errors.

2.2 Friction Ridge Pattern: Formation

- The exact process is **not fully known**.
- **Embryology** research has shown:
 - ❑ epidermal ridges: sixth week;
 - ❑ friction ridges: fourth month;
 - ❑ the ridges are elevated: eighteenth week;
 - ❑ minutiae are formed as ridges **separate** and **create space** for forming new ridges.

2.2 Friction Ridge Pattern: Formation

- The ridge flow on the boundary runs **parallel** to the fingernail furrow and the finger crease.
- The ridge flow pattern in the central area is governed by the **shape, size, and placement of volar pads**;
 - higher/flatter and symmetric volar pads tend to generate **whorls/arches**;
 - asymmetric volar pads tend to generate **loops**.

2.2 Friction Ridge Pattern: Formation

- Friction ridge patterns are influenced by:
 - genetic factors;
 - random physical stresses;
 - tensions during fetal development.
- These random effects during the morphogenesis of fingerprints are believed to impart uniqueness to the fingerprint.

Questions?