
Middle East Technical University Northern Cyprus Campus
Computer Engineering Program

CNG491 Computer Engineering Design I

# Iris Analyzer

2269421 Aref Khademi Najafabadi
2246452 Sameh Farid S. Algharabli
2269454 Evans Muthugumi Kimathi
2175263 Elbaraa Elsaadany

Supervised by
Prof. Dr. Meryem Erbilek

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# Contents

# Chapter 1

# Introduction

## 1.1 Motivation

Iris recognition can be used for verifying owner identity (biometric data) and demographic data of the identified person (soft biometric data). The main motivation for this project is to provide a better way for identification of humans and their demographics. It also offers more efficiency because it is harder to steal or replicate human eyes than it is for fingerprints and other biometric techniques.

## 1.2 Aims and Objectives

The main aim of this project is to acquire identification and their demographic information by analyzing their eyes (iris). The objectives are:

1. Get eye data from a database.
2. Get the geographical and texture features from the eye.
3. Use the features acquired to retrieve the identity and demographic data.

## 1.3 Methodology

The project will be done in two parts: image processing part and machine learning part. The image processing part will be achieved using the following methods:

1. Acquiring the eye image from the database.
2. Segmentation of the eye image to retrieve the required parts of the eye (iris and pupil).
3. Feature extraction which will entail extraction of both geometric and texture features from the segmented part.
4. Feature correlation which is the removal of the unwanted and redundant features acquired from feature extraction.

The machine learning/deep learning part will use the methods below:

1. Classification of data acquired into relevant categories.
2. Prediction and learning – the system will have to learn and output the correct data (identification and geometric data) from the classification step above.

# Chapter 2

# Requirements

## 2.1 Stakeholders

1. System administrator
2. Application users

## 2.2 Functional System Requirements

1. The user shall be able to choose eye images as inputs.
    1. The system shall display eye images as input to the screen.
    2. The system shall mark all the eyes images selected by the user as wanted input.
    3. The system shall move copies of the chosen eye inputs to the next stage (processing stage).
2. The user shall be able to choose the expected output as identification data.
    1. The system shall display identification as one of the outputs.
    2. The system shall check if the identification output has been chosen.
    3. The system shall use the chosen input to process the data.
3. The user shall be able to choose the expected output as demographic data.
    1. The system shall display demographic as one of the outputs.
    2. The system shall check if the demographic data output has been chosen.
    3. The system shall use the chosen input to process the data.
4. The system administrator shall be able to edit the eye images in the database.
    1. The system shall display an edit confirmation message to the system administrator.
    2. The system shall display a list of edit options to the system administrator.

3. The system shall display a save edits made confirmation message to the administrator.

4. The system shall save the edits if the confirmation message is confirmed.

5. The system shall discard the messages if the confirmation message is declined.

## 2.3 Non-functional System Requirements

1. The system shall be available to users 24hrs a day.

    1. The system shall check every 2hrs (system troubleshoot) that all parts are functioning properly.

    2. The system shall send a notification to the system administrator about any errors that occurred.

2. The system shall work on windows operating system.

    1. The system shall run on all devices with windows 7 and above operating system.

    2. The system shall display an error message if the device is incompatible.

3. The system shall be coded using python programming language.

    1. The system shall be built using python programming language.

## 2.4 Domain Requirements

1. The user shall choose only one eye image as an input.

2. The user can choose either one output option (identification or demographic data) or both outputs to be displayed as the result.

## 2.5 Assumptions and Justifications

1. The eye images used are not captured in real time but are taken from a database. These is due to the following reasons:

    1. It needs special cameras and scanners.

    2. The eye is sensitive to flashes and they might be damaged.

    3. Ethic and privacy concerns, because users may not be sure of their safety of their images.

# Chapter 3

# System Modelling

## 3.1 Structured Use Case Diagram

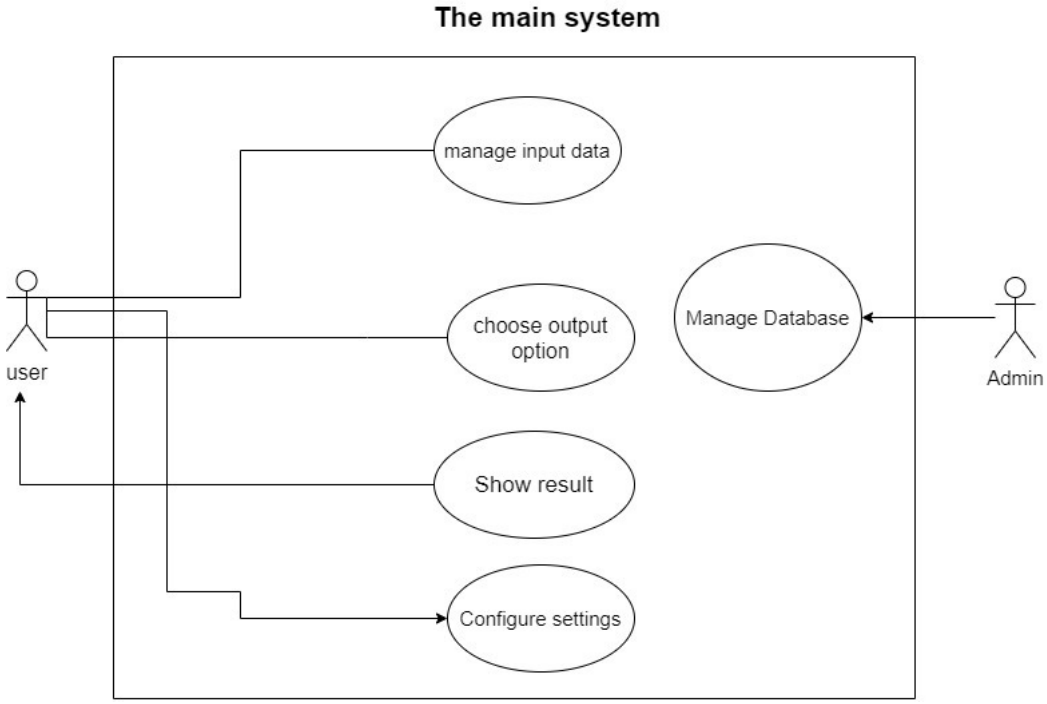


Figure 3.1: Structured Use Case Diagram for Iris Analyzer System

## 3.2 Sequence Diagram of the Major User Cases

## 3.3 Context Model

For the context model we have no external systems.

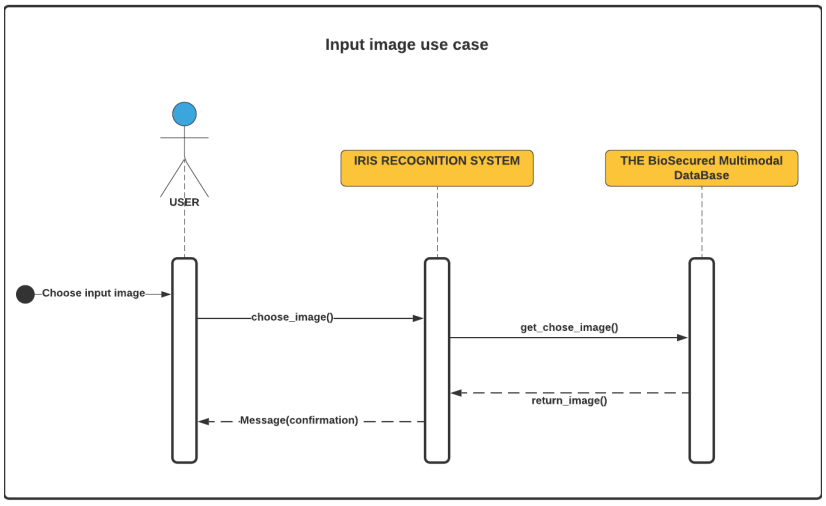


Figure 3.2: Input Image Use Case

## 3.4 Architectural Model

## 3.5 Process Model

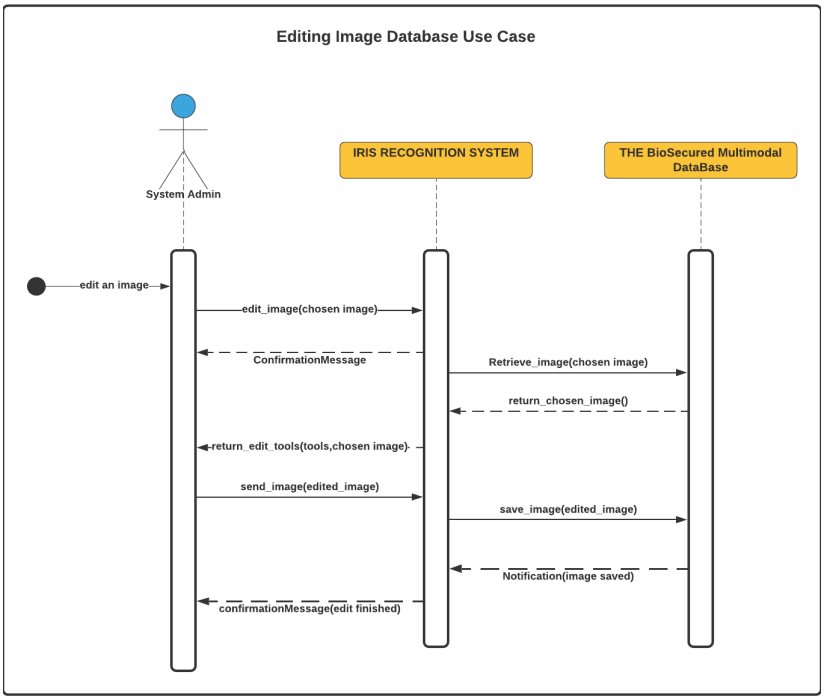


Figure 3.3: Editing Image Database Use Case

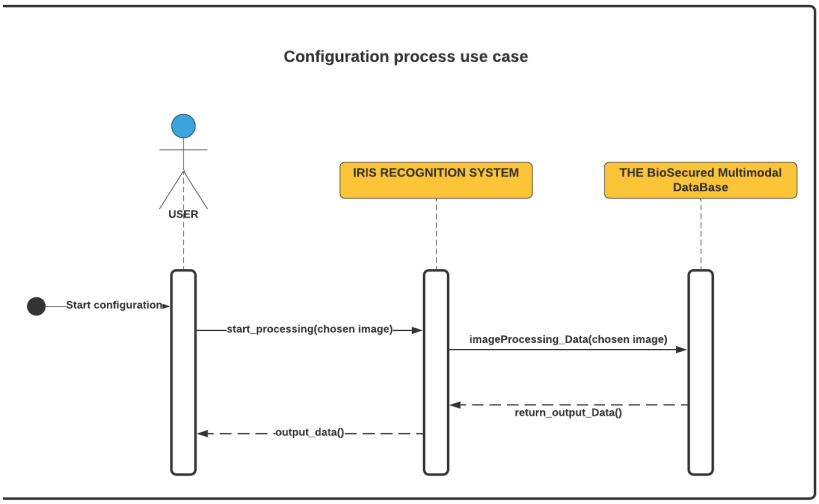


Figure 3.4: Configuration Process Use Case

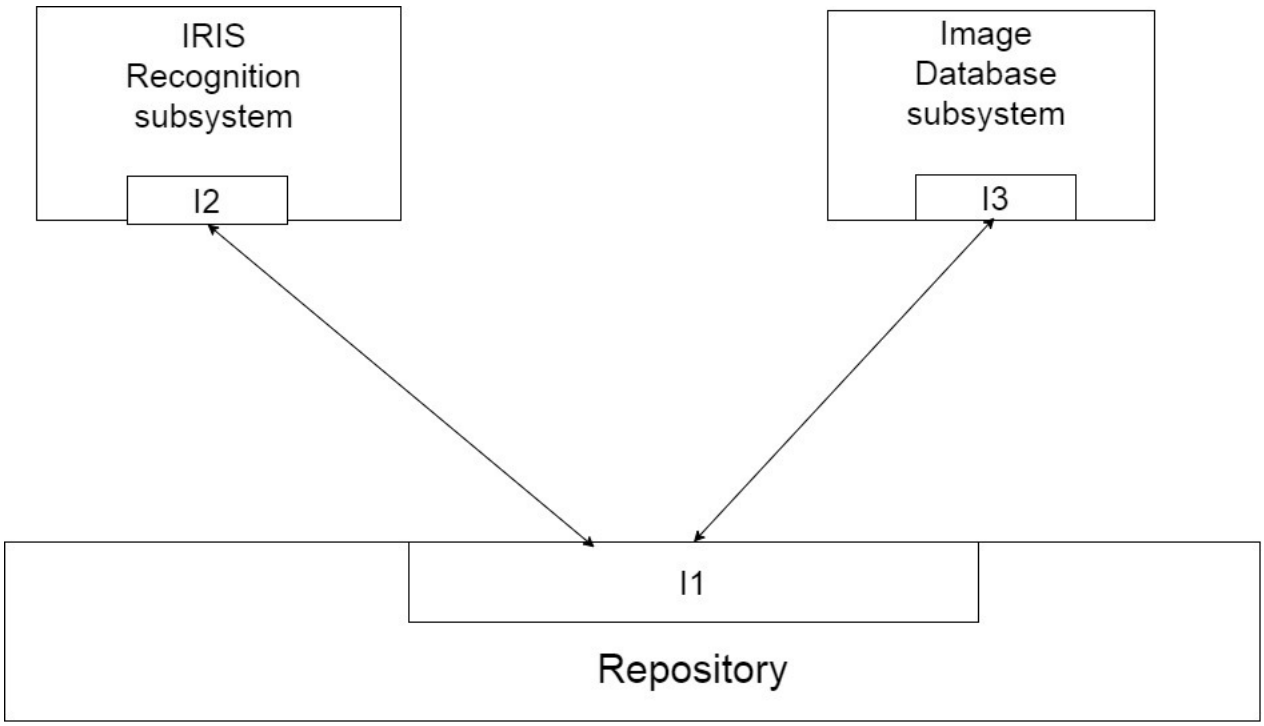


Figure 3.5: Architectural Model for the Iris Analyzer System

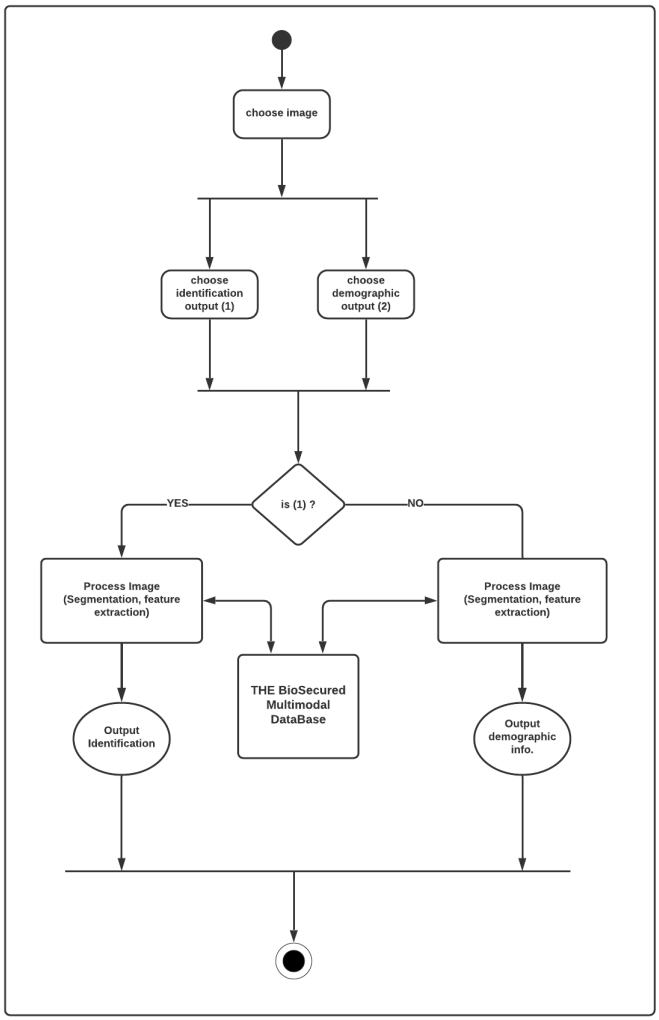


Figure 3.6: Process Model for the Iris Analyzer System

# Chapter 4

# (Graphical) User Interface

Below is a very early iteration of how the graphical user interface of the Iris Analyser application will look like. The interface is in early stages of design and is subject to many changes across the upcoming sprints.

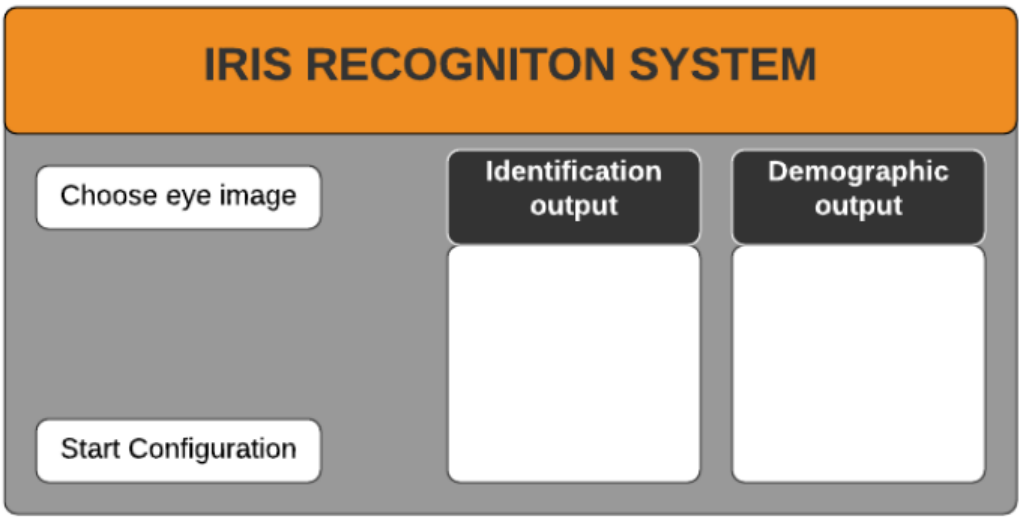


Figure 4.1: Graphical User Interface v.0.0

# Chapter 5

# Agile Development with Scrum

## 5.1 Sprint Backlog

Table 5.1 shows the list of tasks completed so far and the time spent on each one. It also includes the priority leave for each task.

Table 5.1: Sprint Backlog table

| | **Sprint Backlog Tasks** | **Priority (High, Med or Low)** | **Time Spent (Hours)** |
|---|---|---|---|
| 1 | Research (Image Processing techniques) | L | 6 |
| 2 | Write a Literature Review | L | 3 |
| 3 | Research (Deep Learning basics) | L | 7 |
| *Sprint 1 Gather enough information regarding deep learning in Iris Recognition studies* | | | |

## 5.2 Sprint Burndown Chart

Table 5.2 shows the remaining time of the tasks of the first sprint over the past 3 weeks against a general sprint guideline.

Table 5.2: Sprint Burndown table

| **Task #** | **Sprint 1 Backlog Tasks** | **Week 1** | **Week 2** | **Week 3** |
|---|---|---|---|---|
| | **Guidline** | **16** | **8** | **0** |
| | **Remaining Values** | **16** | **10** | **2** |
| **1** | Research (Image Processing techniques) | 6 | 0 | 0 |
| **2** | Write a Literature Review | 3 | 3 | 0 |
| **3** | Research (Deep Learning basics) | 7 | 7 | 2 |

Figure 5.1 shows the graphical format of the above Sprint Burndown chart with the red line indicating the guideline to follow, and the green line representing the group progress on the hours spent and remaining on the tasks.

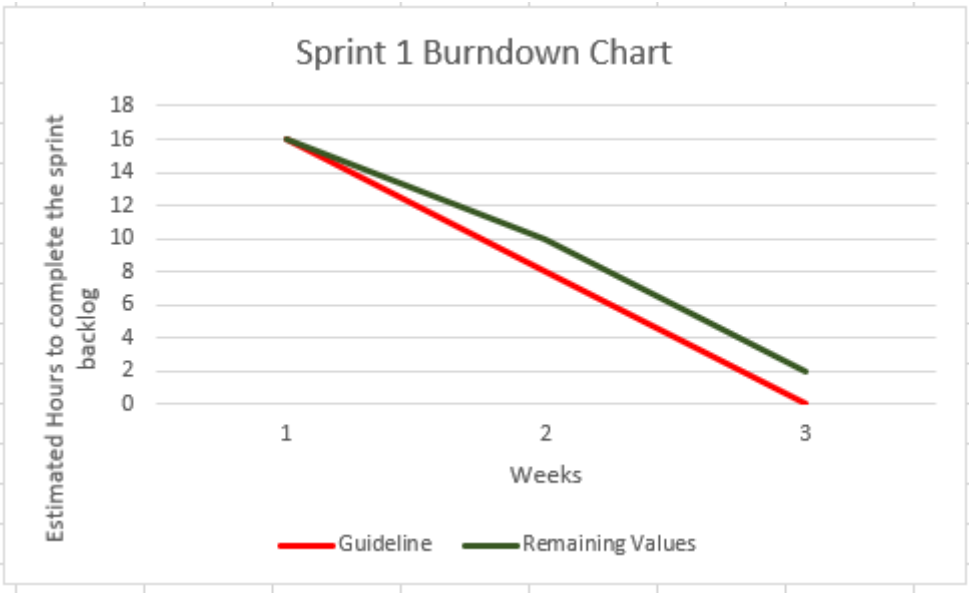


Figure 5.1: Sprint Backlog graph

## 5.3 Sprint Review

In order to determine if the current sprint (sprint 1) has been successful and has met its goal we need to have a look at the table of information provided above. Although, at first glance it may be assumed that the sprint was unsuccessful since the estimated hours of work remaining is not zero, however, this is not the case. This sprint has been a short one and is the first sprint in the agile development process, therefore, there have not been detailed nor quantitative tasks to complete in this short time period and hence, being behind by a few hours is no reason for worry.

Problems and issues during this sprint have been prevalent during this sprint. The graphical data may show that progress line is close to the guideline, however, there have been problems in this period. The first problem we encountered as a team was a result of poor communication between the group members and the supervisor. The weekly meetings left many topics and questions regarding the project itself unclear as the team as a whole did not have a clear vision on the goal of the project and its steps.However, after setting up an extra semi-daily group meeting, constant clarifications were being made and project started to take shape nicely.

## 5.4 Sprint Retrospective

In retrospect, the sprint so far has been a success on paper, but has place for improvement. With time, the sprint will take shape as more tasks are added and with the project steps becoming clarified and the direction in which the team will move on with the project is finalized.

In order to further improve the sprint, we are planning to incorporate our supervisor more strongly in the agile development process. In addition to this, more improvements can be made by updating the sprint backlog and sprint burndown chart more consistently and by showing it in the weekly meetings as well as semi-daily meetings.

# Chapter 6

# Estimation

## 6.1 Input

Each input in GUI is 1 functional point in which some are complex, simple and average.

| Input | Complexity | Multiplier | Funtional Points |
|---|---|---|---|
| **Register user** | Low | 3 | 1 |
| **Log in** | Low | 3 | 1 |
| **Manage Data** | High | 4 | 1 |
| **Request Image Result** | High | 1 | 1 |
| **Manage settings** | Medium | 6 | 1 |

## 6.2 Output

In the system, there are output GUI that is counted as 1 functional point, in which some have a medium complexity depending on the GUI.

| Output | Complexity | Multiplier | Functional Points |
|---|---|---|---|
| **Images** | High | 1 | 1 |
| **Image data** | High | 4 | 1 |

## 6.3 Query

| Query | Complexity | Multiplier | Functional Point |
|---|---|---|---|
| **Get recent activities** | Medium | 4 | 1 |

## 6.4 Logical Internal Files

In the system there are 3 main tables that have transactions that each is counted as one functional point.

| Logical internal file | Complexity | Multiplier | Functional Point |
|---|---|---|---|
| **Image Data Table** | Medium | 10 | 1 |
| **Feature Table** | Low | 7 | 1 |
| **Image table** | Low | 7 | 1 |

## 6.5 External Interface

Samba is the Linux implementation of the SMB/CIFS file sharing standard used by Windows PCs and Apple computers

| External interface | Complexity | Multiplier | Functional Point |
|---|---|---|---|
| | High | 10 | 1 |

## 6.6 Total Unadjusted Function Cells

| Total unadjusted function cells | 91 |
|---|---|

## 6.7 Influence Multiplier

| TDI | 1- data communications | 4 |
|---|---|---|
| | 2- Distributed Functions | 3 |
| | 3- Performance | 5 |
| | 4- Heavily used configurations | 1 |
| | 5- Transaction Rate | 2 |
| | 6- online data entry | 3 |
| | 7- end-user efficiency | 5 |
| | 8- online updates | 5 |
| | 9- complex processing | 3 |
| | 10- reusability | 4 |
| | 11- installation ease | 3 |
| | 12- operations ease | 5 |
| | 13- Multiple sites | 3 |
| | 14- facilitated change | 5 |
| | TDI | 51 |

## 6.8 Total Adjusted Function Calls

| IM/VAF= TDI*0.01+0.65 | 1.16 |
|---|---|
| ATPF= UTPF*IM | 87 |

## 6.9 Line of Code

To calculate the number of code lines we chose Python as the language to use and had a unit size of 40 which we multiplied by ATFP. This is the average unit size for both.

Python 100

| **Loc =ATFP * Language unit size** | 87 | 3480 |
|---|---|---|

## 6.10 Estimate the Efforts

Using COCOMO I model

| **a** | **b** | **c** | **MM=a*KDSIb** | **Tdev = 2.5*MMc** |
|---|---|---|---|---|
| 2.4 | 1.05 | 0.38 | | |
| | | | | ∼6 Months |

# Chapter 7

# Conclusion

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