**Introduction**

Authentication is the act of proving an assertion, such as the identity of a computer system user. In contrast with identification, the act of indicating a person or thing's identity, authentication is the process of verifying that identity. It might involve validating personal identity documents, verifying the authenticity of a website with a digital certificate, determining the age of an artifact by carbon dating, or ensuring that a product or document is not counterfeit.

Authentication is relevant to multiple fields. In art, antiques and anthropology, a common problem is verifying that a given artifact was produced by a certain person or in a certain place or period of history. In computer science, verifying a user's identity is often required to allow access to confidential data or systems.

Biometric authentication is a security process that relies on the unique biological characteristics of an individual to verify that he is who is says he is. Biometric authentication systems compare a biometric data capture to stored, confirmed authentic data in a database. If both samples of the biometric data match, authentication is confirmed. Typically, biometric authentication is used to manage access to physical and digital resources such as buildings, rooms and computing devices.

Fingerscanning, the digital version of the ink-and-paper fingerprinting process, works with details in the pattern of raised areas and branches in a human finger image.

Fingerprint recognition is one of the most secure systems because a fingerprint of one person never matches with the others. Bio-metrics authorization proves to be one of the best traits because the skin on our palms and soles exhibits a flow like pattern of ridges on each fingertip which is unique and immutable. This makes fingerprint a unique identification for everyone.

Authentication is important because it enables organizations to keep their networks secure by permitting only authenticated user (or processes) to access its protected resources, which may include computer systems, networks, databases, websites and other network-based applications or services.

The literature that will be touched upon in this survey deals with the various components involved in the making a ATM transaction system using Fingerprint Authentication and the various libraries that are being used to implement this particular system. It deals with a fingerprint scanner, RFID scanner, RFID tags and the two libraries, Adafruit and RESTful APIs, which will be used to implement the final product.

**Body**

**Multi-level Security embedded with Surveillance system** by Sanket Goyal, and Pranali Desai

The paper presents a model to develop a multilevel security system. The primary levels include Hex keypad, RFID & Bluetooth. To get to the secondary level which consists of the final authentication i.e. Fingerprint scanner we need to clear the priori. The primary level security measures are connected to a controller while the fingerprint system is connected to a microprocessor with a separate power supply.

It consists of a R305 finger print module. To access the valuable item only top officials with fingerprint access has to be scanned. Supply voltage of3.6-6.0 VDC with 120mA max current. Use secure TTL to interface with the web. [1]

**Steps to solving the infant biometric problem with ridge-based biometrics** by Johannes Kotzerke, Stephen Davis, Jodie McVernon, and Kathy J.Horadam

The pressing biometric problem here is to find a biometric mean to identify infants cheaply, reliably and automatically. Physical traits of infants are tiny, delicate and grow rapidly. The author focuses on novel area of friction ridge skin as the potential answer. IRS algorithm is a global level characteristic of a ridge skin that varies across any area of ridge skin and across the body. It depends on gender ethnicity and age but distinctive enough to broadly classify individuals from a wide variety of the same population.

The Image Quality Algorithm EVA EV algorithm is based on image features extracted from captures of adult fingermarks and a ground truth. For best results a classifier is trained on the scanner images and its parameters are chosen via the lowest error at a fixed rate for the camera and phone images. This classifier employs various support vector machines and k-nearest neighbor algorithms. [2]

**Small fingerprint scanners used in mobiles devices: the impact on biometric performance** by Belen Fernandez-Saavedra, Raul Sanchez-Reillo, Rodrigo Ros-Gomez, and Judith Liu-Jimenez

Fingerprint scanners are being embedded in smartphones and tablets with security and usability provided by biometric authentication mechanisms. However, performance metrics cannot be extrapolated to mobile devices.

The conditions change especially at capture process due to reduced sensing areas of the scanners used. The impact of small biometric scanners in devices is studied in this paper. The authors have examined user's interaction process for a set of 589 subjects collecting more than 180000 fingerprint images.

Three cropped databases of 10x10mm2, 12x12mm2 and 8x8mm2 are used. The processing algorithms used are: one is public distribution of National Institute of Standards and technology (NIST) fingerprint algorithm and the other is a commercial algorithm. The results clearly indicate that the quality of the images get worse as the image is cropped.

The paper studies two different scenarios. First when the same scanner (included in the mobile devices) is used for enrolment and authentication. Second one models the case of a different scanner being used for enrolment than for authentication. In this case the original full size enrolment were compared with the cropped images obtained during acquisition.

Considering the experiments, the error rates during enrolment and acquisition suffer similar effects. The results means that the impact of small sensors embedded on the mobile devices can be reduced if the enrolment is carried out externally to the mobile device, using a larger scanner.

Further it is important to note that the type of scanners and algorithms used for authentication process may also impact the performance results obtained. The commercial algorithm has better performance rates than the public algorithm. [3]

**Broadband Textile-Based Passive UHF RFID Tag Antenna for Elastic Material** by Shuai Shao, Asimina Kiourti, Robert J. Burkholder and John L. Volakis

RFID uses radio frequency waves to interact with the RFID tag. The RFID tag gets activated only when the RFID scanner is nearby around 10 to 20cm. The commercially available RFID tag are not very flexible and this effects the durability. This paper talks about how more flexible textile based RFID tag can be implemented. The commercially available RFID tag antennas work in UHF(Ultra High Frequency) spectrum range of 952–954 MHz for its use. High-powered passive tag systems can use an antenna power between 10 mW to 1 W and an antenna gain of 6 dBi.

The more flexible version of the RFID tag antenna is built for implementing with elastic material for example automotive tires. The designed tag uses low profile structure so that the complexity of fabrication and the manufacturing cost is reduced. The elasticity provided by this type of flexible tag can help in operating in hostile environments where they may be subjected to deformation. The tag designed has better read ranges than the ones implemented using copper wires, this is due to the fact the new tag is fabricated by embedding the RFID tag in a polymer. By using a flexible and textile based RFID tag antenna it was demonstrated that the antenna achieves a bandwidth of 263MHz in free space and it also maintains its tuned behavior when the tag is placed in dielectric medium. The performance of the designed tag was also observed and it was concluded that the tag does not degrade under mechanical deformation up to 10%, which good evidence that the tag can handle hostile environments. [4]

**UHF RFID Localization Based on Phase Evaluation of Passive Tag Arrays** by Martin Scherhäufl, Markus Pichler and Andreas Stelzer

RFID tags are used in widely for tracking objects and shipments. The real time location of the object using the RFID tag is difficult to obtain as the tag needs to be in active mode always. The location information using a passive tags in implemented in this paper. Many papers have been written which uses the k-nearest neighbor principle localization systems for passive RFID tags. These systems used the RSSI (Received Signal Strength Indicator) at the reader and compare it with different RSSI of the reference tags.

The RFID localization system used here rely on phase evaluation of the tag response signal. This evaluation is represented using the term phase of evaluation (PoA). A multiple input multiple output system is designed which consists of each frontend is configured to work as transmitter and the remaining frontend is configured to work as receiver. The measurements were carried out in an indoor office. A 2D representation of the position measurement was demonstrated for the passive RFID tags based on PoA evaluation of the signals. The ambiguity in the phase measurement is handled by arranging tags in a uniform linear array to simultaneously estimate its position. [5]

**UHF RFID Localization Based on Evaluation of Backscattered Tag Signals Arrays** by Martin Scherhäufl, Markus Pichler and Andreas Stelzer

In this paper the localization of the RFID is based on evaluation of backscattered tag signals. By combining phase and amplitude evaluation the accuracy and the robustness of the estimation of tag position if improved compared to the approach of using either one of them. The passive RFID transponder which is used to estimate the position of the tag communicates its information by means of backscatter modulation, where the reflection coefficient of the tag antenna is switched between two stages in accordance with the data being sent. Hence the localization can achieved based on PoA and amplitude as these parameters rely on the position of the RFID transponder. Furthermore the algorithm used here does not rely on reference transponders. [6]

**RFID Backscattering in Long-Range Scenarios** by Francesco Amato, Hakki M. Torun and Gregory D. Durgin

The main drawback of using an RFID sensor is that the range for detection is very small, usually around 5-10 feet and sometimes up to 15 feet. However, there is a bypass to this limit or constraint. The effect of quantum tunneling can be exploited to increase the range of an RFID tag to close to 300 times the usual range. This RFID tag works on a 5.8GHz band. The most impressive characteristics of this backscattering would be that it has a return gain as high as 35dB and sensitivity of -81dBm. It also is very power efficient consuming very little energy.

This is impressive for many reasons; one is the major application that it can see in Internet of Things. Secondly, this is also one of the main tools to pick up card details from unsuspecting by passers. RFID chips are very frequent today on credit and debit cards which would make this improvement a massive advantage for anyone who would intend to skim a card from farther away.

Even though there are no RFID frauds reported, it could open up a world of possibilities in the future for threats and major fraudulent activity with this. [7]

**Lightweight RFID Protocol for Medical Privacy Protection in IoT** byKai Fan, Wei Jiang, Hui Li, and Yintang Yang

RFID technology works on 2 main components, namely RFID Scanner and the RFID tag. The information is stored on the tag while the scanner is responsible for reading the information of the tag. When the scanner reads the tag, there is information exchanged between the scanner and the tag and this is when the details are at risk of being intercepted. This is a major breach in privacy since it contains half of the details required to access any credit or debit cards, the other half being the PIN, 2FA or biometric authentication. Through this information there are many ways to figure out more personal information about the card holder as well as get the PIN through social engineering.

Since RFID works on low energy consumption, it is advantageous to have a protocol that is as lightweight as possible, hence the protocols which experimentally satisfy privacy and lower power consumption are preferred in many fields including, but not limited to, IoT and cybersecurity. [8]

**Ranging RFID tags with ultrasound** by Riccardo Carotenuto, Massimo Merenda, Demetrio Iero and Francesco G. Della Corte

We can calculate and estimate a 3D position of a RFID tag by obtaining the three co-ordinate measures. This allows to track the movement and could possibly lead to detecting suspicious behavior inside or around ATM stalls or vestibules. This allows another potential security feature. The main challenge for this proposed solution would be the estimation of location precisely without consuming a lot of computation power. To bypass this restriction, we can outsource the computation to a computer outside the stall or vestibule for calculation of the distance. The only sensors inside the ATMs would be utilized for obtaining the co-ordinates of the tag.

This can also be utilized to inform users via a text message if and when they leave their card behind in the ATM. The solutions 3D positioning of RFID based on ultrasound provides are numerous and it is also applicable in many fields such as IoT applications and banking sectors etc. [9]

**RESTful Web Services Composition & Performance Evaluation with Different Databases** byNeha Singhal, Usha Sakthivel, and Pethuru Raj

REST stands for Representational State Transfer which is a software architectural style that defines a set of constraints to be used for creating Web services. Any web service that complies with the REST architectural style is called a RESTful Web service and this provides interoperability between computer systems on the internet. REST is a lightweight replica to mechanisms like Remote Procedure Call (RPC), etc. RESTful APIs can be used for service composition, a popular mechanism to coordinate various and distributed services to produce composite services. The paper deals with testing of the various composite services provided by RESTful APIs and their performance in accordance to the assorted databases available. RESTful services give the service representation for each of the resources in our everyday environments. Not only software applications, packages, and libraries, but also all kinds of other commonly found and used elements such as our handhelds, wearables, implantables, consumer electronics, equipment, machines, etc. can be visualized as resources and presented as RESTful services. The service composition happens in two ways: static and dynamic. There can be sequential as well as parallel service compositions. The static composition primarily gets accomplished manually. That is, the services to be composed have to be identified and the composition takes place.

The method in which the RESTful APIs are to be implemented in the design is such that the user is able to understand exactly how an ATM transaction occurs in real life with Fingerprint Authentication as a verification method, as an alternate to the generic PIN that users already utilize. The RESTful APIs will help in integrating the system onto a web-based application which uses the following languages: HTML, CSS, JavaScript, Node.js, Express.js and MongoDB as the database in which all the information of the user is stored. The APIs will help in creating a viable website in which the transaction of a user can be viewed and the authentication process is also done. RESTful APIs in this project are mainly used to represent exactly how the transaction would look like as majority of ATM transactions are done in the backend and the end user doesn’t see any of the authentication process. [10]

**IoT Based Urban Climate Monitoring using Raspberry Pi** by Rohini Shete and Sushma Agarwal

The Adafruit library is a library that can be used for fingerprint sensing in an Arduino board or a fingerprint scanner. It can be used in various ways like pressure sensing, weather monitoring sensing and so on and that is what the paper discusses. The method in which the Adafruit library is used in the paper is related to an IoT aspect of climate monitoring using a Raspberry pi and the method that we plan to implement the Adafruit library is through a fingerprint scanner for our ATM transaction system which uses Cyber Security for its authentication for the transaction. Even though the implementation of the Adafruit library differs on the two projects but the methodology in which the library is implemented is more or less similar in nature.

The paper discussed developing an IoT system that will allow the quality of life to the people to increase by providing a clean and sustainable environment. The authors discuss about the various components that will be used in their system and the various architectures that will be used to implement such a system. In the paper, the authors have decided to use the Adafruit library as a means to allow client-server communication, which is exactly how we plan to utilize the library but here, in the paper, the authors have used it to publish output to the whichever user has subscribed to it. The authors offer a simple, low cost, low power consumption to a problem involving the environment and we plan to implement the exact same concept but in terms of a fingerprint scanner and the authentication it can provide to the user while he or she accomplishes a transaction on their account.

Even though the authors of the paper have used the Adafruit library for a different purpose, the concept involved is the same, where we allow for client and server communication by allowing the user to utilize his or her fingerprint to notify the server that the user belonging to that account is conducting a transaction and the server can authenticate whether or not the user in the terminal is the same user in the database via the user’s fingerprint. This allows for a more secure system of transacting in a bank’s ATM. [11]

**Design and Implementation of a Fingerprint Based Lock System for Shared Access** by Jayasree Baidya, Trina Saha, Ryad Moyashir, and Rajesh Palit

This paper deals with the design and implementation of a finger based lock system for shared access of a door system. The paper deals with an Arduino UNO component linked to a fingerprint scanner which controls the door lock.

Biometric systems such as fingerprint provide tools to enforce reliable logs of system transactions and protect an individual’s right to privacy. The RFID or password based door lock mechanisms can easily be compromised when the RFID card or passwords are shared or stolen, thus for facilities with shared access require biometric based secure system. In the proposed system, fingerprints of the authorized users are enrolled and verified to provide access to a facility that is used by multiple users. A user can also be removed and a new user can be enrolled in the system.

The paper fails to deal with the issue of multiple electronic locks and that the end product is quite bulky and so the paper also discusses how the entire system can be improved via Multi-locks, Computerized Fingerprint lock system, Smartphone based fingerprint authentication and so on.

The limitations of this product that this paper states are that the scanner will not be able to detect any fingerprints if the fingerprint has been exposed to any chemicals or damaged. It also cannot deal with dirt particles on the finger as well as any cuts or bruises that show up on the finger of the user. The system implemented cannot also correctly detect the fingers of children due to the constant growth that children go through. [12]

**Conclusion**

The project that is to be implemented will be focusing on the various components and libraries that have been detailed in the survey. It has been discussed about the various applications of the different components that are going to be used in the design and exactly how these components are to be implemented in relation to the project. The libraries that are to be implemented are also discussed in length, the different ways in which the libraries will be utilized in the design.

Using the various literatures, it can be seen what exactly the various components and libraries play what part in the design and how implementation will make the difference in the design.

The design is building on the various theories and concepts brought out by the literatures and by building on said theories and concepts, the implementation of the various components and libraries will help in the final design.

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