

Group 1



# FINGERPRINT ATTACK

A large, horizontal image of a fingerprint in blue and cyan colors, overlaid with a digital circuit board pattern at the bottom and a grid of binary code (0s and 1s) falling vertically above it.

Josh Agron, Adam Bisignani, Maggie Brown, Julia Buckley, Stuart Hayden, Jake Hracho, Simon Rodriguez, Nora Tucker



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How we created our fake  
fingerprint samples

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## Attacking the System

The steps we took to attack  
the system along with results

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successful attack attempts

4

## Key Takeaways

Sharing what we learned  
throughout this process



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# FALSE FINGER GENERATION

Julia, Maggie, Jake, & Josh



# Gelatin with a Liquid Latex Mold

## Materials

Liquid Latex  
Makeup sponge/applicator  
Hair dryer  
Baby powder

Gelatin  
Vegetable glycerin  
Water  
Pressed powder makeup (used for 1/2)



# Gelatin with a Liquid Latex Mold

## Process

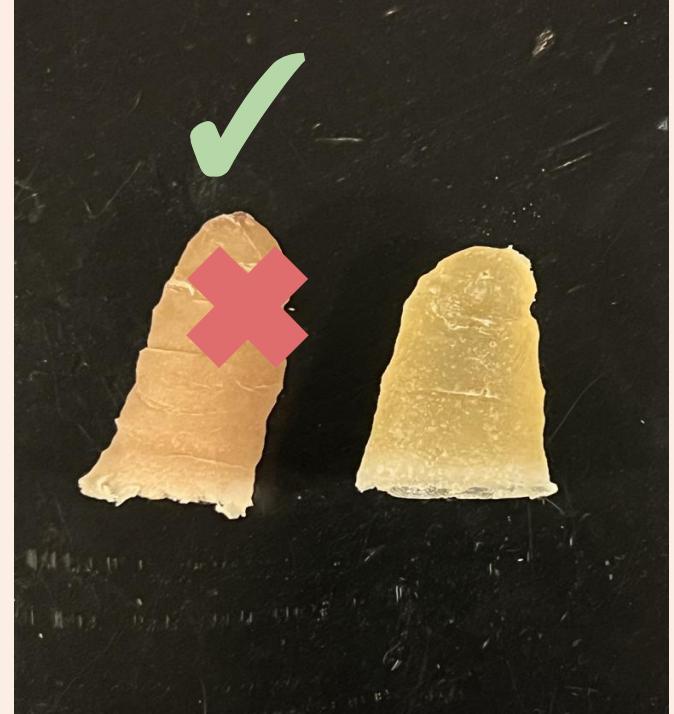
1. Coat finger in 8-10 thin layers of liquid latex, drying between
2. Use baby powder to carefully remove mold
3. Create false fingerprint mixture (1 part gelatin, 1 part glycerin, 1.5 part water)
4. \*Add pressed powder
5. Add to mold and cool



# Gelatin with a Liquid Latex Mold

## The Difference

The clear finger did not pass, but the pressed powder one did





# Gelatin with a Paraffin Wax Mold

## Materials

Gelatin

Pressed Powder Makeup

Water

Paraffin Wax



# Gelatin with a Paraffin Wax Mold

## Process

1. Melt paraffin wax until it is malleable
2. Form a ball and press print for five minutes
3. Make extra-thick gelatin mixed with press-powder makeup
4. Pour into mold and refrigerate overnight



# 2D Print Out

## Materials

Paper  
Pencil  
Tape



# 2D Print Out

## Process

1. Scribble on a piece of paper until a thick layer of graphite is formed
2. Rub print in the graphite
3. Press a piece of tape onto the print
4. Place tape onto a white piece of paper





# Hot Glue Fingerprint

## Materials

Mounting Putty  
Hot Glue and Gun  
Freezer



# Hot Glue Fingerprint

## Process

1. Create a mold with the mounting putty
2. Put mold in freezer to solidify (24 hr)
3. Pour hot glue on a piece of paper
4. Press mold onto hot glue from above
5. Remove mold from hot glue





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# ATTACKING THE SYSTEM

Nora & Adam





# Data Generation

**44 Pairs: 22 Genuine, 22 Impostor**

22 genuine pairs (from our group and the files from our class)

22 impostor pairs (comparing each of 11 false fingers to 2 genuine scans of the finger they are attacking)

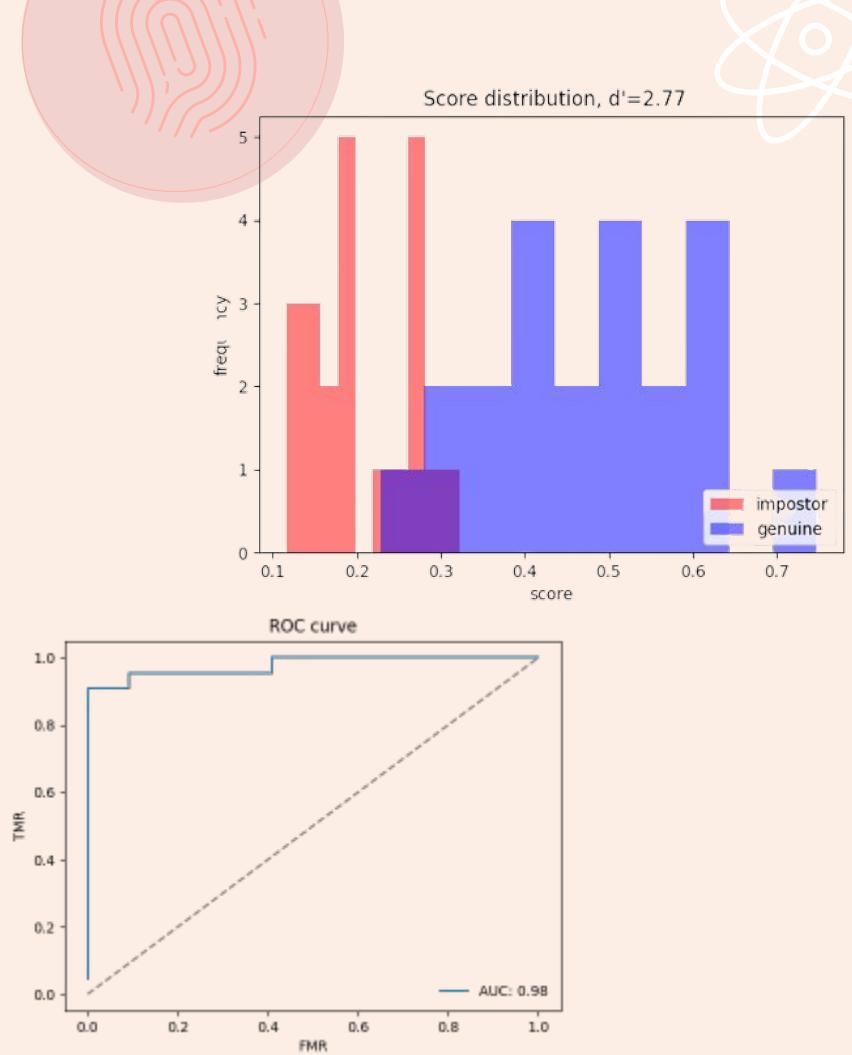
# Sensor



Futronic FS88H Optical Sensor

# Determining a Threshold

- Calculated the similarity scores for each of the 44 pairs
- Calculated the EER (.09) and determined the threshold (.30058)
- Calculated the D-prime value to be 2.77
- Calculated AUC value to be .98



# Compare Similarity Scores to Threshold

- Compared the similarity scores of each of 22 impostor pairs to the calculated threshold
- Only one fake finger had a similarity score higher than the threshold
- Sim score: 0.32258



Fake Finger



Authentic Scan

# Averaging Similarity Scores

- Had two genuine scans per person
- Averaged the similarity scores of each attack finger with the two genuine scans
- Once averaged, none of the 11 fake fingers were above the threshold
- Highest was .29625, which was less than threshold of .30058

**0 Successful Attacks after averaging similarity scores**



# Ranking the Fake Fingerprint Methods

Fingerprint Type	Similarity Score (highest)
Gelatin with Liquid Latex Mold	.32258
Gelatin with Paraffin Wax Mold	.26248
Hot Glue	.18706
2D Print Out	Unable to compute - system did not recognize the print as valid



**3**

# PROPOSING A FIX



Simon



# Finding a solution

## Asking for Multiple Scans

Only one print met the threshold to fool the system.

- If we ask for multiple scans from the user, there is a higher likelihood that imposters would be detected
- Have multiple scans to compare against. There can often be a high variance between scans of the same finger (intra-class variability).



<https://www.semanticscholar.org/paper/On-the-Individuality-of-Fingerprints%3A-Models-and-Dass-Pankanti/70a1e069c2fdceff8644c8104dbaec1815da9f9b/figure/1>



# Finding a solution

## Scan Multiple Fingers at Once

- For the reasons on the previous slide, some sensors exist that scan multiple fingers at once.
- This would greatly increase the amount of work that an attacker must commit, as they would need to make multiple working fingers from the same hand.



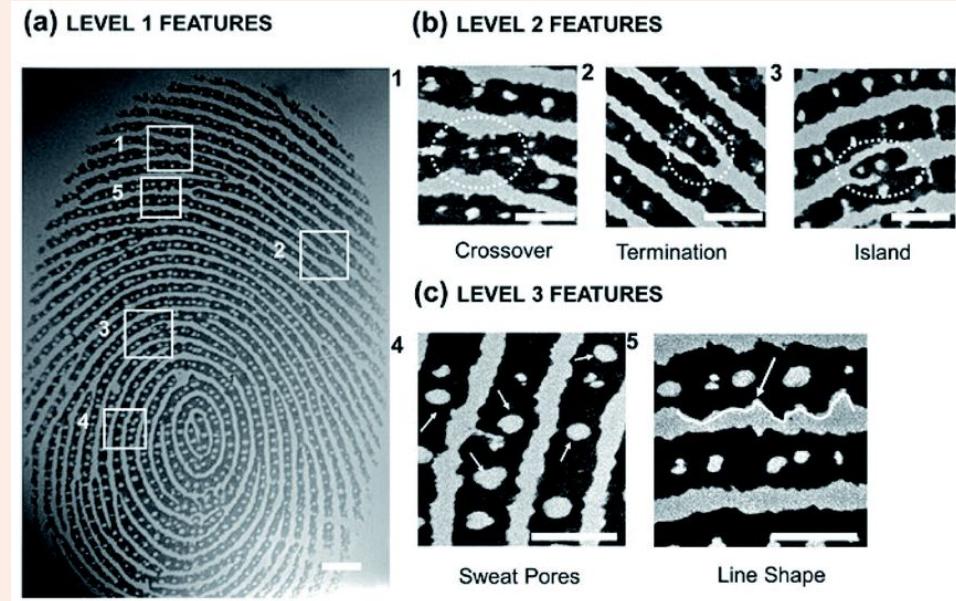
<https://www.auodplus.com/template/images/gd/fingerprint/feature-1/auodplus-gd-fingerprint-feature-1.jpg>



# Finding a solution

## Use a Higher Resolution Sensor and Detect Level 3 Features

- According to the manufacturer's website, the sensor's resolution is only 500 dpi. A higher resolution sensor could detect smaller details that would be missing in a gelatin print, such as sweat pores.
- The software would also need to be extended to detect such features as well.



[https://pubs.rsc.org/image/article/2021/AY/d1ay01508g/d1ay01508g-f2\\_hi-res.gif](https://pubs.rsc.org/image/article/2021/AY/d1ay01508g/d1ay01508g-f2_hi-res.gif)



4

# KEY TAKEAWAYS



Stuart



# Key Takeaways



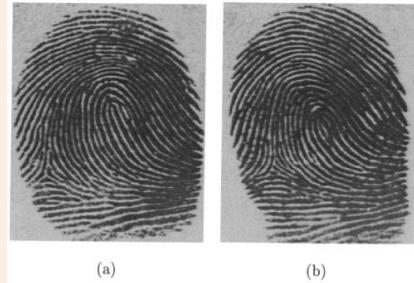
## Takeaway 1

Fake Fingerprints are  
Easy to Produce



## Takeaway 2

Optical Sensors  
Susceptible to Gelatin



## Takeaway 3

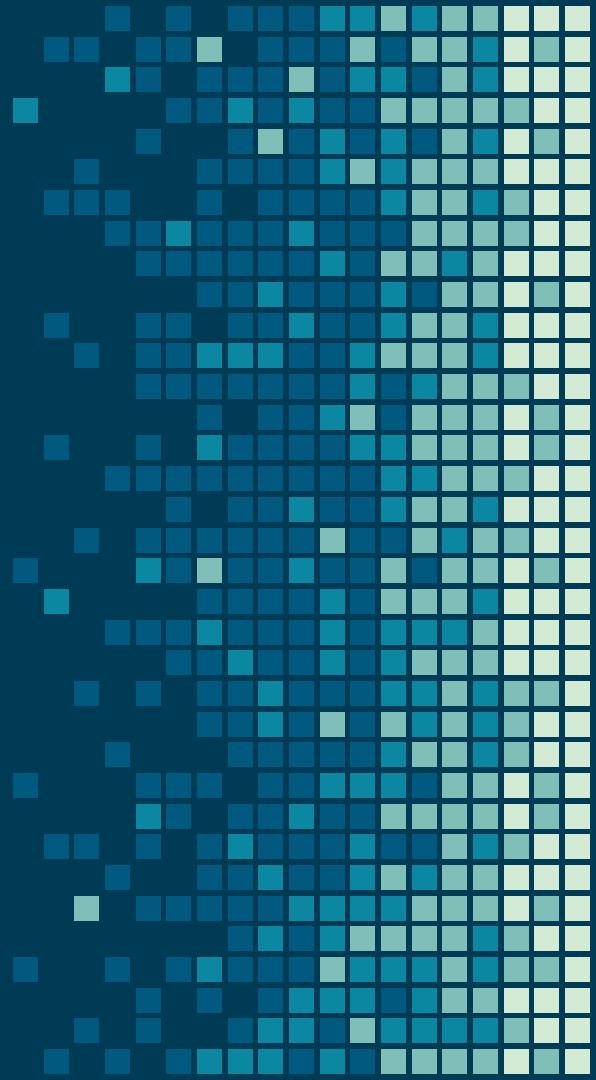
Multiple Genuine Scans  
Improve Security

# Questions?

Group 2

# Fingerprint Attack Presentation

Livia Johan, Estefania Romero  
Valdez, Grace Qi, Tyler Krasny, Luke  
McKay, Sean Hawkshaw





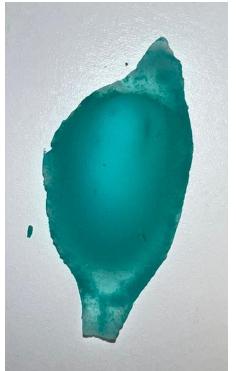
# Fake or Real?



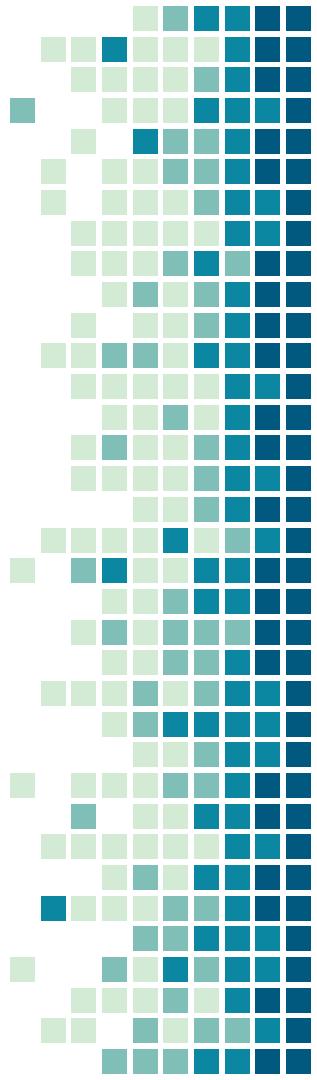




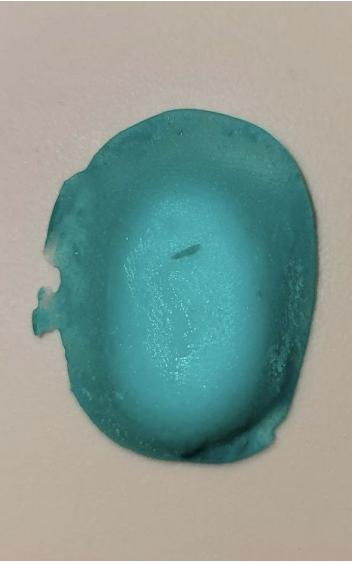
# Generated Middle Finger



# Generated Index Finger



# Generated Thumb



# How to Generate: Latex Mold

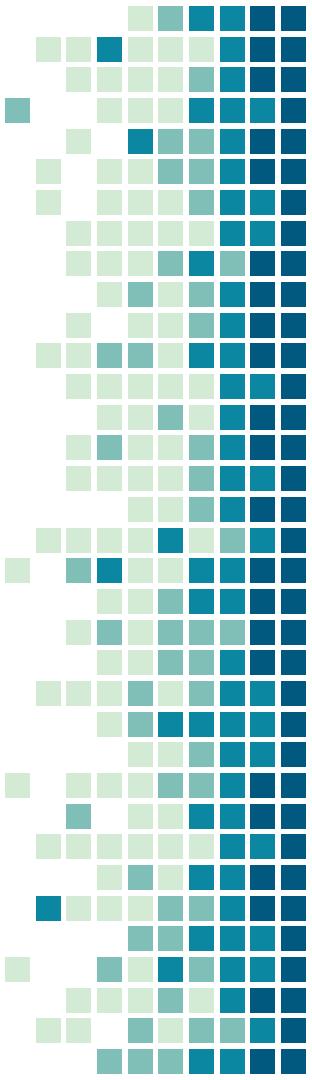
- For the mold: layer on latex to the finger (like we saw in the video in class) using makeup sponge → then use to hold the gelatin
- Mold as fingerprint attack: flip the mold inside out & scan. During image processing, set dark ridges = True and mirror the image



# How to Generate: Gelatin

- Gelatin + glycerin + water
- Pour into latex mold and allow to cool
- Some sweat pores still visible, but there are also some other bubbles from the gelatin itself
- Scars visible
- Darker than when you scan real fingerprint, ridges are thicker





# How to Generate: Hot Glue/Glue/Latex

- For all: create finger imprint into Play Doh & fill with desired medium
- Challenge: must imprint evenly, otherwise you get dents in fingerprint

## Hot glue:

- More difficult to attack with because it is more rigid
- Harder to get around the challenge of having dents in the print

## White Glue:

- Took a lot longer to dry
- When it came out of the mold, still seemed smooth but showed up in scans
- Easier to work around the challenge because it is more flexible

## Latex:

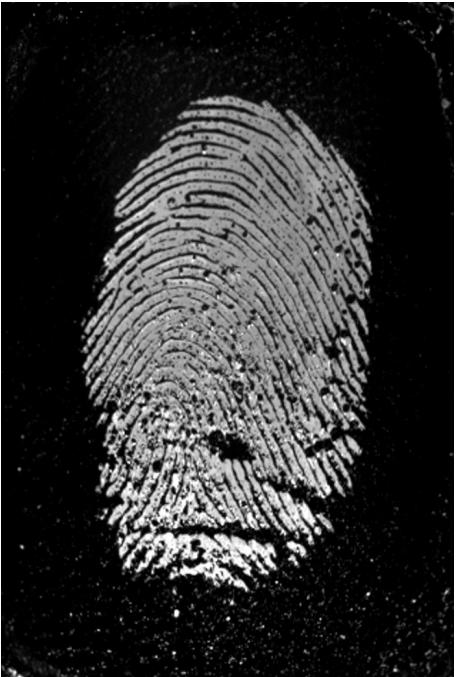
- Like white glue, not super rigid
- Easy to bend so that it would scan correctly
- A few sweat pores showed up

Threshold generated in class (HW 2):  
0.2598870056497175

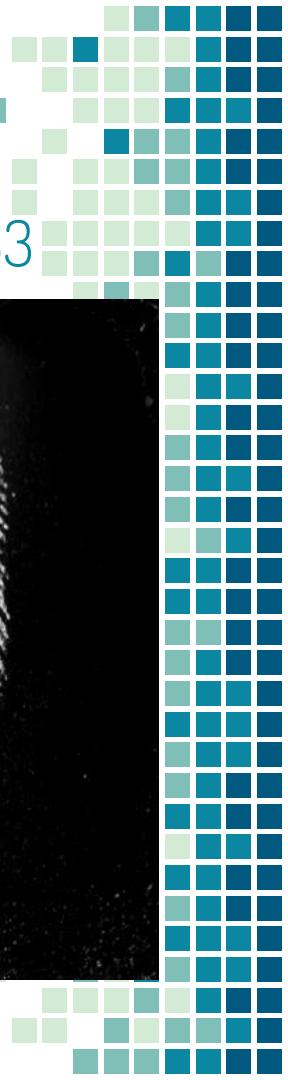
# Middle Finger



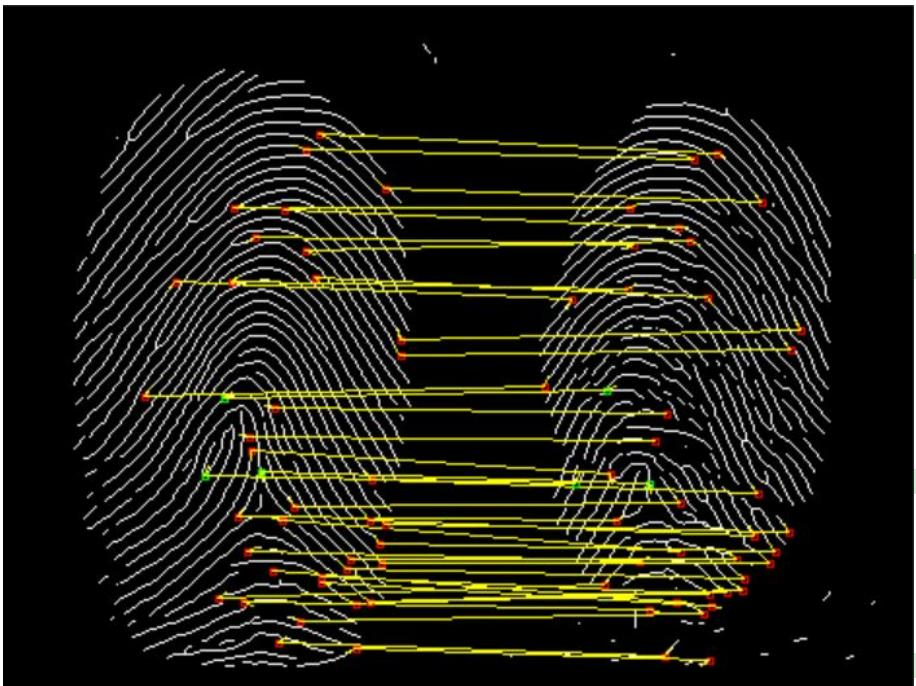
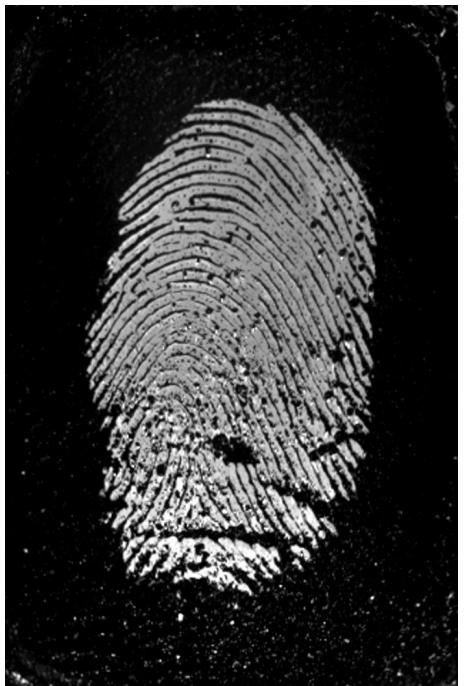
Gelatin: 0.32



Latex: 0.33

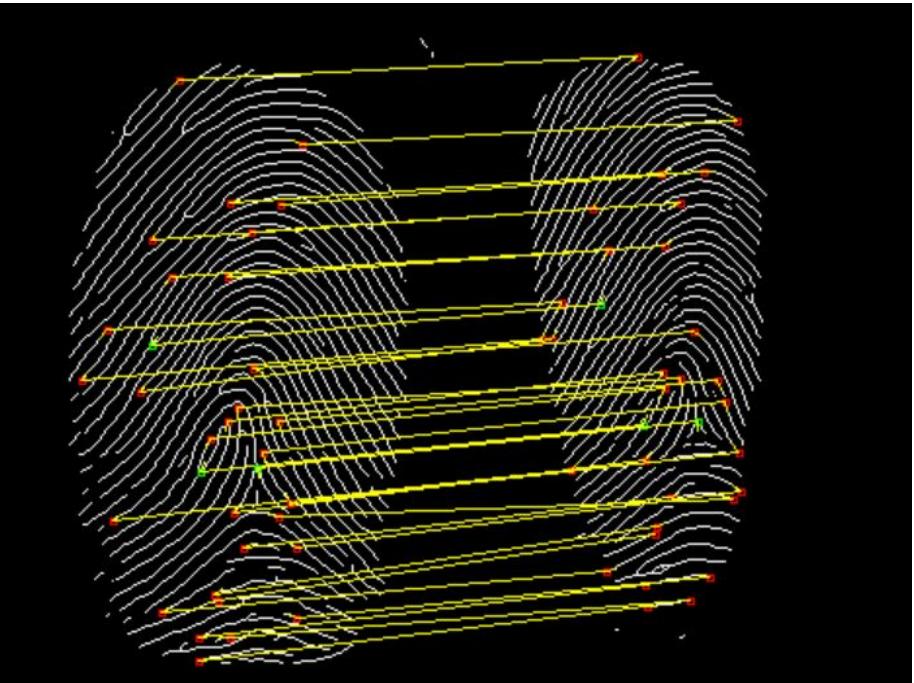


# Middle Finger

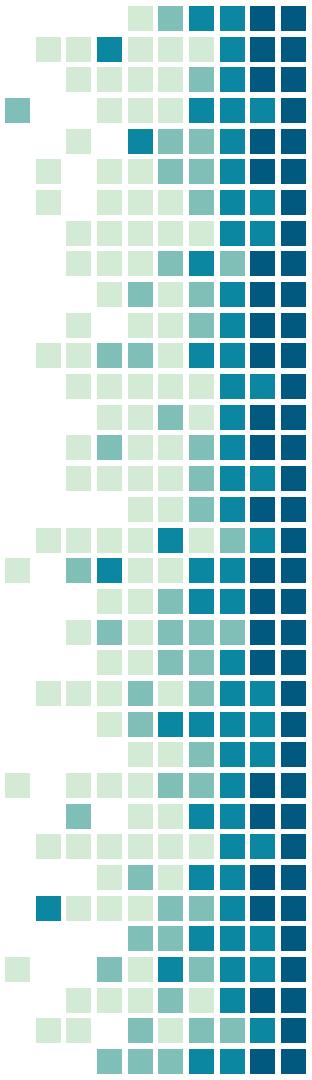


Gelatin: 0.32

# Middle Finger



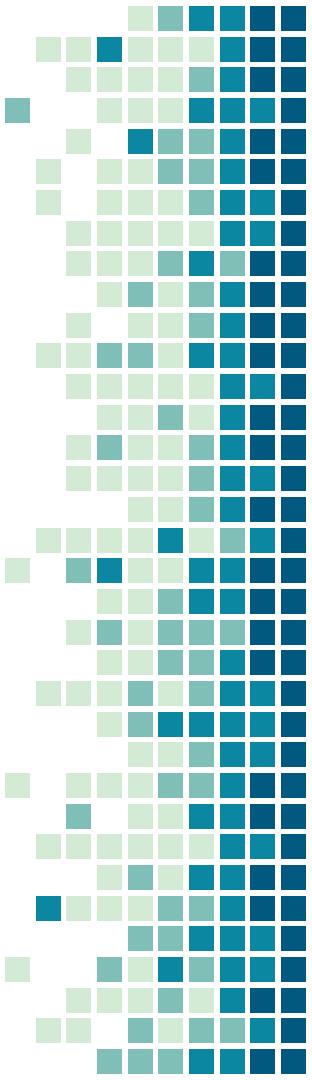
Latex: 0.33



# Middle Finger

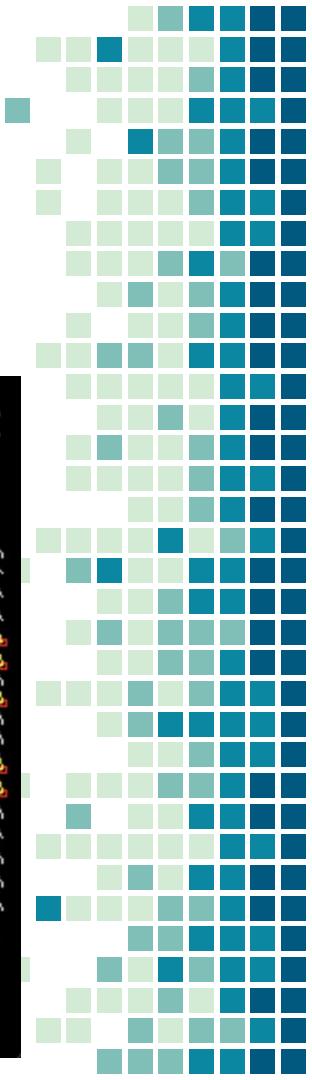
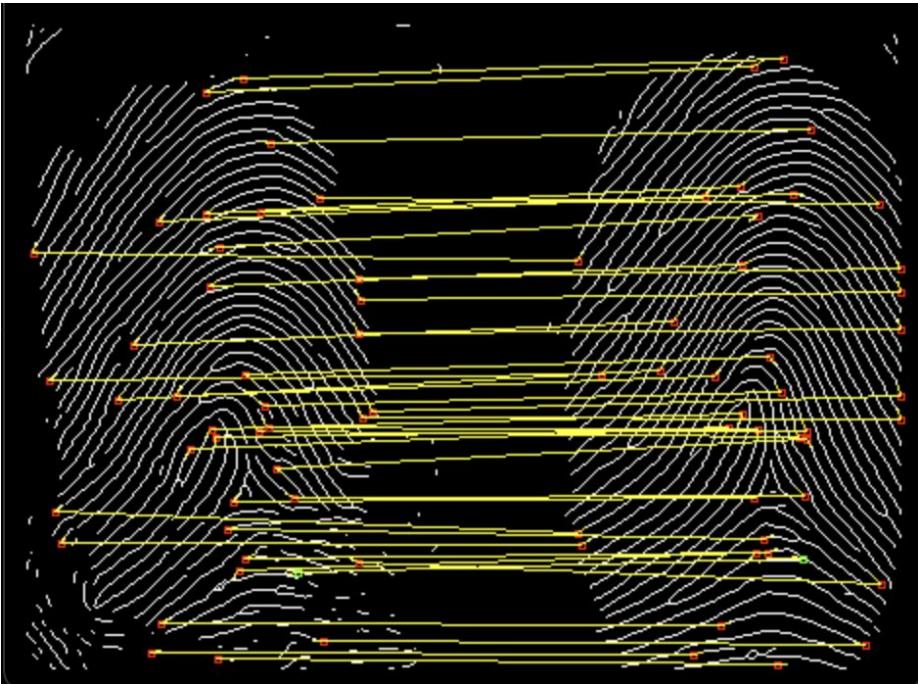


Mold: 0.2749



# Middle Finger

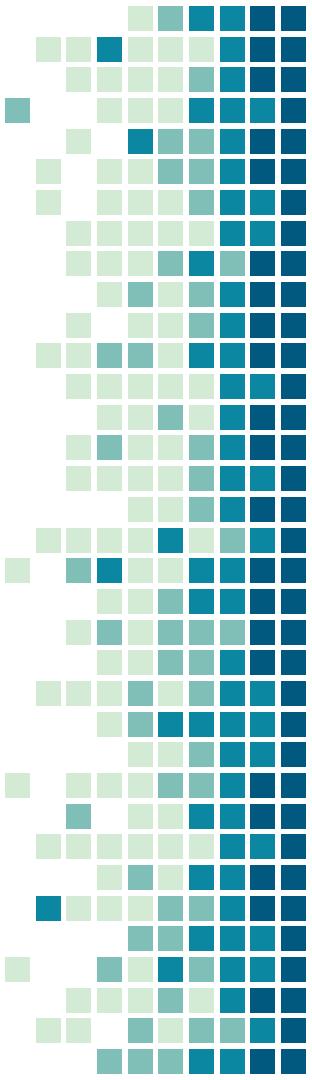
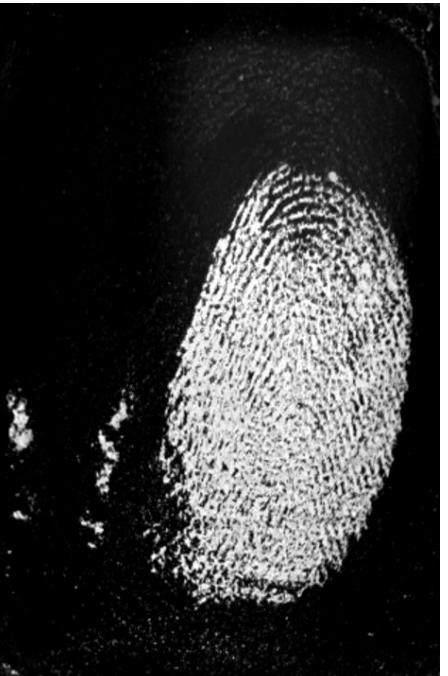
Mold: 0.2749



# Middle Finger



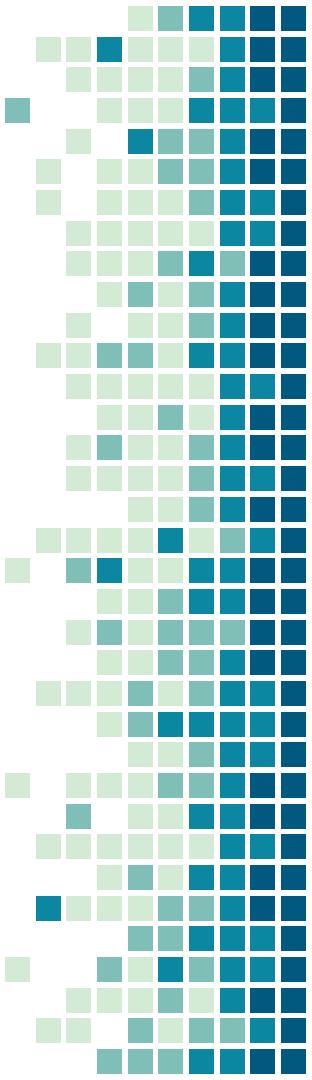
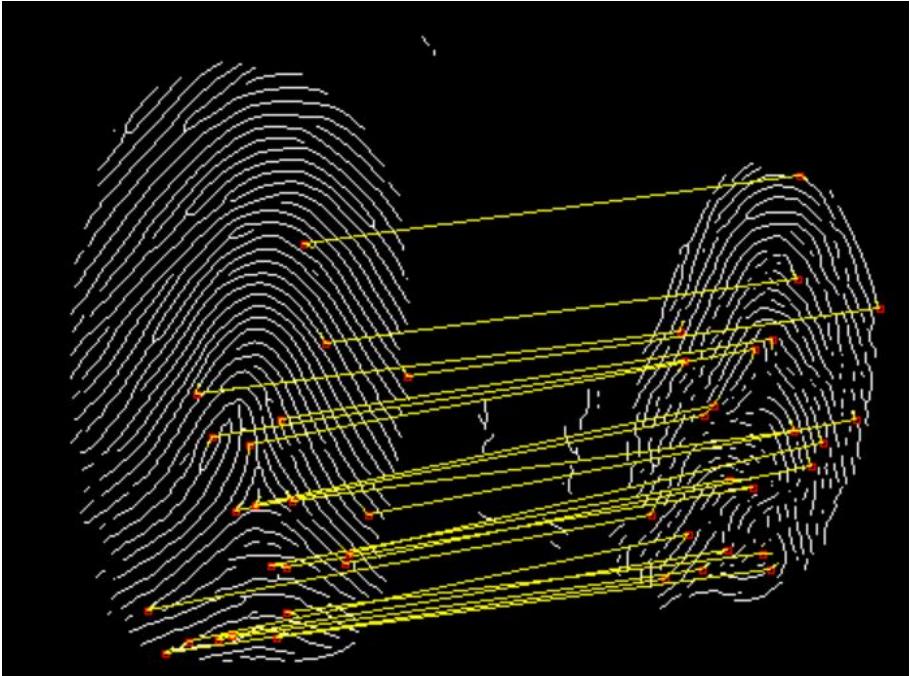
White Glue: 0.2095



# Middle Finger



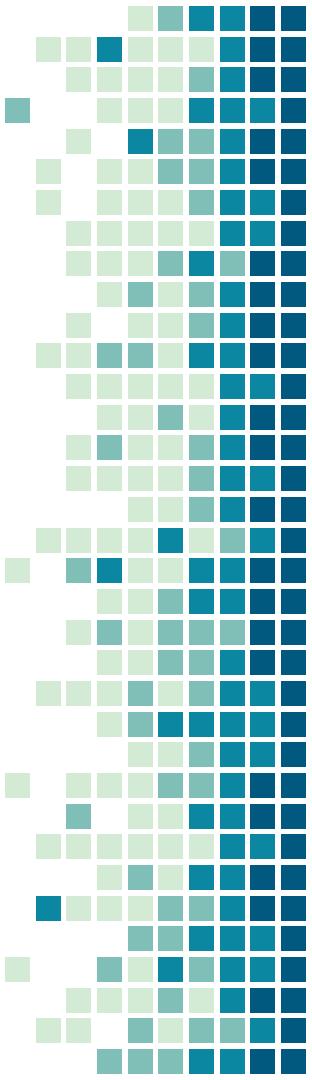
White Glue: 0.2095



# Middle Finger



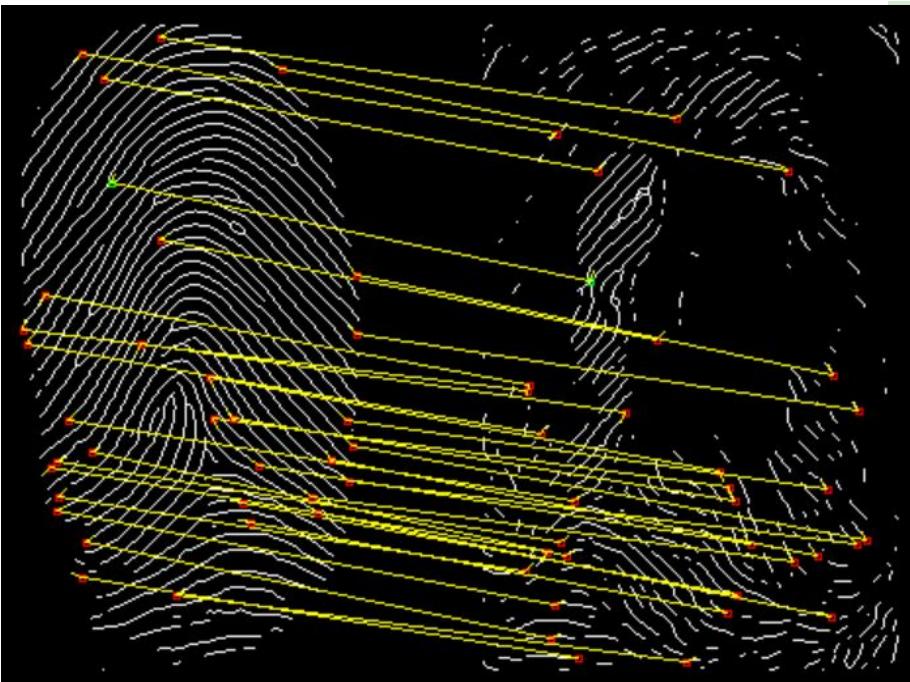
Hotglue: 0.2282



# Middle Finger



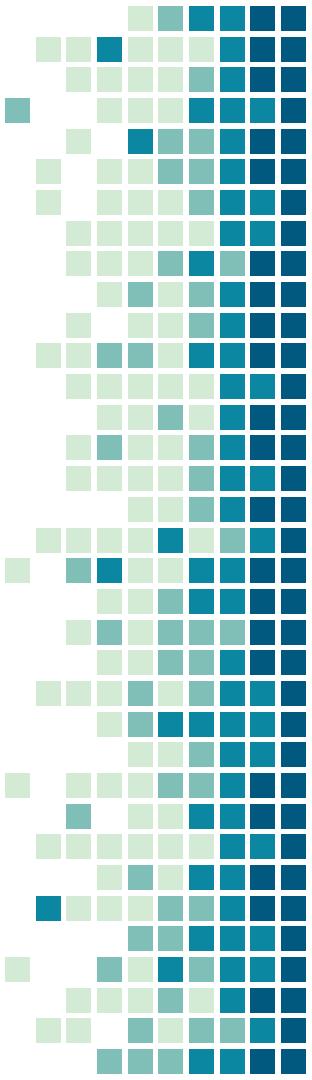
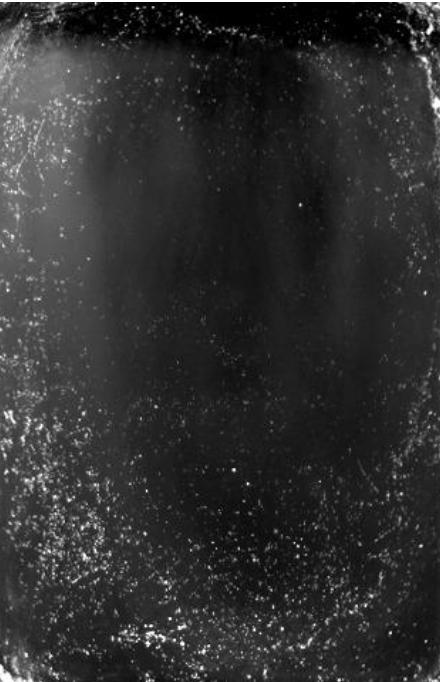
Hotglue: 0.2282



# Middle Finger



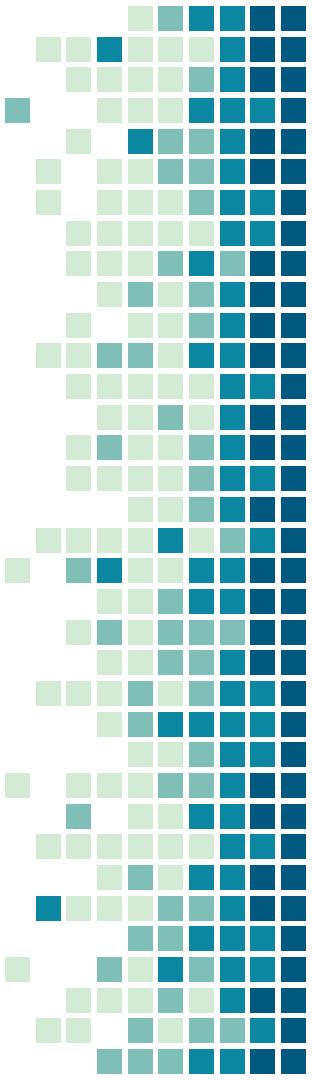
Paper - will not scan



# Index Finger

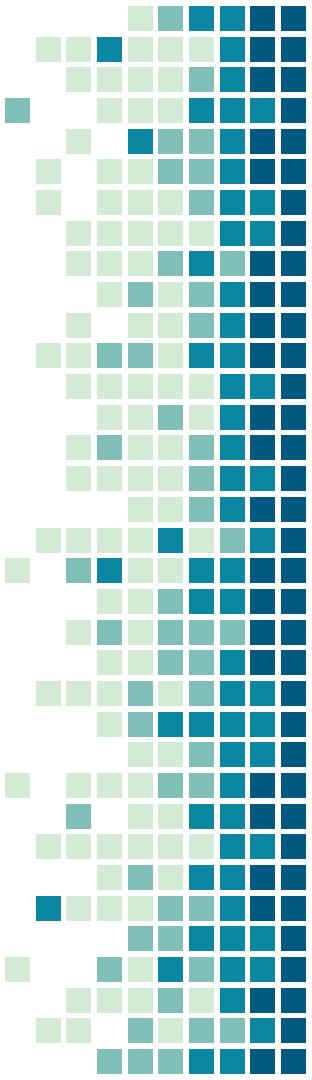
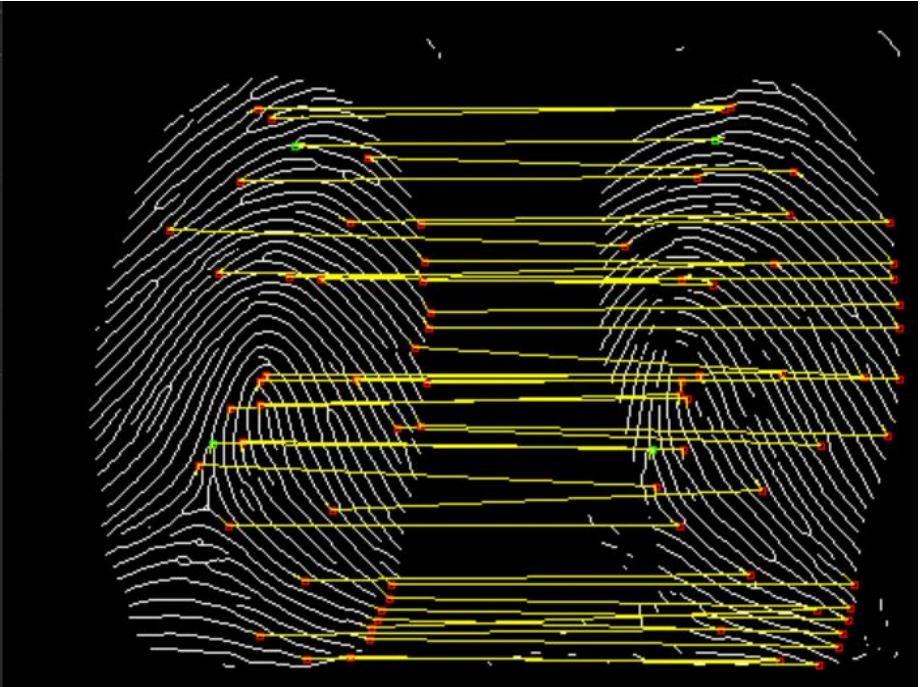


Gelatin: 0.3628



# Index Finger

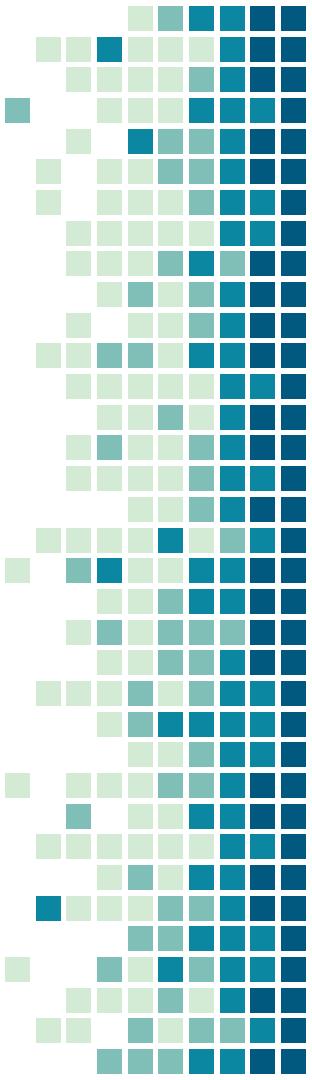
Gelatin: 0.3628



# Index Finger



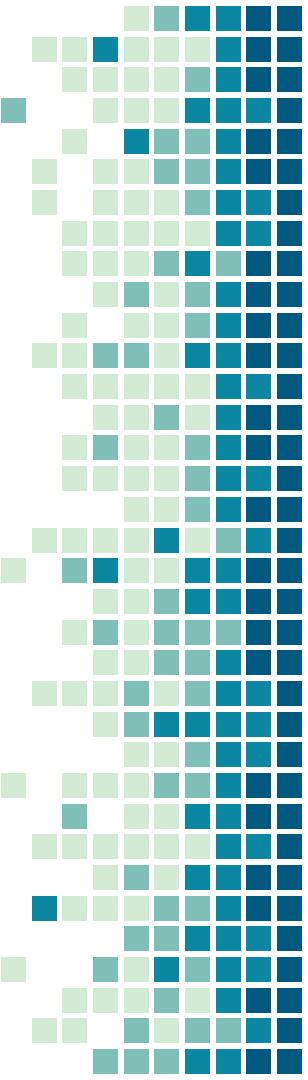
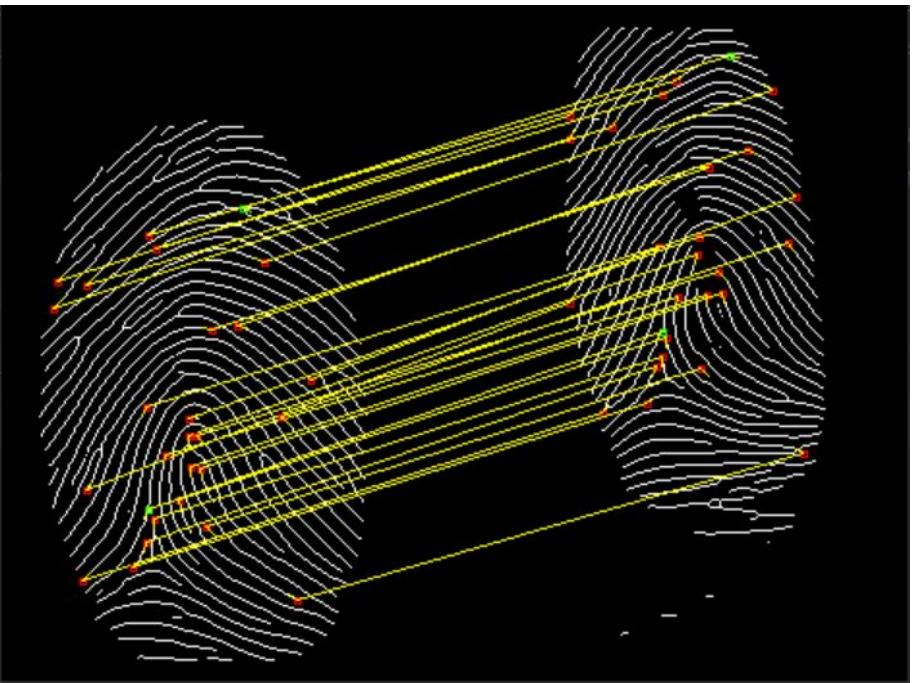
Latex: 0.3484



# Index Finger



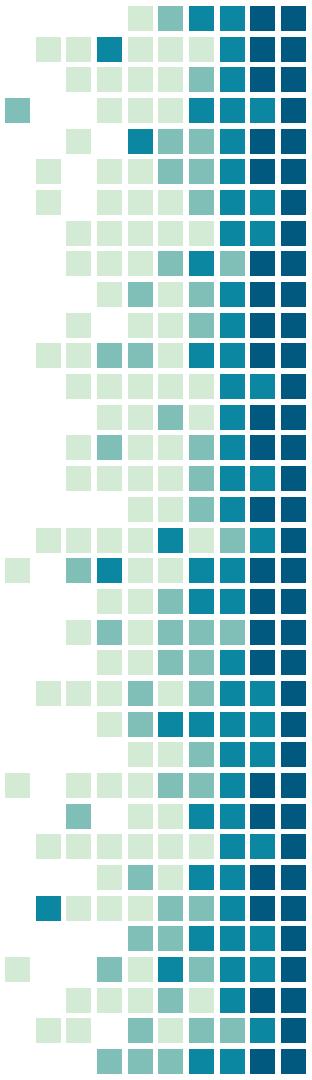
Latex: 0.3484



# Index Finger

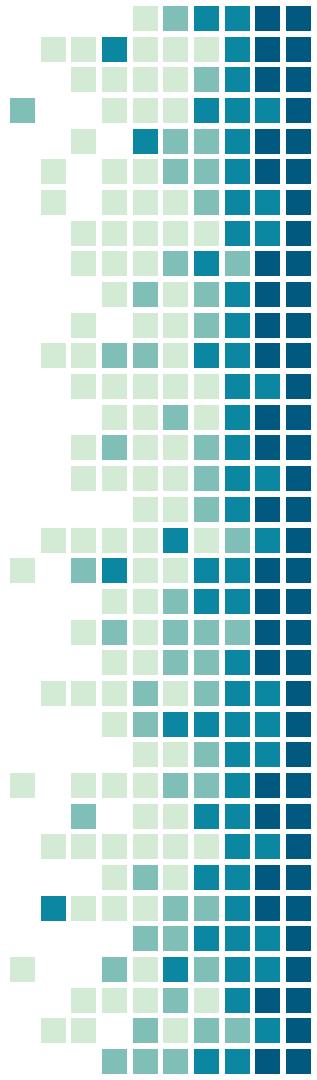
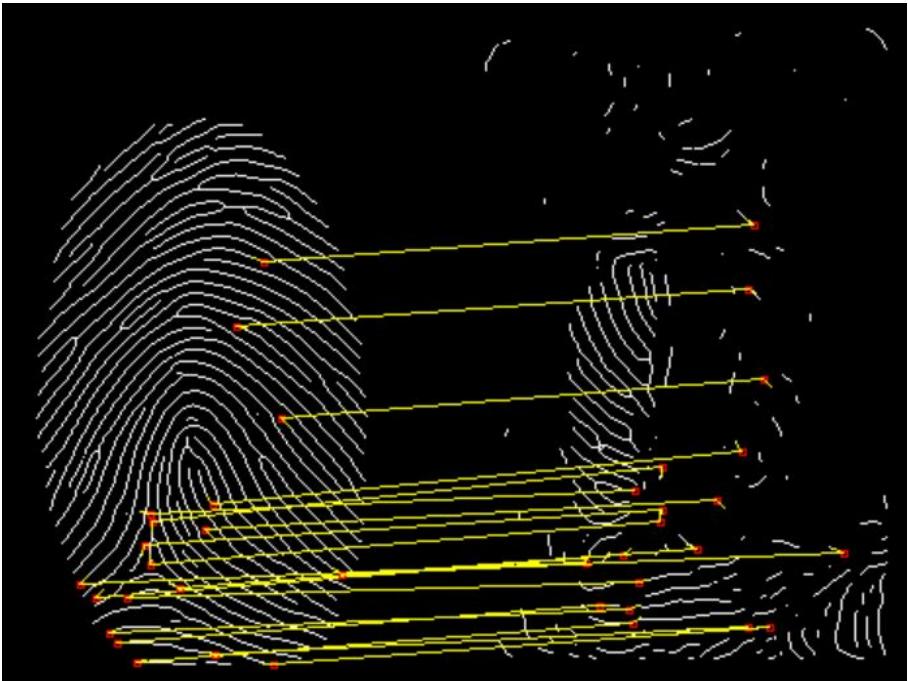


Hotglue: 0.1767



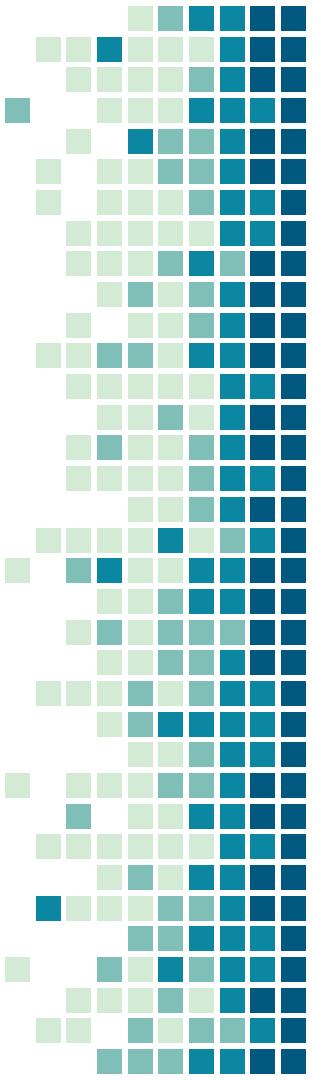
# Index Finger

Hotglue: 0.1767



# Index Finger

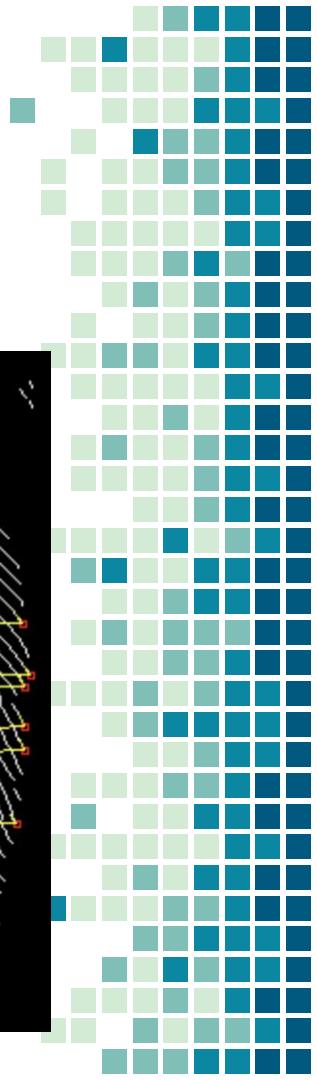
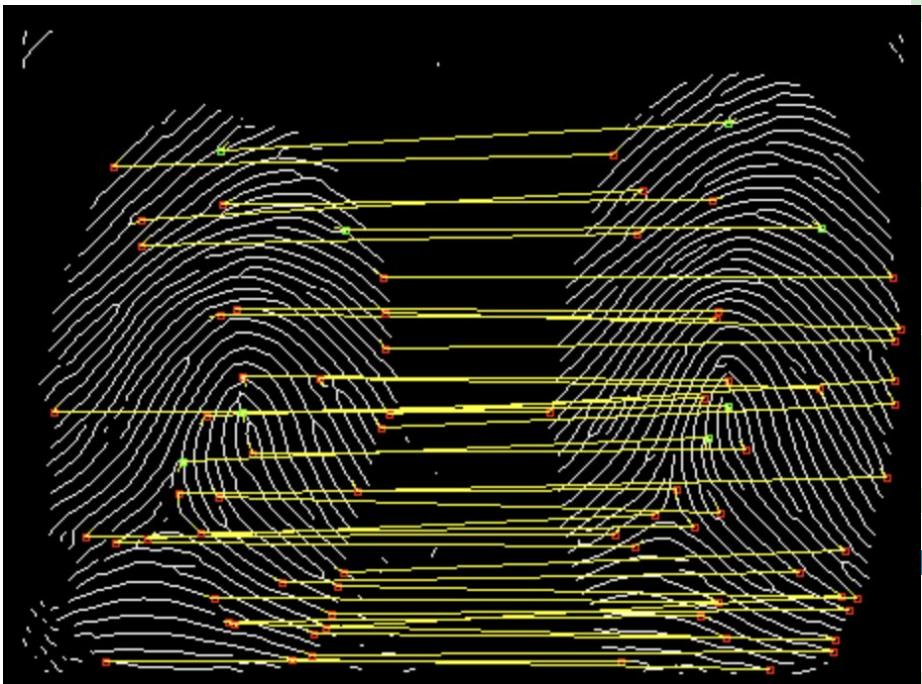
Mold: 0.3442



# Index Finger



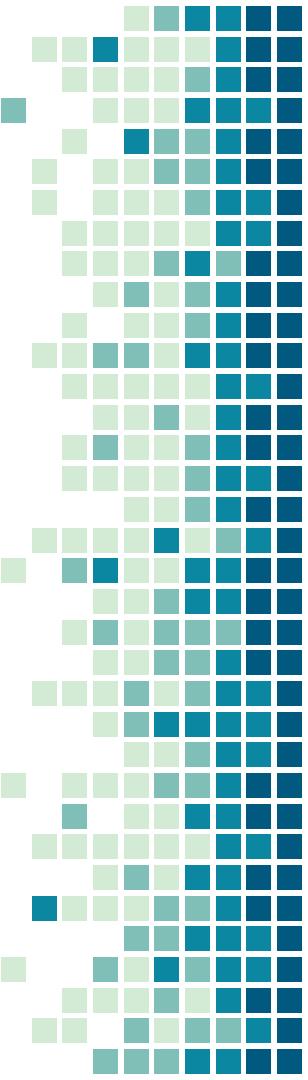
Mold: 0.3442



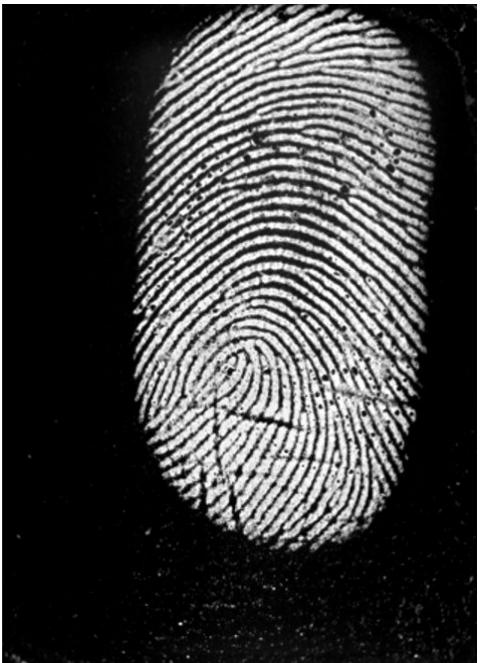
# Thumb



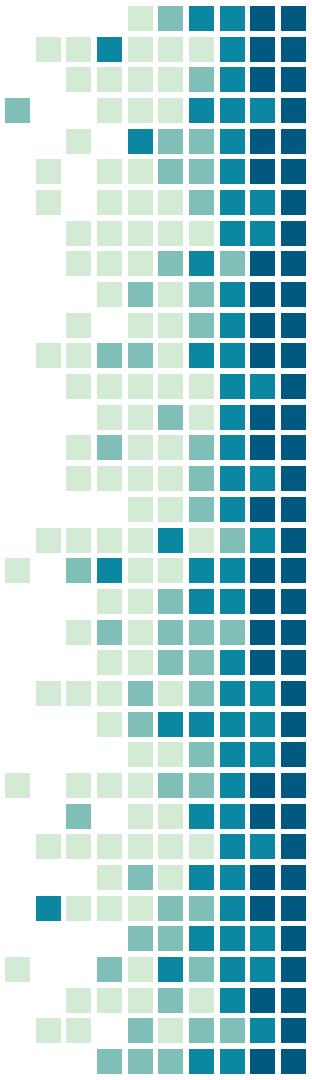
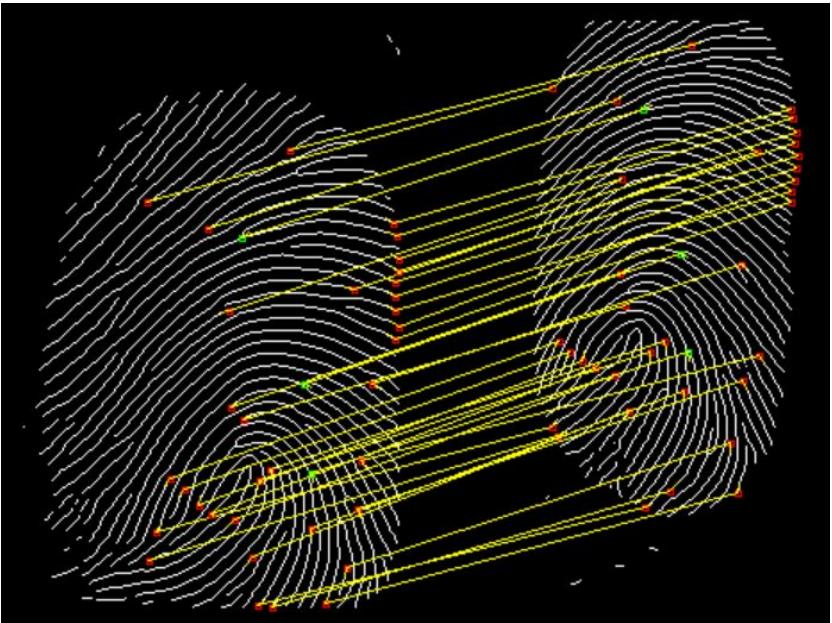
Latex: 0.4088



Thumb



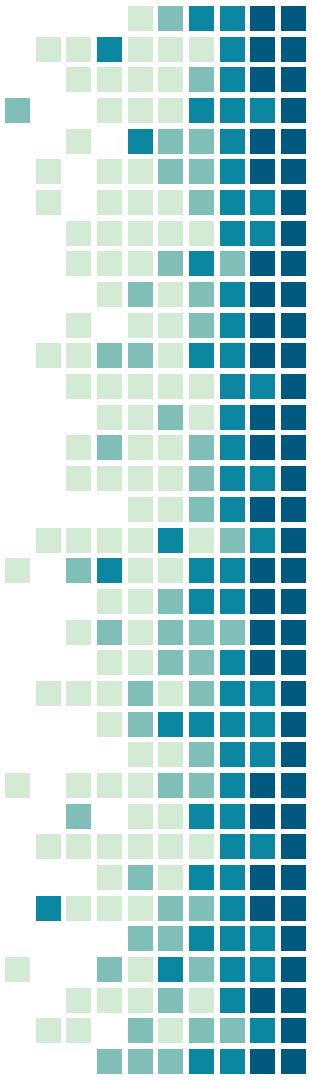
Latex: 0.4088



Thumb



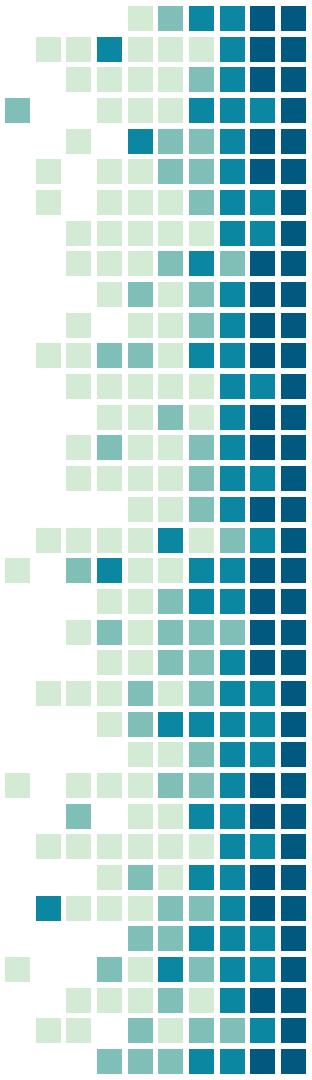
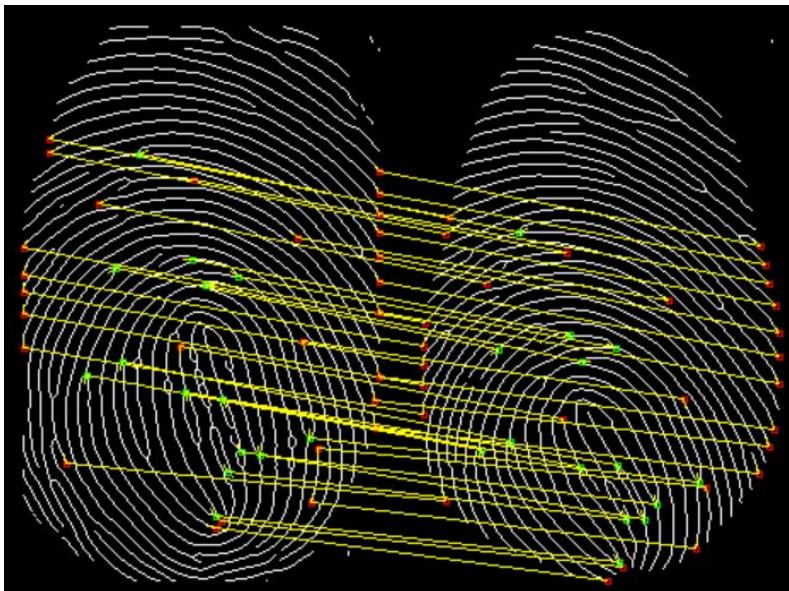
Latex: 0.4362



Thumb



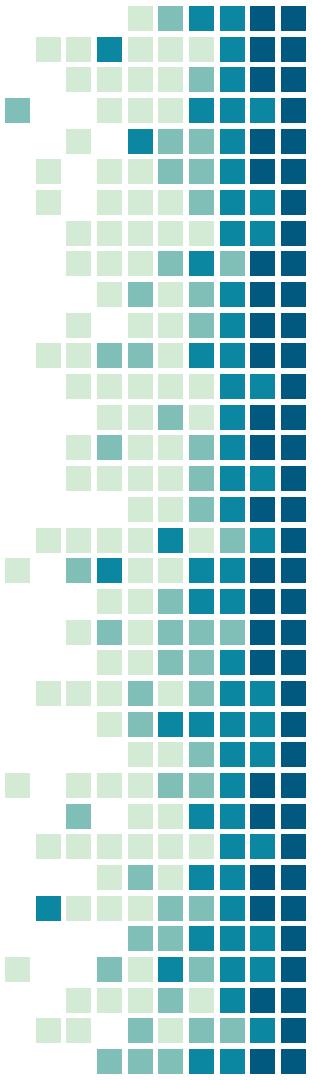
Latex: 0.4362



Thumb



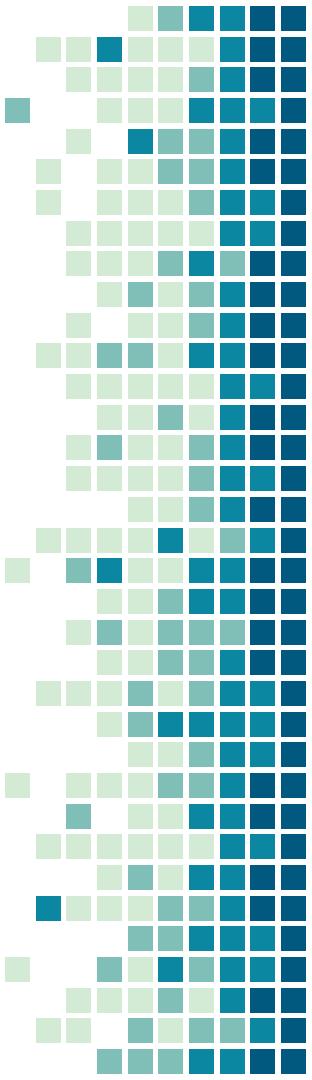
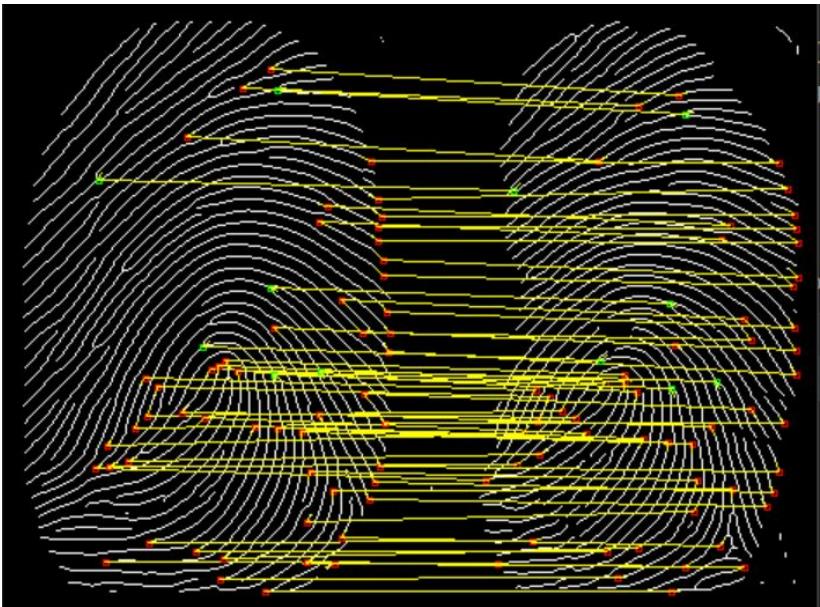
Gelatin: 0.4797



Thumb



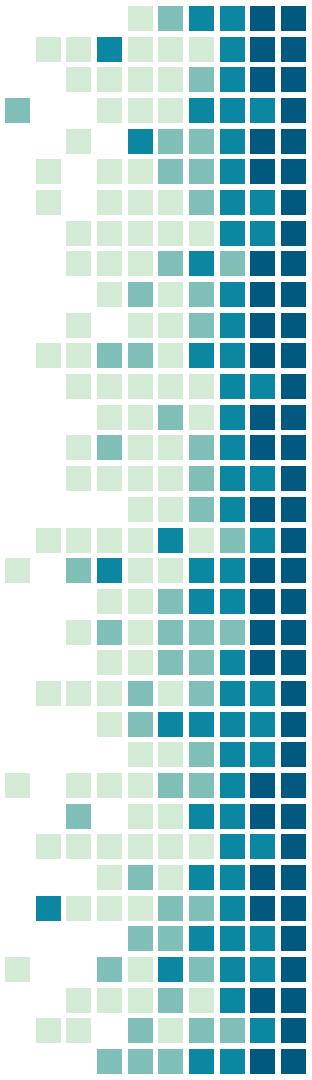
Gelatin: 0.4797



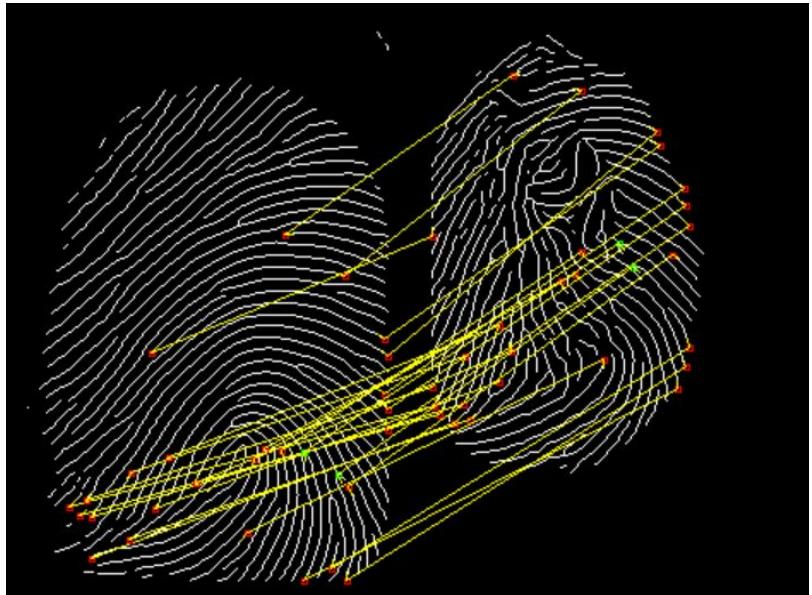
Thumb



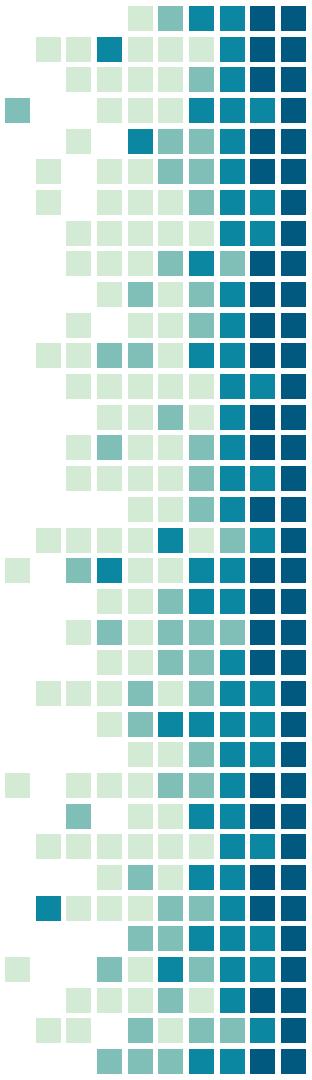
White Glue: 0.2286



Thumb



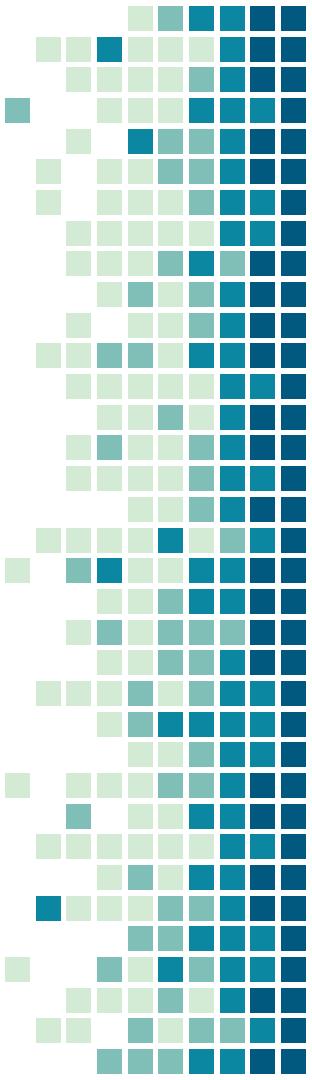
Whiteglue: 0.2286



# Thumb



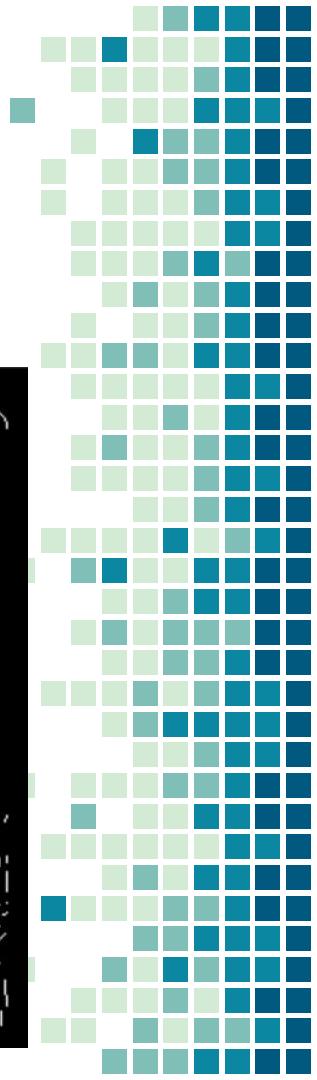
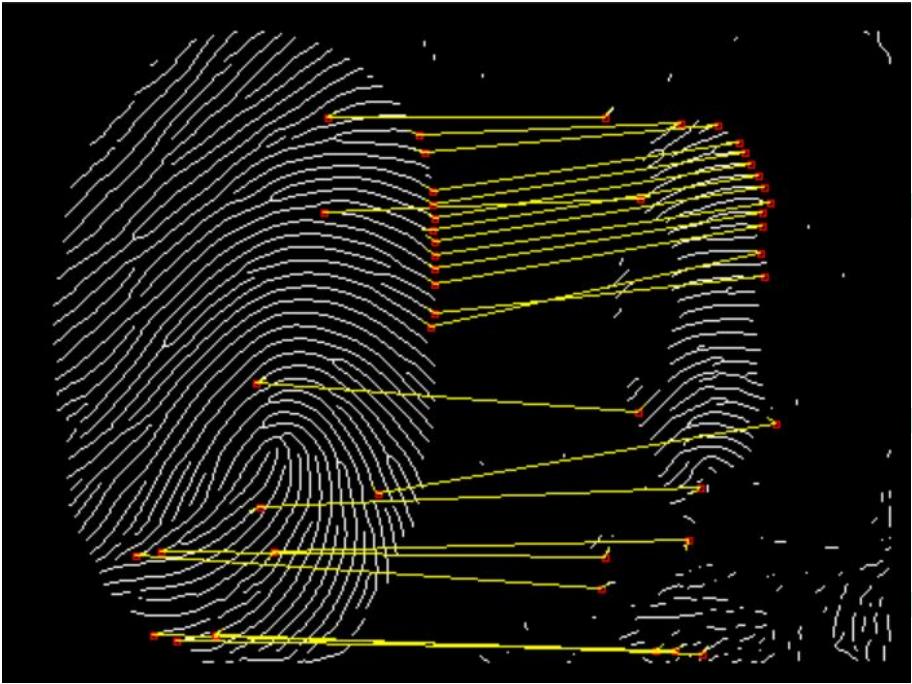
Hotglue: 0.2180



Thumb



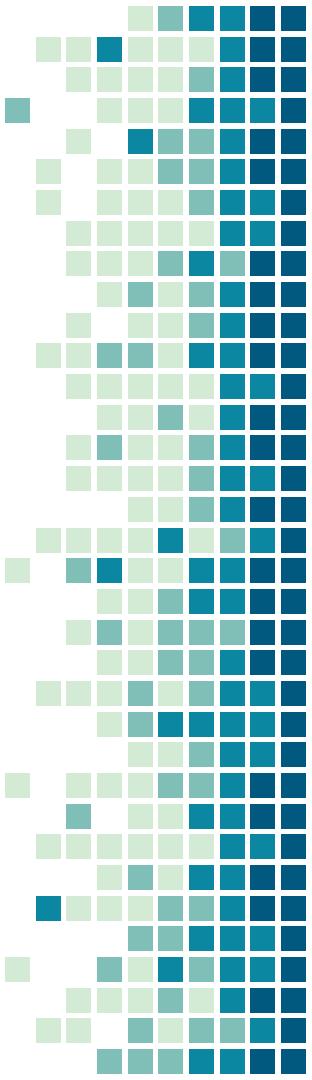
Hotglue: 0.218



Thumb



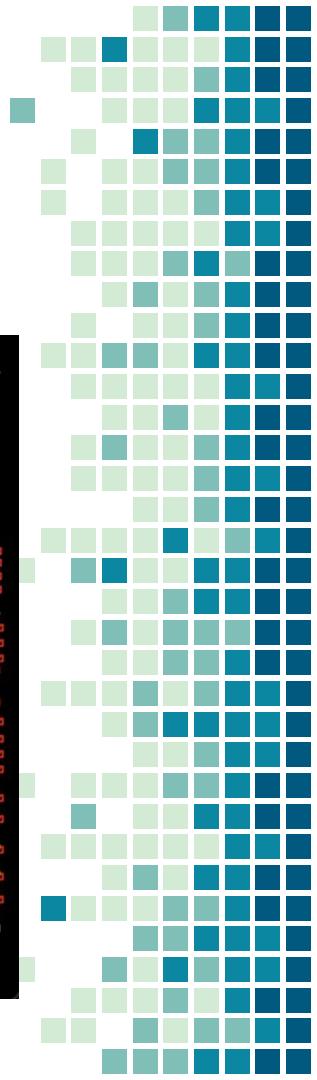
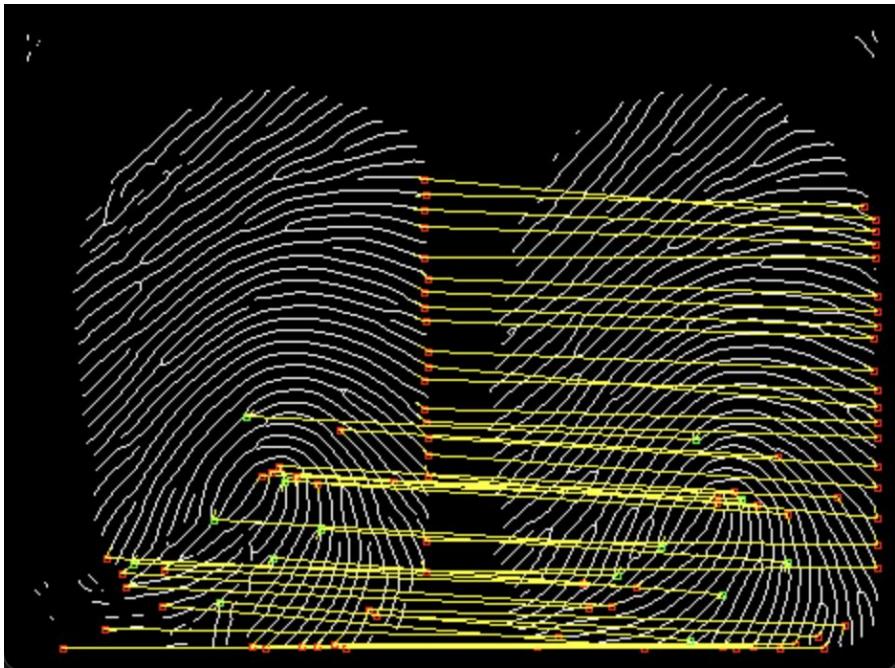
Mold: 0.3951

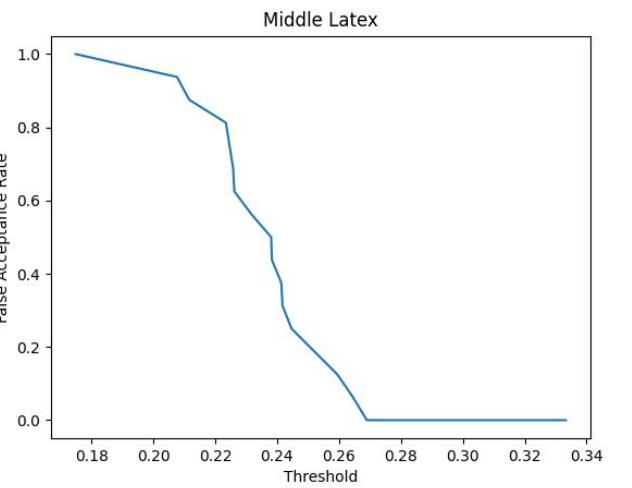
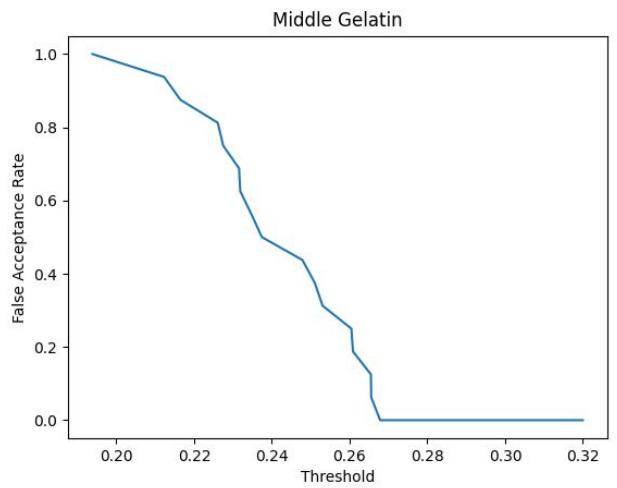
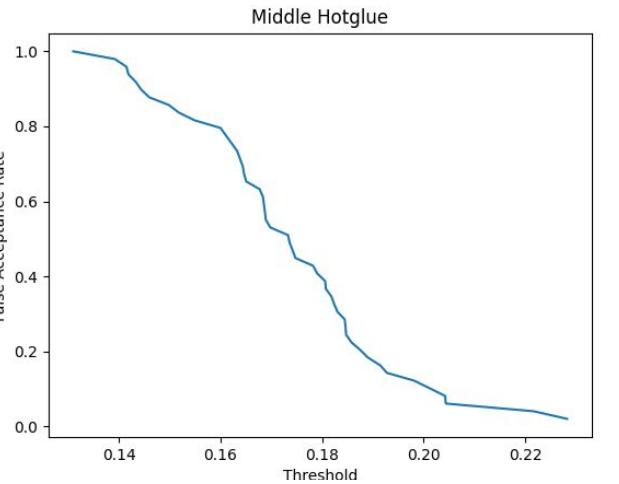
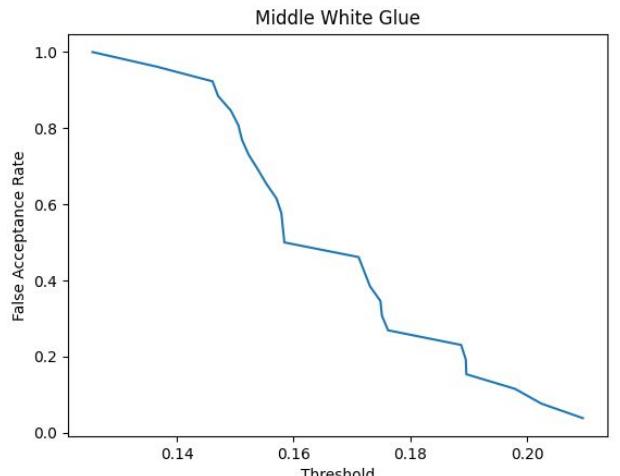


Thumb



Mold: 0.3951







Middle White Glue



Middle Hot Glue

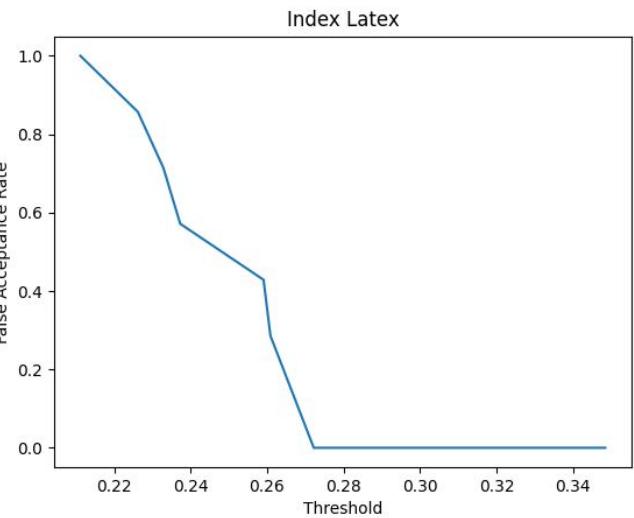
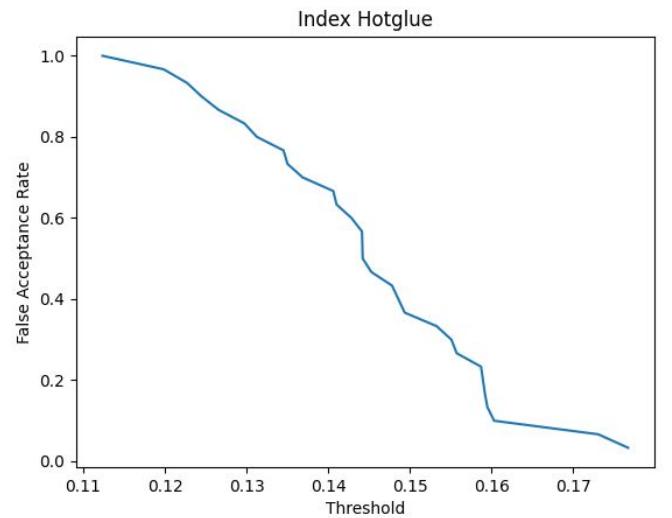
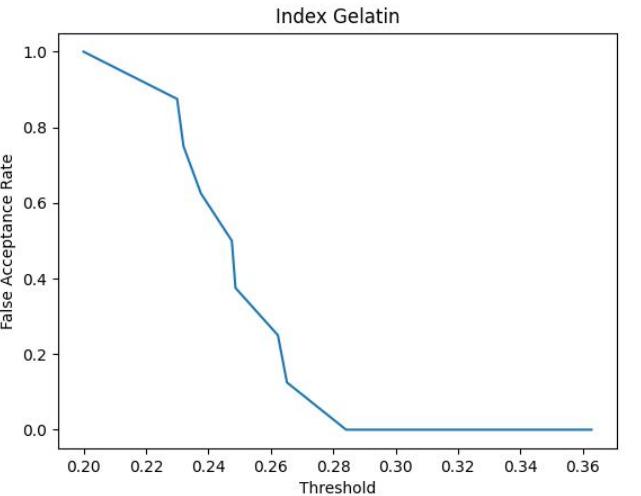


Middle Gelatin



Middle Latex

# Index Finger





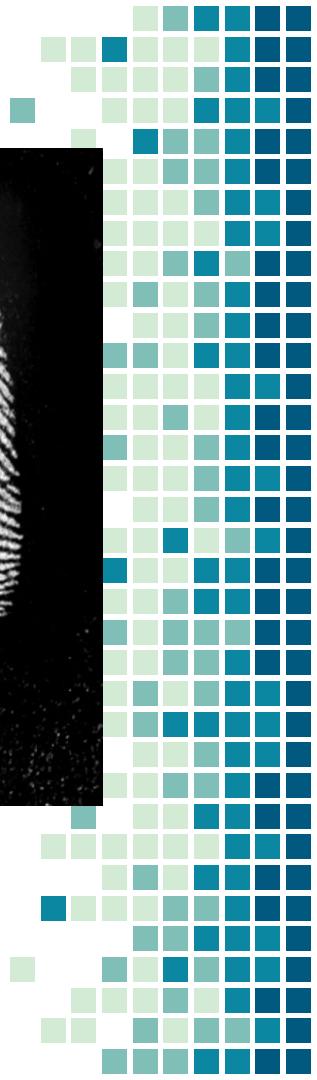
Index Gelatin

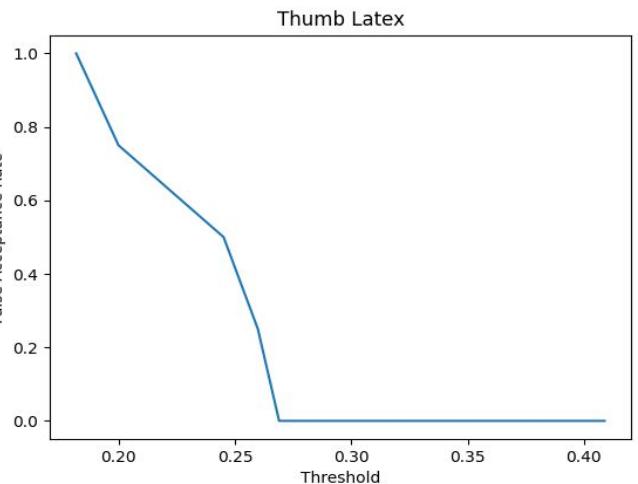
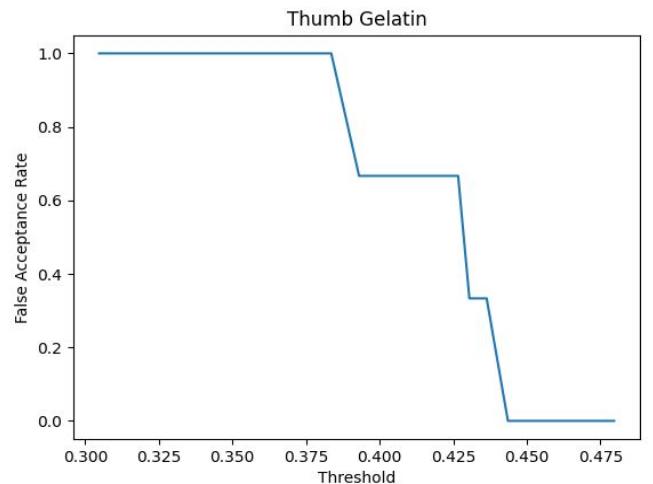
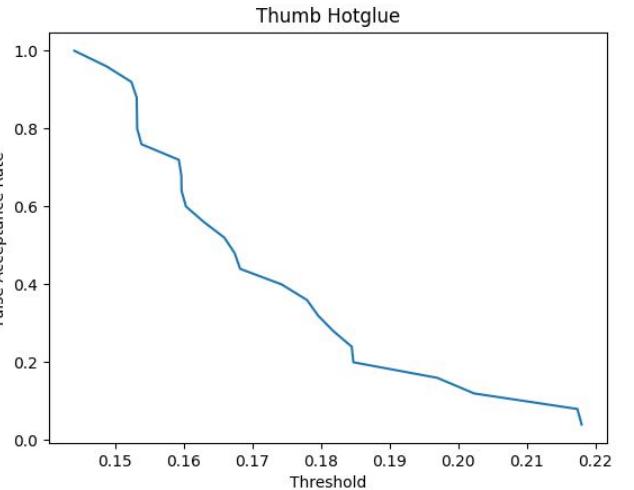
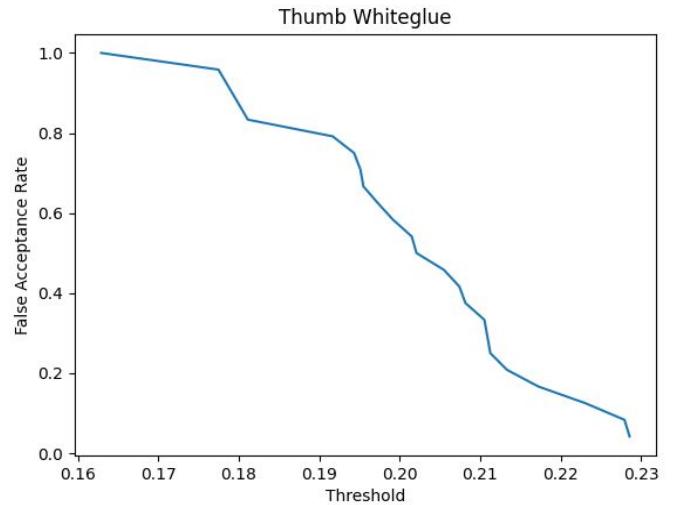


Index Hot glue



Index Latex







Thumb White Glue



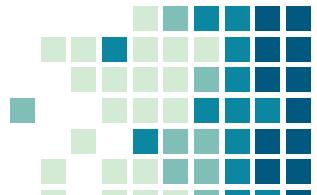
Thumb Hot Glue

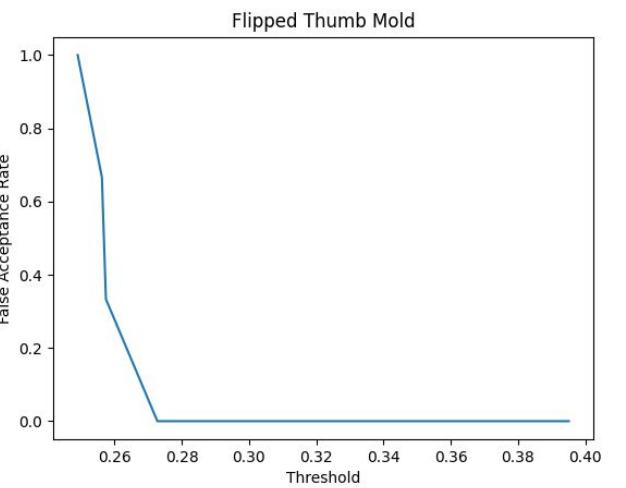
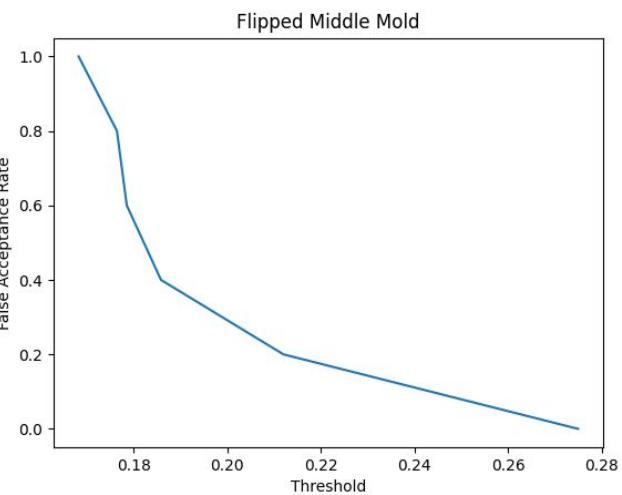
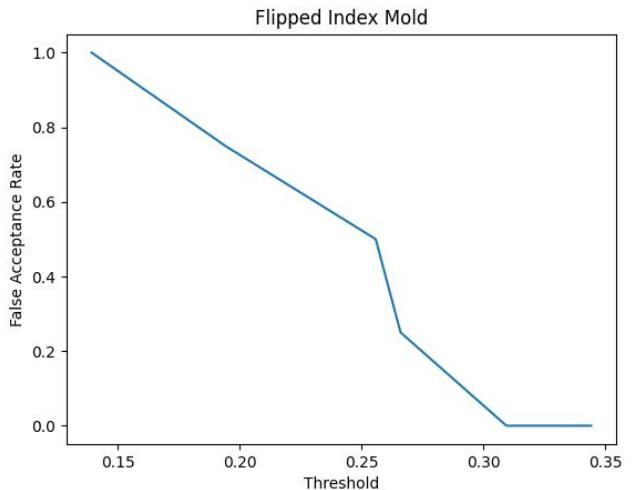


Thumb Gelatin

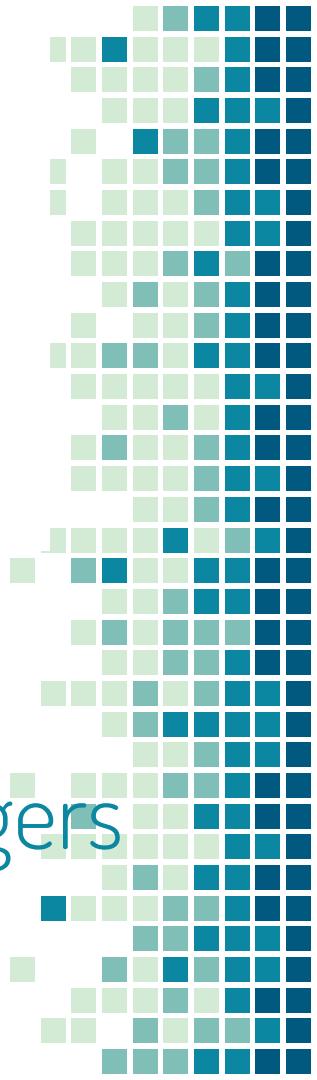


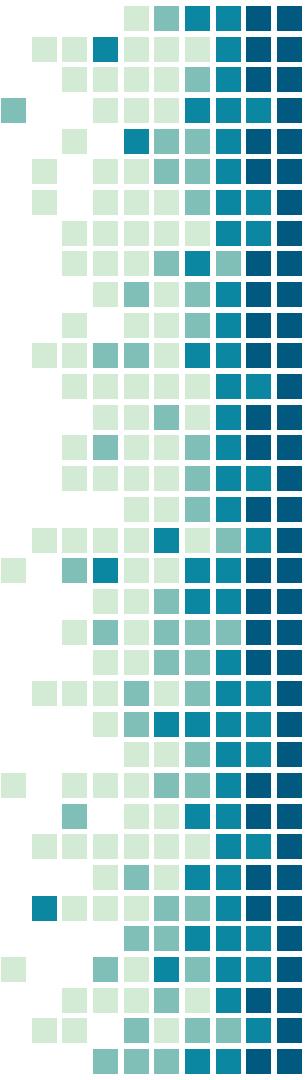
Thumb Latex





Flipped Fingers

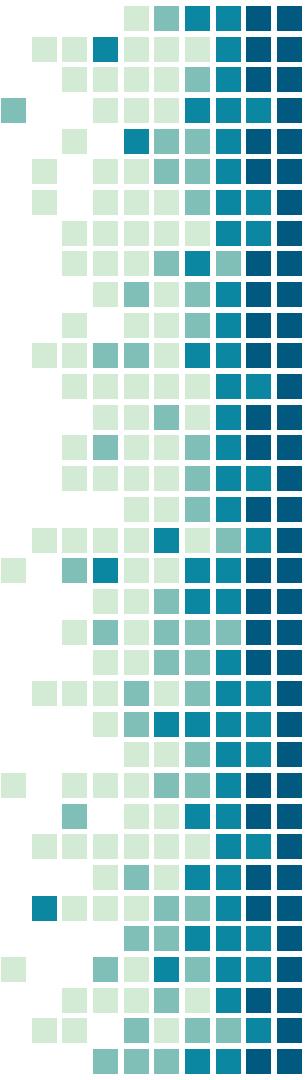




# Preventative ideas

- Two main areas where additional steps can be taken to detect fake fingerprints:
  - Hardware - Applied at the time of the fingerprint capture
  - Software - Applied during the processing steps 'behind the scenes'

# Preventative Strategies - Hardware



- In short: Better capture equipment -> More secure system
- With better equipment, higher level features can be detected
  - Sweat Pores
  - Blood pressure (somewhat uncommon)
- Especially important given most systems operate off partial scans of the finger (ie the entire fingerprint isn't needed for a scan to be valid)

# “Liveness” Detection

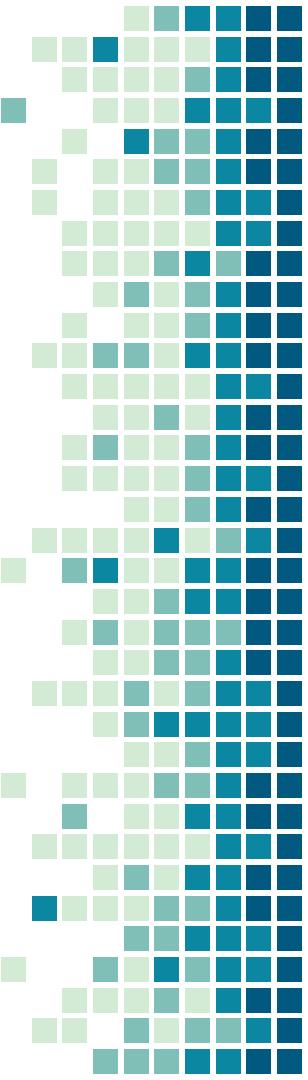
- Skin distortion analysis - skin turns whiter under pressure
- Blood flow detection - detect blood movement beneath the fingerprint to determine liveness
- Active sweat pores containing ionic fluid on a live finger

# Preventative Strategies - Software

- Two main strategies:
  - Feature-based
    - The in-class code falls here
    - Limited ceiling - studies have found an EER of 2-3 %
  - Deep-learning (Up to only 1.35% error rate)
    - Processing time a major downside
    - Input size often needs standardized - image could become distorted
      - Offset by taking 'patches' of fingerprint scans

# Preventative Strategies – Other considerations

- Lock-out multiple failed attempts
  - Prevents brute force methods of intrusion
  - Could pose hassle to user experience
- Friendly vs Unfriendly fingerprint spoofing
  - Unlikely that a user will voluntarily submit their finger for a duplication method
  - Far more likely a partial print will be used by lifting off of a high-contact surface



# Preventative Strategies - Final Thoughts

- No “perfect” solution yet
  - Best chances lie in combining the ideas discussed
- Reality: if top-security is the main focus of the biometric system, probably shouldn’t be using fingerprints
- Of course, fingerprints are still very relevant in biometric systems for their ease of use and high degree of social acceptability

