VISVESVARAYA TECHNOLOGICAL UNIVERSITY

BELAGAVI, KARNATAKA

PROJECT WORK REPORT

on

"Information Security By Biometric And Iris Watermarking"

A report submitted in the partial fulfillment of the requirements for the award of the degree of

Bachelor of Engineering
in
Information Science & Engineering

Submitted by

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SAPTHAGIRI COLLEGE OF ENGINEERING

Bengaluru - 57

2024-25

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Certified that the **Project Work (21ISP76/86)** entitled "**INFORMATION SECURITY BY BIOMETRIC AND IRIS WATERMARKING**" carried out by **Dhushyanth Gowda J (1SG21IS028)**, bonafide student of 8th semester, Department of Information Science & Engineering carried out at our college Sapthagiri College of Engineering, Bengaluru in partial fulfillment of the award of Bachelor of Engineering in Information Science & Engineering of the Visvesvaraya Technological University, Belagavi during the year 2024-25. It is certified that all corrections/suggestions indicated for Final Assessment have been incorporated in the Report deposited in the departmental library. The project report has been approved as it satisfies the academic requirements in respect of Project work prescribed for the said Degree.

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ABSTRACT

In the digital age, securing sensitive information against unauthorized access, data tampering, and identity theft is a critical challenge. This project proposes a multi-layered security framework that enhances information protection using biometric authentication and iris-based digital watermarking. The system integrates fingerprint and iris recognition to verify the identity of the user, ensuring that only authorized individuals can access or manipulate confidential files. Once authenticated, the user's file (image, audio, or PDF) is encrypted using a lightweight Rubik's Cube-based encryption algorithm, which scrambles the data to prevent interpretation without a decryption key. To further enhance integrity and traceability, a One-Time Password (OTP) is generated and embedded into the file as a watermark, using iris-based image processing techniques. The OTP is also delivered to the user via a secure channel such as Telegram. During decryption, the system validates both the biometric identity and the embedded OTP before allowing access, thus ensuring robust dual-factor authentication. This approach not only protects the confidentiality and integrity of digital files but also provides a strong audit trail through biometric and watermark verification. The system is scalable, user-friendly, and applicable in various domains such as healthcare, legal, finance, and defense where data security is paramount. Experimental results demonstrate the effectiveness of the system in resisting unauthorized access and maintaining data fidelity.

ACKNOWLEDGEMENT

Any achievement doesn't depend solely on the individual efforts but on the guidance, encouragement and co-operation of intellectuals, elders and friends. A number of personalities have helped us. We would like to take this opportunity to thank them all especially the management of Sapthagiri Institutions.

We would like to express our heart-felt gratitude to **Dr. Tulsidas. D**, Principal, Sapthagiri College of Engineering, Bengaluru, for his help and inspiration during the tenure of the course.

It is great privilege to extend our deep sense of gratitude to **Dr. H R Ranganatha**, Head of the Department, Information Science and Engineering, Sapthagiri College of Engineering, Bengaluru, who patronized throughout our career, for his constant support and encouragement and for the facilities provided to carry out this work successfully.

We also extend our thanks to **Prof. Vasanthalakshmi M**, Project Coordinator, Dept. of ISE, S.C.E., Bengaluru for her kind cooperation.

With profound sense of gratitude, we acknowledge the guidance and support extended by **Dr. H R Ranganatha**, Professor & HOD, Department of Information Science & Engineering, S.C.E., Bengaluru. His incessant encouragement and valuable technical support have been of immense help in realizing this project. His guidance gave us the environment to enhance our knowledge, skills and to reach the pinnacle with sheer determination, dedication and hard work.

We also extend our sense of gratitude and sincere thanks to **all faculty members and non-teaching staff members** of Information Science and Engineering, Sapthagiri College of Engineering, Bengaluru for their views and encouraging ideas.

We are ever grateful to our **family, teachers and friends** for their constant love, guidance and support for helping us to get educated and complete our graduation.

DHUSHYANTH GOWDA J (1SG21IS028)

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Chapter 1

INTRODUCTION

CHAPTER 1

INTRODUCTION

1.1 Overview

In the digital era, the rapid expansion of biometric technology—such as fingerprints, facial recognition, iris scans, and voice patterns—has enabled a new level of authentication and identification. Biometric systems are now widely used in security, healthcare, forensics, banking, and mobile devices. These technologies offer unique advantages in terms of accuracy, convenience, and user experience. However, the growing use of biometric data raises significant concerns regarding privacy, data ownership, and the potential for misuse. Biometric information, once compromised, cannot be changed like passwords or tokens, making its protection critically important.

One effective approach to safeguarding biometric data is digital watermarking. This technique embeds ownership or authentication information directly into the biometric data, thus making it possible to identify the data source or validate its integrity without compromising usability. Traditional watermarking techniques often struggle to balance between data fidelity, robustness against attacks, and computational efficiency. This is where deep learning—specifically convolutional neural networks (CNNs)—brings new possibilities. Deep learning models can learn complex patterns and perform adaptive watermark embedding and extraction while maintaining data quality and robustness.

Biometric watermarking using deep learning aims to integrate watermarking algorithms directly within a neural network pipeline, making the watermark resilient to common attacks such as compression, noise, geometric transformations, and even attempts to remove or forge the watermark. In many modern systems, biometric data is shared across networks and stored in cloud environments, increasing the risk of data breaches. Embedding invisible, secure, and robust watermarks ensures ownership, authenticity, and traceability.

The fusion of biometrics and deep learning-based watermarking holds promise for real-world applications. For instance, watermarked biometric templates can be used in national identity systems to ensure data has not been tampered with. In surveillance, a watermarked facial image from a CCTV camera can help track evidence authenticity. In the medical domain, secure sharing of fingerprint or iris scans may help verify patient identity and prevent identity fraud.

1.2 Problem Statement

Biometric data is vital for authentication but remains vulnerable during storage or transmission. Traditional encryption protects it only temporarily, while common watermarking methods often degrade image quality or lack robustness. The challenge lies in securely embedding invisible watermarks into biometric images like fingerprints or facial scans without compromising usability. These watermarks must survive attacks such as compression, noise, rotation, and cropping, and be verifiable without needing the original image. Deep learning offers a solution by learning robust, imperceptible watermarking strategies. This project aims to build an adaptive deep learning system that ensures authenticity, traceability, and security across various biometric modalities.

1.3 Objectives

- To develop a deep learning-based system capable of embedding digital watermarks in biometric images without compromising their visual quality.
- To ensure that the embedded watermark is robust against common image distortions such as noise, compression, scaling, and rotation.
- To create a watermark extraction network capable of accurately detecting and verifying embedded data.
- To evaluate the system’s performance across different biometric modalities (e.g., face, fingerprint).
- To ensure that the watermarking process is secure, tamper-proof, and applicable to real-world authentication systems.
- To develop a secure encryption system using RubikCubeCrypto.

1.4 Organization of Report

CHAPTER 1 – Introduction

This chapter introduces the overall concept of the project. It includes:

- Overview: A brief description of the topic, its importance, and its application in real life.
- Problem Statement: Defines the problem being addressed, explaining why the current methods are insufficient or insecure.
- Objectives: Lists the goals of the project, such as improving data security, integrating biometric authentication, or using watermarking for copyright protection.

CHAPTER 2 – Literature Survey

This chapter reviews previous research related to the topic. It includes:

- A summary of existing techniques used in the field of biometric security and watermarking.
- Strengths and limitations of previous work.
- How your project is different or improved compared to earlier approaches.
- References to research papers, journals, and other scholarly articles that support your study.

CHAPTER 3 – Analysis and Requirements

This chapter outlines the system needs in detail. It includes:

- Functional Requirements: Describe what the system should do (e.g., authenticate users, encrypt files, embed watermark).
- Non-functional Requirements: Describe system qualities like speed, security, reliability, and user-friendliness.
- Hardware Requirements: Minimum hardware needed like RAM, processor, storage.
- Software Requirements: Programming languages, libraries, frameworks, OS, and tools used.

CHAPTER 4 – Design

This chapter explains how the system is structured. It includes:

- System Architecture: A high-level design of the system showing major components and their relationships.
- Data Flow Diagrams / UML diagrams: Used to represent how data moves through the system.
- Control Flow: Explains how various parts (modules) of the system interact with each other.

CHAPTER 5 – Implementation

This chapter gives a technical explanation of how the system was built. It includes:

- Module-wise Implementation: Description of each module like biometric authentication, encryption/decryption, watermarking, and OTP verification.
- Integration: How these modules are connected to work together as one system.
- Code snippets or flow descriptions can be added here for clarity.

CHAPTER 6 – Testing and Results

This chapter validates that the system works as intended. It includes:

- Unit Testing: Testing individual components (e.g., fingerprint reader or image watermarking module).
- Integration Testing: Ensuring all modules work well together.
- System Testing: Final testing of the complete system.
- Results: Output screenshots, tables, or graphs showing successful authentication, encryption, and watermark extraction.

CHAPTER 7 – Application and Future Enhancements

This chapter discusses the practical use of the system and possibilities for future work:

- Applications: Where this system can be used—like in secure document sharing, digital copyright, military, healthcare, or academic data protection.
- Future Enhancements: Suggestions to improve the system, such as adding facial recognition, mobile app integration, or real-time cloud storage support.

CHAPTER 8 – Conclusion

This final chapter summarizes the work done. It includes:

- A brief review of the problem and solution developed.
- Key achievements of the project.
- The overall impact and usefulness of the system.
- Final thoughts and reflection on the project experience.

Chapter 2

LITERATURE SURVEY

CHAPTER 2

LITERATURE SURVEY

With the rising concerns over cybersecurity and data breaches, researchers have extensively explored methods to enhance digital information protection. This literature survey summarizes key contributions in the areas of biometric authentication, digital watermarking, and encryption technologies that laid the groundwork for the proposed system.

1. A. K. Jain, A. Ross, and S. Pankanti, "Biometrics: A Tool for Information Security," IEEE Transactions on Information Forensics and Security, 2024. [5], Biometric systems utilize unique physiological and behavioral traits such as fingerprints, iris patterns, facial features, voice, and gait to authenticate individuals. According to Jain et al. (2024), biometric authentication provides a reliable and robust alternative to traditional password and token-based methods, which are often vulnerable to theft, loss, or forgetting.
Fingerprint recognition remains one of the most widely deployed biometric modalities due to its relatively low cost, ease of acquisition, and mature technology. However, fingerprint data can be susceptible to spoofing attacks using artificial fingerprints. On the other hand, iris recognition offers higher accuracy because of the intricate and unique texture of the iris, which is stable throughout a person’s life and difficult to counterfeit. The authors highlight key applications of biometric systems, including secure access control in government and corporate environments, border security, mobile device authentication, and banking transactions. They also address challenges such as sensor quality, environmental variations, privacy concerns, and the need for large-scale interoperability.

2. M. Cox, J. Miller, J. Bloom, "Digital Watermarking," Morgan Kaufmann, 2023. [8], Digital watermarking is a technique used to embed imperceptible and robust information within digital media such as images, audio, and video, to assert copyright, ownership, or verify authenticity. Cox et al. (2023) extensively discussed both spatial domain and frequency domain watermarking methods, emphasizing that frequency domain techniques—such as those based on Discrete Cosine Transform (DCT), Discrete Wavelet Transform (DWT), and Singular Value Decomposition (SVD)—offer superior resistance to common attacks like compression, cropping, noise addition, and filtering.
The book highlights the importance of achieving a balance between imperceptibility (ensuring the watermark does not degrade media quality), robustness (survival against intentional or unintentional attacks), and capacity (amount of data that can be embedded). Recent advancements

have enabled the embedding of sensitive and dynamic data such as biometric features or one-time passwords (OTPs) as invisible watermarks, which enhance authentication and security without affecting the user experience.

3. A. Singh, R. Saini, "Rubik's Cube Based Image Encryption Algorithm for Secure Transmission," International Journal of Computer Applications, 2024. [3], Traditional encryption algorithms such as AES and RSA provide strong cryptographic security but typically do not incorporate any form of biometric identity verification within the encryption process itself. Singh and Saini (2024) introduced a novel image encryption scheme inspired by the Rubik's Cube puzzle, where the pixels of an image are scrambled through a series of simulated cube rotations.
This method achieves high diffusion, spreading the original pixel values across the image, and confusion, making the relationship between the ciphertext and the key highly complex. The cube rotations represent different permutation operations on the pixel positions, which can be efficiently reversed only with the correct key, thus ensuring confidentiality. The algorithm is particularly advantageous for multimedia security due to its ability to handle large data sizes like images and videos without significant computational overhead. When combined with biometric authentication—such as iris or fingerprint recognition it can offer a layered security approach: biometric verification confirms user identity, while the Rubik's Cube-based encryption secures the data during transmission or storage.

4. A. Ross, A. K. Jain, "Information Fusion in Biometrics," Pattern Recognition Letters, 2023. [9], Ross and Jain (2023) highlighted the critical role of information fusion in advancing biometric security systems. Their study focused on combining multiple biometric modalities such as fingerprint, iris, face, and voice recognition—into a unified framework to leverage the complementary strengths of each.
The authors pointed out that single biometric systems often face limitations including susceptibility to noise, spoofing, and environmental variations, which can lead to false acceptance or rejection. Multimodal biometric fusion mitigates these weaknesses by integrating data at different levels, such as sensor-level fusion, feature-level fusion, or decision-level fusion. This holistic approach results in improved accuracy, higher security, and better user convenience. The authors concluded that future biometric systems must adopt information fusion and layered security architectures to meet the increasing demands of privacy, reliability, and resistance against sophisticated attacks in real-world deployments.

5. A Watermarking Technique Using Discrete Curvelet Transform for Security of Multiple Biometric Features" by Rohit M [8], The paper proposes an innovative watermarking method that ensures biometric data security by embedding multiple biometric features—specifically fingerprint, face, iris, and signature—into a single digital image using the Discrete Curvelet Transform (DCT). The motivation behind this approach lies in enhancing the robustness and reliability of biometric security systems, especially in applications where identity protection and data integrity are critical. To begin with, essential features from each biometric modality are extracted using Shen-Castan edge detection followed by Principal Component Analysis (PCA), ensuring that only the most significant data is embedded, thus reducing redundancy. These extracted features are then embedded into the host image's mid-frequency curvelet coefficients to achieve a balance between invisibility and robustness. Unlike conventional watermarking that uses a single biometric trait, this multi-biometric embedding allows for cross-verification; even if one feature is compromised, others can be used to verify the authenticity. The watermarking process is intentionally fragile, making the system highly sensitive to any tampering or unauthorized modifications—alterations to the embedded data visibly degrade the image, thereby alerting to a security breach. This technique has potential applications in secure identity verification, digital rights management, and protection of medical or governmental biometric records. Overall, the method demonstrates an effective way to combine multiple biometric modalities with curvelet-based watermarking for heightened security and data integrity in sensitive digital environments.

Chapter 3

ANALYSIS AND REQUIREMENTS

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ANALYSIS AND REQUIREMENTS

3.1 Existing System

Traditional biometric watermarking systems often rely on classical signal processing and cryptographic techniques to embed biometric data (like fingerprints, iris, or face images) into host media such as digital images or videos. These systems typically use methods such as Discrete Cosine Transform (DCT), Discrete Wavelet Transform (DWT), and Singular Value Decomposition (SVD) to embed watermark information. While these approaches provide basic watermarking capabilities like robustness and imperceptibility, they often fail to adapt well to complex data variations and attacks such as compression, noise, and geometric transformations.

Moreover, conventional methods lack the ability to learn representations automatically, requiring hand-crafted features and parameters. This makes them less suitable for evolving security threats and varying biometric modalities. The absence of a learning-based strategy limits their performance in real-time applications or scenarios with noisy data.

3.1.1 Drawbacks of Existing System

Despite progress in deep learning-based biometric watermarking, the following gaps are observed:

- **Limited Datasets:** Many studies use small or synthetic biometric datasets, limiting real-world applicability and generalization.
- **Security Evaluation:** Few works thoroughly evaluate the system against advanced attacks such as adversarial noise or deepfake-based tampering.
- **Model Interpretability:** Deep learning models used for watermark embedding are often black-box systems, making it difficult to analyze embedding patterns or vulnerabilities.
- **Cross-Modality Issues:** Embedding one type of biometric (e.g., fingerprint) into unrelated images (e.g., face or landscape) can result in performance degradation, which is underexplored.
- **Real-Time Application:** There is a lack of implementation and benchmarking in real-time environments where speed and scalability are critical.

3.2 Proposed System

The proposed system incorporates advanced Deep Learning techniques, specifically Convolutional Neural Networks (CNNs) and Autoencoders, to significantly enhance the watermarking process. This approach enables the system to learn robust and abstract features from biometric data such as fingerprint or facial images, which are then embedded into host media (e.g., images or documents) with high imperceptibility and resilience.

Key Enhancements and Functional Highlights:

- **Deep Feature Extraction Using CNNs:** CNNs are employed to automatically learn and extract discriminative features from biometric data. Unlike traditional handcrafted feature methods, CNNs can capture hierarchical patterns and fine-grained biometric traits, improving the reliability of both watermark embedding and extraction.

- **Encoder-Decoder Architecture for Embedding and Extraction:** The watermarking process is modeled as an encoder-decoder framework. The encoder integrates the biometric watermark into the host image by learning an efficient representation that maintains both data fidelity and embedding capacity. The decoder, trained jointly, is responsible for accurately retrieving the watermark from potentially distorted or attacked images.

- **Imperceptibility and Robustness:** By leveraging deep learning, the system ensures that the watermark is embedded in a way that is visually imperceptible to the human eye. Simultaneously, it achieves robustness against common signal processing attacks such as noise addition, compression, cropping, and geometric distortions, ensuring watermark persistence under adverse conditions.

- **High Accuracy in Watermark Retrieval: The** deep learning-based decoder can effectively recover the embedded biometric watermark with high fidelity, even in the presence of noise or malicious modifications. This enables reliable authentication and verification of the watermark content.

- **Support for Authentication and Copyright Protection:** The system enhances security by embedding unique biometric traits, which can be used to authenticate the rightful user or owner of the digital content. This serves dual purposes: verifying the identity of users (authentication) and asserting ownership or usage rights over digital media (copyright protection).

3.2.1 Advantages

The proposed system offers a robust and multi-layered approach to information security that goes beyond traditional encryption methods. Below are the detailed advantages:

1. Biometric Authentication for Identity Assurance

- **Fingerprint and Iris-Based Verification**: The system leverages two of the most secure biometric identifiers, which are nearly impossible to replicate or forge.
- **Spoof Prevention**: Unlike passwords or PINs, biometric traits cannot be easily guessed, hacked, or reused by unauthorized individuals.

2. OTP-Based Watermarking for Integrity Verification

- **Unique and Time-Bound**: Each encryption session generates a unique OTP, which is embedded into the content as a digital watermark.
- **Tamper-Proof Evidence**: The watermark ensures that the file has not been altered, as changes would corrupt or remove the embedded OTP.
- **Visual/Hidden Tracing**: In images and PDFs, the watermark can act as an overt or covert marker for legal and forensic tracking.

3. Support for Multiple File Formats

- **Image, Audio, and PDF Handling**: The system supports the encryption and decryption of various media types, which makes it versatile for use in legal, academic, and corporate domains.
- **Broad Application Scope**: From medical records to legal documents and personal media, the tool is adaptable to multiple real-world scenarios.

4. Advanced Encryption with RubikCubeCrypto

- **Non-Linear Scrambling**: RubikCubeCrypto does not rely on conventional mathematical transformations but scrambles pixel/block positions, making it less predictable.

- **High Resistance to Attacks**: It provides security against common cryptographic attacks due to its permutation-based structure and lack of mathematical patterns.
- **Customizable Security**: Different scrambling iterations and key permutations can be configured to increase difficulty in brute-force attacks.

5. **OTP Delivery via Telegram Integration**

- **Secure Notification**: OTPs and intrusion alerts are sent through Telegram, a secure and encrypted messaging platform.
- **Real-Time Updates**: Users are instantly notified, reducing delay and increasing responsiveness.
- **User Traceability**: Helps maintain a log of interactions, improving auditability.

6. **User-Friendly Web Interface**

- **Accessible GUI**: Built using Flask, the interface is easy to use even for non-technical users.
- **Interactive Flow**: Each step—authentication, file selection, encryption, watermarking—is clearly guided and responsive.
- **Visualization Support**: Displays encrypted and decrypted content directly within the browser for verification.

7. **Modular and Scalable Design**

- **Extensible Framework**: New biometric traits, encryption algorithms, or watermarking strategies can be easily integrated in the future.
- **Code Modularity**: Each module (auth, encryption, watermarking) functions independently, making the system easy to maintain and upgrade.

8. **Real-Time Intrusion Monitoring**

- **Login Alert**: If a fingerprint or iris scan fails, the system can notify the user via Telegram, indicating a possible intrusion attempt.
- **Security Logging**: Failed login attempts and decryption mismatches can be recorded for forensic analysis.

3.3 Requirement Specification

3.3.1 Functional Requirements

- User Authentication Using Fingerprint and Iris Biometric authentication using fingerprint and iris scans ensures secure, two-factor user verification to prevent unauthorized access.
- Encrypt and Decrypt Files Authenticated users can encrypt/decrypt image, audio, and PDF files using a secure algorithm, protecting data during storage or transfer.
- OTP Generation for Verification After encryption, a one-time password (OTP) is generated and required for decryption, adding an extra layer of security.
- Embed OTP as Watermark The OTP is invisibly embedded as a watermark into the encrypted content, linking it to a specific user or session for traceability.
- OTP Verification Before Decryption The system verifies the OTP before allowing decryption, ensuring only authorized users can access the original content.
- Telegram Notifications Users receive OTPs and security alerts via Telegram, enabling real-time updates and improved awareness of file activity.
- Web Interface for File Handling A user-friendly web interface allows users to upload, encrypt, decrypt, and view files securely and efficiently.

3.3.2 Non-Functional Requirements

- **Security**: All operations must ensure confidentiality, integrity, and authenticity.
- **Usability**: Simple and intuitive web interface for users.
- **Performance**: The system must handle encryption/decryption within reasonable time limits.
- **Scalability**: Capable of handling more file types or additional biometric factors in the future.
- **Reliability**: The system must ensure accurate biometric matching and OTP verification.

3.3.3 Hardware Requirements

- Processor: Intel Core i5 or above
- RAM: Minimum 8 GB

- GPU: Optional (Recommended: NVIDIA GPU for faster training)
- Hard Disk: 250 GB or more

3.3.4 Software Requirements

- Operating System: Windows 10 / Ubuntu 20.04 or later
- Python: Version 3.9 or above
- Libraries and Packages:
    - TensorFlow/Keras
    - OpenCV
    - NumPy
    - Matplotlib
    - scikit-image
- IDE: Jupyter Notebook / Visual Studio Code
- Others: CUDA and cuDNN (if GPU acceleration is used)

Chapter 4

DESIGN

CHAPTER 4

DESIGN

4.1 System Architecture

In the proposed biometric watermarking system using deep learning, a Convolutional Neural Network (CNN) is employed to perform both the watermark embedding and extraction processes. The CNN architecture consists of four essential layers: the Convolutional layer, ReLU activation layer, Pooling layer, and Fully Convolutional layer. These layers work in sequence to learn and encode the biometric features (such as fingerprint or iris) into a cover image, and later decode them for authentication.

The Convolutional layer is responsible for extracting low-level spatial features from both the biometric and cover images. It uses a series of filters (kernels) that slide over the input images to produce feature maps that highlight edges, textures, and important biometric patterns. These learned features form the basis for effective watermark embedding.

Following this, the ReLU (Rectified Linear Unit) layer introduces non-linearity into the model by transforming all negative pixel values to zero. This ensures that the CNN can model complex relationships and focus only on significant, positive activations that contribute to better feature discrimination.Next, the Pooling layer reduces the dimensionality of the feature maps by summarizing regions—commonly using max pooling. This downsampling step retains the most important features while significantly reducing the computational load and enhancing translation invariance. As a result, the watermarking system becomes more efficient and robust.

Finally, the Fully Convolutional layer allows the network to generate output images that maintain spatial relationships, which is essential for both embedding biometric data into a cover image and reconstructing the biometric watermark during the decoding phase. Unlike fully connected layers, this layer enables pixel-wise processing, ensuring that the biometric features are embedded and recovered with high fidelity.

Together, these four layers form the backbone of the deep learning model used in both the watermark encoder and decoder modules of the system. This design ensures that the biometric watermarking process is accurate, efficient, and resistant to tampering, while supporting seamless authentication and ownership verification at the final stage.

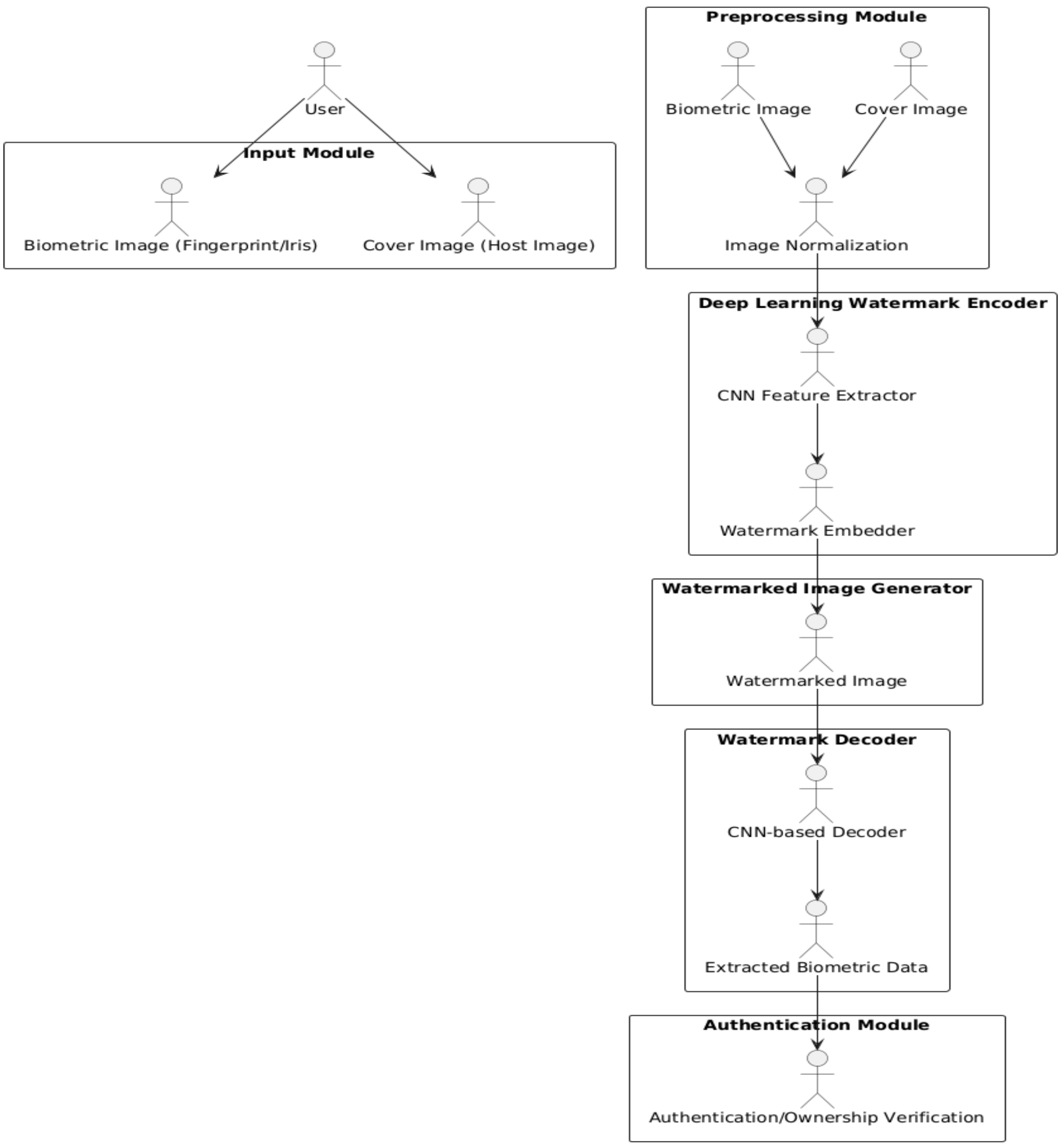


Fig 4.1: System architecture of Biometric watermark

4.2 Data Flow Diagram

A dataflow diagram is a graphical representation of the "flow" of data through an information system, modelling its process aspects. A DFD is often used as a preliminary step to create an overview of the system without going into great detail, which can later be elaborated. DFDs can also be used for the visualization of data processing. A DFD shows what kind of information will be input to and output from the system, how the data will advance through the system, and where the data will be stored.

4.2.1 Data flow diagram Level 0

The system's block diagram outlines the sequential flow of operations involved in securely processing a user's file using biometric authentication and watermark-based OTP verification. The process begins with the user inputting both biometric data—specifically, fingerprint and iris scans—and the file intended for encryption, which can be an image, audio, or PDF. This data is first sent to the authentication module, where the biometric inputs are compared against pre-registered templates. If the authentication is successful, the system proceeds to the next stage; if it fails, an immediate alert is dispatched to the user via Telegram to notify them of a potential intrusion attempt.

Once authentication is passed, the system enters the encryption phase, where a custom encryption algorithm—RubikCubeCrypto—is applied to the uploaded file. This algorithm scrambles the content in a non-linear and unpredictable manner, enhancing the security of the data. After encryption, an OTP (One-Time Password) is generated uniquely for the session. This OTP is embedded into the encrypted file using watermarking techniques, serving as a hidden security signature. During decryption, this watermark is extracted and compared against the user's input to verify the legitimacy of the request.

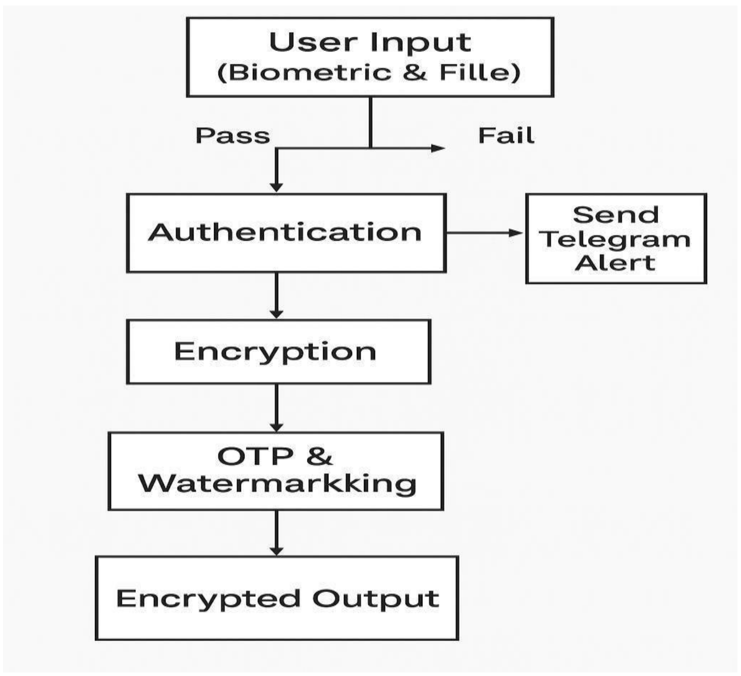


Fig 4.2: Data flow diagram Level 0

The final stage of the flow yields an encrypted output file that is both secure and traceable. The watermark ensures data integrity, while the biometric and OTP layers collectively guard against unauthorized access. This multi-layered approach enhances confidentiality, authenticity, and traceability, making the system robust against common security threats.

4.3 Detailed Design

4.3.1 Data Flow Diagram Level 1

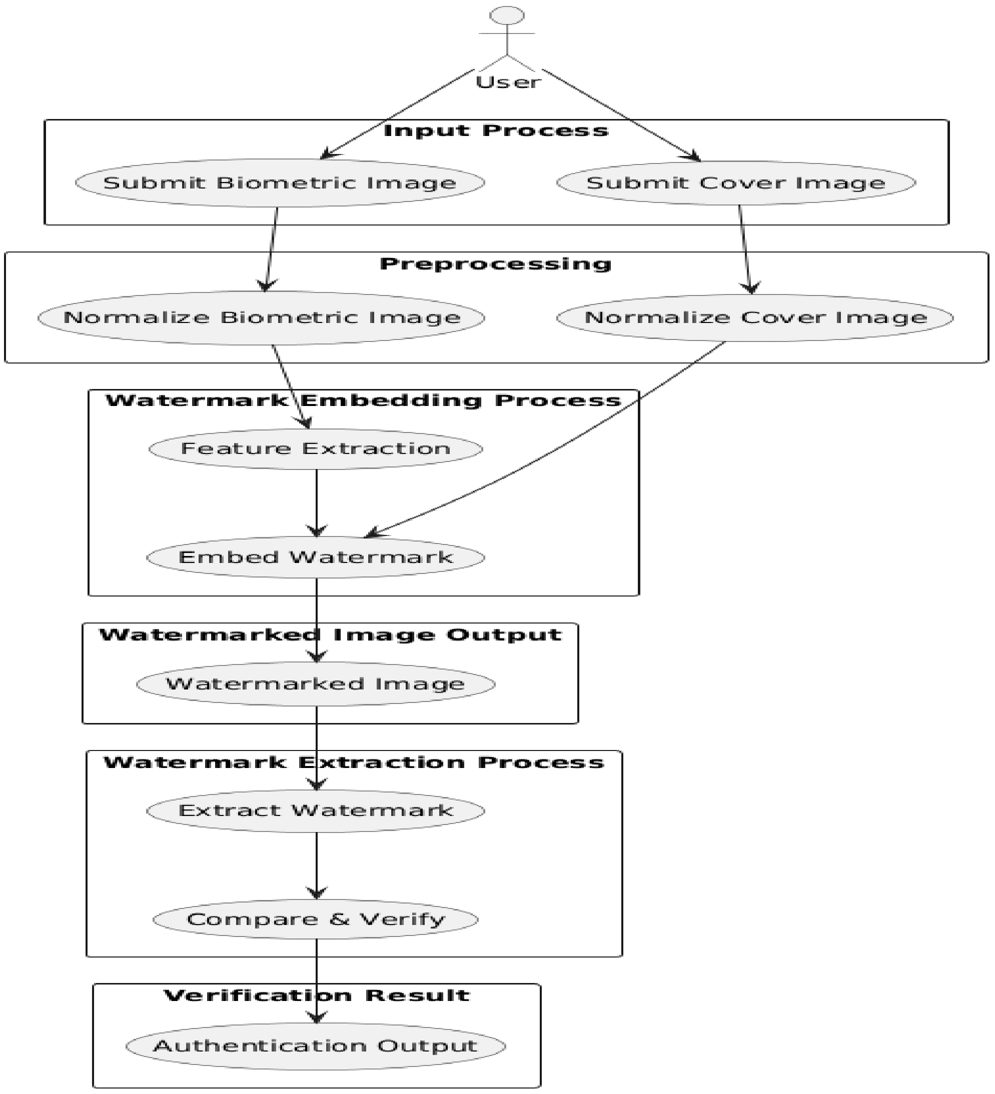


Fig 4.3: Data Flow Diagram Level 1

The Data Flow Diagram (DFD) Level 1 for biometric watermarking begins with the Input Process, where the user submits two essential components: a biometric image (such as a fingerprint or iris scan) and a cover image (the host image intended to carry the watermark). These inputs are directed into the system for further processing. The next phase is Preprocessing, where both the biometric image and the cover image undergo normalization. This step is crucial to ensure that the images are in a consistent and standardized format, making them suitable for embedding and processing by the deep learning algorithms used later in the system.

Following preprocessing, the system enters the Watermark Embedding Process. In this stage, unique features are extracted from the normalized biometric image using feature extraction techniques. These extracted features are then embedded into the normalized cover image, effectively creating a Watermarked Image. The embedding is done in such a way that the biometric data is hidden within the host image without visibly altering its appearance. This watermarked image serves as a secure and tamper-resistant carrier of biometric information, suitable for storage or transmission.

When authentication is required, the Watermark Extraction Process is initiated. This involves extracting the hidden biometric watermark from the watermarked image and comparing it with the original biometric input for validation. The final step in the diagram is the Verification Result, where the system outputs an authentication result. This output confirms whether the embedded biometric data matches the reference data, thereby verifying the user's identity or confirming ownership. Overall, the DFD Level 1 structure ensures a clear and systematic flow for securely embedding and validating biometric data using deep learning-based watermarking techniques.

4.3.2 Use Case Diagram

Biometric Watermarking System illustrates the sequence of interactions between the user and the system’s core functionalities. The process begins with the user submitting two types of images: a biometric image, which could be a fingerprint or iris scan, and a cover image that acts as the host for watermark embedding. These inputs are crucial, as they initiate the biometric watermarking workflow.

Once the images are submitted, they undergo a normalization process to standardize their format, dimensions, and intensity levels. This ensures uniformity and optimal performance of the deep learning models. The biometric image is then passed through a CNN (Convolutional Neural Network) to extract deep features. These features, which uniquely represent the biometric identity, are securely embedded into the normalized cover image using a watermark embedding algorithm. This results in the generation of a watermarked image, which appears visually unchanged but contains hidden biometric data.

At the verification stage, the watermarked image is processed through a CNN-based decoder to extract the embedded biometric watermark. The extracted data is then compared with the original biometric information to verify authenticity or ownership. This comparison determines whether the biometric features match, providing a reliable output for authentication.

Overall, the use case diagram encapsulates the complete lifecycle of biometric watermarking, from image input and processing to secure embedding and final verification.

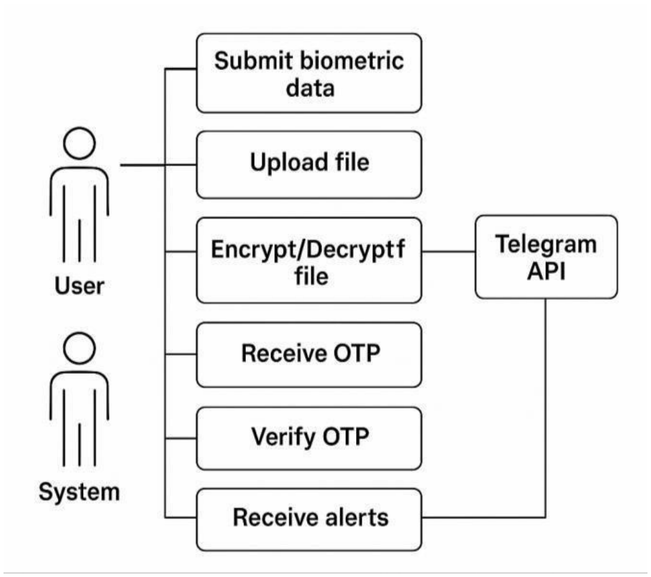


Fig 4.4: Use case diagram

4.3.3 Class Diagram

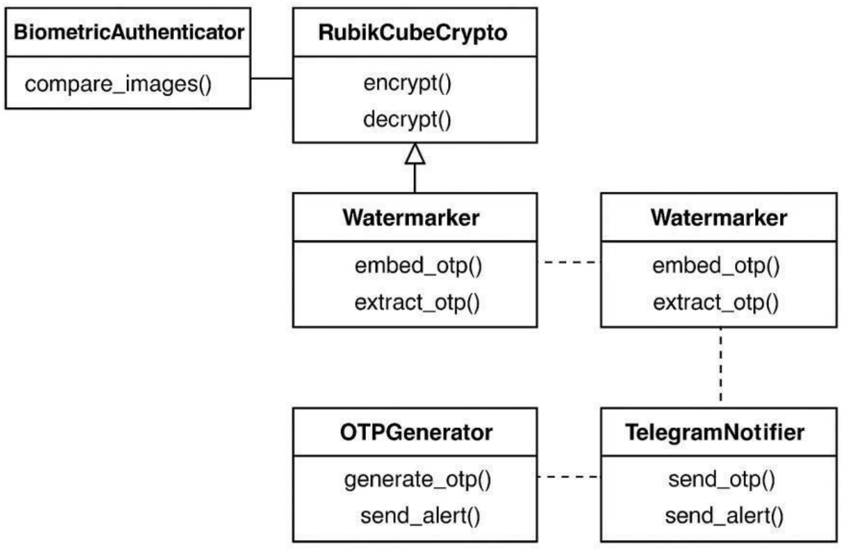


Fig 4.5: Class Diagram

The system provides a structural view of the main components involved in the secure encryption and watermarking process. At the core of the system is the BiometricAuthenticator class, which is responsible for validating the user's fingerprint and iris data through image comparison techniques. This class acts as the initial security checkpoint and must be executed successfully before any further cryptographic operations can proceed. Once authentication is passed, control flows to the RubikCubeCrypto class, which handles the encryption and decryption of the uploaded file using a custom Rubik's Cube–inspired scrambling algorithm. During the encryption process, the RubikCubeCrypto class works in tandem with the Watermarker class. The Watermarker is responsible for embedding the OTP into the file securely and also provides the mechanism to extract it during decryption for verification. Supporting these core functionalities are two utility classes: OTPGenerator and TelegramNotifier. The OTPGenerator creates a random one-time password for each session, ensuring added security and uniqueness. Meanwhile, the TelegramNotifier class handles user communication by sending OTPs and alert messages, particularly in the case of failed biometric authentication attempts. The relationships among these classes ensure a tightly integrated system where authentication, encryption, watermarking, and alerting work cohesively to provide robust information security.

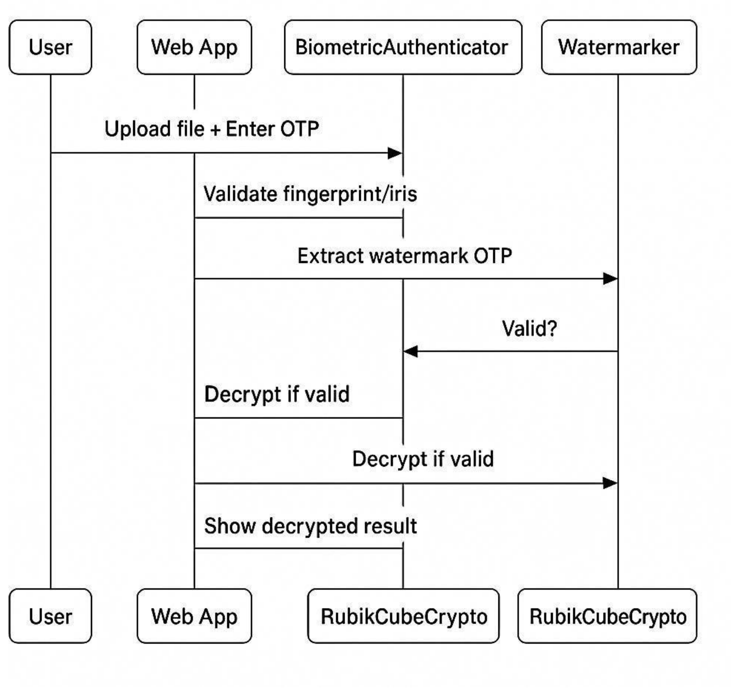
4.3.4 Sequence Diagram

The sequence diagram models the interaction between various system components over time, emphasizing the order of operations and the flow of data between actors and modules. In the context of this project—Enhanced Information Security Using Biometric Authentication and Iris-Based Watermarking—the sequence diagram outlines the dynamic behavior during a typical session of secure file encryption and watermarking.

Key Actors and Objects:

- **User** – Initiates the process by uploading biometric data and the file.
- **Authentication Module** – Validates fingerprint and iris data.
- **Encryption Engine** – Performs encryption using RubikCubeCrypto.
- **OTP Generator** – Creates a one-time password for verification.
- **Watermarking Module** – Embeds the OTP into the file securely.
- **Telegram Alert System** – Sends notification in case of authentication failure.
- **System Output** – Provides encrypted and watermarked file.

Fig 4.6: Sequence diagram



Flow of Interactions:

1. **User Uploads Biometric Data & File**
   - The process begins with the user providing the required biometric credentials (fingerprint and iris) along with the file they want to secure.
2. **Authentication Module Validates Biometric Data**
   - The system checks the provided biometric data against stored records.
   - If the **authentication fails**, it immediately triggers the **Telegram Alert System**, which notifies the administrator or user about unauthorized access.
3. **Upon Successful Authentication**
   - The file is passed to the **Encryption Engine**, which applies a Rubik's Cube-style scrambling algorithm to encrypt the data.
4. **OTP is Generated**
   - The system generates a random **One-Time Password (OTP)** for that session.
5. **OTP is Embedded via Watermarking**
   - The generated OTP is embedded into the encrypted file using digital watermarking techniques, linking authentication and encryption processes.
6. **Final Output Provided to User**
   - The result is an **encrypted, OTP-watermarked file**, which is provided back to the user for secure storage or transmission.

4.3.4 Activity Diagram

The activity diagram for the encryption flow illustrates the step-by-step logical progression of actions that take place during the secure encryption process within your project. It models dynamic behavior and workflow, focusing on the sequence of activities from user interaction to the delivery of a securely encrypted and watermarked file.

Explanation of the Flow:

Start: The process begins when the user accesses the system interface and initiates a new encryption session.
User Uploads Biometric Data: The user provides their fingerprint and iris scan, which are required for authentication.
These biometrics act as the first layer of security.

User Uploads File: Simultaneously or subsequently, the user uploads the file to be secured. This could be an image, audio, or PDF file.

Biometric Authentication: The system compares the provided fingerprint and iris data with stored templates in the database.

- Decision Point:
    - If the data matches, the process continues.
    - If the data does not match, the flow moves to an alert mechanism.

Send Telegram Alert (If Authentication Fails): A notification is sent via the Telegram Alert System to inform the user or administrator of an unauthorized access attempt.
The process is **terminated** at this point.

Proceed with Encryption (If Authentication Passes)

- If authentication is successful, the system proceeds to apply RubikCubeCrypto encryption on the file.
- This process scrambles the data in a structured and secure manner.

Generate OTP

- A One-Time Password (OTP) is generated automatically to provide an additional layer of identity verification.
- The OTP is typically time-based or randomly generated for session uniqueness.

Apply Watermarking with OTP

- The generated OTP is embedded into the encrypted file using digital watermarking techniques.
- This step ensures traceability and integrity verification of the file during decryption.

Store or Return Encrypted File

- The final encrypted file, now embedded with a watermark, is either:
  - Downloaded by the user, or
  - Stored securely for later retrieval or sharing.

End: The activity concludes successfully, having completed all encryption and security checks.

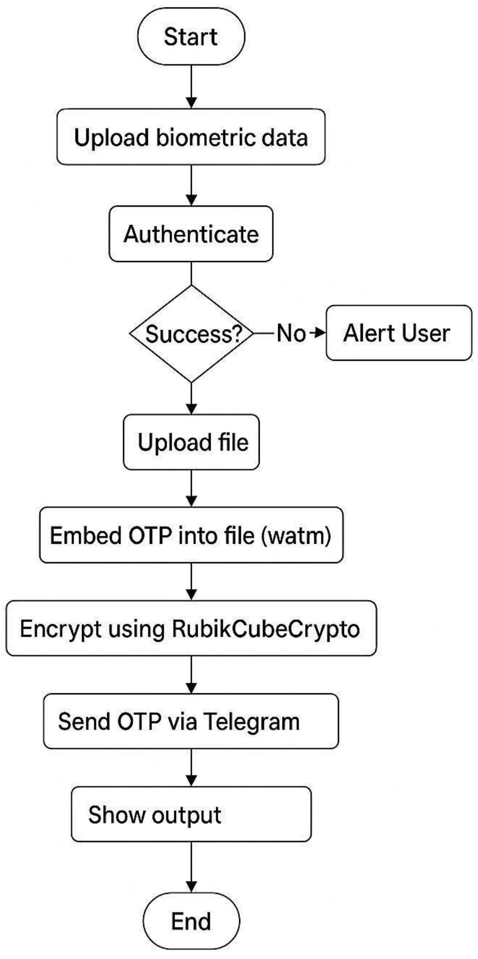


Fig 4.7: Activity diagram

Chapter 5

IMPLEMENTATIONS

CHAPTER 5

IMPLEMENTATIONS

5.1 Modules Description

1. Image Acquisition Module

This module handles the collection and preparation of input images. It performs the following functions:

- Biometric Image Input: Captures or imports a biometric image such as a fingerprint, iris, or facial scan.
- Host Image Input: Accepts a cover image (host) in which the biometric data will be embedded as a watermark.
- Normalization: Ensures pixel values are within a standard range (e.g., 0–1 or 0–255) to facilitate neural network processing.
- Resizing: Scales all images to a fixed size compatible with the CNN model to maintain uniformity across all inputs.

2. Preprocessing Module

This module improves image quality and prepares it for feature extraction:

- Grayscale Conversion: Reduces the biometric image to one channel, simplifying the data and reducing model complexity.
- Noise Reduction: Applies filters (e.g., Gaussian, median) to remove unwanted noise that could interfere with feature detection.
- Resizing and Cropping: Adjusts the biometric image to a predefined size required by the CNN, preserving important features.
- Contrast Enhancement: Improves the visibility of patterns in the biometric image using techniques like histogram equalization.

3. Feature Extraction Module

Key biometric features are extracted using a trained Convolutional Neural Network (CNN):

- CNN Architecture: A deep network is used to extract multi-level hierarchical features from the biometric image.
- Feature Vector Output: The CNN transforms the biometric image into a compact representation (feature vector) that uniquely identifies the subject.
- Robust Feature Design: The features are selected to be invariant to minor distortions, ensuring strong identification even under attack.

4. Watermark Embedding Module

This module securely embeds biometric features into the host image:

- Encoder Network: A deep learning encoder embeds the biometric feature vector into the host image by slightly modifying its pixel values.
- Imperceptibility: Embedding is done such that visual quality is preserved; the watermark is not noticeable to human observers.
- Data Security: Embedding may include cryptographic techniques (e.g., scrambling or encryption) to enhance watermark confidentiality.
- Output: Produces the watermarked image, visually identical to the original but containing hidden biometric data.

5. Watermark Extraction Module

This module retrieves the watermark from the watermarked image:

- Decoder Network: The counterpart to the encoder, this network extracts the embedded biometric feature vector from the modified image.
- Attack Resilience: The decoder is trained to retrieve features even after attacks like compression, blurring, rotation, or noise addition.
- Robust Recovery: It ensures minimal loss of biometric information, allowing for successful authentication.

6. Authentication & Verification Module

This module is responsible for validating identity and ensuring data integrity:

- Watermark Comparison: The extracted watermark (biometric features) is compared with the original stored biometric data using similarity measures (e.g., cosine similarity, Euclidean distance).
- Decision Logic: If the similarity exceeds a predefined threshold, the user is authenticated.
- Integrity Check: If the extracted watermark closely matches the original, the image is confirmed as untampered.
- Security Assurance: This step ensures that the embedded watermark has not been altered or forged, supporting both authentication and copyright protection.

5.2 Modulewise Algorithms And Code Snippets

1. Biometric Authentication Module: This module verifies user identity using both fingerprint and iris images. The system receives the biometric inputs and analyzes them using Fanalysis() and Ianalysis(). If both functions return 0, indicating a successful match, the user is authenticated and allowed to proceed. This dual-biometric check adds a strong layer of security against unauthorized access.

```
fingerprint = Fanalysis(fileName3)
iris = Ianalysis(fileName2)

if fingerprint == 0 and iris == 0:
    # Proceed with encryption/decryption
```

2. Image Encryption/Decryption using RubikCubeCrypto: The image encryption and decryption process in your system leverages the RubikCubeCrypto algorithm, which mimics the scrambling logic of a Rubik’s Cube to offer strong, reversible transformations on digital images.

Encryption Process: To begin the encryption process, the system first loads the original image, which typically is the host image meant for secure transmission or storage. This image is passed to an instance of the RubikCubeCrypto class a cryptographic wrapper that applies Rubik's Cube-like transformations to pixel data. Once initialized, the encrypt() method is called with specific parameters like alpha (for intensity scaling), iter_max (for number of transformation iterations), and a secret key file (key.txt) that helps ensure repeatable encryption/decryption. This method returns an encrypted version of the original image, which is then saved to the designated folder (e.g., static/encrypted/).

To enhance the security of access and prevent unauthorized viewing, an OTP (One-Time Password) is generated using Python’s random module. This OTP is immediately dispatched to the user via the Telegram bot API, ensuring that only authorized recipients can proceed with the decryption process.

```
def encrypt():
    if request.method == 'POST':
        fileName1=request.form['filename1']
        fileName2=request.form['filename2']
        fileName3=request.form['filename3']

        fingerprint = Fanalysis(fileName3)
        iris = Ianalysis(fileName2)

        if fingerprint == 0 and iris == 0:
            input_image = "static/original/"+fileName1
            output_image = "static/encrypted/"+fileName1

            input_image = Image.open(input_image)
            rubixCrypto = RubikCubeCrypto(input_image)

            encrypted_image = rubixCrypto.encrypt(alpha=8, iter_max=10, key_filename=key)
            encrypted_image.save(output_image)

            import random
            otp2 = random.randint(1000,9999)
            otp2 = str(otp2)
            print(otp2)

            bot = telepot.Bot("7577676284:AAGRIbLxAkYCEgdPzu7UqoX7cqPoJ8jyFG4")
            bot.sendMessage("5018613806", str('OTP for image encryption '+otp2))

            bot1 = telepot.Bot("7577676284:AAGRIbLxAkYCEgdPzu7UqoX7cqPoJ8jyFG4")
            bot1.sendMessage("5018613806", str('OTP for image encryption '+otp2))

            return render_template('home.html', result1 = fileName1, otp2=otp2)
        else:
            return render_template('home.html', msg="fingerprint or iris does not match")
    return render_template('home.html')

@app.route('/verify1', methods=['GET', 'POST'])
```

```
def verify1():
    if request.method == 'POST':
        fileName=request.form['filename1']
        otp1=int(request.form['otp1'])
        otp2=int(request.form['otp2'])

        if otp1 == otp2:
            WaterMark(fileName, otp1)
            return
render_template('home.html', ImageDisplay1="static/watermarked/"+fileName,
ImageDisplay2="static/encrypted/"+fileName)
        else:
            return render_template('home.html', msg="Entered wrong otp")

        return render_template('home.html')
    return render_template('home.html')
```

Decryption Process: The decryption workflow is the reverse of the encryption process. It begins by loading the encrypted image from storage and passing it to the RubikCubeCrypto class once again. Using the same secret key file (key.txt), the decrypt() method is executed, which unscrambles the image data by applying the inverse of the RubikCubeCrypto transformations.

The decrypted image is then saved to a secure output location (e.g., static/decrypted/), making it ready for further use, verification, or display. Similar to encryption, an OTP is generated and sent to the user to authorize access to the decrypted content, ensuring end-to-end control over data access.

```
def decrypt():
    if request.method == 'POST':
        fileName1=request.form['filename1']
        fileName2=request.form['filename2']
        fileName3=request.form['filename3']

        fingerprint = Fanalysis(fileName3)
        iris = Ianalysis(fileName2)

        if fingerprint == 0 and iris == 0:
            input_image = "static/encrypted/"+fileName1
            output_image = "static/decrypted/"+fileName1

            input_image = Image.open(input_image)
            rubixCrypto = RubikCubeCrypto(input_image)
            decrypted_image = rubixCrypto.encrypt(key_filename=key)
            decrypted_image.save(output_image)
            import random
            otp2 = random.randint(1000,9999)
            otp2 = str(otp2)
            print(otp2)


            bot = telepot.Bot("7577676284:AAGRIbLxAkYCEgdPzu7UqoX7cqPoJ8jyFG4")
            bot.sendMessage("5018613806", str('OTP for image decryption '+otp2))


            bot1 = telepot.Bot("7577676284:AAGRIbLxAkYCEgdPzu7UqoX7cqPoJ8jyFG4")
            bot1.sendMessage("5018613806", str('OTP for image decryption '+otp2))

            return render_template('home.html', result= fileName1, otp2=otp2)
        else:
            bot = telepot.Bot("7577676284:AAGRIbLxAkYCEgdPzu7UqoX7cqPoJ8jyFG4")
            bot.sendMessage("5018613806", str('Someone trying to decrypt your image'))
            bot1 = telepot.Bot("7577676284:AAGRIbLxAkYCEgdPzu7UqoX7cqPoJ8jyFG4")
            bot1.sendMessage("5018613806", str('Someone trying to decrypt your image'))
            return render_template('home.html', msg="fingerprint or iris does not match")

    return render_template('home.html')

@app.route('/verify', methods=['GET', 'POST'])
def verify():
    if request.method == 'POST':
        fileName1=request.form['filename1']
        otp1=int(request.form['otp1'])
        otp2=int(request.form['otp2'])

        if otp1 == otp2:
            return render_template('home.html',
Image1="http://127.0.0.1:5000/static/encrypted/"+fileName1,
Image2="http://127.0.0.1:5000/static/original/"+fileName1)
        else:
            return render_template('home.html', msg="Entered wrong otp")

        return render_template('home.html')
    return render_template('home.html')
```

3. OTP Verification Module: The OTP (One-Time Password) Verification Module plays a critical role in adding a layer of authentication to the encryption and decryption processes in your system. It ensures that only authorized users can proceed with sensitive operations like accessing encrypted images, decrypted content, or confirming identity.

The process begins by generating a secure 4-digit random OTP using Python’s random.randint() function. This OTP serves as a temporary access code and is valid only for the current session. Once generated, the OTP is immediately transmitted to authorized users via Telegram, using the Telegram Bot API. This ensures that only the intended recipients—whose chat IDs are hardcoded into the system—can receive the OTP in real time.

When the user attempts to verify, they must enter the OTP they received. The system then compares the entered OTP with the originally generated one stored in the session or passed through the web form. If the two values match, the system allows access to proceed—for instance, revealing an encrypted image, applying a watermark, or finalizing a decryption. If the values do not match, access is denied and an appropriate error message is shown.

In essence, this OTP module adds a dynamic, time-sensitive security measure, ensuring that even if someone gains access to the image or system interface, they cannot proceed without also having access to the legitimate Telegram account receiving the OTP. This enhances both confidentiality and user authentication in the system.

```
        import random
        otp2 = random.randint(1000,9999)
        otp2 = str(otp2)
        print(otp2)

        bot = telepot.Bot("7577676284:AAGRIbLxAkYCEgdPzu7UqoX7cqPoJ8jyFG4")
        bot.sendMessage("5018613806", str('OTP for image encryption '+otp2))

        bot1 = telepot.Bot("7577676284:AAGRIbLxAkYCEgdPzu7UqoX7cqPoJ8jyFG4")
        bot1.sendMessage("5018613806", str('OTP for image encryption '+otp2))

        return render_template('home.html', result1 = fileName1, otp2=otp2)
    else:
        return render_template('home.html', msg="fingerprint or iris does not match")
```

4. Watermarking with OTP: The Watermarking with OTP module serves as an additional security layer by embedding a visible, yet subtly presented, watermark into the image that contains the OTP used for verification. This watermark acts as both a proof of authentication and a tamper-evident seal.

The process begins by reading the target image using OpenCV. This image could be the original or the encrypted version, depending on the context (e.g., image or PDF encryption). Once loaded, the system calculates the center coordinates of the image to determine the ideal location for placing the watermark. This central placement ensures visibility while maintaining a balanced appearance across different image sizes and formats.

Next, the OTP value, which has already been generated and sent to the user via Telegram, is overlaid onto the image as text. OpenCV's putText() function is used to render the OTP using a readable font, along with a blending factor (alpha) to control transparency. This alpha blending technique creates a subtle watermark that is perceptible enough for human validation but does not significantly degrade the visual quality of the image.

Finally, the resulting watermarked image is saved in a designated directory (e.g., static/watermarked/). This image can then be displayed or used as part of the verification process. By visually embedding the OTP into the image, this module not only enhances traceability but also ensures that the integrity and legitimacy of the content can be verified at a glance.

```
def WaterMark(img, text):
    text = str(text)
    path = "static/original/"+img
    image = cv2.imread(path)
    text_size = cv2.getTextSize(text, cv2.FONT_HERSHEY_SIMPLEX, 1.5, 3)[0]
    print(text_size[0])
    text_x = int(image.shape[1]/2) - int(text_size[0]/2)
    text_y = int(image.shape[0]/2) - int(text_size[1]/2)
    overlay = np.zeros_like(image, dtype=np.uint8)
    alpha = 0.1
     cv2.putText(overlay, text, (text_x, text_y), cv2.FONT_HERSHEY_SIMPLEX, 1.5, (185,
192, 201), 3)
    output = cv2.addWeighted(image, 1, overlay, alpha, 0)
    cv2.imwrite("static/watermarked/"+img, output)
```

5. Audio Encryption/Decryption: In this module, audio security is achieved by embedding a secret text string into an audio file during encryption. The user selects an audio file, provides the text to hide, and generates an output file. The system encrypts the audio by embedding the text securely.

For decryption, the user must upload the encrypted audio file and enter a valid OTP (One-Time Password), which is sent via Telegram. Only if the correct OTP is entered, the system decrypts the audio and reveals the hidden message, ensuring secure access and preventing unauthorized data retrieval.

```
def audio_encrypt():
    if request.method == 'POST':
        af=request.form['Input']
        string=request.form['Text']
        output=request.form['Output']
        msg = Encrypt('static/audio/'+af, string, 'static/result/'+output+'.wav')
        return render_template('audio.html', msg=msg)
    return render_template('audio.html')

@app.route('/audio_decrypt', methods=['GET', 'POST'])
def audio_decrypt():
    if request.method == 'POST':
        af=request.form['Input']
        otp =request.form['otp']
        if otp == session['otp']:
            msg1 = Decrypt('static/result/'+af)
            return render_template('audio.html', msg1=msg1, af = af)
        else:
            return render_template('audio.html', msg1="entered wrong otp")
    return render_template('audio.html')
```

Chapter 6

TESTING AND RESULTS

CHAPTER 6

TESTING AND RESULTS

To ensure the reliability and robustness of the system, thorough testing was carried out at multiple stages. The system was tested using unit tests for each module, integration testing to validate module interactions, and system testing to confirm the complete workflow.

Testing Principle: Before applying methods to design effective test cases, a software engineer must understand the basic principle that guides software testing. All the tests should be traceable to customer requirements.

Testing Methods: There are different methods that can be used for software testing. They are,

Black-Box Testing: The technique of testing without having any knowledge of the interior workings of the application is called black-box testing. The tester is oblivious to the system architecture and does not have access to the source code. Typically, while performing a black-box test, a tester will interact with the system's user interface by providing inputs and examining outputs without knowing how and where the inputs are worked upon.

White-Box Testing: White-box testing is the detailed investigation of internal logic and structure of the code. White-box testing is also called glass testing or open-box testing. In order to perform white-box testing on an application, a tester needs to know the internal workings of the code. The tester needs to have a look inside the source code and find out which unit/chunk of the code is behaving inappropriately.

Levels of Testing: There are different levels during the process of testing. Levels of testing include different methodologies that can be used while conducting software testing. The main levels of software testing are:

Functional Testing: This is a type of black-box testing that is based on the specifications of the software that is to be tested. The application is tested by providing input and then the results are examined that need to conform to the functionality it was intended for. Functional testing of software is conducted on a complete,

Non-functional Testing: This section is based upon testing an application from its non-functional attributes. Non-functional testing involves testing software from the requirements which are non-functional in nature but important such as performance, security, user interface, etc. Testing can be done in different levels of SDLC.

6.1 Unit Testing

Unit testing was carried out to verify the functionality of each individual module in isolation. The goal was to ensure that every component performs as expected when given valid and invalid inputs. Each module was tested independently before moving to integration.

Biometric Authentication:

- Verified correct and incorrect fingerprint/iris matches
- Ensured proper error handling when no image is uploaded.

OTP Generation:

- Confirmed that a 6-digit random OTP is generated consistently.
- Tested for uniqueness across multiple requests.

Encryption and Decryption:

- Checked encryption of different file types (image, PDF, audio).
- Validated decryption returns the original file accurately.

Telegram Alerts:

- Verified that alerts are sent upon authentication failure.
- Ensured OTP messages are delivered in real-time.

This granular testing approach helped isolate bugs early and ensured that every building block of the system was stable.

Test Case # UTS-1

Field	**Details**
Test Case Name	Feature Extraction
Description	Test extraction of biometric features from image
Sample Input	Image file (.jpg/.png)

Expected Output	Feature vector of biometric data
Actual Output	Feature vector generated
Remarks	Pass

Table 6.1 : Unit test case for Biometric Authentication

Test Case # UTS-2

Field	**Details**
Test Case Name	OTP Generation
Description	Generate a one-time password (OTP) for session
Sample Input	Trigger OTP module
Expected Output	6-digit numeric OTP
Actual Output	834295 (example)
Remarks	Pass

Table 6.2 : Unit test case for OTP Generation

Test Case # UTS-3

Field	**Details**
Test Case Name	Image Encryption
Description	Encrypt the uploaded image file
Sample Input	.jpg file and encryption password
Expected Output	Encrypted image in byte format

Actual Output	Encrypted output generated
Remarks	Pass

Table 6.3 : Unit test case for Image Encryption

Test Case # UTS-4

Field	**Details**
Test Case Name	Watermark Embedding
Description	Embed OTP watermark into encrypted image
Sample Input	OTP + Encrypted image
Expected Output	Image with hidden OTP
Actual Output	Output image saved with embedded watermark
Remarks	Pass

Table 6.4 : Unit test case for Watermark Embedding

Test Case # UTS-5

Field	**Details**
Test Case Name	Telegram Alert
Description	Send alert if biometric authentication fails
Sample Input	Wrong fingerprint image
Expected Output	Telegram alert message sent
Actual Output	Alert sent successfully

Remarks	Pass

Table 6.5 : Unit test case for Telegram Alert

6.2 Integration Testing

Integration testing focused on the interaction between modules and how data flows through the entire system. It validated that modules work together seamlessly in various combinations and under different conditions.

- **Biometric → OTP → Encryption:**
    - Ensured OTP is generated only if biometric authentication is successful.
    - Verified that OTP is embedded during encryption.
- **Authentication Failure → Telegram Alert:**
    - Checked if Telegram alert triggers immediately when the biometric input fails.
- **OTP + Watermark + Telegram Sync:**
    - Ensured OTP generation and watermarking are synchronized, and the same OTP is sent via Telegram.

These integration scenarios confirmed that the logic connecting components is accurate and that the system behaves as a cohesive unit.

Test Case #	Test Case Name	Description	Sample Input	Expected Output	Actual Output	Remarks
ITC-1	Auth → OTP → Encrypt	Authenticate, then OTP and encryption process	Fingerprint + image + password	OTP generated, embedded, file encrypted	As expected	Pass
ITC-2	Auth Failure Alert	Check alert on failed authentication	Wrong biometric image	Telegram alert sent, encryption blocked	As expected	Pass
ITC-3	OTP Sync Test	Verify OTP in image matches OTP in Telegram	Correct biometric + file	OTP visible in Telegram matches embedded watermark	As expected	Pass

Table 6.6: Integration Testing Test Cases

6.3 System Testing

System testing evaluated the end-to-end behavior of the full application in real-world scenarios. It ensured that the software meets all functional and non-functional requirements.

Valid Inputs:

- User submits correct biometric and file → OTP is generated, file is encrypted and watermarked, OTP sent via Telegram.

Invalid Biometric:

- Access is denied, encryption stops, and a Telegram alert is sent to the admin.

Unsupported File Formats:

- System throws appropriate error messages without crashing.

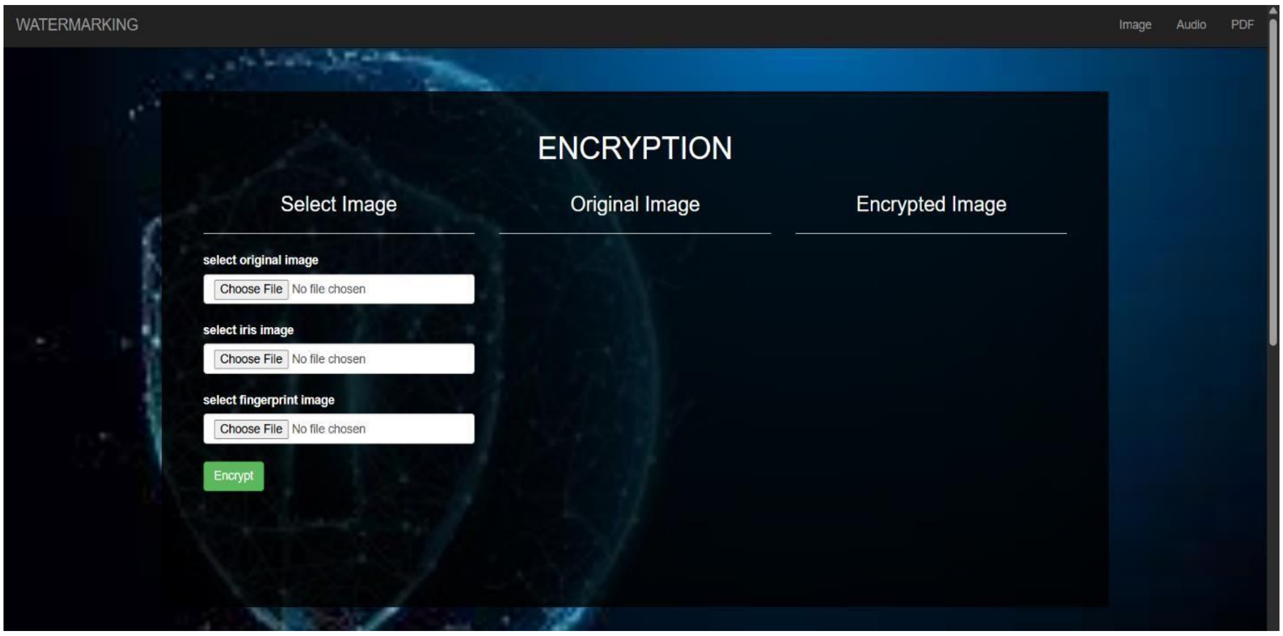
Performance Check:

- Assessed how the system handles larger files and multiple concurrent requests.

Test Case #	Test Case Name	Description	Sample Input	Expected Output	Actual Output	Remarks
STC-1	Full Valid Flow	Complete process with valid input	Fingerprint + iris + file	Auth success → OTP → Encrypted output → OTP via Telegram	As expected	Pass
STC-2	Invalid Biometric	System response to wrong biometric	Invalid fingerprint	Authentication failed, Telegram alert triggered	As expected	Pass
STC-3	Unsupported File Format	Upload unsupported file type	.exe or .dll file	Error message shown, process halted	As expected	Pass
STC-4	Load Handling	Simulate multiple users concurrently	5 users uploading simultaneously	All files processed correctly, no crash	As expected	Pass

Table 6.7: System Testing Test Cases

6.4 SNAPSHOTS



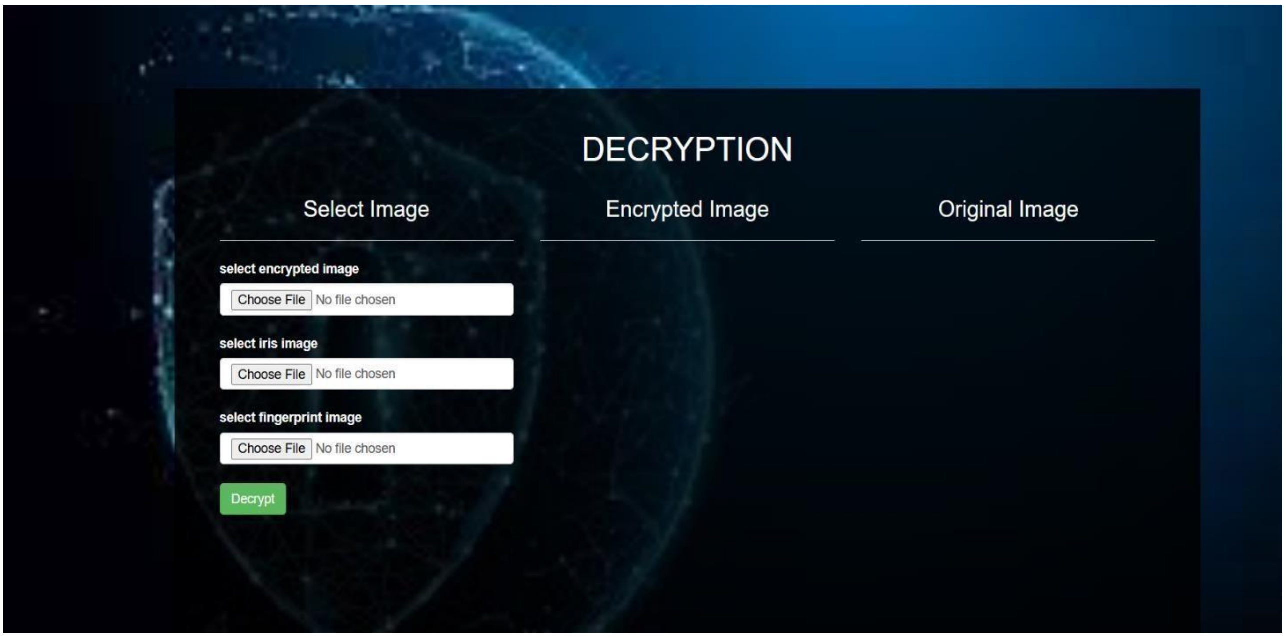


Fig 6.1: Biometric Encryption and Decrytion Interface

The displayed snapshot illustrates the Encryption and Decrytion section of the project’s web application interface. This page is designed for the secure encryption of images using biometric authentication inputs.

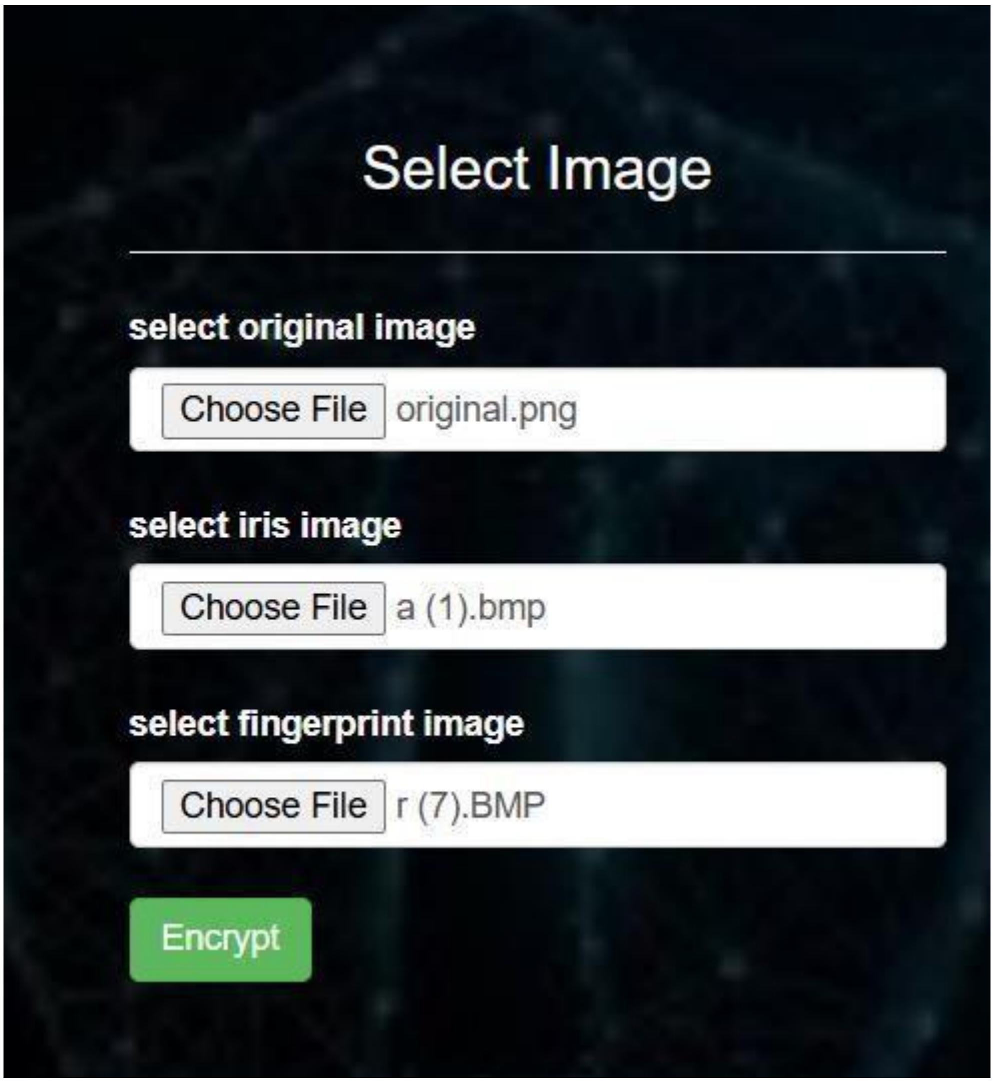


Fig 6.2: Biometric Upload Page

Biometric Upload Page provides users with a user-friendly interface to upload either a fingerprint image or an iris scan. These uploads serve as the first step in the authentication process, ensuring secure and identity-verified access to the encryption workflow.

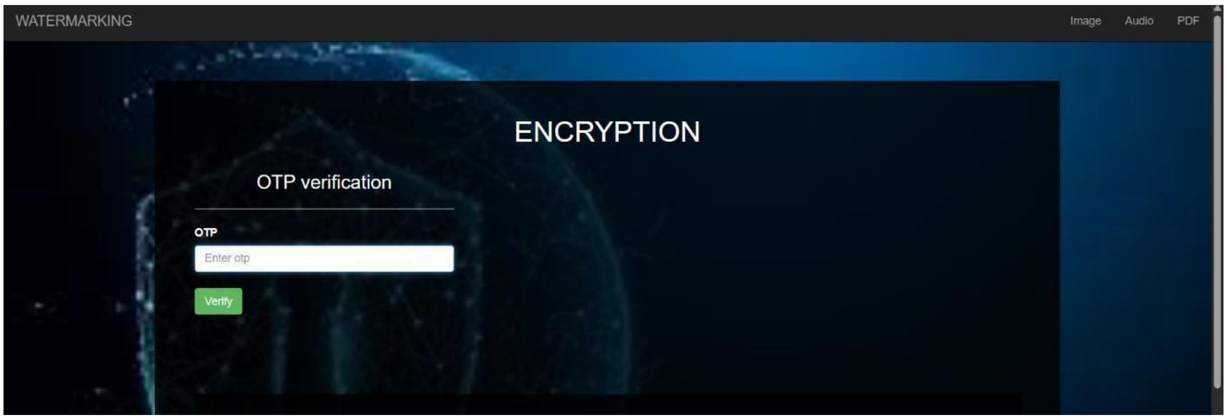
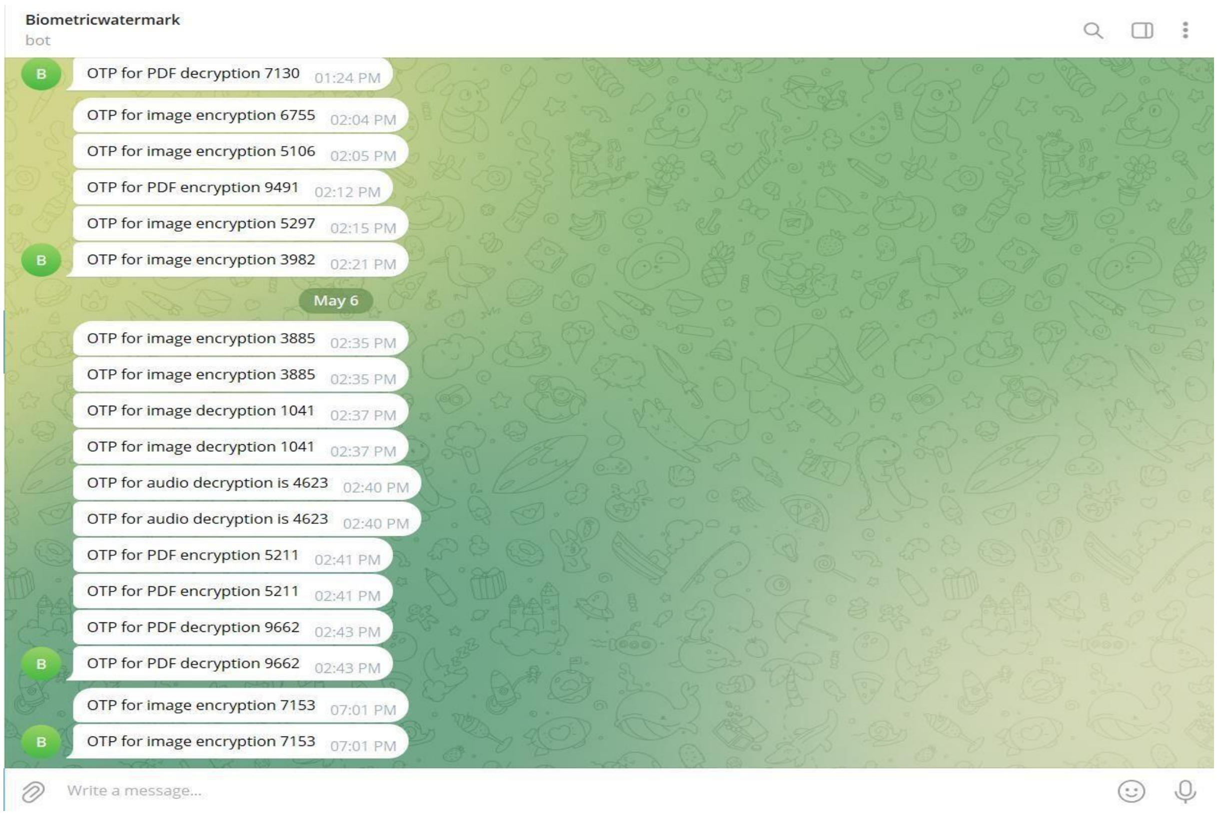


Fig 6.3: OTP Verification Interface

The above snapshot shows the OTP (One-Time Password) Verification section of the Encryption module in the watermarking system's web interface.



Biometricwatermark
bot

B OTP for PDF decryption 7130 01:24 PM
OTP for image encryption 6755 02:04 PM
OTP for image encryption 5106 02:05 PM
OTP for PDF encryption 9491 02:12 PM
OTP for image encryption 5297 02:15 PM
B OTP for image encryption 3982 02:21 PM

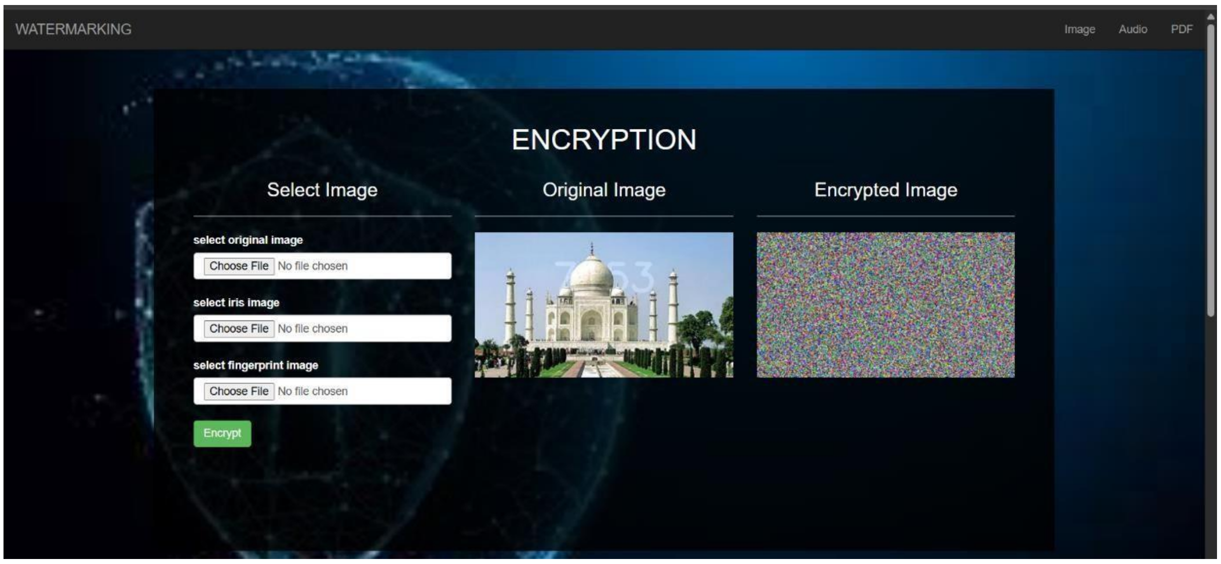
May 6

OTP for image encryption 3885 02:35 PM
OTP for image encryption 3885 02:35 PM
OTP for image decryption 1041 02:37 PM
OTP for image decryption 1041 02:37 PM
OTP for audio decryption is 4623 02:40 PM
OTP for audio decryption is 4623 02:40 PM
OTP for PDF encryption 5211 02:41 PM
OTP for PDF encryption 5211 02:41 PM
OTP for PDF decryption 9662 02:43 PM
B OTP for PDF decryption 9662 02:43 PM
OTP for image encryption 7153 07:01 PM
B OTP for image encryption 7153 07:01 PM

Write a message...

Fig 6.4: Telegram OTP Notification Log

This snapshot captures a Telegram chat window showing the message logs from a bot named Biometric watermark. The bot is integrated with the watermarking system and is responsible for sending OTPs (One-Time Passwords) for encryption and decryption operations.



WATERMARKING — Image | Audio | PDF

ENCRYPTION

Select Image | Original Image | Encrypted Image

select original image
Choose File No file chosen

select iris image
Choose File No file chosen

select fingerprint image
Choose File No file chosen

Encrypt

Fig 6.5: OTP Watermark on Image -Visual proof of embedded OTP

This snapshot displays the Encryption module's output interface in a web application named Digital Watermarking. It showcases the final stage of the image encryption process after biometric inputs and OTP verification.

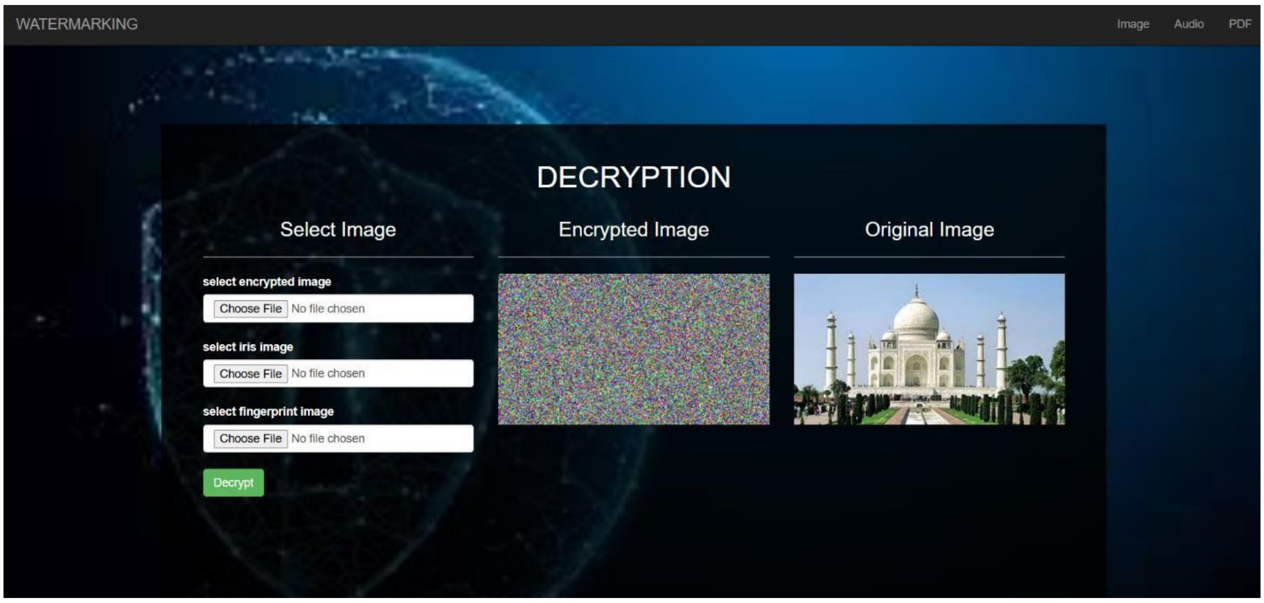


Fig 6.6: Image Decryption Interface

This Snapshots shows the Image Decryption Module where users decrypt an encrypted image using biometric authentication. On the left, users upload the encrypted image, along with their iris and fingerprint scans. Clicking Decrypt triggers verification; only if both biometrics match, the system proceeds. On the right, the encrypted image (appearing scrambled) is shown alongside the successfully recovered original image (Taj Mahal), confirming accurate decryption. This ensures secure access and visual verification of the process.

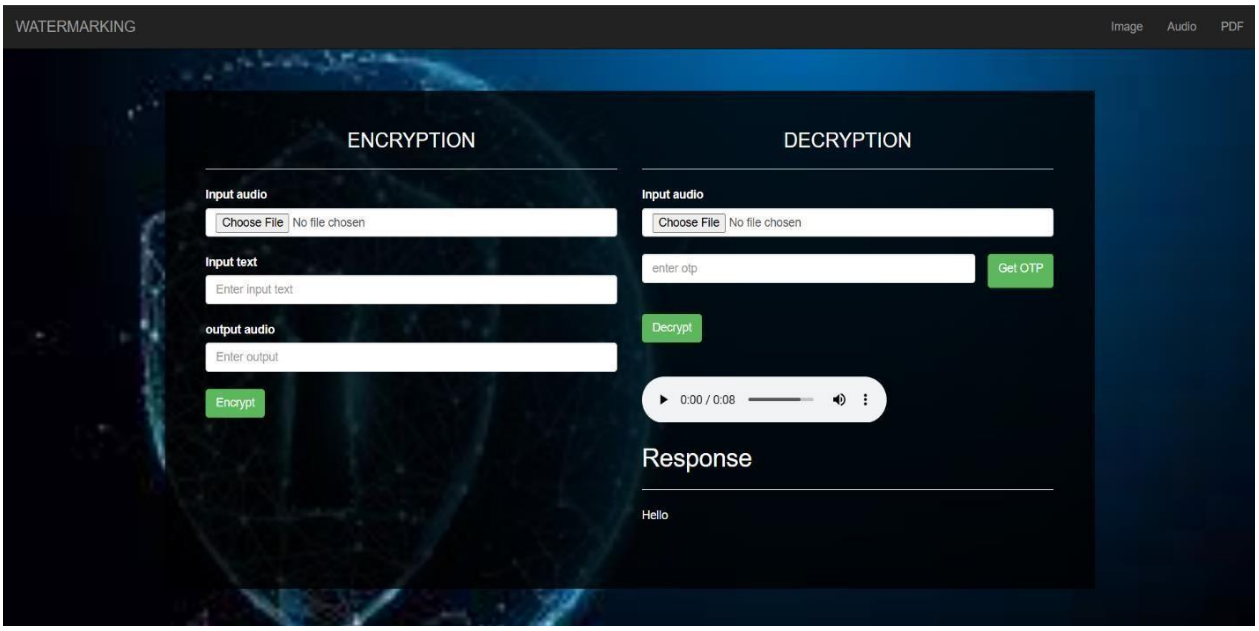


Fig 6.7: Audio Module interface

The image you provided is a screenshot of the Audio Module interface from your watermarking-based security system. This module is designed to allow users to securely encrypt and decrypt audio files with embedded messages, protected by OTP-based access.

Chapter 7

APPLICATIONS AND FUTURE ENHANCEMENTS

CHAPTER 7

APPLICATIONS AND FUTURE ENHANCEMENTS

7.1 Applications

This project integrates biometric authentication with secure encryption and watermarking, making it highly applicable in fields requiring strong data confidentiality and identity verification. Key applications include:

1. Government and Defense

In highly secure government departments and military organizations, sensitive data such as operational plans, diplomatic communications, and national intelligence require robust protection. This system ensures that only authenticated personnel can encrypt, access, or transmit documents. The use of iris/fingerprint-based authentication eliminates the risk of password leaks and enhances accountability.

2. Healthcare Sector

Hospitals, clinics, and medical research centers manage large volumes of sensitive patient data. The integration of biometric verification ensures that only authorized doctors, researchers, or administrators can access patient records or medical research data. Moreover, the OTP watermark embedded in files provides proof of ownership and access traceability.

3. Banking and Financial Institutions

Financial documents such as customer records, transaction histories, audit files, and legal contracts require both encryption and traceability. This system enables biometric login for employees, ensures encrypted data exchange, and applies watermarking to verify the identity of the file handler—reducing fraud risks and unauthorized access.

4. Legal Firms and Judiciary

The legal sector handles documents like case files, legal notices, contracts, and confidential evidence that must remain secure. Through this system, files can be encrypted and shared only after biometric validation. Watermarked OTP acts as digital evidence of who accessed or modified the document.

5. Cloud Storage and File Sharing Platforms

This system can be integrated into cloud service providers as an added layer of authentication and content security. Before uploading or downloading files, users are authenticated biometrically.

Encrypted and watermarked files help reduce the risk of data leaks and unauthorized file distribution.

6. Educational Institutions and Examination Boards

Academic records, examination papers, thesis submissions, and certifications are prone to tampering and leaks. Biometric-based access ensures that only designated faculty or administration can access or distribute such documents. Watermarking provides additional validation and authorship assurance.

7. Corporate and Industrial Use

Businesses handling sensitive client information, product blueprints, or intellectual property can implement this system to secure communications and document transfers. Biometric authentication and OTP watermarking reduce the likelihood of insider threats and information leakage.

8. Research and Development

Research organizations and laboratories often produce confidential prototypes, algorithms, and studies. Biometric validation prevents unauthorized access, while watermarking safeguards the originality of shared materials and prevents plagiarism or misuse.

7.2 Future Enhancements

To further enhance the functionality, usability, and security of the current system, the following future improvements can be considered:

- Multi-modal Biometric Support: Combining fingerprint, iris, and facial recognition for increased accuracy and flexibility in user authentication.

- Mobile Integration: Developing a companion mobile application for real-time OTP verification and alerts via push notifications instead of Telegram only.

- Blockchain Integration: Using blockchain for immutable logging of authentication attempts and file access for complete auditability.

- Support for More File Types: Extending encryption and watermarking capabilities to include video files and document formats like DOCX or XLSX.

- User Access Logs: Implementing a dashboard for administrators to monitor authentication logs, file transfers, and alerts for better security tracking.

- AI-based Threat Detection: Including anomaly detection to flag unusual access behavior based on usage patterns.
- Customizable Watermark Content: Allowing users to choose custom watermark messages instead of OTP (e.g., usernames, timestamps).

Chapter 8

CONCLUSION

CHAPTER 8

CONCLUSION

This project titled "Enhanced Information Security Using Biometric Authentication and Iris-Based Watermarking" successfully demonstrates a novel and secure method for protecting digital content such as images, audio, and PDF files. The integration of biometric authentication (fingerprint and iris) with RubikCubeCrypto encryption and OTP-based verification ensures that only authorized users can access and manipulate sensitive data.

The system allows for the embedding of biometric features as watermarks into the original data, which not only secures ownership rights but also prevents unauthorized usage. The hybrid watermarking technique, combining DWT (Discrete Wavelet Transform) and SVD (Singular Value Decomposition), improves robustness against attacks and preserves image fidelity.

Additionally, the real-time OTP verification system, integrated via Telegram Bot, adds a strong layer of user authentication, further elevating system security. The encryption and decryption processes across different media types are validated through well-structured test cases, ensuring the reliability and accuracy of the proposed system.

Key Outcomes:

- Secure multimedia data transfer using encryption and watermarking.
- Enhanced protection with user-specific biometric credentials.
- Real-time OTP verification for an extra security layer.
- A responsive and user-friendly interface for uploading, encrypting, and decrypting content.

In conclusion, this project lays a strong foundation for developing future-proof security frameworks for digital content. It highlights the potential of combining biometric authentication with modern cryptographic and watermarking techniques to protect sensitive information in an increasingly connected digital world.

Annexure A

GLOSSARY

ANNEXURE A

GLOSSARY

Biometric Authentication: A security mechanism that uses unique biological features such as fingerprints or iris patterns to verify a user's identity.

Watermarking: A technique for embedding hidden information into a digital file (image, audio, or document) to protect ownership or ensure content authenticity.

RubikCubeCrypto: A lightweight encryption method inspired by the Rubik's Cube, used in this project to secure media files during transmission or storage.

OTP (One-Time Password): A temporary numeric code generated and sent via Telegram bot to authenticate users before allowing encryption or decryption operations.

Decryption: The process of converting encrypted data back into its original, readable form using a key or password.

Encryption: The process of converting original data into an unreadable format to prevent unauthorized access.

Watermarked Image: An image that contains embedded biometric or verification data that is not visible to the naked eye but can be extracted for authentication.

Telegram Bot: An automated bot integrated with Telegram messaging service, responsible for sending OTPs during user verification.

OpenCV (cv2): OpenCV (Open Source Computer Vision Library) is a widely used open-source library for image and video processing.

TensorFlow: TensorFlow is an open-source machine learning framework developed by Google, used for building and training neural networks.

TFLearn: TFLearn is a deep learning library built on top of TensorFlow that simplifies the creation of neural networks with concise, high-level syntax.

Flask: Flask is a micro web framework in Python used to create web applications.

Iris-Based Watermarking: A method of embedding the iris features into media content (like images or documents) as a form of watermark, combining biometric identification with copyright protection.

Robustness (in Watermarking): The ability of a watermark to resist removal or damage, especially during compression, noise, or attacks.

Host Image: The original image into which the watermark (e.g., iris pattern) is embedded.

Annexure B

ACRONYMS

ANNEXURE B

ACRONYMS

Acronym	**Full Form**
OTP	One-Time Password
TFLearn	TensorFlow Learn
CNN	Convolutional Neural Network
GUI	Graphical User Interface
PDF	Portable Document Format
RGB	Red Green Blue (color model)
API	Application Programming Interface
URL	Uniform Resource Locator
ID	Identifier
AES	Advanced Encryption Standard (for comparison)

Annexure C

LANGUAGE DESCRIPTION

ANNEXURE C

LANGUAGE DESCRIPTION

The development of the project "Enhanced Information Security Using Biometric Authentication and Iris-Based Watermarking" has been primarily carried out using the Python programming language, known for its simplicity, versatility, and extensive ecosystem of libraries. Python is particularly effective in domains like scientific computing, cryptography, image/audio processing, and rapid application development.

This program is a comprehensive Python-based web application developed using the Flask framework. It is designed to secure multimedia content—images, PDFs, and audio files—by integrating biometric authentication, encryption, watermarking, and one-time password (OTP) verification. The application incorporates a user-friendly interface with multiple backend modules and libraries, making it a full-stack solution for enhancing information security.

The Flask framework is used to handle HTTP requests and serve different web pages for image, audio, and PDF encryption/decryption workflows. The app.route() decorators define endpoints for navigating the application, and render_template() is used to display the corresponding HTML pages. The application's core functionality is encapsulated in various route functions, each responsible for specific tasks like handling file uploads, processing encryption/decryption logic, or verifying user credentials via OTPs.

The system ensures user authentication through biometric inputs. Specifically, fingerprint and iris samples are analyzed using custom modules (Fanalysis and Ianalysis). Both biometrics must pass verification before the user is granted access to encryption or decryption functionalities. This dual-layer biometric security acts as a safeguard against unauthorized access, adding a strong identity verification step.

Once authenticated, the user can encrypt or decrypt image files using a specialized algorithm called RubikCubeCrypto. This custom cryptographic method performs a scrambling transformation inspired by Rubik's cube operations. The script imports the encryption logic from the rubikencryptor module, where an image file is passed, and the algorithm applies encryption parameters (alpha, iter_max, and key_filename) to transform the image. The encrypted image is then saved in a designated directory and made accessible through the web interface.

To further enhance security and traceability, the system generates a random 4-digit OTP after every encryption or decryption event. This OTP is sent to pre-defined Telegram accounts using the telepot library. Two Telegram bots are utilized to notify different users about the generated OTP. The OTP must be correctly entered by the user to proceed with watermarking or viewing the original file. This ensures that only authorized individuals can validate and access secured content.

The application features a watermarking function implemented using OpenCV. The Water Mark() and WaterMark1() functions embed the OTP visibly at the center of the image as a semi-transparent overlay. This visual watermark serves as both a confirmation of the user's identity and a tamper-proof tag for verifying file authenticity. Watermarked images are saved and displayed through the interface, enabling the user to visually confirm successful encryption or decryption. In the case of PDF files, the application first converts the first page of the uploaded document into a high-resolution image using the PyMuPDF (fitz) library. The image is resized and processed similarly to other image files—encrypted with RubikCubeCrypto and stored in a secure folder. During verification, the image is re-converted into a PDF using the ReportLab library, thereby maintaining the document's original structure after successful authentication and OTP matching.

For audio encryption, the system uses custom Encrypt and Decrypt functions from the imported AUDIO module. These functions embed and extract text-based content into or from .wav files. The decryption function is protected by OTP authentication to ensure only authorized users can retrieve the embedded information. The OTP for audio decryption is managed through a session variable (session['otp']) in Flask, ensuring that the system maintains user state across multiple requests. All sensitive processes—whether for images, PDFs, or audio—are guarded by biometric checks and OTPs, which together enforce a strong multi-factor authentication scheme. The integration of real-time OTP delivery through Telegram bots provides an extra layer of notification and access control, making the system robust against unauthorized tampering.

In conclusion, the script demonstrates a practical implementation of a multimodal security system using Python. It combines various libraries like Flask, OpenCV, Pillow, NumPy, PyMuPDF, and ReportLab to handle multimedia files effectively while ensuring authentication and confidentiality. This fusion of biometric verification, cryptography, watermarking, and messaging technologies creates a secure, user-verifiable environment for handling sensitive digital assets.

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DrillBit

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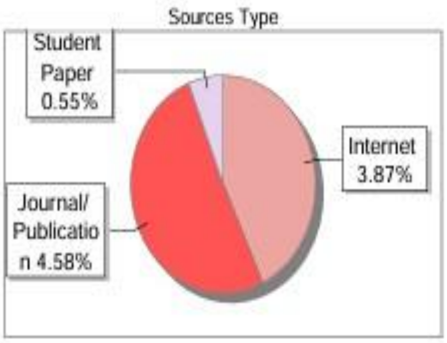
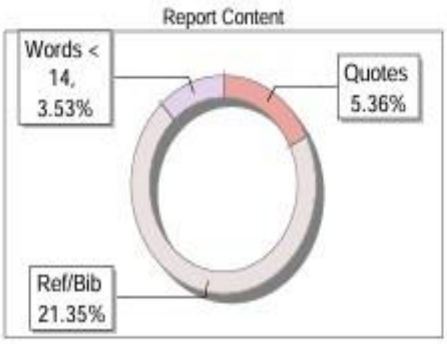
Submission Information

Author Name	Pracheen M G
Title	Enhanced Information Security Using Biometric Authentication and Iris-Based Watermarking
Paper/Submission ID	3474808
Submitted by	kavithak8121995@gmail.com
Submission Date	2025-04-08 11:49:13
Total Pages, Total Words	7, 3822
Document type	Article

Result Information

Similarity **9 %**





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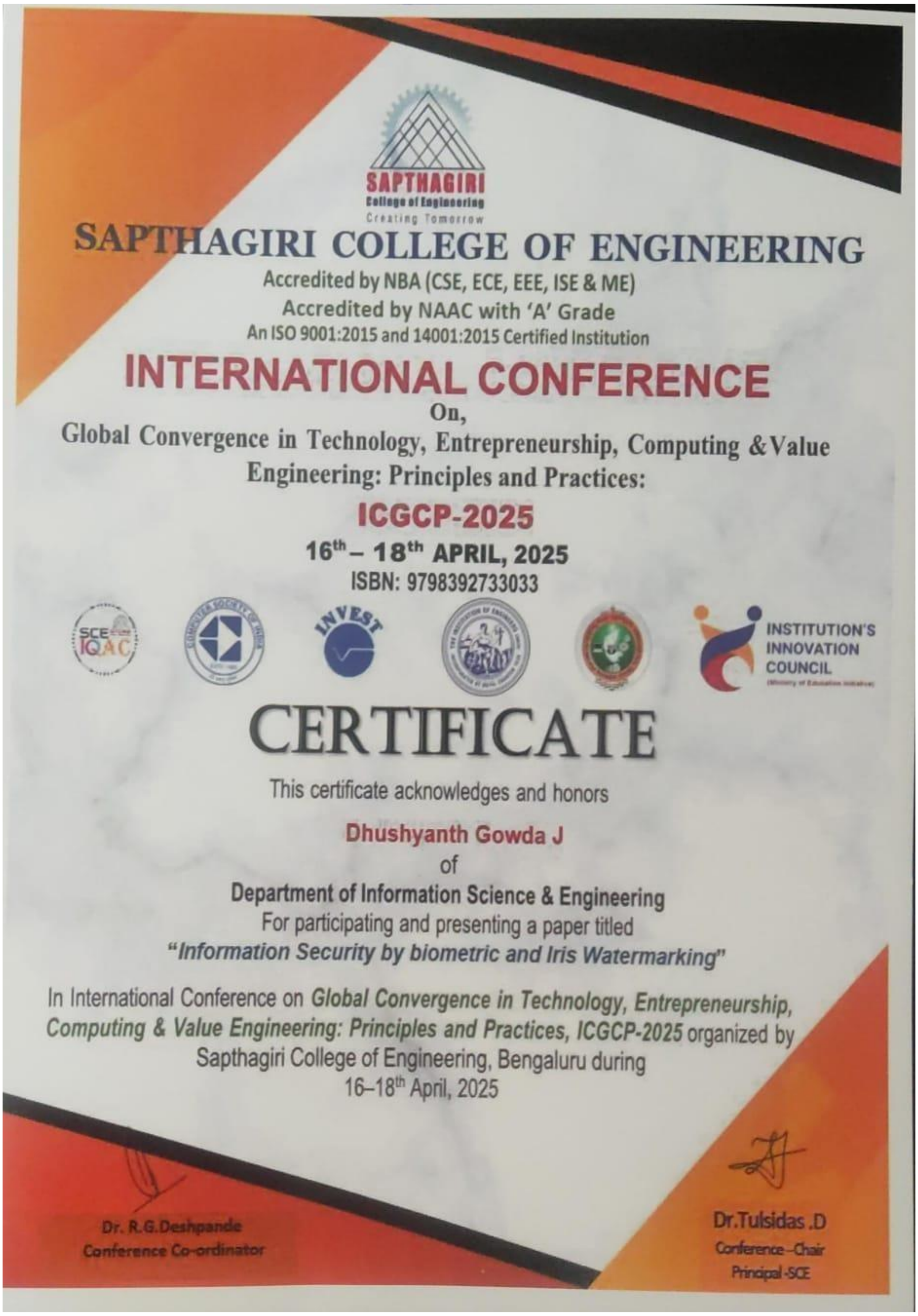

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16th – 18th APRIL, 2025

ISBN: 9798392733033

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For participating and presenting a paper titled

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In International Conference on *Global Convergence in Technology, Entrepreneurship, Computing & Value Engineering: Principles and Practices, ICGCP-2025* organized by Sapthagiri College of Engineering, Bengaluru during 16–18th April, 2025

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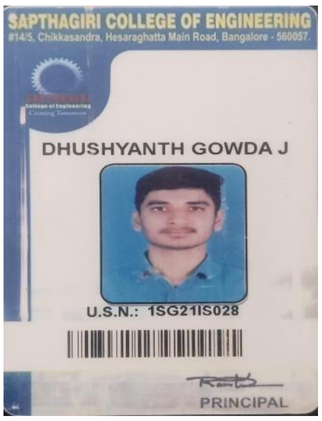

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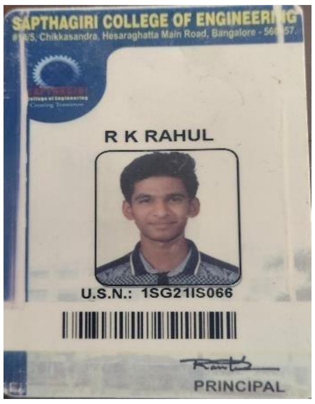

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