

# Face Recognition System

## Design Document

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# 1 Introduction

The FRS (face recognition system) design document is intended to be the groundwork of how the software should be built.

## 1.1 Purpose

The design documentation of the FRS is intended to create a mutual understanding of the software's functionality and contents. This document should contain all necessary information to start development of the face recognition system. This includes all known technologies, pitfalls and the architecture for the FRS as a whole.

## 1.2 Priorities

Security: As we are dealing with users private information it imperative that the system is both secure and has limited access for both users and administrators. The primary methods to achieve this will be: The use of HTTPS SSL/TLS and both admin and user authentication.

Reliability: When the user requests a PN from the server there needs to be a certain guarantee that that the PN returned matches the image provided.

Portability: Creating a application that uses the FRS should be both possible and simple for a variety of devices and there operating systems. It should also be reliable on a number of different operating systems that come with these devices.

Usability: The system should have clear defined methods and structure that will not be misinterpreted. The user application developed, should also be user friendly with the user interface having clear definitions.

## 1.3 Overview

This design document is for the face recognition software. The FRS purpose is to provide a PN (swedish Personal Number) using a comparison of a user provided image of a person's face. There should also be authentication to both users and administrators in place. Administrators should also have access to a list of the PNs from the database. Administrators are also able to add, edit and delete entries from the database. Additionally to the FRS a user application will also be developed to present the user functionality of the system. Said application should include the ability to authenticate the user and request PNs using images.

# 2 Major Design Issues

In this section all major design issues and decisions will be discussed. Rational and alternatives will be presented and the detail of evaluating the alternatives depends on the trade off the decision has.

# 3 Architectural Design

As desired from the customer the system will have a Client-Server structure. Where the in section 1.3 of the Requirements Elicitation defined UAM and AAM are the client modules and the URM and ARM are the server modules. Further we may reference Server or Client in general if the reference is to both components - User and Admin module.

## 3.1 Languages & Frameworks

### 3.1.1 Server-side

For the Server the **Java programming language** is one of the most used. Especially REST functionality is supported by various frameworks with large communities. Rationals which led to the choice are listed below.

- Great flexibility & portability due to platform independence with the JVM.
- High productivity because of existing frameworks and solutions
- Good support by a large community of developers

*Concerns are that it is more difficult for multi-threaded development and reactive programming. The scalability can still be guaranteed because ... => frameworks*

The Spring Framework will be used on the server side of the system. More detailed the Spring Web, Security, Data and Boot modules. The Spring Framework allows fast, enterprise scale development of applications by providing features for security, RESTful applications and Data Management. Rationals for using the different modules are listed below.

- Great Portability and Integration - it is supported by various cloud providers to make deployment and continuous development possible.
- Spring Boot provides an embedded application server which allows fast and easy setup of an application.
- Configurability - Spring is easily set up and gives good default solutions but also provides the possibility to configure the details to the application needs
- The Spring framework provides RESTful support which is asked for from the customer and fills the application needs.
- Spring Data provides a convenient way to implement CRUD functionality for accessing and modifying data. It supports various Database technologies such as JPA and generates boilerplate code at run time which reduces developing costs.
- Spring Security provides enterprise ready security features for authentication and encryption without much setup.

### 3.1.2 Client-side

The client application has to be working on iOS, Android, Microsoft phone and WEB, there is a ton of Cross Platform Mobile development tools out there.

For example

- **Xamarin** - which is the most popular choice, a free trail is available and it use the language C#. This will make it more structured as C# is an OO language.
- **Phone Gap** - which is the most well known tool, it is open source meaning that it is free. It uses the common web languages to create hybrid apps i.e. HTML, CSS, JavaScript.

- **appcelerator** - lets developers use JavaScript to build their apps, provide mobile testing, it has a GUI to create design (which uses common HTML and CSS), and lastly it is free.

There is plenty more but there is one last option that we want to consider which is to create it only to WEB, the question we need to ask ourselves is: *are we going to produce a app for the different app stores or do we only want it to work on the different devices (Android, iOS, Microsoft phone)?* We will not create an app for the different app stores out there since that is not in the requirements, because of this the application will be built using common WEB languages. We will use responsive design to style our app so it will be desktop, tablet and mobile friendly. For this we will use a CSS framework, all CSS frameworks comes also with a JavaScript framework for design purpose (animation etc.). CSS frameworks:

- **Bootstrap** - the most common framework out there, easy to use and creates fast design. Great for dynamic designing thanks to its grid system. The major drawback is that it will look boring and old.
- **Material Framework** - Google's own framework, a google look alike framework.
- **Semantic UI** - a fresh framework that has grown quite popular in the last couple of years. It uses the JavaScript jQuery framework which is easy to use and has great AJAX calls which can be helpful.

This is only a design option and we will go with the Semantic UI because it has a suiting design, and for the use of jQuery.

**To summarize** We will use basic WEB development for our application as the requirement only says that it should work on iOS, Android etc. The framework that will be in used for WEB development is Semantic UI for CSS and jQuery for JavaScript as it comes with Semantic UI.

## 3.2 Platforms & Technologies

### 3.2.1 Communication

The Communication will be over IP/TCP to have reliable transport and uses HTTPS on the application layer. This ensures general security by using SSL/TLS and ensures data integrity and privacy by authenticating the application. =¿ *Read up about SSL/TLS and HTTPS what does it secure how does it work?*

### 3.2.2 Platform Server

The Server will run on a cloud platform. This gives several advantages which are listed below. Especially easy setup and management are essential for this project during development and by using Java the components are platform independent which allows later changes during production.

- Easy to manage and setup - no System administrator needed
- Allows fast and continuous development and testing
- Cheap and scalable solution

### 3.2.3 Platform Client

The Client, more specific the in the to be developed UAM will be Web compatible. Since it is written in Javascript Mobile Development = iOS/ Android / WEB - Market share - Cross platform frameworks - WEB can be accessed by every device with a browser

## 3.3 External Services

### 3.3.1 Cloud Platform

For the development in the cloud, Heroku is among AWS, Microsoft Azure, Google application engine and others a common choice. It supports good conditions for development and support frameworks for features such as database deployment. This gives a convenient way to get the system fastly up and working. Listed are features it provides.

- Native support for Java and Spring Boot application deployment
- Addon support for relational Databases (e.g. MYSQL)
- Github integration for continuous development
- Free use for small scale applications (development)

### 3.3.2 External Face Recognition API

There are some External Face Recognition API out there such as

- *SkyBiometry*: It is a cloud-based face detection and recognition software which provides a high-precision biometric identification for over 20 years. In addition, it also provide API client libraries in various languages such as Java, C#, Python etc for giving a quick start to the developers. Regarding the usage limits, it has a free subscription which allows 100 methods calls hourly and 5000 monthly. It provide SSL support and its API uses REST interface which means all the API methods are called over the Internet using standard HTTP methods and responses are generated in XML or JSON.
- *Lambda Labs*: It permits developers to send an image link to their service for the identification. In addition, it also allow to create an album of photos, analyze and compare new images with existing ones. Regarding the usage limits, it has a no free subscription and minimum cost is \$9/month. It does not provide SSL support and its API also uses REST interface and responses are generated in JSON.
- *OpenFace*: It is a open source web service which provide facial detection technologies. Its API uses REST interface and accept image from the developer and return a JSON response. Currently, it does not support SSL and can only detect up to 80 points on a given image.

We have found that *OpenFace* does not provide sufficient functionality as compare to others wheres *Lambda Labs* does provide needed functionality but with a cost of \$9/month. In result, *SkyBiometry* is the free and suitable option for our project.

### 3.4 Application specific

Authentication will be done by providing a username and password for registered Users and Admins. The Registration will be exclusive over a non automated channel by contacting the Customer/Developers to verify a service. The in the Requirements Elicitation mentioned credentials refer further to a user name and password.

### 3.5 Database and data format

The data will be formatted in standard JSON for communications between the server and the client. The format is human-readable and widely supported. It also supports the requirements of a RESTful application.

The database will be MYSQL a relational database. It is one of the most used relational databases and therefore provides sufficient features, support and scalability for the application. It is also compatible with the used Spring framework and the Heroku cloud platform. It validates data and ensures integrity.

## 4 Architecture (Component Diagram)

IDEAS —————

Client-Server architecture =  $\lambda$  Repositories

Used architectural patterns: Layered Approach - Access Layer (Client/UI/API), Database layer (ORM), Data .. Client/Server architecture - Separate development, Server provides API (cohesive service) -  $\lambda$  Service oriented architecture (External Service, ASM, USM) supports continuous development, integration and is very scalable. JSON Communication as standard MVC - Flexibility, Testability increased, separate components as Client/Server and separate logic and data etc.

END IDEAS —————

## 5 Components - Static modeling (Class Diagrams)

## 6 Use cases - Behavioral modeling (Sequence Diagrams)