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Computer Vision-Based Signature Forgery Detection System Using Deep Learning: A Supervised Learning Approach

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***Abstract*— Authentication is a crucial aspect of data security. It is one of the most important issues of our time. As technology advances, our interactions with machines are becoming increasingly automated. As a result, for a variety of security concerns, the demand for authentication is rapidly expanding. As a result, biometric-based authentication has become extremely popular. It has a significant edge over other approach. However, because different ways are utilized to verify people, this incidence is not a substitute for a problem. Signatures were one of the first commonly utilized biometric traits for identifying people. This paper describes a method for simplifying signature verification by preprocessing signatures. It also included a novel deep learning-based method for detecting faked signatures. With an accuracy of 85-95 %, the proposed method detects forgeries.**

Keywords—Authentication; Biometric; Verification; Pre-processing; Forged Signature

I. INTRODUCTION

Signature verification and fraud identification refer to the practice of electronically and immediately analyzing signs to identify if they are legitimate or not [1]. There are two main types of signature validation: fixed validation and dynamic verification. Dynamic, or online, validation occurs as a person creates his or her signature on an electronic tablet or similar item, while static, or offline, validation occurs after a paper signature is made. [2]. The signature in question is then compared against previous samples of that person's signature, resulting in the creation of the database [3]. When a written signature is discovered on a paper, the machine should digitize the samples for testing; nonetheless, a digital signature that has already been stored in file formats can be used for verification. A written sign is one of the most globally recognized personal attributes for confirming identity, whether in finance or business [4].

Offline signature verification can be accomplished in several methods, and most businesses today use at least one of them[5]. The system's static features, such as image processing methods for analyzing signature accuracy, are used in offline signatures [6]. A person's initial identification via a password is one of these. Other multimodal approaches that strictly authenticate a person's identification using the two biometric features are available [7].

The goal of this study is to provide an overview of Deep Learning Processes as well as a workflow. We begin with data collection and work our way through exploratory data analysis, data manipulation, data modeling, model validation, and user Deep Learning Inference. It will be tremendously advantageous to the community, such as banks, schools, and law companies if we can create an adequate deep learning technique from the dataset that can discern between fake and real signatures more precisely.

Students of information technology, computer science, and engineering, as well as IT professionals, IT corporations, law firms, banks, school systems, and future researchers, will be interested in the findings of this study. The data supplied will serve as a guide for their future research. They will be able to understand the benefits and drawbacks of various machine learning algorithms as early as now, thanks to this research. They will also identify the study's strengths and limitations. The study's findings will assist IT professionals in developing another efficient technique or framework linked to this study. Finally, the ideas presented in this study might serve as a catalyst for future research or as a method of validating the reliability of other associated breakthroughs.

The architecture of the YOLOv3 algorithm, the approach for recognizing original and faked signatures, model training, and testing using a custom data set will all be covered in the sections that follow. Section 3 deals with the experimental findings and discussions, whereas Section 4 deals with the conclusions and recommendations.

II. METHODOLOGY

The suggested technique is designed to identify the fabrication of signatures. The dataset that the system uses includes images from Kaggle [8]. The You-Only-Look-Once (YOLO) architecture is used to detect signature forgery. It is one of the Convolutional Neural Network architectures for real-time object detection. There are three main forms of YOLO. In this project, the most recent version, YOLO v3, is used. This is because when comparing YOLO v3 with YOLO v2 when speed isn't taken into account, YOLO v3 is more accurate than YOLO v2. The YOLO v3 is three times faster than the SSD (Single Shot Detector) and has the same accuracy [9]. Feature extraction and classification are the two steps of a typical Convolutional Neural Network [10]. The above-mentioned architecture is used to train the images for feature extraction. A darknet is a tool for learning. There are two types of predictions: genuine and fake. OpenCV and Keras are used for testing. In YOLO v3, both recognition and localization are available [11].

A. *Proposed Scheme*

This study proposes a novel method for signature recognition and forgery verification. The suggested system architecture is depicted in Fig. 1, in which the test signature is detected using deep learning with the supplied input training set. After that, counterfeit detection techniques based on deep learning are applied to this categorized image.

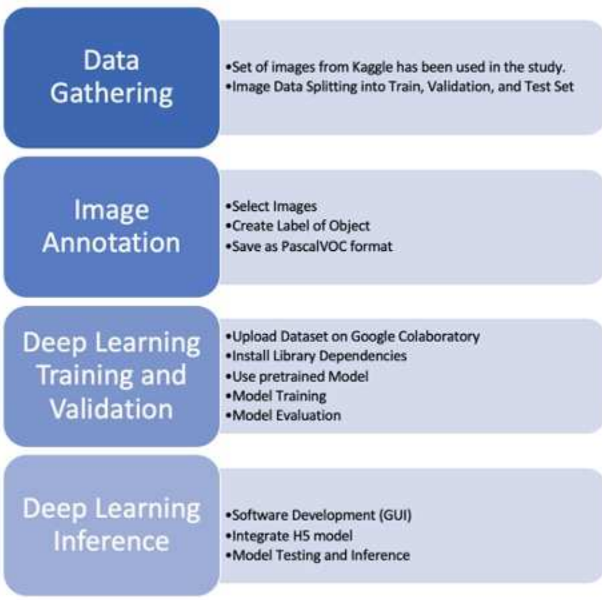

Fig. 1. System architecture for signature recognition and forgery detection.

B. *Preliminaries*

To compare and extract dependable characteristic discoveries from images, equipped photos must have similar forms, dimensions, and placement.

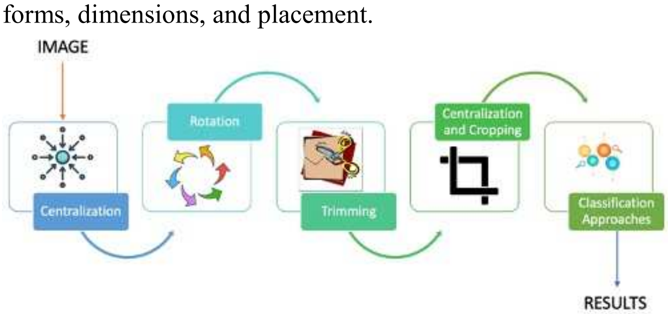

Fig. 2. Data pre-processing.

As a result, to obtain the requisite precision in feature detection, a variety of pre-processing methods are applied, as illustrated in Fig. 2.

C. *Dataset Gathering and Preparation*

The data for this study was carefully obtained from several internet sources, as shown in Fig. 3. Images of real and counterfeit signatures from various persons were collated and utilized as the dataset for the study. This categorization uses a total of 300 photos, 150 for real signatures and 150 for counterfeit signatures. The dataset was split into two sections, with 80% used for training and 20% for validation.

Fig. 3. Image Dataset for Original and Forged signatures.

D. *Image Annotation*

LabelImg is an open and free image labeling software. It's developed in Python and also has a graphical user interface depending on QT. It's a simple and quick approach to labeling several hundred photos for your next object detection project. In this case, counterfeit (Fig. 5) and genuine signatures (Fig. 4) were distinguished by annotating the photos with the appropriate categories.

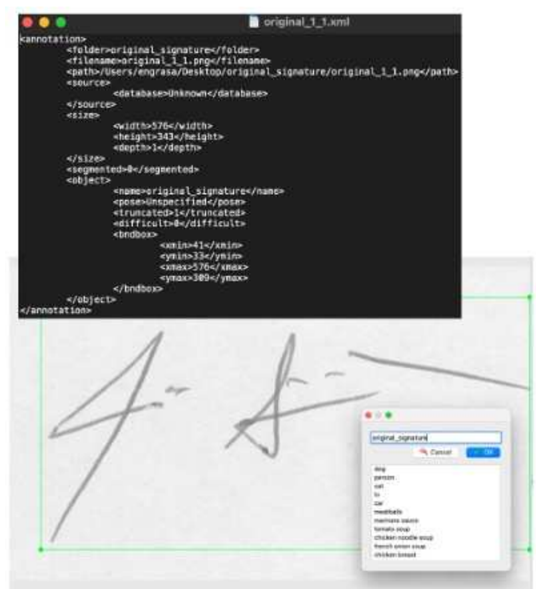

Fig. 4. Image annotation of the forged signature using labelImg.

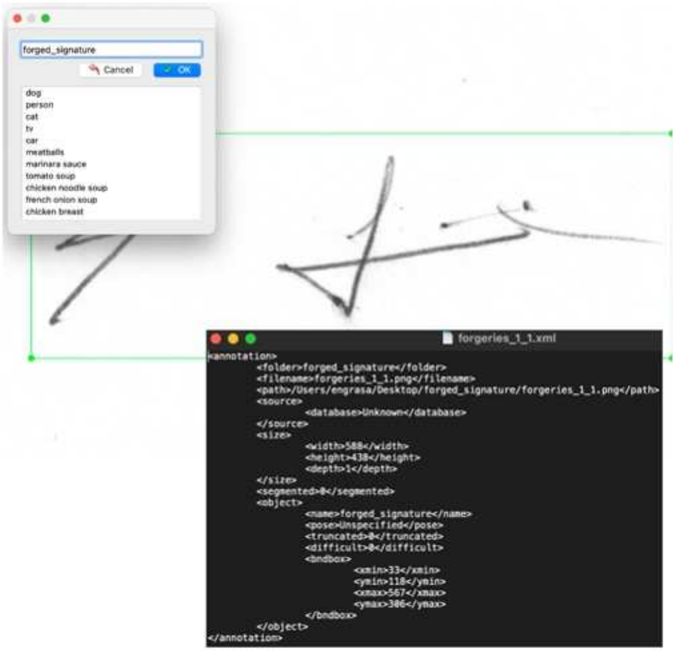

Fig. 5. Image annotation of the original signature using labelImg.

E. Algorithm for Transfer Learning

YOLOv3 is one of the fastest computer vision algorithms. As illustrated in Fig. 6, YOLOv3 divides the input picture into multiple pieces and applies a discrete convolutional neural network (CNN) to each segment to predict border boxes. CNN's capability to produce many projections at once is more effective. YOLOv3, or "you only look once," is one of the fastest object detecting methods. It divides an image into various sections using a CNN. This method is faster than classical feature extraction, which scans the entire image pixel by pixel for items. During object recognition, certain settings may be extremely noisy, busy, or perplexing, causing the item to be misread. YOLOv3 takes a localized solution to this problem, returning the picture region with the best reliability rating and the closest proximity to the detected item [16] – [26].

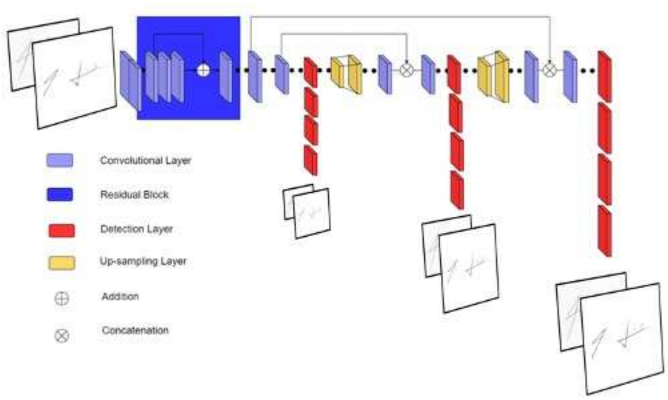

Fig. 6. YOLOv3 Architecture for signature forgery detection.

F. Deep Learning Evaluation

The mAP (Mean Average Probability) is used to detect model inference to verify that the fully trained algorithm for the task was chosen. The training set was evaluated with precision. It will produce data during the testing procedure. As the mAP increases, precision detection improves. The AP average is the mAP (mean average precision).

The mean average precision (mAP) (1) is the average efficiency (AP) of overall evaluations, where O is the number of items in the set and *APi* is the average accuracy (AP) for a dataset.

$$mAP = \frac{\sum_{i=1}^{O} AP_i}{O} \quad (1)$$

III. Results And Discussions

A. Training Model

Using the Keras-yolo3 package, which offers a lot of functionality for employing YOLOv3 models, you can do things like object identification, transfer learning, and training new models from start.

In this phase, the pre-trained model was used to identify signature fraud on an unseen picture. This feature is included in the repository in a single Python file called "pretrained-yolov3.h5.1." This script creates a model using pre-trained weights, then uses that model to detect objects and generate a model. It also makes use of OpenCV.

Rather than using this software directly, the components were utilized to create scripts that prepared and saved a Keras YOLOv3 model and then loaded the model to produce a photo prediction. The YOLO v3 Training and Validation Loss result and details are shown in Fig. 7.

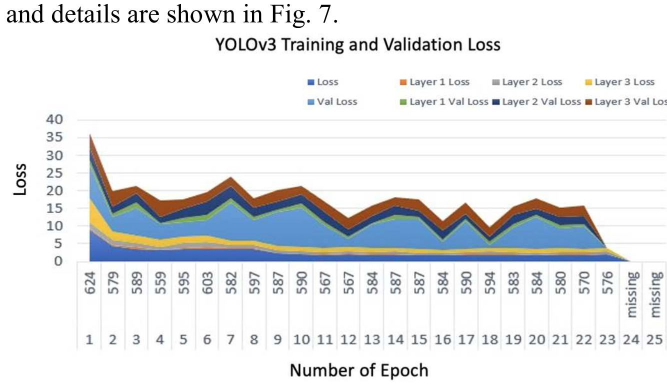

Fig. 7. YOLO v3 Training and Validation Loss.

B. Validation Model

On a test data set, a trained model was evaluated in this phase. This makes it possible for a trained model to generalize. Our trained models produced three models that were more than 95% accurate. The trained models' greatest accuracy was 98.35 %, while the lowest was 22.15 % as shown in Fig. 8.

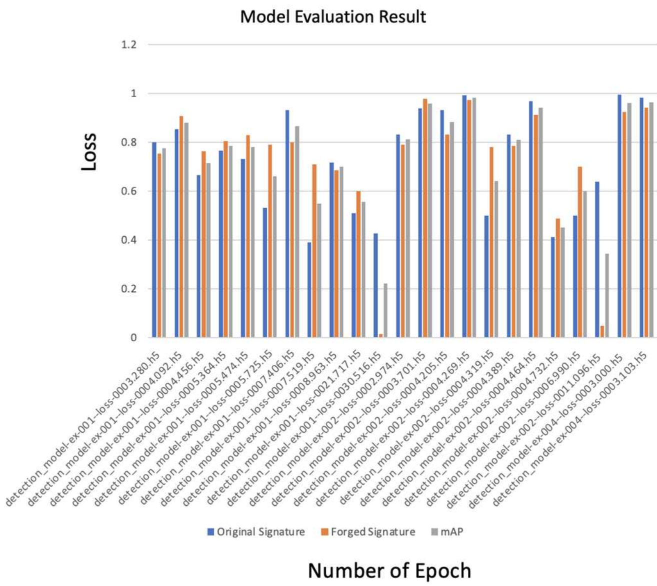

Fig. 8. Model Evaluation Result (mAP)

C. *Deep Learning Inference*

The deep learning inference of a signature forgery detection system is shown in Fig. 9. The user has three options for uploading a signature for verification, specifying whether it is forged or not.

Fig. 9. Deep Learning Inference of Signature Forgery Detection System

If the user chooses the picture option, the file must be in the jpeg or png format, or else the system will refuse it. Fig. 10 is an example of what can be done using the image option.

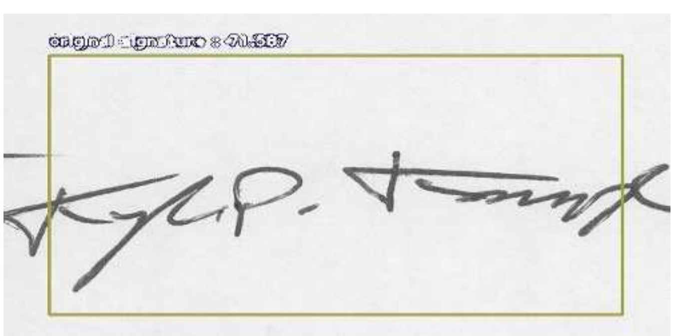

Fig. 10. Detected original signature using image option.

If the user chooses the webcam option, the user's computer's camera will automatically open. The system will record a video of the user signing something. This option produces the image below as an example output shown in Fig. 11 and Fig. 12.

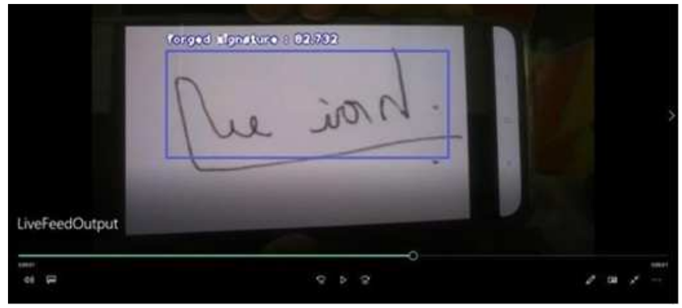

Fig. 11. Detected forge signature using webcam option.

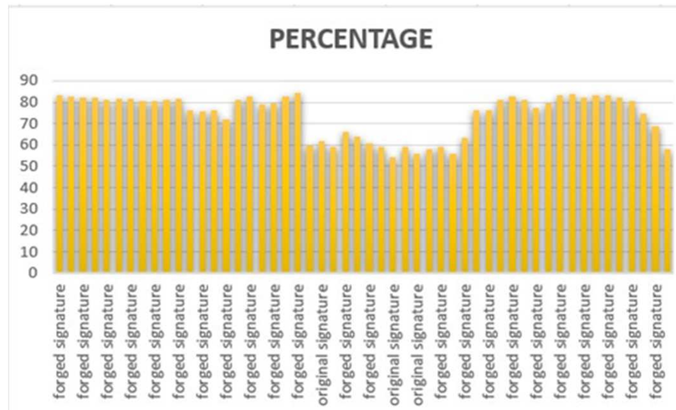

Fig. 12. Live feed testing result.

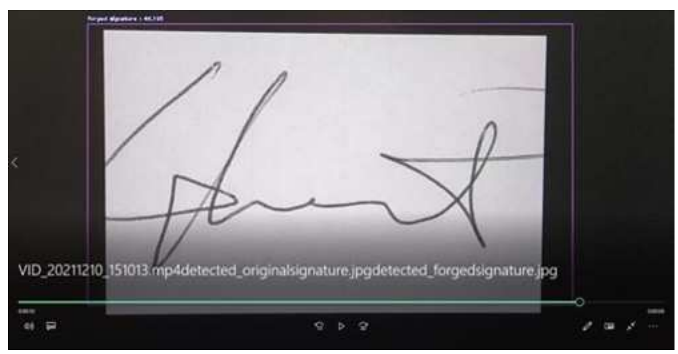

Fig. 13. Detected forged signature using video option.

If the user chooses the video option, the video must be in avi or mp4 format; otherwise, the system will refuse it. The output of the system while using the video module is shown in Fig. 13 and Fig. 14.

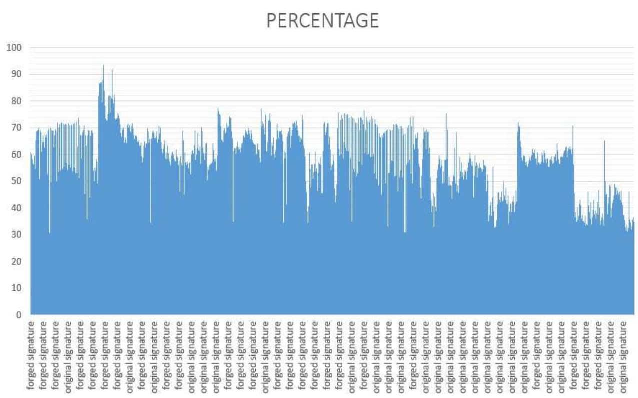

Fig. 14. Video testing result.

IV. Conclusion and Recommendation

To improve annotation process performance, a poorly trained detector is sufficient. Because it filters poor prediction samples, the detector's accuracy must be improved by lowering the probability threshold.

The installation of a YOLO network for signature forgery detection produces improved results even when YOLO v3 is trained on an image captured with a visible spectrum camera.

The YOLO v3 was retrained, resulting in improved signature forged detection system performance and the ability to automatically recognize forged signatures in low-resolution situations.

The fundamental goal of this research is to improve prediction approaches using various combinations of deep learning techniques. Furthermore, new feature selection methods can be created in order to acquire a larger perception of the important features and thus increase the effectiveness of signature forged detection systems.

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Abstract

Authentication is a crucial aspect of data security. It is one of the most important issues of our time. As technology advances, our interactions with machines are becoming increasingly automated. As a result, for a variety of security concerns, the demand for authentication is rapidly expanding. As a result, biometric-based authentication has become extremely popular. It has a significant edge over other approach. However, because different ways are utilized to verify people, this incidence is not a substitute for a problem. Signatures were one of the first commonly utilized biometric traits for identifying people. This paper describes a method for simplifying signature verification by preprocessing signatures. It also included a novel deep learning-based method for detecting faked signatures. With an accuracy of 85-95 %, the proposed method detects forgeries. © 2022 IEEE.

Author keywords

Authentication; Biometric; Forged Signature; Pre-processing; Verification

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3. The safety and well-being of all conference participants is our priority. As a precautionary measure it has been decided that IEEE CONECCT 2022 will be held as a virtual conference, on July 8-10. Information of the virtual platform will be communicated in the coming days.

4. The conference program and additional information regarding the conference format will be posted on the conference website http://ieee-conecct.org/ soon. Requesting the authors to prepare presentation of their paper (at most 10 slides) and a video recording of their paper presentation (maximum of 15 minutes). The PDF file of the presentation and the recording of the paper presentation should be uploaded by 30th of June 2022. We will soon be providing a link for uploading these.

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I. Introduction

Signature verification and fraud identification refer to the practice of electronically and immediately analyzing signs to identify if they are legitimate or not [1]. There are two main types of signature validation: fixed validation and dynamic verification. Dynamic, or online, validation occurs as a person creates his or her signature on an electronic tablet or similar item, while static, or offline, validation occurs after a paper Sign in to Continue Reading re in question is then compared against previous samples of that person's signature, res se [3]. When a written signature is discovered on a paper, the machine should digitize the samples for testing; nonetheless, a digital signature that has already been stored in file formats can be used for verification. A written sign is one of the most globally recognized personal

View Reviews

Paper ID	516
Paper Title	Computer Vision-Based Signature Forgery Detection System Using Deep Learning: A Supervised Learning Approach
Track Name	Artificial Intelligence in Controls and Optimization

Reviewer #1

Questions

1. Review Comments
Paper is written well.

Reviewer #2

Questions

1. Review Comments
The paper describes a DL based signature forgery detection system. It uses YOLO V3 as the DL model. The DL model is not originally developed by the authors but are used by them. Use of DL for detecting the signature forgery seems to be novel, it might have wide applications in legacy trust systems (like old banking,) that still depend on the signatures as a way of authenticating the users.
Extensive comparison of the results across the models could have been done and presented. As this work targets usage scenario, the comparative results are essential to claim that the system is working as intended. Similarly the testing/evaluation methodology, and results would be required

Reviewer #3

Questions

1. Review Comments
The flow of the paper or the organization of the paper has to be presented at the end of the introductory section.
Abstract (what you are going to do) & conclusions (what you have done) are not sharp, rewrite it.
A part of the abstract looks like it has been copied from standard papers.
Keywords are not sufficient after the abstract.
I think, the similar work has been done by many people, which has to be referenced, i.e., the base paper from where the work has started has to be written (The base paper is not mentioned or cited).
Work done by various authors has not been cited properly in the manuscript.
Recent references are to be added as well as it has to be cited, majority of them are old references.
References are not written in the standard journal format.
The recent work done by the author of the paper in the relevant field also has to be mentioned in the references.
Similarity index is there with many of the papers already published, hence, use of plagiarism software is recommended to test for the originality before submitting the final manuscript.
Many of the paragraphs seems to be copied from standard papers (to be changed in your own words in simple English).
Work relevant to the research topic is not incorporated, i.e., the work done by other researchers / authors in this field are not incorporated.
The disadvantages, drawbacks of the works in the other author's papers in the relevant field are not put.
The future work in this field is not mentioned.
Literature survey is inadequate; incorporate the recent works of the authors.
There is lot of spelling mistakes & grammatical errors, which has to be corrected using spell check & by other means.
Paragraphs are lengthy & have to be cut into smaller sizes.
Flow chart or the algorithm of the proposed work should be incorporated.
Figures have to be in .jpeg (insert mode).
Paper is not in the relevant conference / journal format; redo it according to the format specified by the committee.
The existing work is not compared with some standard technique, if this point is implemented, then the proposed work would be authenticated that it is a better concept than the others, if not done, so, please do it & add it so that it will be a full-fledged paper which can be cited by many.
The paper has to be revised giving the proper flow of reading, It seems like abruptly written.
English writing is very poor, some abbreviations are used without telling what it is, It will hamper the flow of reading.
Figures & tables should be cited in the text & the insertion of the same should be very near to where it is cited.
Nomenclature has to be put at the end along with the acknowledgement.
Paper contains the content, but it has to be revised in a standard way.