

Problem

▶ Al Deep Fakes Create Confusing Sense of Reality

Solution

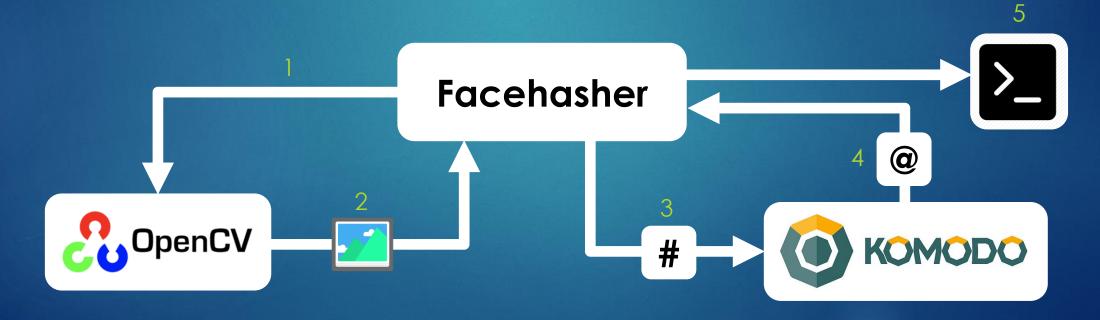
Blockchain Hashes Allow Users to Record History for Future Verification

Design

OpenCV Captures Image; Komodo Software Records History; Various Libraries and Our Custom Code Combine the Two

### Architecture

- Facehasher launches OpenCV
- 2. OpenCV Allows the User to Capture an Image
- 3. Facehasher hashes the image and sends the hash to the Komodo blockchain
- 4. Komodo stores the hash and returns the address
- 5. Facehasher returns this information to the user in the console



# Why Every User Needs This

While the concepts are advanced, and our implementation is merely an initial prototype, eventually the problem posed by deep fake technology will require that all humans who wish to maintain control over their own reputation create hashes of each moment of their life.

This proof-of-concept can encourage people to begin preparing to meet the oncoming uncertainty.

## Post Mortem

### What went right?

- The OpenCV software performed rather flawlessly on both Linux and Windows machines. This dramatically simplified our time spent problem solving for the data capture.
- The Komodo daemon flawlessly performed its aspect of the load as well.
- We were able to get the entire minimum-viable aspect of our prototype up and running, which was a success in itself.

#### What went wrong?

- We used raw terminal commands for simplicity, but this code was written for the Unix terminal, and we were unable to port this code for the Windows Shell. This means that our software is currently only compatible with Linux OS.
- In our original pitch, we stated that if we could find time, we would like to do a bonus feature for our software by creating a GUI. The additional aspect of our prototype in the end was not finished, and therefore we did not include it in the final.
- We wanted to use two additional libraries, a sha256sum library and a curl library, as these would have allowed us to create cross-platform code more easily. However, the documentation for these libraries was not clear, and after a day of experimenting, we abandoned the libraries.

