

# Biometric Systems - Term Paper

## Smart Watch Prototype (SWP)

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### 1 Introduction

The minimization of computing hardware which spawned the smartphone era, has also allowed for the development of powerful smartwatches filled with sensors. These sensors can continuously observe the wearers bodily functions, which in theory can be utilized for biometric identification of the wearer. This could allow for a strong link between the user and smartwatch, resulting in unobtrusive and ubiquitous user authentication.

This paper will analyse the first generation of smartwatches, more specifically the *Apple Watch*, to find which biometric capabilities that can be utilized for user identification and authentication. The analysis will look into the available sensors and the *Software Development Kit (SDK)* provided by Apple, in order to find which biometric observations can be performed. The paper will try to identify both possibilities and limitations of the system, and try to utilize the possibilities in a prototype, to see how this in practice could be implemented. The prototype will include feature extraction from biometric measurements and a comparison of these, in order to identify the wearing individuals. Lastly the prototype will be tested on 10 subjects, to evaluate the prototypes performance.

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## 2 Analysis

This section will analyze the potential for capturing biometrics on the *Apple Watch*. The analysis will cover both the hardware and software, i.e. which sensors are included in the watch and how they are utilized by the provided frameworks. The sensors will also be evaluated on their usefulness for biometric identification. Finally the analysis should result in a selection of sensors found appropriate for the prototype.

### 2.1 Sensors

The *Apple Watch* includes a multitude of sensors [?], which are used mainly for usability, activity, fitness and health tracking, but they are also used for some security functionalities, such as using the heart rate sensor, to ensure the owner who unlocked the watch, has not removed the watch since authorization occurred.

#### 2.1.1 Heart rate sensor

The integrated heart rate sensor uses the technology *photoplethysmography*. Which functions by using green LED's to illuminate the veins in the wrist and photodiodes to detect the amount of blood flowing in said veins. This allows the watch to detect the wearers heart rate [?]. The quality of measurements rely on the wearers fit of the watch, but when fitted correctly heart rate data is provided through Apple's *HealthKit* framework. The heart rate data can be fetched as a stream through an instance of *HKHealthStore*, and can both be fetched as a calculated heart rate, and as raw sensor data [?]. Heart rate data for biometric identification has been explored by other vendors than Apple [?], but this has been done with different sensors and raw sensor data. It has been found possible with raw sensor data to identify individuals from photoplethysmography signals, like the ones obtained from the Apple Watch sensor [?]. A photoplethysmography sensor therefore seems like a potential biometric characteristic capture device.

#### 2.1.2 Accelerometer & Gyroscope

Both an accelerometer and a gyroscope are located in the watch, and these are used for features like activity tracking and rotation detection for screen auto on/off. Raw data is accessible from both sensors through the *CoreMotion* framework, from *CMAccelerometerData* and *CMGyroData* accordingly [?]. The accelerometer allows for 3-axis movement tracking, and the gyroscope detects rotation. These in combination allow for precise movement tracking, but are limited to track the movement of the wrist. This has been used for activity tracking and pedometer in many smart devices, but one might need to investigate the precision of this before using it for identification. Experiments on identifying individuals from motion data has been tested, and one approach could be gait recognition. Gait recognition allows for identification from how the subject walks, and research points towards this being possible from similar sensors within smartphones [?].

### **2.1.3 Microphone**

### **2.1.4 NFC**

The potential of an NFC chip in the watch seems promising for access control, as it could allow for interaction with third-party devices, i.e. NFC readers. This could be utilized for doors which rely on NFC key cards, where the watch could function as a secure device containing the NFC key cards. Unfortunately this is simply not possible, as Apple has restricted developer access to the NFC chip, only allowing it to be used with their own *Apple Pay* service.

## **2.2 Limitations**

The SDK does not allow for full control of all aspects of the watch. There are some limitations to the way Apple runs third-party applications on the platform. Most of the limitations are of course present due to user experience and battery lifetime constraints. The watch does not allow for continuous background services, it is dependent on having an iPhone connected to enable internet connectivity, apps can not hinder the screen in automatically shutting off and the processing power is of course limited in comparison to smartphones and laptops.

The main limitations affecting the development of the prototype are the lacking ability to run background services and the automatic screen on/off.

The ability to run background services would be necessary if something like gait recognition should function. This is not possible, and limits the continuous tracking of an individual for identification purposes.

If identification should rely on movement data from the accelerometer and gyroscope, the automatic screen control is a limiting functionality. When one moves the watch the screen very likely turns off, and the process halts. It is possible to start fitness sessions and extract the data from here ...

## **2.3 Possible systems**

With the sensors and limitations taken into account, two possible systems seems probable. Common to both systems are the users active participation, and the watching being still. This is to overcome the limitations of automatic screen on/off and not being able to run background services.

### **2.3.1 Voice Recognition**

This approach could utilize the built-in microphone to record and extract features from the subjects voice. The detection could rely both on the words being said and not. Voice recognition in general has seen a growth in use, due to the growing popularity and efficiency of modern machine learning technologies. This approach would therefore be both possible and convenient for users, already comfortable with talking to their smart devices. The system would need to extract features of the subjects voice, not only said words. This is quite challenging and might also need machine learning tactics to perform adequately. Due to the limited processing power of the Apple Watch, and the requirements from machine learning, the recorded sound samples might need to be sent to a central server for processing. This could result in privacy issues, and should therefore be investigated more thoroughly.

### **2.3.2 Photoplethysmography Recognition**

## **3 Prototype**

### **3.1 Design**

#### **3.1.1 Modality**

### **3.2 Implementation**

### **3.3 Evaluation**

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