

Available online at www.qu.edu.iq/journalcm JOURNAL OF AL-QADISIYAH FOR COMPUTER SCIENCE AND MATHEMATICS ISSN:2521-3504(online) ISSN:2074-0204(print)



Finger knuckle recognition, a review on prospects and challenges based on PolyU dataset

Dua'a Hamed AL-Janabi, Ali Mohsin AL-Juboori

College of Computer Science and Information Technology, University of Al-Qadisiyah, Iraq Email : duaa.mahdi@qu.edu.iq

College of Computer Science and Information Technology, University of Al-Qadisiyah, Iraq .Email: Ali.mohsin@qu.edu.iq

ARTICLE INFO

ABSTRACT

Article history: Received: 04 /10/2022 Rrevised form: 10/11/2022 Accepted : 15 /11/2022 Available online: 01/12/2022

Keywords:

Finger knuckle(FK) , Finger knuckle external surface, Biometrics, recognition, Identification system. In the previous few years, Finger knuckle (Fk) has received a lot of interest as a biometric trait in recent years. It will provide economic human identification performance due to its distinct difference between human-specific alternatives of visible lines, wrinkles, and ridges spread on the surface external of all finger knuckles. The foundation for most biometric systems is Fks. This report presents a thorough analysis of the pertinent Finger knuckle investigations. The foundation for most biometric systems is Fks. The identification system through finger knuckles usually contents of 4 steps, specifically image Acquisition, image preprocessing, feature extraction, and have matched. There are numerous methods used during this research at each level. The paper is likely to highlight these methods used in the PolyU database MSC.

https://doi.org/10.29304/jqcm.2022.14.4.1087

1. INTRODUCTION

Finger knuckle recognition caused a significant shift in people's perceptions of privacy and security since it provides far more trustworthy and personal information. Humans can detect acceptableness and comfort through finger-knuckle recognition, which varies from person to person. The popularity of finger knuckles demonstrates good security because they extract potential finger knuckle curves and creases.

*Corresponding author

Email addresses:

Communicated by 'sub etitor'

Furthermore, the feature has exclusively competed with Alternative proverbial features because there is unlikely to be a similarity between the two people's pattern of finger knuckles. This kind is a more controlling tool for curing personality. Security and privacy are required currently thanks to traditional technologies and the explanation of electronic info that can't be measured by the state-of-the-art method of sleuthing individual identities.[1]the technique for identifying the non-public signature must satisfy requirements. However, [2].In these circumstances, numerous technologies were required because biometrics are more accurate than other types.

Biometrics makes use of spotting the generic and behavioral competencies of the human and acceptability. In new finger knuckle methods, much of their region of interest orientation techniques understand region of interest of a finger knuckle The paper surveys traditional analysis and deep learning analysis conducted on the PolyU dataset. The PolyU dataset it's worldwide info that consists of 5016 pictures collected from the two-session database with 2nd and 3-d finger knuckle photos. It carries 2508 forefinger photos and 2508 center finger photos from 228 topics, a mong them hundred and 90 topics include two-session photos. Six-finger photos and six-finger photos are provide for each problem consistent with the session. Abound variations in finger knuckle locations. Aggregate sample inside the class is the aim. The capture device provides distributed lighting during that captured image in it.

1.1. Finger knuckle imaging devices

To obtain 3D finger knuckle images, we use the photometric stereo method , imaging setup described previously. In [3] low cost static camera with seven uniformly distributed illumina-tions nearby the camera lens, a controller or driver route to control the illuminations, and any overall purpose computer are essential for this method. During camera imaging, The controlling circuit is configure to control the illumination while the computer organizes the synchronization of the controlling circuit. When a title is location within side the center of the sector of view, the positions of the illuminations are approximat with the aid of use the measure the peak and noting the route of the shadow.

The relative positions of the illuminations at each pixel are establishing during the imaging system calibration [4]. When performing 3D imaging, The front of the finger is seen by the camera. While corresponding light sources are activated, a series of 3D finger knuckle and finger knuckle styles may be problems captured with a contactless imaging device. Also, finger knuckles create high-decision images (>four hundred dpi) for higher reputation results. When using low-fine samples, however, it is possible to see traces and creases at the outside finger knuckles.

In addition, the coating patterns on the finger knuckle's external texture acquire at the first stage of development and living longer.by contrast to fingerprints, that are difficult to get, especially from farmers and laborers. Finger knuckle database The perfor mance of recognition is an extensive method ,it is exposed to the incessant alteration in the idea of the numerical world, not rejection in stating that it challenged some drawbacks in time, accurateness, and price, but it achieved to controller the wanted marketplace and to goods the best appropriate devices to do the method of recognition in a good way. PolyU finger knuckle databank that offers multi spectral popularity and taking images of the finger knuckle images and develops many dissimilar modalities in biometrics.

This database comprises a significant number of finger-knuckle photographs, the use visual equipment to capture the image as accurately as possible. Our 3-d finger knuckle database has been establishing from extra than 228 one-of-a-kind topics, and amongst those one hundred ninety topics have volunteered to offer the 2nd session of data. All those topics furnished six forefinger 3-d knuckle snap shots, six center finger 3-d knuckle snap shot.

2. Survey strategy and Evaluation

Conceptually, finger knuckle recognition methodologies divided into two groups (the hand-crafted approaches and deep learning method). These are the most common methods applied in finger knuckle recognition. The statement of the problem, suggested solution technique, performance assessment process and outcomes, and highest achievement are all summarized for each approach. All methods evaluated, and a critical statement offered. Performance factors including sensitivity, specificity, accuracy, and time consumption are highlighted in this survey report to evaluate past studies.

All performance metrics results are displayed and compared. We have focused on the top outcomes and crossevaluated them within their groups. Finally, the average of best accuracy for all techniques within the same group did calculate and compared with other classification groups. The group using several classifiers achieved the best degree of accuracy. Unfortunately, most researchers have failed to evaluate processing time, and system performance in the included experiments is unclear.

3. Traditional Methods

3.1 Preprocessing

It is necessary to preprocess the data from the image sensor device.before the feature extraction procedure. Image preprocessing goal is to create a stable Region of Interest (ROI) image for feature extraction. The quality of a finger-knuckle image determines whether it performs noise, lighting, and rotation fluctuations are common in finger-knuckle data . That is due to light. The exceptional preprocessing takes effect on the popularity results. The region of interest is a critical stage in preprocessing other than different method include enhancement of image, filtering, etc.Binarizing the finger knuckle image pictures, extracting the finger knuckle contour, identifying the critical spots, building up an organization system, extracting the pointing components, and normalizing are the five process in the region of interest extraction technique. Part of interest is extracted from datasets using the traditional method based convolutional neural network[5]. Performance of this network in terms of accuracy is as follows: – PolyU finger knuckle pattern-Major:98.92% – PolyU finger knuckle pattern-Major, Minor, Nail is 99.63%, 89.94%, 98.48% separately.

Totally these results are described at an overlap IOU threshold of 0.5. Unique of the dependable finger knuckle segmentation procedures delineate in [2] utilized an easy edge constituent enumeration device, in spite of this method rotating out suitable segmentation performance, it misses the decree for a few difficult performances . samples that limit the finger knuckle recognition in [6] offered region of interest approach-es explanation for the controllable measure correction in the contactless finger knuckle recognition. Region of interest to remain extremely mainly based on two surfaces. They suggest the two textures by defining the conformable adjacent by lowest amount from natural space [7] Some parts of writings resulting region of interest extraction method from finger knuckle recognition. the region of interest approaches contain of three main draining of finger knuckle print, that usage , information of finger knuckle.

The preprocessing algorithms segment rectangular parts for typical extraction for the rectangular region is at ease for management conversion difference, at the same time as the partial and round or ovoid parts can also be humbler for treatment rotation difference. Some works on finger knuckle recognition used slender or partial areas as the region of interest. Perhaps the contactless finger knuckle attention has a try. Contactless finger knuckle region of interest neighborhood is a challenge. So [8] introduced a segmentation algorithm that can use an ROI zone for identification followed by normalization of the image. The histogram equalization method did used to extract ROI from FKP photos to texture images in [9] which prepared a bunch normalized CNN structural design for FKP recognition. The share of [10] used a 1D Log-Gabor wavelet to excerpt the FKP images Region of Interest and then LGBSIF to advance the Log-Gabor real image

3.2 Feature Extraction and Matching Feature

Although the traditional feature is taken into consideration as an element of the beyond however they nevertheless offer a terrific perception right into a laptop's imaginative and prescient task. traditional approaches normally lay out a few sorts of pixels clear to extract or encode low-degree photograph features. To maximize biometric recognition of contactless 3D finger knuckles, feature illustration[4] and similar are the most important modules in the direction of high performance, as feature representation relies on a thorough grasp of 3D geometry. When calculating the similarity between two patterns, we derive the similarity function from the encoded feature space's possible mass distributions.[11] Local information about the finger knuckle pattern is retrieved using SIFT and SURF, and it combined at corresponding total levels. Secondary degree method to correct the non-constant brightness and enhance the difference is present. Through recognition, the matching choices of registered and question FKPs are matched using the nearest-neighborhood-ratio method, and also the resulting SIFT and SURF matching scores are merged using the weighted total rule to obtain a merged matching score. the system achieves a CRR of 100 and EER of 0.215 and is originate to be higher than the greatest familiar systems[12][13][14].

Additional, the method is assessed for numerous scales and rotations of the query image. In [9] used a 1D Log-Gabor wavelet to extract the FKP images' Region of Interest (ROI), and then used LGBSIF to improve the Log-Gabor actual and imagined features using the BSIF coding technique, histograms resulting from the encoded actual and imaginary images are concatenated in one big feature vector. Then, using the PCA+LDA approach, the dimensionality of the feature was reduced. Finally, the cosine distance was used to derive the Nearest Neighbor Classifier from the matching process[15] Use the BSIF (binarized statistical image features) approach to extract features. The PCA(principal component analysis), LDA (linear discriminant analysis) technique was then used to improve biased control, by cosine Mahalanobis space existence used in the matching phase. Once equated to only biometric systems, multimodal systems can advance the accuracy. The performance of the BSIF descriptor develops when the filter distance is improved He suggests a system that learns a collection of convolution filters to produce several BSIF [16]feature exteraction.

In [12] applies Gabor filter to reinforce the FKP information and a scale-invariant feature rework (SIFT) to extract the features. Consideration on 3d finger knuckle recognition has been constructed by research [17] which especially considered the use of 3d finger knuckle pattern for biometric recognition. This study considered a different aspect of 3d finger knuckle recognition such as feature description, individually of finger knuckle, the comparisons between 2d and 3d finger knuckle recognition, the prospect of production attacks near a finger knuckle recognition system, and provide a standard database for research and consider In [18] the features were removed by hand using PCA Net additionally to SVM for finger knuckle pattern recognition. They used PCA to extract two feature groups and SVM for organization. The knowledgeable filters are useful to each finger knuckle pattern element to choice the greatest execution BSIF features, and the corresponding filters are used to generate the B-BSIF bank of features.

The given framework, in particular, extracts the ROI from FKP photos in the first step. The B-BSIF coding approach is used on ROIs in the second stage to create enhanced multi-scale BSIF features that are characterized by high-performing convolution filters. The final step concatenates the retrieved feature histograms to create a big feature vector. Then, to achieve compact feature representation, a dimensionality reduction approach is carried out using principal component analysis and building a revolutionary finger knuckle founded biometric tools that excerpts the region of interest of the finger knuckle image first Then, using the shaped bubble ordinal pattern, star ordinal pattern algorithms, and image ray transform based locally modified method, the region of interest image was improved and reformed. The Part Congruency method with Gabor filters series descriptors was working for feature extraction in [19]. The dimensionality reduction phase was finished using the Principle Component Analysis PCA,linear discriminant analysis LDA method.

The cosine Ma-halanobis distance was then employed for the matching stage. so[7] introduced a segmentation algorithm that can use the ROI zone for identification, then normalize the image, and use the Zernike moment method to extract the features of the picture multiple times. It has a high degree of accuracy when it comes to separating comparable images from distinct classifications. Despite certain problems such as noise, rotation, and transition, this approach was able to record a very adequate rate of identification because of its logical calculation. Our suggested similarity function is less observable than when applied to a larger feature pattern, such as four bits per pixel, as in the 3D finger knuckle and 3D palmprint recognition experiments.to improve the Surface Code technique [5], which generates a weighted similarity task to brand matching for a couple of one-pixels more valued, and to acquaint with the Efficient Surface Code, The hurry advantage is more obvious in height security requests, where a little false acceptance rate is estimated

no	Feature Extraction	Matching	accuracy	data sets	data size	References
1	SIFT and SURF	nearest-neighbor-ratio method	99.75%	PolyU	7920 images	[11]
2	PC-GABOR PCA+LDA method	KNN classifier the cosine Mahalanobis distance	93.86	FKP PolyU	2515	[8]
3	3d geometry of texture normal vector	match task produced from statistical distributions	99%	PolyU	5016	[15]
4	BSIF (PCA+ LDA)	cosine Mahalanobis distance	94.73	POLY	7950	[20]

5	surface gradient derivative	matching a Pair of FeatureTemplates	94.65	POLY	5016	[16]
8	surface gradient derivative	Matching a Pair of Feature Templates	94.65	POLY	5016	[2]
9	(BSIF)	DRBcosine Mahalanobis distance DRB	98.32%	POLY	7920	[7]
	Gabor		98.03%			
10	Zernike moments	the closest neighborhoods	%98.6	PolyU 2006	2517	[9]

Table 1: Traditional methods for finger knuckle recognition

4. Deep learning algorithm

Deep learning is a subset of Machine Learning algorithms and used the ability of artificial neural networks to mechanically learn. In many cases, deep learning has made results compared to human accuracy or maybe surpass humans in many areas. These networks once trained on immeasurable pictures will offer outstanding accuracy on image understanding tasks adore image aesthetic assessment. during this section, we tend to discuss various essential everything for image aesthetics estimate maltreatment deep learning methods.

AlexNet [14] is one among the governments from the CNN method. VGGNet [18] investigated the employment of a small little seed size such as 3×3 for removing robust features. Deep methods extract features mechanically. In deep labor, CNN is the maximum important model. As a result, CNN models were utilized for FKP recognition in the second category.[6] devised a methodology based on the addition of finger knuckle notches using the SVM technique.

Also, [24] intended a deep learning system for individual recognition schemes by the filled finger dorsal surface. The technique used a Siamese CNN matching structure named finger knuckle picture matching network.[25] proposed a deep neural network for 3D finger knuckle identification.

Their dataset is HKPolyU 3D Finger Knuckle Image and features are extracted from images by encoding and combining deep features from many scales. Such collaborative feature representations employ an efficient alignment approach to produce more precise matching between the registered image and the test image but the main limitation is dishonesties in its quite more computational period, when matched to other traditional methods because of the additional alignment scheme, introduced Acknowledgements

No	Feature Extraction method	Classification method	Accuracy	data sets	data size	References
	CNN	CNN	92%	POLYU	2515 images	[21]
1-	CNN	an efficient alignment for matching	96.5 but required more time because alignment	Hk PolyU 3d finger knuckle images	5016	[25]
2-	PCANet model CNN by PCA technique	SVM	%98.85	PolyUKV1	7920	[6]
3-	PCANet (CNN)	SVM	%98.85	POLY	7920	[18]

5-	batch-normalized CNN	CNN	%98	PolyU FKP	7920 images	[22]

Table 2: Deep Learning techniques for finger knuckle recognition

It is found that the group with a deep learning approach slightly outperforms other approaches with 98.8 % average accuracy. CNN categorization has come in second place. The rest of the other groups. The difference between the best group and the last group is not a big difference and this is an indication that there is a relative success for all the proposed methods.

5. Conclusion

This paper affords a complete review of diverse systems, devices, and development withinside the area of finger knuckle technology, which has appeared withinside the last years as an alternative biometric feature. It consists of flexuous trace-like systems and is made with texture information at the rear floor of finger knuckles. The facts and disadvantages of characteristic abstraction and matching strategies had been discussed. From the survey, it is ascertained that the finger knuckle mainly totally identity machine has now no longer been explored plentiful for protection applications. instructions throughout which efforts are created for any development are as the following:

• though finger knuckle pattern physical features are single, there's nevertheless a technical hole between the intentional methods and also the business recognitions to the want of particular achievement devices and huge-scale databanks.

• Calibration of finger knuckle databanks is needed for assessing and scrutiny the performances of classified presented algorithms .

• Maximum of the sooner approaches currently are useful to finger knuckle recognition and positioned to be decent. Though, to improve the presentation in rapports of recognition degree and totalling time, extra new systems must to be intended in the coming maintained earlier data of finger knuckle.

largely finger knuckle from the front and medium fingers are examined. So, a dependable bimodal scheme is intended by selecting numerous combos of the finger knuckles which may supply upper accuracy. a vital subject of the region of interest extraction for finger knuckle pattern recognition can be discovered.

• Labours must be shaped to accumulate finger knuckles from outer of the handformed among proximal

References

- A. Kumar and C. Kwong, "Towards contactless, low-cost and accurate 3D fingerprint identification," in *Proceedings of the IEEE Computer Society Conference on Computer Vision and Pattern Recognition*, 2013, pp. 3438–3443, doi: 10.1109/CVPR.2013.441.
- [2] C. H. Man, "CONTACTLESS 3D FINGER KNUCKLE IDENTIFICATION," 2021.
- [3] R. R. Jha, D. Thapar, S. M. Patil, and A. Nigam, "UBSegNet: Unified Biometric Region of Interest Segmentation Network," Sep. 2017, doi: 10.1109/ACPR.2017.148.
- [4] R. J. Woodham, "Photometric method for determining surface orientation from multiple images." [Online]. Available: https://www.spiedigitallibrary.org/terms-of-use.
- [5] K. H. M. Cheng and A. Kumar, "Advancing Surface Feature Encoding and Matching for More Accurate 3D Biometric Recognition."

- [6] N. E. Chalabi, A. Attia, and A. Bouziane, "MULTIMODAL FINGER DORSAL KNUCKLE MAJOR AND MINOR PRINT RECOGNITION SYSTEM BASED ON PCANET DEEP LEARNING," *ICTACT J. IMAGE VIDEO Process.*, no. 10, p. 3, 2020, doi: 10.21917/ijivp.2020.0308.
- [7] M. Chaa, "LOG-GABOR BINARIZED STATISTICAL DESCRIPTOR FOR FINGER KNUCKLE PRINT RECOGNITION SYSTEM," *ICTACT J. IMAGE VIDEO Process.*, no. 10, p. 4, 2020, doi: 10.21917/ijivp.2020.0310.
- [8] R. Hammouche, A. Attia, and S. Akrouf, "A NOVEL SYSTEM BASED ON PHASE CONGRUENCY AND GABOR-FILTER BANK FOR FINGER KNUCKLE PATTERN AUTHENTICATION," *ICTACT J. IMAGE VIDEO Process.*, no. 10, p. 3, 2020, doi: 10.21917/ijivp.2020.0303.
- [9] M. Emadi, "Improving Human's Finger Knuckle Identification using High Order Zernike Moments," 2020.
- [10] G. Jaswal, A. Nigam, and R. Nath, "DeepKnuckle: revealing the human identity," *Multimed. Tools Appl.*, vol. 76, no. 18, pp. 18955–18984, Sep. 2017, doi: 10.1007/s11042-017-4475-6.
- [11] G. S. Badrinath, A. Nigam, and P. Gupta, "LNCS 7043 An Efficient Finger-Knuckle-Print Based Recognition System Fusing SIFT and SURF Matching Scores."
- [12] A. Morales, C. M. Travieso, M. A. Ferrer, and J. B. Alonso, "Improved finger-knuckle-print authentication based on orientation enhancement," *Electron. Lett.*, vol. 47, no. 6, pp. 380–382, Mar. 2011, doi: 10.1049/el.2011.0156.
- [13] L. Zhang, L. Zhang, and D. Zhang, "Finger-knuckle-print: a new biometric identifier," in 2009 16th IEEE international conference on image processing (ICIP), 2009, pp. 1981–1984.
- [14] L. Zhang, L. Zhang, D. Zhang, and H. Zhu, "Ensemble of local and global information for fingerknuckle-print recognition," in *Pattern Recognition*, Sep. 2011, vol. 44, no. 9, pp. 1990–1998, doi: 10.1016/j.patcog.2010.06.007.
- [15] K. H. M. Cheng and A. Kumar, "Accurate 3D Finger Knuckle Recognition Using Auto-Generated Similarity Functions," *IEEE Trans. Biometrics, Behav. Identity Sci.*, vol. 3, no. 2, pp. 203–213, Apr. 2021, doi: 10.1109/TBIOM.2021.3051062.
- [16] A. Attia, M. Chaa, Z. Akhtar, and Y. Chahir, "Finger kunckcle patterns based person recognition via bank of multiscale binarized statistical texture features," *Evol. Syst.*, vol. 11, no. 4, pp. 625–635, Dec. 2020, doi: 10.1007/s12530-018-9260-x.
- [17] A. K. Jain, A. Ross, and S. Prabhakar, "An Introduction to Biometric Recognition," *IEEE Trans. Circuits Syst. Video Technol.*, vol. 14, no. 1, pp. 4–20, Jan. 2004, doi: 10.1109/TCSVT.2003.818349.
- [18] R. Chlaoua, A. Meraoumia, K. E. Aiadi, and M. Korichi, "Deep learning for finger-knuckle-print identification system based on PCANet and SVM classifier," *Evol. Syst.*, vol. 10, no. 2, pp. 261–272, Jun. 2019, doi: 10.1007/s12530-018-9227-y.
- [19] K. H. M. Cheng and A. Kumar, "Efficient and Accurate 3D Finger Knuckle Matching Using Surface Key Points," *IEEE Trans. Image Process.*, vol. 29, pp. 8903–8915, 2020.
- [20] A. Attia, Z. Akhtar, Y. Chahir, and · Youssef Chahir, "Feature-level fusion of major and minor dorsal finger knuckle patterns for person authentication," doi: 10.1007/s11760-020-01806-0ï.
- [21] N. Lalithamani, R. Balaji, M. Ramya, S. Sruthi, and A. Aiswarya, "Finger Knuckle biometric authentication using convolution neural network," *Int. J. Pure Appl. Math*, vol. 117, no. 10, pp. 31–35, 2017.
- [22] Y. Zhai et al., "A novel finger-knuckle-print recognition based on batch-normalized CNN," in Lecture Notes in Computer Science (including subseries Lecture Notes in Artificial Intelligence and Lecture Notes in Bioinformatics), 2018, vol. 10996 LNCS, pp. 11–21, doi: 10.1007/978-3-319-97909-0_2.
- [23] J. C. Joshi, S. A. Nangia, K. Tiwari, and K. K. Gupta, "Finger Knuckleprint Based Personal Authentication using

Siamese Network."

- [24] D. Thapar, G. Jaswal, and A. Nigam, "FKIMNet: A Finger Dorsal Image Matching Network Comparing Component (Major, Minor and Nail) Matching with Holistic (Finger Dorsal) Matching," Apr. 2019, doi: 10.1109/IJCNN.2019.8852390.
- [25] K. H. M. Cheng and A. Kumar, "Deep feature collaboration for challenging 3D finger knuckle identification," *IEEE Trans. Inf. Forensics Secur.*, vol. 16, pp. 1158–1173, 2020.