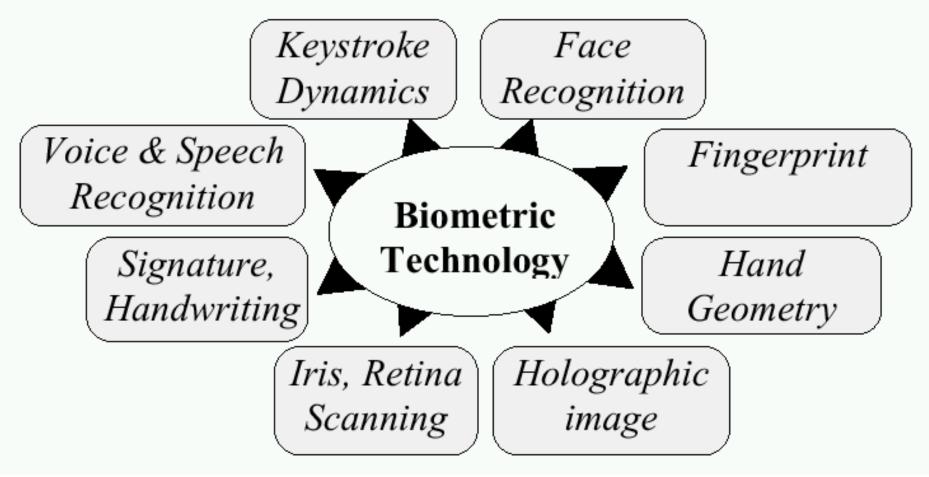


Bio-Systems and biometry

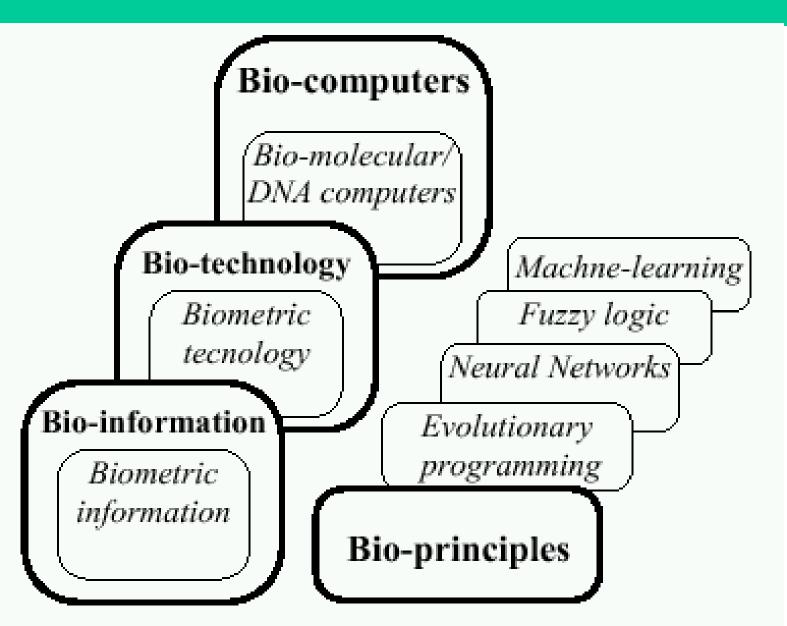
- For solutions of many tasks that cannot be solved with current computer paradigms, the researchers turn to <u>bio-systems</u>.
- The research area of bio-computing is based on some principles of organization of living objects.
- We analyze selected **recent achievements** in this domain, and we discuss mapping bio-technologies into computer science problems.
- Identification and recognition of biological objects based on feature extraction from <u>biometric data</u> (voice, thermal images, fingerprints et.al.).
- So far, only the simplest (i.e. **statistica**l) forms of bio-information have found their applications (to person's identification).

MAIN DIRECTIONS OF MODERN BIOMETRIC TECHNOLOGIES

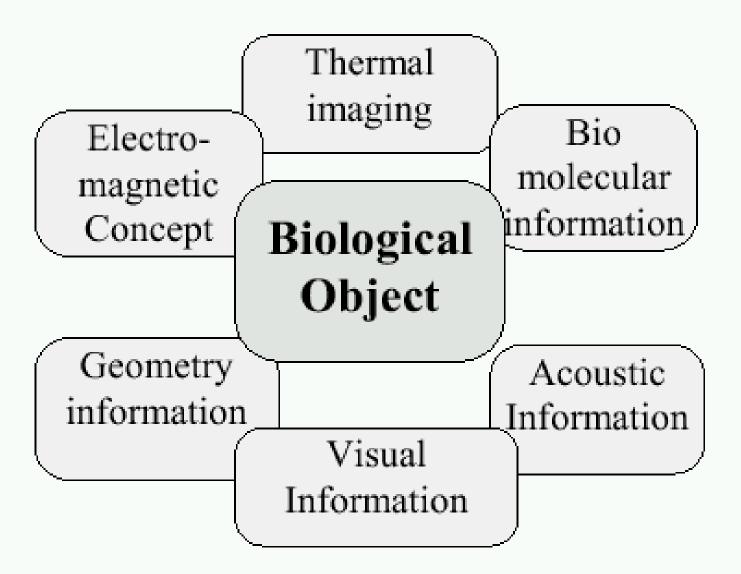


- All can be used in robotics
- Some are already used in robotics

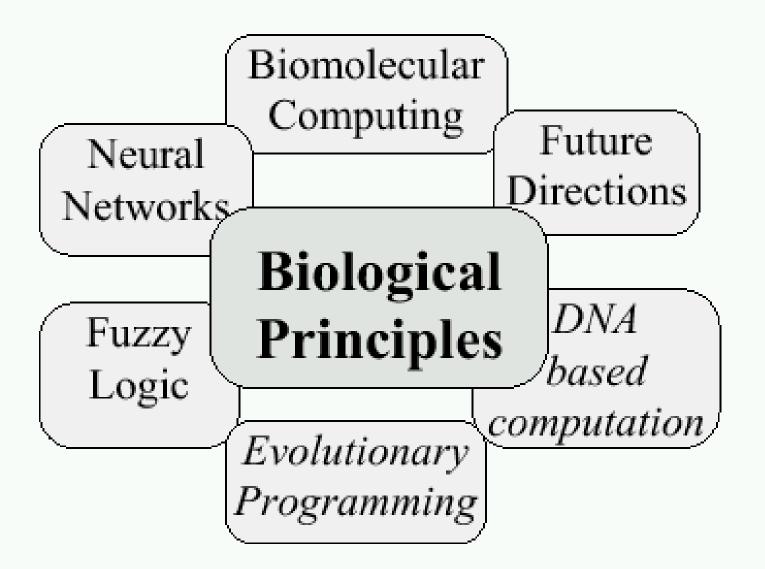
Basic Notations of Bioinformatics



BIOMETRIC INFORMATION OF A BIOLOGICAL OBJECT

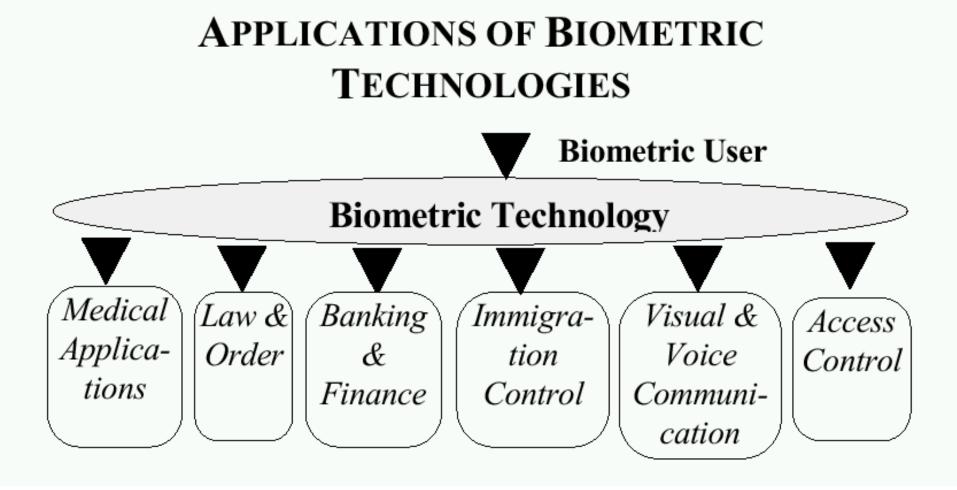


PRINCIPLES OF LIVING OBJECTS IN COMPUTING SCIENCE



Fuzzy Logic in biometry

- Fuzzy logic methods are already used for many practical applications such as the automatic camera deciding which part of image should be in focus.
- Fuzzy logic is a more realistic model of thinking process in some cases.
- Also, some very advanced, machine-learning approaches, called Constructive Induction are applied to recognize patterns in complex data and to analyze problems.
- Apparatus of multiple-valued logic, fuzzy logic and abductive logic is used to extract hierarchies of new concepts from rough data such as databases, functions, images or experimental measurements.



Hand Movement

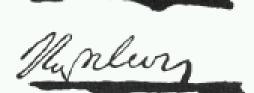
• The hand movement is tightly coupled with spatial recognition (hand shape).

• Authors propose an approximate recursive partition to perform the classification.

- Two different approaches have been taken to capture the signature dynamics:
 - an active pen,
 - sensitive tablet.

NAPOLEON'S SIGNATURE OF AFTER SOME HISTORICAL EVENTS ON AN DURING 20 YEARS











Captain Bonaparte's career start (1793) General Bonaparte's first significant successes

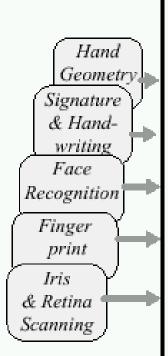
> Napoleon the Emperor (1804)

Napoleon after the victory in Austerlits (1805)

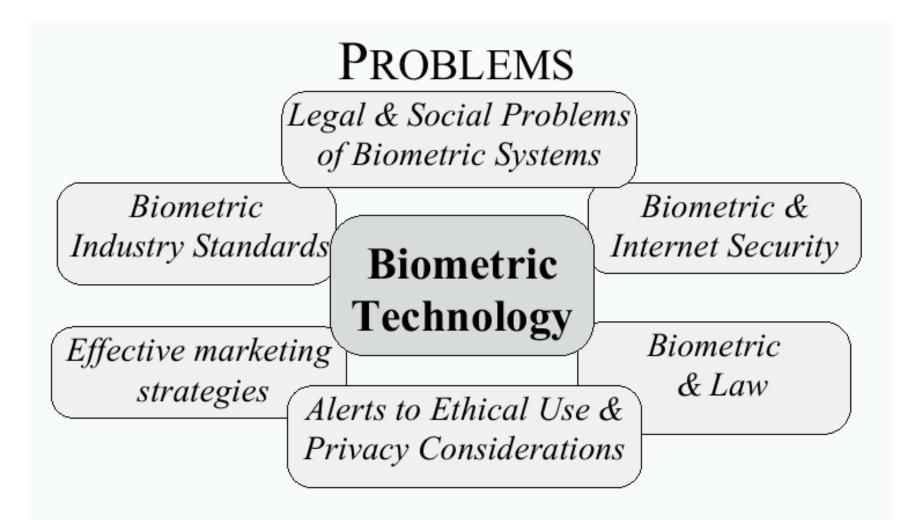
Napoleon after the battle under Moscow (1812)

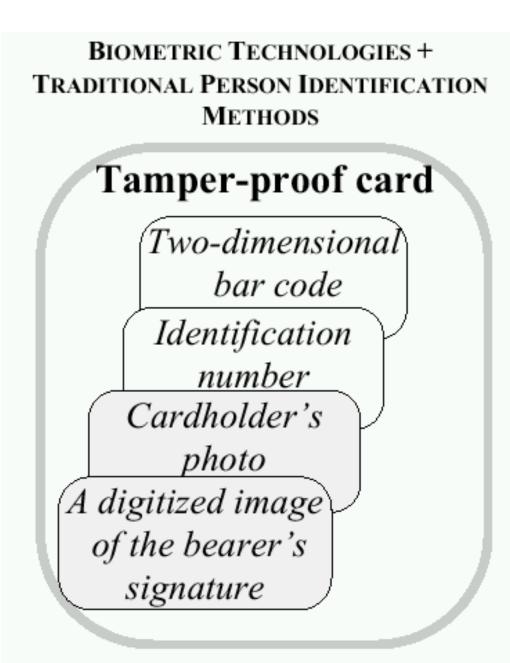
Napoleon after next shock (1813)

METHODS & ALGORITHMS OF PATTERN RECOGNITION & IMAGE ANALYSIS

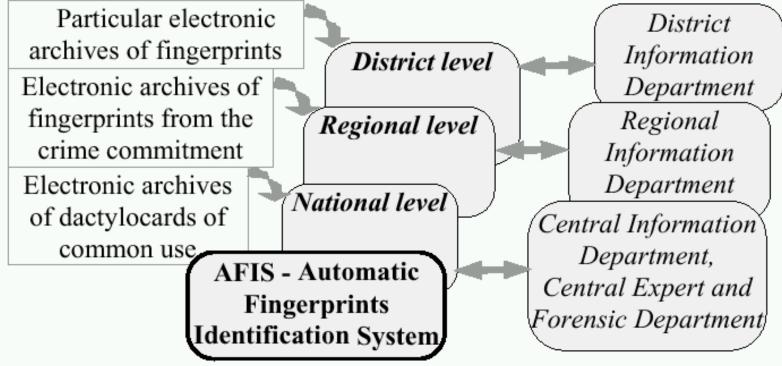


- Digitization (quantization, sampling, scanning) & Compression
- Enhancement (smoothing, registration, geometric correction, gray scaling,)
- Restoration (inverse, Kalman, Wiener filtering)
- Reconstruction (series expansion, summation, transform methods)
- Segmentation (edge &feature detection, pixel classification, partitioning)
- Feature measurement (invariants, moments, projections, size&shape, texture)
- Scene analysis (depth cues, photometry, sensor fusion, stereo)
- Image representation (morphologic, multidimensional, hierarchic, statistic, volumetric)
- Models (deterministic, fuzzy set, neural nets, statistical, volumetric, geometric)
- Design Methodology (classifier design & evaluation, feature evaluation & selection, pattern analysis)
- Clustering





AFIS - AUTOMATIC FINGERPRINTS IDENTIFICATION SYSTEM



THE MAIN CHARACTERISTICS OF BIOMETRIC SYSTEMS

- Accuracy
- Resistance to counterfeiting
- Speed, or throughput rate
- Reliability
- Storage requirement
- Social acceptability

THE BEST ACHIEVED CHARACTERISTICS FO	DR
BIOMETRIC SYSTEMS	

	Error (%)		Memory	t t
	Type 1	Type 2	(bite	(sec)
	(FRR)	(FAR)		
Handwriting	0.005	0.0001	500-1000	2-4
Signature	0.05	0,01	40-500	1-2
Hand	0,005	0,001	9-15	1
geometry			0.15	1
Hand veins geometry	-	-	9-15	1
Fingerprint	0,0001	0.000001	20-1000	1-2
Voice, speech	0.001	0,0005	1000-2000	5
recognition				
Iris, retina	0,001	0,0001	40-100	1-5
Face	0.01	0.001	500-1000	1-5
recognition				
Keystroke	0.1	0.1	-	-
dynamics				

Note: FRR и FAR - False Reject и False Accept Rate

New directions in biometry take ideas from biology

- Recently it has been intensively studied how to use the bioprinciples to other applications, for example, in computing based on biomolecular and DNA principles.
- Bio-informatics is an interdisciplinary discipline that uses results from biology, medicine, genetic engineering, computing sciences and others.
- Two main directions of modern bio-technologies are especially attractive for many applications:
 - (i) identification of biological objects
 - (ii) technical realization of some principles of organization of biological objects.

- Biometric methods can be classified as contact and non-contact.
- The contact methods need direct or indirect contact with a biological object.
- For example, person's identification methods based on fingerprints or signatures need physical contacts with paper sheets or special devices for inputting respective data features to a computer.

Biology, DNA and FPGA

- Very promising approach to design new generation computer systems is based on biomolecular and DNA principles.
- **Biomolecular computer is based on a dynamism of biomolecular** activities.
- High efficiency of this computer is related to parallel distribution of logical information represented by varieties of biological molecules.
- Unfortunately, biotechnological infrastructure is not yet mature enough.
- However, because they are based on pattern matching operations, they are well suited to be modeled in a new type of digital computers, reconfigurable computers, which are based on fast hardware reprogrammability using Field Programmable Gate Arrays.

- It is important to understand achievements in these new directions of computer research and technology because their synergy can be used both ways;
- to create **new application methods** for solving biology-related questions with existing computer technologies,
- to create **new computing principles** based on understanding of biological phenomena.

- Researchers look for answers to the following questions:
 - Which type of knowledge about living objects is already used in computer theory and industry?
 - How the bio-principles and bio-concepts can be introduced to computer science?

- The information obtained from biological objects is called bio-information.
- The methods, algorithms and tools for bioinformation processing are called bio-technologies.
- In many papers and in common use these terms are treated equivalently with terms person's identification and recognition methods and tools.
- Many types of information are being used: acoustic, visual, electromagnetic.

- Now these approaches are used mostly for person's authorization and recognition, and in medical diagnostics applications, such as pap-smear analysis, or breast cancer detection.
- But the goal of study can include also various other fields (such as electromagnetic) related to living objects, as well as how to control such fields.
- Answers to these questions will open **new possibilities** in communication, computation, diagnostics and therapy.

- The application which most people are familiar within this area are Automatic Fingerprint Identification Systems (AFIS) as used by police forces across the world (PRINT-PAK-ORION Systems, MORPHO Systems, NEC Systems, COGENT Systems, and others).
- Most automatic systems for fingerprint comparison are based on minutiae matching (local discontinuities in the fingerprint pattern).
- The American National Standards Institute has proposed a minutiae classification based on four classes: terminations, bifurcations, trifurcations and undetermined.

- Automatic investigations of handwritten objects such as: handwritten text, signature, short letter, notes, have been widely used.
 - to confirm the document authenticity in the financial sphere;
 - to solve the expert problems in criminology;
 - to diagnose the physical and psychic state of patients in medicine;
 - to make the psychological individual analysis in psychology,
 - And others.

Facial Recognition

- In facial recognition, the computers perform verification, and recognition.
- One of the problems is face recognition under varying poses.
- The following technology can be used:
 - (i) representation of faces with templates from multiple model views that cover different poses from the viewing sphere,
 - (ii) recognition of a novel view, the recognizer locates the eyes and nose features, uses these locations to geometrically register the input model views,
 - (iii) using the correlation on model templates to find the best match in the database of base of people.

Sources

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