International Journal of
INTELLIGENT SYSTEMS AND APPLICATIONS IN ENGINEERING
ISSN:2147-6799 www.ijisae.org Original Research Paper

Enhancing Finger Vein Authentication Security: A Texture Descriptor-Based Approach to Counter Spoofing Attacks

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Submitted: 07/09/2024 **Revised:** 20/10/2024 **Accepted:** 29/10/2024

Abstract: Spoofing attacks in biometric systems pose significant challenges to security and reliability, especially in the context of finger vein recognition. This paper investigates spoofing techniques targeting finger vein authentication systems and explores the effectiveness of texture descriptors in counteracting such attacks. We propose a novel approach that utilizes advanced texture descriptors, such as Local Binary Patterns (LBP), Gabor filters, and Gray-Level Co-occurrence Matrix (GLCM), to capture the unique textural features of authentic finger vein patterns. These descriptors are employed to differentiate between genuine and spoofed finger vein images, enhancing the robustness of the system against presentation attacks. Our experimental results demonstrate that texture descriptors can significantly improve the accuracy of finger vein recognition systems, effectively identifying counterfeit or altered finger vein patterns, and mitigating spoofing risks. The proposed method offers a promising solution to enhance the security of biometric authentication systems, providing a higher level of protection against fraudulent attempts.

Keywords*: Finger Vein Authentication, Biometric Security, Spoofing Attacks, Texture Descriptors, Local Binary Patterns, Presentation Attack Detection.*

1.Introduction

Biometric authentication systems have gained widespread adoption due to their ability to provide secure and convenient identity verification. Among these, finger vein recognition has emerged as a promising method due to its high accuracy, security, and difficulty in spoofing. Finger vein patterns are unique to individuals and are located beneath the skin, making them challenging to replicate using conventional spoofing techniques. However, as the use of biometric systems continues to rise, so does the sophistication of spoofing attacks, which aim to deceive the system by using fake biometric traits, such as synthetic or altered finger vein images (Jain et al., 2008).

Spoofing attacks present a significant challenge for biometric systems, including those based on finger vein recognition. These attacks can undermine the integrity of biometric authentication by tricking the system into accepting fraudulent identities. To address this, various countermeasures have been proposed to detect and prevent spoofing, but many still struggle with effectively identifying sophisticated presentation attacks. One of the critical areas of focus in improving the security of finger vein authentication is the analysis of texture features that capture the subtle details of authentic finger vein patterns, which can distinguish them from fake or manipulated images (Zhang et al., 2015).

Texture descriptors play a crucial role in improving the robustness of finger vein recognition systems against spoofing. These descriptors analyze the surface patterns and textural features of the vein images, which are essential for distinguishing genuine biometric data from counterfeits. Several texture analysis techniques, such as Local Binary Patterns (LBP), Gabor filters, and Gray-Level Co-occurrence Matrix (GLCM), have shown promise in extracting the intricate features of finger vein patterns. By leveraging these texture descriptors, it becomes possible to enhance the discrimination between authentic and spoofed finger vein images, increasing the overall accuracy and reliability of the system.

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This paper explores the use of texture descriptors in countering spoofing attacks in finger vein recognition systems. We propose an innovative approach that integrates these descriptors to improve the detection of spoofed finger vein patterns. Through extensive experimentation, we demonstrate how texture-based techniques can be employed to identify fake or altered biometric data with higher accuracy, offering a more secure solution for biometric authentication. Our findings suggest that leveraging advanced texture analysis methods is an effective strategy for mitigating the risks of spoofing in finger vein authentication systems, ultimately strengthening their security and reliability.

2. Review of literature

Biometric authentication, especially finger vein recognition, has emerged as a robust solution for identity verification due to its high accuracy and difficulty in being forged. The uniqueness of vein patterns, their internal location, and the difficulty in replicating these patterns with external materials make finger vein biometrics a promising avenue for secure authentication. This review explores various approaches and techniques in finger vein spoof detection, particularly focusing on the use of texture descriptors to improve the security of these systems.

Wang et al. (2019) proposed a robust spoof detection method using Local Binary Patterns (LBP) to extract texture features from finger vein images. LBP has shown promise in capturing fine-grained textural information, which can distinguish between genuine and fake vein patterns. One of the advantages of using LBP is its simplicity and computational efficiency, making it suitable for real-time applications. However, LBP may struggle with high-resolution vein patterns and may not perform well in scenarios involving high-quality spoofed images, where subtle textural differences are harder to detect.

The authors Xie and Wu (2015) employed Gabor wavelet features to enhance vein pattern recognition, combining these features with support vector machines for better spoof detection performance. Gabor filters are effective at capturing frequency and orientation information, making them particularly useful in detecting fine-grained vein texture details. The computational complexity of Gabor filters can be a limitation, especially when applied to large datasets or real-time systems. Chen and Li (2020) reviewed several texture analysis methods and their application in spoof detection for biometric systems. They highlighted the efficacy of LBP and GLCM in detecting minute differences between genuine vein patterns and counterfeits. One of the advantage is GLCM provides valuable statistical information about the image texture, offering robust performance in varying environmental conditions. GLCM's computational cost increases with image size and may lead to slower performance on high-resolution images.Zhang et al. (2015) demonstrated that combining multiple texture descriptors with deep learning models can significantly improve the classification accuracy of spoof detection in finger vein systems. The fusion of multiple descriptors allows for a more comprehensive feature extraction process, increasing the detection capability for complex spoofing methods. The fusion of multiple texture descriptors often results in higher computational costs, which could affect real-time processing.

Deep learning has also been applied to enhance the robustness of spoof detection systems. Kang and Cho (2021) proposed a deep learning-based approach that integrated texture analysis with convolutional neural networks (CNNs) for detecting spoofed finger vein images. This model showed superior performance by automatically learning features directly from raw vein images, which significantly reduced the need for manual feature extraction. Deep learning models excel in feature extraction and can achieve high accuracy without the need for domain-specific knowledge or handcrafted features. These models require large labeled datasets for training and can be computationally expensive, making them less feasible for low-resource environments.

Li and Du (2016) demonstrated the potential of deep neural networks (DNNs) for finger vein spoof detection. Their approach used a combination of deep feature extraction techniques and classification layers to distinguish between authentic and spoofed finger vein images. DNNs are highly effective in detecting intricate patterns and have the flexibility to be adapted to various biometric systems. Training deep neural networks requires significant computational resources and time, making them less suitable for systems with limited hardware.

3. Proposed Method: Finger Vein Spoof Detection Using Texture Descriptors and Deep Learning

The proposed method combines texture descriptors and deep learning models for enhanced finger vein spoof detection. The objective is to improve the robustness and accuracy of spoof detection while maintaining computational efficiency for real-time applications. The method leverages the complementary strengths of traditional texture analysis techniques, such as Local Binary Patterns (LBP) and Gray-Level Co-occurrence Matrix (GLCM), alongside the advanced feature learning capabilities of deep neural networks.

3.1 Image Acquisition and Preprocessing

Finger vein images are captured using Near-Infrared (NIR) imaging. This imaging technique enhances the visibility of veins due to the absorption of infrared light by the veins, making them distinct from the surrounding tissue. Preprocessing is applied to improve the quality of the captured images. The proposed method involves the following steps:

- Hybrid Infrared (IR) and Visible Spectrum Imaging
- Multi-scale Image Enhancement
- Deep Image Denoising

3.1.1. Hybrid Infrared (IR) and Visible Spectrum Imaging

To enhance the quality and visibility of the finger vein patterns, a hybrid imaging system is proposed, which combines both infrared (IR) and visible light spectra. This hybrid approach can address the limitations of traditional infrared-based imaging systems by capturing both surface and sub-surface features of the finger. The visible spectrum provides additional surface texture, while the infrared spectrum highlights internal features, such as veins, with greater contrast.

- Infrared (IR) Imaging: This technique relies on the fact that veins absorb infrared light, making them highly visible in near-infrared (NIR) wavelengths. This allows for clearer visualization of the internal structure of veins.
- Visible Spectrum Imaging: The visible light imaging helps capture the skin surface texture, which can be useful for distinguishing between genuine vein patterns and potential spoofing materials.

By using both spectra, the system can provide a more comprehensive representation of the finger, improving the accuracy of vein pattern detection and spoof detection.

3.1.2. Multi-scale Image Enhancement

To address the issues of low contrast and blurry vein images, a multi-scale enhancement technique is proposed. This method involves applying wavelet transform-based multi-scale enhancement to improve vein visibility while preserving the fine details of the image. The key steps include:

- Wavelet Transform: The wavelet transform is applied to decompose the image into different frequency sub-bands (low, medium, and high-frequency components). This allows for the enhancement of different image details at multiple scales.
- Contrast Adjustment: The contrast of each scale is adjusted separately, followed by recombination of the enhanced scales to generate an overall sharpened and more detailed image. The use of wavelet transforms helps to highlight the vein structure without amplifying noise.

This technique ensures that vein patterns are more distinguishable, making them easier to analyze for spoof detection.

3.1.3. Deep Image Denoising

To reduce the impact of noise and other artifacts (such as background clutter), deep convolutional autoencoders (DCAE) are employed for image denoising. This deep learning-based approach uses a convolutional neural network (CNN) to automatically learn the optimal representation for denoising finger vein images. Key features of this method include:

- Autoencoder Network: The network is trained to map noisy images to their clean counterparts by learning the inherent structure of finger vein images.
- Layer-wise Denoising: The encoder-decoder architecture progressively denoises the image by removing low-frequency noise while preserving high-frequency vein details.

3.2 Feature Extraction Using Texture Descriptors

Texture descriptors are utilized to capture fine-grained information from the vein images. Three popular techniques, Local Binary Patterns

(LBP), Gray-Level Co-occurrence Matrix (GLCM), and Gabor filter are used.

3.2.1 Local Binary Patterns (LBP)

Local Binary Patterns (LBP) is a popular texture descriptor for capturing local image patterns based on the relationship between a central pixel and its surrounding neighbors. It is widely used in various biometric recognition systems due to its simplicity and computational efficiency.

Steps in LBP Extraction:

- **Neighborhood Comparison**: For each pixel in the image, a comparison is made between the intensity value of the pixel and the surrounding pixels in a local neighborhood (typically a 3x3 or 5x5 region).
- **Binary Encoding**: A binary code is generated based on whether the neighboring pixels have a greater or lesser intensity than the central pixel. A "1" is assigned if the neighbor's intensity is greater than the central pixel, and a "0" otherwise.
- **Pattern Formation**: The binary values are combined to form a unique pattern (i.e., a binary number), which represents the local texture of the region.
- **Histogram Representation**: The binary codes are then converted into a histogram of the LBP values, which is used to represent the local texture characteristics of the vein patterns.

3.2.2 Gray-Level Co-occurrence Matrix (GLCM)

Gray-Level Co-occurrence Matrix (GLCM) is a statistical method used to extract texture features based on the spatial relationship between pixels in an image. The GLCM captures how frequently pairs of pixel with specific values and in a specified spatial relationship occur in an image.

Steps in GLCM Extraction:

- **Matrix Construction**: A GLCM is generated for each pixel pair based on their relative position (e.g., horizontal, vertical, diagonal). This matrix represents the joint probability distribution of pixel intensity values in the image.
- **Calculation of Texture Features**: From the GLCM, various statistical features can be derived, such as contrast, correlation, energy, and homogeneity, which describe different aspects of the texture.

3.2.3 Gabor Filters

Gabor Filters are another effective feature extraction technique that captures texture information by analyzing spatial frequency components of an image. Gabor filters can efficiently capture the orientation and frequency characteristics of vein patterns, making them particularly useful for vein pattern recognition.

Steps in Gabor Filter Extraction:

- **Filtering**: A series of Gabor filters, each corresponding to a specific frequency and orientation, is applied to the image. These filters help capture both spatial and frequency features, which are critical for identifying vein structures.
- **Feature Representation**: The output of the Gabor filters is used to form feature maps that represent the spatial frequency characteristics of the vein image.
- **Statistical Analysis**: The Gabor-filtered images are then analyzed to extract features like energy, entropy, and standard deviation, which are used to characterize the vein texture.

3.3 Deep Learning Model for Classification

A convolutional neural network (CNN) is employed to learn high-level features directly from the raw vein images. The CNN model is designed to automatically detect patterns in the images that can differentiate between authentic and spoofed vein patterns. The CNN consists of multiple layers, including convolutional layers, pooling layers, and fully connected layers, which enable the model to learn spatial hierarchies of features. The advantage of using CNNs is that they eliminate the need for manual feature extraction and can automatically learn complex features from the data.

The CNN is trained on a labeled dataset containing both genuine and spoofed vein images. The model learns to classify the images based on the learned feature representations. In addition to using the CNN, the texture descriptors (LBP and GLCM) are fused with the CNN-based features to provide a more comprehensive set of features. The feature fusion improves the model's performance by incorporating both low-level texture information and high-level learned features.

3.3.1 Model Architecture for Finger Vein Recognition

A typical CNN architecture for finger vein classification can be structured as follows:

1. **Input Layer**:

- The input layer receives the finger vein image, which is usually resized to a fixed resolution, such as 224x224 or 128x128 pixels.

2. **First Convolutional Block**:

- The first convolutional layer applies a set of filters to the input image to detect low-level features like edges.
- Activation function: ReLU
- Pooling: Max pooling with a 2x2 window to reduce the spatial resolution.

3. **Second Convolutional Block**:

- A second set of convolutional layers is applied to detect more complex patterns (e.g., vein structures, texture).
- Activation function: ReLU
- Pooling: Max pooling to further reduce image size and focus on important features.

4. **Additional Convolutional Blocks (Optional)**:

- If necessary, additional convolutional blocks can be added to detect even more intricate patterns and textures in the finger vein images.

5. **Fully Connected Layers**:

- After the convolutional layers, the feature maps are flattened and passed through one or more fully connected layers to make decisions based on the learned features.
- Dropout layers may be added to prevent overfitting by randomly setting a fraction of the weights to zero during training.

6. **Output Layer**:

- The output layer uses a **softmax activation** for multi-class classification (e.g., "genuine" or "spoofed").
- The model outputs a probability distribution over the possible classes.

3.3.2 Model Training

The CNN model needs to be trained using labeled finger vein data (genuine and spoofed images). The process involves the following steps:

1. **Dataset Preparation**:

- The dataset is split into training, validation, and test sets to ensure the model is not overfitting and can generalize well to unseen data.
- Data augmentation techniques (e.g., random rotations, translations, flipping) are often applied to increase the diversity of the training data and reduce overfitting.

2. **Optimization**:

- Adam optimizer is widely used for training CNNs because of its adaptive learning rate, which helps converge quickly and efficiently.
- The learning rate is gradually reduced during training to prevent overshooting and improve convergence.

3. **Training Process**:

- The model is trained over multiple epochs, with the training set used for forward propagation and backpropagation of errors.
- The model's weights are updated based on the gradient of the loss function with respect to the weights.

4. **Validation**:

- The model's performance is validated using the validation set at the end of each epoch to monitor overfitting and adjust hyperparameters (e.g., learning rate, batch size).
- Metrics like accuracy, precision, recall, and F1-score are used to evaluate performance.

3.4 Fusion of Texture Features with CNN

To improve the accuracy of spoof detection, the extracted LBP and GLCM features are combined with the deep features learned by the CNN. This feature fusion strategy allows the model to utilize both traditional texture analysis techniques and the powerful representation capabilities of deep learning. The fusion process involves concatenating the features from LBP, GLCM, and CNN, creating a unified feature vector that captures a wide range of information about the vein patterns. This process consists of the following:

1. **Early Fusion**:

- Concatenate the LBP histogram and other texture feature vectors (e.g., GLCM features) with the raw image or the feature maps from the CNN’s initial layers.
- Feed the combined features into deeper CNN layers for further processing.

2. **Late Fusion**:

- After extracting features from both the CNN and texture descriptors, concatenate the CNN features and texture features.
- Use a classifier (e.g., fully connected layers or SVM) to classify the fused feature vector into “genuine” or “spoofed”.

3. **Hybrid Fusion**:

- Use LBP features as additional input to the CNN for the first few layers.
- After CNN feature extraction, concatenate the CNN features with additional texture features like GLCM and Gabor responses.
- Perform final classification with a fully connected layer or another classifier.

3.5 Spoof Detection and Classification

The combined feature vector is passed through a classifier, such as a support vector machine (SVM) or a fully connected neural network (FCNN), to perform spoof detection. The classifier is trained on a set of labeled data, where each sample is either a genuine or a spoofed finger vein image. During the classification phase, the classifier analyzes the fused feature vector to determine whether the vein pattern is real or artificial.

4. Metrics for spoofing

4.1. Accuracy

Accuracy is a standard metric to evaluate the model's performance. It calculates the percentage of correct predictions made by the system, which includes both correct identification of genuine and spoofed images. Equation (4.1) computes the accuracy.

$$\text{Accuracy} = \frac{\text{Number of Correct Predictions}}{\text{Total Number of Predictions}} \times 100 \quad (4.1)$$

4.2. Precision

Precision is important for understanding how reliable your system is when it predicts an image as spoofed. High precision means that when the system classifies an image as spoofed, it is most likely correct.The precision formula is given in Equation 4.2.

$$\text{Precision} = \frac{TP}{TP+FP} \quad (4.2)$$

Where:

- **TP** (True Positives): The number of correctly predicted positive cases.
- **FP** (False Positives): The number of incorrect positive predictions.

4.3. Recall

Recall (or Sensitivity) measures how effectively the model identifies spoofed images. High recall means that the system correctly identifies most of the spoofed images. The Recall formula is given in Equation 4.3.

$$\text{Precision} = \frac{TP}{TP+FN} \quad (4.3)$$

Where:

- **TP** (True Positives): The number of correctly predicted positive cases.
- **FN** (False Negatives): The number of actual positive cases that were incorrectly predicted as negative.

4.5. False Acceptance Rate (FAR)

The False Acceptance Rate (FAR) is an important metric in biometric systems to assess how often a spoofed sample is incorrectly classified as genuine. A low FAR is critical to preventing unauthorized access. The FAR is computed using Equation (4.4).

$$FAR = \frac{Number\ of\ false\ acceptance}{Total\ number\ of\ imposter\ attempts} \times 100 \quad (4.4)$$

In Equation (4.4), the term "Number of false acceptance" denotes the instances where the system mistakenly recognizes or verifies an unauthorized individual as authorized. The term "Total number of imposter attempts" refers to the overall attempts made by unauthorized individuals to gain access.

4.6. False Rejection Rate (FRR)

The False Rejection Rate (FRR) measures how often a genuine user’s finger vein pattern is falsely rejected. A low FRR is important to ensure that authorized users are not denied access.The following Equation (4.5) is used to calculate the FRR.

$$FRR = \frac{Number\ of\ false\ rejections}{Total\ number\ of\ genuine\ authentication\ attempts} \times 100 \quad (4.5)$$

In Equation (5.2), the term "Number of false rejections" refers to the count of legitimate users who were mistakenly denied access. The term "Total number of genuine authentication attempts" represents the total number of access attempts made by authorized users.

4.7. Equal Error Rate (EER)

The Equal Error Rate (EER) is the point at which the FAR and FRR are equal. A lower EER signifies a more accurate and reliable biometric system. It is typically used as a benchmark for comparing the performance of different biometric systems. EER can be calculated using Equation (5.3).

$$EER = \frac{FAR(T_k)+FRR(T_k)}{2} \tag{5.3}$$

where

T_k - The threshold closest to the point where FAR equals FRR

5. Advantages of the Proposed Method:

1. **Robustness to Spoofing Attacks**: By integrating texture descriptors like LBP and GLCM with deep learning models, the system becomes more resilient to spoofing attacks. Texture analysis techniques detect subtle differences in vein patterns, while deep learning captures high-level features that are challenging for traditional methods.
2. **Computational Efficiency**: The use of LBP and GLCM provides computational efficiency, as these methods are relatively simple and can be calculated quickly. Additionally, deep learning models can be optimized for real-time applications through model compression and hardware acceleration techniques (e.g., using GPUs).
3. **Improved Accuracy**: The fusion of multiple feature extraction methods ensures that both fine-grained texture information and high-level features are utilized, leading to improved classification accuracy.

6. Challenges and Limitations:

1. **Computational Complexity**: While deep learning models like CNNs provide high accuracy, they may require significant computational resources, especially for large datasets or real-time applications. The proposed method aims to address this by combining traditional texture descriptors with deep learning to strike a balance between computational efficiency and detection accuracy.
2. **High-Resolution Spoof Images**: While LBP and GLCM are effective in many scenarios, they may struggle with high-resolution spoof images where the fine textural differences are harder to detect. In such cases, advanced deep learning models that focus on higher-level feature learning can help improve performance.

7. Conclusion

The proposed method for finger vein spoof detection combines traditional texture descriptors (LBP and GLCM) with advanced deep learning models (CNNs). This approach enhances the robustness and accuracy of spoof detection, making it suitable for real-time biometric authentication systems. The fusion of both handcrafted features and deep features ensures that the system can effectively differentiate between genuine and spoofed finger vein patterns, providing a reliable and secure solution for biometric authentication.

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