Knock based Security Console with Fingerprint Sensor

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Abstract
The idea is to fabricate a knock recognizing entryway lock which can distinguish the particular knocking example and open the entryway if the example is right. This entryway knocking framework gives a lot of security than other frameworks which are in the market. When there are numerous clients who utilize the entryway, problems may occur because there is just one key to open the door. However, here in this entryway locking framework this sort of issues may not happen because the clients who realize the knocking example can open the door any time without a key. In supplement to that, knocking framework is joined with finger impression for biometric confirmation which is unique to every individual and the utilization of unique finger impression as the way to entryway locks can conquer the security issue of unapproved individuals intruding to our homes, shops, workplaces, and so on.

Key-words: Fingerprint Sensor, Knocking Framework, Unique Biological Features.

1. Introduction

Bolting and opening entryways are basic errands for the vast majority. Be that as it may, as detailed by the Department for Work and Pensions, there are enormous number of individuals in present reality who have skill impedance and need help from others to try and utilize a key.
Further it is reported that there is an increase in robberies occurring in family unit storage spaces by criminals. Thus, a particular knocking pattern is fabricated with fingerprint security to get a protected lock framework with layers of security that can't be broken effectively by gate crashers. Besides, this sort of lock frameworks can discover its application over the long haul of vehicle industry as a choice to smart keys that are in presence.

This system can be utilized as follows:

- This gadget expands level of security by adding unique biological features of authorized individual. For any individual who needs greater security to their homes, it is most ideal decision.
- A much more extensive use is for individual confirmation, for example to get to a PC, a network, an ATM machine, a vehicle or a home [10].
- Sparsely populated areas where the risk of being watched is lower could also be a market, for example having a secret family-knock for the shared holiday cabin.
- The security of the system is phenomenal from a technical perspective. Since the sequence for opening the door requires both the correct rhythmic and positional pattern, the count of possible combinations is extremely high.
- Rough estimates show that if just a five-knock pattern yields over 400 million different combinations – beyond 390 000 times exceeding a five-digit number combination. The lock can therefore be regarded as impossible to crack with brute force guessing.
- The other uses include user friendliness, Less cost than any locking system, no need to carry any metal key for this locker, no risk to unlock in any design of knocking pattern, durability, strong security system.

2. Proposed Methodology

Existing system in the market provides single or simple security system. Most often they are either simple knock lock systems based on piezoelectric sensor or biometric systems that includes fingerprint impression detection or face recognition. For an instance, the piezoelectric sensor based knock lock system can be used only for high frequency signals and requires greater force for detection due to which the entire door gets locked inevitably under certain circumstances. Also, the currently available knock lock could be easily unlocked by trial and error method as it contains only one piezoelectric sensor. In case of finger print security mechanisms such as biometric systems have quite greater error rate and involves complexity under some special cases. Similarly, voice
recognition security console has also been proven to be one of the least secured systems because of its ability to broken down easily with the help of voice artists and recorded voice simulators. Correspondingly, the face recognition method is also a partially secured due to its capability of being decoded through more or less similar recognizable faces or by displaying the user’s photograph. In an era where even the smartphones are encoded with highest degree of security, the proposed venture aims at providing dual layer of security with combined protection of knock and fingerprint pattern.

The proposed venture overcomes the security lapses through a modified Knock Based Security Console using Fingerprint Sensor. The previously existing knock lock system [1] uses Piezoelectric sensor, Arduino Uno, Hall effect proximity sensor as basic components whereas the proposed endeavour in this paper is built with 2 vibration sensors placed at particular distances, an Arduino Nano Microcontroller, R307 Fingerprint sensor, Keyboard and LCD. The combined action of two vibration sensors at a distance enables the user to create a pin type security based on knock patterns under a given time delay as coded under.

Arduino. Further, this venture under the control of microcontroller enables the user to put forward into the next level of security by asking the client to select the fingerprint id from the IDE source library stored and after this process the user has to verify the fingerprint impression using R307. The Arduino verifies with the correctness of the knock pattern entered along with the fingerprint impression received and drives the servo motor to act upon the opening and closing of the doors thus providing dual layer of security with greater efficiency and hence proves to be safe,
secured than other security consoles existing previously. Working and other processes are further elaborately discussed under other sections of this journal.

3. Algorithm

The flowchart of the proposed venture is given below:

![Flowchart of the venture](image)

The process flow is elaborated below:
1. Before the real-time use, the user needs to enroll their finger impression.
2. End user needs to select the Id and place the finger to store it as a sample in fingerprint library.
3. User need to store the Knock pattern by various knocking beats over the given two sensor.
4. Once the patterns is stored, now model is ready for testing part.
5. Here the user need to knock the door which would match the already stored (fixed) pattern.
6. If the Given pattern perfectly matches, then the user need to provide the finger impression on the fingerprint sensor.
7. Else the flow breaks and leads to stop.
8. If the flow is uninterrupted it further checks with the already stored finger impressions from the library.
9. The above condition matches then the door might open with the welcome message on LCD screen otherwise it won't.

10. The flow reaches stop.

4. Architecture of the Model

The square chart of the proposed model is given below:

![Block Diagram]

A. Components

The components used in this model are:

- Arduino Nano
- Servo Motor
- Vibration Sensors
- Fingerprint Sensor
- Keyboard
- LCD

B. Design

The design of the endeavor includes a key unit Arduino Nano which is a viable, adaptable and breadboard well disposed Microcontroller board, created by Arduino.cc, in view of ATmega328p (Arduino Nano V3.x)/Atmega168 (Arduino Nano V3.x). It accompanies identical usefulness as in
Arduino UNO yet very in little size. It is associated with any remaining segments like different sensors and servo engine.

The ideal angle of the servo is determined by taking care of it electrical beats of a predefined length and recurrence on its control line. The other two pins on the servo's three-pin connector are for a 4.5-6.0V power source and ground to drive the engine and its installed circuit. The control hardware inside devours almost no current and can be stopped straightforwardly to an Arduino's I/O pin.

Servos are compelled by sending electrical beats of variable width, or PWM, through the control wire. There is a base pulse, an extreme pulse, and an emphasis pulse. A servo motor can commonly turn 90° on one side without a moment's delay, for a total of 180° revolution.

The system is best suited for 90° on left side because it provides quick opening and closing action. Moreover it provides high efficiency with more constant torque at higher speed. Small size structure provides smooth and quiet operations. It is well suited for door applications. This servo motor receives combined signals from vibration sensors and finger print sensors through Arduino.

The working standard of vibration sensor is a sensor which works dependent on various optical otherwise mechanical standards for identifying noticed system vibrations.

This model has two vibration sensors. The sensor uses LM393 comparator to recognize the vibration over a threshold point and provide digital data-Logic High or 1. During knocking operation on sensor1, the sensor1 goes high provides Logic high when the vibration is detected. Similarly, the sensor 2 also works on this principle. Most often the knocking pattern is interlaced and array of pattern is stored during recording and checking time [1].

Further the process is followed by finger print sensor where unique finger impression handling incorporates two sections: finger impression enlistment and finger impression verifying (the verification can be 1:1 or 1:N). While enlisting, client needs to enter the finger two times. The
framework will deal with the double cross finger pictures, produce a format of the finger dependent on handling results and store the layout. While verifying, client places the finger on optical sensor and framework will produce the received finger pattern and compare it with formats of the finger prints present in the library. Accordingly, the framework will display the coordinating outcome, true or false.

This model includes 1:N coordinating for providing multiple access through door. It provides high security and assurance in a convenient and faster way. These unique templates or id are non-transferrable and are hard to fake or steal [8].

The above mentioned processes are accompanied by a unique component known as ‘Keyboard’. A keyboard typically contains keys for specific functions. The key which are referred here are push buttons. The push button is a segment that associates two ends in a circuit when it is pressed.

At the point when the push button is released, there is nothing associated between the two ends of the push button, so the pin is associated with 5 volts and gives a HIGH (1) output. At the point when the catch is shut (squeezed), it makes an association between its two ends, interfacing the pin to the ground, with the goal of getting a LOW (0) output.

This model consists of 5 push buttons:

- Increase Id
- Decrease Id
- Enrollment
- Record
- Verification

Increase Id Button - It helps to move upwards across the user-Id.
Decrease Id Button - It helps to move downwards along the user-id
Enrollment Button - It helps to enroll the finger print templates for a unique selected Id.
Record Button - It helps to record/set or to alter the knocking patterns in the model.
Verification Button - It helps to verify the input details with the already stored data and provides necessary data for alteration.

The end users are kept informed with the help of a LCD. This display has an inbuilt character generator RAM, the client can modify character designs through programming code. For 5 x 8 specks, eight character examples can be composed, and for 5 x 10 spots, four character examples can be composed. It is used to show the coordinating result of framework as True or False and other information.
B. Software Implemented

The Arduino Integrated Development Environment is an open source application that is used to write in languages like c,c# or other embedded languages. The software version that has been used to encode the functionalities into microcontroller is V1.8.13. It has an editor for typing the code and a compiler enabled in it. The Arduino IDE has various alternatives in toolbar accommodated different enhancement activities of the client text editor, compiler, debugger etc. The ide environment is quite reliable because of its simple and easy to use purpose. The code is then uploaded into the Arduino module via USB cable. They generally support c , c# and c++ languages.

The features include various types of libraries are provided for coding purposes which makes it easy to perform, more number of editing tools from menubar. It supports almost every aurdino boards. The sketch section provides the user to run, compile, fix, upload the code, include library and add file. The output panel gives the comments/remarks for any error occurred or successfully uploaded.

5. Operation

After turning ON the supply and connecting the model with USB cables, the model is ready to use. It works in two modes

1. Enrolment Mode
2. Testing Mode

A. Enrollment Mode

It is a fundamental arrangement required to run the model successfully. The following are the procedures to be done in Enrollment Mode:

i. The specific id has to be chosen with the assistance of increasing/decreasing push button.

ii. Press enrol push button and save the finger impression template twice on fingerprint-sensor for that id.

iii. Further, moving to recording push button, the end user can record the pattern with given two vibration sensor.

iv. The array of the pattern is stored.

v. It is ready for testing.
B. Testing Mode

The Testing Mode is a user friendly mode and following are the procedures involved:

i. The user has to match with correct pattern by entering the correct mixture of thumping with the given two sensor.

ii. After that, the client is asked keep the finger impression on the fingerprint-sensor.

iii. The template will compare it given templates in library.

iv. If all the above function satisfies the condition then the servomotor will be turned ON.

v. Door gets opened and particular Id is displayed.

vi. The full working is accompanied with the assistance of LCD screen instruction.

| CASES | KNOCKING PATTERN | FINGERPRINT IMPRESSION | LCD WILL BE DISPLAYED OR NOT | DOOR STATUS |
|-------|-----------------|------------------------|-----------------------------|-------------|
| 1     | ✗               |                        | —                           | CLOSE       |
| 2     | ✔               | ✗                      | —                           | CLOSE       |
| 3     | ✔               | ✔                      | WELCOME HOME                | OPEN        |

The behavioural outcome the prototype can be classified under 3 cases.

a. Case 1 - Wrong Knock Pattern

i. The moment after the client enters the knock pattern at the specified places by simultaneously pressing the ‘Record’ button, the microcontroller verifies the pattern received with the previously stored knock patterns.

ii. If the entered knock pattern does not matches with the stored pattern, then the microcontroller terminates the process and hence the door remains closed.

b. Case 2 - Right Knock Pattern and Wrong Fingerprint

i. As mentioned earlier, the knock pattern entered is compared with the stored patterns and if it is found to be the right one, the microcontroller passes the process to the fingerprint sensor.
ii. Meanwhile, the LCD prompts the user to select the specific fingerprint id from the IDE libraries so that the fingerprint impression is verified.

iii. If the entered impression does not matches with the impression linked with corresponding IDE, then the LCD shows ‘Invalid id’ and hence as a result the servo motor remains still indicating a locked door.

c. Case 3 - Right Knock Pattern and Right Fingerprint

i. In this case, the knock pattern is compared by microcontroller with available patterns and if it is found to be the ideal one, process is accompanied by fingerprint scanning.

ii. Correspondingly, the user selects the respective id through the LCD and is checked for fingerprint verification.

iii. If the received fingerprint impression matches with the corresponding id present in the IDE, then the LCD prompts ‘Welcome’ and also the Arduino Nano commands the servo to rotate to its adjacent 90 degrees from its initial position, thus, opening the door.

![Prototype of the System](image)

6. Results

The opening and locking of the entryway lock worked reliably with proper guidance of LCD. The combined action of knocking pattern along with the fingerprint sensor turned out to be one of the most secured, low cost, user friendly locking system that has been made. An overall observation with respect to knock detection was that wide, more sound-proof doors resulted in less dependable sensor readings than thinner doors.
7. Future Scope

In this paper, the worry of security is being tended to through effectively and reasonable innovation like vibration sensor, unique finger impression sensor, Push buttons, and Arduino microcontroller with LCD show.

Few of the future scopes of the proposed model are:

- This model can be extended to other forms of security methods through IoT.
- This endeavor can be improved by interfacing with various advancements like face recognizable proof, voice acknowledgment, etc., as such making it significantly safer while not being too excessive and distant in regards to openness.
- The proposed model consists of two vibration sensors at specified places. These sensors’ position can be varied as needed by the user so that unknown access could be limited.
- The number of vibration sensors being used can be increased on the long run based on the required complexity.
- Increasing the number of vibration sensors at specified distances in the venture can enable a stronger pattern of knocks such that it generates a more complex pin like security that couldn’t be breached.
- Future implementation of this venture can be extended to provide security system in cars.
- The compact size of the model can be utilized to make a secured locker units for household usage.

8. Conclusion

In this age of trend setting innovation, robbery and wrongdoing has taken the guide of innovation itself in accomplishing its outcomes ordinarily. To stay away from such conditions, now and again even little things can provoke an incredible change. Hence, execution of savvy devices in Security Control like the Knock Based Security System with unique finger impression sensor can end up being entirely important to the individual utilizing it and moreover to the actual resources.

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