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A novel security usability method for e-learning platforms

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***Abstract*—Traditionally, security and usability has acted against each other. Specially, for inexpert people, usability means ignoring security and secure systems are not usable. Researchers and developers recognized that current security problems would be solved only through addressing issues raised through usability and human factor. In fact, future of cyber security relies on deployment of security technologies which widely could be used by inexpert users. Interpretative Key Management (IKM) is a cryptographic key management system under category of master key which empowers users to generate the cryptographic keys within the end-user systems. This article proposes a novel method which specifically helps beginners to achieve both safety and usability of communications and network-based software by utilizing IKM. In this method processes of user authentication and encryption of transmitted and stored data will be fully automated and does not require the users to do any security configuration. The main targeted application of proposed method is to enhance security and usability of e-learning systems when the trainees do not have enough computer knowledge.**

Keywords— security; usability; security usability; authentication; e-learning

I. INTRODUCTION

Security usability deals with analysis of both aspects of security and usability of the designed systems [1]. To evaluate security, the confidentiality, integrity, and availability properties would be studied [2], while usability talks about how easy are processes of authentication and utilization of a system particularly for beginners [3,4].

System usability measures easiness of security protection and running the system for the targeted users [5]. It could be studied from different aspects like psychological, social, organizational, and technical [6]. Psychological acceptance of a developed system for first time introduced as a measure in 1975 [6,7]. Zurko and Simon introduced three groups of *developers*, *users*, and *administrators* as the groups which benefit usability of the developed systems [8]. recognizes the *system owners* as the group which benefits more than other two groups from high level of usability [9].

Authentication techniques like password, passphrase, pass-face, pass-point, or even different biometric technologies are devised to recognize legitimate users than illegitimate ones to be granted access to resources [10,11,12]. Authentication process has two aspects of safety of proposed method and its usability [13]. Although developers aim to make process of authentication easier, but due to the advances in software and hardware technologies it has become more and more complicated over the time [14,15]. A password with 8 characters including alphabet, special characters, and numbers only delivers an average level of security while in 1980 only a five-characters alphabetical password was completely secure [16,17,18].

In 1982 [19] introduced passphrase as a new authentication method which used a meaningful sentence instead of a word. He believed that memorizing a meaningful sentence is easier than memorizing a meaningless word. Two years after [20] invented pass-algorithm authentication method. In pass-algorithm the users should learn an algorithm and then answer the authentication questions according the given algorithm. Cognitive password proposed 21] in 1990 authenticates a user by means of the information which exclusively is known by only the legitimate user. Although this information might also be known by few close people, but usability studies showed fair performance of their scheme [22,23,24].

[25] in 2000 introduced pass-face method. In their method the user has to select the correct face shown on displayed network of faces in four consequent times. Dhamija and Perrig [26] in 2000 changed faces to objects and called it Déjà vu. Pass-point, which introduced [27,28] in 2005, is another authentication technique which that presents a photo to the users and they must click on predetermined point on it to pass authentication process.

Authentication, key management, and encryption are the most important techniques for protection of security [29,30,31]. To protect secrecy, key management techniques and commercial products like the products introduced by IBM [32], Oracle [33], HP [34], Bell [35] and encryption techniques like DES [36], 3DES [37], AES [38], Two fish [39], Serpent [40] could be utilized to protect secrecy of stored and transmitted data. As a sample of secrecy protection Pretty Good Privacy (PGP) [41] which is known as same level of quality with army encryption techniques [42] is presented both as standard and ready product to be tied into under development projects. Due to its decentralized architecture, PGP is utilized in variety of projects like GNUPG [43] and OpenPGP [44]. Instead of relying on centralized certificate authority, it relies on cooperation of members for trustworthiness evaluation of nodes [45].Today, variety of techniques and products are available for protection of secrecy and enhancement of usability, but each one of them might be proper for particular usage. In this article a method based on Interpretative Key Management (IKM) technique [46] which works under category of master key is introduced and evaluated to enhance security and usability of e-learning systems.

II. MASTER KEY

Master key uses a key derivation function to convert input key and some other initial data into keying material to be used in cryptographic algorithms [47]. The initial value for key derivation function is Key Derivation Key (KDK) [48] which might be generated either through an automated key generation process [49] or by an approved random bit generator [50]. If the KDK be generated by automated key generation process, it would be considered as portion of the secret keying material.

Any portion of derived keying material with desired length can be used for cryptographic algorithms [51]. To guarantee that all of the users will have the same keys in hand, they should use the same Key Derivation function (KDF) and agree on the method of converting the keying materials into cryptographic keys [52]. For example, if length of derived keying material is 256 bits, the first 128 bits (first segment) could be used for authentication key and the second 128 bits (second segment) as encryption key. If the KDF is uses Pseudo Random Function (PRF), according to desired length for keying material, the KDF may call PRF for several times to achieve required length [53]. Following key generation modes are the main key derivation functions of master key [54]:

- Counter mode key derivation function
- Feedback mode key derivation function
- Double pipeline iteration mode key derivation function

a) Length of Key Derivation Key

For some KDFs, length of the KDK depends on PRF. For example, if Cipher-based Message Authentication Code (CMAC) is chosen as PRF, the length of the key would be defined according to the length of the respective block cipher [55]. Therefore, at the application time, consistency of PRF and KDK must be verified.

Unlike CMAC, if Keyed-hash Message Authentication code is selected as PRF, the key derivation key could have any length. To preserve consistency between outcome of PRF and length of block, if length of the key is longer than length of the hash function block, the key again should be hashed into length of the hash function output [56].

b) Converting keying materials into cryptographic keys

The length of derived keying material relies on the selected cryptographic algorithm. Application of the cryptographic key, like Message Authentication Code (MAC), will determine length of the key [57]. If no limitation is defined, every portion of derived keying material with the required length could be used as cryptographic key, only if the derived keys do not overlap on KDF output. Therefore, derived keying material length should be equal or longer than sum of the keys [58].

III. Proposed security usability model

The proposed method is founded based on restructured IKM framework for enhancement of security usability. Following paragraphs elaborate the proposed structure and the method of using IKM to implement automated authentication and preserving confidentiality.

a) Structure

Users: any designed security technology is proper for particular applications and group of users. The proposed technique will be useful if group identity of users is more important than their individual identity. For instance, if the users are group of students using an e-learning system, the group identity of these students will determine which resources should be accessible for them. In this example, group identity has more importance than individual identity as the resources would be granted to them according their program.

Bit-stream source: one of the key generation factors in IKM is the bit-stream which will be located into bit-matrix to be surveyed in process of key generation. Since in the proposed method every group of users has a label that describes the group identity, instead of downloading the bit-stream, hash value of the label generates the required number of bits to be arranged into the bit-matrix.

Grouping: one of the features provided in proposed model is possibility of grouping and establishing hierarchy among the groups. In this method, every group has a unique label which describes the type and aim of constituting it. After organizing the groups, particular tables form to let the server recognize type of user for future communications. These tables help the server to recognize the user faster and consume less resources. If individual identity of the users is important, the combination of the given identity code and key generation factors will let server to recognize individual identity of the user.

Session establishment: since the server is responsible to manage the users and groups, it should first recognize which user belongs to which group. Once the group(s) of user determined, the the user IP will be added in IP-Group table to accelerate process of recognizing user's group and encryption key in continue of the communication, especially when the session expires due to user inactivity. When a new packet from an unknown user receives to the server, it will look into the IP-Group table to find its potential sender. If the IP was found and the corresponding cryptographic key could decrypt the received packet, the user group is identified, otherwise, the server will try to decrypt the received packet by means of keys of all groups.

Group change: changing group is easy process and joining a new group only requires having a label and twenty-four digits of the new group. If the server decides to change group of a user, it will send it the label and twenty-four digits of the new group to the user for using in key generation process. Thereafter, the user will be able to communicate and access the new resources.

Hierarchical order: any user who holds label and twenty-four digits of a group would be able to join the sessions and access to granted resources. Accordingly, if it holds more than one couple of key generation factors, would be able to join multiple groups. This property could be utilized for establishing hierarchy among the groups and users by giving key generation factors of users in lower levels to those who are eligible to monitor the activities.

Recognizing personal identity: individual user identity could be recognized in two ways: manual and automated. In manual method, the server recognizes the group identity of the user based on the used encryption key, and in next step, the user will be authenticated by entering its user code. Combination of given token (interpreter) and user code is the first way of recognizing a user. If the given user code be used in process of key generation, the user does not require to enter authentication code and will be authenticated through fully automated process. Automated way will impose process overhead on the server, especially if there is plenty of users. There are two ways for automatic authentication. In first method, the user identity will be send automatically to the server after the user group recognized through analysis of used encryption key. In second way, the user code will be engaged in process of key generation and therefore each user uses a different key than the rest of group members. The user code will be added to group label and, therefore, combination of hash value of the group label, user code, and 24 digits will construct preliminary materials of key generation. Since in the second way the cryptographic key of each user is unique, the server will have high processing and analysis overhead. This method is safer than the first one, as the transmitted packets are not decipherable even for the users is the same group.

To establish a session, the user system will send a constant message to server which is encrypted by its current key. To accelerate process of recognizing the user group or user identity by changing the keys, due to key refreshment intervals, current key of all groups and users will be produced. In next step, session establishment request of all nodes will be generated and stored to accelerate process of user recognition. Once a packet receives from an unknown source, it would be compared to all session establishment requests of groups to detect the group identity of source. If no match were found, it would be compared with session establishment message of inactive users which use second method of automated individual authentication.

To support the second method of individual user recognition, IP-Group-UserCode table should be established to save current session establishment message of users and keep a list of current active and inactive users.

Although automated user identification imposes process overhead on server, but it has three advantages:

- Automated processes of encryption and authentication
- Utilizing identical cryptographic key per user
- Possibility of blacklisting a single user among all group members

In group identity granting and retaking the resources would be for all of group members, while if the chosen method is individual user recognition, even a single user could be black listed to be banned from accessing resources.

b) Secrecy of stored data

Since the IKM keys are changing continuously, they are not proper to preserve secrecy of stored data as may each part of stored data be encrypted using a separate key. At decryption time, the current key also is different from the previously used keys. To prepare IKM for secrecy preservation of stored data, time and date factors should be eliminated from key generation factors and the bit-matrix would be surveyed according the embedded twenty-four digits.

IV. Security usability evaluation

To evaluate the proposed method both security and usability aspects must be studied. Security evaluation shows that how long the encrypted data would remain safe through mathematical computations. Safety of the cipher depends on the chosen encryption technique and length of the used key. Usability evaluation reveals that how much the proposed technique is efficient and acceptable for its users. The usability study is conducted through a questionnaire.

a) Security evaluation

Since the method is structured based on IKM and uses symmetric 128-bit keys, according to the article published by [34], the employed keys will guaranty secrecy of encrypted data far beyond 2050. Advances in software and hardware technology, and cost of required machines for running an attack are the main factors considered[54]. for calculating safety margin of the keys. Following table show the relation between key length and safety margin.

Table 1. Security lifetime of symmetric keys [34]

Key Length (bits)	Safety border
78	2010
82	2015
86	2020
89	2025
93	2030
101	2040
109	2050

b) Usability evaluation

To evaluate user acceptance and friendliness of the designed method, 100 users were chosen randomly to work with the developed simulator and fill the given questionnaire. The only criterion for candidates was to be over than 12 years old. The attendees were grouped in three age categories of 12 to 20 (group A), 20 to 40 (group B), and over 40 (group C). Also in another classification, they were classified as beginner, intermediate, and professional based on their experiences and qualifications. If an attendee was able to install an operating system, perform security configurations, and install common software, it places in professional group. Intermediate level was for a user that is able to install OS or common software, but had no experience about security configuration. Beginners had no one of counted skills.

The developed simulator was given to all of the attendees and they were taught how to work with it. Then, they were given the equivalent instruction that teaches how to achieve to the same level of safety. After working in both ways, they were asked to fill in the questionnaire and give their recommendations. The following tables show the questionnaire and the analysis results.

Table 2. The distributed usability measurement questionnaire

Question	Answer	
1. What is your age?		
2. Are you able to install an Operating System?	Yes	No
3. Are you able to install a piece of software?	Yes	No
4. Are you able to configure or install a firewall or any other type of security product?	Yes	No
5. How many years' experience you have in computer security?		
6. Which one is your preferred method: combination of username/password or a token for authentication?	User/Pass	Token
7. Which one do you prefer: manual or automated security configuration?	Manual	Automatic
8. After having the experience of using IKM-based security usability, which one is your favourite option for securing your sessions: manual or the automated IKM-based method?	Manual	IKM-based automated method
If there is any comment, explanation, or recommendation regarding the questions 6,7, and 8, you can write it here:		

Table 3. Questionnaire results for selecting between user/pass and token-based authentication methods

	User/Pass	Token
Beginner	19.23%	80.77%
Intermediate	76.93%	23.07%

Professional	100%	0%

Table 4. Questionnaire results for selecting between manual and automated security configuration

	Manual	Automatic
Beginner	0%	100%
Intermediate	13.85%	86.15%
Professional	55.55%	44.45%

Table 5. Questionnaire results for selecting between manual and automated IKM-based security usability method

	Manual	Automatic
Beginner	7.70%	92.30%
Intermediate	18.46%	81.54%
Professional	77.78%	22.22%

Table 6. Questionnaire results for computer security experience (years)

	Group	IKM-based method	Automatic
Beginner	4.46	4.29	7
Intermediate	5.23	4.49	8.24
Professional	8.1	4.5	9.14

Table 7. Questionnaire results for experience in using user/pass and token (years)

	User/Pass	Token
Beginner	6.40	3.95
Intermediate	5.71	3.75
Professional	8.1	-

Table 8. Questionnaire results for average experience of users for choosing between IKM-based and manual security configuration

	User/Pass	Token
Beginner	-	4.46
Intermediate	8.2	4.75
Professional	9.2	6.75

Table 9. Questionnaire results for choosing between authentication method preference according to age classification

Users' age classifications	User/Pass	Token
Beginners-group A	20%	80%
Beginners-group B	16.6%	83.34%
Beginners-group C	20%	80%
Intermediate-group A	73.69%	26.31%
Intermediate-group B	87.1%	12.9%
Intermediate-group C	53.3%	46.7%
Professional-group A	100%	0%
Professional-group B	100%	0%
Professional-group C	100%	0%

Table 10. Questionnaire results for security configuration preference according to age classification

Age classes	Manual	Automated (IKM-based)
Beginners-group A	0%	100%
Beginners-group B	0%	100%
Beginners-group C	0%	100%
Intermediate-group A	15.79%	84.21%
Intermediate-group B	12.9%	87.1%
Intermediate-group C	13.3%	86.7%
Professional-group A	33.3%	66.7%
Professional-group B	75%	25%
Professional-group C	50%	50%

Table 11. Questionnaire results for security usability preference according to age classification

Users'age classifications	Manual	Automated (IKM-based)
Beginners-group A	0%	100%
Beginners-group B	0%	100%
Beginners-group C	13.3%	86.7%
Intermediate-group A	15.79%	84.21%
Intermediate-group B	22.58%	77.42%
Intermediate-group C	13.3%	86.7%
Professional-group A	66.7%	33.3%
Professional-group B	100%	0%
Professional-group C	50%	50%

V. Discussion

The results show that experience of the attendees is the main factor for their evaluation of the proposed technique. On average, attendees with less experience were more interested to the designed method. Considerable number of beginner users were willing to use IKM-based token rather than memorizing combination of username and password, while majority of the intermediate and all professionals preferred to use username/password. The main cause the beginners expressed is lack of self-confidence - due to lack of enough experience - and also trusting a tangible token.

Every single one of the beginners chose the automated security configuration instead of manual way. Majority of the intermediate users preferred to work with embedded automated security configuration and almost close to half of the professionals supported IKM-based automated security preservation method. The main reason of choosing automated system explained as lack of

enough security knowledge and oddity of security protocols.

For authentication, combination of username/password was chosen by majority of the users instead of having a token in hand. For security preservation, majority of the users preferred to use automatic security configuration rather than manual way. Once they asked to choose either of the ways, considerable number of the users trusted IKM-based method for both authentication and security preservation, and only some of the professionals were in favour of manual way.

Once the attendees were classified according their chosen method, the statistics revealed that in general less experienced people were more tend to use automated model and experienced ones preferred traditional way.

Analysis of the results show that the proposed technique enhances security and usability, if the targeted users are not experienced and do not have adequate computer knowledge. For this group of the users, employing IKM-based security usability enhancement method increases satisfaction of both system owners and users.

VI. Conclusion

Security usability tries to simplify security configurations and enhance usability especially for untrained users. In this article a new method which uses IKM cryptographic key management model is used to eliminate processes of authentication and encryption configurations for its users. Technical details of the key derivation functions are explained, and then the proposed method is evaluated in terms of security and usability. Security of designed method is examined by mathematical computations and usability is measured based on the user answers in the questionnaires. Security evaluation shows that secrecy of the encrypted data is guaranteed far beyond 2050, and usability evaluation reveals that less experienced users are more interested in the designed method. Employing the proposed technique is extremely offered to online learning systems when their users do not have enough computer security knowledge.

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Size Reduction of Planer Dipole Antenna withUsing New Hybrid Koch Fractal

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***Abstract*— this paper presented a new hybrid Koch dipole fractal antenna that contributes to a 20% antenna size reduction. There is analyze the third iterative application of a new hybrid dipole fractal that leads to to10% extra shrinkage. The simulation result shows that the proposed antenna is useful for GSM900 application.**

Keywords—fractal; reduction antenna size; microstrip antenna; GSM900

I. INTRODUCTION

Designers are usually looking for a new idea for reducing antenna size. Fractal geometry is a suitable method for increase bandwidth or reduction size. Fractal has attractive construction. If the fractal shape zooms in or zooms out, their construction will be without any change. Step by step iteration creates upper fractal construction. The basic structure is created by a combination of two famous fractals called Koch and Minkowski[1]. The length of the new hybrid Koch dipole fractal antenna is 11 cm. In this paper can be seen the 3 iterations of a new hybrid Koch dipole fractal antenna is created 10% extra shrinkage [2, 3, and 10]. Figures 1 review the geometry of the antenna of the standard Koch curve and their lengths that are designed in different papers. According to the simulation was done with the standard Koch curve planar dipole antenna, the total length is 20 cm in order length[11]. Also, this new structure has a suitable size in comparison to the standard Koch curve. Because the length of the Minkowski generator is shorter than Koch generator .with regard to this discussion novel configuration, it has half-size lengths [11].In this paper, we concentrate on the Size Reduction of Planar Dipole Antenna Using New Hybrid Koch Fractal.

II. ANTENNA DESIGN

Figures 1, 2 project the geometric structure of the standard Koch curve for each order. In this paper according to the structure of the standard Koch and our new idea is used substrate Rogers 4003 with a dielectric constant of 3.38 and thickness 0.508 mm. The length of the simple planer dipole antenna is 140mm. The top of the substrate is grounded by the dipole slot and is fed by the prob. The antenna has been evaluated using Ansoft HFSS software. The resonance frequency of antenna is simulated for 900GSM. According to the novel hybrid fractal antenna designed, antenna length declines to110mm.With Appling 3 iteration to novel hybrid fractal antenna, antenna size reached by 100mm. The idea of antenna construction and geometries and simulated antenna are shown in Figures 1, 2, and3 [2, 3, and 9].

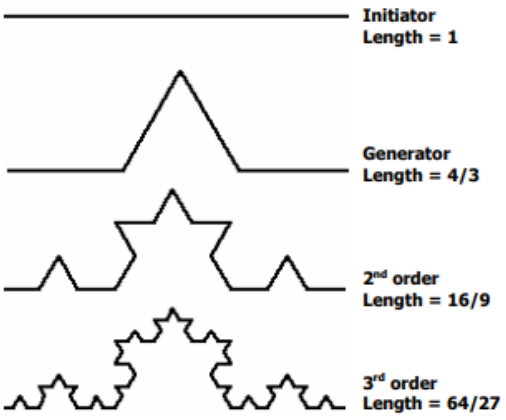


Figure 1. The geometric structure of the standard Koch curve for each order

The total length of the standard Koch curve is given by[11]:

$$L_{koch} = L_o\left(\frac{4}{3}\right)^n \qquad (1)$$

Where:

L_{koch}= total Length of koch curve

L_o = length of initiator

n = iteration

According equation (1) in we can derive the length of the Koch curve dimension which is shown in equation (2).

$$L_k = \frac{L_o}{\left(\frac{4}{3}\right)^n} \qquad (2)$$

Where:

L_k = total Length of Koch curve dimension

L_o = length of initiator

n = iteration

Miniaturization means that the structure can have the same frequency response as a straight wire with a longer length. This property can be used to reduce the size use of a simple wire monopole or dipole antenna.

The line width of the radials is 2 mm. Each dipole side has a length of 10 cm therefore the total length is 20 cm as can be seen in Figure 2.

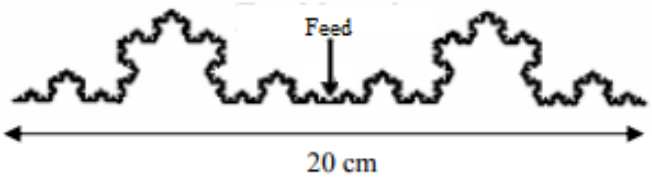


Figure 2 . Center fed Koch curve planar dipole antenna.

With set the new idea, our design is created. Figure 3 represents a new hybrid fractal and figure 4 shows the geometry for each order.

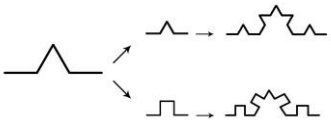


Figure 3 . principle of manufacturing of a new Koch fractal.

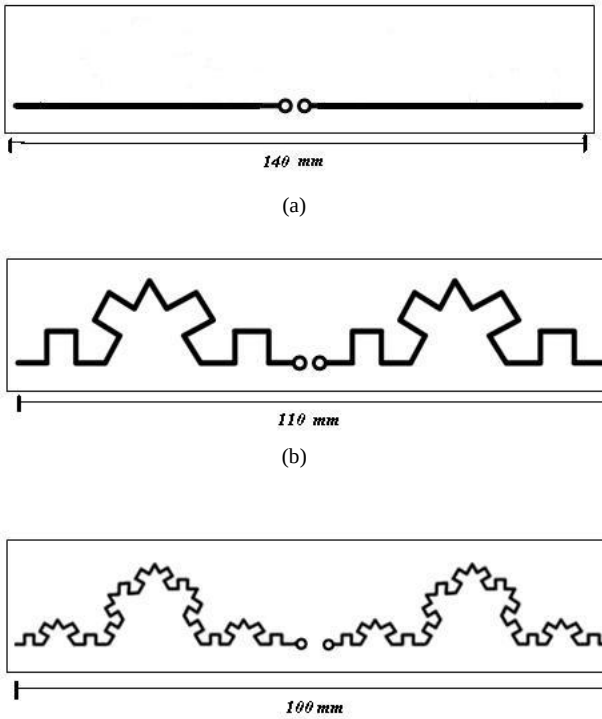


Figure 4 . Iteration of new hybrid kock fractal antenna applied on dipole antenna.

III. SIMULATED RESULT

Simulated results of antenna consist of Return Loss, current distribution, Radiation patterns and VSWR presented with a different graph.

A. Return Loss

The below chart illustrates S11 and compares the amount of B.W and level for planer dipole, first iteration and second and third iteration of a simulated antenna. As can be seen that simulated results are matched with each other. Table I shows a simulated result [5].

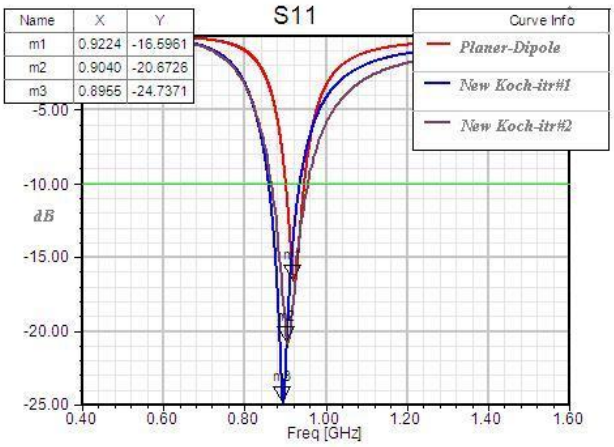


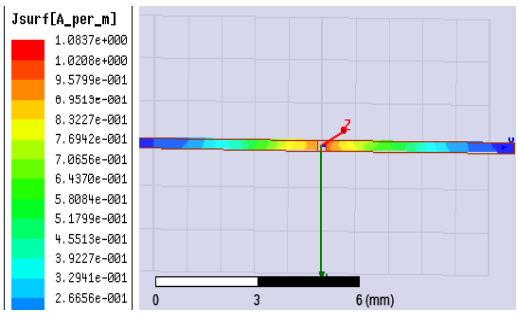
Figure 5 . Retern Loss of proposed fractl antenna.

TABLE .I. SIMULATED RESULT OF PROPOSED ANTENNA

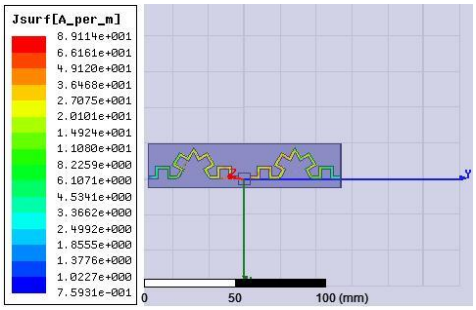
Antenna Type	**Substrate: Rogers 4003,h=0.508mm**		
	Length(cm)	***Return Loss***	***B.W***
Planer Dipole	14	-21	854-945 (90MHz - 10%)
Dipole New Hybrid Koch 2nd Iter.	11	-25	850-947 (97MHz - 9.2%)
Dipole New Hybrid Koch 3rd Iter.	10	-16.5	900-950 (50MHz - 5.6%)
Dipole standard Koch 3rd Iter	20	-22	520-600 (80MHz - 9%)[11]

B. current distribution

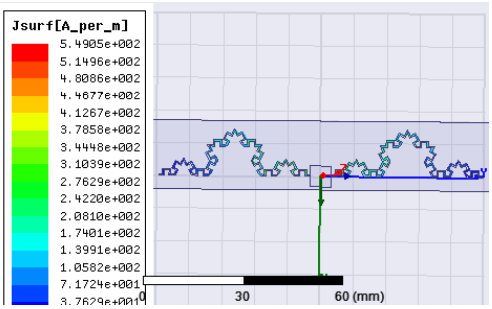
Simulations of the current distribution on the fractal antenna with iteration#1 and iteration#2 only using the commercial software package HFSS is provided in figure 6. The resonances of the fractal antenna are clearly observed from the current distributions. The surface current distribution on the fractal antenna is operating at a frequency of 900 MHz. It can be seen that the surface current is concentrated mainly on the notched that are responsible for band rejection at that frequency..



(a)



(b)



(c)

Figure 6 . Geometries of simulated antenna and current distribution on the fractal antenna.

C. Radiation Pattern

Figure 7 presents the simulated far-field radiation patterns for the first and second iteration. Radiation patterns are bidirectional in the E-plane and nearly Omni-directional in the H-plane for both, second and third iteration [4].

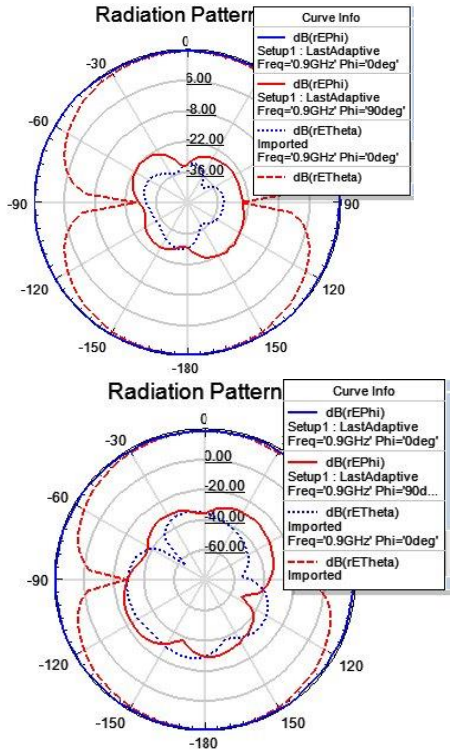
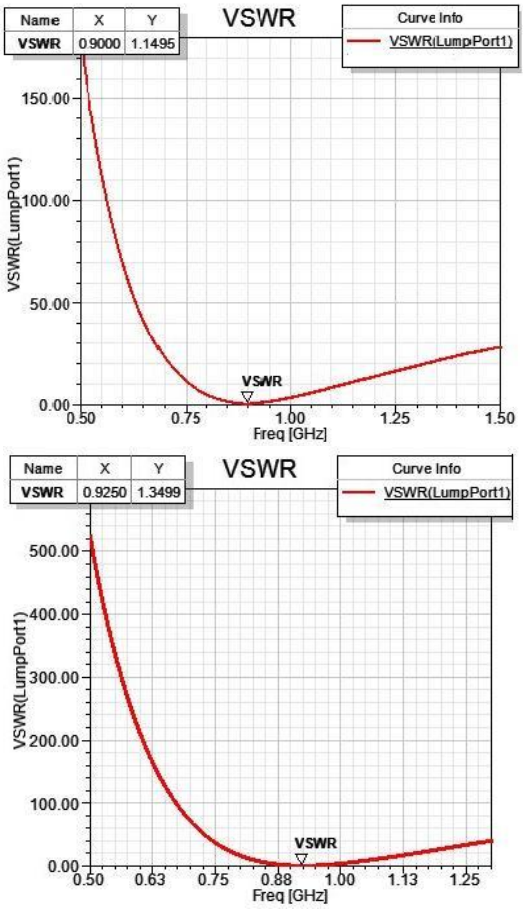


Figure7 . Radiatio patern of proposed antennaa for first and second iteration.

a. VSWR

According to simulation (figure 8), first iteration and second iteration have VSWR≤2, which means, these antennas easily matched with 50Ω coaxial cable [2, 3, 4, 6 and 9].



(a) (b)

Figure 8 . VSWR of a New Koch Fractal, (a)iteration#2,(b)iteration#3

IV. CONCLUSION

In this paper, the planer dipole antenna is based on the novel Koch fractal antenna. The novel structure of Koch and microstrip dipole antennas for 900 MHz band is provided in order to reduce its size. The new fractal structure is composed of two famous fractal structures called Minkowski and Koch. The suggested antenna has sufficient bandwidth as well as proper value of return loss in GSM900. Size reduction of the new fractal antenna by 20% in collation with dipole antenna and 10%extra reduction size in collation with 1st iteration new fractal will be achieved.

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Review of six popular method: Face Recognition

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***Abstract*—Simulation of human ability has always been attractive topic for researchers but had often been limited to hardware part. With the advancement of technology and emerge of deep learning and machine learning, hope to simulate human perception increased. Face recognition is one of the most important capability of human perception that use in routine. Many researches have been done that led to proposing different approach and various methods. This paper is a survey of face recognition methods that proposed in past decades and also categorize them in meaningful approaches**

Keywords— Face recognition, literature review

I. Introduction

Face recognition is one of the most important capability of human perception that use in routine. Literally it refers to the ability of identifying or verifying of subjects. Thanks to advancement of technology, nowadays machines also have this capability. Face recognition is classified under biometric applications [1]. The application maps individual facial features mathematically and compares with stored records of known images. Even though the first attempts in automating face recognition date back to the 1960s, many face recognition analysis and techniques have improved in recent decades. Rapid development in recent years is due to a combination of factors: active development of algorithms, availability of large databases of facial images, and methods for evaluating the performance of face recognition algorithms [1]. As the accuracy of face recognition systems has improved, there is more preferred over other traditional biometric systems such as iris and fingerprint [2].

Face recognition provides a wide variety of applications, ranging from making mug shot albums to video surveillance for law enforcement, static matching on credit cards, ATM cards and access control through face IDs for commercial applications. Camera surveillance and social networks can be highlighted as the main uncontrolled facial image applications [3].

For many years face recognition was the subject of researches that led to proposing different approach and various methods. This paper is a survey of face recognition methods that proposed in past decades and also categorize them in meaningful approaches.

II. Face Recognition Approaches

As mentioned on the introduction; face recognition has been the subject of research for many years, resulting in a variety of algorithms for this purpose. Although all algorithms developed with aims to verify and identify image face, they work with different approach.

Various categorizations are provided for a better understanding of methods. In Paper [4]; divided into three main groups: holistic matching methods that the algorithm is trying to use whole input images and try to find pattern. In general, these approach relay on statistical analysis.

Feature-based methods that try to utilize facial feature such as nose, eye, cheekbone, chin, lips, forehead, ear to distinguish between different faces and as 3rd hybrid approach is a combination of different methods. Paper [5] also classified into three main groups but instead of hybrid methods, introduced soft computing as the third approach that its functionality simulates human mind [6]. Paper [1], used two main groups as global approaches and component-based approach. Paper [3], used ‘traditional’ to categories methods based on statistic models and ‘new’ methods that are generally based on deep learning and NN techniques.

It seems that there is no consensus for a unique classification but with a glimpse into the evolution of methods, it can be understood that all categories refer to three generic groups.

1st: methods based on features of faces.

2nd: methods based on the whole image.

3rd: is the method based on deep learning and soft computing. Alongside these groups, there is also a combination of these approaches known as hybrid approach [7].

Note that scope of this paper's review is limited to 2D face recognition methods.

III. Face Recognition Methods

A. Principal Component Analysis (PCA)

Principal Component Analysis (PCA) is a method based on Karhunen-Loeve expansion in pattern recognition that was invented by Sirovich and Kirby. In the paper [8], they applied PCA to characterize the geometry of faces. Their work demonstrates that any face can be reconstructed by a representative of a coordinate system called "Eigen picture".

Turk and Pentland (1991) proposed the Eigenface method for face detection and face recognition. The idea was motivated by the technique developed by Sirovich and Kirby [9]. Put simply, their method extracts relevant information in a face image, encodes it as efficiently as possible and compares it with the database of a model encoded similarly.

Mathematically, this method tries to find the principal component (PCA) of distributed faces and reduce the data space for the recognition phase [10]. The input faces will convert into feature vectors and then information is obtained from the covariance matrix. These eigenvectors are used to find the variation between multiple faces. Paper [1][11] reports that, "*The M Eigenfaces represent M dimensional face space showed 96%, 85% and 64% correct categorization under varying lighting condition respectively, orientation and size by exploiting 2500 images of 16 each*".

Although many experiments report good results on liner projection such as PCA but in wild situations the performance of the system is far from the ideal. Paper [12] states that failure is due to large illumination conditions, and facial expressions. The paper argues that the main reason is that face pattern lines on a complex nonlinear and non-convex in the high dimension. In order to deal with such cases, Kernel PCA is proposed.

B. Liner Discrimination Analysis (LDA)

Although PCA has proved good performance, poor discrimination within class is a well-known problem in PCA method. Paper [13] proposed Linear Discrimination Analysis (LDA) method to improve face recognition performance under uncontrolled conditions, illumination and facial expression. LDA is based on fisher linear discrimination analysis; it is fundamentally the same as PCA, but the goal is to perform dimensional reduction while retaining class discrimination [14].

LDA was developed with the primary aim of increasing granularity within a class and between classes with hope to improve the recognition rate. However, paper [15] reports that in the same conditions PCA recognition is higher than the LDA method.

As the LDA approach aims at maximizing discrimination within classes, being resistant to illumination change can be an advantage of this method, but finding an optimum way to simultaneously separate multiple face classes is almost impossible. Also, singularity is a disadvantage for LDA. It fails when all scatter metric is singular [16].

C. Independent Component Analysis (ICA)

ICA is a generalized form of PCA, but the aim is to find in-depend underlying factors or components from multivariate (multidimensional) statistical data, rather than uncorrelated, image decomposition and representation.

Theoretically, PCA is trying to find a better set of basis images that have best representation of the face image. In this way the first vector of the PCA basis is the one that can give best explanation of the variability of image (the principal direction) and the second vector is the 2nd best explanation but must be orthogonal to the first one, etc. Nonetheless for a task like face recognition, much information is in high order relation amount the image pixels, hence ICA proposed [17]. ICA is trying to extract independent components of images by maximizing independence. In other word, unlike to PCA that has orthogonal relation between new component, In ICA each basis vector which find is independent from another component.

As ICA is capturing the wide spectrum of images by second-order statistics, it is expected to outperform PCA and paper [17] demonstrate with experiment test on FERET face dataset. Nonetheless paper [18] refutes the claim with a new test on the same data set and justifies that FERET data set was not fully available when the difference appears in result of the test. Moghaddam in [19] claim that there is no statistical difference in the performance of the two methods.

D. Elastic Bunch Graph Matching (EBGM)

Elastic Bunching Graph Model is a feature-based approach. In the context of EBGM, the image represents a graph consisting of nodes and edges. Basically, nodes represent feature points and the edge represent interconnections between nodes to form a graph like data structure [5]. Edges are labeled as distance, and node labels with wavelets that are locally bound into a jet [20]. In this method, facial features are called fiducial points and images are represented by spectral information of regions around these fiducial points. The information is gained by convolving these portions of the image with a set of Gabor wavelet in a variety of sizes and orientation that are call Gabor JETs. By combining these represent graphs into a stack-like structure, we will have a face bunch graph. Face bunch graphs act as representatives of the face in general.

Although EBGM shown good result in with small number of images, by increase the size of gallery, the recognition performance degrades severely. To compensate this degradation, paper [21] recommend to involve PCA method in the process and formed a hybrid method instead.

E. Hidden Markove Model (HMM)

Hidden Markov Models (HMM) is a statistical model used to characterize the statistical properties of a signal [22]. This technique was subsequently applied in practical pattern recognition applications [23]. Although the HMM model was

proposed in 1960 and provided a significant contribution to speech recognition [24], the first effort at face recognition was made by Samaria and Young (1994). It was extended by Nefian and Hayes (1999) and Eickeler et al (1999)[23]. Samaria argues that recognition happened by discrimination of face elements (nose, mouth, eyes, etc.). Based on this logic they converted 2D image to 1D image by observing the sliding window. Each observation is a column-vector containing the intensity level of the pixels inside the window. The sequence is formed by scanning the image in the same order [25]. Overall, the model has two processes. First of all is Markov Chain with a finite number of states. The second process sets the probability density function associated with it [26].

F. Convolutional neural network (CNN)

Nowadays deep learning is very popular topic in computer vision. Deep learning is broader family of machine learning methods based on artificial neural networks. Several architectures proposed that CNN is most usable one in field of computer vision and image processing.

CNN began based on neurobiological experiments conducted by Hubel and Wiesel [27]. In 1989 LeCuN et al. proposed an improved version of ConvNet, known as LeNet-5, and started the use of CNN in classifying characters in a document recognition related application [28]. Due to high computational cost and memory requirements, until early 2000 it was considered a less effective feature extractor, and most preferred to use statistical methods [27]. In 2003, (Simard et al). improved CNN architecture and showed good results compared to Super vector machine (SVM) on a hand digit benchmark dataset; MNIST [29]. SVM is a supervised learning model that mostly use for classification. Since 2015, CNN became a point of interest for researchers and most improvement occurred between 2015-2019 [27].

AlexNet was the first successful architect of this type of neuron network that competed in the ImageNet Large Scale Visual Recognition Challenge on September 30, 2012. The network achieved 15.3% error rate 10.8% is more than second place [30]. Several architectures have been proposed based on CNN, such as VGG, inception block by google, skip connection concept that was proposed in ResNet architecture.

IV. Conclusion

This paper reviewed different approach of face recognition, and introduced (feature-based, holistic approach and soft computing) as three popular approach. Furthermore, discussed about six most popular face recognition methods including Principal Component Analysis (PCA), Liner Discrimination Analysis (LDA), Independent Component Analysis (ICA) methods as holistic approach, Elastic Bunch Graph Matching (EBGM) and Hidden Markov Model (HMM) as feature-based approach and finally Convolutional neural network (CNN) as soft computing approach or deep learning.

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