

Absolute Image

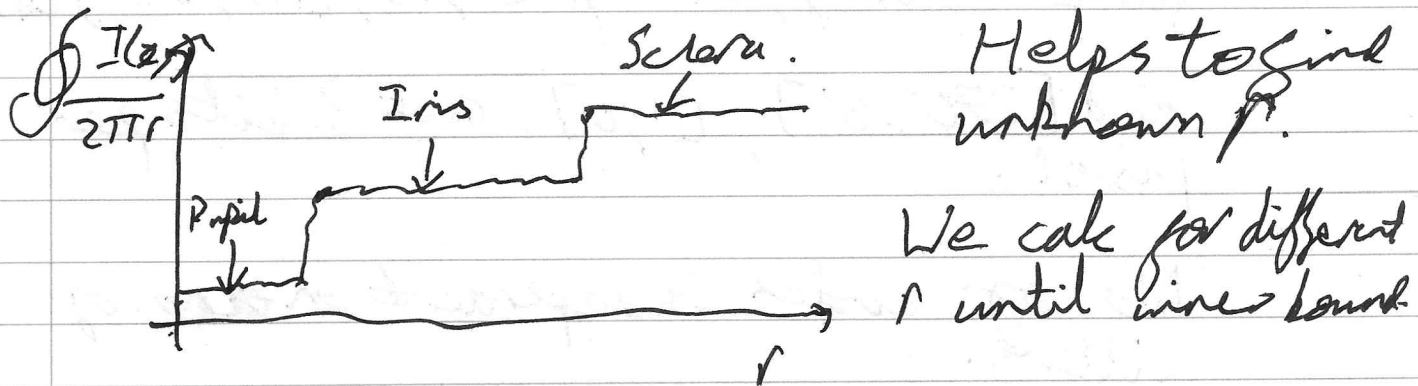
$$\max_{(r, x_0, y_0)} \left\{ G_0(r) * \frac{\partial}{\partial r} \int_{r, x_0, y_0} \frac{I(x, y)}{2\pi r} ds \right\}$$

x_0, y_0 moved until find best r_{max} & r_{min} to r .

Gaussian Filter

Eqⁿ adds pixel gray scales on circle then divides by perimeter = $\pi d = c$.

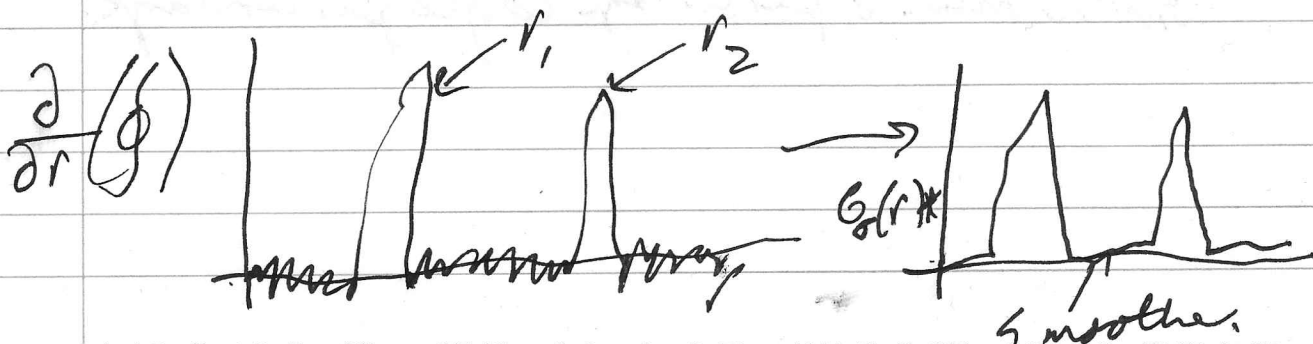
This gets average of pixels along the path.



Given r_1, r_2 , have segmented iris

Derivative of $f(r)$ has peaks at sharp changes

Finally, filter output \bar{c} Gaussian to remove the noise. Also smoothing the peaks



$I * G$

$= J$

For $I(x, y)$ giving a greyscale pixel,

J comprises Re & Im parts,

From Re + Im, can get phase as:

$$\theta = \text{Arct}$$

If phase between $[0^\circ, 90^\circ)$, assign code $[1, 1]$

for $[90^\circ, 180^\circ)$, assign $[0, 1]$, $[180^\circ, 270^\circ)$ $[0, 0]$

and $[270^\circ, 0^\circ)$, $[1, 0]$. Get 2 bits per pixel.

No. of codes is independent on no. of filters.

$$HD = \frac{\|(\text{code A} \oplus \text{code B}) \cap \text{mask A} \cap \text{mask B}\|}{\|\text{mask A} \cap \text{mask B}\|}$$

$$\text{Eg., } s_1 = ABCD$$

$$s_2 = ABED$$

HD = 1 as diff only 1. For $s_1 = s_2$, HD = 0.

Convert num to percentage to get percentage.