

CONTENTS

COVER PAGE	ii
APPROVAL PAGE	ii
PLAGIARISM STATEMENT	iii
MOTIVATION	iv
PREFACE	v
CONTENTS	vi
LIST OF TABLES	xi
LIST OF FIGURES	xii
LIST OF LISTINGS	xiv
ABSTRACT	xvii
I INTRODUCTION	1
1.1 Research Background	1
1.2 Research Problem	4
1.3 Research Scope	4
1.4 Research Objective	5
1.5 Research Benefit	5
II LITERATURE REVIEW	6
III BASIC THEORY	14
3.1 Bluetooth Low Energy	14
3.1.1 Operating Range	14
3.1.2 Protocol Stack	15
3.1.3 Advertising and Scanning	18
3.1.4 Generic Access Profile (GAP)	19
3.1.5 Generic Attribute Profile (GATT)	19

3.1.6	Bluetooth Low Energy Eddystone Beacon	20
3.2	Android	20
3.2.1	Android Software Stack	21
3.2.2	Android Application Components	22
3.2.3	Shared Preferences	24
3.2.4	Activity Lifecycle	25
3.2.5	Android Bluetooth Manager	25
3.2.6	Android Camera Manager	25
3.2.7	Android Permissions	26
3.2.8	Android Keystore System	26
3.3	Time-based One Time Password	26
3.4	Blum Blum Shub Sequence Generator	28
3.5	Face Detection	29
3.6	Face Embedding	29
3.7	Convolutional Neural Network	30
3.7.1	Convolution Layer	30
3.7.2	Pooling Layer	31
3.7.3	Fully Connected Layer	31
3.8	Hard Negative Mining	32
3.9	Support Vector Machine	32
3.9.1	Optimal Hyperplane for Linearly Separable Classes	32
3.10	Gaussian Blur	34
3.11	Gaussian Noise	35
3.12	Stochastic Gradient Descent	35
3.13	Inception-ResNet	36
3.14	Intersection over Union	40
3.15	Non-maximum Suppression	40
IV	SYSTEM ANALYSIS AND DESIGN	41
4.1	System Description	41
4.2	System Development Environment	41
4.3	System Requirements Analysis	43
4.3.1	Functional Requirements	43
4.3.2	Non-functional Requirements	44
4.4	System Architecture	45

4.5	System Process Design	46
4.5.1	Use Case Diagram	46
4.5.2	Activity Diagram	47
4.5.3	Class Diagram	47
4.6	System Database Design	48
4.6.1	Database Model	49
4.6.2	Data Flow Diagram	49
4.7	System Interface Design	50
4.7.1	Login Activity	50
4.7.2	Home Activity	50
4.7.3	Attendance History Activity	52
4.8	Dataset	53
4.9	Research Phases	54
4.9.1	Literature Study	55
4.9.2	Data Acquisition	56
4.9.3	Key Generation	57
4.9.4	TOTP Generation	57
4.9.5	TOTP Advertising	57
4.9.6	TOTP Scanning	58
4.9.7	TOTP Authentication	58
4.9.8	Data Preprocessing	58
4.9.9	Face Detection	59
4.9.10	Pre-trained FaceNet Model	62
4.9.11	Vector Normalization	62
4.9.12	Classification	63
4.9.13	Model Training	63
4.9.14	Model serving	63
4.9.15	System Evaluation (Testing Scenario)	64
V	IMPLEMENTATION	66
5.1	Client-Server Architecture Implementation	66
5.1.1	Client	66
5.1.2	Server	77
5.2	System Database Design Implementation	83
5.3	System Interface Design Implementation	83

5.3.1	LoginActivity Implementation	83
5.3.2	MainActivity Implementation	84
5.4	BLE TOTP Module Implementation	86
5.4.1	Key Generation Implementation	86
5.4.2	TOTP Generation Implementation	89
5.4.3	TOTP Advertising Implementation	89
5.4.4	TOTP Scanning Implementation	95
5.4.5	TOTP Authentication Implementation	96
5.5	Face Recognition Module Implementation	97
5.5.1	Data Pre-processing Implementation	98
5.5.2	Face Detection Implementation	101
5.5.3	Image Pyramid Implementation	111
5.5.4	Sliding Windows Implementation	112
5.5.5	Non-maximum Suppression Implementation	112
5.5.6	Bounding Box Calibration Implementation	113
5.5.7	Hard Negative Mining Implementation	114
5.5.8	Face Embedding Generation Implementation	116
5.5.9	Vector Normalization Implementation	118
5.5.10	Classification Implementation	118
5.5.11	Serving The Models	120
5.5.12	Face Detection Pipeline Implementation	121
5.5.13	Face Recognition Pipeline Implementation	122
VI SYSTEM EVALUATION AND DISCUSSION		125
6.1	Testing of Application	125
6.2	Testing of Verification Rate	130
6.2.1	BLE-TOTP	130
6.2.2	Face Recognition	132
VII CONCLUSIONS		145
7.1	Conclusions	145
7.2	Recommendations	145
REFERENCES		147
A CLASS DIAGRAM		154



B FULL IMPLEMENTATION