

VU[™] Face Recogn **Datasheet**





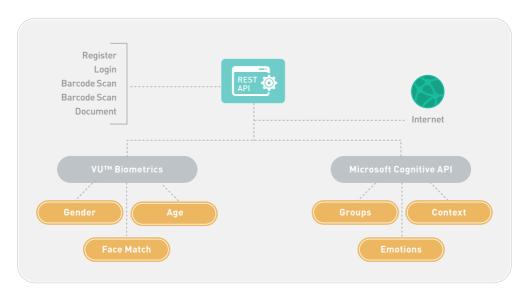


What is it?

It is a biometric platform of massive implementation for facial authentication. It analyzes landmarks, key points in the face of the person and the distance between them, to recognize the individual. It authenticates the identity of the user by recognizing movements and actions such as a wink or a smile, to avoid identity theft. It is multiplatform and can be integrated with Microsoft and Cisco systems. It can be implemented in the background, without bothering the user.

VU™ Face Recogn evaluates in real time the video captured by the device camera using Intel® Real Sense™ technology, which allows to make a proper reading even if the user moves, to see, understand, interact and learn from their environment.

Logic operating diagram







Technical Information

VU™ Face Recogn SDK

VU provides the possibility of adding the VU™ Face Recogn SDK to existent applications. It is a platform that makes available all the methods clients need to integrate the VU[™] Face Recogn:

- Registration
- Authentication

For this reason, VU[™] delivers a set of functions instead of a group of pre-defined screens, in order for the client to generate the wanted user experience. Besides, it maintains the necessary conditions to keep the product's security and integrity.

To improve the deployment experience for the developer that will integrate the SDK, VU™ delivers use examples of all the functions, so as to make it easier to transfer to the real deployment scenario.

The SDK is developed in Java for Android, Objective-C for iOS (compatible with Swift) and JavaScript, which allows to integrate it on Web as well as mobile hybrid developments, such as Cordova/Phonegap.

For Android, VU™ delivers a project developed on Android Studio, which includes the SDK on the libs directory as Android Archive (aar) already integrated to the project. From there, it can be copied and integrated to the client's project. Likewise, VU[™] can deliver, if required, a Java Archive (jar) for the cases on which the client uses another Android development environment. For iOS, VU™ delivers an Objective-C project developed on Xcode, which includes the SDK library in a. format, ready to support all the available iOS architectures.

For Web or hybrid development, VU™ delivers a Web HTML site that uses the SDK developed on JavaScript alongside the required JavaScript dependencies.





API Integration

The integration infrastructure is designed to integrate with any other platform, whatever the language, through Web services (POST/ GET) published on VU™ App & Cloud Server.

The application is composed by different methods, identified with funcionts destined to administrative and use management for final users; the communication between the presentation layers and the VU[™] App & Cloud Server server is made through SSL connection. The connections allowed to VU™ App & Cloud Server match the communication definition between the presentation layers and the VU™ App & Cloud Server server, particularly the TCP 80 port or the TCP 443 port, depending on the integration.

The available methods allow to:

- Authenticate.
- Register.
- Block and unlock users.
- Delete users.

Supported Operative Systems:

- Linux
- Solaris
- Windows Server 2003/R2, Windows
- Server 2008/R2 (32bit and 64bit)
- Windows Server 2012

Databases:

- PostgreSQL
- MySQL
- MS SQL
- Oracle
- Informix









Software requirements and compatibility

Operative System

Debian 7 or higher Ubuntu 14.04 or higher Red Hat RHEL 6 or higher Suse 10 or higher Solaris 10 x86

Windows 2008 R2 or higher

Database

MySQL 5.6 or higher PostgreSQL 9 or higher Oracle 10 or higher MS SQL 2008 or higher MS SQL 5.6 or higher MariaDB 5.5 or higher

Virtualization

VMWare Citrix Microsoft Hyper-V RHEV Virtual Box Docker

High Availability

HA Proxy KEEPALIVE REPMGR

Browsers

Internet Explorer 10 or higher Google Chrome Apple Safari

Technologies

Java 1.8 or higher

Security

EAP-PEAP-MSCHAP v2

RSA / SHA1 / 3DES / AES 256

Web Server

Apache 2 Nginx WebSphere

Integrations

WS-I Basic Profile 2.0 WSDL 1.1 / WS-Security WSI XML Schema 1.0 TSL 2.0

Access Management

Radius Cisco ACS 4.2 or higher FreeRadius Active Directory

Register and Report Management

Crystal Reports Syslog Nagios

Mobile Compatibility

Android Windows Phone HTML 5 SMS

Push Notification





Hardware Sizing*

	Primary Instance		Seconday Instance				
Number of users	Processor	Memory	Processor	Memory	Transactions per second	Biometric storage	LOG storage
1 to 10,000	8 processing threads	6 GB RAM	8 processing threads	6 GB RAM	16	120 GB - HD	178 GB - HD
10,000 a 50,000	16 processing threads	8 GB RAM	16 processing threads	8 GB RAM	32	240 GB - HD	980 GB - HD
50.000 a 100.000	32 processing threads	16 GB RAM	32 processing threads	16 GB RAM	64	480 GB - HD	4,4 TB - HD
100.000 a 250.000	64 processing threads	32 GB RAM	64 processing threads	32 GB RAM	128	960 GB - HD	6,3 TB - HD
250.000 a 1.000.000	128 processing threads	64 GB RAM	128 processing threads	64 GB RAM	256	2 TB - HD	24 TB - HD

^{*} The current sizing estimation assumes a high-availability setup.



