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(Eds.)



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Preface

It is our pleasure to present you the proceedings of International Workshop on Cyber Hygiene (CybHyg-2019), Kyiv, Ukraine, November 30, 2019.

CyberHygiene-2019 is intended to attract researchers with a strong background in the field of on security and privacy of critical applications, ICT infrastructures and systems, management of cyber incidents, warfare and conflicts, and social engineering and identity theft protection techniques.

The main workshop sections:

- Security and Privacy of Critical Applications
- ICT Infrastructures and Systems
- Management of Cyber Incidents, Warfare and Conflicts
- Social Engineering and Identity Theft Protection Techniques

The CybHyg-2019 joined scientists from Ukraine, Poland, China, Georgia, Germany, Armenia, Kazakhstan, Belarus, North Macedonia, Hashemite Kingdom of Jordan, Pakistan, Kingdom of Saudi Arabia, Yemen, Nigeria, India, Portugal, Republic of Iraq, South Africa together with practical doctors.

The language of CybHyg-2019 workshop is English. The workshop took the form of oral presentations of peer-reviewed regular papers.

The workshop would not have been possible without the support of many people. First of all, we would like to thank the program and organization staff, the members of the Technical Program Committees and external reviewers for their excellent and tireless work. We sincerely wish that all attendees benefited scientifically from the workshop and wish them every success in their research. It is the humble wish of the workshop organizers that the professional dialogue among the researchers, scientists, engineers and doctors continues beyond the event and that the friendships and collaborations forged will linger and prosper for many years to come.

2019

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Table of Contents

- Cover and Preface
- Organization and Committees

Session 1.

- New Technique for Data Hiding in Cover Images Using Adaptively Generated Pseudorandom Sequences 1-14
Alexandr Kuznetsov, Oleksii Smirnov, Diana Kovalchuk, Tetiana Kuznetsova
- Towards Trust in Digital Services Advertisements - Buying Experts' Opinions on USDL-Trust 15-31
Wolfgang Bauer, Natalia Kryvinska, Jürgen Dorn
- Simulation of a Double Spending Attack on the Proof of Work Consensus Protocol 32-59
Nikolay Poluyanenko, Nadia Pisarenko, Vladyslav Safonenko, Tymur Makushenko, Olha Pushko, Yevhena Zaburmekha, Kateryna Kuznetsova
- Method of Optimal Planning of Cyberprotection Actions for a Corporate Information System 60-71
Aleksandr Litvinenko, Boris Maslovsky, Oleksiy Glazok, Anton Petrov
- Improved Gentry's Fully Homomorphic Encryption Scheme: Design, Implementation and Performance Evaluation 72-83
Svitlana Kazmirchuk, Anna Ilyenko, Sergii Ilyenko, Yakovenko Olesya, Marharyta Herasymenko, Maksim Iavich
- Development of the Support Information System of the University 84-95
Andriy Andrukhiv, Maria Sokil, Alina Petrushka, Yuriy Syerov
- Nonlinear Properties of Rijndael S-boxes Represented by the Many-Valued Logic Functions 96-106
Artem Sokolov, Djiofack Temgoua Vanissa Noel
- Biometric Images Attacks Detecting Using Convolutional Neural Networks 107-121
Kyrylo Chernov, Kateryna Kuznetsova, Inna Oleshko, Mykhaylo Bagmut, Alexandr Fedorchuk, Dmytro Kryzhanovskiy
- Pseudorandom Sequences for Spread Spectrum Image Steganography 122-131
Alexandr Kuznetsov, Oleksii Smirnov, Anna Arischenko, Iryna Chepurko, Alexander Onikiychuk, Tetiana Kuznetsova
- Cyber Object State Maximal Probability Timing Obtained Through Multi-Optional Technique 132-143
Andriy Goncharenko
- Efficiency Evaluation of the Design of Polygraphy Products in the Company Online Marketing 144-154
Solomia Fedushko, Anna Dmytriv, Svitlana Topylko, Nataliia Buchii
- Implementation of Social Engineering Attack at Institution of Higher Education 155-164
Zhengbing Hu, Volodymyr Buriachok, Volodymyr Sokolov
- Generalized Pseudorandom Generators of the Galois and Fibonacci Sequences 165-181
Anatoly Beletsky

- Economic Efficiency of Innovative Projects of CNN Modified Architecture Application 182-193
Viktor Khavalko, Andriana Mazur, Vladyslav Mykhailyshyn, Roman Zhelizniak, Iryna Kovtyk
- Development of a Method of Encoding a Significant Coordinate Brightness Component of a Video Image 194-203
Vladimir Barannik, Oleksandr Yudin, Anton Sorokun, Maksym Parkhomenko, Victoriya Himenko

Session 2.

- Analytical Links in the Tasks of Digital Content Compression 204-214
Olena Kolganova, Viktoriia Kravchenko, Lidiia Tereshchenko, Volodymyr Shutko, Mykola Shutko, Yevhen Vasiliu
- E-law and E-justice: Analysis of the Switzerland Experience 215-226
Solomiia Fedushko, Nataly Ortynska, Yuriy Syerov, Ruslan Kravets
- Investigation of Tensor Approach for Providing Multimedia Quality in Infocommunication Networks 227-239
Maryna Yevdokymenko
- Analyzing Digital Image Processing Capabilities while Growing Crops 240-250
Tamara Oleshko, Dmytro Kvashuk, Yuliia Boiko, Roman Odarchenko, Valerii Krainov
- Methods for Assessing the Maturity Levels of Software Ecosystems 251-261
Svitlana Popereshnyak, Sergiy Grinenko, Olena Grinenko, Oleksandr Kovalenko, Tamara Radivilova
- Informational Technology for the Improvement of Flight Zone Security 262-275
Olena Kozhokhina, Olga Shcherbyna, Oleksii Chuzha, Serhii Yehorov, Maksim Iavich, Nikolay Churkin
- Study on 1C Typical Configurations and the Problem of their Modification 276-287
Tetiana Fursenko, Nataliia Paziura, Elizabeth Isakova, Nelly Nychkalo, Oksana Duksenko, Olga Veselska
- Advanced selection of ideal building blocks for “smart” biocompatible surfaces: prediction and study of polymer properties and streaming video recognition method for observation of the cellular behavior and economic effect 288-303
Yurij Stetsyshyn, Uriy Kryvenchuk, Yuliia Chyrkova, Tetiana Helzhynska, Pylyp Skoropad, Liubomyr Pohreliuk, Yurij Panchenk
- Method for Encoding Video Frame Fragments Based on Non-Equilibrium Codes with Minimization of Service Data 304-314
Yuriy Ryabukha, Dmitry Barannik, Vitaly Tverdokhlib, Valeriy Barannik, Oleg Kulitsa, Emil Faure, Roman Odarchenko
- Comparative Analysis of Modern Formats of Lossy Audio Compression 315-327
Bohdan Zhurakovskyyi, Nataliia Tsopa, Yevhenii Batrak, Roman Odarchenko, Tetiana Smirnova
- Usage of Machine-based Translation Methods for Analyzing Open Data in Legal Cases 328-338
Nataliia Boyko, Lesia Mochurad, Uliana Parpan, Oleh Basystiuk
- Tomographic Application-Specific Integrated Circuits for Fast Radon Transformation 339-351
Oleksandr Ponomarenko, Anna Bulakovskaya, Andrii Skripnichenko, Jugoslav Achkoski, Pavel Usik, Alexandr Olenyuk

- Optimal Configuration and Typical Size of Images Re-ceived by Unmanned Aerial Vehicles during Monitoring
Hanna Polozhevets, Oleksandr Sytnik, Dariia Ovcharenko, Yurii Vitruck, Vladyslav Kovtun 352-362

Session 3.

- Operation System for Modern Unmanned Aerial Vehicles 363-374
Oleksandr Solomentsev, Maksym Zaliskyj, Pavlo Skladannyi
- Scientific Content: Language Expansion in Bibliometric Databases 375-389
Alina Petrushka , Maria Komova, Solomia Fedushko
- Method of Direct Diagnostic Problem Solution in UAV Operation System 390-401
Ivan Yashanov , Marlen Asanov, Nataliya Shakhovska
- Methods for Obtaining of Management Decisions during Evaluating the Controlled Parameters by Qualitative Categories 402-420
Jamil Al-Azzeh , Alexandr Litvinenko, Dmytro Kucherov, Ivan-Farkhod Kashkevych, Zhenis Bagisov
- Cybercrime as a Threat to the Banking System of Ukraine and Cryptology as a Means of its Prevention 421-431
Marian Bedrii, Maryana Syrko, Oksana Stolyar, Oleh Kuzmin, Yurii Kryvenchuk
- Data Mining Usage for Social Networks 432-443
Hanna Martyniuk , Serhii Lazarenko, Valeriy Kozlovskiy, Yuriy Balanyuk, Ivan Yakoviv, Pavlo Skladannyi
- Cost-Effective Use of Mathematical Methods for the Organization and Management of Data in the Cloud 444-457
Nataliya Boyko , Lesia Mochurad, Oksana Chervinska
- Cryptographic Semantic System for Provision of the Performance Mode of Perfect Strong 458-470
Yevgen Samojlik, Viktor Gnatyuk, Volodymyr Klimchuk, Oleksii Shylo, Oleksandr Tkachenko, Yuliia Burmak
- Building a Computer Model of an Acoustic Signal Recognition Device 471-491
Gennadii Sokolov, Yuriy Syerov
- Problems of legal regulation of support in the implementation of control operations in Ukraine and information technology to solve this problem 492-503
Volodymyr Reshota, Roman Dzhokh, Olena Reshota, Yurii Kryvenchuk
- The Research of Realization of Hidden Channel for Information Transmission with the Use of Steganographic Tools 504-514
Georgiy Konakhovich , Yaroslav Symonychenko, Anna Symonychenko, Yousef Ibrahim Daradkeh
- Data Protection Method of an Unmanned Aerial Vehicle based on Obfuscation Procedure 515-525
Serhii Semenov, Denys Voloshyn, Viacheslav Davydov

Session 4.

- Two-factor User Authentication Using Biometrics 526-535
Viacheslav Liskin, Egor Serdobolskiy, Iryna Sopilko, Tetiana Okhrimenko

- [Improvement of Implementation of Merkle Crypto System](#) 536-545
Maksim Iavich, Arturo Arakeliani, Giorgi Iashvili, Dali Magrakvelidze, Tetiana Okhrimenko
- [Artificial Intelligence Technologies Using in Social Engineering Attacks](#) 546-555
Natalia Ryabchuk, Nina Grishko, Vladislav Grishko, Andriy Rudenko, Valentyn Petryk, Ideyat Bapiyev, Solomiia Fedushko
- [Information Technology for Formation and Implementation of the Personal Trajectory of a Future Specialist's Success in the Information and Educational Environment](#) 556-570
Elvira Luzik, Anzhelika Kokarieva, Olena Hurska, Olga Veselska, Tetiana Konivitska
- [Organizational and Legal Aspects of Managing the Process of Recognition of Objects in the Image](#) 571-592
Nataliya Boyko, Lesia Mochurad, Iryna Andrusiak, Yurii Drevnytskyi
- [Information Model of Ecological Systems on the Basis of Reliability and Radiocapacity with Application of GIS Technologies](#) 593-603
Iryna Matvieieva, Valentyna Groza, Lesia Pavliukh, Yurii Rudyak, Yousef Ibrahim Daradkeh
- [Research by statistical methods of models of the function of transformation of optical circuits of the means of measuring the temperature based on the effect of Raman](#) 604-627
Y. Kryvenchuk, I. Shvorob, Y. Novytskyi, Y. Zasoba, Y. Matviychuk, V. Mykhailyshyn, N. Hrabovs'ka, N. Topylko, M. Osypov, H. Yakymyshyn,
- [Public-Private Partnership in Cybersecurity](#) 619-628
Vitalii Kruhlov, Mykola Latynin, Alina Horban, Anton Petrov
- [Comparative Analysis of E-Democracy Implementation in Ukraine and Switzerland](#) 629-628
Oksana Onyshchuk, Solomiia Fedushko, Yuriy Syerov
- [Cryptographic Key Exchange Method for Data Factorial Coding](#) 643-664
Emil Faure, Anatoly Shcherba, Yevhen Vasiliu, Andriy Fesenko
- [Incidents Correlation Mechanism for Assessing Average and Total Criticality Level of Situation in the Infosphere](#) 654-664
Andrii Gizun, Alexey Pisarchuk, Vladyslav Hriha, Volodymyr Buriachok, Rat Berdibayev
- [Strategic terminal integration of game system and information resource concepts as a basis of analysis of energy active interaction of technogenic and ecological systems](#) 665-679
Lubomir Sikora, Natalia Lysa, Rostislav Tkachuk, Valentine Kunchenko-Kharchenko, Yurii Kryvenchuk
- [Study on Complex Assessment of the Information and Communication Systems Efficiency](#) 680-691
Sergii Ye. Gnatiuk, Lev Sakovych, Yaroslav Evchenko, Valerii Yakovliev, Tetiana Okhrimenko, Aleksei Klochkovskii
- [Bifurcation Prediction Method for the Emergence and Development Dynamics of Information Conflicts in Cybernetic Space](#) 692-709
Oleksii Pysarchuk, Andrii Gizun, Andrii Dudnik, Vladyslav Griga, Tetiana Domkiv, Sergiy Gnatyuk
- [Informational Support of Effective Work of the Community Manager with Web Communities](#) 710-722

Oleksandr Markovets, Ruslana Pazderska, Oksana Horpyniuk, Yuriy Syerov

- **Methods of Primary Processing Handwriting Samples at User Authentication Using a Probabilistic Neural Network** 723-735
Anatolii Davydenko, Olena Vysotska, Tetiana Shmelova
- **Digital Content Processing Method for Biometric Identification of Personality Based on Artificial Intelligence Approaches** 736-747
Eugene Fedorov, Tetyana Utkina, Kostiantyn Rudakov, Andriy Lukashenko, Serhii Mitsenko, Maryna Chychuzhko, Valentyna Lukashenko
- **Comparative Analysis of Two Approaches to the Clustering of Respondents (Based on Survey Results)** 748-761
Iryna Strutynska, Halyna Kozbur, Lesia Dmytrotsa, Olha Hlado, Liliya Melnyk, Marek Aleksander

Session 5.

- **Devices for Modular Multiplication of Numbers with Analysis of Two Least Significant Bits of the Multiplier** 762-772
Sakhybay Tynymbayev, Rat Berdibayev, Turganbek Omar, Sergiy Gnatyuk, Timur Namazbayev, Sairan Adilbekkyzy
- **System for Monitoring the Connection of USB Devices for Cybersecurity Auditing** 773-785
Vadym Kalchenko, Nataliia Barchenko, Andrii Tolbatov, Victor Obodiak, Volodymyr Tolbatov, Vadym Tatarinov, Sergiy Gnatyuk
- **Method of Improving the Stability of Network Synchronization in Multiservice Macro Networks** 786-797
Yurii Khlaponin, Elissawi Kamal Khalifa, Dmytro Khlaponin, Alexander Selyukov, Andrii Tolbatov, Volodymyr Tolbatov, Roman Odarchenko
- **Experimental Identification of the Critical Information Infrastructure Objects in Aviation** 798-809
Sergiy Gnatyuk, Viktoriia Sydorenko, Iuliia Goncharenko, Yuliia Sotnichenko, Nurgul Seilova, Dinara Basshykyzy
- **Method for Choosing Secure Cloud Computing on the Platform of PaaS for the State Agencies Services** 810-826
K. Shakerkhan, M. Kuttykadamov, S. Koibagarov, R. Duiskenova, Zh. Baibussinova, V. Sydorenko
- **Experimental Research of the Developed Methods of Arithmetic Operations in Cryptographic Transformations according to the ECDSA Scheme** 827-837
Andrew Okhrimenko, Vladyslav Kovtun
- **Design with Preset Parameters and Reliability Assessment of Single Level Personal Data Protection System** 838-849
Borys Zhurylenko, Kirill Nikolaev, Marek Aleksander

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Digital Content Processing Method for Biometric Identification of Personality Based on Artificial Intelligence Approaches

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Abstract. The paper suggests a method for processing digital content for biometric identification based on artificial intelligence approaches. To get the goal the methods of forming digital content characteristics, creating a structure model of a system for processing digital content, the method of selecting the structure determination of parameter values of the mathematical model of digital content processing system are suggested. The suggested characterization of digital content automates the processing of digital content which increases the accuracy and speed of determining the values of signs. The suggested creation of a model structure of a digital content processing system provides knowledge in the form of easily accessible for human understanding rules that simplifies the process of determining the structure of the system and also allows parallel processing of information that allows increasing the learning speed. The suggested selection of structure method of determining values of model parameters of the processing system of the digital content based on the genetic algorithm uses a combination of directed and random search that decreases the probability of a hit in local extremum and provides an acceptable speed of determining values of the model parameters. The suggested method of digital content processing for biometric identification of a personality by voice can be used in various intelligent digital content processing systems.

Keywords: digital content processing, biometric identification of personality, artificial neural network, fuzzy inference systems, genetic algorithm.

1 Introduction

Human-machine interfaces are one of the directions of digital content processing. For these interfaces, biometric identification of a person is important.

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Automated biometric identification of a person means decision making based on acoustic and visual information, which improves the quality of recognition of the person being studied [1-3]. Unlike the traditional approach, computer biometric identification speeds up and improves the accuracy of the recognition process, which is especially critical in limited time conditions.

A special class of biometric identification of a person is formed by methods based on the analysis of acoustic information [4-8].

The methods of biometric identification of a person by voice include: dynamic programming [9, 10]; vector quantization [11, 12]; artificial neural networks [13, 14]; decision tree [15]; Gaussian mixture models (GMM) [16-19]; their combination [20].

Artificial neural networks are the most popular methods.

The advantages of neural networks consist in: the possibility of their training and adaptation; the ability to identify patterns in the data, their generalization, i.e. extracting knowledge from data, therefore, knowledge about the object is not required (for example, its mathematical model); parallel processing of information, which increases the computing power.

The disadvantages of neural networks include: the difficulty of determining the network structure, since there are no algorithms for calculating the number of layers and neurons in each layer for specific applications; the difficulty of forming a representative sample; a high probability of a learning method and adaptation getting into a local extremum; inaccessibility for human understanding of knowledge accumulated by the network (it is impossible to present the relationship between output and output in the form of rules), since it is distributed between all elements of the neural network and is presented in the form of its weighting coefficients.

Recently, neural networks have been combined with fuzzy inference systems.

The advantages of fuzzy inference systems are the following: presentation of knowledge in the form of rules that are easily accessible for human understanding; no accurate assessment of variable objects is needed (incomplete and inaccurate data).

The disadvantages of fuzzy inference systems include: the impossibility of their training and adaptation (parameters of the membership functions cannot be automatically configured); the impossibility of parallel processing of information, which increases the computing power.

Since genetic algorithms can be used instead of neural network learning algorithms for training of membership function parameters, we note their advantages and disadvantages.

The advantages of genetic algorithms for neural networks training are the following: the probability of getting into a local extremum decreases.

The disadvantages of genetic algorithms for neural networks training are the following: the speed of the solution search method is lower than that of neural network training methods; in the case of binary genes, an increase in the search space reduces the accuracy of the solution with a constant chromosome length; in the case of binary genes, there are encoding/decoding operations that reduce the speed of the algorithm.

In this regard, it is relevant to create a method of digital content processing for biometric identification of a person, which will eliminate these drawbacks.

The aim of the work is to increase the efficiency of digital content processing system due to the artificial neuro-fuzzy network, which is trained on the basis of the genetic algorithm.

To achieve this goal, it is necessary to solve the following tasks:

1. Generation of digital content attributes.
2. Creation of a model of digital content processing system.
3. Choice of the structure of the method for determining the parameter values of the mathematical model of digital content processing system.

2 Generation of digital content attributes

The generation of digital content attributes in the case of biometric identification of a person by voice provides for the following steps:

- determination of vocal segments of a speech signal based on statistical estimation of short-term energies;
- definition of formants of the central frame of the vocal segment;
- choice of vocal speech sound attributes based on formants of the central frame of the vocal segment.

2.1 Determination of vocal segments of a speech signal based on statistical estimation of short-term energies

The paper proposes a method for determining vocal segments of a speech signal based on statistical estimation of short-term energies, which includes the following steps:

1. Set a speech signal with one vocal sound $y(n)$, $n \in \overline{1, N^f}$. Set the number of quantization levels of a speech signal L (for an 8-bit sound sample $L = 256$). Set the length of the frame N , on which the short-term energy is calculated, $N = 2^b + 1$, where the integer parameter b is selected from the inequality $b - 1 < \log_2(f_s / f_{\min}) < b$, f_s is the sampling frequency of the speech signal in Hz, $8000 \leq f_s \leq 22050$, f_{\min} is the minimum frequency of the fundamental human tone in Hz, $f_{\min} = 50$. Set the parameter for adaptive threshold β , $0 < \beta < 1$.
2. Calculate short-term energies

$$E(n) = \sum_{m=-N/2}^{N/2} y^2(m+n), \quad n \in \overline{N/2+1, N^f - N/2 - 1}.$$

3. Calculate the mathematical expectation of short-term energies

$$\mu = \frac{1}{N^f - N - 1} \sum_{n=N/2+1}^{N^f - N/2 - 1} E(n).$$

4. Calculate the standard deviation of short-term energies

$$\sigma = \sqrt{\frac{1}{N^f - N - 1} \sum_{n=N/2+1}^{N^f - N/2 - 1} E^2(n) - \mu^2} .$$

5. Calculate the adaptive threshold $T = \mu - \beta\sigma$.

6. Determine the left and right borders of the vocal segment:

6.1. Set the sample number $n = 1$;

6.2. If $E(n) < T \wedge E(n+1) \geq T$, then $N^l = n + 1$, go to step 6.1;

6.3. If $E(n) \geq T \wedge E(n+1) < T$, then $N^r = n$, proceed to completion;

6.4. If $n < N^f - N - 1$, then go to the next sample, i.e. $n = n + 1$, go to step 6.2, else $N^r = n$, proceed to completion.

As a result, the left and right boundaries of the vocal segment are determined. For the method of formants determining, the frame with the center in the sample with the number $N^c = \text{round}\left(\left(N^l + N^r\right)/2\right)$ is selected as the central frame.

2.2 Definition of formants of the central frame of the vocal segment

The paper proposes a method for determining the formants of the central frame of the vocal segment based on linear prediction coding, which includes the following steps:

1. Perform through the low-pass filter the balancing of the spectrum having a steep decline in the high frequency region

$$\check{s}(m) = s(m+1) - \alpha s(m), \quad m \in \overline{N^c - N/2, N^c + N/2},$$

where α is the filtration parameter, $0 < \alpha < 1$.

2. Calculate the autocorrelation function $R(k)$

$$\hat{s}(m) = \check{s}(m)w(m), \quad w(m) = 0.54 + 0.46 \cos \frac{2\pi m}{N},$$

$$R(k) = \sum_{m=N^c - N/2}^{N^c + N/2 - 1 - k} \hat{s}(m)\hat{s}(m+k), \quad k \in \overline{0, p},$$

where $w(m)$ is the Hamming window, p is the linear prediction order, $\text{ceil}(f_d/1000) \leq p \leq 5 + \text{ceil}(f_d/1000)$, $\text{ceil}(f)$ is the function that rounds f to the nearest integer.

3. Calculate the LPC coefficients a_j in accordance with the Durbin procedure [21, 22]:

3.1. $E^{(0)} = R(0)$;

$$3.2. \quad k_i = \left[R(i) - \sum_{j=1}^{i-1} \alpha_j^{(i-1)} R(i-j) \right] / E^{(i-1)} ;$$

$$3.3. \quad \alpha_i^{(i)} = k_i ;$$

$$3.4. \quad \alpha_j^{(i)} = \alpha_j^{(i-1)} - k_i \alpha_{i-j}^{(i-1)}, 1 \leq j \leq i-1 ;$$

$$3.5. \quad E^{(i)} = (1 - k_i^2) E^{(i-1)} ;$$

$$3.6. \quad i = i + 1 ;$$

3.7. if $i \leq p$, then go to step 2;

$$3.8. \quad a_j = \alpha_j^{(p)}, 1 \leq j \leq p .$$

4. Calculate the gain coefficient G

$$G = \sqrt{E} = \sqrt{R(0) - \sum_{k=1}^p a_k R(k)} .$$

5. Calculate the logarithmic energy spectrum using the gain and LPC coefficients

$$10 \lg W(k) = 10 \lg \frac{G^2}{\left(1 - \sum_{m=1}^p a_m \cos \left(\frac{2\pi}{\Delta N} km \right) \right)^2 + \left(\sum_{m=1}^p a_m \sin \left(\frac{2\pi}{\Delta N} km \right) \right)^2}, \quad k \in \overline{0, N-1}$$

6. Calculate the frequency and amplitude of the formant in the logarithmic energy spectrum of the central frame:

6.1. Set frequency number $k = 0$. Set the number of formants $i = 0$;

6.2. If $10 \lg W(k) > 10 \lg W(k-1) \wedge 10 \lg W(k) > 10 \lg W(k+1) \wedge 10 \lg W(k) > 0$, then fix the formant frequency, i.e. $F_{i+1} = k$, and the formant amplitude, i.e.

$A_{i+1} = 10 \lg W(k)$, increase the number of local extremums, i.e. $i = i + 1$;

6.3. If $i < 3$, then go to the next frequency, i.e. $k = k + 1$, go to step 6.2.

2.3 Choice of vocal speech sound features based on formants of the central frame of the vocal segment

The following vocal speech sound features have been chosen:

- - the frequency of the first formant $x_1 = F_1$;
- - the frequency of the second formant $x_2 = F_2$;
- - the frequency of the third formant $x_3 = F_3$;
- - the amplitude of the first anti-formant $x_4 = A_1$;
- - the amplitude of the second anti-formant $x_5 = A_2$;
- - the amplitude of the third anti-formant $x_6 = A_3$.

The total number of features is denoted as $Q = 6$.

3 Creation of a model of digital content processing system

The proposed digital content processing system that performs biometric identification of a person by voice is the artificial neuro-fuzzy network, a graph model of which is shown in Fig. 1.

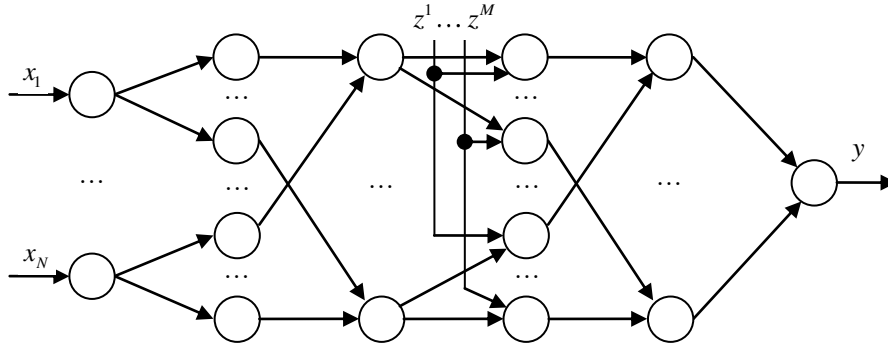


Fig. 1. A graph model of digital content processing system.

The input (zero) layer contains $N^{(0)} = Q$ neurons (corresponds to the number of features). The first hidden layer implements the fuzzification and contains $N^{(1)} = MQ$ neurons (corresponds to the number of values of linguistic variables). The second hidden layer implements the aggregation of subconditions and contains $N^{(2)} = M$ neurons (corresponds to the number of rules M). The third hidden layer implements the activation of conclusions and contains $N^{(3)} = M^2$ neurons. The fourth hidden layer implements the aggregation of conclusions and contains $N^{(4)} = M$ neurons. The output layer implements the defuzzification and contains $N^{(5)} = 1$ neuron.

All weighting coefficients are equal to 1.

The creation of the mathematical model of digital content processing system involves the following steps:

- formation of a fuzzy rule base;
- fuzzification;
- aggregation of subconditions;
- activation of conclusions;
- aggregation of conclusions;
- defuzzification.

3.1 Formation of a fuzzy rule base

Imagine the j -th fuzzy rule in the form

$$R^j : \text{IF } \tilde{x}_1 \text{ is } \tilde{\alpha}_1^j \text{ AND } \dots \text{ AND } \tilde{x}_Q \text{ is } \tilde{\alpha}_N^j \text{ THEN } \tilde{y} \text{ is } \tilde{\beta}^j,$$

where \tilde{x}_i is the name of the input linguistic variable, $i \in \overline{1, N}$; \tilde{y} is the name of the output linguistic variable; $\tilde{\alpha}_i^j$ is the fuzzy variable (the value of the linguistic variable \tilde{x}_i), $j \in \overline{1, M}$, $i \in \overline{1, Q}$; $\tilde{\beta}^j$ is the fuzzy variable (the value of the linguistic variable \tilde{y}), $j \in \overline{1, M}$.

The fuzzy set \tilde{A}_i^j is the range of values of the fuzzy variable $\tilde{\alpha}_i^j$, the fuzzy set \tilde{B}^j is the range of values of the fuzzy variable $\tilde{\beta}^j$.

3.2 Fuzzification

Let's determine the degree of truth of the i -th subcondition, i.e. let's establish the correspondence between the input variables x_i of the j -th rule and the values of the membership function $\mu_{\tilde{A}_i^j}(x_i)$.

Since a number of methods related to person identification by voice use the Gauss function, we choose this function as $\mu_{\tilde{A}_i^j}(x_i)$, i.e.

$$\mu_{\tilde{A}_i^j}(x_i) = \exp \left[-\frac{1}{2} \left(\frac{x_i - m_i^j}{\sigma_i^j} \right)^2 \right],$$

where m_i^j is the mathematical expectation, σ_i^j is the standard deviation.

3.3 Aggregation of subconditions

The membership function of the condition for the j -th rule is defined as

$$\mu_{\tilde{A}^j}(\bar{x}) = \mu_{\tilde{A}_1^j}(x_1) \dots \mu_{\tilde{A}_n^j}(x_n), \quad j \in \overline{1, M}.$$

3.4 Activation of conclusions

The membership function of the conclusion for the j -th rule is defined as

$$\mu_{\tilde{C}^j}(y) = \mu_{\tilde{A}^j}(\bar{x}) \mu_{\tilde{B}^j}(y), \quad j \in \overline{1, M},$$

$$\mu_{\tilde{B}^j}(y) = \begin{cases} 0, & x \leq j - 0.5 \\ (x - (j - 0.5)) / 0.5, & j - 0.5 \leq x \leq j \\ ((j + 0.5) - x) / 0.5, & j \leq x \leq j + 0.5 \\ 0, & x \geq j + 0.5 \end{cases} \text{ is a triangular function.}$$

3.5 Aggregation of subconditions

The membership function of the final conclusion is defined as

$$\mu_{\tilde{C}}(y) = \max(\mu_{\tilde{C}^1}(y), \dots, \mu_{\tilde{C}^M}(y)) .$$

3.6 Defuzzification

To obtain the class number, the membership function maximum method is used.

$$y = \arg \max_{z^j} \mu_{\tilde{C}}(z^j) ; z^j \text{ is the center of the fuzzy set } \tilde{C}^j .$$

Thus, the mathematical model of digital content processing system (Fig. 1) can be represented as

$$y = \arg \max_{z^k} \max_{j \in \overline{1, M}} \mu_{\tilde{B}^j}(z^k) \prod_{i=1}^Q \mu_{\tilde{A}_i}(x_i), k \in \overline{1, M} .$$

The determination of the parameters of this system is carried out on the basis of the genetic algorithm.

4 Choice of the structure of the method for determining parameter values of the mathematical model of digital content processing system

The choice of the structure of the genetic algorithm, which allows to determine parameter values of the mathematical model of digital content processing system, involves the following steps:

- identification of individuals of the initial population;
- definition of fitness function;
- choice of reproduction (selection) operator;
- choice of crossing-over operator;
- choice of mutation operator;
- choice of reduction operator;
- definition of a stop condition.

4.1 Identification of individuals of the initial population

Material genes have been selected for the following reasons:

- - the ability to search in large spaces, which is difficult to do in the case of binary genes, when an increase in the search space reduces the accuracy of the solution with a constant chromosome length;
- - the ability to configure solutions locally;
- - the lack of encoding / decoding operations that are necessary for binary genes increases the speed of the algorithm;
- - proximity to the formulation of the most applied problems (each material gene is responsible for one variable or parameter, which is impossible in the case of binary genes).

An ordered vector of parameters (mathematical expectations and standard deviations) acts as the chromosome, which represents the i -th individual of the population $H = \{h_i\}$

$$h_i = (lx_1^1 + i * \Delta m_1^1, lx_1^2 + i * \Delta m_1^2, \dots, lx_n^1 + i * \Delta m_n^1, lx_n^2 + i * \Delta m_n^2, \\ lx_1^1 + i * \Delta \sigma_1^1, lx_1^2 + i * \Delta \sigma_1^2, \dots, lx_n^1 + i * \Delta \sigma_n^1, lx_n^2 + i * \Delta \sigma_n^2), i \in \overline{1, |H|}, \\ \Delta m_k^j = \frac{rx_k^j - lx_k^j}{|H|}, \Delta \sigma_k^j = \frac{rx_k^j - lx_k^j}{|H|}, j \in \overline{1, M},$$

where $|H|$ is the population power, lx_k^j , rx_k^j are the left and right boundaries of the values of the k -th feature, calculated experimentally.

4.2 Definition of fitness function

In the paper the following fitness function, which corresponds to the probability of correct identification of a person by voice, is proposed

$$F = \frac{1}{P} \sum_{p=1}^P I(y_p - d_p) \rightarrow \max_{m_i^j, \sigma_i^j}, I(a) = \begin{cases} 1, & a = 0 \\ 0, & a \neq 0 \end{cases},$$

where d_p is the response received from the object (person), y_p is the response obtained by the model, P is the number of test implementations.

4.3 Choice of reproduction (selection) operator

The following effective combination is used to select parameter vectors for crossing and mutation as a reproduction operator

$$P(h_i) = \frac{1}{|H|} \exp(-1/g(t)) + \frac{1}{|H|} \left(a - (2a-2) \frac{i-1}{|H|-1} \right) (1 - \exp(-1/g(t))).$$

Thus, in the early stages of the genetic algorithm, an uniform selection is used to ensure that the entire search space is studied (random selection of chromosomes), and in the final stages, linearly ordered selection is used to make the search directed (the current best chromosomes are preserved). This combination does not require scaling and can be used to minimize fitness function.

4.4 Choice of crossing-over (crossover, recombination) operator

To combine the two options of the vector of parameters selected by the reproduction operator, an uniform crossing-over is used as the crossing-over operator.

Parents are selected through the following effective combination – in the early stages of the genetic algorithm, outbreeding is used to provide an investigation of the entire search space, and in the final stages, inbreeding is used to make the search di-

rected. This combination does not require scaling and can be used to minimize fitness function.

After the selection of parents, a cross is carried out, and two descendants are produced.

For a global search for the optimal vector of parameters, it is necessary to increase the variety of options.

4.5 Choice of mutation operator

To ensure the variety of options for the vector of parameters after crossing-over, a non-uniform mutation is used.

The mutation step is defined as

$$\Delta = \begin{cases} (Max_j - h_{ij})r \left(1 - \frac{t}{T}\right)^b, & r < 0.5 \\ (h_{ij} - Min_j)r \left(1 - \frac{t}{T}\right)^b, & r \geq 0.5 \end{cases},$$

where Max_j, Min_j are the maximum and minimum values of the j -th gene; t is the iteration number; T is the maximum number of iterations; r is the random number, $r \in [0,1]$; b is the parameter controlling the speed of step decrease, $b > 0$.

To simulate annealing, the probability of mutation is defined as

$$P_m = P_0 \exp(-1/g(t)), \quad g(t) = \beta g(t-1), \quad 0 < \beta < 1, \quad g(0) = T_0, \quad T_0 > 0,$$

where P_0 is the initial probability of mutation.

Thus, in the early stages of the genetic algorithm, a large step mutation occurs with high probability, which provides an investigation of the entire search space, and in the final stages, the probability of mutation and its step tend to zero, which makes the search directed.

4.6 Choice of reduction operator

The reduction operator allows to create a new population based on the previous population and parameter vectors obtained by crossing-over and mutation. As a reduction operator, a scheme $(\mu + \lambda)$ is applied that does not require scaling and can be used to minimize fitness function.

4.7 Definition of a stop condition

The following condition is proposed in the work

$$1 - \max_i F(h_i) < \varepsilon \vee t \geq T.$$

The values of ε and T are calculated experimentally.

5 Numerical research

Table 1 presents the probabilities of a person identification by voice obtained on the basis of TIMIT based on the artificial neural network of the multilayer perceptron type and the proposed method. At the same time, the artificial neural network has had two hidden layers (each has consisted of six neurons, like the input layer).

According to Table 1, the proposed method gives the best results.

Table 1. The probability of biometric identification of a person by voice.

Method	Identification probability
Artificial neural network	0.8
Proposed method	0.98

6 Conclusions

1. To solve the problem of increasing the efficiency of digital content processing system for biometric identification of a person by voice, the corresponding speaker recognition methods have been investigated. These studies have shown that today the use of artificial neural networks in combination with the fuzzy inference system and the genetic algorithm is the most effective method.

2. The proposed method of digital content processing for biometric identification of a person by voice automates the process of generation of digital content features, provides a representation of knowledge in the form of rules that are easily accessible for human understanding, and simplifies the determination of the structure of the model due to the fuzzy inference system; reduces the probability of falling into a local extremum and provides an acceptable speed for determining the parameter values of the model by choosing the effective structure of the genetic algorithm; allows parallel processing of information due to the artificial neural network.

3. As a result of a numerical study, it has been found that the proposed method of digital content processing provides 0,98 probability of biometric identification of a person by voice, which exceeds the probability obtained by the artificial neural network such as a multilayer perceptron.

4. The proposed method of digital content processing for biometric identification of a person by voice can be used in various intelligent systems for digital content processing.

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