



16 July 2026

To whom it may concern,

iBeta Quality Assurance conducted Presentation Attack Detection (PAD) testing in accordance with ISO/IEC 30107-3. iBeta is accredited by NIST/NVLAP (NVLAP Lab Code: 200962) to test and provide results to this PAD standard ([certificate and scope](#) may be downloaded from the NVLAP website).

This testing was conducted with Suprema's Q-Face Engine v0.15.2 application using Suprema's Camera System device, installed on a Windows 11 PC running its native Edge browser and a local server using Q-Face Engine iBeta Demo v0.0.5. iBeta conducted passive liveness facial recognition testing from 16 June to 16 July 2026.

Testing was conducted in accordance with the contract for a level of spoofing technique that only utilized mid-level methods to create an artefact of the genuine biometric for use in the presentation attack. The subjects for the test effort were cooperative – meaning that they were willing and able to provide any and all biometric samples, including high quality biometric facial samples. The test time for each PAD test per Presentation Attack Instrument (PAI) was limited to 24 hours. This is considered a Level 2 PAD test effort (second of three levels).

The test method involved enrolling six subjects and having them authenticate five times successfully. Five species of presentation attacks (PAs) were then attempted ten times each per subject. A successful result was indicated by the message "Authentication Successful" while an unsuccessful result was indicated by message "Authentication Failed." At the conclusion of the PAD testing, the subject returned and authenticated five times successfully to verify that the application was still able to recognize the genuine subject.

iBeta was not able to gain unauthorized access with the PAs over a total of 300 attempts, yielding an overall Presentation Attack (PA) success rate of 0%, which then equates to the Imposter Attack Presentation Accept Rate (IAPAR) of 0% with Suprema's Q-Face Engine v0.15.2 application and Suprema's Camera System. The bona fide False Non-Match Rate (FNMR) was also calculated and may be found in the final report.

The Q-Face Engine v0.15.2 application and Suprema's Camera System device provided by Suprema, Inc. were installed on a Windows 11 PC used as a local server tested as a facial recognition biometric recognition system to the ISO 30107-3 Biometric Presentation Attack Detection Standard, and were found to be in compliance with Level 2.

Best regards,

A handwritten signature in black ink, appearing to read "Ryan Borgstrom".

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