

TABLE I. SCUT FVD DESCRIPTION

	Clients	Hands	Fingers	Shot Number	Total
Real	100	2	3(Index, Middle and Ring)	6	3600
Forged(Spoof)	100	2	3(Index, Middle and Ring)	6	3600

Description of the SCUT FVD (presentation attacks):

The data is split into 3 sub-groups comprising:

1. Training data ("train"), to be used for training your anti-spoof classifier;
2. Development data ("dev"), to be used for threshold estimation;
3. Test data ("test"), with which to report error figures;

Clients that appear in one of the data sets (train, dev or test) do not appear in any other set.

Images are labeled as follow: ID\_finger\_session\_shot\_light.bmp,

where "ID" stands for client's ID,

"finger" ranges from 1 to 6 standing for the index, middle and ring finger of right and left hand respectively,

"session" stands for session number which can be "0" or "1"

"shot" stands for the considered shot number ranging from 0 to 5,

and "light" stands for the level of light intensity which can be an integer between 1 and 6.

Images from the same client are regrouped into a single folder labeled.

NOTE: When processing these images, you only need to consider the first two label, i.e. "ID" and "finger".

\* Example of the nomenclature for the real images from the client #1:

\*real/1/1\_1\_1\_0\_5.bmp

\*real/1/1\_1\_1\_1\_5.bmp

\*real/1/1\_1\_1\_2\_5.bmp

\*real/1/1\_1\_1\_3\_5.bmp

\*real/1/1\_1\_1\_4\_6.bmp

\*real/1/1\_1\_1\_5\_5.bmp

\* Example of the nomenclature for the spoofing images from the client #1:

\*spoof/1/1\_1\_0\_0\_3.bmp

\*spoof/1/1\_1\_0\_1\_4.bmp

\*spoof/1/1\_1\_0\_2\_3.bmp

\*spoof/1/1\_1\_0\_3\_3.bmp

\*spoof/1/1\_1\_0\_4\_3.bmp

\*spoof/1/1\_1\_0\_5\_3.bmp