

# nec+0002

NEC

*Slap Fingerprint Segmentation Evaluation III*

*Last Updated: 17 June 2020*

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# 1 Participation Information

## 1.1 Names and Dates

- **Organization Name:** NEC
- **SlapSeg III Identifier:** nec+0002
- **Application Date:** 12 June 2019
- **First Submission Date:** 08 June 2020 (as version 0001)
- **Validation Date:** 15 June 2020
- **Completion Date:** 17 June 2020

## 1.2 Libraries

Filename	MD5 Checksum	Size
libslapsegiii_nec_0002.so	64aa743ea15f30dc9a8665906fafee83	31.9 Mb

## 2 Tenprint Cards (“TwoInch” Data)

### 2.1 Segmentation Timing

All algorithms are run over a small fixed corpus of TwoInch images to estimate the total runtime of the evaluation. To be evaluated under SlapSeg III, algorithms **must** segment the timing corpus, on average, in under 1 500 milliseconds. This maximum reference time is documented in the SlapSeg III test plan, and is subject to change.

Box plots of segmentation times are separated by slap orientation and capture technology in Figure 1. Tabular representations are enumerated in Table 1. Results are reported in milliseconds.

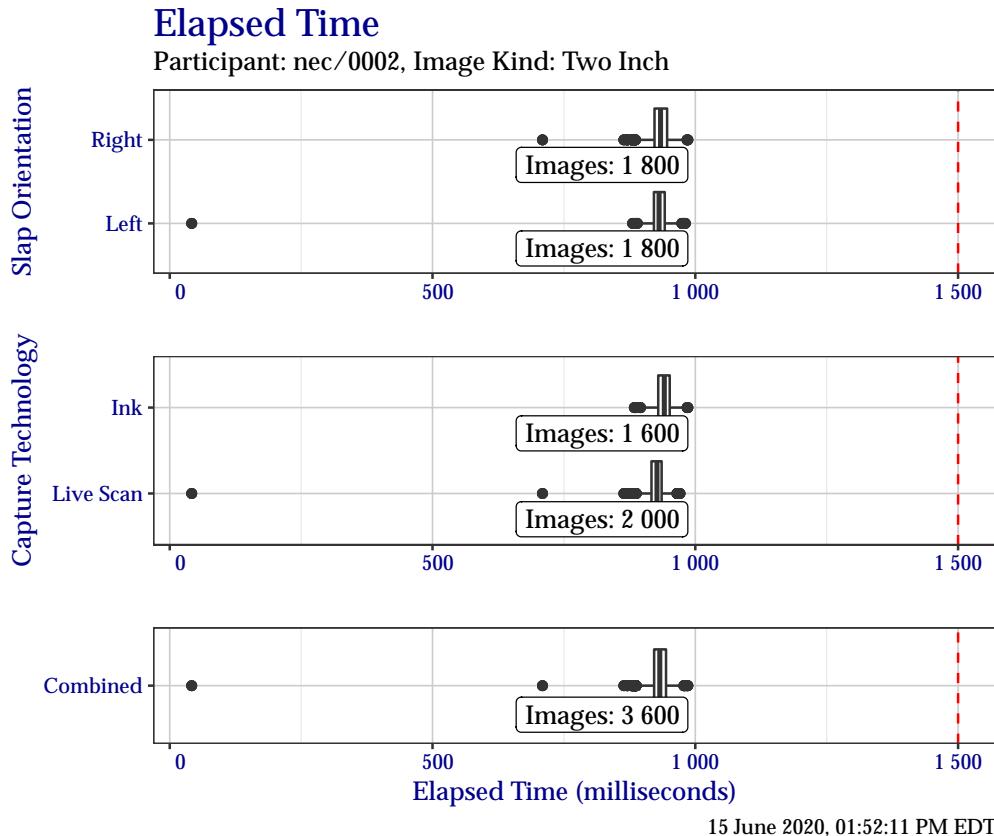


Figure 1: Box plots of elapsed time in milliseconds when segmenting the TwoInch timing test corpus, separated by slap orientation and capture technology.

Table 1: Elapsed time in milliseconds when segmenting the TwoInch timing test corpus, separated by slap orientation and capture technology.

	Right	Left	Live Scan	Ink	Combined
Minimum	709	42	42	884	42
25%	922	921	917	929	922
Median	934	931	927	941	932
75%	946	942	936	951	944
Maximum	986	981	971	986	986

## 2.2 Segmentation Centers and Dimensions

### 2.2.1 Segmentation Centers

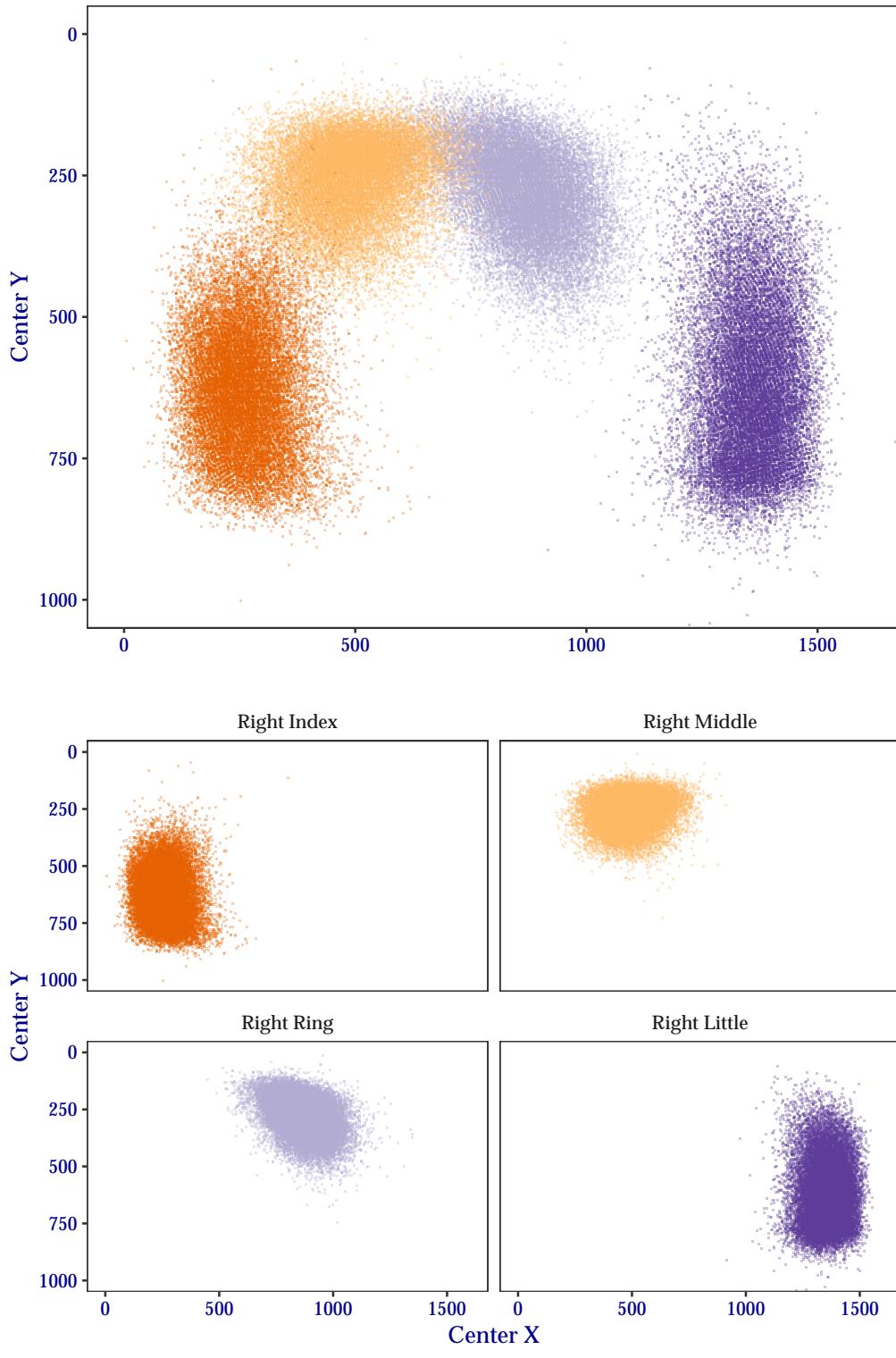
The plots in this section show the distribution of segmentation position centers ( $x, y$ ) for TwoInch data. At the top of each figure is a combined plot for all finger positions of a given slap orientation. These figures are isolated in plots faceted at the bottom of the figure.

Plots of segmentation centers for the right hand TwoInch data are shown in Figure 2 and plots of segmentation centers for the left hand are shown in Figure 3. Blank lines that may appear in the plots are **not** rendering artifacts. Rather, they are indicative of image downsampling.

Points in each plot are plotted with a semi-transparent opacity. This results in points of particular color appearing “darker” to indicate a higher frequency of the observed value, while “lighter” points indicate a lower observed frequency.

## Segmentation Position Centers

Participant: nec/0002, FRGPs: 2, 3, 4, 5, Image Kind: Two Inch



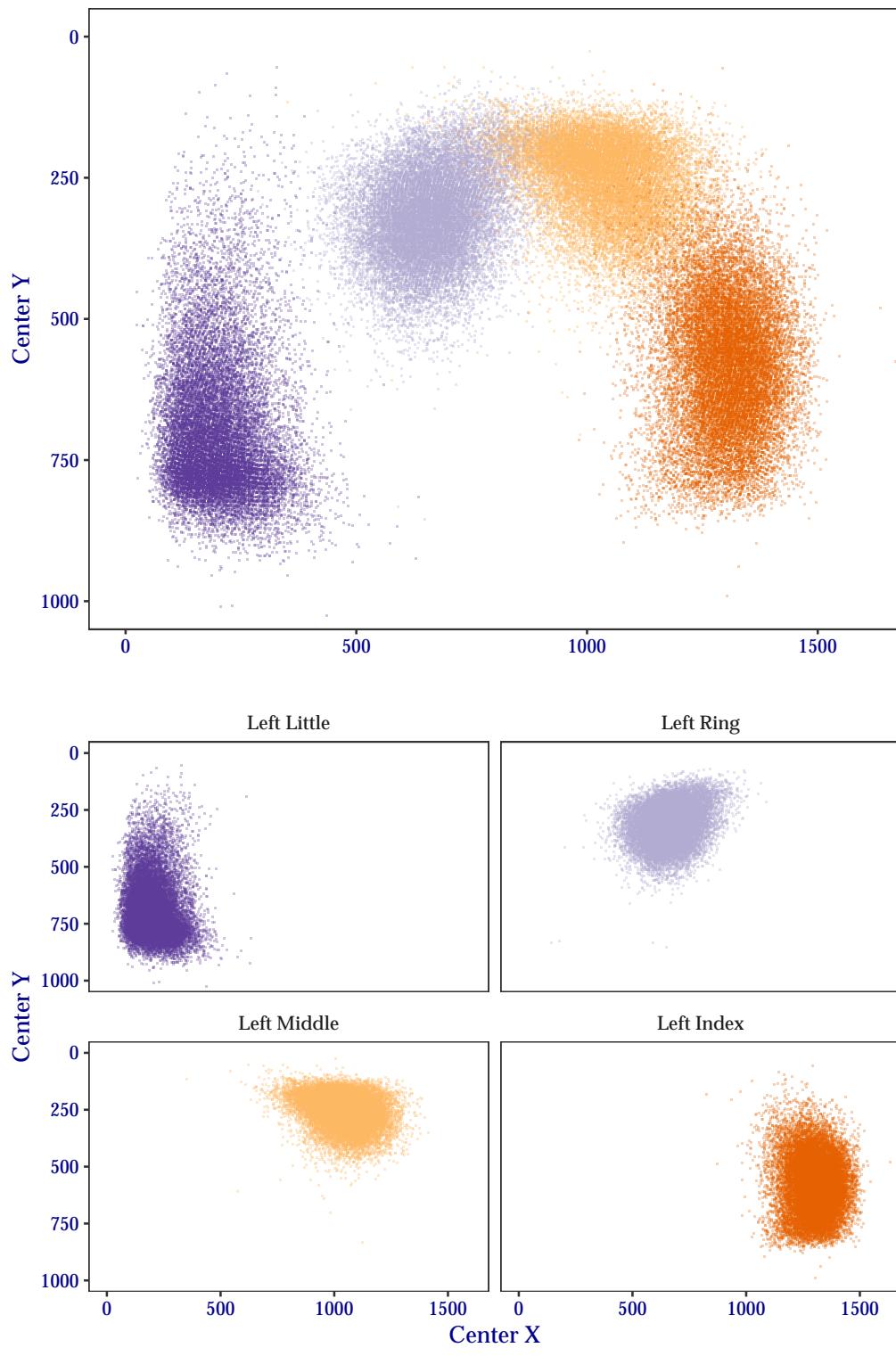
- Right Index • Right Middle • Right Ring • Right Little

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Figure 2: Segmentation centers for right hand TwoInch data.

## Segmentation Position Centers

Participant: nec/0002, FRGPs: 7, 8, 9, 10, Image Kind: Two Inch



- Left Index • Left Middle • Left Ring • Left Little

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Figure 3: Segmentation centers for left hand TwoInch data.

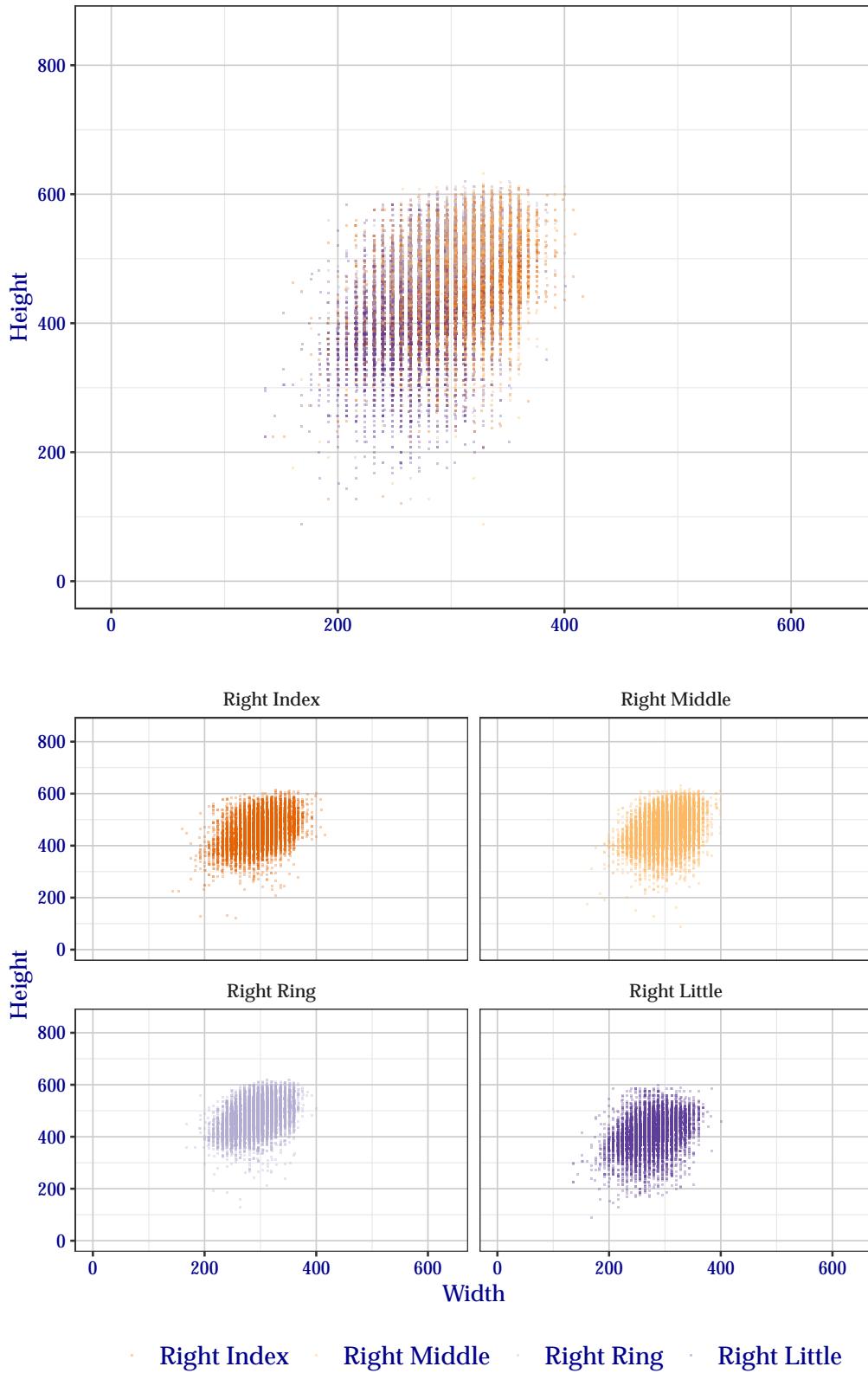
### 2.2.2 Segmentation Dimensions

The plots in this section show the distribution of segmentation position widths and heights for TwoInch data. At the top of each figure is a combined plot for all finger positions of a given slap orientation. These figures are isolated in plots faceted at the bottom of the figure.

Plots of segmentation position dimensions for the right hand TwoInch data are shown in Figure 4 and the left hand in Figure 5. Blank lines that may appear in the plots are **not** rendering artifacts. Rather, they are indicative of image downsampling.

## Segmentation Position Dimensions

Participant: nec/0002, FRGPs: 2, 3, 4, 5, Image Kind: Two Inch

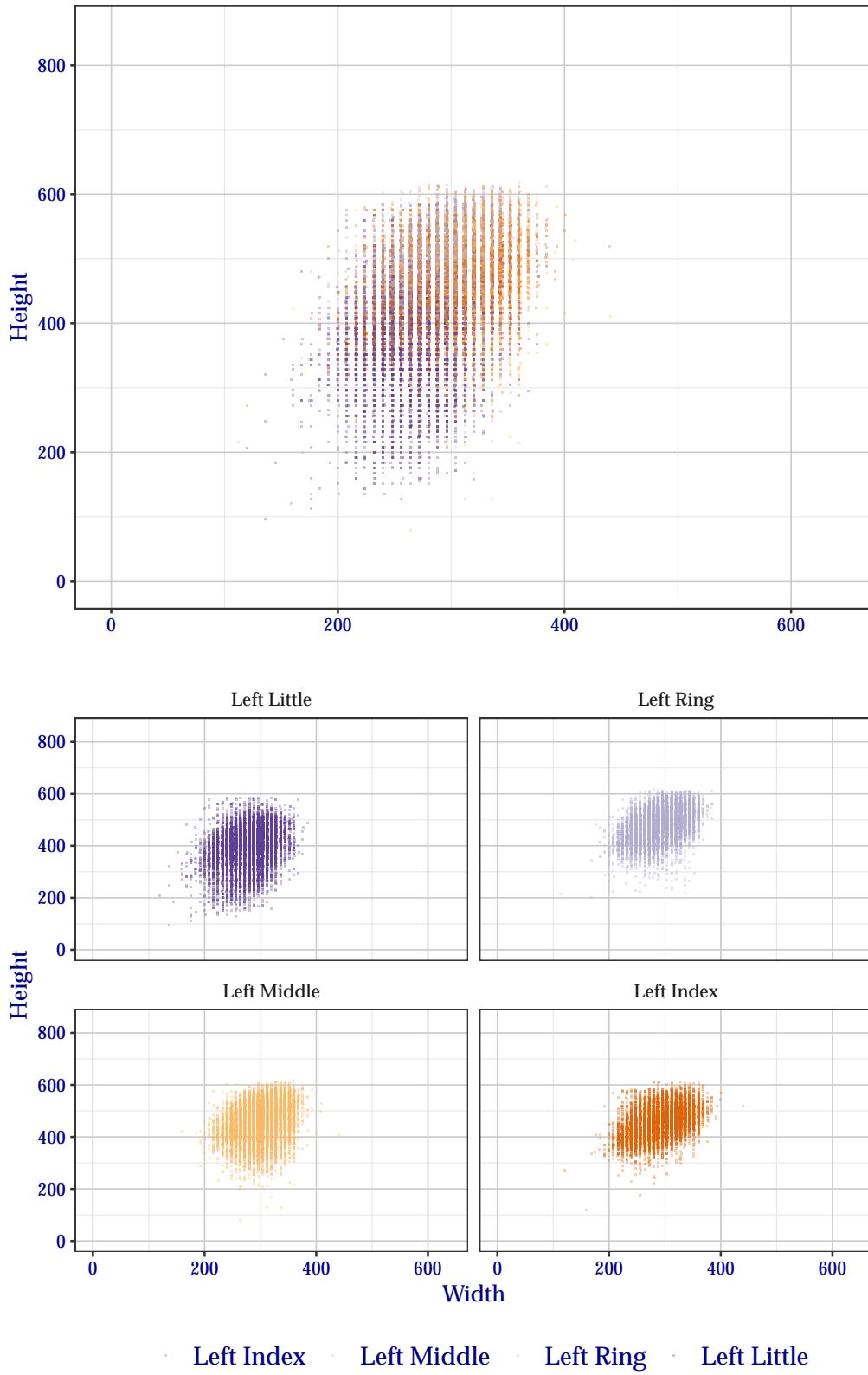


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Figure 4: Segmentation position dimensions for right hand TwoInch data.

## Segmentation Position Dimensions

Participant: nec/0002, FRGPs: 7, 8, 9, 10, Image Kind: Two Inch



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Figure 5: Segmentation position dimensions for left hand TwoInch data.

## 2.3 Detailed Segmentation Statistics

This section shows detailed results of segmentation of TwoInch data. Values in each table are the percentage that the variable in the left-most column was correctly segmented.

Each table has three columns of percentages. The *Standard Scoring* column shows the percentage of correctly-segmented positions based on the scoring metrics defined in the SlapSeg III scoring document. The *Ignoring Bottom Y* column shows how the percentage would change if the threshold for the *bottom Y* coordinate of the segmentation position was ignored. Similarly, the *Ignoring Bottom X and Y* columns shows how the percentage would change if only the top, left, and right sides of the segmentation position were considered. These two supplemental columns are included because it has traditionally been difficult to determine the exact location of the distal interphalangeal joint.

Table 2 shows how successful nec+0002 segmented fingers for each subject in the test corpus. Table 3 shows success for specific finger positions over the entire test corpus. Similarly, Table 4 shows success for segmenting the same finger position from both hands.

The remainder of the tables show success per subject when considering combinations of subsets of the fingers on each slap image. Table 5 shows success for combinations of all fingers, Table 6 for just the index and middle fingers, and Table 7 for all except the little finger.

Table 2: For each subject, the percentage that at least *Number of Fingers* fingers were correctly segmented, regardless of hand, for a maximum of eight correctly-segmented fingers. In *Standard Scoring*, scoring rules are followed exactly. In *Ignoring Bottom Y*, the bottom left and bottom right Y coordinates are ignored. *Ignoring Bottom X and Y* only checks the locations of the top left and top right coordinates.

Number of Fingers	Standard Scoring	Ignoring Bottom Y	Ignoring Bottom X and Y
1	99.9	99.9	99.9
2	99.8	99.8	99.9
3	99.5	99.5	99.7
4	98.7	99.0	99.2
5	95.2	95.4	95.6
6	94.3	94.9	95.3
7	91.4	93.6	94.2
8	78.5	87.0	88.0

Table 3: For all subjects, percentage that a particular friction ridge generalized position was correctly segmented. In *Ignoring Bottom Y*, the bottom left and bottom right Y coordinates are ignored. *Ignoring Bottom X and Y* only checks the locations of the top left and top right coordinates.

Finger	Standard Scoring	Ignoring Bottom Y	Ignoring Bottom X and Y
<b>Right</b>			
Index	96.4	97.9	98.2
Middle	96.6	97.8	98.2
Ring	97.0	98.1	98.5
Little	97.4	98.8	99.1
<b>Left</b>			
Index	97.1	98.3	98.5
Middle	96.2	98.0	98.3
Ring	96.0	97.8	98.0
Little	97.5	98.9	99.1

Table 4: Percentage that a particular type of fingerprint was correctly segmented on *Either* or *Both* hands. In *Ignoring Bottom Y*, the bottom left and bottom right Y coordinates are ignored. *Ignoring Bottom X and Y* only checks the locations of the top left and top right coordinates.

Fingers	Standard Scoring	Ignoring Bottom Y	Ignoring Bottom X and Y
<b>Index</b>			
Either	99.3	99.5	99.6
Both	90.0	92.6	93.1
<b>Middle</b>			
Either	99.2	99.5	99.6
Both	89.5	92.2	92.9
<b>Ring</b>			
Either	99.1	99.5	99.6
Both	89.7	92.5	93.1
<b>Little</b>			
Either	99.5	99.6	99.7
Both	90.9	93.8	94.3

Table 5: Percentage of segmentation success by hand for combinations of all eight fingers of a TwoInch slap. In *Ignoring Bottom Y*, the bottom left and bottom right Y coordinates are ignored. *Ignoring Bottom X and Y* only checks the locations of the top left and top right coordinates.

Fingers	Standard Scoring	Ignoring Bottom Y	Ignoring Bottom X and Y
<b>Right</b>			
Any	99.8	99.8	99.9
At Least Two	99.4	99.5	99.7
At Least Three	98.2	98.8	99.2
All Four	90.0	94.5	95.2
<b>Left</b>			
Any	99.8	99.8	99.9
At Least Two	99.4	99.5	99.7
At Least Three	98.0	98.9	99.1
All Four	89.7	94.9	95.3

Table 6: Percentage of segmentation success by hand when only considering combinations of index and middle fingers. In *Ignoring Bottom Y*, the bottom left and bottom right Y coordinates are ignored. *Ignoring Bottom X and Y* only checks the locations of the top left and top right coordinates.

Fingers	Standard Scoring	Ignoring Bottom Y	Ignoring Bottom X and Y
<b>Right</b>			
Either Index or Middle	99.2	99.3	99.6
Both Index and Middle	93.8	96.3	96.8
<b>Left</b>			
Either Index or Middle	99.3	99.5	99.6
Both Index and Middle	94.1	96.9	97.2

Table 7: Percentage of segmentation success by hand when only considering combinations of index, middle, and ring fingers. In *Ignoring Bottom Y*, the bottom left and bottom right Y coordinates are ignored. *Ignoring Bottom X and Y* only checks the locations of the top left and top right coordinates.

Fingers	Standard Scoring	Ignoring Bottom Y	Ignoring Bottom X and Y
<b>Right</b>			
Any	99.6	99.6	99.8
At Least Two	98.6	99.0	99.4
All Three	91.9	95.1	95.7
<b>Left</b>			
Any	99.6	99.7	99.8
At Least Two	98.4	99.1	99.3
All Three	91.4	95.4	95.8

## 2.4 Handling Troublesome Images

### 2.4.1 Capture Failures

Segmentation algorithms may refuse to process an image. This may happen for a technical reason (e.g., the algorithm cannot parse the image data), or for a practical reason (e.g., the hand in the image is placed incorrectly). These failure scenarios are the result of capturing improper image data. In these types of scenarios, it is important to examine the cause of the failure. With many live scan capture setups, segmentation is performed immediately after capture. If an algorithm can detect that it won't be able to segment an image due to a technical or practical issue, it can alert the operator to perform a recapture before the subject leaves.

The SlapSeg III API encourages algorithms to identify these failure reasons by specifying pre-defined *deficiencies* in the image. Algorithms should attempt segmentation even if an image deficiency is encountered if at all possible. Note that SlapSeg III *guarantees* well-formed image data, so failures to parse are **not** an indicator of the data provided.

nec+0002 did **not** report any capture failures.

#### 2.4.1.1 Recovery

When encountering a segmentation failure, SlapSeg III algorithms are encouraged to provide a *best-effort* segmentation when possible. In some cases, that best-effort may be correct, which reduces the amount of images that need to be manually adjudicated by an operator.

nec+0002 did not attempt any recovery segmentations.

### 2.4.2 Segmentation Failures

Even if an algorithm accepts an image for processing, it can still fail to process one or more fingers from the image, regardless of if the algorithm requested a recapture and provided best-effort segmentation.

The SlapSeg III API allows algorithms to communicate reasons for failure to process these fingers. In some cases, the distal phalanx in question might not be present in the image due to amputation or being placed outside the platen's capture area. It is imperative that the segmentation algorithm correctly report this as failing to segment the correct friction ridge generalized position without disrupting the sequence of valid positions present in the image. This can help prompt an operator to recapture or record additional information about the subject.

In SlapSeg III, a number of images are missing fingers or otherwise have fingers that will not be able to be segmented. Reasons for segmentation failures reported by nec+0002 are enumerated in Table 8.

Table 8: Count of self-reported segmentation failure reasoning.

Failure Reason	Fingers
Finger Not Found	48
Finger Found, but Can't Segment	0
Vendor Defined	0

### 2.4.3 Identifying Missing Fingers

A small portion of the test corpus in SlapSeg III are missing fingers. Table 9 shows how successful nec+0002 was in correctly determining if a finger was missing. The *Missed* row shows when a segmentation position was returned for a missing finger. All possible failure reasons are enumerated, but are not considered *Correctly Identified* because the algorithm specified failure for a reason other than the finger not being found.

Table 9: Performance of nec+0002 at detecting fingers missing from an image.

Result	Percentage
Missed	57.7
Correctly Identified	42.3
Other Failure: Finger Found, but Can't Segment	0.0
Other Failure: Vendor Defined	0.0

## 2.5 Determining Orientation

An *optional* portion of the SlapSeg III API asked participants to determine the hand orientation of an image. Participants were provided the kind (e.g., Tenprint card) and capture technology (e.g., ink), and needed to determine whether the image was of the left hand, right hand, or thumbs.

**Overall Two Inch accuracy:** 98.5%

Table 10: Percentage of accuracy when determining hand orientation of a two inch image. The first column indicates the true hand orientation. Subsequent columns indicate the percentage of the time in which the indicated hand orientation was hypothesized.

	Left	Right
Left	99.5	0.5
Right	2.3	97.7

### 3 Identification Flats (“ThreeInch” Data)

#### 3.1 Segmentation Timing

All algorithms are run over a small fixed corpus of ThreeInch images to estimate the total runtime of the evaluation. To be evaluated under SlapSeg III, algorithms **must** segment the timing corpus, on average, in under 1 500 milliseconds. This maximum reference time is documented in the SlapSeg III test plan, and is subject to change.

Box plots of segmentation times are separated by hand in Figure 6, with tabular representations are enumerated in Table 11. Results are reported in milliseconds

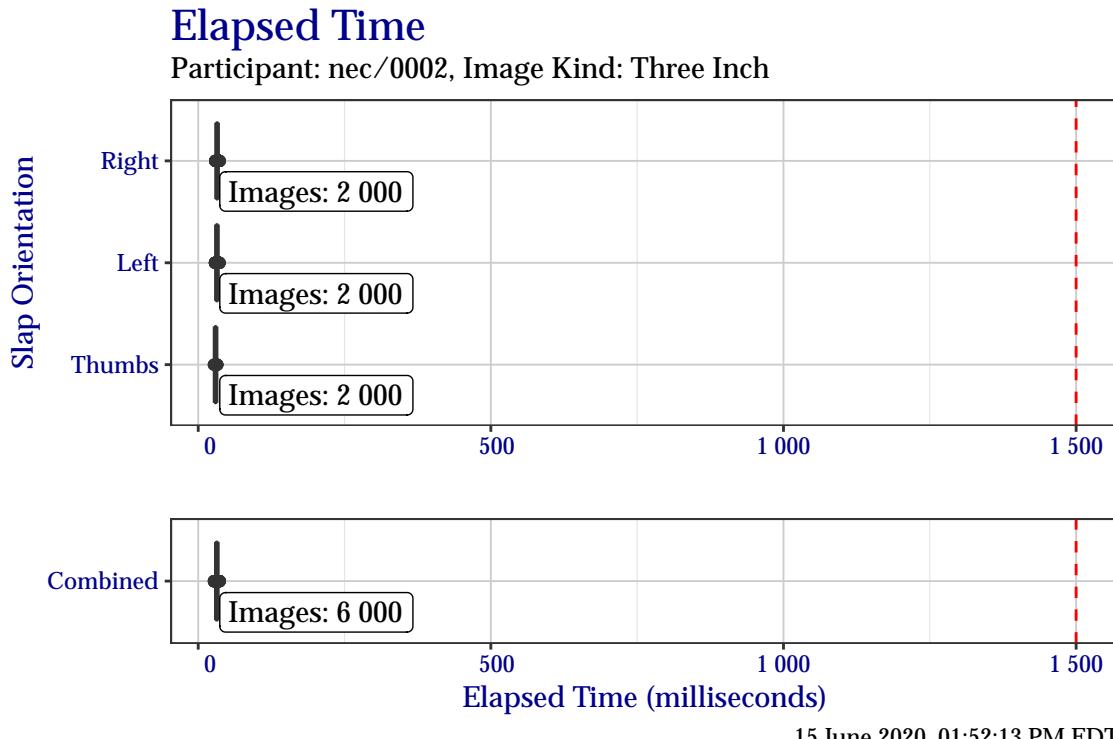


Figure 6: Box plots of elapsed time in milliseconds when segmenting the ThreeInch timing test corpus, separated by slap orientation.

Table 11: Elapsed time in milliseconds when segmenting the ThreeInch timing test corpus, separated by slap orientation.

	Right	Left	Thumbs	Combined
Minimum	29	29	27	27
25%	32	31	29	31
Median	32	32	30	32
75%	33	33	30	33
Maximum	37	37	33	37

## 3.2 Segmentation Centers and Dimensions

### 3.2.1 Segmentation Centers

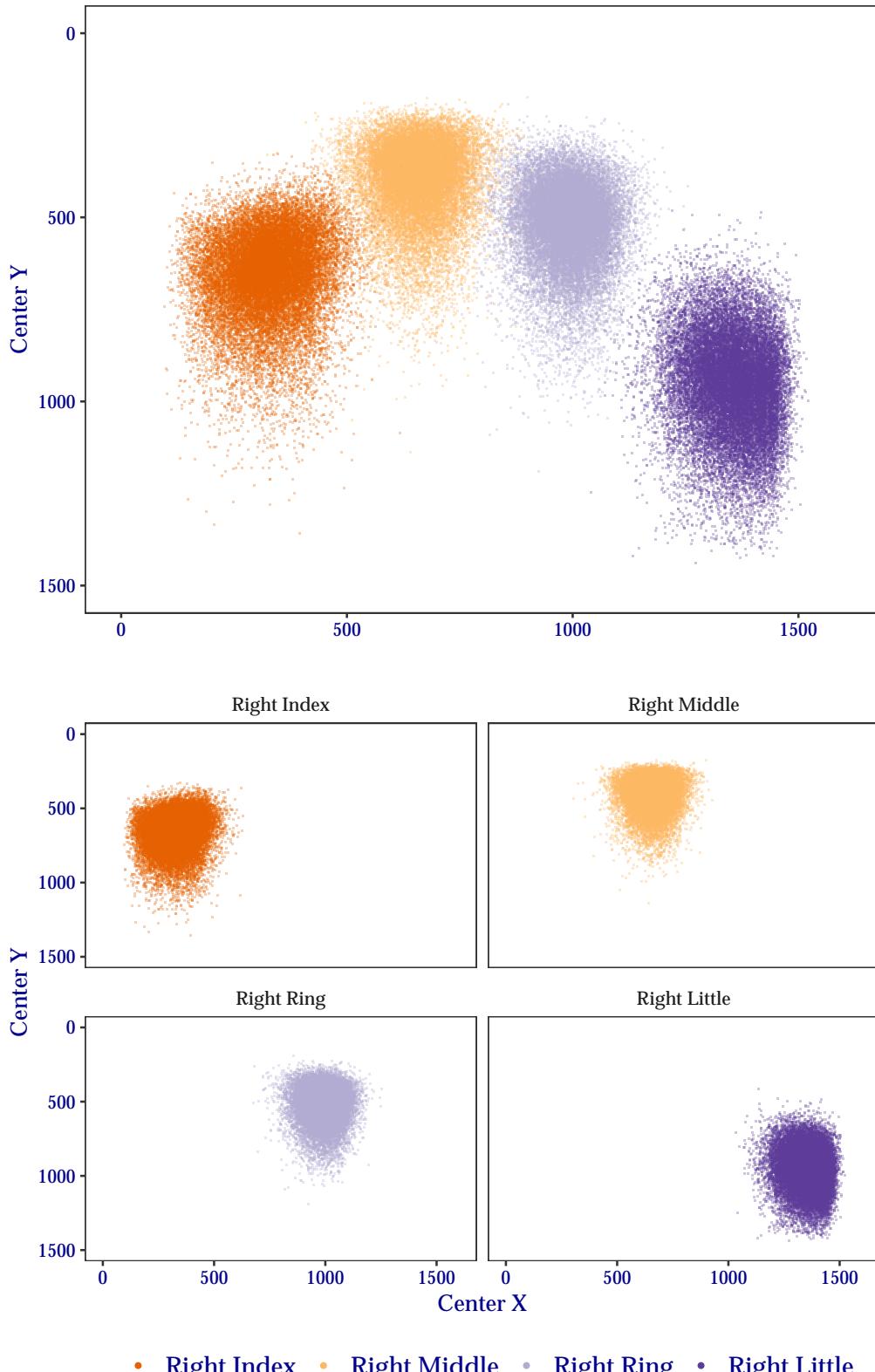
The plots in this section show the distribution of segmentation position centers  $(x, y)$  for ThreeInch data. At the top of each figure is a combined plot for all finger positions of a given hand orientation. These figures are isolated in plots faceted at the bottom of the figure.

Plots of segmentation centers for the right hand ThreeInch data are shown in Figure 7, for the left hand in Figure 8, and for thumbs in Figure 9. Blank lines that may appear in the plots are **not** rendering artifacts. Rather, they are indicative of image downsampling.

Points in each plot are plotted with a semi-transparent opacity. This results in points of particular color appearing “darker” to indicate a higher frequency of the observed value, while “lighter” points indicate a lower observed frequency.

## Segmentation Position Centers

Participant: nec/0002, FRGPs: 2, 3, 4, 5, Image Kind: Three Inch

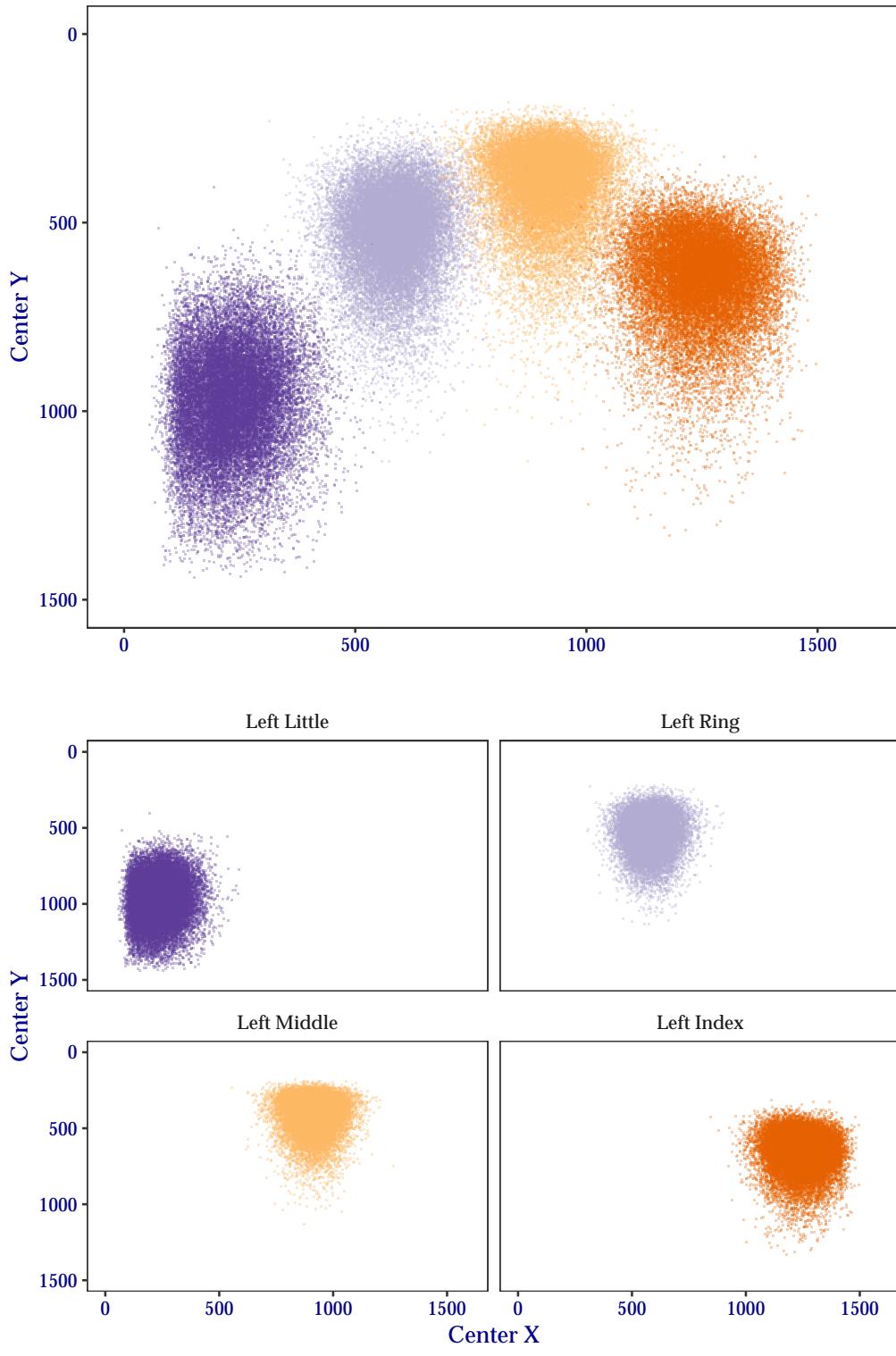


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Figure 7: Segmentation centers for right hand ThreeInch data.

## Segmentation Position Centers

Participant: nec/0002, FRGPs: 7, 8, 9, 10, Image Kind: Three Inch



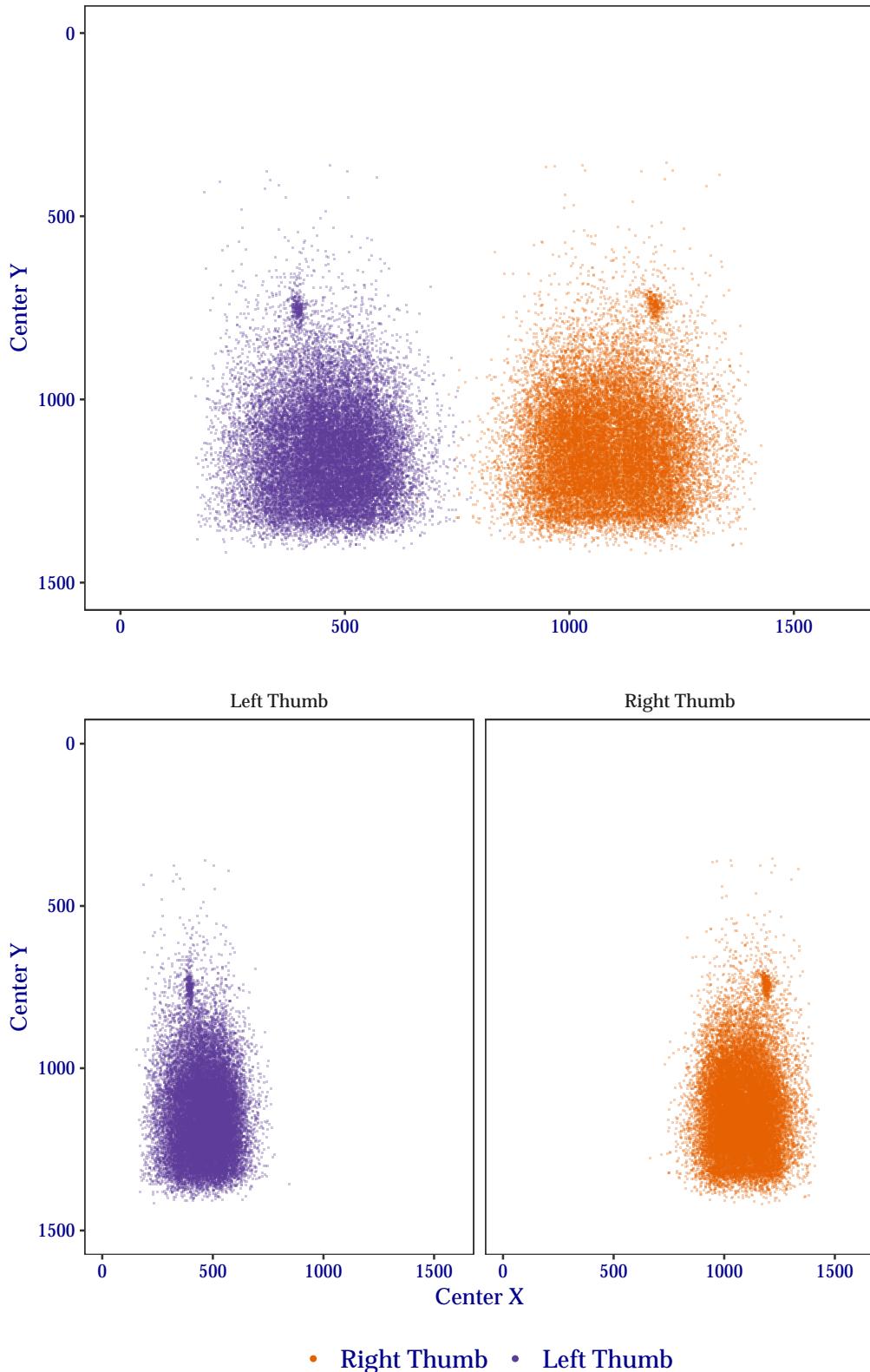
- Left Index • Left Middle • Left Ring • Left Little

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Figure 8: Segmentation centers for left hand ThreeInch data.

## Segmentation Position Centers

Participant: nec/0002, FRGPs: 1, 6, Image Kind: Three Inch



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Figure 9: Segmentation centers for thumb ThreeInch data.

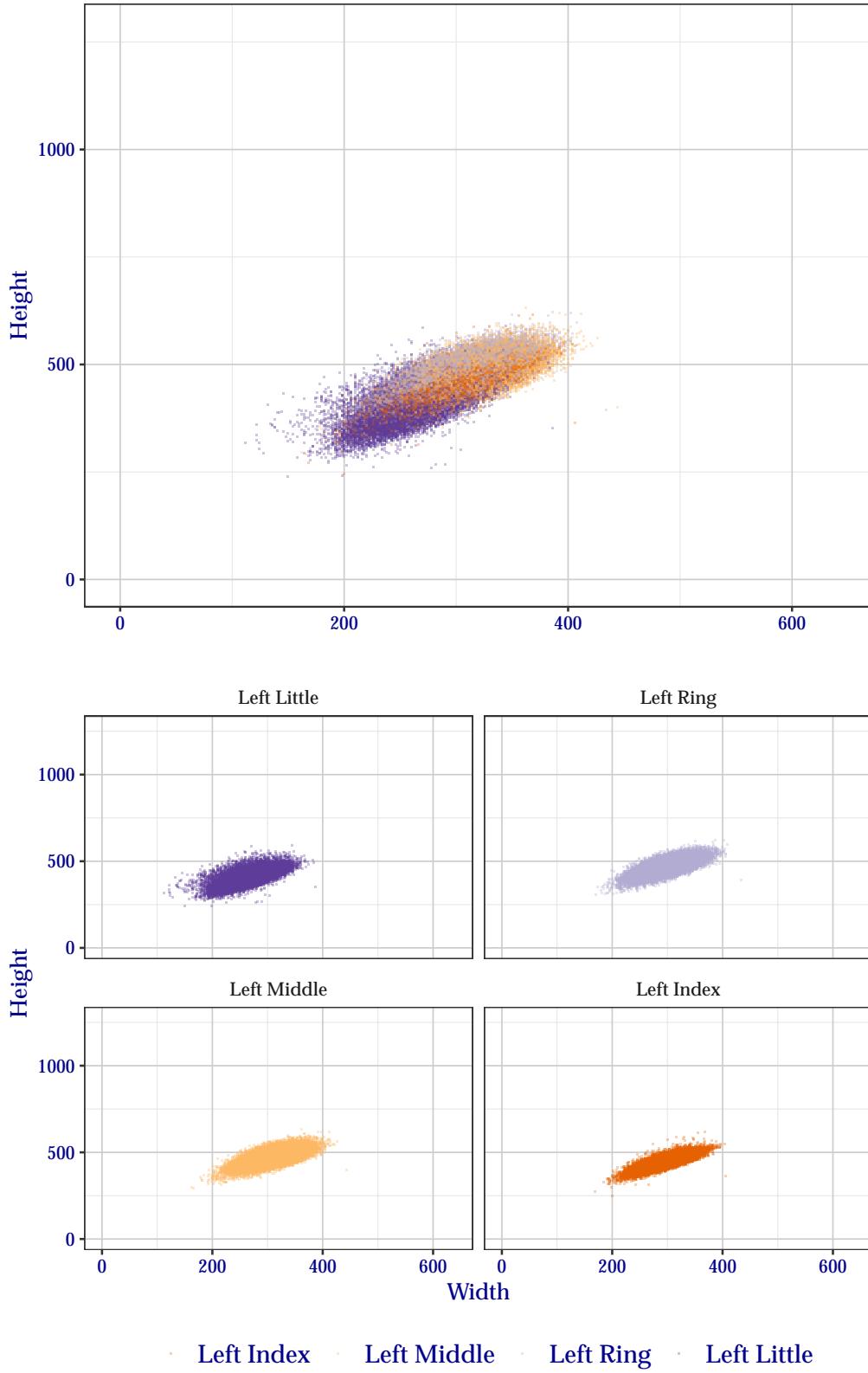
### 3.2.2 Segmentation Dimensions

The plots in this section show the distribution of segmentation position widths and heights for ThreeInch data. At the top of each figure is a combined plot for all finger positions of a given hand orientation. These figures are isolated in plots faceted at the bottom of the figure.

Plots of segmentation position dimensions for the right hand ThreeInch data are shown in Figure 11, for the left hand in Figure 10, and for thumbs in Figure 12. Blank lines that may appear in the plots are **not** rendering artifacts. Rather, they are indicative of image downsampling.

## Segmentation Position Dimensions

Participant: nec/0002, FRGPs: 7, 8, 9, 10, Image Kind: Three Inch

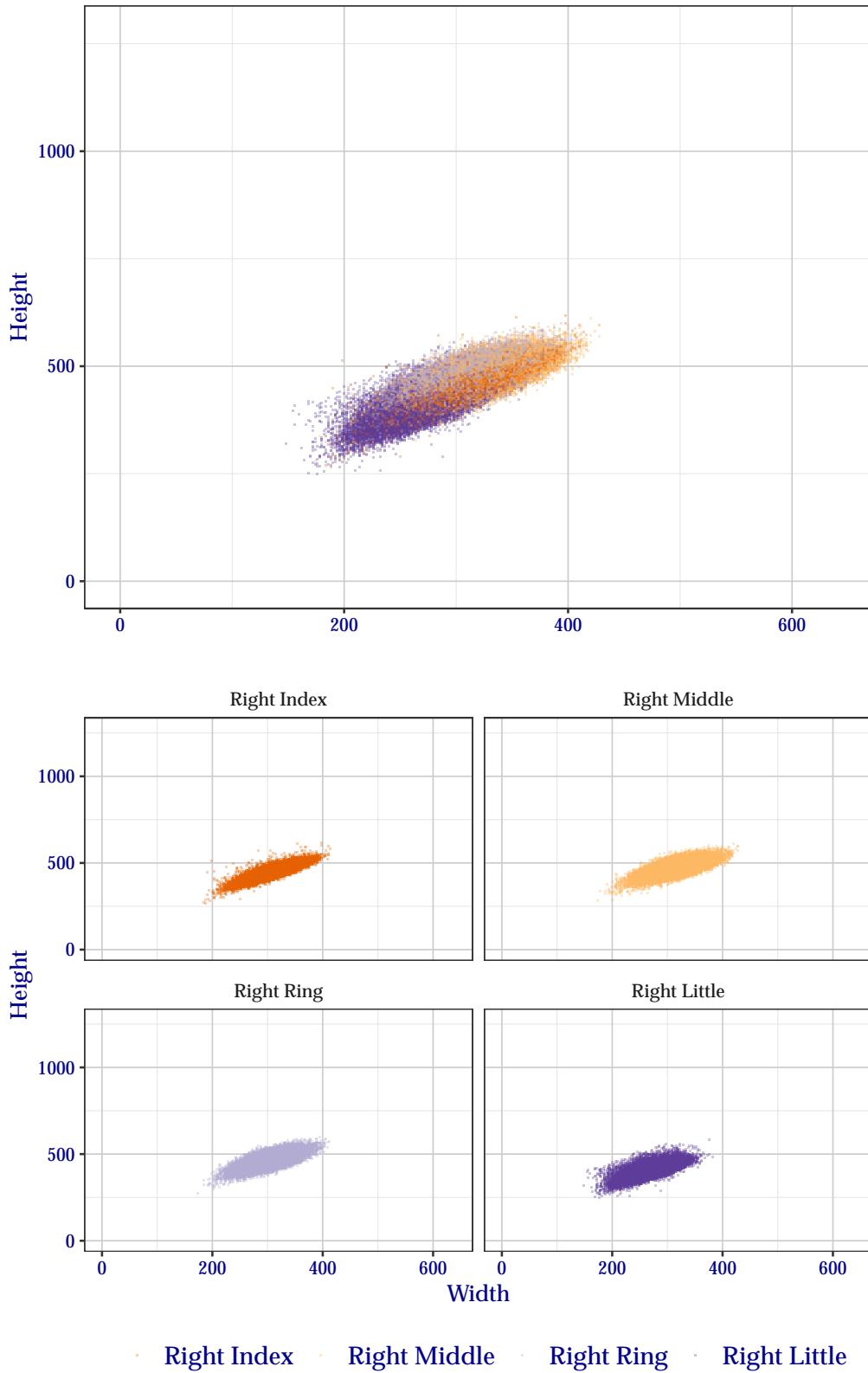


15 June 2020, 02:02:57 PM EDT

Figure 10: Segmentation position dimensions for left hand ThreeInch data.

## Segmentation Position Dimensions

Participant: nec/0002, FRGPs: 2, 3, 4, 5, Image Kind: Three Inch

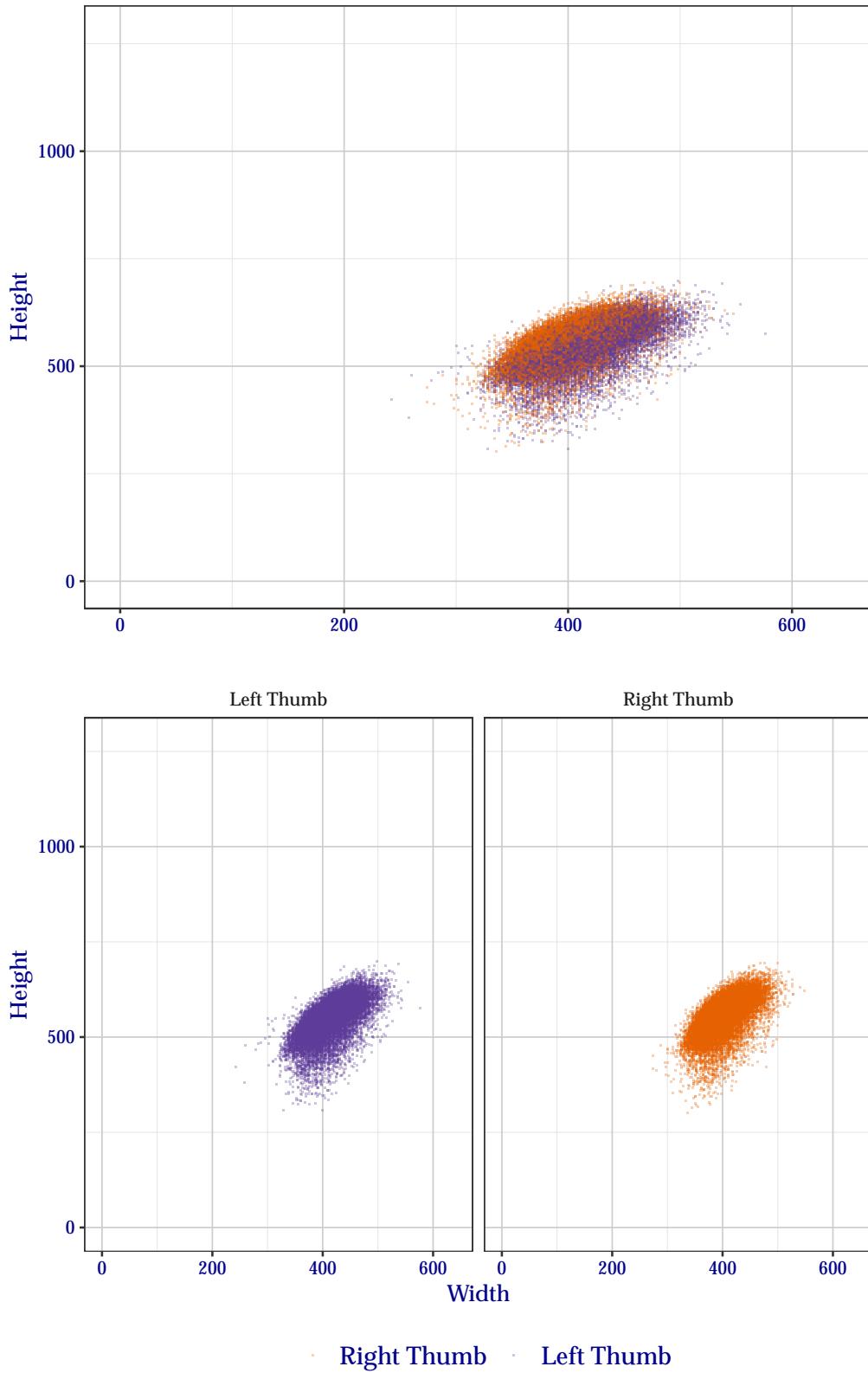


15 June 2020, 02:03:02 PM EDT

Figure 11: Segmentation position dimensions for right hand ThreeInch data.

## Segmentation Position Dimensions

Participant: nec/0002, FRGPs: 1, 6, Image Kind: Three Inch



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Figure 12: Segmentation position dimensions for thumb ThreeInch data.

### 3.3 Detailed Segmentation Statistics

This section shows detailed results of segmentation of ThreeInch data. Values in each table are the percentage that the variable in the left-most column was correctly segmented.

Each table has three columns of percentages. The *Standard Scoring* column shows the percentage of correctly-segmented positions based on the scoring metrics defined in the SlapSeg III scoring document. The *Ignoring Bottom Y* column shows how the percentage would change if the threshold for the *bottom Y* coordinate of the segmentation position was ignored. Similarly, the *Ignoring Bottom X and Y* columns shows how the percentage would change if only the top, left, and right sides of the segmentation position were considered. These two supplemental columns are included because it has traditionally been difficult to determine the exact location of the distal interphalangeal joint.

Table 12 shows how successful nec+0002 segmented fingers for each subject in the test corpus. Table 13 shows success for specific finger positions over the entire test corpus. Similarly, Table 14 shows success for segmenting the same finger position from both hands.

The remainder of the tables show success per subject when considering combinations of subsets of the fingers on each slap image. Table 15 shows success for combinations of all fingers, Table 16 for just the index and middle fingers, and Table 17 for all except the little finger.

Table 12: For each subject, the percentage that at least *Number of Fingers* fingers were correctly segmented, regardless of hand, for a maximum of eight correctly-segmented fingers. In *Standard Scoring*, scoring rules are followed exactly. In *Ignoring Bottom Y*, the bottom left and bottom right Y coordinates are ignored. *Ignoring Bottom X and Y* only checks the locations of the top left and top right coordinates.

Number of Fingers	Standard Scoring	Ignoring Bottom Y	Ignoring Bottom X and Y
1	99.8	99.8	99.8
2	99.3	99.3	99.4
3	98.3	98.4	98.4
4	97.9	98.0	98.0
5	95.9	95.9	95.9
6	95.8	95.9	95.9
7	95.6	95.7	95.7
8	95.0	95.3	95.5
9	91.2	92.9	93.5
10	75.4	80.2	82.2

Table 13: For all subjects, percentage that a particular friction ridge generalized position was correctly segmented. In *Ignoring Bottom Y*, the bottom left and bottom right Y coordinates are ignored. *Ignoring Bottom X and Y* only checks the locations of the top left and top right coordinates.

Finger	Standard Scoring	Ignoring Bottom Y	Ignoring Bottom X and Y
<b>Right</b>			
Thumb	90.7	93.2	93.9
Index	99.0	99.2	99.2
Middle	99.1	99.3	99.5
Ring	97.3	97.4	97.7
Little	97.0	97.6	97.7
<b>Left</b>			
Thumb	94.9	97.6	98.4
Index	96.4	96.5	96.6
Middle	98.7	98.9	99.1
Ring	98.9	99.0	99.5
Little	98.3	98.8	98.9

Table 14: Percentage that a particular type of fingerprint was correctly segmented on *Either* or *Both* hands. In *Ignoring Bottom Y*, the bottom left and bottom right Y coordinates are ignored. *Ignoring Bottom X and Y* only checks the locations of the top left and top right coordinates.

Fingers	Standard Scoring	Ignoring Bottom Y	Ignoring Bottom X and Y
<b>Thumb</b>			
Either	97.9	99.0	99.4
Both	87.8	92.0	93.0
<b>Index</b>			
Either	99.6	99.6	99.6
Both	93.3	93.5	93.6
<b>Middle</b>			
Either	99.7	99.7	99.7
Both	95.4	95.8	96.2
<b>Ring</b>			
Either	99.7	99.7	99.8
Both	93.9	94.1	94.8
<b>Little</b>			
Either	99.5	99.6	99.6
Both	93.3	94.3	94.4

Table 15: Percentage of segmentation success by hand for combinations of all ten fingers of a ThreeInch slap. In *Ignoring Bottom Y*, the bottom left and bottom right Y coordinates are ignored. *Ignoring Bottom X and Y* only checks the locations of the top left and top right coordinates.

Fingers	Standard Scoring	Ignoring Bottom Y	Ignoring Bottom X and Y
<b>Right</b>			
Any	99.4	99.5	99.5
At Least Two	98.4	98.4	98.4
At Least Three	98.1	98.2	98.2
At Least Four	96.8	97.1	97.2
All Five	81.5	84.6	85.7
<b>Left</b>			
Any	99.7	99.7	99.8
At Least Two	98.4	98.5	98.5
At Least Three	98.1	98.2	98.3
At Least Four	96.8	97.2	97.3
All Five	85.0	88.1	89.5

Table 16: Percentage of segmentation success by hand when only considering combinations of index and middle fingers. In *Ignoring Bottom Y*, the bottom left and bottom right Y coordinates are ignored. *Ignoring Bottom X and Y* only checks the locations of the top left and top right coordinates.

Fingers	Standard Scoring	Ignoring Bottom Y	Ignoring Bottom X and Y
<b>Right</b>			
Either	99.7	99.8	99.8
Both	98.4	98.7	98.9
<b>Left</b>			
Either	99.6	99.6	99.6
Both	95.5	95.8	96.1

Table 17: Percentage of segmentation success by hand when only considering combinations of index, middle, and ring fingers. In *Ignoring Bottom Y*, the bottom left and right Y coordinates are ignored. *Ignoring Bottom X and Y* only checks the locations of the top left and right coordinates.

Fingers	Standard Scoring	Ignoring Bottom Y	Ignoring Bottom X and Y
<b>Right</b>			
Any	99.8	99.8	99.8
At Least Two	99.5	99.5	99.6
All Three	96.1	96.4	97.0
<b>Left</b>			
Any	99.9	99.9	99.9
At Least Two	99.3	99.4	99.5
All Three	94.8	95.2	95.8

## 3.4 Handling Troublesome Images

### 3.4.1 Capture Failures

Segmentation algorithms may refuse to process an image. This may happen for a technical reason (e.g., the algorithm cannot parse the image data), or for a practical reason (e.g., the hand in the image is placed incorrectly). These failure scenarios are the result of capturing improper image data. In these types of scenarios, it is important to examine the cause of the failure. With many live scan capture setups, segmentation is performed immediately after capture. If an algorithm can detect that it won't be able to segment an image due to a technical or practical issue, it can alert the operator to perform a recapture before the subject leaves.

The SlapSeg III API encourages algorithms to identify these failure reasons by specifying pre-defined *deficiencies* in the image. Algorithms should attempt segmentation even if an image deficiency is encountered if at all possible. Note that SlapSeg III *guarantees* well-formed image data, so failures to parse are **not** an indicator of the data provided.

nec+0002 did **not** report any capture failures.

#### 3.4.1.1 Recovery

When encountering a segmentation failure, SlapSeg III algorithms are encouraged to provide a *best-effort* segmentation when possible. In some cases, that best-effort may be correct, which reduces the amount of images that need to be manually adjudicated by an operator.

nec+0002 did not attempt any recovery segmentations.

### 3.4.2 Segmentation Failures

Even if an algorithm accepts an image for processing, it can still fail to process one or more fingers from the image, regardless of if the algorithm requested a recapture and provided best-effort segmentation.

The SlapSeg III API allows algorithms to communicate reasons for failure to process these fingers. In some cases, the distal phalanx in question might not be present in the image due to amputation or being placed outside the platen's capture area. It is imperative that the segmentation algorithm correctly report this as failing to segment the correct friction ridge generalized position without disrupting the sequence of valid positions present in the image. This can help prompt an operator to recapture or record additional information about the subject.

In SlapSeg III, a number of images are missing fingers or otherwise have fingers that will not be able to be segmented. Reasons for segmentation failures reported by nec+0002 are enumerated in Table 18.

Table 18: Count of self-reported segmentation failure reasoning.

Failure Reason	Fingers
Finger Not Found	120
Finger Found, but Can't Segment	0
Vendor Defined	0

### 3.4.3 Identifying Missing Fingers

A small portion of the test corpus in SlapSeg III are missing fingers. Table 19 shows how successful nec+0002 was in correctly determining if a finger was missing. The *Missed* row shows when a segmentation position was returned for a missing finger. All possible failure reasons are enumerated, but are not considered *Correctly Identified* because the algorithm specified failure for a reason other than the finger not being found.

Table 19: Performance of nec+0002 at detecting fingers missing from an image.

Result	Percentage
Missed	51.8
Correctly Identified	48.2
Other Failure: Finger Found, but Can't Segment	0.0
Other Failure: Vendor Defined	0.0

### 3.5 Determining Orientation

An *optional* portion of the SlapSeg III API asked participants to determine the hand orientation of an image. Participants were provided the kind (e.g., Tenprint card) and capture technology (e.g., ink), and needed to determine whether the image was of the left hand, right hand, or thumbs.

**Overall Three Inch accuracy:** 99.5%

Table 20: Percentage of accuracy when determining hand orientation of a three inch image. The first column indicates the true hand orientation. Subsequent columns indicate the percentage of the time in which the indicated hand orientation was hypothesized.

	Left	Right	Thumbs
Left	<b>99.8</b>	0.2	0
Right	0.2	<b>99.8</b>	0
Thumbs	0.8	0.4	<b>98.8</b>

## 4 Upper Palm (“FiveInch” Data)

### 4.1 Segmentation Timing

All algorithms are run over a small fixed corpus of FiveInch images to estimate the total runtime of the evaluation. To be evaluated under SlapSeg III, algorithms **must** segment the timing corpus, on average, in under 1 500 milliseconds. This maximum reference time is documented in the SlapSeg III test plan, and is subject to change.

Box plots of segmentation times are separated by slap orientation and capture technology in Figure 13. Tabular representations are enumerated in Table 21. Results are reported in milliseconds.

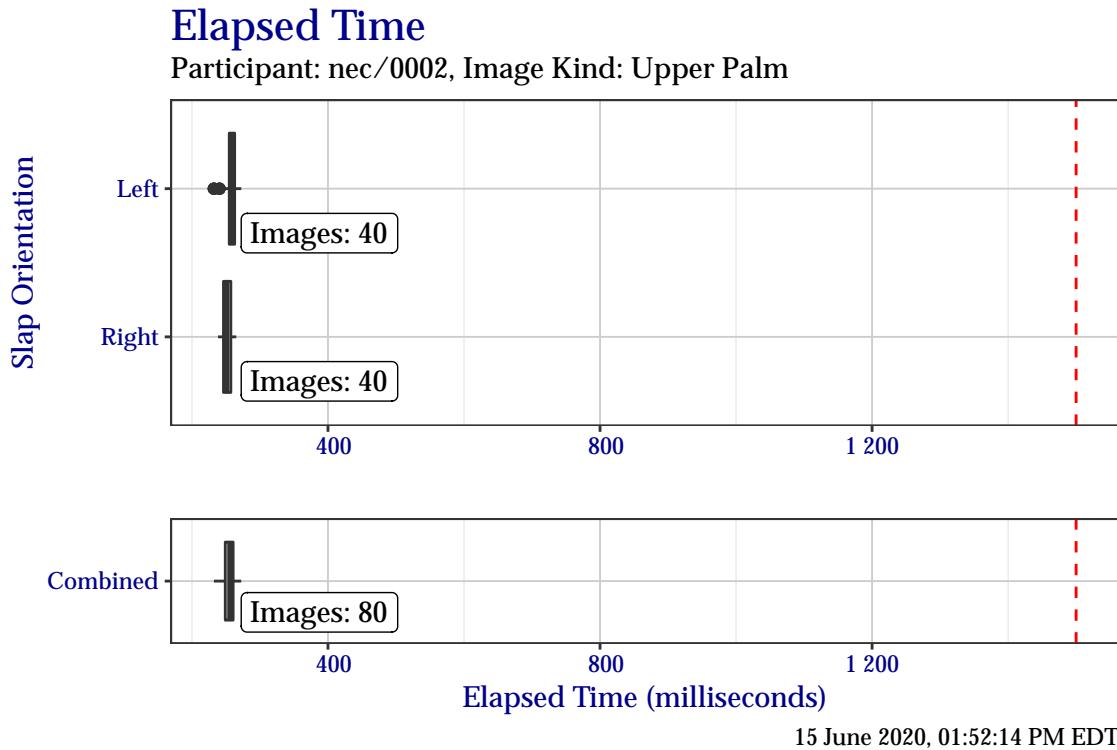


Figure 13: Box plots of elapsed time in milliseconds when segmenting the FiveInch timing test corpus, separated by slap orientation and capture technology.

Table 21: Elapsed time in milliseconds when segmenting the FiveInch timing test corpus, separated by slap orientation and capture technology.

	Right	Left	Live Scan	Combined
Minimum	238	232	232	232
25%	246	255	249	249
Median	251	259	256	256
75%	257	263	261	261
Maximum	265	272	272	272

## 4.2 Segmentation Centers and Dimensions

### 4.2.1 Segmentation Centers

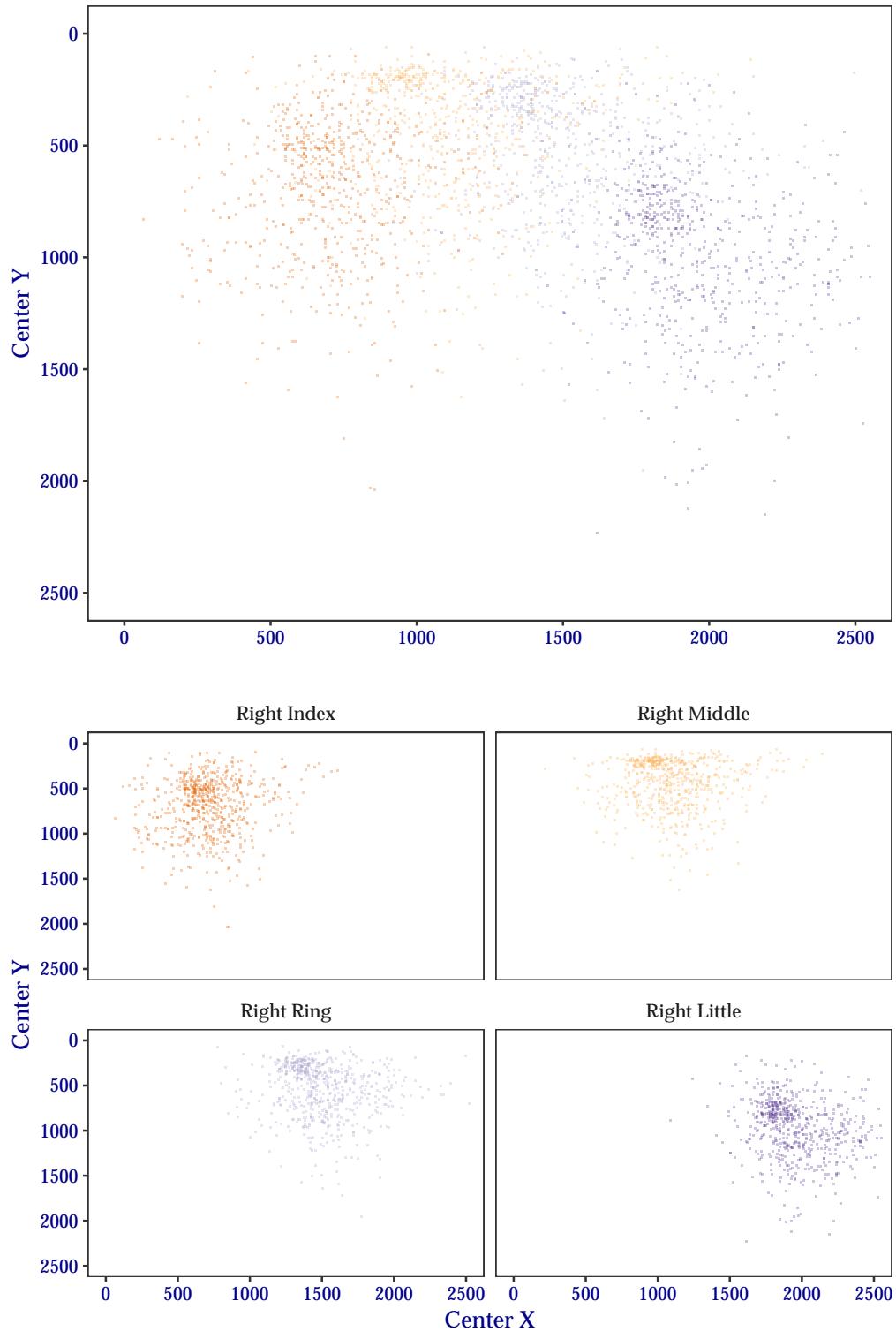
The plots in this section show the distribution of segmentation position centers ( $x, y$ ) for FiveInch data. At the top of each figure is a combined plot for all finger positions of a given slap orientation. These figures are isolated in plots faceted at the bottom of the figure.

Plots of segmentation centers for the right hand FiveInch data are shown in Figure 14 and plots of segmentation centers for the left hand are shown in Figure 15. Blank lines that may appear in the plots are **not** rendering artifacts. Rather, they are indicative of image downsampling.

Points in each plot are plotted with a semi-transparent opacity. This results in points of particular color appearing “darker” to indicate a higher frequency of the observed value, while “lighter” points indicate a lower observed frequency.

## Segmentation Position Centers

Participant: nec/0002, FRGPs: 2, 3, 4, 5, Image Kind: Upper Palm



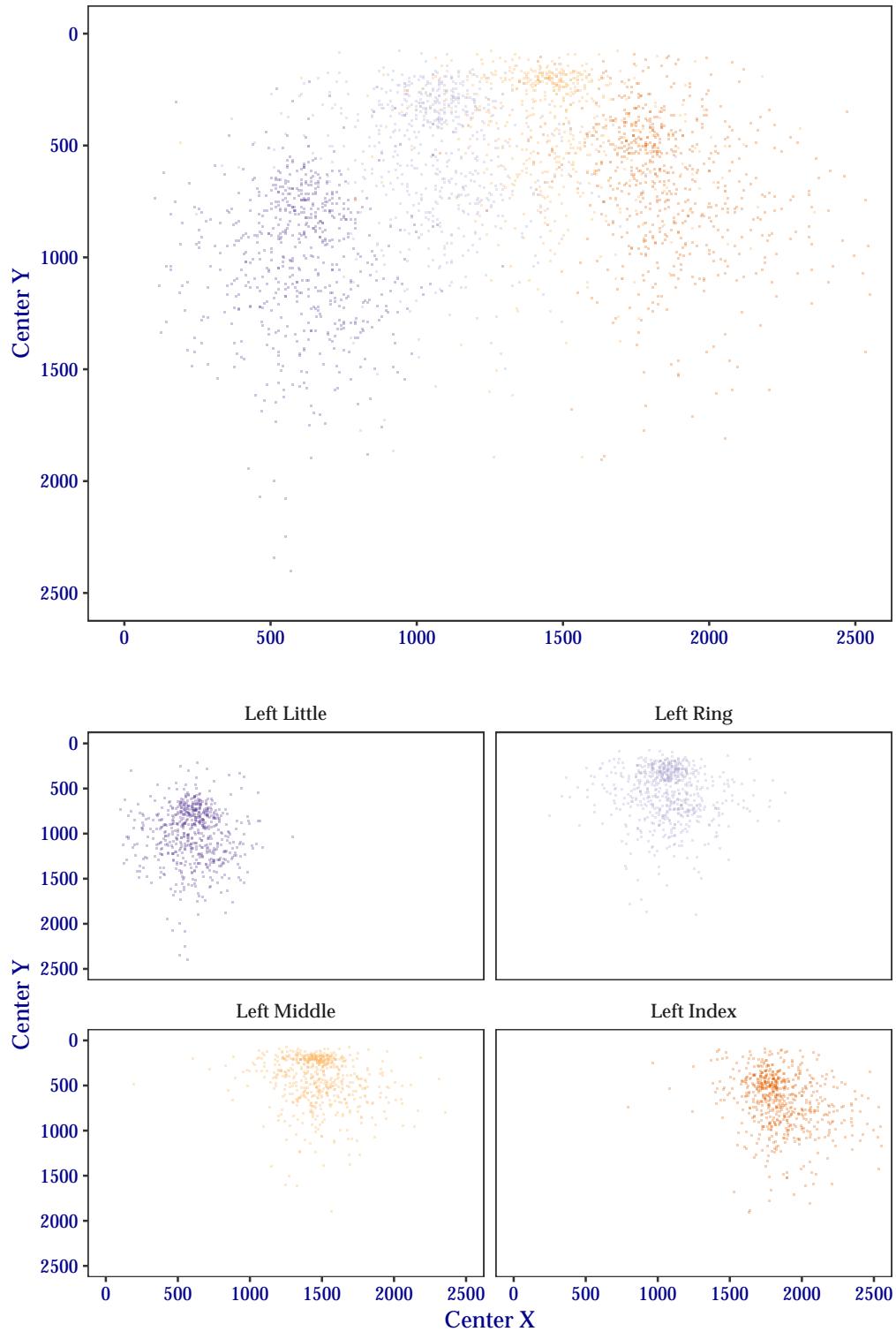
- Right Index • Right Middle • Right Ring • Right Little

15 June 2020, 02:02:46 PM EDT

Figure 14: Segmentation centers for right hand FiveInch data.

## Segmentation Position Centers

Participant: nec/0002, FRGPs: 7, 8, 9, 10, Image Kind: Upper Palm



- Left Index • Left Middle • Left Ring • Left Little

15 June 2020, 02:02:45 PM EDT

Figure 15: Segmentation centers for left hand FiveInch data.

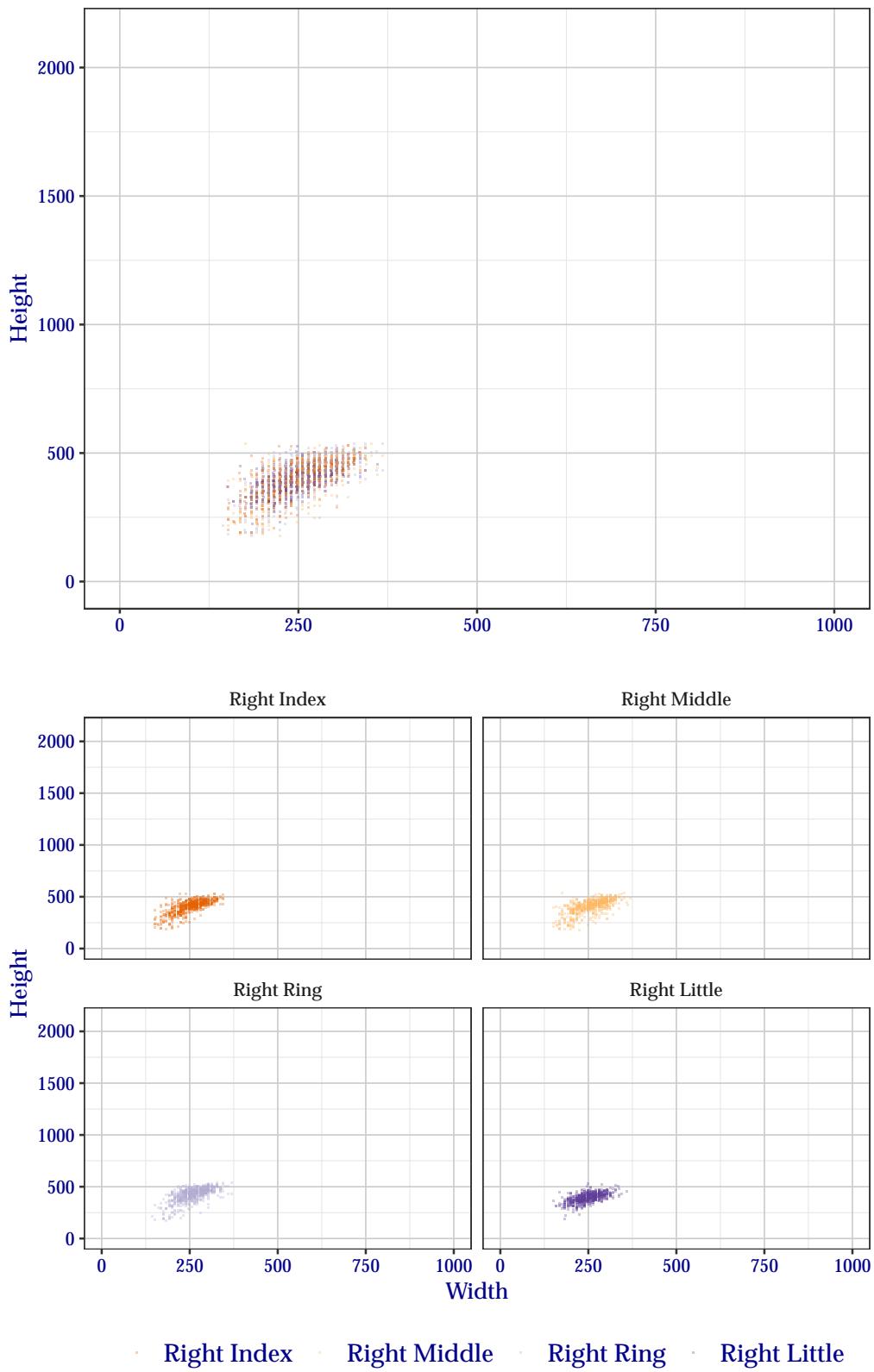
#### 4.2.2 Segmentation Dimensions

The plots in this section show the distribution of segmentation position widths and heights for FiveInch data. At the top of each figure is a combined plot for all finger positions of a given slap orientation. These figures are isolated in plots faceted at the bottom of the figure.

Plots of segmentation position dimensions for the right hand FiveInch data are shown in Figure 16 and the left hand in Figure 17. Blank lines that may appear in the plots are **not** rendering artifacts. Rather, they are indicative of image downsampling.

## Segmentation Position Dimensions

Participant: nec/0002, FRGPs: 2, 3, 4, 5, Image Kind: Upper Palm

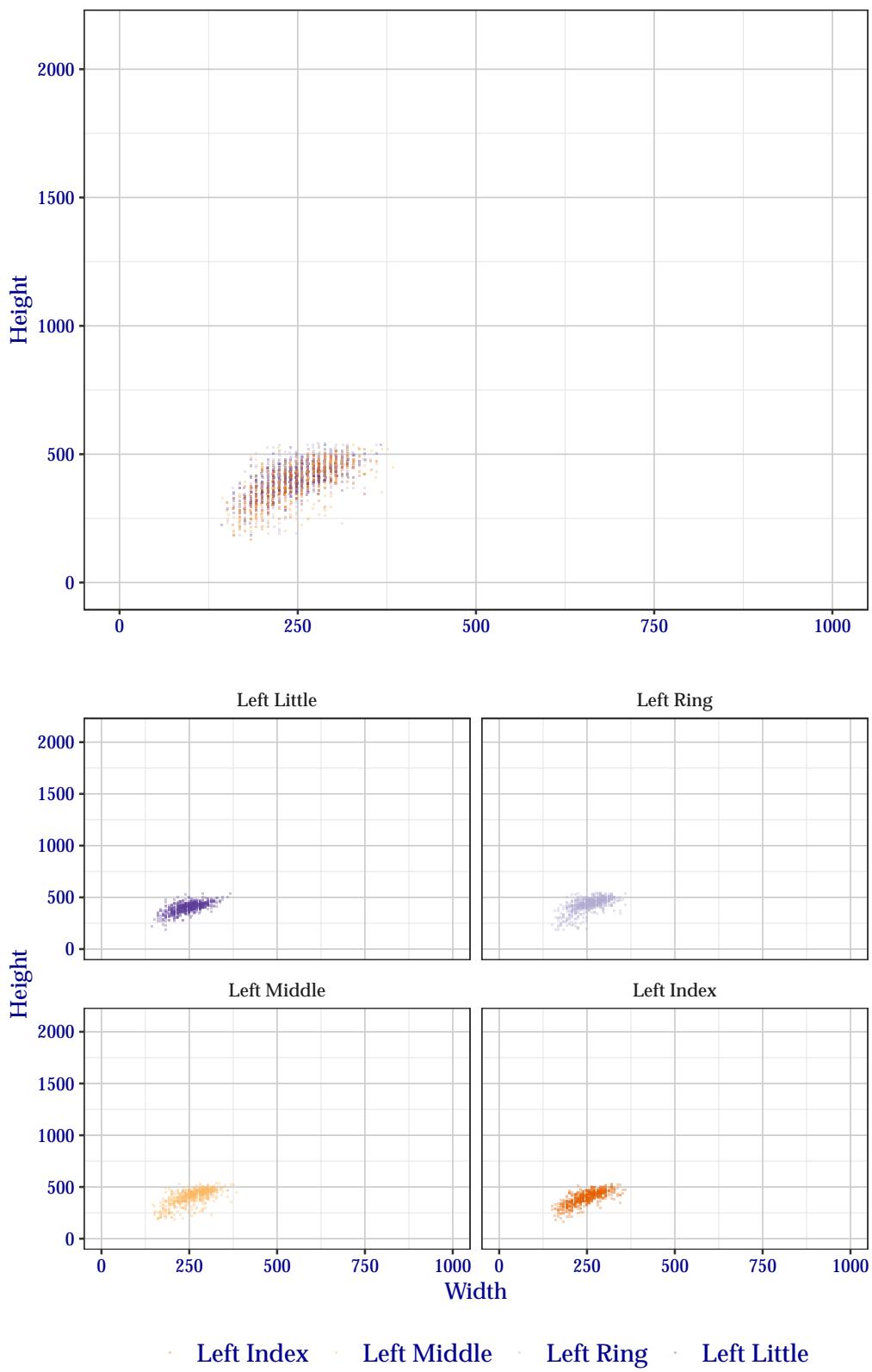


15 June 2020, 02:03:11 PM EDT

Figure 16: Segmentation position dimensions for right hand FiveInch data.

## Segmentation Position Dimensions

Participant: nec/0002, FRGPs: 7, 8, 9, 10, Image Kind: Upper Palm



15 June 2020, 02:03:10 PM EDT

Figure 17: Segmentation position dimensions for left hand FiveInch data.

### 4.3 Detailed Segmentation Statistics

This section shows detailed results of segmentation of FiveInch data. Values in each table are the percentage that the variable in the left-most column was correctly segmented.

Each table has three columns of percentages. The *Standard Scoring* column shows the percentage of correctly-segmented positions based on the scoring metrics defined in the SlapSeg III scoring document. The *Ignoring Bottom Y* column shows how the percentage would change if the threshold for the *bottom Y* coordinate of the segmentation position was ignored. Similarly, the *Ignoring Bottom X and Y* columns shows how the percentage would change if only the top, left, and right sides of the segmentation position were considered. These two supplemental columns are included because it has traditionally been difficult to determine the exact location of the distal interphalangeal joint.

Table 22 shows how successful nec+0002 segmented fingers for each subject in the test corpus. Table 23 shows success for specific finger positions over the entire test corpus. Similarly, Table 24 shows success for segmenting the same finger position from both hands.

The remainder of the tables show success per subject when considering combinations of subsets of the fingers on each slap image. Table 25 shows success for combinations of all fingers, Table 26 for just the index and middle fingers, and Table 27 for all except the little finger.

Table 22: For each subject, the percentage that at least *Number of Fingers* fingers were correctly segmented, regardless of hand, for a maximum of eight correctly-segmented fingers. In *Standard Scoring*, scoring rules are followed exactly. In *Ignoring Bottom Y*, the bottom left and bottom right Y coordinates are ignored. *Ignoring Bottom X and Y* only checks the locations of the top left and top right coordinates.

Number of Fingers	Standard Scoring	Ignoring Bottom Y	Ignoring Bottom X and Y
1	99.1	99.5	99.5
2	97.4	98.6	98.6
3	93.8	95.1	95.9
4	90.3	91.7	92.6
5	82.3	84.8	86.0
6	72.6	75.5	77.7
7	57.3	61.0	63.4
8	35.4	39.4	42.7

Table 23: For all subjects, percentage that a particular friction ridge generalized position was correctly segmented. In *Ignoring Bottom Y*, the bottom left and bottom right Y coordinates are ignored. *Ignoring Bottom X and Y* only checks the locations of the top left and top right coordinates.

Finger	Standard Scoring	Ignoring Bottom Y	Ignoring Bottom X and Y
<b>Right</b>			
Index	80.7	82.4	83.4
Middle	80.5	82.6	83.4
Ring	82.7	85.5	86.3
Little	74.6	75.9	77.8
<b>Left</b>			
Index	77.7	80.2	81.6
Middle	81.2	83.2	84.4
Ring	82.9	85.9	87.0
Little	72.9	74.9	77.9

Table 24: Percentage that a particular type of fingerprint was correctly segmented on *Either* or *Both* hands. In *Ignoring Bottom Y*, the bottom left and bottom right Y coordinates are ignored. *Ignoring Bottom X and Y* only checks the locations of the top left and top right coordinates.

Fingers	Standard Scoring	Ignoring Bottom Y	Ignoring Bottom X and Y
<b>Index</b>			
Either	92.9	94.6	95.0
Both	64.3	66.8	68.6
<b>Middle</b>			
Either	93.1	95.1	96.0
Both	67.2	69.3	70.4
<b>Ring</b>			
Either	94.6	95.7	96.0
Both	69.7	74.4	75.9
<b>Little</b>			
Either	89.5	90.4	91.8
Both	56.9	59.3	62.6

Table 25: Percentage of segmentation success by hand for combinations of all eight fingers of a FiveInch slap. In *Ignoring Bottom Y*, the bottom left and bottom right Y coordinates are ignored. *Ignoring Bottom X and Y* only checks the locations of the top left and top right coordinates.

Fingers	Standard Scoring	Ignoring Bottom Y	Ignoring Bottom X and Y
<b>Right</b>			
Any	94.9	95.9	96.1
At Least Two	88.6	89.9	90.3
At Least Three	77.9	80.2	81.2
All Four	57.0	60.5	63.2
<b>Left</b>			
Any	94.3	95.4	95.8
At Least Two	88.2	90.3	91.8
At Least Three	79.2	80.9	81.8
All Four	53.1	57.7	61.4

Table 26: Percentage of segmentation success by hand when only considering combinations of index and middle fingers. In *Ignoring Bottom Y*, the bottom left and bottom right Y coordinates are ignored. *Ignoring Bottom X and Y* only checks the locations of the top left and top right coordinates.

Fingers	Standard Scoring	Ignoring Bottom Y	Ignoring Bottom X and Y
<b>Right</b>			
Either Index or Middle	90.3	91.1	91.5
Both Index and Middle	70.9	73.9	75.3
<b>Left</b>			
Either Index or Middle	90.3	91.8	92.2
Both Index and Middle	68.6	71.6	73.7

Table 27: Percentage of segmentation success by hand when only considering combinations of index, middle, and ring fingers. In *Ignoring Bottom Y*, the bottom left and bottom right Y coordinates are ignored. *Ignoring Bottom X and Y* only checks the locations of the top left and top right coordinates.

Fingers	Standard Scoring	Ignoring Bottom Y	Ignoring Bottom X and Y
<b>Right</b>			
Any	94.1	95.1	95.3
At Least Two	83.2	85.5	86.3
All Three	66.5	69.9	71.4
<b>Left</b>			
Any	92.4	93.6	94.3
At Least Two	84.1	86.5	87.3
All Three	65.3	69.2	71.4

## 4.4 Handling Troublesome Images

### 4.4.1 Capture Failures

Segmentation algorithms may refuse to process an image. This may happen for a technical reason (e.g., the algorithm cannot parse the image data), or for a practical reason (e.g., the hand in the image is placed incorrectly). These failure scenarios are the result of capturing improper image data. In these types of scenarios, it is important to examine the cause of the failure. With many live scan capture setups, segmentation is performed immediately after capture. If an algorithm can detect that it won't be able to segment an image due to a technical or practical issue, it can alert the operator to perform a recapture before the subject leaves.

The SlapSeg III API encourages algorithms to identify these failure reasons by specifying pre-defined *deficiencies* in the image. Algorithms should attempt segmentation even if an image deficiency is encountered if at all possible. Note that SlapSeg III *guarantees* well-formed image data, so failures to parse are **not** an indicator of the data provided.

nec+0002 did **not** report any capture failures.

#### 4.4.1.1 Recovery

When encountering a segmentation failure, SlapSeg III algorithms are encouraged to provide a *best-effort* segmentation when possible. In some cases, that best-effort may be correct, which reduces the amount of images that need to be manually adjudicated by an operator.

nec+0002 did not attempt any recovery segmentations.

### 4.4.2 Segmentation Failures

Even if an algorithm accepts an image for processing, it can still fail to process one or more fingers from the image, regardless of if the algorithm requested a recapture and provided best-effort segmentation.

The SlapSeg III API allows algorithms to communicate reasons for failure to process these fingers. In some cases, the distal phalanx in question might not be present in the image due to amputation or being placed outside the platen's capture area. It is imperative that the segmentation algorithm correctly report this as failing to segment the correct friction ridge generalized position without disrupting the sequence of valid positions present in the image. This can help prompt an operator to recapture or record additional information about the subject.

In SlapSeg III, a number of images are missing fingers or otherwise have fingers that will not be able to be segmented. Reasons for segmentation failures reported by nec+0002 are enumerated in Table 28.

Table 28: Count of self-reported segmentation failure reasoning.

Failure Reason	Fingers
Finger Not Found	1 069
Finger Found, but Can't Segment	0
Vendor Defined	0

### 4.4.3 Identifying Missing Fingers

A small portion of the test corpus in SlapSeg III are missing fingers. Table 29 shows how successful nec+0002 was in correctly determining if a finger was missing. The *Missed* row shows when a segmentation position was returned for a missing finger. All possible failure reasons are enumerated, but are not considered *Correctly Identified* because the algorithm specified failure for a reason other than the finger not being found.

Table 29: Performance of nec+0002 at detecting fingers missing from an image.

Result	Percentage
Missed	21.2
Correctly Identified	78.8
Other Failure: Finger Found, but Can't Segment	0.0
Other Failure: Vendor Defined	0.0

## 4.5 Determining Orientation

An *optional* portion of the SlapSeg III API asked participants to determine the hand orientation of an image. Participants were provided the kind (e.g., Tenprint card) and capture technology (e.g., ink), and needed to determine whether the image was of the left hand, right hand, or thumbs.

**Overall Upper Palm accuracy:** 79.7%

Table 30: Percentage of accuracy when determining hand orientation of an upper palm image. The first column indicates the true hand orientation. Subsequent columns indicate the percentage of the time in which the indicated hand orientation was hypothesized.

	Left	Right
Left	75.7	24.3
Right	16.2	83.8

## A Tenprint Cards (“TwoInch” Data)

### A.1 Bootstrap Confidence for Segmentation Statistics

This section shows the same detailed results of segmentation of TwoInch data from Section 2.3, but with an added bootstrap confidence interval. For each observation, a bootstrap routine with 1 000 replicates was run, and a 95 % confidence interval extracted. The lower and upper confidence from that confidence interval are printed in each column within square brackets.

In Table 31, results are shown of how successful nec+0002 segmented fingers for each subject in the test corpus. Table 32 shows success for specific finger positions over the entire test corpus. Similarly, Table 33 shows success for segmenting the same finger position from both hands.

The remainder of the tables show success per subject when considering combinations of subsets of the fingers in each slap image. Table 34 shows success for combinations of all fingers, Table 36 for the all except the little finger, and Table 35 for just the index and middle fingers.

Table 31: For each subject, the percentage that at least *Number of Fingers* fingers were correctly segmented, regardless of hand, for a maximum of eight correctly-segmented fingers. In *Standard Scoring*, scoring rules are followed exactly. In *Ignoring Bottom Y*, the bottom left and bottom right Y coordinates are ignored. *Ignoring Bottom X and Y* only checks the locations of the top left and top right coordinates. Values in square brackets represent a 95 % confidence interval after bootstrapping with 1 000 replicates.

Number of Fingers	Standard Scoring	Ignoring Bottom Y	Ignoring Bottom X and Y
1	99.9 [99.8, 99.9]	99.9 [99.8, 99.9]	99.9 [99.9, 100.0]
2	99.8 [99.7, 99.9]	99.8 [99.8, 99.9]	99.9 [99.8, 99.9]
3	99.5 [99.3, 99.6]	99.5 [99.4, 99.7]	99.7 [99.6, 99.8]
4	98.7 [98.5, 98.9]	99.0 [98.9, 99.2]	99.2 [99.1, 99.4]
5	95.2 [94.8, 95.6]	95.4 [95.0, 95.7]	95.6 [95.3, 96.0]
6	94.3 [93.9, 94.7]	94.9 [94.6, 95.3]	95.3 [95.0, 95.7]
7	91.4 [90.9, 91.9]	93.6 [93.1, 94.0]	94.2 [93.8, 94.6]
8	78.5 [77.8, 79.2]	87.0 [86.4, 87.6]	88.0 [87.4, 88.5]

Table 32: For all subjects, Percentage that a particular friction ridge generalized position was correctly segmented. In *Ignoring Bottom Y*, the bottom left and bottom right Y coordinates are ignored. *Ignoring Bottom X and Y* only checks the locations of the top left and top right coordinates. Values in square brackets represent a 95 % confidence interval after bootstrapping with 1 000 replicates.

Finger	Standard Scoring	Ignoring Bottom Y	Ignoring Bottom X and Y
<b>Right</b>			
Index	96.4 [96.2, 96.7]	97.9 [97.7, 98.1]	98.2 [98.0, 98.4]
Middle	96.6 [96.4, 96.8]	97.8 [97.6, 97.9]	98.2 [98.0, 98.4]
Ring	97.0 [96.7, 97.2]	98.1 [97.9, 98.3]	98.5 [98.3, 98.7]
Little	97.4 [97.2, 97.6]	98.8 [98.6, 98.9]	99.1 [99.0, 99.2]
<b>Left</b>			
Index	97.1 [96.9, 97.4]	98.3 [98.1, 98.5]	98.5 [98.4, 98.7]
Middle	96.2 [96.0, 96.5]	98.0 [97.8, 98.2]	98.3 [98.1, 98.5]
Ring	96.0 [95.7, 96.2]	97.8 [97.6, 98.0]	98.0 [97.8, 98.2]
Little	97.5 [97.3, 97.7]	98.9 [98.7, 99.0]	99.1 [99.0, 99.2]

Table 33: Percentage that a particular type of fingerprint was correctly segmented on *Either* or *Both* hands. In *Ignoring Bottom Y*, the bottom left and bottom right Y coordinates are ignored. *Ignoring Bottom X and Y* only checks the locations of the top left and top right coordinates. Values in square brackets represent a 95 % confidence interval after bootstrapping with 1 000 replicates.

Fingers	Standard Scoring	Ignoring Bottom Y	Ignoring Bottom X and Y
<b>Index</b>			
Either	99.3 [99.2, 99.5]	99.5 [99.3, 99.6]	99.6 [99.5, 99.7]
Both	90.0 [89.5, 90.5]	92.6 [92.1, 93.0]	93.1 [92.7, 93.5]
<b>Middle</b>			
Either	99.2 [99.0, 99.3]	99.5 [99.4, 99.6]	99.6 [99.5, 99.7]
Both	89.5 [89.0, 90.1]	92.2 [91.8, 92.7]	92.9 [92.4, 93.3]
<b>Ring</b>			
Either	99.1 [98.9, 99.3]	99.5 [99.3, 99.6]	99.6 [99.5, 99.7]
Both	89.7 [89.2, 90.3]	92.5 [92.1, 92.9]	93.1 [92.7, 93.6]
<b>Little</b>			
Either	99.5 [99.4, 99.6]	99.6 [99.5, 99.7]	99.7 [99.6, 99.8]
Both	90.9 [90.4, 91.4]	93.8 [93.4, 94.2]	94.3 [93.9, 94.7]

Table 34: Percentage of segmentation success by hand for combinations of all eight fingers of a TwoInch slap. In *Ignoring Bottom Y*, the bottom left and bottom right Y coordinates are ignored. *Ignoring Bottom X and Y* only checks the locations of the top left and top right coordinates. Values in square brackets represent a 95 % confidence interval after bootstrapping with 1 000 replicates.

Fingers	Standard Scoring	Ignoring Bottom Y	Ignoring Bottom X and Y
<b>Right</b>			
Any	99.8 [99.7, 99.8]	99.8 [99.7, 99.8]	99.9 [99.8, 99.9]
At Least Two	99.4 [99.3, 99.5]	99.5 [99.4, 99.6]	99.7 [99.6, 99.8]
At Least Three	98.2 [98.0, 98.3]	98.8 [98.7, 98.9]	99.2 [99.1, 99.2]
All Four	90.0 [89.6, 90.2]	94.5 [94.5, 94.9]	95.2 [95.1, 95.5]
<b>Left</b>			
Any	99.8 [99.7, 99.8]	99.8 [99.7, 99.8]	99.9 [99.8, 99.9]
At Least Two	99.4 [99.3, 99.5]	99.5 [99.4, 99.6]	99.7 [99.6, 99.8]
At Least Three	98.0 [98.0, 98.3]	98.9 [98.7, 98.9]	99.1 [99.1, 99.2]
All Four	89.7 [89.6, 90.2]	94.9 [94.5, 94.9]	95.3 [95.1, 95.5]

Table 35: Percentage of segmentation success by hand when only considering combinations of index and middle fingers. In *Ignoring Bottom Y*, the bottom left and bottom right Y coordinates are ignored. *Ignoring Bottom X and Y* only checks the locations of the top left and top right coordinates. Values in square brackets represent a 95 % confidence interval after bootstrapping with 1 000 replicates.

Fingers	Standard Scoring	Ignoring Bottom Y	Ignoring Bottom X and Y
<b>Right</b>			
Either Index or Middle	99.2 [99.2, 99.3]	99.3 [99.3, 99.5]	99.6 [99.6, 99.7]
Both Index and Middle	93.8 [93.7, 94.2]	96.3 [96.4, 96.7]	96.8 [96.8, 97.2]
<b>Left</b>			
Either Index or Middle	99.3 [99.2, 99.3]	99.5 [99.3, 99.5]	99.6 [99.6, 99.7]
Both Index and Middle	94.1 [93.7, 94.2]	96.9 [96.4, 96.7]	97.2 [96.8, 97.2]

Table 36: Percentage of segmentation success by hand when only considering combinations of index, middle, and ring fingers. In *Ignoring Bottom Y*, the bottom left and bottom right Y coordinates are ignored. *Ignoring Bottom X and Y* only checks the locations of the top left and top right coordinates. Values in square brackets represent a 95 % confidence interval after bootstrapping with 1 000 replicates.

Fingers	Standard Scoring	Ignoring Bottom Y	Ignoring Bottom X and Y
<b>Right</b>			
Any	99.6 [99.5, 99.6]	99.6 [99.6, 99.7]	99.8 [99.8, 99.8]
At Least Two	98.6 [98.4, 98.6]	99.0 [98.9, 99.1]	99.4 [99.3, 99.4]
All Three	91.9 [91.4, 91.9]	95.1 [95.1, 95.5]	95.7 [95.6, 95.9]
<b>Left</b>			
Any	99.6 [99.5, 99.6]	99.7 [99.6, 99.7]	99.8 [99.8, 99.8]
At Least Two	98.4 [98.4, 98.6]	99.1 [98.9, 99.1]	99.3 [99.3, 99.4]
All Three	91.4 [91.4, 91.9]	95.4 [95.1, 95.5]	95.8 [95.6, 95.9]

## A.2 Jaccard Index

Table 37: For each subject, the percentage that at least *Number of Fingers* fingers were segmented with a Jaccard index in the indicated range.

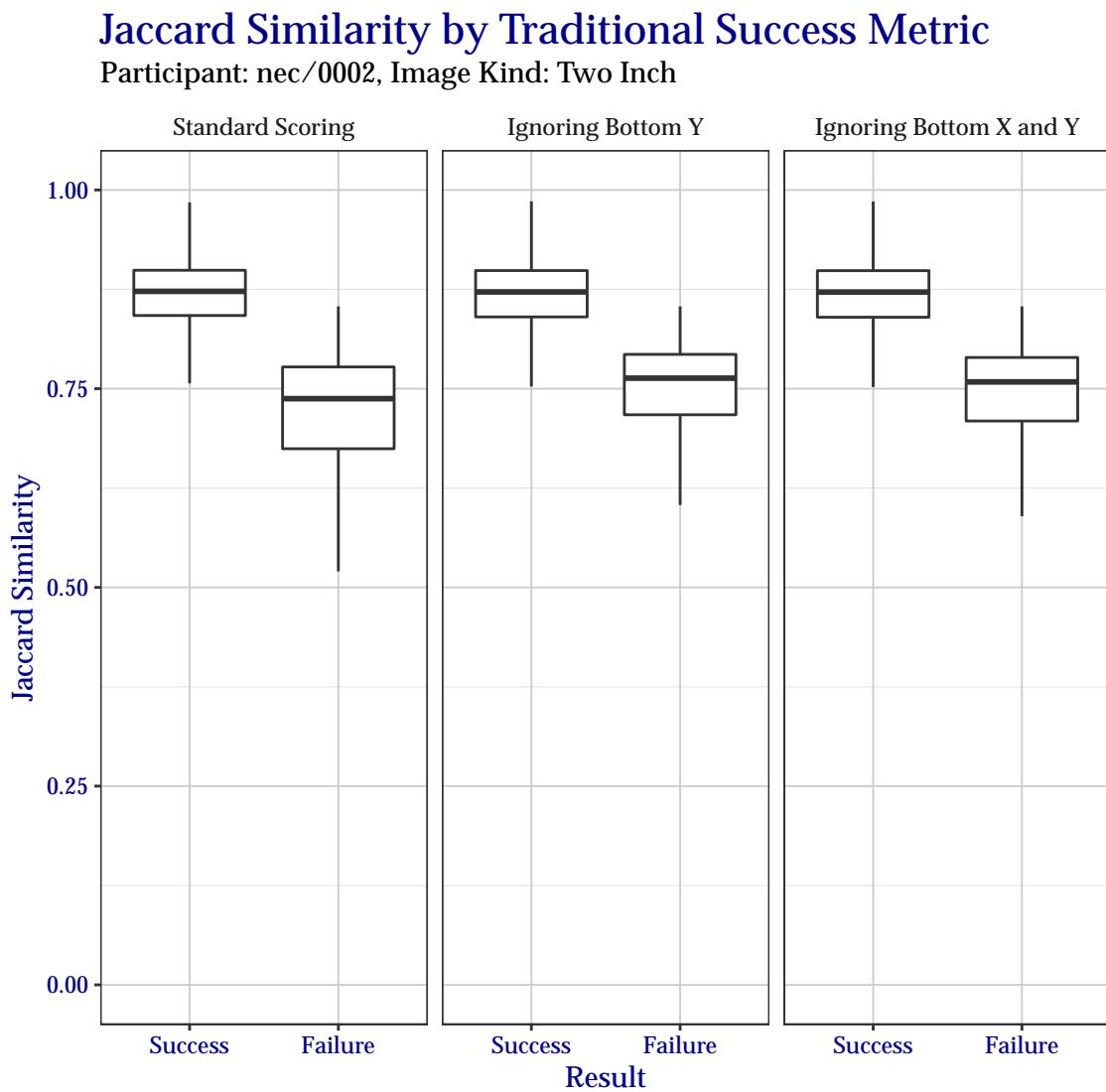
Number of Fingers	$\geq 0.5$	$\geq 0.6$	$\geq 0.7$	$\geq 0.8$	$\geq 0.9$	$\geq 0.95$	$\geq 0.98$
1	100.0	100.0	100.0	99.8	77.3	9.7	0.2
2	100.0	100.0	100.0	99.5	53.8	1.7	0.0
3	99.9	99.9	99.7	98.8	32.2	0.3	0.0
4	99.9	99.7	99.3	96.9	16.1	0.1	0.0
5	95.9	95.9	95.8	93.1	6.2	0	0
6	95.9	95.8	95.5	88.6	1.7	0	0
7	95.8	95.6	93.9	76.1	0.5	0	0
8	95.0	93.1	85.0	46.7	0.1	0	0

Table 38: For all subjects, percentage that a particular friction ridge generalized position was segmented with a Jaccard index in the indicated range.

Finger	$0-0.5$	$0.5-0.6$	$0.6-0.7$	$0.7-0.8$	$0.8-0.9$	$0.9-1.0$
<b>Right</b>						
Index	0.1	0.2	1.3	10.9	71.8	15.7
Middle	0.1	0.1	0.7	7.7	68.2	23.2
Ring	0.1	0.2	0.8	7.5	70.3	21.1
Little	0.1	0.3	1.5	12.4	73.2	12.5
<b>Left</b>						
Index	0.2	0.3	1.3	8.3	60.3	29.6
Middle	0.3	0.3	1.2	7.5	57.6	33.1
Ring	0.1	0.2	1.4	7.0	61.4	29.9
Little	0.2	0.4	1.5	8.7	64.5	24.7

Table 39: Percentage of segmentation obtaining a Jaccard index in the indicated ranges, by hand, for combinations of all eight fingers of a TwoInch slap.

Fingers	$\geq 0.5$	$\geq 0.6$	$\geq 0.7$	$\geq 0.8$	$\geq 0.9$	$\geq 0.95$	$\geq 0.98$
<b>Right</b>							
Any	100.0	100.0	100.0	99.5	48.0	2.2	0.0
At Least Two	100.0	100.0	99.9	98.1	19.1	0.1	0.0
At Least Three	99.9	99.9	99.5	92.2	4.9	0.0	0.0
All Four	99.7	98.9	95.0	66.2	0.6	0.0	0.0
<b>Left</b>							
Any	100.0	100.0	100.0	99.6	61.9	7.2	0.2
At Least Two	100.0	100.0	99.9	98.4	35.6	1.2	0.0
At Least Three	99.9	99.8	99.2	92.9	15.7	0.2	0.0
All Four	99.4	98.4	93.7	70.3	4.2	0.0	0.0

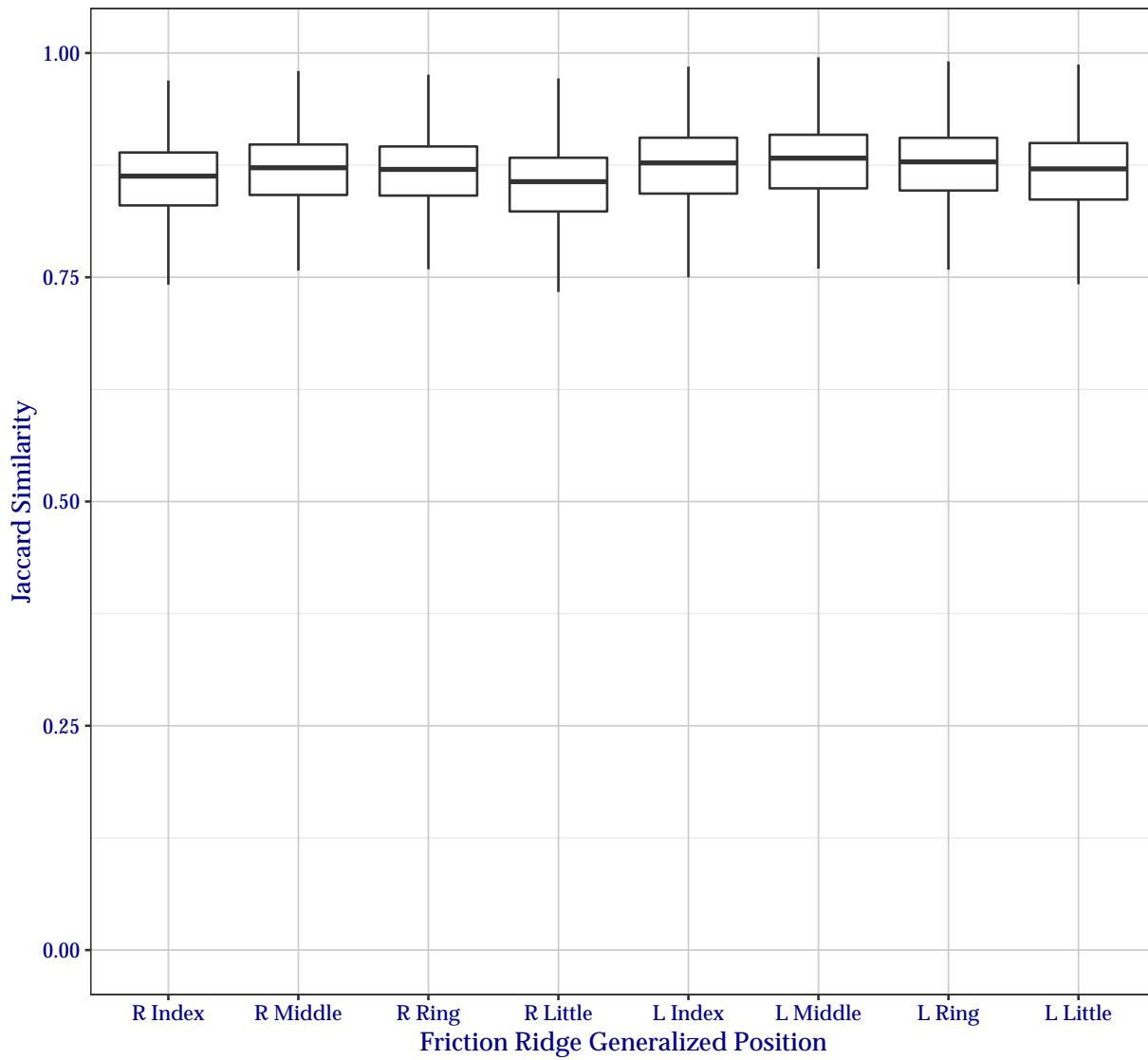


15 June 2020, 01:59:07 PM EDT

Figure 18: Boxplot of Jaccard similarity indices as compared to the traditional success metrics. Outliers have been removed for clarity.

## Jaccard Similarity by Friction Ridge Generalized Position

Participant: nec/0002, Image Kind: Two Inch



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Figure 19: Boxplot of Jaccard similarity indices for each friction ridge generalized position. Outliers have been removed for clarity.

Table 40: Percentage of segmentation obtaining a Jaccard index in the indicated ranges, by hand, for combinations of index and middle fingers of a TwoInch slap.

Fingers	$\geq 0.5$	$\geq 0.6$	$\geq 0.7$	$\geq 0.8$	$\geq 0.9$	$\geq 0.95$	$\geq 0.98$
<b>Right</b>							
Either Index or Middle	100.0	99.9	99.9	98.0	33.3	1.4	0.0
Both Index and Middle	99.8	99.5	97.5	80.9	5.6	0.0	0.0
<b>Left</b>							
Either Index or Middle	100.0	99.9	99.8	98.1	48.4	4.2	0.1
Both Index and Middle	99.6	99.1	96.7	82.6	14.4	0.3	0.0

Table 41: Percentage of segmentation obtaining a Jaccard index in the indicated ranges, by hand, for combinations of index, middle, and ring fingers of a TwoInch slap.

Fingers	$\geq 0.5$	$\geq 0.6$	$\geq 0.7$	$\geq 0.8$	$\geq 0.9$	$\geq 0.95$	$\geq 0.98$
<b>Right</b>							
Any	100.0	100.0	100.0	99.2	43.7	2.0	0.0
At Least Two	100.0	99.9	99.7	95.5	14.2	0.1	0.0
All Three	99.7	99.3	96.7	75.6	2.1	0.0	0.0
<b>Left</b>							
Any	100.0	100.0	99.9	99.2	57.2	5.9	0.1
At Least Two	99.9	99.9	99.5	95.6	27.7	0.7	0.0
All Three	99.5	98.8	95.4	77.1	7.8	0.1	0.0

## B Identification Flats (“ThreeInch” Data)

### B.1 Bootstrap Confidence for Segmentation Statistics

This section shows the same detailed results of segmentation of ThreeInch data from Section 3.3, but with an added bootstrap confidence interval. For each observation, a bootstrap routine with 1 000 replicates was run, and a 95 % confidence interval extracted. The lower and upper confidence from that confidence interval are printed in each column within square brackets.

In Table 42, results are shown of how successful nec+0002 segmented fingers for each subject in the test corpus. Table 43 shows success for specific finger positions over the entire test corpus. Similarly, Table 44 shows success for segmenting the same finger position from both hands.

The remainder of the tables show success per subject when considering combinations of subsets of the fingers in each slap image. Table 45 shows success for combinations of all fingers, Table 47 for the all except the little finger, and Table 46 for just the index and middle fingers.

Table 42: For each subject, the percentage that at least *Number of Fingers* fingers were correctly segmented, regardless of hand, for a maximum of eight correctly-segmented fingers. In *Standard Scoring*, scoring rules are followed exactly. In *Ignoring Bottom Y*, the bottom left and bottom right Y coordinates are ignored. *Ignoring Bottom X and Y* only checks the locations of the top left and top right coordinates. Values in square brackets represent a 95 % confidence interval after bootstrapping with 1 000 replicates.

Number of Fingers	Standard Scoring	Ignoring Bottom Y	Ignoring Bottom X and Y
1	99.8 [99.7, 99.8]	99.8 [99.7, 99.9]	99.8 [99.8, 99.9]
2	99.3 [99.2, 99.4]	99.3 [99.2, 99.4]	99.4 [99.3, 99.5]
3	98.3 [98.2, 98.5]	98.4 [98.2, 98.5]	98.4 [98.2, 98.5]
4	97.9 [97.8, 98.1]	98.0 [97.8, 98.2]	98.0 [97.8, 98.2]
5	95.9 [95.7, 96.2]	95.9 [95.7, 96.2]	95.9 [95.7, 96.2]
6	95.8 [95.6, 96.1]	95.9 [95.6, 96.1]	95.9 [95.6, 96.2]
7	95.6 [95.3, 95.9]	95.7 [95.4, 96.0]	95.7 [95.5, 96.0]
8	95.0 [94.7, 95.3]	95.3 [95.1, 95.6]	95.5 [95.2, 95.7]
9	91.2 [90.9, 91.6]	92.9 [92.6, 93.2]	93.5 [93.2, 93.8]
10	75.4 [74.9, 75.9]	80.2 [79.8, 80.7]	82.2 [81.7, 82.6]

Table 43: For all subjects, Percentage that a particular friction ridge generalized position was correctly segmented. In *Ignoring Bottom Y*, the bottom left and bottom right Y coordinates are ignored. *Ignoring Bottom X and Y* only checks the locations of the top left and top right coordinates. Values in square brackets represent a 95 % confidence interval after bootstrapping with 1 000 replicates.

Finger	Standard Scoring	Ignoring Bottom Y	Ignoring Bottom X and Y
<b>Right</b>			
Thumb	90.7 [90.3, 91.0]	93.2 [92.9, 93.5]	93.9 [93.6, 94.2]
Index	99.0 [98.9, 99.2]	99.2 [99.1, 99.3]	99.2 [99.1, 99.3]
Middle	99.1 [98.9, 99.2]	99.3 [99.1, 99.3]	99.5 [99.4, 99.6]
Ring	97.3 [97.1, 97.5]	97.4 [97.2, 97.6]	97.7 [97.5, 97.9]
Little	97.0 [96.8, 97.2]	97.6 [97.5, 97.8]	97.7 [97.5, 97.9]
<b>Left</b>			
Thumb	94.9 [94.6, 95.2]	97.6 [97.4, 97.8]	98.4 [98.2, 98.5]
Index	96.4 [96.2, 96.6]	96.5 [96.3, 96.7]	96.6 [96.4, 96.8]
Middle	98.7 [98.6, 98.8]	98.9 [98.8, 99.0]	99.1 [99.0, 99.3]
Ring	98.9 [98.8, 99.0]	99.0 [98.9, 99.1]	99.5 [99.4, 99.6]
Little	98.3 [98.2, 98.5]	98.8 [98.7, 98.9]	98.9 [98.8, 99.1]

Table 44: Percentage that a particular type of fingerprint was correctly segmented on *Either* or *Both* hands. In *Ignoring Bottom Y*, the bottom left and bottom right Y coordinates are ignored. *Ignoring Bottom X and Y* only checks the locations of the top left and top right coordinates. Values in square brackets represent a 95 % confidence interval after bootstrapping with 1 000 replicates.

Fingers	Standard Scoring	Ignoring Bottom Y	Ignoring Bottom X and Y
<b>Thumb</b>			
Either	97.9 [97.7, 98.1]	99.0 [98.9, 99.1]	99.4 [99.2, 99.5]
Both	87.8 [87.3, 88.2]	92.0 [91.6, 92.3]	93.0 [92.7, 93.3]
<b>Index</b>			
Either	99.6 [99.5, 99.6]	99.6 [99.5, 99.7]	99.6 [99.5, 99.7]
Both	93.3 [93.0, 93.6]	93.5 [93.2, 93.8]	93.6 [93.3, 93.9]
<b>Middle</b>			
Either	99.7 [99.6, 99.7]	99.7 [99.7, 99.8]	99.7 [99.7, 99.8]
Both	95.4 [95.2, 95.7]	95.8 [95.5, 96.0]	96.2 [96.0, 96.4]
<b>Ring</b>			
Either	99.7 [99.6, 99.7]	99.7 [99.6, 99.8]	99.8 [99.7, 99.8]
Both	93.9 [93.6, 94.2]	94.1 [93.8, 94.4]	94.8 [94.5, 95.1]
<b>Little</b>			
Either	99.5 [99.4, 99.6]	99.6 [99.5, 99.6]	99.6 [99.5, 99.7]
Both	93.3 [92.9, 93.6]	94.3 [94.0, 94.6]	94.4 [94.1, 94.7]

Table 45: Percentage of segmentation success by hand for combinations of all ten fingers of a ThreeInch slap. In *Ignoring Bottom Y*, the bottom left and bottom right Y coordinates are ignored. *Ignoring Bottom X and Y* only checks the locations of the top left and top right coordinates. Values in square brackets represent a 95 % confidence interval after bootstrapping with 1 000 replicates.

Fingers	Standard Scoring	Ignoring Bottom Y	Ignoring Bottom X and Y
<b>Right</b>			
Any	99.4 [99.5, 99.6]	99.5 [99.5, 99.7]	99.5 [99.6, 99.7]
At Least Two	98.4 [98.3, 98.5]	98.4 [98.3, 98.5]	98.4 [98.3, 98.6]
At Least Three	98.1 [98.0, 98.3]	98.2 [98.1, 98.3]	98.2 [98.1, 98.4]
At Least Four	96.8 [96.7, 97.0]	97.1 [97.0, 97.3]	97.2 [97.1, 97.4]
All Five	81.5 [83.0, 83.6]	84.6 [86.1, 86.7]	85.7 [87.3, 87.9]
<b>Left</b>			
Any	99.7 [99.5, 99.6]	99.7 [99.5, 99.7]	99.8 [99.6, 99.7]
At Least Two	98.4 [98.3, 98.5]	98.5 [98.3, 98.5]	98.5 [98.3, 98.6]
At Least Three	98.1 [98.0, 98.3]	98.2 [98.1, 98.3]	98.3 [98.1, 98.4]
At Least Four	96.8 [96.7, 97.0]	97.2 [97.0, 97.3]	97.3 [97.1, 97.4]
All Five	85.0 [83.0, 83.6]	88.1 [86.1, 86.7]	89.5 [87.3, 87.9]

Table 46: Percentage of segmentation success by hand when only considering combinations of index and middle fingers. In *Ignoring Bottom Y*, the bottom left and bottom right Y coordinates are ignored. *Ignoring Bottom X and Y* only checks the locations of the top left and top right coordinates. Values in square brackets represent a 95 % confidence interval after bootstrapping with 1 000 replicates.

Fingers	Standard Scoring	Ignoring Bottom Y	Ignoring Bottom X and Y
<b>Right</b>			
Either Index or Middle	99.7 [99.6, 99.7]	99.8 [99.6, 99.7]	99.8 [99.7, 99.8]
Both Index and Middle	98.4 [96.8, 97.1]	98.7 [97.1, 97.4]	98.9 [97.4, 97.7]
<b>Left</b>			
Either Index or Middle	99.6 [99.6, 99.7]	99.6 [99.6, 99.7]	99.6 [99.7, 99.8]
Both Index and Middle	95.5 [96.8, 97.1]	95.8 [97.1, 97.4]	96.1 [97.4, 97.7]

Table 47: Percentage of segmentation success by hand when only considering combinations of index, middle, and ring fingers. In *Ignoring Bottom Y*, the bottom left and bottom right Y coordinates are ignored. *Ignoring Bottom X and Y* only checks the locations of the top left and top right coordinates. Values in square brackets represent a 95 % confidence interval after bootstrapping with 1 000 replicates.

Fingers	Standard Scoring	Ignoring Bottom Y	Ignoring Bottom X and Y
<b>Right</b>			
Any	99.8 [99.8, 99.9]	99.8 [99.8, 99.9]	99.8 [99.8, 99.9]
At Least Two	99.5 [99.3, 99.5]	99.5 [99.4, 99.5]	99.6 [99.5, 99.6]
All Three	96.1 [95.2, 95.6]	96.4 [95.6, 96.0]	97.0 [96.2, 96.6]
<b>Left</b>			
Any	99.9 [99.8, 99.9]	99.9 [99.8, 99.9]	99.9 [99.8, 99.9]
At Least Two	99.3 [99.3, 99.5]	99.4 [99.4, 99.5]	99.5 [99.5, 99.6]
All Three	94.8 [95.2, 95.6]	95.2 [95.6, 96.0]	95.8 [96.2, 96.6]

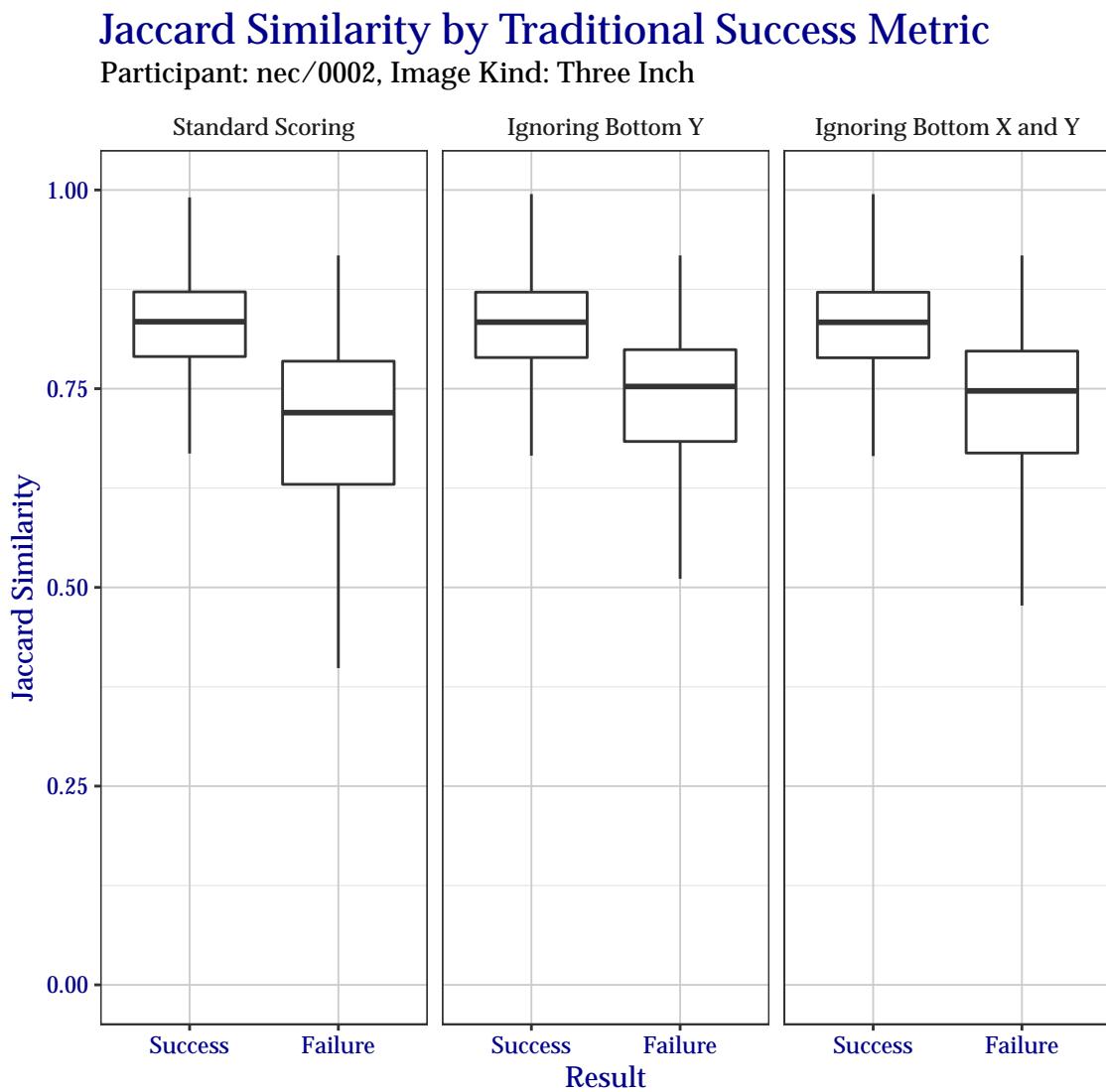
## B.2 Jaccard Index

Table 48: For each subject, the percentage that at least *Number of Fingers* fingers were segmented with a Jaccard index in the indicated range.

Number of Fingers	$\geq 0.5$	$\geq 0.6$	$\geq 0.7$	$\geq 0.8$	$\geq 0.9$	$\geq 0.95$	$\geq 0.98$
1	100.0	100.0	99.9	99.2	61.9	7.1	0.4
2	99.9	99.9	99.6	97.6	27.8	0.4	0.0
3	98.5	98.4	98.1	94.9	9.4	0.0	0.0
4	98.3	98.0	97.4	91.6	2.4	0.0	0.0
5	95.9	95.9	95.8	85.5	0.5	0	0
6	95.9	95.9	95.5	75.1	0.1	0	0
7	95.9	95.8	94.6	60.2	0.0	0	0
8	95.8	95.6	92.3	41.1	0	0	0
9	95.6	94.8	85.3	21.0	0	0	0
10	94.6	90.3	65.7	6.0	0	0	0

Table 49: For all subjects, percentage that a particular friction ridge generalized position was segmented with a Jaccard index in the indicated range.

Finger	0-0.5	0.5-0.6	0.6-0.7	0.7-0.8	0.8-0.9	0.9-1.0
<b>Right</b>						
Thumb	0.2	0.6	3.3	19.9	59.4	16.6
Index	0.3	0.4	2.9	23.4	63.5	9.5
Middle	0.2	0.6	4.3	25.9	60.8	8.2
Ring	0.2	0.4	4.1	24.6	61.6	9.1
Little	0.3	1.1	8.0	40.3	46.0	4.3
<b>Left</b>						
Thumb	0.3	1.1	5.4	21.9	54.1	17.2
Index	0.3	0.3	2.6	24.9	64.0	7.9
Middle	0.3	0.3	2.8	25.6	60.8	10.2
Ring	0.1	0.3	2.7	22.8	61.3	12.8
Little	0.4	1.1	5.9	30.7	53.0	8.9

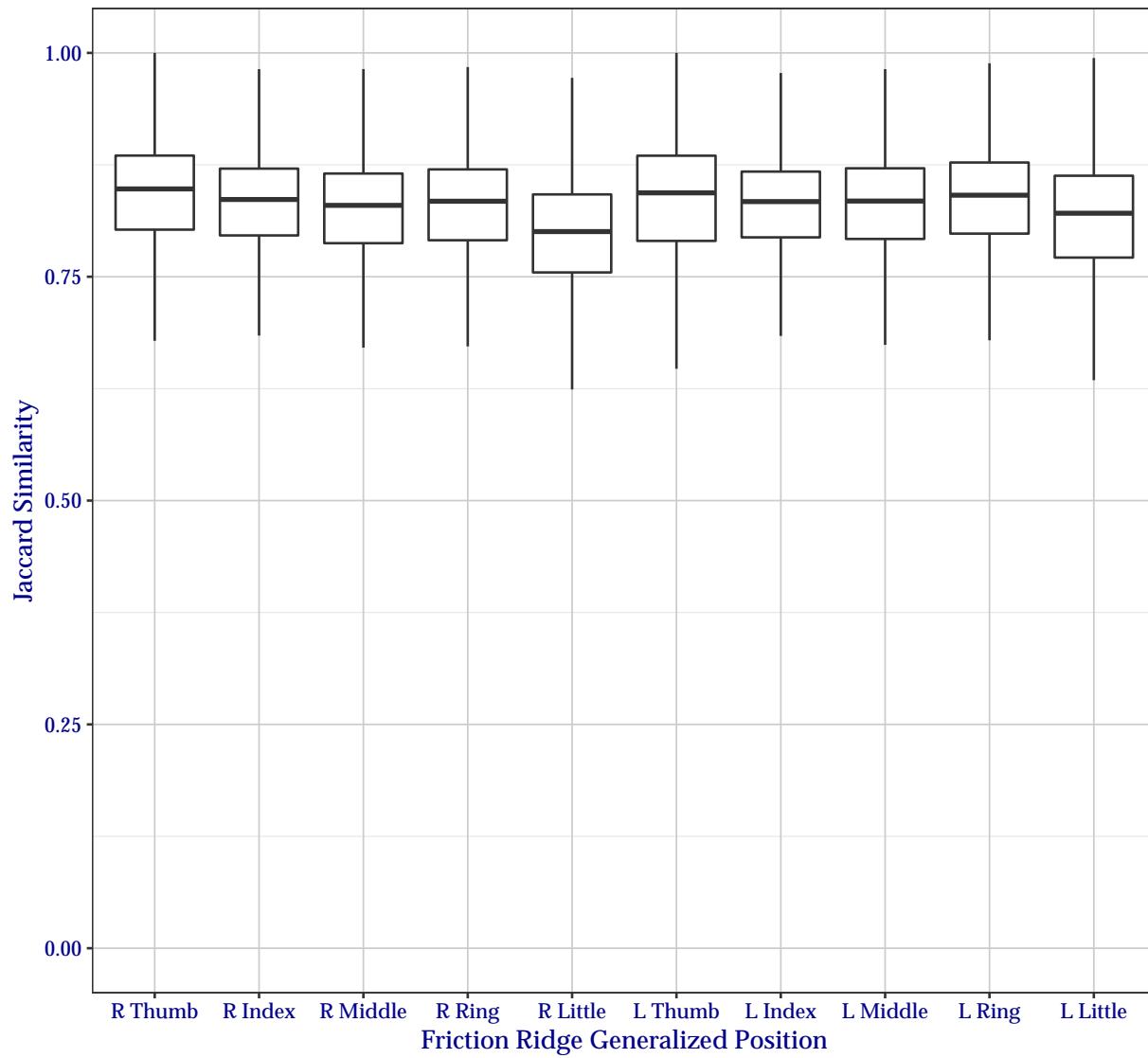


15 June 2020, 02:02:05 PM EDT

Figure 20: Boxplot of Jaccard similarity indices as compared to the traditional success metrics. Outliers have been removed for clarity.

## Jaccard Similarity by Friction Ridge Generalized Position

Participant: nec/0002, Image Kind: Three Inch



15 June 2020, 02:02:00 PM EDT

Figure 21: Boxplot of Jaccard similarity indices for each friction ridge generalized position. Outliers have been removed for clarity.

Table 50: Percentage of segmentation obtaining a Jaccard index in the indicated ranges, by hand, for combinations of all ten fingers of a ThreeInch slap.

Fingers	$\geq 0.5$	$\geq 0.6$	$\geq 0.7$	$\geq 0.8$	$\geq 0.9$	$\geq 0.95$	$\geq 0.98$
<b>Right</b>							
Any	99.9	99.9	99.8	97.7	37.9	3.1	0.2
At Least Two	98.5	98.5	98.0	89.9	7.8	0.1	0.0
At Least Three	98.5	98.3	96.7	76.4	1.0	0.0	0.0
At Least Four	98.3	97.8	93.2	50.7	0.1	0.0	0.0
All Five	94.3	91.9	76.5	17.9	0.0	0.0	0.0
<b>Left</b>							
Any	100.0	99.9	99.8	97.9	43.2	4.3	0.3
At Least Two	98.5	98.5	98.3	90.9	10.9	0.1	0.0
At Least Three	98.4	98.3	97.5	78.3	1.8	0.0	0.0
At Least Four	98.2	97.8	94.4	54.7	0.2	0.0	0.0
All Five	94.2	91.8	77.4	22.0	0.0	0.0	0.0

Table 51: Percentage of segmentation obtaining a Jaccard index in the indicated ranges, by hand, for combinations of index and middle fingers of a ThreeInch slap.

Fingers	$\geq 0.5$	$\geq 0.6$	$\geq 0.7$	$\geq 0.8$	$\geq 0.9$	$\geq 0.95$	$\geq 0.98$
<b>Right</b>							
Either Index or Middle	99.9	99.8	98.5	87.1	16.6	1.1	0.1
Both Index and Middle	99.6	98.7	92.7	54.9	1.2	0.0	0.0
<b>Left</b>							
Either Index or Middle	99.9	99.8	99.3	87.8	16.9	0.9	0.0
Both Index and Middle	99.6	99.0	94.1	55.2	1.3	0	0

Table 52: Percentage of segmentation obtaining a Jaccard index in the indicated ranges, by hand, for combinations of index, middle, and ring fingers of a ThreeInch slap.

Fingers	$\geq 0.5$	$\geq 0.6$	$\geq 0.7$	$\geq 0.8$	$\geq 0.9$	$\geq 0.95$	$\geq 0.98$
<b>Right</b>							
Any	99.9	99.9	99.2	92.0	23.6	1.5	0.1
At Least Two	99.9	99.7	97.2	76.6	3.0	0.0	0.0
All Three	99.5	98.3	90.1	44.1	0.2	0.0	0.0
<b>Left</b>							
Any	100.0	99.9	99.7	93.6	26.5	1.9	0.1
At Least Two	99.9	99.7	98.5	77.9	4.2	0.0	0
All Three	99.5	98.8	92.0	45.5	0.3	0	0

## C Upper Palm (“FiveInch” Data)

### C.1 Bootstrap Confidence for Segmentation Statistics

This section shows the same detailed results of segmentation of FiveInch data from Section 4.3, but with an added bootstrap confidence interval. For each observation, a bootstrap routine with 1 000 replicates was run, and a 95 % confidence interval extracted. The lower and upper confidence from that confidence interval are printed in each column within square brackets.

In Table 53, results are shown of how successful nec+0002 segmented fingers for each subject in the test corpus. Table 54 shows success for specific finger positions over the entire test corpus. Similarly, Table 55 shows success for segmenting the same finger position from both hands.

The remainder of the tables show success per subject when considering combinations of subsets of the fingers in each slap image. Table 56 shows success for combinations of all fingers, Table 58 for the all except the little finger, and Table 57 for just the index and middle fingers.

Table 53: For each subject, the percentage that at least *Number of Fingers* fingers were correctly segmented, regardless of hand, for a maximum of eight correctly-segmented fingers. In *Standard Scoring*, scoring rules are followed exactly. In *Ignoring Bottom Y*, the bottom left and bottom right Y coordinates are ignored. *Ignoring Bottom X and Y* only checks the locations of the top left and top right coordinates. Values in square brackets represent a 95 % confidence interval after bootstrapping with 1 000 replicates.

Number of Fingers	Standard Scoring	Ignoring Bottom Y	Ignoring Bottom X and Y
1	99.1 [98.3, 99.6]	99.5 [98.9, 99.9]	99.5 [98.9, 99.9]
2	97.4 [96.2, 98.4]	98.6 [97.6, 99.3]	98.6 [97.6, 99.3]
3	93.8 [91.8, 95.5]	95.1 [93.5, 96.7]	95.9 [94.5, 97.2]
4	90.3 [88.1, 92.4]	91.7 [89.7, 93.5]	92.6 [90.6, 94.5]
5	82.3 [79.7, 85.0]	84.8 [82.3, 87.5]	86.0 [83.7, 88.4]
6	72.6 [69.4, 76.2]	75.5 [72.1, 78.5]	77.7 [74.6, 80.9]
7	57.3 [53.8, 60.9]	61.0 [57.3, 64.7]	63.4 [60.1, 67.1]
8	35.4 [32.0, 39.0]	39.4 [35.7, 42.8]	42.7 [39.1, 46.2]

Table 54: For all subjects, Percentage that a particular friction ridge generalized position was correctly segmented. In *Ignoring Bottom Y*, the bottom left and bottom right Y coordinates are ignored. *Ignoring Bottom X and Y* only checks the locations of the top left and top right coordinates. Values in square brackets represent a 95 % confidence interval after bootstrapping with 1 000 replicates.

Finger	Standard Scoring	Ignoring Bottom Y	Ignoring Bottom X and Y
<b>Right</b>			
Index	80.7 [77.9, 83.5]	82.4 [79.8, 85.1]	83.4 [80.6, 86.0]
Middle	80.5 [77.8, 83.1]	82.6 [79.9, 85.2]	83.4 [80.7, 86.2]
Ring	82.7 [79.9, 85.2]	85.5 [82.8, 88.0]	86.3 [84.0, 88.7]
Little	74.6 [71.4, 77.7]	75.9 [72.7, 79.1]	77.8 [74.7, 80.7]
<b>Left</b>			
Index	77.7 [74.5, 80.5]	80.2 [77.3, 83.0]	81.6 [78.8, 84.4]
Middle	81.2 [78.4, 84.0]	83.2 [80.5, 85.8]	84.4 [81.6, 87.0]
Ring	82.9 [80.2, 85.5]	85.9 [83.3, 88.5]	87.0 [84.5, 89.4]
Little	72.9 [69.8, 76.1]	74.9 [71.8, 78.1]	77.9 [74.9, 80.9]

Table 55: Percentage that a particular type of fingerprint was correctly segmented on *Either* or *Both* hands. In *Ignoring Bottom Y*, the bottom left and bottom right Y coordinates are ignored. *Ignoring Bottom X and Y* only checks the locations of the top left and top right coordinates. Values in square brackets represent a 95 % confidence interval after bootstrapping with 1 000 replicates.

Fingers	Standard Scoring	Ignoring Bottom Y	Ignoring Bottom X and Y
<b>Index</b>			
Either	92.9 [91.0, 94.6]	94.6 [93.0, 96.2]	95.0 [93.4, 96.4]
Both	64.3 [60.7, 67.7]	66.8 [63.6, 70.0]	68.6 [65.4, 72.1]
<b>Middle</b>			
Either	93.1 [91.3, 94.9]	95.1 [93.4, 96.6]	96.0 [94.7, 97.4]
Both	67.2 [63.6, 70.4]	69.3 [66.0, 72.7]	70.4 [67.1, 73.8]
<b>Ring</b>			
Either	94.6 [92.9, 96.3]	95.7 [94.2, 97.0]	96.0 [94.6, 97.4]
Both	69.7 [66.3, 72.7]	74.4 [71.5, 77.5]	75.9 [72.7, 79.2]
<b>Little</b>			
Either	89.5 [87.4, 91.6]	90.4 [88.4, 92.5]	91.8 [89.9, 93.8]
Both	56.9 [53.2, 60.3]	59.3 [55.6, 62.8]	62.6 [59.2, 65.9]

Table 56: Percentage of segmentation success by hand for combinations of all eight fingers of a FiveInch slap. In *Ignoring Bottom Y*, the bottom left and bottom right Y coordinates are ignored. *Ignoring Bottom X and Y* only checks the locations of the top left and top right coordinates. Values in square brackets represent a 95 % confidence interval after bootstrapping with 1 000 replicates.

Fingers	Standard Scoring	Ignoring Bottom Y	Ignoring Bottom X and Y
<b>Right</b>			
Any	94.9 [93.5, 95.8]	95.9 [94.5, 96.7]	96.1 [95.0, 96.9]
At Least Two	88.6 [86.7, 90.0]	89.9 [88.4, 91.6]	90.3 [89.5, 92.5]
At Least Three	77.9 [76.4, 80.5]	80.2 [78.6, 82.5]	81.2 [79.6, 83.3]
All Four	57.0 [52.7, 57.6]	60.5 [56.5, 61.5]	63.2 [60.0, 64.7]
<b>Left</b>			
Any	94.3 [93.5, 95.8]	95.4 [94.5, 96.7]	95.8 [95.0, 96.9]
At Least Two	88.2 [86.7, 90.0]	90.3 [88.4, 91.6]	91.8 [89.5, 92.5]
At Least Three	79.2 [76.4, 80.5]	80.9 [78.6, 82.5]	81.8 [79.6, 83.3]
All Four	53.1 [52.7, 57.6]	57.7 [56.5, 61.5]	61.4 [60.0, 64.7]

Table 57: Percentage of segmentation success by hand when only considering combinations of index and middle fingers. In *Ignoring Bottom Y*, the bottom left and bottom right Y coordinates are ignored. *Ignoring Bottom X and Y* only checks the locations of the top left and top right coordinates. Values in square brackets represent a 95 % confidence interval after bootstrapping with 1 000 replicates.

Fingers	Standard Scoring	Ignoring Bottom Y	Ignoring Bottom X and Y
<b>Right</b>			
Either Index or Middle	90.3 [88.8, 91.8]	91.1 [90.0, 92.9]	91.5 [90.4, 93.2]
Both Index and Middle	70.9 [67.5, 72.1]	73.9 [70.5, 75.0]	75.3 [72.4, 76.8]
<b>Left</b>			
Either Index or Middle	90.3 [88.8, 91.8]	91.8 [90.0, 92.9]	92.2 [90.4, 93.2]
Both Index and Middle	68.6 [67.5, 72.1]	71.6 [70.5, 75.0]	73.7 [72.4, 76.8]

Table 58: Percentage of segmentation success by hand when only considering combinations of index, middle, and ring fingers. In *Ignoring Bottom Y*, the bottom left and bottom right Y coordinates are ignored. *Ignoring Bottom X and Y* only checks the locations of the top left and top right coordinates. Values in square brackets represent a 95 % confidence interval after bootstrapping with 1 000 replicates.

Fingers	Standard Scoring	Ignoring Bottom Y	Ignoring Bottom X and Y
<b>Right</b>			
Any	94.1 [92.0, 94.6]	95.1 [93.1, 95.4]	95.3 [93.7, 95.9]
At Least Two	83.2 [81.9, 85.5]	85.5 [84.3, 87.7]	86.3 [85.1, 88.4]
All Three	66.5 [63.5, 68.1]	69.9 [67.2, 71.9]	71.4 [69.2, 73.6]
<b>Left</b>			
Any	92.4 [92.0, 94.6]	93.6 [93.1, 95.4]	94.3 [93.7, 95.9]
At Least Two	84.1 [81.9, 85.5]	86.5 [84.3, 87.7]	87.3 [85.1, 88.4]
All Three	65.3 [63.5, 68.1]	69.2 [67.2, 71.9]	71.4 [69.2, 73.6]

## C.2 Jaccard Index

Table 59: For each subject, the percentage that at least *Number of Fingers* fingers were segmented with a Jaccard index in the indicated range.

Number of Fingers	$\geq 0.5$	$\geq 0.6$	$\geq 0.7$	$\geq 0.8$	$\geq 0.9$	$\geq 0.95$	$\geq 0.98$
1	99.6	99.6	99.2	98.0	75.4	32.9	27.7
2	98.9	98.9	98.0	93.4	49.1	19.8	19.2
3	97.9	97.6	95.8	87.4	30.2	14.8	14.6
4	96.0	95.1	92.4	78.8	17.9	11.6	11.6
5	90.6	89.9	86.4	65.5	11.7	8.8	8.8
6	84.1	82.9	78.0	52.6	7.1	6.6	6.6
7	76.5	74.4	66.8	33.7	4.3	4.3	4.3
8	64.8	61.8	48.0	16.3	3.0	3.0	3.0

Table 60: For all subjects, percentage that a particular friction ridge generalized position was segmented with a Jaccard index in the indicated range.

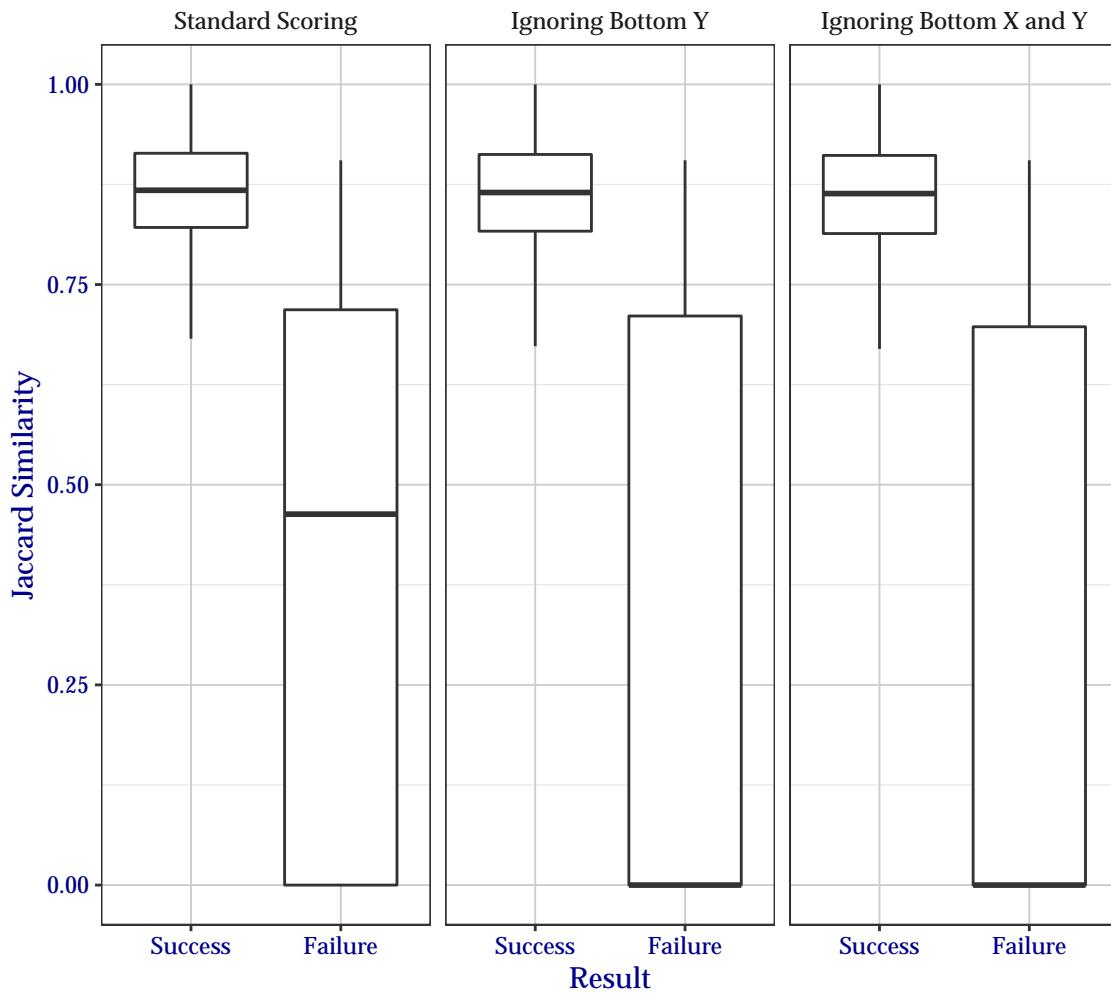
Finger	$0-0.5$	$0.5-0.6$	$0.6-0.7$	$0.7-0.8$	$0.8-0.9$	$0.9-1.0$
<b>Right</b>						
Index	10.1	0.9	3.6	14.2	45.8	25.4
Middle	9.8	1.6	5.2	17.6	39.2	26.6
Ring	10.0	0.4	3.6	14.6	43.7	27.7
Little	11.3	1.2	5.7	24.3	39.4	18.1
<b>Left</b>						
Index	11.3	1.2	4.4	17.8	44.8	20.5
Middle	11.5	0.9	4.2	15.7	34.0	33.7
Ring	9.9	1.1	2.6	12.1	41.5	32.8
Little	11.8	1.1	6.6	23.7	41.1	15.7

Table 61: Percentage of segmentation obtaining a Jaccard index in the indicated ranges, by hand, for combinations of all ten fingers of a FiveInch slap.

Fingers	$\geq 0.5$	$\geq 0.6$	$\geq 0.7$	$\geq 0.8$	$\geq 0.9$	$\geq 0.95$	$\geq 0.98$
<b>Right</b>							
Any	98.0	98.0	97.1	91.5	52.4	23.5	21.1
At Least Two	94.0	93.5	91.5	80.2	25.9	13.2	12.9
At Least Three	88.7	87.8	82.3	60.6	12.4	9.0	9.0
All Four	78.1	75.4	65.7	33.5	7.0	6.5	6.5
<b>Left</b>							
Any	97.3	97.1	96.0	91.0	57.3	23.1	20.2
At Least Two	93.9	93.2	90.6	79.8	28.0	13.3	12.9
At Least Three	87.8	86.9	83.0	61.9	12.1	8.9	8.9
All Four	76.4	74.0	63.7	31.3	5.3	5.2	5.2

## Jaccard Similarity by Traditional Success Metric

Participant: nec/0002, Image Kind: Upper Palm

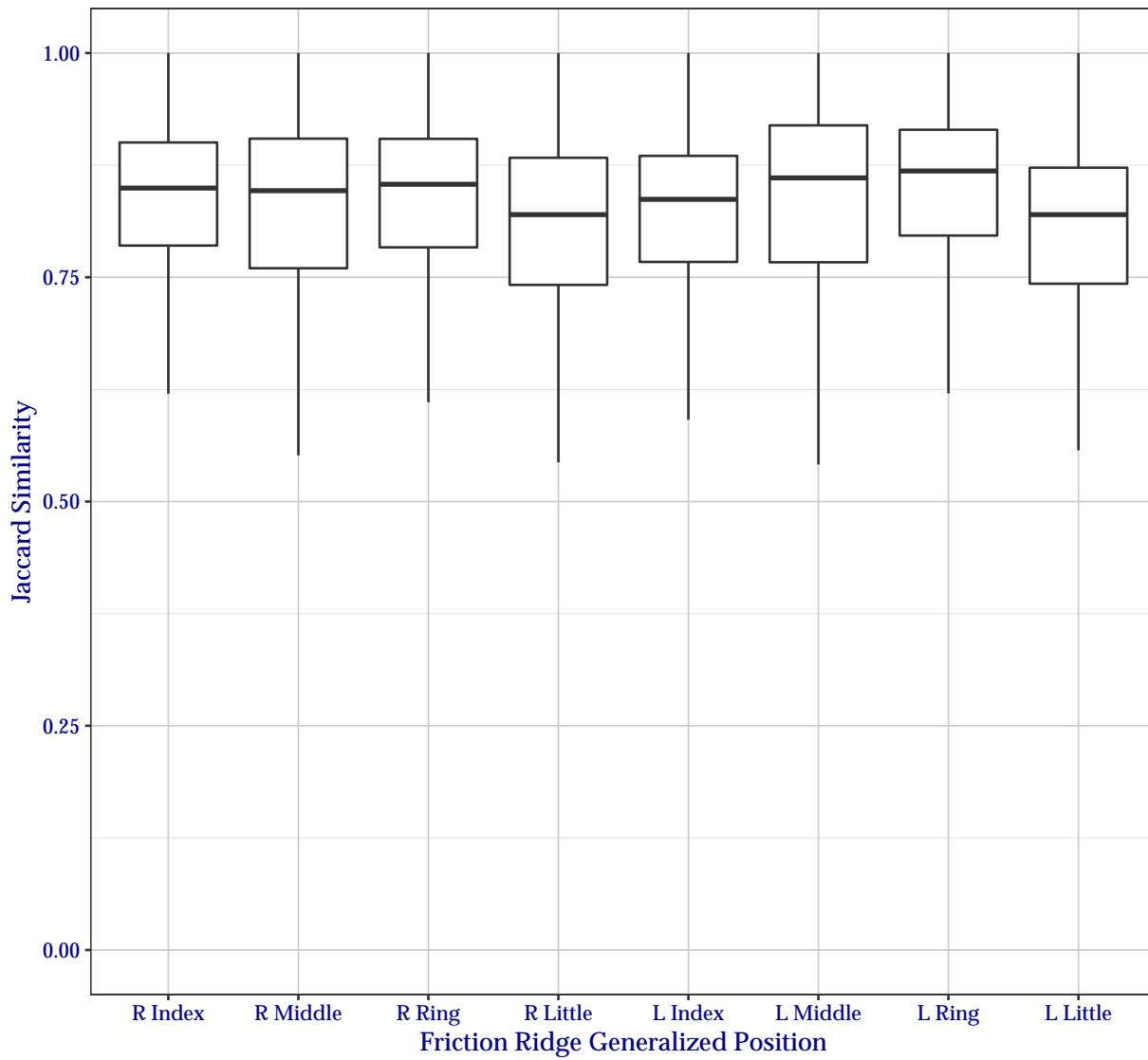


15 June 2020, 03:10:06 PM EDT

Figure 22: Boxplot of Jaccard similarity indices as compared to the traditional success metrics. Outliers have been removed for clarity.

## Jaccard Similarity by Friction Ridge Generalized Position

Participant: nec/0002, Image Kind: Upper Palm



15 June 2020, 03:10:04 PM EDT

Figure 23: Boxplot of Jaccard similarity indices for each friction ridge generalized position. Outliers have been removed for clarity.

Table 62: Percentage of segmentation obtaining a Jaccard index in the indicated ranges, by hand, for combinations of index and middle fingers of a FiveInch slap.

Fingers	$\geq 0.5$	$\geq 0.6$	$\geq 0.7$	$\geq 0.8$	$\geq 0.9$	$\geq 0.95$	$\geq 0.98$
<b>Right</b>							
Either Index or Middle	95.1	94.7	93.1	83.5	38.8	19.3	18.2
Both Index and Middle	85.0	82.8	75.7	53.5	13.2	9.0	9.0
<b>Left</b>							
Either Index or Middle	94.7	94.2	92.0	83.6	41.1	19.5	18.3
Both Index and Middle	82.5	80.9	74.4	49.5	13.1	9.3	9.2

Table 63: Percentage of segmentation obtaining a Jaccard index in the indicated ranges, by hand, for combinations of index, middle, and ring fingers of a FiveInch slap.

Fingers	$\geq 0.5$	$\geq 0.6$	$\geq 0.7$	$\geq 0.8$	$\geq 0.9$	$\geq 0.95$	$\geq 0.98$
<b>Right</b>							
Any	96.7	96.5	95.7	89.5	48.1	22.1	20.2
At Least Two	90.7	90.3	86.7	72.2	21.0	11.7	11.4
All Three	82.7	80.3	72.3	46.7	10.5	8.8	8.8
<b>Left</b>							
Any	95.9	95.4	94.3	89.4	53.1	21.8	19.1
At Least Two	90.2	89.5	86.3	72.4	23.2	12.1	11.7
All Three	81.2	79.2	72.1	45.5	10.7	8.8	8.8