

# innovatrics+0002

Innovatrics, s.r.o.

*Slap Fingerprint Segmentation Evaluation III*

*Last Updated: 16 June 2020*

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# 1 Participation Information

## 1.1 Names and Dates

- **Organization Name:** Innovatrics, s.r.o.
- **SlapSeg III Identifier:** innovatrics+0002
- **Provided Marketing Name:** "Innovatrics s.r.o. iseglib implementation (version 0.0.2)"
- **Application Date:** 05 August 2019
- **First Submission Date:** 27 March 2020 (as version 0000)
- **Validation Date:** 15 June 2020
- **Completion Date:** 15 June 2020

## 1.2 Libraries

Filename	MD5 Checksum	Size
libiseglib.so	0c689560af1296219a845a70fc385b8a	70.5 Mb
libbonnxruntime.so.1.1.2	5edc1da2a649a3a5fae5755bbe50e2ac	6.6 Mb
libslapsegiii_innovatrics_0002.so	1ab73423659e8ac36d5820fdbdfc3a52	234.2 Kb

## 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.

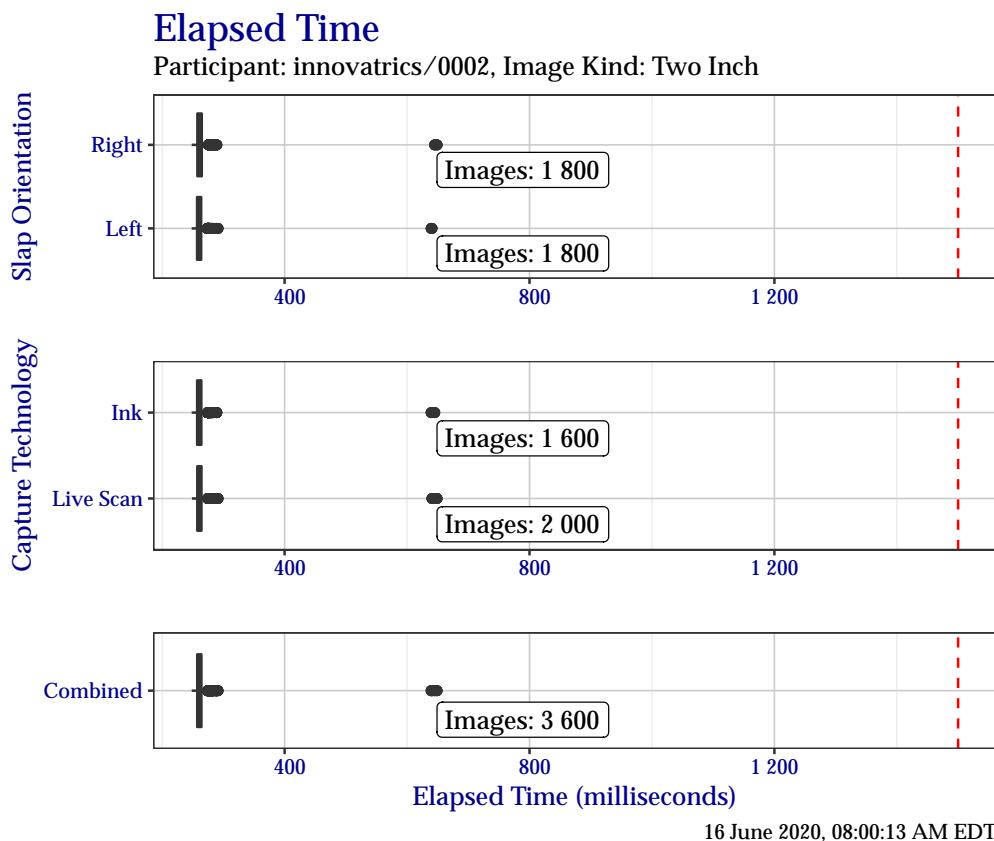


Figure 1: Box plots of elapsed time in milliseconds when segmenting the TwoInch timing test corpus, separated by slap orientation and capture technology.

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	248	248	249	248	248
25%	258	257	257	257	257
Median	261	260	261	261	261
75%	265	264	264	264	264
Maximum	649	641	649	645	649

## 2.2 Segmentation Centers and Dimensions

### 2.2.1 Segmentation Centers

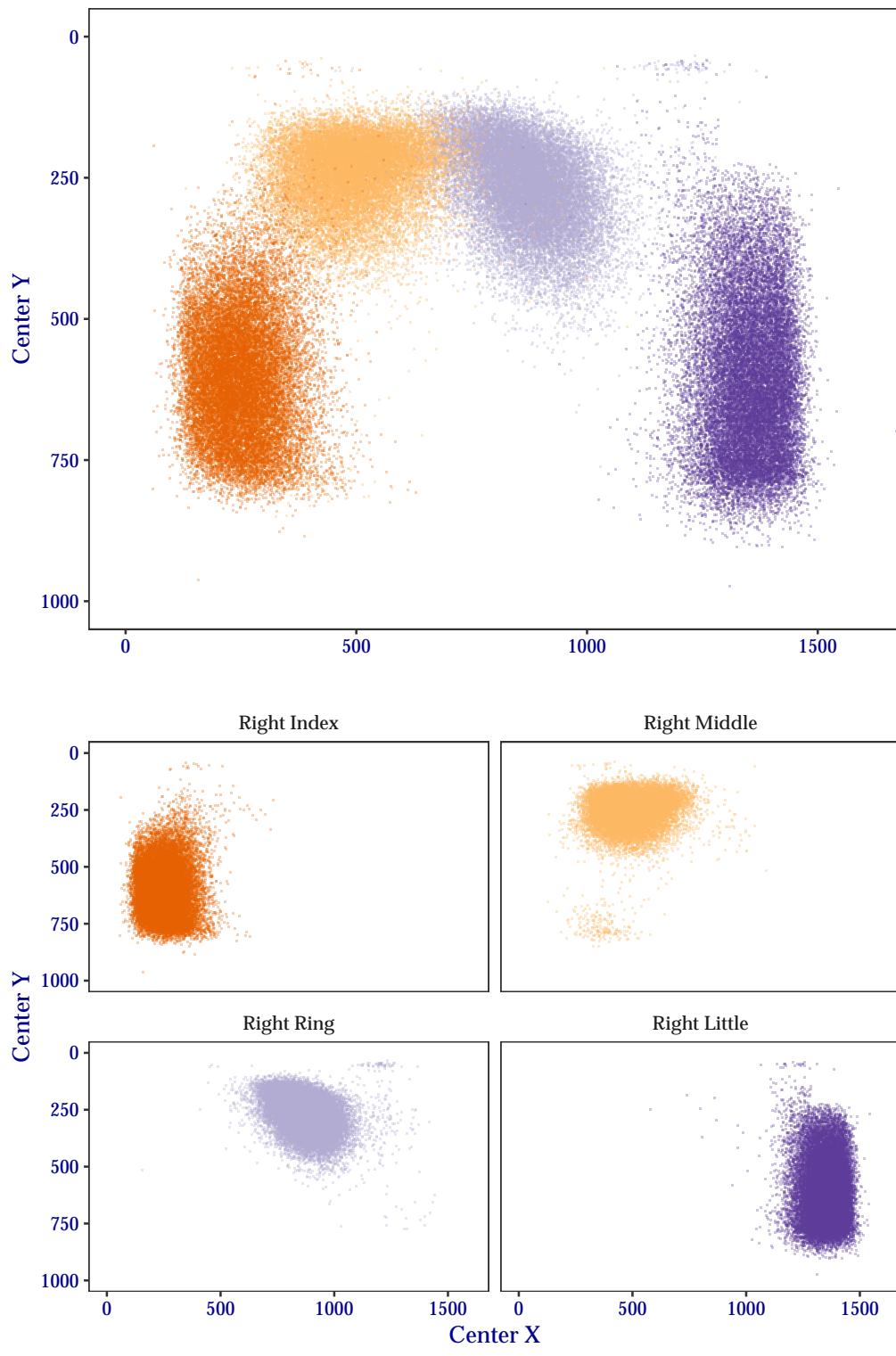
The plots in this section show the distribution of segmentation position centers ( $x, y$ ) for TwoInch data. At the top of each figure is a combined plot for all finger positions of a given slap orientation. These figures are isolated in plots faceted at the bottom of the figure.

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



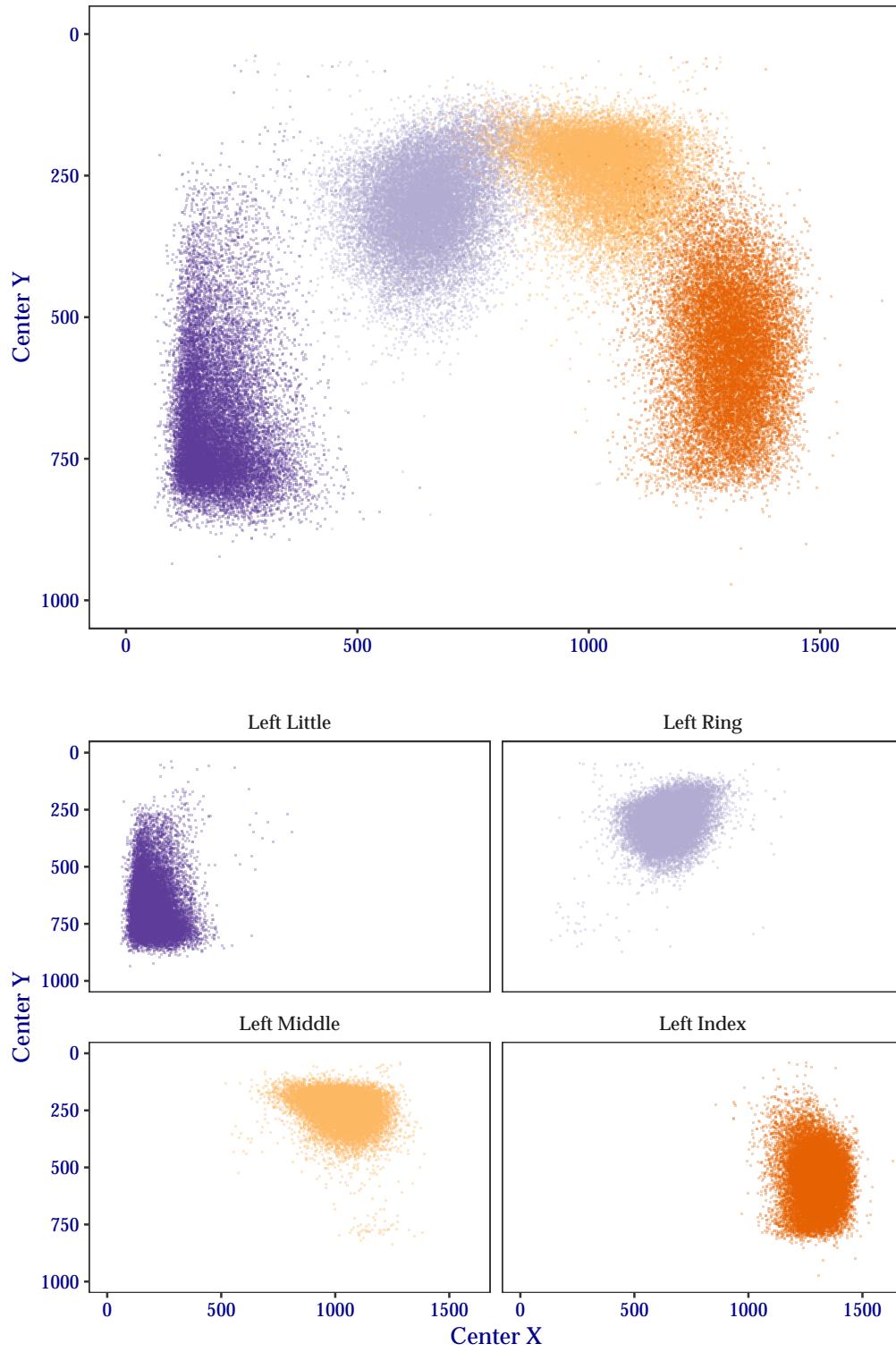
- Right Index • Right Middle • Right Ring • Right Little

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Figure 2: Segmentation centers for right hand TwoInch data.

## Segmentation Position Centers

Participant: innovatrics/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.

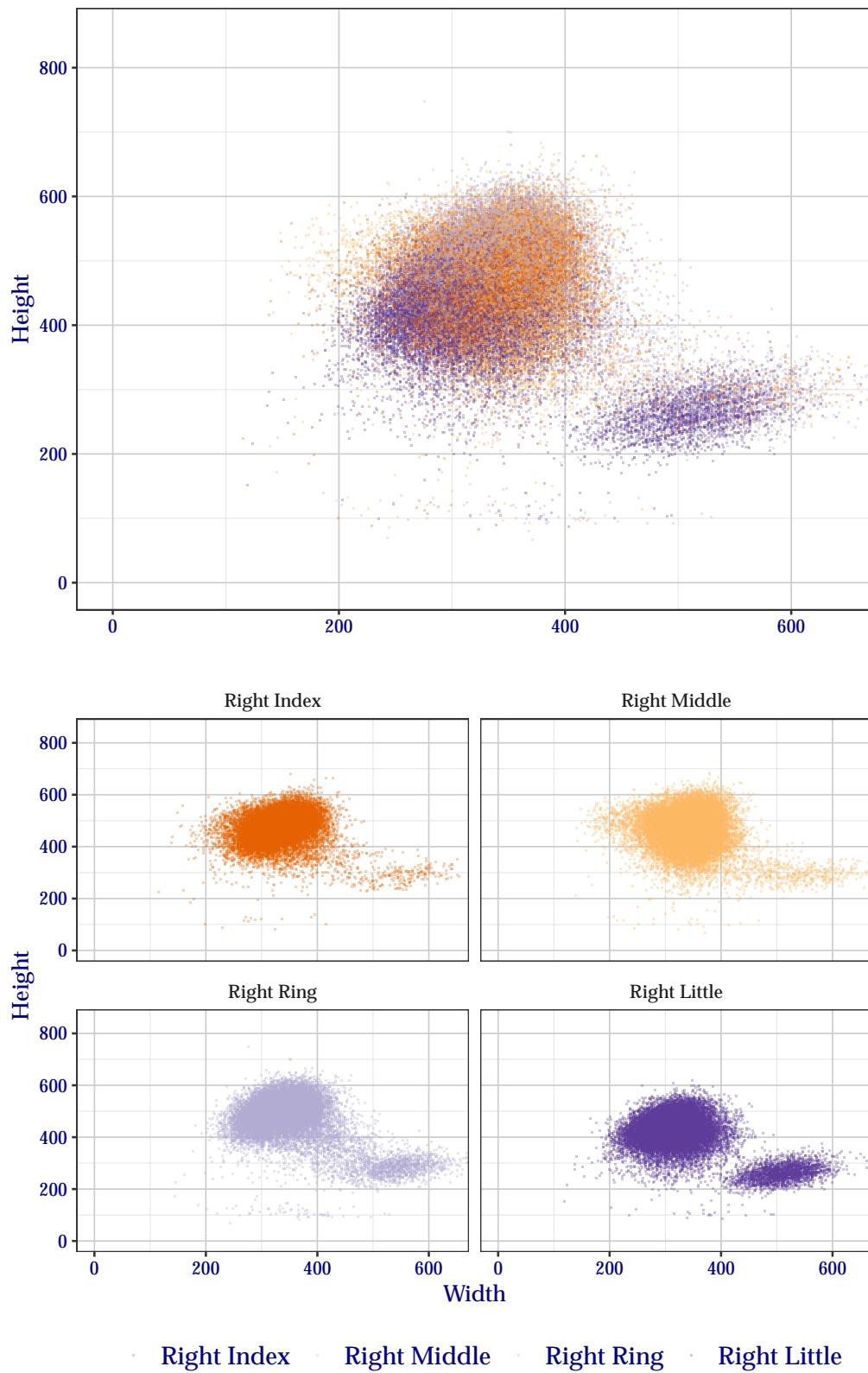
### 2.2.2 Segmentation Dimensions

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

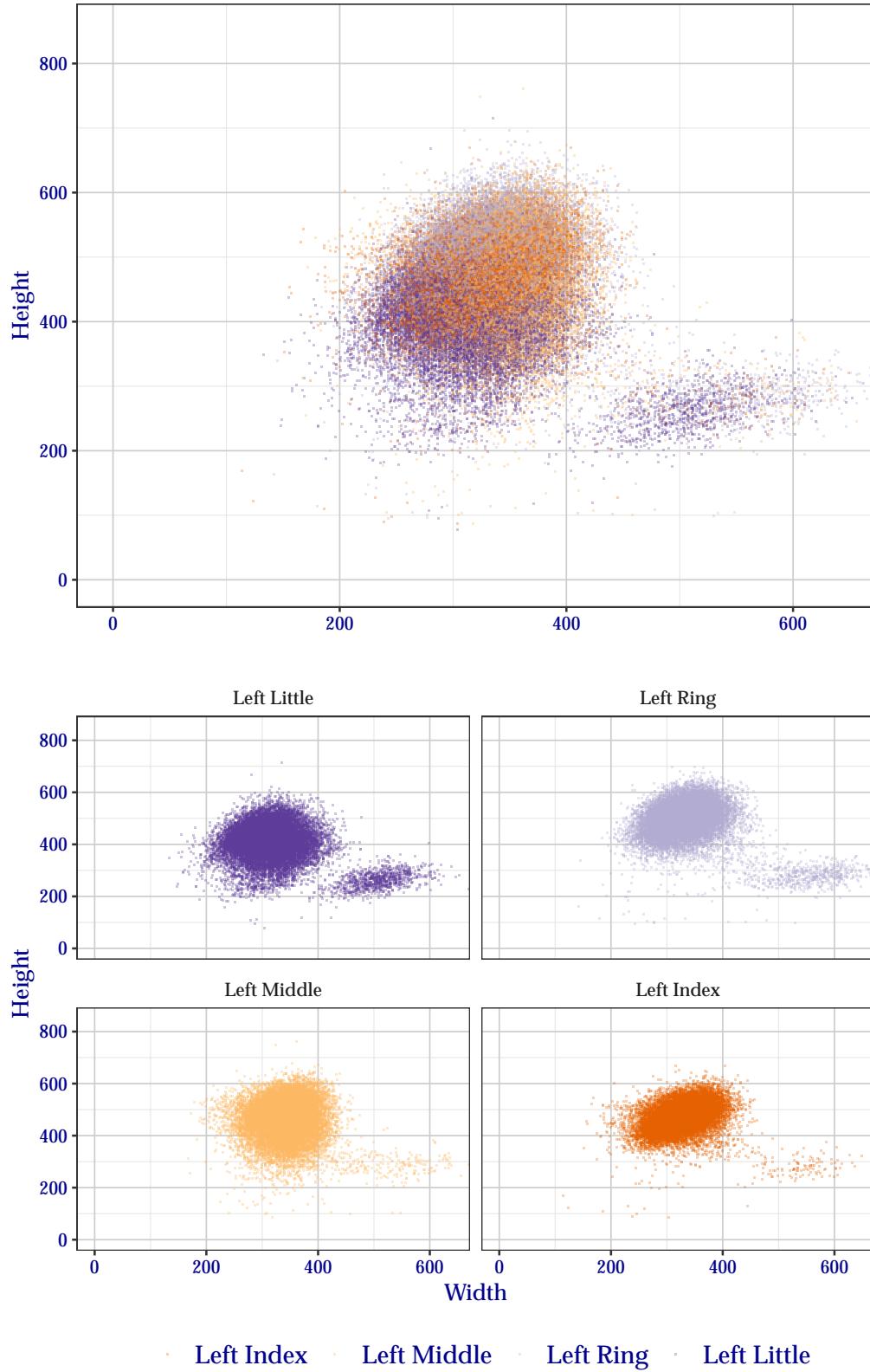


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Figure 4: Segmentation position dimensions for right hand TwoInch data.

## Segmentation Position Dimensions

Participant: innovatrics/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 innovatrics+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	96.2	96.3	97.0
2	95.1	95.2	96.0
3	93.3	93.6	94.7
4	88.9	89.9	91.8
5	71.5	72.1	75.6
6	67.0	67.8	70.9
7	60.1	61.7	64.8
8	44.7	48.2	51.7

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	74.3	76.1	81.2
Middle	75.3	76.2	76.7
Ring	75.8	77.0	79.1
Little	76.1	76.8	80.5
<b>Left</b>			
Index	83.8	84.5	86.5
Middle	82.0	82.8	83.4
Ring	81.4	83.0	84.4
Little	81.8	82.4	84.8

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	93.2	93.6	94.8
Both	61.9	63.8	69.3
<b>Middle</b>			
Either	92.4	92.9	93.2
Both	61.7	63.0	63.7
<b>Ring</b>			
Either	92.4	93.2	94.1
Both	61.8	63.7	66.2
<b>Little</b>			
Either	92.7	93.0	94.7
Both	60.8	61.8	66.4

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	82.5	82.7	85.9
At Least Two	79.6	80.0	82.6
At Least Three	75.5	76.3	78.8
All Four	63.8	67.2	70.2
<b>Left</b>			
Any	90.8	91.0	92.3
At Least Two	87.4	87.6	88.9
At Least Three	82.2	82.9	84.3
All Four	68.6	71.2	73.6

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	79.3	79.8	83.6
Both Index and Middle	70.2	72.6	74.3
<b>Left</b>			
Either Index or Middle	88.1	88.4	89.8
Both Index and Middle	77.6	79.0	80.1

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	81.2	81.4	84.7
At Least Two	77.2	77.8	80.1
All Three	67.0	70.1	72.2
<b>Left</b>			
Any	89.5	89.7	90.8
At Least Two	84.4	84.9	86.0
All Three	73.3	75.7	77.5

## 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.

Reasons for capture-type failures reported by innovatrics+0002 are enumerated in Table 8. Note that for TwoInch data, images are expected to be rotated, so a capture failure of *Rotation Detected* is unacceptable.

Table 8: Count of self-reported capture-type failure reasoning.

Failure Reason	Images
Request Recapture (No Attempt)	21
Request Recapture (Attempt)	2 397

In situations where the algorithm feels that the presented image should be recaptured (Table 8), one or more image deficiencies must be identified. These deficiencies are enumerated in Table 9. At this point, NIST does not have a groundtruth of image deficiencies, but plans to update this table with the accuracy of deficiency observations in the future.

Table 9: Count of image deficiencies reported when requesting a recapture.

Deficiency	Count
Incomplete	2 397
Image Quality	21

#### 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. The result of such best-effort segmentations are shown in Table 10.

Out of 2397 recovery attempts innovatrics+0002 attempted 6447 segmentations of fingers and skipped 3141 fingers. More information about skipped fingers can be found in Table 11.

Table 10: Results of best-effort segmentation when innovatrics+0002 reported segmentation failure (6447 best-effort attempts).

Standard	Ignoring Bottom Y	Ignoring Bottom X and Y
66.2	67.4	69.8

## 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 innovatrics+0002 are enumerated in Table 11.

Table 11: Count of self-reported segmentation failure reasoning.

Failure Reason	Fingers
Finger Not Found	3 141
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 12 shows how successful innovatrics+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 12: Performance of innovatrics+0002 at detecting fingers missing from an image.

Result	Percentage
Missed	41.2
Correctly Identified	58.8
Other Failure: Finger Found, but Can't Segment	0.0
Other Failure: Vendor Defined	0.0

### 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 13. Results are reported in milliseconds

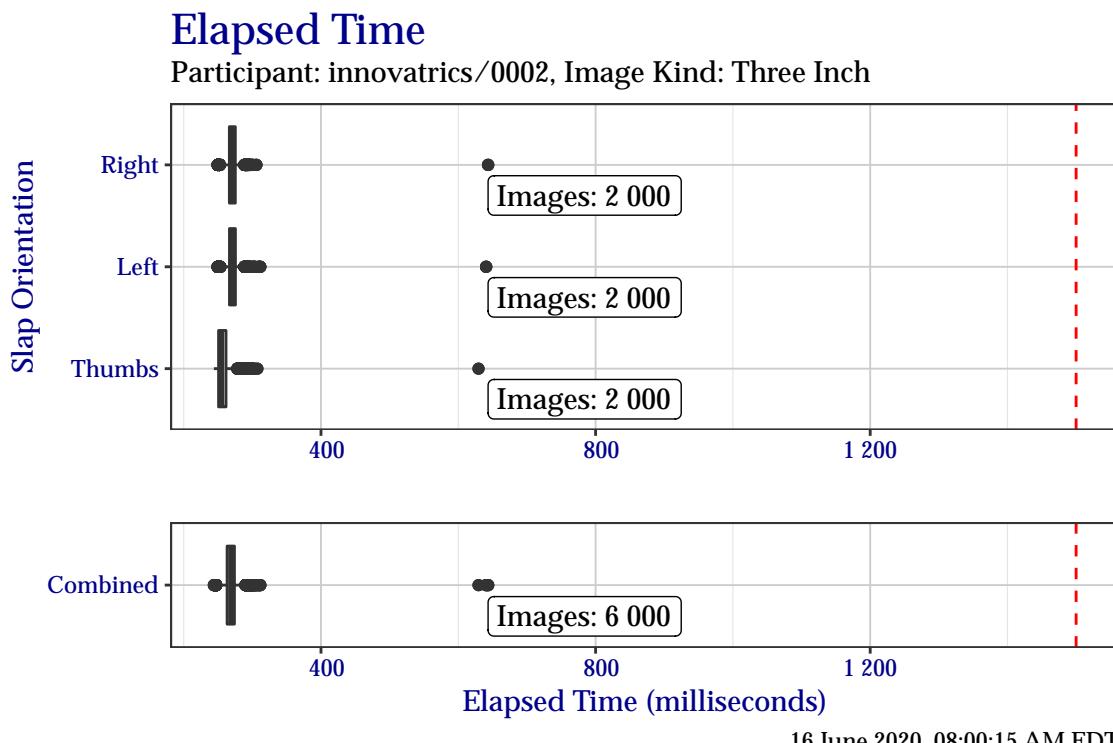


Figure 6: Box plots of elapsed time in milliseconds when segmenting the ThreeInch timing test corpus, separated by slap orientation.

Table 13: Elapsed time in milliseconds when segmenting the ThreeInch timing test corpus, separated by slap orientation.

	Right	Left	Thumbs	Combined
Minimum	249	249	244	244
25%	267	267	251	263
Median	270	270	255	269
75%	275	275	262	274
Maximum	643	641	629	643

## 3.2 Segmentation Centers and Dimensions

### 3.2.1 Segmentation Centers

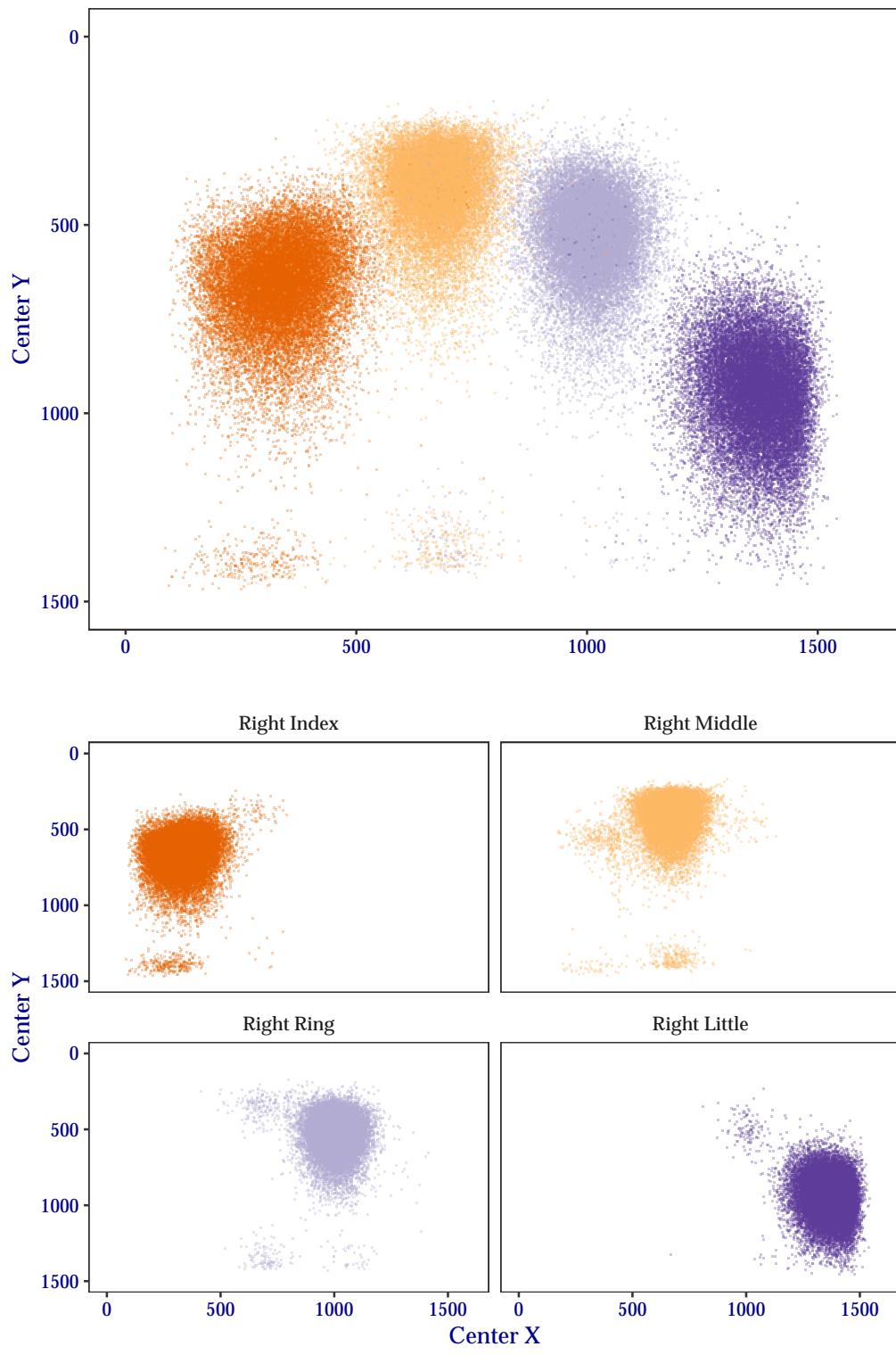
The plots in this section show the distribution of segmentation position centers ( $x, y$ ) for ThreeInch data. At the top of each figure is a combined plot for all finger positions of a given hand orientation. These figures are isolated in plots faceted at the bottom of the figure.

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



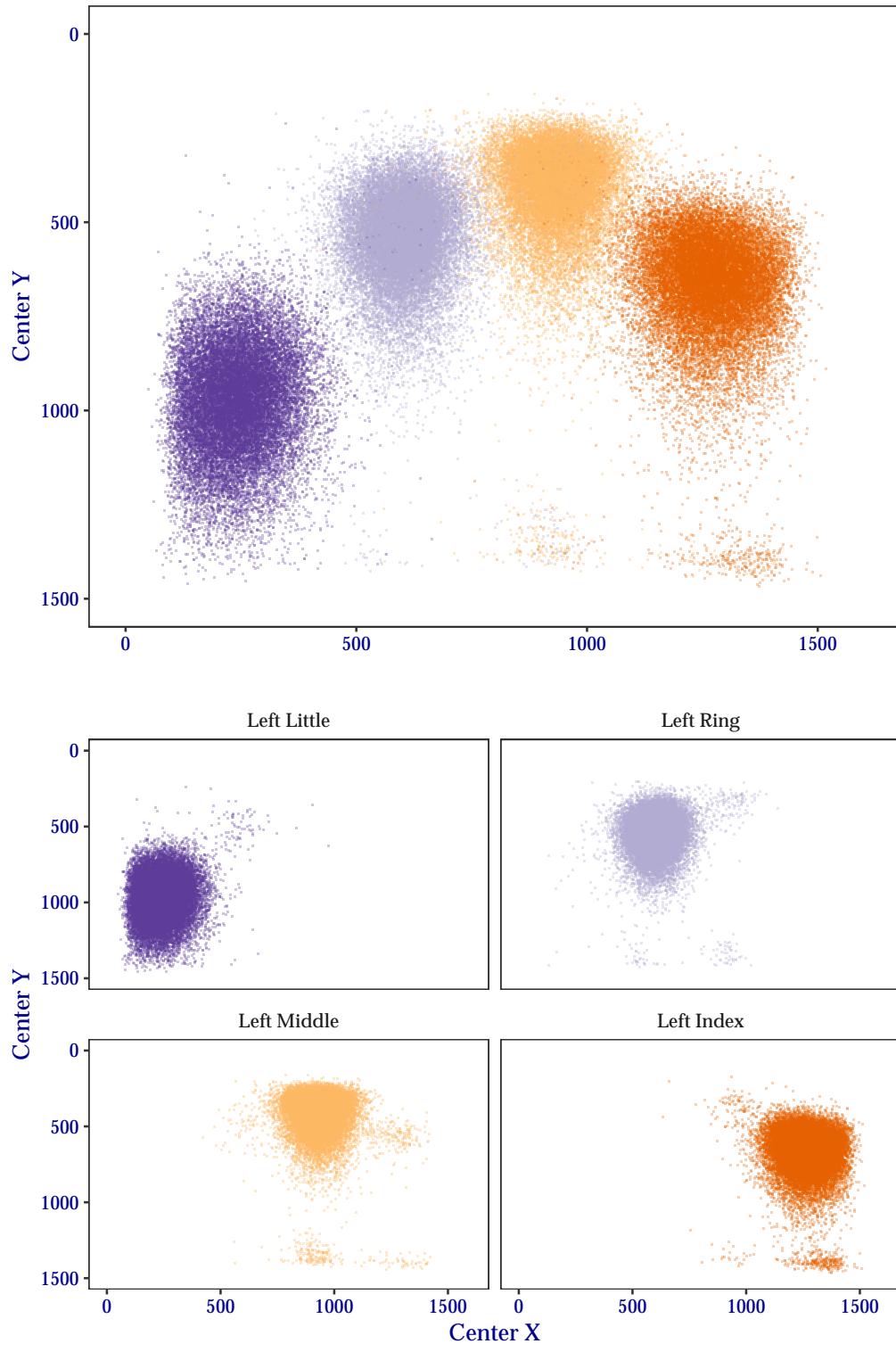
- Right Index • Right Middle • Right Ring • Right Little

16 June 2020, 08:10:46 AM EDT

Figure 7: Segmentation centers for right hand ThreeInch data.

## Segmentation Position Centers

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



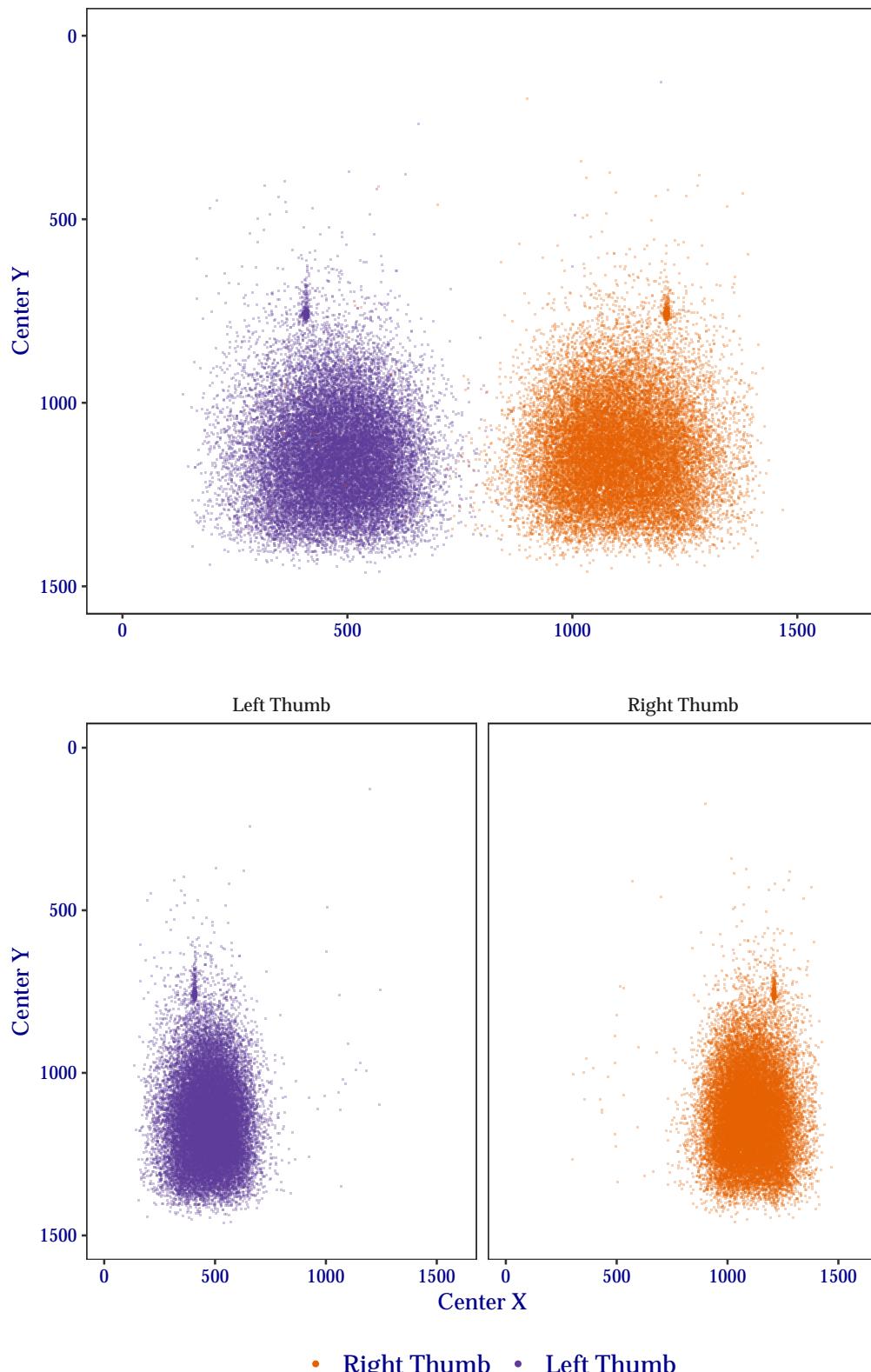
- Left Index • Left Middle • Left Ring • Left Little

16 June 2020, 08:10:41 AM EDT

Figure 8: Segmentation centers for left hand ThreeInch data.

## Segmentation Position Centers

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



• Right Thumb • Left Thumb

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Figure 9: Segmentation centers for thumb ThreeInch data.

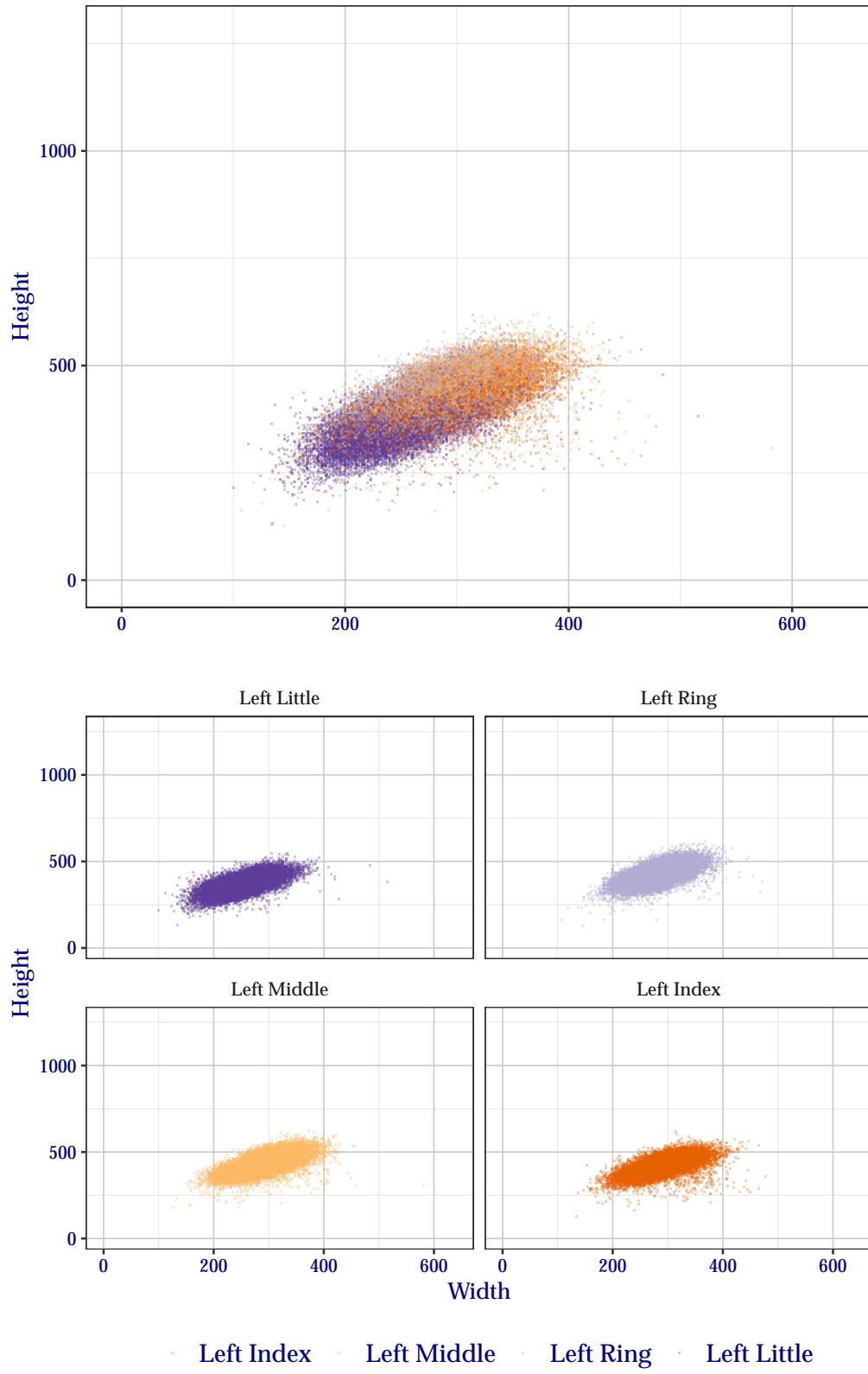
### 3.2.2 Segmentation Dimensions

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

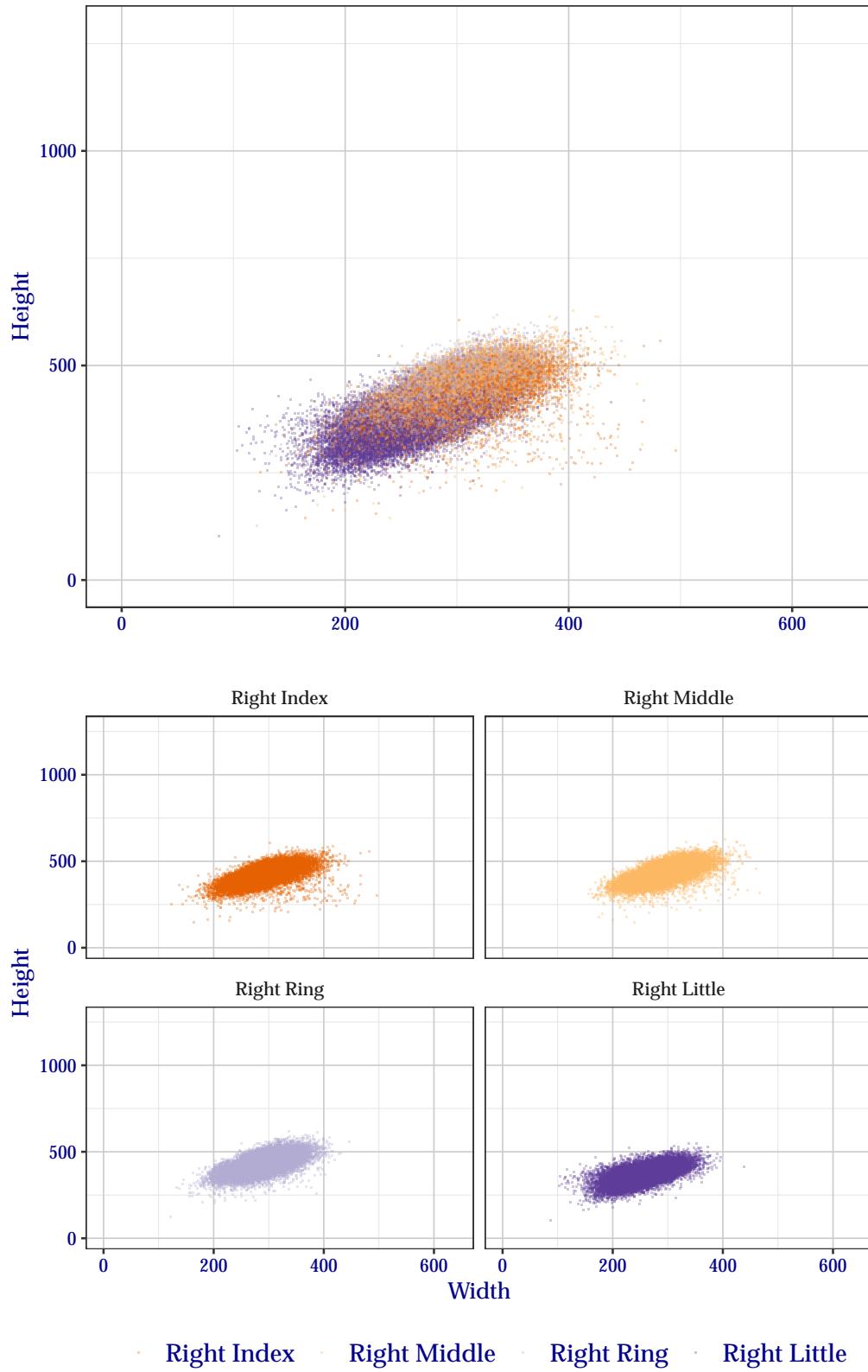


16 June 2020, 08:11:04 AM EDT

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

## Segmentation Position Dimensions

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

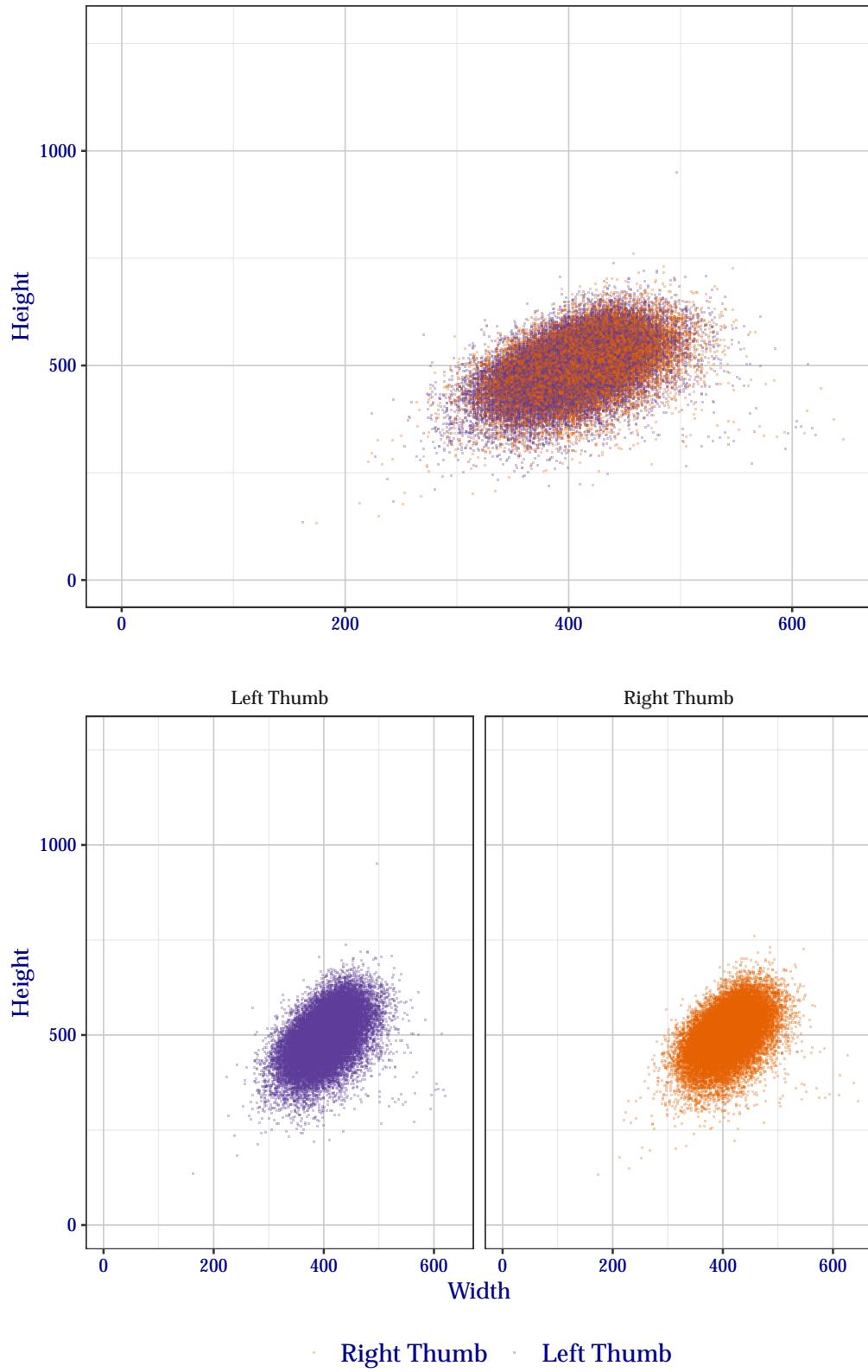


16 June 2020, 08:11:08 AM EDT

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

## Segmentation Position Dimensions

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



16 June 2020, 08:11:14 AM EDT

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 14 shows how successful innovatrics+0002 segmented fingers for each subject in the test corpus. Table 15 shows success for specific finger positions over the entire test corpus. Similarly, Table 16 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 17 shows success for combinations of all fingers, Table 18 for just the index and middle fingers, and Table 19 for all except the little finger.

Table 14: 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	99.9
2	99.3	99.3	99.4
3	98.1	98.1	98.1
4	97.6	97.6	97.7
5	95.8	95.8	95.8
6	95.5	95.5	95.6
7	94.5	94.5	94.8
8	92.3	92.3	93.0
9	87.5	87.5	89.6
10	73.6	73.7	80.3

Table 15: 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	95.6	95.7	98.0
Index	96.4	96.4	96.7
Middle	95.4	95.4	96.2
Ring	95.8	95.8	97.3
Little	96.0	96.0	96.2
<b>Left</b>			
Thumb	96.4	96.5	98.0
Index	96.6	96.6	96.9
Middle	96.1	96.1	97.0
Ring	95.9	95.9	98.0
Little	95.8	95.8	96.0

Table 16: 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	98.9	98.9	99.4
Both	93.2	93.3	96.7
<b>Index</b>			
Either	99.2	99.2	99.3
Both	91.1	91.1	91.7
<b>Middle</b>			
Either	99.0	99.0	99.2
Both	89.8	89.9	91.3
<b>Ring</b>			
Either	99.0	99.0	99.5
Both	90.0	90.0	93.1
<b>Little</b>			
Either	99.1	99.1	99.1
Both	90.2	90.2	90.6

Table 17: 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	99.5	99.5	99.6
At Least Two	98.0	98.0	98.0
At Least Three	96.6	96.6	96.8
At Least Four	94.2	94.3	94.9
All Five	82.0	82.1	86.2
<b>Left</b>			
Any	99.7	99.7	99.8
At Least Two	98.2	98.2	98.2
At Least Three	97.2	97.2	97.3
At Least Four	94.5	94.5	95.3
All Five	82.1	82.2	86.2

Table 18: 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	97.8	97.8	97.8
Both	94.1	94.1	95.1
<b>Left</b>			
Either	98.5	98.5	98.6
Both	94.1	94.2	95.3

Table 19: 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	99.1	99.1	99.1
At Least Two	97.0	97.0	97.2
All Three	91.6	91.6	93.9
<b>Left</b>			
Any	99.3	99.4	99.4
At Least Two	97.7	97.7	98.0
All Three	91.6	91.6	94.5

## 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.

Reasons for capture-type failures reported by innovatrics+0002 are enumerated in Table 20.

Table 20: Count of self-reported capture-type failure reasoning.

Failure Reason	Images
Request Recapture (No Attempt)	82
Request Recapture (Attempt)	2 050

In situations where the algorithm feels that the presented image should be recaptured (Table 20), one or more image deficiencies must be identified. These deficiencies are enumerated in Table 21. At this point, NIST does not have a groundtruth of image deficiencies, but plans to update this table with the accuracy of deficiency observations in the future.

Table 21: Count of image deficiencies reported when requesting a recapture.

Deficiency	Count
Incomplete	2 050
Image Quality	82

#### 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. The result of such best-effort segmentations are shown in Table 22.

Out of 2050 recovery attempts innovatrics+0002 attempted 4843 segmentations of fingers and skipped 2597 fingers. More information about skipped fingers can be found in Table 23.

Table 22: Results of best-effort segmentation when innovatrics+0002 reported segmentation failure (4843 best-effort attempts).

Standard	Ignoring Bottom Y	Ignoring Bottom X and Y
89.7	89.7	91.2

### 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 innovatrics+0002 are enumerated in Table 23.

Table 23: Count of self-reported segmentation failure reasoning.

Failure Reason	Fingers
Finger Not Found	2 597
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 24 shows how successful innovatrics+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 24: Performance of innovatrics+0002 at detecting fingers missing from an image.

Result	Percentage
Missed	28.7
Correctly Identified	71.3
Other Failure: Finger Found, but Can't Segment	0.0
Other Failure: Vendor Defined	0.0

## 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 25, results are shown of how successful innovatrics+0002 segmented fingers for each subject in the test corpus. Table 26 shows success for specific finger positions over the entire test corpus. Similarly, Table 27 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 28 shows success for combinations of all fingers, Table 30 for the all except the little finger, and Table 29 for just the index and middle fingers.

Table 25: 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	96.2 [95.8, 96.5]	96.3 [95.9, 96.6]	97.0 [96.7, 97.2]
2	95.1 [94.8, 95.5]	95.2 [94.9, 95.6]	96.0 [95.7, 96.4]
3	93.3 [92.8, 93.7]	93.6 [93.2, 94.0]	94.7 [94.3, 95.1]
4	88.9 [88.4, 89.5]	89.9 [89.4, 90.4]	91.8 [91.3, 92.3]
5	71.5 [70.8, 72.3]	72.1 [71.4, 72.9]	75.6 [74.9, 76.4]
6	67.0 [66.2, 67.8]	67.8 [67.0, 68.6]	70.9 [70.1, 71.7]
7	60.1 [59.3, 61.0]	61.7 [60.9, 62.5]	64.8 [63.9, 65.6]
8	44.7 [43.8, 45.5]	48.2 [47.4, 49.1]	51.7 [50.9, 52.6]

Table 26: 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	74.3 [73.7, 74.9]	76.1 [75.6, 76.7]	81.2 [80.8, 81.8]
Middle	75.3 [74.8, 75.8]	76.2 [75.7, 76.8]	76.7 [76.1, 77.2]
Ring	75.8 [75.2, 76.3]	77.0 [76.4, 77.6]	79.1 [78.5, 79.7]
Little	76.1 [75.6, 76.7]	76.8 [76.3, 77.4]	80.5 [79.9, 81.0]
<b>Left</b>			
Index	83.8 [83.2, 84.3]	84.5 [84.0, 85.0]	86.5 [86.1, 87.0]
Middle	82.0 [81.4, 82.5]	82.8 [82.3, 83.4]	83.4 [82.8, 83.9]
Ring	81.4 [80.8, 81.9]	83.0 [82.5, 83.5]	84.4 [83.9, 84.9]
Little	81.8 [81.2, 82.3]	82.4 [81.8, 82.9]	84.8 [84.3, 85.4]

Table 27: 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	93.2 [92.8, 93.6]	93.6 [93.2, 94.0]	94.8 [94.4, 95.2]
Both	61.9 [61.1, 62.7]	63.8 [62.9, 64.6]	69.3 [68.5, 70.1]
<b>Middle</b>			
Either	92.4 [92.0, 92.8]	92.9 [92.4, 93.3]	93.2 [92.7, 93.6]
Both	61.7 [60.8, 62.5]	63.0 [62.1, 63.8]	63.7 [62.8, 64.6]
<b>Ring</b>			
Either	92.4 [92.0, 92.9]	93.2 [92.8, 93.6]	94.1 [93.7, 94.5]
Both	61.8 [60.9, 62.6]	63.7 [62.8, 64.5]	66.2 [65.4, 67.0]
<b>Little</b>			
Either	92.7 [92.2, 93.1]	93.0 [92.5, 93.5]	94.7 [94.3, 95.1]
Both	60.8 [60.0, 61.7]	61.8 [60.9, 62.6]	66.4 [65.6, 67.2]

Table 28: 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	82.5 [86.0, 86.7]	82.7 [86.2, 86.9]	85.9 [88.5, 89.2]
At Least Two	79.6 [82.9, 83.6]	80.0 [83.2, 83.9]	82.6 [85.2, 85.9]
At Least Three	75.5 [78.3, 79.0]	76.3 [79.0, 79.8]	78.8 [81.0, 81.8]
All Four	63.8 [65.6, 66.5]	67.2 [68.6, 69.6]	70.2 [71.3, 72.2]
<b>Left</b>			
Any	90.8 [86.0, 86.7]	91.0 [86.2, 86.9]	92.3 [88.5, 89.2]
At Least Two	87.4 [82.9, 83.6]	87.6 [83.2, 83.9]	88.9 [85.2, 85.9]
At Least Three	82.2 [78.3, 79.0]	82.9 [79.0, 79.8]	84.3 [81.0, 81.8]
All Four	68.6 [65.6, 66.5]	71.2 [68.6, 69.6]	73.6 [71.3, 72.2]

Table 29: 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	79.3 [83.1, 83.8]	79.8 [83.5, 84.1]	83.6 [86.2, 86.8]
Both Index and Middle	70.2 [73.3, 74.1]	72.6 [75.1, 75.9]	74.3 [76.6, 77.4]
<b>Left</b>			
Either Index or Middle	88.1 [83.1, 83.8]	88.4 [83.5, 84.1]	89.8 [86.2, 86.8]
Both Index and Middle	77.6 [73.3, 74.1]	79.0 [75.1, 75.9]	80.1 [76.6, 77.4]

Table 30: 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	81.2 [84.7, 85.4]	81.4 [84.9, 85.6]	84.7 [87.3, 87.9]
At Least Two	77.2 [80.2, 80.9]	77.8 [80.7, 81.5]	80.1 [82.4, 83.2]
All Three	67.0 [69.5, 70.4]	70.1 [72.3, 73.2]	72.2 [74.3, 75.1]
<b>Left</b>			
Any	89.5 [84.7, 85.4]	89.7 [84.9, 85.6]	90.8 [87.3, 87.9]
At Least Two	84.4 [80.2, 80.9]	84.9 [80.7, 81.5]	86.0 [82.4, 83.2]
All Three	73.3 [69.5, 70.4]	75.7 [72.3, 73.2]	77.5 [74.3, 75.1]

## A.2 Jaccard Index

Table 31: For each subject, the percentage that at least *Number of Fingers* fingers were segmented with a Jaccard index in the indicated range.

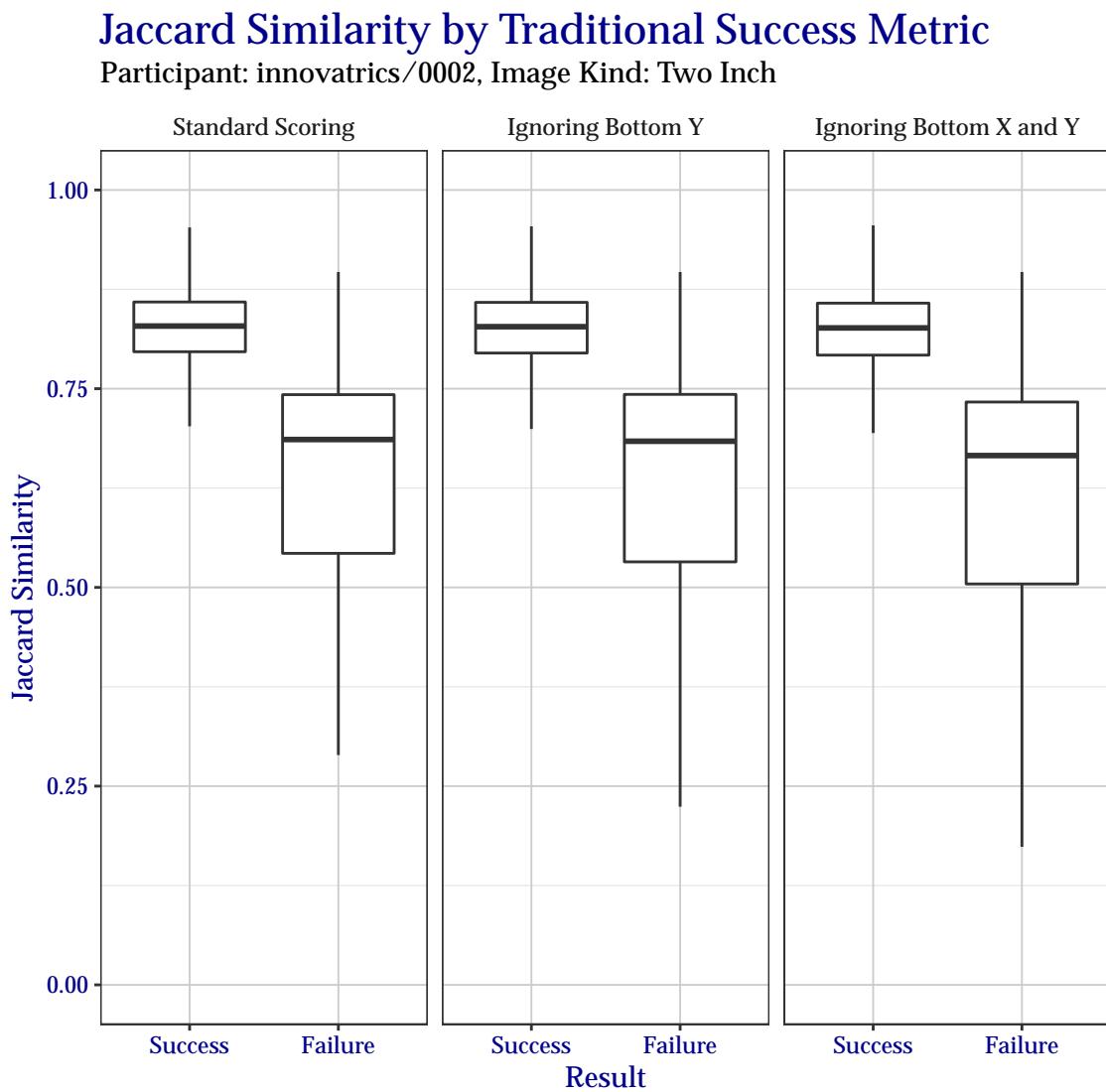
Number of Fingers	$\geq 0.5$	$\geq 0.6$	$\geq 0.7$	$\geq 0.8$	$\geq 0.9$	$\geq 0.95$	$\geq 0.98$
1	99.9	99.8	98.8	93.7	22.7	0.8	0.1
2	99.8	99.5	98.3	89.0	6.3	0.0	0.0
3	99.5	99.0	97.2	81.1	1.4	0.0	0.0
4	98.8	97.8	94.8	68.1	0.3	0.0	0.0
5	94.5	92.1	84.5	49.7	0.1	0	0
6	92.3	88.7	80.5	36.1	0	0	0
7	88.6	83.9	73.8	21.7	0	0	0
8	74.5	68.7	55.3	8.1	0	0	0

Table 32: 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	3.1	2.3	7.9	25.7	56.8	4.2
Middle	4.0	2.6	6.5	23.7	58.6	4.6
Ring	4.3	3.4	6.0	24.7	57.1	4.5
Little	8.5	3.9	4.7	20.9	54.4	7.6
<b>Left</b>						
Index	3.2	1.2	4.2	33.5	56.0	1.9
Middle	2.4	1.6	6.0	34.9	52.4	2.7
Ring	3.2	1.7	5.8	40.5	47.3	1.5
Little	6.8	2.0	5.2	36.7	46.1	3.2

Table 33: 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	99.5	98.1	92.4	79.8	16.4	0.6	0.0
At Least Two	98.2	95.7	90.1	73.8	3.9	0.0	0.0
At Least Three	96.1	92.7	86.7	60.7	0.6	0.0	0.0
All Four	86.3	81.5	73.7	33.7	0.1	0.0	0.0
<b>Left</b>							
Any	99.5	98.7	96.0	80.1	7.7	0.2	0.1
At Least Two	98.7	97.4	94.1	64.9	1.4	0.0	0.0
At Least Three	97.0	95.1	90.4	45.0	0.2	0.0	0.0
All Four	89.2	86.5	76.2	21.1	0.0	0.0	0.0

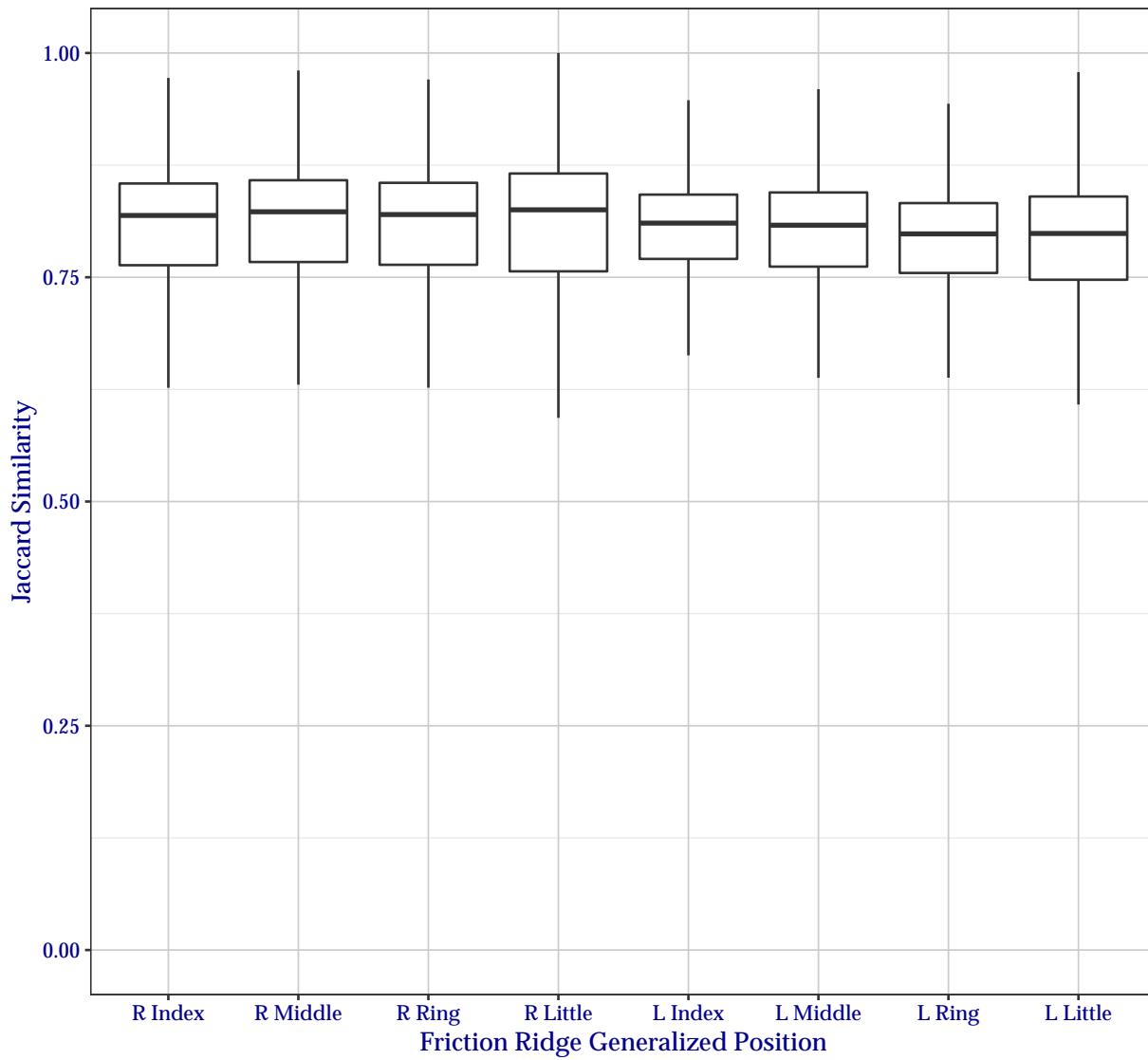


16 June 2020, 08:07:16 AM EDT

Figure 13: 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: innovatrics/0002, Image Kind: Two Inch



16 June 2020, 08:07:12 AM EDT

Figure 14: Boxplot of Jaccard similarity indices for each friction ridge generalized position. Outliers have been removed for clarity.

Table 34: 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	98.3	96.6	90.3	74.9	8.2	0.2	0.0
Both Index and Middle	94.6	91.5	83.3	49.4	0.7	0.0	0.0
<b>Left</b>							
Either Index or Middle	98.7	97.8	94.8	72.3	4.3	0.1	0.0
Both Index and Middle	95.7	93.8	86.6	40.8	0.3	0.0	0.0

Table 35: 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	99.1	97.5	91.8	78.2	11.4	0.3	0.0
At Least Two	96.9	94.3	88.6	67.1	1.8	0.0	0.0
All Three	92.6	88.6	79.5	40.6	0.2	0.0	0.0
<b>Left</b>							
Any	99.3	98.3	95.6	76.6	5.4	0.1	0.0
At Least Two	97.9	96.5	92.6	56.3	0.6	0.0	0.0
All Three	94.1	91.8	82.5	29.0	0.1	0.0	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 36, results are shown of how successful innovatrics+0002 segmented fingers for each subject in the test corpus. Table 37 shows success for specific finger positions over the entire test corpus. Similarly, Table 38 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 39 shows success for combinations of all fingers, Table 41 for the all except the little finger, and Table 40 for just the index and middle fingers.

Table 36: 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 [99.8, 99.9]	99.8 [99.8, 99.9]	99.9 [99.8, 99.9]
2	99.3 [99.2, 99.4]	99.3 [99.2, 99.4]	99.4 [99.3, 99.5]
3	98.1 [97.9, 98.3]	98.1 [97.9, 98.3]	98.1 [98.0, 98.3]
4	97.6 [97.4, 97.8]	97.6 [97.4, 97.8]	97.7 [97.5, 97.9]
5	95.8 [95.5, 96.0]	95.8 [95.5, 96.0]	95.8 [95.6, 96.1]
6	95.5 [95.3, 95.8]	95.5 [95.3, 95.8]	95.6 [95.4, 95.9]
7	94.5 [94.3, 94.8]	94.5 [94.3, 94.8]	94.8 [94.5, 95.1]
8	92.3 [91.9, 92.6]	92.3 [91.9, 92.6]	93.0 [92.6, 93.3]
9	87.5 [87.1, 87.9]	87.5 [87.1, 87.9]	89.6 [89.2, 90.0]
10	73.6 [73.1, 74.2]	73.7 [73.2, 74.2]	80.3 [79.8, 80.8]

Table 37: 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	95.6 [95.4, 95.9]	95.7 [95.4, 95.9]	98.0 [97.9, 98.2]
Index	96.4 [96.2, 96.7]	96.4 [96.2, 96.6]	96.7 [96.5, 96.9]
Middle	95.4 [95.2, 95.7]	95.4 [95.2, 95.7]	96.2 [95.9, 96.4]
Ring	95.8 [95.5, 96.0]	95.8 [95.5, 96.1]	97.3 [97.1, 97.5]
Little	96.0 [95.8, 96.3]	96.0 [95.8, 96.3]	96.2 [96.0, 96.5]
<b>Left</b>			
Thumb	96.4 [96.2, 96.6]	96.5 [96.2, 96.7]	98.0 [97.8, 98.2]
Index	96.6 [96.4, 96.8]	96.6 [96.4, 96.8]	96.9 [96.6, 97.1]
Middle	96.1 [95.9, 96.3]	96.1 [95.9, 96.3]	97.0 [96.8, 97.3]
Ring	95.9 [95.7, 96.1]	95.9 [95.7, 96.2]	98.0 [97.8, 98.2]
Little	95.8 [95.6, 96.0]	95.8 [95.5, 96.1]	96.0 [95.8, 96.3]

Table 38: 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	98.9 [98.7, 99.0]	98.9 [98.7, 99.0]	99.4 [99.3, 99.5]
Both	93.2 [92.9, 93.5]	93.3 [93.0, 93.6]	96.7 [96.5, 96.9]
<b>Index</b>			
Either	99.2 [99.1, 99.3]	99.2 [99.1, 99.3]	99.3 [99.2, 99.4]
Both	91.1 [90.8, 91.5]	91.1 [90.8, 91.5]	91.7 [91.3, 92.0]
<b>Middle</b>			
Either	99.0 [98.9, 99.2]	99.0 [98.9, 99.1]	99.2 [99.1, 99.3]
Both	89.8 [89.4, 90.3]	89.9 [89.5, 90.2]	91.3 [91.0, 91.7]
<b>Ring</b>			
Either	99.0 [98.8, 99.1]	99.0 [98.8, 99.1]	99.5 [99.4, 99.6]
Both	90.0 [89.6, 90.3]	90.0 [89.7, 90.4]	93.1 [92.8, 93.4]
<b>Little</b>			
Either	99.1 [98.9, 99.2]	99.1 [98.9, 99.2]	99.1 [99.0, 99.2]
Both	90.2 [89.8, 90.6]	90.2 [89.8, 90.5]	90.6 [90.3, 91.0]

Table 39: 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	99.5 [99.6, 99.7]	99.5 [99.6, 99.7]	99.6 [99.7, 99.8]
At Least Two	98.0 [98.0, 98.2]	98.0 [98.0, 98.2]	98.0 [98.0, 98.3]
At Least Three	96.6 [96.8, 97.1]	96.6 [96.8, 97.1]	96.8 [96.9, 97.2]
At Least Four	94.2 [94.2, 94.6]	94.3 [94.2, 94.6]	94.9 [94.9, 95.3]
All Five	82.0 [81.8, 82.4]	82.1 [81.8, 82.4]	86.2 [85.9, 86.5]
<b>Left</b>			
Any	99.7 [99.6, 99.7]	99.7 [99.6, 99.7]	99.8 [99.7, 99.8]
At Least Two	98.2 [98.0, 98.2]	98.2 [98.0, 98.2]	98.2 [98.0, 98.3]
At Least Three	97.2 [96.8, 97.1]	97.2 [96.8, 97.1]	97.3 [96.9, 97.2]
At Least Four	94.5 [94.2, 94.6]	94.5 [94.2, 94.6]	95.3 [94.9, 95.3]
All Five	82.1 [81.8, 82.4]	82.2 [81.8, 82.4]	86.2 [85.9, 86.5]

Table 40: 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	97.8 [98.0, 98.3]	97.8 [98.0, 98.3]	97.8 [98.1, 98.3]
Both Index and Middle	94.1 [93.9, 94.3]	94.1 [93.9, 94.3]	95.1 [95.0, 95.4]
<b>Left</b>			
Either Index or Middle	98.5 [98.0, 98.3]	98.5 [98.0, 98.3]	98.6 [98.1, 98.3]
Both Index and Middle	94.1 [93.9, 94.3]	94.2 [93.9, 94.3]	95.3 [95.0, 95.4]

Table 41: 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	99.1 [99.1, 99.3]	99.1 [99.1, 99.3]	99.1 [99.2, 99.3]
At Least Two	97.0 [97.2, 97.5]	97.0 [97.2, 97.5]	97.2 [97.5, 97.8]
All Three	91.6 [91.3, 91.8]	91.6 [91.3, 91.8]	93.9 [94.0, 94.4]
<b>Left</b>			
Any	99.3 [99.1, 99.3]	99.4 [99.1, 99.3]	99.4 [99.2, 99.3]
At Least Two	97.7 [97.2, 97.5]	97.7 [97.2, 97.5]	98.0 [97.5, 97.8]
All Three	91.6 [91.3, 91.8]	91.6 [91.3, 91.8]	94.5 [94.0, 94.4]

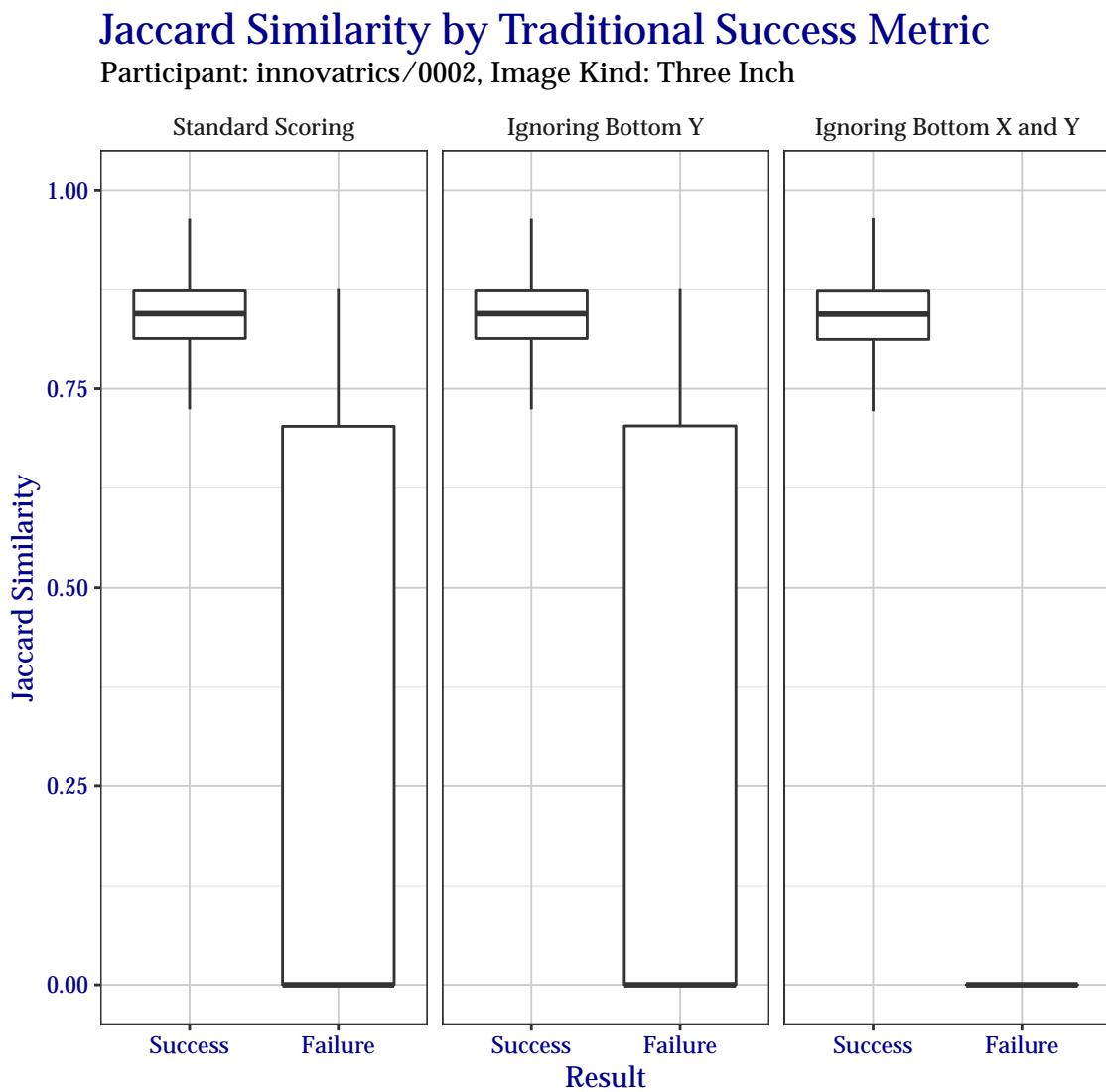
## B.2 Jaccard Index

Table 42: 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	99.9	99.9	99.9	99.7	55.4	2.2	0.3
2	99.7	99.7	99.6	99.0	21.4	0.0	0.0
3	98.2	98.2	98.1	97.5	6.1	0.0	0.0
4	97.8	97.7	97.7	95.9	1.4	0.0	0.0
5	95.8	95.8	95.8	92.1	0.3	0.0	0.0
6	95.7	95.7	95.6	87.2	0.0	0	0
7	95.0	95.0	94.7	78.3	0	0	0
8	93.3	93.2	92.6	64.3	0	0	0
9	90.3	90.1	88.5	44.9	0	0	0
10	84.1	83.3	77.3	20.9	0	0	0

Table 43: 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	1.4	0.1	0.4	4.8	65.1	28.2
Index	2.8	0.1	0.5	16.0	76.5	4.1
Middle	3.4	0.1	0.8	14.8	75.4	5.5
Ring	2.2	0.1	1.4	13.0	75.5	7.8
Little	2.9	0.1	1.2	22.2	66.4	7.2
<b>Left</b>						
Thumb	1.1	0.1	0.6	5.8	74.3	18.1
Index	2.7	0.0	0.4	16.4	75.7	4.8
Middle	2.5	0.1	0.9	18.3	74.0	4.2
Ring	1.7	0.4	1.6	23.2	69.3	3.8
Little	3.0	0.1	1.3	31.0	61.4	3.2

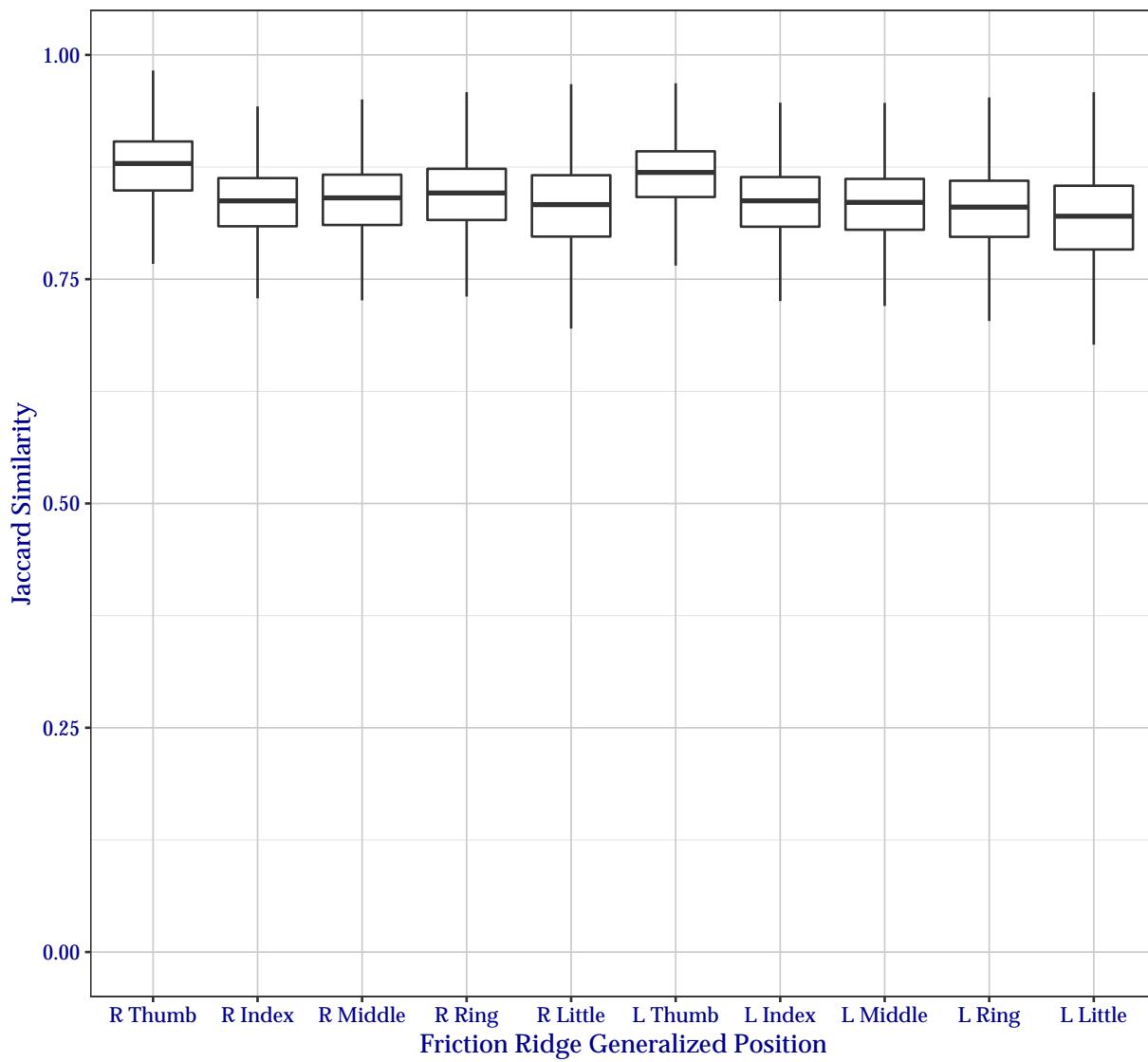


16 June 2020, 08:10:16 AM EDT

Figure 15: 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: innovatrics/0002, Image Kind: Three Inch



16 June 2020, 08:10:11 AM EDT

Figure 16: Boxplot of Jaccard similarity indices for each friction ridge generalized position. Outliers have been removed for clarity.

Table 44: 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	99.3	41.1	1.7	0.2
At Least Two	98.1	98.1	98.0	95.4	8.5	0.0	0.0
At Least Three	96.9	96.9	96.7	88.5	1.7	0.0	0.0
At Least Four	95.2	95.2	94.5	74.6	0.3	0.0	0.0
All Five	88.2	87.8	84.6	46.0	0.0	0.0	0.0
<b>Left</b>							
Any	99.9	99.9	99.9	99.2	28.8	0.6	0.2
At Least Two	98.3	98.3	98.2	94.2	3.8	0.0	0.0
At Least Three	97.5	97.5	97.3	84.6	0.5	0.0	0.0
At Least Four	95.6	95.5	94.9	66.4	0.1	0.0	0.0
All Five	88.5	87.9	84.2	36.8	0.0	0.0	0.0

Table 45: 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	97.9	97.9	97.7	91.8	8.9	0.1	0.0
Both Index and Middle	95.8	95.7	94.5	69.7	0.7	0.0	0.0
<b>Left</b>							
Either Index or Middle	98.6	98.6	98.6	91.8	8.4	0.2	0.0
Both Index and Middle	96.1	96.0	94.8	66.8	0.5	0.0	0.0

Table 46: 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	99.2	99.2	99.1	96.0	14.8	0.4	0.1
At Least Two	97.4	97.4	97.0	86.3	2.3	0.0	0.0
All Three	95.0	94.7	92.5	62.4	0.2	0.0	0.0
<b>Left</b>							
Any	99.4	99.4	99.3	95.3	11.5	0.2	0.1
At Least Two	98.1	98.1	97.8	82.2	1.1	0.0	0.0
All Three	95.5	95.0	92.6	54.2	0.1	0	0