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Visual Analytics Dataset Generation

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Improving Biometric and Forensic Technology: The Future of Research Datasets



Toyota Center in Kennewick, WA



- Live testing and collection with crowds
- GIS calibrated coordinates down to 3 inches for hundreds of locations

Datasets from this location:

Human Tracking at a Distance

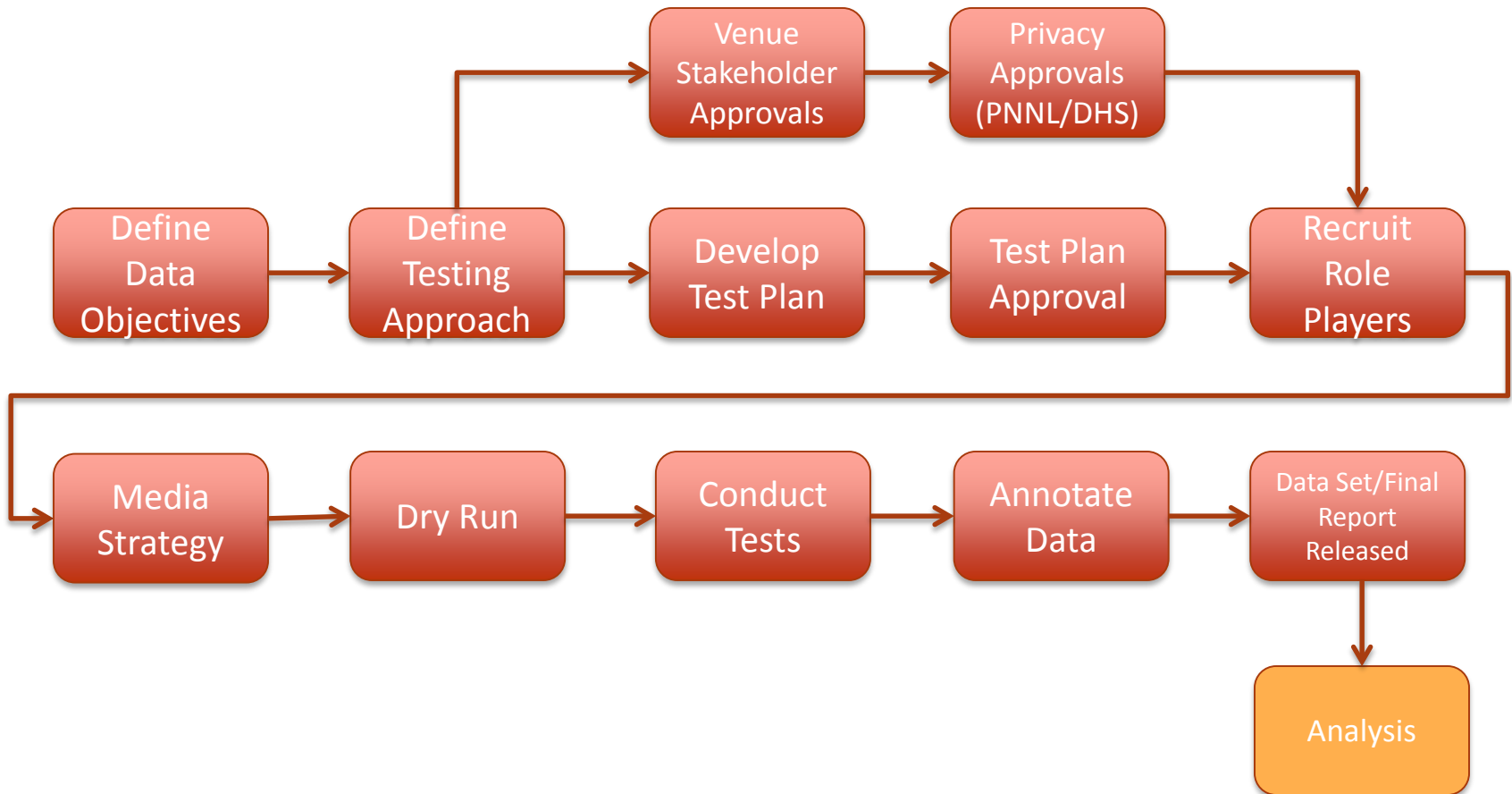
Facial Recognition in Live Crowds

Building Threat Scenarios

Multipurpose venue serving as a test-bed for wide range of security technologies



Dataset Collection Overview



Simple Ideas for making a dataset useful for multiple purposes

- ▶ Multiple cameras
 - Vary camera heights
 - Vary FOV
- ▶ Collect extra data
 - Background/empty video
 - Mugshots at multiple angles
 - Collect candid images
 - Annotate extra information as time allows



Building Threat Scenario Data Collection

Data Collection Summary



Facial Recognition Video Dataset

“Non-Cooperative”

- ▶ Operationally realistic corpus of video data to support the evaluation and enhancement of facial recognition systems technology
- ▶ PNNL role players with public crowds in 5 indoor live events
 - 1) one-way crowd flow
 - 2) two-way crowd flow
 - 3) linear and serpentine queues
- ▶ 147 hours of video data
 - 11 cameras – consumer grade with SD memory
 - Pixels on target
 - Varied pitch and yaw
 - 24 fps at 1920 x 1080
 - H.264 .mp4
- ▶ Collected 2153 still photographs for “Watch List” of the 64 unique role players

Watchlist Composition

“Non-Cooperative”



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600 ppi scans ID images



Low resolution “port of entry”
for 2 angles



976 images of 64 individuals
spanning up to 20 years

FR Video Dataset Cameras

“Non-Cooperative”



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Queue Cameras

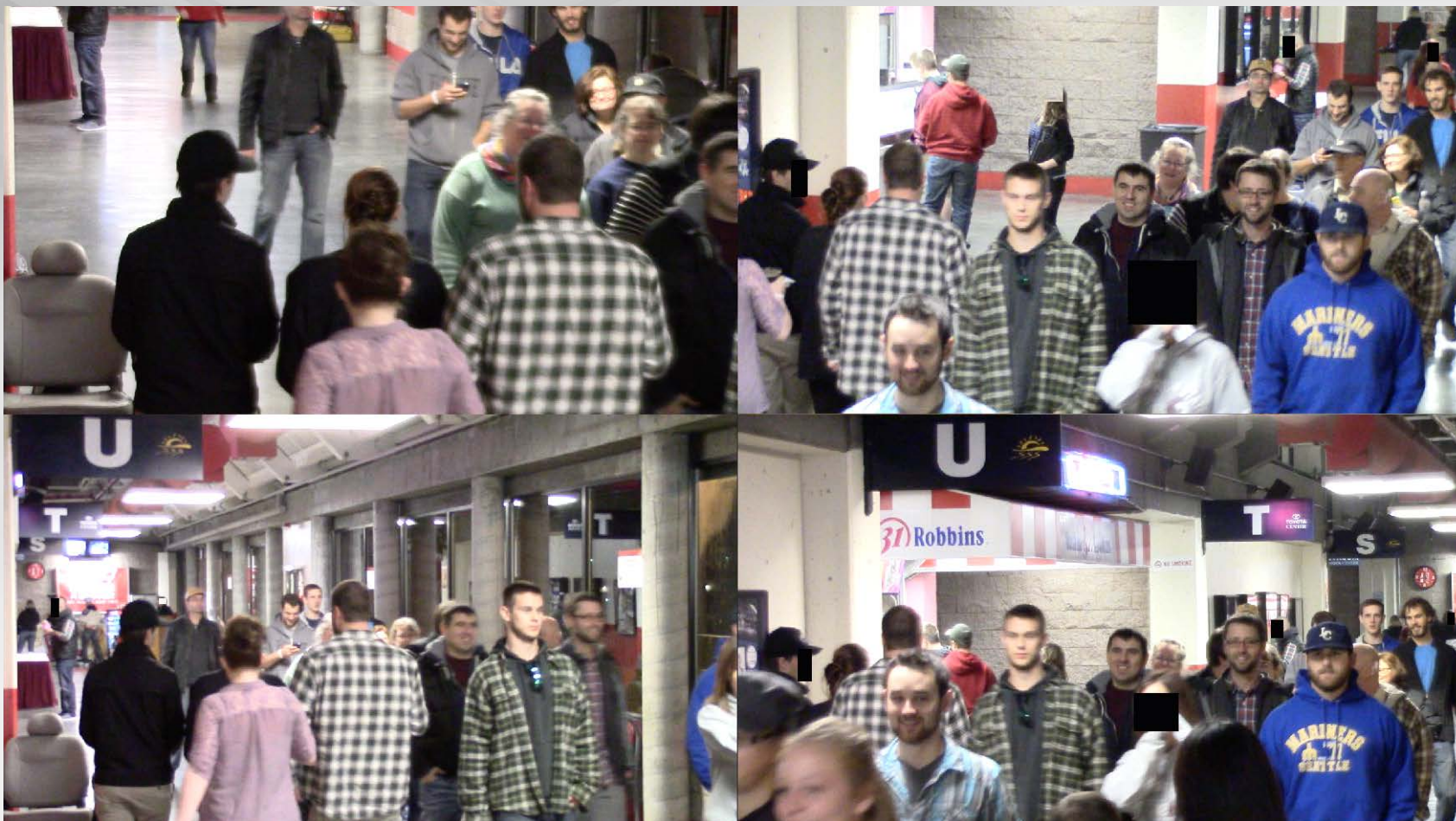
FR Video Dataset Cameras

“Non-Cooperative”



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Hall Cameras

FR Video Dataset Annotation

“Non-Cooperative”

- ▶ 14,401 annotated presentations
- ▶ Ground truth annotation includes:
 - Role player alias
 - FOV entry/exit times of each role player
 - Qualitative assessment of
 - Face detection viability of presentation
 - Reason if low viability (occlusion, angle, etc.)
 - Duration of each best face presentation
 - Number of role players in FOV
 - Crowd density
- ▶ Detailed report of video collection activities and results



3 separate presentations.

Building Threat Video Dataset

“Resilient Buildings”

- ▶ Video analytics systems and human operator evaluation for enhanced building security during observable threat events
- ▶ Up to 12 role players in
 - Event scenarios that include
 - Active shooter (single and multiple weapons and persons)
 - Unauthorized entry
 - Unauthorized parking
 - Leave-behind packages
 - Continuous video of background that contains no events
 - Sparse video that contains occasional events
- ▶ Variations in crowd density, dynamics, and clothing contrast
- ▶ Variations in lighting conditions
- ▶ 250 video clips (1-5 minutes each); >150 hours of raw video
- ▶ 8 cameras at various distances, elevations, and FOV, with some overlapping FOV
- ▶ Data could be used for FR evaluations

Building Threat Video Dataset

“Resilient Buildings”



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- ▶ Video clip ground truth includes:
 - Role player alias
 - Video clip event scenario details (props/posture etc. as scripted)
 - Video clip length
 - Event time
 - Number of people in clip
 - Lighting, weather, and other parameters



Standoff Tracking Video Dataset

“Microcorpus”



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- ▶ Scripted video data to support vendor development and testing of people tracking technology
- ▶ Up to 27 role players in scenarios that include
 - 1 way, 2-way, and random crowd flow
 - Variations in crowd density, dynamics, and clothing contrast
 - Variations in lighting conditions (dawn through dusk, sunny and cloudy)
- ▶ Total of 231 video clips (1-3 minutes each); 25 hours of raw video
- ▶ Recorded outdoors at 30 fps at 1920 x 1080 H.264 .mp4
- ▶ 3 cameras each at standoff distances from elevations of ~30 feet and partially overlapping fields of view
- ▶ Video was collected in a geospatially-mapped region

Standoff Tracking Video Dataset

“Microcorpus”

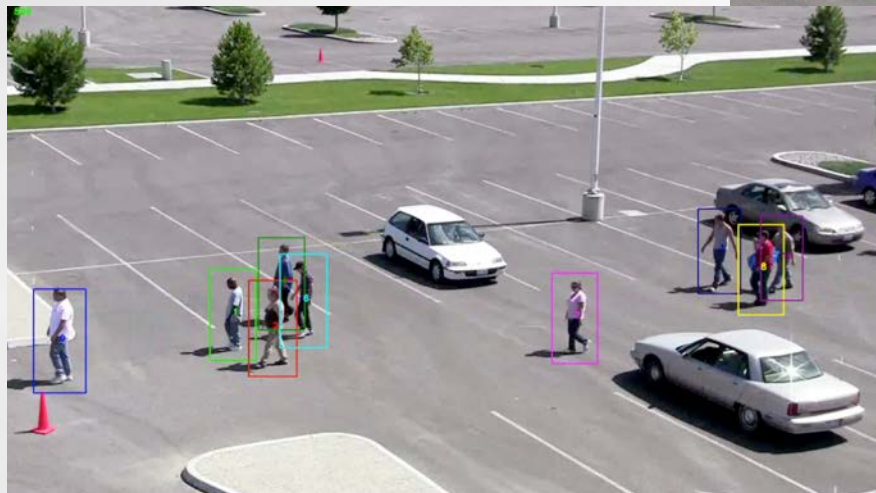


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▶ Video clip ground truth includes:

- Video clip scenario
- Video clip length
- Number of role players
- Light conditions
- Contrast of attire
- Crowd density
- Props (bags, coolers, etc.)
- People-to-people interactions



Extended annotation of select clips include ViPER formatted XML of individual bounding boxes that can be used in the F4DE Toolkit for performance evaluation of systems.



Summary

- ▶ PNNL has access to a unique venue that can accommodate a wide range of video data sets needs, including those with live crowds
- ▶ A repeatable process has been developed to enable a cost-effective collection of video data for forensic video analytic needs
- ▶ Extensive experience in the annotation of data sets ensures that data sets can be used for benchmarking AND enhancement of video analytics technologies
- ▶ Highly annotated non-cooperative, resilient building, and standoff tracking data sets are available for government partners (subject to DHS S&T PM approval)



Contact Information

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