Calibrated (Probabilistic) Confidence Scoring for Biometric Identification

Goal: from scores to probabilities $(0,.5,.5) \rightarrow (80\%, 10\%, 10\%)$

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CBSA - a prime user of <u>Iris</u> biometric

Why iris? — Easily accepted by public, touch-less / non-intrusive

<u>Today</u>: for collaborative user-engaged identification of pre-approved travellers in structured/overt environment (NEXUS)

<u>Tomorrow</u>: for fully-automated stand-off (on-the-fly) identification of Good and Bad people as they cross the border ?(3 persons crossing / sec)

Recent RFI examination (Feb 2009-Aug 2009) <u>exposed the problems</u> even with Today's systems/data

With Tomorrow's stand-off systems, these problems will be even more significant!

- Gorodnichy, D. O. "Evolution and evaluation of biometric systems" IEEE Symposium: Computational Intelligence for Security and Defence Applications, Ottawa June 2009
- Gorodnichy, D. O. "Multi-order analysis framework for comprehensive biometric performance evaluation", SPIE Conf. on Defense, Security, and Sensing. Orlando, April 2010

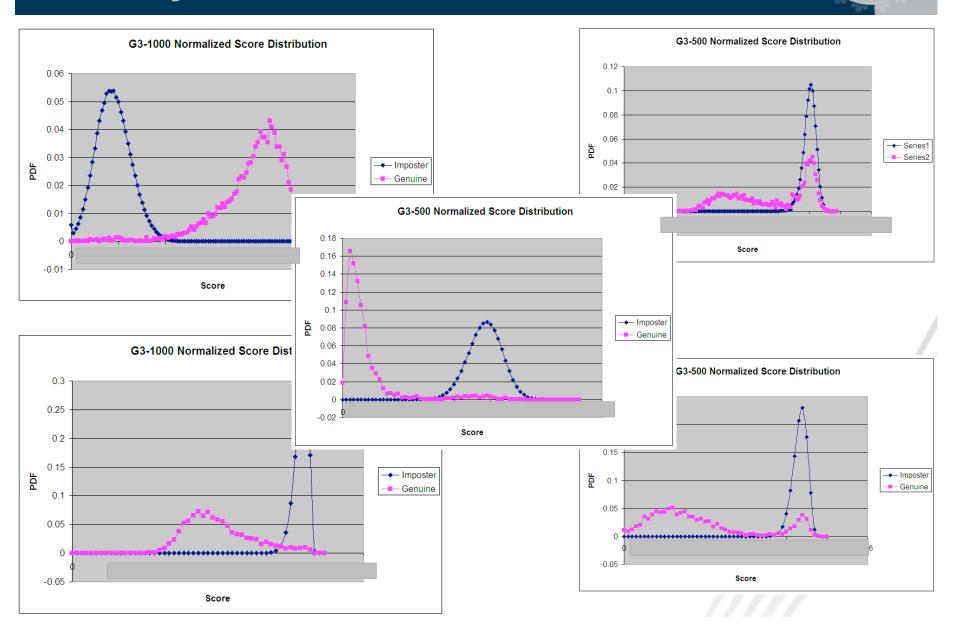
Problems exposed through RFI

(With over 20.000.000 CBSA iris data, several state-of-art products, and over 6 months of coding and collecting/analyzing results)

- 1. There exist many (>5) matching algorithms now
 - All produce single scores output only (no confidence)!
 - Binomial nature of Imposter distributions
 - Binomial nature of Genuine distribution? with no noise
- 2. High FNMR (False Rejects, False Non-Match Rate)
- 3. High FTA (Failure To Acquire)
- 4. Despite many vendor/publications claims, systems often have:
 - 1) more than one match below the threshold,
 - 2) two or more close matching scores

There is a need therefore to assign Confidence value to output!

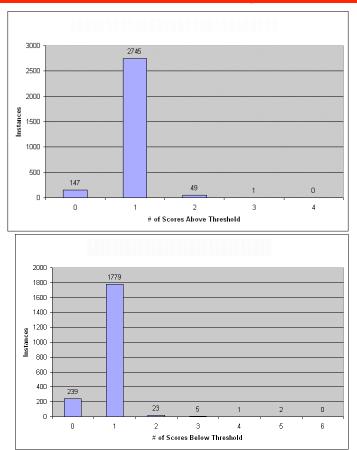
Anonymized score distributions

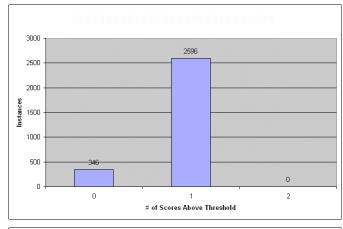


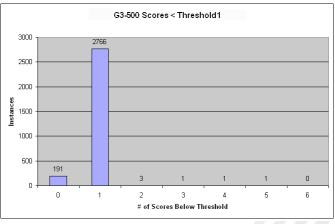
Anonymized stats

Using Multi-order score analysis [Gor09,10], Order 3 have shown that:

Many systems may improve FTA, FNMR, DET (match/non-match tradeoff) at the cost of allowing more than one score below a threshold



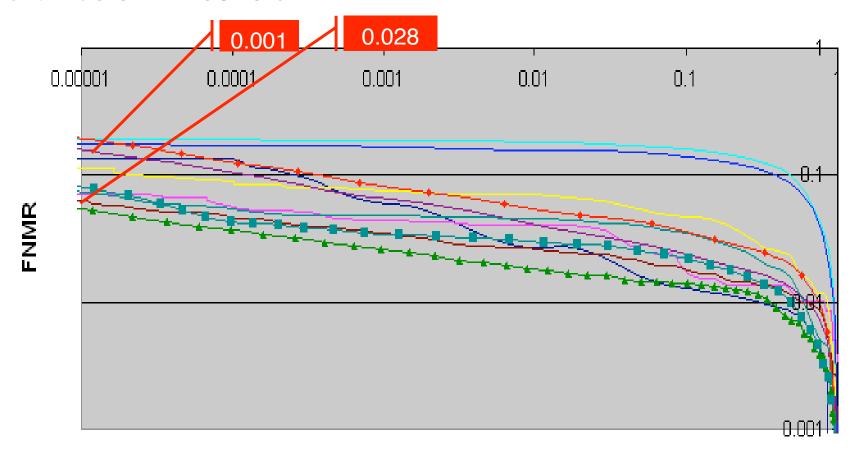




(With 500 enrolled travelers, each having 6 passage images)

Trade-off Curves with FCR

DEFINITION [Gor10]: **Failure of Confidence Rate (FCR)** – the rate of incidences in which there are more than one match below threshold



Goal: assign confidences to decision

Given: Person X arrives at the kiosk and produces n scores: n-tuple S = (s1, s2, . . . , sn), si = HD(X, xi)

<u>Find</u>: Sequence of calibrated confidence scores: the probability vector C = (c1, c2, ..., cn), $ci = P({X = xi} | S)$

How: as in probabilistic weather forecasting [DeGroot1983]

- 1. Make use of (assume) binomial nature of Genuine and Imposter score distributions [Daugman1993,2004]:
 - $G \sim Binom(m', u')$, with u' = 0.11, d' = 0.065 ($m' = \sim 115$).
 - I ~ Binom(m, u), with u = 0.5, m = 249 (d=~0.03)
 - $P(HD=k/m) = (k,m) u^k (1-u)^m = (k,m) u^k$
- 2. Bayes's Theorem for ci = $P({X = xi} | S) = P({X = xi} \land S) = P({X = xi} \land S) / P(S) = ...$
- 3. $P({X = xi} \land S) = ...$

Simple example to illustrate

Enrolled: three individuals {x1, x2, x3}, six bits in iris string.

- Thus, n = 3, m = m' = 6.
- G = Binom(m', u'), I = Binom(m, u) with u' = 1/3 and u = 1/2.
- x1 = [0, 1, 0, 1, 0, 1], x2 = [1, 0, 0, 1, 1, 1], x3 = [1, 0, 1, 1, 0, 1]

New person: X = [0, 1, 0, 1, 0, 1].

■ Matching scores S = (0, 0.5, 0.5). Decision scores: (1, 0, 0).

Using the theorem (for q=0 and P1=P2=P3), we obtain:

• confidence scores C = (0.8, 0.1, 0.1).

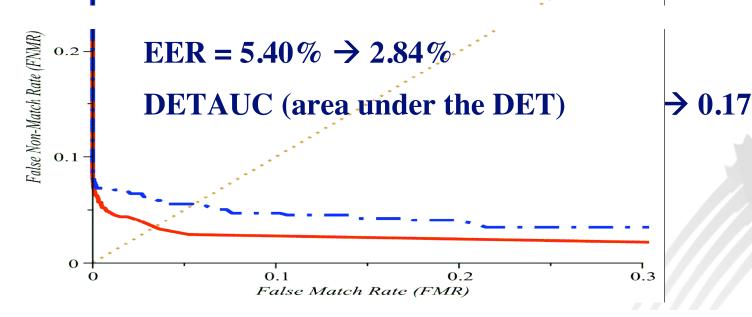
How to apply to real system?

- Vendor should provide: m', u' m, u
- User knows: Pi, q (a-priory probabilities of each person / imposter)

Applied to real system

Proposed probabilistic score calibration can be added to any system at little computation cost as post-processing filter:

- Provides more meaningful output for risk mitigating procedures
- Improves overall recognition
- Introduces Order-3 biometric systems



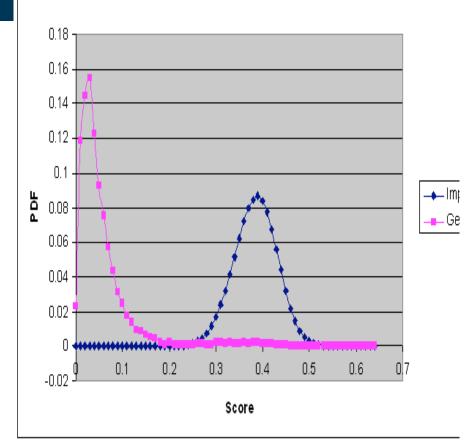
Appendices



Iris biometrics

- Image converted to 2048 binary digits {0,1}
 - only small subsets of bits are mutually independent [1].
- Impostor HD scores
 follow binomial distribution:
 I ~ Binom(m, u),
 m = 249 and u = 0.5.
- ➤ The variable m represents the degrees-of-freedom and is a function of the mean u and the standard deviation d:
 m = u(1 u) / d^2

G3-1000 Normalized Score Distribution



Genuine HD scores [2]:
 G ~ Binom(m', u') with
 u' = 0.11, d' = 0.065

Main theorem and proof:

Theorem 3.1 Let G be the set of genuine matching scores, and I be the set of impostor matching scores. Suppose $G \sim Binom(\hat{m}, \hat{u})$ and $I \sim Binom(m, u)$. Let $p_i = P(X = x_i)$ and $q = 1 - \sum_{i=1}^n p_i$. Let $S = (s_1, s_2, \ldots, s_n)$ be the n-tuple of matching scores produced by person X. Then for each $1 \le i \le n$, we have

$$c_{i} = P(X = x_{i} \mid S) = \frac{p_{i}z_{i}}{\sum_{i=1}^{n} p_{i}z_{i} + q \cdot \frac{(1-u)^{m}}{(1-\hat{u})^{\hat{m}}}}, \text{ where } z_{i} = \frac{\binom{\hat{m}}{\hat{m}s_{i}}}{\binom{m}{ms_{i}}} \cdot \left(\frac{\hat{u}^{\hat{m}}(1-u)^{m}}{u^{m}(1-\hat{u})^{\hat{m}}}\right)^{s_{i}}.$$

Proof: For each $1 \le i \le n$, define $r_i = P(\{X = x_i\} \land S)$. Also define $r_{imp} = P(\{X \notin \{x_1, x_2, \dots, x_n\}\} \land S)$.

By definition, $r_{imp} = P(S) - \sum_{i=1}^{n} r_i$. By Bayes' Theorem, we have

$$c_i = P(\{X = x_i\} \mid S) = \frac{P(\{X = x_i\} \land S)}{P(S)} = \frac{r_i}{r_1 + r_2 + \dots + r_n + r_{imp}}.$$

To calculate $r_i = P(\{X = x_i\} \land S)$, we multiply the probabilities of the following n+1 independent events: it is x_i who comes to the kiosk; the genuine matching score $HD(X, x_i)$ is s_i ; and the impostor matching score $HD(X, x_j)$ is s_j for all $1 \le j \le n$ with $j \ne i$.

Since $G \sim Binom(\hat{m}, \hat{u})$, there are \hat{m} degrees-of-freedom, and the probability that any of these \hat{m} bits differ is \hat{u} . So if $HD(X, x_i) = s_i$, then $\hat{m}s_i$ of the \hat{m} bits differ. We derive the analogous result for the impostor distribution $I \sim Binom(m, u)$, for all $1 \leq j \leq n$ with $j \neq i$. Therefore, we have

$$r_{i} = p_{i} \binom{\hat{m}}{\hat{m}s_{i}} \hat{u}^{\hat{m}s_{i}} (1 - \hat{u})^{\hat{m} - \hat{m}s_{i}} \cdot \prod_{j=1, j \neq i}^{n} \binom{m}{ms_{j}} u^{ms_{j}} (1 - u)^{m - ms_{j}}$$

Details of our simple example

Because m = m' = 6, and u = 1-u=1/2, $2^*u'=1-u'=2/3$ many things get cancelled out ...

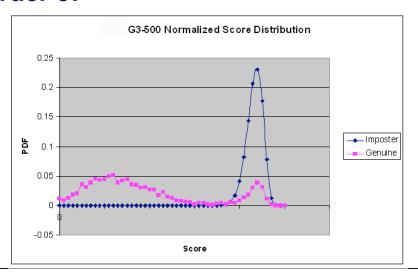
Zi (Si) =
$$(6, 6*Si) / (6, 6*Si) * ((1/3 ^ 6 * 1/2 ^6) / (1/2 ^ 6 * 2/3 ^6)) ^ Si = (1/2 ^ 6) ^ Si = (1/2 ^$$

For S2 = S3 = 0.5, we have:
$$Z2 = Z3 = (1/2)^3 = 1/8$$
.
For S1 = 0, Z1 = 1

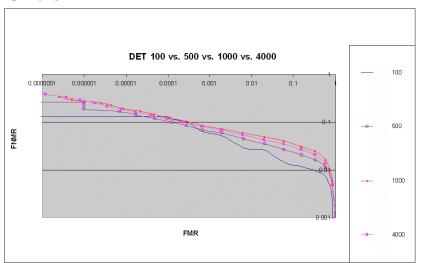
Then Ci =
$$(Zi)$$
 / $(SUM Zi)$ = Zi / $(1/8 + 1/8 + 1)$ and C2 = $4/5 * (1/8) = 1/10$, C1 = $8/10$

Multi-order performance evaluation

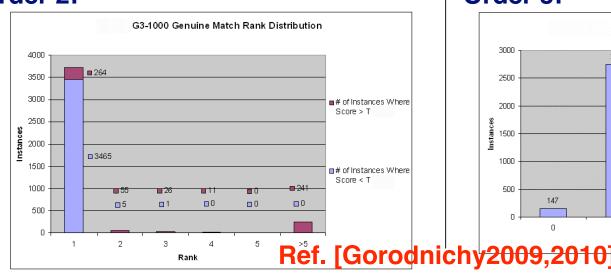
Order 0:



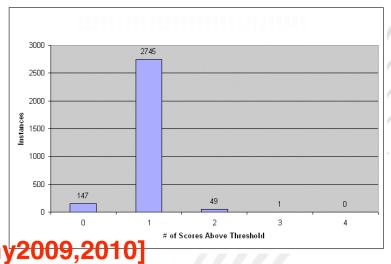
Order 1:



Order 2:



Order 3:



Multi-order score analysis

Order 1 (Traditional):

Examine single-scores to report trade-off (FMR/FNMR) curves Order 2:

Examine all scores to report the best (smallest) score Order 3:

> Examine all scores relationship to report Confidences

Five-score example: $\{0.51, 0.32, 0.47, 0.34, 0.31\}$. T = 0.33

- \triangleright Order 1 \rightarrow 0.32
- ➤ Order 2 → 0.31
- ➤ But in reality it could have been 0.34! (if there was noise)

References

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- Daugman, J. (2004). How iris recognition works. IEEE Transactions on Circuits and Systems for Video Technology, 14(1) 21-30.
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