

# CDEFFS

ANSI/NIST  
Committee to Define an  
Extended Fingerprint Feature Set

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## Workshop

April 2006

# Extended Features Under Consideration

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## Level 1 Features

- a. Ridge flow
- b. Cores and deltas
- c. Finer level of classification

## Level 2 Features

- a. Ridge path elements
- b. Open field of ridges
- c. Greater definition of minutiae
- d. Scars
- e. Creases
- f. Incipient ridges
- g. Dots

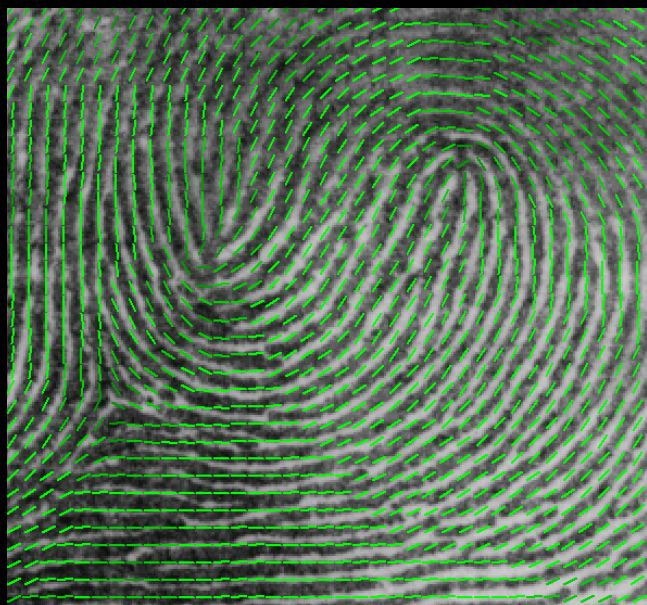
## Level 3 Features

- a. Pores
- b. Ridge edge shapes/width

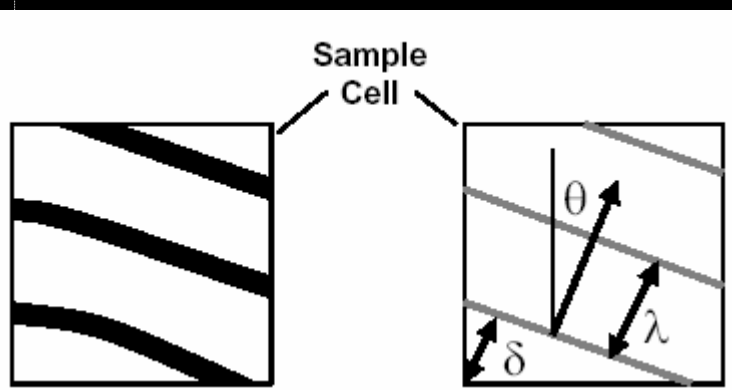
## 3d Features

- a. Ridge height / valley depth

# 1a: Ridge flow



- Define the direction of ridge flow for every  $N \times N$  pixel block in the image (or every pixel), if it can be determined.
- Issues:
  - How big is  $N \times N$ ? ( $0.016'' = 8/500$ ) Is it configurable or fixed?
  - How big is the window? ( $0.048'' = 24/500$ )
  - How do we quantize angles? (degrees,  $1/32$  circle ...)
  - Are angles along ridgeflow (traditional) or perpendicular to ridgeflow (ANSI-INCITS-377)
  - Note this is tied to local ridge flow quality (next)
- Elaborations (re [ANSI-INCITS-377])
  - ridge spacing (distance between ridges)
  - phase offset (position that the ridges enter the block)



# 1a: Ridge flow direction

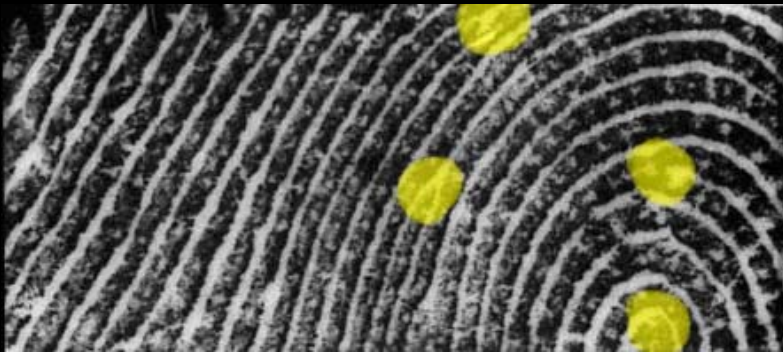
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- Definition example (16-direction, in hex):
  - x.yyy:
  - 8888888899999aaaabbbbbaaaa998888888888<rs>
  - 8899999999aaabbbbbbbccbbbbaaa99999888888<rs>
  - 999999999aaaabbbbcccccbbbbbaa9999999999<rs>
  - 9999999aaaabbbbcccddddccbbbbaa9999999

# 2b: Open Field of Ridges

## Local Ridge Flow Quality

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- Logically related to ridge flow
- Boolean (good | bad)
- Tristate:
  - Good | Marginal | Unusable
- Multi-level:
  - 0: No ridge information
  - 1: Level 1/direction unclear
  - 2: Level 1 OK, level 2 unclear
  - 3: Level 2 OK, level 3 unclear
  - 4: All levels clear

# 2b: Local Ridge Flow Quality

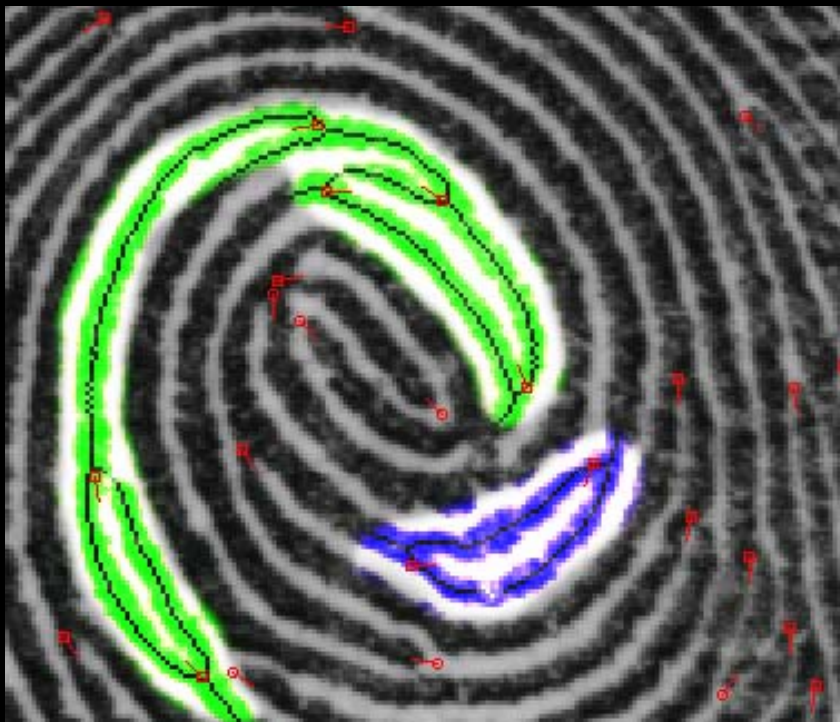
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■ Definition:

- 01 0000000000111111111111111111111111111111111110000000
- 02 00000001100000
- 03 00000011100000
- 04 00000011100000
- 05 000001111111111111111111111111011111111111111111100000
- 06 0000011100000
- 07 000011100000
- 08 000011100000
- 09 000011100000

# 2a: Ridge Path

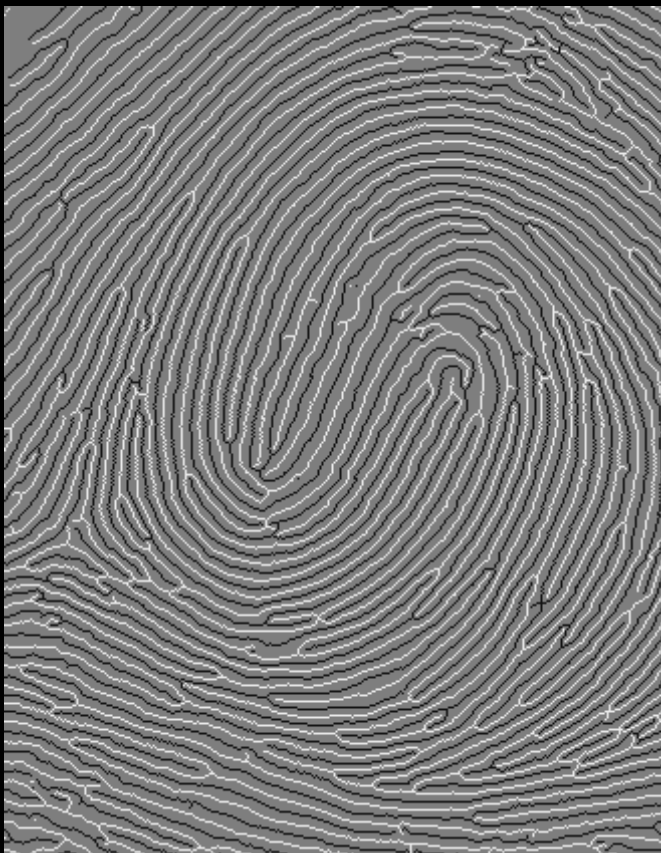
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- Option 1:
  - Index all ridge segments (ridge between two minutiae, end of image, or poor quality area). Each ridge ending is affiliated with one indexed ridge (3 for bifurcation).
  - Each ridge can be defined in a series of X, Y locations with fixed distance between OR by splines.
  - Level-3 details can reference back to the ridge segment number.

# 2a: Ridge Path

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- Option 2:
  - Use the tracing as a representation



# 2g: Dots

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- Are they treated as directionless minutiae? Are both ends defined as endings?
- How can (should) width be noted?

# 3c: Ridge/Valley width

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- Major deviations
  - indentations
  - protrusions
  - discontinuities
- Measurements from
  - Edge-to-edge of a ridge
  - Edge-to-edge of a valley
  - Center-to-center of adjacent ridges