

Face Recognition Vendor Test
Ongoing

General Evaluation Specifications

VERSION 3.0

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April 6, 2023

NIST
**National Institute of
Standards and Technology**
U.S. Department of Commerce

Revision History2
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Date	Version	Description
April 1, 2019	1.0	Initial document
September 9, 2020	1.1	Update operating system to CentOS 8.2 and compiler to g++ 8.3.1 Adjust the legal similarity score range
February 14, 2022	1.2	Update operating system to Ubuntu 20.04.3 and compiler to g++ 9.3.0
August 29, 2022	2.0	Remove Section 8 and link to current/definitive data structures header file on GitHub
April 6, 2023	3.0	Add support for iris images; and make text generic for face or iris or multimodal

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34 **1. Audience**

35 Participation in FRVT is open to any organization worldwide. There is no charge for participation. The target audience is
36 researchers and developers of FR algorithms. While NIST intends to evaluate stable technologies that could be readily
37 made operational, the test is also open to experimental, prototype and other technologies. All algorithms **must** be
38 submitted as implementations of the API defined in the specific test's API document.

39 **2. Rules for Participation**

40 **2.1. Participation Agreement**

41 A participant must properly follow, complete, and submit the FRVT Participation Agreement. This must be done once,
42 either prior or in conjunction with the very first algorithm submission. It is not necessary to do this for each submitted
43 implementation thereafter UNLESS there are major organizational changes to the submitting entity.

44 **NOTE** If an organization updates their cryptographic signing key, they must send a new completed participation
45 agreement submission for this evaluation, with the fingerprint of their public key.

46 **2.2. Validation**

47 Prior to submission, all participants must run their software through the provided corresponding validation package for
48 the test they wish to enter. The validation package will be made available at <https://github.com/usnistgov/frvt>. The
49 purpose of validation is to ensure consistent algorithm output between the participant's execution and NIST's execution.

50 **2.3. Number and Schedule of Submissions**

51 Participants may send one submission as often as every four calendar months from the last submission for evaluation.
52 NIST will evaluate implementations on a first-come-first-served basis, and quickly publish results.

53 **3. Reporting**

54 Unless otherwise specified for a specific test, for all algorithms that complete the evaluations, NIST will post performance
55 results on the NIST FRVT website. NIST will maintain an email list to inform interested parties of updates to the website.
56 Artifacts will include a leaderboard highlighting the top performing submissions in various areas (e.g., accuracy, speed
57 etc.) and individual implementation-specific report cards. NIST will maintain reporting on the two most recent algorithm
58 submissions from any organization. In the event an algorithm is no longer operable (e.g., license expiration, etc.), that
59 algorithm will be retired from the evaluation. Prior submission results will be archived but remain accessible via a public
60 link.

61 **Important:** This is an open test in which NIST will identify the algorithm and the developing organization. Algorithm
62 results will be attributed to the developer. Results will be machine generated (i.e. scripted) and will include timing,
63 accuracy and other performance results. These will be posted alongside results from other implementations. Results will
64 be expanded and modified as additional implementations are tested, and as analyses are implemented. Results may be
65 regenerated on-the-fly, usually whenever additional implementations complete testing, or when new analysis is added.

66 NIST may additionally report results in workshops, conferences, conference papers and presentations, journal articles and
67 technical reports.

68 **3.1. Version Control**

69 Developers must submit a version.txt file in the doc/ folder that accompanies their algorithm – see Section 6.4. The string
70 in this file should allow the developer to associate results that appear in NIST reports with the submitted algorithm. This
71 is intended to allow end-users to obtain productized versions of the prototypes submitted to NIST. NIST will publish the
72 contents of version.txt. NIST has previously published MD5 hashes of the core libraries for this purpose.

73 4. Hardware specification

74 NIST intends to support high performance by specifying the runtime hardware beforehand. There are several types of
75 computer blades that may be used in the testing. Each machine has at least 128 GB of memory. We anticipate that 16
76 processes can be run without time slicing, though NIST will handle all multiprocessing work via `fork()`¹. Participant-
77 initiated multiprocessing is not permitted.

78 All implementations shall use 64 bit addressing.

79 NIST intends to support highly optimized algorithms by specifying the runtime hardware. We use multiple computers
80 including the following:

- 81 — Intel® Xeon® Gold 6254 CPU @ 3.10GHz
- 82 — Intel® Xeon® E5-2630 v4 CPU @ 2.20GHz²
- 83 — Intel® Xeon® E5-2680 v4 CPU @ 2.4GHz²
- 84 — Intel® Xeon® Gold 6140 CPU @ 2.30GHz³

85 All timing tests will be measured on Intel(R) Xeon(R) Gold 6140 CPU @ 2.30GHz. FRVT tests will not support the use of
86 Graphics Processing Units (GPUs).

87 5. Operating system, compilation, and linking environment

88 The operating system that the submitted implementations shall run on will be released as a downloadable file accessible
89 from <https://nigos.nist.gov/evaluations/ubuntu-20.04.3-live-server-amd64.iso> which is the 64-bit version of Ubuntu
90 20.04.3 LTS (Focal Fossa).

91 For this test, Windows machines will not be used. Windows-compiled libraries are not permitted. All software must run
92 under Ubuntu 20.04.3.

93 NIST will link the provided library file(s) to our C++ language test drivers. Participants are required to provide their library
94 in a format that is dynamically-linkable using the C++17 compiler g++ version 9.3.0.

95 A typical link line might be

```
96 g++ -I. -Wall -m64 -o frvt11 frvt11.cpp -L. -lfrvt_11_acme_007
```

97 The Standard C++ library should be used for development. Header files containing API function prototypes will be
98 provided separately for each FRVT track and documented in each of the corresponding API documents.

99 The header files will be made available to implementers at <https://github.com/usnistgov/frvt>. All algorithm submissions
100 will be compiled against the officially published header files – developers should not alter the header files when compiling
101 and building their libraries.

102 All compilation and testing will be performed on x86_64 platforms. Thus, participants are strongly advised to verify
103 library-level compatibility with g++ (on an equivalent platform) prior to submitting their software to NIST to avoid linkage
104 problems later on (e.g. symbol name and calling convention mismatches, incorrect binary file formats, etc.).

105

¹ <http://man7.org/linux/man-pages/man2/fork.2.html>

² `cat /proc/cpuinfo` returns `fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov pat pse36 clflush dts acpi mmx fxsr sse sse2 ss ht tm pbe syscall nx pdpe1gb rdtscp lm constant_tsc arch_perfmon pebs bts rep_good nopl xtopology nonstop_tsc aperfmperf eagerfpu pni pclmulqdq dtes64 monitor ds_cpl vmx smx est tm2 ssse3 fma cx16 xtpr pdcm pcid dca sse4_1 sse4_2 x2apic movbe popcnt tsc_deadline_timer aes xsave avx f16c rdrand lahf_lm abm 3dnowprefetch ida arat epb pln pts dtherm tpr_shadow vnmi flexpriority ept vpid fsgsbase tsc_adjust bmi1 hle avx2 smep bmi2 erms invpcid rtm cqm rdseed adx smap xsaveopt cqm_llc cqm_occup_llc`

³ `cat /proc/cpuinfo` returns `fpu vme de pse tsc msr pae mce cx8 apic sep mtrr pge mca cmov pat pse36 clflush dts acpi mmx fxsr sse sse2 ss ht tm pbe syscall nx pdpe1gb rdtscp lm constant_tsc arch_perfmon pebs bts rep_good nopl xtopology nonstop_tsc aperfmperf eagerfpu pni pclmulqdq dtes64 monitor ds_cpl vmx smx est tm2 ssse3 fma cx16 xtpr pdcm pcid dca sse4_1 sse4_2 x2apic movbe popcnt tsc_deadline_timer aes xsave avx f16c rdrand lahf_lm abm 3dnowprefetch ida arat epb pln pts dtherm tpr_shadow vnmi flexpriority ept vpid fsgsbase tsc_adjust bmi1 hle avx2 smep bmi2 erms invpcid rtm cqm mpx avx512f rdseed adx smap clflushopt avx512cd xsaveopt xsavec xgetbv1 xsavec cqm_llc cqm_occup_llc`

106 6. Software and Documentation

107 6.1. Library and Platform Requirements

108 Participants shall provide NIST with binary code only (i.e. no source code). The implementation should be submitted in
109 the form of a dynamically-linked library file.

110 The core library shall be named according to “Implementation Library Filename” documented in each API document. The
111 library name will generally follow the convention: *libfrvt_<track>_<provider>_<sequence>.so*. Additional supplemental
112 libraries may be submitted that support this “core” library file (i.e. the “core” library file may have dependencies
113 implemented in these other libraries). Supplemental libraries may have any name, but the “core” library must be
114 dependent on supplemental libraries in order to be linked correctly. The **only** library that will be explicitly linked to the
115 test driver is the “core” library.

116 Intel Integrated Performance Primitives (IPP)® libraries are permitted if they are delivered as a part of the developer-
117 supplied library package. It is the provider’s responsibility to establish proper licensing of all libraries. The use of IPP
118 libraries shall not prevent running on CPUs that do not support IPP. Please take note that some IPP functions are
119 multithreaded and threaded implementations are prohibited.

120 Developers may obviously use common deep learning frameworks (e.g. Caffe, TensorFlow, etc.) and should submit those
121 dependencies as supplemental libraries. NIST has successfully received and run implementations leveraging such deep
122 learning frameworks in other evaluations with no issues.

123 Do not include any standard libraries (e.g., lib.so, libgcc.so, etc.) that come with the operating system and/or compilation
124 environment in your submission. The NIST test harness will handle all image I/O, so do not include JPEG or PNG libraries
125 (i.e., libjpeg.so, libpng.so) in your submission. If you need to include those libraries for other reasons, please contact NIST
126 prior to your submission. NIST will report the size of the supplied libraries.

127 **Important:** Public results will be attributed with the provider name and the 3-digit sequence number in the submitted
128 library name.

129 6.2. Configuration and developer-defined data

130 The implementation under test may be supplied with configuration files and supporting data files. NIST will report the
131 size of the supplied configuration files.

132 6.3. A Note on Training

133 NIST and the FRVT program do not train biometric recognition algorithms. We do not provide training data to software,
134 and software is prohibited from adapting to any data we pass to the algorithms. Training of biometric recognition
135 algorithms is not a turn-key operation; instead it is typically an extended process involving researchers curating suitable
136 training sets, establishing architectures and hyperparameters, and running trials over days or weeks, and then evaluating
137 the output. The result of such a process, which is often iterative, is usually a “trained model” i.e. static data and
138 parameters that can be saved and provided to NIST as an integral part of the black-box recognition engine. NIST does not
139 support training, because our tests seek to mimic operational reality and, there, algorithms are almost always shipped
140 and used “as is” without any training or adaptation to customer data. The representation of the biometric characteristic,
141 as described by the “model”, is fixed until the software is upgraded.

142 6.4. Submission folder hierarchy

143 Participant submissions shall contain the following folders at the top level

- 144 – lib/ - contains all participant-supplied software libraries
- 145 – config/ - contains all configuration and developer-defined data, e.g., trained models
- 146 – doc/ - contains version.txt, which documents versioning information for the submitted software and any other
147 participant-provided documentation regarding the submission
- 148 – validation/ - contains validation output

149 **6.5. Installation and Usage**

150 The implementation shall be installable using simple file copy methods. It shall not require the use of a separate
 151 installation program and shall be executable on any number of machines without requiring additional machine-specific
 152 license control procedures or activation. The implementation shall not use nor enforce any usage controls or limits based
 153 on licenses, number of executions, presence of temporary files, etc. The implementation shall remain operable for at
 154 least six months from the submission date.

155 **6.6. Documentation**

156 Participants shall provide documentation of additional functionality or behavior beyond that specified here.

157 **6.7. Modes of operation**

158 Implementations shall not require NIST to switch “modes” of operation or algorithm parameters. For example, the use of
 159 two different feature extractors must either operate automatically or be split across two separate library submissions.

160 **7. Runtime behavior**

161 **7.1. Interactive behavior, stdout, logging**

162 The implementation will be tested in non-interactive “batch” mode (i.e. without terminal support). Thus, the submitted
 163 library shall:

- 164 – Not use any interactive functions such as graphical user interface (GUI) calls, or any other calls which require terminal
 165 interaction e.g. reads from “standard input”.
- 166 – Run quietly, i.e. it should not write messages to “standard error” and shall not write to “standard output”.
- 167 – Only if requested by NIST for debugging, include a logging facility in which debugging messages are written to a log
 168 file whose name includes the provider and library identifiers and the process PID.

169 **7.2. Exception Handling**

170 The application should include error/exception handling so that in the case of a fatal error, the return code is still
 171 provided to the calling application.

172 **7.3. External communication**

173 Processes running on NIST hosts shall not side-effect the runtime environment in any manner, except for memory
 174 allocation and release. Implementations shall not write any data to external resource (e.g. server, file, connection, or
 175 other process), nor read from such, nor otherwise manipulate it. If detected, NIST will take appropriate steps, including
 176 but not limited to, cessation of evaluation of all implementations from the supplier, notification to the provider, and
 177 documentation of the activity in published reports.

178 **7.4. Stateless behavior**

179 All components in this test shall be stateless, except as noted. This applies to localization and detection, feature
 180 extraction, and matching. Thus, all functions should give identical output, for a given input, independent of the runtime
 181 history. NIST will institute appropriate tests to detect stateful behavior. If detected, NIST will take appropriate steps,
 182 including but not limited to, cessation of evaluation of all implementations from the supplier, notification to the provider,
 183 and documentation of the activity in published reports.

184 **7.5. Single-thread Requirement/Parallelization**

185 Implementations must run in single-threaded mode, because NIST will parallelize the test by dividing the workload across
 186 many cores and many machines. Implementations must ensure that there are no issues with their software being
 187 parallelized via the `fork()` function. Developers should take caution with checking threading when using third-party
 188 frameworks (e.g., TensorFlow, MXNet, etc.).

189 **8. Data structures supporting the API**

190 The common data structures used to support the C++ API functions for the various FRVT tasks are published on GitHub at
191 https://github.com/usnistgov/frvt/blob/master/common/src/include/frvt_structs.h. The actual C++ API function
192 prototypes themselves are documented separately for each test and are available on the website for each track.