One-Shot-Learning ChaLearn Gesture Challenge

Official rules

Common terms used in these rules:

These are the official rules that govern how the One-Shot-Learning ChaLearn Gesture Challenge contest promotion will operate. This promotion will be simply referred to as the "contest" throughout the rest of these rules and may be abbreviated on our website, in our documentation, and other publications as One-Shot-Learning Gesture Challenge or ChaLearn Gesture Challenge.

In these rules, "organizers", "we," "our," and "us" refer to CHALEARN and Microsoft Corporation; "participant", "you," and "yourself" refer to an eligible contest participant.

SECTION 1   Contest description

This is a skill-based contest and chance plays no part in the determination of the winner(s). The goal of the contest is to develop a system capable of recognizing **hand gestures**, signs, or signals, from video data and 3D sensor data, recorded with a Microsoft Kinect sensor. Occasionally gestures may include head movements or facial expressions. The tasks of the challenge will be "single user", "small vocabulary" recognition of short continuous sequences of gestures.

(a)   Focus of the Contest: The focus of the challenge is on "**one-shot-learning**" of gestures, which means learning to recognize gestures from a *single example* of each gesture category, drawn from a relatively small gesture vocabulary. A gesture vocabulary is a set of unique gestures, generally related to a particular task, for instance, hand signals used by divers, finger codes to represent numbers, signals used by referees, or marshaling signals to guide vehicles or aircrafts.

(b)   The contest will include a **quantitative evaluation** conducted with test data pre-recorded with a Kinect sensor and a live **qualitative evaluation**. There will be **prizes** both for the quantitative and the qualitative evaluation. For the live qualitative evaluation, the participants will present a **demonstration** of their gesture recognition system using a Kinect sensor, in the context of an application.

(c)   All eligible entries received will be judged using the criteria described below to determine winners.

SECTION 2   Tentative Contest Schedule

The registered participants will be notified by email of any change in the schedule.

June 20, 2011	CVPR 2011 Gesture Recognition Workshop: Launching of the Challenge.
November 7, 2011	Demonstrations at HCI 2011 held in conjunction with ICCV 2011.
	Release of sample data collected with Kinect by the organizers.
December 7, 2011	Challenge platform opens (tentative date).
January 7, 2012	Release of additional development Kinect data.

March 7, 2012	Final evaluation data for round 1 (CVPR 2012) released (encrypted).
April 7, 2012	Round 1 final evaluation data decryption key released.
April 7+N, 2012	Round 1 final evaluation result deadline. N=3 to 10 days.
May 1, 2012	Release of round 1 results to the participants.
May 15, 2012	Round 1 papers due.
June 16-17 2012	CVPR 2012: Live qualitative evaluation. Award ceremony for the first round of the challenge.
August 7, 2012	Final evaluation data for round 2 (ICPR 2012) released (encrypted).
Sept. 7, 2012	Round 2 final evaluation data decryption key released.
Sept. 7+N, 2012	Round 2 final evaluation result deadline. N=3 to 10 days.
Oct.1, 2012	Release of round 2 results to contest participants.
Oct.15, 2012	Round 2 papers due.
Nov. 11-15 2012	ICPR 2012: Live qualitative evaluation. Award ceremony for the second round of the challenge.

SECTION 3   Eligibility

You are eligible to enter this contest if you meet the following requirements:

(a)   You are a professional or enthusiast in the field of computer science, software development or a related field; and

(b)   You are NOT a resident of any of the following countries: Cuba, Iran, North Korea, Sudan, and Syria. U.S. export regulations prohibit the export of goods and services to Cuba, Iran, North Korea, Sudan and Syria. Therefore residents of these countries / regions are not eligible to participate; and

(c)   You are not an employee or student of CHALEARN or an employee of Microsoft Corporation or an employee of a Microsoft subsidiary; and

(d)   You are not involved in any part of the administration and execution of this contest; and

(e)   You are not an immediate family (parent, sibling, spouse, or child) or household member of a CHALEARN employee or a Microsoft employee, or a Microsoft subsidiary, or a person involved in any part of the administration and execution of this contest.

This contest is void within the geographic area identified above and wherever else prohibited by law.

If you choose to submit an entry, but are not qualified to enter the contest, this entry is voluntary, and any entry you submit is governed by the remainder of these contest rules; CHALEARN reserves the right to evaluate it for scientific purposes. If you are not qualified to submit a contest entry and still choose to submit one, under no circumstances will such entries qualify for Microsoft sponsored prizes.

SECTION 4   Entry

To be eligible for judging, an entry must meet the following content/technical requirements:

(a) There will be no requirement to submit code or disclose algorithms to enter the competition. However, to be part of the final ranking the participants will be asked to fill out a survey (fact sheet) briefly describing their methods. In addition, to enter the qualitative evaluation, the participants will be asked to certify that they use a Kinect sensor and the Microsoft Software Development Kit (SDK). To qualify for prizes, the top ranking participants of the quantitative evaluation will be asked to submit themselves to post-challenge verifications, as detailed in Section 7.

(b) For each conference, the participants will be free to enter either or both evaluations (quantitative and qualitative), which will take place in sequence (quantitative first):

    (1) To enter the *quantitative evaluation*, the participants will have to register and accept the challenge rules. The evaluation data (consisting of gestures recorded by the organizers with a Microsoft Kinect sensor) will be made available for purchase to the registered participants on data media, delivered by a mail carrier, at the participants' cost, and will also be made available for download over the Internet at no cost to the participants.

    (2) To enter the *qualitative evaluation*, the participants will also have to register and accept the challenge rules. In addition, they will have to register for the conference where the event will take place. To partially cover registration and travel costs, a limited number of travel awards will be granted (see the Prizes section). If the number of participants exceeds the capacity of the event, priority will be given to the top ranking entrants of the quantitative evaluation. The participants will be responsible for bringing their own hardware and software to the conference. They will need to use a Microsoft Kinect sensor (to the exclusion of any other sensor) and the Microsoft officially released Software Development Kit (to the exclusion of any other driver software).

(c) **Data**

    (1) Final evaluation data:

The organizers will collect data with a Kinect sensor and the Microsoft SDK, for use in the quantitative evaluation. The evaluation data will consist of at least 3,000 recorded gestures, a fraction of which will be distributed for the CVPR 2012 competition round and a fraction of which will be distributed for the ICPR 2012 competition round. The recorded gestures will be subdivided into batches containing each 100 gesture tokens performed by the same person. Each batch will include data from a *different gesture vocabulary* of 8 to 15 unique gestures, unknown in advance to the competitors. Different batches may be performed by different persons. Each batch will be organized in short sequences of 1 to 5 gestures.

    (2) Development and validation data:

The participants are free to use **any data** they want to develop their system. The organizers will facilitate a data exchange during the challenge development period and are listing data resources that may be of interest on our database page. In addition, the contest organizers will collect data with a Kinect sensor, which will be made available to the participants. The **development data** and **validation data** sets will comprise over 15,000 gestures. The validation data will be used by the participants to validate their systems and practice submitting results. Upon release of the labels, the validation data will be available for further system development.

(3)   Post-challenge verification data:
The organizers will also collect additional post-challenge **verification data**, again with a Kinect sensor, which will not be released to the participants, and may be used in post-challenge verifications to test the code of the winners. The verification data will be identical in nature and in amount to the final evaluation data.

(4)   Submission
The results will be submitted on-line via a web platform. During the development period, the participants will receive immediate feed-back on validation data released for practice purpose. For the final evaluation, the participants will receive a key to unlock the final evaluation data. From the time of release of the key, they will have N days to turn in prediction results on the web platform (N between 3 and 10 as determined by the beta tests). The performances of the final evaluation data will not be released until the challenge is over.

(d)   In addition, by submitting your entry into this contest you confirm that, to the best of your knowledge:

(1)   Your entry is your own original work; and

(2)   Your entry only includes material that you own, or that you have permission from the copyright / trademark owner to use.

SECTION 5   Potential use of entry

Other than what is set forth below, we are not claiming any ownership rights to your entry. However, by submitting your entry, you:

(a)   Are granting us an irrevocable, worldwide right and license, in exchange for your opportunity to participate in the contest and potential prize awards, for the duration of the protection of the copyrights to:

(1)   Use, review, assess, test and otherwise analyze your entry and all its content in connection with this contest and any future contests sponsored by CHALEARN and Microsoft Corporation; and

(2)   Feature your entry and all its content in connection with the promotion of this contest in all media (now known or later developed);

This license does not extend to methods, algorithms, code or systems used to generate your entry, which will only be requested and examined for verification purpose if you are eligible for a prize and desire to claim it, as explained in Sections 7 and 8 below.

(b)   Agree to sign any necessary documentation that may be required for us and our designees to make use of the rights you granted above;

(c)   Understand and acknowledge that that Microsoft Corporation and other entrants may have developed or commissioned materials similar or identical to your submission and you waive any claims you may have resulting from any similarities to your entry;

(d)   Understand that we cannot control the incoming information you will disclose to our representatives or our co-sponsor's representatives in the course of entering, or what our representatives will remember about your entry. You also understand that we will

not restrict work assignments of representatives or our co-sponsor's representatives who have had access to your entry. By entering this contest, you agree that use of information in our representatives' or our co-sponsor's representatives unaided memories in the development or deployment of our products or services does not create liability for us under this agreement or copyright or trade secret law;

(e) Understand that you will not receive any compensation or credit for use of your entry, other than what is described in these official rules.

If you do not want to grant us these rights to your entry, please do not enter this contest.

SECTION 6   Submission of entry in the quantitative evaluation

(a) We have retained the services of Kaggle.com to process entry submissions. The submission of entries is via the web interface available at: http://www.kaggle.com/c/gesturechallenge. Follow the instructions on the website to submit entries.

(b) The participants will be registered as mutually exclusive teams, following the rules of Kaggle.com. Each team can make a maximum of five(5) entries per day on validation data during the development period. Each team may submit only one single final entry on final evaluation data in each round (one each for the CVPR 2012 conference and for the ICPR 2012 conference). If several final entries are made by the same team, the last one received before the deadline will be counted as the final entry for purposes of the contest. We are not responsible for entries that we do not receive for any reason, or for entries that we receive but are not decipherable for any reason.

(c) We will automatically disqualify:

    (1)   Incomplete or invalid entries; and

    (2)   Entries that we receive in excess of the entry limit described above.

SECTION 7   Judging the entries

The board of CHALEARN will select a panel of judges to judge the entries; all judges will be forbidden to enter the contest and will be are experts in computer vision, pattern recognition or machine learning (more particularly in gesture recognition, or experts in challenge organization). A list of the judges will be made available upon request and will include at least one independent judge not employed by or otherwise affiliated with CHALEARN or Microsoft. The judges will review all eligible entries received and select three (3) winners in each quantitative and qualitative evaluations and in each round (a total of 12 winners) based upon the following criteria:

(a)   Quantitative evaluation:

    (1)   The quantitative evaluation will be performed with pre -recorded data called "final evaluation data". The final evaluation data (described in details in the Data section) will consist of short sequences of recorded gestures organized in batches containing gestures performed by the same person, using the same gesture vocabulary. For each batch, the participants will be given one labeled training example of each unique gesture (one-shot-learning). The labels of the remaining gestures (called test examples) will be kept secret to the participants and will be known only to the organizers. The participants will have to turn in

the predictions of the labels of the test examples (such predictions are called Results).

(2)   Additional data will also be provided for practice purposes to the participants before the final evaluation (so-called "development data" and "validation data") and additional "verification data" will be reserved by the organizers to perform eventual post-challenge verifications, see the Data section.

(3)   To give every participant the same amount of time to run the tests, the final evaluation data will be delivered encrypted to the participants in advance. The decryption key will be released a given number N of days prior to the Result submission deadline. The Results will have to be submitted on-line on the website of the challenge. The number N will be determined by the beta tests and may be between 3 to 10 days.

(4)   The ranking of the participants will be based on a performance score. This score will reflect the total number of errors of gesture recognition on test data (smaller numbers of errors are best). For instance, the score will be proportional to the count of the minimal number of edit operations (deletions, insertions and substitutions) needed to recover the true labels. The errors will be added over all the gesture sequences of the test examples of the final evaluation data. The organizers will provide to the participants the algorithm used for scoring, but reserve the right to modify the scoring function, provided that the participants will be notified at least 2 months before the final testing.

(5)   The top ranking participants of the quantitative evaluation qualifying for prizes will be asked to cooperate with the organizers to reproduce their results to check that no manual labeling of the data was performed. This may include either sending to the organizers executable code (which may be encrypted to the extent allowed by US law) running on a standard platform, or sending a full system (including hardware and software) if special purpose hardware is used, or bringing a full system to the site of the qualitative live evaluation (CVPR 2012 for the first round and ICPR 2012 for the second round) to let the organizers perform a live test (if you do not wish to send either the code or a system for evaluation). The code and/or system submitted for verification will have to be standalone and in particular it will not be allowed to access the Internet. The verifications will be carried out using verification data similar to the final evaluation data. The code or system will be kept in confidence. Statistically significant discrepancies in performance between the final evaluation data and the verification data may be a cause of disqualification. The results of the verifications will be published by the organizers.

(b)   Qualitative evaluation:

(1)   At the site of one of the two conferences, the participants will demonstrate their system to a panel of 5 to 10 judges. The judges will give grades on a scale 1-5 to each of 5 criteria:

(i)   **Relevance:** The demonstration meets the requirements of the contest to provide a good application of gesture recognition using Kinect.

(ii)   **Usefulness:** The demonstration proposes an application or a game, which addresses a problem of real interest for the Industry or the public at large, in any area of application, including entertainment.

(iii) **Technical/scientific contribution:** The demonstration illustrates a gesture recognition algorithm, which is a significant technical/scientific contribution, because it increased recognition accuracy above the state-of-the-art, and/or because if addressed aspects of the problem, which were previously unsolved.

(iv) **Novelty/originality:** The application demonstrated is particularly novel or original.

(v) **Implementation:** The demonstration is neatly implemented with real time performance and quality graphics.

(2) The grades will be averaged over all criteria and panelists to determine the ranking score.

(3) A selection of top ranking participants will demonstrate their system in front of an audience.

The decisions of these judges are final and binding. The distribution of prizes according to the decisions made by the judges will be made within three (3) months after completion of the last round of the contest. If we do not receive a sufficient number of entries meeting the entry requirements, we may, at our discretion based on the above criteria, not award any or all of the contest prizes below. In the event of a tie between any eligible entries, the tie will be broken in the quantitative evaluation by giving preference to the earliest submission, using the time stamp of the submission platform, and in the qualitative evaluation by calling an additional judge who will judge the tied entries based on the criteria listed above.

SECTION 8 Prizes and Awards; Post Contest Evaluation by Microsoft

(a) Microsoft is the financial sponsor of this contest. There will be **Forty Thousand US Dollars (US$40,000.00)** in prizes awarded as *incentive prizes* to boost contest participation; these prizes will not require participants to enter into an IP agreement with Microsoft, to disclose algorithms, or to deliver code to Microsoft.

(b) Incentive Prizes
(1) CVPR 2012 competition:
Quantitative evaluation awards - 1st place: $5,000; 2nd place: $3,000; 3d place: $2,000
Qualitative evaluation awards - 1st place: $5,000; 2nd place: $3,000; 3d place: $2,000

(2) ICPR 2012 competition:
Quantitative evaluation awards - 1st place: $5,000; 2nd place: $3,000; 3rd place: $2,000
Qualitative evaluation awards - 1st place: $5,000; 2nd place: $3,000; 3d place: $2,000

(c) Best paper awards:
CHALEARN will also give a best paper award and a best student paper award, with a small associated cash prize and/or a Microsoft Kinect sensor.

(d) Travel awards:

For each round of the contest, CHALEARN will also distribute travel awards to selected participants in the quantitative evaluation who also wish to participate in the qualitative live evaluation (to partially cover their travel expenses). There will be up to Twenty Thousand US Dollars (US$20,000.00) total in travel awards distributed to participants for all rounds of the contest. The awards will be distributed according to merit and need.

(e)   If for any reason the advertised prize is unavailable, unless to do so would be prohibited by law, we reserve the right to substitute a prize(s) of equal or greater value, as permitted. We will only award one prize per team. If you win multiple times in the quantitative or qualitative evaluation of either round, you will only receive the largest prize for which you are eligible, and no other prizes. We reserve the right to distribute remaining prize monies as additional travel awards or as prizes for the next best ranking participants. If you are selected as a potential winner of this contest:

(1)   If your prize is not in cash, you may not exchange your prize for cash; you may not exchange any prize for other merchandise or services.

(2)   You may not designate someone else as the winner. If you are unable or unwilling to accept your prize, we will award it to an alternate potential winner.

(3)   If you accept a prize, you will be solely responsible for all applicable taxes related to accepting the prize. This provision does not apply to residents of Portugal or the People's Republic of China, where sales taxes will be withheld for you by us.

(4)   If you are a minor in your place of residence, we may award the prize to your parent/legal guardian on your behalf and your parent/legal guardian will be designated as the winner.

(5)   For South African residents, the value of the prize includes the value added tax (VAT).

(f)   Post Contest Evaluation by Microsoft; Potential Award of Intellectual Property Agreement with Microsoft
Additionally, after the contest ends and independently of the evaluation conducted according the protocol of Section 7, above, Microsoft will offer contest participants the opportunity to have their entries evaluated for the potential award of an intellectual property agreement with Microsoft, for which Microsoft may offer two agreements of up to **One Hundred Thousand US Dollars (US$100,000.00)** per agreement, for up to **Two Hundred Thousand US Dollars (US$200,000.00)** total to contest participants who have entered any of the four evaluations organized in conjunction with either CVPR 2012 or ICPR 2012 (one quantitative and one qualitative evaluation at CVPR 1012 and ICPR 2012). In order to be considered for an agreement with Microsoft, contest participants will need to do the following:
(1)   enter into an IP agreement with Microsoft, the terms and conditions of which will be controlled by Microsoft;
(2)   deliver the source code used in the contest;
(3)   document the algorithms; and
(4)   pass a number of post-challenge verification tests.

There is no guarantee that Microsoft will enter into any agreement with a contest participant, however. Microsoft may enter into both US$100,000.00 agreements for the

entire US$200,000.00 amount, or may enter into no agreements as a result of this evaluation.

SECTION 9   Other Sponsored Events

(1)   To stimulate participation, the organizers are making available several channels of scientific paper publication. Publishing papers is optional and will not be a condition to entering the challenge or winning prizes.

(2)   The results of the challenge will be published in a special topic of the Journal of Machine Learning Research on Gesture Recognition (http://jmlr.org). The collection of papers will also be printed as a book in the Challenges in Machine Learning series of Microtome (http://www.mtome.com/Publications/CiML/ciml.html). See the call-for-papers http://clopinet.com/isabelle/Projects/CVPR2011/special_topic.html.   Other dissemination channels will be the participation in workshops at ICCV 2011, CVPR 2012, and ICPR 2012, to be announced.

(3)   The organizers may also sponsor other events to stimulate participation:

(i)   a data exchange following strict specifications;

(ii) submission of results on validation data on a web platform;

(iii) participation in a milestone event to demonstrate systems under development;

(iv) submission of a video to demonstrate systems under development.

SECTION 10   Notification

If you are a potential winner, we will notify you by sending a message to the e-mail address listed on your entry within seven days following the determination of winners. If the notification that we send is returned as undeliverable, or you are otherwise unreachable for any reason, we may award the prize to an alternate winner. However, if the potential winner is a resident of Portugal, no alternate winner will be chosen and the prize will revert to the charitable institution designated by the civil governor, as required under Portuguese law.

Winners who have entered the contest as a team will be responsible to share any prize among their members. The prize will be delivered to the registered team leader. If this person becomes unavailable for any reason, the prize will be delivered to be the authorized account holder of the e-mail address used to make the winning entry.

If you are a potential winner, we may require you to sign a declaration of eligibility, use, indemnity and liability/publicity release. If you are a potential winner and are a minor in your place of residence, and we require that your parent or legal guardian will be designated as the winner pursuant to Section 8(4) above, we may require that they sign a declaration of eligibility, use, indemnity and liability/publicity release on your behalf. If you, (or your parent/legal guardian if applicable), do not sign and return these required forms within the time period listed on the winner notification message, we may disqualify you (or the designated parent/legal guardian) and select an alternate selected winner.

SECTION 11   Method of notification

We will post the names of confirmed winners online at http://gesture.chalearn.org after contest decisions are made by the judges. This list will remain posted for one year or will be made available upon request by sending e mail to events@chalearn.org.

SECTION 12   Conditions. By entering this contest you agree:

(a)   To abide by these official rules;

(b)   To the extent allowable under applicable law, to release and hold harmless CHALEARN, and Microsoft Corporation, their respective parents, subsidiaries, affiliates, employees and agents from any and all liability or any injury, loss, damage, right, claim or action of any kind arising from or in connection with this contest or any prize won save for residents of the United Kingdom, Chile, Korea, Greece, Brazil, Turkey, Hong Kong, France and Germany with respect to claims resulting from death or personal injury arising from CHALEARN's and Microsoft Corporation's negligence, for residents of the United Kingdom with respect to claims resulting from the tort of deceit or any other liabilities that may not be excluded by law, and for residents of Australia in respect of any implied condition or warranty the exclusion of which from these official rules would contravene any statute or cause any part of these official rules to be void;

(c)   That CHALEARN's decisions will be final and binding on all matters related to this contest; and

(d)   That by accepting a prize, CHALEARN and Microsoft Corporation may use your name and place of residence online and in print, or in any other media, in connection with this contest, without payment or compensation to you. The declaration of eligibility, use, indemnity and liability/publicity release provided to the potential winner (pursuant to clause 9 above) will make reference to obtaining his/her free consent to use his/her name and place of residence. In any case, the lack of such consent does not prevent the winner from receiving the prize.

(e)   This contest will be governed by the laws of the state of Washington, and you consent to the exclusive jurisdiction and venue of the courts of the state of Washington for any disputes arising out of this contest. For residents of Austria only: you may withdraw your submission from this contest within seven days of your entry. If you withdraw within seven days of entry, your submission will be returned to you, and we will not make any use of your submission in the future. However, you will not be eligible to win a prize. If you do not withdraw within seven days of entry, you will be bound by the provisions of these official rules. For residents of the United Kingdom only: the provisions of the contracts (rights of third parties) act 1999 will not apply to this agreement. For residents of New Zealand only: the provisions of the contracts (privity) act of 1982 will not apply to this agreement.For Quebec residents: any litigation respecting the conduct or organization of a publicity contest may be submitted to the Régie des Alcools, des Courses et des Jeux for ruling. Any litigation respecting the awarding of a prize may be submitted to the Régie only for the purpose of helping the parties reach a settlement. For residents of Israel only: this agreement does not entitle third parties to benefits under this agreement as defined in Chapter "D" of the Contracts Act (General Part) – 1973.

SECTION 13   Unforeseen event

If someone cheats, or a virus, bug, catastrophic event, or any other unforeseen or unexpected event that cannot be reasonably anticipated or controlled, (also referred to as force majeure) affects the fairness and / or integrity of this contest, we reserve the right to cancel, change or suspend this contest. This right is reserved whether the event is due to human or technical error. If a solution cannot be found to restore the integrity of the contest, we reserve the right to select winners based on the criteria specified above from among all eligible entries received before we had to cancel, change or suspend the contest subject to obtaining the approval from the Régie des Alcools, des Courses et des Jeux with respect to the province of Quebec.

Computer "hacking" is unlawful. If you attempt to compromise the integrity or the legitimate operation of this contest by hacking or by cheating or committing fraud in any way, we may seek damages from you to the fullest extent permitted by law. Further, we may ban you from participating in any of our future contests, so please play fairly.

SECTION 14   Sponsor

ChaLearn is the sponsor of this contest.
955 Creston Road,
Berkeley, CA 94708, USA
events@chalearn.org
and
Microsoft Corporation is the co-sponsor of this contest
One Microsoft Way
Redmond, WA 98052
(425) 882-8080

SECTION 15   Privacy

During the development phase of the contest and when they submit their final entries, contest participants do not need to disclose their real identity, but must provide a valid email address where they can be delivered notifications to them regarding the contest. To be eligible for prizes, however, contest participants will need to disclose their real identity to contest organizers. To enter the contest, the participants will need to become users of the Kaggle.com platform. Any profile information stored on this platform can be viewed and edited by the users. After the contest, the participants may cancel their account with Kaggle.com and cease to be users of that platform. All personal information will then be destroyed. Kaggle.com's privacy policy will apply to contest information submitted by participants on Kaggle.com: http://www.kaggle.com/pages/privacy. Otherwise, CHALEARN's privacy policy will apply to this contest and to all information that we receive from your entry that we receive directly from you or which you have submitted as part of your contest entry on Kaggle.com. Please read the privacy policy on the contest entry page before accepting the official rules and submitting your entry. Please note that by accepting the official rules you are also accepting the terms of the CHALEARN privacy policy: http://www.chalearn.org/privacy.html.

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