

# LSCOM Lexicon Definitions and Annotations (Version 1.0)

## DTO Challenge Workshop on Large Scale Concept Ontology for Multimedia

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## Summary

The DTO sponsored LSCOM workshop is developing an expanded multimedia concept lexicon on the order of 1000. Concepts related to events, objects, locations, people, and programs have been selected following a multi-step process involving input solicitation, expert critiquing, comparison with related ontologies, and performance evaluation. Participants of the process include representatives from intelligence community users, ontology specialists, and multimedia analytics researchers. In addition, each concept has been qualitatively assessed according to some criteria, such as utility (usefulness), observability (by humans), and feasibility (by automatic detection). An annotation process was completed in late 2005 by student annotators at Columbia University and CMU, over the entire development set of TRECVID 2005 videos. Human subjects judge the presence or absence of each concept in the key frame of each subshot, resulting in a total of 61901 labels for each concept. Out of the 834 initial selected concepts, the first version of LSCOM annotations consists of 449 unique concepts (39 LSCOM-Lite concepts included) over the entire TRECVID 2005 development set (61901 subshots).

The LSCOM-Lite annotations [1] include 39 high-level features (concepts), which are interim results from the effort in developing a Large-Scale Concept Ontology for Multimedia (LSCOM). The concepts were selected based on semi-automatic mapping of 26377 noun search terms from BBC query logs in late 1998 to WordNet senses, division of semantic concept space into a small number of orthogonal dimensions, and evaluation of 2003 and 2004 TRECVID search topics. The dimensions consist of program category, setting/scene/site, people, object, activity, event, and graphics. A collaborative effort was

completed in 2005 to produce annotations of the 39 concepts over the entire development set of TRECVID 2005 videos. Human subjects judge the presence or absence of each concept in the key frame of each subshot, resulting in a total of 61901 labels for each concept. Ten of the LSCOM-Lite concepts have been chosen for evaluation in TRECVID 2005 high-level feature detection task [2].

Appendix A shows the listing and definitions for the 856 concepts included in LSCOM Lexicon Version 1.

## **Acknowledgments**

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## **References**

[1] M. R. Naphade, L. Kennedy, J. R. Kender, S.-F. Chang, J. R. Smith, P. Over, and A. Hauptmann, "A Light Scale Concept Ontology for Multimedia Understanding for TRECVID 2005 (LSCOM-Lite)," IBM Research Technical Report, 2005.

[2] NIST TREC Video Retrieval Evaluation. <http://www-nlpir.nist.gov/projects/trecvid/>

# Appendix A. LSCOM Annotation – Lexicon V.1.0

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## 000 - Parade

**Concept ID:** 000

**Name:** Parade

**Definition:** Multiple units of marchers, devices, bands, banners or Music.

**Labeled:** Yes

## 001 - Exiting\_Car

**Concept ID:** 001

**Name:** Exiting\_Car

**Definition:** A car exiting from somewhere, such as a highway, building, or parking lot.

**Labeled:** Yes

## 002 - Handshaking

**Concept ID:** 002

**Name:** Handshaking

**Definition:** Two people shaking hands. Does not include hugging or holding hands.

**Labeled:** Yes

## 003 - Running

**Concept ID:** 003

**Name:** Running

**Definition:** One or more people running.

**Labeled:** Yes

## 004 - Airplane\_Crash

**Concept ID:** 004

**Name:** Airplane\_Crash

**Definition:** Airplane crash site.

**Labeled:** Yes

## 005 - Earthquake

**Concept ID:** 005

**Name:** Earthquake

**Definition:** Wreckage from an Earthquake.

**Labeled:** Yes

## 006 - Demonstration\_Or\_Protest

**Concept ID:** 006

**Name:** Demonstration\_Or\_Protest

**Definition:** One or more people protesting. May or may not have banners or signs.

**Labeled:** Yes

## 007 - People\_Crying

**Concept ID:** 007

**Name:** People\_Crying

**Definition:** One or more people with visible tears.

**Labeled:** Yes

## 008 - Airplane\_Takeoff

**Concept ID:** 008

**Name:** Airplane\_Takeoff

**Definition:** Airplane heading down the runway for take off (may have already left runway and be ascending).

**Labeled:** Yes

## 009 - Airplane\_Landing

**Concept ID:** 009

**Name:** Airplane\_Landing

**Definition:** Airplane descending or decelerating after making contact with runway.

**Labeled:** Yes

## 010 - Helicopter\_Hovering

**Concept ID:** 010

**Name:** Helicopter\_Hovering

**Definition:** Helicopter in the air. May be moving or staying in place.

**Labeled:** Yes

## 011 - Golf

**Concept ID:** 011

**Name:** Golf

**Definition:** People playing golf.

**Labeled:** Yes

## 012 - Walking

**Concept ID:** 012

**Name:** Walking

**Definition:** One or more people walking.

**Labeled:** Yes

## 013 - Singing

**Concept ID:** 013

**Name:** Singing

**Definition:** One or more people singing.

**Labeled:** Yes

## 014 - Baseball

**Concept ID:** 014

**Name:** Baseball

**Definition:** One or more people playing baseball.

**Labeled:** Yes

## 015 - Basketball

**Concept ID:** 015

**Name:** Basketball

**Definition:** One or more people playing basketball.

**Labeled:** Yes

## 016 - Football

**Concept ID:** 016

**Name:** Football

**Definition:** One or more people playing football.

**Labeled:** Yes

## 017 - Soccer

**Concept ID:** 017

**Name:** Soccer

**Definition:** One or more people playing soccer.

**Labeled:** Yes

## 018 - Tennis

**Concept ID:** 018

**Name:** Tennis

**Definition:** One or more people playing tennis.

**Labeled:** Yes

## 019 - Speaking\_To\_Camera

**Concept ID:** 019

**Name:** Speaking\_To\_Camera

**Definition:** A person looking directly into the camera while speaking

**Labeled:** Yes

## 020 - Riot

**Concept ID:** 020

**Name:** Riot

**Definition:** Many people engaging in violence or mayhem in city streets

**Labeled:** Yes

## 021 - Natural\_Disasters

**Concept ID:** 021

**Name:** Natural\_Disasters

**Definition:** Any natural disasters, such as earthquakes, volcanic eruptions, floods, tsunamis.

**Labeled:** Yes

## 022 - Tornado

**Concept ID:** 022

**Name:** Tornado

**Definition:** The funnel cloud of a tornado

**Labeled:** Yes

## 023 - Ice\_Skating

**Concept ID:** 023

**Name:** Ice\_Skating

**Definition:** One or more people skating on ice

**Labeled:** Yes

## 024 - Snow

**Concept ID:** 024

**Name:** Snow

**Definition:** Snow falling or already accumulated on the ground

**Labeled:** Yes

## 025 - Flood

**Concept ID:** 025

**Name:** Flood

**Definition:** City streets or homes engulfed in flood waters

**Labeled:** Yes

## 026 - Skiing

**Concept ID:** 026

**Name:** Skiing

**Definition:** One or more people skiing

**Labeled:** Yes

## 027 - Talking

**Concept ID:** 027

**Name:** Talking

**Definition:** One or more people engaged in discourse

**Labeled:** Yes

## 028 - Dancing

**Concept ID:** 028

**Name:** Dancing

**Definition:** One or more people dancing

**Labeled:** Yes

## 029 - Car\_Crash

**Concept ID:** 029

**Name:** Car\_Crash

**Definition:** One or more cars which have had collisions with other cars or stationary objects

**Labeled:** Yes

## 030 - Funeral

**Concept ID:** 030

**Name:** Funeral

**Definition:** Remembrance or funeral ceremonies for a deceased person

**Labeled:** Yes

## 031 - Gymnastics

**Concept ID:** 031

**Name:** Gymnastics

**Definition:** One or more people doing competitive gymnastics

**Labeled:** Yes

## 032 - Rocket\_Launching

**Concept ID:** 032

**Name:** Rocket\_Launching

**Definition:** A rocket taking off

**Labeled:** Yes

## 033 - Cheering

**Concept ID:** 033

**Name:** Cheering

**Definition:** One or more people cheering or applauding

**Labeled:** Yes

## 034 - Greeting

**Concept ID:** 034

**Name:** Greeting

**Definition:** Two or more people greeting each other (includes shaking hands, hugging and waving)

**Labeled:** Yes

## 035 - Throwing

**Concept ID:** 035

**Name:** Throwing

**Definition:** A person throwing some object

**Labeled:** Yes

## 036 - Shooting

**Concept ID:** 036

**Name:** Shooting

**Definition:** A person shooting a gun

**Labeled:** Yes

## 037 - Address\_Or\_Speech

**Concept ID:** 037

**Name:** Address\_Or\_Speech

**Definition:** A person delivering a speech or a giving an address

**Labeled:** Yes

## 038 - Bomber\_Bombing

**Concept ID:** 038

**Name:** Bomber\_Bombing

**Definition:** An airborne bomber dropping bombs on some target

**Labeled:** Yes

## 039 - Celebration\_Or\_Party

**Concept ID:** 039

**Name:** Celebration\_Or\_Party

**Definition:** One or more people celebrating or partying

**Labeled:** Yes

## 040 - Airport

**Concept ID:** 040

**Name:** Airport

**Definition:** Exterior shots of an airport, showing one or more buildings (such as the air traffic control tower or the terminals).

**Labeled:** Yes

## 041 - Barn

**Concept ID:** 041

**Name:** Barn

**Definition:** Exterior shots of a barn.

**Labeled:** Yes

## 042 - Castle

**Concept ID:** 042

**Name:** Castle

**Definition:** Exterior shots of a castle (building with turrets).

**Labeled:** Yes

## 043 - College

**Concept ID:** 043

**Name:** College

**Definition:** Exterior shots of a college or university campus (showing one or more buildings).

**Labeled:** Yes

## 044 - Courthouse

**Concept ID:** 044

**Name:** Courthouse

**Definition:** Exterior shots of a courthouse.

**Labeled:** Yes

## 045 - Fire\_Station

**Concept ID:** 045

**Name:** Fire\_Station

**Definition:** Exterior shots of a fire station.

**Labeled:** Yes

## 046 - Gas\_Station

**Concept ID:** 046

**Name:** Gas\_Station

**Definition:** Exterior shots of a gas station.

**Labeled:** Yes

## 047 - Grain\_Elevator

**Concept ID:** 047

**Name:** Grain\_Elevator

**Definition:** Exterior shots of a grain elevator.

**Labeled:** Yes

## 048 - Greenhouse

**Concept ID:** 048

**Name:** Greenhouse

**Definition:** Exterior shots of a greenhouse.

**Labeled:** Yes

## 049 - Hangar

**Concept ID:** 049

**Name:** Hangar

**Definition:** Exterior shots of an airplane hangar.

**Labeled:** Yes

## 050 - Hospital

**Concept ID:** 050

**Name:** Hospital

**Definition:** Exterior shots of a hospital.

**Labeled:** Yes

## 051 - Hotel

**Concept ID:** 051

**Name:** Hotel

**Definition:** Exterior shots of a hotel.

**Labeled:** Yes

## 052 - House\_Of\_Worship

**Concept ID:** 052

**Name:** House\_Of\_Worship

**Definition:** Exterior shots of a house of worship (such as a church, synagogue, temple, mosque, etc).

**Labeled:** Yes

## 053 - Police\_Station

**Concept ID:** 053

**Name:** Police\_Station

**Definition:** Exterior shots of a police station.

**Labeled:** Yes

## 054 - Power\_Plant

**Concept ID:** 054

**Name:** Power\_Plant

**Definition:** Exterior shots of a power plant (thermal, hydro-electric, nuclear, etc).

**Labeled:** Yes

## 055 - Processing\_Plant

**Concept ID:** 055

**Name:** Processing\_Plant

**Definition:** Exterior shots of a processing plant (such as a refinery, chemical processing plant, or a sewage treatment plant).

**Labeled:** Yes

## 056 - School

**Concept ID:** 056

**Name:** School

**Definition:** Exterior shots of a school. (For children, Not a college or a university).

**Labeled:** Yes

## 057 - Shopping\_Mall

**Concept ID:** 057

**Name:** Shopping\_Mall

**Definition:** Exterior shots of a shopping mall.

**Labeled:** Yes

## 058 - Stadium

**Concept ID:** 058

**Name:** Stadium

**Definition:** Exterior shots of a stadium (baseball/football stadiums and basketball/hockey arenas. Domed or open air).

**Labeled:** Yes

## 059 - Supermarket

**Concept ID:** 059

**Name:** Supermarket

**Definition:** Exterior shots of a supermarket.

**Labeled:** Yes

## 060 - Airport\_Or\_Airfield

**Concept ID:** 060

**Name:** Airport\_Or\_Airfield

**Definition:** Scene taking place at an airport or airfield. (Exterior shots showing runways and planes).

**Labeled:** Yes

## 061 - Aqueduct

**Concept ID:** 061

**Name:** Aqueduct

**Definition:** An artificial channel for conveying water, usually elevated like a bridge.

**Labeled:** Yes

## 062 - Avalanche

**Concept ID:** 062

**Name:** Avalanche

**Definition:** A mass of snow, rocks, and ice falling rapidly down a mountainside.

**Labeled:** Yes

## 063 - River\_Bank

**Concept ID:** 063

**Name:** River\_Bank

**Definition:** The shores of a river.

**Labeled:** Yes

## 064 - Aircraft\_Cabin

**Concept ID:** 064

**Name:** Aircraft\_Cabin

**Definition:** The interior of an aircraft, possibly showing passengers, pilots, and attendants.

**Labeled:** Yes

## 065 - Canal

**Concept ID:** 065

**Name:** Canal

**Definition:** Artificial water way constructed by digging in the earth.

**Labeled:** Yes

## 066 - Cave\_Inside

**Concept ID:** 066

**Name:** Cave\_Inside

**Definition:** Inside view of an underground chamber, typically in the side of a hill or cliff.

**Labeled:** Yes

## 067 - Cave\_Outside

**Concept ID:** 067

**Name:** Cave\_Outside

**Definition:** Outside view of entrance to an underground chamber in the side of a hill or cliff.

**Labeled:** Yes

## 068 - Cityscape

**Concept ID:** 068

**Name:** Cityscape

**Definition:** View of a large urban setting, showing skylines and building tops. (Not just street-level views of urban life).

**Labeled:** Yes

## 069 - Cockpit

**Concept ID:** 069

**Name:** Cockpit

**Definition:** Inside view of pilot's area in the front of an aircraft.

**Labeled:** Yes

## 070 - Conference\_Room

**Concept ID:** 070

**Name:** Conference\_Room

**Definition:** Meeting room with a large table and many chairs.

**Labeled:** Yes

## 071 - Construction\_Site

**Concept ID:** 071

**Name:** Construction\_Site

**Definition:** Site of the construction of some new structure, such as a building, road, or bridge.

**Labeled:** Yes

## 072 - Graveyard

**Concept ID:** 072

**Name:** Graveyard

**Definition:** A burial ground with tombstones.

**Labeled:** Yes

## 073 - Highway

**Concept ID:** 073

**Name:** Highway

**Definition:** A major road with many lanes.

**Labeled:** Yes

## 074 - Hospital

**Concept ID:** 074

**Name:** Hospital

**Definition:** A scene taking place inside a hospital.

**Labeled:** Yes

## 075 - Industrial\_Setting

**Concept ID:** 075

**Name:** Industrial\_Setting

**Definition:** A scene taking place inside an industrial setting, such as a factory or a power plant.

**Labeled:** Yes

## 076 - Jail

**Concept ID:** 076

**Name:** Jail

**Definition:** A scene taking place inside a prison.

**Labeled:** Yes

## 077 - Military\_Base

**Concept ID:** 077

**Name:** Military\_Base

**Definition:** Views of a military base, may include barracks, weapons, or other facilities.

**Labeled:** Yes

## 078 - River

**Concept ID:** 078

**Name:** River

**Definition:** A natural stream of flowing water.

**Labeled:** Yes

## 079 - Ruins

**Concept ID:** 079

**Name:** Ruins

**Definition:** The remains of a once useful structure. May be archaeological ruins or the results of a recent bombing or natural disaster.

**Labeled:** Yes

## 080 - Suburban

**Concept ID:** 080

**Name:** Suburban

**Definition:** A scene taking place in a suburban setting.

**Labeled:** Yes

## 081 - Tunnel

**Concept ID:** 081

**Name:** Tunnel

**Definition:** Views of the inside of a tunnel. May be a tunnel for cars, trains, sewage, or anything else.

**Labeled:** Yes

## 082 - Underwater

**Concept ID:** 082

**Name:** Underwater

**Definition:** Underwater seascapes.

**Labeled:** Yes

## 083 - Adobehouses

**Concept ID:** 083

**Name:** Adobehouses

**Definition:** House built from earthen or clay-like materials.

**Labeled:** Yes

## 084 - Laboratory

**Concept ID:** 084

**Name:** Laboratory

**Definition:** Laboratory environment where researchers may conduct experiments.

**Labeled:** Yes

## 085 - Office

**Concept ID:** 085

**Name:** Office

**Definition:** Office environment with desks, chairs and/or white-collar workers.

**Labeled:** Yes

## 086 - Tent

**Concept ID:** 086

**Name:** Tent

**Definition:** Temporary shelter made from fabric suspended by poles.

**Labeled:** Yes

## 087 - Beach

**Concept ID:** 087

**Name:** Beach

**Definition:** Where an ocean or lake meets the land.

**Labeled:** Yes

## 088 - Oil\_Field

**Concept ID:** 088

**Name:** Oil\_Field

**Definition:** Oil drilling site, specifically one located on land.

**Labeled:** Yes

## 089 - Parking\_Lot

**Concept ID:** 089

**Name:** Parking\_Lot

**Definition:** Outdoor area for parking cars.

**Labeled:** Yes

## 090 - Ditch

**Concept ID:** 090

**Name:** Ditch

**Definition:** Elongated man-made hole.

**Labeled:** Yes

## 091 - Golf\_Course

**Concept ID:** 091

**Name:** Golf\_Course

**Definition:** Land area for playing golf.

**Labeled:** Yes

## 092 - Volcano

**Concept ID:** 092

**Name:** Volcano

**Definition:** An active volcano: a mountain with lava or smoke coming out.

**Labeled:** Yes

## 093 - Warehouse

**Concept ID:** 093

**Name:** Warehouse

**Definition:** Interior view of a storage facility with crates, barrels, and/or forklifts visible.

**Labeled:** Yes

## 094 - Airport\_Terminal

**Concept ID:** 094

**Name:** Airport\_Terminal

**Definition:** Interior shots of airport terminals, including ticket counters, waiting areas, and security check points.

**Labeled:** Yes

## 095 - Bazaar

**Concept ID:** 095

**Name:** Bazaar

**Definition:** A market located in the middle east. May be indoor or outdoor. (Change definition from bazaar?)

**Labeled:** Yes

## 096 - Oil\_Drilling\_Site

**Concept ID:** 096

**Name:** Oil\_Drilling\_Site

**Definition:** Any oil drilling site, on land or on water.

**Labeled:** Yes

## 097 - Embassy

**Concept ID:** 097

**Name:** Embassy

**Definition:** External shots of a foreign embassy.

**Labeled:** Yes

## 098 - Foxhole

**Concept ID:** 098

**Name:** Foxhole

**Definition:** A ditch made for the purpose of holding men and soldiers in combat.

**Labeled:** Yes

## 099 - Hill

**Concept ID:** 099

**Name:** Hill

**Definition:** A landscape with the crest of a hill visible.

**Labeled:** Yes

## 100 - Marsh

**Concept ID:** 100

**Name:** Marsh

**Definition:** Wetlands consisting of water with tall grass sticking out.

**Labeled:** Yes

## 101 - Urban\_Park

**Concept ID:** 101

**Name:** Urban\_Park

**Definition:** A public park in a city, such as Central Park.

**Labeled:** Yes

## 102 - Subway\_Station

**Concept ID:** 102

**Name:** Subway\_Station

**Definition:** Interior views of a subway station.

**Labeled:** Yes

## 103 - Female\_Person

**Concept ID:** 103

**Name:** Female\_Person

**Definition:** One of more female persons.

**Labeled:** Yes

## 104 - Male\_Person

**Concept ID:** 104

**Name:** Male\_Person

**Definition:** One or more male persons.

**Labeled:** Yes

## 105 - Civilian\_Person

**Concept ID:** 105

**Name:** Civilian\_Person

**Definition:** One or more persons not in the armed services or police force.

**Labeled:** Yes

## 106 - Sitting

**Concept ID:** 106

**Name:** Sitting

**Definition:** One or more people sitting down.

**Labeled:** Yes

## 107 - Standing

**Concept ID:** 107

**Name:** Standing

**Definition:** One or more people standing up.

**Labeled:** Yes

## 108 - Vehicle

**Concept ID:** 108

**Name:** Vehicle

**Definition:** Any thing used for transporting people or goods, such as a car, bus, truck, cart, plane, etc.

**Labeled:** Yes

## 109 - Windows

**Concept ID:** 109

**Name:** Windows

**Definition:** An opening in the wall or roof of a building or vehicle fitted with glass or other transparent material.

**Labeled:** Yes

## 110 - Female\_Anchor

**Concept ID:** 110

**Name:** Female\_Anchor

**Definition:** Female news anchor. Sits at desk in studio and appears throughout the broadcast.

**Labeled:** Yes

## 111 - Female\_Reporter

**Concept ID:** 111

**Name:** Female\_Reporter

**Definition:** Female new reporter. Reports from the field or appears briefly in the studio.

**Labeled:** Yes

## 112 - First\_Lady

**Concept ID:** 112

**Name:** First\_Lady

**Definition:** Any current or former first lady of the United States. (Includes Laura Bush, Hillary Clinton, Barbara Bush, Nancy Reagan, etc.)

**Labeled:** Yes

## 113 - Male\_Anchor

**Concept ID:** 113

**Name:** Male\_Anchor

**Definition:** Male news anchor. Sits at desk in studio and appears throughout the broadcast.

**Labeled:** Yes

## 114 - Male\_Reporter

**Concept ID:** 114

**Name:** Male\_Reporter

**Definition:** Male new reporter. Reports from the field or appears briefly in the studio.

**Labeled:** Yes

## 115 - Commercial\_Advertisement

**Concept ID:** 115

**Name:** Commercial\_Advertisement

**Definition:** Shots of advertisements or commercials

**Labeled:** Yes

## 116 - Armed\_Person

**Concept ID:** 116

**Name:** Armed\_Person

**Definition:** Any person carrying a weapon.

**Labeled:** Yes

## 117 - Firefighter

**Concept ID:** 117

**Name:** Firefighter

**Definition:** A person whose job it is to extinguish fires.

**Labeled:** Yes

## 118 - Judge

**Concept ID:** 118

**Name:** Judge

**Definition:** A public official appointed to decide cases in a court of law.

**Labeled:** Yes

## 119 - Athlete

**Concept ID:** 119

**Name:** Athlete

**Definition:** A person whose job it is to perform in sports.

**Labeled:** Yes

## 120 - Congressman

**Concept ID:** 120

**Name:** Congressman

**Definition:** Any sitting member of the United States House of Representatives or Senate.

**Labeled:** Yes

## 121 - Logos\_Full\_Screen

**Concept ID:** 121

**Name:** Logos\_Full\_Screen

**Definition:** Any logo occupying more than 50% of the screen with limited other objects on screen. (Background should be mostly blank or obscured).

**Labeled:** Yes

## 122 - High\_Security\_Facility

**Concept ID:** 122

**Name:** High\_Security\_Facility

**Definition:** Any facility that is highly guarded, requiring security checkpoints or clearance for entry.

**Labeled:** Yes

## 123 - Emergency\_Medical\_Response\_People

**Concept ID:** 123

**Name:** Emergency\_Medical\_Response\_People

**Definition:** Includes paramedics and EMTs. Does not include policemen and firemen.

**Labeled:** Yes

## 124 - Election\_Campaign

**Concept ID:** 124

**Name:** Election\_Campaign

**Definition:** Any news segment covering election campaign developments.

**Labeled:** Yes

## 125 - Airplane\_Flying

**Concept ID:** 125

**Name:** Airplane\_Flying

**Definition:** An airplane flying in the sky.

**Labeled:** Yes

## 126 - Female\_News\_Subject

**Concept ID:** 126

**Name:** Female\_News\_Subject

**Definition:** A female person who is the subject of a news report.

**Labeled:** Yes

## 127 - Golf\_Player

**Concept ID:** 127

**Name:** Golf\_Player

**Definition:** A person who plays golf.

**Labeled:** Yes

## 128 - Politics

**Concept ID:** 128

**Name:** Politics

**Definition:** News items about domestic or international politics

**Labeled:** Yes

## 129 - Press\_Conference

**Concept ID:** 129

**Name:** Press\_Conference

**Definition:** Any conference held with the intention of making announcements to the press.

**Labeled:** Yes

## 130 - Celebrity\_Entertainment

**Concept ID:** 130

**Name:** Celebrity\_Entertainment

**Definition:** A celebrity known for entertaining. Includes actors and musicians. Does not include athletes.

**Labeled:** Yes

## 131 - Swimming

**Concept ID:** 131

**Name:** Swimming

**Definition:** One or more people swimming.

**Labeled:** Yes

## 132 - Bride

**Concept ID:** 132

**Name:** Bride

**Definition:** A woman on her wedding day.

**Labeled:** Yes

## 133 - Golf\_Caddy

**Concept ID:** 133

**Name:** Golf\_Caddy

**Definition:** A person who carries a golfer's club or provides other assistance during a golf match.

**Labeled:** Yes

## 134 - Construction\_Worker

**Concept ID:** 134

**Name:** Construction\_Worker

**Definition:** People working on a construction site.

**Labeled:** Yes

## 135 - Toll\_Booth

**Concept ID:** 135

**Name:** Toll\_Booth

**Definition:** A station on or near a highway, bridge, or tunnel for collecting money.

**Labeled:** Yes

## 136 - Guard

**Concept ID:** 136

**Name:** Guard

**Definition:** Any non-military guard or watchman.

**Labeled:** Yes

## 137 - Hunter

**Concept ID:** 137

**Name:** Hunter

**Definition:** A person hunting for and killing animals.

**Labeled:** Yes

## 138 - Clock\_Tower

**Concept ID:** 138

**Name:** Clock\_Tower

**Definition:** A tower with a large clock on top.

**Labeled:** Yes

## 139 - Factory\_Worker

**Concept ID:** 139

**Name:** Factory\_Worker

**Definition:** Any laborer at a factory.

**Labeled:** Yes

## 140 - Steeple

**Concept ID:** 140

**Name:** Steeple

**Definition:** A spire on top of a church tower or roof.

**Labeled:** Yes

## 141 - Groom

**Concept ID:** 141

**Name:** Groom

**Definition:** A man on his wedding day.

**Labeled:** Yes

## 142 - Ground\_Crew

**Concept ID:** 142

**Name:** Ground\_Crew

**Definition:** Any workers on the tarmac at an airport. Includes traffic directors and baggage handlers.

**Labeled:** Yes

## 143 - Election\_Campaign\_Convention

**Concept ID:** 143

**Name:** Election\_Campaign\_Convention

**Definition:** Any coverage of the 2004 Republican or Democratic conventions.

**Labeled:** Yes

## 144 - Election\_Campaign\_Debate

**Concept ID:** 144

**Name:** Election\_Campaign\_Debate

**Definition:** Any coverage of the 2004 presidential or vice-presidential debates.

**Labeled:** Yes

## 145 - Election\_Campaign\_Greeting

**Concept ID:** 145

**Name:** Election\_Campaign\_Greeting

**Definition:** Any coverage of political candidates greeting crowds.

**Labeled:** Yes

## 146 - Election\_Campaign\_Address

**Concept ID:** 146

**Name:** Election\_Campaign\_Address

**Definition:** Any coverage of political candidates delivering speeches or addresses.

**Labeled:** Yes

## 147 - Security\_Checkpoint

**Concept ID:** 147

**Name:** Security\_Checkpoint

**Definition:** Any security checkpoint. Includes military checkpoints and airport security.

**Labeled:** Yes

## 148 - Theater

**Concept ID:** 148

**Name:** Theater

**Definition:** External shots of a theater.

**Labeled:** Yes

## 149 - Actor

**Concept ID:** 149

**Name:** Actor

**Definition:** One or more television or movie actors or actresses.

**Labeled:** Yes

## 150 - Head\_And\_Shoulder

**Concept ID:** 150

**Name:** Head\_And\_Shoulder

**Definition:** A view of a person showing only the torso and head. Both the torso and head must be visible.

**Labeled:** Yes

## 151 - Street\_Battle

**Concept ID:** 151

**Name:** Street\_Battle

**Definition:** Fighting taking place in the street. May be military, police, or civilians.

**Labeled:** Yes

## 152 - Tractor\_Combine

**Concept ID:** 152

**Name:** Tractor\_Combine

**Definition:** Agricultural vehicle, such as a tractor or a combine.

**Labeled:** Yes

## 153 - Landscape

**Concept ID:** 153

**Name:** Landscape

**Definition:** A view of a natural landscape. May include some people or man-made structures, but should mostly be landscape.

**Labeled:** Yes

## 154 - Alley

**Concept ID:** 154

**Name:** Alley

**Definition:** Small, narrow passageway between two buildings.

**Labeled:** Yes

## 155 - Attached\_Body\_Parts

**Concept ID:** 155

**Name:** Attached\_Body\_Parts

**Definition:** A close-up view of body parts attached to a live person. The head of the person must not be visible. The body parts should be the primary focus of the shot.

**Labeled:** Yes

## 156 - Hand

**Concept ID:** 156

**Name:** Hand

**Definition:** A close-up view of one or more hands, where the hand is the primary focus of the shot.

**Labeled:** Yes

## 157 - Indoor\_Sports\_Venue

**Concept ID:** 157

**Name:** Indoor\_Sports\_Venue

**Definition:** Interior shots of indoor sports venues, such as hockey and basketball arenas.

**Labeled:** Yes

## 158 - Bar\_Pub

**Concept ID:** 158

**Name:** Bar\_Pub

**Definition:** Interior shots of a bar or pub.

**Labeled:** Yes

## 159 - Emergency\_Room

**Concept ID:** 159

**Name:** Emergency\_Room

**Definition:** Interior shots of an emergency room.

**Labeled:** Yes

## 160 - Library

**Concept ID:** 160

**Name:** Library

**Definition:** Interior shots of a library.

**Labeled:** Yes

## 161 - Smoke

**Concept ID:** 161

**Name:** Smoke

**Definition:** Shots with smoke present.

**Labeled:** Yes

## 162 - Forest

**Concept ID:** 162

**Name:** Forest

**Definition:** A group of many trees.

**Labeled:** Yes

## 163 - Grassland

**Concept ID:** 163

**Name:** Grassland

**Definition:** Open plains and fields.

**Labeled:** Yes

## 164 - House

**Concept ID:** 164

**Name:** House

**Definition:** A freestanding single family home.

**Labeled:** Yes

## 165 - Lawn

**Concept ID:** 165

**Name:** Lawn

**Definition:** An area of manicured grass, may be found near houses or in parks.

**Labeled:** Yes

## 166 - Glacier

**Concept ID:** 166

**Name:** Glacier

**Definition:** glacier / iceberg

**Labeled:** Yes

## 167 - Administrative\_Assistant

**Concept ID:** 167

**Name:** Administrative\_Assistant

**Definition:** Any receptionist or secretary.

**Labeled:** Yes

## 168 - Dredge\_Powershovel\_Dragline

**Concept ID:** 168

**Name:** Dredge\_Powershovel\_Dragline

**Definition:** Shots of heavy machinery with a long arm for lifting or digging.

**Labeled:** Yes

## 169 - Gym

**Concept ID:** 169

**Name:** Gym

**Definition:** Interior shots of a gymnasium or health club.

**Labeled:** Yes

## 170 - Amusement\_Park

**Concept ID:** 170

**Name:** Amusement\_Park

**Definition:** Shots of an amusement park.

**Labeled:** Yes

## 171 - Bathroom

**Concept ID:** 171

**Name:** Bathroom

**Definition:** Shots of a bathroom.

**Labeled:** Yes

## 172 - Kitchen

**Concept ID:** 172

**Name:** Kitchen

**Definition:** Shots of a kitchen.

**Labeled:** Yes

## 173 - Bank

**Concept ID:** 173

**Name:** Bank

**Definition:** Interior shots of a bank.

**Labeled:** Yes

## 174 - Cabin

**Concept ID:** 174

**Name:** Cabin

**Definition:** Interior shots of a cabin.

**Labeled:** Yes

## 175 - Clearing

**Concept ID:** 175

**Name:** Clearing

**Definition:** A space in a forest with few trees.

**Labeled:** Yes

## 176 - Dining\_Room

**Concept ID:** 176

**Name:** Dining\_Room

**Definition:** Shots of a dining room inside a home.

**Labeled:** Yes

## 177 - Laundry\_Room

**Concept ID:** 177

**Name:** Laundry\_Room

**Definition:** Shots of a laundry room.

**Labeled:** Yes

## 178 - Fighter\_Combat

**Concept ID:** 178

**Name:** Fighter\_Combat

**Definition:** Shots showing military fighter planes engaged in combat missions.

**Labeled:** Yes

## 179 - Head\_Of\_State

**Concept ID:** 179

**Name:** Head\_Of\_State

**Definition:** Any domestic or foreign head of state. Includes George Bush, Tony Blair, Gerard Schroeder, Jacques Chirac, etc.

**Labeled:** Yes

## 180 - Individual

**Concept ID:** 180

**Name:** Individual

**Definition:** Shots showing only one person.

**Labeled:** Yes

## 181 - Adult

**Concept ID:** 181

**Name:** Adult

**Definition:** Shots showing a person over the age of 18.

**Labeled:** Yes

## 182 - Agent

**Concept ID:** 182

**Name:** Agent

**Definition:** Secret service agents. Presidential body guards.

**Labeled:** Yes

## 183 - Boy

**Concept ID:** 183

**Name:** Boy

**Definition:** One or more male children.

**Labeled:** Yes

## 184 - Girl

**Concept ID:** 184

**Name:** Girl

**Definition:** One or more female children.

**Labeled:** Yes

## 185 - Lawyer

**Concept ID:** 185

**Name:** Lawyer

**Definition:** A lawyer in a courtroom setting.

**Labeled:** Yes

## 186 - Mug

**Concept ID:** 186

**Name:** Mug

**Definition:** An opaque drinking cup with a handle, typically used for hot beverages.

**Labeled:** Yes

## 187 - Food

**Concept ID:** 187

**Name:** Food

**Definition:** Any food.

**Labeled:** Yes

## 188 - Glass

**Concept ID:** 188

**Name:** Glass

**Definition:** A clear drinking glass.

**Labeled:** Yes

## 189 - Security\_Checkpoint

**Concept ID:** 189

**Name:** Security\_Checkpoint

**Definition:** Any person ordained for religious duties in the Christian Church.

**Labeled:** Yes

## 190 - Cheerleader

**Concept ID:** 190

**Name:** Cheerleader

**Definition:** A person leading cheers at a sporting event or cheerleading competition.

**Labeled:** Yes

## 191 - Commentator\_Or\_Studio\_Expert

**Concept ID:** 191

**Name:** Commentator\_Or\_Studio\_Expert

**Definition:** A pundit or expert (not an anchor or reporter) giving opinions in the news studio.

**Labeled:** Yes

## 192 - Dead\_Bodies

**Concept ID:** 192  
**Name:** Dead\_Bodies  
**Definition:** One or more dead bodies.  
**Labeled:** Yes

## 193 - Eyewitness

**Concept ID:** 193  
**Name:** Eyewitness  
**Definition:** A person giving a first-hand account of some event, specifically crimes.  
**Labeled:** Yes

## 194 - Male\_News\_Subject

**Concept ID:** 194  
**Name:** Male\_News\_Subject  
**Definition:** A male person who is the subject of a news report.  
**Labeled:** Yes

## 195 - Finance\_Busines

**Concept ID:** 195  
**Name:** Finance\_Busines  
**Definition:** News items about finance/business/commerce.  
**Labeled:** Yes

## 196 - Science\_Technology

**Concept ID:** 196  
**Name:** Science\_Technology  
**Definition:** News items about science and technology.  
**Labeled:** Yes

## 197 - Bicycle

**Concept ID:** 197  
**Name:** Bicycle  
**Definition:** A person riding a bicycle.  
**Labeled:** Yes

## 198 - Host

**Concept ID:** 198  
**Name:** Host  
**Definition:** The host of a non-news television program, such as an interview show. Anchors of news broadcasts do not count as hosts.  
**Labeled:** Yes

## 199 - Guest

**Concept ID:** 199  
**Name:** Guest  
**Definition:** A guest on a non-news programs, such as an interview show.  
**Labeled:** Yes

## 200 - Ground\_Combat

**Concept ID:** 200  
**Name:** Ground\_Combat  
**Definition:** Soldiers engaged in fighting on the ground.  
**Labeled:** Yes

## 201 - Animal

**Concept ID:** 201  
**Name:** Animal  
**Definition:** Shots depicting an animal (no humans).  
**Labeled:** No

## 202 - Crowd

**Concept ID:** 202

**Name:** Crowd

**Definition:** Shots depicting a crowd

**Labeled:** Yes

## 203 - Explosion\_Fire

**Concept ID:** 203

**Name:** Explosion\_Fire

**Definition:** Shots of an explosion or a fire

**Labeled:** Yes

## 204 - Maps

**Concept ID:** 204

**Name:** Maps

**Definition:** Shots depicting regional territory graphically as a geographical or political map

**Labeled:** Yes

## 205 - Walking\_Running

**Concept ID:** 205

**Name:** Walking\_Running

**Definition:** Shots showing one or more people walking or running (TRECVID definition)

**Labeled:** Yes

## 206 - Road

**Concept ID:** 206

**Name:** Road

**Definition:** Shots depicting a road

**Labeled:** Yes

## 207 - Sky

**Concept ID:** 207

**Name:** Sky

**Definition:** Shots depicting sky

**Labeled:** Yes

## 208 - Urban\_Scenes

**Concept ID:** 208

**Name:** Urban\_Scenes

**Definition:** scenes taking place in a city setting

**Labeled:** Yes

## 209 - Waterscape\_Waterfront

**Concept ID:** 209

**Name:** Waterscape\_Waterfront

**Definition:** Shots depicting a waterscape or waterfront

**Labeled:** Yes

## 210 - Animal

**Concept ID:** 210

**Name:** Animal

**Definition:** (No humans): Shots depicting an animal

**Labeled:** Yes

## 211 - Charts

**Concept ID:** 211

**Name:** Charts

**Definition:** Shots depicting any graphics that is artificially generated such as bar graphs, line charts etc.

Maps should not be included

**Labeled:** Yes

## 212 - Computer\_Or\_Television\_Screens

**Concept ID:** 212  
**Name:** Computer\_Or\_Television\_Screens  
**Definition:** Shots depicting television or computer  
**Labeled:** Yes

## 213 - Court

**Concept ID:** 213  
**Name:** Court  
**Definition:** Shots of the interior of a court-room location  
**Labeled:** Yes

## 214 - Face

**Concept ID:** 214  
**Name:** Face  
**Definition:** shots depicting a face  
**Labeled:** Yes

## 215 - People\_Marching

**Concept ID:** 215  
**Name:** People\_Marching  
**Definition:** Shots showing one or more people marching (TRECVID definition)  
**Labeled:** Yes

## 216 - Us\_Flags

**Concept ID:** 216  
**Name:** Us\_Flags  
**Definition:** Shots depicting a US flag  
**Labeled:** Yes

## 217 - Person

**Concept ID:** 217  
**Name:** Person  
**Definition:** Shots depicting a person. The face may be partially visible  
**Labeled:** Yes

## 218 - Airplane

**Concept ID:** 218  
**Name:** Airplane  
**Definition:** shots of an airplane  
**Labeled:** Yes

## 219 - Government\_Leader

**Concept ID:** 219  
**Name:** Government\_Leader  
**Definition:** shots of government leaders  
**Labeled:** Yes

## 220 - Meeting

**Concept ID:** 220  
**Name:** Meeting  
**Definition:** Scenes of meetings. We did not consider speeches/talks to be a meeting. We did not consider anchor meeting with experts to be a meeting.  
**Labeled:** Yes

## 221 - Car

**Concept ID:** 221  
**Name:** Car  
**Definition:** Shots of a car  
**Labeled:** Yes

## 222 - Corporate\_Leader

**Concept ID:** 222  
**Name:** Corporate\_Leader  
**Definition:** Shots of a person who is a corporate leader e.g. CEO  
**Labeled:** Yes

## 223 - Entertainment

**Concept ID:** 223  
**Name:** Entertainment  
**Definition:** Shots depicting any entertainment segment.  
**Labeled:** Yes

## 224 - Outdoor

**Concept ID:** 224  
**Name:** Outdoor  
**Definition:** Shots of Outdoor locations  
**Labeled:** Yes

## 225 - News\_Studio

**Concept ID:** 225  
**Name:** News\_Studio  
**Definition:** Shots of the studio setting, including anchors, interviews and all events that happen in a news room.  
**Labeled:** Yes

## 226 - Building

**Concept ID:** 226  
**Name:** Building  
**Definition:** Shots of an exterior of a building  
**Labeled:** Yes

## 227 - Bus

**Concept ID:** 227  
**Name:** Bus  
**Definition:** Shots of a bus  
**Labeled:** Yes

## 228 - Police\_Private\_Security\_Personnel

**Concept ID:** 228  
**Name:** Police\_Private\_Security\_Personnel  
**Definition:** Shots depicting law enforcement or private security agency personnel  
**Labeled:** Yes

## 229 - Weather

**Concept ID:** 229  
**Name:** Weather  
**Definition:** Shots depicting any weather related news or bulletin  
**Labeled:** Yes

## 230 - Desert

**Concept ID:** 230  
**Name:** Desert  
**Definition:** Shots with the desert in the background  
**Labeled:** Yes

## 231 - Military\_Personnel

**Concept ID:** 231  
**Name:** Military\_Personnel  
**Definition:** shots of military personnel, people in a military uniform  
**Labeled:** Yes

## 232 - Truck

**Concept ID:** 232

**Name:** Truck

**Definition:** any kind of truck

**Labeled:** Yes

## 233 - Boat\_Ship

**Concept ID:** 233

**Name:** Boat\_Ship

**Definition:** Shots of a boat or ship

**Labeled:** Yes

## 234 - Prisoner

**Concept ID:** 234

**Name:** Prisoner

**Definition:** Shots depicting a person imprisoned, behind bars, in jail or in handcuffs

**Labeled:** Yes

## 235 - Vegetation

**Concept ID:** 235

**Name:** Vegetation

**Definition:** Shots depicting natural or artificial greenery, vegetation woods, etc

**Labeled:** Yes

## 236 - Mountain

**Concept ID:** 236

**Name:** Mountain

**Definition:** Shots depicting a mountain or mountain range with the slopes visible

**Labeled:** Yes

## 237 - Aircraft\_Carrier

**Concept ID:** 237

**Name:** Aircraft\_Carrier

**Definition:** shots of aircraft carriers

**Labeled:** Yes

## 238 - Control\_Tower\_-\_Airport

**Concept ID:** 238

**Name:** Control\_Tower\_-\_Airport

**Definition:** shots inside or outside of an airport control tower

**Labeled:** Yes

## 239 - Studio\_With\_Anchperson

**Concept ID:** 239

**Name:** Studio\_With\_Anchperson

**Definition:** Anchperson: sitting in the studio throughout the program, occurs many times in one program.

Also included when anchor person was talking to expert but is visible in scene. Included anchorperson on special reports.

**Labeled:** Yes

## 240 - Animal\_Pens\_And\_Cages

**Concept ID:** 240

**Name:** Animal\_Pens\_And\_Cages

**Definition:** shots showing animal pens and cages with animals or intended to house animals

**Labeled:** Yes

## 241 - Antenna

**Concept ID:** 241

**Name:** Antenna

**Definition:** any kind of antenna on an object or building, including car antennae, cell phone antennae, radio/walkie talkie antennae

**Labeled:** Yes

## 242 - Apartments

**Concept ID:** 242

**Name:** Apartments

**Definition:** individual apartments and condominiums, including buildings with balconies

**Labeled:** Yes

## 243 - Apartment\_Complex

**Concept ID:** 243

**Name:** Apartment\_Complex

**Definition:** residential buildings that seem to contain multiple apartments and condominiums

**Labeled:** Yes

## 244 - Armored\_Vehicles

**Concept ID:** 244

**Name:** Armored\_Vehicles

**Definition:** any vehicle that seems to be converted to military type use with some form of additional protection. Excluded: H2 hummer.

**Labeled:** Yes

## 245 - Artillery

**Concept ID:** 245

**Name:** Artillery

**Definition:** Artillery includes mortars but not tank guns

**Labeled:** Yes

## 246 - Asian\_People

**Concept ID:** 246

**Name:** Asian\_People

**Definition:** people of asian ethnicity

**Labeled:** Yes

## 247 - Baby

**Concept ID:** 247

**Name:** Baby

**Definition:** images of babies (children that are too young to walk)

**Labeled:** Yes

## 248 - Backpackers

**Concept ID:** 248

**Name:** Backpackers

**Definition:** people who are carrying a backpack

**Labeled:** Yes

## 249 - Backpack

**Concept ID:** 249

**Name:** Backpack

**Definition:** Backpacks must visually apparent i.e. in the foreground. At least the strap must be visible. we did not include other packs, like handbags, fanny packs, purses etc. Only backpacks that are being worn were counted. We included utilities backpack like leaf blowers etc. and military backpacks

**Labeled:** Yes

## 250 - Balloons

**Concept ID:** 250

**Name:** Balloons

**Definition:** balloons (toy as well as those suitable for carrying people)

**Labeled:** Yes

## 251 - Barge

**Concept ID:** 251

**Name:** Barge

**Definition:** shots of barges

**Labeled:** Yes

## 252 - Barracks

**Concept ID:** 252

**Name:** Barracks

**Definition:**

**Labeled:** No

## 253 - Battleship

**Concept ID:** 253

**Name:** Battleship

**Definition:** shots of large warships

**Labeled:** Yes

## 254 - Beards

**Concept ID:** 254

**Name:** Beards

**Definition:** Images that contain men with beards

**Labeled:** Yes

## 255 - Beggar

**Concept ID:** 255

**Name:** Beggar

**Definition:** Beggars are defined as people who are asking for money on the streets, panhandlers

**Labeled:** Yes

## 256 - Bicycles

**Concept ID:** 256

**Name:** Bicycles

**Definition:** 2 or 3-wheel wheeled, human pedal powered, may have a trailer attached

**Labeled:** Yes

## 257 - Birds

**Concept ID:** 257

**Name:** Birds

**Definition:** shots of birds

**Labeled:** Yes

## 258 - Dark-skinned\_People

**Concept ID:** 258

**Name:** Dark-skinned\_People

**Definition:** People who are dark skinned due to African or african/american descent (ethnicity)

**Labeled:** Yes

## 259 - Blank\_Frame

**Concept ID:** 259

**Name:** Blank\_Frame

**Definition:** blank transition frames (only ones that you could hardly see anything) and out of focus screens where absolutely nothing could be identified and the screen was one color. Blank frames with news symbols or tickers were included.

**Labeled:** Yes

## 260 - Bridges

**Concept ID:** 260

**Name:** Bridges

**Definition:** a structure carrying a pathway or roadway over a depression or obstacle. label as positive any shots that contain a structure containing a pathway or roadway over a depression or obstacle and as negative those shots that do not contain such a structure. Shots containing structures over non-water bodies such as an overpass or a catwalk were also labelled as positive. includes model bridges.

**Labeled:** Yes

## 261 - Briefcases

**Concept ID:** 261

**Name:** Briefcases

**Definition:** shots of briefcases used for carrying papers, laptop computers or lunches)

**Labeled:** Yes

## 262 - Business\_People

**Concept ID:** 262

**Name:** Business\_People

**Definition:** People who are businessmen or women

**Labeled:** Yes

## 263 - Cables

**Concept ID:** 263

**Name:** Cables

**Definition:** any type of cable visible (power, telephone lines, wires, rigging)

**Labeled:** Yes

## 264 - Camels

**Concept ID:** 264

**Name:** Camels

**Definition:** shots of camels (both with one hump or two humps)

**Labeled:** Yes

## 265 - Camera

**Concept ID:** 265

**Name:** Camera

**Definition:** images on which a camera is visible

**Labeled:** Yes

## 266 - Canoe

**Concept ID:** 266

**Name:** Canoe

**Definition:** canoes, including dragonboats and kayaks

**Labeled:** Yes

## 267 - Capital

**Concept ID:** 267

**Name:** Capital

**Definition:** Images of the Capitol building in Washington, DC, the place where the U.S. congress meets.

**Labeled:** Yes

## 268 - Car\_Racing

**Concept ID:** 268

**Name:** Car\_Racing

**Definition:** shot of scenes at car races

**Labeled:** Yes

## 269 - Cart\_Path

**Concept ID:** 269

**Name:** Cart\_Path

**Definition:** a cart path is narrow roadway more suitable for carts than motorized vehicles

**Labeled:** Yes

## 270 - Cats

**Concept ID:** 270

**Name:** Cats

**Definition:** shots of cats, does not include tigers, leopards, jaguars

**Labeled:** Yes

## 271 - Caucasians

**Concept ID:** 271  
**Name:** Caucasians  
**Definition:** People of Caucasian descent/ethnicity  
**Labeled:** Yes

## 272 - Cell\_Phones

**Concept ID:** 272  
**Name:** Cell\_Phones  
**Definition:** Mobile telephones that allow you to phone from anywhere. Includes satellite phones.  
**Labeled:** Yes

## 273 - Child

**Concept ID:** 273  
**Name:** Child  
**Definition:** images of children  
**Labeled:** Yes

## 274 - Cigar\_Boats

**Concept ID:** 274  
**Name:** Cigar\_Boats  
**Definition:** shots of fast motorboats  
**Labeled:** Yes

## 275 - Classroom

**Concept ID:** 275  
**Name:** Classroom  
**Definition:** Images of school or university style classroom scenes  
**Labeled:** Yes

## 276 - Clouds

**Concept ID:** 276  
**Name:** Clouds  
**Definition:** Scenes where clouds are visible  
**Labeled:** Yes

## 277 - Cloverleaf

**Concept ID:** 277  
**Name:** Cloverleaf  
**Definition:** shots of the typical highway on/off ramps in the shape of a (partial) cloverleaf  
**Labeled:** Yes

## 278 - Colin\_Powell

**Concept ID:** 278  
**Name:** Colin\_Powell  
**Definition:**  
**Labeled:** No

## 279 - Commercials

**Concept ID:** 279  
**Name:** Commercials  
**Definition:**  
**Labeled:** No

## 280 - Communications\_Tower

**Concept ID:** 280  
**Name:** Communications\_Tower  
**Definition:** shots of communication towers with antennas or signaling devices  
**Labeled:** Yes

## 281 - Computers

**Concept ID:** 281  
**Name:** Computers

**Definition:** images of computers, excluding TV monitors, graphics of computers and other electronics

**Labeled:** Yes

## 282 - Conference\_Buildings

**Concept ID:** 282

**Name:** Conference\_Buildings

**Definition:** conference buildings and convention centers

**Labeled:** Yes

## 283 - Construction\_Vehicles

**Concept ID:** 283

**Name:** Construction\_Vehicles

**Definition:** Vehicles related to construction activities (bulldozers, dump trucks, backhoes, including road construction etc.)

**Labeled:** Yes

## 284 - Cooling\_Tower

**Concept ID:** 284

**Name:** Cooling\_Tower

**Definition:** towers designed for cooling through water evaporation, typical in power plants

**Labeled:** No

## 285 - Cordless

**Concept ID:** 285

**Name:** Cordless

**Definition:** Cordless phones designed to be used with a fixed based station (not cell phones).

**Labeled:** Yes

## 286 - Cows

**Concept ID:** 286

**Name:** Cows

**Definition:** shots of cows and bulls

**Labeled:** Yes

## 287 - Cruise\_Liner

**Concept ID:** 287

**Name:** Cruise\_Liner

**Definition:** shots of passenger cruise ships

**Labeled:** Yes

## 288 - Cul-de-sac

**Concept ID:** 288

**Name:** Cul-de-sac

**Definition:** dead end roads

**Labeled:** Yes

## 289 - Flying\_Objects

**Concept ID:** 289

**Name:** Flying\_Objects

**Definition:** all flying objects (man-made) other than airplanes. this includes rockets, balloons, parachutes, helicopters, blimps, etc. Included also: onsidered Satellites, Guided Bombs in flight. Excluded: Confetti, Grouned Helicopters, Flags, Planes, Balls/Rocks, Bullets, Exploded Rockets, Animated Flying Contraptions.

**Labeled:** Yes

## 290 - Daytime\_Outdoor

**Concept ID:** 290

**Name:** Daytime\_Outdoor

**Definition:** shots that take place outdoors during the day. Included are images from space (light side of Earth). If it is a continuation of a story where the image is ambiguous (if a story starts in the day, it probably ends in daytime)

**Labeled:** Yes

## 291 - Dirt\_Gravel\_Road

**Concept ID:** 291

**Name:** Dirt\_Gravel\_Road

**Definition:** roads not asphalted or paved

**Labeled:** Yes

## 292 - Dogs

**Concept ID:** 292

**Name:** Dogs

**Definition:** shots of dogs, does not include wolves or foxes

**Labeled:** Yes

## 293 - Donald\_Rumsfeld

**Concept ID:** 293

**Name:** Donald\_Rumsfeld

**Definition:** Images of US Secretary of Defense, Donald Rumsfeld

**Labeled:** Yes

## 294 - Donkeys

**Concept ID:** 294

**Name:** Donkeys

**Definition:** shots of donkeys

**Labeled:** Yes

## 295 - Dresses

**Concept ID:** 295

**Name:** Dresses

**Definition:** People wearing dresses or gowns (Arab men tend to wear them; also of course women in dresses. The dresses should at least reach the knees

**Labeled:** Yes

## 296 - Dresses\_Of\_Women

**Concept ID:** 296

**Name:** Dresses\_Of\_Women

**Definition:** Images of women/men that had a long dress on. Do not consider a women's dress suit to be a dress since it is 2 separate pieces of clothing with the skirt and the jacket. Consider any male in a long dress-type outfit (like a priest) to be a dress, since you can't see that he's actually wearing pants underneath.

**Labeled:** Yes

## 297 - Driver

**Concept ID:** 297

**Name:** Driver

**Definition:** shots where the driver of a vehicle can be seen

**Labeled:** Yes

## 298 - Elephants

**Concept ID:** 298

**Name:** Elephants

**Definition:** shots of elephants

**Labeled:** Yes

## 299 - Emergency\_Vehicles

**Concept ID:** 299

**Name:** Emergency\_Vehicles

**Definition:** police, fire and ambulances are the typical emergency vehicles, also included UN vehicles, but nothing military.

**Labeled:** Yes

## 300 - Empire\_State

**Concept ID:** 300

**Name:** Empire\_State

**Definition:** Images of the Empire state building in New York

**Labeled:** Yes

## 301 - Exploding\_Ordinance

**Concept ID:** 301

**Name:** Exploding\_Ordinance

**Definition:** Ordinance does not include small arms fire

**Labeled:** Yes

## 302 - Factory

**Concept ID:** 302

**Name:** Factory

**Definition:** A building or set of buildings with facilities for manufacturing. Only shots which can individually be determined to contain the definition of the feature were annotated as 'positive'. If a shot does not contain the whole of the structure yet is certain to be the feature to the human eye, it was labelled as 'positive'. Oil rigs were ignored.

**Labeled:** Yes

## 303 - Farms

**Concept ID:** 303

**Name:** Farms

**Definition:** Scenes where you see farms

**Labeled:** Yes

## 304 - Fields

**Concept ID:** 304

**Name:** Fields

**Definition:** outdoor scenes showing fields

**Labeled:** Yes

## 305 - Fish

**Concept ID:** 305

**Name:** Fish

**Definition:** images of fish (include whales and dolphins)

**Labeled:** Yes

## 306 - Flags

**Concept ID:** 306

**Name:** Flags

**Definition:** Frames containing footage of actual physical flags. We did not count symbols of flags (such as a flag design painted a non-flag object and computer graphic flags such as those used in segues) or banners.

**Labeled:** Yes

## 307 - Flowers

**Concept ID:** 307

**Name:** Flowers

**Definition:** pictures of flowers

**Labeled:** Yes

## 308 - Pedestrian\_Zone

**Concept ID:** 308

**Name:** Pedestrian\_Zone

**Definition:** shots of pedestrian zones and walkways for people only

**Labeled:** Yes

## 309 - Free\_Standing\_Structures

**Concept ID:** 309

**Name:** Free\_Standing\_Structures

**Definition:** Included are Billboard, Display Signs, Fountain, Monument, Oil Rig (both on sea or land), Scoreboard, Statue, Storage Tanks, Street Signs, Tent, Windmill, Towers, Walls, Bridges, Tower Cranes, Pipelines, Greenhouses, Freestanding overhangs. Excluded are: Posters, Buildings, Soccer Goals/Basketball hoops, Ads, Telephone/Electrical/Light poles, Towers connected to buildings, Indoor busts,

Flagpoles, Rubble walls

**Labeled:** Yes

## 310 - Freighter

**Concept ID:** 310

**Name:** Freighter

**Definition:** shots of freight ships

**Labeled:** Yes

## 311 - Frigate

**Concept ID:** 311

**Name:** Frigate

**Definition:** shots of smaller warships, must have guns

**Labeled:** Yes

## 312 - Furniture

**Concept ID:** 312

**Name:** Furniture

**Definition:** TV is not furniture. Tabletop is furniture (if it is a main part of the scene), Patio umbrella is furniture, Voting booth tables are furniture, Frames where people were sitting on a sofa were counted as containing furniture as long as the sofa was easily visible, An easel is furniture, Podiums are furniture as long as the actual podium is in the frame (microphones dont count), bookcases are furniture, auditorium seating is furniture, Beds are furniture, art is not furniture, coffin is not furniture, cafeteria tables are furniture, school desks are furniture, church seating is not furniture, mattresses are furniture , grandfather clock is furniture, music stands are not furniture, outdoor benches are not furniture, countertops are not furniture, ping pong tables are furniture, piano is furniture.

**Labeled:** Yes

## 313 - George\_Bush

**Concept ID:** 313

**Name:** George\_Bush

**Definition:** Images of U.S. President George W. Bush

**Labeled:** Yes

## 314 - Glasses

**Concept ID:** 314

**Name:** Glasses

**Definition:** people wearing regular (non-tinted) glasses

**Labeled:** Yes

## 315 - Grandstands\_Bleachers

**Concept ID:** 315

**Name:** Grandstands\_Bleachers

**Definition:** shots of grandstands or bleachers included shots of bleachers that were so full of people that the actual seats cannot be seen.

**Labeled:** Yes

## 316 - Group

**Concept ID:** 316

**Name:** Group

**Definition:** We defined a group as 3-10 people. It only included shots of 3-10 people, not animals, such as pets, nor animated people, such as in previews of "The Incredibles."

**Labeled:** Yes

## 317 - Handguns

**Concept ID:** 317

**Name:** Handguns

**Definition:** hand-held guns

**Labeled:** Yes

## 318 - Harbor\_Dock

**Concept ID:** 318  
**Name:** Harbor\_Dock  
**Definition:**  
**Labeled:** No

## 319 - Harbors

**Concept ID:** 319  
**Name:** Harbors  
**Definition:** harbors and marinas, Included shots of docks. We did not include shots of offshore oil rigs, piers that did not look like they belonged to a harbor or boat dock, or whitewater rafts on a non-dock shore.  
**Labeled:** Yes

## 320 - Sketches

**Concept ID:** 320  
**Name:** Sketches  
**Definition:** excluding posters, graphics, animated cartoons/commercials, artwork that is not sketched, graffiti  
**Labeled:** Yes

## 321 - Helicopters

**Concept ID:** 321  
**Name:** Helicopters  
**Definition:** Helicopters  
**Labeled:** Yes

## 322 - Horse

**Concept ID:** 322  
**Name:** Horse  
**Definition:** images of horses and ponies  
**Labeled:** Yes

## 323 - Houseboat

**Concept ID:** 323  
**Name:** Houseboat  
**Definition:** shots of house boats  
**Labeled:** Yes

## 324 - Hu\_Jintao

**Concept ID:** 324  
**Name:** Hu\_Jintao  
**Definition:** Images of Chinese President Hu Jintao  
**Labeled:** Yes

## 325 - Pope

**Concept ID:** 325  
**Name:** Pope  
**Definition:** Images of the pope  
**Labeled:** Yes

## 326 - Infants

**Concept ID:** 326  
**Name:** Infants  
**Definition:** pictures of infants, are children that are barely walking [separate from babies]  
**Labeled:** Yes

## 327 - Insurgents

**Concept ID:** 327  
**Name:** Insurgents  
**Definition:** images of insurgents/armed people/soldiers but not in any uniform  
**Labeled:** Yes

## 328 - Interview\_2\_People\_Visible

**Concept ID:** 328

**Name:** Interview\_2\_People\_Visible

**Definition:**

**Labeled:** No

## 329 - Interview\_Sequences

**Concept ID:** 329

**Name:** Interview\_Sequences

**Definition:** a series of shots that constitute an interview, mark all the shots as "interviewSequence". There should never be a single shot marked that way, always a sequence only. This sequence can include the anchor, the interviewee and shots where both appear together.

**Labeled:** Yes

## 330 - Interview\_On\_Location

**Concept ID:** 330

**Name:** Interview\_On\_Location

**Definition:** interviews outside of the studio Includes: Staged interviews out of studio, Military/Legal analysts, Government speakers in congress, Ambiguous reporters. Excludes: The actual reporter, Interviews in the studio, Commercials/Non media programming, Other journalists reporting, Interviews with someone in the studio, Yelling at camera/Mobs, Obvious press conference without sound(used as graphic), Photo Ops without interview/speaking, Hidden camera interviews, Ransom videos.

**Labeled:** Yes

## 331 - Islands

**Concept ID:** 331

**Name:** Islands

**Definition:** Included are shots of man-made islands.

**Labeled:** Yes

## 332 - Jacques\_Chirac

**Concept ID:** 332

**Name:** Jacques\_Chirac

**Definition:** Images of the French President, Jacques Chirac

**Labeled:** Yes

## 333 - John\_Edwards

**Concept ID:** 333

**Name:** John\_Edwards

**Definition:** Images of Senator and vice-presidential candidate John Edwards

**Labeled:** Yes

## 334 - John\_Kerry

**Concept ID:** 334

**Name:** John\_Kerry

**Definition:** Images of Senator and presidential candidate John Kerry

**Labeled:** Yes

## 335 - Lakes

**Concept ID:** 335

**Name:** Lakes

**Definition:** shots showing lakes and lakefront land

**Labeled:** Yes

## 336 - Landing\_Craft

**Concept ID:** 336

**Name:** Landing\_Craft

**Definition:** shots of ships designed for landing military troops and equipment on beaches

**Labeled:** Yes

## 337 - Landlines

**Concept ID:** 337

**Name:** Landlines

**Definition:** Old-style landline phones, must be attached with a cord.

**Labeled:** Yes

## 338 - Lighthouse

**Concept ID:** 338

**Name:** Lighthouse

**Definition:**

**Labeled:** No

## 339 - Body\_Parts

**Concept ID:** 339

**Name:** Body\_Parts

**Definition:** parts of a human body

**Labeled:** Yes

## 340 - Machine\_Guns

**Concept ID:** 340

**Name:** Machine\_Guns

**Definition:** Machine guns include assault rifles

**Labeled:** Yes

## 341 - Medical\_Personnel

**Concept ID:** 341

**Name:** Medical\_Personnel

**Definition:** people who appear to belong to a medical profession, such as paramedics, first aid workers, doctors, nurses, anyone with a stethoscope, etc.

**Labeled:** Yes

## 342 - Microphones

**Concept ID:** 342

**Name:** Microphones

**Definition:** any microphone or device that captures sound. We did not include those tiny microphones anchors use. We also did not include "implied" microphones i.e. microphone has to be clearly visible

**Labeled:** Yes

## 343 - Microwave\_Tower

**Concept ID:** 343

**Name:** Microwave\_Tower

**Definition:** towers with antennas or antenna dishes for cell phone or microwave communication

**Labeled:** Yes

## 344 - Religious\_Figure

**Concept ID:** 344

**Name:** Religious\_Figure

**Definition:**

**Labeled:** No

## 345 - Mosques

**Concept ID:** 345

**Name:** Mosques

**Definition:** muslim place of worship

**Labeled:** Yes

## 346 - Religious\_Figures

**Concept ID:** 346

**Name:** Religious\_Figures

**Definition:** Images of anybody who appears to be affiliated with an organized religion. Religious figures includes all religious positions including monks and nuns.

**Labeled:** Yes

## 347 - Motorcycle

**Concept ID:** 347

**Name:** Motorcycle

**Definition:** motorcycles, mopeds and motorscooter include any two-wheeled vehicle with an engine

**Labeled:** Yes

## 348 - Muddy\_Scenes

**Concept ID:** 348

**Name:** Muddy\_Scenes

**Definition:** Scenes where you can see what appears to be mud

**Labeled:** Yes

## 349 - Cutter

**Concept ID:** 349

**Name:** Cutter

**Definition:** shots of cutters (typical in coastal traffic)

**Labeled:** Yes

## 350 - Muslims

**Concept ID:** 350

**Name:** Muslims

**Definition:** people who appear to belong to an islamic faith

**Labeled:** Yes

## 351 - Newspapers

**Concept ID:** 351

**Name:** Newspapers

**Definition:** any newspaper but no tabloids.

**Labeled:** Yes

## 352 - Nighttime

**Concept ID:** 352

**Name:** Nighttime

**Definition:** shots that take place (outdoors) at night. Included is the continuation of story if ambiguous (if a story starts at night, it probably ends at night). Excluded are sports events under lights

**Labeled:** Yes

## 353 - Non-national\_Flags

**Concept ID:** 353

**Name:** Non-national\_Flags

**Definition:**

**Labeled:** No

## 354 - Non-uniformed\_Fighters

**Concept ID:** 354

**Name:** Non-uniformed\_Fighters

**Definition:** Someone who is not wearing a uniform, but appears to be a combatant/fighter.

**Labeled:** Yes

## 355 - Observation\_Tower

**Concept ID:** 355

**Name:** Observation\_Tower

**Definition:**

**Labeled:** No

## 356 - Oceans

**Concept ID:** 356

**Name:** Oceans

**Definition:** shots showing oceans or very large lakes

**Labeled:** Yes

## 357 - Office\_Building

**Concept ID:** 357

**Name:** Office\_Building

**Definition:** buildings whose primary purpose if to house offices

**Labeled:** Yes

## 358 - Officers

**Concept ID:** 358

**Name:** Officers

**Definition:** Military personnel that appear to have a distinguished rank, not just plain soldiers.

**Labeled:** Yes

## 359 - Old\_People

**Concept ID:** 359

**Name:** Old\_People

**Definition:** Seniors or elderly people

**Labeled:** Yes

## 360 - Outer\_Space

**Concept ID:** 360

**Name:** Outer\_Space

**Definition:** outer space shots, included are any animation or pictures that depicted outer space, so a drawn globe itself would not count, but a globe with the sun behind it or a lens flare counted

**Labeled:** Yes

## 361 - Overlaid\_Text

**Concept ID:** 361

**Name:** Overlaid\_Text

**Definition:** We are not using the scrolling text on the bottom to qualify a frame as having overlaid text. Also Excluded: The TV station/program watermark (the CNN, MSNBC, CCTV, etc. logo in the corner that remains there throughout an entire broadcast) and other such images considered to be symbols as opposed to text (even though it is made up of letters), and Computer-generated text that appears in the background, which appears behind a news anchor in the shot. Text that appears in the foreground, but the frame consists entirely of a computer graphics designed still image, and the text in question is part of the design.

**Labeled:** Yes

## 362 - Road\_Overpass

**Concept ID:** 362

**Name:** Road\_Overpass

**Definition:** shots where you see a road over something else (bridge)

**Labeled:** Yes

## 363 - Pavilions

**Concept ID:** 363

**Name:** Pavilions

**Definition:** buildings that are open on several sides, generally smaller than typical buildings

**Labeled:** Yes

## 364 - Peacekeepers

**Concept ID:** 364

**Name:** Peacekeepers

**Definition:** Shots that contain images of soldiers involved in peacekeeping efforts

**Labeled:** Yes

## 365 - Agricultural\_People

**Concept ID:** 365

**Name:** Agricultural\_People

**Definition:** People associated with agricultural activities: that is, people farming, tending to their farm animals, around farm or ranch buildings, working with crops, or crop storage, driving farm machinery, etc. Selling food at a roadside stand does NOT count (not selling, shops, etc.)

**Labeled:** Yes

## 366 - Telephones

**Concept ID:** 366

**Name:** Telephones

**Definition:** all kinds of phones. If only the headset is visible, it was not included

**Labeled:** Yes

## 367 - Phone\_Booths

**Concept ID:** 367

**Name:** Phone\_Booths

**Definition:** pay phones accessible in public places, usually outdoors

**Labeled:** Yes

## 368 - Photographers

**Concept ID:** 368

**Name:** Photographers

**Definition:** Shots that contain images of photographers, people taking pictures or filming

**Labeled:** Yes

## 369 - Pickup\_Truck

**Concept ID:** 369

**Name:** Pickup\_Truck

**Definition:** pickup trucks and box trucks (for delivery), also includes box/trailer

**Labeled:** Yes

## 370 - Pipelines

**Concept ID:** 370

**Name:** Pipelines

**Definition:** any pipe for the purpose of transporting oil or gas

**Labeled:** Yes

## 371 - Pipes

**Concept ID:** 371

**Name:** Pipes

**Definition:** Any kind of pipe that is visible. Excluded are Piped fences, Weapons (gun barrels), Solid metal cylinders, Faucets/taps, Fountains, Hoses

**Labeled:** Yes

## 372 - Police

**Concept ID:** 372

**Name:** Police

**Definition:** Images of policemen and women

**Labeled:** Yes

## 373 - Politicians

**Concept ID:** 373

**Name:** Politicians

**Definition:**

**Labeled:** No

## 374 - Porches

**Concept ID:** 374

**Name:** Porches

**Definition:** overhang attached to houses; something that is covered by an overhang or roof, not a house or walled structure.

**Labeled:** Yes

## 375 - Powerplants

**Concept ID:** 375

**Name:** Powerplants

**Definition:** any large building where electricity is generated

**Labeled:** Yes

## 376 - Coal\_Powerplants

**Concept ID:** 376

**Name:** Coal\_Powerplants

**Definition:** any large building where electricity is generated through oil or coal burning

**Labeled:** Yes

## 377 - Hydroelectric\_Powerplant

**Concept ID:** 377

**Name:** Hydroelectric\_Powerplant

**Definition:** any large building where electricity is generated by use of water power

**Labeled:** Yes

## 378 - Nuclear\_Powerplants

**Concept ID:** 378

**Name:** Nuclear\_Powerplants

**Definition:** any large building where electricity is generated through nuclear fusion/fission

**Labeled:** Yes

## 379 - Wind\_Powerplant

**Concept ID:** 379

**Name:** Wind\_Powerplant

**Definition:** wind driven powerplant

**Labeled:** Yes

## 380 - Power\_Transmission\_Line\_Tower

**Concept ID:** 380

**Name:** Power\_Transmission\_Line\_Tower

**Definition:** towers that hold power lines

**Labeled:** Yes

## 381 - Powerlines

**Concept ID:** 381

**Name:** Powerlines

**Definition:** images of powerlines

**Labeled:** Yes

## 382 - Protesters

**Concept ID:** 382

**Name:** Protesters

**Definition:** People engaged in some form of protest

**Labeled:** Yes

## 383 - Colin\_Powell

**Concept ID:** 383

**Name:** Colin\_Powell

**Definition:** Images of the US Secretary of State, Colin Powell

**Labeled:** Yes

## 384 - Radar

**Concept ID:** 384

**Name:** Radar

**Definition:** radar radome, radar dome

**Labeled:** Yes

## 385 - Raft

**Concept ID:** 385

**Name:** Raft

**Definition:** shots of rafts and inflatable dinghies

**Labeled:** Yes

## 386 - Railroad

**Concept ID:** 386

**Name:** Railroad

**Definition:** railroads or trains on a track. Does not include shots from inside the train or looking out  
**Labeled:** Yes

## 387 - Rainy

**Concept ID:** 387

**Name:** Rainy

**Definition:** Rainy Scenes includes slick roads, and rain on windows

**Labeled:** Yes

## 388 - Referees

**Concept ID:** 388

**Name:** Referees

**Definition:** Referees or umpires for sporting events

**Labeled:** Yes

## 389 - Refugees

**Concept ID:** 389

**Name:** Refugees

**Definition:** Images of refugees; displaced persons

**Labeled:** Yes

## 390 - Reporters

**Concept ID:** 390

**Name:** Reporters

**Definition:** images of reporters

**Labeled:** Yes

## 391 - Residential\_Buildings

**Concept ID:** 391

**Name:** Residential\_Buildings

**Definition:** buildings in which people live i.e. apartments and homes (as opposed to shops, factories, warehouses, etc.) Hotels/motels are not included in this group.

**Labeled:** Yes

## 392 - Rifles

**Concept ID:** 392

**Name:** Rifles

**Definition:** Rifles do not include mounted machine guns or belt loaded machine guns

**Labeled:** Yes

## 393 - Road\_Block

**Concept ID:** 393

**Name:** Road\_Block

**Definition:** images of road blocks

**Labeled:** Yes

## 394 - Traffic

**Concept ID:** 394

**Name:** Traffic

**Definition:** shots that show roads with traffic

**Labeled:** Yes

## 395 - Rocky\_Ground

**Concept ID:** 395

**Name:** Rocky\_Ground

**Definition:** rocky ground included ground that was rocky, very rough, or had debris

**Labeled:** Yes

## 396 - Rpg

**Concept ID:** 396

**Name:** Rpg

**Definition:** rocket propelled grenades and hand-held rocket launchers

**Labeled:** Yes

## 397 - Roof

**Concept ID:** 397

**Name:** Roof

**Definition:**

**Labeled:** No

## 398 - Room

**Concept ID:** 398

**Name:** Room

**Definition:** room of a house (anything indoors, where there is a room in a house, but not an office or factory

**Labeled:** Yes

## 399 - Rowboat

**Concept ID:** 399

**Name:** Rowboat

**Definition:** boats propelled with oars

**Labeled:** Yes

## 400 - Runway

**Concept ID:** 400

**Name:** Runway

**Definition:** shots where an airport runway is visible. Any pictures depicting an airplane runway or any land that an airplane was using as a runway to take off or to land was counted.

**Labeled:** Yes

## 401 - Rv\_Farm

**Concept ID:** 401

**Name:** Rv\_Farm

**Definition:** RVs (recreational vehicles that you can sleep in and drive), farm vehicles including those carrying livestock such as horse, cattle, sheep, etc.

**Labeled:** Yes

## 402 - Sailboat

**Concept ID:** 402

**Name:** Sailboat

**Definition:** boats that could be propelled by sail

**Labeled:** Yes

## 403 - Scene\_Text

**Concept ID:** 403

**Name:** Scene\_Text

**Definition:** text on the screen that did not count overlays or computer generated text such as those used on a black background in an advertisement. Only scene text that was on a physical or virtual object such as a banner, button, or building (among many other things) was included.

**Labeled:** Yes

## 404 - Scientists

**Concept ID:** 404

**Name:** Scientists

**Definition:** Images of people who appear to be scientists

**Labeled:** Yes

## 405 - Ship

**Concept ID:** 405

**Name:** Ship

**Definition:** motorized and sailing vessels

**Labeled:** Yes

## 406 - Shipyards

**Concept ID:** 406  
**Name:** Shipyards  
**Definition:** shots depicting places where ships are built or repaired  
**Labeled:** Yes

## 407 - Single\_Family\_Homes

**Concept ID:** 407  
**Name:** Single\_Family\_Homes  
**Definition:** residential buildings that are designed for a single family  
**Labeled:** Yes

## 408 - Single\_Person\_Female

**Concept ID:** 408  
**Name:** Single\_Person\_Female  
**Definition:** a single female is visible, babies/infants are ignored when you can't tell the gender  
**Labeled:** Yes

## 409 - Single\_Person\_Male

**Concept ID:** 409  
**Name:** Single\_Person\_Male  
**Definition:** a single male only is visible, no other people, babies/infants are ignored when you can't tell the gender  
**Labeled:** Yes

## 410 - Single\_Person

**Concept ID:** 410  
**Name:** Single\_Person  
**Definition:** one person only is visible  
**Labeled:** Yes

## 411 - Smoke\_Stack

**Concept ID:** 411  
**Name:** Smoke\_Stack  
**Definition:** tall chimneys and smoke stacks  
**Labeled:** Yes

## 412 - Still\_Image

**Concept ID:** 412  
**Name:** Still\_Image  
**Definition:** Shots where a still image is shown (e.g. a photograph)  
**Labeled:** Yes

## 413 - Soldiers

**Concept ID:** 413  
**Name:** Soldiers  
**Definition:** Military personnel without visible distinguishing rank.  
**Labeled:** Yes

## 414 - Speaker\_At\_Podium

**Concept ID:** 414  
**Name:** Speaker\_At\_Podium  
**Definition:** People who were actually speaking at podiums, define as an elevated platform that can hold notes which requires the speaker to stand. So, we did not include shots of speakers standing in front of plain microphones with or without microphone stands, speakers sitting down at a table that has a microphone, and podiums that do not have a speaker occupying them. The only exception were a few shots in one single video where a speaker sat on an elevated chair behind a podium.  
**Labeled:** Yes

## 415 - Sports

**Concept ID:** 415  
**Name:** Sports  
**Definition:** active sports scenes included jogging/running and players performing sport; excluded: fans at

sporting events (including benched players); sports in music; video sports equipment; celebrating after/before sporting event

**Labeled:** Yes

## 416 - Stock\_Market

**Concept ID:** 416

**Name:** Stock\_Market

**Definition:** includes images of Bond Markets, Exchange/Interest Rates, Commodities, Individual quotes, board of actual quotes. Excludes Scrolling quote, Graphic quotes

**Labeled:** Yes

## 417 - Store

**Concept ID:** 417

**Name:** Store

**Definition:** Shots of stores included outsides of stores as well as inside store shots (few). We did not include mechanic shops, but included restaurants. Excluded banks and casinos.

**Labeled:** Yes

## 418 - Streets

**Concept ID:** 418

**Name:** Streets

**Definition:** regular paved streets (not highways, dirt roads, or special types of road)

**Labeled:** Yes

## 419 - Striking\_People

**Concept ID:** 419

**Name:** Striking\_People

**Definition:** Images of people on strike

**Labeled:** Yes

## 420 - Submarine

**Concept ID:** 420

**Name:** Submarine

**Definition:** subs

**Labeled:** Yes

## 421 - Suits

**Concept ID:** 421

**Name:** Suits

**Definition:** Men in suits

**Labeled:** Yes

## 422 - Sunglasses

**Concept ID:** 422

**Name:** Sunglasses

**Definition:** People wearing or holding sunglasses

**Labeled:** Yes

## 423 - Sunny

**Concept ID:** 423

**Name:** Sunny

**Definition:** Sunny Scenes may also be inside. In general, if it would be uncomfortable to look towards the sun, it is a sunny scene.

**Labeled:** Yes

## 424 - Swimmer

**Concept ID:** 424

**Name:** Swimmer

**Definition:** Shots showing a person swimming

**Labeled:** Yes

## 425 - Swimming\_Pools

**Concept ID:** 425

**Name:** Swimming\_Pools

**Definition:** Shots with swimming pools

**Labeled:** Yes

## 426 - Tanks

**Concept ID:** 426

**Name:** Tanks

**Definition:** military tanks with guns. APCs/armored vehicles are not tanks

**Labeled:** Yes

## 427 - Tanker

**Concept ID:** 427

**Name:** Tanker

**Definition:** boats carrying oil or gas

**Labeled:** No

## 428 - Television\_Tower

**Concept ID:** 428

**Name:** Television\_Tower

**Definition:**

**Labeled:** Yes

## 429 - Text\_Labeling\_People

**Concept ID:** 429

**Name:** Text\_Labeling\_People

**Definition:** shots of people that are described with text on the screen. Included Reporters, Media Ads with label and picture, Last name, one person in the frame. Exclude: Scrolling credits, Phone labeling without an image of the person, Last name with more than one person in the frame, Credits in Chinese, Scrolling stories/unchanging headlines.

**Labeled:** Yes

## 430 - Text\_On\_Artificial\_Background

**Concept ID:** 430

**Name:** Text\_On\_Artificial\_Background

**Definition:** Images that contain only text on an artificial background. No billboard close-up, not a congressman with his name and party overlaid below, but just text (could be english, arabic or chinese) on top of some synthetic graphics background. Ignored the scrolling text line on the bottom in all cases, as that news is never relevant to the current story. Included: Full screen credits, Full screen graphic over image, Graphic in focus with person looking from camera (face as graphic), Partial full screen text. Excluded: Names of reporters, Text over focused people, Partial graphic over real image, Map only, Pictures of newspapers.

**Labeled:** Yes

## 431 - Storms

**Concept ID:** 431

**Name:** Storms

**Definition:** Outdoor scenes of stormy weather, thunderstorms, lightning.

**Labeled:** Yes

## 432 - Ties

**Concept ID:** 432

**Name:** Ties

**Definition:** Men wearing ties

**Labeled:** Yes

## 433 - Tony\_Blair

**Concept ID:** 433

**Name:** Tony\_Blair

**Definition:** Images of British Prime Minister Tony Blair

**Labeled:** Yes

## 434 - Tower

**Concept ID:** 434

**Name:** Tower

**Definition:** any structure that is a tower, skyscrapers do not count as towers

**Labeled:** Yes

## 435 - Trees

**Concept ID:** 435

**Name:** Trees

**Definition:** Shots where trees are visible

**Labeled:** Yes

## 436 - Tropical\_Settings

**Concept ID:** 436

**Name:** Tropical\_Settings

**Definition:** scenes in tropical settings with appropriate vegetation. Include true tropical rain forests, and almost tropical settings, i.e a backyard full of palm trees

**Labeled:** Yes

## 437 - Tugboat

**Concept ID:** 437

**Name:** Tugboat

**Definition:** boats designed to push/pull other vessels (e.g. barges) around

**Labeled:** Yes

## 438 - Un\_Building

**Concept ID:** 438

**Name:** Un\_Building

**Definition:** images of the UN building in New York, where the UN assembly meets

**Labeled:** Yes

## 439 - Underpass

**Concept ID:** 439

**Name:** Underpass

**Definition:**

**Labeled:** No

## 440 - Valleys

**Concept ID:** 440

**Name:** Valleys

**Definition:** Images of valleys (scenery). Can be with a mountain or viewed from a mountain.

**Labeled:** Yes

## 441 - Vending\_Stands

**Concept ID:** 441

**Name:** Vending\_Stands

**Definition:** Images of vending stands, where people can buy something

**Labeled:** Yes

## 442 - Sidewalks

**Concept ID:** 442

**Name:** Sidewalks

**Definition:** images of sidewalks or walkways. Included are Paved plazas, Crosswalks. Excluded are Roads, Parking Lots, Docks, Anything indoors, Helipads/Airports, Medians in roads, Stairs to Houses

**Labeled:** Yes

## 443 - Water\_Tower

**Concept ID:** 443

**Name:** Water\_Tower

**Definition:** towers that hold water

**Labeled:** Yes

## 444 - Waterways

**Concept ID:** 444

**Name:** Waterways

**Definition:** Waterways that are navigable, i.e. where a motorized ship could get through - if you see a ship on them, then it's obvious otherwise it's a guess from the appearance

**Labeled:** Yes

## 445 - Weapons

**Concept ID:** 445

**Name:** Weapons

**Definition:** Considered weapons: Spent cases, Non accidental explosions, Molotov cocktails. Not considered weapons: Paintball Guns/Tasers, Insecticide guns/helicopters, Exploded cars, Bullet holes, Unarmed Military aircrafts, Concealed weapons, Weapons not used for harm (dramatizations/commercials), Holstered Batons, Barbed wire, Stones, Out of date weapons (cannons), Ceremonial swords.

**Labeled:** Yes

## 446 - White\_House

**Concept ID:** 446

**Name:** White\_House

**Definition:** images of the white house in Washington, DC

**Labeled:** Yes

## 447 - Windy

**Concept ID:** 447

**Name:** Windy

**Definition:** Scenes showing windy weather

**Labeled:** Yes

## 448 - Yasser\_Arafat

**Concept ID:** 448

**Name:** Yasser\_Arafat

**Definition:** Images of Palestinian president Yasser Arafat

**Labeled:** Yes

## 449 - Zoos

**Concept ID:** 449

**Name:** Zoos

**Definition:** Images from a zoo or other facility where live animals are on display

**Labeled:** Yes

## 450 - 3\_Or\_More\_People

**Concept ID:** 450

**Name:** 3\_Or\_More\_People

**Definition:**

**Labeled:** No

## 451 - Abbey

**Concept ID:** 451

**Name:** Abbey

**Definition:**

**Labeled:** No

## 452 - Aborigines

**Concept ID:** 452

**Name:** Aborigines

**Definition:**

**Labeled:** No

## 453 - Abused\_Child

**Concept ID:** 453

**Name:** Abused\_Child

**Definition:**

**Labeled:** No

## 454 - Abused\_Woman

**Concept ID:** 454

**Name:** Abused\_Woman

**Definition:**

**Labeled:** No

## 455 - Accident

**Concept ID:** 455

**Name:** Accident

**Definition:**

**Labeled:** No

## 456 - Accountants

**Concept ID:** 456

**Name:** Accountants

**Definition:**

**Labeled:** No

## 457 - Administrator

**Concept ID:** 457

**Name:** Administrator

**Definition:**

**Labeled:** No

## 458 - Advertisement\_Commercial

**Concept ID:** 458

**Name:** Advertisement\_Commercial

**Definition:**

**Labeled:** No

## 459 - Advocate

**Concept ID:** 459

**Name:** Advocate

**Definition:**

**Labeled:** No

## 460 - Aerobics

**Concept ID:** 460

**Name:** Aerobics

**Definition:**

**Labeled:** No

## 461 - Aggressor

**Concept ID:** 461

**Name:** Aggressor

**Definition:**

**Labeled:** No

## 462 - Air\_Raid\_Shelter

**Concept ID:** 462

**Name:** Air\_Raid\_Shelter

**Definition:**

**Labeled:** No

## 463 - Airport

**Concept ID:** 463

**Name:** Airport

**Definition:** aircraft parking areas or runways must be visible

**Labeled:** Yes

## 464 - Alien

**Concept ID:** 464

**Name:** Alien

**Definition:**

**Labeled:** No

## 465 - Altar

**Concept ID:** 465

**Name:** Altar

**Definition:**

**Labeled:** No

## 466 - Altar\_Boys

**Concept ID:** 466

**Name:** Altar\_Boys

**Definition:**

**Labeled:** No

## 467 - Ambassador

**Concept ID:** 467

**Name:** Ambassador

**Definition:**

**Labeled:** No

## 468 - Amish

**Concept ID:** 468

**Name:** Amish

**Definition:**

**Labeled:** No

## 469 - Angler

**Concept ID:** 469

**Name:** Angler

**Definition:**

**Labeled:** No

## 470 - Animal\_Shelter

**Concept ID:** 470

**Name:** Animal\_Shelter

**Definition:**

**Labeled:** No

## 471 - Animation\_Cartoon

**Concept ID:** 471

**Name:** Animation\_Cartoon

**Definition:**

**Labeled:** No

## 472 - Apprentices

**Concept ID:** 472

**Name:** Apprentices

**Definition:**

**Labeled:** No

## 473 - Arboretum

**Concept ID:** 473

**Name:** Arboretum

**Definition:**

**Labeled:** No

## 474 - Arcade

**Concept ID:** 474

**Name:** Arcade

**Definition:**

**Labeled:** No

## 475 - Architect

**Concept ID:** 475

**Name:** Architect

**Definition:**

**Labeled:** No

## 476 - Armory

**Concept ID:** 476

**Name:** Armory

**Definition:**

**Labeled:** No

## 477 - Arsenal

**Concept ID:** 477

**Name:** Arsenal

**Definition:**

**Labeled:** No

## 478 - Art\_Gallery

**Concept ID:** 478

**Name:** Art\_Gallery

**Definition:**

**Labeled:** No

## 479 - Artist

**Concept ID:** 479

**Name:** Artist

**Definition:**

**Labeled:** No

## 480 - Astronaut\_Cosmonaut

**Concept ID:** 480

**Name:** Astronaut\_Cosmonaut

**Definition:**

**Labeled:** No

## 481 - Astronomer

**Concept ID:** 481

**Name:** Astronomer

**Definition:**

**Labeled:** No

## 482 - Awards\_Ceremony

**Concept ID:** 482

**Name:** Awards\_Ceremony

**Definition:**

**Labeled:** No

## 483 - Back\_Yard

**Concept ID:** 483

**Name:** Back\_Yard

**Definition:**

**Labeled:** No

## 484 - Baker

**Concept ID:** 484

**Name:** Baker

**Definition:**

**Labeled:** Yes

## 485 - Balloonist

**Concept ID:** 485

**Name:** Balloonist

**Definition:**

**Labeled:** No

## 486 - Ballroom

**Concept ID:** 486

**Name:** Ballroom

**Definition:**

**Labeled:** No

## 487 - Banks

**Concept ID:** 487

**Name:** Banks

**Definition:** building housing banks, including stock exchanges

**Labeled:** Yes

## 488 - Banker

**Concept ID:** 488

**Name:** Banker

**Definition:**

**Labeled:** No

## 489 - Banquet\_Hall

**Concept ID:** 489

**Name:** Banquet\_Hall

**Definition:**

**Labeled:** No

## 490 - Barracks

**Concept ID:** 490

**Name:** Barracks

**Definition:** buildings where military personnel are housed

**Labeled:** Yes

## 491 - Barrier

**Concept ID:** 491

**Name:** Barrier

**Definition:**

**Labeled:** No

## 492 - Bartender

**Concept ID:** 492

**Name:** Bartender

**Definition:**

**Labeled:** No

## 493 - Basement

**Concept ID:** 493

**Name:** Basement

**Definition:**

**Labeled:** No

## 494 - Bathhouse

**Concept ID:** 494

**Name:** Bathhouse

**Definition:**

**Labeled:** No

## 495 - Battlefield

**Concept ID:** 495  
**Name:** Battlefield  
**Definition:**  
**Labeled:** No

## 496 - Bay

**Concept ID:** 496  
**Name:** Bay  
**Definition:**  
**Labeled:** No

## 497 - Bell\_Boy

**Concept ID:** 497  
**Name:** Bell\_Boy  
**Definition:**  
**Labeled:** No

## 498 - Billboard

**Concept ID:** 498  
**Name:** Billboard  
**Definition:**  
**Labeled:** No

## 499 - Bishop

**Concept ID:** 499  
**Name:** Bishop  
**Definition:**  
**Labeled:** No

## 500 - Blimp

**Concept ID:** 500  
**Name:** Blimp  
**Definition:**  
**Labeled:** No

## 501 - Boardwalk

**Concept ID:** 501  
**Name:** Boardwalk  
**Definition:**  
**Labeled:** No

## 502 - Boat

**Concept ID:** 502  
**Name:** Boat  
**Definition:**  
**Labeled:** No

## 503 - Boathouse

**Concept ID:** 503  
**Name:** Boathouse  
**Definition:**  
**Labeled:** No

## 504 - Boiler\_Room

**Concept ID:** 504  
**Name:** Boiler\_Room  
**Definition:**  
**Labeled:** No

## 505 - Bomb

**Concept ID:** 505

**Name:** Bomb

**Definition:**

**Labeled:** No

## 506 - Box\_Truck

**Concept ID:** 506

**Name:** Box\_Truck

**Definition:**

**Labeled:** No

## 507 - Boy\_Scout

**Concept ID:** 507

**Name:** Boy\_Scout

**Definition:**

**Labeled:** No

## 508 - Xxx

**Concept ID:** 508

**Name:** Xxx

**Definition:**

**Labeled:** No

## 509 - Bull

**Concept ID:** 509

**Name:** Bull

**Definition:**

**Labeled:** No

## 510 - Bullet

**Concept ID:** 510

**Name:** Bullet

**Definition:**

**Labeled:** No

## 511 - Bus\_Driver

**Concept ID:** 511

**Name:** Bus\_Driver

**Definition:**

**Labeled:** No

## 512 - Bus\_Terminal

**Concept ID:** 512

**Name:** Bus\_Terminal

**Definition:**

**Labeled:** No

## 513 - Bush\_Pilot

**Concept ID:** 513

**Name:** Bush\_Pilot

**Definition:**

**Labeled:** No

## 514 - Businessman

**Concept ID:** 514

**Name:** Businessman

**Definition:**

**Labeled:** No

## 515 - Businesswoman

**Concept ID:** 515

**Name:** Businesswoman

**Definition:**

**Labeled:** No

## 516 - Butcher

**Concept ID:** 516

**Name:** Butcher

**Definition:**

**Labeled:** No

## 517 - Butcher\_Shop

**Concept ID:** 517

**Name:** Butcher\_Shop

**Definition:**

**Labeled:** No

## 518 - Butler

**Concept ID:** 518

**Name:** Butler

**Definition:**

**Labeled:** No

## 519 - Farm\_Buildings

**Concept ID:** 519

**Name:** Farm\_Buildings

**Definition:**

**Labeled:** No

## 520 - Cafeteria

**Concept ID:** 520

**Name:** Cafeteria

**Definition:**

**Labeled:** No

## 521 - Campground

**Concept ID:** 521

**Name:** Campground

**Definition:**

**Labeled:** No

## 522 - Canyons

**Concept ID:** 522

**Name:** Canyons

**Definition:** shots that show canyons

**Labeled:** No

## 523 - Horse\_Donkey\_Cart

**Concept ID:** 523

**Name:** Horse\_Donkey\_Cart

**Definition:**

**Labeled:** No

## 524 - Casino

**Concept ID:** 524

**Name:** Casino

**Definition:**

**Labeled:** No

## 525 - Cellar

**Concept ID:** 525

**Name:** Cellar

**Definition:**

**Labeled:** No

## 526 - Ceremony

**Concept ID:** 526

**Name:** Ceremony

**Definition:**

**Labeled:** No

## 527 - Ceremony

**Concept ID:** 527

**Name:** Ceremony

**Definition:**

**Labeled:** No

## 528 - Cfo\_Managing\_Director\_Media\_Manager\_Etc

**Concept ID:** 528

**Name:** Cfo\_Managing\_Director\_Media\_Manager\_Etc

**Definition:**

**Labeled:** No

## 529 - Chaplain

**Concept ID:** 529

**Name:** Chaplain

**Definition:**

**Labeled:** No

## 530 - Chauffeur\_Driver

**Concept ID:** 530

**Name:** Chauffeur\_Driver

**Definition:**

**Labeled:** No

## 531 - Choir

**Concept ID:** 531

**Name:** Choir

**Definition:**

**Labeled:** No

## 532 - Church

**Concept ID:** 532

**Name:** Church

**Definition:**

**Labeled:** No

## 533 - Clerical\_Worker

**Concept ID:** 533

**Name:** Clerical\_Worker

**Definition:**

**Labeled:** No

## 534 - Cliffs

**Concept ID:** 534

**Name:** Cliffs

**Definition:** shots that show steep cliffs on the side of hills or mountains

**Labeled:** No

## 535 - Clocks

**Concept ID:** 535

**Name:** Clocks

**Definition:** buildings that display a clock, any clocks on towers, walls or buildings.

**Labeled:** Yes

## 536 - Closet

**Concept ID:** 536

**Name:** Closet

**Definition:**

**Labeled:** No

## 537 - Clown

**Concept ID:** 537

**Name:** Clown

**Definition:**

**Labeled:** No

## 538 - Coffee\_Shop

**Concept ID:** 538

**Name:** Coffee\_Shop

**Definition:**

**Labeled:** No

## 539 - Colonel\_Rank

**Concept ID:** 539

**Name:** Colonel\_Rank

**Definition:**

**Labeled:** No

## 540 - Commercial

**Concept ID:** 540

**Name:** Commercial

**Definition:**

**Labeled:** No

## 541 - Network\_Logo

**Concept ID:** 541

**Name:** Network\_Logo

**Definition:** Images of network logos (not the ones in the corner of the screen)

**Labeled:** Yes

## 542 - Computer\_Nerd

**Concept ID:** 542

**Name:** Computer\_Nerd

**Definition:**

**Labeled:** No

## 543 - Concerts

**Concept ID:** 543

**Name:** Concerts

**Definition:**

**Labeled:** No

## 544 - Conveyer

**Concept ID:** 544

**Name:** Conveyer

**Definition:**

**Labeled:** No

## 545 - Cook\_Chef

**Concept ID:** 545

**Name:** Cook\_Chef

**Definition:**

**Labeled:** No

## 546 - Couple

**Concept ID:** 546

**Name:** Couple

**Definition:**

**Labeled:** No

## 547 - Courtyard

**Concept ID:** 547

**Name:** Courtyard

**Definition:**

**Labeled:** No

## 548 - Cowboys

**Concept ID:** 548

**Name:** Cowboys

**Definition:**

**Labeled:** No

## 549 - Creek

**Concept ID:** 549

**Name:** Creek

**Definition:**

**Labeled:** No

## 550 - Criminals

**Concept ID:** 550

**Name:** Criminals

**Definition:**

**Labeled:** No

## 551 - Dams

**Concept ID:** 551

**Name:** Dams

**Definition:** images of dams and water reservoirs, i.e. places and structures to contain water. Includes inside view of dams.

**Labeled:** No

## 552 - Dancer

**Concept ID:** 552

**Name:** Dancer

**Definition:**

**Labeled:** No

## 553 - Demonstrators

**Concept ID:** 553

**Name:** Demonstrators

**Definition:**

**Labeled:** No

## 554 - Dentist

**Concept ID:** 554

**Name:** Dentist

**Definition:**

**Labeled:** No

## 555 - Depot\_Station

**Concept ID:** 555

**Name:** Depot\_Station

**Definition:**

**Labeled:** No

## 556 - Designer

**Concept ID:** 556

**Name:** Designer

**Definition:**

**Labeled:** No

## 557 - Detective

**Concept ID:** 557

**Name:** Detective

**Definition:**

**Labeled:** No

## 558 - Diplomat

**Concept ID:** 558

**Name:** Diplomat

**Definition:**

**Labeled:** No

## 559 - Disc\_Jockey

**Concept ID:** 559

**Name:** Disc\_Jockey

**Definition:**

**Labeled:** No

## 560 - Disco

**Concept ID:** 560

**Name:** Disco

**Definition:**

**Labeled:** No

## 561 - Disembodied\_Body\_Parts

**Concept ID:** 561

**Name:** Disembodied\_Body\_Parts

**Definition:**

**Labeled:** No

## 562 - Dishwasher

**Concept ID:** 562

**Name:** Dishwasher

**Definition:**

**Labeled:** No

## 563 - Display\_Signs

**Concept ID:** 563

**Name:** Display\_Signs

**Definition:**

**Labeled:** No

## 564 - Dock\_Worker

**Concept ID:** 564

**Name:** Dock\_Worker

**Definition:**

**Labeled:** No

## 565 - Dockyard

**Concept ID:** 565

**Name:** Dockyard

**Definition:**

**Labeled:** No

## 566 - Doorman

**Concept ID:** 566

**Name:** Doorman

**Definition:**

**Labeled:** No

## 567 - Drive-in\_Theaters

**Concept ID:** 567

**Name:** Drive-in\_Theaters

**Definition:**

**Labeled:** No

## 568 - Drug\_Addict

**Concept ID:** 568

**Name:** Drug\_Addict

**Definition:**

**Labeled:** No

## 569 - Dump

**Concept ID:** 569

**Name:** Dump

**Definition:**

**Labeled:** No

## 570 - Eaters

**Concept ID:** 570

**Name:** Eaters

**Definition:**

**Labeled:** No

## 571 - Eclipse

**Concept ID:** 571

**Name:** Eclipse

**Definition:**

**Labeled:** No

## 572 - Election\_Campaign:\_Soliciting\_The\_Voters

**Concept ID:** 572

**Name:** Election\_Campaign:\_Soliciting\_The\_Voters

**Definition:**

**Labeled:** No

## 573 - Election\_Campaign:\_Town-hall\_Meeting

**Concept ID:** 573

**Name:** Election\_Campaign:\_Town-hall\_Meeting

**Definition:**

**Labeled:** No

## 574 - Elevated

**Concept ID:** 574

**Name:** Elevated

**Definition:**

**Labeled:** No

## 575 - Emergency\_Incident

**Concept ID:** 575

**Name:** Emergency\_Incident

**Definition:**

**Labeled:** No

## 576 - Engineer

**Concept ID:** 576

**Name:** Engineer

**Definition:**

**Labeled:** No

## 577 - Entertainer

**Concept ID:** 577

**Name:** Entertainer

**Definition:**

**Labeled:** No

## 578 - Executive

**Concept ID:** 578

**Name:** Executive

**Definition:**

**Labeled:** No

## 579 - Extended\_Family

**Concept ID:** 579

**Name:** Extended\_Family

**Definition:**

**Labeled:** No

## 580 - Family\_Group

**Concept ID:** 580

**Name:** Family\_Group

**Definition:**

**Labeled:** No

## 581 - Rv\_Farm

**Concept ID:** 581

**Name:** Rv\_Farm

**Definition:** RVs (recreational vehicles that you can sleep in and drive), farm vehicles including those carrying livestock such as horse, cattle, sheep, etc.

**Labeled:** No

## 582 - Farmer

**Concept ID:** 582

**Name:** Farmer

**Definition:**

**Labeled:** No

## 583 - Festival

**Concept ID:** 583

**Name:** Festival

**Definition:**

**Labeled:** No

## 584 - Filmgoer

**Concept ID:** 584

**Name:** Filmgoer

**Definition:**

**Labeled:** No

## 585 - Fingers

**Concept ID:** 585

**Name:** Fingers

**Definition:**

**Labeled:** No

## 586 - Firefighting

**Concept ID:** 586

**Name:** Firefighting

**Definition:**

**Labeled:** No

## 587 - Firing\_Squad

**Concept ID:** 587  
**Name:** Firing\_Squad  
**Definition:**  
**Labeled:** No

## 588 - Fisherman\_Commercial

**Concept ID:** 588  
**Name:** Fisherman\_Commercial  
**Definition:**  
**Labeled:** No

## 589 - Fjord

**Concept ID:** 589  
**Name:** Fjord  
**Definition:**  
**Labeled:** No

## 590 - Flight\_Attendant

**Concept ID:** 590  
**Name:** Flight\_Attendant  
**Definition:**  
**Labeled:** No

## 591 - Florists

**Concept ID:** 591  
**Name:** Florists  
**Definition:**  
**Labeled:** No

## 592 - Foggy

**Concept ID:** 592  
**Name:** Foggy  
**Definition:**  
**Labeled:** No

## 593 - Foreign\_Minister

**Concept ID:** 593  
**Name:** Foreign\_Minister  
**Definition:**  
**Labeled:** No

## 594 - Fortune\_Teller

**Concept ID:** 594  
**Name:** Fortune\_Teller  
**Definition:**  
**Labeled:** No

## 595 - Fountain

**Concept ID:** 595  
**Name:** Fountain  
**Definition:**  
**Labeled:** No

## 596 - Gang\_Members

**Concept ID:** 596  
**Name:** Gang\_Members  
**Definition:**  
**Labeled:** No

## 597 - Garage

**Concept ID:** 597  
**Name:** Garage

**Definition:**

**Labeled:** No

## 598 - Garden

**Concept ID:** 598

**Name:** Garden

**Definition:**

**Labeled:** No

## 599 - Gardener

**Concept ID:** 599

**Name:** Gardener

**Definition:**

**Labeled:** No

## 600 - Geisha

**Concept ID:** 600

**Name:** Geisha

**Definition:**

**Labeled:** No

## 601 - General\_Rank

**Concept ID:** 601

**Name:** General\_Rank

**Definition:**

**Labeled:** No

## 602 - Glassblower

**Concept ID:** 602

**Name:** Glassblower

**Definition:**

**Labeled:** No

## 603 - Grain\_Bin

**Concept ID:** 603

**Name:** Grain\_Bin

**Definition:**

**Labeled:** No

## 604 - Grandfather

**Concept ID:** 604

**Name:** Grandfather

**Definition:**

**Labeled:** No

## 605 - Grandmother

**Concept ID:** 605

**Name:** Grandmother

**Definition:**

**Labeled:** No

## 606 - Grandparents

**Concept ID:** 606

**Name:** Grandparents

**Definition:**

**Labeled:** No

## 607 - Granery

**Concept ID:** 607

**Name:** Granery

**Definition:**

**Labeled:** No

## 608 - Grenade

**Concept ID:** 608

**Name:** Grenade

**Definition:**

**Labeled:** No

## 609 - Ground\_Vehicles

**Concept ID:** 609

**Name:** Ground\_Vehicles

**Definition:** Vehicles refers to ground vehicles, which includes any of the following: Agricultural vehicle (tractor,combine), Armored vehicle, Automobile, Bicycle, Bus, Construction vehicle, Emergency vehicle, Limousine, Livestock carrier, Motor Scooter, Motorcycle, Truck, Box truck, Pickup truck, RV, bulldozer, quads. Excludes interior of cars, vehicles badly destroyed.

**Labeled:** Yes

## 610 - Guarding

**Concept ID:** 610

**Name:** Guarding

**Definition:**

**Labeled:** No

## 611 - Gully

**Concept ID:** 611

**Name:** Gully

**Definition:**

**Labeled:** No

## 612 - Gun\_Shot

**Concept ID:** 612

**Name:** Gun\_Shot

**Definition:**

**Labeled:** No

## 613 - Hairdresser

**Concept ID:** 613

**Name:** Hairdresser

**Definition:**

**Labeled:** No

## 614 - Harem

**Concept ID:** 614

**Name:** Harem

**Definition:**

**Labeled:** No

## 615 - Headmaster\_Principal

**Concept ID:** 615

**Name:** Headmaster\_Principal

**Definition:**

**Labeled:** No

## 616 - Hiker

**Concept ID:** 616

**Name:** Hiker

**Definition:**

**Labeled:** No

## 617 - Hindu

**Concept ID:** 617

**Name:** Hindu

**Definition:**

**Labeled:** No

## 618 - Hippie

**Concept ID:** 618

**Name:** Hippie

**Definition:**

**Labeled:** No

## 619 - Hispanic\_Person

**Concept ID:** 619

**Name:** Hispanic\_Person

**Definition:**

**Labeled:** No

## 620 - Hockey\_<10

**Concept ID:** 620

**Name:** Hockey\_<10

**Definition:**

**Labeled:** No

## 621 - Home\_Office

**Concept ID:** 621

**Name:** Home\_Office

**Definition:**

**Labeled:** No

## 622 - Homeless\_Person\_Hobo

**Concept ID:** 622

**Name:** Homeless\_Person\_Hobo

**Definition:**

**Labeled:** No

## 623 - Homosexual\_-\_Gay

**Concept ID:** 623

**Name:** Homosexual\_-\_Gay

**Definition:**

**Labeled:** No

## 624 - Homosexual\_-\_Lesbian

**Concept ID:** 624

**Name:** Homosexual\_-\_Lesbian

**Definition:**

**Labeled:** No

## 625 - Hopper

**Concept ID:** 625

**Name:** Hopper

**Definition:**

**Labeled:** No

## 626 - Hotel\_Employee

**Concept ID:** 626

**Name:** Hotel\_Employee

**Definition:**

**Labeled:** No

## 627 - Hotel\_Porter

**Concept ID:** 627

**Name:** Hotel\_Porter

**Definition:**

**Labeled:** No

## 628 - Housekeeper\_Maid

**Concept ID:** 628

**Name:** Housekeeper\_Maid

**Definition:**

**Labeled:** No

## 629 - Housewife

**Concept ID:** 629

**Name:** Housewife

**Definition:**

**Labeled:** No

## 630 - Hurricane\_Typhoon

**Concept ID:** 630

**Name:** Hurricane\_Typhoon

**Definition:**

**Labeled:** No

## 631 - Ice\_Cream\_Man

**Concept ID:** 631

**Name:** Ice\_Cream\_Man

**Definition:**

**Labeled:** No

## 632 - Iconic\_Location

**Concept ID:** 632

**Name:** Iconic\_Location

**Definition:**

**Labeled:** No

## 633 - Imam

**Concept ID:** 633

**Name:** Imam

**Definition:**

**Labeled:** No

## 634 - Immigrants

**Concept ID:** 634

**Name:** Immigrants

**Definition:**

**Labeled:** No

## 635 - Indian\_Person

**Concept ID:** 635

**Name:** Indian\_Person

**Definition:**

**Labeled:** No

## 636 - Infantry

**Concept ID:** 636

**Name:** Infantry

**Definition:**

**Labeled:** No

## 637 - Instrumental\_Musician

**Concept ID:** 637

**Name:** Instrumental\_Musician

**Definition:**

**Labeled:** No

## 638 - Insurance\_Agent

**Concept ID:** 638  
**Name:** Insurance\_Agent  
**Definition:**  
**Labeled:** No

## 639 -

## Interviewee\_News\_Subject\_Monolog\_Live\_On\_Location

**Concept ID:** 639  
**Name:** Interviewee\_News\_Subject\_Monolog\_Live\_On\_Location  
**Definition:**  
**Labeled:** No

## 640 - Japanese

**Concept ID:** 640  
**Name:** Japanese  
**Definition:**  
**Labeled:** No

## 641 - Jew

**Concept ID:** 641  
**Name:** Jew  
**Definition:**  
**Labeled:** No

## 642 - Jockey

**Concept ID:** 642  
**Name:** Jockey  
**Definition:**  
**Labeled:** No

## 643 - Jungle

**Concept ID:** 643  
**Name:** Jungle  
**Definition:**  
**Labeled:** No

## 644 - Junkyard

**Concept ID:** 644  
**Name:** Junkyard  
**Definition:**  
**Labeled:** No

## 645 - Knife

**Concept ID:** 645  
**Name:** Knife  
**Definition:**  
**Labeled:** No

## 646 - Korean

**Concept ID:** 646  
**Name:** Korean  
**Definition:**  
**Labeled:** No

## 647 - Labeled\_People

**Concept ID:** 647  
**Name:** Labeled\_People  
**Definition:**  
**Labeled:** No

## 648 - Large\_Group

**Concept ID:** 648  
**Name:** Large\_Group  
**Definition:**  
**Labeled:** No

## 649 - Launcher

**Concept ID:** 649  
**Name:** Launcher  
**Definition:**  
**Labeled:** No

## 650 - Lecture\_Hall

**Concept ID:** 650  
**Name:** Lecture\_Hall  
**Definition:**  
**Labeled:** No

## 651 - Briefing\_Room\_Setting

**Concept ID:** 651  
**Name:** Briefing\_Room\_Setting  
**Definition:**  
**Labeled:** No

## 652 - Legs

**Concept ID:** 652  
**Name:** Legs  
**Definition:**  
**Labeled:** No

## 653 - Library

**Concept ID:** 653  
**Name:** Library  
**Definition:**  
**Labeled:** No

## 654 - Lifeguard

**Concept ID:** 654  
**Name:** Lifeguard  
**Definition:**  
**Labeled:** No

## 655 - Limousines

**Concept ID:** 655  
**Name:** Limousines  
**Definition:**  
**Labeled:** No

## 656 - Lion\_Tamer

**Concept ID:** 656  
**Name:** Lion\_Tamer  
**Definition:**  
**Labeled:** No

## 657 - Livestock\_Carrier

**Concept ID:** 657  
**Name:** Livestock\_Carrier  
**Definition:**  
**Labeled:** No

## 658 - Living\_Room

**Concept ID:** 658  
**Name:** Living\_Room  
**Definition:**  
**Labeled:** No

## 659 - Loading\_Dock

**Concept ID:** 659  
**Name:** Loading\_Dock  
**Definition:**  
**Labeled:** No

## 660 - Lobby

**Concept ID:** 660  
**Name:** Lobby  
**Definition:**  
**Labeled:** No

## 661 - Lumberjack\_Tree\_Cutter

**Concept ID:** 661  
**Name:** Lumberjack\_Tree\_Cutter  
**Definition:**  
**Labeled:** No

## 662 - Lumberyard

**Concept ID:** 662  
**Name:** Lumberyard  
**Definition:**  
**Labeled:** No

## 663 - Magician

**Concept ID:** 663  
**Name:** Magician  
**Definition:**  
**Labeled:** No

## 664 - Major\_Rank

**Concept ID:** 664  
**Name:** Major\_Rank  
**Definition:**  
**Labeled:** No

## 665 - Mannequins

**Concept ID:** 665  
**Name:** Mannequins  
**Definition:**  
**Labeled:** No

## 666 - Manufacturing\_Plant

**Concept ID:** 666  
**Name:** Manufacturing\_Plant  
**Definition:**  
**Labeled:** No

## 667 - Marines

**Concept ID:** 667  
**Name:** Marines  
**Definition:**  
**Labeled:** No

## 668 - Matador\_Bullfighter

**Concept ID:** 668  
**Name:** Matador\_Bullfighter

**Definition:**

**Labeled:** No

## 669 - Mathematician

**Concept ID:** 669

**Name:** Mathematician

**Definition:**

**Labeled:** No

## 670 - Meadows

**Concept ID:** 670

**Name:** Meadows

**Definition:**

**Labeled:** No

## 671 - Mechanics

**Concept ID:** 671

**Name:** Mechanics

**Definition:**

**Labeled:** No

## 672 - Medical\_Doctor

**Concept ID:** 672

**Name:** Medical\_Doctor

**Definition:**

**Labeled:** No

## 673 - Meeting\_Setting

**Concept ID:** 673

**Name:** Meeting\_Setting

**Definition:**

**Labeled:** No

## 674 - Member\_Of\_Parliament

**Concept ID:** 674

**Name:** Member\_Of\_Parliament

**Definition:**

**Labeled:** No

## 675 - Memorial\_Services

**Concept ID:** 675

**Name:** Memorial\_Services

**Definition:**

**Labeled:** No

## 676 - Men\_In\_Women's\_Clothing

**Concept ID:** 676

**Name:** Men\_In\_Women's\_Clothing

**Definition:**

**Labeled:** No

## 677 - Military\_Buildings

**Concept ID:** 677

**Name:** Military\_Buildings

**Definition:** Buildings intended for use by the military, including barracks<sup>678</sup>

**Labeled:** Yes

## 678 - Milkman

**Concept ID:** 678

**Name:** Milkman

**Definition:**

**Labeled:** No

## 679 - Mime

**Concept ID:** 679

**Name:** Mime

**Definition:**

**Labeled:** No

## 680 - Mine

**Concept ID:** 680

**Name:** Mine

**Definition:**

**Labeled:** No

## 681 - Miner

**Concept ID:** 681

**Name:** Miner

**Definition:**

**Labeled:** No

## 682 - Missile

**Concept ID:** 682

**Name:** Missile

**Definition:**

**Labeled:** No

## 683 - Mobile\_Homes

**Concept ID:** 683

**Name:** Mobile\_Homes

**Definition:** Images of mobile homes, a type of temporary building

**Labeled:** No

## 684 - Monument

**Concept ID:** 684

**Name:** Monument

**Definition:**

**Labeled:** No

## 685 - Moonlight

**Concept ID:** 685

**Name:** Moonlight

**Definition:** Moonlight scenes, but this excludes scenes taken with night vision equipment/goggles (usually with a very green tint)

**Labeled:** Yes

## 686 - More\_Than\_1\_Person

**Concept ID:** 686

**Name:** More\_Than\_1\_Person

**Definition:**

**Labeled:** No

## 687 - Motor\_Scooter

**Concept ID:** 687

**Name:** Motor\_Scooter

**Definition:**

**Labeled:** No

## 688 - Motorcyclist

**Concept ID:** 688

**Name:** Motorcyclist

**Definition:**

**Labeled:** No

## 689 - Mudslide

**Concept ID:** 689

**Name:** Mudslide

**Definition:**

**Labeled:** No

## 690 - Mullah

**Concept ID:** 690

**Name:** Mullah

**Definition:**

**Labeled:** No

## 691 - Mummy

**Concept ID:** 691

**Name:** Mummy

**Definition:**

**Labeled:** No

## 692 - Museum

**Concept ID:** 692

**Name:** Museum

**Definition:**

**Labeled:** No

## 693 - Music\_Hall

**Concept ID:** 693

**Name:** Music\_Hall

**Definition:**

**Labeled:** No

## 694 - Musician

**Concept ID:** 694

**Name:** Musician

**Definition:**

**Labeled:** No

## 695 - Narrator

**Concept ID:** 695

**Name:** Narrator

**Definition:**

**Labeled:** No

## 696 - Nascar

**Concept ID:** 696

**Name:** Nascar

**Definition:**

**Labeled:** No

## 697 - Non-us\_National\_Flags

**Concept ID:** 697

**Name:** Non-us\_National\_Flags

**Definition:** Shots depicting a non-US national flag

**Labeled:** Yes

## 698 - Native\_American

**Concept ID:** 698

**Name:** Native\_American

**Definition:**

**Labeled:** No

## 699 - Naval\_Yards

**Concept ID:** 699  
**Name:** Naval\_Yards  
**Definition:**  
**Labeled:** No

## 700 - Non-studio\_Reporter

**Concept ID:** 700  
**Name:** Non-studio\_Reporter  
**Definition:**  
**Labeled:** No

## 701 - Noses

**Concept ID:** 701  
**Name:** Noses  
**Definition:**  
**Labeled:** No

## 702 - Observation\_Tower

**Concept ID:** 702  
**Name:** Observation\_Tower  
**Definition:** towers designed for people to look out from, includes watch towers at borders or prisons  
**Labeled:** Yes

## 703 - Observatory

**Concept ID:** 703  
**Name:** Observatory  
**Definition:**  
**Labeled:** No

## 704 - Oil\_Rig

**Concept ID:** 704  
**Name:** Oil\_Rig  
**Definition:**  
**Labeled:** No

## 705 - Opera\_Singer

**Concept ID:** 705  
**Name:** Opera\_Singer  
**Definition:**  
**Labeled:** No

## 706 - Packages

**Concept ID:** 706  
**Name:** Packages  
**Definition:** [TOO FEW FOUND] parcels or packages  
**Labeled:** No

## 707 -

## Packages\_Too\_Few\_Found\_Parcel\_Or\_Packages

**Concept ID:** 707  
**Name:** Packages\_Too\_Few\_Found\_Parcel\_Or\_Packages  
**Definition:**  
**Labeled:** No

## 708 - Painter

**Concept ID:** 708  
**Name:** Painter  
**Definition:**  
**Labeled:** No

## 709 - Palace\_Grand\_Building

**Concept ID:** 709  
**Name:** Palace\_Grand\_Building  
**Definition:**  
**Labeled:** No

## 710 - Parachutist\_Paratrooper

**Concept ID:** 710  
**Name:** Parachutist\_Paratrooper  
**Definition:**  
**Labeled:** No

## 711 -

## People\_Associated\_With\_Commercial\_Activities

**Concept ID:** 711  
**Name:** People\_Associated\_With\_Commercial\_Activities  
**Definition:**  
**Labeled:** No

## 712 -

## People\_Associated\_With\_Education\_&\_Communicati on

**Concept ID:** 712  
**Name:** People\_Associated\_With\_Education\_&\_Communication  
**Definition:**  
**Labeled:** No

## 713 -

## People\_Associated\_With\_Entertainment\_&\_Sports

**Concept ID:** 713  
**Name:** People\_Associated\_With\_Entertainment\_&\_Sports  
**Definition:**  
**Labeled:** No

## 714 - People\_Associated\_With\_Health\_&\_Safety

**Concept ID:** 714  
**Name:** People\_Associated\_With\_Health\_&\_Safety  
**Definition:**  
**Labeled:** No

## 715 - People\_Associated\_With\_Manual\_Labor

**Concept ID:** 715  
**Name:** People\_Associated\_With\_Manual\_Labor  
**Definition:**  
**Labeled:** No

## 716 - Wetlands

**Concept ID:** 716  
**Name:** Wetlands  
**Definition:** Marshy areas, partially underwater but not a flood event  
**Labeled:** No

## 717 -

## People\_Associated\_With\_Politics\_&\_Government

**Concept ID:** 717  
**Name:** People\_Associated\_With\_Politics\_&\_Government  
**Definition:**  
**Labeled:** No

## 718 - People\_Associated\_With\_Religion

**Concept ID:** 718

**Name:** People\_Associated\_With\_Religion

**Definition:**

**Labeled:** No

## 719 - People\_Associated\_With\_Transportation

**Concept ID:** 719

**Name:** People\_Associated\_With\_Transportation

**Definition:**

**Labeled:** No

## 720 - People\_Of\_Mixed\_Descent

**Concept ID:** 720

**Name:** People\_Of\_Mixed\_Descent

**Definition:**

**Labeled:** No

## 721 - People\_With\_Computers

**Concept ID:** 721

**Name:** People\_With\_Computers

**Definition:**

**Labeled:** No

## 722 - People\_With\_Disabilities

**Concept ID:** 722

**Name:** People\_With\_Disabilities

**Definition:**

**Labeled:** No

## 723 - Photographs

**Concept ID:** 723

**Name:** Photographs

**Definition:**

**Labeled:** No

## 724 - Pianist

**Concept ID:** 724

**Name:** Pianist

**Definition:**

**Labeled:** No

## 725 - Picnic

**Concept ID:** 725

**Name:** Picnic

**Definition:**

**Labeled:** No

## 726 - Picnic\_Area

**Concept ID:** 726

**Name:** Picnic\_Area

**Definition:**

**Labeled:** No

## 727 - Pilgrims

**Concept ID:** 727

**Name:** Pilgrims

**Definition:**

**Labeled:** No

## 728 - Pilot

**Concept ID:** 728

**Name:** Pilot

**Definition:**

**Labeled:** No

## 729 - Pirate

**Concept ID:** 729

**Name:** Pirate

**Definition:**

**Labeled:** No

## 730 - Pit

**Concept ID:** 730

**Name:** Pit

**Definition:**

**Labeled:** No

## 731 - Plain\_Old\_Phone

**Concept ID:** 731

**Name:** Plain\_Old\_Phone

**Definition:**

**Labeled:** No

## 732 - Playground

**Concept ID:** 732

**Name:** Playground

**Definition:**

**Labeled:** No

## 733 - Political\_Rally

**Concept ID:** 733

**Name:** Political\_Rally

**Definition:**

**Labeled:** No

## 734 - Pool\_Hall

**Concept ID:** 734

**Name:** Pool\_Hall

**Definition:**

**Labeled:** No

## 735 - Xxx

**Concept ID:** 735

**Name:** Xxx

**Definition:**

**Labeled:** No

## 736 - Port

**Concept ID:** 736

**Name:** Port

**Definition:**

**Labeled:** No

## 737 - Post\_Office

**Concept ID:** 737

**Name:** Post\_Office

**Definition:**

**Labeled:** No

## 738 - Postal\_Delivery\_Man

**Concept ID:** 738

**Name:** Postal\_Delivery\_Man

**Definition:**

**Labeled:** No

## 739 - Power\_Node

**Concept ID:** 739

**Name:** Power\_Node

**Definition:**

**Labeled:** No

## 740 - Pregnant\_Women

**Concept ID:** 740

**Name:** Pregnant\_Women

**Definition:**

**Labeled:** No

## 741 - President

**Concept ID:** 741

**Name:** President

**Definition:**

**Labeled:** No

## 742 - Priest

**Concept ID:** 742

**Name:** Priest

**Definition:**

**Labeled:** No

## 743 - Professor

**Concept ID:** 743

**Name:** Professor

**Definition:**

**Labeled:** No

## 744 - Program\_Host

**Concept ID:** 744

**Name:** Program\_Host

**Definition:**

**Labeled:** No

## 745 - Program\_Logo

**Concept ID:** 745

**Name:** Program\_Logo

**Definition:**

**Labeled:** No

## 746 - Prostitute

**Concept ID:** 746

**Name:** Prostitute

**Definition:**

**Labeled:** No

## 747 - Pumping\_Station

**Concept ID:** 747

**Name:** Pumping\_Station

**Definition:**

**Labeled:** No

## 748 - Quarry

**Concept ID:** 748

**Name:** Quarry

**Definition:**

**Labeled:** No

## 749 - Rabbi

**Concept ID:** 749

**Name:** Rabbi

**Definition:**

**Labeled:** No

## 750 - Race

**Concept ID:** 750

**Name:** Race

**Definition:**

**Labeled:** No

## 751 - Racetrack

**Concept ID:** 751

**Name:** Racetrack

**Definition:**

**Labeled:** No

## 752 - Raid

**Concept ID:** 752

**Name:** Raid

**Definition:**

**Labeled:** No

## 753 - Railroad\_Crossing

**Concept ID:** 753

**Name:** Railroad\_Crossing

**Definition:**

**Labeled:** No

## 754 - Railroad\_Station

**Concept ID:** 754

**Name:** Railroad\_Station

**Definition:**

**Labeled:** No

## 755 - Railroads

**Concept ID:** 755

**Name:** Railroads

**Definition:** Shots showing railroad tracks, which have to be outdoors.

**Labeled:** Yes

## 756 - Railroad\_Worker

**Concept ID:** 756

**Name:** Railroad\_Worker

**Definition:**

**Labeled:** No

## 757 - Railyard\_Siding

**Concept ID:** 757

**Name:** Railyard\_Siding

**Definition:**

**Labeled:** No

## 758 - Ranch

**Concept ID:** 758

**Name:** Ranch

**Definition:**

**Labeled:** No

## 759 - Religious\_Leader

**Concept ID:** 759  
**Name:** Religious\_Leader  
**Definition:**  
**Labeled:** No

## 760 - Rescue

**Concept ID:** 760  
**Name:** Rescue  
**Definition:**  
**Labeled:** No

## 761 - Rescue\_Worker

**Concept ID:** 761  
**Name:** Rescue\_Worker  
**Definition:**  
**Labeled:** No

## 762 - Restaurant

**Concept ID:** 762  
**Name:** Restaurant  
**Definition:**  
**Labeled:** No

## 763 - Retail\_Store

**Concept ID:** 763  
**Name:** Retail\_Store  
**Definition:**  
**Labeled:** No

## 764 - Rioter

**Concept ID:** 764  
**Name:** Rioter  
**Definition:**  
**Labeled:** No

## 765 - Robbery

**Concept ID:** 765  
**Name:** Robbery  
**Definition:**  
**Labeled:** No

## 766 - Royalty

**Concept ID:** 766  
**Name:** Royalty  
**Definition:**  
**Labeled:** No

## 767 - Sailor

**Concept ID:** 767  
**Name:** Sailor  
**Definition:**  
**Labeled:** No

## 768 - Sales\_Clerks

**Concept ID:** 768  
**Name:** Sales\_Clerks  
**Definition:**  
**Labeled:** No

## 769 - Sanatoriums

**Concept ID:** 769  
**Name:** Sanatoriums

**Definition:**

**Labeled:** No

## 770 - Sandy

**Concept ID:** 770

**Name:** Sandy

**Definition:**

**Labeled:** No

## 771 - Santa\_Claus

**Concept ID:** 771

**Name:** Santa\_Claus

**Definition:**

**Labeled:** No

## 772 - Scenic\_Overlooks

**Concept ID:** 772

**Name:** Scenic\_Overlooks

**Definition:**

**Labeled:** No

## 773 - School

**Concept ID:** 773

**Name:** School

**Definition:**

**Labeled:** No

## 774 - Scoreboard

**Concept ID:** 774

**Name:** Scoreboard

**Definition:**

**Labeled:** No

## 775 - Senator

**Concept ID:** 775

**Name:** Senator

**Definition:**

**Labeled:** No

## 776 - Seniors\_Elderly

**Concept ID:** 776

**Name:** Seniors\_Elderly

**Definition:**

**Labeled:** No

## 777 - Sewage\_Infrastructure

**Concept ID:** 777

**Name:** Sewage\_Infrastructure

**Definition:**

**Labeled:** No

## 778 - Shed

**Concept ID:** 778

**Name:** Shed

**Definition:**

**Labeled:** No

## 779 - Shepherd\_Goatherder

**Concept ID:** 779

**Name:** Shepherd\_Goatherder

**Definition:**

**Labeled:** No

## 780 - Ship\_Captain

**Concept ID:** 780  
**Name:** Ship\_Captain  
**Definition:**  
**Labeled:** No

## 781 - Shoppers

**Concept ID:** 781  
**Name:** Shoppers  
**Definition:**  
**Labeled:** No

## 782 - Shotgun

**Concept ID:** 782  
**Name:** Shotgun  
**Definition:**  
**Labeled:** No

## 783 - Sick\_Person\_Patient

**Concept ID:** 783  
**Name:** Sick\_Person\_Patient  
**Definition:**  
**Labeled:** No

## 784 - Silhouettes

**Concept ID:** 784  
**Name:** Silhouettes  
**Definition:**  
**Labeled:** No

## 785 - Silo

**Concept ID:** 785  
**Name:** Silo  
**Definition:**  
**Labeled:** No

## 786 - Silos\_Above\_Ground

**Concept ID:** 786  
**Name:** Silos\_Above\_Ground  
**Definition:**  
**Labeled:** No

## 787 - Singers

**Concept ID:** 787  
**Name:** Singers  
**Definition:**  
**Labeled:** No

## 788 - Skater

**Concept ID:** 788  
**Name:** Skater  
**Definition:**  
**Labeled:** No

## 789 - Skeleton

**Concept ID:** 789  
**Name:** Skeleton  
**Definition:**  
**Labeled:** No

## 790 - Ski

**Concept ID:** 790

**Name:** Ski

**Definition:** Images of ski slopes (scenery). Skiers do not have to be present.

**Labeled:** Yes

## 791 - Skull

**Concept ID:** 791

**Name:** Skull

**Definition:**

**Labeled:** No

## 792 - Small\_Group

**Concept ID:** 792

**Name:** Small\_Group

**Definition:**

**Labeled:** No

## 793 - Small\_Town

**Concept ID:** 793

**Name:** Small\_Town

**Definition:**

**Labeled:** No

## 794 - Smoker

**Concept ID:** 794

**Name:** Smoker

**Definition:**

**Labeled:** No

## 795 - Smoky

**Concept ID:** 795

**Name:** Smoky

**Definition:**

**Labeled:** No

## 796 - Skipped\_Concept\_Number

**Concept ID:** 796

**Name:** Skipped\_Concept\_Number

**Definition:**

**Labeled:** No

## 797 - Soldier\_Firing

**Concept ID:** 797

**Name:** Soldier\_Firing

**Definition:**

**Labeled:** No

## 798 - Soldier\_Patrol

**Concept ID:** 798

**Name:** Soldier\_Patrol

**Definition:**

**Labeled:** No

## 799 - Soldiers\_Drilling

**Concept ID:** 799

**Name:** Soldiers\_Drilling

**Definition:**

**Labeled:** No

## 800 - Spa

**Concept ID:** 800

**Name:** Spa

**Definition:**

**Labeled:** No

## 801 - Space\_Shuttle\_Landing

**Concept ID:** 801

**Name:** Space\_Shuttle\_Landing

**Definition:**

**Labeled:** No

## 802 - Spectator\_Organized\_Event

**Concept ID:** 802

**Name:** Spectator\_Organized\_Event

**Definition:**

**Labeled:** No

## 803 - Spider\_Hole

**Concept ID:** 803

**Name:** Spider\_Hole

**Definition:**

**Labeled:** No

## 804 - Spokesperson

**Concept ID:** 804

**Name:** Spokesperson

**Definition:**

**Labeled:** No

## 805 - Sports\_Coach\_Trainer

**Concept ID:** 805

**Name:** Sports\_Coach\_Trainer

**Definition:**

**Labeled:** No

## 806 - Sports\_Fan

**Concept ID:** 806

**Name:** Sports\_Fan

**Definition:**

**Labeled:** No

## 807 - Stand-up\_Comedian

**Concept ID:** 807

**Name:** Stand-up\_Comedian

**Definition:**

**Labeled:** No

## 808 - Statue

**Concept ID:** 808

**Name:** Statue

**Definition:**

**Labeled:** No

## 809 - Steel\_Mill\_Worker

**Concept ID:** 809

**Name:** Steel\_Mill\_Worker

**Definition:**

**Labeled:** No

## 810 - Still\_Image\_Composition\_May\_Include\_Text

**Concept ID:** 810

**Name:** Still\_Image\_Composition\_May\_Include\_Text

**Definition:**

**Labeled:** No

## 811 - Stock\_Exchange

**Concept ID:** 811

**Name:** Stock\_Exchange

**Definition:**

**Labeled:** No

## 812 - Stockyard

**Concept ID:** 812

**Name:** Stockyard

**Definition:**

**Labeled:** No

## 813 - Storage\_Tanks

**Concept ID:** 813

**Name:** Storage\_Tanks

**Definition:**

**Labeled:** No

## 814 - Store\_Outside

**Concept ID:** 814

**Name:** Store\_Outside

**Definition:**

**Labeled:** No

## 815 - Street\_Signs

**Concept ID:** 815

**Name:** Street\_Signs

**Definition:**

**Labeled:** No

## 816 - Street\_Vendor

**Concept ID:** 816

**Name:** Street\_Vendor

**Definition:**

**Labeled:** No

## 817 - Students\_Schoolkids

**Concept ID:** 817

**Name:** Students\_Schoolkids

**Definition:**

**Labeled:** No

## 818 - Suitcases

**Concept ID:** 818

**Name:** Suitcases

**Definition:** [none found]

**Labeled:** No

## 819 - Surgeons

**Concept ID:** 819

**Name:** Surgeons

**Definition:**

**Labeled:** No

## 820 - Sword

**Concept ID:** 820

**Name:** Sword

**Definition:**

**Labeled:** No

## 821 - Synagogue

**Concept ID:** 821  
**Name:** Synagogue  
**Definition:**  
**Labeled:** No

## 822 - Tailor

**Concept ID:** 822  
**Name:** Tailor  
**Definition:**  
**Labeled:** No

## 823 - Tanneries

**Concept ID:** 823  
**Name:** Tanneries  
**Definition:**  
**Labeled:** No

## 824 - Taxi\_Driver

**Concept ID:** 824  
**Name:** Taxi\_Driver  
**Definition:**  
**Labeled:** No

## 825 - Teacher

**Concept ID:** 825  
**Name:** Teacher  
**Definition:**  
**Labeled:** No

## 826 - Team\_Organized\_Group

**Concept ID:** 826  
**Name:** Team\_Organized\_Group  
**Definition:**  
**Labeled:** No

## 827 - Technicians

**Concept ID:** 827  
**Name:** Technicians  
**Definition:**  
**Labeled:** No

## 828 - Teenagers

**Concept ID:** 828  
**Name:** Teenagers  
**Definition:**  
**Labeled:** No

## 829 - Temples

**Concept ID:** 829  
**Name:** Temples  
**Definition:**  
**Labeled:** No

## 830 - Terrorist

**Concept ID:** 830  
**Name:** Terrorist  
**Definition:**  
**Labeled:** No

## 831 - Text\_Only\_Artificial\_Bkgd

**Concept ID:** 831  
**Name:** Text\_Only\_Artificial\_Bkgd

**Definition:**

**Labeled:** No

## 832 - Thatched\_Roof\_Buildings

**Concept ID:** 832

**Name:** Thatched\_Roof\_Buildings

**Definition:**

**Labeled:** No

## 833 - Theater

**Concept ID:** 833

**Name:** Theater

**Definition:**

**Labeled:** No

## 834 - Toddlers

**Concept ID:** 834

**Name:** Toddlers

**Definition:**

**Labeled:** No

## 835 - Town\_Halls

**Concept ID:** 835

**Name:** Town\_Halls

**Definition:**

**Labeled:** No

## 836 - Town\_Squares

**Concept ID:** 836

**Name:** Town\_Squares

**Definition:**

**Labeled:** No

## 837 - Townhouse

**Concept ID:** 837

**Name:** Townhouse

**Definition:**

**Labeled:** No

## 838 - Tractor

**Concept ID:** 838

**Name:** Tractor

**Definition:**

**Labeled:** No

## 839 - Traffic\_Cop

**Concept ID:** 839

**Name:** Traffic\_Cop

**Definition:**

**Labeled:** No

## 840 - Train\_Station

**Concept ID:** 840

**Name:** Train\_Station

**Definition:**

**Labeled:** No

## 841 - Tribal\_Chief

**Concept ID:** 841

**Name:** Tribal\_Chief

**Definition:**

**Labeled:** No

## 842 - Twilight

**Concept ID:** 842

**Name:** Twilight

**Definition:**

**Labeled:** No

## 843 - Uav

**Concept ID:** 843

**Name:** Uav

**Definition:**

**Labeled:** No

## 844 - Vacationer\_Tourist

**Concept ID:** 844

**Name:** Vacationer\_Tourist

**Definition:**

**Labeled:** No

## 845 - Vandal

**Concept ID:** 845

**Name:** Vandal

**Definition:**

**Labeled:** No

## 846 - Veterinarian

**Concept ID:** 846

**Name:** Veterinarian

**Definition:**

**Labeled:** No

## 847 - Viaducts

**Concept ID:** 847

**Name:** Viaducts

**Definition:**

**Labeled:** No

## 848 - Vineyards

**Concept ID:** 848

**Name:** Vineyards

**Definition:** Land where grape vines are growing

**Labeled:** No

## 849 - Voter

**Concept ID:** 849

**Name:** Voter

**Definition:**

**Labeled:** No

## 850 - Waiter\_Waitress

**Concept ID:** 850

**Name:** Waiter\_Waitress

**Definition:**

**Labeled:** No

## 851 - Water\_Mains

**Concept ID:** 851

**Name:** Water\_Mains

**Definition:**

**Labeled:** No

## 852 - Windmill

**Concept ID:** 852

**Name:** Windmill

**Definition:**

**Labeled:** No

## 853 - Wooden\_Buildings

**Concept ID:** 853

**Name:** Wooden\_Buildings

**Definition:**

**Labeled:** No

## 854 - Worker\_Laborer

**Concept ID:** 854

**Name:** Worker\_Laborer

**Definition:**

**Labeled:** No

## 855 - Saddam\_Hussein

**Concept ID:** 855

**Name:** Saddam\_Hussein

**Definition:** Images of Iraqi Leader Saddam Hussein (none were found)

**Labeled:** No

## 856 - Aquariums

**Concept ID:** 856

**Name:** Aquariums

**Definition:** Images from an aquarium or other facility where live fish are on display

**Labeled:** Yes

For problems or questions regarding this web site contact [The Web Master](#).

Last updated: March 27, 2005.