

# dataset\_instruction

## Dataset Setup Instructions

The dataset is NOT included in this repository (it's ~2GB+ and that's bad practice).

Follow these steps to download and place the files correctly.

### Step 1 — Create a Falcon Account (Free)

1. Go to [Falcon Sign Up](#)
2. Create a free account with your email
3. Verify your email and log in

### Step 2 — Download the Dataset

1. Go to the [Hackathon Dataset Page](#)
2. You will see 3 download links — download ALL of them:

#	Download	What it contains	Approx. Size
1	<a href="#">Offroad_Segmentation_Training_Dataset</a>	Training + validation images and masks	~1.5 GB
2	<a href="#">Offroad_Segmentation_testImages</a>	Unseen test images (RGB only, no masks)	~200 MB
3	<a href="#">Offroad_Segmentation_Scripts</a>	Starter training/testing scripts + env setup	~10 MB

3. Each download will be a `.zip` file — extract them all.

### Step 3 — Place Files in the Correct Location

After extracting, place the 3 folders inside the `DATASET/` directory so the structure looks like this:

```

DATASET/
├── Offroad_Segmentation_Training_Dataset/
|   ├── train/
|   |   ├── Color_Images/           ← 2857 RGB images (960×540, PNG)
|   |   └── Segmentation/          ← 2857 mask images (uint16, PNG)
|   └── val/
|       ├── Color_Images/          ← 317 RGB images
|       └── Segmentation/          ← 317 mask images
|
└── Offroad_Segmentation_testImages/
    └── *.png                      ← ~500 test RGB images (no masks!)

├── Offroad_Segmentation_Scripts/  ← Starter scripts from hackathon
|   ├── train_segmentation.py
|   ├── test_segmentation.py
|   ├── visualize.py
|   └── ENV_SETUP/
|
└── dataset_instruction.md        ← You are here

```

## Step 4 — Verify the Setup

Run this quick check to make sure everything is in place:

### Windows (PowerShell):

```

# Count training images
(Get-ChildItem
"DATASET\Offroad_Segmentation_Training_Dataset\train\Color_Images" -Filter
"*.png").Count
# Expected: 2857

# Count validation images
(Get-ChildItem
"DATASET\Offroad_Segmentation_Training_Dataset\val\Color_Images" -Filter
"*.png").Count
# Expected: 317

# Count test images
(Get-ChildItem "DATASET\Offroad_Segmentation_testImages" -Filter
"*.png").Count
# Expected: 500

```

```
"*.png").Count  
# Expected: ~500
```

## Linux/macOS:

```
# Count training images  
ls DATASET/Offroad_Segmentation_Training_Dataset/train/Color_Images/*.png | wc -l  
# Expected: 2857  
  
# Count validation images  
ls DATASET/Offroad_Segmentation_Training_Dataset/val/Color_Images/*.png | wc -l  
# Expected: 317  
  
# Count test images  
ls DATASET/Offroad_Segmentation_testImages/*.png | wc -l  
# Expected: ~500
```

## Image Format Details

### Color Images (RGB)

- **Format:** PNG, 3-channel RGB
- **Resolution:**  $960 \times 540$  pixels
- **Content:** Synthetic desert scenes rendered by Falcon/Duality AI

### Segmentation Masks

- **Format:** PNG, single-channel uint16
- **Resolution:**  $960 \times 540$  pixels (same as RGB)
- **Pixel values:** Raw class IDs that need mapping:

Pixel Value	Class ID	Class Name
0	0	Background
100	1	Trees
200	2	Lush Bushes
300	3	Dry Grass
500	4	Dry Bushes

Pixel Value	Class ID	Class Name
550	5	Ground Clutter
700	6	Logs
800	7	Rocks
7100	8	Landscape
10000	9	Sky

**⚠️ Important:** Masks must be read as uint16 (not uint8!) because values go up to 10000. Use `cv2.imread(path, cv2.IMREAD_UNCHANGED)` or `PIL.Image.open(path)` to preserve the full value range.

## Class Distribution (Training Set)

Class	Pixel %	Rarity
Sky	34.72%	Very common
Landscape	22.34%	Common
Dry Grass	17.37%	Common
Lush Bushes	5.50%	Moderate
Background	5.36%	Moderate
Ground Clutter	4.03%	Moderate
Trees	3.29%	Uncommon
Rocks	1.10%	Rare
Dry Bushes	1.01%	Rare
<b>Logs</b>	<b>0.07%</b>	<b>Extremely rare</b>

Sky is **500x more common** than Logs. Class weighting or Focal Loss is essential for fair training.

## Rules (from Hackathon Guidelines)

1.  Train **only** on the provided dataset — no external data allowed

2. **X NEVER** use test images for training or validation — instant disqualification
3. ✓ You may use any augmentations, architectures, or training strategies
4. ✓ Pre-trained backbones (like DINOv2) are allowed