TableSmith

A tool to bring out tabular data from everyday files

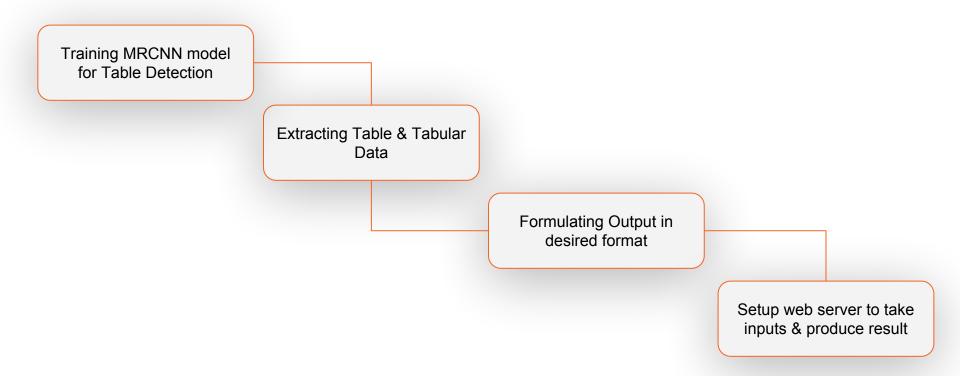
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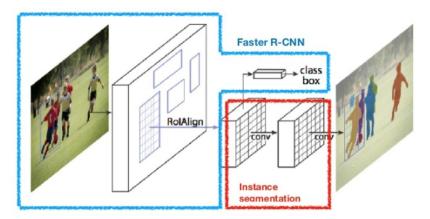
Theme: Table Reading & Understanding in Documents/Images

Final solution design



Algorithm & models applied

- Mask RCNN is an instance segmentation model that can identify pixel by pixel location of any object.
- It extends Faster R-CNN to pixel-level image segmentation. The key point is to decouple the classification and the pixel-level mask prediction tasks. Based on the framework of Faster R-CNN, it added a third branch for predicting an object mask in parallel with the existing branches for classification and localization. The mask branch is a small fully-connected network applied to each Rol, predicting a segmentation mask in a pixel-to-pixel manner.
- The multi-task loss function of Mask R-CNN combines the loss of classification, localization and segmentation mask: Loss = L(cls)+L(box)+L(mask), where L(cls) and L(box) are same as in Faster R-CNN.



MRCNN model written in Keras Trained on K80 GPU in Google Colab



Tech stack

TensorFlow inference on CPU



Flask(Python) web server



Deployment on AWS/Heroku





Metrics - Accuracy & loss attained

Dataset consisted of 40 training images & 10 validation images. They were full page scans, which were manually annotated.

Training was performed in 50 mins on Tesla K80 Nvidia GPUs on google colaboratory.

```
Epoch 1/10
2018-11-25 19:29:44.889138: W tensorflow/core/common runtime/bfc allocations
100/100 [======= ] - 382s 4s/step - loss: 1.8235
Epoch 2/10
Epoch 3/10
100/100 [=======]
Epoch 4/10
Epoch 5/10
100/100 [============== ] - 289s 3s/step - loss: 0.3305
Epoch 6/10
Epoch 7/10
Epoch 8/10
Epoch 9/10
Epoch 10/10
```

Input sample

Table 2: Accuracy results across all participants and puzzles.

Participant	A	В	C	D	Е	F	G	Avg
Puzzle 1	0.78	0.92	0.93	0.78	0.81	0.73	0.90	0.84
Puzzle 2	0.69	0.60	0.89	0.91	0.72	0.88	0.90	0.80
Puzzle 3	0.92	0.76	0.88	0.91	0.92	0.91	0.82	0.87
Puzzle 4	0.81	0.69	0.84	0.99	0.85	0.96	0.73	0.84
Puzzle 5	0.61	0.83	0.89	0.73	0.55	0.68	0.70	0.71
Puzzle 6	0.78	n/a	0.77	0.72	0.74	0.90	0.86	0.80
Avg	0.77	0.76	0.87	0.84	0.77	0.84	0.82	0.81



Figure 4: Examples of misclassification by our block identification system. From left to right, calculated labels were: *SW, Red, White, White.*

Output sample

Table 2: Accuracy results across all participants and puzzles.

table 0.984	table 0.967	В	C	D	E	F	G	Av
Puzzle I	0.78	0.92		0 78	0.81	0.73	0.90	0.8
Puzzle 2		0.60		0.91	0.72	0.88	0.90	0.80
Puzzle 3		0.76		0.91	0.92	0.91	0.82	0.87
Puzzle 4		0.69	0.84	0 99	0.85	0.96	0.73	0.8
Puzzle 5		0.83		0.73	0.55	0.68	0.70	0.7
Puzzle 6	0.78	n/a	0.77	0.72	0.74	0.90	0.86	0.80
Avg	0.77	0.76	0.87-	0! 84	0.77	0.84	0.82	0.8