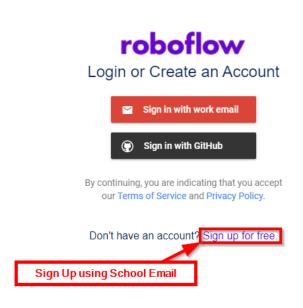
Sushi Team's RoboFlow Guide

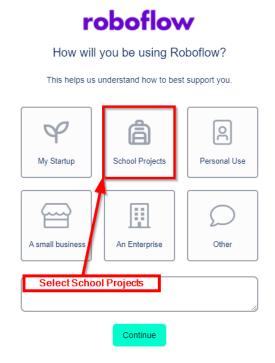
Introduction:

Hello! Sushi team is excited to welcome you to our Roboflow workspace and annotation guide. Our goal with this guide is to illustrate how we went about our machine learning development such that if you would like to take what we have worked on and develop it further, you will have a solid jumping off point.

Getting started with Roboflow:

The Annotation of the KAB dataset took place on https://roboflow.com/. To get started, the first step is to sign up. to do this, simply click the "Sign Up" tab in the top right of the screen. Once you do, you will be prompted to create a roboflow account. Follow the steps as presented. If you have a github account or already have a roboflow account, you can instead choose to sign in.



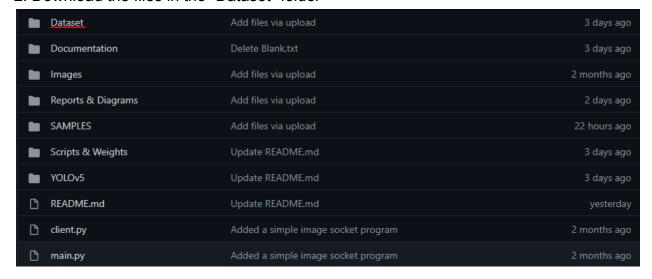


Accessing the Project:

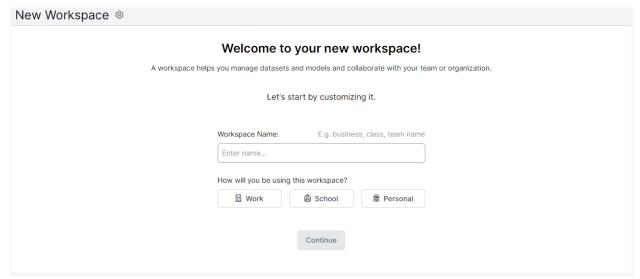
We have added our client to the roboflow workspace that we worked on already, however if their access is unavailable for whatever reason our dataset can be added by doing the following steps:

1: Access the KAAB-ML Github repository here: https://github.com/SushiTeam2022/KAAB-ML





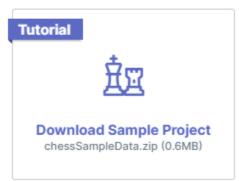
3: Create a new workspace on Roboflow and open a new project and select "Upload Your Own Data".



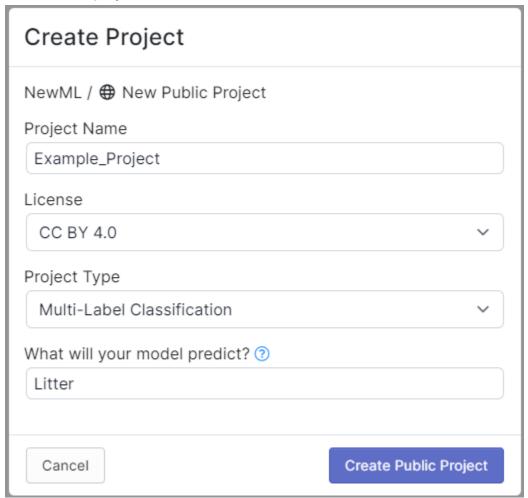
Create Project



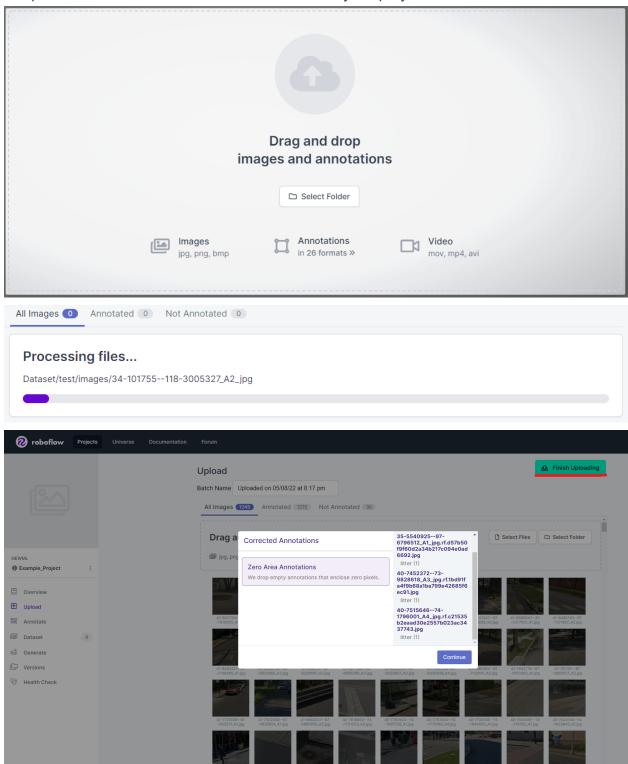




4: fill out the project details:



5: Upload the files downloaded from Github into your project

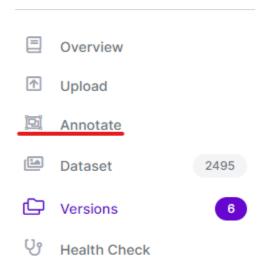


Once these steps are complete, you will be able to use the dataset created by the Sushi Team in your workspace.

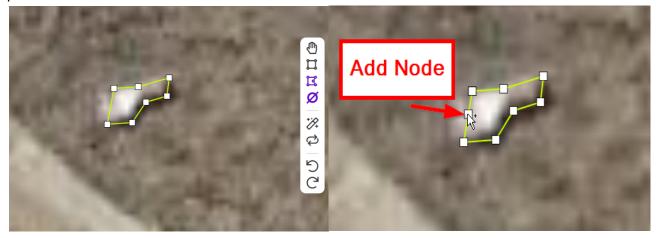
Our Annotation Process:

If you plan to add more images and annotations, we encourage you to use a style and format that works best for you. If you would like to create annotations that correspond with those in our dataset we recommend the following process:

Once you are viewing the project, select "Annotate" from the list of options on the left hand side.



When annotating with Roboflow, there are a number of tools on the right hand side of the screen. For this project we chose to use the polygon tool. This tool works like any other polygon drawing tool insofar as you create a shape by selecting points



In our annotations we strove to draw as closely to the edges of a litter object as possible since many points can be added to a shape, highly detailed annotations can be made.

In the event that there were no litter objects in an image we simply selected the "Mark Null" tool

on the toolbar

