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Gender Studies and Computer Science Student at Bowdoin...  
United States

Experience: Women Make Movies, Bowdoin College, and 1 more

194 mutual connections

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**Linguo Ren**  • You  
CS & Math & Education @ Bowdoin  
Portland, Maine Metropolitan Area

Experience: Bowdoin College, Pinestone Asset Management, and 2 more

**Jeova Farias Sales Rocha Neto** ✓  
Assistant Professor - Bowdoin College  
Brunswick, Maine, United States · [Contact info](#)  
292 connections

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Brunswick, ME

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371 mutual connections

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Brunswick, ME

Experience: Bowdoin College and Bluepha

259 mutual connections

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# album-wiz

## Vinyl Companion

Khue Anh Tran, Mason Daugherty, Tom Han, Linguo Ren

CSCI 3485 *Deep Learning for Computer Vision*

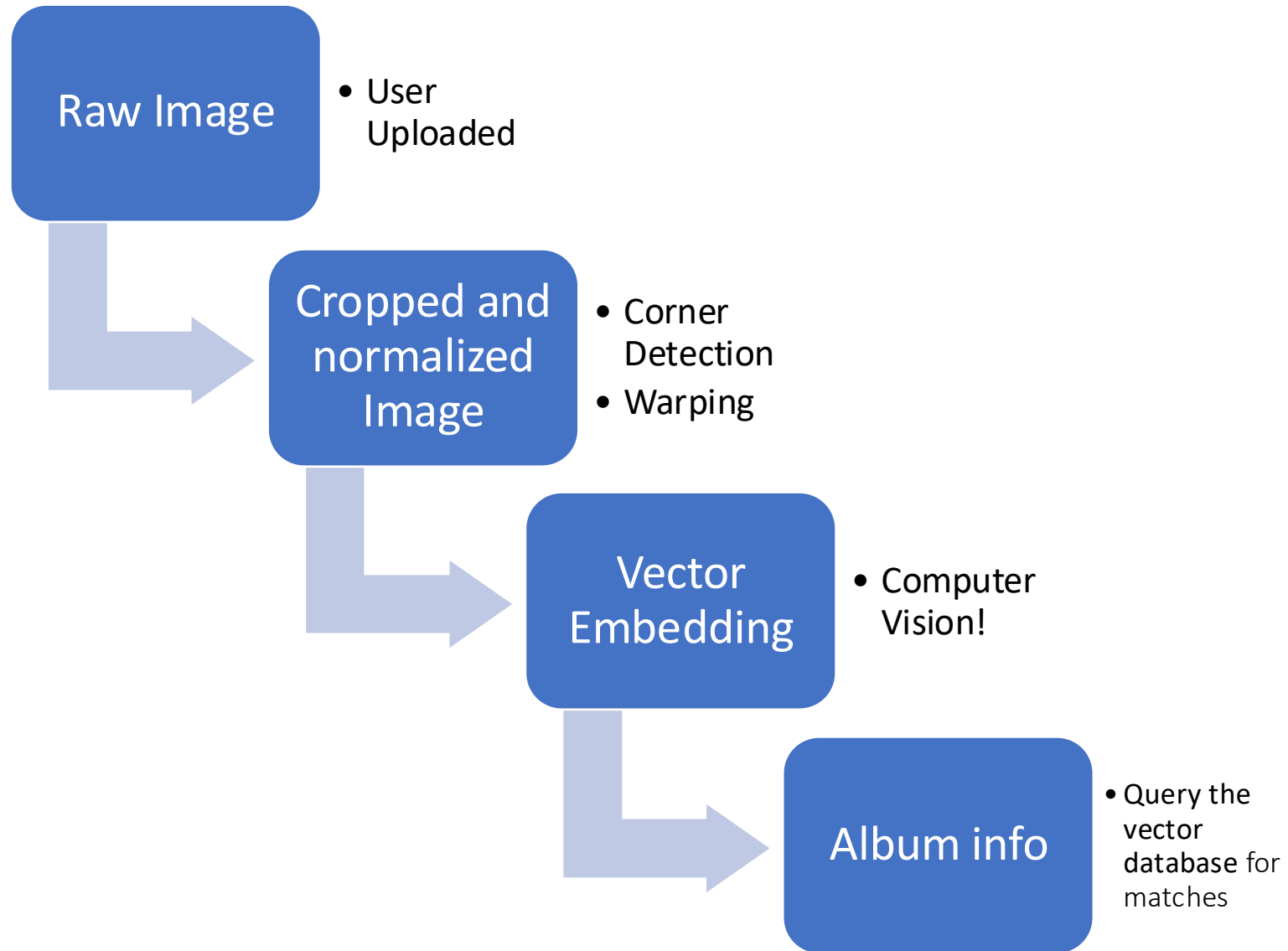
Professor Farias

Dec 17<sup>th</sup>, 2024

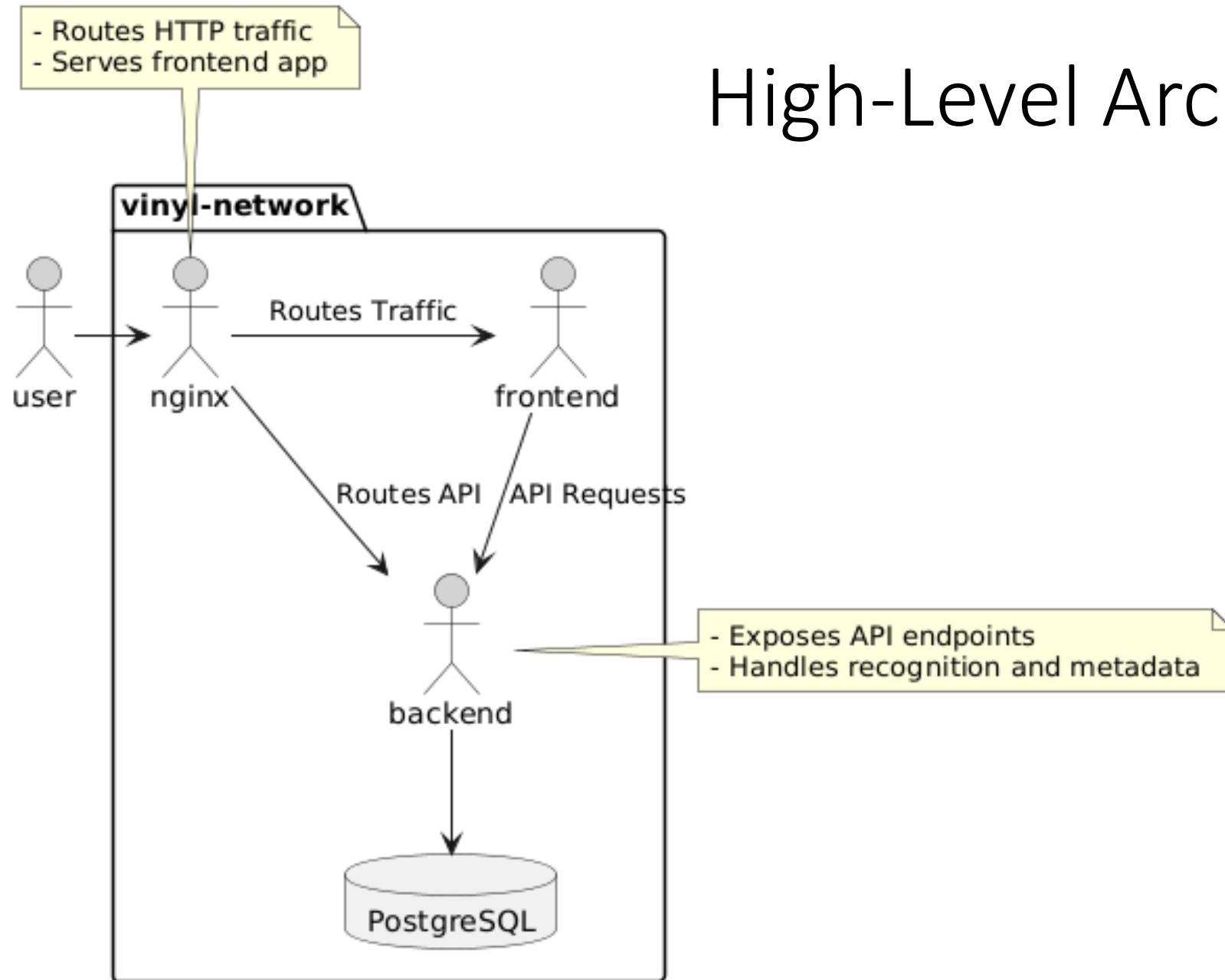








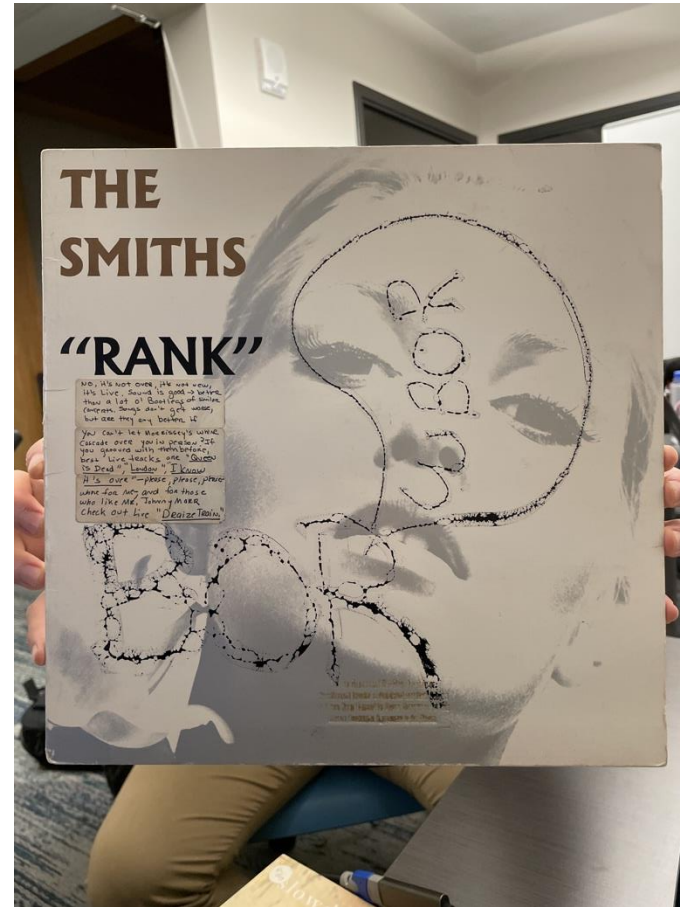
# High-Level Architecture



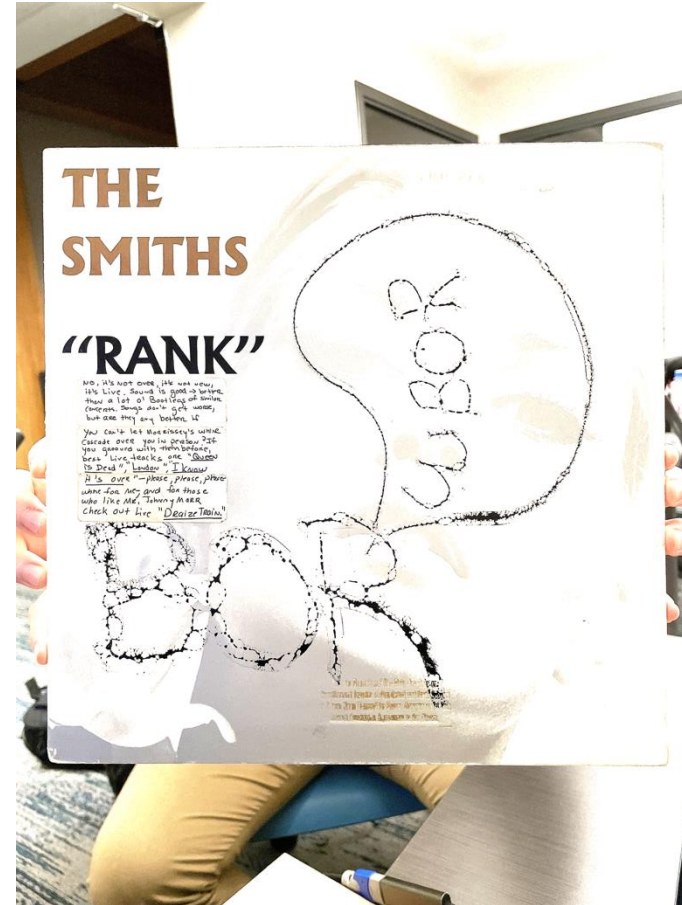
# Square (Album) Detection

- Image Sharpening
- Background Removal
- Line Detection
- Corner Detection
- Perspective Warping

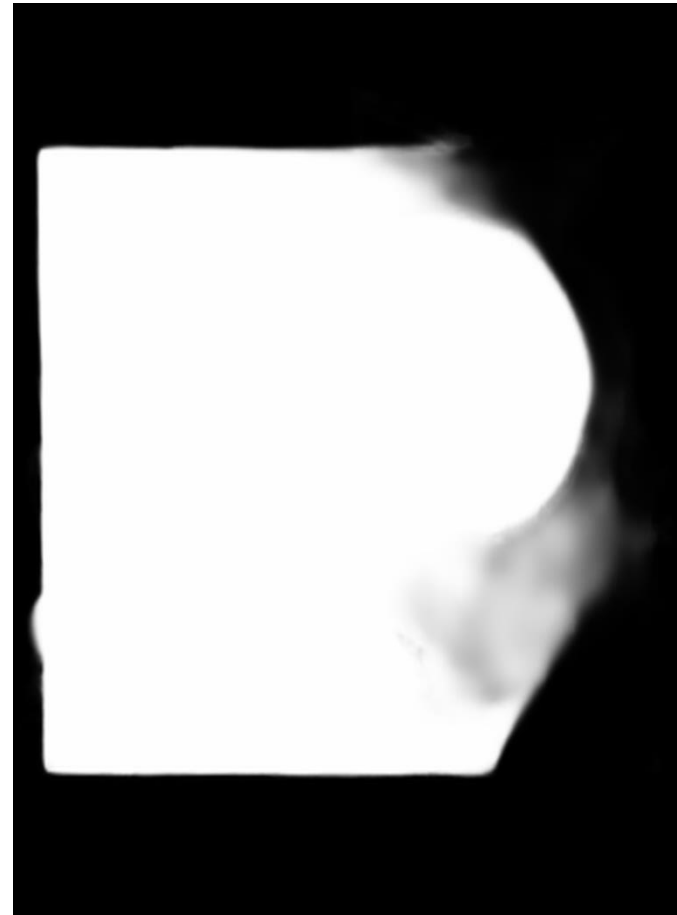
# Original Images



# Image Sharpening (help detect edges)

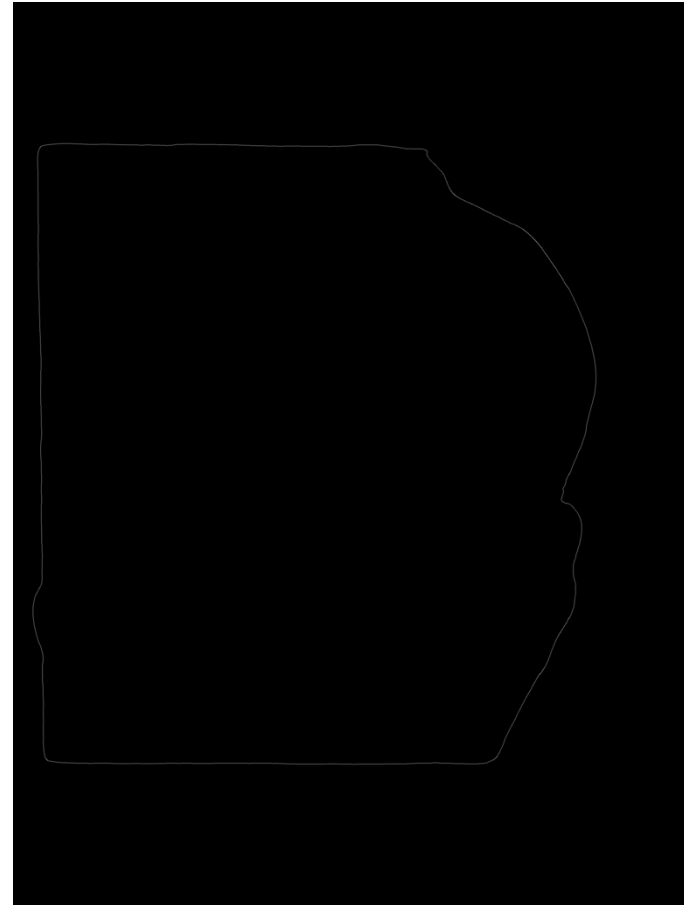
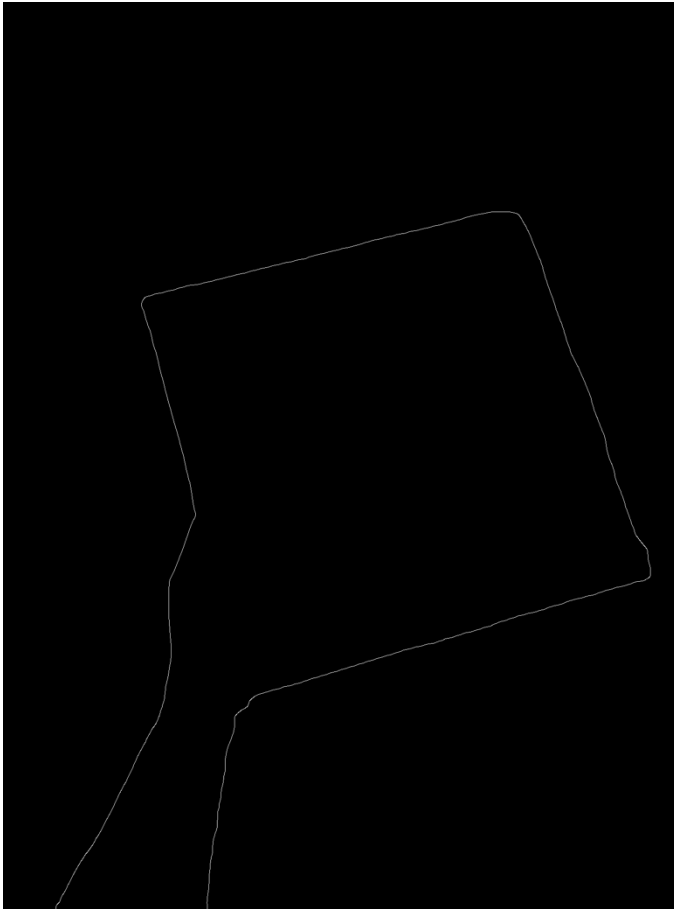


# Background Removal (with dilation)

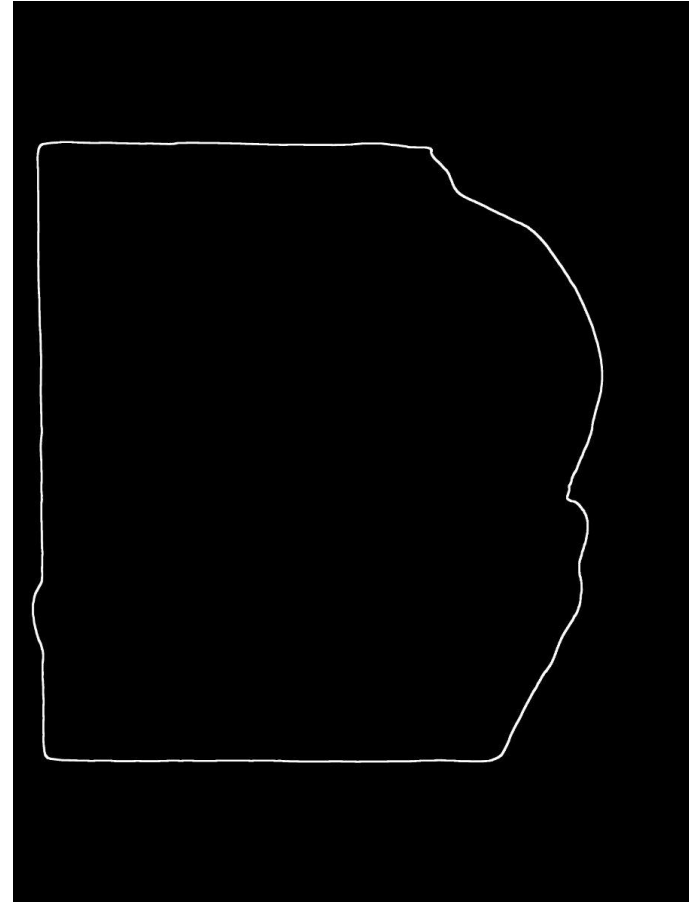
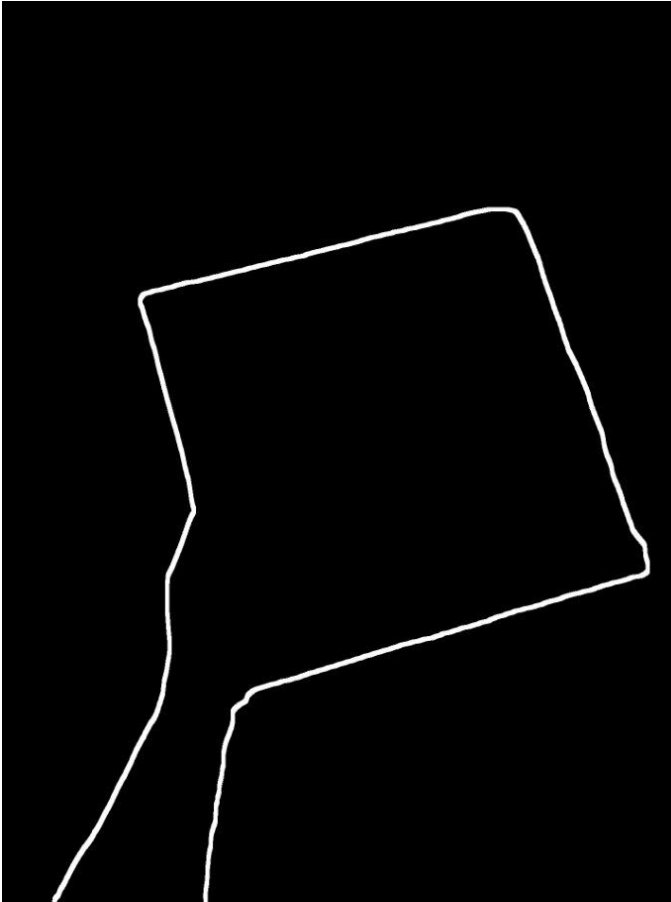




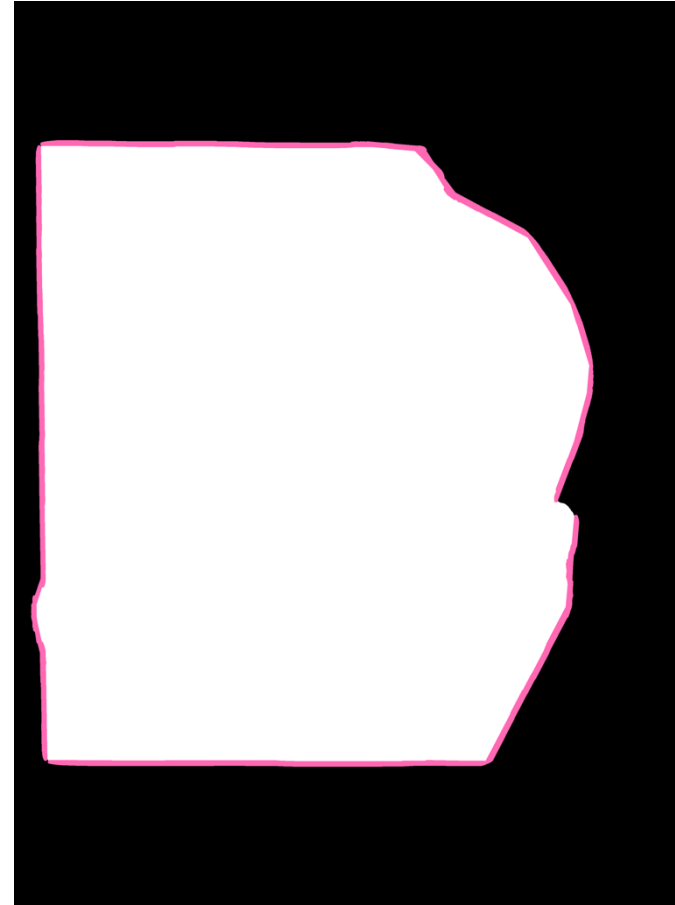
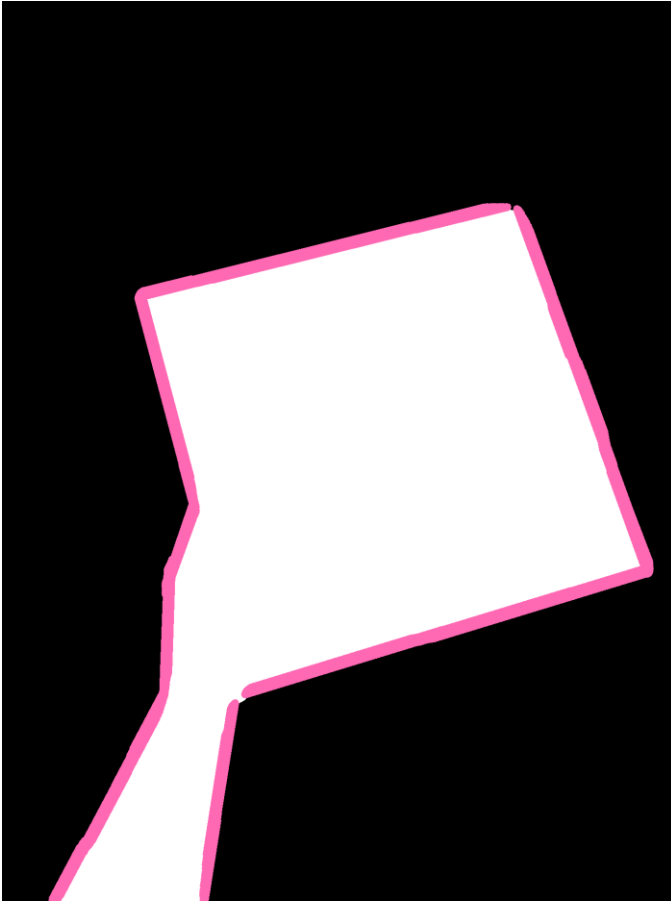
# Line Detection: Canny Edges



# Line Detection: Dilated Edges

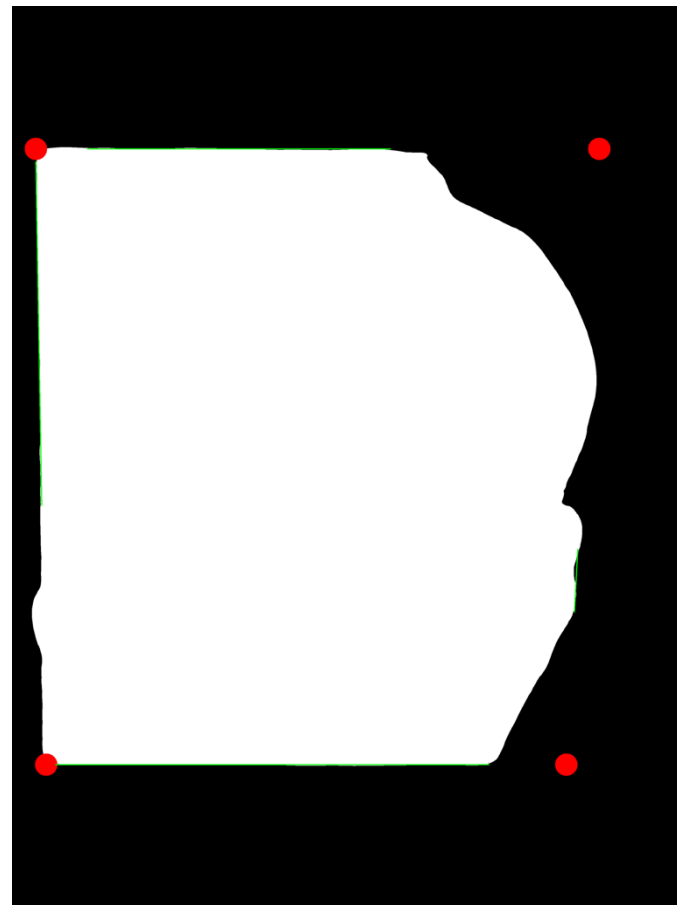
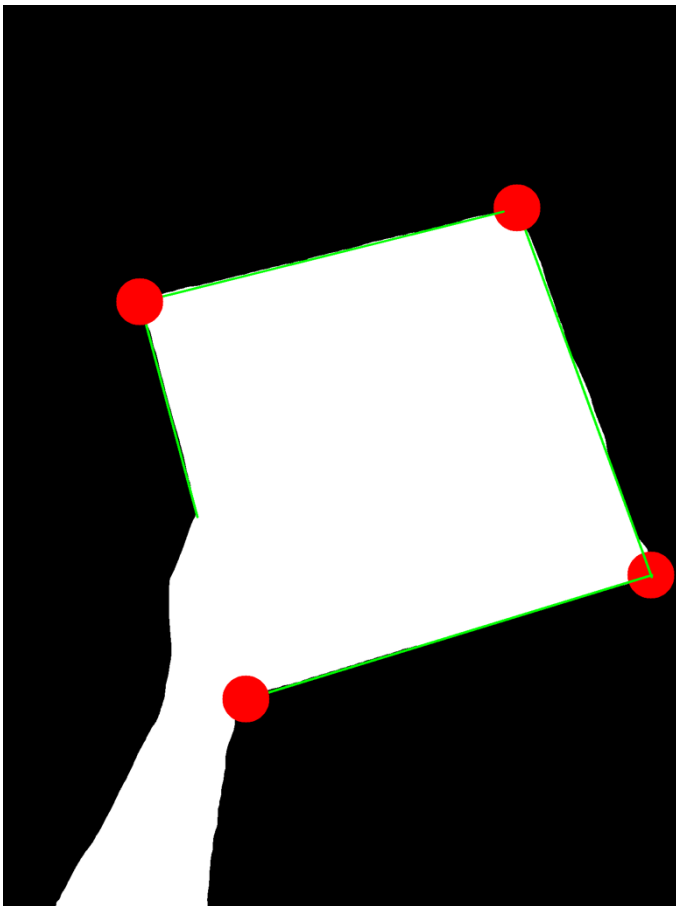


# Line Detection: Unique Lines

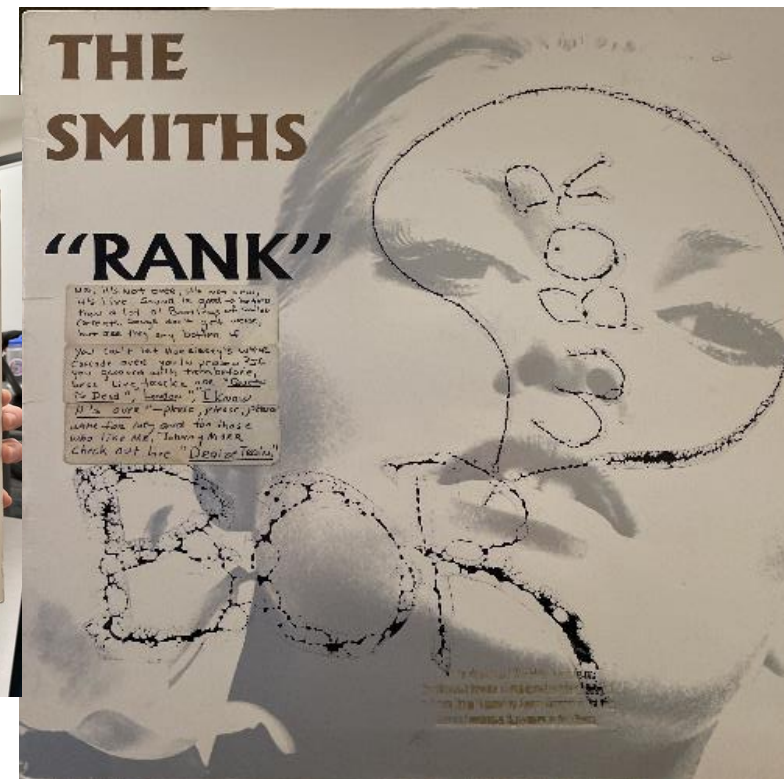
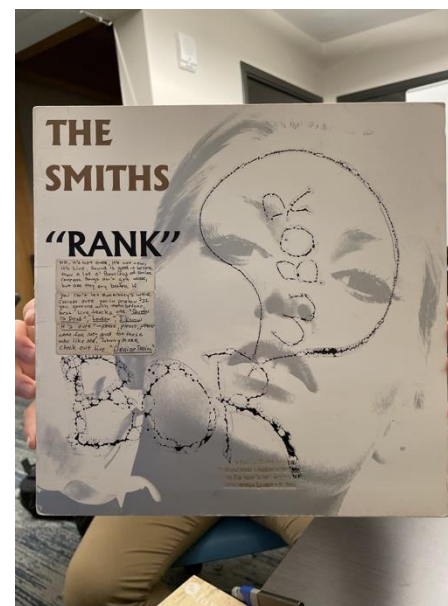




# Corner Detection

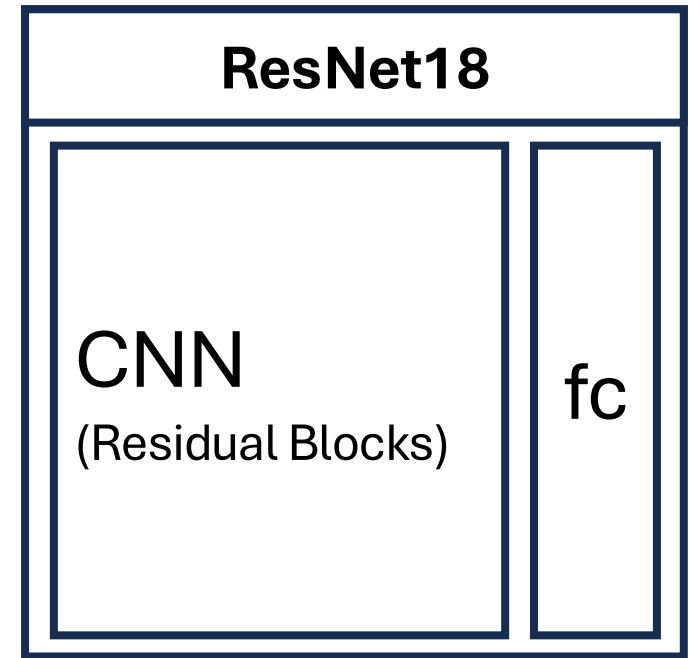


# Perspective Warping



# Model Training

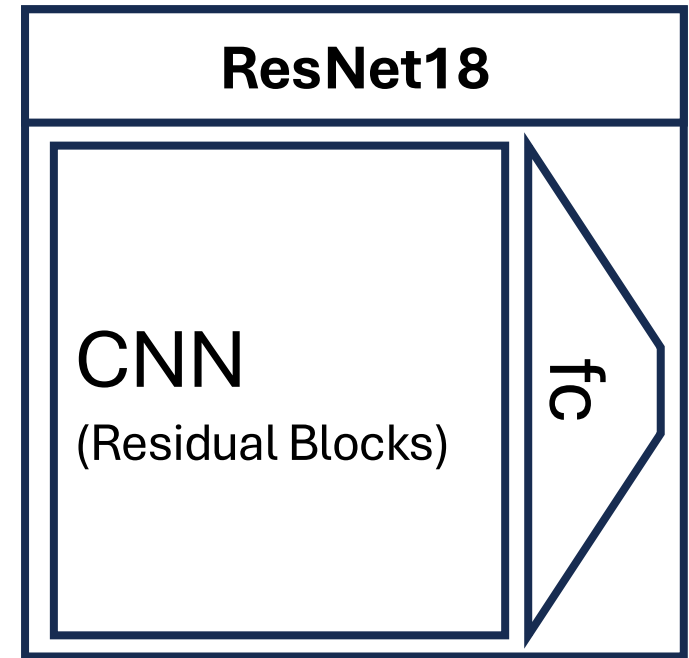
- Faster (compared to ResNet51)
- Original output of ResNet18: 1000
  - Too long, not efficient for vector search
  - Not power of 2

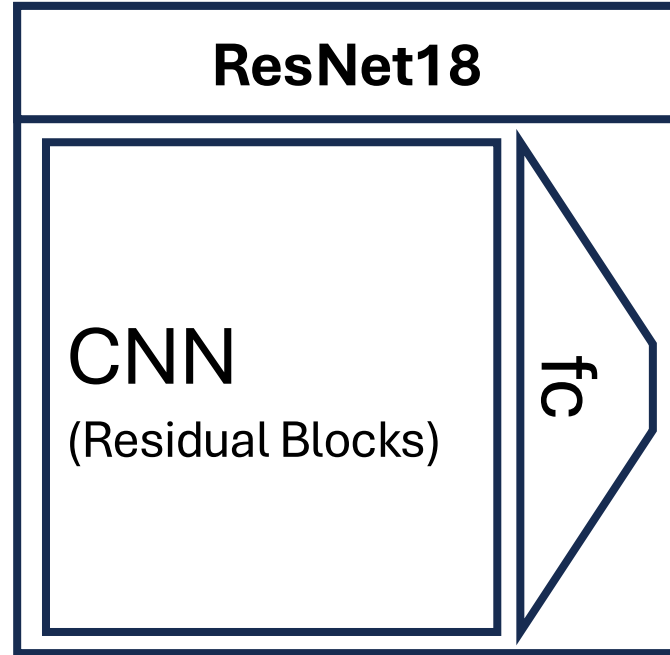


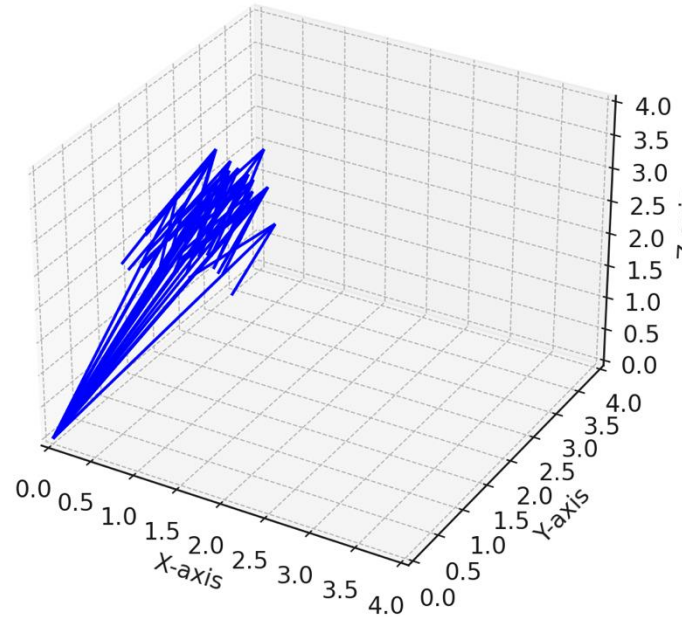
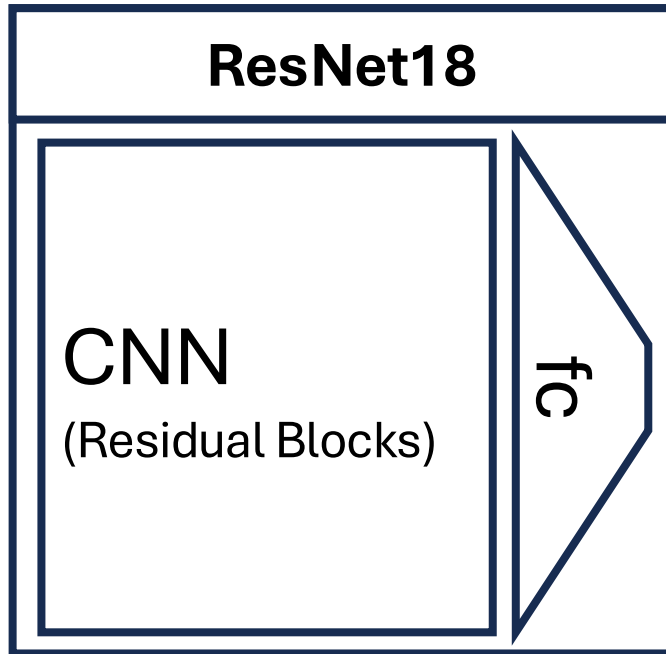


# Model Training

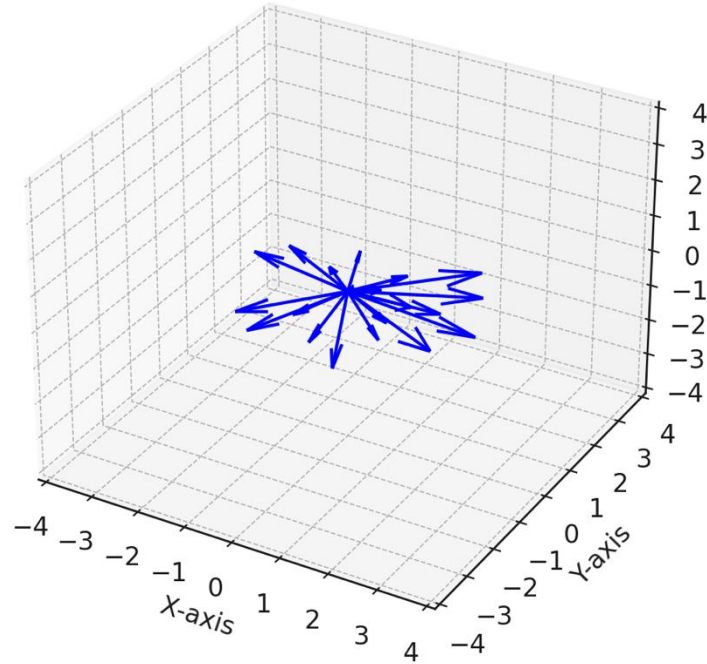
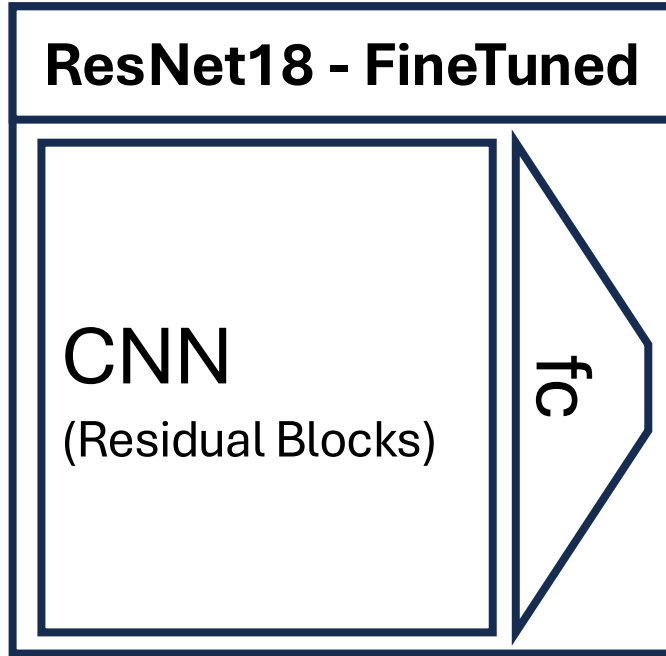
- Original output of ResNet18: 1000
  - Too long, not efficient for vector search
  - Not power of 2
- New length: 256
  - Short
  - Is power of 2
  - BONUS: Faster to train!
  - SKINNY











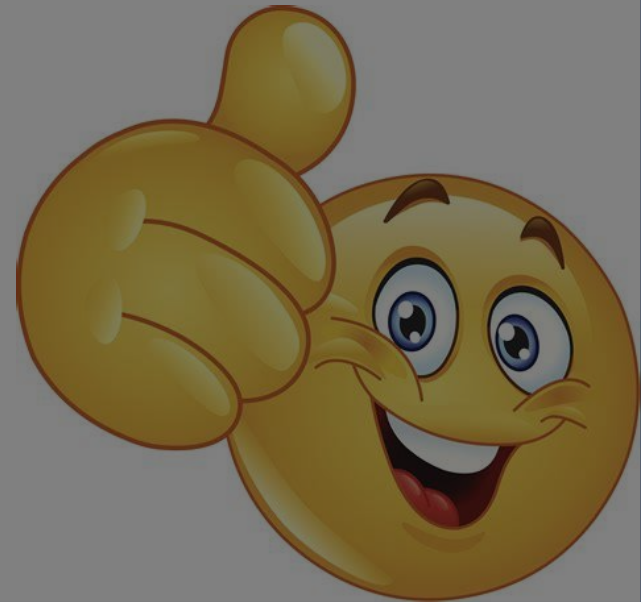
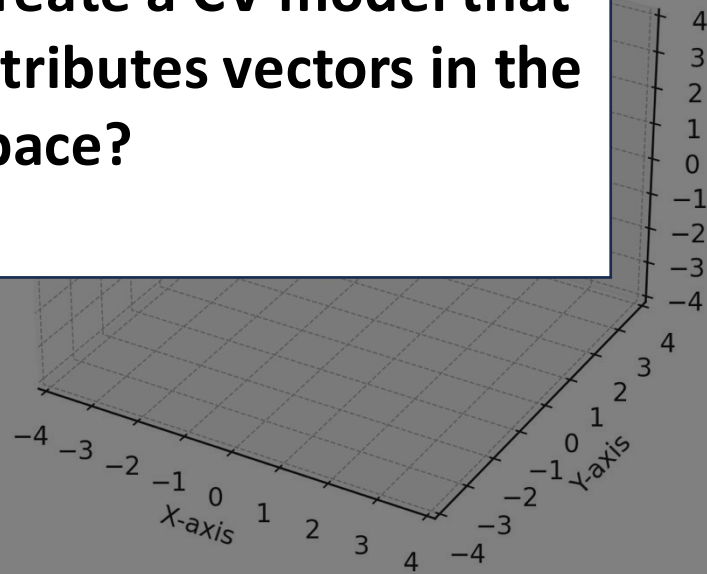
ResNet18 - Fi

CNN

(Residual Blocks)

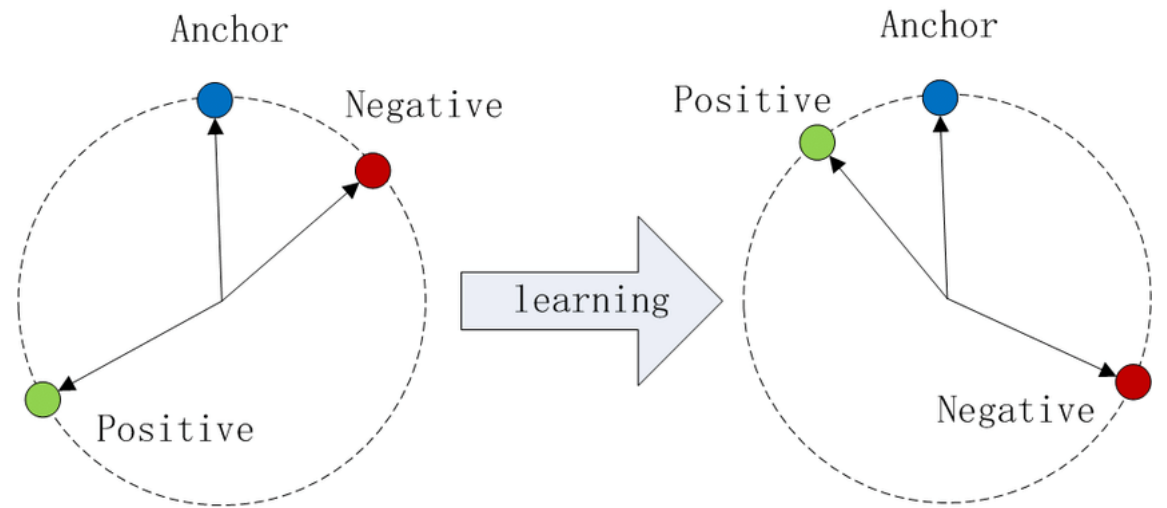
fc

How do we create a CV model that uniformly distributes vectors in the embedded space?

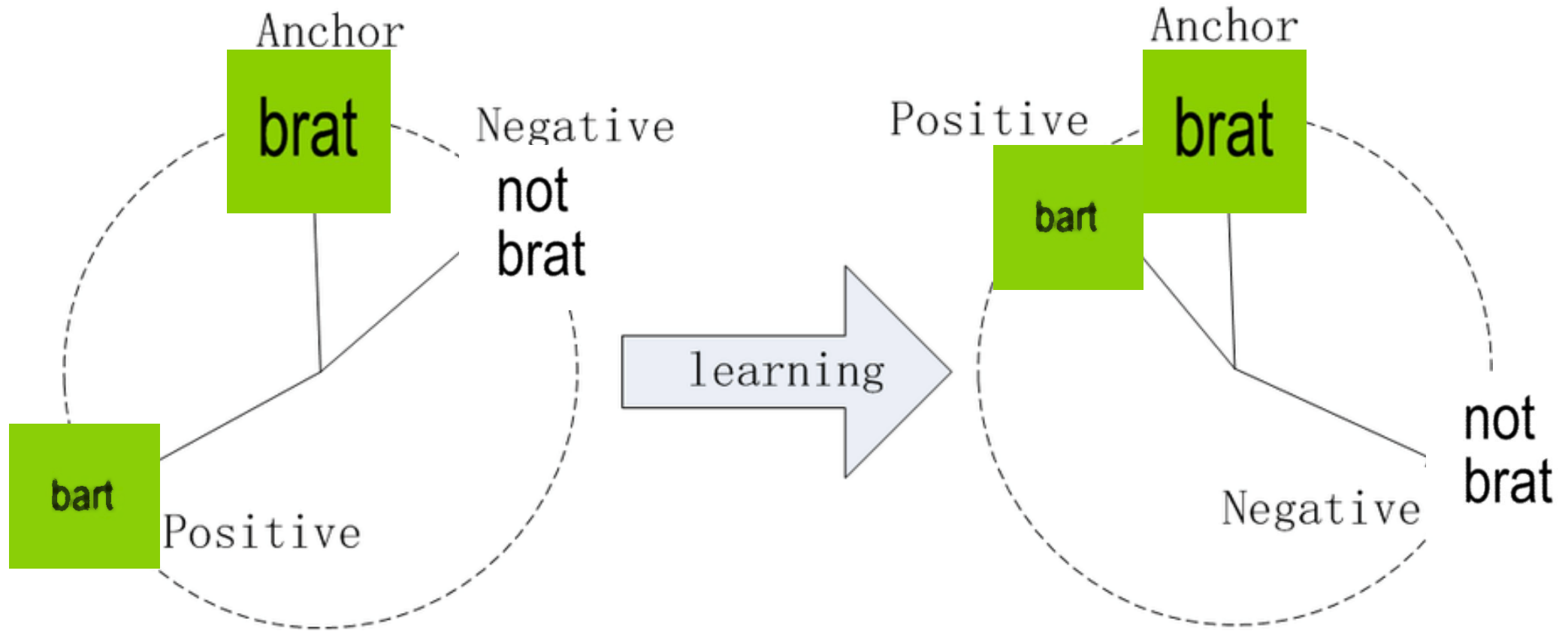


# Triplet Loss

- Similar data points are closer together, and dissimilar ones are farther apart.
- In this case:
  - **Anchor**: Original Cover
  - **Positive**: Camera captured
  - **Negative**: A different cover

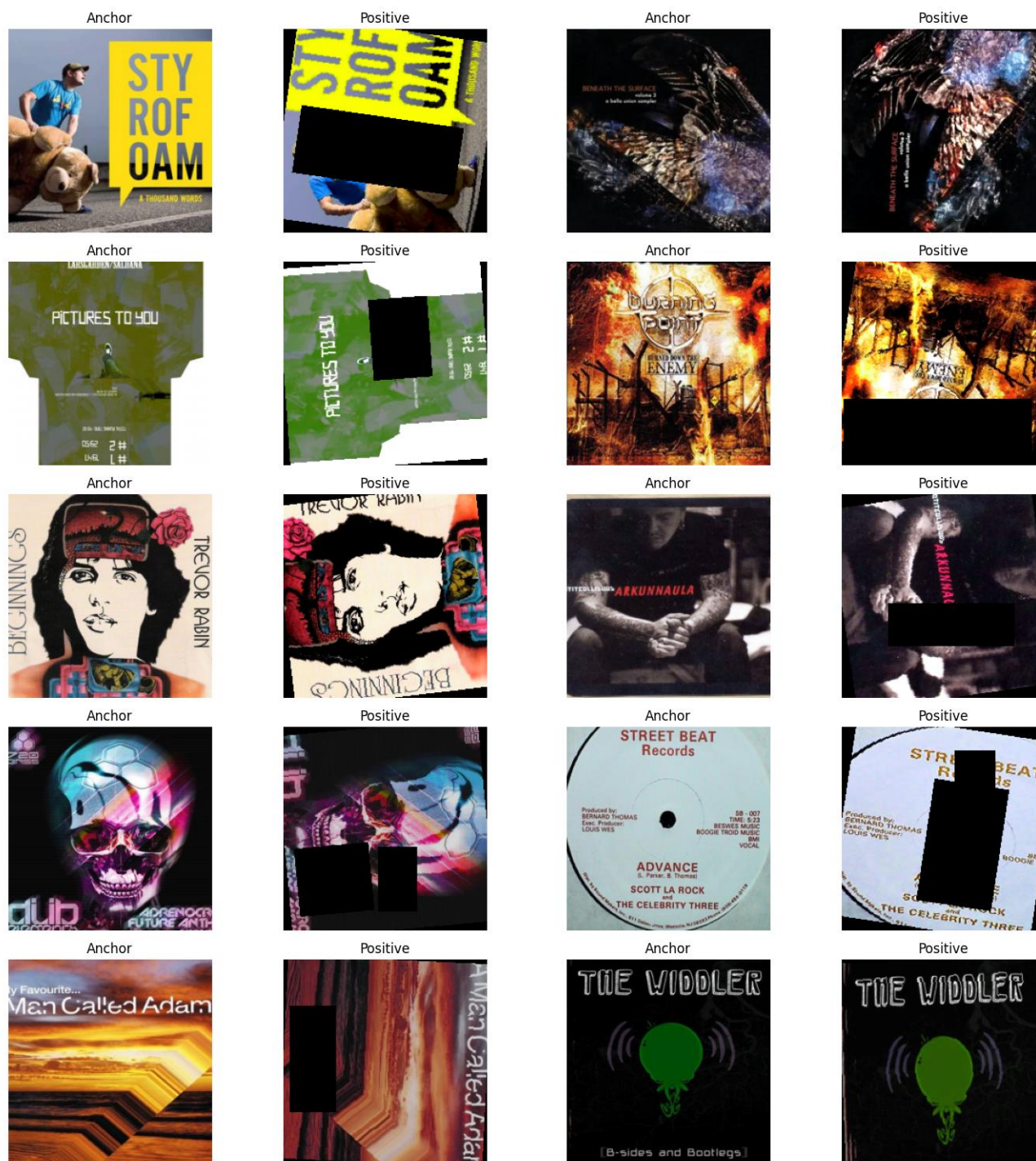


# Triplet Loss



# Transformation

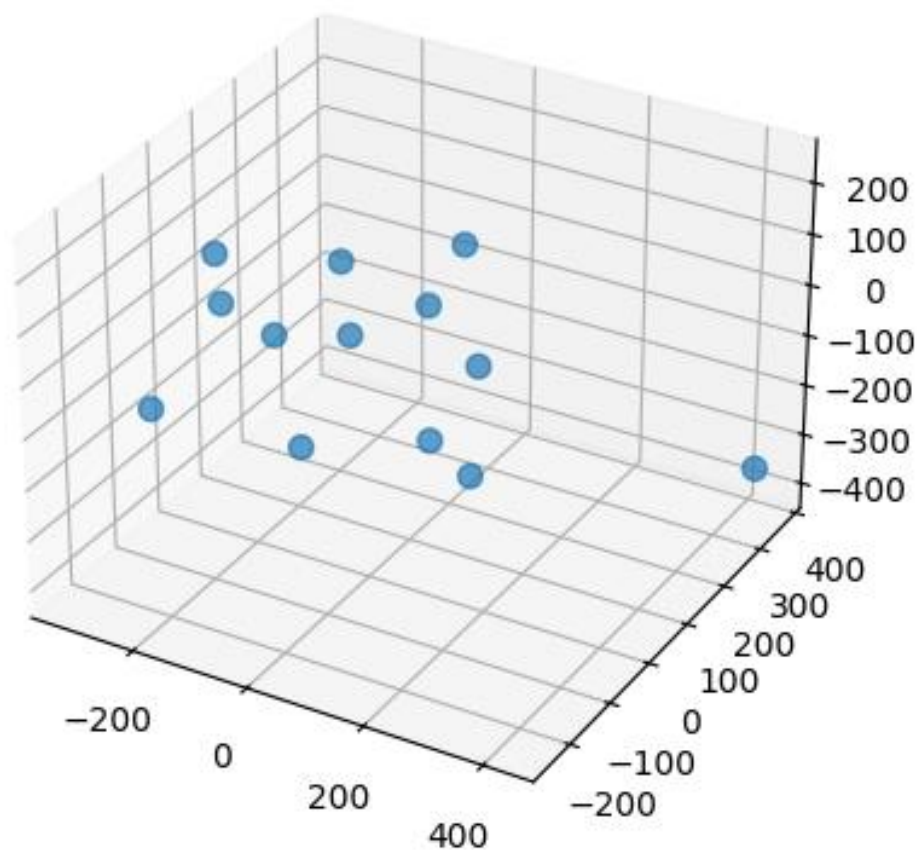
- Approximate camera artifact.
  - Gaussian Blur is too expensive
- Colored Noise
- Random rotation
- Tilt ( $\leq 15$  degree)
- $\leq 30\%$  of area covered



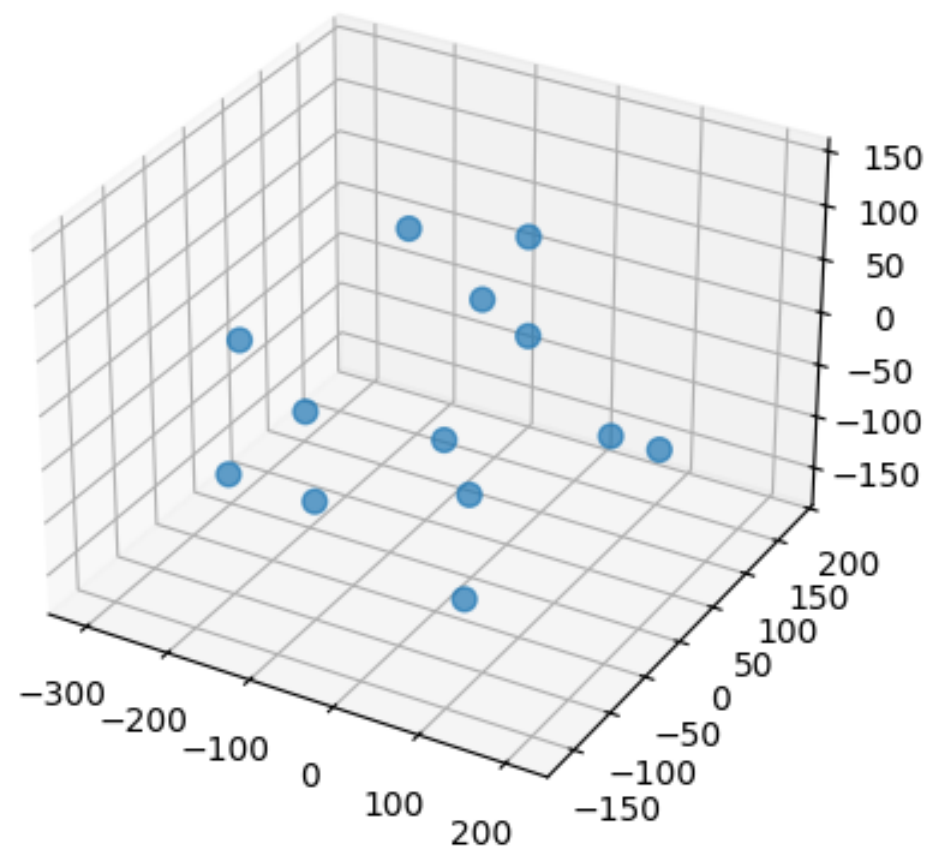


# Result

3D Embedding Visualization of ResNet 18 (Raw)



3D Embedding Visualization of ResNet 18 (Fine Tuned)



# Actual Results

- Mostly good
  - Struggles with certain album art types and lighting conditions
  - Non-deterministic results with multiple albums in frame
- Initial setup is still fairly involved for stations deploying

## Acknowledgements

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- Us four!
- Jeova
- WBOR
- RIP Dudley Coe
- Steve Jobs

wbor

