

Coursework: Participating in a AICrowd challenge
Crowdsourcing and AI

Michael Mosimann

Université de Genève

Faculté des Sciences

Département d'informatique

The code related part:

So far, i have posted only the baseline as submissions to test the submission process and to see what score i need to improve on. I have been working on the code and looking around the web to have some ideas, and test some codes to see how it might improve the AI.

I had some problems with installing some libraries, and had some memory problems as the program took a lot of memory.

I had some ram memory problems on my machine, and executing the code with Colab, seems to make the program work.

I have tried to work on smoke elimination, but also tried to do the speed detection, as I have been stuck on smoke elimination and haven't made any result worth submitting.

For the smoke elimination, a generative model seems a good idea to restore the images with some smoke into images without any smoke. It might gain a better score than the given baseline, since the baseline does not change the test images, it returns them unchanged.

The main idea is to train an AI to transform an image with smoke into a clear image, by learning to associate a smoke image to the same image without the smoke, and trying to generate a clear image from an image with smoke.

For the speed detection challenge. I tried to grayscale and it seems that grayscaling does not improve the score, but worsens it.

I have tried to use difference models to see if it impacts the performance of the training and might help improve the score.

The squeezenet1_1 gives very bad results for the speed recognition, whereas the resnet18 improves the score a lot.

It shows how some models can solve more efficiently some problems compared to others models, whereas with another problem, the same model could do poorly.

The resnet34 improves a little bit the score, but the major downside is that it's take a lot of time to train/compute it, due to the complexity of the model.

So the choice of the models depends on the improving the score while having an acceptable training time, not to long.

I look most of the time for online information, while trying some parts of code and trying to understand how it works, in order to see if I can use it to improve the program and have a better score.

Observations on the participants of the AICrowd.

At the beginnings, there was not much discussion between participants in the discussion tabs of the AI Blitz challenges. It was mostly bug reports, like about submission limits.

So far, it seems that the participants aren't discussing with each others, only one has giving some help to possibly improve the score, at this point of writing(14.05.2021). The hint is to sort by index, as the resulting file isn't sorted, and it has improved the score of the file. The user is called Victorkras2008.

Looking at the leaderboard, it's interesting to note that the people holding the top places, hold the first place on most of all the challenges in the blitz, and in the case they don't hold the first place, they remain in the top of the leaderboard.

It does shows that it attracts some good AI programmers, as the participants are really good at improving the score.

With these observations, it leads me to think that most participants are more in a competitive state than a helpful mindset, which the cause might be to win the reward.

I checked the AICrowd discord to see if the participants used this to help each other. For this challenge, the AIBlitz room was used to complain about the baseline(the F1 Team Classification) giving a perfect score for the first challenge, and so far, it seems the participant doesn't help each other for this Blitz challenge on Discord, although the discussions in the some of the other rooms show that the participants do chat with each others.

The participants of AICrowd can use the <https://discourse.aicrowd.com/> page or discord to chat, <https://discord.com/invite/5Q7Tfw3tk> , either with the other participants or staff members. About 1411 members on Discord.

At this time of writing this line, (16.05.2021), there is 123 participants and 12 teams. On the 19th of may, there is 144 participants and 13 teams. On the 20th of may, at 10:49 am, there is 150 participants and 14 teams, and no new discussion and notebooks in the blitz page. The other challenges may be more active, and more interesting for other participants.