

AISS CV Final Presentation

Pandemic Package Team

Agenda

■ Project

- Use Case
- Timeline



■ Implementation

- Training Data Collection
- Data Augmentation
- System Architecture
- Object Detection Models

■ Evaluation

- Results
- Documentation
- Lessons Learned
- Outlook

Our Team



- **Alexey Rosenberg**
- Industrial Engineering (1st M.Sc.)
- Application Engineer



- **Luca Deck**
- Industrial Engineering (4th M.Sc.)
- Project Manager



- **Bolatito Zäch**
- Industrial Engineering (3rd M.Sc.)
- ML Engineer



- **Joel Oswald**
- Information Systems (2nd M.Sc.)
- Infrastructure

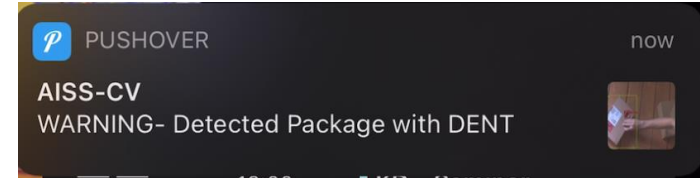
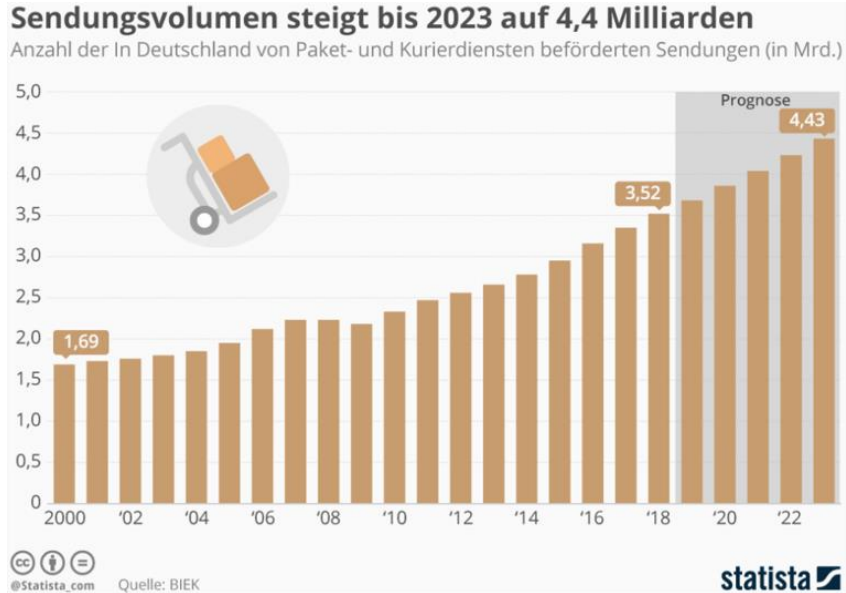


- **Manuel Sauter**
- Information Systems (2nd M.Sc.)
- Data Scientist

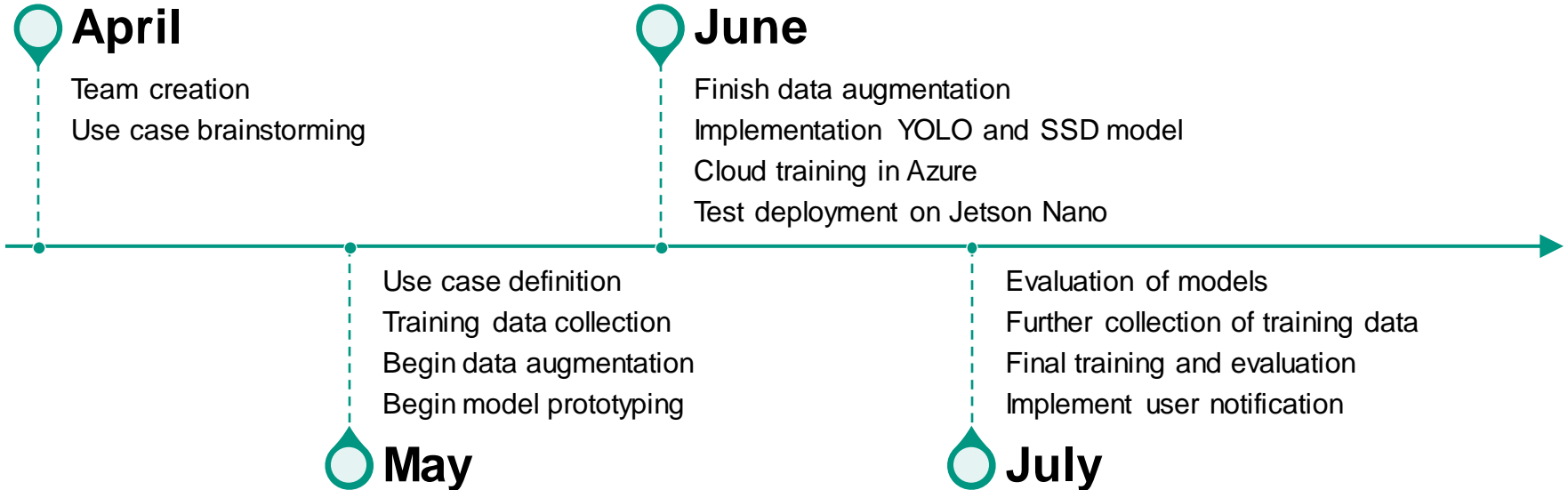


- **Johannes Jestram**
- Information Systems (2nd M.Sc.)
- ML Engineer

Use Case



Project Timeline



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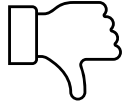


■ Evaluation

- Results
- Documentation
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Training Data Collection (1/2)

- First Collection in May (~440)
- Every team member labeled approx. the same number of pictures
- Careful box/damage ratio
 - ➡ reduce overfitting
- Different cameras
- Different backgrounds
- Different resolutions

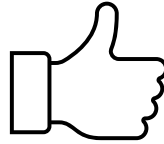


Training data harder than usecase



Training Data Collection (2/2)

- Second collection in July (~270)
- Negative examples
- Static background
- Captured with Jetson camera

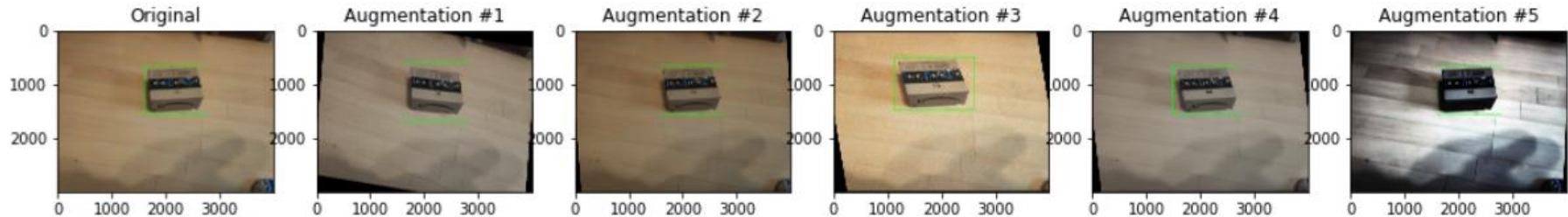
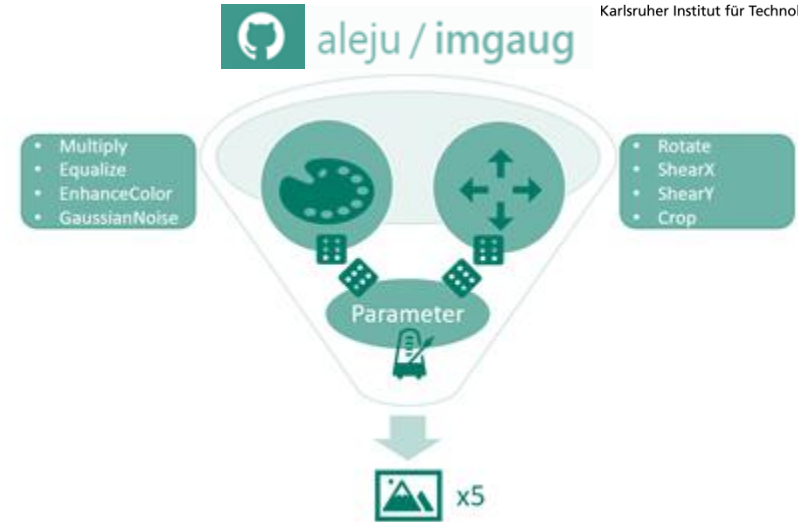


Training data closer to the usecase



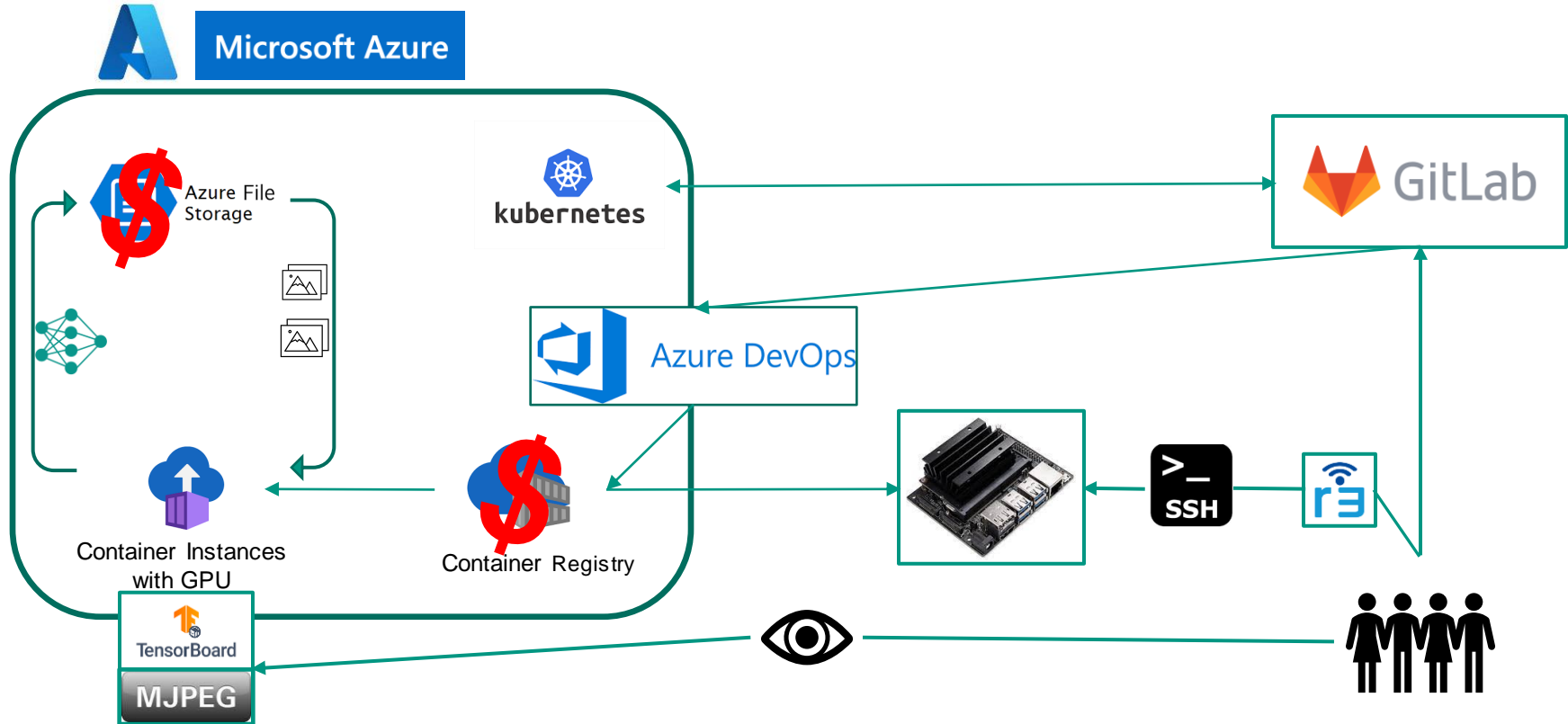
Data Augmentation

- Inspired from bbaug paper ^[1]
- Multi-stage randomization
- Implemented offline
- Diversity of augmentations



[1] <https://arxiv.org/abs/1906.11172>

System Architecture



Object Detection Models

- Multiple common frameworks
 - Unsure which is best/feasible
- ➡ Both



■ Darknet:

- Fast, plain C
- State of the Art: YOLO
- Training abstracted from code
- One Stage
- Conversion to TensorRT

■ TF2 OD API:

- Variety of models
- One interface for many architectures
- SSD
 - One Stage
 - MobileNet/ResNet feature extractor
- Training abstracted from code



LIVE NOW

(or backup video)



PandamicPackage - TF

FPS: 4.31

BOX 1.00



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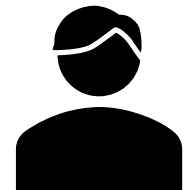
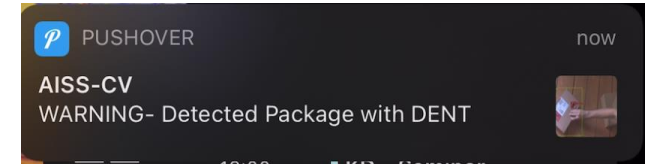


Key Performance Indicators

KPI \ Model	YOLOv4	YOLOv4-tiny	SSD with MobileNet
FPS on Jetson	5±3	22±8	4±2
mAP@0.5 IoU (validation)	(0.84)	0.54	0.79
Training time	(12h)	9h	6-30h

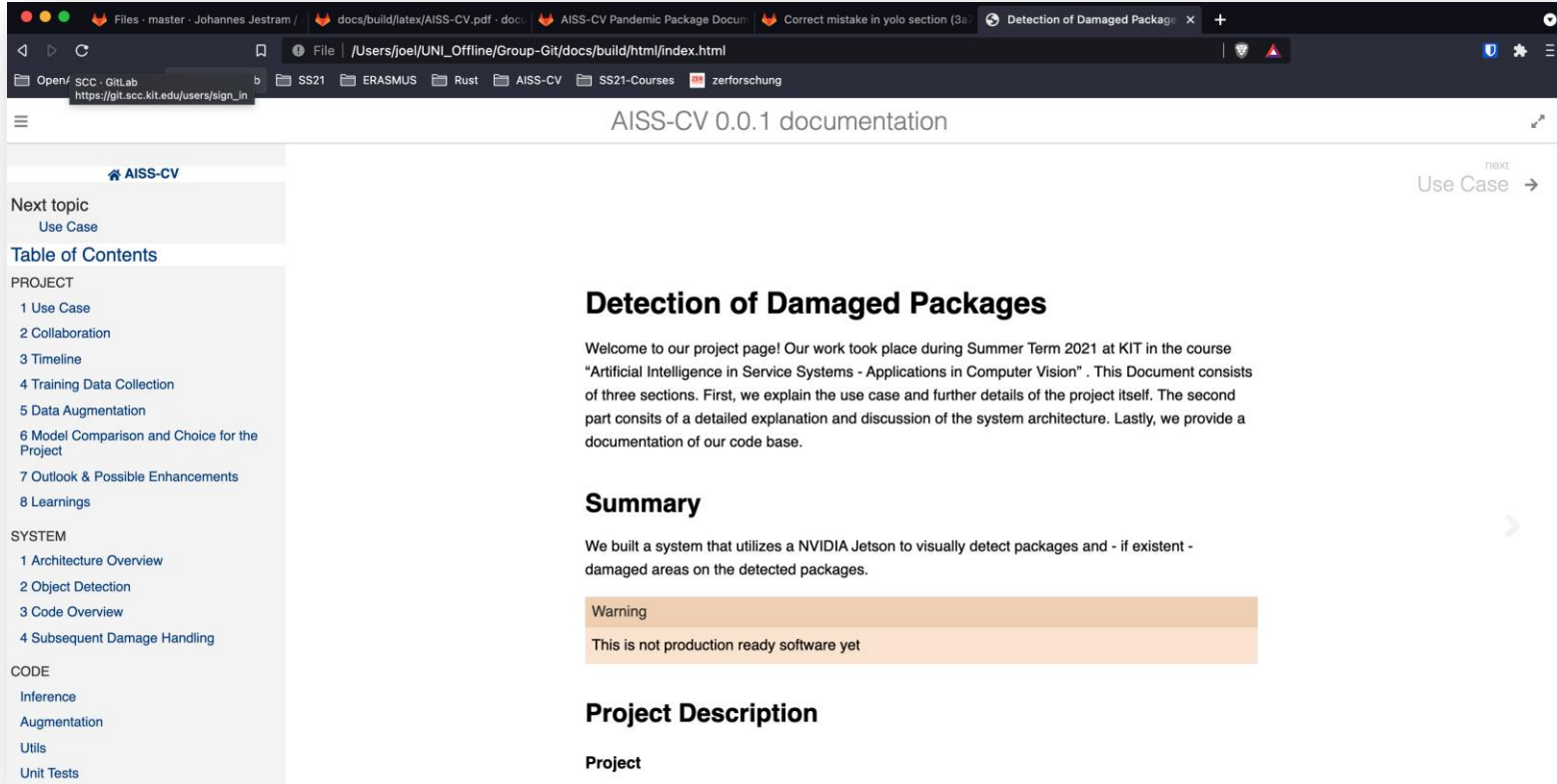
Application

- System detects damages and labels image
- Control Loop: model agnostic (TensorRT - TF)
- User notified about damage with Pushover API
 - Push notification with labeled image
 - SMS message also possible



User

Documentation



The screenshot shows a web browser displaying the 'AISS-CV 0.0.1 documentation' page. The browser's address bar shows the URL `/Users/joel/UNI_Offline/Group-Git/docs/build/html/index.html`. The page has a dark sidebar on the left with a navigation menu. The main content area is white and features the title 'Detection of Damaged Packages' in a large, bold font. Below the title, there is a welcome message and a 'Summary' section. A warning box is visible, stating 'This is not production ready software yet'. The sidebar menu includes sections for 'Next topic', 'Table of Contents', 'PROJECT', 'SYSTEM', and 'CODE'.

AISS-CV 0.0.1 documentation

AISS-CV

Next topic
Use Case

Table of Contents

PROJECT

- 1 Use Case
- 2 Collaboration
- 3 Timeline
- 4 Training Data Collection
- 5 Data Augmentation
- 6 Model Comparison and Choice for the Project
- 7 Outlook & Possible Enhancements
- 8 Learnings

SYSTEM

- 1 Architecture Overview
- 2 Object Detection
- 3 Code Overview
- 4 Subsequent Damage Handling

CODE

- Inference
- Augmentation
- Utils
- Unit Tests

Detection of Damaged Packages

Welcome to our project page! Our work took place during Summer Term 2021 at KIT in the course "Artificial Intelligence in Service Systems - Applications in Computer Vision". This Document consists of three sections. First, we explain the use case and further details of the project itself. The second part consists of a detailed explanation and discussion of the system architecture. Lastly, we provide a documentation of our code base.

Summary

We built a system that utilizes a NVIDIA Jetson to visually detect packages and - if existent - damaged areas on the detected packages.

Warning

This is not production ready software yet

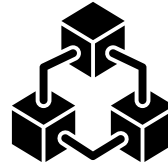
Project Description

Project

Lessons Learned

Selection of appropriate Framework

- SotA vs effort to use



Training Data Collection

- Overcomplex environment
- Too much labeling effort
- Production camera



Co-Working & Communication

- Read ReadMes
- Get used to Git flow



Real-Life Insights and Fine-Tuning for the Working Environment

- Define relevant critical properties based on domain knowledge
- Specify the interpretation and handling of critical properties

Two-Stage Model Architecture

- One model detects the boxes and a second model detects the damages
- Compare performance to our one-stage model

Implementation of Polygon Labels and Instance Segmentation

- Leverage polygons with a segmentation
- Compare improvements in KPIs to increase in complexity

Deployment: Integration into a Warehouse Management System (WMS)

- Create an interface for common WMS to facilitate seamless integration

Thank you for your attention!



BACKUP