February 07ᵗʰ - Weekly Update

Back-End Team [Janak and Aravinthakshan]

- The XMem++ code has been modified to work with LabelMe
- A small batch of manually annotated images can now be created using SAM/Internal tools and stored in a designated directory.
- These manually annotated images serve as input for XMem++, which then generates annotations for subsequent video frames.

Next Steps (1 Week)

- Implement the feed-forward network into the model to facilitate iterative correction of annotations.
- Validate the accuracy of generated annotations and log the performance to see if iterative correction is actually helping model do better than base XMem++

Front-End Team [Prasanna and Kavya]

- Focused on refining and enhancing the precision of the existing tools for a smoother user experience.
- Improved the functionality of the Move and Eraser tools to ensure more accurate and intuitive interactions on different sized images.

Next Steps

- Enable users to add points between two existing points on a polygon, dynamically reforming the polygon based on the new point.

- Continue refining the tools to improve precision, ensuring a smoother and more intuitive user experience.