January 31st 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]

- Users can now plot multiple points on a graph or map, with each point being added interactively.
- The plotted points are automatically connected by lines, forming a closed polygon, allowing users to define custom areas or shapes.
- Users have the ability to label the polygon, adding contextual information to the shape for better identification and clarity.

Next Steps (1-2 Week)

- Implement functionality to allow users to draw multiple polygons on the same image or canvas, enabling them to define several areas or shapes independently.
- Add a feature that makes the plotted points draggable, so users can move them around the canvas, which will automatically update the connected polygon.