

Pixel SkelNetOn

As the most common data format for segmentation or pixel-wise classification neural network models, our first domain poses the challenge of extracting the skeleton pixels from a given shape in an image. The participants need to overcome fundamental problems like class imbalance, global structure search, and robustness constraints while reducing the given shapes to clean skeleton pixels. Although the output will not be a true geometric representation, it is easier to convert the skeleton pixels to a vector format. This is a binary classification problem to detect the skeleton pixels for a given shape image.

This competition is a part of Deep Learning for Geometric Shape Understanding Workshop, in association with CVPR 2019.

For details about other SkelNetOns and the workshop: <http://ubee.enseeiht.fr/skelneton/>

For details about the dataset and example baselines: <https://arxiv.org/abs/1903.09233>

Please refer to the following paper if you participate in this challenge or use the dataset for your approach:

```
@ARTICLE{SkelNetOn19,
  author = {{Demir}, Ilke and {Hahn}, Camilla and {Leonard}, Kathryn and {Mori
n},
  Geraldine and {Rahbani}, Dana and {Panotopoulou}, Athina and {Fondevilla},
  Amelie and {Balashova}, Elena and {Durix}, Bastien and {Kortylewski}, Adam},
  title = "{SkelNetOn 2019 Dataset and Challenge on Deep Learning for Geometric
Shape Understanding}",
  journal = {arXiv e-prints},
  keywords = {Computer Science - Computer Vision and Pattern Recognition},
  year = "2019",

  eprint = {1903.09233},
  primaryClass = {cs.CV}
}
```

#	Username	Score
1	digitalspecialists	0.7710
2	opanichev	0.7582
3	sabarinathan	0.7480