

SPORT ***Classification***

Here we go 🚨:
Oscar & Viktor



01

Data Set Augmentation





TIMELINE



STEP 1

The data



STEP 2

Benchmark model



STEP 3

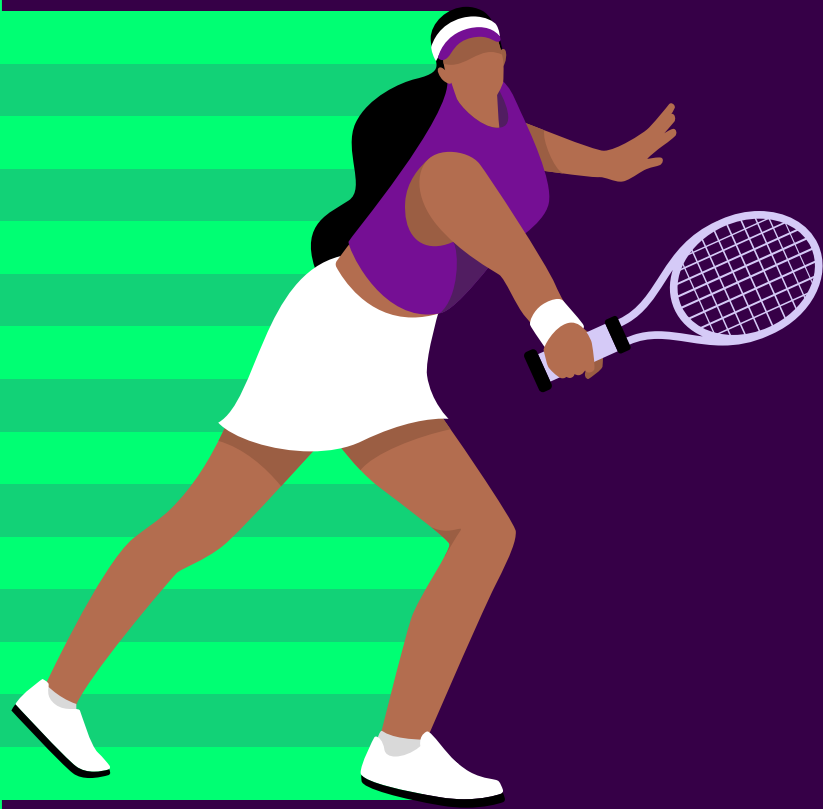
Manipulate the data



STEP 4

Compare

The data set



13 493

Trainable images

100

Classes

500

Test images

500

***Validation
images***



A 5x10 grid of 50 sports-related icons. The icons are arranged in five rows and ten columns. The first row includes icons for goggles, a tennis ball, a jersey with the number 3, a sneaker, crossed hockey sticks, a key, a roller skate, a tennis racket, a volleyball, and another sneaker. The second row features a hand, a soccer ball, a car, a soccer ball, a pair of pants, a pair of boxing gloves, a roller skate, a helmet, a soccer ball, and a sneaker. The third row shows a helmet, a soccer ball, a tennis racket, a pair of shorts, a jersey, a pair of boxing gloves, a pair of socks, a pair of pants, a lightbulb, and a hand. The fourth row contains a sneaker, a sneaker, a soccer ball, a jersey with the number 8, a hand, a bicycle, a soccer ball, a jersey, a soccer ball, and a basketball. The fifth row displays a soccer ball, a pair of pants, a soccer ball, a jersey, a jersey, a soccer ball, a jersey, a soccer ball, a helmet, and a soccer ball.



Base Model Architecture



EfficientNetB0

A pre-trained model on the famous ImageNet data set

Transfer Learning



Layers

Freezing of the layers

Get weights

Add custom layers for our specific task



Compile

Cross entropy

Adam

Early stop

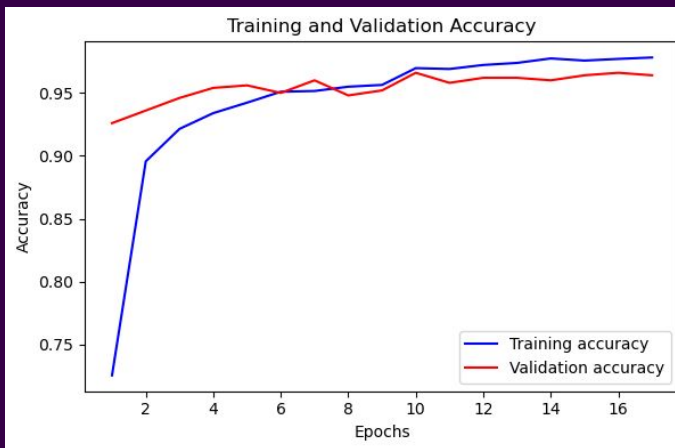




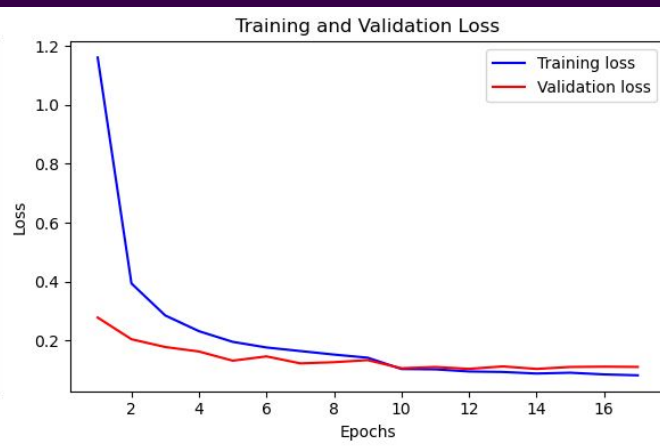
Base Model Evaluation



Accuracy



Loss



Test Metrics: **98%** **0.0614**





Classes with the lowest metrics



	<i>Precision</i>	<i>Recall</i>	<i>F1 Score</i>
<i>Field hockey</i>	0.83	1	0.91
<i>Motorcycle racing</i>	0.83	1	0.91
<i>Rings</i>	0.83	1	0.91
<i>Sky surfing</i>	0.83	1	0.91
<i>Giant slalom</i>	0.83	1	0.91
<i>Sailboat racing</i>	0.83	1	0.91

In total 10 classes had a Precision lower than 1

Three Augmentations

Translation

A translation is a function that moves every point with a constant distance in a specified direction

Rotation

Rotation is a circular transformation around a point or an axis

Scaling

Scaling is a linear transformation that enlarges or shrinks objects by a scale factor that is the same in all directions

Why Manipulate the Data

- More data to train the model on
- Recognize patterns and features, more robustly
- Less sensible
- Increase the diversity
- Improving its generalization capabilities



Limitations

- Alter the meaning or semantics of an image
- Requires more time & computational cost
- Potential for introducing noise
- If the original dataset has biases
- Our data set is already diverse & big



Translation



30%

More images



Moved up

30 pixels

Moved left

30 pixels









Rotation

30%

More images



Rotated

90°









Scaling

30%

More images



Zoomed in

3.5x





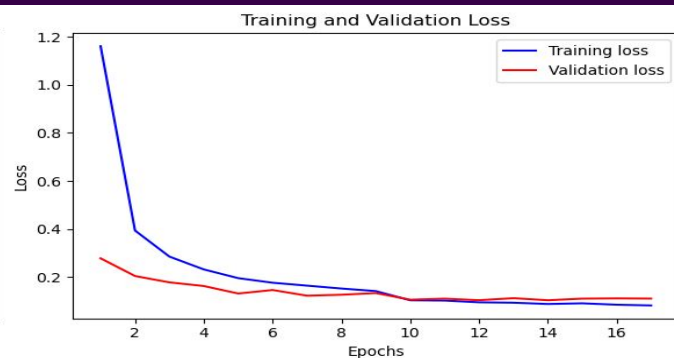
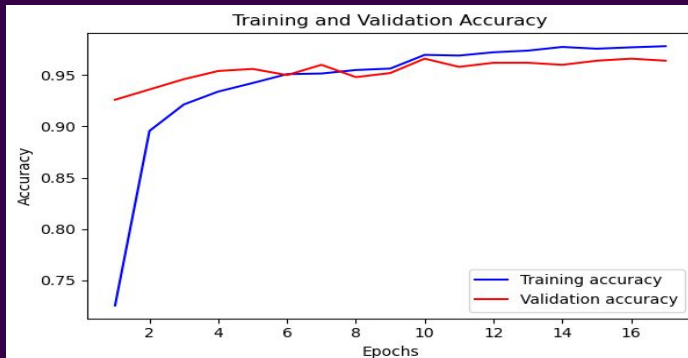
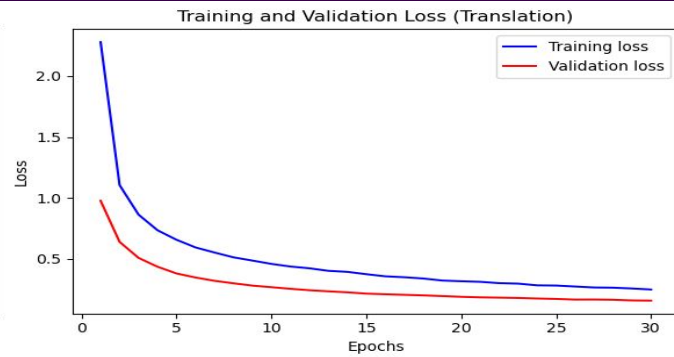
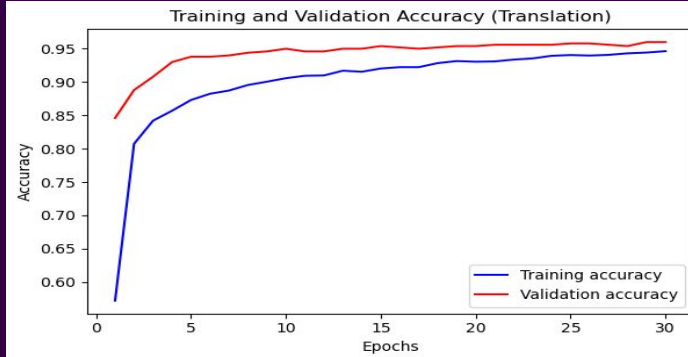




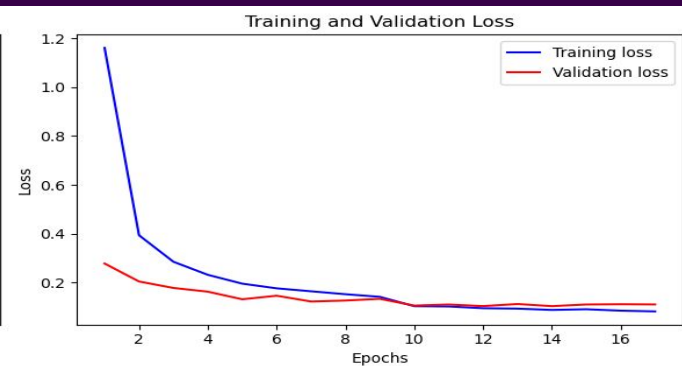
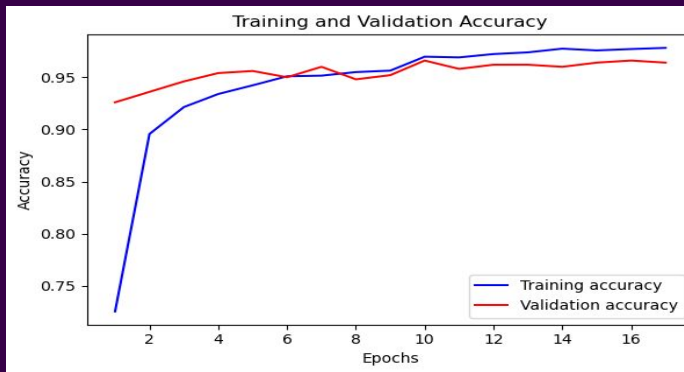
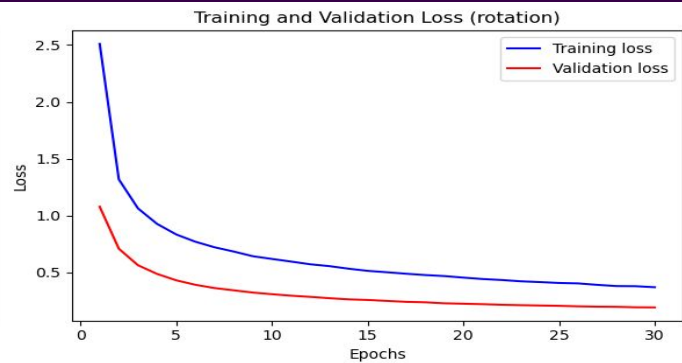
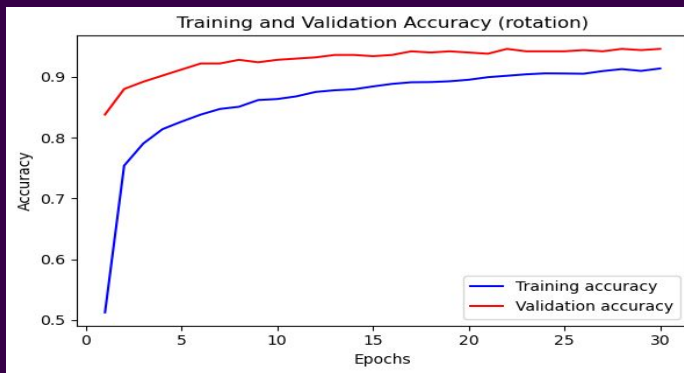
Comparison

	<i>Test Accuracy</i>	<i>Test Loss</i>	<i>Number Of Epochs</i>	<i>Time (min)</i>
<i>Benchmark</i>	98.0%	0.0614	17	103
<i>Translation</i>	97.6%	0.1168	30 (max)	157.5
<i>Rotation</i>	97.2%	0.1543	30 (max)	147.5
<i>Scale</i>	97.8%	0.0723	20	104.3

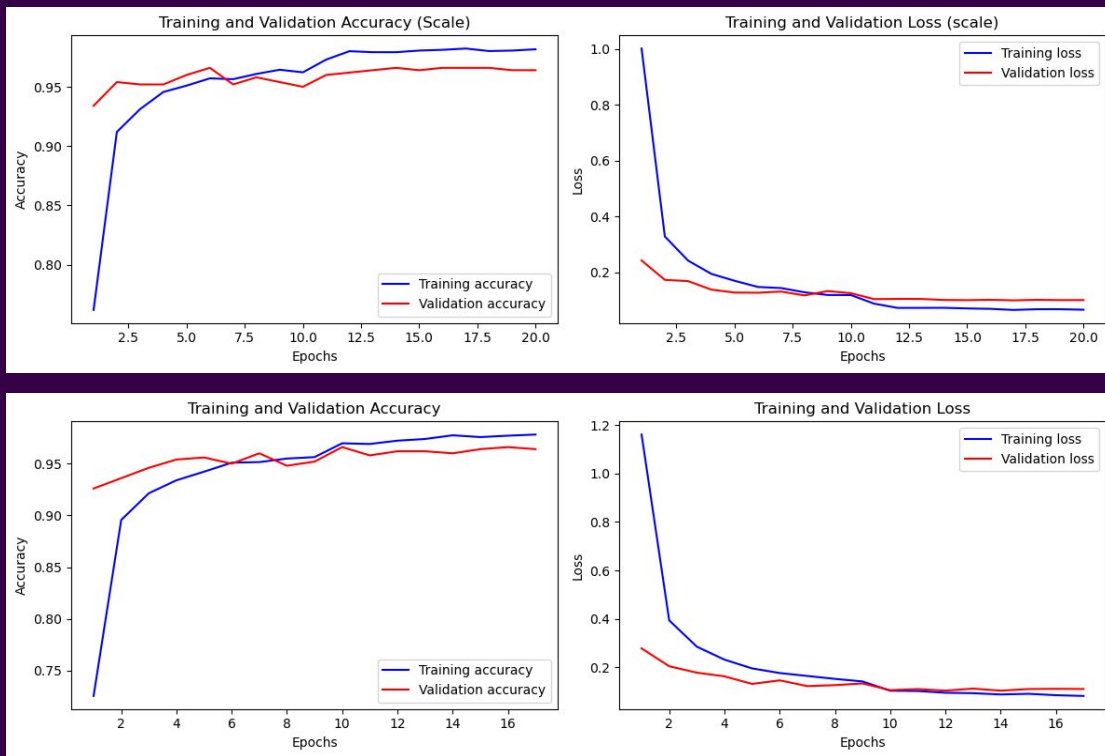
Translation



Rotation



Scaling

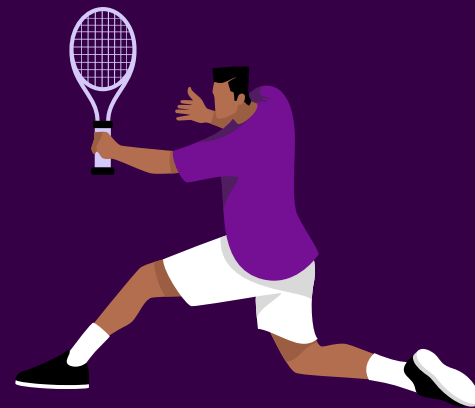




Conclusion



- Good base model
- Big data
- Longer training
- Already big data
- More argumentation methods
- No significant difference



***Thanks for
Listening***

