Instructions for Windows operating system:

Step 1: Simply run Application.bat file

Once the application is running.

Step 2: Open the folder "MixedImages"

This will display the image to be annotated. You can verify by navigating through previous images (this will not overwrite the annotation of the previous images).

Step 3: Please use labelling shortcuts to annotate the images.

Labelling Shortcuts:

 $1 \rightarrow$ Beer Cup | $2 \rightarrow$ Beer Bottle | $3 \rightarrow$ Beer Can

 $4 \rightarrow$ Wine | $5 \rightarrow$ Champagne | $6 \rightarrow$ Undecided | $7 \rightarrow$ Other

Navigation Shortcuts:

 $o \rightarrow Open folder, s \rightarrow displays shortcuts, x \rightarrow exit the program$

Up and Right arrows will display the next image.

Down and Left arrows will display the previous image.

w or $p \rightarrow$ will display the previous image.

e or $n \rightarrow$ will display the next image.

Step 4: Please press "Save label" button

By doing so the image data you've completed in one session will be automatically preprocessed for you and stores the data in "PreprocessedDrinkingDataLabels.csv". You can always have a look at that file or I can have a look at it when you e-mail me this file.

Step 5: Exit the program.

Beverage Labelling Guide (17/12/18)

- 1. **Beer cup** (anything that clearly looks like beer in a glass or plastic cup)
- 2. **Beer bottle** (any bottle that is clearly a beer bottle)
- 3. **Beer can** (any can that is clearly a beer can)
- 4. **Wine** (both red and white can be in bottle form or in a wine glass)
- 5. **Champagne** (can be in a bottle or a champagne flute)
- 6. **Undecided** (any ambiguous images either the beverage or the context e.g. a bar with bottles in the background, someone drinking from a glass that is very obscured, a watermark obscures the beverage)
- 7. **Other** (images where there are clearly drinks that aren't beer, wine, or champagne e.g. cocktails, spirits, a scene where no alcohol is being shown, someone drinking from a coke cola can)

Important instructions:

- Please do not delete any image. Every image is important, deletion of images may lead to the crash of application.
- Always navigate through the labelling shortcuts as mentioned in step 3.
 - By doing so, the annotation will be consistent without any discrepancies or errors.
- Please try not to skip images by navigating through arrows, although we can fix it, by manually adding the image name and label in the "PreprocessedDrinkingDataLabels.csv". However, manual insertion is not recommended.
- After every session, please email me the "PreprocessedDrinkingDataLabels.csv" file. This can be used as a backup, even if something wrong happens, such as loss of data file or unexpected error within the program, I can always restore the program from the latest restore point. I can always check the file if there are any images left unannotated.
- The application will work best when it is used in forward direction, so always try to use the labelling shortcuts for moving to next image.

 Just in case few images are not annotated and skipped, the application will resume from the last annotated image. This will assert every image to be annotated.

Structure of how annotation program saves your work:

Every action you've done in the application such as navigating through images either by annotating or skipping will be saved in the "DrinkingDataLabels.csv". This file is kind of a log file, which gives me enough information of what happened in the last session. It's easier to fix the error.

"PreprocessedDrinkingDataLabels.csv" file is the main file which will have the correct annotation, it'll remove all the redundancies and keeps the final annotation you've made. This file is very important. Each of you'll have a file, both the files will be merged and used for training the model.

Please feel free to contact me whenever you find any error:

e-mail: 19191600@students.latrobe.edu.au

Or

Phone: 0420901800