

Practical Course AI Status Sprint 5

2020/12/14

Thomas Monninger, Stefan Bolz, Zuohao Chen,
Samhita Ganguly, Ashish Nagi

Data Collection (ZC, SG)

- Collected Data:
 - Recorded videos of 4 Games
 - Extracted 200+ short clips from the game videos using a script that takes timestamps
- Also provided undistortion matrix for the preprocessing

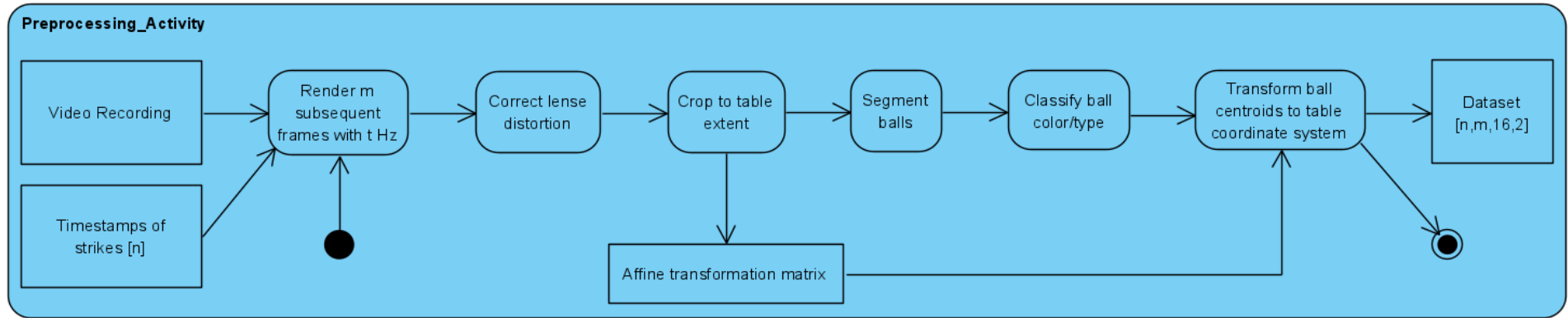
Preprocessing (AN)

- Integrated Code for compensation of lens distortion as part of preprocessing pipeline
- In Progress:
 - Allow preprocessing to take as input : entire game video along with time-stamp of strikes
 - Only feed frames within the strikes further into the pipeline

Coordination (TM)

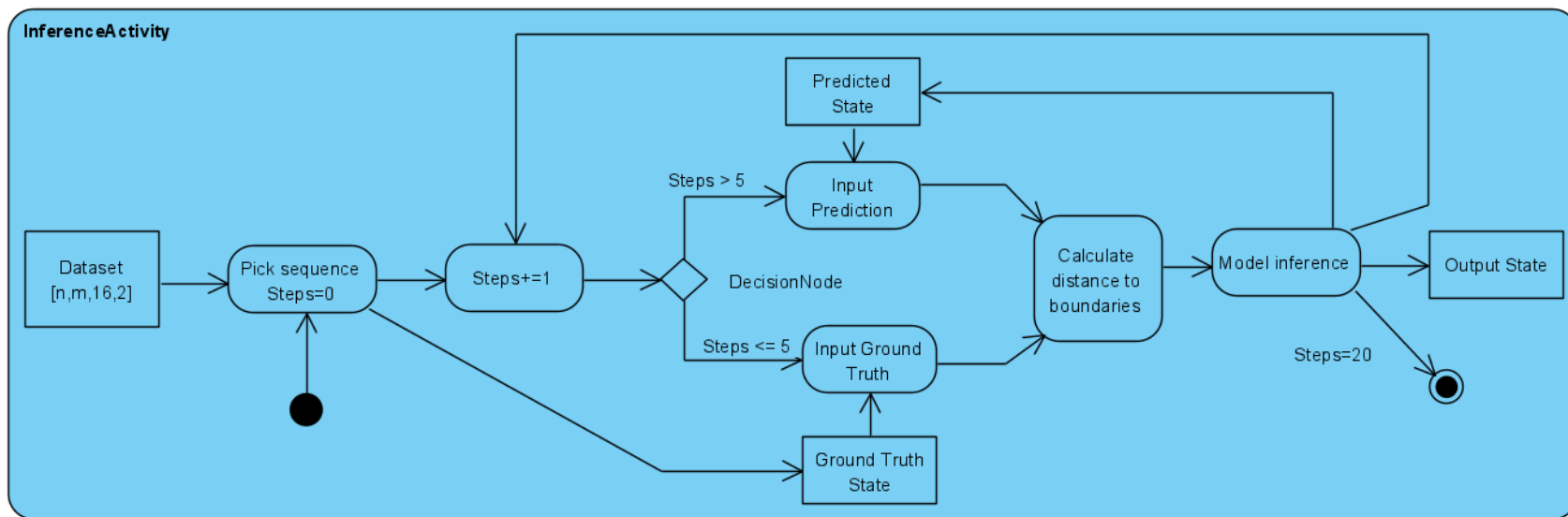
- Coordination of data preparation based on CRISP-DM
- Description of software architecture with UML (next two slides)

Preprocessing (AN, TM)



Modelling/Output (SB, SG)

- Multistep Capability / input augmentation
- In progress:
 - Inference Pipeline (integrating SGs visualisation code in model output)



Outlook

- Continue combining finished pieces of code to two big pipelines
- Have a finished preprocessed dataset
- Start tuning model to the requirements of real data