

# Practical Course AI

## Status Sprint 4

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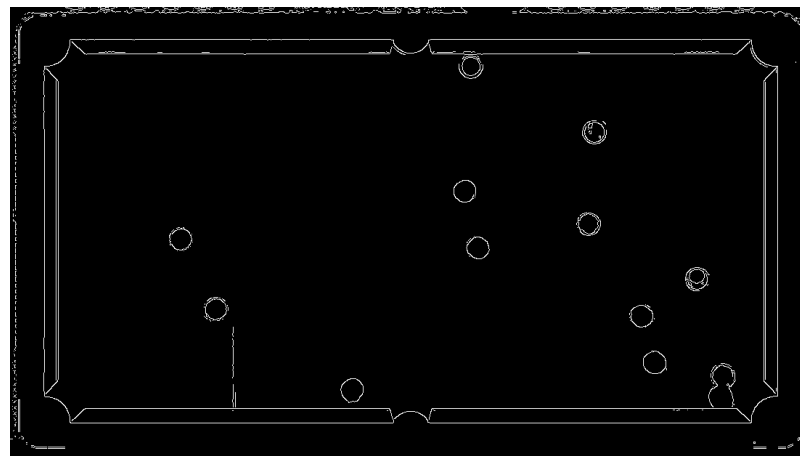
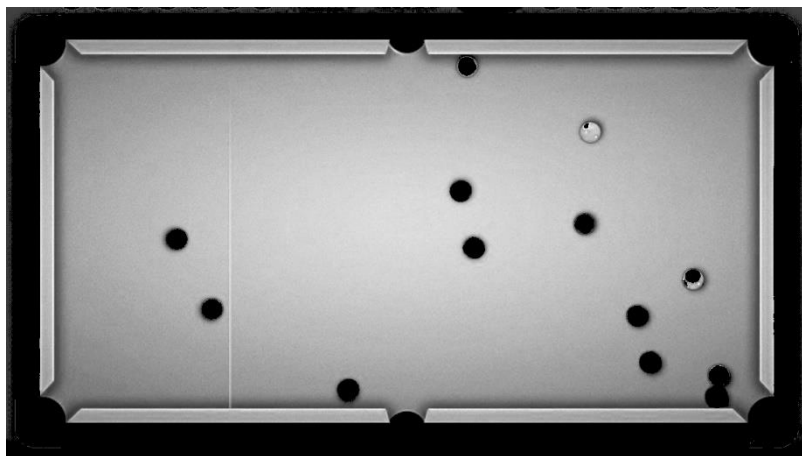
# Data Collection (SG, ZC)

- Visited lab on Friday
- Set up camera
- Measured table and camera parameters
- Recorded images of checkerboard pattern
- Worked on calibration of lense distortion
- Rendering: issues with animating table

# Preprocessing (AN)

- Corner Harris method for detecting table corners
- Integrated hough rectangle method code into existing preprocessing code
- Working on affine transformation code (issues due to hand occlusions)

# Detection of Table Extent (TM)



# Data Handling (SB)

- Change dataset loading for multiple data files
- Train-test split
- Device handling (CPU or GPU)

# Outlook

- Data collection
- Cut video into small sequences
- Lense distortion correction
- Increase robustness of ball detection
- Implement affine transformation
- First trainings with LSTM model
- Render billiard table dynamically