

Practical Course AI

Status Sprint 3

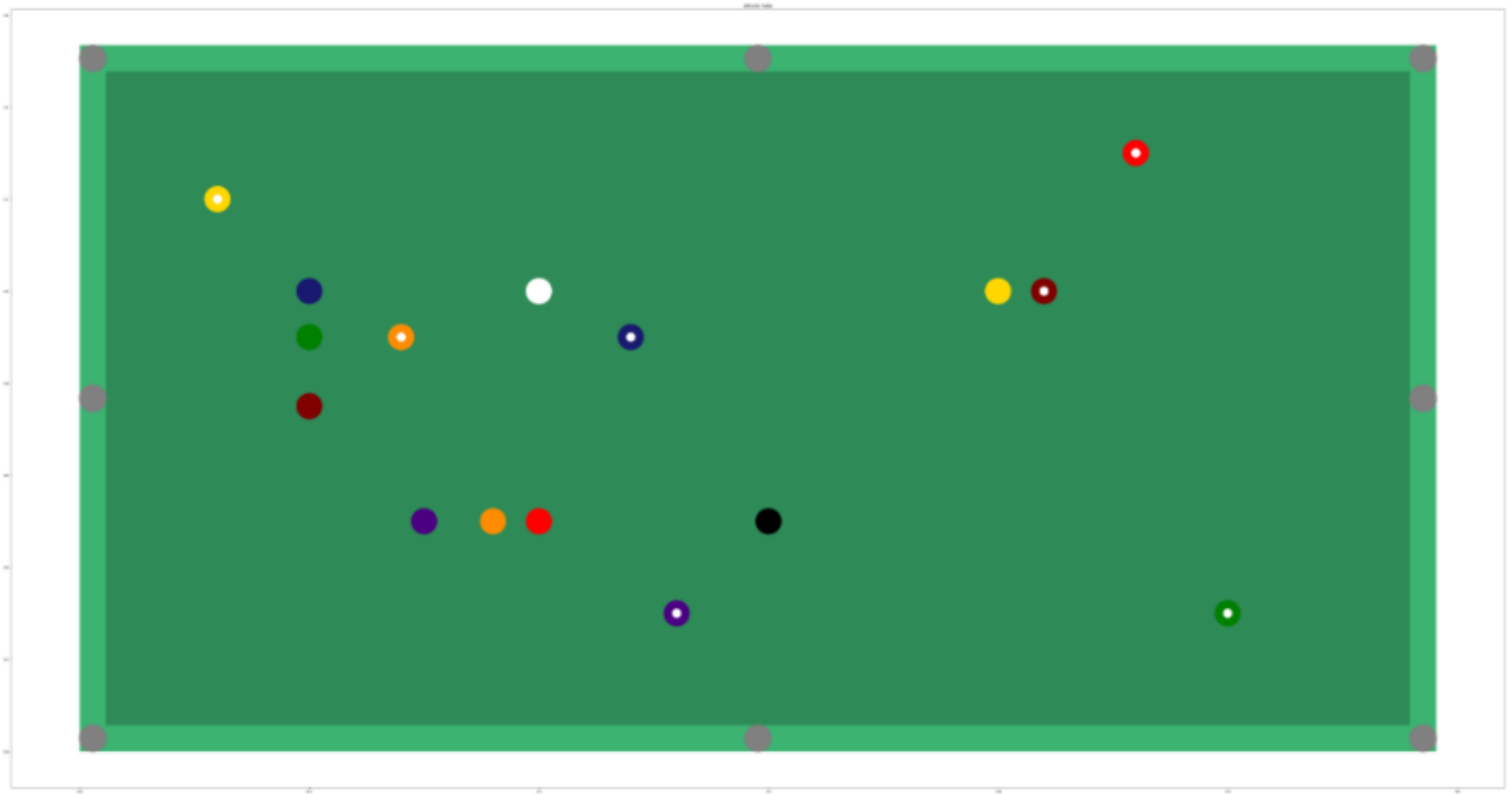
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Data Collection (ZC, SG)

- Was scheduled for last week
- Will be done this week 😊
- Preparations:
 - Setup video recording software
 - Print checkerboard pattern

Rendering of Billiard Table (SG)

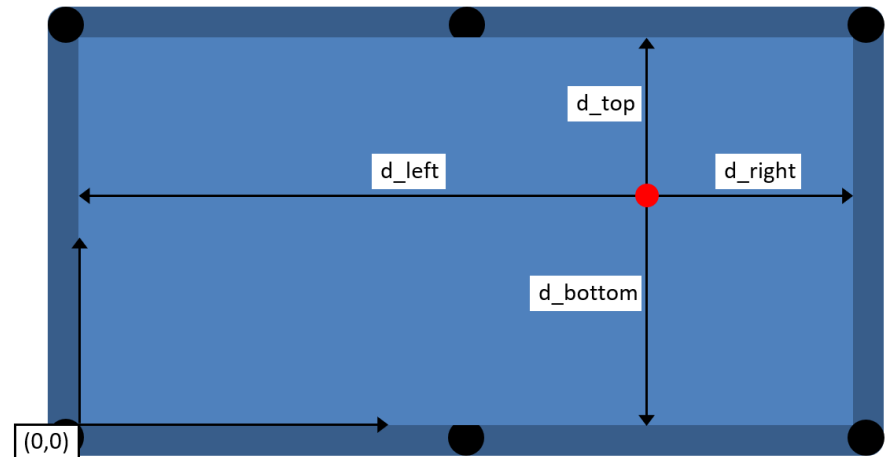
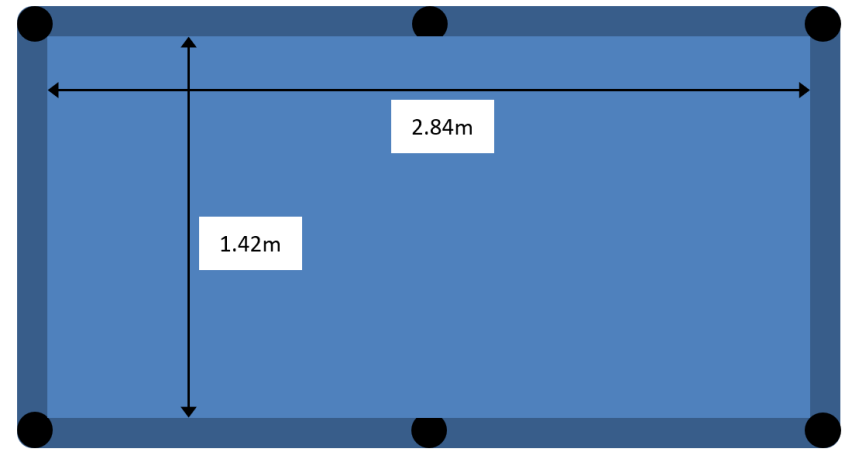


Model Tooling (SB)

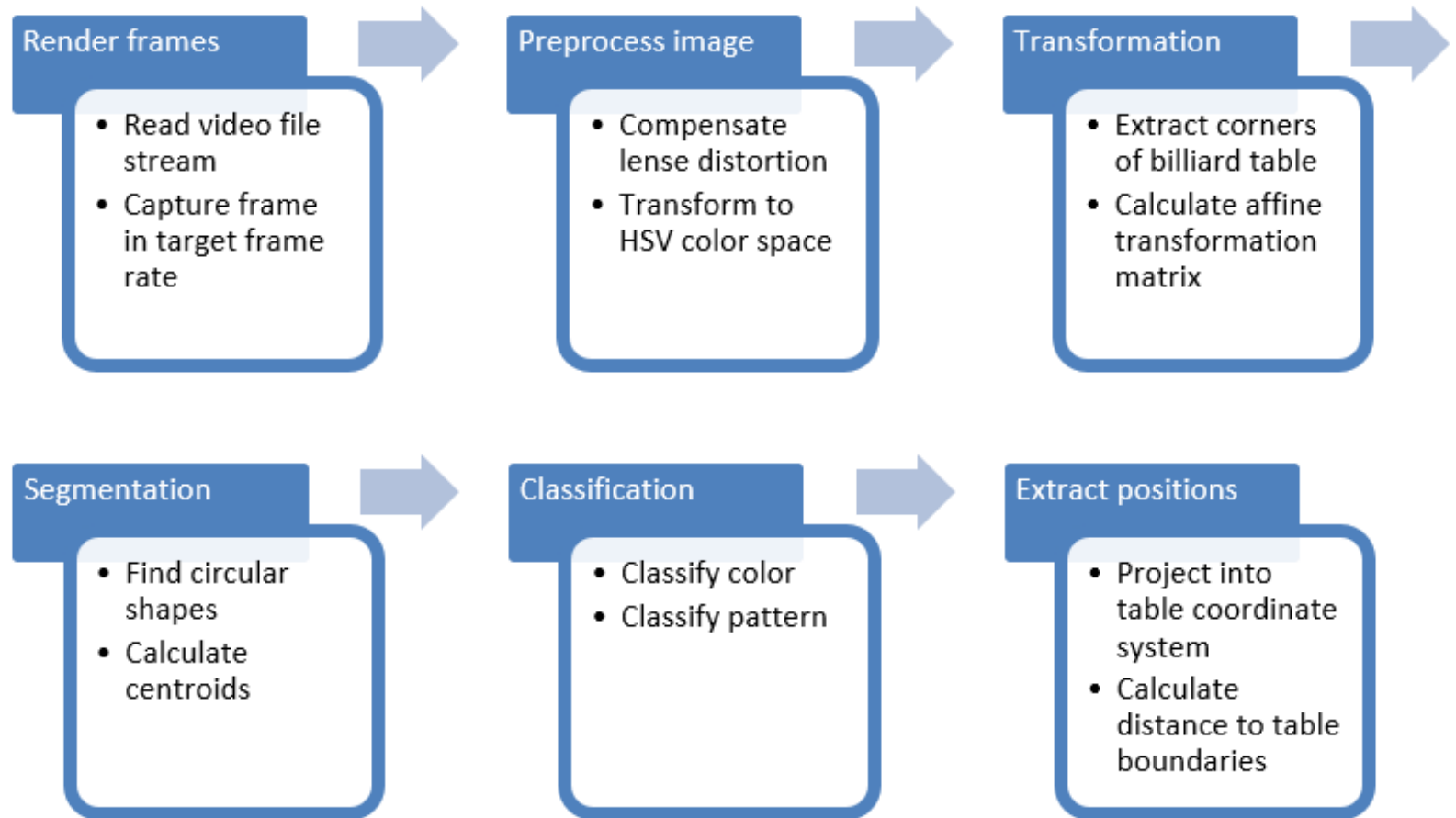
- Add parameters to LSTM Model
- Dummy dataset to test the model functionalities (due to lack of real data)
- Loading of the dataset in a custom dataset class which defines the 'labels' as the positions of the balls several seconds later

Requirements Analysis (TM)









- Update requirements
- Add figures



Concept for Preprocessing Pipeline (TM)



Preprocessing Functions (AN)

	asnecemnnt - Converted all indents to spaces
..	
	ball_tracking.py
	circle_detection.py
	color_detection.py
	corner_detection.py
	image_enhancement.py
	libraries.py
	shadow_removal.py

Outlook

- Data collection
- Cut video into small sequences
- Create dataset, train-val-test split
- Add GPU support to model
- Implement corner detection, affine trafo
- Preprocessing end-to-end
- Render billiard table dynamically