

Hochschule Bonn-Rhein-Sieg University of Applied Sciences



Interactive Data Augmenting Tool

Software Development Project

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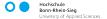
Introduction

Problem

- Existing benchmark datasets are not suitable for custom objects.
- Semantic segmentation dataset is needed for RoboCup @Work objects.
- High labeling cost for semantic segmentation data.
- Time-consuming to annotate.

Motivation

- Semantic segmentation provides rich information from image space.
- Potential applications:
 - Semantic segmentation of living areas.
 - Object recognition tasks.
 - Ease of dataset generation for custom objects.



Solution Approach

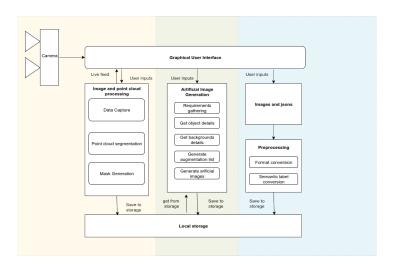


Figure 1: Architecture of the developed project, left: handles capturing part and right: handles labeleme annotations



Solution Approach

Design decisions

- Software development approach: Agile
- Coding convention: PEP 8
- Programming paradigm: Object Oriented Programming
- Design pattern: The Composite Pattern
- Input: Raw data from camera or Annotated images.
- Output: Images and annotations.



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System setup:

- Ubuntu 16.04 (18.04 testing)
- Intel RealSense Camera
- Processor Intel i5 or higher
- Python 3.5
- Installed pcl 1.7 library

Dependencies:

- GUI: PyQt5
- Data Processing: OpenCV, pcl-, Scipy, Numpy, pascal-voc-tools, pascal-voc-writer
- Hardware: PyRealSense2
- Testing: pytest-qt
- Others: tqdm, matplotlib, imutils, joblib

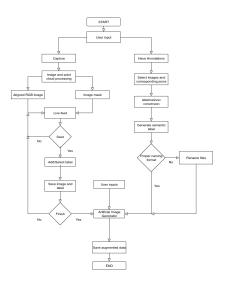
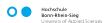




Figure 3: Overall algorithm for the project



Figure 4: Image and point cloud processing algorithm for the project



Refactoring

- Source code from artificial image generator.
- Debugging:
 - Image size (< 640X480 pixels)
 - Input arguments refactored.
 - Position of augmented data.
 - Python cyclic dependency.
- Additional functionalities:
 - Input and output dimensions of images can be controlled.
 - Any naming format can be given for images and labels (e.g, classname_00x.png/jpg).

¹"Naresh Kumar Gurulingan, Semantic Segmentation using Resource Efficient Deep Learning, Research and developement project" submitted to HBRS.





GUI development

- Choice of technology: PyQt5, Python3.5
- Graphical User Interface for ease of using the tool.



Figure 5: Sample GUI windows from left to right: Main window, Capture window and Artificial image generator window

Point cloud segmentation

- Choice of technology: pcl 1.7, python-pcl, Python3.5, OpenCV
- Generation of pointcloud from depth data.
- Object segmentation from pointcloud.
- Point space to pixel space projection.
- Mask generation for objects.

Point cloud segmentation

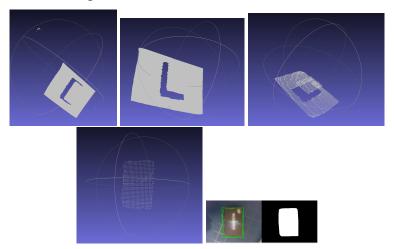




Figure 6: Pointcloud segmentation various stages for object retrieval.

Augmenting with labelme annotations

- Using labelme annotations to augment data.
- convert to Pascal_VOC format to generate semantic masks.



Figure 7: RGB Image, Generated PASCAL VOC mask, semantic mask with class label

Problems occurred and solved

- Name format classname_00x.png/jpg
- Image dimension
- Immutable arguments
- Travis ci continuous integration
- PCL version dependencies
- Integrating qt-bot for testing.
- Python cyclic dependency for adapted source code.

Testing and Continuous Integration

- Choice of technology: pytest-qt(Testing), Travis-ci(Continous Integration)
- Test cases for GUI simlation are done using pytest-qt
- Test cases are used to check build status in travis-ci

Figure 8: Testing using pytest-qt



Development Status

Capabilities:

- Live feed of RGB images and corresponding mask.
- Save Image and corresponding semantic label.
- Generate artificial data from captured images.
- Generate artificial data from labelme annotated images.
- Control shape of artificial generated data.
- Types of labels generated:
 - Semantic label with class information.
 - Pascal VOC semantic label.
 - Bounding box in xml file.
- Package delivered as pip installable.



Development Status

Installation and Usage:

- pip3 install easy-augment
- "easy-augment" command launches the tool.

Limitations:

- Only RealSense camera can be used.
- Number of classes captured >=2.
- Only one object per scene is allowed.

Future Work:

- Testing for Ubuntu 18.04
- Implementing generic python pcl wrapper to avoid dependencies.
- Enable for multiple RGBD cameras like Microsoft Kinect.



Lessons Learnt

- Development life cycle of a software project.
- Selecting testing framework.
- Writing test cases.
- Enabling continuous development and continuous testing.
- Using GUI developing libraries.
- Version control and git commands.
- Building and deploying pip package.

Contributors

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Thank You

