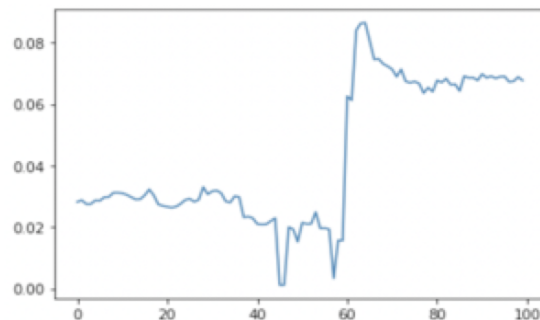Journal 24

Throughout this past week, I have primarily been focused on incorporating my Machine Learning (ML) algorithm onto the front-end of my GUI. Specifically, I have laid the outline for the various buttons, labels, and text boxes that will be present for the user to properly interact with and implement my ML algorithm. The image below shows the general overview of the components that will be present in this section of the GUI. On the left side is a textbox in which the user can enter the number of the video they want to run the ML algorithm with. These videos will come from the testing set and thus the user will be able to enter any number from 456 to 620 for the positive videos and 830 to 1130 for the negative videos. After clicking the "Run ML Algorithm" button on the right side of the image, the user will then be able to see the output of the ML algorithm which is a graph of the "predicted crash probability" vs "frame number". In the coming days, I will continue to add the components necessary for the ML algorithm to run alongside the GUI as well as increase the functionality of the components themselves (i.e. allowing the user to enter a video number and run the ML model).

Machine Learning Application