Kevin Chung

1/20/20 - 1/24/20

Period 5

Journal 16

Kevin Fu and I started discussing setting up a portable demo that can be presented with only one of us there. We plan to meet up next week during the long weekend to finalize the demo. The demo will essentially be a shell that combines both of our modules and displays each step for the spectator.

Aside from the demo, Kevin Fu said that he tried a new network architecture and trained it, and it gave much better results than previous neural networks. However, it has even more overhead than the previous solution and takes longer to run. Thus, our demo next week will be very slow, but it will produce results. We will also discuss how to tackle the problem of efficiency at our meeting.

I started looking into how to detect when someone’s turn has been finished. This is so we can run the algorithm more efficiently; we would only run the algorithm when someone’s turn has been completed, as it takes a long time to run. Some potential solutions to this problem were hand detection algorithms or a heatmap system that tracks the color change in each square on the chessboard. The heatmap algorithm is more appealing, as it can help with the piece detection using chess logic and can also suggest when an image is being occluded by someone’s hand.