

Pixel.js: Web-based Pixel Classification Correction Platform for Ground Truth Creation

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<https://github.com/DDMAL/Pixel.js>

August 7, 2017

Introduction



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1

14



Design &
Implementation

8

Conclusion

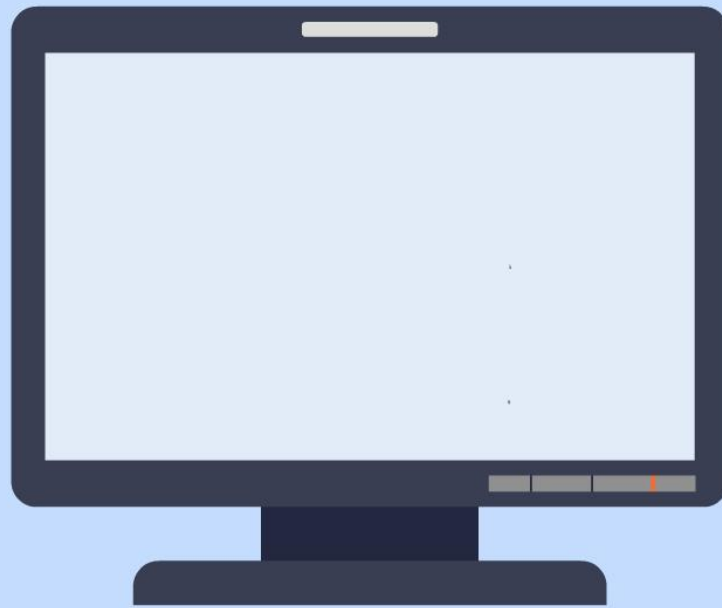


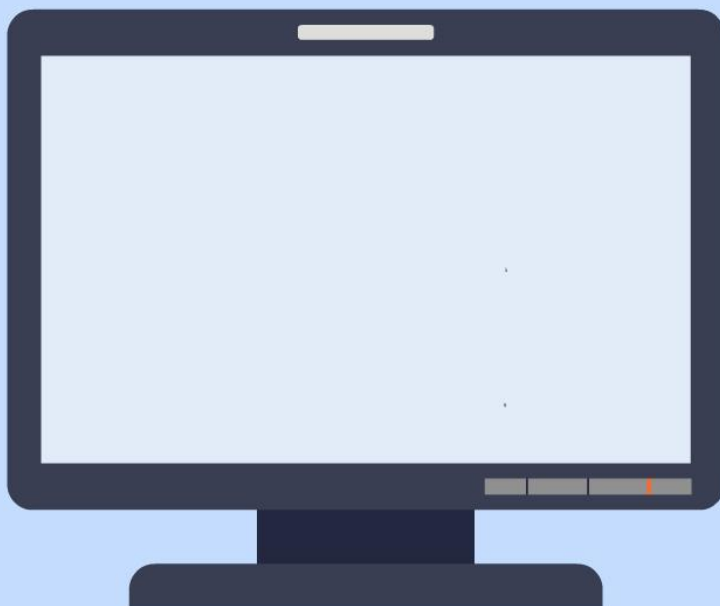
19

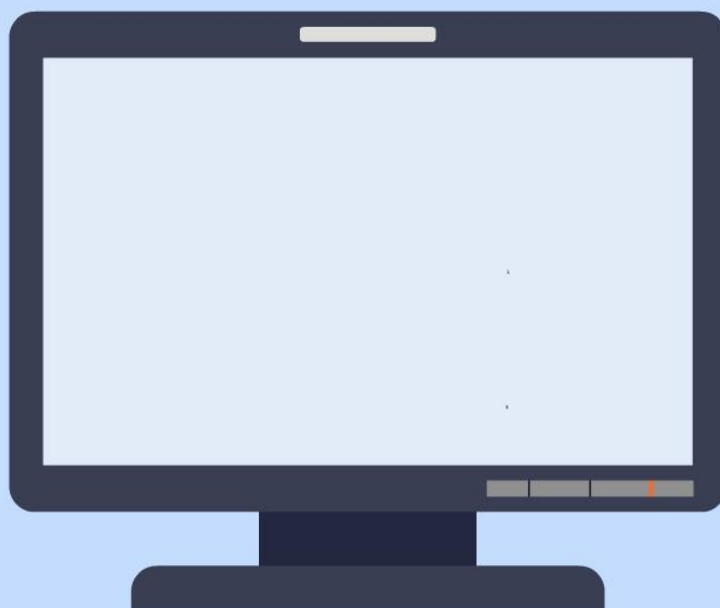


Demo

17









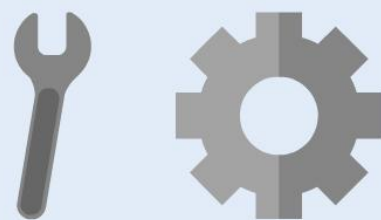


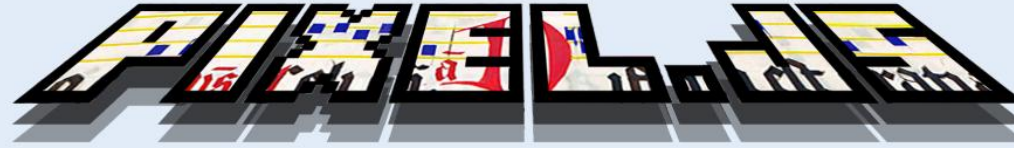


GROUND TRUTH

GROUND TRUTH







- 1 Layering and Graphics Editing
- 2 Web-based
- 3 Pixel-level Classification and Correction
- 4 Standalone / Workflow Process



Design & Implementation



1 Ease of use

2 Accessibility

3 Efficiency



$$30M \frac{\text{px}}{\text{image}} \times 80 \frac{\text{images}}{\text{collection}} \times 32 \frac{\text{bits}}{\text{px}} \div 8 \frac{\text{bits}}{\text{byte}} \\ \sim 10\text{GB/collection}$$

divajs

Hankinson, Andrew, Wendy Liu, Laurent Pugin, and Ichiro Fujinaga. "Diva.js: A continuous document viewing interface." Code4Lib Journal 14, no. 9 (2011).

USER SIDE

WHAT CAN PIXEL.JS DO?



1 Toolbox

2 Layers

3 Import & Export

Introduction

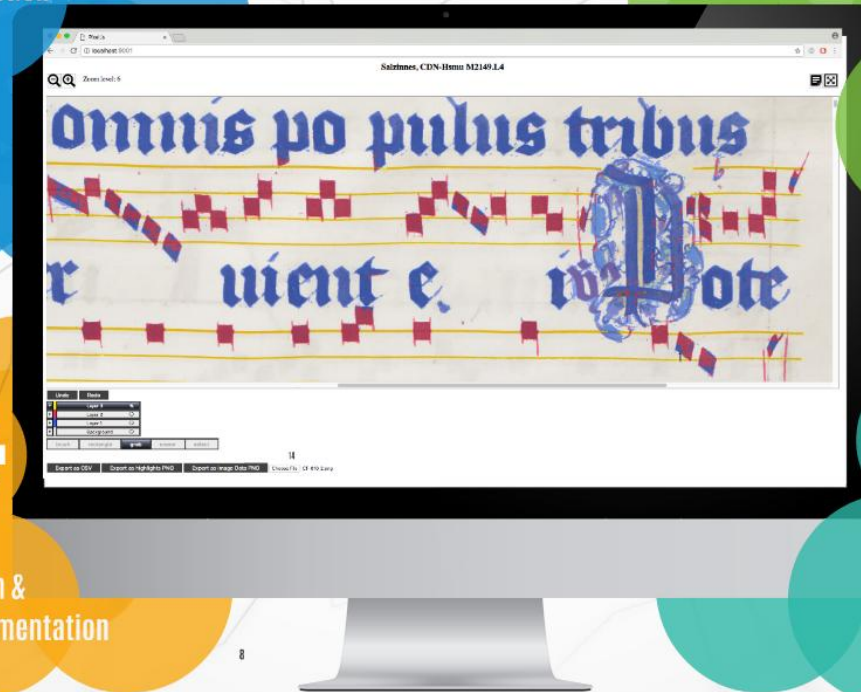


Conclusion



Design & Implementation

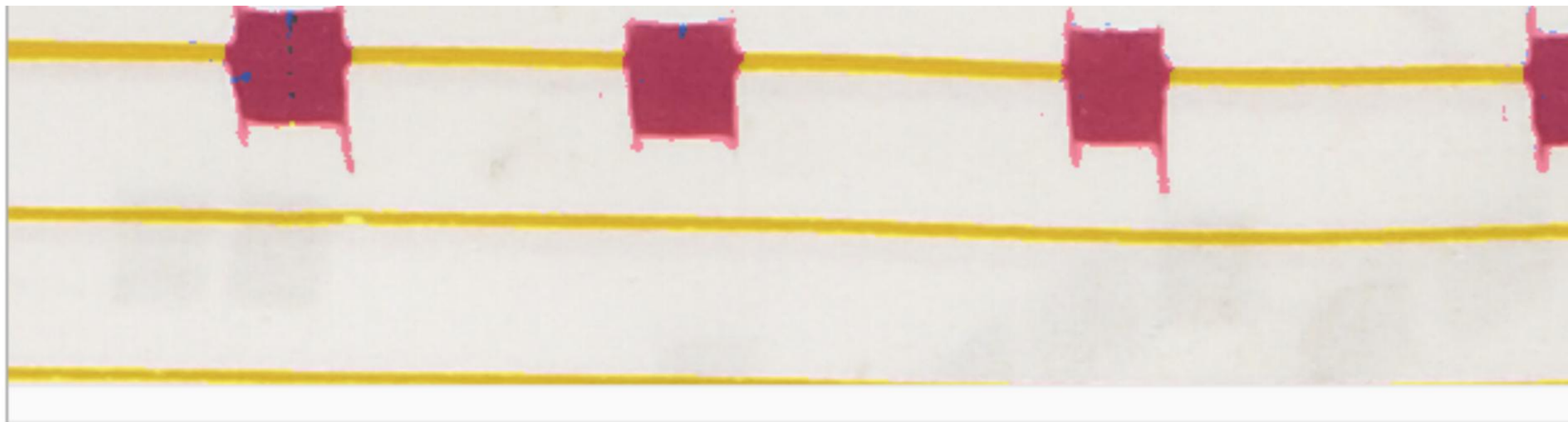
Demo



8

19

17



Undo

Redo



brush

rectangle

grab

eraser

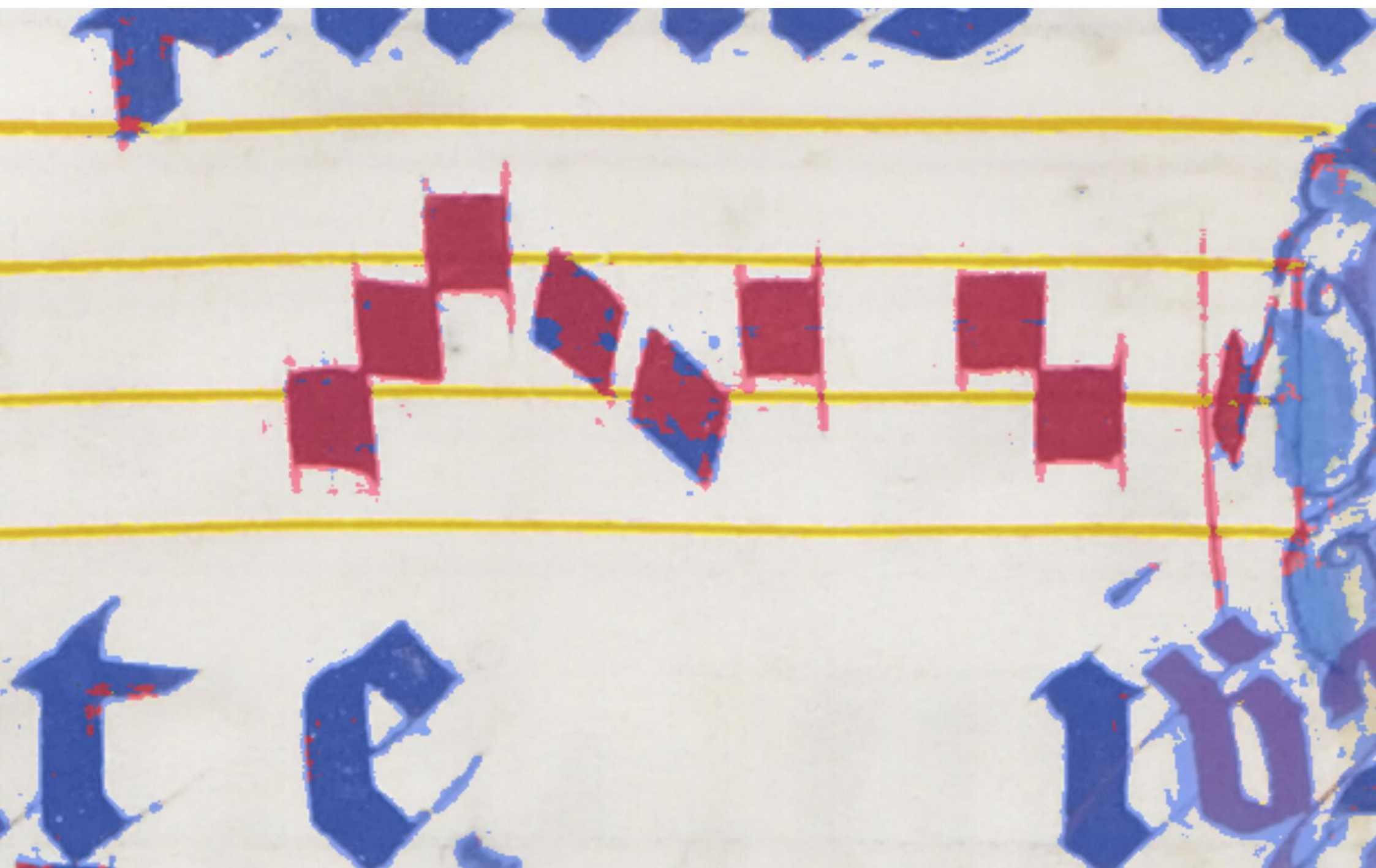
select

Export as CSV

Export as highlights PNG

Export as image Data PNG

Choose File



Setup
- Submit manuscript
- Page & Footer
- Layout: Output of Post-press classification
- Metadata
- Group general functionalities

Demo

Setup

- Salzinnes manuscript
- Page 3-Recto
- Layers: Output of Pixel-wise classification
Method
- Show general functionalities

Results

30 → 18
hrs/page hrs/page

- 40% reduction in production time
- *"I have found Pixel to be quite user friendly[...], it's easy to use because most of the functions are very intuitive"* - Vi-An Tran

Conclusion



Future Work



Summary

- Graphics editing platform for pixel-level classification correction
- Web-based
- Open Source: <https://github.com/DDMAL/Pixel.js>
- Standalone or integrated in complex workflows



Social Sciences and Humanities
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