## Updates to RODAN Gamera Interactive Classifier

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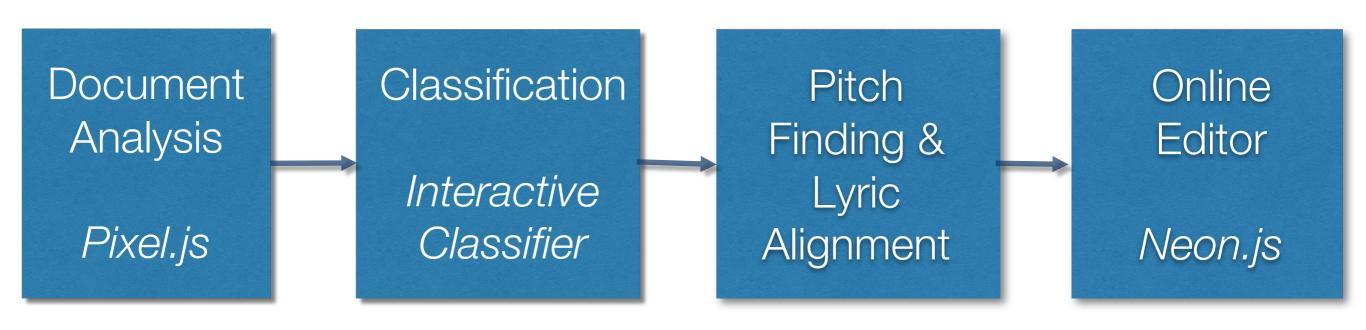
## History

- Originally a part of Gamera, a framework for document analysis applications by Karl MacMillan, Michael Droettboom, and Ichiro Fujinaga in 2001
- Implemented as a RODAN job in 2014 by Andrew Fogarty and extended by Sacha Perry-Fagant and Alex Daigle in 2017

### Interactive Classifier

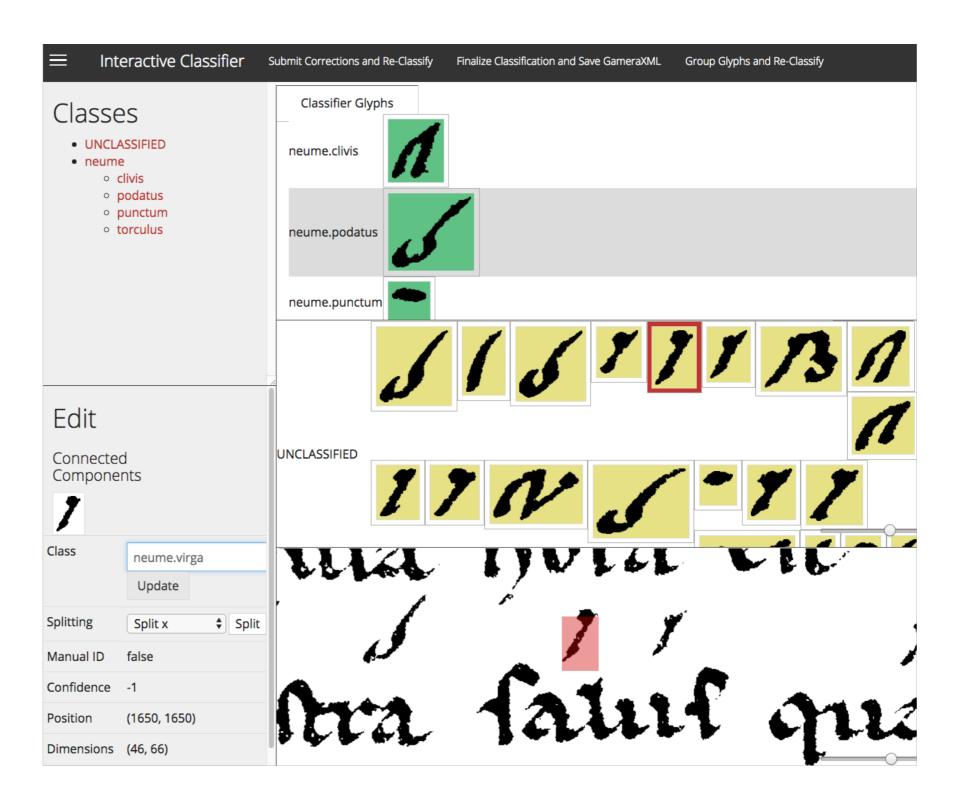
- A web-based tool for classifying symbols
- Two-part classification
  - Manual correction: user gives examples
  - Automatic correction: machine learns from examples

#### Interactive Classifier in OMR



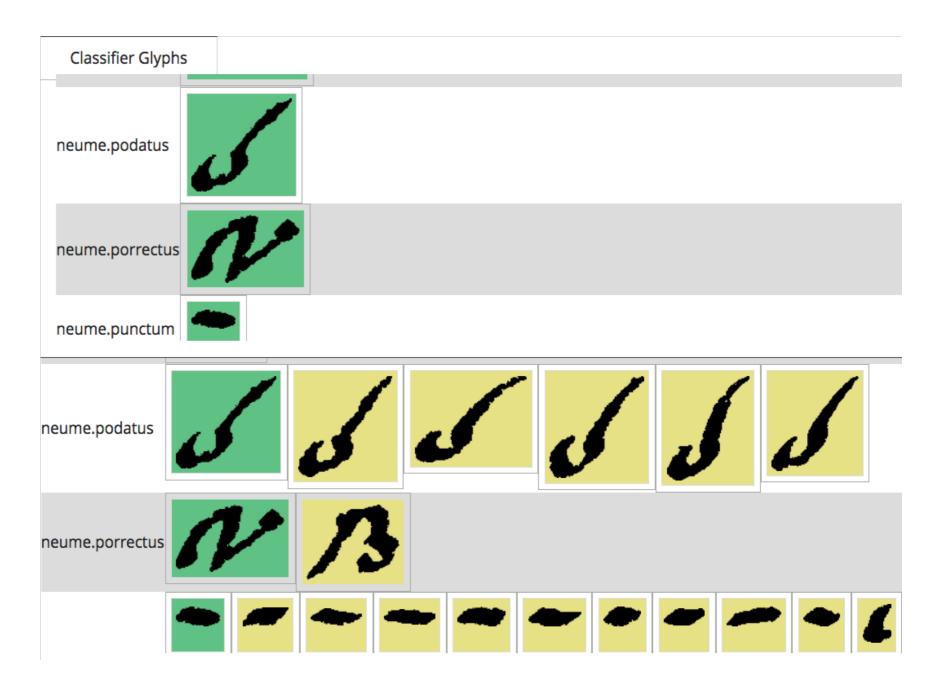
#### Manual Correction

- Assign classes
- Delete classes
- Rename classes
- Group glyphs
- Split glyphs



#### Automatic Correction

- Uses the k-nearest neighbors algorithm
- Match each glyph to the model with the most similar features

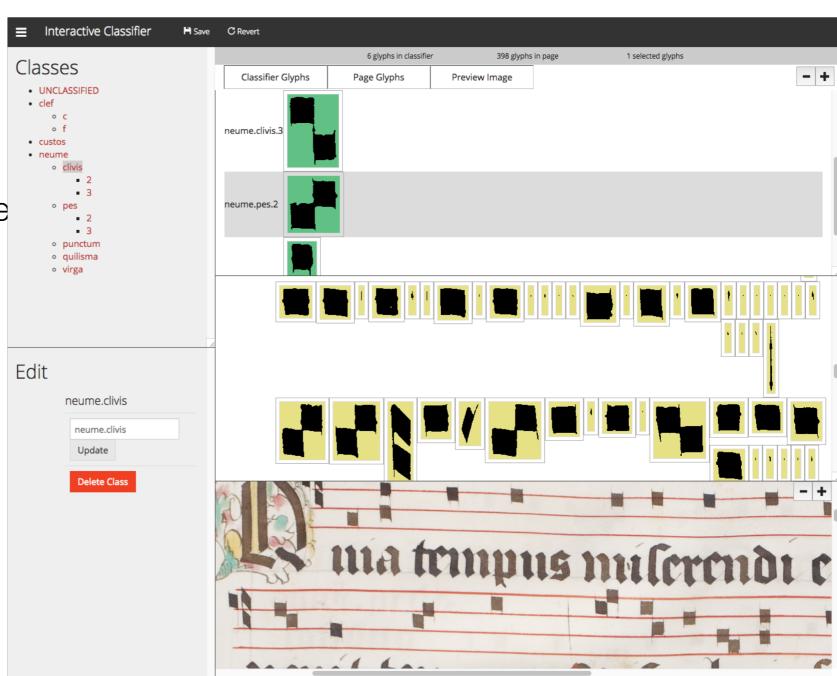


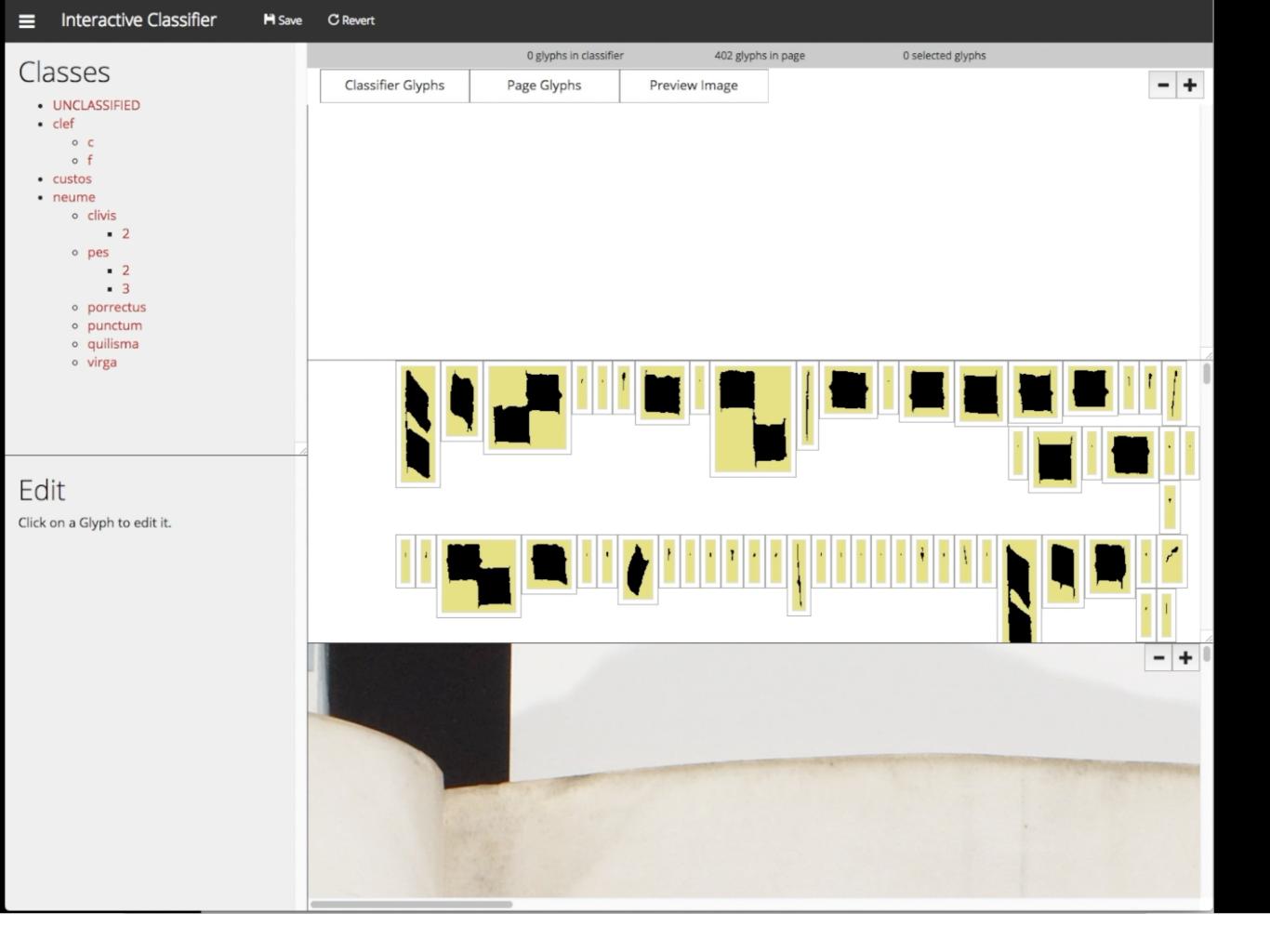
# Advantages Over a Complete Manual Classification

- Faster than solely manual classification
- Results improve in each iteration
- Can classify any type of symbols

# Recent Updates

- Delete & rename classes
- Import & export classes as a file
- Display preview image in color
- Save and revert
- Optimized zooming actions
- Collapsible panes
- Resize window





## Future Enhancements

- Integrate Diva.js to render the preview image
- Increase compatibility with Safari
- Implement the classifier optimization as a RODAN job
- Implement more unit tests

## Thank you



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