



Problem



Image 1: Tusayan White Ware Sherds

- Archeologists often dispute sherd identifications.
- Archeologists consistently make unreliable assessments.
- Archeologists and researchers have a limited window of time to make their assessments.
- Manually classifying and recording large batches of sherds can be highly inefficient.

Solution Overview

Solving the issues plaguing archeologists when identifying sherds can be split into three parts:

- Creating a mobile app to allow sherd classification in the field
- Building a conveyor belt system to aid in rapid image capture of sherds for use as training data.
- Developing an improved deep learning image classification model for sherd classification to be used in the mobile app.

Implemented Solution

Team CRAFT's solution envisions implementation of a CRAFT developed deep learning model into two different solutions. This will allow archeologists to apply the model in the lab and the field.

Mobile app for on-the-go classification in the field

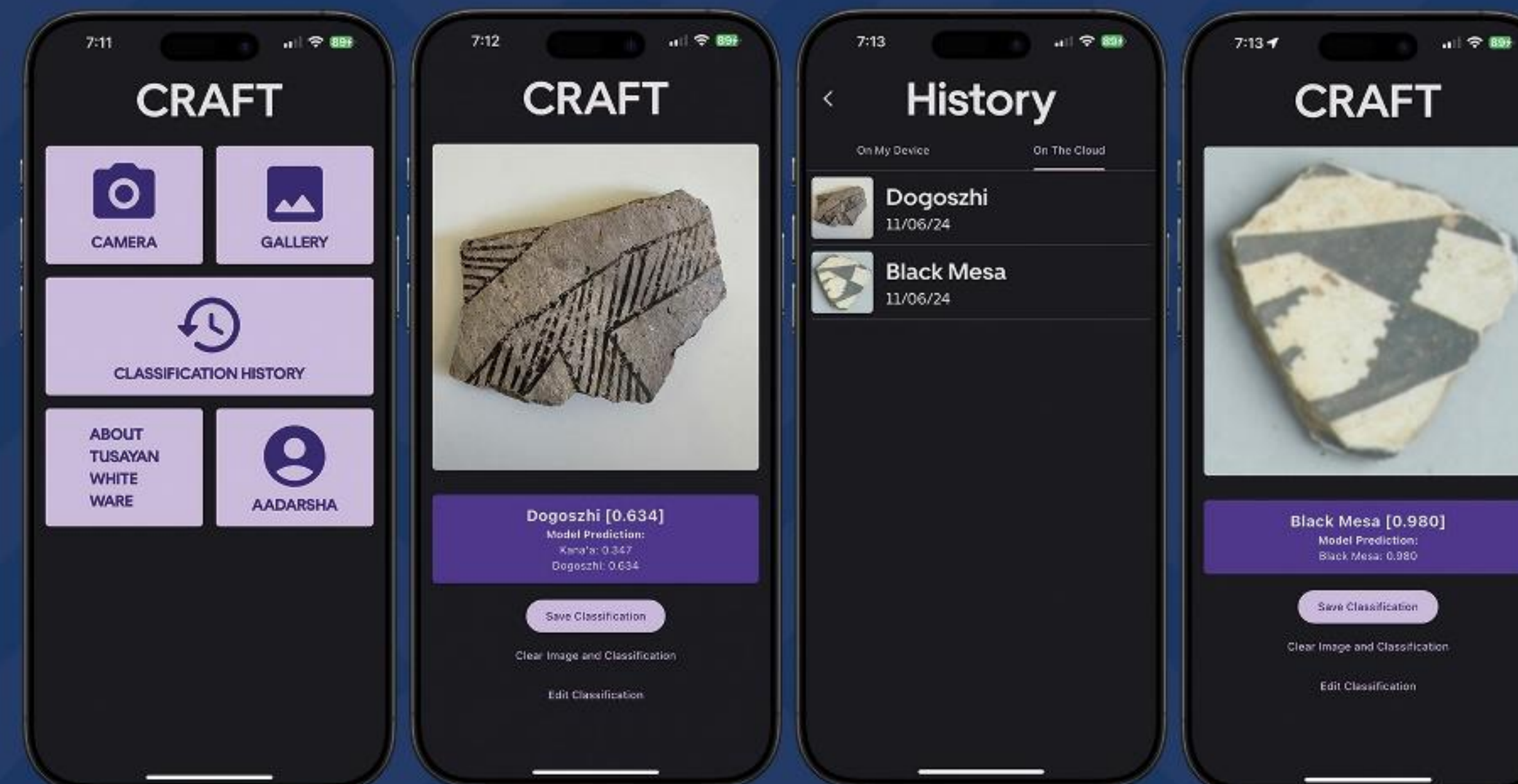


Image 2: CRAFT mobile application

Conveyor belt application for bulk data collection and classification in lab settings

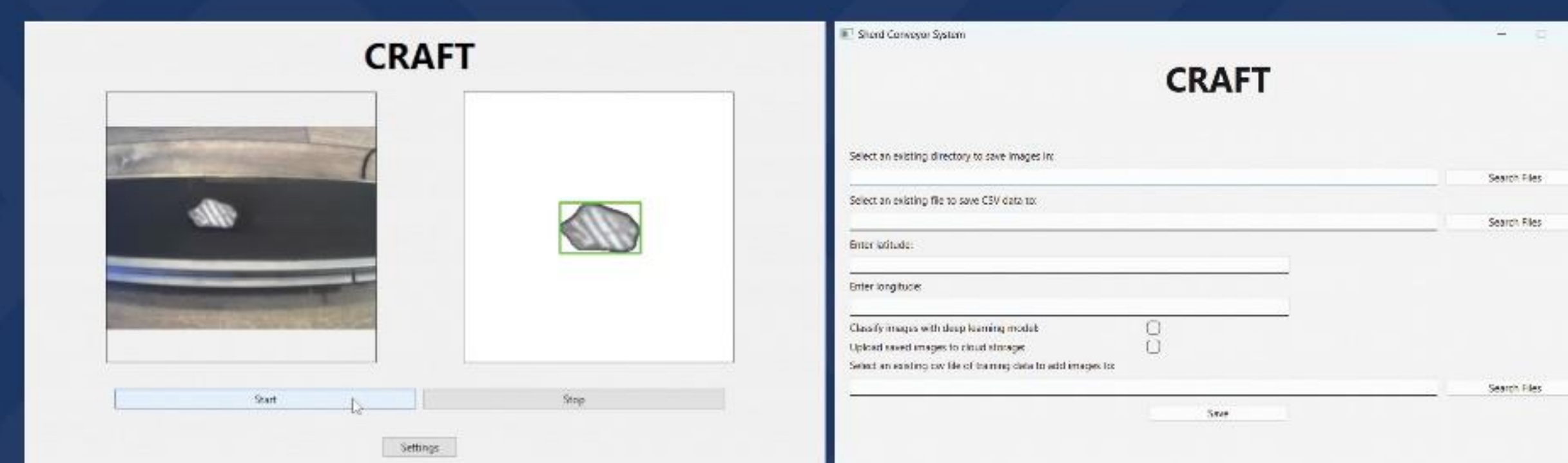


Image 3: CRAFT conveyor belt application

Future Work

Despite the deep learning model's increase in performance, it is still trained on a rather small training dataset. Using the conveyor belt system, it is possible to gather images of sherds rapidly which could bolster the training dataset.

Architectural Overview

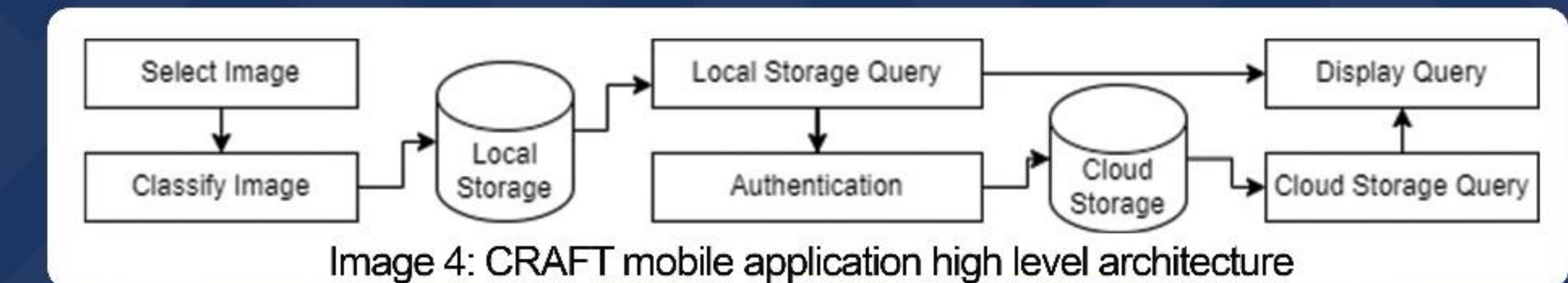


Image 4: CRAFT mobile application high level architecture

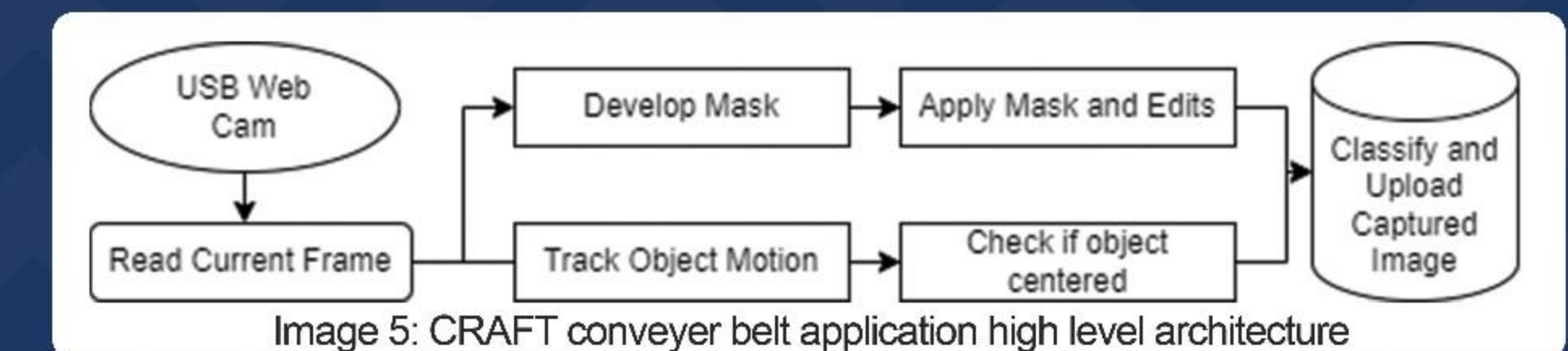


Image 5: CRAFT conveyor belt application high level architecture

Challenges and Resolutions

- Our team found that best practices for deep learning models did not improve our results, so we experimented with various hyperparameter combinations which improved our results.
- The conveyor belt system's performance was affected by lighting quality. Implementing a stable lighting system improved consistency.
- The mobile app's performance was degraded on older hardware, so we optimized the AI code to alleviate the issue.

Technologies Used

