### Wesley's Report

This report is a secondary output for my project. The primary outputs are the features I have built/worked on for <u>https://github.com/UCSD-E4E/Pyrenote</u>. You can visit <u>https://wescodes.github.io/Wes\_Project/</u> to get a better visual understanding of my work.

### No Relevant Audio Button

The first feature I built is the "No Revelant Audio" button

(<u>https://github.com/UCSD-E4E/Pyrenote/pull/264</u>). Until now, users would get stuck if an audio file was empty, and be unlikely to contribute further. By adding a "No Revelant Audio" button, the user experience for annotating audio recordings will be more streamlined. By clicking on the button, a "No Class of Classification" label will be created for the corresponding audio recording. This additional label will also allow easy filtering in the data preprocessing stage.

Pyrenote Dashboard Admin Panel Logout			
	20210813	8_005000_OTH0.WAV	Add Regions: On
,	4	0 >>	,
	Save All	No Relevant Audio	
	Feeling Con	fident In your labels?: no	
	previous	ne	đ

### Admin Project Management

The second feature I built is a way for admin role users to manage the available projects (<u>https://github.com/UCSD-E4E/Pyrenote/pull/266</u>). If an admin wanted to declutter the created projects in the admin panel, there wasn't a feature that allowed for that need. Also, if an admin wanted to hide projects from non-admin users, there wasn't a feature for that need. I resolved those two needs by implementing a removal and a recovery feature. The specific changes I made can be viewed here. Admins can now remove any projects they want to declutter their admin panel and/or hide projects from users.

ID       Name       Created By       API Key       Options         1       test1       admin       ce5d71e93adb4298b29f03c9d5598312
ID       Name       Created By       API Key       Options         admin       cc5d71e93adb4296b29103c9d5598312
1       test1       admin       ce5d71e93adb4298b29f03c9d5598312 <b>±</b> • • • • • • • • • • • • • • • • • • •
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3       hotfix_branch       admin       95cce938bb104a01852c889cede7c5a7       ▲       ▲       Ⅲ
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6         no_audio_test         admin         13eb554db7a34737ae881d309d1727f5         よ         当
□ 7 No Audio admin 1eb362c5a2af429f9d4a7e3313ec7df6 🕹 🛎 🖽
8         main test         admin         51a543bd7f604f49922b3c590b5debc5         1 </td
□ 9 clip retirement test admin dfad3716d3ba4c5eb89406bdbb05e0l4

Pro	ojects REMOVED			5 <b>6</b>
			No projects exists!	
Us	ers			٥
#	Username	Role	Created On	Options
1	admin	Admin	November 17, 2021	<b>e</b> i

### **Assisting with PR Requests**

### PR Requests that only needed to be reviewed and approved

Beside the two features I have built, I also helped Sean with approving his GitHub pull requests. I have reviewed and approved three of his pull requests. The first two pull requests, <u>https://github.com/UCSD-E4E/Pyrenote/pull/261</u> and <u>https://github.com/UCSD-E4E/Pyrenote/pull/256</u>, I reviewed and approved. They didn't require any revision required on my part during the reviewing process. PR 261 addressed an issue in which empty cells weren't ignored when uploading a csv file to create labels which resulted in an extra empty text annotation label. PR 256 addressed a conflict between main and production branches.

### PR Request that needed code revision in addition to being reviewed and approved

The third pull request <u>https://github.com/UCSD-E4E/Pyrenote/pull/241</u> required programming because the reworked to the functionality of the side menu wasn't working. PR 241 added the ability to turn side menu on or off without also turning off or on the reference tab. This was the function I had to do some revision and added new code to make it work. The side menu height was also reworked to make it look nicer.

Pyrenote Dashboard	d Adı	min Panel Logout								
	P	rojects								٥
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	6	no_audio_test		admin	13eb554db7	a34737ae881d309d1727f5		<b>≗</b> + <u>↑</u>	۵ ۲	ĭ≣
								<b>.</b>	۲	ľ

Same setting used in before and after the rework to the side menu

### Before



### After



### **Ending Note**

Overall, I'm pretty satisfied with my work on the Pyrenote team. I didn't expect to build out another feature beside the "No Relevant Audio" button. Although <u>https://github.com/UCSD-E4E/Pyrenote/pull/266</u> isn't a fully fleshed out feature, I'm happy with how it turned out especially in the short amount of remaining time I had. It's a good base level on which other developers can take over and improve upon.

### **User Profile Page**

**Repo:** https://github.com/UCSD-E4E/Pyrenote/tree/profile-page **Note:** I am doing a report that's fully in depth on my site too, it's likely easier to read because of hyperlinks and specific formatting. I'll be continuously updating it as well since I plan to keep working on the project through finals week. The **Link:** <u>https://dylan-nelson.com/Pyrenote</u>

### Abstract

Pyrenote is a project in development by a growing group of student researchers here at UCSD. Its primary purpose is to allow anyone to contribute to research by labeling data in an intuitive and accessible way. Right now it is currently being used to develop a sort of voice recognition for birds. The goal is to make an algorithm that can strongly label data (say where in the clip a bird is calling and what bird is making the call). To do this, a very vast dataset is needed to be labeled. I worked mostly on the user experience side. Allowing them to interact with their labeling in new ways, such as keeping tabs on their progress and reaching goals. Developing a User Profile page was the primary source for receiving this data and was developed iteratively as a whole new page for the site

### **Using Pyrenote**

As a user of Pyrenote I came up with a few ideas and improvements I wanted to implement. One of the main issues we faced was needing to ask our team leader, who was the only one who could access the data of our project, for updates. Each time we did this he had to manually go through the data, parse it, and deliver it to us (manually). This is something that can clearly be automated and delivered directly to the user. In the end, my team and I decided to make a User Profile page. Engaging users is key to the Pyrenote workflow, and we need users to be content, because without good users, we don't have data.. We set out to incorporate a user page with a few goals in mind:

• To allow users to track their progress on their own, in real time

- To allow users to access previously annotated clips, in case there was an error, incomplete labeling, or anything else.
- To allow managers to organize and access all this data better as well, without manual intervention

Through this process we assessed each of these, and strived for even greater

### **Developing Ideas**



Different sets of functionality needed

This was the first set of users we identified and decided we needed to work for. There is different data for each and different ways to access the data so it will allow the development of each part to work fairly iteratively

 $\equiv$ 

# **Personal Profile**

User Name: John Baker Team: DSC 180a Expected Completion: 12/1/2021

Annotations	Files Annotated	Annotations Expected	% Completed	
	47	150	12.5%	Start
Annotation History	File Name	Date Completed	# of Annotations	Confident?
trivirgati	<u>Conopias-</u> us-556233.wav	12/3/2021	7	No
<u>Buteo-swainso</u>	oni-468973.wav	11/7/2021	3	Yes
<u>americar</u>	<u>Chloroceryle-</u> na-108678.wav	11/6/2021	2	Yes

Collapse List

### Prototype 1

The first prototype I made and presented to the team. Developed in **Figma** and shared in our weekly meetings. I eventually got a lot of feedback that paved my direction for the following quarter. A lot more data was desired and organized in a different way

### **Backend Learning**

I met with one of our lead programmers and designers for the site. Sean helped me throughout this entire quarter and taught me during each step of my journey. First we went over the old prototype and discussed the limitations of it with respect to the currently developed code. Some things were going to be a lot harder to develop than others. We knew we *could* develop

everything we had pictured, but only with enough time. So we set priorities and I made a new prototype

Prototype 2

Pyrenote
Personal Profile
User Name: John Baker
Team: DSC 180a
Expected Completion: 12/1/2021

## **Global Stats**

Annotations	Files Annotated	Total Annotations	Sum of File Lengths	
	47	150	12.5%	Start

### **Group Stats**

Group	Files Annotated	Total Annotations	Sum of File Lengths	Expected Files Completed	% Completed
UCSD E4E	47	122	12.5%	150	31.5%

## **Global Clip History**

Annotation History	File Name	Date Completed	# of Annotations	Confident?	Group Name
<u>trivirgat</u>	<u>Conopias-</u> us-556233.wav	12/3/2021	7	No	UCSD '22
<u>Buteo-swains</u>	<u>oni-468973.wav</u>	11/7/2021	3	Yes	E4E ASID
america	<u>Chloroceryle-</u> na-108678.wav	11/6/2021	2	Yes	DSC 190A

Collapse List

Prototype 2

### **New Insights**

- A whole new section to distinguish between groups
- Group Specific data for each clip
- A limit to how many clips are shown (not all/infinite)
- Rephrasing for some words and tables

After this I drew up the changes and made that second demo above. Next was to get that working in the frontend code, which went smoothly given I already had a working demo from before

### **New Frontend**

Dashboard Ad	lmin Panel <u>My Profi</u>	<u>le</u> Logout							
ſ	My Profile								
U Te Es	User Name: Dylan Nelson Team: DSC 180a Expected Completion: 12/1/2021								
Global Stats									
	Annotations	Files Annot	ated An	notations Expected		Sum of File	e Lengths		
		47	150	)		7 min 30 se	ic	Start	
(	Group St	ats							
	Group File:	s Annotated	Total Annotations	Sum of File L	enghts	Expected F	iles Completed	% Completed	
	UCSD E4E 47		122	7 min 30 sec		150		31.5%	
Global Clip History									
	Annotation History	y File N	ame		Date Comp	leted	# of Annotations	Confident	
		Conor	pias-trivirgatus-556233	3.wav	12/3/2021		7	No	
		Buteo	-swainsoni-468973.wa	<u>IV</u>	11/7/2021		3	Yes	
		Chlore	oceryle-americana-108	3678.wav	11/6/2021		2	Yes	
								Collapse List	

### Frontend Complete

Works pretty similar to the previous demo and looks similar to the new prototype some adjustments need to be made but that can be done easily. Now we just need to hook it up to the backend

### **New Backend**

The backend was able to be incorporated partially with ease. After a few meetings and much more learning. We were able to get some variables in that worked and delivered exactly what we wanted. Most of the other functionality is still a work in progress because it requires writing all new backend code, which I was not previously familiar or experienced with. The tables are a whole level of complexity harder than everything we've done so far, and certainly take time.

Sean taught me a lot and I got access to everything on the backend that I need. We successfully got the page setup to accept data and API calls and tested a few and they work. Everything else is diving into the massive data structures and coding them to search and display correctly (which has been easier said than done). In simpler terms, there's a few steps to each problem

- 1) Find how and where the data is represented
- 2) Write python code to access it
- 3) Write some connections in a few JS files allowing communication
- 4) Find the best way to display the output using HTML/React

Most of this has worked in a straightforward manner. The clip history (an ever changing table with lots of different data points) has been the exception.

### What Now?

Trying to wrap up some data displays (mostly the annotation history). I'm learning a lot while trying to develop the backend code, but with that comes a lot of issues. I was slightly overzealous with how much I thought I could learn and do in these last few weeks of the quarter, but I'm proud of how far I've come and will continue working and see this project through. All the features currently finished are all ready to be deployed, but I'm trying to get the clip history complete before pushing anything.

(I'm working on a section with more detailed code info that doesn't work well in a report. If you're interested, check the <u>link I mentioned</u>. "Technical Work Dump" is at the end, full of code and file specific info)