

Практическое задание №2

Общая терминология по используемым данным

Предоставляемые данные для разработки моделей и алгоритмов трекинга мяча в теннисе представляют собой набор игр (game), состоящих из нескольких клипов (clip), каждый из которых состоит из набора кадров (frame). Обратите внимание на структуру организации файлов внутри предоставляемого датасета для полного понимания.

Большинство алгоритмов трекинга объектов работают с несколькими последовательными кадрами, и в данном задании также подразумевается использование этого приема. Последовательность нескольких кадров будем именовать стопкой (stack), размер стопки (stack_s) является гиперпараметром разрабатываемого алгоритма.

Заготовка решения

Загрузка датасета

Для работы с данными в ноутбуке kaggle необходимо подключить датасет. File -> Add or upload data, далее в поиске написать tennis-tracking-assignment и выбрать датасет. Если поиск не работает, то можно добавить датасет по url: <https://www.kaggle.com/xubiker/tennistackingassignment>. После загрузки данные датасета будут примонтированы в ../input/tennistackingassignment.

Установка и импорт зависимостей

Установка необходимых пакетов (не забудьте "включить интернет" в настройках ноутбука kaggle):

```
In [ ]: !pip install moviepy --upgrade
        !pip install gdown
```

После установки пакетов для корректной работы надо обязательно перезагрузить ядро. Run -> Restart and clear cell outputs. Без сего действия будет ошибка при попытке обращения к библиотеке moviepy при сохранении визуализации в виде видео. Может когда-то авторы библиотеки это починят...

Импорт необходимых зависимостей:

```
In [2]: from pathlib import Path
        from typing import List, Tuple, Sequence

        import numpy as np
        from numpy import unravel_index
        from PIL import Image, ImageDraw, ImageFont
        from tqdm import tqdm, notebook

        from moviepy.video.io.ImageSequenceClip import ImageSequenceClip

        import math
        from scipy.ndimage import gaussian_filter

        import gc
        import time
        import random
        import csv

        from keras.layers import Input, Conv2D, MaxPooling2D, UpSampling2D, Concatenate, BatchNormalization, Activation
        from keras.models import Model
        import tensorflow as tf
        from pathlib import Path
        from scipy.ndimage import label
        from skimage.measure import regionprops
```

Набор функций для загрузки данных из датасета

Функция load_clip_data загружает выбранный клип из выбранной игры и возвращает его в виде numpy массива [n_frames, height, width, 3] типа uint8. Для ускорения загрузки используется кэширование - однажды загруженные клипы хранятся на диске в виде prz архивов, при последующем обращении к таким клипам происходит загрузка prz архива.

Также добавлена возможность чтения клипа в половинном разрешении 640x360, вместо оригинального 1280x720 для упрощения и ускорения разрабатываемых алгоритмов.

Функция `load_labels` загружает референсные координаты мяча в виде пары массива `[n_frames, 4]`, где в каждой строке массива содержатся значения `[code, x, y, q]`. `x, y` соответствуют координате центра мяча на кадре, `q` не используется в данном задании, `code` описывает статус мяча:

- `code = 0` - мяча в кадре нет
- `code = 1` - мяч присутствует в кадре и легко идентифицируем
- `code = 2` - мяч присутствует в кадре, но сложно идентифицируем
- `code = 3` - мяч присутствует в кадре, но заслонен другими объектами.

При загрузке в половинном разрешении координаты `x, y` делятся на 2.

Функция `load_clip` загружает выбранный клип и соответствующий массив координат и возвращает их в виде пары.

```
In [3]: def get_num_clips(path: Path, game: int) -> int:
        return len(list((path / f'game{game}').iterdir()))

def get_game_clip_pairs(path: Path, games: List[int]) -> List[Tuple[int, int]]:
    return [(game, c) for game in games for c in range(1, get_num_clips(path, game) + 1)]

def load_clip_data(path: Path, game: int, clip: int, downscale: bool, quiet=False) -> np.ndarray:
    if not quiet:
        suffix = 'downscaled' if downscale else ''
        print(f'loading clip data (game {game}, clip {clip}) {suffix}')
    cache_path = path / 'cache'
    cache_path.mkdir(exist_ok=True)
    resize_code = '_ds2' if downscale else ''
    cached_data_name = f'{game}_{clip}{resize_code}.npz'
    if (cache_path / cached_data_name).exists():
        clip_data = np.load(cache_path / cached_data_name)['clip_data']
    else:
        clip_path = path / f'game{game}/clip{clip}'
        n_imgs = len(list(clip_path.iterdir())) - 1
        imgs = [None] * n_imgs
        for i in notebook.tqdm(range(n_imgs)):
            img = Image.open(clip_path / f'{i:04d}.jpg')
            if downscale:
                img = img.resize((img.width // 2, img.height // 2),)
            imgs[i] = np.array(img, dtype=np.uint8)
        clip_data = np.stack(imgs)
        cache_path.mkdir(exist_ok=True, parents=True)
        np.savez_compressed(cache_path / cached_data_name, clip_data=clip_data)
    return clip_data

def load_clip_labels(path: Path, game: int, clip: int, downscale: bool, quiet=False):
    if not quiet:
        print(f'loading clip labels (game {game}, clip {clip})')
    clip_path = path / f'game{game}/clip{clip}'
    labels = []
    with open(clip_path / 'labels.csv') as csvfile:
        lines = list(csv.reader(csvfile))
        for line in lines[1:]:
            values = np.array([-1 if i == " else int(i) for i in line[1:]])
            if downscale:
                values[1] //= 2
                values[2] //= 2
            labels.append(values)
    return np.stack(labels)

def load_clip(path: Path, game: int, clip: int, downscale: bool, quiet=False):
    data = load_clip_data(path, game, clip, downscale, quiet)
    labels = load_clip_labels(path, game, clip, downscale, quiet)
    return data, labels
```

Набор дополнительных функций

Еще несколько функций, немного облегчающих выполнение задания:

- `prepare_experiment` создает новую директорию в `out_path` для хранения результатов текущего эксперимента. Нумерация выполняется автоматически, функция возвращает путь к созданной директории эксперимента;
- `ball_gauss_template` - создает "шаблон" мяча, может быть использована в алгоритмах поиска мяча на изображении по корреляции;
- `create_masks` - принимает набор кадров и набор координат мяча, и генерирует набор масок, в которых помещает шаблон мяча на заданные координаты. Может быть использована при обучении нейронной сети семантической сегментации;

```
In [4]: def prepare_experiment(out_path: Path) -> Path:
        out_path.mkdir(parents=True, exist_ok=True)
        dirs = [d for d in out_path.iterdir() if d.is_dir() and d.name.startswith('exp_')]
        experiment_id = max(int(d.name.split('_')[1]) for d in dirs) + 1 if dirs else 1
        exp_path = out_path / f'exp_{experiment_id}'
```

```

exp_path.mkdir()
return exp_path

def ball_gauss_template(rad, sigma):
    x, y = np.meshgrid(np.linspace(-rad, rad, 2 * rad + 1), np.linspace(-rad, rad, 2 * rad + 1))
    dst = np.sqrt(x * x + y * y)
    gauss = np.exp(-(dst ** 2 / (2.0 * sigma ** 2)))
    return gauss

def create_masks(data: np.ndarray, labels: np.ndarray, resize):
    rad = 64 #25
    sigma = 10
    if resize:
        rad //= 2
    ball = ball_gauss_template(rad, sigma)
    n_frames = data.shape[0]
    sh = rad
    masks = []
    for i in range(n_frames):
        label = labels[i, ...]
        frame = data[i, ...]
        if 0 < label[0] < 3:
            x, y = label[1:3]
            mask = np.zeros((frame.shape[0] + 2 * rad + 2 * sh, frame.shape[1] + 2 * rad + 2 * sh), np.float32)
            mask[y + sh : y + sh + 2 * rad + 1, x + sh : x + sh + 2 * rad + 1] = ball
            mask = mask[rad + sh : -rad - sh, rad + sh : -rad - sh]
            masks.append(mask)
        else:
            masks.append(np.zeros((frame.shape[0], frame.shape[1]), dtype=np.float32))
    return np.stack(masks)

```

Набор функций, предназначенных для визуализации результатов

Функция `visualize_prediction` принимает набор кадров, набор координат детекции мяча (можно подавать как референсные значения, так и предсказанные) и создает видеоклип, в котором отрисовывается положение мяча, его трек, номер кадра и метрика качества трекинга (если она была передана в функцию). Видеоклип сохраняется в виде mp4 файла. Кроме того данная функция создает текстовый файл, в который записывает координаты детекции мяча и значения метрики качества трекинга.

Функция `visualize_prob` принимает набор кадров и набор предсказанных карт вероятности и создает клип с наложением предсказанных карт вероятности на исходные карты. Области "подсвечиваются" желтым, клип сохраняется в виде mp4 видеофайла. Данная функция может быть полезна при наличии в алгоритме трекинга сети, осуществляющей семантическую сегментацию.

In [5]: **def** _add_frame_number(frame: np.ndarray, number: int) -> np.ndarray:

```

    fnt = ImageFont.load_default() # ImageFont.truetype("arial.ttf", 25)
    img = Image.fromarray(frame)
    draw = ImageDraw.Draw(img)
    draw.text((10, 10), f'frame {number}', font=fnt, fill=(255, 0, 255))
    return np.array(img)

```

```

def _vis_clip(data: np.ndarray, lbls: np.ndarray, metrics: List[float] = None, ball_rad=5, color=(255, 0, 0), track_length=10):
    print('performing clip visualization')
    n_frames = data.shape[0]
    frames_res = []
    fnt = ImageFont.load_default() # ImageFont.truetype("arial.ttf", 25)
    for i in range(n_frames):
        img = Image.fromarray(data[i, ...])
        draw = ImageDraw.Draw(img)
        txt = f'frame {i}'
        if metrics is not None:
            txt += f', SiBaTrAcc: {metrics[i]:.3f}'
        draw.text((10, 10), txt, font=fnt, fill=(255, 0, 255))
        label = lbls[i]
        if label[0] != 0: # the ball is clearly visible
            px, py = label[1], label[2]
            draw.ellipse((px - ball_rad, py - ball_rad, px + ball_rad, py + ball_rad), outline=color, width=2)
            for q in range(track_length):
                if lbls[i-q-1][0] == 0:
                    break
                if i - q > 0:
                    draw.line((lbls[i - q - 1][1], lbls[i - q - 1][2], lbls[i - q][1], lbls[i - q][2]), fill=color)
            frames_res.append(np.array(img))
    return frames_res

```

```

def _save_clip(frames: Sequence[np.ndarray], path: Path, fps):
    assert path.suffix in ('.mp4', '.gif')
    clip = ImageSequenceClip(frames, fps=fps)
    if path.suffix == '.mp4':

```

```

clip.write_videofile(str(path), fps=fps, logger=None)
else:
    clip.write_gif(str(path), fps=fps, logger=None)

def _to_yellow_heatmap(frame: np.ndarray, pred_frame: np.ndarray, alpha=0.4):
    img = Image.fromarray((frame * alpha).astype(np.uint8))
    maskR = (pred_frame * (1 - alpha) * 255).astype(np.uint8)
    maskG = (pred_frame * (1 - alpha) * 255).astype(np.uint8)
    maskB = np.zeros_like(maskG, dtype=np.uint8)
    mask = np.stack([maskR, maskG, maskB], axis=-1)
    return img + mask

def _vis_pred_heatmap(data_full: np.ndarray, pred_prob: np.ndarray, display_frame_number):
    n_frames = data_full.shape[0]
    v_frames = []
    for i in range(n_frames):
        frame = data_full[i, ...]
        pred = pred_prob[i, ...]
        hm = _to_yellow_heatmap(frame, pred)
        if display_frame_number:
            hm = _add_frame_number(hm, i)
        v_frames.append(hm)
    return v_frames

def visualize_prediction(data_full: np.ndarray, labels_pr: np.ndarray, save_path: Path, name: str, metrics=None, fps=15):
    with open(save_path / f'{name}.txt', mode='w') as f:
        if metrics is not None:
            f.write(f'SiBaTrAcc: {metrics[-1]} \n')
        for i in range(labels_pr.shape[0]):
            f.write(f'frame {i}: {labels_pr[i, 0]}, {labels_pr[i, 1]}, {labels_pr[i, 2]} \n')

    v = _vis_clip(data_full, labels_pr, metrics)
    _save_clip(v, save_path / f'{name}.mp4', fps=fps)

def visualize_prob(data: np.ndarray, pred_prob: np.ndarray, save_path: Path, name: str, frame_number=True, fps=15):
    v_pred = _vis_pred_heatmap(data, pred_prob, frame_number)
    _save_clip(v_pred, save_path / f'{name}_prob.mp4', fps=fps)

```

Класс DataGenerator

Класс, отвечающий за генерацию данных для обучения модели. Принимает на вход путь к директории с играми, индексы игр, используемые для генерации данных, и размер стопки. Хранит в себе автоматически обновляемый пул с клипами игр.

В пуле содержится pool_s клипов. DataGenerator позволяет генерировать батч из стопок (размера stack_s) последовательных кадров. Выбор клипа для извлечения данных взвешенно-случайный: чем больше длина клипа по сравнению с другими клипами в пуле, тем вероятнее, что именно из него будет сгенерирована стопка кадров. Выбор стопки кадров внутри выбранного клипа полностью случаен. Кадры внутри стопки конкатенируются по последнему измерению (каналам).

После генерирования количества кадров равного общему количеству кадров, хранимых в пуле, происходит автоматическое обновление пула: из пула извлекаются pool_update_s случайных клипов, после чего в пул загружаются pool_update_s случайных клипов, не присутствующих в пуле. В случае, если размер пула pool_s больше или равен суммарному количеству клипов в играх, переданных в конструктор, все клипы сразу загружаются в пул, и автообновление не производится.

Использование подобного пула позволяет работать с практически произвольным количеством клипов, без необходимости загружать их всех в оперативную память.

Для вашего удобства функция извлечения стопки кадров из пула помимо самой стопки также создает и возвращает набор сгенерированных масок с мячом исходя из референсных координат мяча в клипе.

Функция random_g принимает гиперпараметр размера стопки кадров и предоставляет генератор, возвращающий стопки кадров и соответствующие им маски. Данный генератор может быть использован при реализации решения на tensorflow. Обновление пула происходит автоматически, об этом беспокоиться не нужно.

In [6]: **class** DataGenerator:

```

def __init__(self, path: Path, games: List[int], stack_s, downscale, pool_s=30, pool_update_s=10, pool_autoupdate=True, quiet=False) -> None:
    self.path = path
    self.stack_s = stack_s
    self.downscale = downscale
    self.pool_size = pool_s
    self.pool_update_size = pool_update_s
    self.pool_autoupdate = pool_autoupdate
    self.quiet = quiet
    self.data = []
    self.masks = []

    self.frames_in_pool = 0
    self.produced_frames = 0

```

```

self.game_clip_pairs = get_game_clip_pairs(path, list(set(games)))
self.game_clip_pairs_loaded = []
self.game_clip_pairs_not_loaded = list.copy(self.game_clip_pairs)
self.pool = {}

self._first_load()

def _first_load(self):
    # --- if all clips can be placed into pool at once, there is no need to refresh pool at all ---
    if len(self.game_clip_pairs) <= self.pool_size:
        for gcp in self.game_clip_pairs:
            self._load(gcp)
        self.game_clip_pairs_loaded = list.copy(self.game_clip_pairs)
        self.game_clip_pairs_not_loaded.clear()
        self.pool_autoupdate = False
    else:
        self._load_to_pool(self.pool_size)
    self._update_clip_weights()

def _load(self, game_clip_pair):
    game, clip = game_clip_pair
    data, labels = load_clip(self.path, game, clip, self.downscale, quiet=self.quiet)
    masks = create_masks(data, labels, self.downscale)
    weight = data.shape[0] if data.shape[0] >= self.stack_s else 0
    self.pool[game_clip_pair] = (data, labels, masks, weight)
    self.frames_in_pool += data.shape[0] - self.stack_s + 1
    # print(f'items in pool: {len(self.pool)} - {self.pool.keys()}')

def _remove(self, game_clip_pair):
    value = self.pool.pop(game_clip_pair)
    self.frames_in_pool -= value[0].shape[0] - self.stack_s + 1
    del value
    # print(f'items in pool: {len(self.pool)} - {self.pool.keys()}')

def _update_clip_weights(self):
    weights = [self.pool[pair][-1] for pair in self.game_clip_pairs_loaded]
    tw = sum(weights)
    self.clip_weights = [w / tw for w in weights]
    # print(f'clip weights: {self.clip_weights}')

def _remove_from_pool(self, n):
    # --- remove n random clips from pool ---
    if len(self.game_clip_pairs_loaded) >= n:
        remove_pairs = random.sample(self.game_clip_pairs_loaded, n)
        for pair in remove_pairs:
            self._remove(pair)
            self.game_clip_pairs_loaded.remove(pair)
            self.game_clip_pairs_not_loaded.append(pair)
        gc.collect()

def _load_to_pool(self, n):
    # --- add n random clips to pool ---
    gc.collect()
    add_pairs = random.sample(self.game_clip_pairs_not_loaded, n)
    for pair in add_pairs:
        self._load(pair)
        self.game_clip_pairs_not_loaded.remove(pair)
        self.game_clip_pairs_loaded.append(pair)

def update_pool(self):
    self._remove_from_pool(self.pool_update_size)
    self._load_to_pool(self.pool_update_size)
    self._update_clip_weights()

def get_random_stack(self):
    pair_idx = np.random.choice(len(self.game_clip_pairs_loaded), 1, p=self.clip_weights)[0]
    game_clip_pair = self.game_clip_pairs_loaded[pair_idx]
    d, _, m, _ = self.pool[game_clip_pair]
    start = np.random.choice(d.shape[0] - self.stack_s, 1)[0]
    frames_stack = d[start : start + self.stack_s, ...]
    frames_stack = np.squeeze(np.split(frames_stack, indices_or_sections=self.stack_s, axis=0))
    frames_stack = np.concatenate(frames_stack, axis=-1)
    mask = m[start + self.stack_s - 1, ...]
    return frames_stack, mask

def get_random_batch(self, batch_s):
    imgs, masks = [], []
    while len(imgs) < batch_s:
        frames_stack, mask = self.get_random_stack()
        imgs.append(frames_stack)
        masks.append(mask)
    if self.pool_autoupdate:

```

```

self.produced_frames += batch_s
# print(f'produced frames: {self.produced_frames} from {self.frames_in_pool}')
if self.produced_frames >= self.frames_in_pool:
    self.update_pool()
    self.produced_frames = 0
return np.stack(imgs), np.stack(masks)

def random_g(self, batch_s):
    while True:
        imgs_batch, masks_batch = self.get_random_batch(batch_s)
        yield imgs_batch, masks_batch

```

Пример использования DataGenerator

In [7]: **from** pathlib **import** Path
print(Path('/kaggle/input/tennistackingassignment/train').exists())

True

Рекомендованный размер пула pool_s=10 в случае использования уменьшенных вдвое изображений. При большем размере пула есть большая вероятность нехватки имеющихся 13G оперативной памяти. Используйте параметр quiet=True в конструкторе DataGenerator, если хотите скрыть все сообщения о чтении данных и обновлении пула.

In [8]: stack_s = 3
batch_s = 4
train_gen = DataGenerator(Path('../input/tennistackingassignment/train/'), [1, 2, 3, 4], stack_s=stack_s, downscale=**True**, pool_s=10, pool_update_s=4
for i **in** range(10):
 imgs, masks = train_gen.get_random_batch(batch_s)
 print(imgs.shape, imgs.dtype, masks.shape, masks.dtype)

loading clip data (game 2, clip 8) downscaled

loading clip labels (game 2, clip 8)

loading clip data (game 4, clip 4) downscaled

loading clip labels (game 4, clip 4)

loading clip data (game 1, clip 1) downscaled

loading clip labels (game 1, clip 1)

loading clip data (game 4, clip 2) downscaled

loading clip labels (game 4, clip 2)

loading clip data (game 1, clip 12) downscaled

loading clip labels (game 1, clip 12)

loading clip data (game 3, clip 4) downscaled

loading clip labels (game 3, clip 4)

loading clip data (game 1, clip 11) downscaled

loading clip labels (game 1, clip 11)

loading clip data (game 4, clip 11) downscaled

loading clip labels (game 4, clip 11)

loading clip data (game 3, clip 3) downscaled

loading clip labels (game 3, clip 3)

loading clip data (game 2, clip 7) downscaled

loading clip labels (game 2, clip 7)

(4, 360, 640, 9) uint8 (4, 360, 640) float32

(4, 360, 640, 9) uint8 (4, 360, 640) float32

(4, 360, 640, 9) uint8 (4, 360, 640) float32

(4, 360, 640, 9) uint8 (4, 360, 640) float32

(4, 360, 640, 9) uint8 (4, 360, 640) float32

(4, 360, 640, 9) uint8 (4, 360, 640) float32

(4, 360, 640, 9) uint8 (4, 360, 640) float32

(4, 360, 640, 9) uint8 (4, 360, 640) float32

(4, 360, 640, 9) uint8 (4, 360, 640) float32

(4, 360, 640, 9) uint8 (4, 360, 640) float32

(4, 360, 640, 9) uint8 (4, 360, 640) float32

In [9]: **import** matplotlib.pyplot **as** plt

stack_s = 3

train_gen = DataGenerator(Path('../input/tennistackingassignment/train/'), [1], stack_s=stack_s, downscale=**True**, pool_s=10, pool_update_s=4, quiet=

stack, mask = train_gen.get_random_stack()

print(stack.shape, mask.shape)

for i **in** range(stack_s):

plt.figure()

plt.imshow(stack[:, :, 3 * i: 3 * i + 3])

loading clip data (game 1, clip 9) downscaled
loading clip labels (game 1, clip 9)
loading clip data (game 1, clip 6) downscaled
loading clip labels (game 1, clip 6)
loading clip data (game 1, clip 13) downscaled
loading clip labels (game 1, clip 13)
loading clip data (game 1, clip 3) downscaled
loading clip labels (game 1, clip 3)
loading clip data (game 1, clip 12) downscaled
loading clip labels (game 1, clip 12)
loading clip data (game 1, clip 4) downscaled
loading clip labels (game 1, clip 4)
loading clip data (game 1, clip 5) downscaled
loading clip labels (game 1, clip 5)
loading clip data (game 1, clip 10) downscaled
loading clip labels (game 1, clip 10)
loading clip data (game 1, clip 1) downscaled
loading clip labels (game 1, clip 1)
loading clip data (game 1, clip 7) downscaled
loading clip labels (game 1, clip 7)
(360, 640, 9) (360, 640)



Класс Metrics

Класс для вычисления метрики качества трекинга SiBaTrAcc. Функция `evaluate_predictions` принимает массив из референсных и предсказанных координат мяча для клипа и возвращает массив аккумулированных значений SiBaTrAcc (может быть полезно для визуализации результатов предсказания) и итоговое значение метрики SiBaTrAcc.

In [10]: **class** Metrics:

```
@staticmethod
def position_error(label_gt: np.ndarray, label_pr: np.ndarray, step=8, alpha=1.5, e1=5, e2=5):
    # gt codes:
    # 0 - the ball is not within the image
    # 1 - the ball can easily be identified
    # 2 - the ball is in the frame, but is not easy to identify
    # 3 - the ball is occluded
    if label_gt[0] != 0 and label_pr[0] == 0:
        return e1
    if label_gt[0] == 0 and label_pr[0] != 0:
        return e2
    dist = math.sqrt((label_gt[1] - label_pr[1]) ** 2 + (label_gt[2] - label_pr[2]) ** 2)
    pe = math.floor(dist / step) ** alpha
    pe = min(pe, 5)
    return pe

@staticmethod
def evaluate_predictions(labels_gt, labels_pr) -> Tuple[List[float], float]:
    pe = [Metrics.position_error(labels_gt[i, ...], labels_pr[i, ...]) for i in range(len(labels_gt))]
    SIBATRACC = []
    for i, _ in enumerate(pe):
        SIBATRACC.append(1 - sum(pe[: i + 1]) / ((i + 1) * 5))
    SIBATRACC_total = 1 - sum(pe) / (len(labels_gt) * 5)
    return SIBATRACC, SIBATRACC_total
```

Основной класс модели SuperTrackingModel

Реализует всю логику обучения, сохранения, загрузки и тестирования разработанной модели трекинга. Этот класс можно и нужно расширять.

В качестве примера вам предлагается заготовка модели, в которой трекинг осуществляется за счет предсказания маски по входному батчу и последующему предсказанию координат мяча по полученной маске. В данном варианте вызов функции предсказания координат по клипу (`predict`) повлечет за собой разбиение клипа на батчи, вызов предсказания маски для каждого батча, склеивание результатов в последовательность масок, вызов функции по вычислению координат мяча по маскам и возвращения результата. Описанные действия уже реализованы, вам остается только написать функции `predict_on_bath` и `get_labels_from_prediction`. Эта же функция `predict` используется и в вызове функции `test`, дополнительно вычисляя метрику качества трекинга и при необходимости визуализируя результат тестирования. Обратите внимание, что в результирующем пипру массиве с координатами помимо значений `x` и `y` первым значением в каждой строке должно идти значение `code` (0, если мяча в кадре нет и `> 0`, если мяч в кадре есть) для корректного вычисления качества трекинга.

Вам разрешается менять логику работы класса модели, (например, если решение не подразумевает использование масок), но при этом логика и работа функций `load` и `test` должна остаться неизменной!

In [11]: *# Define U-Net architecture*

```
def unet_block(input_layer, filters, kernel_size=(3, 3), activation="relu"):
    conv = Conv2D(filters, kernel_size, padding="same")(input_layer)
    conv = Activation(activation)(conv)
    conv = BatchNormalization()(conv)
    return conv

def UNetForTrack(input_size):
    inputs = Input(shape=input_size)

    # Encoder
    conv1 = unet_block(inputs, 64)
    conv2 = unet_block(conv1, 64)
    pool1 = MaxPooling2D(pool_size=(2, 2))(conv2)

    conv3 = unet_block(pool1, 128)
    conv4 = unet_block(conv3, 128)
    pool2 = MaxPooling2D(pool_size=(2, 2))(conv4)

    conv5 = unet_block(pool2, 256)
    conv6 = unet_block(conv5, 256)
    pool3 = MaxPooling2D(pool_size=(2, 2))(conv6)

    # Bottleneck
    conv7 = unet_block(pool3, 512)
    conv8 = unet_block(conv7, 512)

    # Decoder
    up1 = UpSampling2D(size=(2, 2))(conv8)
    concat1 = Concatenate()([up1, conv6])
    conv9 = unet_block(concat1, 256)
```



```

conv10 = unet_block(conv9, 256)

up2 = UpSampling2D(size=(2, 2))(conv10)
concat2 = Concatenate()([up2, conv4])
conv11 = unet_block(concat2, 128)
conv12 = unet_block(conv11, 128)

up3 = UpSampling2D(size=(2, 2))(conv12)
concat3 = Concatenate()([up3, conv2])
conv13 = unet_block(concat3, 64)
conv14 = unet_block(conv13, 64)

outputs = Conv2D(1, (1, 1), activation="sigmoid")(conv14)

model = Model(inputs, outputs)
return model

```

In [19]: **import tensorflow as tf**

```

class SaveEveryNEpochs(tf.keras.callbacks.Callback):
    def __init__(self, save_interval, save_path):
        super(SaveEveryNEpochs, self).__init__()
        self.save_interval = save_interval
        self.save_path = save_path

    def on_epoch_end(self, epoch, logs=None):
        if (epoch + 1) % self.save_interval == 0:
            print(f"Epoch {epoch + 1}: Saving model...")
            self.model.save_weights(f'{self.save_path}_epoch_{epoch + 1}.weights.h5')

```

In [26]: **class** SuperTrackingModel:

```

    def __init__(self, batch_s, stack_s, out_path, downscale, height=720, width=1280):
        self.height = height
        self.width = width
        if downscale:
            self.height //= 2
            self.width //= 2
        self.batch_s = batch_s
        self.stack_s = stack_s
        self.model = UNetForTrack((self.height, self.width, 3 * self.stack_s))
        self.out_path = out_path
        self.downscale = downscale

    def save(self, name: str):
        print("Saving to folder /working")
        self.model.save_weights(f'/kaggle/working/{name}.weights.h5')

    def load(self, name: str):
        print(f"Loading model weights for {name}")
        self.model.load_weights(f'/kaggle/working/{name}.weights.h5')
        print('Loading model done.')

    def predict_on_batch(self, batch: np.ndarray) -> np.ndarray:
        predictions = self.model.predict(batch).reshape((batch.shape[0], batch.shape[1], batch.shape[2]))
        return predictions

    def _predict_prob_on_clip(self, clip: np.ndarray) -> np.ndarray:
        print('doing predictions')
        n_frames = clip.shape[0]
        # --- get stacks ---
        stacks = []
        for i in range(n_frames - self.stack_s + 1):
            stack = clip[i : i + self.stack_s, ...]
            stack = np.squeeze(np.split(stack, self.stack_s, axis=0))
            stack = np.concatenate(stack, axis=-1)
            stacks.append(stack)
        # --- round to batch size ---
        add_stacks = 0
        while len(stacks) % self.batch_s != 0:
            stacks.append(stacks[-1])
            add_stacks += 1
        # --- group into batches ---
        batches = []
        for i in range(len(stacks) // self.batch_s):
            batch = np.stack(stacks[i * self.batch_s : (i + 1) * self.batch_s])
            batches.append(batch)
        stacks.clear()
        # --- perform predictions ---
        predictions = []
        for batch in batches:
            pred = np.squeeze(self.predict_on_batch(batch))
            predictions.append(pred)
        # --- crop back to source length ---

```

```

predictions = np.concatenate(predictions, axis=0)
if (add_stacks > 0):
    predictions = predictions[:-add_stacks, ...]
batches.clear()
# --- add (stack_s - 1) null frames at the beginning ---
start_frames = np.zeros((stack_s - 1, predictions.shape[1], predictions.shape[2]), dtype=np.float32)
predictions = np.concatenate((start_frames, predictions), axis=0)
print('predictions are made')
return predictions

def get_labels_from_prediction(self, pred_prob: np.ndarray, upscale_coords: bool) -> np.ndarray:
    n_frames = pred_prob.shape[0]
    coords = np.zeros([n_frames, 3])
    for i in range(n_frames):
        prediction_mask = pred_prob[i]
        if prediction_mask.sum() < 1:
            coords[i] = [0, -1, -1]
        else:
            prediction_mask[prediction_mask < 0.5] = 0
            prediction_mask[prediction_mask >= 0.5] = 1

            code = 0
            x, y = -1, -1

            labeled, num_features = label(prediction_mask)
            if num_features > 0:
                regions = regionprops(labeled)
                largest_region = max(regions, key=lambda r: r.area)
                y, x = largest_region.centroid
                code = 1
            if upscale_coords:
                x, y = 2 * x, 2 * y
            coords[i] = [code, x, y]

    return coords

def predict(self, clip: np.ndarray, upscale_coords=True) -> tuple[np.ndarray, np.ndarray]:
    prob_pr = self._predict_prob_on_clip(clip)
    labels_pr = self.get_labels_from_prediction(prob_pr, upscale_coords)
    return labels_pr, prob_pr

def test(self, data_path: Path, games: list, do_visualization=False, test_name='test'):
    game_clip_pairs = get_game_clip_pairs(data_path, games)
    SIBATRACC_vals = []
    for game, clip in game_clip_pairs:
        data = load_clip_data(data_path, game, clip, downscale=self.downscale)
        if do_visualization:
            data_full = load_clip_data(data_path, game, clip, downscale=False) if self.downscale else data
            labels_gt = load_clip_labels(data_path, game, clip, downscale=False)
            labels_pr, prob_pr = self.predict(data, upscale_coords=True)
            SIBATRACC_per_frame, SIBATRACC_total = Metrics.evaluate_predictions(labels_gt, labels_pr)
            SIBATRACC_vals.append(SIBATRACC_total)
        if do_visualization:
            visualize_prediction(data_full, labels_pr, self.out_path, f'{test_name}_g{game}_c{clip}', SIBATRACC_per_frame)
            visualize_prob(data, prob_pr, self.out_path, f'{test_name}_g{game}_c{clip}')
            del data_full
        del data, labels_gt, labels_pr, prob_pr
    gc.collect()
    SIBATRACC_final = sum(SIBATRACC_vals) / len(SIBATRACC_vals)
    return SIBATRACC_final

def train(self, train_generator, val_gen, epochs=15, save_interval=5):
    self.epochs = epochs
    save_path = '/kaggle/working/unet_model'
    save_callback = SaveEveryNEpochs(save_interval, save_path)
    self.model.compile(optimizer=tf.keras.optimizers.Adam(learning_rate=1e-4),
                       loss=tf.keras.losses.BinaryCrossentropy())
    self.model.fit(train_generator, validation_data=val_gen, epochs=self.epochs,
                   steps_per_epoch=1000 // self.batch_s, validation_steps=200 // self.batch_s,
                   callbacks=[save_callback])
    self.save('unet_last_model')
    print('Training done')

```

Пример пайплайна для обучения модели:

```

In [17]: batch_s = 5
         stack_s = 3
         downscale = True

```






























```

output_path = prepare_experiment(Path('/kaggle/working'))
train_gen = DataGenerator(Path('../input/tennistackingassignment/train/'), [1, 2, 3, 5], stack_s=stack_s, downscale=True, pool_s=10, pool_update_s=
val_gen = DataGenerator(Path('../input/tennistackingassignment/train/'), [4, 5], stack_s=stack_s, downscale=True, pool_s=4, pool_update_s=2, quiet




```

```
loading clip data (game 1, clip 13) downscaled
loading clip labels (game 1, clip 13)
loading clip data (game 5, clip 7) downscaled
loading clip labels (game 5, clip 7)
loading clip data (game 2, clip 1) downscaled
loading clip labels (game 2, clip 1)
loading clip data (game 1, clip 7) downscaled
loading clip labels (game 1, clip 7)
loading clip data (game 1, clip 2) downscaled
loading clip labels (game 1, clip 2)
loading clip data (game 2, clip 2) downscaled
loading clip labels (game 2, clip 2)
loading clip data (game 5, clip 1) downscaled
loading clip labels (game 5, clip 1)
loading clip data (game 3, clip 4) downscaled
loading clip labels (game 3, clip 4)
loading clip data (game 2, clip 6) downscaled
loading clip labels (game 2, clip 6)
loading clip data (game 5, clip 8) downscaled
loading clip labels (game 5, clip 8)
loading clip data (game 4, clip 1) downscaled
loading clip labels (game 4, clip 1)
loading clip data (game 4, clip 15) downscaled
loading clip labels (game 4, clip 15)
loading clip data (game 4, clip 7) downscaled
loading clip labels (game 4, clip 7)
loading clip data (game 4, clip 9) downscaled
loading clip labels (game 4, clip 9)
In [21]: model = SuperTrackingModel(batch_s, stack_s, out_path=output_path, downscale=downscale)
         model.train(train_gen.random_g(batch_s), val_gen.random_g(batch_s))

Epoch 1/15
200/200 ————— 299s 1s/step - loss: 0.6981 - val_loss: 0.6251
Epoch 2/15
136/200 ————— 59s 934ms/step - loss: 0.5753 loading clip data (game 2, clip 3) downscaled
137/200 ————— 58s 934ms/step - loss: 0.5752loading clip labels (game 2, clip 3)
loading clip data (game 1, clip 5) downscaled
loading clip labels (game 1, clip 5)
loading clip data (game 1, clip 9) downscaled
loading clip labels (game 1, clip 9)
loading clip data (game 5, clip 9) downscaled
loading clip labels (game 5, clip 9)
200/200 ————— 205s 1s/step - loss: 0.5661 - val_loss: 0.4714
Epoch 3/15
200/200 ————— 199s 995ms/step - loss: 0.4487 - val_loss: 0.3498
Epoch 4/15
42/200 ————— 2:27 933ms/step - loss: 0.3563loading clip data (game 2, clip 9) downscaled
43/200 ————— 2:26 933ms/step - loss: 0.3562loading clip labels (game 2, clip 9)
loading clip data (game 5, clip 5) downscaled
44/200 ————— 2:25 933ms/step - loss: 0.3561loading clip labels (game 5, clip 5)
loading clip data (game 2, clip 8) downscaled
loading clip labels (game 2, clip 8)
loading clip data (game 3, clip 5) downscaled
loading clip labels (game 3, clip 5)
200/200 ————— 0s 955ms/step - loss: 0.3359loading clip data (game 4, clip 2) downscaled
loading clip labels (game 4, clip 2)
loading clip data (game 4, clip 15) downscaled
loading clip labels (game 4, clip 15)
200/200 ————— 205s 1s/step - loss: 0.3358 - val_loss: 0.2636
Epoch 5/15
119/200 ————— 1:15 934ms/step - loss: 0.2516loading clip data (game 3, clip 2) downscaled
123/200 ————— 1:11 934ms/step - loss: 0.2512loading clip labels (game 3, clip 2)
loading clip data (game 1, clip 5) downscaled
loading clip labels (game 1, clip 5)
loading clip data (game 1, clip 12) downscaled
loading clip labels (game 1, clip 12)
loading clip data (game 1, clip 4) downscaled
loading clip labels (game 1, clip 4)
200/200 ————— 0s 955ms/step - loss: 0.2438Epoch 5: Saving model...
200/200 ————— 203s 1s/step - loss: 0.2437 - val_loss: 0.1836
Epoch 6/15
200/200 ————— 199s 997ms/step - loss: 0.1759 - val_loss: 0.1324
Epoch 7/15
7/200 ————— 3:00 933ms/step - loss: 0.1376loading clip data (game 1, clip 6) downscaled
loading clip labels (game 1, clip 6)
loading clip data (game 1, clip 8) downscaled
8/200 ————— 2:59 934ms/step - loss: 0.1375loading clip labels (game 1, clip 6)
loading clip data (game 1, clip 1) downscaled
9/200 ————— 2:58 933ms/step - loss: 0.1374loading clip labels (game 1, clip 1)
loading clip data (game 3, clip 6) downscaled
12/200 ————— 2:55 934ms/step - loss: 0.1373loading clip labels (game 3, clip 6)
200/200 ————— 0s 931ms/step - loss: 0.1282loading clip data (game 4, clip 10) downscaled
loading clip labels (game 4, clip 10)
```

loading clip labels (game 3, clip 5) downscaled
loading clip data (game 4, clip 5) downscaled
200/200  **200s** 1s/step - loss: 0.1282 - val_loss: 0.0995
Epoch 8/15
33/200  **2:36** 936ms/step - loss: 0.1006loading clip data (game 1, clip 10) downscaled
loading clip labels (game 1, clip 10)
loading clip data (game 3, clip 1) downscaled
40/200  **2:29** 937ms/step - loss: 0.1003loading clip labels (game 3, clip 1)
loading clip data (game 3, clip 5) downscaled
41/200  **2:28** 937ms/step - loss: 0.1003loading clip labels (game 3, clip 5)
loading clip data (game 1, clip 7) downscaled
loading clip labels (game 1, clip 7)
200/200  **202s** 1s/step - loss: 0.0948 - val_loss: 0.0769
Epoch 9/15
200/200  **0s** 936ms/step - loss: 0.0718loading clip data (game 5, clip 3) downscaled
loading clip labels (game 5, clip 3)
loading clip data (game 5, clip 1) downscaled
loading clip labels (game 5, clip 1)
200/200  **200s** 999ms/step - loss: 0.0718 - val_loss: 0.0595
Epoch 10/15
36/200  **2:33** 938ms/step - loss: 0.0581loading clip data (game 2, clip 1) downscaled
37/200  **2:32** 938ms/step - loss: 0.0581loading clip labels (game 2, clip 1)
loading clip data (game 2, clip 5) downscaled
loading clip labels (game 2, clip 5)
loading clip data (game 5, clip 2) downscaled
38/200  **2:31** 938ms/step - loss: 0.0581loading clip labels (game 5, clip 2)
loading clip data (game 5, clip 8) downscaled
39/200  **2:31** 938ms/step - loss: 0.0581loading clip labels (game 5, clip 8)
200/200  **0s** 937ms/step - loss: 0.0556Epoch 10: Saving model...
200/200  **200s** 1s/step - loss: 0.0555 - val_loss: 0.0483
Epoch 11/15
194/200  **5s** 936ms/step - loss: 0.0443loading clip data (game 3, clip 2) downscaled
197/200  **2s** 936ms/step - loss: 0.0442loading clip labels (game 3, clip 2)
loading clip data (game 1, clip 5) downscaled
loading clip labels (game 1, clip 5)
198/200  **1s** 936ms/step - loss: 0.0442loading clip data (game 2, clip 3) downscaled
199/200  **0s** 936ms/step - loss: 0.0442loading clip labels (game 2, clip 3)
200/200  **0s** 936ms/step - loss: 0.0442loading clip data (game 3, clip 7) downscaled
loading clip labels (game 3, clip 7)
200/200  **200s** 998ms/step - loss: 0.0442 - val_loss: 0.0407
Epoch 12/15
200/200  **0s** 936ms/step - loss: 0.0359loading clip data (game 4, clip 7) downscaled
loading clip labels (game 4, clip 7)
loading clip data (game 5, clip 6) downscaled
loading clip labels (game 5, clip 6)
200/200  **200s** 1s/step - loss: 0.0359 - val_loss: 0.0335
Epoch 13/15
200/200  **200s** 1s/step - loss: 0.0296 - val_loss: 0.0262
Epoch 14/15
149/200  **47s** 939ms/step - loss: 0.0252loading clip data (game 1, clip 12) downscaled
loading clip labels (game 1, clip 12)
150/200  **46s** 939ms/step - loss: 0.0252loading clip data (game 5, clip 3) downscaled
loading clip labels (game 5, clip 3)
loading clip data (game 1, clip 1) downscaled
151/200  **45s** 939ms/step - loss: 0.0252loading clip labels (game 1, clip 1)
loading clip data (game 1, clip 5) downscaled
loading clip labels (game 1, clip 5)
200/200  **0s** 938ms/step - loss: 0.0249loading clip data (game 4, clip 5) downscaled
loading clip labels (game 4, clip 5)
loading clip data (game 5, clip 8) downscaled
loading clip labels (game 5, clip 8)
200/200  **200s** 1s/step - loss: 0.0249 - val_loss: 0.0229
Epoch 15/15
200/200  **0s** 934ms/step - loss: 0.0213Epoch 15: Saving model...
200/200  **199s** 997ms/step - loss: 0.0213 - val_loss: 0.0199
Saving to folder /working
Training done
Пример пайплайна для тестирования обученной модели:

```
In [22]: output_path = prepare_experiment(Path('/kaggle/working'))
         new_model = SuperTrackingModel(batch_s, stack_s, out_path=output_path, downscale=downscale)
         new_model.load('UNET_last_model')
         sibatracc_final = new_model.test(Path('./input/tennistackingassignment/test/'), [1], do_visualization=False, test_name='test')
         print(f'SiBaTrAcc final value: {sibatracc_final}')
```

Loading model weights for UNET_last_model
Loading model done.
loading clip data (game 1, clip 1) downscaled
loading clip labels (game 1, clip 1)
doing predictions
1/1  **1s** 974ms/step
1/1  **0s** 29ms/step
1/1  **0s** 28ms/step

```
predictions are made
loading clip data (game 1, clip 2) downscaled
loading clip labels (game 1, clip 2)
doing predictions
```

1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	22ms/step
1/1	0s	22ms/step
1/1	0s	22ms/step
1/1	0s	22ms/step
1/1	0s	23ms/step
1/1	0s	22ms/step
1/1	0s	22ms/step

1/1	0s	22ms/step
1/1	0s	22ms/step
1/1	0s	26ms/step
1/1	0s	24ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	22ms/step
1/1	0s	22ms/step
1/1	0s	22ms/step
1/1	0s	22ms/step
1/1	0s	22ms/step
1/1	0s	22ms/step
1/1	0s	22ms/step
1/1	0s	22ms/step
1/1	0s	22ms/step
1/1	0s	24ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	27ms/step
1/1	0s	22ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	22ms/step
1/1	0s	23ms/step
1/1	0s	22ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	22ms/step
1/1	0s	23ms/step

predictions are made	0s 23ms/step
loading clip data (game 1, clip 3) downscaled	0s 23ms/step
loading clip labels (game 1, clip 3)	0s 23ms/step
doing predictions	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 22ms/step
1/1	0s 23ms/step
1/1	0s 22ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step

[illegible]

predictions are made	0s 22ms/step
loading clip data (game 1, clip 5) downscaled	0s 22ms/step
loading clip labels (game 1, clip 5)	0s 22ms/step
doing predictions	0s 22ms/step
1/1	0s 23ms/step
1/1	0s 22ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 22ms/step
1/1	0s 22ms/step
1/1	0s 22ms/step
1/1	0s 22ms/step
1/1	0s 22ms/step
1/1	0s 22ms/step
1/1	0s 22ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 24ms/step
1/1	0s 23ms/step
1/1	0s 22ms/step
1/1	0s 23ms/step
1/1	0s 22ms/step
1/1	0s 22ms/step
1/1	0s 22ms/step
1/1	0s 22ms/step
1/1	0s 22ms/step
1/1	0s 23ms/step
1/1	0s 22ms/step

1/1	0s	24ms/step
1/1	0s	25ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	24ms/step
1/1	0s	22ms/step
1/1	0s	23ms/step
1/1	0s	22ms/step
1/1	0s	22ms/step
1/1	0s	22ms/step
1/1	0s	23ms/step
1/1	0s	22ms/step
1/1	0s	23ms/step
1/1	0s	29ms/step
1/1	0s	22ms/step

predictions are made

loading clip data (game 1, clip 6) downscaled

loading clip labels (game 1, clip 6)

doing predictions

[illegible]

1/1	0s 23ms/step
1/1	0s 22ms/step
1/1	0s 22ms/step
1/1	0s 23ms/step
1/1	0s 22ms/step
1/1	0s 22ms/step
1/1	0s 24ms/step
1/1	0s 22ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 22ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 22ms/step
1/1	0s 22ms/step
1/1	0s 22ms/step
1/1	0s 22ms/step
1/1	0s 23ms/step
1/1	0s 22ms/step
1/1	0s 22ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 22ms/step
1/1	0s 22ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 22ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 22ms/step
1/1	0s 22ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 22ms/step
1/1	0s 22ms/step
1/1	0s 22ms/step
1/1	0s 22ms/step
1/1	0s 24ms/step
1/1	0s 24ms/step
1/1	0s 24ms/step
1/1	0s 23ms/step
1/1	0s 22ms/step

predictions are made

loading clip data (game 1, clip 7) downscaled

loading clip labels (game 1, clip 7)

doing predictions

1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 30ms/step
1/1	0s 25ms/step
1/1	0s 23ms/step
1/1	0s 24ms/step
1/1	0s 30ms/step
1/1	0s 23ms/step
1/1	0s 22ms/step
1/1	0s 22ms/step
1/1	0s 22ms/step
1/1	0s 23ms/step
1/1	0s 22ms/step
1/1	0s 23ms/step
1/1	0s 22ms/step
1/1	0s 23ms/step
1/1	0s 22ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 22ms/step
1/1	0s 22ms/step
1/1	0s 23ms/step
1/1	0s 22ms/step
1/1	0s 22ms/step
1/1	0s 23ms/step
1/1	0s 22ms/step
1/1	0s 22ms/step
1/1	0s 23ms/step
1/1	0s 22ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 22ms/step
1/1	0s 22ms/step
1/1	0s 22ms/step
1/1	0s 22ms/step

1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step

predictions are made
loading clip data (game 1, clip 8) downscaled
loading clip labels (game 1, clip 8)
doing predictions

1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 29ms/step
1/1 0s 23ms/step
1/1 0s 24ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 29ms/step
1/1 0s 22ms/step
1/1 0s 25ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 24ms/step
1/1 0s 23ms/step
1/1 0s 24ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 24ms/step
1/1 0s 23ms/step
1/1 0s 24ms/step
1/1 0s 23ms/step
1/1 0s 29ms/step
1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step

1/1 0s 23ms/step
1/1 0s 29ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 29ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 24ms/step
1/1 0s 22ms/step
1/1 0s 29ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 24ms/step
1/1 0s 24ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 24ms/step
1/1 0s 22ms/step

predictions are made
SiBaTrAcc final value: 0.7887298499603117

SiBaTrAcc final value:0.79 - можно и ещё пообучать, тем более что лосс падает

```
In [27]: class SuperTrackingModel:
def __init__(self, batch_s, stack_s, out_path, downscale, height=720, width=1280):
    self.height = height
    self.width = width
    if downscale:
        self.height //= 2
        self.width //= 2
    self.batch_s = batch_s
    self.stack_s = stack_s
    self.model = UNetForTrack((self.height, self.width, 3 * self.stack_s))
    self.out_path = out_path
    self.downscale = downscale

def save(self, name: str):
    print("Saving to folder /working")
    self.model.save_weights(f'/kaggle/working/{name}.weights.h5')
```

```

def load(self, name: str):
    print(f"Loading model weights for {name}")
    self.model.load_weights(f'/kaggle/working/{name}.weights.h5')
    print('Loading model done.')

def predict_on_batch(self, batch: np.ndarray) -> np.ndarray:
    predictions = self.model.predict(batch).reshape((batch.shape[0], batch.shape[1], batch.shape[2]))
    return predictions

def _predict_prob_on_clip(self, clip: np.ndarray) -> np.ndarray:
    print('doing predictions')
    n_frames = clip.shape[0]
    # --- get stacks ---
    stacks = []
    for i in range(n_frames - self.stack_s + 1):
        stack = clip[i : i + self.stack_s, ...]
        stack = np.squeeze(np.split(stack, self.stack_s, axis=0))
        stack = np.concatenate(stack, axis=-1)
        stacks.append(stack)
    # --- round to batch size ---
    add_stacks = 0
    while len(stacks) % self.batch_s != 0:
        stacks.append(stacks[-1])
        add_stacks += 1
    # --- group into batches ---
    batches = []
    for i in range(len(stacks) // self.batch_s):
        batch = np.stack(stacks[i * self.batch_s : (i + 1) * self.batch_s])
        batches.append(batch)
    stacks.clear()
    # --- perform predictions ---
    predictions = []
    for batch in batches:
        pred = np.squeeze(self.predict_on_batch(batch))
        predictions.append(pred)
    # --- crop back to source length ---
    predictions = np.concatenate(predictions, axis=0)
    if (add_stacks > 0):
        predictions = predictions[:-add_stacks, ...]
    batches.clear()
    # --- add (stack_s - 1) null frames at the beginning ---
    start_frames = np.zeros((stack_s - 1, predictions.shape[1], predictions.shape[2]), dtype=np.float32)
    predictions = np.concatenate((start_frames, predictions), axis=0)
    print('predictions are made')
    return predictions

def get_labels_from_prediction(self, pred_prob: np.ndarray, upscale_coords: bool) -> np.ndarray:
    n_frames = pred_prob.shape[0]
    coords = np.zeros([n_frames, 3])
    for i in range(n_frames):
        prediction_mask = pred_prob[i]
        if prediction_mask.sum() < 1:
            coords[i] = [0, -1, -1]
        else:
            prediction_mask[prediction_mask < 0.5] = 0
            prediction_mask[prediction_mask >= 0.5] = 1

            code = 0
            x, y = -1, -1

            labeled, num_features = label(prediction_mask)
            if num_features > 0:
                regions = regionprops(labeled)
                largest_region = max(regions, key=lambda r: r.area)
                y, x = largest_region.centroid
                code = 1
            if upscale_coords:
                x, y = 2 * x, 2 * y
            coords[i] = [code, x, y]

    return coords

def predict(self, clip: np.ndarray, upscale_coords=True) -> tuple[np.ndarray, np.ndarray]:
    prob_pr = self._predict_prob_on_clip(clip)
    labels_pr = self.get_labels_from_prediction(prob_pr, upscale_coords)
    return labels_pr, prob_pr

def test(self, data_path: Path, games: list, do_visualization=False, test_name='test'):
    game_clip_pairs = get_game_clip_pairs(data_path, games)
    SIBATRACC_vals = []
    for game, clip in game_clip_pairs:
        data = load_clip_data(data_path, game, clip, downscale=self.downscale)

```

```

if do_visualization:
    data_full = load_clip_data(data_path, game, clip, downscale=False) if self.downscale else data
    labels_gt = load_clip_labels(data_path, game, clip, downscale=False)
    labels_pr, prob_pr = self.predict(data, upscale_coords=True)
    SIBATRACC_per_frame, SIBATRACC_total = Metrics.evaluate_predictions(labels_gt, labels_pr)
    SIBATRACC_vals.append(SIBATRACC_total)
if do_visualization:
    visualize_prediction(data_full, labels_pr, self.out_path, f'{test_name}_g{game}_c{clip}', SIBATRACC_per_frame)
    visualize_prob(data, prob_pr, self.out_path, f'{test_name}_g{game}_c{clip}')
del data_full
del data, labels_gt, labels_pr, prob_pr
gc.collect()
SIBATRACC_final = sum(SIBATRACC_vals) / len(SIBATRACC_vals)
return SIBATRACC_final

```

```

def train(self, train_generator, val_gen, epochs=15, save_interval=5, load_weights=False):
    self.epochs = epochs
    save_path = '/kaggle/working/unet_model'
    if load_weights:
        self.load('unet_model_epoch_15')
    save_callback = SaveEveryNEpochs(save_interval, save_path)
    self.model.compile(optimizer=tf.keras.optimizers.Adam(learning_rate=1e-4),
                       loss=tf.keras.losses.BinaryCrossentropy())
    self.model.fit(train_generator, validation_data=val_gen, epochs=self.epochs,
                   steps_per_epoch=1000 // self.batch_s, validation_steps=200 // self.batch_s,
                   callbacks=[save_callback])
    self.save('unet_last_model')
    print('Training done')

```

In [28]: model = SuperTrackingModel(batch_s, stack_s, out_path=output_path, downscale=downscale)

model.train(train_gen.random_g(batch_s), val_gen.random_g(batch_s), epochs=5, save_interval=5, load_weights=True)

Loading model weights for unet_model_epoch_15

Loading model done.

Epoch 1/5

127/200 ————— 1:09 950ms/step - loss: 0.0180loading clip data (game 5, clip 7) downscaled

128/200 ————— 1:08 950ms/step - loss: 0.0180loading clip labels (game 5, clip 7)

loading clip data (game 1, clip 3) downscaled

loading clip labels (game 1, clip 3)

loading clip data (game 2, clip 9) downscaled

loading clip labels (game 2, clip 9)

loading clip data (game 5, clip 4) downscaled

loading clip labels (game 5, clip 4)

200/200 ————— 0s 974ms/step - loss: 0.0173loading clip data (game 5, clip 6) downscaled

loading clip labels (game 5, clip 6)

loading clip data (game 4, clip 4) downscaled

loading clip labels (game 4, clip 4)

200/200 ————— 225s 1s/step - loss: 0.0172 - val_loss: 0.0141

Epoch 2/5

200/200 ————— 199s 997ms/step - loss: 0.0116 - val_loss: 0.0111

Epoch 3/5

200/200 ————— 199s 997ms/step - loss: 0.0092 - val_loss: 0.0101

Epoch 4/5

7/200 ————— 3:00 936ms/step - loss: 0.0083loading clip data (game 2, clip 7) downscaled

8/200 ————— 2:59 936ms/step - loss: 0.0083loading clip labels (game 2, clip 7)

9/200 ————— 2:58 935ms/step - loss: 0.0082loading clip data (game 1, clip 9) downscaled

loading clip labels (game 1, clip 9)

loading clip data (game 2, clip 9) downscaled

loading clip labels (game 2, clip 9)

loading clip data (game 2, clip 2) downscaled

loading clip labels (game 2, clip 2)

200/200 ————— 0s 942ms/step - loss: 0.0076loading clip data (game 4, clip 14) downscaled

loading clip labels (game 4, clip 14)

loading clip data (game 5, clip 2) downscaled

loading clip labels (game 5, clip 2)

200/200 ————— 202s 1s/step - loss: 0.0076 - val_loss: 0.0094

Epoch 5/5

200/200 ————— 0s 933ms/step - loss: 0.0066Epoch 5: Saving model...

200/200 ————— 199s 997ms/step - loss: 0.0066 - val_loss: 0.0071

Saving to folder /working

Training done

ИТОГО НА 20 ЭПОХЕ МЕТРИКА:

In [29]: output_path = prepare_experiment(Path('/kaggle/working'))

new_model = SuperTrackingModel(batch_s, stack_s, out_path=output_path, downscale=downscale)

new_model.load('unet_model_epoch_5') *#загружаю веса после 20 эпохи,*

#прос то файл под таким же именем пересохранился

sibatracc_final = new_model.test(Path('../input/tennistackingassignment/test/'), [1], do_visualization=False, test_name='test')

print(f'SiBaTrAcc final value: {sibatracc_final}')

Loading model weights for unet_model_epoch_5

[illegible]

predictions are made

loading clip data (game 1, clip 3) downscaled

loading clip labels (game 1, clip 3)

doing predictions

1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	22ms/step
1/1	0s	23ms/step
1/1	0s	22ms/step
1/1	0s	23ms/step
1/1	0s	22ms/step

predictions are made

loading clip data (game 1, clip 4) downscaled

loading clip labels (game 1, clip 4)

doing predictions

1/1	0s	30ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	22ms/step
1/1	0s	22ms/step
1/1	0s	22ms/step
1/1	0s	23ms/step
1/1	0s	22ms/step

predictions are made

loading clip data (game 1, clip 5) downscaled

loading clip labels (game 1, clip 5)

doing predictions

1/1	0s	23ms/step
1/1	0s	22ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	22ms/step
1/1	0s	23ms/step
1/1	0s	22ms/step
1/1	0s	22ms/step
1/1	0s	23ms/step
1/1	0s	22ms/step
1/1	0s	22ms/step
1/1	0s	23ms/step
1/1	0s	30ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	22ms/step

	0s 22ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 24ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 24ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 24ms/step
1/1	0s 24ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 24ms/step
1/1	0s 23ms/step
1/1	0s 24ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 25ms/step
1/1	0s 25ms/step
1/1	0s 24ms/step
1/1	0s 24ms/step
1/1	0s 24ms/step
1/1	0s 24ms/step
1/1	0s 25ms/step
1/1	0s 25ms/step
1/1	0s 24ms/step
1/1	0s 25ms/step
1/1	0s 24ms/step
1/1	0s 24ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 25ms/step
1/1	0s 24ms/step
1/1	0s 24ms/step
1/1	0s 24ms/step
1/1	0s 24ms/step
1/1	0s 25ms/step
1/1	0s 24ms/step
1/1	0s 34ms/step
1/1	0s 25ms/step
1/1	0s 26ms/step
1/1	0s 24ms/step
1/1	0s 24ms/step
1/1	0s 24ms/step
1/1	0s 24ms/step
1/1	0s 24ms/step
1/1	0s 24ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step

predictions are made

loading clip data (game 1, clip 7) downscaled

loading clip labels (game 1, clip 7)

doing predictions

1/1	0s 24ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 22ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 22ms/step
1/1	0s 23ms/step
1/1	0s 22ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step
1/1	0s 22ms/step
1/1	0s 24ms/step
1/1	0s 22ms/step
1/1	0s 23ms/step
1/1	0s 24ms/step
1/1	0s 23ms/step
1/1	0s 24ms/step
1/1	0s 27ms/step
1/1	0s 23ms/step
1/1	0s 23ms/step

1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	24ms/step
1/1	0s	23ms/step
1/1	0s	24ms/step
1/1	0s	24ms/step
1/1	0s	24ms/step
1/1	0s	25ms/step
1/1	0s	24ms/step
1/1	0s	23ms/step
1/1	0s	24ms/step
1/1	0s	23ms/step
1/1	0s	24ms/step

predictions are made

loading clip data (game 1, clip 8) downscaled

loading clip labels (game 1, clip 8)

doing predictions

1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	24ms/step
1/1	0s	24ms/step
1/1	0s	24ms/step
1/1	0s	24ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	24ms/step
1/1	0s	24ms/step
1/1	0s	25ms/step
1/1	0s	25ms/step
1/1	0s	23ms/step
1/1	0s	24ms/step
1/1	0s	22ms/step
1/1	0s	23ms/step
1/1	0s	24ms/step
1/1	0s	24ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	24ms/step
1/1	0s	23ms/step
1/1	0s	24ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	24ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	27ms/step
1/1	0s	23ms/step
1/1	0s	24ms/step
1/1	0s	24ms/step
1/1	0s	24ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	24ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	22ms/step
1/1	0s	22ms/step
1/1	0s	22ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	24ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	22ms/step
1/1	0s	23ms/step

1/1 0s 24ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 24ms/step
1/1 0s 24ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 24ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 24ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 24ms/step
1/1 0s 23ms/step
1/1 0s 31ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 24ms/step
1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 22ms/step

predictions are made
performing clip visualization
loading clip data (game 1, clip 2) downscaled
loading clip data (game 1, clip 2)
loading clip labels (game 1, clip 2)
doing predictions

1/1 0s 23ms/step
1/1 0s 24ms/step
1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step

1/1	0s	22ms/step
1/1	0s	23ms/step
1/1	0s	28ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	22ms/step
1/1	0s	23ms/step
1/1	0s	22ms/step
1/1	0s	22ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	22ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	24ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	24ms/step
1/1	0s	23ms/step
1/1	0s	24ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	22ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step

predictions are made

performing clip visualization

loading clip data (game 1, clip 3) downscaled

loading clip data (game 1, clip 3)

loading clip labels (game 1, clip 3)

doing predictions

1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	22ms/step
1/1	0s	23ms/step
1/1	0s	30ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step

predictions are made

performing clip visualization

loading clip data (game 1, clip 4) downscaled

loading clip data (game 1, clip 4)

loading clip labels (game 1, clip 4)

doing predictions

1/1	0s	25ms/step
1/1	0s	23ms/step
1/1	0s	24ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	24ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	25ms/step

predictions are made

performing clip visualization

loading clip data (game 1, clip 5) downscaled

loading clip data (game 1, clip 5)

loading clip labels (game 1, clip 5)

doing predictions

1/1	0s	25ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	22ms/step
1/1	0s	24ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	30ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step
1/1	0s	23ms/step

1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 24ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 24ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 24ms/step

predictions are made
performing clip visualization
loading clip data (game 1, clip 6) downscaled
loading clip data (game 1, clip 6)
loading clip labels (game 1, clip 6)
doing predictions

1/1 0s 23ms/step
1/1 0s 24ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 26ms/step
1/1 0s 31ms/step
1/1 0s 24ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 25ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 25ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 29ms/step
1/1 0s 22ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 22ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 24ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 31ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 29ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 31ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step
1/1 0s 23ms/step

- predictions are made
- performing clip visualization
- loading clip data (game 1, clip 7) downscaled
- loading clip data (game 1, clip 7)
- loading clip labels (game 1, clip 7)
- doing predictions

Загрузка модели через функцию load должна происходить полностью автоматически без каких-либо действий со стороны пользователя! Один из вариантов подобной реализации с использованием google drive и пакета gdown приведен в разделе с дополнениями.

Дополнения

Иногда при записи большого количества файлов в output директорию kaggle может "тупить" и не отображать корректно структуру дерева файлов в output и не показывать кнопки для скачивания выбранного файла. В этом случае удобно будет запаковать директорию с экспериментом и выкачать ее вручную. Пример для выкачивания директории с первым экспериментом приведен ниже:

```
In []: %cd /kaggle/working/
      !zip -r "exp_1.zip" "exp_1"
      from IPython.display import FileLink
      FileLink(r'exp_1.zip')
```

удалить лишние директории или файлы в output тоже легко:

```
In []: !rm -r /kaggle/working/exp_1
```

Для реализации загрузки данных рекомендуется использовать облачное хранилище google drive и пакет gdown для скачивания файлов. Пример подобного использования приведен ниже:

1. загружаем файл в google drive (в данном случае, это npz архив, содержащий один numpy массив по ключу 'w')
2. в интерфейсе google drive открываем доступ на чтение к файлу по ссылке и извлекаем из ссылки id файла
3. формируем url для скачивания файла
4. с помощью gdown скачиваем файл
5. распаковываем npz архив и пользуемся numpy массивом

Обратите внимание, что для корректной работы нужно правильно определить id файла. В частности, в ссылке https://drive.google.com/file/d/1kZ8CC-zfkB_TlwtBjuPcEfsPV0Jz7IPA/view?usp=sharing id файла заключен между ...d/ b /view?... и равен 1kZ8CC-zfkB_TlwtBjuPcEfsPV0Jz7IPA

```
In []: import gdown

      id = '1kZ8CC-zfkB_TlwtBjuPcEfsPV0Jz7IPA'
      url = f'https://drive.google.com/uc?id={id}'
      output = 'sample-weights.npz'
      gdown.download(url, output, quiet=False)

      import numpy as np

      weights = np.load('/kaggle/working/sample-weights.npz')['w']
      print(weights)
```