

원데이터를 데이터 증강을 이용하여 각 데이터를 6000개씩 증강 총 약 60000개의 사진으로 데이터 학습 및 검증

['Charmander:파이리', 'Diglett:디그다', 'Ditto:메타몽', 'Eevee:이브이', 'Gyarados:가라도스', 'Meowth:나옹', 'Pikachu:피카츄', 'Rattata:꼬렛', 'Snorlax:잠만보', 'Squirtle:꼬부기'] 데이터 사용

```
In [306]: 1 import warnings
2 warnings.filterwarnings('ignore')
3
4 from keras import models, layers
5 import cv2
6 from glob import glob
7 import os
8 import numpy as np
9 from IPython.display import SVG
10 from keras.utils.vis_utils import model_to_dot
11 import tensorflow as tf
12
13 from keras import regularizers
14 from sklearn.model_selection import train_test_split
15 from keras.utils import to_categorical
16 from keras.models import Sequential
17 from keras.layers import Dense, Activation
18 from keras.callbacks import ModelCheckpoint, EarlyStopping
19 import matplotlib.pyplot as plt
20
21 import Augmentor
22 import random
23 from PIL import Image
24 import PIL.ImageOps
25 import time
```

Charmander 데이터셋 6000개 늘리기 (파이리)

```
In [307]: 1 num_augmented_images = 6000
2 file_path = 'D:\swproject\pocketmon_class\Charmander'
3 file_names = os.listdir(file_path)
4 total_origin_image_num = len(file_names)
5 augment_cnt = 1
```

```
-----
FileNotFoundError                                Traceback (most recent call last)
<ipython-input-307-eb4c4cf93c93> in <module>
      1 num_augmented_images = 6000
      2 file_path = 'D:\swproject\pocketmon_class\Charmander'
----> 3 file_names = os.listdir(file_path)
      4 total_origin_image_num = len(file_names)
      5 augment_cnt = 1

FileNotFoundError: [WinError 3] 지정된 경로를 찾을 수 없습니다: 'D:\swproject\pocketmon_class\Charmander'
```

```
In [5]: 1 for i in range(1, num_augmented_images):
2         try:
3             change_picture_index = random.randrange(1, total_origin_image_num-1)
4             print(change_picture_index)
5             print(file_names[change_picture_index])
6             file_name = file_names[change_picture_index]
7
8             origin_image_path = 'D:\Wswproject\Wpocketmon_classi\WCharmander\W' + file_name
9             print(origin_image_path)
10            image = Image.open(origin_image_path)
11            random_augment = random.randrange(1,4)
12
13            if(random_augment == 1):
14                #이미지 좌우 반전
15                print("invert")
16                inverted_image = image.transpose(Image.FLIP_LEFT_RIGHT)
17                inverted_image.save(file_path + 'inverted_' + str(augment_cnt) + '.jpg')
18
19            elif(random_augment == 2):
20                #이미지 기울이기
21                print("rotate")
22                rotated_image = image.rotate(random.randrange(-20, 20))
23                rotated_image.save(file_path + 'rotated_' + str(augment_cnt) + '.jpg')
24
25            elif(random_augment == 3):
26                #노이즈 추가하기
27                img = cv2.imread(origin_image_path)
28                print("noise")
29                row,col,ch= img.shape
30                mean = 0
31                var = 0.1
32                sigma = var**0.5
33                gauss = np.random.normal(mean,sigma,(row,col,ch))
34                gauss = gauss.reshape(row,col,ch)
35                noisy_array = img + gauss
36                noisy_image = Image.fromarray(np.uint8(noisy_array)).convert('RGB')
37                noisy_image.save(file_path + 'noiseAdded_' + str(augment_cnt) + '.jpg')
38
39            augment_cnt += 1
40        except:
41            pass
```

197
Charmander.277.jpg

D:\Wswproject\Wpocketmon_classi\WCharmander\WCharmander.277.jpg
rotate
109
Charmander.198.jpg
D:\Wswproject\Wpocketmon_classi\WCharmander\WCharmander.198.jpg
invert
148
Charmander.232.jpg
D:\Wswproject\Wpocketmon_classi\WCharmander\WCharmander.232.jpg
noise
259
Charmander.66.jpg
D:\Wswproject\Wpocketmon_classi\WCharmander\WCharmander.66.jpg
noise
116
Charmander.203.jpg
D:\Wswproject\Wpocketmon_classi\WCharmander\WCharmander.203.jpg

Digrett 데이터셋 6000개 늘리기 (디그다)

```
In [8]: 1 num_augmented_images = 6000
2         file_path = 'D:\Wswproject\Wpocketmon_classi\WWDiglett\W'
3         file_names = os.listdir(file_path)
4         total_origin_image_num = len(file_names)
5         augment_cnt = 1
6
7         #im = Image.open("pocketmon_set3/Squirtle/*")
8         #rgb_im = im.convert('RGB')
9         #rgb_im.save('jjajung.jpg')
```

```
In [9]: 1 for i in range(1, num_augmented_images):
2         try:
3             change_picture_index = random.randrange(1, total_origin_image_num-1)
4             print(change_picture_index)
5             print(file_names[change_picture_index])
6             file_name = file_names[change_picture_index]
7
8             origin_image_path = 'D:WWswprojectWWpocketmon_classiWWDiglettWW' + file_name
9             print(origin_image_path)
10            image = Image.open(origin_image_path)
11            random_augment = random.randrange(1,4)
12
13            if(random_augment == 1):
14                #이미지 좌우 반전
15                print("invert")
16                inverted_image = image.transpose(Image.FLIP_LEFT_RIGHT)
17                inverted_image.save(file_path + 'inverted_' + str(augment_cnt) + '.jpg')
18
19            elif(random_augment == 2):
20                #이미지 기울이기
21                print("rotate")
22                rotated_image = image.rotate(random.randrange(-20, 20))
23                rotated_image.save(file_path + 'rotated_' + str(augment_cnt) + '.jpg')
24
25            elif(random_augment == 3):
26                #노이즈 추가하기
27                img = cv2.imread(origin_image_path)
28                print("noise")
29                row,col,ch= img.shape
30                mean = 0
31                var = 0.1
32                sigma = var**0.5
33                gauss = np.random.normal(mean,sigma,(row,col,ch))
34                gauss = gauss.reshape(row,col,ch)
35                noisy_array = img + gauss
36                noisy_image = Image.fromarray(np.uint8(noisy_array)).convert('RGB')
37                noisy_image.save(file_path + 'noiseAdded_' + str(augment_cnt) + '.jpg')
38
39            augment_cnt += 1
40        except:
41            pass
```

Diglett.42.jpg
D:WswprojectWpocketmon_classiWDiglettWDiglett.42.jpg
invert
1
Diglett.10.jpg
D:WswprojectWpocketmon_classiWDiglettWDiglett.10.jpg
invert
47
Diglett.6.jpg
D:WswprojectWpocketmon_classiWDiglettWDiglett.6.jpg
noise
31
Diglett.38.jpg
D:WswprojectWpocketmon_classiWDiglettWDiglett.38.jpg
rotate
48
Diglett.7.jpg
D:WswprojectWpocketmon_classiWDiglettWDiglett.7.jpg
invert
42

Ditto 데이터셋 6000개 늘리기 (메타몽)

```
In [10]: 1 num_augmented_images = 6000
2         file_path = 'D:WWswprojectWWpocketmon_classiWWDittoWW'
3         file_names = os.listdir(file_path)
4         total_origin_image_num = len(file_names)
5         augment_cnt = 1
6
7         #im = Image.open("pocketmon_set3/Squirtle/*")
8         #rgb_im = im.convert('RGB')
9         #rgb_im.save('jjajung.jpg')
```

```
In [11]: 1 for i in range(1, num_augmented_images):
2         try:
3             change_picture_index = random.randrange(1, total_origin_image_num-1)
4             print(change_picture_index)
5             print(file_names[change_picture_index])
6             file_name = file_names[change_picture_index]
7
8             origin_image_path = 'D:\Wswproject\Wwpocketmon_classi\WDitto\WW' + file_name
9             print(origin_image_path)
10            image = Image.open(origin_image_path)
11            random_augment = random.randrange(1,4)
12
13            if(random_augment == 1):
14                #이미지 좌우 반전
15                print("invert")
16                inverted_image = image.transpose(Image.FLIP_LEFT_RIGHT)
17                inverted_image.save(file_path + 'inverted_' + str(augment_cnt) + '.jpg')
18
19            elif(random_augment == 2):
20                #이미지 기울이기
21                print("rotate")
22                rotated_image = image.rotate(random.randrange(-20, 20))
23                rotated_image.save(file_path + 'rotated_' + str(augment_cnt) + '.jpg')
24
25            elif(random_augment == 3):
26                #노이즈 추가하기
27                img = cv2.imread(origin_image_path)
28                print("noise")
29                row,col,ch= img.shape
30                mean = 0
31                var = 0.1
32                sigma = var**0.5
33                gauss = np.random.normal(mean,sigma,(row,col,ch))
34                gauss = gauss.reshape(row,col,ch)
35                noisy_array = img + gauss
36                noisy_image = Image.fromarray(np.uint8(noisy_array)).convert('RGB')
37                noisy_image.save(file_path + 'noiseAdded_' + str(augment_cnt) + '.jpg')
38
39            augment_cnt += 1
40        except:
41            pass
```

```
18
Ditto.26.jpg
D:\Wswproject\Wwpocketmon_classi\WDitto\WDitto.26.jpg
invert
32
Ditto.39.jpg
D:\Wswproject\Wwpocketmon_classi\WDitto\WDitto.39.jpg
noise
32
Ditto.39.jpg
D:\Wswproject\Wwpocketmon_classi\WDitto\WDitto.39.jpg
rotate
41
Ditto.47.jpg
D:\Wswproject\Wwpocketmon_classi\WDitto\WDitto.47.jpg
rotate
8
Ditto.17.jpg
D:\Wswproject\Wwpocketmon_classi\WDitto\WDitto.17.jpg
-- -- --
```

Eevee 데이터셋 6000개 늘리기 (이브이)

```
In [12]: 1 num_augmented_images = 6000
2         file_path = 'D:\Wswproject\Wwpocketmon_classi\WWEevee\WW'
3         file_names = os.listdir(file_path)
4         total_origin_image_num = len(file_names)
5         augment_cnt = 1
6
7         #im = Image.open("pocketmon_set3/Squirtle/*")
8         #rgb_im = im.convert('RGB')
9         #rgb_im.save('jjajung.jpg')
```

In [13]:

```
1  for i in range(1, num_augmented_images):
2      try:
3          change_picture_index = random.randrange(1, total_origin_image_num-1)
4          print(change_picture_index)
5          print(file_names[change_picture_index])
6          file_name = file_names[change_picture_index]
7
8          origin_image_path = 'D:\Wswproject\Ww\pocketmon_classi\WEevee\Ww' + file_name
9          print(origin_image_path)
10         image = Image.open(origin_image_path)
11         random_augment = random.randrange(1,4)
12
13         if(random_augment == 1):
14             #이미지 좌우 반전
15             print("invert")
16             inverted_image = image.transpose(Image.FLIP_LEFT_RIGHT)
17             inverted_image.save(file_path + 'inverted_' + str(augment_cnt) + '.jpg')
18
19         elif(random_augment == 2):
20             #이미지 기울이기
21             print("rotate")
22             rotated_image = image.rotate(random.randrange(-20, 20))
23             rotated_image.save(file_path + 'rotated_' + str(augment_cnt) + '.jpg')
24
25         elif(random_augment == 3):
26             #노이즈 추가하기
27             img = cv2.imread(origin_image_path)
28             print("noise")
29             row,col,ch= img.shape
30             mean = 0
31             var = 0.1
32             sigma = var**0.5
33             gauss = np.random.normal(mean,sigma,(row,col,ch))
34             gauss = gauss.reshape(row,col,ch)
35             noisy_array = img + gauss
36             noisy_image = Image.fromarray(np.uint8(noisy_array)).convert('RGB')
37             noisy_image.save(file_path + 'noiseAdded_' + str(augment_cnt) + '.jpg')
38
39         augment_cnt += 1
40     except:
41         pass
```

D:\Wswproject\Ww\pocketmon_classi\WEevee\WEevee.34.jpg
rotate
35
Eevee.41.jpg
D:\Wswproject\Ww\pocketmon_classi\WEevee\WEevee.41.jpg
rotate
31
Eevee.38.jpg
D:\Wswproject\Ww\pocketmon_classi\WEevee\WEevee.38.jpg
noise
35
Eevee.41.jpg
D:\Wswproject\Ww\pocketmon_classi\WEevee\WEevee.41.jpg
rotate
31
Eevee.38.jpg
D:\Wswproject\Ww\pocketmon_classi\WEevee\WEevee.38.jpg
rotate
6
Eevee.15.jpg

Gyarados 데이터셋 6000개 늘리기 (가라도스)

In [15]:

```
1  num_augmented_images = 6000
2  file_path = 'D:\Wswproject\Ww\pocketmon_classi\Ww\Gyarados\Ww'
3  file_names = os.listdir(file_path)
4  total_origin_image_num = len(file_names)
5  augment_cnt = 1
6
7  #im = Image.open("pocketmon_set3/Squirtle/*")
8  #rgb_im = im.convert('RGB')
9  #rgb_im.save('jjajung.jpg')
```

```
In [16]: 1 for i in range(1, num_augmented_images):
2         try:
3             change_picture_index = random.randrange(1, total_origin_image_num-1)
4             print(change_picture_index)
5             print(file_names[change_picture_index])
6             file_name = file_names[change_picture_index]
7
8             origin_image_path = 'D:\Wswproject\Wpocketmon_classi\WGyarados\WG' + file_name
9             print(origin_image_path)
10            image = Image.open(origin_image_path)
11            random_augment = random.randrange(1,4)
12
13            if(random_augment == 1):
14                #이미지 좌우 반전
15                print("invert")
16                inverted_image = image.transpose(Image.FLIP_LEFT_RIGHT)
17                inverted_image.save(file_path + 'inverted_' + str(augment_cnt) + '.jpg')
18
19            elif(random_augment == 2):
20                #이미지 기울이기
21                print("rotate")
22                rotated_image = image.rotate(random.randrange(-20, 20))
23                rotated_image.save(file_path + 'rotated_' + str(augment_cnt) + '.jpg')
24
25            elif(random_augment == 3):
26                #노이즈 추가하기
27                img = cv2.imread(origin_image_path)
28                print("noise")
29                row,col,ch= img.shape
30                mean = 0
31                var = 0.1
32                sigma = var**0.5
33                gauss = np.random.normal(mean,sigma,(row,col,ch))
34                gauss = gauss.reshape(row,col,ch)
35                noisy_array = img + gauss
36                noisy_image = Image.fromarray(np.uint8(noisy_array)).convert('RGB')
37                noisy_image.save(file_path + 'noiseAdded_' + str(augment_cnt) + '.jpg')
38
39            augment_cnt += 1
40        except:
41            pass
```

```
10
Gyarados.24.jpg
D:\Wswproject\Wpocketmon_classi\WGyarados\WGyarados.24.jpg
invert
21
Gyarados.29.jpg
D:\Wswproject\Wpocketmon_classi\WGyarados\WGyarados.29.jpg
invert
22
Gyarados.3.jpg
D:\Wswproject\Wpocketmon_classi\WGyarados\WGyarados.3.jpg
noise
6
Gyarados.15.jpg
D:\Wswproject\Wpocketmon_classi\WGyarados\WGyarados.15.jpg
rotate
47
Gyarados.52.jpg
D:\Wswproject\Wpocketmon_classi\WGyarados\WGyarados.52.jpg
noise
^^
```

Meowth 데이터셋 6000개 늘리기 (나옴)

```
In [17]: 1 num_augmented_images = 6000
2         file_path = 'D:\Wswproject\Wpocketmon_classi\WMeowth\W'
3         file_names = os.listdir(file_path)
4         total_origin_image_num = len(file_names)
5         augment_cnt = 1
6
7         #im = Image.open("pocketmon_set3/Squirtle/*")
8         #rgb_im = im.convert('RGB')
9         #rgb_im.save('jjajung.jpg')
```

In [18]:

```
1  for i in range(1, num_augmented_images):
2      try:
3          change_picture_index = random.randrange(1, total_origin_image_num-1)
4          print(change_picture_index)
5          print(file_names[change_picture_index])
6          file_name = file_names[change_picture_index]
7
8          origin_image_path = 'D:\Wswproject\Wpocketmon_classi\WMeowth\W' + file_name
9          print(origin_image_path)
10         image = Image.open(origin_image_path)
11         random_augment = random.randrange(1,4)
12
13         if(random_augment == 1):
14             #이미지 좌우 반전
15             print("invert")
16             inverted_image = image.transpose(Image.FLIP_LEFT_RIGHT)
17             inverted_image.save(file_path + 'inverted_' + str(augment_cnt) + '.jpg')
18
19         elif(random_augment == 2):
20             #이미지 기울이기
21             print("rotate")
22             rotated_image = image.rotate(random.randrange(-20, 20))
23             rotated_image.save(file_path + 'rotated_' + str(augment_cnt) + '.jpg')
24
25         elif(random_augment == 3):
26             #노이즈 추가하기
27             img = cv2.imread(origin_image_path)
28             print("noise")
29             row,col,ch= img.shape
30             mean = 0
31             var = 0.1
32             sigma = var**0.5
33             gauss = np.random.normal(mean,sigma,(row,col,ch))
34             gauss = gauss.reshape(row,col,ch)
35             noisy_array = img + gauss
36             noisy_image = Image.fromarray(np.uint8(noisy_array)).convert('RGB')
37             noisy_image.save(file_path + 'noiseAdded_' + str(augment_cnt) + '.jpg')
38
39         augment_cnt += 1
40     except:
41         pass
```

50
Meowth.55.jpg
D:\Wswproject\Wpocketmon_classi\WMeowth\WMeowth.55.jpg
rotate
26
Meowth.33.jpg
D:\Wswproject\Wpocketmon_classi\WMeowth\WMeowth.33.jpg
invert
68
Meowth.8.jpg
D:\Wswproject\Wpocketmon_classi\WMeowth\WMeowth.8.jpg
invert
36
Meowth.42.jpg
D:\Wswproject\Wpocketmon_classi\WMeowth\WMeowth.42.jpg
noise
37
Meowth.43.jpg
D:\Wswproject\Wpocketmon_classi\WMeowth\WMeowth.43.jpg
:.....

Pikachu 데이터셋 6000개 늘리기 (피카츄)

In [19]:

```
1  num_augmented_images = 6000
2  file_path = 'D:\Wswproject\Wpocketmon_classi\WPikachu\W'
3  file_names = os.listdir(file_path)
4  total_origin_image_num = len(file_names)
5  augment_cnt = 1
6
7  #im = Image.open("pocketmon_set3/Squirtle/*")
8  #rgb_im = im.convert('RGB')
9  #rgb_im.save('jjajung.jpg')
```


In [20]:

```
1  for i in range(1, num_augmented_images):
2      try:
3          change_picture_index = random.randrange(1, total_origin_image_num-1)
4          print(change_picture_index)
5          print(file_names[change_picture_index])
6          file_name = file_names[change_picture_index]
7
8          origin_image_path = 'D:\Wswproject\Wpocketmon_classi\WPikachu\WW' + file_name
9          print(origin_image_path)
10         image = Image.open(origin_image_path)
11         random_augment = random.randrange(1,4)
12
13         if(random_augment == 1):
14             #이미지 좌우 반전
15             print("invert")
16             inverted_image = image.transpose(Image.FLIP_LEFT_RIGHT)
17             inverted_image.save(file_path + 'inverted_' + str(augment_cnt) + '.jpg')
18
19         elif(random_augment == 2):
20             #이미지 기울이기
21             print("rotate")
22             rotated_image = image.rotate(random.randrange(-20, 20))
23             rotated_image.save(file_path + 'rotated_' + str(augment_cnt) + '.jpg')
24
25         elif(random_augment == 3):
26             #노이즈 추가하기
27             img = cv2.imread(origin_image_path)
28             print("noise")
29             row,col,ch= img.shape
30             mean = 0
31             var = 0.1
32             sigma = var**0.5
33             gauss = np.random.normal(mean,sigma,(row,col,ch))
34             gauss = gauss.reshape(row,col,ch)
35             noisy_array = img + gauss
36             noisy_image = Image.fromarray(np.uint8(noisy_array)).convert('RGB')
37             noisy_image.save(file_path + 'noiseAdded_' + str(augment_cnt) + '.jpg')
38
39         augment_cnt += 1
40     except:
41         pass
```

272
Pikachu.76.jpg
D:\Wswproject\Wpocketmon_classi\WPikachu\WPikachu.76.jpg
noise
243
Pikachu.5.jpg
D:\Wswproject\Wpocketmon_classi\WPikachu\WPikachu.5.jpg
rotate
23
Pikachu.12.jpg
D:\Wswproject\Wpocketmon_classi\WPikachu\WPikachu.12.jpg
noise
150
Pikachu.234.jpg
D:\Wswproject\Wpocketmon_classi\WPikachu\WPikachu.234.jpg
noise
160
Pikachu.243.jpg
D:\Wswproject\Wpocketmon_classi\WPikachu\WPikachu.243.jpg
-- -- -- --

Rattata 데이터셋 6000개 늘리기 (꼬렛)

In [21]:

```
1  num_augmented_images = 6000
2  file_path = 'D:\Wswproject\Wpocketmon_classi\WRattata\WW'
3  file_names = os.listdir(file_path)
4  total_origin_image_num = len(file_names)
5  augment_cnt = 1
6
7  #im = Image.open("pocketmon_set3/Squirtle/*")
8  #rgb_im = im.convert('RGB')
9  #rgb_im.save('jjajung.jpg')
```


In [22]:

```
1  for i in range(1, num_augmented_images):
2      try:
3          change_picture_index = random.randrange(1, total_origin_image_num-1)
4          print(change_picture_index)
5          print(file_names[change_picture_index])
6          file_name = file_names[change_picture_index]
7
8          origin_image_path = 'D:\Wswproject\Wwpocketmon_classi\WRattata\WW' + file_name
9          print(origin_image_path)
10         image = Image.open(origin_image_path)
11         random_augment = random.randrange(1,4)
12
13         if(random_augment == 1):
14             #이미지 좌우 반전
15             print("invert")
16             inverted_image = image.transpose(Image.FLIP_LEFT_RIGHT)
17             inverted_image.save(file_path + 'inverted_' + str(augment_cnt) + '.jpg')
18
19         elif(random_augment == 2):
20             #이미지 기울이기
21             print("rotate")
22             rotated_image = image.rotate(random.randrange(-20, 20))
23             rotated_image.save(file_path + 'rotated_' + str(augment_cnt) + '.jpg')
24
25         elif(random_augment == 3):
26             #노이즈 추가하기
27             img = cv2.imread(origin_image_path)
28             print("noise")
29             row,col,ch= img.shape
30             mean = 0
31             var = 0.1
32             sigma = var**0.5
33             gauss = np.random.normal(mean,sigma,(row,col,ch))
34             gauss = gauss.reshape(row,col,ch)
35             noisy_array = img + gauss
36             noisy_image = Image.fromarray(np.uint8(noisy_array)).convert('RGB')
37             noisy_image.save(file_path + 'noiseAdded_' + str(augment_cnt) + '.jpg')
38
39         augment_cnt += 1
40     except:
41         pass
```

00
Rattata.8.jpg
D:\Wswproject\Wwpocketmon_classi\WRattata\WRattata.8.jpg
rotate
28
Rattata.35.jpg
D:\Wswproject\Wwpocketmon_classi\WRattata\WRattata.35.jpg
rotate
4
Rattata.13.jpg
D:\Wswproject\Wwpocketmon_classi\WRattata\WRattata.13.jpg
invert
14
Rattata.22.jpg
D:\Wswproject\Wwpocketmon_classi\WRattata\WRattata.22.jpg
noise
49

Rattata.54.jpg
D:\Wswproject\Wwpocketmon_classi\WRattata\WRattata.54.jpg
rotate

Snorlax 데이터셋 6000개 늘리기 (잠만보)

In [23]:

```
1  num_augmented_images = 6000
2  file_path = 'D:\Wswproject\Wwpocketmon_classi\WWSnorlax\WW'
3  file_names = os.listdir(file_path)
4  total_origin_image_num = len(file_names)
5  augment_cnt = 1
6
7  #im = Image.open("pocketmon_set3/Squirtle/*")
8  #rgb_im = im.convert('RGB')
9  #rgb_im.save('jjajung.jpg')
```

In [24]:

```
1  for i in range(1, num_augmented_images):
2      try:
3          change_picture_index = random.randrange(1, total_origin_image_num-1)
4          print(change_picture_index)
5          print(file_names[change_picture_index])
6          file_name = file_names[change_picture_index]
7
8          origin_image_path = 'D:\Wswproject\Wpocketmon_classi\WSnor lax\WW' + file_name
9          print(origin_image_path)
10         image = Image.open(origin_image_path)
11         random_augment = random.randrange(1,4)
12
13         if(random_augment == 1):
14             #이미지 좌우 반전
15             print("invert")
16             inverted_image = image.transpose(Image.FLIP_LEFT_RIGHT)
17             inverted_image.save(file_path + 'inverted_' + str(augment_cnt) + '.jpg')
18
19         elif(random_augment == 2):
20             #이미지 기울이기
21             print("rotate")
22             rotated_image = image.rotate(random.randrange(-20, 20))
23             rotated_image.save(file_path + 'rotated_' + str(augment_cnt) + '.jpg')
24
25         elif(random_augment == 3):
26             #노이즈 추가하기
27             img = cv2.imread(origin_image_path)
28             print("noise")
29             row,col,ch= img.shape
30             mean = 0
31             var = 0.1
32             sigma = var**0.5
33             gauss = np.random.normal(mean,sigma,(row,col,ch))
34             gauss = gauss.reshape(row,col,ch)
35             noisy_array = img + gauss
36             noisy_image = Image.fromarray(np.uint8(noisy_array)).convert('RGB')
37             noisy_image.save(file_path + 'noiseAdded_' + str(augment_cnt) + '.jpg')
38
39         augment_cnt += 1
40     except:
41         pass
```

64
Snor lax.68.jpg
D:\Wswproject\Wpocketmon_classi\WSnor lax\WSnor lax.68.jpg
invert
59
Snor lax.63.jpg
D:\Wswproject\Wpocketmon_classi\WSnor lax\WSnor lax.63.jpg
noise
28
Snor lax.35.jpg
D:\Wswproject\Wpocketmon_classi\WSnor lax\WSnor lax.35.jpg
noise
30
Snor lax.37.jpg
D:\Wswproject\Wpocketmon_classi\WSnor lax\WSnor lax.37.jpg
noise
51
Snor lax.56.jpg
D:\Wswproject\Wpocketmon_classi\WSnor lax\WSnor lax.56.jpg
-- -- --

Squirtle 데이터셋 6000개 늘리기 (꼬부기)

In [25]:

```
1  num_augmented_images = 6000
2  file_path = 'D:\Wswproject\Wpocketmon_classi\WSquirtle\WW'
3  file_names = os.listdir(file_path)
4  total_origin_image_num = len(file_names)
5  augment_cnt = 1
6
7  #im = Image.open("pocketmon_set3/Squirtle/*")
8  #rgb_im = im.convert('RGB')
9  #rgb_im.save('jjajung.jpg')
```

```
In [26]: 1 for i in range(1, num_augmented_images):
2         try:
3             change_picture_index = random.randrange(1, total_origin_image_num-1)
4             print(change_picture_index)
5             print(file_names[change_picture_index])
6             file_name = file_names[change_picture_index]
7
8             origin_image_path = 'D:\Wswproject\Wpocketmon_classi\WSquirtle\WW' + file_name
9             print(origin_image_path)
10            image = Image.open(origin_image_path)
11            random_augment = random.randrange(1,4)
12
13            if(random_augment == 1):
14                #이미지 좌우 반전
15                print("invert")
16                inverted_image = image.transpose(Image.FLIP_LEFT_RIGHT)
17                inverted_image.save(file_path + 'inverted_' + str(augment_cnt) + '.jpg')
18
19            elif(random_augment == 2):
20                #이미지 기울이기
21                print("rotate")
22                rotated_image = image.rotate(random.randrange(-20, 20))
23                rotated_image.save(file_path + 'rotated_' + str(augment_cnt) + '.jpg')
24
25            elif(random_augment == 3):
26                #노이즈 추가하기
27                img = cv2.imread(origin_image_path)
28                print("noise")
29                row,col,ch= img.shape
30                mean = 0
31                var = 0.1
32                sigma = var**0.5
33                gauss = np.random.normal(mean,sigma,(row,col,ch))
34                gauss = gauss.reshape(row,col,ch)
35                noisy_array = img + gauss
36                noisy_image = Image.fromarray(np.uint8(noisy_array)).convert('RGB')
37                noisy_image.save(file_path + 'noiseAdded_' + str(augment_cnt) + '.jpg')
38
39            augment_cnt += 1
40        except:
41            pass
```

Squirtle.20.jpg
D:\Wswproject\Wpocketmon_classi\WSquirtle\WSquirtle.20.jpg
rotate
146
Squirtle.230.jpg
D:\Wswproject\Wpocketmon_classi\WSquirtle\WSquirtle.230.jpg
invert
59
Squirtle.152.jpg
D:\Wswproject\Wpocketmon_classi\WSquirtle\WSquirtle.152.jpg
noise
176
Squirtle.258.jpg
D:\Wswproject\Wpocketmon_classi\WSquirtle\WSquirtle.258.jpg
rotate
150
Squirtle.234.jpg
D:\Wswproject\Wpocketmon_classi\WSquirtle\WSquirtle.234.jpg
rotate
204

사용할 포켓몬이 들어있는 각각의 폴더의 모든 이름을 변경 (ex). 파이리.1, 파이리.2, 파이리.3 ...)

```
In [42]: 1 from IPython.display import Image
2
3 image_list = os.listdir('pocketmon_classi/') #경로에 있는 파일을 리스트로 생성
4 print(image_list)
5 len_image = len(image_list) # image_list길이
6
7
8 for i in image_list: #dataset아래에 있는 폴더명들을 하나씩 i로 가져오기
9     file_path_i = 'pocketmon_classi' + '/' + i + '/' #해당 폴더/파일들을 가져오는 경로를 변수에 저장
10    #     print(file_path_i)
11    file_name_i = os.listdir(file_path_i) #파일을 리스트로 저장
12    #     print(file_name_i)
13    j = 1
14    for name in file_name_i: #파일하나씩 name변수에 저장
15        src = os.path.join(file_path_i, name) # 파일경로랑 name을 연결
16        dst = i + '.' + str(j) + '.jpg' #name을 받아서 이름에 번호 붙이기
17        dst = os.path.join(file_path_i, dst) #파일경로랑 이름붙인파일명 연결
18        os.rename(src, dst) #파일명 변경
19    #     print(file_name_i)
20    j+=1
21
22 # print(file_name_i)
```

['Charmander', 'Diglett', 'Ditto', 'Eevee', 'Gyarados', 'Meowth', 'Pikachu', 'Rattata', 'Snorlax', 'Squirtle']

총 이미지 개수 출력하고, class_name 리스트 출력

```
In [308]: 1 image_datas = glob("pocketmon_classi/*/*.jpg")
2 print('Total image:', len(image_datas))
3 class_name = image_list
4 class_len = len(class_name)
5 print(class_name)
```

Total image: 60143
['Charmander', 'Diglett', 'Ditto', 'Eevee', 'Gyarados', 'Meowth', 'Pikachu', 'Rattata', 'Snorlax', 'Squirtle']

전체 데이터셋 이미지 불러오기

```
In [310]: image_datas = glob('C:\\Users\\WW82106\\Desktop\\WWsoftware\\WWpocketmon_all60000\\WW*.jpg')
class_name = ['Eevee', 'Gyarados', 'Meowth', 'Pikachu', 'Rattata', 'Snorlax', 'Squirtle', 'Diglett', 'Ditto', 'Charmander']
dic = {'Eevee':0, 'Gyarados':1, 'Meowth':2, "Pikachu":3, "Rattata":4, 'Snorlax':5, 'Squirtle':6, 'Diglett':7, 'Ditto':8, 'Charmander':9}
```

이미지, 레이블을 저장하기

```
In [311]: 1 imagename.split('WW')
```

Out[311]: ['C:',
'Users',
'82106',
'Desktop',
'software',
'pocketmon_all60000',
'Squirtle.999.jpg']

In [312]:

```
1 #데이터들을 담을 리스트 정의
2 X = list()
3 #레이블들을 담을 리스트 정의
4 Y = list()
5
6
7 for imagename in image_datas:
8     try:
9         image = cv2.imread(imagename)
10        image = cv2.resize(image, dsize=(28, 28))
11        image = cv2.cvtColor(image, cv2.COLOR_BGR2RGB)
12
13        image = np.array(image)
14        X.append(image)
15
16        label = imagename.split('WW')
17        label = label[6]
18        label = label.split('.')
19        label = str(label[0])
20        label = dic[label]
21        Y.append(label)
22    except : # 예외
23        pass
24
25 # X, Y리스트들을 NP형식의 배열로 생성
26 X = np.array(X)
27 Y = np.array(Y)
28 print(X)
29 print(Y)
30 print('X shape:', X.shape)
31 print('Y shape:', Y.shape)
```

```
[254 254 254]]

[[255 255 255]
 [254 254 254]
 [254 254 254]
 ...
 [254 255 255]
 [255 253 254]
 [252 255 253]]

[[255 255 255]
 [251 255 254]
 [255 253 254]
 ...
 [252 255 255]
 [255 255 255]
 [255 255 255]]]
[9 9 9 ... 6 6 6]
X shape: (58378, 28, 28, 3)
Y shape: (58378,)
```

train, test set 나누기

In [317]:

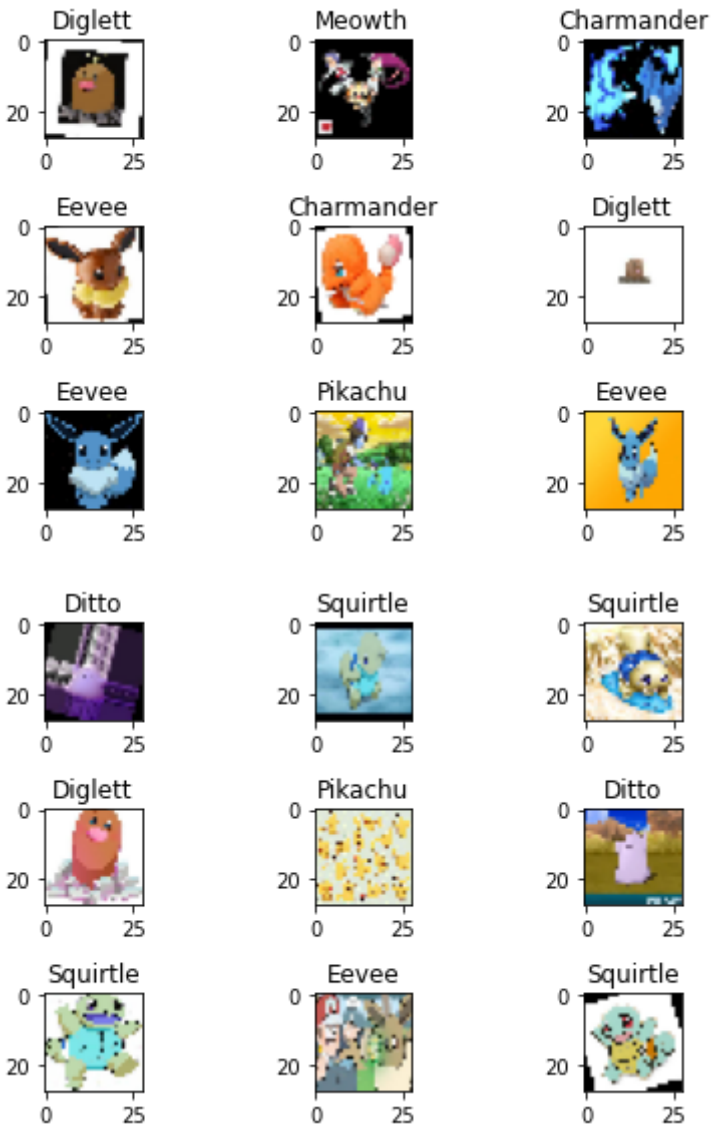
```
1 train_images, test_images, train_labels, test_labels = train_test_split(X, Y, test_size = 0.2, shuffle=True, random_state=44
2 print(train_images.shape)
3 print(test_images.shape)
4 print(train_labels.shape)
5 print(test_labels.shape)
```

```
(46702, 28, 28, 3)
(11676, 28, 28, 3)
(46702,)
(11676,)
```

시각화

In [318]:

```
1 plt.figure()
2 for i in range(9):
3     plt.subplot(3,3,i+1)
4     plt.imshow(train_images[i])
5     tr_po = train_labels[i]
6     plt.title(dic2[tr_po])
7 plt.tight_layout()
8
9 plt.figure()
10 for i in range(9):
11     te_po = test_labels[i]
12     plt.subplot(3,3,i+1)
13     plt.imshow(test_images[i])
14     plt.title(dic2[te_po])
15 plt.tight_layout()
```



정규화

In [319]:

```
1 L, W, H, C = train_images.shape
2 train_images = train_images.reshape(-1, H * W * C)
3 test_images = test_images.reshape(-1, H * W * C)
4 train_images = train_images.astype('float') / 255
5 test_images = test_images.astype('float') / 255
6
7 print('train_images_shape: ', train_images.shape)
8 print('test_images_shape: ', test_images.shape)
9 print(train_images[:5])
10 print(test_images[:5])
```

```
train_images_shape: (46702, 2352)
test_images_shape: (11676, 2352)
[[0. 0. 0. ... 0. 0. 0. ]
 [0. 0. 0. ... 0. 0. 0. ]
 [0. 0. 0. ... 0. 0.00392157 0. ]
 [0. 0. 0. ... 0. 0. 0. ]
 [0. 0. 0. ... 0. 0. 0. ]]
[[0. 0. 0. ... 0. 0. 0. ]
 [0. 0. 0. ... 0. 0. 0. ]
 [0.99607843 1. 1. ... 0.99607843 0.97254902 0.97254902]
 [1. 1. 1. ... 1. 1. 1. ]
 [0.87058824 0.92156863 0.85882353 ... 0.88235294 0.91372549 0.8627451 ]]
```

원-핫 인코딩

In [320]:

```
1 Train_labels = to_categorical(train_labels, 10)      #to_cateogrical 함수를 통해 각 라벨을 원핫인코딩(mnist랑 동일)
2 Test_labels = to_categorical(test_labels, 10)       #to_cateogrical 함수를 통해 각 라벨을 원핫인코딩(mnist랑 동일)
3 print('train_labels shape:', train_labels.shape)
4 print('test_labels shape', test_labels.shape)
```

train_labels shape: (46702,)
test_labels shape (11676,)

인공지능 모델 설계

In [321]:

```
1 model = Sequential()
2 model.add(Dense(512, activation = 'relu',
3               input_shape=(2352,),
4               ))
5 model.add(Dense(256, activation = 'relu'))
6 model.add(Dense(10, activation = 'softmax'))
7 model.summary()
```

Model: "sequential_6"

Layer (type)	Output Shape	Param #
=====		
dense_16 (Dense)	(None, 512)	1204736
dense_17 (Dense)	(None, 256)	131328
dense_18 (Dense)	(None, 10)	2570
=====		
Total params: 1,338,634		
Trainable params: 1,338,634		
Non-trainable params: 0		

모델 학습시키기

In [326]:

```
1 early_stopping = EarlyStopping(monitor = 'val_loss', patience=10, verbose=1)
2 model.compile(loss='categorical_crossentropy', optimizer='Adam', metrics=['accuracy'])
3 history = model.fit(train_images, Train_labels, batch_size=100, epochs=40, verbose=1,
4                     validation_data=(test_images, Test_labels), callbacks = [early_stopping])
```

Train on 46702 samples, validate on 11676 samples
Epoch 1/40
46702/46702 [=====] - 6s 135us/step - loss: 0.0319 - accuracy: 0.9887 - val_loss: 0.0464 - val_accuracy: 0.9868
Epoch 2/40
46702/46702 [=====] - 6s 129us/step - loss: 0.0237 - accuracy: 0.9917 - val_loss: 0.0584 - val_accuracy: 0.9836
Epoch 3/40
46702/46702 [=====] - 6s 129us/step - loss: 0.0370 - accuracy: 0.9876 - val_loss: 0.0705 - val_accuracy: 0.9817
Epoch 4/40
46702/46702 [=====] - 6s 131us/step - loss: 0.0181 - accuracy: 0.9934 - val_loss: 0.0551 - val_accuracy: 0.9832
Epoch 5/40
46702/46702 [=====] - 6s 130us/step - loss: 0.0213 - accuracy: 0.9926 - val_loss: 0.0364 - val_accuracy: 0.9894
Epoch 6/40
46702/46702 [=====] - 6s 130us/step - loss: 0.0527 - accuracy: 0.9838 - val_loss: 0.0406 - val_accuracy: 0.9871
Epoch 7/40
46702/46702 [=====] - 6s 130us/step - loss: 0.0129 - accuracy: 0.9953 - val_loss: 0.0352 - val_accuracy: 0.9896
Epoch 8/40
46702/46702 [=====] - 6s 129us/step - loss: 0.0121 - accuracy: 0.9952 - val_loss: 0.0344 - val_accuracy: 0.9899
Epoch 9/40
46702/46702 [=====] - 6s 131us/step - loss: 0.0513 - accuracy: 0.9836 - val_loss: 0.0355 - val_accuracy: 0.9895
Epoch 10/40
46702/46702 [=====] - 6s 133us/step - loss: 0.0112 - accuracy: 0.9954 - val_loss: 0.0442 - val_accuracy: 0.9887
Epoch 11/40
46702/46702 [=====] - 6s 137us/step - loss: 0.0344 - accuracy: 0.9882 - val_loss: 0.1188 - val_accuracy: 0.9671
Epoch 12/40
46702/46702 [=====] - 6s 138us/step - loss: 0.0125 - accuracy: 0.9950 - val_loss: 0.0374 - val_accuracy: 0.9896
Epoch 13/40
46702/46702 [=====] - 6s 136us/step - loss: 0.0335 - accuracy: 0.9890 - val_loss: 0.1096 - val_accuracy: 0.9699
Epoch 14/40
46702/46702 [=====] - 6s 139us/step - loss: 0.0198 - accuracy: 0.9928 - val_loss: 0.0340 - val_accuracy: 0.9893
Epoch 15/40
46702/46702 [=====] - 7s 142us/step - loss: 0.0143 - accuracy: 0.9945 - val_loss: 0.7965 - val_accuracy: 0.8601
Epoch 16/40
46702/46702 [=====] - 6s 138us/step - loss: 0.0984 - accuracy: 0.9763 - val_loss: 0.0541 - val_accuracy: 0.9859
Epoch 17/40
46702/46702 [=====] - 7s 140us/step - loss: 0.0117 - accuracy: 0.9955 - val_loss: 0.0376 - val_accuracy: 0.9895
Epoch 18/40
46702/46702 [=====] - 6s 137us/step - loss: 0.0215 - accuracy: 0.9926 - val_loss: 0.1166 - val_accuracy: 0.9705
Epoch 19/40
46702/46702 [=====] - 7s 143us/step - loss: 0.0227 - accuracy: 0.9917 - val_loss: 0.0445 - val_accuracy: 0.9875
Epoch 20/40
46702/46702 [=====] - 6s 134us/step - loss: 0.0198 - accuracy: 0.9927 - val_loss: 0.0778 - val_accuracy: 0.9787
Epoch 21/40
46702/46702 [=====] - 6s 135us/step - loss: 0.0185 - accuracy: 0.9935 - val_loss: 0.0752 - val_accuracy: 0.9761
Epoch 22/40
46702/46702 [=====] - 6s 138us/step - loss: 0.0207 - accuracy: 0.9925 - val_loss: 0.0369 - val_accuracy: 0.9915
Epoch 23/40
46702/46702 [=====] - 6s 134us/step - loss: 0.0425 - accuracy: 0.9871 - val_loss: 0.0504 - val_accuracy: 0.9866
Epoch 24/40
46702/46702 [=====] - 7s 142us/step - loss: 0.0088 - accuracy: 0.9966 - val_loss: 0.0386 - val_accuracy: 0.9911
Epoch 00024: early stopping

모델 정확도 살펴보기

```
In [327]: 1 score = model.evaluate(test_images, Test_labels)
2 print('Test score:', score[0])
3 print('Test accuracy:', score[1])

11676/11676 [=====] - 1s 49us/step
Test score: 0.03864499772090945
Test accuracy: 0.9910928606987
```

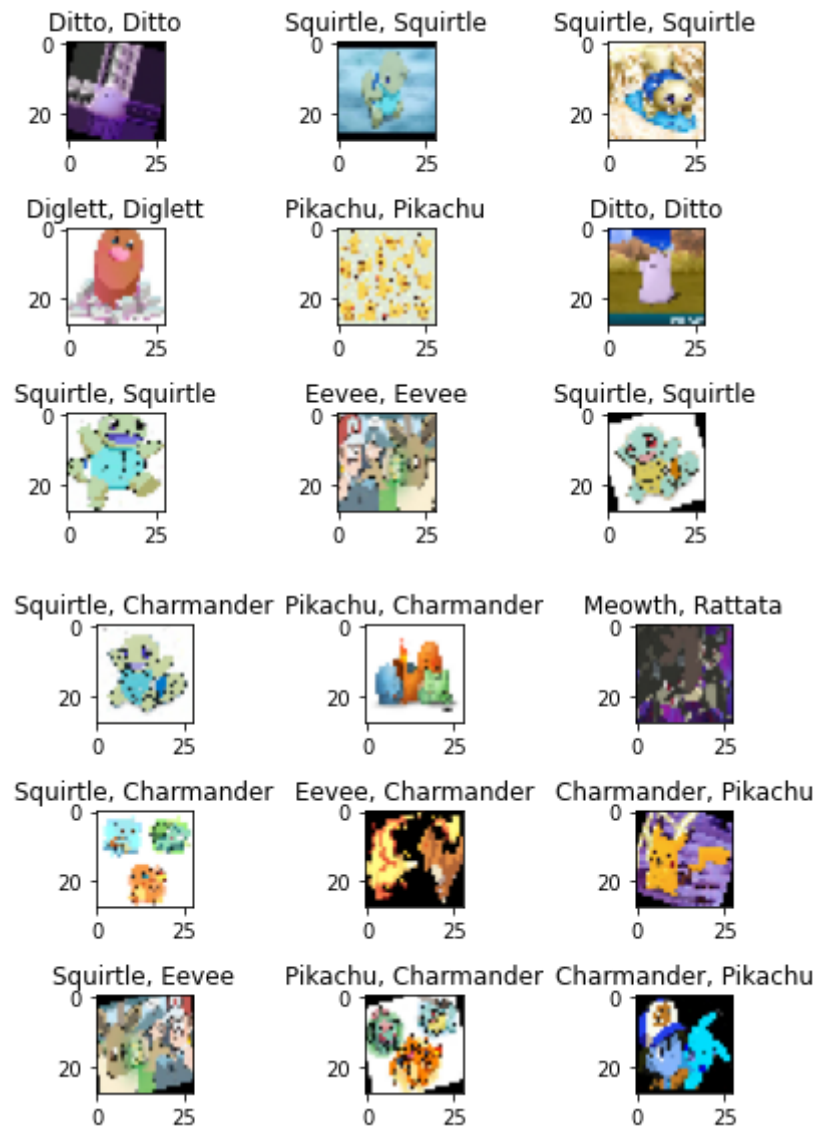
예측값, 예측과 맞는 값, 예측과 틀린값 구하기

```
In [328]: 1 predict_classes = np.argmax(model.predict(test_images), axis = 1)
2 correct_indices = np.nonzero(predict_classes == test_labels)[0]
3 incorrect_indices = np.nonzero(predict_classes != test_labels)[0]
4 print(predict_classes)
5 print(correct_indices)
6 print(incorrect_indices)

[8 6 6 ... 2 1 3]
[ 0 1 2 ... 11673 11674 11675]
[ 84 170 259 311 643 729 739 771 859 901 996 1047
 1115 1118 1427 1461 1681 1682 1687 1757 1770 1927 2006 2102
 2216 2473 2600 2681 2716 2728 2804 2991 3286 3317 3402 3428
 3485 3540 3609 3652 3741 3781 4010 4053 4219 4300 4333 4386
 4391 4478 4520 4566 4639 4901 4921 4975 5120 5178 5259 5306
 5416 5442 5533 5614 5876 5883 6074 6104 6199 6372 6377 6402
 6706 6727 6762 6898 6971 7034 7152 7169 7481 7711 7865 7946
 8074 8271 8387 8896 9280 9634 9923 10072 10413 10454 10528 10589
10709 10811 11054 11169 11266 11392 11530 11626]
```

위: 예측한 값이랑 실제값이 같은 것을 보여줌, 아래: 예측값과 실제값이 다른 것을 보여줌

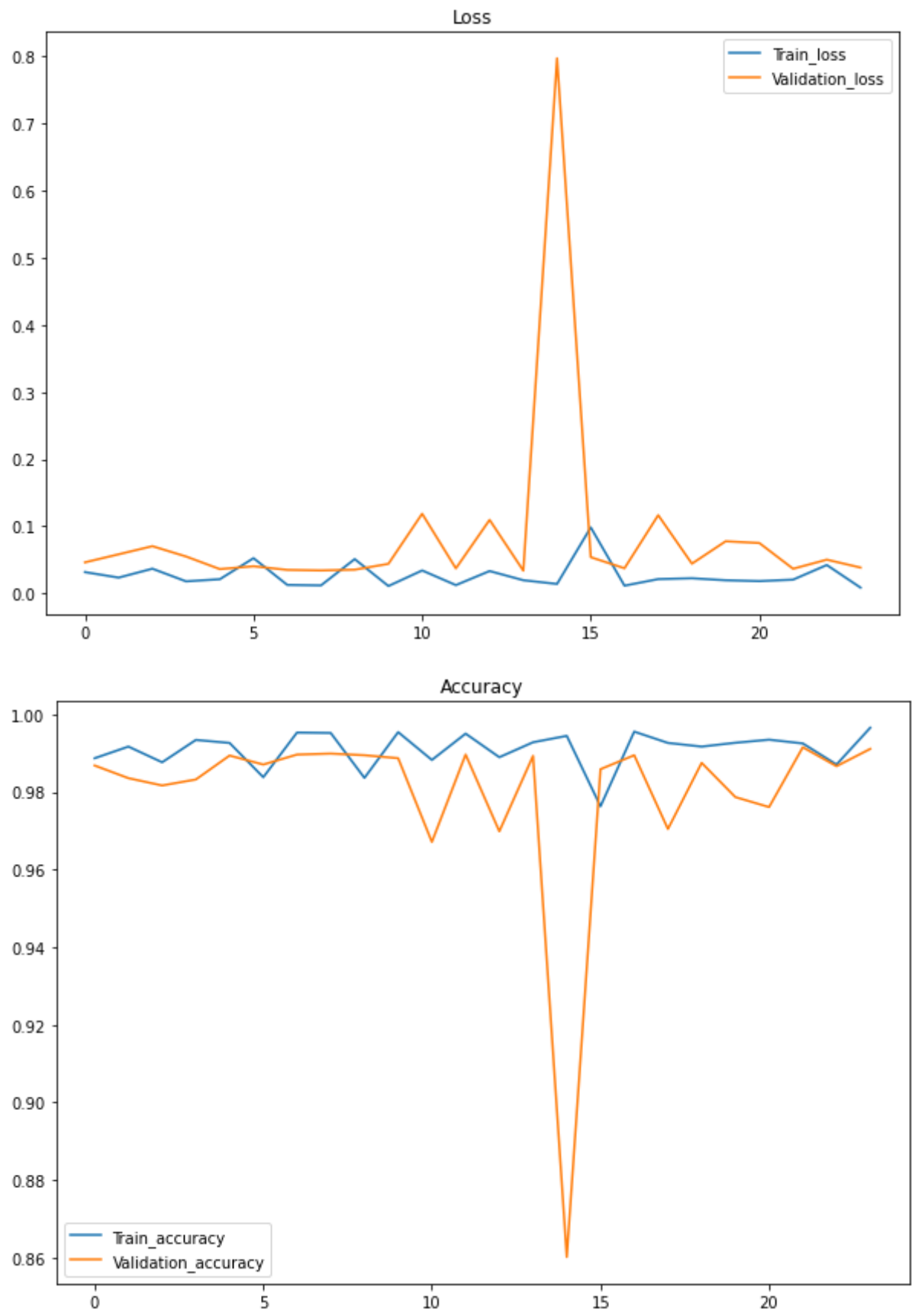
```
In [329]: 1 plt.figure()
2 for i in range(9):
3     plt.subplot(3, 3, i+1)
4     correct = correct_indices[i]
5     pred1 = predict_classes[correct]
6     cla1 = test_labels[correct]
7     plt.imshow(test_images[correct].reshape(28, 28, 3))
8     plt.title('{} , {}'.format(dic2[pred1], dic2[cla1]))
9 plt.tight_layout()
10
11 plt.figure()
12 for i in range(9):
13     plt.subplot(3, 3, i+1)
14     incorrect_label = incorrect_indices[i]
15     cla2 = test_labels[incorrect_label]
16     pred2 = predict_classes[incorrect_label]
17     plt.imshow(test_images[incorrect_label].reshape(28, 28, 3))
18     plt.title('{} , {}'.format(dic2[pred2], dic2[cla2]))
19 plt.tight_layout()
```



위: Train 데이터를 넣었을 때 오차와 Test 데이터 넣었을 때 오차 시각화 아래: Train 데이터를 넣었을 때 정확도와 Test 데이터 넣었을 때 정확도 시각화

```
In [330]: 1 plt.figure(figsize=(10,7))
2 plt.plot(history.history['loss'], label = 'Train_loss')
3 plt.plot(history.history['val_loss'], label='Validation_loss')
4 plt.title('Loss')
5 plt.legend()
6 plt.show
7
8 plt.figure(figsize=(10,7))
9 plt.plot(history.history['accuracy'], label = 'Train_accuracy')
10 plt.plot(history.history['val_accuracy'], label='Validation_accuracy')
11 plt.title('Accuracy')
12 plt.legend()
13 plt.show
```

Out[330]: <function matplotlib.pyplot.show(close=None, block=None)>



포켓몬 대결 (두개의 캐릭터를 속성으로 대결하고, 속성이 같으면 hp * 공격력 * 방어력을 이용해 대결해서 대결 승자를 나타내기)

['Charmander:파이리', 'Diglett:디그다', 'Ditto:메타몽', 'Eevee:이브이', 'Gyarados:가라도스', 'Meowth:나옹', 'Pikachu:피카츄', 'Rattata:꼬렛', 'Snorlax:잠만보', 'Squirtle:꼬부기']

```
In [172]: 1 # Type: 타입, Hp: hp, Attack: 공격력, Defense: 방어력
2 # 출처: https://pokemon.fandom.com/ko/wiki/%EC%A2%85%EC%A1%B1%EA%B0%92_%EB%AA%A9%EB%A1%9D
3 # 출처: https://www.pokemonkorea.co.kr/pokedex/view/193?word=&characters=&area=&snumber=1&snumber2=898&typetextcs=&sortselval
```

데이터프레임 생성

```
In [249]: 1 image_datas = glob('C:\Users\WW82106\WWDesktop\WWsoftware\WWpocketmon_all60000\*.jpg')
2
3
4 df = pd.DataFrame([[0, 'Eevee'], [1, 'Gyarados'], [2, 'Meowth'], [3, 'Pikachu'], [4, 'Rattata'],
5                    [5, 'Snorlax'], [6, 'Squirtle'], [7, 'Diglett'], [8, 'Ditto'], [9, 'Charmander']],
6                  columns=['LABEL', 'POCKETMON'])
7
8 Type = ['normal', 'water', 'normal', 'electricity', 'normal', 'normal', 'water', 'earth', 'normal', 'fire']
9 Hp = [55, 95, 40, 35, 39, 160, 44, 10, 48, 39]
10 Attack = [55, 125, 45, 55, 56, 110, 48, 55, 48, 52]
11 Defense = [50, 69, 35, 40, 35, 65, 65, 25, 58, 43]
12
13 df['TYPE'] = [Type[0], Type[1], Type[2], Type[3], Type[4], Type[5], Type[6], Type[7], Type[8], Type[9]]
14 df['HP'] = [Hp[0], Hp[1], Hp[2], Hp[3], Hp[4], Hp[5], Hp[6], Hp[7], Hp[8], Hp[9]]
15 df['ATTACK'] = [Attack[0], Attack[1], Attack[2], Attack[3], Attack[4], Attack[5], Attack[6], Attack[7], Attack[8], Attack[9]]
16 df['DEFENCE'] = [Defense[0], Defense[1], Defense[2], Defense[3], Defense[4], Defense[5], Defense[6], Defense[7], Defense[8], Defense[9]]
17 df
18
```

Out [249]:

	LABEL	POCKETMON	TYPE	HP	ATTACK	DEFENCE
0	0	Eevee	normal	55	55	50
1	1	Gyarados	water	95	125	69
2	2	Meowth	normal	40	45	35
3	3	Pikachu	electricity	35	55	40
4	4	Rattata	normal	39	56	35
5	5	Snorlax	normal	160	110	65
6	6	Squirtle	water	44	48	65
7	7	Diglett	earth	10	55	25
8	8	Ditto	normal	48	48	58
9	9	Charmander	fire	39	52	43

if문 사용해서 두개의 캐릭터 대결

```
In [270]: 1 dic_prop = {'earth':1, 'water':2, 'normal':3, 'electricity':4, 'fire':5}
2
3 Eevee = df.loc[0]
4 Gyarados = df.loc[1]
5 Meowth = df.loc[2]
6 Pikachu = df.loc[3]
7 Rattata = df.loc[4]
8 Snorlax = df.loc[5]
9 Squirtle = df.loc[6]
10 Diglett = df.loc[7]
11 Ditto = df.loc[8]
12 Charmander = df.loc[9]
13
14
15 def fight(p1, p2):
16     p1_type = p1['TYPE']
17     p2_type = p2['TYPE']
18     p1_hp_atk_dfs = p1['HP'] * p1['ATTACK'] * p1['DEFENCE']
19     p2_hp_atk_dfs = p2['HP'] * p2['ATTACK'] * p2['DEFENCE']
20     print('{} VS {} 대결, 승자는 ?'.format(p1['POCKETMON'], p2['POCKETMON']))
21     time.sleep(3)
22     print()
23
24     if dic_prop[p1_type] < dic_prop[p2_type]:
25         print('일방적인 경기가 펼쳐집니다!!')
26         time.sleep(1.5)
27         print()
28         print('{} 승리'.format(p2['POCKETMON']))
29
30     elif dic_prop[p1_type] > dic_prop[p2_type]:
31         print('일방적인 경기가 펼쳐집니다!!')
32         time.sleep(1.5)
33         print()
34         print('{} 승리'.format(p1['POCKETMON']))
35
36     else:
37         print('엄청 치열합니다!!')
38         time.sleep(3)
39         print()
40         if p1_hp_atk_dfs < p2_hp_atk_dfs:
41             print('{} 승리'.format(p2['POCKETMON']))
42         else:
43             print('{} 승리'.format(p1['POCKETMON']))
```

데이터를 직접 입력해서 포켓몬 대결

In [302]:

1 fight(Pikachu, Diglett)

Pikachu VS Diglett 대결, 승자는 ?

일방적인 경기가 펼쳐집니다!!

Pikachu 승리

random으로 두개의 사진을 가져와 화면에 띄우고 무슨 캐릭터인지 예측하고 예측한 두 개의 캐릭터를 대결

In [316]:

1 image_list2 = os.listdir('pocketmon_all60000/')
2 choiceList = [random.choice(image_list2) for i in range(2)]
3 print(choiceList)

['Gyarados.494.jpg', 'Diglett.933.jpg']