

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 tensorflow as tf  
  
import gc  
import time  
import random  
import csv  
  
from skimage.util import img_as_ubyte  
from skimage.feature import canny  
from skimage.transform import hough_circle, hough_circle_peaks
```

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_clip_labels` загружает референсные координаты мяча в клипе в виде numpy 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 загружается 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) -:
        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):
    tr = 0.2
    while True:
        imgs_batch, masks_batch = self.get_random_batch(batch_s)
        masks_batch = (masks_batch > tr).astype(int)
        yield imgs_batch, masks_batch.reshape((masks_batch.shape[0], -1, 1))

```

Пример использования DataGenerator

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 [7]:

```

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_
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 4, clip 1) downscaled
loading clip labels (game 4, clip 1)
loading clip data (game 4, clip 13) downscaled
loading clip labels (game 4, clip 13)
loading clip data (game 4, clip 10) downscaled
loading clip labels (game 4, clip 10)
loading clip data (game 4, clip 5) downscaled
loading clip labels (game 4, clip 5)
loading clip data (game 2, clip 6) downscaled
loading clip labels (game 2, clip 6)
loading clip data (game 2, clip 2) downscaled
loading clip labels (game 2, clip 2)
loading clip data (game 1, clip 8) downscaled
loading clip labels (game 1, clip 8)
loading clip data (game 1, clip 6) downscaled
loading clip labels (game 1, clip 6)
loading clip data (game 3, clip 7) downscaled
loading clip labels (game 3, clip 7)
loading clip data (game 1, clip 4) downscaled
loading clip labels (game 1, clip 4)
(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 [8]:
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
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 13) downscaled
loading clip labels (game 1, clip 13)
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 12) downscaled
loading clip labels (game 1, clip 12)
loading clip data (game 1, clip 5) downscaled
loading clip labels (game 1, clip 5)
loading clip data (game 1, clip 3) downscaled
loading clip labels (game 1, clip 3)
loading clip data (game 1, clip 4) downscaled
loading clip labels (game 1, clip 4)
loading clip data (game 1, clip 7) downscaled
loading clip labels (game 1, clip 7)
loading clip data (game 1, clip 8) downscaled
loading clip labels (game 1, clip 8)
loading clip data (game 1, clip 11) downscaled
loading clip labels (game 1, clip 11)
(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 [9]:

```
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 возвращение результата. Описанные действия уже реализованы, вам остается только написать функции `predict_on_batch` 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 [10]:

```
from keras.layers import Input, Conv2D, MaxPooling2D, UpSampling2D, BatchNormalization, Activation, Reshape, Add, Concatenate, Dense
from keras.models import Model
```

```
def conv_block(input_layer, filters, kernel_size=(3, 3), strides=(1, 1), use_skip_connection=False, dropout_rate=0.3):
    conv = Conv2D(filters, kernel_size, kernel_initializer='random_uniform', padding='same', strides=strides)(input_layer)
    conv = BatchNormalization()(conv)
    relu = Activation('relu')(conv)
    if dropout_rate > 0:
        relu = Dropout(dropout_rate)(relu)

    if use_skip_connection:
        skip = Conv2D(filters, (1, 1), padding='same')(input_layer)
        skip = BatchNormalization()(skip)
        skip = Activation('relu')(skip)
        relu = Add()([relu, skip])

    return relu
```

```
def attention_block(input_layer, gating_layer, filters):
    gating = Conv2D(filters, (1, 1), kernel_initializer='random_uniform', padding='same')(gating_layer)
```

```

gating = BatchNormalization()(gating)
gating = Activation('relu')(gating)

input_conv = Conv2D(filters, (1, 1), kernel_initializer='random_uniform', padding='same')(input_layer)
input_conv = BatchNormalization()(input_conv)

attention = Add()([input_conv, gating])
attention = Activation('relu')(attention)
attention = Conv2D(1, (1, 1), kernel_initializer='random_uniform', padding='same', activation='sigmoid')(attention)

return Multiply()([input_layer, attention])

```

```

def upsample_block(input_layer, filters, kernel_size=(3, 3), dropout_rate=0.3):
    upsampled = UpSampling2D((2, 2))(input_layer)
    conv = Conv2D(filters, kernel_size, kernel_initializer='random_uniform', padding='same')(upsampled)
    conv = BatchNormalization()(conv)
    relu = Activation('relu')(conv)
    if dropout_rate > 0:
        relu = Dropout(dropout_rate)(relu)
    return relu

```

```

def ResNetUNetWithAttention(input_size):
    input_images = Input(shape=input_size)
    batch_norm_1 = BatchNormalization()(input_images)

    # Encoder
    conv1 = conv_block(batch_norm_1, 64, dropout_rate=0.3)
    conv2 = conv_block(conv1, 64, use_skip_connection=True, dropout_rate=0.3)
    pool1 = MaxPooling2D((2, 2), strides=(2, 2))(conv2)

    conv3 = conv_block(pool1, 128, dropout_rate=0.3)
    conv4 = conv_block(conv3, 128, use_skip_connection=True, dropout_rate=0.3)
    pool2 = MaxPooling2D((2, 2), strides=(2, 2))(conv4)

    conv5 = conv_block(pool2, 256, dropout_rate=0.3)
    conv6 = conv_block(conv5, 256, use_skip_connection=True, dropout_rate=0.3)
    conv7 = conv_block(conv6, 256, dropout_rate=0.3)
    pool3 = MaxPooling2D((2, 2), strides=(2, 2))(conv7)

    # Bottleneck
    bottleneck = conv_block(pool3, 512, dropout_rate=0.3)

    # Decoder
    upsample1 = upsample_block(bottleneck, 256, dropout_rate=0.3)
    attention1 = attention_block(conv7, upsample1, 256)
    concat1 = Concatenate()([upsample1, attention1])
    conv8 = conv_block(concat1, 256, dropout_rate=0.3)

    upsample2 = upsample_block(conv8, 128, dropout_rate=0.3)
    attention2 = attention_block(conv4, upsample2, 128)
    concat2 = Concatenate()([upsample2, attention2])
    conv9 = conv_block(concat2, 128, dropout_rate=0.3)

    upsample3 = upsample_block(conv9, 64, dropout_rate=0.3)
    attention3 = attention_block(conv2, upsample3, 64)
    concat3 = Concatenate()([upsample3, attention3])
    conv10 = conv_block(concat3, 64, dropout_rate=0.3)

    # Output layer
    conv11 = Conv2D(1, (3, 3), kernel_initializer='random_uniform', padding='same')(conv10)
    sigmoid_output = Activation('sigmoid')(conv11)
    reshaped_output = Reshape((-1, 1))(sigmoid_output)

    model = Model(input_images, reshaped_output)
    return model

```

```

In [11]:
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 = ResNetUNetWithAttention((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]
    stacks = []
    for i in range(n_frames - self.stack_s + 1):
        stack = clip[i : i + self.stack_s, ...]
        if self.stack_s > 1:
            stack = np.squeeze(np.split(stack, self.stack_s, axis=0))
            stack = np.concatenate(stack, axis=-1)
            stacks.append(stack)

    add_stacks = 0
    while len(stacks) % self.batch_s != 0:
        stacks.append(stacks[-1])
        add_stacks += 1

    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()

    predictions = []
    for batch in batches:
        pred = np.squeeze(self.predict_on_batch(batch))
        predictions.append(pred)

    predictions = np.concatenate(predictions, axis=0)
    if (add_stacks > 0):
        predictions = predictions[:-add_stacks, ...]
    batches.clear()

    start_frames = np.zeros((self.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

    image = img_as_ubyte(prediction_mask)
    edges = canny(image, sigma=3, low_threshold=10, high_threshold=50)

```

```

    hough_res = hough_circle(edges, np.arange(15, 30, 2))
    acc, cx, cy, rad = hough_circle_peaks(hough_res, np.arange(15, 30, 2),
                                           total_num_peaks=1)

    if cx.size > 0:
        x, y, code = cx[0], cy[0], 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) -> np.ndarray:
    prob_pr = self._predict_prob_on_clip(clip)
    print(prob_pr.shape)
    labels_pr = self.get_labels_from_prediction(prob_pr, upscale_coords)
    return labels_pr, prob_pr

```

```

def test(self, data_path: Path, games: List[int], 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, self.downscale)
            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()
    print("curr_acc", sum(SIBATRACC_vals) / len(SIBATRACC_vals))
    SIBATRACC_final = sum(SIBATRACC_vals) / len(SIBATRACC_vals)
    return SIBATRACC_final

```

```

def train(self, train_generator, val_gen, epochs=7, load_weights=False, start_epoch=0):
    self.epochs = epochs
    if load_weights:
        epoch_to_load = start_epoch
        self.load('resnet+_last_model')

```

```

    self.model.compile(optimizer=tf.keras.optimizers.Adam(learning_rate=1e-4),
                       loss=tf.keras.losses.BinaryCrossentropy())
    total_epochs = self.epochs + start_epoch

```

```

    self.model.fit(train_generator, validation_data=val_gen,
                   epochs=total_epochs,
                   initial_epoch=start_epoch,
                   steps_per_epoch=1000 // self.batch_s,
                   validation_steps=200 // self.batch_s)

```

```

    self.save('resnet+_last_model')
    print('Training done')

```

Пример пайплайна для обучения модели:

```

In [12]:
batch_s = 5
stack_s = 3
downscale = True

```












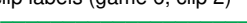


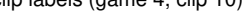
```

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=
val_gen = DataGenerator(Path('../input/tennistackingassignment/train/'), [4, 6], stack_s=stack_s, downscale=True, pool_s=4, pool_update=

```

loading clip data (game 1, clip 2) downscaled
loading clip labels (game 1, clip 2)
loading clip data (game 1, clip 9) downscaled
loading clip labels (game 1, clip 9)
loading clip data (game 3, clip 3) downscaled
loading clip labels (game 3, clip 3)
loading clip data (game 1, clip 6) downscaled
loading clip labels (game 1, clip 6)
loading clip data (game 3, clip 7) downscaled
loading clip labels (game 3, clip 7)
loading clip data (game 3, clip 5) downscaled
loading clip labels (game 3, clip 5)
loading clip data (game 5, clip 1) downscaled
loading clip labels (game 5, clip 1)
loading clip data (game 5, clip 2) downscaled
loading clip labels (game 5, clip 2)
loading clip data (game 2, clip 5) downscaled
loading clip labels (game 2, clip 5)
loading clip data (game 1, clip 5) downscaled
loading clip labels (game 1, clip 5)
loading clip data (game 4, clip 14) downscaled
loading clip labels (game 4, clip 14)
loading clip data (game 4, clip 6) downscaled
loading clip labels (game 4, clip 6)
loading clip data (game 6, clip 8) downscaled
loading clip labels (game 6, clip 8)
loading clip data (game 4, clip 10) downscaled
loading clip labels (game 4, clip 10)

In [13]:
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 1/7
200/200  **368s** 1s/step - loss: 0.3939 - val_loss: 0.0769
Epoch 2/7
200/200  **0s** 1s/step - loss: 0.0534loading clip data (game 4, clip 5) downscaled
loading clip labels (game 4, clip 5)
loading clip data (game 4, clip 1) downscaled
loading clip labels (game 4, clip 1)
200/200  **300s** 1s/step - loss: 0.0534 - val_loss: 0.0302
Epoch 3/7
106/200  **2:12** 1s/step - loss: 0.0335loading clip data (game 2, clip 9) downscaled
107/200  **2:11** 1s/step - loss: 0.0335loading clip labels (game 2, clip 9)
loading clip data (game 1, clip 10) downscaled
loading clip labels (game 1, clip 10)
loading clip data (game 2, clip 1) downscaled
loading clip labels (game 2, clip 1)
loading clip data (game 2, clip 7) downscaled
loading clip labels (game 2, clip 7)
200/200  **303s** 2s/step - loss: 0.0325 - val_loss: 0.0299
Epoch 4/7
200/200  **298s** 1s/step - loss: 0.0246 - val_loss: 0.0315
Epoch 5/7
181/200  **26s** 1s/step - loss: 0.0161loading clip data (game 1, clip 7) downscaled
182/200  **25s** 1s/step - loss: 0.0161loading clip labels (game 1, clip 7)
loading clip data (game 1, clip 9) downscaled
183/200  **23s** 1s/step - loss: 0.0161loading clip labels (game 1, clip 9)
loading clip data (game 3, clip 6) downscaled
loading clip labels (game 3, clip 6)
loading clip data (game 2, clip 1) downscaled
loading clip labels (game 2, clip 1)
200/200  **0s** 1s/step - loss: 0.0159loading clip data (game 4, clip 5) downscaled
loading clip labels (game 4, clip 5)
loading clip data (game 6, clip 2) downscaled
loading clip labels (game 6, clip 2)
200/200  **301s** 2s/step - loss: 0.0159 - val_loss: 0.0249
Epoch 6/7
200/200  **298s** 1s/step - loss: 0.0129 - val_loss: 0.0190
Epoch 7/7
200/200  **0s** 1s/step - loss: 0.0091loading clip data (game 6, clip 7) downscaled
loading clip labels (game 6, clip 7)
loading clip data (game 4, clip 10) downscaled
loading clip labels (game 4, clip 10)
200/200  **302s** 2s/step - loss: 0.0091 - val_loss: 0.0175

Saving to folder /working

Training done


In [15]:
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=1, load_weights=True, start_epoch=7)


Loading model weights for resnet+_last_model
Loading model done.

Epoch 8/8

76/200  **2:56** 1s/step - loss: 0.0081loading clip data (game 1, clip 3) downscaled

77/200  **2:54** 1s/step - loss: 0.0081loading clip labels (game 1, clip 3)

loading clip data (game 5, clip 7) downscaled
loading clip labels (game 5, clip 7)
loading clip data (game 2, clip 4) downscaled
loading clip labels (game 2, clip 4)
loading clip data (game 2, clip 8) downscaled
loading clip labels (game 2, clip 8)

200/200  **339s** 2s/step - loss: 0.0074 - val_loss: 0.0125

Saving to folder /working
Training done

In [16]:

```
train_gen = DataGenerator(Path('../input/tennistackingassignment/train/'), [1, 2, 3, 6], stack_s=stack_s, downscale=True, pool_s=10, pool_val_gen = DataGenerator(Path('../input/tennistackingassignment/train/'), [4, 5], stack_s=stack_s, downscale=True, pool_s=4, pool_update_
```

loading clip data (game 3, clip 4) downscaled
loading clip labels (game 3, clip 4)
loading clip data (game 1, clip 3) downscaled
loading clip labels (game 1, clip 3)
loading clip data (game 2, clip 3) downscaled
loading clip labels (game 2, clip 3)
loading clip data (game 1, clip 10) downscaled
loading clip labels (game 1, clip 10)
loading clip data (game 3, clip 7) downscaled
loading clip labels (game 3, clip 7)
loading clip data (game 2, clip 8) downscaled
loading clip labels (game 2, clip 8)
loading clip data (game 2, clip 1) downscaled
loading clip labels (game 2, clip 1)
loading clip data (game 6, clip 8) downscaled
loading clip labels (game 6, clip 8)
loading clip data (game 6, clip 6) downscaled
loading clip labels (game 6, clip 6)
loading clip data (game 1, clip 1) downscaled
loading clip labels (game 1, clip 1)
loading clip data (game 5, clip 3) downscaled
loading clip labels (game 5, clip 3)
loading clip data (game 5, clip 5) downscaled
loading clip labels (game 5, clip 5)
loading clip data (game 5, clip 9) downscaled
loading clip labels (game 5, clip 9)
loading clip data (game 4, clip 8) downscaled
loading clip labels (game 4, clip 8)

In [17]:

```
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=1, load_weights=True, start_epoch=8)

Loading model weights for resnet+_last_model
Loading model done.

Epoch 9/9

200/200  **329s** 1s/step - loss: 0.0069 - val_loss: 0.0068

Saving to folder /working
Training done

In [18]:

```
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=1, load_weights=True, start_epoch=9)

Loading model weights for resnet+_last_model
Loading model done.

Epoch 10/10

200/200  **336s** 2s/step - loss: 0.0060 - val_loss: 0.0074

Saving to folder /working
Training done

In [19]:

```
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=1, load_weights=True, start_epoch=10)

```

Loading model weights for resnet+_last_model
Loading model done.
loading clip data (game 2, clip 7) downscaled
loading clip labels (game 2, clip 7)
loading clip data (game 6, clip 9) downscaled
loading clip labels (game 6, clip 9)
loading clip data (game 6, clip 3) downscaled
loading clip labels (game 6, clip 3)
loading clip data (game 3, clip 1) downscaled
loading clip labels (game 3, clip 1)
Epoch 11/11
200/200 ————— 0s 1s/step - loss: 0.0058loading clip data (game 4, clip 8) downscaled
loading clip labels (game 4, clip 8)
loading clip data (game 5, clip 3) downscaled
loading clip labels (game 5, clip 3)
200/200 ————— 334s 1s/step - loss: 0.0058 - val_loss: 0.0079
Saving to folder /working
Training done
In [20]:
train_gen = DataGenerator(Path('../input/tennistackingassignment/train/'), [2, 3, 4, 6], stack_s=stack_s, downscale=True, pool_s=10, pool_
val_gen = DataGenerator(Path('../input/tennistackingassignment/train/'), [1, 5], stack_s=stack_s, downscale=True, pool_s=4, pool_update_

loading clip data (game 2, clip 9) downscaled
loading clip labels (game 2, clip 9)
loading clip data (game 3, clip 7) downscaled
loading clip labels (game 3, clip 7)
loading clip data (game 6, clip 6) downscaled
loading clip labels (game 6, clip 6)
loading clip data (game 2, clip 3) downscaled
loading clip labels (game 2, clip 3)
loading clip data (game 2, clip 1) downscaled
loading clip labels (game 2, clip 1)
loading clip data (game 4, clip 5) downscaled
loading clip labels (game 4, clip 5)
loading clip data (game 2, clip 8) downscaled
loading clip labels (game 2, clip 8)
loading clip data (game 6, clip 5) downscaled
loading clip labels (game 6, clip 5)
loading clip data (game 2, clip 4) downscaled
loading clip labels (game 2, clip 4)
loading clip data (game 4, clip 10) downscaled
loading clip labels (game 4, clip 10)
loading clip data (game 5, clip 7) downscaled
loading clip labels (game 5, clip 7)
loading clip data (game 5, clip 3) downscaled
loading clip labels (game 5, clip 3)
loading clip data (game 1, clip 13) downscaled
loading clip labels (game 1, clip 13)
loading clip data (game 1, clip 7) downscaled
loading clip labels (game 1, clip 7)
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), epochs=1, load_weights=True, start_epoch=11)

Loading model weights for resnet+_last_model
Loading model done.
Epoch 12/12
200/200 ————— 332s 1s/step - loss: 0.0052 - val_loss: 0.0092
Saving to folder /working
Training done
In [22]:
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=1, load_weights=True, start_epoch=12)

Loading model weights for resnet+_last_model
Loading model done.
Epoch 13/13
200/200 ————— 337s 2s/step - loss: 0.0052 - val_loss: 0.0087
Saving to folder /working
Training done

```

Тестирование модели

После 9 эпохи лосс на тренировочной падает, а на валидационной растёт - похоже на переобучение, поэтому сохранила веса 9 эпохи и пользуюсь ими при тестировании

```
In [27]:
output_path = prepare_experiment(Path('/kaggle/working'))
new_model = SuperTrackingModel(batch_s, stack_s, out_path=output_path, downscale=downscale)
new_model.load('resnet+_last_model')
sibatracc_final = new_model.test(Path('./input/tennistackingassignment/test/'), [1, 2], do_visualization=True, test_name='test')
print(f'SiBaTrAcc final value: {sibatracc_final}')

Loading model weights for resnet+_last_model
Loading model done.
loading clip data (game 1, clip 1) downsampled
loading clip data (game 1, clip 1)
loading clip labels (game 1, clip 1)
doing predictions
1/1 ██████████ 1s 1s/step
1/1 ██████████ 0s 27ms/step
1/1 ██████████ 0s 28ms/step
1/1 ██████████ 0s 26ms/step
1/1 ██████████ 0s 26ms/step
1/1 ██████████ 0s 28ms/step
1/1 ██████████ 0s 27ms/step
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```


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1/1 0s 26ms/step

predictions are made
(361, 360, 640)
performing clip visualization
curr_acc 0.7795964392660686
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 30ms/step
1/1 0s 28ms/step
1/1 0s 30ms/step
1/1 0s 36ms/step
1/1 0s 29ms/step
1/1 0s 28ms/step
1/1 0s 29ms/step
1/1 0s 27ms/step
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1/1 0s 33ms/step
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1/1 0s 29ms/step

predictions are made
(199, 360, 640)
performing clip visualization
curr_acc 0.800939713540197
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 30ms/step
1/1 0s 29ms/step
1/1 0s 29ms/step
1/1 0s 30ms/step
1/1 0s 32ms/step
1/1 0s 27ms/step
1/1 0s 28ms/step

predictions are made
(36, 360, 640)
performing clip visualization
curr_acc 0.7543301793971683
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 29ms/step
1/1 0s 31ms/step
1/1 0s 29ms/step
1/1 0s 28ms/step
1/1 0s 31ms/step
1/1 0s 28ms/step
1/1 0s 28ms/step

1/1 0s 27ms/step
1/1 0s 28ms/step
predictions are made
(45, 360, 640)
performing clip visualization
curr_acc 0.7592716044092693
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 30ms/step
1/1 0s 30ms/step
1/1 0s 30ms/step
1/1 0s 29ms/step
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predictions are made
(196, 360, 640)
performing clip visualization
curr_acc 0.7625543392162427
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 29ms/step
1/1 0s 29ms/step
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1/1 0s 27ms/step



predictions are made
(551, 360, 640)
performing clip visualization
curr_acc 0.777154119514761
loading clip data (game 1, clip 7) downscaled
loading clip data (game 1, clip 7)
loading clip labels (game 1, clip 7)
doing predictions
1/1 0s 29ms/step

1/1	0s 28ms/step
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1/1	0s 29ms/step

predictions are made
(189, 360, 640)
performing clip visualization
curr_acc 0.7627566788395992
loading clip data (game 1, clip 8) downsampled
loading clip data (game 1, clip 8)
loading clip labels (game 1, clip 8)
doing predictions

1/1	0s 30ms/step
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1/1	0s 31ms/step
1/1	0s 29ms/step
1/1	0s 29ms/step
1/1	0s 28ms/step
1/1	0s 26ms/step
1/1	0s 27ms/step
1/1	0s 28ms/step
1/1	0s 27ms/step
1/1	0s 27ms/step

predictions are made

(645, 360, 640)
performing clip visualization
curr_acc 0.7692603998567816
loading clip data (game 2, clip 1) downscaled
loading clip data (game 2, clip 1)
loading clip labels (game 2, clip 1)
doing predictions
1/1 0s 30ms/step
1/1 0s 27ms/step
1/1 0s 29ms/step
1/1 0s 29ms/step
1/1 0s 27ms/step
1/1 0s 28ms/step
1/1 0s 28ms/step
1/1 0s 26ms/step
1/1 0s 28ms/step
1/1 0s 26ms/step
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1/1 0s 29ms/step
1/1 0s 29ms/step
1/1 0s 30ms/step
1/1 0s 28ms/step
1/1 0s 28ms/step
1/1 0s 28ms/step

predictions are made
(83, 360, 640)
performing clip visualization
curr_acc 0.7426892978646626
loading clip data (game 2, clip 2) downscaled
loading clip data (game 2, clip 2)
loading clip labels (game 2, clip 2)
doing predictions

1/1 0s 28ms/step
1/1 0s 29ms/step
1/1 0s 29ms/step
1/1 0s 28ms/step
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1/1 0s 30ms/step
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1/1 0s 27ms/step
1/1 0s 27ms/step
1/1 0s 26ms/step
1/1 0s 29ms/step
1/1 0s 27ms/step
1/1 0s 29ms/step
1/1 0s 28ms/step

predictions are made
(258, 360, 640)
performing clip visualization
curr_acc 0.7221545985336425

curr_acc 0.7121910000000000

loading clip data (game 2, clip 3) downscaled

loading clip data (game 2, clip 3)

loading clip labels (game 2, clip 3)

doing predictions

1/1	0s 28ms/step
1/1	0s 29ms/step
1/1	0s 28ms/step
1/1	0s 28ms/step
1/1	0s 29ms/step
1/1	0s 28ms/step
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1/1	0s 30ms/step
1/1	0s 29ms/step
1/1	0s 28ms/step
1/1	0s 29ms/step
1/1	0s 27ms/step
1/1	0s 28ms/step
1/1	0s 26ms/step
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1/1	0s 33ms/step
1/1	0s 28ms/step
1/1	0s 27ms/step
1/1	0s 28ms/step
1/1	0s 38ms/step
1/1	0s 27ms/step
1/1	0s 28ms/step
1/1	0s 26ms/step
1/1	0s 26ms/step
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1/1	0s 29ms/step
1/1	0s 29ms/step
1/1	0s 27ms/step
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1/1	0s 27ms/step
1/1	0s 27ms/step
1/1	0s 26ms/step
1/1	0s 28ms/step
1/1	0s 29ms/step

predictions are made
(359, 360, 640)

performing clip visualization

curr_acc 0.7087459996102631

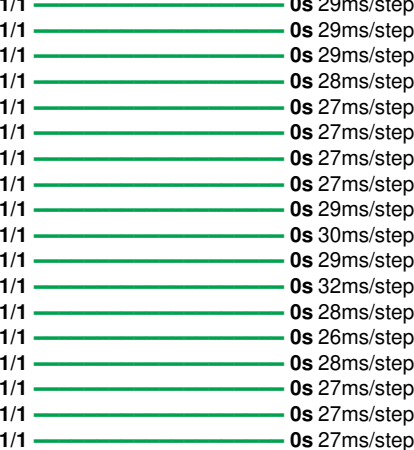
loading clip data (game 2, clip 4) downscaled

loading clip data (game 2, clip 4)

loading clip labels (game 2, clip 4)

doing predictions

1/1	0s 29ms/step
1/1	0s 28ms/step
1/1	0s 30ms/step
1/1	0s 28ms/step



predictions are made
(106, 360, 640)
performing clip visualization
curr_acc 0.6921366631647538
loading clip data (game 2, clip 5) downscaled
loading clip data (game 2, clip 5)
loading clip labels (game 2, clip 5)



predictions are made
(292, 360, 640)
performing clip visualization
curr_acc 0.6821785593926368

loading clip data (game 2, clip 6) downscaled
loading clip data (game 2, clip 6)
loading clip labels (game 2, clip 6)
doing predictions
1/1 ————— 0s 29ms/step
1/1 ————— 0s 28ms/step
1/1 ————— 0s 30ms/step
1/1 ————— 0s 29ms/step
1/1 ————— 0s 28ms/step
1/1 ————— 0s 26ms/step
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1/1 ————— 0s 28ms/step

predictions are made
(109, 360, 640)
performing clip visualization
curr_acc 0.6698005555763223
loading clip data (game 2, clip 7) downscaled
loading clip data (game 2, clip 7)
loading clip labels (game 2, clip 7)
doing predictions

1/1 ————— 0s 29ms/step
1/1 ————— 0s 28ms/step
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1/1 ————— 0s 27ms/step
1/1 ————— 0s 32ms/step
1/1 ————— 0s 30ms/step
1/1 ————— 0s 29ms/step
1/1 ————— 0s 29ms/step
1/1 ————— 0s 31ms/step
1/1 ————— 0s 29ms/step

predictions are made
(87, 360, 640)
performing clip visualization
curr_acc 0.6526064300896639
loading clip data (game 2, clip 8) downscaled
loading clip data (game 2, clip 8)
loading clip labels (game 2, clip 8)
doing predictions

1/1 ————— 0s 29ms/step
1/1 ————— 0s 29ms/step
1/1 ————— 0s 28ms/step
1/1 ————— 0s 29ms/step
1/1 ————— 0s 26ms/step
1/1 ————— 0s 28ms/step
1/1 ————— 0s 28ms/step
1/1 ————— 0s 27ms/step
1/1 ————— 0s 27ms/step
1/1 ————— 0s 28ms/step
1/1 ————— 0s 26ms/step

predictions are made
(56, 360, 640)
performing clip visualization
curr_acc 0.6504345996376313
loading clip data (game 2, clip 9) downscaled
loading clip data (game 2, clip 9)
loading clip labels (game 2, clip 9)
doing predictions

1/1 ————— 0s 28ms/step
1/1 ————— 0s 29ms/step
1/1 ————— 0s 28ms/step
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1/1 ————— 0s 27ms/step
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1/1 ————— 0s 28ms/step

```

1/1  0s 25ms/step
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1/1  0s 45ms/step
1/1  0s 32ms/step
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1/1  0s 26ms/step
1/1  0s 27ms/step
1/1  0s 27ms/step

```

predictions are made

(223, 360, 640)

performing clip visualization

curr_acc 0.6447516737621263

SiBaTrAcc final value: 0.6447516737621263

Во время самостоятельного тестирования попробуйте хотя бы раз сделать тестирование с визуализацией (do_visualization=True), чтобы визуально оценить качество трекинга разработанной моделью.

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 дополнениями.

окей вот метод лод с выгрузкой из драйва

ТЕСТИРОВАНИЕ С ЗАГРУЗКОЙ ИЗ ДРАЙВА

In [17]:

```
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 = ResNetUNetWithAttention((self.height, self.width, 3 * self.stack_s)) # Используем модель ResNet
        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):
        models = {
            'test': '1OUu5iWRj_GXY0XJTfhUZYU7TrgJx1cOm'
        }
        output = f'/kaggle/working/{name}.weights.h5'
        gdown.download(f'https://drive.google.com/file/d/{models[name]}/view?usp=drive_link', output, quiet=False, fuzzy=True)
        self.model.load_weights(output)
        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, ...]
        if self.stack_s > 1:
            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

            image = img_as_ubyte(prediction_mask)
            edges = canny(image, sigma=3, low_threshold=10, high_threshold=50)
            hough_res = hough_circle(edges, np.arange(15, 30, 2))
            acc, cx, cy, rad = hough_circle_peaks(hough_res, np.arange(15, 30, 2),
                                                  total_num_peaks=1)

            if cx.size > 0:
                x, y, code = cx[0], cy[0], 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) -> np.ndarray:
    prob_pr = self._predict_prob_on_clip(clip)
    print(prob_pr.shape)
    labels_pr = self.get_labels_from_prediction(prob_pr, upscale_coords)
    return labels_pr, prob_pr

```


1/10s 23ms/step

1/10s 24ms/step

1/10s 24ms/step

1/10s 24ms/step

1/10s 25ms/step

1/10s 24ms/step

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1/10s 24ms/step

predictions are made
(361 , 360, 640)
curr_acc 0.7795964392660686
loading clip data (game 1, clip 2) downscaled
loading clip labels (game 1, clip 2)
doing predictions

1/10s 24ms/step

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predictions are made
(199, 360, 640)
curr_acc 0.800939713540197
loading clip data (game 1, clip 3) downscaled
loading clip labels (game 1, clip 3)
doing predictions

1/1 0s 24ms/step
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predictions are made
(36, 360, 640)
curr_acc 0.7543301793971683
loading clip data (game 1, clip 4) downscaled
loading clip labels (game 1, clip 4)
doing predictions

1/1 0s 25ms/step
1/1 0s 25ms/step
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predictions are made
(45, 360, 640)
curr_acc 0.7592716044092693
loading clip data (game 1, clip 5) downscaled
loading clip labels (game 1, clip 5)
doing predictions

1/1 0s 24ms/step
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predictions are made
(196, 360, 640)
curr_acc 0.7625543392162427
loading clip data (game 1, clip 6) downscaled
loading clip labels (game 1, clip 6)
doing predictions
1/1 0s 24ms/step

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predictions are made
(551, 360, 640)
curr_acc 0.777154119514761
loading clip data (game 1, clip 7) downscaled
loading clip labels (game 1, clip 7)
doing predictions

1/1 0s 24ms/step
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predictions are made
(189, 360, 640)
curr_acc 0.7627566788395992
loading clip data (game 1, clip 8) downscaled
loading clip labels (game 1, clip 8)
doing predictions

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

[illegible]

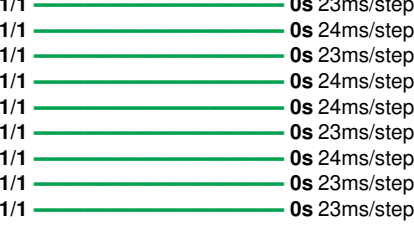


predictions are made
(645, 360, 640)
curr_acc 0.7692603998567816
loading clip data (game 2, clip 1) downscaled
loading clip labels (game 2, clip 1)
doing predictions



predictions are made
(83, 360, 640)
curr_acc 0.7426892978646626
loading clip data (game 2, clip 2) downscaled
loading clip labels (game 2, clip 2)
doing predictions

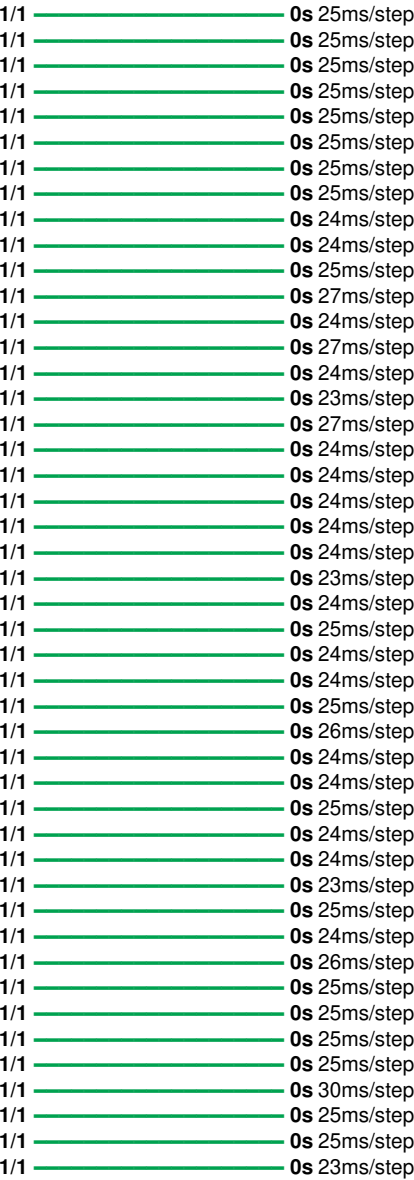


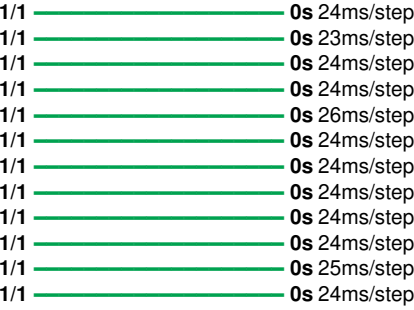


predictions are made
(359, 360, 640)
curr_acc 0.7087459996102631
loading clip data (game 2, clip 4) downscaled
loading clip labels (game 2, clip 4)
doing predictions



predictions are made
(106, 360, 640)
curr_acc 0.6921366631647538
loading clip data (game 2, clip 5) downscaled
loading clip labels (game 2, clip 5)
doing predictions





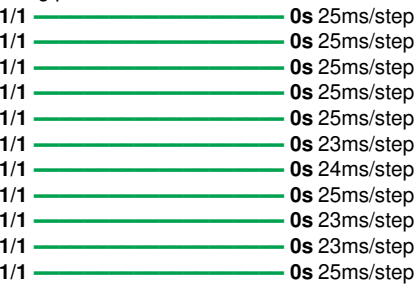
predictions are made
(292, 360, 640)
curr_acc 0.6821785593926368
loading clip data (game 2, clip 6) downscaled
loading clip labels (game 2, clip 6)
doing predictions



predictions are made
(109, 360, 640)
curr_acc 0.6698005555763223
loading clip data (game 2, clip 7) downscaled
loading clip labels (game 2, clip 7)
doing predictions



predictions are made
(87, 360, 640)
curr_acc 0.6526064300896639
loading clip data (game 2, clip 8) downscaled
loading clip labels (game 2, clip 8)
doing predictions



predictions are made
(56, 360, 640)
curr_acc 0.6504345996376313
loading clip data (game 2, clip 9) downscaled
loading clip labels (game 2, clip 9)
doing predictions



```

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 25ms/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
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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 27ms/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 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 23ms/step
1/1 ————— 0s 26ms/step
1/1 ————— 0s 25ms/step
1/1 ————— 0s 24ms/step
1/1 ————— 0s 24ms/step
1/1 ————— 0s 25ms/step
1/1 ————— 0s 25ms/step
1/1 ————— 0s 28ms/step
1/1 ————— 0s 24ms/step
1/1 ————— 0s 24ms/step
1/1 ————— 0s 24ms/step
1/1 ————— 0s 23ms/step

```

```

predictions are made
(223, 360, 640)
curr_acc 0.6447516737621263
SiBaTrAcc final value: 0.6447516737621263

```

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 prz 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 prz 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_TlwtBjuPcEfsPV0Jz7lPA'  
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)
```