参考1:

https://github.com/effectivelbc/CV Match 线上0.91

划重点:这里的resize比较特殊(全靠队友zp carry),因为我们发现大的布匹图片默认resize后会出现条状波纹,使用cv2.resize(img, (800, 600), interpolation=cv2.INTER_AREA)可以解决这个问题。

两个问题:1、第一个问题是预处理应该用 InceptionResNetV2 的预处理函数,

From keras_applications.inception_resnet_v2 import preprocess_input

```
Defpreprocess_input(x):

"""Preprocesses a numpy array encoding a batch of images.

# Arguments

x: a 4D numpy array consists of RGB values within [0, 255].

# Returns

Preprocessed array.

"""

return imagenet_utils.preprocess_input(x, mode='tf')
```

来自 https://github.com/keras-team/keras-applications/blob/master/keras-applications/inception-resnet-v2.py#L39>

def preprocess_input(x, data_format=None, mode='caffe'):

"""Preprocesses a tensor or Numpy array encoding a batch of images.

Arguments

x: Input Numpy or symbolic tensor, 3D or 4D.

The preprocessed data is written over the input data

if the data types are compatible. To avoid

来自 https://github.com/keras-team/keras-applications/blob/master/keras-applications/imagenet_utils.py

2、第二个问题是训练的时候插值没设置,应该设置一个较好的 interpolation(参考: https://github.com/keras-team/keras-preprocessing/blob/master/keras_preprocessing/image.py#L882)

def flow_from_directory(self, directory,

```
target_size=(256, 256), color_mode='rgb',
classes=None, class_mode='categorical',
batch_size=32, shuffle=True, seed=None,
save_to_dir=None,
save_prefix=",
save_format='png',
follow_links=False,
subset=None,
Interpolation='nearest'):
```

interpolation: Supported methods are "nearest", "bilinear", and "bicubic". If PIL version 1.1.3 or newer is installed, "lanczos" is also supported,

来自 *** *** *** <a href="https://github.com/keras-team/keras-preprocessing/blob/master/keras-preprocessin

keras对于数据归一化的操作: keras 有 tf、torch、caffe 三种预处理方式,不同预训练模型不一样。有的会自动归一化,有的不会。对于每一个keras.application的网络都有专有的 process_input。在数据预处理时对于图像除于255的归一化操作,要先查看数据预处理函数是否有做归一化操作

参考2: 线上得分0.929

https://github.com/bobo0810/XueLangTianchi

问题:有瑕疵图裁剪时候有设置IOU大于0之类的条件吗,还是只是按照那个橙色区域随机裁剪的。

从有瑕疵图中裁剪420大小的无瑕疵样本时, 先将该图的所有bbox存储到一个list里,然后在有瑕疵原图上随机裁420,计算裁剪的样本与所有bbox的iou.当与所有bbox的iou都为0时,该裁剪样本才可用。

```
# 以上是拿到了bbox的坐标,可能是好几个bbox,以下是裁剪
   h, w = 1920, 2560
   size = 420 # 裁剪的图片的大小
   # 直到随机裁剪到一张IOU为@的图片即可break
      x_begin = random.randint(0, w - size - 1)
      y_begin = random.randint(0, h - size - 1)
                                          即与所有bbox的iou为0才可用
      # 做一个IOU的判断
      this_box_list = [x_begin, y_begin, x_begin + size, y_begin + size]
      result = judge_much_IOU.judge_mach_IOU(box, this_box_list)
      # 即 1:表示 裁剪与原bbo 人有交集
      if result is 1:
         # 裁前
         img = img[y_begin:(y_begin + 420), x_begin:(x_begin + 420),]
if result is 1:
   break
```

训练时有瑕疵原图没有resize,测试时原图+按照420,步长为210裁剪,最后取概率最大值

参考3:

https://github.com/maozezhong/TIANCHI_XUELANG_AI