CLAIMS

1. A data collection method, comprising:

acquiring image data of a picture comprising a preset scenario;

identifying an object in the preset scenario in the image data to obtain an identification result; and

collecting the image data and the identification result in response to at least one of the identification result or the image data meeting a preset collection rule,

wherein the image data is video data, and acquiring the image data of the picture comprising the preset scenario comprises:

determining a business stage included in an operation process of the object in the preset scenario, wherein the preset scenario is a game scenario, the object in the preset scenario is a game object, and the business stage comprises a game preparation stage, a stage in which a manager joins the game, a stage in which a player joins the game, a gaming stage, and a game ending and result outputting stage; and

determining the video data generated for the object in the preset scenario from an initial business stage to a business ending stage, wherein the video data comprises a video stream of a game from the game preparation stage to the game ending and result outputting stage, alarm times and alarm types of the game in a round.

2. The method of claim 1, after acquiring the image data of the picture comprising the preset scenario, and before identifying the object in the preset scenario in the image data to obtain the identification result, further comprising:

determining a task requirement corresponding to the image data; and

determining the preset collection rule based on the task requirement.

3. The method of claim 2, wherein determining the preset collection rule based on the task requirement comprises:

determining business information associated with the object in the preset scenario; and

determining a second collection rule based on the business information and the task requirement, the preset collection rule comprising the second collection rule.

4. The method of claim 3, wherein collecting the image data and the identification result in response to at least one of the identification result or the image data meeting the preset collection rule comprises:

determining business information of the video data; and

storing the video data and the identification result in response to the business information of the video data meeting the second collection rule.

5. The method of claim 4, wherein the image data is the video data of the game object in any round of game; wherein determining the business information of the video data comprises:

determining at least one of the following as the business information: video duration of the video data, types of game objects included in the video data, or alarm information in the video data.

6. The method of any one of claims 1-5, after collecting the image data and the identification result in response to at least one of the identification result or the image data meeting the preset collection rule, further comprising:

determining a to-be-trained network for identifying the object in the image data;

updating a training data set of the to-be-trained network based on the collected image data and the identification result to obtain production environment data; and

adopting the production environment data to train the to-be-trained network to obtain a trained network capable of identifying the object in the image data.

7. A computer device, comprising a memory and a processor, wherein the memory stores a computer executable instruction thereon, and when running the computer executable instruction on the memory, the processor is configured to:

acquire image data of a picture comprising a preset scenario;

identify an object in the preset scenario in the image data to obtain an identification result; and

collect the image data and the identification result in response to at least one of the identification result or the image data meeting a preset collection rule,

wherein the image data is video data, and the processor is specifically configured to:

determine a business stage included in an operation process of the object in the preset scenario, wherein the preset scenario is a game scenario, the object in the preset scenario is a game object, and the business stage comprises a game preparation stage, a stage in which a manager joins the game, a stage in which a player joins the game, a gaming stage, and a game ending and result outputting stage; and

determine the video data generated for the object in the preset scenario from an initial business stage to a business ending stage, wherein the video data comprises a video stream of a game from the game preparation stage to the game ending and result

outputting stage, alarm times and alarm types of the game in a round.

8. The computer device of claim 7, wherein after acquiring the image data of the picture comprising the preset scenario, and before identifying the object in the preset scenario in the image data to obtain the identification result, the processor is further configured to:

determine a task requirement corresponding to the image data; and

determine the preset collection rule based on the task requirement.

9. The computer device of claim 8, wherein when determining the preset collection rule based on the task requirement, the processor is configured to:

determine business information associated with the object in the preset scenario; and

determine a second collection rule based on the business information and the task requirement, the preset collection rule comprising the second collection rule.

10. The computer device of claim 9, wherein when collecting the image data and the identification result in response to at least one of the identification result or the image data meeting the preset collection rule, the processor is configured to:

determine business information of the video data; and

store the video data and the identification result in response to the business information of the video data meeting the second collection rule.

11. A computer storage medium, storing a computer executable instruction thereon, wherein when executed, the computer executable instruction are configured to:

acquire image data of a picture comprising a preset scenario;

identify an object in the preset scenario in the image data to obtain an identification result; and

collect the image data and the identification result in response to at least one of the identification result or the image data meeting a preset collection rule,

wherein the image data is video data, and the computer executable instruction are specifically configured to:

determine a business stage included in an operation process of the object in the preset scenario, wherein the preset scenario is a game scenario, the object in the preset scenario is a game object, and the business stage comprises a game preparation stage, a stage in which a manager joins the game, a stage in which a player joins the game, a gaming stage, and a game ending and result outputting stage; and

determine the video data generated for the object in the preset scenario from an initial business stage to a business ending stage, wherein the video data comprises a video stream of a game from the game preparation stage to the game ending and result outputting stage, alarm times and alarm types of the game in a round.

12. A computer program, comprising computer instructions executable by an electronic device, wherein when executed by a processor in the electronic device, the computer instructions are configured to:

acquire image data of a picture comprising a preset scenario;

identify an object in the preset scenario in the image data to obtain an

identification result; and

collect the image data and the identification result in response to at least one of the identification result or the image data meeting a preset collection rule,

wherein the image data is video data, and the computer instructions are configured to:

determine a business stage included in an operation process of the object in the preset scenario, wherein the preset scenario is a game scenario, the object in the preset scenario is a game object, and the business stage comprises a game preparation stage, a stage in which a manager joins the game, a stage in which a player joins the game, a gaming stage, and a game ending and result outputting stage ; and

determine the video data generated for the object in the preset scenario from an initial business stage to a business ending stage, wherein the video data comprises a video stream of a game from the game preparation stage to the game ending and result outputting stage, alarm times and alarm types of the game in a round.