OUTFORZ DATA

Hockey Leagues Games Annotation

Our customer is a company that deals with data labeling solution for enterprise-grade Machine Learning.

This company is leading the industry in streaming, high-resolution, high-density video annotation, and in delivery accurately-annotated, model-ready data to train and validate ML models.

The idea of the project:

The client is developing an artificial intelligence system that will provide information about hockey matches, accurate statistics and analytical data requested by other companies.
Due to the lack of ability to extract deep analytics from hockey games at this stage of product development, the client needs more accurate training in artificial intelligence, using manual labor and human expertise.

Solution:

Around 100 professional tech-specialists worked on video recordings, using bounding box technology, and extracted the most detailed analytics from every match, including face offs and whistles (FOW analysis), time on ice (TOI analysis) and eventing analysis (more than 40 different marks in the match).

The data sets collected semi - manually. Annotation team also provided tech support and helped to validate accuracy of the output data sets with high performance quality.

Key Features

Objects capturing and recognition;

Objects attribution;

Objects segmentation (FOW/TOI, eventing).

Technologies

Approaches:

- Bounding box technology;
- Polygon;
- Lines and Splines;
- Semantic Segmentation.

Tools:

- Client's custom annotation platform;
- Custom tools for semi – automated annotation.