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### How Sports Commentaries Can Speed Up AI Development (thestack.com)

Posted by [samzenpus](#) on Thursday November 26, 2015 @05:01AM from the calling-the-game dept.

An anonymous reader writes: *In an effort to shorten the annotation phase prior to neural network learning, Indian researchers are [using commentaries intended for human viewers](#) to help machines understand the meaning of action in cricket. The researchers suggest that closed-caption movie commentaries, as well as other types of usefully descriptive pre-existing commentaries could continue to prove helpful in teaching artificial intelligence the meaning of what it is seeing on screen.*



technology ai

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#### [Cricket is intended for humans? \(Score:2\)](#)

by [Mouneh](#) (200809)

I don't understand the cricket commentary intended for human viewers. How the fuck is a machine going to do it? See? <https://www.youtube.com/watch?v=...> [youtube.com]

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#### [Does not compute \(Score:2\)](#)

by [U2xhc2hkb3QgU3Vja3M](#) (4212163)

I think there's some confusion here. Sport, action and cricket in the same topic? Somebody made a mistake somewhere.

#### [Re: \(Score:2\)](#)

by [Coisiche](#) (2000870)

Indeed. The anonymous reader has compromised their anonymity; all that is required is identifying the single address in the world where cricket is associated with sport and action.

■  
○ **[Re: \(Score:2\)](#)**

by [peragrin \(659227\)](#)

it gets better. They think closed captioning actually equals the scene on the screen.

Apparently they have never watched a movie with closed captioning or subtitles before. I have not yet seen one that was even 70% accurate to what was actually said, or done.

Part of that is simple wording you can't write out every line of dialog as fast as it is said. So they chop up the dialog to make it fit in the time they have. per scene.

■  
● **[Art should be considered as well. \(Score:2\)](#)**

by [kav2k \(1545689\)](#)

[Ceci n'est pas une pipe.](#) [twitter.com]

○  
● **[Sports commentaries? \(Score:2\)](#)**

by [93 Escort Wagon \(326346\)](#)

I can't speak to cricket, but I watch a fair bit of American football and (especially) baseball. A good bit of the commentary seems to have very little to do with what's actually happening on the screen - so I'm not sure whether analyzing that will help or hurt! Perhaps adding a pre-filter so anything said by the "color guy" is blanked out before import would be beneficial.

○  
○ **[2 hidden comments](#)**

○ **[Re: \(Score:1\)](#)**

by Anonymous Coward

I think they should use radio broadcasts of the sporting event on top of the video. That would probably be a much closer approximation.

○  
○ **[Re: \(Score:2\)](#)**

by [Michael Woodhams \(112247\)](#)

OK, that is a start at understanding the nature of cricket commentary. Now imagine how relevant the commentary would be if instead of 90 minutes (or whatever it is) they had to keep talking for five days.

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○ **[Re: \(Score:2\)](#)**

by [CanadianMacFan \(1900244\)](#)

Maybe you should watch something in which there's enough action so the commentators don't have to fill massive amounts of time without action with inane chatter.

American football is so slow. The 40 or 45 seconds to get a play started is too long (Canadian football is 20 seconds and makes for a faster game).

The four downs encourages a running game because it's a safe play and you can normally get a couple of yards so it's a quick running play followed by a time out to reset the ball and then almost 40 secon

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■ **[Re: \(Score:1\)](#)**

by Anonymous Coward

Cricket is an excellent lazy day sport. Football ( soccer ) or Rugby if you want to give your full attention for 90/80 minutes. They suit different niches. In cricket, every ball is important because a good bowler works the batsman, taking all 6 balls to try to force him into a mistake. It's very tactical and a different type of sport to football/rugby. I get the impression of baseball that every ball is an attempt to get the guy out, with no attempt to use multiple throws to tease the batsman into a mistake

■  
■ **[Ice hockey \(Score:2\)](#)**

by [tomhath \(637240\)](#)

The only sport I can think of that's non-stop action is ice hockey. Even soccer and basketball are spurts of action between a lot of passing and positioning.

But here's an interesting question. Would AI be able to make any sense of the commentator whispering while covering a golf tournament?

■ **[1 hidden comment](#)**

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■ **[Re: \(Score:1\)](#)**

by [xSander \(1227106\)](#)

American football is so slow.

You know what *really* makes American football slow? The commercial breaks. Between drives, timeouts, quarters and kickoffs there are almost always 2 minutes of commercial time. I live in Europe, so I have to record the late games. That enables me to skip all those breaks with a few button presses every 10 minutes or so.

The four downs encourages a running game because it's a safe play and you can normally get a couple of yards so it's a quick running play followed by a time out to reset the ball and then almost 40 seconds to start the next play.

Not quite. The clock only gets stopped when a player runs out of bounds, otherwise it keeps running, plus the 40-second play clock starts immediately. There are a few other situations where th

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● **[Commentaries \(Score:2\)](#)**

by [Greger47 \(516305\)](#)

But who teaches the AI the meaning of the commentaries?

/greger

○  
● **[Obligatory \(Score:2\)](#)**

by [pushing-robot \(1037830\)](#)

<http://www.qwantz.com/index.ph...> [qwantz.com]

○  
● **[Here's a challenge... \(Score:2\)](#)**

by [ClickOnThis \(137803\)](#)

I wonder what AI would make of [this?](#) [youtube.com]

○  
● **[did this already with movies \(Score:2\)](#)**

by [WindBourne \(631190\)](#)

The biggest issue that they will have, is that the text commentary does not always match the words that are spoken.

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● **[By giving bad examples? \(Score:2\)](#)**

by [Chris Mattern \(191822\)](#)

âoeAny time Detroit scores more than 100 points and holds the other team below 100 points, they almost always win.â You see? Don't say things like that.

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