Comparison System for Image Detection Algorithm

Xbox seeks to create a safe place for everyone to play and have fun. To improve gamers' experience, they want to evaluate and compare which technology performs better in terms of detecting unsafe images.

Comparison System

INITIATION

Problem

Similar unsafe images are hard to be detected on a large scale

Goal

Create a system to find the optimal threshold for each technology, and to compare performance between technologies

PROCESS

Users Image requests

↓

Similarity score generation (C#, .Net framework)

Data analysis (160,000+ comparison results)

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Results on the report

KEY OUTCOMES

System framework

Deployed on Azure Function
Contains 3 servers
Local and cloud implementation

Data analysis pipeline

Comparison methodology
Metrics construction in Python
Live dashboards

KEY BENEFITS

For Xbox team

Provide pipelines for similar algorithm evaluation and make better use of the two technologies based on context

For Gamers

Improve user experience by filtering the unsafe images and provide a healthier online environment

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