

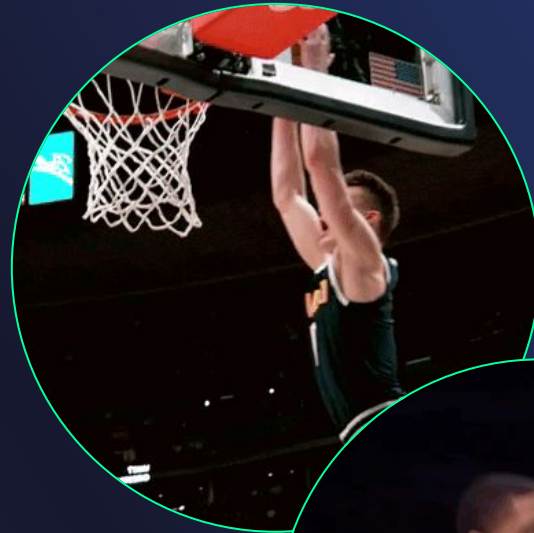
COMP 560 FINAL PROJECT

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Motivation

- At times, sports commentary lacks context and would be benefitted by additional details
 - Numbers of a player's PPG could be useful if a commentator says they've taken a step up
- Usage of statistics reduces the effect of bias from announcers supporting their team.
 - GS
- There are users (including sports bettors) who would like to view additional statistics and analysis while watching a game
 - Someone might want to know how often the Lakers win when LeBron scores 10+ points in Q1

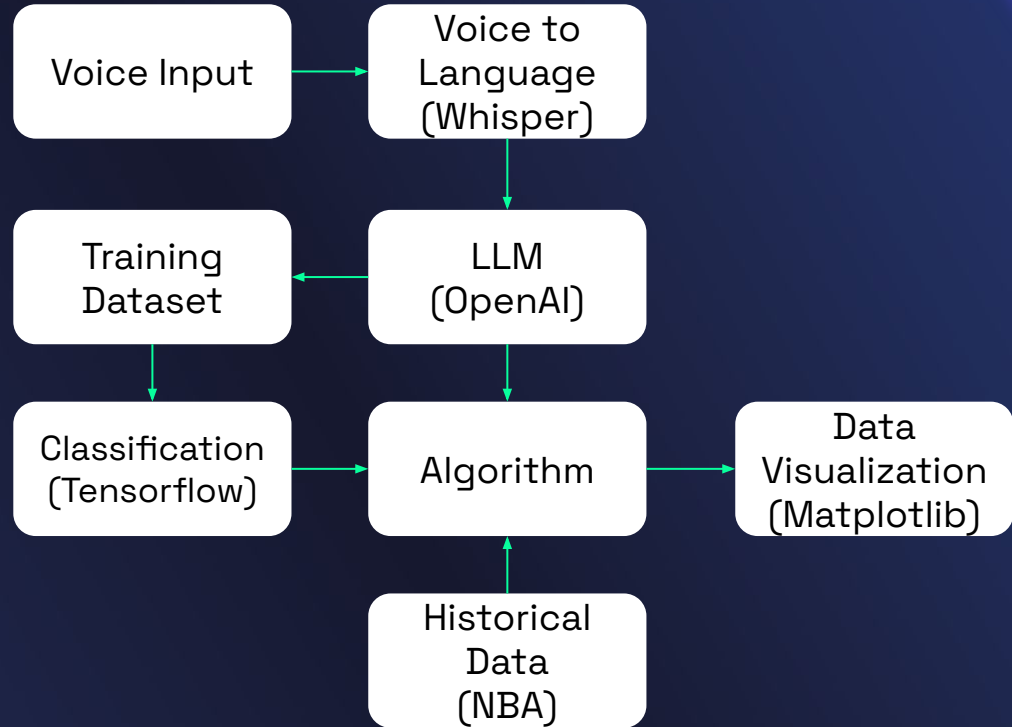


What is our project?

- Our project uses generative AI to compliment sports commentary and analytics based on user voice input.
- Our program uses a voice recognition model to capture sports commentary during a game..
- That text is then processed by an LLM, which uses box score data to produce dynamic data visualizations.

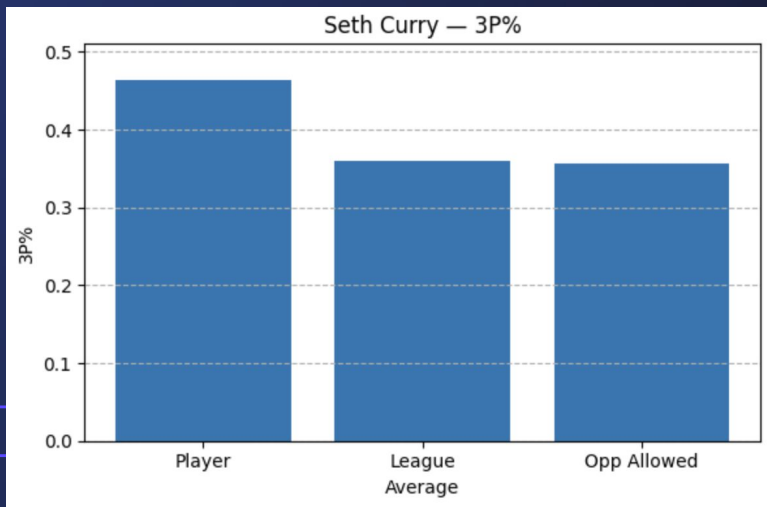
Approach

- Whisper (Transformer)
- GPT-4o LLM
- TextCNN



Results

“That is why Seth Curry is leading the league in 3PT %.”



Classification

Train a classifier to decide when not to produce a graph — better to omit a graph (false negative) than show a misleading one (false positive).

