



NetEase Games

Passion of gamers

March 21-25, 2022

San Francisco, CA



NetEase Games

AI Lab

Aegis Engine: Building Multi-modal Moderation System in NetEase Games

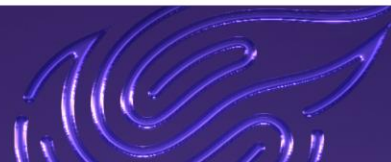
Yunbo Peng
Senior AI Engineer
NetEase Games AI Lab

#GDC22

#NetEase Games

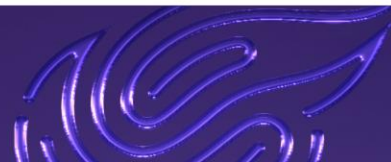
About

- Established in 2017
- Apply AI technology to games
- Research Interests: CV, NLP, RL and Speech Signal Processing

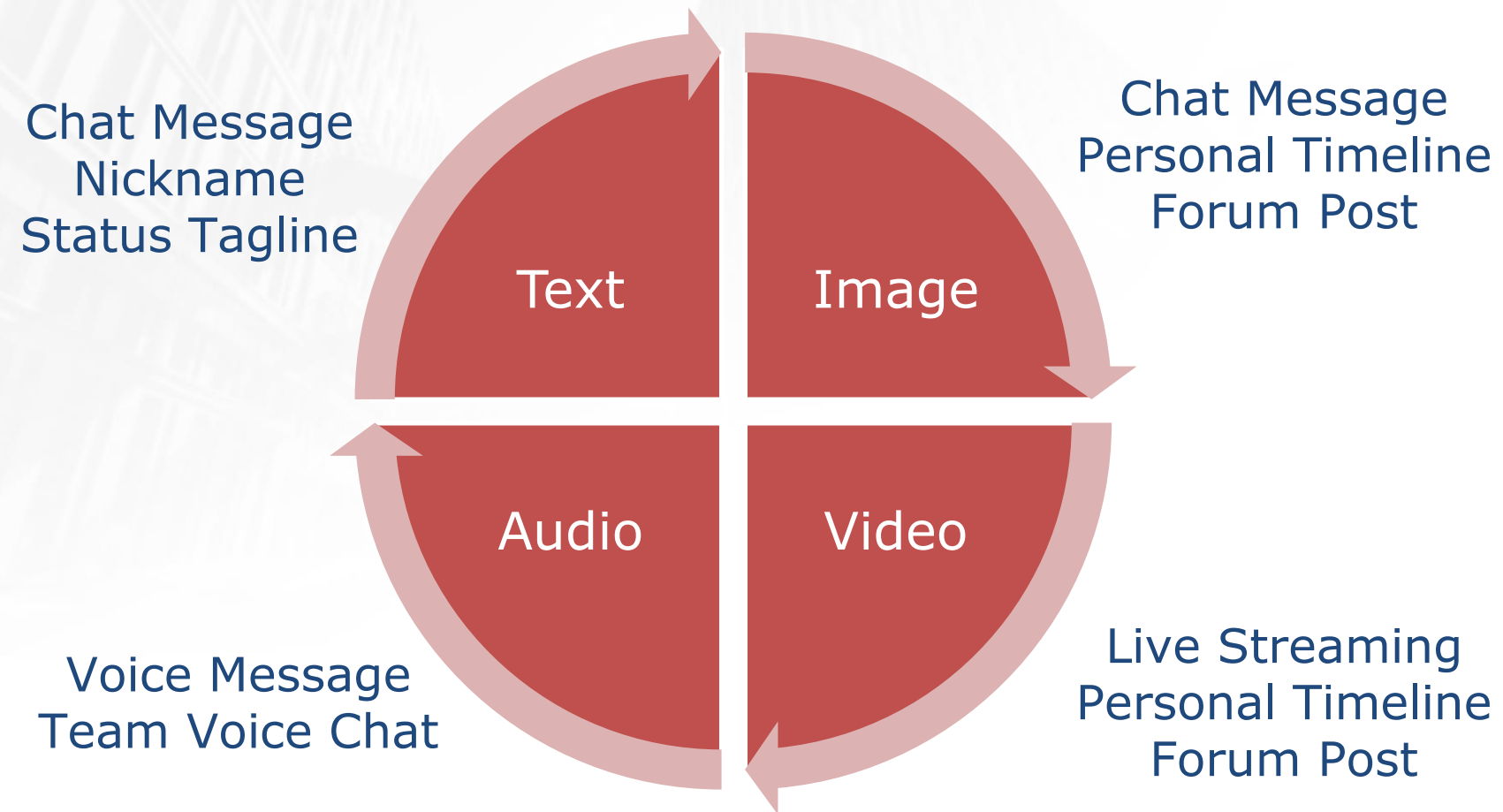


Outline

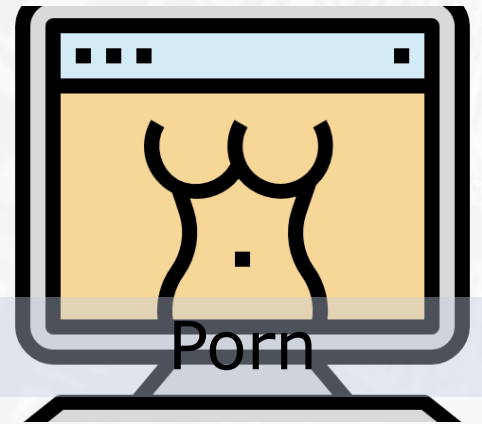
- **Introduction**
- Image Sub-system
- Audio Sub-system
- Text Sub-system
- Application



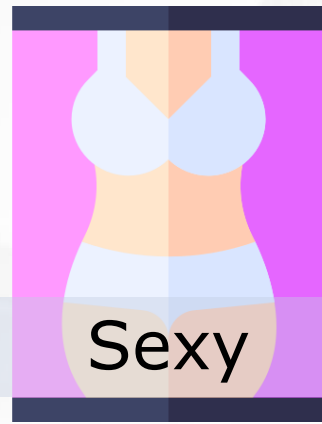
Introduction



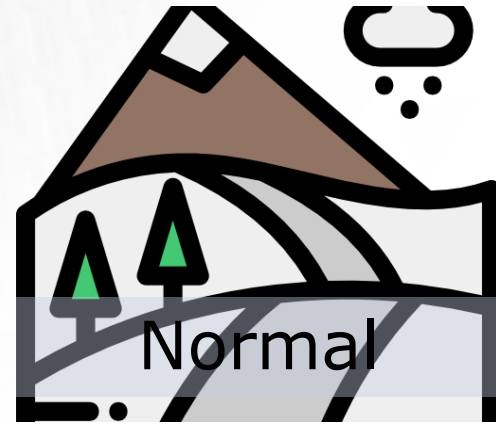
Introduction



Porn



Sexy



Normal

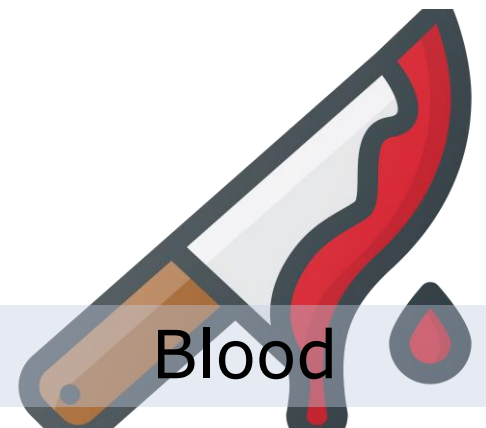


Porn

Spam



Weapon



Blood



Terrorist

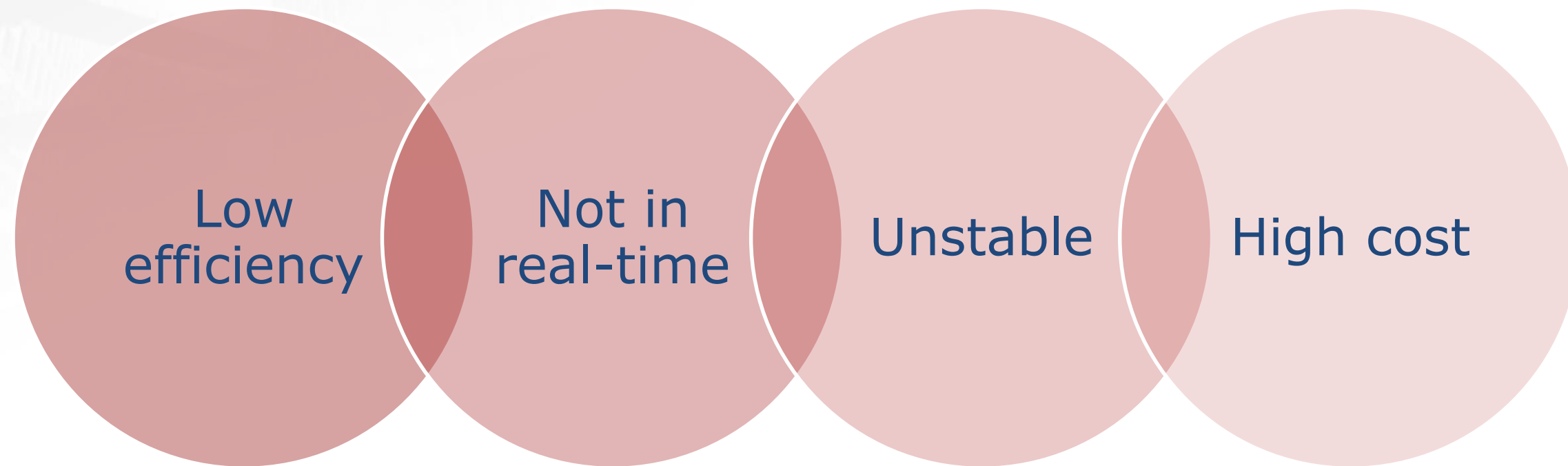


Violence

Abuse

Introduction

Manual moderation



Slow manual
processing

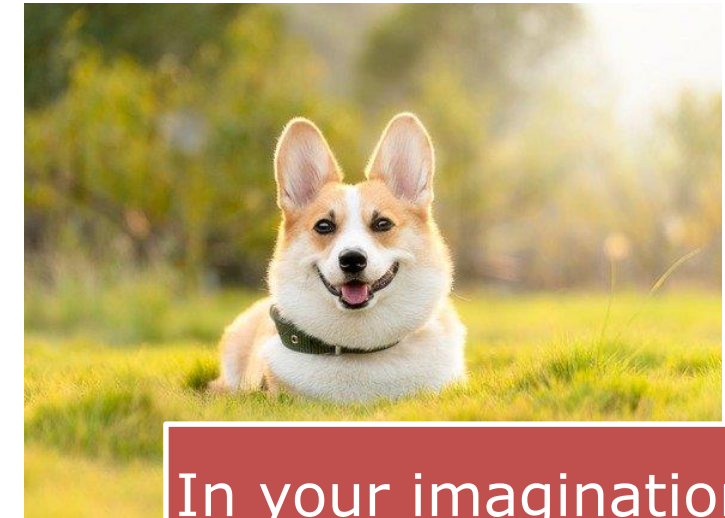
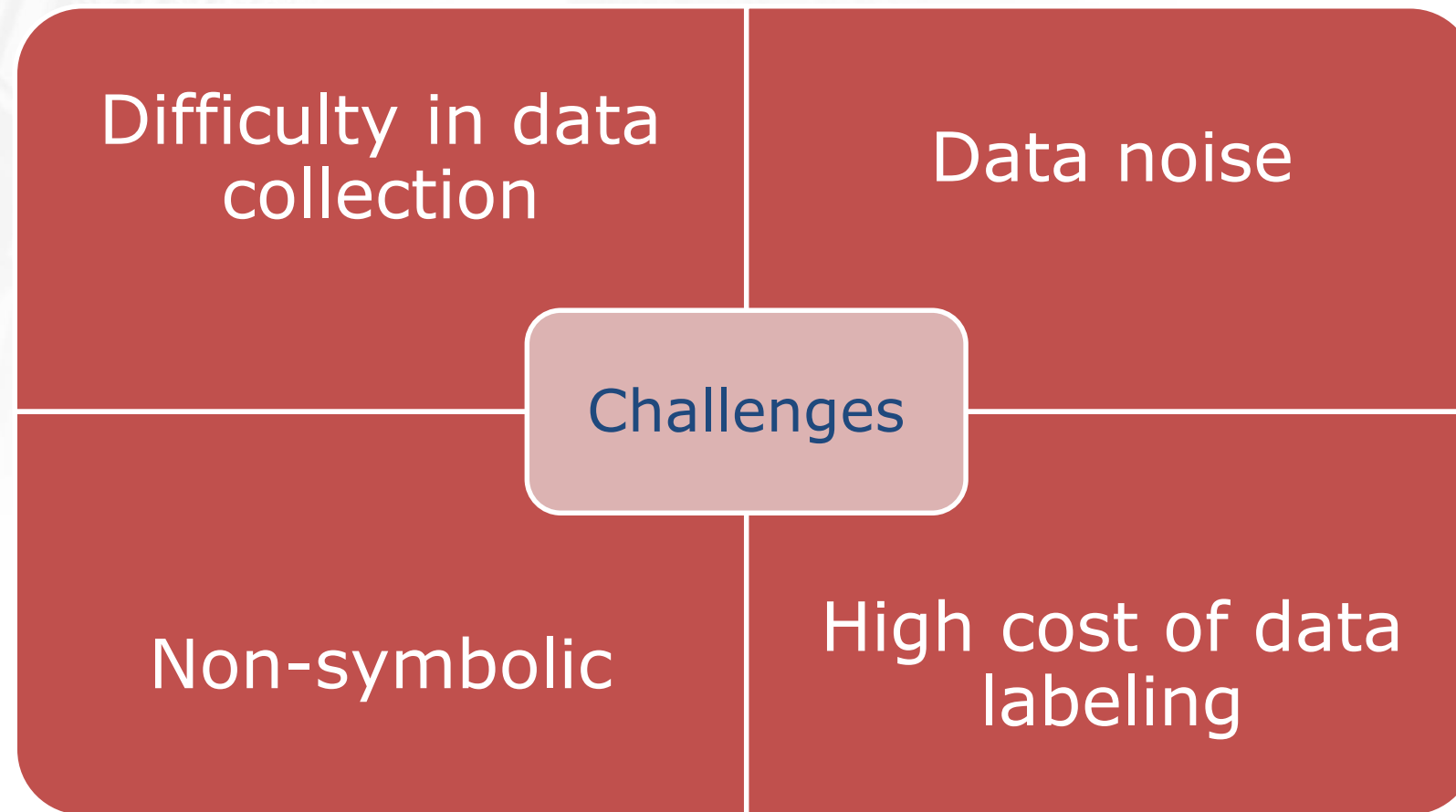
No 24/7 or
immediate response

Inconsistent
standards

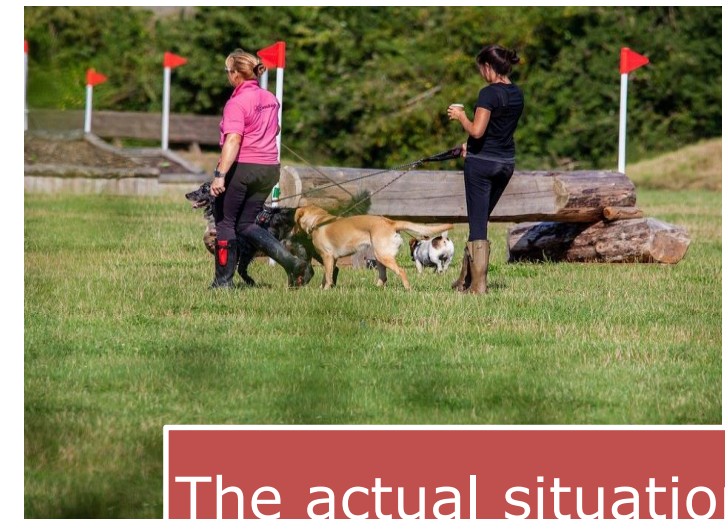
Requires many
moderators

Introduction

Challenges during development



In your imagination



The actual situation

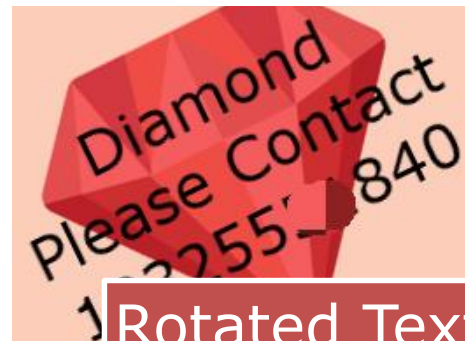
Non-symbolic image

Introduction

Challenges during maintenance

New types
emerge
over time

"Attackers"
create new
variants



Rotated Text



Curved Text

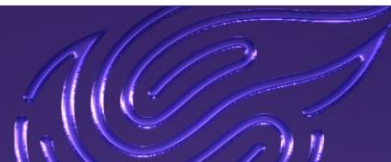


Handwriting

New variants of image spam

Outline

- Introduction
- **Image Sub-system**
- Audio Sub-system
- Text Sub-system
- Application



Define Categories



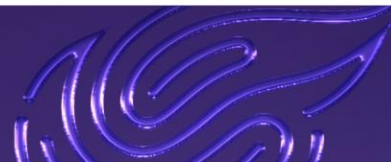
Create categories for common scenarios and ignore outliers



Define the scope of each category for precise annotation



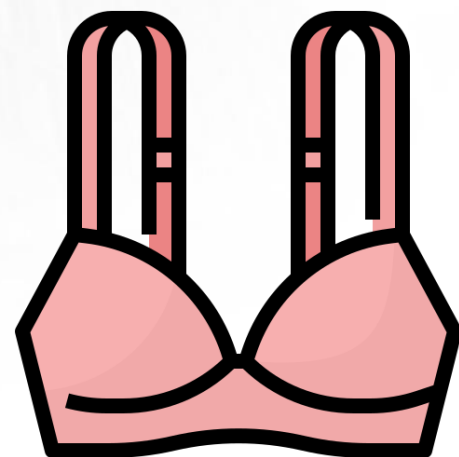
Use fine-grained categories to cover more online cases



Define Categories



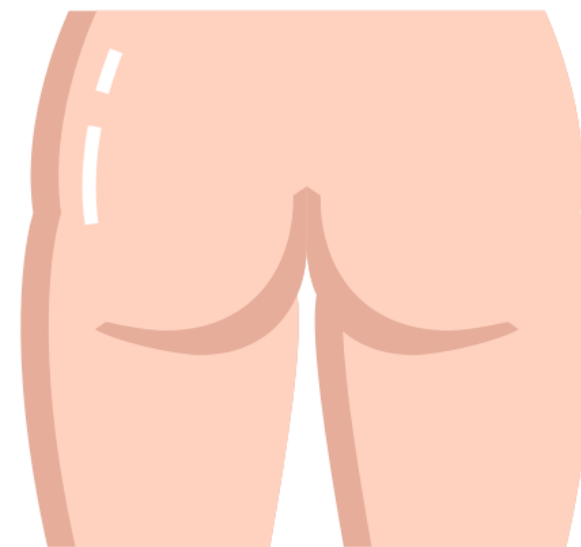
Cleavage



Bra



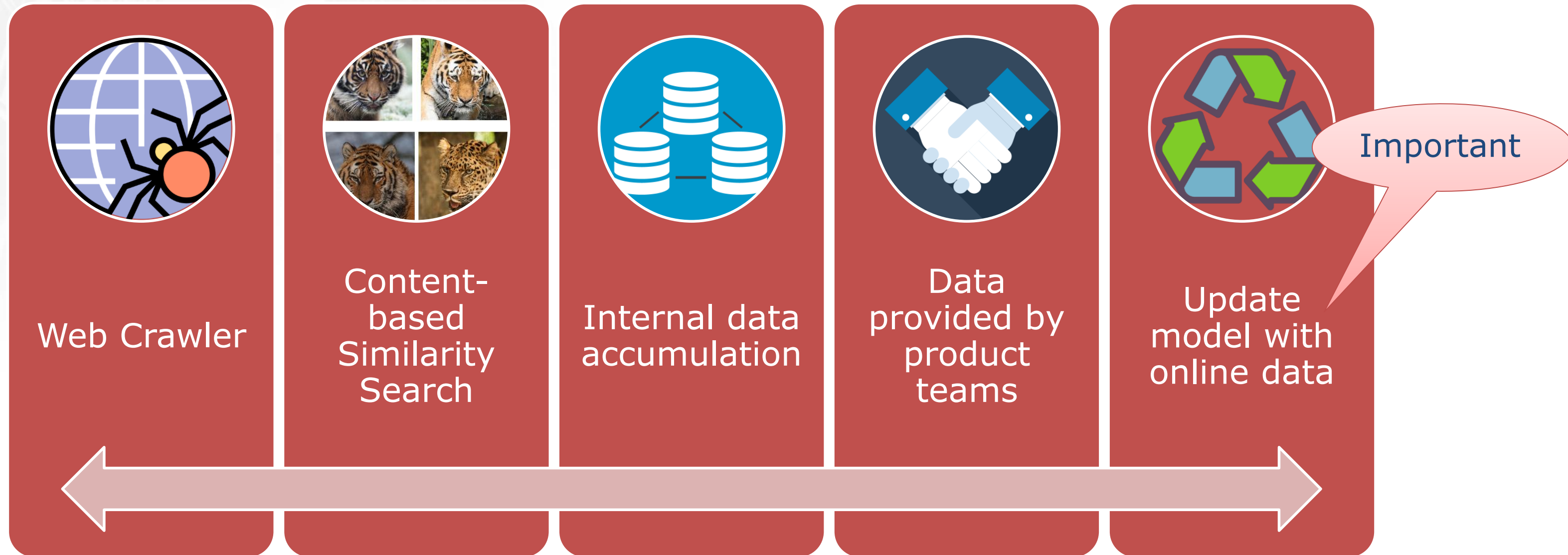
Underwear



Hip

Fine-grained categories for live streaming

Data Collection



Data Cleaning

Duplicated Data Removal

- MD5
- pHash/aHash...

Simple Filtering

- Traditional Features
- Data Labeling & SVM/LR Classifiers

Data Clustering

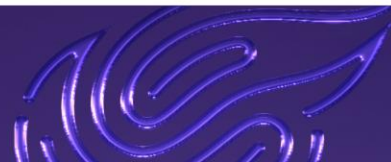
- FC Features Clustering
- Select dense and compact classes

Crowdsource Labeling

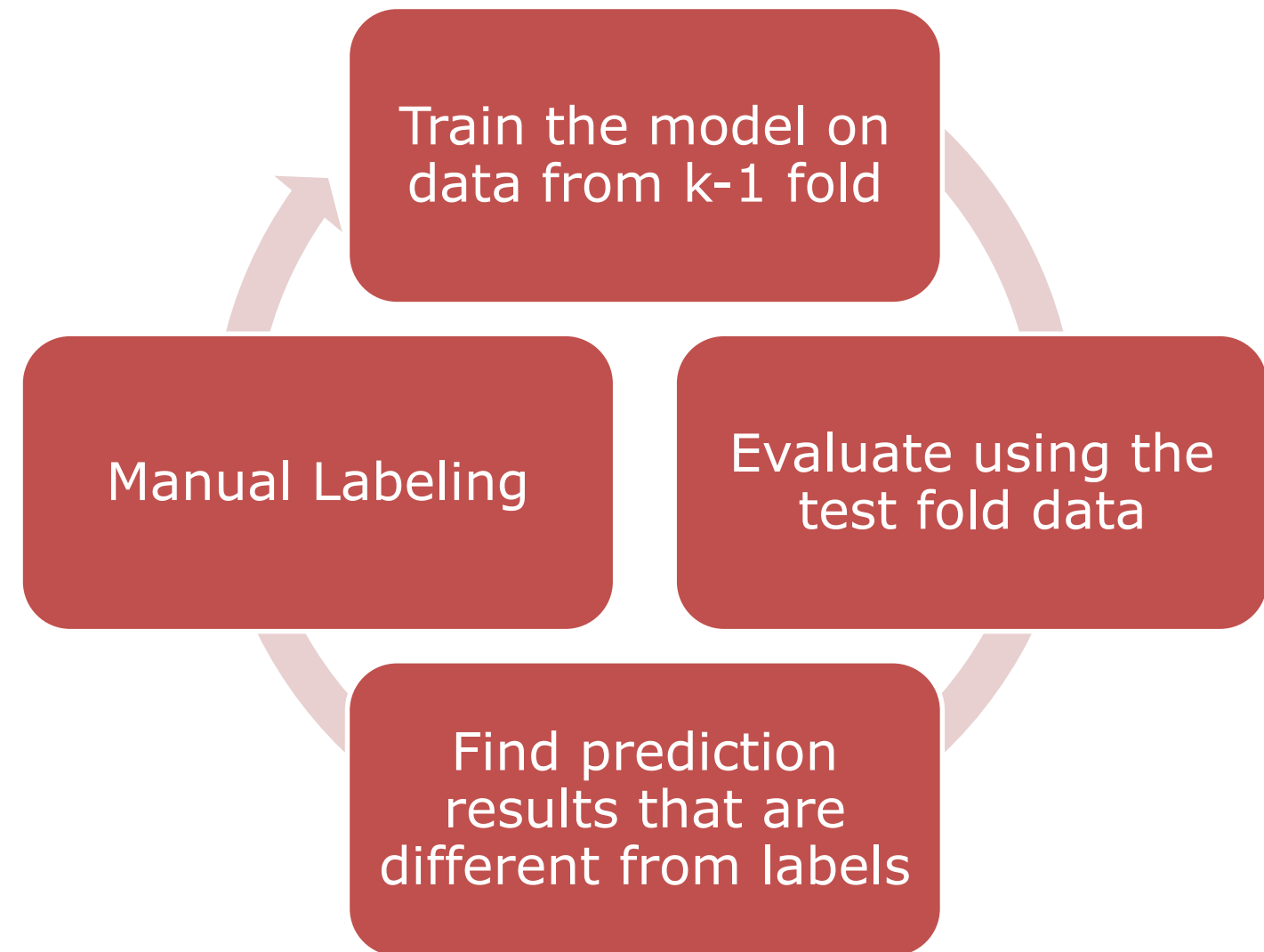
- Vote by different tools/models
- Manual labeling

Deep Cleaning

- K-fold Cross Validation
- Inconsistent Predictions Labeling



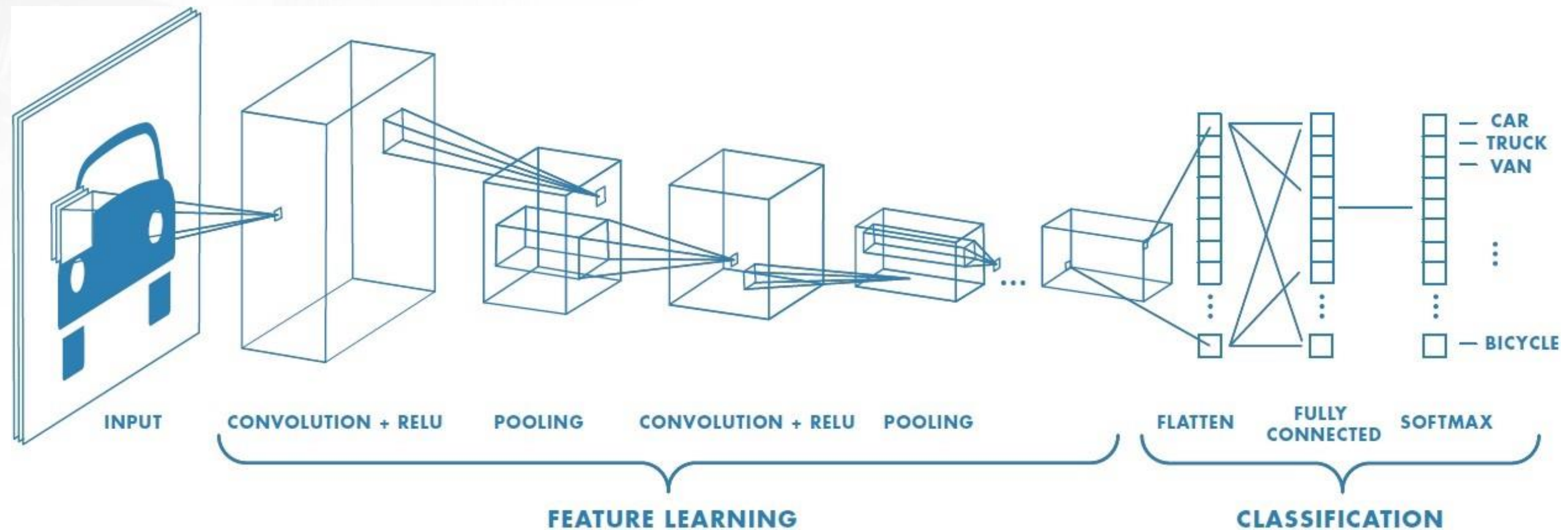
Data Cleaning



5-fold cross validation to get deep cleaned data

Methods

- Image Classification Networks: ResNet, MobileNet v2/v3



[1] Image source: <https://penseeartificielle.fr/mobilenet-reconnaissance-images-temps-reel-embarque/>

Methods

Data Augmentation

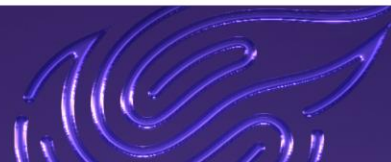
- Auto Augment
- Cutout

Model Overfitting

- Dropout after GAP Layer
- Label Smoothing

Imbalanced Classes

- Over-sampling
- Weighted Loss



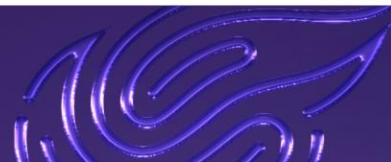
Model Optimization

Class
Activation
Map (CAM)

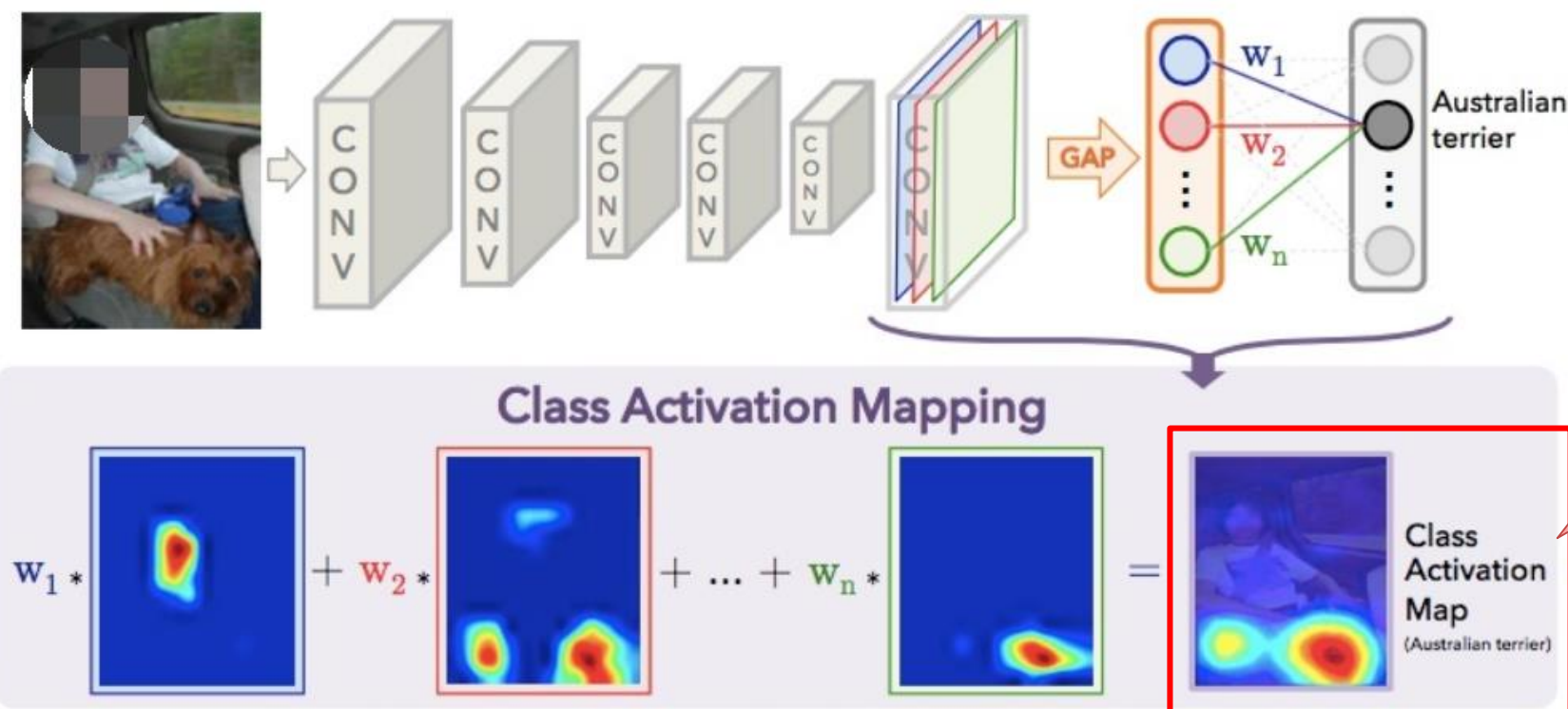
Big Input,
Small
Network

Attention
Mechanism

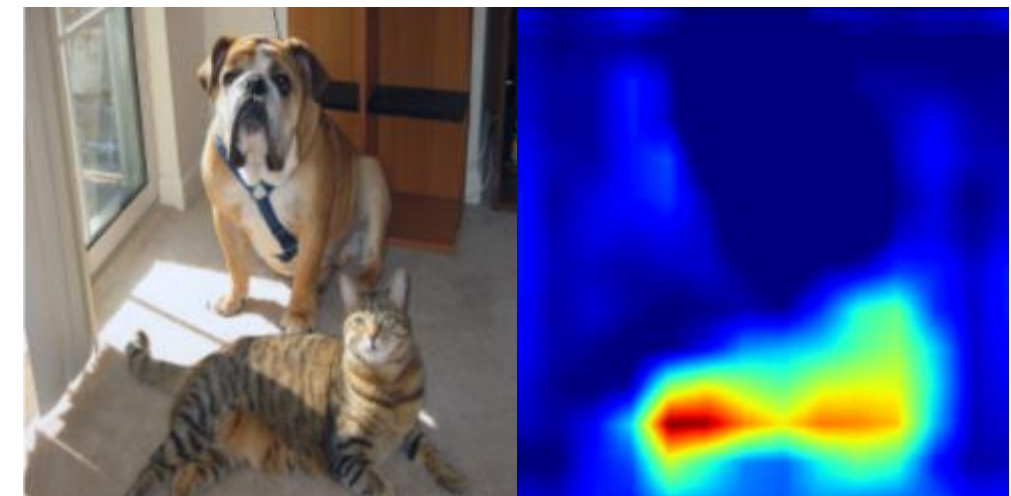
Object
Detection
Networks with
FPN: YOLO,
RetinaNet



Model Optimization



Result

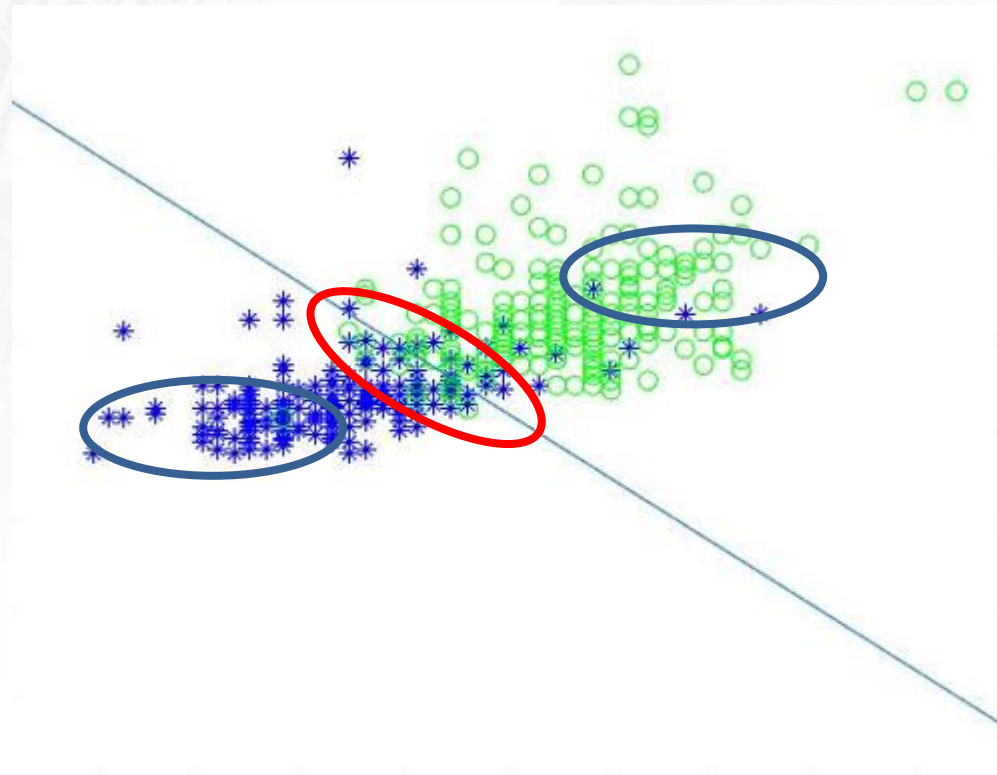



Why the prediction result is **not a dog**?
Ah, the reason is **the influence of cat**.
So we need **collecting more images containing cat**


Use Class Activation Map(CAM) to Improve Data

[1] Zhou B, Khosla A, Lapedriza A, et al. Learning deep features for discriminative localization.

Model Update



 Non-ambiguous data:
Used to increase data diversity
and model stability

 Boundary data:
Used to update the data boundary
and increase model robustness

Pulling Additional Online Data to Update the Models

Scene Text Detection

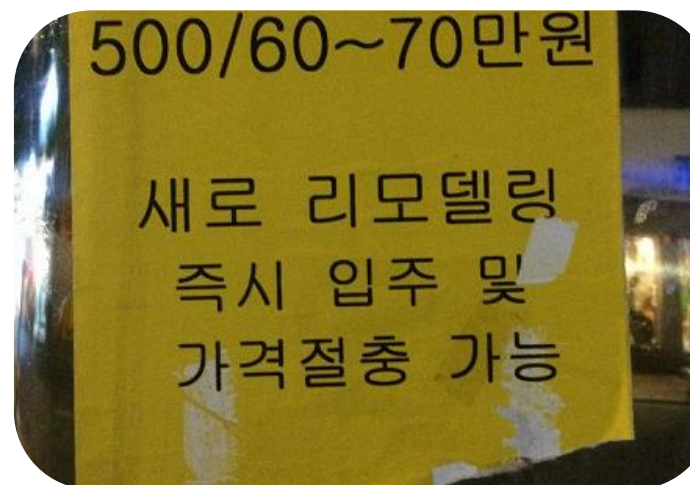
- Self-labeling datasets and public datasets
- A dataset containing 63,000+ images was constructed



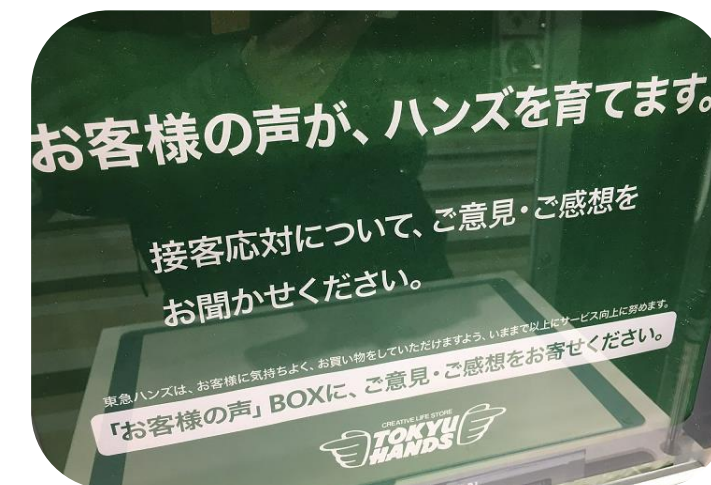
Chinese



English

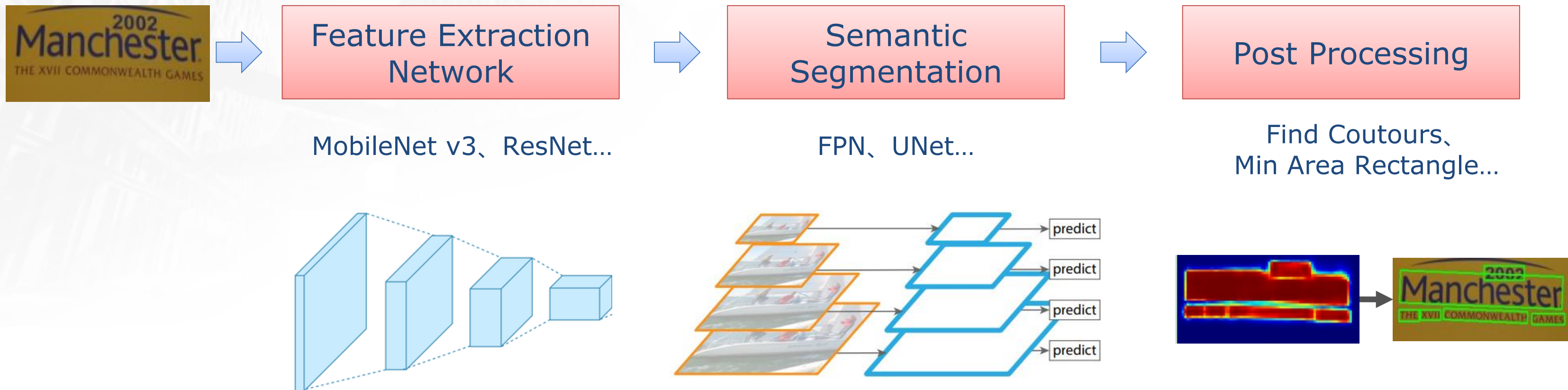


Korean



Japanese

Scene Text Detection



Scene Text Recognition

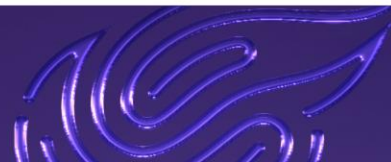
- Synthesis dataset
- Real-world dataset annotated by crowdsourcing labeling of several tools/models

douses nonimperiously fluorid macrophotograph masturbatic

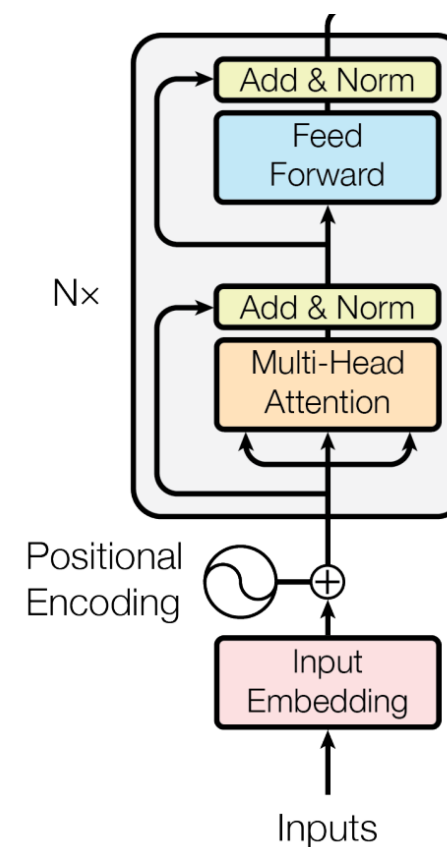
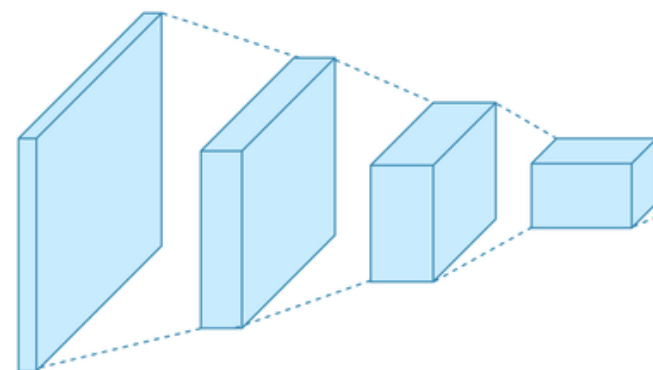
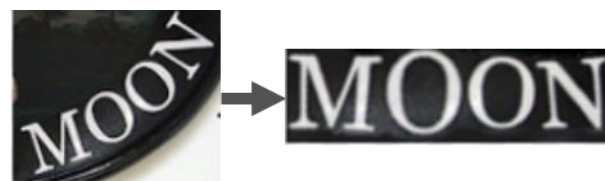
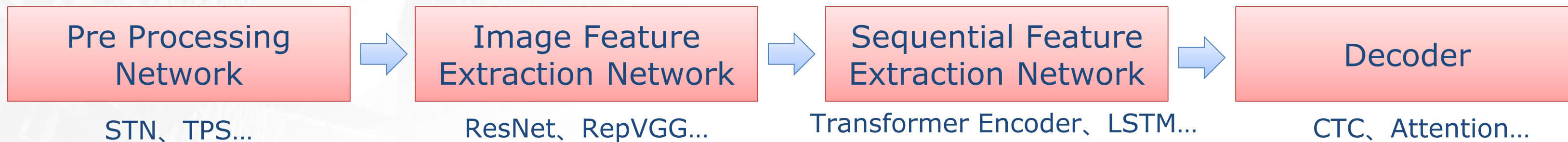
EMMALINE REDEVABLE LECKKILL RETRORENAL CURTSY'S

expeditionary synetic palatograph mementoes cordwainer

marlins Lemonias bookbinder Spondylus jelled

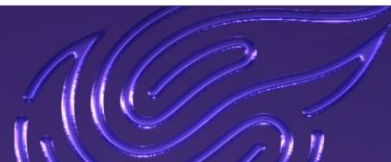


Scene Text Recognition



Outline

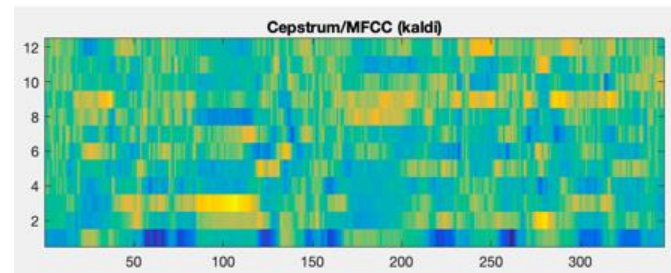
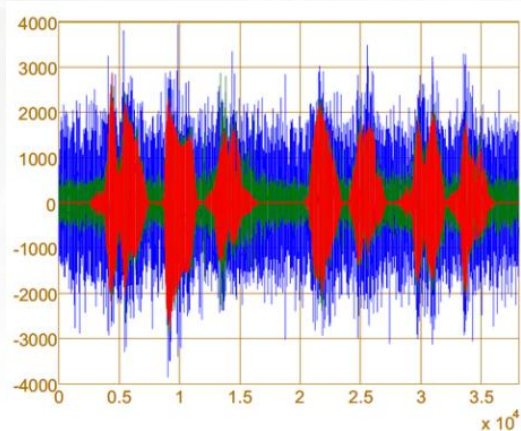
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Speech Recognition

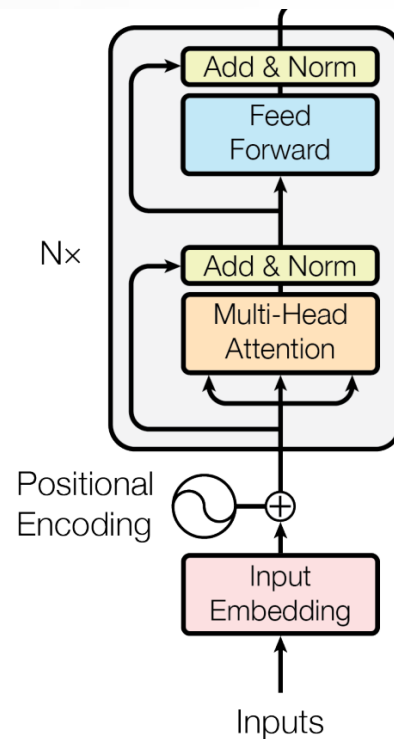
Feature Extraction Module

Denoise&VAD、MFCC ...



Acoustic Neural Network

Conformer、TDNN-LSTM...

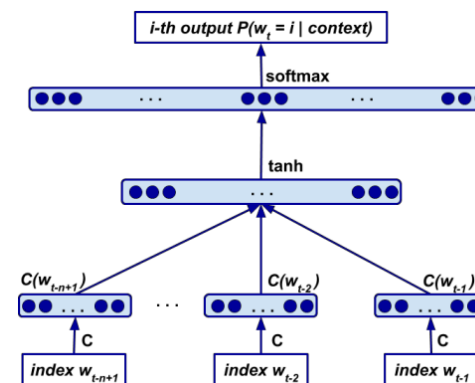


Language Model

N-gram、Neural Network...

2-grams:
-0.7782 as the
-0.4771 at all
-0.7782 at the
-0.2717
0.0000
-0.2915

3-grams:
-2.4450 in the lowest
-0.5211 in the middle
-2.4450 in the on



Post Processing

Text Filtering
Text Classification...

> replace "f*ck" to "****"
> replace "jerk" to "%%%"
> replace "dumb ass" to "\$\$\$"

Challenge

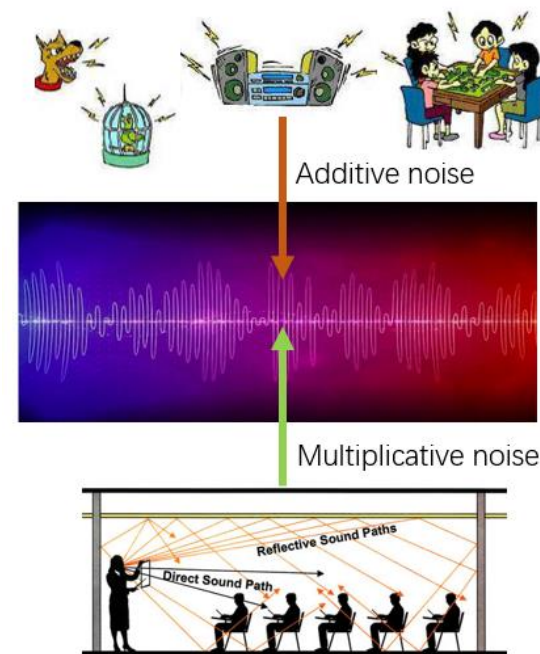
THE SINITIC LANGUAGES

Mandarin	836 million (worldwide)
Jin	45 million (usu. grouped with Mandarin)
Wu	77 million
Hui	3.2 million (usu. grouped with Wu)
Gan	31 million
Xiang	36 million
Min	60 million (incl. Taiwanese)
Hakka	34 million (worldwide)
Yue	71 million (worldwide)
Ping	2 million (usu. grouped with Yue)

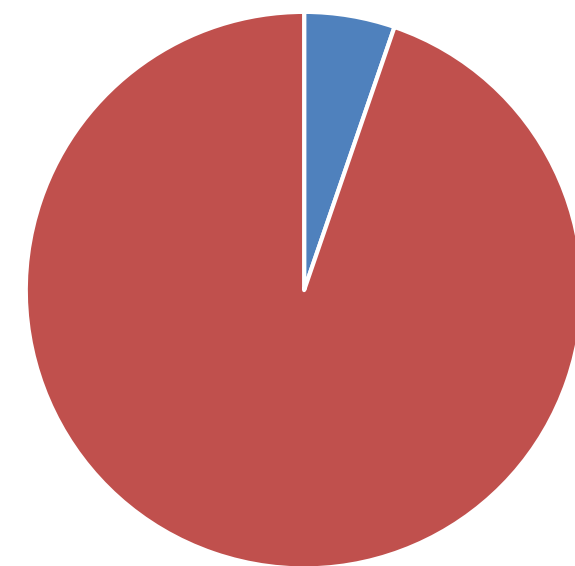
Diverse
Accents



Multiple Devices
& OS



Noisy
Environment



■ Negative ■ Positive

Negative Samples
Sparsity

Solution

Massive Data Collecting

100,000+ hours
accents/devices coverage...

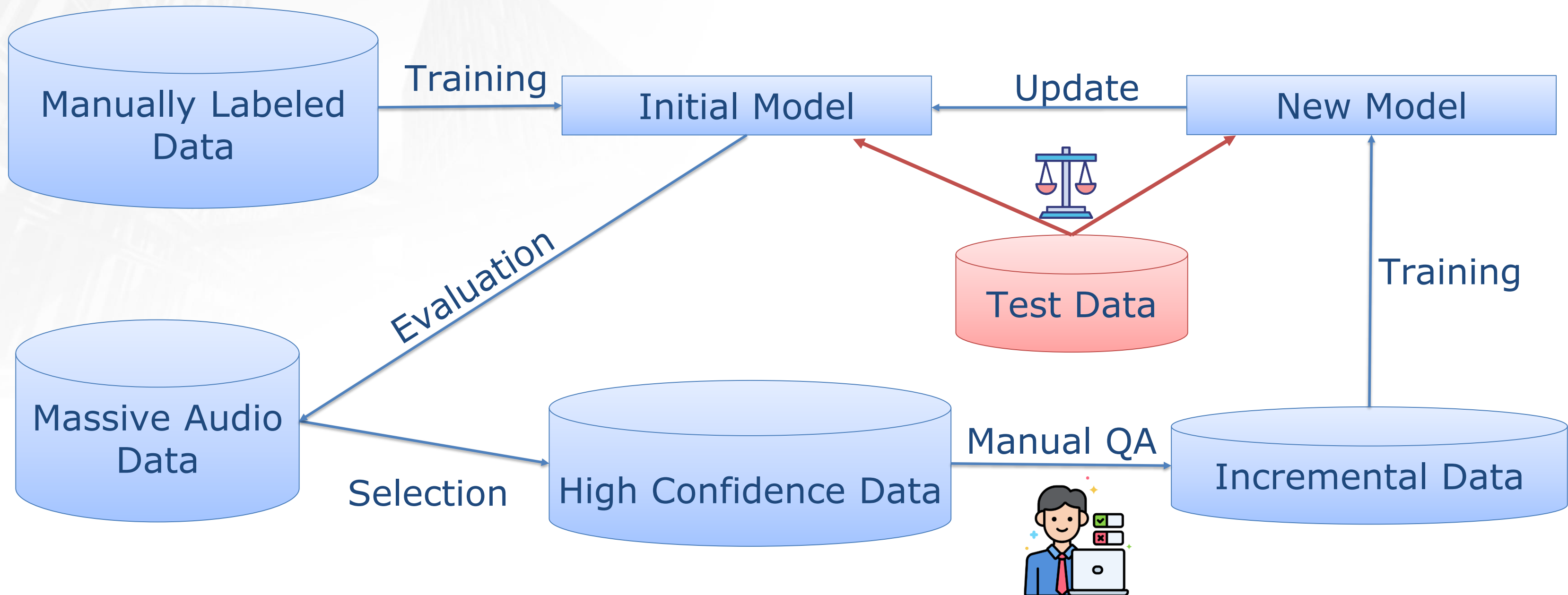
Valid Data Mining

Closed-loop
Incremental...

Robust Acoustic
Model Training

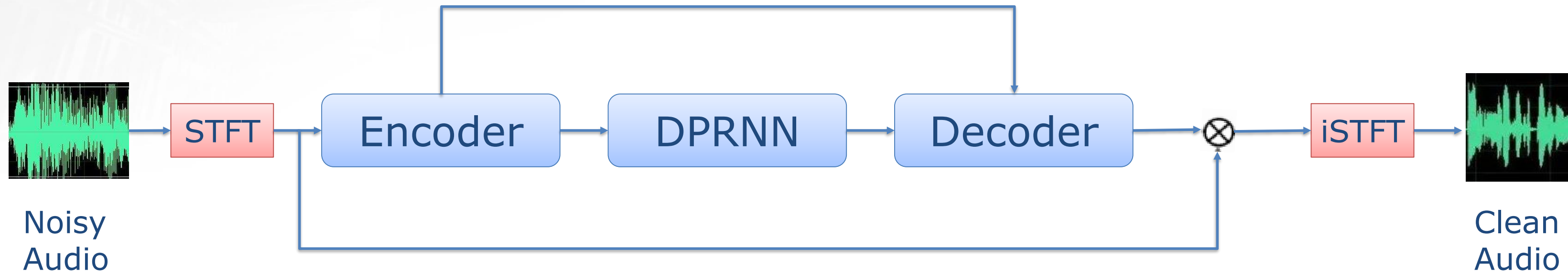


Valid Data Mining



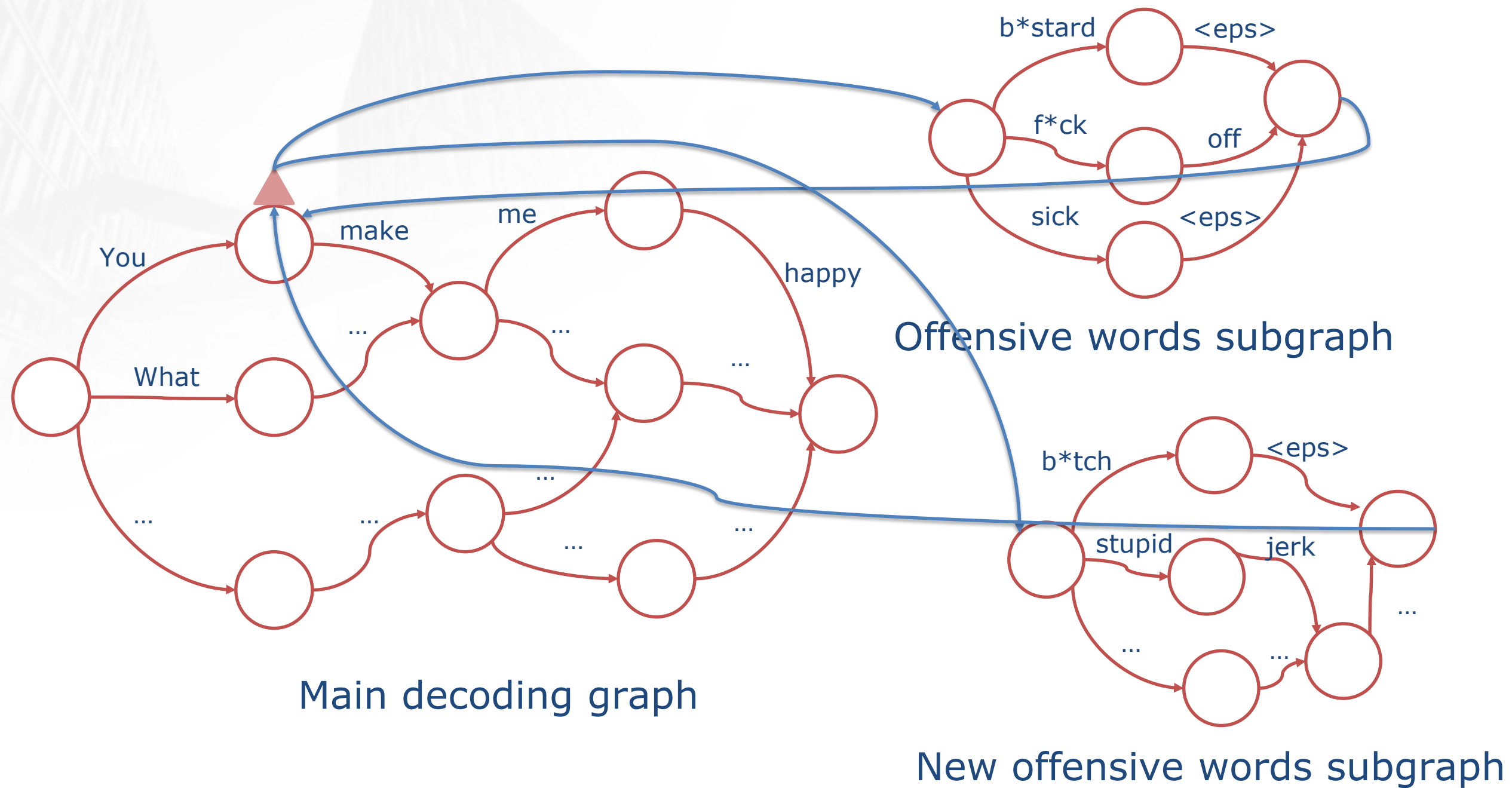
Noise Reduction

- Simulation data in 3000+ scenes
- Following DPCRNN Network[1] but more lightweight



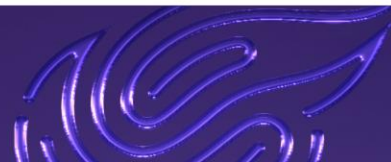
[1] Le X, Chen H, Chen K, et al. DPCRNN: Dual-Path Convolution Recurrent Network for Single Channel Speech Enhancement.

Keyword Enhancement



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Text Filtering

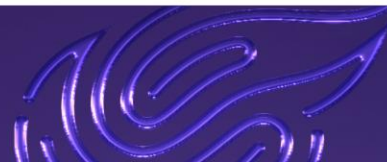
www.163.c0m
USD|RMB|EUR

Regular
Expression

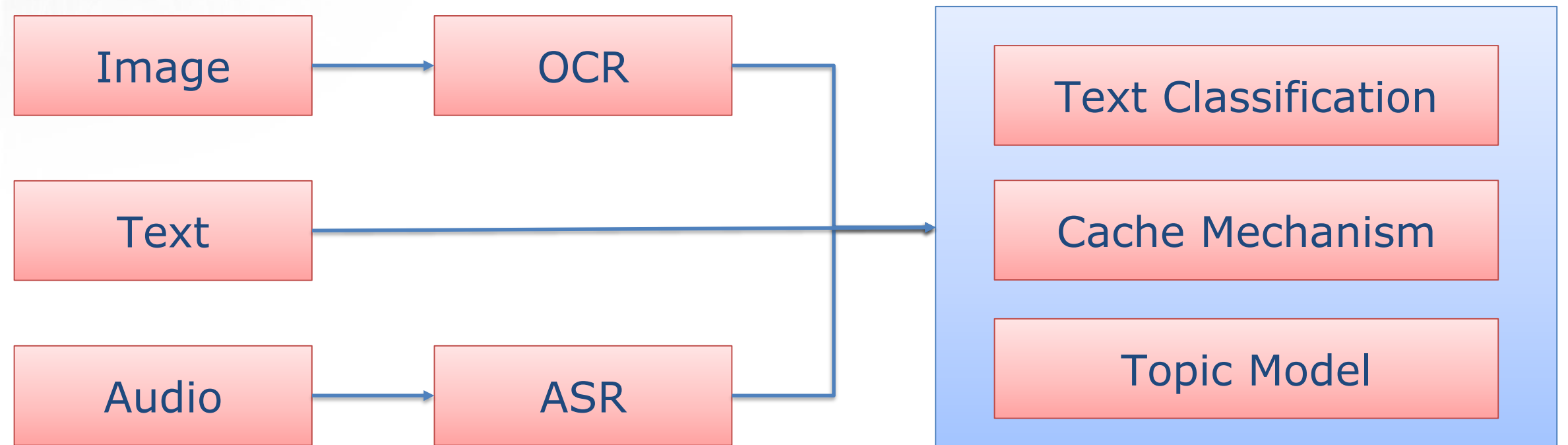
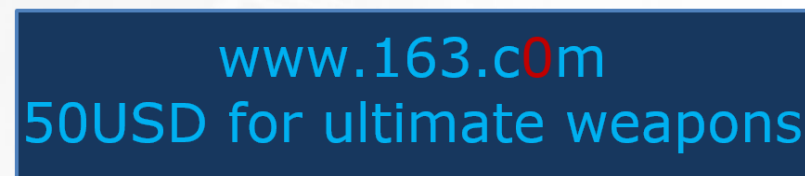
MACHINE
LEARNING



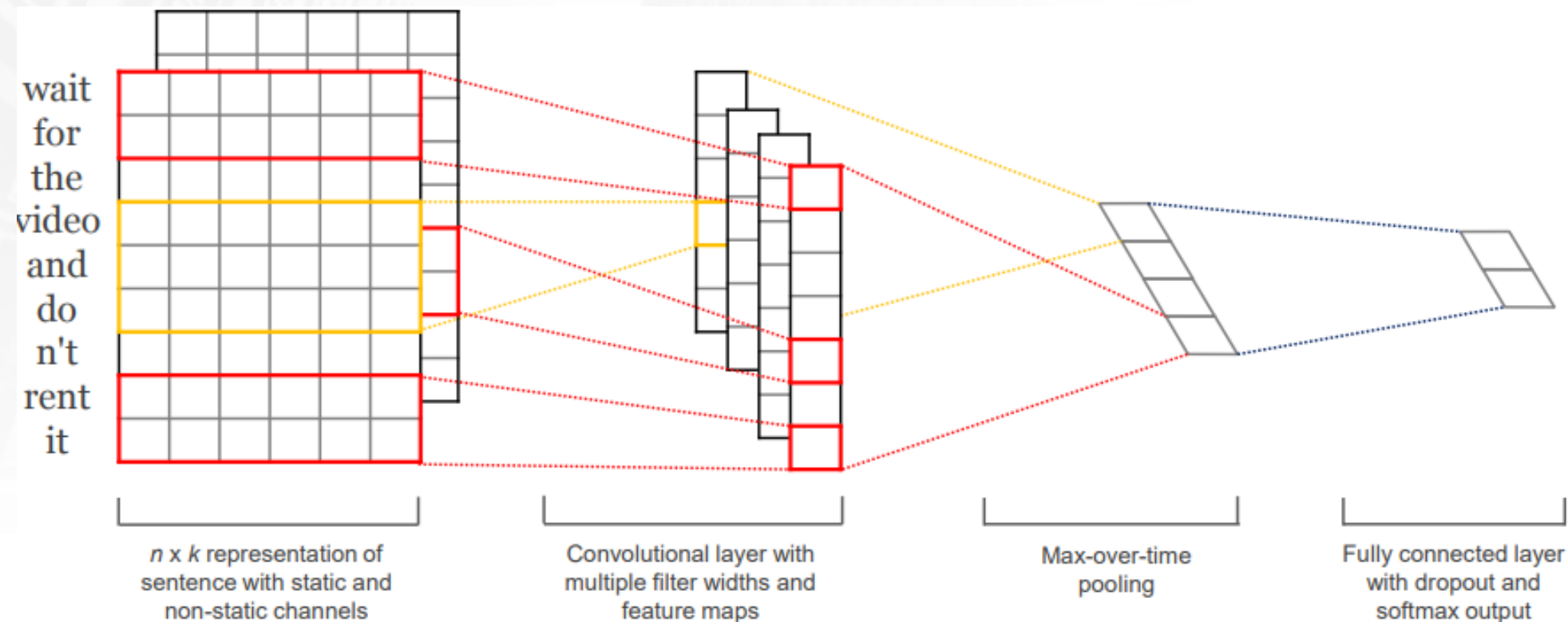
Machine
Learning



Architecture



Text Classification

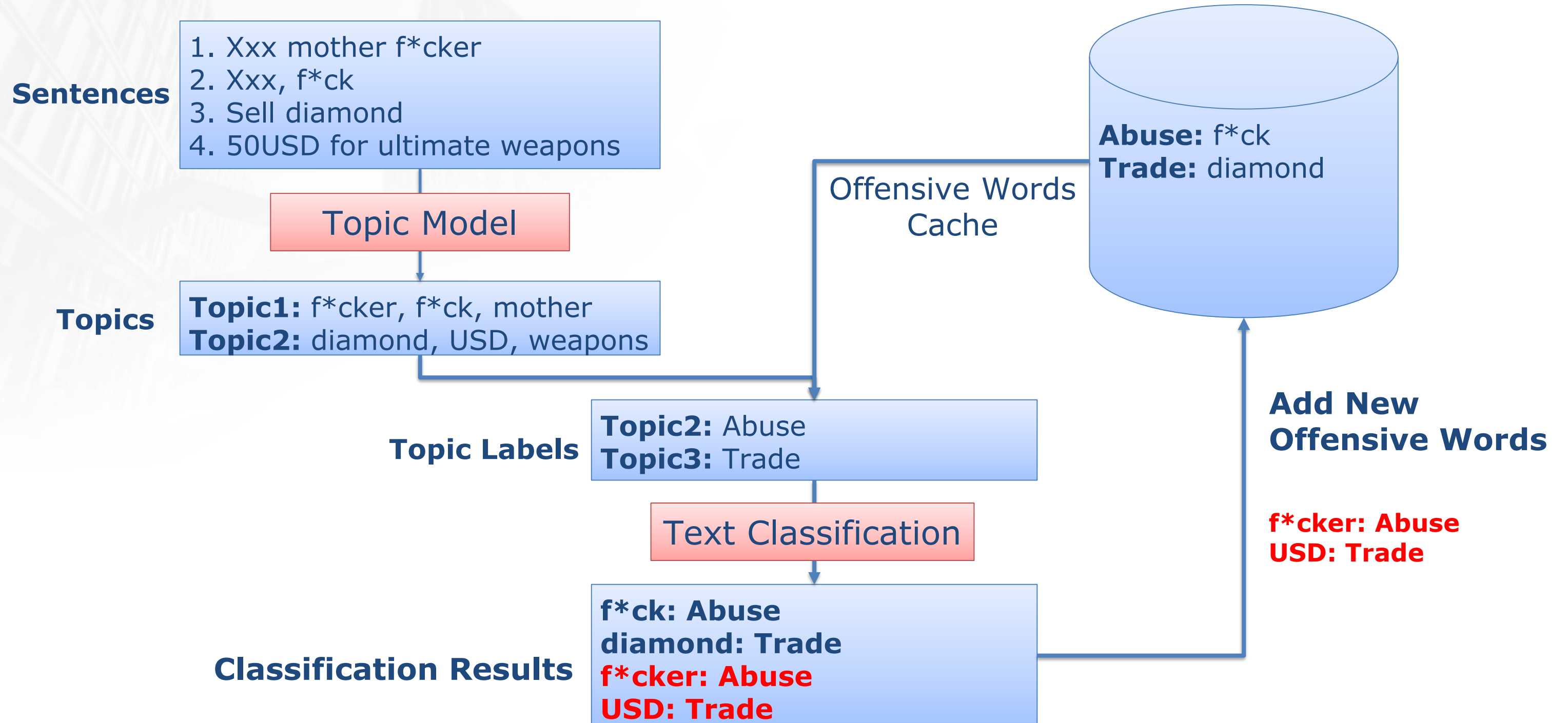


Text CNN

- Use **multiple filters** with varying window sizes to obtain **multiple features**
- Quite simple
- High inference speed

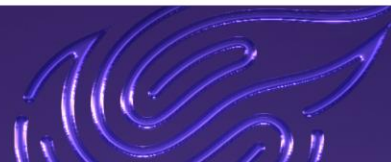
[1] Chen Y. Convolutional neural network for sentence classification.

Cache Mechanism

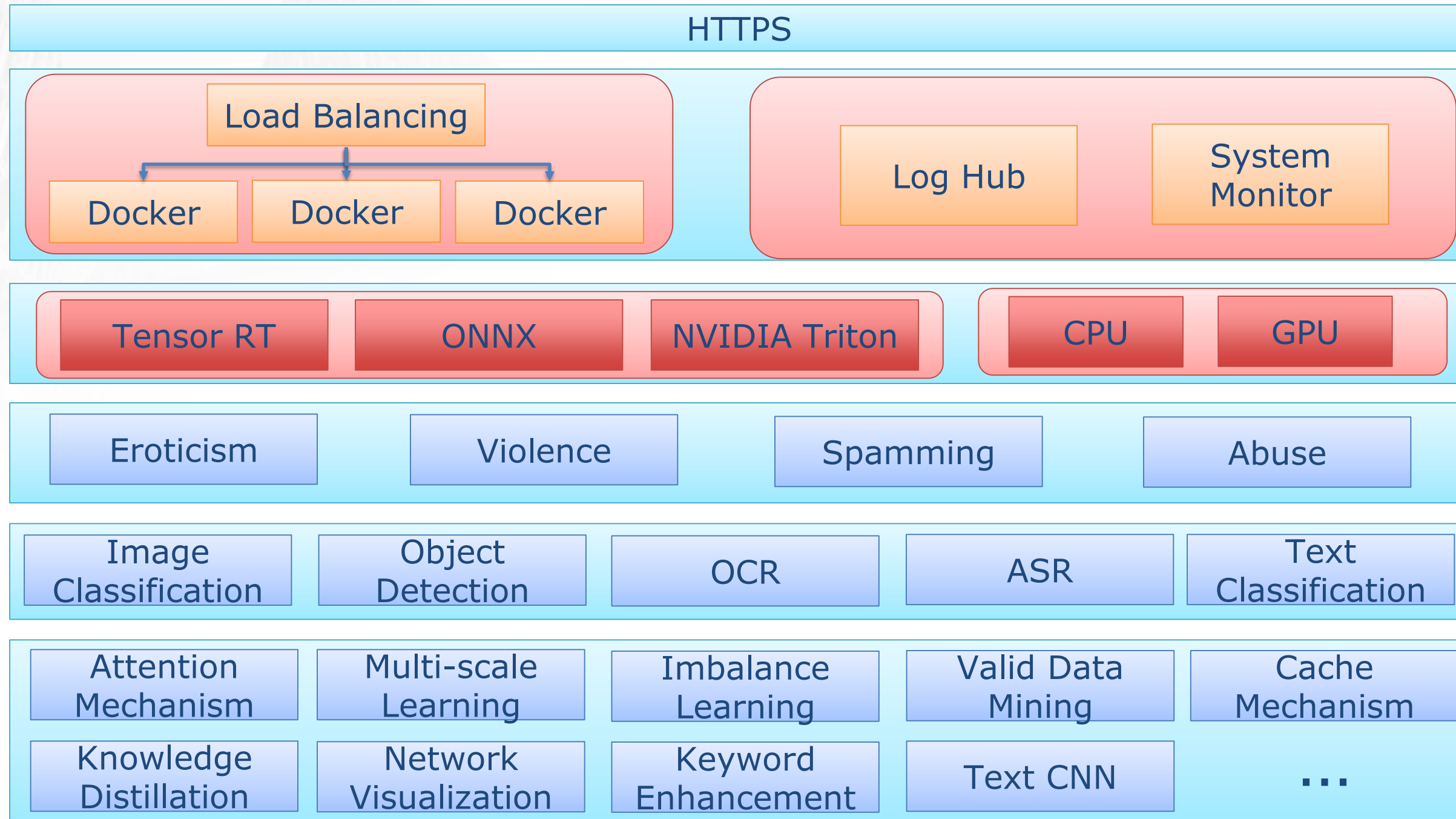


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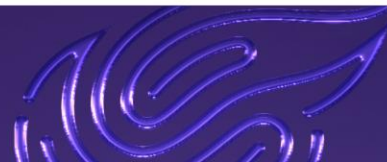


Architecture

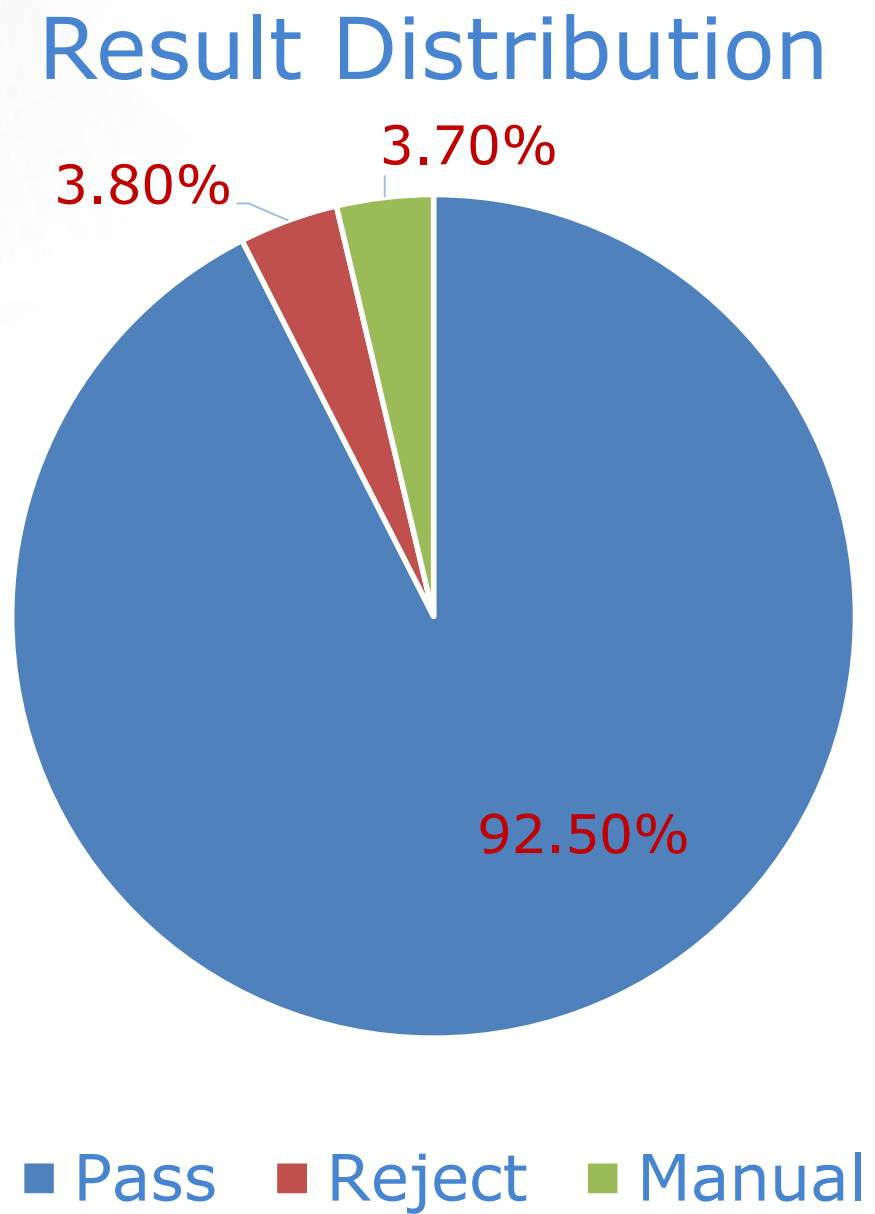


Application

- **High precision: 98%** for image and **90%** for audio
- **High performance:** In total, more than **3,200,000,000** images and **73,000,000** hours of audio data are processed
- Has been running **stably for several years**
- Has used in **almost all products** of NetEase Games

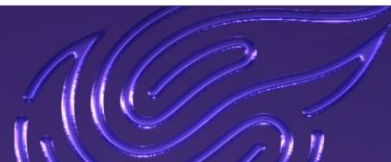


Result Distribution



Takeaways

- When build a multi-modal moderation system
 - **Data is critical.** We have introduced the methods for **data collection, cleaning, mining and improvement.**
 - **Model update and optimization never stop.** **Some of the methods we adopted** are shown and can be used as a reference.



THANKS FOR WATCHING

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Overseas: <https://www.neteasegames.com/careers>



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