

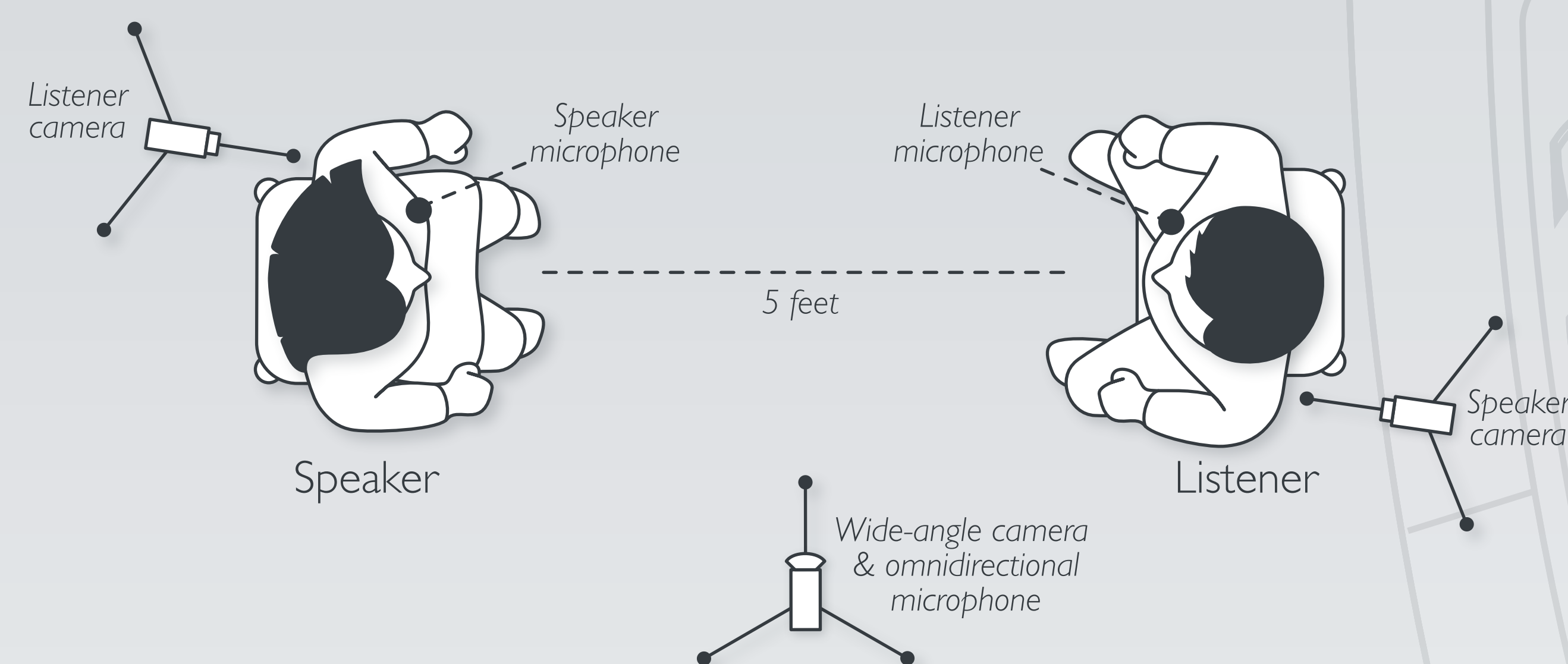
MODELING SOCIAL CUES: EFFECTIVE FEATURES FOR PREDICTING LISTENER NODS

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RESEARCH GOALS

Gaining a computational understanding of human social behavior
Building socially interactive systems such as agents and robots
Current study explores:
Using of a small set of real-time features to predict listener nods

DATA COLLECTION SETUP



Data collection with 24 dyads
Equal number of MM, FM, MF, and FF gender combinations
Perform a "storytelling task"
Participants were paid \$10

SPONSORS



The National Science Foundation Award IIS-1017952 and an equipment loan from Mitsubishi Heavy Industries supported this research.

RAW FEATURES

A "raw" set of features extracted automatically from multimodal data

- Speech segmentation (speech/pause)
- Speaker classification (speaker/listener)
- Pitch values and slopes (rising/falling intonation)
- Speaker head movements including *nodding*

DERIVED FEATURES

Temporal dependencies between raw of features and listener nods captured by a derived set of features based on multiple windows of averages of raw features and differences across window averages

Final feature vector for a given frame:

$$\mathbf{f}_i = [\mathbf{r}_i \quad \mathbf{g}_i^1 \quad \dots \quad \mathbf{g}_i^7 \quad \mathbf{h}_i^1 \quad \dots \quad \mathbf{h}_i^7]'$$

Where

$$\mathbf{r}_i = [\text{speech} \quad \text{speaker} \quad \text{head}_x \quad \text{head}_y \quad \text{nodding} \quad \text{pitch} \quad s_1 \quad \dots \quad s_9]'$$

$$\mathbf{g}_i^m = \frac{1}{2^m} \sum_{k=0}^{2^m-1} \mathbf{r}_{i-k} \quad \text{and} \quad \mathbf{h}_i^m = \mathbf{g}_i^m - \mathbf{g}_{i-2^m}^m$$

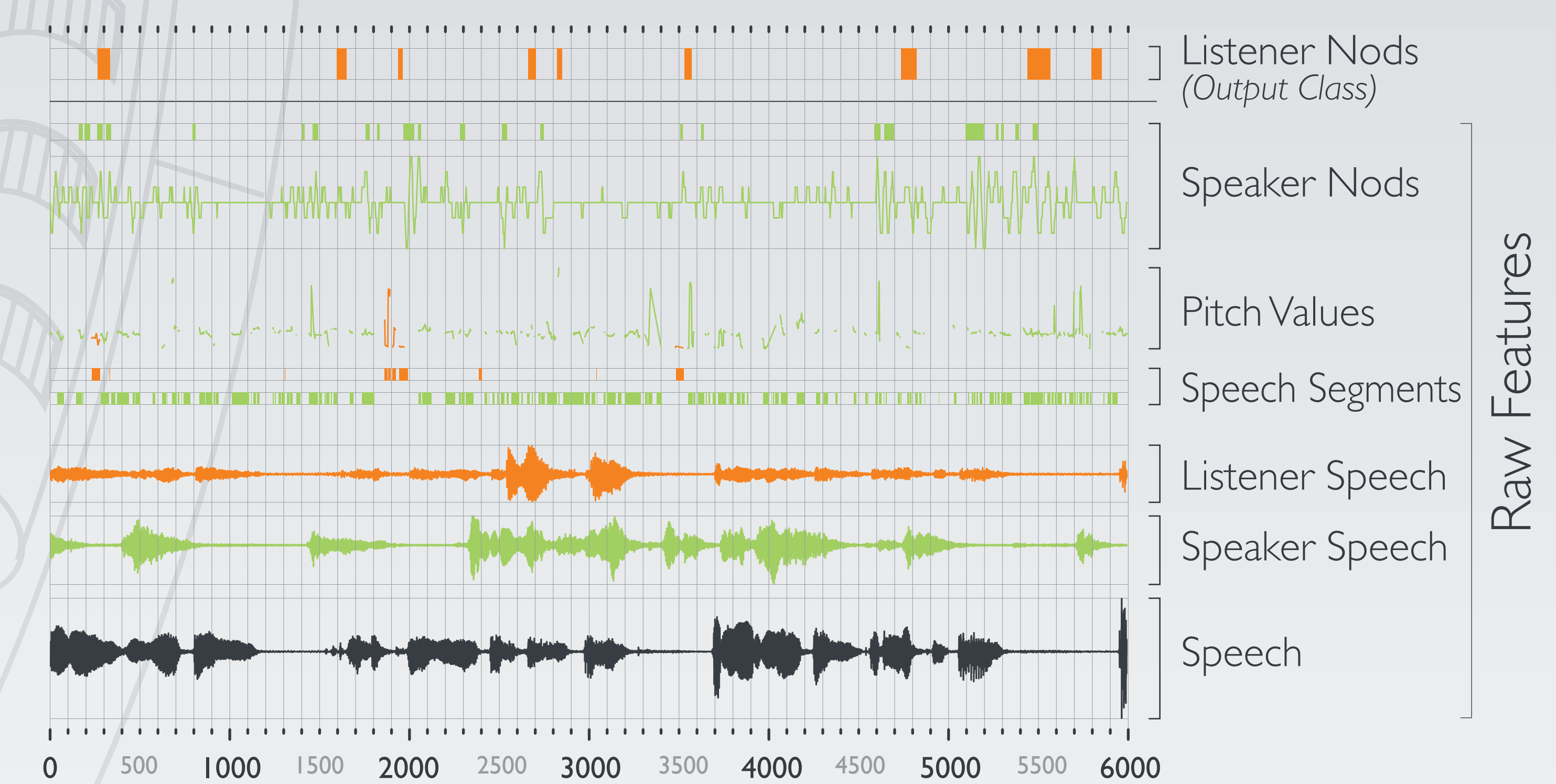
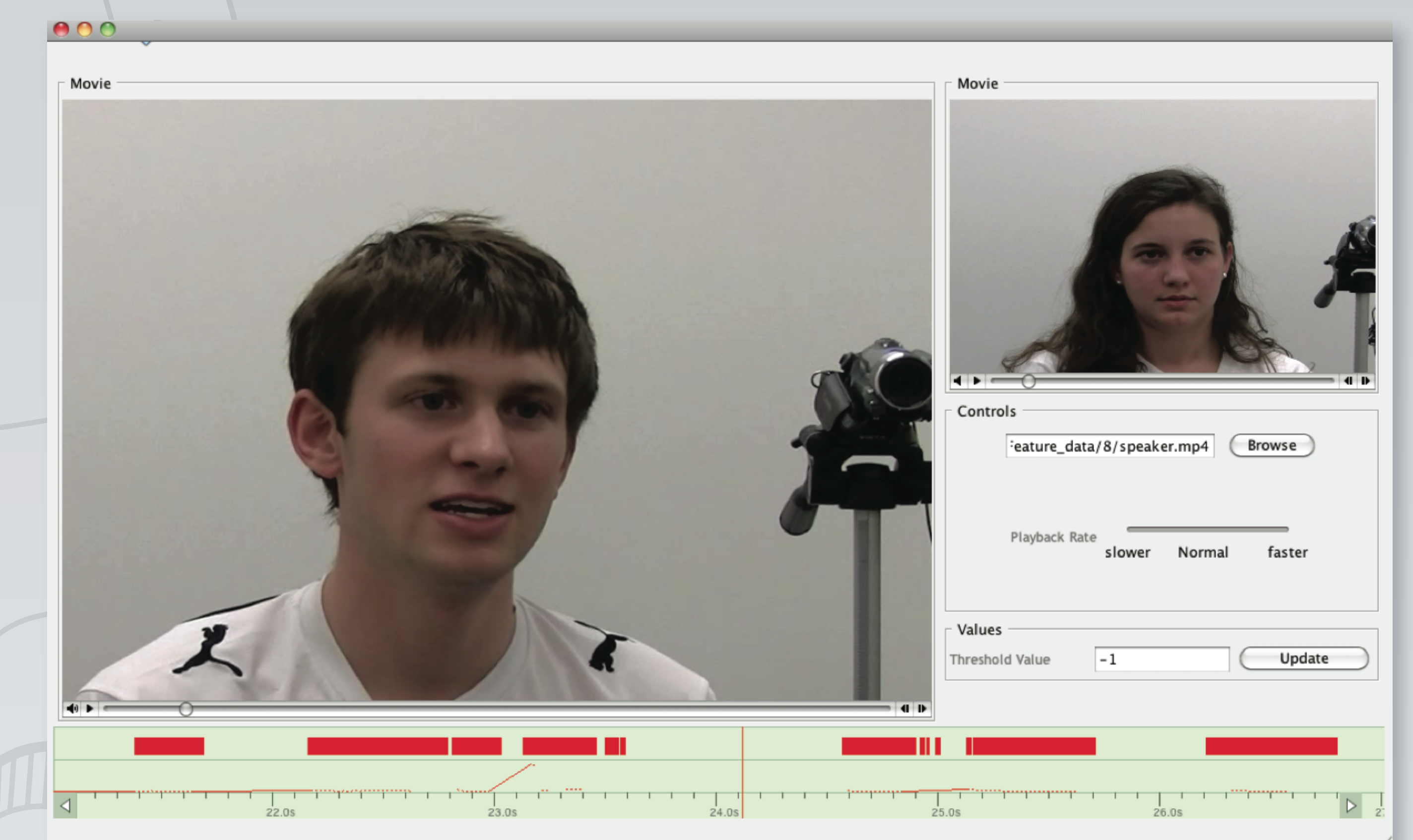
CLASSIFICATION RESULTS

Predictions using a Support Vector Machine (SVN) classifier

Four-fold cross validation

Precision = **0.1083**
Recall = **0.3165**
F-measure = **0.1605**

DATA ANNOTATION & VISUALIZATION



NEXT STEPS

Improving the modeling of temporal dependencies using:

- Encoding templates (Morency et al., 2010)
- Sequential models (e.g., CRF, HMM)

Using model predictions to control a robot's nods
Conducting human-robot interaction studies to test effectiveness