IM2 & AffSci GEKO
“SIG 2”

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18 people

- François Fleuret
- Johnny Mariéthoz
- Flavio Tarsetti
- Alexandre Nanchen
- Olivier Bornet
- Petr Motlicek
- Sriram Ganapathy
- Florian Evequoz
- Denis Lalanne
- Donald Glowinski
- Martijn Goudbeek
- Nele Dael
- Emmanuel Indermühle
- Edgar Roman
- Constantin Atanasoaei
- Volkmar Frinken
- Mihai Gurban
- Andrei Popescu-Belis

Initial assignment of ideas to the SIG

10: common research software and databases
- Sébastien Marcel

11: plug-and-play corpora
- Andrei Popescu-Belis

13: emotional interfaces
- Denis Lalanne

14: emotional impact of recording devices
- Basilio Noris

18: limitation of machines
- Marc Mehu

Observations

- 3 out of 5 proponents of ideas did not join us

- After a short roundtable introduction
  - each participant appeared to be interested in a different modality
  - for: annotation of corpus, automatic processing, building tools

A diversity of interests

- Data and annotation formats
- Annotation tools
  - ad-hoc survey of tools that are used:
    own (=CatMarker), WaveSurfer, Snack/Transcriber, Praat,
    own (=Inquisitor), Transcriber, EyesWeb, Praat, Elan, Anvil,
    own (=Span), own (= InkAnno), HTK, Nite XML Toolkit,
    EventEditor
- Definition of annotation primitives
- Gesture annotation (head + hand + body)
  - “low-level” (e.g. positional “action units”) vs. “semantic” (or interpretation) – which one is easier to automate?

Some questions that were raised

- Is it possible to setup a wiki for
  - common software tools with comments/grades for each one (in particular annotation tools)
  - state-of-the-art regarding practical capacity to do automatic annotation, per modality
- Is it possible to design a universal annotation tool or toolkit?
- What is the engineers' interest in emotional interfaces?
  - *answers*: efficiency, emotion-related functionalities (e.g., music synthesis, driver control, dialogue), animated avatars, etc.

Identified a common challenge

- Semi-automatic annotation: improve speed
  - requires also for phenomena that are difficult to measure manually, e.g. velocity of a movement
- Two options
  1. Correct the output of fully-automated annotator.
  2. System indicating subsets for hand-labeling.
- Challenges
  - look for modality-independent algorithms, if possible
  - apply method to “affective behavior”
  - adapt annotation interfaces, improve their ergonomy

Tools for semi-automatic annotation of human affective behavior: algorithms and interfaces

Semi-automatic annotation of human behavior