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