Social Signal Processing Network: A New Network of Excellence including IM2 and Affective Sciences

Alessandro Vinciarelli IDIAP Research Institute - CP592 Martigny (Switzerland) e-mail: vincia@idiap.ch

• Part I - What is Social Signal Processing?

◆□▶ ◆□▶ ◆臣▶ ◆臣▶ 臣 の�?

- Part I What is Social Signal Processing?
 - Nonverbal behavioural cues and social behaviour

• Part I - What is Social Signal Processing?

• Nonverbal behavioural cues and social behaviour

◆□▶ ◆□▶ ◆臣▶ ◆臣▶ 臣 の�?

• Machine analysis of social behaviour

• Part I - What is Social Signal Processing?

• Nonverbal behavioural cues and social behaviour

◆□▶ ◆□▶ ◆臣▶ ◆臣▶ 三臣 - のへで

- Machine analysis of social behaviour
- An example: Role recognition

▲ロト ▲圖 ▶ ▲ 臣 ▶ ▲ 臣 ▶ ● 臣 ● のへで

- Part I What is Social Signal Processing?
 - Nonverbal behavioural cues and social behaviour
 - Machine analysis of social behaviour
 - An example: Role recognition
- Part II What is a Network of Excellence?

◆□▶ ◆□▶ ◆三▶ ◆三▶ 三三 のへぐ

- Part I What is Social Signal Processing?
 - Nonverbal behavioural cues and social behaviour
 - Machine analysis of social behaviour
 - An example: Role recognition
- Part II What is a Network of Excellence?
 - Definition

◆□▶ ◆□▶ ◆三▶ ◆三▶ 三三 のへぐ

- Part I What is Social Signal Processing?
 - Nonverbal behavioural cues and social behaviour
 - Machine analysis of social behaviour
 - An example: Role recognition
- Part II What is a Network of Excellence?
 - Definition
 - The virtual centre of research

- Part I What is Social Signal Processing?
 - Nonverbal behavioural cues and social behaviour
 - Machine analysis of social behaviour
 - An example: Role recognition
- Part II What is a Network of Excellence?
 - Definition
 - The virtual centre of research
- Part III SSPNet: who, what when, where

- Part I What is Social Signal Processing?
 - Nonverbal behavioural cues and social behaviour
 - Machine analysis of social behaviour
 - An example: Role recognition
- Part II What is a Network of Excellence?
 - Definition
 - The virtual centre of research
- Part III SSPNet: who, what when, where
 - The members

- Part I What is Social Signal Processing?
 - Nonverbal behavioural cues and social behaviour
 - Machine analysis of social behaviour
 - An example: Role recognition
- Part II What is a Network of Excellence?
 - Definition
 - The virtual centre of research
- Part III SSPNet: who, what when, where
 - The members
 - Research themes

- Part I What is Social Signal Processing?
 - Nonverbal behavioural cues and social behaviour
 - Machine analysis of social behaviour
 - An example: Role recognition
- Part II What is a Network of Excellence?
 - Definition
 - The virtual centre of research
- Part III SSPNet: who, what when, where
 - The members
 - Research themes
 - Research scenarios

Part I What is Social Signal Processing?

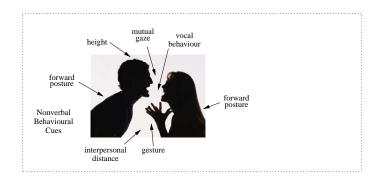
◆□▶ ◆□▶ ◆臣▶ ◆臣▶ 臣 のへぐ

Social Signals and Social Behaviour



Our attention focuses on words, but we are immersed in a rich non-verbal world influencing not only the meaning of words, but also our perception of the social context.

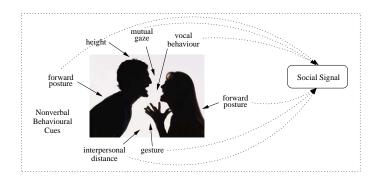
Social Signals and Social Behaviour



Our attention focuses on words, but we are immersed in a rich non-verbal world influencing not only the meaning of words, but also our perception of the social context.

▲ロ ▶ ▲周 ▶ ▲ 国 ▶ ▲ 国 ▶ ● ● ● ● ●

Social Signals and Social Behaviour



Our attention focuses on words, but we are immersed in a rich non-verbal world influencing not only the meaning of words, but also our perception of the social context.



Nonverbal communications is based on nonverbal behavioural cues, codes, and functions.

◆□▶ ◆□▶ ◆臣▶ ◆臣▶ 臣 の�?

Behavioural cues

clothes, attractiveness somatotype, etc.



self-touching postural congruence, etc.

> facial expression gaze behaviour, etc.

> > prosody, pitch, rvthm. etc.

distance, seating



Nonverbal communications is based on nonverbal behavioural cues, codes, and functions.



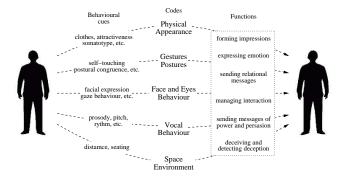
Vocal Behaviour Ż

▲ロ ▶ ▲周 ▶ ▲ 国 ▶ ▲ 国 ▶ ● の Q @

distamce, seating

Space Environment

Nonverbal communications is based on nonverbal behavioural cues, codes, and functions.

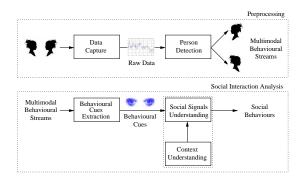


Nonverbal communications is based on nonverbal behavioural cues, codes, and functions.

イロト 不得 トイヨト イヨト

-

Social Signal Processing

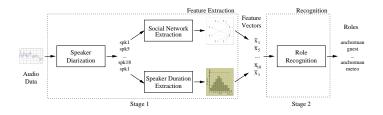


- A.Pentland, "Social Signal Processing", IEEE Signal Processing Magazine, 24(4):108-111, 2007.

- A.Vinciarelli, M.Pantic, H.Bourlard, A.Pentland, "Social Signal Processing:

State-of-the-Art and Future Perspectives of an Emerging Domain", to be presented at the ACM International Conference on Multimedia, 2008.

Role Recognition



- Person detection performed through speaker diarization
- Turn taking extracted as behavioural cue
- Social networks as social behaviour model
- 80% of the data time correctly labeled in terms of time (experiments performed over 90 hours of material)

Part II What is a Network of Excellence?

◆□▶ ◆□▶ ◆臣▶ ◆臣▶ 臣 のへぐ

Slide 13 of 21

The Networks of Excellence

The Networks of Excellence (NoE) funding scheme is designed for research organisations willing to combine and functionally integrate a substantial part of their activities and capacities in a given field, with a view to creating in this field a European "virtual centre of research".

[...] This goes far beyond the kind of cooperation associated with single projects, in terms of the range of objectives, number of researchers, volume of activities, depth and duration of the cooperation.

From the Guide for Applicants of the European Community.

The Virtual Centre of Research

The most tangible aspect of the VCR is the web portal:

http://www.sspnet.eu

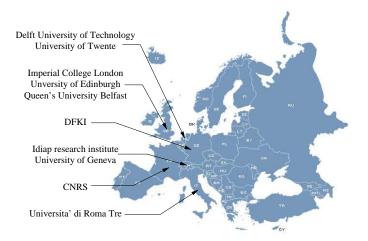
The first official release is expected for August 2009. The portal aims at:

- lowering the entry barrier of SSP, i.e. to reduce significantly the effort required to start research in the domain,
- providing common benchmarks for rigorous performance assessment and comparison between different approaches,
- disseminating literature, data and tools relevant to SSP. Our ambition is to make of the portal THE reference for SSP.

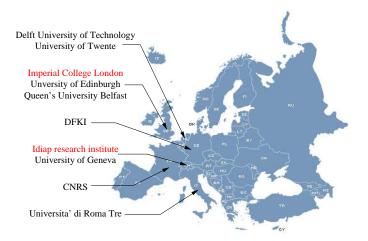
Part III SSPNet: who, what, when, where.

◆□▶ ◆□▶ ◆臣▶ ◆臣▶ 臣 のへぐ

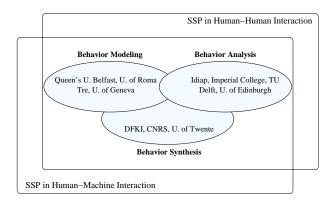
Who and Where



Who and Where



What and When



2 Research Foci: Human-Human and Human-Computer Interaction
3 Scientific Domains: Behavior Modeling, Analysis and Synthesis
5 Years to go: From 2009 to 2014

Research Scenarii

- Social signals in political debates. Focusing on behaviours related to power and persuasion (and maybe deception ;-))
- Politeness in Conversational Agents. Focusing on behaviours aimed at forming impressions.
- Group interactions. Focusing on detection and modeling of social context.

< □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > <

Thank You!

Slide 21 of 21