

A Pattern Mining Method for Interpretation of Interaction

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Introduction

Interaction Corpus

video/audio data & indices
interactions between humans and objects

Lower-level indices

“look at,” “speak,” etc.

Higher-level indices

“group-discussion,” “joint-attention”

How can interaction indices be designed?

By intuitive sense of corpus architects?
→ may overlook important interactions

➔ Pattern mining method

Interaction Capturing System



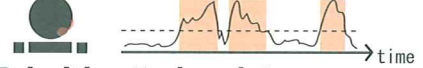
Gazing Information

Infrared ID tag system
Tracker ID Tag

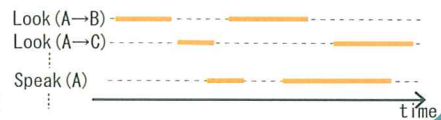


Utterance Information

Thresholding mic input power



Primitive Index data



Pattern Mining Method

A Model for Interaction Pattern



“person A looks at person B, and speaks”

Connected and directed graph model

Object ⇒ Node

Interaction ⇒ Directed edge

Look ⇒ An edge from subject to object

Speak ⇒ A self-loop on the subject

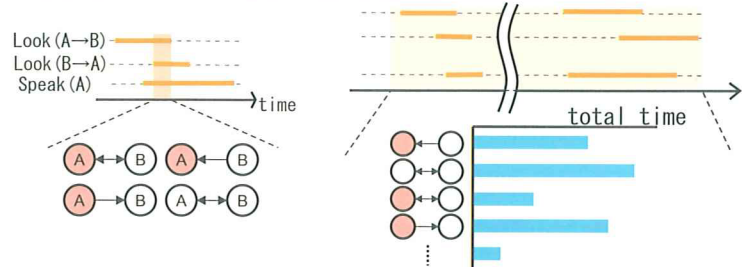
(depicted by colored node)

Simultaneously occurring pattern

Represents state of interactions

ex. “Person A talks to person B” = “Person A looks at person B” & “Person A speaks”

Pattern definition & Occurrence time

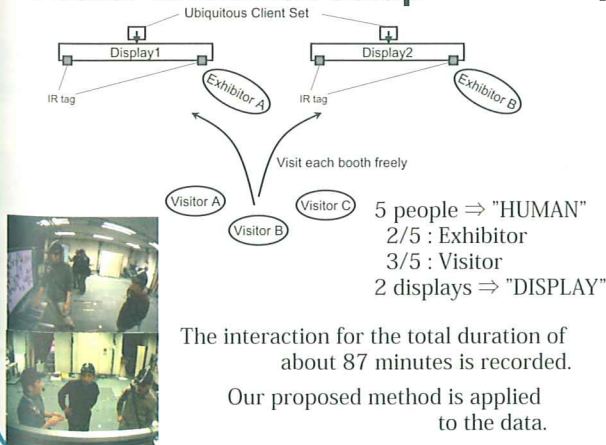


Measure of Interest

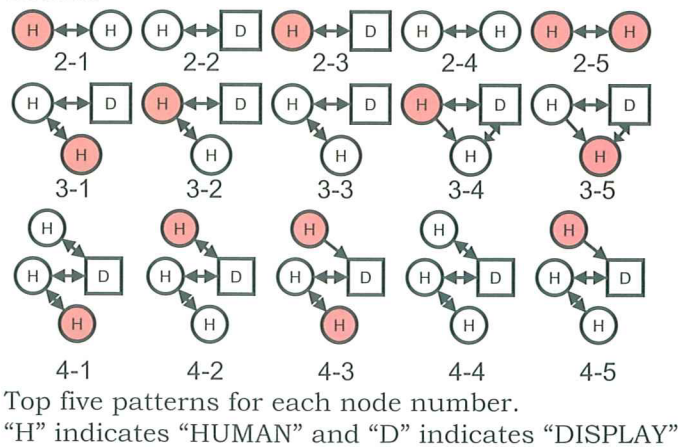
$$I_{pattern} = \frac{Actual\ total\ occurrence\ time}{Expected\ total\ occurrence\ time}$$

Experiment

Poster exhibition setup



Results



Conclusion and Future Work

- A novel mining method for interaction pattern is proposed.
This method extracts important patterns with a novel measure of interest.
- A mining method for sequential pattern should be invented.

※This research is a collaborative research with ART Media Information Science Laboratories.