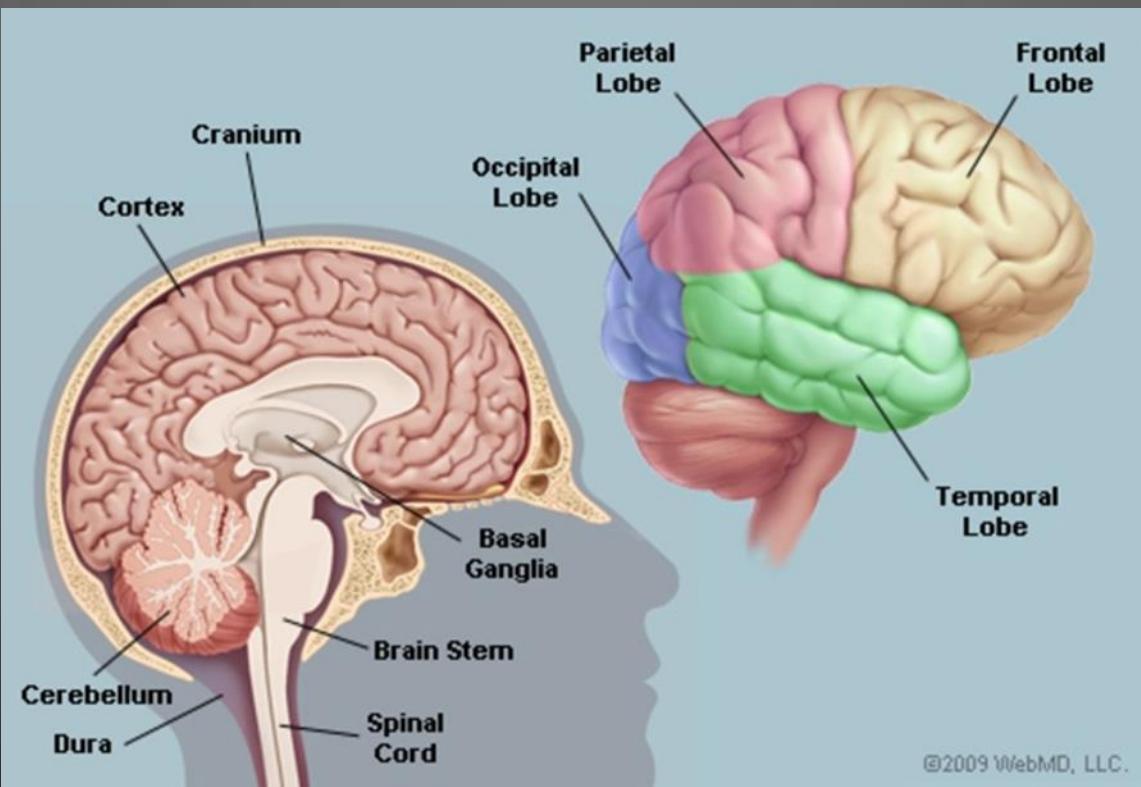


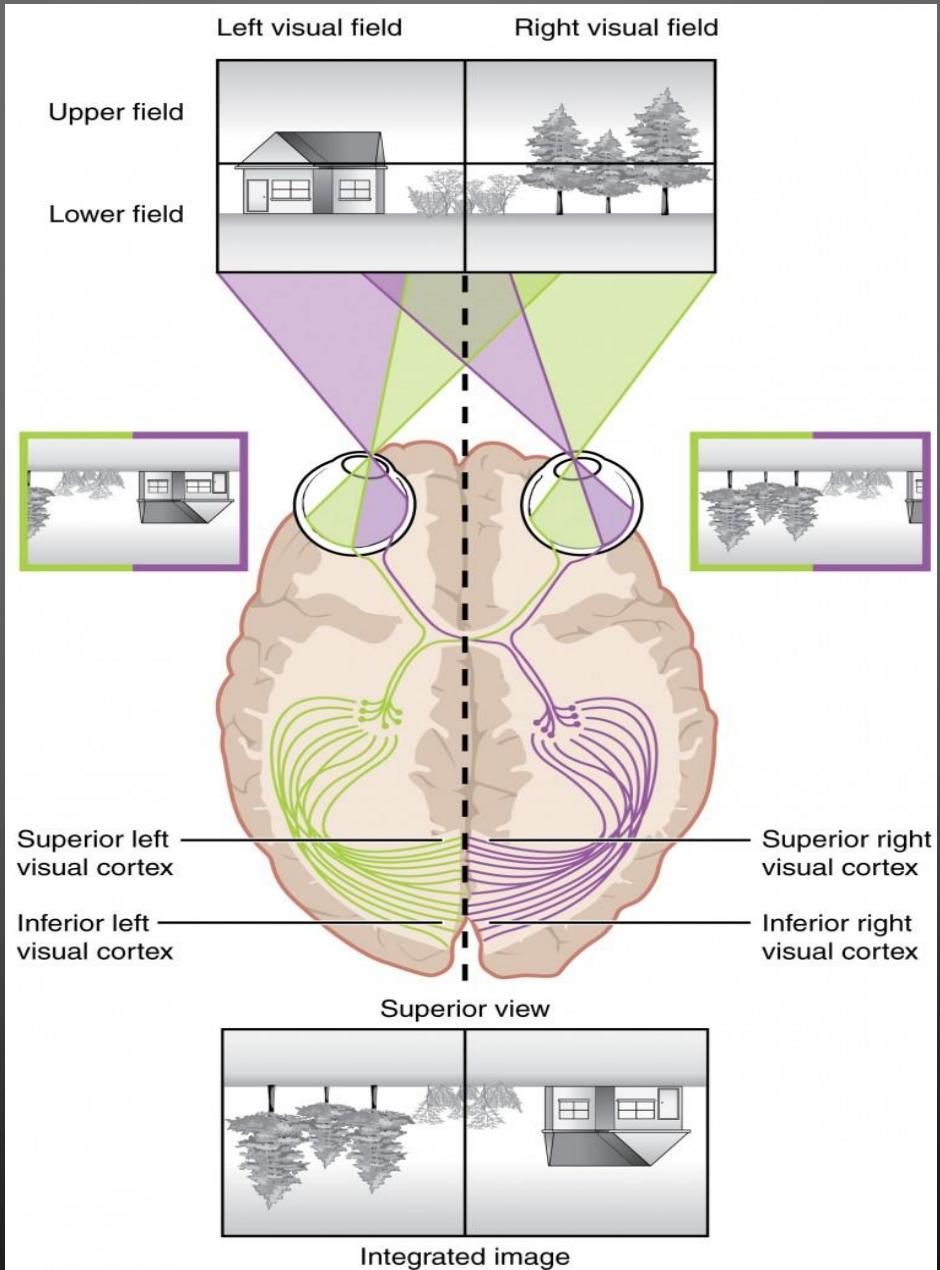
# What's your occipital lobe looking at?

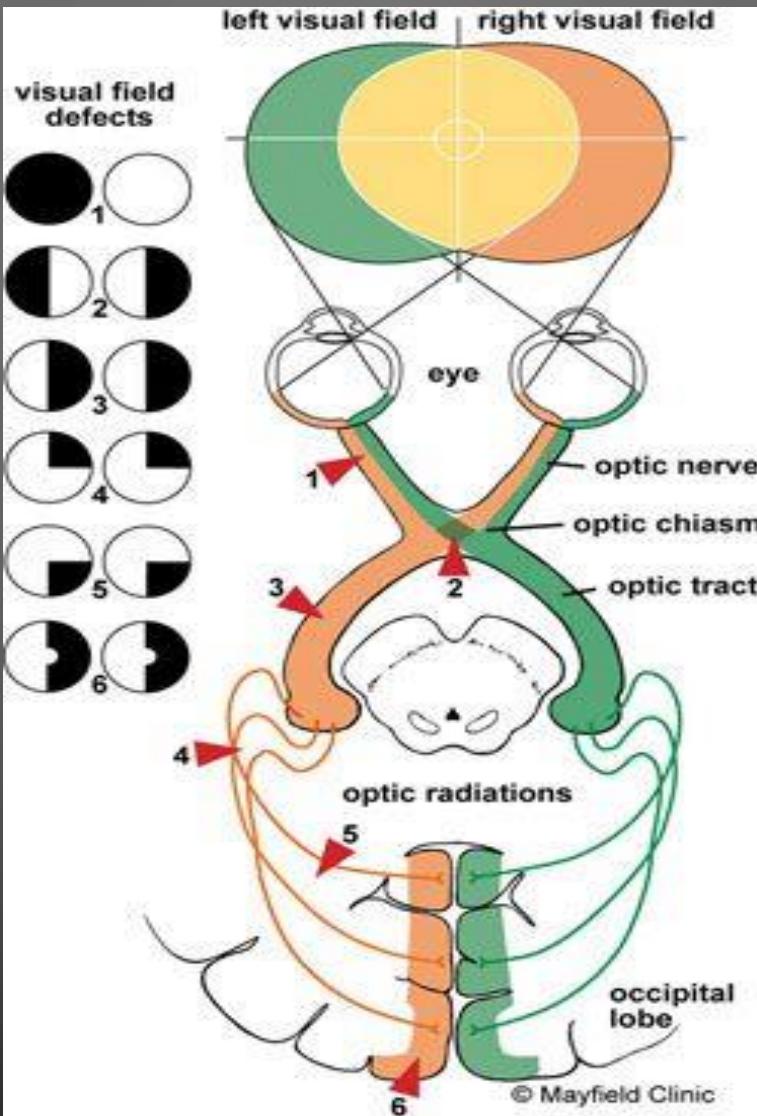
## Gaze patterns and non-verbal cue detection

Vidya Somashekharappa  
PhD Candidate  
CLASP, University of Gothenburg

Occipital lobe → Visual cortex







# Gaze?

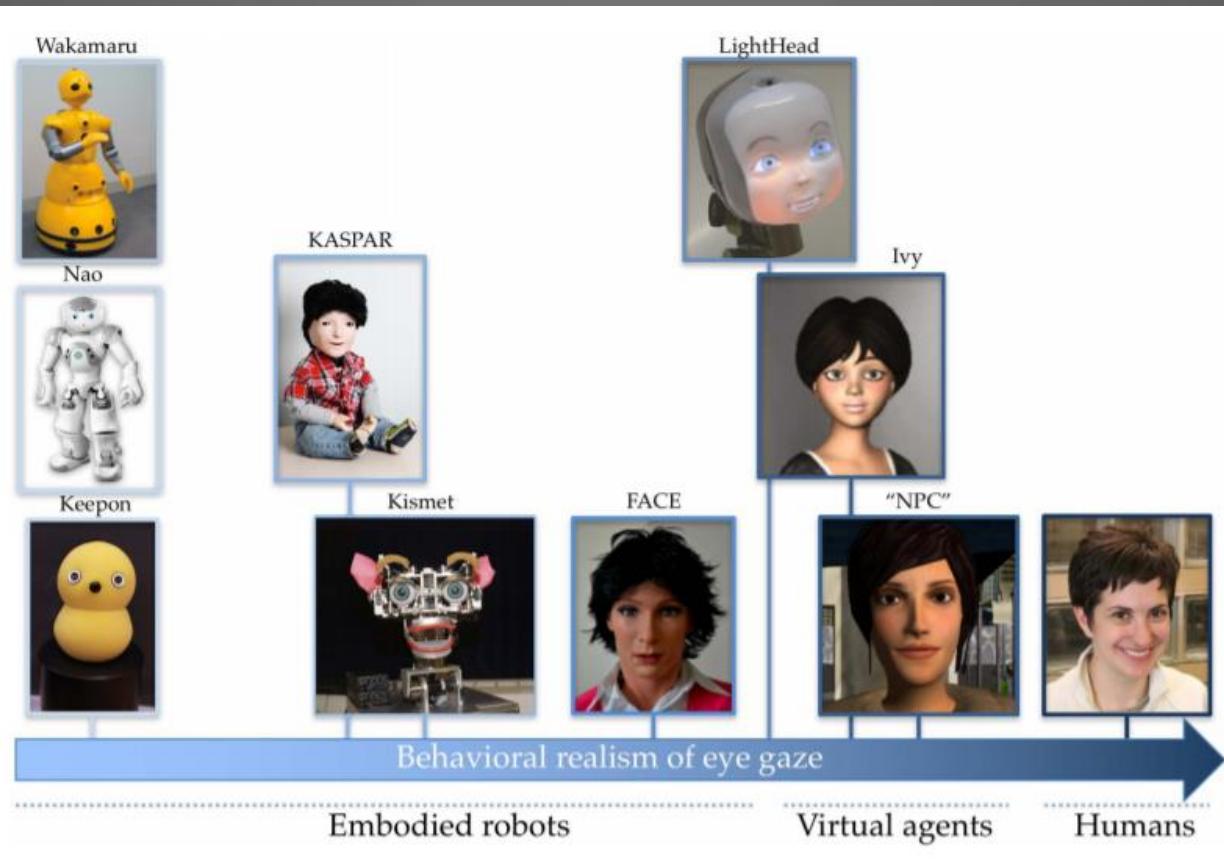
To look steadily and intently, as with great curiosity, interest, pleasure, or wonder

**Mutual gaze** is often referred to as “eye contact” and it is eye gaze that is directed from one agent to another’s eyes or face, and vice versa

**Referential gaze** or deictic gaze is gaze directed at an object or location in space

**Joint attention** involves sharing attentional focus on a common object (Moore & Dunham, 2014)

**Gaze aversions** are shifts of gaze away from the main direction of gaze, which is typically a partner’s face



Wakamaru (Szafir & Mutlu, 2012), Nao (Aldebaran, 2015), Keepon (author photograph), KASPAR (courtesy of the Adaptive Systems Research Group, University of Hertfordshire, UK), Kismet (Breazeal & Scassellati, 1999a), FACE (Zaraki, Mazzei, Giuliani, & De Rossi, 2014), LightHead (Delaunay, 2015), Ivy (Andrist, Mutlu, & Gleicher, 2013), and an NPC (Normoyle et al., 2013)

# Interaction with Eye Gaze

## **Explicit Interaction:**

Open interaction with a system where humans intentionally input discrete commands to explicitly express their needs

## **Implicit Interaction:**

Information that people convey indirectly in a conversation, but which may be derived from dialogue and context information.

## **Unconscious Interaction:**

Continuous (often nonverbal) behavior people not voluntarily control, but which may be (but are not necessarily expected to be) interpreted as the implicit expression of a particular need or intention

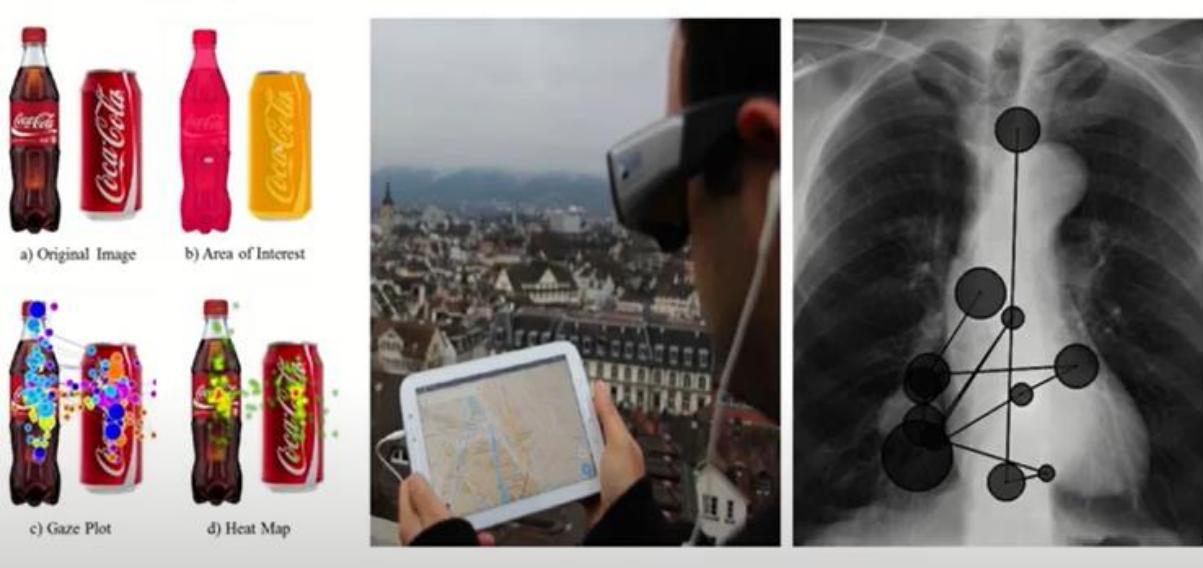
## Gaze in HRI

**Human-focused:** This research aims to understand the characteristics of human behavior during interactions with robots

**Design-focused:** This research investigates how design choices about a robot, such as its appearance or behavior, can impact interactions with humans

**Technology-focused:** This research aims to build computational tools for generating robot eye gaze in human-robot interactions.

# Gaze Technology



Marketing Strategy Analysis  
[Zamani et al. 2016]

Cognitive Research  
[Kiefer et al. 2017]

Medical Education  
[Kok et al. 2017]



Gaze-based Interaction  
[Pfeiffer et al. 2008]

Collaborative System  
[Zhang et al. 2017]

Gaze-contingent Eyeglasses  
[Padmanaban et al. 2019]

# Gaze in dialogue

Gaze is viewed as a display of attention and engagement

- 1. Social Gaze**
- 2. Referential Gaze**

## Social Gaze

- listeners display longer uninterrupted gaze towards the speaker
- speakers tend to shift their gaze towards and away from the listener
- unaddressed participants looking towards the projected next speaker before the completion of the ongoing turn
- gaze aversion can be observed in a speaker briefly after taking their turn before returning gaze to their primary recipient closer to turn completion



# Referential gaze

- The process of identifying application-specific entities which are referred by linguistic expressions is reference resolution
- referential gaze cues reduce linguistic cognitive load, in the context of sentence processing and workload
- gaze acts as an early disambiguator of referring expression
- visual input has a immediate effect on language interpretation





Are the existing robots sophisticated  
enough to carryout all the above intentions  
effectively?



## Goals

- 1) Annotate eye gaze in dialogue
  - 2) Develop an automated system for gaze coordination during conversation
  - 3) Understand the speech transition (context of the topic) in correlation to gaze transition
  - 4) Does speech draw gaze attention/gaze draw speech attention
  - 5) Gaze prediction based on referential speech and gaze attention
  - 6) Implement human like gaze behaviour in avatar/robot
- 

# Gaze Annotation in Multi-modal Interaction

- Detailed view of the interaction between visual, verbal and bodily feature
- The measurement of gaze points and eye movements with eye-tracking techniques during online behaviour has influenced multiple areas of research in psycholinguistics and psychology

But....

**Less attention towards production**

# Multi-modal Corpus

<b>Corpus</b>	<b>Camera perspective</b>	<b>Context of gaze</b>
CID corpus	Single (Frontal View)	Social
Nottingham Multimodal Corpus(NMMC)	Multiple angle	Social
Swedish Spontaneous Dialogue Corpus (Spontal corpus)	Multiple angle	Social
IFA dialogue video corpus (IFADV)	Multiple angle	Referential
Good-Housekeeping Institute Corpus (GHI)	Multiple angle	Social and Referential

# Methods and Materials

- 1) Recordings: Recording setup, recording devices
- 2) Participants

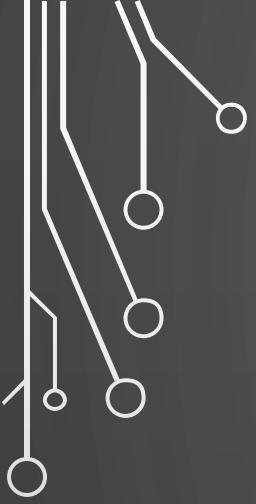


## Recordings: Recording setup, recording devices



## Participants

- Twenty four dyads recruited from staff at the Good Housekeeping Institute
- In each session a pair of participants taste-tested eight different types of hummus in the GHI test kitchen and provided ratings on a single (shared) questionnaire
- 20-30 minute sessions



## Annotation

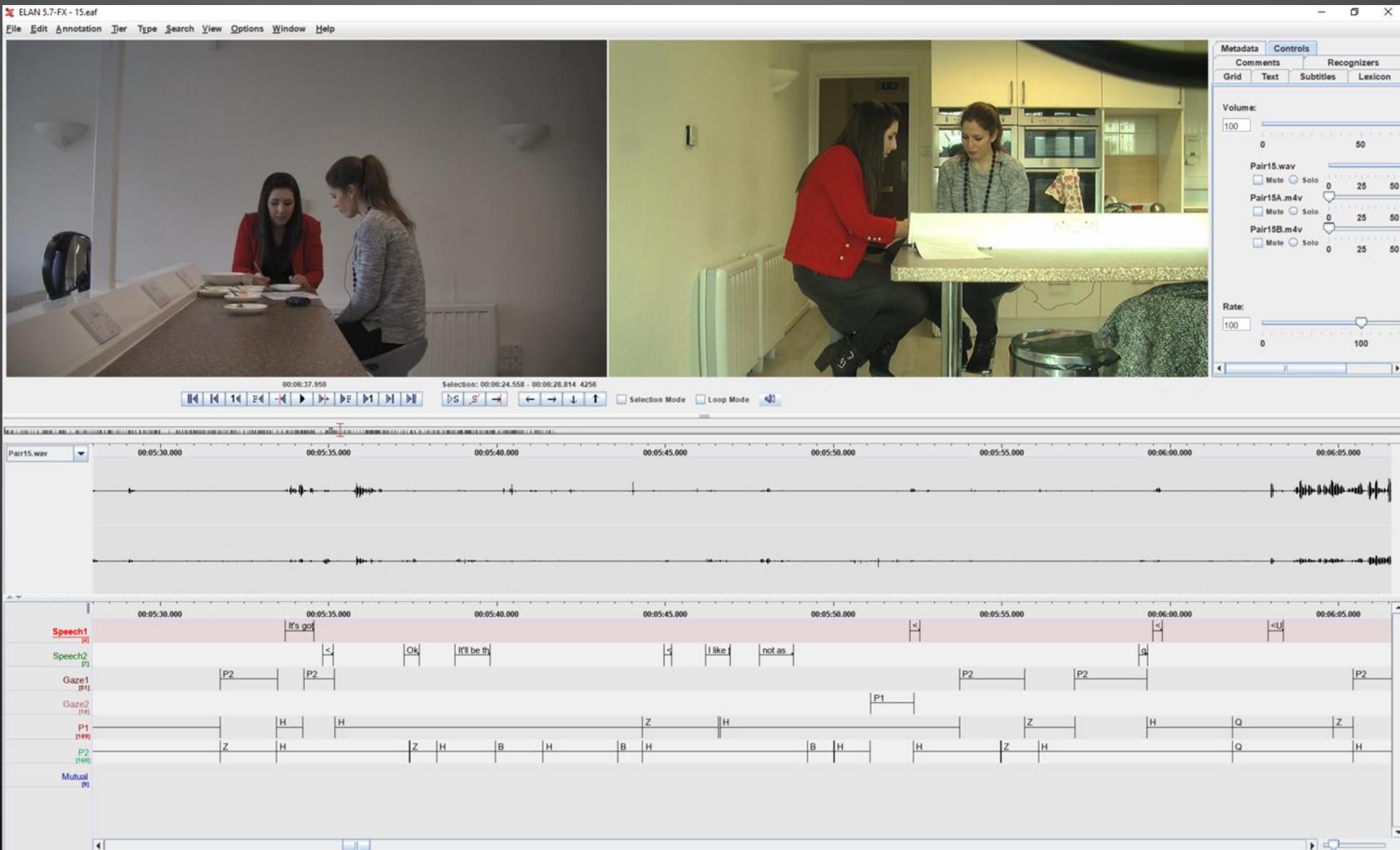
- 1) Annotation tool
  - 2) Gaze Annotation
- 
- 

## Annotation tool

- Data was annotated in ELAN (Berez, 2007), a tool that provides a framework for annotation of audio and video recordings
- Transcription: General norms and principles of Gesprächsanalytisches Transkriptionssystem (GAT) (Selting et al, 1998)

## Gaze Annotation

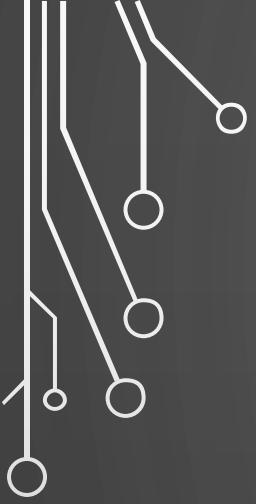
- 1) Gaze1 and Gaze2
- 2) P1 and P2
- 3) Mutual attention (MA)
- 4) Joint Attention (JA)



## Qualitative Analysis

- 1) Co-occurrence of gaze attention with particular dialogue acts or point where the floor change occurred
- 2) Participants gave less feedback and looked at the partner more during the task when the preceding utterance segment was incomplete
- 3) Shared attention on objects in the visual field was task oriented with higher engagement
- 4) Reference resolution was aided by gaze

<https://www.aclweb.org/anthology/2020.lrec-1.95/>

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- 
- 7) Agreement in speech in relation to gaze
  - 8) A significant trend in gaze duration patterns changed across familiarization
  - 9) Eye gaze can be used to signal both the end and the beginning of a speaking turn during social interaction
- 
- 

<https://www.aclweb.org/anthology/2020.lrec-1.95/>

# Annotation Video

## Points for discussion

- 1) Gaze agreement/disagreement prediction before the emergence of linguistic cues
- 2) Human-like gaze cues help to improve performance during a task
- 3) The influence of decision-making on eye gaze behavior
- 4) Gaze behaviour to improve task performance and reduce cognitive load by helping to disambiguate referring expressions to objects in a shared scene and manage the flow of interaction
- 5) Time spent on attending to the partner (G1 and G2)
- 6) Gaze behaviour affected by particular constraints
- 7) Relationship between gaze and judgements of friendliness
- 8) How participants perform gaze motions for successful conveyance of emotional state