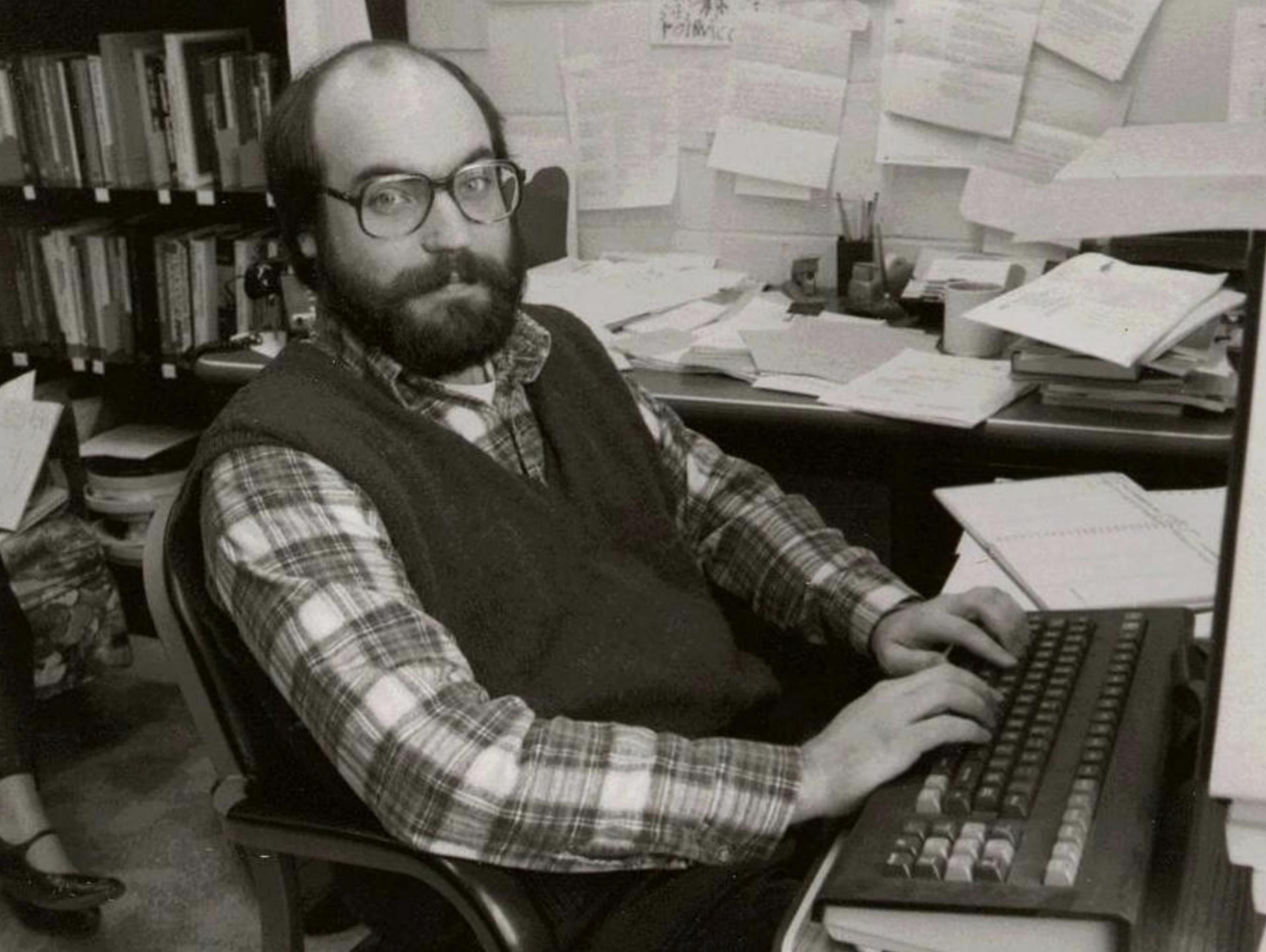


# Augur: Mining Human Behaviors from Fiction to Power Interactive Systems

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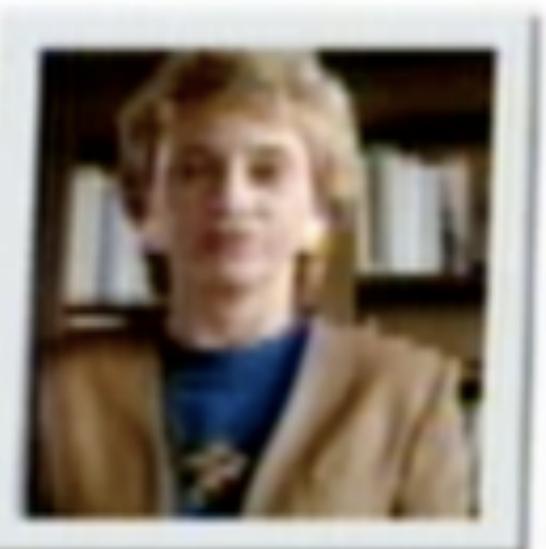
Plus

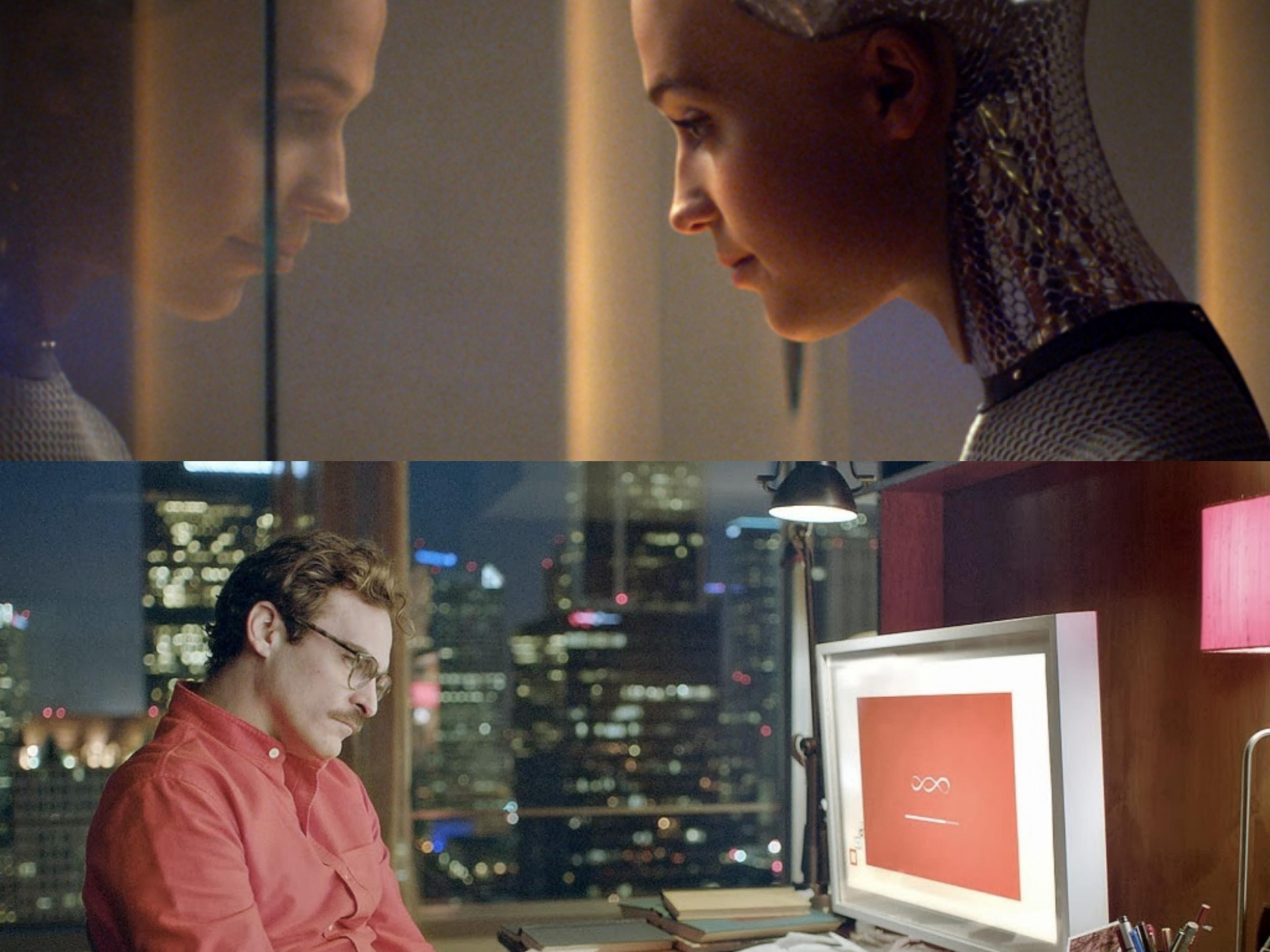
Network

Todos

Reprodukta

Agnar!





**ConceptNet (Liu and Singh,  
2004)**

{wake up} → make coffee

**ConceptNet (Liu and Singh,  
2004)**

{wake up} → **make coffee**

**But what about:**

{go running} → **drink water**

{cart, broccoli} → **buy food**







**No one tweets like this:**

**“I’m #typing on my #keyboard”**

**“Now I’m #standing\_up”**

**“Hey, #walking to my #window”**

**Fiction:** “He walked to the bookshelf, picked up his favorite book, and started to read.”

**Predict next activity:**

pick up book → read

**Predict activity from context:**

bookshelf → {pick up book, read}

{mountain, tree, backpack} → hike

(1) Data

(2) Knowledge Base

(3) Models

(4) Applications

(5) Evaluation

Data: 1.8 billion words of  
modern fiction from **Wattpad**,  
an amateur writing community.



CONNECT WITH STORIES



# The Augur knowledge base

**54,075 activities in Augur:**

“*He opens the fridge*” → **open fridge**

“*She turns off the lights*” → **turn off lights**

“*I jumped*” → **jump**

**13,843 objects and locations:**

“He opened up *Facebook*.”

“When we got to the **beach**, I took off my **shirt**.”

“We got in the **car** and drove to the **hospital**.”

## **API #1: scene context → activity:**

{plate, fork, table} → eating

{car, road} → drive

## **API #2: activity → activity:**

{order, eat} → pay

{shower} → put on clothes

**“He drove down the road.”**

**drove** and **road** co-occur **3590** times

**“He drove to the store and parked the car.”**

**drive** and **park** co-occur **5433** times

**“He ate while he drove.”**

**drove** and **eat** co-occur **102** times

$$MI(a,b) \sim \log( p(a,b) / p(a)^*p(b) )$$

$p(w)$  = occurrence of  $w$

$p(w_1, w_2)$  = co-occurrence of  $w_1, w_2$

**computer** and **type** have **high** MI

**drive** and **park** have **high** MI

**tree** and **eat** have **low** MI

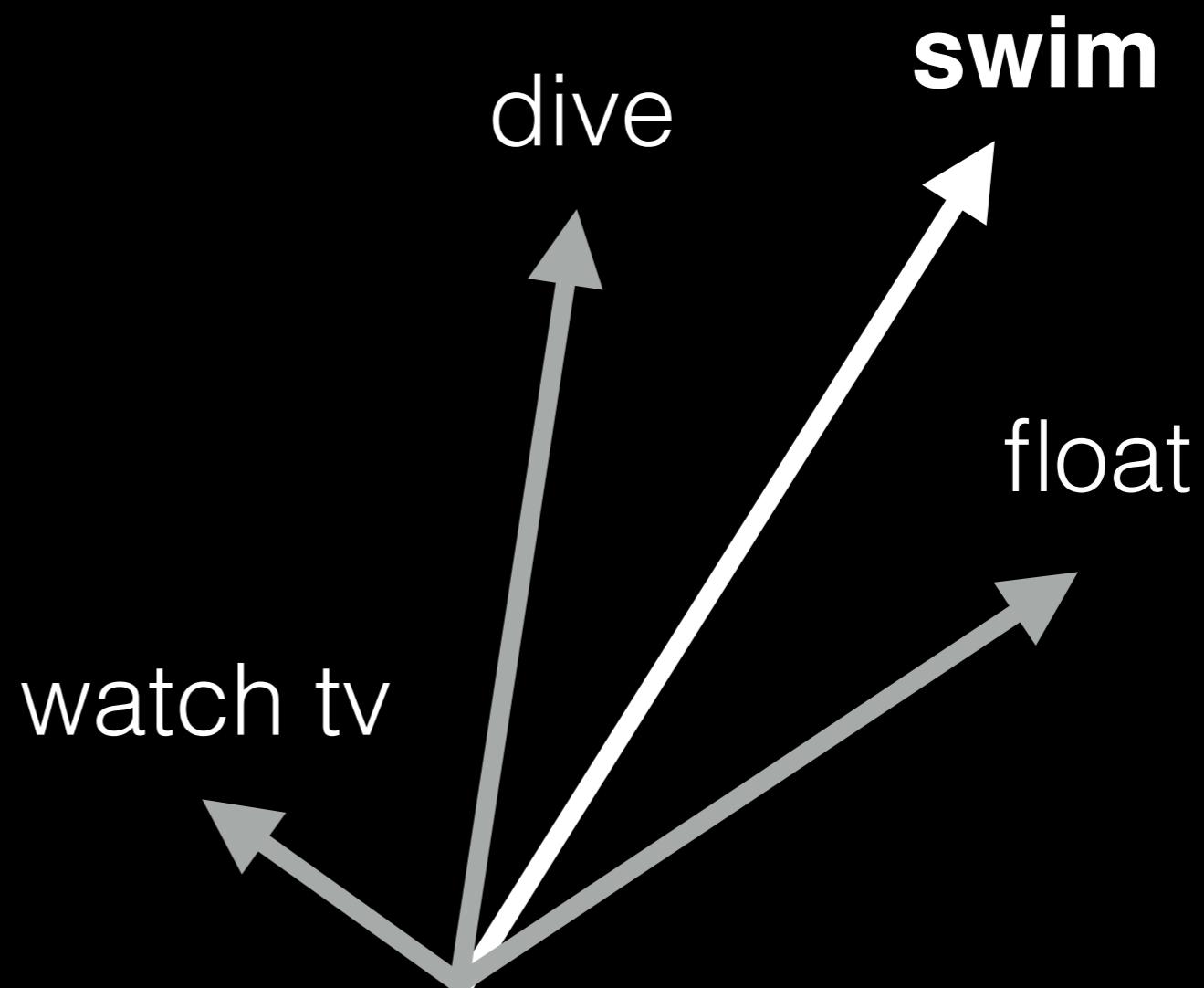
**Vector spaces allow Augur to  
leverage multiple examples of  
scene context.**

**swim** = [2.1, 1.5, 0.3, ...]

**swim**<sub>goggles</sub> = 2.1

**swim**<sub>pool</sub> = 1.5

**swim**<sub>chair</sub> = 0.3



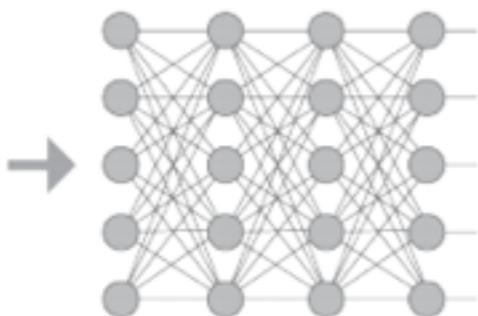
## query on “goggles” and “pool”:

goggles                    pool  
query = [0,  1,  0,  0,  1,  0,  ...]

find vectors (other activities in the space) with the highest cosine similarity

# Augur applications

Computer Vision → Augur VSM → Predictions



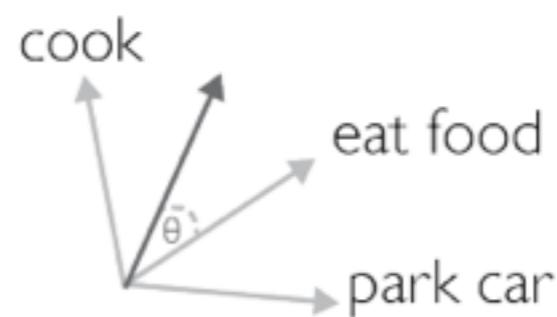
1) Query image

plate  
fork  
ball  
alarm  
steak  
...

$$\begin{bmatrix} 1 \\ 1 \\ 0 \\ 0 \\ 1 \end{bmatrix}$$

2) Neural net  
object detection

3) Construct  
query vector



4) Cosine distance  
search over activities

- 1) eat food
- 2) cook
- 3) fill plate
- 4) put food

5) Return nearby  
actions



**CV:** people, mountain, tree, backpack

**Augur:** hike, sling, see fire, climb tree,  
climb, reach top, leap



**CV:** beach, sand, boy, shoe

**Augur:** reach beach, lay towel, love beach,  
take shoe off, swim, lay, dive



**CV:** boat, sea, sky, ship, ocean, fog

**Augur:** row, see light, sail, swim, dive

# Activity identification: automatic meal photographer

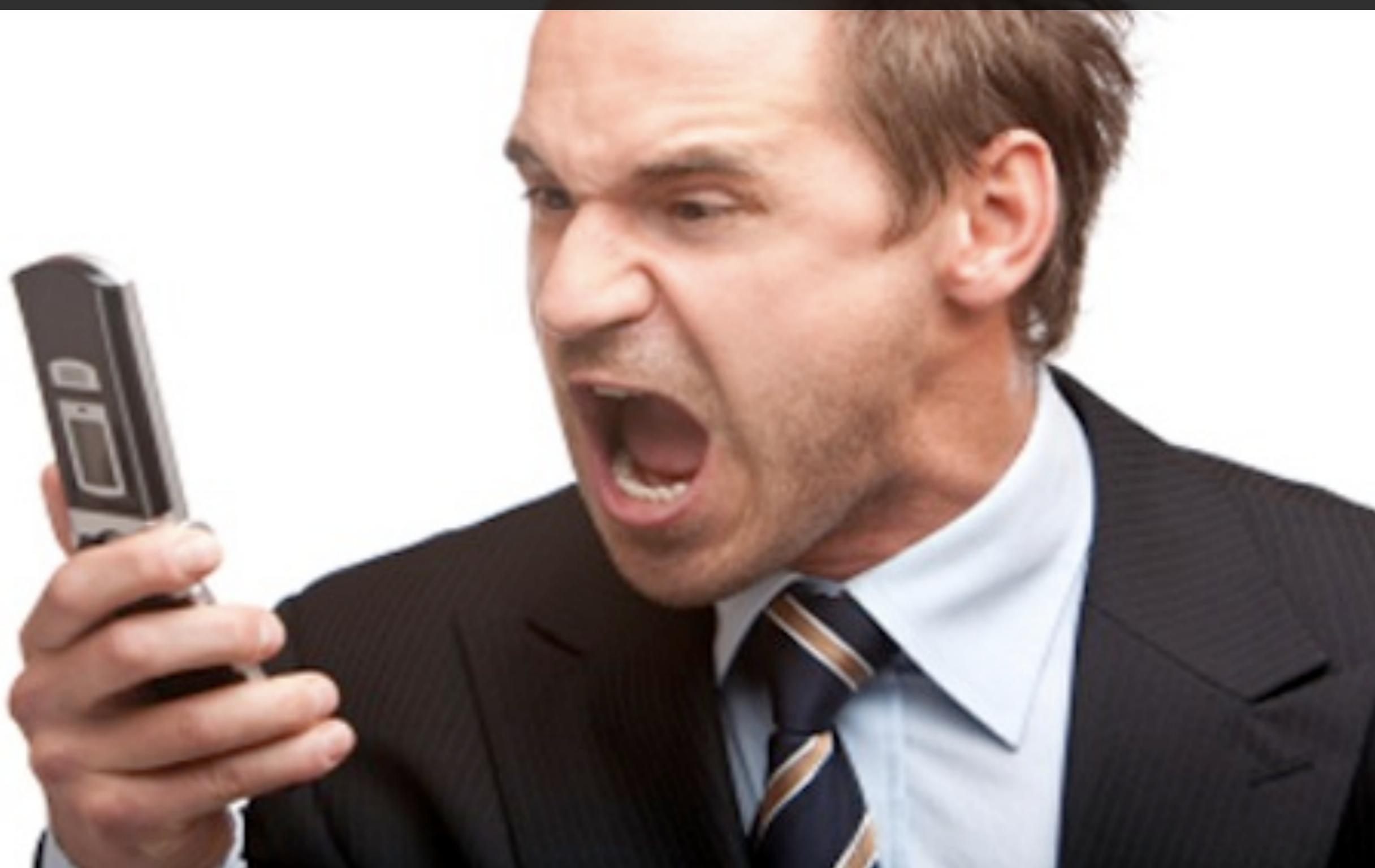


# Activity identification: automatic meal photographer

plate + steak + broccoli

fill plate	0.39
put food	0.23
take plate	0.15
<b>eat food</b>	<b>0.14</b>
set plate	0.12
cook	0.10

# Activity prediction: context aware phone calls



# Activity prediction: context aware phone calls

get call + curse

throw phone	0.24
<b>ignore call</b>	0.18
ring	0.18
answer call	0.17
call back	0.17
call number	0.17
leave voicemail	0.17

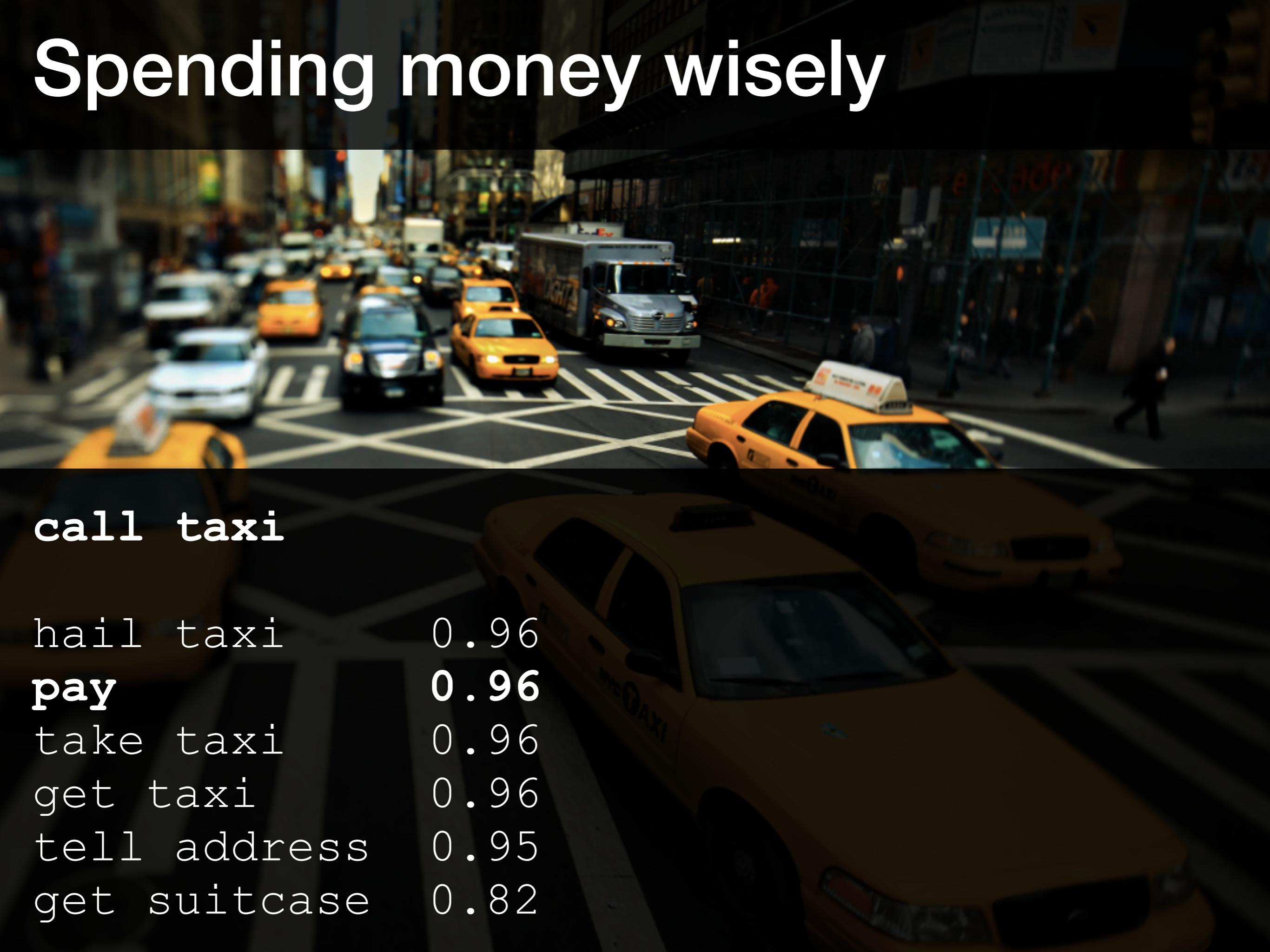
# Spending money wisely



enter store

scan	0.19
ring	0.19
<b>pay</b>	<b>0.17</b>
swipe	0.17
shop	0.13
buy	0.10

# Spending money wisely



call taxi

hail taxi	0.96
<b>pay</b>	<b>0.96</b>
take taxi	0.96
get taxi	0.96
tell address	0.95
get suitcase	0.82

# Dynamic music player

stove + pot + spoon

cook	0.50
pour	0.39
place	0.37
stir	0.37
eat	0.34

# Evaluation

We conducted a two-hour **field deployment** of our dynamic music player, finding 71% precision and 97% recall over a set of seven common activities.



**Computer Vision:** road, car, automobile, vehical, blacktop, traffic, people, building, crash action, driver, pavement

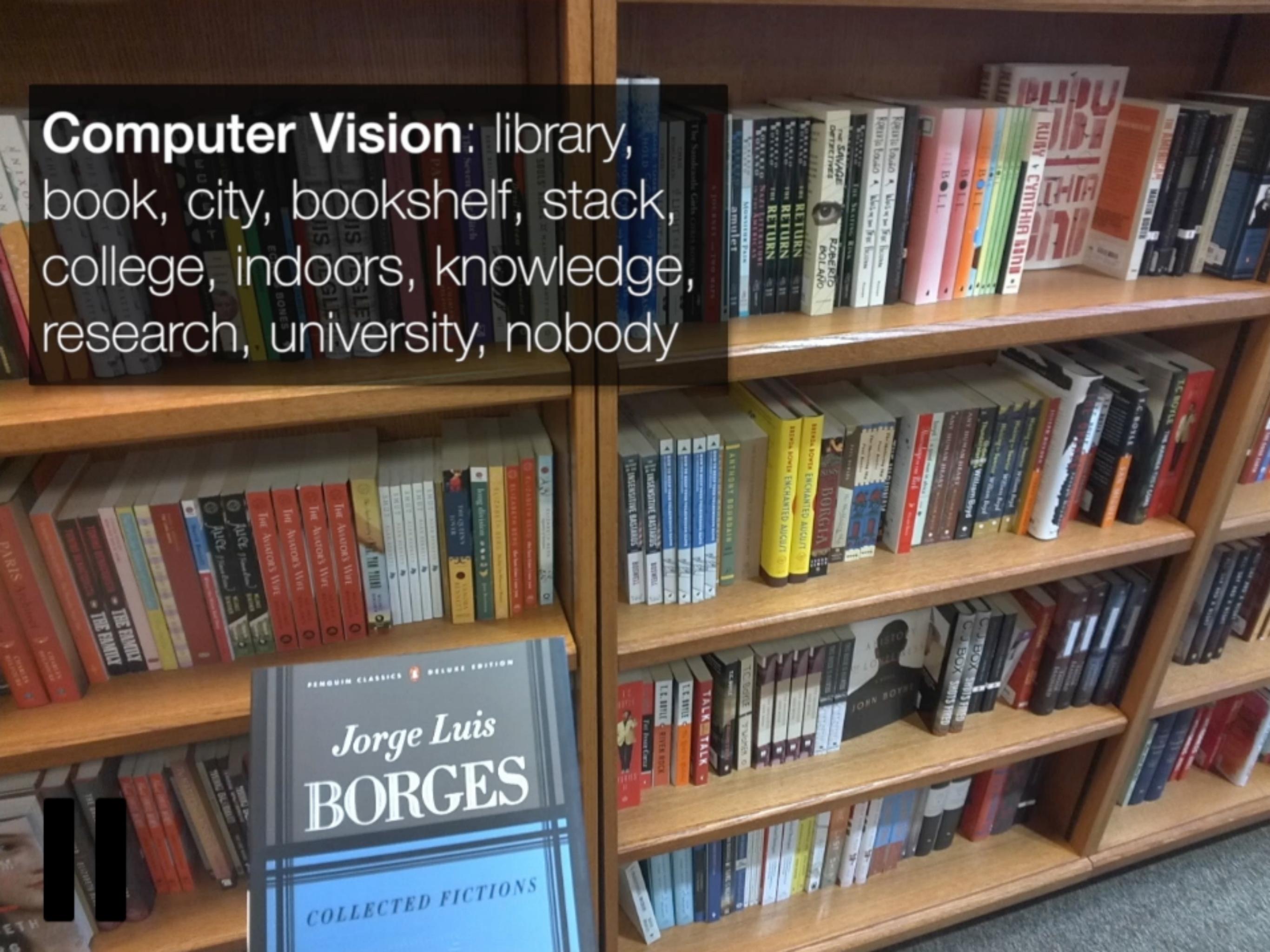


# Augur detects: Driving

Now playing "The Engine Driver"  
by "The Decemberists"

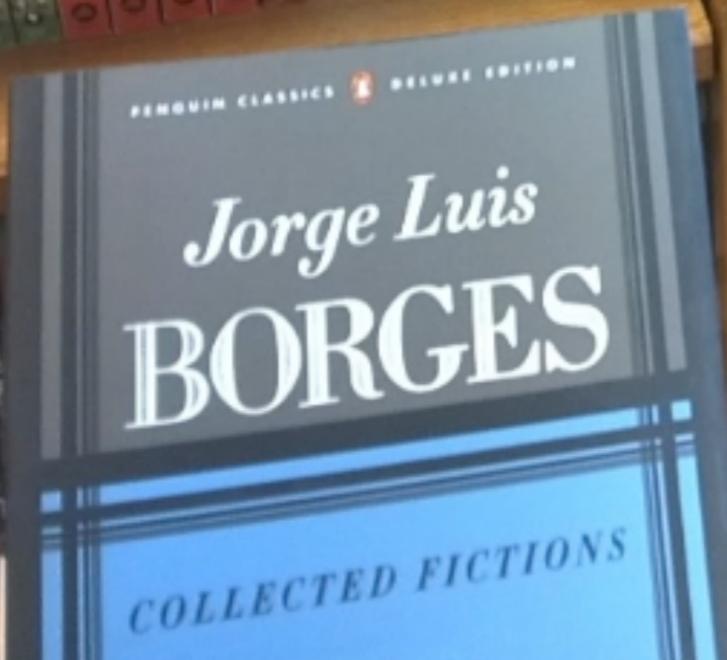


**Computer Vision:** library,  
book, city, bookshelf, stack,  
college, indoors, knowledge,  
research, university, nobody



# Augur detects: Reading

Now playing "Bach Concerto"  
by "Hilary Hahn"



# Computer Vision: shopping, urban, city, commerce, store, indoors, path, industry, terminal, beverage, politics



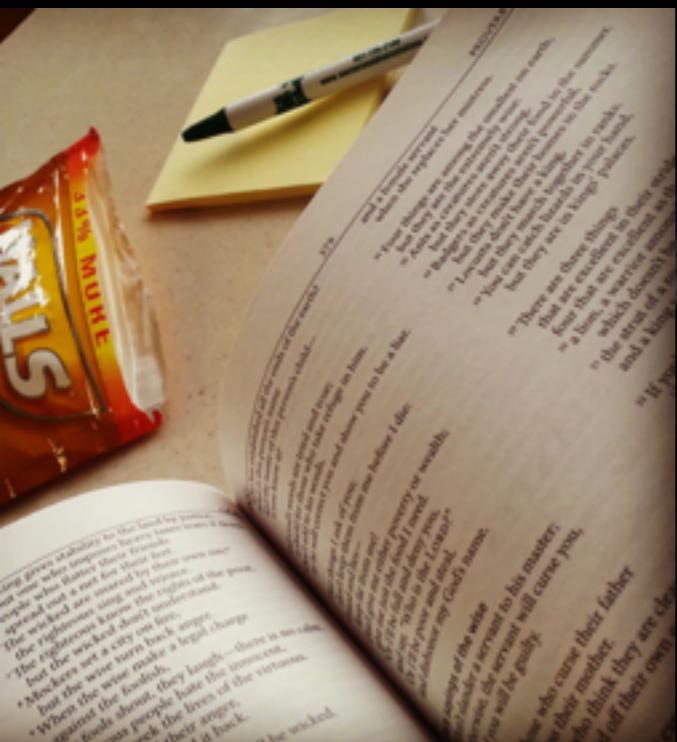
# Augur detects: Buying

519

Now playing "Trojans"  
by "Atlas Genius"

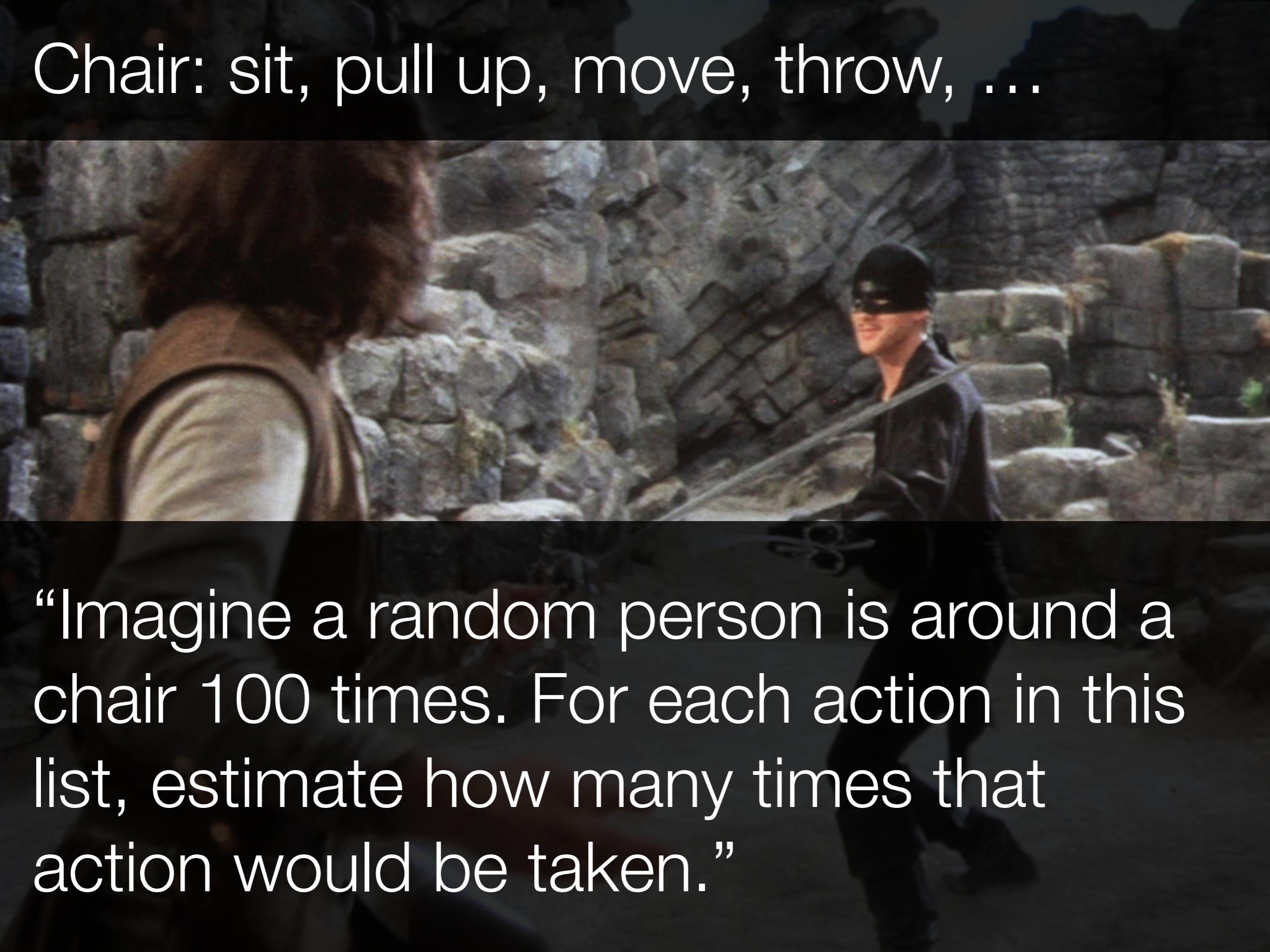


We tested Augur's predictions  
on a dataset of images  
sampled from the Instagram  
hashtag **#dailylife**, and found  
**94%** of predictions were rated  
as matching the scene.





Chair: sit, pull up, move, throw, ...



“Imagine a random person is around a chair 100 times. For each action in this list, estimate how many times that action would be taken.”



Mean absolute error: **12.5%** Augur  
compared to humans



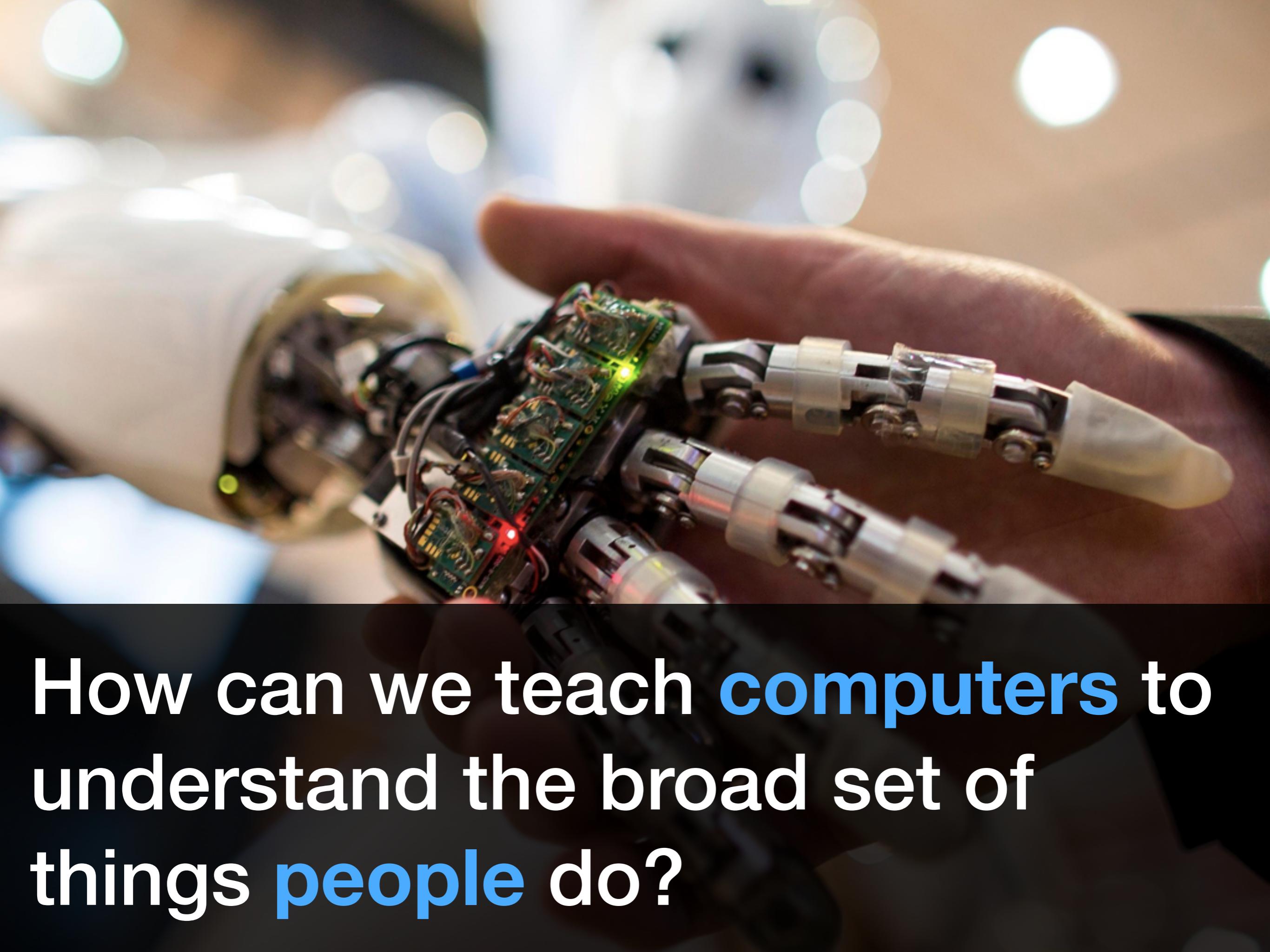
The Brothers Karamazov,  
and his empty rooms and his  
could be watching out  
window (Smerdyakov said).  
It told her where and by  
is possible and by  
d, or else, God  
hersome for it was pa  
x for it was pa  
some

THE

BROTHERS  
KARAMAZOV

In our most compelling visions of  
**human-computer interaction**,  
computers understand the  
**breadth of human life.**





How can we teach **computers** to  
understand the broad set of  
**things people do?**

Thank you to NSF and Toyota for  
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