

Nonlinear Analysis of VR Synchronization

Howon Lee

April 19, 2015

1 Abstract

There exists a literature dealing with time series analysis in the nonlinear sciences which in the case of synchronization. We attempt many of these methods in analyzing an instance of the phenomenon of interpersonal synchrony in a virtual environment.

2 Introduction

Synchronization was first reported in physical systems by Huygens in 1665 of two pendulum clocks which were ticking in unison, due to the weak coupling of the beam from which both clocks were hung. The physical and biological systems which were later found to synchronize include Josephson junctions, fireflies emitting synchronous patterns of light, synchronous contraction of heart cells, synchronization of human circadian rhythm to a solar light cycle, and synchronous interaction of human beings.

Interpersonal synchrony is defined in the social psychology literature as individuals' temporal coordination during social interaction. In the physical sciences, synchronization is defined as an adjustment of rhythms of oscillating objects due to weak interaction, with generalizations possible for chaotic systems, which depend upon a phase of the chaotic system existing.

In the beginning of the social synchronization literature, most psychologists did not use the then-developing automated signals processing techniques for the detection and measurement of synchronization, instead using manual methods to detect and rate the presence or absence of synchronization, with trained raters and validated measuring systems. Although these measurements have been validated, they depend upon human raters and therefore are less replicable and less convenient than automated systems.

Given that the signals created by an individual during social interaction have a phase, and social interaction can be construed as a weak interaction between the two individual systems, it should be clear that the definition of interpersonal synchrony given in the social psychological literature is a subset of the definition given in the physics literature. This has often been noted, and has therefore spawned a cross-disciplinary field wherein signals processing techniques are used to measure interpersonal synchrony.

As a specific instance of a domain where signals processing techniques are used, a large problem in synchronization is the definition of the signal itself and its extraction from observations of social interaction. To this end, many methods have been used, including extraction of coordination of movement features and speech features, movement of single and dyadic body parts, image processing techniques and video tracking techniques.

This project will attempt to use some of the already existing tools for the analysis of time series data on VR time series data, as well as apply some tools which have not previously been used to analyze synchronization in VR time series data of social synchronization in a virtual world.

3 Time Domain Analysis

Correlation and the cornettos go here. Talk about benefits and detriments of the cornetto stuff

Mutual information analysis goes here. So does a KS entropy analysis

4 Frequency Domain Analysis

Hilbert space and fourier transform methods go here. The *really* exciting thing about these analyses are that they allow the study of the phase of the thing

5 State Space Methods

Create the state space embedding, talk about the method of the creation of state space embedding

There might be a phase transition to synchronization: arnold maps go here