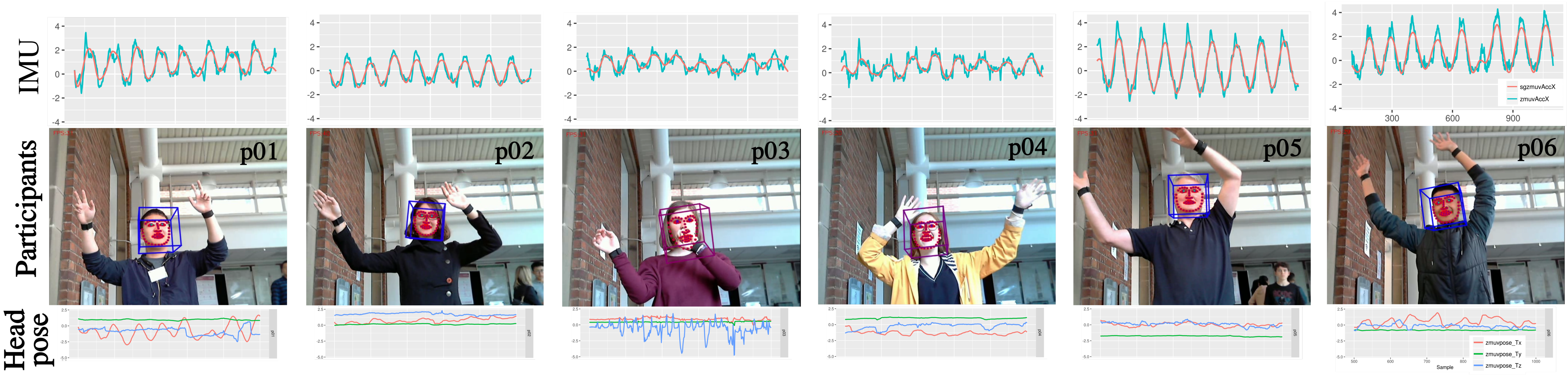
ėMOTION: Analysis of Emotion and Movement Variability in the Context of Human-Robot Interaction

Miguel P Xochicale
School of Engineering
University of Birmingham, UK
@_mxochicale @mxochicale

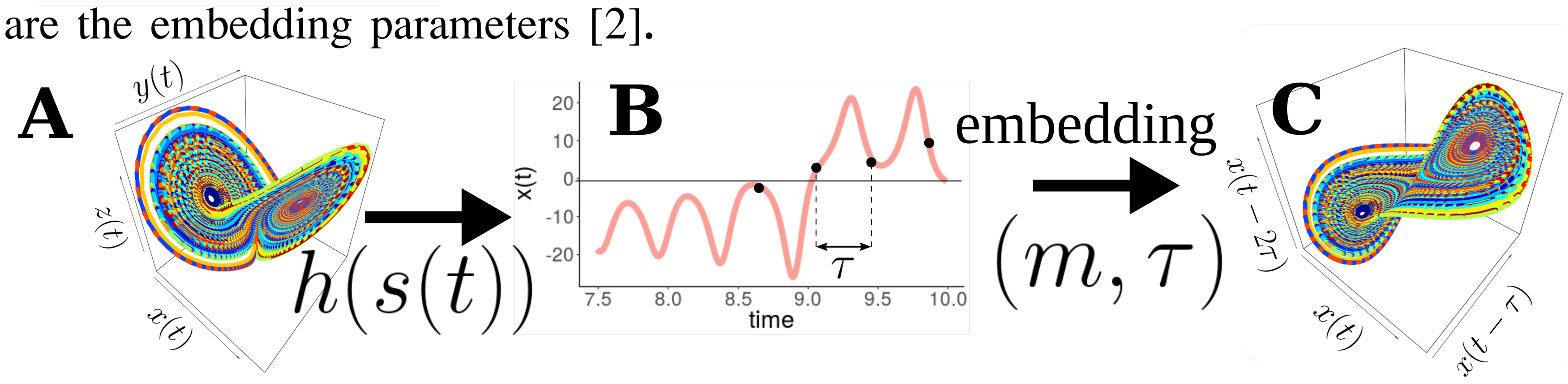


1. INTRODUCTION

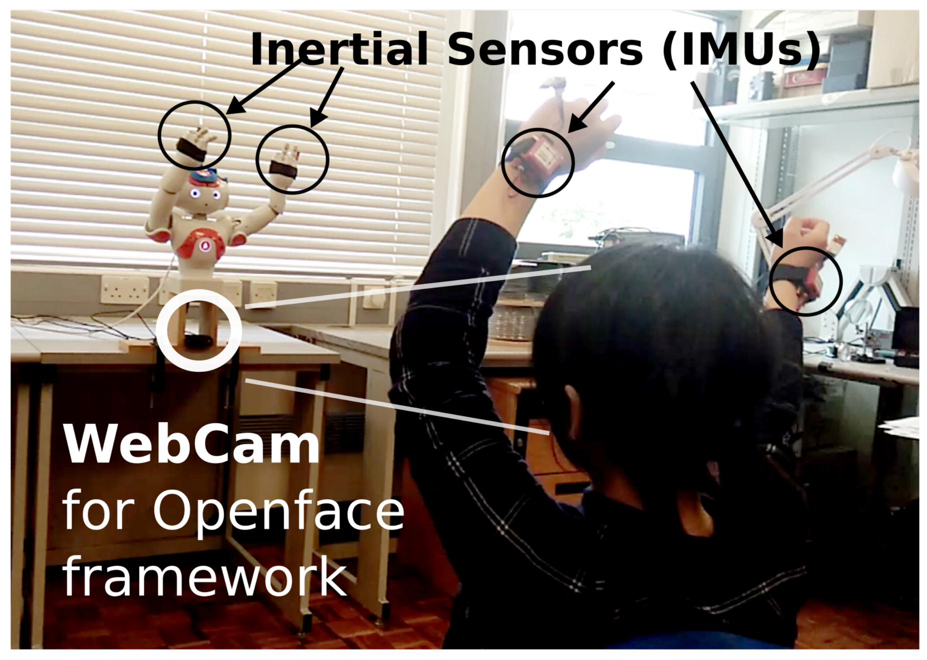
Movement variability is an inherent feature within and between persons [1]. Research on measuring and understanding movement variability using nonlinear dynamics has been well established in the previous three decades in areas such as biomechanics, sport science, neuroscience and robotics to name but a few. With that in mind, we hypothesise that the subtle variations of both facial emotions and simple body movements can be quantified in a similar fashion as with the methodologies of movement variability.

2. TIME-DELAY EMBEDDING

The purpose of time-delay embedding theorem is to reconstruct an unknown M-dimensional state space from a 1-dimensional measurement function $x(t) = h(s(t))$. The theorem is based on m delayed copies of $x(t)$ uniformly separated by τ, and it is defined as a matrix $X(t) = \{x(t), x(t-\tau), x(t-2\tau), ..., x(t-(m-1)\tau)\}$ where (m, τ) are the embedding parameters [2].



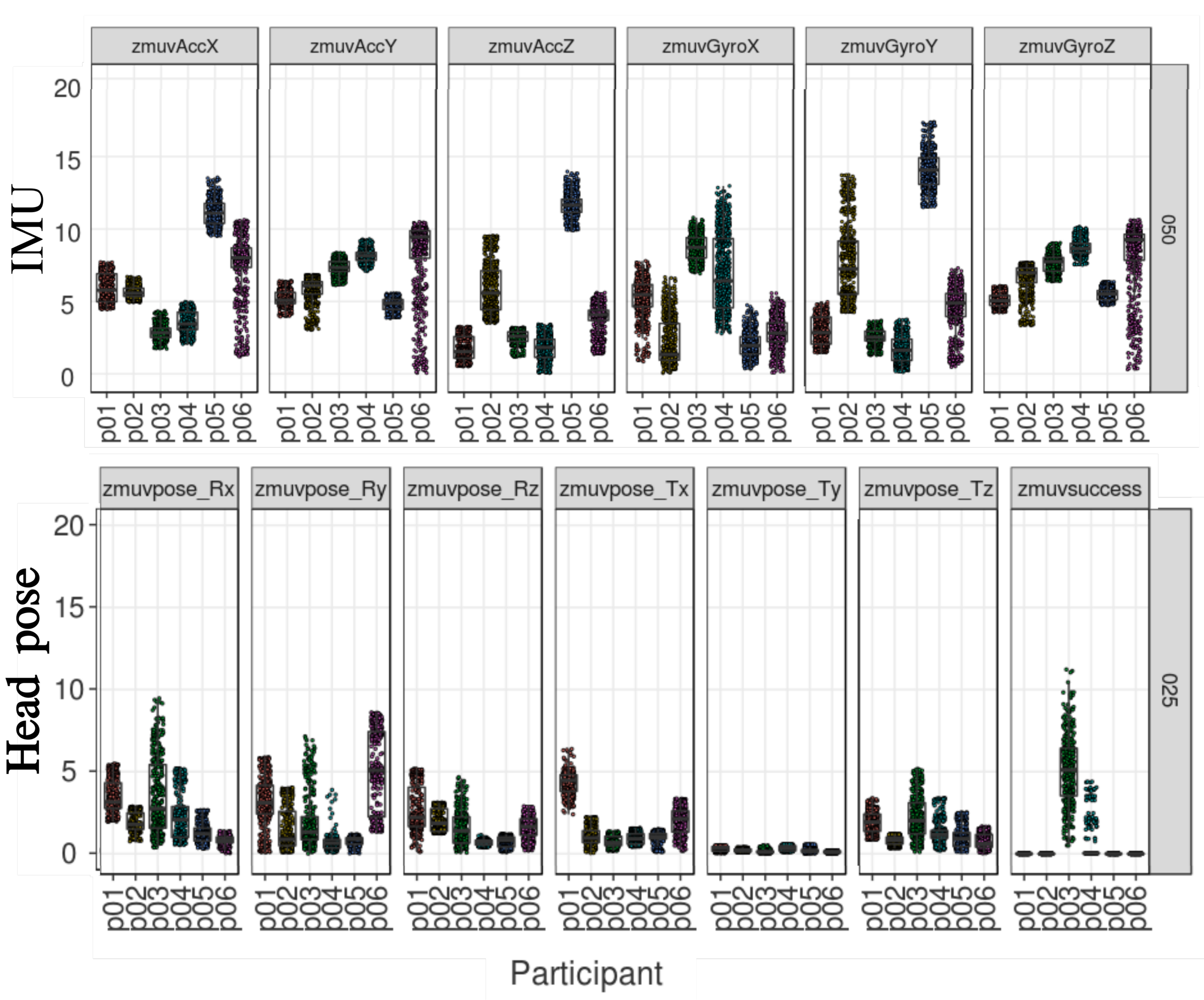
3. HUMAN-ROBOT IMITATION



In a face-to-face human-robot imitation activity, six healthy participants follow what the robot does (repetitions of simple upper arms movements). Time series were collected using IMUS and the Openface framework [3].

4. RESULTS AND DISCUSSIONS

After applying the time-delay embedding, the dimensionality of the embedded matrix is reduced and with the euclidean distances of the rotate data of each axis, we present the following error plots.



5. CONCLUSIONS AND FUTURE WORK

We not only presented visual differences of movement variability for arms and head pose between six participants, but also we quantified such movement variability using the time-delay embedding theorem. With that in mind, we conclude that the time-varying facial expressions can be quantified using nonlinear dynamics. Some of the areas where this system can be applied are: rehabilitation, sport science, entertainment or education. In future experiments, we intend to investigate deep learning techniques for automatic classification of the movement variability.

6. REFERENCES

[1] **K. M. Newell and D. M. Corcos.** 1993. *Variability and Motor Control.* Human Kinetics Publishers.
[2] **L. C. Uzal, G. L. Grinblat and P. F. Verdes.** 2011. *Optimal Reconstruction of dynamical systems: A noise amplification approach.* Physical Review E - Statistical Nonlinear and Soft Matter Physics 84, 1 (2011).
[3] **T. Baltrusaitis, P. Robinson, and LP Morency.** 2016. *OpenFace: an open source facial behavior analysis toolkit.* In IEEE Winter Conference on Applications of Computer Vision.
[4] **M. P. Xochicale.** 2018. Emotion and movement variability: a pilot study (emmov-pilotstudy). http://github.com/mxochicale/emmov-pilotstudy