



# Trapezoidal Segment Sequencing: A Novel Approach for Fusion of Human-Produced Continuous Annotations

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May 4, 2020

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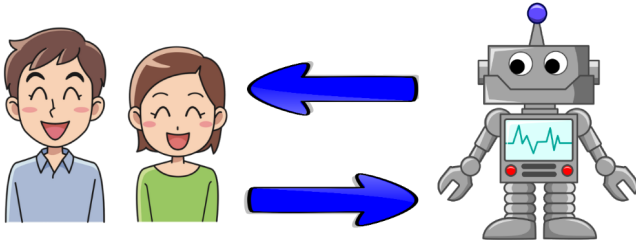
1. Introduction
  - Background: Continuous Annotation
  - Signal Warping (Our Previous Work)
2. Proposed Method
3. Validation
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# Introduction

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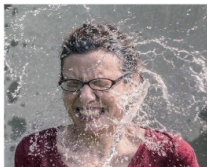
# Introduction

- ▶ Interested in human behavior and experiences and training machines to perceive and predict them
- ▶ At present, we are dependent on supervised learning using labels of experience provided by humans

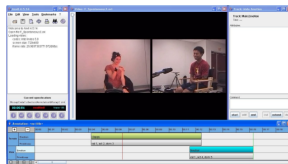


# Introduction

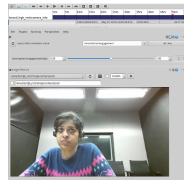
- ▶ Many types of human-produced annotations
  - ▶ Discrete or continuous-scale (emotion categories, dimensional affect)
  - ▶ Discrete or continuous-time (images, videos)
- ▶ We **focus** on continuous-scale and continuous-time
  - ▶ e.g., dimensional affect from video



OASIS  
(Dimensional Valence + Arousal)



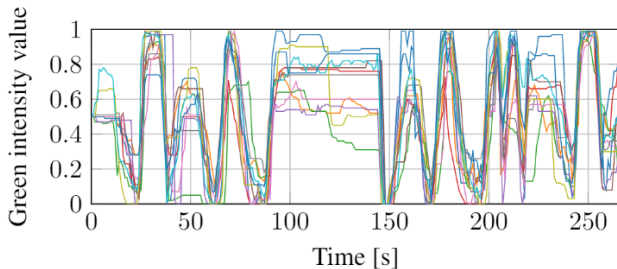
IEMOCAP  
(Dimensional Valence + Arousal Emotion  
Tags)



Distance Learners  
(Engagement)

# Background: Continuous Annotation

- ▶ Typical procedure:
  1. Collect multiple annotations from different people
  2. *Fuse* the annotations to produce a single time series
- ▶ Why?
  - ▶ Mitigate individual biases and annotation artifacts

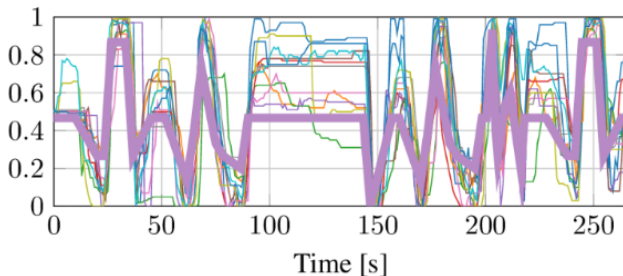


## Background: Existing Fusion Techniques

- ▶ Many options for fusion, but **no consensus on best approach**
  - ▶ Simple averaging
  - ▶ Time-align, then average (*EvalDep*, *DTW*)
  - ▶ Annotator modeling + latent state recovery (HMM)
  - ▶ Correlated spaces regression
  - ▶ Canonical correlation analysis
  - ▶ *RankTrace*-based preference fusion
  - ▶ More...
- ▶ Each method **makes its own assumptions**
- ▶ Two-step fusion: Signal warping (previous work)
  - ▶ Assumes particular **structure to annotator reliability**

## Background: Signal Warping Method Intuition

- ▶ Signal warping idea (previous work) based on observation that annotators **capture trends more reliably** than they assign values



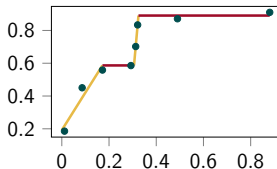
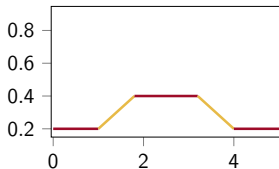
Target signal (bold magenta) and individual annotations (thin lines)

- ▶ **Key idea:** Partition the signal into reliable (trend) and less reliable (constant) regions



# Background: Trapezoidal Segmented Regression

- ▶ Achieved using **trapezoidal signals** (previous work<sup>1</sup>)
  - ▶ Piecewise cont. function of alternating sloped and constant lines



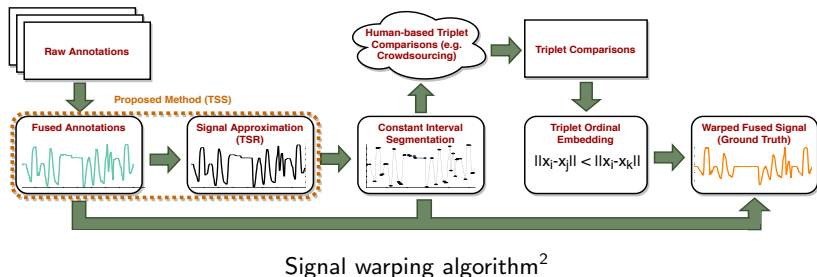
Simple trapezoidal signal (left) and a trapezoidal segmented regression (right)

- ▶ We show these signals are sensible annotation approximators
  - ▶ **Theorem 1:** Proof that trapezoidal signals are dense in  $\mathcal{C}_C(\mathbb{R})$

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<sup>1</sup>Brandon M Booth and Shrikanth S Narayanan. "Trapezoidal Segmented Regression: A Novel Continuous-scale Real-time Annotation Approximation Algorithm". In: *2019 8th International Conference on Affective Computing and Intelligent Interaction (ACII)*. IEEE, 2019, pp. 600–606.

# Background: Signal Warping Pipeline



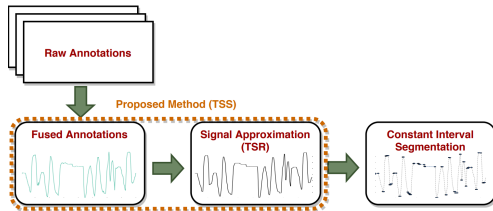
Two-step fusion:

1. Fuse annotations and partition into *trend* and *constant* intervals
2. Gather contrastive annotations for unreliable (constant) segments and use results to warp fused annotation

<sup>2</sup>Brandon M Booth, Karel Mundnich, and Shrikanth S Narayanan. "A novel method for human bias correction of continuous-time annotations". In: *2018 IEEE International Conference on Acoustics, Speech and Signal Processing (ICASSP)*. IEEE, 2018, pp. 3091–3095.

# Caveat: Initial Fusion Step

- ▶ **Prior approach:** Fuse annotations  $\rightarrow$  TSR approximation
  - ▶ Problem: Fusion using some existing method, inconsistent with our observations and assumptions



- ▶ **Motivation for proposed method:** End-to-end implementation assuming trapezoidal-like annotation structure

# Proposed Method

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## Proposed method: Trapezoidal segment sequencing

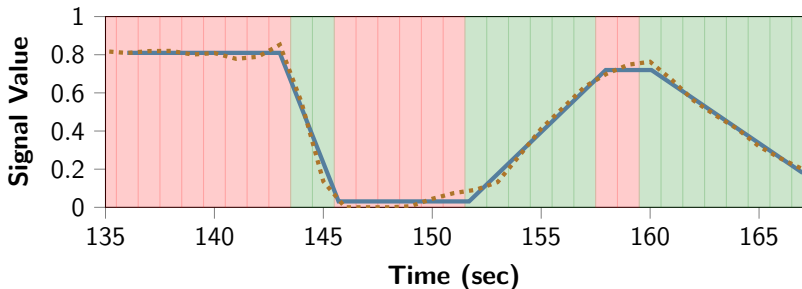
1. Compute TSR approximation for each annotation  $A_i^a$ :
  - ▶ Compute the forward difference sequence:  $D_i^a : 1 \leq i \leq N - 1$
  - ▶ Normalize the differences:

$$TSS_i^a = \begin{cases} -1 & D_i^a < 0 \\ 0 & D_i^a = 0 \\ 1 & D_i^a > 0 \end{cases}$$

2. Fuse by majority voting
  - ▶  $TSS_i = \text{mode}(TSS_i^a)$
  - ▶ (\*) Extracting less reliable (constant) regions from  $TSS_i$  is easy

## Method: Example Signal

Example annotation signal sampled at 1Hz:



Sample annotation signal (dotted), TSR approximation (solid), and TSS render using green and red vertical bands. Red bands correspond to no change in the TSR, green bands correspond to a trend.

# Validation

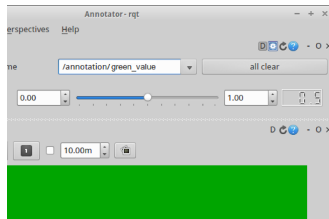
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# Validation: Simple Annotation Experiment

- ▶ Experiment where the true signal is known *a priori*
  - ▶ Task: Annotate the intensity of the shade of green



Video stimulus

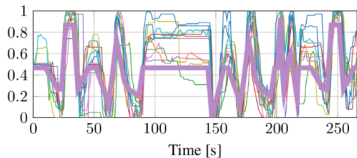


Annotation UI

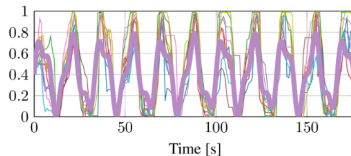


# Validation: Annotation Results

- ▶ Protocol
  - ▶ Ten annotators
  - ▶ Continuous-time and continuous-scale
- ▶ Results
  - ▶ High agreement:  $ICC(3,k) = 0.97$

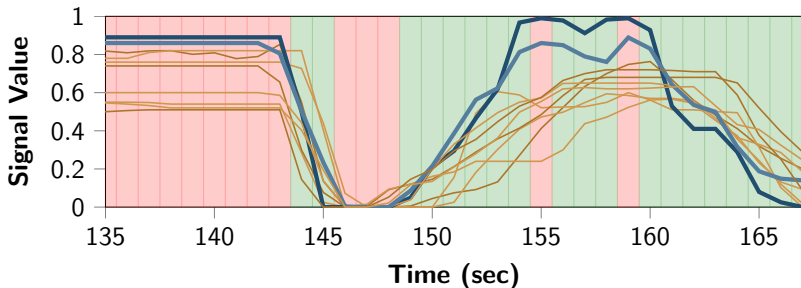


Task A: Objective truth and annotations



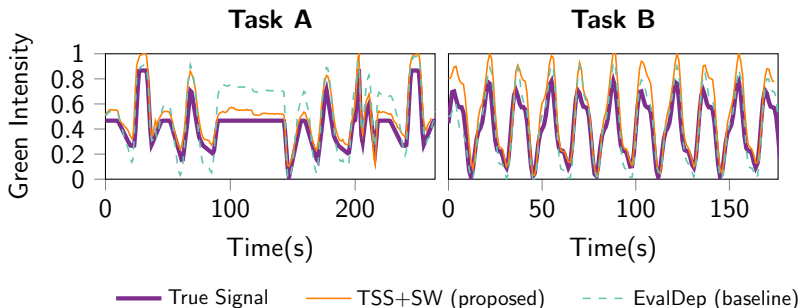
Task B: Objective truth and annotations

## Validation: TSS Fusion Results



- ▶ Vertical bands = TSS after majority voting
  - ▶ Red bands: no change (constant)
  - ▶ Green bands: some change (up/down trend)

# Validation TSS + Signal Warping Results



Task	Method	Pearson	Spearman	Kendall's NMI	
				Tau	NMI
A	EvalDep (baseline)	0.90	0.93	0.80	0.88
	TSS+SW(proposed)	<b>0.96</b>	0.92	0.80	0.88
	Fusion-first SW	<b>0.97</b>	0.94	0.83	0.82
B	EvalDep (baseline)	0.96	0.96	0.83	1.0
	TSS+SW(proposed)	0.96	0.96	0.83	1.0
	Fusion-first SW	0.99	0.99	0.91	0.99

## **Discussion and Future Work**

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- ▶ Introduced TSS fusion leveraging TSR
  - ▶ Exploits structure in variation of annotator reliability over time
  
- ▶ Signal warping with TSS enables end-to-end annotation fusion that is *internally consistent in its assumptions*

- ▶ End-to-end signal warping on real-world data (external consistency)
- ▶ TSS representation provides foundation for new annotator agreement measures
  - ▶ Supports both global and localized agreement over interpretable partitions in annotation space (e.g., trend vs. no change)

# Thanks and Code Link

Code available on GitHub:

[https://github.com/brandon-m-booth/2019\\_continuous\\_annotations](https://github.com/brandon-m-booth/2019_continuous_annotations)

- ▶ Optimum TSR
- ▶ Signal warping fusion with TSS

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