

An Expressive Conversational-Behavior Generation Model for Advanced Interaction within Multimodal User Interfaces



**Matej Rojc
Izidor Mlakar**

And Expressive Conversational Behavior Generation Interaction Multimodal

**Birgit Lugrin, Catherine
Pelachaud, David Traum**



And Expressive Conversational Behavior Generation Interaction Multimodal:

An Expressive Conversational-behavior Generation Models for Advanced Interaction Within Multimodal User Interfaces

Izidor Mlakar, Matej Rojc, 2016 The aim of the book is to represent a flexible and efficient algorithm and a novel system used for the planning generation and realization of conversational behavior co verbal behavior Such behavior is best described as a set of moving body parts which are meaningful In terms of prosody it is synchronized with the accompanying speech The movement and shapes generated as a co verbal behavior represent a contextual link between a repertoire of independent motor skills shapes movements and poses that conversational agent can reproduce and execute and the intent meaning of spoken sequences context The actual intent meaning of spoken content is identified through language dependent linguistic markers and prosody The knowledge databases used to determine the intent meaning of text are based on the linguistic analysis and classification of the text into semiotic classes and subclasses achieved through annotation of multimodal corpora based on the proposed EVA annotation scheme The scheme allows for capturing features at a functional context dependent as well as at a descriptive context independent level The functional level captures high level features that describe the correlation between speech and co verbal behavior whereas the descriptive level allows us to capture and define body poses and shapes independently of verbal content and in high resolution The annotation scheme therefore not only interlinks speech and gesture at a semiotic level but also serves as a basis for the creation of a context independent repertoire of movement and shapes The process of generating the co verbal behavior is in this book divided into two phases The first phase deals with the classification of intent and its synchronization with the verbal content and prosody The second phase then transforms the planned and synchronized behavior into a co verbal animation performed by an embodied conversational agent ECA In order to be able to extrapolate intent from arbitrary text sequences the algorithm for the formulation of behavior deduces meaning intent in regard to the semiotic intent Furthermore the algorithm considers the linguistic features of arbitrary and un annotated text and select primitive gestures based on semiotic nuclei as identified by semiotic classification and further modeled by the predicted prosodic features of speech to be generated by a general text to speech system TTS The output of the phase for formulation of behavior is represented as a hierarchical procedure encoded in XML format and as a speech sequence generated by TTS The procedural description is event oriented and represents a well defined structure of consecutive movements of body parts as well as of body parts moving in parallel The second phase of the novel architecture transforms the procedural descriptions into a series of coherent animations of individual parts of the articulated embodied conversational agent In this regard a novel ECA based realization framework named EVA framework is also represented It supports a real time realization of procedural animation descriptions and plans on multi part mesh based models by using skeletal animation blend shape animation and the animation of predefined pre recorded animated segments This book therefore considers a complete design and implementation of an expressive model for the generation of co verbal

behavior which is able to transform un annotated text into a speech synchronized series of animated sequences

Expressive Conversational-Behavior Generation Models for Advanced Interaction Within Multimodal User Interfaces

Matej Rojc, Izidor Mlakar, 2016 The aim of the book is to represent a flexible and efficient algorithm and a novel system used for the planning generation and realisation of conversational behavior co verbal behavior Such behavior is best described as a set of moving body parts which are meaningful In terms of prosody it is synchronised with the accompanying speech The movement and shapes generated as a co verbal behavior represent a contextual link between a repertoire of independent motor skills shapes movements and poses that conversational agent can reproduce and execute and the intent meaning of spoken sequences context The actual intent meaning of spoken content is identified through language dependent linguistic markers and prosody The knowledge databases used to determine the intent meaning of text are based on the linguistic analysis and classification of the text into semiotic classes and subclasses achieved through annotation of multimodal corpora based on the proposed EVA annotation scheme The scheme allows for capturing features at a functional context dependent as well as at a descriptive context independent level The functional level captures high level features that describe the correlation between speech and co verbal behavior whereas the descriptive level allows us to capture and define body poses and shapes independently of verbal content and in high resolution The annotation scheme therefore not only interlinks speech and gesture at a semiotic level but also serves as a basis for the creation of a context independent repertoire of movement and shapes The process of generating the co verbal behavior is in this book divided into two phases The first phase deals with the classification of intent and its synchronisation with the verbal content and prosody The second phase then transforms the planned and synchronised behavior into a co verbal animation performed by an embodied conversational agent ECA In order to be able to extrapolate intent from arbitrary text sequences the algorithm for the formulation of behavior deduces meaning intent in regard to the semiotic intent Furthermore the algorithm considers the linguistic features of arbitrary and un annotated text and select primitive gestures based on semiotic nuclei as identified by semiotic classification and further modeled by the predicted prosodic features of speech to be generated by a general text to speech system TTS The output of the phase for formulation of behavior is represented as a hierarchical procedure encoded in XML format and as a speech sequence generated by TTS The procedural description is event oriented and represents a well defined structure of consecutive movements of body parts as well as of body parts moving in parallel The second phase of the novel architecture transforms the procedural descriptions into a series of coherent animations of individual parts of the articulated embodied conversational agent In this regard a novel ECA based realisation framework named EVA framework is also represented It supports a real time realisation of procedural animation descriptions and plans on multi part mesh based models by using skeletal animation blend shape animation and the animation of predefined pre recorded animated segments This book therefore considers a complete design and implementation of an expressive model for the generation of co verbal

behavior which is able to transform un annotated text into a speech synchronised series of animated sequences **Applied Physics, System Science and Computers III** Klimis Ntalianis, George Vachtsevanos, Pierre Borne, Anca

Croitoru, 2019-06-27 This book reports on advanced theories and methods in three related fields of research applied physics system science and computers The first part covers applied physics topics such as lasers and accelerators fluid dynamics optics and spectroscopy among others It also addresses astrophysics security and medical and biological physics The second part focuses on advances in computers such as those in the area of social networks games internet of things deep learning models and more The third part is especially related to systems science covering swarm intelligence smart cities complexity and more Advances in and application of computer communication artificial intelligence data analysis simulation and modeling are also addressed The book offers a collection of contributions presented at the 3rd International Conference on Applied Physics System Science and Computers APSAC held in Dubrovnik Croatia on September 26 28 2018 Besides presenting new methods it is also intended to promote collaborations between different communities working on related topics at the interface between physics computer science and engineering *Artificial Intelligence* Marco Antonio

Aceves-Fernandez, 2018-06-27 Artificial intelligence AI is taking an increasingly important role in our society From cars smartphones airplanes consumer applications and even medical equipment the impact of AI is changing the world around us The ability of machines to demonstrate advanced cognitive skills in taking decisions learn and perceive the environment predict certain behavior and process written or spoken languages among other skills makes this discipline of paramount importance in today's world Although AI is changing the world for the better in many applications it also comes with its challenges This book encompasses many applications as well as new techniques challenges and opportunities in this fascinating area **The Handbook on Socially Interactive Agents** Birgit Lugin, Catherine Pelachaud, David

Traum, 2022-10-19 The Handbook on Socially Interactive Agents provides a comprehensive overview of the research fields of Embodied Conversational Agents Intelligent Virtual Agents and Social Robotics Socially Interactive Agents SIAs whether virtually or physically embodied are autonomous agents that are able to perceive an environment including people or other agents reason decide how to interact and express attitudes such as emotions engagement or empathy They are capable of interacting with people and one another in a socially intelligent manner using multimodal communicative behaviors with the goal to support humans in various domains Written by international experts in their respective fields the book summarizes research in the many important research communities pertinent for SIAs while discussing current challenges and future directions The handbook provides easy access to modeling and studying SIAs for researchers and students and aims at further bridging the gap between the research communities involved In two volumes the book clearly structures the vast body of research The first volume starts by introducing what is involved in SIAs research in particular research methodologies and ethical implications of developing SIAs It further examines research on appearance and behavior focusing

on multimodality Finally social cognition for SIAs is investigated using different theoretical models and phenomena such as theory of mind or pro sociality The second volume starts with perspectives on interaction examined from different angles such as interaction in social space group interaction or long term interaction It also includes an extensive overview summarizing research and systems of human agent platforms and of some of the major application areas of SIAs such as education aging support autism and games

Coverbal Synchrony in Human-Machine Interaction Matej Rojc,Nick Campbell,2013-10-25 Embodied conversational agents ECA and speech based human machine interfaces can together represent more advanced and more natural human machine interaction Fusion of both topics is a challenging agenda in research and production spheres The important goal of human machine interfaces is to provide content or functionality in the form of a dialo

Social Signal Processing Judee K. Burgoon,Nadia Magnenat-Thalmann,Maja Pantic,Alessandro Vinciarelli,2017-05-08 This book provides comprehensive authoritative surveys covering the modeling automatic detection analysis and synthesis of nonverbal social signals

Handbook of Technical Communication Alexander Mehler,Laurent Romary,2012-10-30 The Handbook of Technical Communication brings together a variety of topics which range from the role of technical media in human communication to the linguistic multimodal enhancement of present day technologies It covers the area of computer mediated text voice and multimedia communication as well as of technical documentation In doing so the handbook takes professional and private communication into account Special emphasis is put on technical communication by means of web 2 0 technologies and its standardization in system development In summary the handbook deals with theoretical issues of technical communication and its practical impact on the development and usage of text and speech technologies

Body - Language - Communication. Volume 2 Cornelia Müller,Alan Cienki,Ellen Fricke,Silva Ladewig,David McNeill,Sedinha Tessendorf,2014-10-29 Volume II of the handbook offers a unique collection of exemplary case studies In five chapters and 99 articles it presents the state of the art on how body movements are used for communication around the world Topics include the functions of body movements their contexts of occurrence their forms and meanings their integration with speech and how bodily motion can function as language By including an interdisciplinary chapter on embodiment volume II explores the body and its role in the grounding of language and communication from one of the most widely discussed current theoretical perspectives Volume II of the handbook thus entails the following chapters VI Gestures across cultures VII Body movements functions contexts and interactions VIII Gesture and language IX Embodiment the body and its role for cognition emotion and communication X Sign Language Visible body movements as language Authors include Mats Andr n Richard Asheley Benjamin Bergen Ulrike Bohle Dominique Boutet Heather Brookes Penelope Brown Kensy Cooperrider Onno Crasborn Seana Coulson James Essegby Maria Graziano Marianne Gullberg Simon Harrison Hermann Kappelhoff Mardi Kidwell Irene Kimbara Stefan Kopp Grigoriy Kreidlin Dan Loehr Irene Mittelberg Aliyah Morgenstern Rafael Nu ez Isabella Poggi David Quinto Pozos Monica Rector Pio Enrico Ricci Bitti G ran Sonesson Timo Sowa

Gale Stam Eve Sweetser Mark Tutton Ipke Wachsmuth Linda Waugh Sherman Wilcox **Multimodal Intelligent Information Presentation** Oliviero Stock, Massimo Zancanaro, 2006-03-30 Intelligent Multimodal Information Presentation relates to the ability of a computer system to automatically produce interactive information presentations taking into account the specifics about the user such as needs interests and knowledge and engaging in a collaborative interaction that helps the retrieval of relevant information and its understanding on the part of the user The volume includes descriptions of some of the most representative recent works on Intelligent Information Presentation and a view of the challenges ahead

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And Expressive Conversational Behavior Generation Interaction Multimodal Introduction

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