Analyzing Differences in Subjective Annotations by Participants and Third-party Annotators in Multimodal Dialogue Corpus

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Background and objectives

User's subjective impression is important

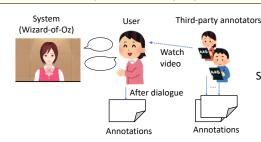
· The system should respond adaptively to it

Subjective impressions are inherently ambiguous

· not always agree among annotators (and with users themselves)

Analyses in multimodal dialogue corpus Hazumi

- Users themselves vs. third-party annotators
- Use of dispersion of third-party annotation results



Multimodal dialogue corpus Hazumi



Version numbers: the year and month

Publicly available

- Movies: a written oath is required https://www.nii.ac.jp/dsc/idr/rdata/Hazumi/
- Annotations, feature files, etc https://github.com/ouktlab/Hazumi2010, etc.

when the data collection started				Subjective annotations				
Version	Recorded env.	No. of participants (dialogues)	No. of exchanges	Self- sentiment	Third-party sentiment	18 rapport items	Personality traits	
Hazumi1712	In-person	29	2,422		0			
Hazumi1902		30	2,514	0	0	0		
Hazumi1911		30	2,859	0	0	0	0	
Hazumi2010	Online	33	2,798		0	0	0	
Hazumi2012		63	5,334		0	0	0	
Hazumi2105		29	2,235		0	0	0	
Takal		24.4	10.163					

Subjective Annotations

Given by users

18 rapport items

by themselves

themselves

- Sentiment: how much the user enjoyed the dialogue in the exchange (7-point scales)
- 18 rapport items: 18 questionnaire items about the dialogue (8-point scales)
- Personality traits: the user's Big Five traits via TIPI-J inventory (10 items on 7-point scales)

Each was annotated by users themselves (self) and five third-party annotators

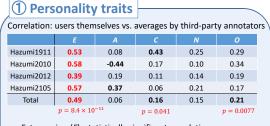
Analyses (I): Relationship between self- and third-party annotation results Overview 2 Rapport 18 items

Given by five third-party

annotators 🕢

18 rapport items

by third party



- Extraversion (E): statistically significant correlations
 - Consistent with a result in psychology [Bokenau+ 2009]
 - Dialogue itself is an extroverted act
- A and N were not sufficiently expressed by users

E: Extraversion, A: Agreeableness, C: Conscientiousness, N: Neuroticism, O: Openness

Personality traits Personality traits Per by third party by themselves exchange Third-party sentiment Dispersion of third-party Per Analyses (II) sentiments Negatively correlated Machine learning performance of sentiment estimation

'*' denotes inverted items Unsatisfying 0.38 Engrossing 2* Boring 17 Worthwhile 8* Awkward 16* Dull Content of the dialogue 10* Unfocused 6* Uncomfortably paced Well-coordinat 12* Intense 11 Involving 14 Active the dialogue Harmonious 4 Harm 7* Cold 0.19 atmosphere of the dialogue 3 Cooperative Average of 18 items 0.34 Correlated significantly $(p = 1.23 \times 10^{-5})$ PCA results for the 18 items One dimension can explain 79% of the results of third-party questionnaire items

Correlation between self- and third-party annotations

Bold: the correlation is statistically significant p < 0.05

3 Sentiment Correlation between self-sentiments and averages of third-party sentimentsp Hazumi1902 (0.69, 0.11)and perceived by the annotators Large individual differences among users Hazumi1911 0.41 (0.79, 0.01)

Standard deviation of third-party sentiments per exchange

4 Relation among results by third-party annotators

		Pers				
	Ε	А	С	Ν	0	Average sentiments
Average 18 rapport items	0.53	0.68	0.21	-0.22	0.52	0.55
Average sentiments	0.21	0.30	0.12	0.00	0.36	

- Correlation among average sentiments, average 18 rapport items, and E, A, and O
- The third-party annotation results had some correlations, but the self-annotation results seem more complex because not all factors are expressed during dialogues

Analyses (II): Use of dispersion of third-party sentiments

For what users can the estimation results be reliable?



- **Dispersion** of sentiments
 - time average of standard deviation of third-party sentiments per exchange
 - A user's dispersion:
- Hazumi1911 0.16 Hazumi2010 0.38 -0.38 -0.15 0.11 0.04 Hazumi2012 0.08 -0.05 Hazumi2105 -0.20 -0.130.29 -0.040.03

 $p = 9.1 \times 10$

Correlation between the dispersions and personality traits

₽ 0.4 0.2

- Annotation results agree → higher machine learning performance
 - Emotion recognition for children speech [D. Seppi+ 2008]
 - Our preliminary results: regression errors and the dispersions correlated
- The dispersions were negatively correlated with Agreeableness (self-reported)
 - More agreeable users had smaller dispersion of third-party sentiments
 - Such users may express their sentiments in a way that others can perceive
 - → Sentiment estimation results for agreeable users would be reliable