The Audio-Visual Conversational Graph: From an Egocentric-Exocentric Perspective

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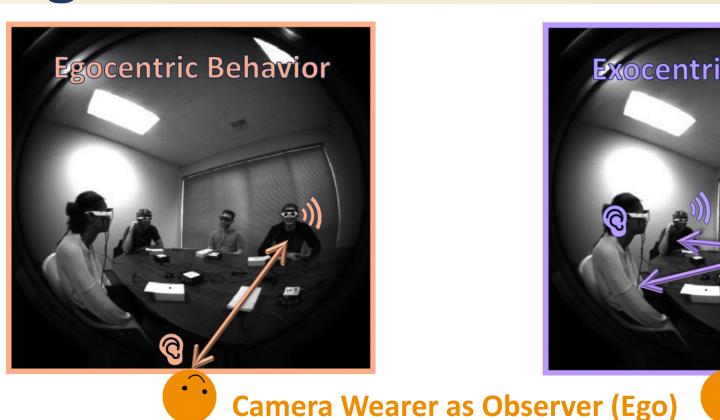


Motivation

Concurrent conversations are common in life

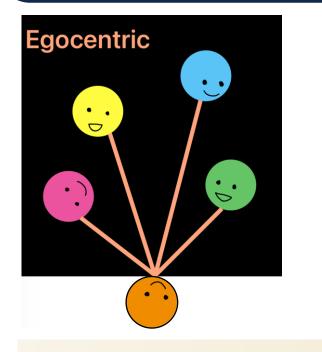
- Could be noisy and ambiguous
- Capturing social states of participants helps decide which sound source to enhance for whom
- > Facilitate effective and efficient communication

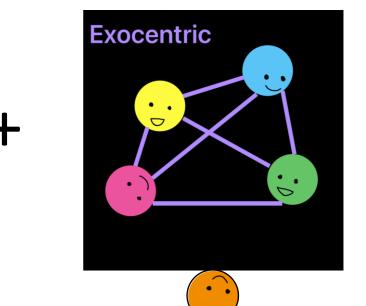
Ego-Exo Conversational Graph

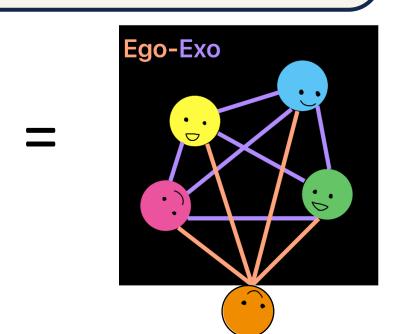




Humans can understand both Egocentric and Exocentric conversational behaviors



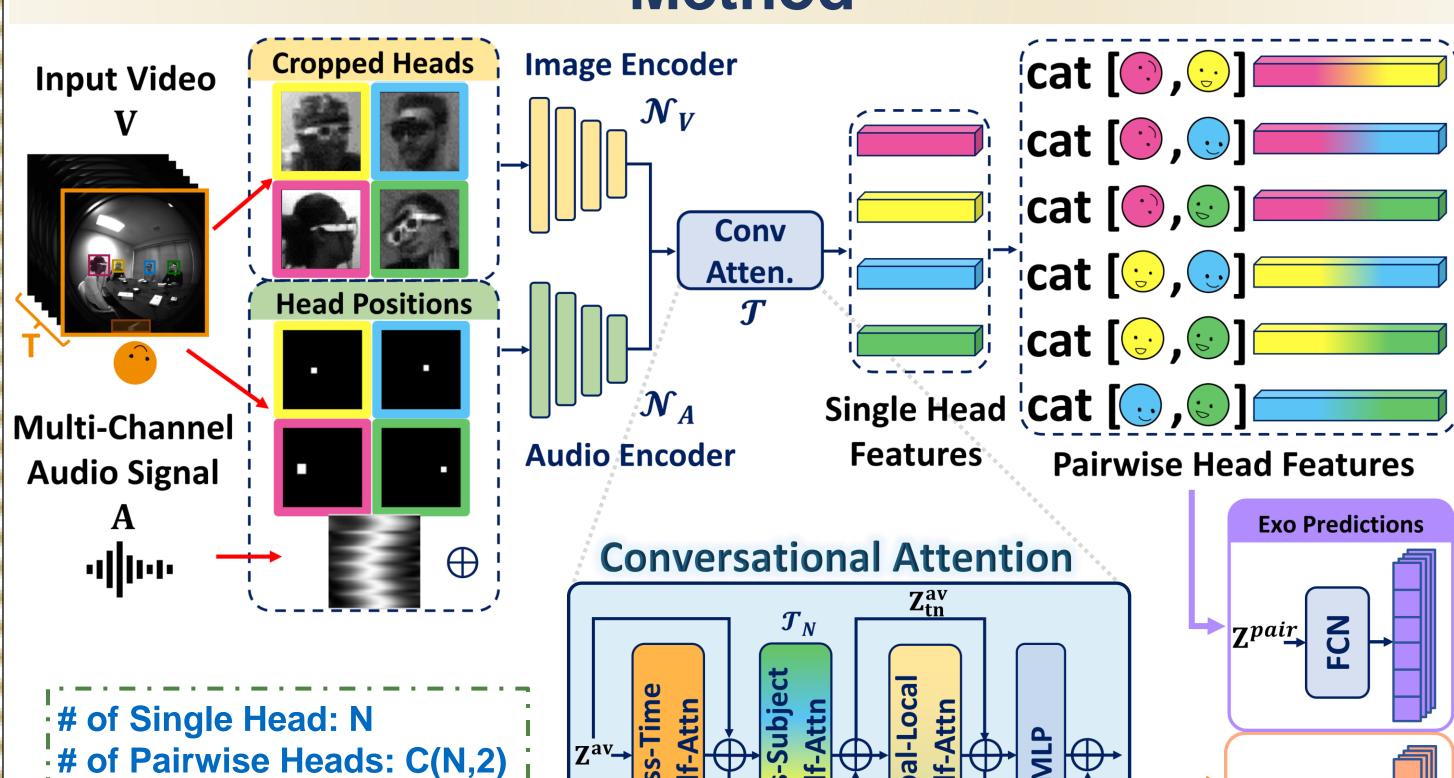


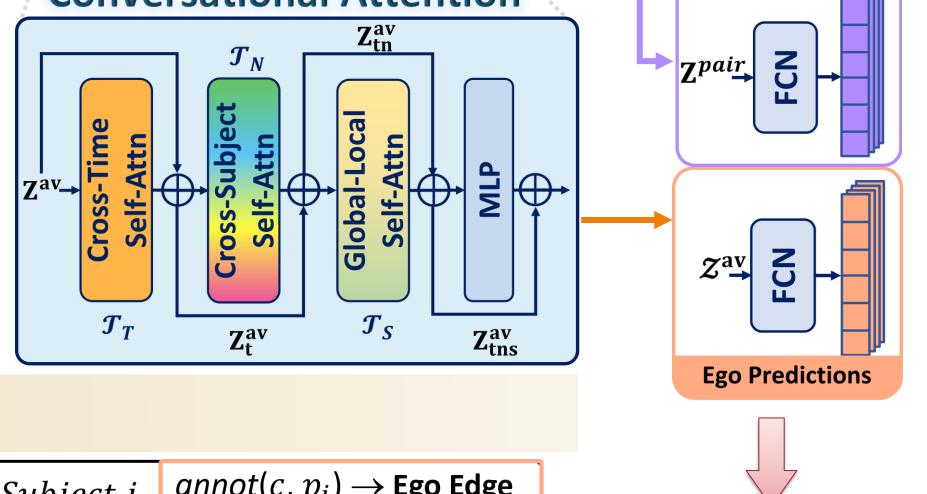


Ego-Exocentric Conversational Graph Prediction the *first* to explore Exocentric conversational interactions from Egocentric videos

- ✓ Jointly modeling talking <u>and</u> listening behaviors
- ✓ Jointly modeling Egocentric <u>and</u> Exocentric behaviors as graph

Method



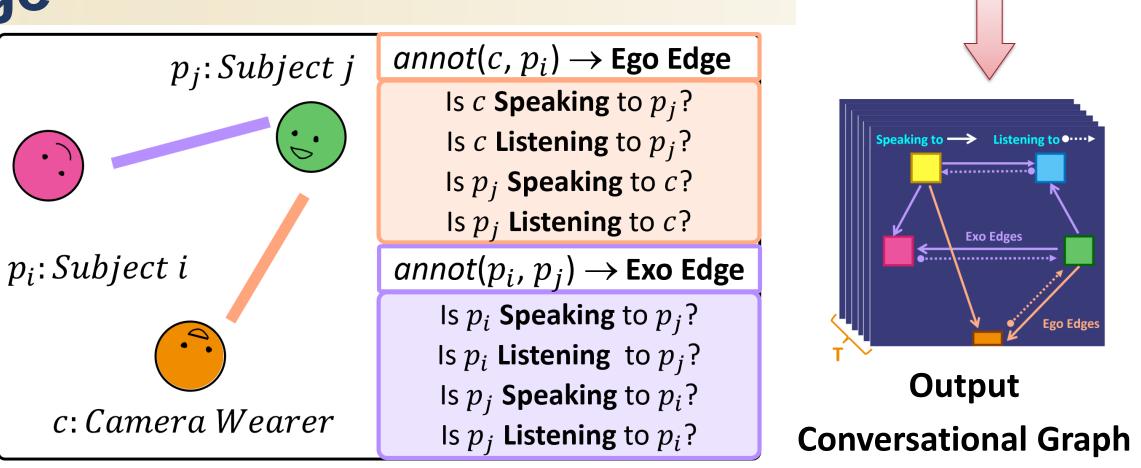


Ego-Exo Directional Edge

* AV-CONV can generalize

to different numbers of N

- \succ For each pair of nodes (c, p_i) or (p_i, p_i) , we aim to determine:
 - If they are Speaking To (S) each other
- If they are Listening To (L) each other
- > Results in four attributes:
- For each <u>Egocentric</u> Edge:
- For each <u>Exocentric</u> Edge:



Experiments and Results

- Dataset: Egocentric Concurrent Conversations Dataset (15,682/6,329 Train/test)
- Baselines: 1. SAAL (Ryan 2023)
- 2. Active Speaker Localization (Jiang 2022) + 3D person layout estimation



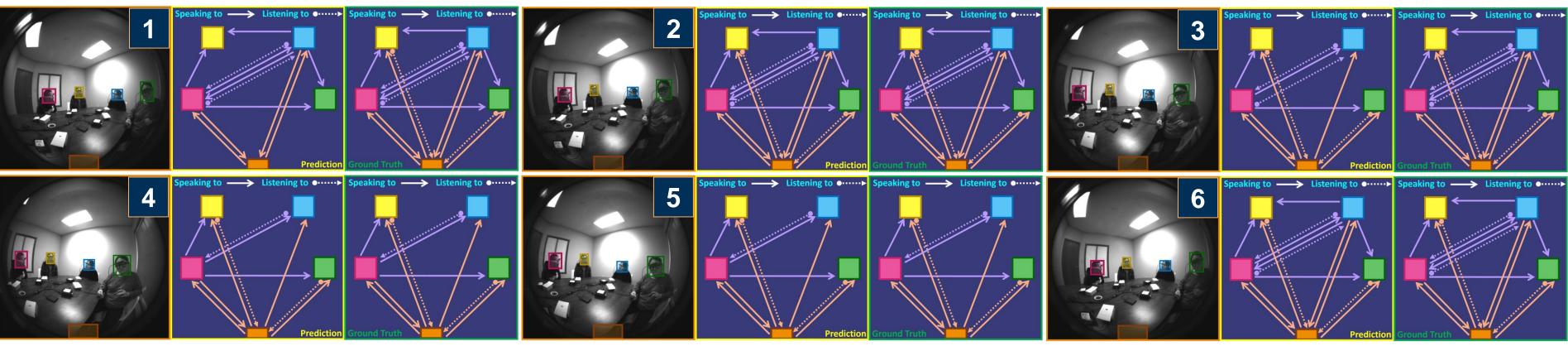
Our AV-CONV consistently outperforms both baselines across all subtasks

1		Egocentric Graph					Exocentric Graph				
subject-specified		$e_{c \to p_i}^S$	$e_{p_i \to c}^S$	$e_{c \to p_i}^L$	$e_{p_i \to c}^L$	Ego Avg	$e_{p_i \to p_j}^S$	$e_{p_j \to p_i}^S$	$e_{p_i \to p_j}^L$	$e_{p_j \to p_i}^L$	Exo Avg
	HEAD ONLY	51.20	51.65	37.19	29.38	42.36	54.52	48.12	16.48	17.33	34.11
global	→ Audio Only	84.32	53.43	22.94	24.26	46.24	51.63	43.89	14.17	15.58	31.32
	MASK ONLY	54.55	52.18	39.27	33.54	44.89	55.00	47.29	14.93	16.09	33.33
global-local,	HEAD+MASK	47.84	50.28	35.80	22.38	39.08	52.85	45.90	14.83	15.89	32.37
	Audio+Mask	45.83	47.40	22.83	21.31	34.34	50.40	43.86	14.76	15.95	31.24
subject-specified	AV-Conv	82.08	68.94	60.70	65.48	69.30	72.73	63.36	32.35	29.29	49.43

The combination of subject-specified visual cues, global audio information, and spatial context through the positional mask is essential for accurate prediction

Visualization

Conversational Dynamics: 6 frames with a temporal stride of 15, ~3 seconds



> Future Work: 1) extend our framework to other social behavior; 2) study more complex social relationships such as conversation groups' mobility