

# Timescales of Massive Human Entrainment

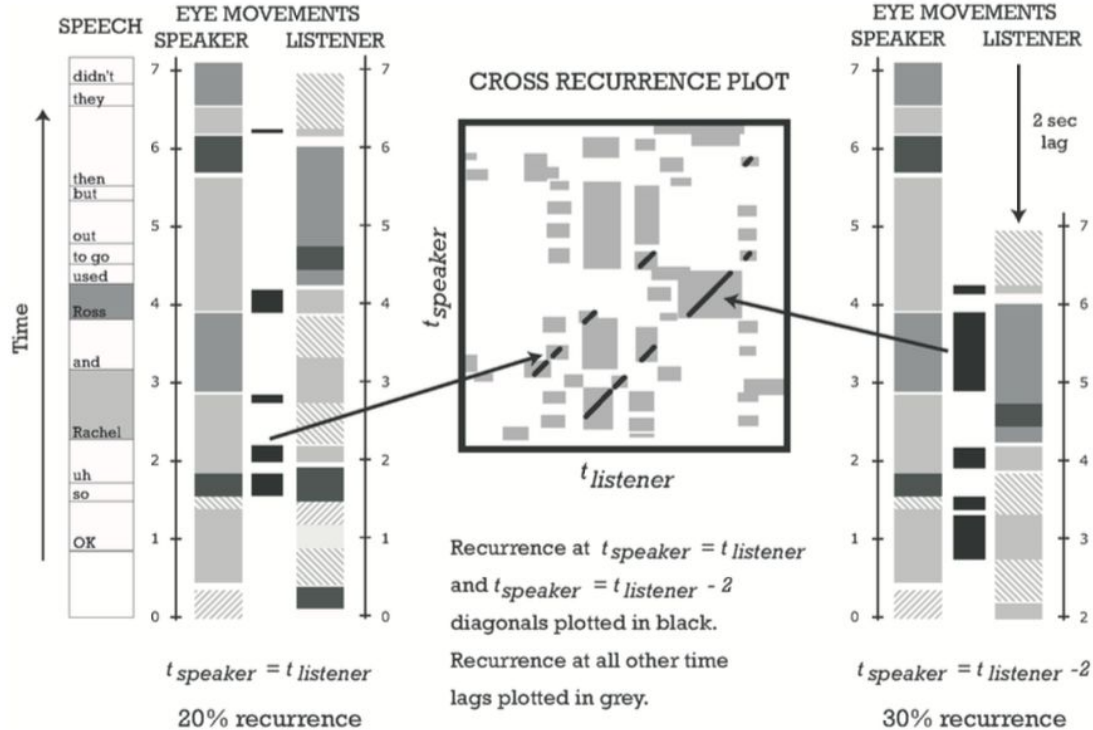
Riccardo Fusaroli, Marcus Perlman, Alan Mislove,  
Alexandra Paxton, Teenie Matlock, Rick Dale

-- Parker Riley & Shaorong Yan

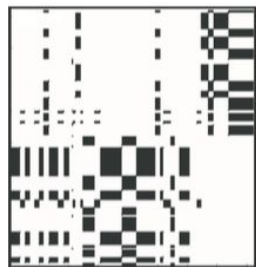
# Coordination in human interaction

- Joint attention:
  - Important for communication (Clark, 1996) and language acquisition (Tomasello, 1986).
  - Achieved through gesture ([pointing](#), nudging), eye gaze, or verbal cues.

# Richardson & Dale, 2005



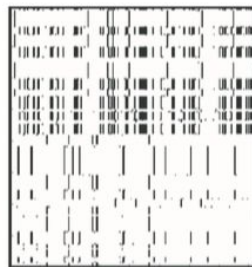
# Richardson & Dale, 2005



Good Listener

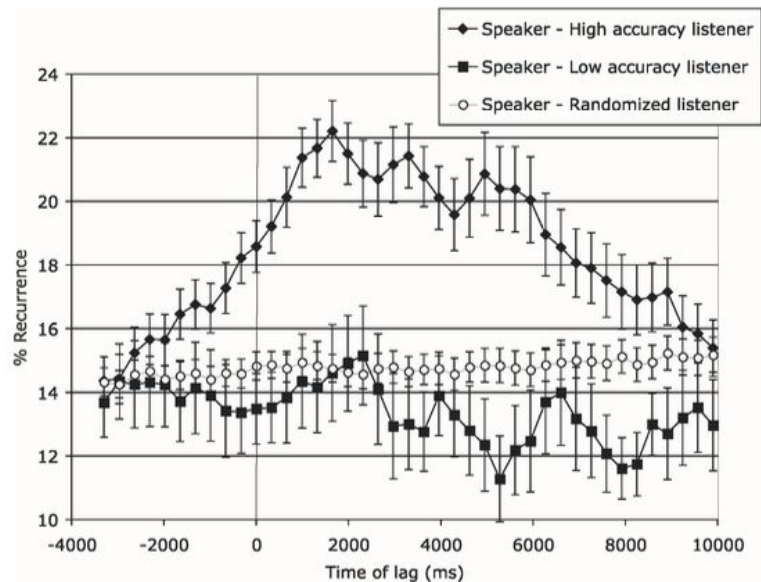


Bad Listener



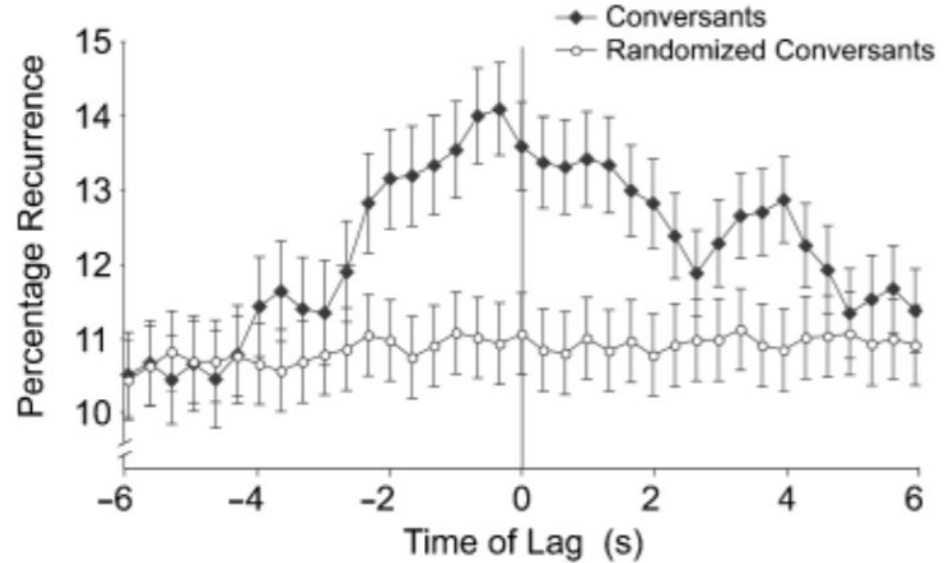
Randomized Listener

Recurrence peak at 200ms



# Richardson, Dale, & Kirkham, 2007

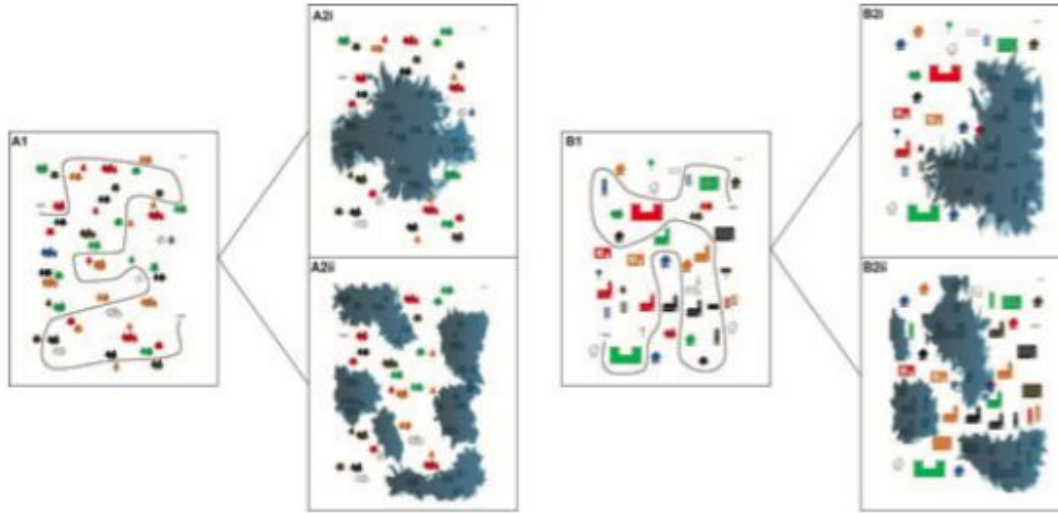
Recurrence peak at 0ms



# Coordination in human interaction

- Joint attention:
  - Important for communication (Clark, 1996) and language acquisition (Tomasello, 1986).
  - Achieved through gesture ([pointing](#), nudging), eye gaze, or verbal cues.
- Multi-modal coordination

# Louwerse et al., 2012



# Coded behaviors

Table 1  
Overview of behavioral coding schemes by modality group and channel (Ekman et al., 2002 codes in parentheses)

Modality Group	Channels			
Face and Head	Mouth	Eyes	Eyebrows	Head
	Laughing Lip tightener (AU23) Mouth in "o"-shape (AU27) Mouth open (AU25/26) Pout (AU17) Pucker (AU23) Smile (AU12)	Blink (AU45) Rolling eyes (M68) Squinting (AU44) Widening eyes (AU5)	Asymmetrical Down-frowning (AU4) Outer brow raiser (AU2)	Nodding Shaking
Manual gesture	Beat	Deictic	Iconic (route/landmark)	Metaphoric Symbolic
Touch face	Touching cheek	Chin rest		
Language	Dialog Acts		Discourse Connectives	Descriptions
	Acknowledgment	Query-W	<i>Alright</i>	Color
	Align	Query-YN	<i>No</i>	Compass direction
	Check	Ready	<i>Ok</i>	Digit
	Clarify	Reply-N	<i>Um</i>	Relative direction
	Explain	Reply-W	<i>Well</i>	Spatial prepositions
	Instruct	Reply-Y	<i>Yes</i>	



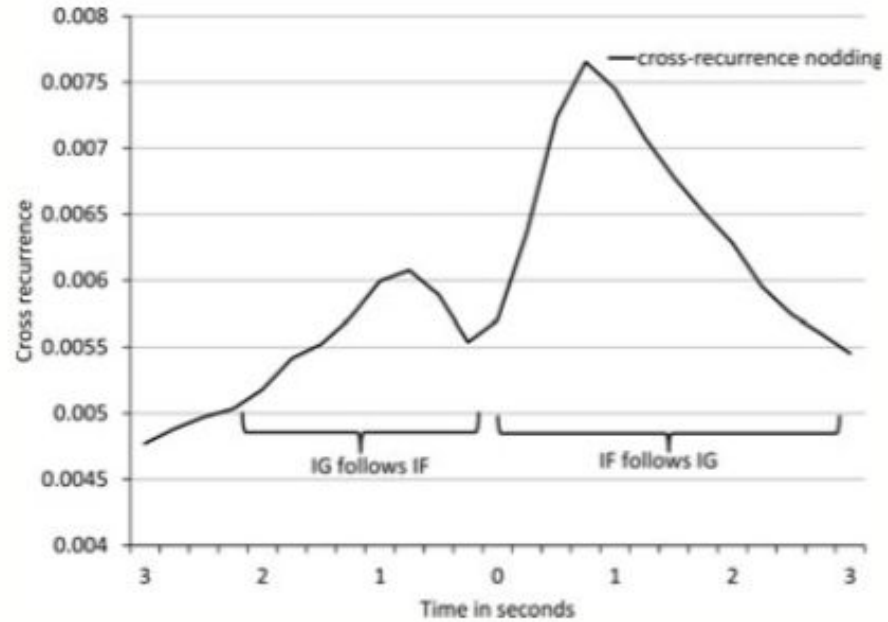
# Significant cross-recurrence

Table 2  
Significant cross-recurrence between interlocutors for all actions

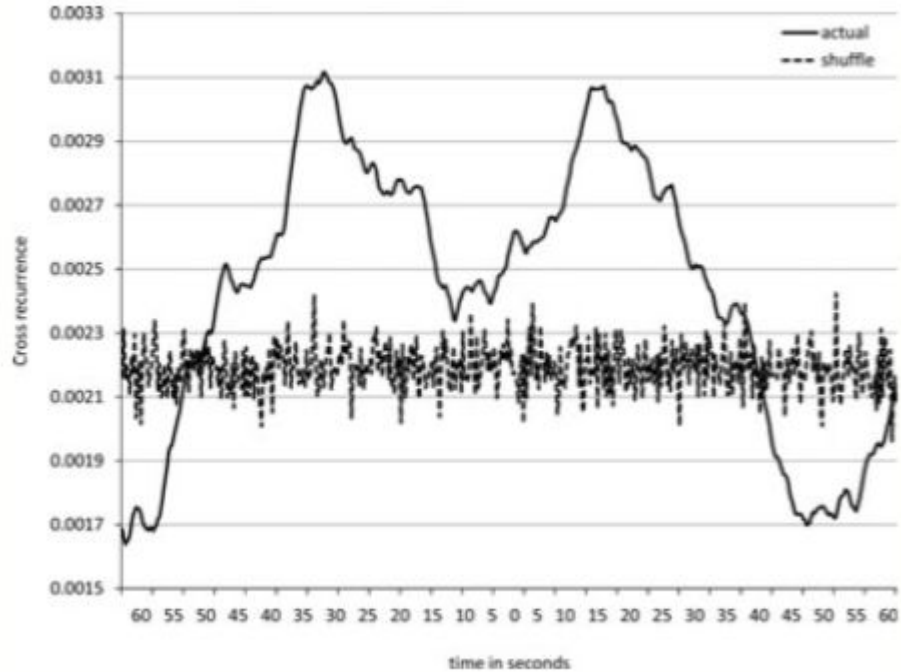
Channels		Observed from	Excursion	Cross-Recurrence		Order		Peak Height	Dialog No.	Difficulty
Modality	Action	Base Line	(lSec)	versus Baseline		IG-IF	IF-IG	IG>IF		
		Start - End	Peak lag	$v_2$	$F$					
Face & Head	Laughing	0-4.75	0	13,792	122.61	++	++			++
	Smile	0-7.75	0	23,008	1,333.88	++	++	-		++
	Eyebrow down	0-2.75	1.25	5,344	3.85	+	+		++	++
	Eye squint	0-1.75	1	4,576	7.54	++	++			
	Nodding head	0-3.75	0.75	9,952	62.21	++	++	++	++	++
	Shaking head	0-3.00	1	9,952	37.82	++	++	++	++	++
Gesture	Deictic	10.00-37.50	25.00	83,680	107.99	++	++	++	++	++
Touch face	Chinrest	12.50-50	27.50	172,000	11.42	++	++	++	++	++
	Touch cheek	0-40.00	18.75	114,400	181.25	++	++		++	-
Language: Dialog acts	Acknowledgment	0.25-1.75	0.75	3,808	33.73	++		++	++	
	Clarify	2.25-8.00	6.75	17,632	12.54	++		++		++
	Explain	2.75-27.75	15.00	49,888	111.75	++	++	++	++	++
	Query-YN	10.50-22.75	16.25	37,600	35.19	++	++	++	++	++
	Reply-N	0-1.75	1.00	4,576	60.18	++	++	++		
Discourse Connectives	<i>Alright</i>	0.75-4.75	1.50	6,112	3.86	+		++	++	-
	<i>No</i>	0-2.50	0.75	7,648	56.25	++	++	++	++	++
Descriptions	Compass	1.00-16.75	8.75	45,280	59.25	++	++	++	-	
	Color	1.75-17.00	9.75	32,992	366.30	++	++	-	-	-
	Digit	2.75-27.75	17.50	68,320	226.25	++	++		++	++

Note. Pluses and minuses mark positive and negative regression coefficients. IG, Instruction Giver; IF, Instruction Follower. The number of symbols indicates  $p$ -level:  $++p < .01$ ,  $+p < .05$ ,  $-p < .01$ ,  $-p < .05$ .

# Synchronization of nodding



# Synchronization of cheek touching



# Other patterns

- Synchronization increases
  - As experiment proceeds
  - As the task becomes more difficult

# Moving from lab to big data

- Large-scale collective behavior using social media
  - Twitter:
    - Short in format
    - Widespread integration with mobile devices
- Collective attention
  - [Entrainment](#)
- Pros and Cons?

# Event: 2012 US presidential debates

- Participant:
  - Candidates: Barack Obama and Mitt Romney
  - Moderator
- Audio recordings and transcripts
  - National Public Radio ([www.npr.org](http://www.npr.org)).

# Twitter data

- Random sample of approximately 10% of all public tweets collected during each 90-minute presidential debate.
- Filtered tweets to select only those that mentioned "Obama" or "Romney," either in the text or in their hashtag,
- Excluded tweets containing URLs (to exclude spambot-generated tweets).

Debate	Total tweets	Retweets	Mean tweets / sec (SD)	"Obama"	"Romney"
1	713642	381797	110.4 (47.2)	411391	468583
2	686805	368010	104.5 (47.9)	375506	462159
3	406368	212262	63.0 (27.8)	231778	266801

Sum of "Obama" and "Romney" may exceed total tweet count because tweets can mention both of them.

# Hypotheses

- Three different timescales:
  - Interactional entrainment
  - Content entrainment
  - Long-term attention decay



# First Timescale: Interactional entrainment.

- Assertive behaviors
  - Keeping the ground
  - Interrupting the adversary

# Second Timescale: Content entrainment

- Pointed or “salient” remarks that became memes
- Requires more intensive cognitive processing
  - Responses start later
  - Stay longer

## Third Timescale: Long-term attention decay

- Attention is unlikely maintained all the way
- General interest in the debate should decay after initial burst

# Models - Overview

- Independent variables
  - Current Speaker
  - Speaking Time
  - Interruption
- Dependent variables
  - Tweet mentions of the candidate per second
    - No notion of positive/negative mentions

# Models - First Timescale (Interaction)

- Tested two linear mixed-effect models, for each debate
- First Model
  - Speaker, duration of turn, and interaction between them as fixed effects
  - Turn number as random effect with nested slopes for candidate identity and time within turn
- Second Model
  - Same, with interruptions as additional fixed factor

# Models - Second Timescale (Content)

- Exponential decay ( $N(t) = e^{-\lambda t}$ ) coupled w/ sigmoid ( $M(t) = 1 / (1 + e^{-m(t-s)})$ )
  - Sigmoid captures hypothesis of self-sustaining factor (meme virality)
  - $s$ : point (in seconds) when meme tweet rate is highest
  - $m$ : slope of mention rate at time  $s$
  - Used product:  $M(t)[N(t) - b]$ , where  $b$  is mean base tweet rate in final 100s
  - Found parameters with simple search across reasonable values, maximizing correlation between data and model

# Models - Third Timescale (Long-Term Attention)

- Linear multiple regression model
  - Independent variable: second-order polynomial
  - Dependent variable: tweets per second
- Also assessed fit of just the quadratic time term (capturing decay) in second half of debate

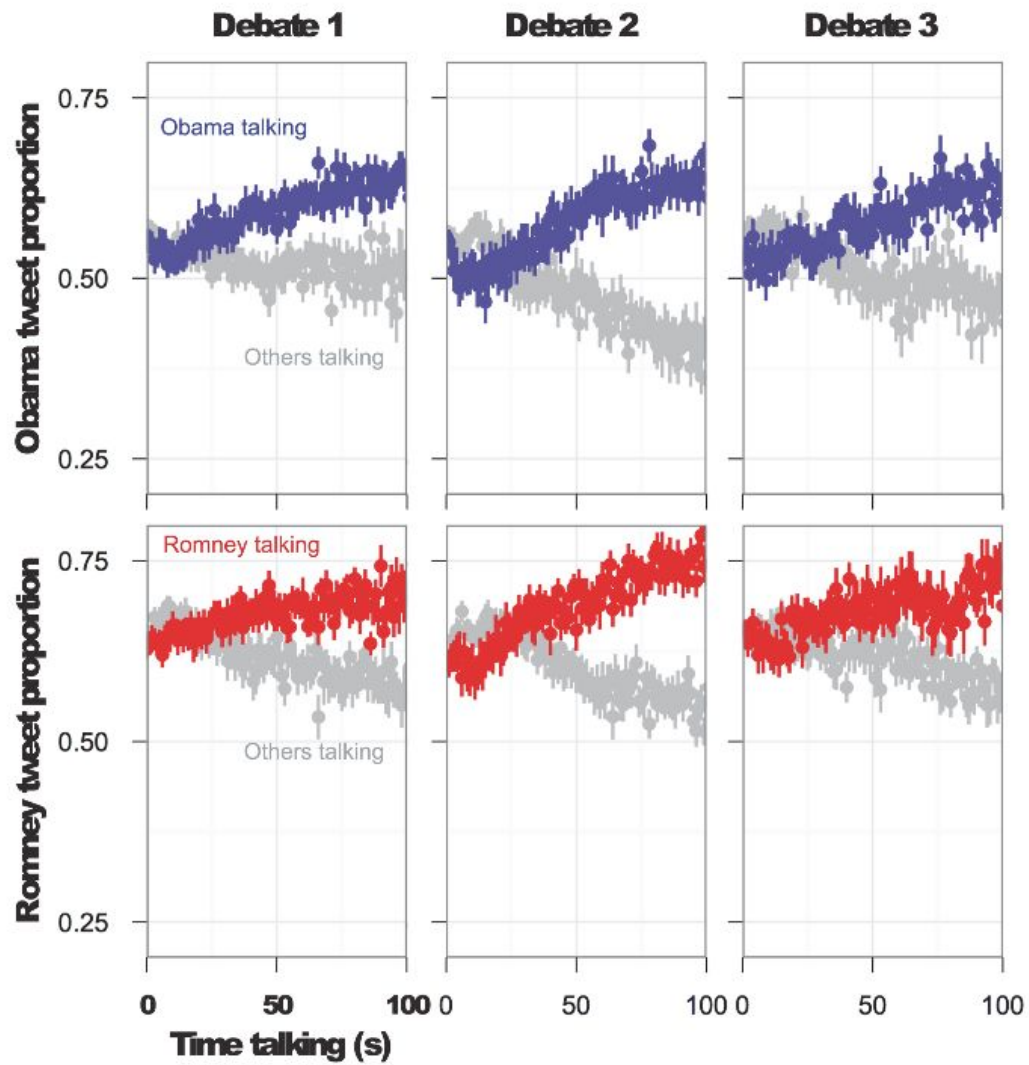
# Models - Combined

- Unified model to predict tweet number
  - Independent variables: speaker duration, interruption, salient moment, quadratic time
  - Dependent variables: tweets per second



# Results - Interaction - Speaker co-variance

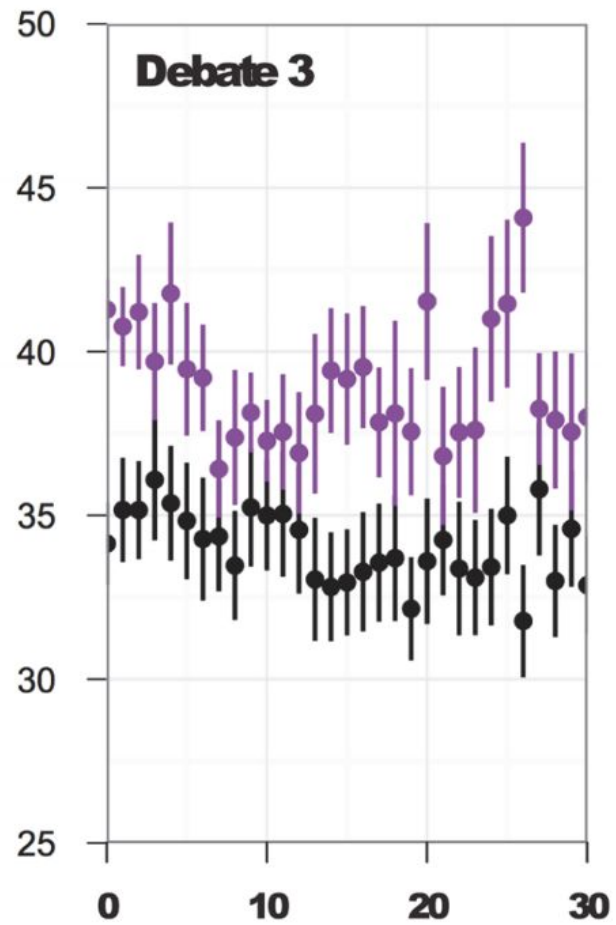
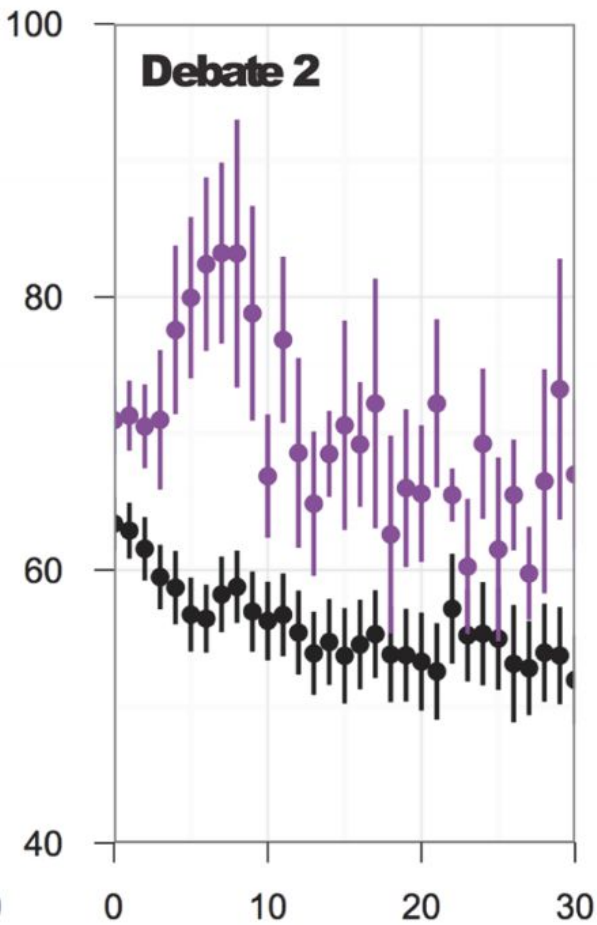
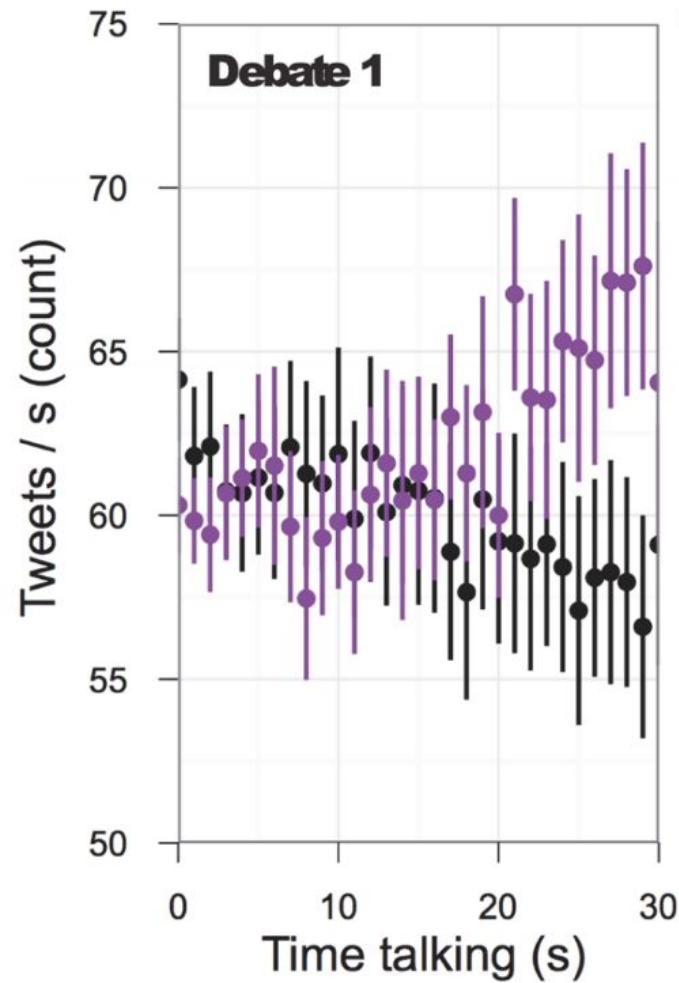
- Mentions of a candidate increased when they were talking
- Model explained at least 10% of variance in all three debates, and over 30% for the second
- Effect of duration was negative, but outweighed by positive factor of current speaker
- As each turn got longer, tweets slowed down, but focus remained on speaker



# Results - Interaction - Interruptions

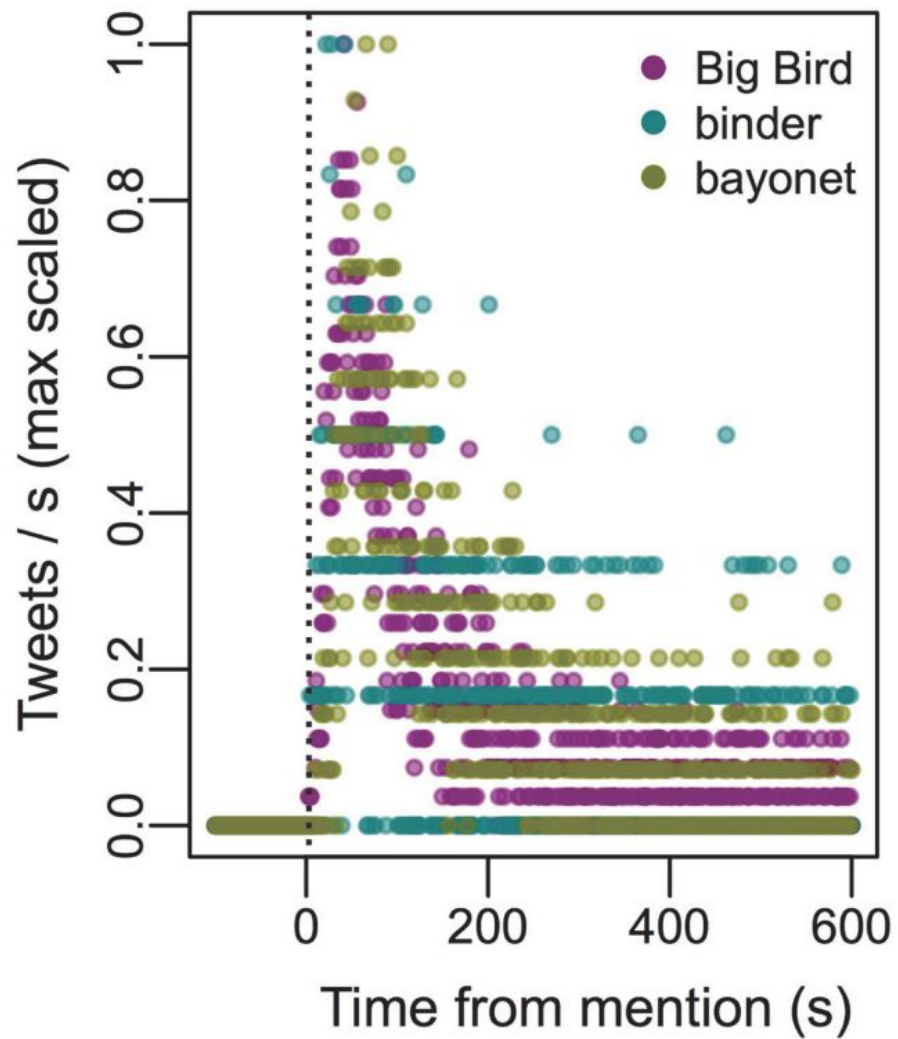
- General increase in mentions of all participants when turn started with an interruption
- Effect was much smaller than speaker identity, but significant in all three debates

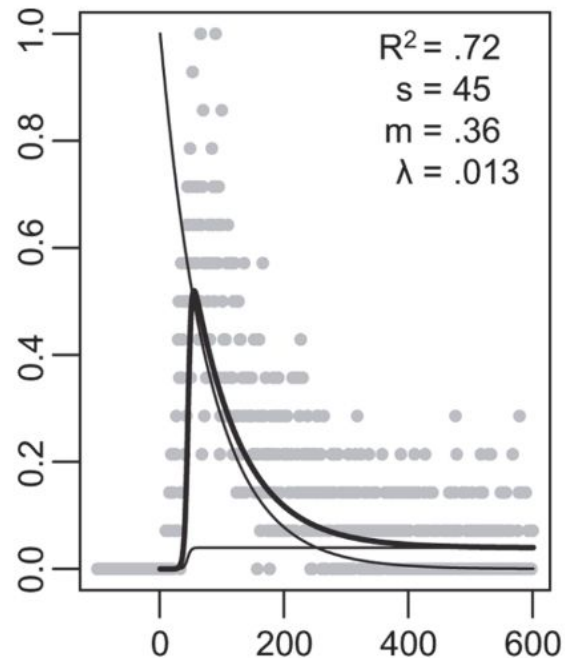
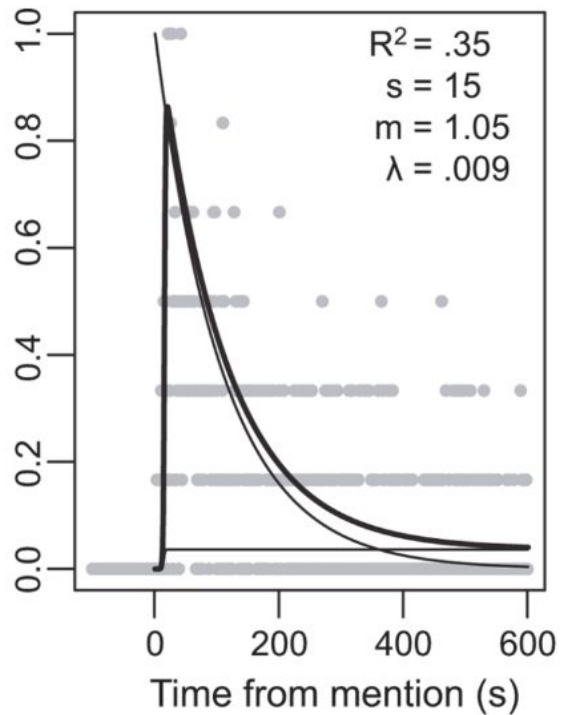
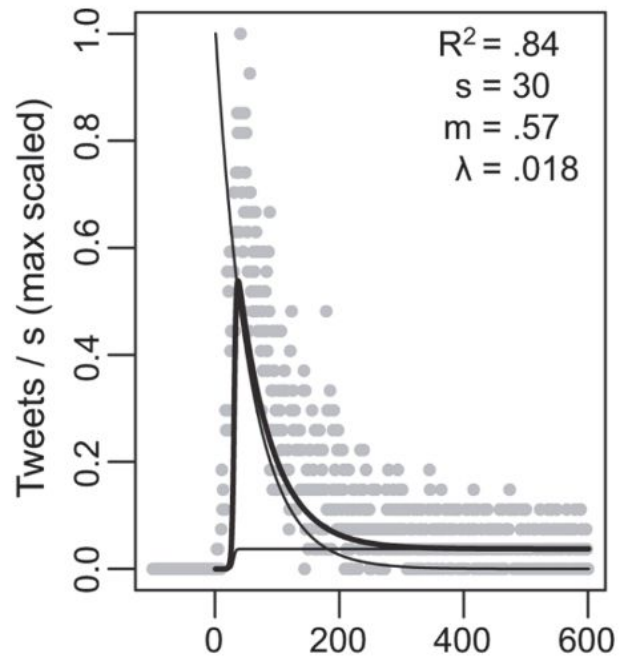
# Interruption / not interruption



# Results - Content

- Mentions of the salient moments (memes) spiked after about a minute, then decayed over the next few minutes





# Results - Long Term Decay

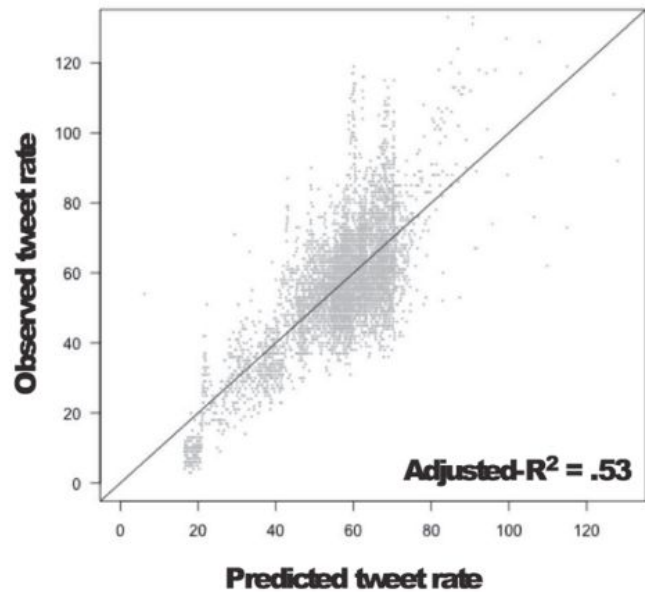
- Predicted with first- and second-order time terms, both of which account for >20% of variance in each debate
- Linearly increasing term (.28) less than quadratic term (.34)
  - Latter half characterized by decay



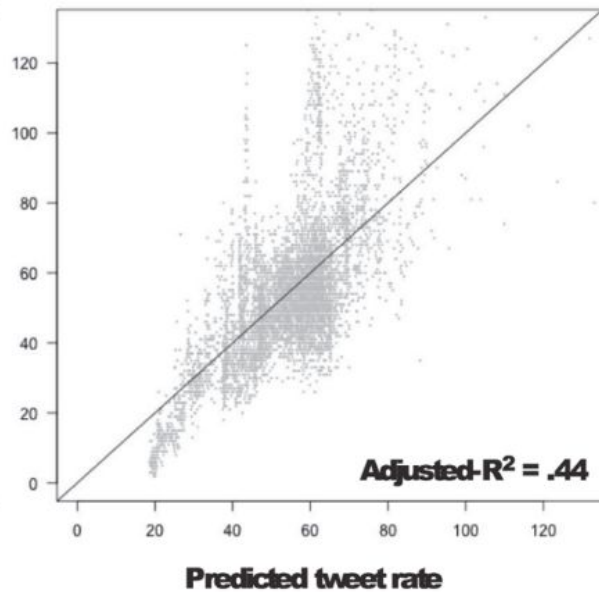
# Results - Combined

- When including all above factors in the analysis, over 50% of variance in tweet rate was explained
  - Each variable uniquely contributed
- Model for the first debate explained ~10% of variance in second and third

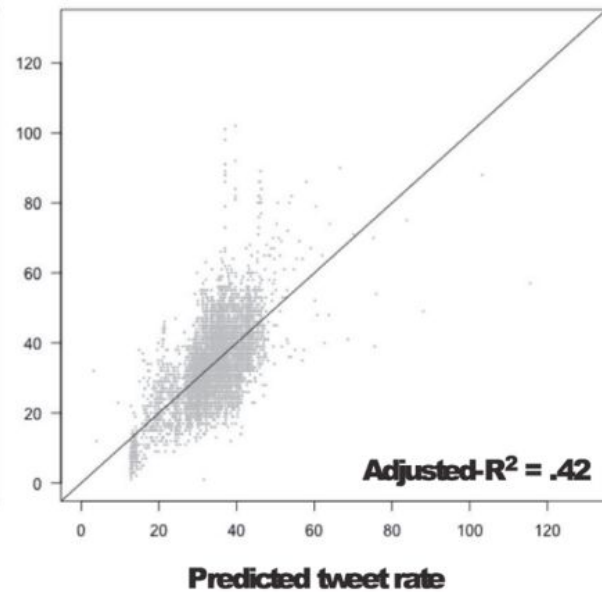
**Debate 1**



**Debate 2**



**Debate 3**



# Future Work

- Positive/Negative mentions
- Political leanings of users
- Effect on public opinion

# Conclusion

- Evidence of entrainment in humans, similar to effects documented in fireflies, starlings, fish, etc
  - Effects visible in hundreds of thousands of individuals within minutes or seconds
- Social media enhances these effects (faster, stronger)

# Discussion

- What are the merits and drawbacks of performing this type of study compared to lab experiments?
- What other phenomena can be studied using “big data” from social media?

Thx for your time and questions!