

# Mind the Gap: Omissions in AD

[... and why  
machines  
need humans]

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## Overview

1. **Context:** MeMAD – automating the description of AV content
2. **Our study:** Human (vs. machine) description – what is omitted
3. **Worked examples** of omissions in human AD
4. **Typology** of omissions in human AD
5. **From here:** Towards creating human-informed machine descriptions

## Context and Present Study

- **MeMAD:** *Methods for Managing Audiovisual Data* (H2020)
- **Approach:** Comparison of human AD with machine description (MD)
- **Data:** Corpus of 500 film clips ('micro narratives')
- **Questions:** e.g. which cues are included/ excluded in AD and MD
- **This study:** Patterns of 'omission' in human AD
  - *Role of common knowledge, proximal/distal cues in retrieval*
- **Wider aim:** (how) can patterns of human AD inform MD



## Example 1: Where are the Strawberries?



*Pretty Woman (1990), Buena Vista Pictures*

## Example 1: Where are the Strawberries?

AD	Dialogue	Omission and Cues
He offers her a strawberry.		- the sound of metal ( <b>audio, sfx</b> ) suggests the strawberry is in a <b>container ...</b>
	Edward: Try <b>a</b> strawberry.	...which is unlikely to contain <b>just one</b> strawberry ( <b>audio dialogue</b> )
	Vivienne: Why?	
	Edward: <b>It</b> brings out the flavour in the champagne.	- pronoun 'it' suggests she has taken just <b>one strawberry</b> ( <b>audio, dialogue</b> ).
	Vivian: Oh, groovy.	
She takes <b>one</b> and bites into it.		AD confirms she has <b>taken one strawberry</b> .
Edward smiles, as he <b>replaces the lid on the silver salver</b> , puts it down on the tray and sits down, watching her.		- replacement of the lid on the container is <b>described (audio, AD)</b> and heard ( <b>audio sfx</b> ), confirming that a metal container holds the strawberries.

## Example 2: Breaking News

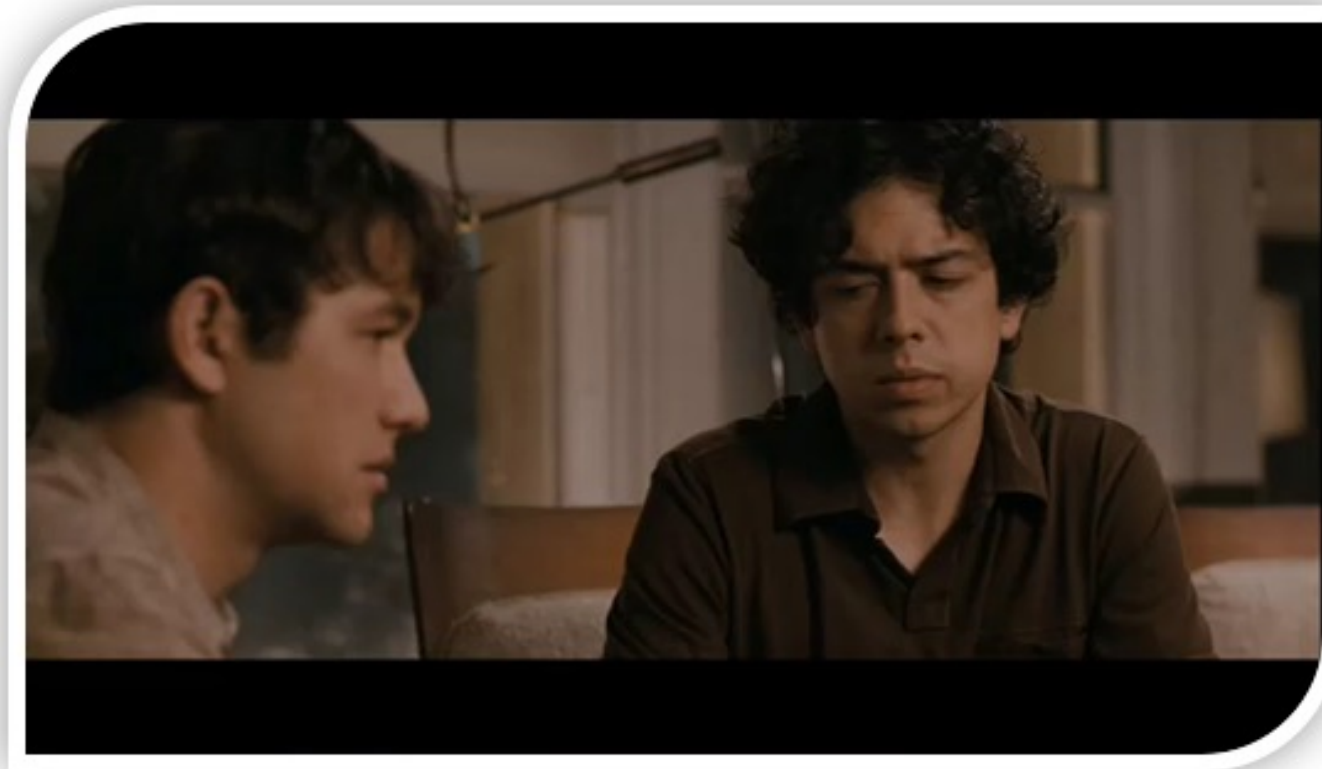


*Extremely Loud and Incredibly Close (2011), Warner Bros. Pictures*

## Example 2: Breaking News

AD	Dialogue	Omission and Cues
Oskar puts the TV on.		- headlines on the TV screen <b>(visual)</b> are not described.
	[Answerphone]: Message two. September 11 <sup>th</sup> . Nine-twelve a.m.	- answerphone announces the time and date <b>(audio, sfx)</b> .
	Man: Are you there? Are you there? It's me again. Hello? Sorry. I ... I ... look, I was hoping you would be home. I don't know if you heard about what happened but I just wanted you to know that I'm okay. Everything is ... is.. is fine. We're still waiting to find out what we're supposed to do. It's pretty chaotic. Firemen are supposed to be coming .... [SHOUTING].	- increasingly stressed tone of the messages <b>(audio, sfx)</b>  - <b>common knowledge</b> ... the importance of the date and details of how events unfolded, help us to determine that this is most likely related to the <b>attacks on the World Trade Center in New York</b> .
The flashback fades away.		- <b>(audio, sfx)</b> indicate events are in the past - boy is reflecting on his father's death.

## Example 3: Metaphors of Despair



*500 Days of Summer (2011), Fox Searchlight Pictures*



## Example 3: Metaphors of Despair

AD	Dialogue	Omission and Cues
	Summer: This can't come as a total surprise to you, I mean we've been like Sid and Nancy for months now.	Indicators of mood: - break up ( <b>common knowledge</b> ) - monochrome cinematography ( <b>visual, no AD</b> ) - facial expressions ( <b>visual, no AD</b> )
	Tom: Summer, Sid stabbed Nancy. Seven times, with a kitchen knife. I mean, we've had some disagreements but I hardly think I'm Sid Vicious!	- situation is likened to famous catastrophic relationship ( <b>audio, dialogue + common knowledge</b> )
	Summer: No! I'm Sid.	- plodding music suggests dark humour ( <b>audio, score</b> ) - although Summer's expression is deadpan ( <b>visual, no AD</b> ).
	Tom: Oh, so I'm Nancy?	- dramatic irony from his intonation ( <b>audio, dialogue</b> )
A waitress brings <b>two plates</b> .		- appearance of food ( <b>visual, no AD</b> ) is <b>amusing metaphor</b> for Tom's despair
	Summer: Let's just eat and we'll talk about it later.	-Tom's face shows his despair ( <b>visual, no AD</b> )
	Summer: Mmm that is good, I'm <b>really glad</b> we did this. I love these pancakes.  What?	- Summer's expression suggests she is not glad they met ( <b>visual, no AD</b> ). - also carried by Summer's vocal tone ( <b>audio</b> ) - + draws on <b>common knowledge</b> that break-ups are unpleasant.
Tom gets up.		Tom leaves the diner, on his face an expression of shock and despair ( <b>visual, no AD</b> ).

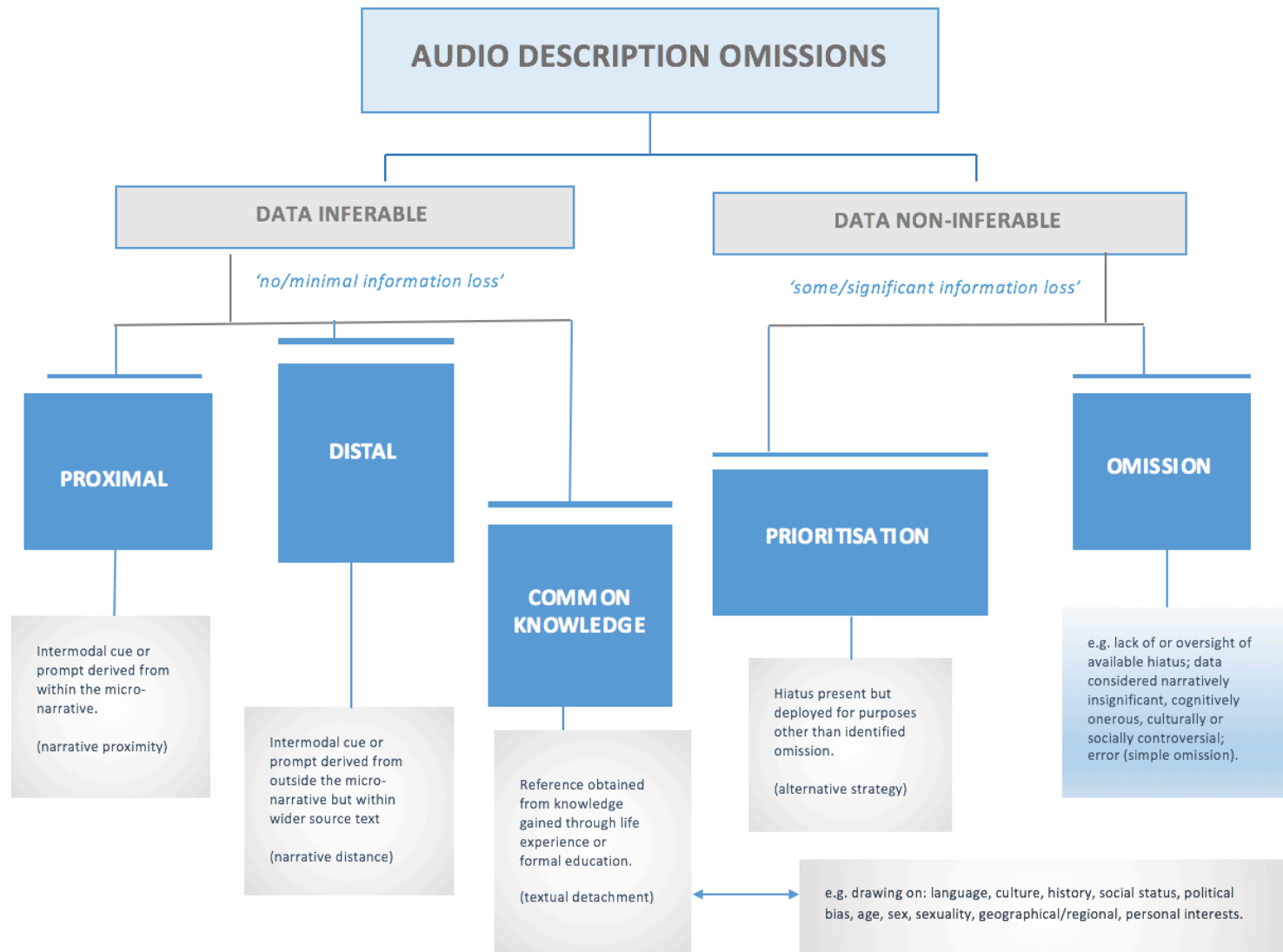
## Example 4: Reading the Signs



*Goal II: Living the Dream (2007) – Buena Vista International*

## Example 4: Reading the Signs

AD	Dialogue	Omission and Cues
Prudie sits on a wall outside the school, reading.		- Prudie's <b>actions</b> and <b>location</b> <i>are described (visual, AD)</i> .
A shadow is cast over her book. She looks up, blinking.		- a shadow <i>is described</i> , suggesting someone might be approaching ( <b>visual, AD</b> )  - her 'blinking' ( <b>visual, AD</b> ) tells us the sun is strong, reinforcing the shadow idea, but giving no indication of its source ( <b>omission</b> ).
	Trey: Ahem... I'm in Brigadoon... do you mind running lines with me?	
		- as the scene changes, we hear the same couple reading lines in a theatre together. <b>Trey is still not identified.</b>  - without AD assistance, Trey's identity must be established by reference to his <b>voice (audio, dialogue)</b> and/or reference to the multi-character <b>plotline (audio, dialogue)</b> .



## Towards Creating Human-Informed Machine Descriptions



- **Work in progress**
  - Testing
  - Working with describers; reception studies
  - Machine learning algorithms
- **Human-centred and responsible automation**
  - Re-use and retrieval in broadcasting context
  - Access (post-editing)
  - New types of AV content

# References

## Images

Pascal (2009) *Caution*. Flickr, Creative Commons. Available at: <https://tinyurl.com/ARSAD2>.  
Accessed on 12 March, 2019.