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# Evaluating modern computer vision techniques for Shape Language classification in meetings

### Automatic understanding of meetings and negotiations

# 1. Background

#### 1.1 The Shape Language [1]

- Is a system of geometric shapes (e.g., spheres, cubes, pyramids)
- · Designed to enhance collaboration and represent abstract ideas.

#### **1.2 Limitations of Computer Vision tools**

- · Limited exploration in specialized contexts like human-object interactions in negotiations.
- · Lack of comparison analysis between different models in these scenarios.

#### 1.3 The objective

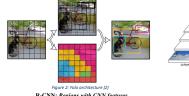
Assess the models' ability to recognize and classify Shape Language objects to improve collaborative tools in organizational contexts.

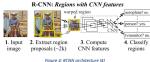
#### 2. Research question

How well do modern computer vision models perform in recognizing and classifying Shape Language objects during meetings?

### 3. Related literature

Four models were chosen for this study: Yolov8, SSD, RCNN and RetinaNet.





#### YOLOv8

- · Single-stage, very fast, real-time suitable.
- · Balances accuracy and speed. Issues with localization in earlier versions.

#### RCNN

- Two-stage, high accuracy for complex objects.
- · Slow and computationally expensive.
- · Not real-time capable.



ure 1: Example of a frame from the datase containing the Shape Language objects

## 4. Methodology 4.1. Frame annotation: Using Farneback Optical Flow

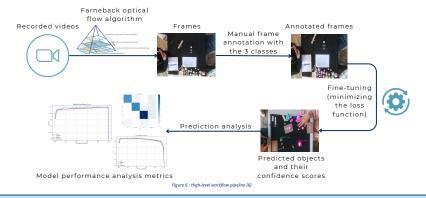
· Selects frames with substantial motion, minimizing redundant or static frames.

#### 4.2 Fine-tuning the target models: Yolov8, SSD, RCNN and RetinaNet

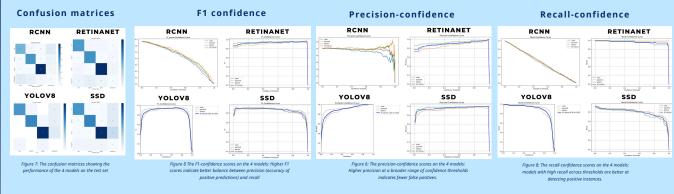
· Result: bounding box predictions and class labels, along with confidence scores for each label.

#### 4.3 Evaluating the models

· Result: The predictions of the test set, confusion matrix, F1 score, precision-confidence curve, recall-confidence curve, and precisionrecall curve



# 5. Results



· RetinaNet: Best overall performance with high F1 scores, precision, and recall across all confidence thresholds and object classes.

- YOLOv8: Strong precision-recall metrics, achieving near-perfect precision at moderate thresholds, but recall drops sharply at extreme thresholds.
- · SSD: Lower precision and recall than the other models, especially for shapes like spheres and pyramids, reducing reliability.
- RCNN: Weakest performance, with significant variability in precision and recall, struggling with accurate detection of smaller or less prominent objects.

Overall perfromance conclusion: Overall, RetinaNet emerged as the most balanced and robust model, followed by YOLOv8, while SSD and RCNN had some limitations in handling this custom dataset

# 6. Limitations and future work

- Computational Constraints
- High Memory Usage
- Dealing with occlusions
- Semi-supervised and active learning

#### • Single-stage, fast, real-time capable. · Moderate accuracy, struggles with small objects

· Simpler architecture than the other 3 models.

Figure 3: RetingNet architecture [3

Figure 5: SSD architecture 15

imbalanced datasets (uses FPN).

RetinaNet

SSD

# 7. Conclusions

- · Objective: Assess the performance of YOLOv8, SSD, RCNN, and RetinaNet in recognizing and categorizing Shape Language objects in meeting scenarios.
- Key Findings;
- 1. RetinaNet outperformed all models in precision, recall, and F1 score
- 2. Small dataset reduced generalizability of conclusions.
- 3. Computational constraints limited hyperparameter tuning and deeper evaluations.

# 8. References

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# · Single-stage, high accuracy, strong for

- Small Dataset
- · Moderate speed, slower than YOLO/SSD.