



# WP2 INTERACTIVE USER QUERY INTERFACE

# TRUST ISSUES IN SCIENTIFIC VIDEO COLLECTIONS

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### USER INTERFACE CHALLENGES



- The F4K system provides a solution, but marine biologists are not yet aware of the problem
  - user tasks do not exist yet
  - a working prototype is needed to communicate with users
    - goals of project
    - potential for their own research
- Uncertainties in the data affects all scientific conclusions that can be derived from it
  - user understanding of their impact is critical

Final Review

 F4K data issues are different from data biologists have collected themselves



## FOUR MAIN TOPICS OF STUDY



- Understanding and supporting users' information needs
- Understanding and supporting users' interpretation of uncertainty

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### **USERS' INFORMATION NEEDS**

Identifying information exploration tasks and providing a user interface to support them





# REQUIREMENTS IDENTIFICATION FROM EXPERT INTERVIEWS

# What are the most important user needs?

- initial study (beginning of the project)
  - interviews with 3 marine biologists,
     distilled to "20 questions"
  - basis for first UI prototype
- follow up study
  - interviews with 11 Dutch marine biologists
  - focus on their data collection methods

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provides context on how to communicate our data



### DATA COLLECTION METHODS



#### Typical data collection methods

- 1. Baited **cameras**, stereoscopic vision
- 2. **Cameras** hovering the seabed
- 3. **Diving** with handheld cameras
- 4. Experimental **fishery**, with fish dissection
- 5. Commercial **fishery**, from the entire North Sea market
- 6. **Diving** observation, manual reports
- 7. **Cameras** on commercial vessels

#### **Uncertainty in current methods:**

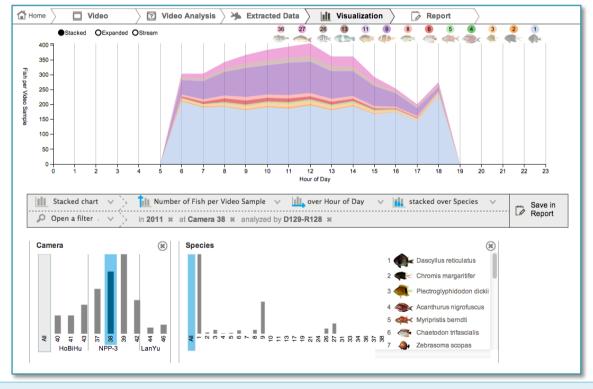
- Some species are very difficult to identify (e.g., camouflaged or hiding)
- Fish catches vary greatly under the same conditions
- Dense fish schools are difficult to count





# USER REQUIREMENTS HIGH-LEVEL, DOMAIN-ORIENTED INFORMATION

- Abundance of fish per species, location and time period
- Number of species per location and time period







# **EVALUATION OF USER INTERFACE** BY EXPERT USERS

Ability of user interface to support representative information seeking tasks



### STUDY SET-UP



10 participants (Taiwanese marine ecology)

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- Representative tasks, such as
  - Is the abundance of species X less than species Y?
  - What is the count of species X at this time of year?
  - Does the same pattern occur in different locations?
- Levels of confidence measured by asking participants

9

Luxembourg





# **RESULTS**





# - USER INTERFACE - EVALUATION



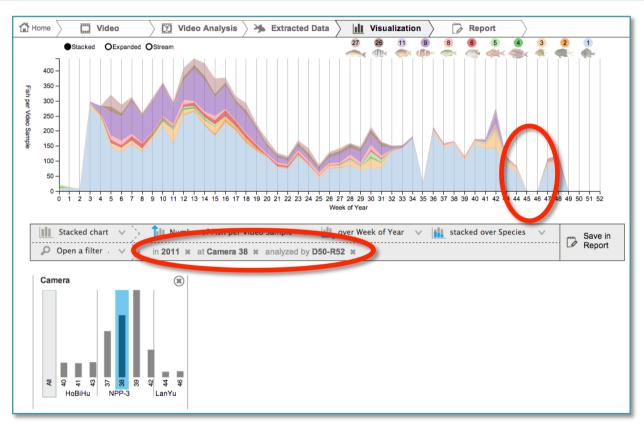
### Interaction principles were easy to understand

Both the main graph and the filter histograms were perceived as useful





# - USER INTERFACE - EVALUATION



Numbers of videos and filters in use were not salient enough, or were overlooked by users





CWI

# - USER INTERFACE -**EVALUATION**

| Confidence | All Answers(9 | 6)         | No Usability Is | ssues (%)   | With Usability Issues (%) |             |  |
|------------|---------------|------------|-----------------|-------------|---------------------------|-------------|--|
|            | Right         | Wrong      | Right           | Wrong       | Right                     | Wrong       |  |
| Very High  | 86 (43)       | 19 (9.5)   | 69 (48.3)       | 12 (8.4)    | 17(29.8)                  | 7 (12.3)    |  |
| High       | 55 (27.5)     | 10 (5)     | 40 (28)         | 8 (5.6)     | 14 (24.6)                 | 3 (5.3)     |  |
| Moderate   | 16 (8)        | 5 (2.5)    | 8 (5.6)         | 0 (0)       | 6 (10.5)                  | 6 (10.5)    |  |
| Low        | 1 (0.5)       | 6 (3)      | 1 (0.7)         | 4 (2.8)     | 0 (0)                     | 3 (5.3)     |  |
| Very Low   | 1 (0.5)       | 1 (0.5)    | 0 (0)           | 1 (0.7)     | 0 (0)                     | 1 (1.8)     |  |
| Total      | 159 (79.5%)   | 41 (20.5%) | 118 (82.6 % )   | 25 (17.5 %) | 37 (64.8 %)               | 20 (35.2 %) |  |

- Users were mostly very confident in their answers, even when wrong
- Usability issues subjectively lowered user confidence

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# INTERPRETATION OF UNCERTAINTY

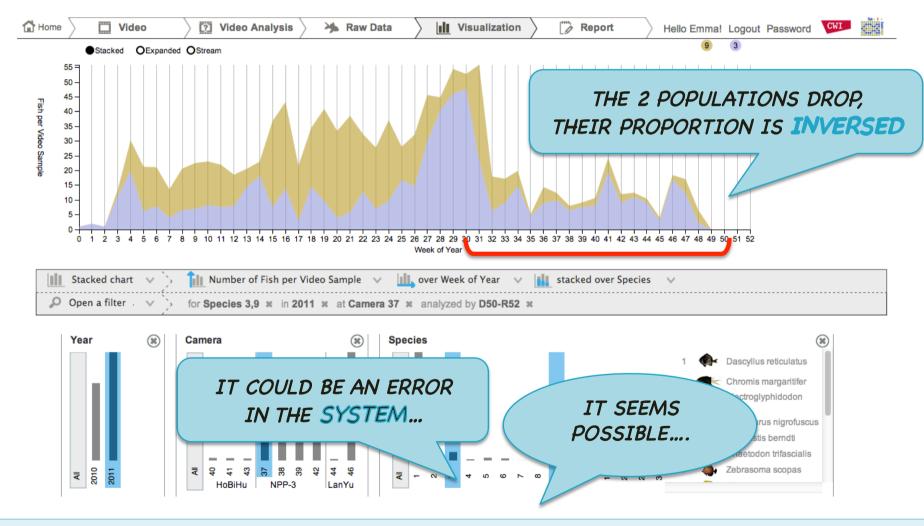
Are users aware of the meaning and impact of uncertainty from video analysis



## ARE THESE TRENDS SIGNIFICANT?



Do they represent the real fish community?







# UNCERTAINTY FACTORS IMPACTING HIGH-LEVEL INTERPRETATION

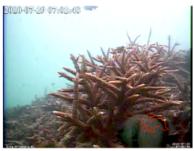
## Uncertainty due to video analysis techniques

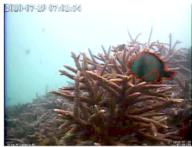
- Image processing errors
- Image quality

   (blurred, algae, encoding errors...)
- Noise and biases
   (random and systematic errors)
- Varying number of videos (unprocessed or faulty videos)
- Ground-Truth size and quality













# UNCERTAINTY FACTORS IMPACTING HIGH-LEVEL INTERPRETATION

### Uncertainty due to the application context

- Varying cameras' field of view (the observed habitats impact the collected data)
- Sampling with replacement (individuals are repeatedly observed, depending on species' swimming behavior, and cameras' field of view)











# **EVALUATION OF IMAGE PROCESSING**



What we investigated







- How to support user trust and acceptance of video analysis software?
- Can it be supported by reporting on ground-truth based evaluations?
- What technical details of these evaluations should be provided?





# **EXPERIMENTAL SET-UP**

Explore responses to ground-truth based evaluations



## PARTICIPANTS & TASKS



Exploring practices across countries & data collection methods

#### 11 participants with different cultures and expertise

- 3 levels of expertise: 2 Professors, 8 Researchers, 1 Master student
- 3 countries: Netherlands, Taiwan, Greece
- 4 data collection techniques: Video Images, Diving Observations, Experimental Fisheries, Commercial Fisheries

### Tasks set-up

- Semi-structured interviews
- Explanations of ground-truth based evaluations

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- Introducing technical details in 3 steps
- At each step, measurement of user trust, acceptance, understanding and information needs (7-scale and multi-choice questions)





# **3-STEPS EXPOSURE TO GROUND-TRUTH EVALUATIONS**



#### Step 1 (left)

- Expert-made fish counts (i.e., from the ground-truth)
- Software-made fish counts

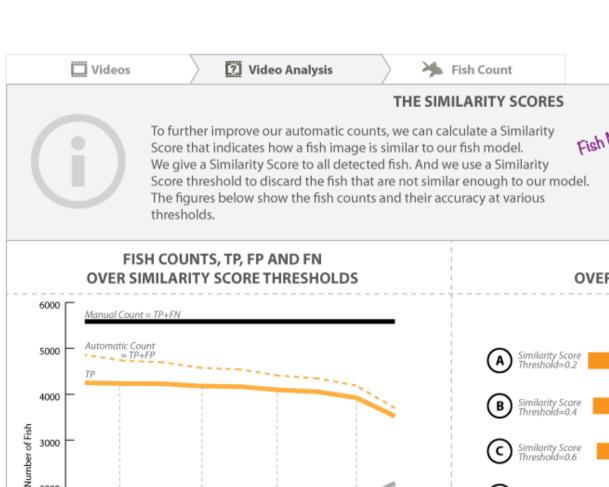
#### Step 2 (right)

- True Positives, False Positives and False Negatives
- No rates, just raw numbers

#### Step 3

- Similarity score threshold
- True Positives, False Positives and False Negatives, given for various thresholds
- Software-made fish counts, given for various thresholds

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3000

2000

1000

Legend:

FΝ

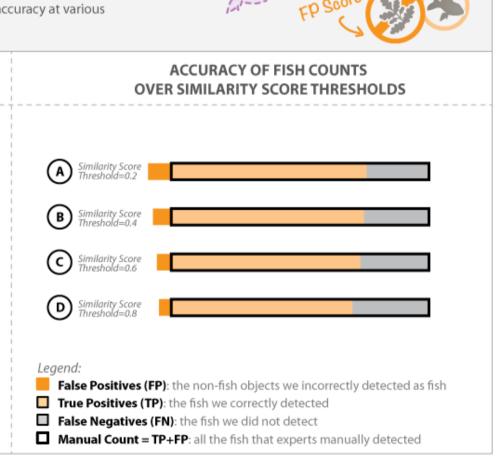
Manual Count = TP+FN

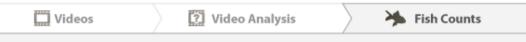
— TP — FP — FN

В

Similarity Score Threshold

- Automatic Count = TP+FP

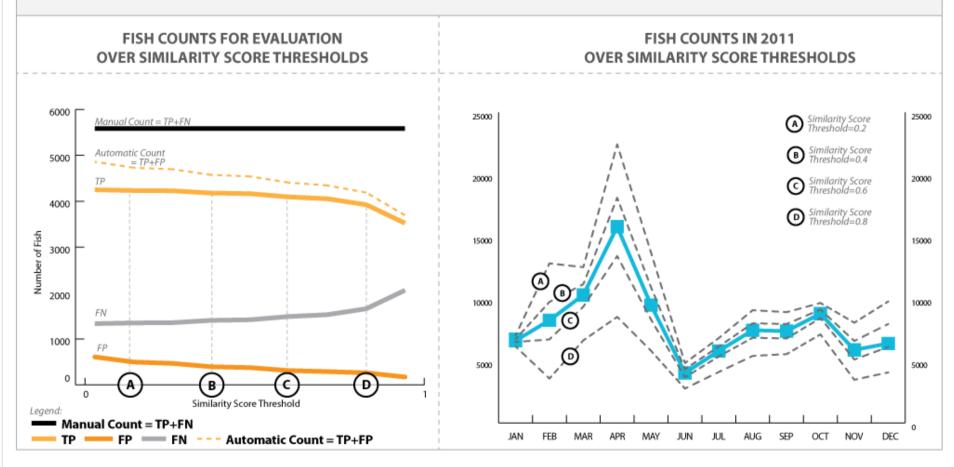






#### **OUR COUNTS OF FISH**

The counts of fish we detect can vary depending on the Similarity Score threshold we use. We used a Similarity Score threshold of 0.5. In the figure on the right, the dashed grey lines indicates the fish counts that can be obtained with different thresholds. The figure on the left shows what fish counts where obtained at these thresholds during the evaluation, i.e., when analysing the 102 videos for evaluation.







# **RESULTS**

Impact of ground-truth based evaluations on user trust and acceptance



## **USER TRUST AND ACCEPTANCE**



Potential support offered by ground-truth based evaluation

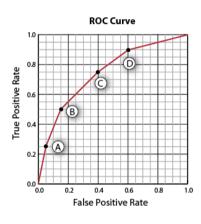
|      | Trust  |        |        | Acceptance |        |        | Understanding |        |        | Information Need |        |        |
|------|--------|--------|--------|------------|--------|--------|---------------|--------|--------|------------------|--------|--------|
| Case | Step 1 | Step 2 | Step 3 | Step 1     | Step 2 | Step 3 | Step 1        | Step 2 | Step 3 | Step 1           | Step 2 | Step 3 |
| 2    | +      | +      | -      | +          | +      | +      | -             | -      | -      | ++               | ++     | ++     |
| 3    | -      | -      | +      | +          | +      | +      | +             | -      | +      | ++               | +      | +      |
| 4    | ++     | ++     | ++     | ++         | ++     | ++     | +             |        |        | +                | +      | ++     |
| 6a   | -      | -      | -      | -          | -      | -      | ++            | ++     | ++     | +                | +      | +      |
| 6b   |        |        | -      | +          | +      | ++     | ++            | ++     | ++     | ++               | ++     | ++     |
| 7a   |        |        | -      | _          | -      | -      | +             | +      | -      | ++               | ++     | ++     |
| 7b   | +      | -      | +      | +          | +      | ++     |               |        | -      | ++               | -      | +      |

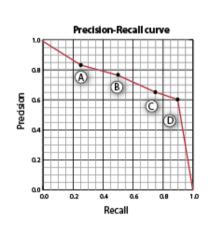
- User **trust and acceptance** did not benefit from detailing ground-truth based evaluation
- Understanding was difficult, and additional information needs were not addressed
- This may cause the ground-truth based evaluations to be ineffective
- Acceptance remains relatively high, since automatic video analysis saves a lot of effort

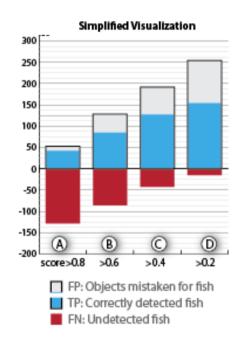




# **DESIGN RECOMMENDATION FOR NON-EXPERTS**







Relatively complex "ROC" evaluations

- require effort to understand
- remove user's attention from underlying information task Alternative design takes results of study into account
- reducing visual complexity





# LIFE AFTER FISH4KNOWLEDGE?



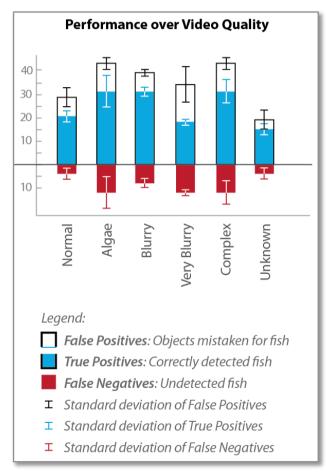


# FUTURE WORK ON UNCERTAINTY-RELATED INVESTIGATIONS

#### **Development of methods for evaluating biases**

- Repeated ground-truth evaluation under conditions that may induce biases, and compare means and deviations.
- Investigate alternative distributions of certainty scores, for example by applying logistic regression techniques to normalize fish counts.

**Final Review** 







## **CONCLUSIONS**

- We established information needs for scientific usage of data based on video analysis techniques
- We delivered a multi-dimensional data exploration interface, addressing a large range of use cases, while being extensible to ongoing developments
- We provided a UI design to bridge the knowledge gap between video analysis experts and marine biology experts to address uncertainty issues

**Final Review** 







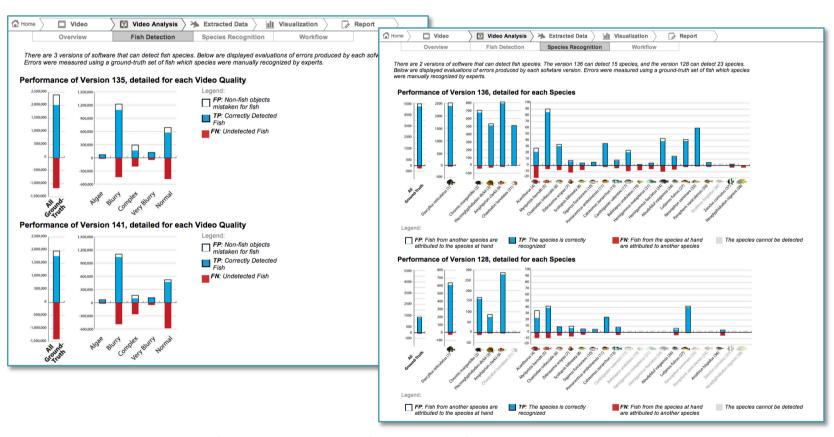






#### - USER INTERFACE -

# SUPPORT FOR UNCERTAINTY-RELATED INVESTIGATIONS



### ...and reports video analysis accuracy

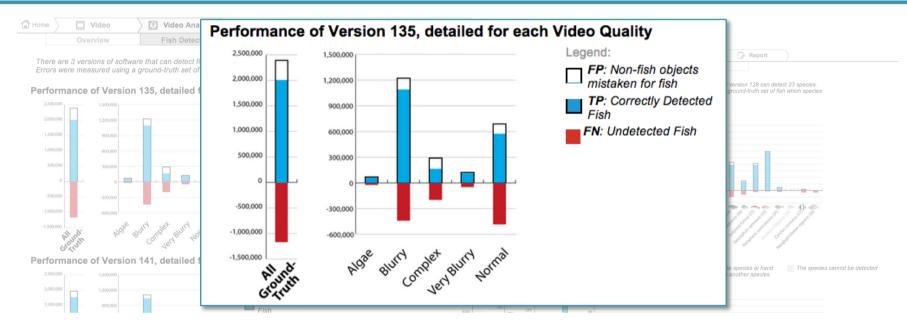
for specific location, time periods, image quality





#### - USER INTERFACE -

# SUPPORT FOR UNCERTAINTY-RELATED INVESTIGATIONS



### We studied ground-truth evaluation for non-experts

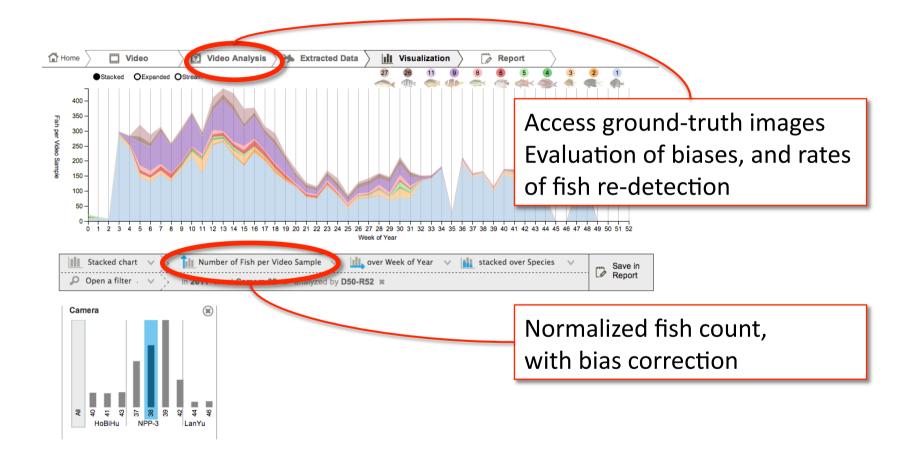
- Understanding the technical concepts demands important effort
- Other uncertainty factors also require user attention
- Simplified presentation of ground-truth evaluation are desirable

### We propose a design excluding rates and True Negative





# USER INTERFACE FUTURE WORK



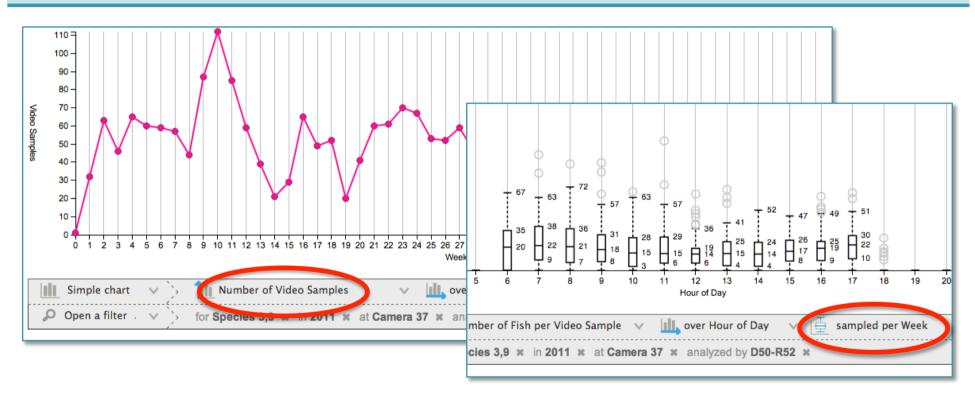




Fish4Knowledge Project

#### - USER INTERFACE -

# SUPPORT FOR UNCERTAINTY-RELATED **INVESTIGATIONS**



### The 'Visualization' tab also addresses uncertainty issues

- Number of videos per location, time periods, image quality
- Mean and deviation of fish abundance and number of species

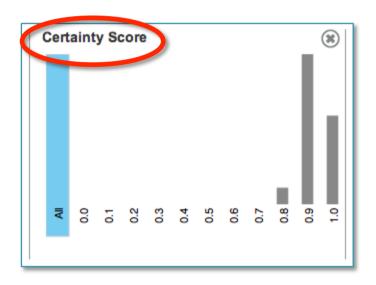




#### - USER INTERFACE -

# SUPPORT FOR UNCERTAINTY-RELATED INVESTIGATIONS





### The 'Visualization' tab also addresses uncertainty issues

Fish abundance and numbers of species over image quality

**Final Review** 

'Certainty Scores' as an indicator of video analysis accuracy