Using machine learning to predict where people look

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Understand where humans look

- For applications in graphics, design, robotics
- reading, skimming, search
- measure and reduce clutter



http://www.useit.com/alertbox/reading_pattern.html

Applications



provide equal or improved performance without eye tracking equipment

Saliency

- measure of conspicuity
- likelihood of a location to attract attention of human

Saliency Models



(a) Original image



(b) Hou and Zhang



(c) Itti and Koch

- Itti and Koch
 - Ruth Rosenholtz
- Hou and Zhang

L. Itti and C. Koch. A saliency-based search mechanism for overt and covert shifts of visual attention, 2000.

R. Rosenholtz. A simple saliency model predicts a number of motion popout phenomena. Vision Research 39, 19:3157–3163, 1999.

X. Hou and L.Q. Zhang. Saliency detection: A spectral residual approach. 2007.

Saliency Models

- based on biologically plausible linear filters
- measure intensity, illumination, and color contrast
- lots of parameters
- bottom up model



Bottom-up saliency model. From Itti and Koch [2001]

People don't always look where low-level models predict



(a) Original image

(b) Itti and Koch Saliency Map

(c) eye tracking locations



- Top down task and scene dependent cues
- Bottom up saliency cues



Our Learning Approach

- Goal: Learn a model of where people look directly from eye tracking data
- Steps
 - Collect eye tracking dataset
 - Learn a new model

Collecting a database of eye tracking data

Collect eye tracking data



Natural images of objects and scenes downloaded from Flickr and LabelMe

Collect eye tracking data



screen resolution 1280x1024

each image shown for 3 seconds

eye tracker measures location of eye fixation several times a second.

user rests head in chin rest

[Photo Credit: Jason Dorfman CSAIL website]

15 users on 1003 images



fixations for one user



first 5 fixations for 15 users



Average fixation locations / continuous saliency map



top 20% salient locations

Where do you look?













How consistent are humans?



Low entropy saliency maps





High entropy saliency maps



Bias towards the center





Avg of all saliency maps

40% of fixations within the center 11% of image 70% of fixations within the center 25% of image

Human performance











Where people look







People









Animals

Text

Body parts

Size of Region of Interest



Learning a model

Features

- Low level illuminance, orientation, color
- Mid level? vanishing point, horizon line
- High level face detection, object detection



Image filtered with Difference-of-Gaussian(DoG) filters



Viola Jones Face detector

Features







Itti Color

Red



Auto Horizon Line



Blue Prob



Torralba Saliency













Itti Intensity





ColorHist m=2



CarDetection







Itti Orientation

Blue

ColorHist m=4





Dist to Center



Red Prob



ColorHist m=8



Eyetracking labels







Auto Faces







ColorHist m=16













Learn a model

- collect positive salient and negative non salient examples (10 pos : 10 neg)
- Linear support vector machine
- Test on single features and all features

Saliency maps from different models









NPR application







Conclusion

- Have new large collection of eye tracking data
- Can learn models of saliency and BEYOND
- Future work: enhance model, applications for saliency, explore cropping

Questions?

