

5. VALIDATION

Initially we have used a 10-fold cross-validation test on the classifiers to predict fixation durations. In this test we randomly select 90% of the data for training and test the prediction on the remaining 10%. The process is repeated 10 times and the prediction error is averaged. It can be seen that the prediction error is less than or equal to 40% for 12 out of 18 participants and 40% taking all participants together (Figure 10).

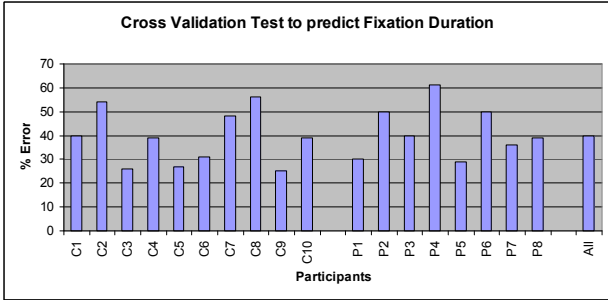


Figure 10. Cross validation test on the classifiers

Then, we have used our model to predict the total fixation time (summation of all fixations, which is nearly same as the visual search time) for each individual search task by each participant. Table 2 shows the correlation coefficient between actual and predicted time for each participant. Figure 11 shows a scatter plot of the actual and predicted times taking all able-bodied participants together and Figure 12 shows the scatter plot for each visually-impaired participant.

Table 2. Correlation between actual and predicted total fixation time

Participants	Correlation
C1	0.740*
C2	0.788**
C3	0.784**
C4	0.455
C5	0.441
C6	0.735*
C7	0.530
C8	-0.309
C9	0.910**
C10	0.655*
P1	0.854**
P2	0.449
P3	0.625
P4	0.666*
P5	0.843**
P6	0.761**
P7	0.728**
P8	0.527

** p< 0.01
* p< 0.05

For able-bodied participants, the predicted time significantly correlates with the actual for 6 participants (each undertook 10 search tasks), correlates moderately for 3 participants and did not work for one participant (participant C8). For visually impaired participants, the predicted time significantly correlates with the actual for 5 participants (each undertook 10 search tasks), correlates moderately for 3 participants. We are currently working to improve the accuracy further.

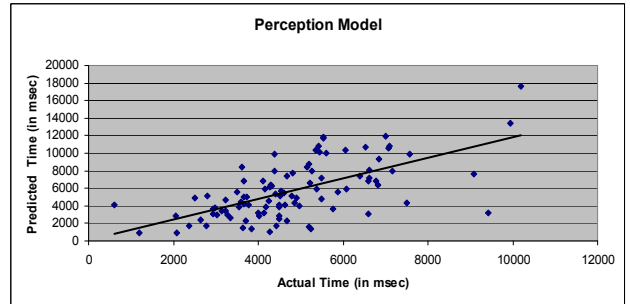


Figure 11. Scatter plot of actual and predicted time for able-bodied users

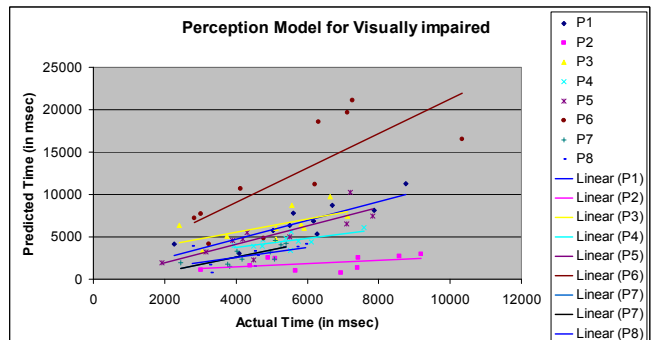


Figure 12. Scatter plot of actual and predicted time for visually-impaired users

We also validated the model using a Leave-1-out validation test. In this process we tested the model for each participant by training the classifiers using the data from the other participants. Figure 13 shows the scatter plot of actual and predicted time and Figure 14 shows the histogram of percent error. The predicted and actual time correlates significantly ($r = 0.5, p < 0.01$) while the average error in prediction is about 40%.

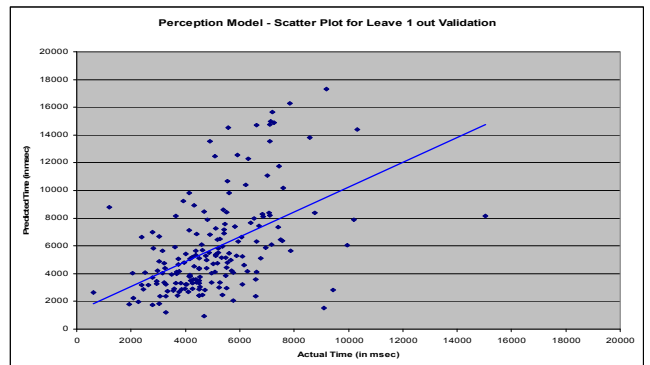


Figure 13. Scatter plot of predicted and actual time

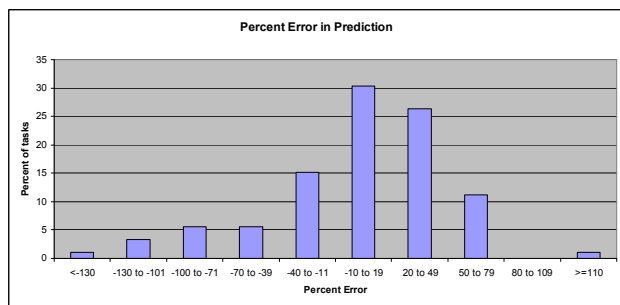


Figure 14. Percent error in prediction

Then we validated the model by taking data from some new participants (Table 3). We used a single classifier for all of them which was trained by our previous data set. We did not change the value of any parameter of the model for any participant. Table 3 shows the correlation coefficients between actual and predicted time for each participant. Figure 15 shows a scatter plot of the actual and predicted times for each participant. It can be seen our prediction significantly correlate with actual for 6 out of 7 participants.

Table 4 shows the actual and predicted visual search paths for some sample tasks. The prediction is similar though not exactly same. Our model successfully detected most of the points of fixation. In the second picture of Table 3, we have only one target, which pops out from the background. Our model successfully captures this parallel searching effect while the serial searching is also captured in the other cases. In the last figure we show the prediction for a protanope (a type of colour-blindness) participant and so the right hand figure is different from the left hand one as we simulate the effect of protanopia on the input image.

Table 3. New Participants

Participants	Age	Gender	Correlation	Impairment
V1	29	F	0.64*	None
V2	29	M	0.89**	None
V3	25	F	0.7*	None
V4	25	F	0.72*	Myopia -4.75/-4.5
V5	25	F	0.69*	Myopia -3.5
V6	27	F	0.44	Myopia -8/-7.5
V7	26	M	0.7*	None

*p<0.05

**p<0.01

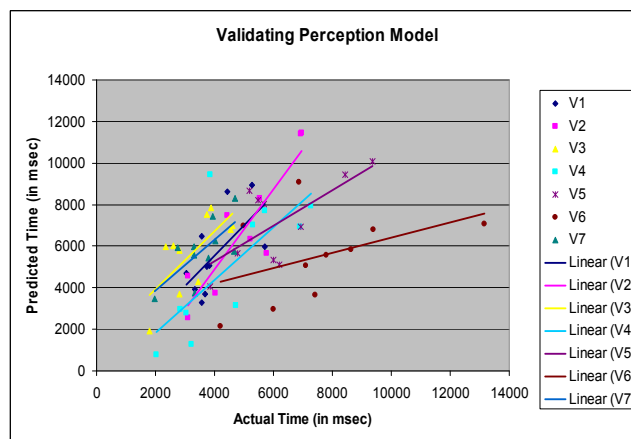


Figure 15. Scatter plot of actual and predicted time for new users

6. DISCUSSION

The eye-tracking data shows that the eye movement patterns are different for different participants. The performance of the eye tracker (drift, fixation identification etc.) also differs across participants.

We found that the visual search time is greater for visually-impaired users than for able-bodied users. However, the eye movement strategies of visually impaired users are not different from their able-bodied counterparts. This is due to the fact that the V4 region in the brain controls the visual scanning and our visually-impaired participants did not have any brain injury and so the V4 region worked the same as the able-bodied users. However visually-impaired users had a greater number of attention fixations which made the search time longer. Additionally the difference between the numbers of fixations for able-bodied and visually impaired users is more prominent for shorter duration (less than 400 msec) fixations. Perhaps this means visually impaired users need many short duration fixations to confirm the recognition of target. From an interface designers' point of view, these results indicates that the clarity and distinctiveness of targets are more important than the arrangement of the targets in a screen. Since the eye-movement patterns are almost same for all users, the arrangement of the targets need not be different to cater visually-impaired users. However clarity and distinctiveness of targets will reduce the visual search time by reducing recognition time and number of fixations as well.

Regarding our model, we tried to keep it as general as possible by using the same feature set (Shape Context Similarity coefficient and Colour Histogram coefficient in YUV space) to predict fixation duration for all participants. Additionally we also used the same eye move#ent strategy (Cluster Nearest) for all participants. The result demonstrates that

- The model is robust and scalable.
- The accuracy can be further increased by personalizing it for each individual user.

The experimental task consisted of searching for both basic shapes and real life icons. We found that the

Table 4. Actual and predicted visual search path

Actual Eye Gaze Pattern	Predicted Eye Gaze Pattern

Table 5. Comparative analysis of our model

	ACT-R/PM or EPIC models	Our Model	Advantages of our model
Storing Stimuli	Propositional Clauses	Spatial Array	Easy to use and Scalable
Extracting Features	Manually	Automatically using Image Processing algorithms	
Matching Features	Rules with binary outcome	Image processing algorithms that give the minimum squared error	More accurate
Modelling top down knowledge	Not relevant as applied to very specific domain.	Considers the type of target (e.g. button, icon, combo box etc.).	More detailed and practical
Shifting Attention	Systematic/ Random and Nearest strategy	Clustering/ Nearest /Random strategy	Not worse than previous, probably more accurate

fixation duration does not depend on the type of the target (icon/shape), hence, the model does not need to be tuned for a particular task and works for both types of search task. Table 5 presents a comparative analysis of our model with the ACT-R/PM and EPIC models. Our model seems to be more accurate, scalable and easier to use than the existing models.

However, in real life situations the model fails to take account of the domain knowledge of users. This knowledge can be either application specific or application independent. There is no way to simulate application specific domain knowledge without knowing the application beforehand. However there are certain types of domain knowledge that are application independent and apply for almost all applications. For example, the appearance of a pop-up window immediately shifts attention in real life, however the model still looks for probable targets in the other parts of the screen. Similarly, when the target is a text box, users focus attention on the corresponding labels rather than other text boxes, which we do not yet model. There is also scope to model perceptual learning. For that purpose, we could incorporate a factor like the frequency factor of EMMA model [24] or consider some high level features like the caption of a widget, handle of the application etc. to remember the utility of a location for a certain application. These issues did not arise in most previous work since they considered very specific and simple domains.

7. CONCLUSION

In this work, we have developed a systematic model of visual perception which works for people with a wide range of abilities. We have used image processing algorithms to quantify the perceptual similarities among objects and predict the fixation duration based on that. We also calibrated our model by considering different eye movement strategies. Our model intended to be used by software engineers to design software interfaces. So we tried to make the model easy to use and comprehend. As a result it is not so detailed and accurate to explain the results of any psychological experiment on visual perception. However, it is accurate enough to select the best interface among a pool of interfaces based on the visual search time. Additionally, it can be tuned to capture the individual differences among users and to give accurate prediction for any user.

ACKNOWLEDGEMENTS

We would like to thank the Gates Cambridge Trust for funding this work. We like to thank the participants from Cambridge to take part in our experiments. We are grateful to Dr. H. M. Shah (Shah & Shah), Prof. Gary Rubin (UCL) and Prof. John Mollon (Univ. of Cambridge) for their useful suggestions regarding visual impairment simulation. We also like to thank Dr. Alan Blackwell of University of Cambridge and Dr. T. Metin Sezgin for their help in developing the model.

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