Eye Tracking for Blob Tracking

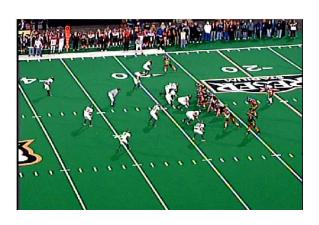
Steven Scher (ucsc phd candidate) sscher@ucsc.edu

ISSDM program

James Davis (ucsc professor)

Sriram Swaminarayan (LANL)

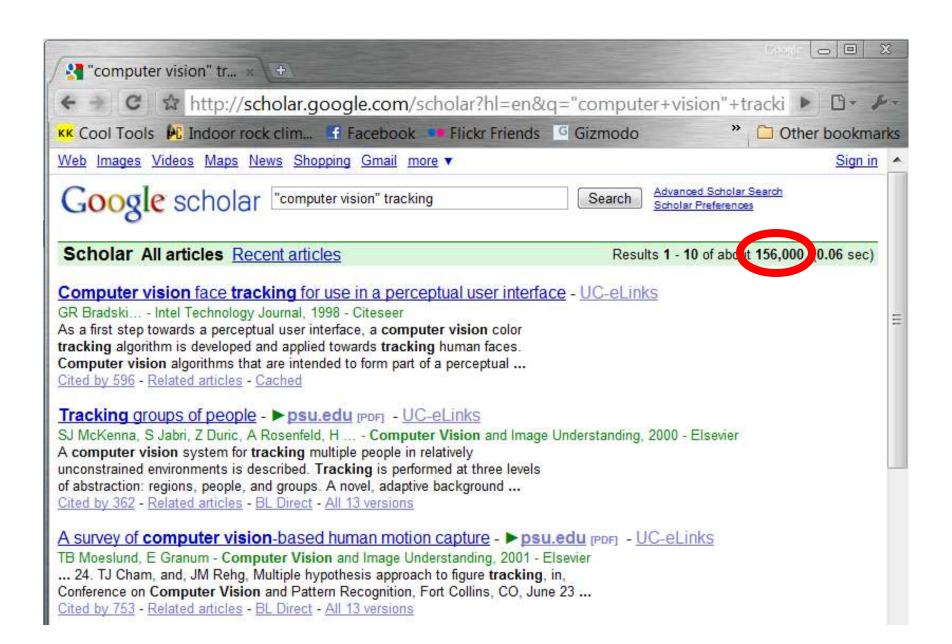
It's useful to track stuff

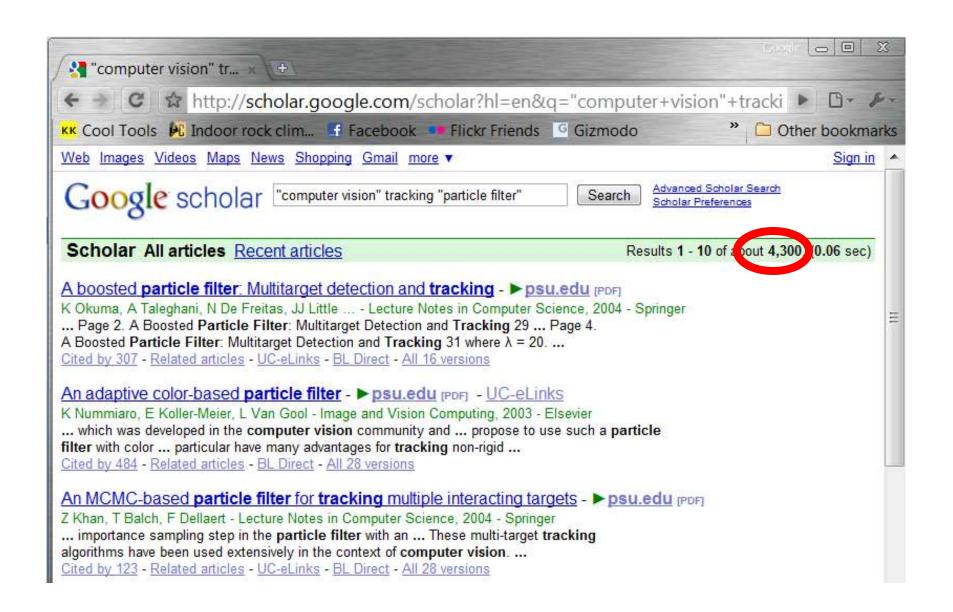




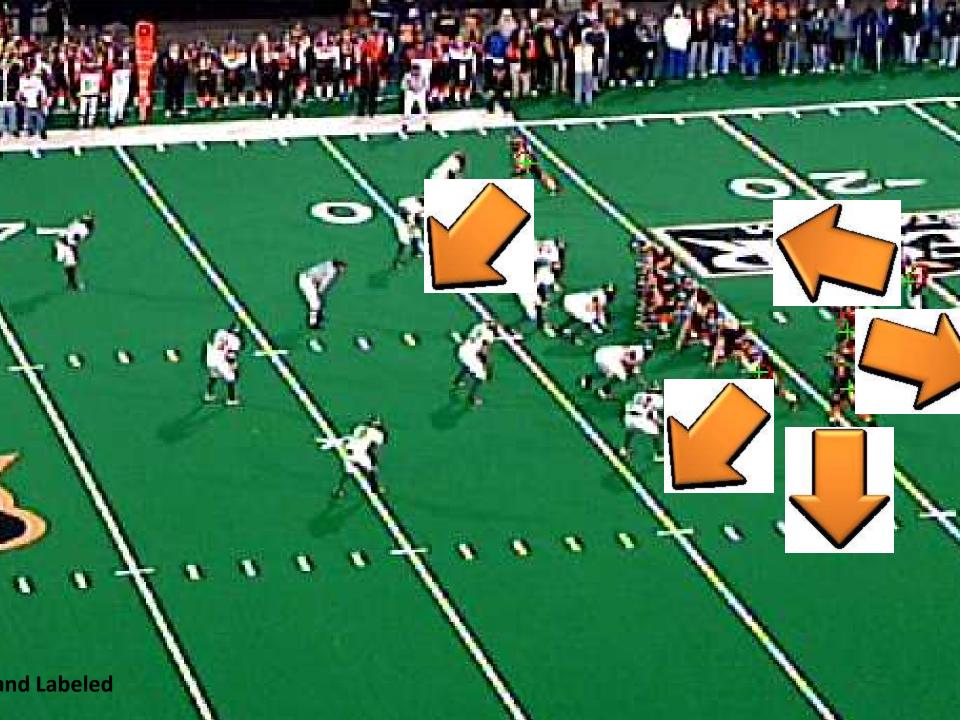


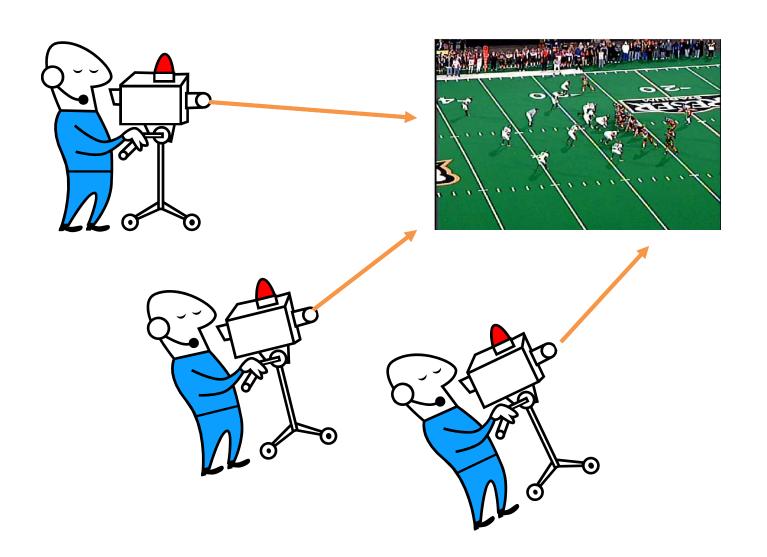


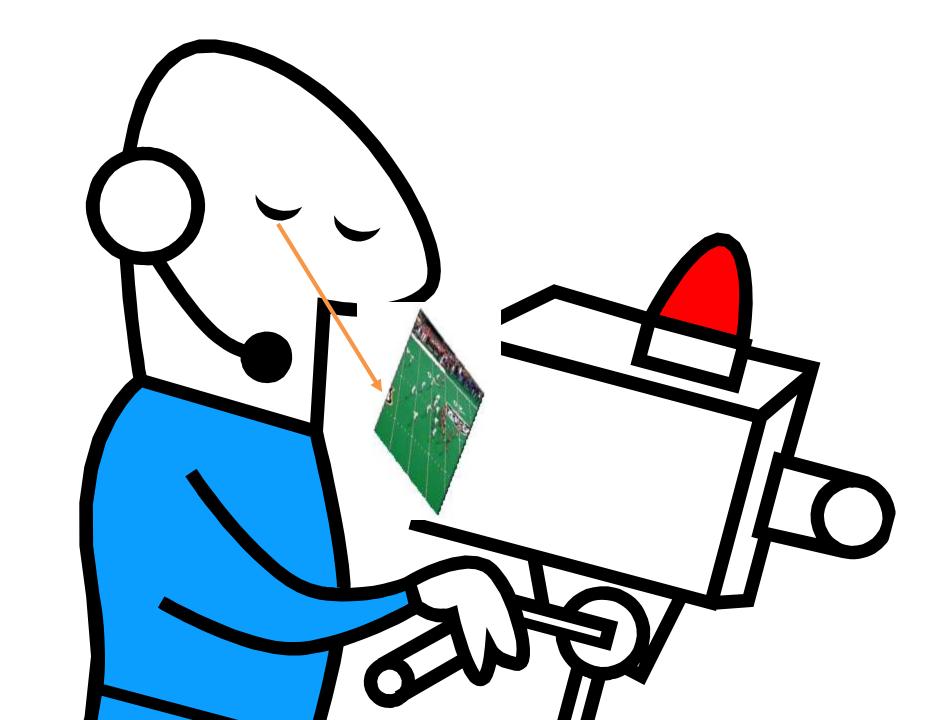


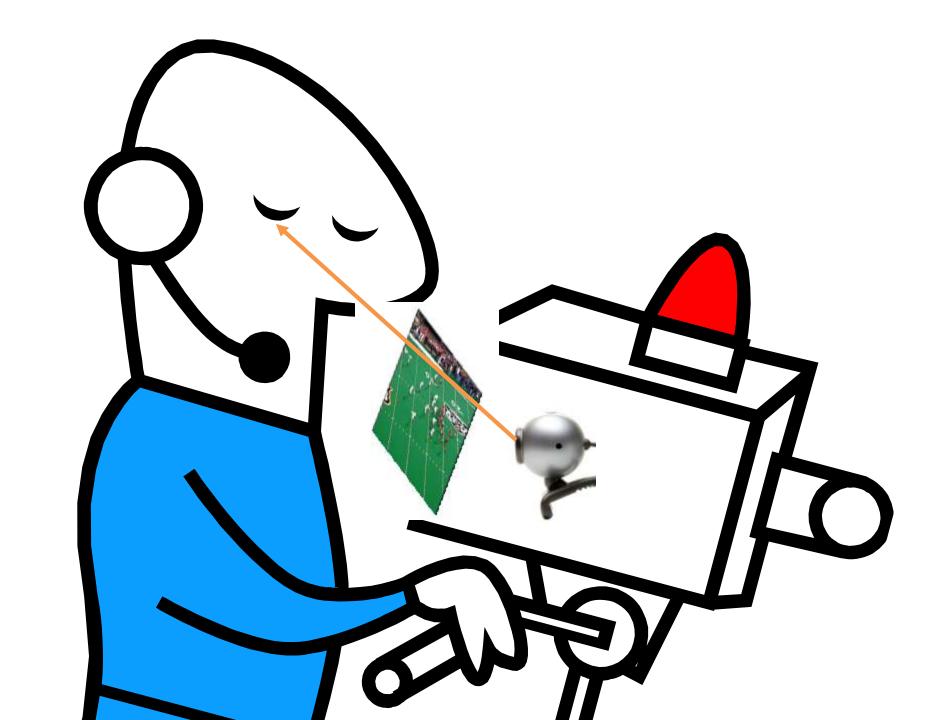




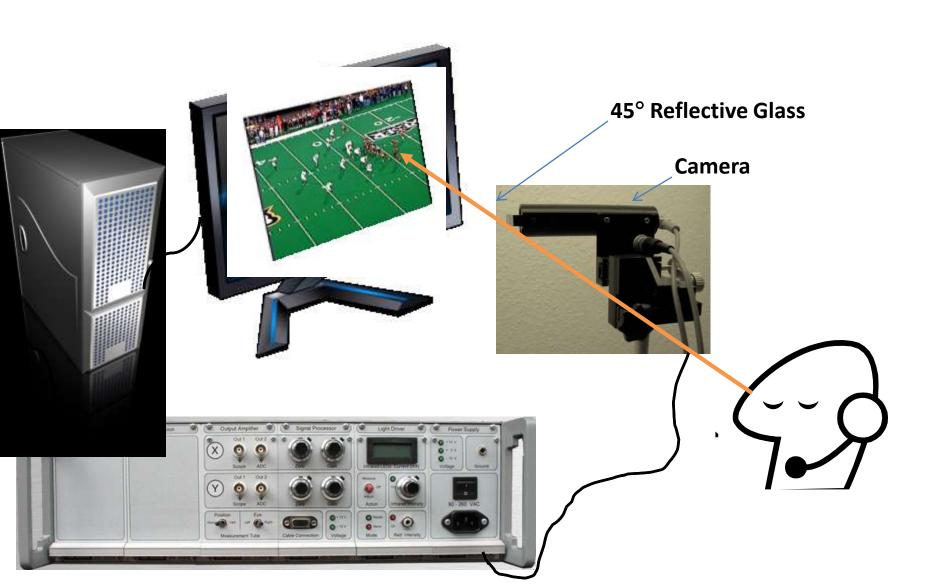




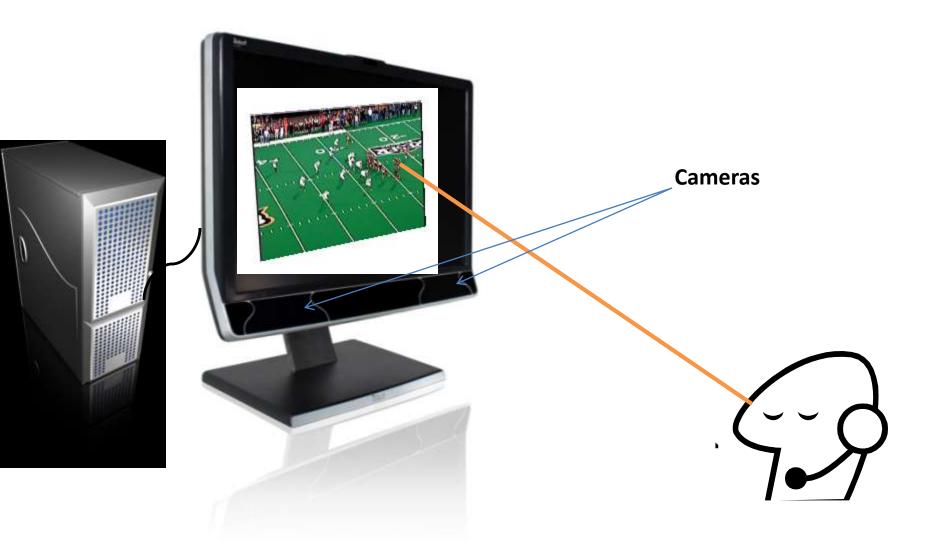


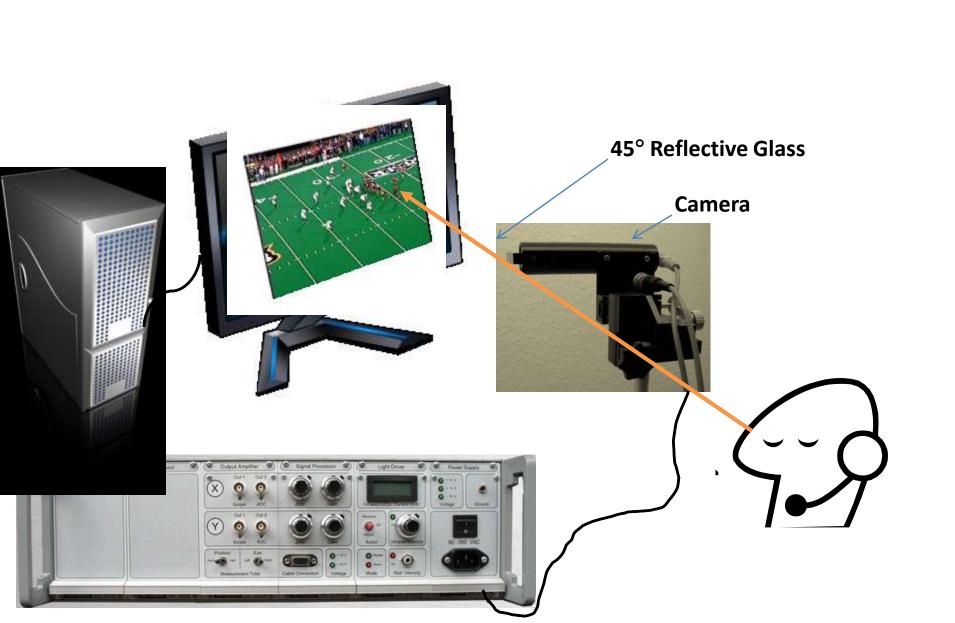


Our Eye Tracker



Other Fancier Eye Trackers



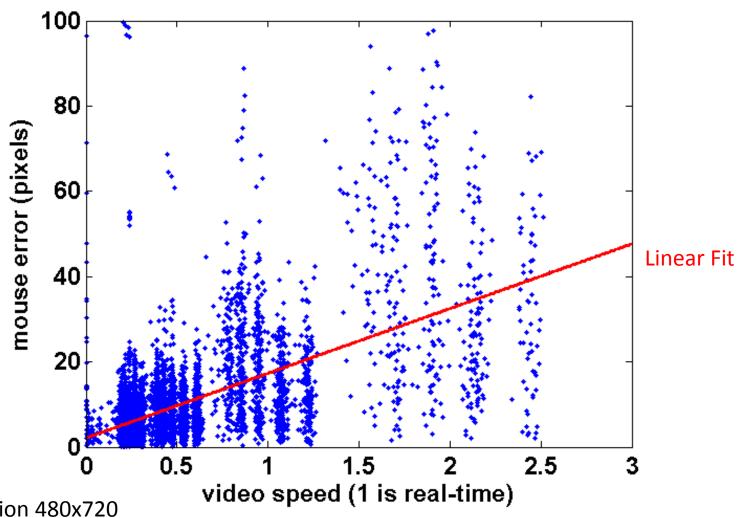


Why not use a mouse?



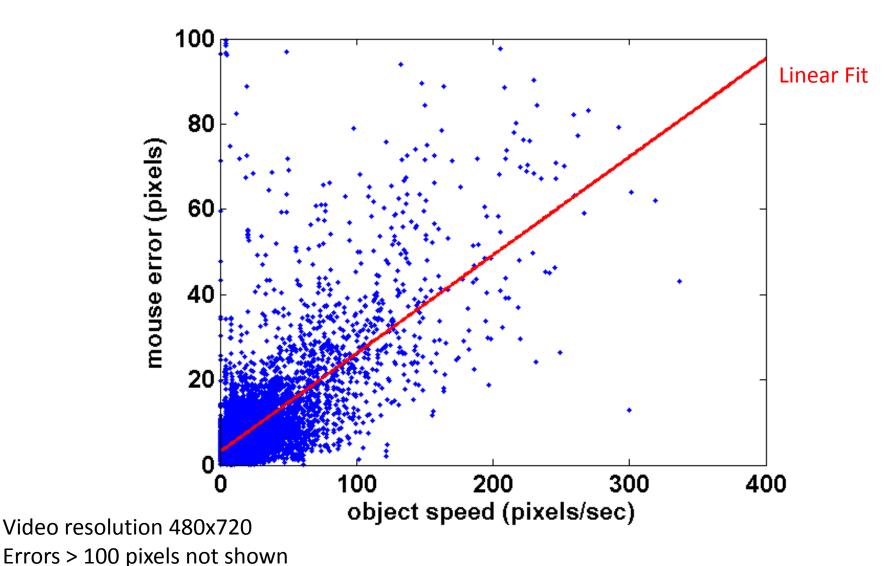
- Show 2 hand-labeled videos
 - Original Speed
 - Too Fast

Hand-Labeling Error Increases with Video Playback Speed



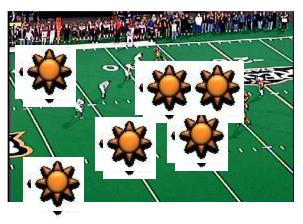
Video resolution 480x720 Errors > 100 pixels not shown

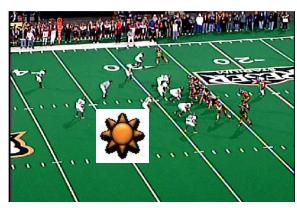
Hand-Labeling Error Increases with Object Speed



A little about our eyes

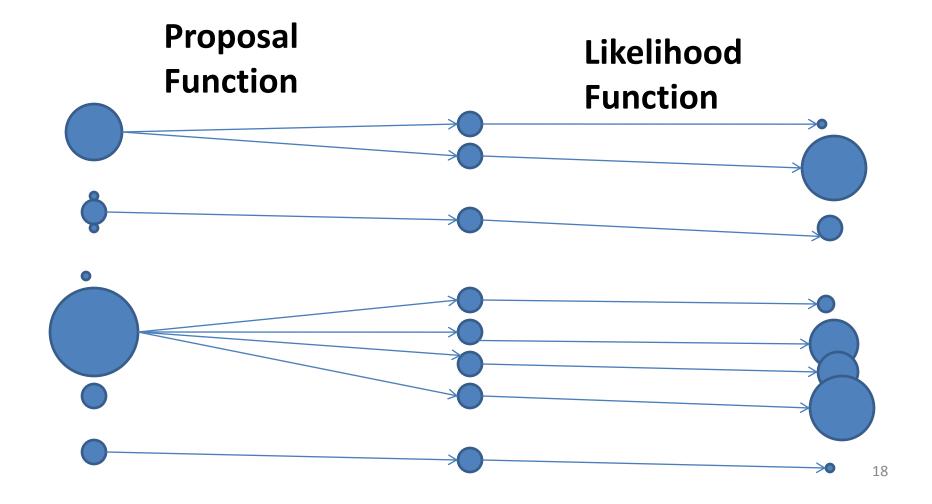
Fixation & Saccades vs Smooth Pursuit



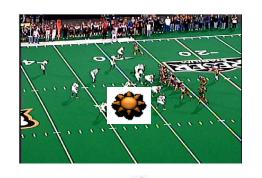


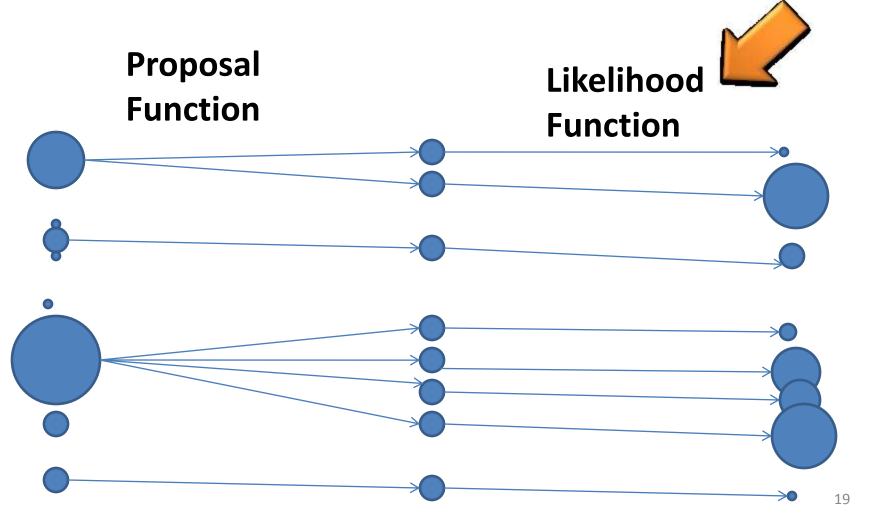
Attending to Multiple Objects (~4)

How to Track Stuff: Particle Filter



How to Track Stuff: Particle Filter





How to Track Stuff: Particle Filter



