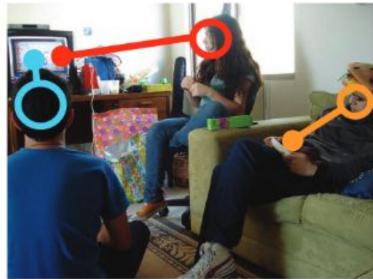
Where are they looking?

Adria Recasens*, Aditya Khosla*, Carl Vondrick, Antonio Torralba

Presented by: Surbhi Goel

Where are they looking?







Follow the gaze of the person and identify the object being looked at

Demo: http://gazefollow.csail.mit.edu/demo.html

Experiments

- Dataset Visualizations
 - Images in the Dataset
 - Head Locations
 - Gaze Locations/Length

- Model Experiments
 - Qualitative Evaluation
 - Visualizing Gaze Mask and Saliency Map
 - Animal Gaze Following
 - Extending to Short Video

Dataset Visualizations

Training Set Images



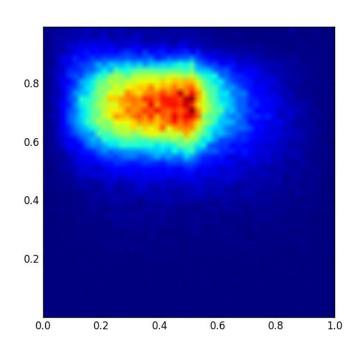
Training Set Images

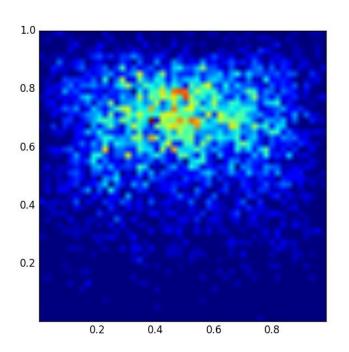


Training Set Images

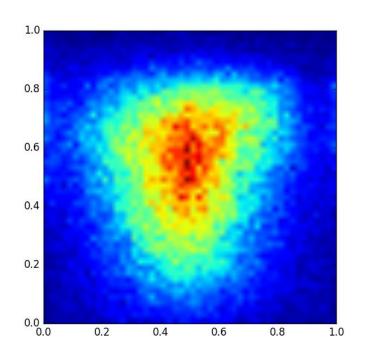


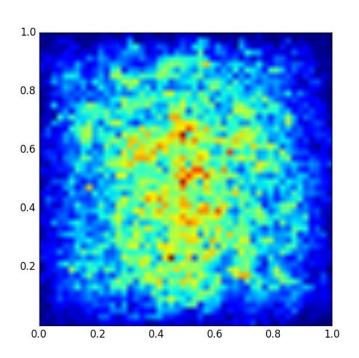
Heatmaps for Head Location



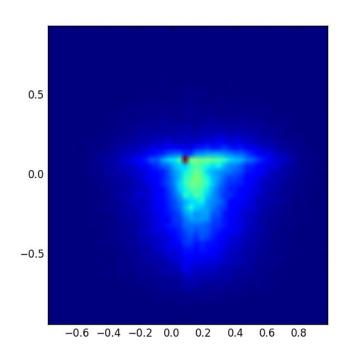


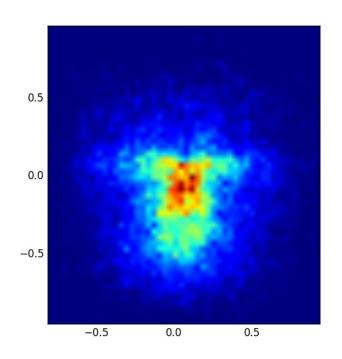
Heatmaps for Gaze Location



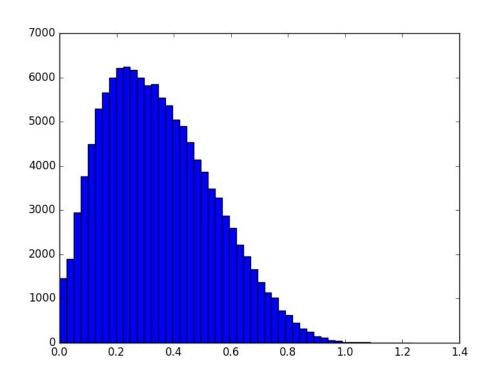


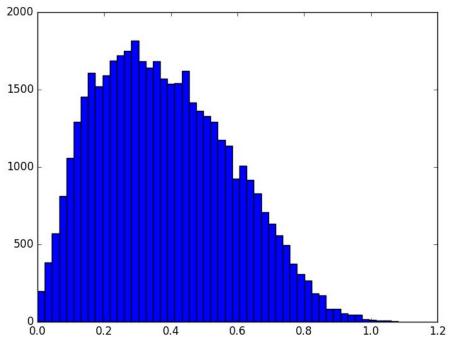
Heatmaps for Relative Gaze Location





Histogram for Length of Gaze





Observations

Head/Gaze are concentrated for train and scattered for test

Relative gaze is concentrated for both

Gaze length relatively short (0.2 peak)

Model Evaluation

Good Cases



Good Cases



Bad Cases



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Head fully tilted but missed

Bad Cases



Face forward but eyes tilted No object of attention

Bad Cases





Back facing

Observations

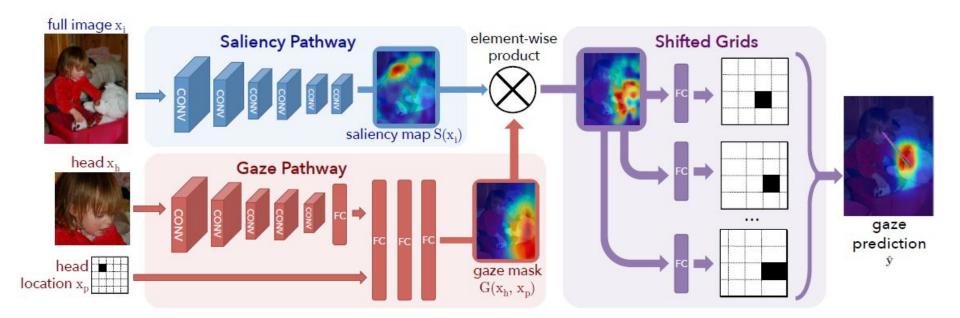
Handle groups well

Gaze location is very accurate, head location often not

Unable to capture eye movement independent of face orientation

Fails at a lot of back facing cases

Gaze Mask and Saliency Map



Gaze Mask and Saliency Map

Gaze Mask incorporates the general direction of gaze

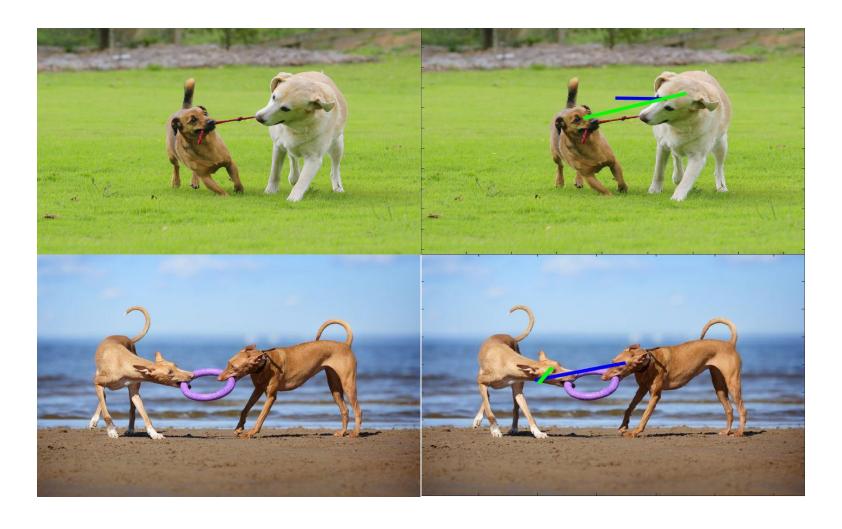
Saliency Map incorporates the salient objects in image

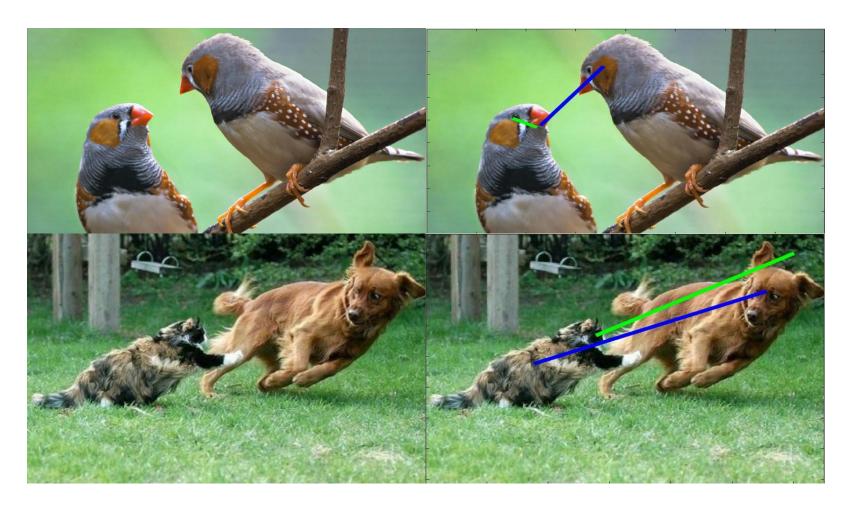
Element-wise product captures locations that satisfy both

Gaze Mask and Saliency Map









Works (almost) for even birds



Works even when more than one salient object

- Model generalizes to animals
 - Initialized with ImageNet which has animal data

Able to learn properties based on orientation of head

Point of gaze is not always correct

Extension to a Short Video



Apply model per frame of video

Extension to a Short Video



Head detector often fails, could use temporal context to improve

Conclusions

Can be confused with mixed orientations and back-facing

Model generalizes well to animals

Could be potentially extended to videos

Could be applied to other domains?

Thank You!