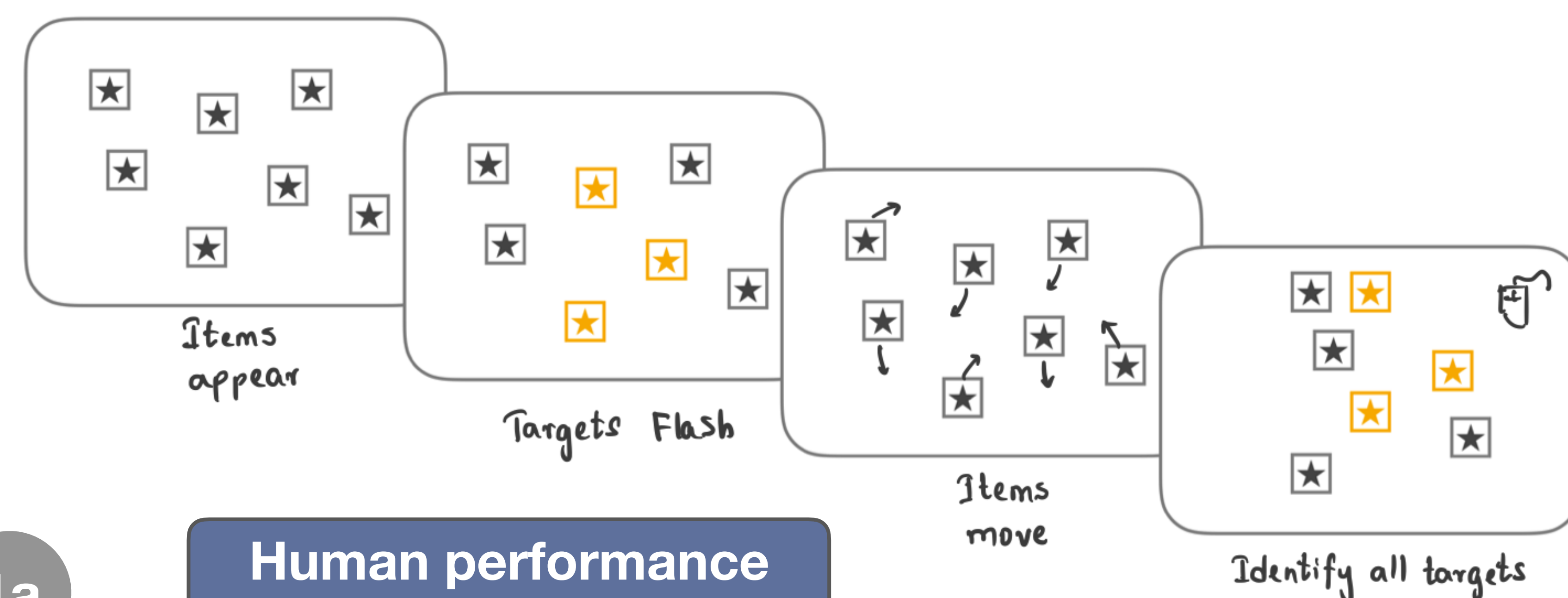
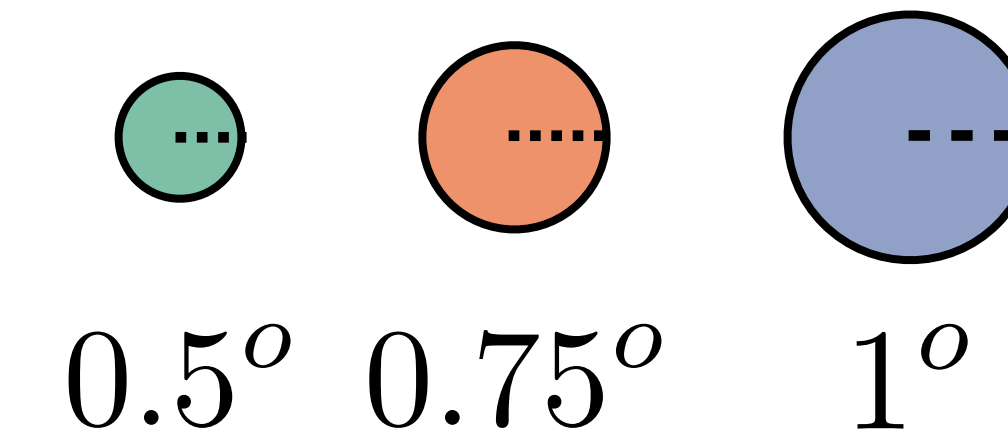


Experiment 1: Manipulate Object size in MOT

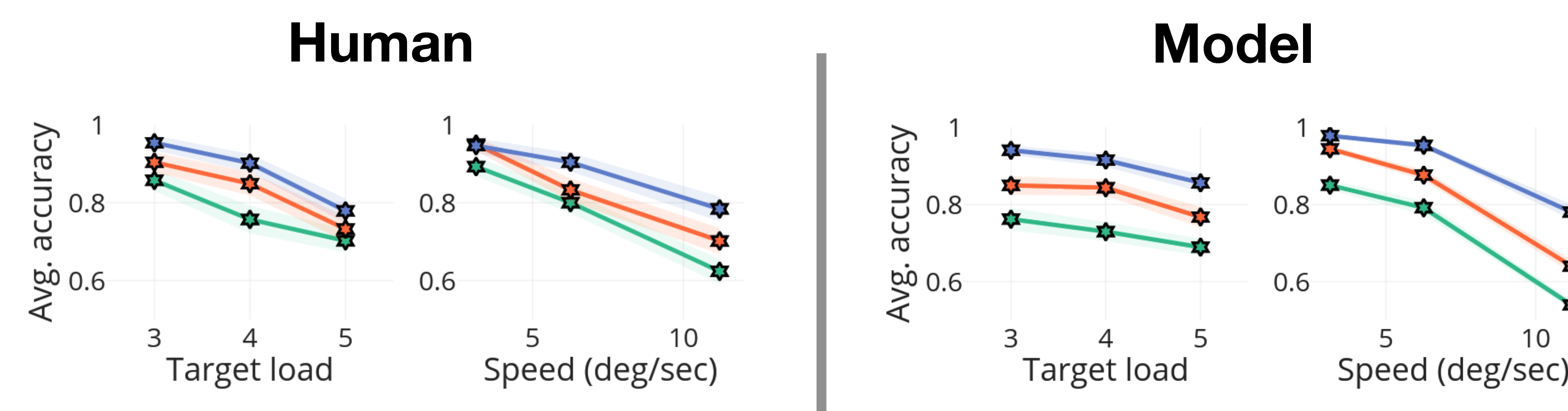
Logic

Manipulate object size because it should interact with eccentricity, and it's not usually manipulated.



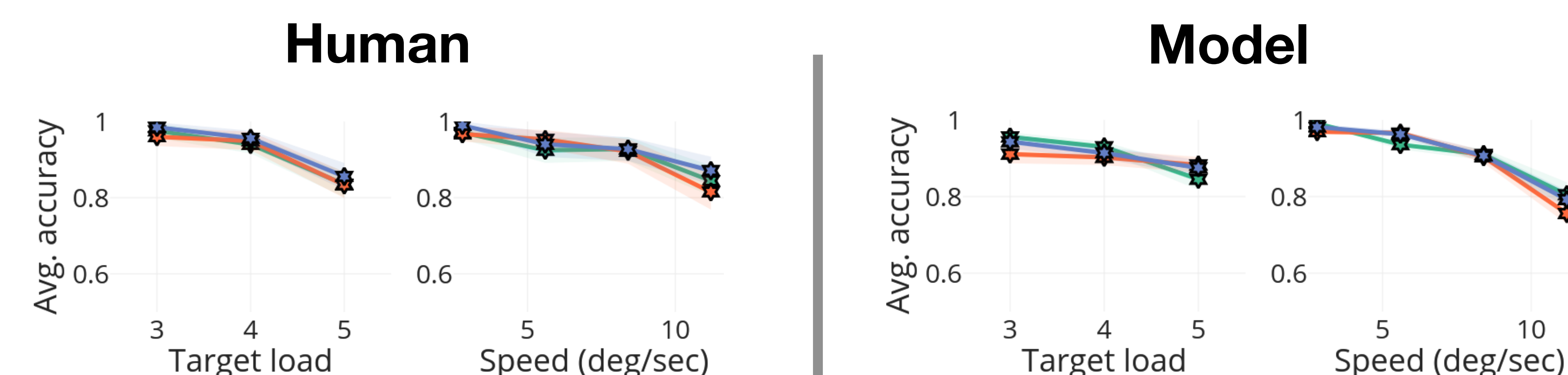
1a

Human performance affected by size



1b

But not when we control for center to center distances. (by making trajectories for the largest objects, and then using those for all sizes)

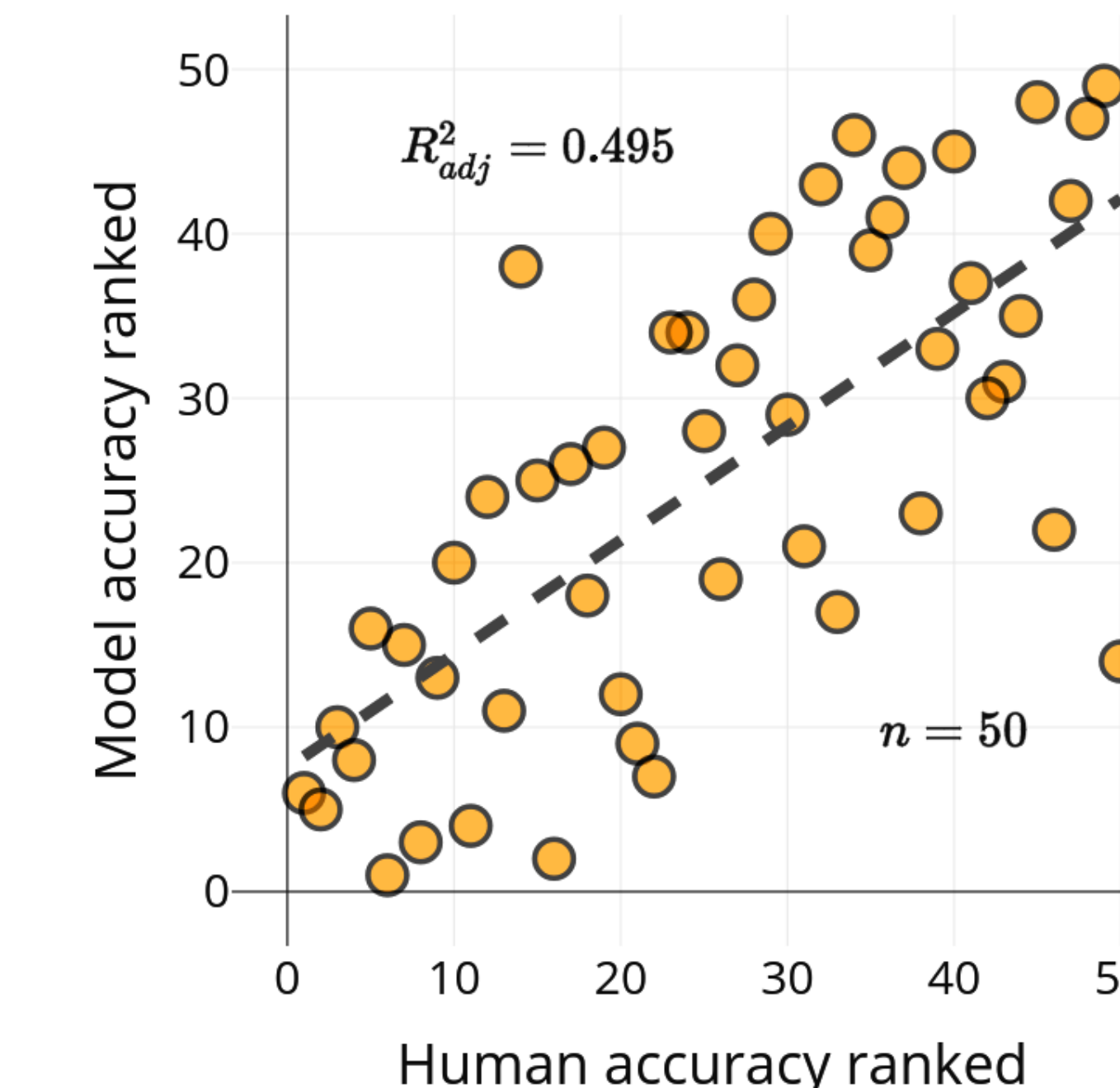


A long term goal

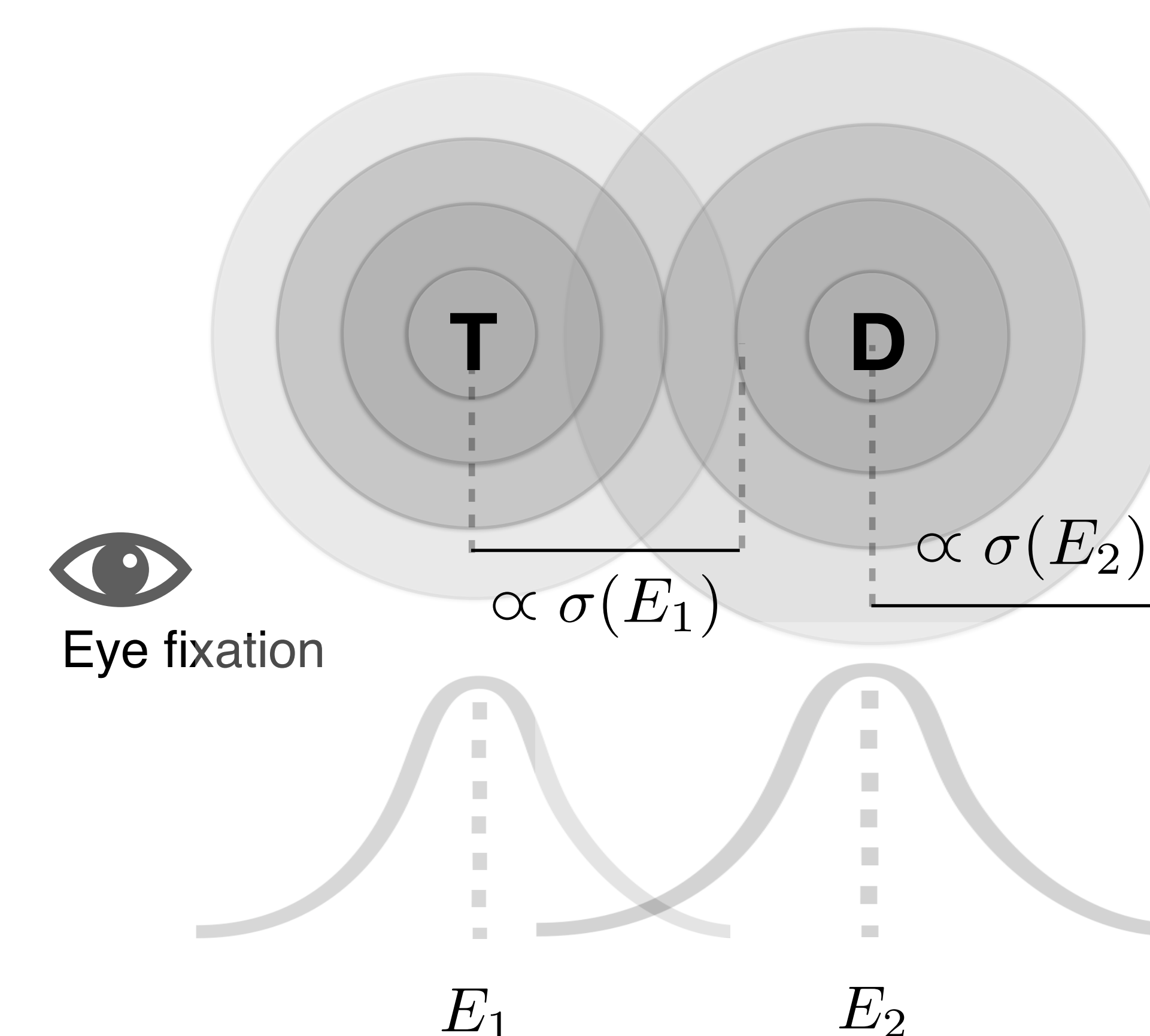
To model Multiple Object Tracking (MOT) in a way that accounts for individual observer eye movements

Why bother with eye movements?

Because where you look during MOT determines how well you do in this task



The Strategy



Given noisy unlabelled samples from the T s and D s in the display, decide which samples came from the T s.

variance of the distribution depends on the observer's current fixation.

The Problem

So far, we've just been guessing about how the variance depends on fixation

$$\sim \mathcal{N}(E, \sigma = 0.08 * (1 + 0.42 * E))$$

Is the effect of E independent?

yes

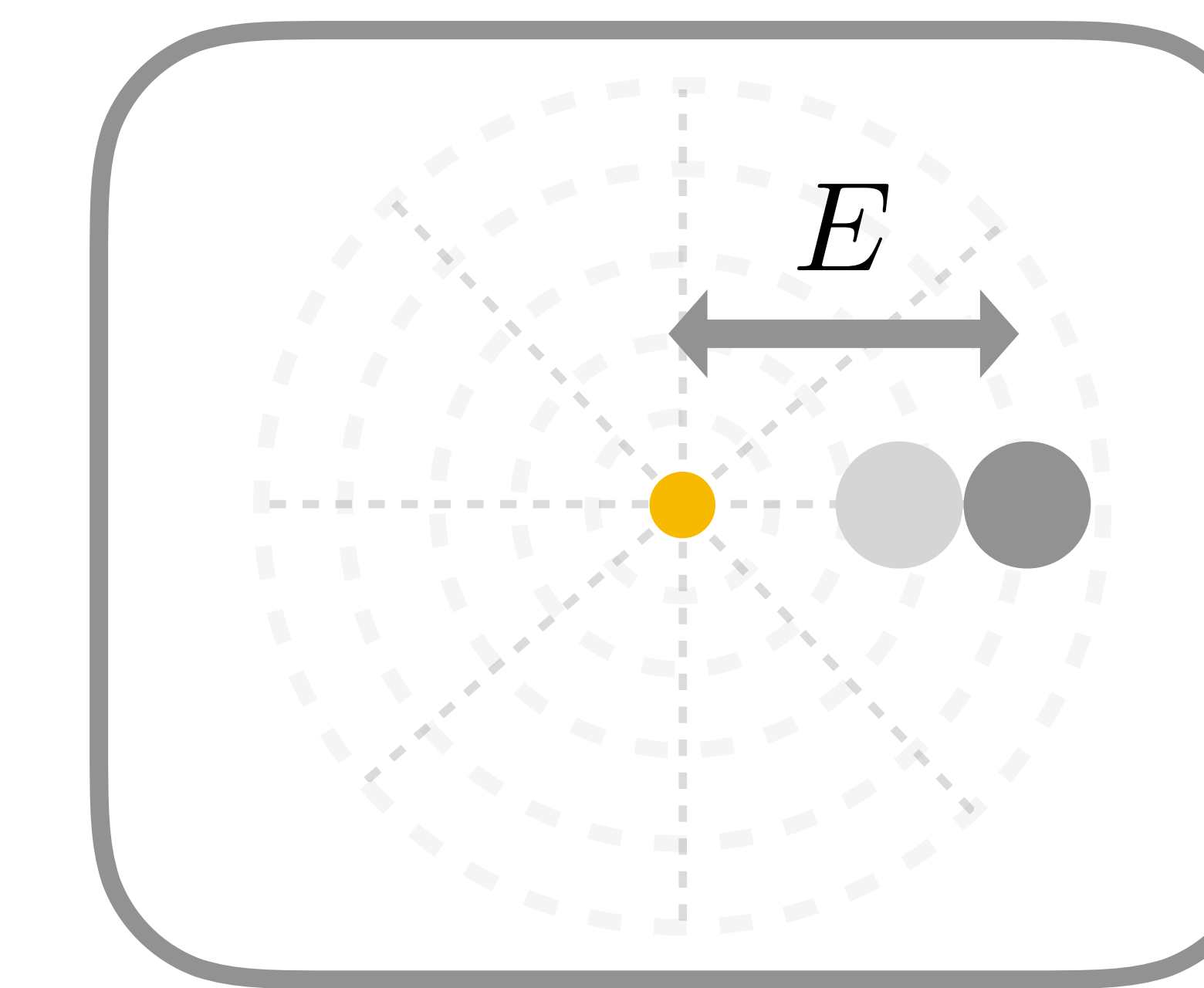
So

Can we measure it?

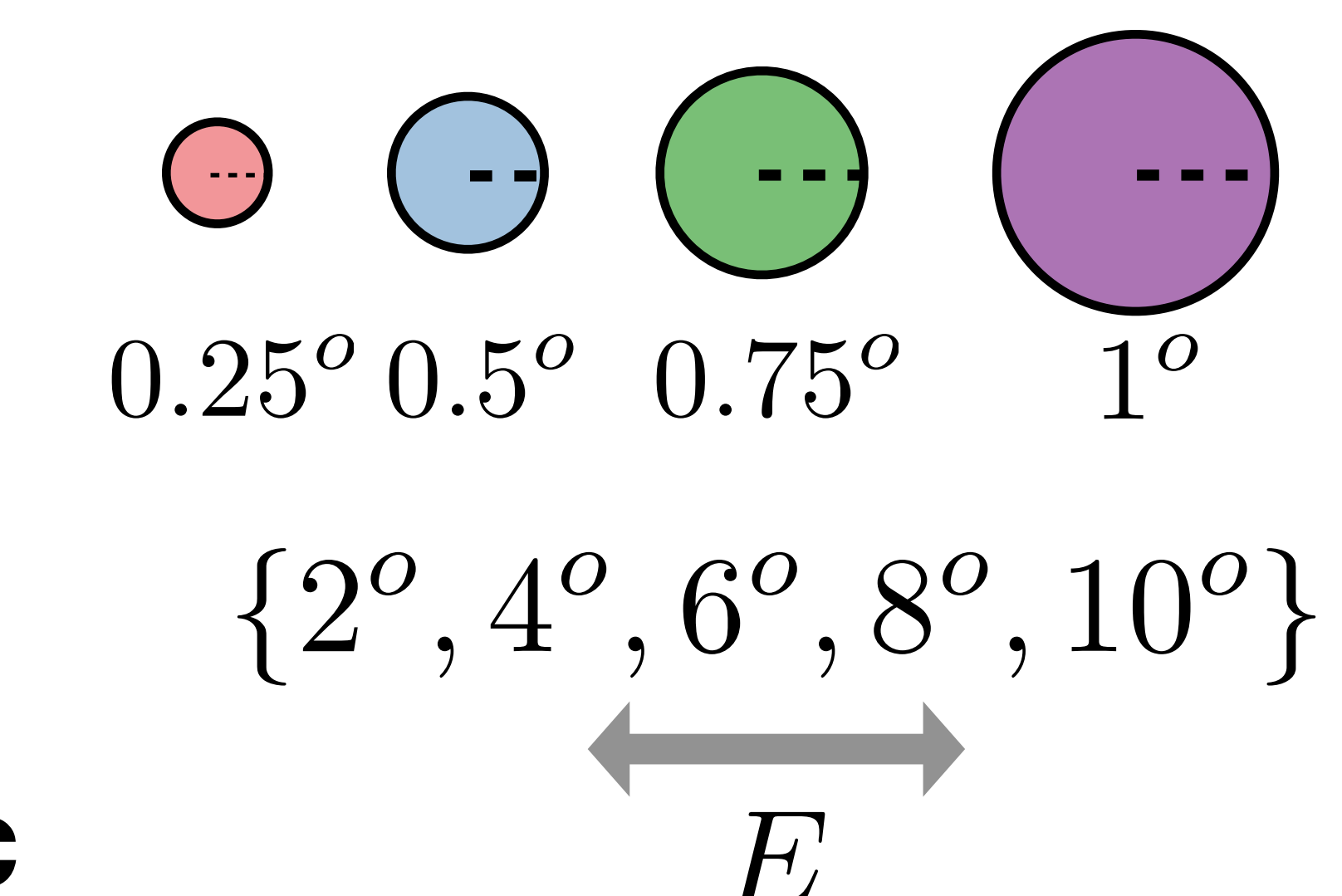
we think so

Experiment 2 : Measure the spatial noise equation

2AFC task : Two discs appear side by side (L/R, U/D). Say which is the brighter one while fixating in the center

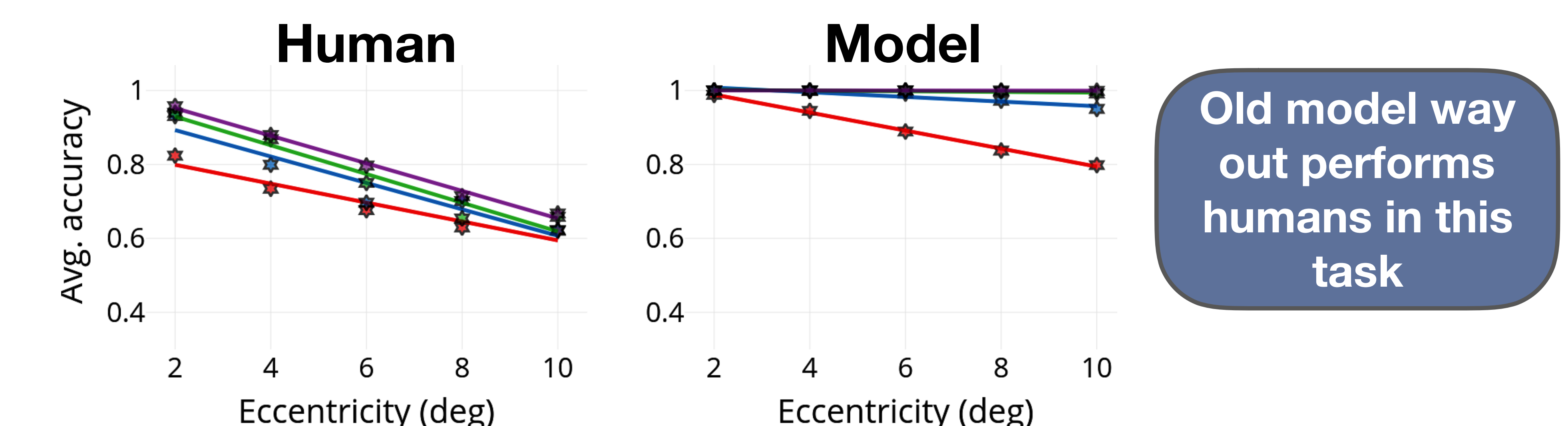


Varied size and eccentricity



Logic

This simple task should reveal the effects of eccentricity on the position confusability of two items.



Old model way out performs humans in this task

New eccentricity equation fit using signal detection theory for the 2AFC task

$$\sim \mathcal{N}(0, \sigma = 0.04 + 0.23 * E)$$

Ongoing work : Trying to characterise an equation that best explains the human behaviour in both the paradigms!