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### Calibrating a gaze tracker

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#### Abstract

A method includes displaying a plurality of visual elements. The method includes determining, based on respective characteristic values of the plurality of visual elements, an expected gaze target that indicates a first display region where a user of the device intends to gaze while the plurality of visual elements is being displayed. The method includes obtaining, via the image sensor, an image that includes a set of pixels corresponding to a pupil of the user of the device. The method includes determining, by a gaze tracker, based on the set of pixels corresponding to the pupil, a measured gaze target that indicates a second display region where the user is measuredly gazing. The method includes adjusting a calibration parameter of the gaze tracker based on a difference between the first display region indicated by the expected gaze target and the second display region indicated by the measured gaze target.

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## Background/Summary

CROSS-REFERENCE TO RELATED APPLICATIONS (1) This application claims the benefit of U.S. Provisional Patent App. No. 63/324,351, filed on Mar. 28, 2022, and U.S. Provisional Patent App. No. 63/409,293, filed on Sep. 23, 2022, which are incorporated by reference in their entirety.

## TECHNICAL FIELD

(1) The present disclosure generally relates to calibrating a gaze tracker.

## BACKGROUND

(2) Some devices include a display that presents visual content. Some devices manipulate the visual content based on an input. Erroneous inputs can trigger a device to manipulate the visual content unexpectedly. Some devices perform various operations based on an input. Erroneous inputs may trigger the device to perform unpredictable operations.

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## Description

### BRIEF DESCRIPTION OF THE DRAWINGS

(1) So that the present disclosure can be understood by those of ordinary skill in the art, a more detailed description may be had by reference to aspects of some illustrative implementations, some of which are shown in the accompanying drawings.

(2) FIGS. 1A-1J are diagrams of an example operating environment in accordance with some implementations.

(3) FIG. 2 is a block diagram of a system that adjusts a calibration parameter of a gaze tracker in accordance with some implementations.

(4) FIG. 3 is a flowchart representation of a method of adjusting a calibration parameter of a gaze tracker in accordance with some implementations.

(5) FIG. 4 is a block diagram of a device that adjusts a calibration parameter of a gaze tracker in accordance with some implementations.

(6) In accordance with common practice the various features illustrated in the drawings may not be drawn to scale. Accordingly, the dimensions of the various features may be arbitrarily expanded or reduced for clarity. In addition, some of the drawings may not depict all of the components of a given system, method or device. Finally, like reference numerals may be used to denote like features throughout the specification and figures.

### SUMMARY

(7) Various implementations disclosed herein include devices, systems, and methods for calibrating a gaze tracker. In some implementations, a device includes a display, an image sensor, a non-transitory memory, and one or more processors coupled with the display, the image sensor and the non-transitory memory. In various implementations, a method includes displaying, on the display, a plurality of visual elements. In some implementations, the method includes determining, based on respective characteristic values of the plurality of visual elements, an expected gaze target that indicates a first display region where a user of the device intends to gaze while the plurality of visual elements is being displayed. In some implementations, the method includes obtaining, via the image sensor, an image that includes a set of pixels corresponding to a pupil of the user of the device. In some implementations, the method includes determining, by a gaze tracker, based on the set of pixels corresponding to the pupil, a measured gaze target that indicates a second display region where the user is measuredly gazing. In some implementations, the method includes adjusting a calibration parameter of the gaze tracker based on a difference between the first display region indicated by the expected gaze target and the second display region indicated by the measured gaze target.

(8) In accordance with some implementations, a device includes one or more processors, a non-transitory memory, and one or more programs. In some implementations, the one or more programs

are stored in the non-transitory memory and are executed by the one or more processors. In some implementations, the one or more programs include instructions for performing or causing performance of any of the methods described herein. In accordance with some implementations, a non-transitory computer readable storage medium has stored therein instructions that, when executed by one or more processors of a device, cause the device to perform or cause performance of any of the methods described herein. In accordance with some implementations, a device includes one or more processors, a non-transitory memory, and means for performing or causing performance of any of the methods described herein.

#### DESCRIPTION

(9) Numerous details are described in order to provide a thorough understanding of the example implementations shown in the drawings. However, the drawings merely show some example aspects of the present disclosure and are therefore not to be considered limiting. Those of ordinary skill in the art will appreciate that other effective aspects and/or variants do not include all of the specific details described herein. Moreover, well-known systems, methods, components, devices and circuits have not been described in exhaustive detail so as not to obscure more pertinent aspects of the example implementations described herein.

(10) A physical environment refers to a physical world that people can sense and/or interact with without aid of electronic devices. The physical environment may include physical features such as a physical surface or a physical object. For example, the physical environment corresponds to a physical park that includes physical trees, physical buildings, and physical people. People can directly sense and/or interact with the physical environment such as through sight, touch, hearing, taste, and smell. In contrast, an extended reality (XR) environment refers to a wholly or partially simulated environment that people sense and/or interact with via an electronic device. For example, the XR environment may include augmented reality (AR) content, mixed reality (MR) content, virtual reality (VR) content, and/or the like. With an XR system, a subset of a person's physical motions, or representations thereof, are tracked, and, in response, one or more characteristics of one or more virtual objects simulated in the XR environment are adjusted in a manner that comports with at least one law of physics. As one example, the XR system may detect head movement and, in response, adjust graphical content and an acoustic field presented to the person in a manner similar to how such views and sounds would change in a physical environment. As another example, the XR system may detect movement of the electronic device presenting the XR environment (e.g., a mobile phone, a tablet, a laptop, or the like) and, in response, adjust graphical content and an acoustic field presented to the person in a manner similar to how such views and sounds would change in a physical environment. In some situations (e.g., for accessibility reasons), the XR system may adjust characteristic(s) of graphical content in the XR environment in response to representations of physical motions (e.g., vocal commands).

(11) There are many different types of electronic systems that enable a person to sense and/or interact with various XR environments. Examples include head mountable systems, projection-based systems, heads-up displays (HUDs), vehicle windshields having integrated display capability, windows having integrated display capability, displays formed as lenses designed to be placed on a person's eyes (e.g., similar to contact lenses), headphones/earphones, speaker arrays, input systems (e.g., wearable or handheld controllers with or without haptic feedback), smartphones, tablets, and desktop/laptop computers. A head mountable system may have one or more speaker(s) and an integrated opaque display. Alternatively, a head mountable system may be configured to accept an external opaque display (e.g., a smartphone). The head mountable system may incorporate one or more imaging sensors to capture images or video of the physical environment, and/or one or more microphones to capture audio of the physical environment. Rather than an opaque display, a head mountable system may have a transparent or translucent display. The transparent or translucent display may have a medium through which light representative of images is directed to a person's eyes. The display may utilize digital light projection, OLEDs,

LEDs, uLEDs, liquid crystal on silicon, laser scanning light source, or any combination of these technologies. The medium may be an optical waveguide, a hologram medium, an optical combiner, an optical reflector, or any combination thereof. In some implementations, the transparent or translucent display may be configured to become opaque selectively. Projection-based systems may employ retinal projection technology that projects graphical images onto a person's retina. Projection systems also may be configured to project virtual objects into the physical environment, for example, as a hologram or on a physical surface.

(12) Some devices utilize gaze as an input. Such devices include an image sensor and a gaze tracker. The image sensor captures a set of one or more images of a user of the device. The gaze tracker tracks a gaze of the user by identifying pixels that correspond to a pupil of the user. The gaze tracker determines a gaze direction based on the pixels that correspond to the pupil. The gaze tracker is calibrated so that the gaze tracker accurately tracks the gaze of the user in a reliable manner. While the device is being used, the calibration may need to be adjusted in order for the gaze tracker to continue tracking the gaze accurately. For example, a head-mounted device with an eye tracking camera is likely to slip or move around on the user's head during usage. In this example, an eye position relative to the eye tracking camera may change while the head-mounted device is being used. Too much of a change in the eye position relative to the eye tracking camera may lead to inaccurate gaze tracking.

(13) The present disclosure provides methods, systems, and/or devices for adjusting a calibration of a gaze tracker while the gaze tracker is being used so that the gaze tracker continues to accurately track a gaze of a user. A device adjusts the calibration of the gaze tracker as a background operation while the device is being used to perform other operations. The device adjusts the calibration of the gaze tracker based on a difference between an expected gaze position and a measured gaze position. If the difference between the expected gaze position and the measured gaze position is greater than an acceptability threshold, the device adjusts a calibration parameter of the gaze position. The device adjusts the calibration parameter so that a difference between a subsequent expected gaze position and a corresponding subsequent measured gaze position is within the acceptability threshold.

(14) The device can determine the expected gaze position based on a user input. As an example, when the user activates a button (e.g., a "Send" button in a messaging application) by pressing the button (e.g., via a physical input device such as a mouse, a keyboard, a touchpad, or a touchscreen), performing a gesture while gazing at the button, gazing at the button for a threshold length of time, or via a voice input (e.g., by saying "Send" or "Send the message"), the user is expected to gaze at the button. In this example, if the gaze tracker indicates that the user is gazing 10 pixels away from the button or gazing 10 pixels away from an expected portion of the button when the button is activated by pressing, gesturing, gaze dwelling, or via a voice input then the device determines that the gaze tracker is likely generating an erroneous gaze target. As such, the device adjusts a calibration parameter of the gaze tracker based on the error of 10 pixels. As another example, if the device is displaying a text string that the user is expected to gaze at and the gaze tracker indicates that the user is gazing 15 pixels away from the text string into a blank space then the device determines that the gaze tracker likely needs to be recalibrated and the device adjusts the calibration parameter of the gaze tracker based on the error of 15 pixels.

(15) The calibration parameter may be a function of a location of an eye of the user relative to an image sensor of the device. Since the gaze tracker utilizes a value of the calibration parameter to generate a measured gaze target, the measured gaze target is a function of the location of the eye relative to the image sensor. If the device is a head-mounted device and the head-mounted device moves while the head-mounted device is mounted on a head of the user, the location of the eye relative to the image changes. Adjusting the calibration parameter compensates for the movement of the head-mounted device on the head of the user. The calibration parameter may include a value that indicates a position of the eye relative to the image sensor. Adjusting the calibration parameter

may include changing the value to a new value that indicates a new position of the eye relative to the image sensor.

(16) Adjusting the calibration parameter while the device is being used reduces the need for a dedicated re-calibration operation. For example, adjusting the calibration parameter as a background operation reduces the need for a re-calibration that is performed as a foreground operation where the device guides the user to perform certain operations in order to re-calibrate the gaze tracker. As an example, adjusting the calibration parameter during regular device usage reduces the need for a guided re-calibration operation where the device prompts the user to gaze at a particular visual element and re-calibrates the gaze tracker based on a difference between a measured gaze location and a position of the particular visual element.

(17) FIG. 1A is a diagram that illustrates an example physical environment **10** in accordance with some implementations. While pertinent features are shown, those of ordinary skill in the art will appreciate from the present disclosure that various other features have not been illustrated for the sake of brevity and so as not to obscure more pertinent aspects of the example implementations disclosed herein. To that end, as a non-limiting example, the physical environment **10** includes an electronic device **20** and a user **22** of the electronic device **20**.

(18) In some implementations, the electronic device **20** includes a handheld computing device that can be held by the user **22**. For example, in some implementations, the electronic device **20** includes a smartphone, a tablet, a media player, a laptop, a desktop computer, or the like. In some implementations, the electronic device **20** includes a wearable computing device that can be worn by the user **22**. For example, in some implementations, the electronic device **20** includes a head-mountable device (HMD) or an electronic watch. In various implementations, the electronic device **20** includes an image sensor **24** that captures images of at least one eye of the user **22**, a gaze tracker **26** that tracks a gaze of the user **22** based on the images captured by the image sensor **24**, and a display that presents a graphical environment **40** (e.g., a graphical user interface (GUI) with various GUI elements). In some implementations, the electronic device **20** includes or is connected to a physical input device such as a mouse, a keyboard, a touch-sensitive surface such as a touchpad, a clicker device, etc. In some implementations, the display includes a touchscreen display that can detect user inputs (e.g., tap inputs, long press inputs, drag inputs, etc.).

(19) In some implementations, the electronic device **20** includes a smartphone or a tablet, and the image sensor **24** includes a front-facing camera that can capture images of an eye of the user **22** while the user **22** is using the electronic device **20**. In some implementations, the electronic device **20** includes an HMD, and the image sensor **24** includes a user-facing camera that captures an image of the eye of the user **22** while the HMD is mounted on a head of the user **22**. In some implementations, the electronic device **20** is a laptop that includes a touch-sensitive surface (e.g., a touchpad) for receiving a user input from the user **22**. In some implementations, the laptop is connected to a separate physical input device such as a mouse, a touchpad or a keyboard for receiving user inputs from the user **22**. In some implementations, the electronic device **20** is a desktop computer that is connected to a separate physical input device such as a mouse, a touchpad or a keyboard for receiving user inputs from the user **22**.

(20) In some implementations, the gaze tracker **26** obtains a set of one or more images captured by the image sensor **24**. The gaze tracker **26** identifies pixels that correspond to an eye and/or a pupil of the user **22**. The gaze tracker **26** tracks the gaze of the user **22** based on pixels that correspond to the eye and/or the pupil of the user **22**. In some implementations, the gaze tracker **26** generates a gaze target that includes a gaze position value, a gaze intensity value and a gaze duration value. The gaze position value indicates coordinates of a display region within the graphical environment **40** that the user **22** is gazing at. The gaze intensity value indicates a number of pixels that the user **22** is gazing at. The gaze duration value indicates a time duration for which the user **22** has been gazing at the display region indicated by the gaze position value.

(21) In various implementations, the electronic device **20** calibrates the gaze tracker **26** so that the

gaze tracker **26** accurately tracks the gaze of the user **22** in a reliable manner. In some implementations, the gaze tracker **26** is associated with a set of one or more calibration parameters **28** (hereafter “calibration parameter **28**”). In such implementations, calibrating the gaze tracker **26** includes setting a value for the calibration parameter **28**. In the example of FIG. **1A**, the calibration parameter **28** has a first value **30**. In some implementations, the first value **30** includes a default value. In some implementations, the first value **30** is a function of an expected position of an eye of the user **22** relative to the image sensor **24**. For example, the first value **30** may correspond to the eye of the user **22** being aligned with the image sensor **24** (e.g., the eye intersects with an axis at a center of a viewing frustum of the image sensor **24**). In other words, the first value **30** may represent that the eye is at a center of a field-of-view of the image sensor **24**.

(22) In some implementations, the graphical environment **40** includes a two-dimensional (2D) environment. In some implementations, the graphical environment **40** includes a three-dimensional (3D) environment such as an XR environment. In the example of FIG. **1A**, the graphical environment **40** includes various visual elements **50** (e.g., a first visual element **50a**, a second visual element **50b**, a third visual element **50c** and a fourth visual element **50d**). In some implementations, the visual elements **50** include graphical objects (e.g., XR objects). In some implementations, the visual elements **50** include selectable affordances (e.g., buttons) that the user **22** can select by providing a user input (e.g., a touch input via a touchpad or a touchscreen, a mouse click input via a mouse, a key press input via a keyboard, a gaze input, a voice input via a microphone, etc.). In some implementations, the visual elements **50** include text **52** (e.g., a brief description of a functionality of the first visual element **50a**). In some implementations, the visual elements **50** include a graphic **54** (e.g., an image, for example, a visual indication of a functionality of the second visual element **50b**).

(23) Referring to FIG. **1B**, in some implementations, the visual elements **50** are associated with respective characteristic values **60**. For example, the first visual element **50a** is associated with a first characteristic value **60a**, the second visual element **50b** is associated with a second characteristic value **60b**, the third visual element **50c** is associated with a third characteristic value **60c**, and the fourth visual element **50d** is associated with a fourth characteristic value **60d**.

(24) As shown in FIG. **1B**, in some implementations, the electronic device **20** determines an expected gaze target **70** based on the characteristic values **60**. In the example of FIG. **1B**, the expected gaze target **70** indicates an expected gaze position **72** that corresponds to the third visual element **50c**. The expected gaze target **70** indicates a display region that the user **22** is expected to gaze at. In the example of FIG. **1B**, the user **22** is expected to gaze at the third visual element **50c** because the expected gaze position **72** coincides with a location of the third visual element **50c**.

(25) In some implementations, the characteristic values **60** include respective saliency values for the corresponding visual elements **50**, and the electronic device **20** determines the expected gaze target **70** based on the saliency values. For example, the electronic device **20** selects the location of the third visual element **50c** as the expected gaze position **72** because the third visual element **50c** has the greatest saliency value among the visual elements **50**. In some implementations, the electronic device **20** obtains (e.g., generates or receives) a saliency map for the graphical environment **40**, and the electronic device **20** retrieves the saliency values for the visual elements **50** from the saliency map.

(26) In some implementations, the characteristic values **60** include respective position values for the corresponding visual elements **50**, and the electronic device **20** determines the expected gaze target **70** based on the position values. For example, the electronic device **20** may select a location of a particular visual element **50** as the expected gaze position **72** because the particular visual element **50** has a position value that is within a threshold range of position values where the user **22** is expected to look at (e.g., the particular visual element **50** is positioned near a center of a display area of the electronic device **20**).

(27) In some implementations, the characteristic values **60** include respective color values for the

corresponding visual elements **50**, and the electronic device **20** determines the expected gaze target **70** based on the color values. For example, the electronic device **20** may select a location of a particular visual element **50** as the expected gaze position **72** because the particular visual element **50** has a color value that matches a threshold color value that is expected to attract a gaze of the user **22** (e.g., the particular visual element **50** is red while the remainder of the display area of the electronic device **20** is black, or the particular visual element **50** is displayed in color while the remainder of the display area is displayed in black-and-white).

(28) In some implementations, the characteristic values **60** include respective movement values for the corresponding visual elements **50**, and the electronic device **20** determines the expected gaze target **70** based on the movement values. For example, the electronic device **20** may select a location of a particular visual element **50** as the expected gaze position **72** because the particular visual element **50** has a movement value that matches a threshold movement value that is expected to attract a gaze of the user **22** (e.g., the particular visual element **50** is moving while other visual elements **50** are stationary).

(29) In some implementations, the characteristic values **60** include respective user interaction values for the corresponding visual elements **50**, and the electronic device **20** determines the expected gaze target **70** based on the user interaction values. In some implementations, the user interaction values indicate respective levels of interactions with the visual elements **50** based on current and/or historical user inputs provided by the user **22**. As an example, the electronic device **20** may select a location of a particular visual element **50** as the expected gaze position **72** because the particular visual element **50** has a user interaction value that matches a threshold interaction value and the user **22** is more likely to interact (e.g., select) that particular visual element **50** (e.g., the user **22** is more likely to select that particular visual element **50** because that particular visual element **50** has been selected most often among the visual elements **50**).

(30) In some implementations, the expected gaze target **70** is associated with a confidence value that indicates a degree of confidence (e.g., a degree of certainty) associated with the expected gaze target **70**. In some implementations, the confidence value is based on a function of the characteristic values **60**. In some implementations, the confidence value is a function of (e.g., proportional to) a variance in the characteristic values **60**. As an example, if the third characteristic value **60c** is the highest among the characteristic values **60** and a difference between the third characteristic value **60c** and a second highest of the characteristic values **60** is greater than a threshold difference, then the confidence value associated with the expected gaze target **70** may be set to a value that is greater than a threshold confidence value (e.g., the confidence value may be set to a value that is greater than 0.5, for example, the confidence value may be set to '1'). In this example, if the difference between the highest and the second highest of the characteristic values **60** is less than the threshold difference, then the confidence value associated with the expected gaze target **70** may be set to a value that is less than the threshold confidence value (e.g., the confidence value may be set to a value that is less than 0.5, for example, the confidence value may be set to 0.2).

(31) In some implementations, the expected gaze position **72** corresponds to a position indicated by a user input received via a physical input device. In some implementations, the electronic device **20** detects a user input at a particular position within the graphical environment **40** via a physical input device and the electronic device **20** sets the particular position of the user input as the expected gaze position **72**. In some implementations, the electronic device **20** sets a cursor position of a cursor as the expected gaze position **72** in response to detecting a mouse click via a mouse. For example, the electronic device **20** may set a position (e.g., a center) of the third visual element **50c** as the expected gaze position **72** in response to detecting a mouse click while the cursor is positioned on top of the third visual element **50c**. In some implementations, the electronic device **20** sets the cursor position of the cursor as the expected gaze position **72** in response to detecting a tap or a press via a touch-sensitive surface such as a touchpad or a touchscreen display. For



example, the electronic device **20** may set the position (e.g., the center) of the third visual element **50c** as the expected gaze position **72** in response to detecting a tap or a press via the touchpad or the touchscreen display.

(32) In some implementations, the electronic device **20** sets a position of a focus element as the expected gaze position **72** in response to detecting a key press via a keyboard. For example, the electronic device **20** may set the position (e.g., the center) of the third visual element **50c** as the expected gaze position **72** in response to detecting the press of an enter key while the focus element is on the third visual element **50c**. In some implementations, the electronic device **20** sets the position of the focus element as the expected gaze position **72** in response to detecting a voice input that corresponds to a selection command. For example, the electronic device **20** may set the position of the third visual element **50c** as the expected gaze position **72** in response to detecting a select voice command while the focus element is on the third visual element **50c** (e.g., when the user **22** says “select”).

(33) Referring to FIG. **1C**, the image sensor **24** captures an image **78** of the user **22**, and the gaze tracker **26** utilizes the image **78** to generate a measured gaze target **80**. In some implementations, the measured gaze target **80** indicates a measured gaze position **82**. The measured gaze position **82** represents a display region that the gaze tracker **26** has identified as corresponding to a gaze of the user **22**. In some implementations, the measured gaze target **80** includes a measured gaze intensity that indicates a number of pixels that the gaze tracker **26** has identified as corresponding to the gaze of the user **22**. In some implementations, the measured gaze target **80** includes a measured gaze duration that indicates a time duration that the gaze tracker **26** has identified as corresponding to the gaze of the user **22**. As can be seen in FIG. **1C**, the measured gaze position **82** can be different from the expected gaze position **72**.

(34) Referring back to FIG. **1B**, in some implementations, the electronic device **20** selects a location of a particular visual element **50** as the expected gaze position **72** when the particular visual element **50** has a position value that is within a threshold range of position values from a position indicated by the measured gaze target **80**. In some implementations, the electronic device **20** selects a location of a particular visual element **50** as the expected gaze position **72** when the visual element **50** has a position value that is closest to the position indicated by the measured gaze target **80**. In some implementations, the electronic device **20** selects a location of a particular visual element **50** as the expected gaze position **72** when the visual element **50** has a position value that is closest to the position indicated by the measured gaze target **80** when the measured gaze position **82** remains stationary (or below a threshold amount of movement) for a threshold length of time. In some implementations, the electronic device **20** selects a location of a particular visual element **50** as the expected gaze position **72** when the visual element **50** has a position value that is closest to the position indicated by the measured gaze target **80** when a selection input is received.

(35) Referring to FIG. **1D**, in various implementations, the electronic device **20** determines a difference between the expected gaze target **70** (shown in FIG. **1B**) and measured gaze target **80** shown in FIGS. **1C** and **1D**. In the example of FIG. **1D**, the electronic device **20** identifies a difference **90** between the expected gaze position **72** and the measured gaze position **82**. The difference **90** may have been caused due to movement of the electronic device **20** relative to the eye of the user **22**. For example, the difference **90** may have been caused because the eye is no longer at a center of a field-of-view of the image sensor **24**. After identifying the difference **90**, the electronic device **20** determines a new value **32** (e.g., a second value that is different from the first value **30** shown in FIG. **1C**) for the calibration parameter **28**. In some implementations, the new value **32** is a function of the difference **90**. The new value **32** can compensate for the eye not being at the center of the field-of-view of the image sensor **24**. The electronic device **20** replaces the first value **30** with the new value **32**.

(36) FIG. **1E** corresponds to a time period that occurs after the electronic device **20** sets the calibration parameter **28** to the new value **32**. After setting the calibration parameter **28** to the new

value **32**, the image sensor **24** captures another image **98** and the gaze tracker **26** generates another measured gaze target **100** based on the other image **98**. The measured gaze target **100** indicates another measured gaze position **102** that coincides with the expected gaze position **72**. Setting the calibration parameter **28** to the new value **32** reduces (e.g., makes smaller or eliminates) the difference **90** shown in FIG. **1D** and improves an accuracy of the gaze tracker **26**. As illustrated in FIGS. **1C-1E**, the electronic device **20** adjusts the calibration parameter **28** while the electronic device **20** is performing non-calibration related operations. In the example of FIGS. **1C-1E**, the adjustment to the calibration parameter **28** is performed as a background operation instead of a foreground operation in order to reduce disruption to the operability of the electronic device **20**. (37) Advantageously, the electronic device **20** adjusts the calibration parameter **28** without displaying a prompt that requests the user **22** to adjust a position of the electronic device **20** on his/her head. For example, the electronic device **20** does not request the user **22** to move the electronic device **20** so that the eye of the user **22** is in the center of the field-of-view of the image sensor **24**. Moreover, the electronic device **20** adjusts the calibration parameter **28** without performing a guided calibration that may include prompting the user **22** to look at a particular visual element **50** in order to adjust the calibration parameter **28**. Foregoing presentation of a guided calibration reduces disruption to the operability of the electronic device **20** thereby increasing an availability of the electronic device.

(38) FIGS. **1F** and **1G** illustrate a sequence in which electronic device **20** determines an expected gaze target **112** (shown in FIG. **1G**) based on a user input **110** provided by the user **22**. As shown in FIG. **1F**, the electronic device **20** detects the user input **110** at a location corresponding to the fourth visual element **50d**. In some implementations, the electronic device **20** includes a touchscreen display and the electronic device **20** detects the user input **110** by detecting a tap on the touchscreen display. Alternatively, in some implementations, the electronic device **20** displays the graphical environment **40** as a virtual plane and the electronic device **20** detects the user input **110** by detecting an intersection between a collider object that represents a digit (e.g., a finger) of the user **22** and the virtual plane of the graphical environment **40**. For example, the electronic device **20** detects the user input **110** by detecting a 3D gesture performed by the user **22**. In some implementations, the electronic device **20** detects the user input **110** by detecting a voice input. For example, the user **22** may speak a phrase that corresponds to a request to select the fourth visual element **50d** (e.g., the user **22** may say “select bottom right option”). In some implementations, the electronic device **20** detects the user input **110** via a physical input device such as a mouse, a keyboard, a touch-sensitive surface such as a touchpad, or a clicker device. In some implementations, the physical input device is connected to the electronic device **20** via a wire. Alternatively, in some implementations, the physical input device provides an indication of the user input **110** to the electronic device **20** via wireless communications.

(39) In some implementations, the characteristic values **60** indicate whether the corresponding visual elements **50** have been selected. For example, the characteristic values **60** may include binary values where a value of ‘0’ indicates that the corresponding visual element **50** has not been selected and a value of ‘1’ indicates that the corresponding visual element **50** has been selected. In the example of FIG. **1F**, the fourth characteristic value **60d** may have a binary value of ‘1’ to indicate that the fourth visual element **50d** has been selected while the first, second and third characteristic values **60a**, **60b** and **60c** may have a binary value of ‘0’ to indicate that the first, second and third visual elements **50a**, **50b** and **50c** have not been selected.

(40) Referring to FIG. **1G**, in response to detecting the user input **110** selecting the fourth visual element **50d**, the electronic device **20** generates the expected gaze target **112** that indicates an expected gaze position **114** that corresponds to the fourth visual element **50d**. As can be seen in FIG. **1G**, the expected gaze position **114** indicates that the user **22** is expected to gaze at the fourth visual element **50d** while the user **22** is selecting the fourth visual element **50d**. In the example of FIG. **1G**, if a difference between a measured gaze position and the expected gaze position **114** is

greater than a threshold, the electronic device **20** adjusts the calibration parameter **28** of the gaze tracker **26** shown in FIG. **1A**.

(41) FIGS. **1H-1J** illustrate a sequence in which the electronic device **20** determines an expected gaze target based on a movement of a particular visual element **50**. FIG. **1H** illustrates a fifth visual element **50e** that is moving in a direction indicated by an arrow **120**. For example, the fifth visual element **50e** is moving towards a right side of the graphical environment **40**. In some implementations, the characteristic values **60** indicate movement of the corresponding visual elements **50**. For example, the characteristic values **60** may indicate respective speeds at which the corresponding visual elements **50** are moving. In the example of FIG. **1H**, the visual elements **50a-50d** are stationary. As such, the characteristic values **60a-60d** may indicate a movement speed of zero. However, since the fifth visual element **50e** is moving, a fifth characteristic value **60e** may indicate a speed at which the fifth visual element **50e** is moving. Alternatively, in some implementations, the characteristic values **60** include binary values where a value of '0' indicates no movement and a value of '1' indicates movement.

(42) As shown in FIG. **1H**, the electronic device **20** determines a first expected gaze position **130a** that corresponds to a location of the fifth visual element **50e**. In the example of FIG. **1H**, the electronic device **20** selects the location of the fifth visual element **50e** as the first expected gaze position **130a** because the characteristic values **60** indicate that the fifth visual element **50e** is moving while the remaining visual elements **50a-50d** are stationary. As shown in FIG. **1H**, the electronic device **20** determines a first measured gaze position **140a** that is offset from the first expected gaze position **130a** by a difference **150**. The difference **150** between the first expected gaze position **130a** and the first measured gaze position **140a** may have been caused by a change in a position of an eye of the user **22** relative to the image sensor **24**. For example, in some implementations, the electronic device **20** includes a head-mounted device that the user **22** wears on his/her head and the difference **150** may have been caused due to the electronic device **20** slipping on the head while the user **22** moves.

(43) Referring to FIG. **1I**, as the fifth visual element **50e** moves across the graphical environment **40** in the direction indicated by the arrow **120**, the electronic device **20** may generate additional expected gaze targets and additional measured gaze targets to determine whether or not to adjust the calibration parameter **28** of the gaze tracker **26**. For example, the electronic device **20** determines a second expected gaze position **130b** that corresponds to a new position of the fifth visual element **50e**. In the example of FIG. **1I**, a previous position of the fifth visual element **50e** is indicated by a dashed box **160**. The electronic device **20** determines a second measured gaze position **140b** that is offset from the second expected gaze position **130b** by the difference **150**. Since the first measured gaze position **140a** (shown in FIG. **1H**) was offset from the first expected gaze position **130a** (shown in FIG. **1H**) by the difference **150** and the second measured gaze position **140b** is offset from the second expected gaze position **130b** by a similar or the same difference **150**, the electronic device **20** determines to change the calibration parameter **28** of the gaze tracker **26** with a greater degree of certainty.

(44) As shown in FIG. **1J**, the electronic device **20** adjusts the calibration parameter **28** by changing a value of the calibration parameter **28** from the first value **30** to a third value **34**. In some implementations, the third value **34** is a function of the difference **150** between the expected gaze positions **130a** and **130b**, and the corresponding measured gaze positions **140a** and **140b**. For example, in some implementations, a difference between the first value **30** and the third value **34** is proportional to the difference **150** shown in FIGS. **1H** and **1I**.

(45) FIG. **1J** illustrates a new position of the fifth visual element **50e**, a third expected gaze position **130c** and a third measured gaze position **140c**. In the example of FIG. **1J**, a previous position of the fifth visual element **50e** is indicated by another dashed box **162**. The electronic device **20** determines the third measured gaze position **140c** after adjusting the calibration parameter **28**. As can be seen in FIG. **1J**, the third expected gaze position **130c** and the third measured gaze position

**140c** are collocated. In other words, the third measured gaze position **140c** matches the third expected gaze position **130c**. Since the gaze tracker **26** determines the third measured gaze position **140c** after setting the calibration parameter **28** to the third value **34**, the third measured gaze position **140c** coincides with the third expected gaze position **130c**. As such, the third measured gaze position **140c** is not offset from the third expected gaze position **130c**.

(46) FIG. 2 is a block diagram of a system **200** that adjusts a calibration parameter of a gaze tracker (e.g., the calibration parameter **28** of the gaze tracker **26** shown in FIG. 1A) in accordance with some implementations. In some implementations, the system **200** includes an expected gaze determiner **210**, a measured gaze determiner **230** and a calibration parameter adjuster **250**. In various implementations, the system **200** resides at (e.g., is implemented by) the electronic device **20** shown in FIGS. 1A-1J.

(47) In various implementations, the expected gaze determiner **210** obtains (e.g., receives or determines) characteristic values **220** that are associated with corresponding visual elements being displayed on a display (e.g., the characteristic values **60** shown in FIG. 1B). As shown in FIG. 2, the expected gaze determiner **210** determines an expected gaze target **212** based on the characteristic values **220**. For example, the expected gaze determiner **210** determines the expected gaze target **70** shown in FIG. 1B. In some implementations, the expected gaze target **212** includes an expected gaze position **212a** (e.g., the expected gaze position **72** shown in FIG. 1B), an expected gaze intensity **212b** and/or an expected gaze duration **212c**. In some implementations, the expected gaze determiner **210** determines the expected gaze target **212** such that the expected gaze position **212a** corresponds to a visual element with the greatest characteristic value **220**.

(48) In some implementations, the expected gaze determiner **210** determines a confidence score that is associated with the expected gaze target **212**. The confidence score indicates a degree of certainty in the expected gaze target **212**. In some implementations, the confidence score is a function of the characteristic values **220**. For example, the confidence score may be based on a distribution of the characteristic values **220**. As an example, if the characteristic values **220** have a relatively large variance, the confidence score may be relatively high. By contrast, if the characteristic values **220** have a relatively low variance, the confidence score may be relatively low.

(49) In some implementations, the characteristic values **220** include saliency values **220a** that indicate respective saliency levels of the visual elements. In some implementations, the saliency values **220a** are based on respective prominence of the visual elements (e.g., more prominent visual elements have a greater saliency value **220a** than less prominent visual elements). In some implementations, the saliency values **220a** are based on respective noticeability of the visual elements (e.g., more noticeable visual elements have a greater saliency value **220a** than less noticeable visual elements). In some implementations, the expected gaze determiner **210** obtains (e.g., receives or generates) a saliency map that includes the saliency values **220a**. In some implementations, the expected gaze determiner **210** determines the expected gaze target **212** such that the expected gaze position **212a** corresponds to a visual element with the greatest saliency value **220a**.

(50) In some implementations, the characteristic values **220** include position values **220b** that indicate respective positions of the visual elements. In some implementations, the user is more likely to gaze at a particular position. For example, the user may be more likely to gaze at a visual element that is positioned towards a center of the display area. In this example, the expected gaze determiner **210** may generate the expected gaze target **212** such that the expected gaze position **212a** points to a visual element that is near the center of the display area. More generally, in various implementations, the expected gaze determiner **210** generates the expected gaze target **212** such that the expected gaze position **212a** corresponds to a visual element that is positioned within a portion of the display area that the user is more likely to gaze at. In some implementations, the expected gaze determiner **210** identifies the portion of the display area that the user is more likely

to gaze at based on historical gaze tracking data. For example, if historical gazing tracking data indicates that the user spends more time gazing at a particular portion of the display area (e.g., the center or the top right), then the expected gaze determiner **210** determines that the particular portion of the display area is what the user is more likely to gaze at.

(51) In some implementations, the characteristic values **220** include color values **220c** that indicate respective colors of the visual elements. In some implementations, the user is more likely to gaze at colorful visual elements and less likely to gaze at black-and-white visual elements. More generally, in various implementations, the user is more likely to gaze at some colors (e.g., bright colors such as red and blue) and less likely to gaze at other colors (e.g., dull colors such as gray). In some implementations, the expected gaze determiner **210** generates the expected gaze target **212** such that the expected gaze position **212a** points to a position of a visual element with a color value **220c** that matches a threshold color value (e.g., a preferential color, for example, a bright color such as red or blue).

(52) In some implementations, the characteristic values **220** include movement values **220d** that indicate respective movements of the visual elements. In some implementations, the movement values **220d** include binary values that indicate whether or not the corresponding visual elements are moving (e.g., a '0' for stationary and a '1' for moving). In some implementations, the expected gaze determiner **210** determines that the user is more likely to gaze at a moving visual element and less likely to gaze at a stationary visual element. As such, in some implementations, the expected gaze determiner **210** generates the expected gaze target **212** such that the expected gaze position **212a** points to a visual element with a movement value **220d** indicative of movement (e.g., with a movement value **220d** of '1'). In some implementations, the movement values **220d** include movement speeds. In some implementations, the expected gaze determiner **210** determines that the user is more likely to gaze at a visual element that is moving fast and less likely to gaze at a visual element that is moving slow. As such, in some implementations, the expected gaze determiner **210** generates the expected gaze target **212** such that the expected gaze position **212a** points to a visual element with the greatest movement value **220d**.

(53) In some implementations, the characteristic values **220** include interaction values **220e** that indicate current and/or historical user interactions with the visual elements. In some implementations, the interaction values **220e** include binary values that indicate whether or not the user is currently interacting with the corresponding visual elements. For example, an interaction value **220e** of '1' may indicate that the device has detected a user input selecting the corresponding visual element and an interaction value **220e** of '0' may indicate that the device has not detected a user input selecting the corresponding visual element. In some implementations, the expected gaze determiner **210** determines that the user is more likely to gaze at a visual element that the user is currently interacting with and less likely to gaze at a visual element that the user is not currently interacting with. As such, in some implementations, the expected gaze determiner **210** generates the expected gaze target **212** such that the expected gaze position **212a** points to a visual element that the user has selected via a user input (e.g., a click input via a mouse, a key press input via a keyboard, a touch input via a touchpad or a touchscreen, a gesture input via a touchscreen or a 3D gesture tracker, a voice input via a microphone, etc.). As an example, referring to FIG. 1G, the expected gaze determiner **210** generates the expected gaze position **114** pointing to the fourth visual element **50d** in response to the user input **110** selecting the fourth visual element **50d**.

(54) In some implementations, the interaction values **220e** indicate historical user interactions with the corresponding visual elements. In some implementations, historical user interactions include historical user inputs directed to the visual elements. In some implementations, the expected gaze determiner **210** determines that a visual element with more historical user interactions is more likely to be gazed at than a visual element with fewer historical user interactions. As such, in some implementations, the expected gaze determiner **210** generates the expected gaze target **212** such that the expected gaze position **212a** coincides with a position of a visual element with the greatest

interaction value **220c**.

(55) In various implementations, the measured gaze determiner **230** obtains a set of one or more images **232** of an eye of the user, and the measured gaze determiner **230** determines a measured gaze target **234** based on the image(s) **232**. In some implementations, the measured gaze determiner **230** receives the image(s) **232** from an image sensor (e.g., a user-facing camera, for example, an eye tracking camera) that captures the image(s) **232**. In some implementations, the measured gaze determiner **230** implements the gaze tracker **26** shown in FIG. **1A**. In some implementations, the measured gaze determiner **230** includes a set of one or more calibration parameters **240** (e.g., the calibration parameter **28** shown in FIG. **1A**). In the example of FIG. **2**, the set of one or more calibration parameters **240** have existing values **242**. For example, as shown in FIG. **1A**, the calibration parameter **28** has a first value **30**.

(56) In various implementations, the measured gaze determiner **230** determines a measured gaze target **234** based on the image(s) **232** of the eye of the user. In some implementations, measured gaze target **234** includes a measured gaze position **234a** (e.g., the measured gaze position **82** shown in FIG. **1C**), a measured gaze intensity **234b** and/or a measured gaze duration **234c**. In some implementations, the measured gaze target **234** is a function of the existing values **242** of the calibration parameters **240**. As such, changing the values of the calibration parameters **240** triggers a change in the measured gaze target **234**. In some implementations, the measured gaze determiner **230** provides the measured gaze target **234** to the calibration parameter adjuster **250**.

(57) In some implementations, the expected gaze determiner **210** generates the expected gaze target **212** such that the expected gaze position **212a** points to a visual element that is close to or nearest to a position indicated by the measured gaze target **234**. In some implementations, the expected gaze determiner **210** generates the expected gaze target **212** such that the expected gaze position **212a** points to a visual element that is close to or nearest to a position indicated by the measured gaze target **234** when the measured gaze target **234** remains stationary (or below a threshold amount of movement) for a threshold length of time. In some implementations, the expected gaze determiner **210** generates the expected gaze target **212** such that the expected gaze position **212a** points to a visual element that is close to or nearest to a position indicated by the measured gaze target **234** when a selection input is received (e.g., a touch input, a gesture input, a voice input, etc.).

(58) In some implementations, the calibration parameter adjuster **250** adjusts the calibration parameters **240** based on a comparison of the expected gaze target **212** and the measured gaze target **234**. In some implementations, the calibration parameter adjuster **250** generates new values **252** for the calibration parameters **240** when a difference between the expected gaze target **212** and the measured gaze target **234** exceeds a threshold difference. Referring to FIG. **1D**, the calibration parameter adjuster **250** changes the value of the calibration parameter **28** from the first value **30** to the new value **32** based on the difference **90** between the expected gaze position **72** and the measured gaze position **82**. In some implementations, the calibration parameter adjuster **250** generates the new values **252** for the calibration parameters **240** in order to reduce a difference between a subsequent expected gaze target and a corresponding subsequent measured gaze target. In some implementations, the calibration parameter adjuster **250** generates the new values **252** as a background operation while the device continues to perform other operations (e.g., non-calibration related operations such as displaying visual content).

(59) In some implementations, the new values **252** are a function of the difference between the expected gaze target **212** and the measured gaze target **234**. In some implementations, a difference between the existing values **242** and the new values **252** is proportional to the difference between the expected gaze target **212** and the measured gaze target **234**. For example, the greater the difference between the expected gaze target **212** and the measured gaze target **234**, the greater the difference between the existing values **242** and the new values **252**. In some implementations, the calibration parameter adjuster **250** uses a lookup table (LUT) to determine the new values **252**. For

example, the LUT may list various values representing varying differences in the expected gaze target **212** and the measured gaze target **234**, and corresponding changes to be made to the existing values **242**.

(60) In some implementations, the calibration parameter adjuster **250** obtains a confidence score associated with the expected gaze target **212**. For example, the expected gaze determiner **210** provides the expected gaze target **212** and the confidence score associated with the expected gaze target **212** to the calibration parameter adjuster **250**. In some implementations, the calibration parameter adjuster **250** generates the new values **252** for the calibration parameters **240** in response to the confidence score being greater than a threshold confidence score. In some implementations, the calibration parameter adjuster **250** forgoes generating the new values **252** for the calibration parameters **240** in response to the confidence score being less than the threshold confidence score.

(61) FIG. **3** is a flowchart representation of a method **300** for adjusting a calibration parameter of a gaze tracker. In various implementations, the method **300** is performed by a device including a display, an image sensor, a non-transitory memory and one or more processors coupled with the display, the image sensor and the non-transitory memory (e.g., the electronic device **20** shown in FIGS. **1A-1J** and/or the system **200** shown in FIG. **2**). In some implementations, the method **300** is performed by processing logic, including hardware, firmware, software, or a combination thereof. In some implementations, the method **300** is performed by a processor executing code stored in a non-transitory computer-readable medium (e.g., a memory).

(62) As represented by block **310**, in various implementations, the method **300** includes displaying, on the display, a plurality of visual elements. For example, as shown in FIG. **1A**, the electronic device **20** displays the visual elements **50**. In some implementations, the visual elements include text (e.g., the text **52** shown in FIG. **1A**) and/or an image (e.g., the graphic **54** shown in FIG. **1A**). In some implementations, the visual elements include GUI elements that are a part of a GUI. For example, the visual elements include selectable affordances (e.g., buttons) that can be selected by a user of the device.

(63) As represented by block **320**, in various implementations, the method **300** includes determining, based on respective characteristic values of the plurality of visual elements, an expected gaze target that indicates a first display region where a user of the device is expected to gaze or intended to gaze while the plurality of visual elements is being displayed. For example, as shown in FIG. **1B**, the electronic device **20** determines the expected gaze target **70** based on the characteristic values **60** of the visual elements **50**.

(64) As represented by block **320a**, in some implementations, the respective characteristic values include respective saliency values. In such implementations, the method **300** includes determining the expected gaze target based on the respective saliency values. For example, as shown in FIG. **2**, in some implementations, the characteristic values **220** include the saliency values **220a**, and the expected gaze determiner **210** determines the expected gaze target **212** based on the saliency values **220a**. In some implementations, the user is expected to gaze at the most salient of the visual elements. As an example, if the device is displaying a virtual character, the user may be expected to gaze at the virtual character's eyes instead of the virtual character's knees. As such, in this example, the eyes of the virtual character may have a greater saliency value than the knees of the virtual character.

(65) In some implementations, the respective characteristic values include position values that indicate respective placements of the plurality of visual elements. In such implementations, the method **300** includes determining the expected gaze target based on the position values of the visual elements. For example, as shown in FIG. **2**, in some implementations, the characteristic values **220** include the position values **220b**, and the expected gaze determiner **210** determines the expected gaze target **212** based on the position values **220b**. As an example, the user may be expected to gaze at a visual element that is positioned near a center of a display area instead of a visual element that is positioned near an edge of the display area that may be in a peripheral vision

of the user. In this example, the expected gaze target points to a visual element that is near the center of the display area. In other implementations, the user may be expected to gaze at a visual element to select the visual element or may be expected to gaze at a visual element while providing a separate selection input (e.g., a touch input, a gesture input, a voice input, etc.).

(66) In some implementations, the respective characteristic values include color values that indicate respective colors of the plurality of visual elements. In such implementations, the method **300** includes determining the expected gaze target based on the color values of the visual elements. For example, as shown in FIG. 2, in some implementations, the characteristic values **220** include the color values **220c**, and the expected gaze determiner **210** determines the expected gaze target **212** based on the color values **220c**. As an example, the user may be expected to gaze at the most colorful visual element. As another example, the user may be expected to gaze at visual elements that have a particular color (e.g., red, blue, etc.).

(67) In some implementations, the respective characteristic values include movement values that indicate respective speeds at which the plurality of visual elements are moving. In such implementations, the method **300** includes determining the expected gaze target based on the movement values of the visual elements. For example, as shown in FIG. 2, in some implementations, the characteristic values **220** include the movement values **220d**, and the expected gaze determiner **210** determines the expected gaze target **212** based on the movement values **220d**. As an example, the user may be expected to gaze at a moving visual element and not a stationary visual element. For example, referring to FIGS. 1H-1J, the user **22** is expected to gaze at the fifth visual element **50e** that is moving and not the visual elements **50a-50d** that are stationary.

(68) In some implementations, the respective characteristic values include interaction values that indicate respective levels of interactions between the user and the plurality of visual elements. In such implementations, the method **300** includes determining the expected gaze target based on the interaction values associated with the visual elements. For example, as shown in FIG. 2, the characteristic values **220** include the interaction values **220e**, and the expected gaze determiner **210** determines the expected gaze target **212** based on the interaction values **220e**. As another example, referring to FIG. 1G, the user **22** is expected to gaze at the fourth visual element **50d** when the user input **110** is directed to the fourth visual element **50d**.

(69) In some implementations, determining the expected gaze target includes detecting, via a physical input device, an input directed to the first display region, and setting the first display region as the expected gaze target in response to detecting the input directed to the first display region. For example, referring to FIGS. 1F and 1G, the electronic device **20** detects the user input **110** via a physical input device and sets a position indicated by the user input **110** as the expected gaze position **114**.

(70) In some implementations, determining the expected gaze target includes detecting, via a mouse, a mouse click while the first display region corresponds to a cursor position, and setting the cursor position as the expected gaze target in response to detecting the mouse click. For example, referring to FIGS. 1F and 1G, in some implementations, the electronic device **20** detects the user input **110** via a mouse. For example, the user **22** uses the mouse to move a cursor to the fourth visual element **50d**, and clicks or double-clicks the fourth visual element **50d**.

(71) In some implementations, determining the expected gaze target includes detecting, via a touch-sensitive surface, a tap input while the first display region corresponds to a cursor position, and setting the cursor position as the expected gaze target in response to detecting the tap input. For example, referring to FIGS. 1F and 1G, in some implementations, the electronic device **20** detects the user input **110** via a touchpad. For example, the user **22** uses the touchpad to move a cursor to the fourth visual element **50d**, and clicks or double-clicks the fourth visual element **50d**.

(72) In some implementations, determining the expected gaze target includes detecting, via a keyboard, a key press while the first display region corresponds to a focus indicator, and setting the first display region as the expected gaze target in response to detecting the key press. For example,



referring to FIGS. 1F and 1G, in some implementations, the electronic device **20** detects the user input **110** via a keyboard. For example, the user **22** uses directional keys on the keyboard to move a focus indicator to the fourth visual element **50d**, and presses an enter key to select the fourth visual element **50d**.

(73) In some implementations, determining the expected gaze target includes detecting, via an audio sensor, a voice input including a selection command while the first display region corresponds to a focus indicator, and setting the first display region as the expected gaze target in response to detecting the voice input including the selection command. For example, referring to FIGS. 1F and 1G, in some implementations, the electronic device **20** detects the user input **110** via a voice input received via a microphone. For example, if the fourth visual element **50d** represents an icon for a messaging application, the user **22** may say “open messaging application”.

(74) As represented by block **330**, in various implementations, the method **300** includes obtaining, via the image sensor, an image that includes a set of pixels corresponding to a pupil of the user of the device. For example, as shown in FIG. 1C the image sensor **24** captures the image **78** of at least one eye of the user **22**. In some implementations, the image sensor includes a user-facing camera that captures the image after obtaining informed consent from the user. In some implementations, the image sensor includes an eye tracking camera that captures the image after obtaining informed consent from the user.

(75) As represented by block **340**, in various implementations, the method **300** includes determining, by a gaze tracker, based on the set of pixels corresponding to the pupil, a measured gaze target that indicates a second display region where the user is measuredly gazing. For example, referring to FIG. 1C, the gaze tracker **26** determines the measured gaze target **80** that indicates the measured gaze position **82** where the user **22** of the electronic device **20** is currently gazing. As another example, referring to FIG. 2, the measured gaze determiner **230** determines the measured gaze target **234** based on the image(s) **232**. In some implementations, the second display region indicated by the measured gaze target is at a distance from the first display region indicated by the expected gaze target. As an example, FIG. 1D illustrates the difference **90** between the expected gaze position **72** and the measured gaze position **82**. As another example, the measured gaze target may indicate that the user is gazing at a blank space that is several pixels away from an expected gaze position that corresponds to eyes of a virtual character that is being displayed.

(76) As represented by block **340a**, in some implementations, the plurality of visual elements includes a moving element that the user is expected to gaze at, the expected gaze target corresponds to a position of the moving element, and the measured gaze target indicates a position that is offset from the position of the moving element. For example, as shown in FIG. 1H, the visual elements **50** include the fifth visual element **50e** that is moving in the direction indicated by the arrow **120**, the first expected gaze position **130a** overlaps with a position of the fifth visual element **50e**, and the first measured gaze position **140a** is offset from the first expected gaze position **130a** by the difference **150**.

(77) As represented by block **340b**, in some implementations, the plurality of visual elements includes a selectable affordance that the user is expected to gaze at while selecting the selectable affordance, the expected gaze target corresponds to a position of the selectable affordance, and the measured gaze target indicates a position that is offset from the position of the selectable affordance. For example, as shown in FIG. 1G, the user **22** selects the fourth visual element **50d**, the expected gaze position **114** overlaps with a position of the fourth visual element **50d** and a measured gaze position (not shown in FIG. 1G) does not overlap with the fourth visual element **50d**.

(78) As represented by block **350**, in various implementations, the method **300** includes adjusting a calibration parameter of the gaze tracker based on a difference between the first display region indicated by the expected gaze target and the second display region indicated by the measured gaze target. For example, as shown in FIGS. 1C-1E, the electronic device **20** adjusts the calibration

parameter **28** by changing a value of the calibration parameter **28** from the first value **30** to the new value **32** based on the difference **90** between the expected gaze position **72** and the measured gaze position **82**. In various implementations, the device adjusts the calibration parameter so that a subsequently captured image results in a measured gaze position that overlaps with the expected gaze position. For example, as shown in FIG. **1E**, changing a value of the calibration parameter **28** from the first value **30** to the new value **32** causes the measured gaze position **102** to overlap with the expected gaze position **72**. As described herein, in various implementations, the adjustment to the calibration parameter is performed as a background operation without prompting the user to look at certain visual elements as part of a guided calibration operation. Adjusting the calibration parameter as a background operation reduces disruption to the operability of the device thereby increasing a usability of the device.

(79) As represented by block **350a**, in some implementations, adjusting the calibration parameter includes adjusting the calibration parameter when a distance between the first display region and the second display region is greater than a threshold distance. For example, referring to FIGS. **1D-1E**, the electronic device **20** adjusts the calibration parameter **28** in response to the difference **90** between the expected gaze position **72** and the measured gaze position **82** being greater than a threshold distance. In some implementations, the method **300** includes foregoing adjustment of the calibration parameter when the distance between the first display region and the second display region is less than the threshold distance.

(80) In some implementations, the adjustment to the calibration parameter is proportional to a distance between the first display region and the second display region. For example, a greater distance between the first display region and the second display region results in a greater adjustment to the calibration parameter. As an example, referring to FIG. **1D**, the adjustment to the calibration parameter **28** is proportional to the difference **90** between the expected gaze position **72** and the measured gaze position **82**.

(81) As represented by block **350b**, in some implementations, adjusting the calibration parameter includes recording a change in a position of the pupil from a first expected position to a second expected position. In some implementations, the device includes a head-mountable device that the user is expected to wear in a particular manner. For example, an eye of the user is expected to be at a center of a field-of-view of an eye tracking camera. However, as the user moves the head-mountable device may slip and the eye may no longer be at the center of the field-of-view of the eye tracking camera. In some implementations, adjusting the calibration parameter compensates for the movement of the head-mountable device on the head of the user. For example, the change in the calibration parameter compensates for the eye not being at the center of the field-of-view of the eye tracking camera.

(82) As represented by block **350c**, in some implementations, the expected gaze target is associated with a confidence score, and adjusting the calibration parameter includes adjusting the calibration parameter in response to the confidence score being greater than a threshold confidence score and forgoing adjustment of the calibration parameter in response to the confidence score being less than the threshold confidence score. For example, as described in relation to FIG. **2**, in some implementations, the calibration parameter adjuster **250** generates the new values **252** for the calibration parameters **240** when the expected gaze target **212** is associated with a confidence score that is greater than a threshold confidence score, and the calibration parameter adjuster **250** forgoes generation of the new values **252** when the expected gaze target **212** is associated with a confidence score that is less than the threshold confidence score.

(83) In some implementations, the confidence score is a function of a density of the plurality of visual elements. For example, the confidence score may be a function of an amount of spacing between the plurality of visual elements. As an example, when the visual elements are positioned relatively close to each other, the confidence score for the expected gaze target may be relatively low (e.g., lower than a threshold confidence score). By contrast, when the visual elements are

positioned relatively far from each other, the confidence score for the expected gaze target may be relatively high (e.g., greater than the threshold confidence score).

(84) In some implementations, the confidence score is a function of a distance between the first display region and the second display region. For example, referring to FIG. 1D, the confidence score for the expected gaze target **70** may be a function of the difference **90** between the expected gaze position **72** and the measured gaze position **82**. In some implementations, the confidence score is inversely proportional to the distance between the first display region and the second display region. For example, the greater the distance between an expected gaze position and a measured gaze position, the smaller the confidence score for the expected gaze position.

(85) As represented by block **350d**, in some implementations, adjusting the calibration parameter includes adjusting the calibration parameter in response to device movement data indicating that the device has moved more than a threshold amount since a previous adjustment to the calibration parameter. As described herein, a head-mountable device may slip on the user's head due to the user moving while using the device. In some implementations, if sensor data from a visual inertial odometry (VIO) system (e.g., accelerometer data from an accelerometer, gyroscope data from a gyroscope and/or magnetometer data from a magnetometer) indicates that the head-mountable device and/or the user has moved more than a threshold amount since the previous adjustment to the calibration parameter, the device can adjust the calibration parameter in order to continue providing accurate gaze tracking.

(86) As represented by block **350e**, in some implementations, adjusting the calibration parameter includes adjusting the calibration parameter in response to the second display region corresponding to a blank space. For example, referring to FIG. 1C, the electronic device **20** may adjust the calibration parameter **28** in response to the measured gaze position **82** pointing to a blank space where no visual element is being displayed. When the device displays visual elements, the user is expected to gaze at one or more of the displayed visual elements and not blank space. As such, when gaze tracking indicates that the user is gazing at a blank space when the device is displaying visual elements, the gaze tracking is likely generating erroneous measured gaze targets and may be improved by adjusting the calibration parameter.

(87) As represented by block **350f**, in some implementations, adjusting the calibration parameter includes adjusting the calibration parameter in response to the first display region having a first saliency value that is greater than a second saliency value of the second display region. In some implementations, the user is expected to gaze at a visual element with the greatest saliency value. For example, referring to FIG. 1B, the electronic device **20** may select a location corresponding to the second visual element **50b** as the expected gaze position **72** in response to a saliency value of the second visual element **50b** being greater than saliency values of the remaining visual elements **50a**, **50c** and **50d**.

(88) In some implementations, the method **300** includes determining the expected gaze target based on the measured gaze target. In some implementations, the measured gaze target indicates that the user's gaze is directed to a portion of an object that is within a threshold distance of a center of the object. For example, the measured gaze target may indicate that the user is gazing towards an edge of a button instead of a center of the button. In various implementations, the user is expected to gaze at or towards a center of an object. For example, the user is expected to gaze at or near a center of a button. In such implementations, the method **300** includes determining that the expected gaze position corresponds to a center of an object that the user is measuredly gazing.

(89) FIG. 4 is a block diagram of a device **400** in accordance with some implementations. In some implementations, the device **400** implements the electronic device **20** shown in FIGS. 1A-1J and/or the system **200** shown in FIG. 2. While certain specific features are illustrated, those of ordinary skill in the art will appreciate from the present disclosure that various other features have not been illustrated for the sake of brevity, and so as not to obscure more pertinent aspects of the implementations disclosed herein. To that end, as a non-limiting example, in some implementations

the device **400** includes one or more processing units (CPUs) **401**, a network interface **402**, a programming interface **403**, a memory **404**, one or more input/output (I/O) devices **408**, and one or more communication buses **405** for interconnecting these and various other components.

(90) In some implementations, the network interface **402** is provided to, among other uses, establish and maintain a metadata tunnel between a cloud hosted network management system and at least one private network including one or more compliant devices. In some implementations, the one or more communication buses **405** include circuitry that interconnects and controls communications between system components. The memory **404** includes high-speed random access memory, such as DRAM, SRAM, DDR RAM or other random access solid state memory devices, and may include non-volatile memory, such as one or more magnetic disk storage devices, optical disk storage devices, flash memory devices, or other non-volatile solid state storage devices. The memory **404** optionally includes one or more storage devices remotely located from the one or more CPUs **401**. The memory **304** comprises a non-transitory computer readable storage medium.

(91) In some implementations, the memory **404** or the non-transitory computer readable storage medium of the memory **404** stores the following programs, modules and data structures, or a subset thereof including an optional operating system **406**, the expected gaze determiner **210**, the measured gaze determiner **230** and the calibration parameter adjuster **250**. In various implementations, the device **400** performs the method **300** shown in FIG. 3.

(92) In some implementations, the expected gaze determiner **210** includes instructions **210a**, and heuristics and metadata **210b** for determining an expected gaze target (e.g., the expected gaze target **70** shown in FIG. 1B and/or the expected gaze target **212** shown in FIG. 2). In some implementations, the expected gaze determiner **210** performs at least some of the operation(s) represented by block **320** in FIG. 3.

(93) In some implementations, the measured gaze determiner **230** includes instructions **230a**, and heuristics and metadata **230b** for determining a measured gaze target (e.g., the measured gaze target **80** shown in FIG. 1C and/or the measured gaze target **234** shown in FIG. 2) in accordance with values of the calibration parameters **240**. In some implementations, the measured gaze determiner **230** performs at least some of the operation(s) represented by block **340** in FIG. 3.

(94) In some implementations, the calibration parameter adjuster **250** includes instructions **250a**, and heuristics and metadata **250b** for adjusting the calibration parameter(s) **240** (e.g., the calibration parameter **28** shown in FIG. 1A). In some implementations, the calibration parameter adjuster **250** performs at least some of the operation(s) represented by block **350** in FIG. 3.

(95) In some implementations, the one or more I/O devices **408** include an input device for obtaining an input (e.g., the user input **110** shown in FIG. 1F). In some implementations, the input device includes a touchscreen (e.g., for detecting tap inputs), an image sensor (e.g., for detecting gesture inputs) and/or a microphone (e.g., for detecting voice inputs). In some implementations, the one or more I/O devices **408** include an image sensor (e.g., a user-facing camera, for example, an eye tracking camera) for capturing images of a pupil of the user (e.g., for capturing the image **78** shown in FIG. 1C, the image **98** shown in FIG. 1E, and/or the image(s) **232** shown in FIG. 2). In some implementations, the one or more I/O devices **408** include a display for displaying the visual elements.

(96) In various implementations, the one or more I/O devices **408** include a video pass-through display which displays at least a portion of a physical environment surrounding the device **400** as an image captured by a camera. In various implementations, the one or more I/O devices **408** include an optical see-through display which is at least partially transparent and passes light emitted by or reflected off the physical environment.

(97) It will be appreciated that FIG. 4 is intended as a functional description of the various features which may be present in a particular implementation as opposed to a structural schematic of the implementations described herein. As recognized by those of ordinary skill in the art, items shown separately could be combined and some items could be separated. For example, some functional

blocks shown separately in FIG. 4 could be implemented as a single block, and the various functions of single functional blocks could be implemented by one or more functional blocks in various implementations. The actual number of blocks and the division of particular functions and how features are allocated among them will vary from one implementation to another and, in some implementations, depends in part on the particular combination of hardware, software, and/or firmware chosen for a particular implementation.

(98) Implementations described herein contemplate the use of gaze information to present salient points of view and/or salient information. Implementers should consider the extent to which gaze information is collected, analyzed, disclosed, transferred, and/or stored, such that well-established privacy policies and/or privacy practices are respected. These considerations should include the application of practices that are generally recognized as meeting or exceeding industry requirements and/or governmental requirements for maintaining the user privacy. The present disclosure also contemplates that the use of a user's gaze information may be limited to what is necessary to implement the described embodiments. For instance, in implementations where a user's device provides processing power, the gaze information may be processed at the user's device, locally.

(99) Various processes defined herein consider the option of obtaining and utilizing a user's personal information. For example, such personal information may be utilized in order to provide an improved privacy screen on an electronic device. However, to the extent such personal information is collected, such information should be obtained with the user's informed consent. As described herein, the user should have knowledge of and control over the use of their personal information.

(100) Personal information will be utilized by appropriate parties only for legitimate and reasonable purposes. Those parties utilizing such information will adhere to privacy policies and practices that are at least in accordance with appropriate laws and regulations. In addition, such policies are to be well-established, user-accessible, and recognized as in compliance with or above governmental/industry standards. Moreover, these parties will not distribute, sell, or otherwise share such information outside of any reasonable and legitimate purposes.

(101) Users may, however, limit the degree to which such parties may access or otherwise obtain personal information. For instance, settings or other preferences may be adjusted such that users can decide whether their personal information can be accessed by various entities. Furthermore, while some features defined herein are described in the context of using personal information, various aspects of these features can be implemented without the need to use such information. As an example, if user preferences, account names, and/or location history are gathered, this information can be obscured or otherwise generalized such that the information does not identify the respective user.

(102) While various aspects of implementations within the scope of the appended claims are described above, it should be apparent that the various features of implementations described above may be embodied in a wide variety of forms and that any specific structure and/or function described above is merely illustrative. Based on the present disclosure one skilled in the art should appreciate that an aspect described herein may be implemented independently of any other aspects and that two or more of these aspects may be combined in various ways. For example, an apparatus may be implemented and/or a method may be practiced using any number of the aspects set forth herein. In addition, such an apparatus may be implemented and/or such a method may be practiced using other structure and/or functionality in addition to or other than one or more of the aspects set forth herein.

## Claims

1. A method comprising: at a device including a display, an image sensor, a non-transitory memory and one or more processors coupled with the display, the image sensor and the non-transitory memory: displaying, on the display, a graphical user interface (GUI) including a plurality of selectable GUI elements; determining, based on respective characteristic values of the plurality of selectable GUI elements, an expected gaze target that indicates a first display region where a user of the device intends to gaze while the plurality of selectable GUI elements is being displayed in response to a user input; obtaining, via the image sensor, an image that includes a set of pixels corresponding to a pupil of the user of the device; determining, by a gaze tracker, based on the set of pixels corresponding to the pupil, a measured gaze target that indicates a second display region where the user is measuredly gazing; and adjusting a calibration parameter of the gaze tracker based on a difference between the first display region indicated by the expected gaze target and the second display region indicated by the measured gaze target while selecting a respective selectable GUI element from the displayed plurality of selectable GUI elements in response to the user input without prompting a guided calibration.
2. The method of claim 1, wherein respective characteristic values corresponding to the user input include respective saliency values.
3. The method of claim 1, wherein respective characteristic values corresponding to the user input include position values that indicate respective placements of the plurality of selectable GUI elements.
4. The method of claim 1, wherein respective characteristic values corresponding to the user input include color values that indicate respective colors of the plurality of selectable GUI elements.
5. The method of claim 1, wherein respective characteristic values corresponding to the user input include movement values that indicate respective speeds at which the plurality of selectable GUI elements are moving.
6. The method of claim 1, wherein respective characteristic values corresponding to the user input indicate respective levels of interactions between the user and the plurality of selectable GUI elements.
7. The method of claim 1, wherein adjusting the calibration parameter comprises adjusting the calibration parameter when a distance between the first display region and the second display region is greater than a threshold.
8. The method of claim 1, wherein the adjustment to the calibration parameter is proportional to a distance between the first display region and the second display region.
9. The method of claim 1, wherein adjusting the calibration parameter comprises recording a change in a position of the pupil from a first expected position to a second expected position.
10. The method of claim 1, wherein the expected gaze target is associated with a confidence score, and wherein adjusting the calibration parameter comprises: adjusting the calibration parameter in response to the confidence score being greater than a threshold confidence score; and forgoing adjustment of the calibration parameter in response to the confidence score being less than the threshold confidence score.
11. The method of claim 10, wherein the confidence score is a function of a density of the plurality of selectable GUI elements.
12. The method of claim 10, wherein the confidence score is a function of a distance between the first display region and the second display region.
13. The method of claim 1, wherein adjusting the calibration parameter comprises adjusting the calibration parameter in response to device movement data indicating that the device has moved more than a threshold amount since a previous adjustment to the calibration parameter.
14. The method of claim 1, wherein the plurality of selectable GUI elements includes a moving selectable GUI element that the user is expected to gaze at; wherein the expected gaze target corresponds to a position of the moving selectable GUI element; and wherein the measured gaze

target indicates a position that is offset from the position of the moving selectable GUI element.

15. The method of claim 1, wherein the plurality of selectable GUI elements includes a selectable affordance that the user is expected to gaze at while selecting the selectable affordance; wherein the expected gaze target corresponds to a position of the selectable affordance; and wherein the measured gaze target indicates a position that is offset from the position of the selectable affordance.

16. The method of claim 1, wherein adjusting the calibration parameter comprises adjusting the calibration parameter in response to the second display region corresponding to a blank space.

17. The method of claim 1, wherein adjusting the calibration parameter comprises adjusting the calibration parameter in response to the first display region having a first saliency value that is greater than a second saliency value of the second display region.

18. The method of claim 1, wherein the expected gaze target is determined based on the measured gaze target when a selection input is received.

19. A device comprising: one or more processors; an image sensor; a display; a non-transitory memory; and one or more programs stored in the non-transitory memory, which, when executed by the one or more processors, cause the device to: display, on the display, a graphical user interface (GUI) including a plurality of selectable GUI elements; determine, based on respective characteristic values of the plurality of selectable GUI elements, an expected gaze target that indicates a first display region where a user of the device intends to gaze while the plurality of selectable GUI elements is being displayed in response to a user input; obtain, via the image sensor, an image that includes a set of pixels corresponding to a pupil of the user of the device; determine, by a gaze tracker, based on the set of pixels corresponding to the pupil, a measured gaze target that indicates a second display region where the user is measuredly gazing; and adjust a calibration parameter of the gaze tracker based on a difference between the first display region indicated by the expected gaze target and the second display region indicated by the measured gaze target while selecting a respective selectable GUI element from the displayed plurality of selectable GUI elements in response to the user input without prompting a guided calibration.

20. A non-transitory memory storing one or more programs, which, when executed by one or more processors of a device including a display and an image sensor, cause the device to: display, on the display, a graphical user interface (GUI) including a plurality of selectable GUI elements; determine, based on respective characteristic values of the plurality of selectable GUI elements, an expected gaze target that indicates a first display region where a user of the device intends to gaze while the plurality of selectable GUI elements is being displayed in response to a user input; obtain, via the image sensor, an image that includes a set of pixels corresponding to a pupil of the user of the device; determine, by a gaze tracker, based on the set of pixels corresponding to the pupil, a measured gaze target that indicates a second display region where the user is measuredly gazing; and adjust a calibration parameter of the gaze tracker based on a difference between the first display region indicated by the expected gaze target and the second display region indicated by the measured gaze target while selecting a respective selectable GUI element from the displayed plurality of selectable GUI elements in response to the user input without prompting a guided calibration.

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