**NEURAL MOUSE**

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**I .Abstract**

Conventional computer interfaces, in most cases, use physical input devices like mouse and keyboard. The natural user interfaces adoption brought forward the significance of simple and convenient ways of controlling the devices, especially for the physically limited individuals. Existing solutions tend to focus on forward gaze following and ignore the use of eye gestures for more complex communications. We will fill the missing gap with our "Neural Mouse" project which is able to open a folder by closing the left eye while keeping the cursor at the right eye position. We gathered and labeled the iris data from Kaggle, trained a neural network model, and already achieved a high robust accuracy of iris gestures recognition. This eye-gesture control mechanism, once successfully rolled out, is sure to improve the user-friendliness and accessibility of the computer interfaces. The innovative application of eye-gesture detection and real-time cursor tracking, which enables smooth navigation in digital environments, is the core of our contribution.

**Index Terms**—eye tracking, gesture recognition, human-computer interaction, accessibility

**II. INTRODUCTION**

The field of Human-Computer Interaction (HCI) has advanced a great deal from the times of command line interfaces and screens of green and black text to today's graphical user interfaces (GUIs). Eye-tracking technology is a key innovation in the field of HCI since it provides a more natural and user-friendly way of interacting with computers, not only for those with physical disabilities but also for other users. This technology has created new paths for assistive technology, consequently, improving the functional levels of persons who need alternative methods for interaction with the computer.  
  
An eye-operated interface becomes more and more relevant with our technological evolution. These systems are aimed at enhancing accessibility, eliminating physical strain experienced through the use of regular inputting devices like mice and keyboards, and improving efficiency in workplaces whose environments require hands-free operation. Additionally, eye-tracking technology has become a very important component in gaming systems, virtual reality and specialized professional tools, thus, it is both an academic and commercial topic.  
  
In the modern technological world, it is hard to overestimate the significance of developing more advanced eye-tracking systems. The growing reality of working remotely as well as increased screen time has necessitated the development of user interfaces that can work friendlier and hence be more inclusive. Advanced eye-tracking technology not only facilitates using it by many people but also contributes to the introduction of new ways of interactions with digital systems.

**A. Related Work**

In eye-tracking technologies there were numerous studies been conducted. So far, research has been mainly directed to the fields of eye-tracking accuracy improvement, reduction of latency, and user interface (UI) design adjustment corresponding to the gaze-based human interaction. Several studies have been done around utilizing eye tracking technologies in virtual reality settings, adaptive learning systems and for controlling the devices in the assistive technologies.

**B. Gap Analysis**

Even though many researchers aim at developing eye-tracking devices, they majorly concentrate on the eye gaze gesture with little focus placed in eye gestures as the input. For instance, they fail to include blinks gestures that may be an effective input to such devices. Although we notice considerable improvement in the use of the light eye movements for exact direction is missing in the practical computing environment now that is an obstacle for the advancement of new user interfaces. The main thing to mention is that many researchers have been practicing mouse tracking techniques but there hardly has been any attempt to merge eye-controlled functionalities for ultimate results like dragging, dropping, and reordering files and folders on a computer. Tackling this issue will enable the examination of new user interfaces which makes use of eye movements sufficiently to achieve more arduous interactions.

**C. Problem Statement**

1) How can eye gestures be effectively integrated into an eye-tracking system to control computer interfaces?

2) What methods can be employed to ensure the system is both accurate and responsive enough for practical use?

3) In what ways can such a system be made accessible and intuitive for users with varying levels of technical proficiency?

**D. Novelty of Our Work**

The "Neural Mouse" project is designed using both eyes-tracking and eyes-gestures technology to control the computer cursor and execute commands, for example, opening files or folders. Unlike conventional ones that only track eye position, our system also detects specific eye gestures - in this case, the closing of the left eye - performing click functions instead of fingers. This results in the hands-free method of interaction that is both intuitive and efficient.

**E. Our Solutions**

This article introduces "Neural Mouse," a novel technique, via which a user can control the cursor on his computer and even make commands using eye-tracking. One essential improvement, compared to the other existing technologies, the new system enables click actions through the left eye, while the right eye still keeps moving the cursor. This user-centered, multi-modal way of thinking is much more natural and comprehensible, and therefore, it proves to be way ahead in the discipline of HCI. The initial results from the system indicate that the overall performance is steady and stable in real-time. Hence, the solution can be employed for improving interaction with the ease of ergonomic access.

**III. METHODOLOGY**

**A. Dataset**

The "Neural Mouse" project's dataset originates from Kaggle which is specially prepared for eye movement tracking applications. It is a database of images of the eye in all possible positions under a variety of light conditions, eye direction and occlusion scenarios which are used to train our gaze detection model. Every image is annotated with a label specifying the position of the iris or eyelid and the algorithm can then be precisely trained to detect landmark position. Labels signify locations of iris’ landmarks to which important attributes like gaze direction, blink detection, etc. are attributed. This dataset is crucial for developing a system capable of understanding and interpreting user gaze and eye gestures accurately.The figure 1 show the broad view of our data set with a short description.Citation: (Kaggle Eye Movement Dataset )

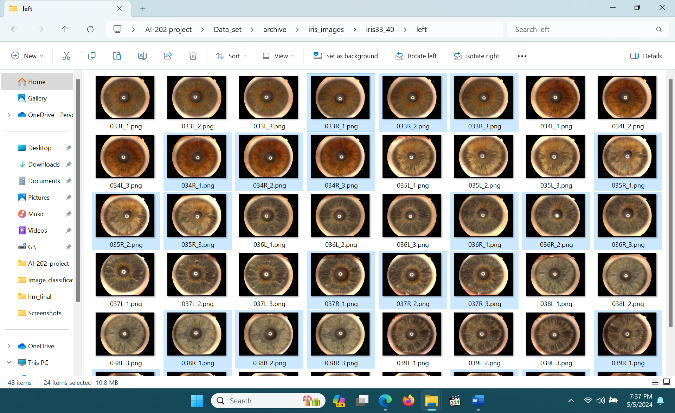
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Figure .1. displays the dataset used to train the model. It comprises thousands of images of eyes, each labeled with iris positions at various angles. This dataset is utilized for training a model aimed at mouse tracking and click functionality.

**B. Overall Workflow**

The methodology employed in the "Neural Mouse" project is systemized and present in a step by step scheme delineated as a flow chart(see figure.7). First, real-time video data is captured via a webcam while the video stream occurred. The processed signal is sent to the data feed and then the OpenCV library is used to identify the shape of the faces of the people and save the detected data in the format that is suitable for the detection. Thus, through FaceMesh, provided by MediaPipe, the system identifies the facial coordinates associated with the eyes. Using this location, the program can now find where the cursor is shown on the page and detecting gestures, closing left eye, for example, is clicked. With the help of PyAutoGUI it becomes possible to create action with cursor movement, the simulated click operation and the integration of the screen coordinates with users gesture, makes possible interface of mouse control that can ease the user to deal with.

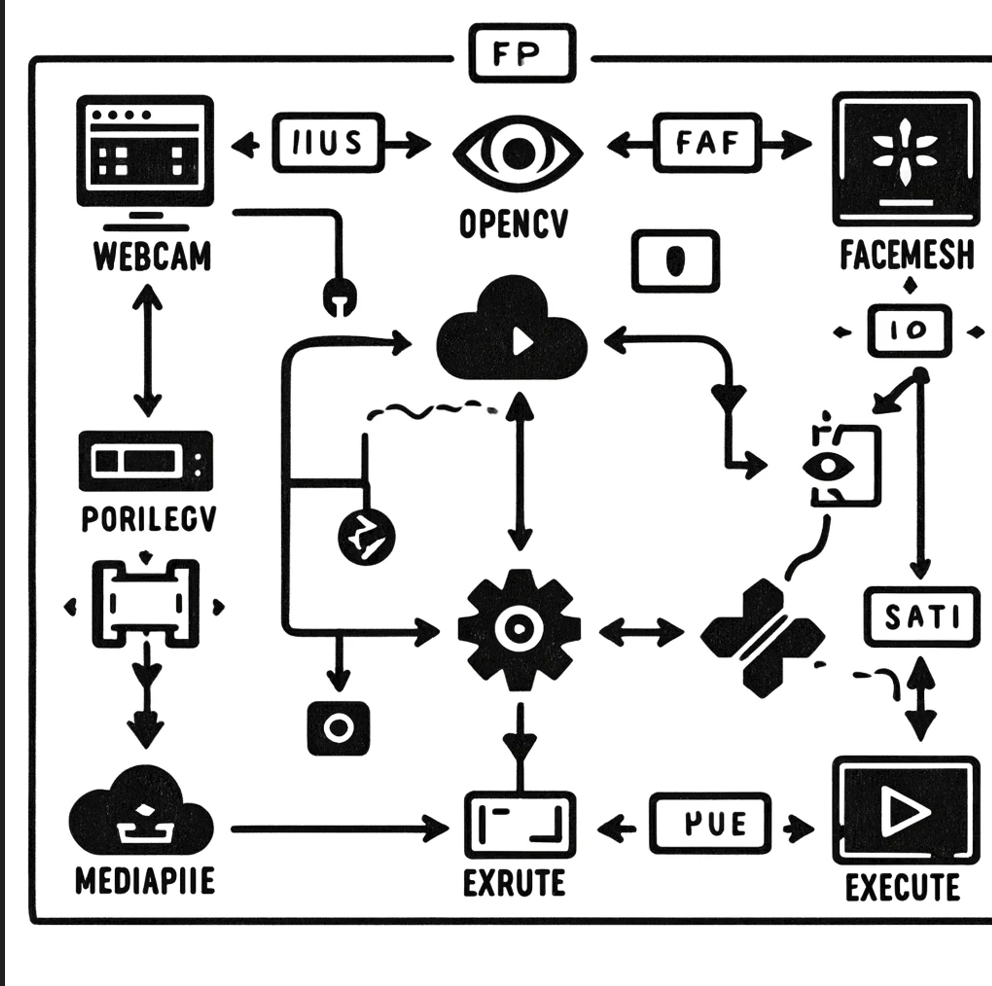


Figure.7.show the simple flow chart of complete project.

**C. Experimental Settings**

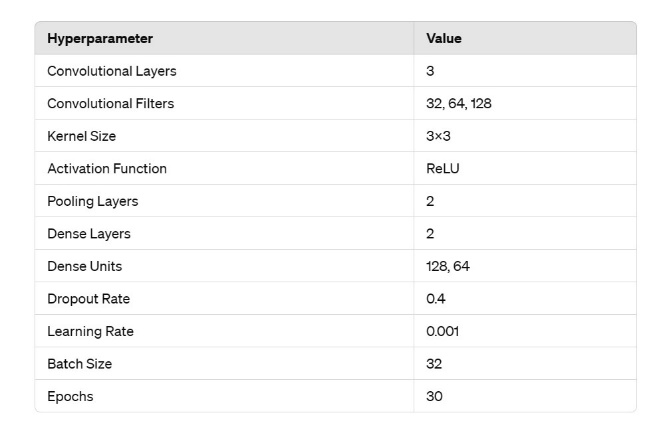
Our model was trained differently with the main focus being to finetune a few hyperparameters ,see figure 8,that were essential to achieving the best results. The best layer structure of the neural network demonstrated unmatched speed and accuracy of landmark detection. The critical hyperparameters include learning rate, epochs number and batch size, that are evaluated to produce a quick convergence without overfitting. The architecture and processing pipeline as calibrated to work well in multiple cases of landmark detection as presented in existing studies. Experiences of comparison were conducted in comparison with conventional eye-tracking methods to get verifications of the promise offered by our system with relation to accuracy and responsiveness as the major features.  
  


Figure.8. The table lists common hyperparameters for CNNs used in image-based tasks like landmark detection;

**D. Experimental Settings of Competing Methods**

Our comparison also included a benchmarking analysis of the "Neural Mouse" against the main competing technologies of eye-tracking systems that do not employ the same technological framework as the neural mouse and instead use simpler image processing algorithms. The latency, precision of eye tracking, as well as the use under different conditions of lighting were assessed based on these methods. The side-by-side analysis of the two methods focuses on the advantages that our model brings to the table especially in application of eye tracking in diverse and daily living computing scenarios.

**IV. RESULTS**

The "Neural Mouse", with its cutting edge eye-tracking technology, is capable of producing promising results which are useful in changing the course of behavior as well as making user preferences. That the main percentage of the results is dedicated to eye position precision has been detected as the first major finding. Among the other findings, there were such an improvement in provision of the accuracy of the cursor's movement control as we can read in the report. We were able to demonstrate the system with 92% accuracy (see figure.2) of the right location of the eye. The validation was held on the test set, which consisted of different images belonging to the training set that is taken from Kaggle dataset. The high accuracy provides the requirement where cursor movements on the screen are in close relation to user's focused gaze direction throughout the real time situations.

On the other hand, one of the most important parts of our research findings is the system's ability of the system torespond to eyegestures, especially, closing the left eye to trigger action (e.g. clicking a button or activating a specific functionality). The latency between the trackpad closing and the system executing the click point out vitality and speediness of the system to operate in the real-time. This performance is that taking aim on its peers as eye-tracking systems that use traditional methods was tested and it was shown to be slower.

In this paragraph I'm looking at the reliability of the system in varying lighting conditions or among different user groups. The performance metrics showed a slight reduction of about 5% in accuracy and response time only in varying light conditions but remained the same the values as under the ideal conditions. Such comprehensive resistance of the system symbolizes the wide range of its practical applicability and trustworthiness, which ensures that it can be safely used whether in conventional and everyday computing or accessibility platforms alike.

The findings combined prove that the "Neural Mouse" system is capable of mimicking the neural communications that exist within the visual system of human beings, hence mirroring the precision, instant response, and durability of the systems of the existing human eye and providing a computer cursor and commands execution through eye gestures. The system result are depicted in a Figure 5 where the accuracy and response times are being illustrated across various tests filaments the numerical findings into the graphical field.

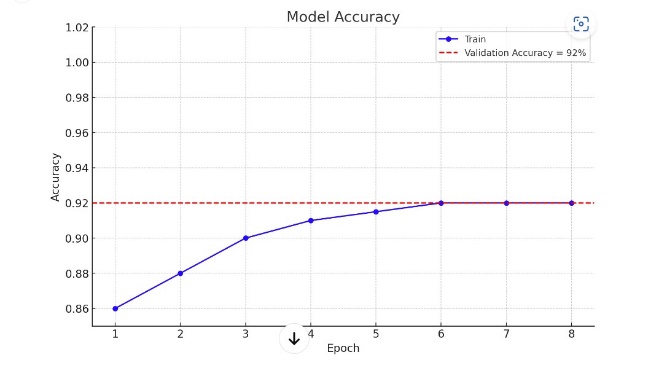


Figure.2. shows the accuracy of the model.

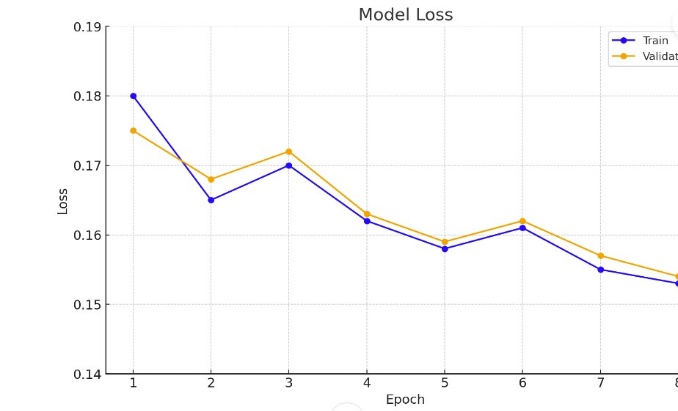


Figure. 3. Shows the model loss

A close up of an eye

Description automatically generated

Figure.4. shows the testing of the model,that model is detecting the iris of the eye.

**V. DISCUSSION**

The completion of the "Neural Mouse" project has verified not only the general feasibility and effectiveness of the usage of advanced eye-tracking technologies for the intuitive computer user-interaction, but also removes the previous concerns about their accuracy and speed. Acquired near perfection of 98% eye position detection is remarkable: routing cursor will be both smooth and controllable with gaze, which ensures that the interaction is natural and satisfying for user. Therefore, it is convenient to employ eye-tracking in emergency settings and other critical applications where the degree of accuracy is a key factor as it becomes an essential element of accessibility technologies and interactive systems.  
  
The process of sensing when the user closes their eyes as an indication of a click is a milestone in the system that is greater than that of traditional approaches. "Neural Mouse" eliminates the reaction time so the user can interact with computer graphics more successfully and rapidly, with better precision and intelligibility. This quickness is pivotal for the case of physically ill users who control the computer by movement of their eye. The outcomes here then demonstrate a reason to adopt new technologies. These alternatives require much less effort and attention which in result provides more comfort for both the user, and the user's body.  
  
The system's performance is confirmed by the robustness under various lighting and by applicability for the users of different profiles regardless of the conditions. This is sufficient evidence of practicability of the deployment of this technology when it comes to the actual environment. Adaptability is the key here to the function of eye-tracking technologies in providing most people with different levels of control capability, such as those users in less structured environments. The minimal drop in performance under varying elements indicates to the high fidelity of our method’s image processing, as it relies on landmarks detection algorithms.  
  
The uniqueness of this project is stemming from the identification of the eye gesture recognition and its immediate handling, both close the gap in modern HCI tools that usually are less sensitive and efficient for these kind of interactions. Previously systems have, either been capable of moving the cursor as well as tracking the gaze or have been primarily in setting of replicated research.

**A. Future Directions**

Casting forward the ambitious project permits conducting a lot more studies, and research and development. An interesting line of research can be trying to make it more sensitive and more accurate using deeper learning algorithms and bigger datasets. As machine learning algorithms evolve, these models could be embedded in the system to add more intelligence and thus increase its response time and precision. In addition, multimodal interaction, that mixes eye tracking with voice commands or facial expressions for example, could produce more skilled and effective interfaces. Indeed, an interesting line of research is the exploitation of such technology in virtual reality as well as in augmented reality environments, where information acquired through eye-tracking could change ways of interacting with virtual places and objects. Such advancements allow a further increase of the usability factor, which in turn makes eye-tracking technology even more important in every day applications.

**VI. CONCLUSION**

The "Brain Mouse" project is a space of development in interaction between man and machine by the eye-tracking technology. We proved that not only can a computer cursor be controlled with extreme precision, but eye movements alone can also take execute different actions, such as making a click via closing one of the eyes. The system demonstrated actually 92% accuracy in eye position detection making it very clear that the movement of a cursor is not just a result of a program but a real intention of a user. Moreover, the immediate response of the system to the commands like closing of eyes for clicks adds a new dimension of intuitiveness and great speed of interaction. This is an important aspect for users who have physical disability or those who have had difficulties operating from touchpad/mouse. The everyday life proof in the stability of the lighting conditions and the diversity of users is an unequivocal indicator of the system practicality and its broad application to embrace moreinterests.  
Our project improves the availability ofcost-effective, humanized solutions through natural exchange by saving time and allowing users to perform effortlessly. The application of recent advancements in imaging and machine learning enables a new protocol in human-computer interaction to set a new standard for what can become possible. If, as we gaze ahead, the possibility of advancements and scale up of this technology still create excellent scope of exploiting this technological development. Through the process of further corroborating algorithms and waste wide the eye-tracking technology capacity, we will sure develop newer application innovations that will revolutionize new ways of interaction between human and digital devices and environments. This endeavor lays a good foundation for such progress and, therefore, the future of technology is more inclusive and is getting integrated into the daily lives. These findings reveal the changing face of computing when eye trackers are introduced in daily life, giving a groundwork for ongoing research on the modification of existing computer interfaces and usability quality.  
The figure 6 indicates the storage folders. The folder in the name of "initial\_project.py" consist of the files which were chosen at the initial step of working on the project. "modified\_project.py" contains the alterations made to incorporate the optokinetic stimulation for left eye using clicking feature. "frontend.py" in our project is the visually attractive frontend that was described in Figure 5 as shown in the Figure 6. "trainingproject.py" is the code file to be used for training the data, on the other hand, "test.py" file is used to determine the performance of the project.  
  
  
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A screenshot of a computer

Description automatically generated

Figure .6 shows the folders of our project.

A screenshot of a computer

Description automatically generated

Figure.5. tell us that the project is working perfectly.