



Legend

$X(i)$ = Gaze data $X(i)$
 $Y(i)$ = Gaze data $Y(i)$
 V = Velocity $(X(i), Y(i))$
 Dir = horizontal direction (left/right) of V
 $S(j)$ = Gaze Saccades
 $Sc(k) = S(j)$ after splitting Gaze Saccades that cross 0 deg
 $G(k)$ = Gaze Scans