



# EyeSpy – Gaze Prediction

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## Motivation

### Uses of Gaze Prediction:

- UI/UX design and development
- Psychology and market research
- Accessibility tools

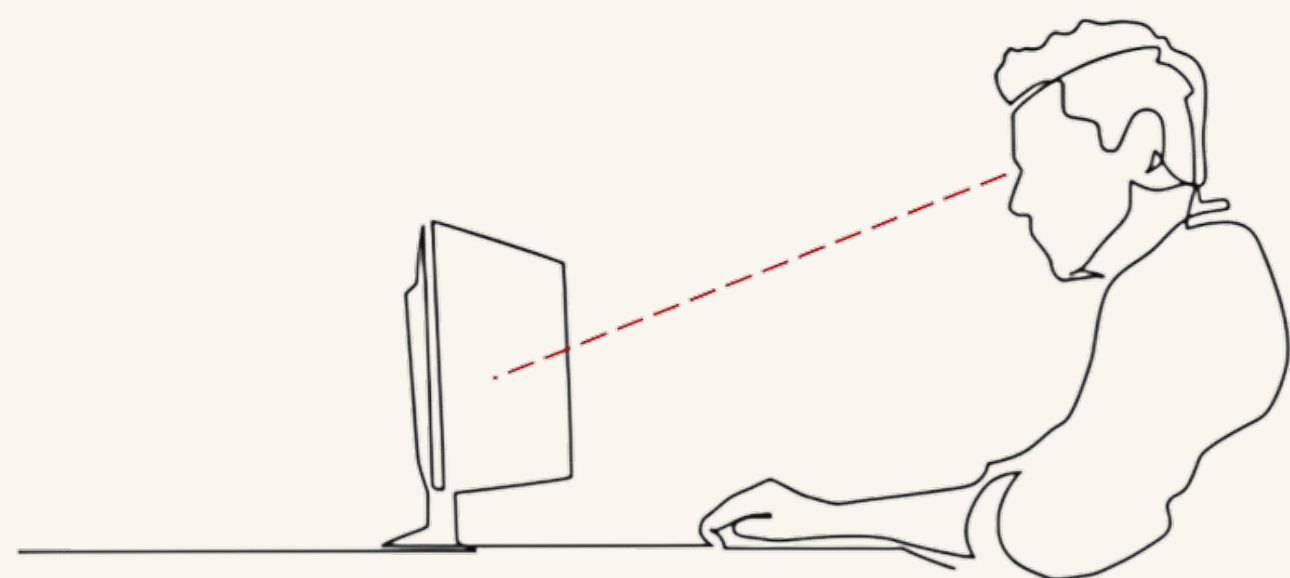
### Limitations to State-of-the-Art Tech:

- Cost
- Portability

## Project Goals

### Create web application that:

- Collects eye data from webcam
- Trains model using collected data
- Visualizes predicted live user gaze



## Model

### Architecture

- Multiple regression via feed-forward NN
  - 3 hidden dense layers decreasing in size
  - ReLU activation function
  - Linear output → predicted gaze coords

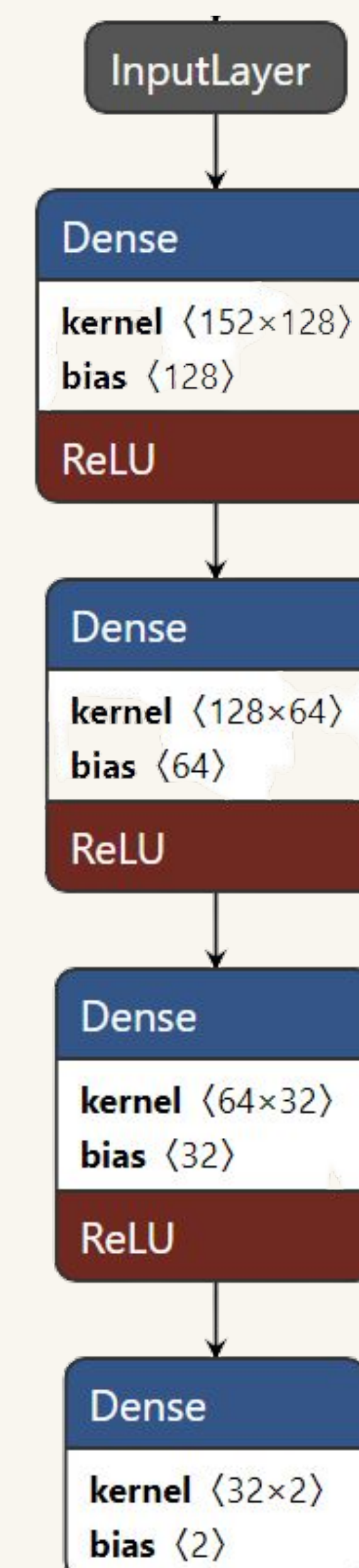
### Optimizer

- Adam (SGD + adaptive moment estimation)
  - Learning rate: 5e-4

### Loss Function

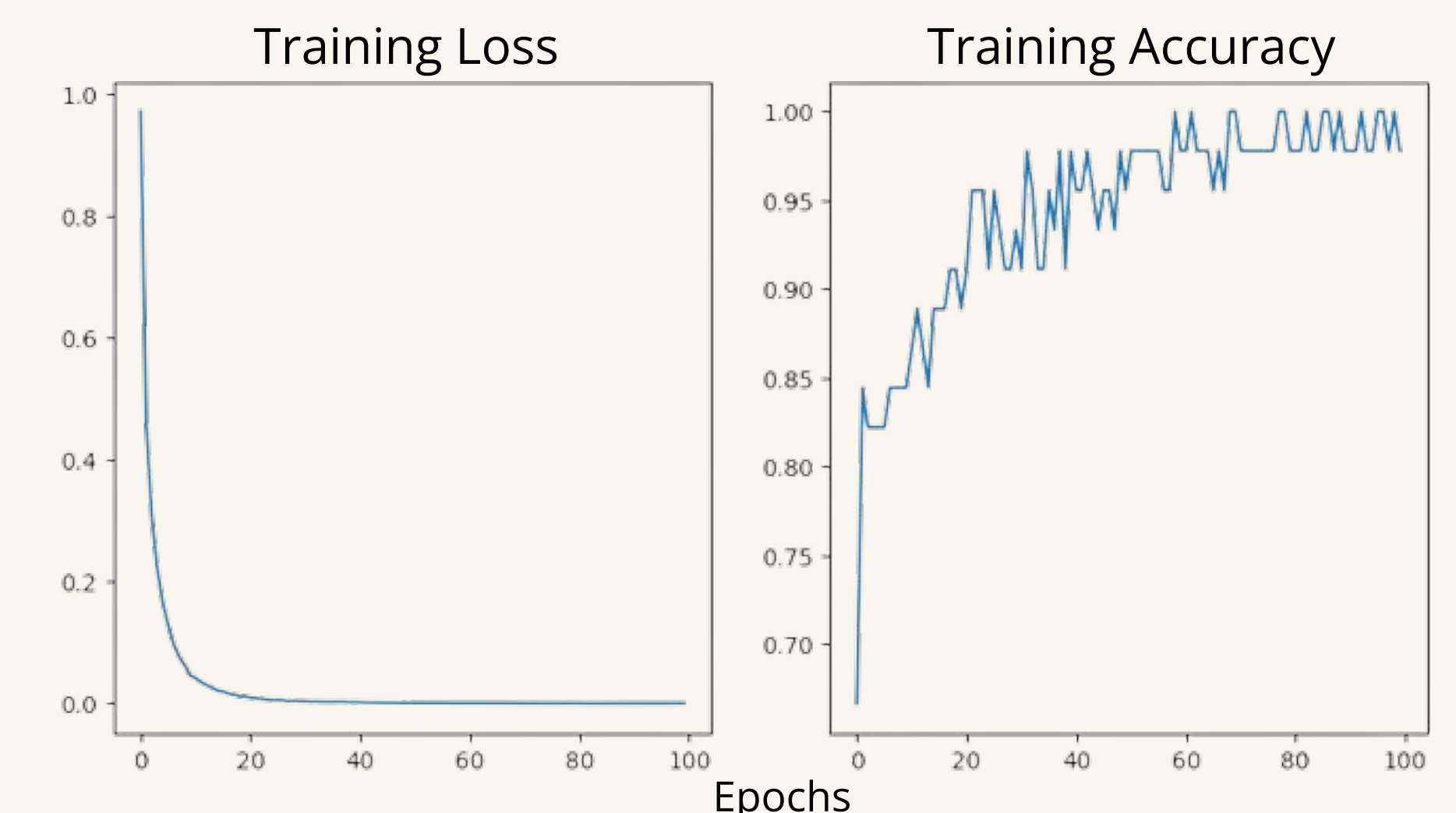
- Mean squared error
  - Seeks to minimize distance between prediction and true gaze location
  - Penalizes large error

$$\frac{1}{n} \sum (y_i - \hat{y}_i)^2$$



## Results

### Quantitative



- Test average Euclidean distance: ~125 relative pixels

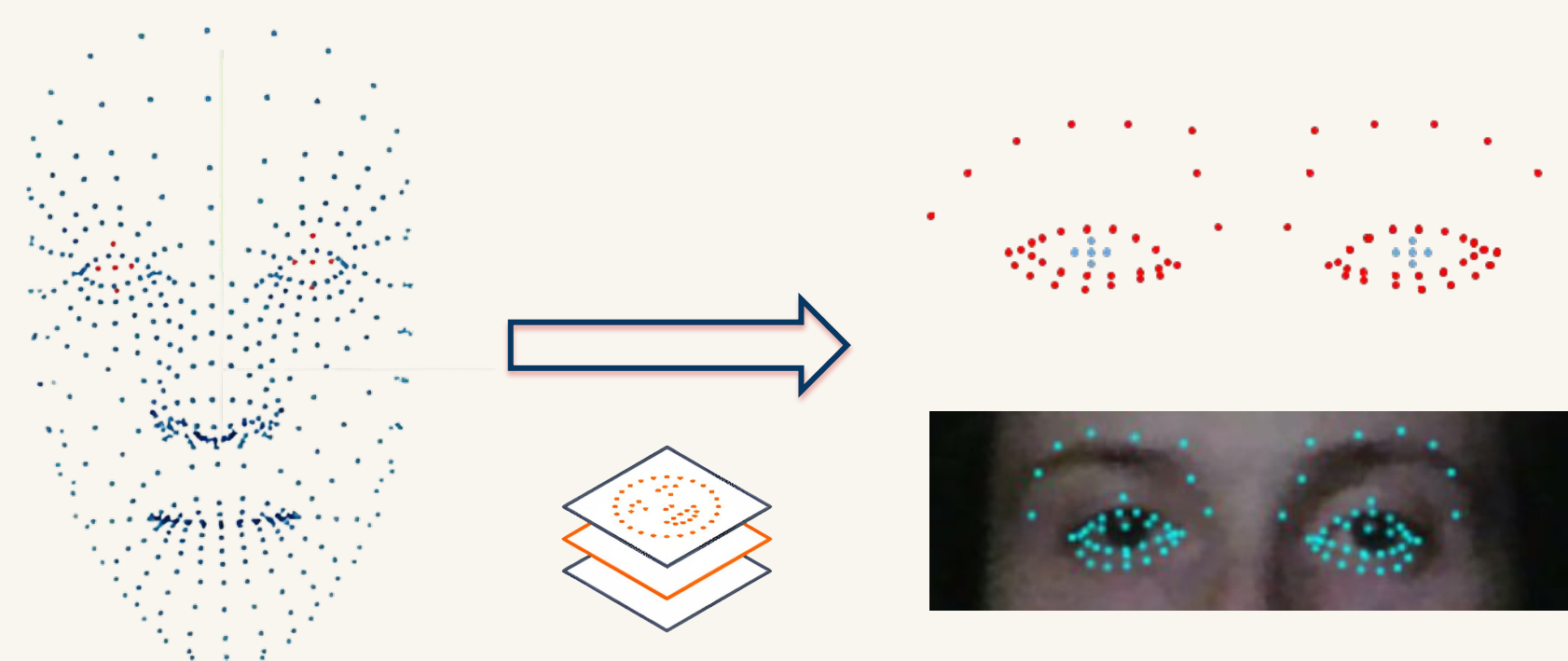
### Qualitative

- Predictions are jumpy, even when gaze is stationary
- Some gaze regions are more accurate than others
- Sensitive to shifts in user position and head orientation

## Data

### Samples

- TensorFlow.js face landmark model
- 76 eye points → 152 features (x,y)



### Labels

- (x,y) coordinates of user gaze on screen



### Preprocessing

- Samples and labels are on different scales
- Standardize all training features
- Necessary to get low loss

$$z = \frac{x - \mu}{\sigma}$$

## Future Enhancements

- Restrict sample space to face box
- Input data augmentation
  - Apply shifts, scale changes and small rotations
- Adjust the model
  - Modify complexity, fine-tune hyperparameters

## References

- [1] A. Papoutsaki, P. Sangkloy, J. James Laskey, N. Daskalova, J. Huang, J. Hays. WebGazer: Scalable Webcam Eye Tracking Using User Interactions
- [2] G. Ahmad. A Study of Eye Tracking Data based on Multiple Regression Analysis
- [3] A. Yuan, A. Vakunov. Iris landmark tracking in the browser with MediaPipe and TensorFlow.js

## Acknowledgements

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