

int_deepmreye

By : Sina KLING

Project : int_deepmreye

With : Matthias NAU, Martin SZINTE

Version: 0.1





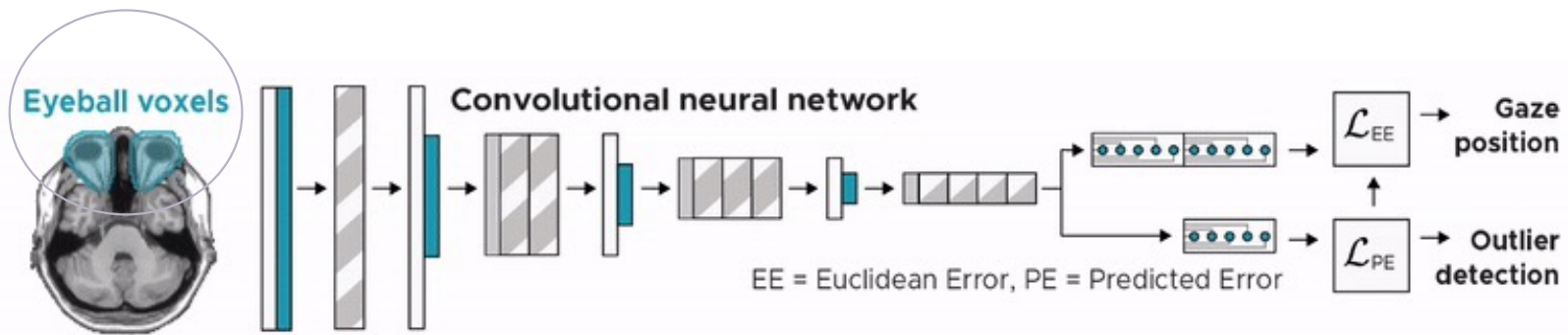
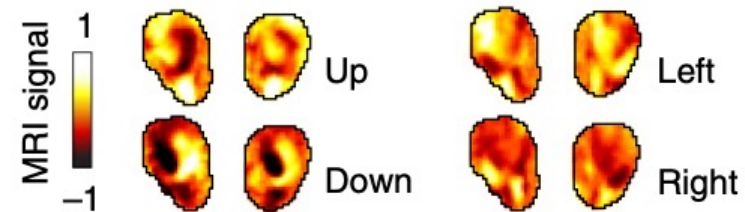
nature neuroscience



Magnetic resonance-based eye tracking using deep neural networks

[Markus Frey](#) , [Matthias Nau](#)  & [Christian F. Doeller](#)

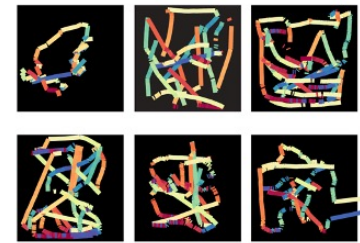
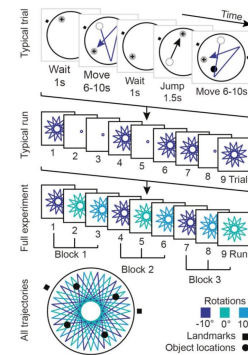
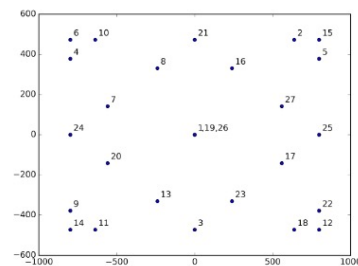
DeepMRye



[1]

Training process

Trained initially on 3T data from 268 participants. Includes guided fixation, pursuit and visual search tasks



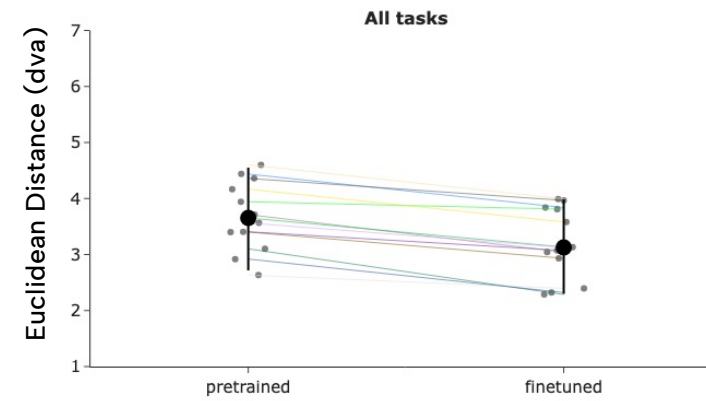
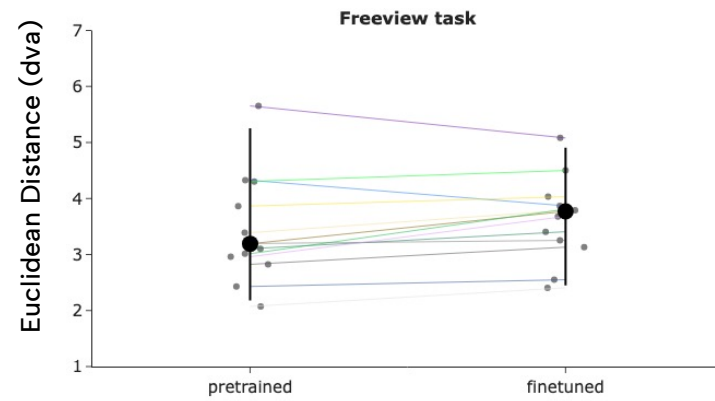
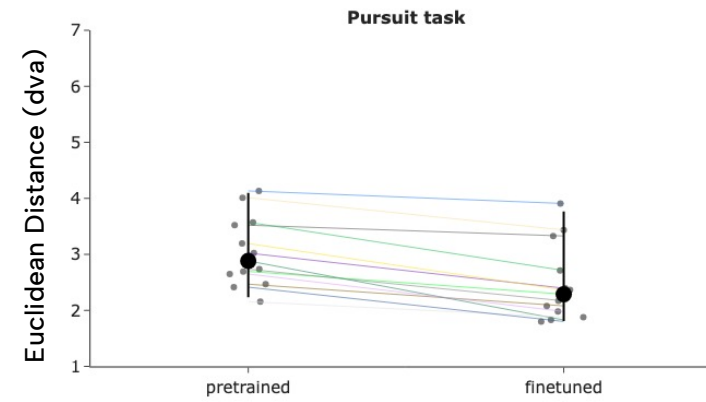
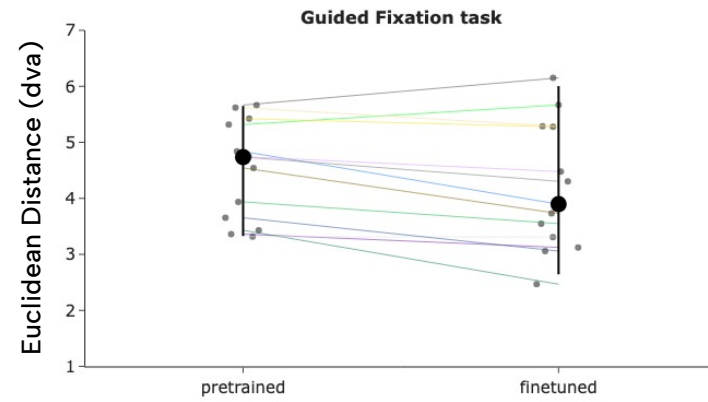
Fine-Tuning Data & Task-Specific Adaptation

Dataset: Dataset of 15 subjects collected at CERIMED (MB4, 2mm isotropic, 1.2 sec TR, whole head 60 slices, AP)

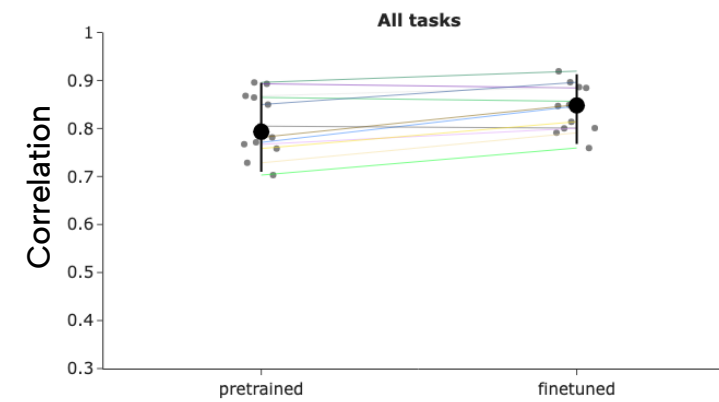
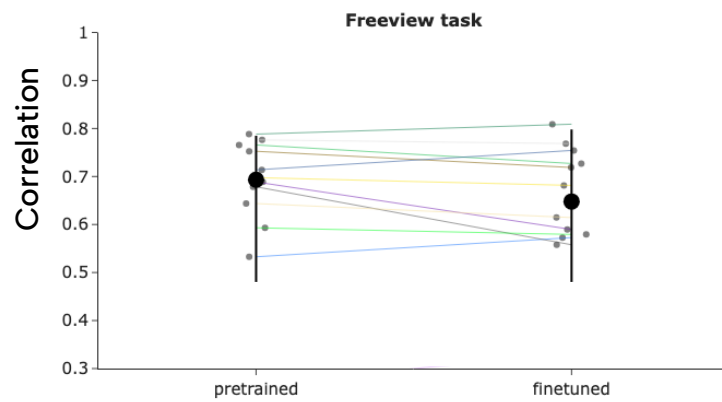
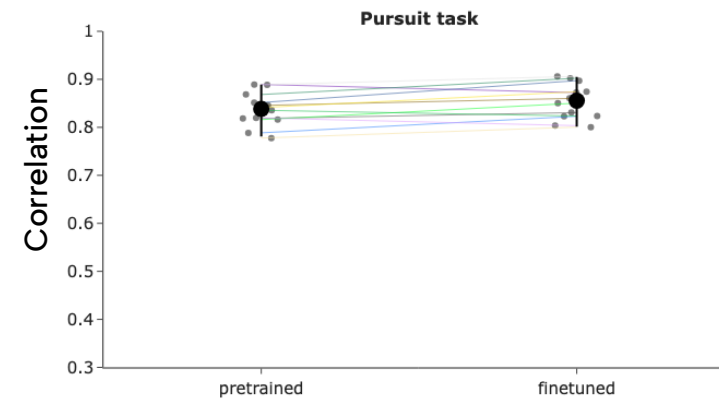
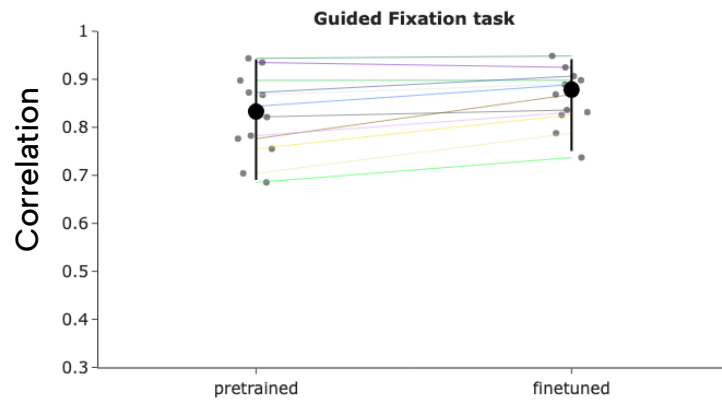
Preprocessing mri data: fmri prep standard pipeline

Labels: Gaze positions were recorded with an Eyelink 1000 eye-tracker. Only TRs with more than 50% still remaining data after blink removal were downsampled (median of 10 bins) to subTR resolution (10 per TR)

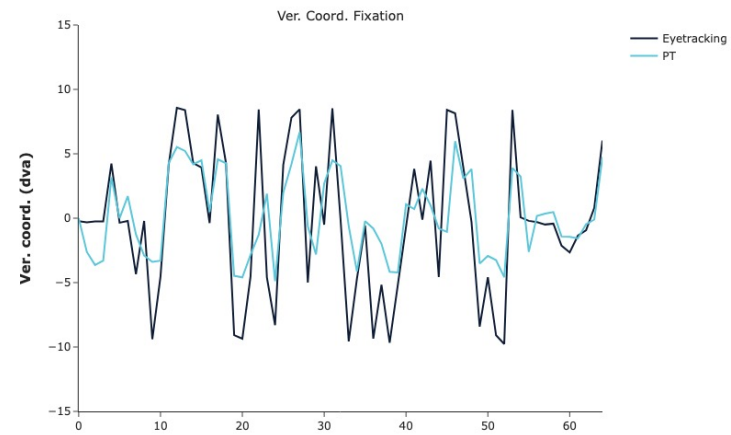
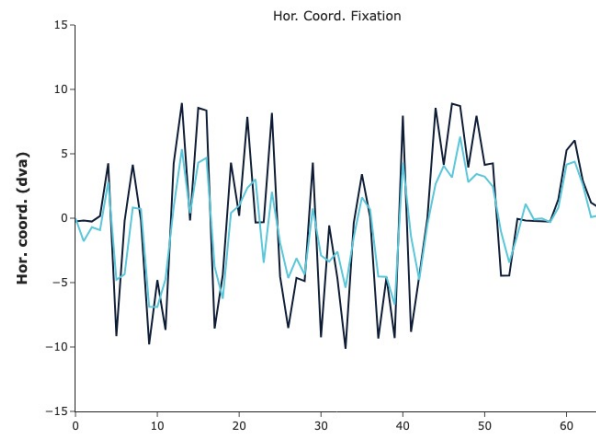
Performance



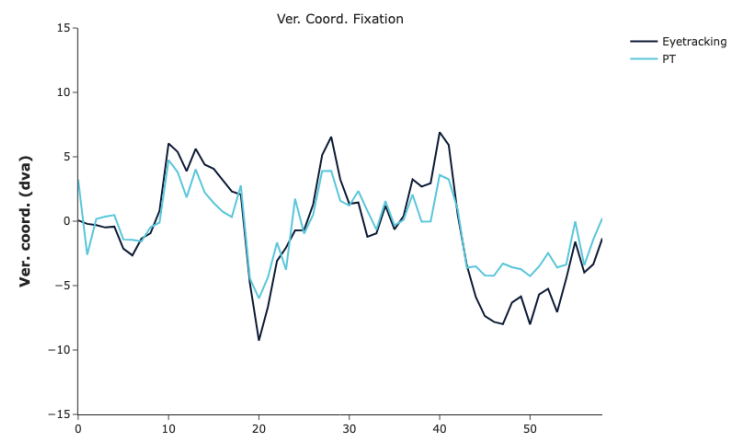
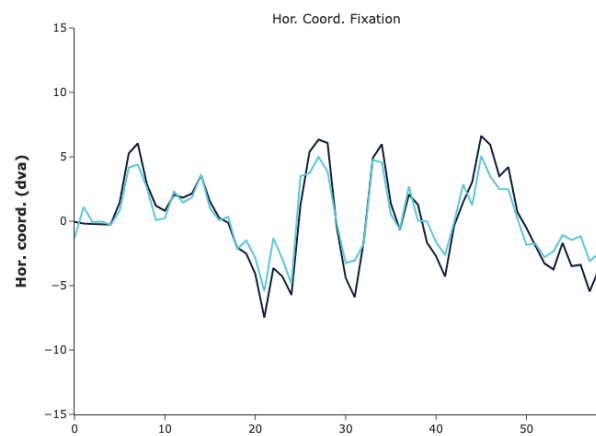
Performance



Results

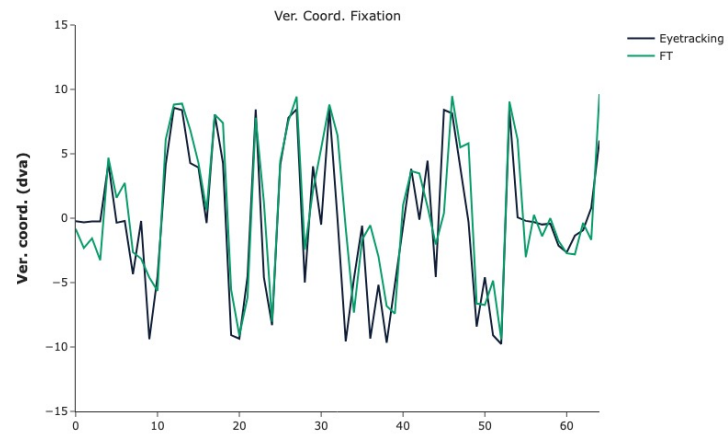
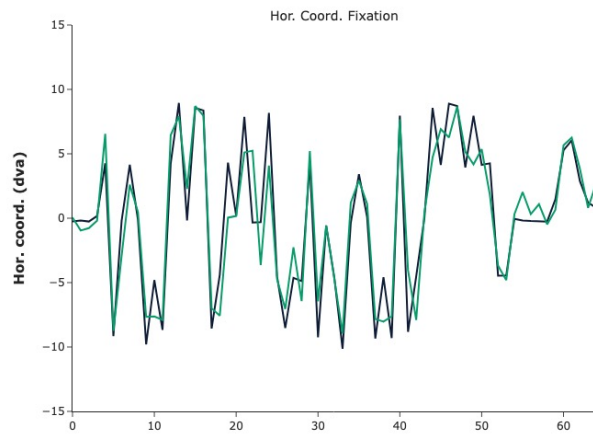


Guided
Fixation

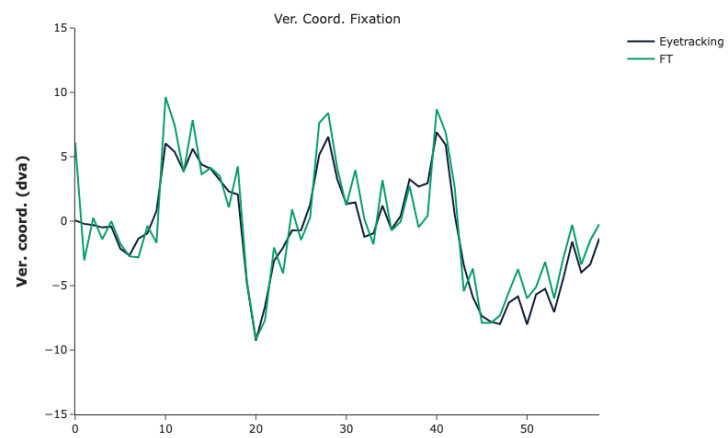
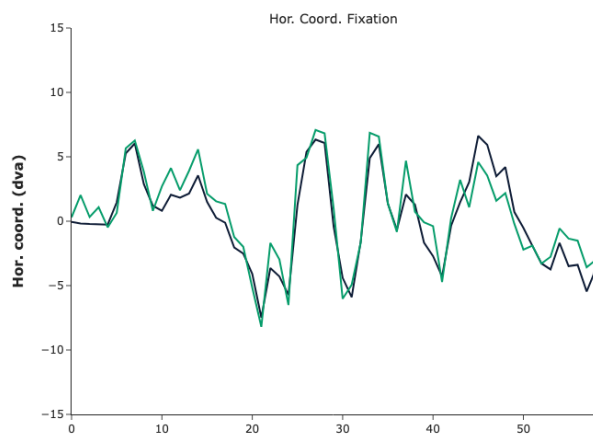


Pursuit

Results



Guided
Fixation



Pursuit

Implementation Guide



https://github.com/sinaklg/int_deepmreye/blob/main/int_deepmreye.py

What is needed for decoding gaze with int_deepmreye?

1. BOLD timeseries (4D nii.gz) preprocessed and registered to individual T1w structural scans using fmripreg. Need to be head motion corrected. Need to have eyeballs fully scanned.
2. Downloaded weights (int_deepmreye_weights.h5)

Troubleshooting & Limitations

Troubleshooting

- Check registrations to eye voxel masks (reports)

Model limitations

- Best performance for guided fixation and pursuit tasks.
For steady fixation and freeviewing consider additional fine-tuning
- Output resolution is maximum $10 \times TR$. To get highest accuracy it is recommended to use $1 \times TR$ predictions