

## INTRODUCTION

- We exploit the gaze information acquired by an eye tracker for depth estimation.
- The proposed method can be used to construct a sparse depth map of a visual world.

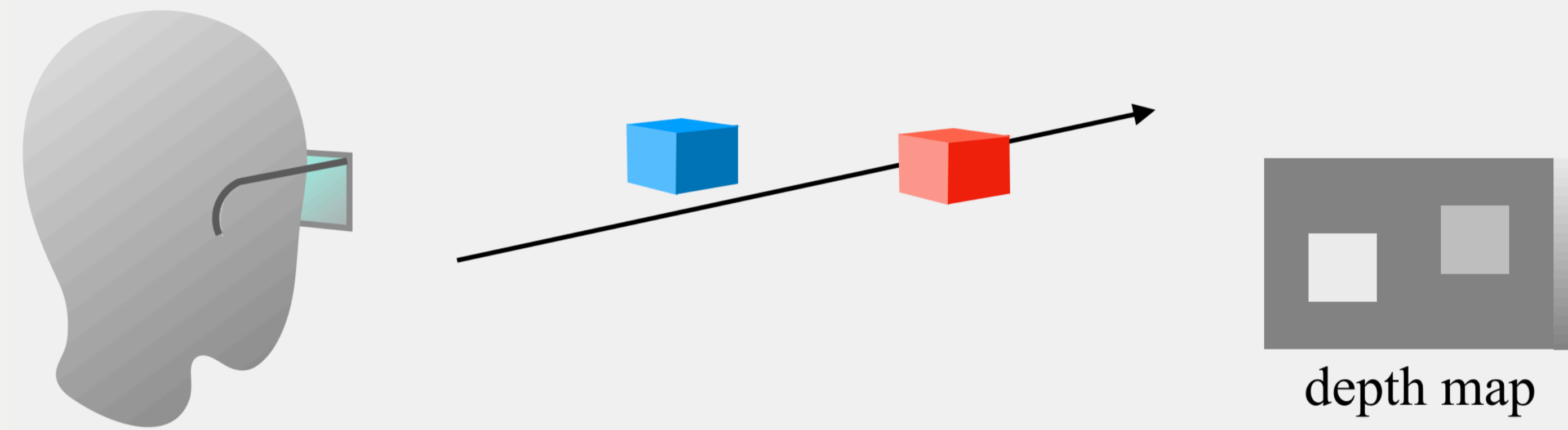


Fig. 1. An application scenario.

## MOTIVATION

- We believe that it is possible to address the depth estimation problem using gaze information because human eyeballs rotate when gazing targets at different depths.

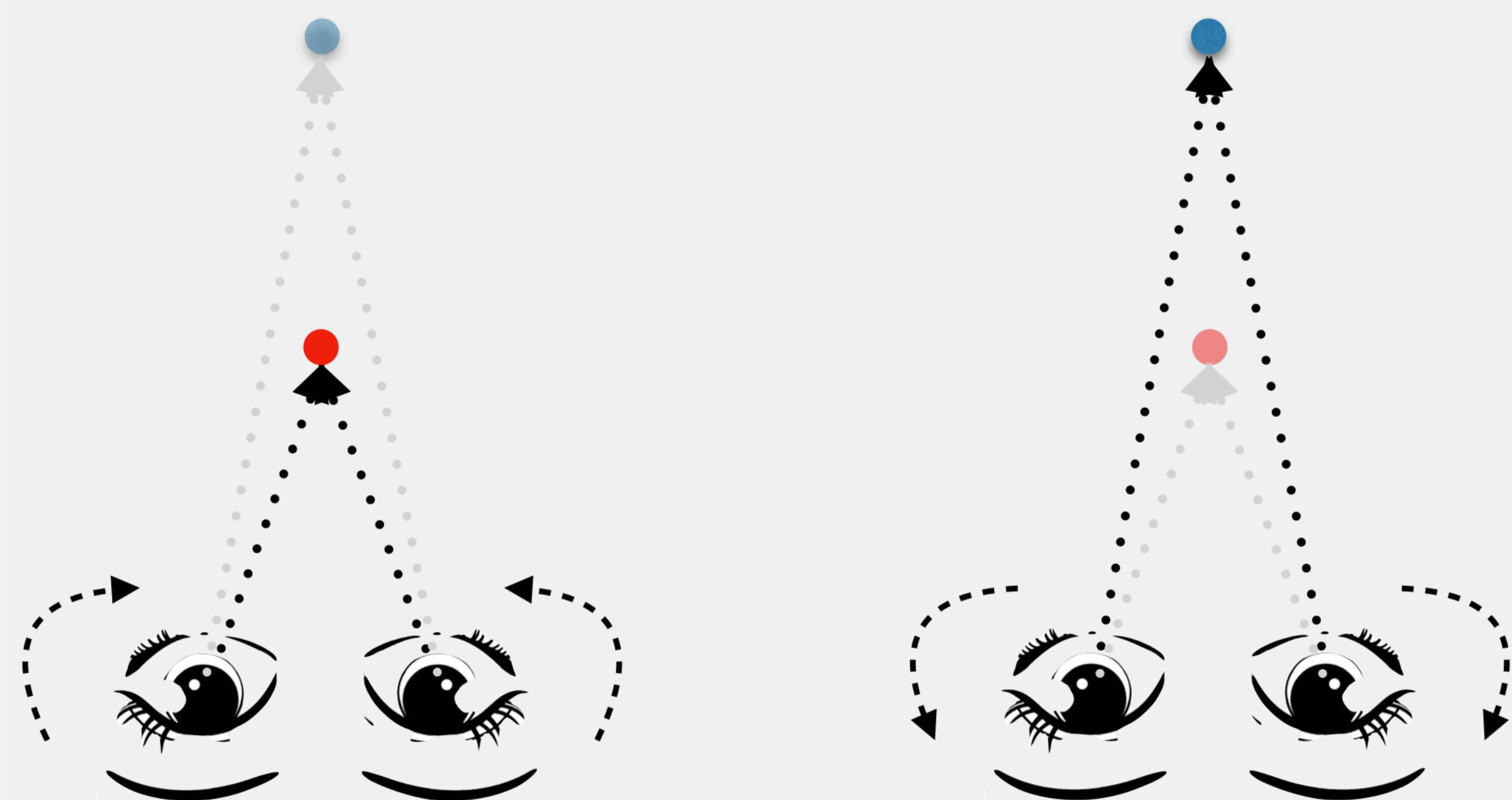


Fig. 2. Human eyeballs rotate inward (outward) when gazing at a near (far) target.

## DEPTH FROM GAZE

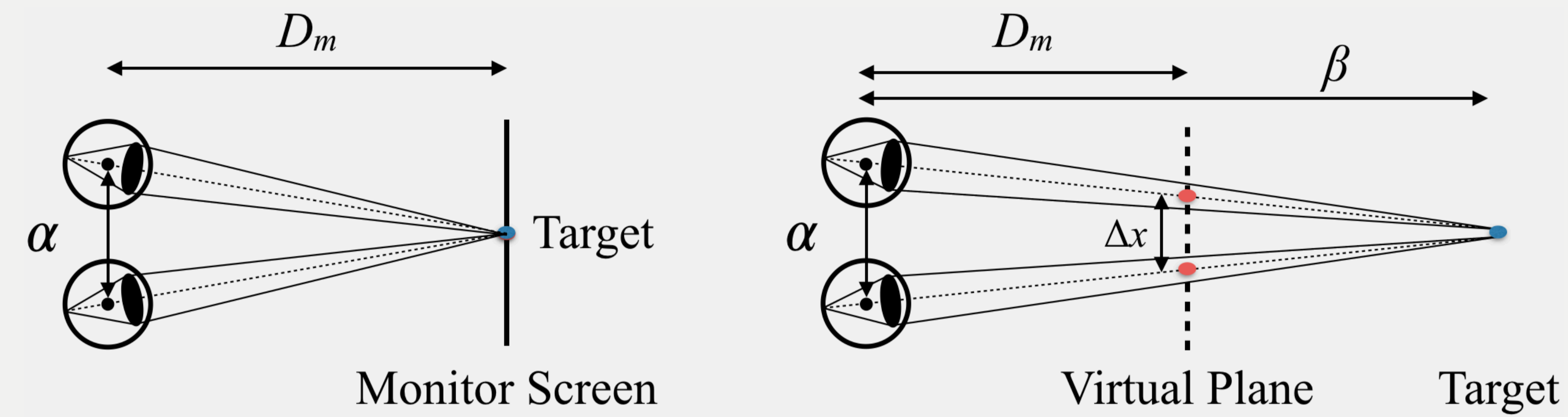


Fig. 3. Top view of 2D and 3D position estimation.

By triangular similarity:

$$\beta = \frac{\alpha D_m}{\alpha - \Delta x} \quad (1)$$

The depth estimate  $Z$  for the target is obtained by:

$$Z = \operatorname{argmax}_{h \in H} P(h|D) \quad (2)$$

$$Z = \operatorname{argmin}_{h \in H} \sum_{d \in D} (\Delta x_d - \Delta x_h)^2 \quad (3)$$

$D$ : the set of collected data  $H$ : the set of possible depths

$\Delta x_d$  &  $\Delta x_h$ : the  $\Delta x$  obtained when the target is located at  $d$  and  $h$

## MINIMAL DISTANCE IN DEPTH

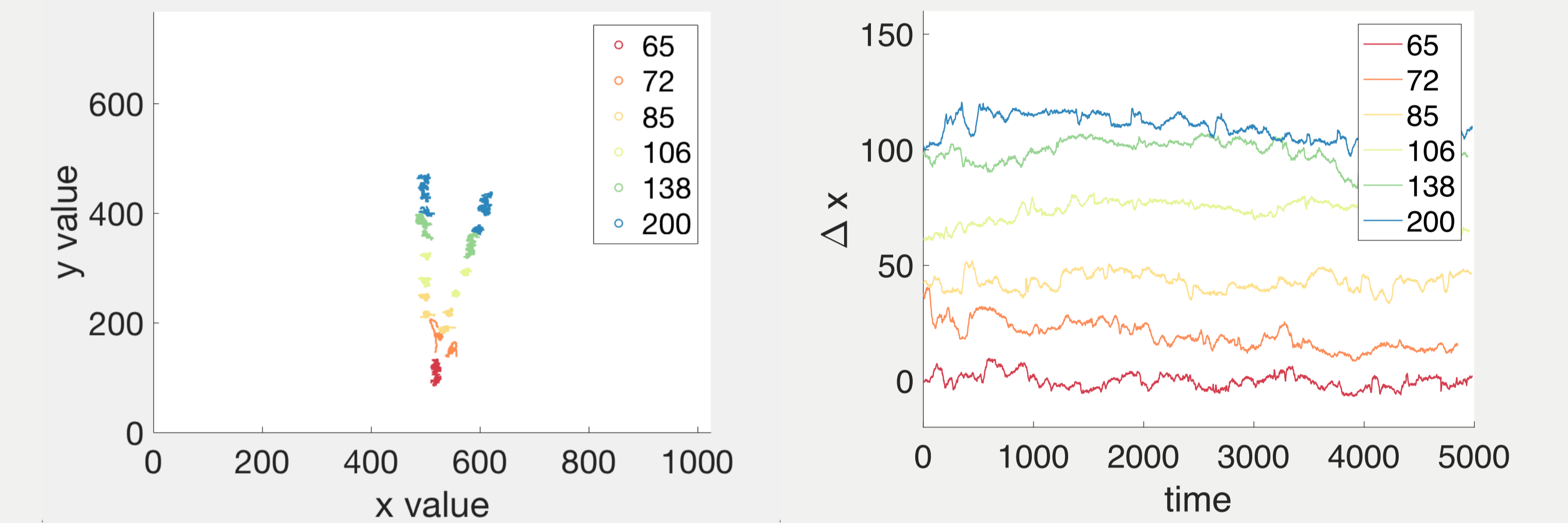
- The convergent sensitivity of human eyes decreases with target distance.
- Consequently, the minimal distance between two distinguishable depths increases with target distance.



$$P = 2 \left( 1 - F_2(\Delta x_2 + I/2) \right) \quad (4)$$

## EXAMPLE RESULTS

- Fixation eye-movements introduce variation to the visual axes.
- The disparity  $\Delta x$  becomes larger as the target is placed farther.



## EVALUATION

●: 65 cm; ●: 72 cm; ●: 85 cm; ●: 106 cm; ●: 138 cm; ●: 200 cm.

subject	trial	Proposed Method						Baseline Method											
		ground truth						quality of estimation			ground truth						quality of estimation		
		65	72	85	106	138	200	best	2 <sup>nd</sup> best	others	65	72	85	106	138	200	best	2 <sup>nd</sup> best	others
S <sub>1</sub>	T <sub>1</sub>	●	●	●	●	●	●	12	0	0	●	●	●	●	●	●	10	2	0
	T <sub>2</sub>	●	●	●	●	●	●				●	●	●	●	●	●			
S <sub>2</sub>	T <sub>1</sub>	●	●	●	●	●	●	13	5	0	●	●	●	●	●	●	3	3	12
	T <sub>2</sub>	●	●	●	●	●	●				●	●	●	●	●	●			
	T <sub>3</sub>	●	●	●	●	●	●				●	●	●	●	●	●			
S <sub>3</sub>	T <sub>1</sub>	●	●	●	●	●	●	7	11	0	●	●	●	●	●	●	3	5	10
	T <sub>2</sub>	●	●	●	●	●	●				●	●	●	●	●	●			
	T <sub>3</sub>	●	●	●	●	●	●				●	●	●	●	●	●			
S <sub>4</sub>	T <sub>1</sub>	●	●	●	●	●	●	8	3	1	●	●	●	●	●	●	2	4	6
	T <sub>2</sub>	●	●	●	●	●	●				●	●	●	●	●	●			
S <sub>5</sub>	T <sub>1</sub>	●	●	●	●	●	●	11	6	1	●	●	●	●	●	●	3	3	12
	T <sub>2</sub>	●	●	●	●	●	●				●	●	●	●	●	●			
	T <sub>3</sub>	●	●	●	●	●	●				●	●	●	●	●	●			
S <sub>6</sub>	T <sub>1</sub>	●	●	●	●	●	●	5	7	0	●	●	●	●	●	●	2	2	8
	T <sub>2</sub>	●	●	●	●	●	●				●	●	●	●	●	●			
S <sub>7</sub>	T <sub>1</sub>	●	●	●	●	●	●	6	5	1	●	●	●	●	●	●	5	5	2
	T <sub>2</sub>	●	●	●	●	●	●				●	●	●	●	●	●			
								61%	36%	3%							27%	24%	49%

- Our method is able to tell the relative depth between target positions.
- The best and the second-best estimates together account for 97% of the test.
- The quality of depth estimate from gaze varies from one subject to another.