

## Zero-shot Learning

Lack of training data  $\rightarrow$  zero-shot learning Attributes aid classification  $\rightarrow$  requires expensive domain expert annotation Gaze information  $\rightarrow$  novice users implicit annotation

## **Compatibility function** (SJE [1])

 $F(x, y; W) = \theta(x)^{\top} W \varphi(y)$  $\theta$  DNN image features,  $\varphi$  class gaze embedding

## **Gaze Collection and Datasets**

- Using Tobii TX300 remote eye tracker •Example images of two classes (6 sec)
- •Reset gaze position to center (1 sec)
- •Classify class instance (max. 5 sec)

## Gaze features

- Location x, y
- Duration d
- Scan path angles  $\alpha_1, \alpha_2$
- Pupil diameter R

Duration Location + x y **O**<sub>d</sub> Sequence Pupil Diamete CONTRACT OF A CONTRACTOR NO

Dataset #	timg/clas	s Gaze B	ubbles [2]
CUB-VW [4]	464/14	2320	210
CUB-VWSW [4]	2346/60	11730	900
PET [3]	720/24	3600	

[1] Z. Akata et al. Evaluation of output embeddings for fine-grained image classification. In CVPR, 2015. [2] J. Deng et al. Fine-grained crowdsourcing for fine-grained recognition. In CVPR, 2013.

[3] O. M. Parkhi et al. Cats and dogs. In CVPR, 2012.

[4] P. Welinder et al. Caltech-UCSD Birds 200. Technical Report CNS-TR-2010-001, Caltech, 2010. \* Nour Karessli currently works with EyeEm, Berlin.





# Gaze Embeddings for Zero-Shot Image Classification Nour Karessli<sup>1,\*</sup>, Zeynep Akata<sup>1,2</sup>, Bernt Schiele<sup>1</sup> and Andreas Bulling<sup>1</sup>

## Max-Planck Institute for Informatics 2 University of Amsterdam

## Gaze Embeddings



Multiple participants  $\rightarrow$  complementary information

 $\cdot AVG$  average participants per-class gaze embeddings •EARLY and LATE fusion

**Comparing Gaze Embeddings** GFS = best  $\rightarrow$  Sequence helps more than spatial grid Annotator bias  $\rightarrow$  combining pariticipants embeddings improves performance



Gaze Histogram (GH) Count gaze points within spatial grid

> Gaze Features with Grid (GFG) Average gaze features in each grid cell

Gaze Features with Sequence (GFS) Concatenate gaze features of (k) points

### **Comparing Gaze and Ba**

Bubble  $\rightarrow$  novice users fi Gaze outperforms SoA -

### **Ablation from Gaze to Bubbles**

Gap is due gaze features+images quantity Method Accuracy Gaze 73.9Gaze: same images as bubbles 69.7 Gaze: same location as bubbles 64.0

55.0

43.2

Gaze: same number as bubbles Bubbles (mouse-clicks)



![](_page_0_Figure_45.jpeg)

![](_page_0_Picture_46.jpeg)

![](_page_0_Picture_47.jpeg)

![](_page_0_Picture_48.jpeg)

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		Method	Accuracy
Baselines		Random points	39.5
	Baselines Bubbles [2]		43.2
		<b>BoW from Wiki</b>	55.2
$\rightarrow$ class specific	SoA	Attributes	72.9
		Gaze	73.9
	Ours	Attributes + Gaze	78.2

### Gaze Embeddings on Other Datasets

Gaze can be generalized to other domains

Method	Side-Info	<b>CUB-VW</b>	<b>CUB-VWSW</b>	PET
Random points	Image	39.5	9.0	21.0
Bubbles	Novice	43.2	10.3	N/A
BoW	Wikipedia	55.2	24.0	33.5
Gaze	Novice	73.9	26.0	46.6
Attributes	Expert	72.9	42.7	N/A

Red headed Woodpecker

Yellow throated Vireo