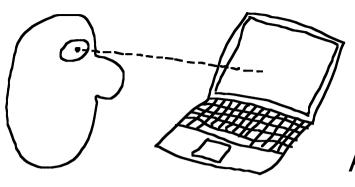
Anthony Hornof, Assistant Professor Computer and Information Science University of Oregon



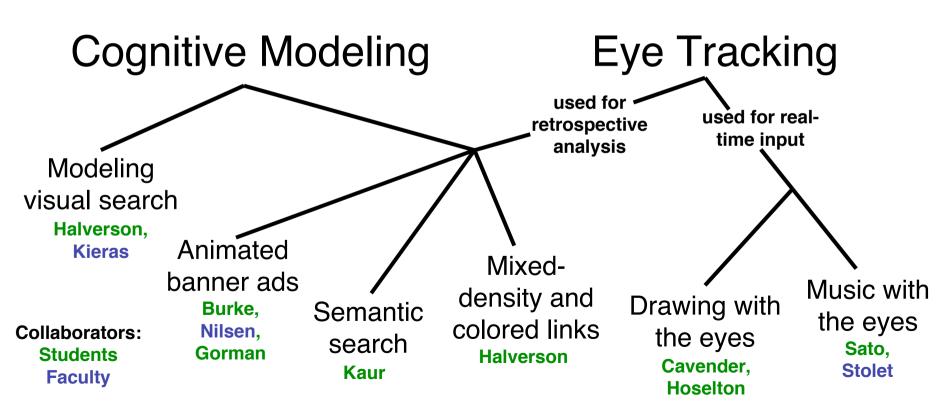
Current Collaborators: Moira Burke, Anna Cavender, Nik Gorman, Tim Halverson, Rob Hoselton, Ishwinder Kaur, David Kieras, Erik Nilsen, Troy Rogers, Jeffrey Stolet

Funded by ONR and NSF



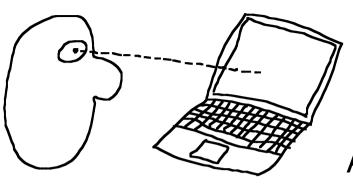
Improving the throughput using the visual and oculomotor channels

Research areas and projects of Anthony Hornof, University of Oregon



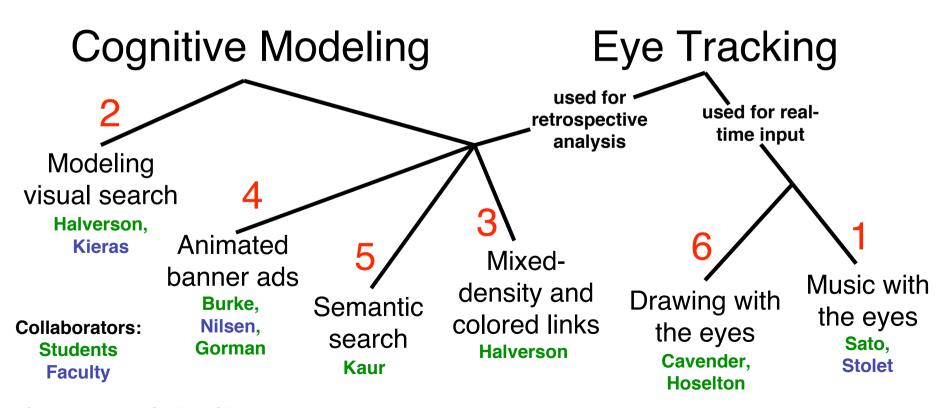
Sponsorship: ONR, NSF

(Jan., 2004)



Improving the throughput using the visual and oculomotor channels

Research areas and projects of Anthony Hornof, University of Oregon



Sponsorship: ONR, NSF

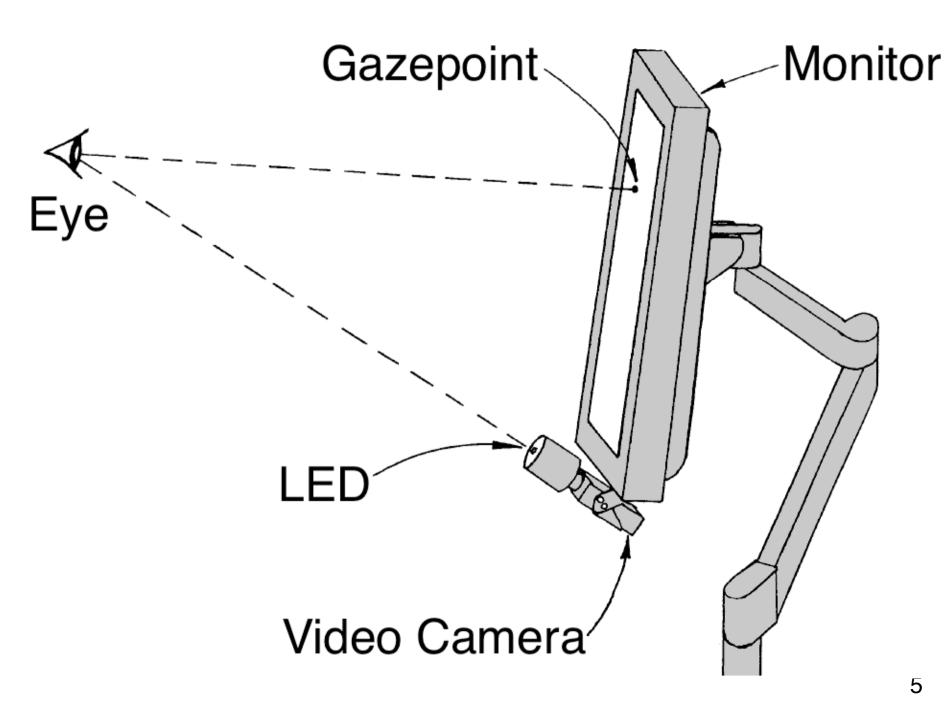
(Jan., 2004)

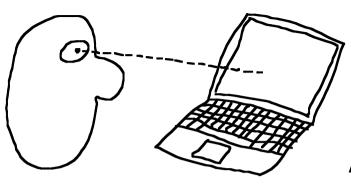
How the Eyes Move

The eyes move with **saccades**, or quick ballistic jumps (~30 ms).

Between saccades, the gaze is stationary (with a slight tremor) for **fixations** that last 100 to 400 ms.

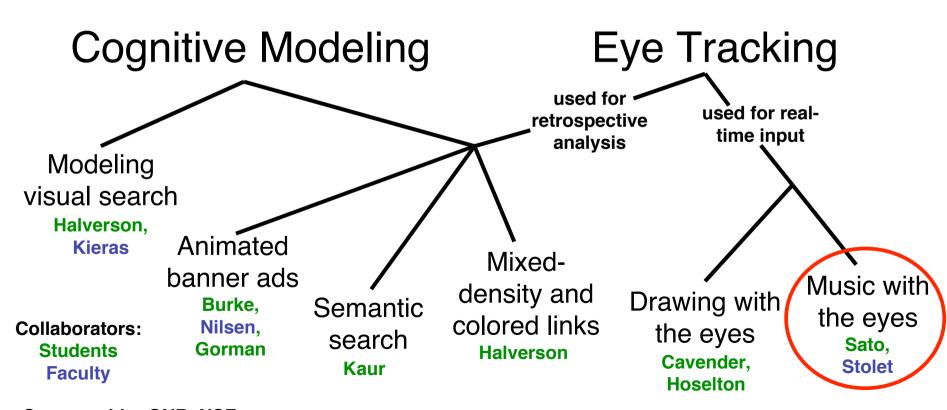
An eye tracker reports the position.





Improving the throughput using the visual and oculomotor channels

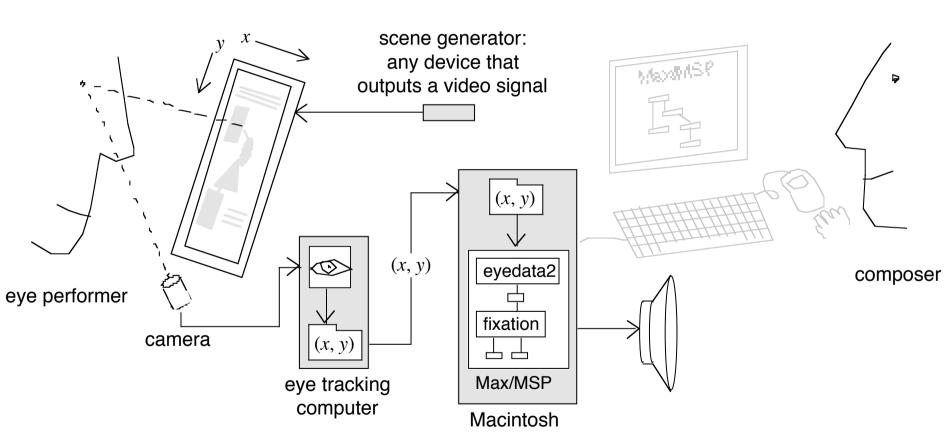
Research areas and projects of Anthony Hornof, University of Oregon



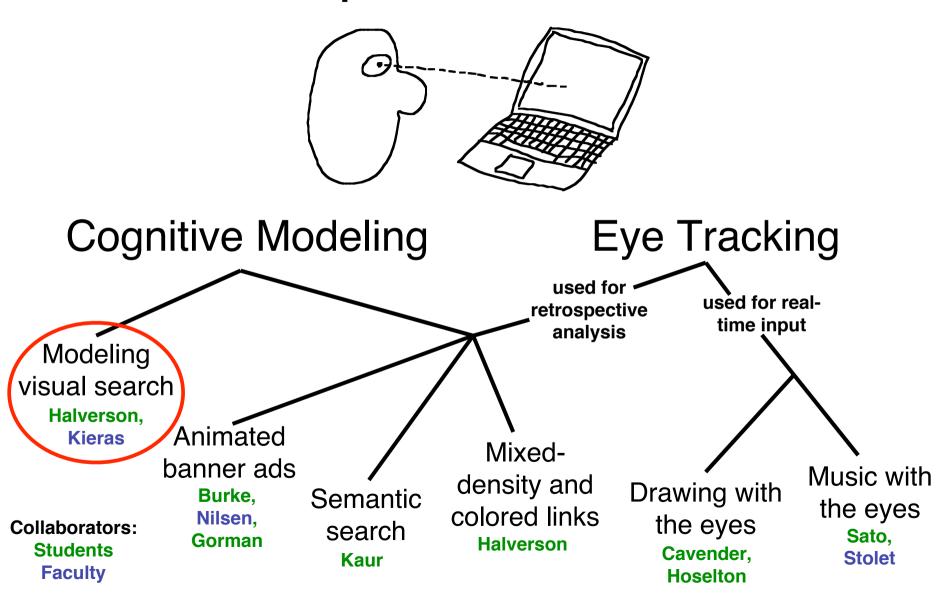
Sponsorship: ONR, NSF

(Jan., 2004)

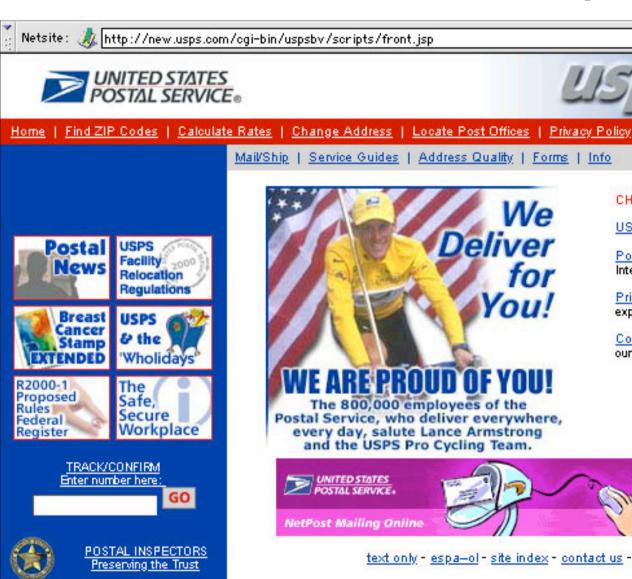
EyeMusic







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and the USPS Pro Cycling Team.

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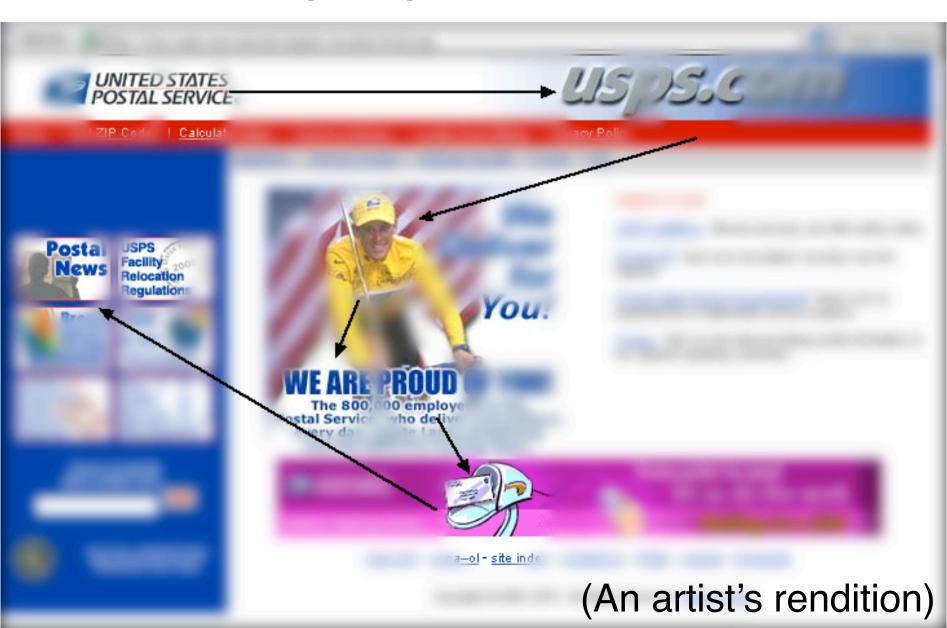
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Human-Computer Interaction (HCI) needs better predictive theories

From the 2004 NSF Solicitation for the HCI program:

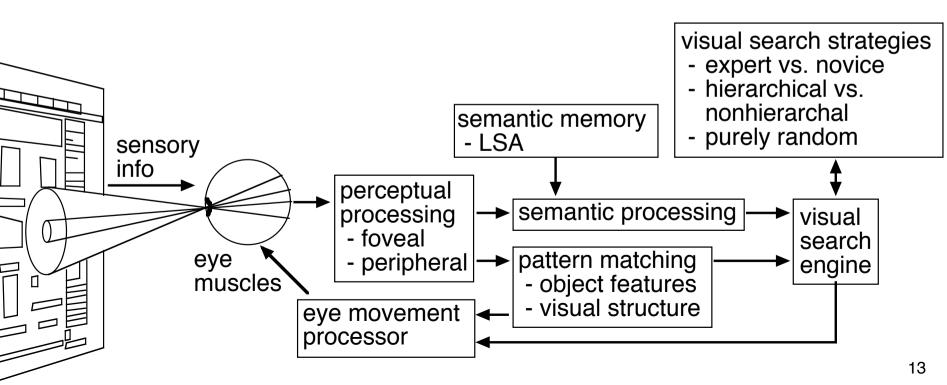
"Perhaps the most often-cited deficiency of HCI to date has been a lack of effective models and theories, which could predict *a priori* how well a proposed system will work before it is actually implemented and, more generally, inform future research efforts."

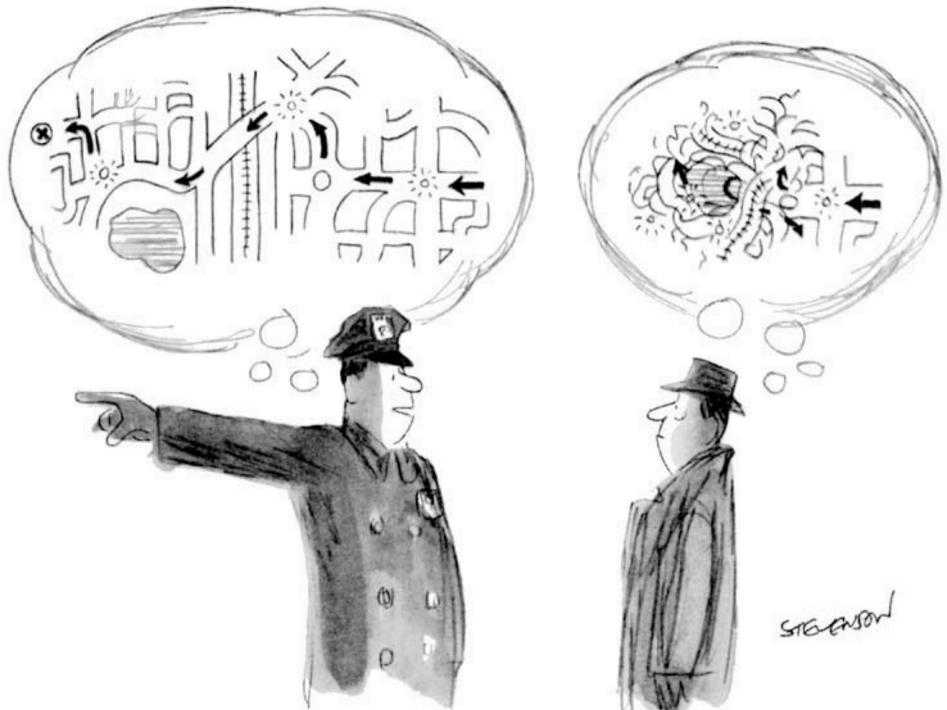
How will people find the rates?



Cognitive modeling of visual search

- Two main goals:
 - 1. Explain user behavior (post hoc).
 - 2. Predict user behavior (a priori).
- Simulate perceptual-motor processes and cognitive strategies.
- A generic cognitive architecture for visual search:





How are the Mets baseball team doing?

POLITICS

Bush Touts Environmental Agenda

Sharp Differences as Bush and Gov.
Davis Discuss Blackouts

Oil Boom Nears for Alaska, Even if Refuge Isn't Drilled

A Kennedy Has His Eyes on a Newly Vacant Seat in the House

HEALTH

Doctor Puts Arm Muscle Cells Into Patient's Heart

U.S. and Albany Agree to Provide Health Benefits to Uninsured Poor

Program Finds Success in Reducing Teenage Pregnancy

Modern Efficiency Displaces Historic Psychiatric Hospital

SPORTS

Red Sox Give Martinez More Than Enough Support

It's Getting Late Early for the Mets

Softening to the Spirit of the 76ers

Big Guns Silent, Devils' Little Guns Go Bang

TECHNOLOGY

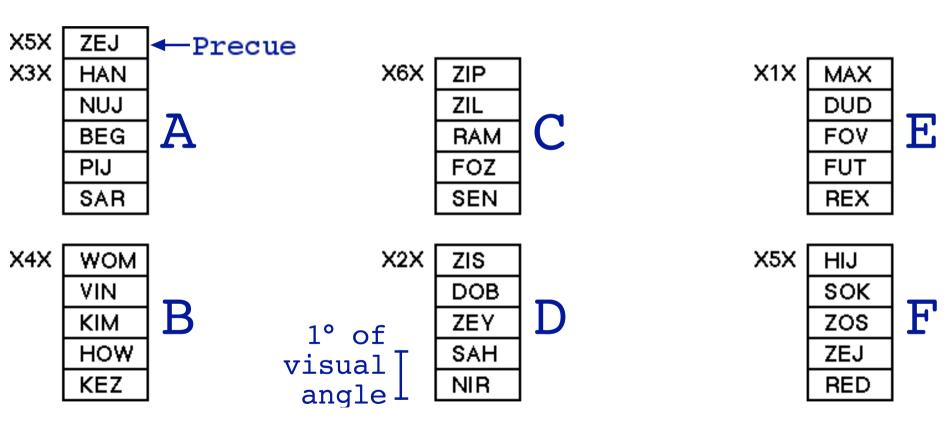
News Analysis: Pride and Practicalities Behind Lucent's Failed 'Merger'

Microsoft to Introduce New Version of Office

After Lucent Bid Fails, Alcatel Stuns Investors With Warning

Shares of Sun Falter After It Lowers
Its Earnings Forcast

Searching Unlabeled versus Labeled Groups



Search strategies are encoded as production rules.

Rules for Unlabeled Search

5. Find the target.

FIRST-SACCADE-TO-NAMED-OBJECT-LOCATION
REMOVE-FIRST-SACCADE-LOCATIONS-FROM-WM
CREATE-COLLECTION-OF-POSSIBLE-NEXT-SWEEPITEMS-FIRST-FIXATION-LOCATION

CREATE-COLLECTION-OF-POSSIBLE-

NEXT-SWEEP-ITEMS

SACCADE-TO-RANDOMLY-CHOSEN-NEXT-SWEEP-OBJECT

SWEEP-OBJECT

REMOVE-ALL-NEXT-SWEEP-ITEMS-FROM-WM

6. Click on the target.

TARGET-IS-LOCATED-SO-STOP-SCANNING-AND-MOVE-GAZE-AND-CURSOR-TO-TARGET
PREPARE-TO-PUNCH-MOUSE-BUTTON-ON-TARGET
PUNCH-MOUSE-BUTTON-ON-TARGET

Rules for Labeled Search

...

5a. Search the group labels for the target group.

FIRST-SACCADE-TO-GROUP-LABEL-LOCATION
IDENTIFY-THE-FIRST-CURRENT-GAZE-ITEM
SACCADE-TO-THE-NEXT-GROUP-LABEL-IN-ORDER
TARGET-GROUP-IS-FOUND

5b. Find the target with a systematic search in the group.

START-SYSTEMATIC-SEARCH-IN-TARGET-GROUP SACCADE-TO-NEXT-SWEEP-ITEM-DOWN-IN-TARGET-GROUP

TARGET-IS-LOCATED-SO-STOP-SCANNING

6. Click on the target.

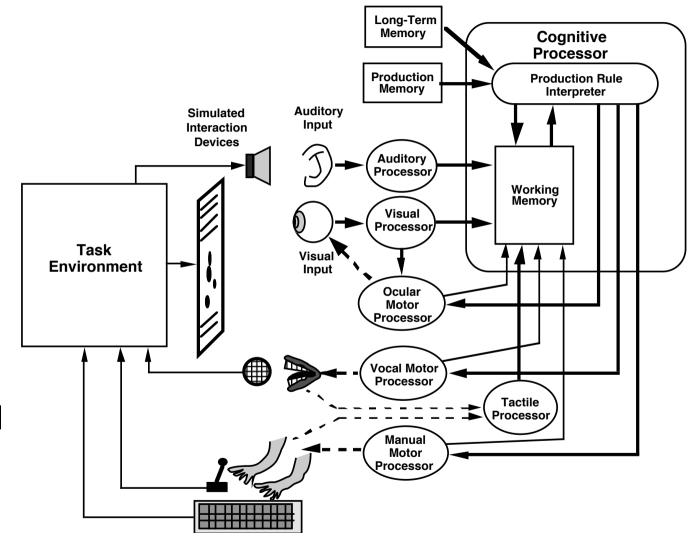
SCANNING-IS-STOPPED-MOVE-GAZE-AND-CURSOR-TO-TARGET

PREPARE-TO-PUNCH-MOUSE-BUTTON-ON-TARGET PUNCH-MOUSE-BUTTON-ON-TARGET

• • •

The EPIC Cognitive Architecture

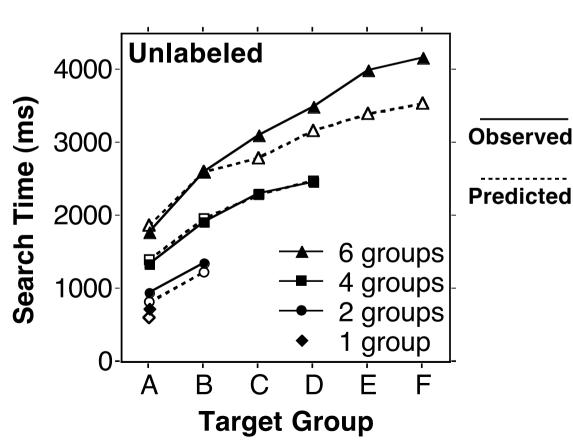
- Kieras and Meyer (1995).
- Executive
 Process Interactive
 Control.
- A framework for building computational models.



Reaction Time Data Explained Post Hoc

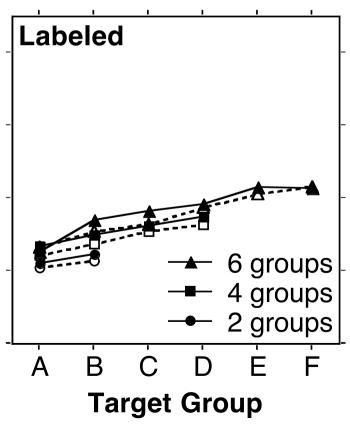
Unlabeled Groups

Noisy-systematic search strategy

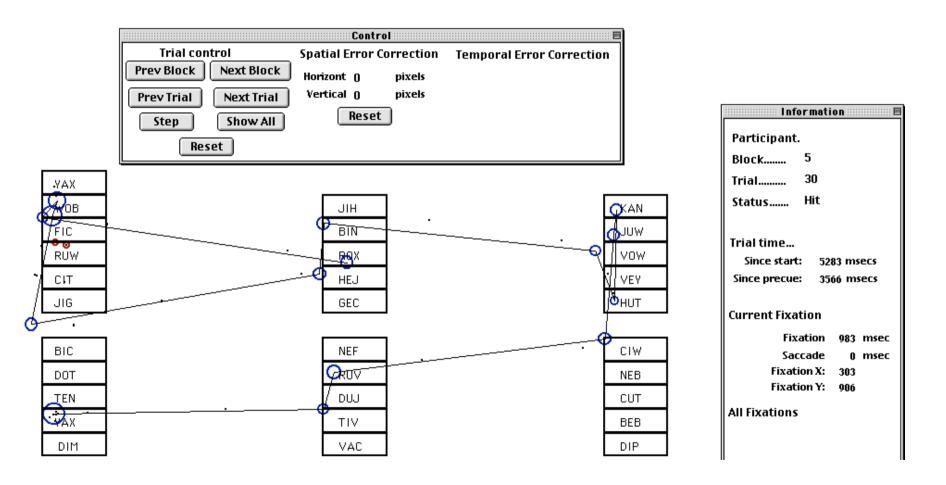


Labeled Groups

Two-tiered search strategy



We developed VizFix—a tool for visualizing and analyzing eye movement patterns

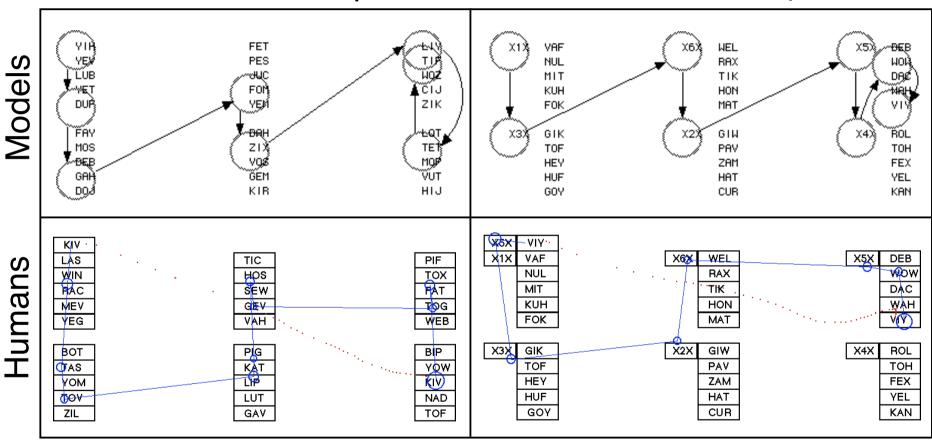


Analyzed thousands of trials of eye movement data. (Time consuming; tedious.)

Eye Movement Data Explained A Priori

Unlabeled Groups

Labeled Groups



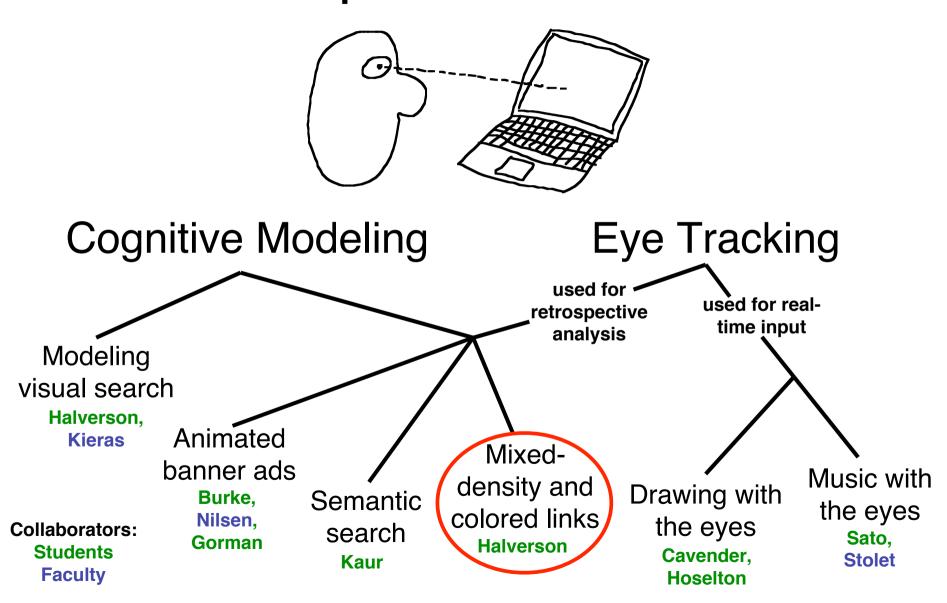
Cognitive models built based on the reaction time data predict eye movement patterns observed in humans. We are moving closer to accurate *a priori* predictions of real-world human search behavior.

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Cognitive Modeling and Eye Tracking of Human-Computer Visual Interaction Tasks

Research goals include:

- Run experiments that are 50% cognitive psychology, and 50% real-world tasks.
- Build a library of strategies for different tasks and user profiles.
- Validate each strategy with eye tracking.
- Combine them all into a predictive theory at the core of a designer's tool.
- Validate the tool.



Real-world mixed density and color search

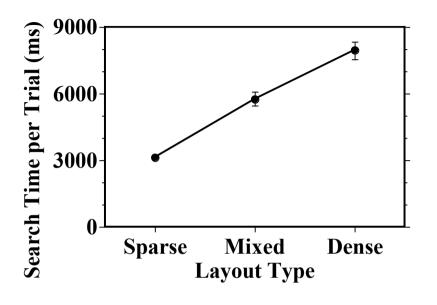
NEWS	BUSINESS	INTERNATIONAL
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Business Technology Science Health Sports	United Appears Boxed In as Trouble Percolates	3 Palestinians Wh
New York Region Education Weather Obituaries	Market Place: In Private World of Hedge Funds, a Famous Name	Haven Offered to
NYT Front Page Corrections OPINION Editorials/Op-Ed	NATIONAL Tape of Kennedy's Killing Is	NEW YORK REGION
Readers' Opinions The Public Editor FEATURES	Getting Digital Analysis Troops: Former Abu Ghraib	The Overview: At Day of Pluck and
Arts Books Movies	Reserve Unit Returns Home	Albany Record fo Seems Assured

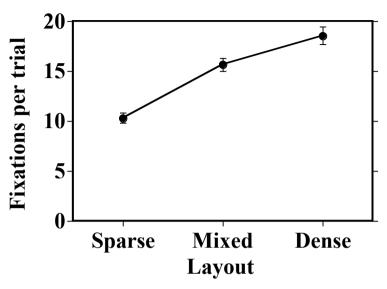
The Effects of Local Density: Experimental Task

lean waist bra slope doll	bird butter juice bat flash scare button dad nose smack	deer tube miner town lighter sleep rug ash guest fire
lump ink moose cousin groan mother bush flag state mud	fall pearl copper wine prayer	land purse shout palm lung

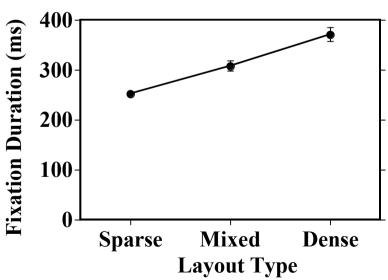
- Two types of groups: dense and sparse
- Layouts: 6 sparse groups, 6 dense groups, mixed groups
- Each item equally likely to be the target

Results per Trial

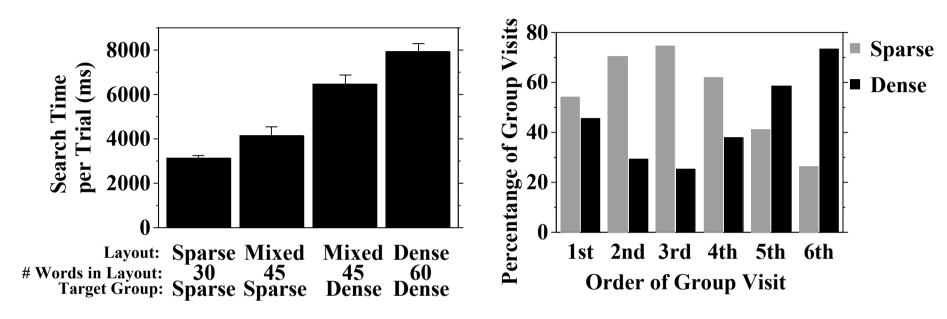




- Search time and fixations per trial correlate with number of items.
- Mean fixation duration goes up with density.



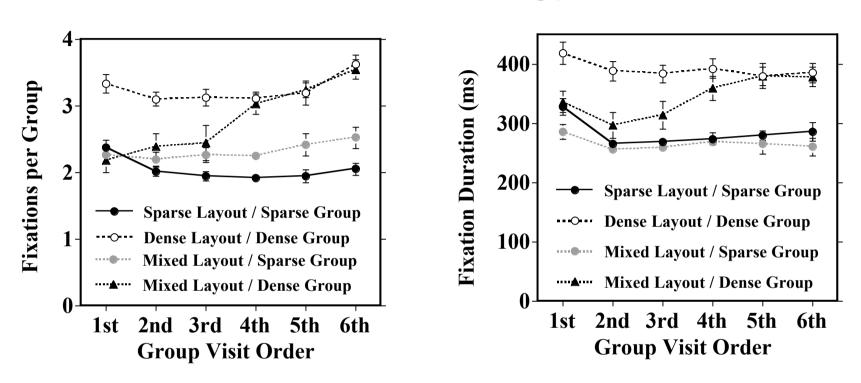
Sparse Groups Visited First



Participants searched sparse groups first:

- Search time by layout type and target type.
- Order of groups visited in mixed-density layouts.

Mid-Trial Strategy Shift

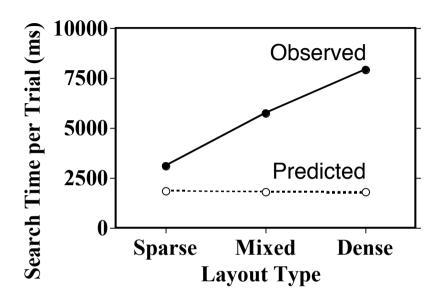


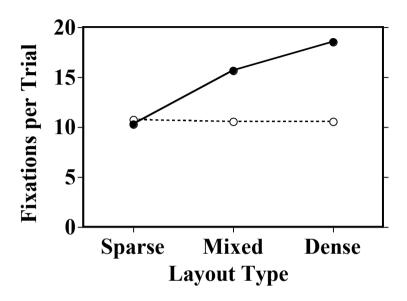
In mixed density layouts, the strategy shifted around the third group visited.

Modeling the general patterns of behavior in mixed-density search

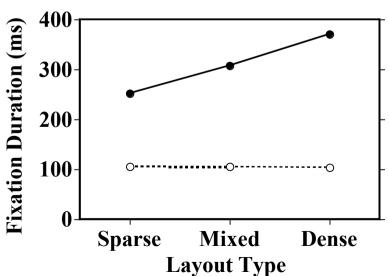
- Account for the fundamental search behavior first, strategy shifts later.
- Previous work showed that a random search strategy with 2 to 3 items per fixation is a good first approximation for predicting mean layout search time.
- Such a strategy benefits for a priori engineering models, such as each object need be encoded with only one directly-extractable feature—its location.

Base Model: Random Search

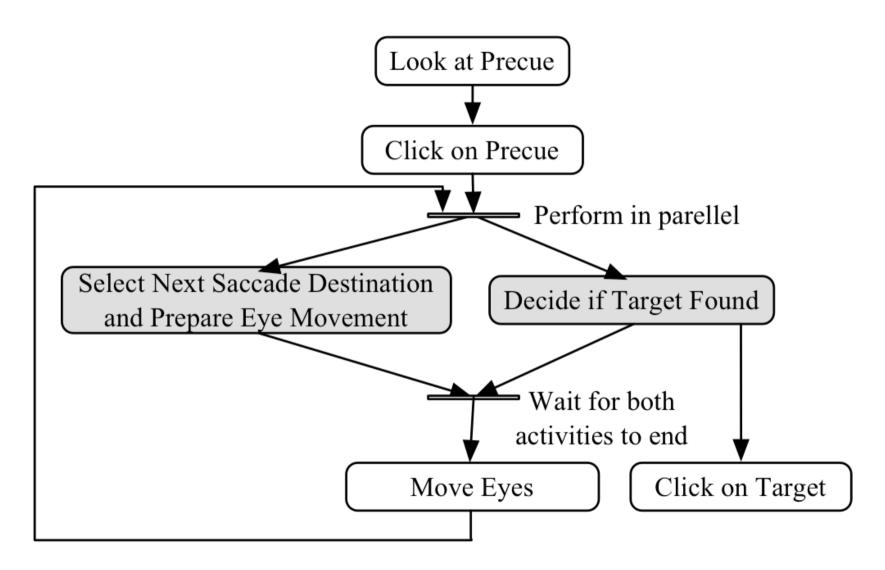




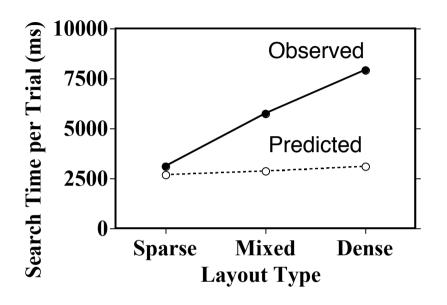
- Purely random search
- Keep moving the eyes
- All perceptual properties set to EPIC's defaults
- Only explains Sparse.

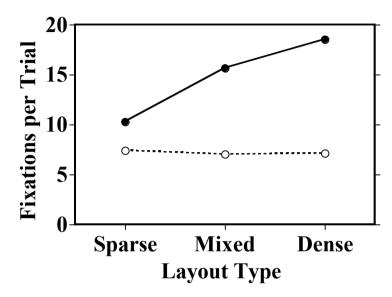


Refined Strategy: "Wait-for-TEXT"

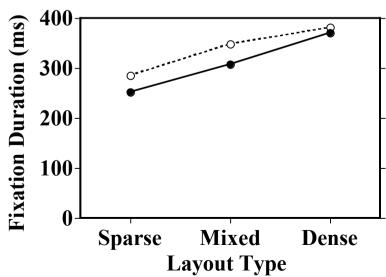


"Wait-for-TEXT" Model

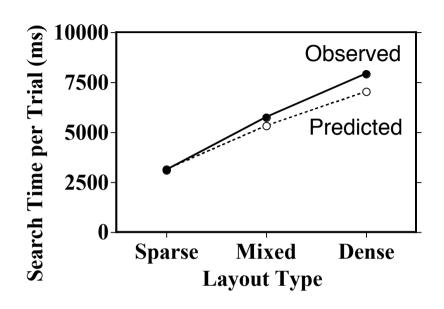




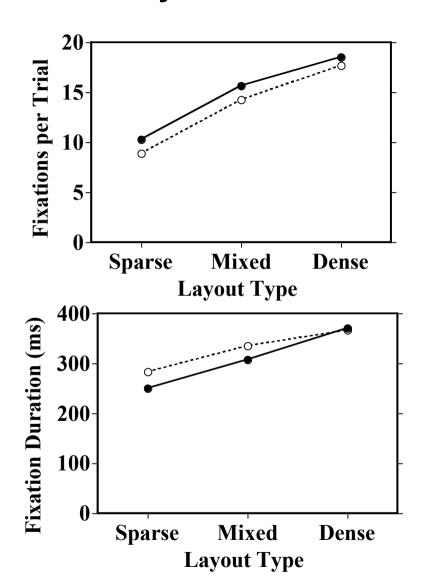
- Perceptual encoding time related to density.
- Explains fixation duration.
- Other measures don't improve overall.



Reduced Text Availability Model

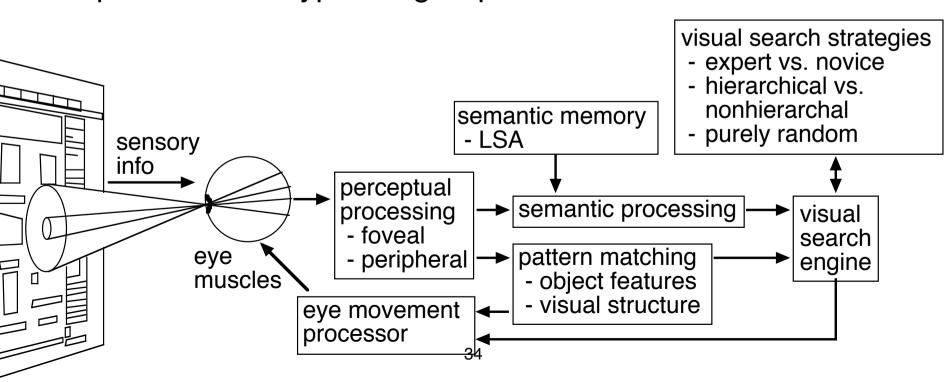


- Sparse: 90% chance of getting TEXT in fovea
- Dense: 50% chance
- Explains all of this data



Lessons Learned for Predictive Modeling

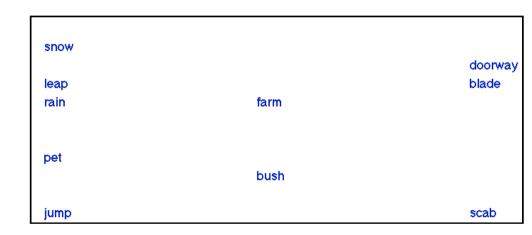
- Evidence that visual a WM limit of 2 to 4 items persists in each fixation in a series of rapid visual fixations during visual search.
- Some measure of density is needed.
- Scan paths are hard to predict, but we can perhaps predict some types of groups will be searched first.



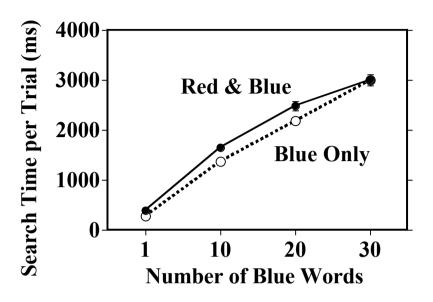
The Effects of Text Color: Experimental Task

- Target is always blue
- Red distractors or blank spaces
- 1, 10, 20, 30 blue words
- Procedure:
 - 1. Study target.
 - 2. Click on precue.
 - 3. Find target.
 - 4. Click on target.

farm	gown	earth
bush	throat	pet
roll	pair	square
smoke	scab	staff
jump	name	author
soft	snail	blade
stout	film	rose
doorway	leap	grave
snow	rain	sheep
dozen	harbor	frown

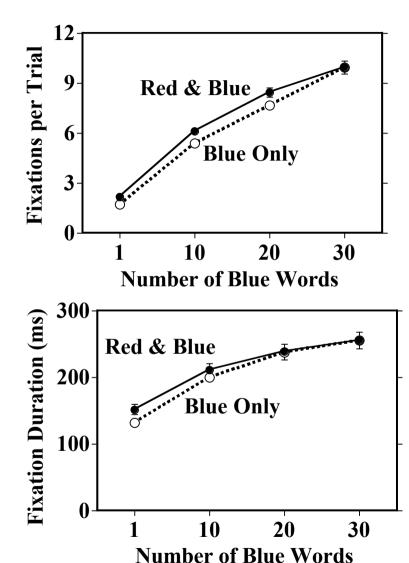


Results per Trial



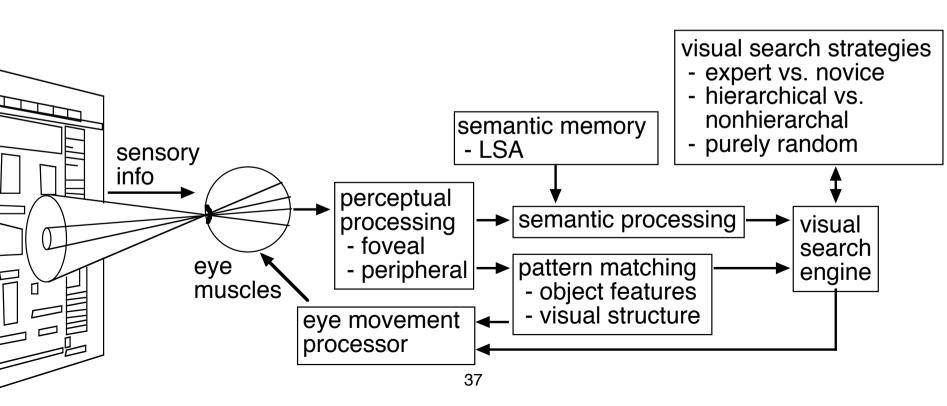


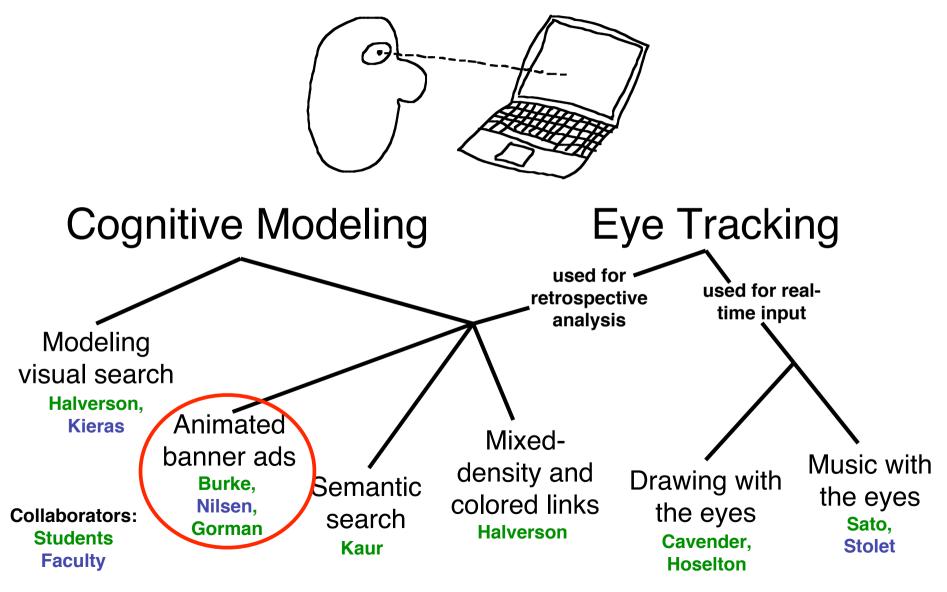
- Faster without red.
- Can almost perfectly confine search to the blue.



Lessons Learned for Predictive Modeling

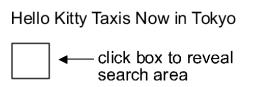
- Powerful color effects persist in text search.
- Current work is refining specific parameter sets to use for predictive modeling for searching colored text.

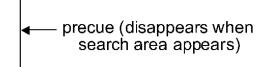




The Effect of Flashing Banner Ads on Visual Search

- Everyone hates them.
- Some HCI researchers believe people have "banner blindness," that people basically just ignore banner ads.
- It's actually worse than that.







Wrong Color Foot on Amputee

Bruce Lee's Great Vanishing Act

At Last: Russians Can Drink and Drive Fat Removing Belt Companies Settle Lawsuit

Who Wants to Be a Licensed Trash Scavenger Hello Kitty Taxis Now in Tokyo

Oil Rush in Trash Cans LAPD, FBI Hunt for "Michael Jackson Bandit"



Sun-Powered Cars Near Finish Line

Company Declares War on Staff E-mail

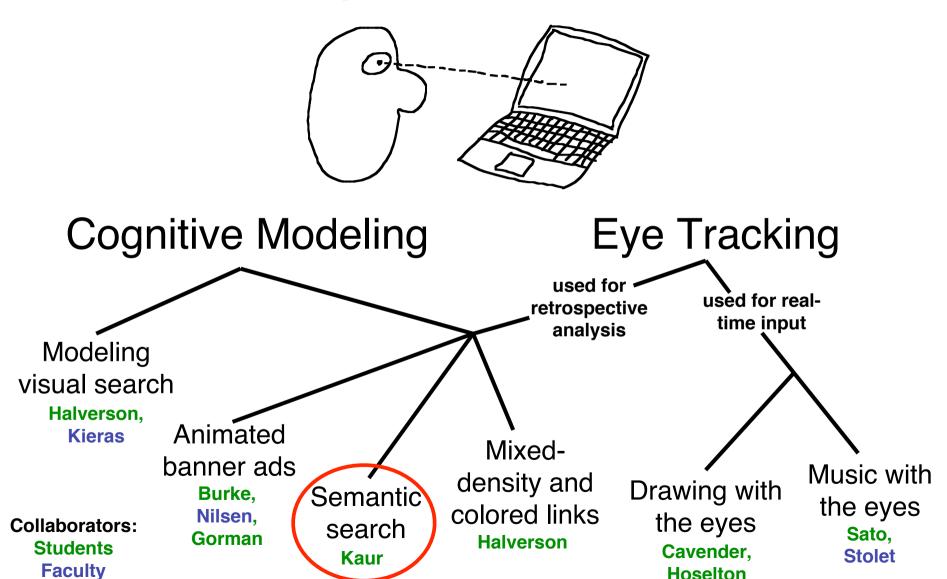
Recognition Memory

- Participants were asked afterwards (not in instructions earlier) 'Did you see this ad?'
- People cannot remember what they saw.
- A hit rate of only 20% and a false alarm rate of 20%. Perfect performance would have been 100% and 0%, respectively.
- Recognition for the static banners was better than for animated banners.
- Yes, people are sort of blind, but...

The ads do slow you down.

Banner Type	Mean Search Time (in msec.)	St. Dev. (in msec.)
Blank	2040	289
Static	2169	300
Animated	2193	297

- Yes, people do not remember the ads.
- But people are not blind to the distracting effects. The ads do significantly interfere with a primary visual task.
- Eye movement data will be analyzed to help figure out the best way to model this phenomenon.



Semantic Search: Where would you click to learn about a major in Biology?

Waynesburg College

Connections That Matter!



Faith Learning Serving

Profile

Calendar

Academics

Undergraduate Programs

Graduate & Professional

Programs

Athletics

Campus Life

Technology

e PAC; Jan 29th 12 Noon Hot Topics A Presentation on informatio

Council for Christian Colleges & Universities

Visitor Information Alumni & Friends Network

WC Community

We asked participants where they would click given 45 webpage-goal combinations.

A "high clustering" web page











■ - G1

• - G2 look

▲ - G3

Prepare Today to Lead the Jewish Community of Tomorrow

ooks online

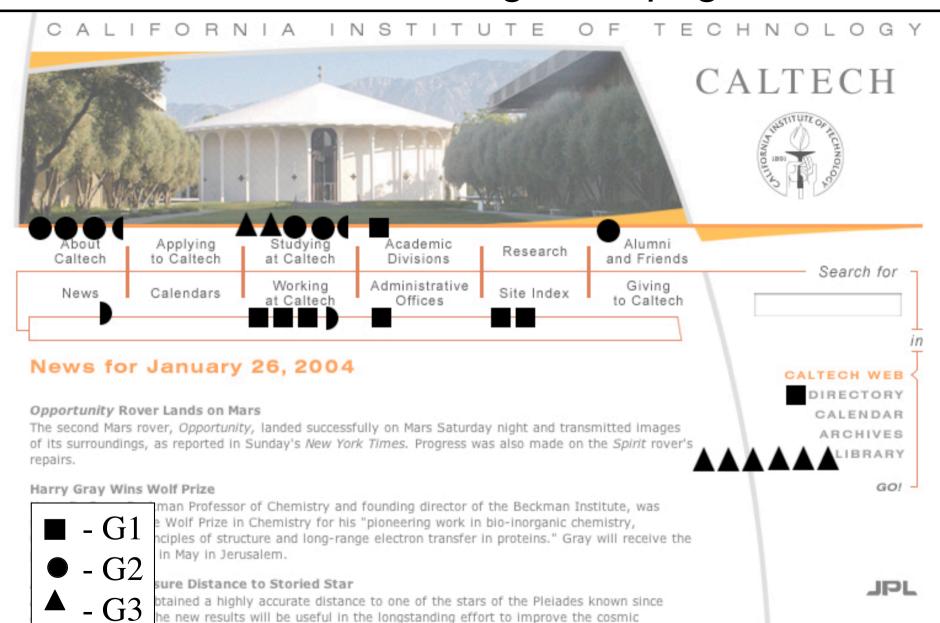
lere

HELP SUPPORT BHU
Click Here for Details

Baltimore Hebrew University 5800 Park Heights Avenue



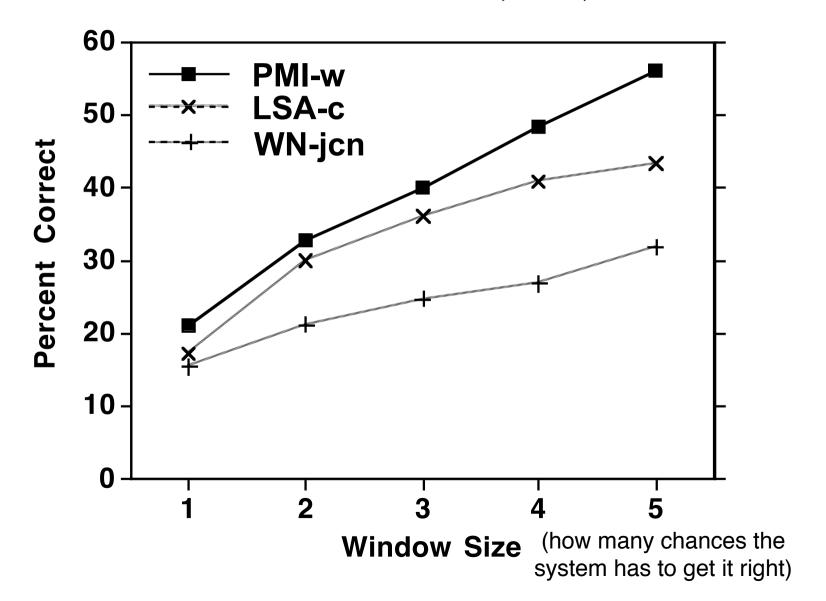
A "low clustering" web page



distance scale, as well as to research the stellar life-cycle.

Can semantic systems predict the human responses?

Somewhat. We tried three: PMI-IR, LSA, and WordNet.



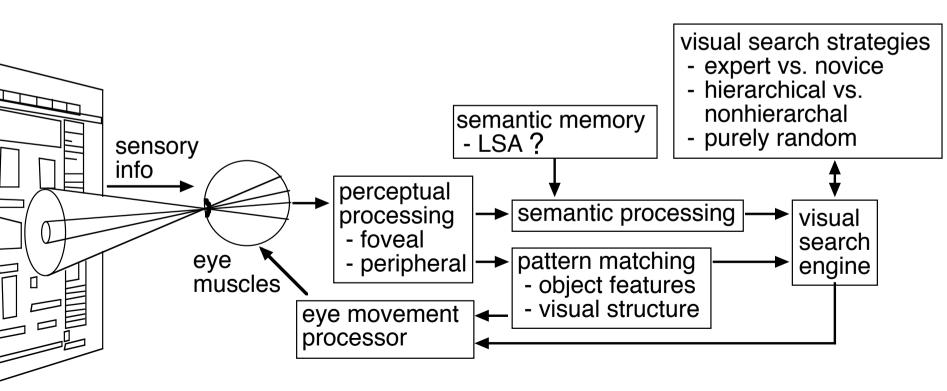
Next question: How does semantic content affect search patterns and strategies?

Are there a disproportionate number of gaze revisits and dwell time on the links with highest semantic similarity?

If so, this would have implications for predictive modeling—the eyes should spend more time on goal-related links.

More Questions: How do we integrate the models?

- 1. How can theories about how people do a class of tasks (such as visual search) be integrated with each other?
- 2. How can they be integrated into a comprehensive theory of human information processing?



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and the USPS Pro Cycling Team.

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USPS eBillPay Receive and pay your bills easily online.

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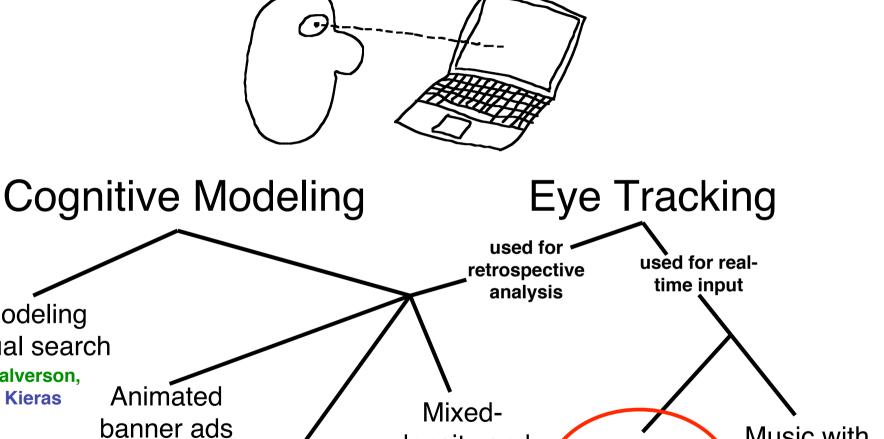
Priority Mail Global Guaranteed Check out our expanded list of nationwide service locations.

Correo Msit our new area providing postal information to our Spanish-speaking customers.



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Collaborators: Students Faculty

Modeling

visual search

Halverson.

Kieras

Burke. Nilsen. Gorman

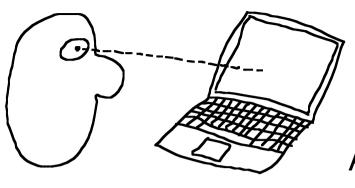
Semantic search Kaur

density and colored links Halverson

Drawing with the eyes Cavender, **Hoselton**

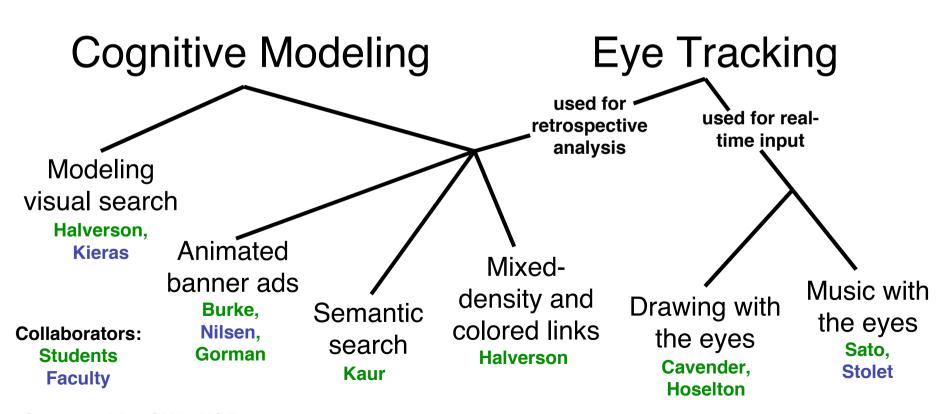
Music with the eyes Sato. **Stolet**

Drawing with the Eyes



Improving the throughput using the visual and oculomotor channels

Research areas and projects of Anthony Hornof, University of Oregon



Sponsorship: ONR, NSF

(Jan., 2004)