



Analysing EOG Signal Features for the Discrimination of Eye Movements with Wearable Devices

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Motivations

- Previous research: Clear link between mental diseases and eye movements
 - Smooth pursuit in particular



- Information can be found in eye movements in detail, not just in the gaze

Motivations

- All experiments: done in the lab
 - wearable eye trackers: potential for out-of-the-lab studies and monitoring
 - context recognition...
- No algorithms detects smooth pursuits!
 - same situation for vestibulo-ocular reflex (VOR)

Motivations

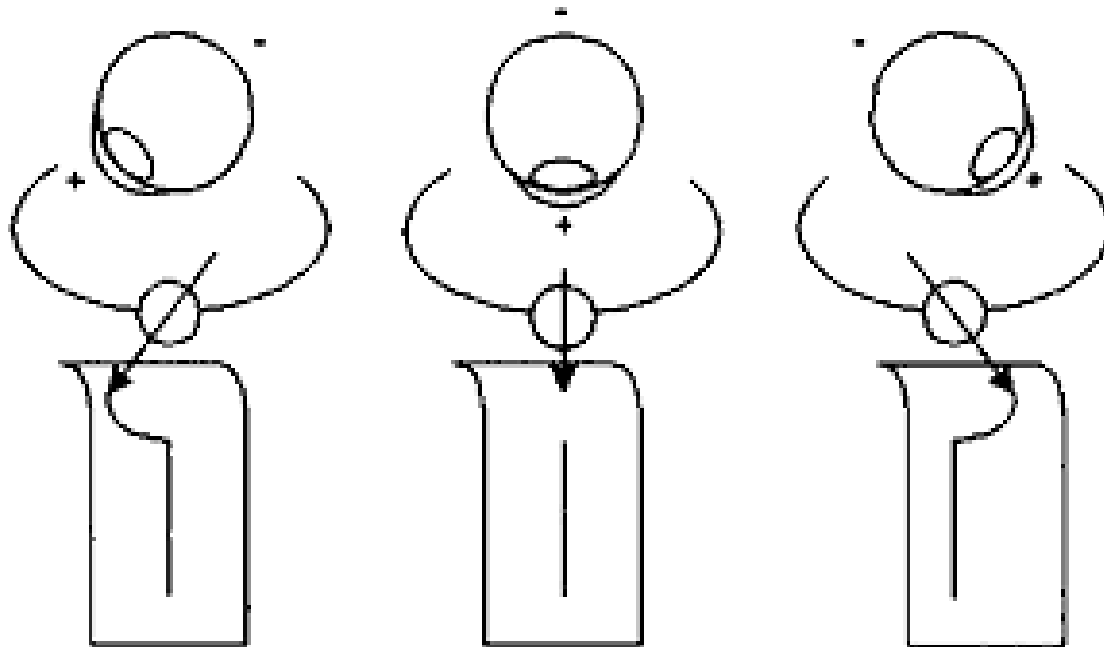
- Starting point:
 - 1st step towards online algorithm that detect all eye movements
- Approach:
 - Machine learning
 - Features and classification

Data collection methods

- Get all types of movements
- Get out-of-the-lab-like movements but ensure ground truth: needed for evaluation
- Test possibilities on both EOG and video trackers
 - although in the lab: mobile eye-trackers

Data collection methods

- Electro-oculography (EOG)
 - The eye is a dipole
 - Movement: change of potential
 - Electrodes to get horizontal and vertical data



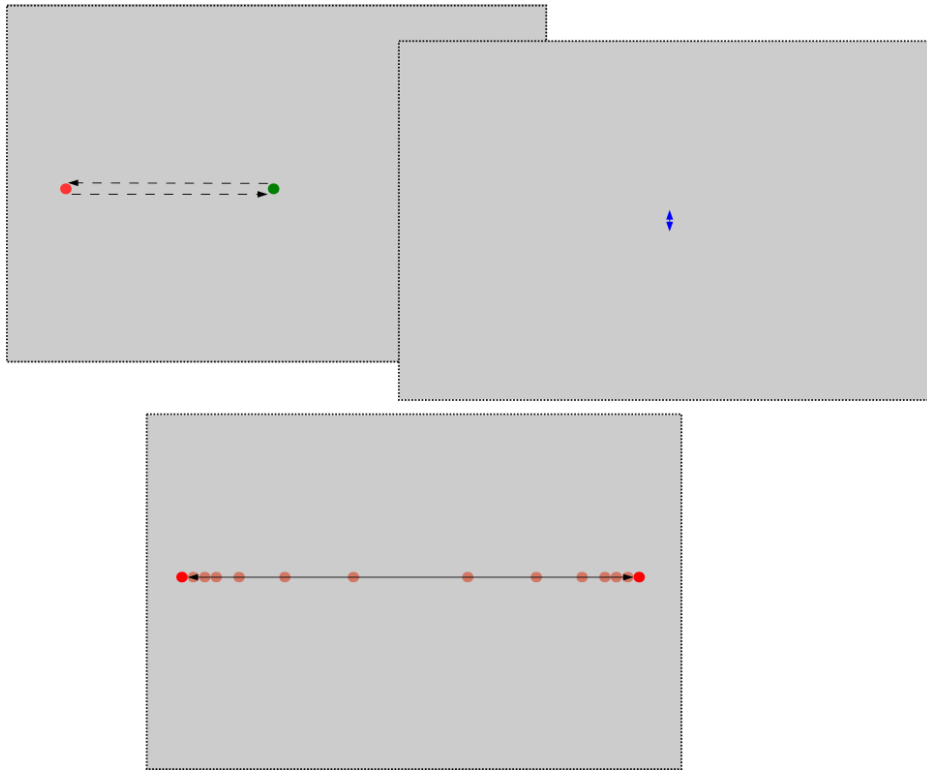
Data collection methods



- 19 participants - no glasses, perfect vision
- Mobile devices
 - EOG (128Hz)
 - Dikablis video eye-tracker (25Hz)



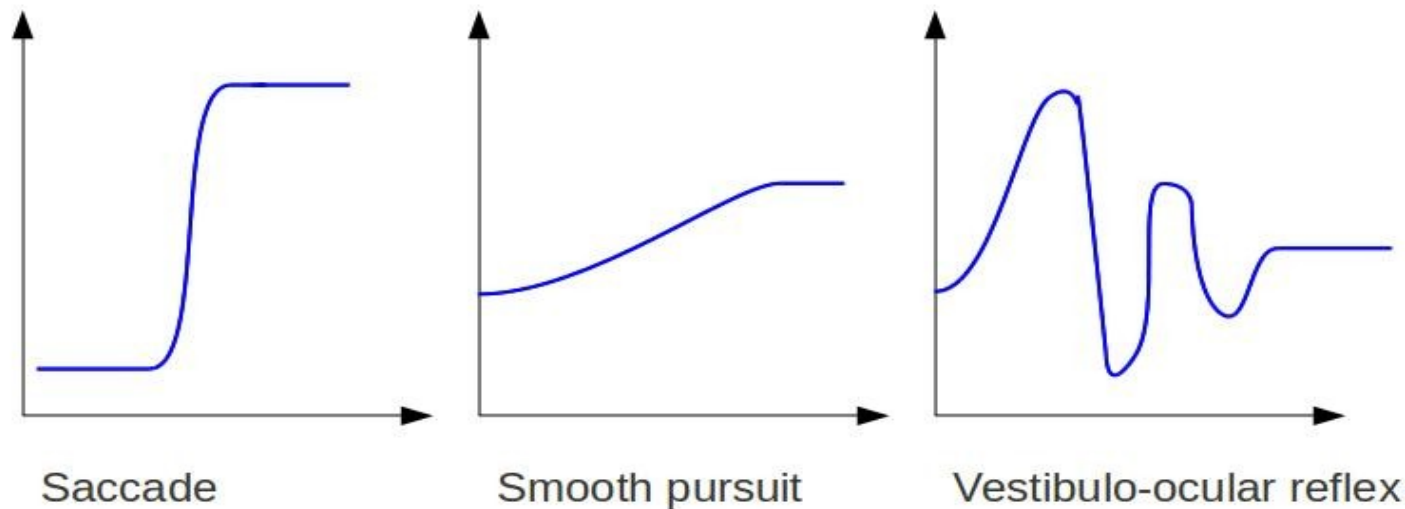
Data collection methods



- All movements: saccades, fixations, nods and shakes, smooth pursuits
- As natural as possible:
 - Very quick
 - Repetitions to suppress surprise effect

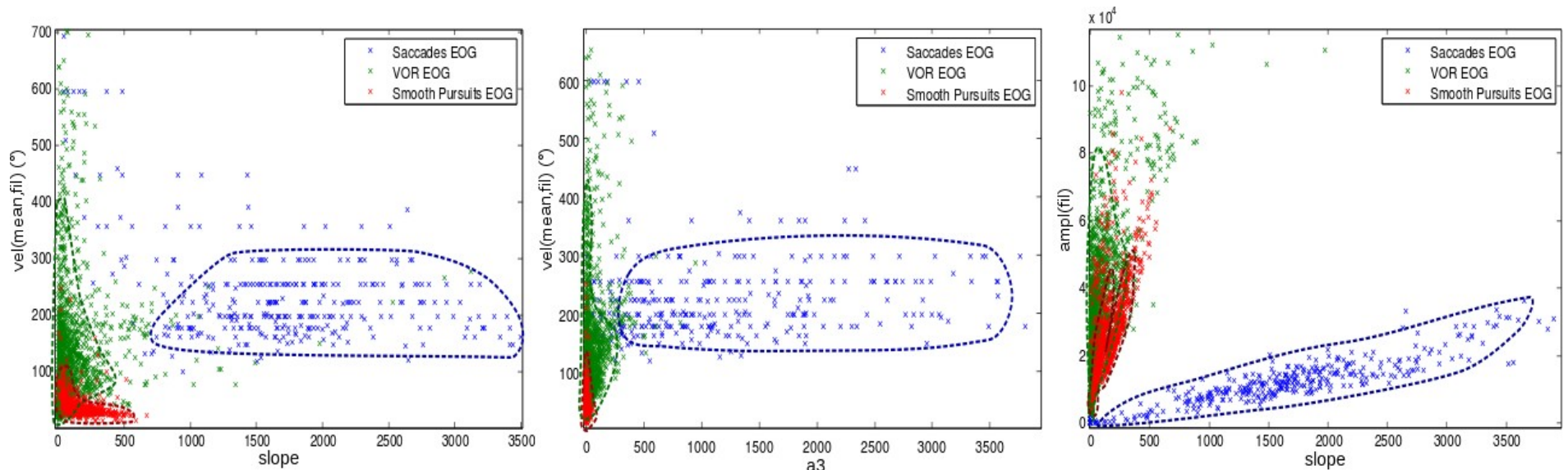
Data analysis

- Ground truth: segmentation of movements
- Extraction of simple, relevant features
 - Mean/max velocity + acceleration
 - Range
 - Slope, 4th order polynome



Data analysis

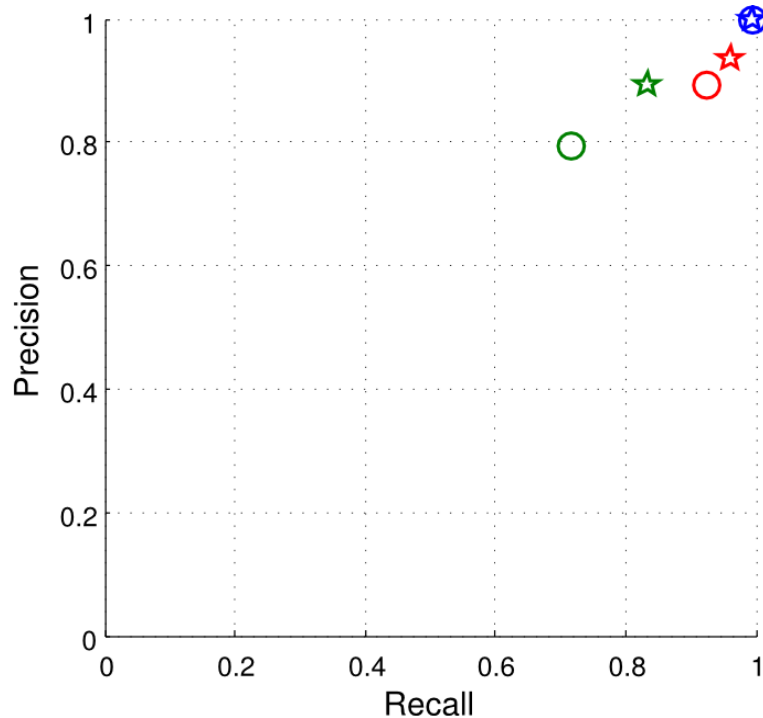
- From this small set: early results show clusters
- Slope and mean velocity particularly interesting



Data analysis

- Test further: try classification.
- K-Nearest Neighbours to categorise movements on our set of features
- 5-fold cross-validation

Data analysis



- kNN classification confirms simple features: promising results for characterisation
- Same results for different k's

Conclusion

- Basic set already enough to categorise saccades
- Promising results for smooth pursuits too, more features necessary for VORs
- Incentive to extract more features and add complete set of movements

Future Work

- Adding features, more complex set
- Considering 2d and all movements
- Running feature selection algorithm