Processing and Comparing of Eye-tracking Data Using Machine Learning

What do we get?

- An efficient abstraction of eye-tracking data using unsupervised learning
- Possibility to compare, cluster and categorize user sessions

How do we get it?

- By training Restricted Boltzmann Machine (RBM), with a visual representation of user session fragments in form of heat maps capturing:
- *spatial information* (pixel coordinates) •
- *time information* (pixel intensity)

What is Restricted Boltzmann Machine?

• Neural network with following architecture:

Hidden layer

Visible layer



• Generative model based on energy

Why generative?

Because it generates what it "believes" in

Why energy based?

Because every configuration of neuron activities has its energy based on current weights of neuron connections

Abstraction



Main principle of RBM training: Decreasing energy for training point and increasing energy for current reconstruction of training point.



Reconstruction



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with eight participants. Horizontal axis corresponds to time.