Unifying Top-down and Bottom-up Scanpath Prediction Using Transformers



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Human attention: bottom-up vs top-down

Free viewing



Bottom-up attention:

- Free viewing ("taskless ")
- Attention prioritization (saliency) solely based on information in the image input (e.g., feature contrast)



Visual search

Top-down attention:

- Visual search (goal-directed)
- Attention prioritization based on an external goal and the image put

Scanpath prediction



Saltinet [M. Assens et al., ICCV Workshops, 2017] PathGAN [M. Assens et al., ECCV Workshops, 2018] IOR-ROI-LSTM [W. Sun et al., PAMI, 2019] **DeepGaze III** [M. Kummerer et al., JoV, 2022]

CFI [Zelinsky et al., CVPR Workshops, 2019] IRL [Z. Yang et al., CVPR, 2020] VQA [X. Chen et al., CVPR, 2022] **Gazeformer** [S. Mondal et al., CVPR, 2023]

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Detectability map [Rashidi et al., NeurIPS 2020] FFMs [Z. Yang et al., ECCV, 2022]



Scanpath prediction



Limitation of existing approaches

- Traditional approaches have leaned on recurrent neural networks (RNNs) to uphold a dynamically updated hidden vector conveying information across fixations
 - PathGAN [M. Assens et al., ECCV Workshops, 2018]
 - IOR-ROI-LSTM [W. Sun et al., PAMI, 2019]
 - VQA [X. Chen et al., CVPR, 2022]
- Alternatively, simulations of a foveated retina have combined multi-resolution information at pixel, feature, or semantic levels
 - CFI [Zelinsky et al., CVPR Workshops, 2019]
 - IRL [Z. Yang et al., CVPR, 2020]
 - FFMs [Z. Yang et al., ECCV, 2022]
- Drawbacks
 - RNNs sacrifice interpretability
 - Multi-resolution simulations fall short in capturing crucial temporal and spatial information integration

Limitation of existing approaches

• Existing methods use classification networks that discretize the space of all possible fixation locations as a coarse grid, which is invariant to input resolution and hence compromises accuracy.



- Cannot model fixations within the same cell, which occurs more often for high-res inputs:
 - For a 320x512 image with a 10x16 action space: a cell = 32x32 pixels
 - For a 1050x1680 image with a 10x16 action space: a cell = 105x105 pixels

Human Attention Transformer (HAT)



Foveated working memory

- We construct the working memory by starting with the visual embeddings ("what") flattened from P₁ over the spatial axes and selected from P₄ at previous fixation locations.
- Scale embedding is introduced to capture scale information.
- Spatial embeddings and temporal embeddings are further added to the tokens to enhance the "where" and "when" signals.





• FWM has the best performance overall and surpasses "Human" in the TP and TA settings.



• FWM significantly outperforms all other methods in cAUC over all settings.

Target-present bottle search



Chen et al (CVPR21')

IRL (CVPR20')

Target-absent stop sign search



Chen et al (CVPR21')

IRL (CVPR20')

Detector

Free viewing



Chen et al (CVPR21')

IRL (CVPR20')

HAT captures contextual cues

Target-present laptop search

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au is the termination prediction probability.

HAT captures contextual cues

Target-absent laptop search

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Peripheral contribution map



Predicted fixation heatmap





- With HAT, our model's prediction is not only accurate but also interpretable.
- HAT achieves the new SOTA in predicting the scanpath of fixations made during target-present and target-absent search, and reaches or exceeds SOTA in the prediction of "taskless" free-viewing fixation scanpaths.