



SAND2014-18799PE

# Visual Cognition, Visual Analytics, and National Security Sensemaking: Interdisciplinary Research at Sandia National Laboratories



*Exceptional  
service  
in the  
national  
interest*

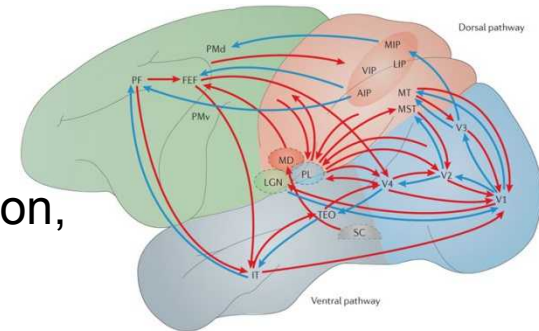
Dr. Laura Matzen



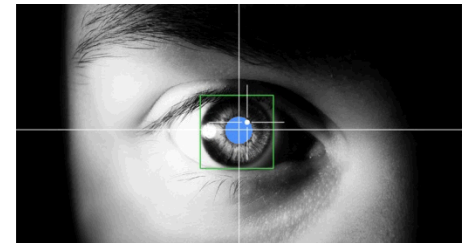
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# Taking human cognition into account when designing and evaluating new methods for interacting with data

- Current eyes-on-pixel, manual searching processes are effective, but do not scale
- When developing new algorithms/tools/modes of interaction, need to support human cognitive strengths to retain effectiveness

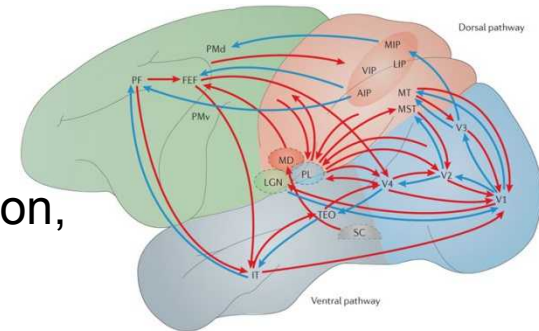


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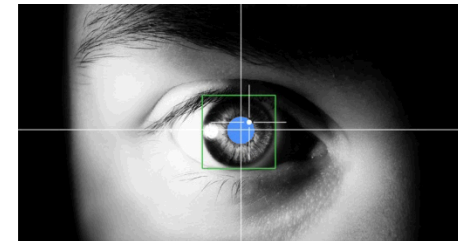


# Taking human cognition into account when designing and evaluating new methods for interacting with data

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  - We are using empirical behavioral and eye tracking studies to identify the features/relationships that are crucial for analysts' understanding of data

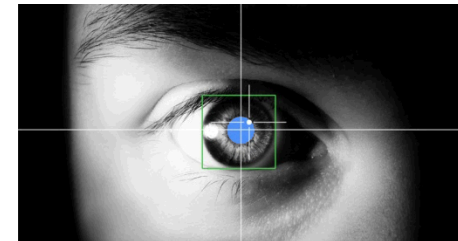
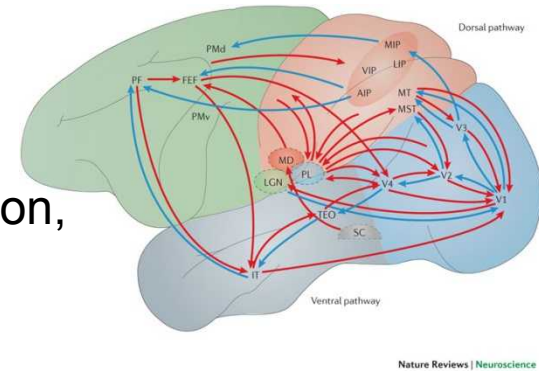


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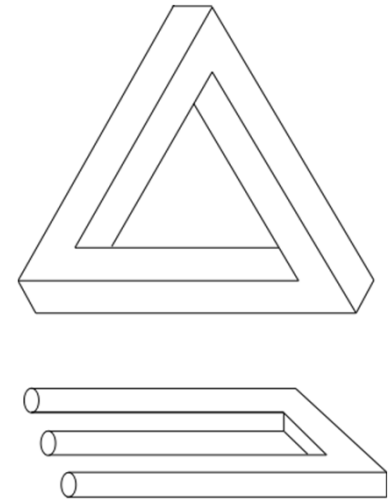
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- People are not good at explaining their cognitive processes
  - We are using empirical behavioral and eye tracking studies to identify the features/relationships that are crucial for analysts' understanding of data
    - This research contributes to scientific understanding of visual cognition
      - We have unique access to analysts with different domains of experience
    - This research will inform system design and enable evaluations of new tools from the perspective of human cognitive needs



# Visual Cognition Basics

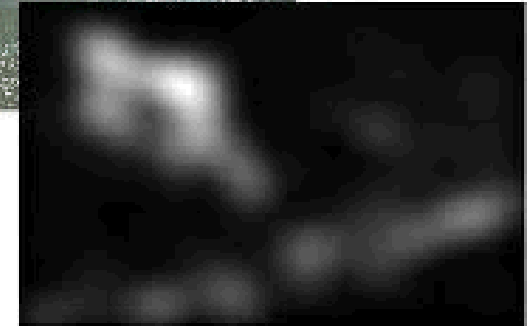
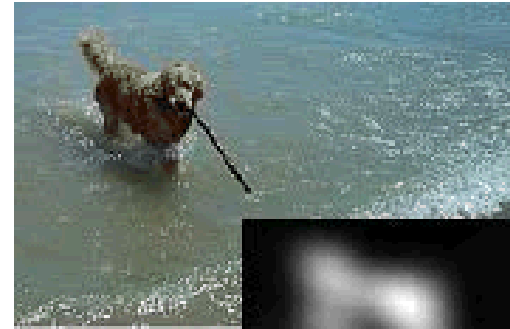
- The human visual system is VERY good at:
  - Finding patterns
  - Making inferences
  
- Perceptual systems are constantly receiving ambiguous information and trying to make sense of it
  
- Draws on both perceptual cues and conceptual knowledge (bottom-up and top-down processing)
  - Relatively little is understood about top-down processing



# Visual Attention

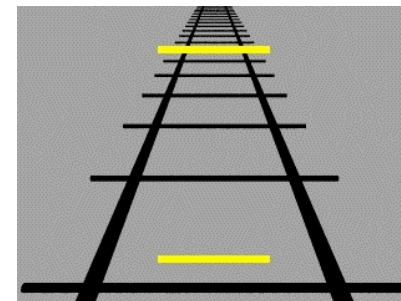
## ■ Bottom-up

- Driven by properties of stimulus
  - **Visual salience** (contrast between features of a stimulus and the features of its neighbors) captures attention
- Parameters are well understood and can be modeled

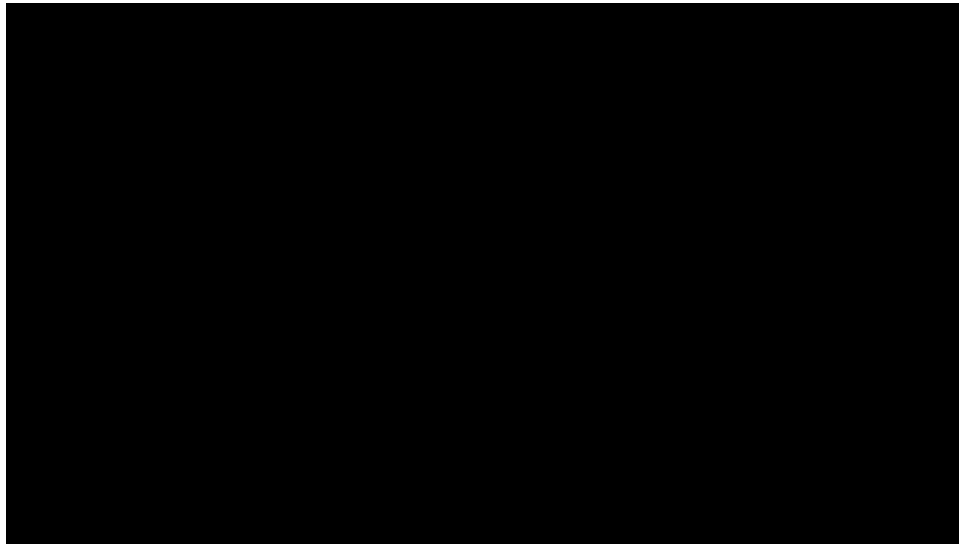


## ■ Top-down

- Driven by viewer's goals
- Affected by cognitive load, working memory, past knowledge and experience
- Has a very powerful influence on bottom-up perception
- Parameters are NOT well understood



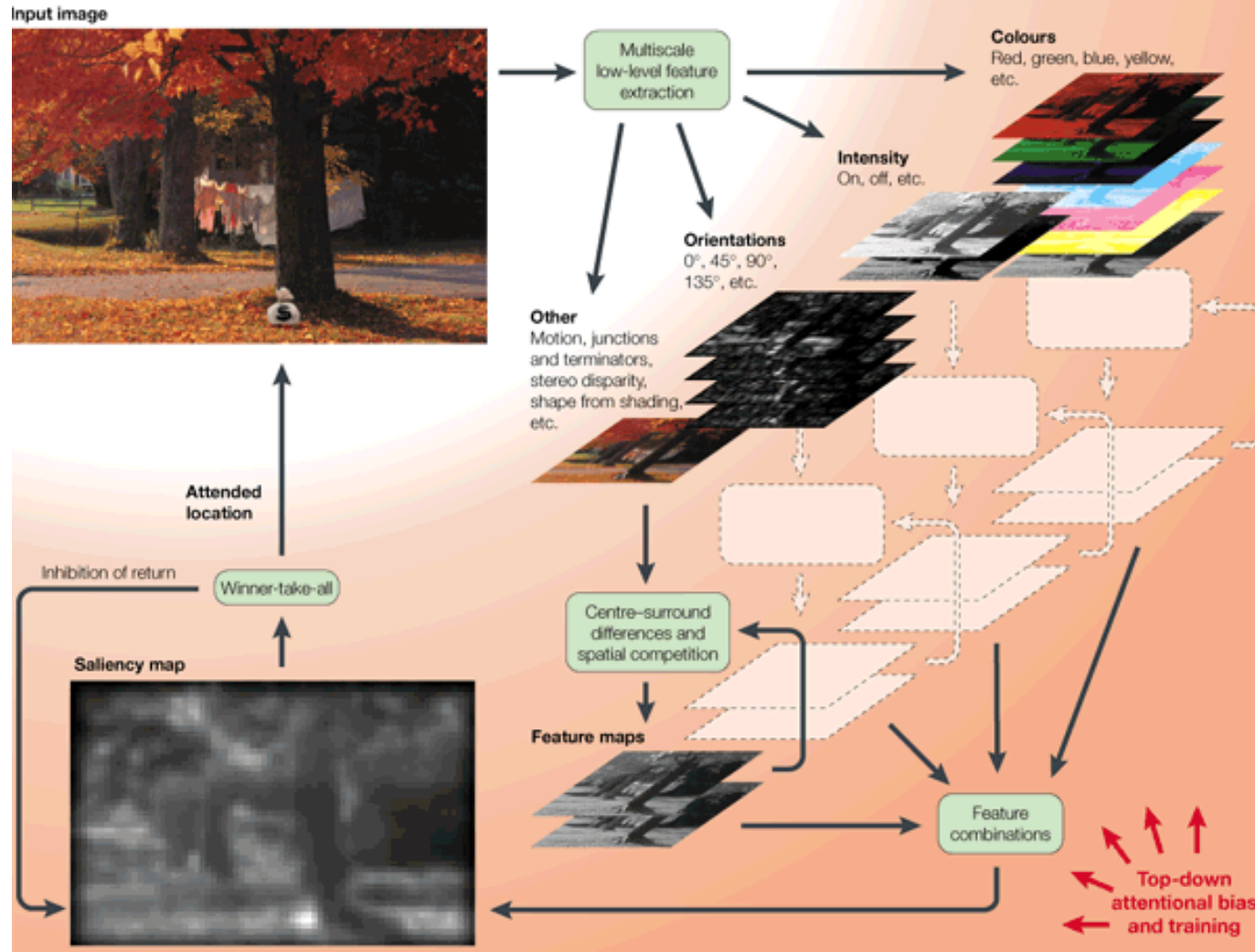
# Top-down expectations can override perception of the bottom-up physical features of the stimulus



<http://www.richardgregory.org/experiments/video/chaplin.htm>



# Bottom-up Saliency Models

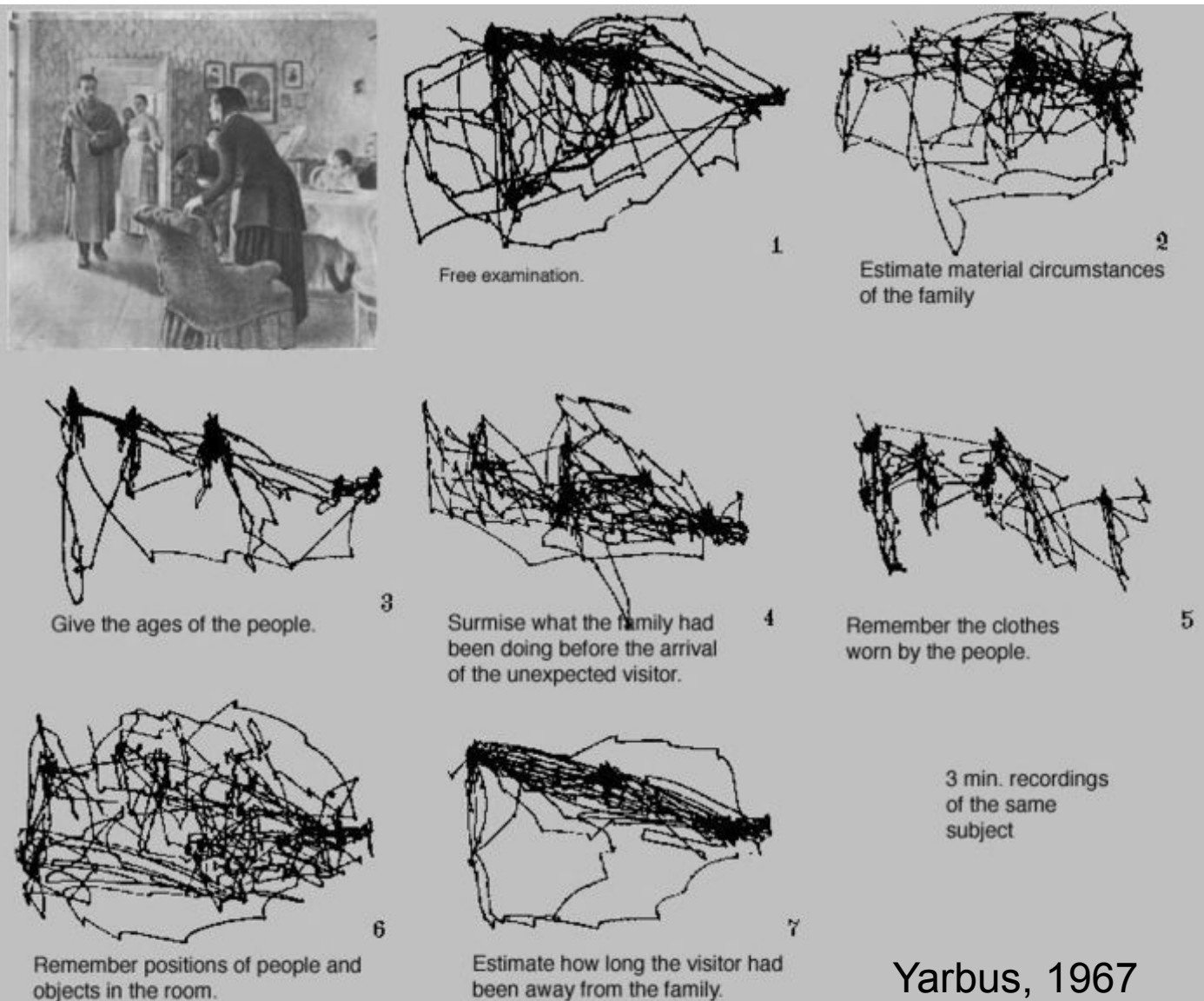


(Itti & Koch, 2001)

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# Top-down control of eye movements



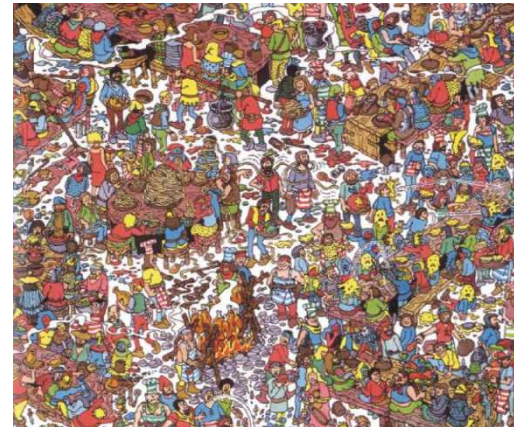
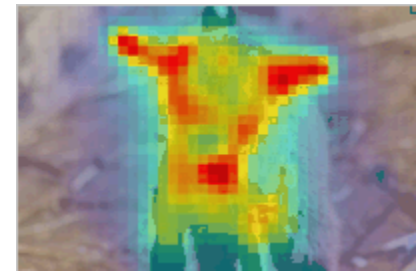
Yarbus, 1967

Illustrates top-down aspects of visual search:

- The person's task influences eye movements

# Visual Attention

- Visual attention has two stages:
  - 1) Attention is distributed uniformly across a scene
  - 2) Attention is concentrated to a specific area and information is processed serially (sequential fixations)
  
- Wolfe's Guided Search Model:
  - Bottom-up *AND* top-down information create a pre-attentive "ranking" of items for attentional priority
  - Feature processing creates an activation map
  - Viewer attends to highest priority item first, then moves down the list



# A Key Research Question

- ***Can we model top-down visual saliency for a domain expert performing a particular task?***
  - In other words, can we predict where an expert will look in an image?



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- ***Can we model top-down visual saliency for a domain expert performing a particular task?***
  - In other words, can we predict where an expert will look in an image?
- **Why do we care?**
  - ***Advances scientific understanding of visual cognition***
    - There are NO models of top-down attention – this is a major gap in the literature
  - ***Numerous applications***
    - Informing system design
      - Top-down model defines user's needs
      - Could identify ways to offload user's working memory load
    - Evaluating new designs
    - Identifying potential sources of error – What is likely to be missed?
    - Training new users



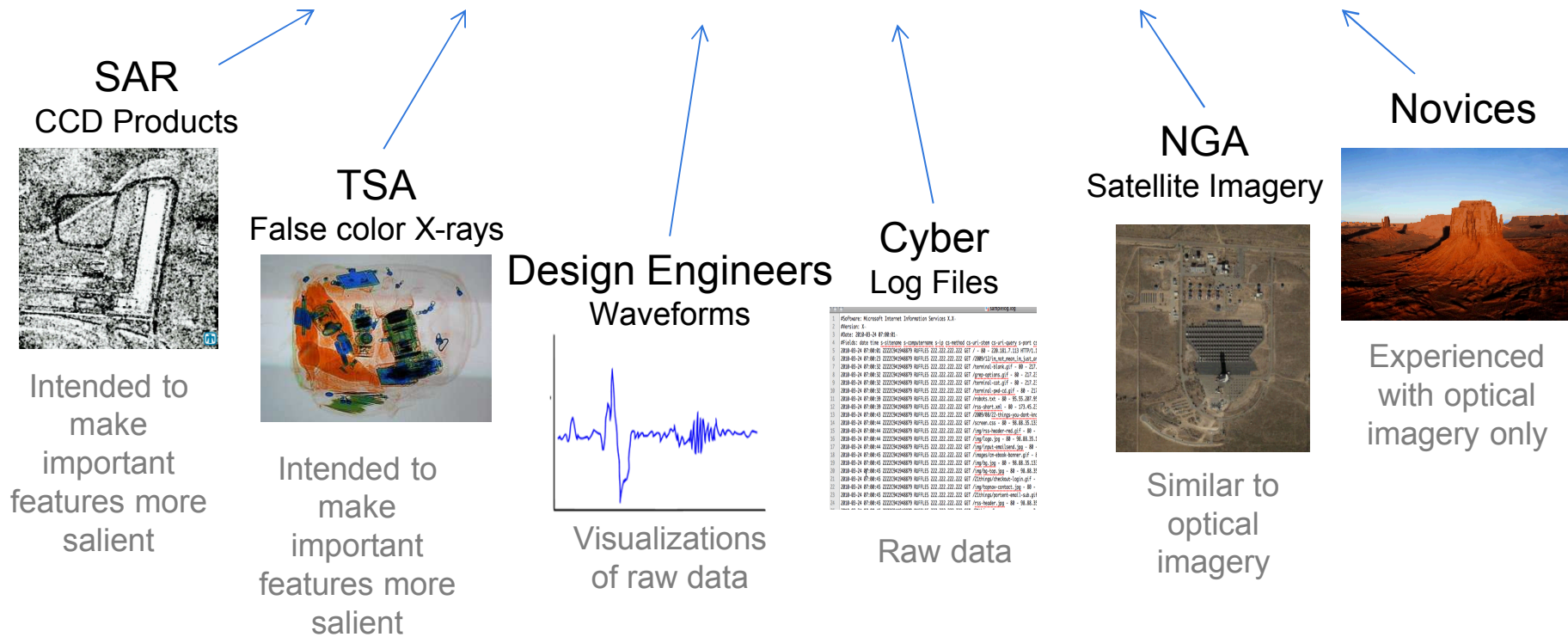
# Core Scientific Questions:

What features capture attention in non-optical imagery?

How does domain experience influence visual search/inspection?

How can top-down visual attention be modeled?

Do people with expertise in one domain perform differently on domain-general tasks?



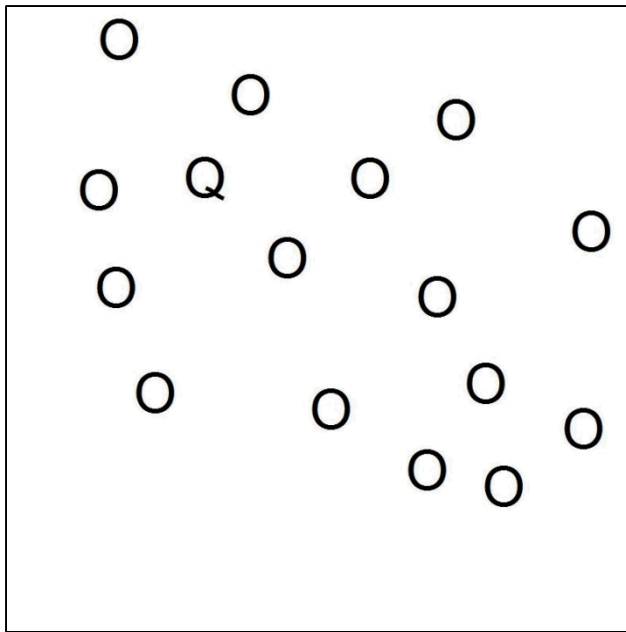
All participants will complete a battery of domain-general tasks and a domain-specific tasks

# Domain-general tasks

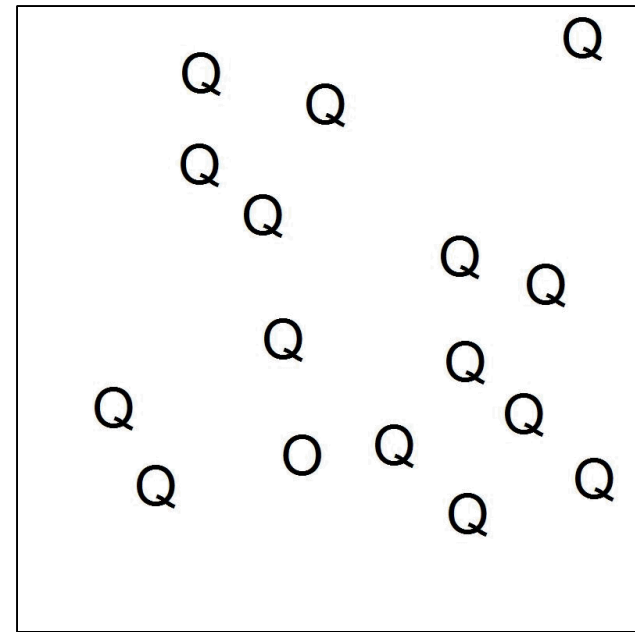
- Parallel vs. Serial Visual Search
- Visual Inspection Task
- Spatial working memory, Mental rotation, Useful field of view

# Domain-general tasks

- Parallel vs. Serial Visual Search
- Visual Inspection Task
- Spatial working memory, Mental rotation, Useful field of view



Parallel visual search –  
unique features “pop out”

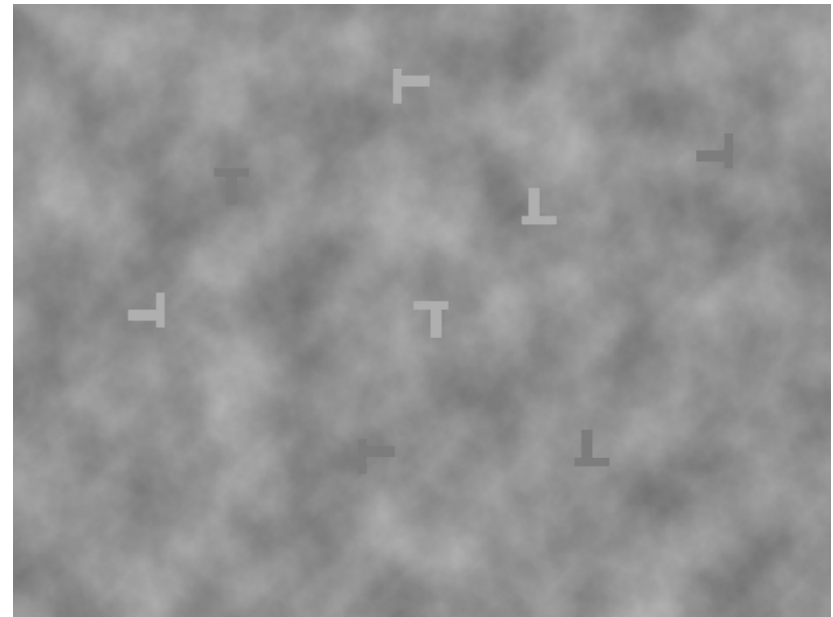
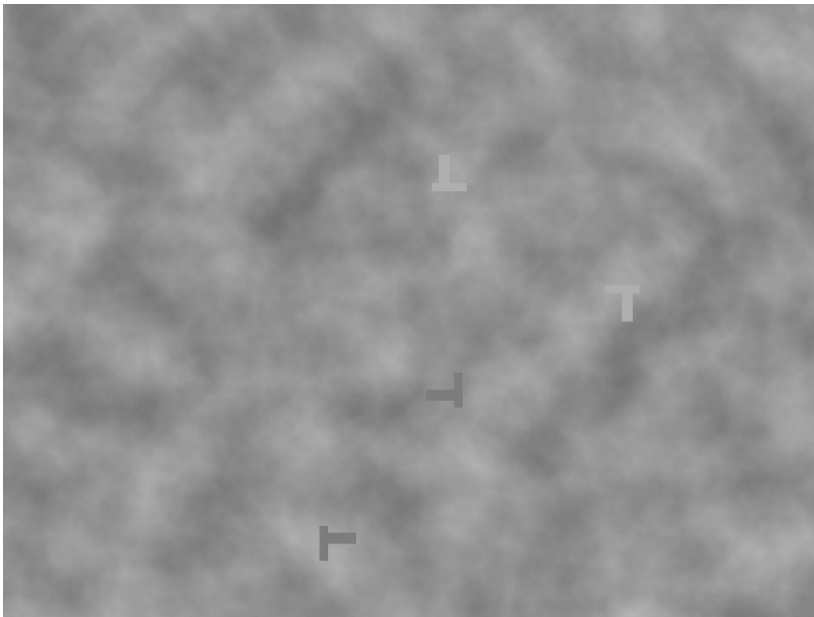


Serial visual search – absence of a  
feature requires deliberate searching



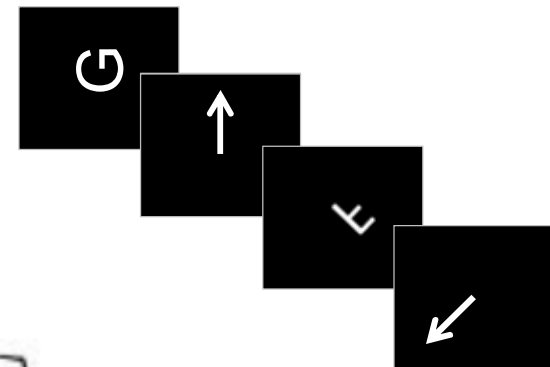
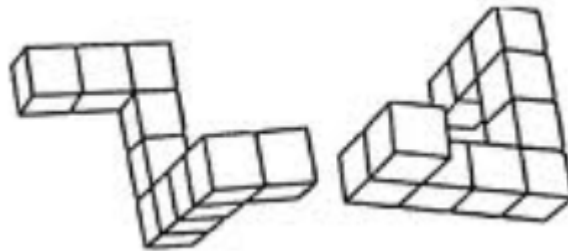
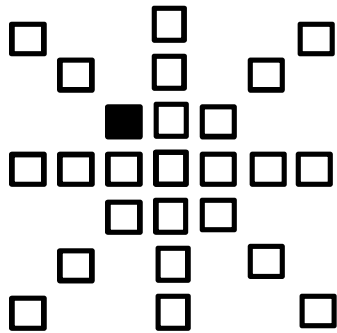
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# Data Acquired

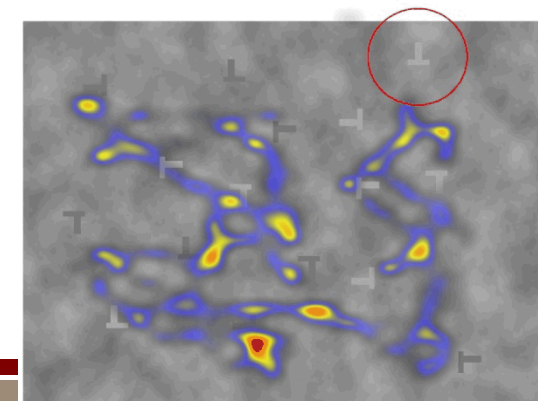
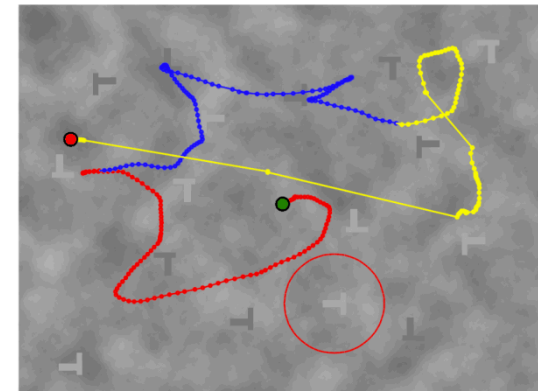
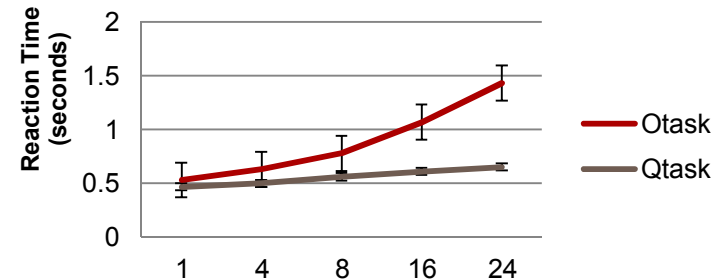
## Behavioral

- Reaction time
- Accuracy

## Eye Tracking

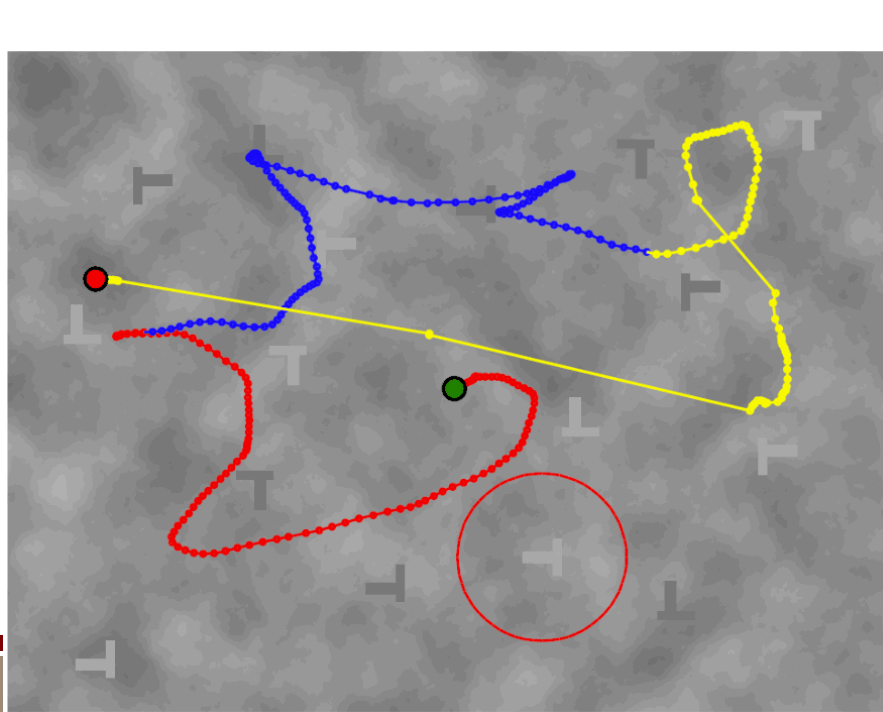
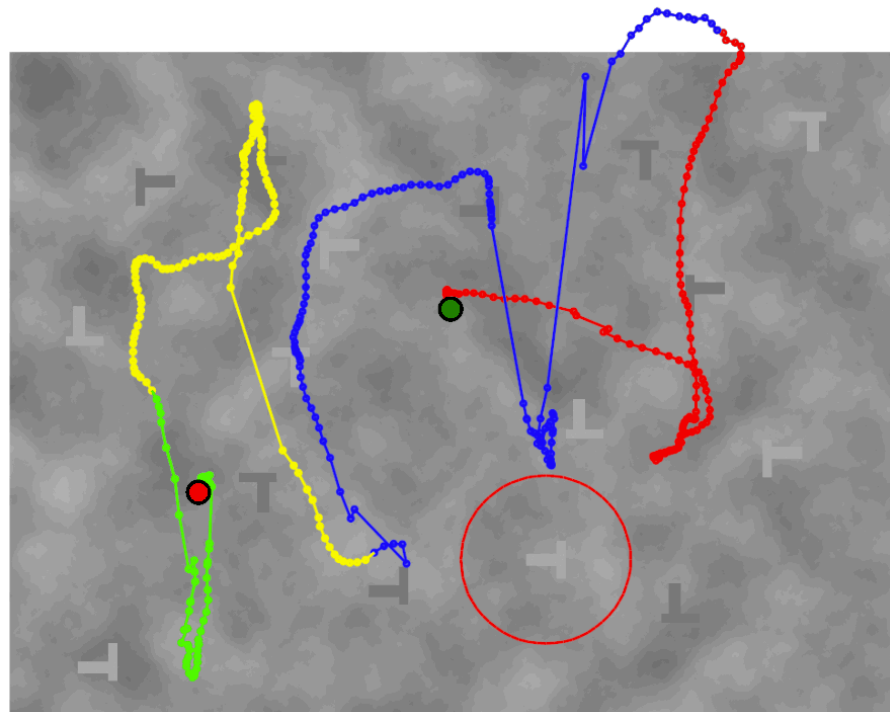
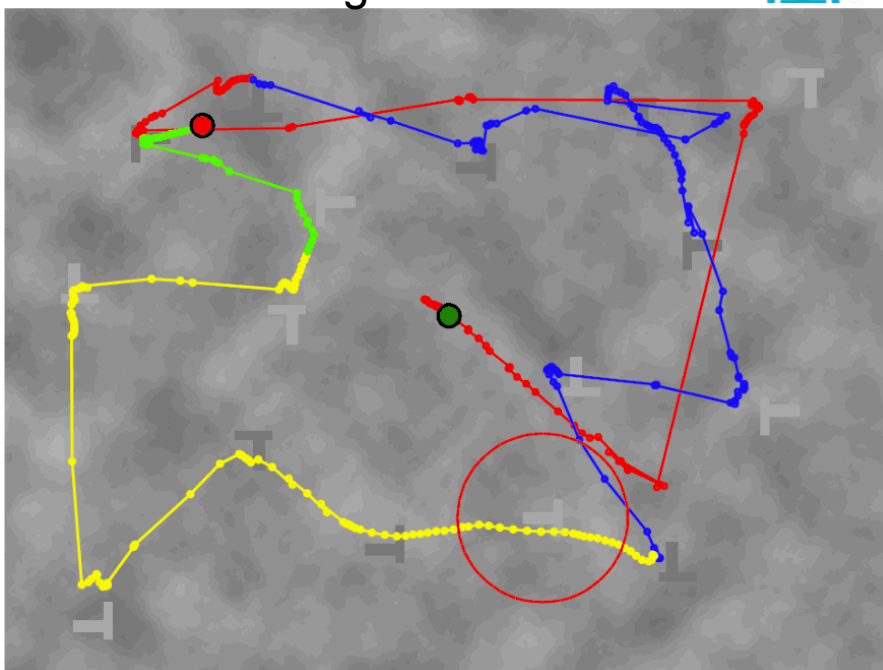
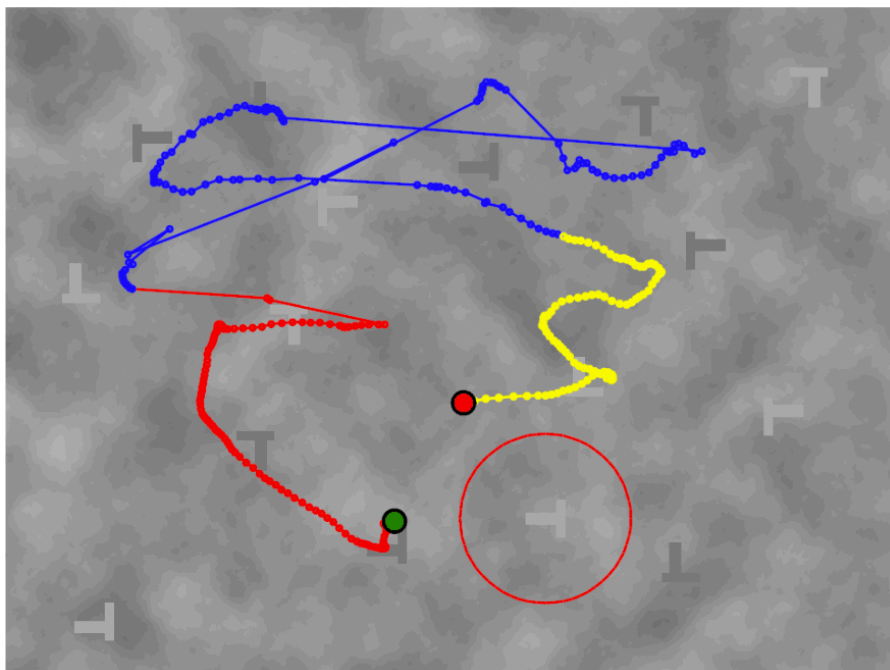
- Quantitative:
  - Time to first fixation in region of interest (ROI)
  - Percentage of fixations in ROIs
  - Counts and frequencies of transitions between ROIs
  - Classification of error types (scanning error, recognition error, decision error)
- Qualitative:
  - Characterization of scan paths
  - Characterization of search strategies
  - Identification of features with high top-down saliency
- New approaches:
  - Contrasting bottom-up saliency maps with recorded gaze patterns
  - Modeling influence of top-down saliency
  - Recurrence Quantification Analysis

O and Q Tasks



# Eye Tracking Analyses: Domain-general Tasks

# Search Patterns – Who found the target?

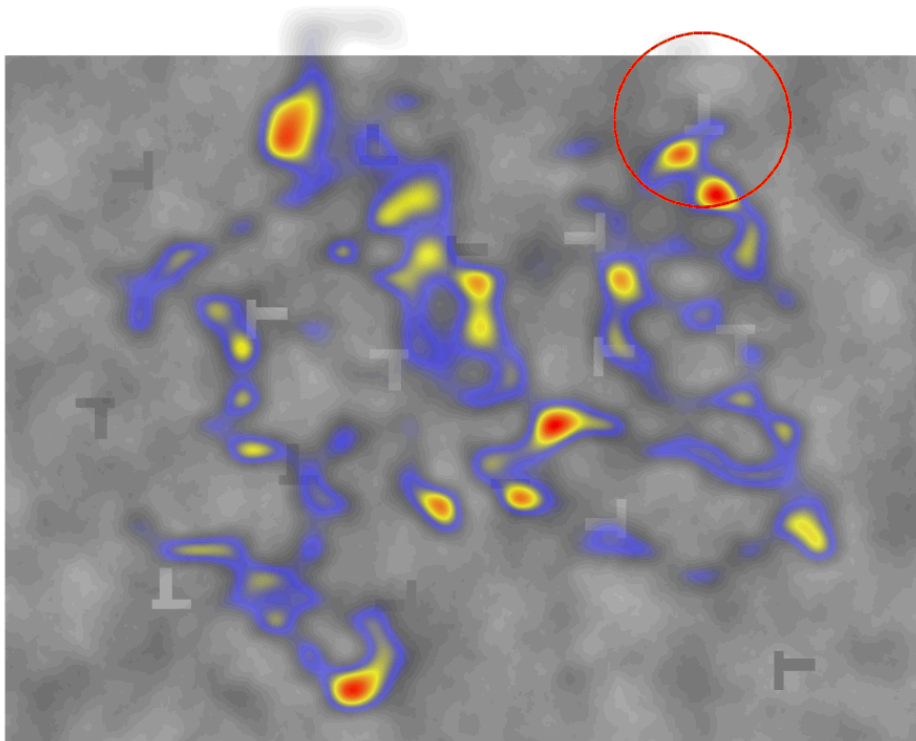


# Classification of Error Types

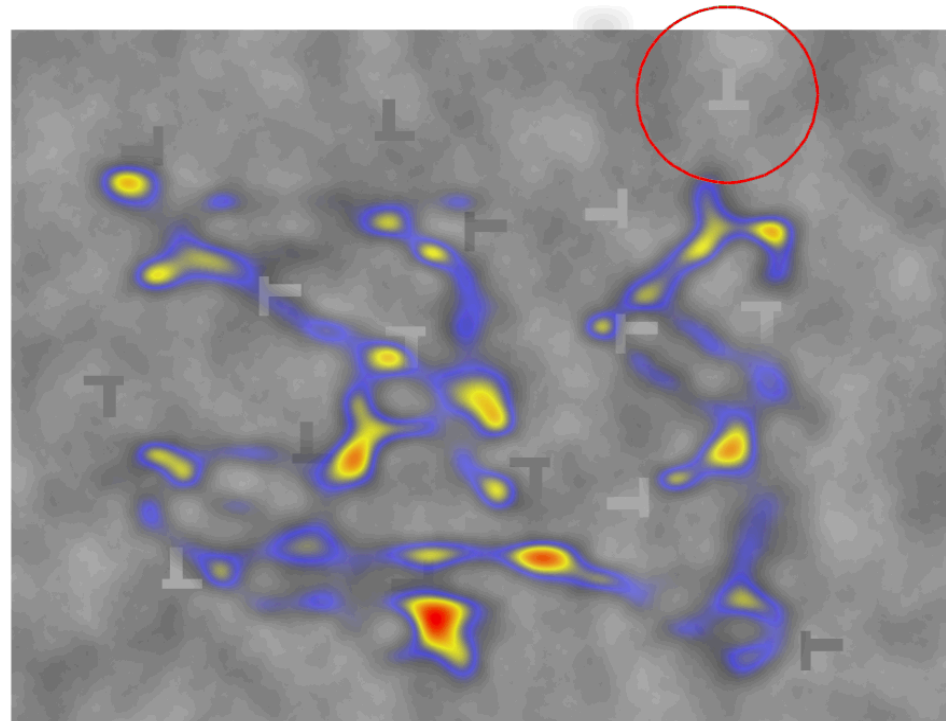
Correct identification of target

Scanning Error

Recognition Error



Correct

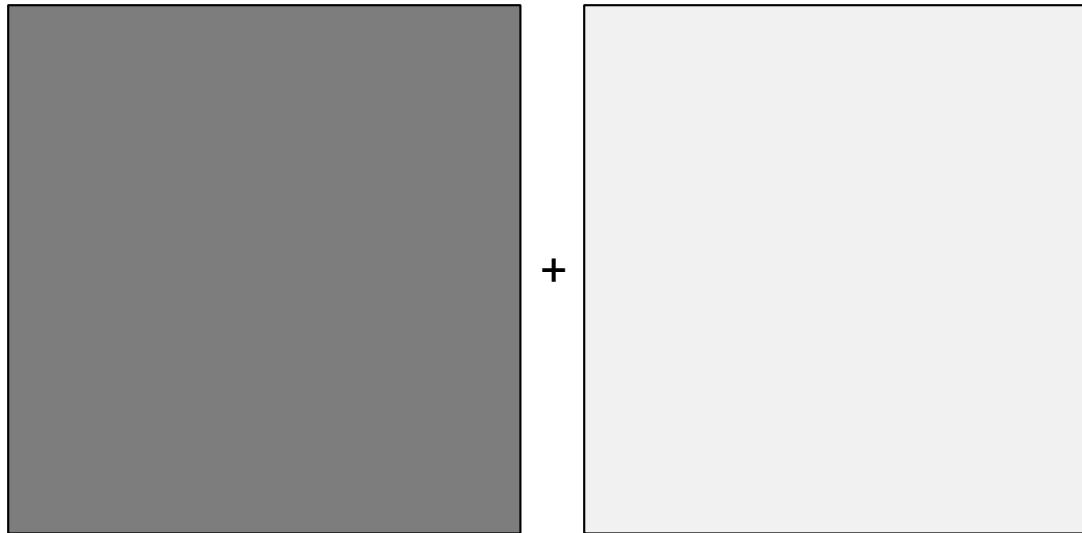


Incorrect



# Domain-specific task for SAR

- Threat detection task using two images, presented side by side
  - 50% prevalence of threats
  - Participants rate images on 1-4 scale
    - sure no, unsure no, unsure yes, sure yes

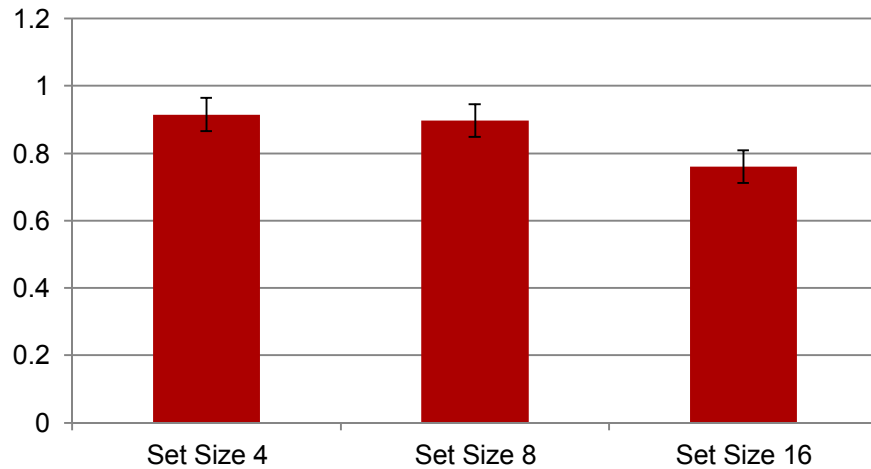


# Participants to date on SAR task

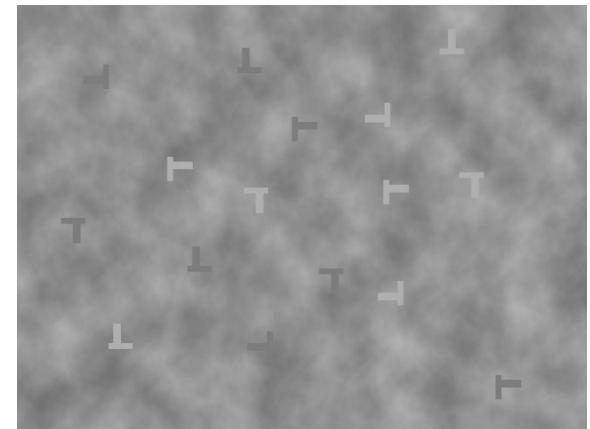
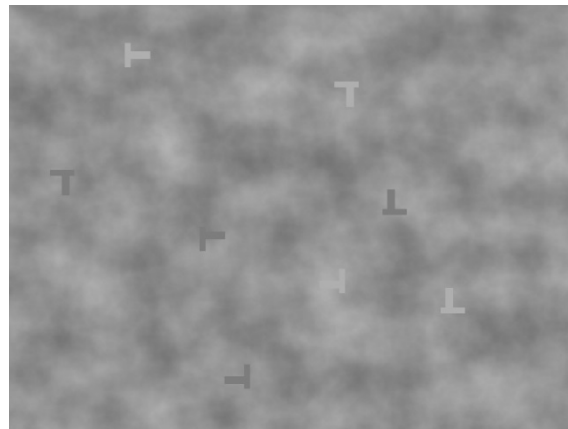
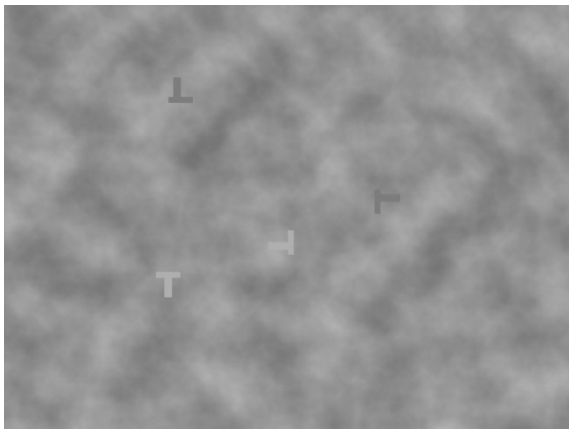
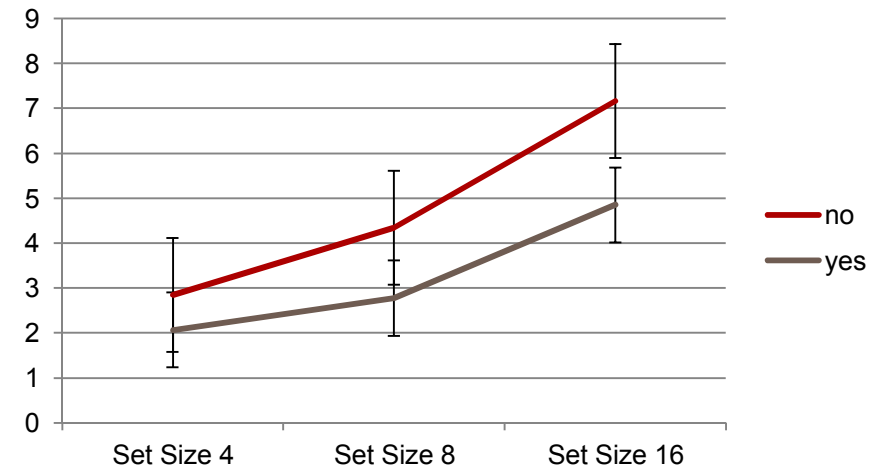
- 3 SAR imagery analysts
- 9 engineers experienced with the domain
- 5 engineers who work on in other SAR domains
- 2 Liaison Staff
- 4 SAR novices

# T&L Visual Inspection Task

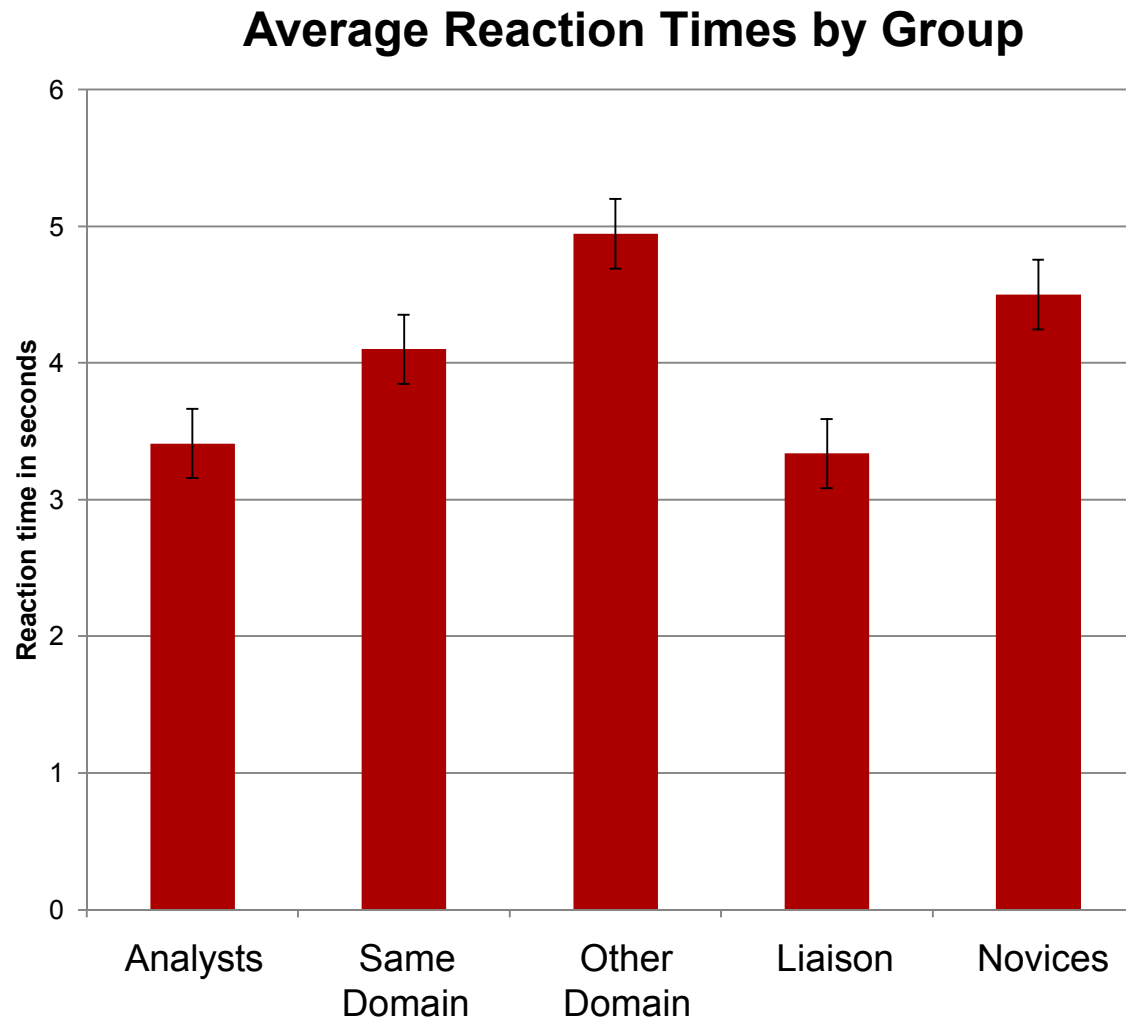
**Average Accuracy**



**Average Reaction Times (sec)**

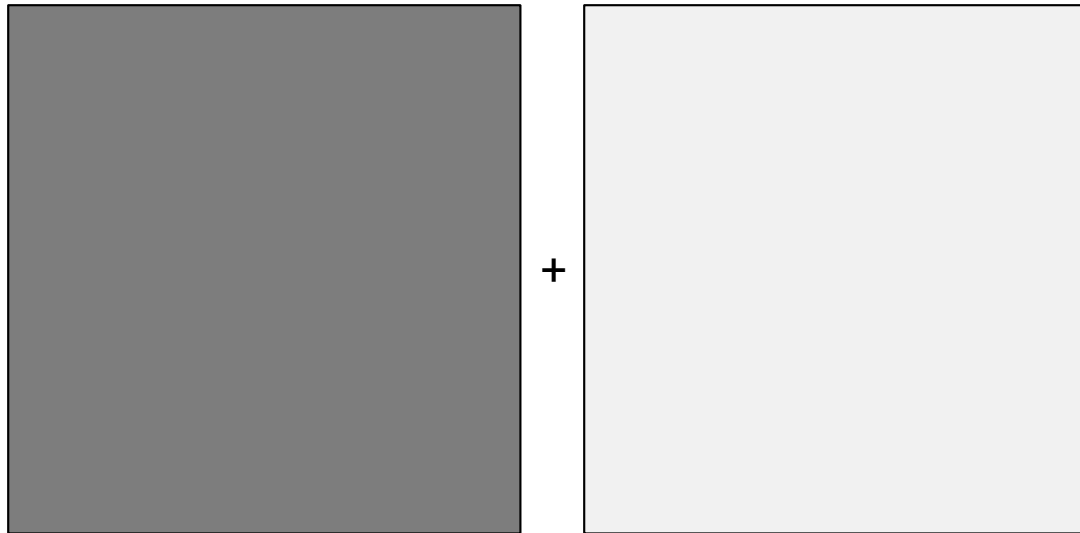


# Group Differences



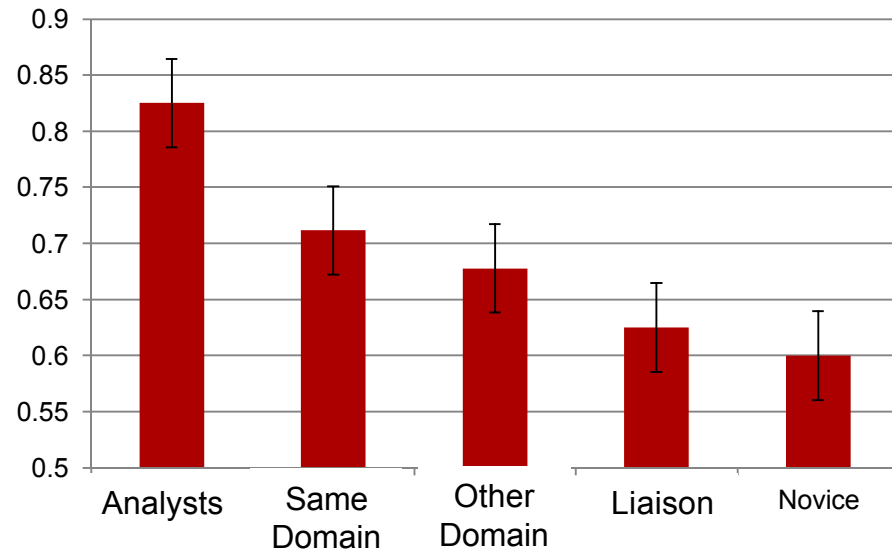
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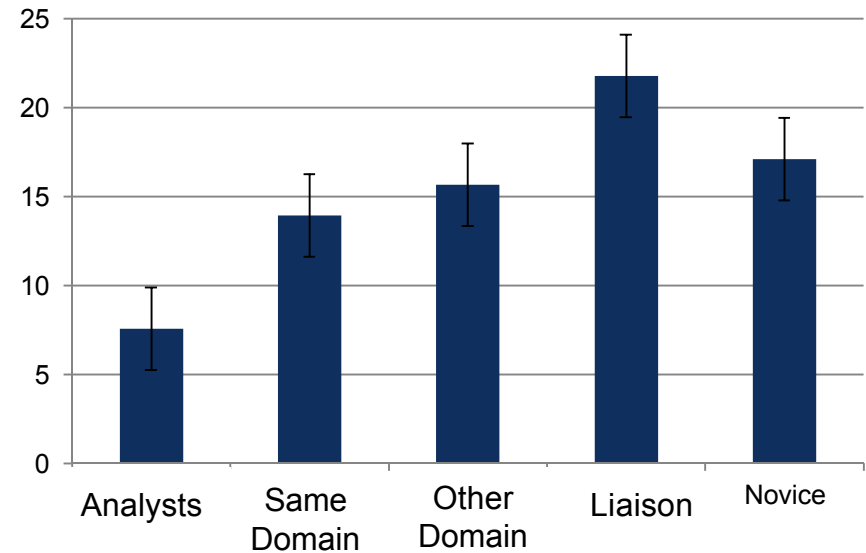


# Behavioral Data

## Average Accuracy

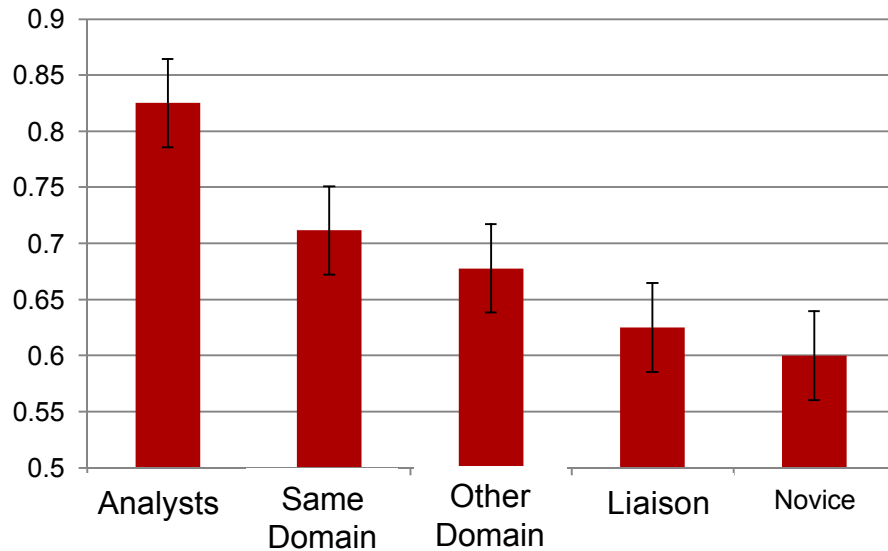


## Average Reaction Time (sec)

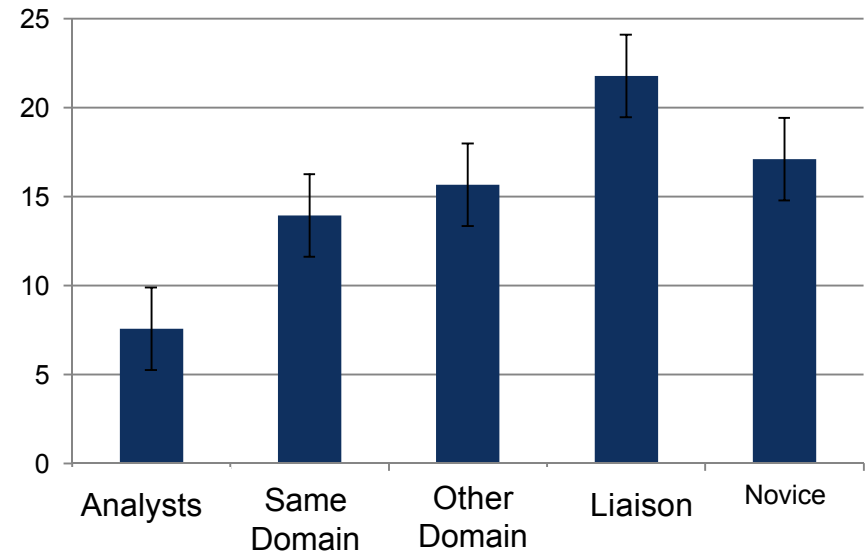


# Behavioral Data

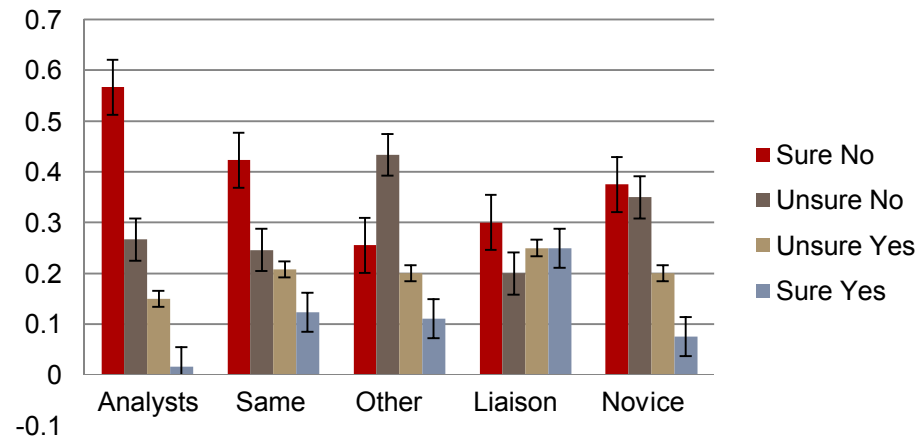
## Average Accuracy



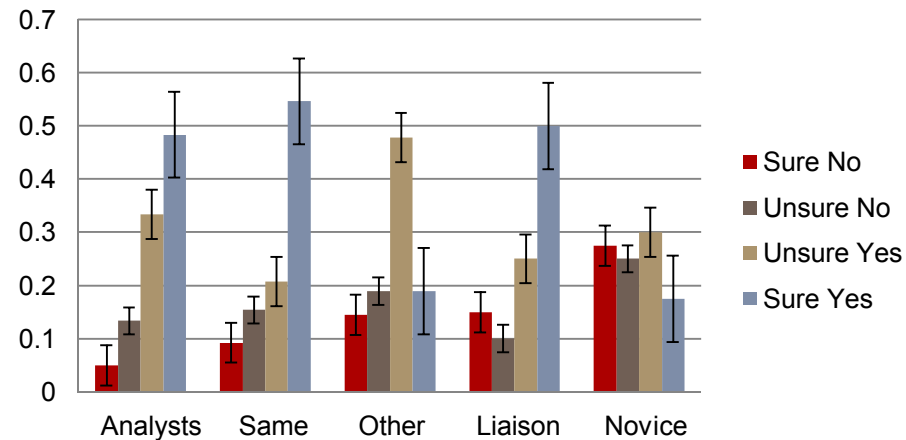
## Average Reaction Time (sec)



## Target Absent



## Target Present





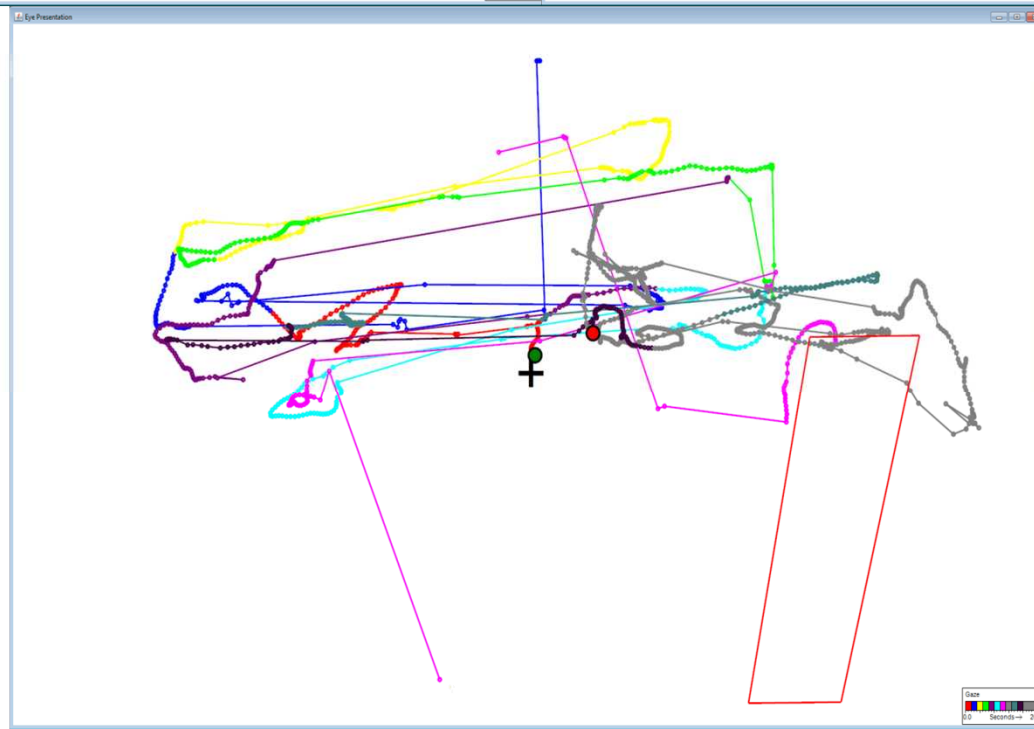
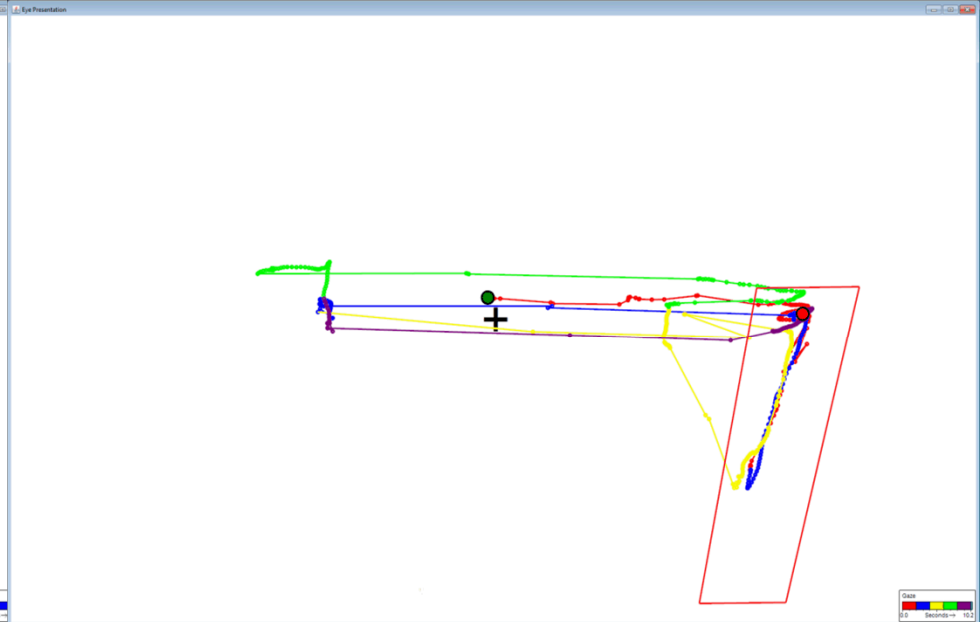
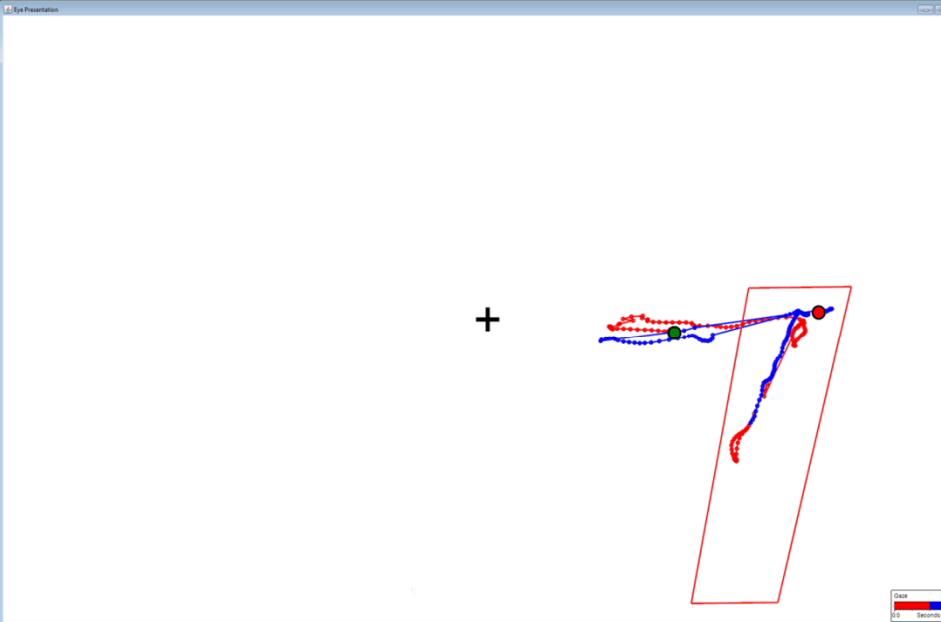
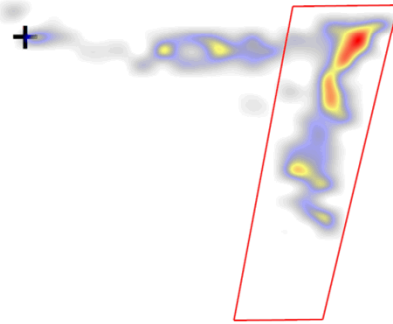
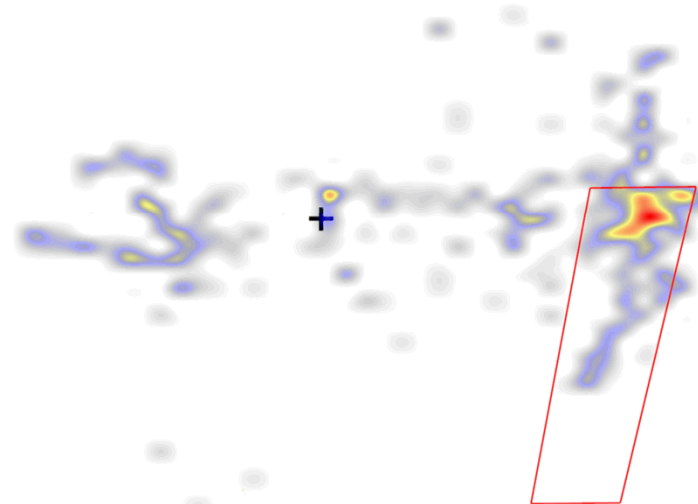


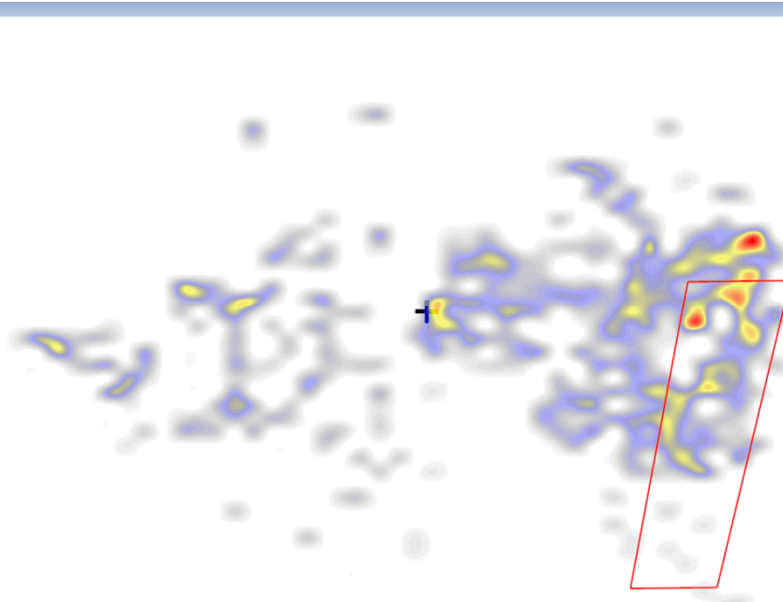
Image Analysts



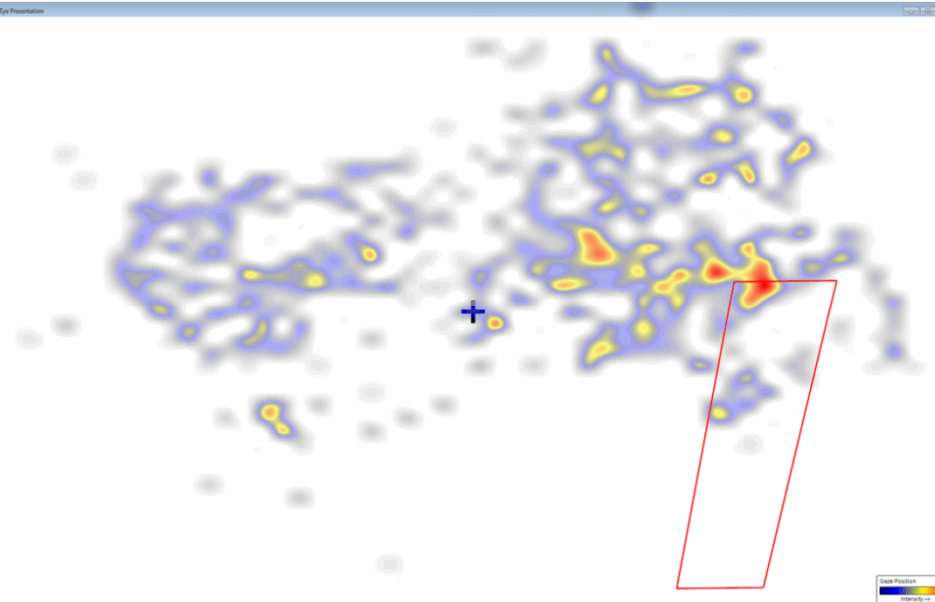
SAR Engineers - Same Domain



SAR Engineers – Different Domain

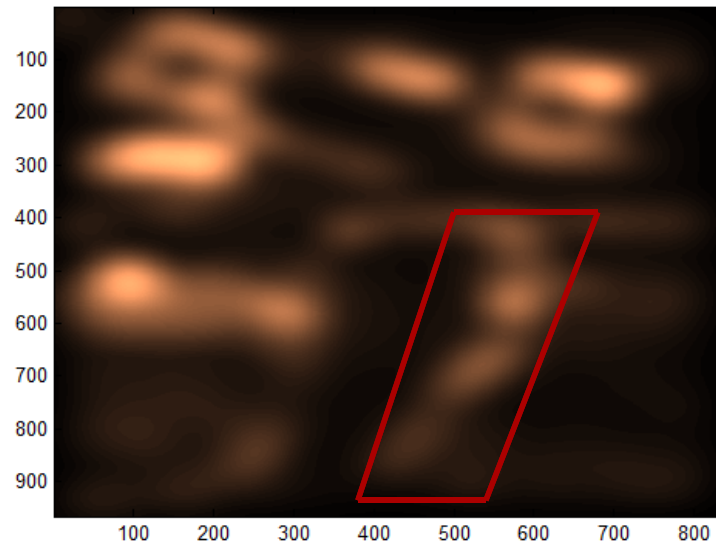


Novices

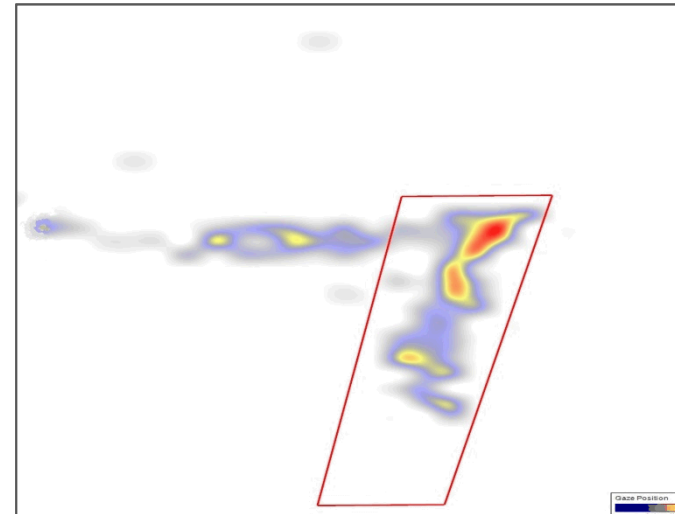


# Top-down vs. Bottom-up

Saliency Map



Gaze Map

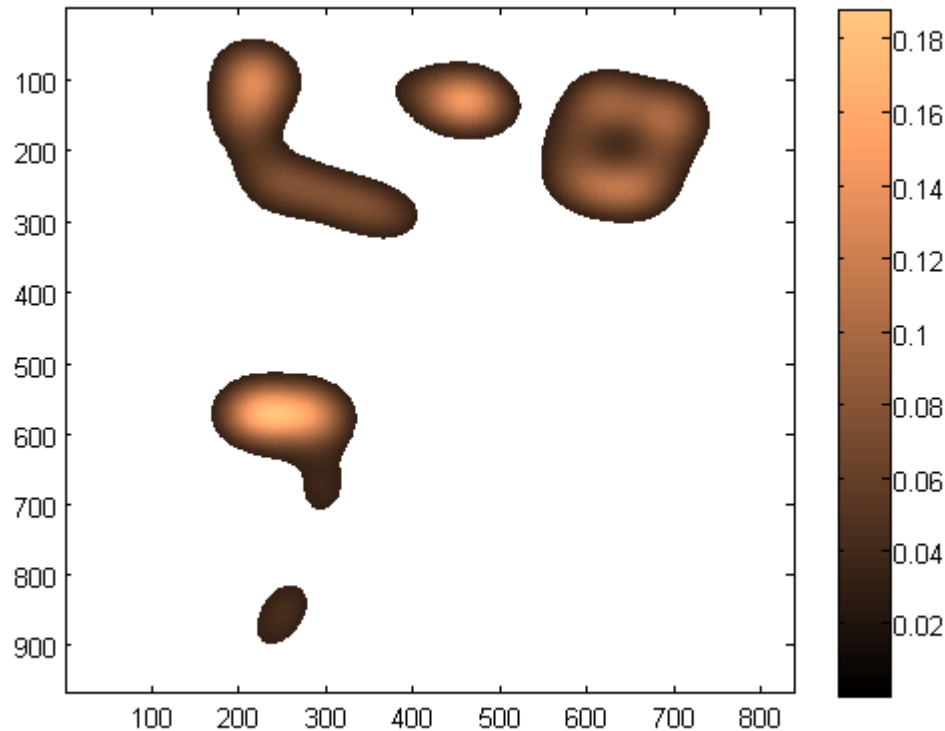


# Empirical First Spiral for Top-down Modeling

- The first model spiral will test our ability to predict expert fixation patterns for a given image, search goal and previously identified goal-relevant regions
- We propose that top-down elements could be applied to the output of a bottom-up model as filters or amplifiers of modeled fixation patterns
- Developing filters based on image features
  - Terrain features for SAR
  - False color features for TSA X-rays

# SAR Example

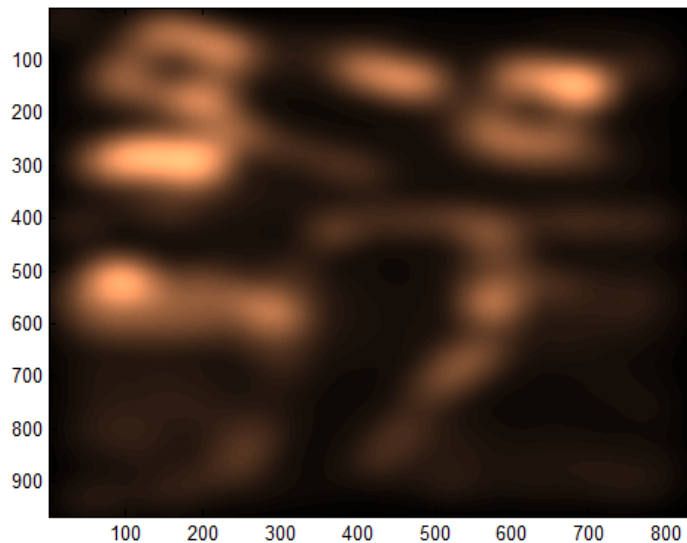
Masking out bottom-up salience from task-irrelevant features



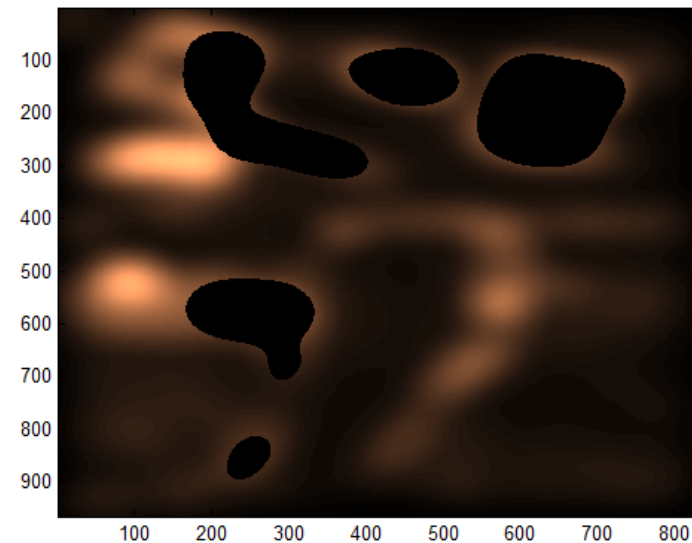
Mask of shadows – high contrast, low importance

# Modified bottom-up salience map

Original



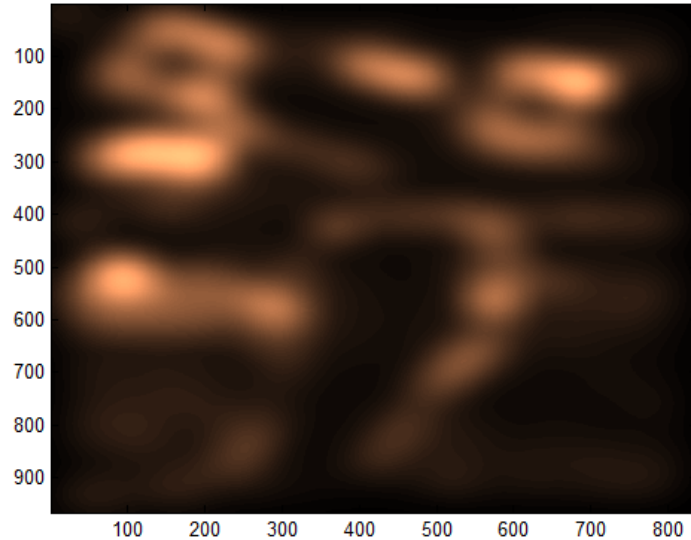
Modified



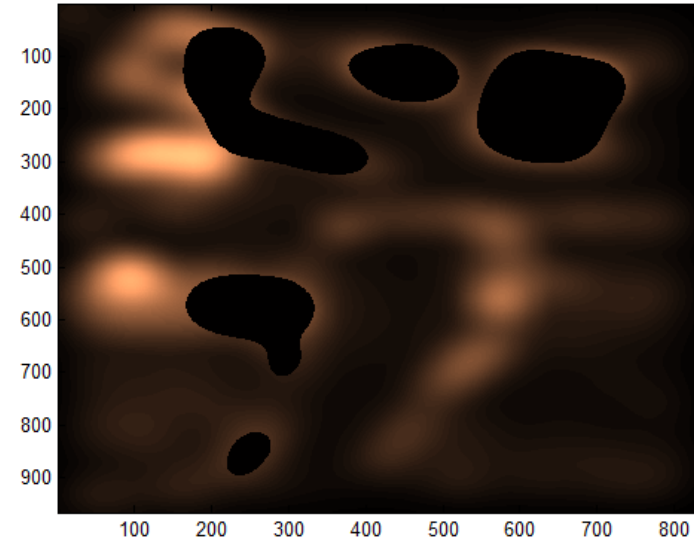
Note: This illustrates a simple mask. Advanced models will be smoothed proportional to useful field of view.

# Modified bottom-up salience map

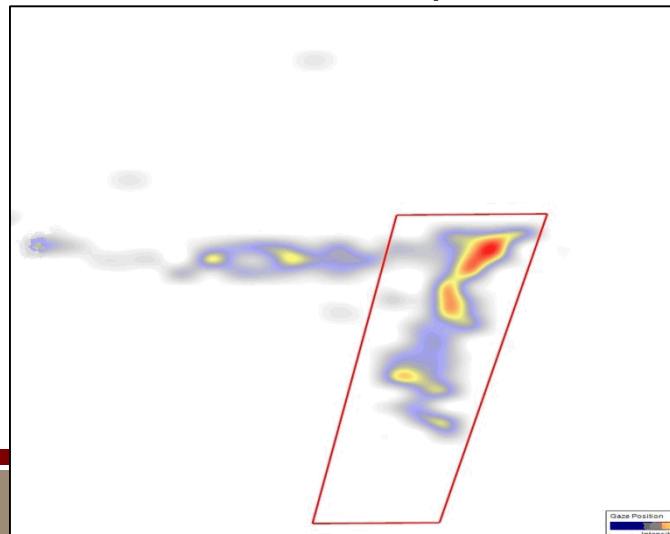
Original



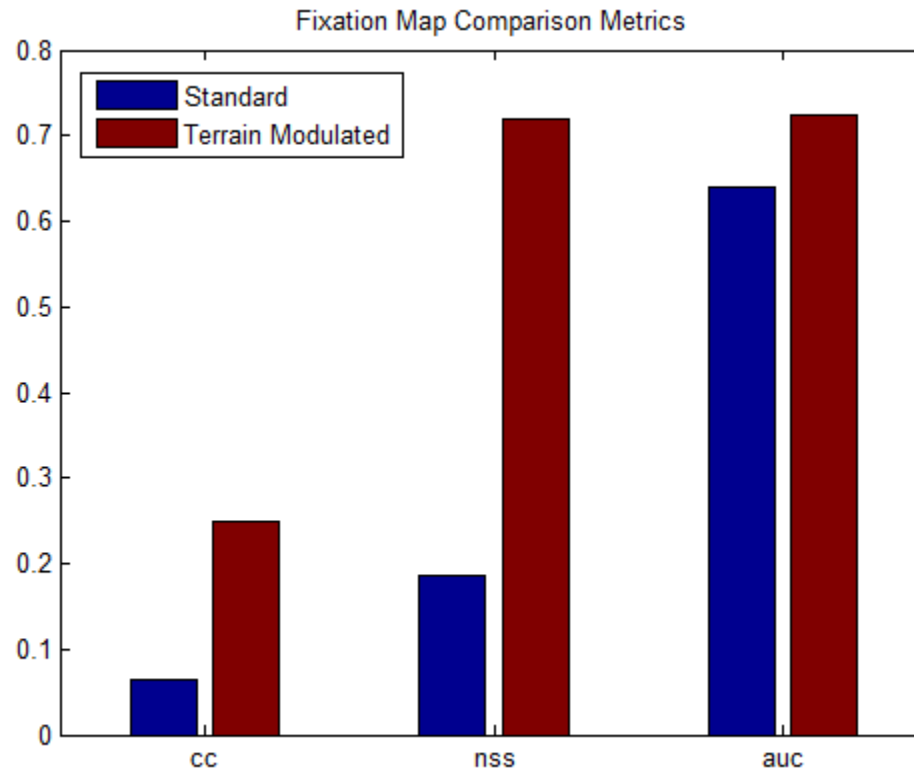
Modified



Gaze Map



# Saliency Map Modulated by Terrain Class is More Similar to Analyst Gaze Maps



Linear correlation (cc) improvement factor is 3.8X

Normalized scan path saliency (nss) improvement factor is 3.9X

Area under receiver-operator curve (auc) improvement factor is 1.1X



# Next Steps

- Ongoing data collection across all participant populations
- Incorporating superpixel segmentations into eye tracking analysis
- Yarbus-style study of relationship between eye movements and task for SAR imagery
  - Threat detection task vs. radar image quality task
- Continue development of top-down model
  - Refine masks based on superpixel segmentations
  - Test model's ability to predict an analyst's gaze path

# Empirical First Spiral for Modeling

- Because the elements of human cognition are difficult to directly observe through automated means, we propose that top-down elements could be applied to the output of a bottom-up model as filters or amplifiers of modeled fixation patterns
- The first model spiral will test our ability to predict expert fixation patterns for a given image, search goal and previously identified goal-relevant regions

Shneiderman's mantra\* highlights  
a user's cognitive needs at  
various strategic stages in visual  
information retrieval: Overview,  
Zoom, Filter, Details on Demand

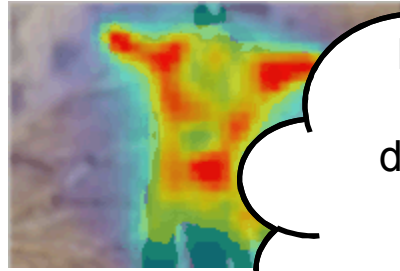
Is this an accurate &  
concise top-down model  
of visual search?  
If not, what else is  
needed?

How can we compute  
expected fixation patterns  
for experts engaged in  
goal-driven visual tasks?

Which, if any,  
components of the  
model are domain  
independent?



\* Shneiderman, B., "The eyes have it: a task by data type taxonomy for information visualizations," *Visual Languages*, 1996. *Proceedings*, IEEE Symposium on , vol., no., pp.336,343, 3-6 Sep 1996



Model components  
originate from two  
different sources that  
influence an  
individual's visual  
search process.

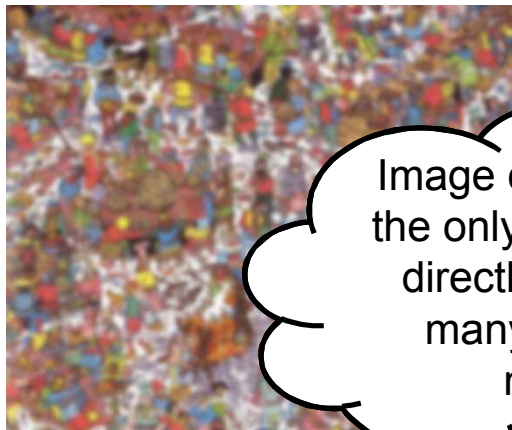


Image content (this is  
the only source that is  
directly modeled in  
many bottom-up  
models)



Human cognition (this is  
the hard part - difficult to  
directly observe through  
automated means!)

