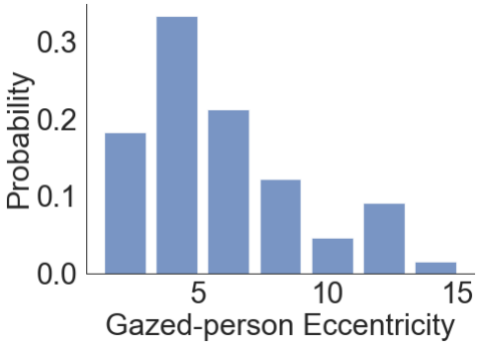
Probability
0.3
0.2
0.1
0.0
5
10
15
Gazed-person Eccentricity