

Organization Objects and Scenes

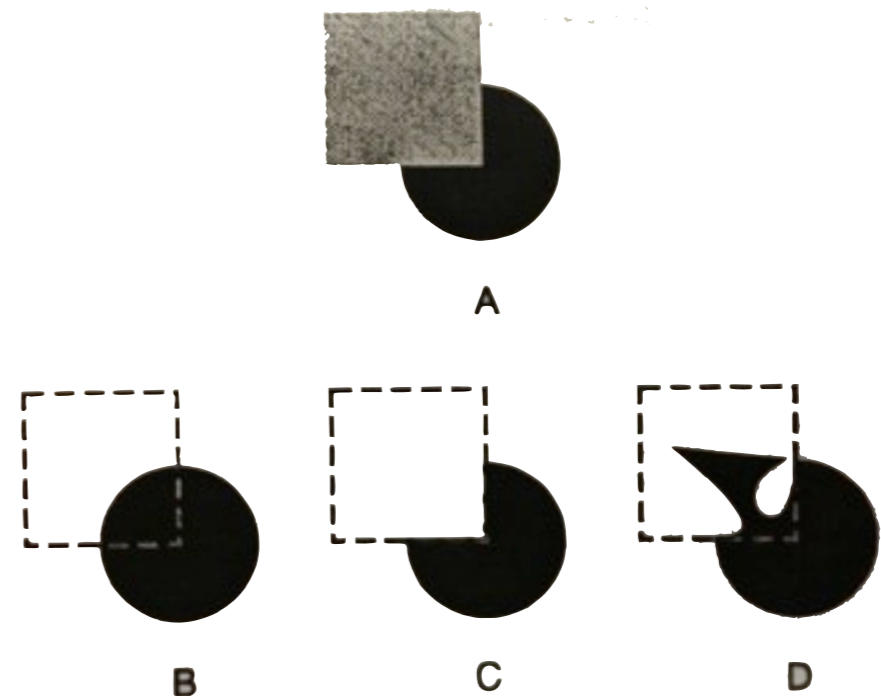
Chapter 6

Visual Interpolation

- Infer the nature of hidden parts from visible ones.
- Different kinds of Perceptual completion
 - Parts of a surface are occluded
 - Filling-in that occurs in the blind spot

Visual Completion

- Completion
 - Amodal: local stimulation or sensory experience do not support the completed portion.
 - Visual: completed portion is supported indirectly by visible information elsewhere in the image.

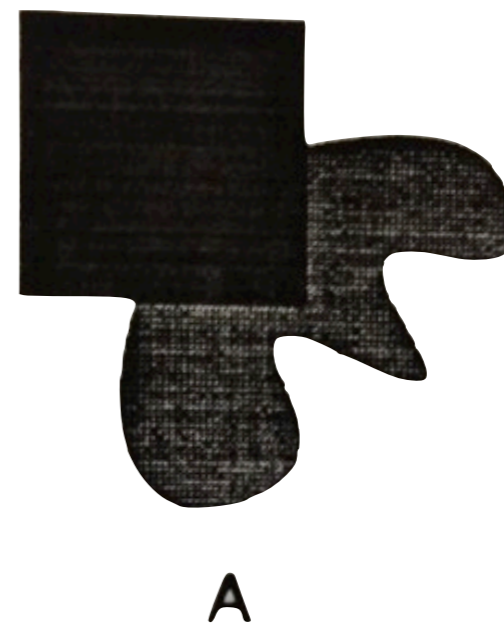
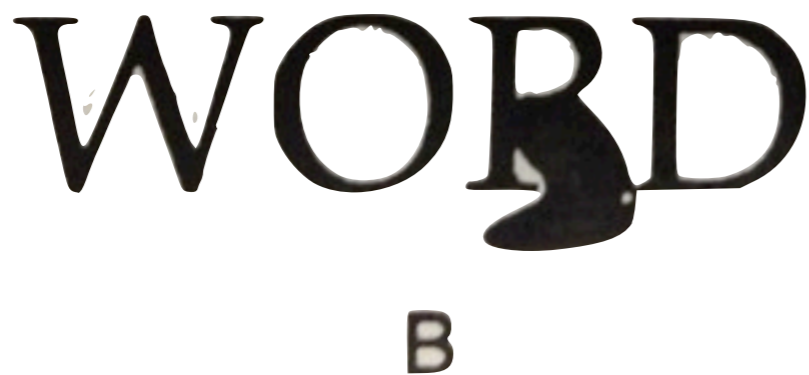


Theories

- Figural familiarity theories
- Figural simplicity theories
- Ecological constraint theories

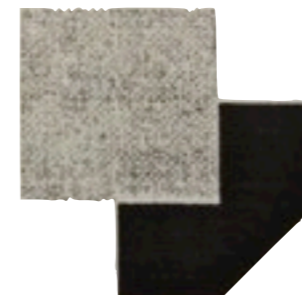
Figural Familiarity

- Completing partly occluded figures according to the most frequently encountered shape.
- Problem:
 - We seem able to complete objects that we have never seen before.

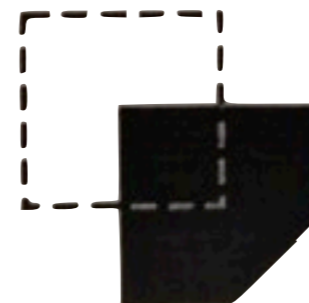


Figural Simplicity

- Figures are completed in the way that results in the simplest perceived figure.
- Gestalt psychologists (principle of pragnanz)
- The percept will be as good as the prevailing condition allow.



A



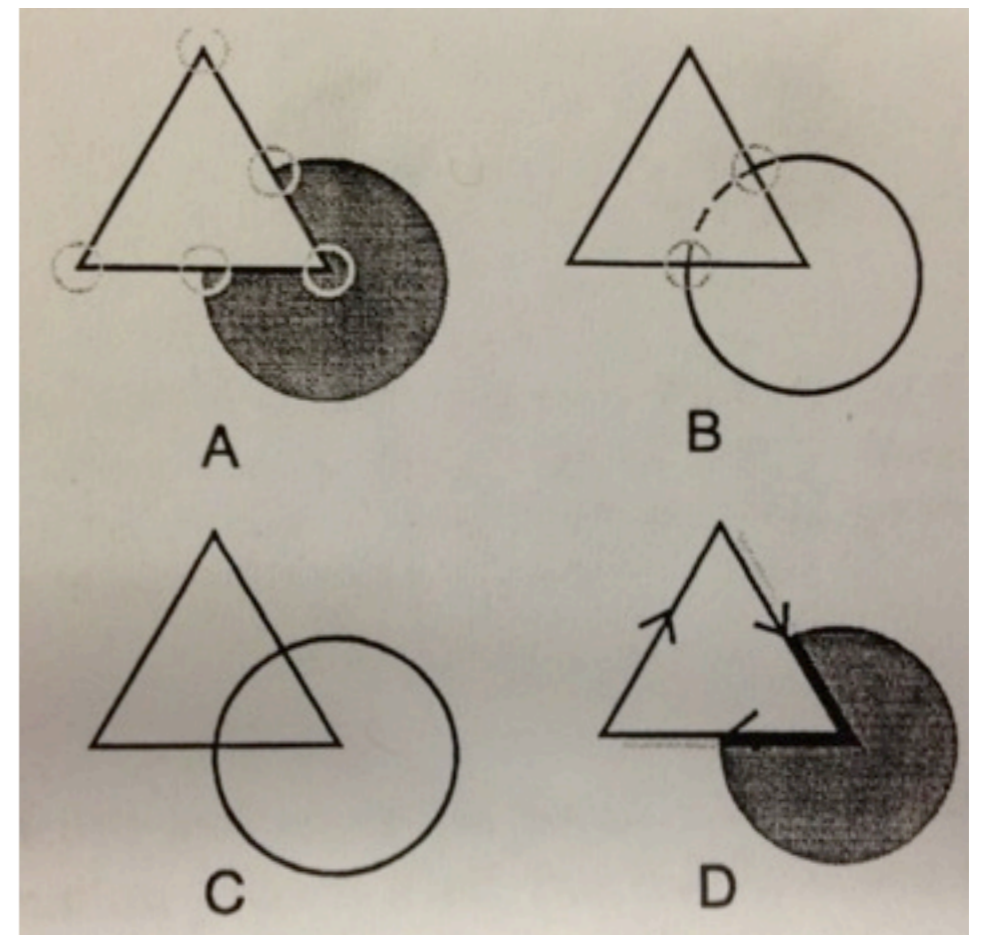
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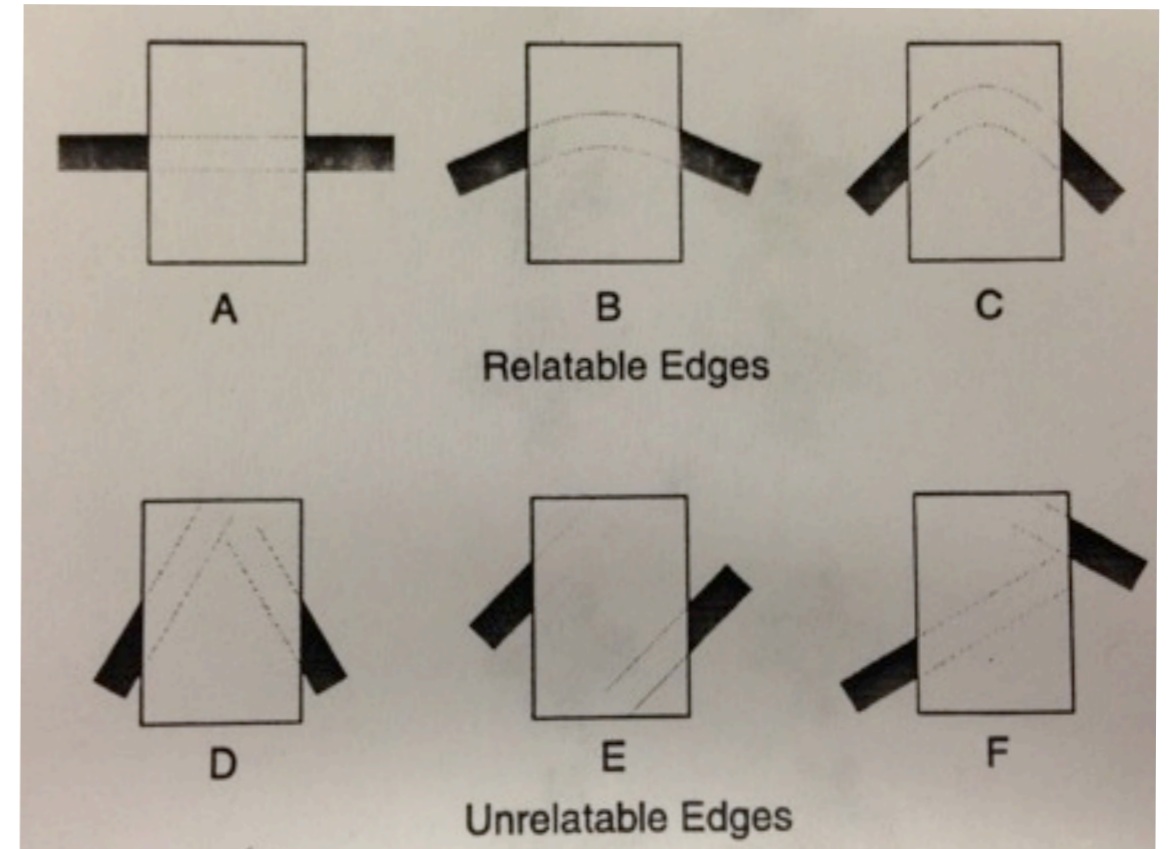
Ecological Constraint

- Relatability theory
 - Edge discontinuities
 - Amodally completed contours
 - Forming a new perceptual unit
 - Assigning positions in depth



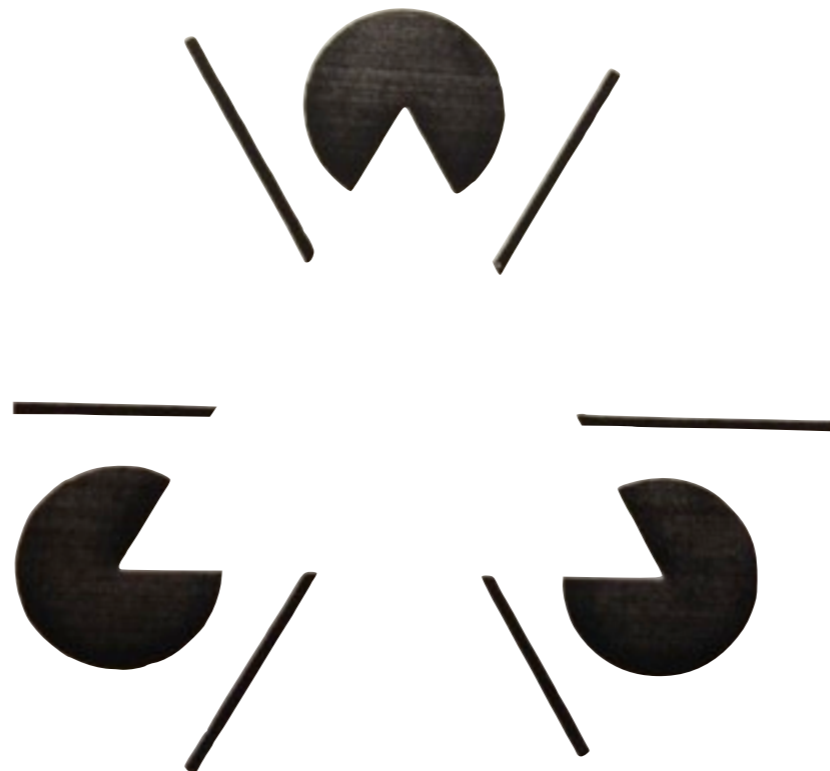
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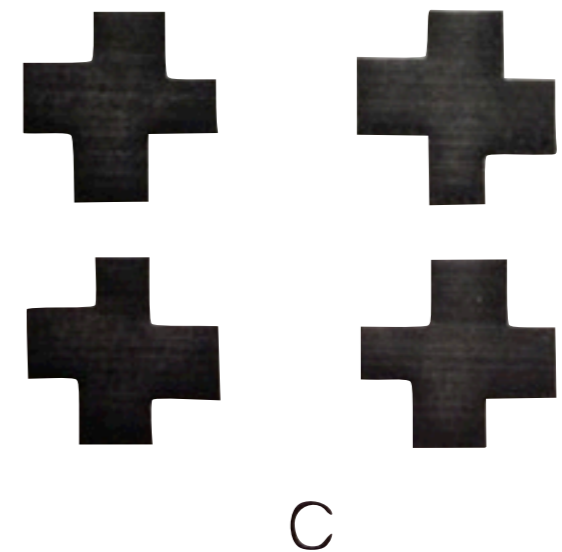
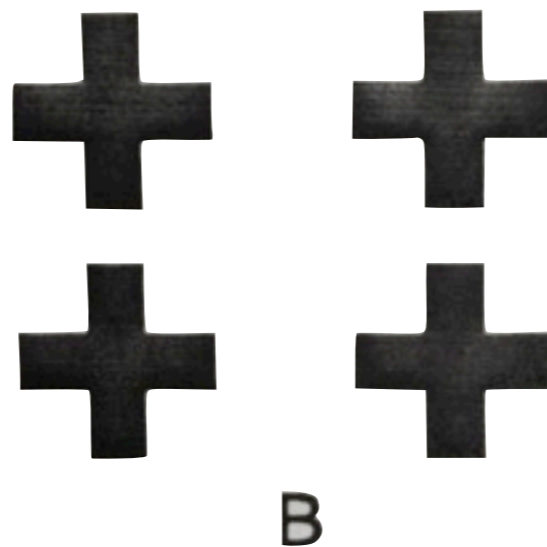
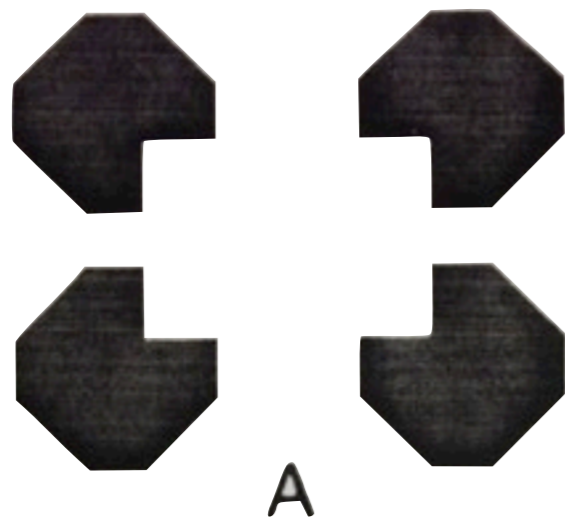
Illusory Contours

- Subjective contours
- Kanizsa triangle
- Generally accompanied by amodal completion of the inducing elements.
- Depend on the perception of occlusion.



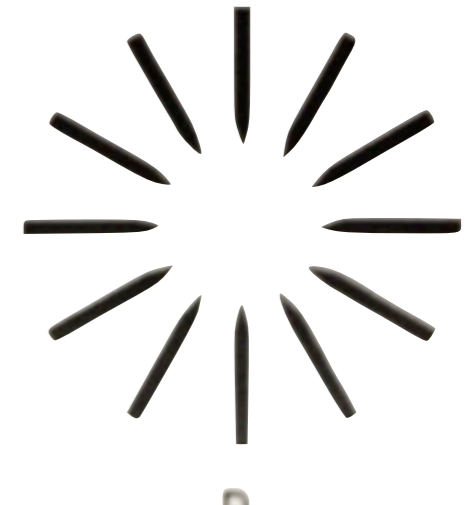
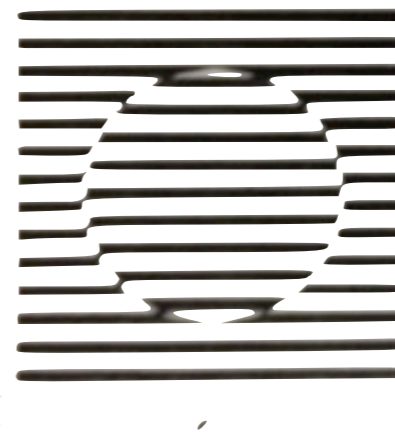
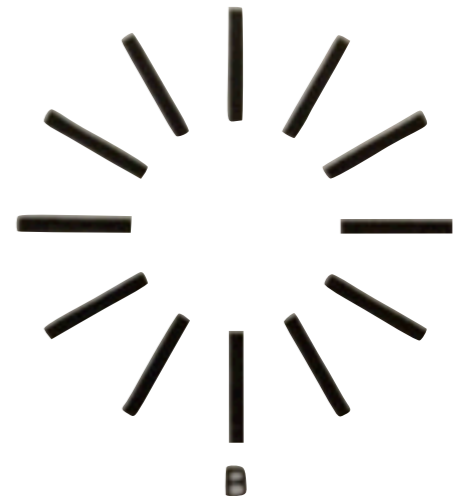
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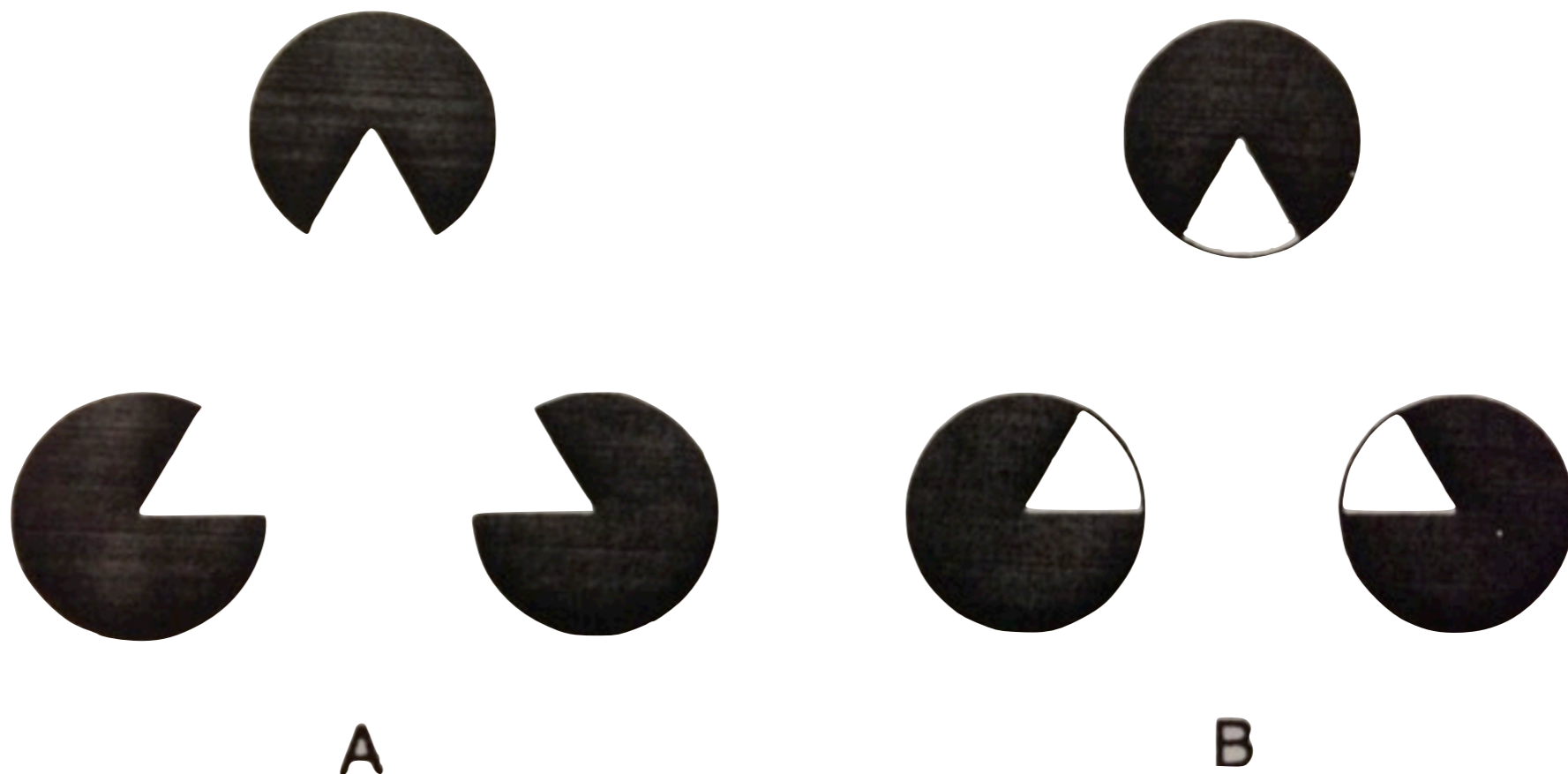
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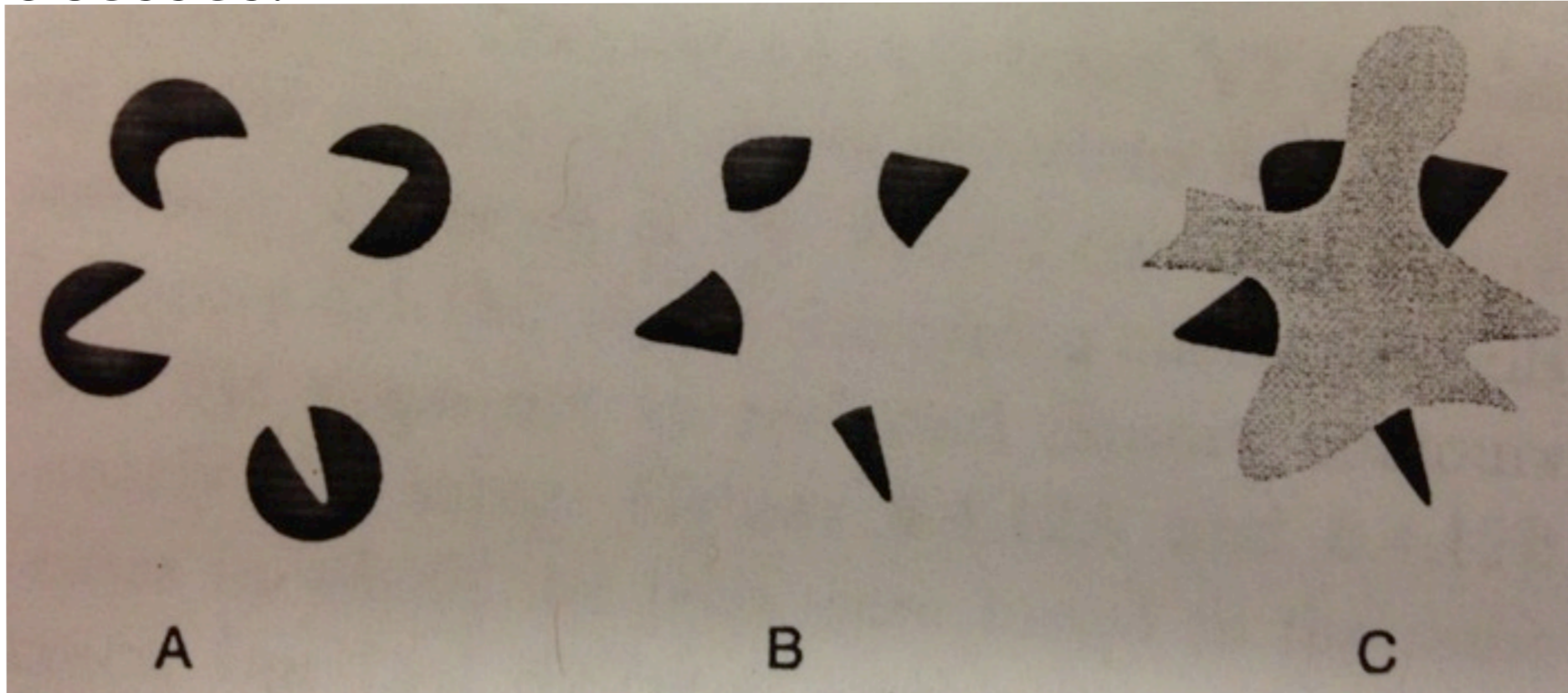
Relation to Visual Completion

- The inducing elements are amodally completed behind the illusory figure.



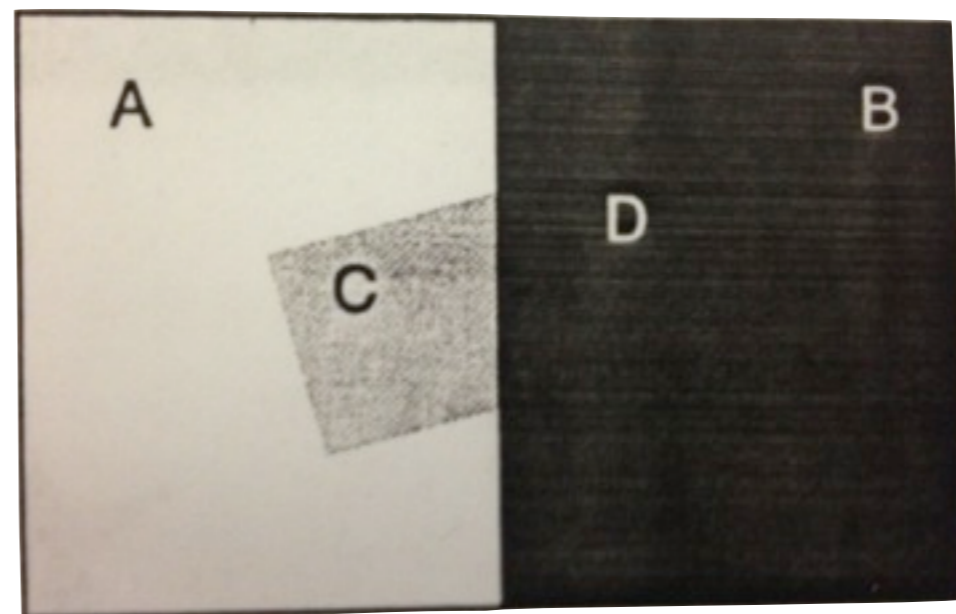
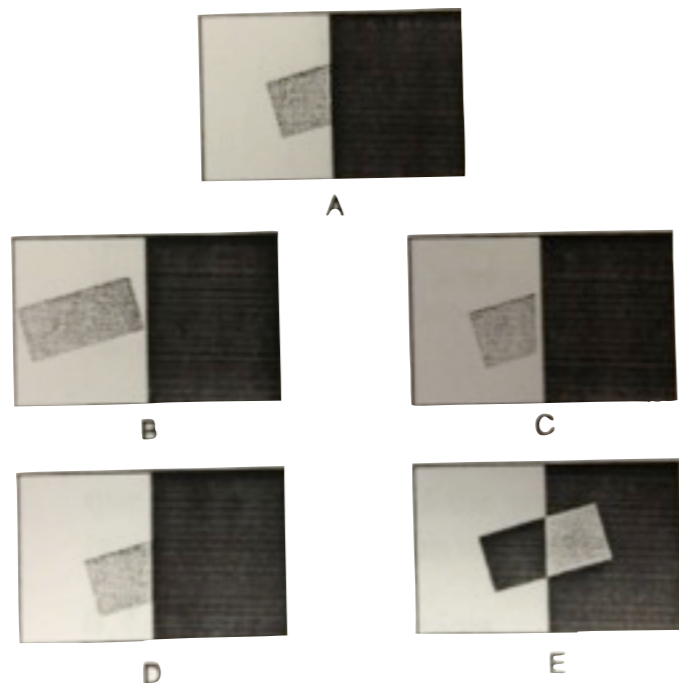
Relation to Visual Completion

- Illusory contour configurations can be converted into examples of amodal completion.
- (Kellman) These two are just two different manifestations of the same underlying unit formation processes.



Perceived Transparency

- The perception of an object as being viewed through a closer translucent object.
- Perception of transparency
 - Spatial and color conditions
 - Heuristic assumptions
- color scissions or color splitting.

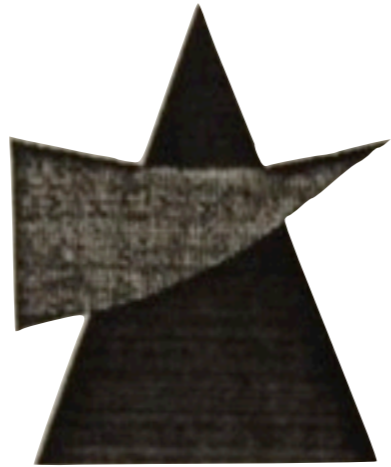


Figural Scission

- Perceptually splitting one single region into two figures.
- Interesting aspects:
 - Underdetermination
 - Illusory contours
 - Completion
 - Ambiguity
 - Multistability



Relation Among Several Organization Phenomena



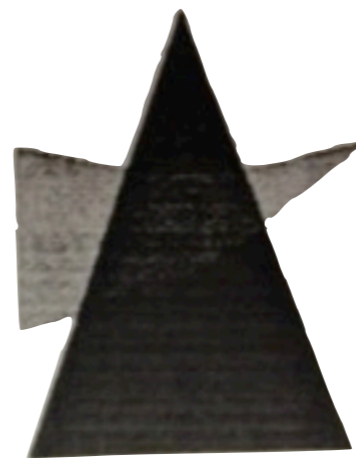
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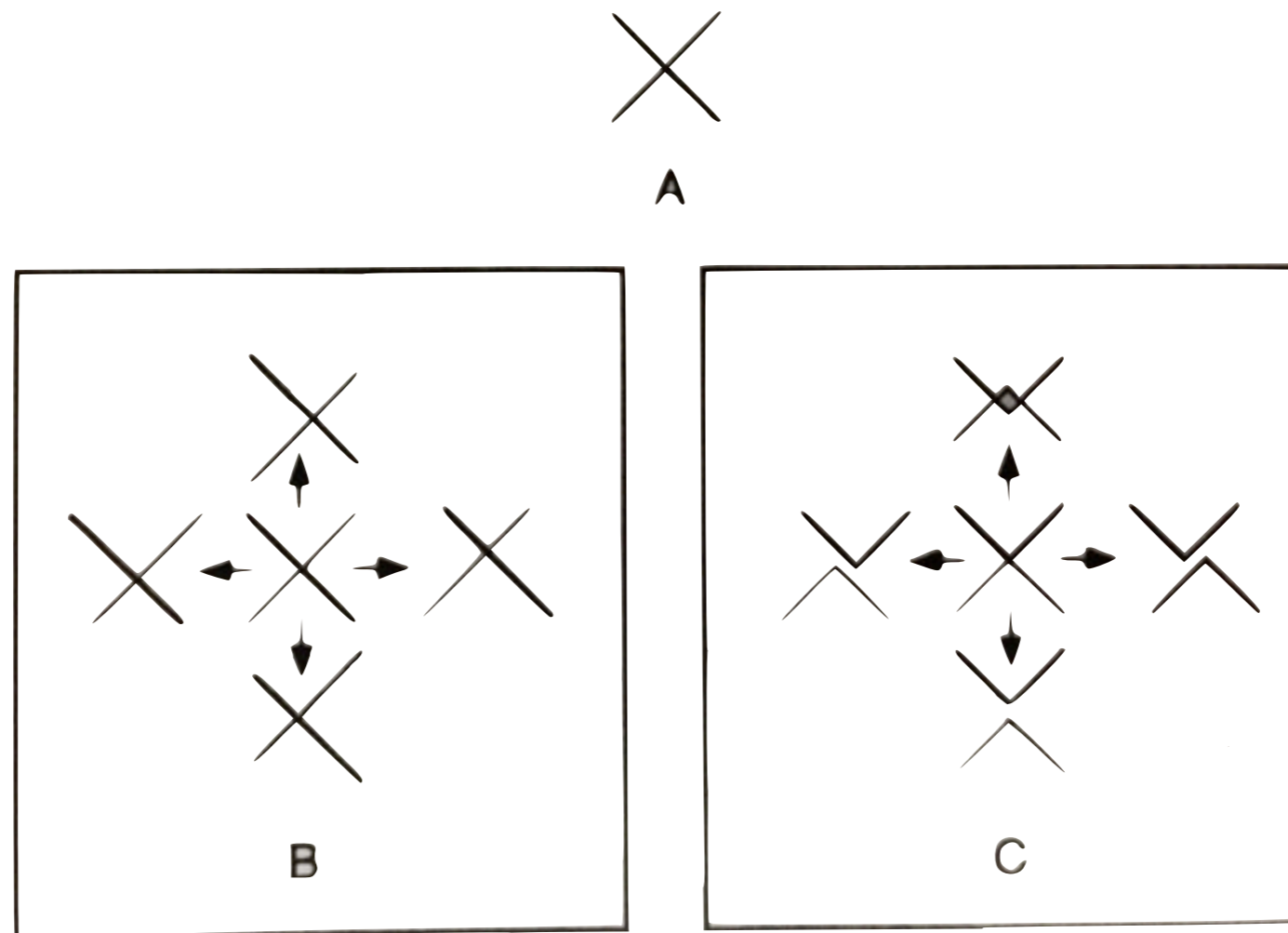
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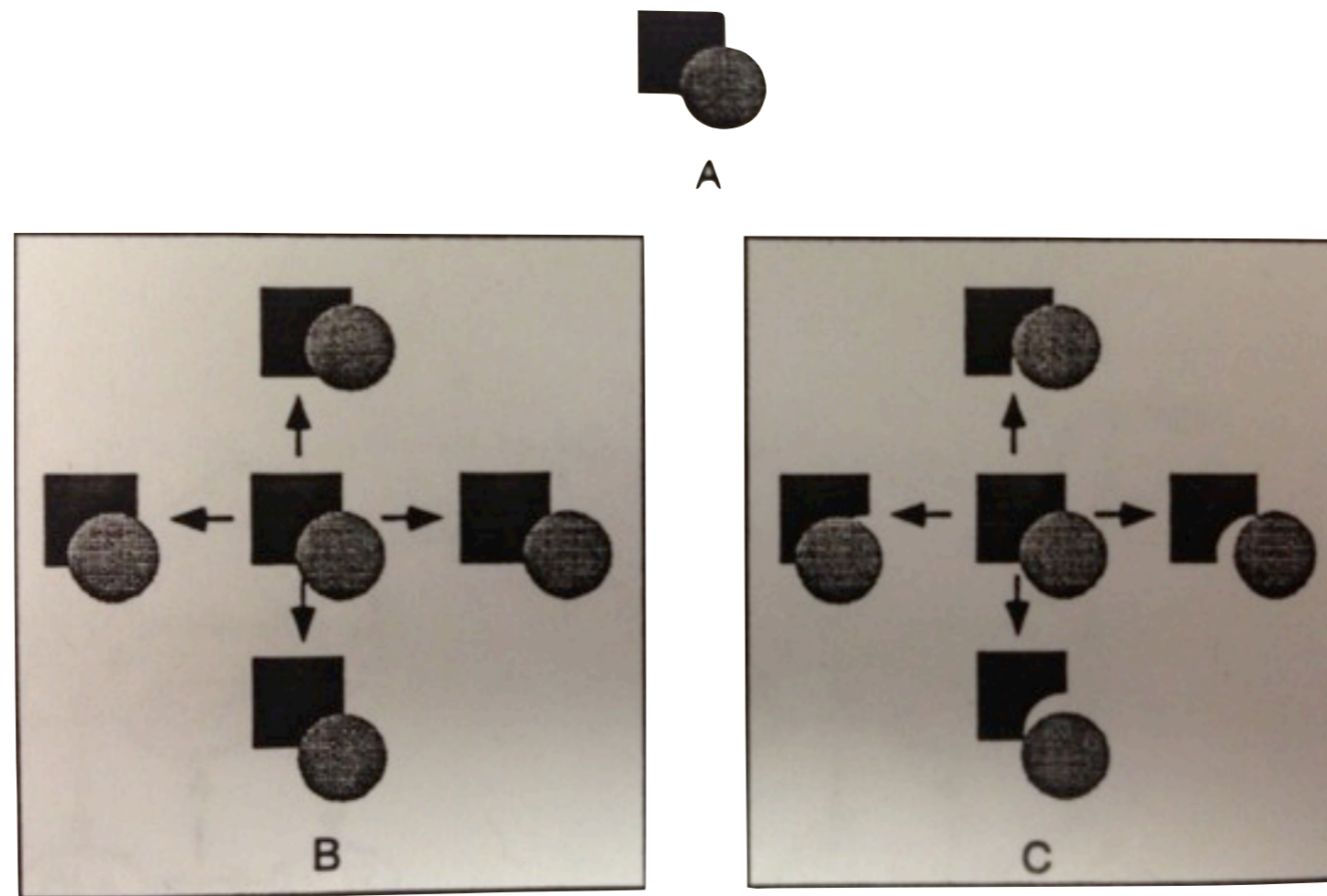
The Principle of Nonaccidentalness

- The visual system prefers the nonaccidental interpretation.
- Rejection-of-Coincidence principle (Irvine Rock)



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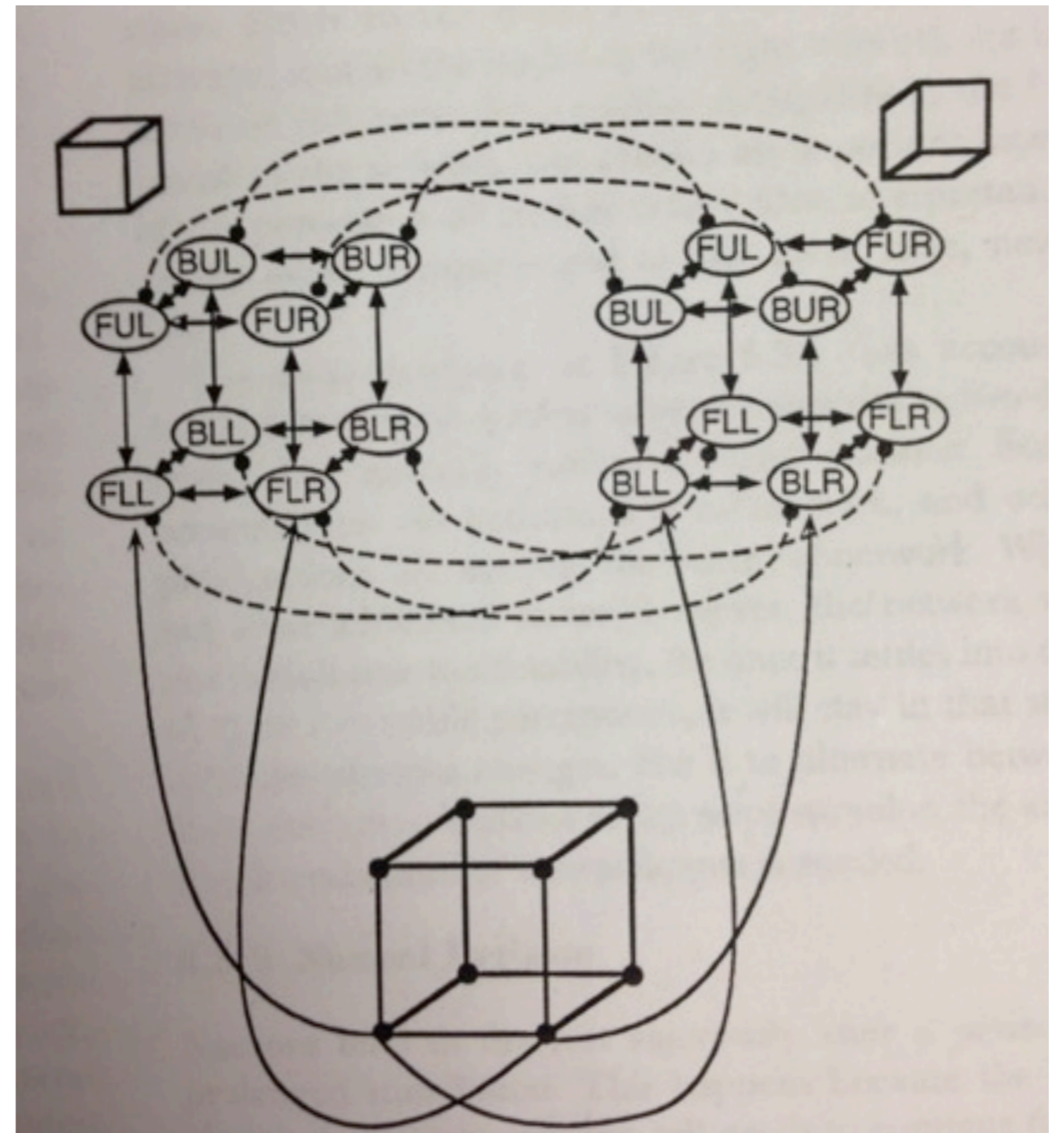


Multistability

- Alternating perception among different interpretations.
- Neural fatigue hypothesis
 - Different patterns of neural activity.
 - Perception corresponds with most active pattern.
 - Neural fatigue causes domination of different patterns.

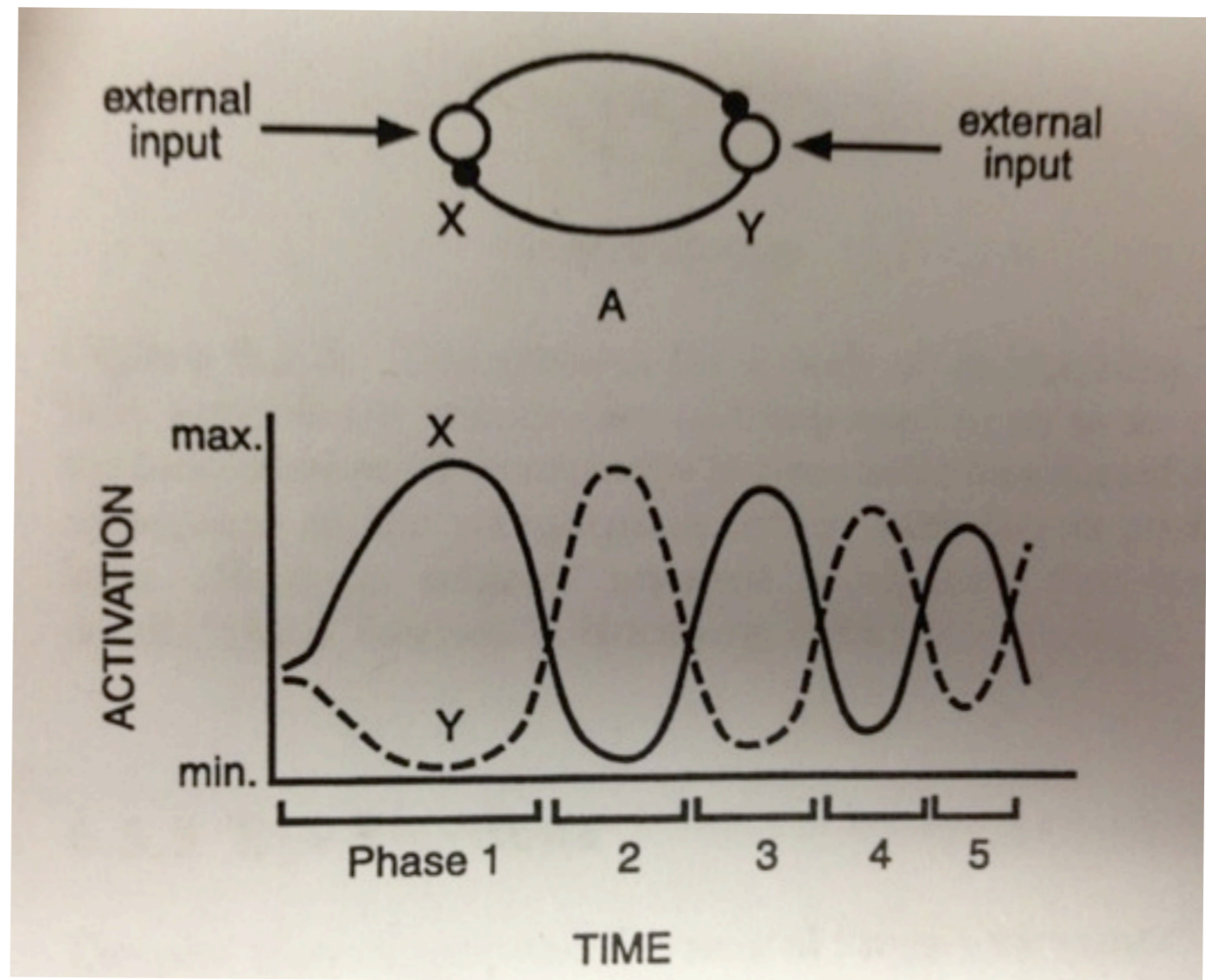
Connectionist Network Model

- Firing rate in two different neural network.
- The bistability of network
 - Cooperation
 - Competition



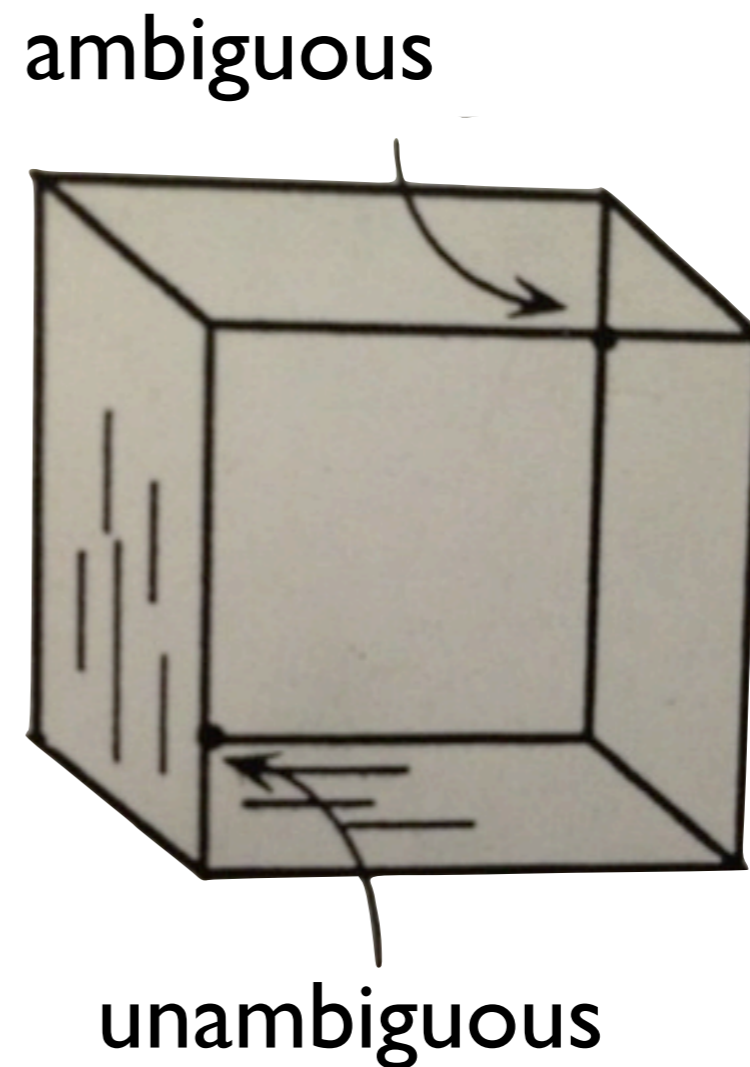
Neural Fatigue

- Mutual excitation
- Mutual inhibition
- Neural fatigue



Eye Fixations

- Eye Movement
- Local Information
- Subject's intention



The Rule of Instructions

- The alternative interpretations had to be represented within different internally cooperative subnetworks.
- Subnetworks had to compete with each other through mutual inhibition.



Perceiving Object Properties and parts

chapter 7

Shape

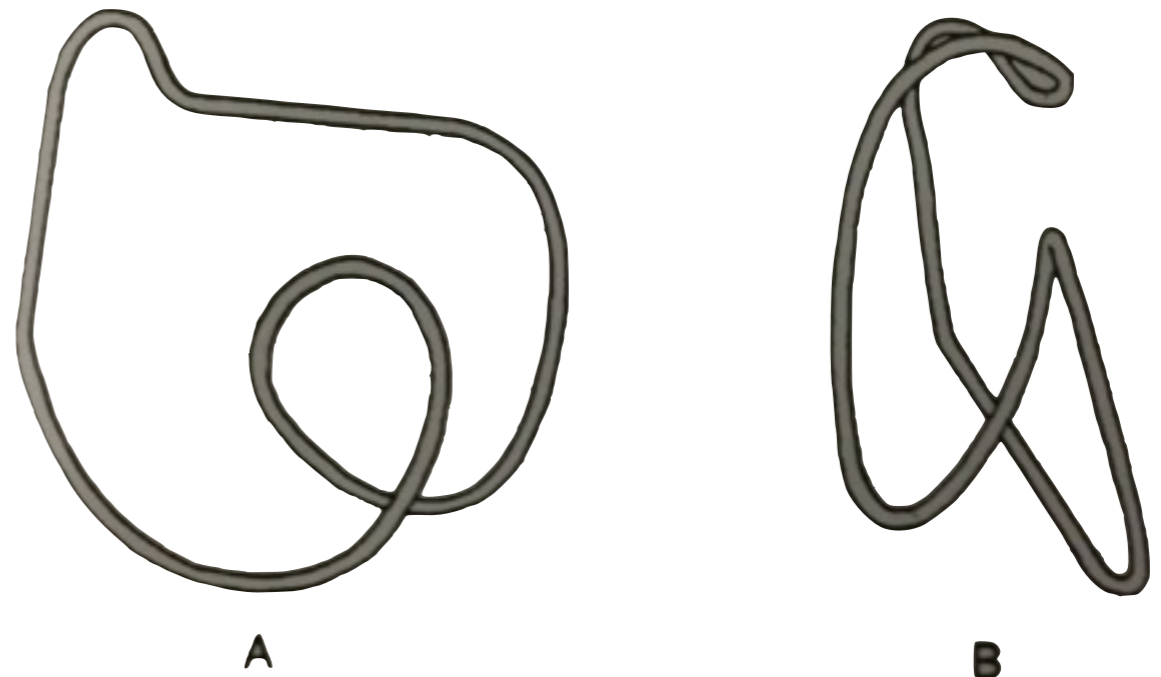
- Most complex of all visually perceivable properties.
- Combination of different attributes.
 - Size
 - Orientation
 - Position
- No accepted theory of what shape is or how shape perception occurs.

Two Dimensional Figures

- 2D shapes presented at varying slants.
- Shape constancy declines by the degree of slants.
- Tendency to perceive the figures as the most symmetrical shape.
- Gestalt Principle of Pragnanz
 - the percept will be as good as prevailing condition allow

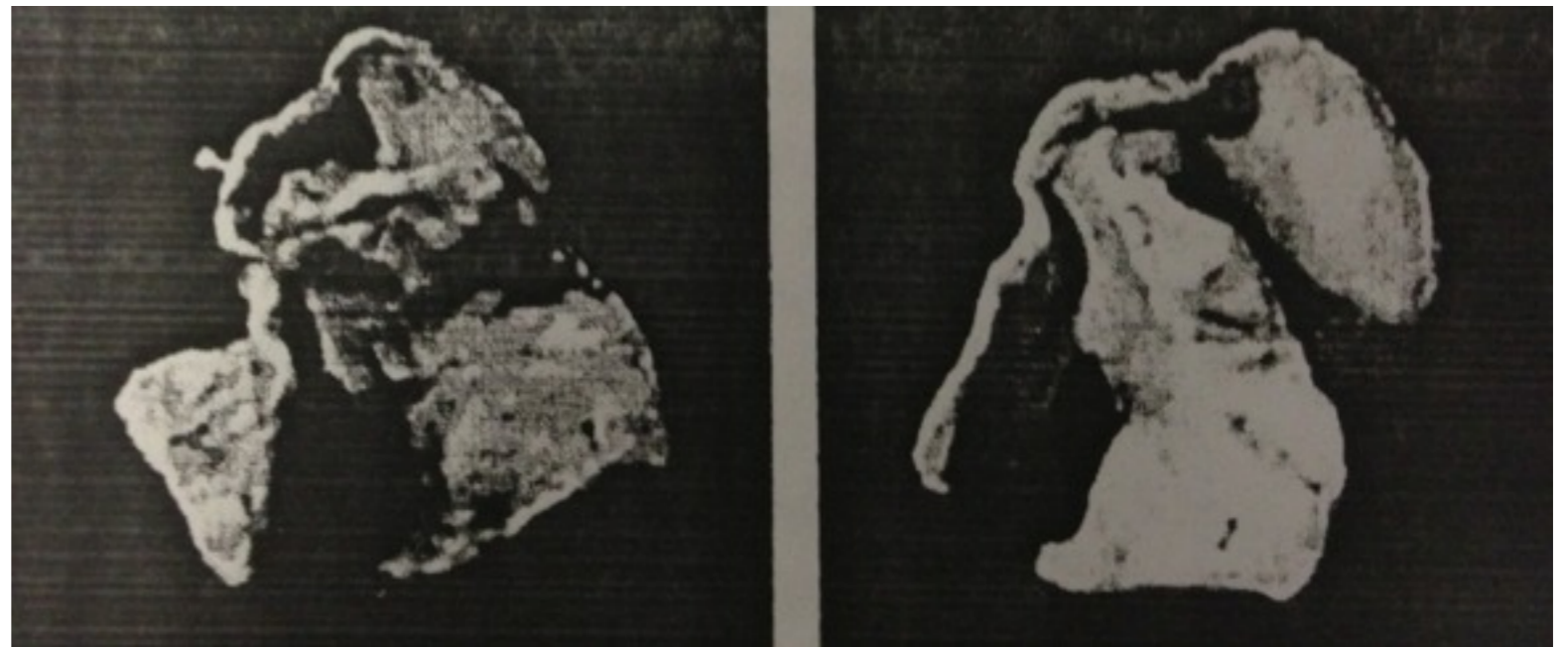
Three Dimensional Objects

- More difficult than 2D figures.
- Shape constancy
 - Perceive same object from different stationpoints
 - Correlated with its identity
 - Particular parts of object



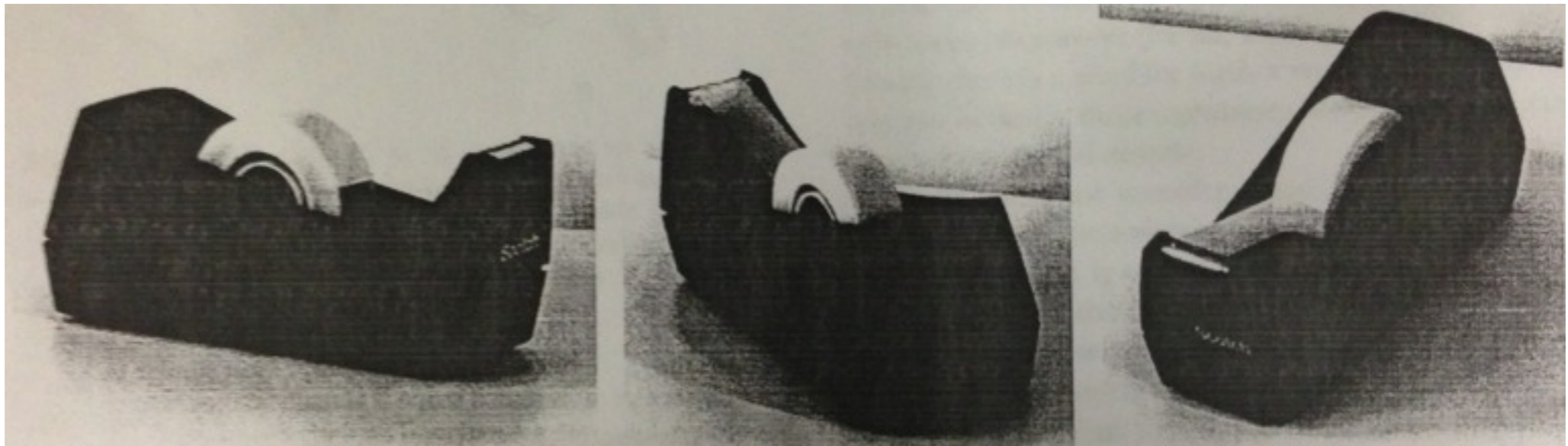
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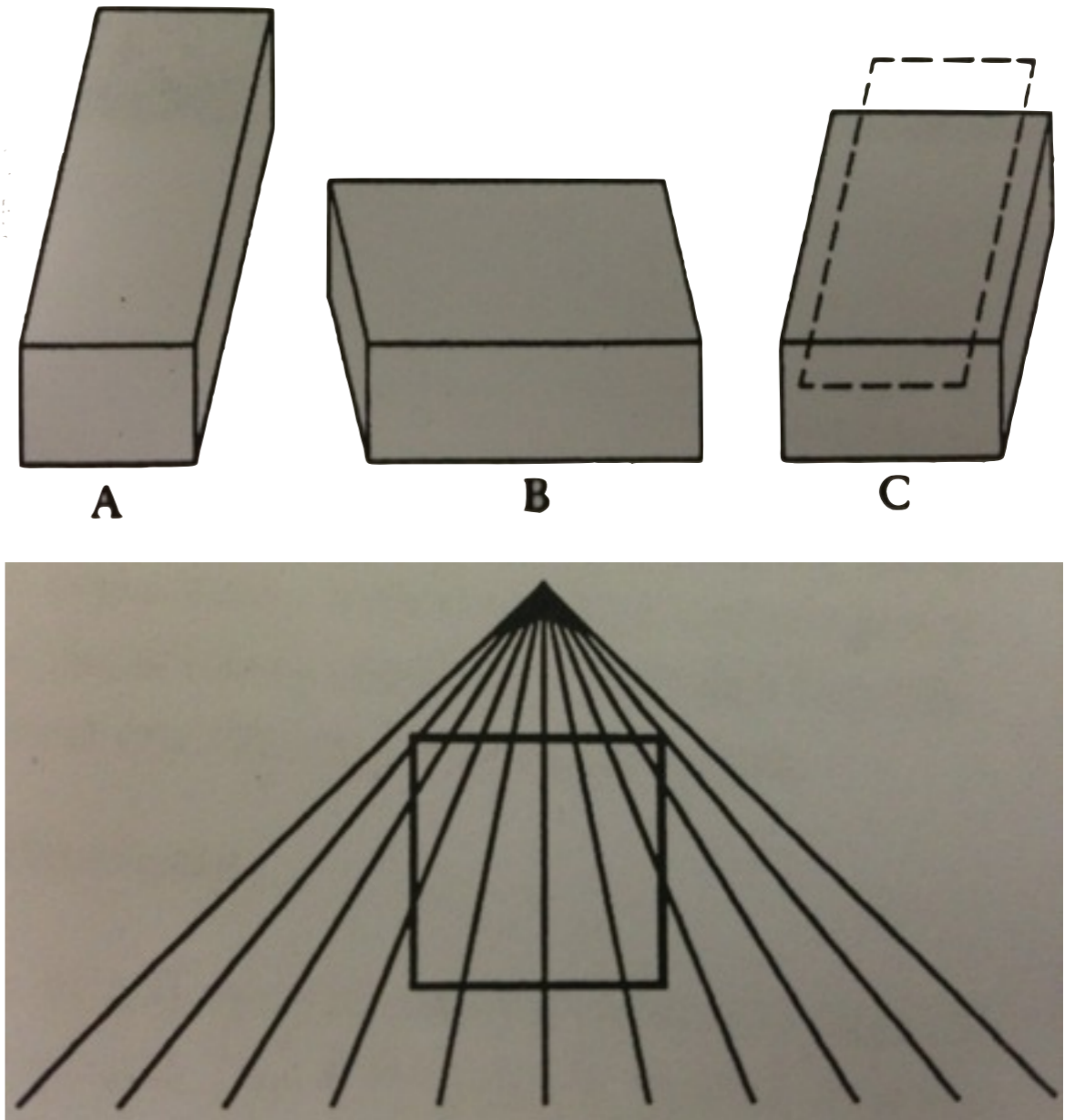
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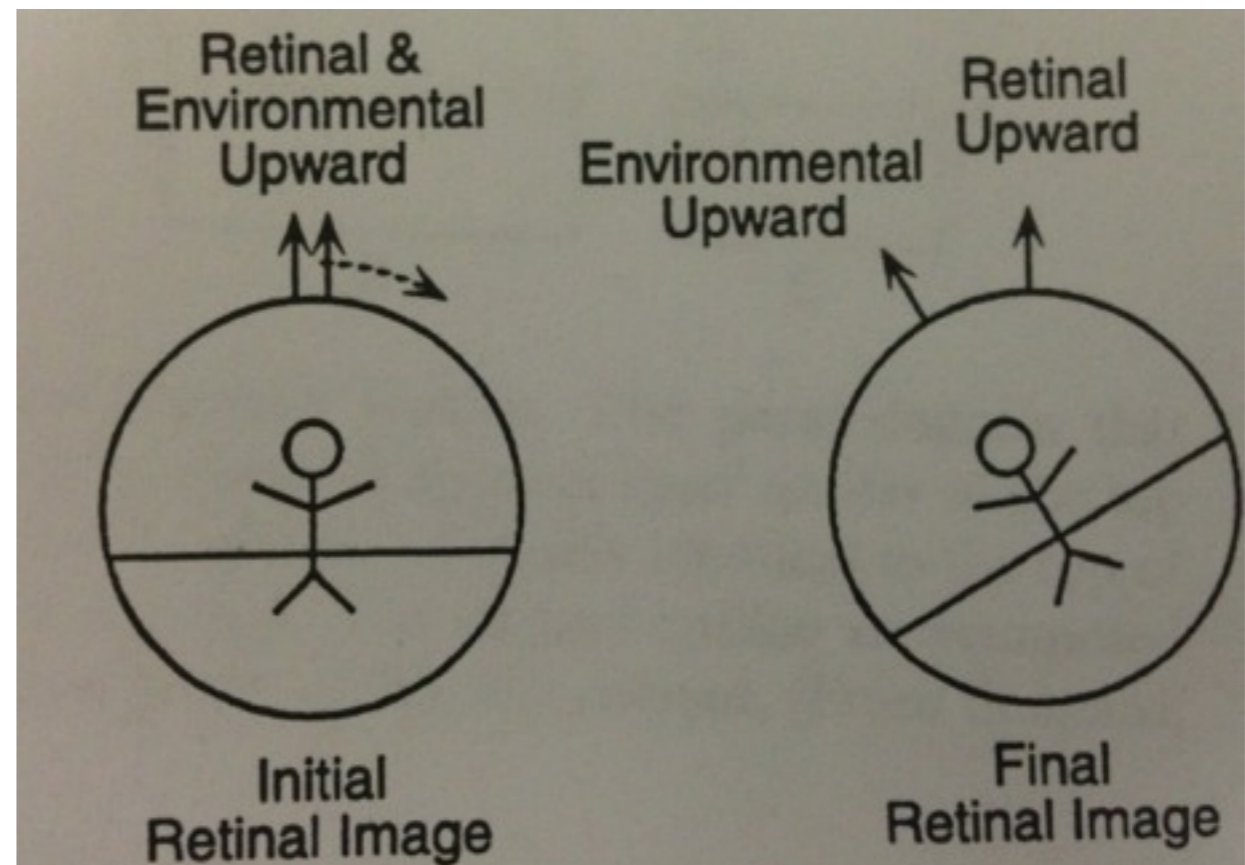
Shape Illusions

- Ames room
- Shepard illusion
- Ponzo illusion



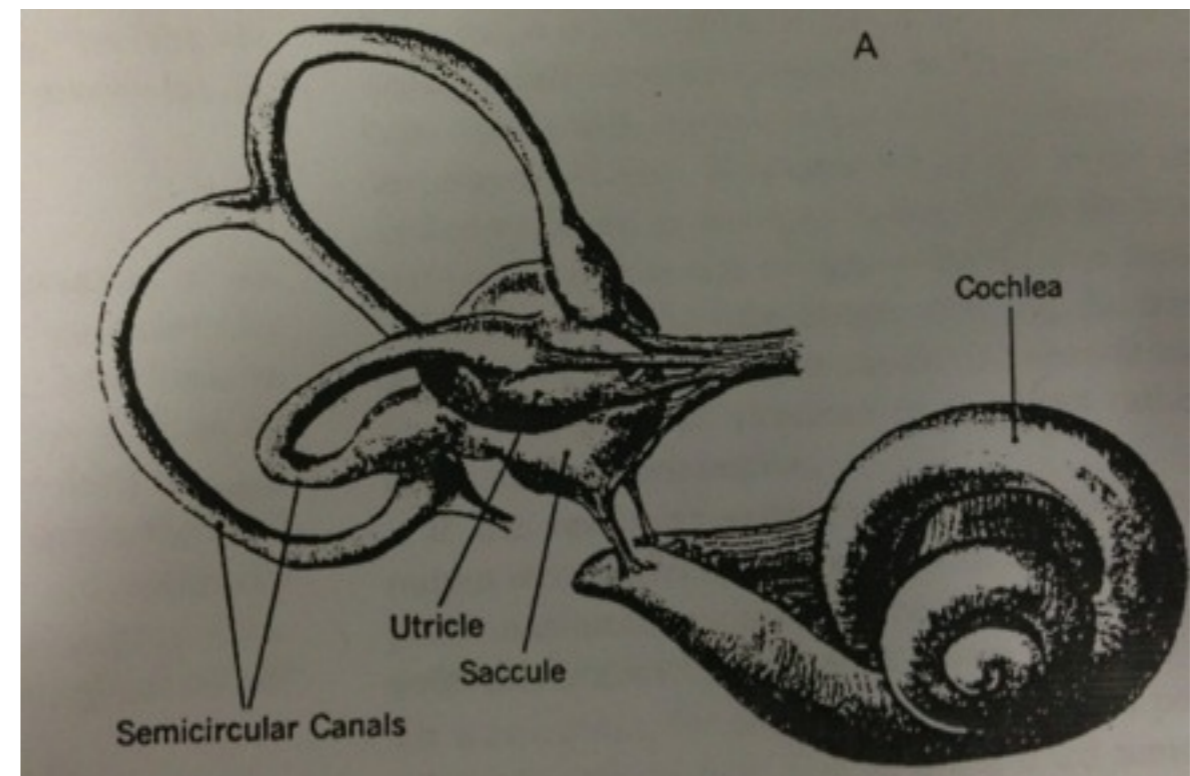
Orientation Constancy

- Orientation of object's image on the retina
- Orientation of the head
- $O_{\text{object}} = O_{\text{image}} + O_{\text{head}}$



Orientation Constancy

- Vestibular system
 - Semicircular canals
 - Utricle
 - Saccul
- Visual system doesn't rely entirely on vestibular information
- Effects on body



Orientation Illusions

- Visual information also affects orientation perceptions.
- **Frames of Reference**
- Rod-and-Frame effect
- Geometric illusions
 - Zollner illusion

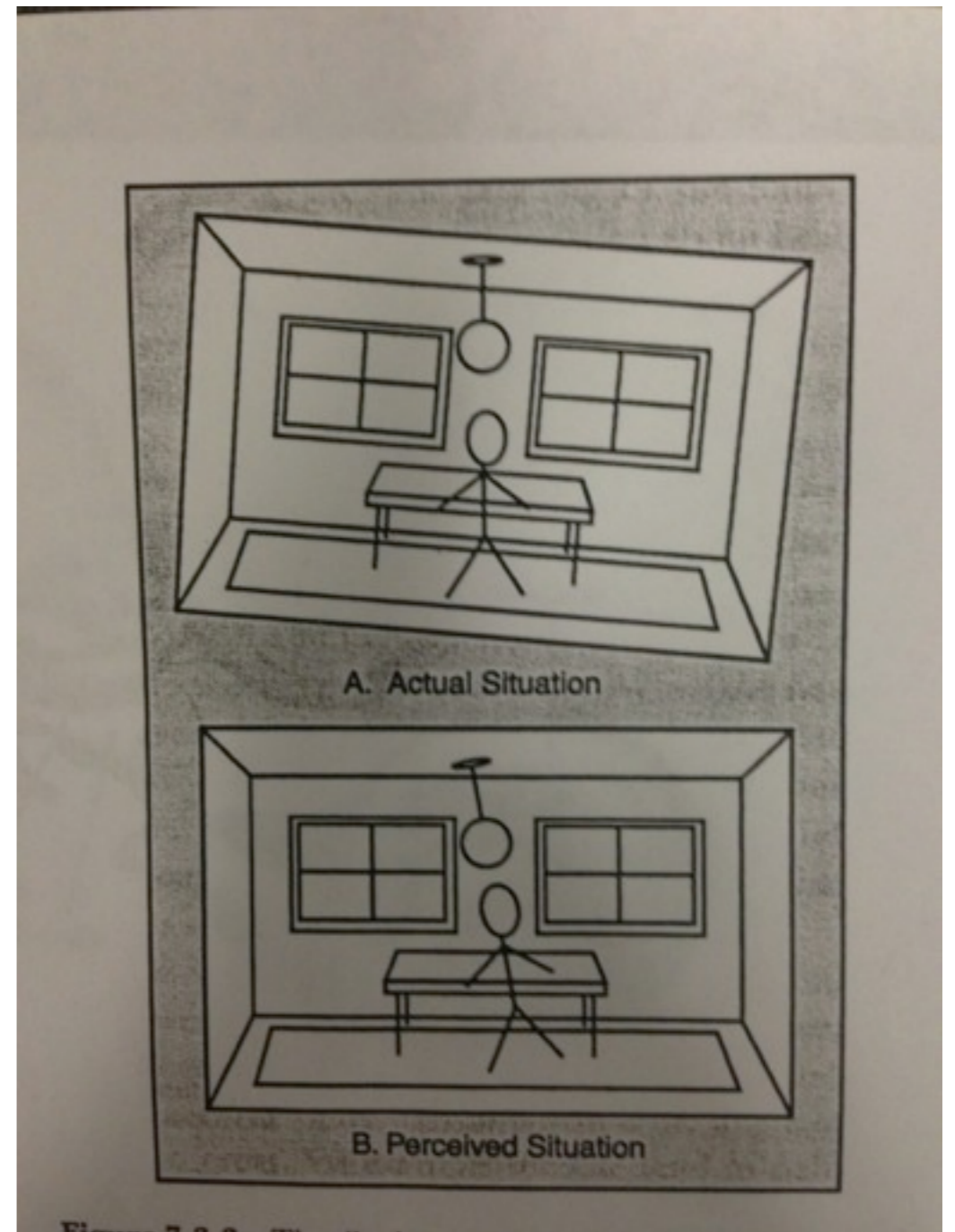
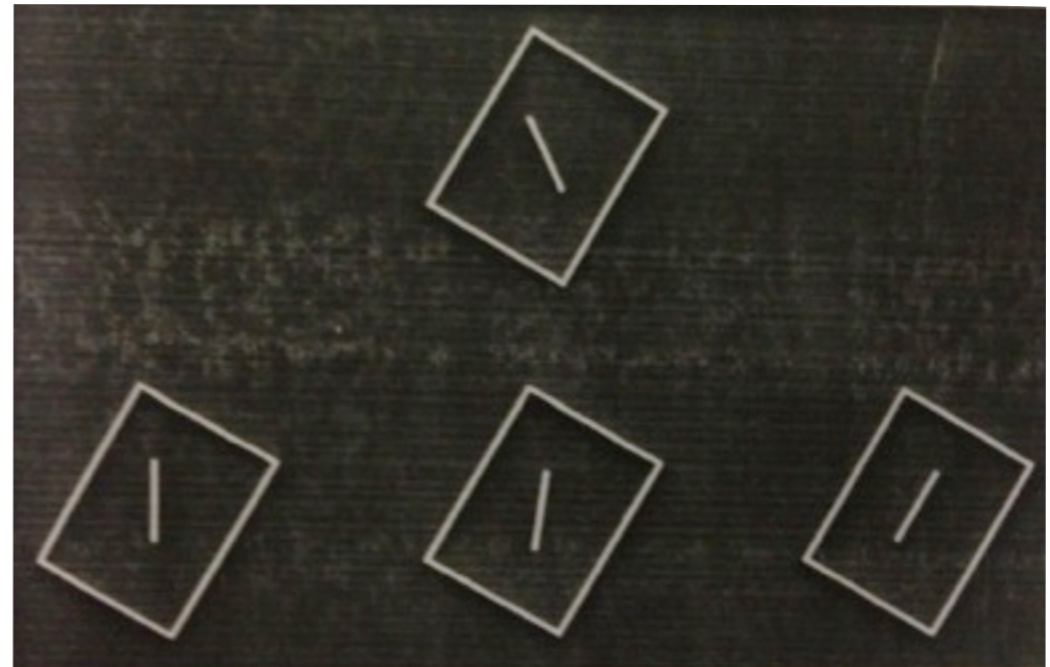


Figure 7.2.2 The Rod-and-Frame Illusion

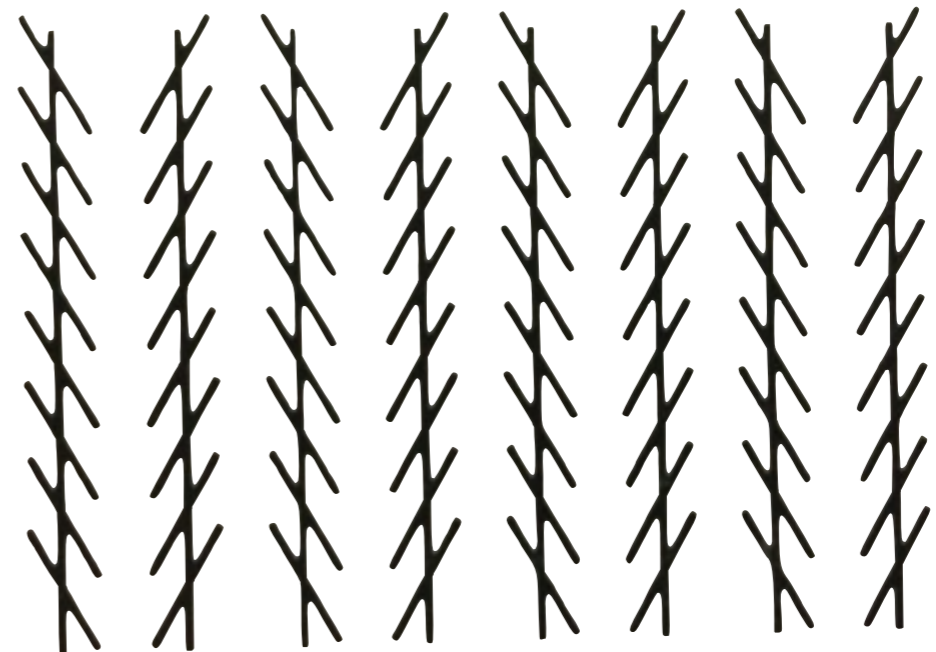
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Position

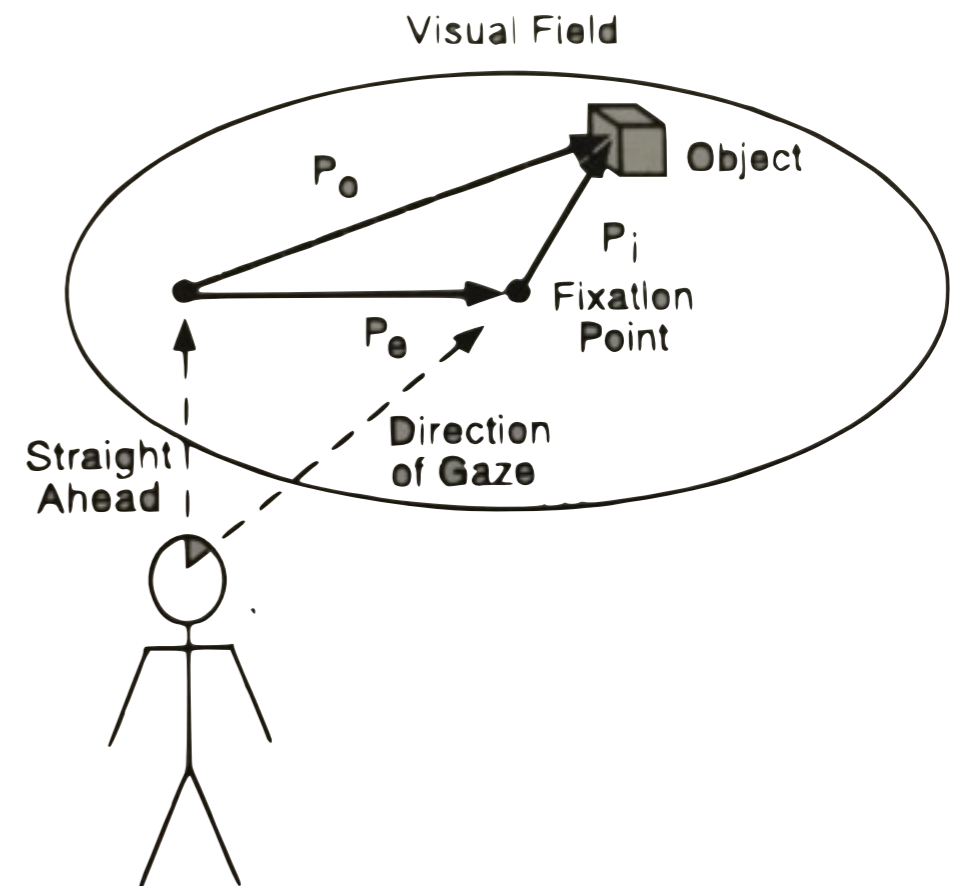
- Different ways of perceiving object's position
 - Relative to the observer's body (egocentric position)
 - Relative to other objects

- Polar coordinate

- Radial direction
 - Distance

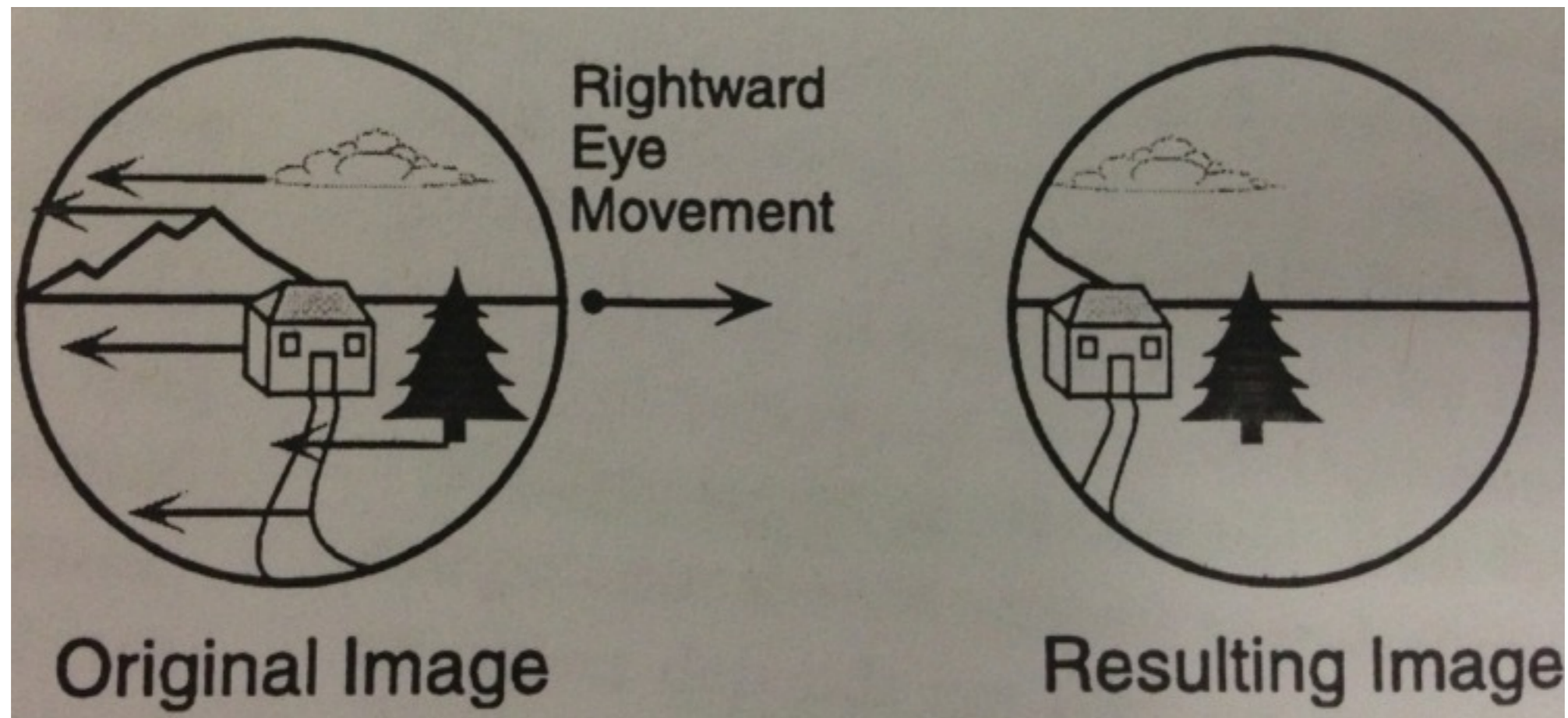
- Perception of Direction

- Position of the object on the retina
 - Direction in which the eyes are pointed
 - $P_{\text{object}} = P_{\text{image}} + P_{\text{eye}}$



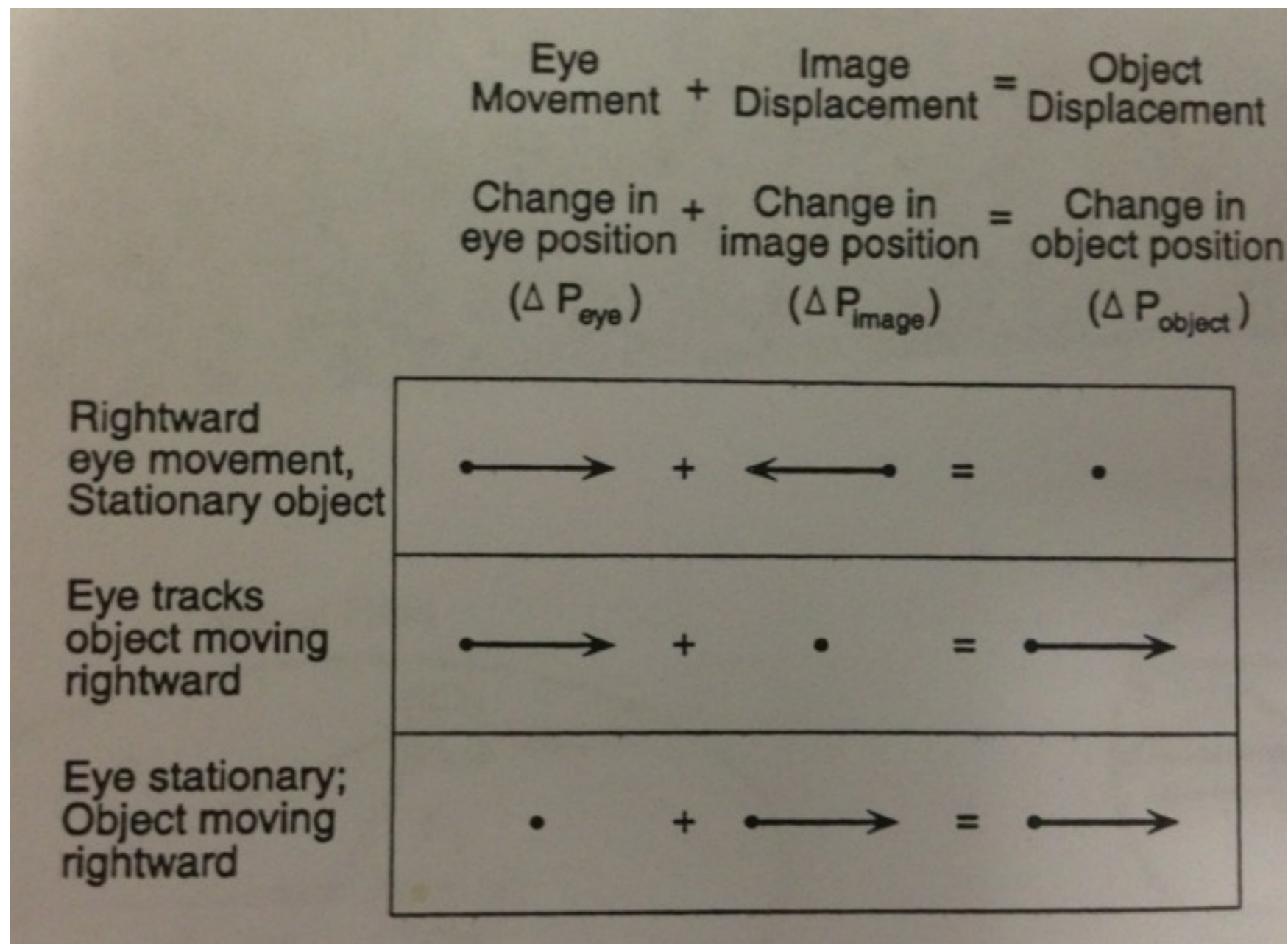
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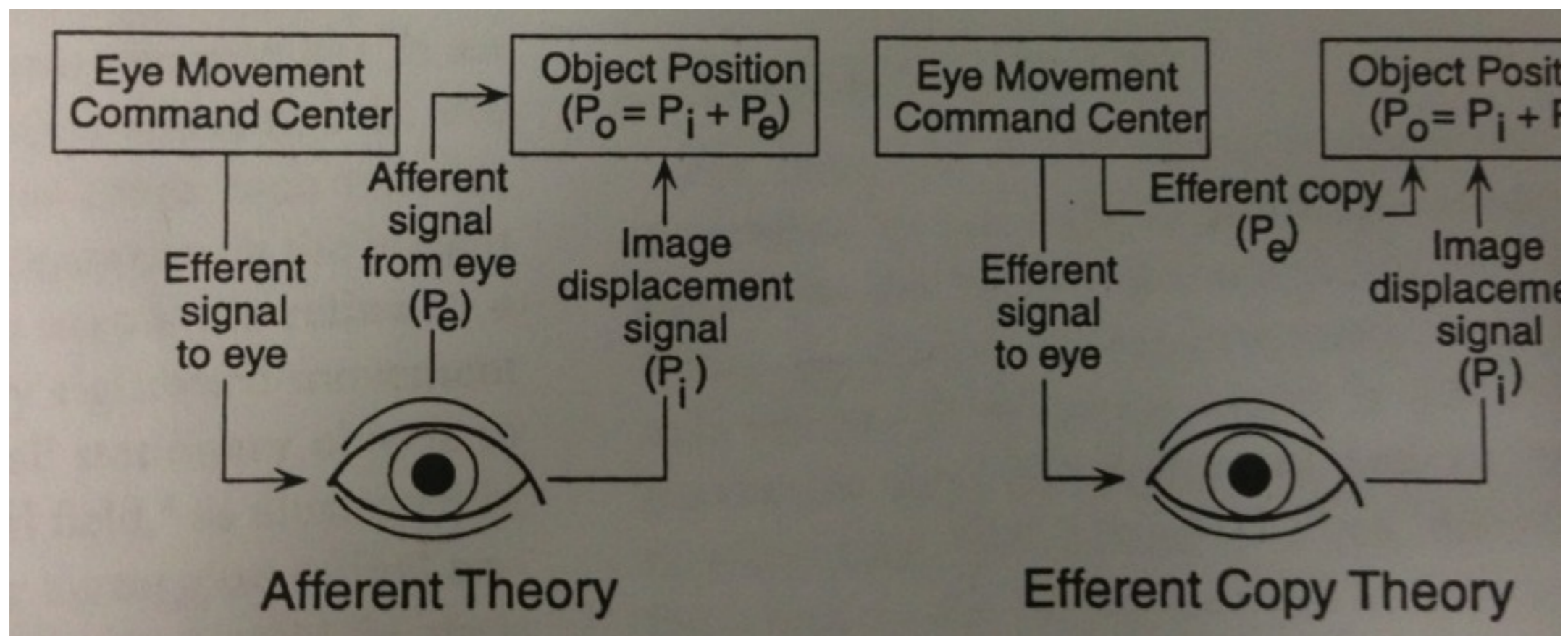
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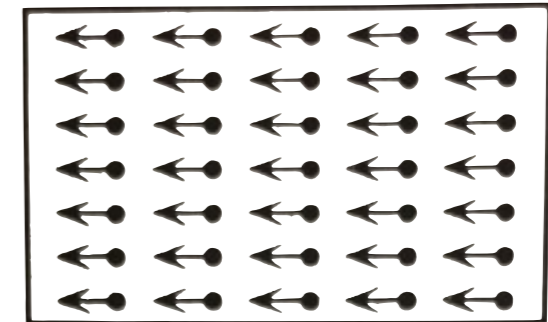
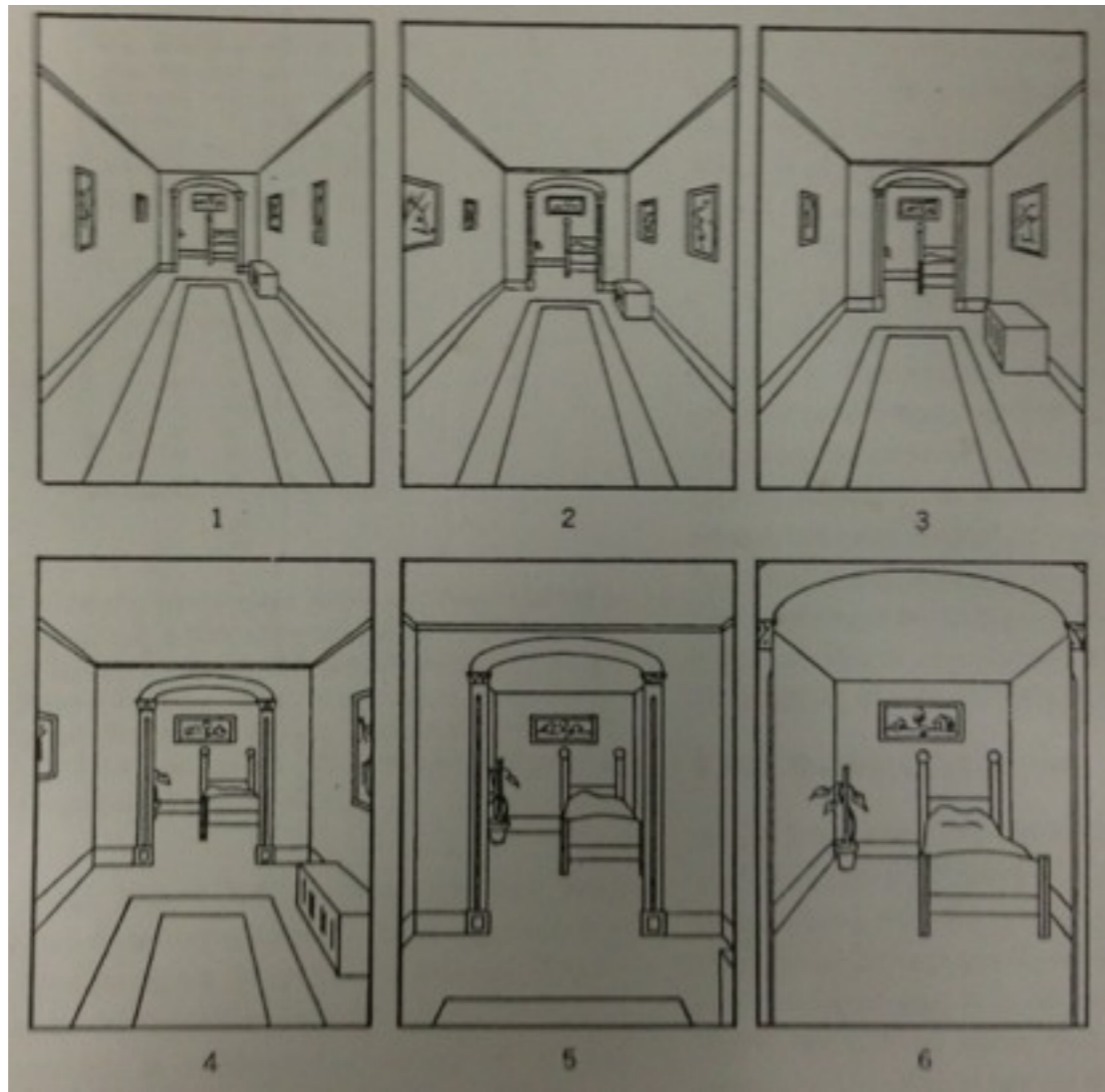
Indirect Theories of Position Constancy

- Classical Theory (Helmholtz)
- Information about eye displacement
 - Afferent theory
 - Efferent theory

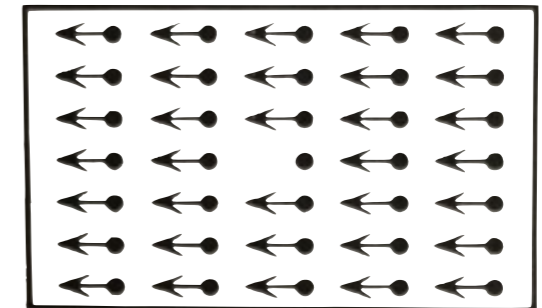


Direct Theories of Position Constancy

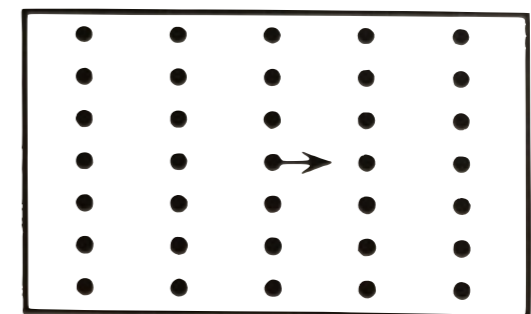
- Gibson (1966)



A



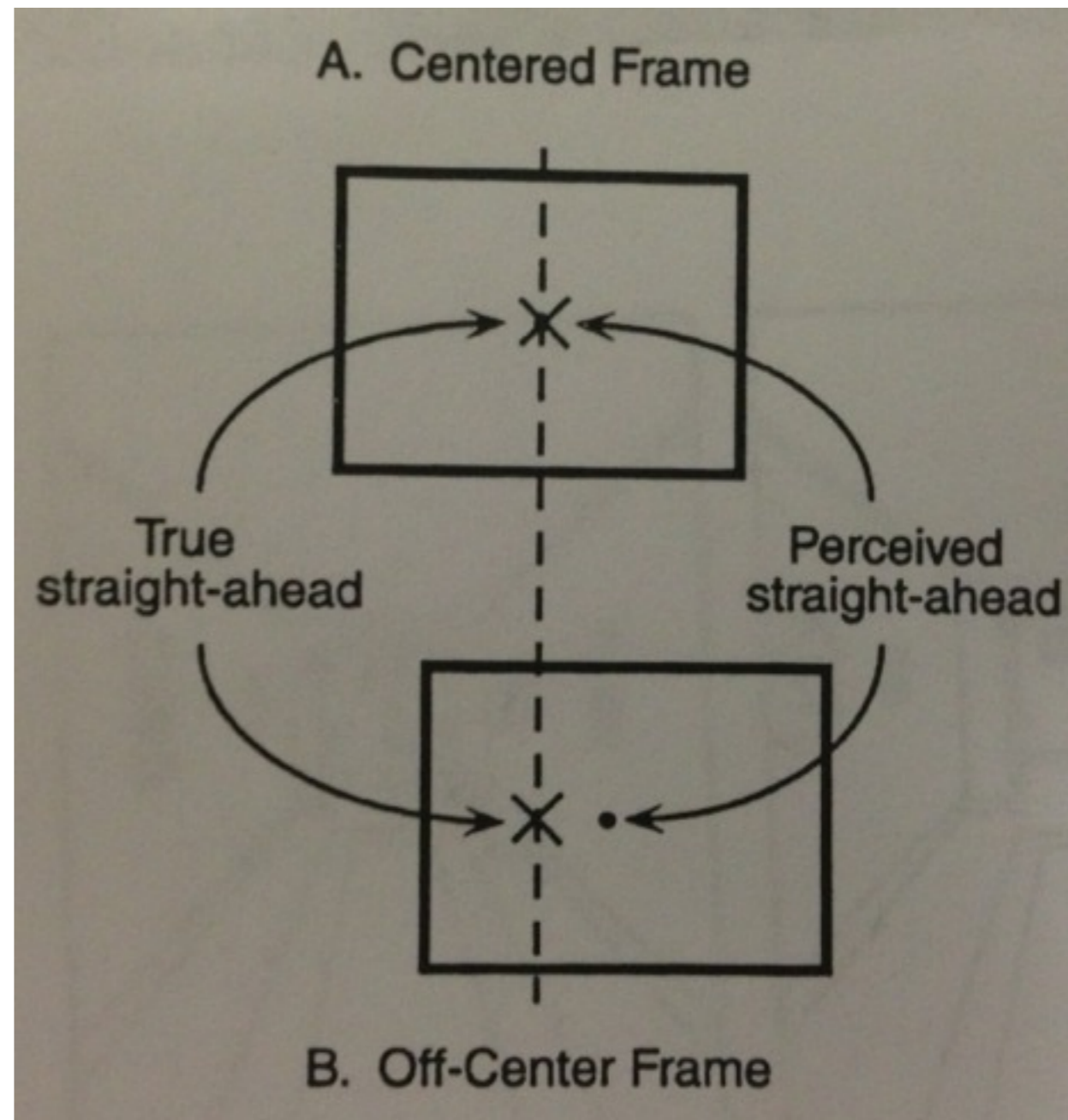
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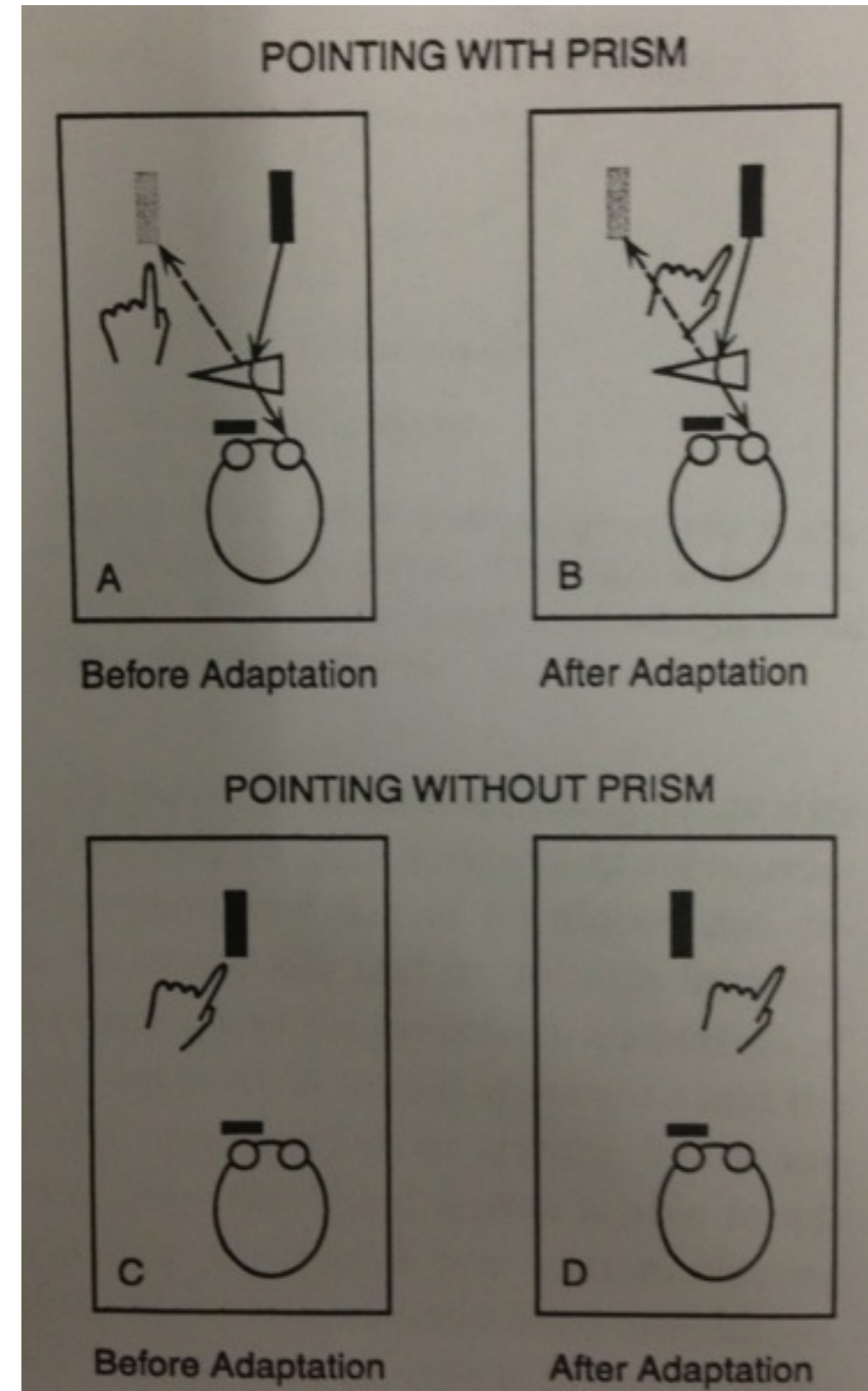
Position Illusions

- Contextual influence of a surrounding object
- Roelofs' effect



Perceptual Adaptation

- **Helmholtz's experiment**
- **Kohler**
- George Malcolm Stratton
 - uinverting the retinal image
 - the swinging of the filed
- Richard Held
 - Amount of adampptation

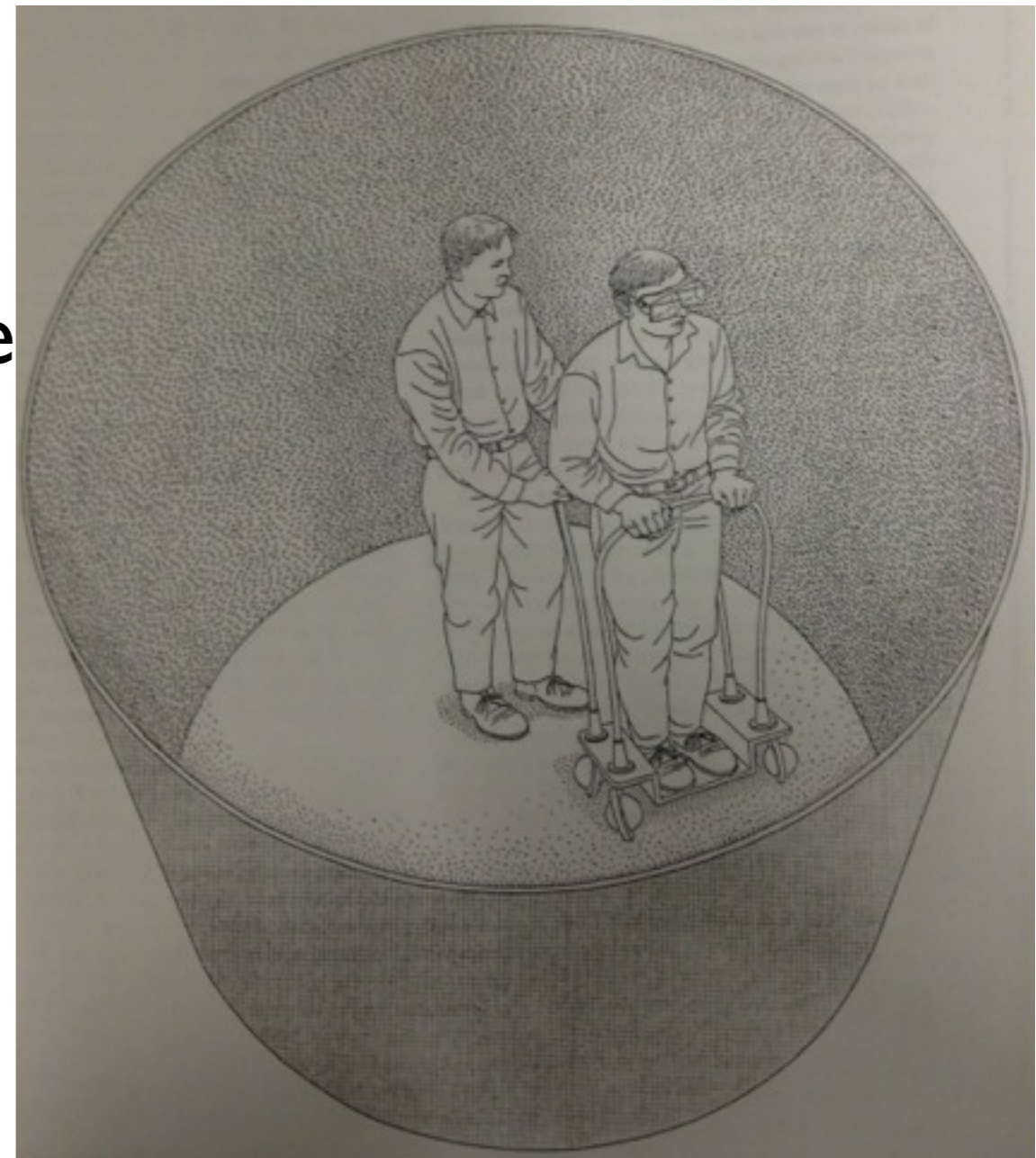


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Parts

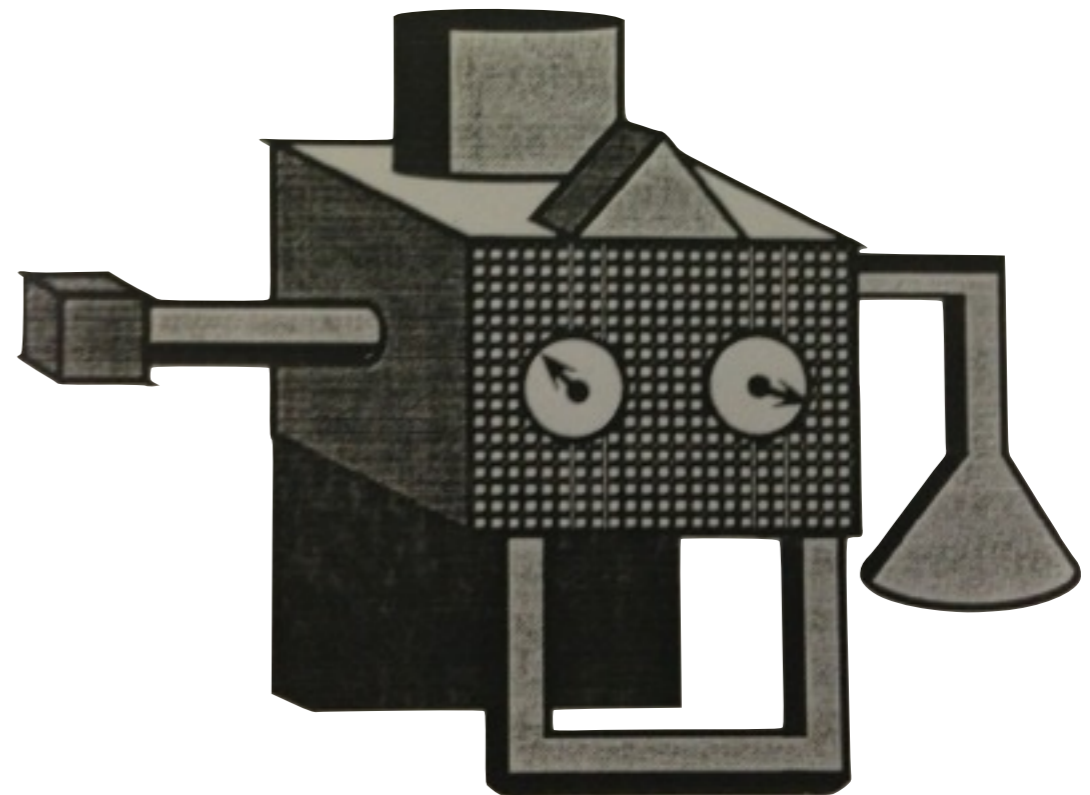
- Cannot be captured by veridical perception of global properties such as size, shape ...
- Part is restricted portion of an object that has semi autonomous, objectlike status in visual perception

Evidence for Perception of Parts

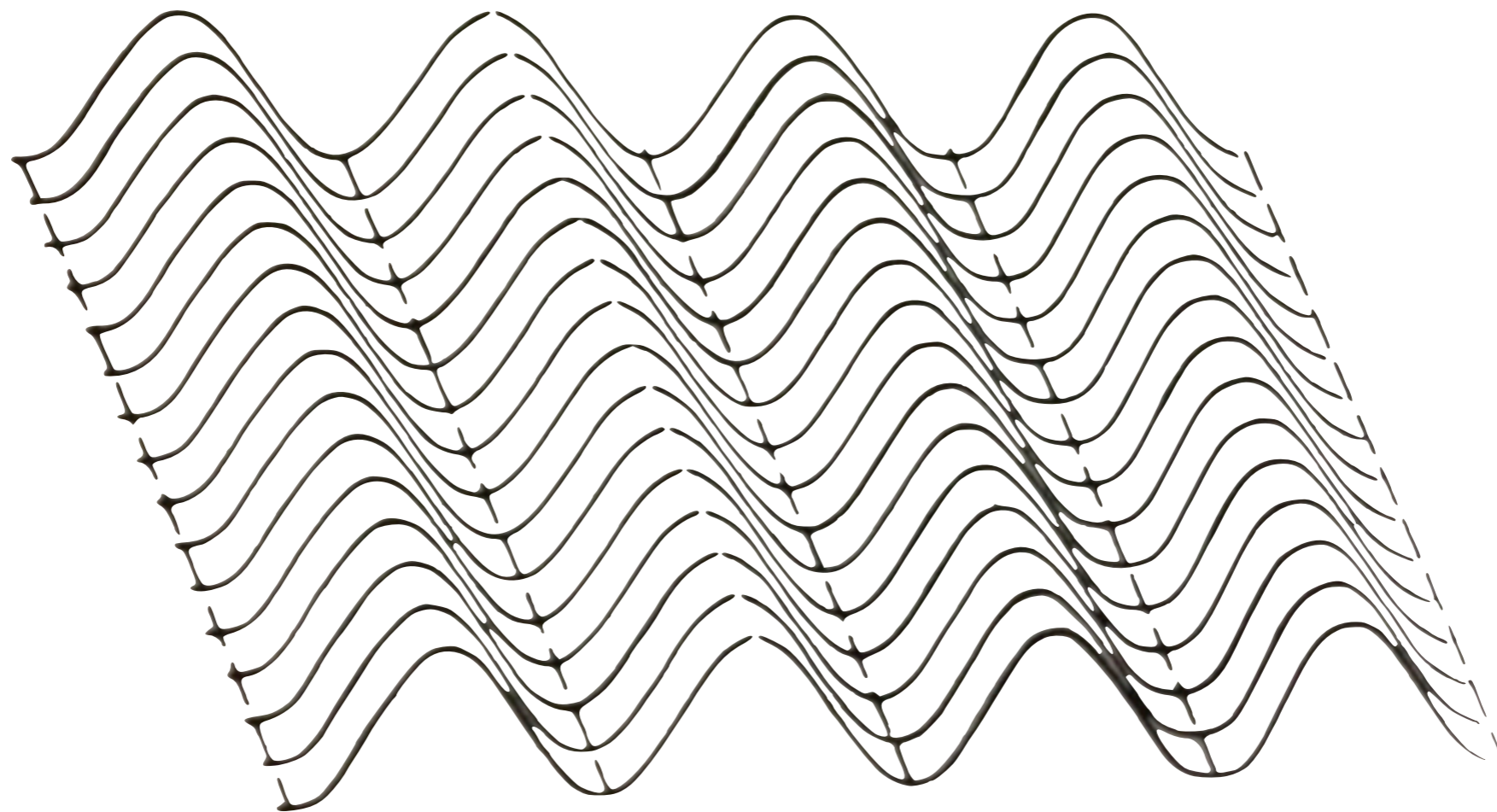
- Linguistic evidence
- Phenomenological Demonstration
- Perceptual Experiment

Linguistic Evidence

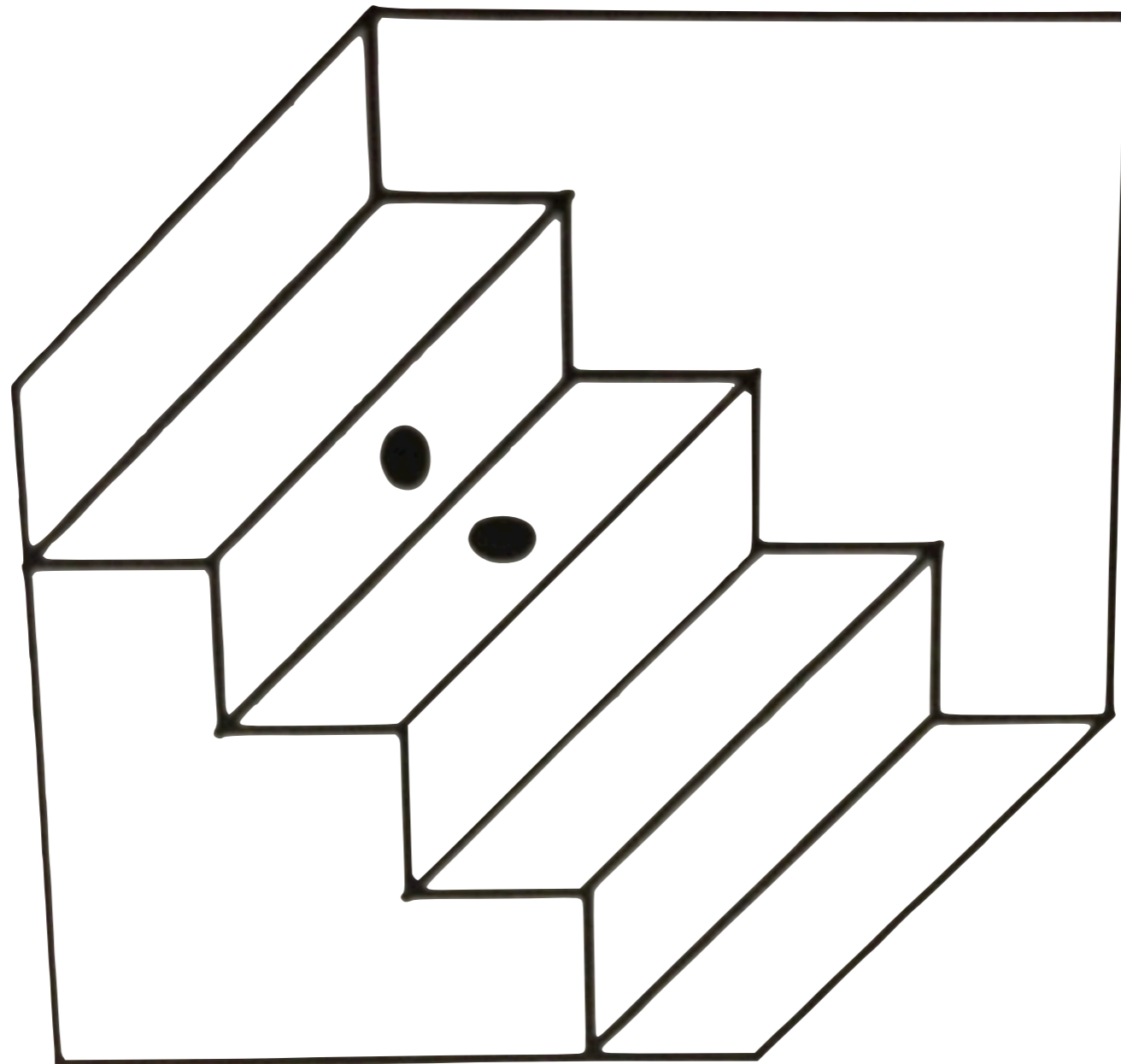
- Linguistic Conventions of our culture
- Evidences against this idea
 - Similarity across languages
 - perceiving parts in objects we have never seen



Phenomenological Demonstration

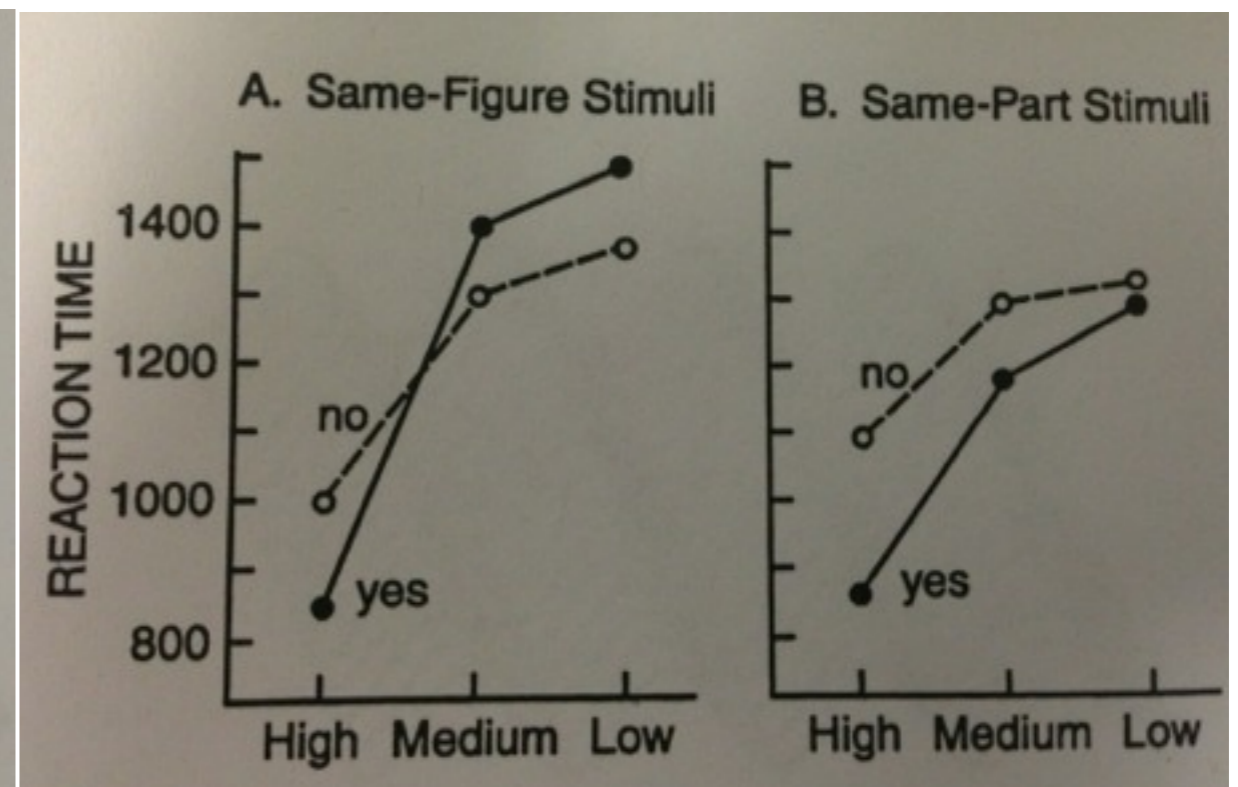
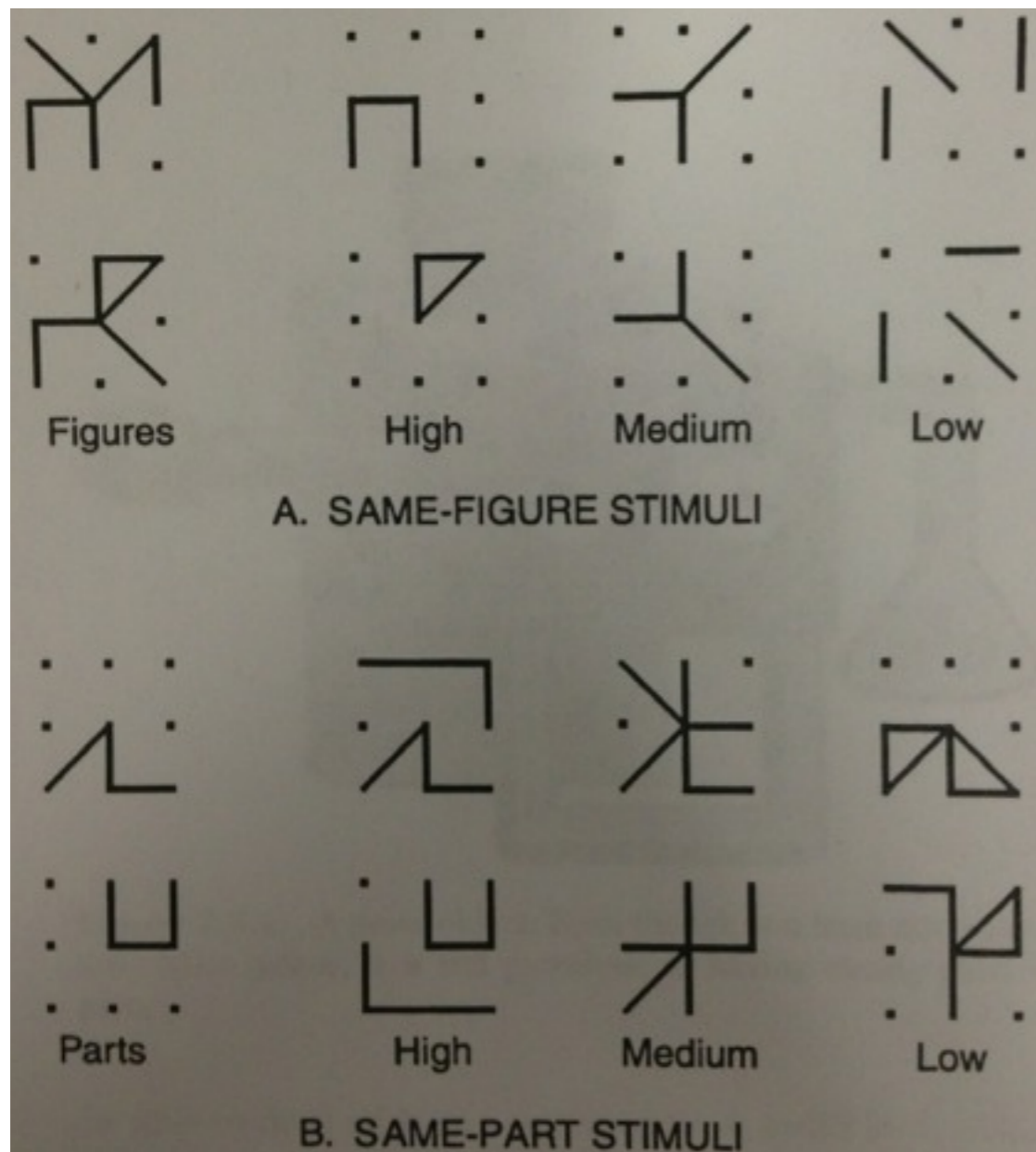


Phenomenological Demonstration



Perceptual Experiment

- 2D non-sense figures.
- Even these novel figures perceived as having parts

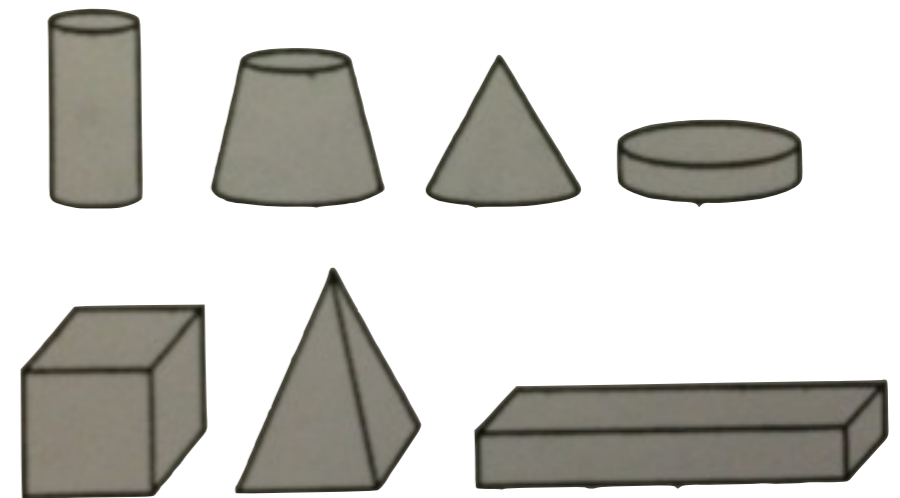


Part Segmentation

- Two ways to divide an object into parts
 - Shape primitive
 - Boundary rule

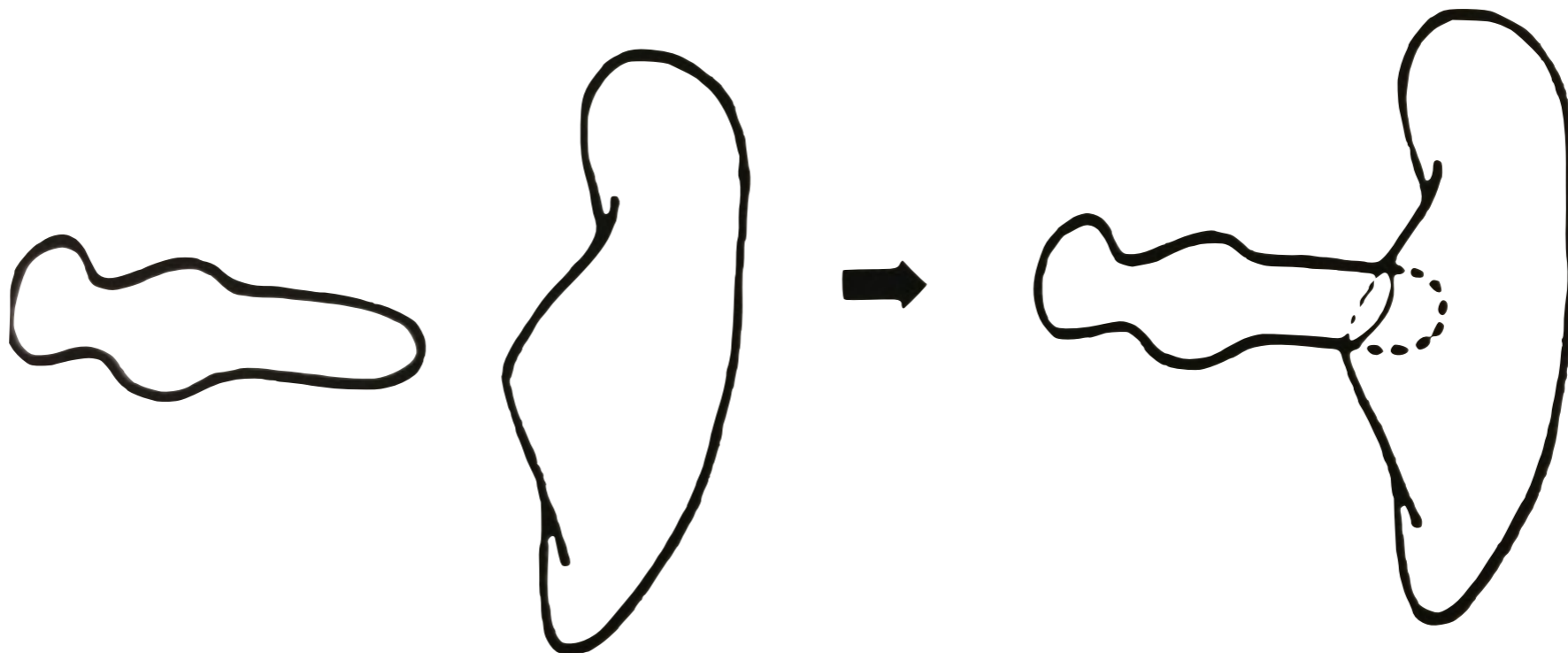
Shape Primitives

- Decompose into relatively small set of atomic shapes
- Problems:
 - Existence of contextual effects
 - Some parts have subparts
 - Multiple scale
 - Grouping Principle
 - There must be some well defined process
 - What set of primitives



Boundary Rules

- Transversality regularity (Hoffman and Richard)
- **Concave discontinuity rule**
 - Problem: having smooth transition between parts
- Deep Concavity rule



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- Transversality regularity (Hoffman and Richard)
- Concave discontinuity rule
 - Problem: having smooth transition between parts
- **Deep Concavity rule**

