### Vision in Human and Machine

### Part 7 **Gestalt Perception**

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Gestalt Perception 1

### Gestalt theory of perception

### Structuralism

- Perception consists of association between sensory
- Empiricistic approach: Associations are collected and stored

### Gestaltism

- "The whole is different from the sum of its parts"
- Emergent properties
- Nativistic approach: Phenomenological Gestalt laws are innate
- Perceptual organisation
- Proponents:
  - Max Wertheimer
  - Wolfgang Köhler
  - Kurt Koffka

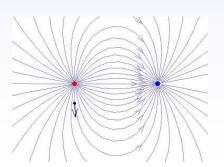






### Important concepts

- Psychophysiological Isomorphism
  - Perceptual experience matches physiological brain events
- Physical Gestalt: A system searching a minimum energy state
  - Soap bubble analogy
  - Relaxation of electromagnetic fields in a continuum approximation of the neurons in the brain
  - This theory was refuted in the 1950s

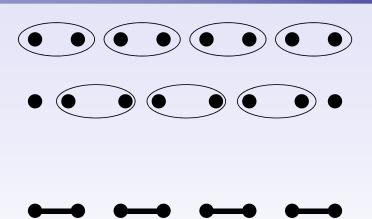




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# Classical principles of perceptual grouping No grouping **Proximity** Similarity of Color Similarity of Size Similarity of Orientation Common Fate

### Other grouping laws



Common region

Connectedness

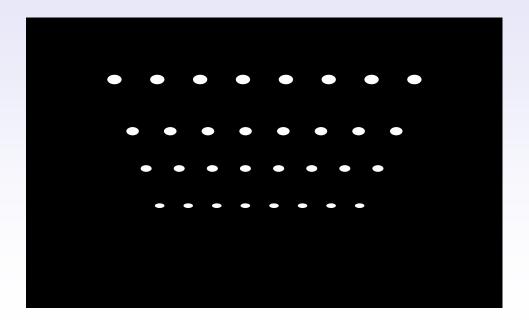
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### Gestalt laws

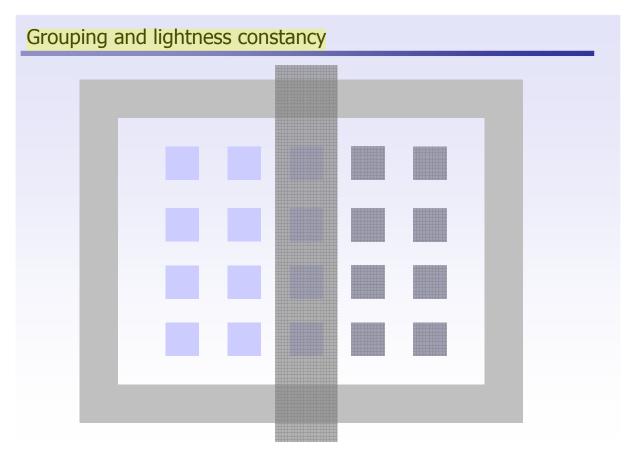
- Gestalt laws are a phenomenological description of highly agreed perceptual sensations
- Quantitative analysis can be performed
- Laws are competing
- "Ceteris paribus" rules
- Laws characterize a-priori assumptions about the visual physical world (relation distal-proximal stimulus)
  - Connected regions belong to the same object
  - Coherently moving regions belong to the same object
  - Nearby units are likely to belong together (unless being separated by a boundary)

### Grouping: Late or early in visual processing?

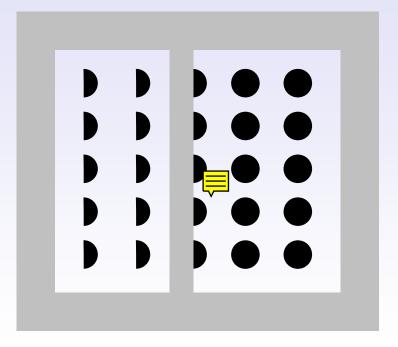
 Wertheimer's proposal: Grouping appears prior to meaningful processing of the visual stimulus



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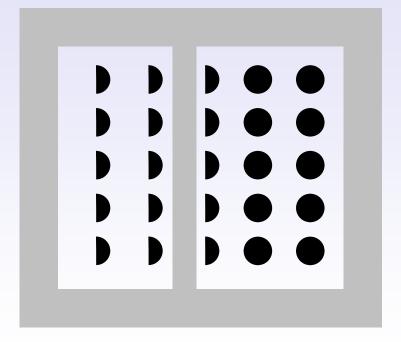


### Grouping and completion



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### Grouping and completion





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# Top-down influences: Past experience

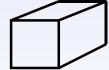


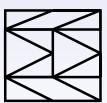
# Top-down influences: Past experience



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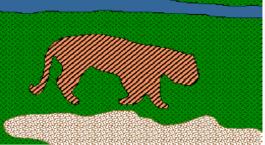
# Overwriting past experience





### Region segmentation





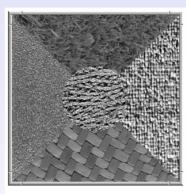
Original Image

Region Segmented Image

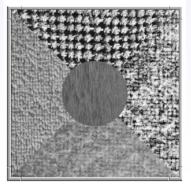
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### Texture segregation

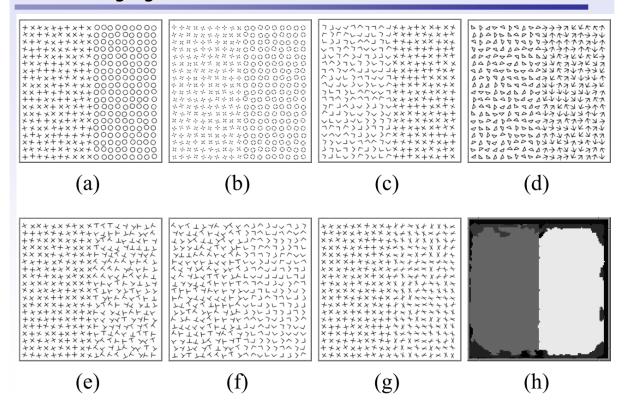
- Texture: Local pixel, color, and orientation statistics
- Important for connectedness and later processing (e.g. depth)
- Julesz's early proposal: 2<sup>nd</sup> order statistics explains effects (1975)
- Later many deviating effects were described



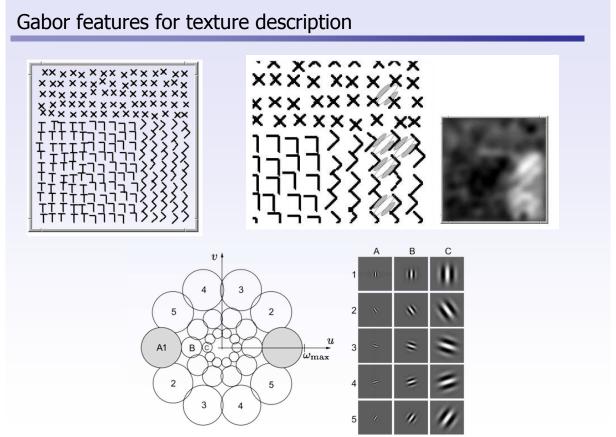
**Brodatz textures** 



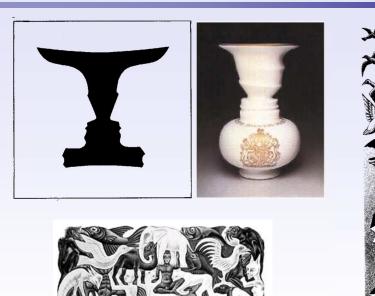
### Texture segregation



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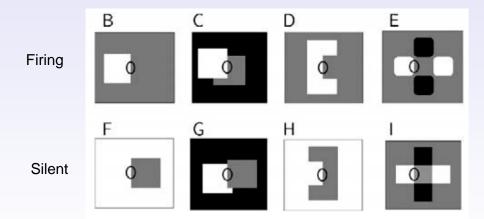
# Figure-ground organization



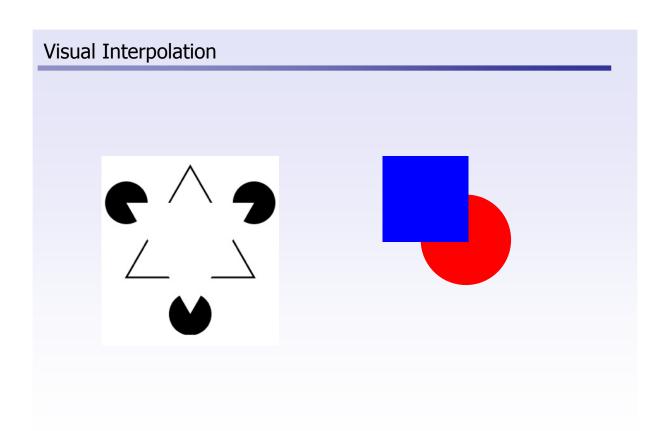
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# Neural correspondences

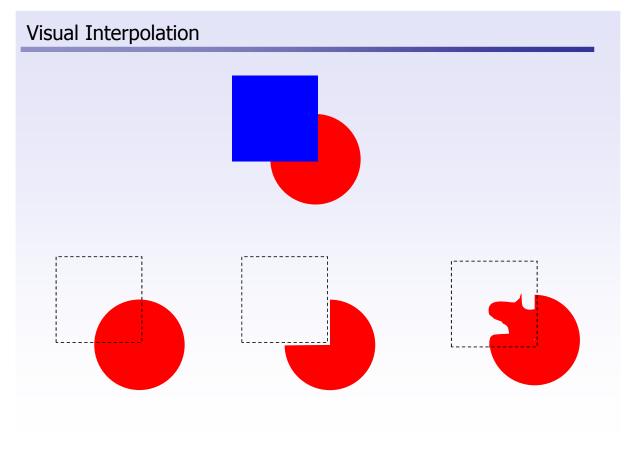
Border ownership coding neurons in V2



Von der Heydt et al (2000)



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### Completion, occlusion, and recognition





















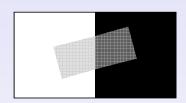


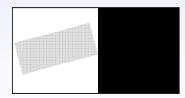


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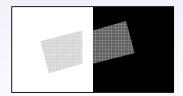
### Temporal response of a V1 neuron b 700 Line Grey square White square Illusory contour 100 -50 100 150 200 300 350 400 Post-stimulus time (ms)

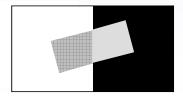
# Transparency perception











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# Non-accidentalness









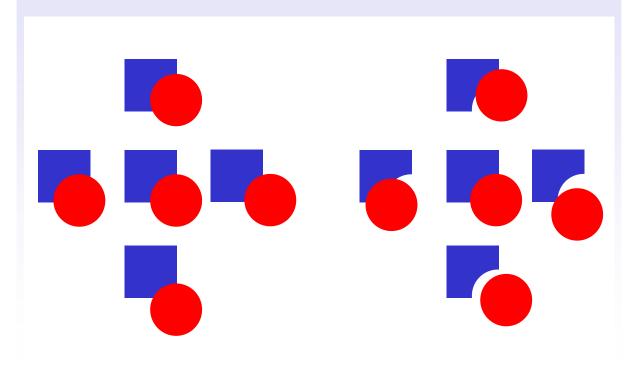






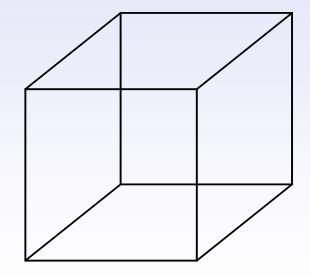


### Non-accidentalness



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# Multistability – The Necker cube





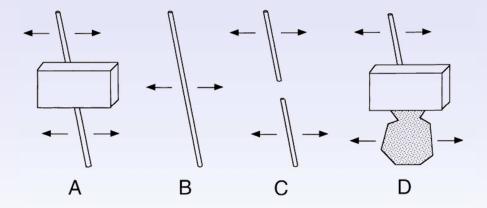
### Development of perceptual organization

- Developmental approach to organization in vision
  - Nature versus nurture nativism versus empiricism
  - Experimental setups for babies / small children
    - Habituation paradigm
    - Preferential looking
    - Attention



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# Kellman & Spelke experiments



- Common fate overrides static grouping factors
- Static grouping can only be observed later in development

### Results ROD MOVEMENT BASELINE 40 30 MEAN LOOKING TIME (SEC) 20 HABITUATION DISPLAYS 10 ABITUATION TEST COMPLETE BROKEN

20

TEST DISPLAYS

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