

# **PERCEPTION**

# PERCEPTION - COGNITION

RED	GREEN	BLUE	YELLOW	PINK
ORANGE	BLUE	GREEN	BLUE	WHITE
GREEN	YELLOW	ORANGE	BLUE	WHITE
BROWN	RED	BLUE	YELLOW	GREEN
PINK	YELLOW	GREEN	BLUE	RED

Is there something wrong?

# PERCEPTION

## Perception

- Identification and interpretation of sensory information
- From the physical stimulus to recognizing information
- Shaped by learning, memory, expectation

## Cognition

- The processing of information, applying knowledge

Hear someone speak: Perception

Understand the language and the words: Cognition

# **PERCEPTION VS. COGNITION**

## **PERCEPTION**

Eye, optical nerve, visual cortex

Basic perception

First processing

Not conscious

Reflexes

## **COGNITION**

Recognizing objects

Relations between objects

Conclusion drawing

Problem solving

Learning, ...

# PERCEPTION - COGNITION

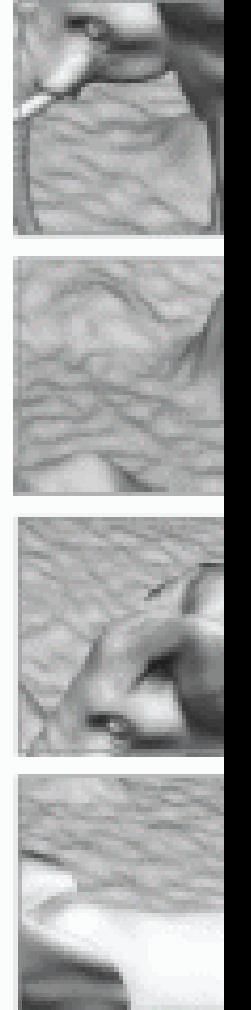
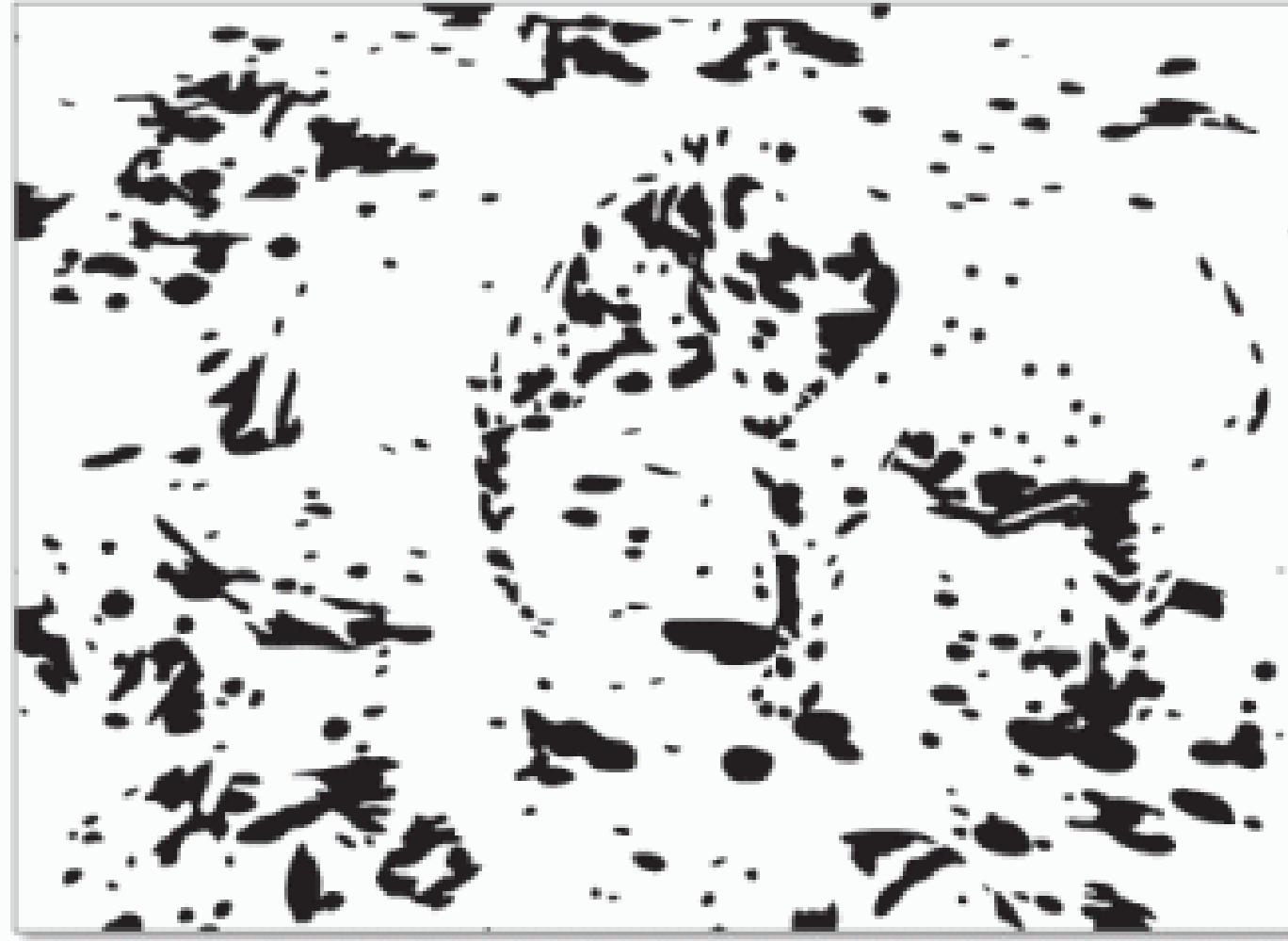
RED	GREEN	BLUE	YELLOW	PINK
ORANGE	BLUE	GREEN	BLUE	WHITE
GREEN	YELLOW	ORANGE	BLUE	WHITE
BROWN	RED	BLUE	YELLOW	GREEN
PINK	YELLOW	GREEN	BLUE	RED



**WHAT IS THERE  
VS  
WHAT DO WE SEE**



Emergence Images



[http://graphics.stanford.edu/~niloy/research/emergence/emergence\\_image\\_siga\\_09.html](http://graphics.stanford.edu/~niloy/research/emergence/emergence_image_siga_09.html)

# **OUR PERCEPTION IS BASED ON PRIORS**

We have a model of the world

We try to fit what we see into this model







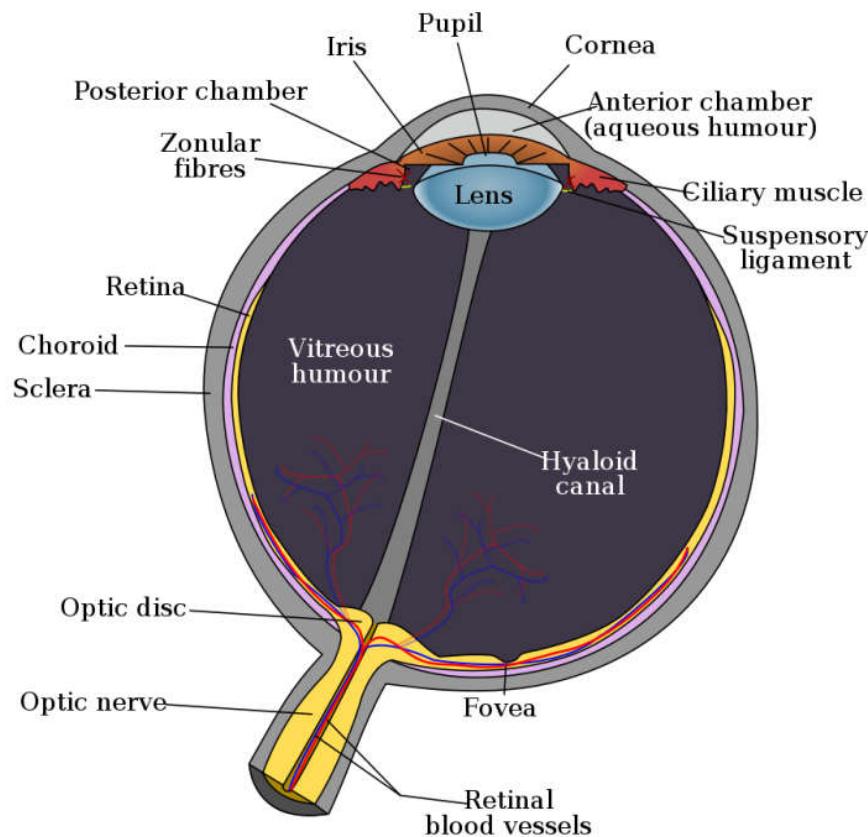


# WHO DO YOU SEE?



# **OUR EYE**

# HUMAN VISUAL SYSTEM



**Cone cells: for color vision.**

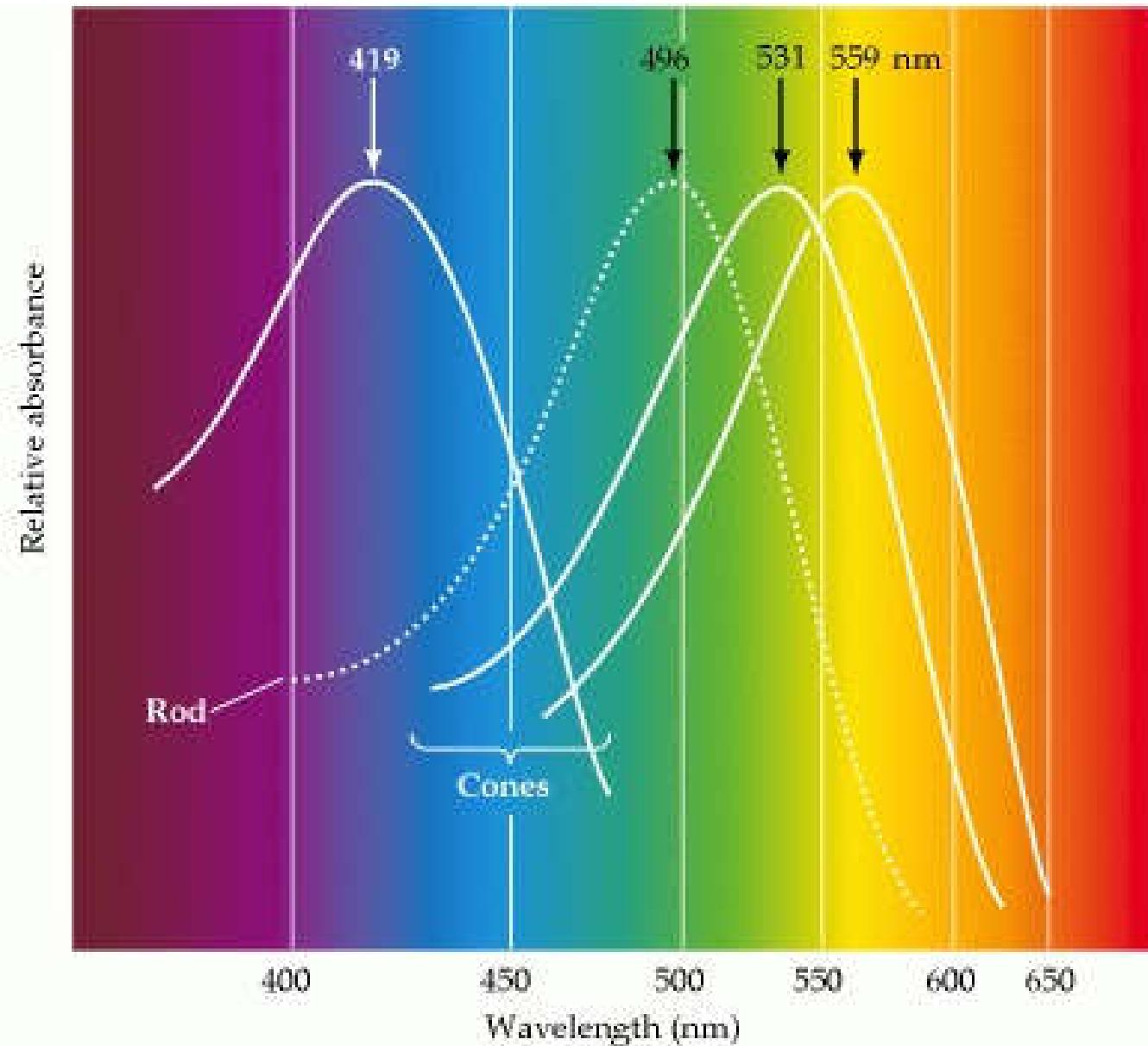
**- Dense in the center. Fovea has only cone cells**

**Rods cells: for black/white**

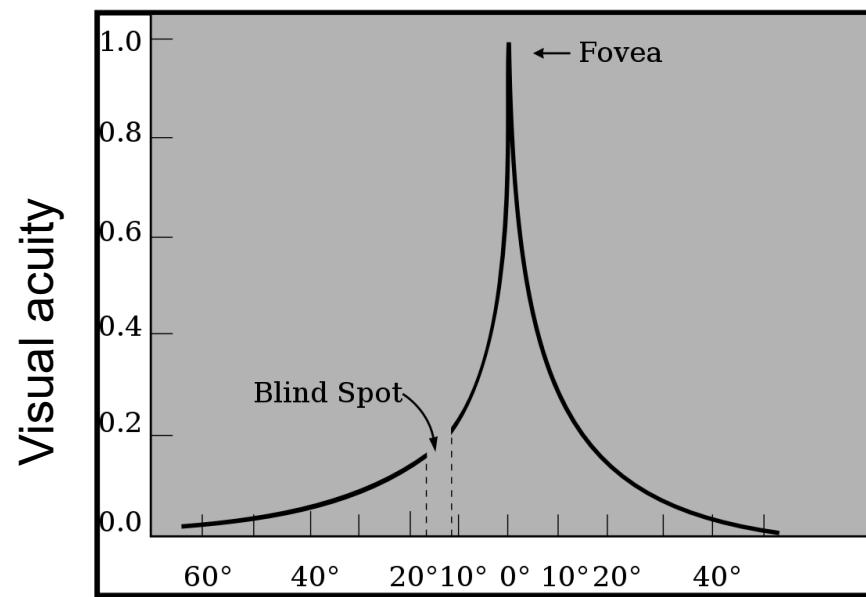
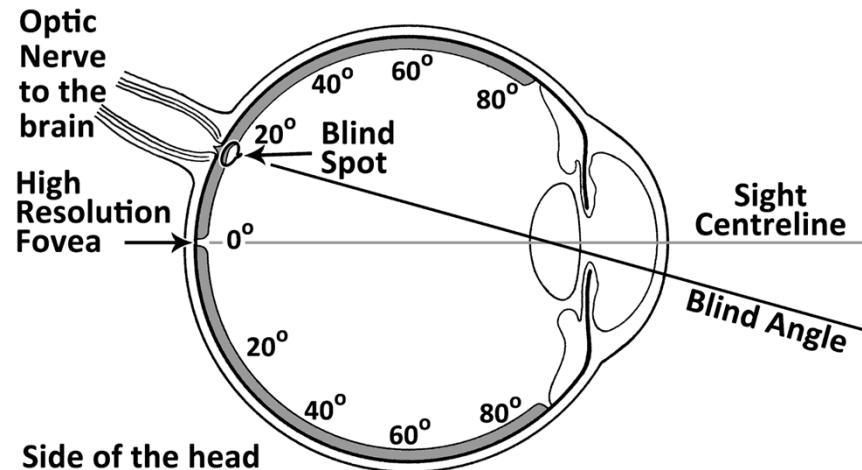
# COLOR VISION

3 types of cone  
with different  
sensitivity to  
light:

- Red (63%)
- Green (31%)
- Blue (6%)



# VISUAL ACUITY



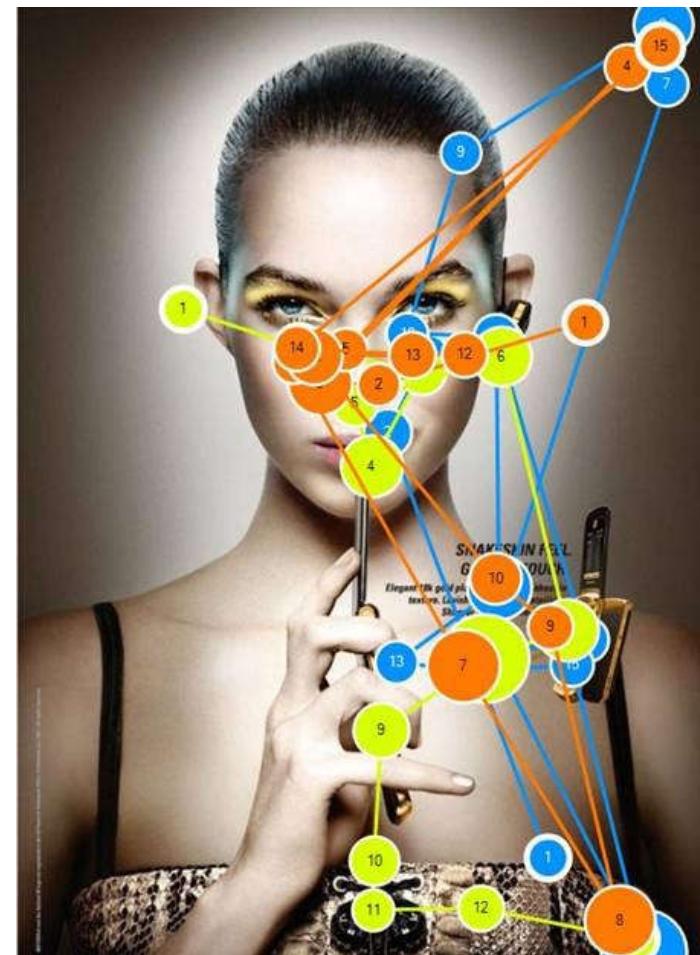
	2009	2008	2007	2006	2005
Revenue	\$1,000	\$1,000	\$1,000	\$1,000	\$1,000
Sales	1,000	1,000	1,000	1,000	1,000
Cost of sales	1,000	1,000	1,000	1,000	1,000
Gross profit	0.0%	0.0%	0.0%	0.0%	0.0%
Less selling, general and administrative expenses	1,000	1,000	1,000	1,000	1,000
Less research and development expenses	1,000	1,000	1,000	1,000	1,000
Less depreciation and amortization	1,000	1,000	1,000	1,000	1,000
Less interest expense	1,000	1,000	1,000	1,000	1,000
Less other operating expenses	1,000	1,000	1,000	1,000	1,000
Less provision for taxes	1,000	1,000	1,000	1,000	1,000
Less net loss from discontinued operations	1,000	1,000	1,000	1,000	1,000
Net income	\$1,000	\$1,000	\$1,000	\$1,000	\$1,000
Less dividends paid	1,000	1,000	1,000	1,000	1,000
Less net loss from discontinued operations	1,000	1,000	1,000	1,000	1,000
Net cash provided by operating activities	\$1,000	\$1,000	\$1,000	\$1,000	\$1,000
Capital expenditures	1,000	1,000	1,000	1,000	1,000
Less cash used in financing activities	1,000	1,000	1,000	1,000	1,000
Net cash provided by financing activities	\$1,000	\$1,000	\$1,000	\$1,000	\$1,000
Total cash provided by operating activities	\$1,000	\$1,000	\$1,000	\$1,000	\$1,000
Less cash used in investing activities	1,000	1,000	1,000	1,000	1,000
Less cash used in financing activities	1,000	1,000	1,000	1,000	1,000
Net cash used in financing activities	1,000	1,000	1,000	1,000	1,000
Net increase in cash and cash equivalents	\$1,000	\$1,000	\$1,000	\$1,000	\$1,000
Cash and cash equivalents at beginning of period	1,000	1,000	1,000	1,000	1,000
Cash and cash equivalents at end of period	\$1,000	\$1,000	\$1,000	\$1,000	\$1,000

# HUMAN VISUAL SYSTEM

Not similar to a camera

Vision works as sequence of

- **Fixation:** maintaining gaze on single location (200-600 ms)
- **Saccades:** moving between different locations (20-100 ms)



# HUMAN VISUAL SYSTEM

No general purpose vision

What we see depends on our goals and expectations

Relative judgements: strong

Absolute judgments: weak



*Ames Room*

# AMES ROOM

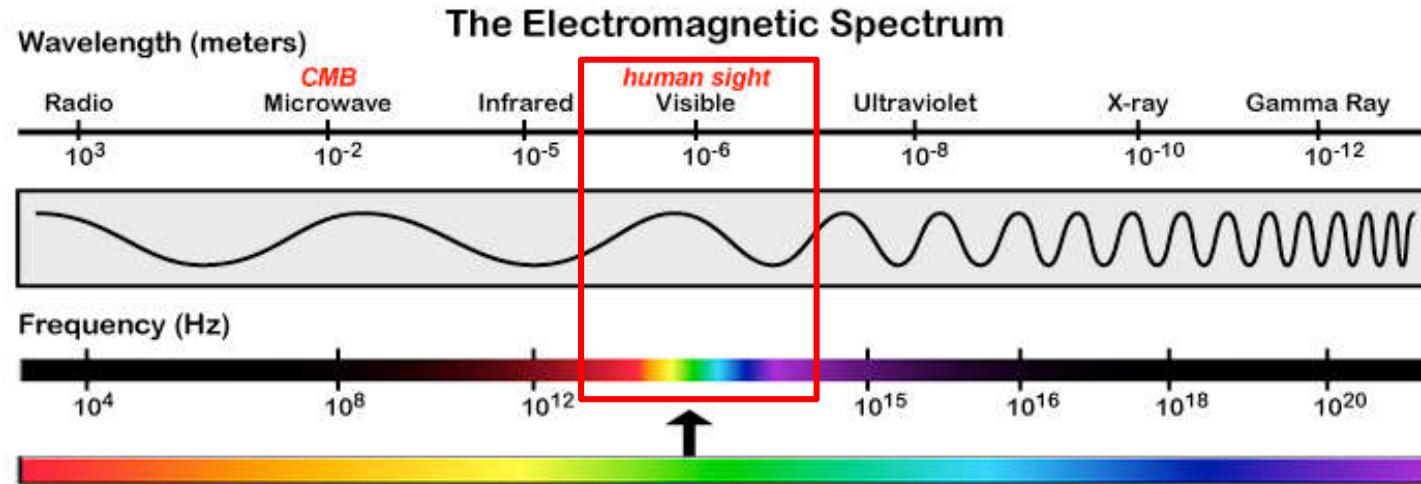


MyTeBox.Com

# COLOR

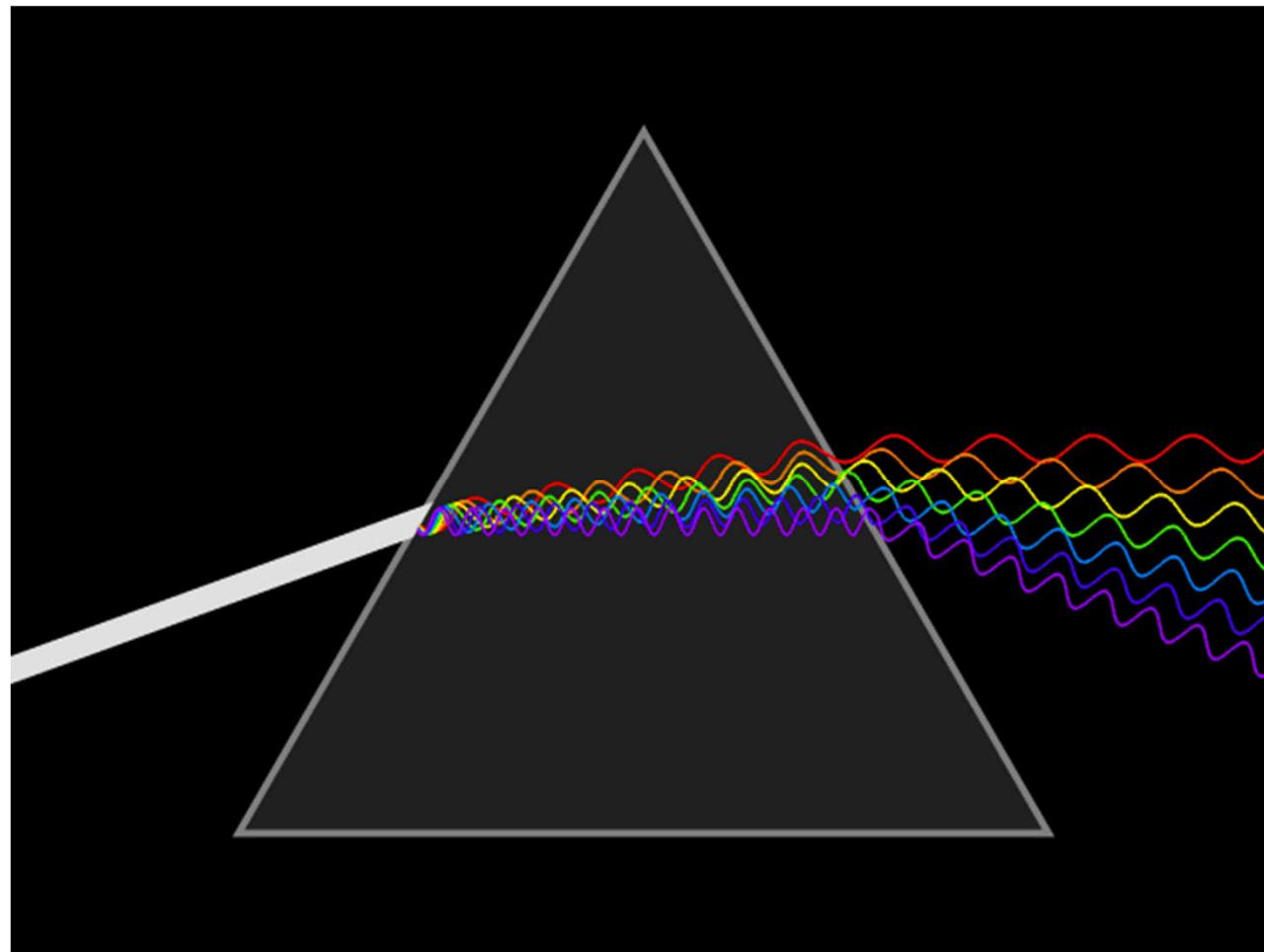
# COLOR BASICS

## The electromagnetic spectrum



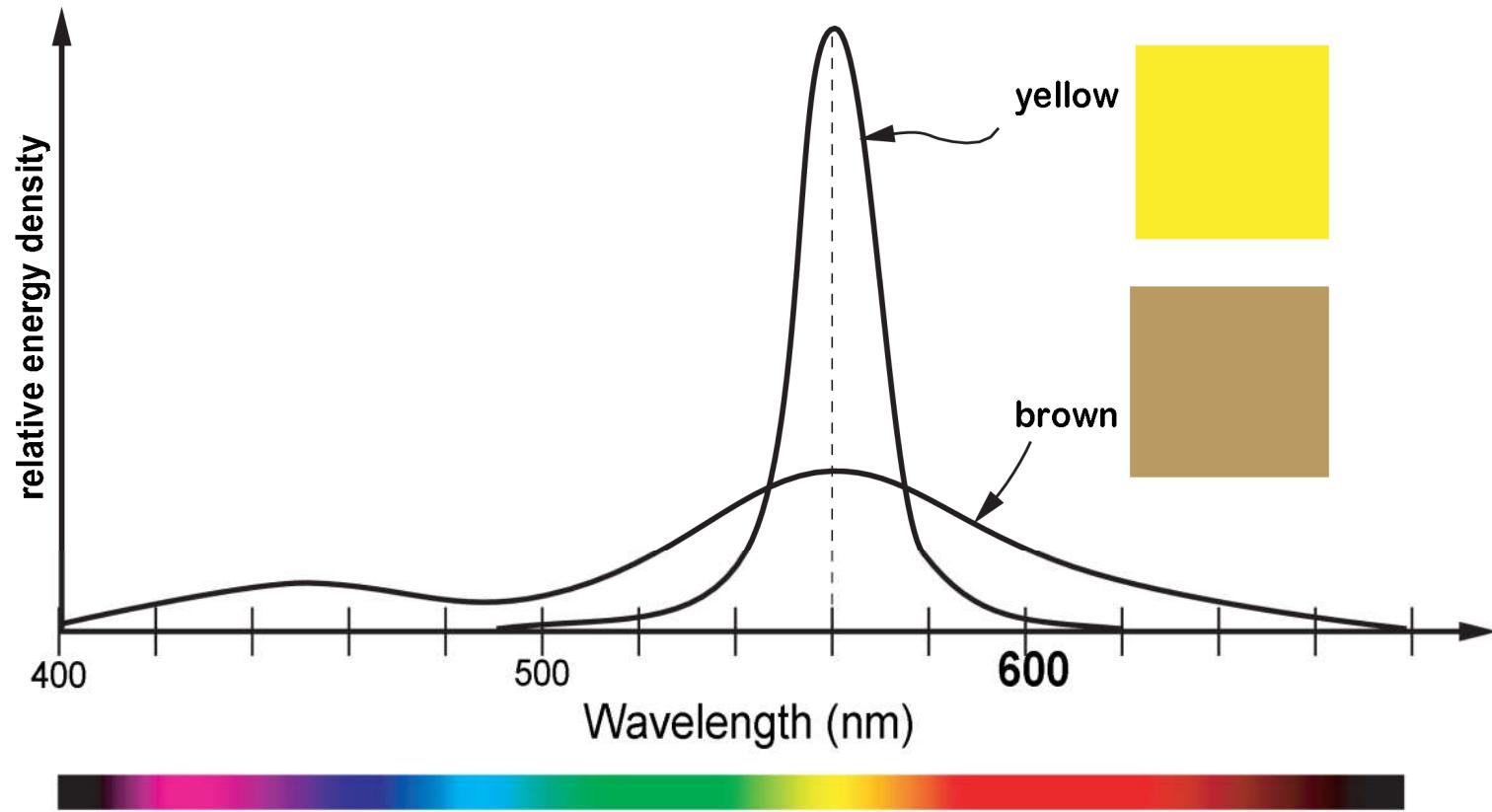
- **Visible part:** 390 – 750 nm
- **Spectral colors:** evoked by a single wavelength  
(red, orange, yellow, green, blue, and violet)
- **Other colors:** unsaturated colors: mix of multiple wavelengths  
(purple, magenta, ... and white)

# DISPERSING LIGHT WITH PRISM



# COLOR != WAVELENGTH

color = wavelength + energy

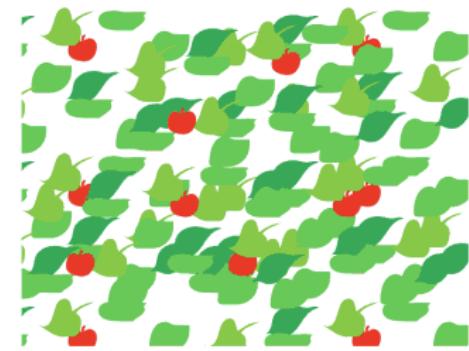
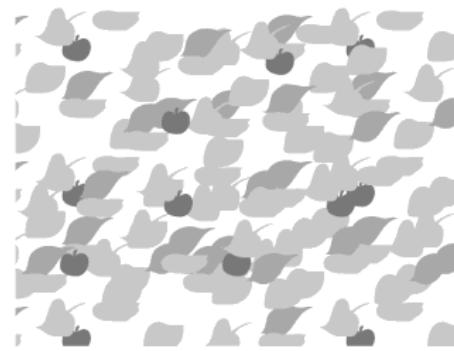


# COLOR

**Color is irrelevant to much of normal vision.**

Does not help to perceive

- layout of objects
- how they are moving
- what shape they are



**Color breaks camouflage**

**Tells about material properties (e.g. quality of food)**

# DIMENSIONS OF COLOR

## HSV model

### Hue

color value expressed as a number from 0 to 360

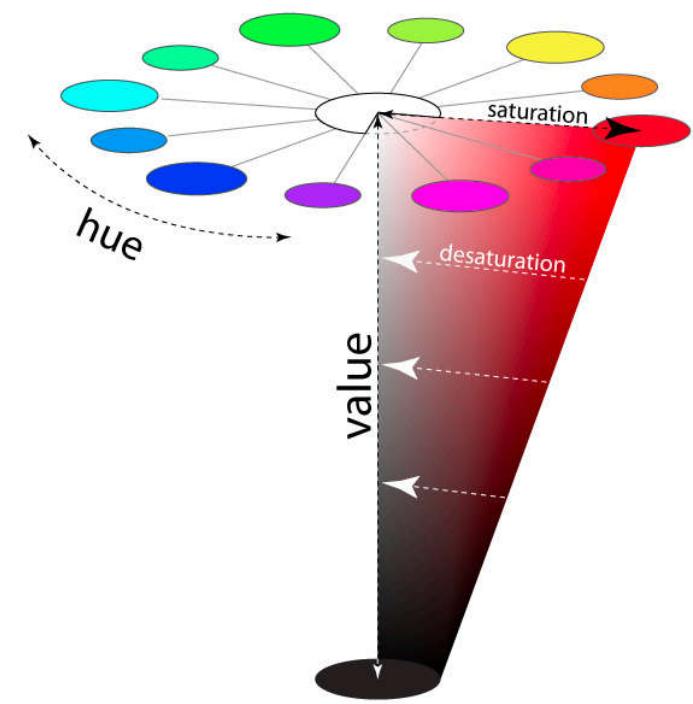
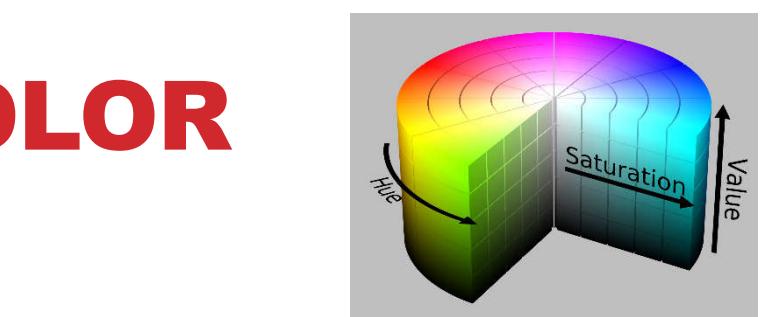
### Saturation

- the purity of a color
- pigments: no white/black is added
- light: what is the ratio of dominant wavelength to others

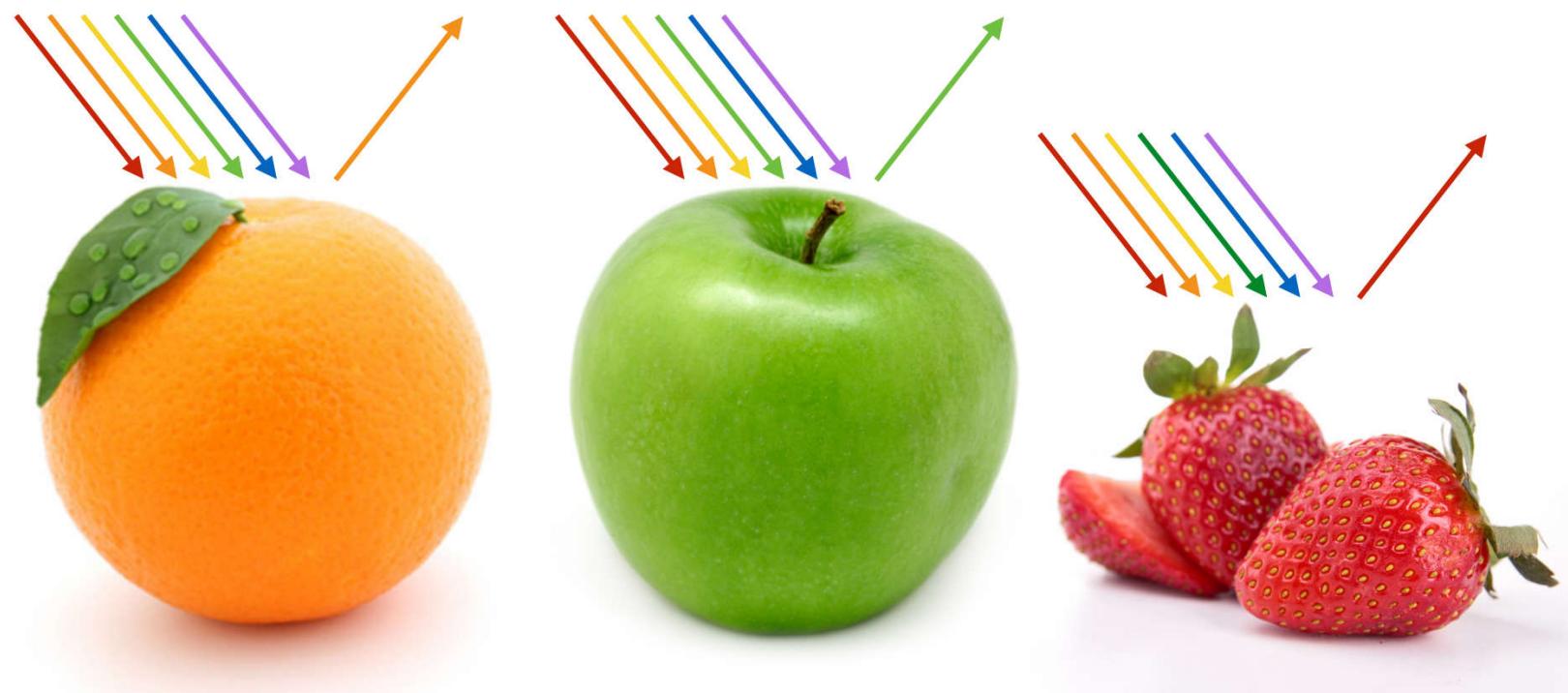
### Value

Lightness or darkness of a color  
the intensity of light

Other color models: RGB, HSL, ...



# COLOR IN REAL LIFE



# PAINT MIXING

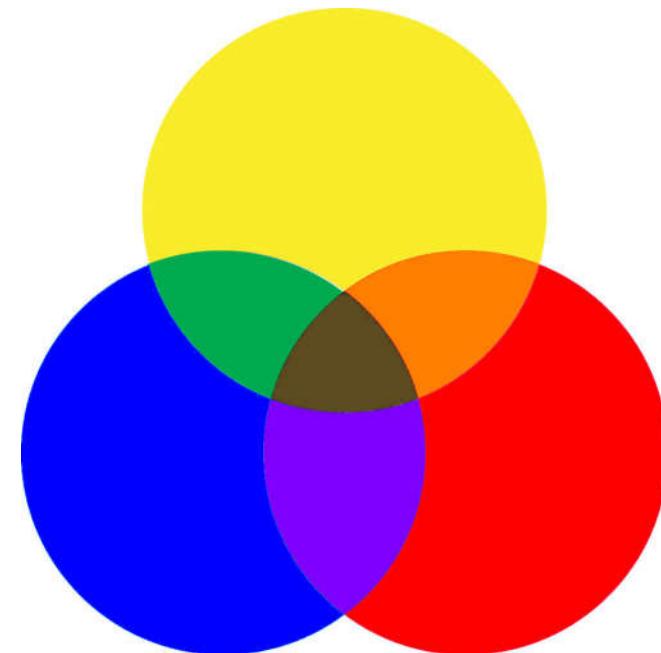
**Physical mixing of opaque paints**

**Primary: red, yellow, blue**

**Secondary (mixed): green, orange, purple**

**Subtractive model**

**- absorb wavelength**



# INK MIXING

**Subtractive mix of transparent inks**

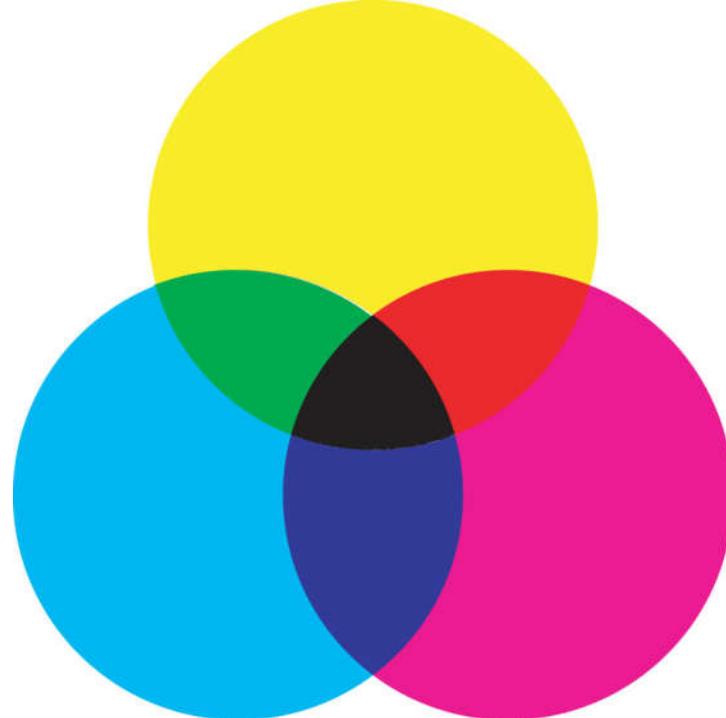
**Primary: cyan, magenta, yellow**

**Secondary: RGB**

**Approx. black = C+M+Y**

**True black = C+M+Y+K**

**Subtractive model**



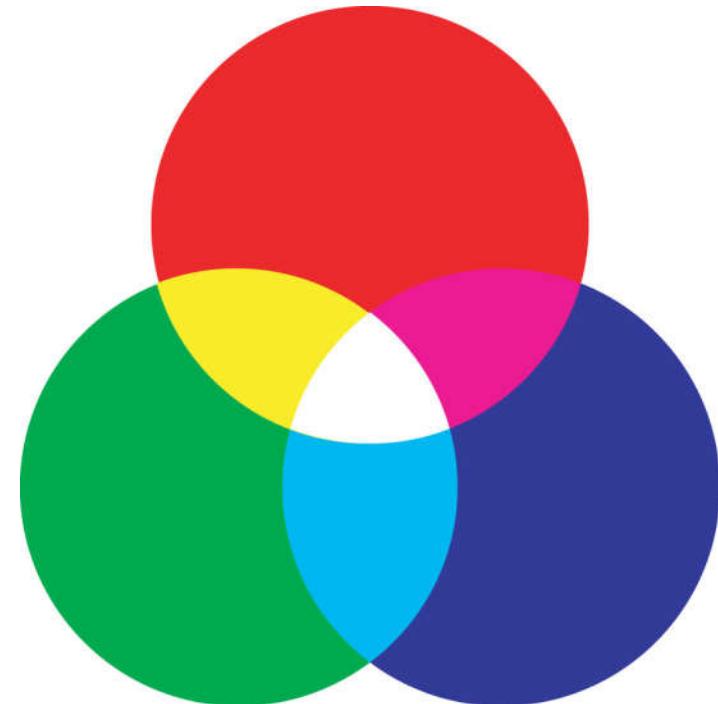
# **LIGHT MIXING**

**Additive mix of colored lights**

**Primary: Red, Green, Blue**

**Secondary: Cyan, Magenta, Yellow**

**Additive model**

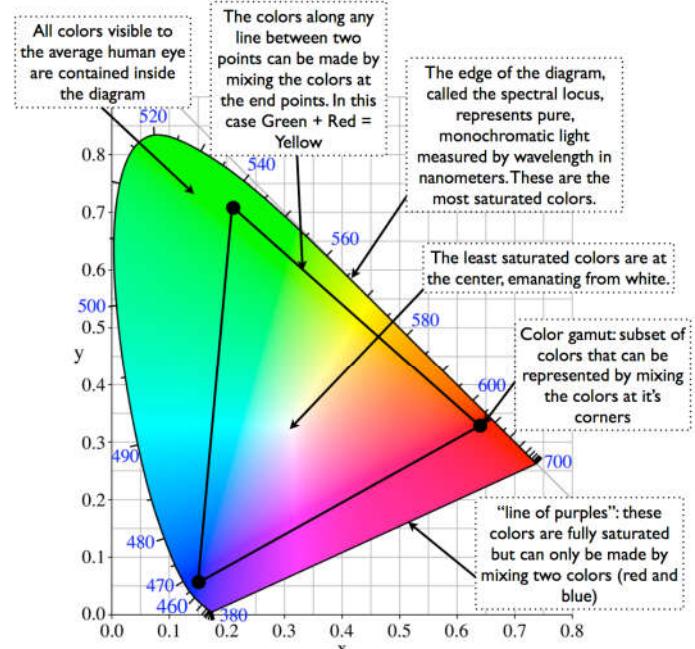


# COLOR GAMUT

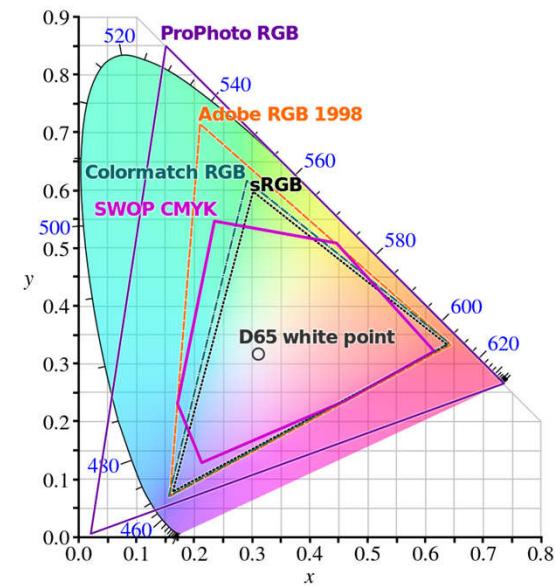
The curve shows all visible colors

Polygon: Set of all colors that can be produced by a device

Primaries are arbitrary



Anatomy of a CIE Chromaticity Diagram



# COLOR IN VISUALIZATION

# COLORMAP

**Specifies a mapping between color and values**

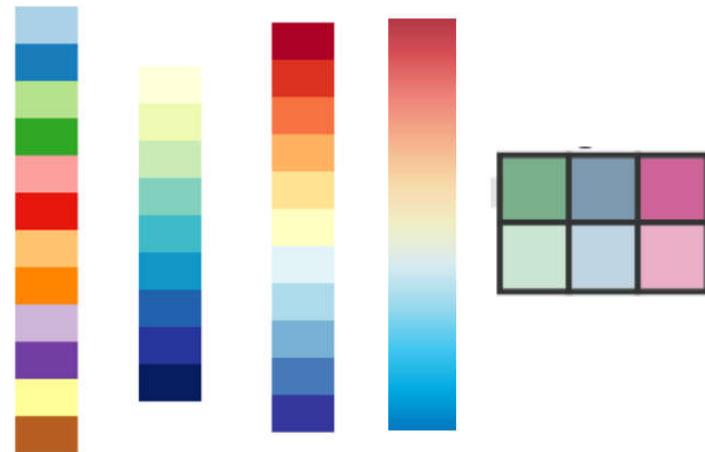
- Categorical vs ordered
- Sequential vs diverging
- Segmented vs continuous
- Univariate vs bivariate

[0,8] →

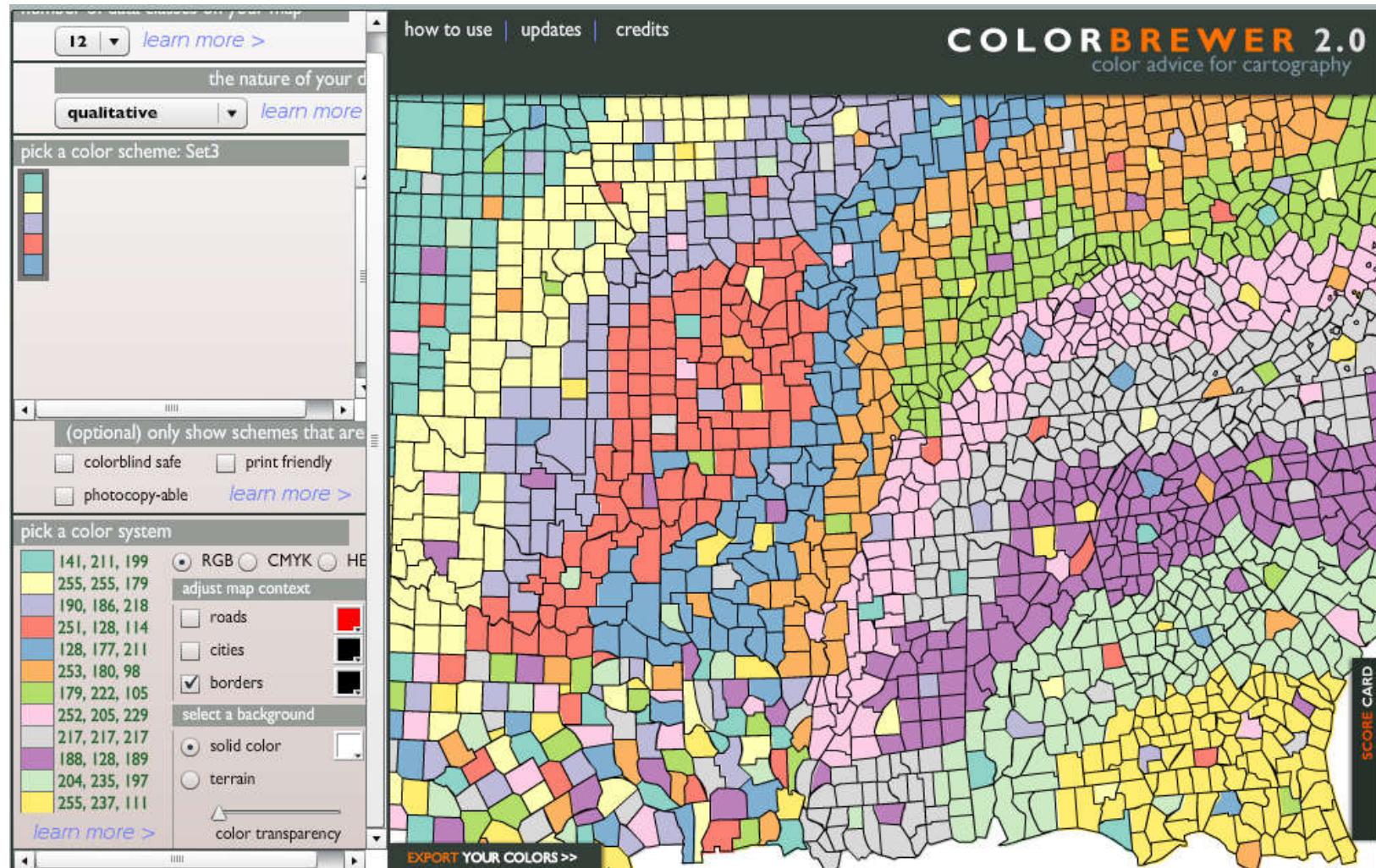


**Expressiveness**

Match colormap to attribute characteristics



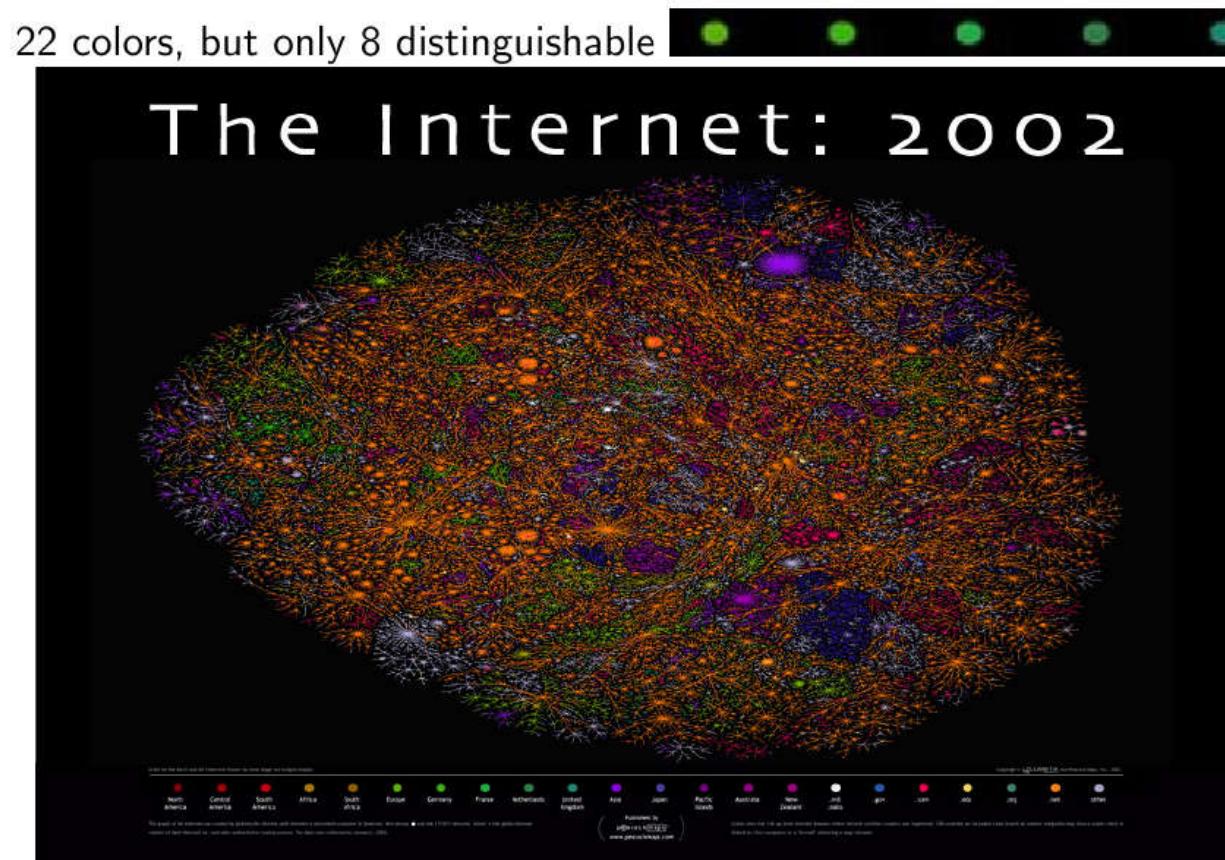
# APPLICATION: LABELLING



Carefully designed color scheme for 12 colors [colorbrewer]

# COLOR FOR QUALITATIVE DATA

Color labeling (nominal information coding)  
recommended: about 6, no more than 10



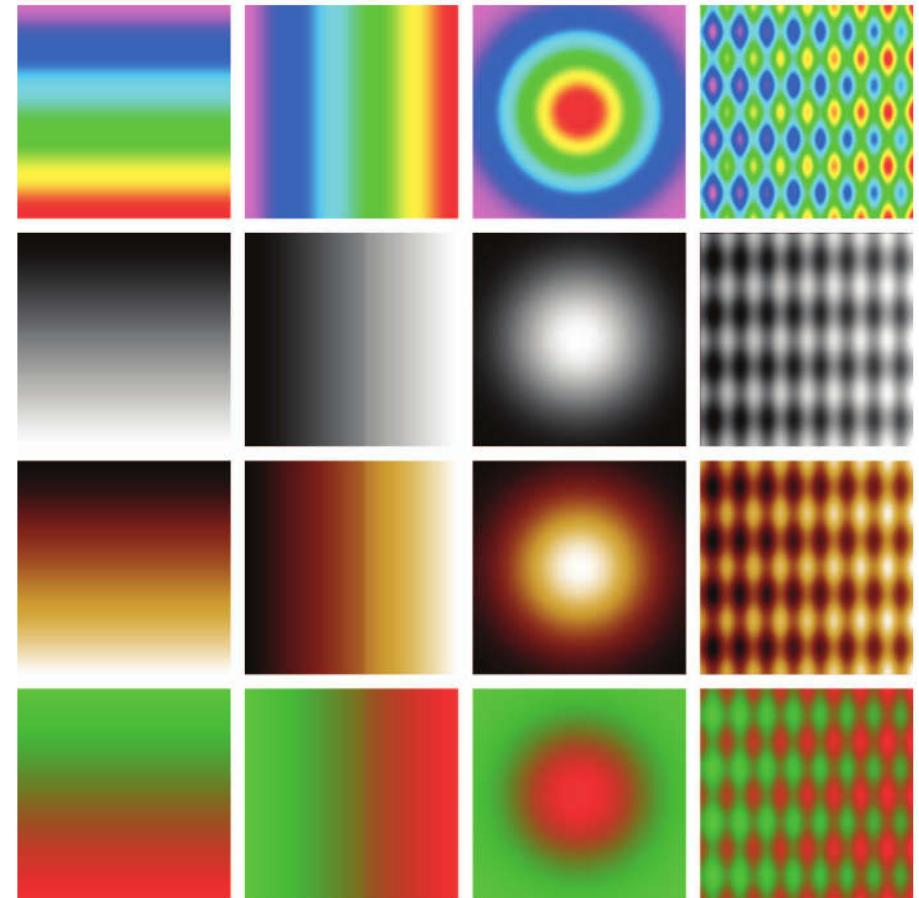
# COLOR FOR QUANTITATIVE DATA

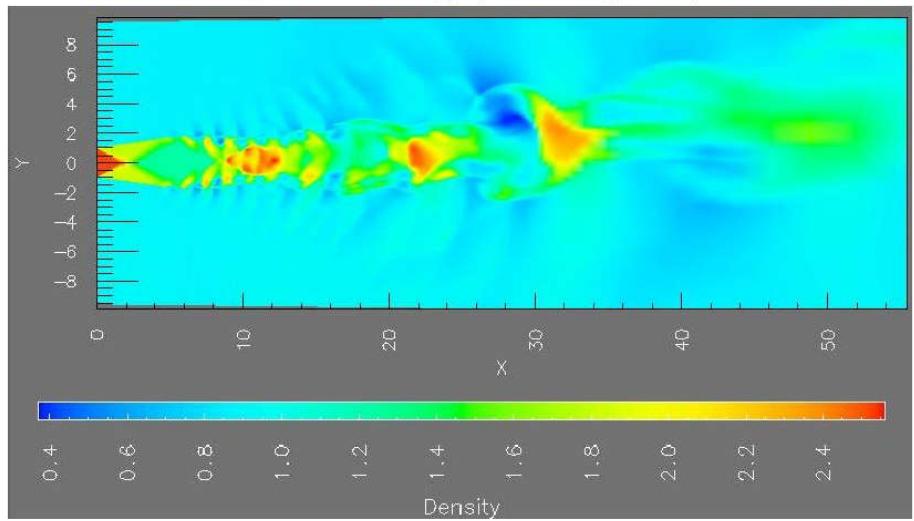
use value

saturation works but not as good

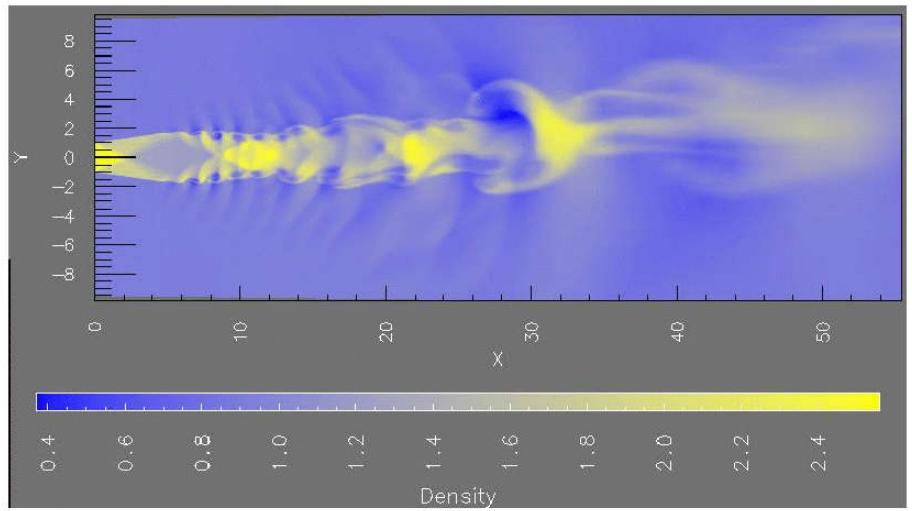
don't use hue!

Danger: rainbow color map





[Rogowitz and Treinish, Why Should Engineers and Scientists Be Worried About Color? <http://www.research.ibm.com/people/l/lloyd/color/color.HTM>]



[Rogowitz and Treinish, How NOT to Lie with Visualization, [www.research.ibm.com/dx/proceedings/pravda/truevis.htm](http://www.research.ibm.com/dx/proceedings/pravda/truevis.htm)]

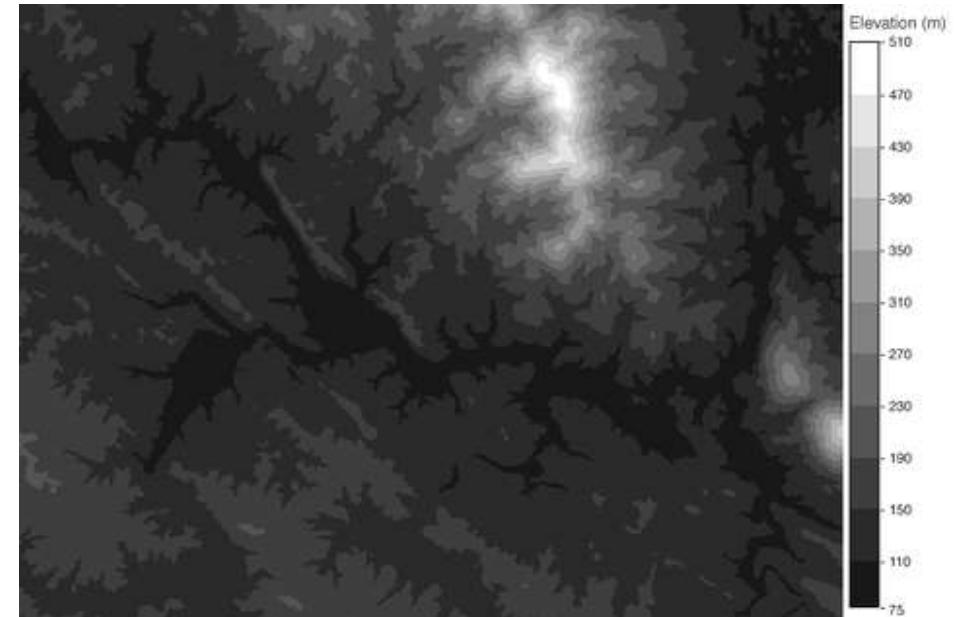
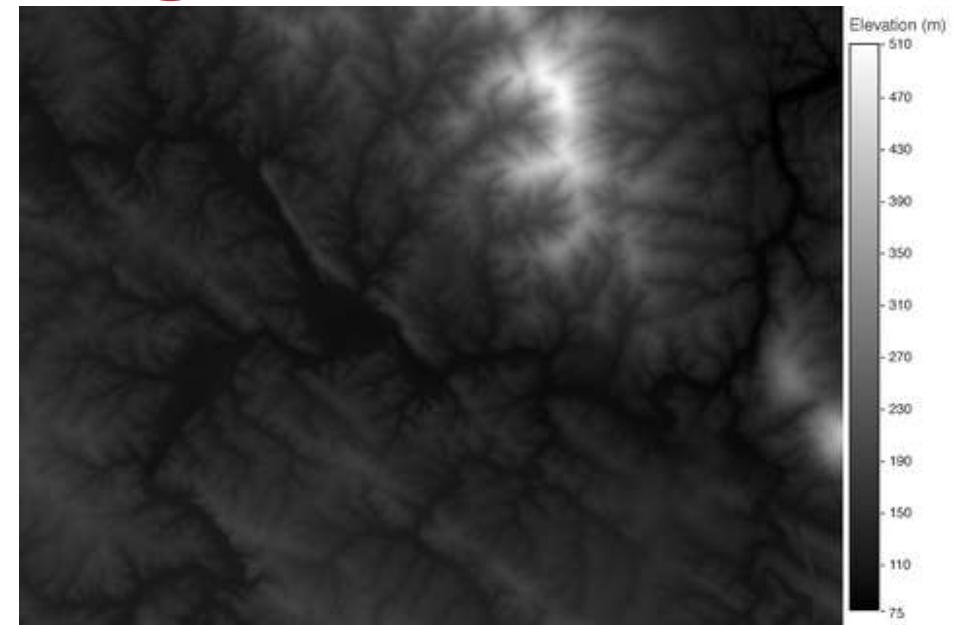
# TO BIN OR NOT TO BIN?

**What is faster?**

**What is more accurate?**

**Continuous was faster**

**Binned was often  
more accurate**



Evaluating the Impact of Binning 2D Scalar Fields  
Lace Padilla, P. Samuel Quinan, Miriah Meyer, Sarah  
Creem-Regehr  
Proceedings of InfoVis16

# COLOR BLINDNESS

# NOTION

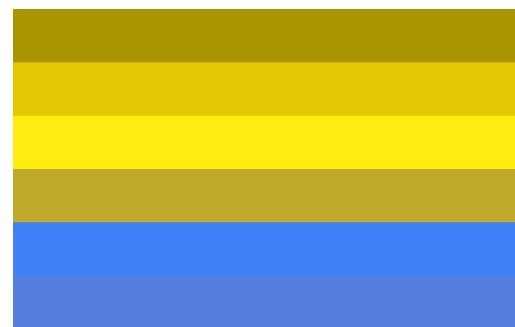
**10% of males, 1% of females**

**Most common: red-green weakness / blindness**

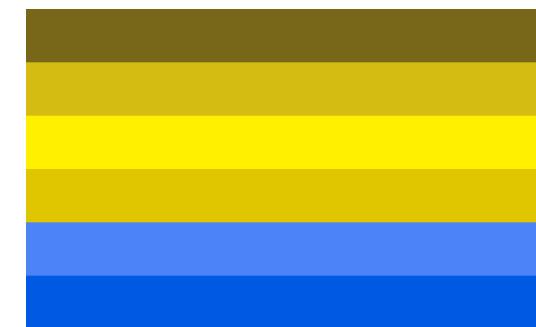
**Reason: lack of medium or long wavelength receptors, or altered spectral sensitivity (most common: green shift)**



Normal

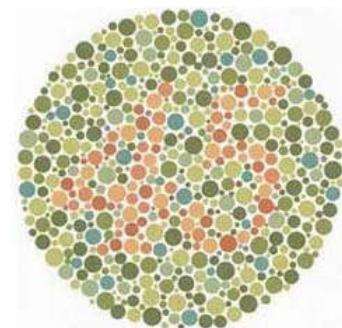
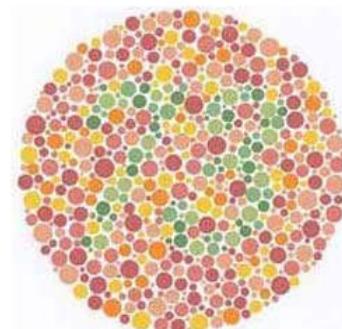
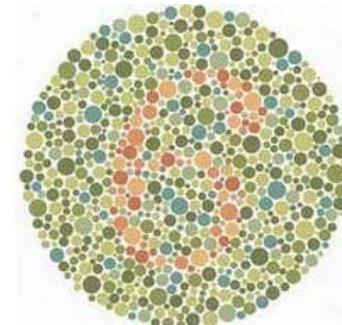
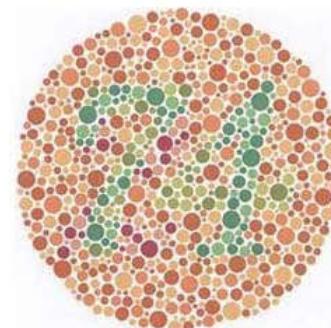
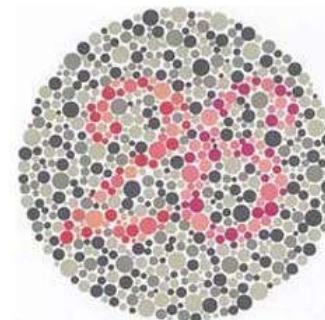
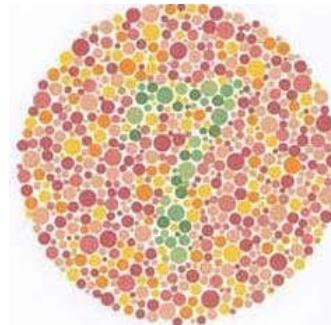
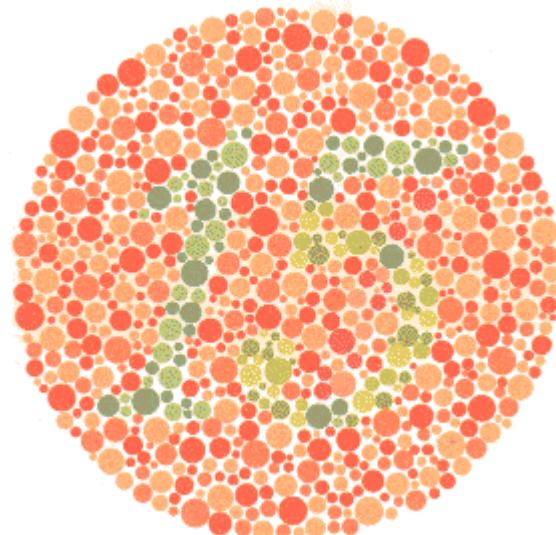
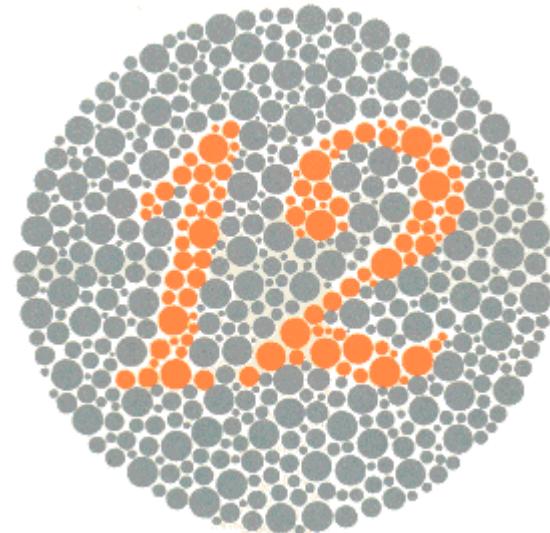


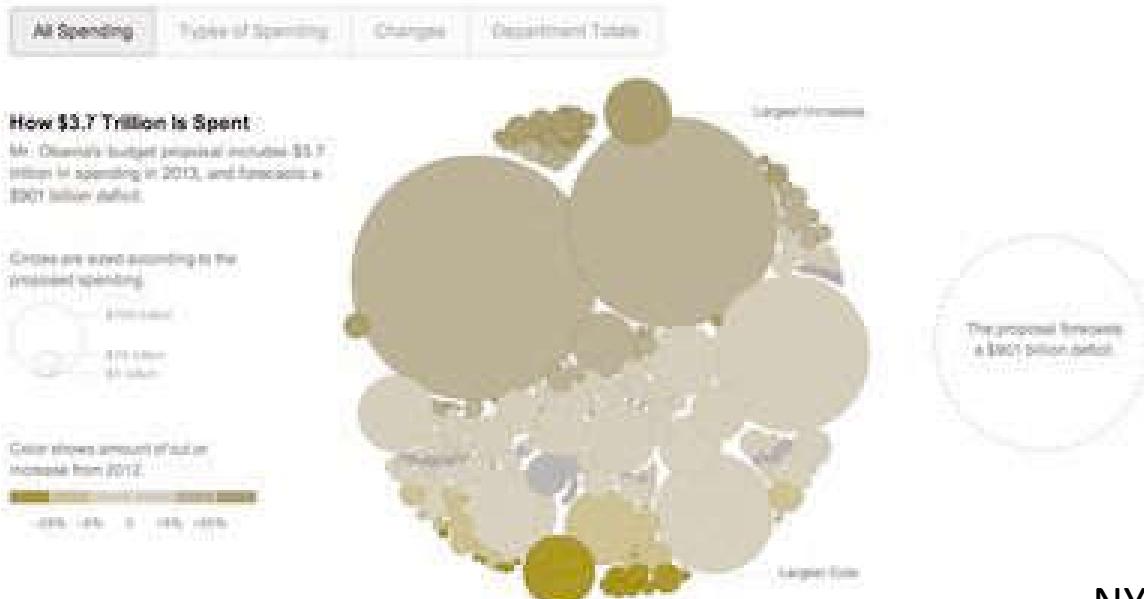
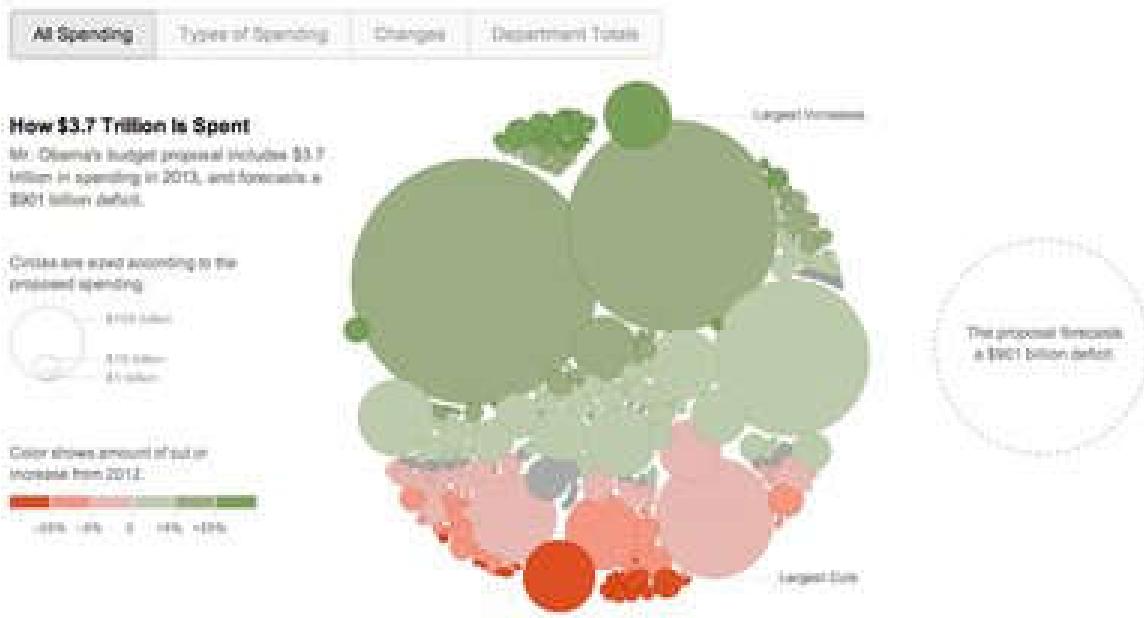
Deutanopia (no green receptors)



Protanopia (no red receptors)

# COLOR BLINDNESS TEST





NYT, Feb 12, 2012

# SIMULATE COLOR VISION DEFICIENCIES

Normal

Red-Weak/Protanomaly

Green-Weak/Deuteranomaly

Blue-Weak/Tritanomaly

Red-Blind/Protanopia

Green-Blind/Deuteranopia

Blue-Blind/Tritanopia

Monochromacy/Achromatopsia

Blue Cone Monochromacy

Use lens to compare with normal view:  No Lens  Normal Lens  Inverse Lens

[Reset View](#)



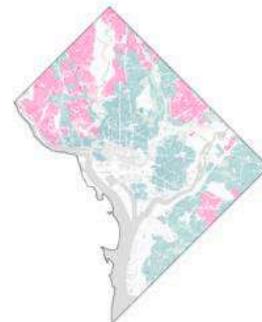
<https://www.color-blindness.com/coblis-color-blindness-simulator/>

# COLOR BLINDNESS CHECKING

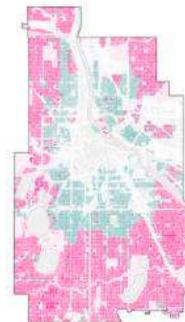
Residential land zoned for: ■ detached single-family homes ■ other housing



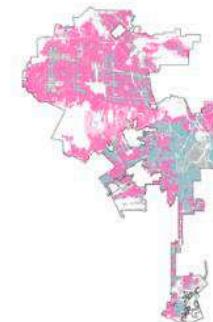
New York **15%**



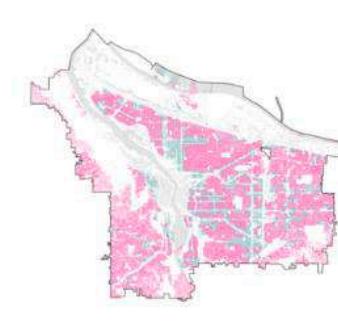
Washington **36%**



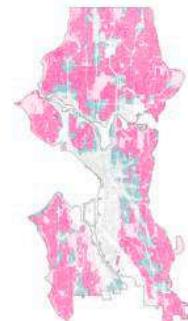
Minneapolis **70%**



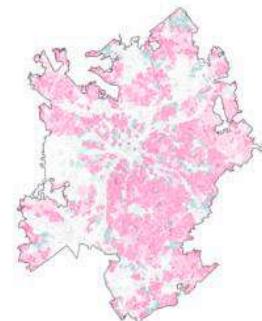
Los Angeles **75%**



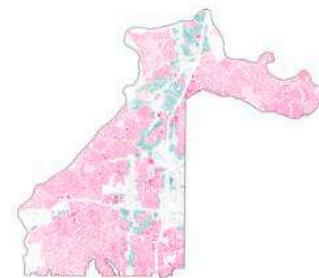
Portland, Ore. **77%**



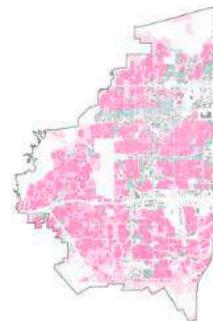
Seattle **81%**



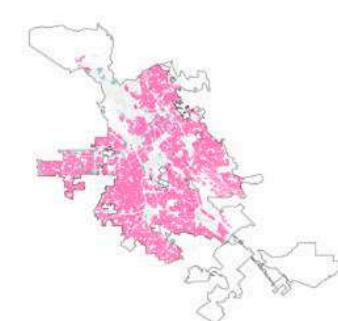
Charlotte, N.C. **84%**



Sandy Springs, Ga. **85%**



Arlington, Tex. **89%**



San Jose, Calif. **94%**

Cities not shown to scale. Source: Zoning data for individual cities from UrbanFootprint

NY Times Zoning Maps: <http://nyti.ms/2XVAuie>

Drag and drop or paste your file in the area below or:  D9WlOrwXsAA4Z07.jpg

*Trichromatic view: Anomalous Trichromacy:*

- Normal
- Red-Weak/Protanomaly
- Green-Weak/Deuteranomaly
- Blue-Weak/Tritanomaly

*Dichromatic view:*

- Red-Blind/Protanopia
- Green-Blind/Deuteranopia
- Blue-Blind/Tritanopia

*Monochromatic view:*

- Monochromacy/Achromatopsia
- Blue Cone Monochromacy

Use lens to compare with normal view:  No Lens  Normal Lens  Inverse Lens

[Reset View](#) [Open simulated image in new window](#)

Residential land zoned for:  detached single-family homes  other housing



New York 15%



Washington 36%



Minneapolis 70%



Los Angeles 75%



Portland, Ore. 77%



Seattle 81%



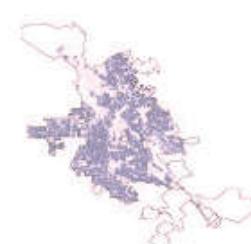
Charlotte, N.C. 84%



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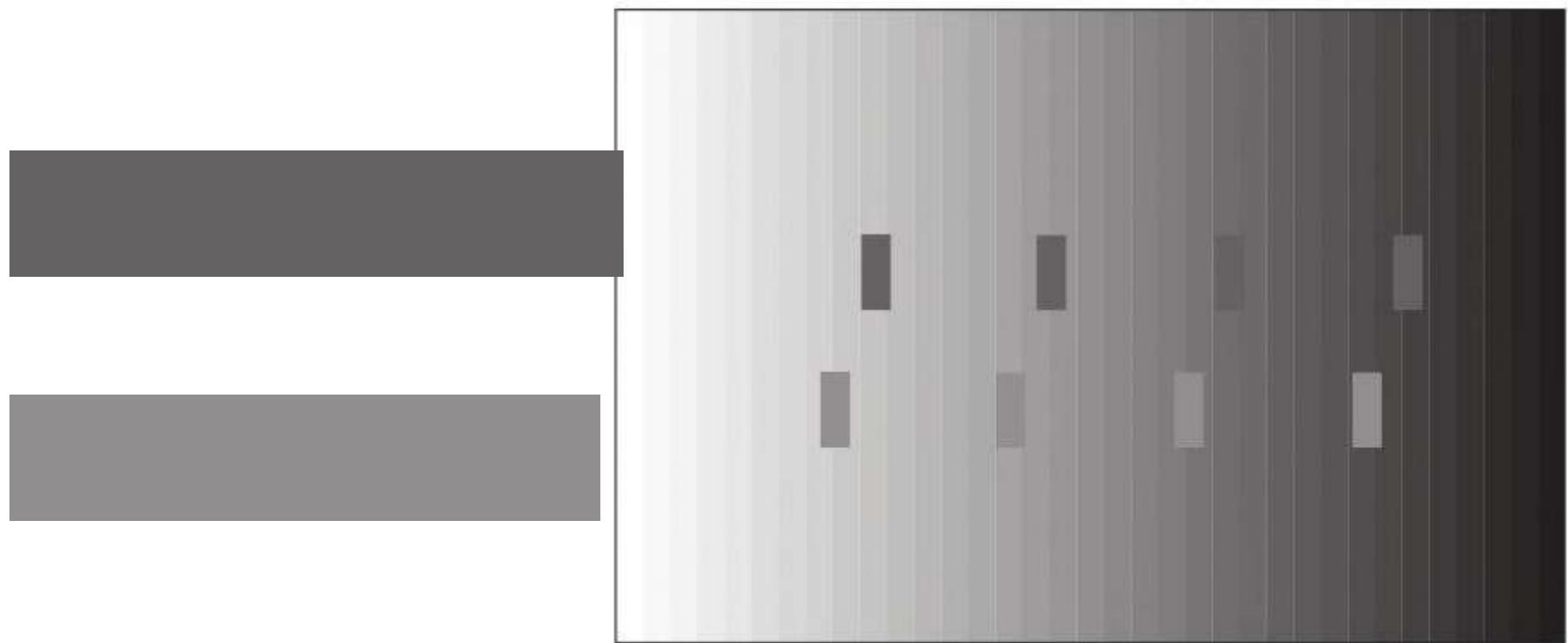
Cities not shown to scale. Source: Zoning data for individual cities from UrbanFootprint

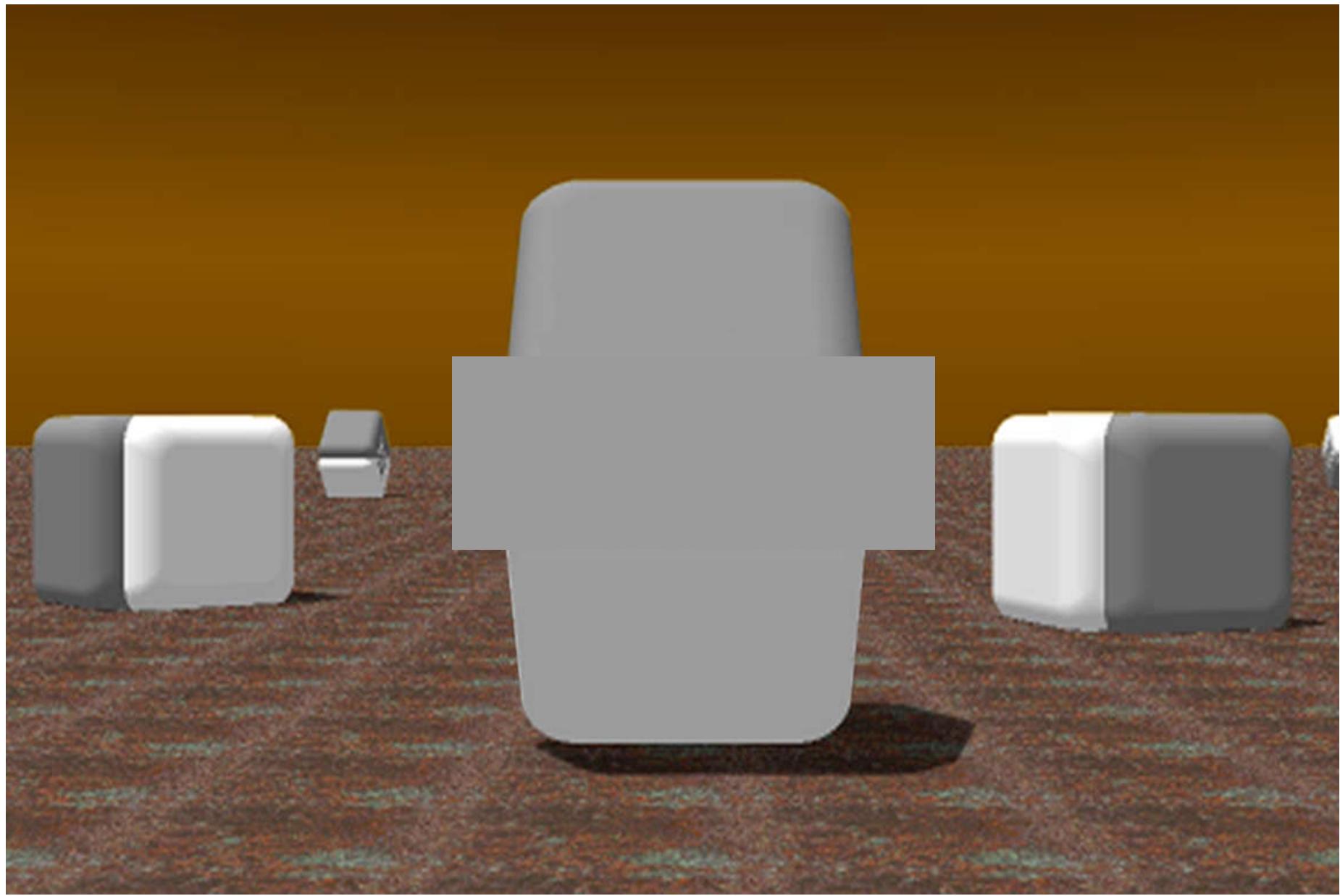


**COLOR IS  
RELATIVE**

# SIMULTANEOUS BRIGHTNESS CONTRAST

The perceived brightness  
of an object is relative to  
its background





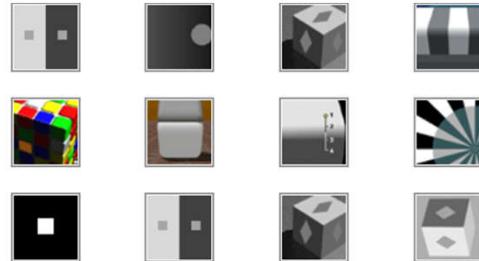
# FOR MORE DEMO

<http://purveslab.net/see-for-yourself/>

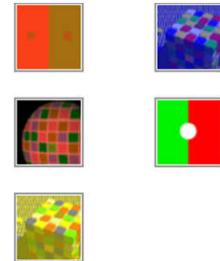
## SEE FOR YOURSELF

*Click on any of the thumbnails below for a demonstration.*

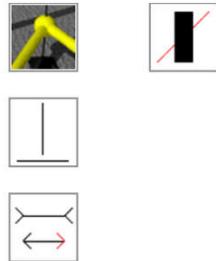
Lightness/Brightness



Color



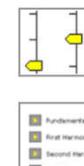
Lines and Angles



Motion

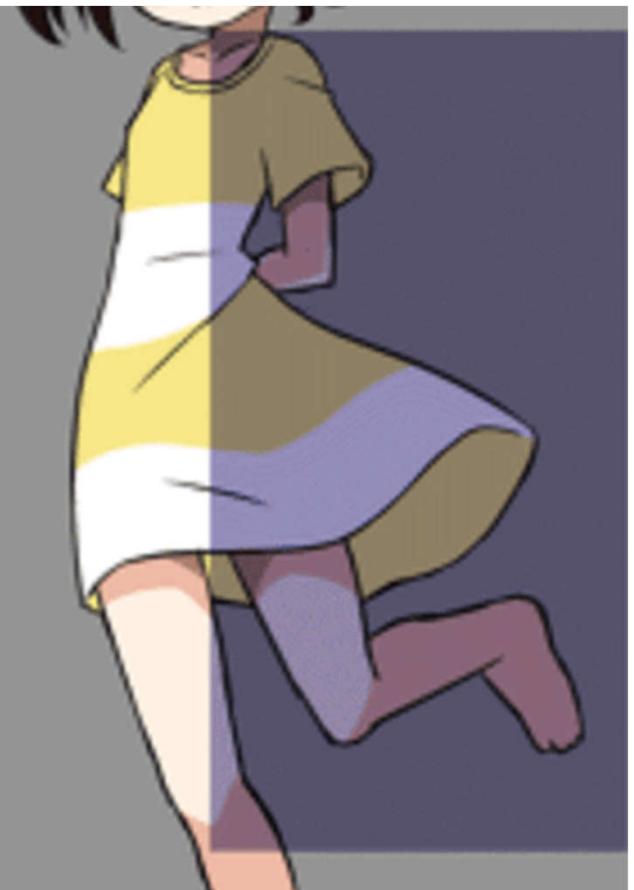
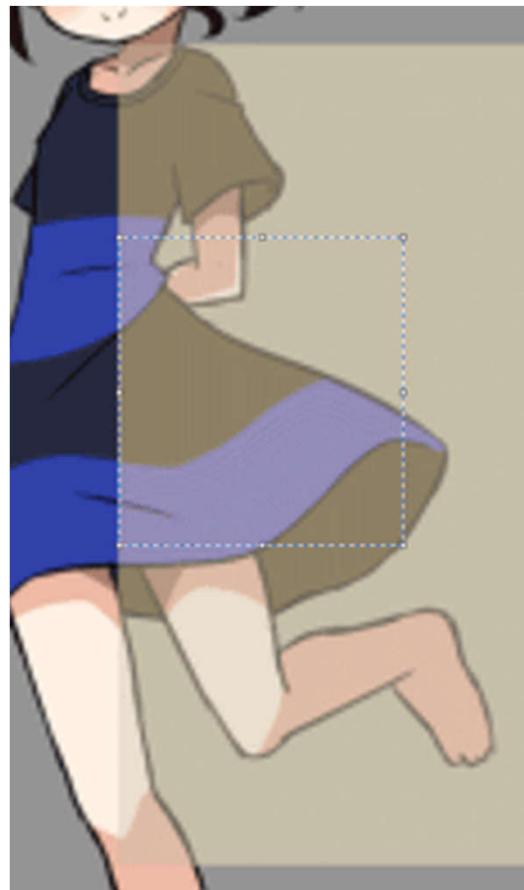


Sound and Music

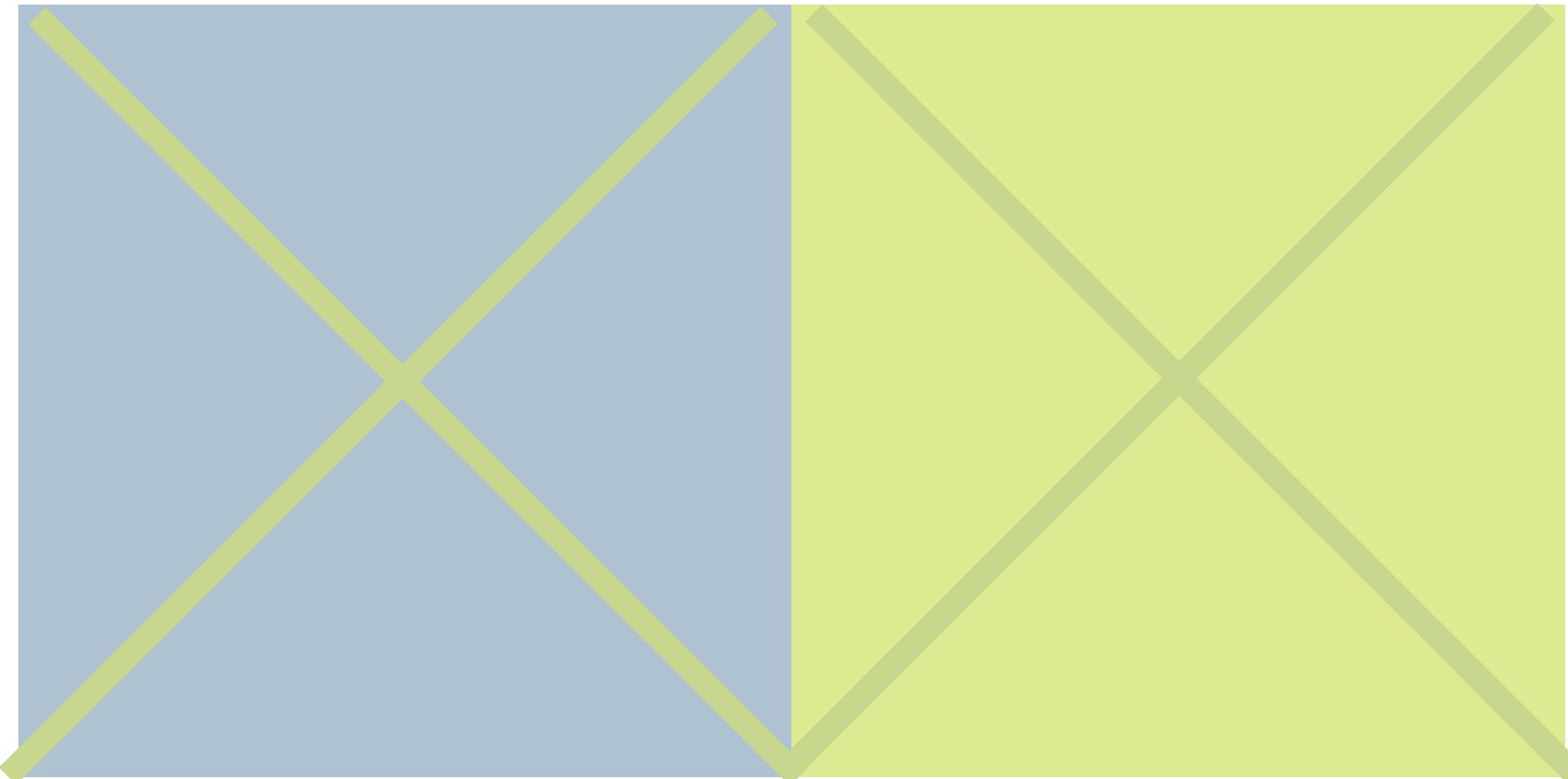


# BLACK AND BLUE OR WHITE AND GOLD

<https://imgur.com/hxJjUQB>

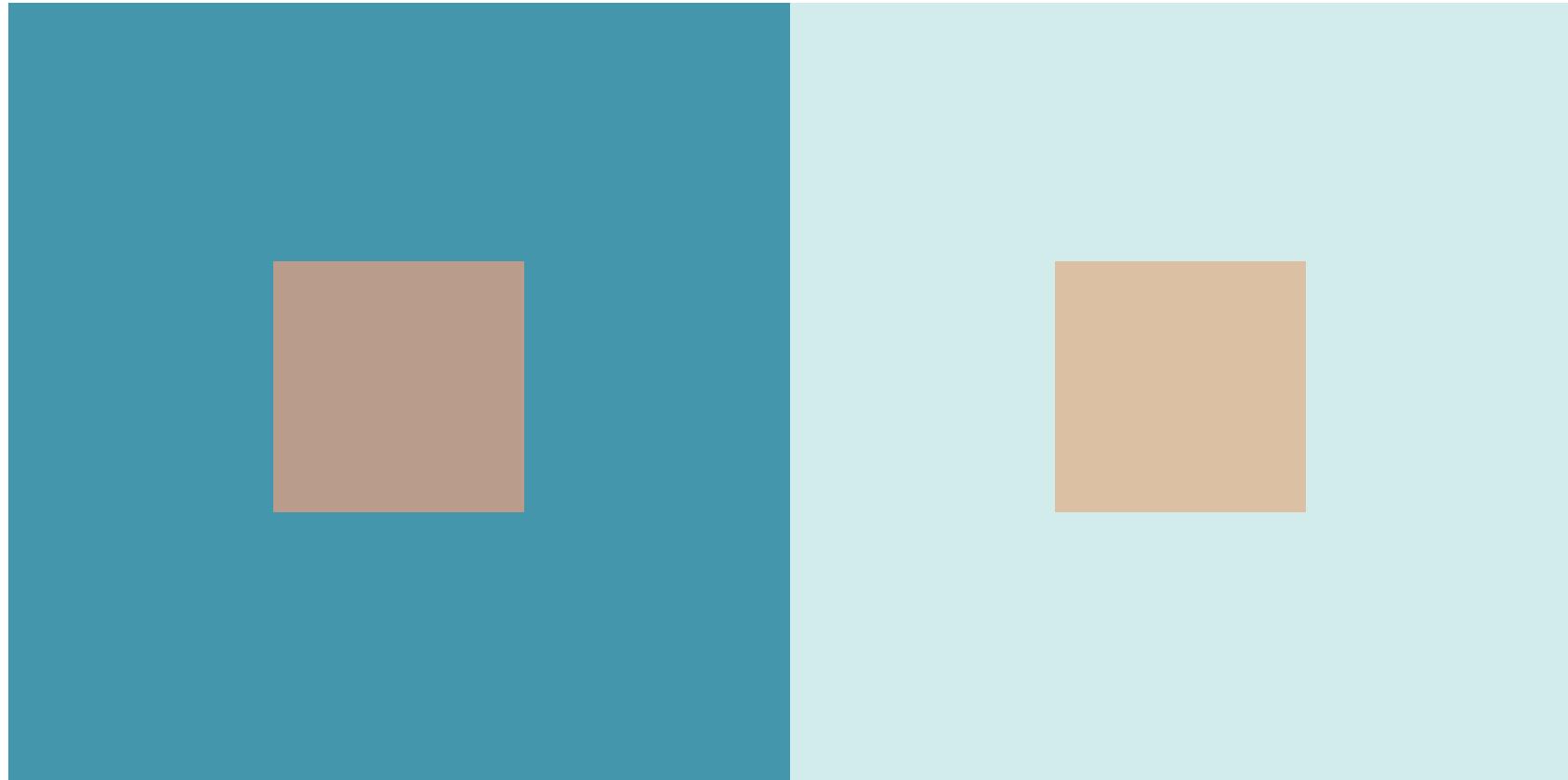


# INTERACTION OF COLOR

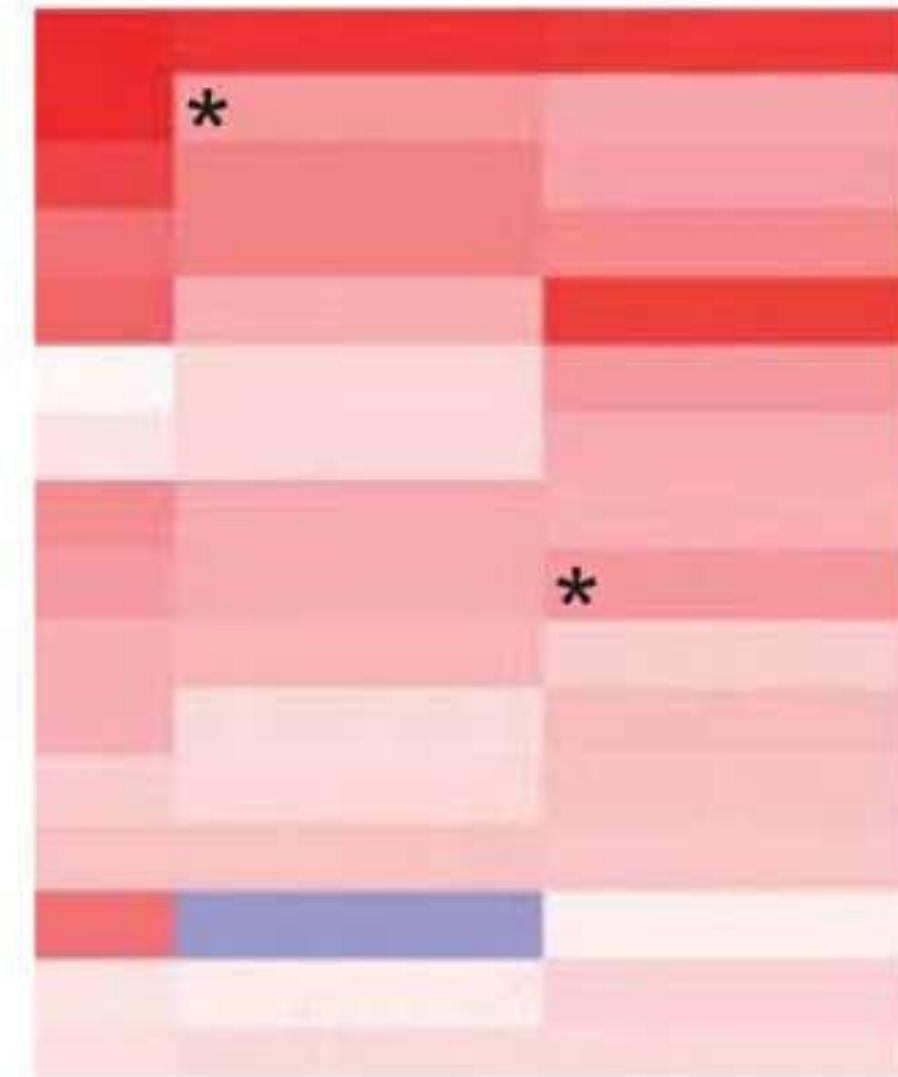


53

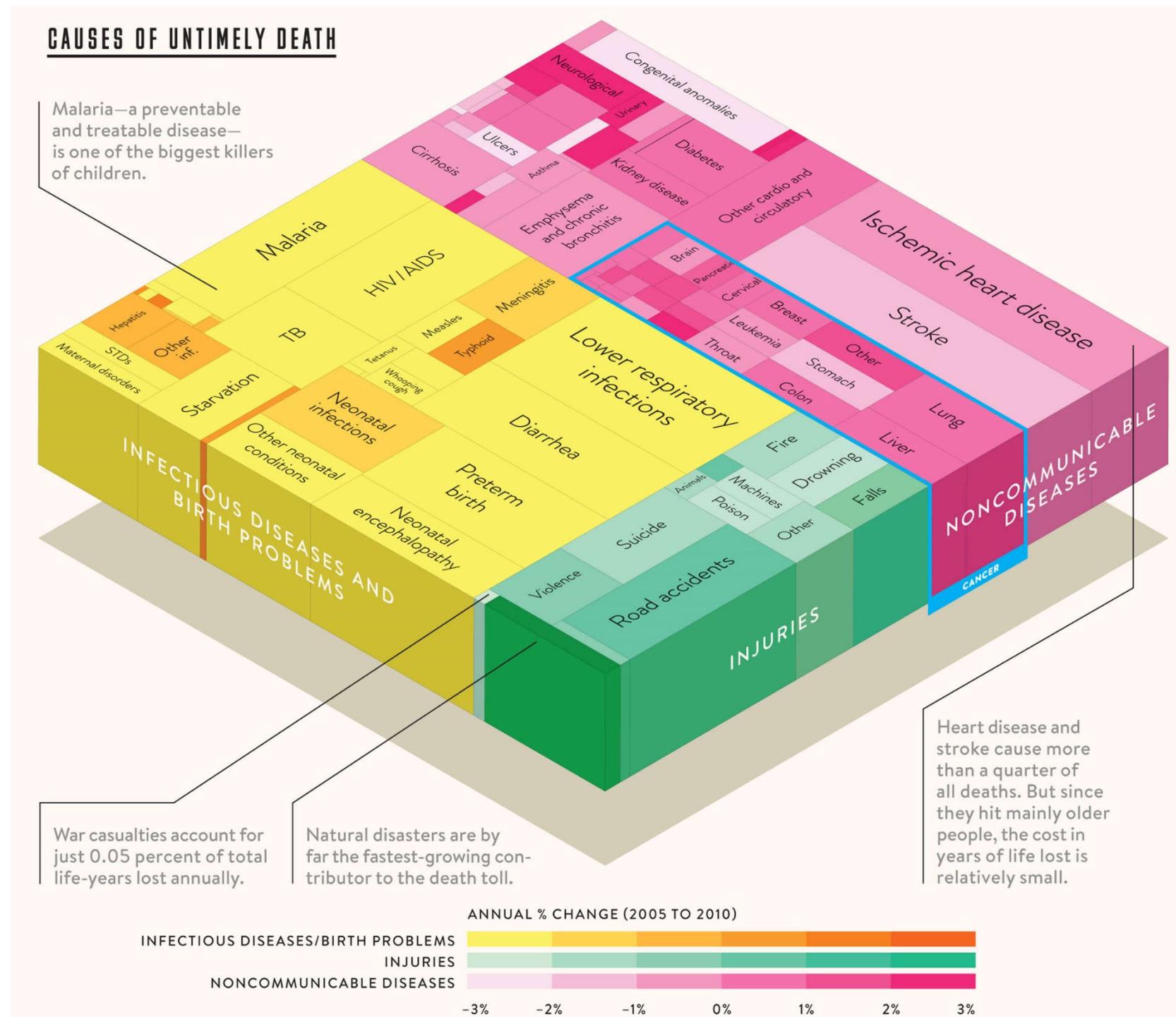
# INTERACTION OF COLOR



# INTERACTION OF COLOR



[Wong 2010]



*I love this graph because it shows that while the number of people dying from communicable diseases is still far too high, those numbers continue to come down [...] But there remains much to do to cut down the deaths in that yellow block even more dramatically.[...]*

*Bill Gate*

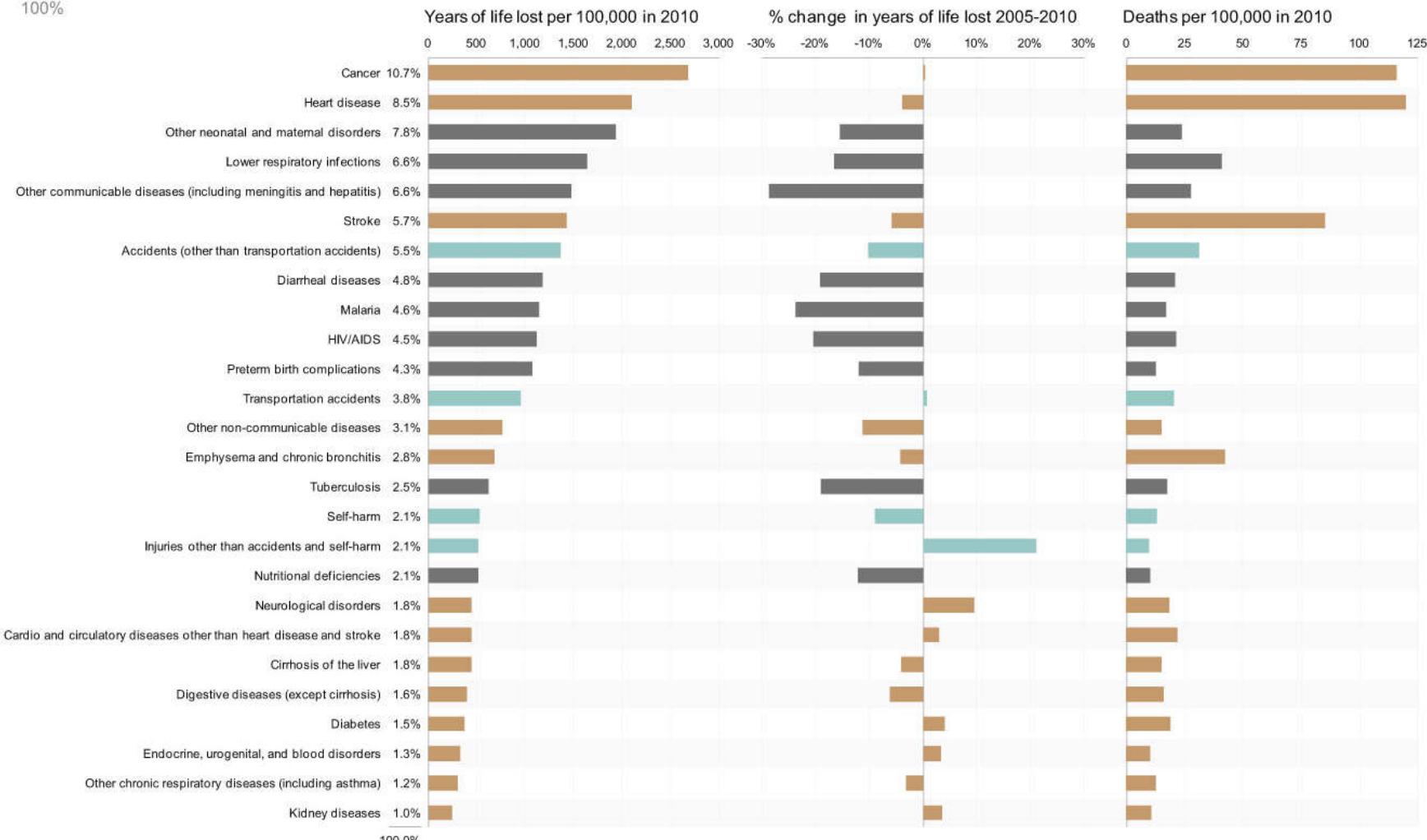
# EVALUATE THE GRAPH

how well does the graph above tell  
this story?

# Global Causes of Lost Life

44% ■ Communicable, maternal, neonatal, and nutritional disorders  
 43% ■ Non-communicable diseases  
 13% ■ Injuries

Comparing the number of deaths alone, as shown in the right-most graph below, doesn't tell the entire story. Some causes of death have a greater effect on the young, which can be seen when comparing years of life lost in the leftmost graph.



Some causes of death contribute disproportionately to years of life lost because of their effect on the young. For example, malaria, while not huge in the number of deaths, is much more significant in the number of years that are lost.

Two interesting changes reside in "Injuries other than accidents and self-harm." War, which accounted for only 0.05% of years of life lost, decreased since 2005 by 31.5% in years of life lost per 100,000 people. Natural disasters, which accounted for 0.65% of years of life lost, increased by 217% in years of life lost per 100,000.

Communicable, maternal, neonatal, and nutritional disorders (the gray bars) are often easier to prevent through healthcare than other causes of death. This reveals itself in the graph above by the fact that all of these disorders have decreased during this five year period.

The five forms of cancer that cause the most deaths are trachea/bronchus/lung (2.9%), stomach (1.4%), liver (1.4%), colon/rectum (1.4%), and breast (0.8%).

All cardiovascular and circulatory diseases combined account for 30% of deaths.

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