

# Kersten Computational Vision Lab

The Computational Vision Lab combines computational theory with behavioral and brain image experiments to understand how we see the world around us.

Welcome! You can learn [who we are](#) and read more about our [research](#) and [publications](#).

## Selected publications

Kersten, D., Mamassian, P., & Yuille, A. (2004). Object Perception as Bayesian Inference. *Annu. Rev. Psychol.*, 55, 271–304. <https://doi.org/10.1146/annurev.psych.55.090902.142005>

Yuille, A., & Kersten, D. (2006). Vision as Bayesian inference: analysis by synthesis? *Trends in Cognitive Sciences*, 10(7), 301–308. <https://doi.org/10.1016/j.tics.2006.05.002>

Murray, S. O., Kersten, D., Olshausen, B. A., Schrater, P., & Woods, D. L. (2002). Shape perception reduces activity in human primary visual cortex. *Proceedings of the National Academy of Sciences*, 99(23), 15164–15169. <https://doi.org/10.1073/pnas.192579399>

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