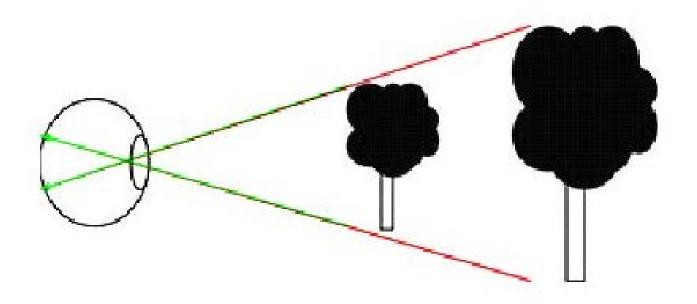
Learning to See

Cognitive and Computational Perspectives

amitabha mukerjee

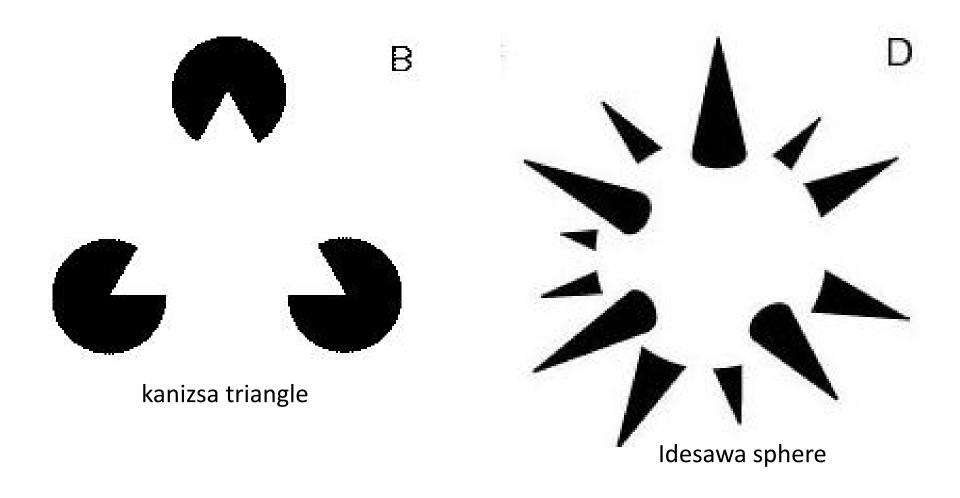
www.cse.iitk.ac.in/~amit

Indeterminacy in Vision



Seeing Objects

Perception of wholes / Good Continuation

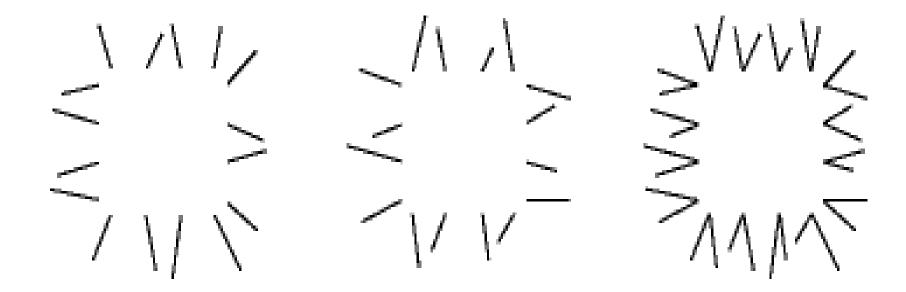


Manifolds in vision

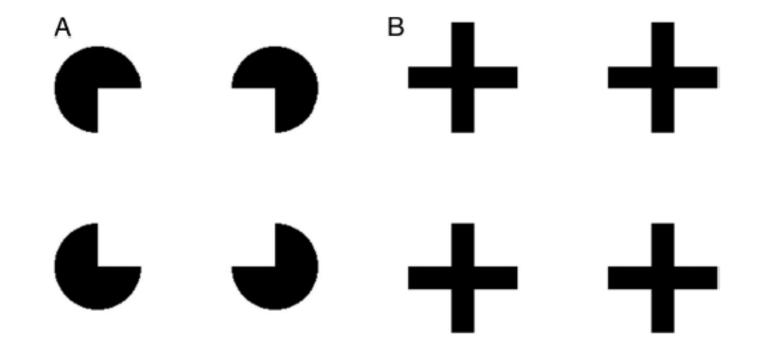


images: 100 x 100 pixels

Interference



Interference



Theories of Perception

Feature Theory

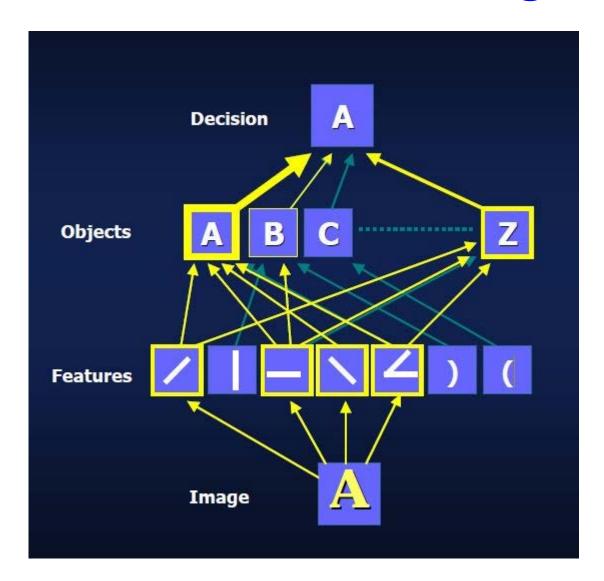
ODUGQR GRODUQ ROUZDQ GUQDOR RQGOUD UQGORD

Local vs Global Perception

Н	H	S	S	
H	H	S	S	
H	H	S	S	
НННННН		2222	222222	
H	H	S	S	
H	H	S	S	
Н	Н	S	S	

"letter S" at right Takes longer to respond to.

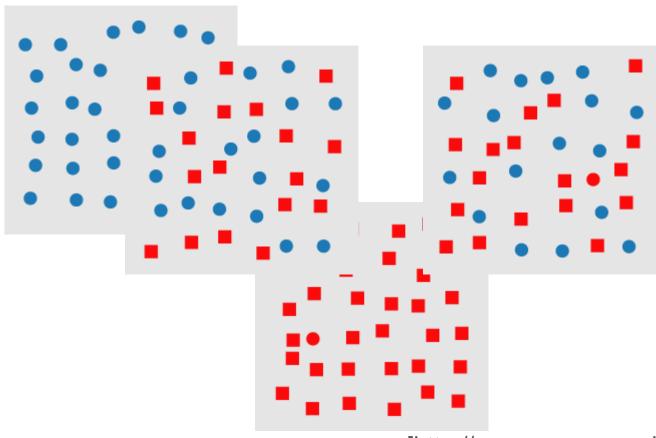
Feature Integration



- Features detected at lowest level: lines, corners
- Combined upwards
- Construct object models

Local vs Global Perception

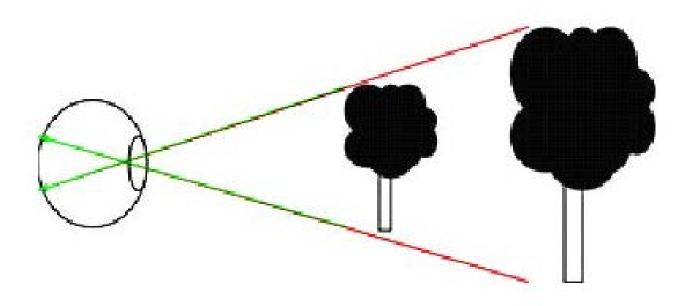
Find the red circle



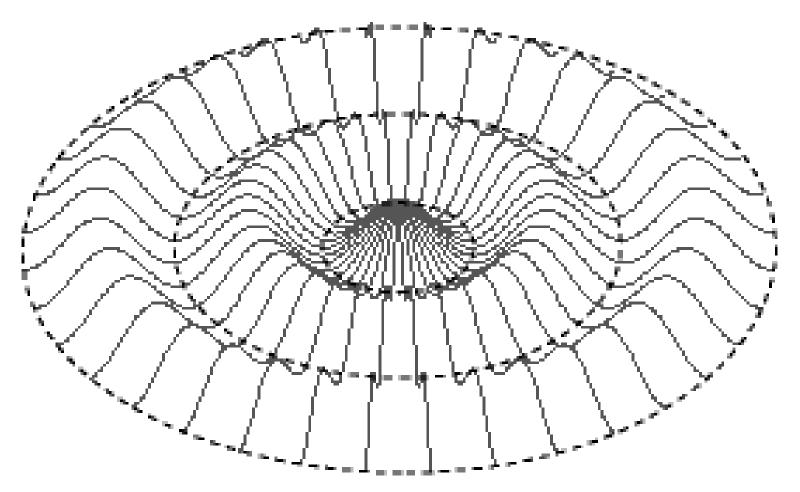
[http://www.csc.ncsu.edu/faculty/healey/PP/]

3-D Perception

Perception of Form

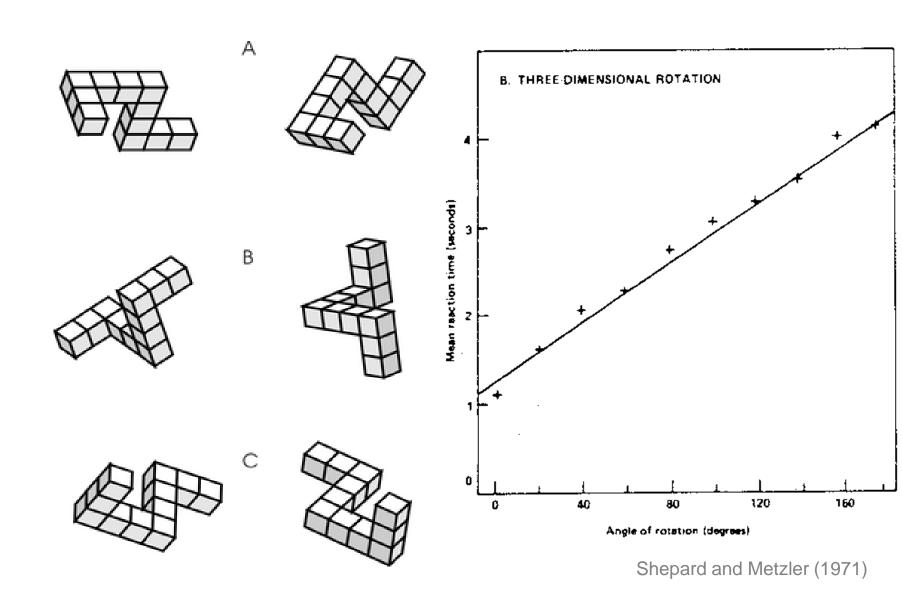


Perception of Form



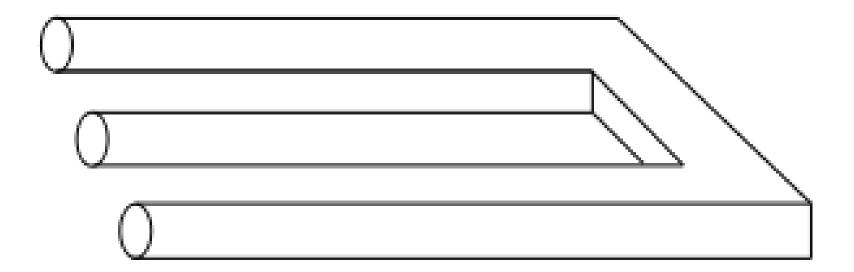
[donald hoffman] : Visual intelligence 2000

Mental Rotation



Local vs Global Perception

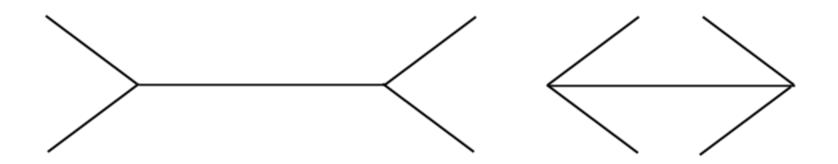
Devil's tuning fork



Local to Global conflict

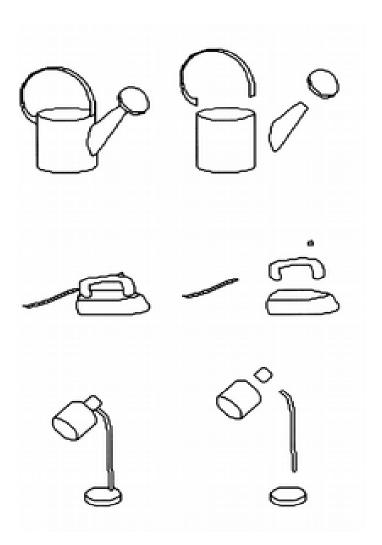
Cultural differences in perception

- 'Carpenteredness' (Segall, Campbell & Herskovits, 1966):
 - Muller-Lyer illusion



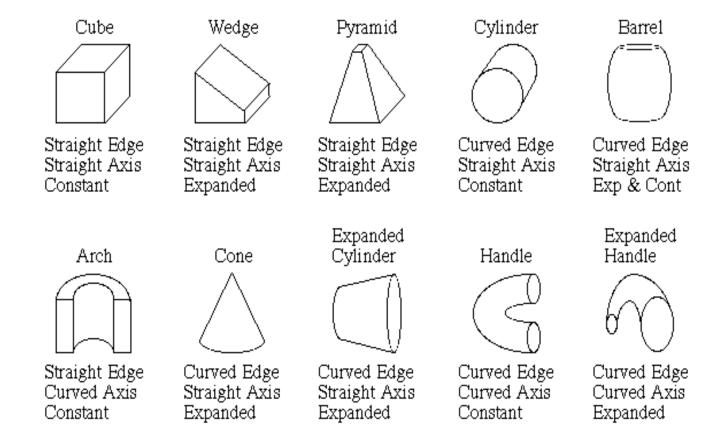
3-D Shape perception: Geon theory

- Volume Decomposition :
- Geon theory
 - Recognition by parts
 - Each part = simple3Dshape / volume



Object perception: Geon Theory

Geons:



Binocular Rivalry: Hole in the hand

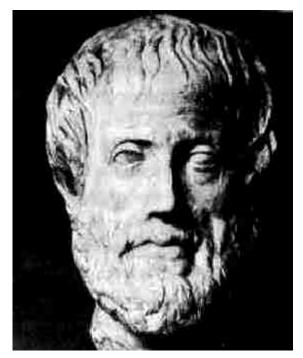


look through tube with left eye and at right hand w right eye

From perception to categories

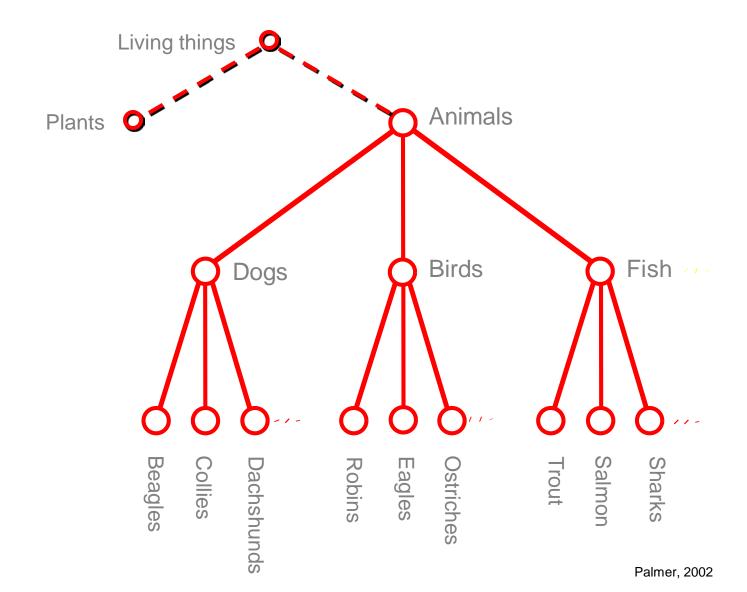
Classical Categories

- -Categories defined by set of properties common to all members f(x) = {x | has-prop (x,[a,b,c])}
- -Category membership is True / False [f(x) is boolean]
- Every member in a category is equal



Aristotle

Classical category hierarchy



Prototype Theory

- -Classical theory does not explain human categories
 - What is a prototypical bird?
 - a) sparrow
 - b) Penguin
- -Prototype Theory [Rosch, 70s]:
 - -membership in a category is graded
 - –properties of the category ← best prototypes
- –Categories = clusters of shared features
- Boundaries are not crisp

Naming pictures

"Say the first name that comes to mind"

Prototypical



"Bird" not "Robin"



"Bird" not "Sparrow"

Atypical

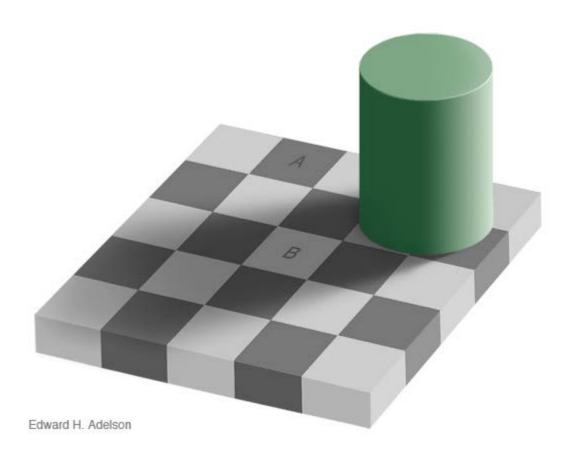


"Ostrich" not "Bird"

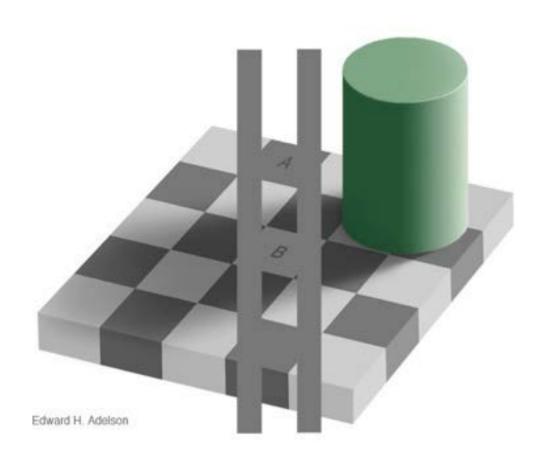


"Penguin" not "Bird"

Colours



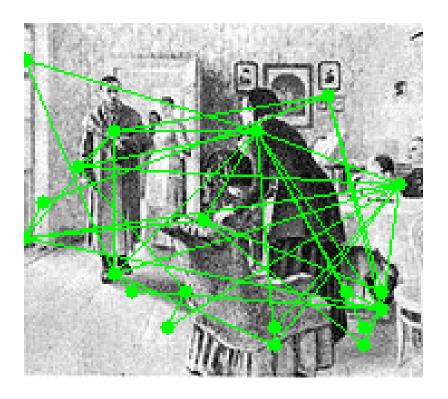
Colours



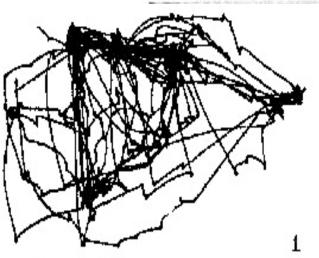
Purpose in Vision: Attention

Sense out of Blooming Buzzing Confusion





Ilya Repin: Unexpected Visitor



Free examination.



Estimate material circumstances of the family



Give the ages of the people.



Surmise what the family had been doing before the arrival of the unexpected visitor.



Remember the clothes worn by the people.

5

Reading

हिंदी के आख्यान पढ़ने का हमेशा से मुझे बहुत शौक था। ये शौक मुझे धरोहर में अपनी माँ से लिया है, जो कि स्वयं हिंदी के आख्यान किताबी कीड़ो कि तरह चाट डालती थी। परन्तु हिंदी के आख्यान ढूंढ पाना बहुत कष्टदायक कार्य है। माँ ने कभी पुस्तके खरीदी ही नहीं थी, वे ग्रंथालय से पुस्तके ला ला के पढ़तीं और उन्हें लौटा देती थी। इस कारणवश पुस्तको का कभी संग्रह न हो सका। जैसे तैसे मैंने रबिन्द्रनाथ टैगोर की ''काबुलीवाला'' पढ़ी थी और आनंद से प्रफुल्लित हो उठी थी। परन्तु उसके बाद से कोई अवसर ही न मिल सका। लेकिन भगवान के आगे कहीं कुछ रुक पाया है? कुछ ही दिनो पहले मुझे एक ऐसा ही स्वर्णिम अवसर मिल गया। ऐसा जिसकी मुझे हमेशा से तलाश थी। लैंडमार्क में हिंदी पुस्तकों का ढेर लगा था जिसे मैं उठा लायी ! अब एक एक कर के मैं वो सारी किताबें पढूंगी, जो पहले न पढ़ सकी थी। 🥶 में से सब से ऊपर थी मुंशी प्रेमचंद की "नैराश्य लीला" और हरिवंश राइ बच्चन की "बचपन के साथ"। इस उपन्यास के बारे में मैंने माँ से बहुत सुना था।

Task-driven Attention

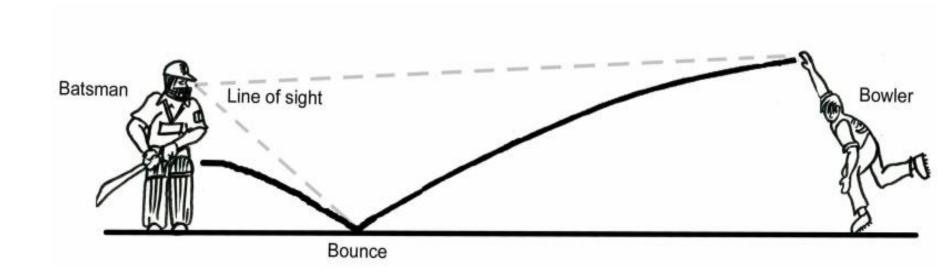
Attention is determined by the task

Q. Is the task-gaze relation innate, or is it learned?

Two models of attention

- bottom-up (independent of task, data driven, innate)
- top down
 (depends on task, possibly acquired)

Visual Attention in Cricket



mukerjee : Sehwag's Brain, 2003

Visual Attention in Cricket

In a perfect world, you will see the ball early and play it late.

- Geoffrey Boycott

What information is needed to play the ball?

- line and length at bat
- speed / timing

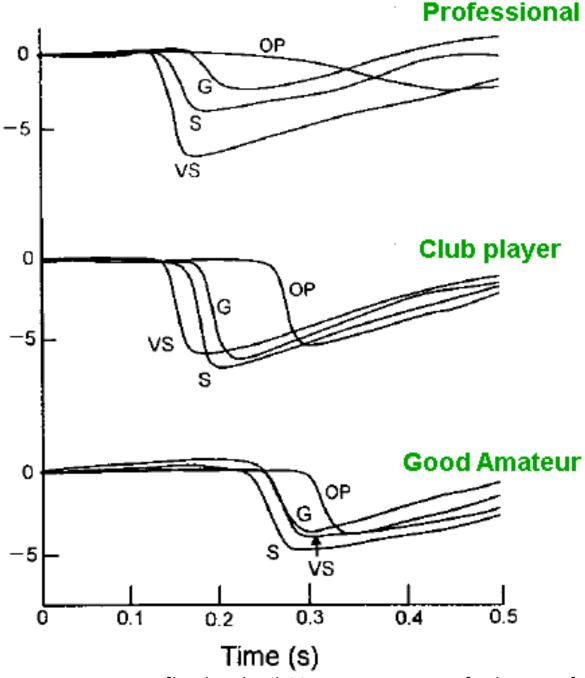
Time: less than ½ sec for fast balls

Visual inputs: time from delivery to bounce position of bounce

Saccades

VS, very short; S, short; G, good length; OP, over pitched.

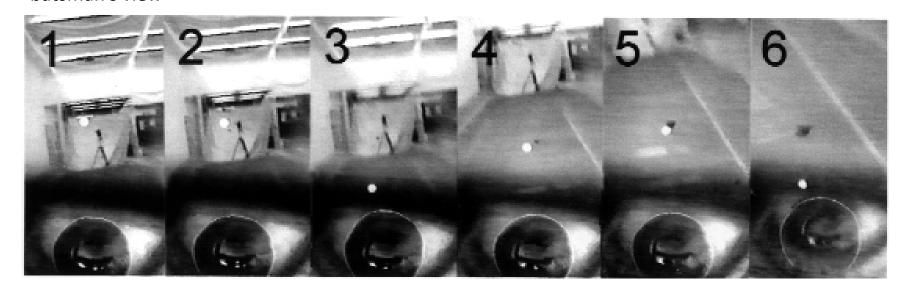
on short deliveries, a professional shifts his gaze to the bounce point 100ms before the amateur



[land-mcleod-00_eye-movements-for-batsmen]

Saccades

batsman's view



Foveal gaze shifts from the delivery (2) to the expected bounce point (4) before the ball arrives there (5). It tracks the ball for the next 200ms

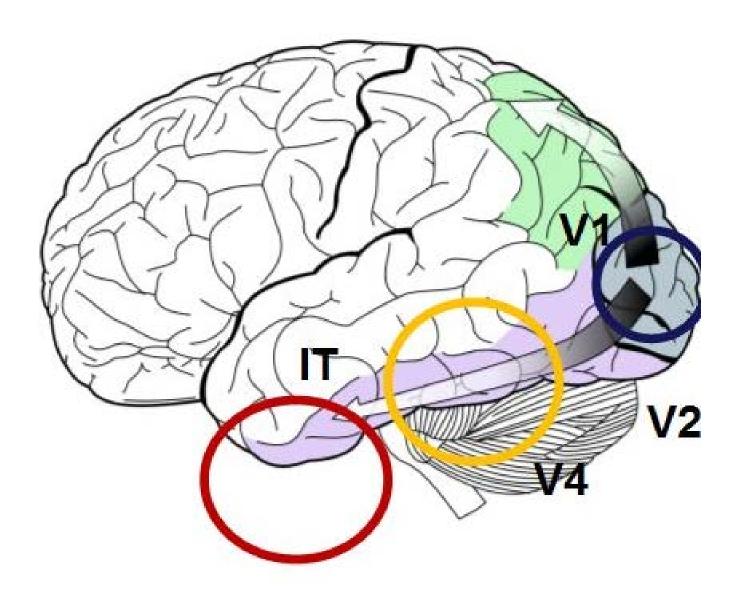
Top-down Attention: Category-driven context



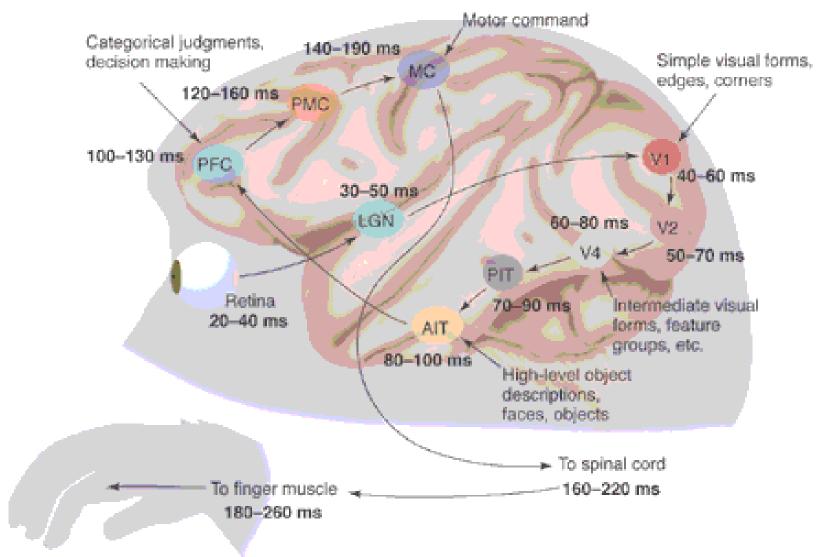
[judd-torralba-09_learning-to-predict-where-humans-look]

Neural Processes for Object Recognition

Perception in the Brain

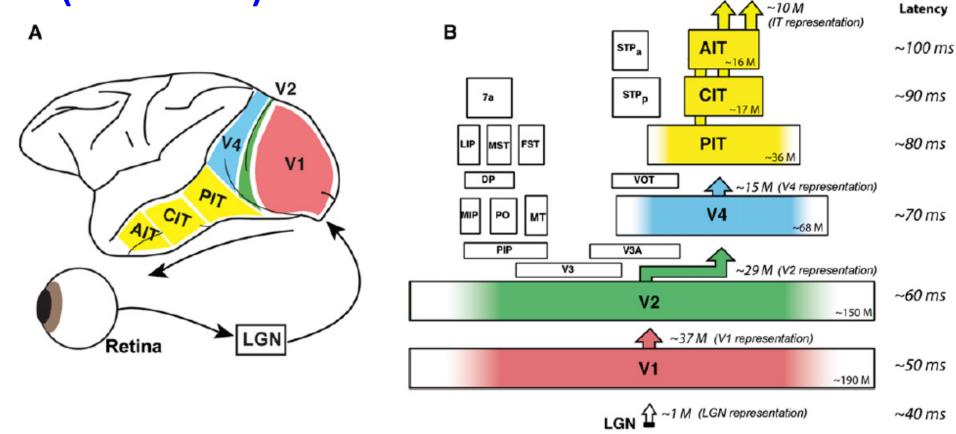


From Perception to Action



Thorpe and Fabre-Thorpe 01; image: Carin Cain

Visual Recognition Pathway (Ventral)



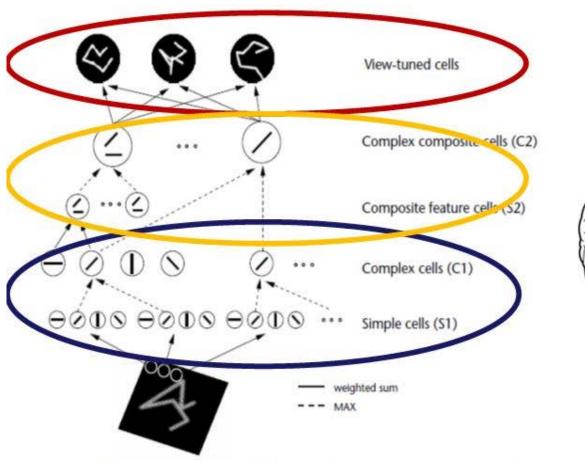
Ventral pathway, Macaque brain

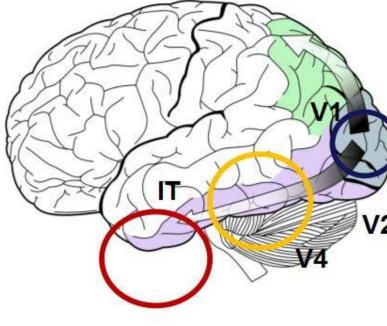
Deep colours: process central 10 deg

Retina 2 ~1 M (RCG representation)

Computational model of vision

(primate visual cortex, ventral stream)





Riesenhuber and Poggio, Hierarchical models of Object recognition in cortex, (1999)

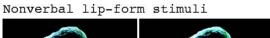
: http://en.wikipedia.org /wiki/Visual_perception (July, 2011)

Recognition

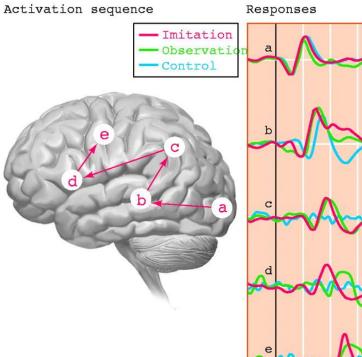
VS

Imitation



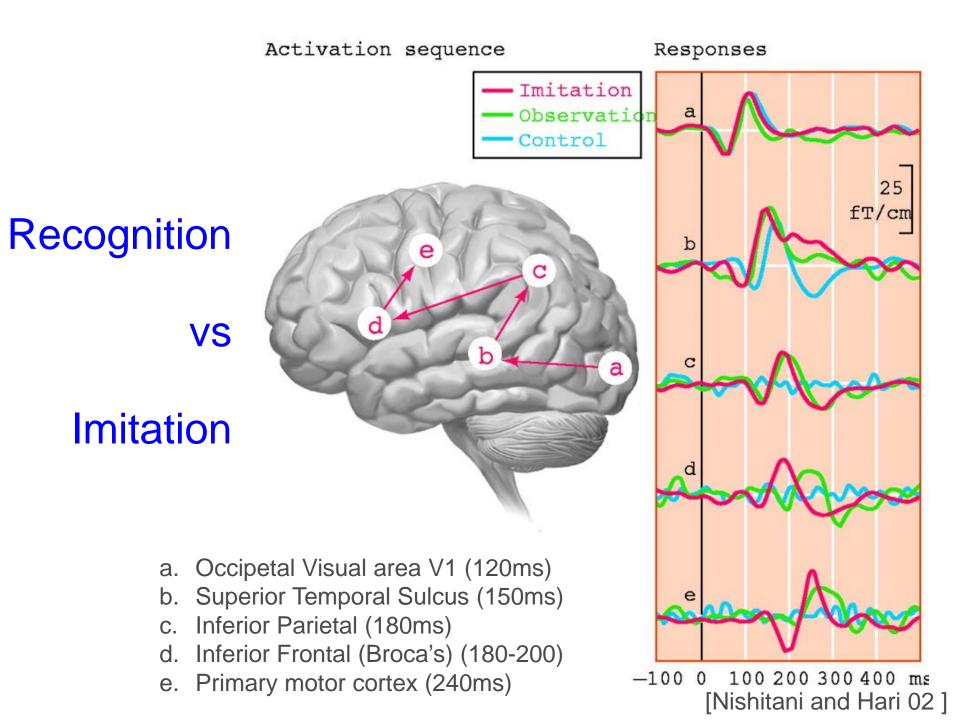






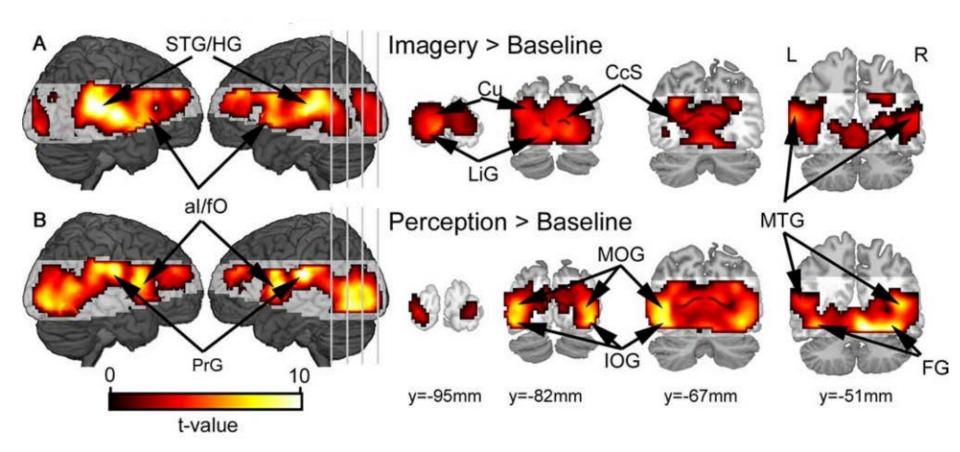
-100 0 100 200 300 400 ms
[Nishitani and Hari 02]

25 fT/cm



Mental Imagery vs Recognition

Imagery



al/fO: anteriorinsula/frontal operculum Cu: cuneus FG: fusiform gyrus IOG: inferior occipital gyrus LiG lingual gyrus MOG: middle occipital gyrus MTG: middle temporal gyrus STG/HG: superior temporal sulcus/Heschl's gyrus

[Stokes et al 1990]