

Module # 3— Seeing Space

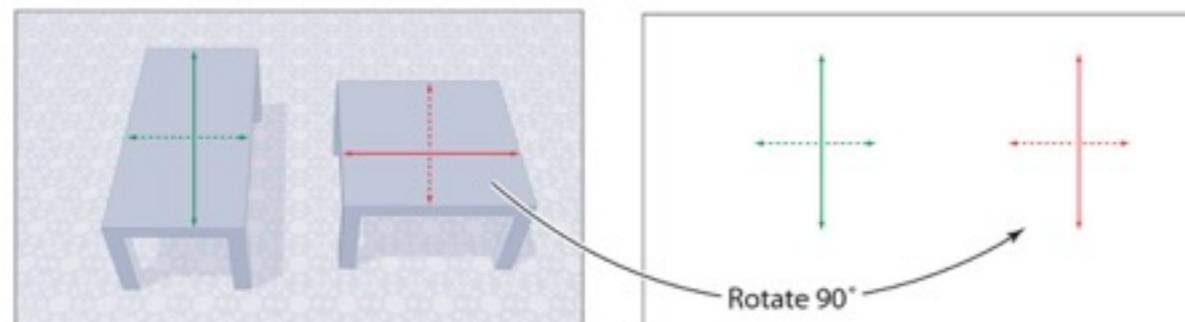
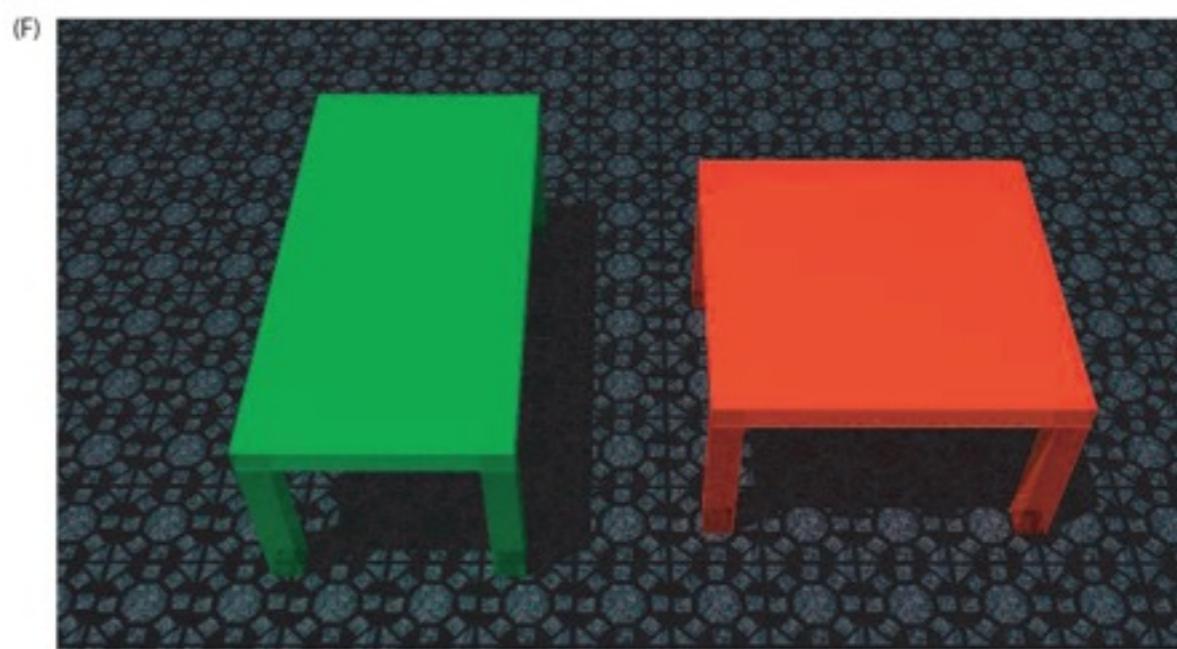
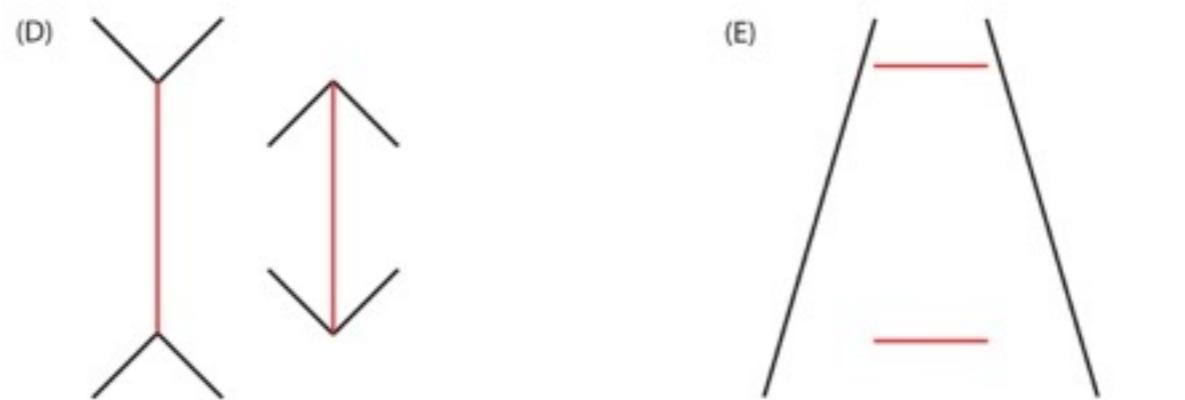
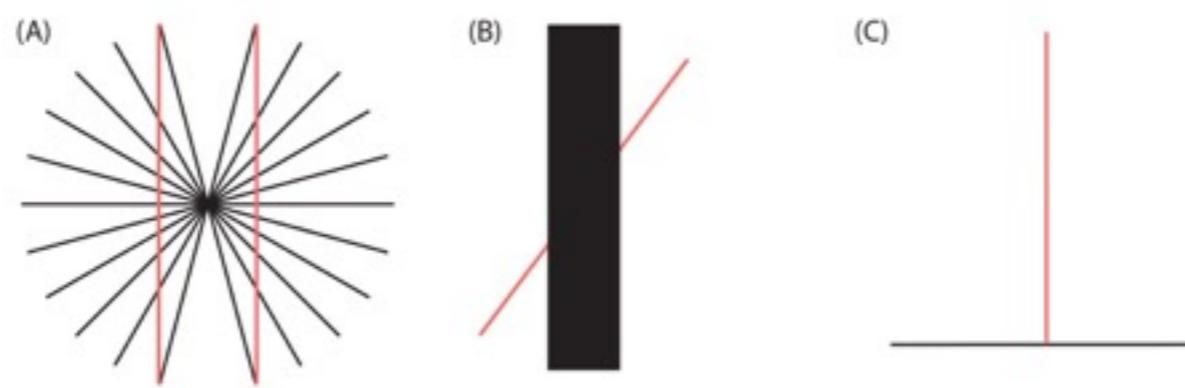
Visual Perception and the Brain

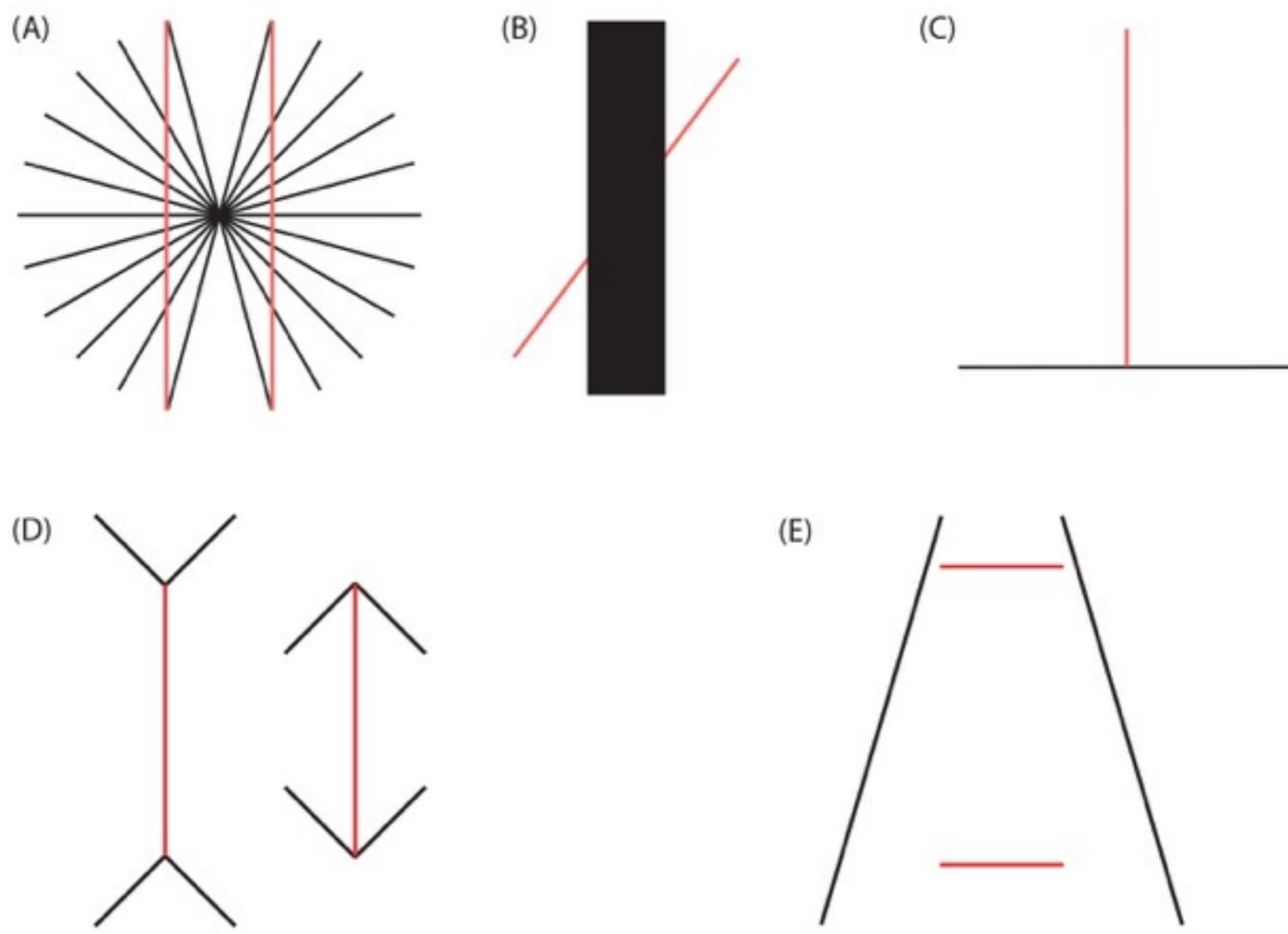


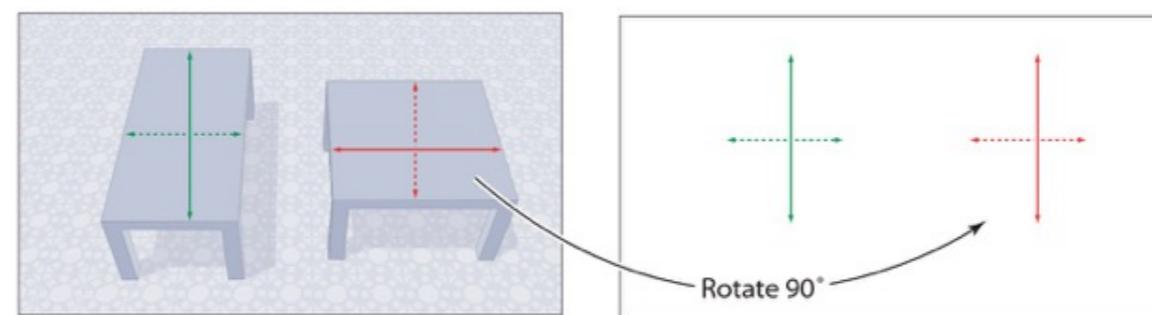
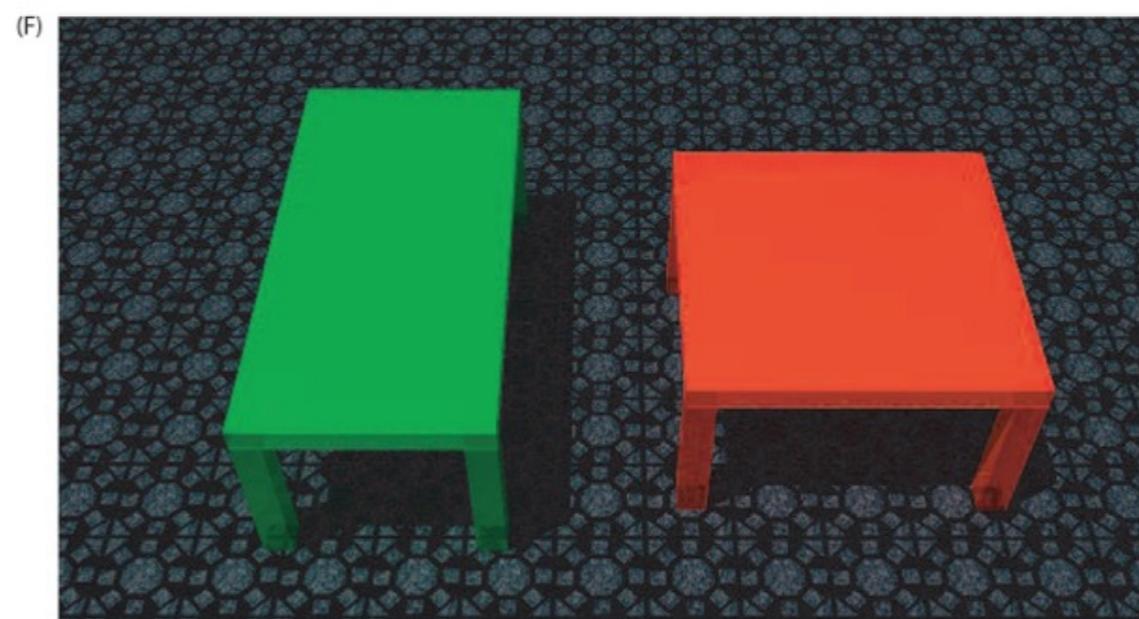
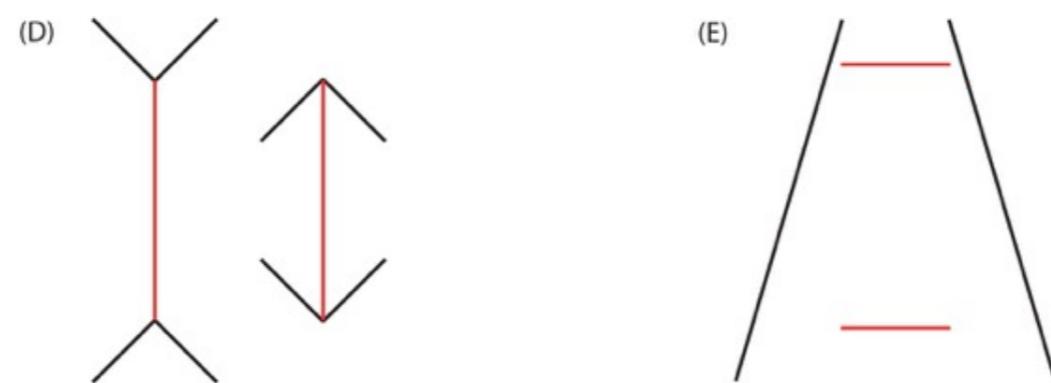
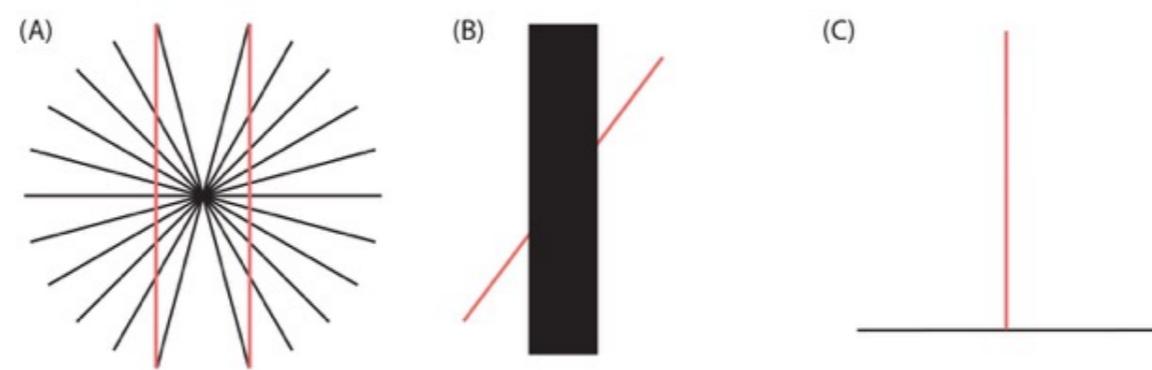
DUKE INSTITUTE *for* BRAIN SCIENCES

Topic 1. Seeing Geometry

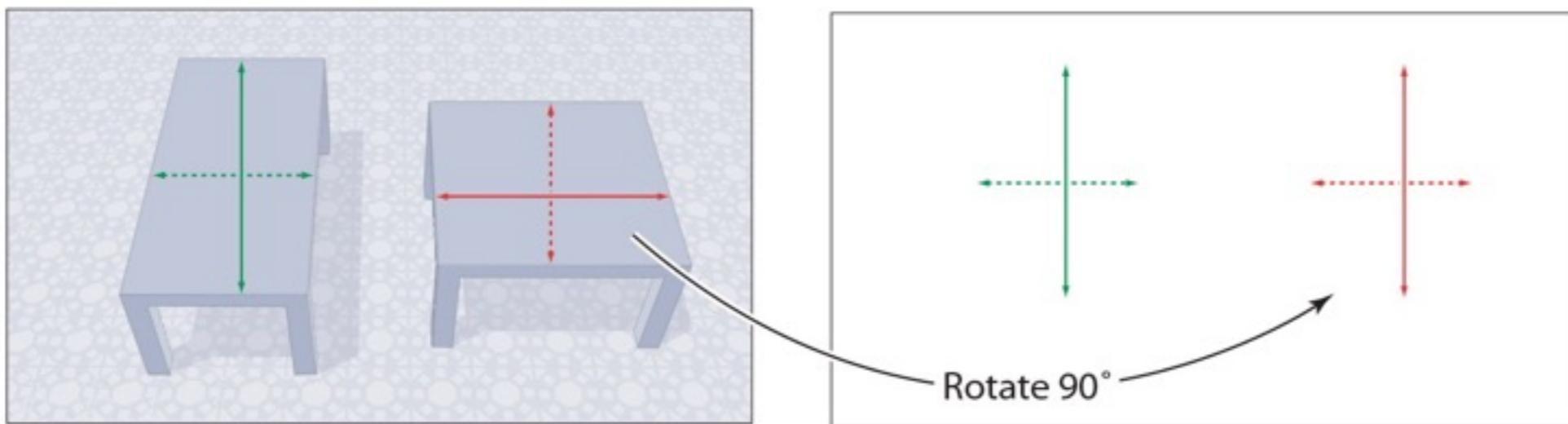
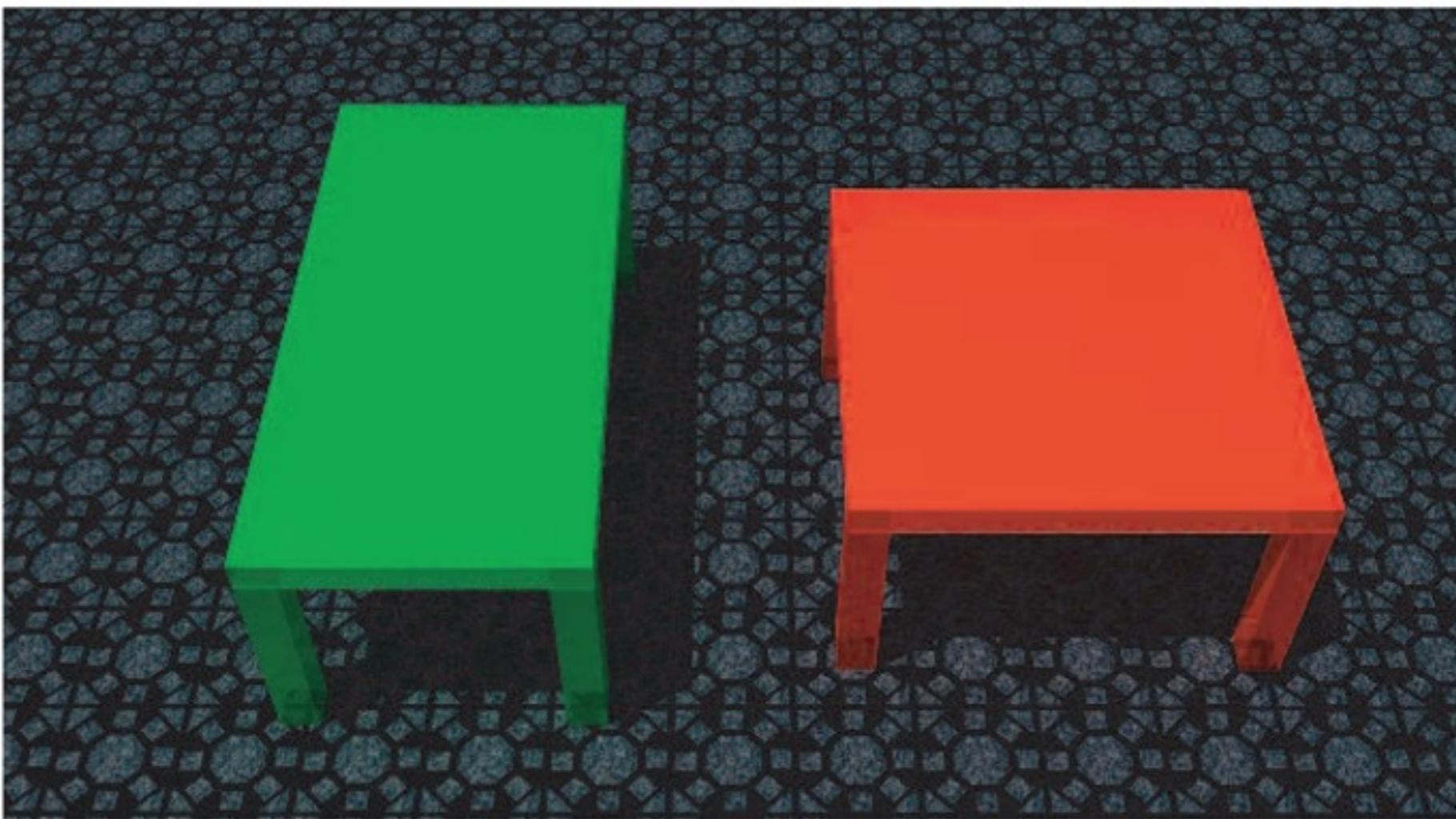
Lesson 1. Geometrical “Illusions”

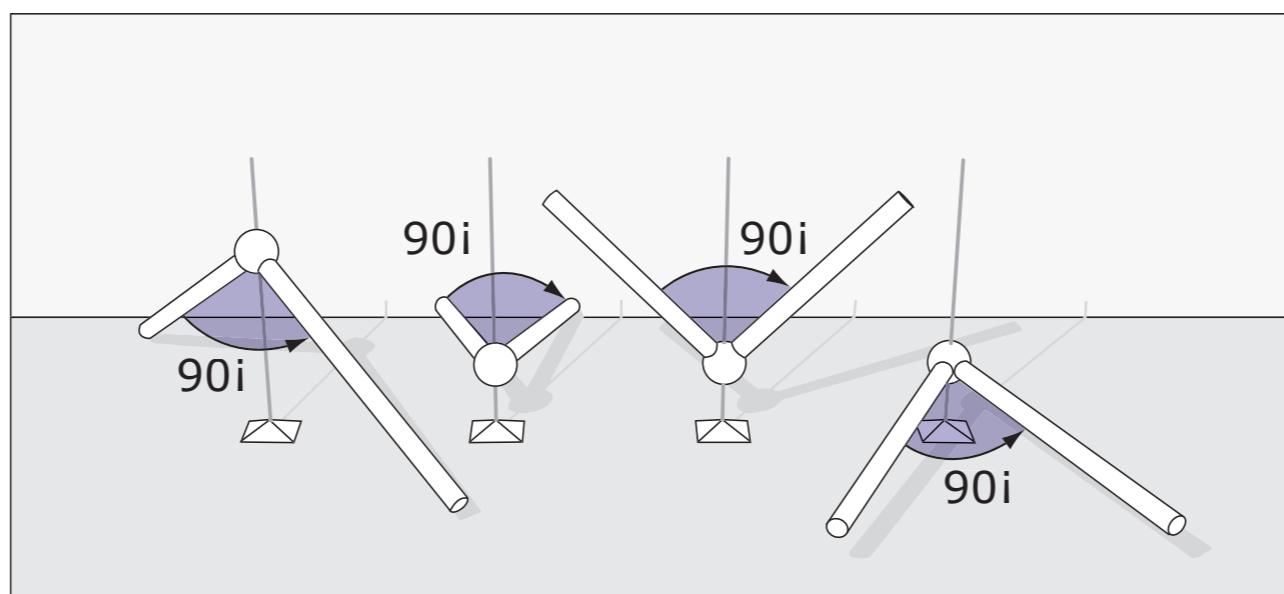
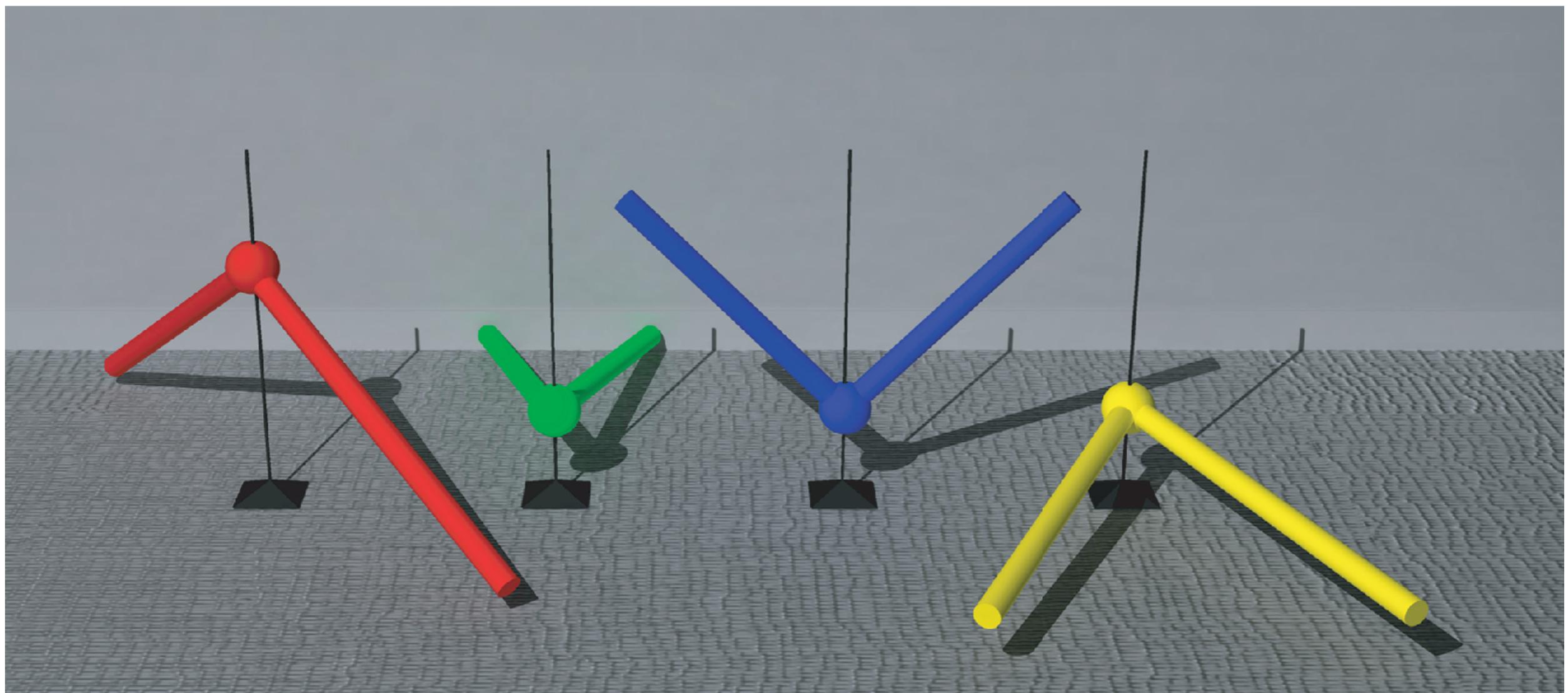




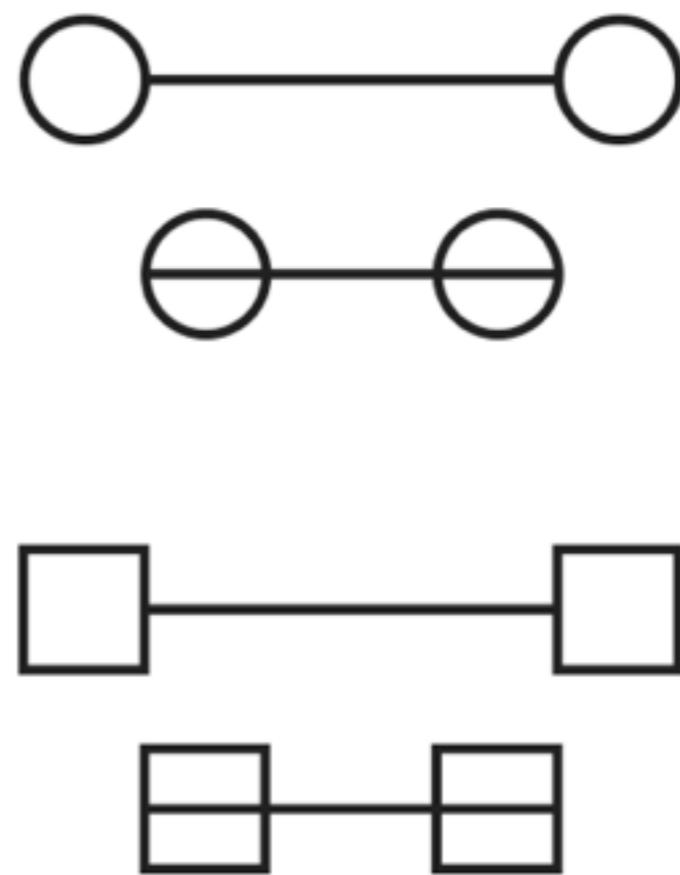
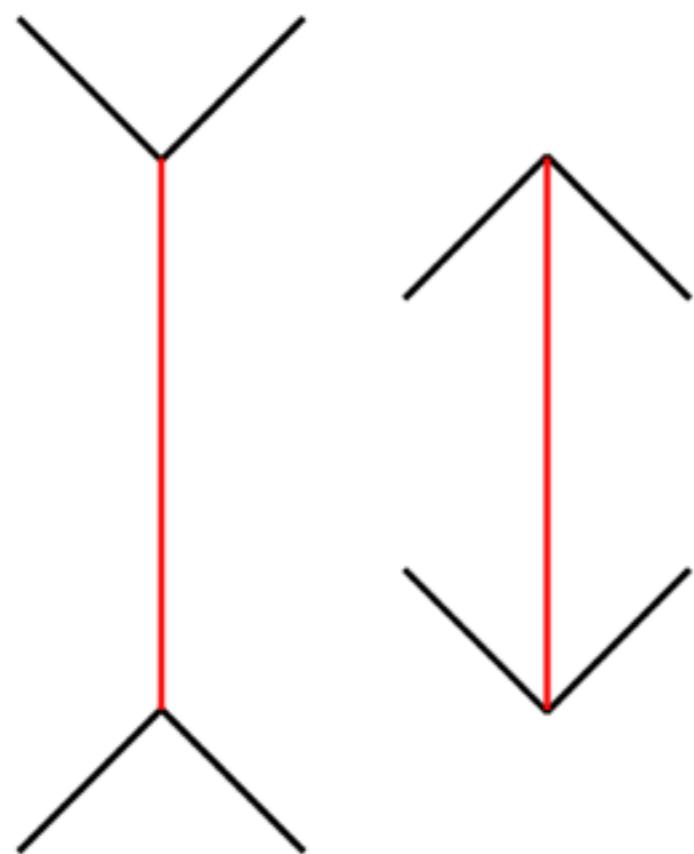


(F)





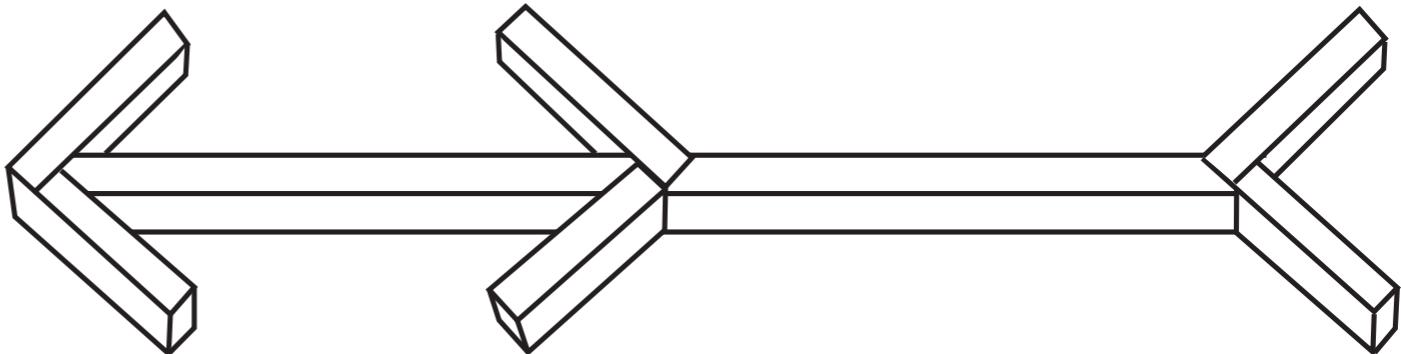
As in the cases of lightness and color, intuitions quickly fail in trying to explain these phenomena



The Müller-Lyer effect

These
effects are
apparent
in real-
world
scenes

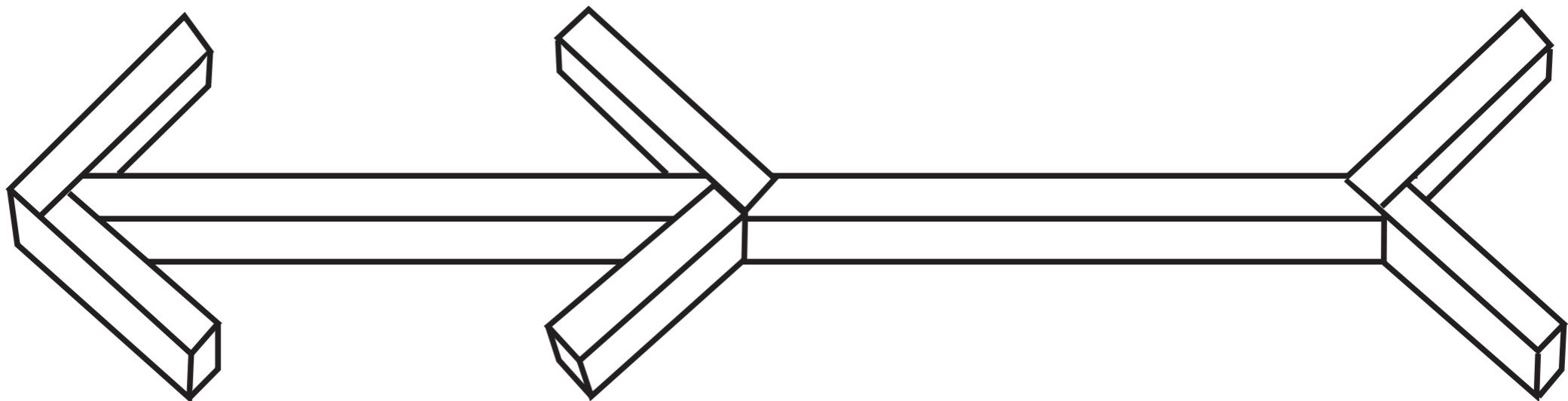
A



B



A

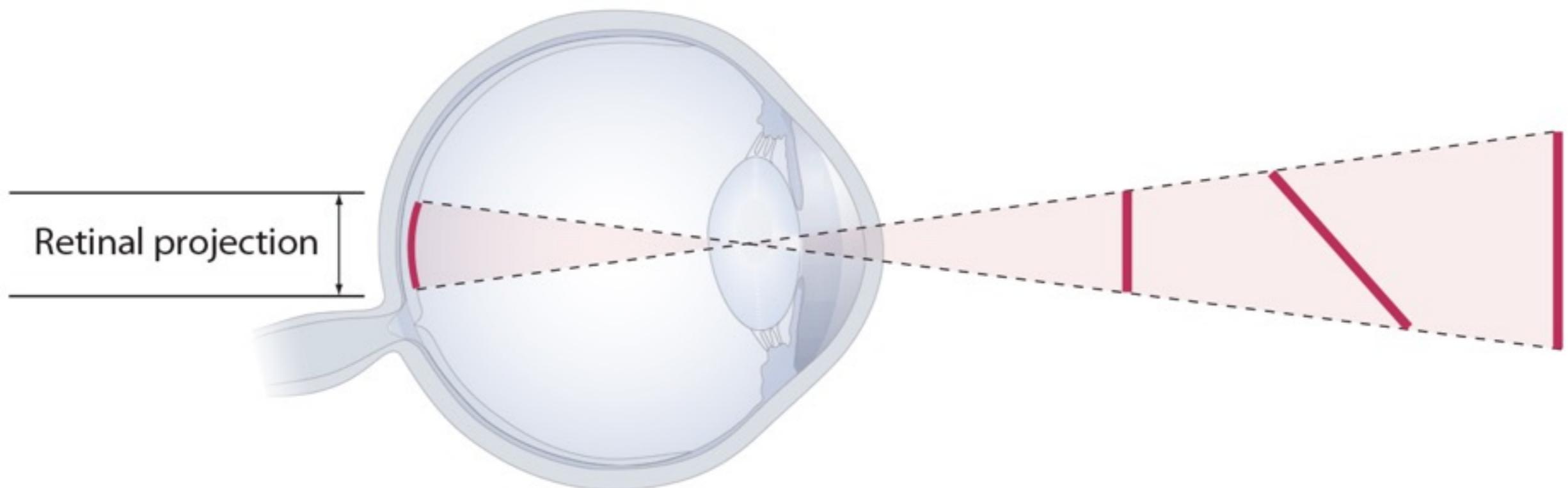


B



Lesson 2. The Inverse Problem in Geometry

Remember the Basic Problem in Perceiving Geometry

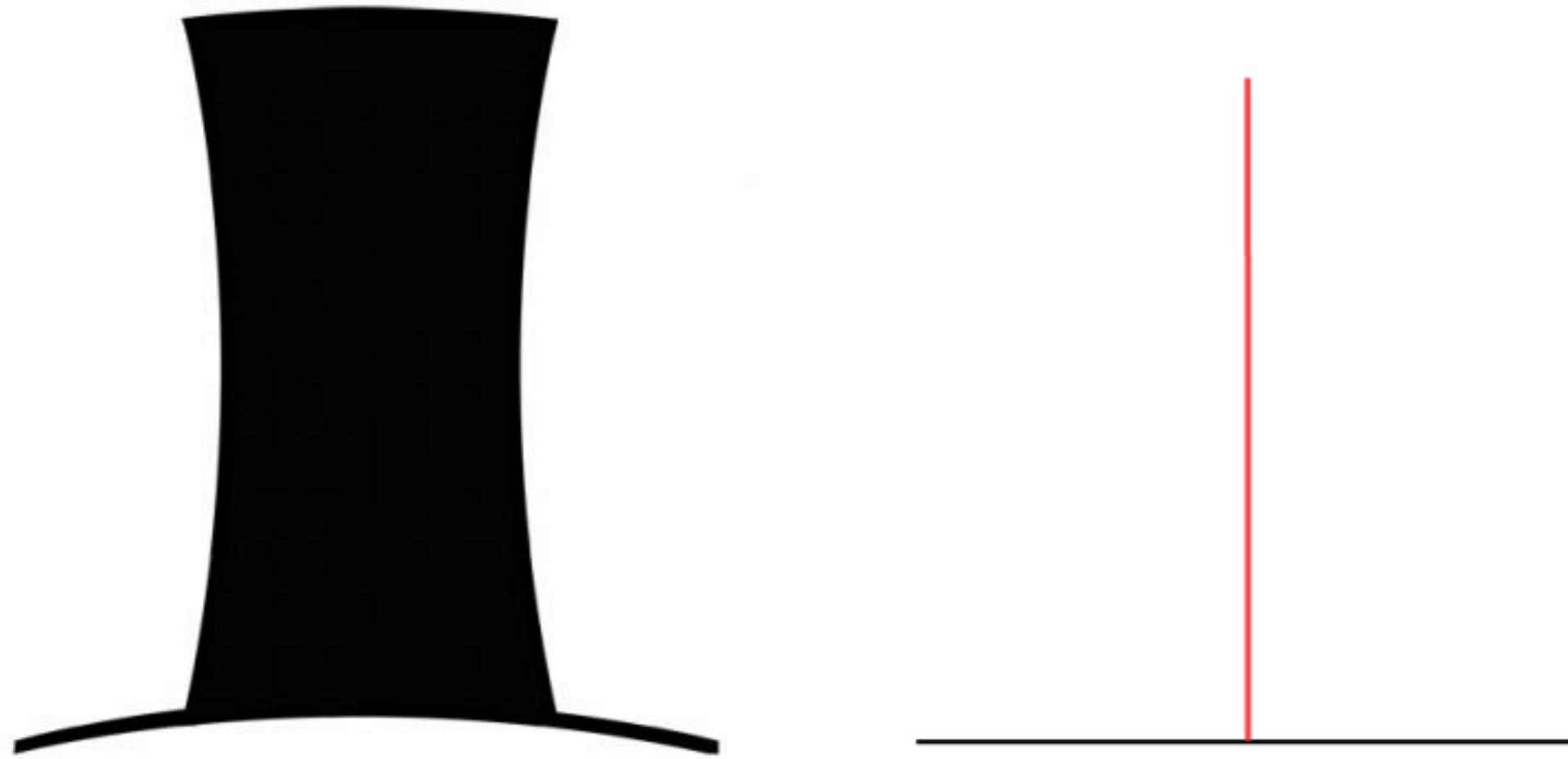


Remember the Basic Problem in Perceiving Geometry

- The significance of image features for behavior in the real world, including geometrical features, is inherently uncertain
- Implication: real world geometry is unknowable by any direct, logical operation on retinal images
- So how is it that we behave appropriately in responding to the geometry of the world?

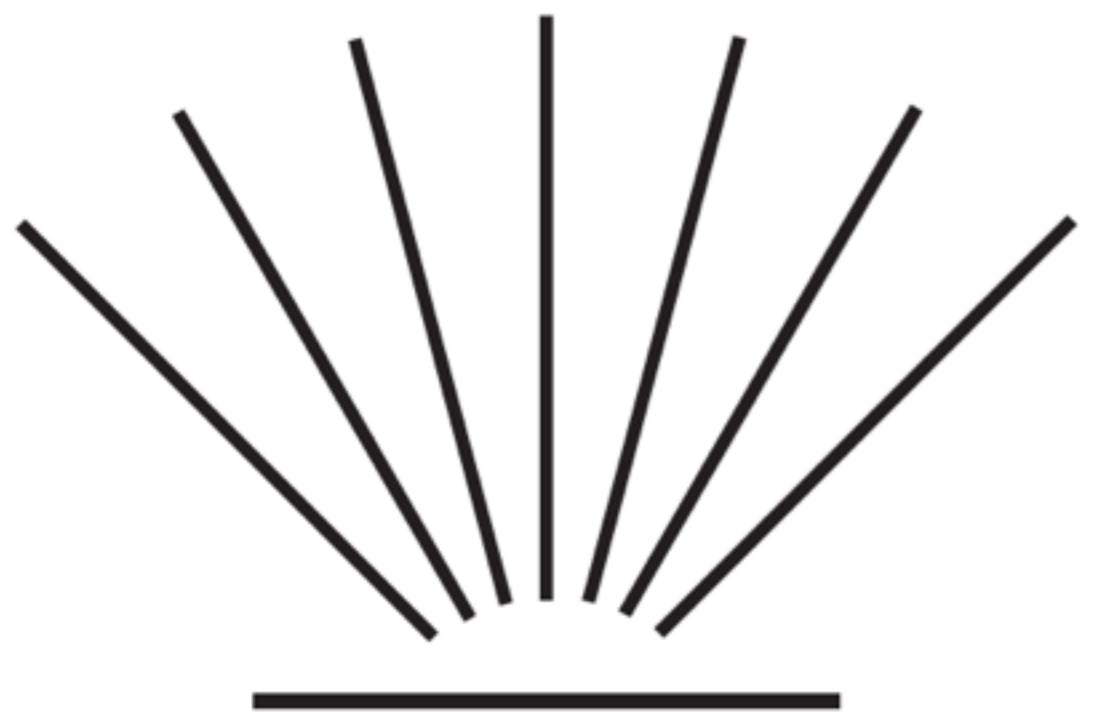
Lesson 3. Seeing the Length of Lines

The “Lincoln Hat Illusion”

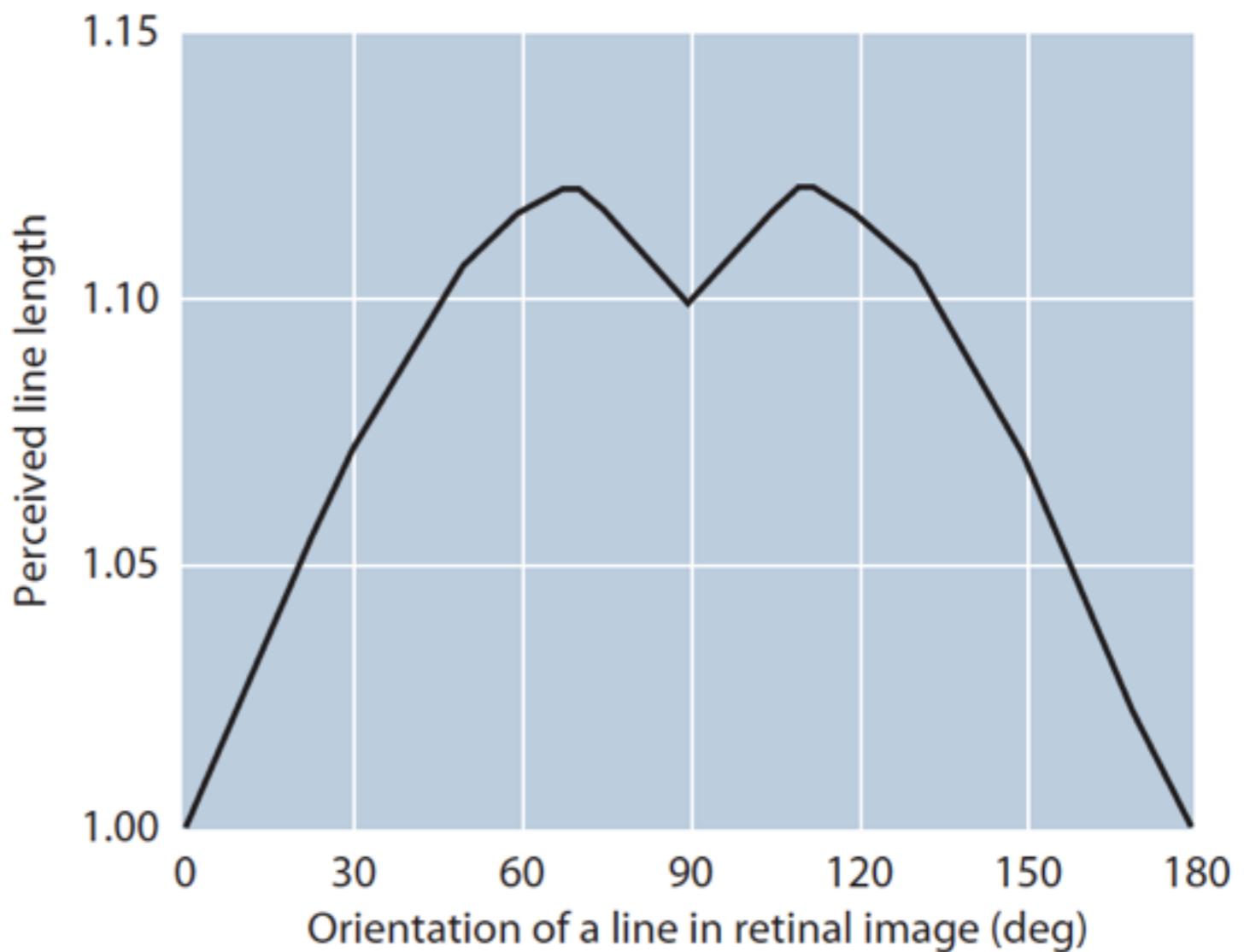


The perception of line length as a function of orientation

(A)



(B)

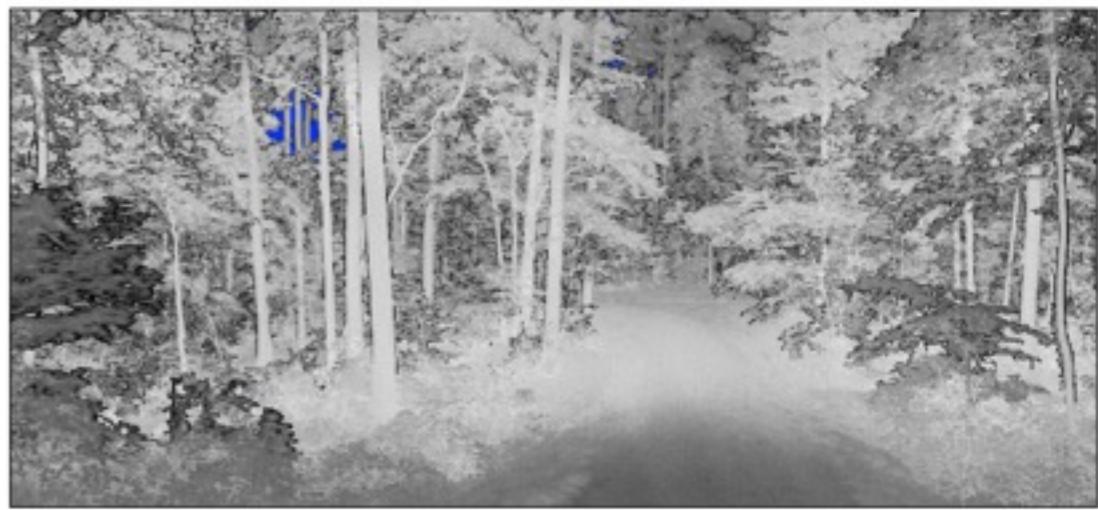


Lesson 4. An Empirical Explanation

Gathering the Relevant Human Experience



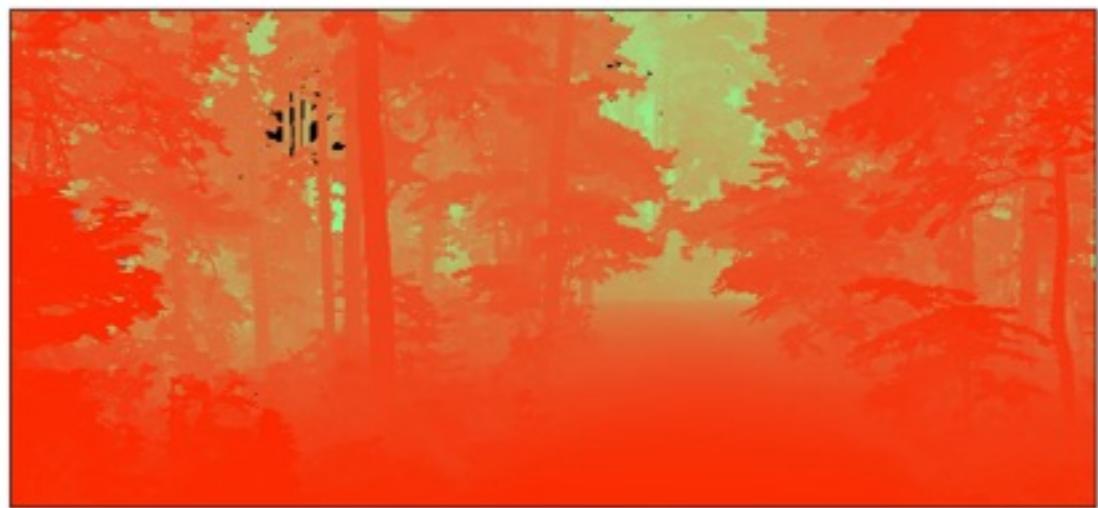
a



Intensity of laser return coded in gray scale

160

b



Range coded in color (m)

125

a

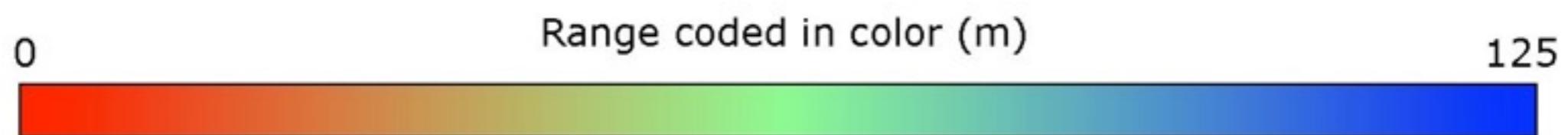
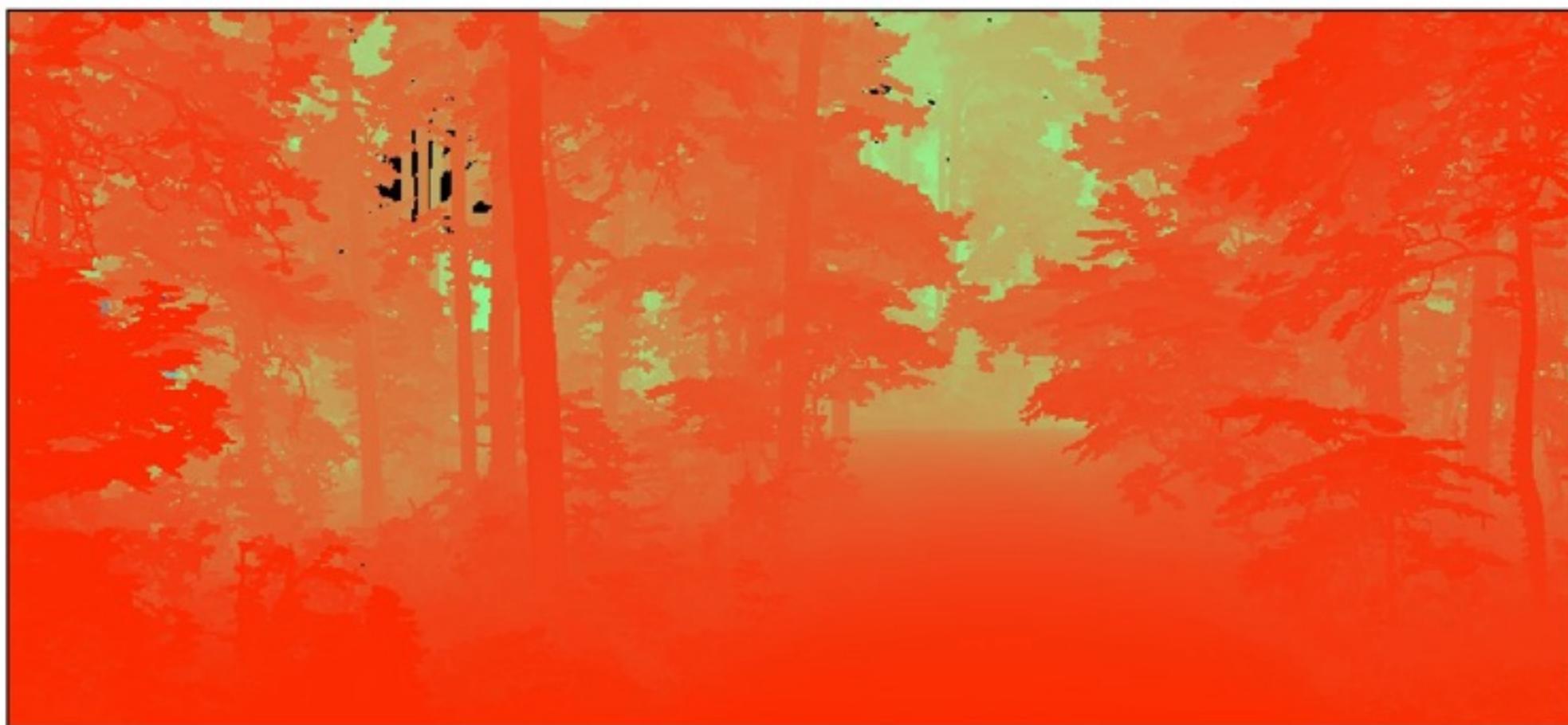


0

Intensity of laser return coded in gray scale

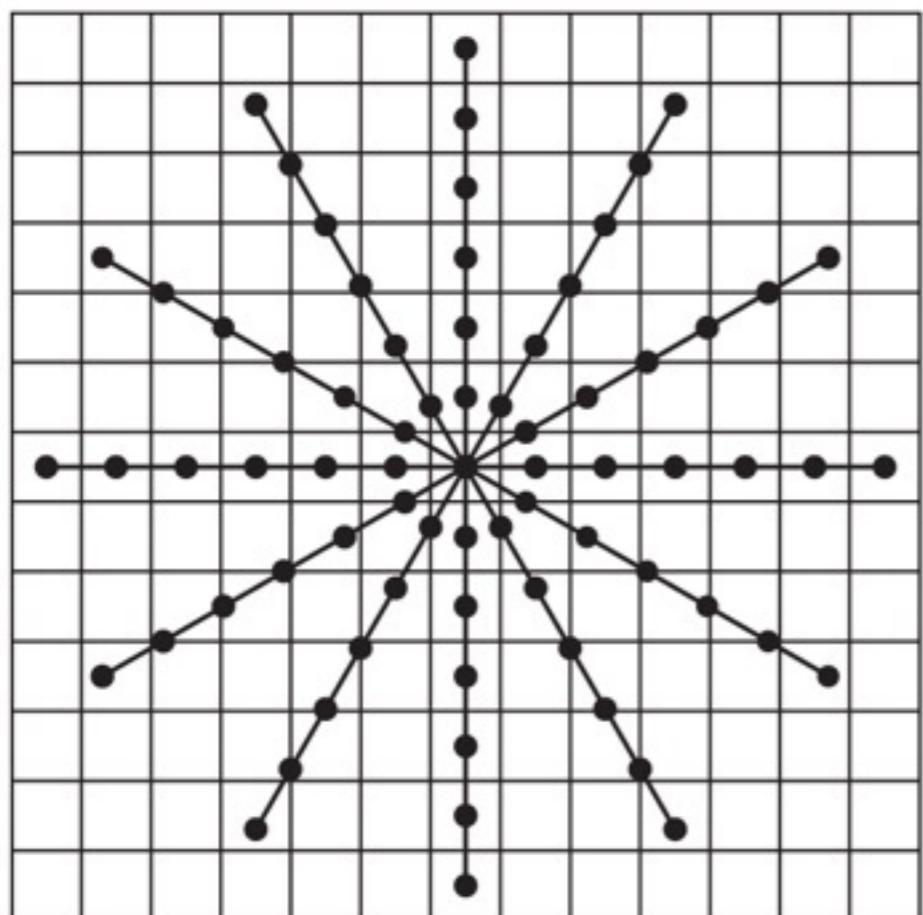
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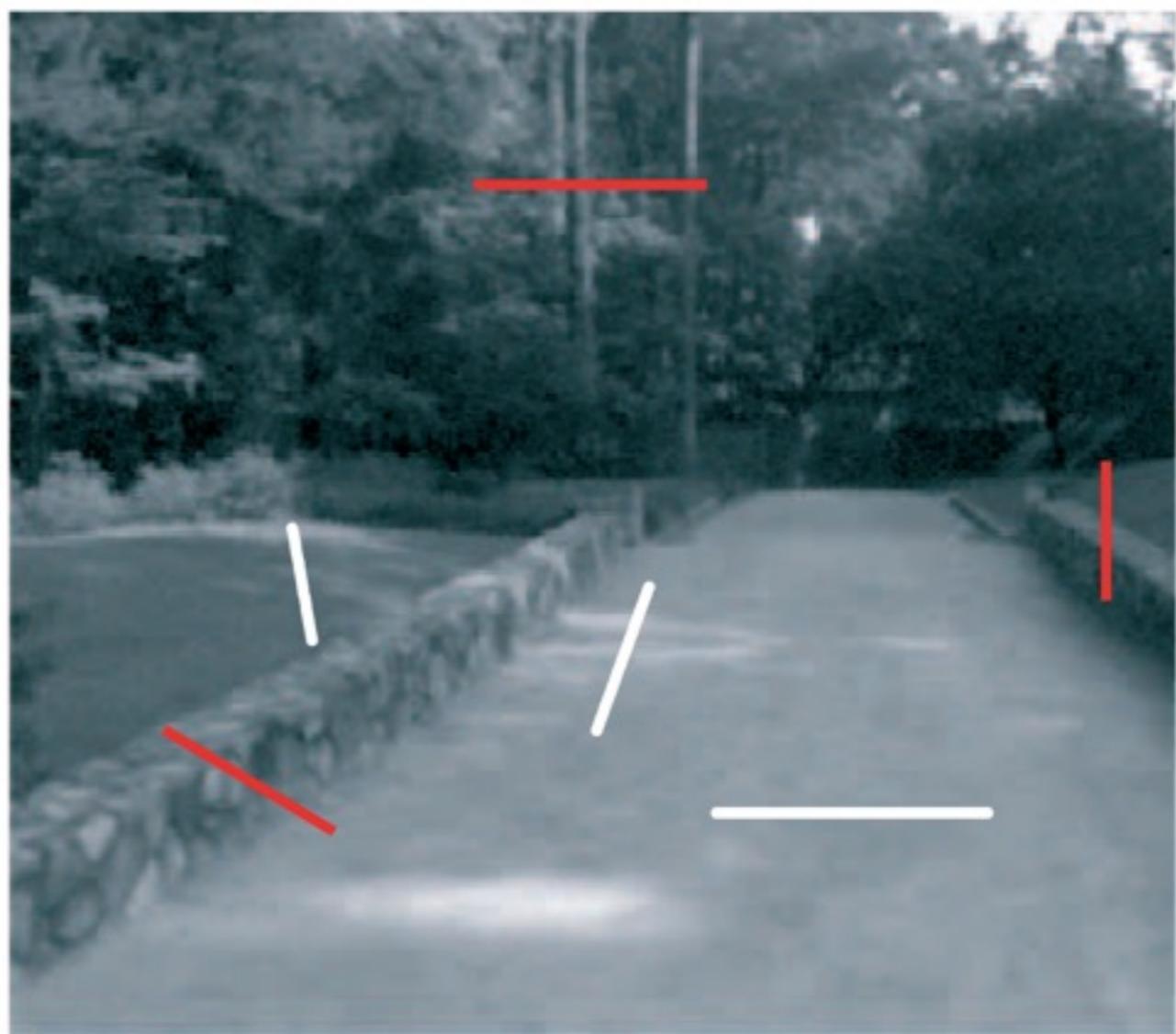
b

Analyzing human experience with oriented lines

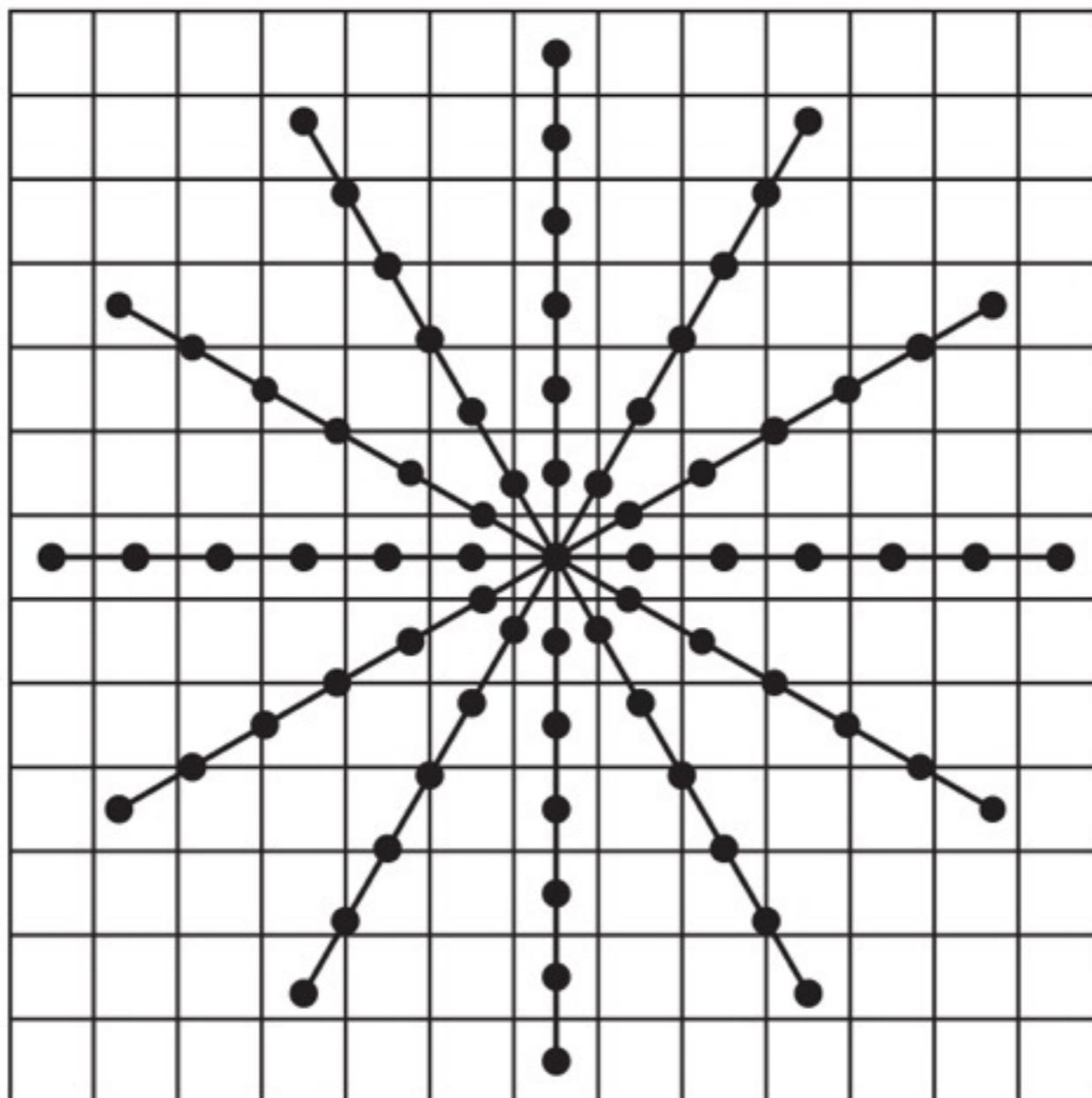
(A)



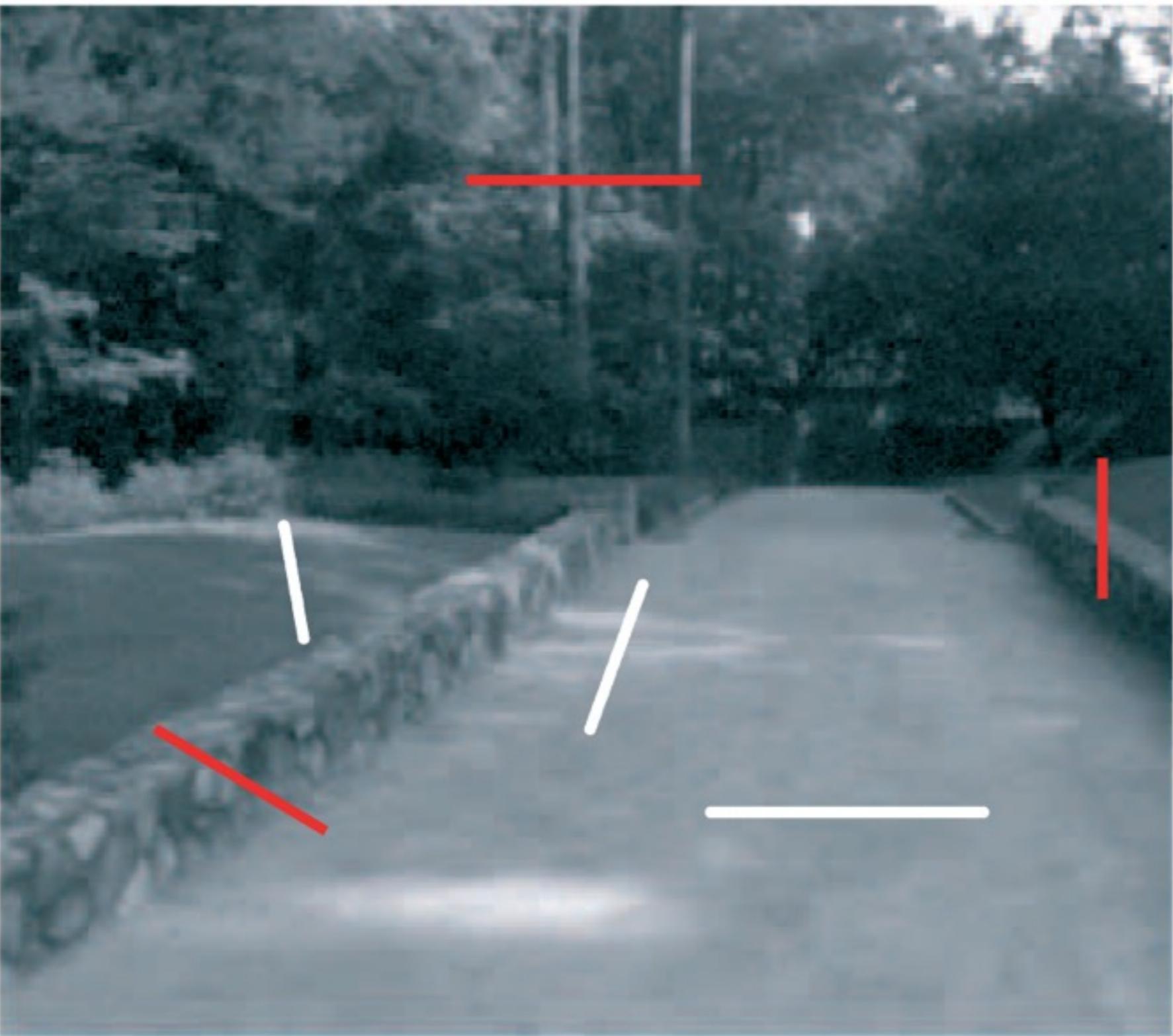
(B)



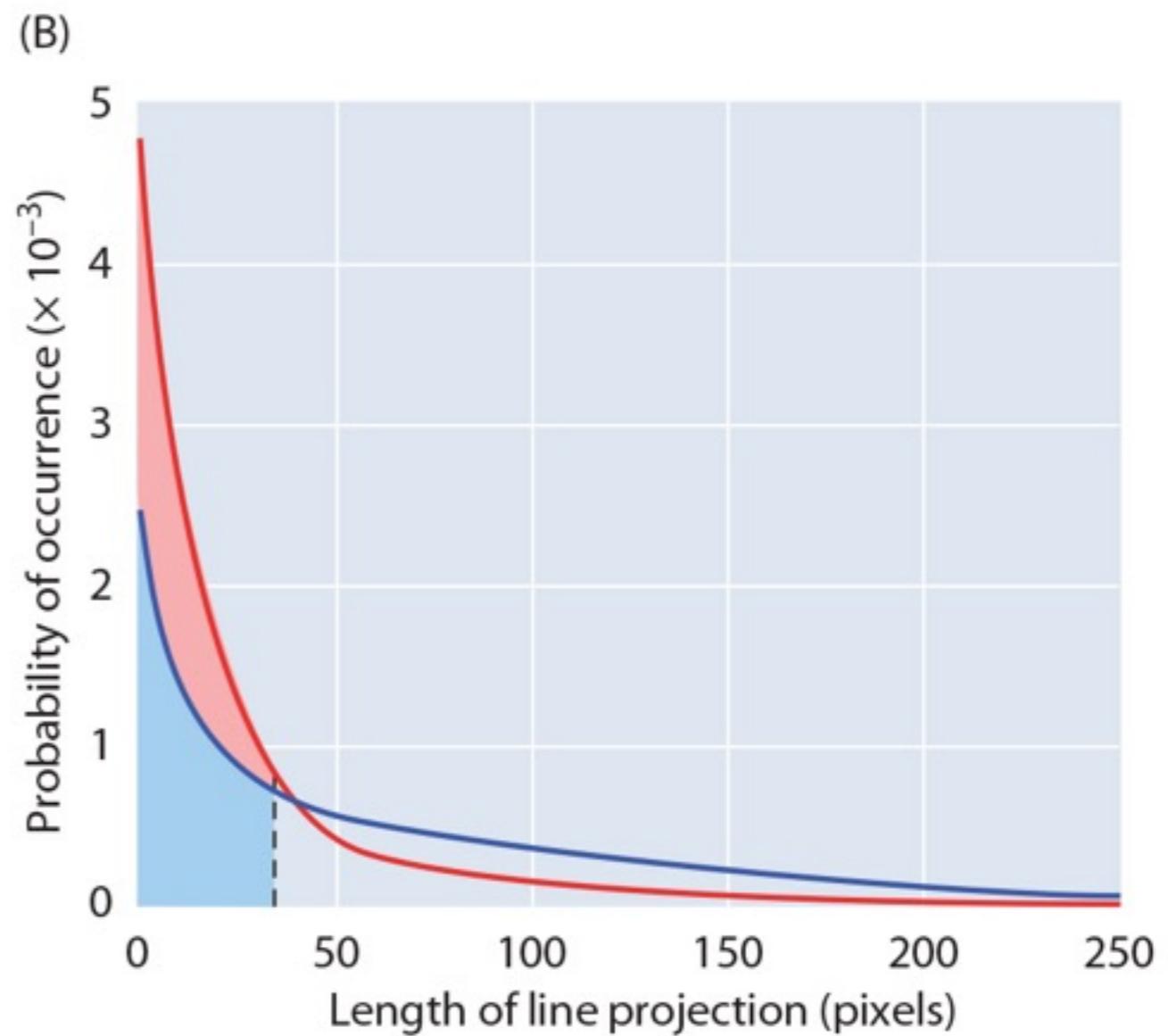
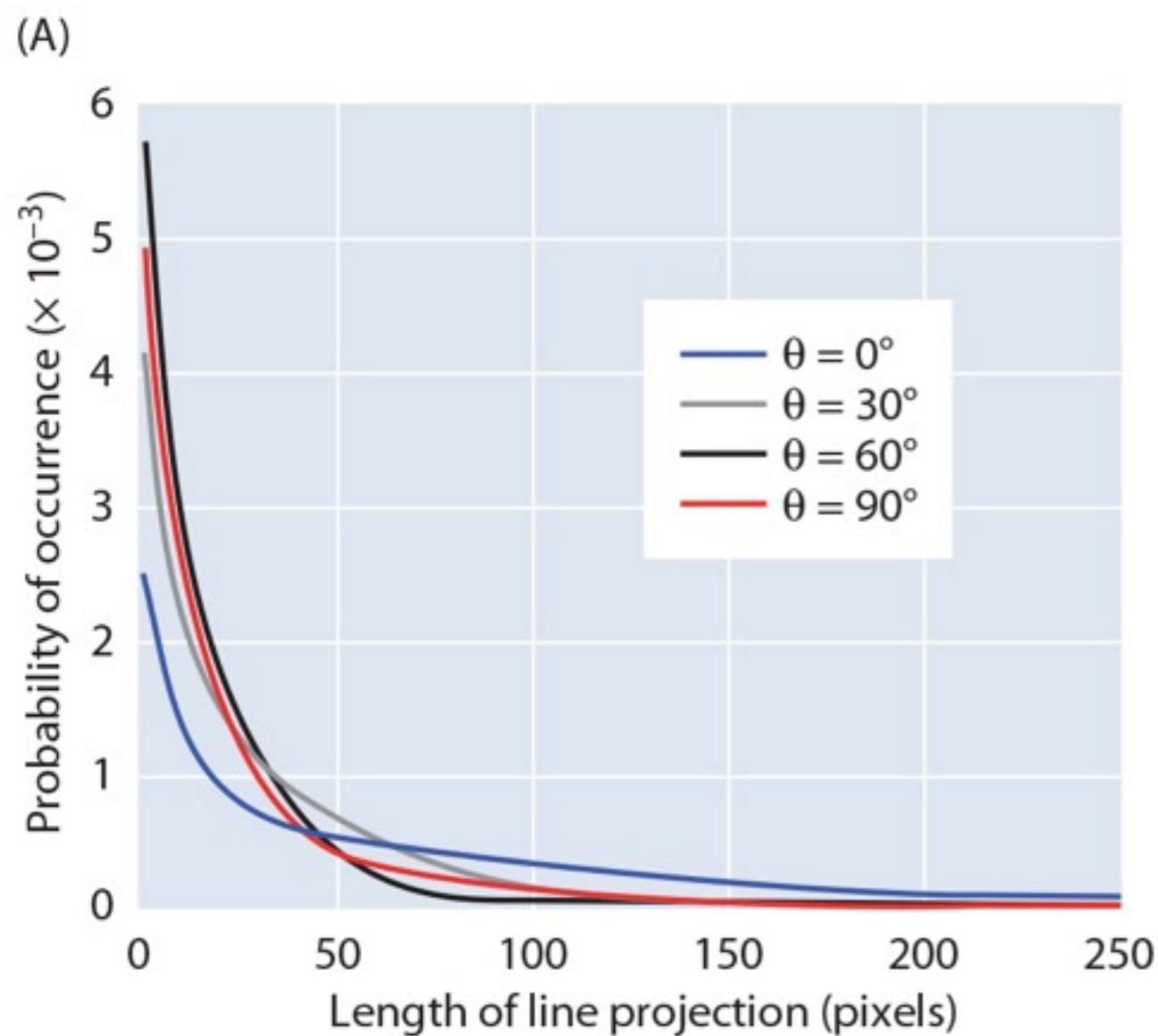
(A)



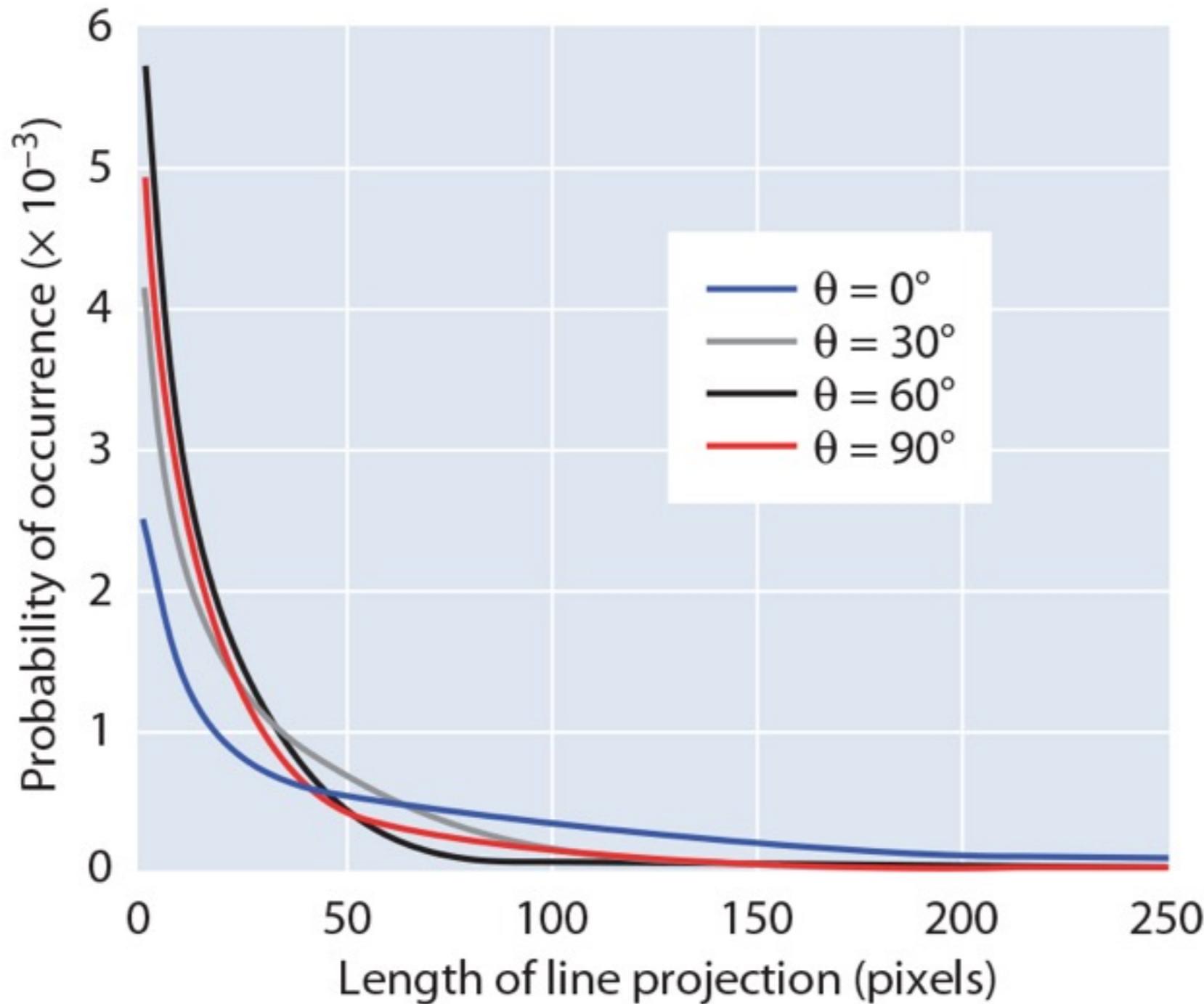
(B)



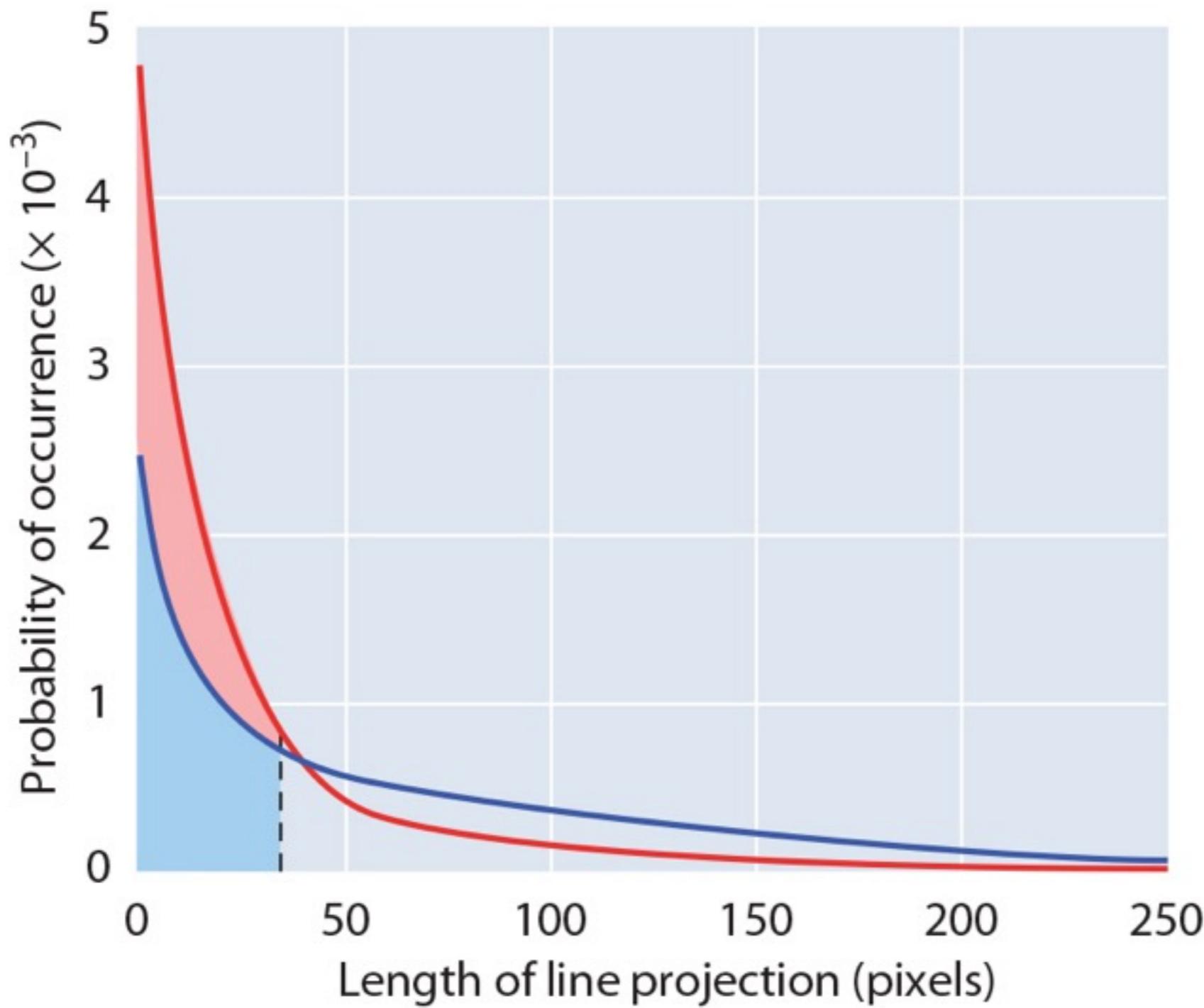
Results of the analysis



Results of the Analysis

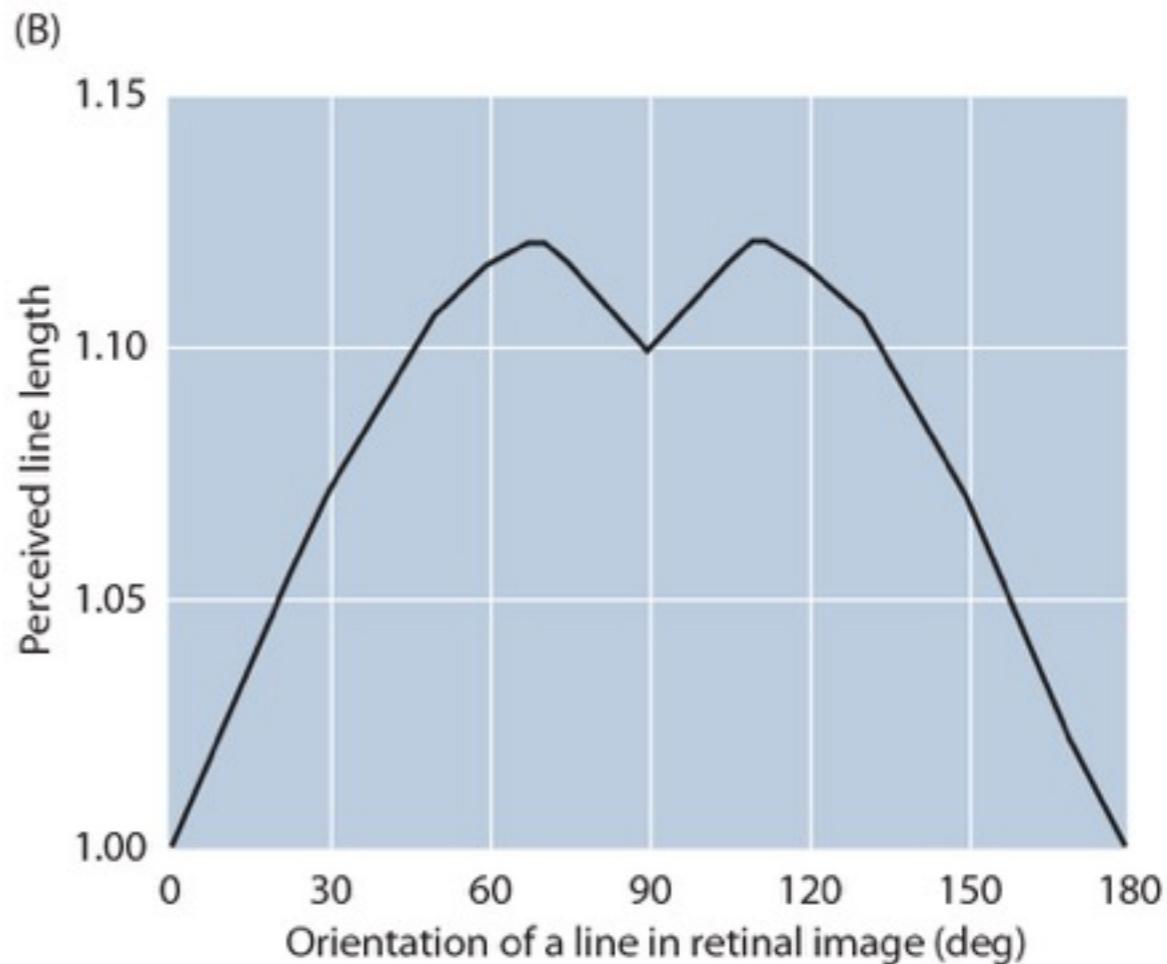
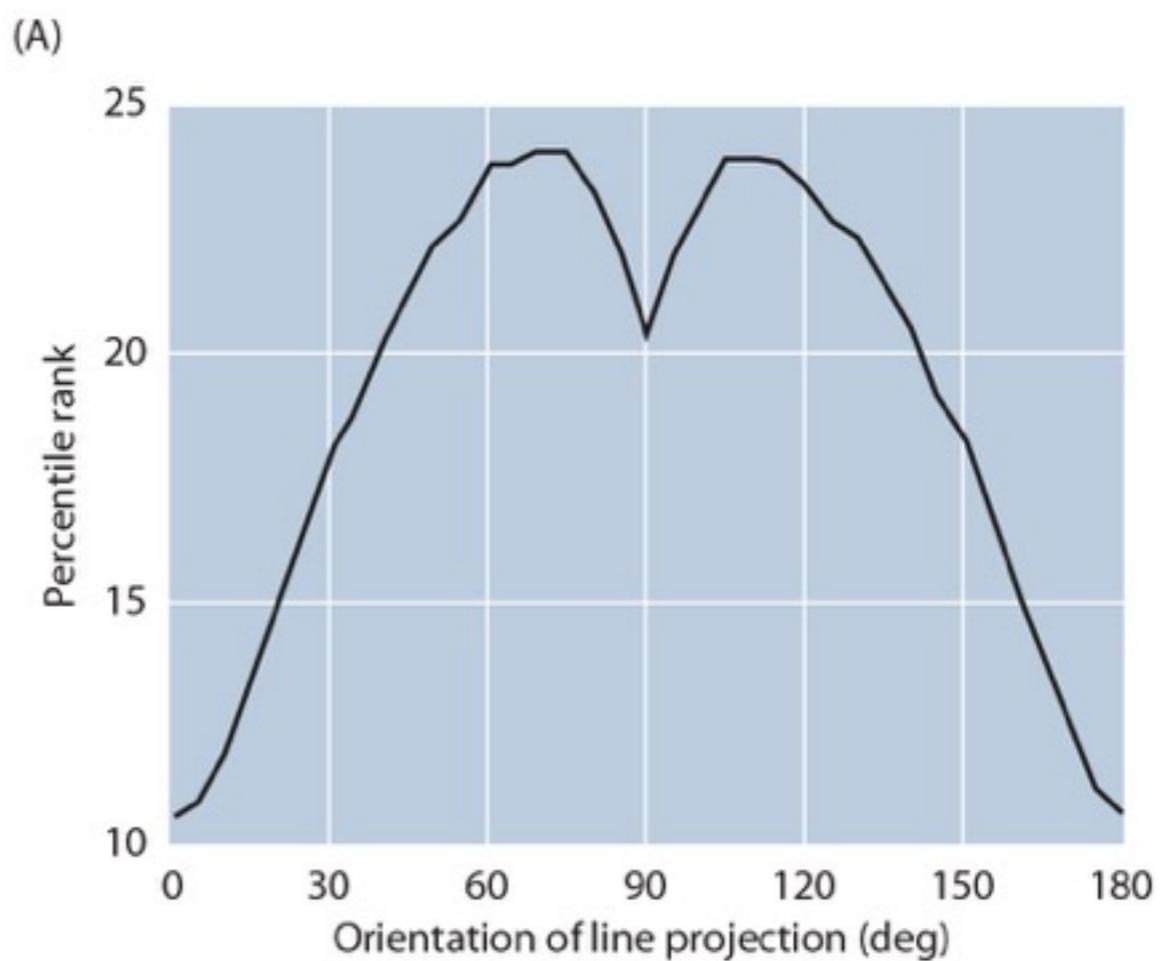


Results of the Analysis



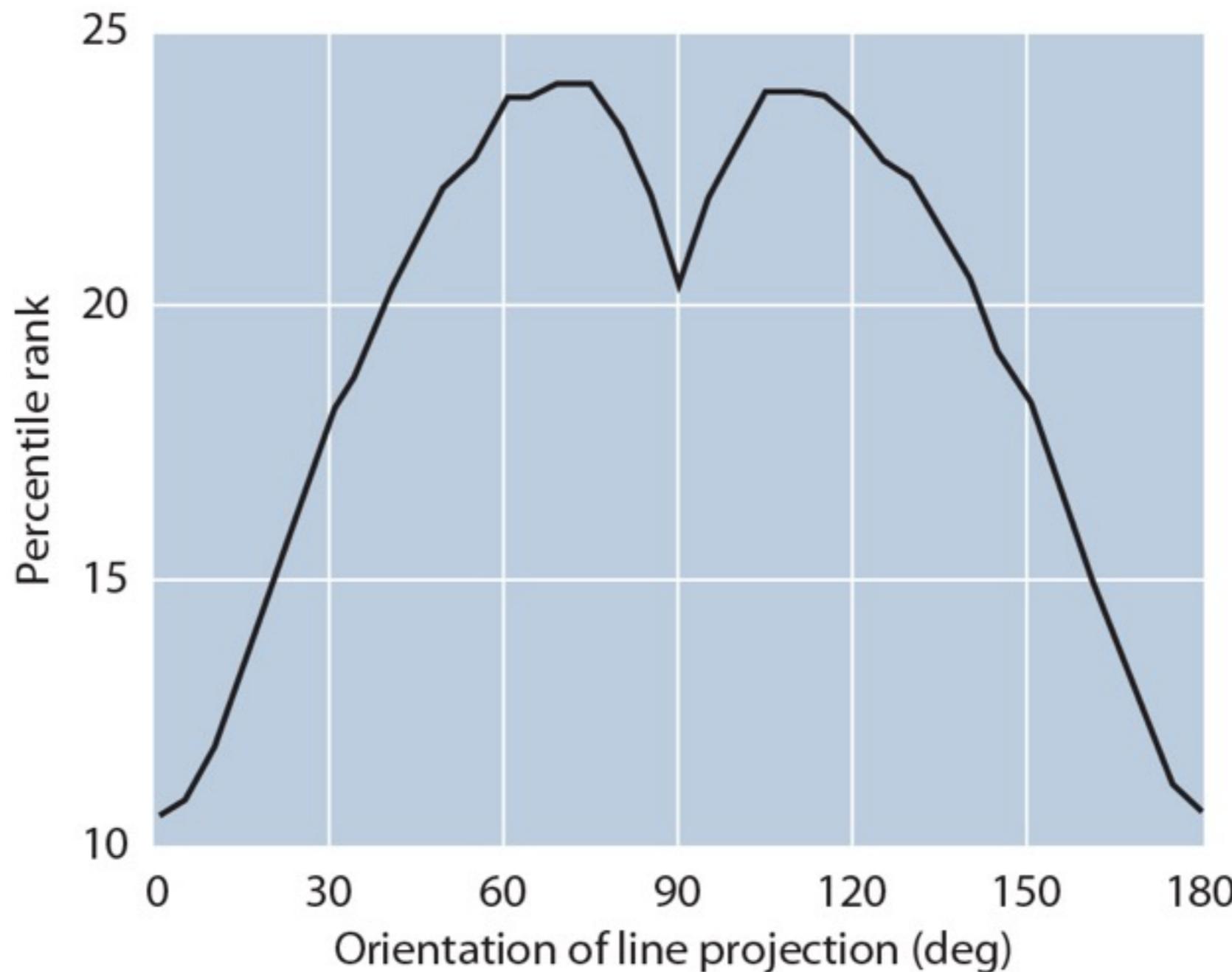
Prediction from frequency of experience

Perceptual function



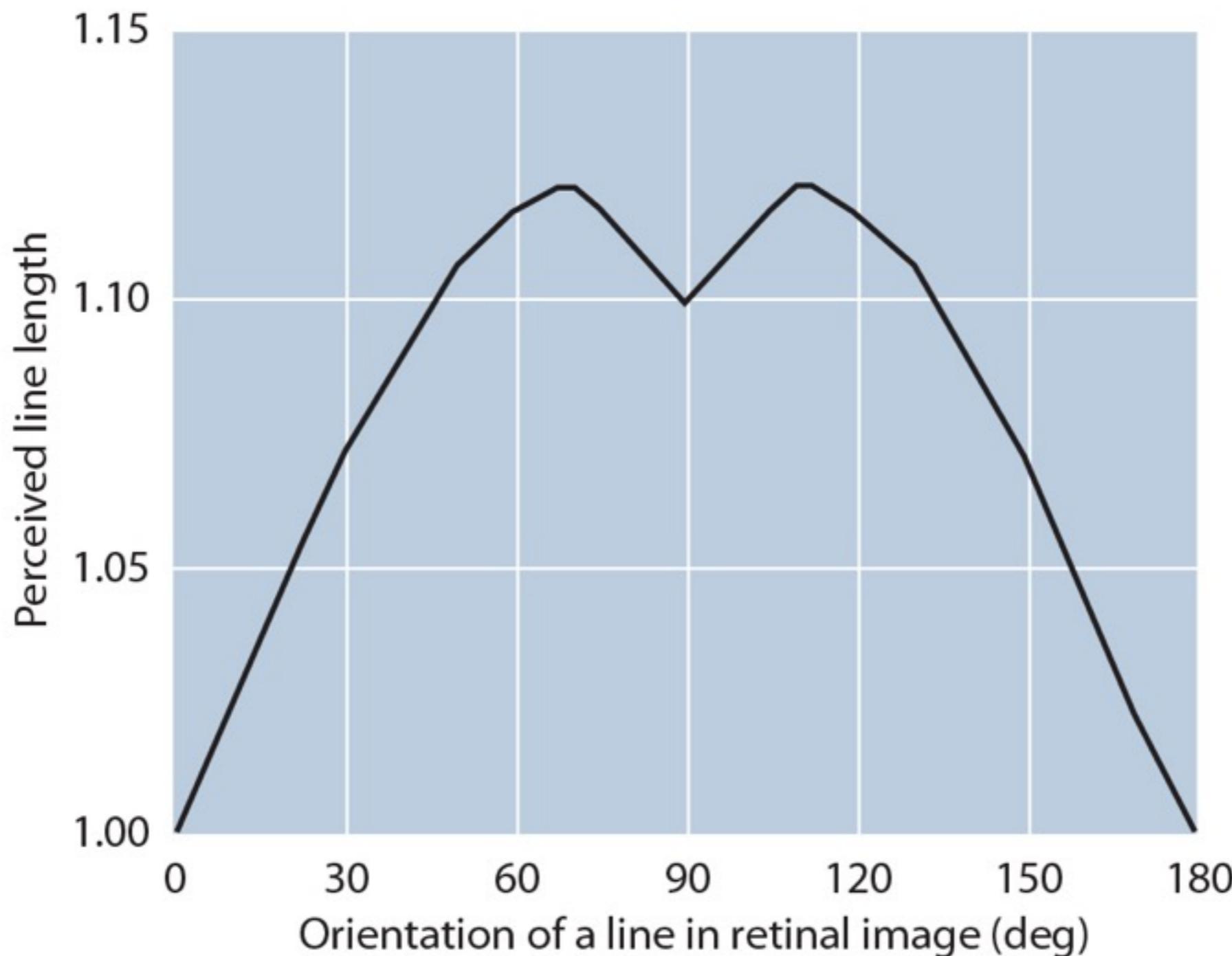
Prediction from frequency of experience

(A)



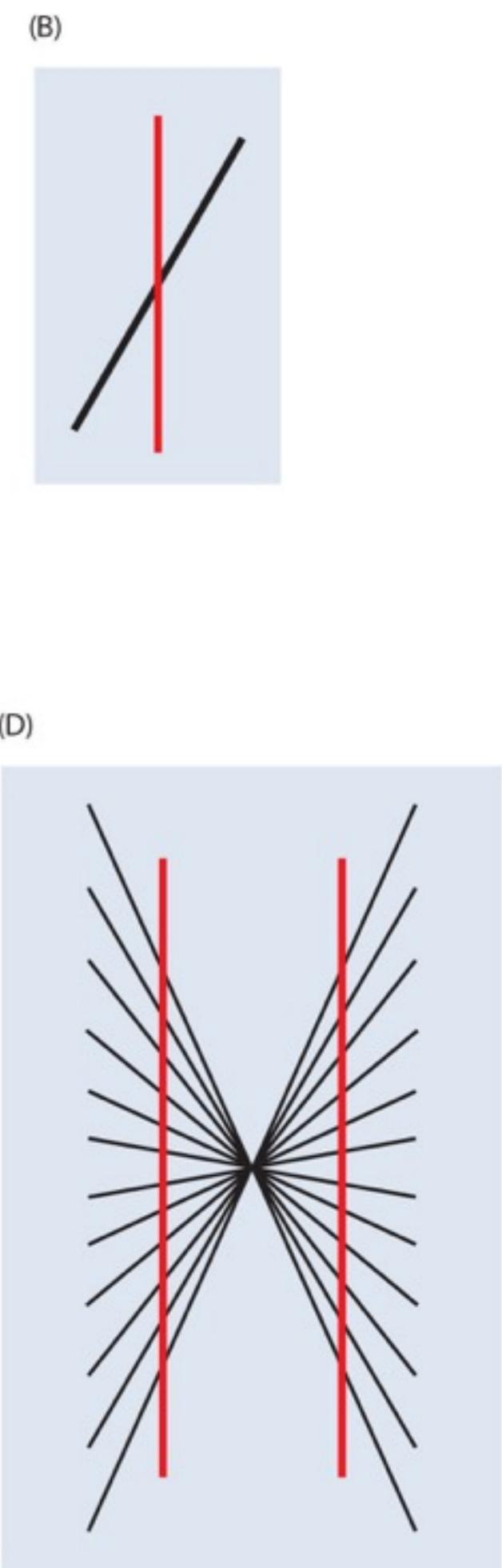
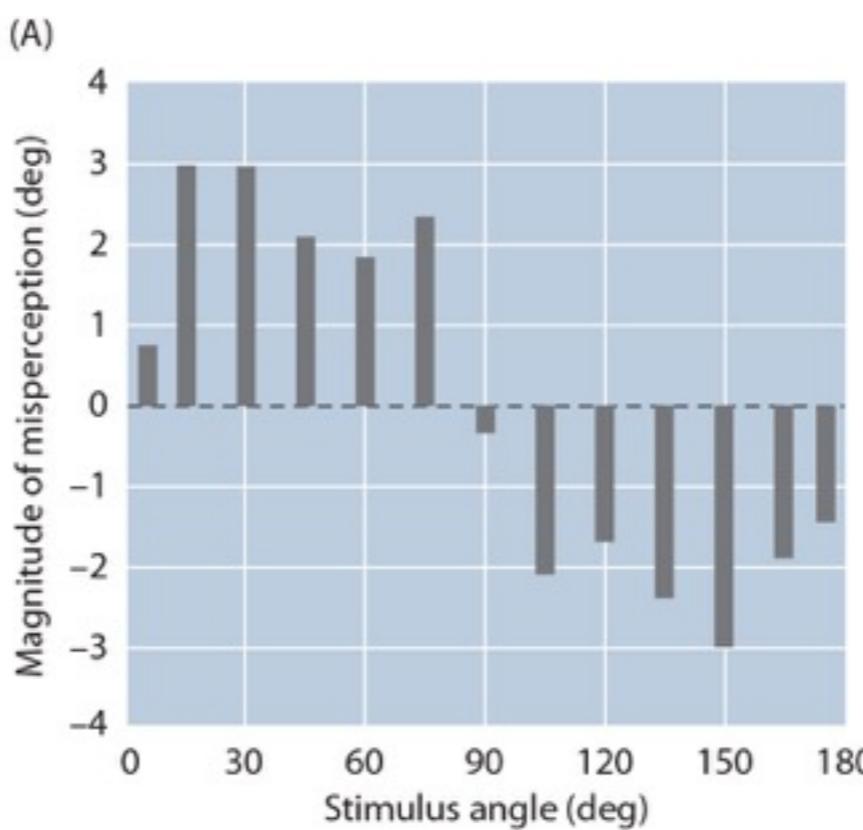
Perceptual function

(B)

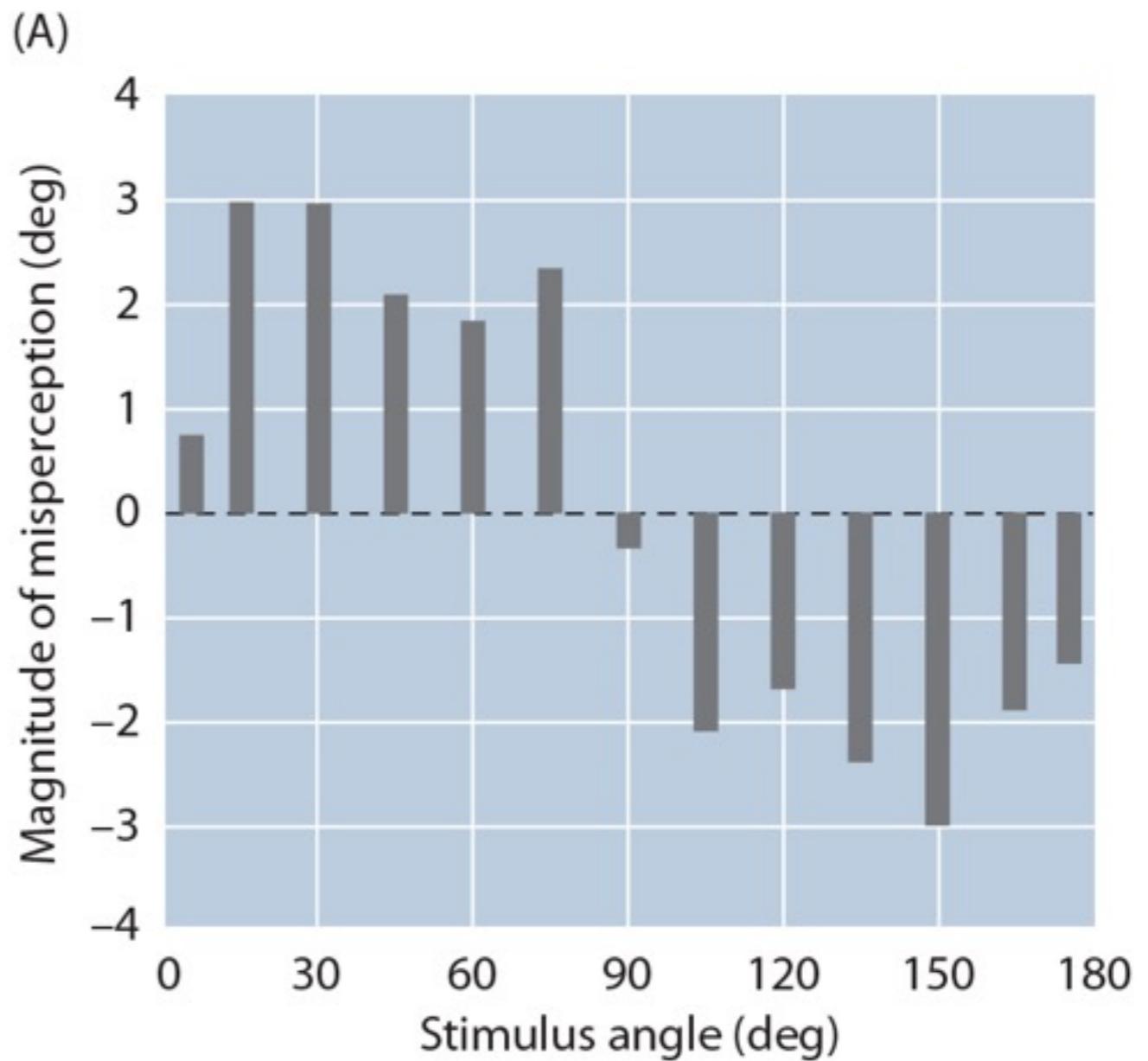


Lesson 5. Seeing Angles

Some classical anomalies in the perception of angles

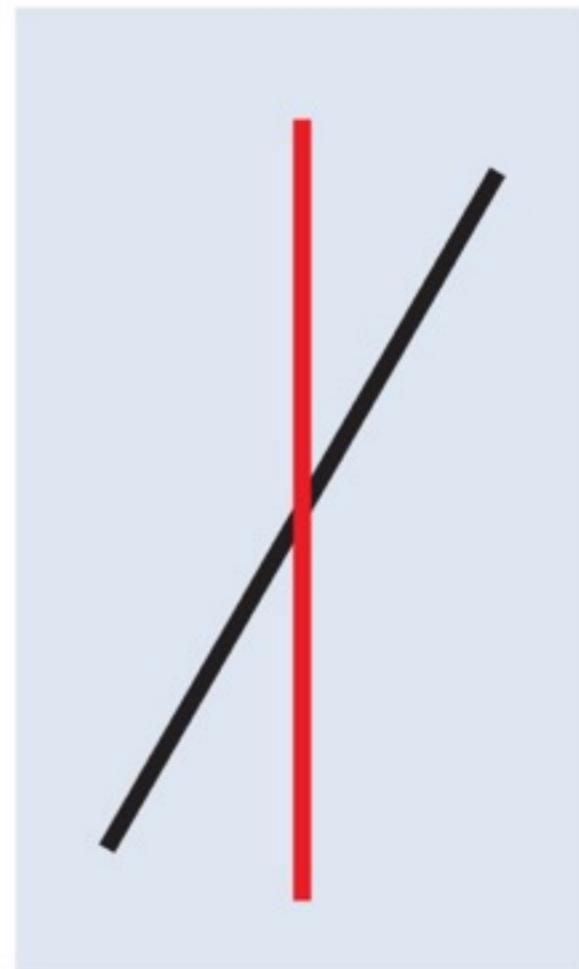


Some classical anomalies in the perception of angles



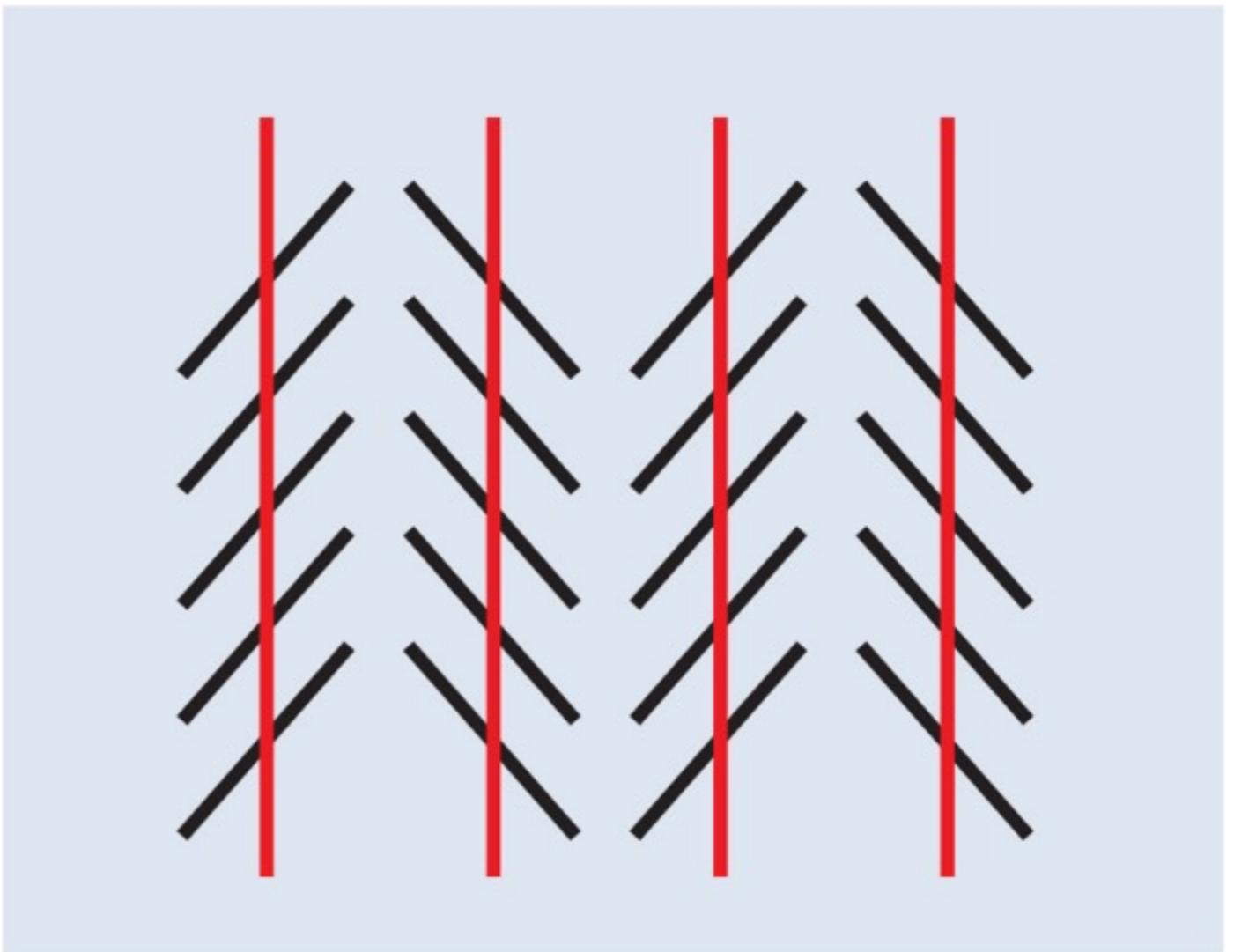
Some classical anomalies in the perception of angles

(B)



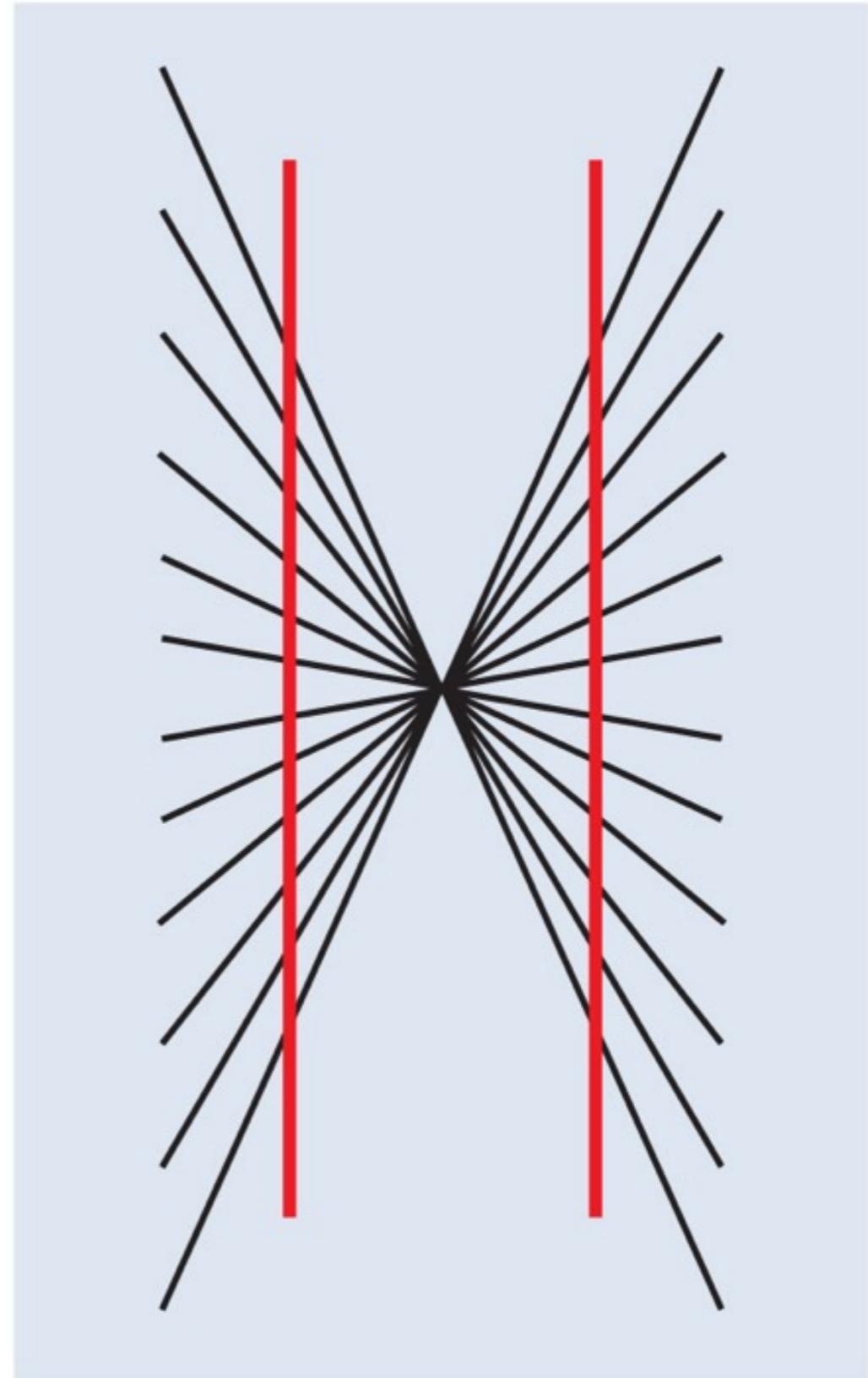
Some classical anomalies in the perception of angles

(C)



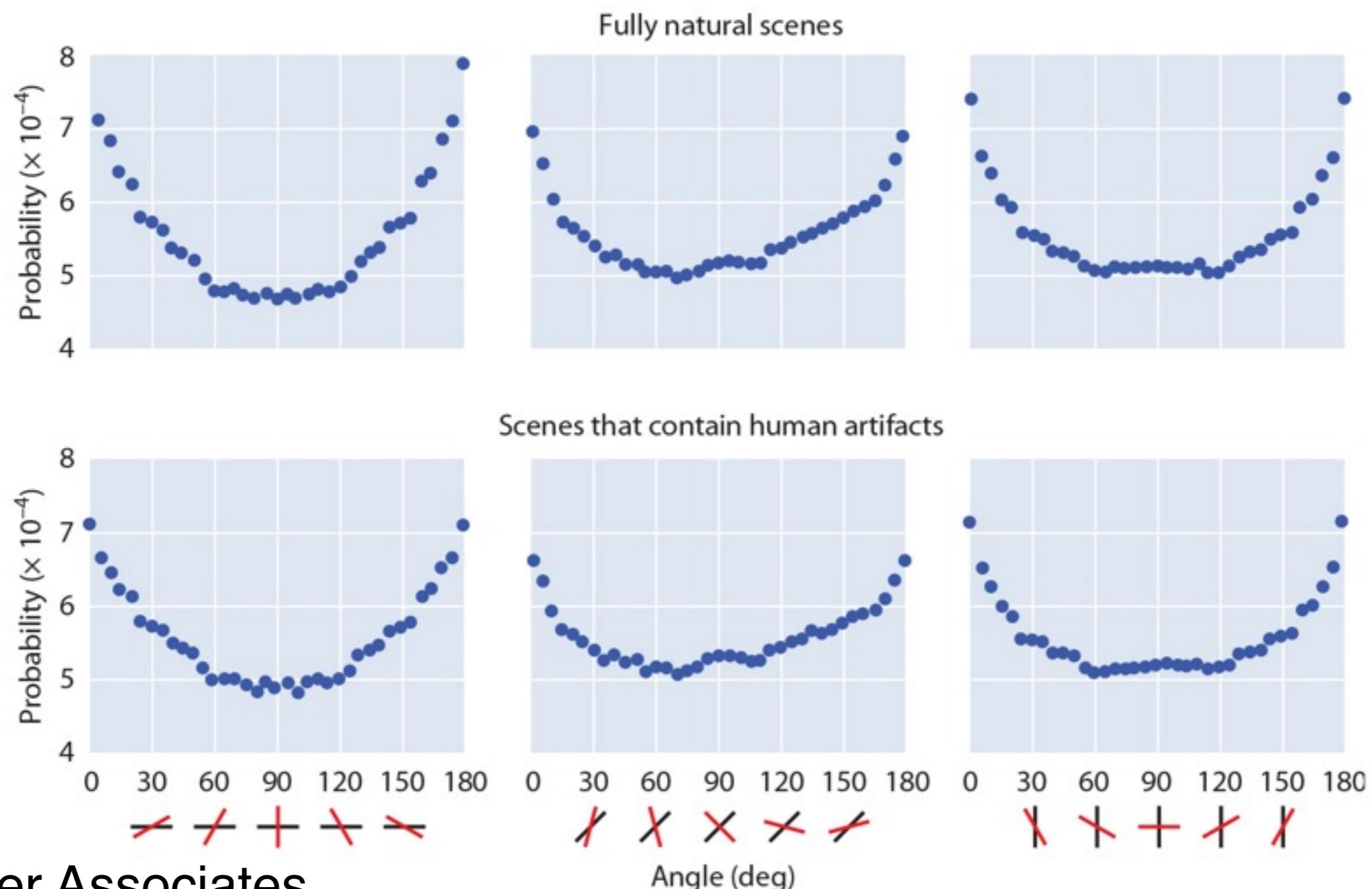
Some classical anomalies in the perception of angles

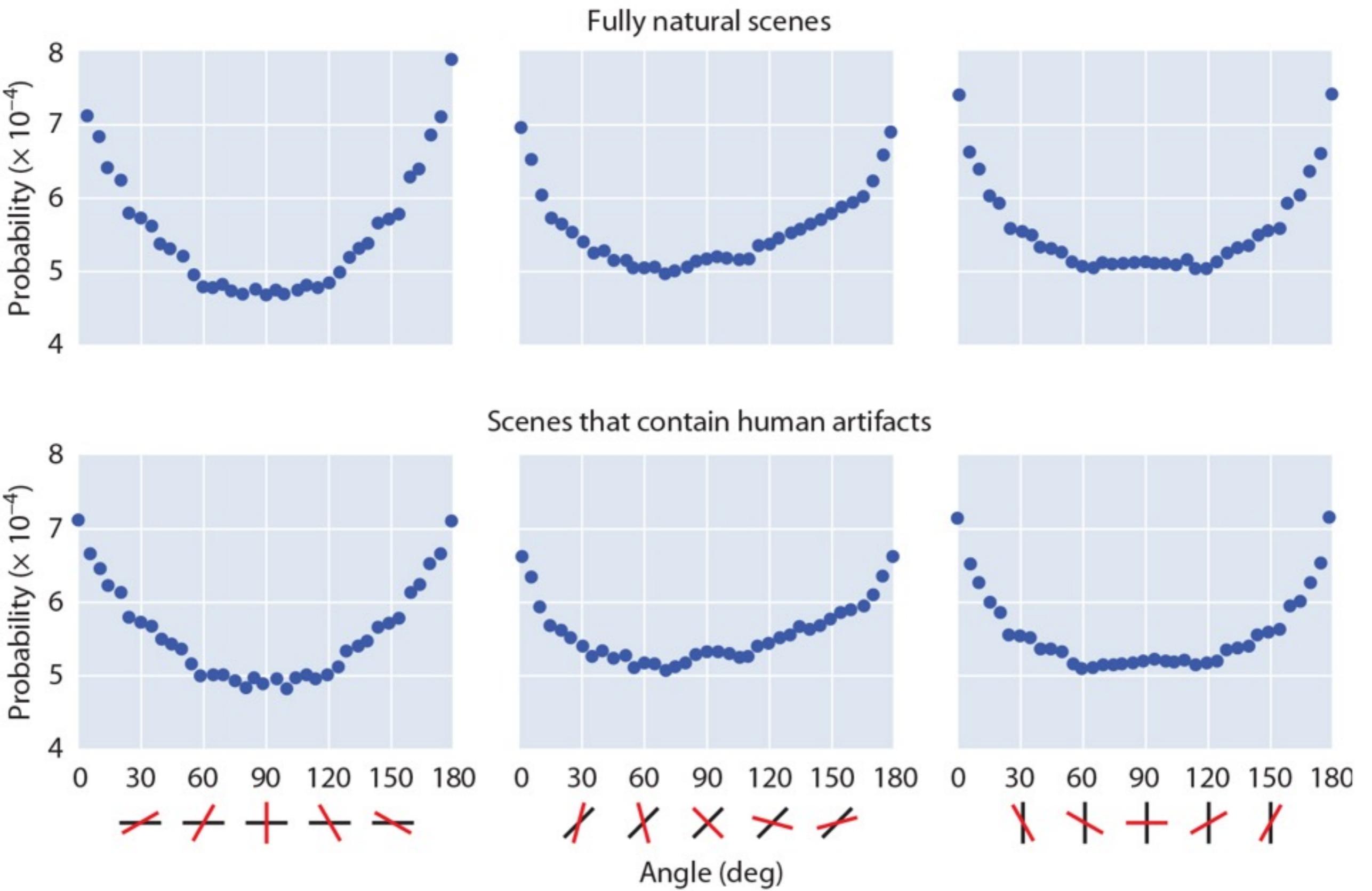
(D)



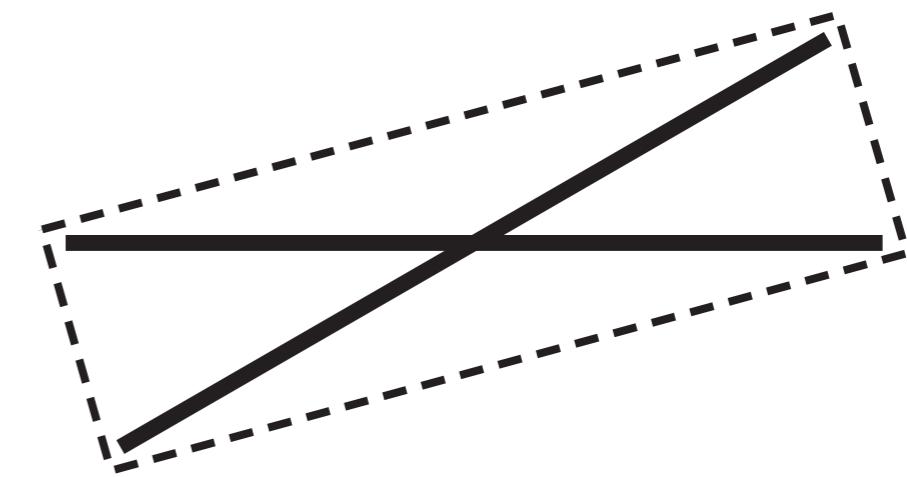
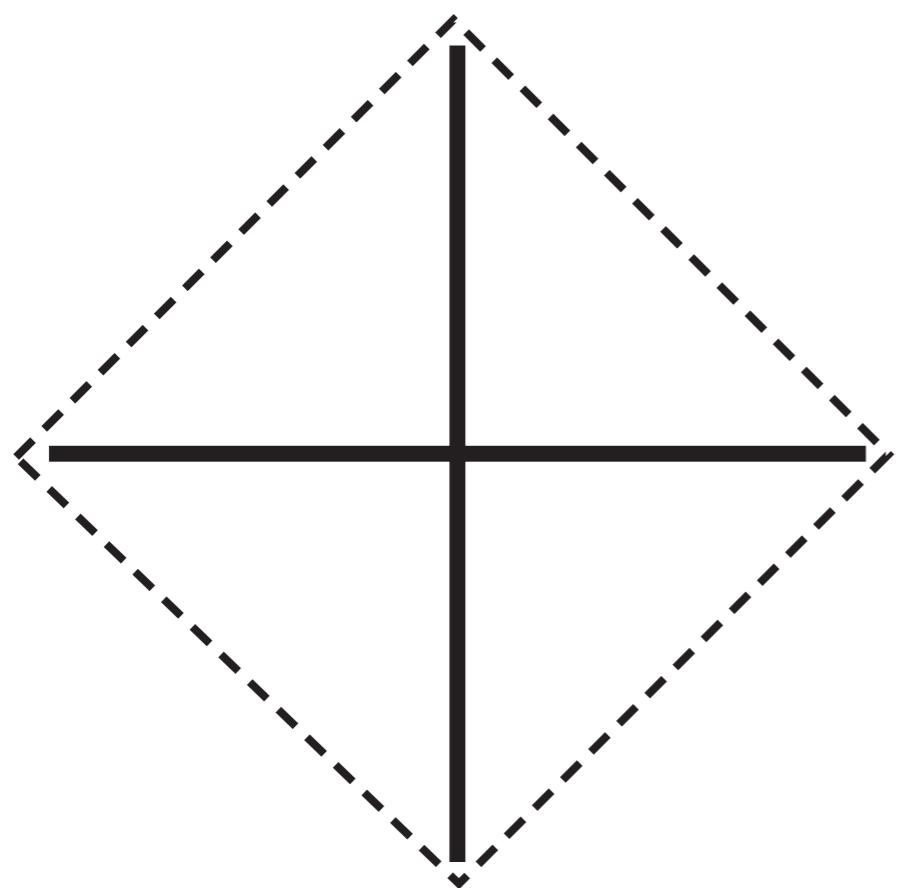
Lesson 6. An Empirical Explanation

Frequency of Occurrence of Angles



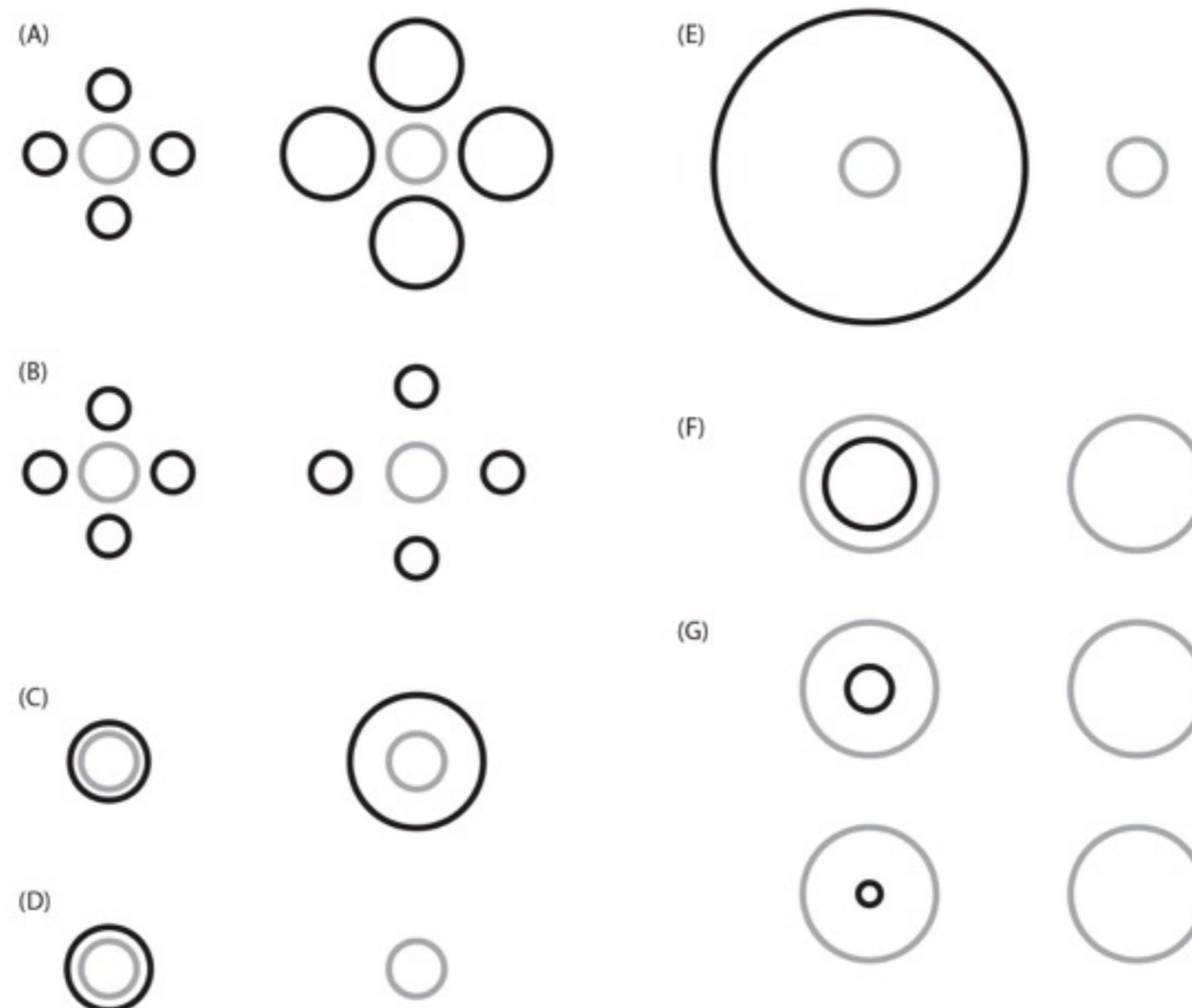


The reason

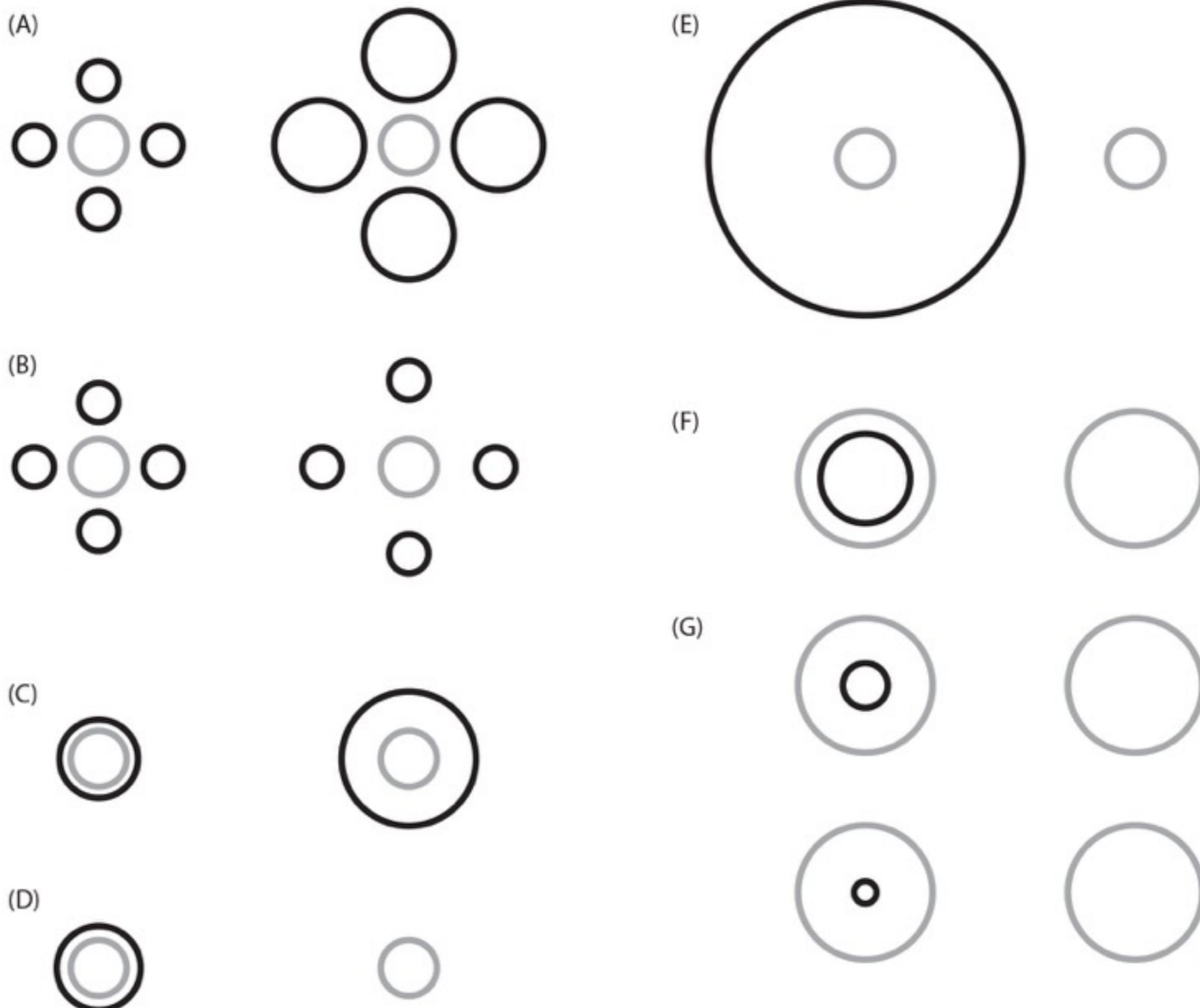


Lesson 7. Seeing Object Size

Classical size contrast effects

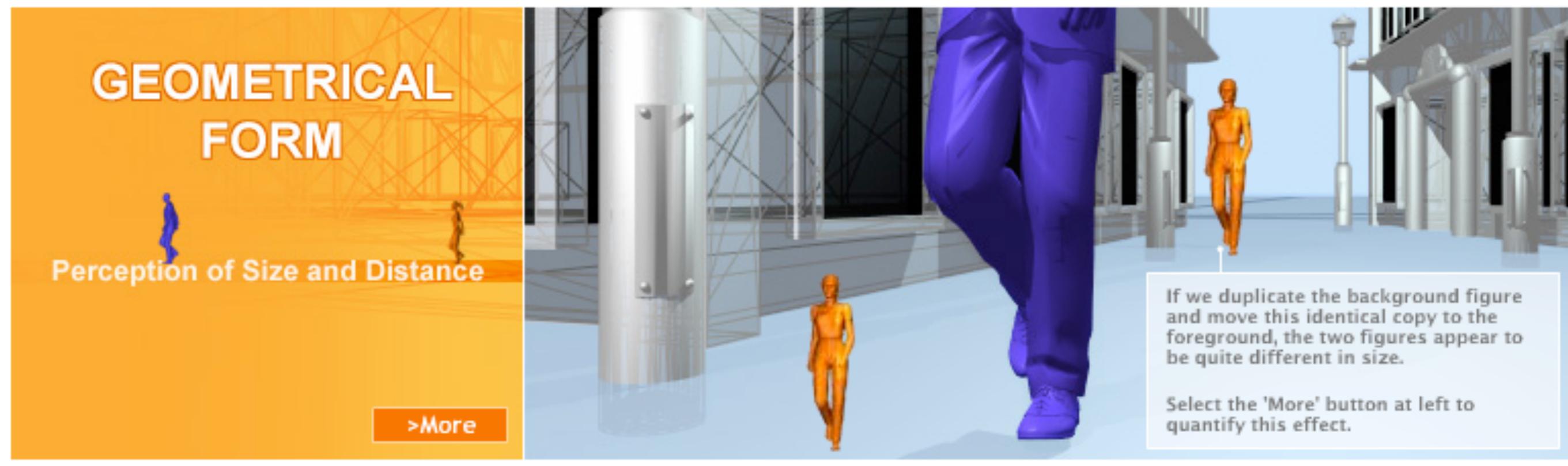


In each case the light gray circles are physically identical



In each case the light gray circles are physically identical

A more dramatic example



GEOMETRICAL FORM | BRIGHTNESS AND COLOR | SOUND AND MUSIC

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Lesson 8. An Empirical Explanation

Explanation of the Ebbinghaus Effect



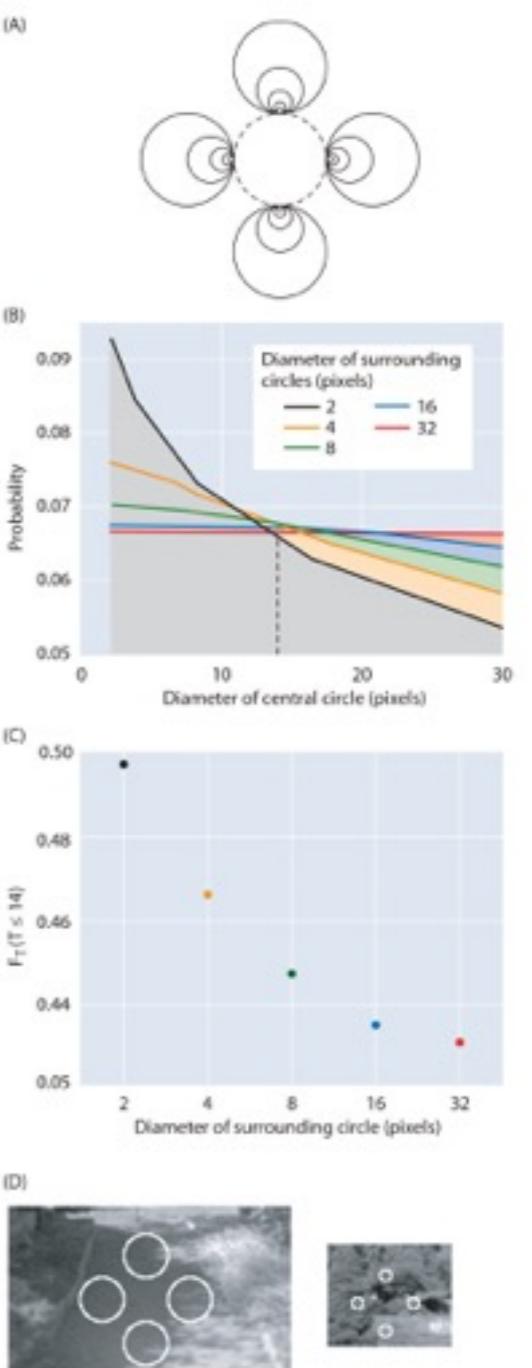
Hermann Ebbinghaus
(1850-1909)

Getting the data

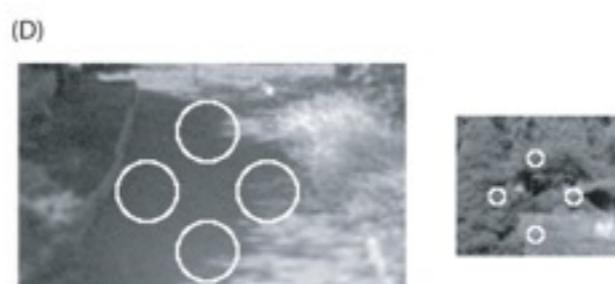
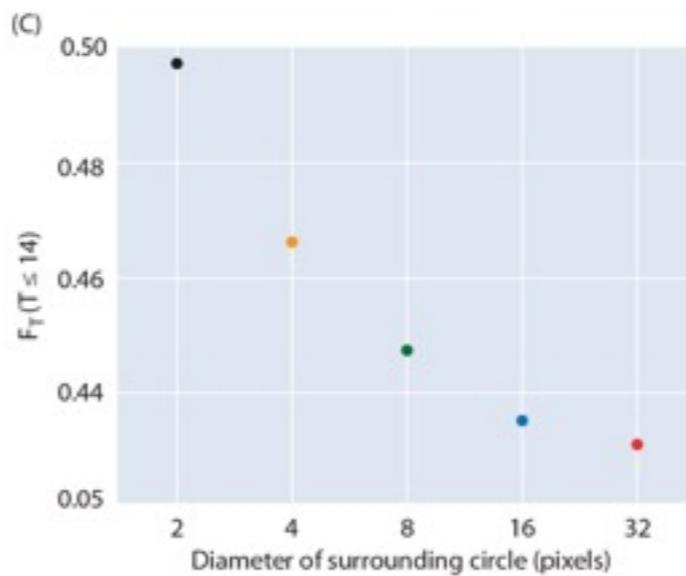
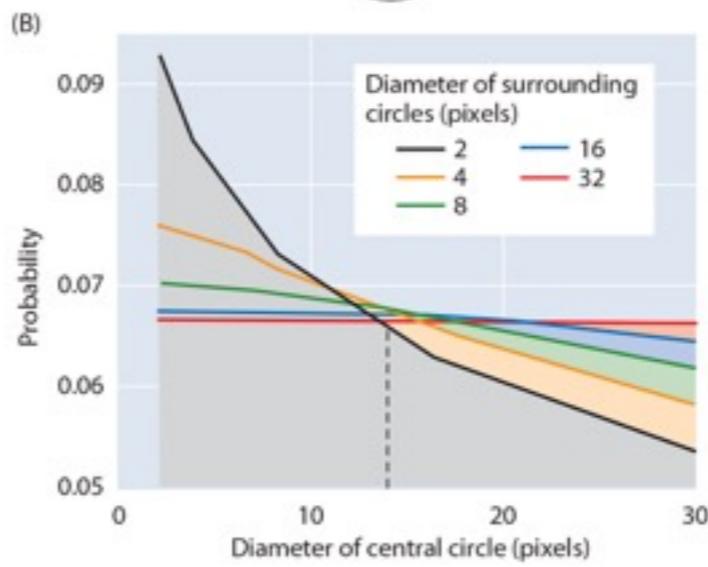
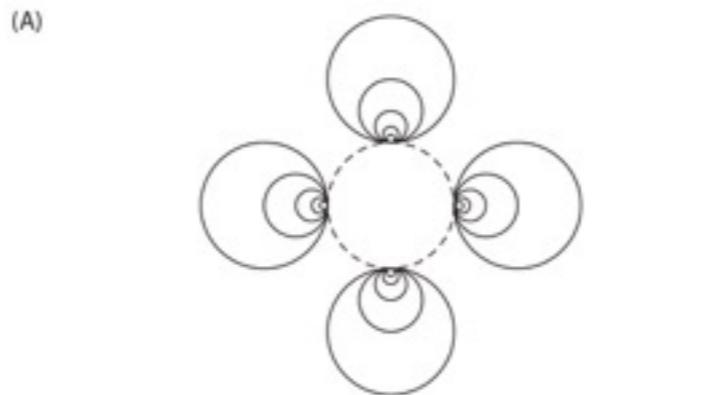
The results

Occurrence of
a particular set

Example



Getting the data



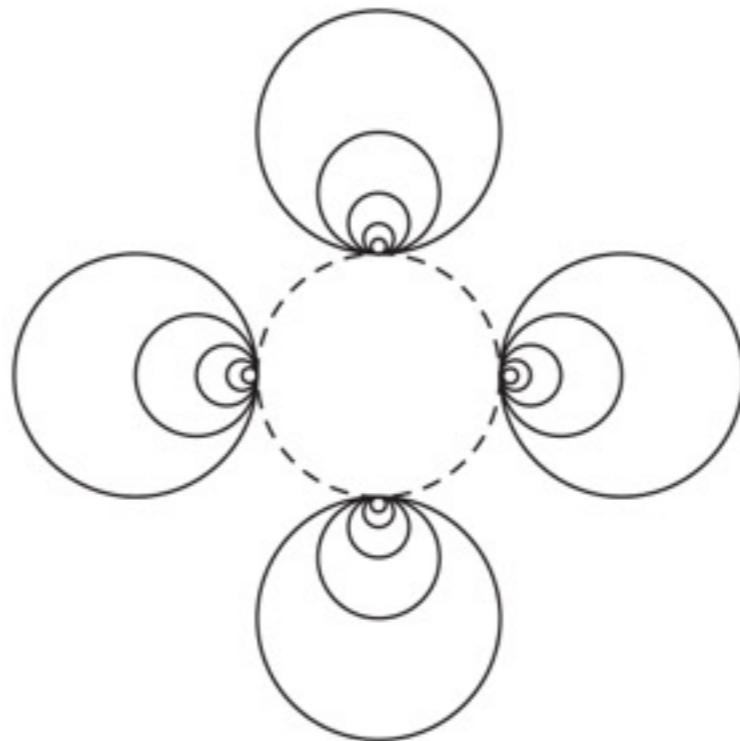
The results

Occurrence of
a particular set

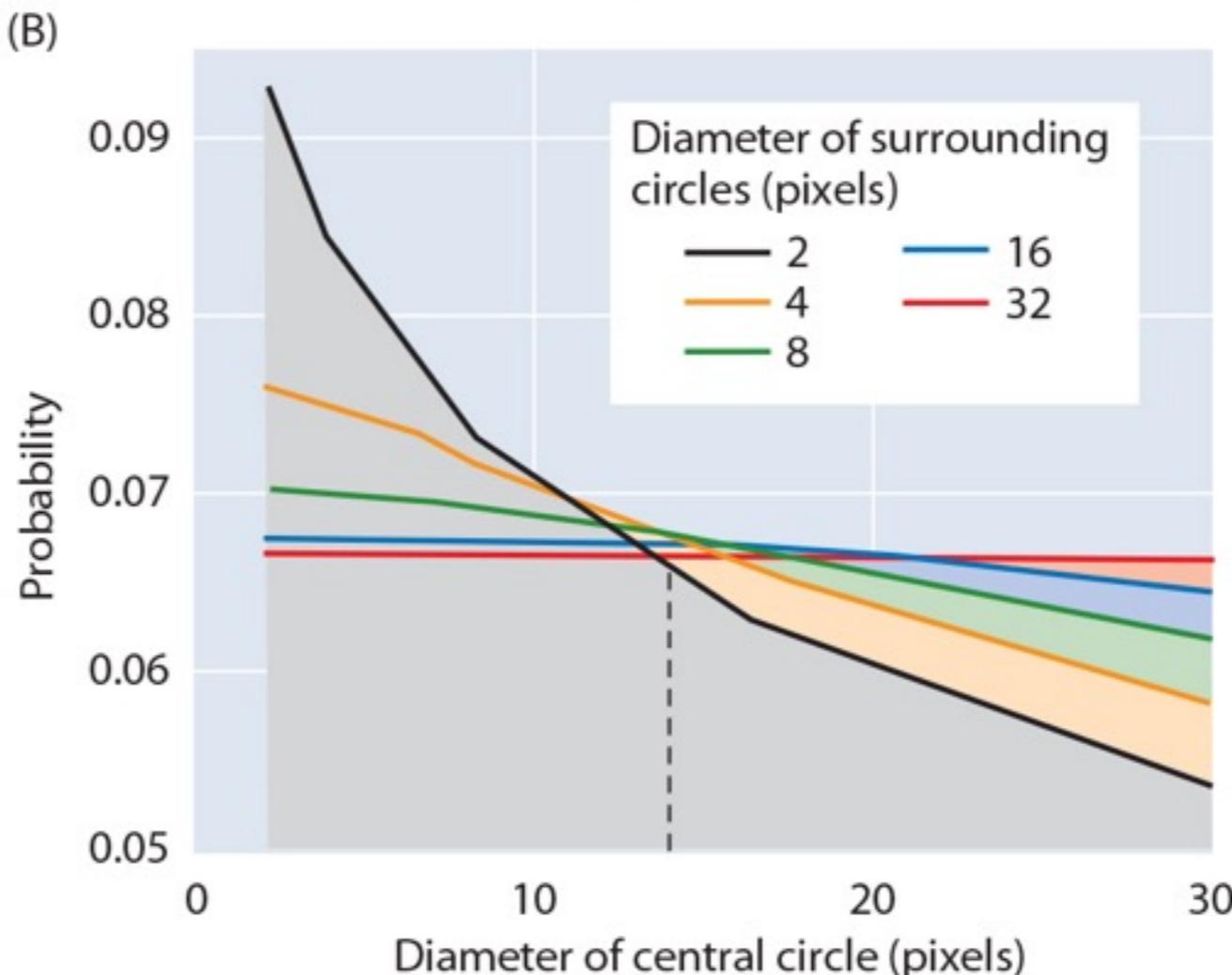
Example

Getting the data

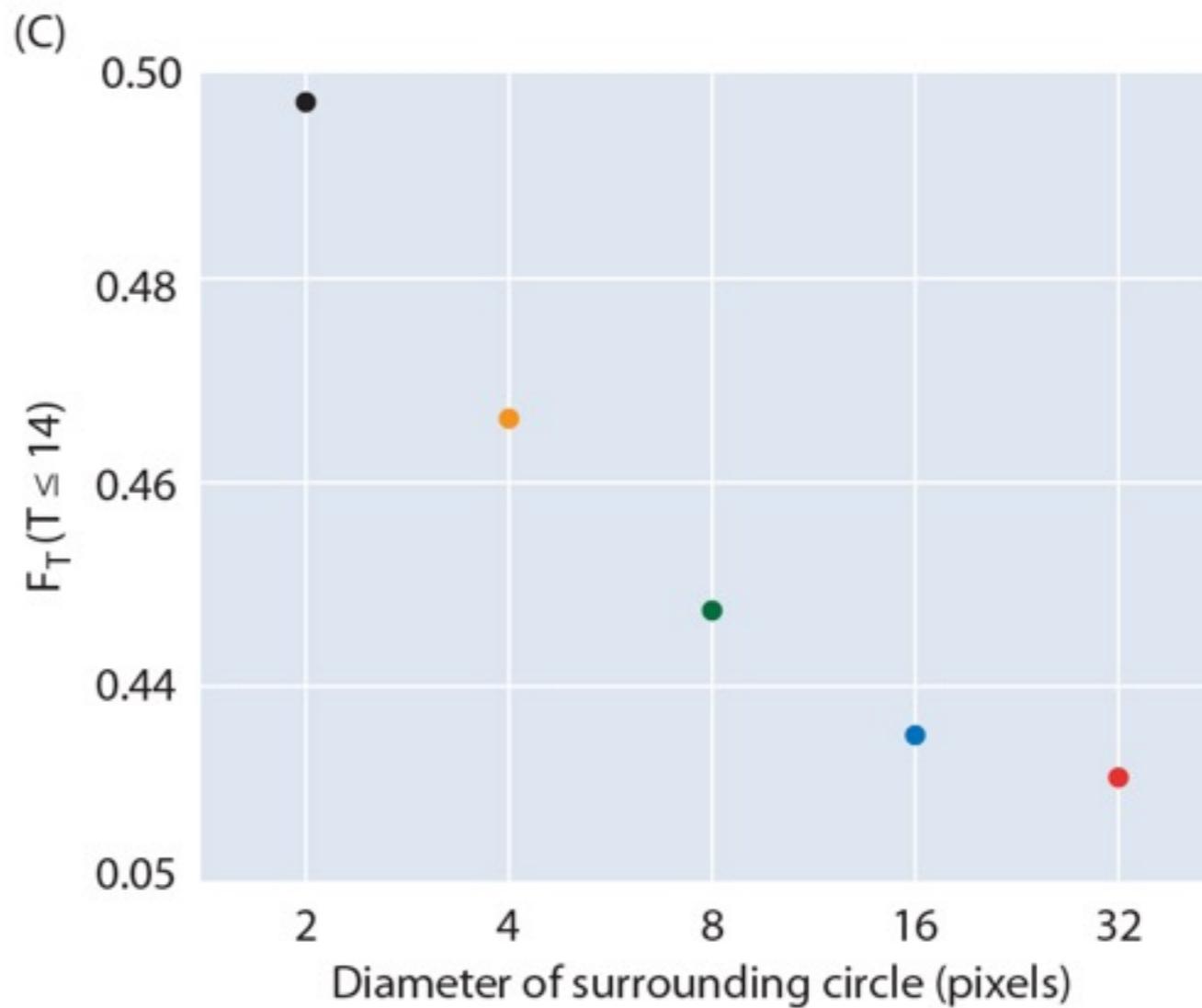
(A)



The results

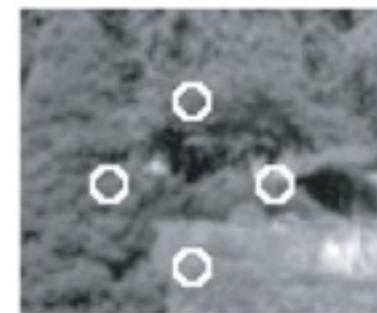
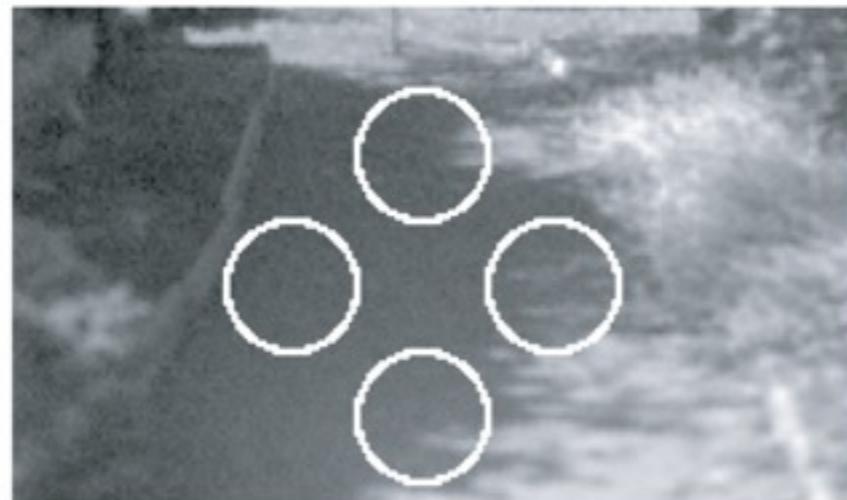


Occurrence of
a particular set



Example

(D)



Summary of the Main Points

- The real-world sources of images can't be known directly; nonetheless, we must behave in terms of the real world and its properties
- The apparent solution we are going to consider is that percepts are *not* generated on the basis of feature detection and representation, but on the basis of accumulated trial and error experience
- The evidence is that much of what we see can be explained on this basis
- If this interpretation is correct, then visual cortical circuitry and its purposes will have to be understood in these terms

Credits

Geometrical illusions, Dale Purves, R. Beau Lotto. *Why We See What We Do Redux*, Sinauer Associates Inc. 2011, pg. 93

Perceiving angles, Dale Purves, R. Beau Lotto. *Why We See What We Do*, Sinauer Associates Inc. 2003, pg. 153

Müller-Lyer effect, Dale Purves, R. Beau Lotto. *Why We See What We Do Redux*, Sinauer Associates Inc. 2011, pg. 121

Müller-Lyer effect in the real world, Howe CQ, Purves D (2005) *Perceiving Geometry: Geometrical Illusions Explained by Natural Scene Statistics*. New York, NY: Springer.

Perceiving geometrical stimuli, Dale Purves, R. Beau Lotto. *Why We See What We Do Redux*, Sinauer Associates Inc. 2011, pg. 92

"Lincoln Hat" illusion, ©2014 Dale Purves

Perception of line length, Dale Purves, R. Beau Lotto. *Why We See What We Do Redux*, Sinauer Associates Inc. 2011, pg. 99

Scanner photo and sample scans, ©2014 Dale Purves

Credits, Cont.

Dale Purves, R. Beau Lotto. *Why We See What We Do Redux*, Sinauer Associates Inc. 2011

- Oriented lines, pg. 100
- Results of the analysis, pg. 101
- Perception of line length as function of orientation, pg. 102
- Line perception anomalies, pg. 106
- Frequency of projected angles, pg. 108
- 90-degree and non-90-degree angles, pg. 108
- Classical size contrast effects, pg. 112

Geometrical form, ©2014 Dale Purves, purveslab.net

Ebbinghaus effect, Dale Purves, R. Beau Lotto. *Why We See What We Do Redux*, Sinauer Associates Inc. 2011, pg. 114