Figure showing shape vs. texture bias across models and humans.

Top axis: Fraction of 'shape' decisions (1, 0.9, 0.8, 0.7, 0.6, 0.5, 0.4, 0.3, 0.2, 0.1, 0)

Bottom axis: Fraction of 'texture' decisions (0, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6, 0.7, 0.8, 0.9, 1)

Left axis: Shape categories

Legend:
- ResNet−50
- AlexNet
- VGG−16
- GoogLeNet
- ViT−B_16
- ViT−L_32
- Humans (avg.)