

# Multisensory perception

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# Outline

1. From sensation to perception
- 2. Attention**
3. Spatial perception
4. Multisensory interactions
5. Sensory substitution

# Definition of attention



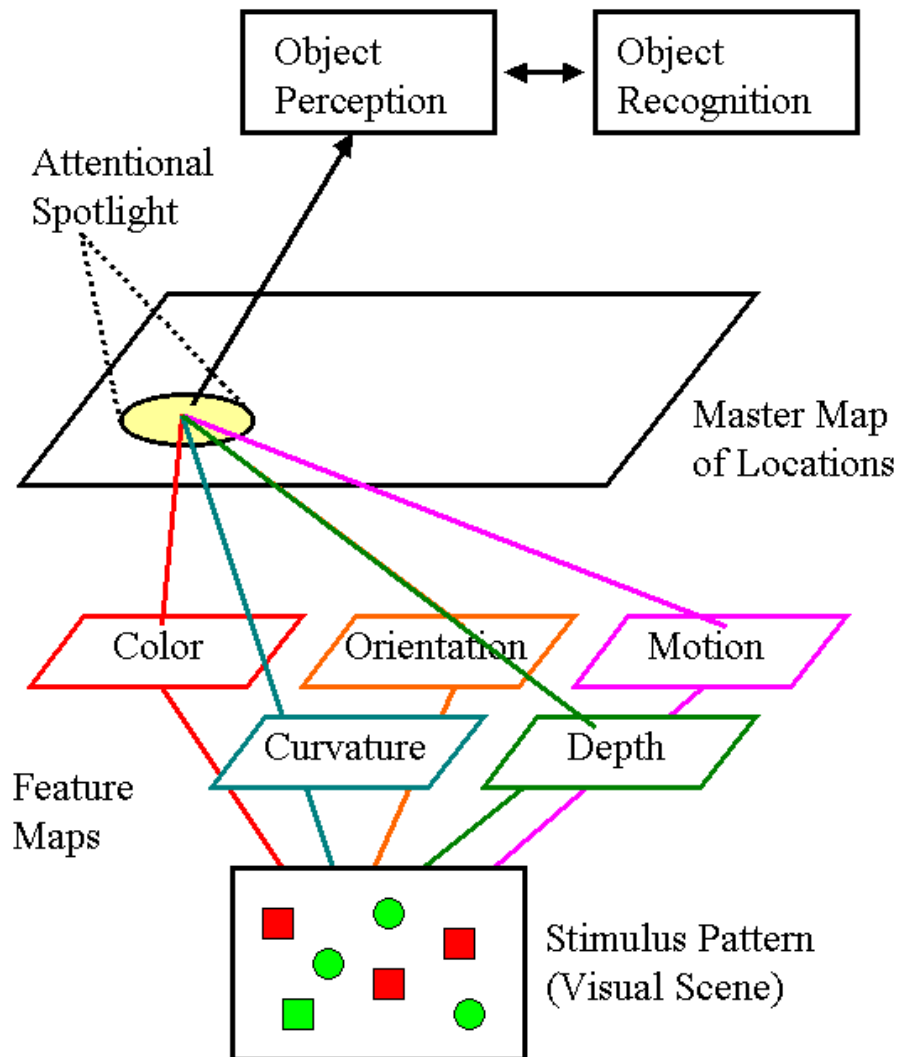
« Activity or state by which a person **increases its efficiency** with respect to some psychological contents (e.g., perceptual, intellectual, from memory), most of the time by **selecting** some parts or some aspects and by **inhibiting** or neglecting others »

Larousse dictionary

**Our brain is always making choices: attention refers to this process of choices**

# Definition of attention

- Perceptual binding: theory of traits integration



*Treisman & Gelade, 1990*

# Demonstration

Identify the black numbers

2 X O T 4

# Demonstration

Describe the colors and shapes of central elements

2 X O T 4

# Demonstration

- Presentation 200-400 ms

2 X O T 4

- Task:
  - Identify the black numbers
  - Describe the colors and shapes of central elements
- Illusory conjunction in 30% of cases (e.g. green T)

# Definition of attention

- Perceptual binding: theory of traits integration
- Selective filtering: ability to facilitate one type of information (focus) while ignoring another type



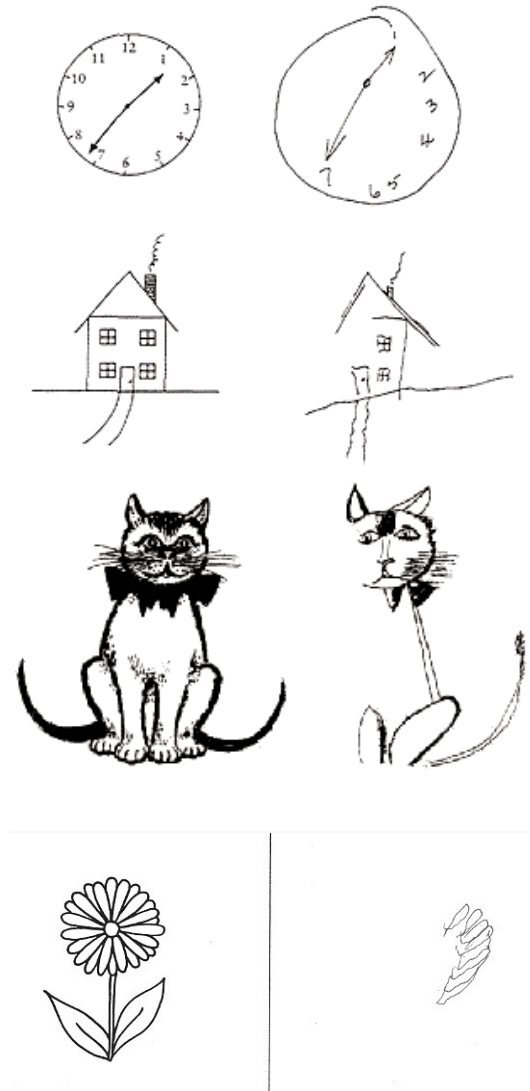
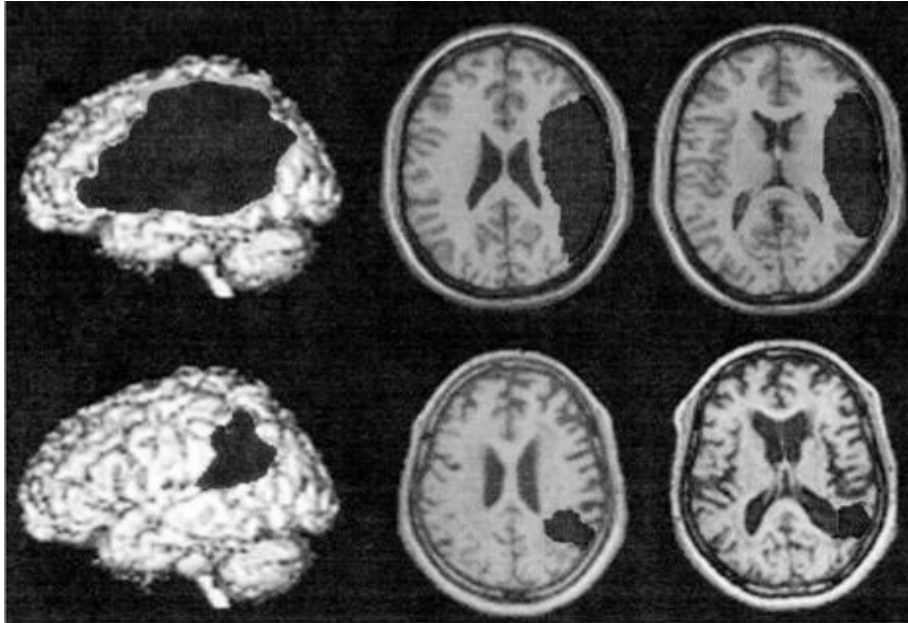
# Selective filtering

## ➤ **Spatial attention**

- Focused on one location in space

# Attentional deficit: Hemineglect

Right parietal lesion

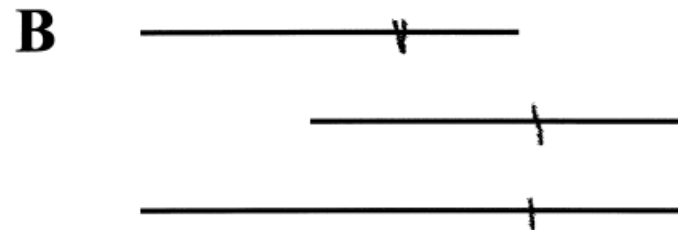


*Vuilleumier & Driver (2001)*  
*Vuilleumier & Schwarz (2000)*

# Attentional deficit: Hemineglect



Crossed out task



Task of segment bisection



Replicating a drawing

# Selective filtering

## ➤ Spatial attention

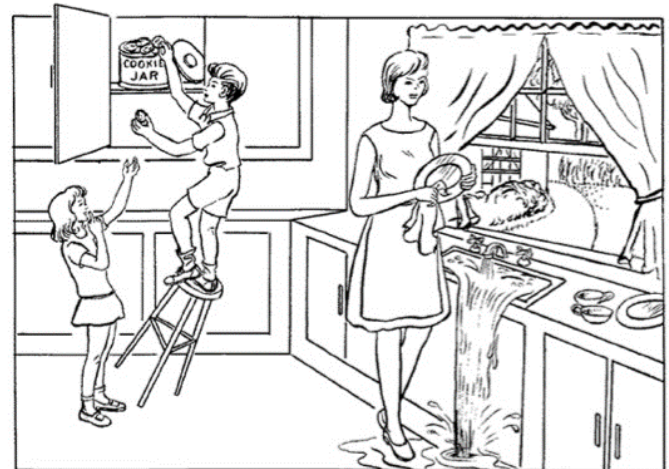
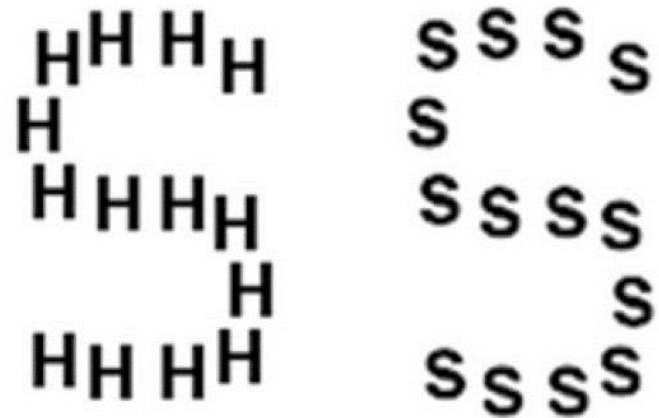
- Focused on one location in space

## ➤ Object based attention

- Focused on one particular object

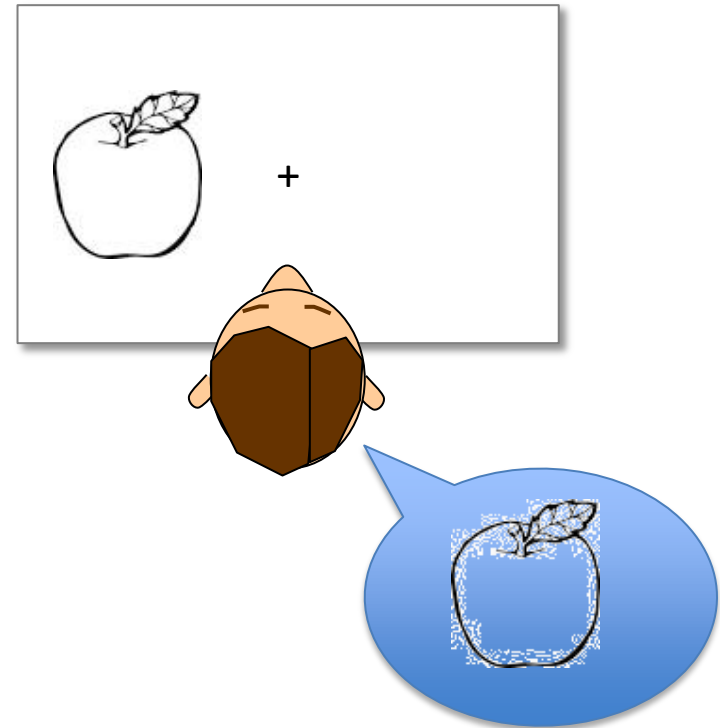
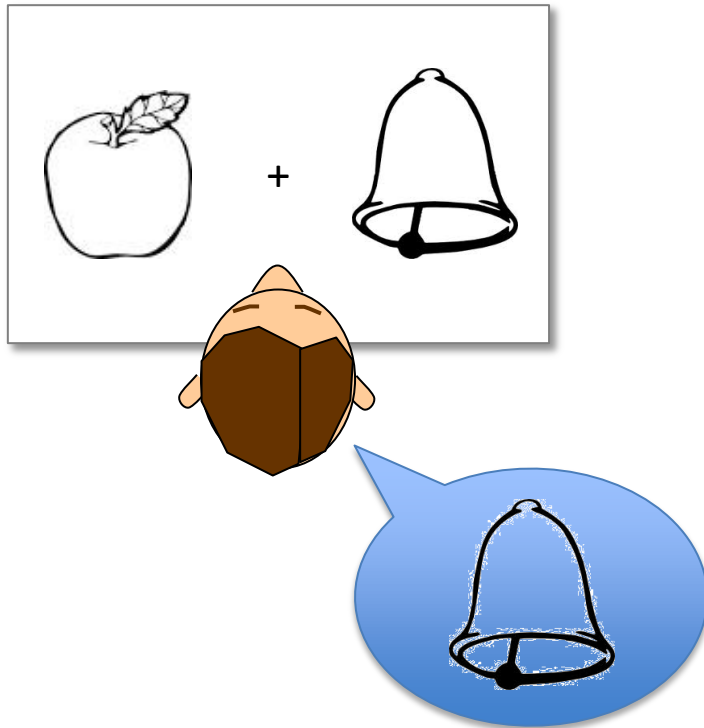
# Attentional deficit

- Phenomenon of **extinction** / **simultagnosia**



# Attentional deficit

## ➤ Phenomenon of **extinction** / **simultagnosia**



# Selective filtering

## ➤ **Spatial attention**

- Focused on one location in space

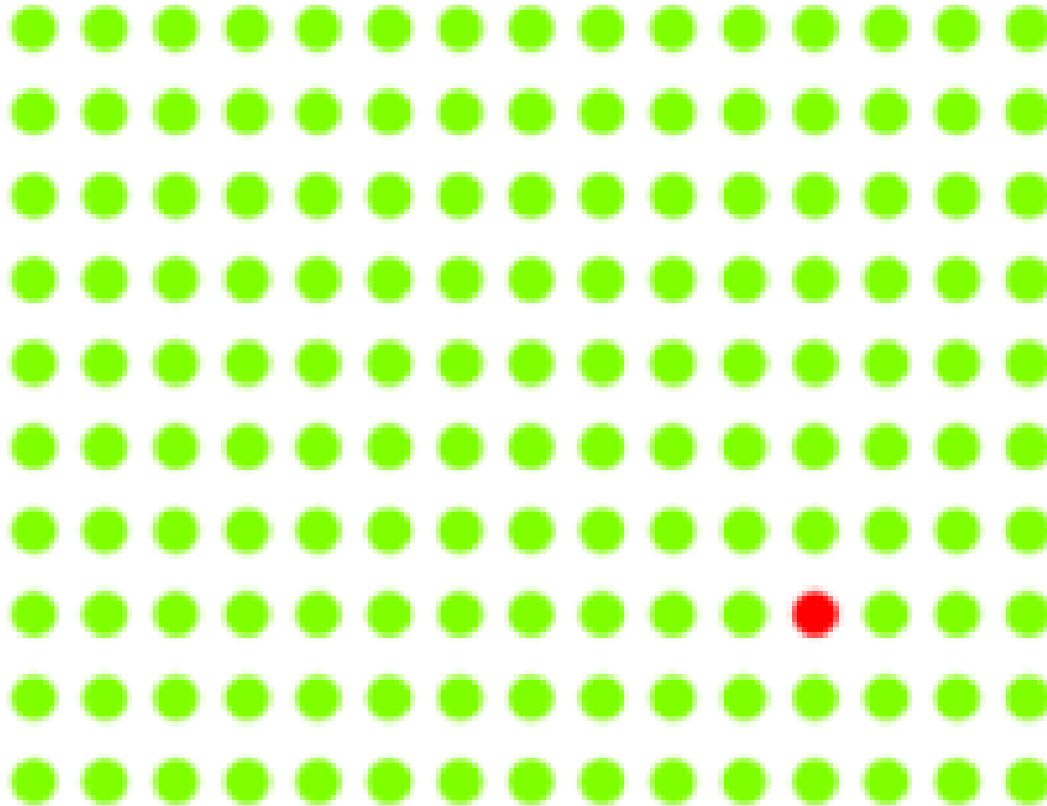
## ➤ **Object based attention**

- Focused on one particular object

## ➤ **Attention based on a primitive**

- Focused on a particular visual property (e.g., a color, a direction of movement)

# Selective filtering





# Demonstration

a

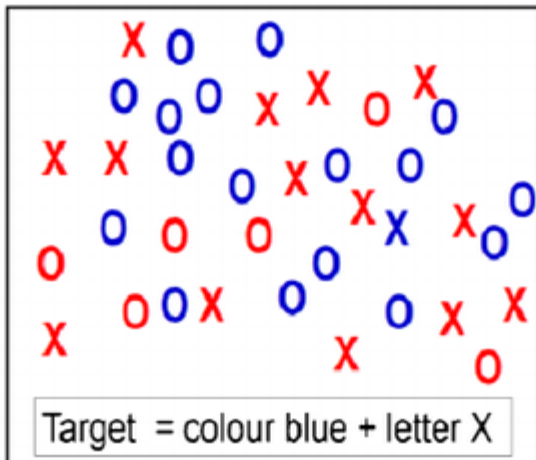


# Demonstration

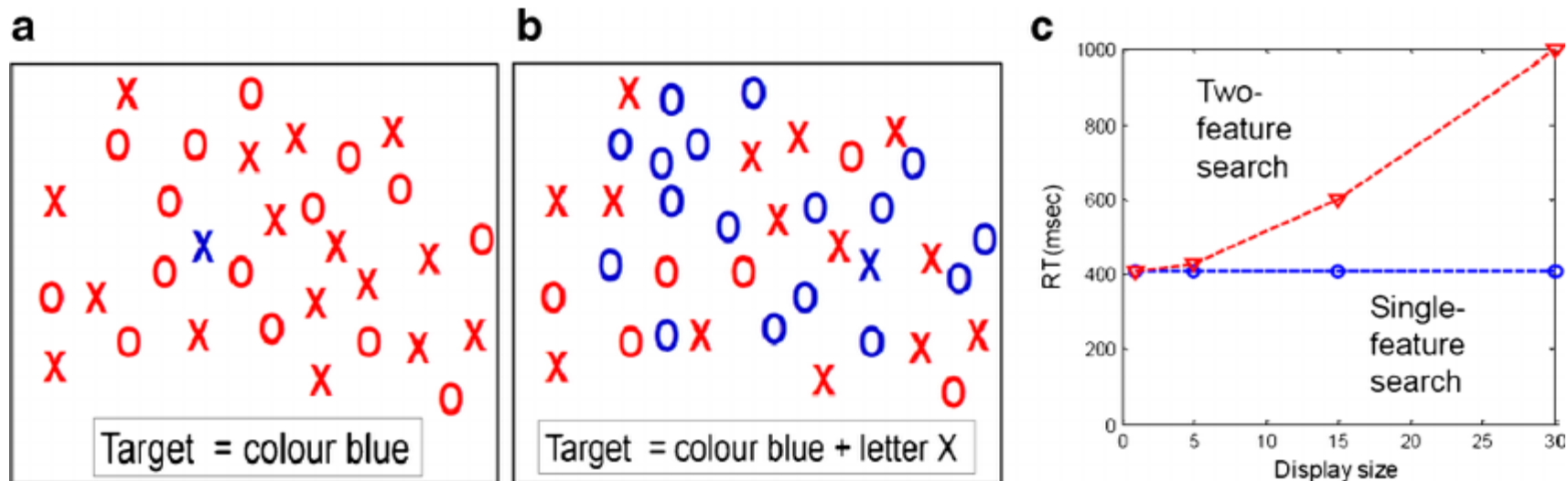
a



b



# Demonstration



Response times increase with the size of the research set.

Shows a serial search and the existence of a system of parallel search for a primitive: a filter.

# Definition of attention

- Perceptual binding: theory of traits integration
- Selective filtering: ability to facilitate one type of information (focus) while ignoring another type
- Management of ressources: ability to move, decrease or adapt the size and properties of the attentional focus

# Management of attentional resources

- Principle of limited resources
  - High energetic cost of neural activity
  - Fast and economical allocation of energy as a function of the requirements for the task to perform

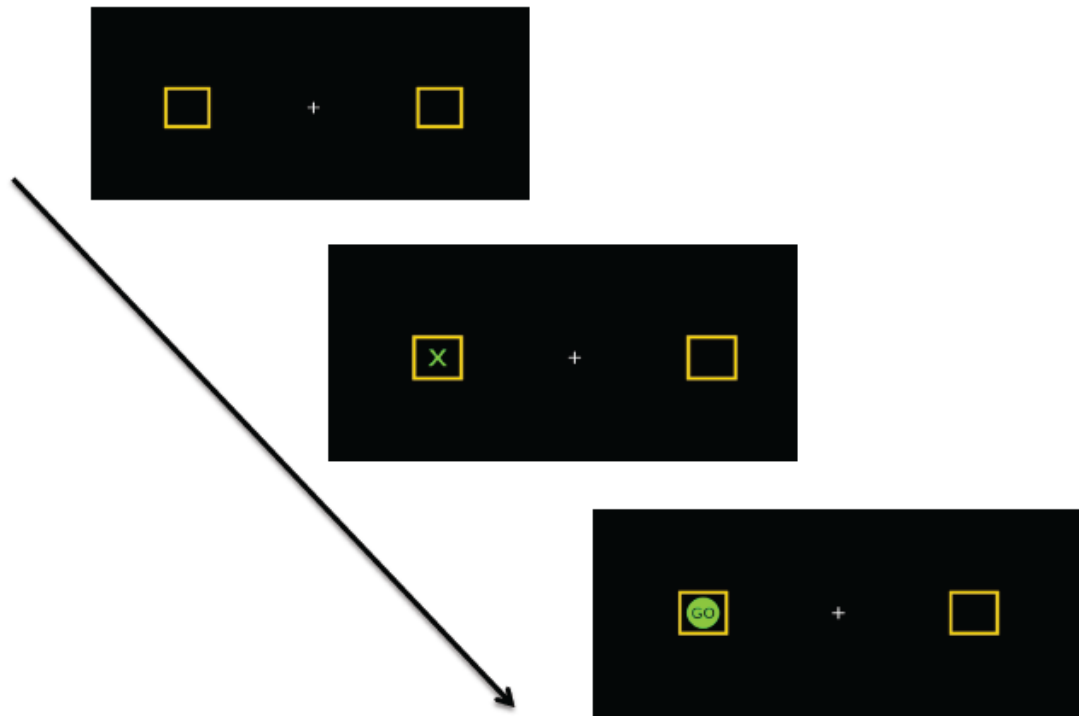
# Management of attentional resources

- **Endogenous attention:** voluntary, goal-directed, controlled and sustained
- **Exogenous attention:** involuntary, provoked by a stimulus, automatic and short-lived

*Alert system*

# Exogenous attention

A classical protocol: Posner's protocol



<https://www.psychtoolkit.org/experiment-library/cueing.html>

# Exogenous attention

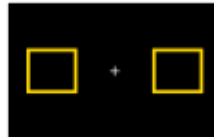
## Sequence of events in a cued trial



Trial starts. Two yellow boxes and a fixation point.



A cue appears in one of the two boxes. Which one is chosen at random. The cue stays on screen for 200 ms.



A cue disappears, and there is a 500 ms period between the cue offset and the next event.



The go signal appears at the place of the cue. In this case, the participant needs to press the right shift button because the go signal appears in the right box



After the response, there is a 300 ms blank period until the next trial, this is the intertrial interval.

Time



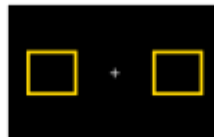
## Sequence of events in an uncued trial



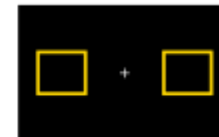
Trial starts. Two yellow boxes and a fixation point.



Although there is no cue, the duration of the whole trial is the same as in the cued condition, such that the trial types are comparable in terms of timing.



The go signal appears. In this case, the participant needs to press the right shift button because the go signal appears in the right box



After the response, there is a 300 ms blank period until the next trial, this is the intertrial interval.

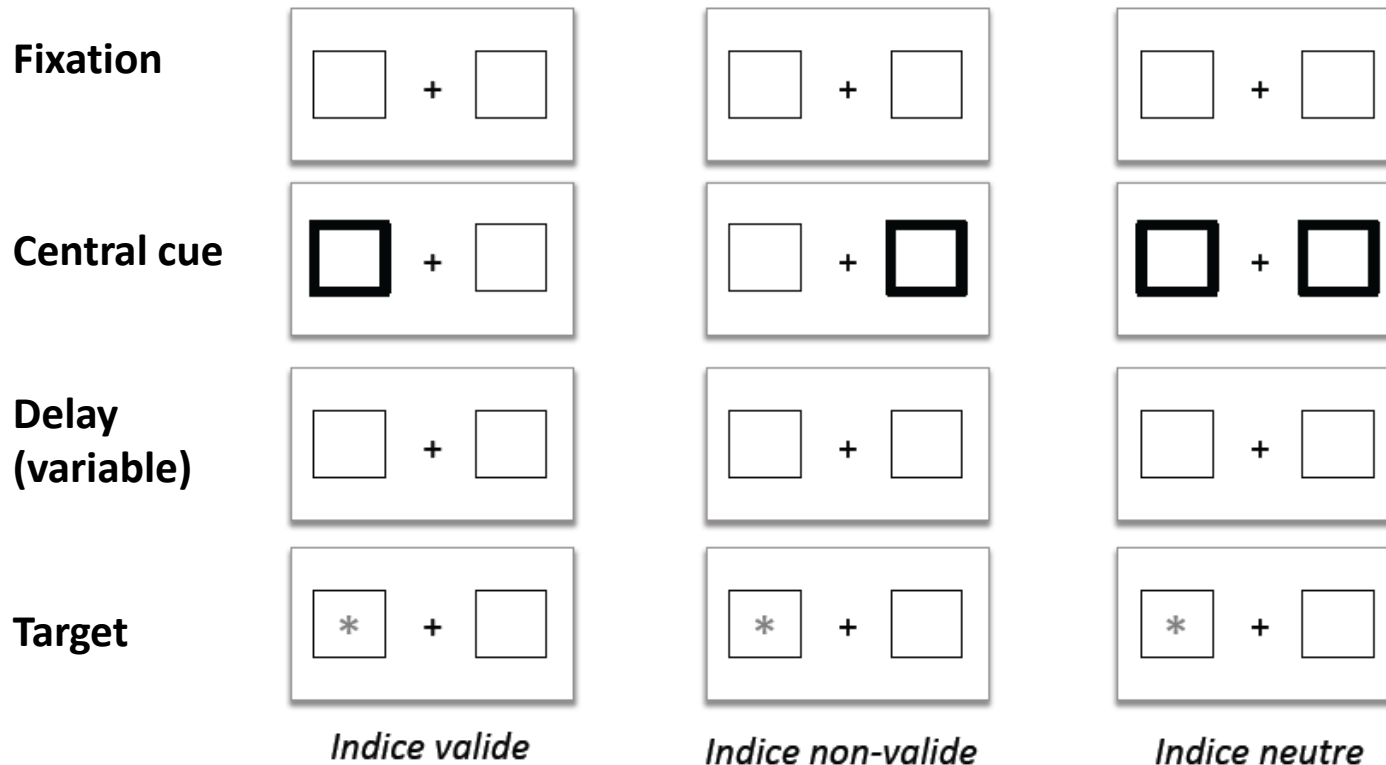
Time





# Exogenous attention

A classical protocol: Posner's protocol



Peripheral cue -> Test of exogenous attention

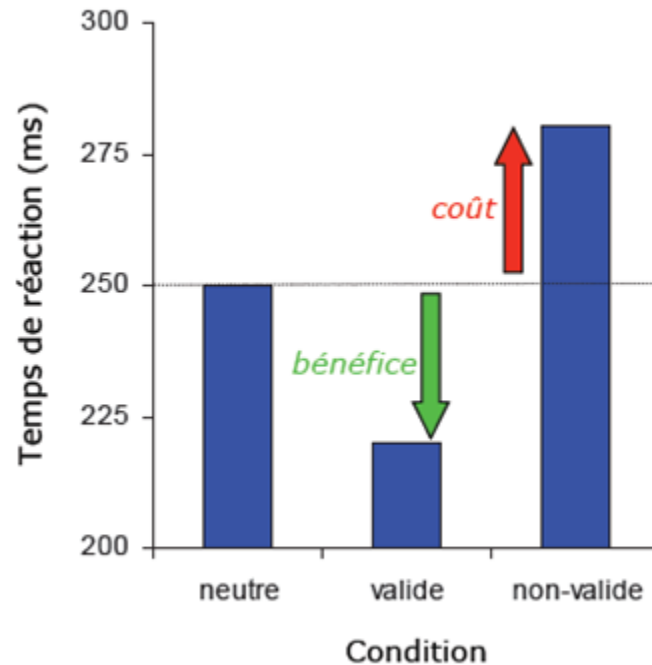
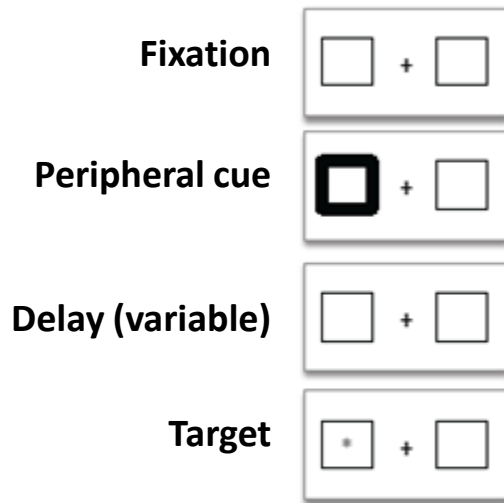
# Exogenous attention



Analysis of the structure of experience

- What is measured? (dependent variable)
- What are the main factor of this experience? (i.e., the parameters that vary in a systematic way and that correspond to the hypotheses
- What are the parameters that are fixed but important for the experiment?
- Are there other factors that can influence the results and that are not counterbalanced here?
- Which kind of attention is tested here?
- What are your predictions on the results?

# Exogenous attention

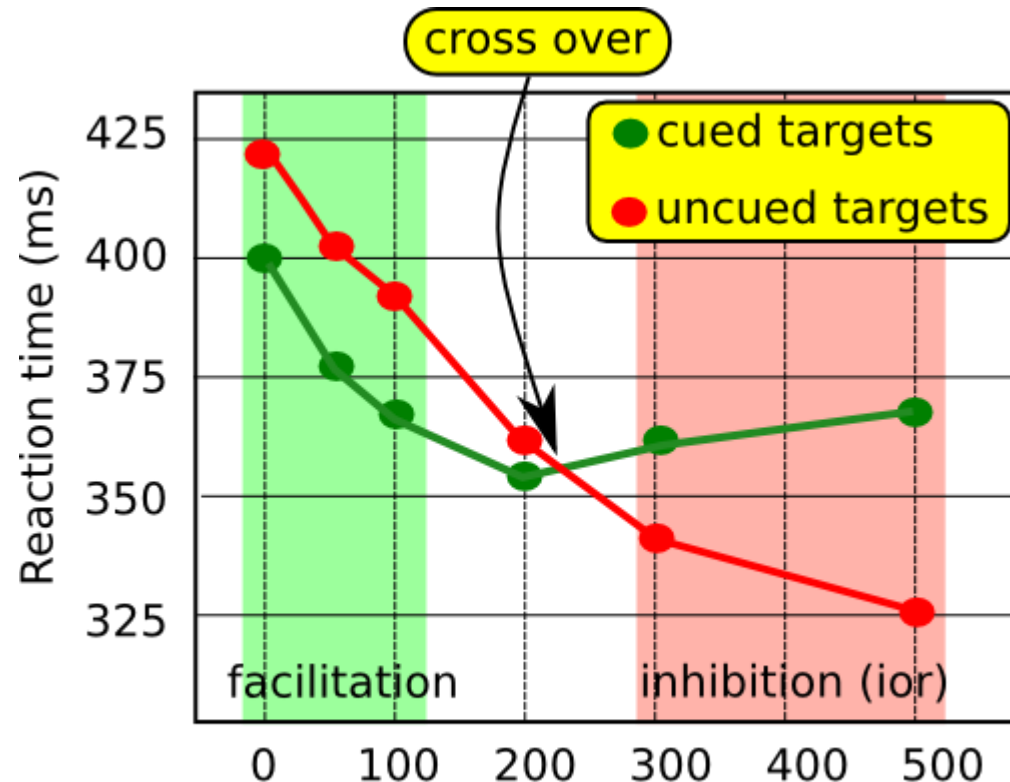
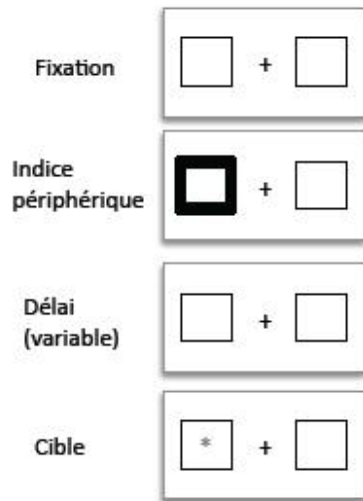


How can we know the temporal decay of this effect?

# Exogenous attention

## Temporal decay of exogenous attention

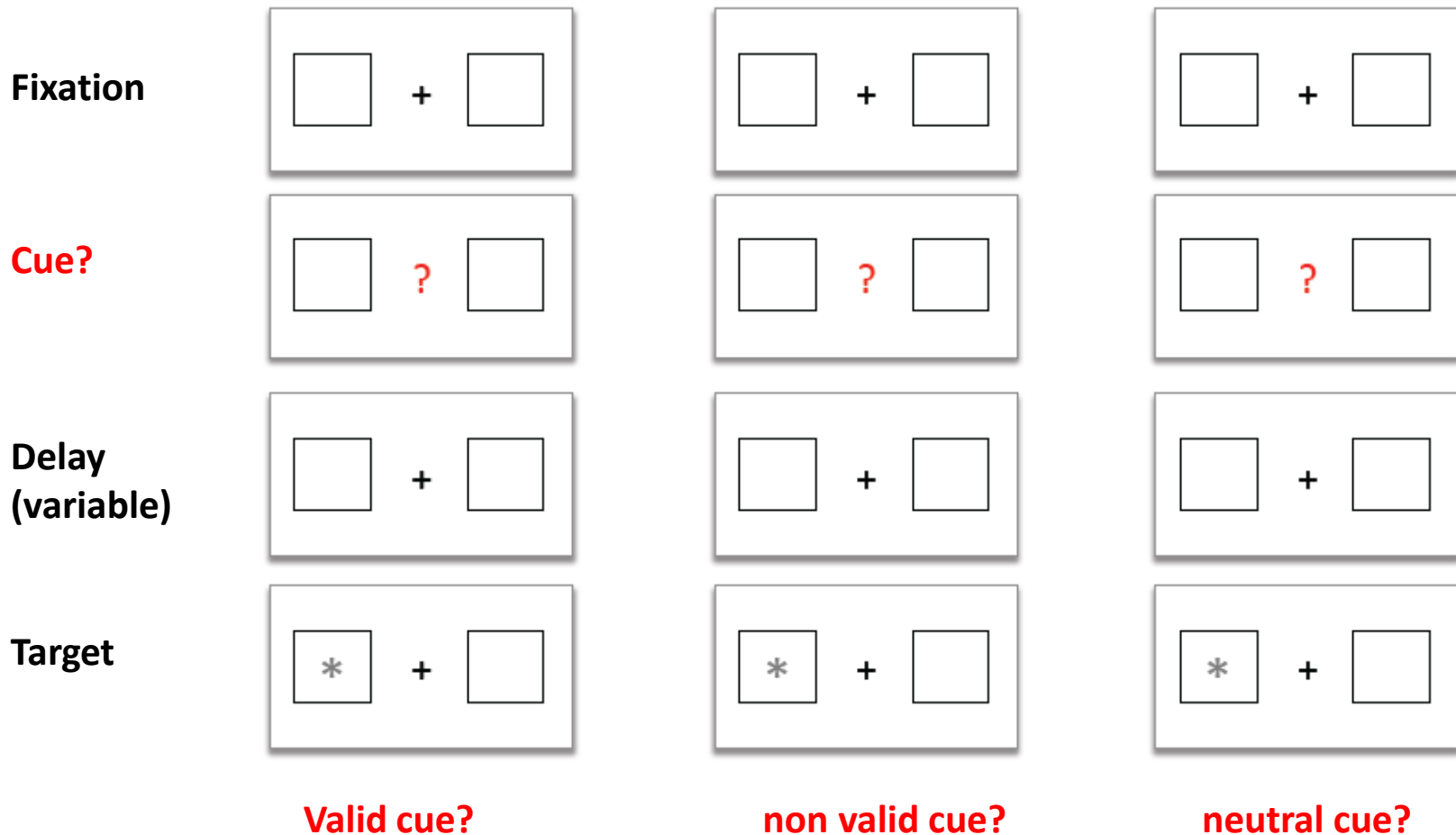
Effect of the delay between the peripheral cue and the target



Attention increases both **reaction time** and **performance**

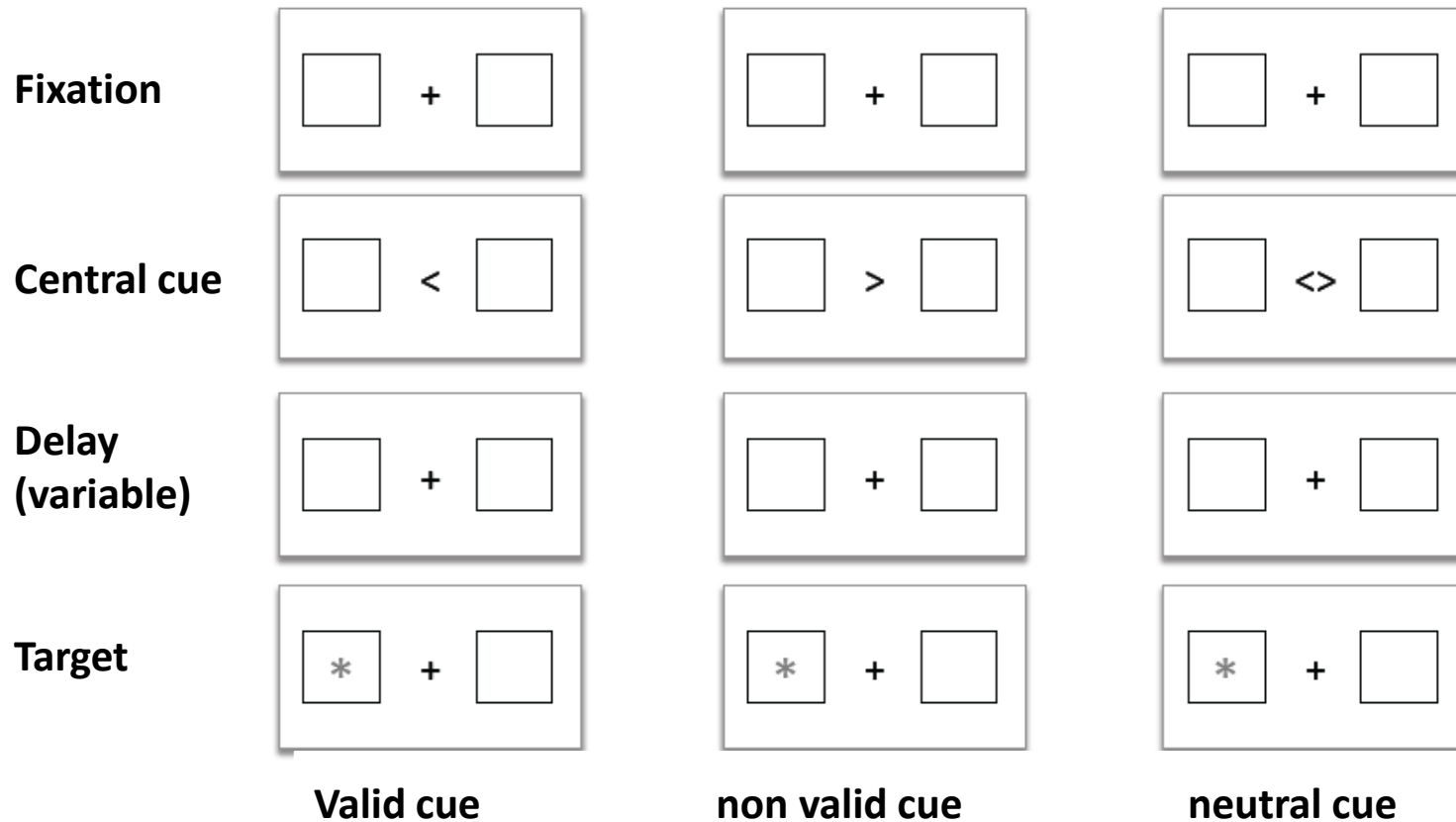
# Endogenous attention

Testing endogenous attention with a similar protocol?



# Endogenous attention

## Variants of Posners' protocol



Central cue -> test endogenous attention

# Management of attentional resources

## Timing of spatial attention

### Initial survey

How long does it take to re-orient attention toward a novel object, about ...

1 ms	A
10 ms	B
100 ms	C
500 ms	D
1 sec	E
10 sec	F

Target Processing Efficiency

### Experimental results

# Manifest vs. discrete attention

## ➤ **Manifest attention (overt)**

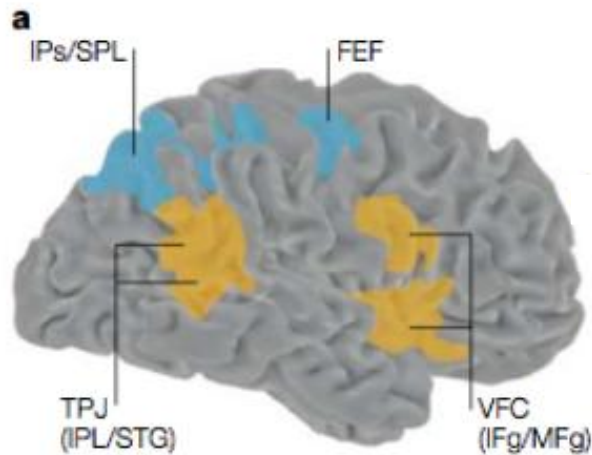
- Foveal attentional focus, which follows the movement eye/head

## ➤ **Discrete attention (covert)**

- Displacement of the attentional focus outside of the fovea, in the absence of eye/head movements
- Can be used to guide these movements



# High level areas involved in attention



Cortical areas involved in attention:

Parietal lobe

- . Intraparietal sulcus
- . Superior parietal lobe
- . Temporo-parietal junction

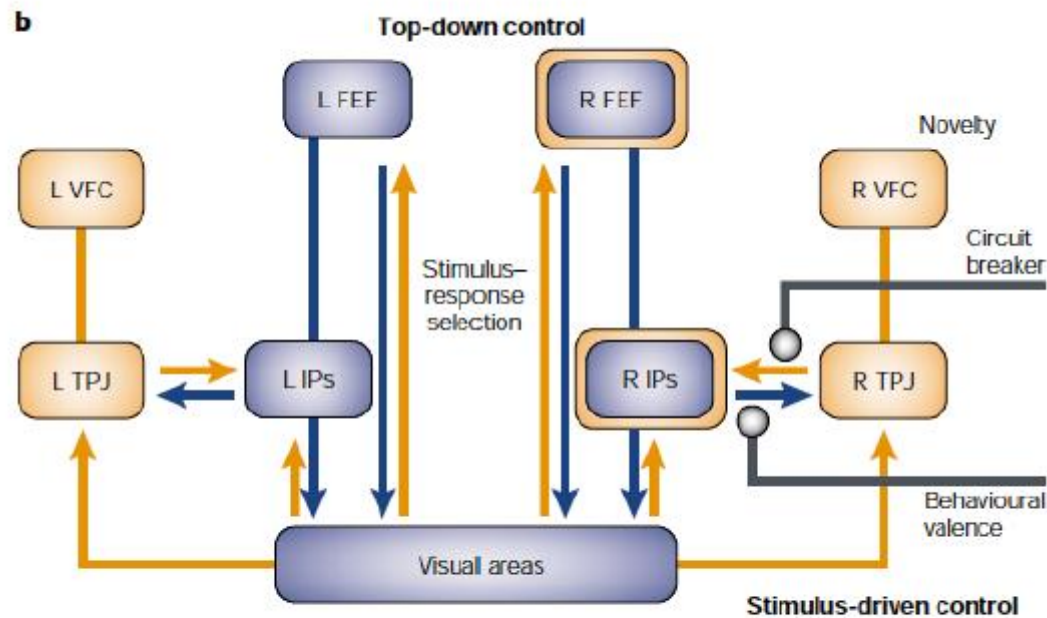
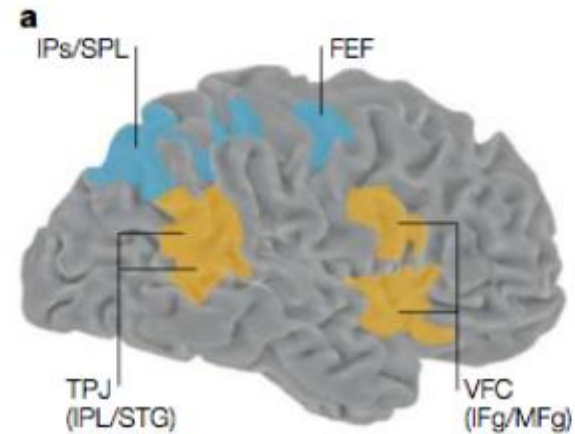
Frontal lobe

- . Frontal eye Field
- . Inferior frontal gyrus
- . Median frontal gyrus

# High level areas involved in attention

Two systems interact:

- Sustained attention (IPS/ SPL and FEF)
- Reorientation of attention (TPJ/VFC)



# Summary

- Attention has several dimensions (filtering, binding) and several properties (endogenous, exogenous)
- Attention is underlied by specific brain areas
- Attention increases the efficiency to process information by pre-activating the appropriate sensory area

## The visual system in action: visual search





# The visual system in action: visual search

Some search seems easier than others



# The visual system in action: visual search

Some characteristics can automatically attract attention (exogenous attention), it's the « pop up » phenomenon



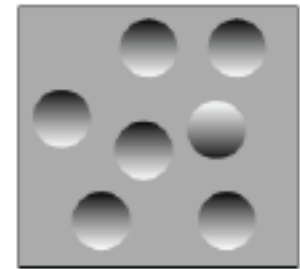
Orientation



color



size



3D

But it depends on the context






# The visual system in action: visual search

Finding the right camouflage: it's misleading the predator's attentional system

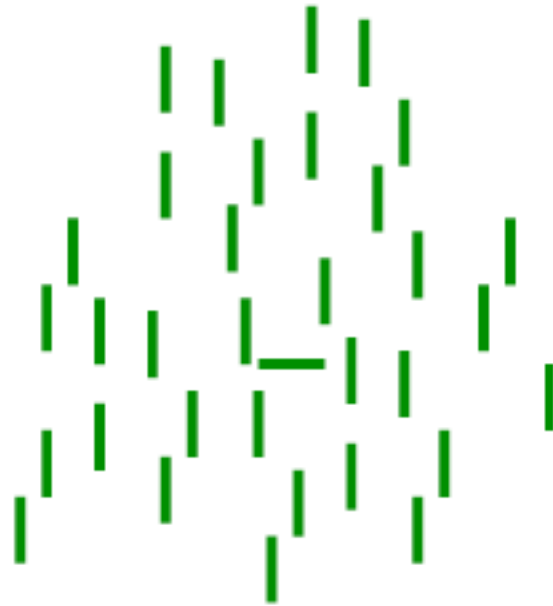


The fish can be taken for the surrounding gravel

# The visual system in action: visual search

Finding 

In which side is it easier?





# The visual system in action: visual search

Finding 

In which side is it easier?

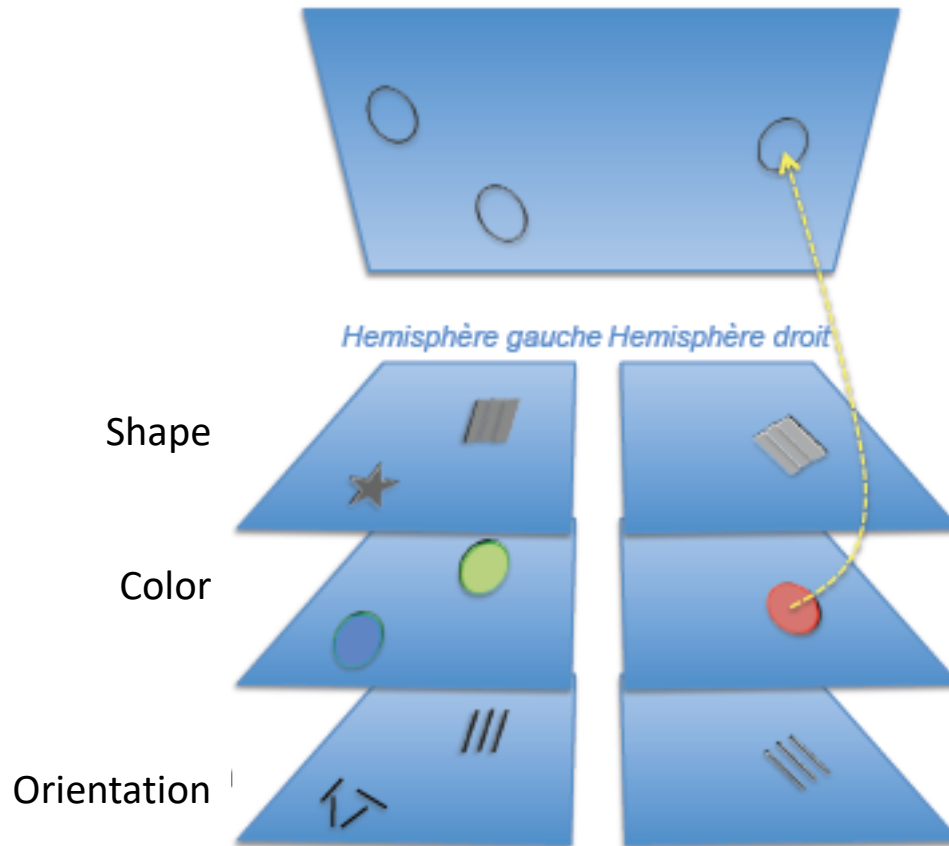


# The visual system in action: visual search

I'm looking for something red

Localisation maps  
(LIP, FEF, SC, Pulvinar)

Stimulus

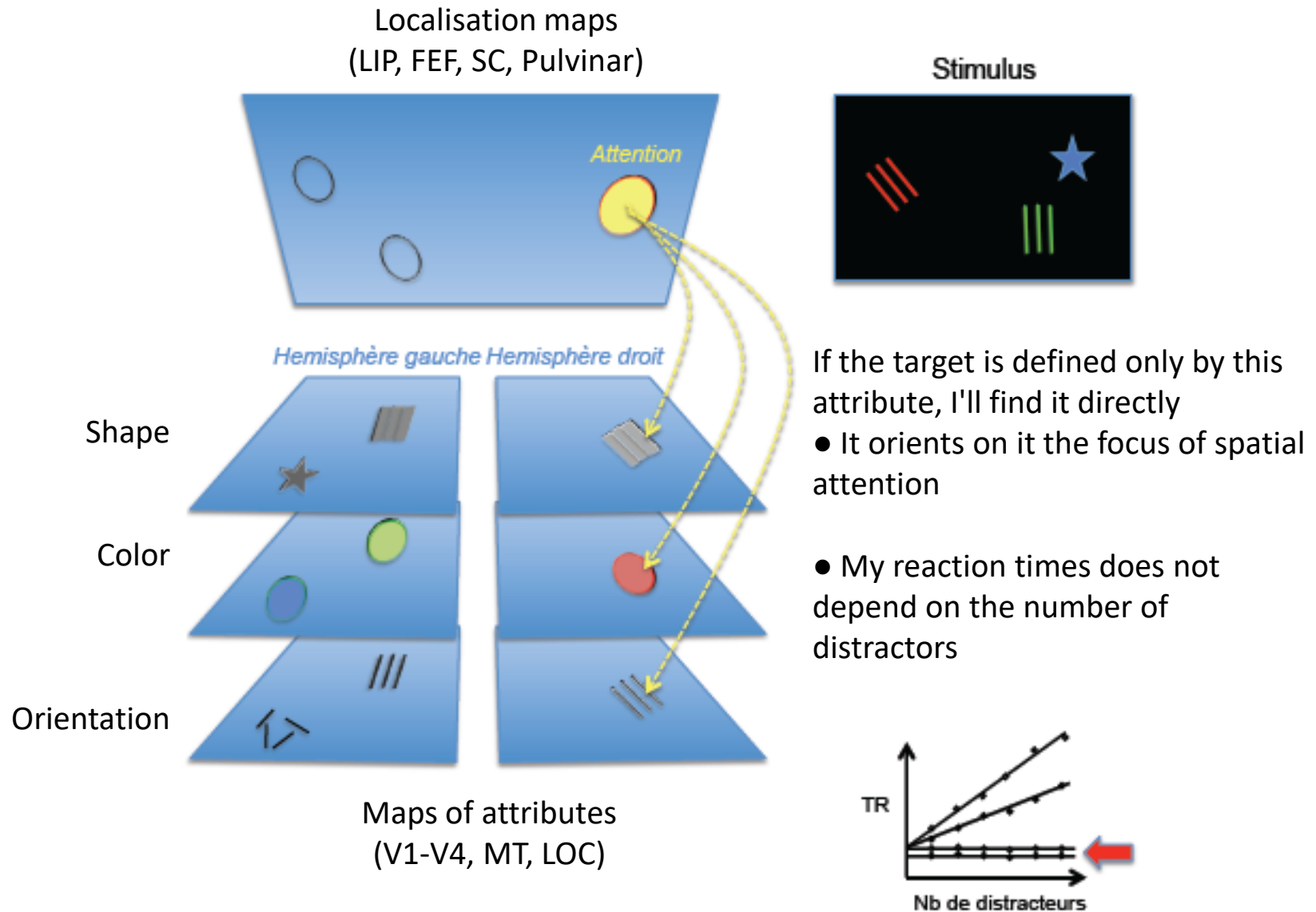


If the target is defined only by this attribute, I'll find it directly

Maps of attributes  
(V1-V4, MT, LOC)

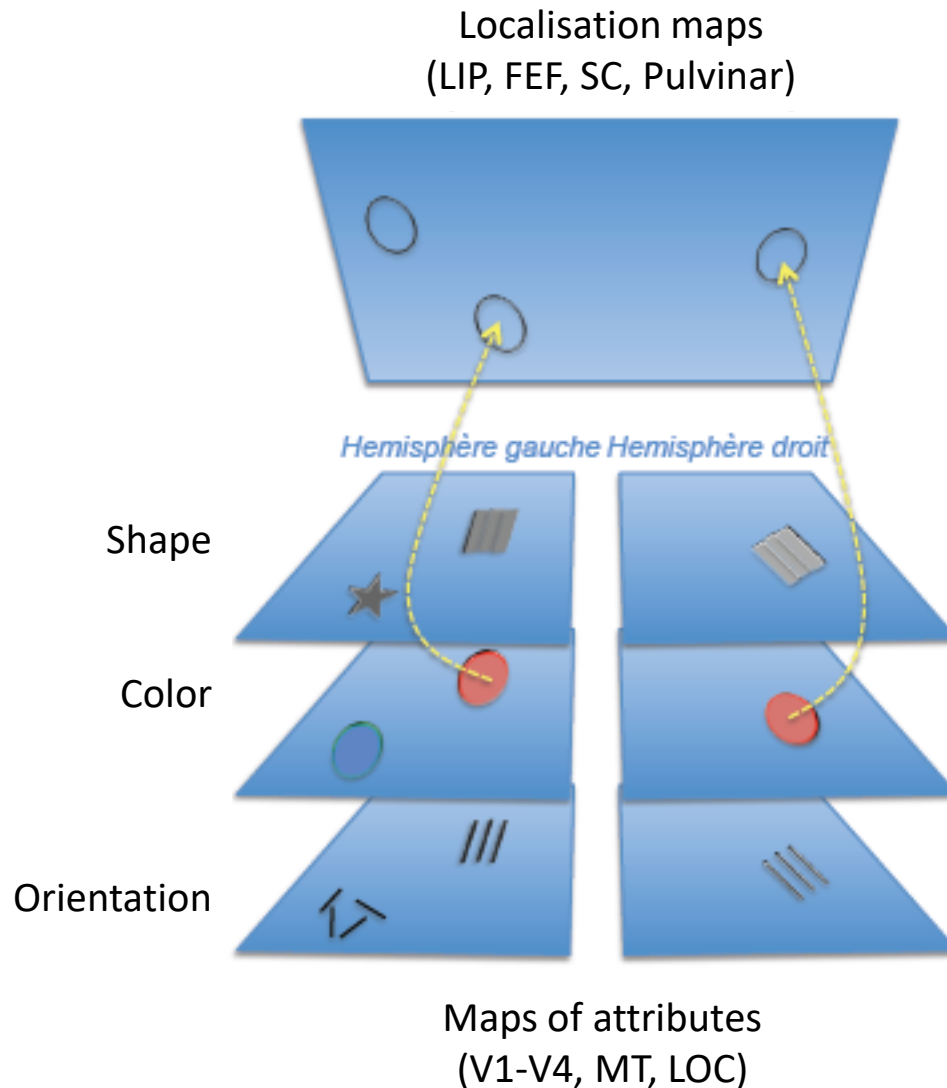
# The visual system in action: visual search

I'm looking for something red



# The visual system in action: visual search

I'm looking for something red and vertical



Stimulus

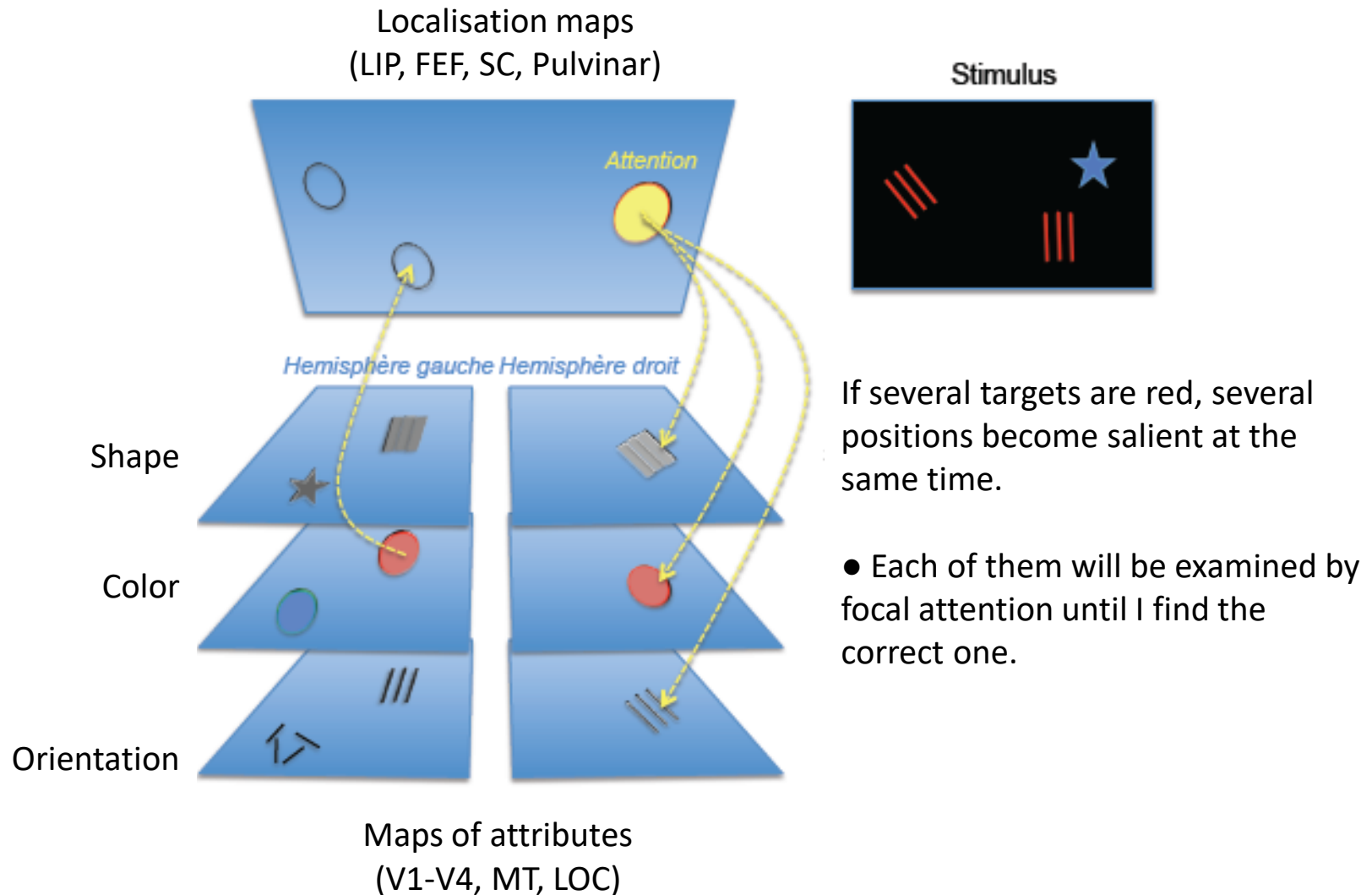


If several targets are red, several positions become salient at the same time.

- Each of them will be examined by focal attention until I find the correct one.

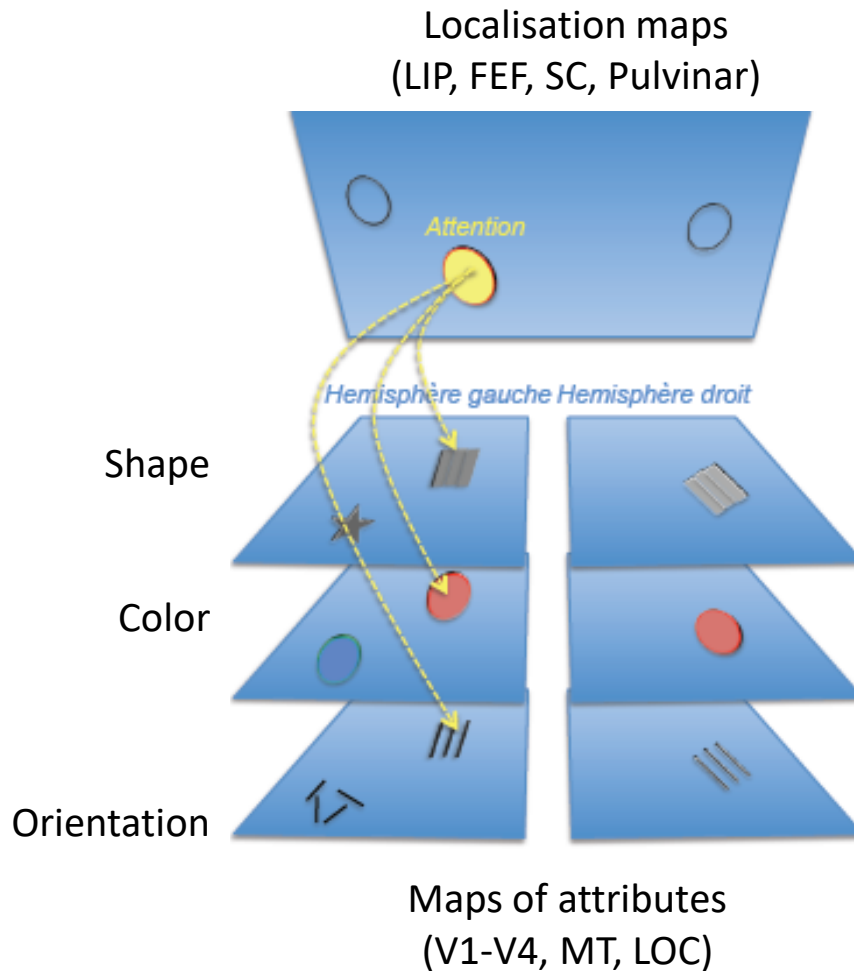
# The visual system in action: visual search

I'm looking for something red and vertical



# The visual system in action: visual search

I'm looking for something red and vertical



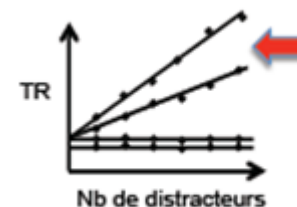
Stimulus



If several targets are red, several positions become salient at the same time.

- Each of them will be examined by focal attention until I find the correct one.

My reaction times increases with the number of distractors

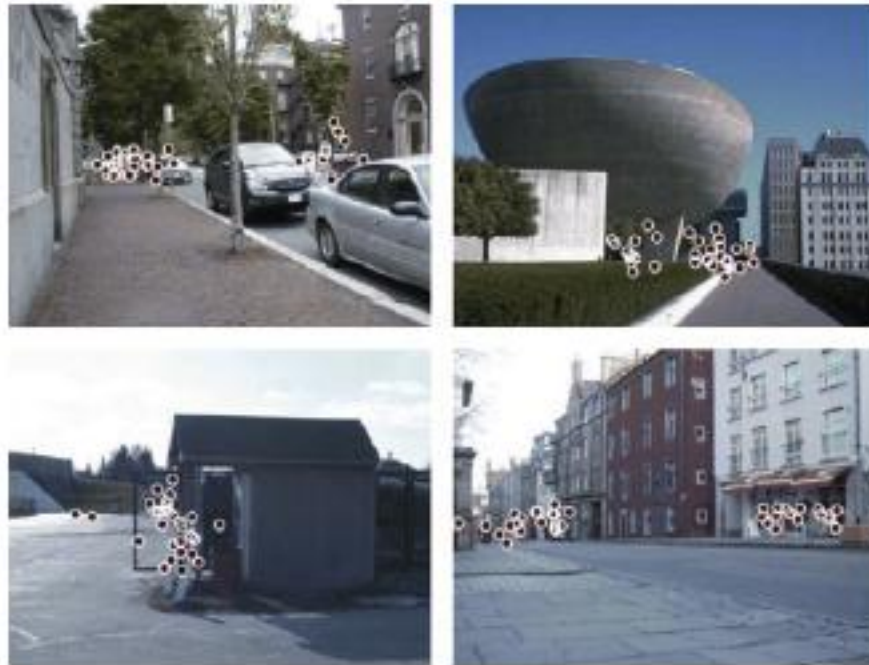


# The visual system in action: visual search

## With scenes in real life?

We also find this linear relationship

However, the slope is smaller: the search becomes more efficient due to our a priori-knowledge: we know where to search.



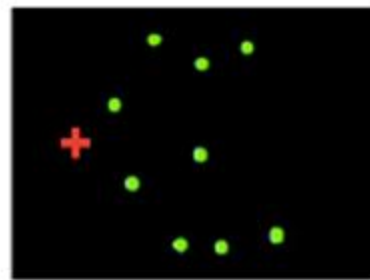
First 3 fixations to find a person in these environments

# The visual system in action: visual search

## Attentional load in real life

Detecting one salient element (the red cross)

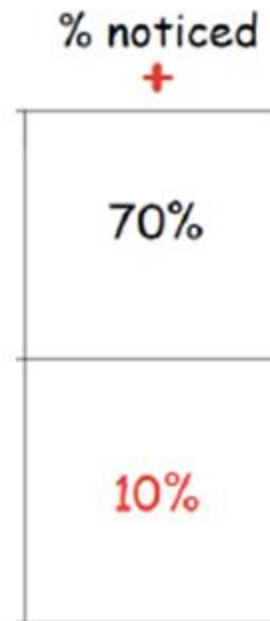
- While following several targets
- While following several targets and speaking on the phone



Control  
Group



Using  
Cell Phone



Sholl et al 2003



# Rich and detailed perception of the visual world

- When looking at a visual scene, we have the impression to see the whole of it in great details
- Is it really the case?

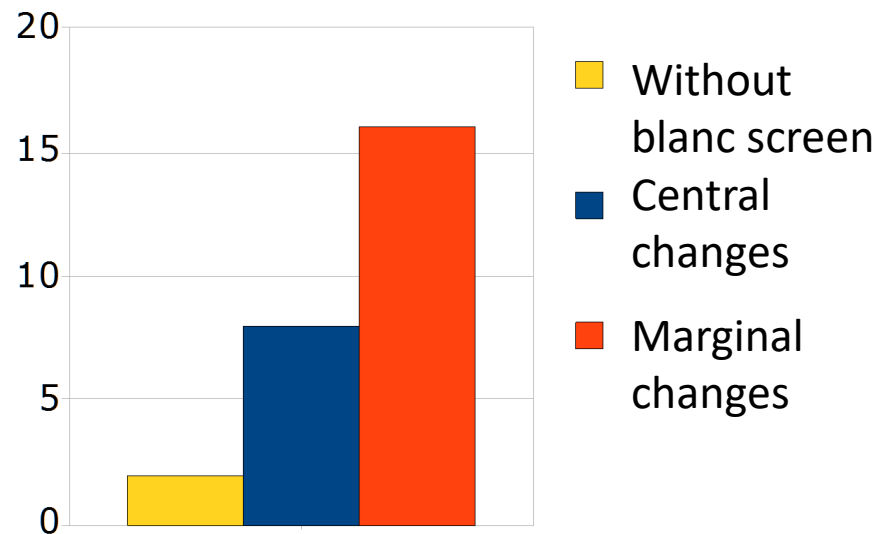
## Attentional blindness

Boneto



# Change blindness

- Images lasting 240ms separated by a 80 ms blank screen



# Change blindness

## Conclusions

- 1) We perceive a visual scene as through a tube: the elements are selected by the **attentional focus**.
- 2) In order to be perceived, the elements must be converted into an **abstract non-visual format**.
- 3) We do not have a complete visual representation of the world.

# Controversies

## **(1) Forgetting / degradation**

There are complete and detailed representations, but they deteriorate before the perception of a change occurs.

Forgetting during the white screen

No because camera-cut = immediate change

*Simons, 2000 ; Simons et Rensink, 2005*

# Controversies

## **(2) Replacement / crush**

There are complete and detailed representations, but they are replaced before the perception of a change occurs.

No, because the experience of slow changes

*O'Regan, Rensink, & Clark, 1999*

*Simons, Franconeri & Reimer, 2000*

# Slow changes



# Controversies

## (3) First impression

The first image is stored detailed, but the observer is enable to update it.

No, because experience of mudsplashes.

mudspl



# Conclusions

- 1) We perceive only through the tube of the attentional focus, in an abstract non-visual format.
- 2) We use the world as an external memory.
- 3) The warning system allows us to know where to update the changes in the world.



# Real-world interactions

Necessity of attention even at the point of interest



Adaptation: Derren Brown

*Simons & Levin, 1998*