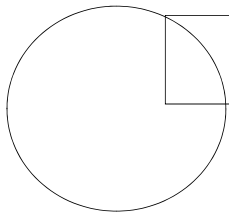


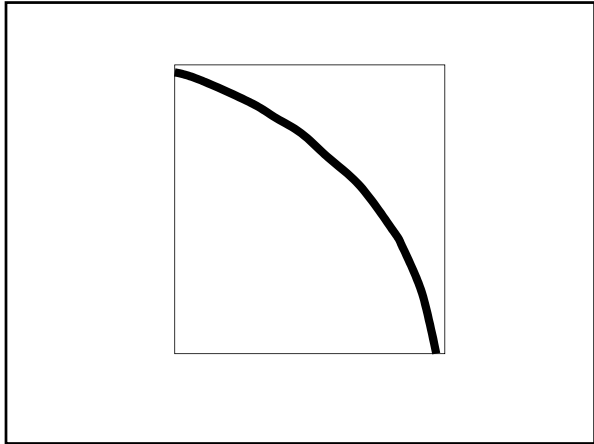
Retinal Input

- Depends on:
 - light source
 - surface reflectance
 - surface orientation
 - observer's viewing position

Segregating Features in the Input

- Contours





Segregating Features in the Input

- Contours
- Ganzfeld
- POINT: We need contours. Contours are a basic part of *form* perception. Without contours, we would not see anything.



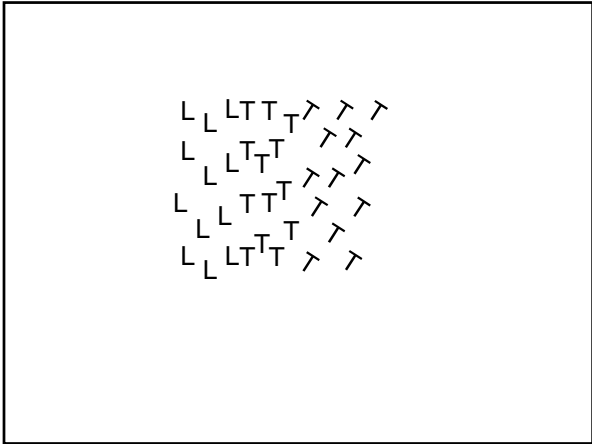
Texture Segregation

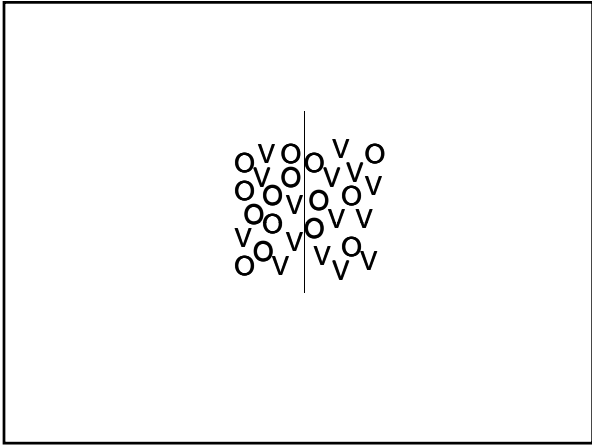
- Texture Segregation



Texture Segregation

- Texture Segregation
- NOT grouping by similarity.





Texture Segregation

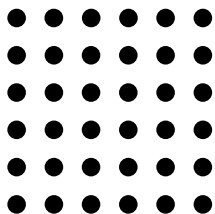
- Texture Segregation
- NOT grouping by similarity.
- POINT: The analysis of feature information *precedes* the combination of this "feature" information.

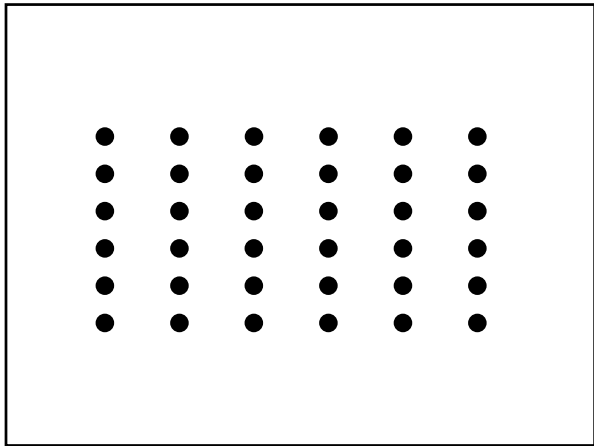
Figural Organization

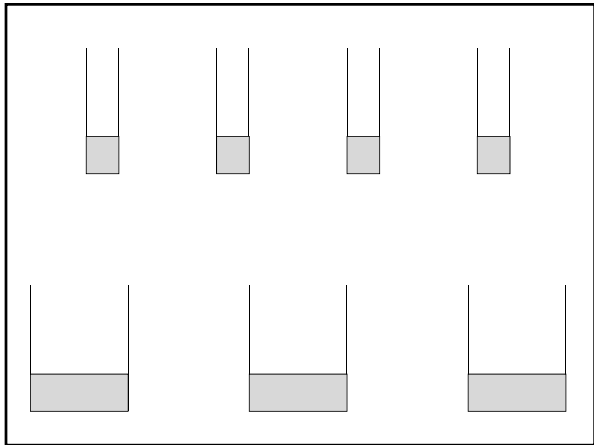
- Gestalt Psychology
- *Gestalt psychologists investigated three areas:*
 - laws of grouping
 - the “goodness” of figures
 - figure-ground relationships

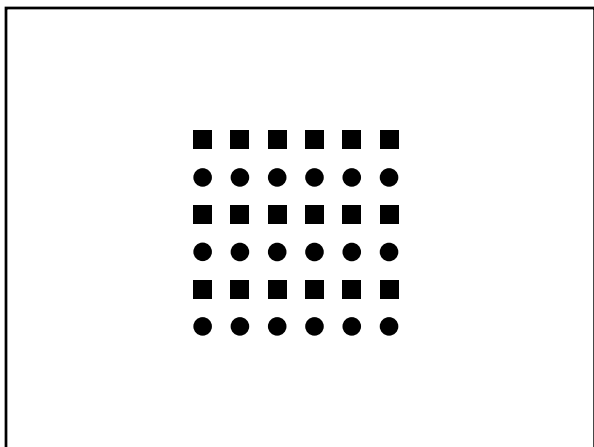
Laws (heuristics) of Grouping

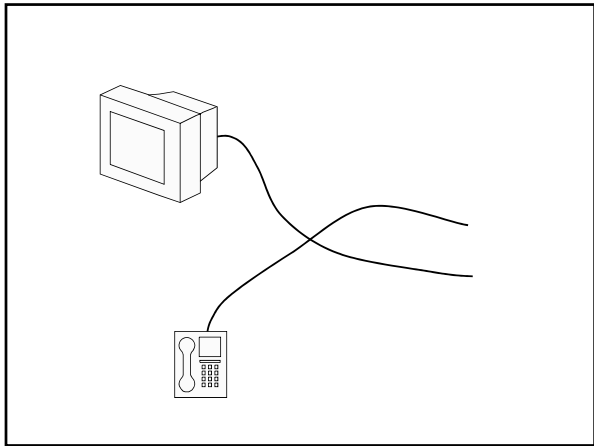
- Law of Proximity
- Law of Similarity
- Law of Good Continuation
- Law of Closure
- Law of Common Fate
- Law of Familiarity

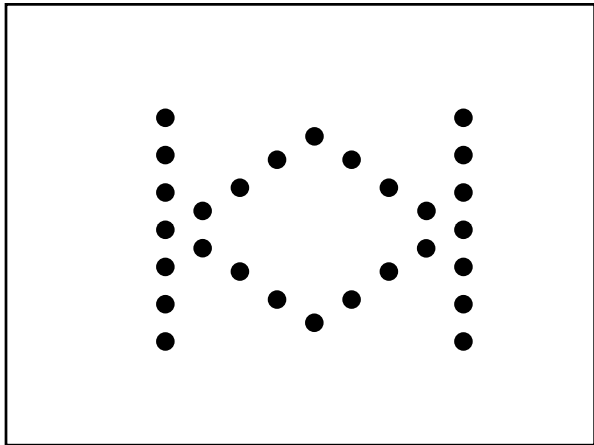


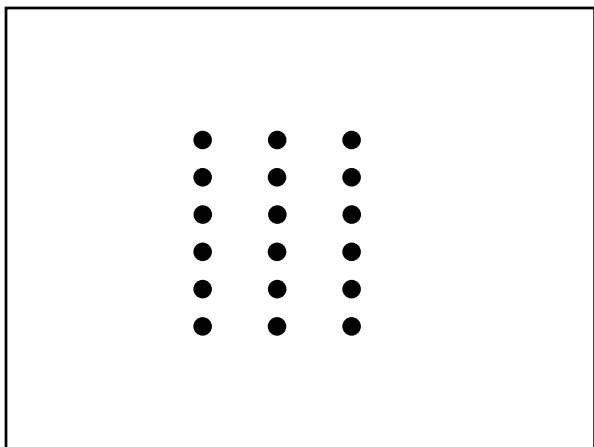








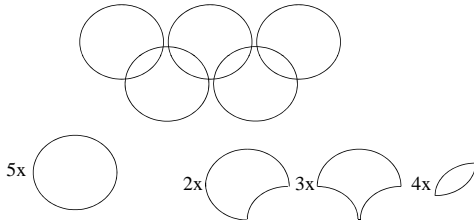






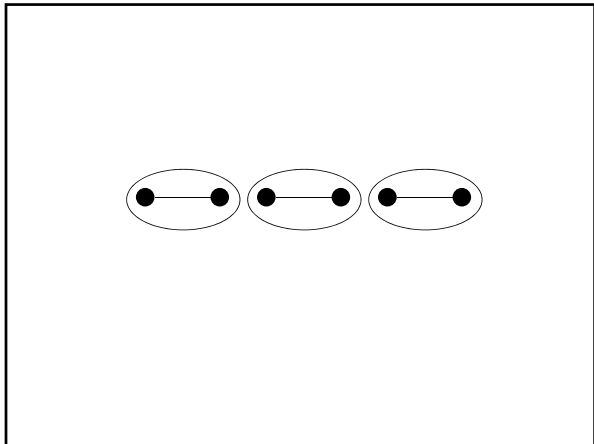
Law of Pragnanz

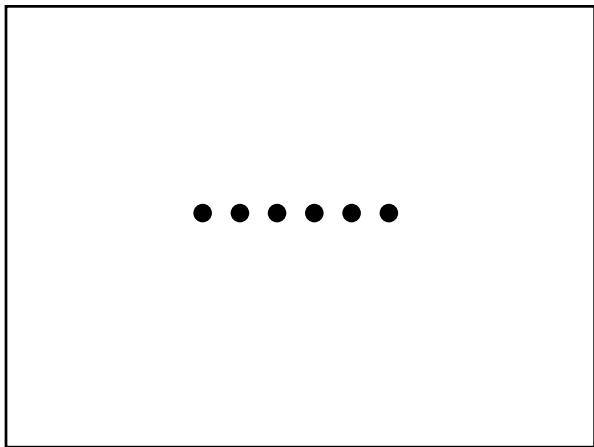
- Best, simplest, most stable shape.

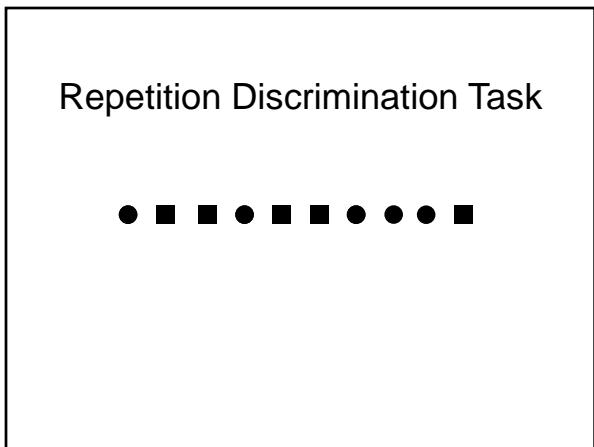


Other Principles of Grouping

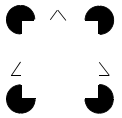
- Common Region
- Element Connectedness
- Synchrony





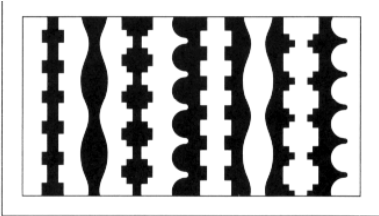


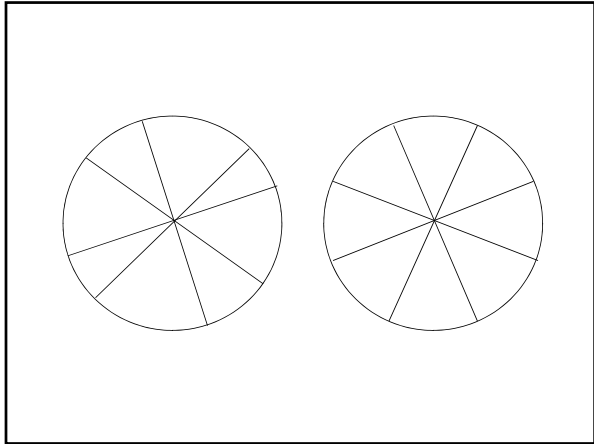
Illusory Contours

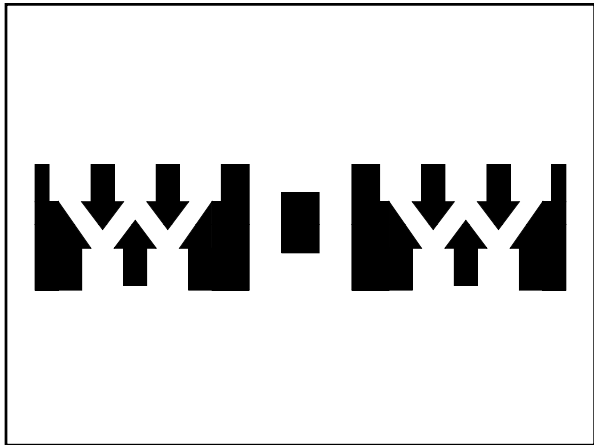


Separating Objects

- ***Properties related to figure perception:***
- symmetry
- smaller figure
- orientation
- meaning

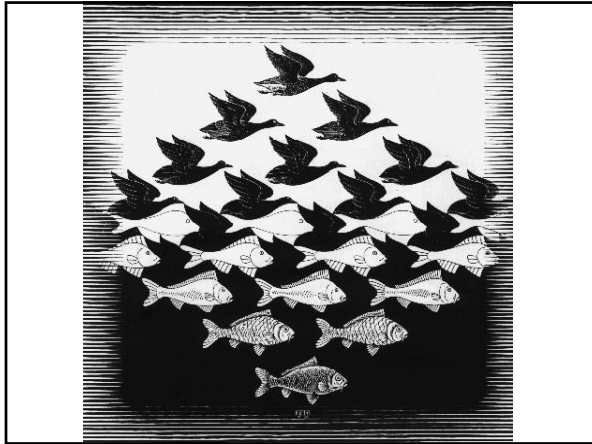






Separating Objects

- **Four properties of figure/ground are:**
- the *figure* feels “thing-like”
- the *figure* feels like it's in front
- the *contour* seems to belong to the figure
- the *background* seems formless



Pandemonium Model

- data-driven
- Demons
 - Image > Feature > Cognitive > Decision
- limitations?

Marr

<i>Viewer centred</i>		<i>Object centred</i>	
Input Image	Primal Sketch	2 1/2-D Sketch	3-D Model Representation
Perceived intensities	Zero crossings, blobs, edges, bars, ends, virtual lines, groups, curves boundaries.	Local surface orientation and discontinuities in depth and in surface orientation	3-D models hierarchically organised in terms of surface and volumetric primitives

- Raw primal sketch—based on primitives
- 2½ D sketch – group primitives
- 3-D representation (perceive 3D object)

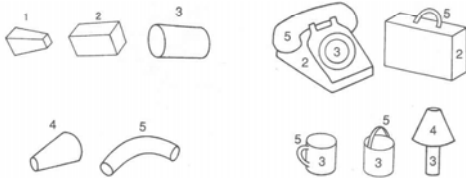
Feature Integration Theory (FIT)



- FIT
 - preattentive processes
 - active focal attention

Biederman

- volumetric primitives – geons (36)
- 3 principles



Object Recognition and Identification

- Data-Driven--bottom-up
- Conceptually-driven--top-down





Object Recognition and Identification

- Data-Driven--bottom-up
- Conceptually-driven--top-down
- We cannot recognize the parts without the context of the whole, and we cannot recognize the whole without information about the parts.
Perception has to proceed in both the bottom-up and top-down directions at the same time.
