

Perceptual singularities in Smooth Orientation-Defined Textures Segregation *without* feature gradient

Ohad Ben-Shahar

Department of Computer Science and the Zlotowski Center for Neuroscience
Ben Gurion University, Israel

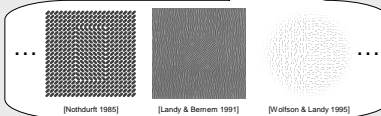
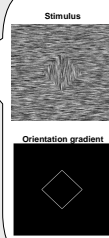
Ben-Shahar@cs.bgu.ac.il

<http://www.cs.bgu.ac.il/~ben-shahar>

(i) Motivation and Background

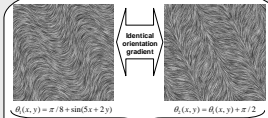
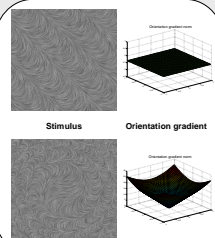
Current state of affairs

- A central notion in texture segregation is *feature gradient*.
- Existing results in orientation-based texture segregation (OBTS) link perceptual boundaries to orientation gradients: outstanding orientation gradients signal perceptual singularities and boundaries.
- Most OBTS research is based on piecewise-constant orientation-defined textures (ODTs).



New observations: Perceptual singularities in smooth ODTs

- Smoothly varying ODTs almost always exhibit salient perceptual singularities.
- These perceptual singularities have no apparent relationship to the orientation gradient.
- Stimuli of identical orientation gradients can exhibit drastically different perceptual structure.



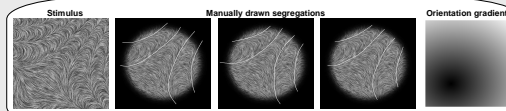
Phase-shift: Differ by a constant orientation shift and therefore have identical orientation gradient

Research questions

- Are perceptual singularities without feature gradient significant visual events consistent across observers?
- Are perceptual singularities without feature gradient indeed dissociated from feature gradient?
- If orientation gradient is not the determinant factor, what theory would make correct predictions about the occurrence and spatial location of these perceptual singularities in smoothly varying ODTs?
- Would the derived model apply to classical cases of perceptual singularities due to feature gradients?
- What are the implications to theories of texture perception and segregation in general?

(ii) Experiment 1 - Free Viewing Segregations

- Stimuli:** 24 dense ODT stimuli (both piecewise-constant and smoothly varying), all intensity modulated as to create fading circular margins to minimize effect from image margins. Piecewise smooth ODTs were generated from random quadratic orientation functions.
- Task:** tracing salient boundaries and curves. Free-viewing conditions with no time limit. Only piecewise-constant stimuli (i.e., no smoothly varying ones) were shown during instructions.
- 7 naïve subjects.
- Results compared qualitatively both for (i) between-subjects consistency and for (ii) correspondence with regions of high orientation gradients. All subjects traced multiple curves on the smoothly varying ODTs in a highly consistent manner and always independently of the orientation gradient.

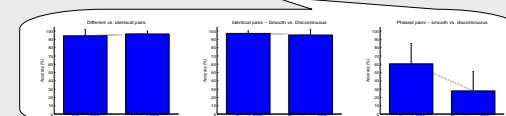


Sample results from 3 subjects on one selected stimulus

- A variation of this experiment with texel-based ODTs yielded the same results.

(iii) Experiment 2 - Preattentive discrimination

- Stimuli:** 10 phased pairs with 90° phase shift
 - 7 smoothly varying pairs
 - 3 piecewise-constant pairs
- Each trial incorporated either
 - two identical ODTs
 - two different ODTs
 - two phased ODTs (the critical trials)
- 15 naïve subjects. 300 trials/exp.
- Task:** 2AFC discrimination between the ODTs in the sequence.
- Results:** while discrimination of different ODTs and identification of identical ODTs was equally accurate and nearly flawless (95%), regardless of stimulus type, discrimination accuracy for phased pairs was significantly better for smoothly-varying ODTs than piecewise-constant ones (32.1% difference, $p < 0.00005$).



Conclusion: Salient structure and perceptual singularities in smoothly-varying ODTs are dissociated from the orientation gradient of the texture.

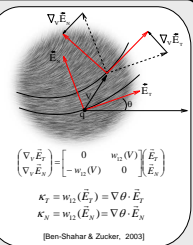
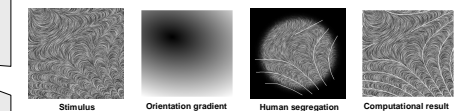
(iv) A novel saliency theory and a Perceptual Singularity Measure (PSM)

A different (differential) geometrical point of view

- A moving (Frenet) frame representation leads to two ODT curvatures, one *tangential* (κ_T) and one *normal* (κ_N). The pair (κ_T, κ_N) fully generalizes and extends the orientation gradient.
- While neither curvature by itself predicts perceptual singularities and saliency in smoothly-varying ODTs, a measure combining them both does so very accurately [Ben-Shahar, 2001]:

$$PSM(x, y) = \prod_{\kappa_T^2 + \kappa_N^2 > \tau} \left(\text{Ridges} \left[\frac{\kappa_N(x, y)^2}{\kappa_T(x, y)^2 + \kappa_N(x, y)^2} \right] \right)$$

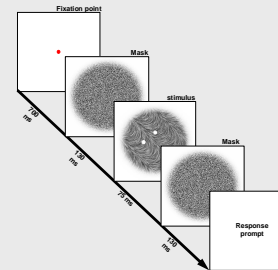
Rectification operator with perceptual threshold τ



(v) Experiment 3 - Examination of proposed PSM via preattentive segregations

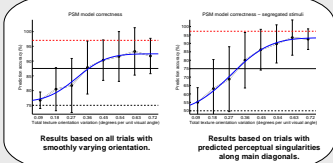
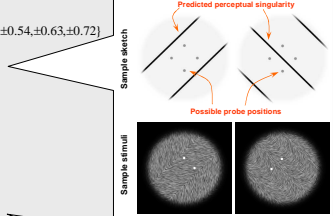
- Stimuli:** Total of 72 stimuli with *predicted* straight singularities either along the image diagonal or offset from it
 - 4 smoothly-varying ODTs of the form $\theta(x, y) = \theta_0 + g \cdot (x + d \cdot y)$

$$\begin{cases} g \in \{\pm 0.09, \pm 0.18, \pm 0.27, \pm 0.36, \pm 0.45, \pm 0.54, \pm 0.63, \pm 0.72\} \\ d \in \{1, -1\} \end{cases}$$
 - 8 corresponding piecewise-constant pairs (control)
 - Two probes on two neighboring corners of a fixed diamond
- 10 naïve subjects. 57 trials/exp.
- Task:** Did the probes belong to the same perceptual segment or not?



- Results:** As soon as total orientation variation (g) exceeds some threshold ($\approx 20^\circ$ /visual angle), subjects' responses match the PSM-predicted perceptual singularities and become statistically indistinguishable from perceptual borders due to orientation discontinuities.

A byproduct of this experiment is the threshold value (τ) to be used in the computational PSM measure proposed theoretically.



(vi) Summary

- Perceptual organization, saliency, and perceptual singularities in texture perception cannot be determined reliably from feature gradient: although outstanding feature gradient often does signal perceptual singularities, the lack of the former *does not* imply perceptual coherence.
- Salient structure and perceptual singularities in smoothly-varying ODTs are dissociated from the orientation gradient of the texture.
- Accurate localization of perceptual singularities in smoothly varying ODTs (extends to any ODT) emerges directly and solely from their curvature properties and can be modeled by the proposed PSM.

...and a solved mystery

The theory and results presented here also solve a decade long open question [Field, Hayes, and Hess 1993]: Why would there be perceptual inhomogeneities in line array textures with fixed orientation differences throughout? The answer clearly relates to the perceptual singularities discussed here. The perceptual structure in [Field *et al* 1993] is accurately predicted by the presented theory!

