

ITS 102: Visualize This!

Lecture 1: The Visual System

Klaus Mueller

Computer Science Department Stony Brook University

The Visual Brain

Over 50% of the human brain is dedicated to vision and visual representations,

- decoding visual information
- high-level processing of visual information
- thinking with visual metaphors



Input Device: The Eye



Sensor: The Cones and Rods

Two types of receptors on retina: rods and cones

Rods:

- spread all over the retinal surface (75 150 million)
- low resolution, no color vision, but very sensitive to low light (*scotopic* or dimlight vision)

Cones:

- a dense array around the central portion of the retina, the fovea centralis (6 - 7 million)
- high-resolution, color vision, but require brighter light (*photopic* or bright-light vision)



Wiring: The Visual Pathways



Processing Unit: The Visual Cortex (V1, V2)

Visual cortex breaks input up into different aspects:

<complex-block>

If you want it or not: some features are always detected And fast – within 200 ms or less



Pre-Attentive Processing

Why is it so fast?

Well, because 50% of the brain is dedicated to vision

Vision is a MASSIVELY parallel processor dedicated to

- detect
- analyze
- recognize
- reason with

visual input

Pre-Attentive Processing

Sensitivity to differences in:

• color, orientation, size, shape, motion, shading, 3D depth, ...



Pre-Attentive Processing

But there are limits: conjunctions don't work well



Some features/cues are stronger than others:

Look at the chart and say the <u>COLOUR</u> not the word

YELLOW BLUE ORANGE BLACK RED GREEN PURPLE YELLOW RED ORANGE GREEN BLACK BLUE RED PURPLE GREEN BLUE ORANGE

Left – Right Conflict

Your right brain tries to say the colour but your left brain insists on reading the word.

Pre-Attentive Processing

Words are patterns, which form strong pre-attentive feature • this would have been different if this had been done in Arabic

There are limits, however

• let's see the next experiment

Reading 1

Aoccdrnig to a rscheearch at an Elingsh uinervtisy, it deosn't mttaer in waht oredr the Itteers in a wrod are, the olny iprmoetnt tihng is taht frist and Isat Itteer is at the rghit pclae. The rset can be a toatl mses and you can sitll raed it wouthit porbelm. Tihs is bcuseae we do not raed ervey Iteter by it slef but the wrod as a wlohe

Pre-Attentive Processing

Now, is tihs ture? Raed on....

Reading 2

Anidroccg to crad cniyrrag lcitsiugnis planoissefors at an uemannd, utisreviny in Bsitirh Cibmuloa, and crartnoy to the duoibus cmials of the ueticnd rcraeseh, a slpmie, macinahcel ioisrevnn of ianretnl cretcarahs araepps sneiciffut to csufnoe the eadyrevy oekoolnr

Pre-Attentive Processing

Reading 2

According to card carrying linguistics professionals at an unnamed, university in British Columbia, and contrary to the dubious claims of the uncited research, a slpmie, macinahcel ioisrevnn of ianretnl cretcarahs araepps sneiciffut to csufnoe the eadyrevy oekoolnr

Reading 2

According to card carrying linguistics professionals at an unnamed, university in British Columbia, and contrary to the dubious claims of the uncited research, a simple, mechanical inversion of internal characters appears sufficient to confuse the everyday onlooker

What To Learn From This

The human visual system (HSV) tolerates (visual) noise very well

- it can read the randomly garbled text very well
- machines (equipped with computer vision) are poor at this

Humans have only limited computational capacity

- hard to execute a fixed rule to decipher text
- especially once the text gets longer (7±2 rule of working memory)
- this is where computers excel

The fact that computers deal poorly with noisy patterns is exploited in CAPTCHA

- CAPTCHA: Completely Automated Public Turing Test to tell Computers and Humans Apart
- used to ensure that an actual human is interacting with a system
- some examples:
 - creating a new gmail or yahoo account (prevent spammer accounts)
 - submitting files, data, email

CAPTCHA

CAPTCHA: noisy and vastly distorted patterns that are difficult to recognize by machines



САРТСНА

But computer vision algorithms have become more sophisticated at CAPTCHA *character* recognition

• the latest approach is object recognition





More Optical Illusions



Optical Illusions



Optical Illusions



Are the horizontal lines parallel or do they slope?

Optical Illusions



How many legs does this elephant have?

Optical Illusions

Keep staring at the black dot. After a while the gray haze around it will appear to shrink.



Optical Illusions



Optical Illusions

Follow the instructions:

1) Relax and concentrate on the 4 small dots in the middle of the picture for about. 30-40 secs.

- 2) Then, take a look at a wall near you (any smooth, single coloured surface)
- 3) You will see a circle of light developing
- 4) Start blinking your eyes a couple of times and you will see a figure emerging...
- 5) What do you see? Moreover, who do you see?



Explanation

While the retina can perceive a high range of intensities, it cannot handle all simultaneously

- at any given time, each region adapts to a small intensity range determined by the local intensity
- that is why you have to wait a while when you step from a bright into a dark room (say, a dark movie theater from a brightly lit lobby)





Optical IllusionsImage: Descent of the second of the s

Optical Illusions



You should see a man's face and also a word... Hint: Try tilting your head to the right, the world begins with 'L'

Optical Illusions: Sidewalk Art



Julian Beever

Optical Illusions: Sidewalk Art



Julian Beever

Optical Illusions: Sidewalk Art



Julian Beever

Optical Illusions: Sidewalk Art



Julian Beever

Optical Illusions: Sidewalk Art





Julian Beever

Optical Illusions: Sidewalk Art





Julian Beever

Explanation







 \rightarrow The science of visualization

This Course

A historical note, and the do's and the dont's of visualization More on perception and neuroscience How to present information visually: some examples Some insight into color Computer graphics: how to make stuff look 3D on a flat screen And why are graphics boards so fast? Photorealistic vs. non-photorealistic: illustrative visualization Borrowing visuals from the real world: textures, images Simulating the real world: fire, smoke, water Visualization in the medical field: visual medicine Visualization in science: turn numbers into visuals