

Visual Processing of Shape and Form

Introduction

Goals:

Understand role of shape in everyday human vision, predict performance in shape-based tasks with natural images, and understand how shape processing occurs in the brain.

Scope:

Human visual object perception and grasp, haptic only in the context of vision for grasp.

Focus on: objects (not scenes, or 2D patterns (text)

What is shape, form?

Mathematician's view

Computer vision, morphometrics, computer graphics

(Loncaric, 1998) (Bookstein, 1997) (Koenderink, 1990) (Grenander, 1996)

(Foley, van Dam, Feiner, & Hughes, 1990)

Psychologist's view

Shape is not a function of depth

Tied to visual function (see below)

Traditional distinctions?

2D form, 3D shape, “configurational”

(Leyton, 1992; Rock, Schreiber, & Ro, 1994)

Neurophysiologists view

Should match the psychologist's, if not the mathematician's—but does it?

(Treisman, Cavanagh, Fischer, Ramachandran, & Heydt, 1990)

Shape: Computational Theory

Shape in Natural Tasks – “shape-for-X”

Object perception, recognition, shape at different levels of abstraction

Grasp

Keywords: grasp, recognition, attention, local, global

Decision theory & tasks

Characterizing knowledge about shape – “X-from-shape”

Strategy: Understand the “generative model” for shape classes (what is a shape class?)

Generative modeling: Two components

The object: Prior shape regularities

Modeling in 3D

The image: Projected shape regularities and features

Not just geometry! Not necessarily a function of an “object”—e.g. letters.

Modeling in 2D

Shape perception & behavior—“shape-from-X”

Using generative knowledge to do shape through inference

Characterizing knowledge about shape -- Generative models

The causal factors, surface, object, material: Prior shape regularities

How do tasks determine the types of shape representations required?

Recognition

Parameters to be estimated

Intrinsic—translation, size, rotation invariance

Grasp

Parameters to be estimated

(*Blake, 1992*)

Frame of reference

Shape representation constrained by its availability through image data vision
(e.g. geons)

Stochastic

Types of shape representations/models

Metric

Deformable templates, splines

Qualitative

Structural descriptions (2D and 3D)

Shape “representations” What are the natural “structural regularities of shapes?

Generic constraints:

Surface smoothness

Object rigidity

Planarity

Compactness

Symmetry

Polyhedral

(Kontsevich, 1998)

Class-specific regularities

e.g. fonts, script, faces (2D or 3D), polyhedral, trees?...

(e.g. modeled as deformable templates or structural descriptions, in 2D or 3D
(e.g. faces)).

Articulation models

Body motions, scissors, facial expressions

Need for statistical models (e.g. trees, etc..)

Knowledge put in prior

Keywords: 2D, 3D, gestalt, contour, surface, symmetry, morphometric, deformable templates,

The image: Projected shape regularities and features

Regularities in the image are produced by regularities in objects + illumination, material + viewpoint. Leads to:

Confounds to full and/or intrinsic geometric information

Viewpoint, occlusion

Because image is determined by more than geometry, inference (see below) is also confounded by:

Illumination, material,
Knowledge put in likelihood

What are the consequences of 3D object geometric regularities in the 2D image? In motion?

Primitive or elementary shapes:

shape index: Koenderink (1990); shape characteristic: (Mamassian, Kersten, & Knill, 1996)

geons: Biederman (1987)

object parts: (Hoffman & Singh, 1997), (Saiki & Hummel, 1998), Rosin (2000)

Singularities of contours: (Siddiqi, Kimia, Tannenbaum, & Zucker, 1999)

Projection invariants:

Non-accidental properties, Lowe.

Form constraint: symmetry, etc.

Perspective invariants: (Pizlo, Rosenfeld, & Weiss, 1997) (Pizlo, 1994; Pizlo & Salachgolyska, 1995)

Need to understand regularities in confounding variable:

Kersten

e.g. stationary light source

Cue integration models

(Landy, Maloney, Johnston, & Young, 1995) (Maloney & Landy, 1989; Uttal, Spillmann, Sturzel, & Sekuler, 2000) (Uttal, Liu, & Kalki, 1996) (Johnston, Cumming, & Landy, 1994) (Young, Landy, & Maloney, 1993) (Knill, 1998)

Keywords: cues, shading, edges, image contours, texture, natural image classes (face, scene), cue integration, motion

Machine Learning: Acquiring knowledge about the shapes of objects and the information images have about objects

2D & 3D acquisition

The density estimation modeling problem

(Zhu, 1999)

Loncaric (1998), Koenderink (1998??) Koenderink (1990)

Other papers: David Jacobs, Davi Geiger, Zucker et al. (1999)

Shape perception & behavior

The segmentation problem

Function/task determines the image information (features) required, based on utility, reliability and diagnosticity. So silhouette form is good for distinguishing cats from dogs, but not cats from each other

Psychophysical challenges:

Dealing with the complexity of images

Indirectness of methodology at getting at psychological representations and mechanisms

Behavioristic bias

Task-independent processing (early) “Task-general”, task-neutral.

Shape as an intermediate, task-general representation useful for various tasks. Shape judgments as an end in themselves.

Local image measurements supporting shape

Image edges, texture, disparity,

Computational problems of shape inference

A specific shape parameter can be related to by multiple image measurements → cue integration

Improved reliability, robustness

(Bülthoff & Mallot, 1988), (Landy et al., 1995)

Other papers: [Nawrot, 1996 #81] (Tittle, Norman, Perotti, & Phillips, 1998) (Johnston et al., 1994) (Rogers, Li, & Dannemiller, 1995) (Johnston & Passmore, 1994)

A set of image measurements is a function of more than one shape:

Bayes priors

(Mamassian & Landy, 1998)

A specific image measurement is a function of more than shape

Decision theory/task analysis

(Freeman, 1994),

Bas-relief example (Belhumeur, Kriegman, & Yuille, 1997)

Cooperative computation

(Adelson, 1999) (Knill & Kersten, 1991) (Bloj, Kersten, & Hurlbert, 1999)

Discounting secondary variables

(Kersten & Schrater, 2000), (Bloj et al., 1999)

Priors and noise

Key paper: (Hogervorst & Eagle, 1998)

Ambiguities in depth cues

Shading: (Mamassian et al., 1996), (Dehaan, Erens, & Noest, 1995)

Shape representation

Local depth v. surface orientation: (Reichel, Todd, & Yilmaz, 1995)

Surface orientation vs. curvature: (Johnston & Passmore, 1994), (Curran & Johnston, 1996)

Invariants: (Pizlo & Salachgolyska, 1995)

Review papers: (Lappin & Craft, 2000)

Other papers: Koenderink, Todd, Rogers

From local to global

Frames of reference

Axes: (Quinlan & Humphreys, 1993), (Driver & Baylis, 1995)

Alignment: (Pani, Jeffres, Shippey, & Schwartz, 1996)

Using generic structural regularities

Surface smoothness, Object rigidity

Compactness, planarity

(Sinha & Adelson, 1993)

Symmetry

(Wagemans, 1995), Tyler, Schrater et al.

honeybees: (Lehrer, 1999)

Glass patterns: (Wilson & Wilkinson, 1998) (Maloney, Mitchison, & Barlow, 1987)

Using object class

(Navon, 1977)

Other papers: (Alais, van der Smagt, van den Berg, & van de Grind, 1998)

How to group: Similarity

In pigeons: (Blough & Blough, 1997)

Grouping by assimilation: (van Lier & Wagemans, 1997; Yin, Kellman, & Shipley, 2000)

Shape-from-X:

“cues, X, are statistics” – (Geiger, Rudra, & Maloney, 1997; Kersten & Schrater, 2000).

Luminance: (Shioiri & Cavanagh, 1992)

Contour vs. texture: (Battelli, Casco, & Sartori, 1997) Elder

Contour closure: (Saarinen & Levi, 1999) Elder

Shadows: (Norman, Dawson, & Raines, 2000) Lappin

Shape from active exploration

: (Vandamme, Oosterhoff, & Vandegrind, 1994), (Hershberger & Misceo, 1996) (Watanabe, Pollick, Koenderink, & Kawato, 1999)

Other papers: (Vandamme & Vandegrind, 1993), (Mamassian & Bülthoff, 1993), (Ballesteros, Millar, & Reales, 1998), (Lakatos & Marks, 1999)

Shape-despite-X: Discounting secondary variables

Viewpoint & illumination: (Todd, Koenderink, vanDoorn, & Kappers, 1996; Todd, Norman, Koenderink, & Kappers, 1996) (Koenderink, vanDoorn, Christou, & Lappin, 1996)

Illumination: (Braje, Kersten, Tarr, & Troje, 1998) (Tarr, Kersten, & Bulthoff, 1998)

Surface reflectance: (Todd, Norman, Koenderink, & Kappers, 1997)?

Image orientation: (Rock et al., 1994)

Lighting model: (Johnston & Curran, 1996)

Motion: (Stone, 1999)

Shape for recognition

Part shape for recognition

Convexities/concavities: (Hulleman, Winkel, & Boselie, 2000)

(Bülthoff, Edelman, & Tarr, 1995) (Biederman, 1987))

Computer models:

Bayesian by parts: (Nair & Aggarwal, 2000) (Zhu & Yuille, 1996) (Bolle & Cooper, 1984) Pentland.

(Hummel & Stankiewicz, 1996) (Hummel & Stankiewicz, 1998)

Amodal completion: (Tse, 1999a, 1999b)

Shape for grasp

Issues: goal-directed action, frame for reference

(Santello & Soechting, 1998), Goodale??

Curvature vs. shape: Pont et al. (1998)

Interaction between perception and action

Haptic vs. visual: (Kappers, Koenderink, & Oudenaarden, 1997)

Depth cues: (Ernst, Banks, & Bulthoff, 2000) (Aglioti, DeSouza, & Goodale, 1995)

Motion: (Wohlschlager, 2000)

Learning

In pigeons: Kirkpatrick-Steger et al. (2000)??

Localization of shape: (Sigman & Gilbert, 2000)

(Sinha & Poggio, 1996), (Shams & von der Malsburg, 1999), Brady & Kersten

Review papers: Schyns et al. (1998)??
Perceptual development
Recognition: (Quinn, Brown, & Streppa, 1997) (Wilcox, 1999)
Good form: (Johnson, 2000)
Action: (Misceo, Hershberger, & Mancini, 1999)

Shape perception and the brain

Early measurements & shape

Review (Treisman et al., 1990)

V1 & curvature

(Dobbins, Zucker, & Cynader, 1987)

Illusory shapes

(von der Heydt, Peterhans, & Baumgartner, 1984) (Peterhans & von der Heydt, 1989; Peterhans, von der Heydt, & Baumgartner, 1986; von der Heydt & Peterhans, 1989) (Heitger, Rosenthaler, Von der Heydt, Peterhans, & Kübler, 1992)

Illusory contours: [(Dresp, 1997) Brady & Kersten

Illusory volumes: (Carman & Welch, 1992; Matthews & Welch, 1997), (Tse, 1998)

Recognition

Visual pathways:

Shape vs. location: Jeannerod (1981) (Jeannerod, 1981)

Shape vs. color: Gegenfurtner et al.??, (McClurkin, Zarbock, & Optican, 1996)

Shape vs. surface material: (Roland, O'Sullivan, & Kawashima, 1998)

Shape vs. motion: (Cowey & Vaina, 2000)

Shape vs figure-ground segregation: (Davidoff & Warrington, 1993)

Neuroimaging for recognition (ERP, PET, fMRI):

Issues: localization of shape representation and processing

(Kourtzi & Kanwisher, 2000), (Medola, 1999)

Other papers: (Grill-Spector et al., 1998), (Ito, Kuwabara, Sugata, Suzuki, & Kawai, 1998; Ito & Sugata, 1995; Ito, Sugata, & Kuwabara, 1997; Ito, Sugata, Kuwabara, Wu, & Kojima, 1999), (Beason-Held et al., 1998), (Larsson et al., 1999), (Evans, 2000)

Neurophysiology for recognition:

Shape from stereo: (von der Heydt, Zhou, & Friedman, 2000)

Occluded shapes: (Kovacs, Vogels, & Orban, 1995)

Neuropsychology for recognition:

Issues: visual agnosia, blindsight, neglect

(Humphreys, 2000), (Cowey & Vaina, 2000)

Papers: (Marcel, 1998), (Merigan, Freeman, & Meyers, 1997), (Farah & Feinberg, 1997)

Review papers: (Heider, 2000)

Neural networks:

Grossberg

Action

Review: (Jeannerod, Arbib, Rizzolatti, & Sakata, 1995)

Neuroimaging for action (ERP, PET, fMRI):

Shape by touch: (Bodegard et al., 2000)

Goodale?? (Faillenot, Decety, & Jeannerod, 1999)

Neurophysiology for action:

Issues: frames of reference, population coding

Georgopoulos??

Review papers: (Colby & Goldberg, 1999)

Neuropsychology for action:

Issues: double dissociations between visual agnosia and apraxia, Balint syndrome
(Goodale & Milner, 1992) (DF), (Humphrey, Symons, Herbert, & Goodale,
1996) (Milner, 1974)

Review papers: (Jeannerod et al., 1995)

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