

Human Visual System

Caveat: This lecture is not like most of the course

Computer Vision I
CSE 252A
Lecture 2

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Computer Vision I

Announcements

- <http://cseweb.ucsd.edu/classes/fa14/cse252A-b/>
- Piazza
- Instructor office hours TBD
- Homework 0 is due on Thursday
- Wait list
 - If you decide that you're not going to take the class, please drop it to make room for others.
- Read:
 - Chapters 1 & 2 of Forsyth & Ponce
 - Chapter 1 of Szeliski (Optional)

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About working together

- You may work together on homework assignments to discuss ideas and methods, however what you turn in should be your own work and any code should be your own coding. Copying is not permitted.

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Kepler

Kepler, 1604

Eye as an optical instrument

Image is inverted on retina

First such experiment by Scheiner, 1625

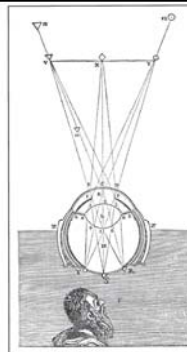


Figure 2.1 Image formation on the retina, according to Descartes. Descartes removed the eye of an ox, scraped its back to make it transparent, and then observed on it from a darkened room "not perhaps without wonder and pleasure" the inverted image of a scene (see D'Inverno 1967). Such an experiment was performed originally by Scheiner, first with the eyes of sheep and cows, and then, in 1625, with a human eye; the formation of an inverted retinal image was proposed by Kepler in 1604 (see Pflüger 1973). (From Descartes's La Géométrie, 1637.)

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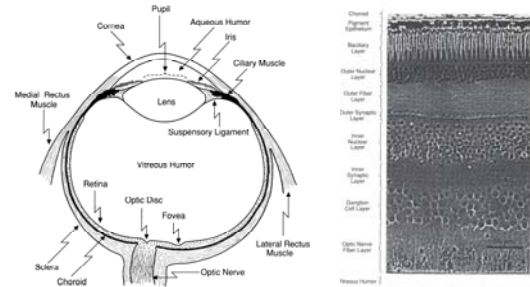
Ways to study human vision

1. Physiological
2. Phenomenological/Psychophysical
3. Cellular recordings
4. Functional MRI
5. Computational modeling

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Physiological level



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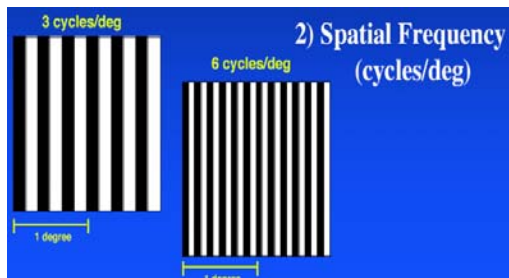
Psychophysical Testing of Subjects



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Example:
Show gratings w/ different spatial frequencies



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Gradients/Motion

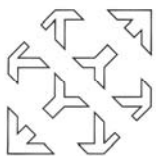


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Perceptual Organization

(A)



Occlusion provides a different organization

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Perceptual Organization

(B)



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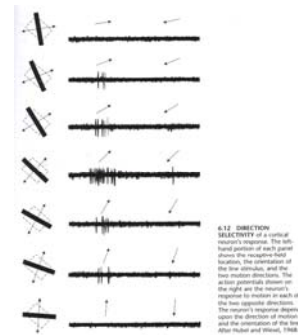
Ways to study human vision

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Single Cell Recordings



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fMRI



Activation in the right fusiform gyrus.
[Tarr, Cheng 2003]

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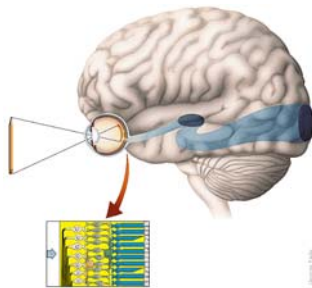
Ways to study human vision

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Computational Modeling

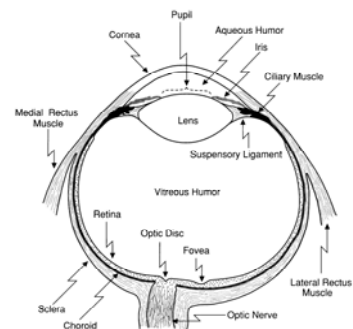


What is being computed and why?

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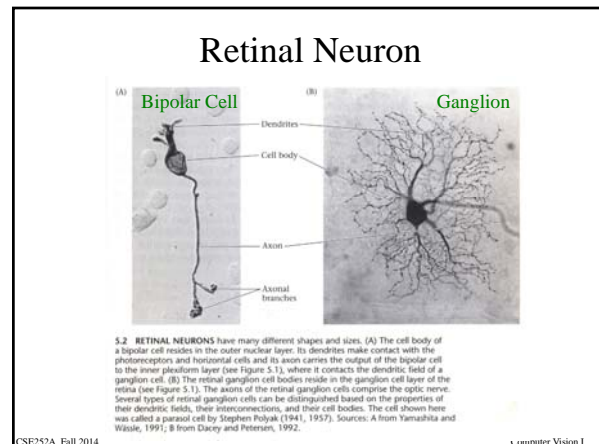
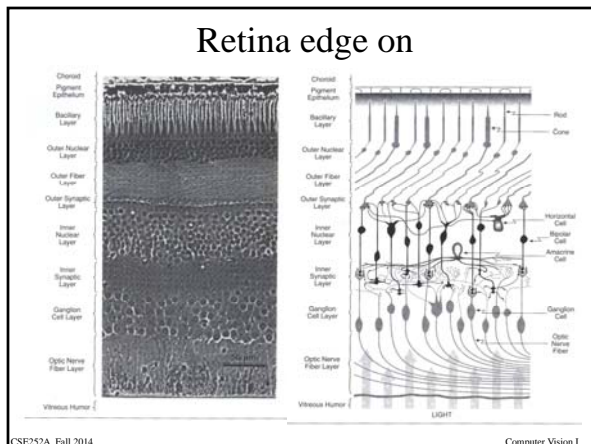
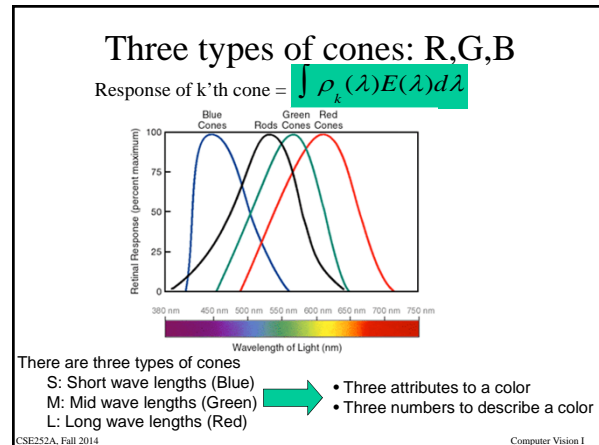
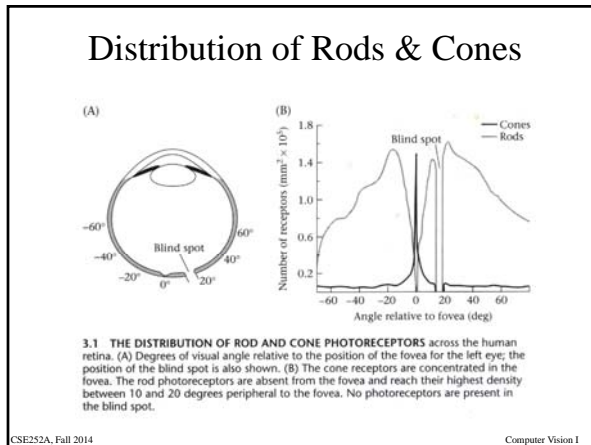
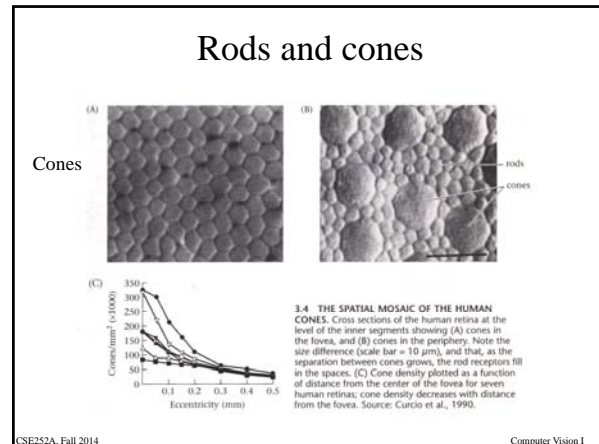
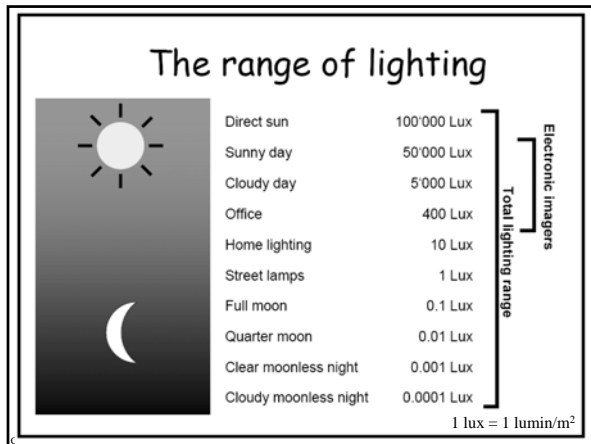
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Structure of the eye



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Other Eyes

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Trilobite Visual System

- Most ancient known visual system.
- Compound eye with single crystal for each lens.

Electron Micrograph of
Holochoal eye



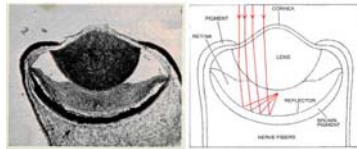
Good trilobite eye info at: <http://www.aloha.net/~smgon/eyes.htm>

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Scallop eyes

- Hundreds of primitives eyes, mirror in back
- Changes in light and motion and very rough images are registered on the retinas of the mollusk.
- Nice material at: <http://soma.npa.uiuc.edu/courses/bio303/Ch11b.html>



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Stomatopod eyes

- Dumb bell shaped, compound eyes (next slide)
- Stereo vision with just one eye;
- Each eye is up on a stalk, with a wide range of motion;
- Stomatopods have up to 16 visual pigments stomatopods
- can see ultra-violet and infra-red light
- some can see polarized light.
- See <http://www.ucmp.berkeley.edu/aquarius/>



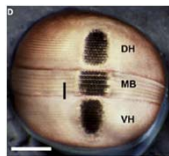
Larva Mantis Shrimp

Adult Mantis Shrimp

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Mantis Shrimp

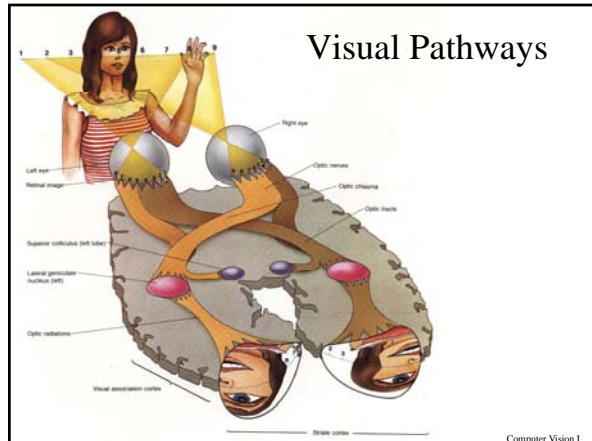


Trinocular vision

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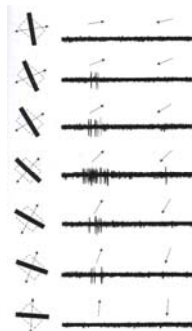
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Visual Pathways



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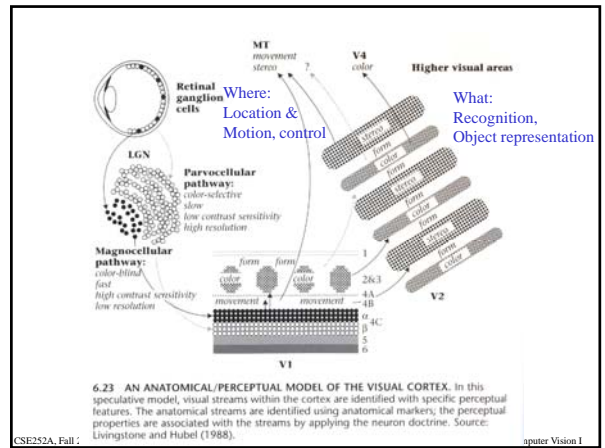
Single Cell Recordings



6.12 DIRECTION SELECTIVITY of a central neuron's response. The left hand portion of each graph shows the receptive field location, the orientation of the bar stimulus, and the time marker direction. The color patches occur on the right and the neuron's response to motion in each of the two opposite directions. The neuron's response depends upon the direction of motion and the orientation of the bar. After Hubel and Wiesel, 1968.

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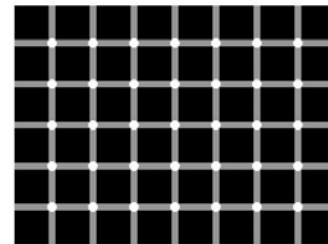
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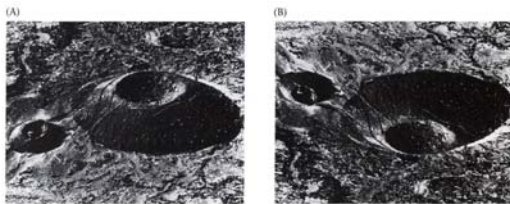
Fixate at center
What color are the dots



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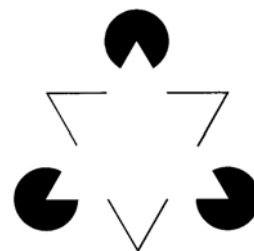
Shading Cues



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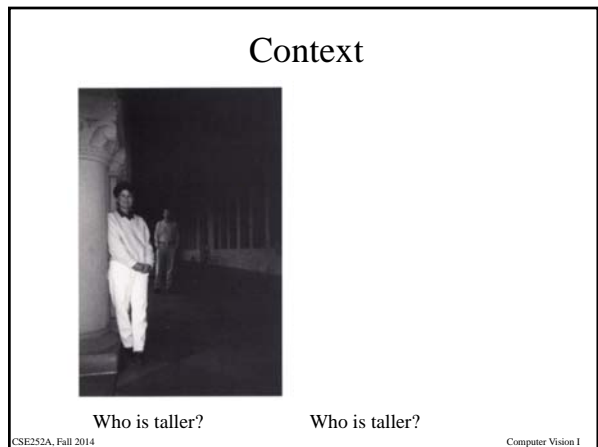
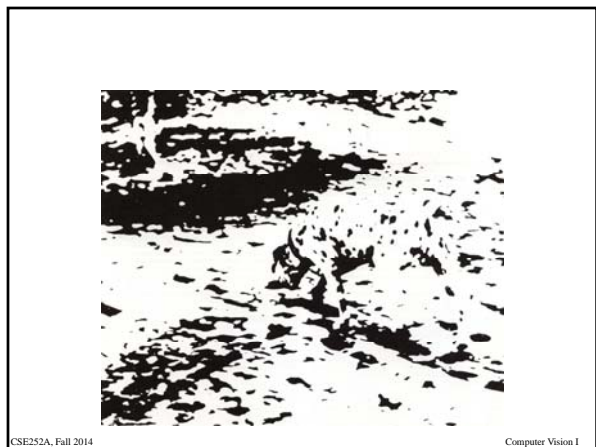
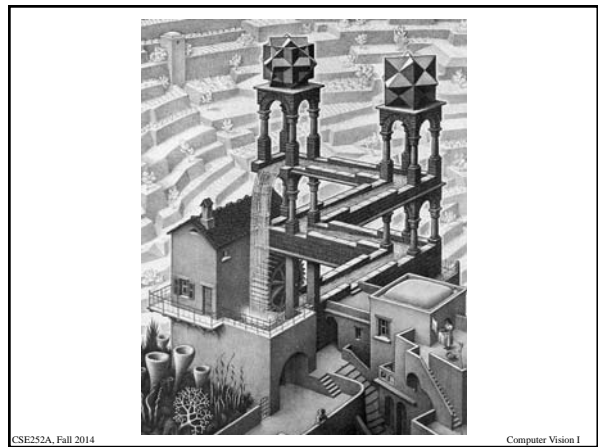
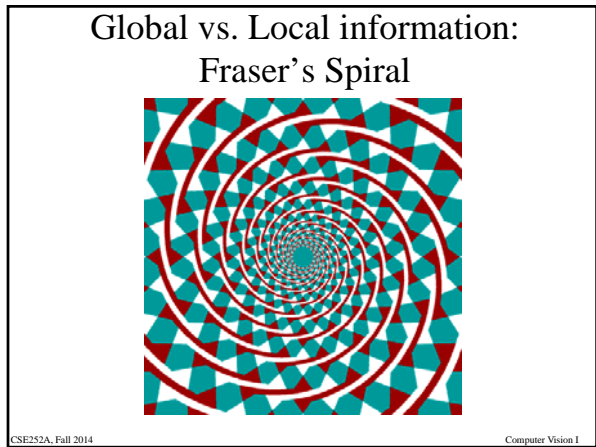
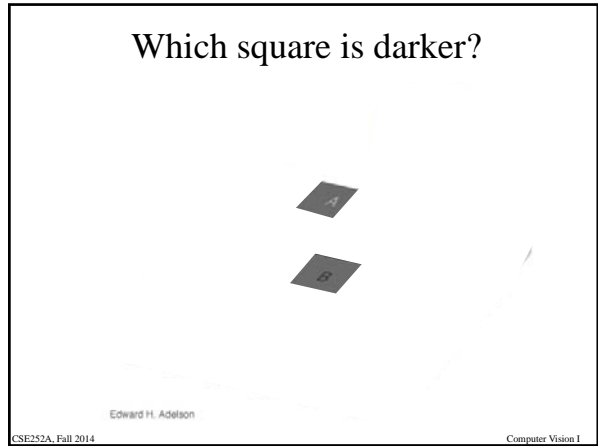
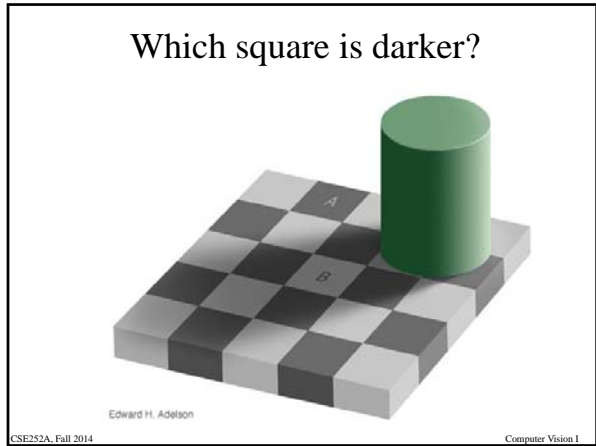
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Subjective Contours Kanizsa's Triangle

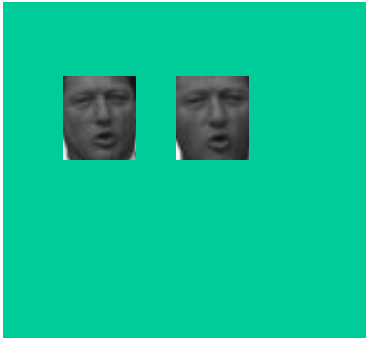


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Context: Whose faces do you see?



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A picture of a man



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In this shot, what is his facial expression?



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In this shot, what is his facial expression?

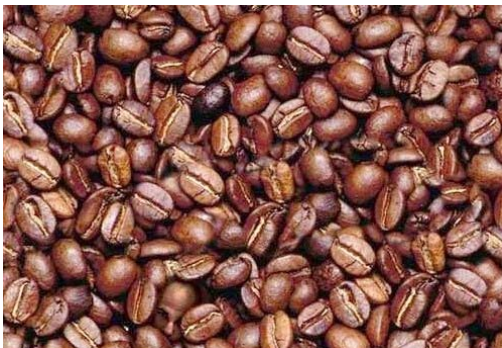


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Thatcher illusion

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Hidden Human Face



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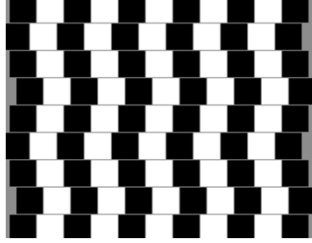
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Additional Pictures

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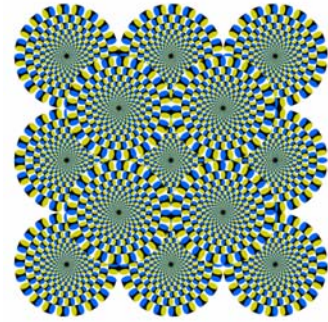
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Parallel Lines



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