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> Segmenting natural images into objects and characterizing their surface properties depends on visual processing of image statistics. However, analyzing the underlying computations is hindered by the interdependencies of these statistics and their high dimensionality. To address these issues, we previously studied a dimensionallystimulus domain: a 10-dimensional space of reduced black-and-white textures in which contrast, edge, and

> > **A**1

corner could be varied independently. We found that (a) first-, second-, third- and fourth-order image statistics were visually salient, (b) sensitivity to positive and negative variations of a statistic were similar, and (c) a simple combination rule governed how image statistics combine. Here we ask whether these results apply to images with multiple gray levels.

Stimulus Domain

domain is stimulus **I**he parameterized by the probabilities of all configurations of black, gray, and white checks in 2x2 patches. For ternary textures, there are 66 dimensions (2 first-order, 16 second-order, 32 third-order, and 16 fourth-order). We study a subset of these dimensions.

To parameterize the domain, the four checks in a 2x2 patch are designated A, B, C, and D. The parameters AB_{XY} , for example, describe how the luminance values L(A) and L(B) are correlated. Specifically, the parameter AB_{XY} indicates the distribution of values of q=X*L(A)+Y*L(B) (mod 3), where black = 0, gray = 1, and white = 2.

Each parameter spans a triangular gamut (right) that specifies the distribution of q. The vertices are the textures for which q is maximally biased, i.e., always 0, always 1, or always 2. The centroid is the random texture, where q is equally likely to be 0, 1, or 2.

Methods

SUBJECTS 5 subjects VA: 20/20 CONDITIONS 4-AFC design 288 trials per block 4-15 blocks per condition 4,320 trials per plane 224,640 total trials

STIMULI Contrast: 1.0 Check size: 14 min Display size: 14.8 deg² Binocular viewing at 1m Duration: 120 ms, followed by a 300 ms mask Target: 16 x 64 pixels on a 64 x 64 array

Practice: approx. 50 trials per condition Feedback during practice only



Stimulus examples are shown above each curve. Fraction correct in the first-order plane (A_1) and two second-order planes (AB₁₁, AB₁₂) for subjects Error bars are 95% confidence limits. Smooth NM, MC, and WC. In each plane, 6 directions are curves are fits to Weibull functions, and the shown (the directions towards and away from texture contrast yielding a fraction correct of each vertex, as indicated by the arrows). The 0.625 was taken as threshold. Note that performance is similar for positive variations of an maximum on the abscissa is a texture contrast of 1: the distance from the random texture to a image statistic (towards a vertex) and negative texture of maximum structure. variations (away from a vertex).

As in the binary (black-and-white) case, \succ all first- and second-order statistics are visually salient are nearly equal yielding elliptical isodiscrimination contours In contrast to the binary case,

Support: EY7977

Motivation

Results: Psychometric Functions

Conclusions

- > sensitivities to positive and negative variations of an image statistic
- \succ image statistics combine in an approximately quadratic fashion,

 \succ only some third- and fourth-order image statistics are visually salient

For third- and fourth-order statistics, segmentation thresholds were only measurable in directions that produced homogeneous patches: towards the lower left in the third-order plane ABC₁₁₁ and the fourthorder plane ABCD₁₂₂₁, and towards all three vertices in the fourth-order plane ABCD₁₁₁₁.

In the ABCD₁₁₁₂ plane, no directions reached threshold.