# PROCESSING OF IMAGE STATISTICS WITH AND WITHOUT SEGMENTATION CUES

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## INTRODUCTION

Statistical aspects of images are cues for texture discrimination and segmentation. In pre-segmented patches (VSS 2003), discrimination of local 1st order structure (luminance: LUM) and local 4th order structure (isodipole textures: EVEN) is much more efficient than that of non-local 2<sup>nd</sup> order structure (mirror symmetry: SYM), despite its visual saliency. This and other evidence suggests that symmetry detection uses a different computational substrate than processing of local statistical structure. Here we compare the relationship of these three statistical image classes to segmentation.

### **STIMULI & METHODS**

Stimuli contained four arrays: three distractor arrays

colored at random, and a single target array, drawn from one of three images classes illustrated below. Each image class was defined by a single statistical

correlation (EVEN), or long-range statistics (SYM).

Stimuli consisted of four 8x8 arrays of black and white

checks (check size: 20 min, test distance: 103 cm). Arrays were positioned either

Practiced observers (N = 5) were asked to identify the

target in a 4-AFC task. Dependent measures were

Each observer completed a total of 8,480 trials over six

sessions. A block of trials consisted of a single image

class, a single background, and a single jitter condition. Each session consisted of blocks with two of the three image classes, and all background and jitter conditions.

fraction correct (FC) and reaction time (RT)

LUM/GRAY JITTERED

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attribute: luminance (LUM), local fourth-order

4 degrees from fixation along

to introduce positional uncertainty

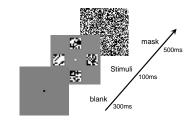
Stimulus duration was 100ms.

the cardinal axes (fixed)

or in "jittered" locations

about the fixation point

#### TASK: Which one of the four arrays is different?



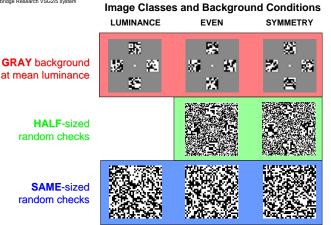
#### Other Details:

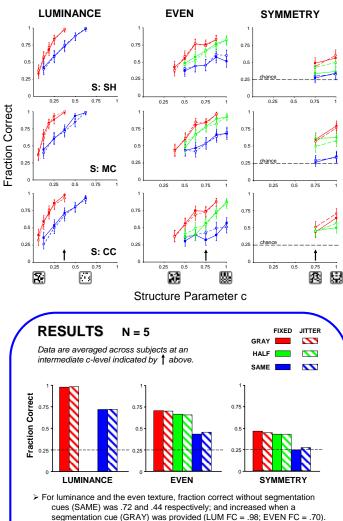
F104 #607

VSS 2005

Examples of each image class were generated with a range of statistical structure, "c" (c = 0 corresponds to randomness, and c = 1 corresponds to all-white, fully-even, or completely symmetric). Values of c were chosen to span the range of psychophysical performance

Feedback during practice (1-2 hrs) only Contrast: 1.0; Luminance: 47 cd/m<sup>2</sup> Cambridge Research VSG2/5 system





>For symmetry, detection without a segmentation cue (SAME) was at chance performance, but increased for HALF (.43) and GRAY (.46).

>For all image classes, positional uncertainty (fixed vs jittered) did not affect performance.

#### RESULTS FROM INDIVIDUAL SUBJECTS (3 of 5 shown) Do the image statistics alone segment the arrays? It depends. LUM (EC = .72) YES: EVEN (EC = .44) YES: SYM (EC = at chance) NO

Are some segmenters better than others? YES. Segmentation is NOT all-or-none.

For EVEN and SYM, the HALF background results in an intermediate fraction correct. For LUM, fraction correct is high (.72) for the SAME background, and near perfect (.98) for the GRAY background

#### Does positional uncertainty matter? NO.

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GRAY ------

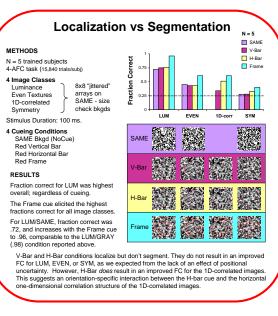
HALF -

SAME

There was no difference in fraction correct for fixed vs. jittered targets, for any image class and any background condition.

#### What about the Reaction Time?

Image classes or background conditions that had a higher fraction correct had shorter reaction times.



### SUMMARY & CONCLUSIONS

- > Segmentation effects are graded. Even for image statistics that support segmentation, segmentation cues (GRAY bkgd, Frame cue) further enhance performance.
- > Symmetry, while visually salient, does not support segmentation by itself.
- > Detection of both local and long-range image statistics is unaffected by positional uncertainty.