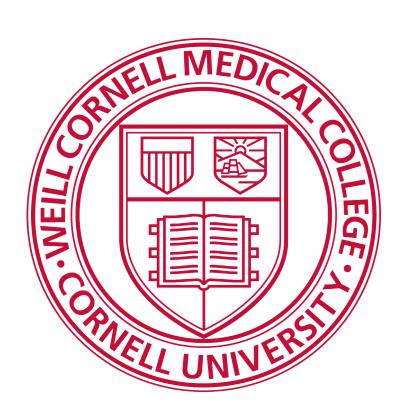
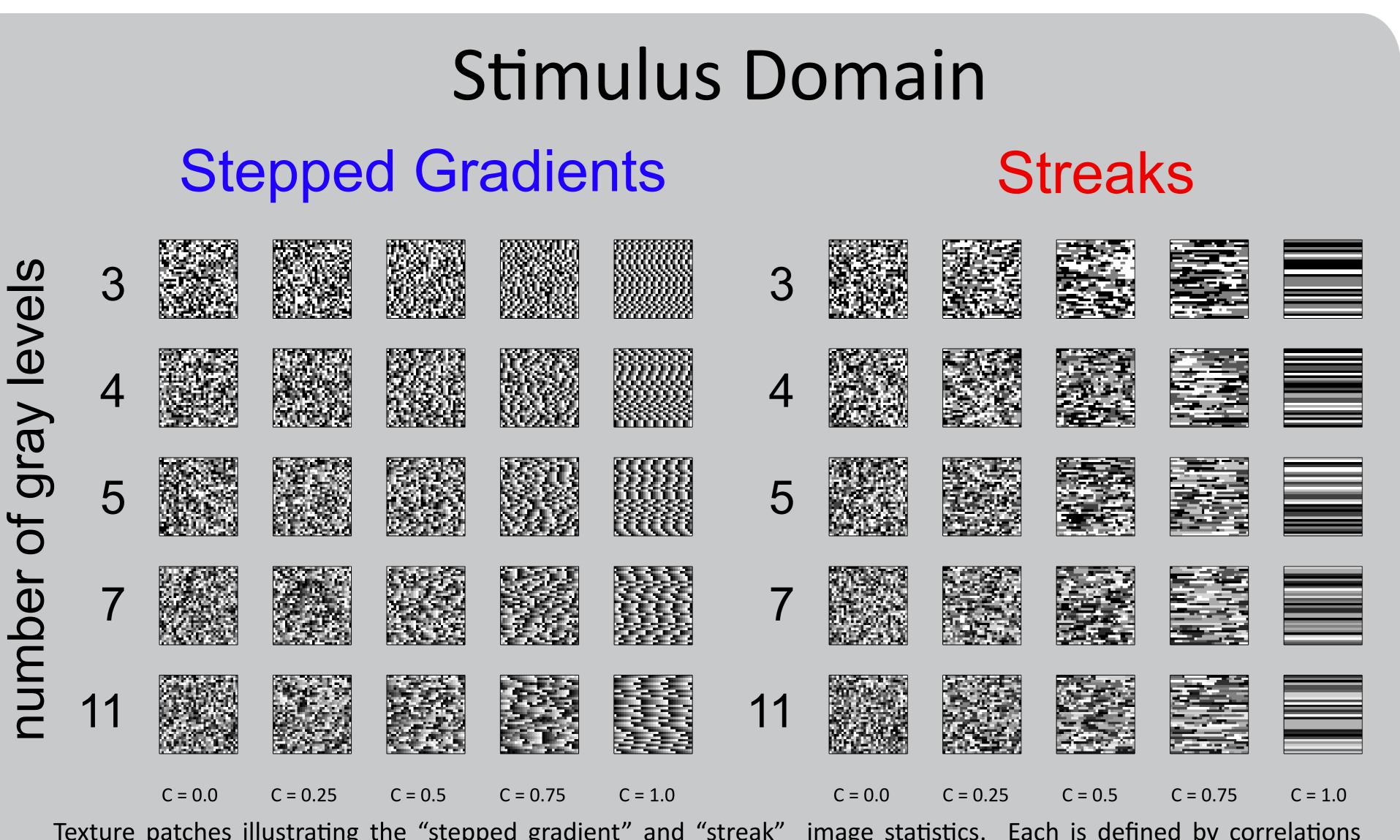
## Modeling visual sensitivity to spatial correlations in multiple gray-level textures Jonathan D. Victor<sup>1</sup>, Lilah Evans<sup>2</sup>, Mary M. Conte<sup>1</sup> <sup>1</sup>Feil Family Brain and Mind Research Institute, Weill Cornell Medical College, New York, NY; <sup>2</sup> Howard University, Washington, D.C.



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## Motivation

Image statistics have enormous variety. However, most studies focus either on statistics that consider multiple gray levels but ignore spatial correlations, or statistics that consider spatial correlations but ignore gray levels. Recently, we proposed a model for sensitivity to image statistics that involve both spatial correlations and multiple gray levels. The model combines the impact functions of Silva & Chubb (2014), which are determined from measured sensitivity to textures with multiple gray levels without spatial correlation, and the quadratic form of Victor et al., (2015), which is determined from measured sensitivity to black-and-white textures with spatial correlations. The model has no free parameters. Here, we test the model's predictions of sensitivity to image statistics that entail spatial correlations and up to 11 gray levels.



Texture patches illustrating the "stepped gradient" and "streak" image statistics. Each is defined by correlations between horizontally adjacent checks. For "stepped gradients", check luminance tends to increase gradually or decrease abruptly in one direction. For "streaks", check luminance between horizontally adjacent checks tends to match. In all cases, C = 0 corresponds to the random texture, and C = 1 corresponds to maximal correlation strength.

Methods

#### Subjects

N = 5 VA: 20/20

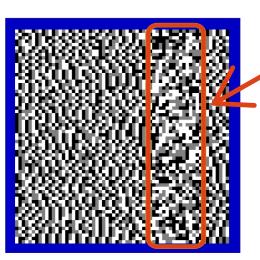
#### Conditions

4-AFC Design 320 trials per block 12 blocks per condition 19,200 - 30,720 trials per subject 126,720 total trials

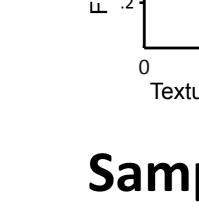
#### Stimuli

Contrast: 1.0 Check size: 14 min Display size: 14.8 deg<sup>2</sup> Binocular viewing at 1 m Duration: 120 ms followed by a 300 ms mask Target: 16 x 64 pixels on a 64 x 64 array Practice: 1-3 hours per subject Feedback: during practice only

Task



Subjects perform a 4-AFC segmentation task. In a typical stimulus, a target either textured or random. is embedded in one of four positions.



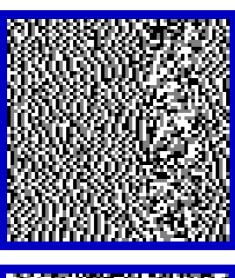
gray levels: 3

gradients C = 0.80

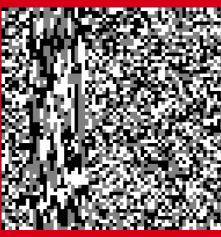
## gradients

C = 0.80

streaks C = 0.53

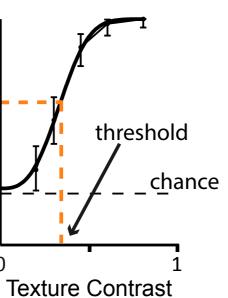






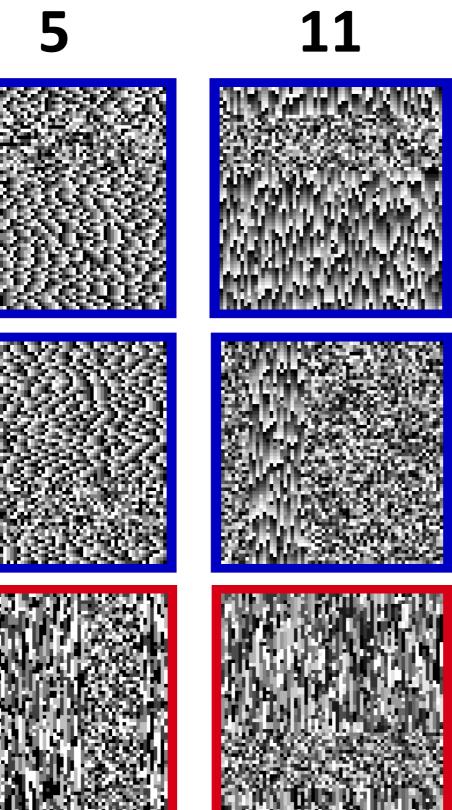


#### **Psychometric Curve**



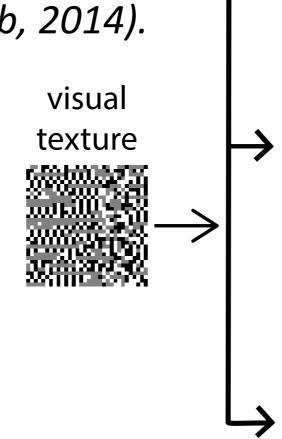
Weibull functions are fitted to the psychometric curve of fraction correct measured at each value of texture contrast (C). The threshold taken as the texture contrast required to achieve a fraction correct of 0.625.

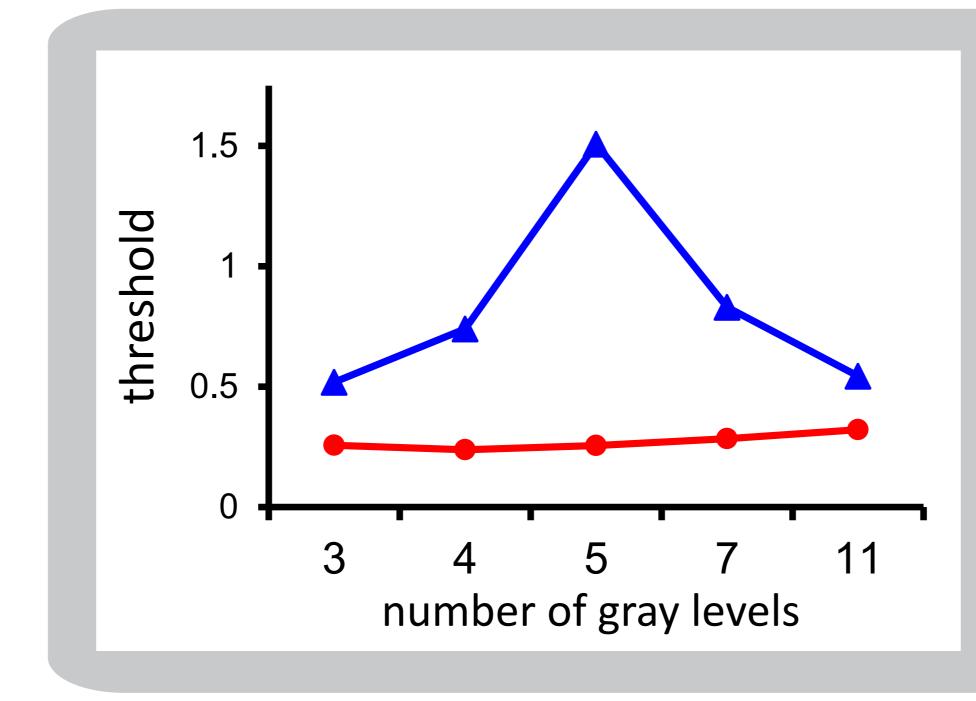
### Sample Stimuli

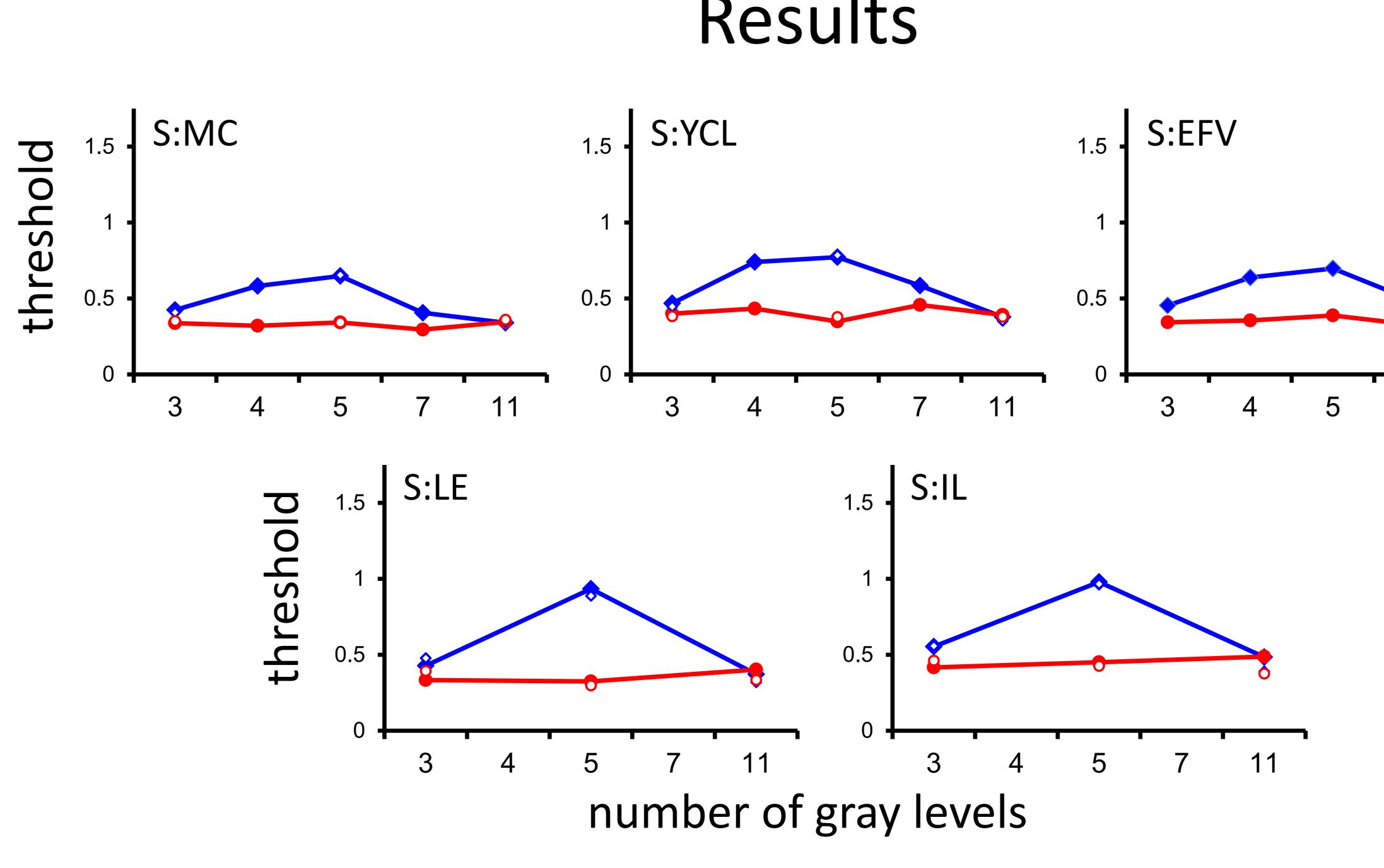


Nonlinearities were taken from studies of gray-level "scramble" textures (Silva & Chubb, 2014).

Quadratic distance parameters were taken from studies of binary spatiallycorrelated textures (Victor et al., 2015).

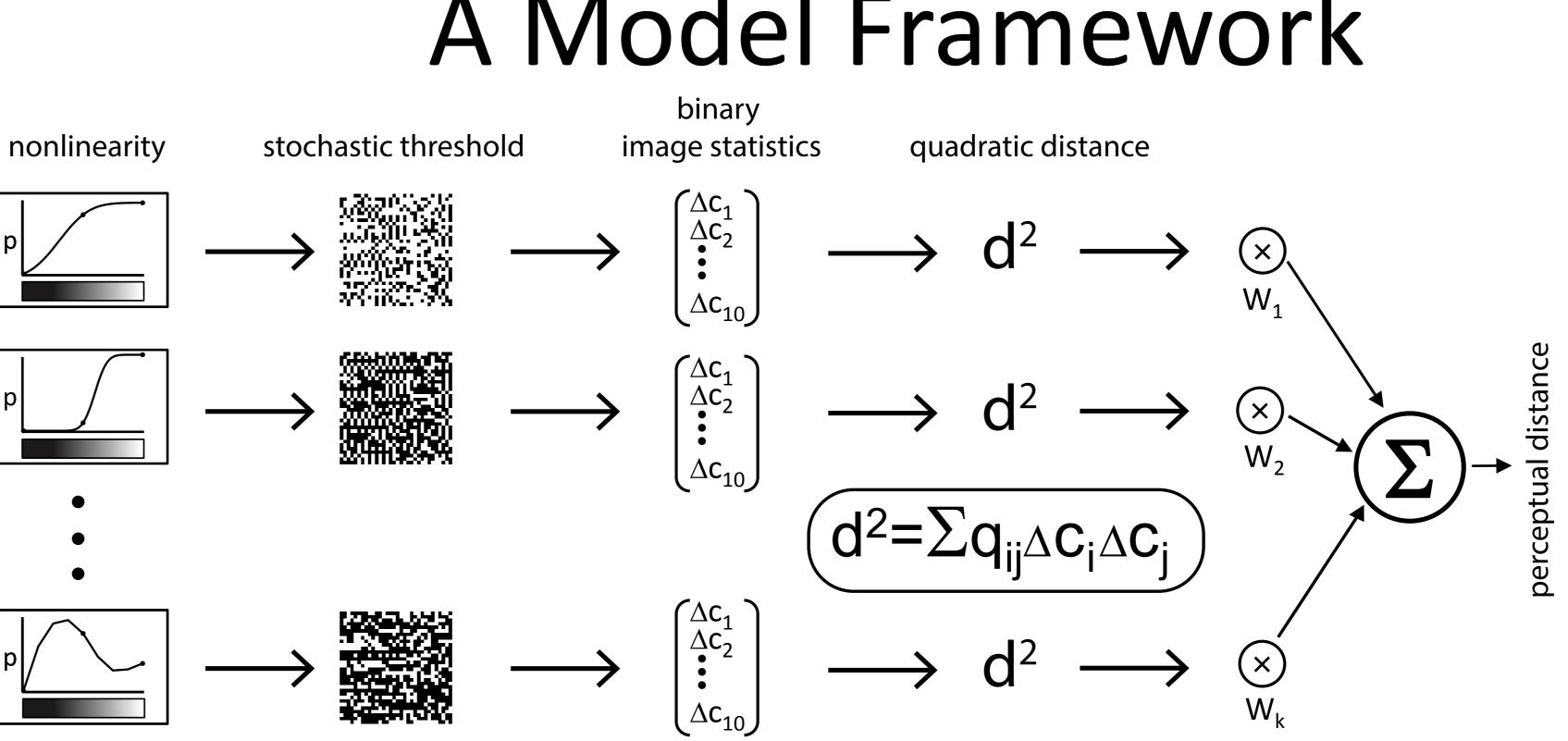






the data points overlap.

# A Model Framework



## The model makes two key predictions:

- lower for 3 or 11 gray levels.
- > For streaks, threshold is approximately independent of the number of gray levels.

There are no free parameters underlying these predictions; the model is fully constrained by data from binary textures and Chubb scrambles.

Psychophysical thresholds for stepped gradients and streaks, as a function of number of gray levels, for N=5 subjects. For stepped gradients, all subjects had the highest threshold for 5 gray levels, and lowest thresholds for 3 and 11 gray levels. For streaks, thresholds were lower than for stepped gradients, and approximately independent of the number of gray levels. Note that in four of the five subjects, replications (open symbols) were carried out in separate sessions, and in most cases,

Each channel transforms the gray-level image into a binary image via a stochastic threshold, in which the probability of assignment to black or white depends nonlinearly on the input gray-level value. The 2x2 block statistics of these internal representations are computed, yielding 10element parameter vectors ( $\Delta c_1, \ldots, \Delta c_{10}$ ). A quadratic form is applied to this vector, and the weighted sum across channels is the predicted perceptual distance from randomness.

> For stepped gradients, threshold is maximal for 5 gray levels, and substantially

### Summary and Conclusions

- model for We constructed sensitivity to local image statistics that involve multiple gray levels and spatial correlations.
- The completely was model determined by two complementary sets of psychophysical measurements. One set considered multiple gray levels but not spatial correlations; one set considered spatial correlations but only black-and-white elements.
- > The model predicted the main features of experimentally-measured psychophysical thresholds for two kinds of image statistics, gradients and streaks, that had spatial correlations and up to 11 gray levels.

### References

- Silva, A.E. and Chubb, C. (2014). The 3-dimensional, 4-channel model of human visual sensitivity to grayscale scrambles. Vision Research **101**, 94-107.
- Victor, J.D., Thengone, D.J., Rizvi, S.M., and Conte, M.M. (2015). A perceptual space of local image statistics. Vision Research **117**, 117-135.

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