

# CS 526 Computer Graphics II

## Texture perception & summary vision statistics

Khairi Reda | [redak@uic.edu](mailto:redak@uic.edu)

UIC CS

# Texture perception models

Original



Synthesis



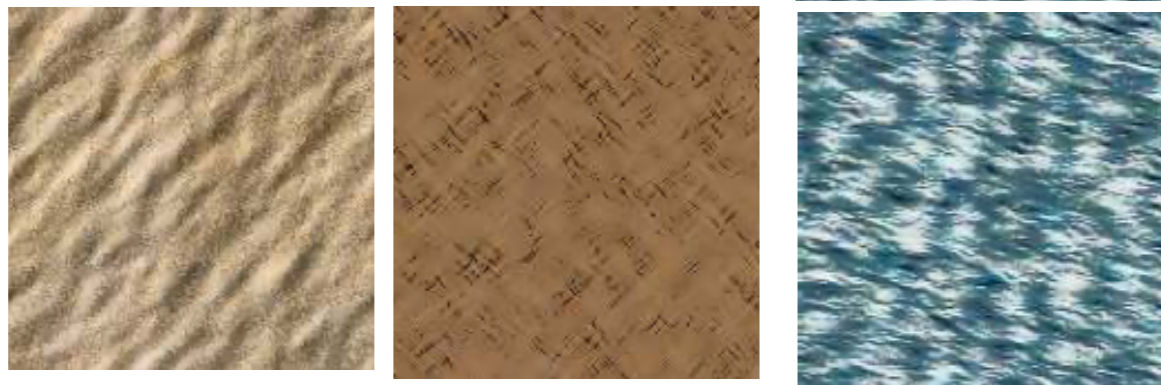
*Heeger and  
Bergen, 1995*

# Texture perception models

Original



Synthesis

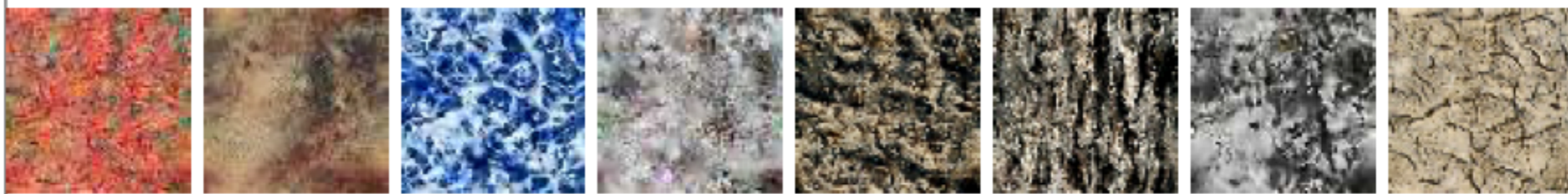


*Heeger and Bergen, 1995*

Original

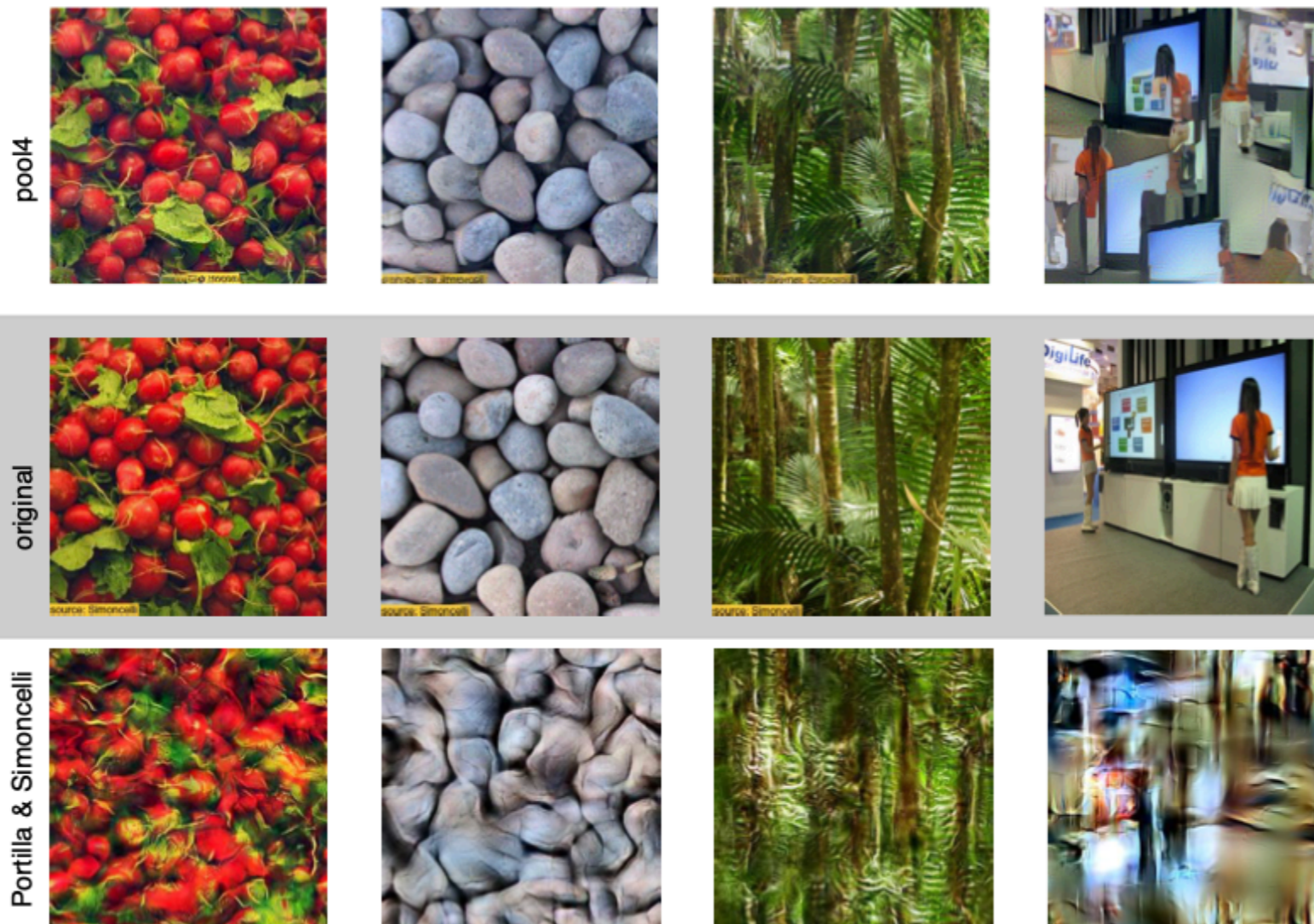


Synthesis



*Portilla and Simoncelli, 2000*

# Texture perception models



**CNNs**

*Original*

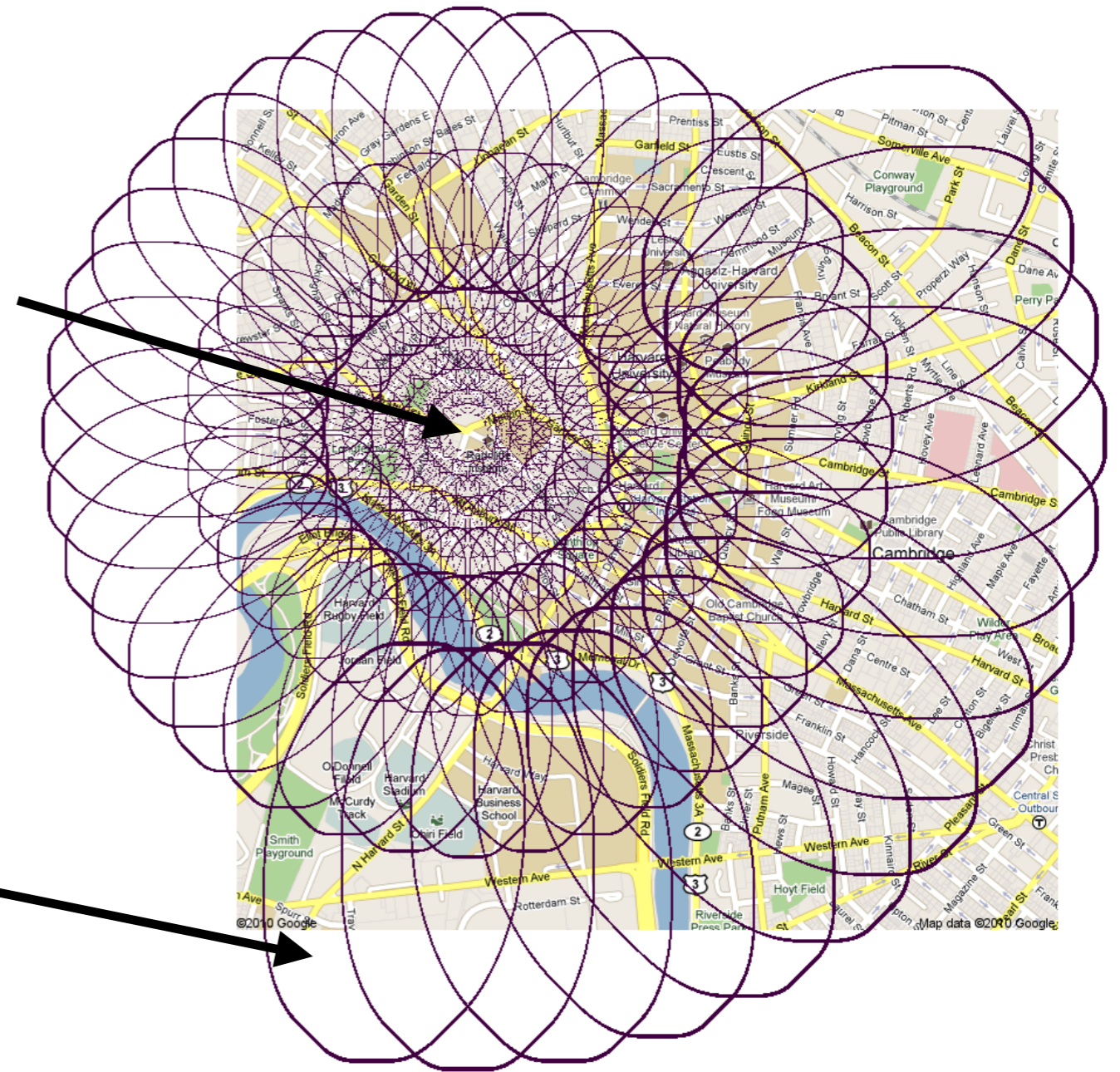
*Portilla and  
Simoncelli*

# The visual system as statistician

*Rosenholtz et al.*

High-fidelity foveal vision

Texture-like vision in the periphery



**The vast majority of our vision (>90%) is peripheral**

# Visual crowding

*Balas et al.*

**A**

**+**

**BOARD**

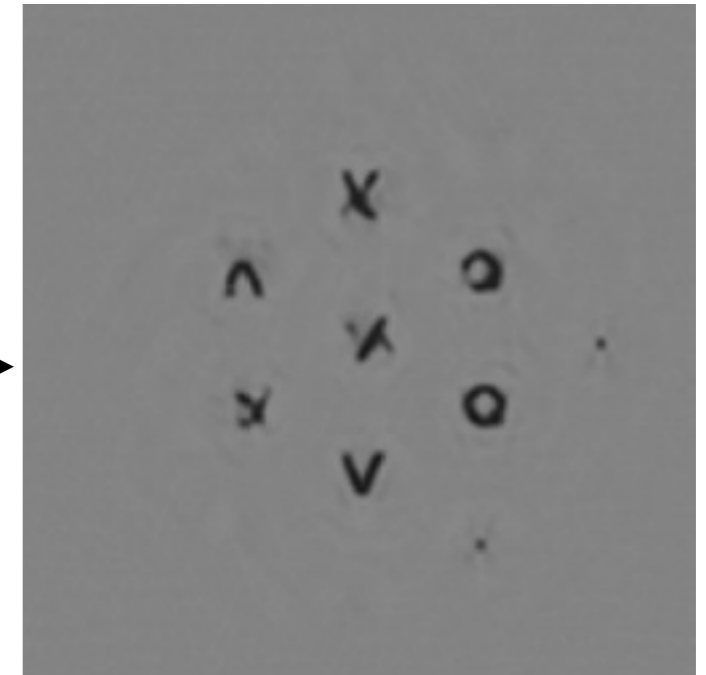
# Summary representation in peripheral vision

*Rosenholtz et al.*



Generate image with  
similar summary  
statistics

*(~1,000 parameters)*



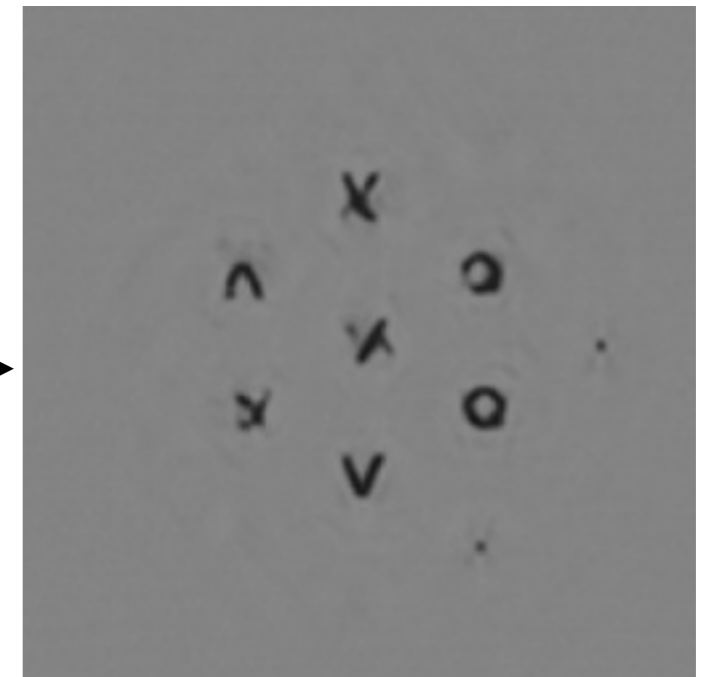
# Summary representation in peripheral vision

*Rosenholtz et al.*



Generate image with  
similar summary  
statistics

(~1,000 parameters)



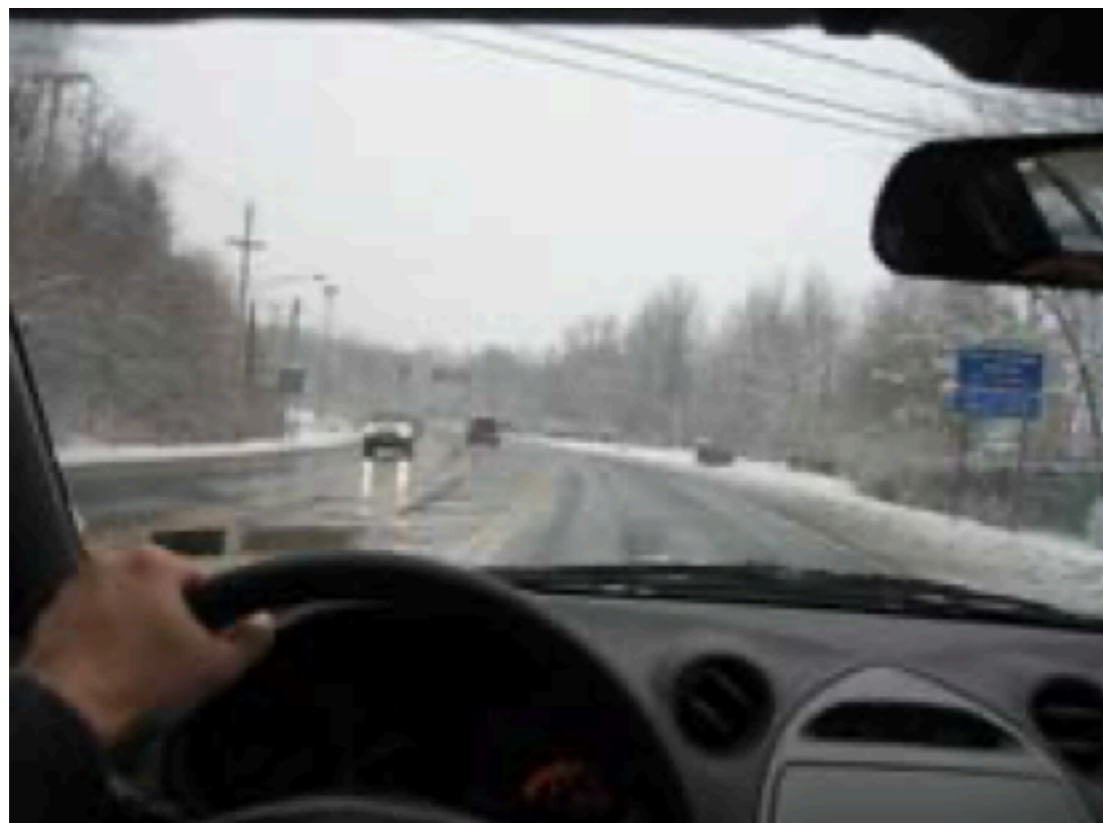
Scale down image to  
32x32 (1,024 parameters)



# Summary representation in peripheral vision

*Rosenholtz*

What do you see when you're driving?



Original



Same-statistic  
synthesis

# Summary representation in peripheral vision

*Rosenholtz*

What do you see when you're driving?



Original



Same-statistic  
synthesis

# Summary representation in peripheral vision

*Rosenholtz*

Which subway map is better?

Original



(a)



(b)

Same-  
statistics  
synthesis



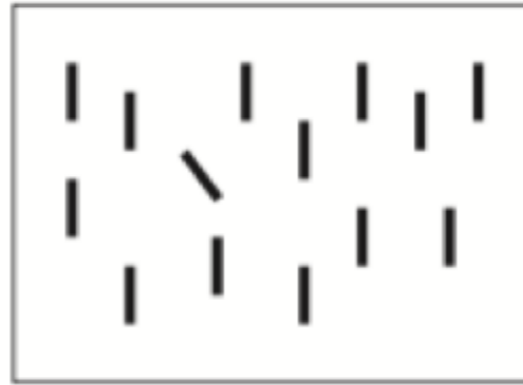
(c)



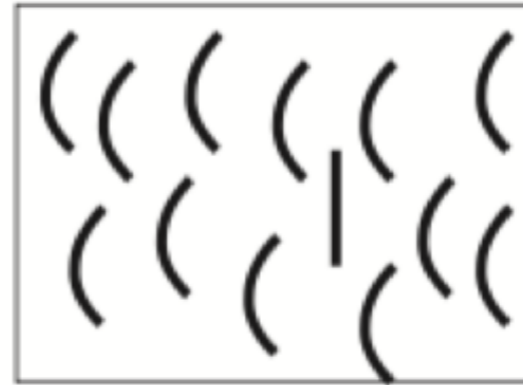
(d)

# Popout channels

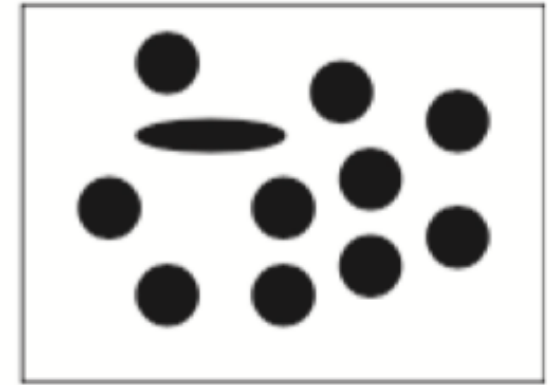
Orientation



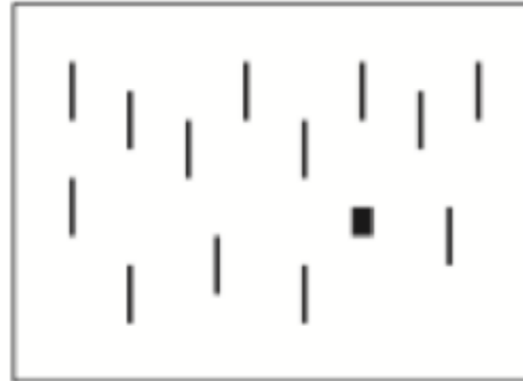
Curved/straight



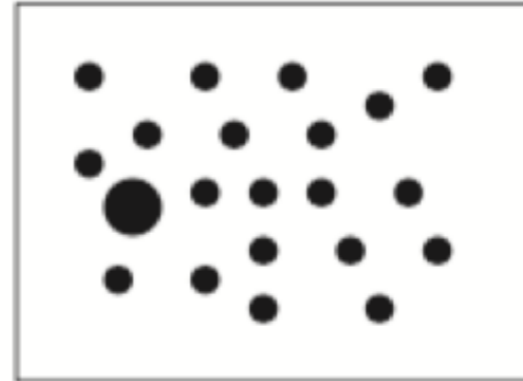
Shape



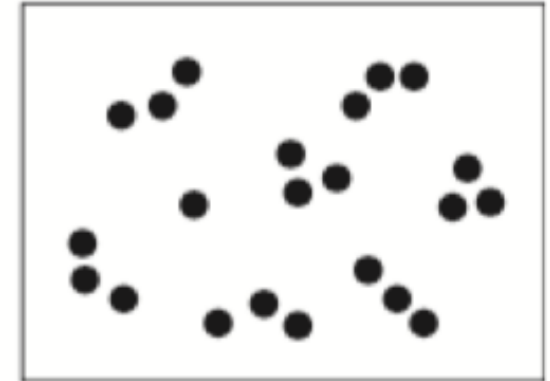
Shape



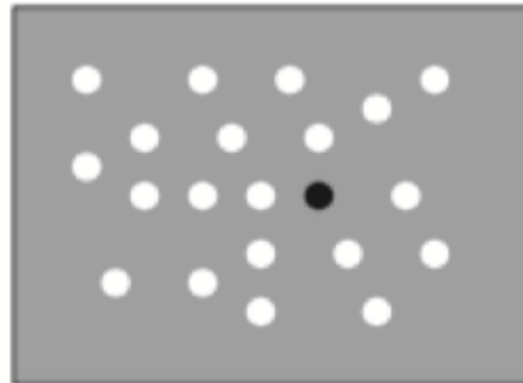
Size



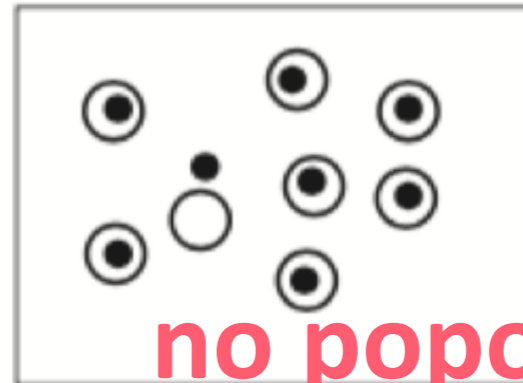
Number



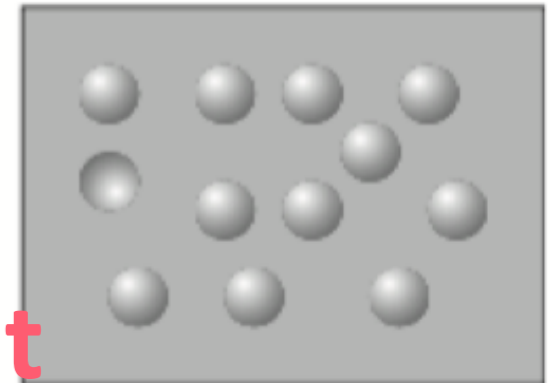
Gray/value



Enclosure

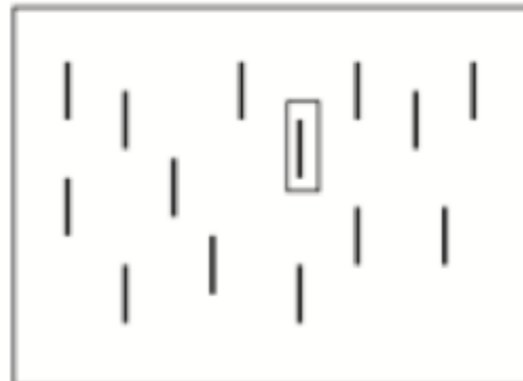


Convexity/concavity



no popout

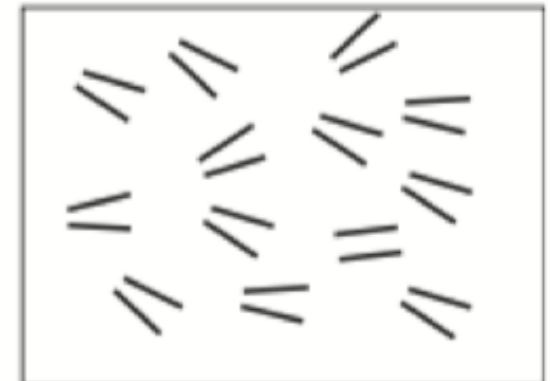
Addition



Juncture

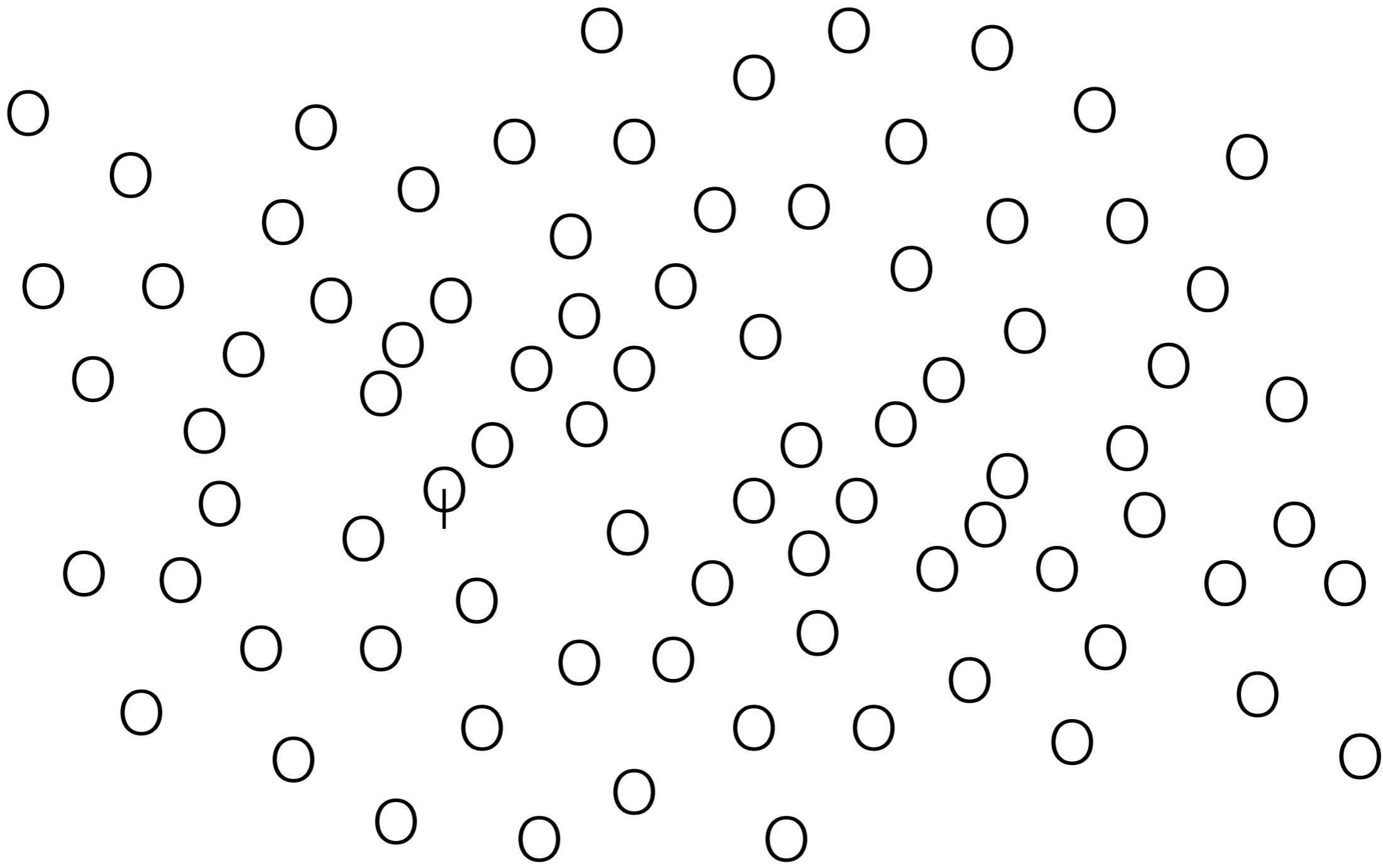


Parallelism



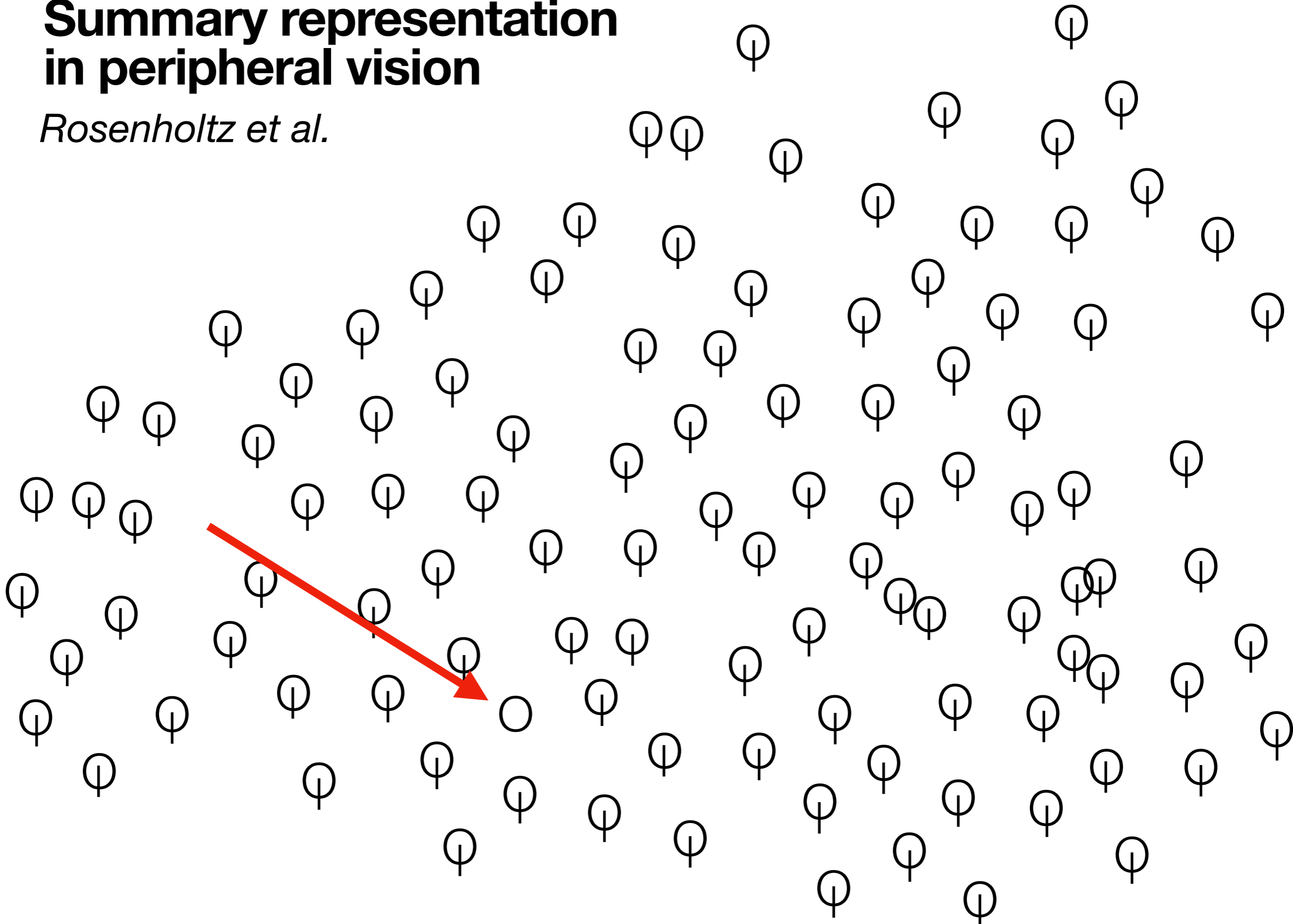
# Summary representation in peripheral vision

*Rosenholtz et al.*



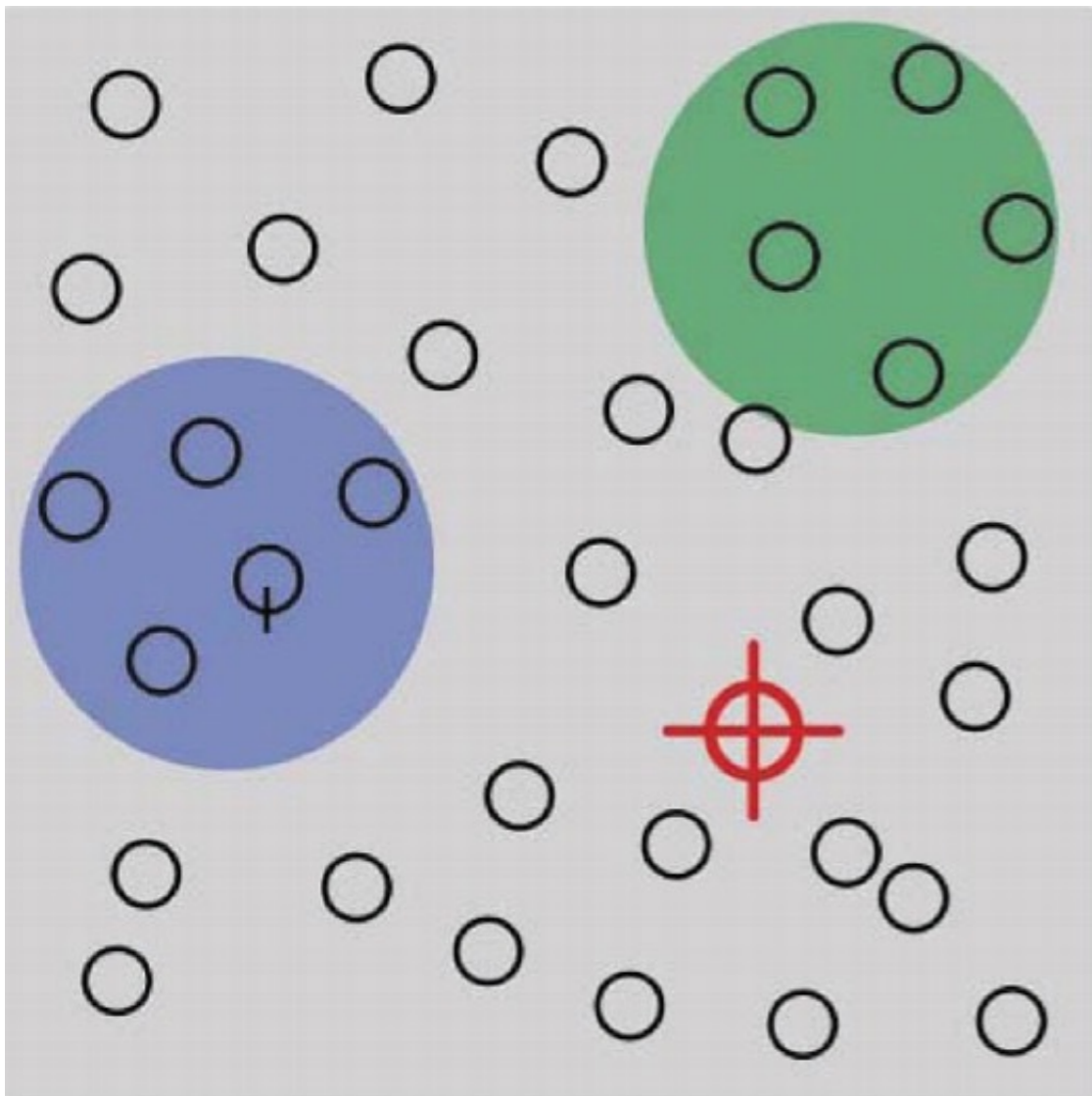
# Summary representation in peripheral vision

*Rosenholtz et al.*



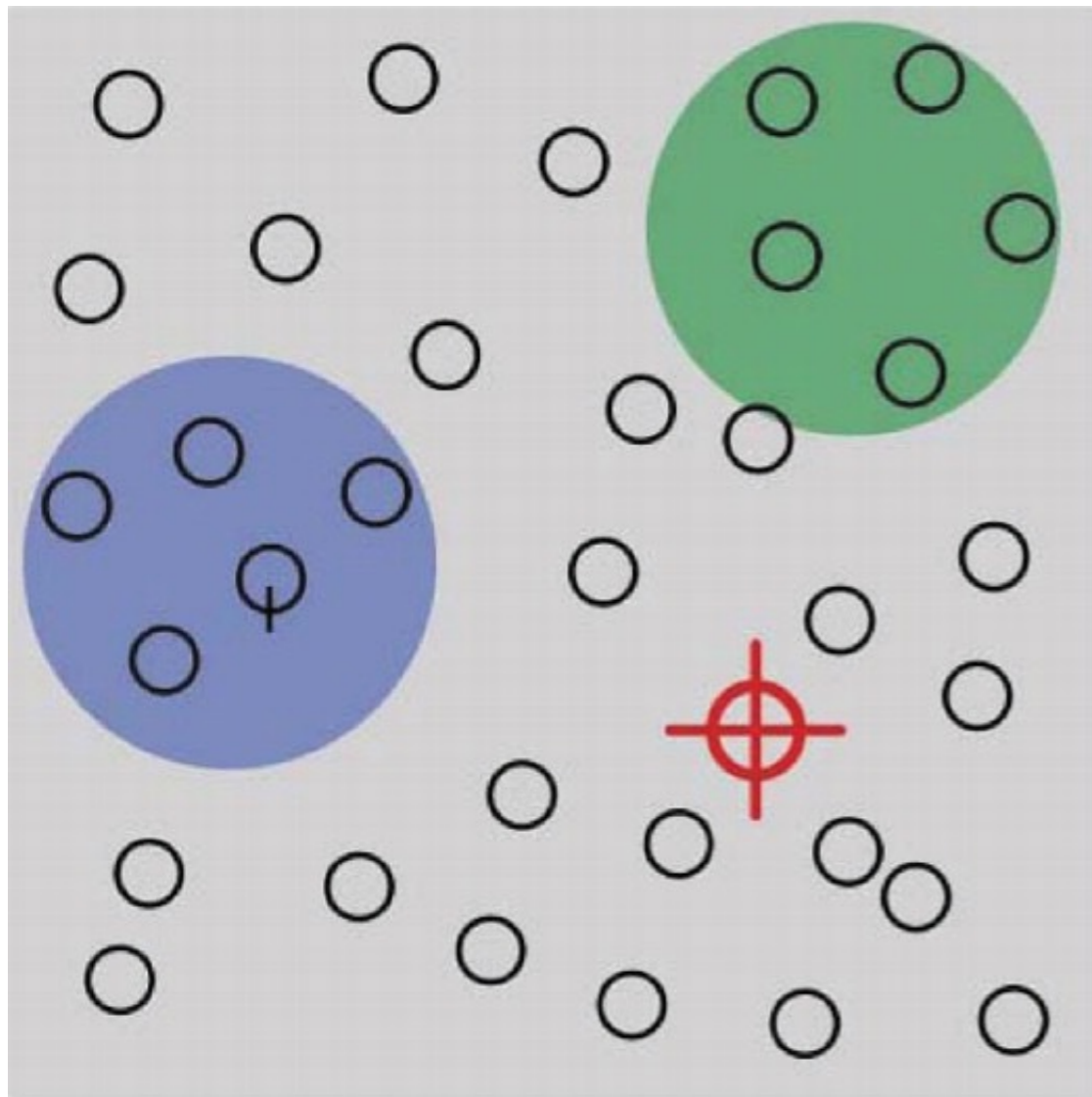
# Summary representation in peripheral vision

*Rosenholtz et al.*

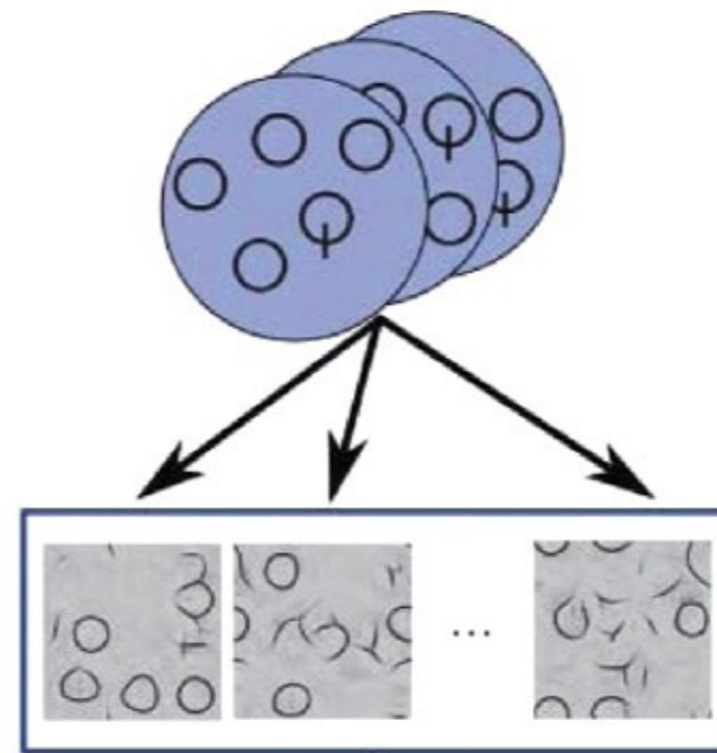


# Summary representation in peripheral vision

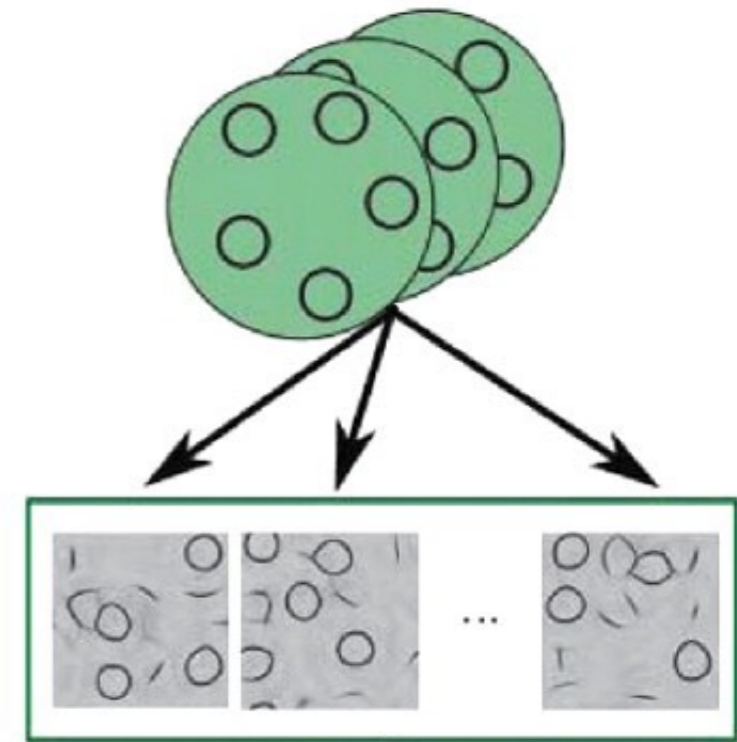
*Rosenholtz et al.*



Target + distractor



Distractor only

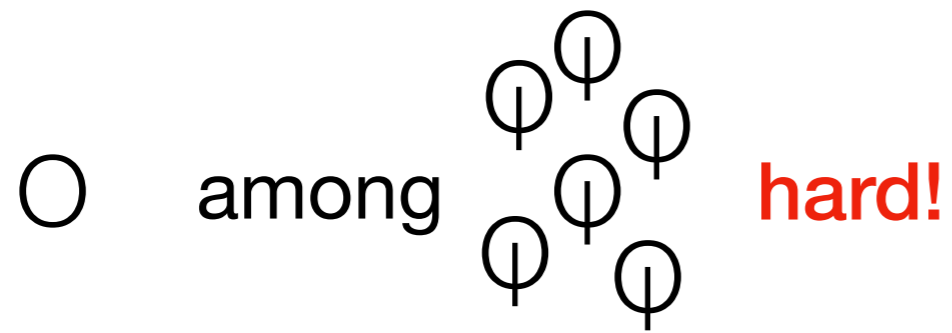
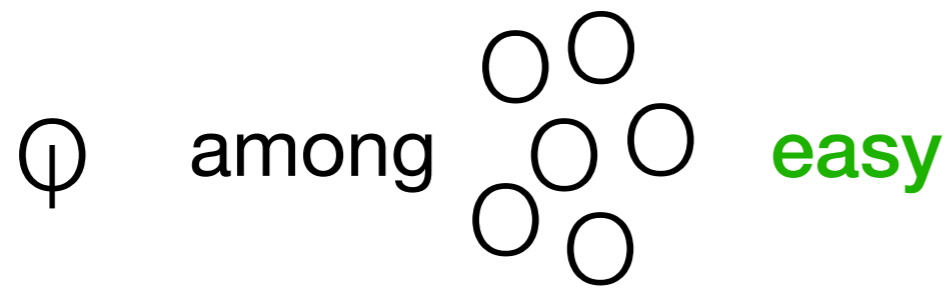


Mongrel

Discriminable?

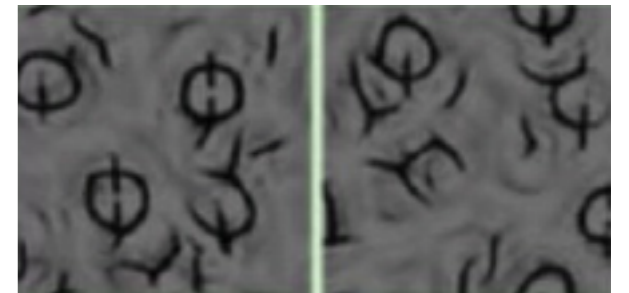
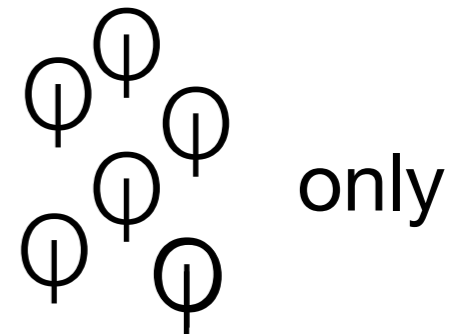
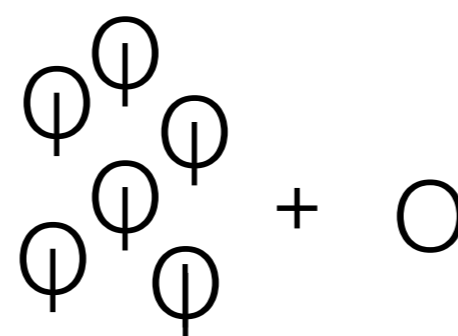
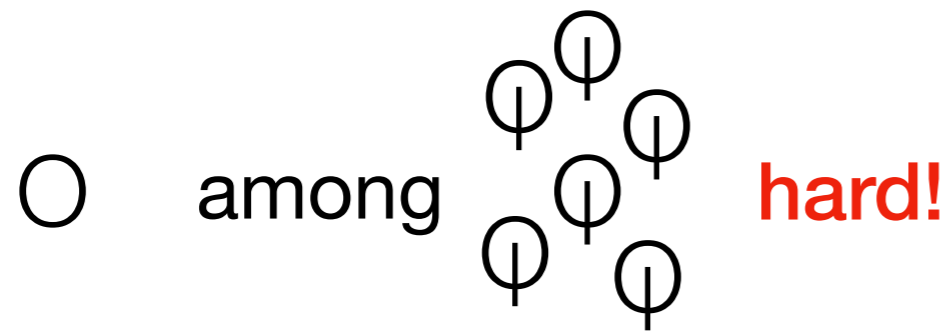
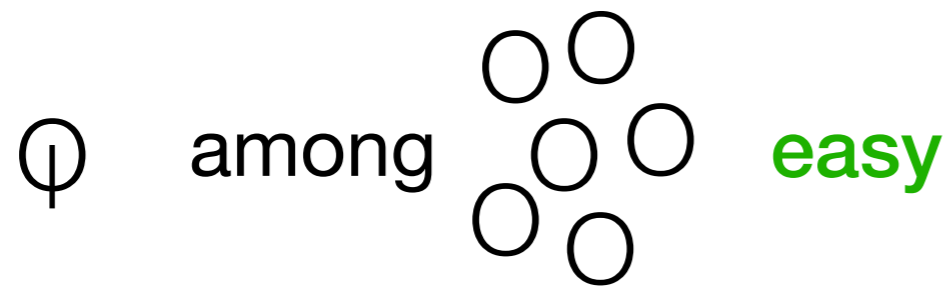
# Summary representation in peripheral vision

*Rosenholtz et al.*



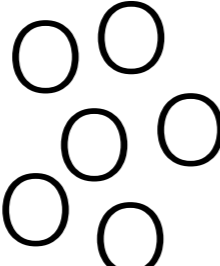
# Summary representation in peripheral vision

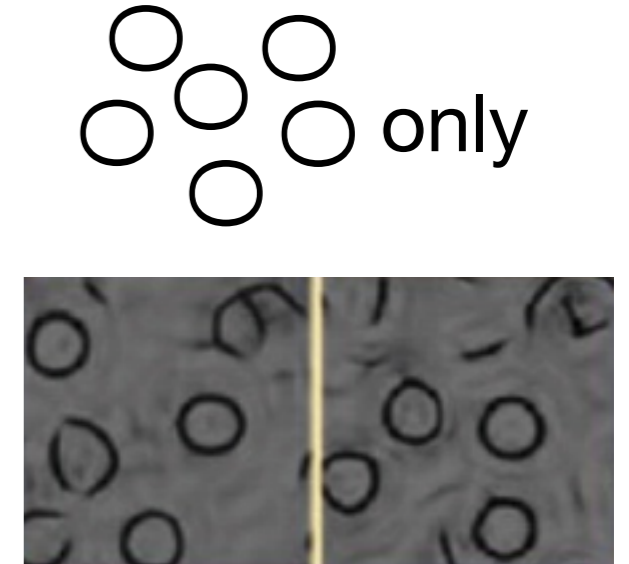
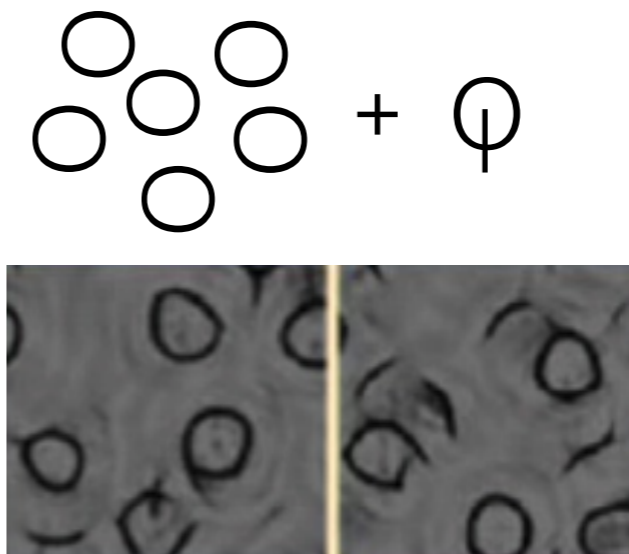
*Rosenholtz et al.*

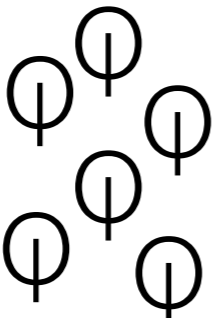


# Summary representation in peripheral vision

*Rosenholtz et al.*

⊖ among  **easy**



○ among  **hard!**

