

# Resolving Perceptual Ambiguity

Visual Rules & Other Factors

**Dr Joseph L Brooks**

*School of Psychology &*

*Centre for Cognitive Neuroscience & Cognitive Systems*

*University of Kent*

University of  
**Kent**

School of  
Psychology

What do you see?

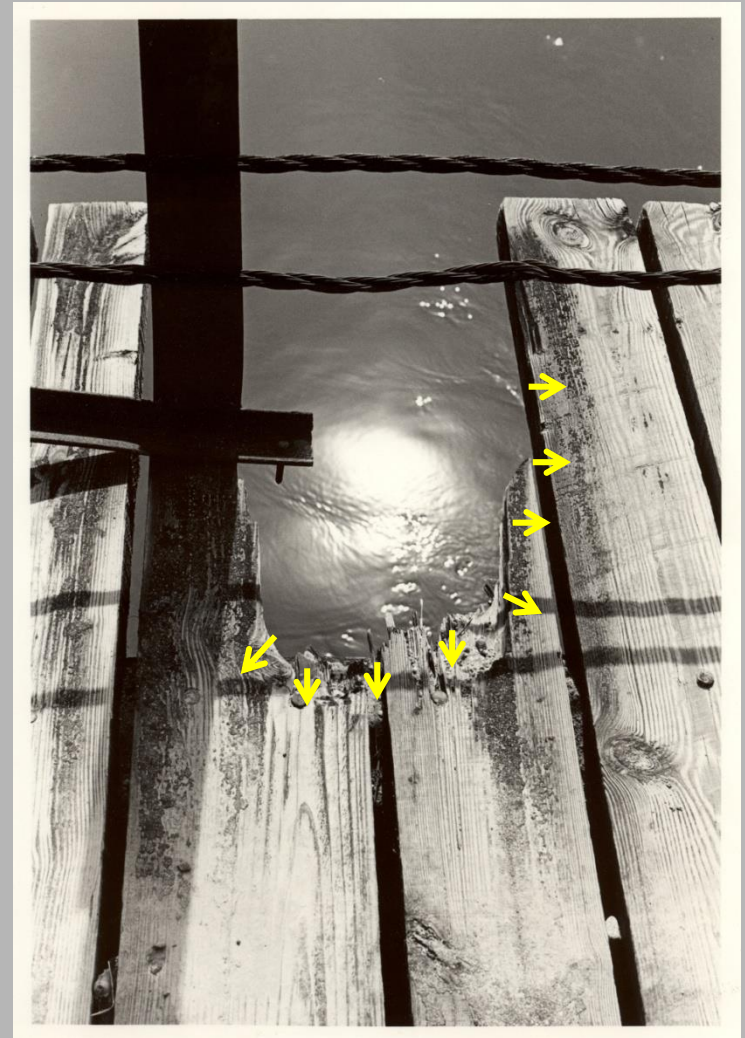


Depth ambiguity can strongly affect our perception of shapes in the world





# Shape depends on edge-assignment (a.k.a figure-ground org)



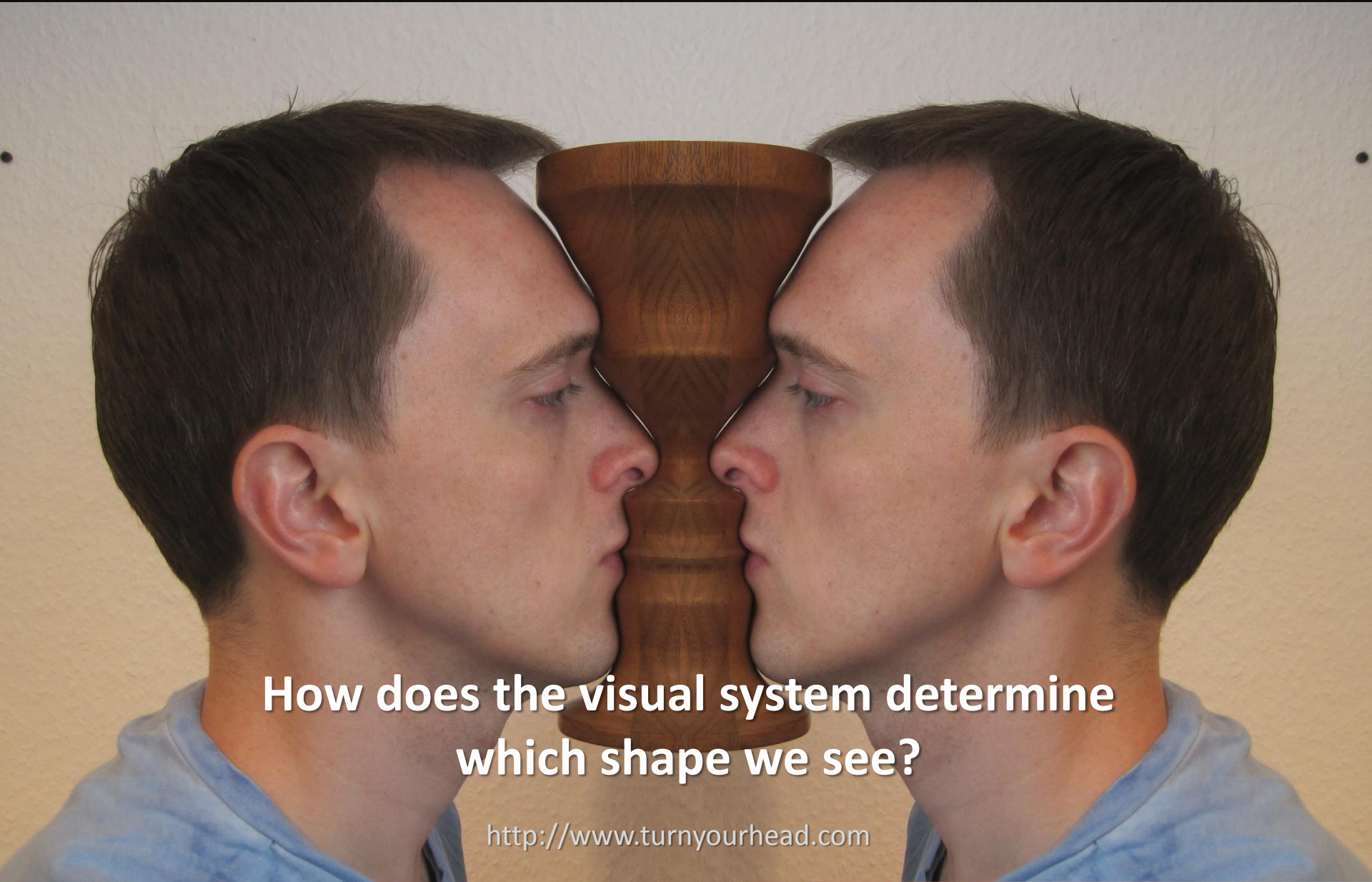
Perceived depth and shape have consequences for how we act on the world

# Rubin's Faces Vase





**The Rubin Vase is a classic example of shape ambiguity**



**How does the visual system determine  
which shape we see?**

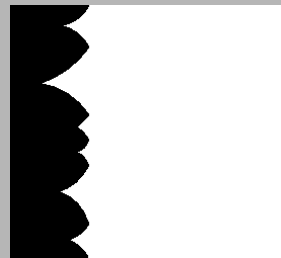
<http://www.turnyourhead.com>

# Visual/Image-Based Influences

Figure-ground organization is affected by visual properties of the edge and adjacent regions



Contrast  
Rubin (1915/21)



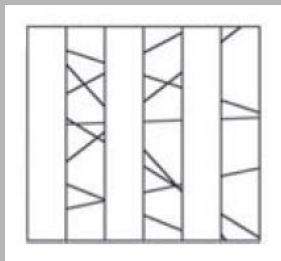
Relative Area  
Rubin (1915/21)



Convexity  
Kanizsa & Gerbino (1976)



Symmetry  
Kanizsa & Gerbino (1976)



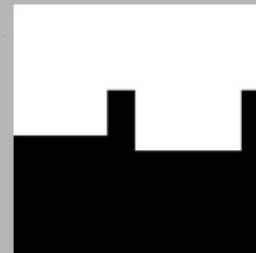
Entropy  
Gillam & Grove (2011)



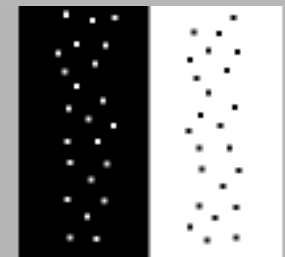
Top-Bottom Polarity  
Hulleman & Humphreys (2004)



Familiarity  
Peterson(1994)



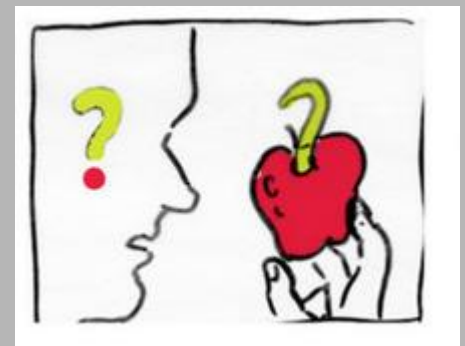
Lower Region  
Vecera et al. (2002)



Edge-Region Grouping  
Palmer & Brooks (2008)  
Brooks & Driver (2010)  
Brooks, et al (2012)

# Visual Rules & Computer Vision

- **Discovering new visual cues/rules helps us to:**
  - **Basic Science:** Understand how human visual perception works
  - **Applied Science:** Improve computer vision algorithms
  - **Applied Science:** Design better visual displays
- **Stroke/agnosia:** problems with some visual rules.
  - understand their problems  
Brooks, et al. 2012
  - develop treatment protocols  
Brooks, et al., 2015





# Not all cues/principles are “visual”



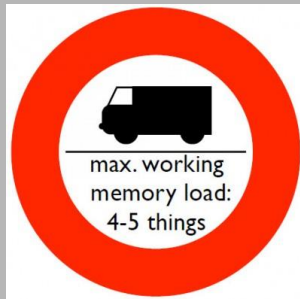
## Attention

Vecera et al. (2004)

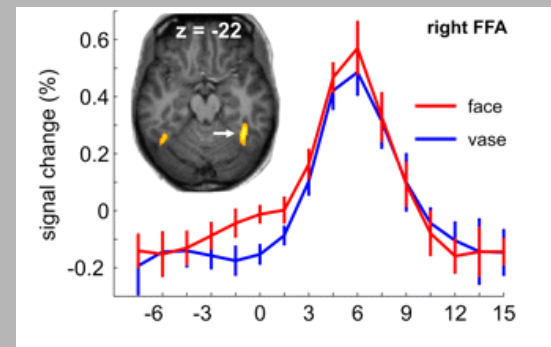


## Reward/Punishment

e.g., Rock & Fleck (1950)  
Brooks et al (in prep)



## Cognitive Load

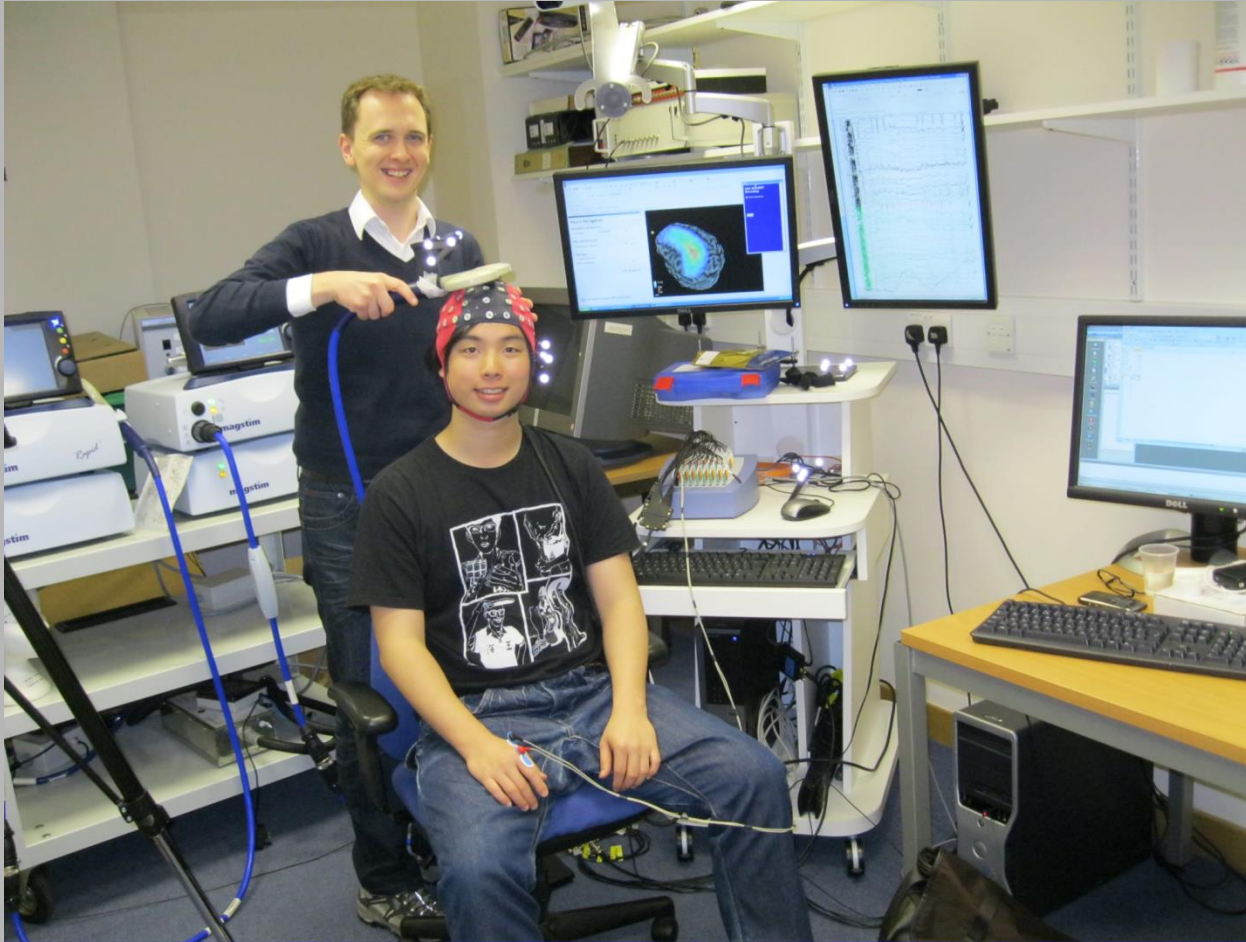


## Random Brain Fluctuations

Hesselmann et al. (2008)  
Brooks et al (in prep)

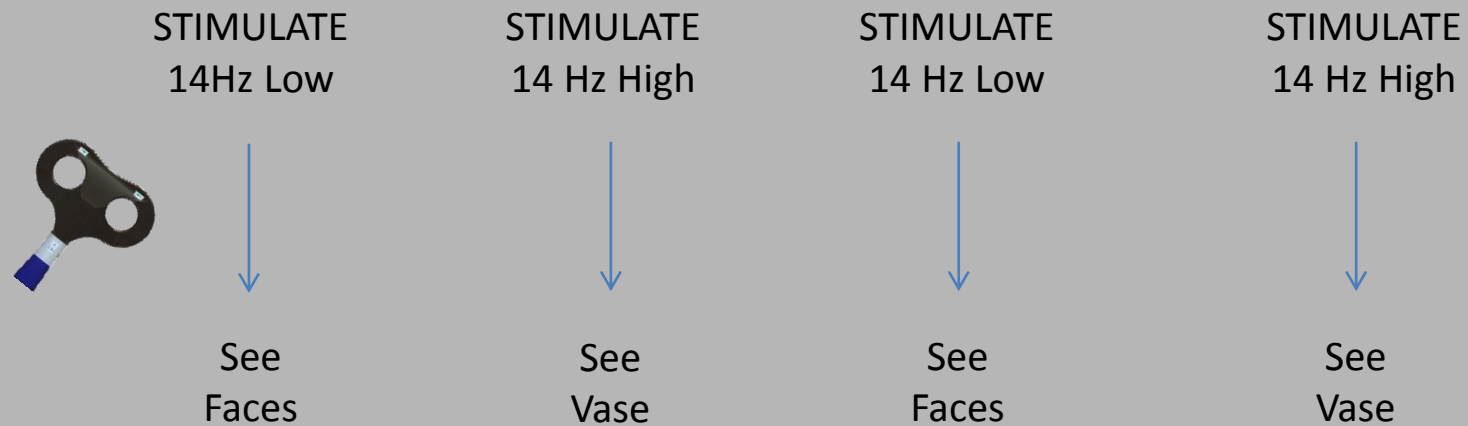
*These “top-down” factors can combine with bottom-up visual information*

# Controlling Perception with Brain Stimulation?



*Transcranial Magnetic Stimulation (TMS) can be used to experimentally CHANGE activity in these brain areas and AFFECT perception*

# Controlling Perception with Brain Stimulation



**TMS induces brain activity which can then affect perception/behaviour**

**Not necessarily a DISRUPTION. Can be used to ENHANCE function**

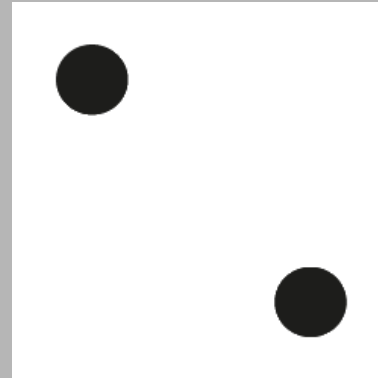
**Effect depends on parameters**



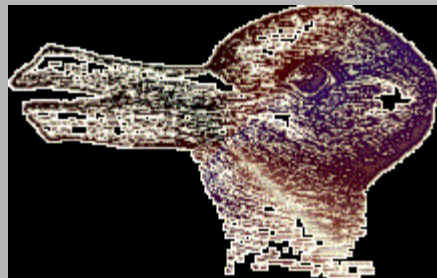
# Other Types of Perceptual Ambiguity



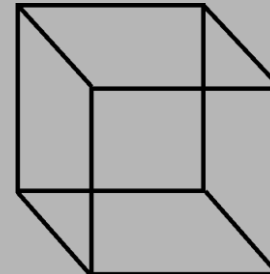
“The” Dress



Vertical or Horizontal  
Motion?



Duck or Rabbit?



Necker Cube

My Question: How does our visual system come to an “answer”?

Thank you!



**wellcome**trust

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# The Dress: Partial Explanation

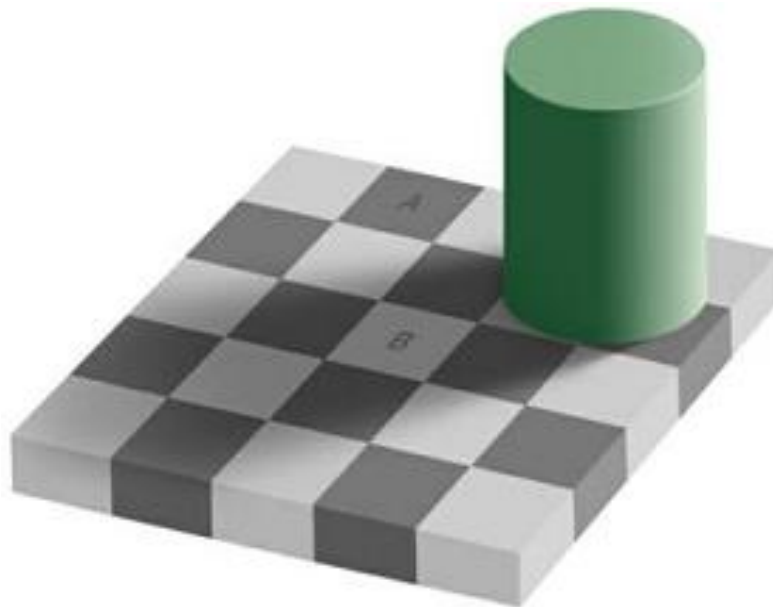


- Light reaching your eyes is affected by
  - Colour of light in light source
  - Reflectance of the object
- Your eye/brain has no way of separating the influence of light source from reflectance
- Your brain needs to GUESS
- If you think that light in the room is yellowish, then you will attribute gold tones to the light source
- However, if you think that light is not yellowish, then the yellow tones on dress must be a PROPERTY OF THE DRESS



# Lightness Constancy

Brain makes inferences based on context



Which is darker?  
A or B?

The actual paint in squares A and B is the same

Why do they look different?

# The process of lightness constancy

**Illumination**  
Lamps of different strengths  
shine on two patches

Strong  
Lamp



Emits  
10 light  
units

Weak  
Lamp



Emits  
5 light  
units

**Distal Stimulus**  
2 Different paints reflect  
different amounts of light

Reflects 25% of light

Reflects 50% of light

**Proximal Stimulus**  
Amount of light reflected and  
falling on the eyes

25% of 10 light units  
= **2.5 light units**

50% of 5 light units =  
**2.5 light units**

Raw proximal stimulus suggests that the two patches are the same...

**Is this what we see?**

# No! We see paints of two different lightnesses

**Illumination**  
Lamps of different strengths  
shine on two patches

Strong  
Lamp



Emits  
10 light  
units

Weak  
Lamp



Emits  
5 light  
units

**Distal Stimulus**  
2 Different paints reflect  
different amounts of light

Reflects 25% of light

Must be a lighter surface  
Reflects 50% of light

**Proximal Stimulus**  
Amount of light reflected and  
falling on the eyes

25% of 10 light units  
= **2.5 light units**

50% of 5 light units =  
**2.5 light units**

**Actual Perception**



We take the illumination difference into account

Even though light falling on eyes is the same, we adjust our calculations to pick up  
the true features of the distal stimulus