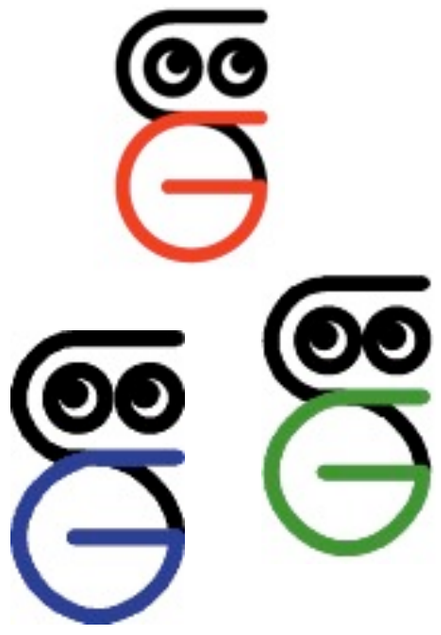
Smart Graphics: Graphics and Perception

Lecture „Smart Graphics”

Andreas Butz

26.10.2010

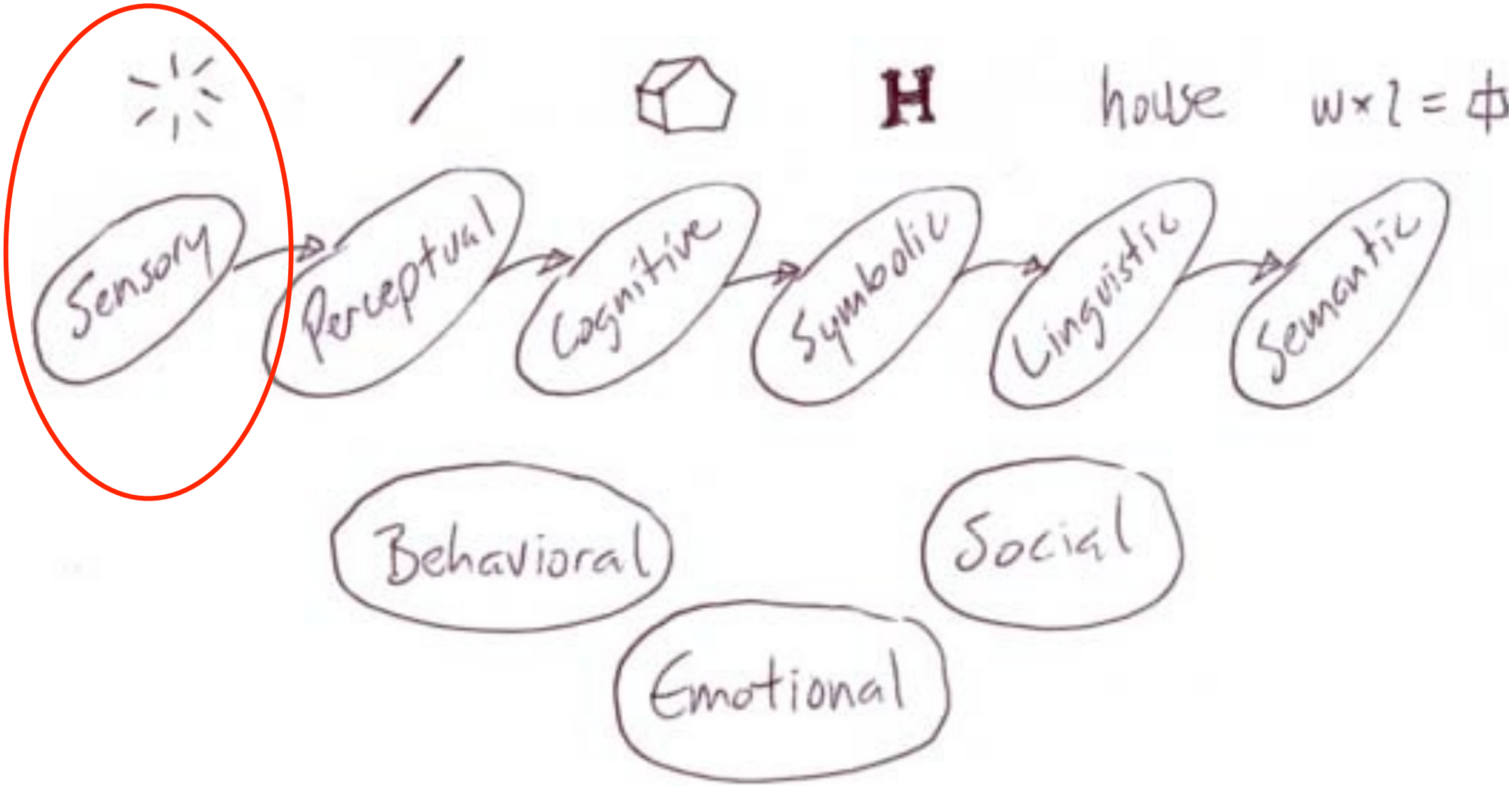


Topics Today

- Paley's knowledge acquisition pipeline
- A classical model of human perception
- Effects at different stages of perception
- Some Illusions and experiments
- An example UI using effects from different stages of perception

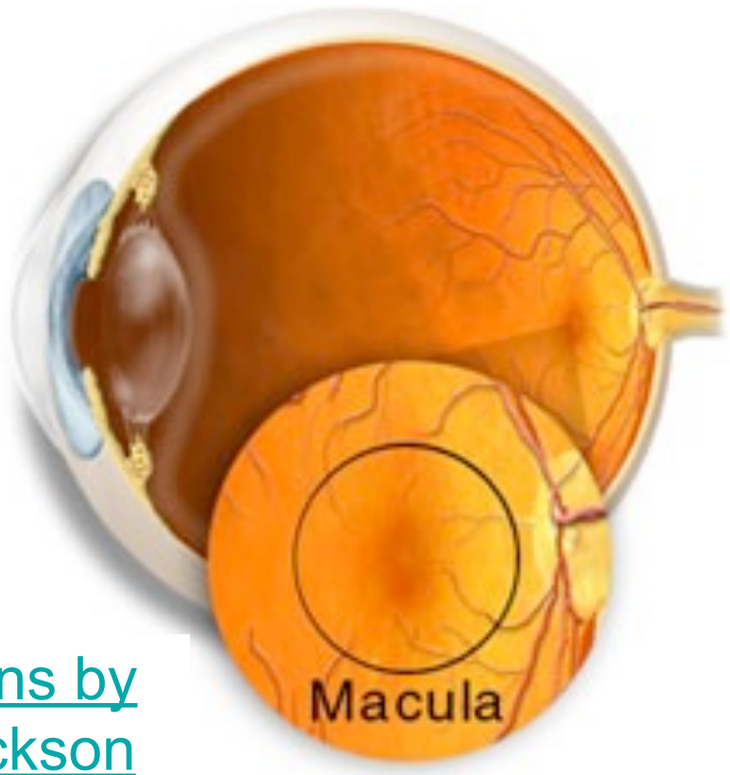
Knowledge acquisition pipeline

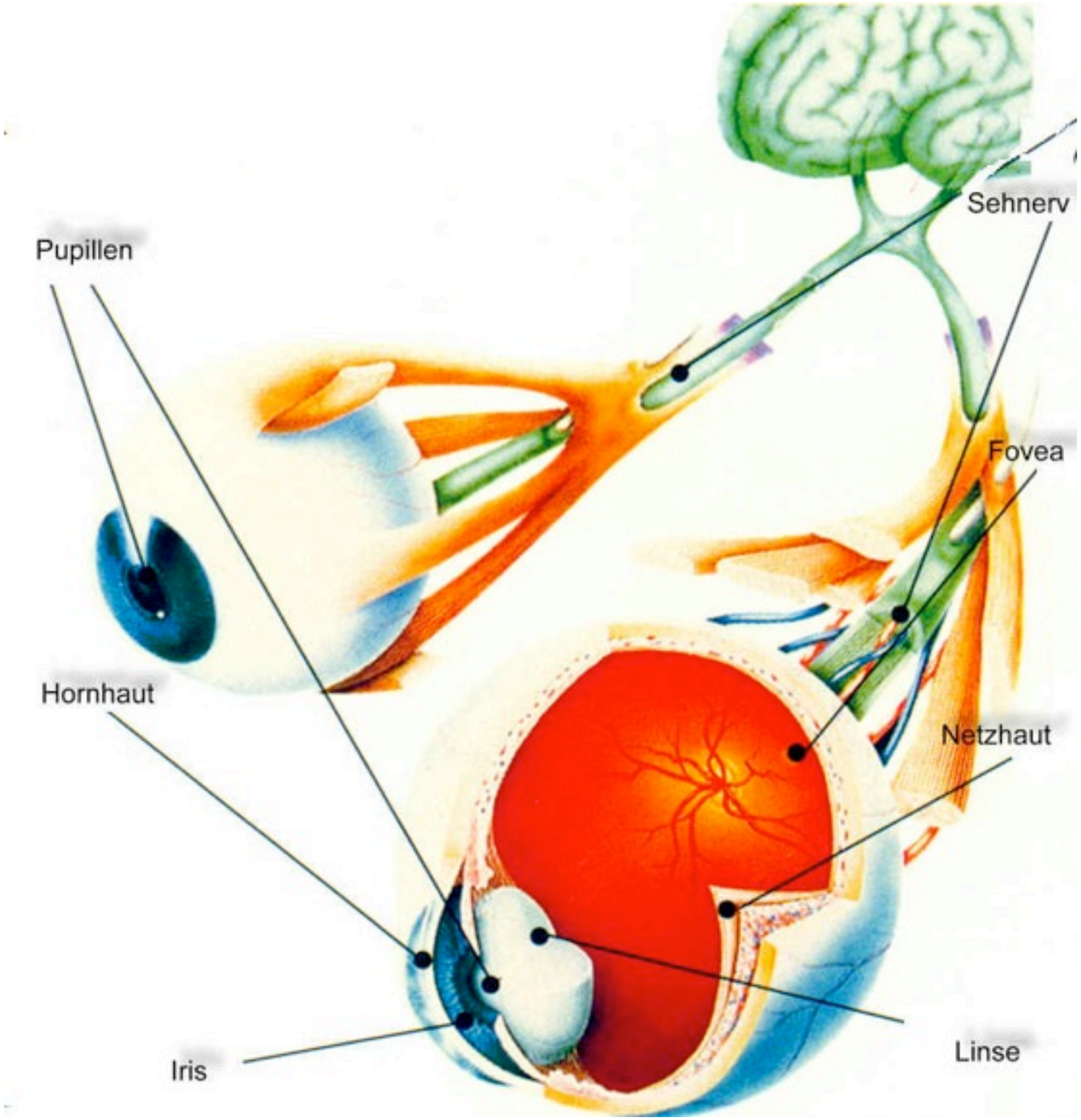
[W. Bradford Paley, SG 2003]



Simplified model of human sensemaking processes, useful for designing visual representations

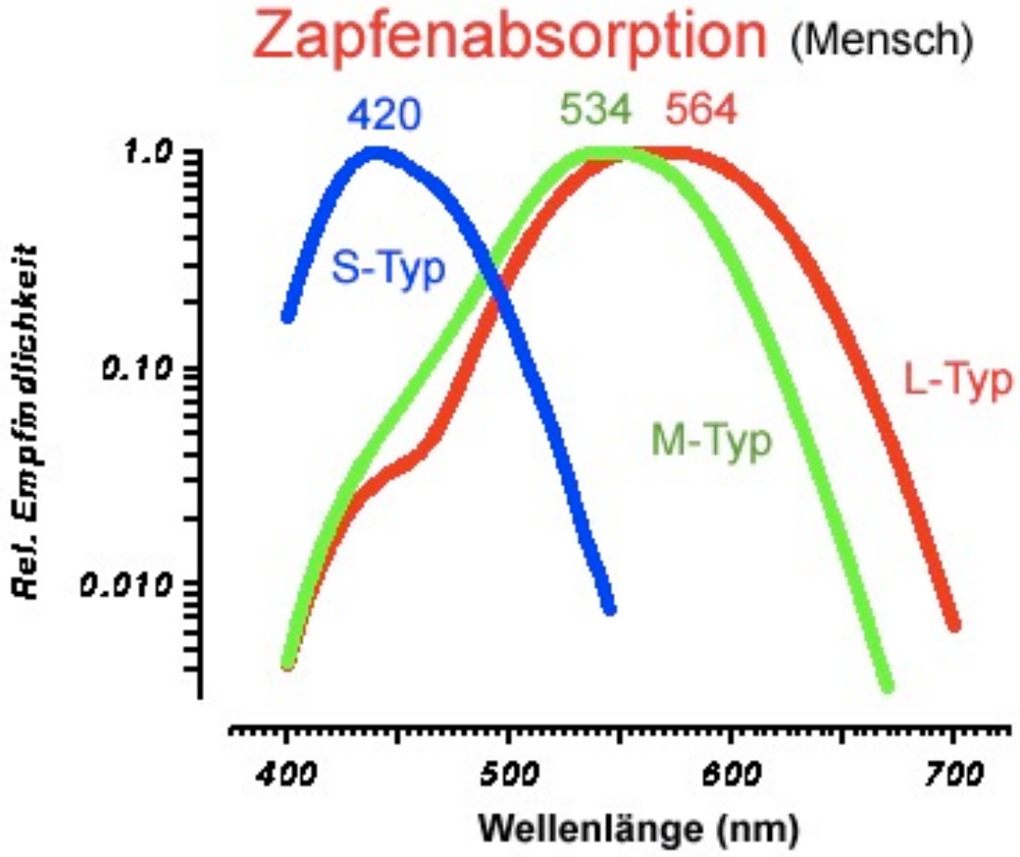
The human eye

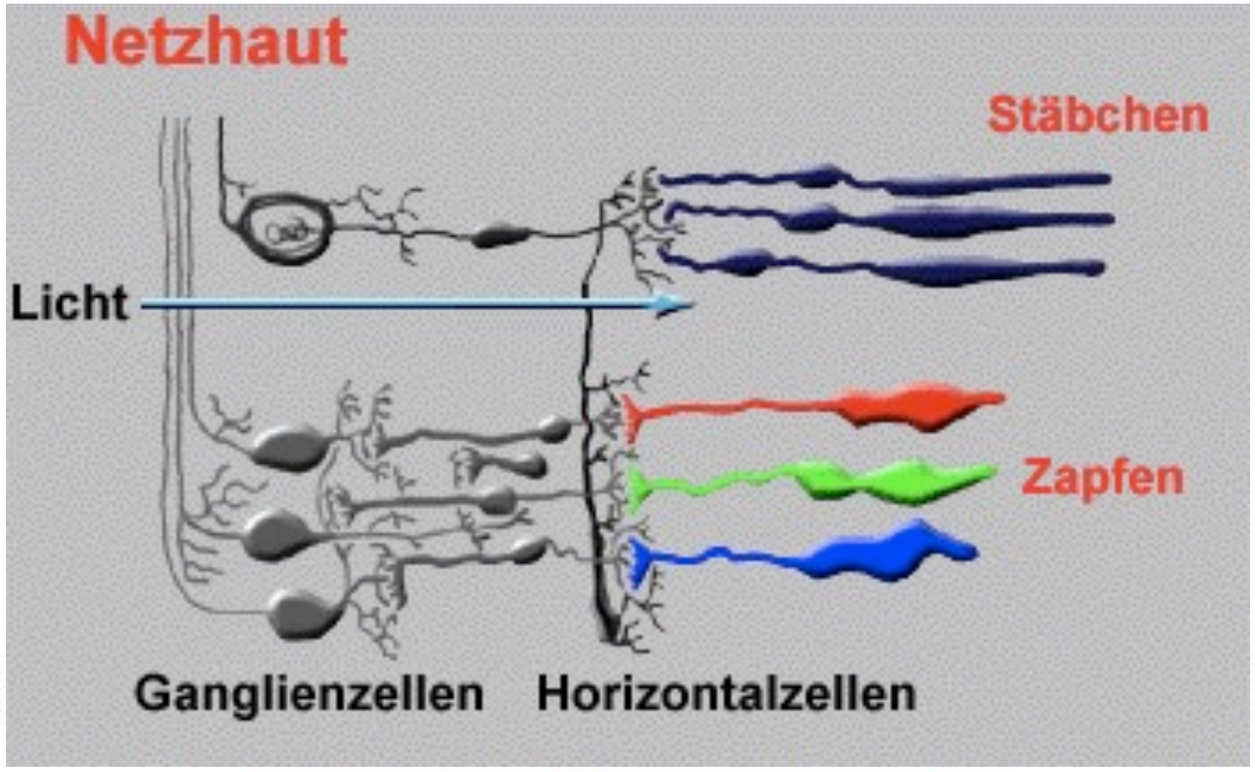


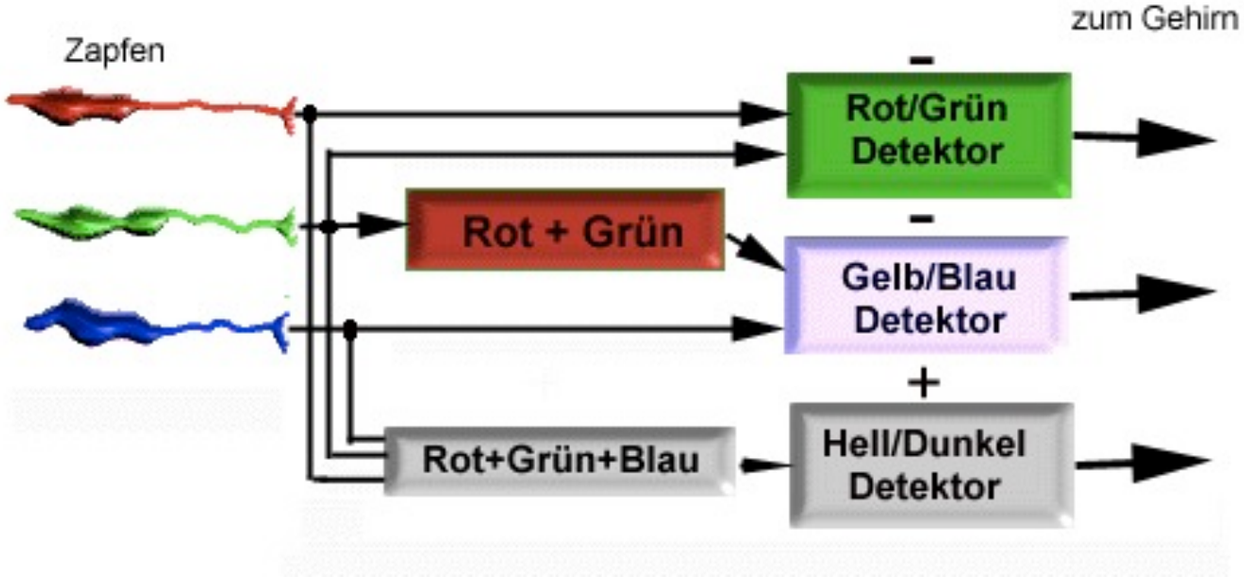


[Illustrations by Mark Erickson]

Die Netzhaut



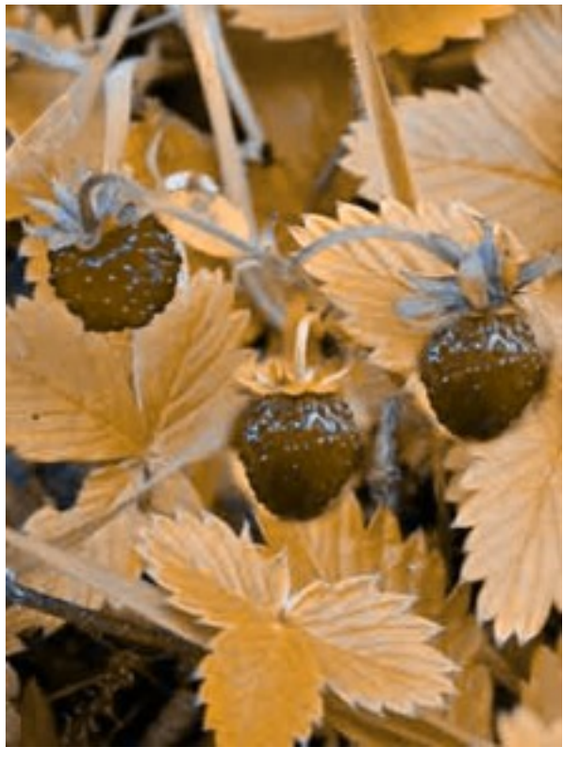




- Zapfen arbeiten bei höherer Lichtintensität
- Verteilung auf der Netzhaut im Verhältnis 1:20:40
- Stäbchen arbeiten bei niedriger Lichtintensität

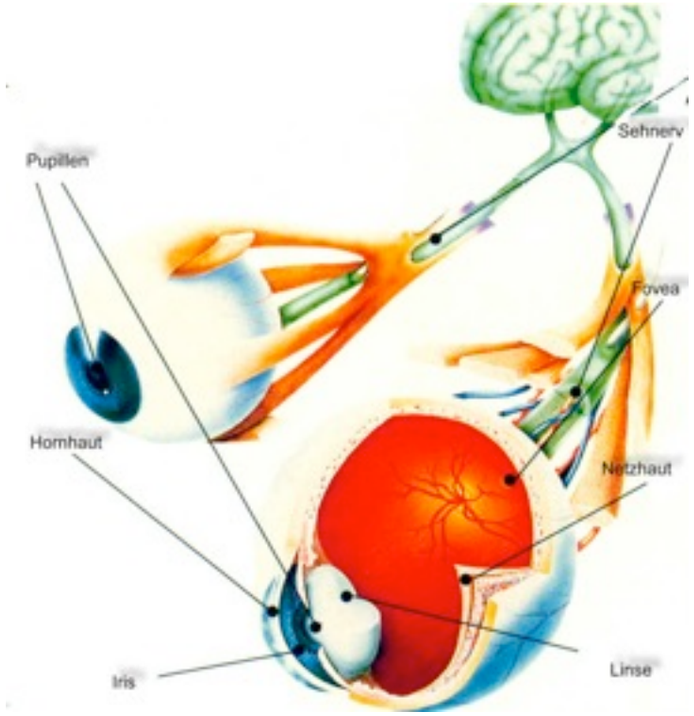
Color blindness

- Most prominent kind: red/green blindness
  - ~8% of men
- Simulation with [vischeck]



Human eye: strengths and limitations

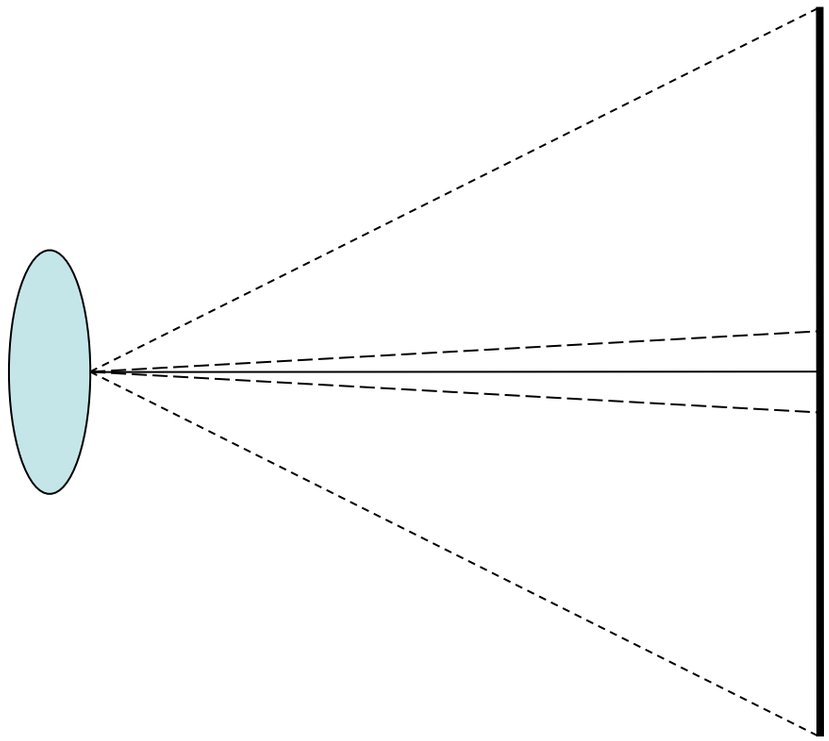
- Very high dynamic range
  - 2^{20} = 1:1.000.000 with iris adaptation
  - 2^{10} = 1:1.000 at given iris aperture
  - ➔ more than most monitors
- Bad color vision in dark conditions
- Best contrast perception in red/green



- Limited temporal resolution (reaction speed)

- Good resolution and color in central area (macula)
- Maximum resolution and color only in the very center (fovea)
- Maximum angular resolution 1 arc minute = 1/60 degree

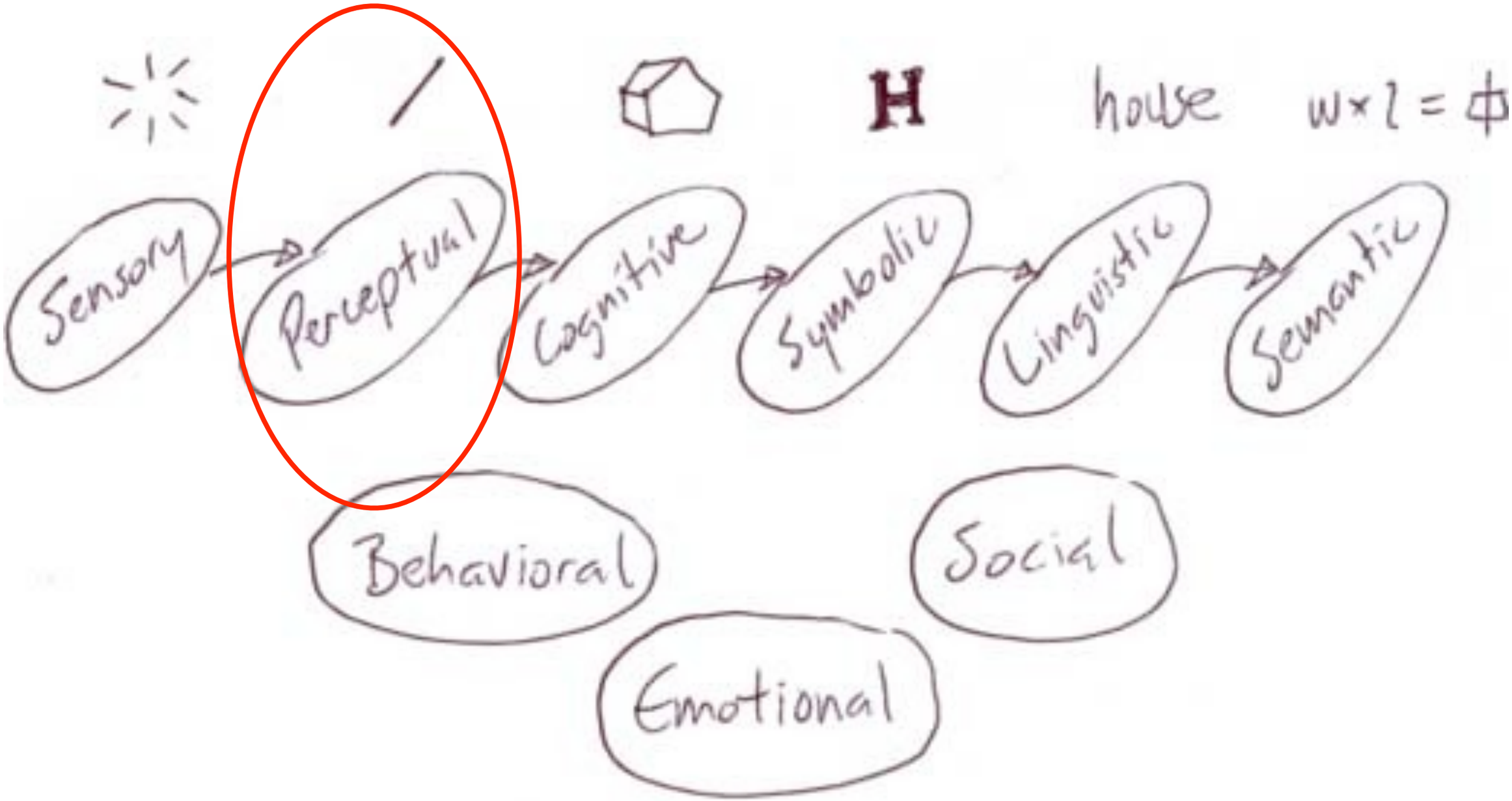
How much resolution do we need?



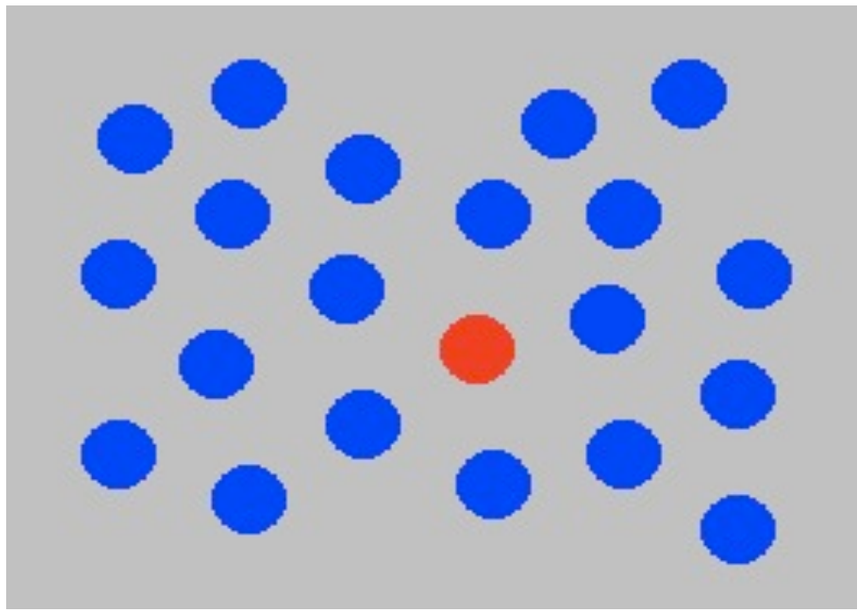
- Assumption: viewing distance = horiz. image width
- Horiz. Viewangle = 2*atan 0.5 = 53 degrees
- Max. angular resolution of the eye = 1/60 degree
- ➔ Max. horiz. resolution = 53 * 60 = 3.180 pixels
- Viewing distance of A4 paper = 10 inch ➔ 300dpi

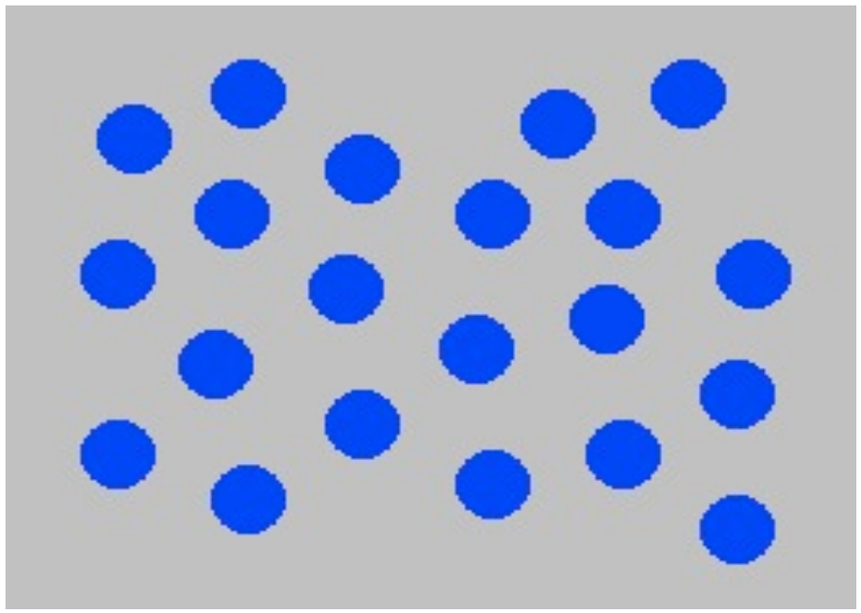
Knowledge acquisition pipeline

[W. Bradford Paley, SG 2003]



Preattentive Perception





Viewer can rapidly and accurately determine whether the target (red circle) is present or absent. Difference detected in color.

Hearst, 2003

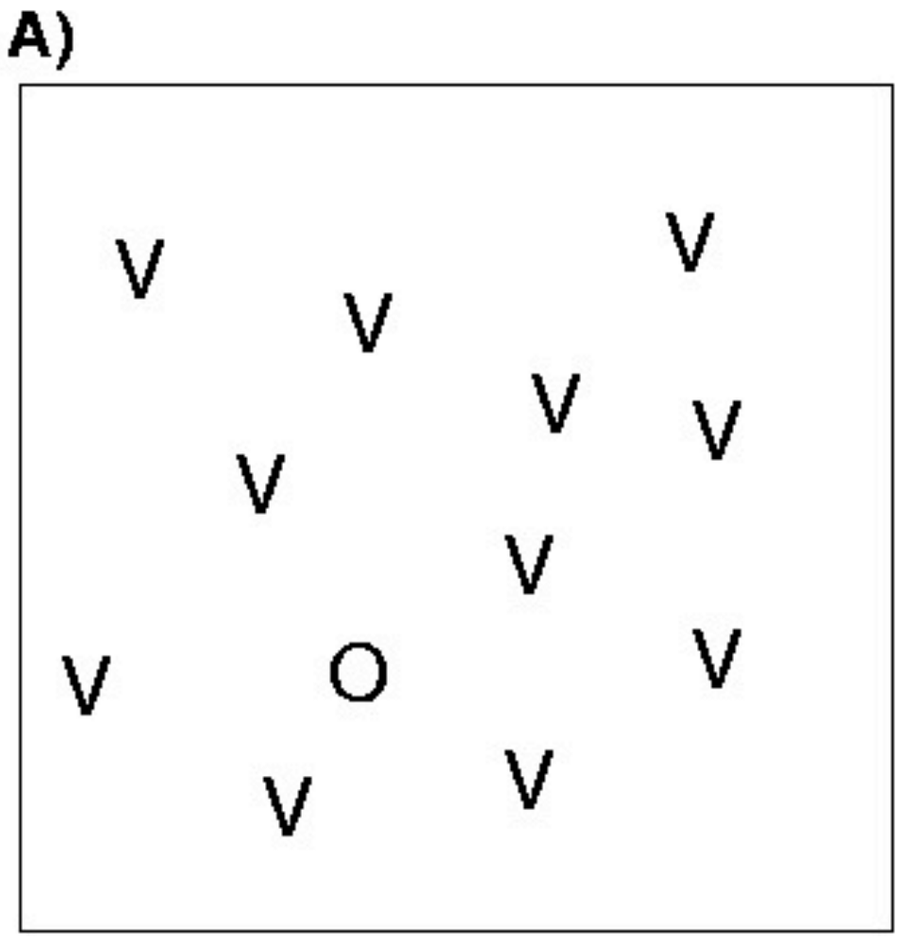
Pre-attentive processing:

Processed without focusing attention Constant time < 200-250 ms independent of number of distractors (Eye movements take 200 ms)

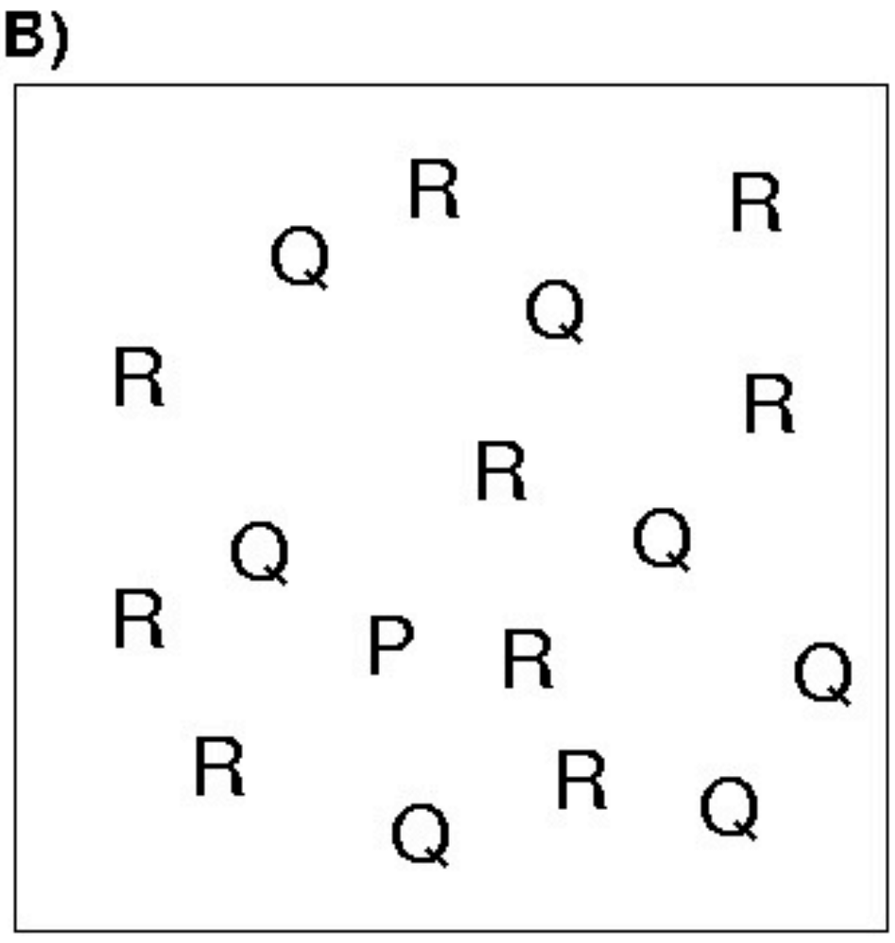
Attentive Perception

- Aggregation of several attributes
- Goal-oriented comparison of attributes
- Takes longer, but leads to better memorization of images

Visual Search

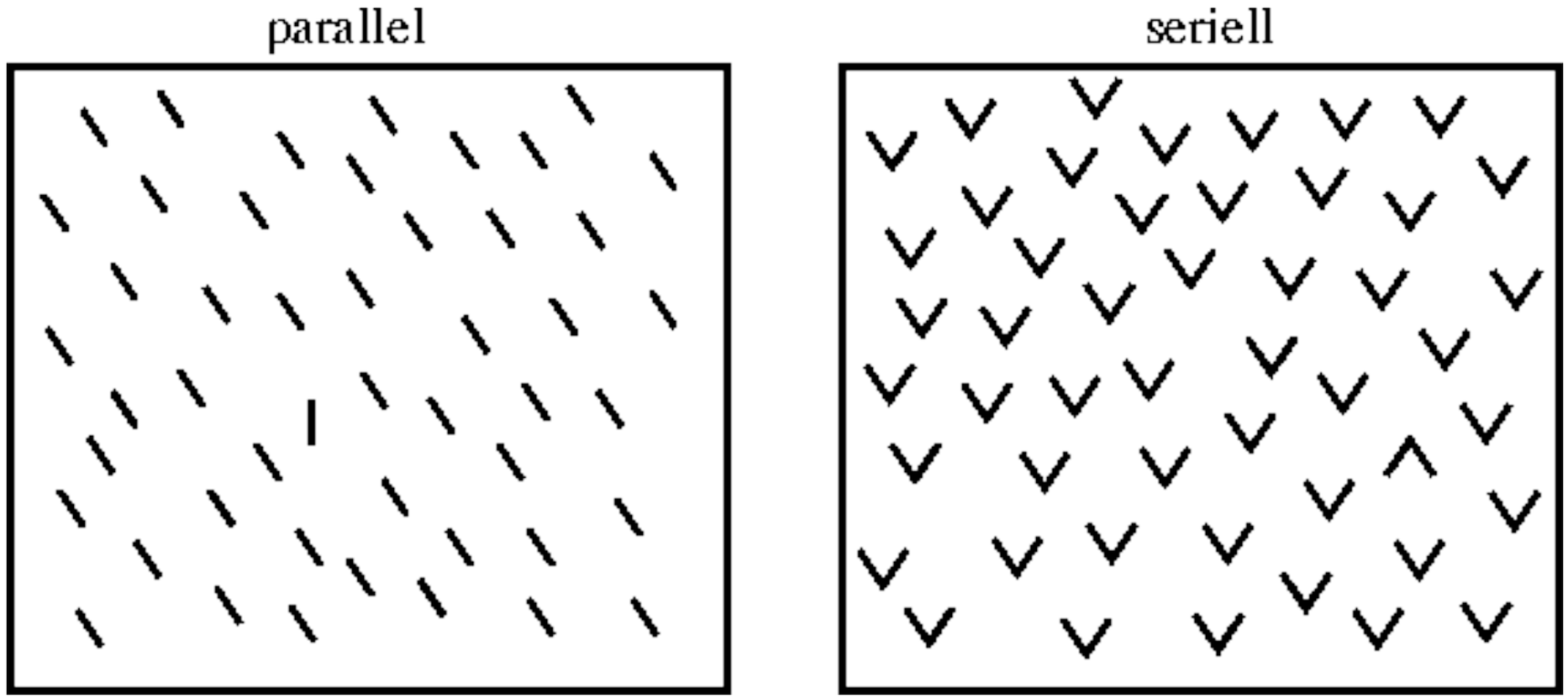


Preattentive Search



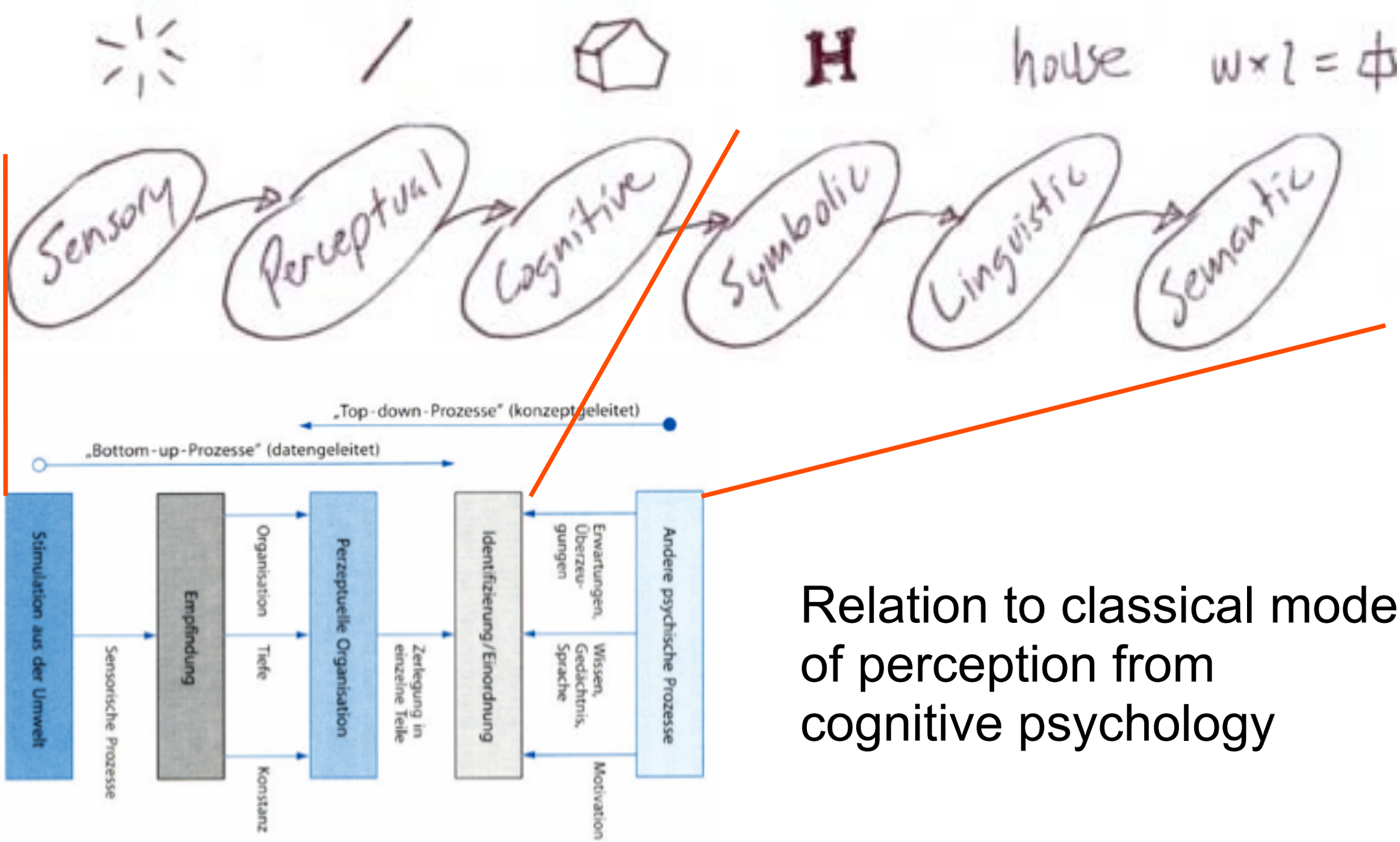
Attentive Search

Preattentive and Attentive Pattern Recognition



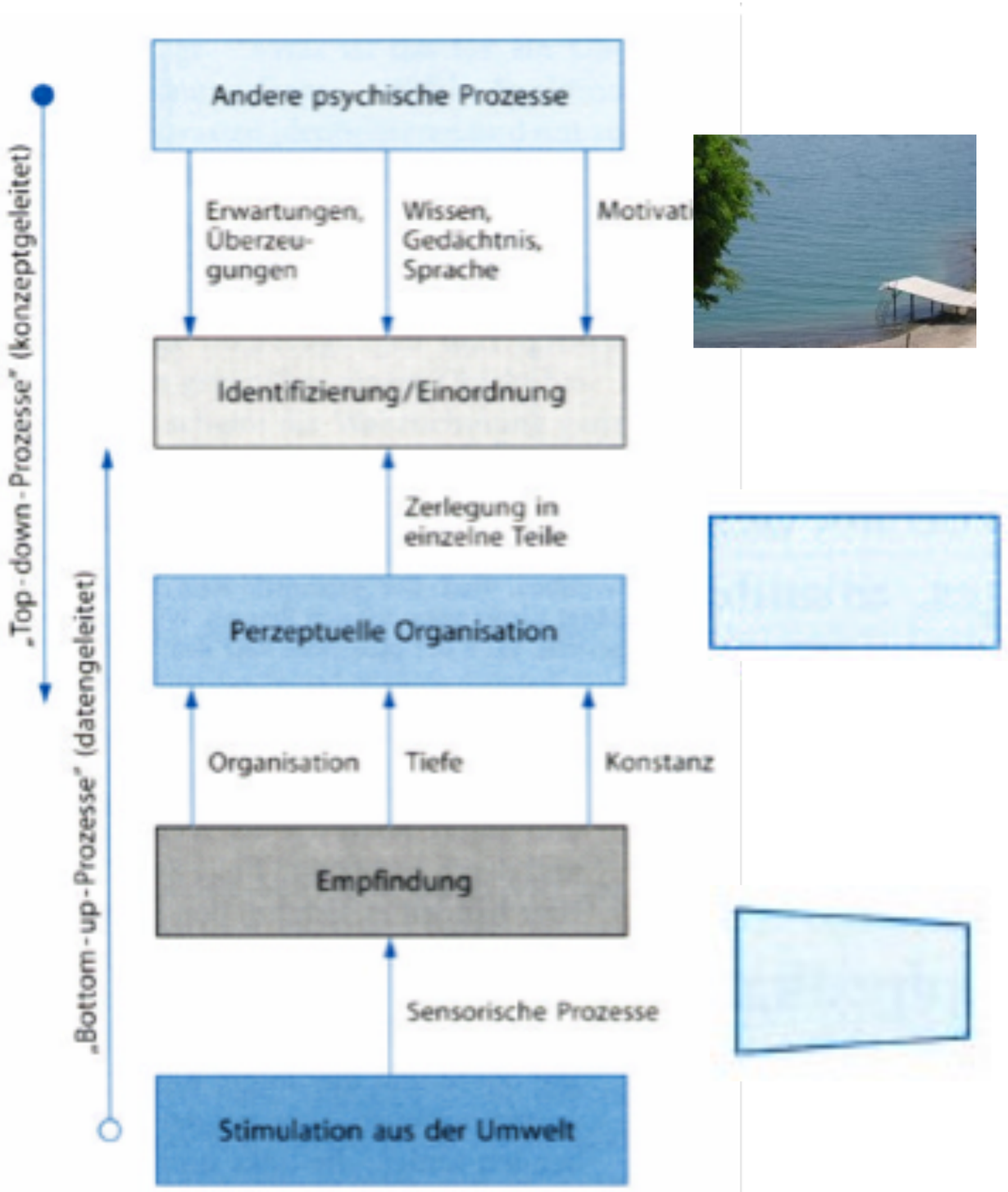
Knowledge acquisition pipeline

[W. Bradford Paley, SG 2003]



Relation to classical model of perception from cognitive psychology

Human Perception & Attention



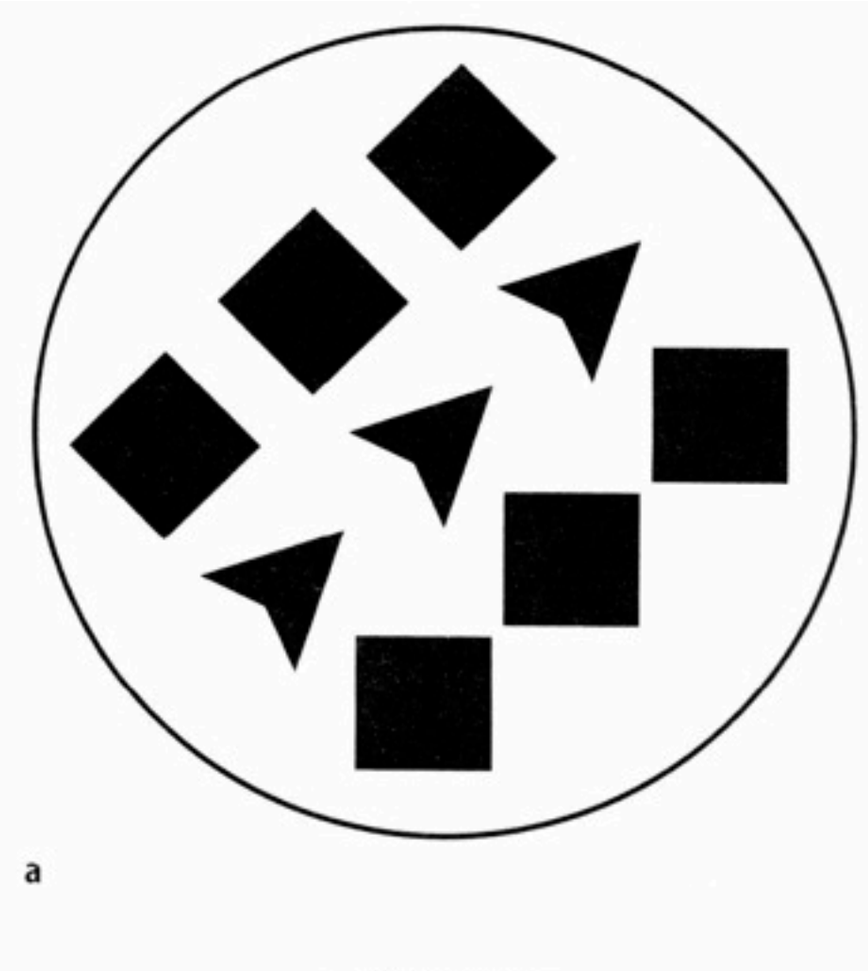
3. Implicit (learned) knowledge is used to form a conceptual representation (meaning). -> Cognitive Psychology

2. Single elements are aggregated to something whole -> Gestalt. No semantic meaning yet. -> Psychophysics

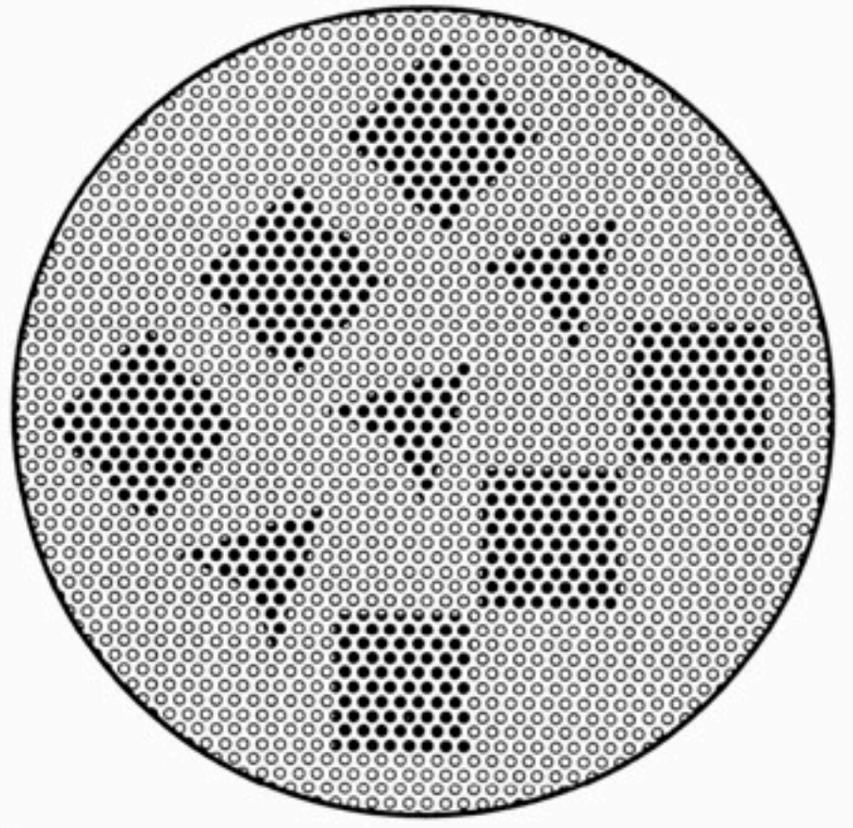
1. Stimuli from the world are being perceived. Edges, points, orientation, position, gradients and color. -> Physiology

Object Discrimination

- Grouping of objects by identifying strong changes in color (edge detection)



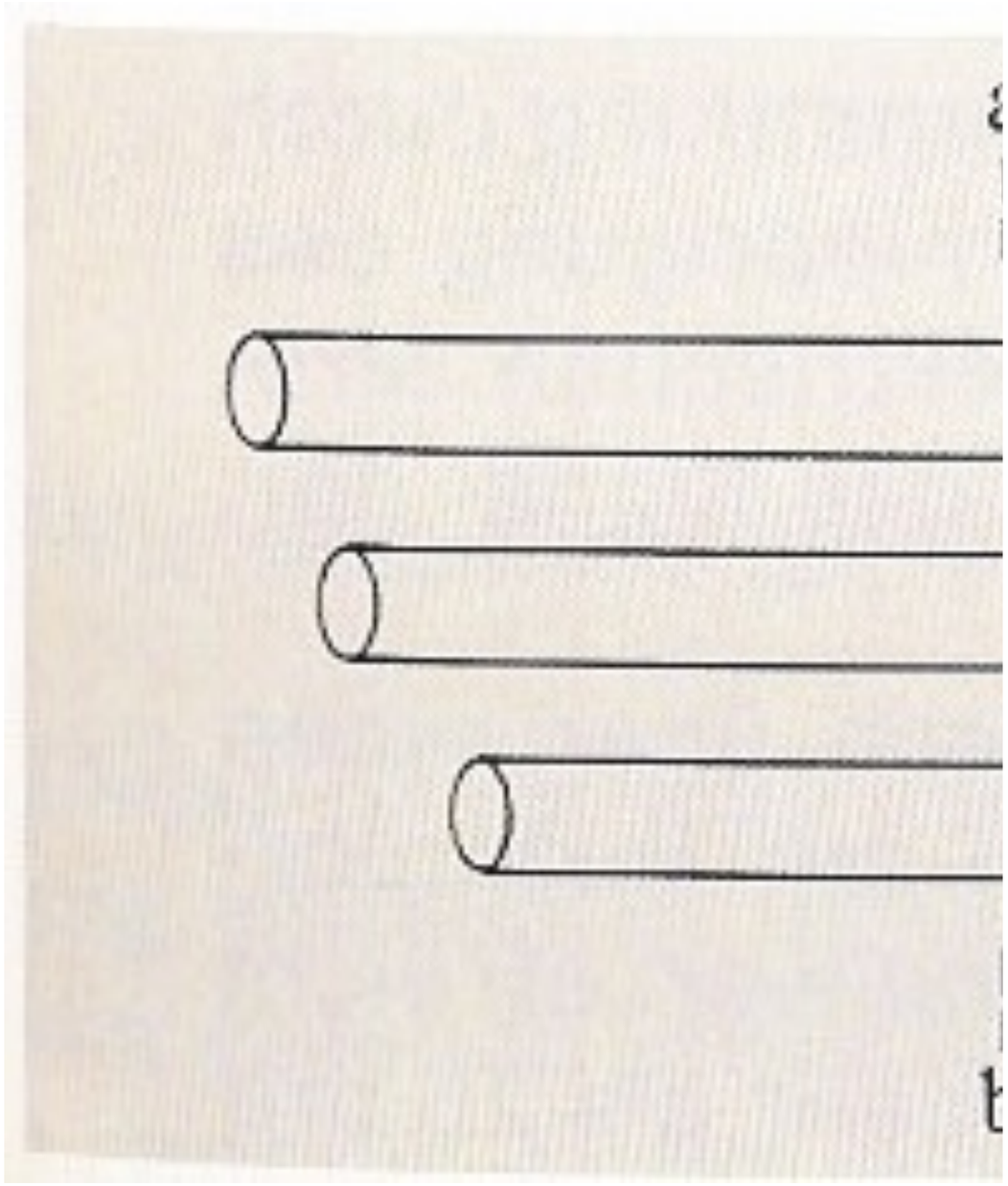
- Grouping by texture properties.



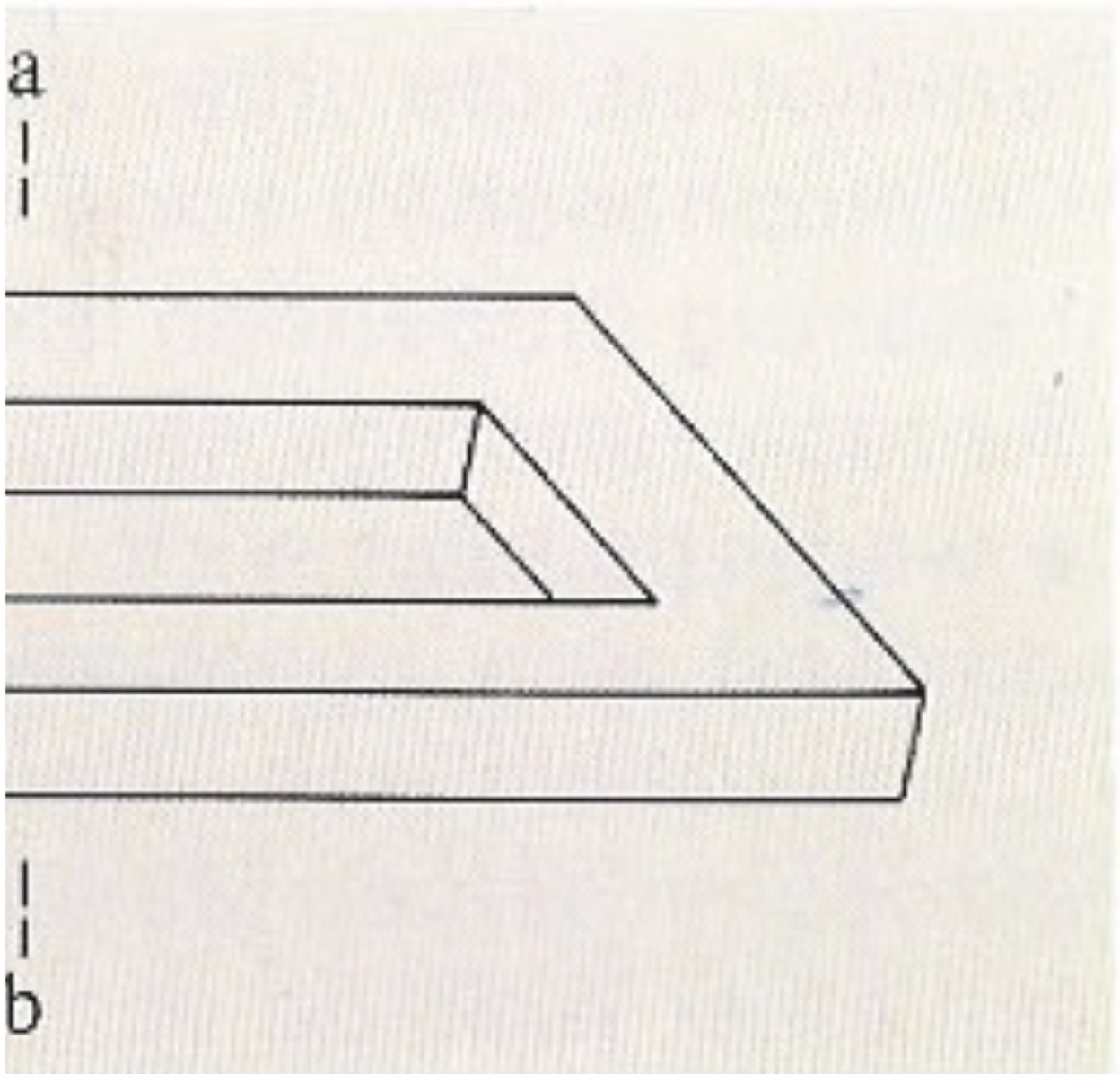
Foreground vs. Background

- Interpretation of the found objects in terms of a figure (foreground) and a background

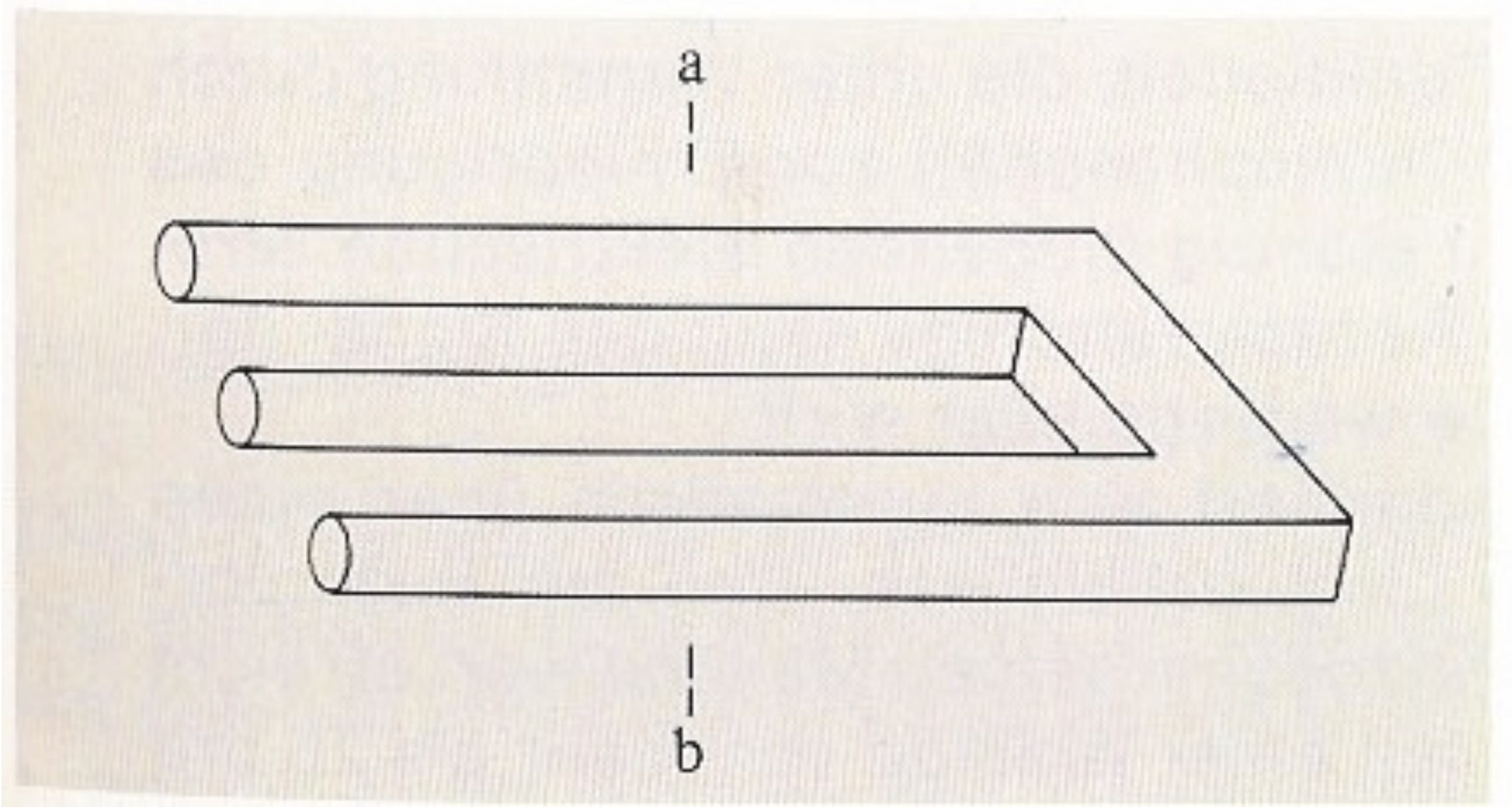
2D drawing: Make it conclusive… (1)



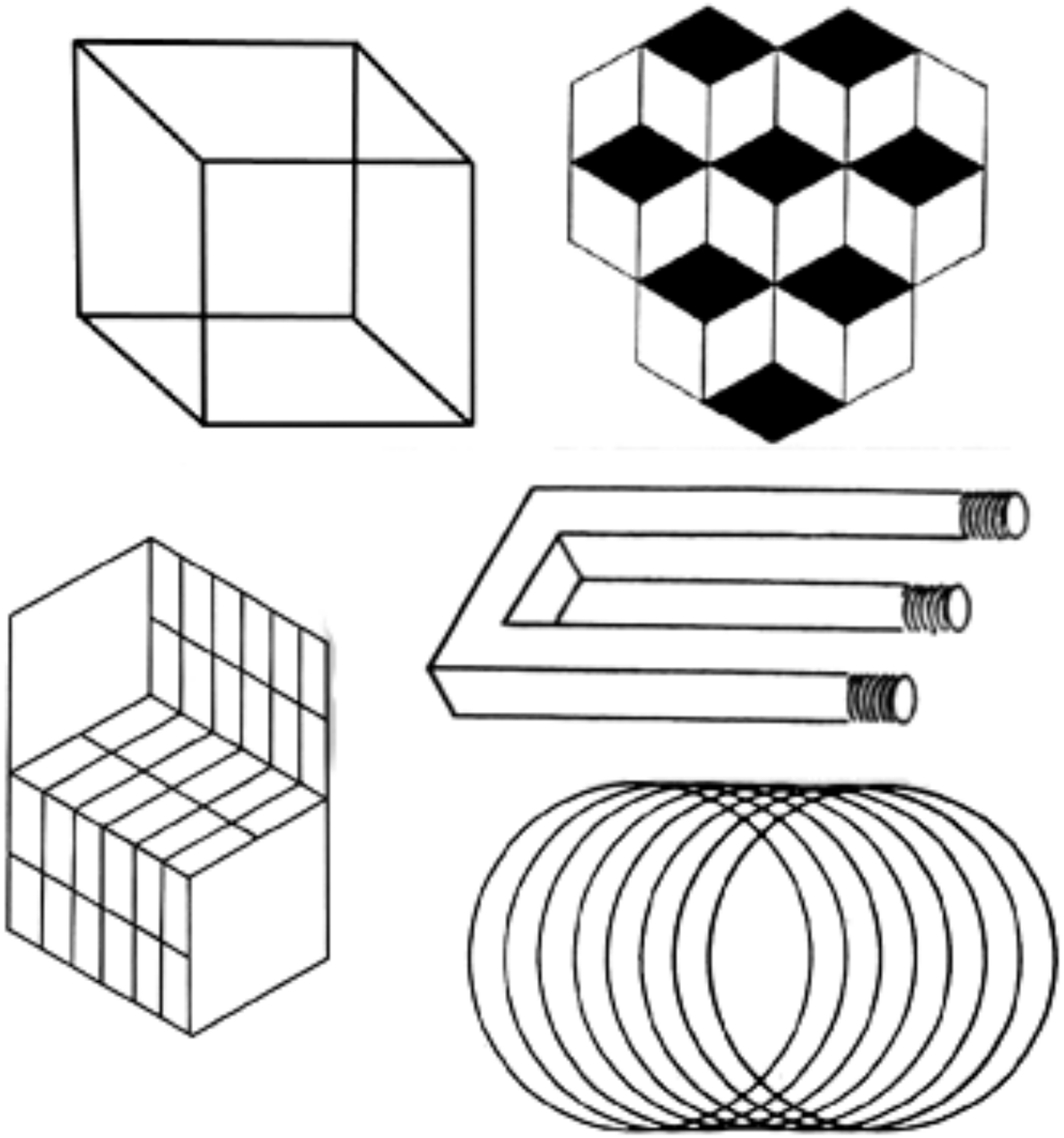
2D drawing: Make it conclusive… (2)



2D drawing: Make it conclusive… (3)



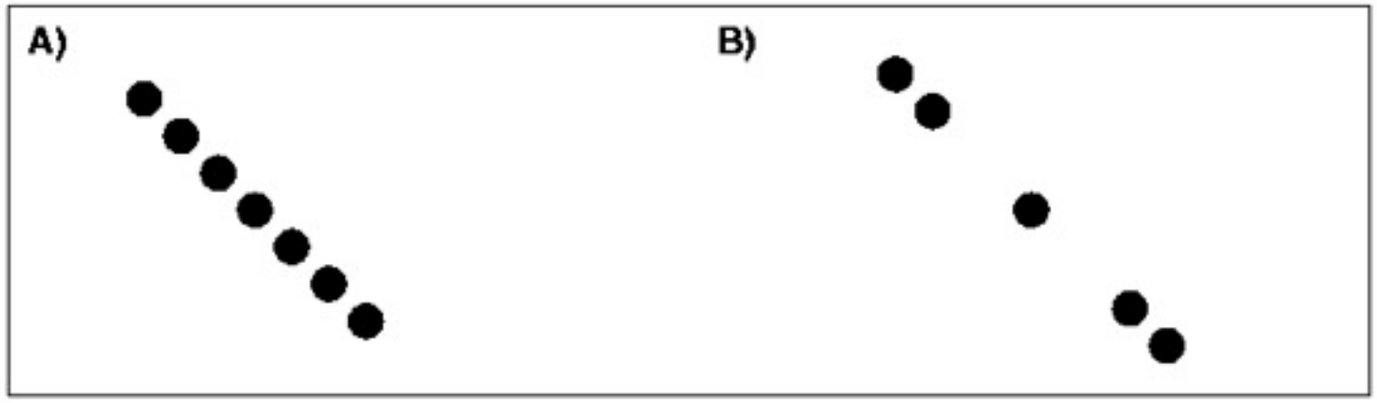
From A. Maelicke, Vom Reiz der Sinne, VCH 1990



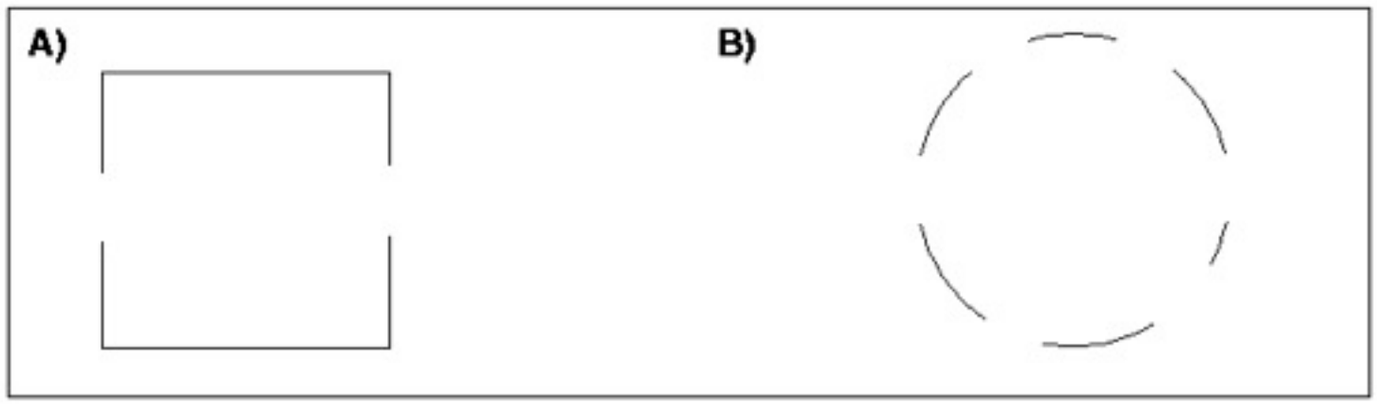
Gestalt Laws

- The perception of the whole is more than the sum of its elements
- The laws are not strictly defined and describe different classes of observations
- Not just valid for visual but more general for all cognitive processes

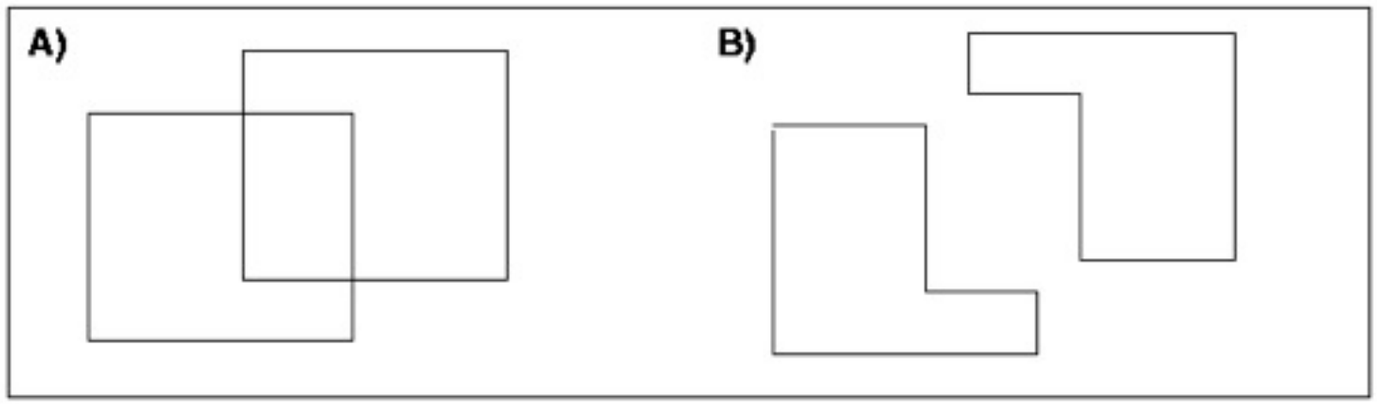
Some Gestalt Laws



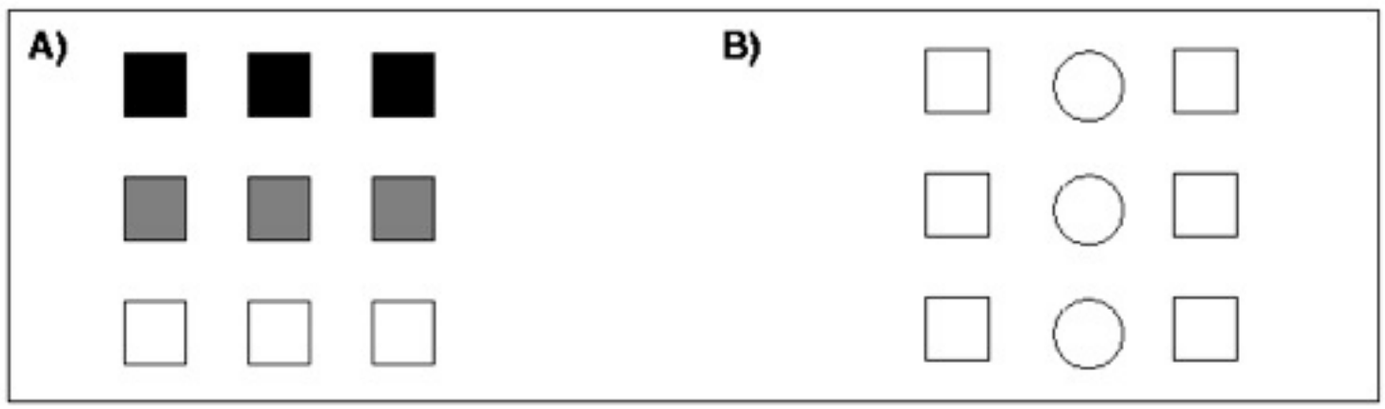
Gesetz der Nähe



Gesetz der Kontinuität



Prägnanzgesetz



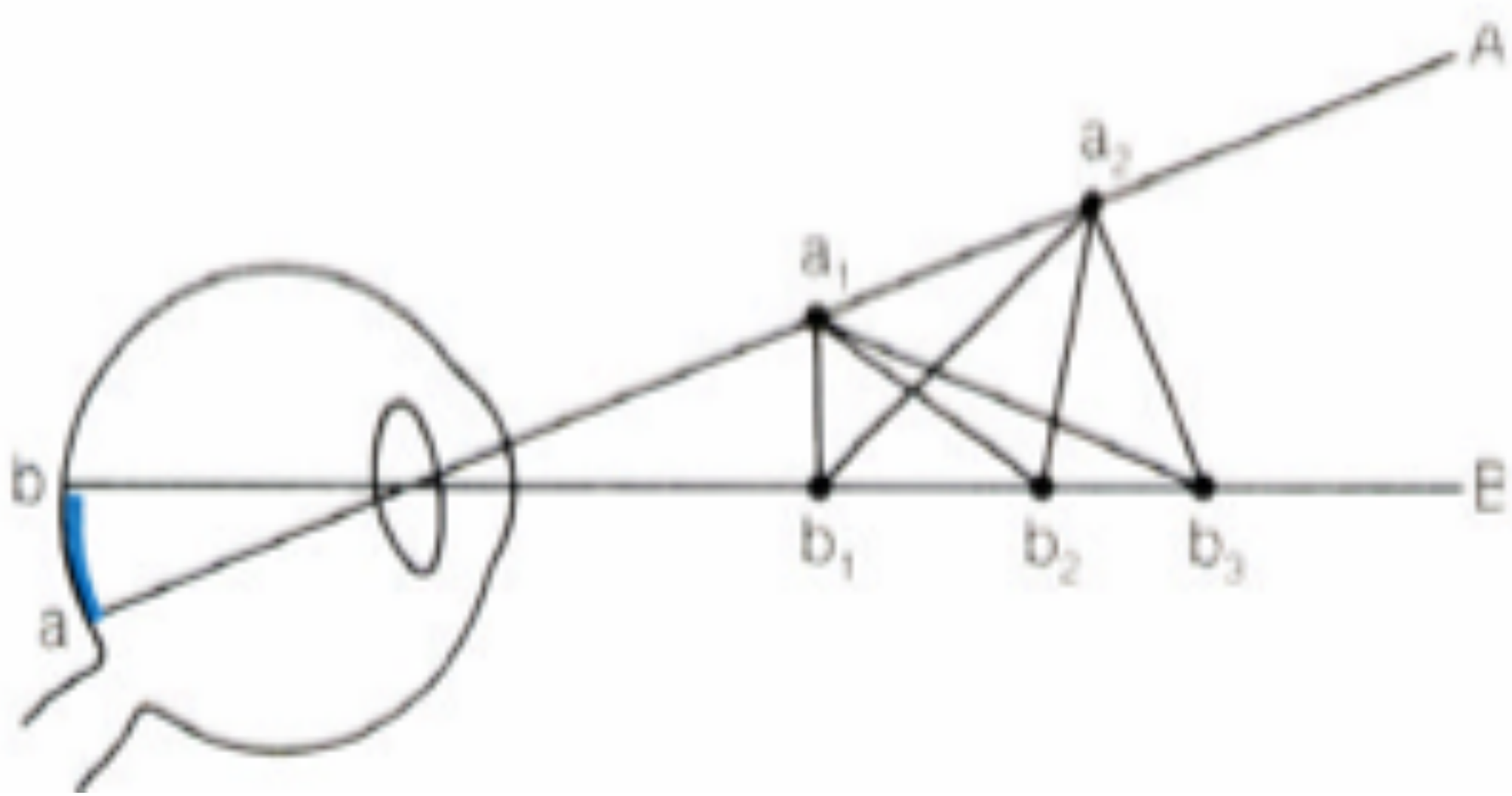
Ähnlichkeitsgesetz

Gestalt Perception Example

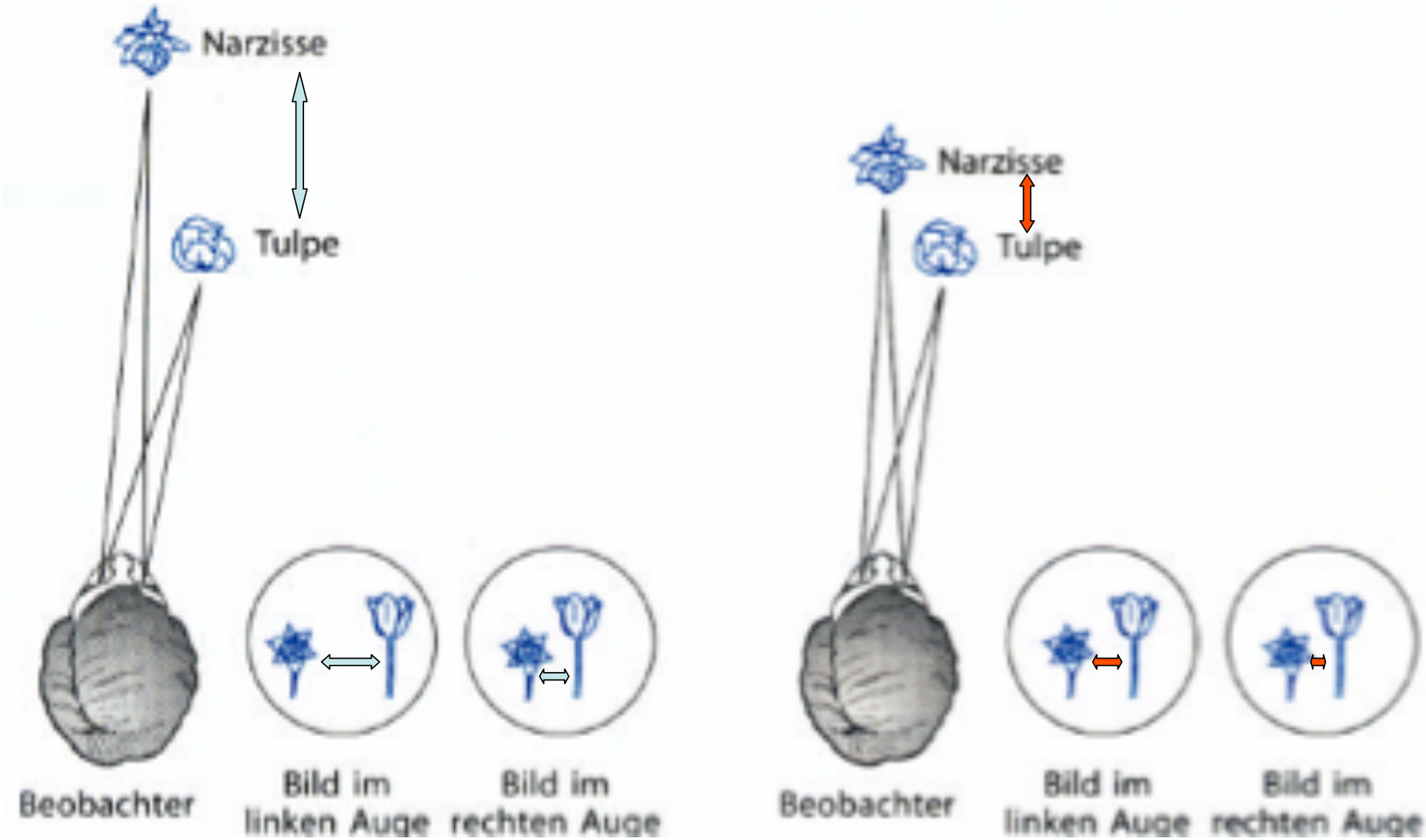
Baggage Claim
International Arrivals
Foreign Exchange
Elevator
KEEP OFF RED LINES
KEEP OFF RED LINE

Depth perception

- Ambiguities in depth perception prevent distance judgment with one eye



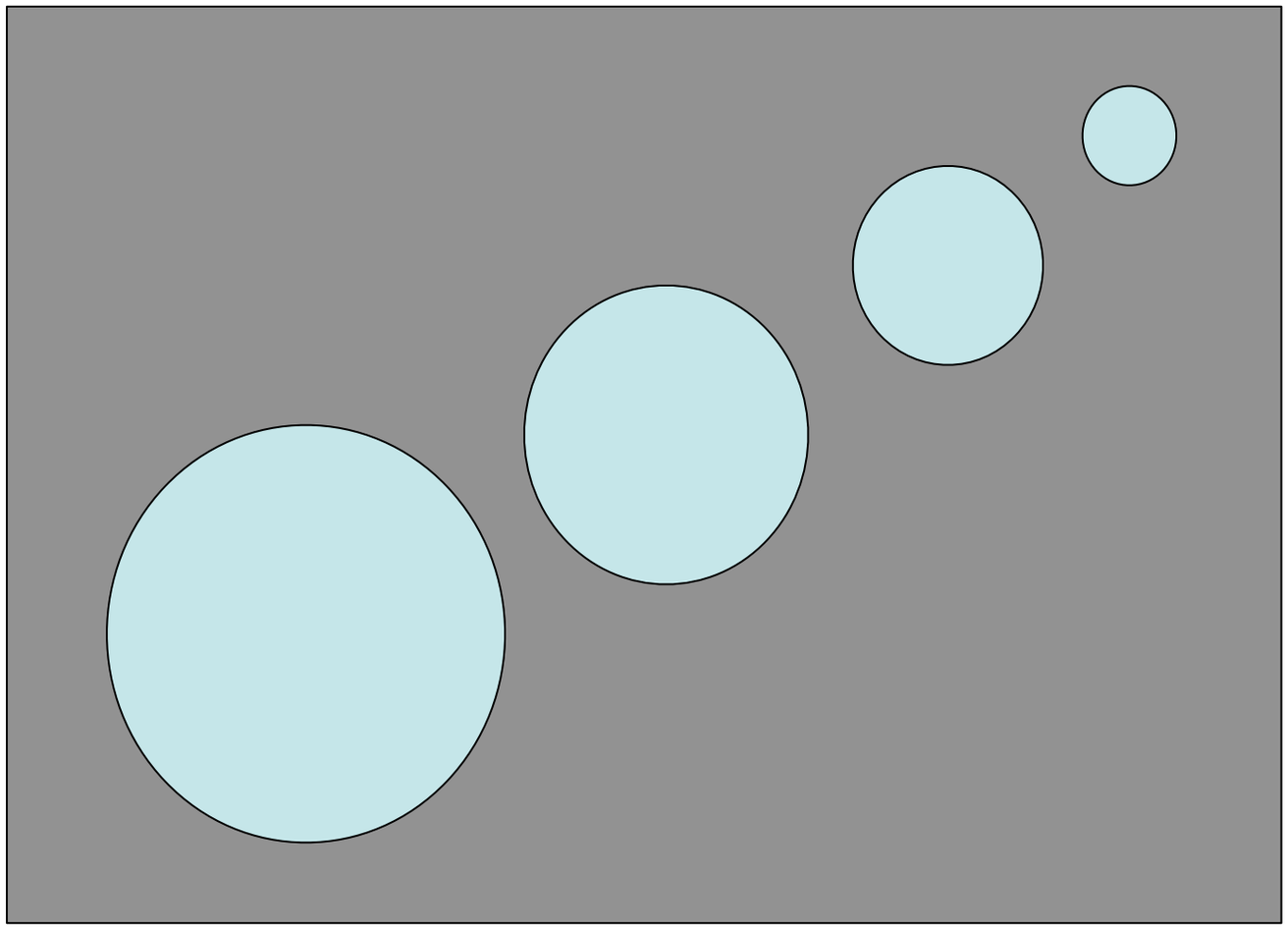
Depth perception II



- Works only for distances up to 3m

Monocular depth judgment

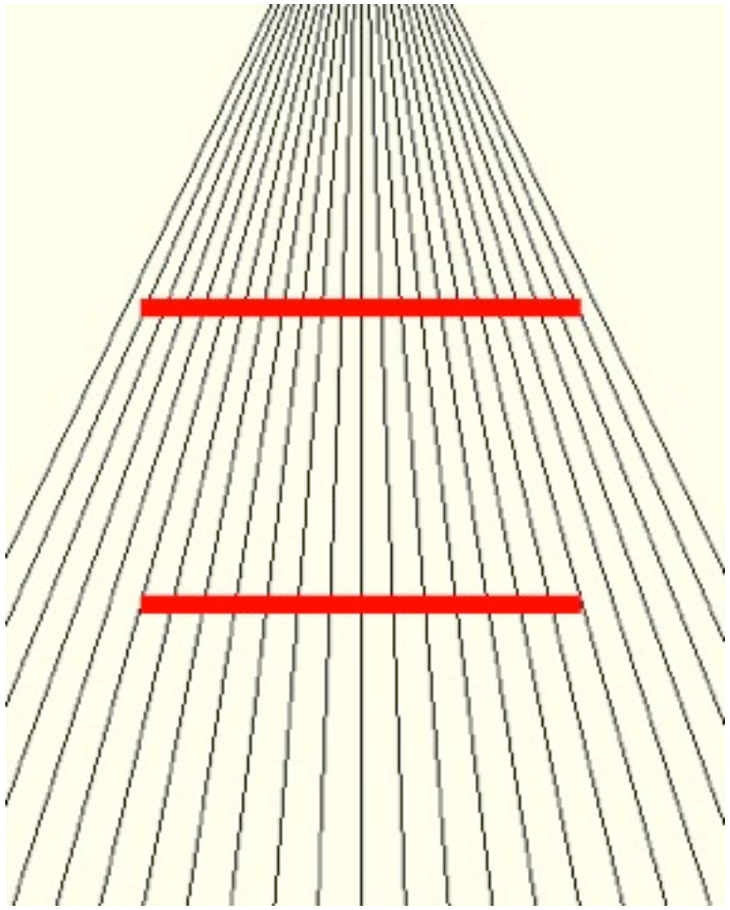
- Relative size:



The smaller, the further away

Linear perspective

- Converging lines signal depth (see also Ponzo Illusion).

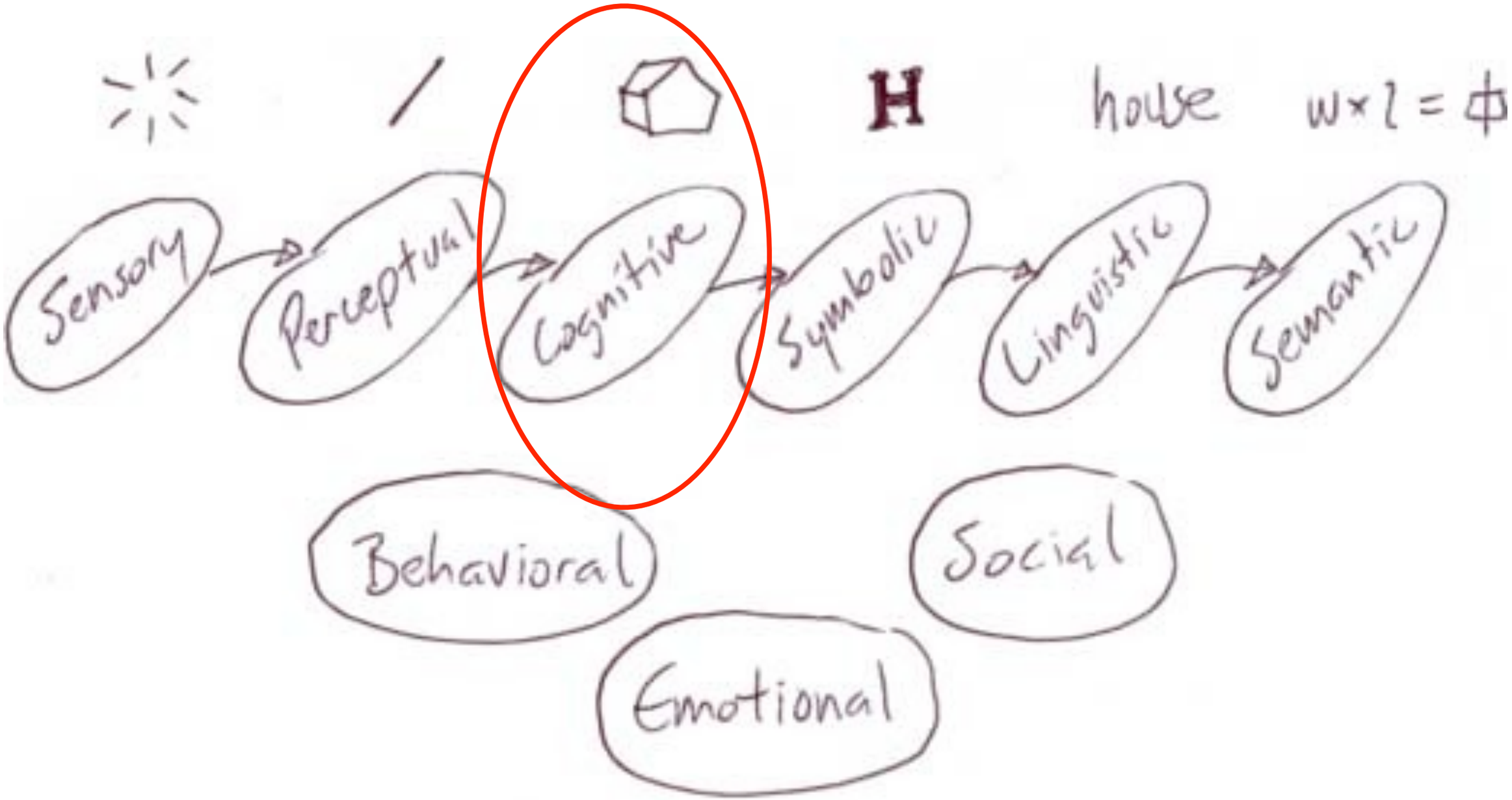


Texture Gradient

- Diminishing granularity signals depth

Knowledge acquisition pipeline

[W. Bradford Paley, SG 2003]



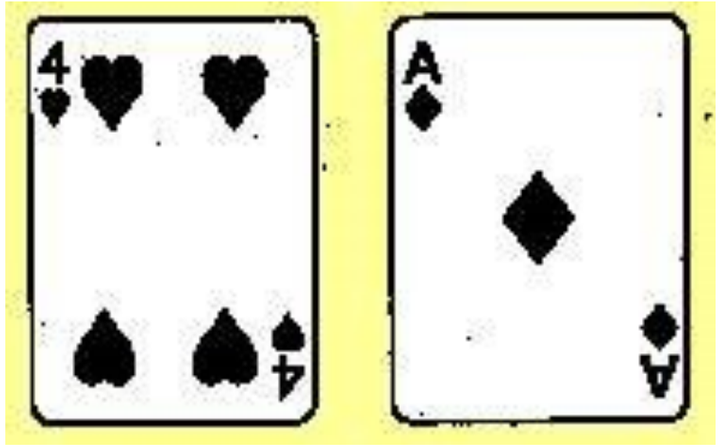
Geons (Biederman et al, 1991)

- All geometric objects can be decomposed into 36 „Geons“
- Every Geon leaves a unique pattern on the retina -> Bottom-Up part.
- Knowledge about Objects in the world helps constituting these from single geons -> Top-Down part.

Geons (Biederman et al, 1991)

Knowledge and Perception

- Influence of Knowledge
  - –unusual colors slow down identification.



Attention – Cocktail Party Phenomenon

- Cocktail party – Part 1:
  - –Lots of people
  - –Noisy chatting everywhere
  - –You‘re engaged in conversation
- How can we follow our own conversation – but not get distracted by others?

⟶ Attention is selective

Attention – Cocktail Party Phenomenon

- Cocktailparty – Part 2:
  - Suddenly you hear your name from the surrounding noise. Even if everything else was blocked out before.
- How can we perceive blocked Information?
- Perception buffers.

⟹ Different theories for selective Attention.

Change Blindness [Ronald A. Rensink, 1998]

- Large changes in a scene are not noticed
- …when there is a short distraction, e.g.
  - –“mud splashes”
  - –“brief flicker”
  - –“cover box”

http://nivea.psycho.univ-paris5.fr/ECS/ECS-CB.html

- One possible conclusion: no complete visual buffer
  - –Instead: directed attention to smaller area

CB: Flicker Example 1

CB: Flicker Example 2

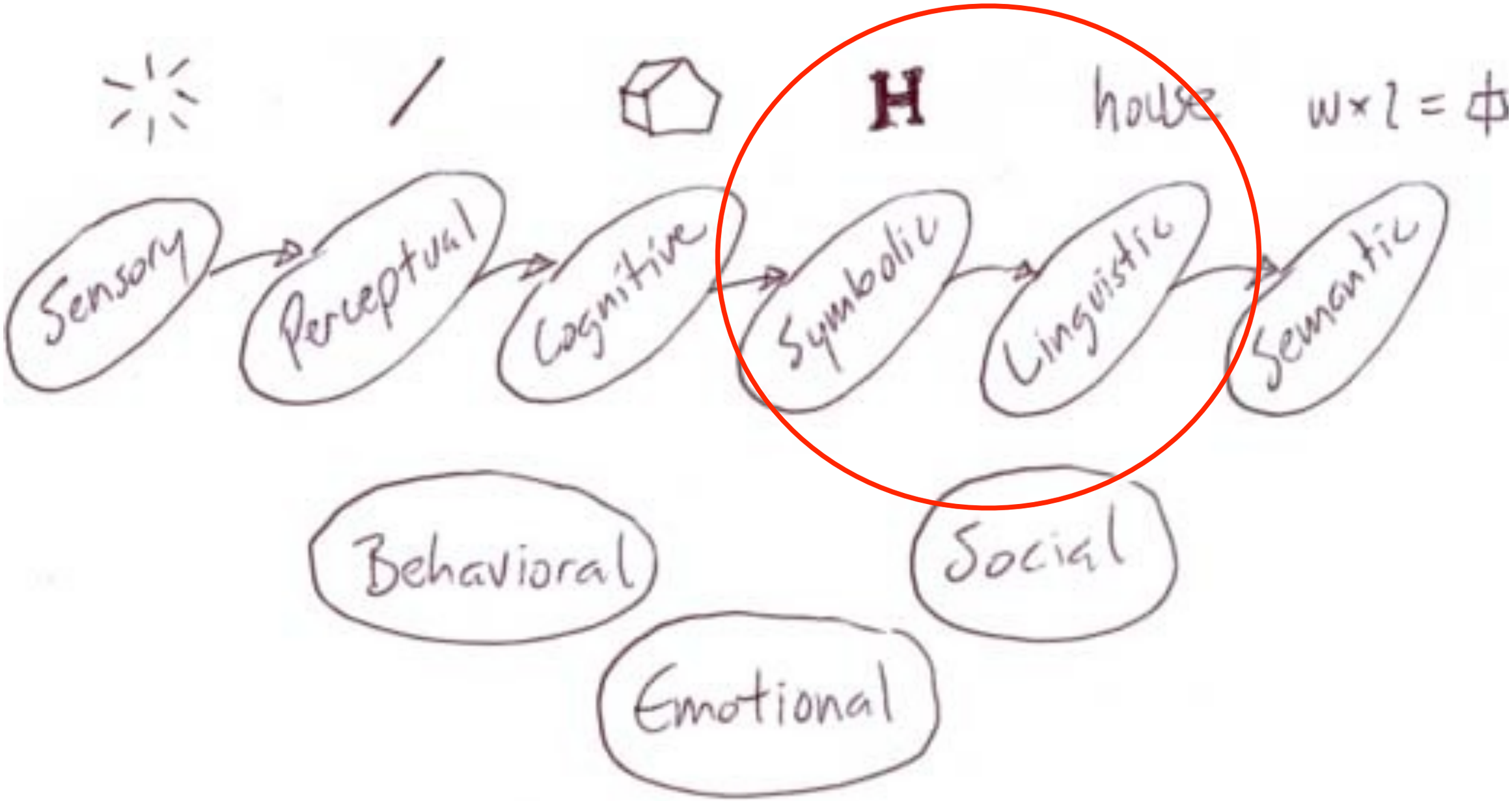
CB: Gradual Change

References

- Change blindness demo applet http://www.usd.edu/psyc301/Rensink.htm
- Encyclopedia of Cognitive Science: Change blindness http://nivea.psycho.univ-paris5.fr/ECS/ECS-CB.html

Knowledge acquisition pipeline

[W. Bradford Paley, SG 2003]



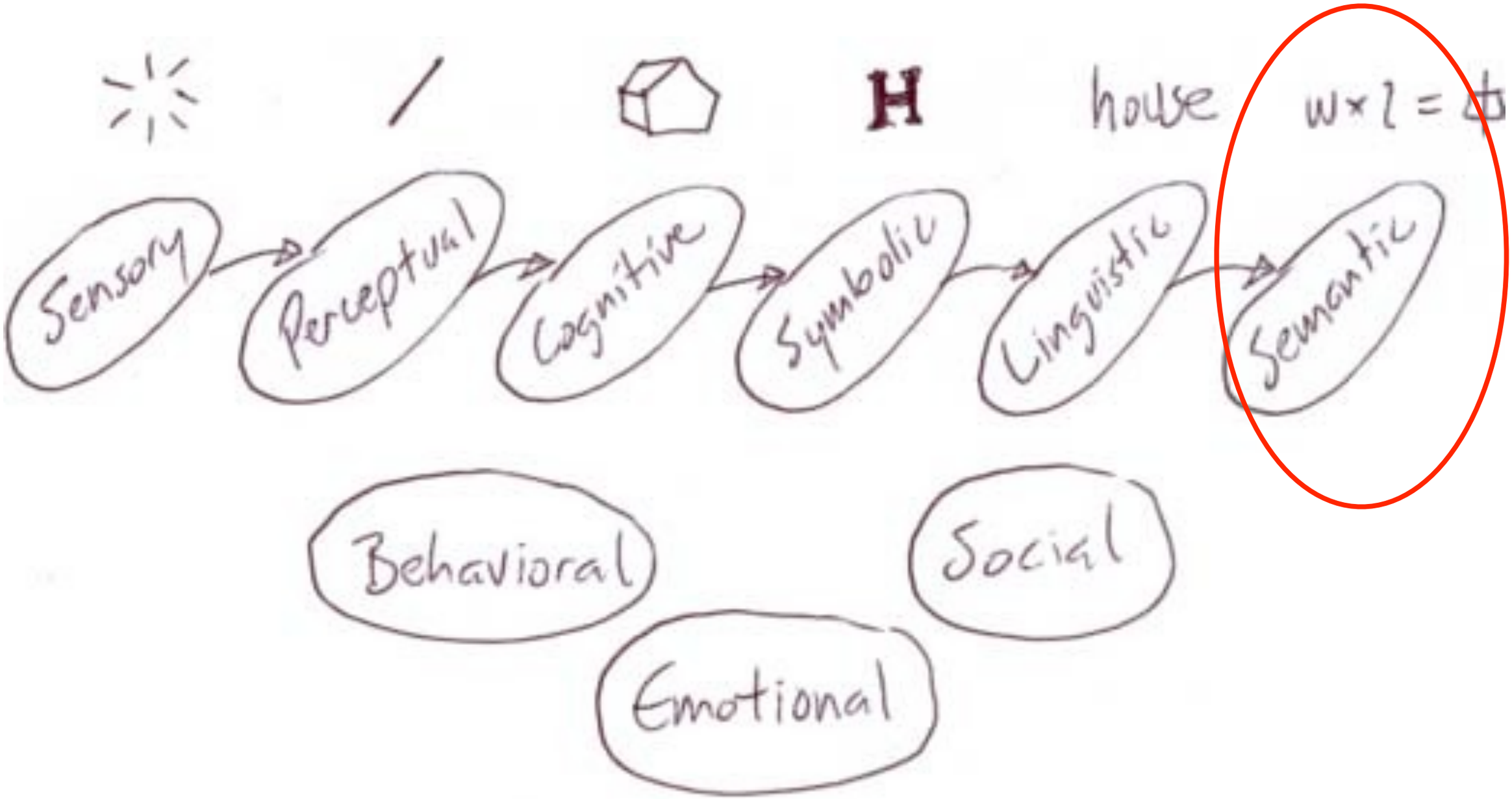
Interpretation of symbols

- Associate the recognized object or shape with a meaning (symbolic)
  - Characters
  - Symbols

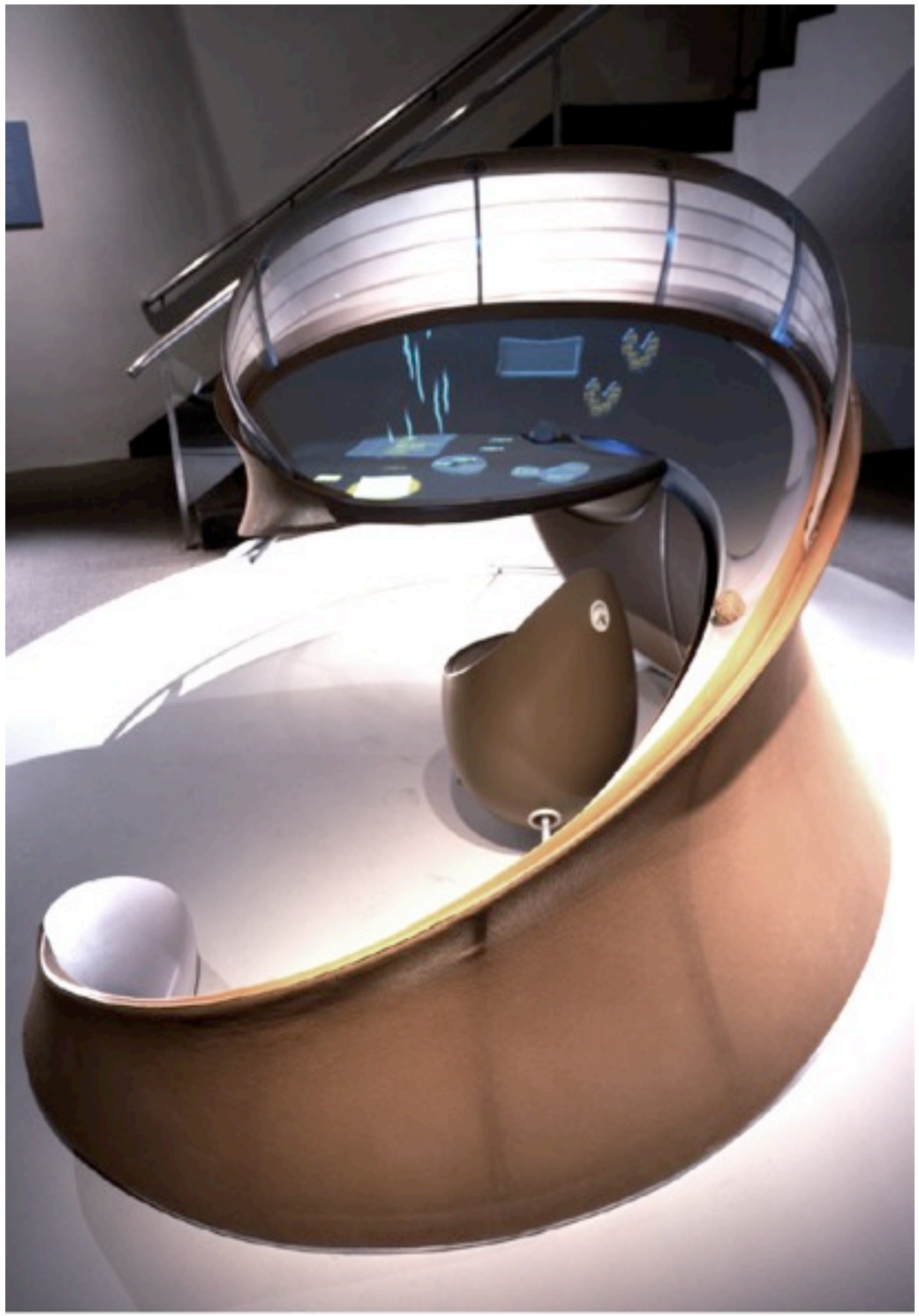
- Can also be combined to a language (linguistic)
  - Words from characters
  - Different traffic signs from same base elements

Knowledge acquisition pipeline

[W. Bradford Paley, SG 2003]



MindSpace (Brad Paley, http://www.didi.com/brad/)



- Interaktive Visualisierung einer Hierarchie
- Verschiedene synchonisierte Darstellungen
- Gruppenbildung durch aneinanderrücken von Objekten
- Spielerisches Ordnen und Klassifizieren

Live demo