MTTTSI7 Dimensionality reduction and visualization

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Lecture 5: Human perception (part 1) Jaakko Peltonen

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Aoccdrnig to a rscheearch at Cmabrigde Uinervtisy, it deosn't mttaer in waht oredr the ltteers in a wrod are, the olny iprmoetnt tihng is taht the frist and lsat ltteer be at the rghit pclae. The rset can be a toatl mses and you can sitll raed it wouthit porbelm. Tihs is bcuseae the huamn mnid deos not raed ervey lteter by istlef, but the wrod as a wlohe.

Most strikingly, a recent paper showed only an 11% slowing when people read words with reordered internal letters:

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Raeding Wrods With Jubmled Lettres There Is a Cost Keith Rayner ¹ , Sarah J. White ² , Rebecca L. Johnson ¹ and Simon P. Liversedge ² ¹ University of Massachusetts, Amherst, and ² University of Durham, Durham, United Kingdom	
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Human perception and visualization

- Visualization is young as a science
- The conceptual framework of the science of visualization is based on the human perception
- If care is not taken bad designs may be standardized





Gibson's affordance theory

- "We perceive in order to operate."
- We do not perceive elementary units (points of light, ...)
- We perceive possibilities for action, or *affordances* (where to step etc.).
- Gibson claimed that we perceive affordances directly, by the visual system as a whole. Visual system *resonates* to respond to properties of the environment.
- Influental theory, but it is not to be taken too literally, unless we want to dump results of years of vision research (e.g. what we know of colors).

Sensory and arbitrary symbols

- Sensory symbols
 - Understandable without learning
 - Processing is hard-wired and fast
 - Resistant to instructional bias (results of millions of years of evolution)
 - Cross-cultural
- Arbitrary symbols
 - Hard to learn and and easy to forget (except when overlearned)
 - Formally powerful
 - Capable of rapid change
 - Culture-specific

Human perception Sensory symbols: resistance to instructional bias



Müller-Lyer illusion

Arbitrary symbols

Arbitrary symbols are harder to learn, but easier to extend. (Could you tell the difference between 10000 dots and 9999 dots?)

- · Distinction to sensory and arbitrary symbols is difficult
- If all symbols were arbitrary, the problem of visualization would reduce to establishing a consistent notion (*standardization*)

Stages of perceptual processing

I. Parallel processing to extract low-level properties of the visual scene

- rapid parallel processing
- extraction of features, orientation, color, texture, and movement patterns
- iconic store
- bottom-up, data driven processing
- 2. Pattern perception

slow serial processing

•involves both working memory and long-term memory

•arbitrary symbols relevant

•different pathways for object recognition and visually guided motion

3. Sequential goal-driven processing



- The human lens system has a *focal length* of about r = 0.017 m.
- The power of the lens is 1/f = 59m⁻¹ diopters (corresponding to d = ∞).
- Young children are capable of adjusting the lens 12 diopters or more, which means that they can focus to about d = 0.08 m.
- Flexibility drops by age at rate of about diopter per five years (the lens of people of the age over 60 is almost completely rigid!).



- Visual acuities are measurements of our ability to see detail
- Acuity is at maximum at the center of the fovea
- Peripheral acuity drops rapidly; at 10° the acuity is 20 % of the maximum
- The point acuity at the center of the fovea (about 1 minute of arc) corresponds to the separation of receptors there



Simple acuities

- Simple acuities are limited by spacing of receptors at the center of the fovea (about one minute of arc)
- Point acuity describes the ability to resolve two distinct point targets:

 <u>1</u>
 [•]
 <u>1</u>
 [•]
- Grating acuity describes ability to distinguish grated pattern from uniform

 I 1-2⁻

-

5'

Letter acuity describes ability to resolve letters:

gray:

18

Superacuities

- Superacuity is ability to achieve better resolution by integrating information over space (or time!)
- Stereo acuity is describes the ability to resolve objects in depth:
- Vernier acuity describes ability to see if two line segments are colinear:

10"

Contrast sensitivity

- Contrast sensitivity is lowest at high frequencies (60 cycles per degree for young people)
- Sensitivity also falls off at low frequencies. Sensitivity is highest at about 2 or 3 cycles per degree.
- Contrast sensitivity falls of by age

