



THE INTEGRATION OF PARTS DURING VISUAL COMPLETION IS INEFFICIENT

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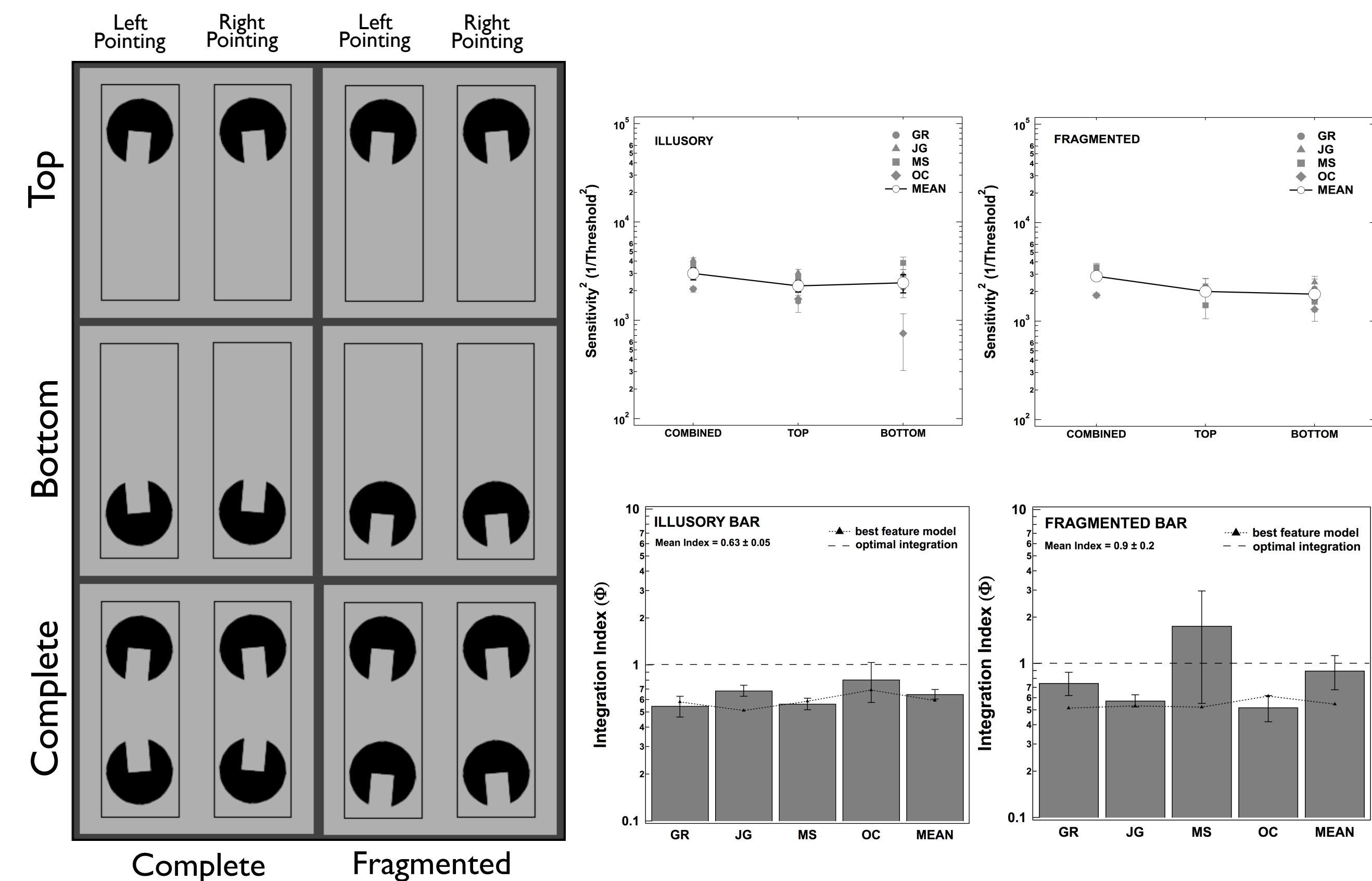
How efficiently do we integrate information across disconnected parts during visual completion?

• 1-of-2 discrimination task performed with individual object parts and all object parts combined. 3 different kinds of objects:

1. Leftward vs. Rightward Illusory & Fragmented Bent Bars
2. Leftward vs. Rightward Occluded & Fragmented Rotating Squares
3. Expanding vs. Shrinking Occluded & Fragmented Squares

• **Bent Bars:** The orientations of object parts were varied to produce either a complete or fragmented percept when shown in combination

• **Rotating Squares & Expanding/Shrinking Squares:** the presence of occluders was varied to produce either a complete or fragmented percept



1. Bent Bars

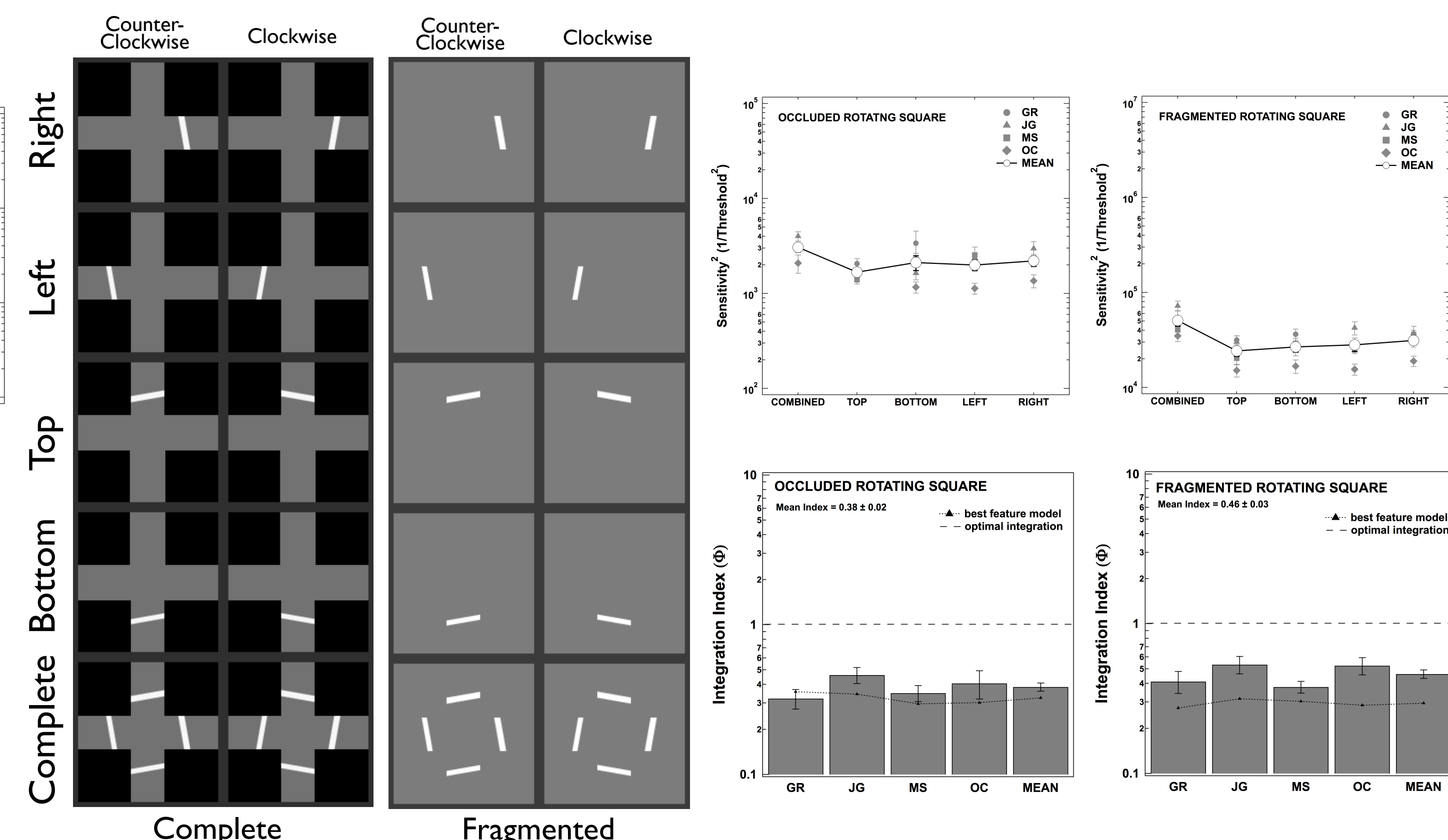
• Summation-at-threshold^{1,2} method:

○ Measure contrast sensitivity CS (i.e., $1/\text{threshold}$) for each of n individual object parts and for all n object parts combined, in Gaussian additive contrast noise

○ Compute Integration Index Φ as:
$$\Phi = \frac{CS_{combined}^2}{\sum_{i=1}^n CS_{part_i}^2}$$

$\Phi = 1$: optimal integration
 $\Phi < 1$: sub-optimal integration
 $\Phi > 1$: super-optimal integration

○ 'Best feature' model prediction for each human observer: uses only the single feature with the highest sensitivity when recognizing the combination



2. Rotating Squares

• Results & Conclusions

○ Average integration efficiency was suboptimal for all perceptually complete conditions

○ Average fragmented efficiency exceeded perceptually complete efficiency for all 3 object types, and fragmented efficiency was nearly optimal for 2 of 3 object types

○ Lower integration efficiency with perceptually complete stimuli may be due to the use of regions where only noise -- and no additional stimulus information -- is present³

• References

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- ³Gold, J.M., Murray, R.F., Bennett, P.J., & Sekuler, A.B. (2000). Deriving behavioral receptive fields for visually completed contours. *Current Biology* 10, 663-666.

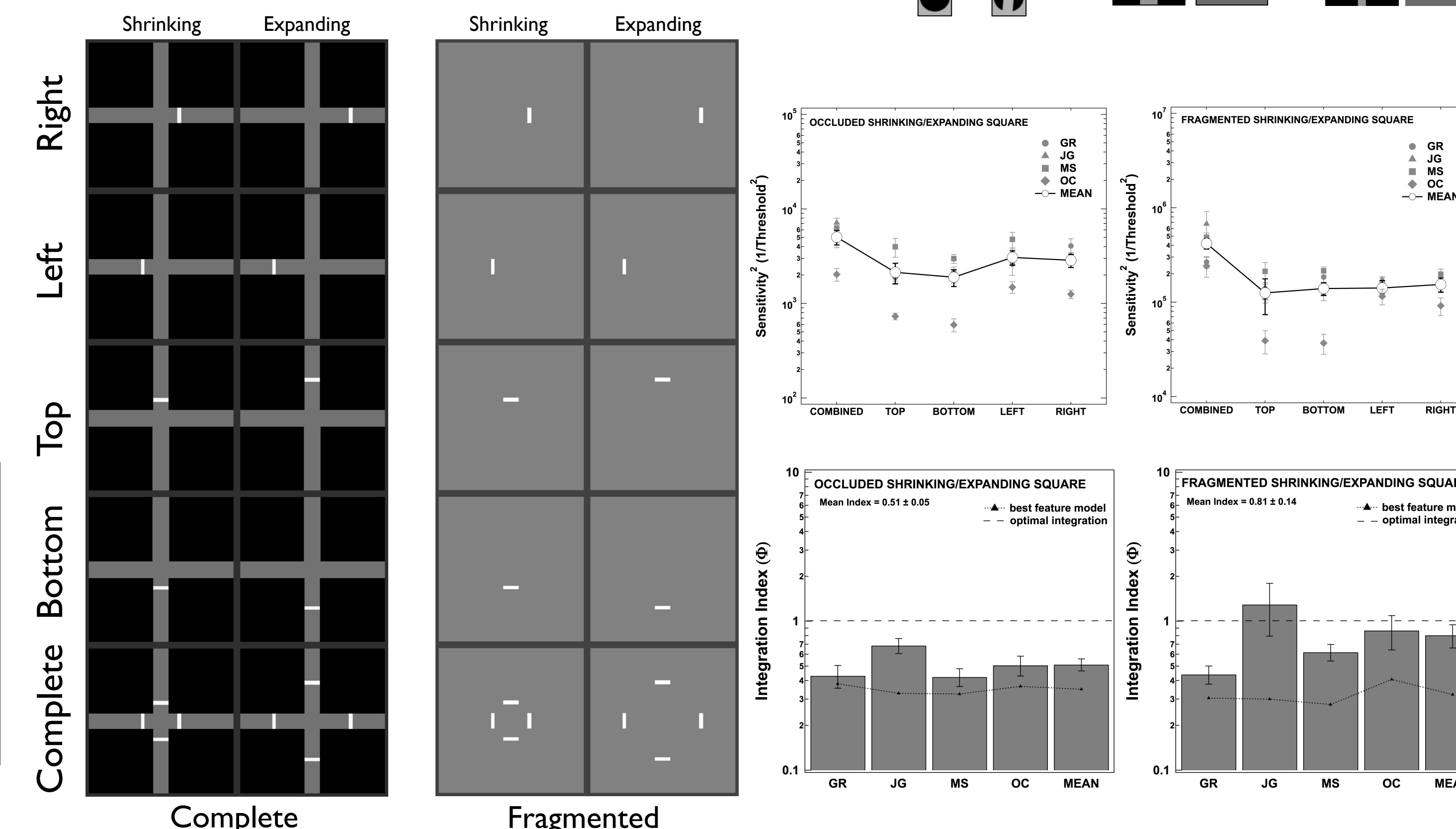
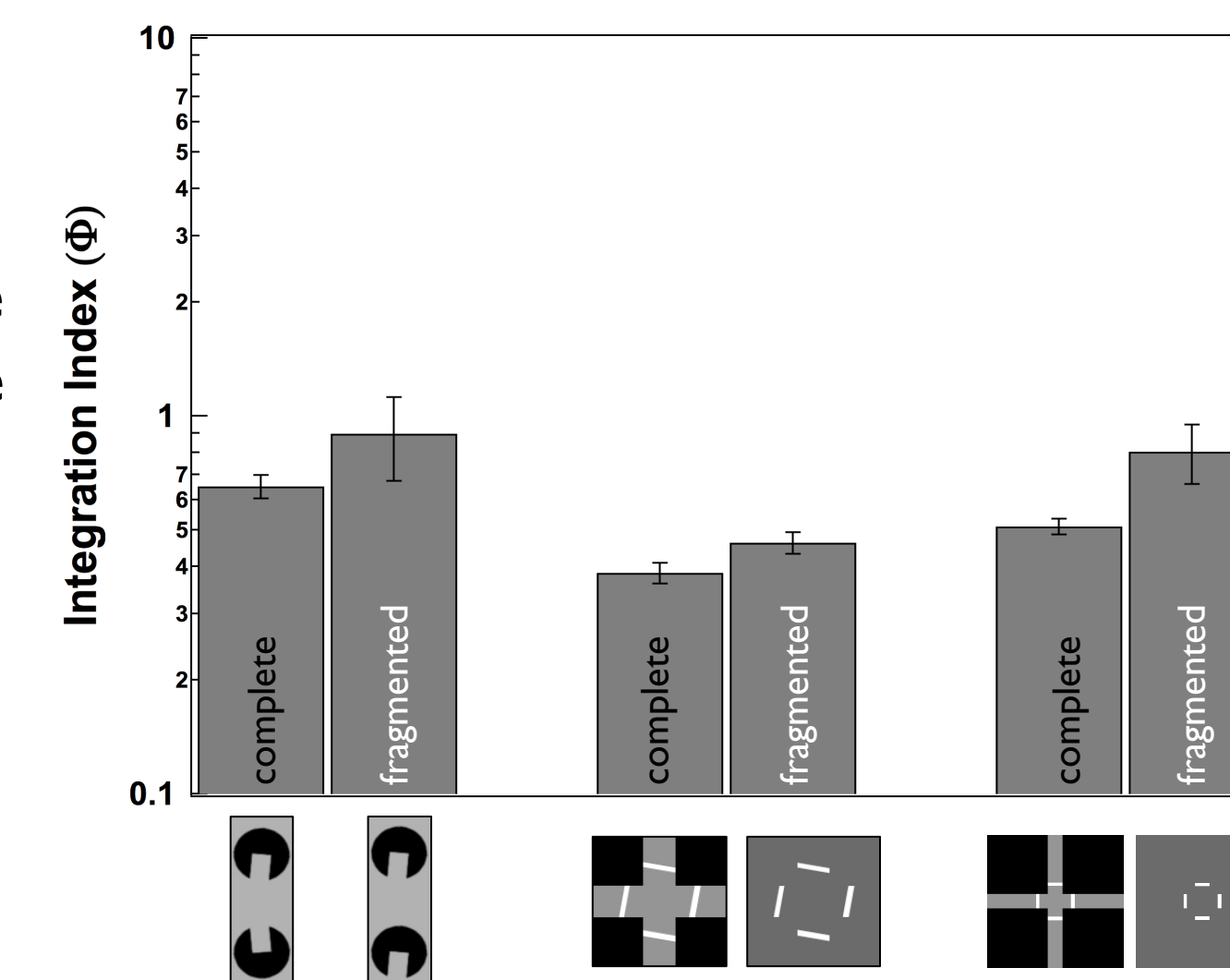


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3. Expanding & Shrinking Squares