Seeing The Computational Approach To Biological Vision

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This new edition of a classic text offers an accessible but rigorous introduction to the computational approach to understanding biological visual systems. The authors of Seeing, taking as their premise David Marr's statement that "to understand vision by studying only neurons is like trying to understand bird flight by studying only feathers," make use of Marr's three different levels of analysis in the study of vision: the computational level, the algorithmic level, and the hardware implementation level.

"Eye-opening…memorable…Rosenblum's enthusiasm is contagious and his prose accessible." —Kirkus Reviews In this revealing romp through the mysteries of human perception, University of California psychologist Lawrence D. Rosenblum explores the astonishing abilities of the five senses—skills of which most of us are unaware. Drawing on groundbreaking insights into the brain's plasticity and integrative powers, Rosenblum examines how our brains use the subtlest information to perceive the world. A blind person, for example, can "see" through bat-like echolocation, wine connoisseurs can actually taste the vintage of an obscure wine, and pheromones can signal a lover's compatibility. Bringing us into the world of a blind detective, a sound engineer, a former supermodel, and other unforgettable characters, Rosenblum not only illuminates the science behind our sensory abilities but also demonstrates how awareness of these abilities can enhance their power.

This thesis introduces elements of a theory of design activity and a computational framework for developing design systems. The theory stresses the opportunistic nature of designing and the complementary roles of focus and distraction, the interdependence of evaluation and generation, the multiplicity of ways of seeing over the history of a design session versus the exclusivity of a given way of seeing over an arbitrarily short period, and the incommensurability of criteria used to evaluate a design. The thesis argues for a principle based rather than rule based

approach to designing design systems, and highlights the manifest nature of design documents. The Discursive Generator is presented as a computational framework for implementing specific design systems, and a simple system for arranging blocks according to a set of formal principles is developed by way of illustration. Both shape grammars and constraint based systems are used to contrast current trends in design automation with the discursive approach advocated in the thesis. The Discursive Generator is shown to have some important properties lacking in other types of system, such as dynamism, robustness and the ability to deal with partial designs. When studied in terms of a search metaphor, the Discursive Generator is shown to exhibit behavior which is radically different from some traditional search techniques, and to avoid some of the well-known difficulties associated with them.

This book revolutionizes how vision can be taught to undergraduate and graduate students in cognitive science, psychology, and optometry. It is the first comprehensive textbook on vision to reflect the integrated computational approach of modern research scientists. This new interdisciplinary approach, called "vision science," integrates psychological, computational, and neuroscientific perspectives. The book covers all major topics related to vision, from early neural processing of image structure in the retina to high-level visual attention, memory, imagery, and awareness. The presentation throughout is theoretically sophisticated yet requires minimal knowledge of mathematics. There is also an extensive glossary, as well as appendices on psychophysical methods, connectionist modeling, and color technology. The book will serve not only as a comprehensive textbook on vision, but also as a valuable reference for researchers in cognitive science, psychology, neuroscience, computer science, optometry, and philosophy.

A fundamental problem in neural network research, as well as in many other disciplines, is finding a suitable representation of multivariate data, i.e. random vectors. For reasons of computational and conceptual simplicity, the representation is often sought as a linear transformation of the original data. In other words, each component of the representation is a linear combination of the original variables. Well-known linear transformation methods include principal component analysis, factor analysis, and projection pursuit. Independent component analysis (ICA) is a recently developed method in which the goal is to find a linear representation of nongaussian data so that the components are statistically independent, or as independent as possible. Such a representation seems to capture the essential structure of the data in many applications, including feature extraction and signal separation.

In this accessible and engaging introduction to modern vision science, James Stone uses visual illusions to explore how the brain sees the world. Understanding vision, Stone argues, is not simply a question of knowing which neurons respond to particular visual features, but also requires a computational theory of vision. Stone draws together results from David Marr's computational framework, Barlow's efficient coding hypothesis, Bayesian inference, Shannon's information theory, and signal processing to construct a coherent account of vision that explains not only how the brain is fooled by particular visual illusions, but also why any biological or computer vision system should also be fooled by these illusions. This short text

includes chapters on the eye and its evolution, how and why visual neurons from different species encode the retinal image in the same way, how information theory explains color aftereffects, how different visual cues provide depth information, how the imperfect visual information received by the eye and brain can be rescued by Bayesian inference, how different brain regions process visual information, and the bizarre perceptual consequences that result from damage to these brain regions. The tutorial style emphasizes key conceptual insights, rather than mathematical details, making the book accessible to the nonscientist and suitable for undergraduate or postgraduate study.

This text provides an introduction to computational aspects of early vision, in particular, color, stereo, and visual navigation. It integrates approaches from psychophysics and quantitative neurobiology, as well as theories and algorithms from machine vision and photogrammetry. When presenting mathematical material, it uses detailed verbal descriptions and illustrations to clarify complex points. The text is suitable for upper-level students in neuroscience, biology, and psychology who have basic mathematical skills and are interested in studying the mathematical modeling of perception.

This marvellous and highly original book fills a significant gap in the extensive literature on classical modular forms. This is not just yet another introductory text to this theory, though it could certainly be used as such in conjunction with more traditional treatments. Its novelty lies in its computational emphasis throughout: Stein not only defines what modular forms are, but shows in illuminating detail how one can compute everything about them in practice. This is illustrated throughout the book with examples from his own (entirely free) software package SAGE, which really bring the subject to life while not detracting in any way from its theoretical beauty. The author is the leading expert in computations with modular forms, and what he says on this subject is all tried and tested and based on his extensive experience. As well as being an invaluable companion to those learning the theory in a more traditional way, this book will be a great help to those who wish to use modular forms in applications, such as in the explicit solution of Diophantine equations. There is also a useful Appendix by Gunnells on extensions to more general modular forms, which has enough in it to inspire many PhD theses for years to come. While the book's main readership will be graduate students in number theory, it will also be accessible to advanced undergraduates and useful to both specialists and non-specialists in number theory. --John E. Cremona, University of Nottingham William Stein is an associate professor of mathematics at the University of Washington at Seattle. He earned a PhD in mathematics from UC Berkeley and has held positions at Harvard University and UC San Diego. His current research interests lie in modular forms, elliptic curves, and computational mathematics.

Psychology.