

Perception perception by breaking down sensory stimuli



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Perception of everything around us is based upon the fundamental principles of pattern recognition, which involves simplifying complex sensory stimuli into patterns that are easier to interpret and distinguish between. Pattern recognition is a cognitive process which involves matching information of a stimulus with information previously stored in our memory (DiCarlo et al., 2012). The recognition of patterns allows us to differentiate between a slice of pizza and an apple because of the different parts that make up each object, which are known as geons.

A geon is defined as a 3-D object such as spheres, blocks and arcs among many more that correspond to the simple components used to make up a complex object (Biederman, 1987). An example of this is viewing an ice cream cone into its basic geons: a sphere on top of a cone. A geon can be arranged to form virtually an unlimited number of different types of objects. The concept of breaking down objects into simpler parts for recognition was proposed by Irving Biederman in 1987 through the recognition-by-components (RBC) theory, which was structured around the concept of bottom-up processing and feature analysis model of pattern recognition (Biederman, 1987). Bottom-up processing involves the process of interpreting sensory information the moment it is presented and then later processing it in the brain to understand what was perceived (Ochsner et al., 2009). Feature analysis model is a type of pattern recognition focused around an analytical approach towards perception by breaking down sensory stimuli into its basic fundamental parts (Nothdurft, 1992).

Similarly, the RBC theory shows that perception is an analytical process which is heavily reliant on the ability to detect patterns allowing us to

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perceive complex images by breaking them down to a simple arrangement of geons. It is believed that there are 36 geons or less that can be arranged in a variety of different ways in order to create any of the objects we see on a daily basis (Biederman, 1987). Biederman stated that if speech can be broken down to a number of phonemes, which are units of sound, then similarly the perception of objects can be broken down to a number of geons (Biederman, 1987). If 55 phonemes are required to create every word in all languages then similarly, 36 geons can be used to create all the different types of objects in the world (Biederman, 1987). An object is defined by two criteria's, edges and concavity. Edges allows an individual to maintain the perception of an image regardless of the orientation the object is being viewed from (Recognition-by-component theory, 2018). Concavities of an object refers to the area where two or more edges meet, this allows for the distinguishing of two or more geons present within an object (Recognition-by-components theory, 2018).

A study was conducted to determine the importance of vertices, created by two or more edges, compared to midsegments of an image in terms of the RBC theory by asking participants to identify images with missing vertices compared to missing midsegments (Koch & Abbey, 1999). It was found that there were no significant differences between either the missing vertices or midsegments, illustrating that one is no more important than the other (Koch & Abbey, 1999). Therefore, it was concluded that vertices are important but not necessary for object recognition. This study proved that object recognition is not reliant on just one of the properties of geons, being edges, but rather it is reliant on both properties, edges and concavity (Koch &

Abbey, 1999). The RBC theory was largely accepted due to the fact that it allowed recognition of an object regardless of the viewing angle due to the invariant edge properties of geons such as curvature, symmetry, parallel lines, co-termination and co-linearity (Biederman, 1987).

These properties simply allowed for the perception and recognition of an object from any angle, allowing the theory to be more robust and widely accepted. Irving also stated that the geons used to make up an object are essentially formed by the five invariant properties of edges (Biederman, 1987). Irving Biederman conducted an experiment to test the RBC theory by presenting participants with objects drawn with only two or more of their components and asked participants to indicate what the object was after a 100 millisecond exposure to it (Biederman, 1987). The results showed that as the number of components increased the percent error started decreasing, however 90% of participants were able to correctly identify an object with only 3 to 4 components present, when the actual objects originally consisted of six to nine components (Biederman, 1987).

This experiment proved that humans naturally break down complex objects into distinct geons which can be used to identify and differentiate between different objects, even when the image is not complete with all of its geons. Despite how promising the RBC theory seems to be, it is still limited in part due to specific aspects of perception, specifically regarding the identification of real objects. It was said that when comparing an apple and an orange, although it is easily distinguishable by humans, it lacks the edges required for the RBC theory to recognize the objects as two different objects. Irving

Biederman argued the RBC theory explained a certain extent of perception <https://assignbuster.com/perception-perception-by-breaking-down-sensory-stimuli/>

whereas the perception of objects that appear similar but are different was due to another mode of perception (Biederman, 1987). Overall, the RBC theory proposed by Irving Biederman has provided great insight as to how human beings perceive and break down complex images into simple geons for perception.

This theory has not only further increased our understanding of perception but it has also allowed for advancements in technology, specifically related to security and artificial intelligence.