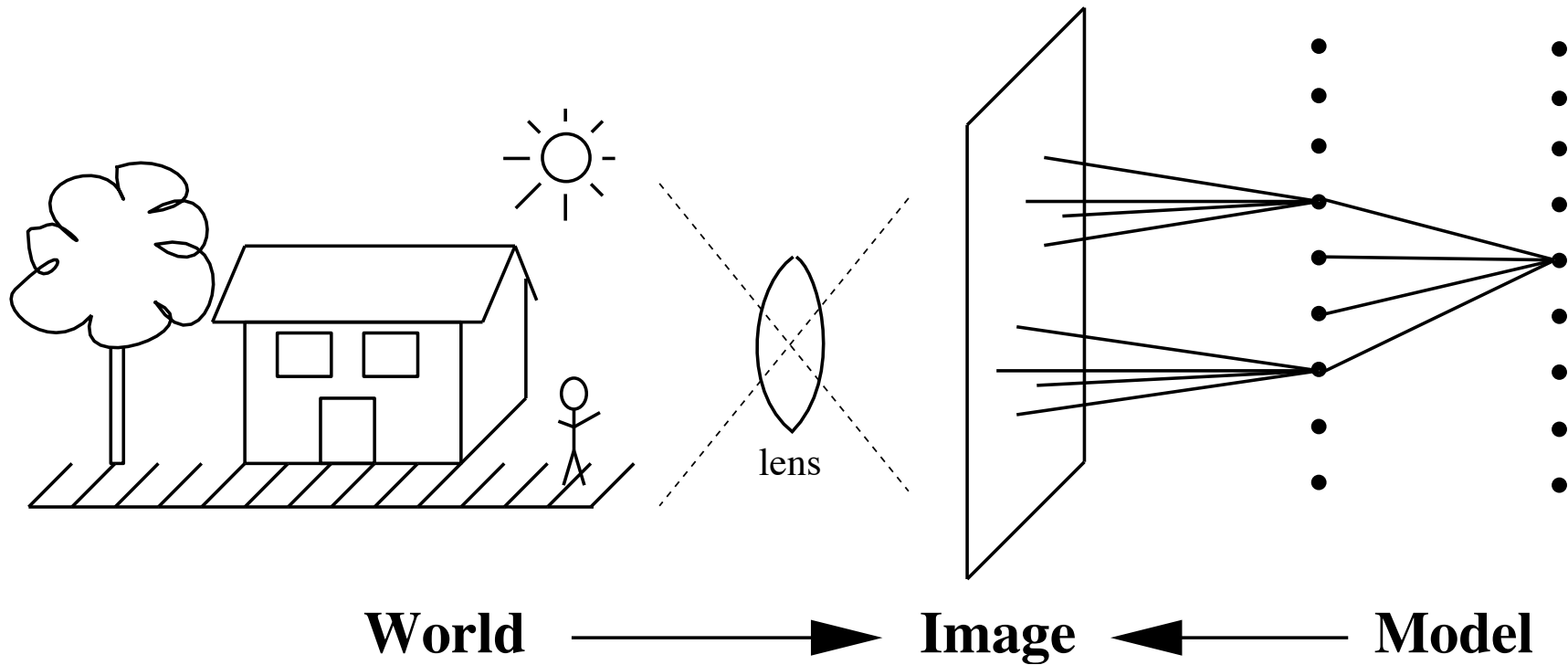


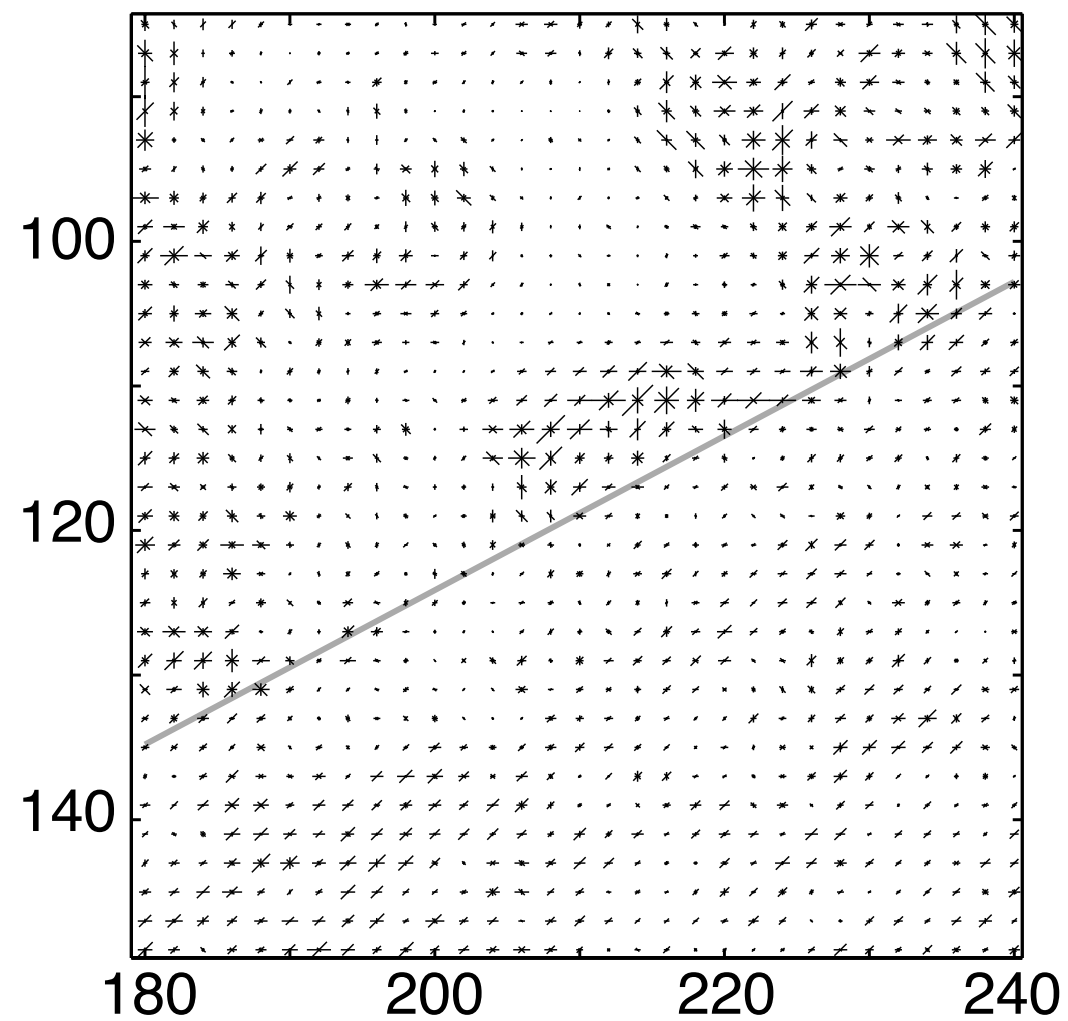
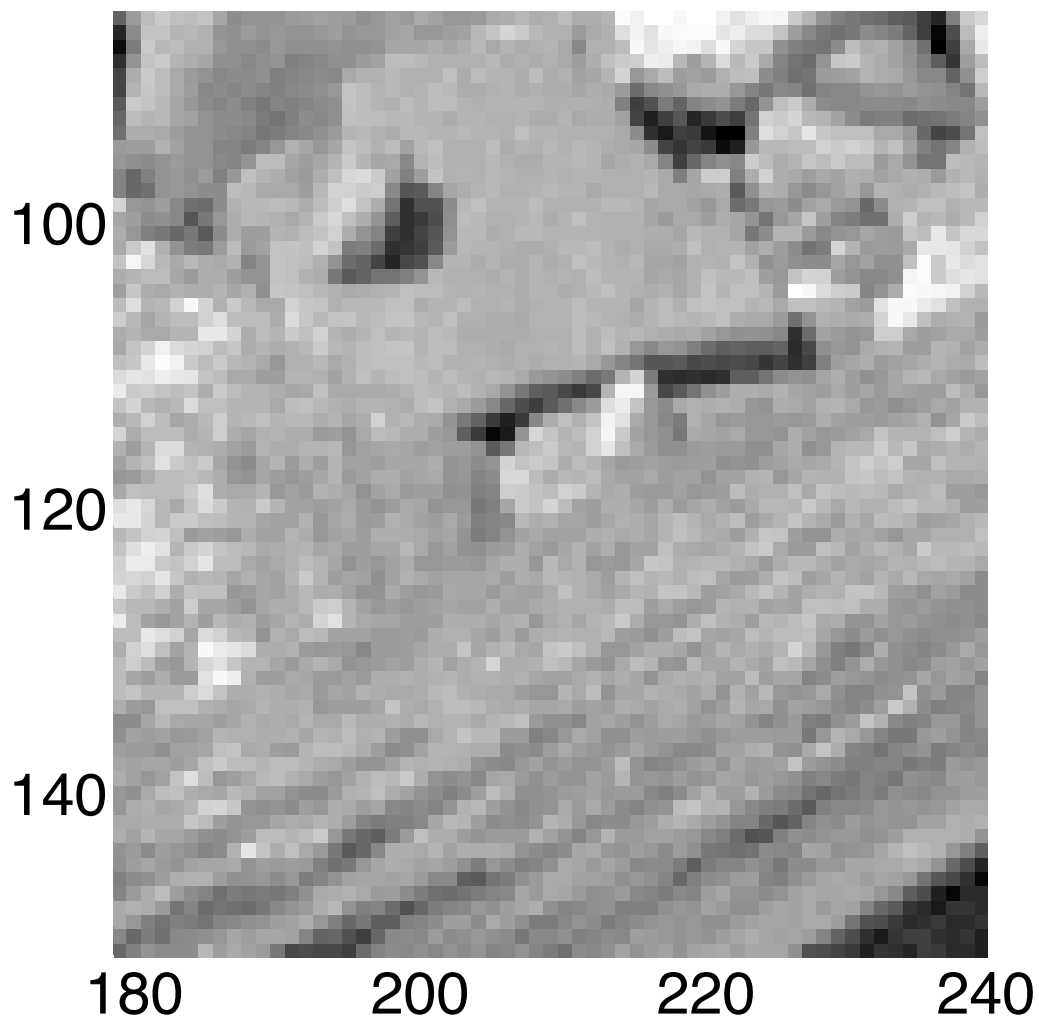
# Perception as inference



Natural scenes are full of ambiguity



# Natural scenes are full of ambiguity



# What do these edges mean?



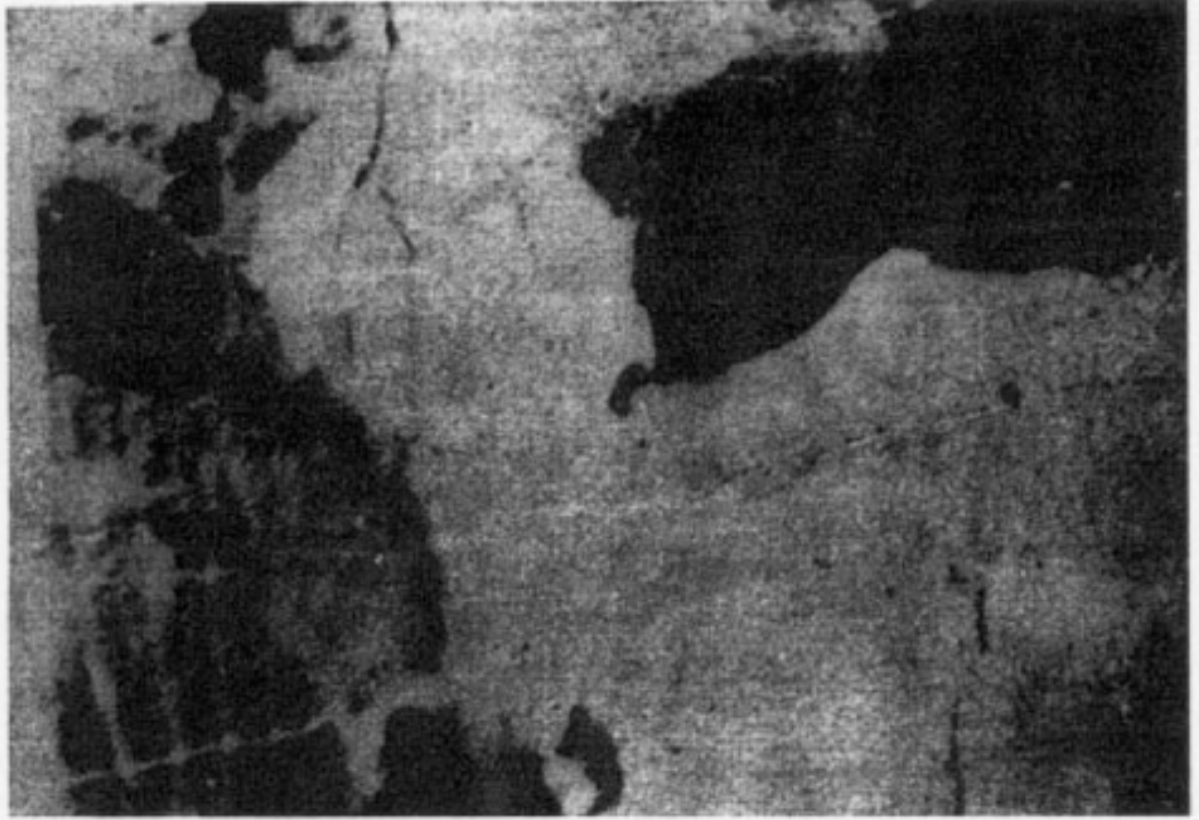
What do these edges mean?



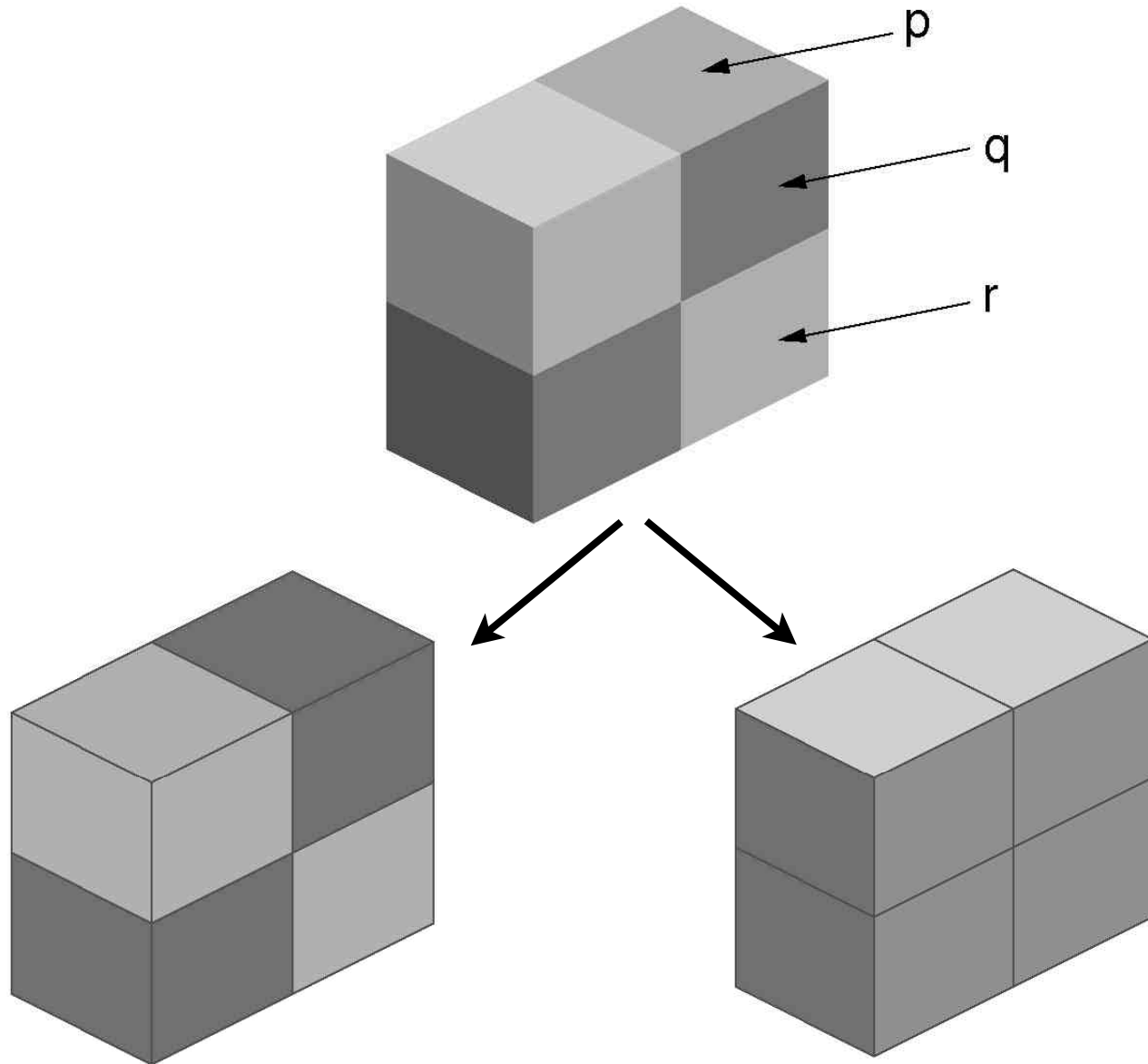
What do these edges mean?



What is this?



# What do these edges mean?



reflectance

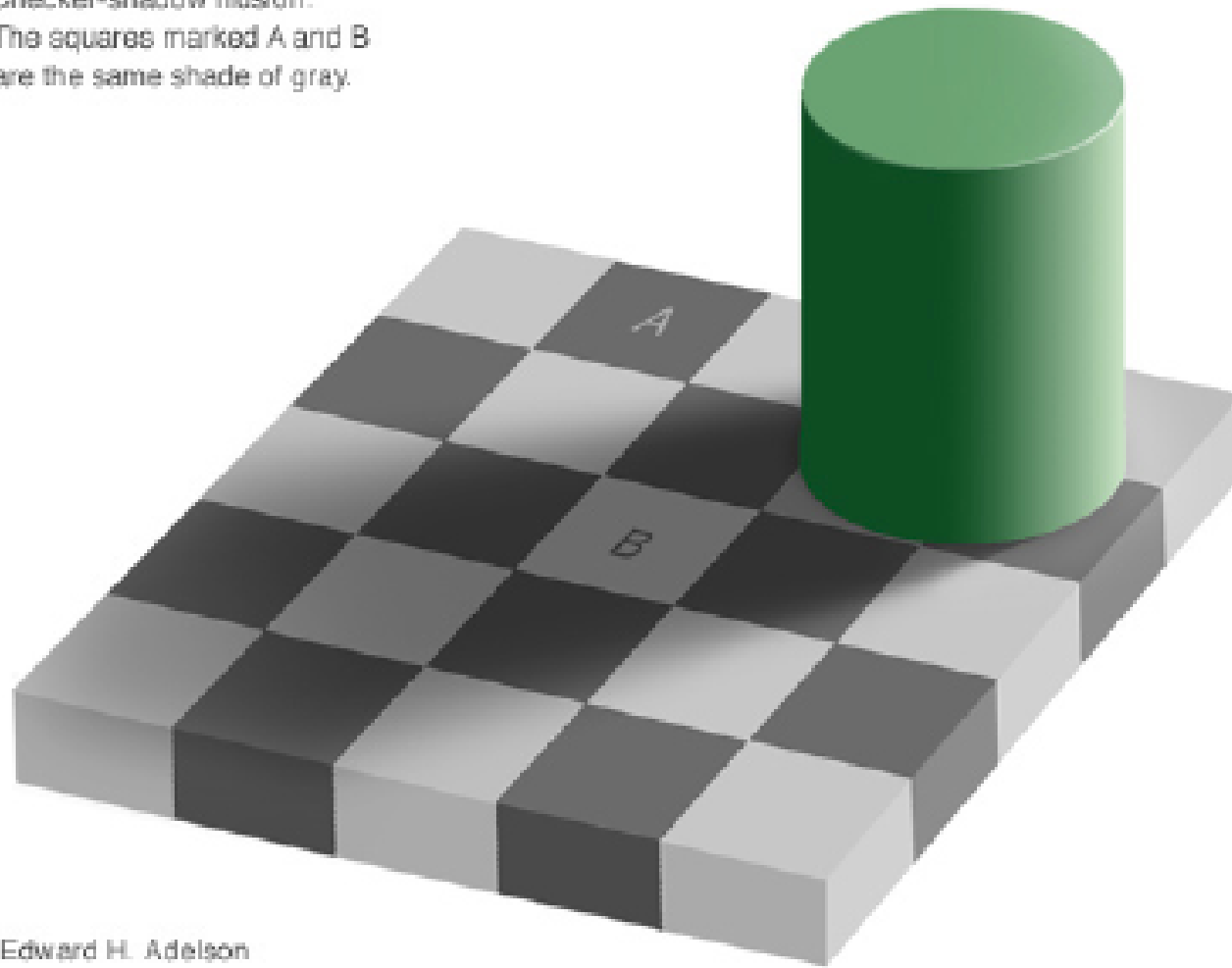
shading

(Adelson, 2000)

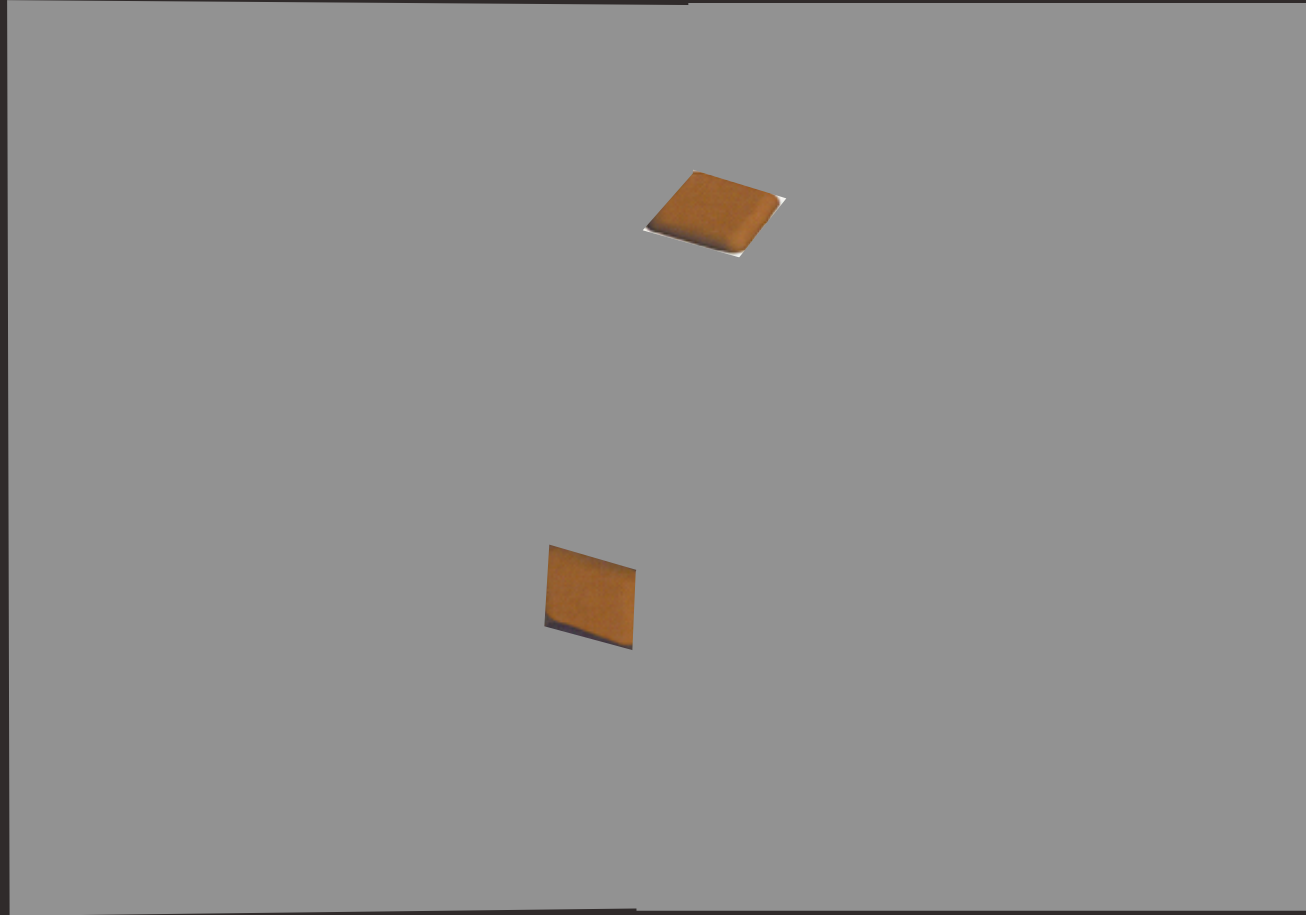


# Lightness perception depends on 3D scene layout

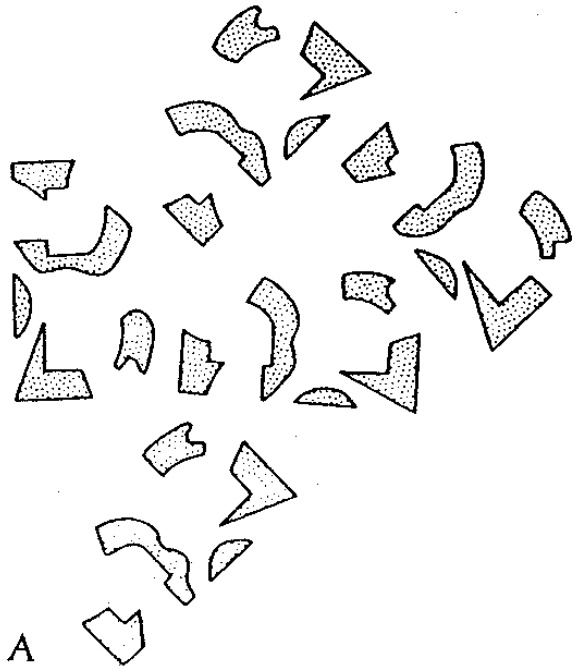
Checker-shadow illusion:  
The squares marked A and B  
are the same shade of gray.



Edward H. Adelson



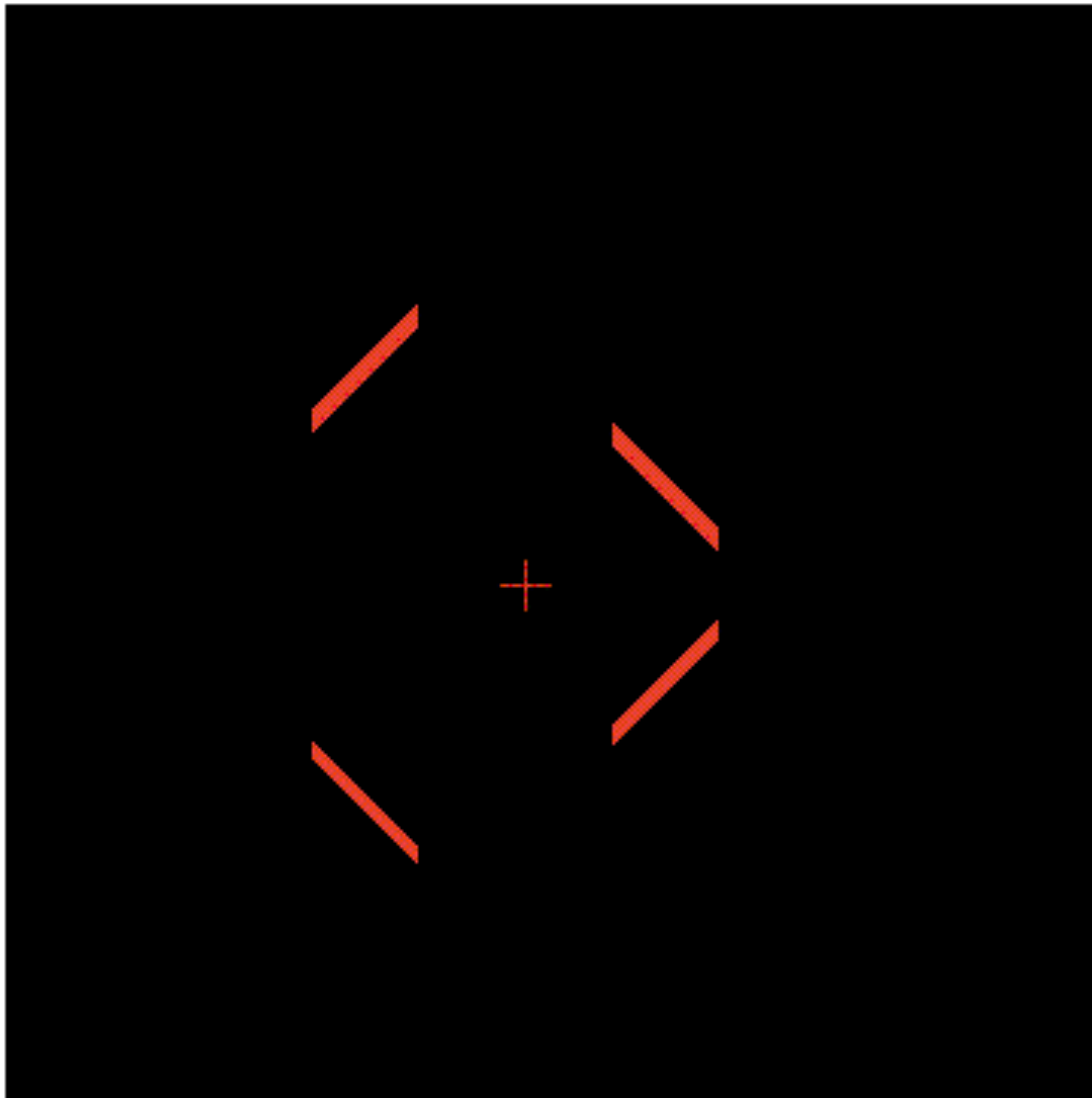
# What are the letters?



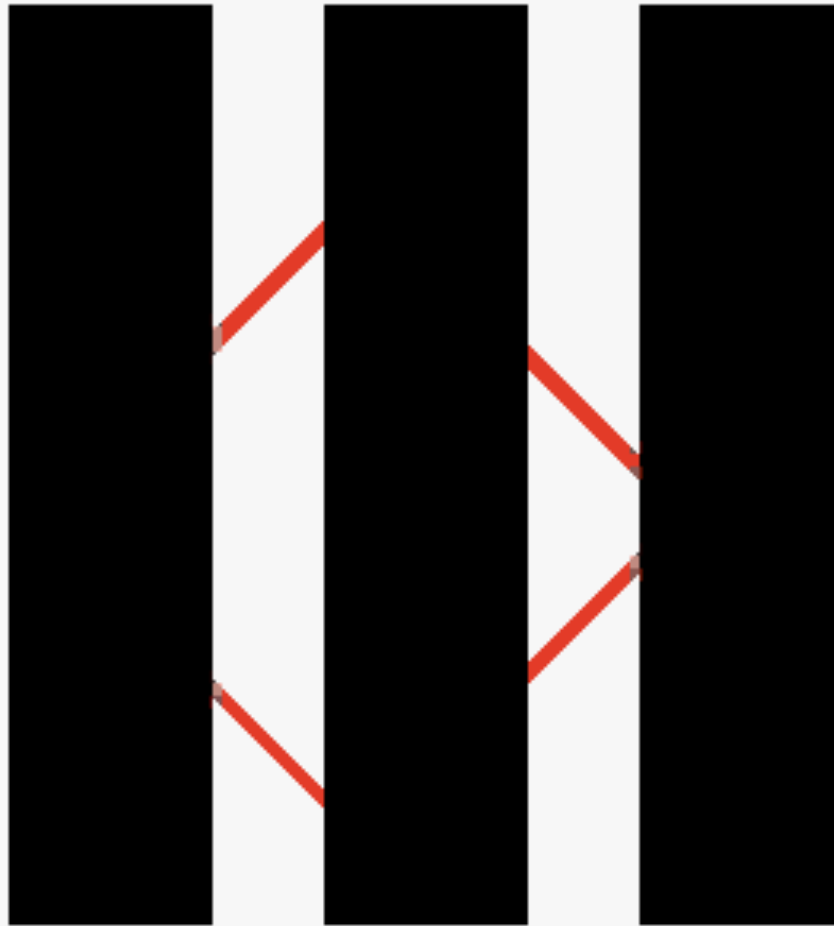
What letter is this?



# What is this?



# What is this?

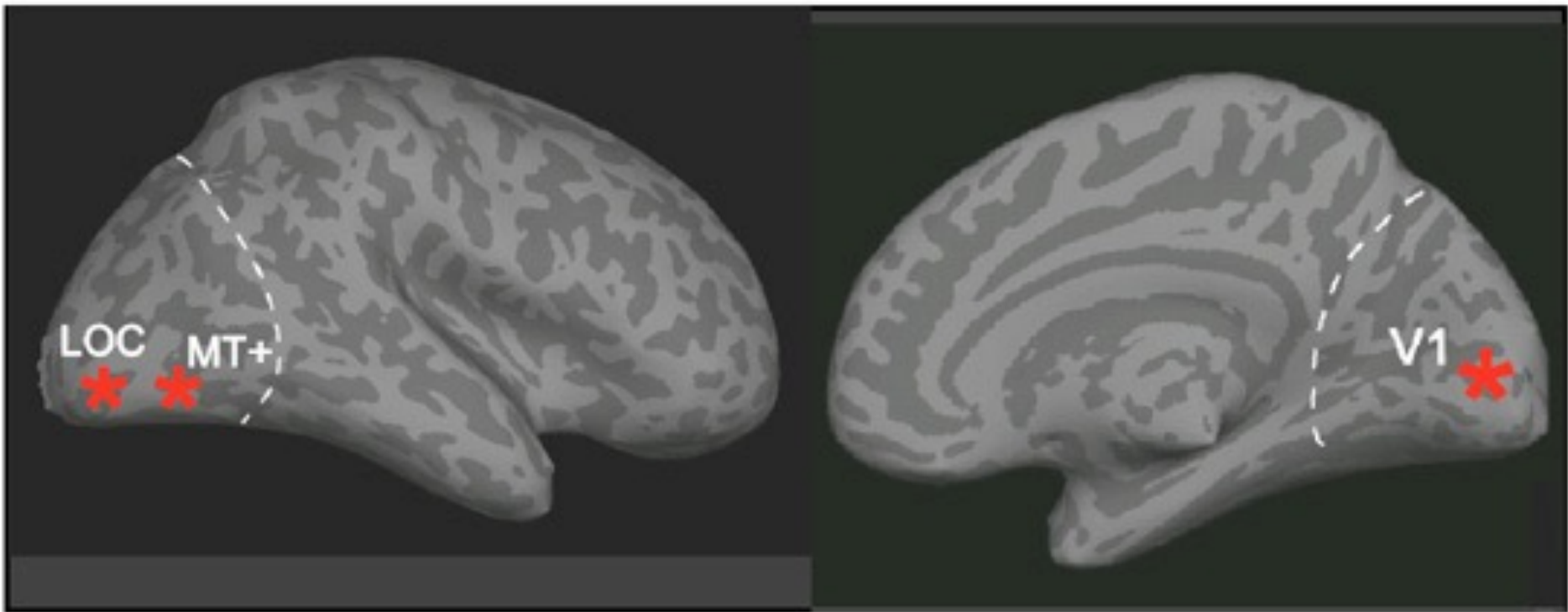


# How are these different percepts represented in cortex?

(Scott Murray - Ph.D. thesis)

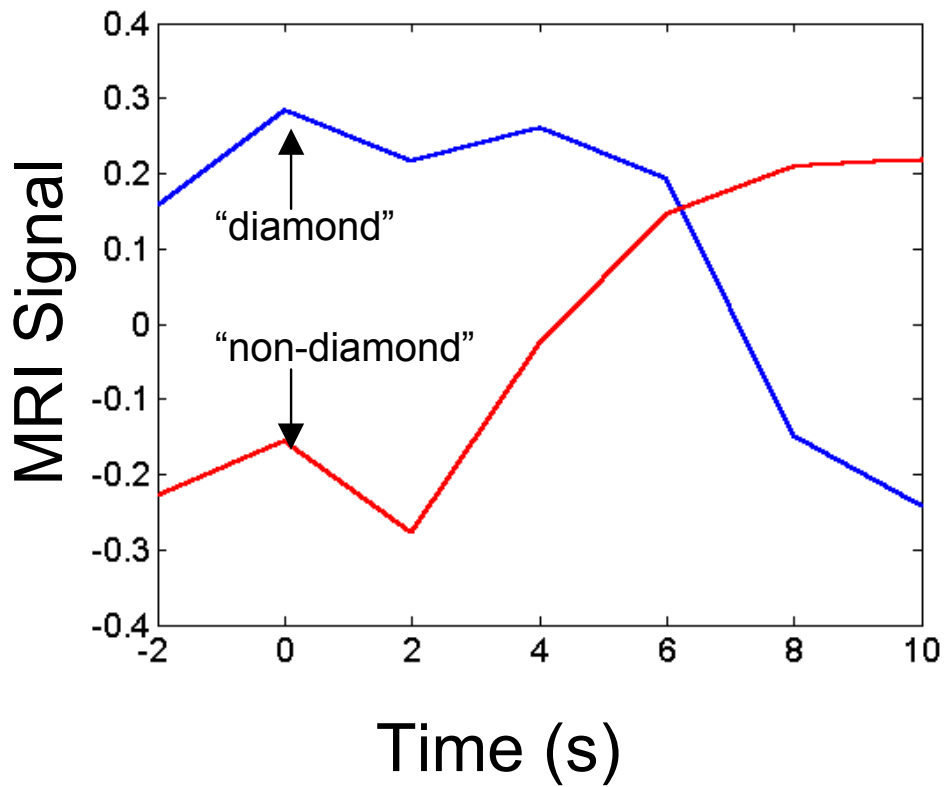
lateral

medial

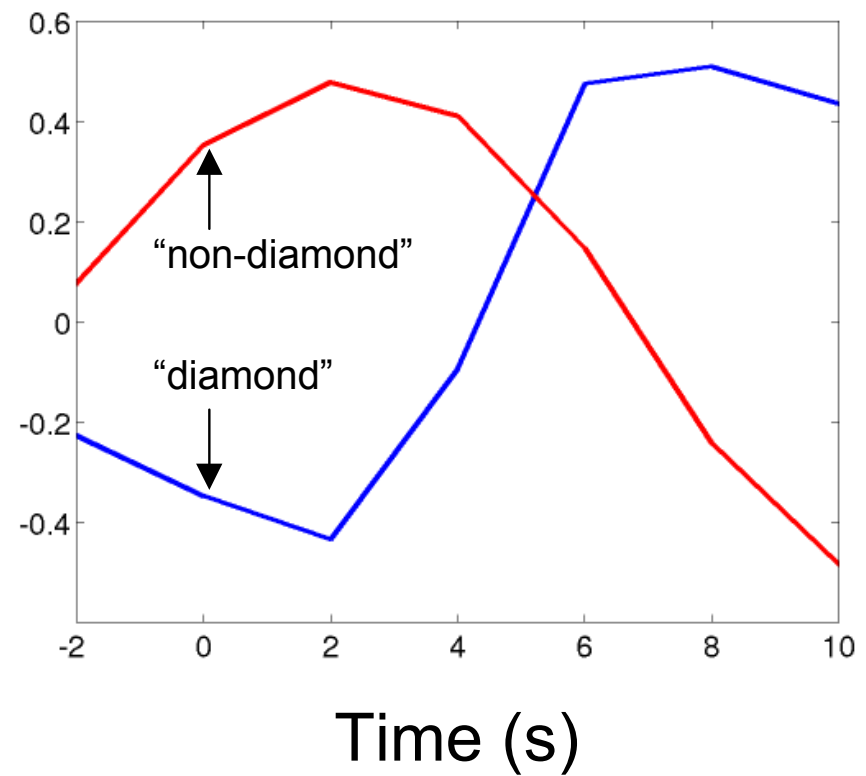


# BOLD signal: LOC vs.V1

V1



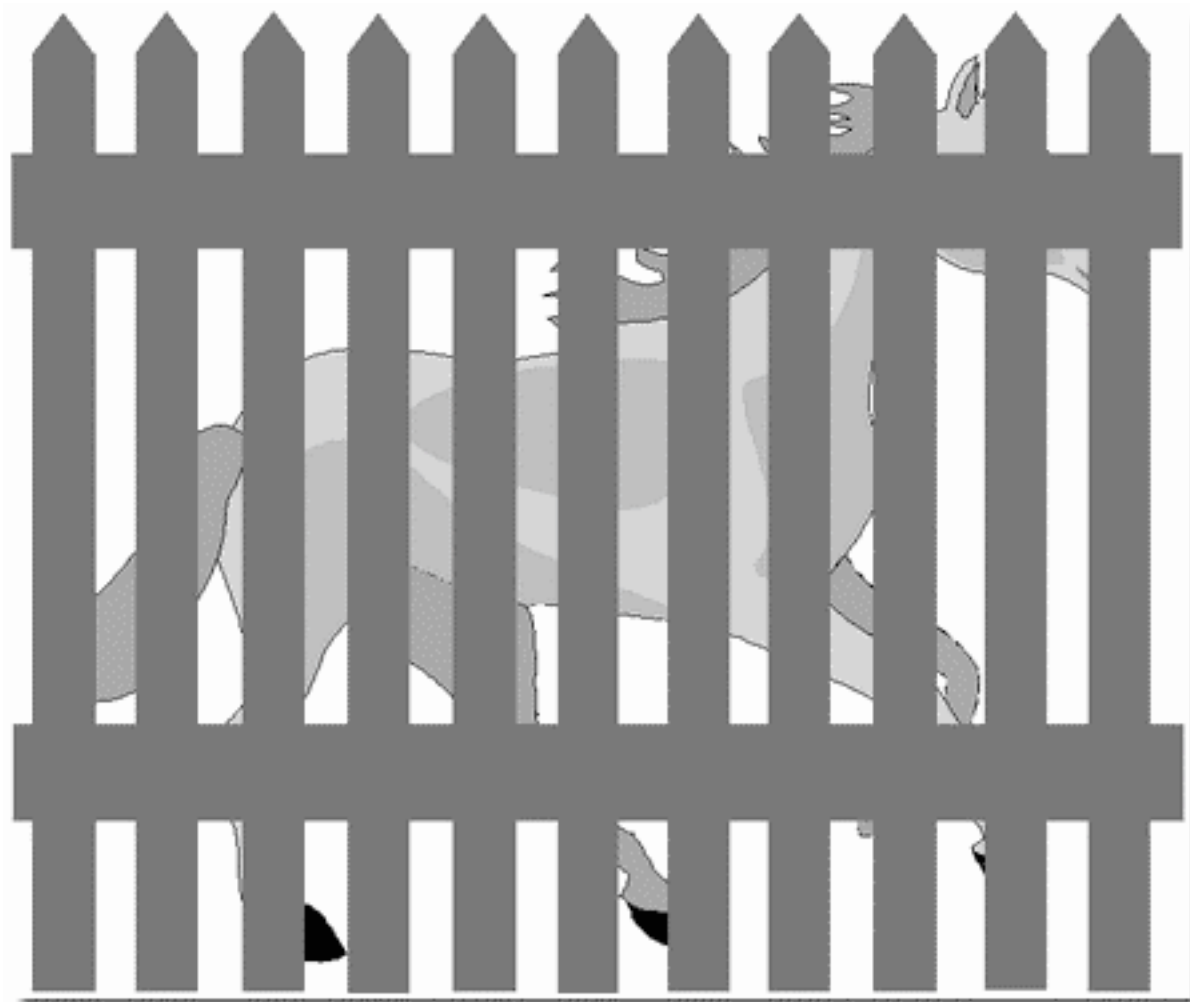
LOC



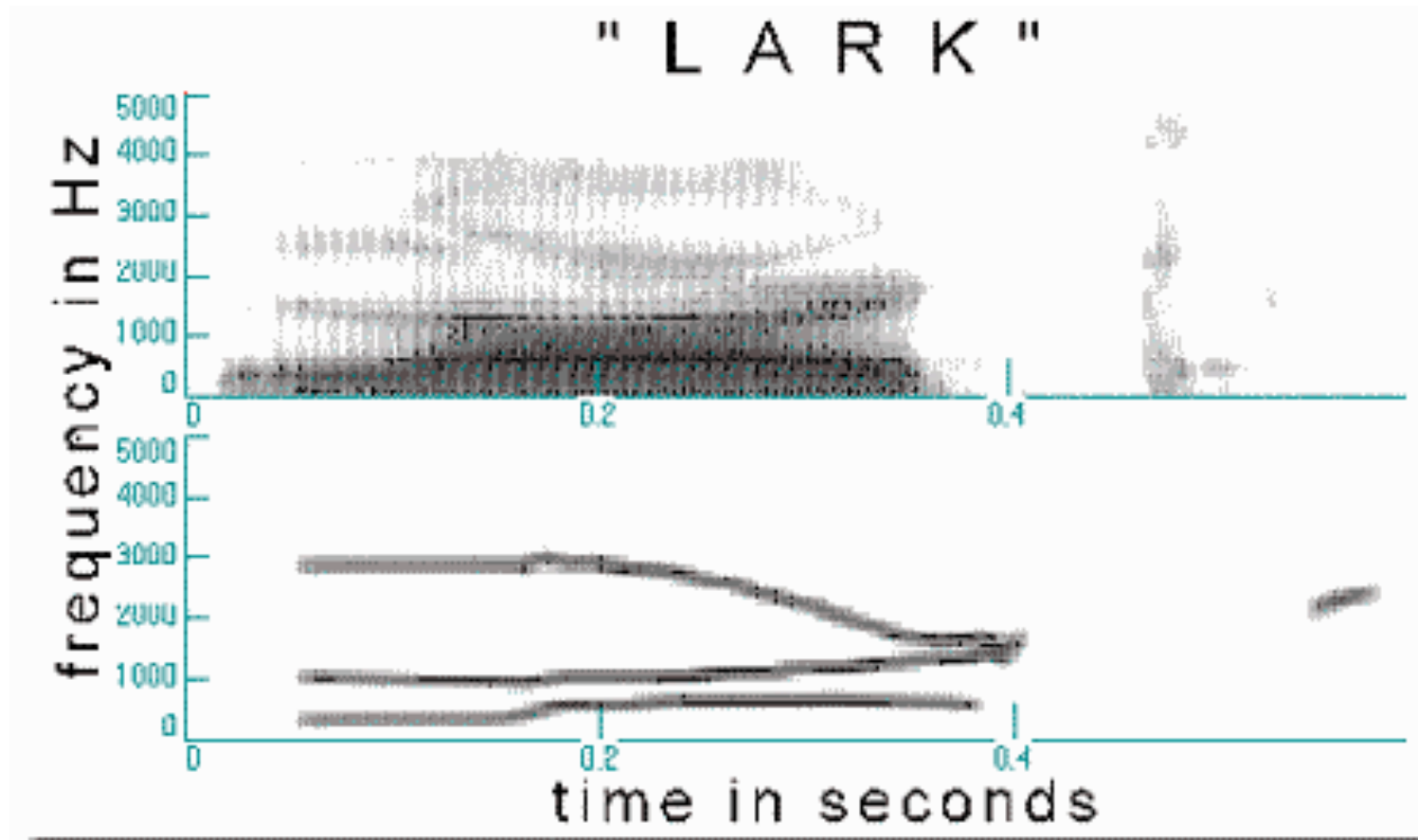


# Picket-fence effect with speech

(from Bregman 'Auditory Scene Analysis')



# Sinewave speech



# Sinewave speech

Please say what this word is

sill

shook

rust

wed

pass

lark

jaw

coop

beak

# Bayes' rule

$$P(E|D) \propto \underbrace{P(D|E)}_{\substack{\text{how data is} \\ \text{generated by} \\ \text{the environment}}} \times \underbrace{P(E)}_{\substack{\text{prior beliefs} \\ \text{about the} \\ \text{environment}}}$$

$E$  = the actual state of the environment

$D$  = data about the environment

# Simple example

$$y = x + n$$

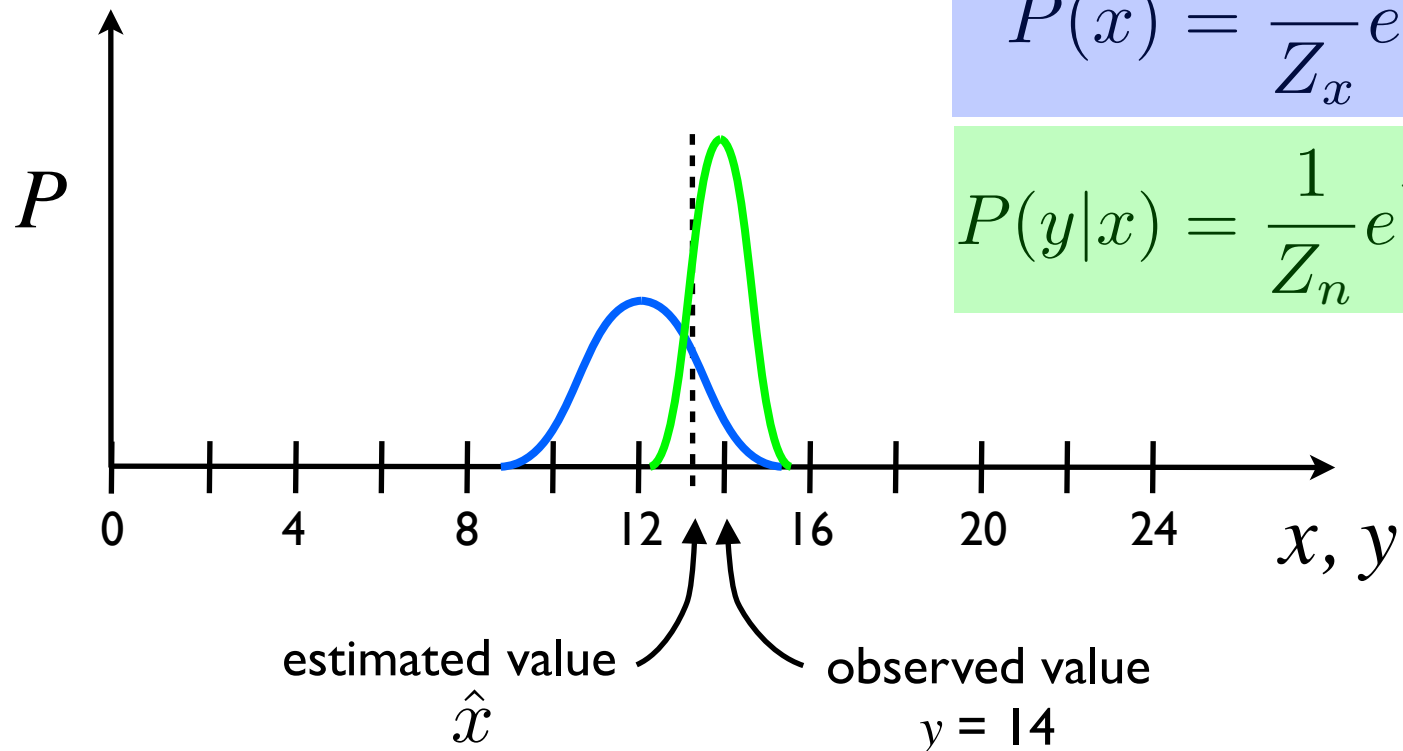
You observe  $y$ ,  
what is  $x$ ?

$$P(x|y) \propto P(y|x) P(x)$$

likelihood prior

$$P(x) = \frac{1}{Z_x} e^{-\frac{(x-\mu_x)^2}{2\sigma_x^2}}$$

$$P(y|x) = \frac{1}{Z_n} e^{-\frac{(y-x)^2}{2\sigma_n^2}}$$



# How to compute $\hat{x}$ ?

$$P(x|y) \propto P(y|x) P(x)$$

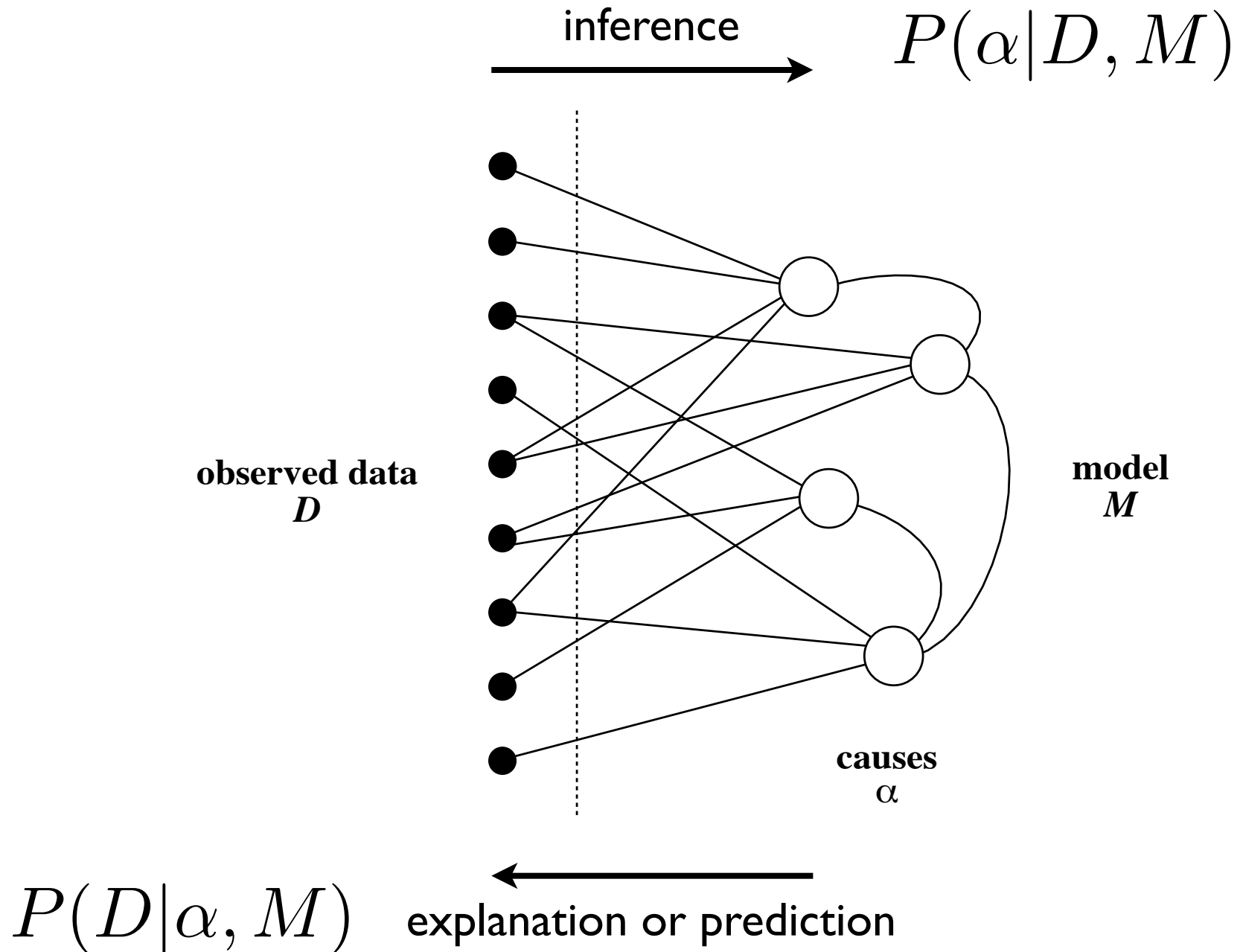
$$= \frac{1}{Z_n} e^{-\frac{(y-x)^2}{2\sigma_n^2}} \frac{1}{Z_x} e^{-\frac{(x-\mu_x)^2}{2\sigma_x^2}}$$

$$-\log P(x|y) = \frac{(y-x)^2}{2\sigma_n^2} + \frac{(x-\mu_x)^2}{2\sigma_x^2} + \text{const.}$$

$$-\frac{\partial}{\partial x} \log P(x|y) = -\frac{(y-x)}{\sigma_n^2} + \frac{(x-\mu_x)}{\sigma_x^2} = 0$$

$$\Rightarrow \hat{x} = \frac{\sigma_x^2 y + \sigma_n^2 \mu_x}{\sigma_x^2 + \sigma_n^2}$$

# Generative models



Inference:

$$P(\alpha|D, M) \propto P(D|\alpha, M) P(\alpha|M)$$

Explanation or prediction:

$$P(D|\hat{\alpha}, M) \quad \text{with} \quad \hat{\alpha} = \arg \max_{\alpha} P(\alpha|D, M)$$

Objective for learning:

$$\hat{M} = \arg \max_M \langle \log P(D|M) \rangle$$

$$P(D|M) = \sum_{\alpha} P(D|\alpha, M) P(\alpha|M)$$