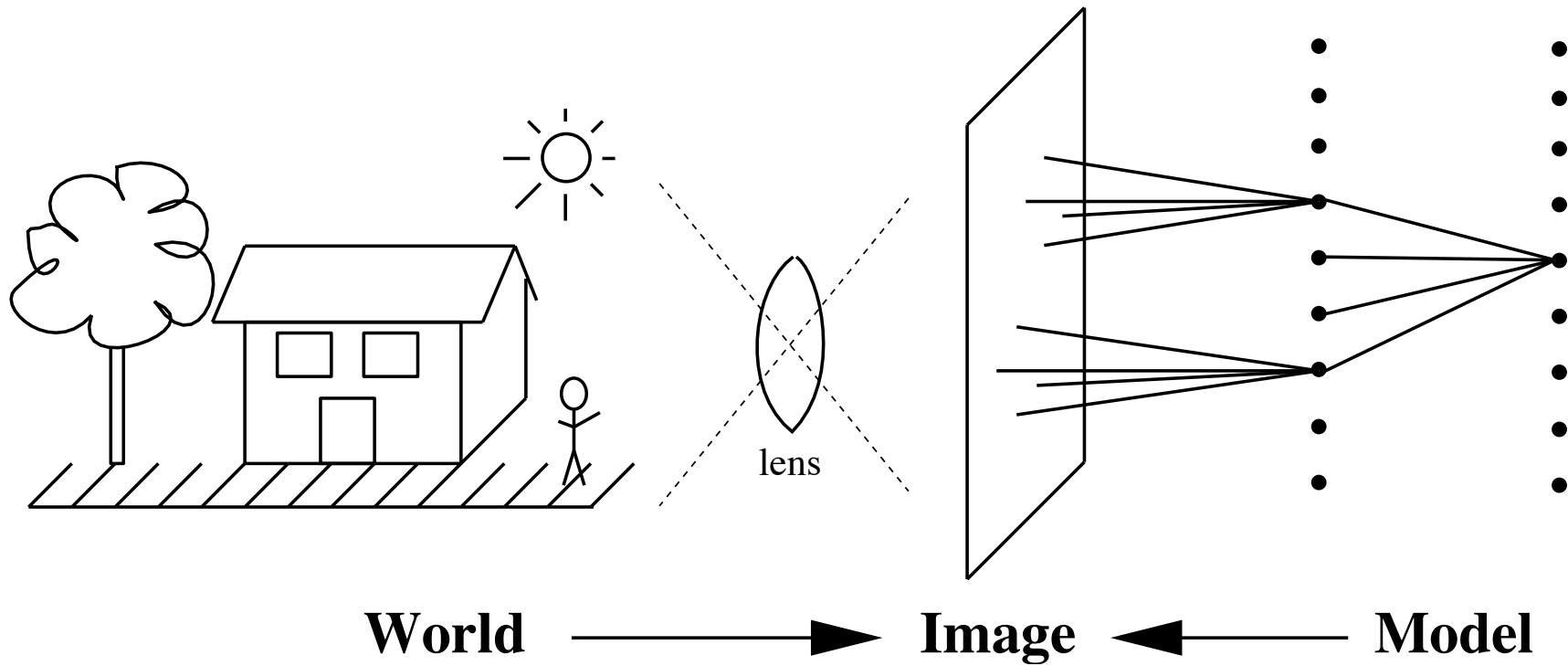


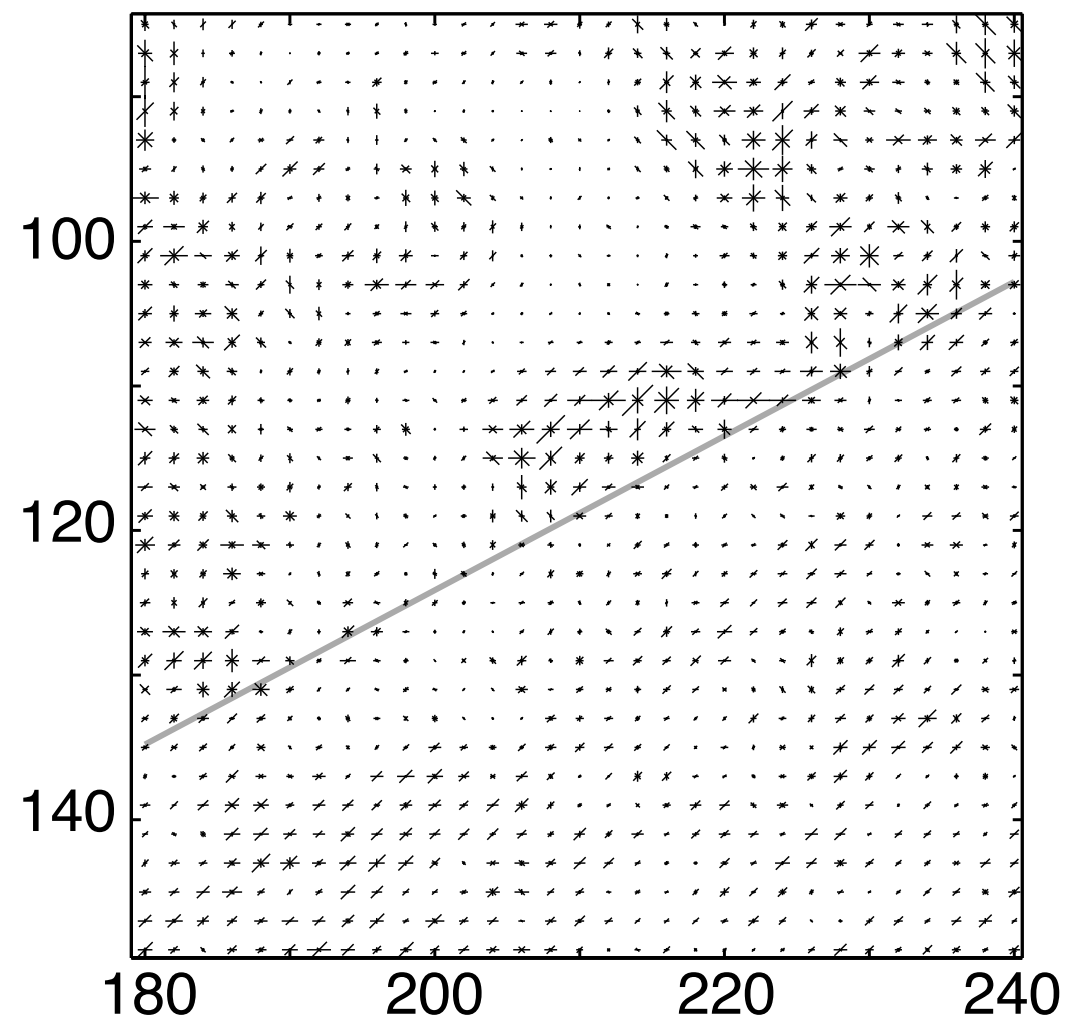
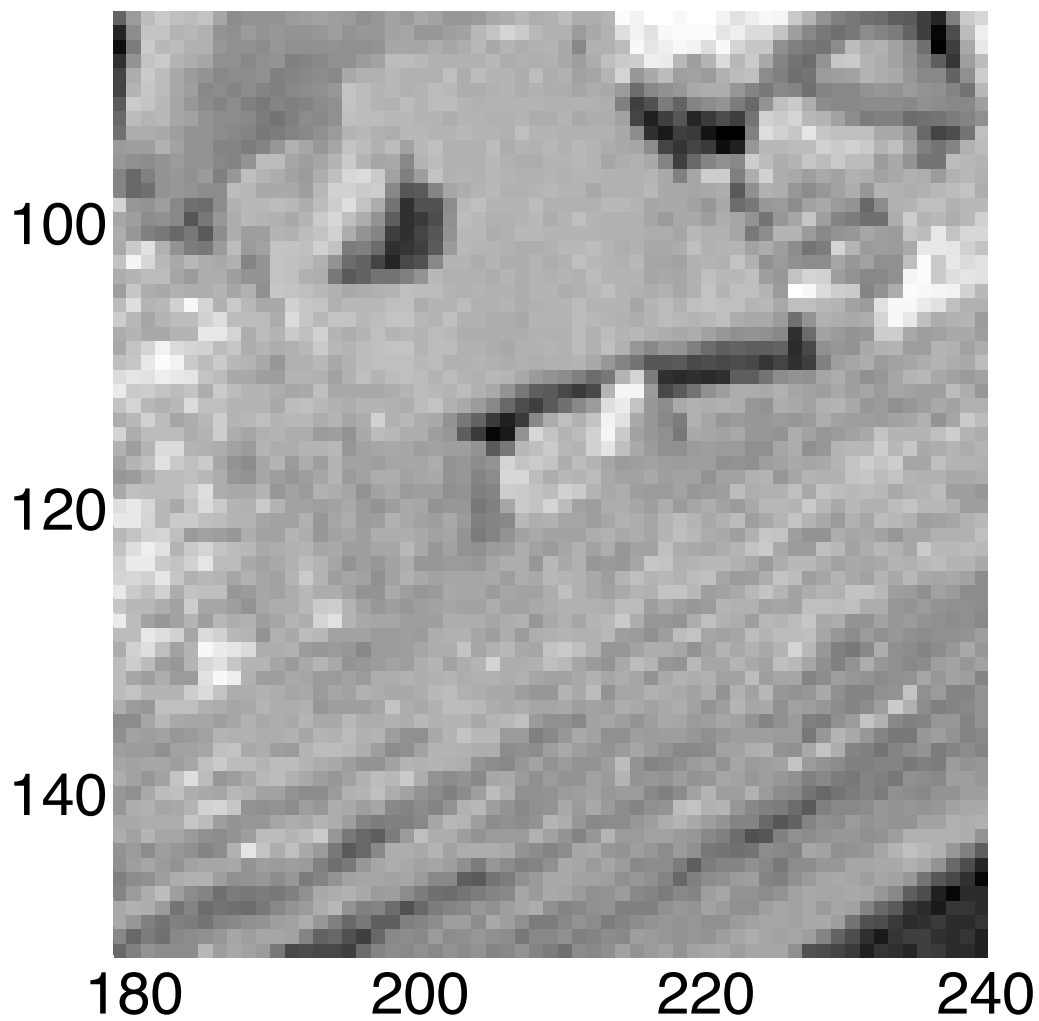
# Perception as inference



Natural scenes are full of ambiguity



# Natural scenes are full of ambiguity



# What do these edges mean?



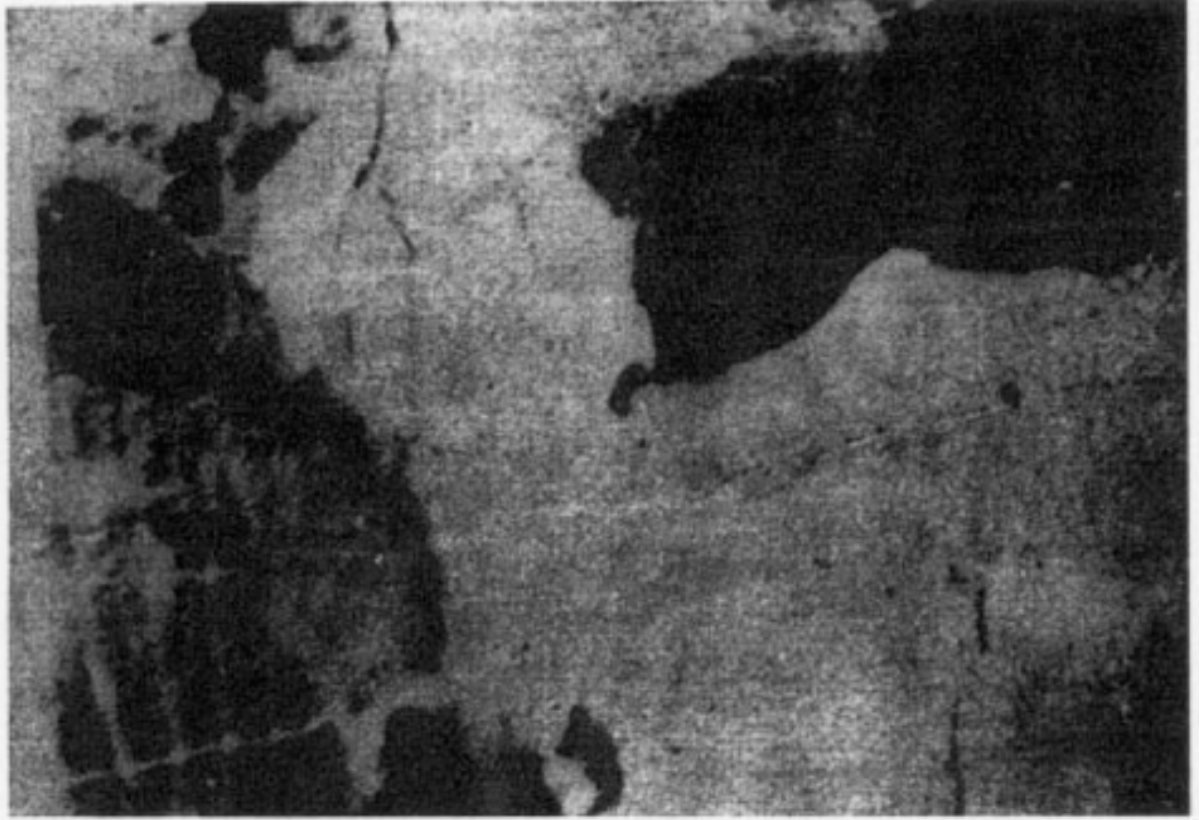
What do these edges mean?



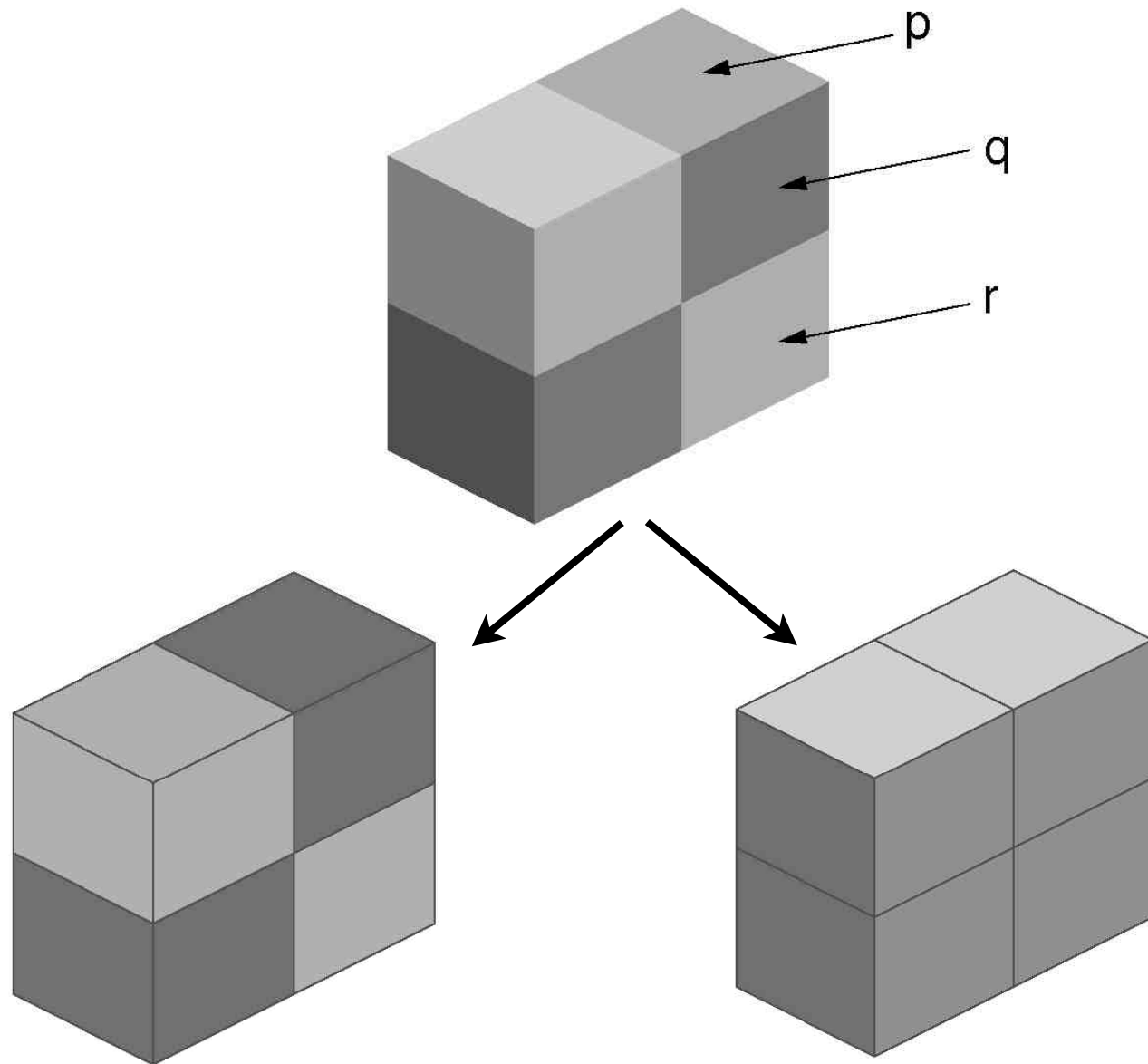
What do these edges mean?



What is this?



# What do these edges mean?



reflectance

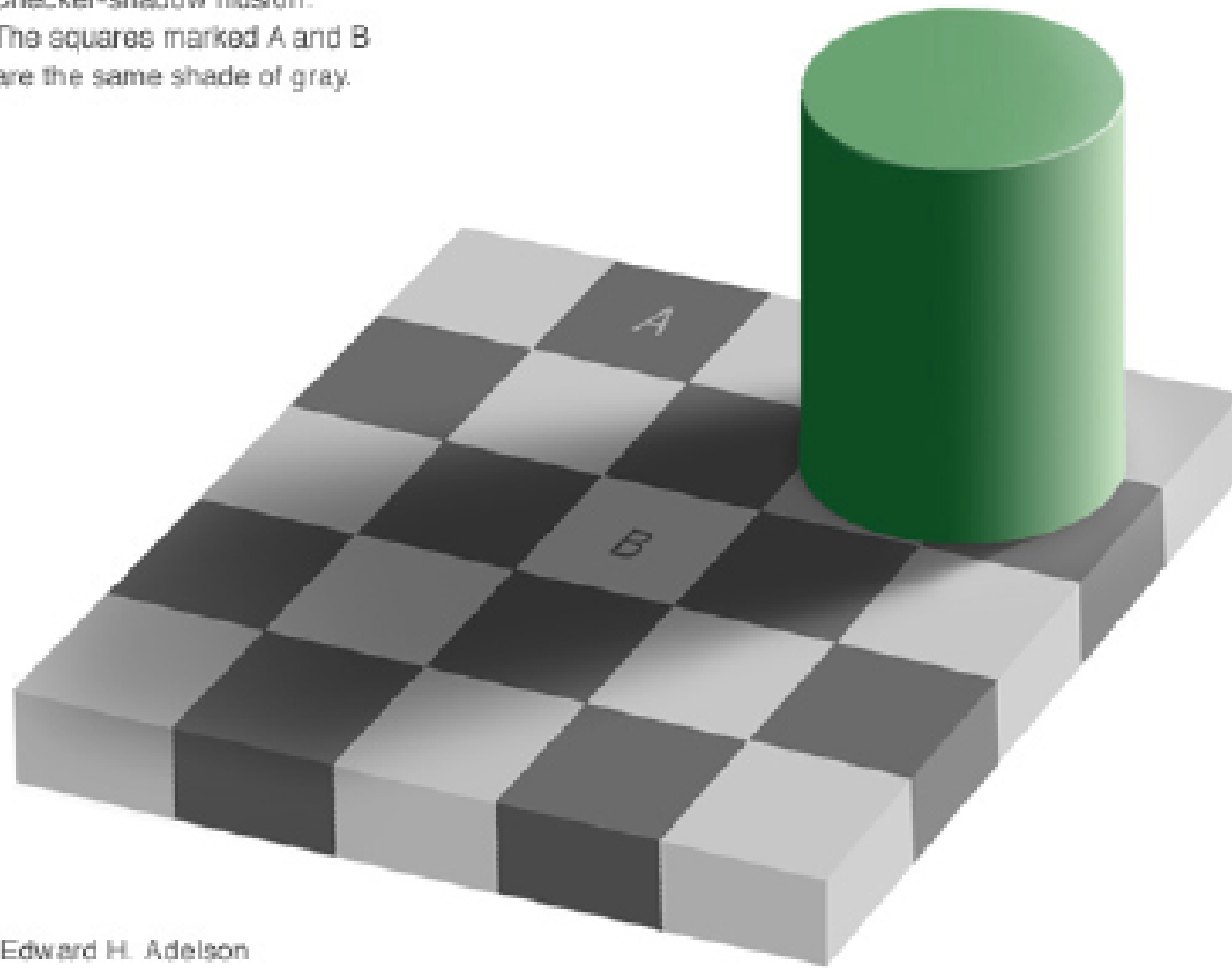
shading

(Adelson, 2000)

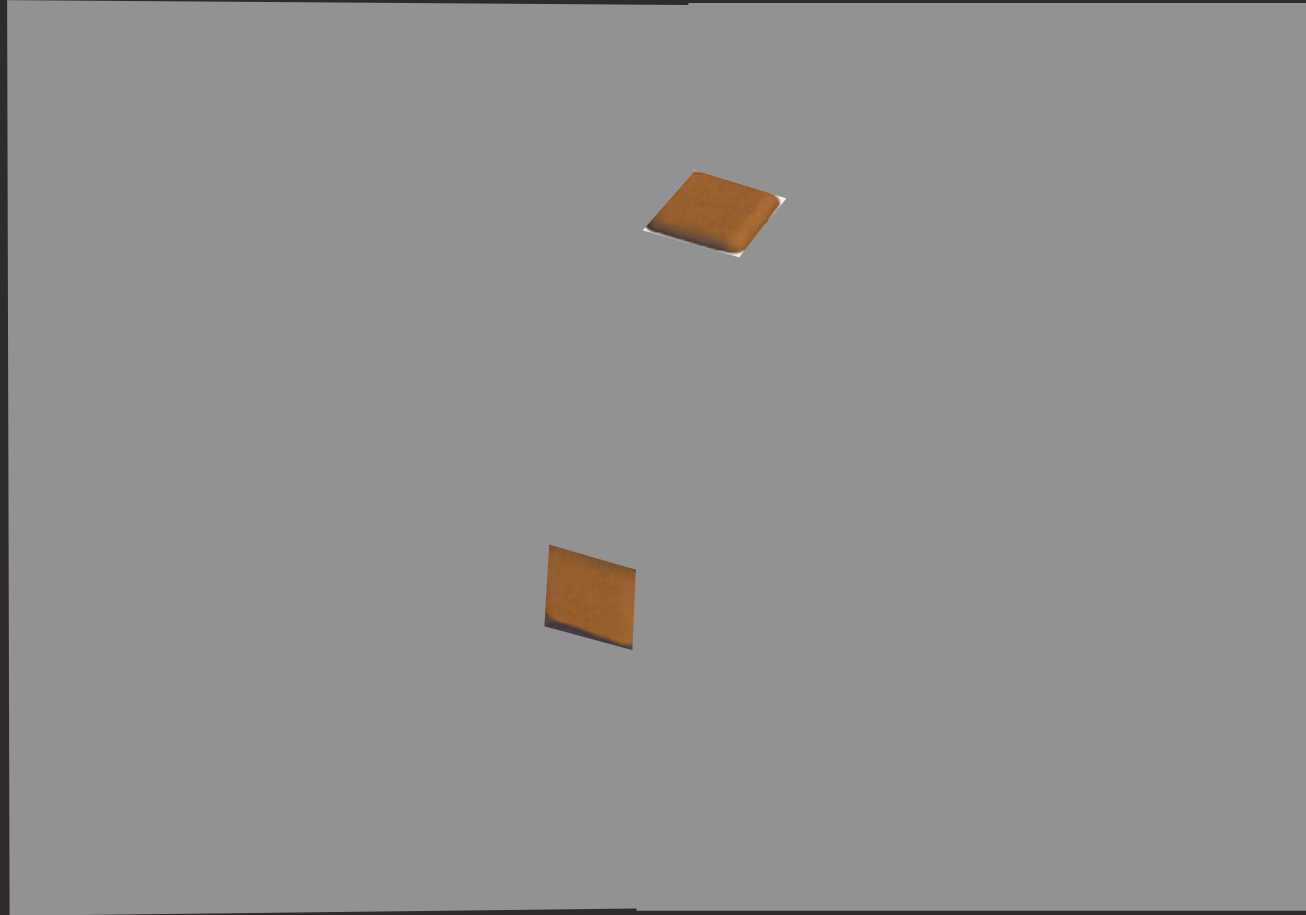


# Lightness perception depends on 3D scene layout

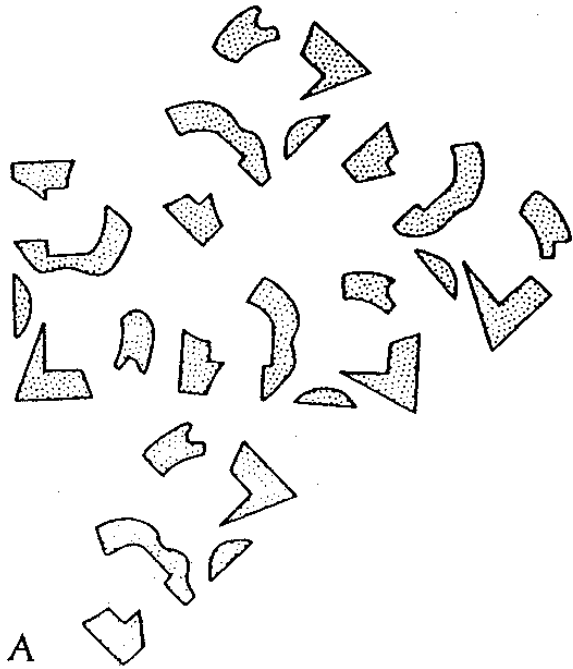
Checker-shadow illusion:  
The squares marked A and B  
are the same shade of gray.



Edward H. Adelson

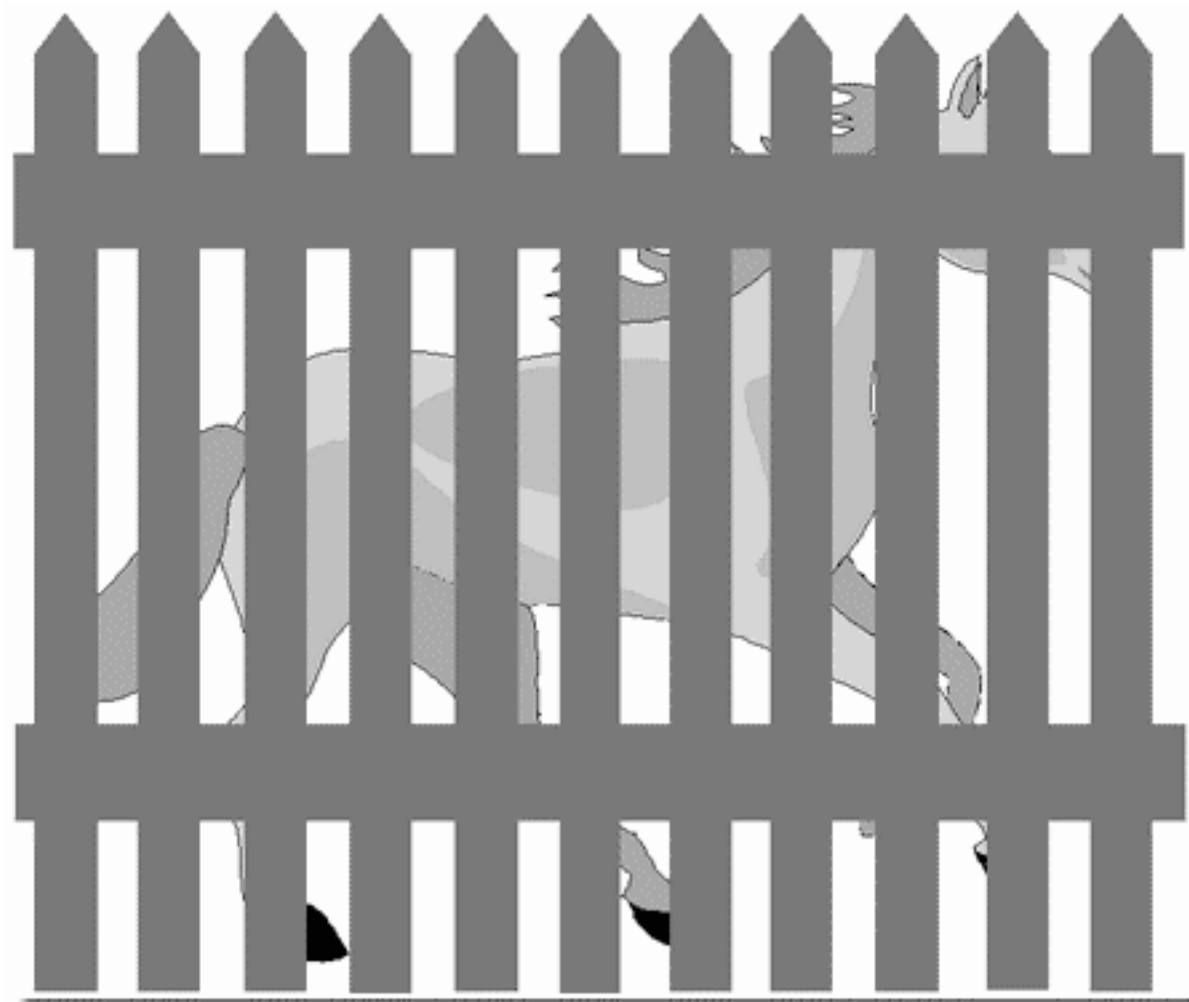


# What are the letters?

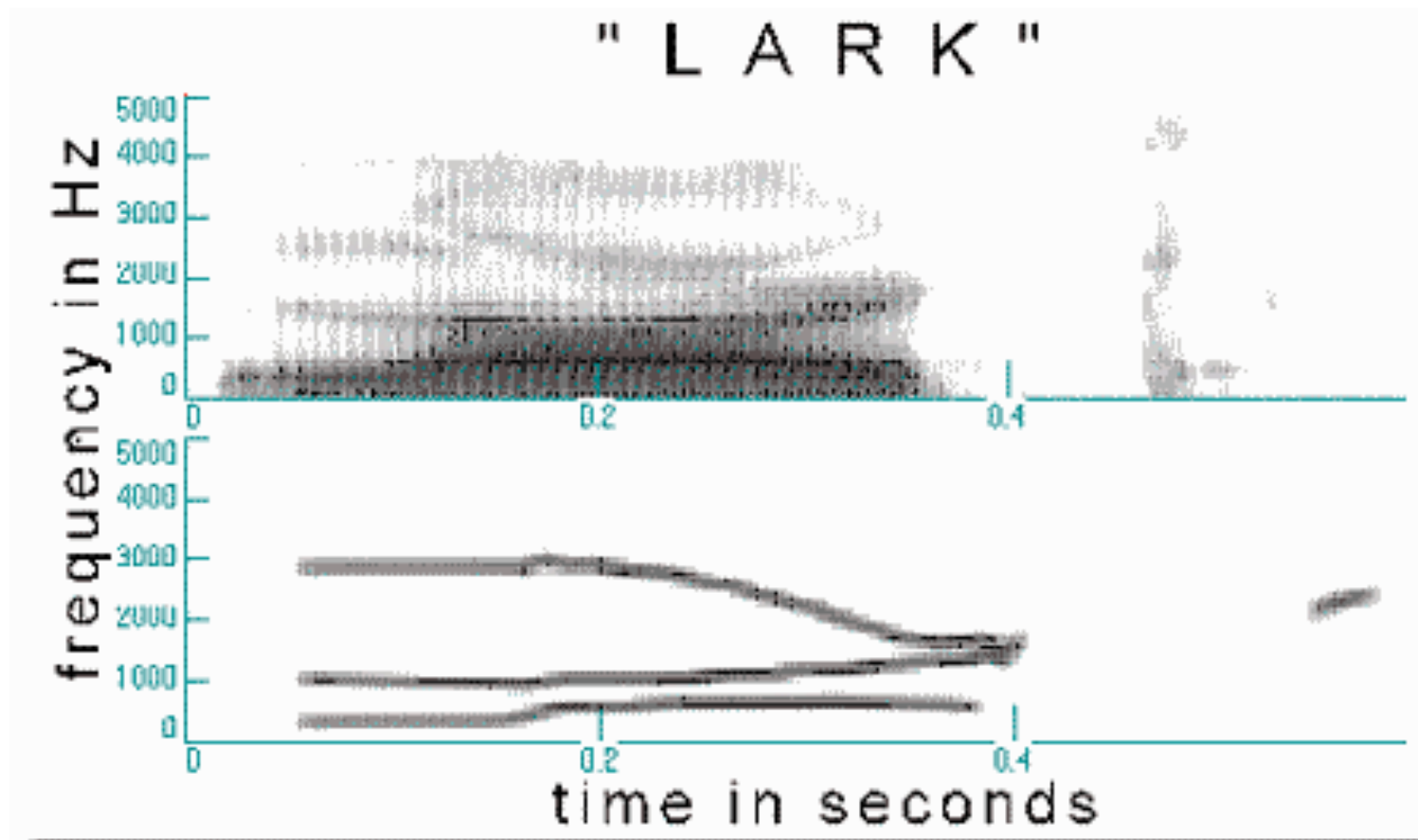


# Picket-fence effect with speech

(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

# Bayesian inference

image generation      prior knowledge

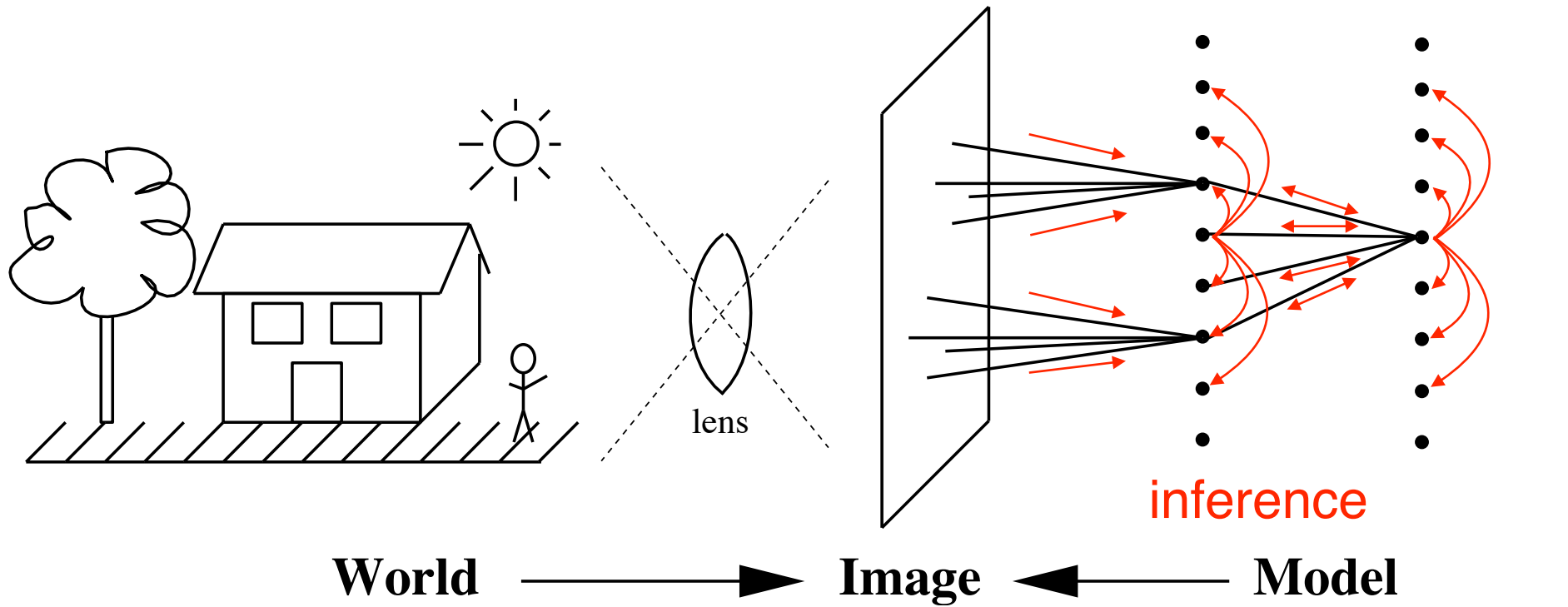
$$P(H|D) = \frac{P(D|H) P(H)}{P(D)}$$

?





# Perception as inference



$$P(I|H) \times P(H) \propto P(H|I)$$

# Hierarchical Bayesian inference in visual cortex

(Lee & Mumford, 2003)

