Quantifying the role of perceived curvature in the processing of natural object images



UNIVERSITÄT

MAX PLANCK INSTITUTE

BACKGROUND

- Curvature is suggested as a fundamental organizational dimension of object responses [1, 2]
- While there may be a clear definition of curvature for artificial stimuli [3], defining curvature of naturalistic object images remains challenging



vs. local feature



how to deal with background features?



how to deal with object cropping viewing angle, & lighting?

How can we quantify perceived curvature of natural images, and how does this perceived curvature relate to patterns of brain activity?

METHODS

Perceived curvature ratings

Rich dataset of curvature ratings for > 27k natural object images of the THINGS database [4, 5]



U most rectilinea

100 most curvy

Split-half reliability r = 0.93

Computed curvature

- MLV toolbox [6]
- Li & Bonner [1]
- Normalized contour curvature (NCC) [3]



natural



segmented

ShapeComp [7]

• image-computed shape descriptors reflecting shape similarity ratings

SPoSE Dimensions [8]

Shape and texture related dimensions based on human similarity judgements of object images

THINGS-fMRI [9]

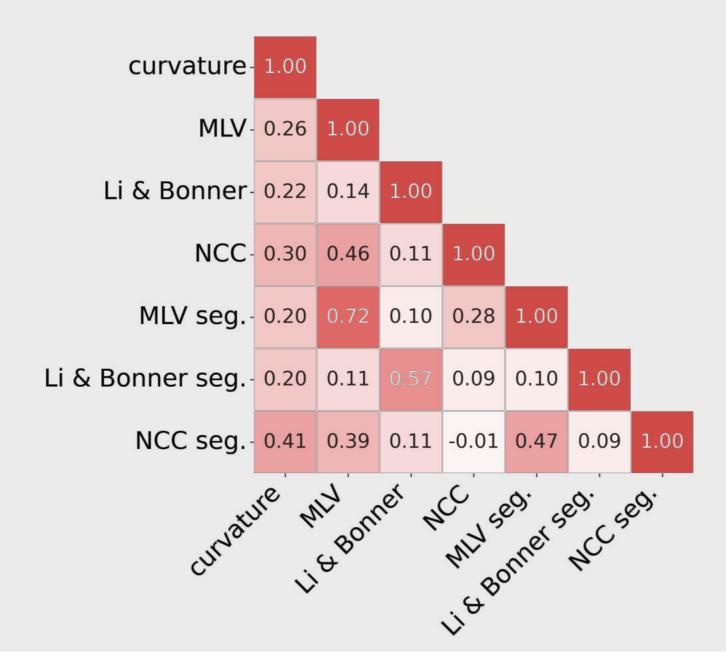
• fMRI responses of 3 participants to 8640 natural images of 720 object concepts

Laura M. Stoinski^{1,2,3}, Katya Müller³, & Martin N. Hebart^{3,4,5}

1 University of Leipzig, Germany; 2 International Max Planck Research School (IMPRS CoNI); 3 Max Planck Institute for Human Cognitive and Brain Sciences, Leipzig, Germany; 4 Justus-Liebig-University, Giessen, Germany; 5 Center for Mind, Brain and Behavior, Universities of Marburg, Giessen and Darmstadt

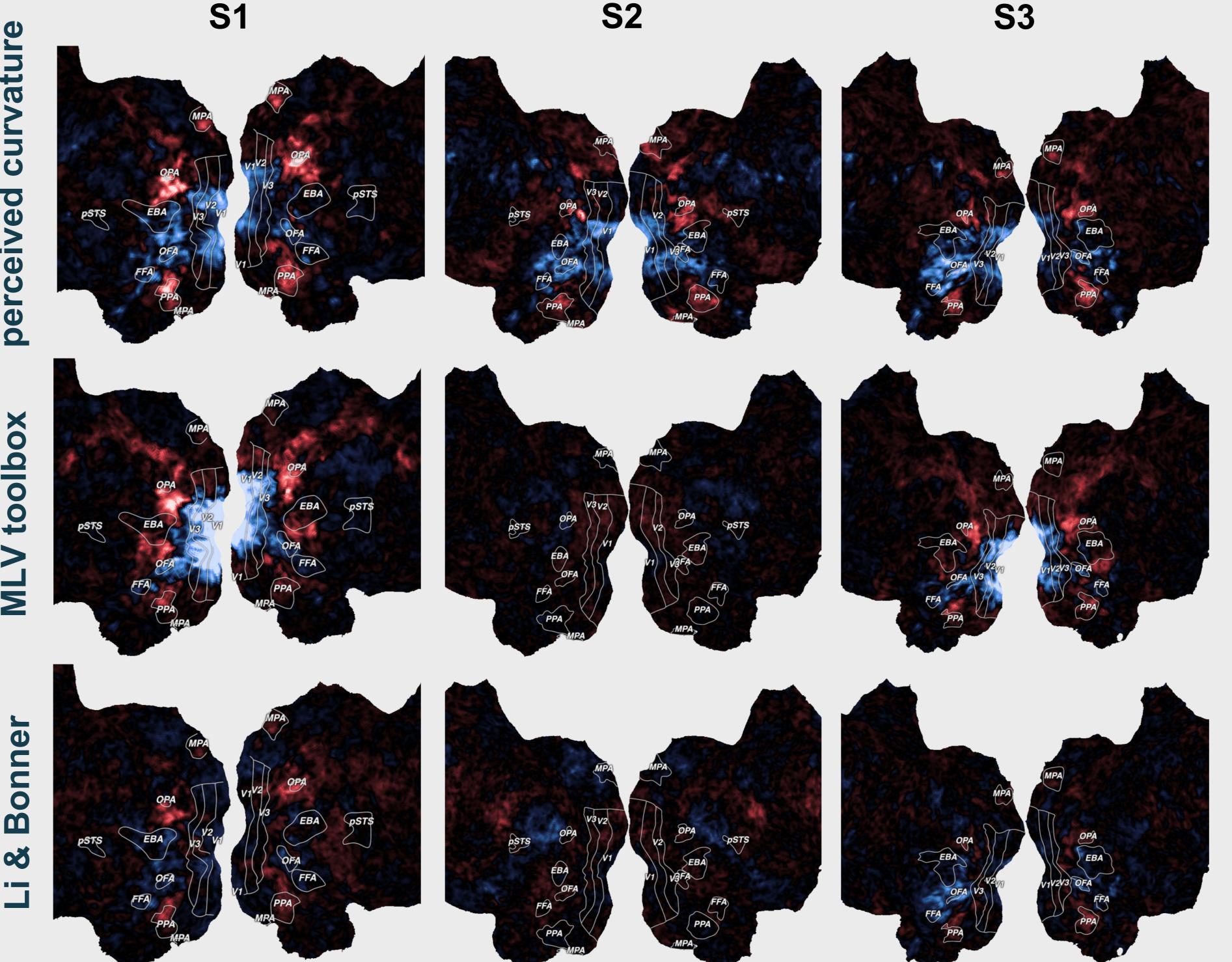
How does perceived curvature relate to other curvature,

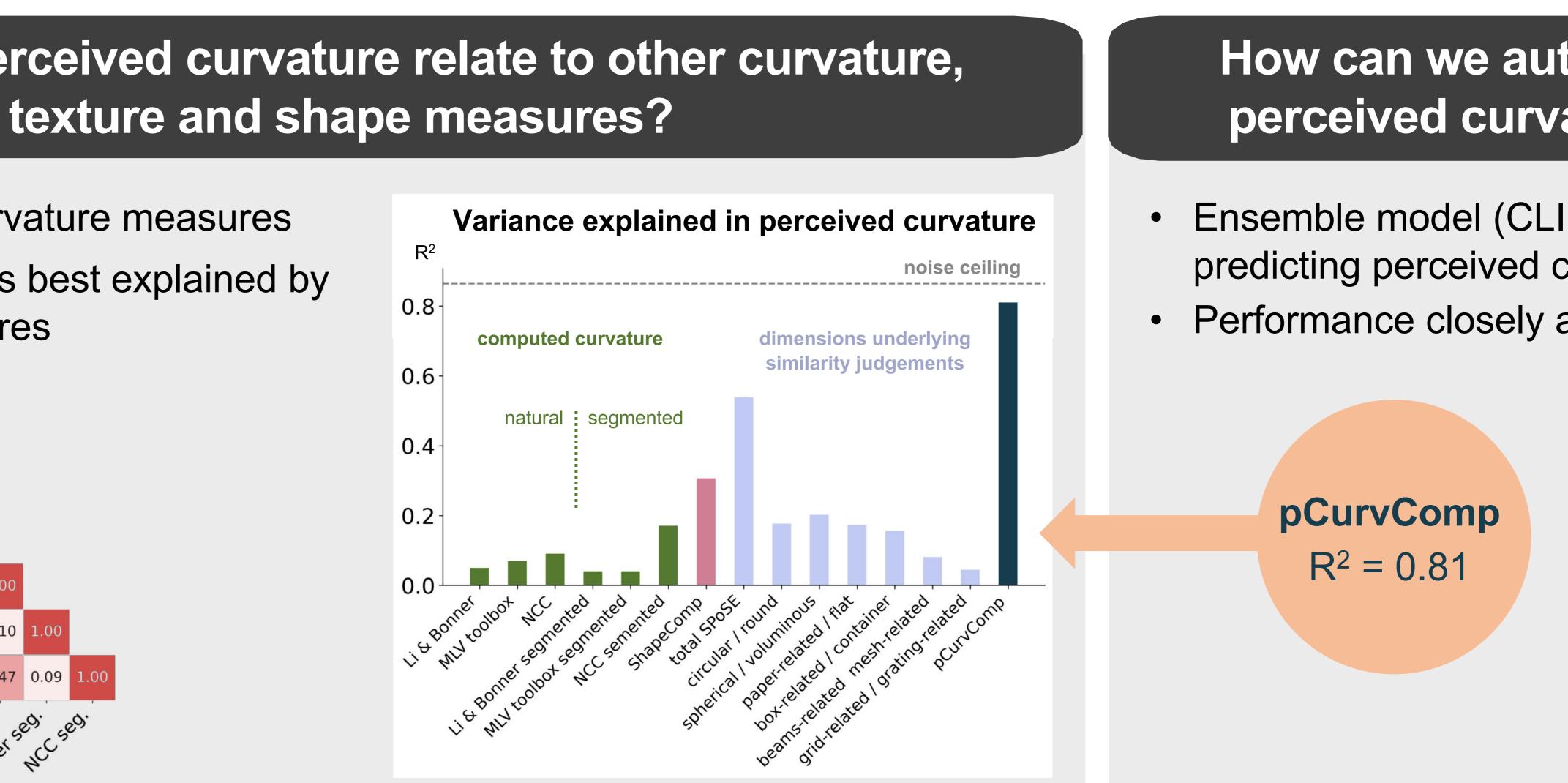
- Low correlation of curvature measures
- Perceived curvature is best explained by shape-related measures



How do the curvature measures relate to neural object responses?

• Perceived curvature best predicts responses in higher-level visual cortex, with rectilinear preferences in scene-selective regions and interleaved curvy preferences





- images

Ð

REFERENCES [1] Li, D. S. P., & Bonner, M. F. (2022). Emergent selectivity for scenes, object properties, and contour statistics in feedforward models of scene-preferring cortex (p. 2021.09.24.461733). bioRxiv. https://doi.org/10.1101/2021.09.24.461733 [2] Long, B., Yu, C.-P., & Konkle, T. (2018). Mid-level visual features underlie the high-level categorical organization of the ventral stream. Proceedings of the National Academy of Sciences, 115(38). https://doi.org/10.1073/pnas.1719616115 [3] Marantan, A., Tolkova, I., & Mahadevan, L. (2023). Image cognition using contour curvature statistics. Proceedings of the Royal Society A, 479, 1471-2946. https://doi.org/10.1098/rspa.2022.0662 4] Hebart, M. N., Dickter, A. H., Kidder, A., Kwok, W. Y., Corriveau, A., Wicklin, C. V., & Baker, C. I. (2019). THINGS: A database of 1,854 object concepts and more than 26,000 naturalistic object images. *PLOS ONE*, 14(10), e0223792. <u>https://doi.org/10.1371/journal.pone.0223792</u> [5] Stoinski, L. M., Perkuhn, J., & Hebart, M. N. (2023). THINGSplus: New norms and metadata for the THINGS database of 1854 object concepts and 26,107 natural object images. Behavior Research Methods. https://doi.org/10.3758/s13428-023-02110-8 [6] Walther, D. B., & Shen, D. (2014). Nonaccidental Properties Underlie Human Categorization of Complex Natural Scenes. Psychological Science, 25(4), 851-860. [7] Morgenstern Y, Hartmann F, Schmidt F, Tiedemann H, Prokott E, Maiello G, et al. (2021) An image-computable model of human visual shape similarity. PLoS Comput Hebart, M. N., Zheng, C. Y., Pereira, F., & Baker, C. I. (2020). Revealing the multidimensional mental representations of natural objects underlying human similarity judgements. Nature Human Behaviour, 4(11), 1173–1185. https://doi.org/10.1038/s41562-020-00951-3 [9] Hebart, M. N., Contier, O., Teichmann, L., Rockter, A. H., Zheng, C. Y., Kidder, A., Corriveau, A., Vaziri-Pashkam, M., & Baker, C. I. (2023). THINGS-data, a multimodal collection of large-scale datasets for investigating object representations in human brain and behavior. *eLife*, 12, e82580. <u>https://doi.org/10.7554/eLife.82580</u> [10] Radford, A., Kim, J. W., Hallacy, C., Ramesh, A., Goh, G., Agarwal, S., Sastry, G., Askell, A., Mishkin, P., Clark, J., Krueger, G., & Sutskever, I. (2021). Learning Transferable Visual Models From Natural Language Supervision. https://doi.org/10.48550/ARXIV.2103.00020 [11] He, K., Zhang, X., Ren, S., & Sun, J. (2016). Deep Residual Learning for Image Recognition. 2016 IEEE Conference on Computer Vision and Pattern Recognition (CVPR), 770-778. https://doi.org/10.1109/CVPR.2016.90 [12] Liu, Z., Mao, H., Wu, C.-Y., Feichtenhofer, C., Darrell, T., & Xie, S. (2022). A ConvNet for the 2020s (arXiv:2201.03545). arXiv. https://doi.org/10.48550/arXiv.2201.03545

stoinski@cbs.mpg.de

JUSTUS-LIEBIG-📻 UNIVERSITÄT J GIESSEN

ision and computational

How can we automatically quantify the perceived curvature of novel images?

• Ensemble model (CLIP, Resnet50, & ConvNext [10-12]) predicting perceived curvature of natural images • Performance closely approaches noise-ceiling

> Validation with external dataset (Long et al. 2018)





CONCLUSION

• Discrepancies between curvature measures highlight the challenges of quantifying curvature of natural object

• Humans can reliably judge object curvature, which differs from computed curvature

• This perceived curvature is a candidate organizational dimension of responses to natural object images

• Recognizing its importance, we make perceived curvature image-computable with **pCurvComp**





#26.420 Obj. Recog.: High-level features VSS24