

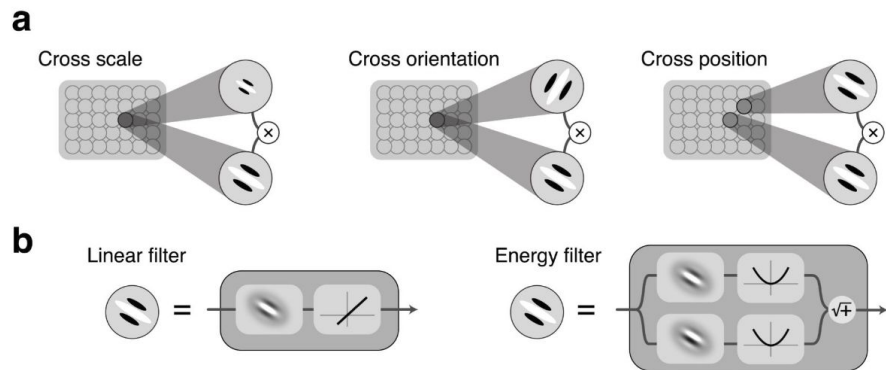
# Task-dependent contribution of higher-order statistics to natural texture processing

Daniel Herrera-Esposito, Ruben Coen-Cagli



# Background:

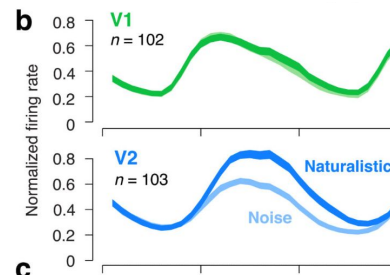
- Portilla-Simoncelli model is a set of summary statistics
- It is an influential model of vision



Ziamba, Freeman, Simoncelli, Movshon. 2013 Nat Neuro



Balas, Nakano, Rosenholtz. 2009 JOV



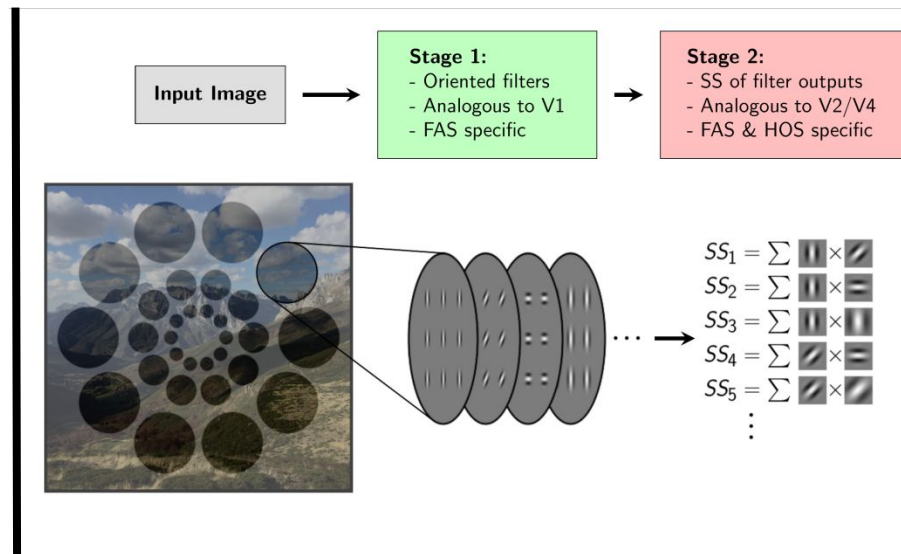
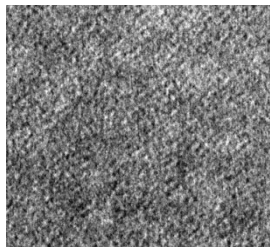
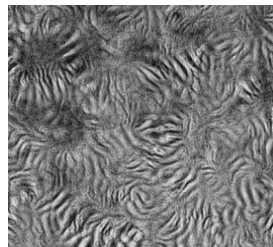
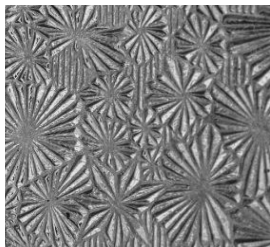
## Background:

- Portilla-Simoncelli statistics can be divided into **spectral statistics** and **higher-order statistics (HOS)**

Original

HOS+Spectral

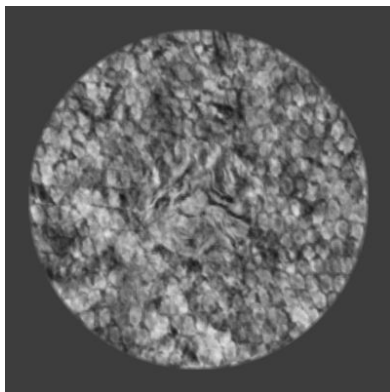
Spectral



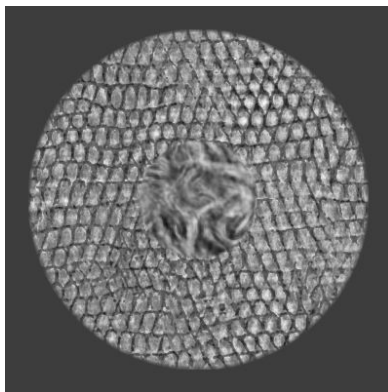
## Background:

- Humans mostly ignore differences in HOS for naturalistic texture segmentation

HOS difference



HOS & Spectral difference



In line with previous work:

Hermundstadt et al. 2014 eLife

Tesileanu et al. 2020 eLife

Tkacik et al. 2010 PNAS

Victor et al. 2013 JOV

Zavitz et al. 2014 JOV

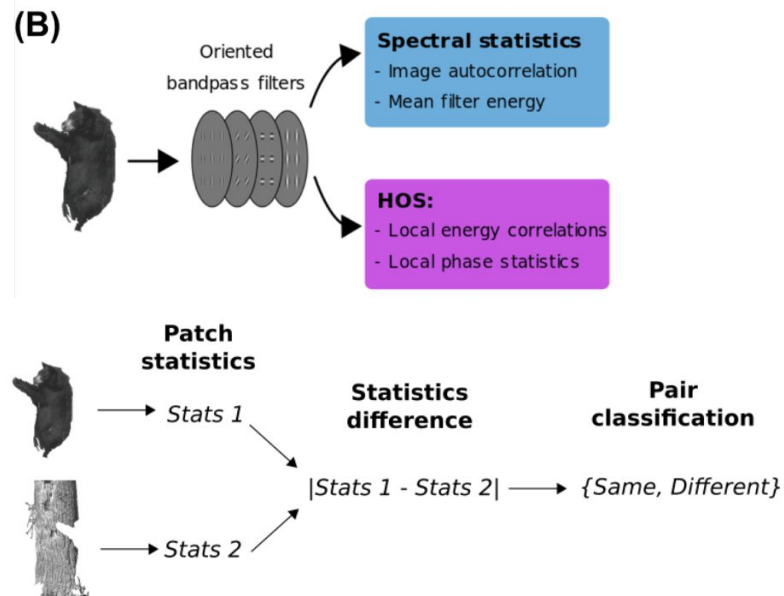
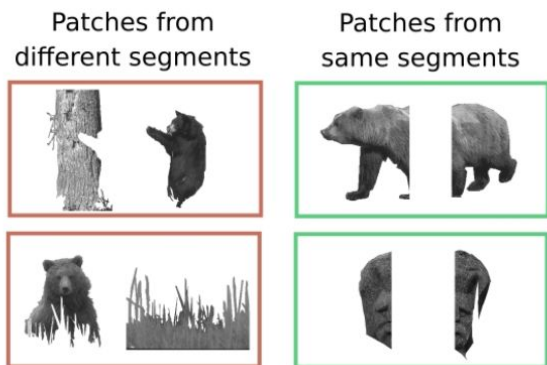
**Herrera-Esposito, Coen-Cagli, Gomez-Sena. (2021) JOV**

## Background:

- **Hypothesis:** HOS are not very useful for natural image segmentation

# Background:

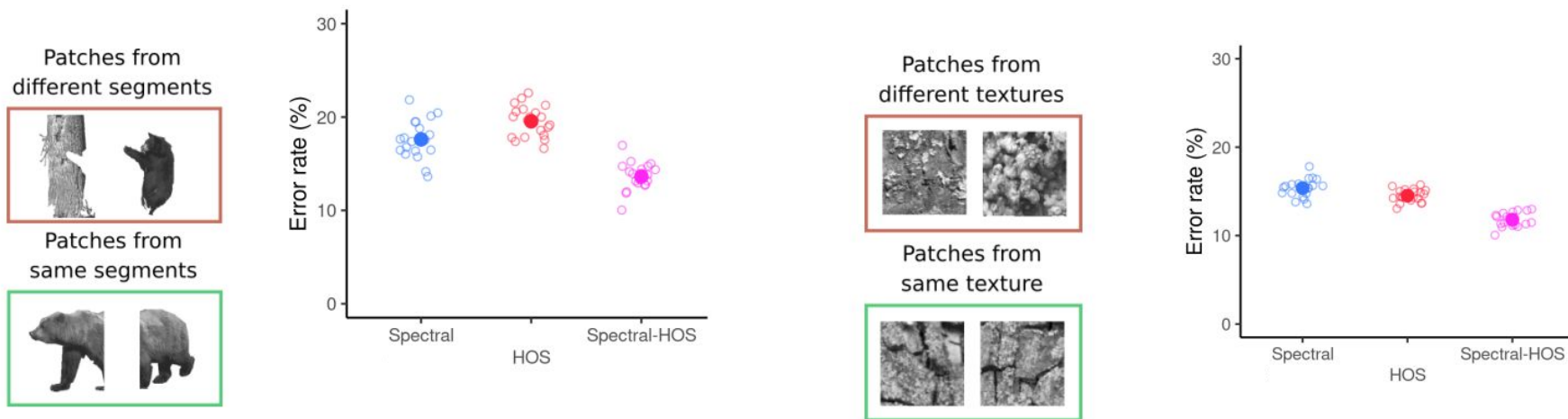
- **Hypothesis:** HOS are not very useful for natural image segmentation



Berkeley Segmentation Dataset. (Martin et al. 2001 ICCV)

## Background:

- Spectral and HOS are redundant for a scene and for a texture segmentation task



## Question:

- HOS are important for texture perception (abundant evidence)
- Why are HOS important for texture perception but not segmentation?



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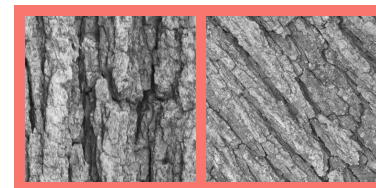
## Question:

- HOS are important for texture perception (abundant evidence)
- Why are HOS important for texture perception but not segmentation?
- **Hypothesis:** There is a task-dependent usefulness of HOS for texture processing
  - HOS are useful for some texture tasks in natural images
  - Humans do use HOS for these tasks
  - For example, classification

## Approach:

- We trained texture classifiers using different statistics
- 11 image datasets, with 4 kinds of classification:  
Instance, Material, Perceptual, Scenes
- Log-odds ratio (LOR) as a measure of HOS usefulness:
  - $LOR \sim 0 \Rightarrow$  HOS not useful
  - $LOR > 0 \Rightarrow$  HOS useful

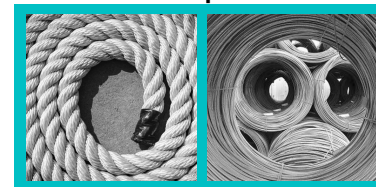
Instance



Material



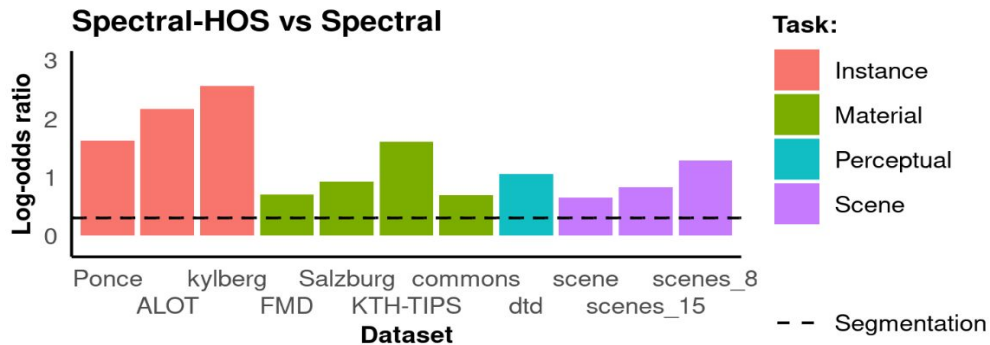
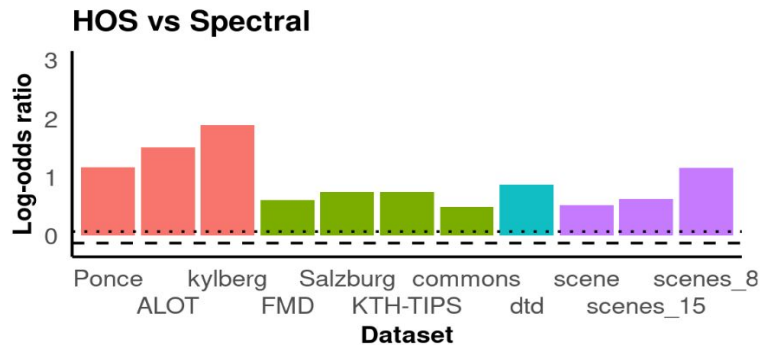
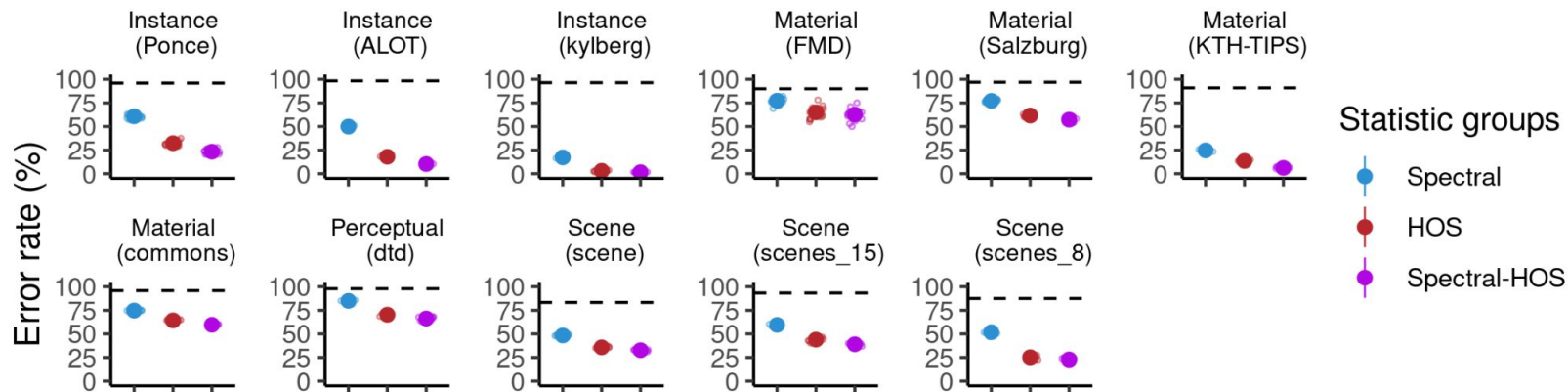
Perceptual



Scenes

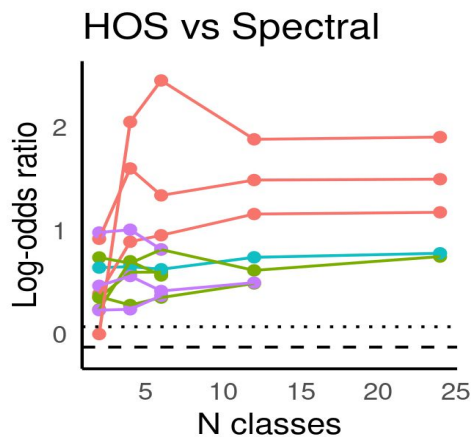


# Results:

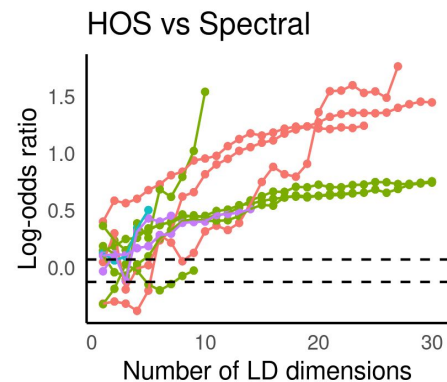
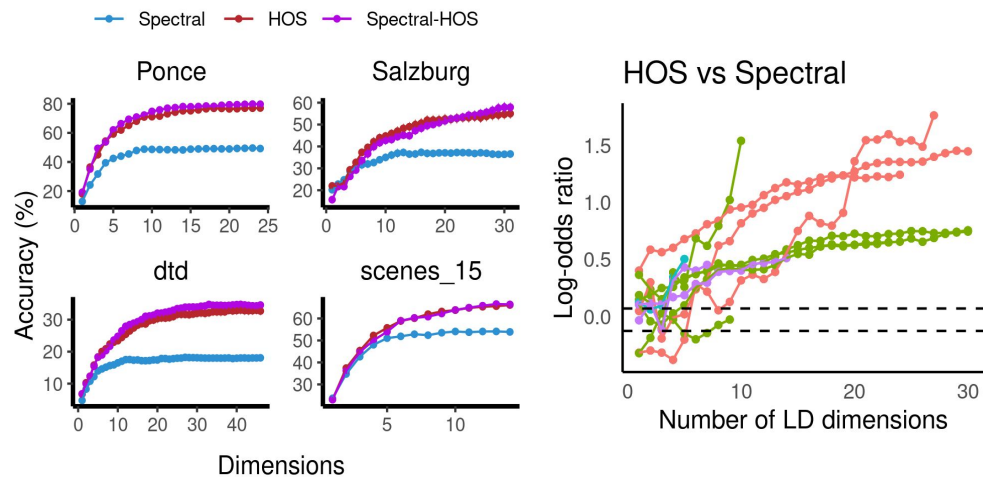


# Results:

It is not (exclusively) due to larger number of classes in classification

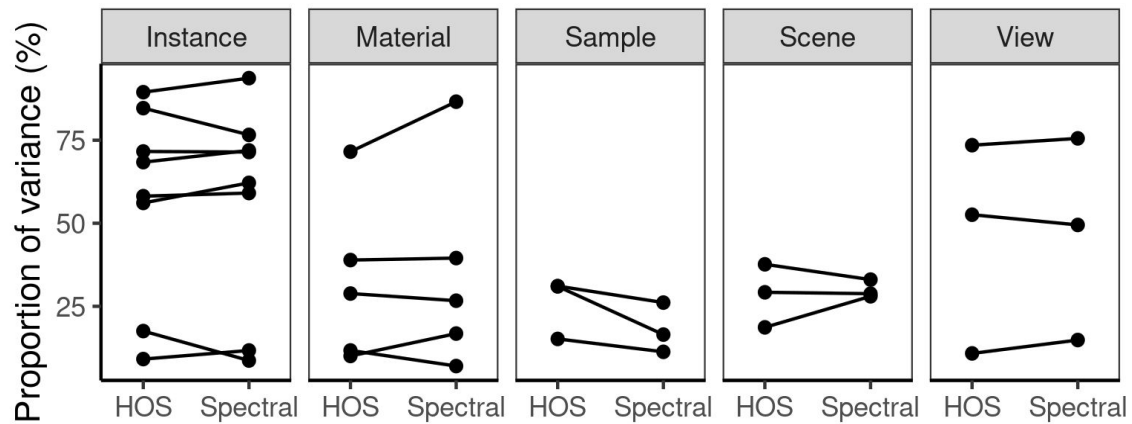


The advantage of HOS for classification depends on the number of dimensions



# Results:

Both statistics are similarly susceptible to sources of variability



## Conclusions:

- The advantage of HOS over spectral statistics for image processing is task-dependent
- The use of HOS by humans may follow their task-dependent usefulness in natural images
- Even fine task differences can affect feature usefulness
- HOS have more useful dimensions for classification... But it is still unclear (work in progress) 1) why HOS are better for classification, and 2) why they are not better for segmentation

Task Instance Material Perceptual Scene

