### Visual adaptation

### Adaptation to faces

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## Ontext In everyday life to see an object in isolation from its environment is very unlikely Objects mostly appear within their specific context Spatial Temporal Both have an impact on object processing

Logothethis et al, 2001

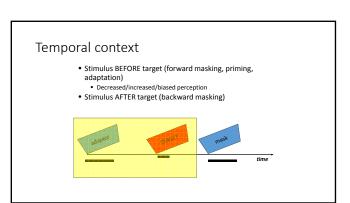
An example for the effect of spatial/temporal context

The perceived orientation of a test grating is altered by the presence of a surrounding grating with a different orientation.

Tilt illusion

Tilt after-effect

In both cases the peripherically or previously presented tilted grating biases the perception of the central or subsequent vertical pattern.



### Adaptation effect

- occurs at several stages of the visual system
  - $\bullet$  from lower-level (retina) to higher-level visual areas (IT)
- for measuring these effects stimuli with different levels of complexity were used
  - one of the most complex, widely used target images:
     human faces

### By-pass....

- Why faces?????
- The simple answer: because faces are SPECIAL!
- How? Why?

### Human faces ...

• 3D visual stimuli convey a multiple of perceptual data

Usually effortless, automatic even though very similar structure

- Expression/emotion
- Focus of attentionAttractivity
- Age
- Gender
- Race/ethnicity

 $\bullet$  We prone to see faces anywhere....  $\ensuremath{\mbox{\@Climber.eq}}$ 





### The most important question...

- Are human faces a very special, unique category or they are "only" one object from the others?
- PROs and CONs:
  - Different nature of processing (feature-based versus holistic/configural)
     Different stages and routes of processing (Bruce and Young model)

  - Different stimulus representation (Valentine's MDFS explanation)
     Different neural representation (modularity????)
  - Neuropsychology (prosopagnosia)
  - Expertise????

One evidence for holistic processing – Thatcherillusion

- different processing



It becomes more difficult to detect local feature changes in an inverted face. despite identical changes being obvious in an upright face.

### The Bruce and Young model (1986)

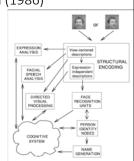
- different stages
- A classical box and arrow model
- First stage: structural encoding
  - Based on visual information
  - Viewpoint-dependentExpression-independent
- Second step: parallel processes

- In case of recognition:

  1. Visual analysis

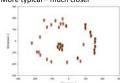
  2. FRU

  3. Other information (n Other information (name, likes and dislikes)

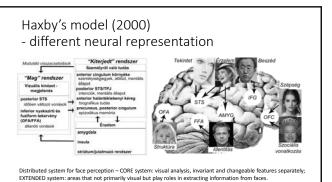


### Valentine's MDFS model (1991)

- different representation
- Multidimensional face space
  - Faces are encoded as points in a metaphoric N-dim FS
  - Dimensions: any characteristic which differentiates among faces
  - Origin: average face (Q: from what?)
  - More typical much closer







### Prosopagnosia

- neuropsychology



- Double dissociation: patient A with impaired face recognition without any problem with other non-face objects versus patient B with the opposite pattern
- Face blindness = prosopagnosia
  - Unable to recognize familiar faces
  - Other visual processes and intellectual functioning remain intact
  - AP vs. DP/CP

    - AP: after brain damage
       DP/CP: lifelong, without any neurological history
       Prevalance: "1.8-2.5%
       C: congential (???)

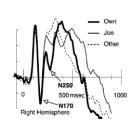
### Expertise

- Sceptics: faces vs. Non-face objects different level of categorization
- Faces: subordinate level (member level)
- Objects: basic level
- Conclusion: we are experts in faces that is why their representation and encoding is so deep and large
- Q: non-face object category experts?



### Faces and the brain – Event-related potentials

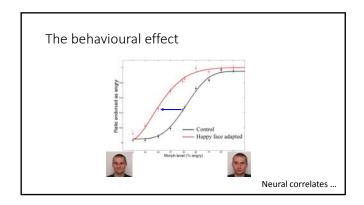
- Right hemisphere dominance
- Posterior OT regions
- P100: early visual encoding
- N170: structural encoding
- P2: ??? A lot ...
- N250: identity/familiarity

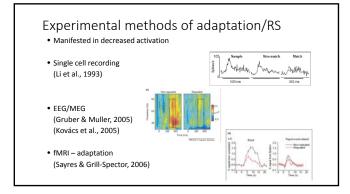


### Faces AND adaptation

- Behaviourally
  - After-effect (biased perception biased decisions)
- Neural effect:
  - Altered amplitude values of the face-evoked ERP components

### Face after-effect (FAE) Morphing

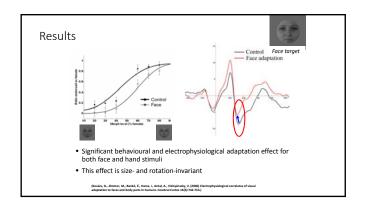


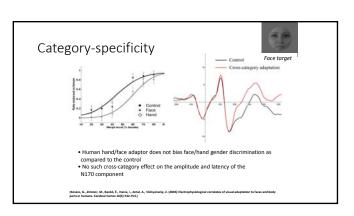


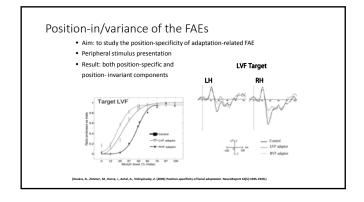
### Main questions

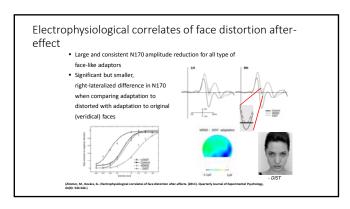
- Which are the levels of visual processing that faceselective after-effects (FAEs) can be linked to?
- 2. Is there category specificity in adaptation?
- 3. How position-invariant FAEs are?
- 4. Are there hemispheric asymmetries in the strength of the adaptation effect?
- 5. What role does the duration of adaptation play in shape-selective after-effects?

# Methods of the adaptation experiments • 2AFC discrimination task (gender, distortion, familiarity) • Central or peripheral stimulus presentation • ERP recordings /25 or 60 channels, main components: P100, N170, and P2, N250/ • Customary off-line analyses







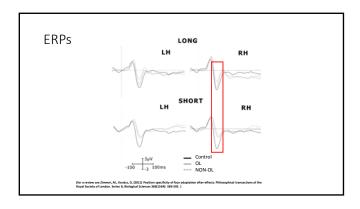


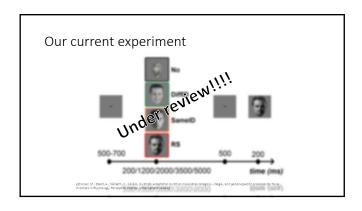
Adaptation duration determines the positional specificity of the FAE

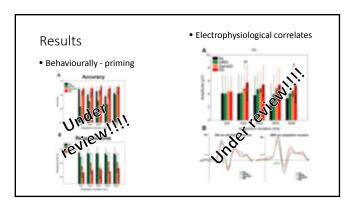
Duration of the adaptor determines how it will interact with the subsequent target

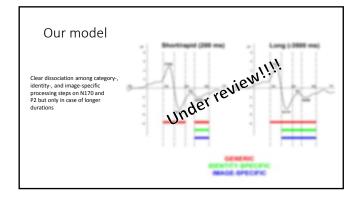
Short vs. Long term peripheral adaptation

Long term presentation of the adaptor (5000 ms) is needed to the adaptation of the position-specific neuronal mechanisms of face processing









### Results of adaptation studies

- 1. FAEs are the result of the adaptation of higher-level neuronal processing
- 2. FAEs are category-specific
- 3. FAEs have a position-specific and a position-invariant component
- 4. FAEs show hemispherical asymmetries
- 5. The duration of adaptation is a key factor in shapeselective after-effects

Thank you for your attention!