
Contents

Detailed Contents xi

Preface xvii

PART I

INTRODUCTION AND PHILOSOPHICAL PRELIMINARIES

General Introduction 3

Chapter 1

The Philosophy and the Approach 8

Background 8

Understanding Complex Information-Processing Systems 19

A Representational Framework for Vision 31

PART II

VISION

Chapter 2

Representing the Image 41

Physical Background of Early Vision 41

Zero-Crossings and the Raw Primal Sketch 54

Spatial Arrangement of an Image 79

Light Sources and Transparency	86
Grouping Processes and the Full Primal Sketch	91

Chapter 3

From Images to Surfaces 99

Modular Organization of the Human Visual Processor	99
Processes, Constraints, and the Available Representations of an Image	103
Stereopsis	111
Directional Selectivity	159
Apparent Motion	182
Shape Contours	215
Surface Texture	233
Shading and Photometric Stereo	239
Brightness, Lightness, and Color	250
Summary	264

Chapter 4

The Immediate Representation of Visible Surfaces 268

Introduction	268
Image Segmentation	270
Reformulating the Problem	272
The Information to be Represented	275
General Form of the 2½-D Sketch	277
Possible Forms for the Representation	279
Possible Coordinate Systems	283
Interpolation, Continuation, and Discontinuities	285
Computational Aspects of the Interpolation Problem	288
Other Internal Computations	291

Chapter 5

Representing Shapes for Recognition 295

Introduction	295
Issues Raised by the Representation of Shape	296
The 3-D Model Representation	302
Natural Extensions	309
Deriving and Using the 3-D Model Representation	313
Psychological Considerations	325

Chapter 6

Synopsis 329

**PART III
EPILOGUE**

Chapter 7

A Conversation 335

Introduction 335

A Way of Thinking 336

Glossary 362

Bibliography 369

Index 387