Contents

| | Preface | xi |
|---|--|----|
| | Acknowledgments | XV |
| 1 | Attention—We All Know What It Is | 1 |
| | But Do We Really? | 1 |
| | Moving Toward a Computational Viewpoint | 7 |
| | What Is Attention? | 10 |
| 2 | Computational Foundations | 11 |
| | Attempting to Understand Visual Processing Capacity | 11 |
| | The Language of Computation | 14 |
| | Capacity Limits and Computational Complexity | 16 |
| | Human Perception/Cognition and Computation | 18 |
| | The Computational Complexity of Vision | 21 |
| | Extending to Active Vision | 29 |
| | Extending to Cognition and Action | 32 |
| | Extending to Sensor Planning | 32 |
| | Complexity Constrains Visual Processing Architecture | 33 |
| | The Problems with Pyramids | 38 |
| | Attention Is | 51 |
| 3 | Theories and Models of Visual Attention | 53 |
| | The Elements of Visual Attention | 54 |
| | A Taxonomy of Models | 59 |
| | Other Relevant Ideas | 75 |
| | Summary | 78 |
| 4 | Selective Tuning: Overview | 81 |
| | The Basic Model | 82 |
| | Saliency and Its Role in ST | 86 |
| | Selective Tuning with Fixation Control | 88 |

viii Contents

| | Differences with Other Models Summary | 93 96 |
|---|---|------------|
| 5 | Selective Tuning: Formulation | 97 |
| | Objective Objective | 97 |
| | Representations | 98 |
| | Neurons and Circuits for Selective Tuning | 106 |
| | Selection | 114 |
| | Competition to Represent a Stimulus | 121 |
| | More on Top-Down Tracing | 122 |
| | Inhibition of Return | 124 |
| | Peripheral Priority Map Computation | 124 |
| | Fixation History Map Maintenance | 125 |
| | Task Guidance | 126 |
| | Comparisons with Other Models | 127 |
| | Summary | 131 |
| 6 | Attention, Recognition, and Binding | 133 |
| | What Is Recognition? | 134 |
| | What Is Visual Feature Binding? | 139 |
| | Four Binding Processes | 141 |
| | Binding Decision Process | 145 |
| | Putting It All Together | 146 |
| | Summary | 149 |
| 7 | Selective Tuning: Examples and Performance | 151 |
| | P-Lattice Representation of Visual Motion Information | 151 |
| | Priming | 153 |
| | Results After a Single Feed-Forward Pass (Convergence Binding) | 160 |
| | Results from a Single Feed-Forward Pass Followed by a Single | |
| | Recurrent Pass (Full Recurrence Binding) | 164 |
| | Attending to Multiple Stimuli (Type I Iterative Recurrence Binding) | 166 |
| | Empirical Performance of Recurrence Binding (Localization) | 168 |
| | Visual Search | 174 186 |
| | Type II Iterative Recurrence Binding | |
| | Saliency and AIM | 187 190 |
| | Summary | |
| 8 | Explanations and Predictions | 193 |
| | Explanations | 195 |
| | Predictions with Experimental Support | 205 |
| | Some Supporting Experiments | 211 |
| | Summary | 231 |

Contents ix

| 9 | Wrapping Up the Loose Ends | 233 |
|---|---|-----|
| | The Loose Ends | 236 |
| | Vision as Dynamic Tuning of a General-Purpose Processor | 247 |
| | Final Words | 248 |
| | Appendixes | 251 |
| | A A Few Notes on Some Relevant Aspects of Complexity Theory | 251 |
| | B Proofs of the Complexity of Visual Match | 255 |
| | C The Representation of Visual Motion Processes | 265 |
| | References | 275 |
| | Author Index | 297 |
| | Subject Index | 305 |