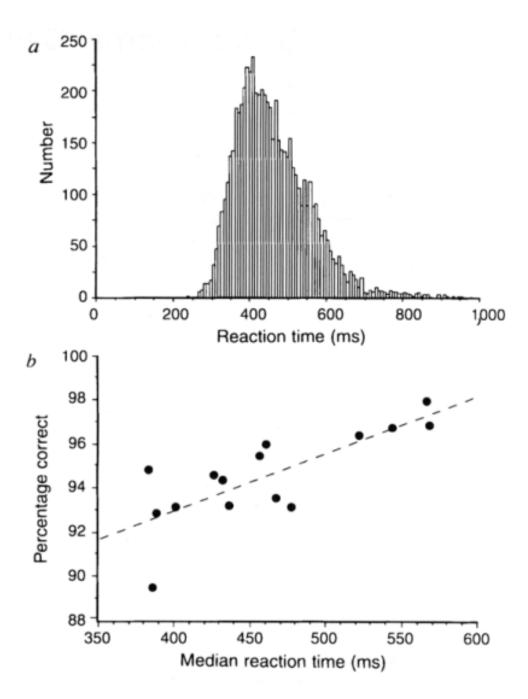
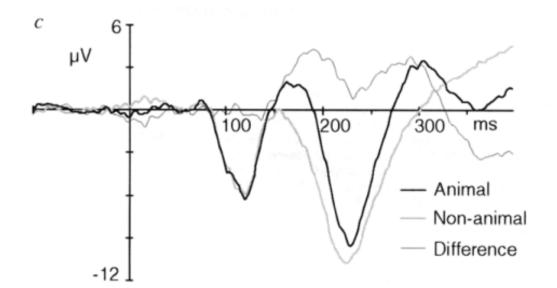
Processing speed of human visual system

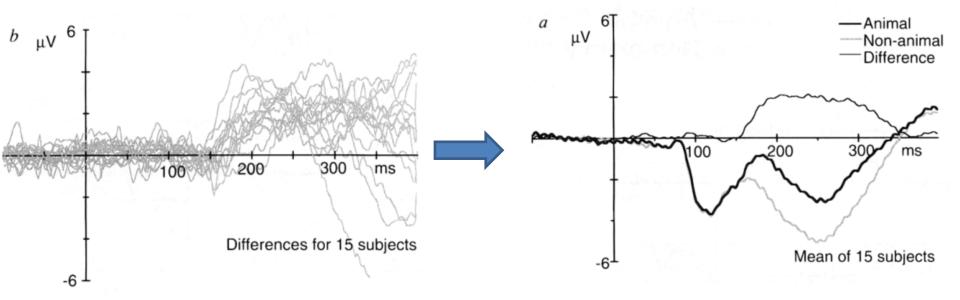
Thorpe, Fize, and Marlot

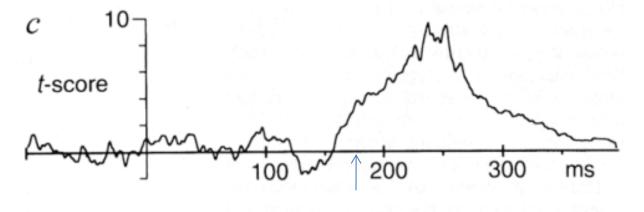
Go/No-go for animal

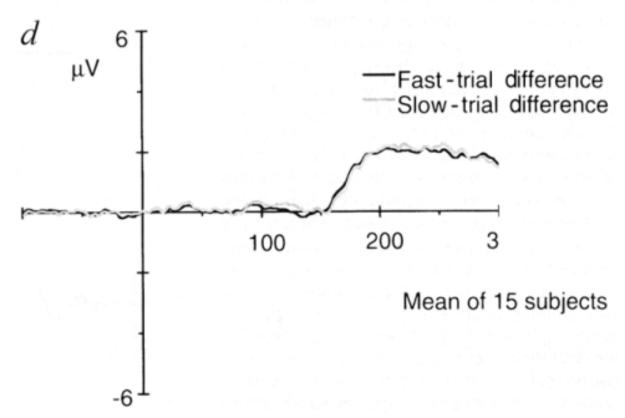








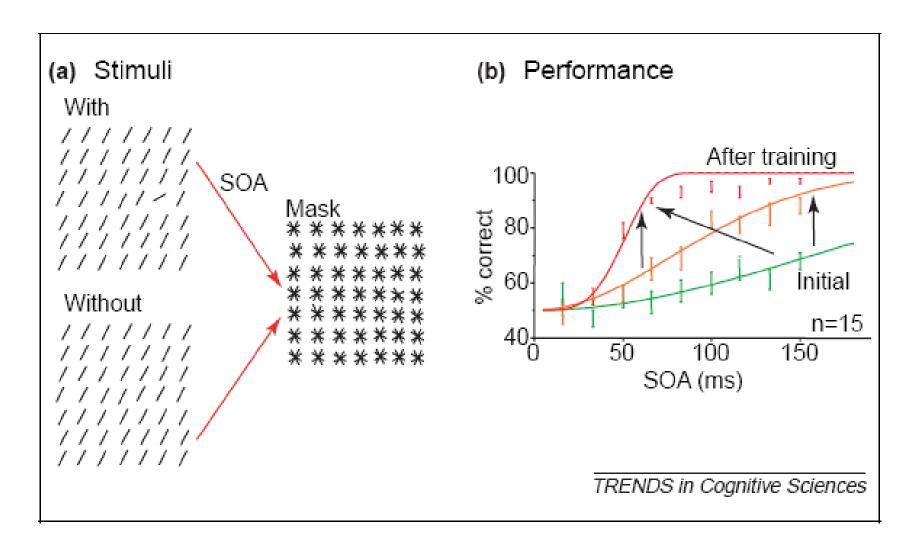




Reverse Hierachy Theory

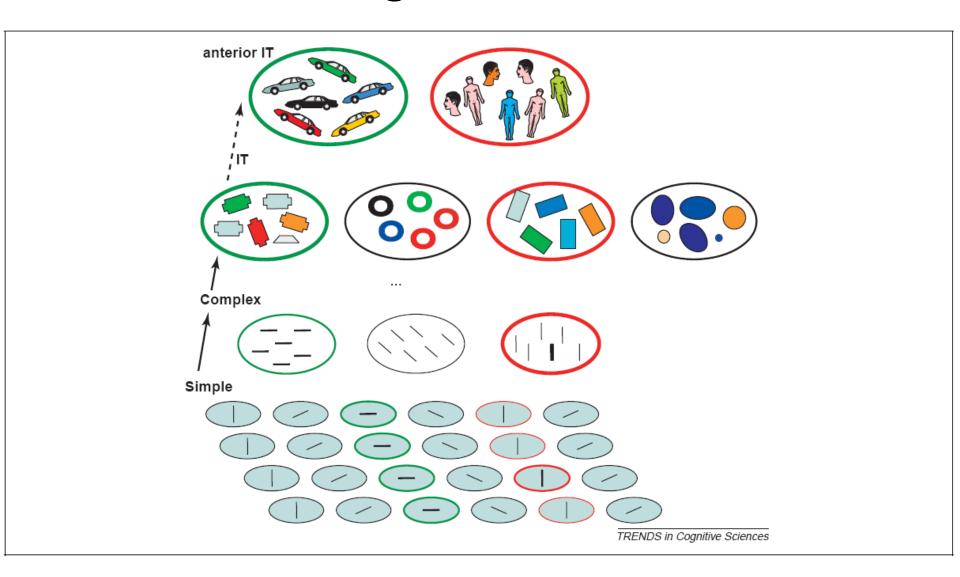
Ahissar and Hochstein Presented by Hanlin Tang

Perceptual Learning

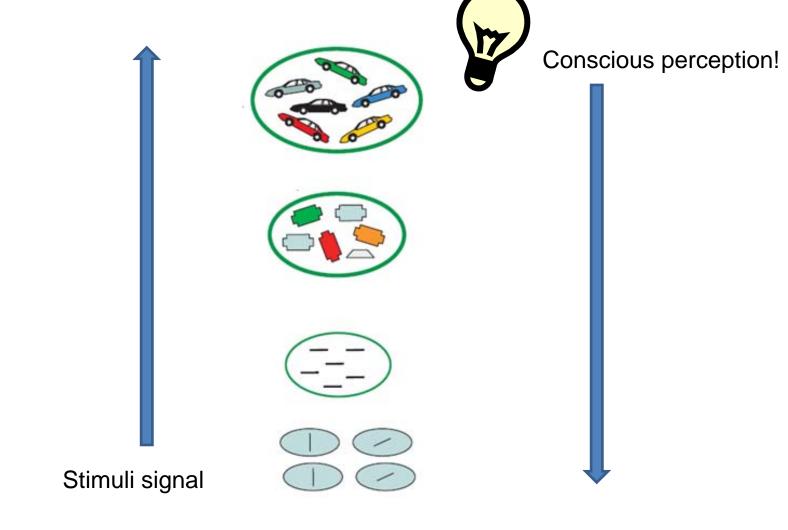




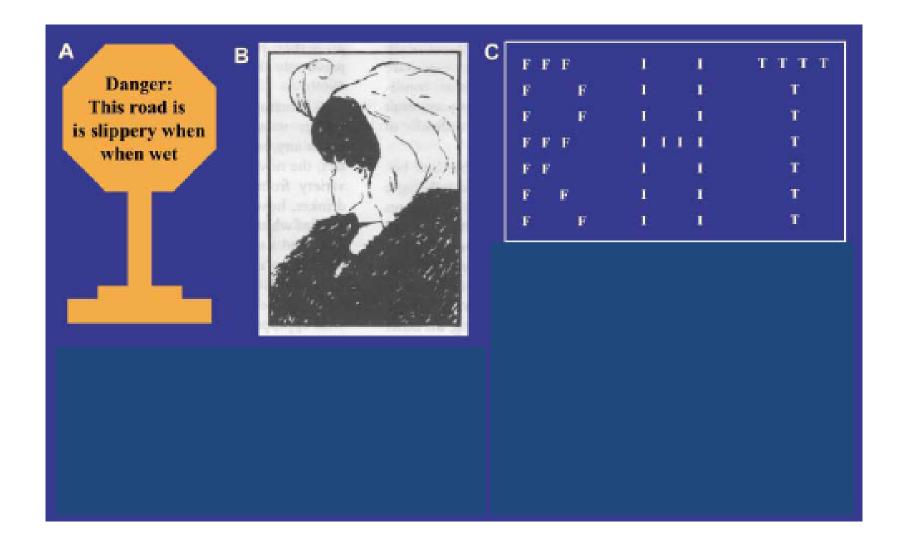
Organization



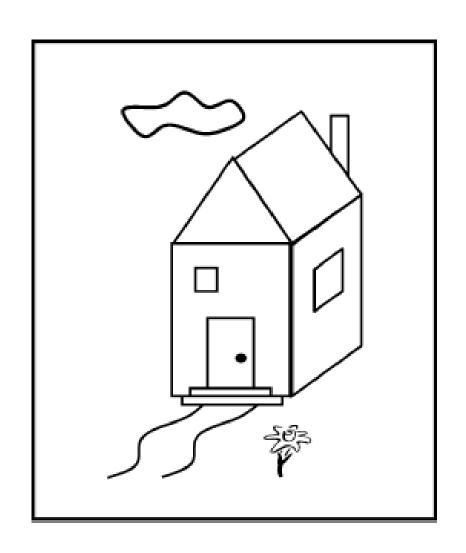
Reverse Hierarchy Theory

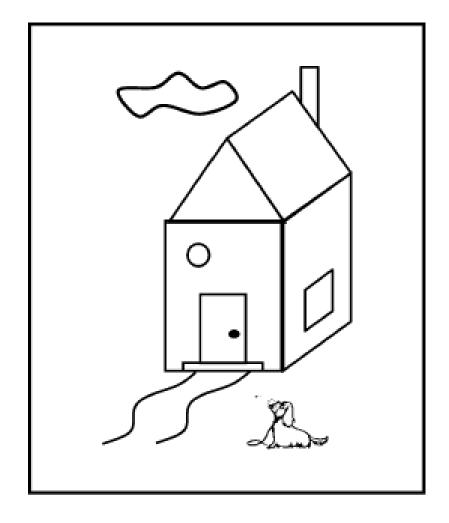


Motivations



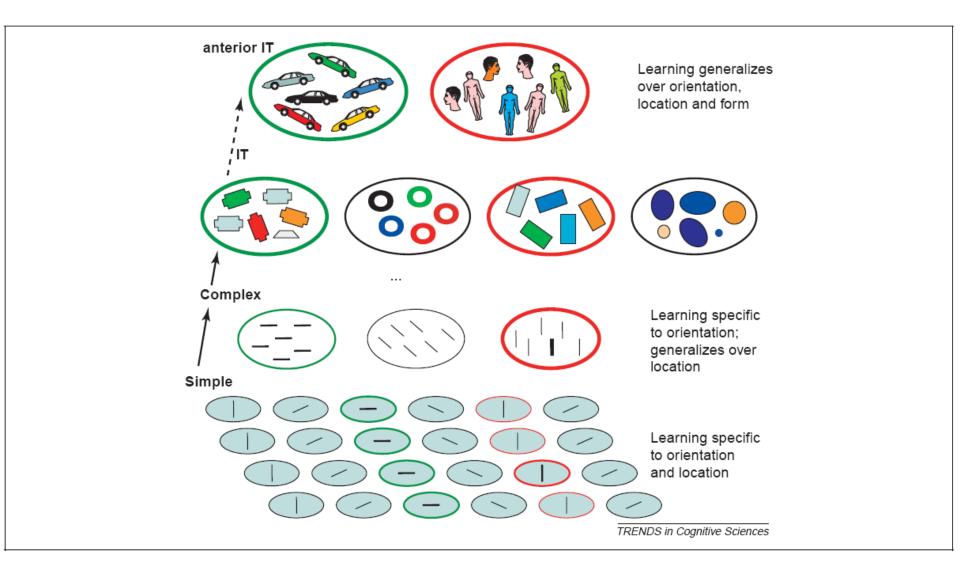
Motivations







Psycho-anatomy Logic

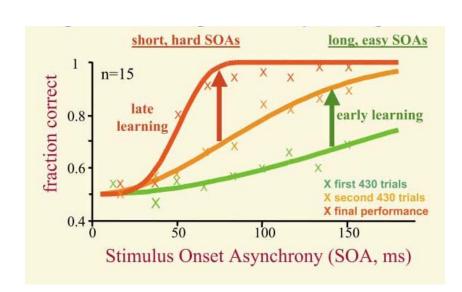


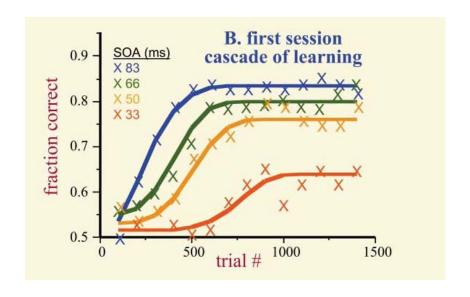


Learning with RHT

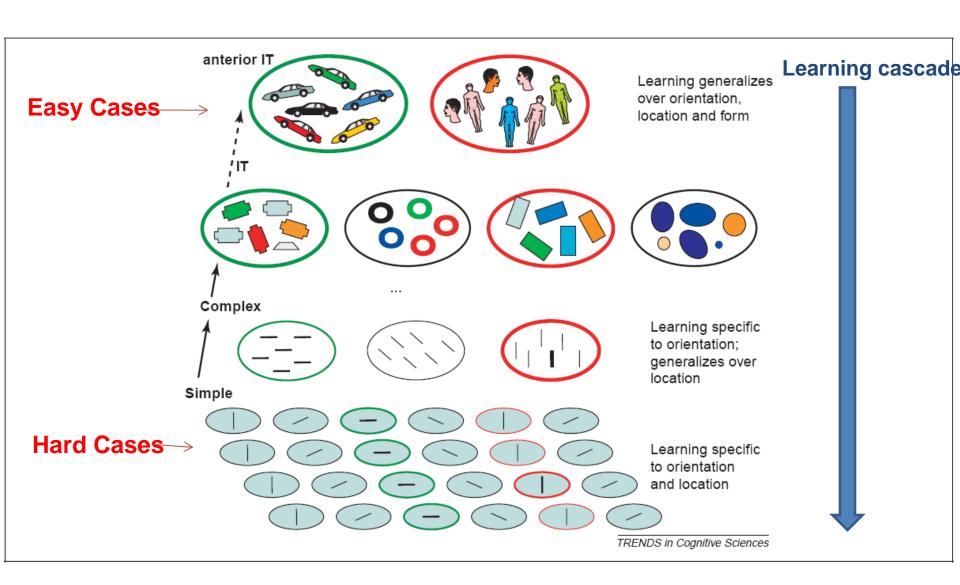
(a) Stimuli With /////// SOA Mask * * * * * * * /////// Without //////// * * * * * * * //////// * * * * * * * /////// ///////

- Easy general, hard orientationspecific
- Learning easy before hard

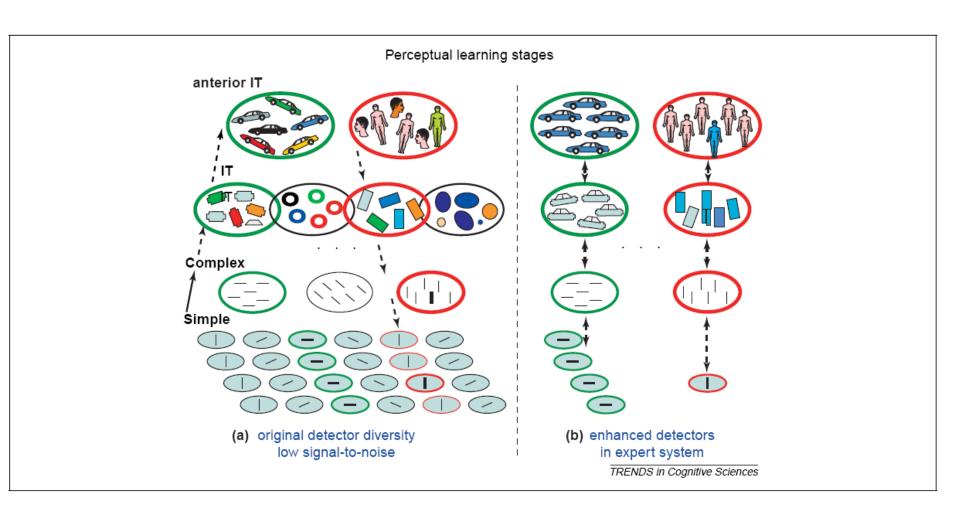




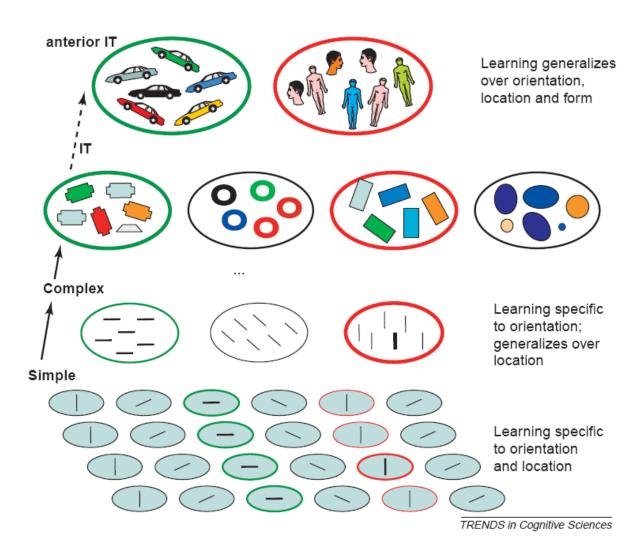




Becoming an expert

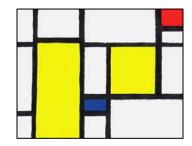












Electrophysiological support

- Training on orientation difference begins with IT, and induces modification in receptive fields in V4 for narrower orientation tuning curves.
- Greater stimulus variability during training
 - → lower likelihood of low-level modifications

RHT Learning Summary

- Top-down guided learning
- Ecological considerations first
- Not mutually exclusive with bottom-up adaption or other mechanisms