

# Perceptual and Unsupervised Learning

Andy Wills

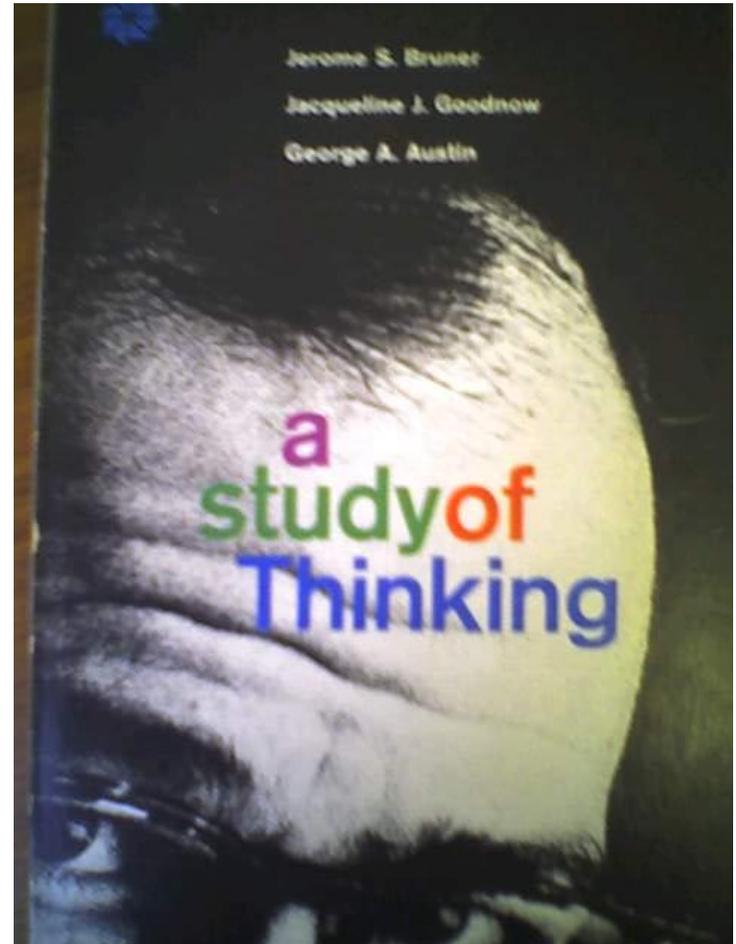
Senior lecturer, Exeter University, UK

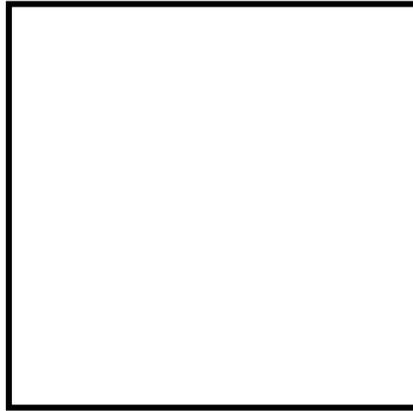
Fraser Milton

Alice Welham

# Categorisation “parlour game”

- “Guess and correct” methodology.



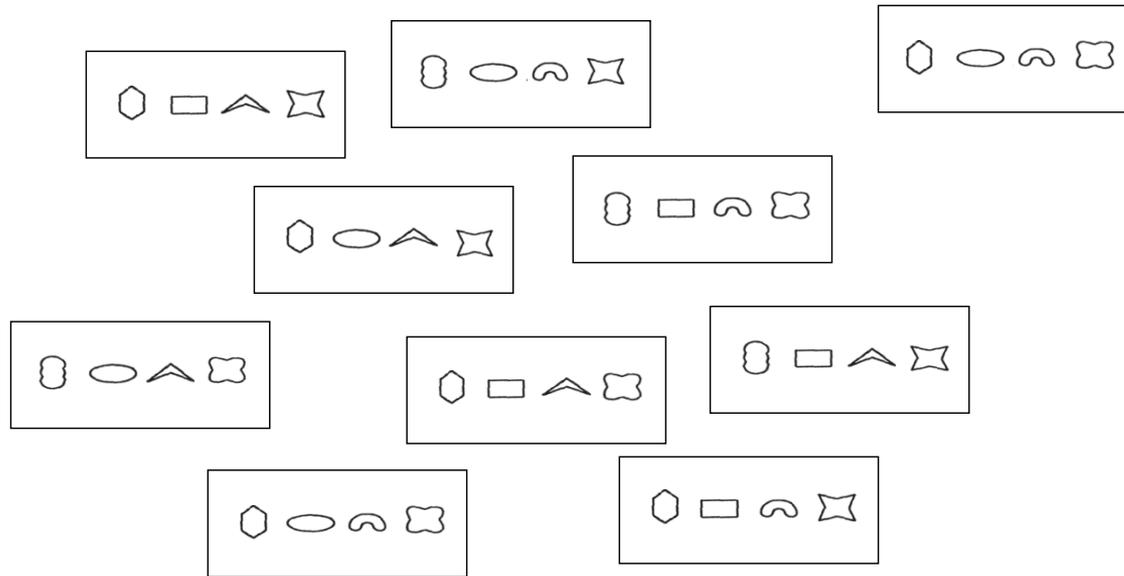


A or B?

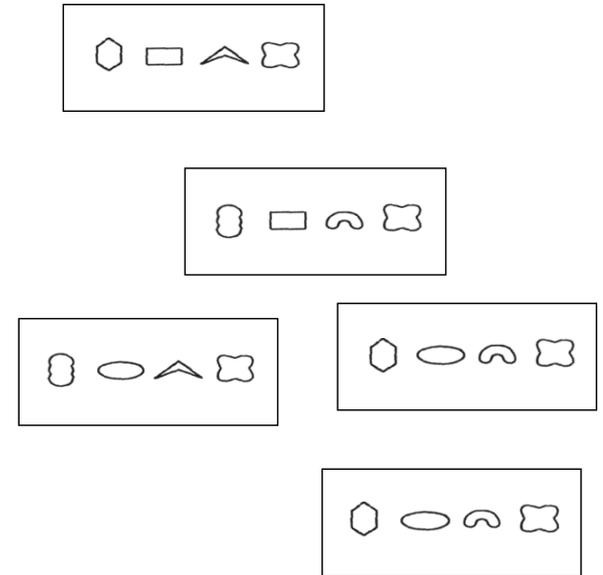
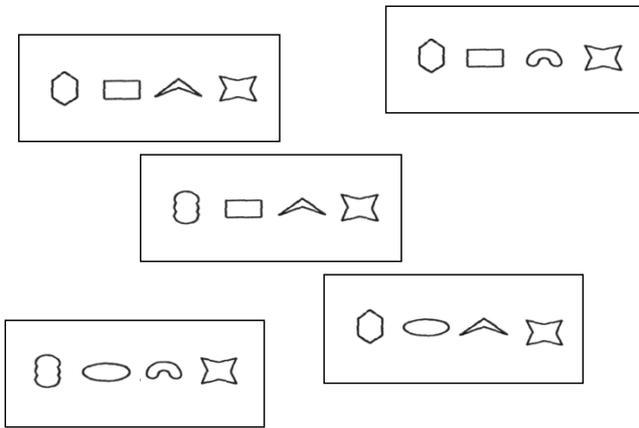
**Wrong!**

**It was B**

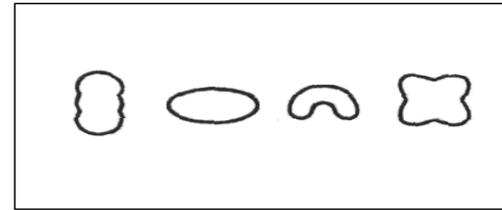
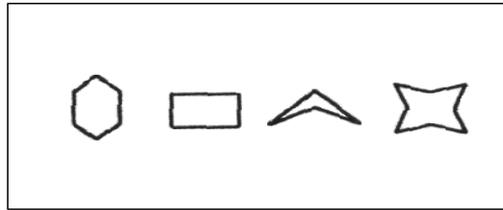
# Free sorting



# Free sorting



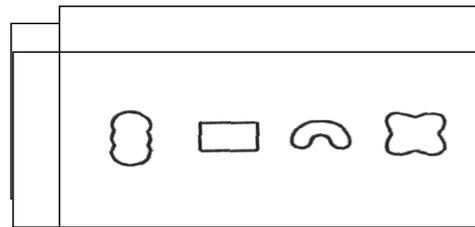
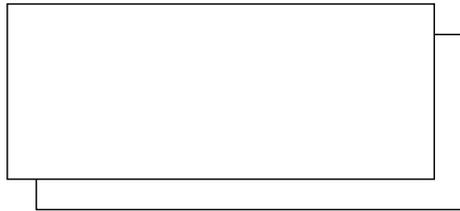
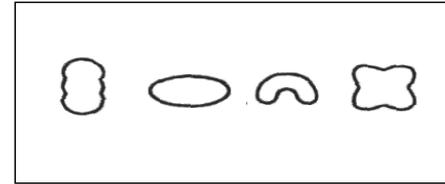
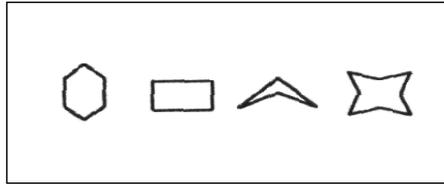
# Family resemblance



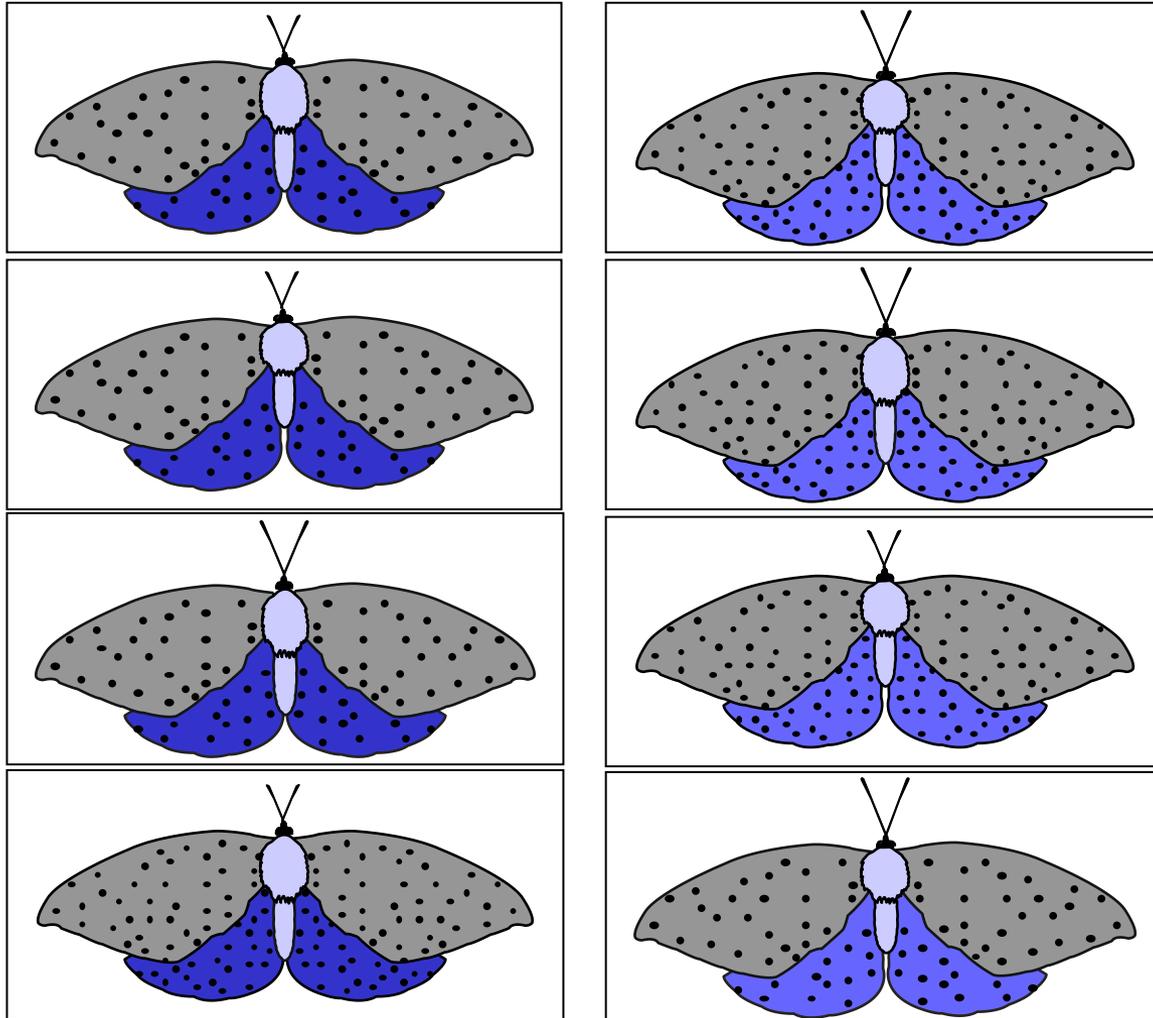
Category

A				B			
D1	D2	D3	D4	D1	D2	D3	D4
1	1	1	1	0	0	0	0
1	1	1	0	0	0	0	1
1	1	0	1	0	0	1	0
1	0	1	1	0	1	0	0
0	1	1	1	1	0	0	0

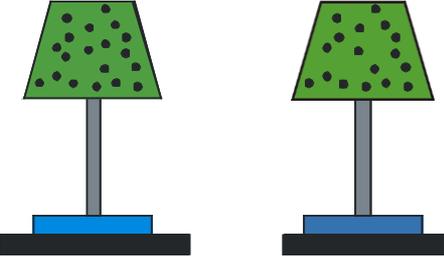
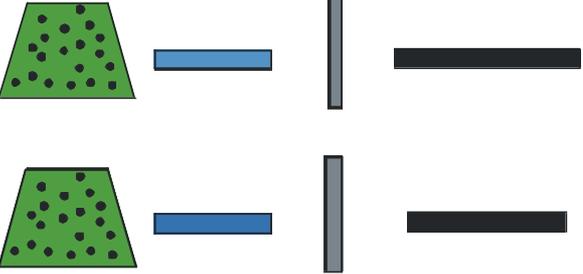
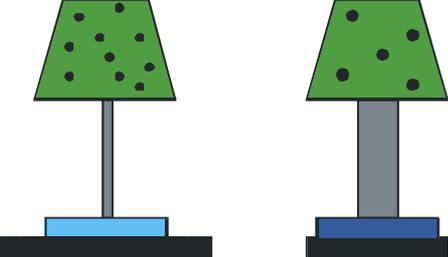
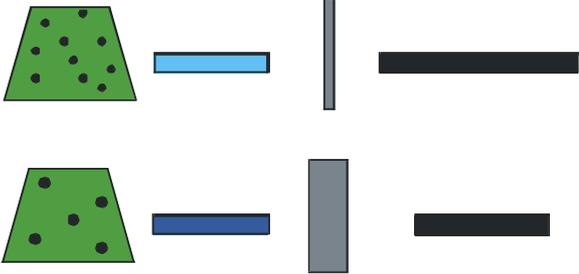
# Match-to-standards



# Return of the 1D sort!

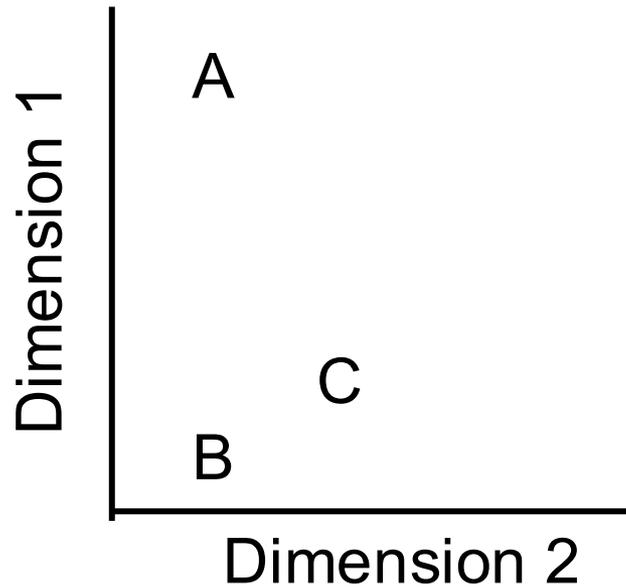


# Spatial separability

		Level of Integration	
		Spatially Integrated	Spatially Separable
Perceptual Difficulty	High Difficulty		
	Low Difficulty		

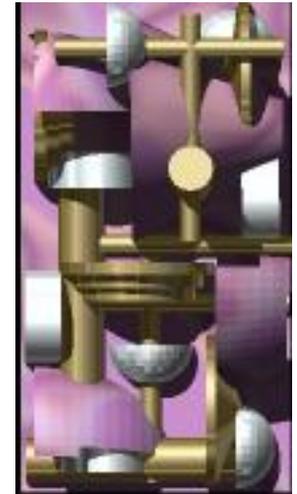
# Time pressure

**More overall similarity  
responding**



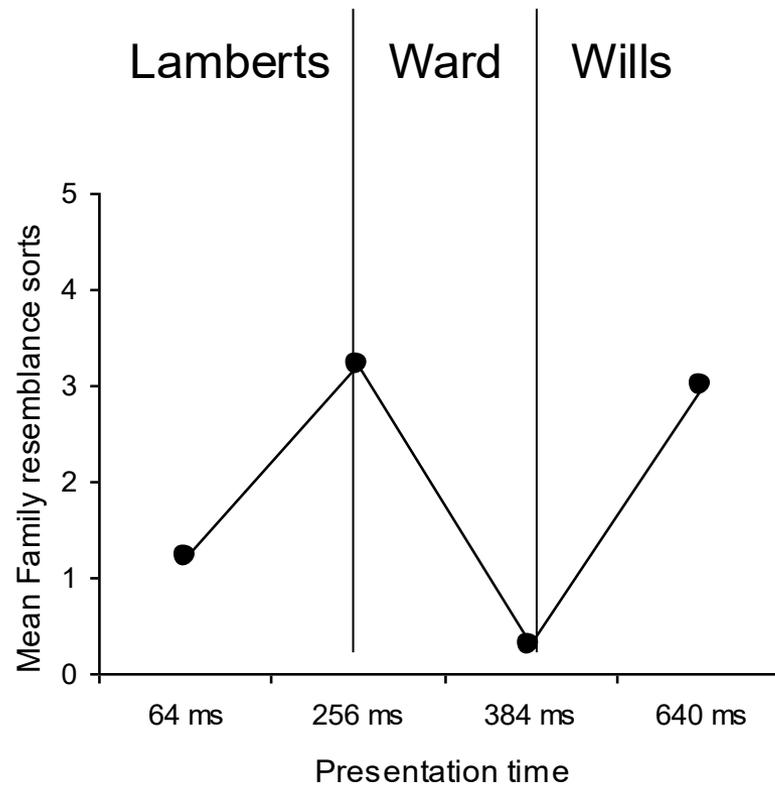
e.g. Ward (1983)

**More single-dimension  
responding**

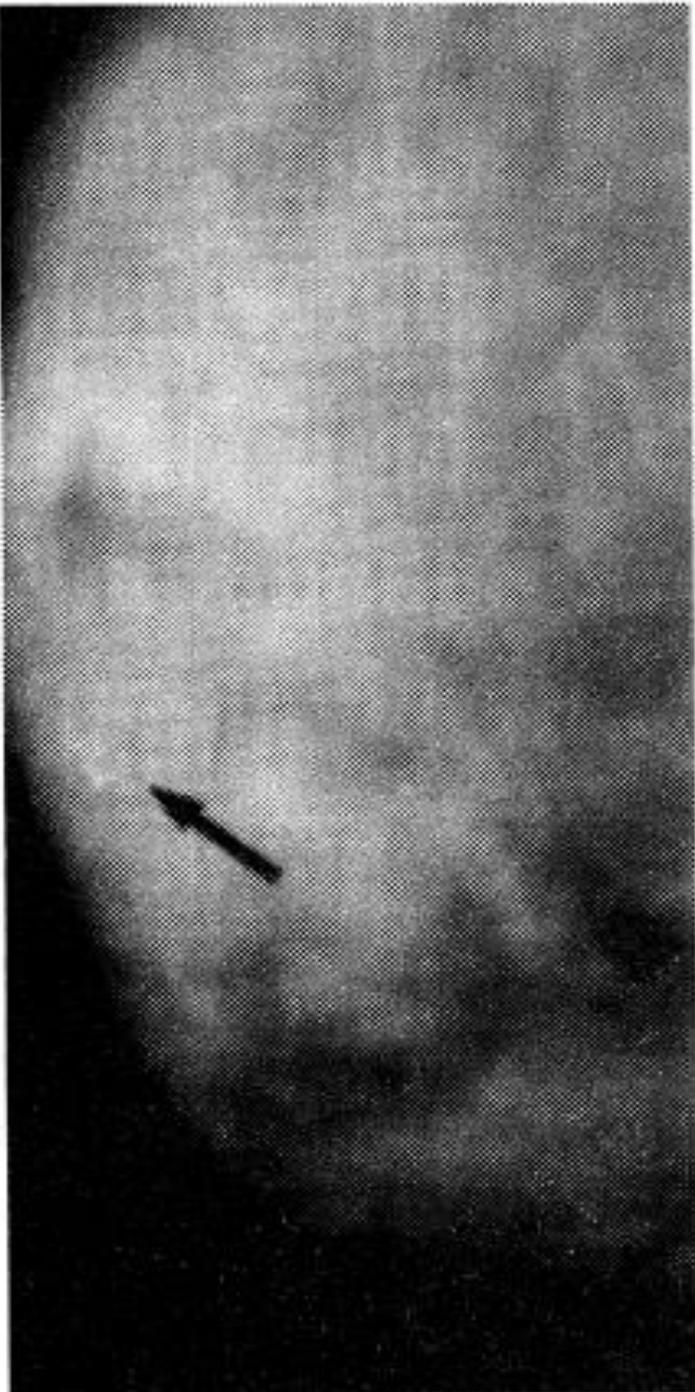


e.g. Lamberts & Freeman (1999)

# Everyone's right!



# Perceptual obviousness



# “Categorisation creates functional features”



Category A



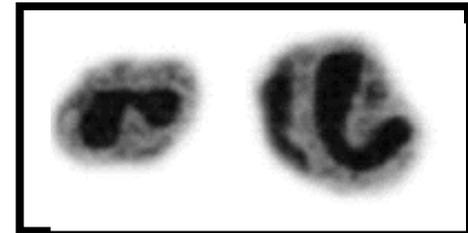
Category B



Category C



A = 19%



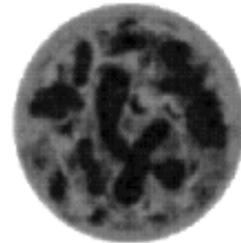
Category ?



Category B



Category C



Category A

A = 88%

# Obvious feature control

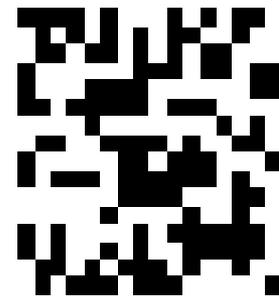
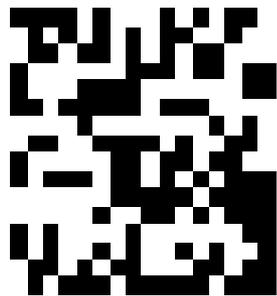
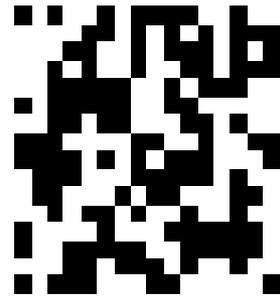
a) NOF features (top right hand quarter of stimuli).

b) OF features (top right hand quarter of stimuli).

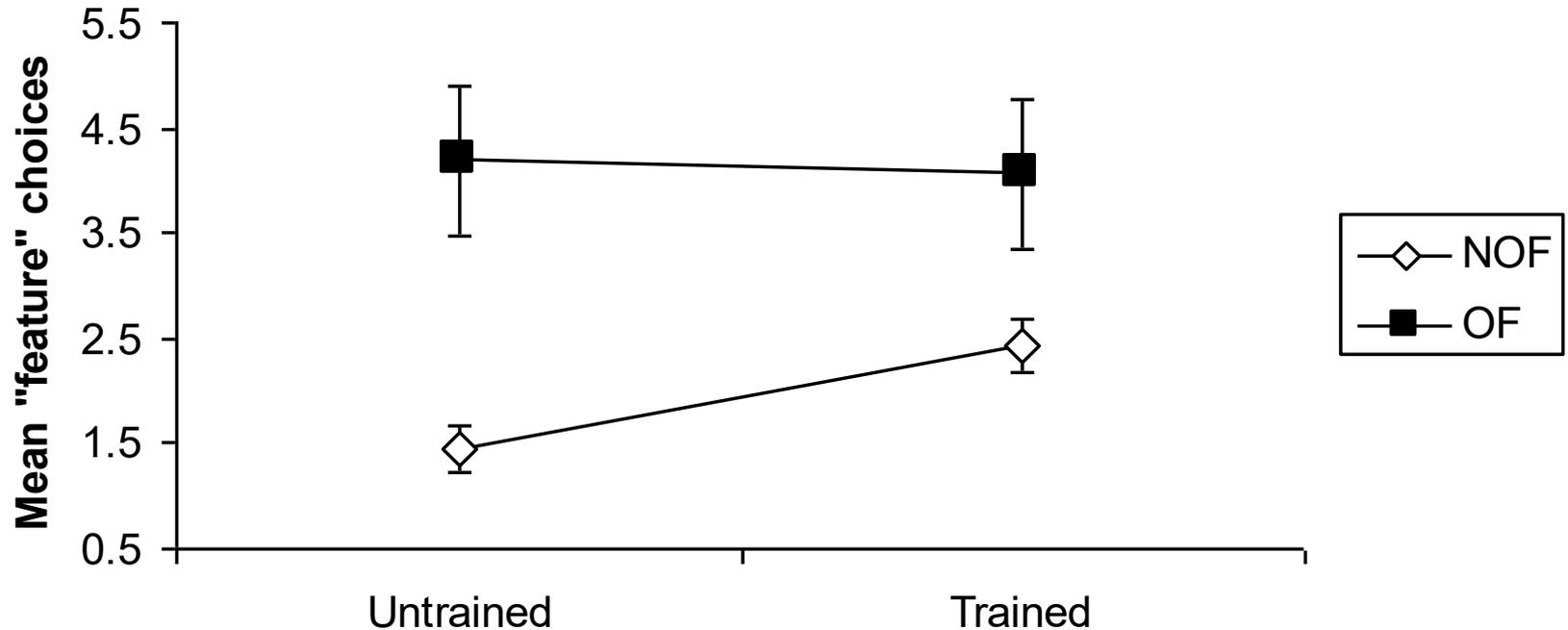


Figure 2.2. Eight checkerboard stimuli each containing one of the features, in the top right hand corner. The top four stimuli contain features from the NOF (experimental) condition (clockwise from top left: P, Q, X and Y). The bottom four stimuli are from the OF (control) condition.

# Behavioural test: Triad task



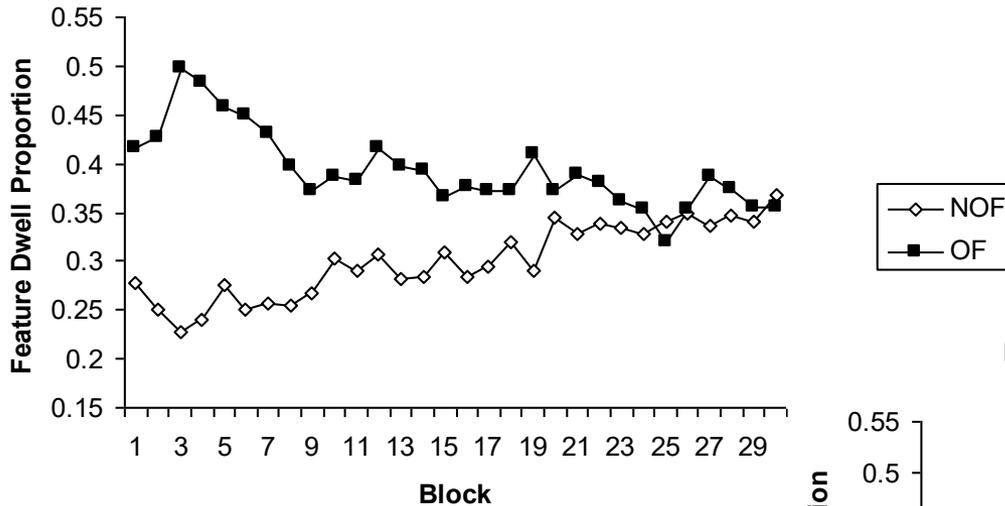
# Triad task results



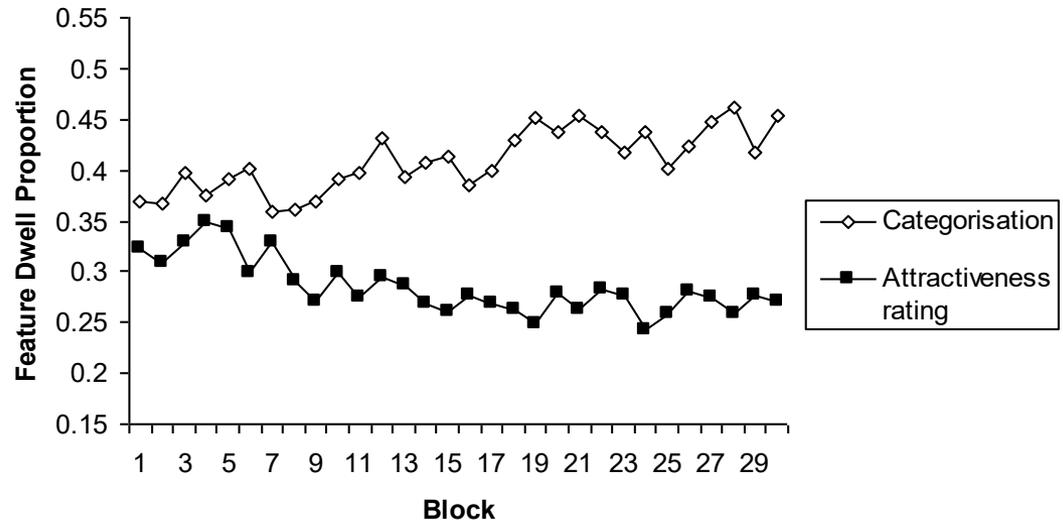
- No significant effect of preexposure type (categorization vs. attractiveness ratings)
- Effect individually reliable in both exposure types.

# Eye-tracking data: Training

Feature Dwell Proportion: Block x Feature type interaction



Feature Dwell Proportion: Block x Training Type interaction



# Wills, Suret & McLaren (2004)

