### Validation of a simulation of visual impairments as applied to visually impaired people

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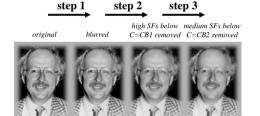
#### **GOALS:**

Evaluation of an image transformation method that gives insight in the visual limitations of people with the most common visual impairments: i) macula degeneration, ii) cataract, iii) glaucoma, iv) (diabetic) retinopathy, v) myopia.

Establishing the link between simulation parameters and contrast sensitivity (of LandoltC test patterns).

#### METHOD:

- Removes elements that are invisible to the visually impaired person
- Based on work by Peli (e.g. Peli et al. JOSA, '96)
- Uses a local band-limited contrast model (pyramid)
- Image degraded more and more (in 3 steps):
- step 1: blur = remove high SFs
- step 2: removing SFs in highest remaining SF band with local contrast below some threshold contrast
- step 3: removing SFs in medium SF band with local contrast below some threshold contrast



#### **EXPERIMENT:**

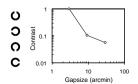
creating a simulation in 3 steps

- 2AFC (transformed left or right?)
- adaptive staircase procedure
- => sigma (blur) and contrast levels CB1, CB2

#### CONTRAST SENSITIVITY CURVE:

#### Characterized by:

- acuitv
- contrast thresholds at
- 3x acuity (*CT1*)
- •10x acuity (*CT2*)



#### HYPOTHESES:

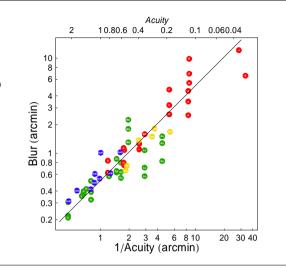
- sigma (blur) related to acuity
- contrast levels (*CB1* and *CB2*) related to contrast thresholds (LandoltC: *CT1* and *CT2*)

#### DIFFERENT SUBJECTS

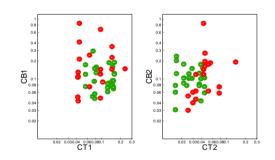
- visually impaired (macula degeneration, glaucoma, cataract, diabetic retinopathy)
- unimpaired and myopic (uncorrected) subjects (see Hogervorst et al. ECVP03)
- ounimpaired: reduced contrast (by 50%, 25%, 12.5%)
- unimpaired: periphery (2, 4, 8 deg eccentric)

#### **RESULTS**

- sigma (blur) =  $2.0 \times (1/\text{acuity})$
- independent of cause of reduced acuity:
  - visual impairment
  - no correction (myopia)
  - reduced contrast
  - eccentric viewing



#### CONTRAST THRESHOLDS



## Correlation Coefficients, R CT1 CT2 CB1 0.27 0.63\*\*

0.16

CB2

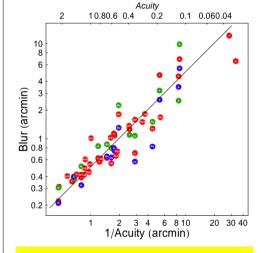
#### RESULTS

• *weak* link between contrast levels (simulation) and contrast thresholds (LandoltCs)

0.64\*\*

Possibly due to i) difficult task (steps 2 and 3), ii) small variation in contrast thresholds (LandoltCs: CT1 and CT2)

# DIFFERENT IMAGES

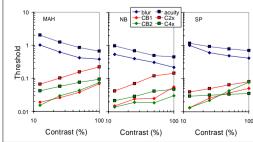


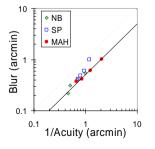
#### RESULTS

• relationship between blur and acuity largely independent of image content

#### REDUCED CONTRAST

• Acuity threshold, CT at 2x and 4x acuity (C2x and C4x) derived from curve fit (contrast sensitivity curve)





#### RESULTS

- contrast thresholds (simulation: CB1 and CB2) decrease with decreasing contrast thresholds (LandoltCs: C2x and C4x)
- sigma (blur) =  $2 \times (1/Acuity)$
- ⇒ indicates a direct link between (local) blur and (local) contrast

**CONCLUSION:** The relationship between simulation parameters and contrast sensitivity is the same for visual impairments as for other causes.