

HUMAN VISION



It Works!!

-->Proof of existence.

- The image formation process is well understood
- The image understanding one remains mysterious

PATHWAYS TO THE BRAIN

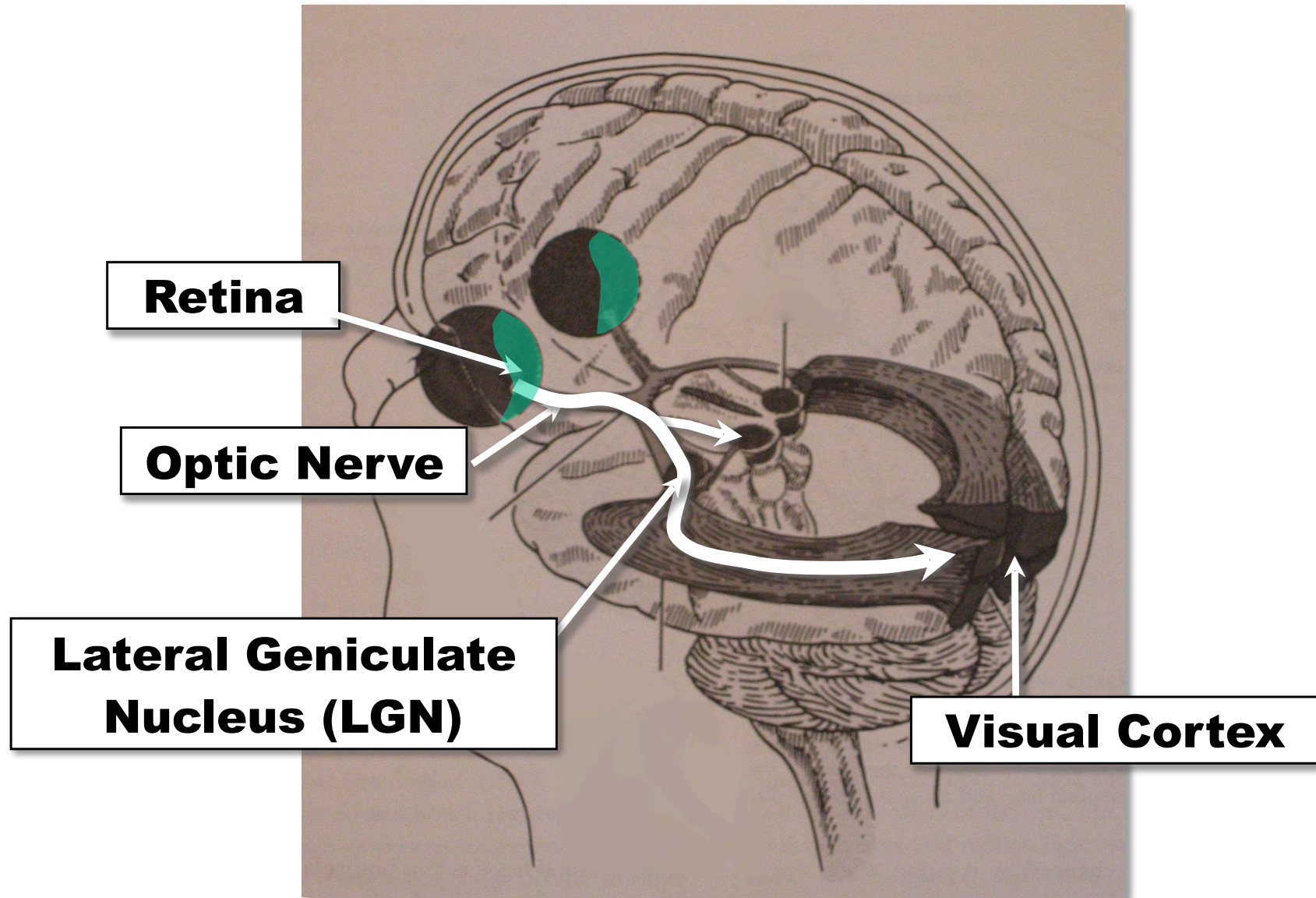
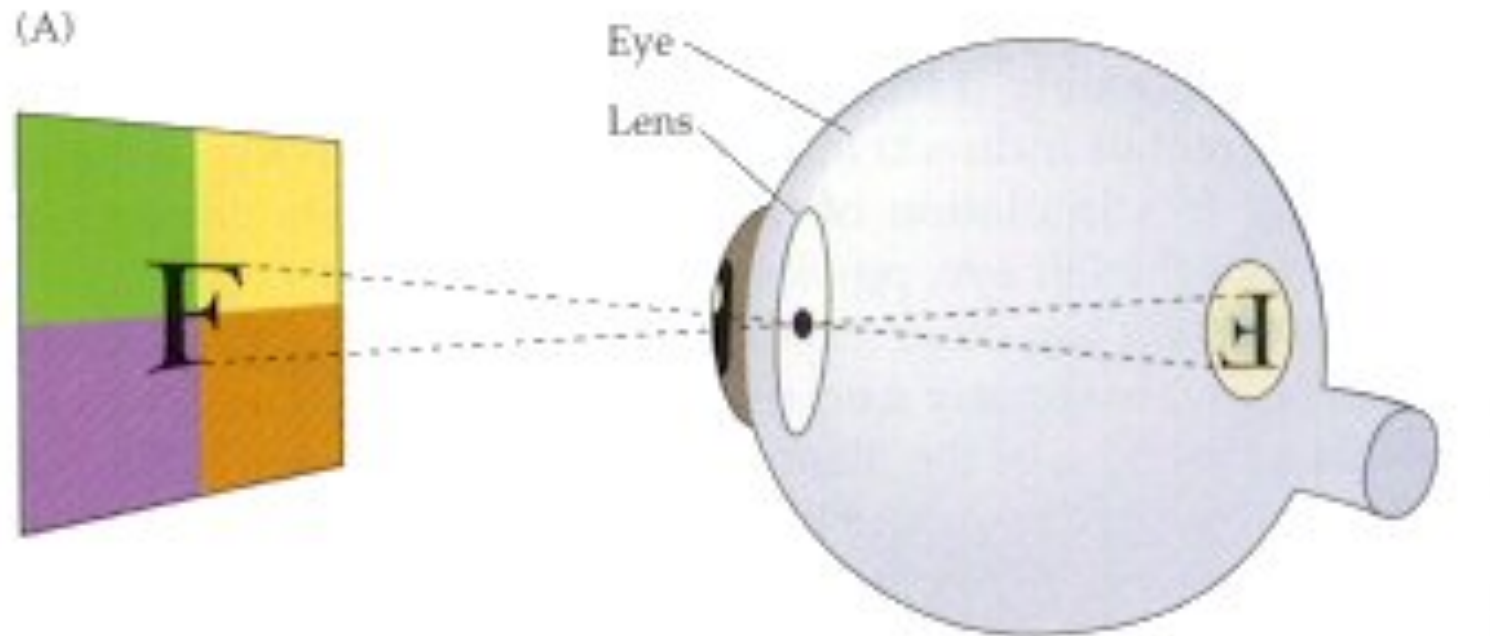
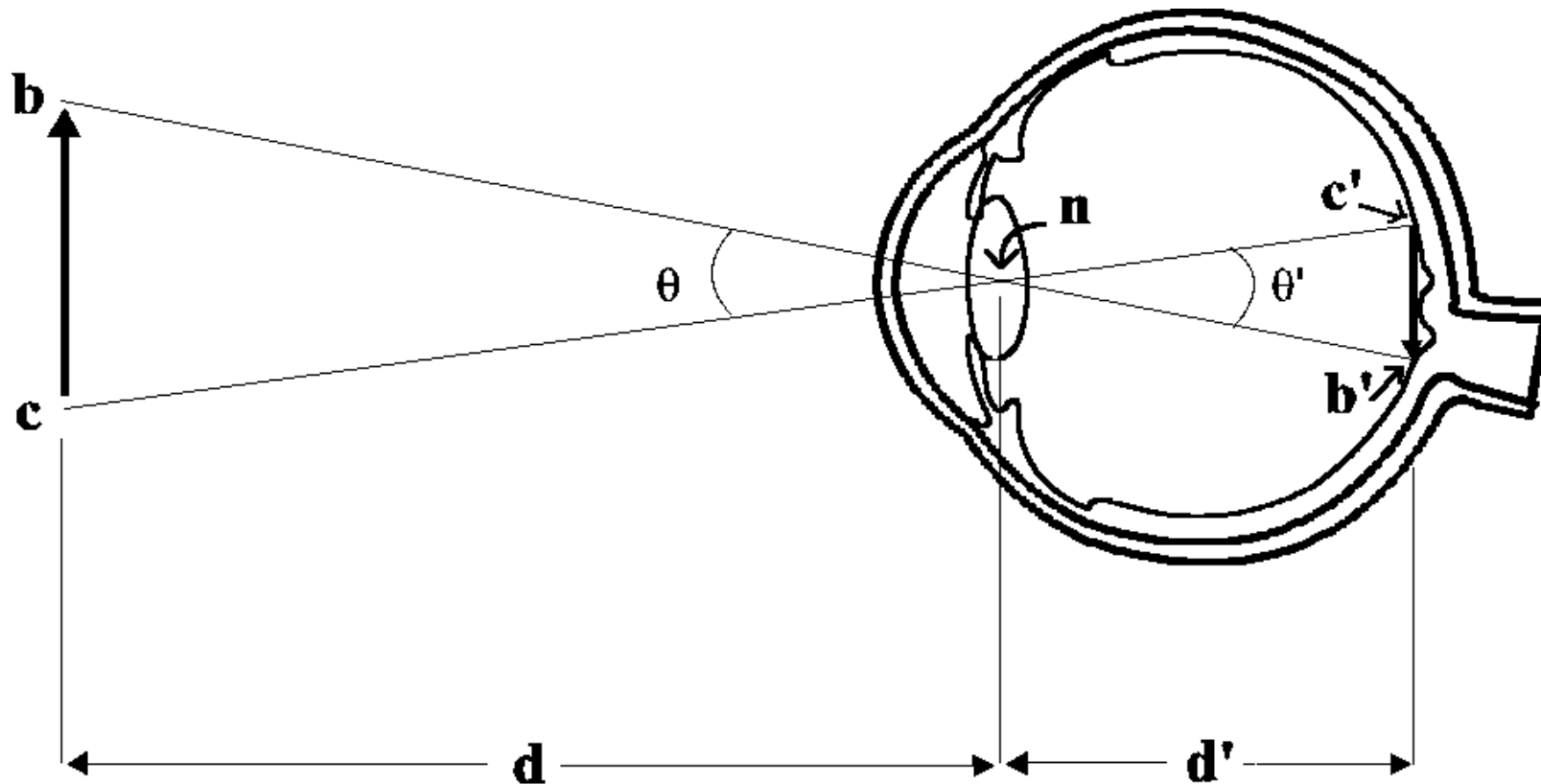


IMAGE FORMATION



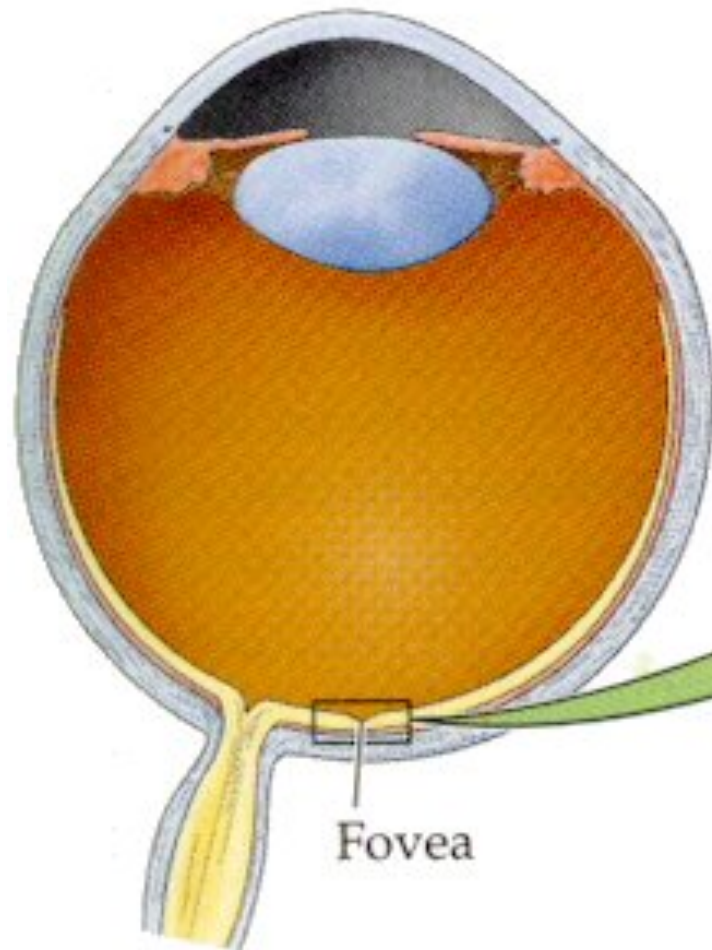
Pinhole camera model

PERSPECTIVE PROJECTION

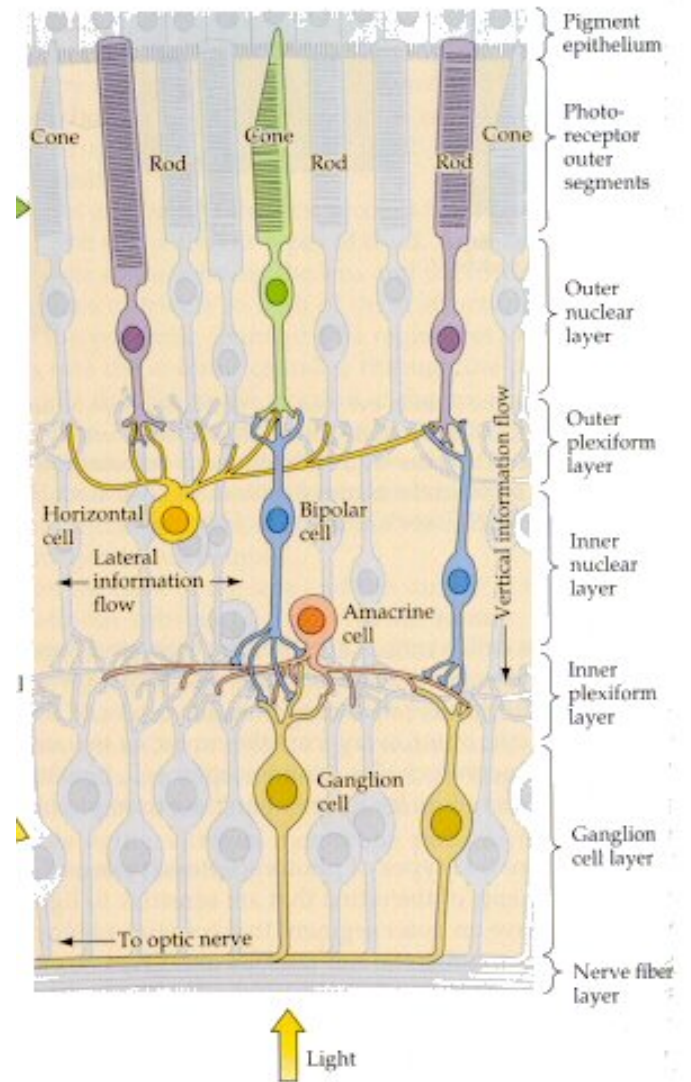
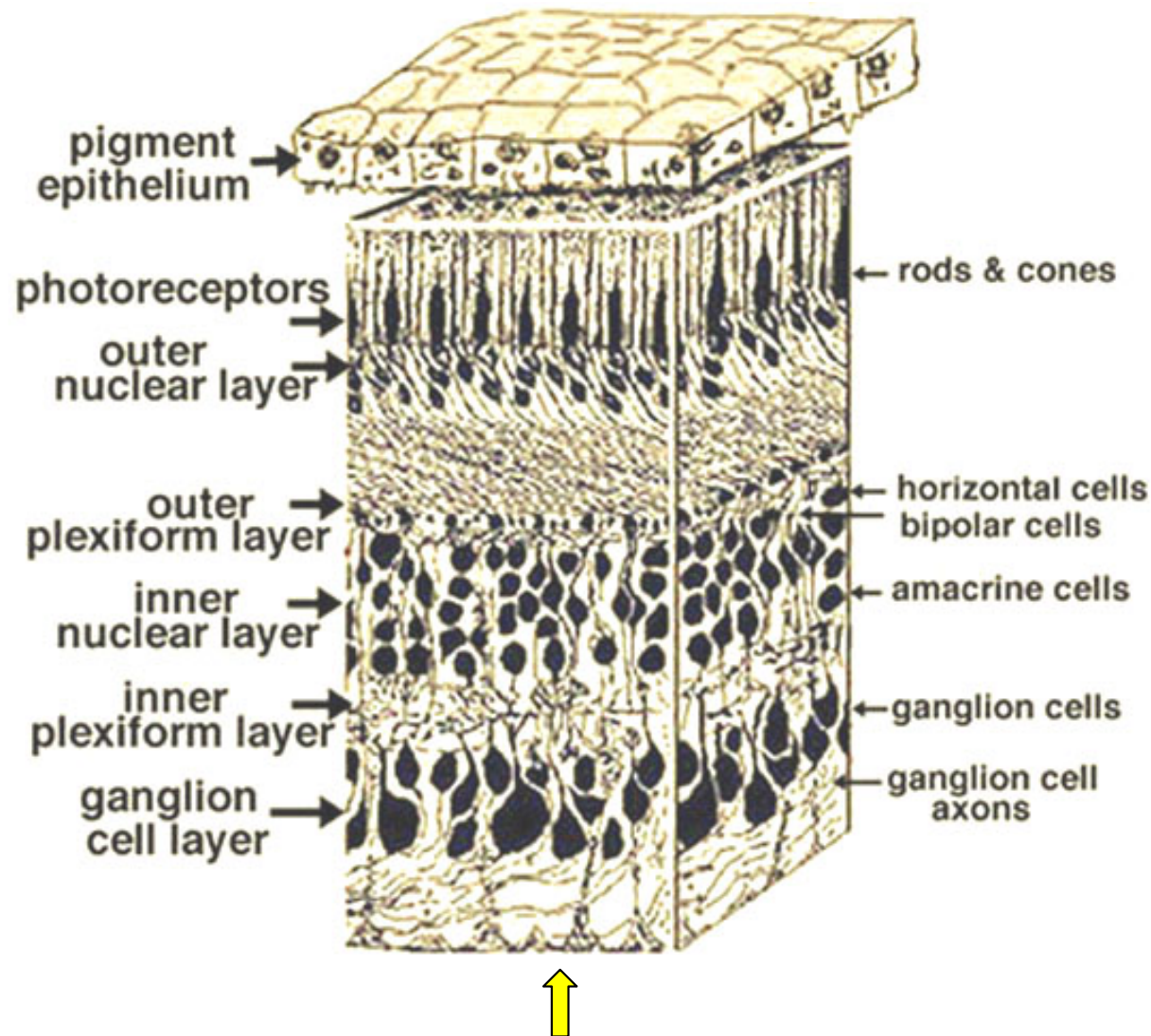


$$bc/d = b'c'/d'$$

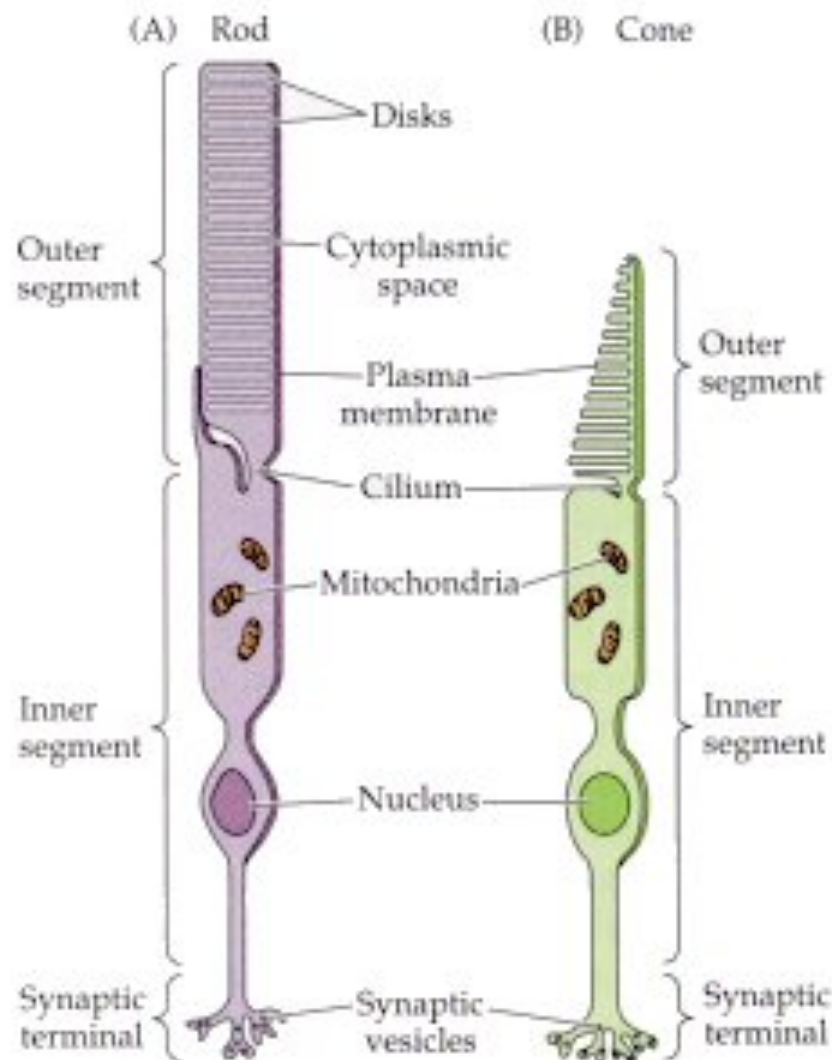
HUMAN EYE



RETINA



RODS AND CONES



Rods: Low-intensity light vision, e.g. night vision.

Cones: Color-vision with higher intensity light.

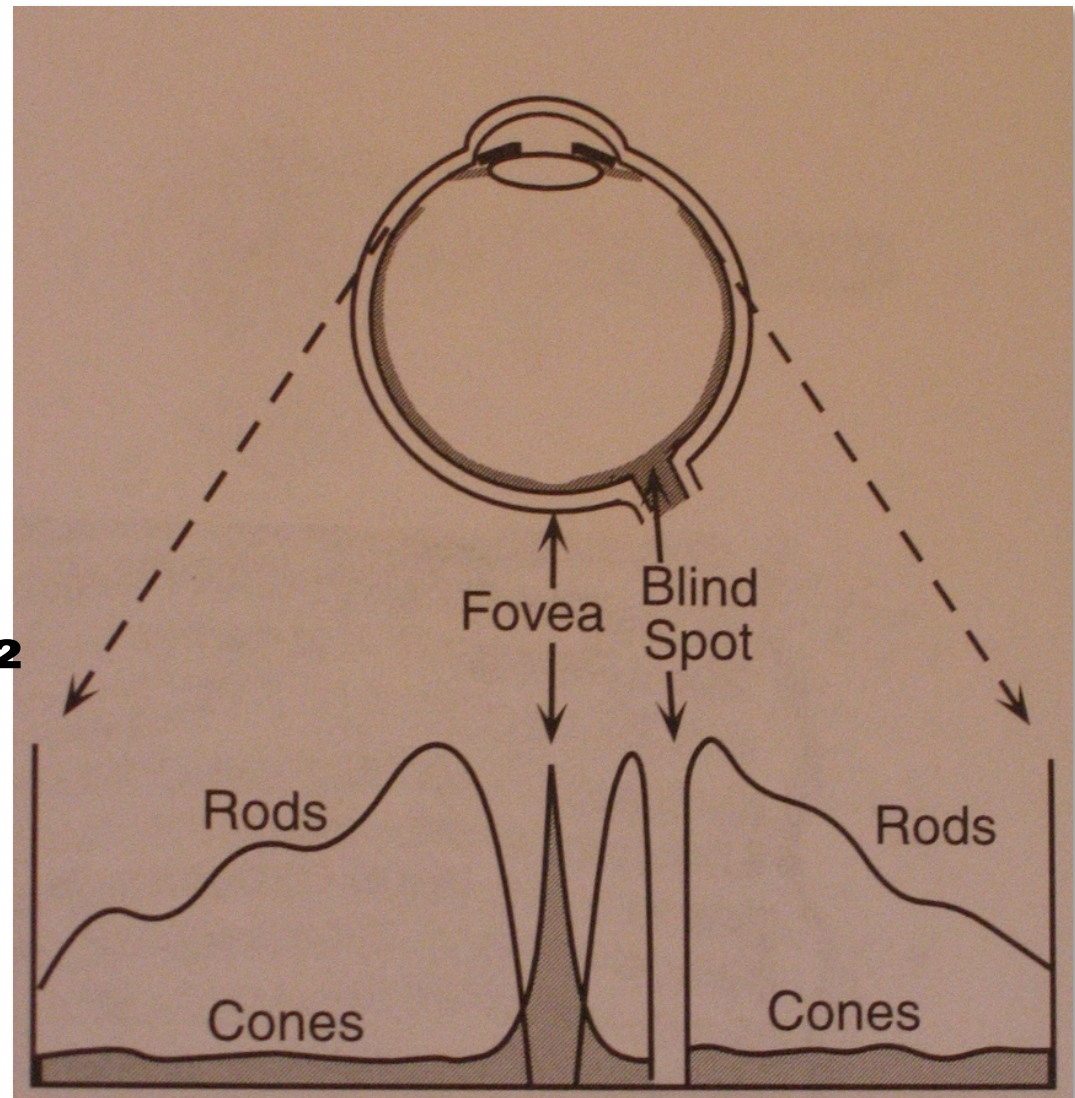
CELL DISTRIBUTION

receptors/mm²

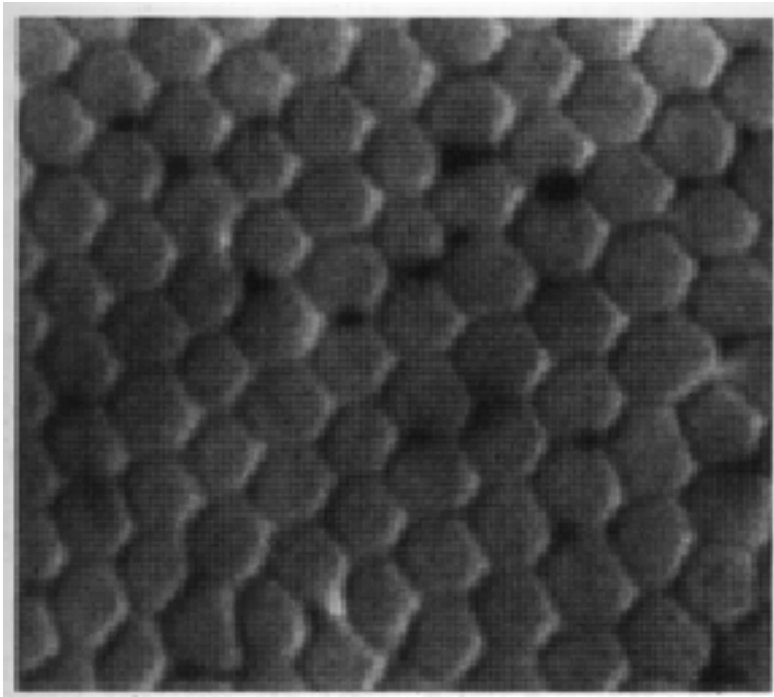
150'000

100'000

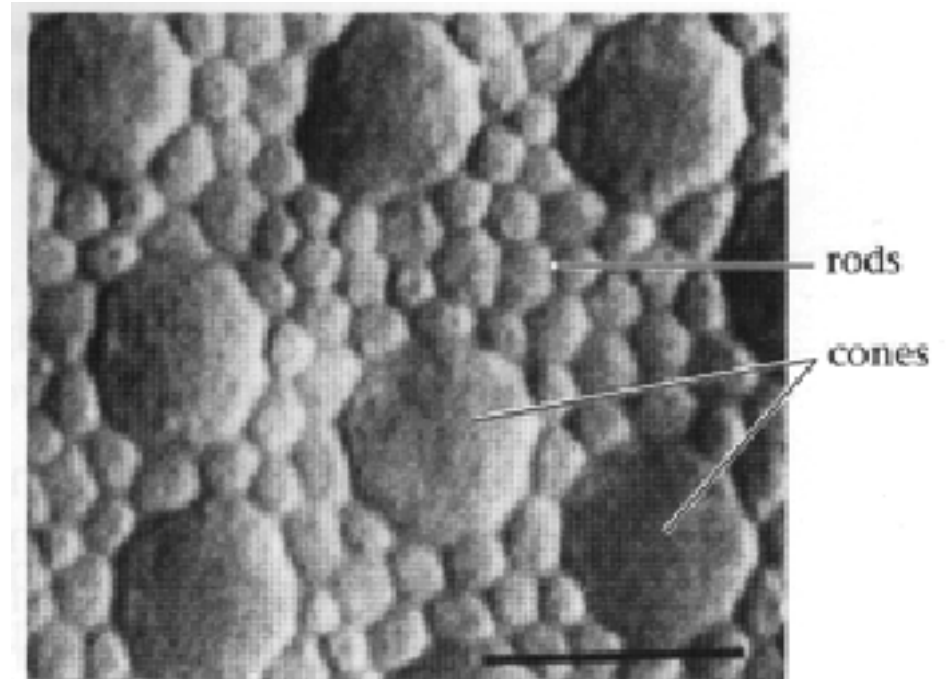
50'000



FOVEA vs PERIPHERY

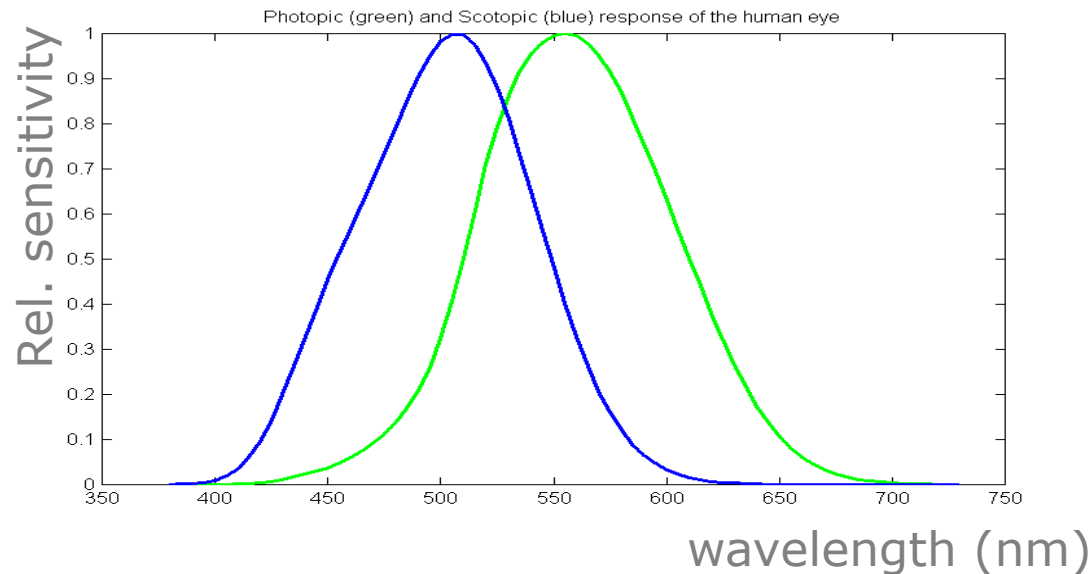


Fovea



Periphery

SCOTOTIC vs PHOTOPIC



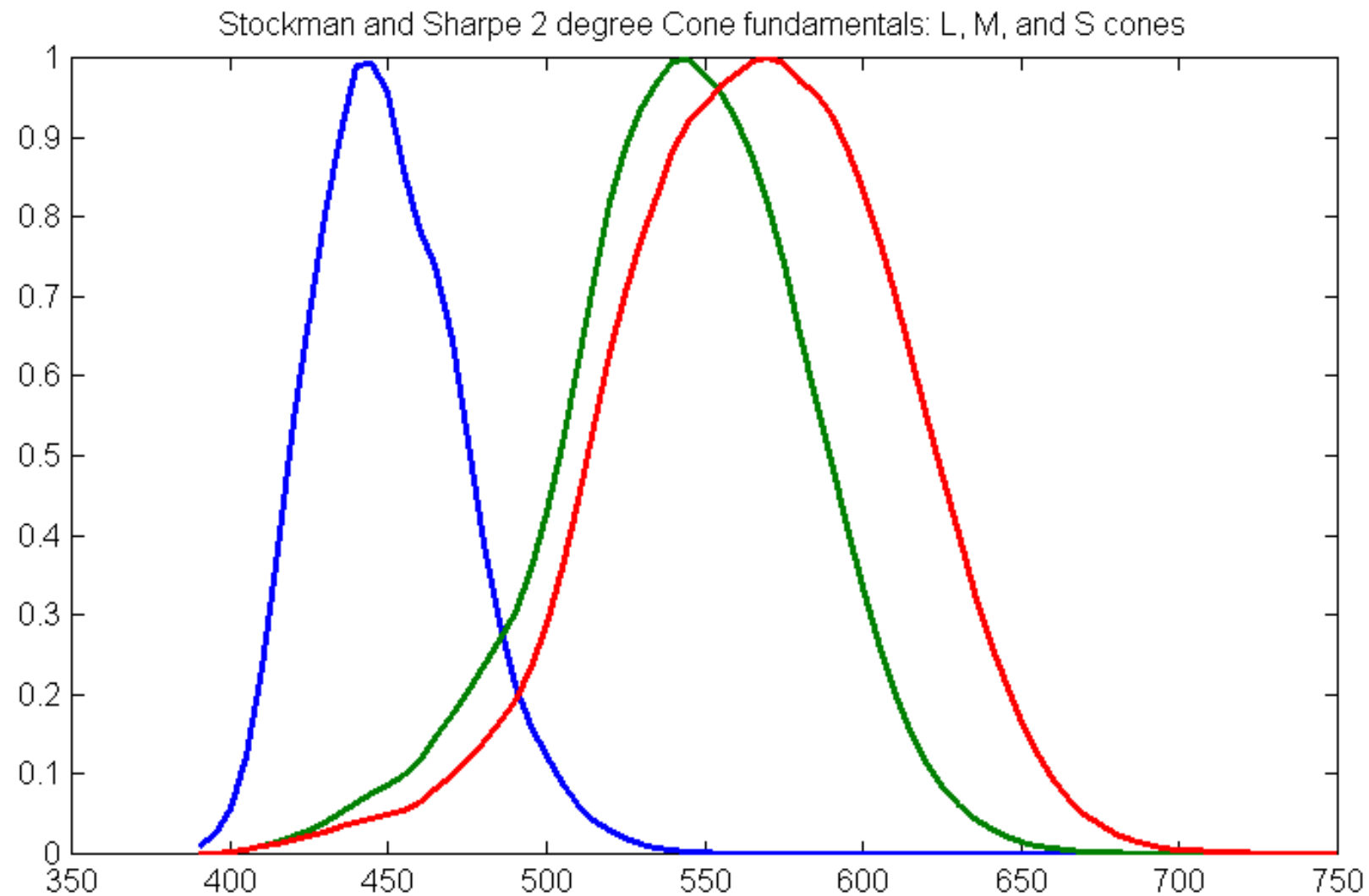
Low luminance ($< 1 \text{ cd/m}^2$):

- 120 million rods with peak spectral response around 510 nm.
- Primarily located outside the fovea.

High luminance ($> 100 \text{ cd/m}^2$):

- 7 million cones per retina.
- Primarily located in the fovea.
- Three types of cones (S, M, L) with peak spectral response at different nm.
- Ratio L:M:S \cong 40:20:1

SENSITIVITY TO DIFFERENT WAVELENGTHS

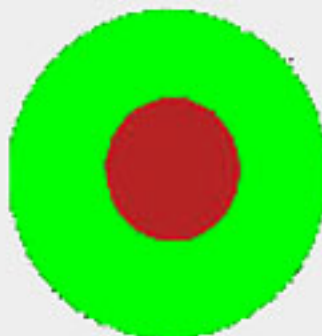


GANGLION CELLS

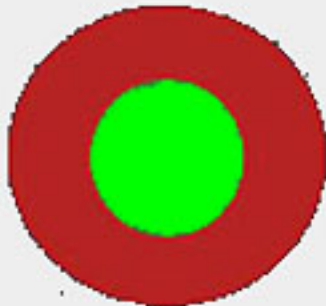
Color opponent ganglion cells



red ON/green OFF



red OFF/green ON

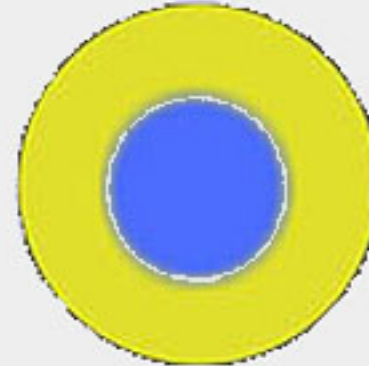


green ON/red OFF

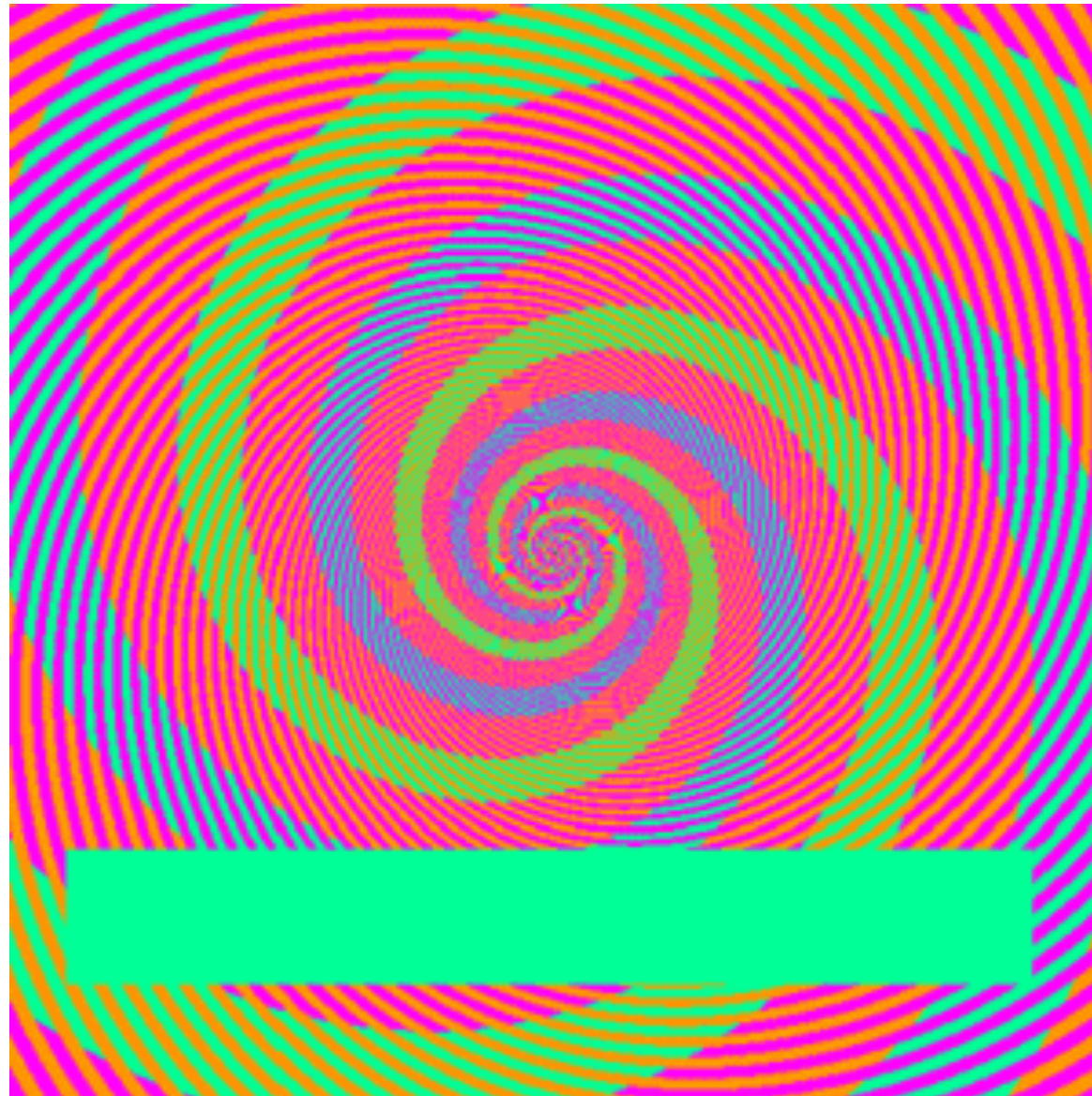


green OFF/red ON

blue ON/yellow OFF



COLOR ILLUSION



← Green spiral

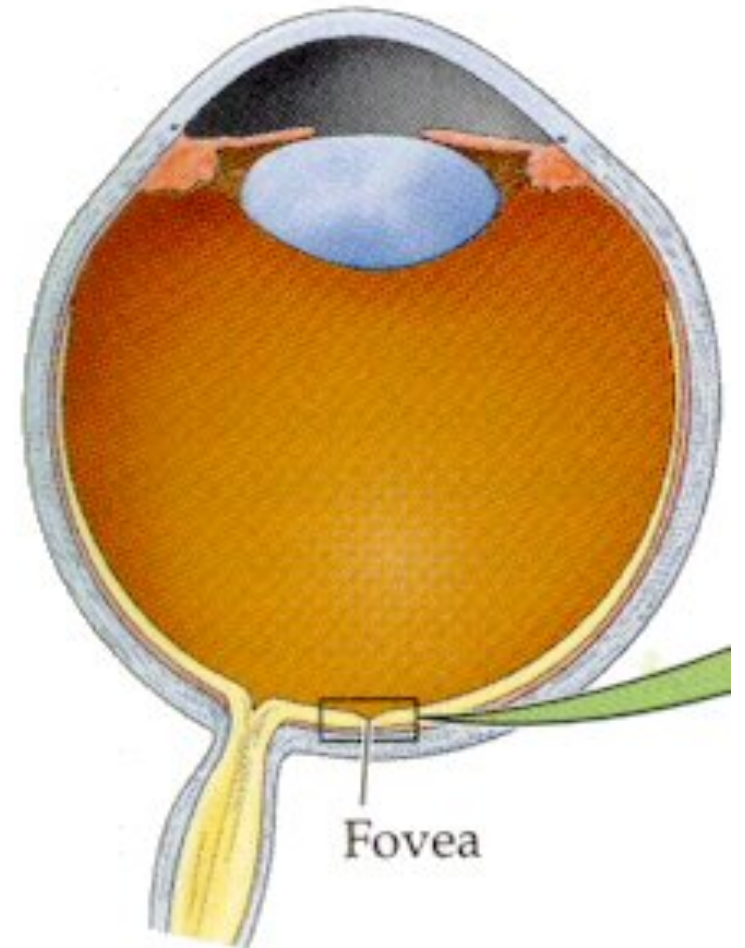
← Blue spiral

PERIPHERAL vs FOVEAL VISION

Much higher concentration of cells on the Fovea

→Active vision:

- We find objects using our peripheral vision
- We concentrate our gaze on objects of interest.



THE HUMAN EYE IN SHORT



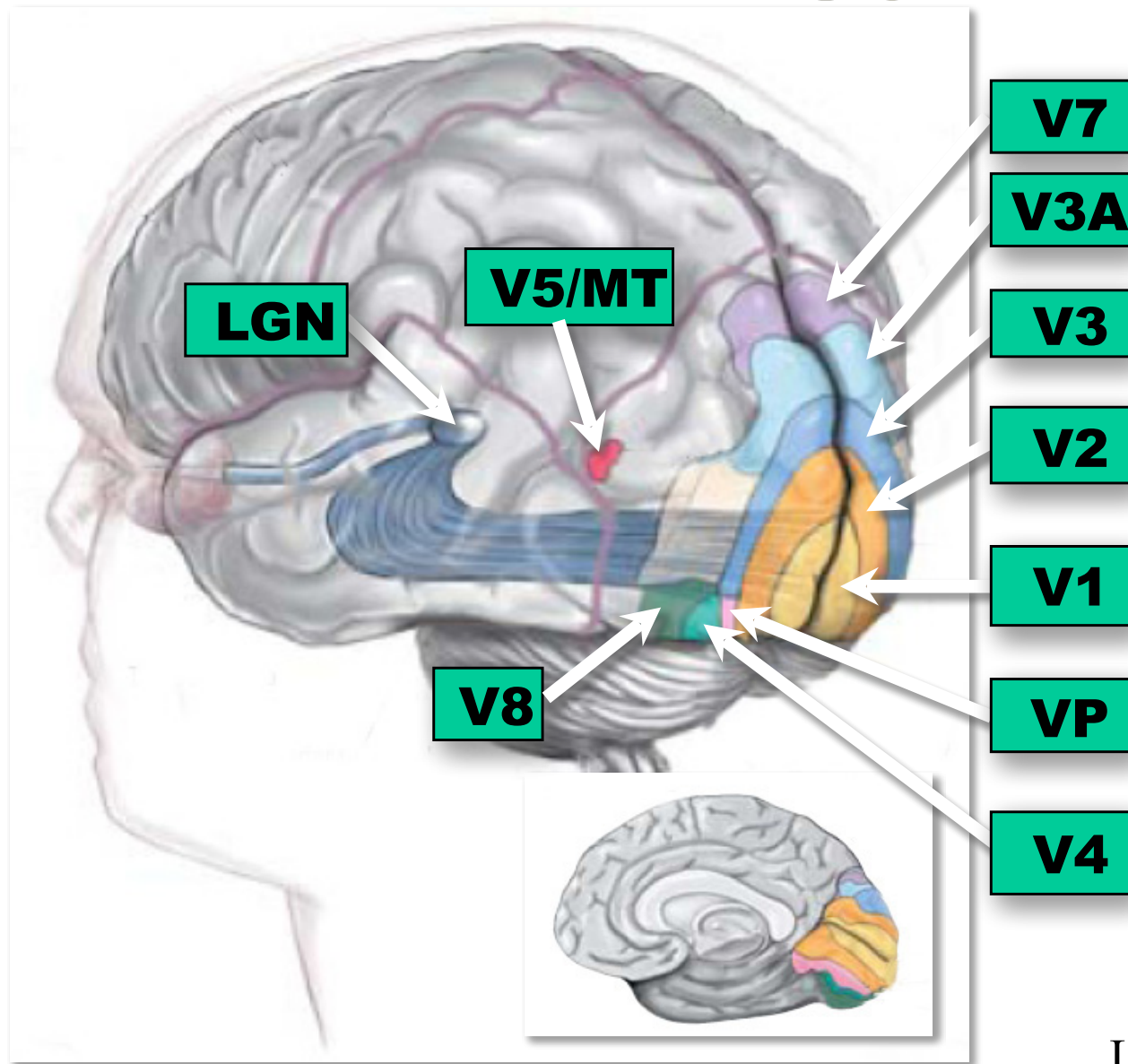
The Retina:

- rods (low-intensity light, night vision)
- cones (color-vision)
- Synapses and ganglions
- Optic nerve fibers

Sensing and low-level processing layer:

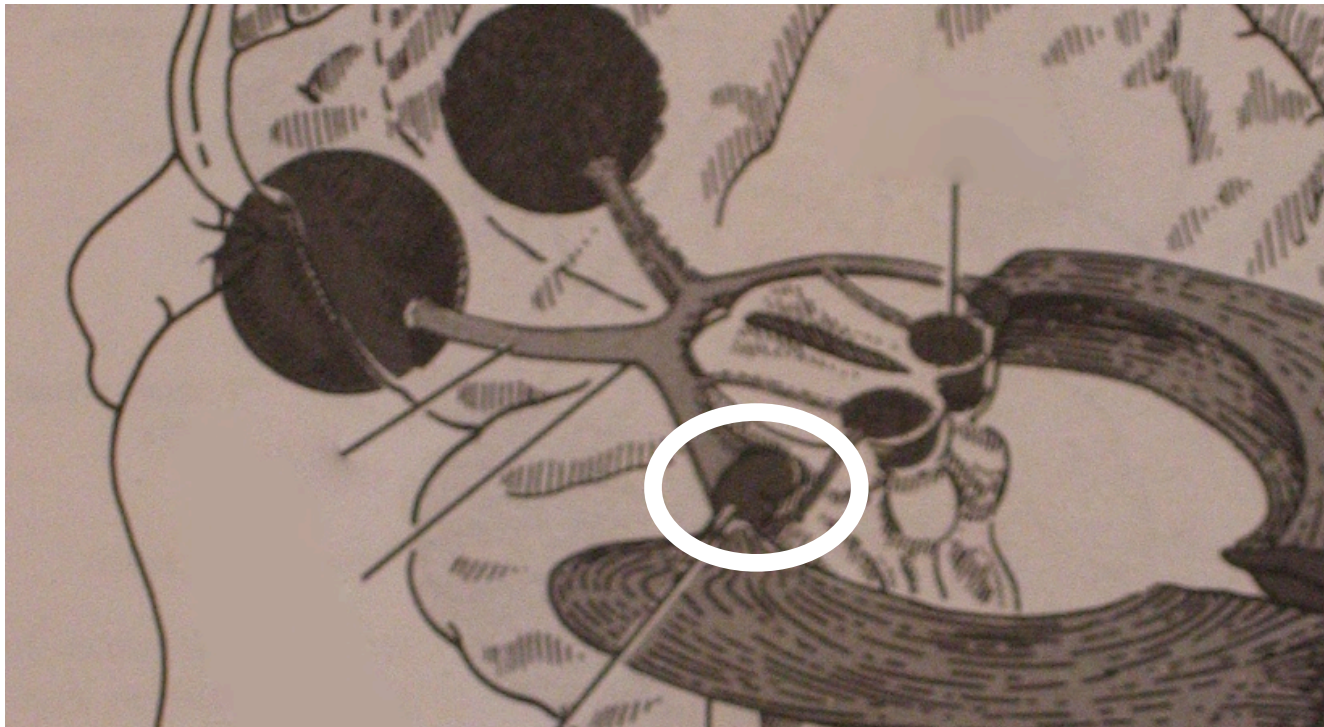
- 125 millions rods and cones feed into 1 million nerve fibers

VISUAL CORTEX

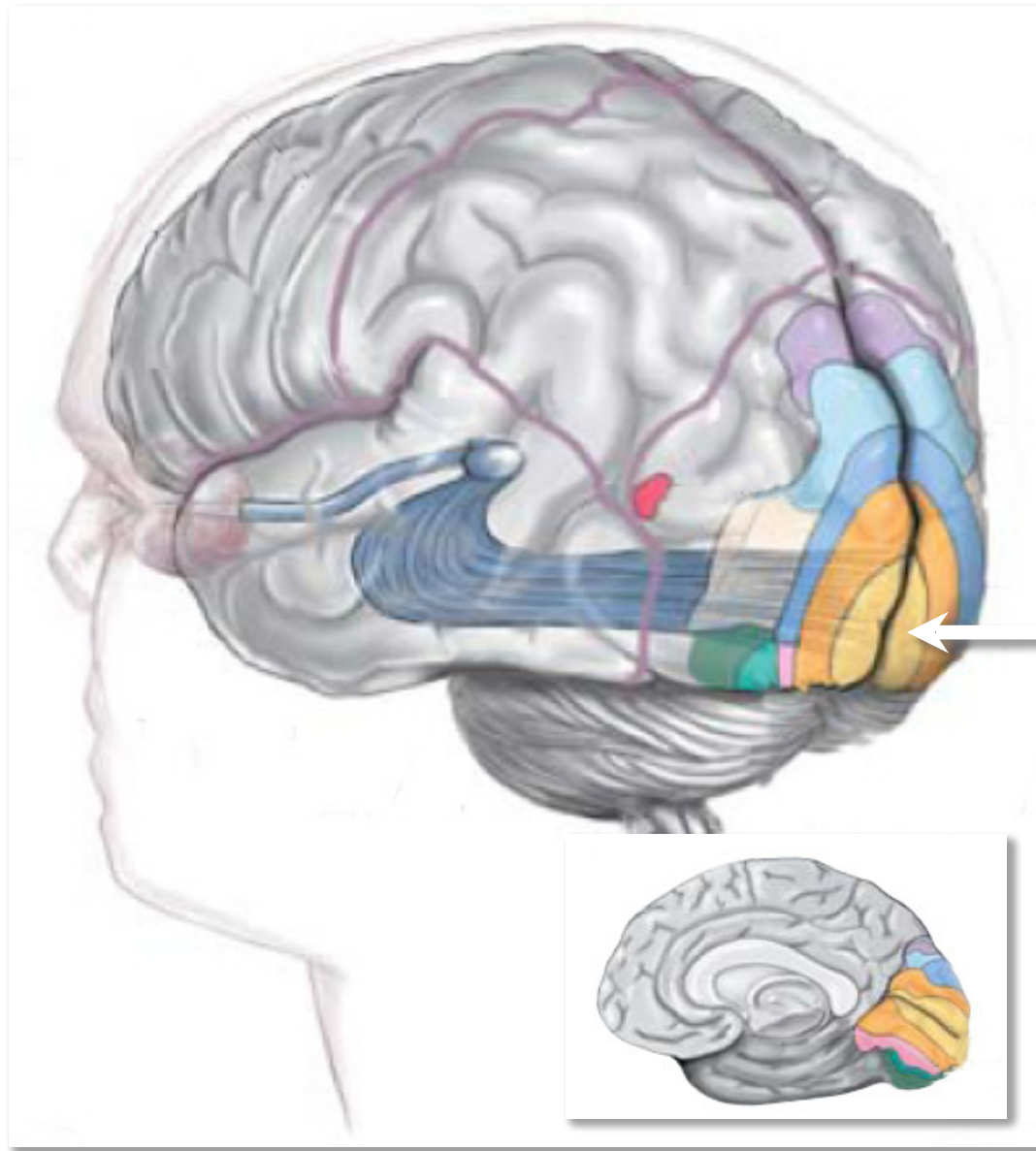


LATERAL GENICULATE NUCLEUS (LGN)

Receives feedbacks from V1 and V2. There is ten times more feedback than feedforward sent to V1.



PRIMARY VISUAL CORTEX (V1)



- Largest area in the visual cortex.
 - 100 times as many neurons as retinal ganglion cells
- Overcomplete representation.

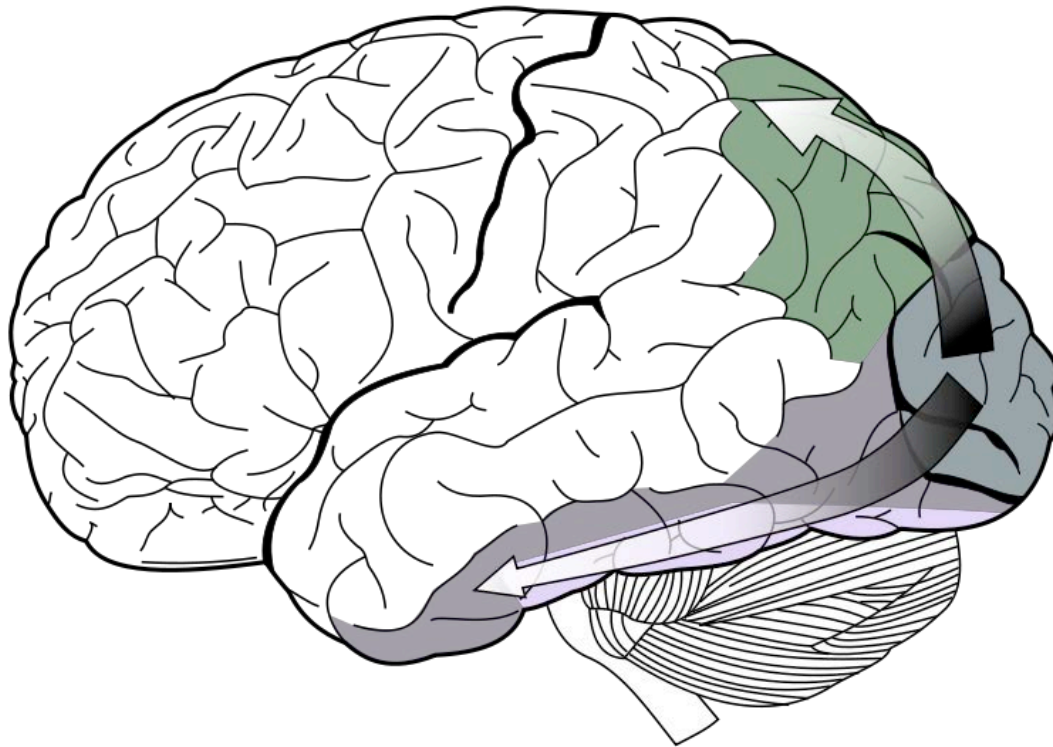
V1

FROM V1 to THE OTHERS

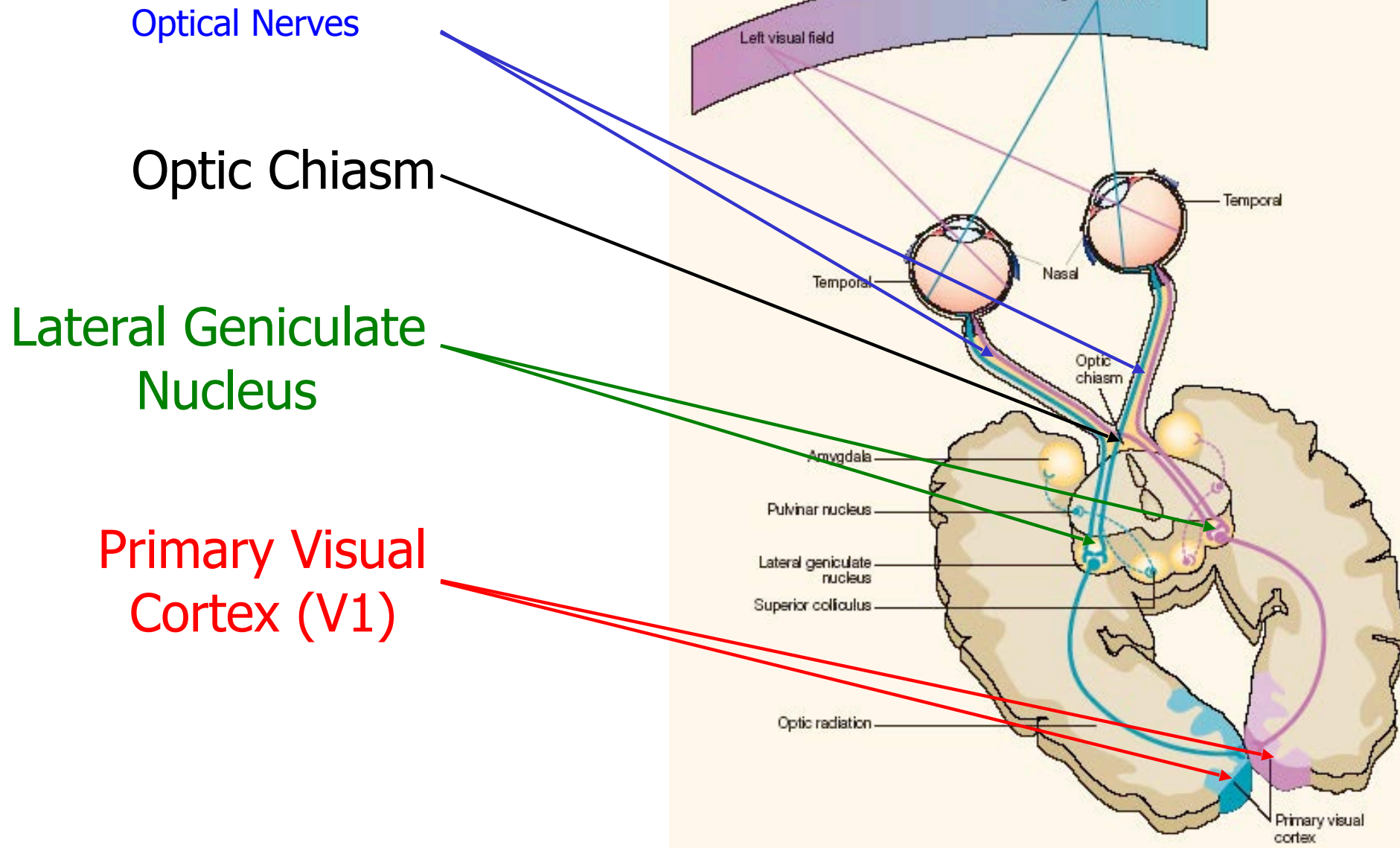
To pathways originate from V1:

- The “where” pathway: $V1 \rightarrow V2 \rightarrow V5 \rightarrow$ parietal lobe.
- The “what” pathway: $V1 \rightarrow V2 \rightarrow V3 \rightarrow V4 \rightarrow$ temporal lobe.

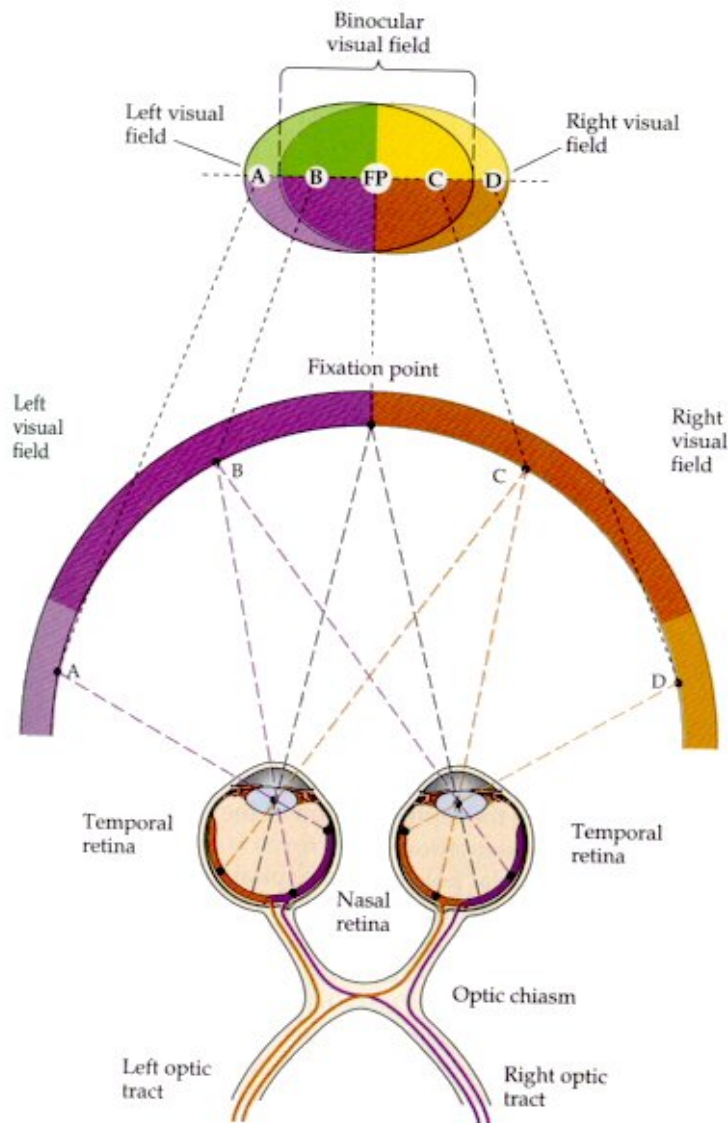
⇒ Motion Detection and Object Recognition are mostly performed in parallel but interconnections exist.



HEMISPHERICAL VISION



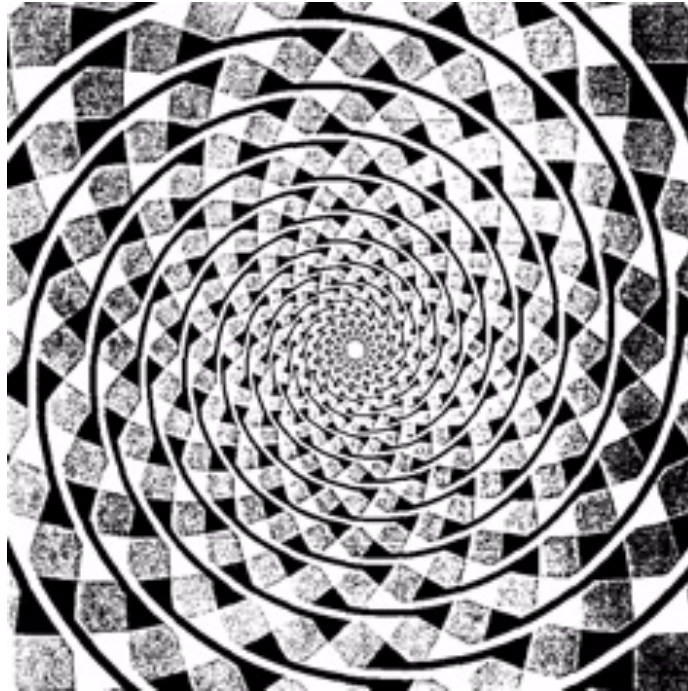
STEREOSCOPICAL VISION



Our brain is wired for stereo vision:

- Redundancy
- Depth perception

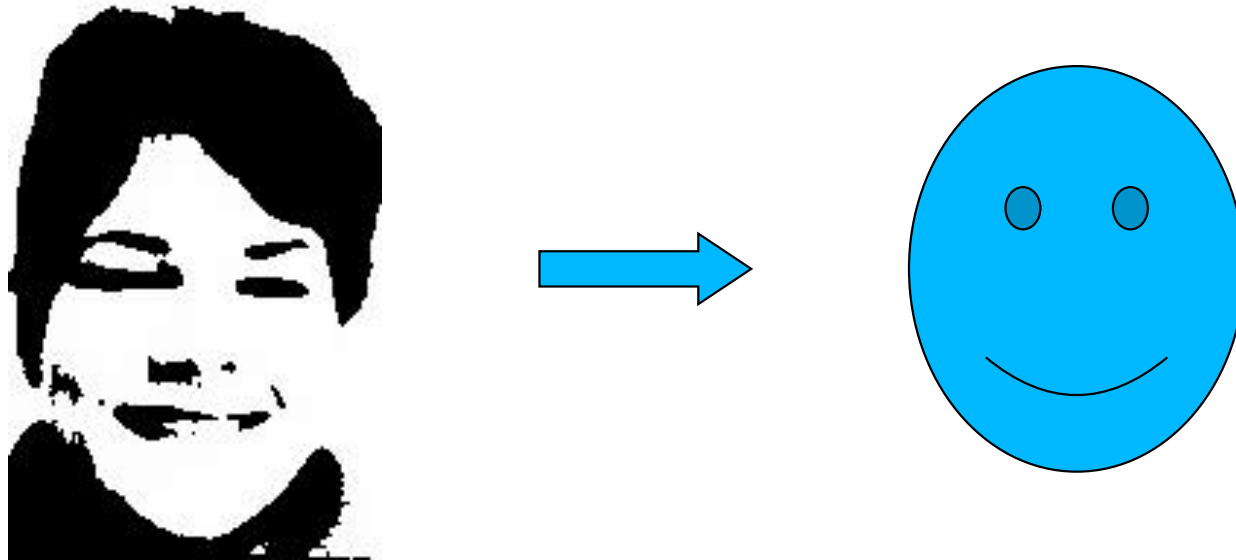
OPTICAL ILLUSIONS



Every image is the image of thing merely to him who knows how to read it, and who is enabled by the aid of the image to form an idea of the thing.

Handbook of Physiological Optics
H. von Helmholtz

CONTROLLED HALLUCINATION?



Perhaps, but very cleverly implemented in “wetware”.

→ How can we emulate it in hardware?

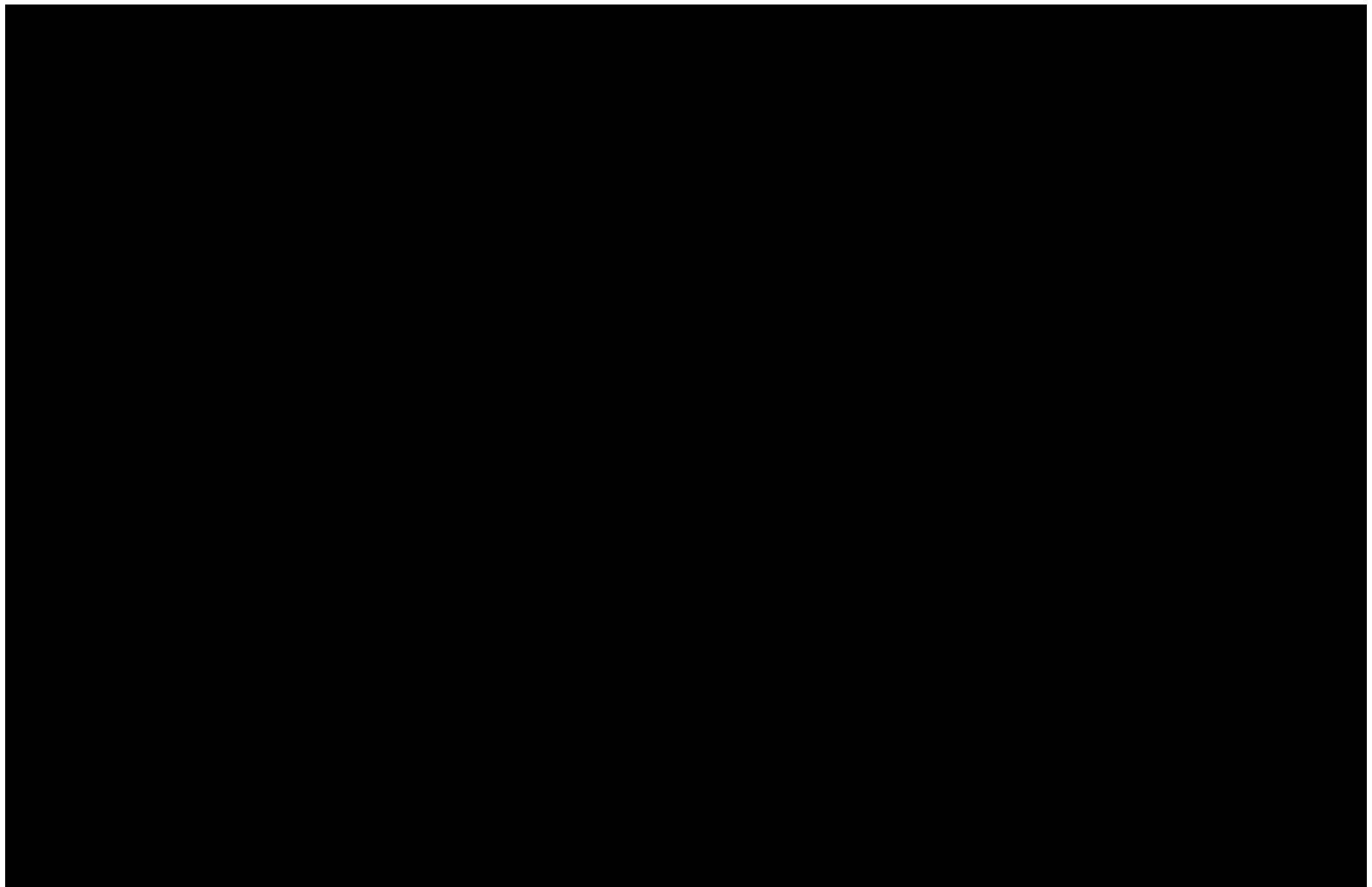
RECOGNIZE AND CLASSIFY ANIMAL -- NO ANIMAL



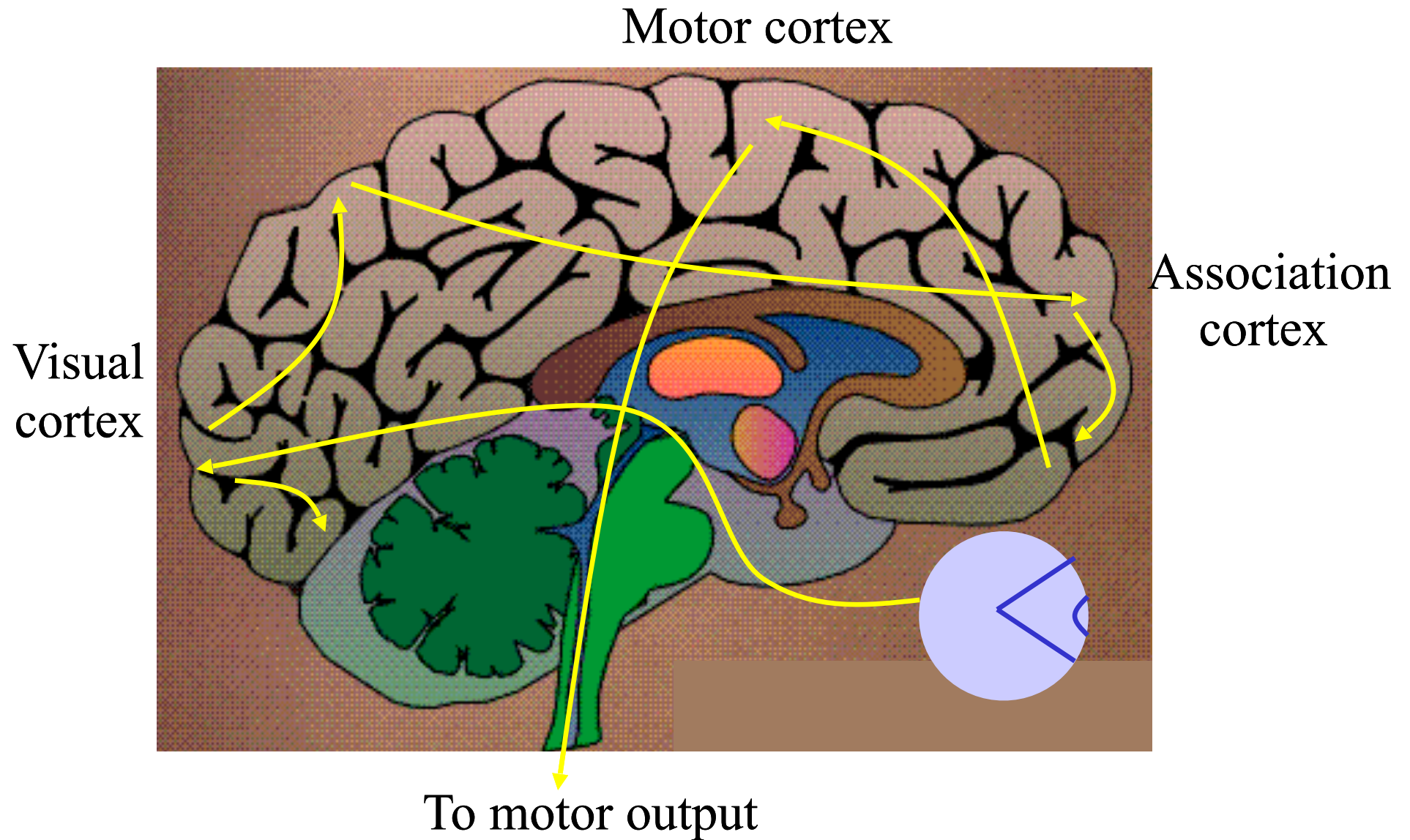
Subjects must raise their hand if they see an animal:

- 60 images
- 1 image per second

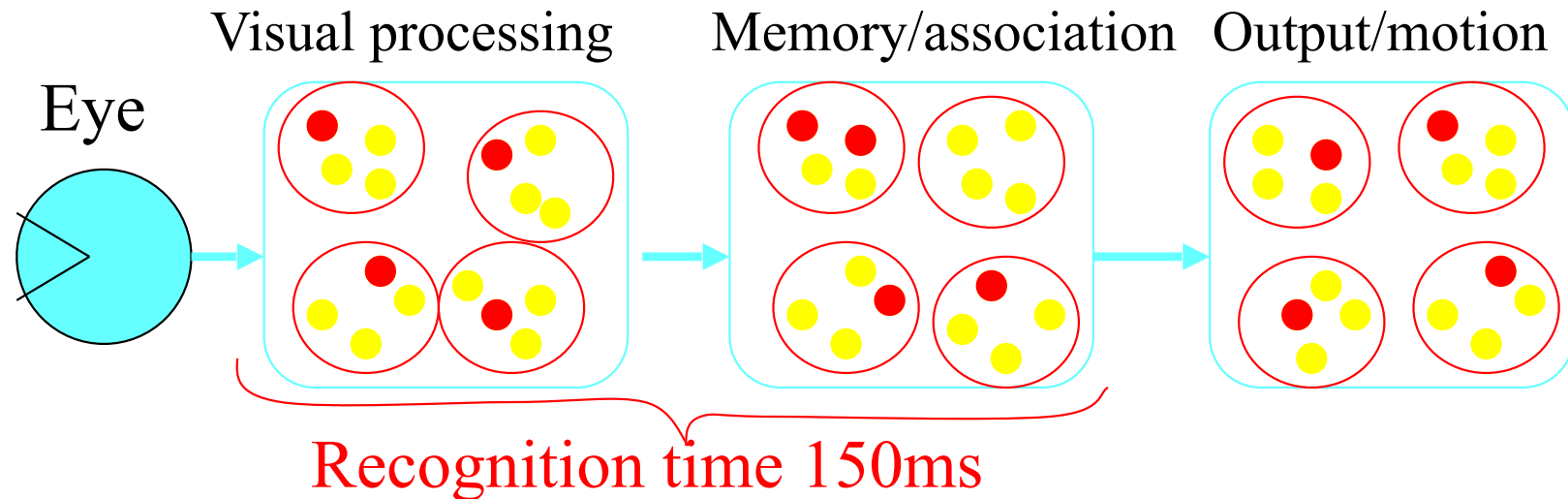
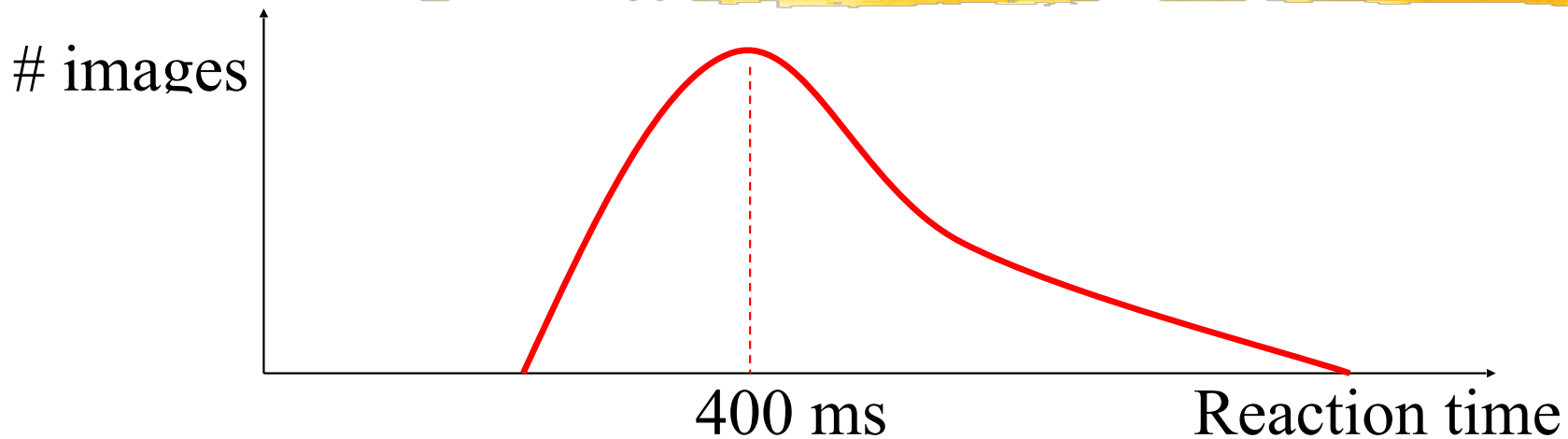
→ Measure their reaction time.



BRAIN PATHWAYS

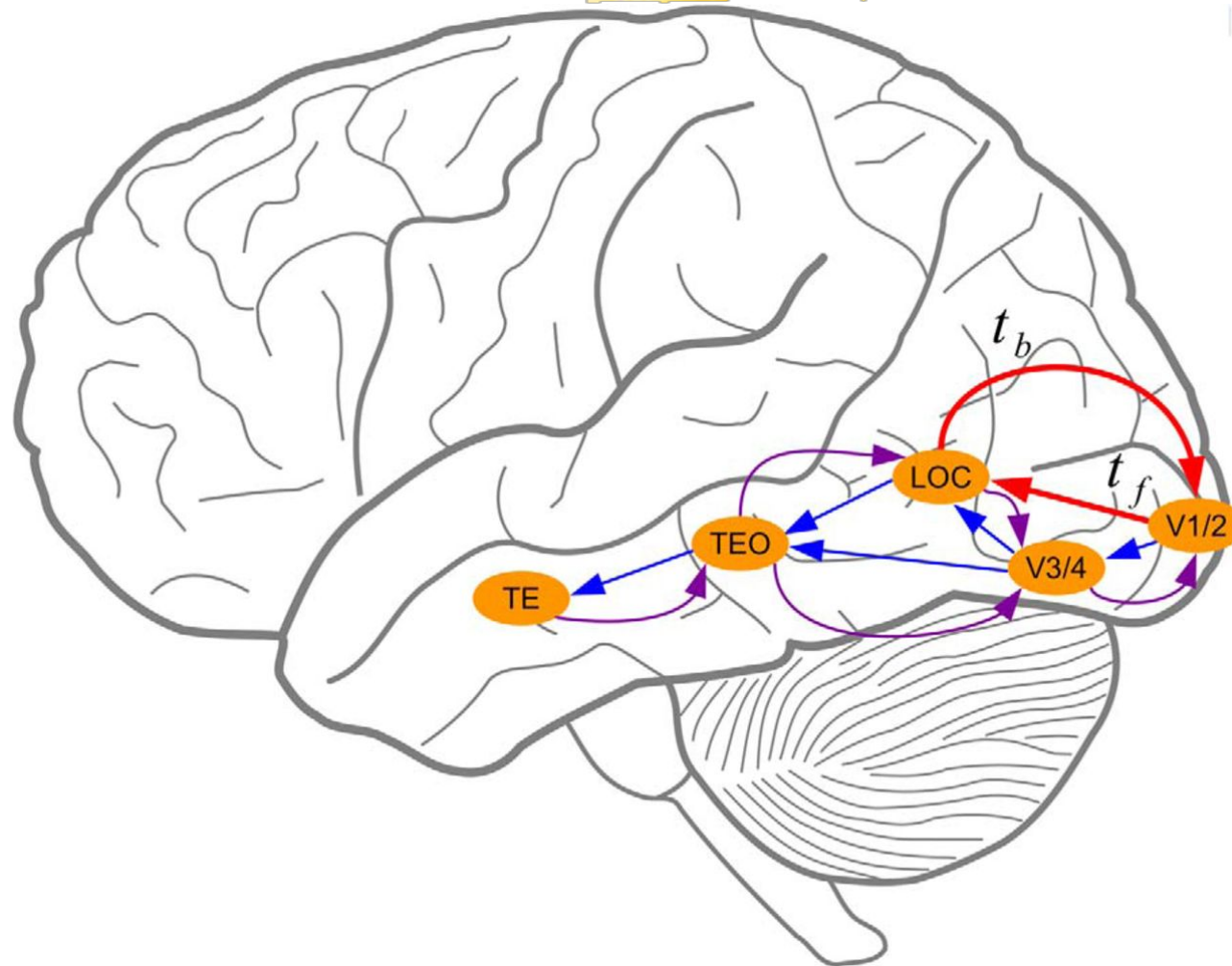


REACTION TIME



—> **Suggests** purely feed-forward processing because there is not enough time for feedback loops.

RECURRENT PATHWAYS



“Shape stimuli are optimally reinforcing each other when separated in time by ~60 ms, **suggesting** an underlying recurrent circuit with a time constant (feedforward + feedback) of 60 ms.”

Drewes et al. , *Journal of Neuroscience*, 2016

HUMAN vs COMPUTER VISION



The camera replaces the eye:

- Eye lens → Camera Optics
- Cones and Rods → CCD array
- Ganglion cells → Filter banks

The computer replaces the brain:

- But how?