

Research Experience

Sept. 2020	Postdoctorate Research Fellow <i>Under the supervision of Pascal Mamassian and Ruben Coen-Cagli.</i> Laboratoire des Systèmes Perceptifs (LSP), École Normale Supérieure (ENS), Paris
2017–2020	Postdoctorate Research Fellow <i>Under the supervision of Ruben Coen-Cagli and Pascal Mamassian.</i> Department of Comp. Biology, Albert Einstein College of Medicine (AECOM), New-York.
Jan. – Sept. 2017	Postdoctorate Research Fellow <i>Under the supervision of Gabriel Peyré.</i> Département de Mathématiques et Applications (DMA), École Normale Supérieure (ENS), Paris.
2013–2017	PhD under the supervision of G. Peyré and C. Monier <i>Applied Mathematics and Neurosciences. Dynamic Textures Synthesis for Probing Vision in Psychophysics and Electrophysiology.</i> Dauphine University (Paris Sciences Lettres), Paris. Unité Neuroscience, Information et Complexité (UNIC-CNRS), Gif-sur-Yvette.
2011–2012	Research internship under the supervision of J-M. Morel and B. Coll <i>Texture synthesis: the Portilla-Simoncelli algorithm (statistical tools, optimization, C implementation).</i> Universitat de les Illes Balears, Mallorca. Centre de Mathématiques et de Leurs Applications (CMLA), Cachan.

Research Supervision

Jun. – Jul. 2020	Elliot Kim <i>Project: Comparing mixture models trained on neural activity vs natural image stimuli.</i> Department of Comp. Biology, Albert Einstein College of Medicine (AECOM), New-York <i>Co-supervisor: Ruben Coen-Cagli</i>
Mar. – Apr. 2020	Alexander Ferrena <i>Project: Studying the possibility to use Generative Adversarial Networks to generate image from neural activity and vice-versa.</i> Department of Comp. Biology, Albert Einstein College of Medicine (AECOM), New-York <i>Co-supervisor: Ruben Coen-Cagli</i>

List of Contributions

Pre-prints

Vacher J., Briand T., The Portilla-Simoncelli Texture Model: Towards the Understanding of the Early Visual Cortex, *Under review: Image Processing On Line* [Link](#)

Vacher J., Coen-Cagli R., Combining mixture models with linear mixing updates: multilayer image segmentation and synthesis, *arXiv 1905.10629, 2019* [Link](#)

Vacher J., Mamassian P., Coen-Cagli R., Probabilistic Model of Visual Segmentation, *arXiv 1806.00111, 2019* [Link](#)

Journals

Le Coënt A., Fribourg L., Vacher J., Wisniewski, R., Probabilistic reachability and control synthesis for stochastic switched systems using the tamed Euler method, *Nonlinear Analysis: Hybrid Systems*, 2020 [Link](#)

Roggerone V., Vacher J., Tarlao C., Guastavino C., Auditory motion perception emerges from successive sound localizations integrated over time, *Scientific Reports*, 2019 [Link](#)

Vacher J., Meso A. I., Perrinet L. U., Peyré G., Bayesian Modeling of Motion Perception using Dynamical Stochastic Textures, *Neural Computation*, 2018 [Link](#)

Briand T., Vacher J., How to Apply a Filter Defined in the Frequency Domain by a Continuous Function ?, *Image Processing On Line* 6, 183-211, 2016 [Link](#)

Briand T., Vacher J., Galerne B., Rabin J., The Heeger-Bergen Pyramid Based Texture Synthesis Algorithm, *Image Processing On Line* 4, 276-299, 2014 [Link](#)

Conferences

Vacher J., Davila A., Kohn A., Coen-Cagli R., Texture Interpolation for Probing Visual Perception, *Advances in Neural Information Processing Systems*, -, 2020 [Link](#)

Le Coënt A., Fribourg L., Vacher J., Control synthesis for stochastic switched systems using the tamed euler method, *IFAC Conference on Analysis and Design of Hybrid Systems*, 2018 [Link](#)

Vacher J., Meso A. I., Perrinet L. U., Peyré G., Biologically Inspired Dynamic Textures For Probing Motion Perception, *Advances in Neural Information Processing Systems*, 1918-1926, 2015 [Link](#)

Participation in Conferences

Upcoming

Dec. 2020 Poster and spotlight presentation: Texture Interpolation for Probing Visual Perception *Neural Information Processing Systems (NeurIPS)* [Link](#)

Past

June. 2020 Poster: Measuring and Modeling Human Probabilistic Segmentation Maps *Vision Science Society (VSS) 2020* [Link](#)

Feb. 2020 Poster: Measuring Human Probabilistic Segmentation Maps *Computational and Systems Neuroscience (Cosyne) 2020* [Link](#)

Aug. 2019 Talk: An ideal observer model for grouping and contour integration in natural images *European Conference on Visual Perception* [Link](#)

June 2016 Poster: Supervised Learning Estimation of Functional Maps from VSD Imaging *International Conference on Mathematical NeuroScience (ICMNS)* [Link](#)

Dec. 2015 Poster and spotlight presentation: Biologically Inspired Dynamic Textures for Probing Motion Perception *Neural Information Processing Systems (NeurIPS)* [Link](#)

June 2015 Talk: Dynamic Texture Synthesis for Probing Visual Perception *7e Biennale Française des Mathématiques Appliquées et Industrielles (SMAI 2015)* [Link](#)

June 2015	Poster: A Mathematical Account of Dynamic Texture Synthesis for Probing Visual Perception <i>International Conference on Mathematical NeuroScience (ICMNS)</i> Link
Oct. 2014	Poster: Dynamic Textures for Probing Visual Perception <i>Workshop on Geometrical Models in Vision</i> Link

Participation in Review Committees

Conferences

Neural Information Processing Systems 2019–2020 (NeurIPS): [Website](#)
International Conference on Machine Learning 2020 (ICML): [Website](#)
International Conference on Learning Representations 2020 (ICLR): [Website](#)
Limited Labeled Data workshop @ICLR 2018–2019: [Website](#)
Computational and Systems Neuroscience 2020 (Cosyne): [Website](#)

Journals

Image Processing On Line Journal (IPOL): [Website](#)
IEEE Transactions on Visualization and Computer Graphics: [Website](#)
Vision Research: [Website](#)

Professional Society Membership

since 2015	Société de Mathématiques Appliquées et Industrielles Link
since 2019	Vision Science Society Link

Awards and Scholarships

March 2019	Seal of Excellence for the project “Decompose the hierarchical process of human visual segmentation” <i>Certificate delivered by the European Commission, as the institution managing Horizon 2020, the EU Framework Programme for Research and Innovation 2014-2020</i> Link
2012–2013	Excellence Master’s Scholarship <i>Funding (10 000 euros) from the Fondation de Mathématiques Jacques Hadamard (FMJH)</i> Link

Computer Science

Operating systems	Linux, Windows
Languages	Python (parallel/GPU computing, scikit-learn, deep learning with PyTorch), Matlab (including PsychToolbox for psychophysics), basic knowledge in C/C++, basic knowledge in JavaScript (jspsych for online psychophysics)
Data knowledge	natural images, psychometric results, extracellular recordings, brain optical imaging

Teaching Activities

Oct. 2016	French tenured civil servant as teacher in mathematics <i>Availability for postdoctoral research.</i>
2013–2015	Lecturer in Analysis, Linear Algebra, Differential Calculus <i>Three hours a week. Mid to high level students.</i> Dauphine University, Paris.
July 2013	Highest mathematics competitive exam for academic teaching <i>Agrégation de mathématiques. French trainee civil servant as teacher in mathematics.</i>

2011–2013 **Examiner in mathematics** *Oral exam training. Two hours a week. High level students.* Classes Préparatoires aux Grandes Écoles, Janson de Sailly high school, Paris.

Higher Education

2013–2017 **PhD in Applied Mathematics** Dauphine University (Paris Sciences Lettres), Paris.
2011–2013 **Master's degree in mathematics** *Mathematics, Vision and Learning. Graduated with honours.* École Normale Supérieure de Cachan.
2010–2011 **Bachelor's degree in mathematics** *Applied Mathematics. Graduated with honours.* École Normale Supérieure de Cachan.

Languages

French: native / English: fluent / Spanish: basic understanding

Interests and other activities

Sports: rock climbing/bouldering, biking, hiking, tennis, table tennis, handball...
Video/Board Games: hearthstone, megawatt, smallworld, 7 wonders, terra mystica, king domino, ...
Music, cinema, sciences, social sciences, economy, politics, ...
President of the association "Les sENS de l'Art" in 2012: in charge of the organization of the annual art and music festival of ENS Cachan (budget: 40 000 euros).