

Supplementary Material to : Motion Clouds: Model-based stimulus synthesis of natural-like random textures for the study of motion perception

Paula Sanz Leon^{*1,2}, Ivo Vanzetta^{†1,2}, Guillaume S. Masson^{‡1,2}, and Laurent U. Perrinet^{§1,2}

¹INCM, CNRS / Aix-Marseille University, France

²Institut de Neurosciences de la Timone, CNRS / Aix-Marseille University, Marseille, France

Computer implementation using Python

In this part, we will briefly describe how Motion Clouds can be implemented while taking into account technical constraints such as discretization and videographic displays. We will also outline the algorithm used to generate our calibrated motion clouds using Python libraries.

Defining Fourier units, discrete units and physical units

In vision research, stimulus parameters depend on experimental conditions such as viewing distance and other properties of the display, such as the refreshing rate. Here, we will define the parameters of interest to implement when computing Motion Clouds based in the parameters showed in Table 1 where give a description of their physical values in one example experimental setup.

Symbol	Magnitude	Value	Unit
D	Viewing distance	570	[mm]
X, Y	Stimulus size	640 x 480	[px]
VA^1	Stimulus width in degrees of visual angle at viewing distance D	38,1	[deg]
f_{rate}	Frame rate	50	[Hz]
T	Stimulus duration	0.6	[sec]

Table 1: Physical units in an optical imaging set-up.

Both N_X and N_Y are determined by the frame (stimulus) size (X and Y), while N_{frame} is determined by the frame rate (f_{rate}) and the stimulus duration (T). These parameters define the stimulus' spatiotemporal periods. In this example we set $N_{frame} = 30$. Additionally, velocities V_x and V_y have arbitrary units with the convention that if $V_x = 1$, it means that average motion is equal to an average displacement of one spatial period over one temporal period and the same applies to V_y . (See Figure 1). In line with this, we had introduced earlier the normalization factor $f_{t_0} = \frac{N_X}{N_{frame}}$. In the spatiotemporal domain implies that there is a translation of a distance VA_X during a period T . We remind that degrees of visual angle are defined by $VA = 2 * \arctan(S/2D)$, where S is stimulus size on the screen (X or Y) and D is the viewing distance.

^{*}Paula.Sanz@univ-amu.fr

[†]Ivo.Vanzetta@univ-amu.fr

[‡]Guillaume.Masson@univ-amu.fr

[§]Corresponding Author, Laurent.Perrinet@univ-amu.fr

Defining stimulus and Fourier cubes

Note first that the visual stimulus \mathbf{I} is a real-valued function, therefore the inverse Fourier transform of our spectrum must be purely real, and its transform must be Hermitian. This means that the frequency component (f_x, f_y, f_t) is the complex conjugate of the component at frequency $(-f_x, -f_y, -f_t)$. Therefore, there is no information in the negative frequency components that is not already available from the positive frequency components. To ensure that, the envelope will always be symmetric with respect to the origin in the Fourier domain, while the phase spectrum will be Hermitian by construction. An alternative consists in taking the real part of the complex inverse Fourier transform of any envelope (symmetric or not). Note that by construction of the Fourier transform, stimuli are generated in the 3D toroidal space and they are invariant up to displacement in multiples of the spatiotemporal period. As a consequence, there is no border or center and moreover any given Motion Cloud may be concatenated in space or time : For instance, playing a Motion Clouds movie in a loop is smooth and there is no abrupt transient. This property is useful to create large stimuli with limited resources by "tiling" a stimulus multiple times. Mathematically, a set of Motion Clouds is generated using normalized input arguments. First, we define the quantization of the Fourier space defined above in cubes of size $N_j, j \in X, Y, frame$, respectively for horizontal, vertical and time axis. In practice we will use the Fast Fourier Transform (FFT). As a consequence, the resulting stimulus cube will be of the same size as the frequency cube and $N_j, j \in X, Y, frame$ should be preferentially defined as an integer power of two. Each frequency axis (in Cartesian coordinates $(f_x, f_y$ and $f_t)$) belongs always to the interval $[-0.5, 0.5]$ although the number of points is different. The frequency resolution is given by $(1/N_X, 1/N_Y, 1/N_{frame})$ and $f_x, f_y, f_t = 0.5$ (in $cyc/px, cyc/px, cyc/frame$) is the Nyquist frequency, i.e., the maximal frequency that can be represented without having undesirable aliasing effects.

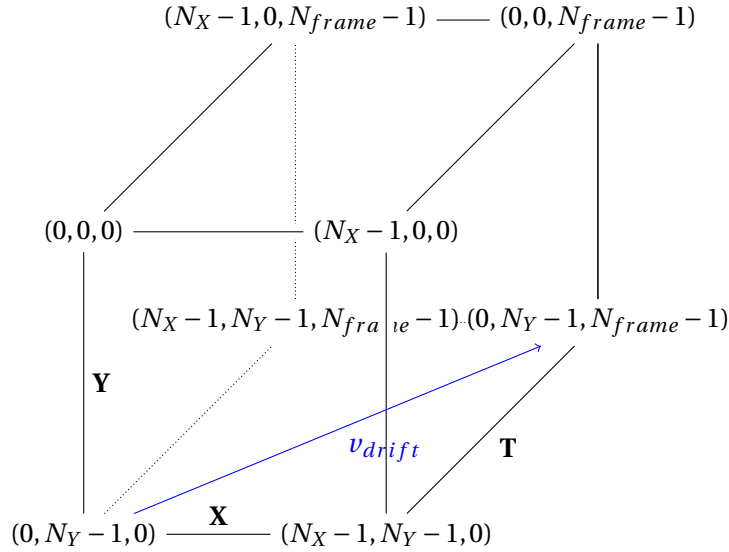


Figure 1

In Figure 2 we show the flow chart of the sequential construction method. We begin by building a three dimensional matrix whose dimensions are given by the input arguments N_X, N_Y and N_{frame} so that $\mathcal{E}(f_x, f_y, f_t) \in \mathbb{R}^{N_X \times N_Y \times N_{frame}}$. The first two define the image size, width and height, respectively. The third dimension is the length of the image-series (number of frames).

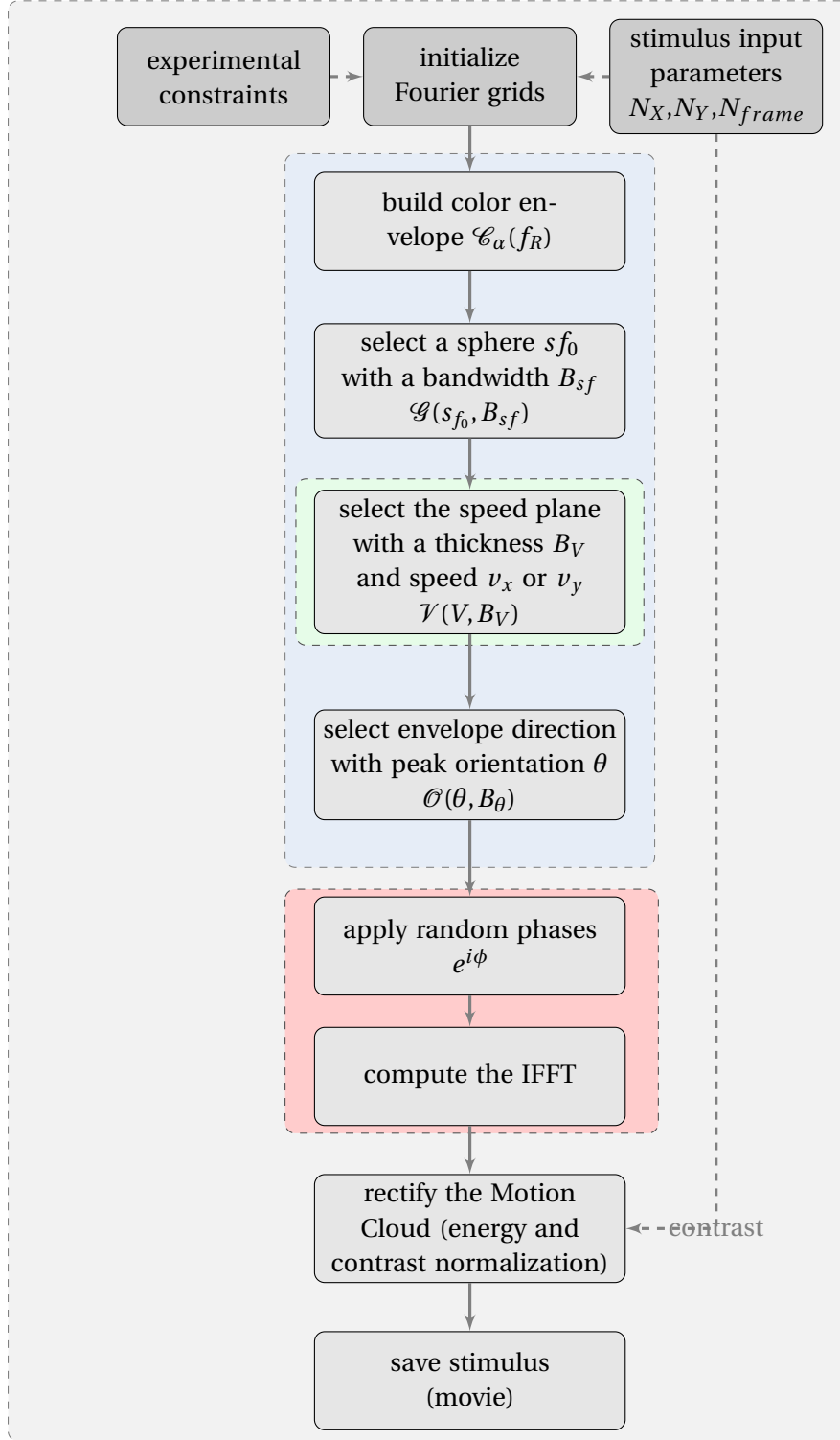


Figure 2

Summary: Flowchart

First, experimental parameters (N_X , N_Y , N_{frame}) are initialized and physical units are normalized (s_{f_0} , V_X , V_Y). Second, the color envelope is generated according to the parameter α . Third, this color envelope (\mathcal{C}_α) is multiplied by the global Fourier envelope constructed by the product of the speed (\mathcal{V}), spatial frequency (\mathcal{S}) and orientation envelopes (\mathcal{O}). The last step in the Fourier domain is to multiply the Fourier modulus by a random phase ($e^{i\phi}$). Thus, after computing the 3-dimensional inverse Fourier transform we obtain a dynamic random phase texture, that is the Motion Cloud movie as a numpy array that can further be processed to be for example stored as a sequence of frames.

Code example

Motion Clouds are built using a collection of scripts that provides a simple way of generating complex stimuli suitable for neuroscience and psychophysics experiments. It is meant to be an open-source package that can be combined with other packages such as PsychoPy or VisionEgg.

All functions are implemented in one main script called *MotionClouds.py* that handles the Fourier cube, the envelope functions as well as the random phase generation and all Fourier related processing. Additionally, all the auxiliary visualization tools to plot the spectra and the movies are included. Specific scripts such as *test_color.py*, *test_speed.py*, *test_radial.py* and *test_orientation.py* explore the role of different parameters for each individual envelope (respectively color, speed, radial frequency, orientation). Our aim is to keep the code as simple as possible in order to be comprehensible and flexible. To sum up, when we build a custom Motion Cloud there are 3 simple steps to follow:

1. set the MC parameters and construct the Fourier envelope, then visualize it as iso-surfaces,

```
1 import MotionClouds as mc
2 import numpy as np
3 fx, fy, ft = mc.get_grids(mc.N_X, mc.N_Y, mc.N_frame) # define Fourier domain
4 envelope = mc.envelope_gabor(fx, fy, ft, V_X=1., V_Y=0., B_V=.1, sf_0=.15, B_sf=.1, theta=0.,
5                             B_theta=np.pi/8, alpha=1.) # define an envelope
6 mc.visualize(fx, fy, ft, envelope) # Visualize the Fourier Spectrum
```

2. perform the IFFT and contrast normalization; visualize the stimulus as a 'cube' visualization of the image sequence,

```
1 movie = mc.random_cloud(envelope)
2 movie = mc.rectif(movie)
3 mc.cube(fx, fy, ft, movie, name=name + '_cube') # Visualize the Stimulus
```

3. export the stimulus as a movie (.mpeg format available), as separate frames (.bmp and .png formats available) in a compressed zipped folder, or as a MatlabTM matrix (.mat format).

```
1 mc.anim_save(movie, name, display=False, vext='.mpeg')
```

If some parameters are not given, they are set to default values corresponding to a "standard" Motion Cloud. Moreover, the user can easily explore a range of different Motion Clouds simply by setting an array of values for a determined parameter. Here, for example, we generate 8 MCs with increasing spatial frequency s_{f_0} while keeping the other parameters fixed to default values:

```

1 for sf_0 in [0.01, 0.05, 0.1, 0.2, 0.3, 0.4, 0.5, 0.6]:
2     name_ = 'figures/' + name + '-sf_0-' + str(sf_0).replace('.', '_')
3     mc.figures_MC(fx, fy, ft, name_, sf_0=sf_0) # function performing plots for a given set of
        parameters

```

Here, we show the source code of *MotionClouds.py*. The test cases are available on request to the corresponding author.

```

1  #!/usr/bin/env python
2  # -*- coding: utf8 -*-
3  """
4
5  Main script for generating Motion Clouds
6
7  (c) Laurent Perrinet – INT/CNRS
8
9  Motion Clouds (keyword) parameters:
10 size      -- power of two to define the frame size (N_X, N_Y)
11 size_T    -- power of two to define the number of frames (N_frame)
12 N_X       -- frame size horizontal dimension [px]
13 N_Y       -- frame size vertical dimension [px]
14 N_frame   -- number of frames [frames] (a full period in time frames)
15 alpha     -- exponent for the color envelope.
16 sf_0      -- mean spatial frequency relative to the sampling frequency.
17 ft_0      -- spatiotemporal scaling factor.
18 B_sf      -- spatial frequency bandwidth
19 V_X       -- horizontal speed component
20 V_Y       -- vertical speed component
21 B_V       -- speed bandwidth
22 theta     -- mean orientation of the Gabor kernel
23 B_theta   -- orientation bandwidth
24 loggabor  -- (boolean) if True it uses a log-Gabor kernel (instead of the traditional gabor)
25
26 Display parameters:
27
28 vext       -- movie format. Stimulus can be saved as a 3D (x-y-t) multimedia file: .mpg movie,
        .mat array, .zip folder with a frame sequence.
29 ext        -- frame image format.
30 T_movie    -- movie duration [s].
31 fps        -- frame per seconds
32
33 """
34
35 import os
36 DEBUG = False
37 if DEBUG:
38     size = 5
39     size_T = 5
40     figsize = (400, 400) # faster
41 else:
42     size = 7
43     size_T = 7
44     figsize = (800, 800) # nice size, but requires more memory
45
46 import numpy as np
47 N_X = 2**size
48 N_Y = N_X
49 N_frame = 2**size_T

```

```

50 ft_0 = N_X/float(N_frame)
51 alpha = 1.0
52 sf_0 = 0.15
53 B_sf = 0.1
54 V_X = 1.
55 V_Y = 0.
56 B_V = .2
57 theta = 0.
58 B_theta = np.pi/32.
59 loggabor = True
60 vext = '.mpg'
61 ext = '.png'
62 T_movie = 8. # this value defines the duration of a temporal period
63 fps = int(N_frame / T_movie)
64
65 # display parameters
66 try:
67     import progressbar
68     PROGRESS = True
69 except:
70     PROGRESS = False
71
72 # os.environ['ETS_TOOLKIT'] = 'qt4' # Works in Mac
73 # os.environ['ETS_TOOLKIT'] = 'wx' # Works in Debian
74 MAYAVI = 'Import'
75 #MAYAVI = 'Avoid' # uncomment to avoid generating mayavi visualizations (and save some memory
...)
76 def import_mayavi():
77     global MAYAVI, mlab
78     if (MAYAVI == 'Import'):
79         try:
80             from mayavi import mlab
81             MAYAVI = 'Ok : New and shiny'
82             print('Imported Mayavi')
83         except:
84             try:
85                 from enthought.mayavi import mlab
86                 print('Seems you have an old implementation of MayaVi, but things should work')
87                 MAYAVI = 'Ok but old'
88                 print('Imported Mayavi')
89             except:
90                 print('Could not import Mayavi')
91                 MAYAVI = False
92     elif (MAYAVI == 'Ok : New and shiny') or (MAYAVI == 'Ok but old'):
93         pass # no need to import that again
94     else:
95         print('We have chosen not to import Mayavi')
96 # Trick from http://github.enthought.com/mayavi/mayavi/tips.html : to use offscreen rendering,
try xvfb :1 -screen 0 1280x1024x24 in one terminal, export DISPLAY=:1 before you run your
script
97
98 figpath = 'results/'
99 if not(os.path.isdir(figpath)):os.mkdir(figpath)
100
101 def get_grids(N_X, N_Y, N_frame, sparse=True):
102     """
103     Use that function to define a reference outline for envelopes in Fourier space.
104     In general, it is more efficient to define dimensions as powers of 2.
105     """
106

```

```

107     if sparse:
108         fx, fy, ft = np.ogrid[(-N_X//2):((N_X-1)//2 + 1), (-N_Y//2):((N_Y-1)//2 + 1), (-N_frame
109             //2):((N_frame-1)//2 + 1)] # output is always even.
110     else:
111         fx, fy, ft = np.mgrid[(-N_X//2):((N_X-1)//2 + 1), (-N_Y//2):((N_Y-1)//2 + 1), (-N_frame
112             //2):((N_frame-1)//2 + 1)] # output is always even.
113     fx, fy, ft = fx*1./N_X, fy*1./N_Y, ft*1./N_frame
114     return fx, fy, ft
115
116 def frequency_radius(fx, fy, ft, ft_0=ft_0):
117     """
118     Returns the frequency radius. To see the effect of the scaling factor run
119     'test_color.py'
120
121     """
122     N_X, N_Y, N_frame = fx.shape[0], fy.shape[1], ft.shape[2]
123     R2 = fx**2 + fy**2 + (ft/ft_0)**2 # cf . Paul Schrater 00
124     R2[N_X//2 , N_Y//2 , N_frame//2 ] = np.inf
125     return np.sqrt(R2)
126
127 def envelope_color(fx, fy, ft, alpha=alpha, ft_0=ft_0):
128     """
129     Returns the color envelope.
130     Run 'test_color.py' to see the effect of alpha
131     alpha = 0 white
132     alpha = 1 pink
133     alpha = 2 red/brownian
134     (see http://en.wikipedia.org/wiki/1/f\_noise )
135     """
136     f_radius = frequency_radius(fx, fy, ft, ft_0=ft_0)**alpha
137     return 1. / f_radius
138
139 def envelope_radial(fx, fy, ft, sf_0=sf_0, B_sf=B_sf, ft_0=ft_0, loggabor=loggabor):
140     """
141     Radial frequency envelope:
142     selects a sphere around a preferred frequency with a shell width B_sf.
143     Run 'test_radial.py' to see the explore the effect of sf_0 and B_sf
144     """
145     if sf_0 == 0.: return 1.
146     if loggabor:
147         # see http://en.wikipedia.org/wiki/Log-normal\_distribution
148         fr = frequency_radius(fx, fy, ft, ft_0=1.)
149         env = 1./fr*np.exp(-.5*(np.log(fr/sf_0)**2)/(np.log((sf_0+B_sf)/sf_0)**2))
150         return env
151     else:
152         return np.exp(-.5*(frequency_radius(fx, fy, ft, ft_0=1.) - sf_0)**2/B_sf**2)
153
154 def envelope_speed(fx, fy, ft, V_X=V_X, V_Y=V_Y, B_V=B_V):
155     """
156     Speed envelope:
157     selects the plane corresponding to the speed (V_X, V_Y) with some thickness B_V
158
159     (V_X, V_Y) = (0,1) is downward and (V_X, V_Y) = (1,0) is rightward in the movie.
160     A speed of V_X=1 corresponds to an average displacement of 1/N_X per frame.
161     To achieve one spatial period in one temporal period, you should scale by
162     V_scale = N_X/float(N_frame)
163     If N_X=N_Y=N_frame and V=1, then it is one spatial period in one temporal
164     period. it can be seen in the MC cube. Define ft_0 = N_X/N_frame
165
166     Run 'test_speed.py' to explore the speed parameters

```

```

165
166     """
167     env = np.exp(-.5*((ft+fx*V_X+fy*V_Y))**2/(B_V*frequency_radius(fx, fy, ft, ft_0=1.))**2)
168     return env
169
170 def envelope_orientation(fx, fy, ft, theta=theta, B_theta=B_theta):
171     """
172     Orientation envelope:
173     selects one central orientation theta, B_theta the spread
174     We use a von-Mises distribution on the orientation.
175
176     Run 'test_orientation.py' to see the effect of changing theta and B_theta.
177     """
178     if not(B_theta is np.inf):
179         angle = np.arctan2(fy, fx)
180         envelope_dir = np.exp(np.cos(2*(angle-theta))/B_theta)
181         return envelope_dir
182     else: # for large bandwidth, returns a strictly flat envelope
183         return 1.
184
185 def envelope_gabor(fx, fy, ft, V_X=V_X, V_Y=V_Y,
186                   B_V=B_V, sf_0=sf_0, B_sf=B_sf, loggabor=loggabor,
187                   theta=theta, B_theta=B_theta, alpha=alpha):
188     """
189     Returns the Motion Cloud kernel
190
191     """
192     envelope = envelope_color(fx, fy, ft, alpha=alpha)
193     envelope *= envelope_orientation(fx, fy, ft, theta=theta, B_theta=B_theta)
194     envelope *= envelope_radial(fx, fy, ft, sf_0=sf_0, B_sf=B_sf, loggabor=loggabor)
195     envelope *= envelope_speed(fx, fy, ft, V_X=V_X, V_Y=V_Y, B_V=B_V)
196     return envelope
197
198 def random_cloud(envelope, seed=None, impulse=False, do_amp=False):
199     """
200     Returns a Motion Cloud movie as a 3D matrix.
201     It first creates a random phase spectrum and then it computes the inverse FFT to obtain
202     the spatiotemporal stimulus.
203
204     - use a specific seed to specify the RNG's seed,
205     - test the impulse response of the kernel by setting impulse to True
206     - test the effect of randomizing amplitudes too by setting do_amp to True
207 shape
208     """
209     (N_X, N_Y, N_frame) = envelope.shape
210     amps = 1.
211     if impulse:
212         phase = 0.
213     else:
214         np.random.seed(seed=seed)
215         phase = 2 * np.pi * np.random.rand(N_X, N_Y, N_frame)
216         if do_amp:
217             amps = np.random.randn(N_X, N_Y, N_frame)
218             # see Galerne, B., Gousseau, Y. & Morel, J.-M. Random phase textures: Theory and
219             # synthesis. IEEE Transactions in Image Processing (2010). URL http://www.biomedsearch.com/nih/Random-Phase-Textures-Theory-Synthesis/20550995.html. (
220             # basically, they conclude "Even though the two processes ADSN and RPN have
221             # different Fourier modulus distributions (see Section 4), they produce visually
222             # similar results when applied to natural images as shown by Fig. 11.")

```



```

220 Fz = amps * envelope * np.exp(1j * phase)
221
222 # centering the spectrum
223 Fz = np.fft.ifftshift(Fz)
224 Fz[0, 0, 0] = 0.
225 z = np.fft.ifftn((Fz)).real
226 return z

```

In *MotionClouds.py* additional functions have been written for displaying purposes such as visualization of the Fourier spectrum and saving the stimulus in different formats.

```

1 ##### Display Tools #####
2
3 def get_size(mat):
4     """
5     Get stimulus dimensions
6
7     """
8     return [np.size(mat, axis=k) for k in range(np.ndim(mat))]
9
10 #NOTE: Python uses the first dimension (rows) as vertical axis and this is the Y in the
11 spatiotemporal domain. Be careful with the convention of X and Y.
12
13 def visualize(z, azimuth=290., elevation=45.,
14             thresholds=[0.94, .89, .75, .5, .25, .1], opacities=[.9, .8, .7, .5, .2, .2],
15             name=None, ext=ext, do_axis=True, do_grids=False, draw_projections=True,
16             colorbar=False, f_N=2., f_tN=2., figsize=figsize):
17     """ Visualize the Fourier spectrum """
18     import mayavi()
19
20     N_X, N_Y, N_frame = z.shape
21     fx, fy, ft = get_grids(N_X, N_Y, N_frame, sparse=False)
22
23     mlab.figure(1, bgcolor=(1, 1, 1), fgcolor=(0, 0, 0), size=figsize)
24     mlab.clf()
25
26     # Normalize the amplitude.
27     z /= z.max()
28     # Create scalar field
29     src = mlab.pipeline.scalar_field(fx, fy, ft, z)
30     if draw_projections:
31         src_x = mlab.pipeline.scalar_field(fx, fy, ft, np.tile(np.sum(z, axis=0), (N_X, 1, 1)))
32         src_y = mlab.pipeline.scalar_field(fx, fy, ft, np.tile(np.reshape(np.sum(z, axis=1), (
33             N_X, 1, N_frame))), (1, N_Y, 1)))
34         src_z = mlab.pipeline.scalar_field(fx, fy, ft, np.tile(np.reshape(np.sum(z, axis=2), (
35             N_X, N_Y, 1))), (1, 1, N_frame)))
36
37     # Create projections
38     border = 0.47
39     scpx = mlab.pipeline.scalar_cut_plane(src_x, plane_orientation='x_axes', view_controls=
40         False)
41     scpx.implicit_plane.plane.origin = [-border, 1/N_Y, 1/N_frame]
42     scpx.enable_contours = True
43     scpy = mlab.pipeline.scalar_cut_plane(src_y, plane_orientation='y_axes', view_controls=
44         False)
45     scpy.implicit_plane.plane.origin = [1/N_X, border, 1/N_frame]
46     scpy.enable_contours = True
47     scpz = mlab.pipeline.scalar_cut_plane(src_z, plane_orientation='z_axes', view_controls=

```

```

44         False)
45         scpz.implicit_plane.plane.origin = [1/N_X, 1/N_Y, -border]
46         scpz.enable_contours = True
47
48     # Generate iso-surfaces at different energy levels
49     for threshold, opacity in zip(thresholds, opacities):
50         mlab.pipeline.iso_surface(src, contours=[z.max()-threshold*z.ptp(), ],
51                                   opacity=opacity)
52         mlab.outline(extent=[-1./2, 1./2, -1./2, 1./2, -1./2, 1./2],)
53
54     # Draw a sphere at the origin
55     x = np.array([0])
56     y = np.array([0])
57     z = np.array([0])
58     s = 0.01
59     mlab.points3d(x, y, z, extent=[-s, s, -s, s, -s, s], scale_factor=0.15)
60
61     if colorbar: mlab.colorbar(title='density', orientation='horizontal')
62     if do_axis:
63         ax = mlab.axes(xlabel='fx', ylabel='fy', zlabel='ft',
64                       extent=[-1./2, 1./2, -1./2, 1./2, -1./2, 1./2],
65                           )
66         ax.axes.set(font_factor=2.)
67
68     try:
69         mlab.view(azimuth=azimuth, elevation=elevation, distance='auto', focalpoint='auto')
70     except:
71         print(" You should upgrade your mayavi version")
72
73     if not(name is None):
74         mlab.savefig(name + ext, magnification=1, size=figsize)
75     else:
76         mlab.show(stop=True)
77
78     mlab.close(all=True)
79
80 def cube(im, azimuth=-45., elevation=130., roll=-180., name=None,
81         ext=ext, do_axis=True, show_label=True, colormap='gray',
82         vmin=0., vmax=1., figsize=figsize):
83
84     """
85     Visualize the stimulus as a cube
86
87     """
88     import mayavi()
89
90     N_X, N_Y, N_frame = im.shape
91     fx, fy, ft = get_grids(N_X, N_Y, N_frame, sparse=False)
92
93     mlab.figure(1, bgcolor=(1, 1, 1), fgcolor=(0, 0, 0), size=figsize)
94     mlab.clf()
95     src = mlab.pipeline.scalar_field(fx*2., fy*2., ft*2., im)
96
97     mlab.pipeline.image_plane_widget(src, plane_orientation='z_axes',
98                                     slice_index=0, colormap=colormap, vmin=vmin, vmax=vmax)
99     mlab.pipeline.image_plane_widget(src, plane_orientation='z_axes',
100                                     slice_index=N_frame, colormap=colormap,
101                                     vmin=vmin, vmax=vmax)
102     mlab.pipeline.image_plane_widget(src, plane_orientation='x_axes', slice_index=0,
103                                     colormap=colormap, vmin=vmin, vmax=vmax)

```

```

103 mlab.pipeline.image_plane_widget(src, plane_orientation='x_axes', slice_index=N_X,
104                                 colormap=colormap, vmin=vmin, vmax=vmax)
105
106 mlab.pipeline.image_plane_widget(src, plane_orientation='y_axes', slice_index=0,
107                                 colormap=colormap, vmin=vmin, vmax=vmax)
108 mlab.pipeline.image_plane_widget(src, plane_orientation='y_axes', slice_index=N_Y,
109                                 colormap=colormap, vmin=vmin, vmax=vmax)
110
111 if do_axis:
112     ax = mlab.axes(xlabel='x', ylabel='y', zlabel='t',
113                   extent=[-1., 1., -1., 1., -1., 1.],
114                   ranges=[0., N_X, 0., N_Y, 0., N_frame],
115                   x_axis_visibility=True, y_axis_visibility=True,
116                   z_axis_visibility=True)
117     ax.axes.set(font_factor=2.)
118
119     if not(show_label): ax.axes.set(label_format='')
120
121
122 try:
123     mlab.view(azimuth=azimuth, elevation=elevation, distance='auto', focalpoint='auto')
124     mlab.roll(roll=roll)
125 except:
126     print(" You should upgrade your mayavi version")
127
128 if not(name is None):
129     mlab.savefig(name + ext, magnification=1, size=figsize)
130 else:
131     mlab.show(stop=True)
132
133 mlab.close(all=True)
134
135 def anim_exist(filename, vext='.mpg'):
136     """
137     Check if the movie already exists
138
139     """
140     return not(os.path.isfile(filename+vext))
141
142
143 def anim_save(z, filename, display=True, flip=False, vext='.mpg',
144              centered=False, fps=fps):
145     """
146     Saves a numpy 3D matrix (x-y-t) to a multimedia file.
147
148     The input pixel values are supposed to lie in the [0, 1.] range.
149
150     """
151     import os # For issuing commands to the OS.
152     import tempfile
153     from scipy.misc.pilutil import toimage
154     def make_frames(z):
155         N_X, N_Y, N_frame = z.shape
156         files = []
157         tmpdir = tempfile.mkdtemp()
158
159         if PROGRESS:
160             widgets = ["calculating", " ", progressbar.Percentage(), ' ',
161                       progressbar.Bar(), ' ', progressbar.ETA()]
162             pbar = progressbar.ProgressBar(widgets=widgets, maxval=N_frame).start()

```

```

163     print('Saving sequence ' + filename + vext)
164     for frame in range(N_frame):
165         if PROGRESS: pbar.update(frame)
166         fname = os.path.join(tmpdir, 'frame%03d.png' % frame)
167         image = np.rot90(z[:, :, frame])
168         if flip: image = np.flipud(image)
169         toimage(image, high=255, low=0, cmin=0., cmax=1., pal=None,
170                 mode=None, channel_axis=None).save(fname)
171         files.append(fname)
172         if PROGRESS: pbar.update(frame)
173
174     if PROGRESS: pbar.finish()
175     return tmpdir, files
176
177 def remove_frames(tmpdir, files):
178     """
179     Remove frames from the temp folder
180
181     """
182     for fname in files: os.remove(fname)
183     if not(tmpdir == None): os.rmdir(tmpdir)
184
185     if vext == '.mpg':
186         # 1) create temporary frames
187         tmpdir, files = make_frames(z)
188         # 2) convert frames to movie
189         cmd = 'ffmpeg -v 0 -y -sameq -loop_output 0 -r ' + str(fps) + ' -i ' + tmpdir + '/'
190         frame%03d.png ' + filename + vext # + ' 2>/dev/null ')
191         cmd = 'ffmpeg -v 0 -y -sameq -loop_output 0 -i ' + tmpdir + '/frame%03d.png ' +
192             filename + vext # + ' 2>/dev/null ')
193         # print('Doing : ', cmd)
194         os.system(cmd) # + ' 2>/dev/null ')
195         # To force the frame rate of the output file to 24 fps:
196         # ffmpeg -i input.avi -r 24 output.avi
197         # 3) clean up
198         remove_frames(tmpdir, files)
199     if vext == '.gif': # http://www.uoregon.edu/~noeckel/MakeMovie.html
200         # 1) create temporary frames
201         tmpdir, files = make_frames(z)
202         # 2) convert frames to movie
203         options = ' -pix_fmt rgb24 -r ' + str(fps) + ' -loop_output 0 '
204         os.system('ffmpeg -i ' + tmpdir + '/frame%03d.png ' + options + filename + vext + '
205             2>/dev/null ')
206         options = ' -set delay 8 -colorspace GRAY -colors 256 -dispose 1 -loop 0 '
207         os.system('convert ' + tmpdir + '/frame*.png ' + options + filename + vext )# + ' 2>/
208             dev/null ')
209         # 3) clean up
210         remove_frames(tmpdir, files)
211     elif vext == '.png':
212         toimage(np.flipud(z[:, :, 0]).T, high=255, low=0, cmin=0., cmax=1., pal=None, mode=None
213             , channel_axis=None).save(filename + vext)
214     elif vext == '.zip':
215         tmpdir, files = make_frames(z)
216         import zipfile
217         zf = zipfile.ZipFile(filename + vext, "w")
218         # convert to BMP for optical imaging
219         files_bmp = []

```

```

218     for fname in files:
219         fname_bmp = os.path.splitext(fname)[0] + '.bmp'
220         # print fname_bmp
221         os.system('convert ' + fname + ' ppm:- | convert -size 256x256+0 -colors 256 -
                colorspace Gray - BMP2:' + fname_bmp) # to generate 8-bit bmp (old format)
222         files_bmp.append(fname_bmp)
223         zf.write(fname_bmp)
224     zf.close()
225     remove_frames(tmpdir=None, files=files_bmp)
226     remove_frames(tmpdir, files)
227
228     elif vext == '.mat':
229         from scipy.io import savemat
230         savemat(filename + vext, {'z':z})
231
232     elif vext == '.h5':
233         from tables import openFile, Float32Atom
234         hf = openFile(filename + vext, 'w')
235         o = hf.createCArray(hf.root, 'stimulus', Float32Atom(), z.shape)
236         o = z
237         # print o.shape
238         hf.close()
239
240 def rectif(z, contrast=.9, method='Michelson', verbose=False):
241     """
242     Transforms an image (can be 1,2 or 3D) with normal histogram into
243     a 0.5 centered image of determined contrast
244     method is either 'Michelson' or 'Energy'
245
246     """
247     # Phase randomization takes any image and turns it into Gaussian-distributed noise of the
248     # same power (or, equivalently, variance).
249     # See: Peter J. Bex J. Opt. Soc. Am. A/Vol. 19, No. 6/June 2002 Spatial frequency, phase,
250     # and the contrast of natural images
251
252     # Final rectification
253     if verbose:
254         print('Before Rectification of the frames')
255         print('Mean=', np.mean(z[:]), ', std=', np.std(z[:]), ', Min=', np.min(z[:]), ', Max='
                , np.max(z[:]), ' Abs(Max)=', np.max(np.abs(z[:])))
256
257     z -= np.mean(z[:]) # this should be true *on average* in MotionClouds
258
259     if (method == 'Michelson'):
260         z = (.5* z/np.max(np.abs(z[:]))* contrast + .5)
261     else:
262         z = (.5* z/np.std(z[:]) * contrast + .5)
263
264     if verbose:
265         import pylab
266         pylab.hist(z.ravel())
267
268         print('After Rectification of the frames')
269         print('Mean=', np.mean(z[:]), ', std=', np.std(z[:]), ', Min=', np.min(z[:]), ', Max='
                , np.max(z[:]))
270         print('percentage pixels clipped=', np.sum(np.abs(z[:])>1.)*100/z.size)
271     return z
272
273 def figures_MC(fx, fy, ft, name, V_X=V_X, V_Y=V_Y, do_figs=True, do_movie=True,
                B_V=B_V, sf_0=sf_0, B_sf=B_sf, loggabor=loggabor,

```

```

273         theta=theta, B_theta=B_theta, alpha=alpha, vext=vext,
274         seed=None, impulse=False, verbose=False):
275     """
276     Generates the figures corresponding to the Fourier spectra and the stimulus cubes and
277     movies.
278     The figures names are automatically generated.
279     """
280     if anim_exist(name, vext=vext):
281         z = envelope_gabor(fx, fy, ft, V_X=V_X, V_Y=V_Y,
282                           B_V=B_V, sf_0=sf_0, B_sf=B_sf, loggabor=loggabor,
283                           theta=theta, B_theta=B_theta, alpha=alpha)
284         figures(z, name, vext=vext, do_figs=do_figs, do_movie=do_movie,
285               seed=seed, impulse=impulse, verbose=verbose)
286
287 def figures(z, name, vext=vext, do_figs=True, do_movie=True,
288           seed=None, impulse=False, verbose=False, masking=False):
289     if ((MAYAVI == 'Import') or MAYAVI[:2]=='Ok') and do_figs and anim_exist(name, vext=ext):
290         visualize(z, name=name) # Visualize the Fourier Spectrum
291     if (do_movie and anim_exist(name, vext=vext)) or (MAYAVI and do_figs and anim_exist(name +
292         '_cube', vext=ext)):
293         movie = rectif(random_cloud(z, seed=seed, impulse=impulse), verbose=verbose)
294     if (((MAYAVI == 'Import') or MAYAVI[:2]=='Ok') and do_figs and anim_exist(name + '_cube',
295         vext=ext)): cube(movie, name=name + '_cube') # Visualize the Stimulus cube
296     if (do_movie and anim_exist(name, vext=vext)): anim_save(movie, name, display=False, vext=
297         vext)

```

Both functions **visualize** (line 37) and **cube** (line 100) generate isometric views of a cube. The first one displays isosurfaces enclosing volumes at 6 different energy values with respect to the peak amplitude of the Fourier spectrum. The Cartesian coordinate system is represented by 3 orthogonal grid planes going through the origin. The origin is represented by a black dot where the three 3 orthogonal axes converge. In addition to that, it is also possible to obtain the orthogonal projections onto the corresponding normal planes to the Cartesian axes, illustrated by 10 contour level curves. We enable the projection onto the $f_x - f_t$ and $f_y - f_t$ planes in order to observe the changes in the tilt of the speed plane (reflecting respectively a change in V_X or V_Y), as well as its thickness. Furthermore, the projection onto the $f_x - f_y$ plane allows us to see the average orientation θ and the spread of the orientation envelope. The outlines delineate the frequency domain extension in Fourier units as described in . The second function draws the isometric view of the movie cube. The first frame of the movie lies on the plane $x - y$, motion direction is seen as diagonal trajectories on the top face ($x - t$ plane) and on the right face ($y - t$ plane), reflecting respectively a change in V_X or V_Y .

Annex

Approximating normal and log-normal distributions

In our implementation we can choose whether to use the log-normal derived function or simply approximate it by a Gaussian envelope. We demonstrate here that:

$$\frac{\ln(f) - \mu}{\sigma} \approx \frac{f - sf_0}{B_{sf}}$$

The log-Gabor envelope is approximately Gaussian in a neighborhood of sf_0 , for $sf - sf_0 \ll B_{sf}$ (for small values of σ , $\ln(1+x)$ is approximately x that is to say the log-normal is approximately Gaussian).

Since,

$$\frac{-\log^2\left(\frac{f}{sf_0}\right)}{2 \cdot \log^2\left(\frac{1+B_{sf}}{sf_0}\right)} = -\frac{1}{2} \cdot \left(\frac{\log\left(\frac{f}{sf_0}\right)}{\log\left(\frac{1+B_{sf}}{sf_0}\right)} \right)^2 \quad (1)$$

and

$$\frac{\log\left(\frac{f}{sf_0}\right)}{\log\left(1+\frac{B_{sf}}{sf_0}\right)} = \frac{\log\left(1+\frac{f-sf_0}{sf_0}\right)}{\log\left(1+\frac{B_{sf}}{sf_0}\right)} \quad (2)$$

with $\frac{f}{sf_0} = 1 + \frac{f-sf_0}{sf_0}$.

Then, near sf_0 , i.e. in the neighborhood of sf_0 , and for $f - sf_0 \ll B_{sf}$, this function can be represented by the first order Taylor expansion

$$\frac{\log\left(1+\frac{f-sf_0}{sf_0}\right)}{\log\left(1+\frac{B_{sf}}{sf_0}\right)} = \frac{\frac{f-sf_0}{sf_0}}{\frac{B_{sf}}{sf_0}} = \frac{f-sf_0}{B_{sf}} \quad (3)$$

so in the sf_0 neighborhood, the pdf (of f) is:

$$p(f) = \exp\left(\frac{-\log^2\left(\frac{f}{sf_0}\right)}{2 \cdot \log^2\left(\frac{1+B_{sf}}{sf_0}\right)}\right) \quad (4)$$

$$= \exp\left(-\frac{1}{2} \cdot \left(\frac{\log\left(\frac{f}{sf_0}\right)}{\log\left(\frac{1+B_{sf}}{sf_0}\right)} \right)^2\right) \quad (5)$$

$$= \exp\left(-\frac{1}{2} \left(\frac{f-sf_0}{B_{sf}} \right)^2\right) \quad (6)$$

that identifies to the desired normal distribution $\mathcal{N}(f; sf_0, B_{sf})$.