

# Review and Preview

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U2IS - ENSTA - IPParis

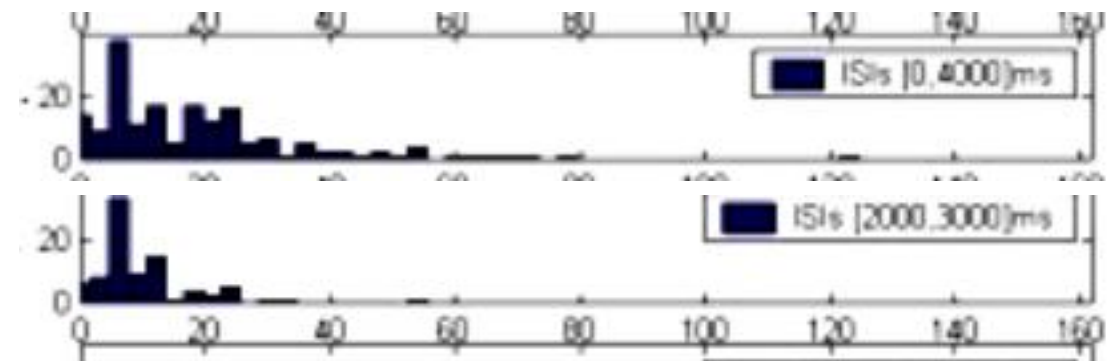
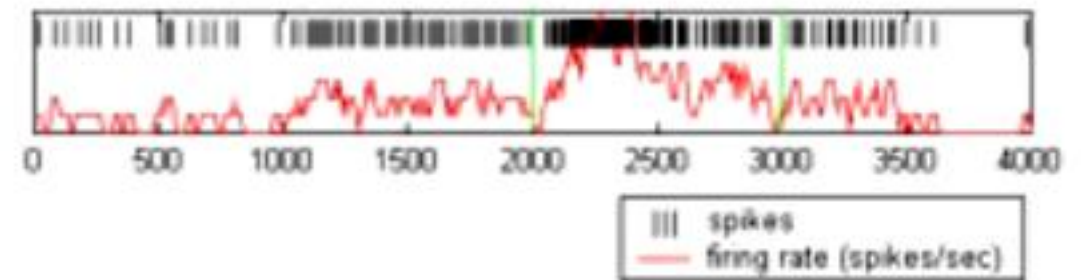
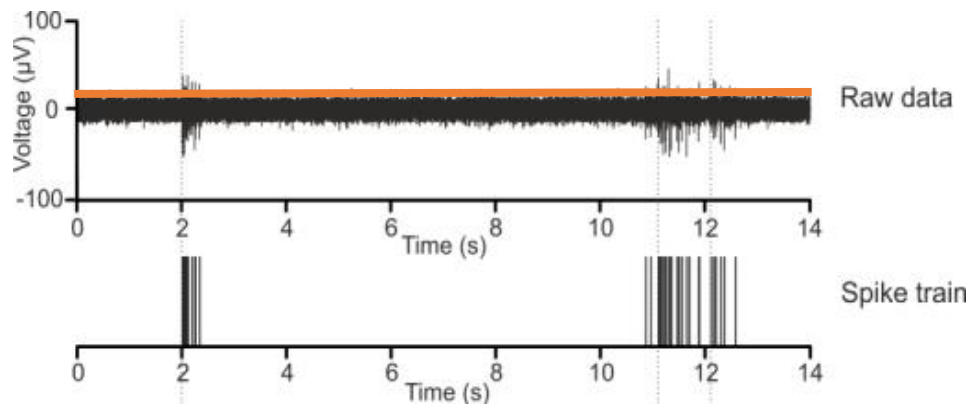
ecampus moodle: MI210 - Modèles neuro-computationnels de  
la vision (P4 - 2020-21)

[daniela.pamplona@ensta.fr](mailto:daniela.pamplona@ensta.fr)

# Plan

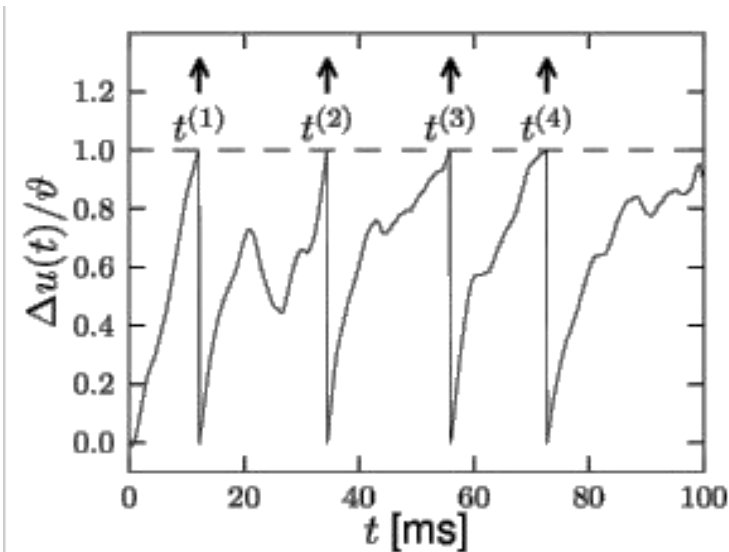
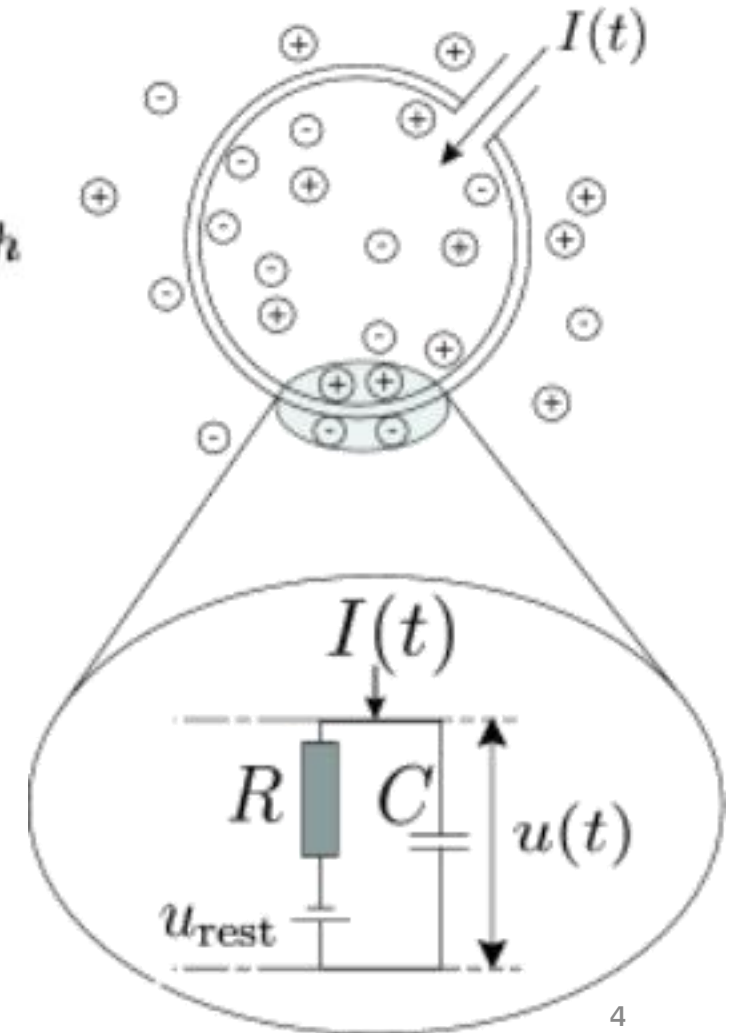
Date	Type	Topic	Level of description	Methods
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11/05	<b>oral</b>	General vision and brain	All	All above

# 1st Class



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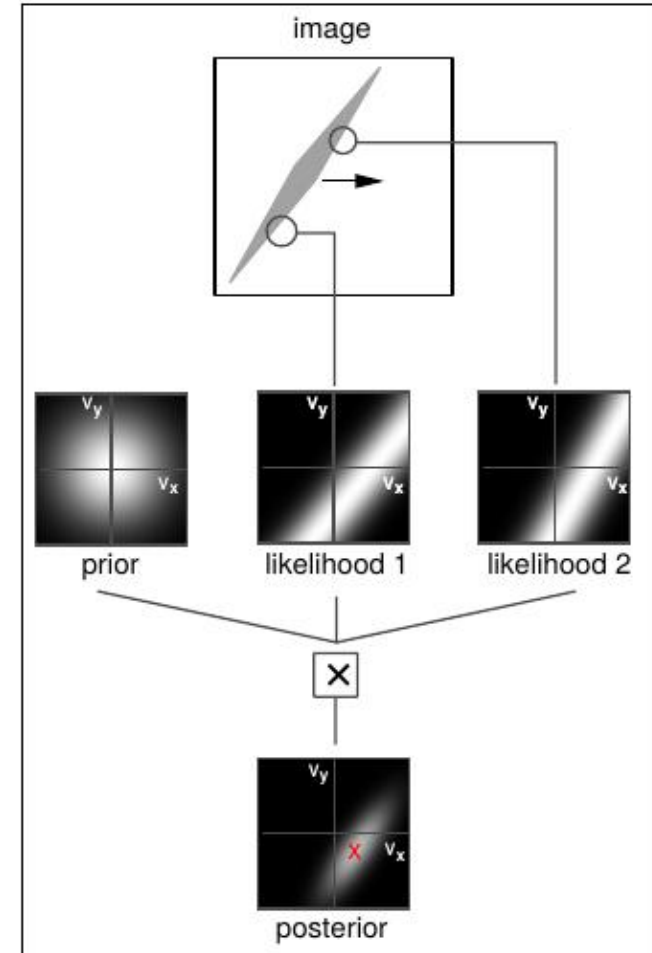
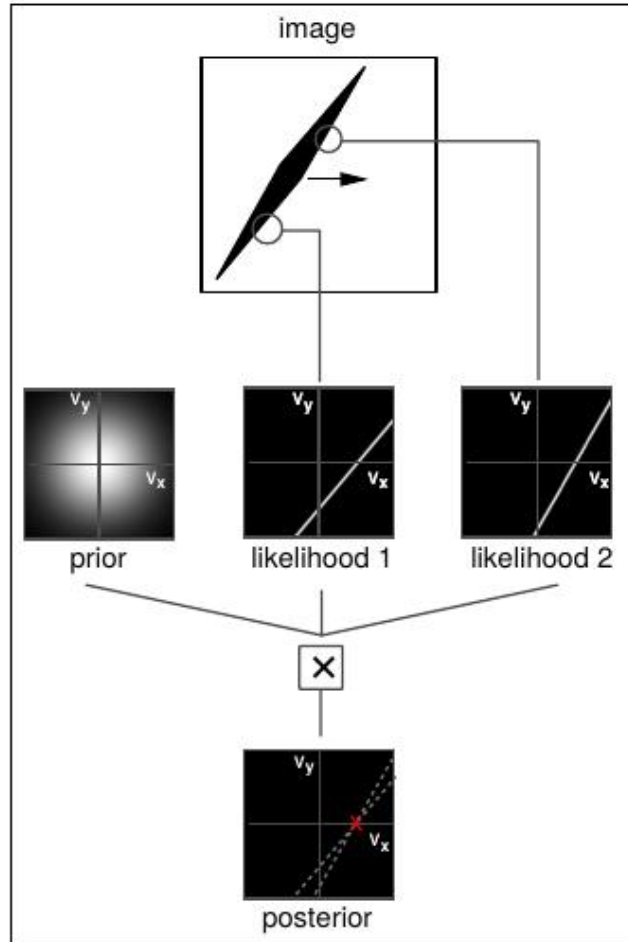
$$V(t) = \begin{cases} V_{rest} & \text{if } V(t) = v_{th} \\ V_{rest} - \tau \frac{dV}{dt} + RI(t) & \text{o.w.} \end{cases}$$



# Plan

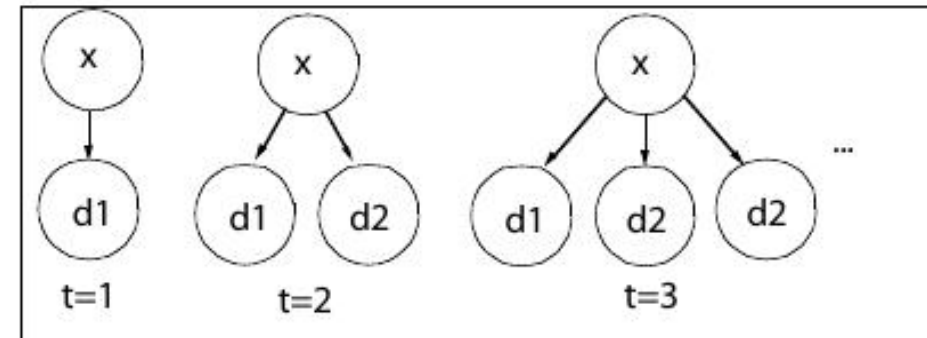
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# Chapter 2



# Chapter 2

1. The generative model
- 2. The inference process**
3. The distribution of the MAP estimate



$$p(x | d_1 \cdots d_N) \propto p(x) \prod_{i=1}^N p(d_i | x)$$

$$= p(x) p(d_N | x) \prod_{i=1}^{N-1} p(d_i | x) \propto \boxed{p(x | d_1 \cdots d_{N-1})} p(d_N | x)$$

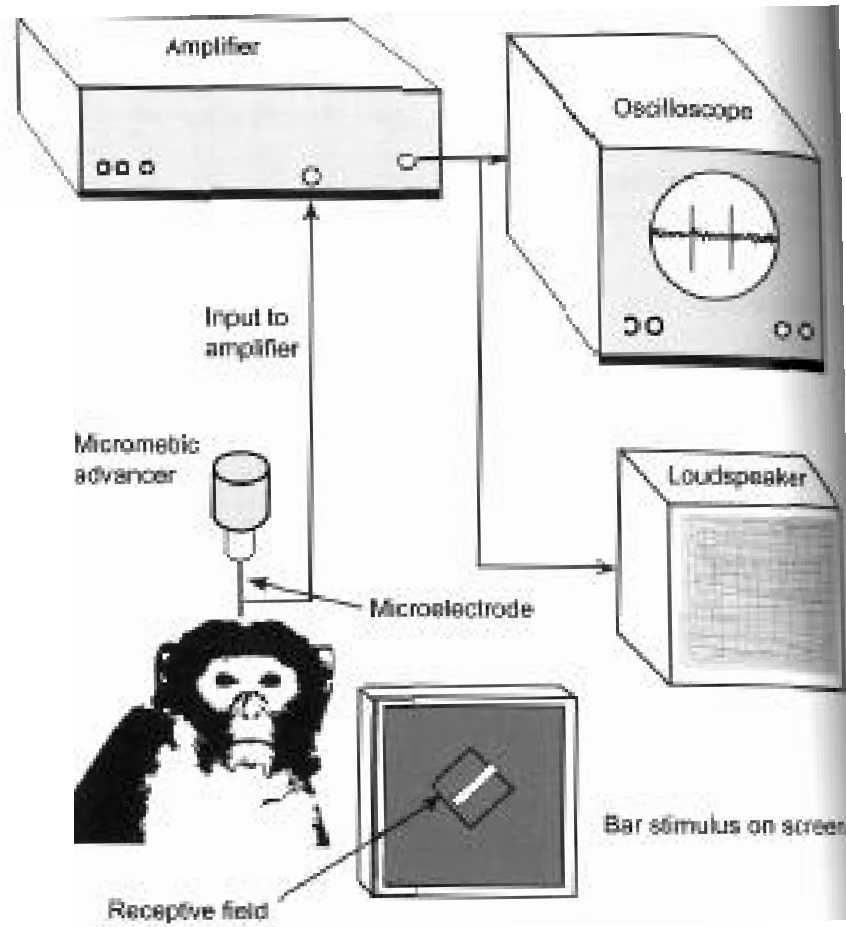
The posterior at time  $N-1$  is the prior at time  $N$

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# Neural Recordings



## 3.5 Single cell recording

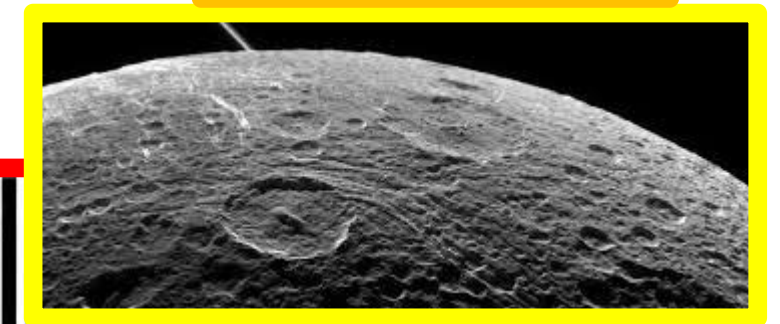
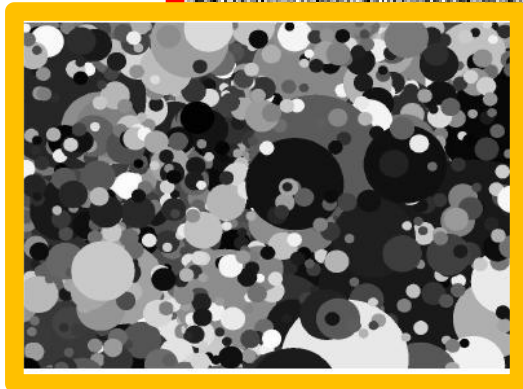
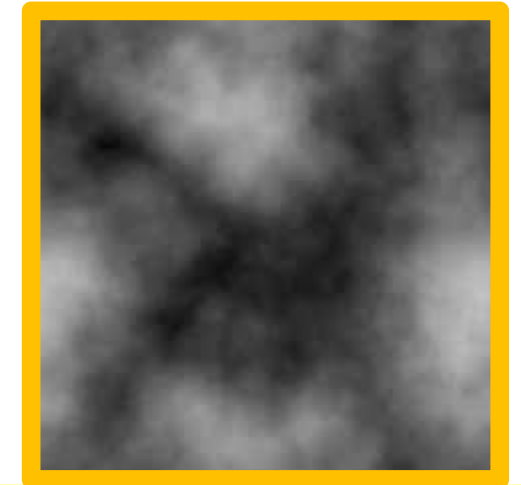
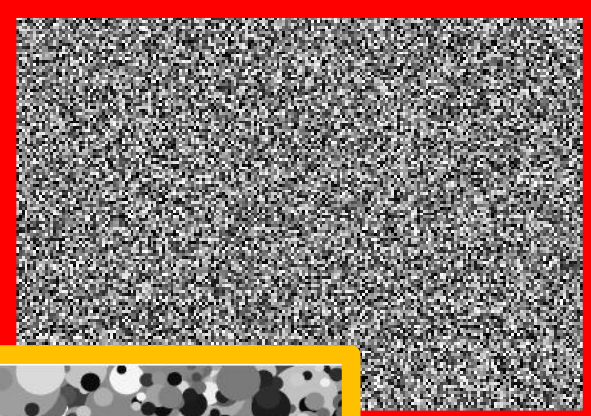
The primate looks alert in the picture, and indeed fully conscious animals are sometimes used (the brain has no pain receptors). However, the animal is usually anaesthetized to achieve complete immobilization. This helps control accurately where the eyes are looking.

# What is the message?

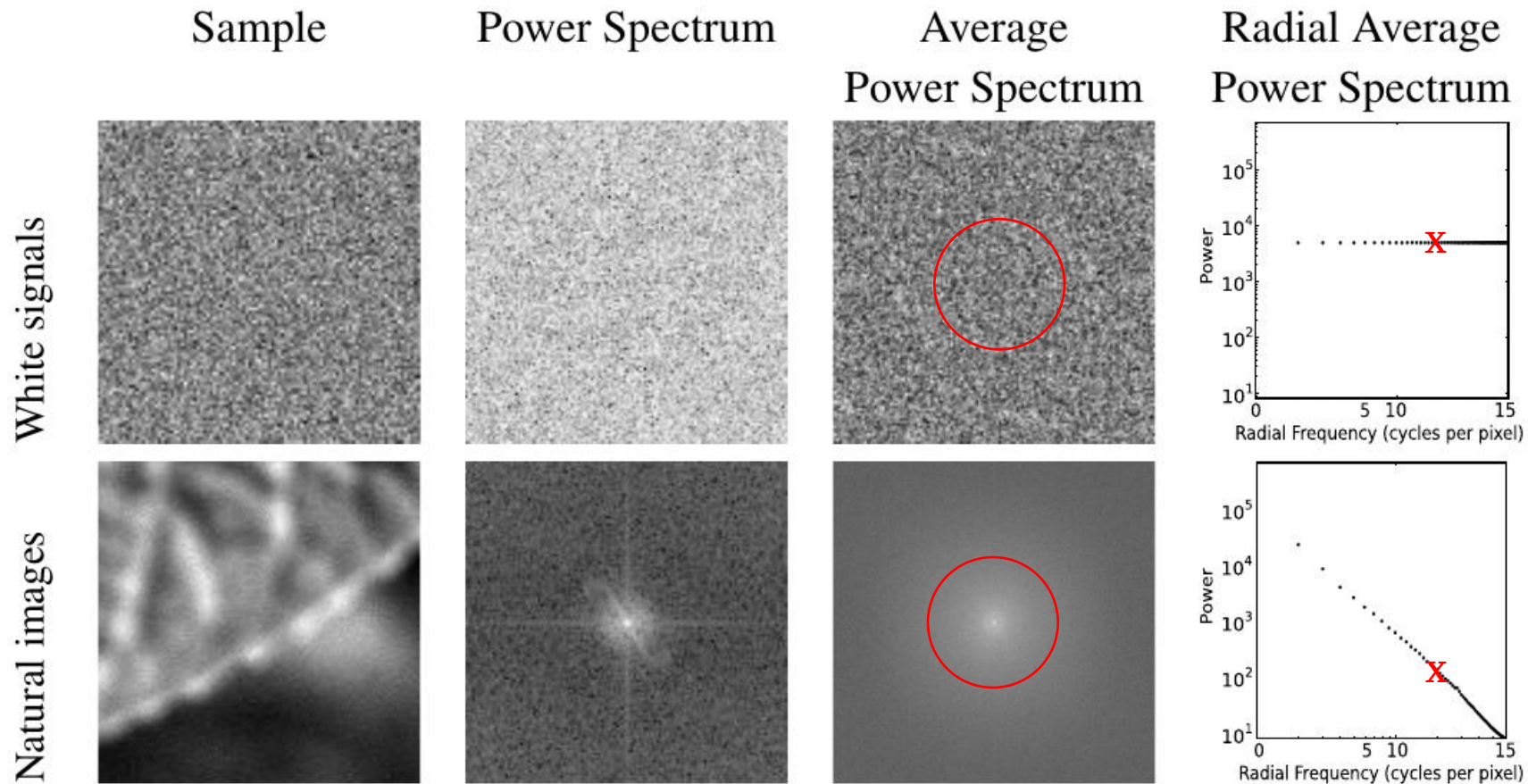
## What are natural images?

Non Natural

Natural



# Power Spectrum of Natural Images



# Analysis of edges orientations

Indoor



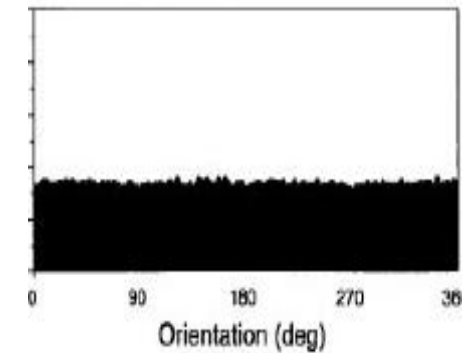
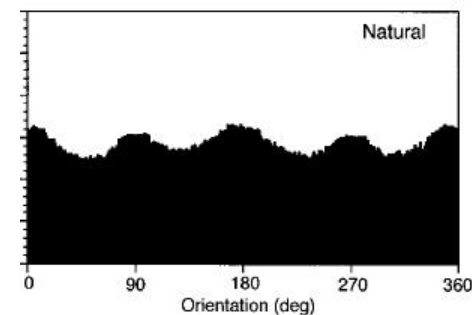
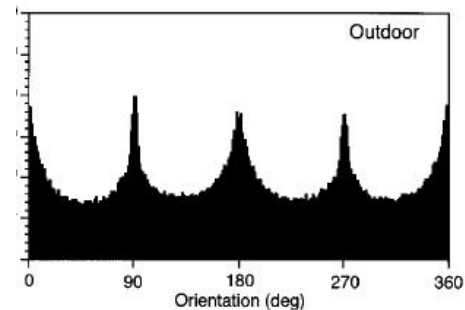
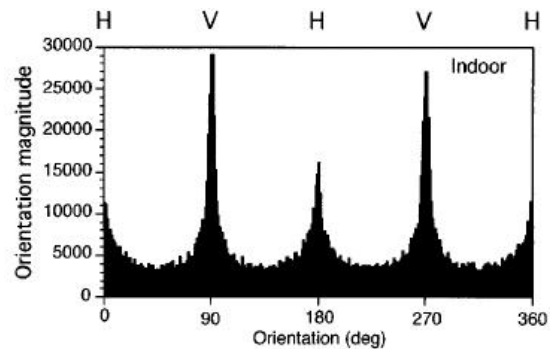
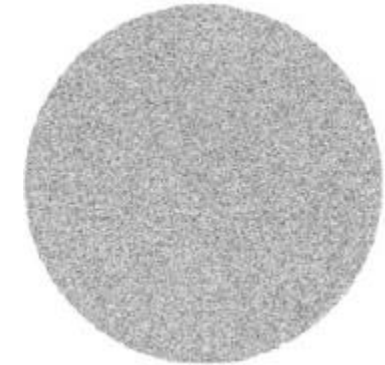
Outdoor



Natural



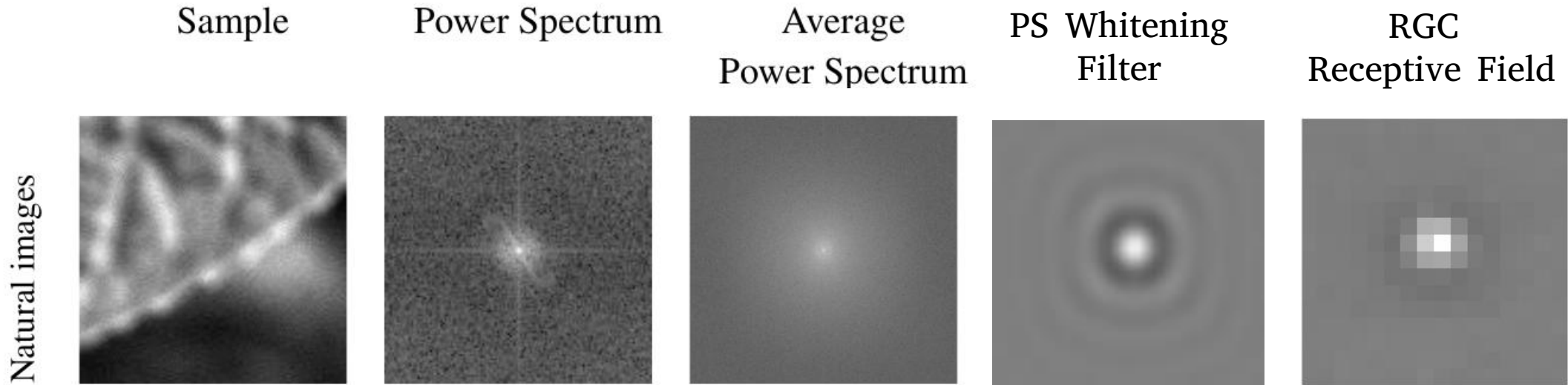
White Noise



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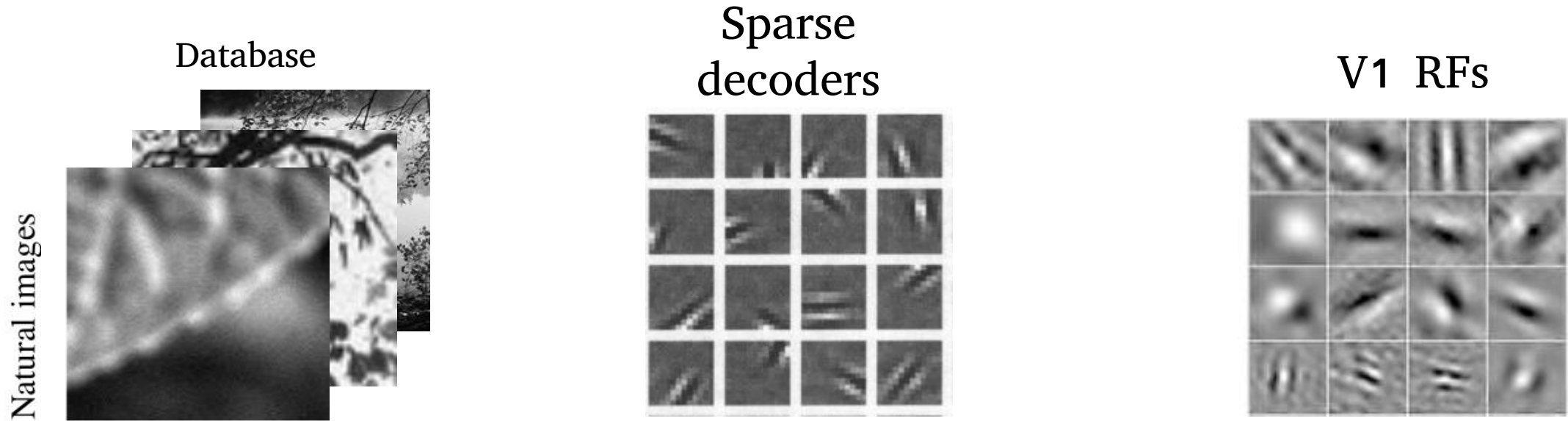
# Whitening filters of natural images



RGCs RFs have shape like whitening filters of natural images!



# Sparse overcomplete code of natural images



The receptive fields of V1 simple cells have such shape that they represent efficiently the natural images!

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# How is it going?

Questions?

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# Contents

1. Major types of eye movements
2. What triggers saccades?
3. Reinforcement learning
  1. Markov decision processes
  2. Q learning with Monte Carlo and SARSA
4. Eye movements to learn to solve visually guided multi-tasks