

A Biologically Inspired Model of Chromatic Assimilation & Contrast in the Primary Visual Cortex

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Abstract

We present a computational model of the primary visual cortex (V1) inspired by current neurobiological understanding. This understanding treats color and shape as intrinsically connected and, as a consequence, predicts perceptual phenomena such as color induction and assimilation to arise very early in visual processing. We incorporate this understanding into a dynamical model of neuronal activity responding to static or dynamic visual stimuli. Our model confirms the psychophysical predictions on a range of experiments, offering credence to the biological theories.

Index Terms

primary visual cortex, V1, receptive field, single opponent, double opponent, color assimilation, color induction

I. INTRODUCTION

COLOR induction and contrast are two related, opposing, perceptual phenomena. The former is a change in perceived color "toward" a nearby color, while the latter is a change of one color "away" from the nearby color. Neurophysiological research suggests that these phenomena may arise as early in primate vision as the primary visual cortex (V1). It is proposed that the boundaries between two colored regions drive these effects. Specifically, research in the field describes neurons which fire selectively to boundaries between specific colors, so called double opponent cells, and identifies them as being critically related to the color perceived.

Within, we propose a computational model inspired by the current understanding of this biology. We present two implementations, one more biologically accurate, and another more computationally elegant. We explore the behavior of these models with respect to what they can teach us about the assumed biological theories, as well as their application to the field of computer vision.

II. STATE OF THE ART

Historically, it was widely believed that color and shape are two distinct aspects of visual perception. Truly, this line of thought is intuitive: one can perceive the color of a flat surface which occupies our full field of vision, despite its lack of 'shape', likewise we can see the shape of achromatic objects, as in black and white film. This theory of perception innervated neurophysiological understanding, and was supported by findings that the lateral geniculate nucleus (LGN), the pathway which carries information from the retina to the primary visual cortex (V1), consists of three entirely distinct layers; two (the parvocellular and koniocellular pathways) dealing purely in color information, and one (the magnocellular pathway) being of achromatic contrast (edge) information. Based on early anatomical observations, it was proposed that these three LGN pathways for color and contrast are then processed into two separate streams in V1, one for color and the other for form. This separate handling of color and form indicated to researchers that, as suspected, these two perceptual concepts are, indeed, processed separately in the brain.

Research in the past decade or so has incited a shift from this thinking, however.

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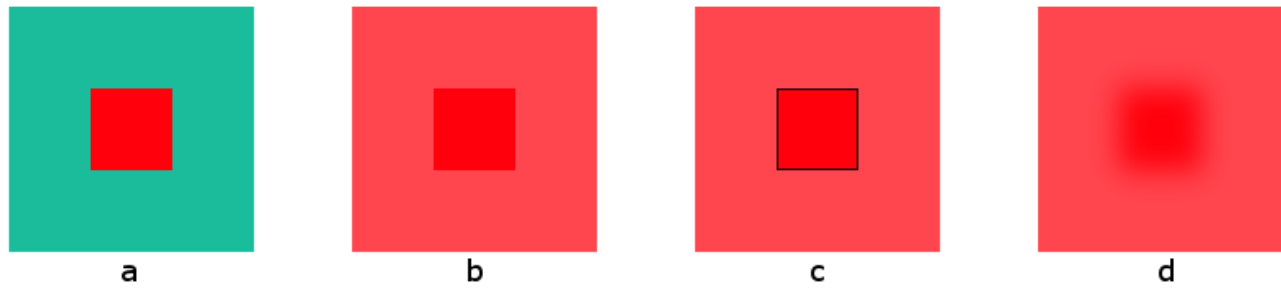


Fig. 1. Psychophysical example emphasizing the effect of edge contrast in color perception. In all cases, the center square is physically the same. (a) On the green background, however, it appears much brighter than it does on (b) the red background. (c) Adding a thin black border removes the assimilation effect, enhancing the perceived brightness of the center square. (d) Blurring the background **DOES WHAT?**

A. Notes:

Purpose:

- BIBLIOGRAPHICAL REVIEW ABOUT THE TOPIC OF THE PROBLEM

Biology:

1) What is color?

- Subjective
- Correlates to reflectance patterns

2) Historical view → separation of color & shape

- Parallel/modular/segregated processing [1]
- Intuitive
 - Black & white movies work fine (Shapley 2011)
 - Full field color can be seen fine
 - LGN research suggested parvocellular & koniocellular has color, magnocellular has contrast (edges)
 - Similarly, V5 was 'motion'

3) Current view → integration of color & shape

- All information is processed as one information stream (too strong??)
- Color opponency
 - Discuss LMS & opponent color theory
 - Retinal receptive fields & horizontal cells
 - LGN information reflects opponent colors (no spatial opponency)
 - SINGLE OPPONENT CELLS RESPOND BEST TO FULL FIELD COLOR
- Spatial opponency
 - LGN information upgraded to include spatial opponency
 - Double opponent cells: color & spatially opponent
 - Spatial frequency sensitivity
 - Orientation sensitivity
 - Shapley shows most V1 cells are double opponent
 - DOUBLE OPPONENT CELLS RESPOND BEST TO COLOR BOUNDARIES
- DO & SO roles
 - If there are SO cells in V1, they aren't just a stepping stone, but encode valuable information. Thus, they likely work in concert with DO cells (more numerous (Shapley))
 - DO cells detect edges → saliency? (Z. Li)
- Interactions (hypercolumns, CO blobs, etc.)
 - Not well understood =(
 - Retinotopic
 - Hypercolumns (Z. Li?)
 - What does Shapley think of CO blobs (youtube Q & A)?

Computational Modelling:

- Z. Li 199
 - No color, just black & white *lines*

- No sense of scales
- Dynamical processing
- X. Otazu 2013
 - No color, just black & white *edges*
 - Generalized to real images (edges vs lines)
 - Added scales
 - Dynamical processing
 - **Avoid detail, save that for *Method..?***
 - Extension of Z. Li's edge detection work
 - Uses DWT to extract oriented edges in grayscale
 - * ..in our context, it's essentially a luminance sensitive double opponent cell.
- L. Itti 1999
 - Opponent color transformations
 - No double opponent cells
 - Center & surround using scales
 - Has scales, but collapses them into one (right?)
 - *No dynamical processing*
- Serre Lab 2013 (2014?)
 - Single & double opponent color using weights
 - Has center/surround (Gabor filters for DO, gaussians for SO?)
 - No scales
 - *No dynamical processing*
- Computational adaptation model and its predictions for color induction of first and second orders
 - Single & double opponent color transformations using receptive fields
 - Center & surround receptive fields
 - *No dynamical processing*

The purpose of this project is to **feed opponent color information into a neurodynamical model** sensitive to edges & surfaces in a biologically inspired manner.

III. METHOD

To investigate the nature of visual information representation and processing in the primate visual cortex (V1) we consider a biologically inspired computational model. This model is an extension of that presented by Penacchio *et al.* [2], itself based on work by Z. Li [3], [4].

A. Li's Neurodynamical Model for Segmentation

In Li's original work, a neurodynamical model was presented which focused the issue of region segmentation arising from local interactions between neurons. In the interest of simplicity, Li's implementation focused on the nature of these interactions and the signal processing which emerges. Conceptually, Li defined neurons by the physical position in the image and the 'feature' to which they are sensitive. She then defined the connections between these neurons such that those physically close to each other, and sensitive to similar features interacted most strongly.

In the model presented, Li used oriented bars as features, though expressed that any logical feature could be reasonably considered in its place. This choice was biologically inspired by neurons sensitive to specifically oriented bars. When considering such features, inter-neuronal connections can be logically deduced: two neurons positively interact most when both are sensitive to similarly oriented bars and are co-located along that same orientation. Two neurons negatively interact most when either of these two conditions is not met.

By defining the neuronal connectivity in this manner, neurons sensitive to co-located and co-aligned bars positively interact with each other to enhance their collective response to the stimuli. From these local interactions, global features are enhanced if they satisfy the neuronal connectivity rules. Li showed that this method can be used to identify boundaries between regions for which normal segmentation methods struggle.

B. Penacchio, Otazu, and Dempere-Marco's Neurodynamical Model for Brightness Induction

Li's work laid the foundation for Penacchio *et al.*, who extended the model

C. Implementation

The *Method* section will be broken down into 2 distinct problems/sections:

- 1) How is the data represented in V1?
 - a) RGB \rightarrow receptive fields \rightarrow LDRGBY
 - b) RGB \rightarrow L*a*b* \rightarrow DWT
 - In either case, it's then transformed into neuronal excitation (scale 1-4) and used as the INITIAL STIMULUS for each time step.
- 2) How does V1 process the data?
 - An extension of X. Otazu's PLoS One model
 - (itself an extension of Z. Li's 1999 model)

D. Image Data Transformation

TODO Introduce the 2 data transformations and their respective meanings

- 1) *Opponent Receptive Fields*: RGB \rightarrow receptive fields \rightarrow LDRGBY
 - describe motivation
- 2) *Discrete Wavelet Transform*: RGB \rightarrow L*a*b* \rightarrow DWT
 - describe motivation

E. Neuro-Dynamical Model

- describe what exactly 'neuro-dynamical' means
- describe how the X. Otazu & Z. Li models work and are extended
- describe how this is agnostic to the initial transformation (data is cell firing rates (1-4))

IV. EXPERIMENTS

TODO

V. RESULTS

TODO

VI. CONCLUSIONS

TODO

APPENDIX A APPENDIX TITLE

TODO

ACKNOWLEDGMENT

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