

Institute of Neuroinformatics
UNI/ETH Zurich

Biological and Computational Vision

Lecture 2

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www.ini.unizh.ch/~kiper/comp_vis/index.html

A section through the human retina

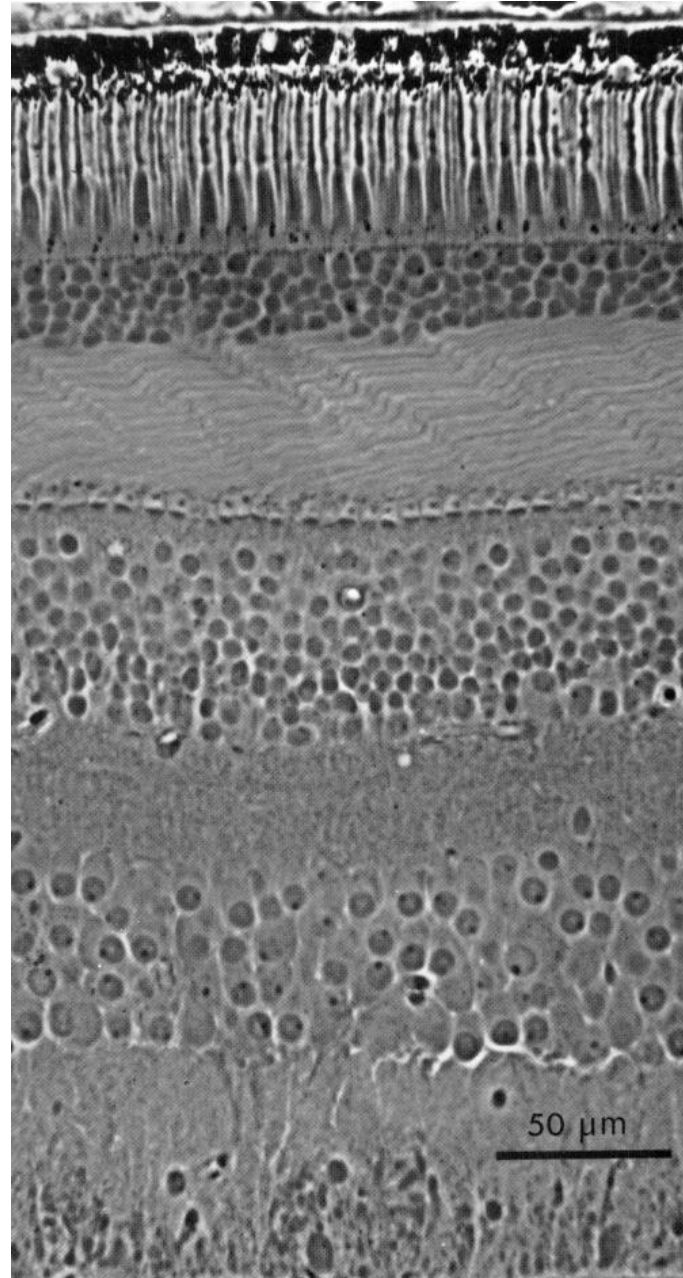
Receptors: rods and cones

Bipolar and Horizontal cells

Amacrine cells

Ganglion cells

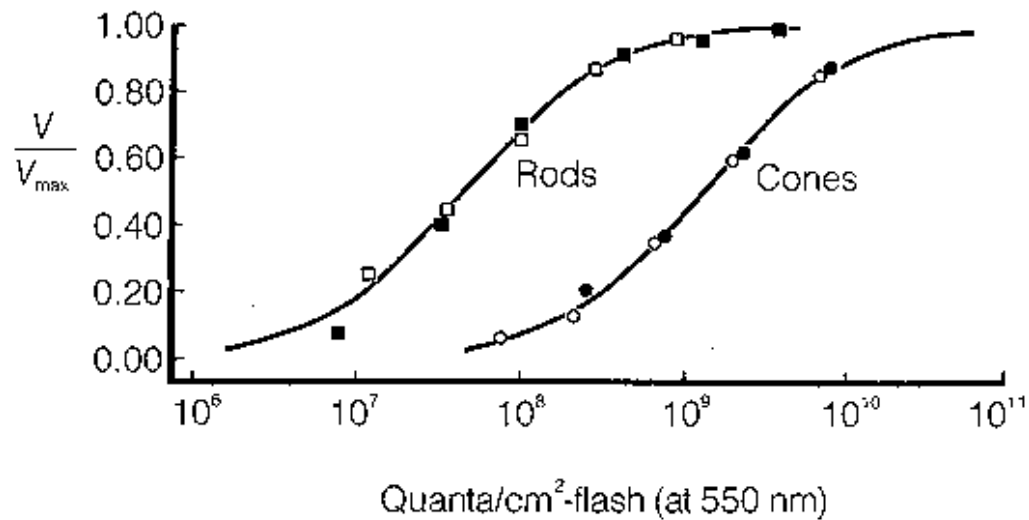
Optic nerve



Phototransduction in rods and cones

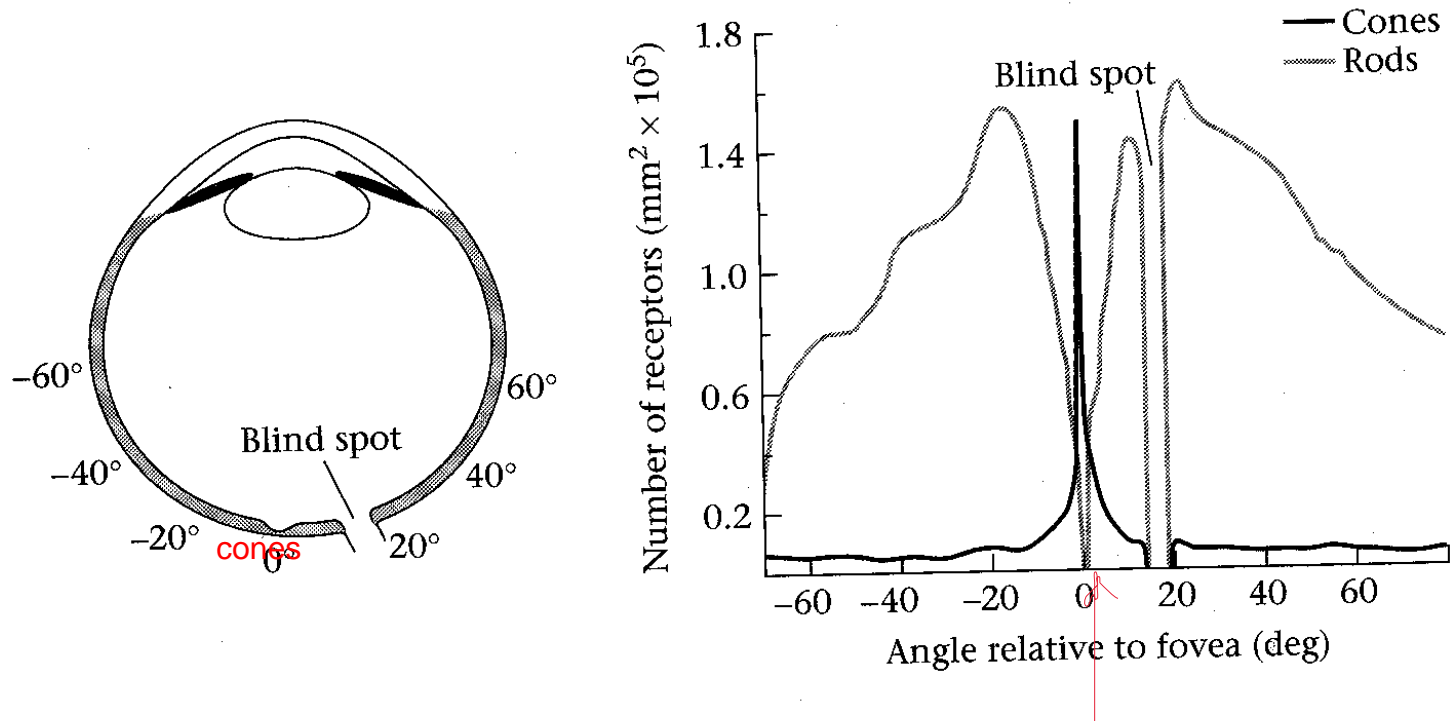
Rods: Vision in low light (e.g. night). grey shades

Cones: Vision in stronger light (e.g. day) . color



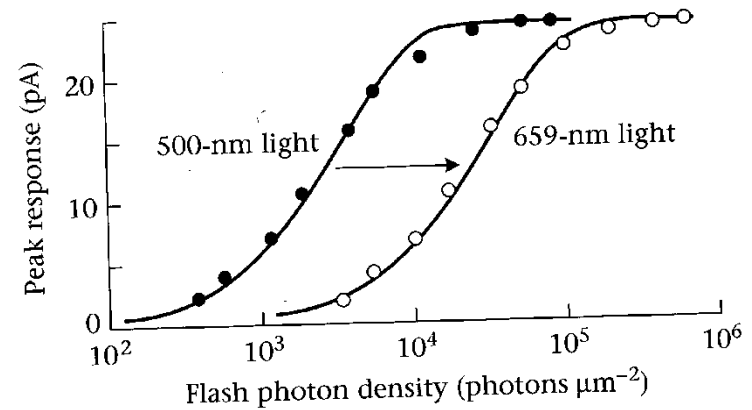
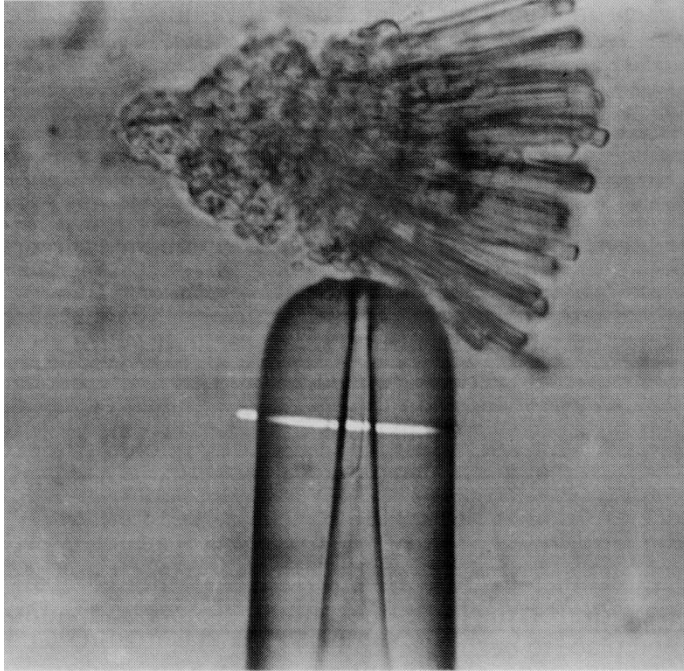
Distribution of rods and cones: a view from the side

distribution of cones and rods are not homogeneously distributed



Wandell, 1995 (Fig 3.1)

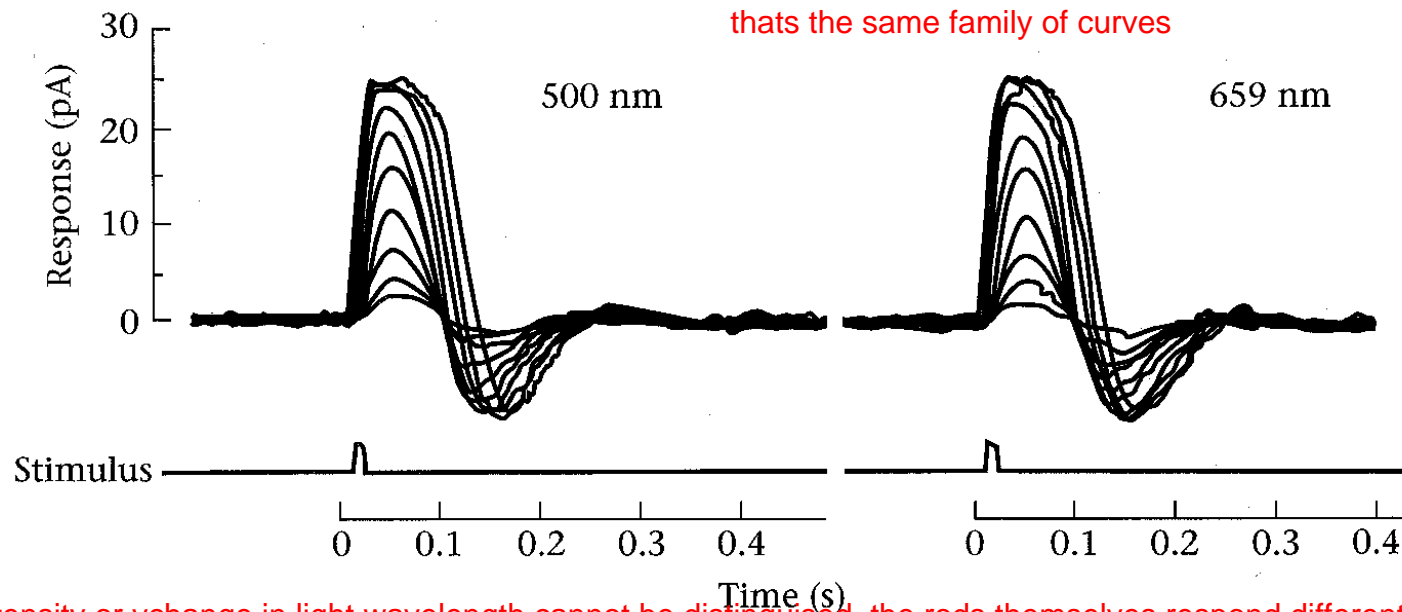
Response of a cone to light of two different wavelengths



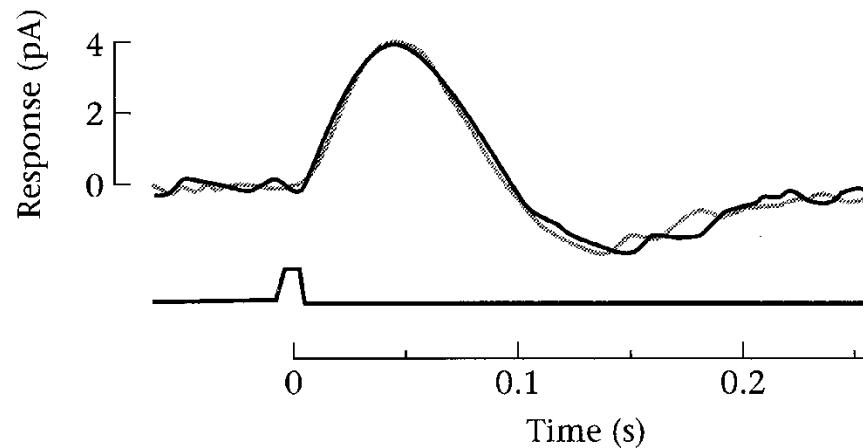
response is wavelength depended

intensity or wavelength can change to
change the curve

Principle of univariance



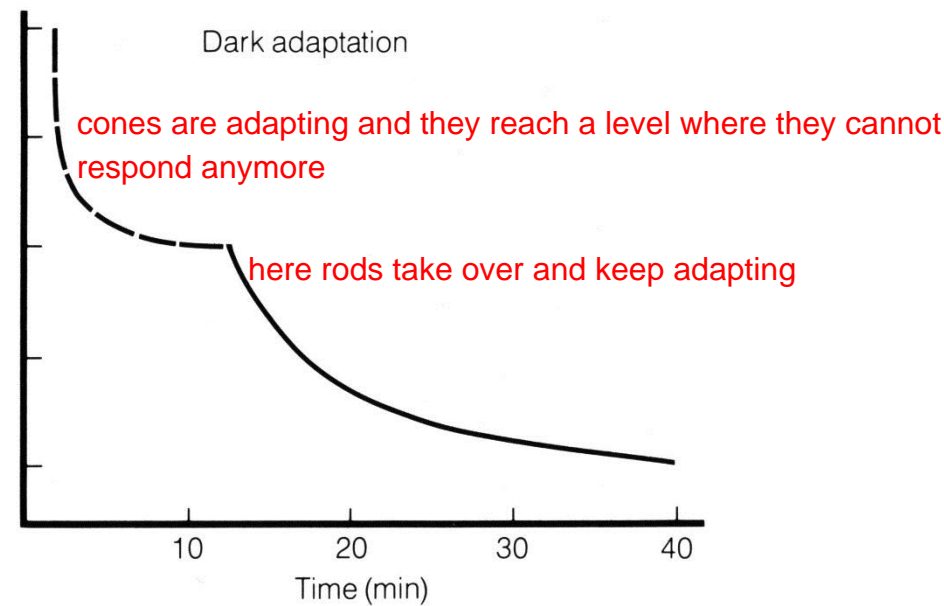
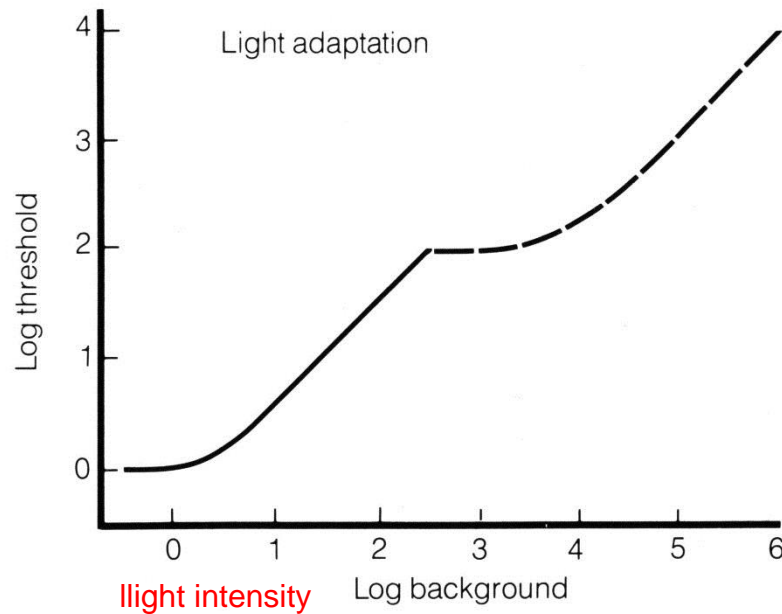
change in light intensity or change in light wavelength cannot be distinguished. the rods themselves respond differently to different wavelengths



Light adaptation

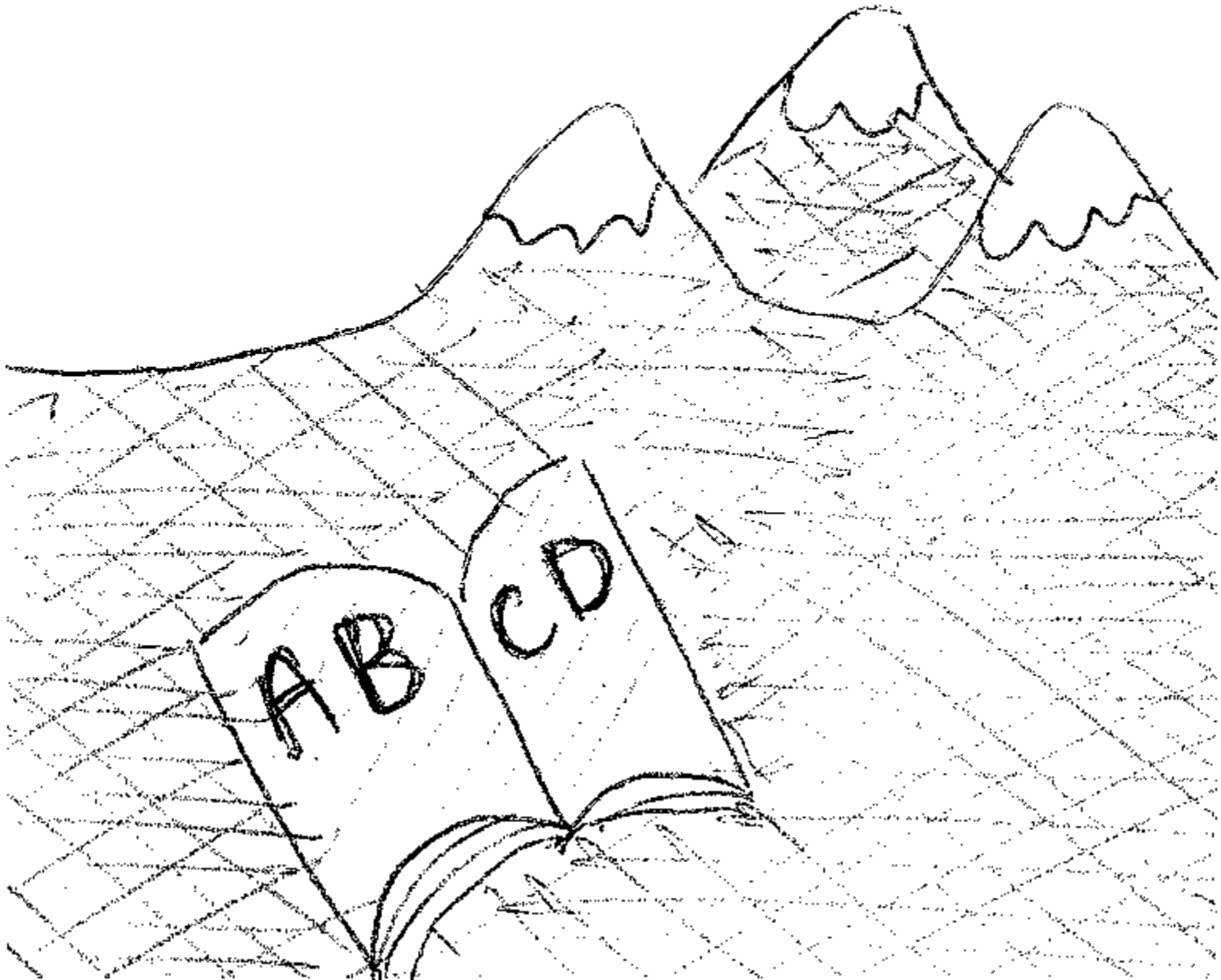
retina responsible for light adaptation starts at the level of photoreceptors and continues in the pathway, all of these cells are capable of light adaptation

Human light and dark adaptation



after 40 mins, ppl become very sensitive in dark environment
5-7 absorbed photons are enough to have vision
1 photon is enough to activate a photoreceptor. we have extremely sensitive retinas due to the sensitivity of the rods

The Jungfrau viewed from Wengen



We care for surface reflectance, not light intensity.

Contrast is proportional to reflectance.

retina doesn't care about changes in intensity, vision does not depend so much on light availability (recognition of objects happens at most levels of light intensity), but local contrast is a lot more important and it's what our retina signals to brain

RF of ganglion cells makes that kind of signalling

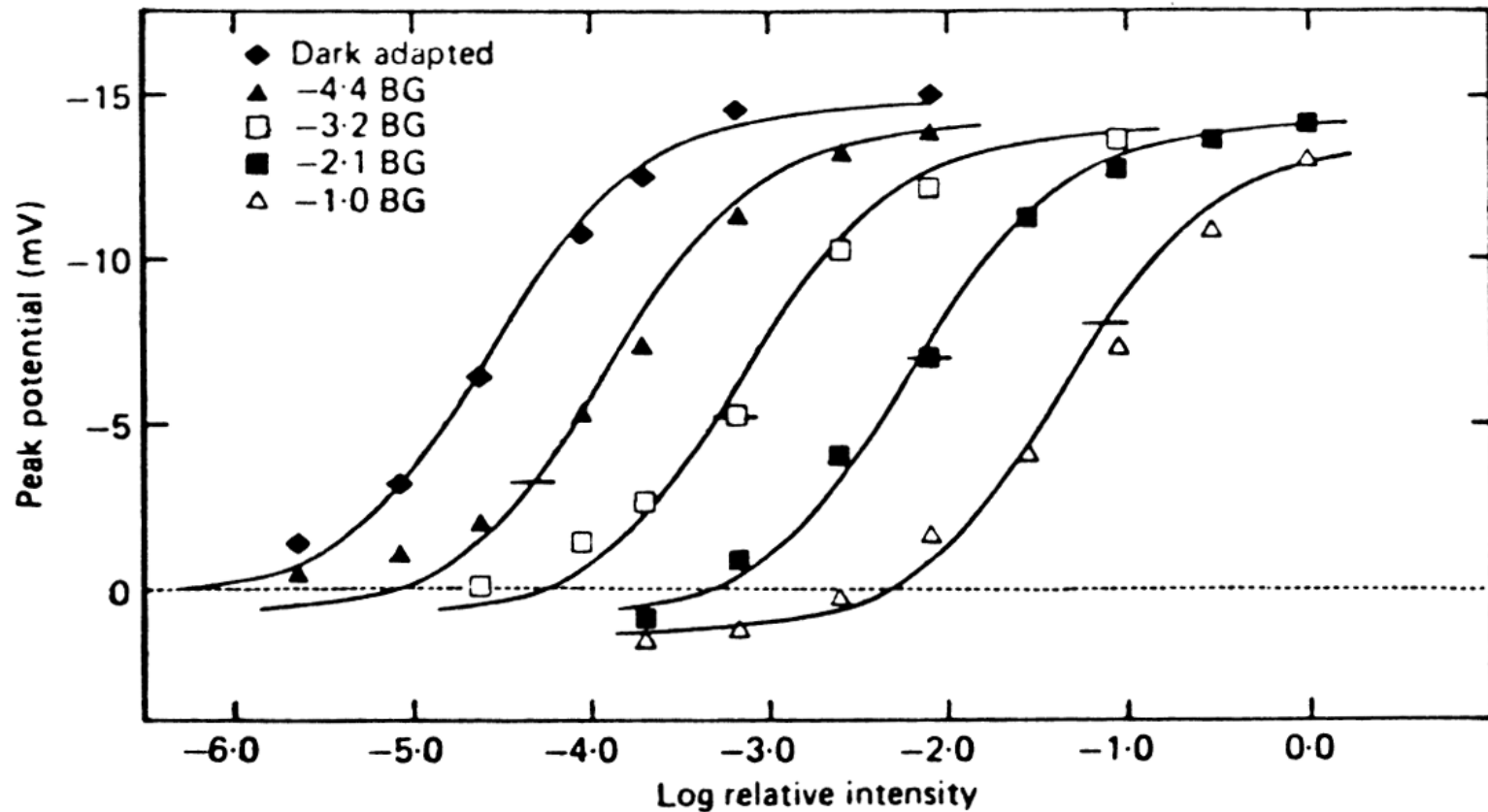
what does the retina do: gets rid of changes in illumination (not completely ofc)

	Reflectance of surface	Intensity I at noon (1000000 W)	Intensity I at dusk (1000 W)	Local contrast c at noon (1000000 W)	Local contrast c at dusk (1000 W)
Snow	90%	900000 W	900 W	1.25	1.25
Grass	40%	400000 W	400 W	0	0
Paper	80%	800000 W	800 W	1	1
Ink	10%	100000 W	100 W	-0.75	-0.75
Mean	40%	400000 W	400 W	0	0

*Intensity I is reflectance * illuminance.*

Local contrast is $c = (I - I_{\text{mean}}) / I_{\text{mean}}$.

Cone responses adapt to background illumination

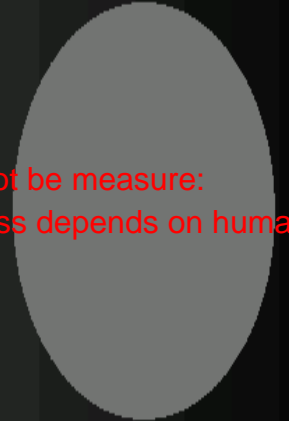
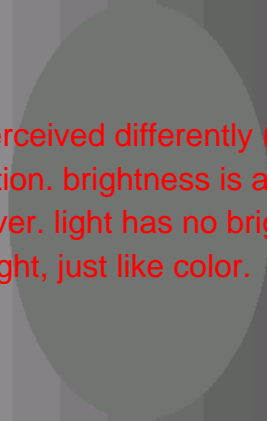
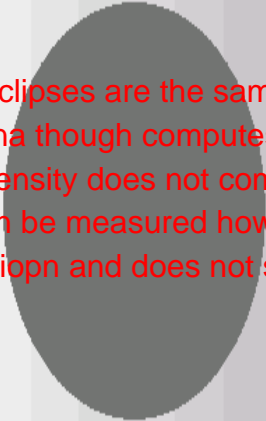


Light adaptation is somewhat local in space

these eclipses are the same light intensities

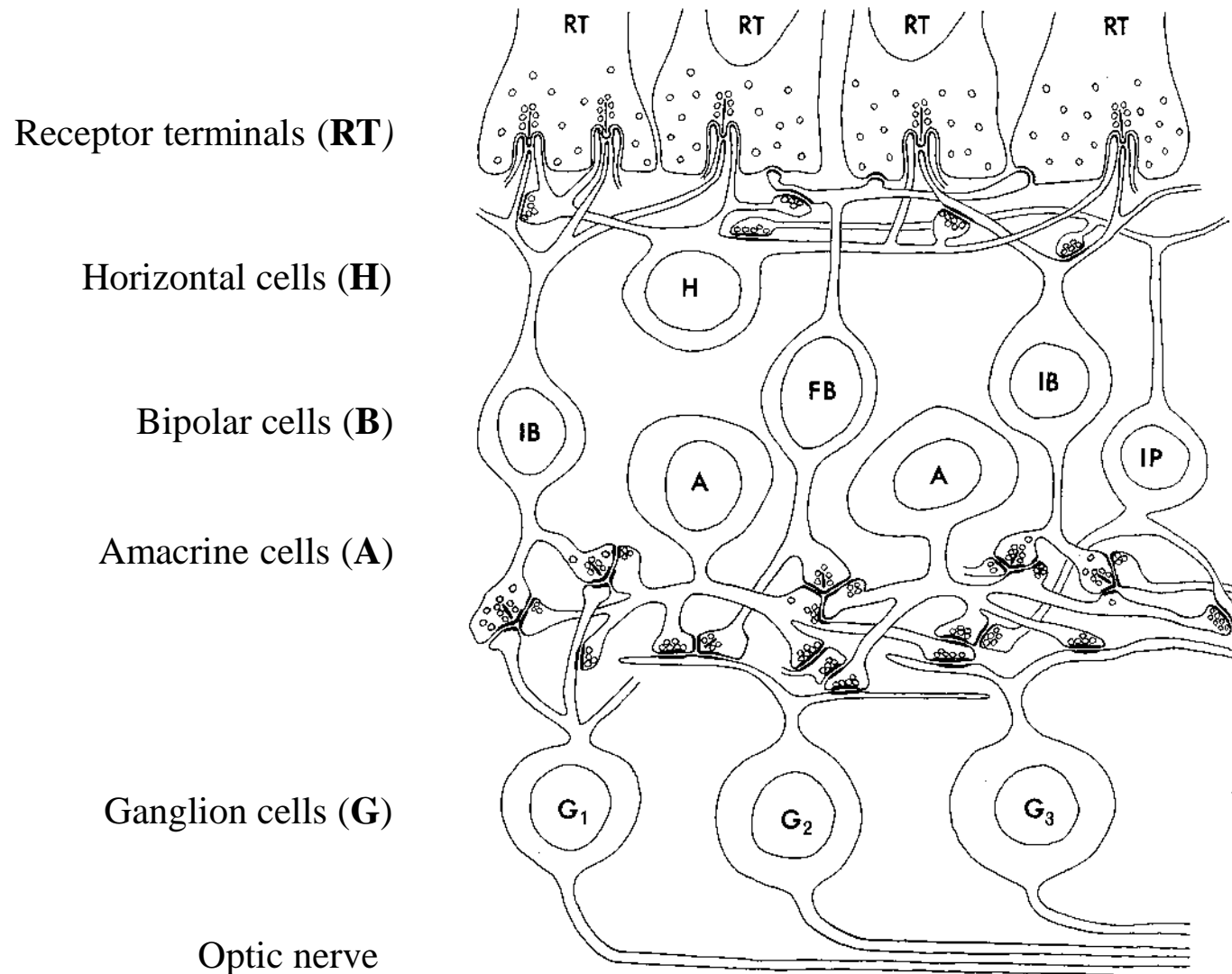
the retina though computes the contrasts, so they are perceived differently (distinction in brightness)

light intensity does not completely determine our perception. brightness is a psychological term and cannot be measured: only can be measured how it appears to a human observer. light has no brightness so to say, as brightness depends on human perception and does not so depend on wavelength of light, just like color.



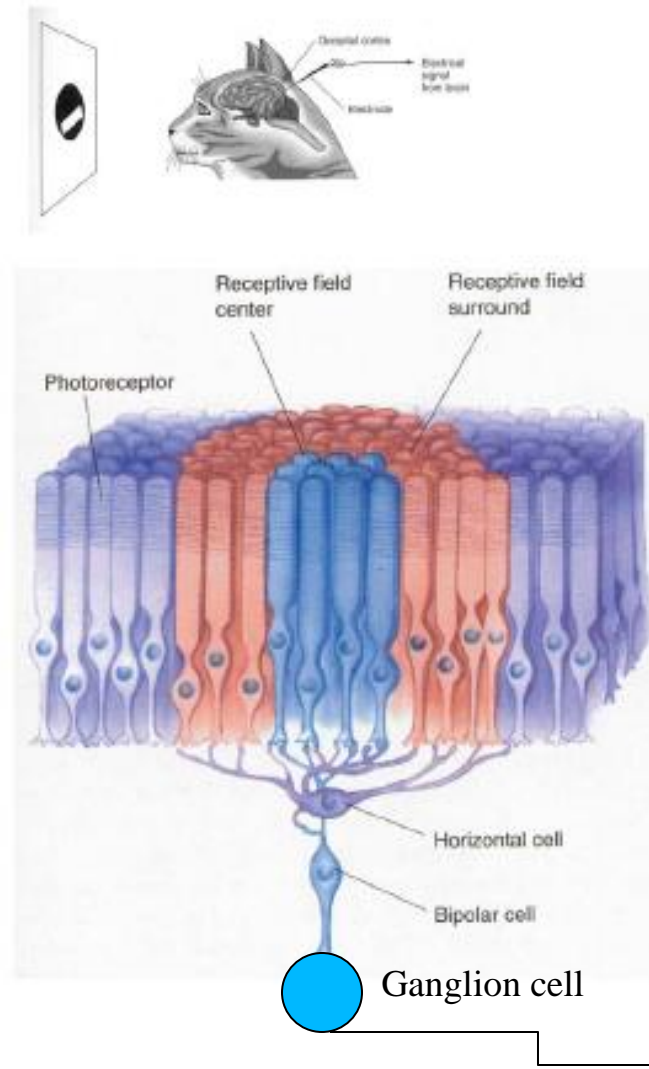
Ganglion cells

Basic retinal circuitry

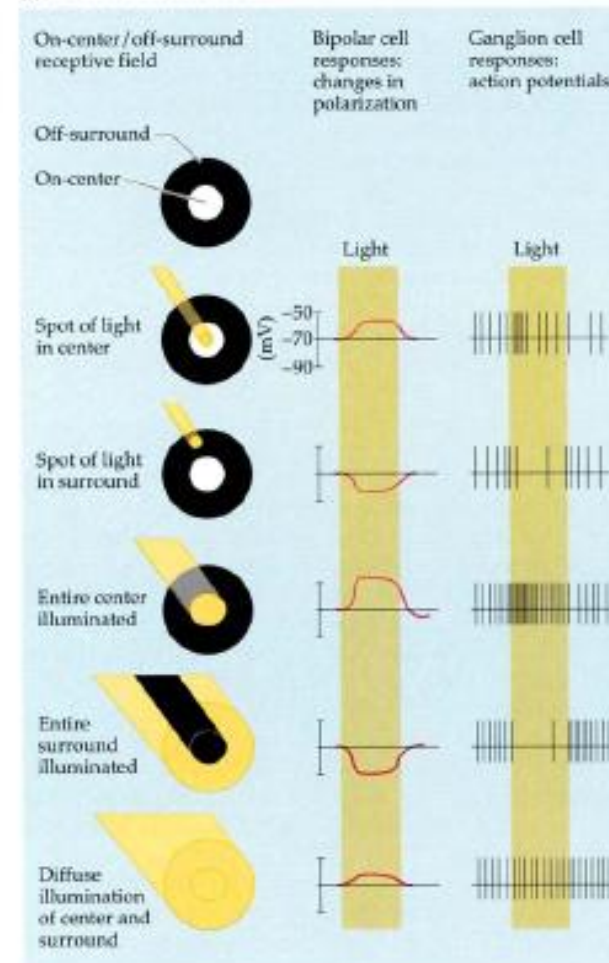


RF in cortical cells look also different than when compared to ganglion cells or photoreceptor cells

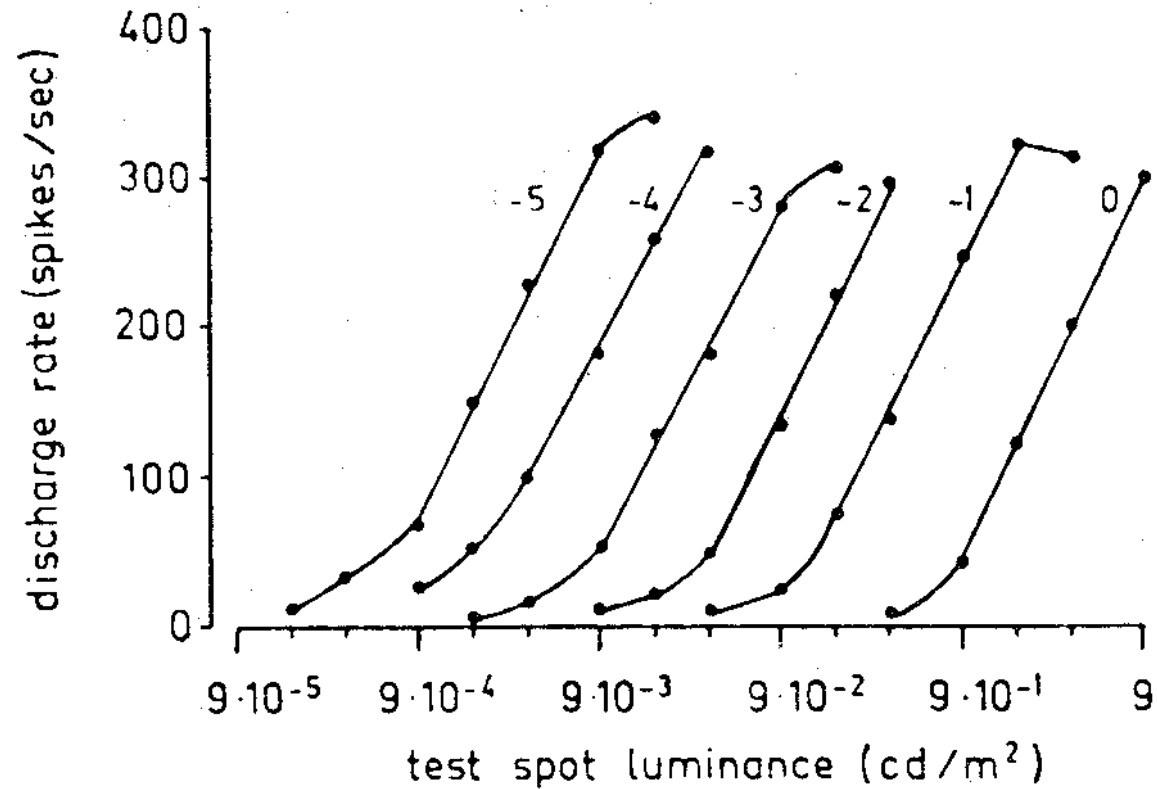
Concentric receptive fields



(a) An on-center / off-surround cell

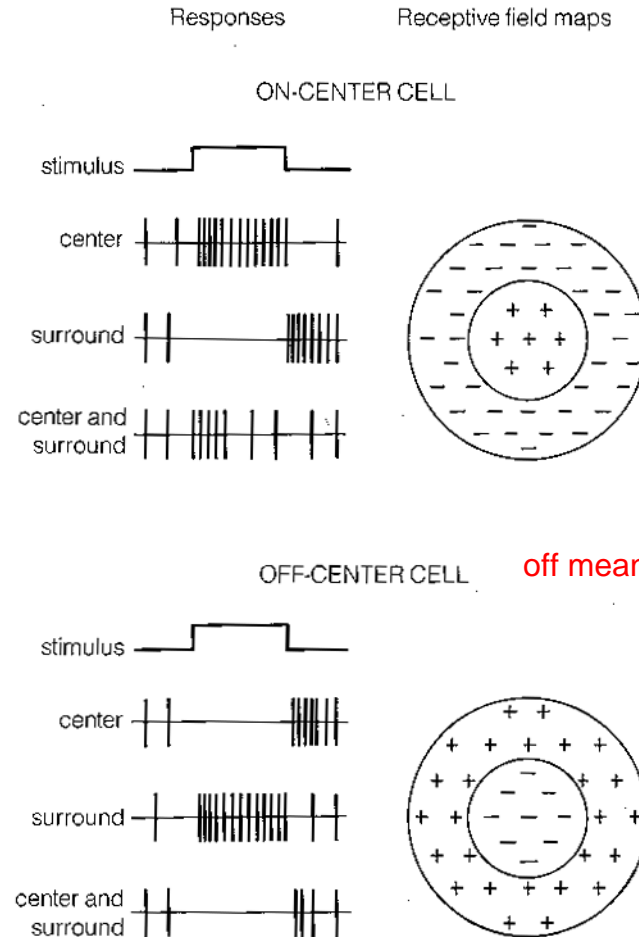


Ganglion cells adapt to the mean light intensity



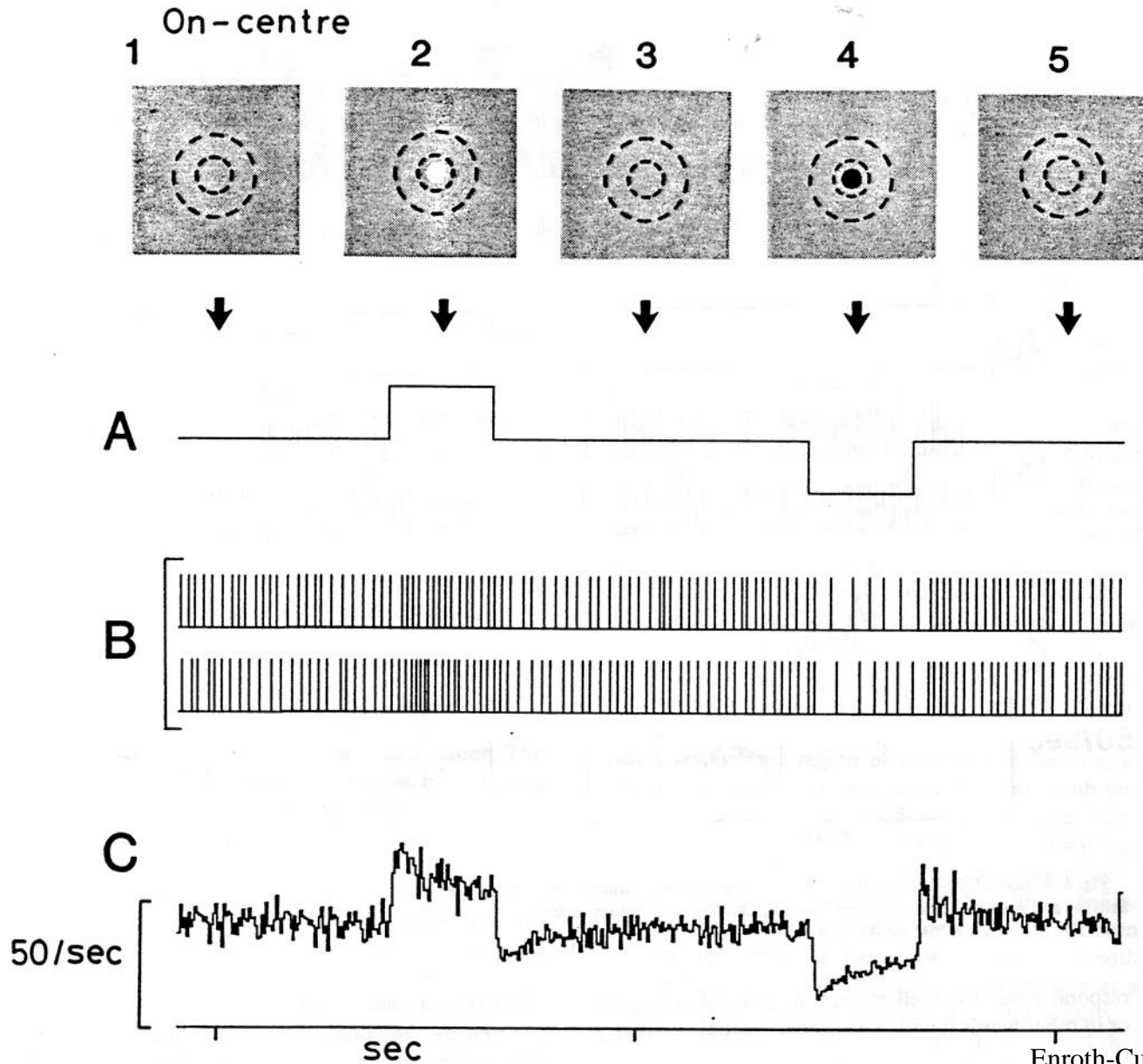
Sakmann and Creutzfeldt (1969)

Ganglion cells have center-surround receptive fields

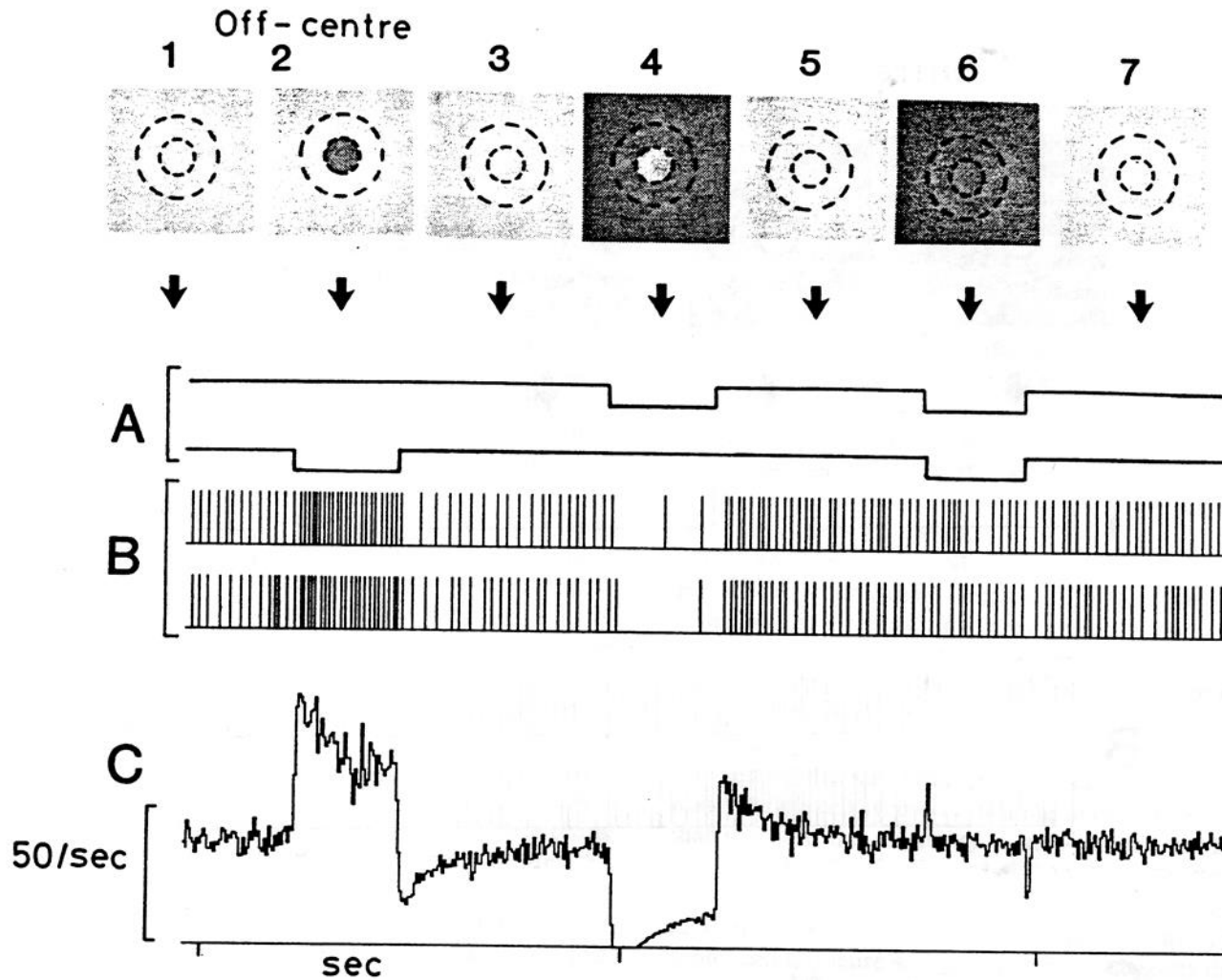


lec: no need to dwell upon this slide for too long

Examples of responses of an ON-center cell



Examples of responses of an OFF-center cell

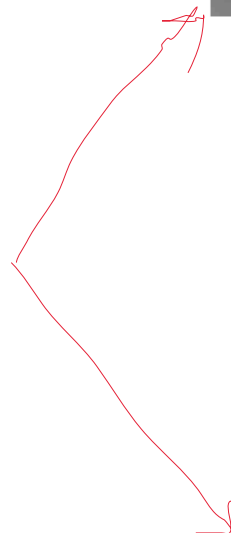
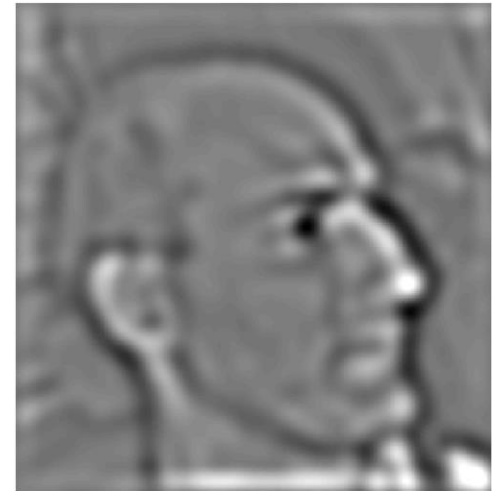
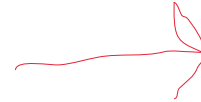
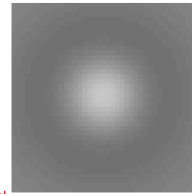


Center-surround receptive fields enhance edges

ON RESP: brighter

OFF RESP: less bright - off center field

think of them as filters



this RF is smaller then the upper one
(it's intended like this)

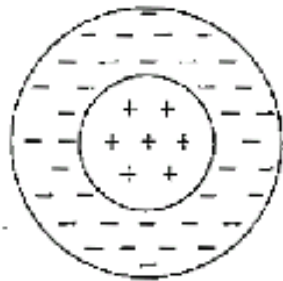
small RF: higher resolution

The linear model

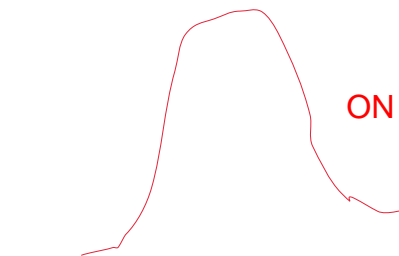
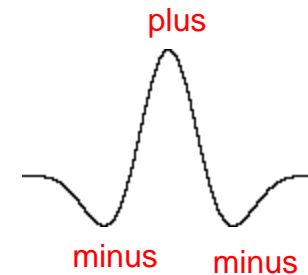
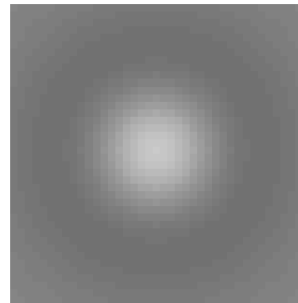
A model of the ganglion cell receptive field

linear model: the filters are linear filters

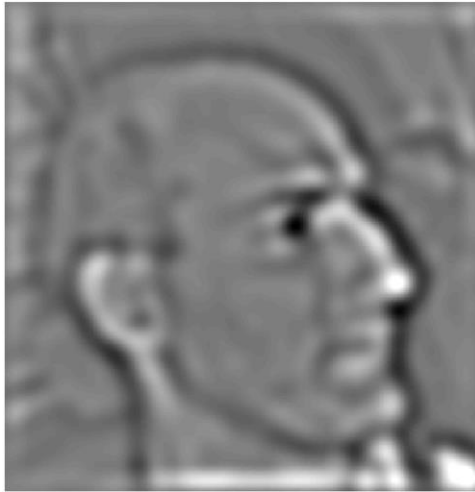
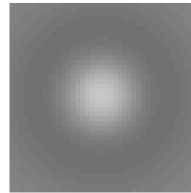
ON-center
receptive field



“Difference of
gaussians” model



OFF, take difference of these gaussians and you get the upper graph. we call it the difference of gaussians model

$R(x,y)$  $F(u,v)$ 

=

*

 $I(x,y)$ 

response = filter * (light) intensity

we can also make predictions with this model to predict how the retina will respond.

for this the operations must all be linear

$$R(x,y) = \iint F(u,v) I(x+u, y+v) du dv$$

this is a convolution

image made of different pixels. each pixel has a different intensity (number). a filter also has a number of regions (like squares e.g.), with 1 or -1 as its entries to model ON or OFF filters. The filter values are then correspondingly multiplied with the numbers from the pixel pic (basically the signs are changed). then find out the sum: this is the new value of the inner pixel and then move by one row and get the output for the pixel next to it (ignoring edge effects)

Assumptions implicit in the last 3 slides

- Receptive fields are difference of gaussians
- Responses are a weighted average of the stimulus intensity, where the map of the weights is the receptive field.

Are these assumptions reasonable?

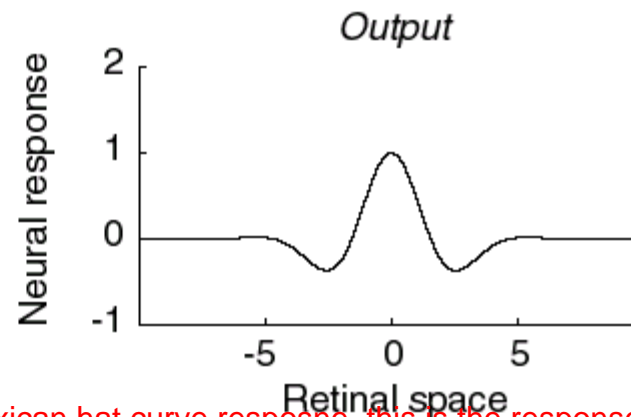
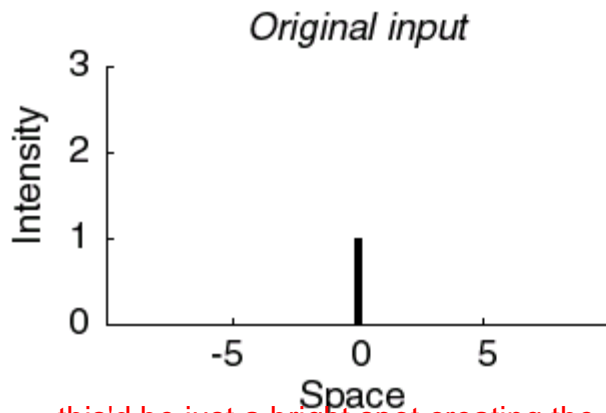
the ganglion cells are in extreme cases not linear systems and all other cells, they saturate.
normally in the range they work, they can be sometimes be modeled as linear systems.

The second assumption is true if and only if the cell is a linear system.

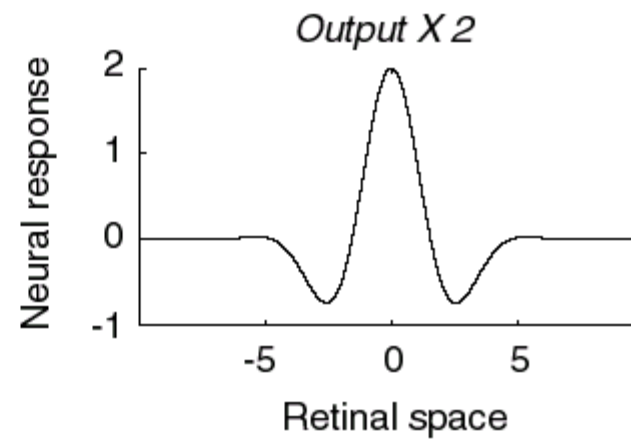
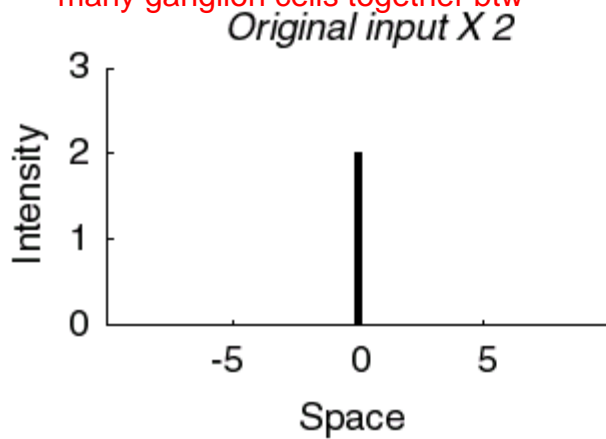
Linear systems $L(x)$ obey

- **homogeneity:** $L(ax) = a L(x)$
- **superposition:** $L(x+y) = L(x) + L(y)$

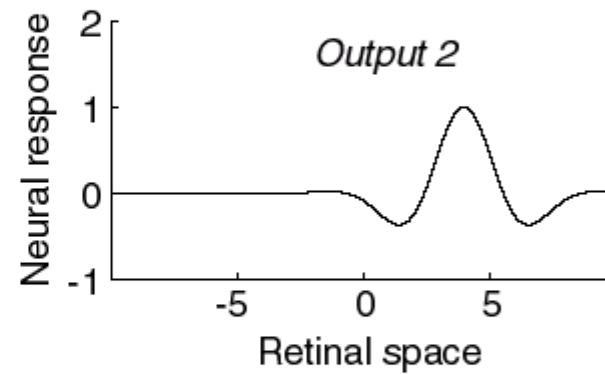
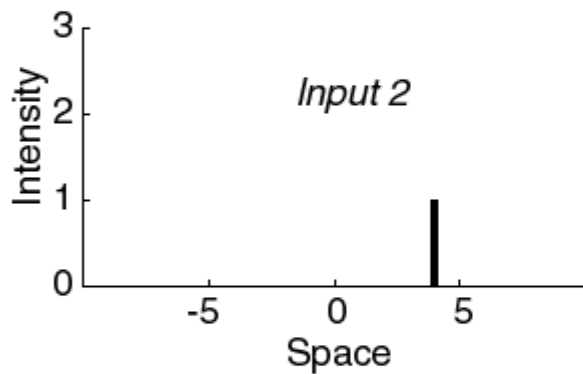
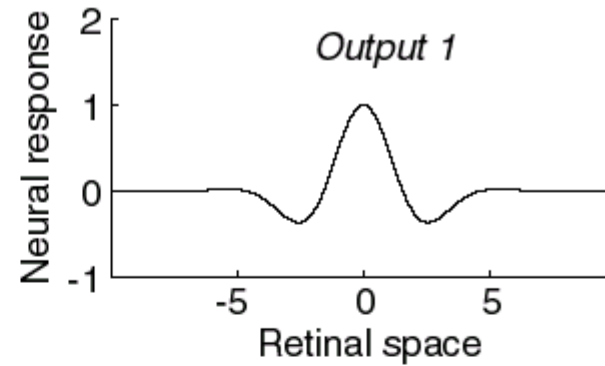
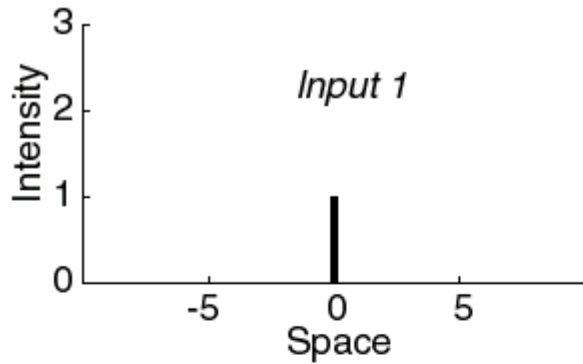
Homogeneity



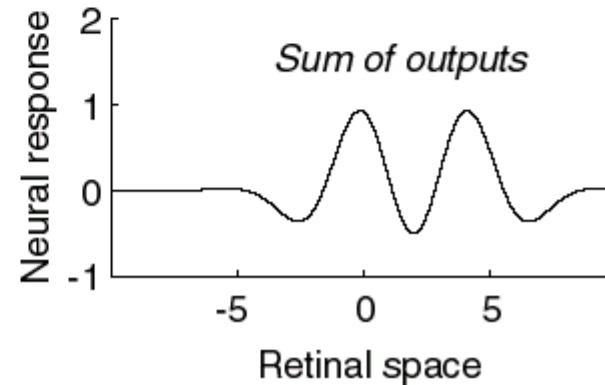
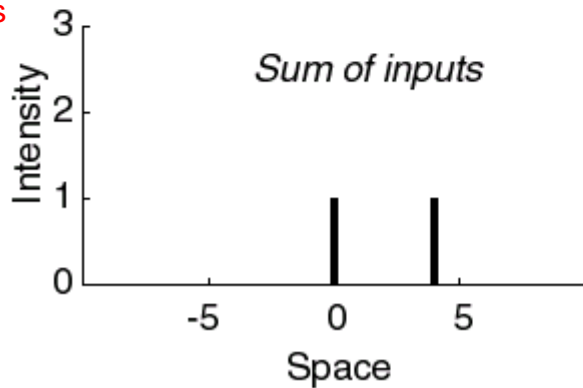
this'd be just a bright spot creating the mexican hat curve response. this is the response of many ganglion cells together btw



Superposition



same with two inputs



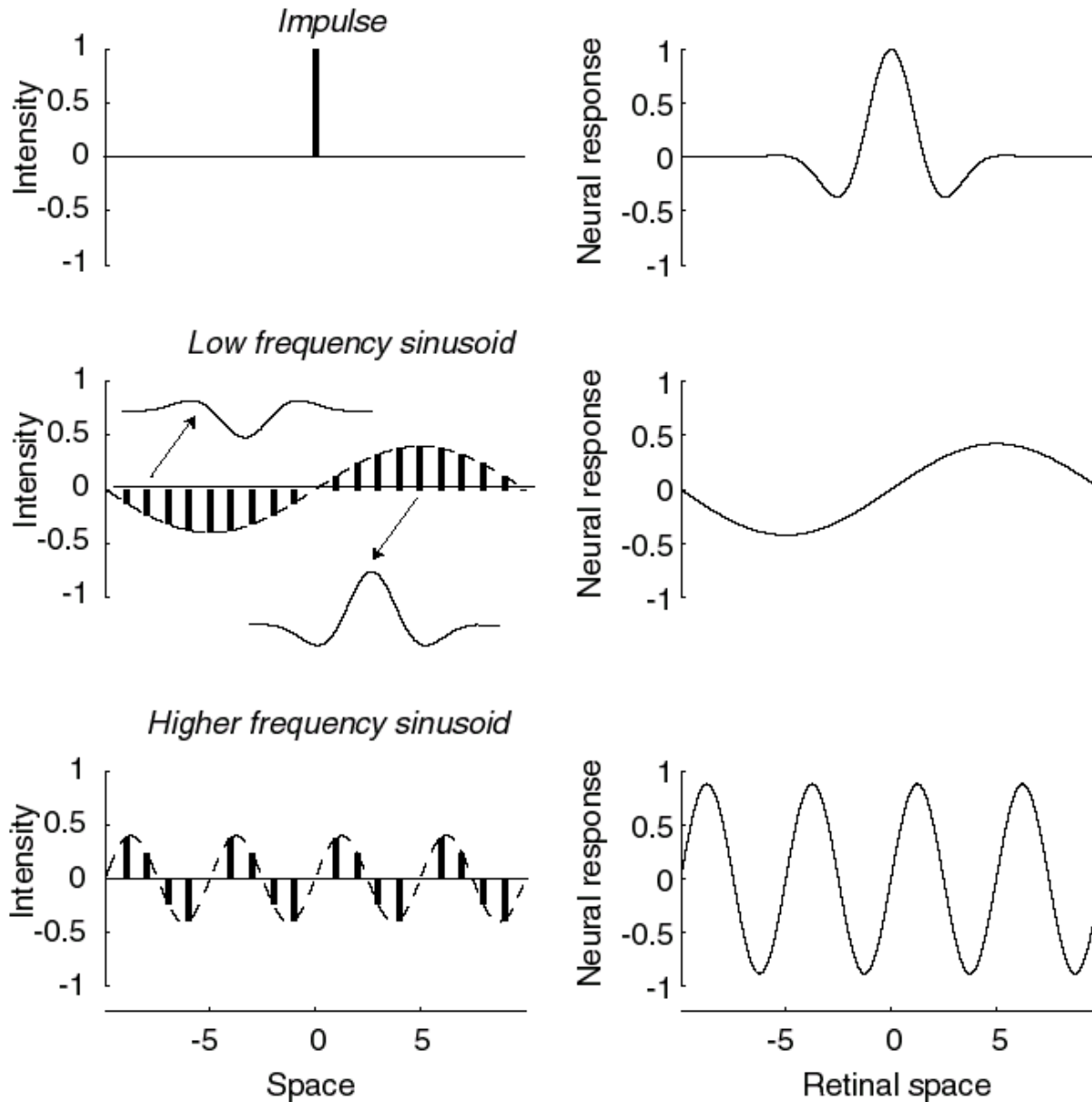
sine wave gradients used to characterize RF of neurons

Linearity is often checked by using sinusoidal stimuli, because for a linear system:

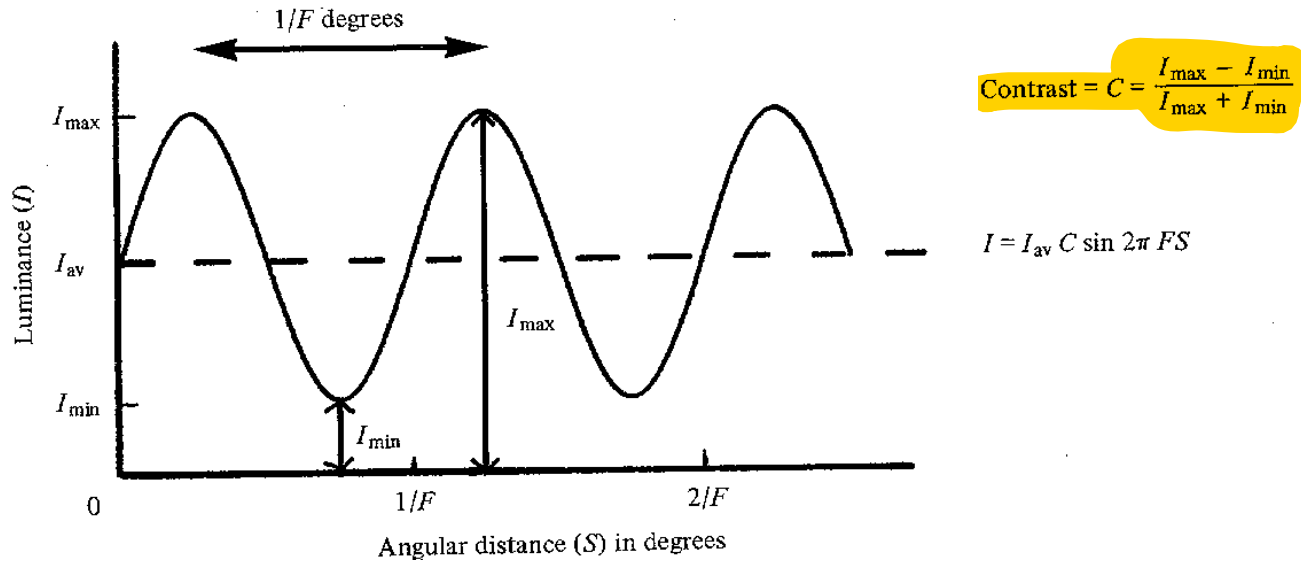
- 1) The responses to sinusoids are sinusoids.
- 2) The dependence of response on stimulus frequency can be predicted from the shape of the receptive field.

(so if any of these two are false, the system is not linear)

Responses of a linear system to sinusoids



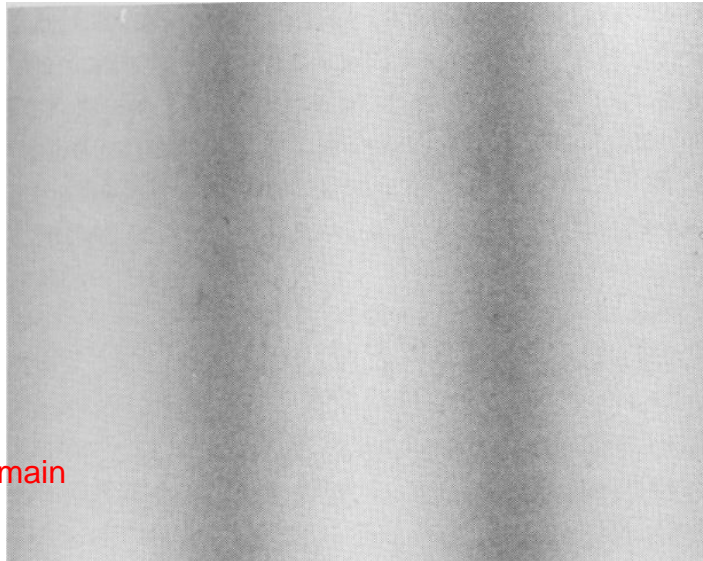
A sinusoid in 2-D: a sinusoidal grating



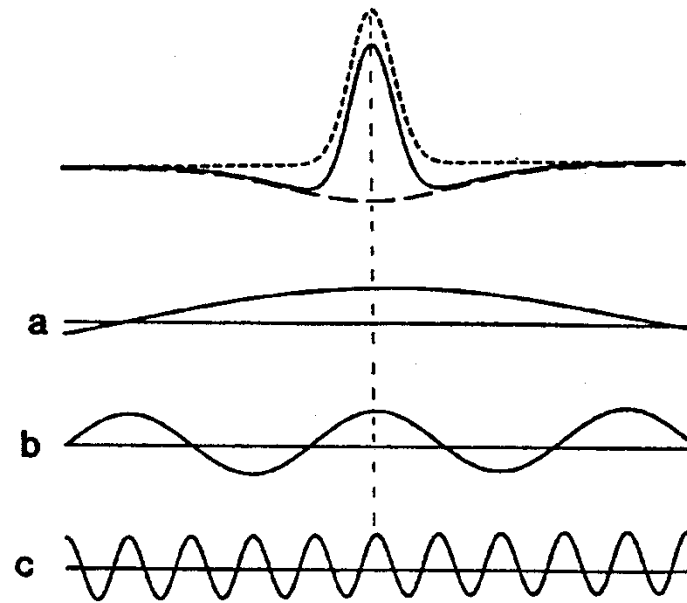
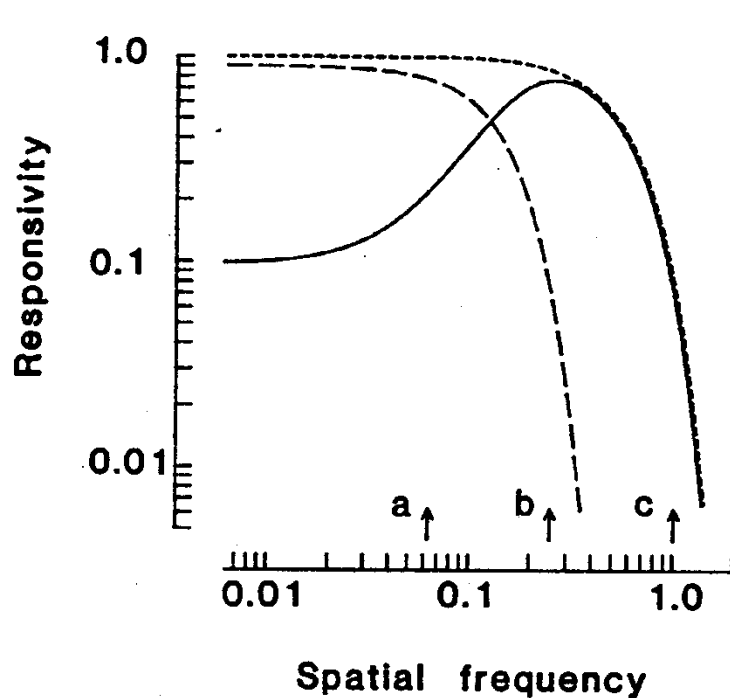
that's a sinusoid
with varying intensity of light

this is a sinusoid in the
spatial domain

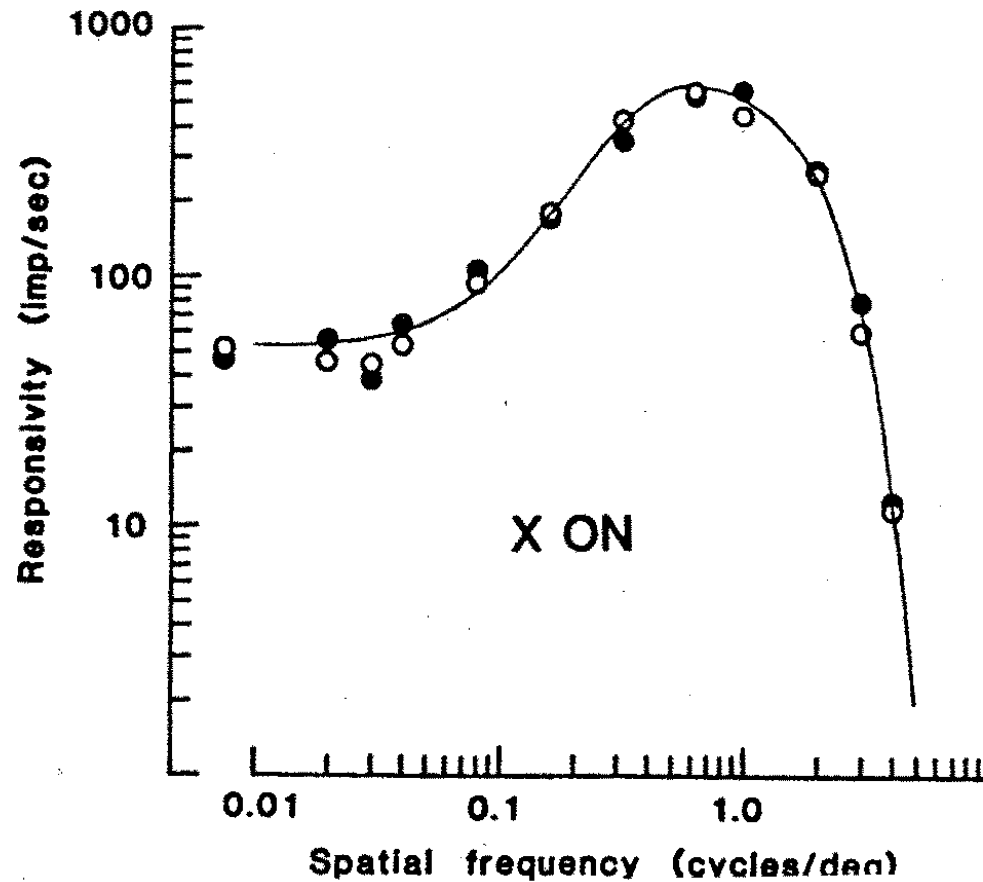
experiments are often done
in the temporal and spatial domain
by moving such a picture too



Predictions of the linear model with a “difference of gaussians” receptive field



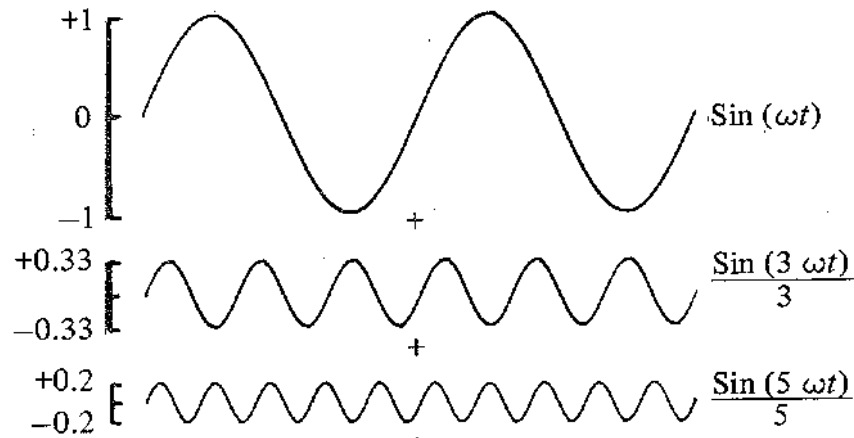
Fitting the model to the data



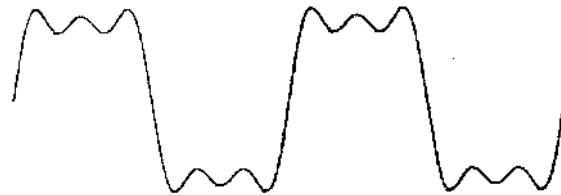
The fits are good: the responses to sinusoids are predictable by a linear model with a “difference of gaussians” receptive field.

Let's try another test of linearity. If it succeeds as well, we'll be happy with the model.

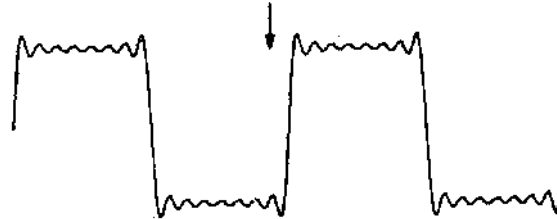
Making a square wave with sinusoids



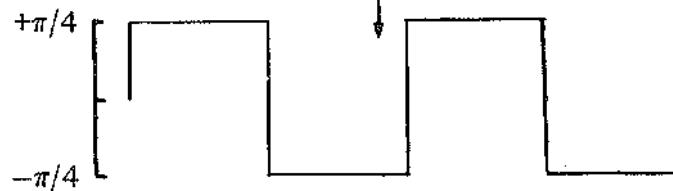
any image (signal) can be decomposed in a sum of sine waves



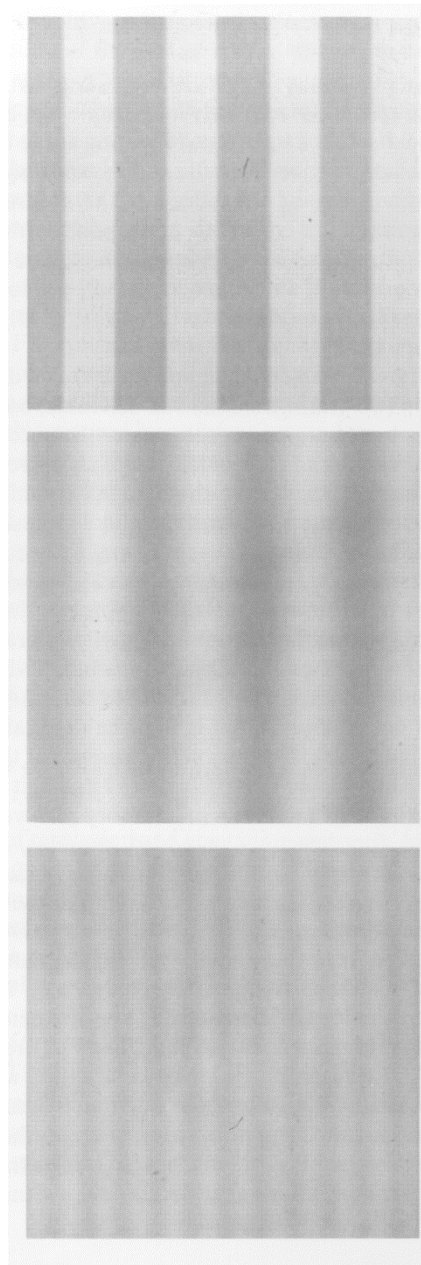
Add 5 more odd harmonics up to $\frac{\sin(15\omega t)}{15}$



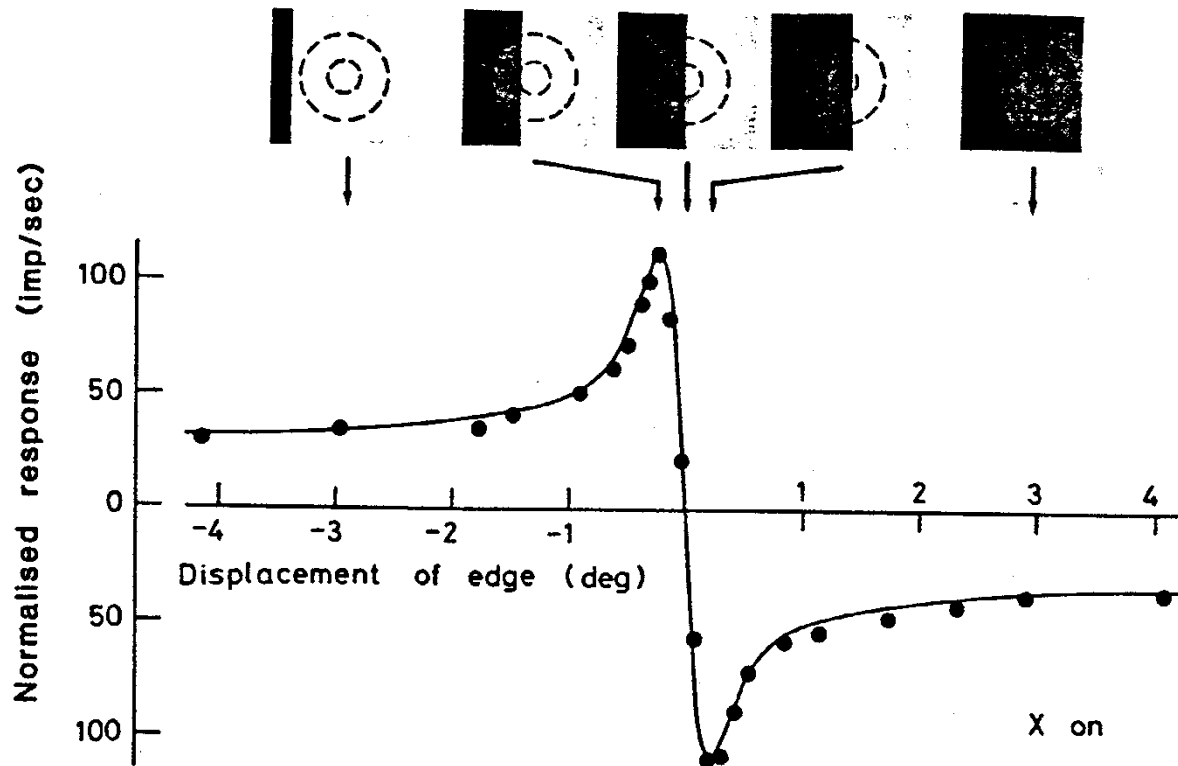
Add all higher odd harmonics



Square waves in 2-D



Responses of a ganglion cell to edges

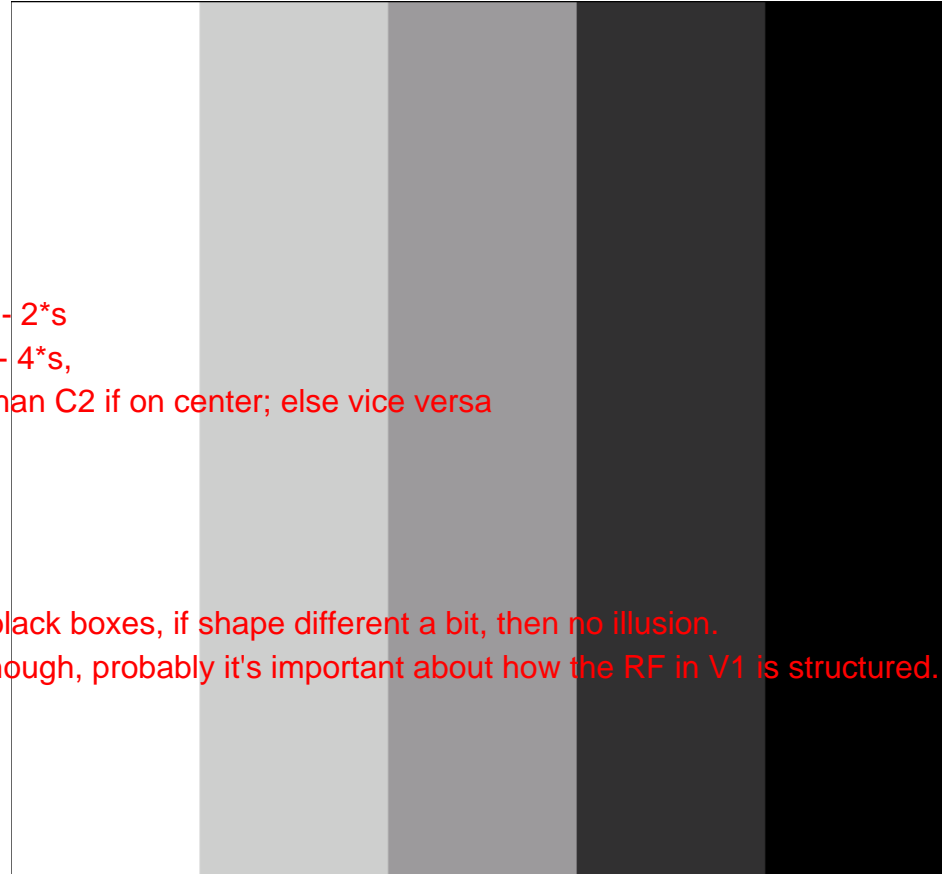


response is not a square with edges, but with these curves

Chevreuil illusion - Mach bands

illusion: at the edges, there is a really small band which is slightly darker (see last slide). it's when you look at edges and they seem to have some "aura"

brain knows if signal is received from on or off center cell (not understood yet)



box should be fully black. it is: C1 - 2*s

C2 - 4*s,

so the response is greater of C1 than C2 if on center; else vice versa



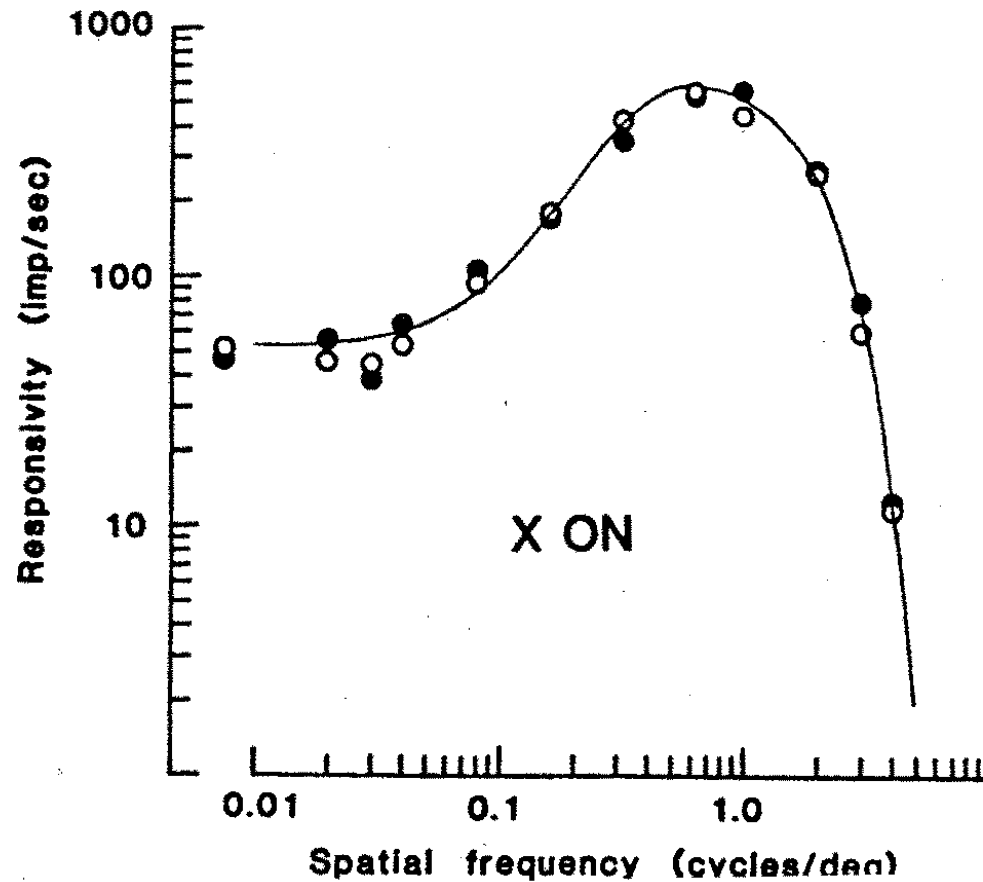
this only works if they are perfect black boxes, if shape different a bit, then no illusion.

it's not the complete explanation though, probably it's important about how the RF in V1 is structured. also the size of grid is important

hermanns grid explanation: (standard): the reason why we see the dark spots at the intersection in the periphery when we fixate a spot, is that RF of cells overlap with 4 squares (OFF parts) and intersection will be on ON. the response of the cell which is in the middle of the street is higher, so the intersections are perceived as darker, so there is darkness interpreted. at the FP, it is too small, so no effect so to say. since the brain knows the quality of the input (what kind of cell is signalling), then all is the way it should be since the brain knows

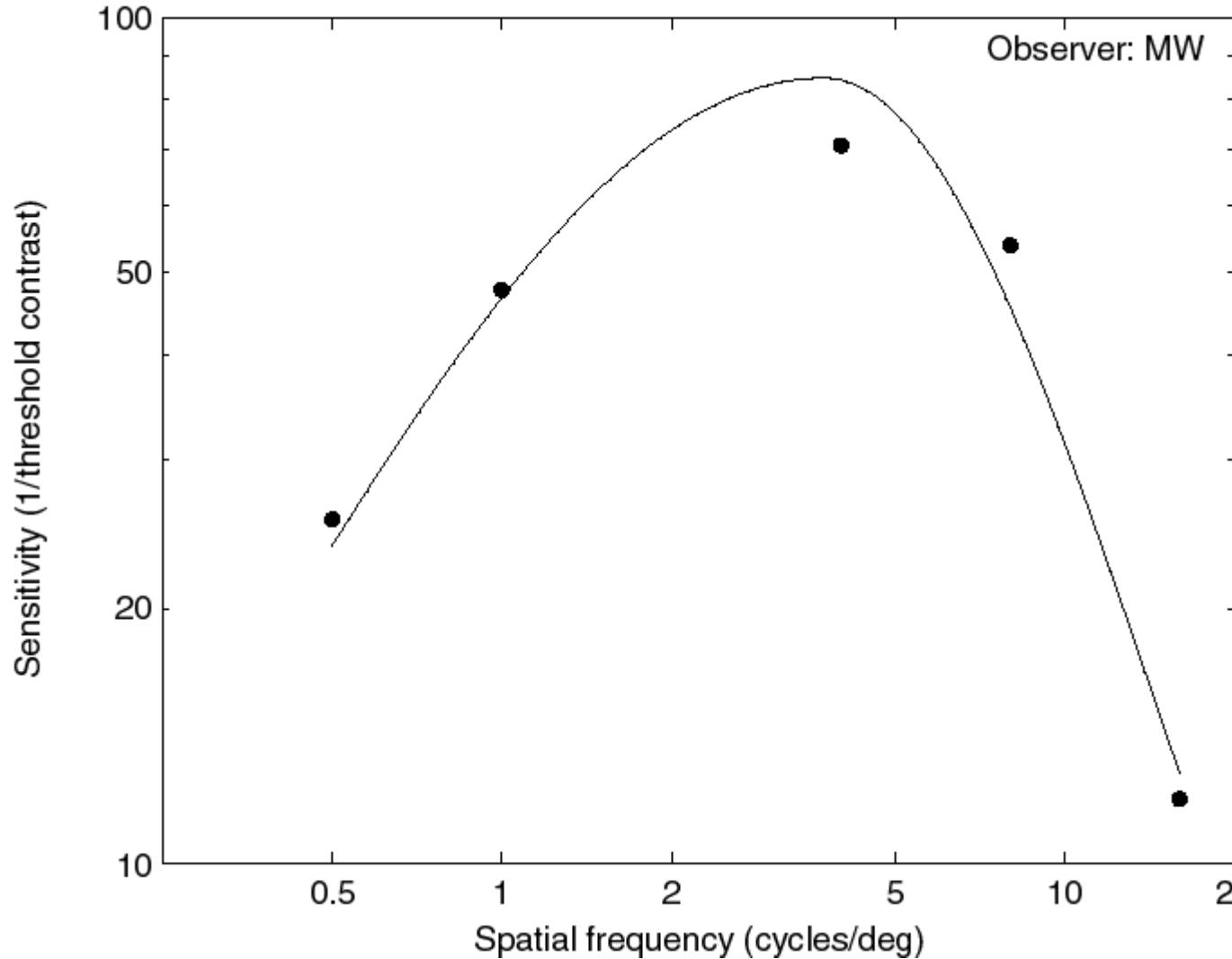
Sensitivity for different spatial frequencies

Spatial frequency tuning of a ganglion cell



Spatial frequency sensitivity curve of a whole brain

sensiivity = 1/threshold



need very high
contrast to see the
wave for the last
point (see next
slide)

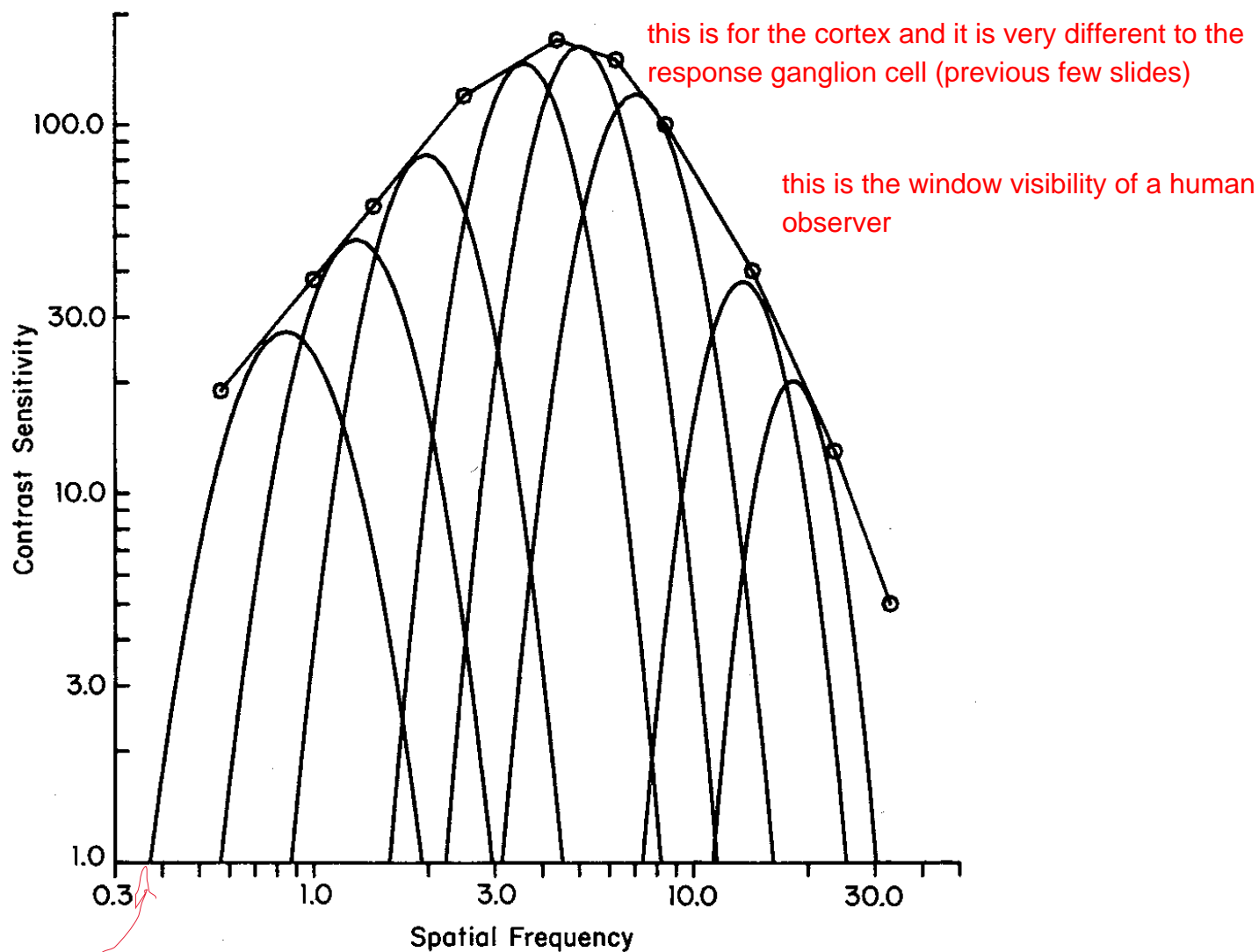
Contrast sensitivity varies with spatial frequency

only grey
can be
seen

ni

high contrast needed if
one wants to perceive this
area

One interpretation of the contrast sensitivity curve



response of one cortical cell