

# Human Vision

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# Human Vision

## It Works!!

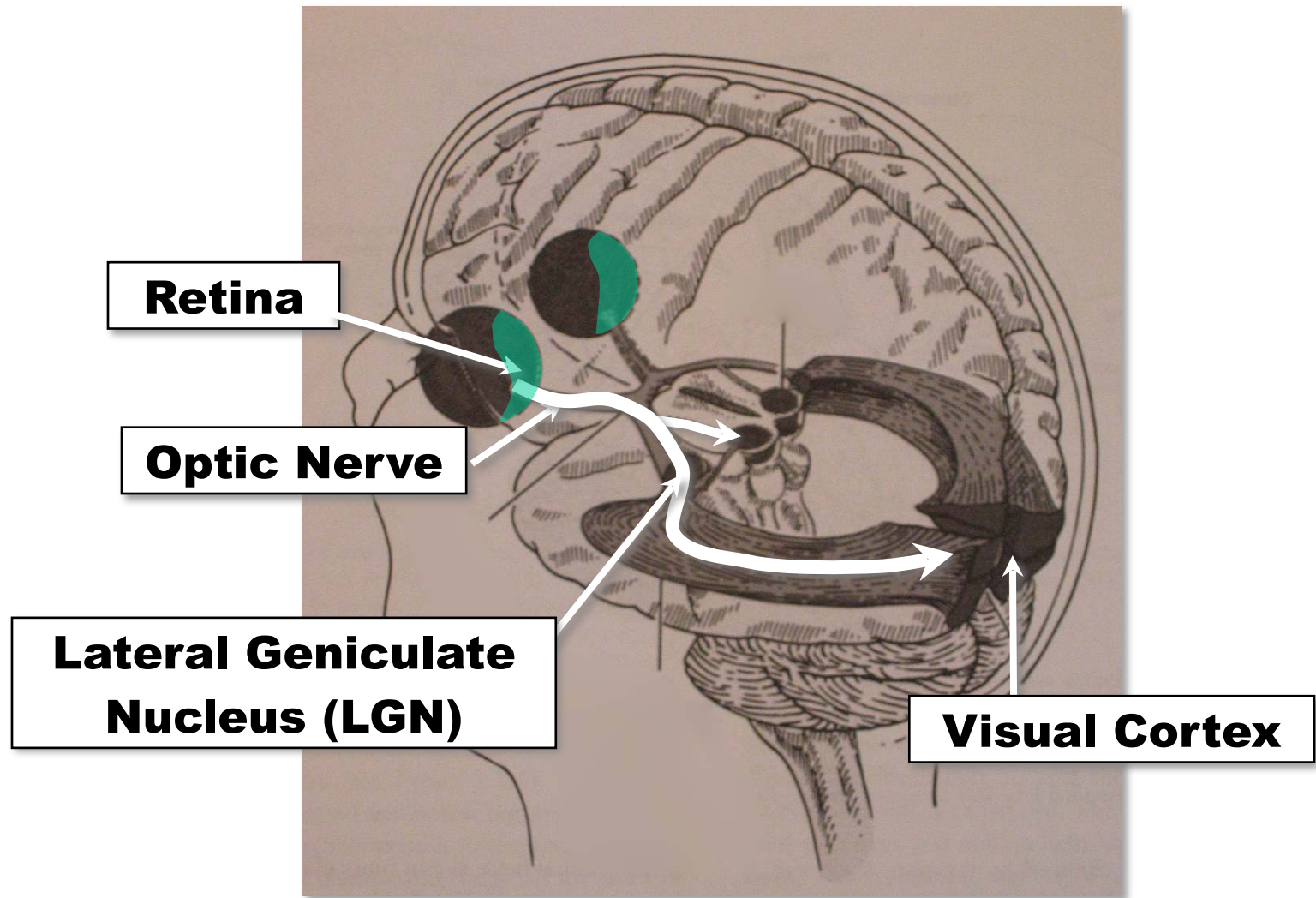
--> Proof of existence.

- The image formation process <sup>not easy</sup> is well understood
- The image understanding one remains mysterious

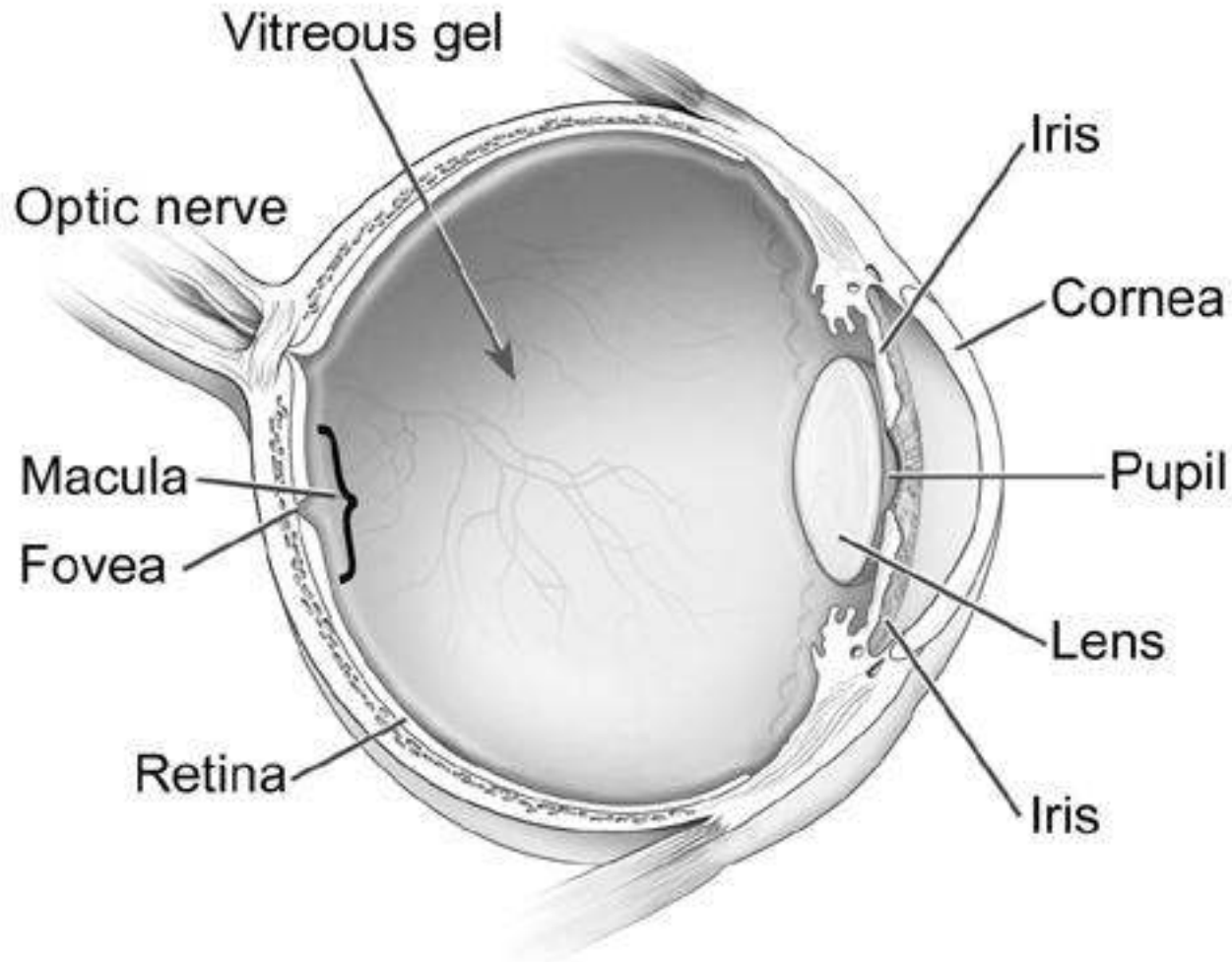
How eyes act as cameras?

CV  $\rightarrow$  image understanding, not acquisition

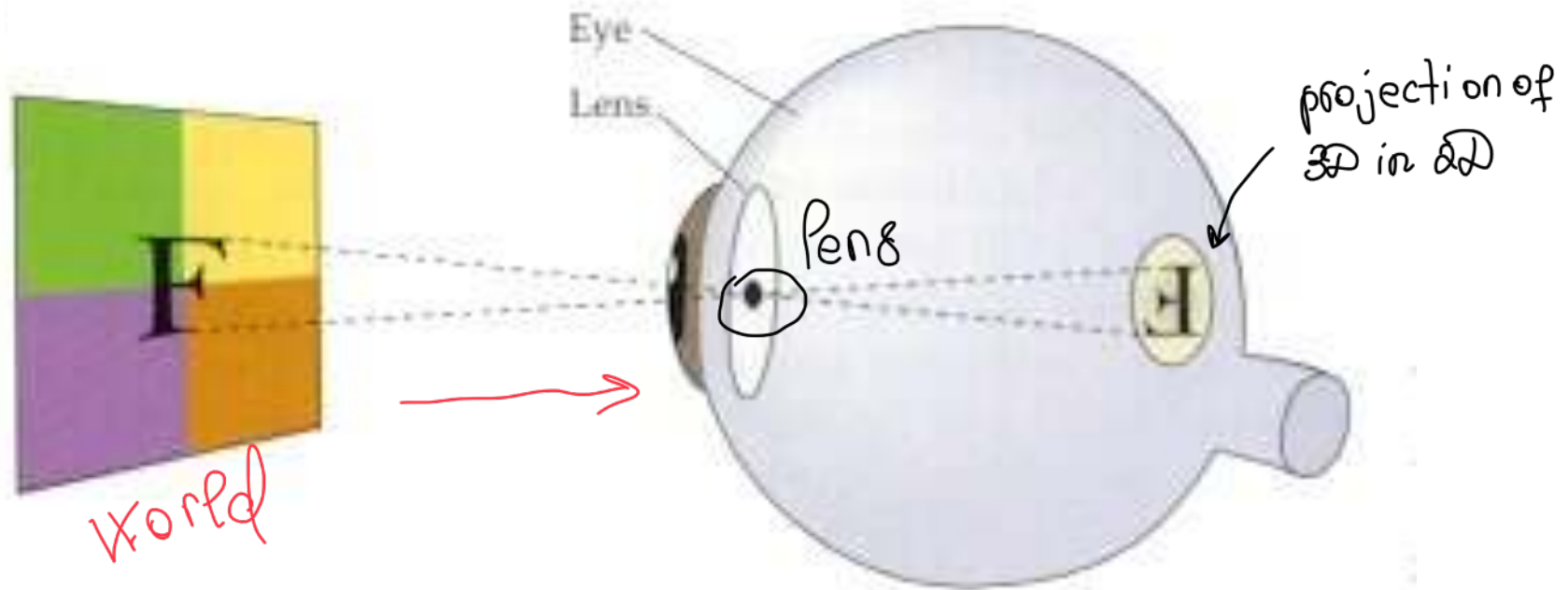
# Pathways To The Brain



# Human Eye

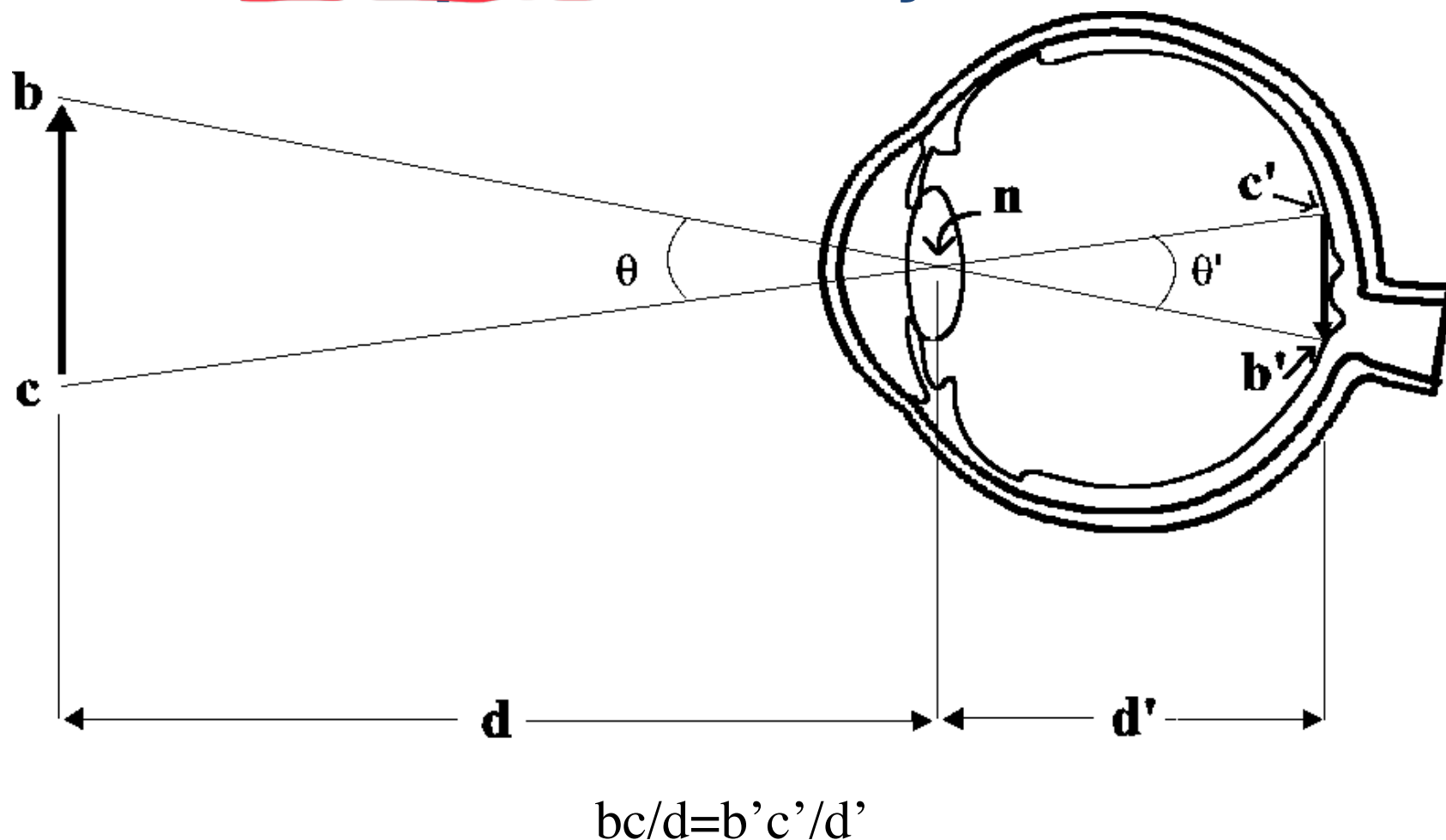


# Image Formation



An inverted image forms on the retina.

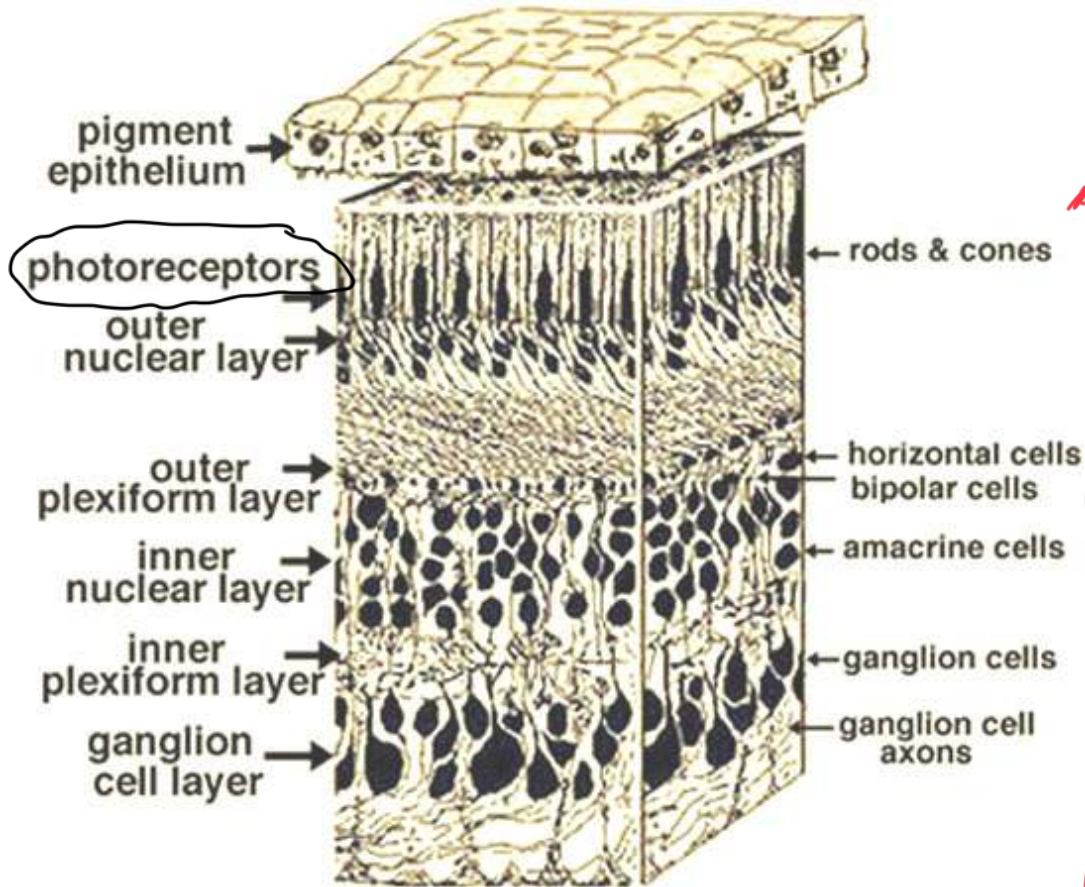
# Perspective Projection



- This is known as the pinhole camera model.
- Cameras do something similar and we will revisit it in the next lecture.



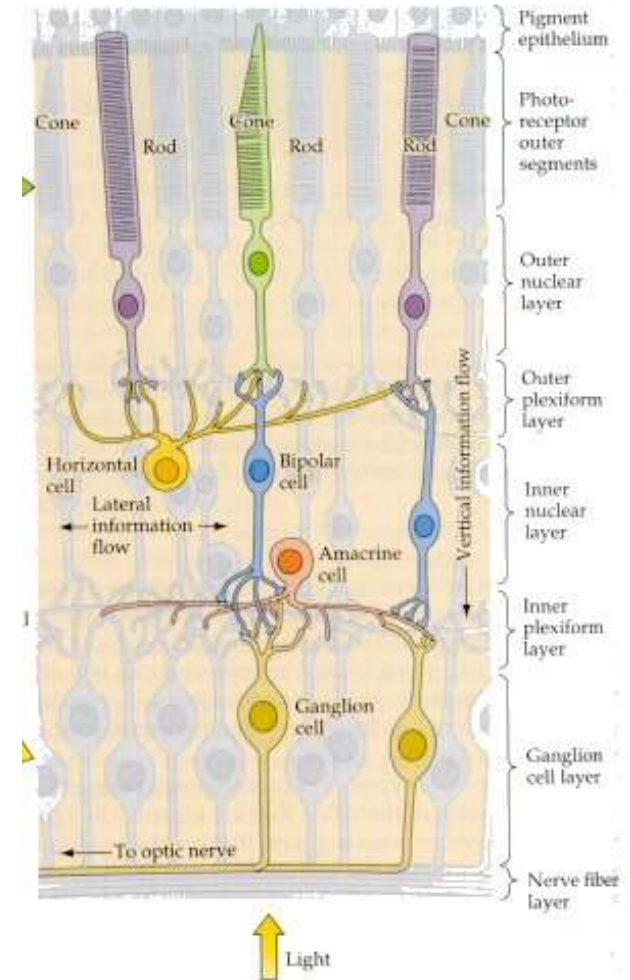
# Retina



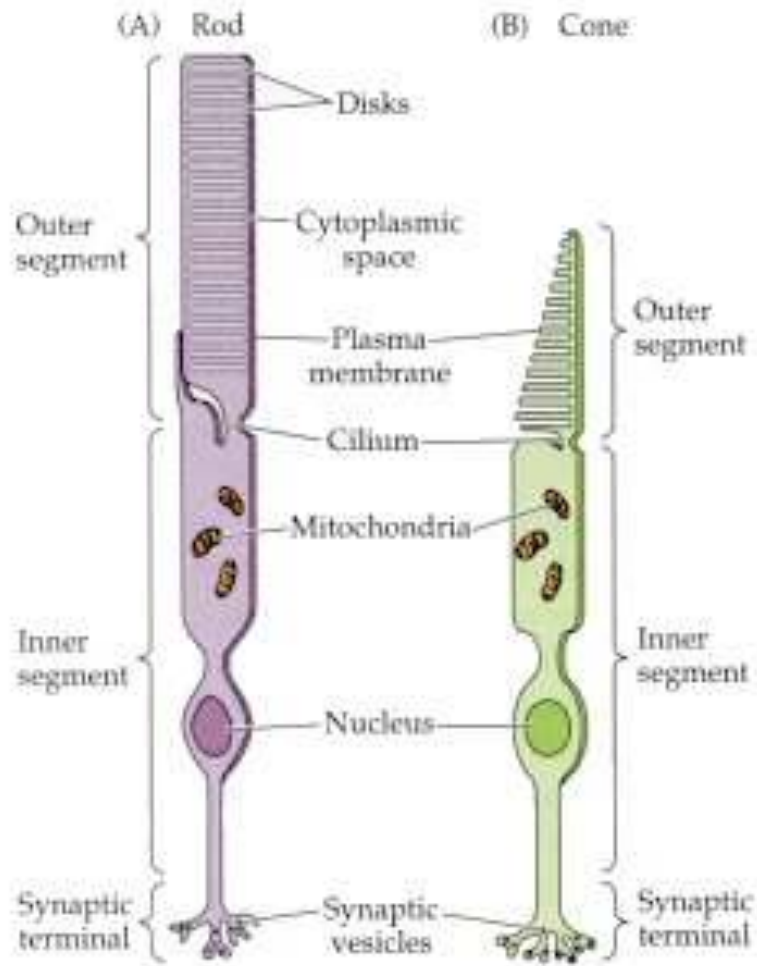
photons



light comes from below



# Rods and Cones



Rods: Low-intensity light vision,  
e.g. night vision.

Cones: Color-vision with higher  
intensity light.



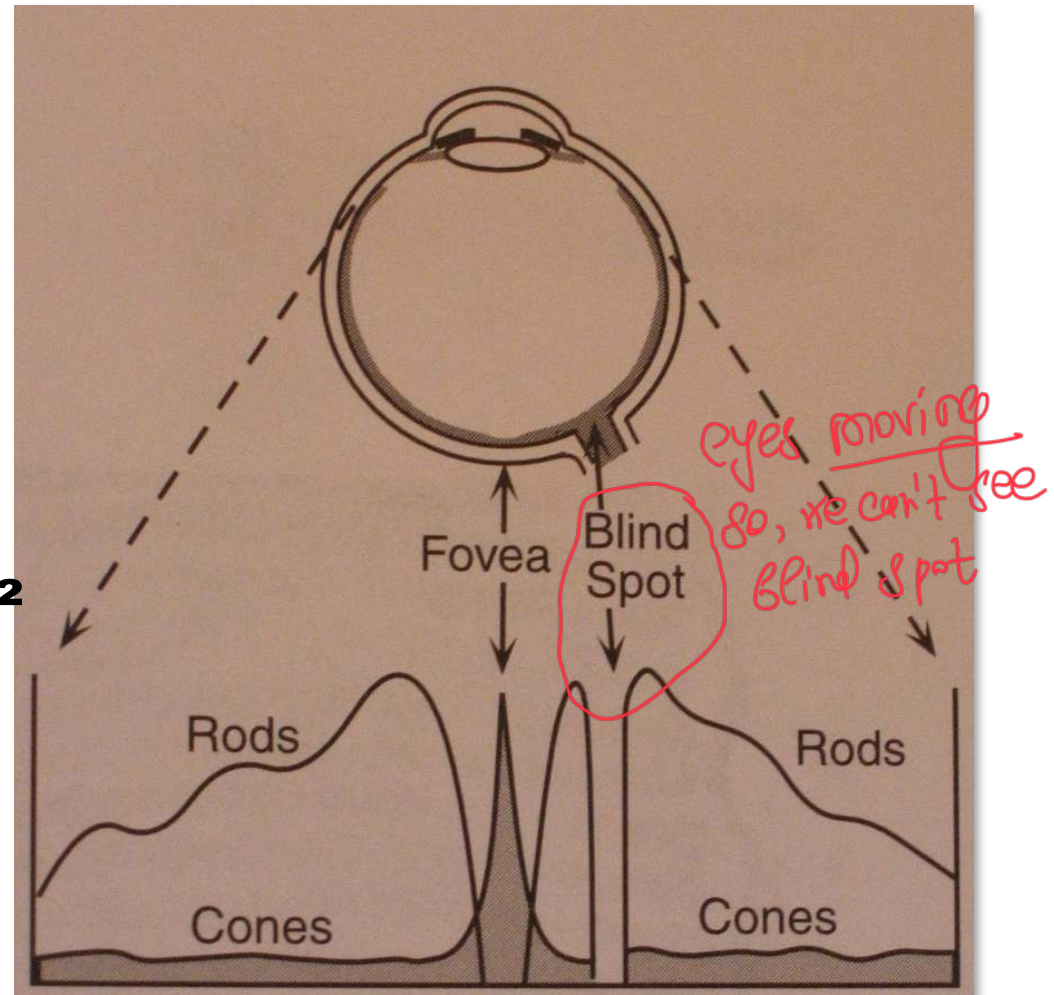
# Cell Distribution

**# receptors/mm<sup>2</sup>**

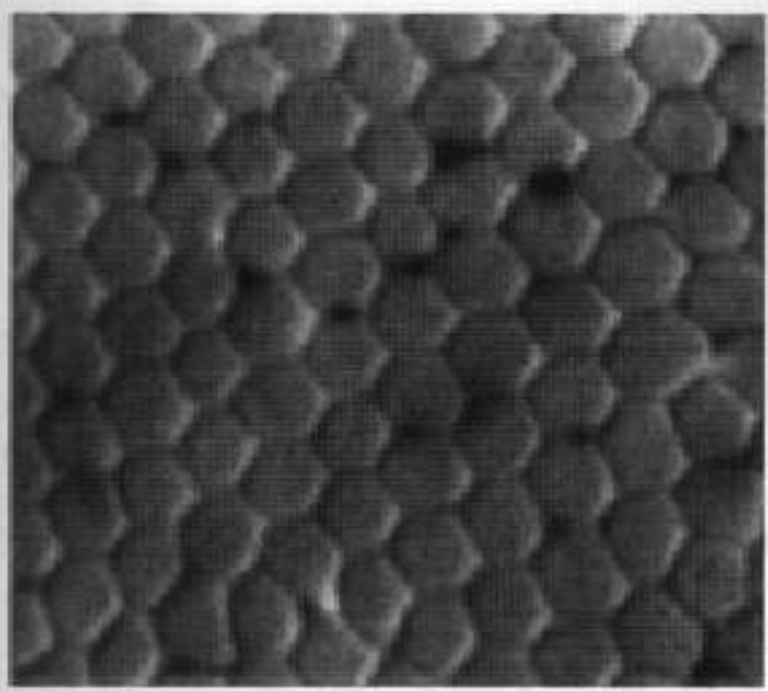
**150'000**

**100'000**

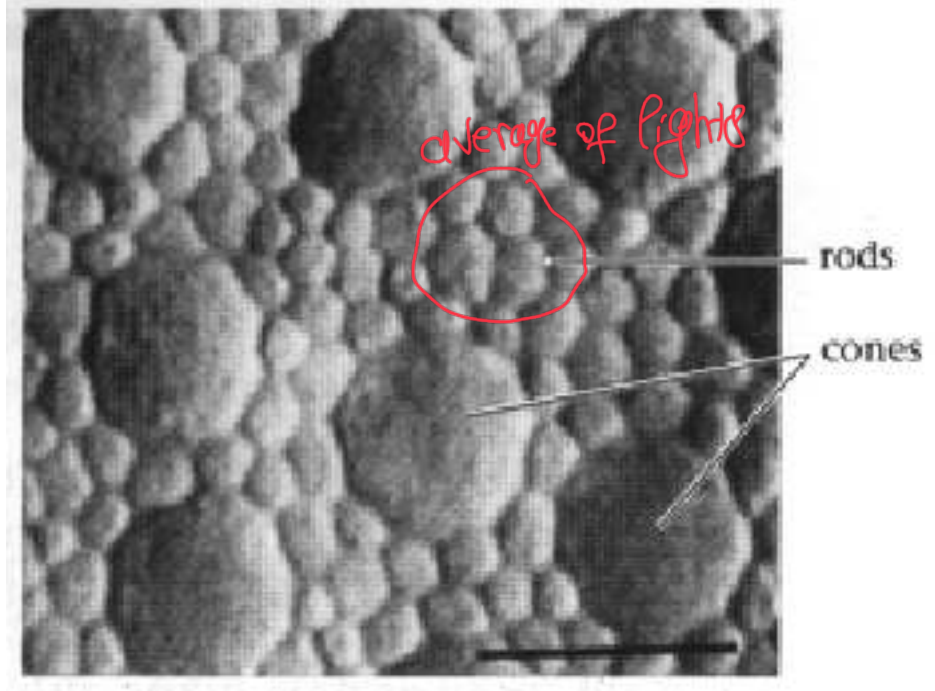
**50'000**



# Fovea vs Periphery

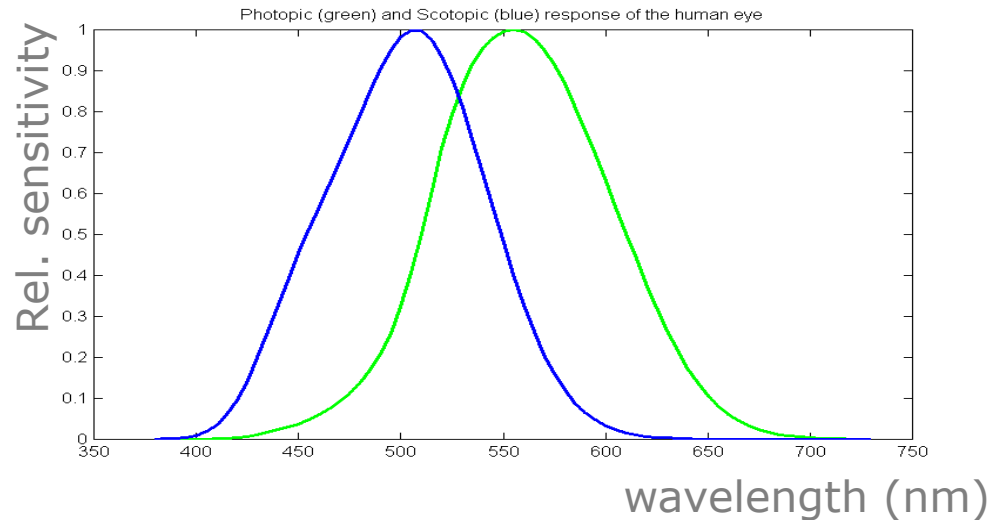


Fovea



Periphery

# Scotopic vs Photopic



Low luminance ( $< 1 \text{ cd/m}^2$ ):

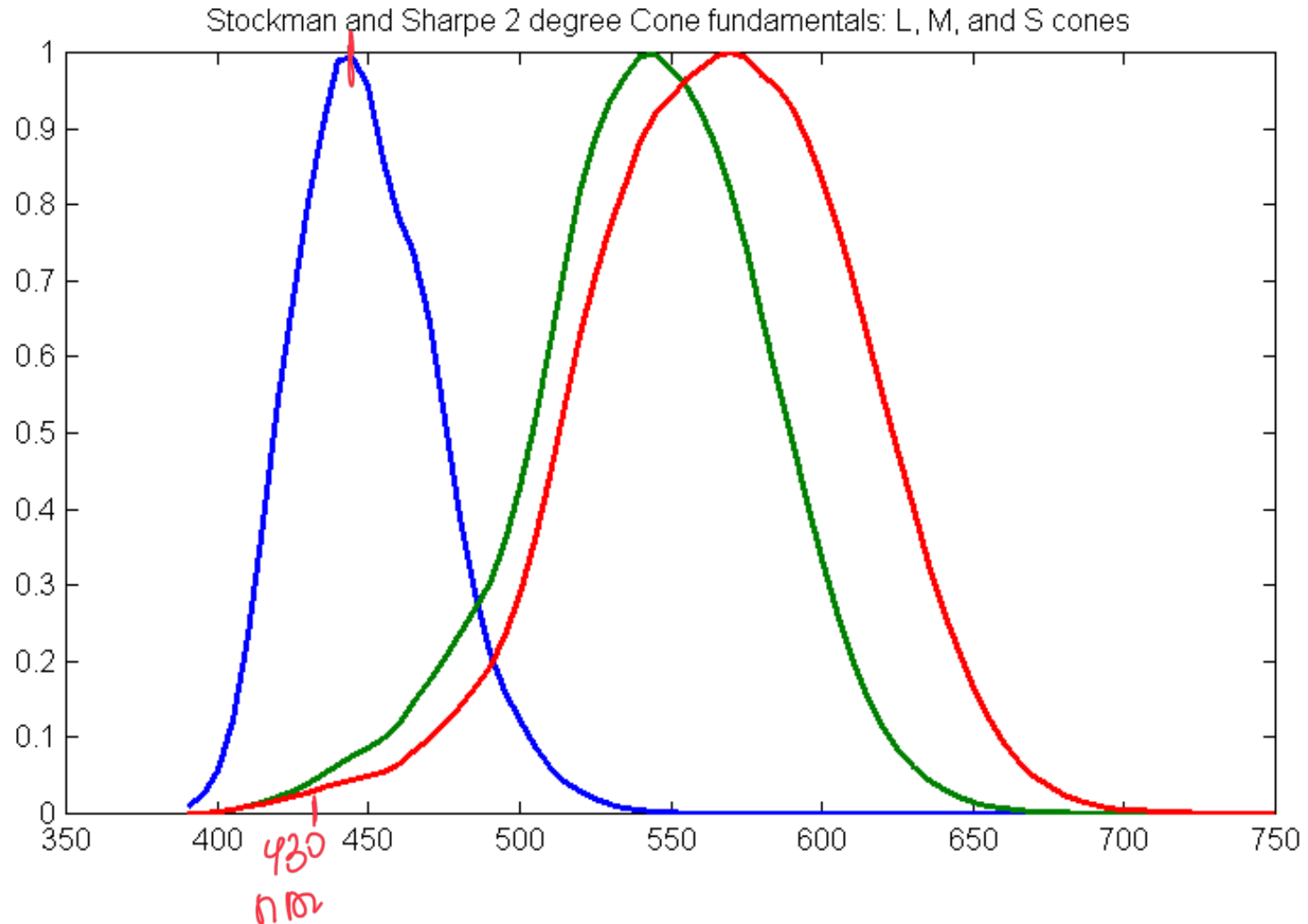
- 120 million rods with peak spectral response around 510 nm.
- Primarily located outside the fovea.

*Due to rods, in periphery*

High luminance ( $> 100 \text{ cd/m}^2$ ):

- 7 million cones per retina.
- Primarily located in the fovea.
- Three types of cones (S, M, L) with peak spectral response at different nm.
- Ratio L:M:S  $\approx$  40:20:1

# Sensitivity to Different Wavelengths



# Ganglion Cells

## Color opponent ganglion cells

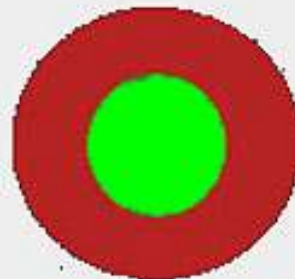
*We are good at seeing contrasts*



red ON/green OFF



red OFF/green ON

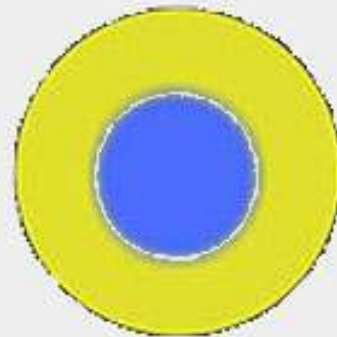


green ON/red OFF



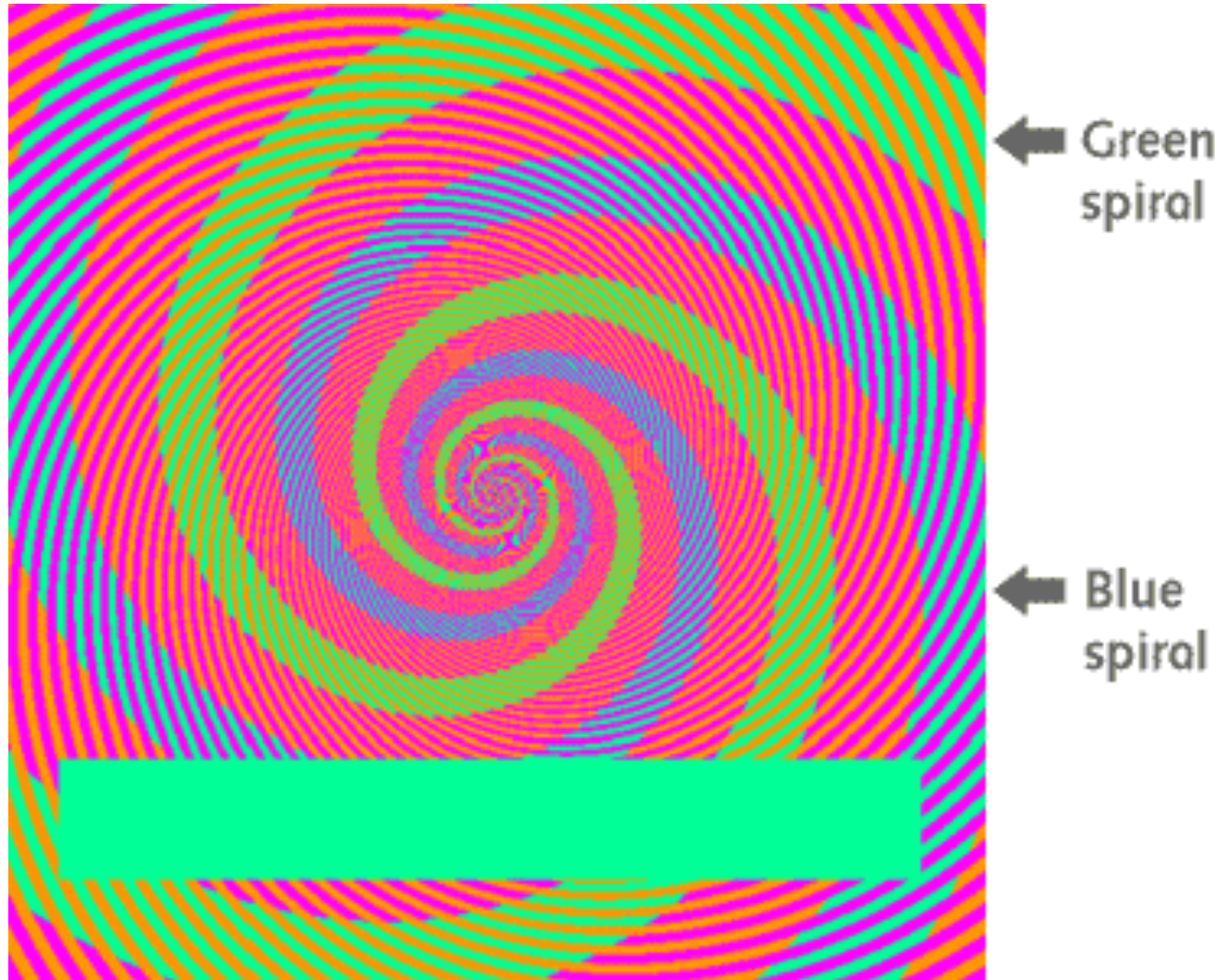
green OFF/red ON

blue ON/yellow OFF





# Color Illusion



# Color Balancing

- Red sand has been blown onto the slopes.
- The streak of snow in the middle should be white.



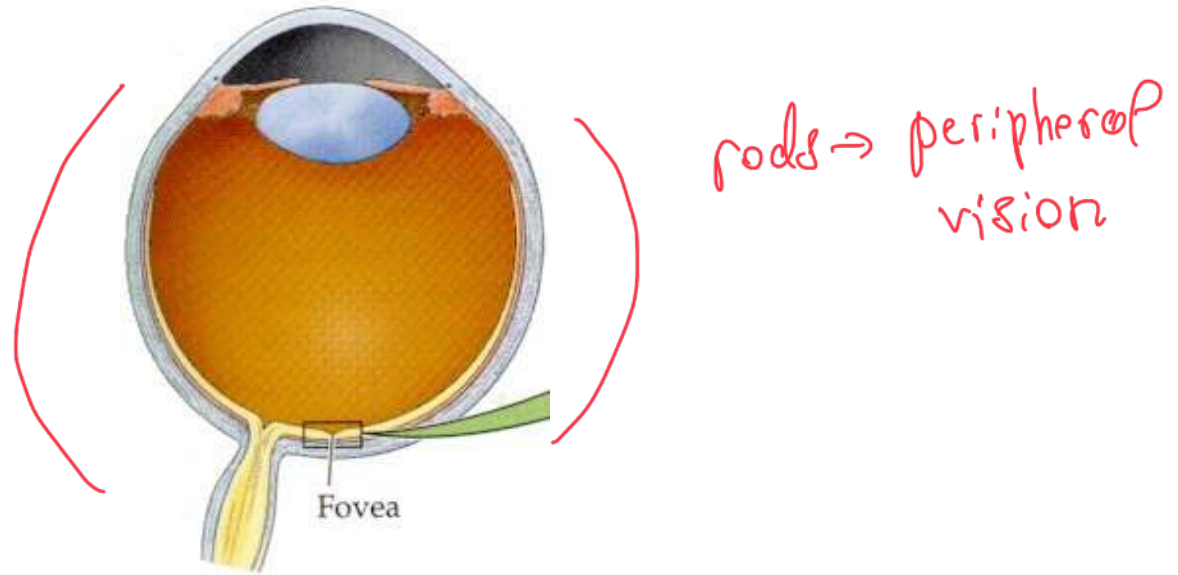
iPhone image



Color corrected image



# Peripheral Vs Foveal Vision



Much higher concentration of cells on the Fovea

→ Active vision: *higher-resolution image*

- We find objects using our peripheral vision
- We concentrate our gaze on objects of interest.

*using fovea*

# The Human Eye In Short

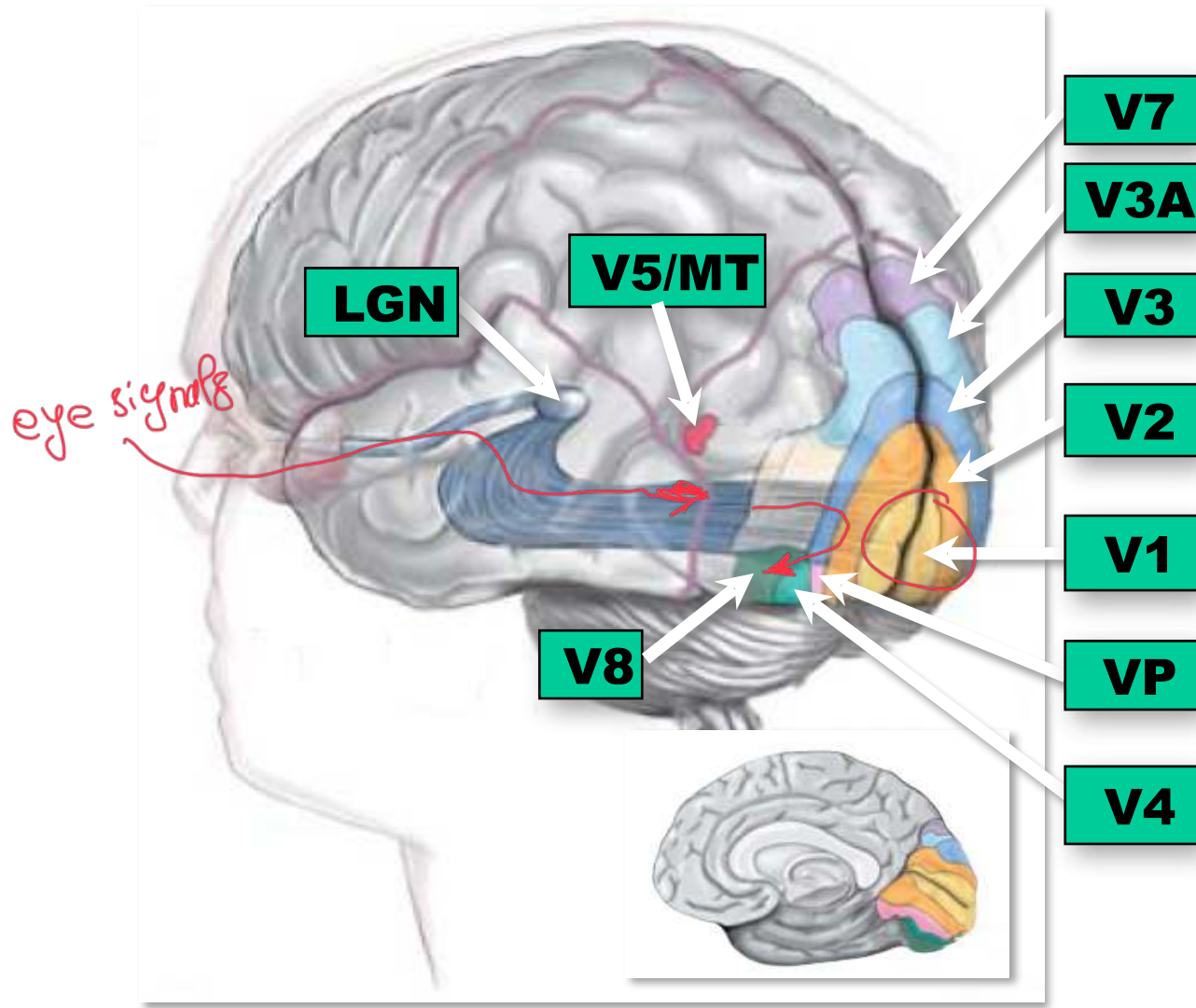
## The Retina:

- rods (low-intensity light, night vision)
- cones (color-vision)
- Synapses and ganglions *→ circuitry*
- Optic nerve fibers

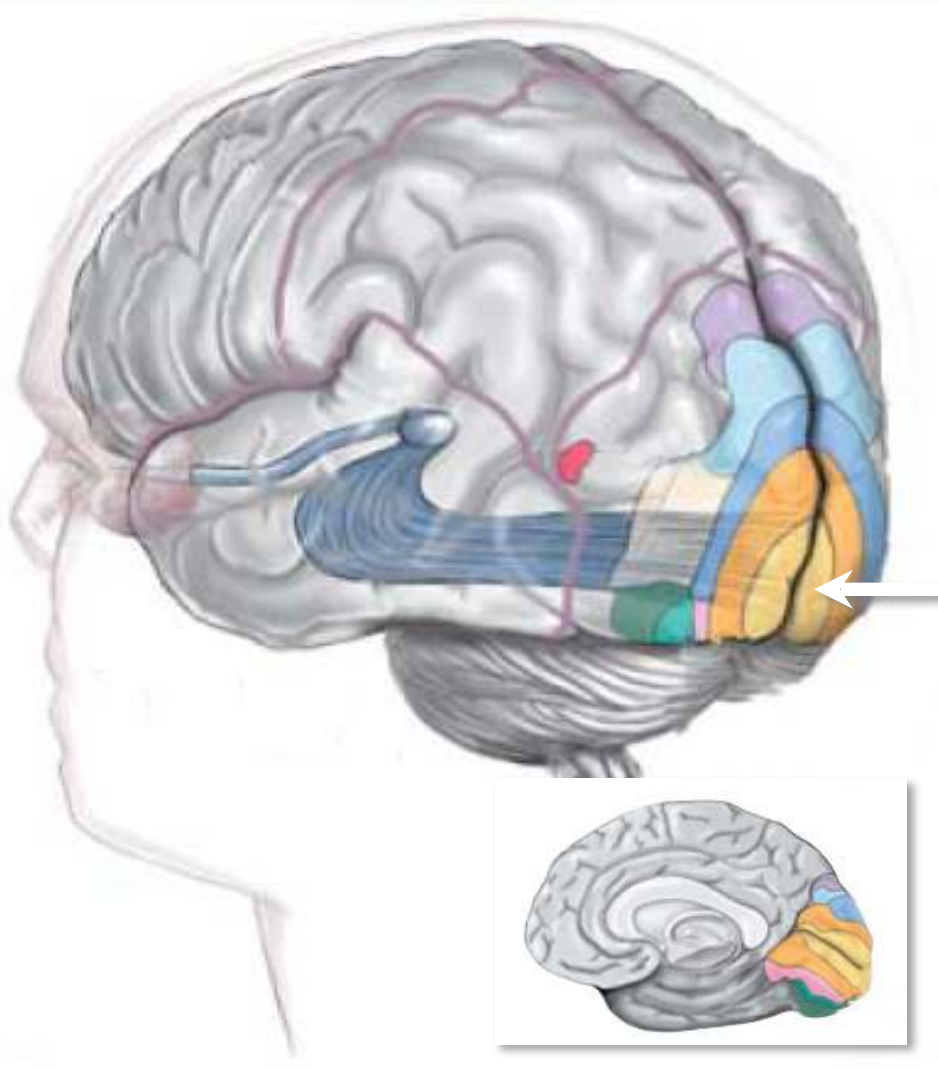
## Sensing and low-level processing layer:

- 125 millions rods and cones feed into 1 million nerve fibers

# Visual Cortex



# Primary Visual Cortex (V1)



- Largest area in the visual cortex.
  - 100 times as many neurons as retinal ganglion cells
- Overcomplete representation.

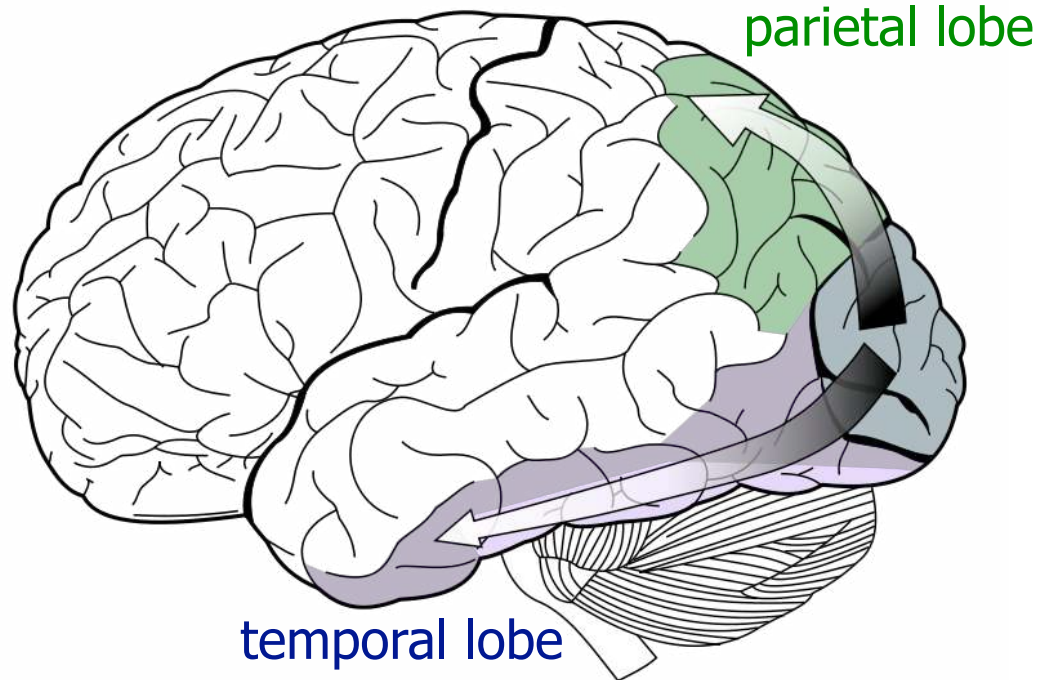
**V1**

# From V1 to the Others

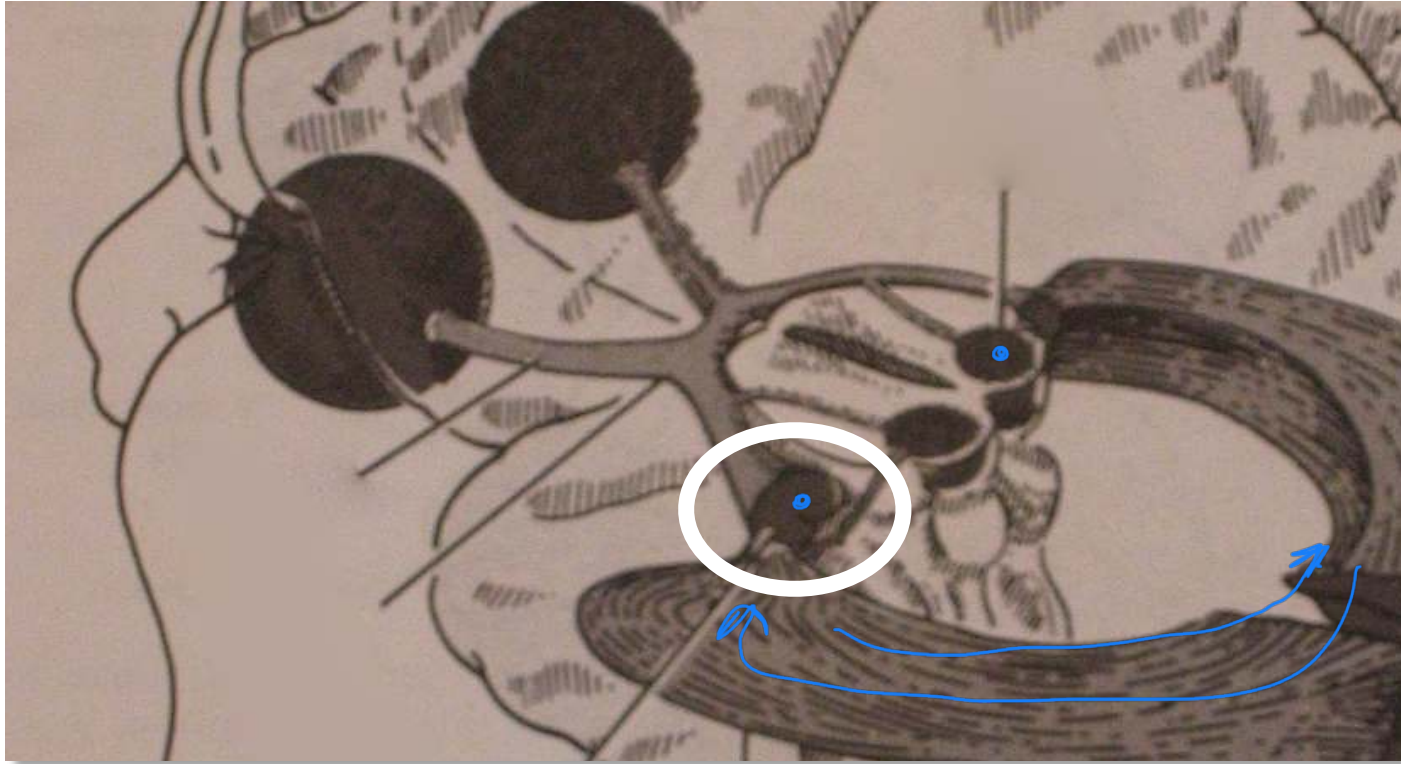
To pathways originate from V1:

- The “where” pathway:  $V1 \rightarrow V2 \rightarrow V5 \rightarrow$  parietal lobe.
- The “what” pathway:  $V1 \rightarrow V2 \rightarrow V3 \rightarrow V4 \rightarrow$  temporal lobe.

⇒ Motion Detection and Object Recognition are mostly performed in parallel but interconnections exist.



# Lateral Geniculate Nucleus (LGN)



feedback  
returned to  $V_1$

 $\sqrt{2}$ 

Receives feedbacks from V1 and V2. There is ten times more feedback than feedforward sent to V1.



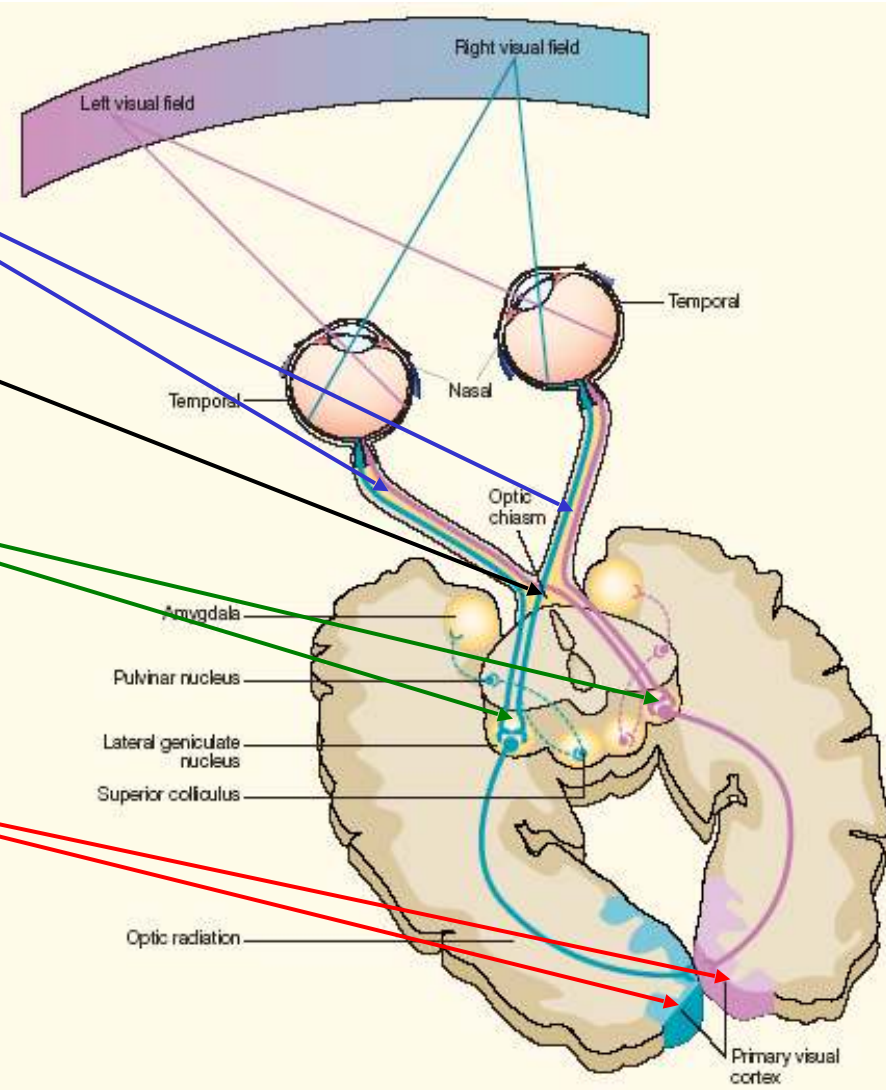
# Hemispherical Vision

- Optical Nerves

Optic Chiasm

Lateral Geniculate Nucleus

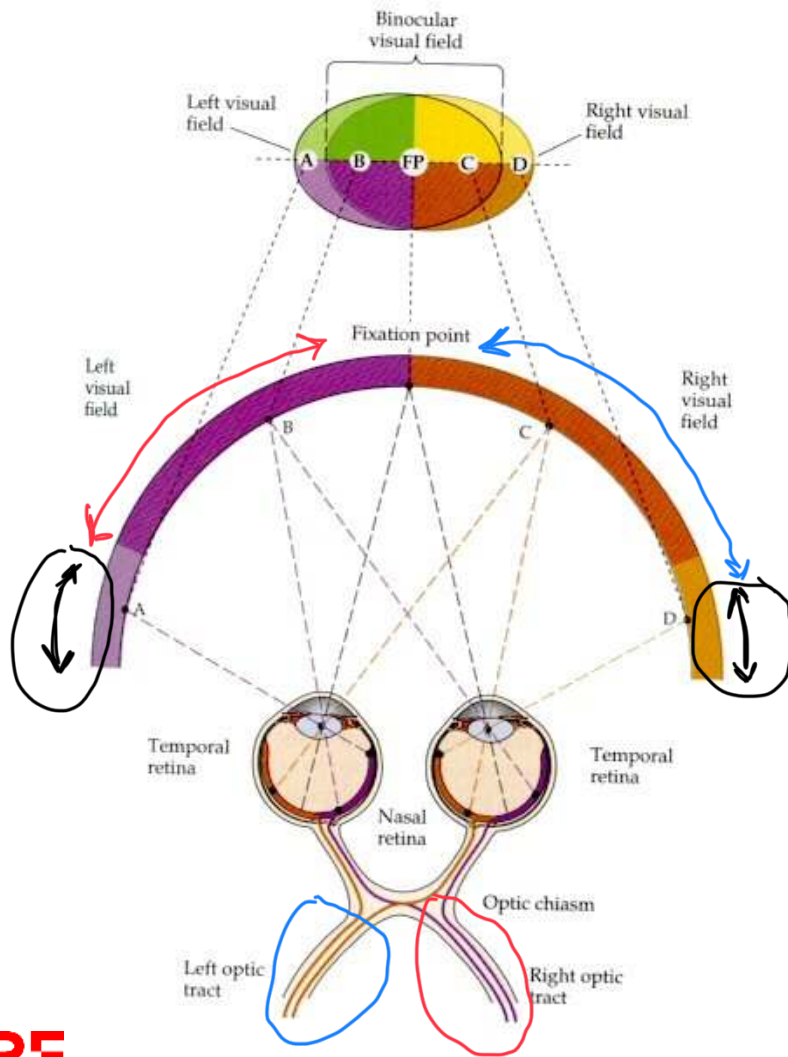
Primary Visual Cortex (V1)





# Stereoscopical Vision

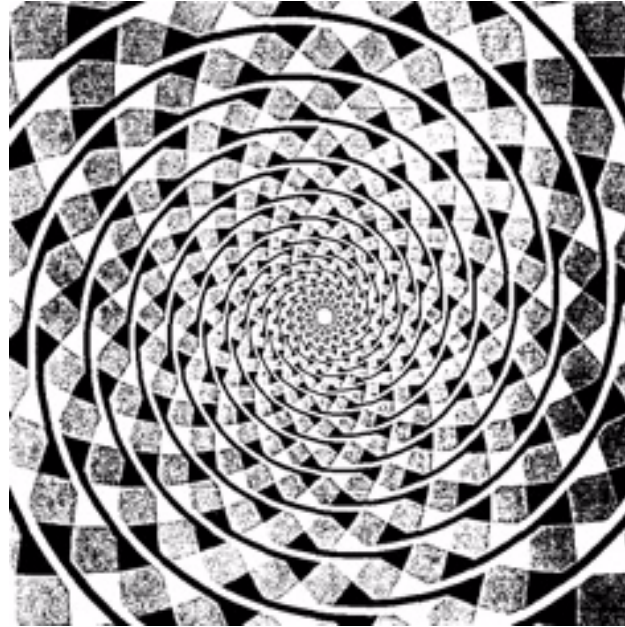
Our vision is based on predator, not prey



Our brain is wired for stereo vision:

- Redundancy
- Depth perception

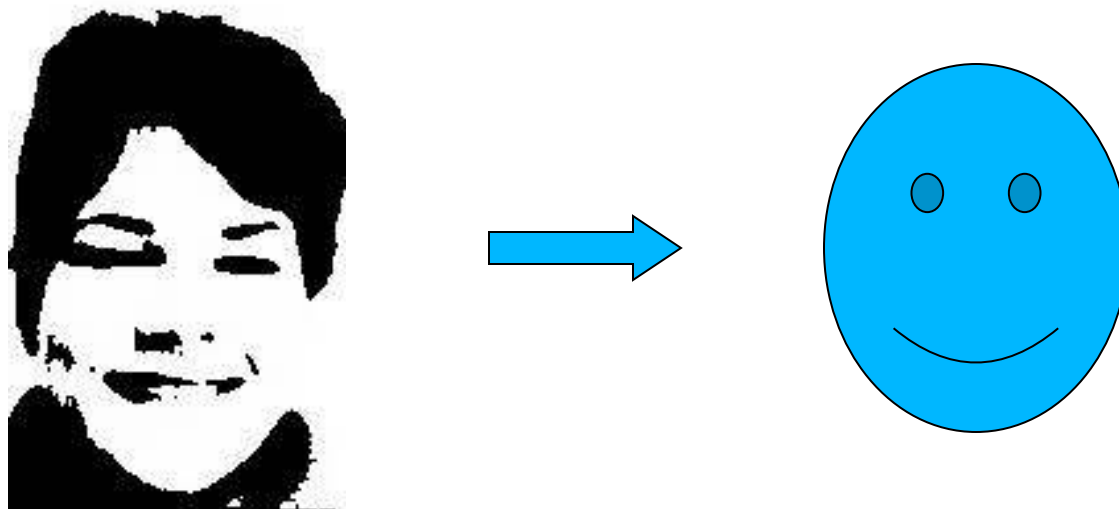
# Optical Illusions



Every image is the image of thing merely to him who knows how to read it, and who is enabled by the aid of the image to form an idea of the thing.

Handbook of Physiological Optics  
H. von Helmholtz

# Controlled Hallucination?



Perhaps, but very cleverly implemented in “wetware”.

→ How can we emulate it in hardware?

# Recognize And Classify Animal vs No Animal

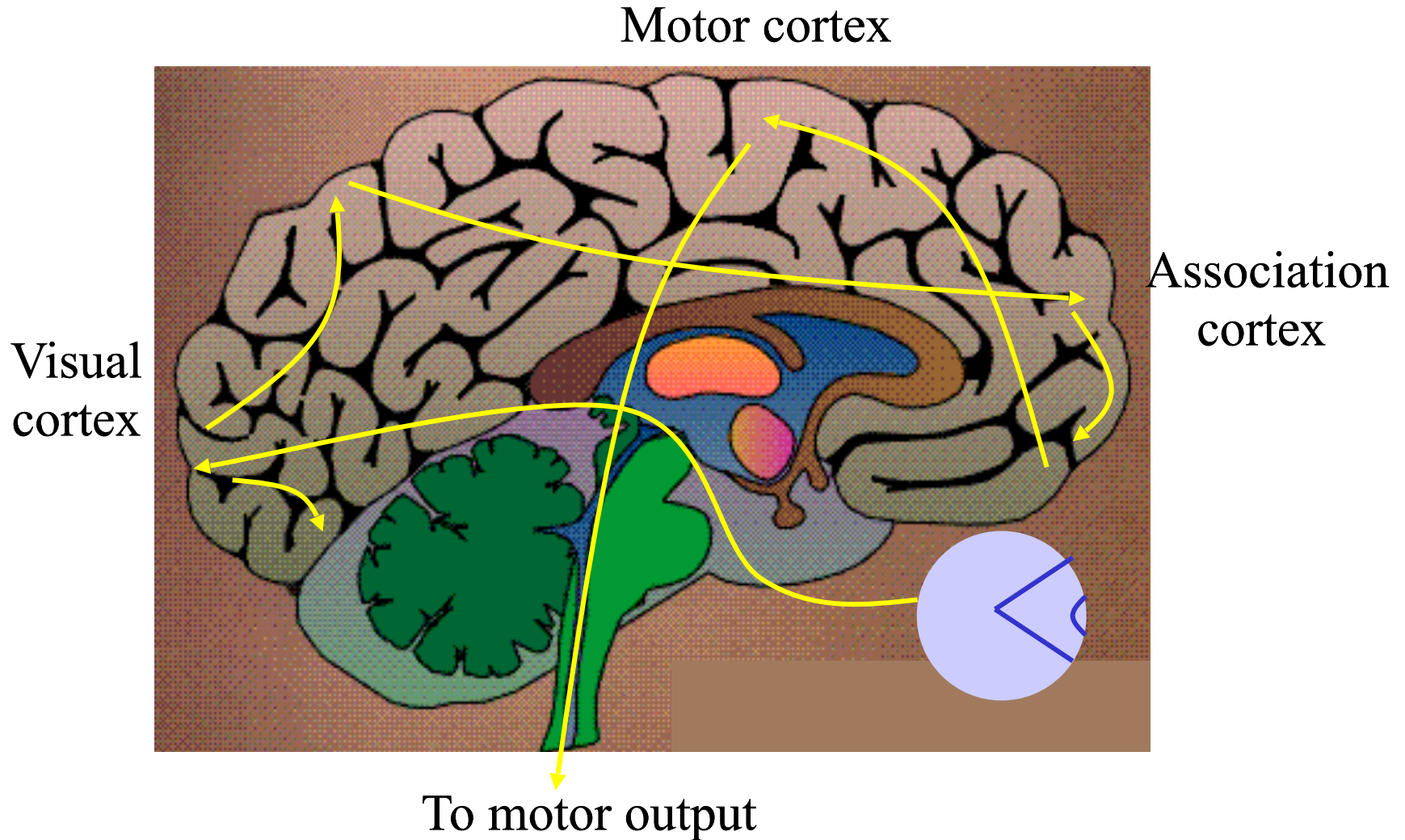
Subjects must raise their hand if they see an animal:

- 60 images
- 1 image per second

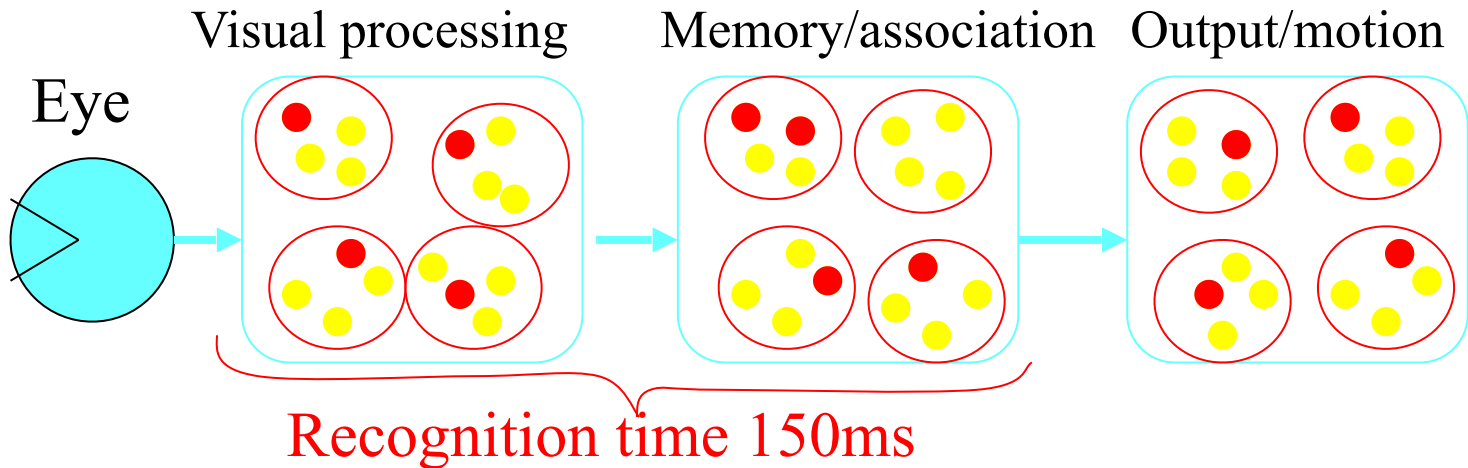
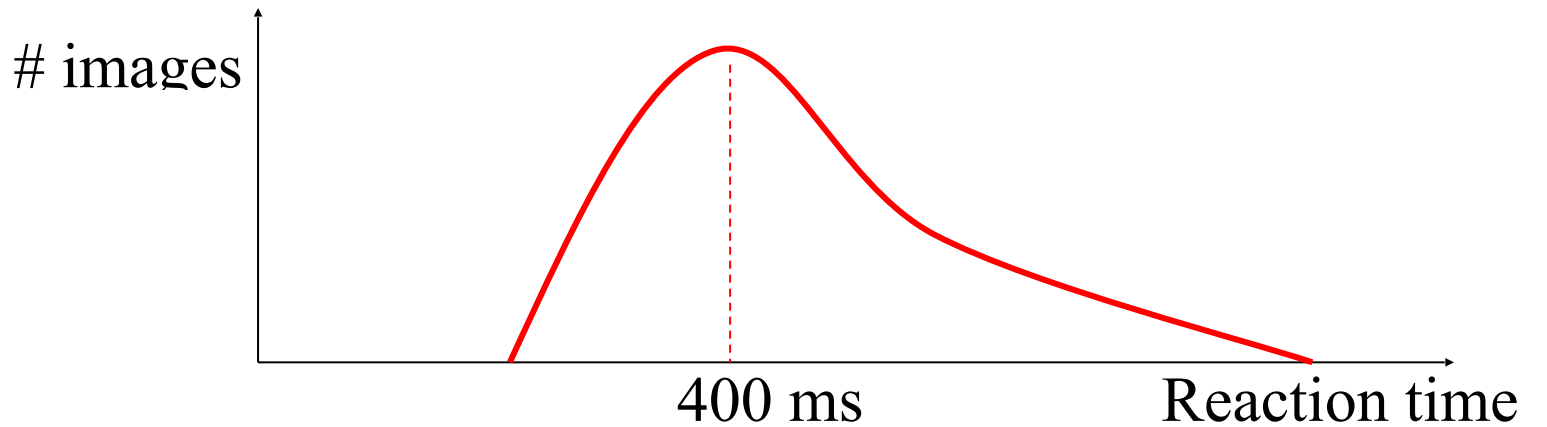
→ Measure their reaction time.



# Brain Pathways



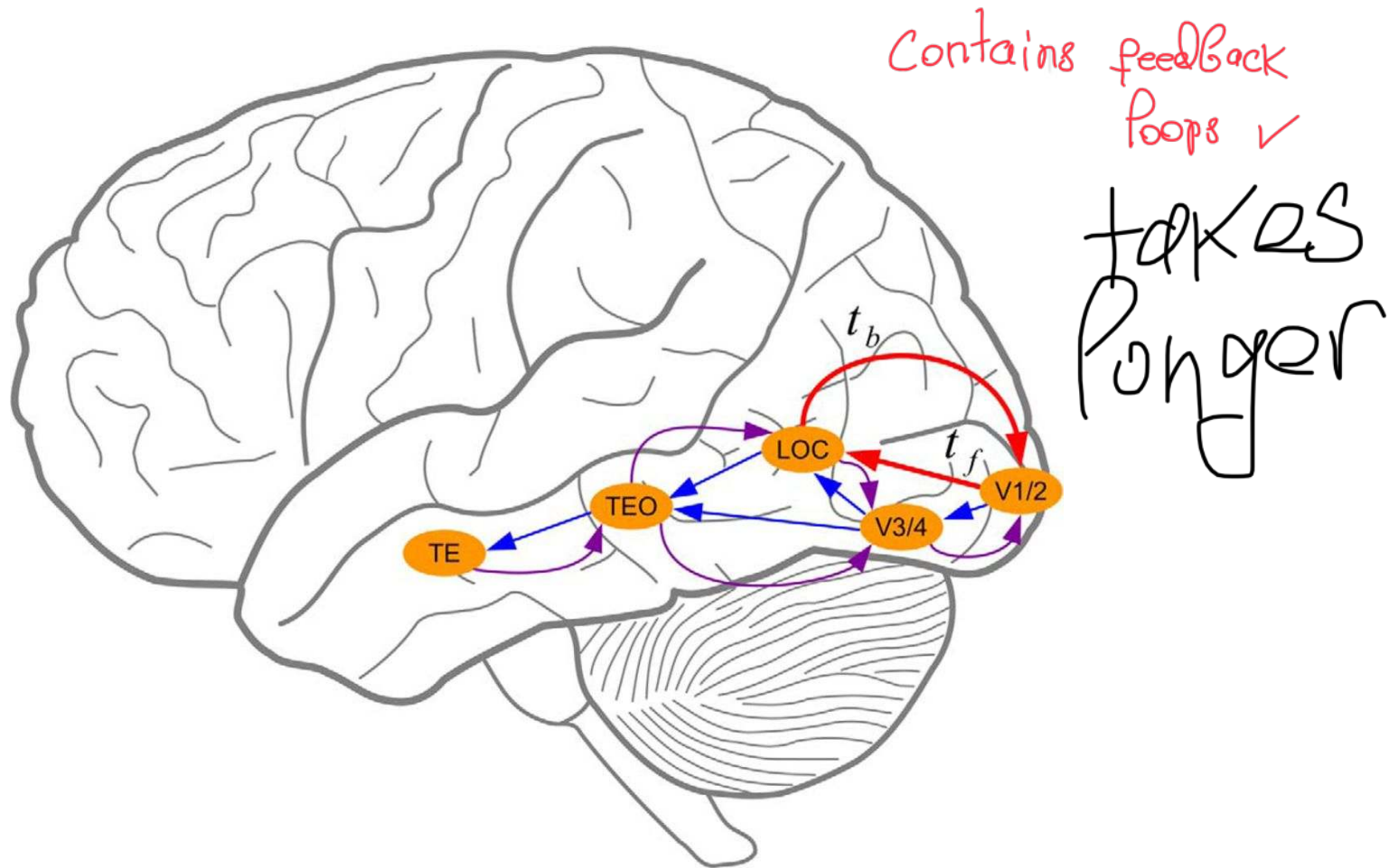
# REACTION TIME



—> **Suggests** a purely feed-forward processing because there is not enough time for feedback loops.




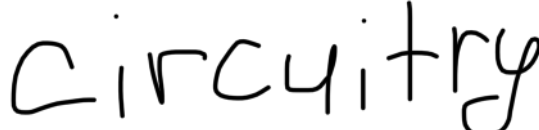
# Recurrent Pathways



“Shape stimuli are optimally reinforcing each other when separated in time by ~60 ms, **suggesting** an underlying recurrent circuit with a time constant (feedforward + feedback) of 60 ms.”

# Human vs Computer Vision

The camera replaces the eye:

- Eye lens -> Camera optics
- Cones and rods ->  Sensor array
- Ganglion cells -> Filter banks  


The computer replaces the brain:

But how?