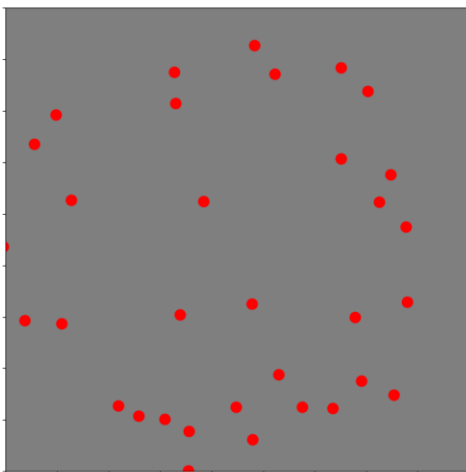
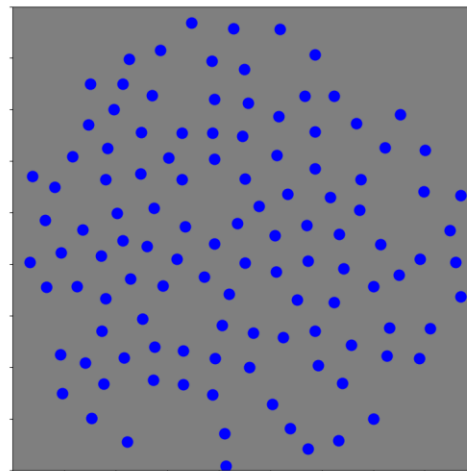
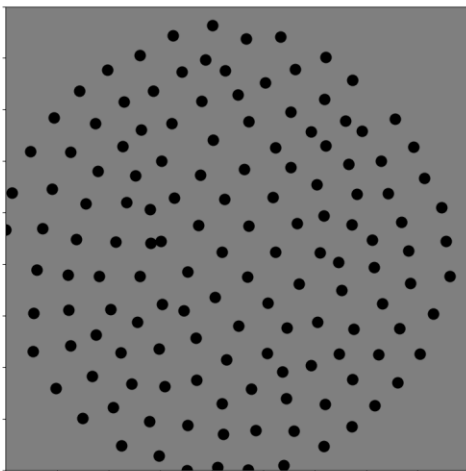


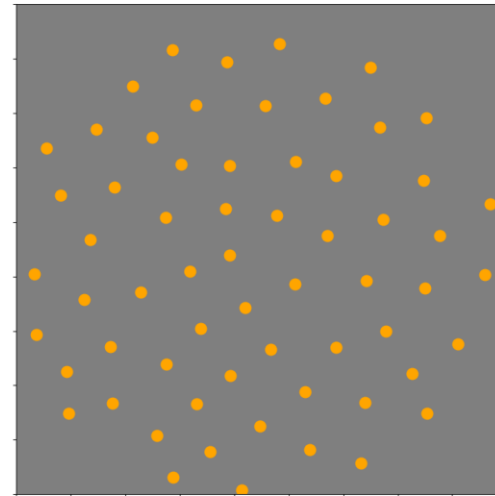
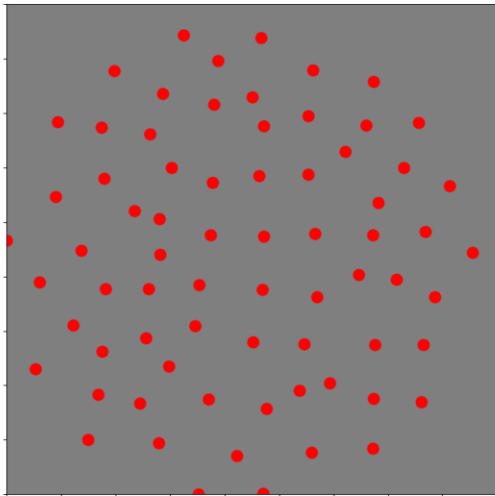
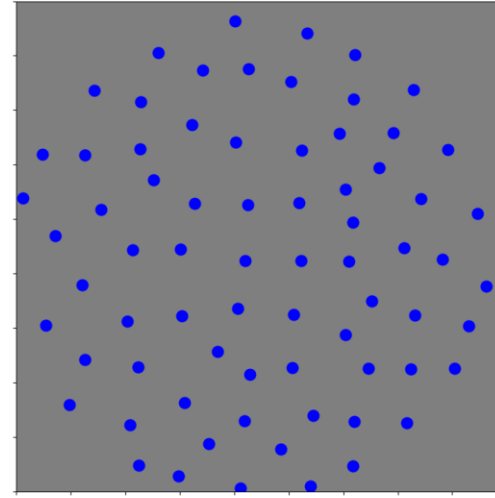
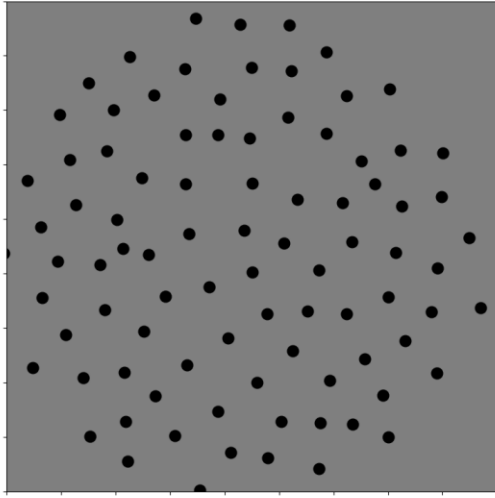
# Outline for today

1. 2-color channel now gives proper mosaics
2. Are surrounds weaker?
3. Changes/Improvements to DoG fits

## Before: 2-channel mosaics



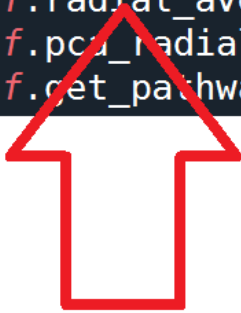
# Now: 2 channel mosaics



'240301-055438'

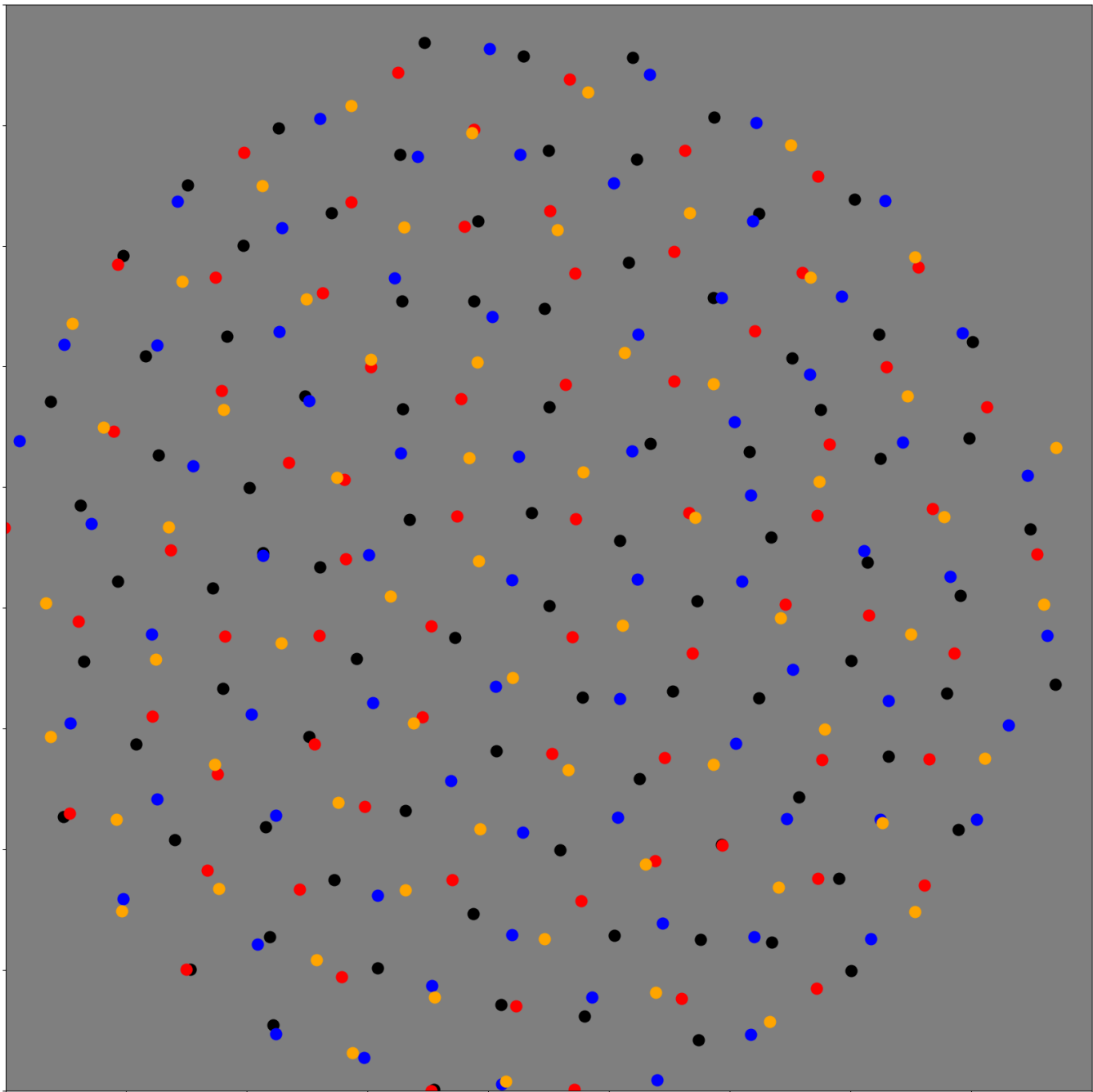
# What changed?

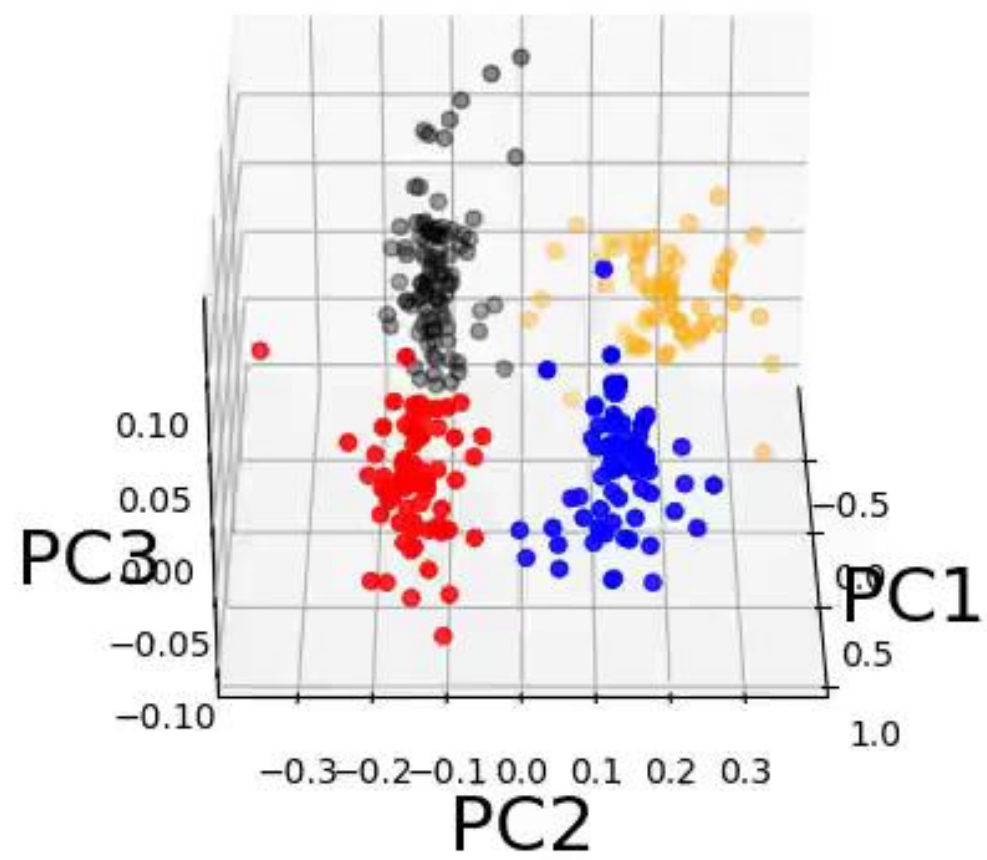
```
def __call__(self, n_comps, rad_dist, n_clusters):  
    plt.close('all')  
    self.get_DoG_params()  
    if self.parametrized:  
        self.increase_res(100, norm_size = False)  
        self.radial_averages(rad_dist)  
        self.pca_radial_average(n_comp = n_comps, plot = False)  
        self.get_pathways(n_clusters)
```



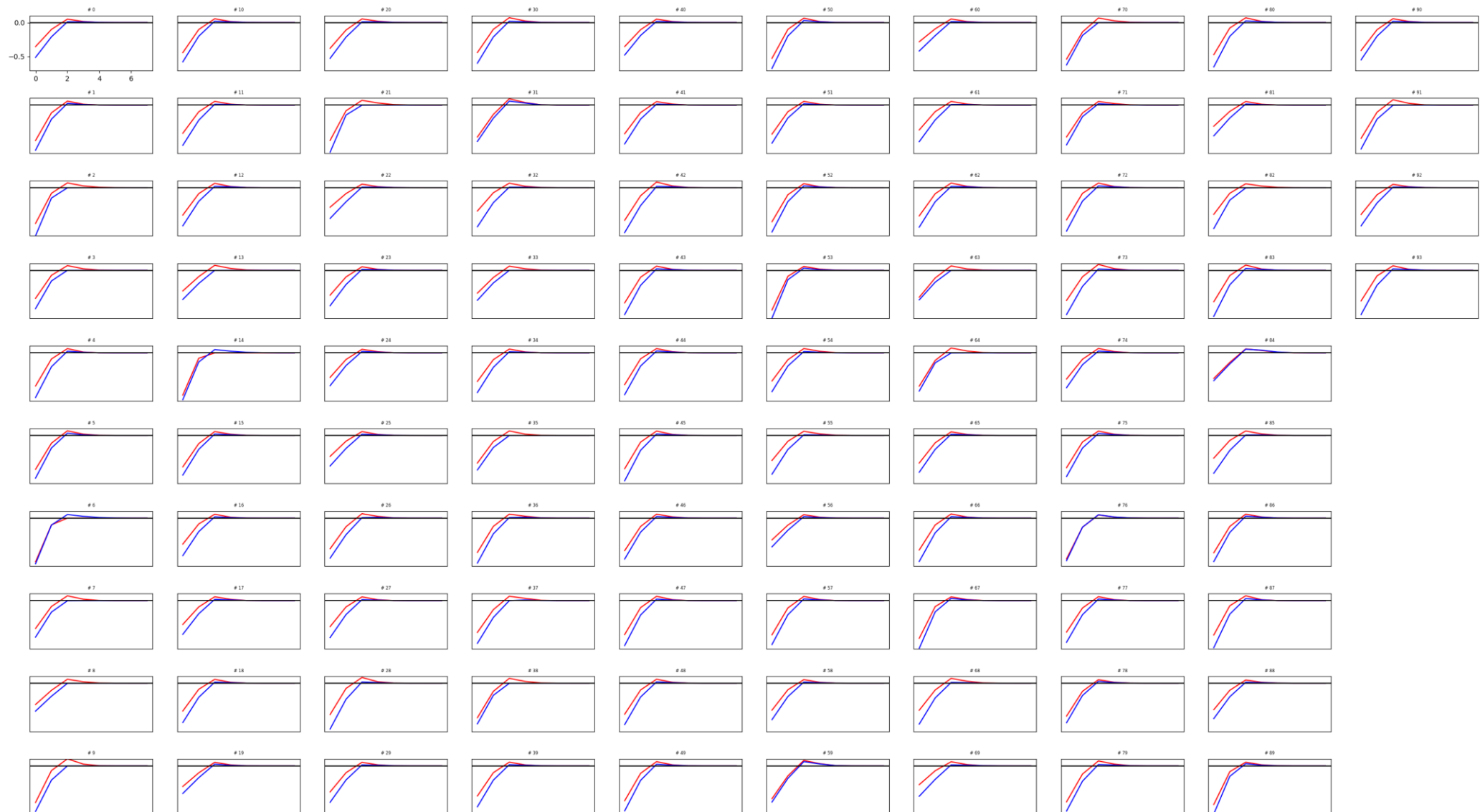
Culprit

```
self.RF_centers = self.kernel_centers * (self.RF_size/self.kernel_size)
```



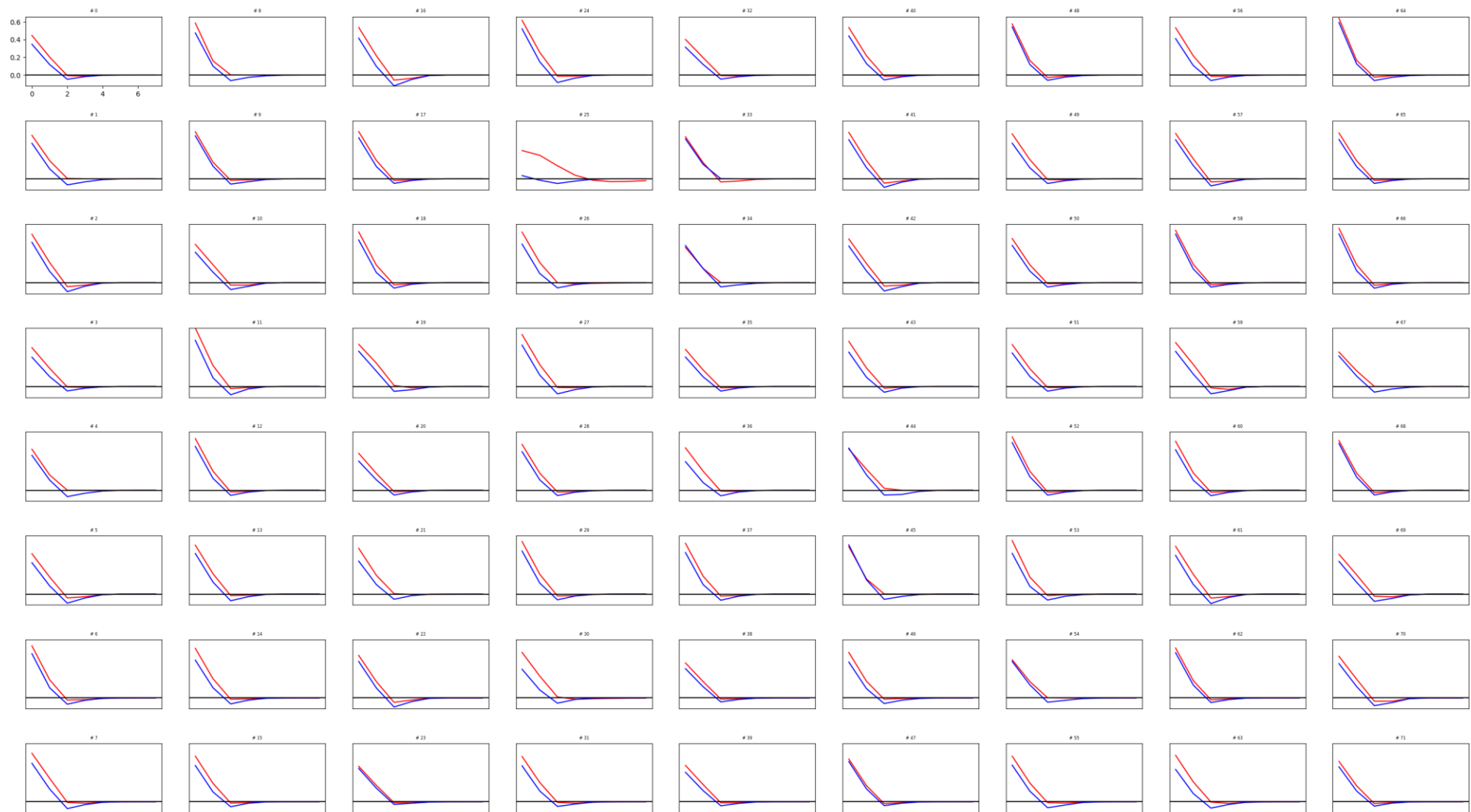


# OFF parasol



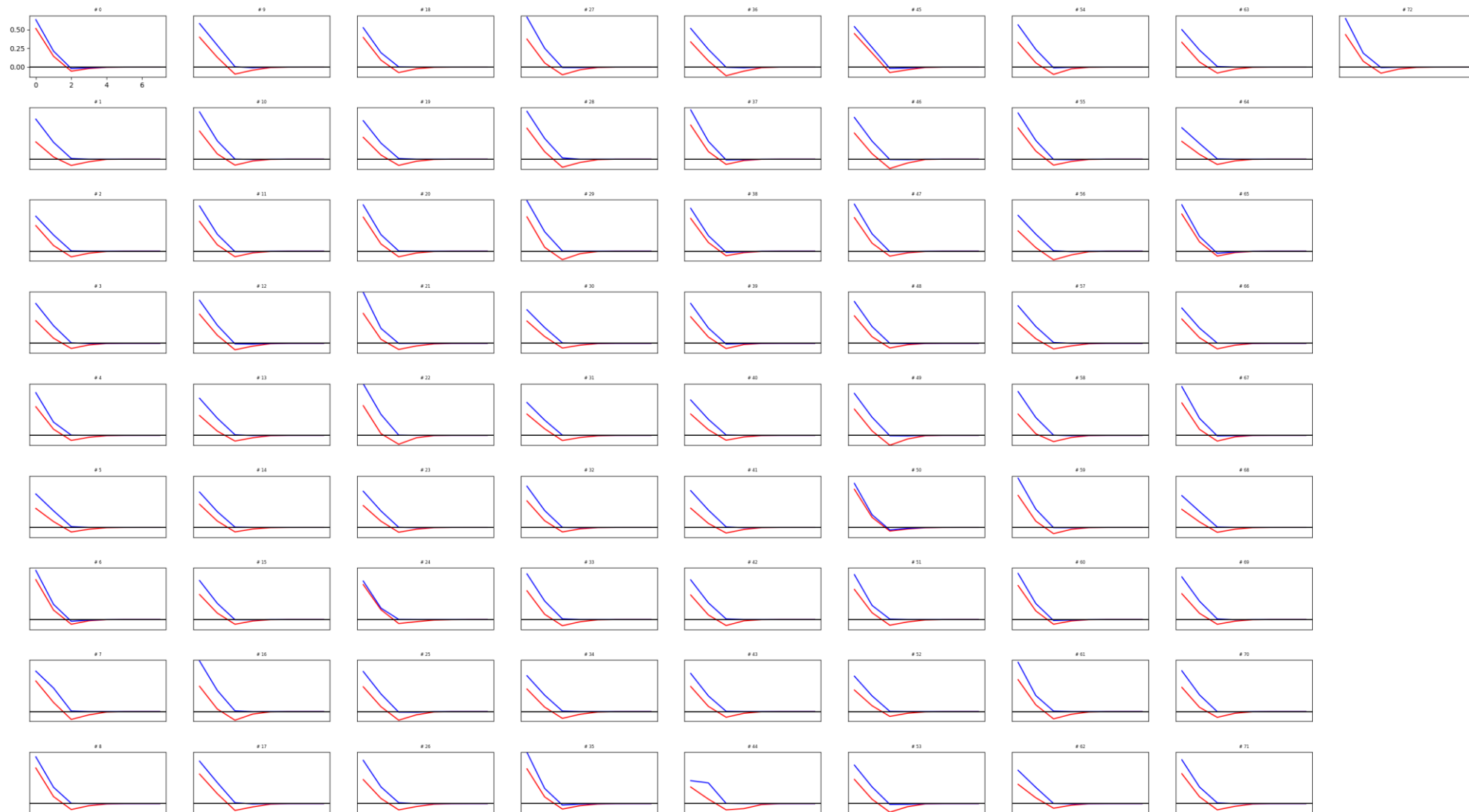
Radial distance from center (pixels)

# ON parasol





# ON pathway #2



Radial distance from center (pixels)

# OFF pathway #2



Radial distance from center (pixels)

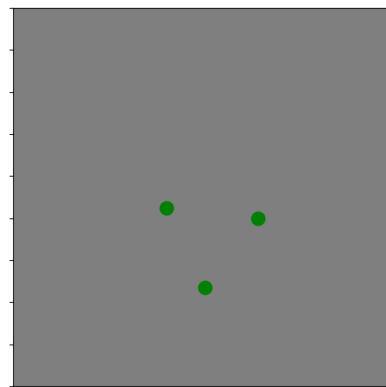
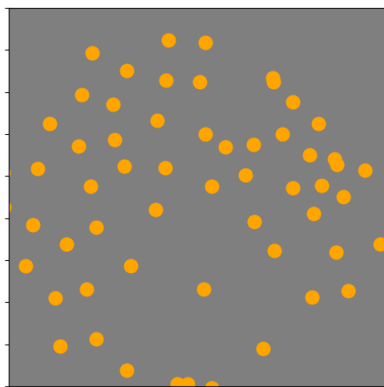
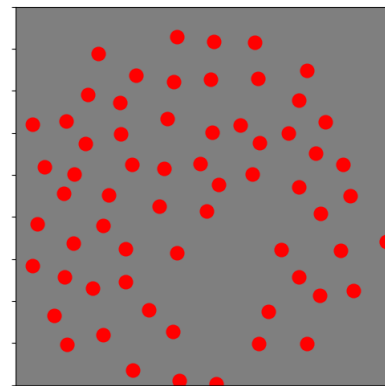
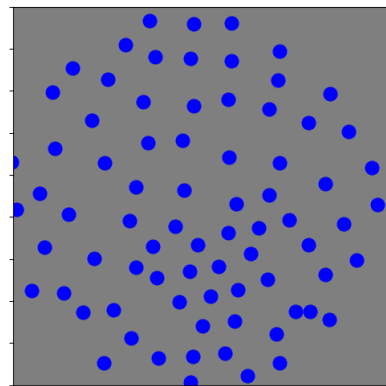
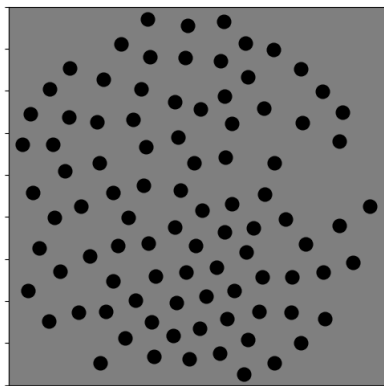
# Changing input and output noise

We get weak surrounds and weak color opponency: maybe we need to lower noise?

Original: Output = 3, input = 0.4

What you just saw: Output = 2, input = 0.2

What I'm about to show: Output = 1, input = 0.05.



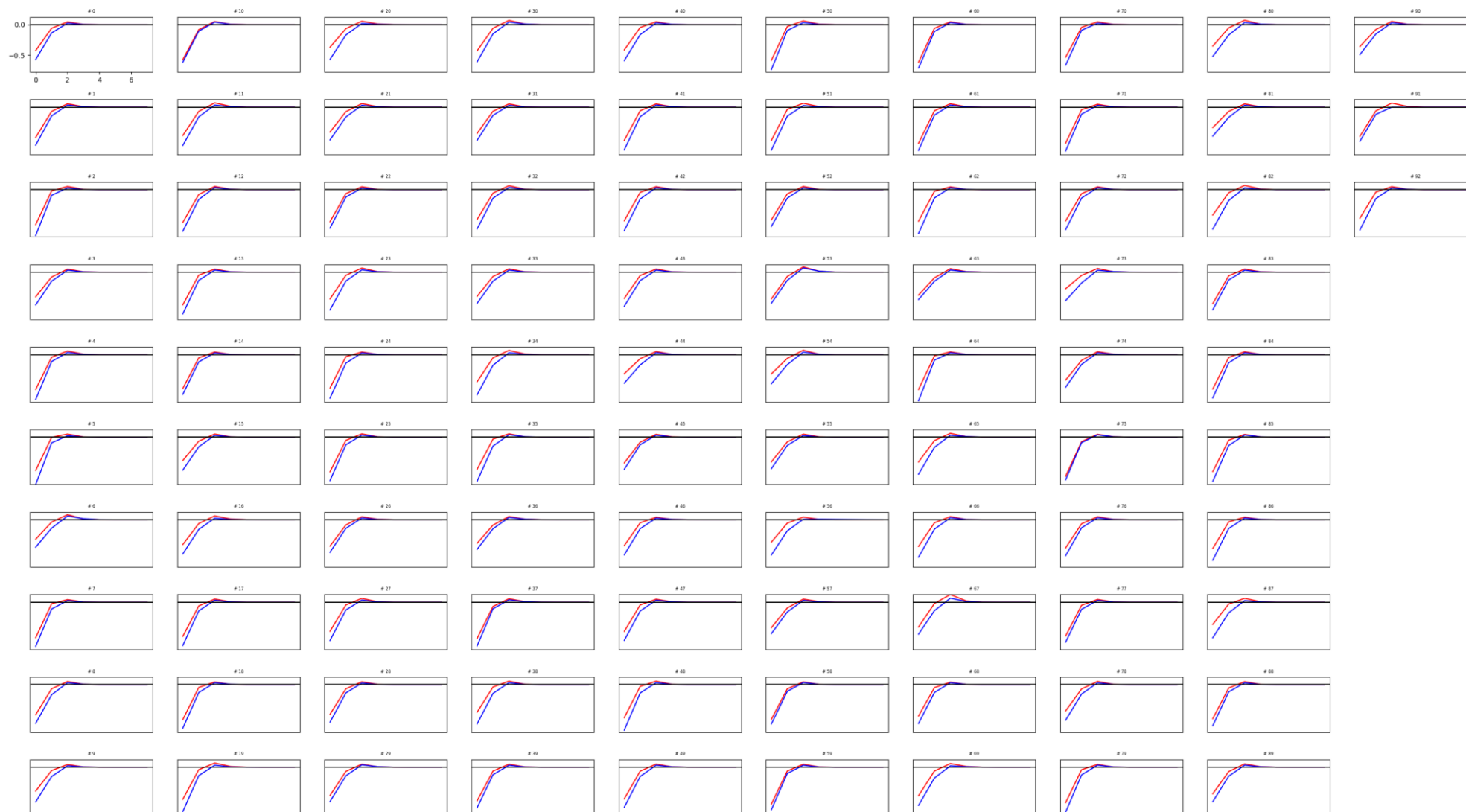
240303-202020

# Notes

As we go from mosaic 1 to mosaic 5:

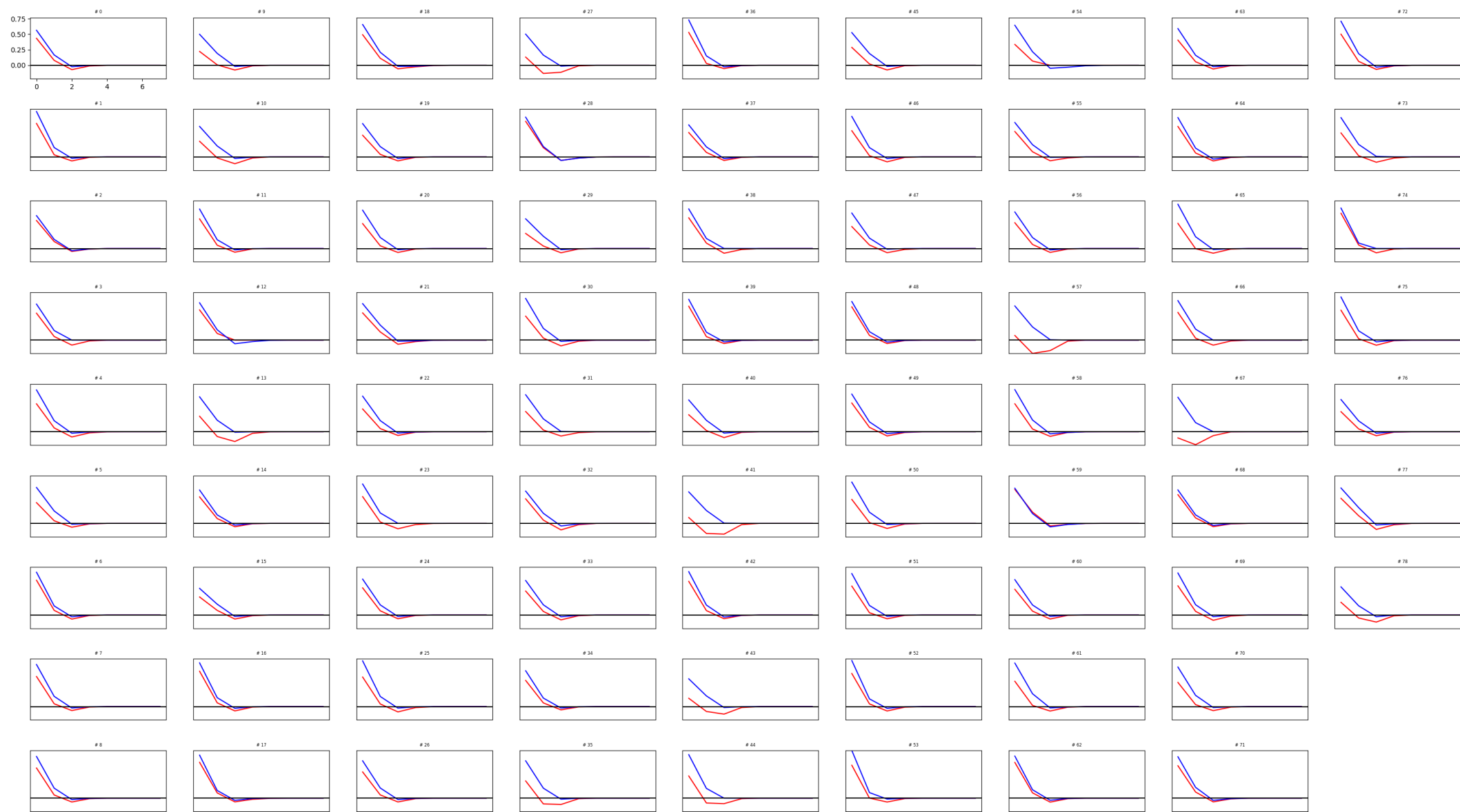
- Surrounds become stronger
- Color opponency becomes stronger

# Mosaic 1



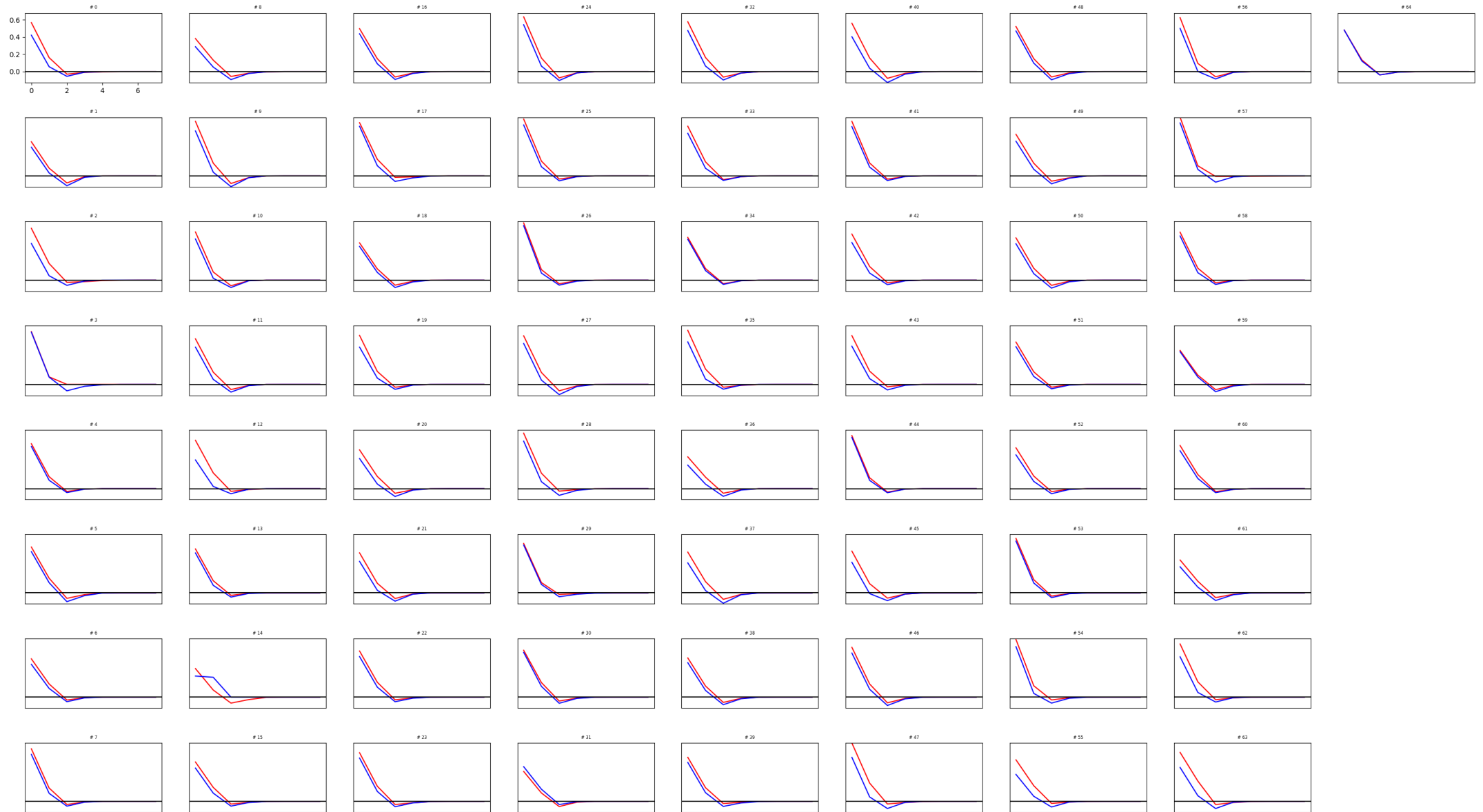
Radial distance from center (pixels)

# Mosaic 2



Radial distance from center (pixels)

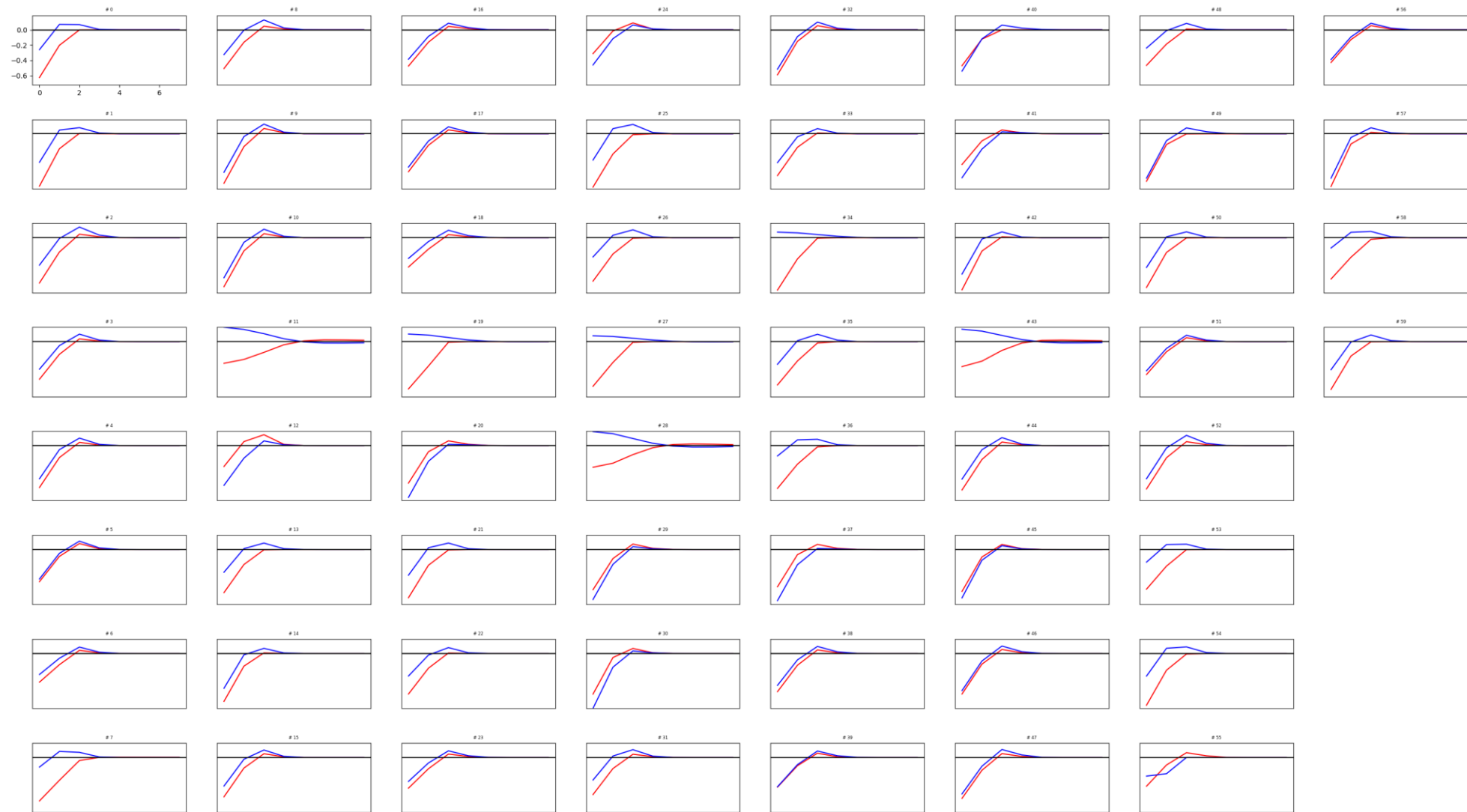
# Mosaic 3



Radial distance from center (pixels)

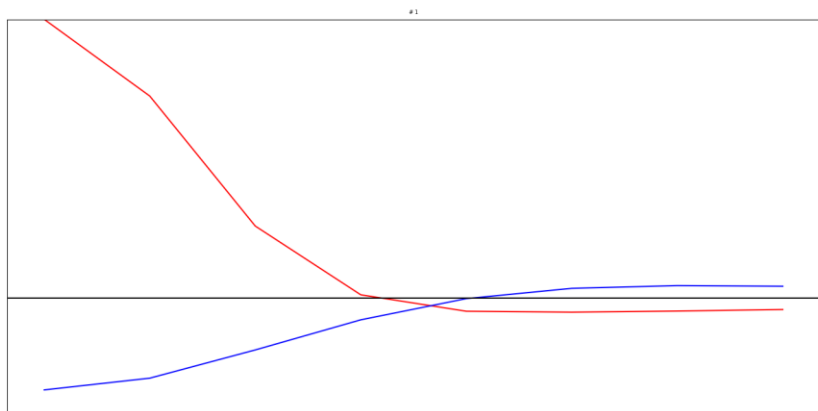
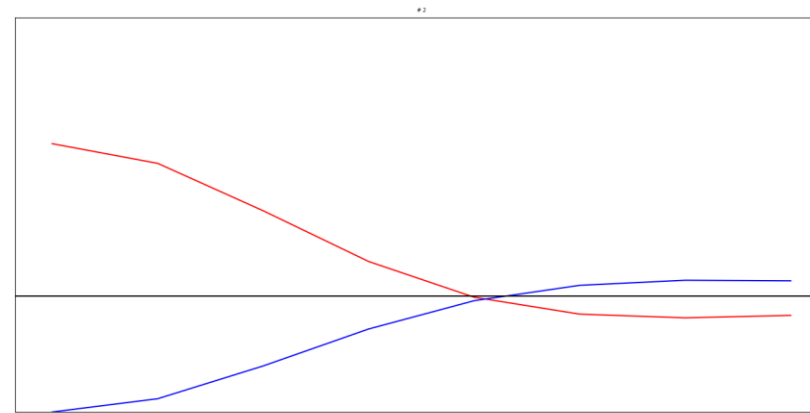
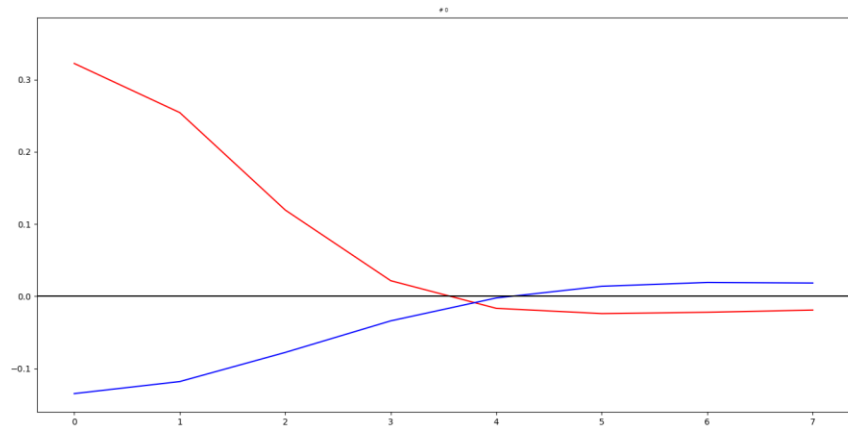


# 4<sup>th</sup> mosaic, quite a few opponent cells



Radial distance from center (pixels)

# 5<sup>th</sup> mosaic



Radial distance from center (pixels)

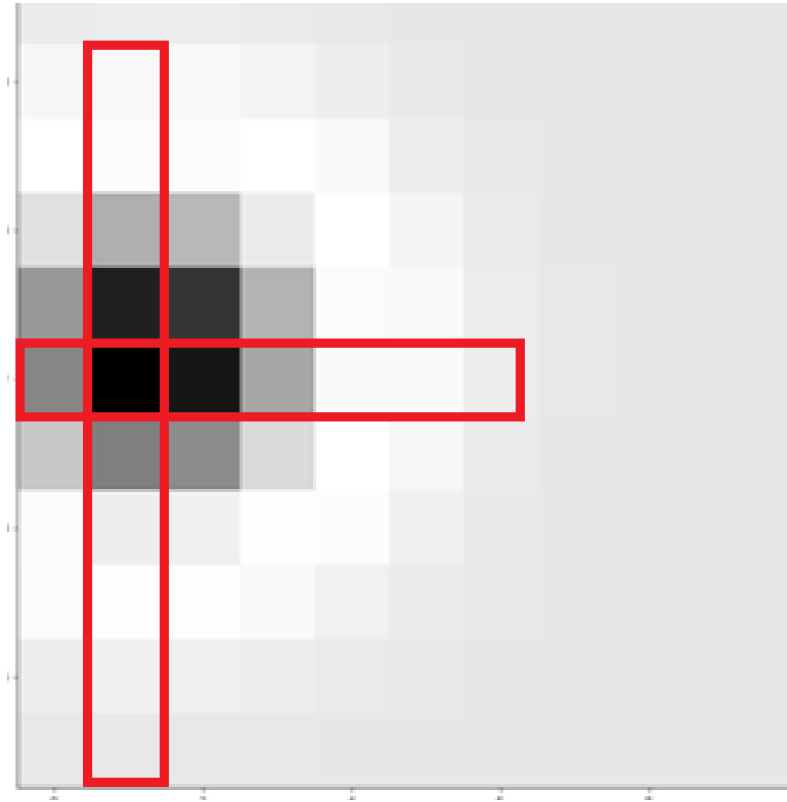
# Notes

- Seems like I still need to lower noise to get more opponency
- 3 channels experiment still don't make clean mosaics

# Are surrounds weaker?

No they are not

How I compute radial averages makes  
surrounds seem weaker than they are

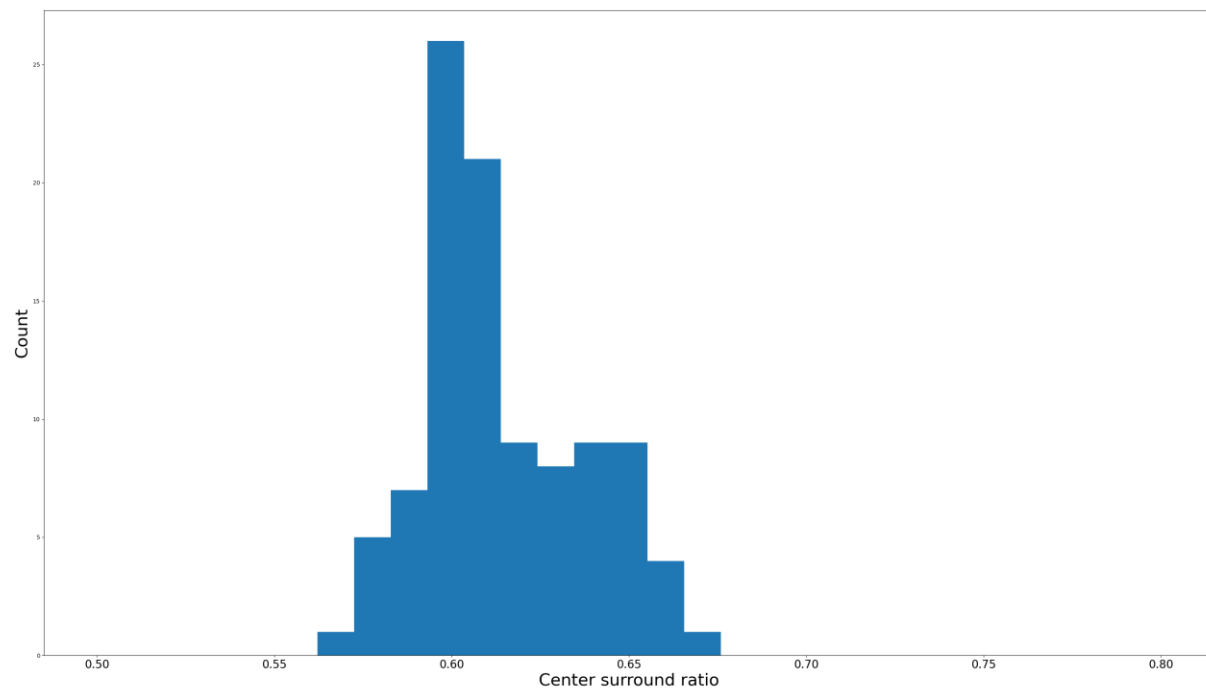


# Center surround ratio index

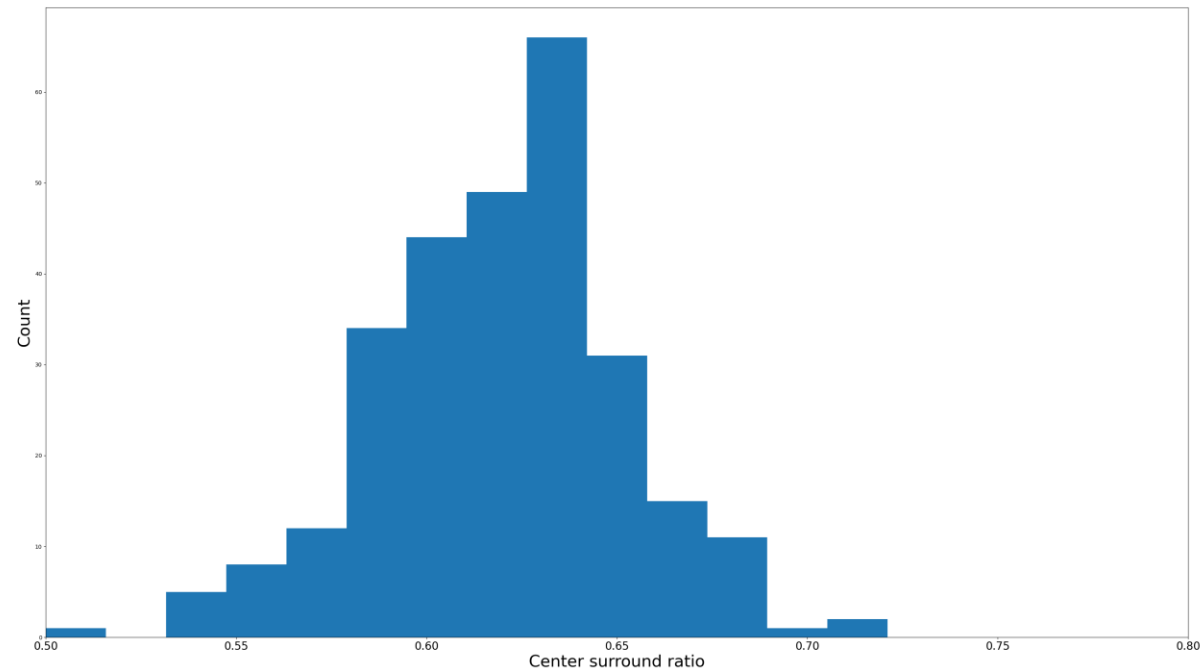


$$\frac{\sum |Center|}{\sum |Center| + \sum |Surround|}$$

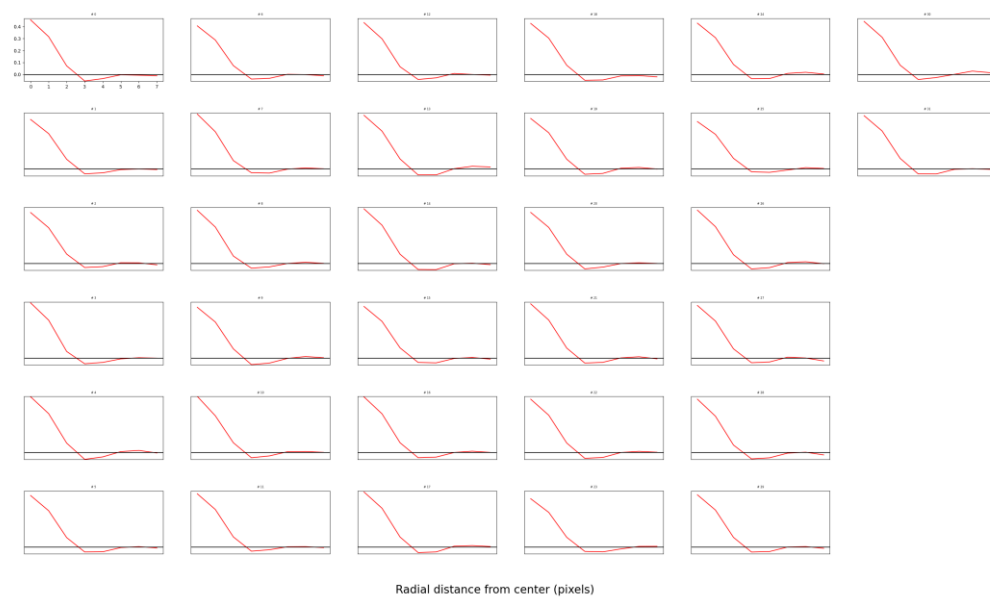
Nayoung's model. Input  
noise = 0.4



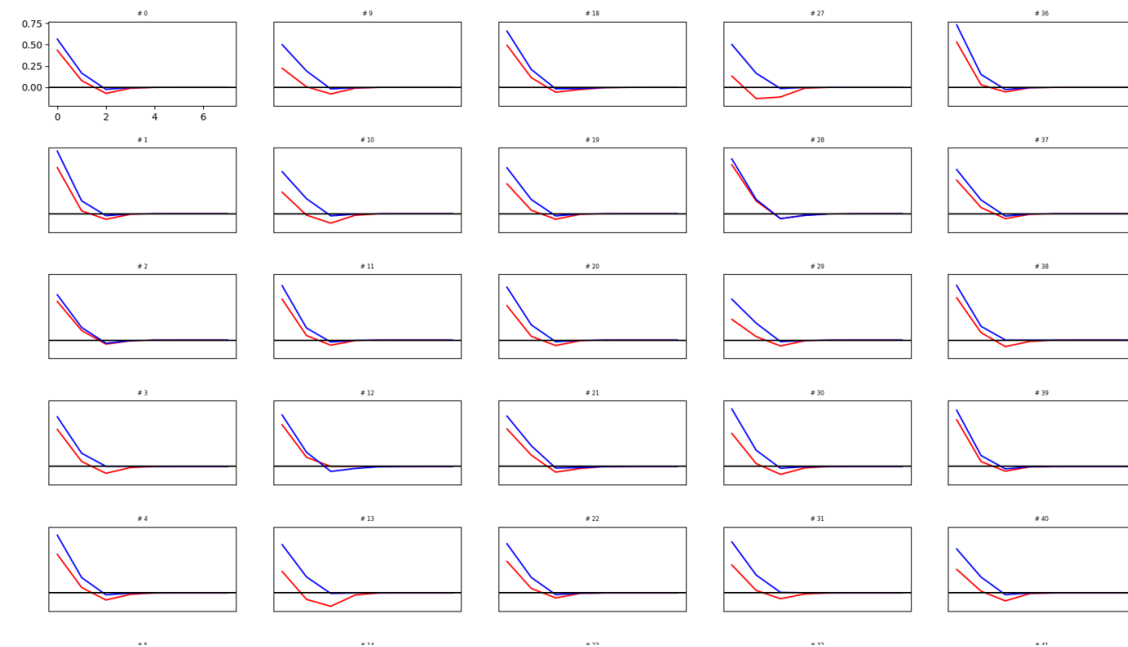
2 color channels. Input  
noise = 0.2



# Nayoung's model



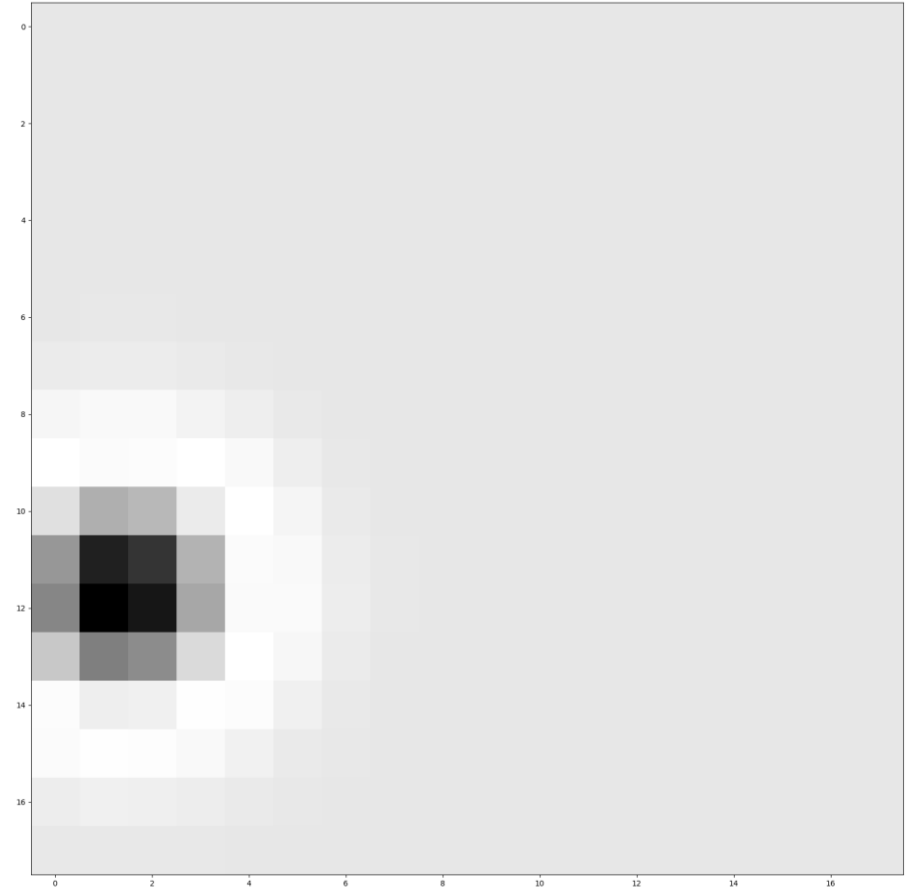
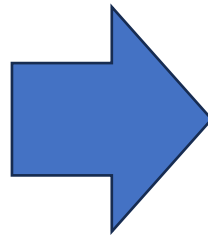
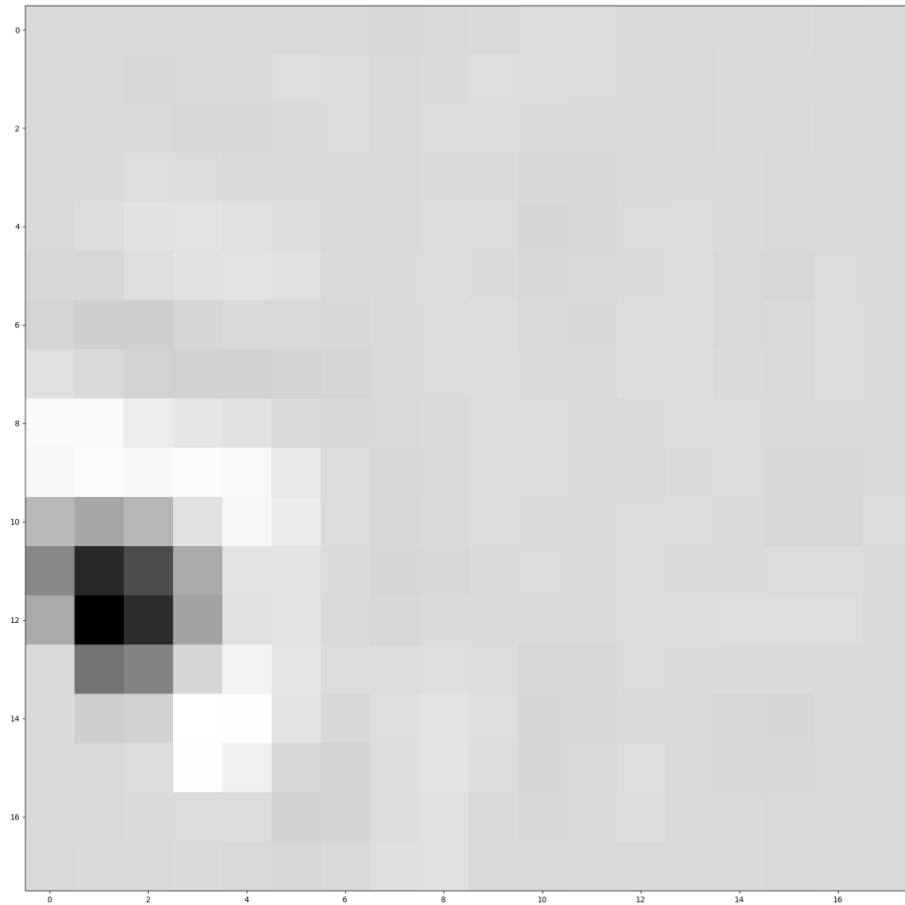
# 2 color channels

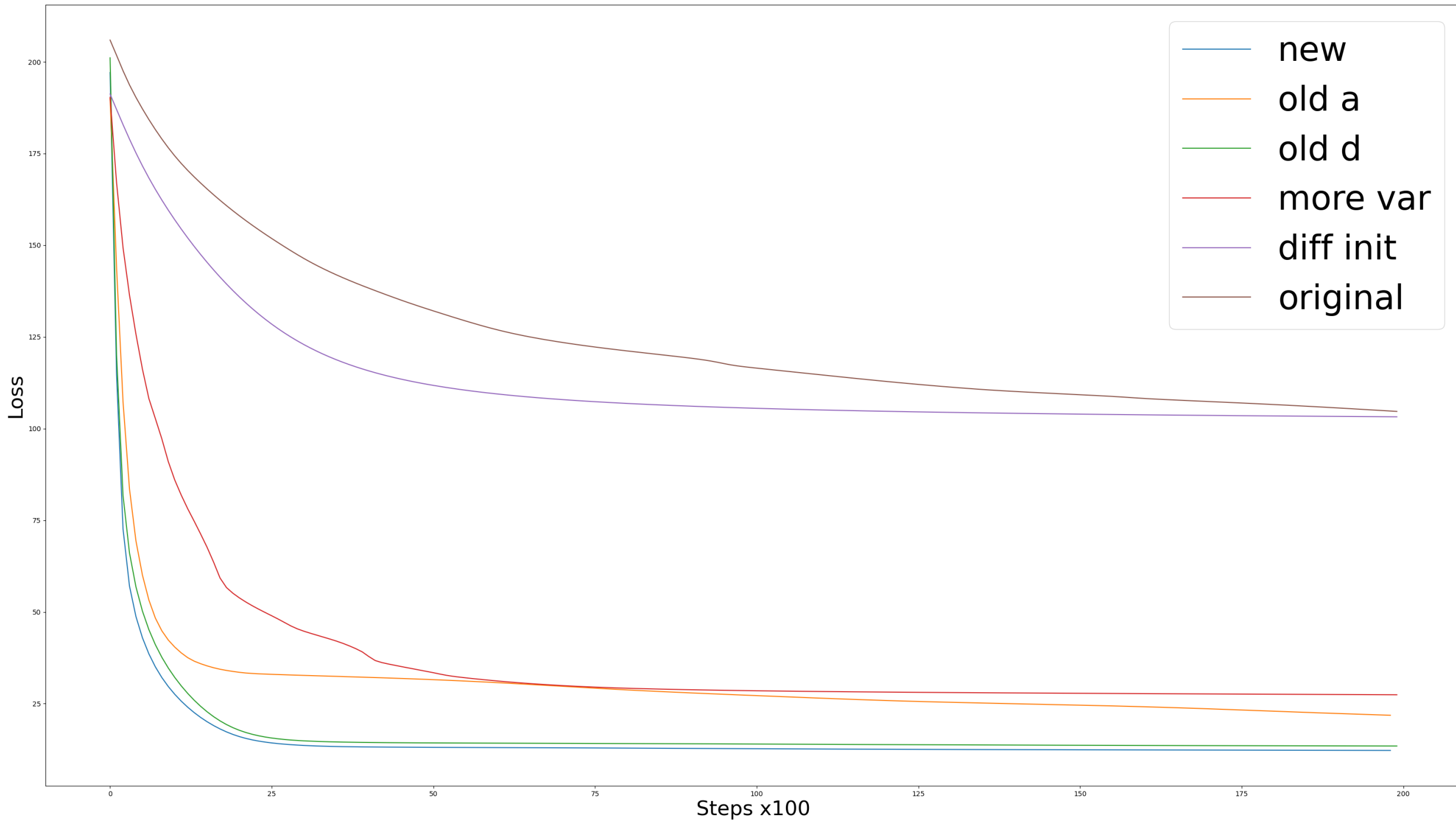




# Changes/Improvements to DoG fits

# Trying to fit DoG to unparametrized RFs





# List of changes

- 1- Diff init: Initialized center and surround to be larger
- 2- more var: Initial parameter values are drawn from a Gaussian with 10x less variance
- 3- old d: d parameter is switched from having its norm = 1 to being a sigmoid
- 4- old a:  $a = a_{\text{pre}} + b \rightarrow b = 1/(1/a + 1/b)$

# Old a vs new a : more steps

