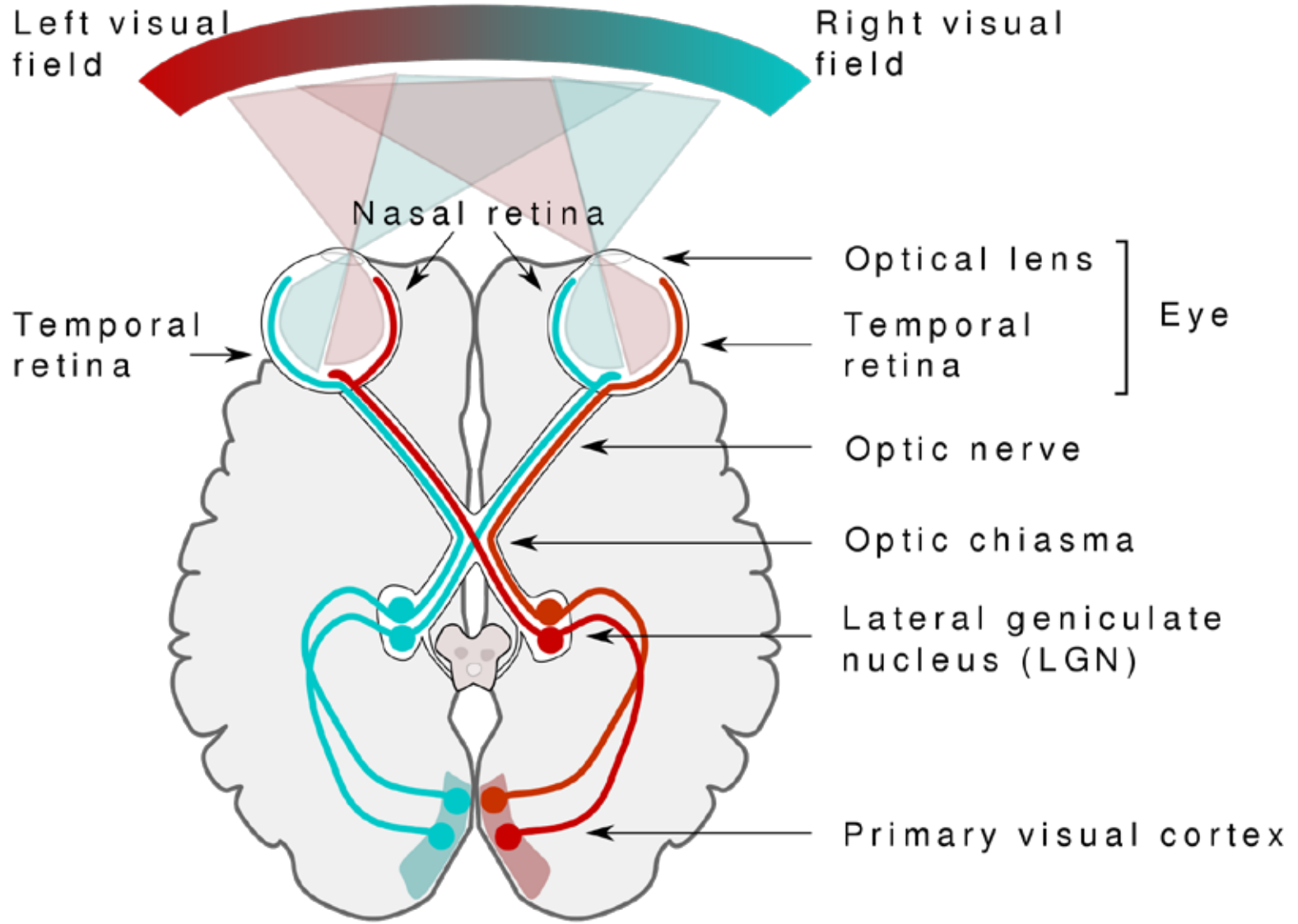


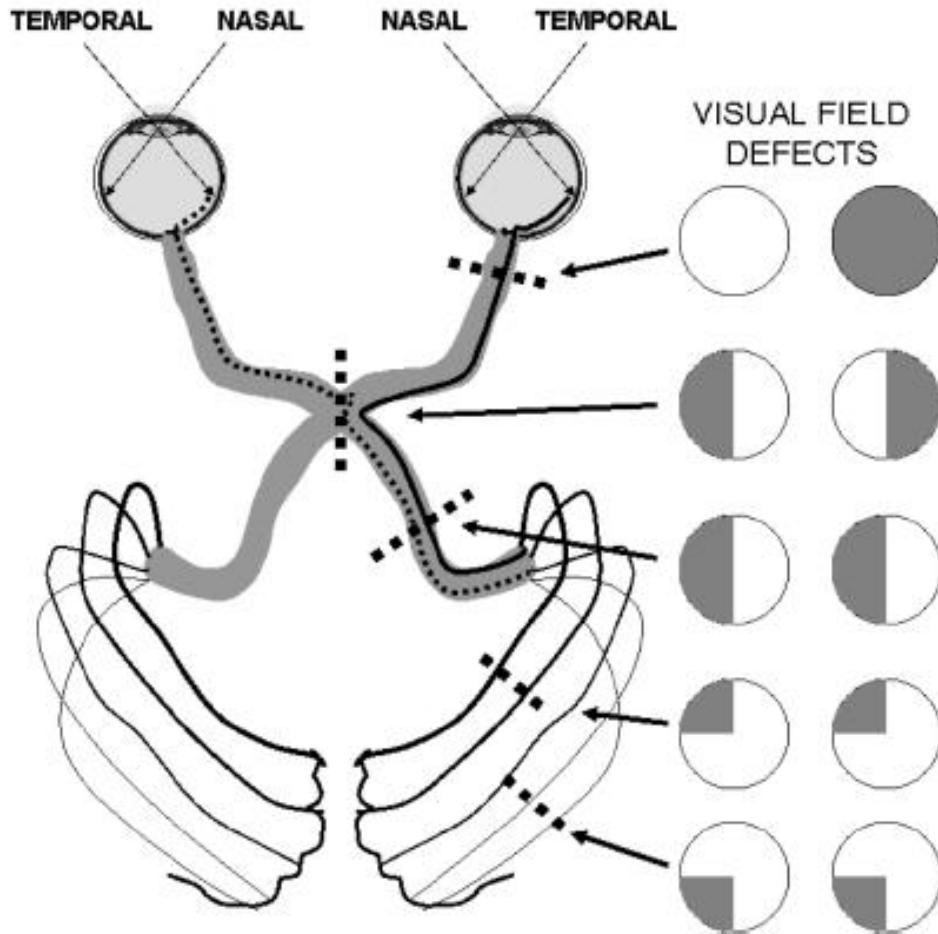
- anatomy of **visual pathways**
- concept of a **receptive field**
- hierarchy: more complex receptive fields can be constructed from simpler ones
- strengths and weaknesses of **CNNs** as a tool for vision science
- what might be missing from current machine vision algorithms?

Anatomy of the visual pathways

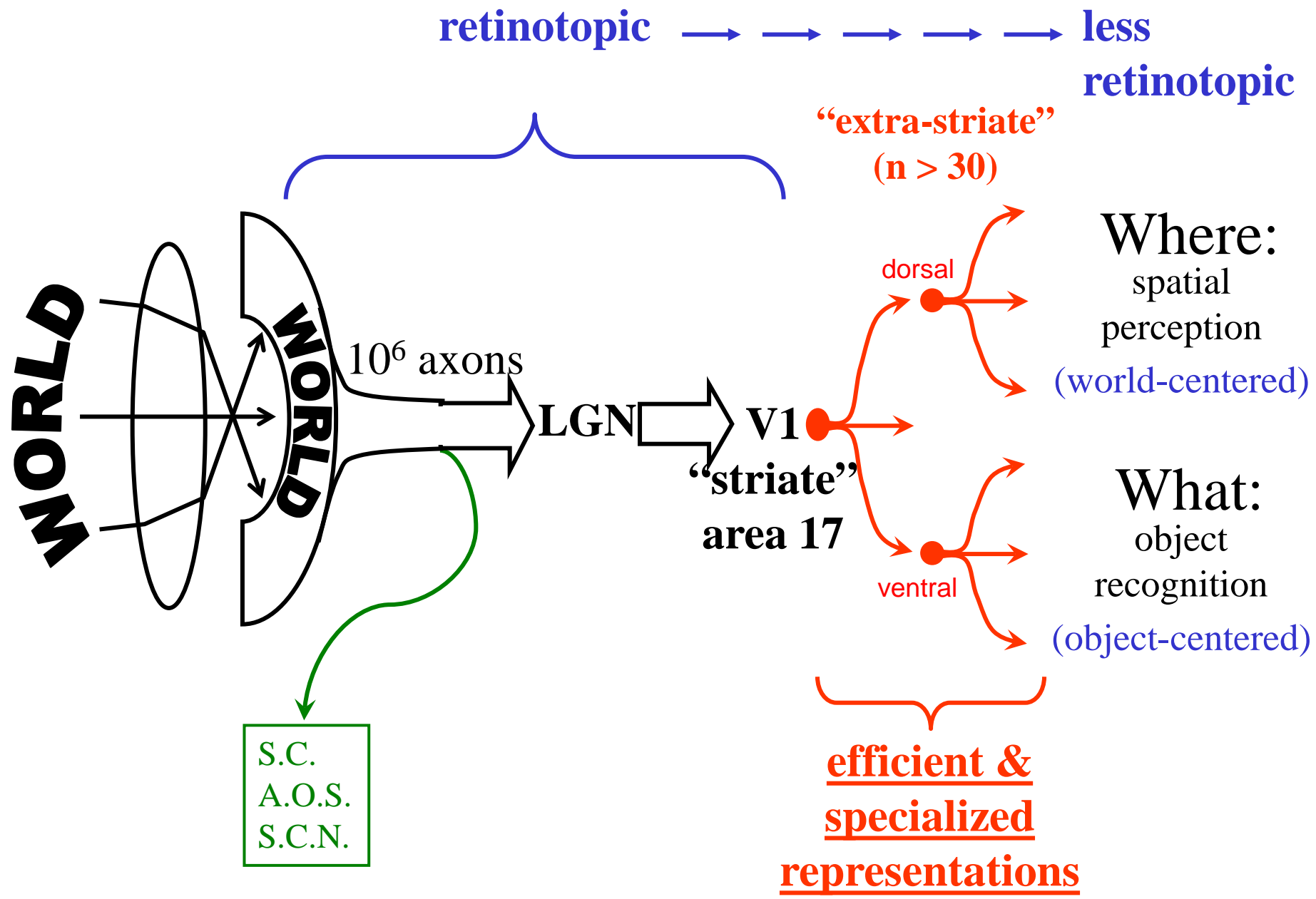


Visual field cuts to localize lesions

Figure 2. The Visual Field Defects Associated With The Various Possible Locations Of A Pathological Lesion



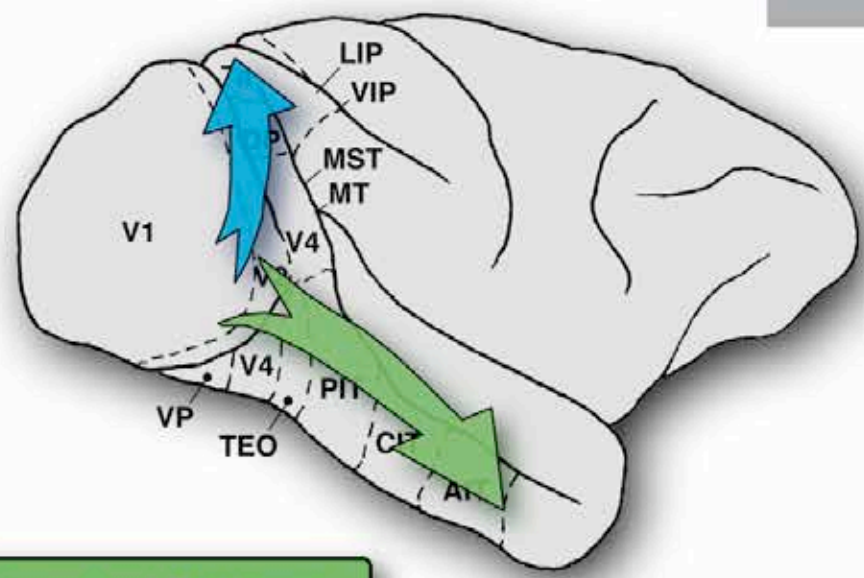
How vision works: the Big Picture



Parallel pathways in visual cortex

Parietal Pathway

Where

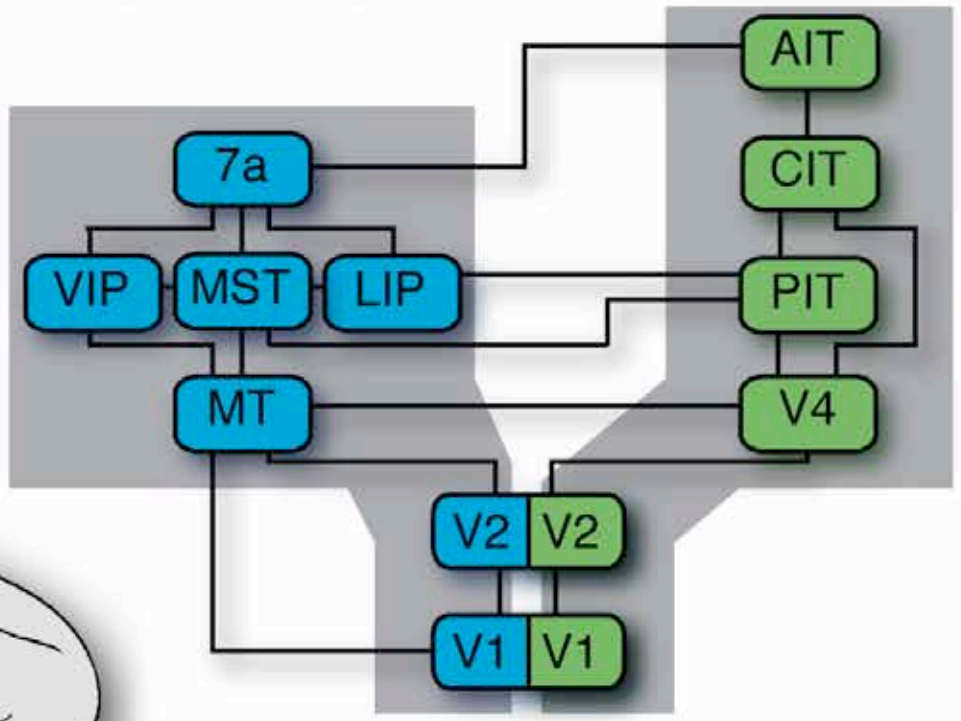


Temporal Pathway

What

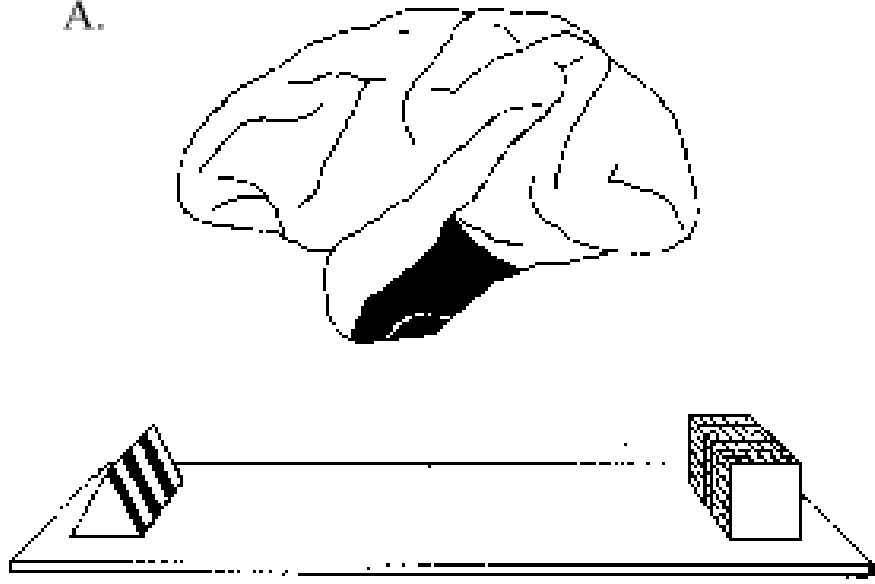
Parietal Pathway

Temporal Pathway

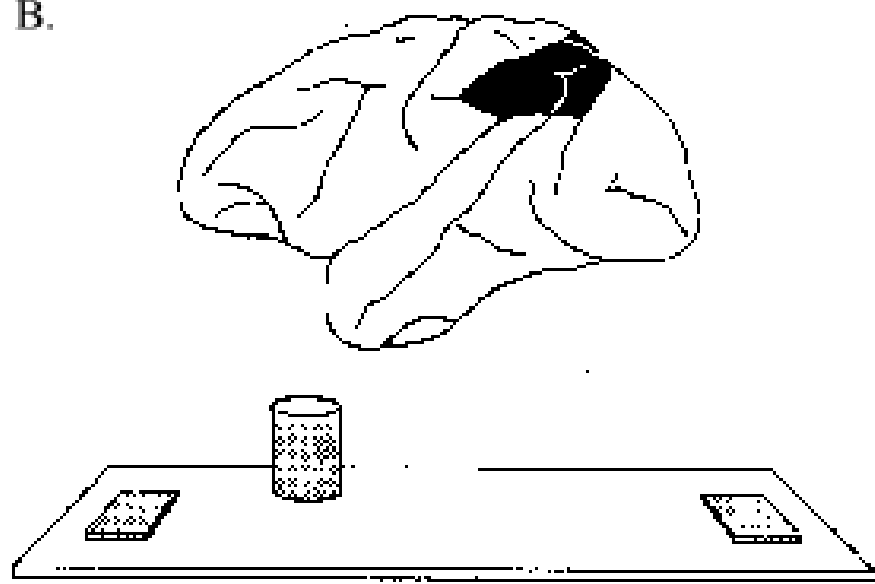


What? versus Where?

A.



B.



Posterior parietal lesion: hemispacial neglect

Model

Patient's Copy



2 mos.



3 mos.



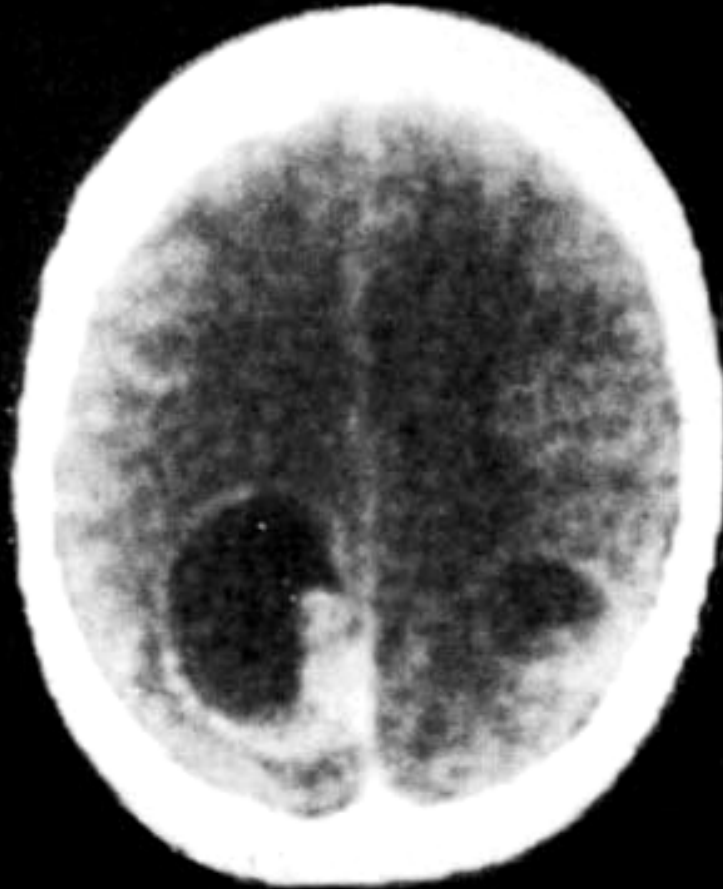
6 mos.



9 mos.



Where?: Balint's syndrome from lesions of posterior parietal cortex

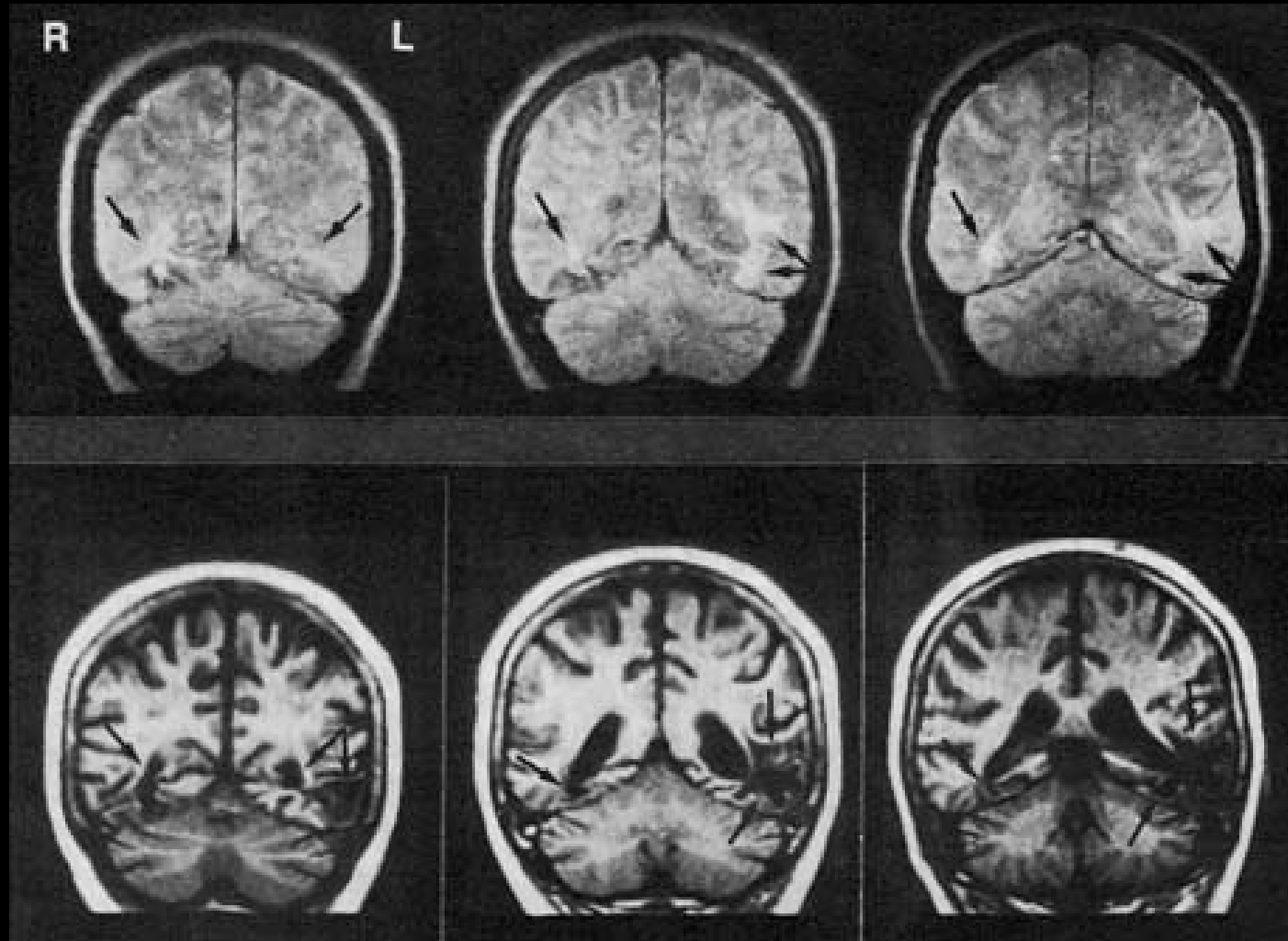


1. Visual Disorientation
(trees, but no forest)
2. Optic Ataxia
(failure of visually guided pointing)
3. Ocular Apraxia
(unable to redirect gaze to targets)

Where?: A person with Balint's syndrome attempting to pour water into a glass



What?: Visual agnosias are produced by lesions of inferior temporal cortex



Receptive Field

- the region of a sensory epithelium that can influence a given neuron's firing rate
- the particular pattern of the stimulus that maximally activates the neuron

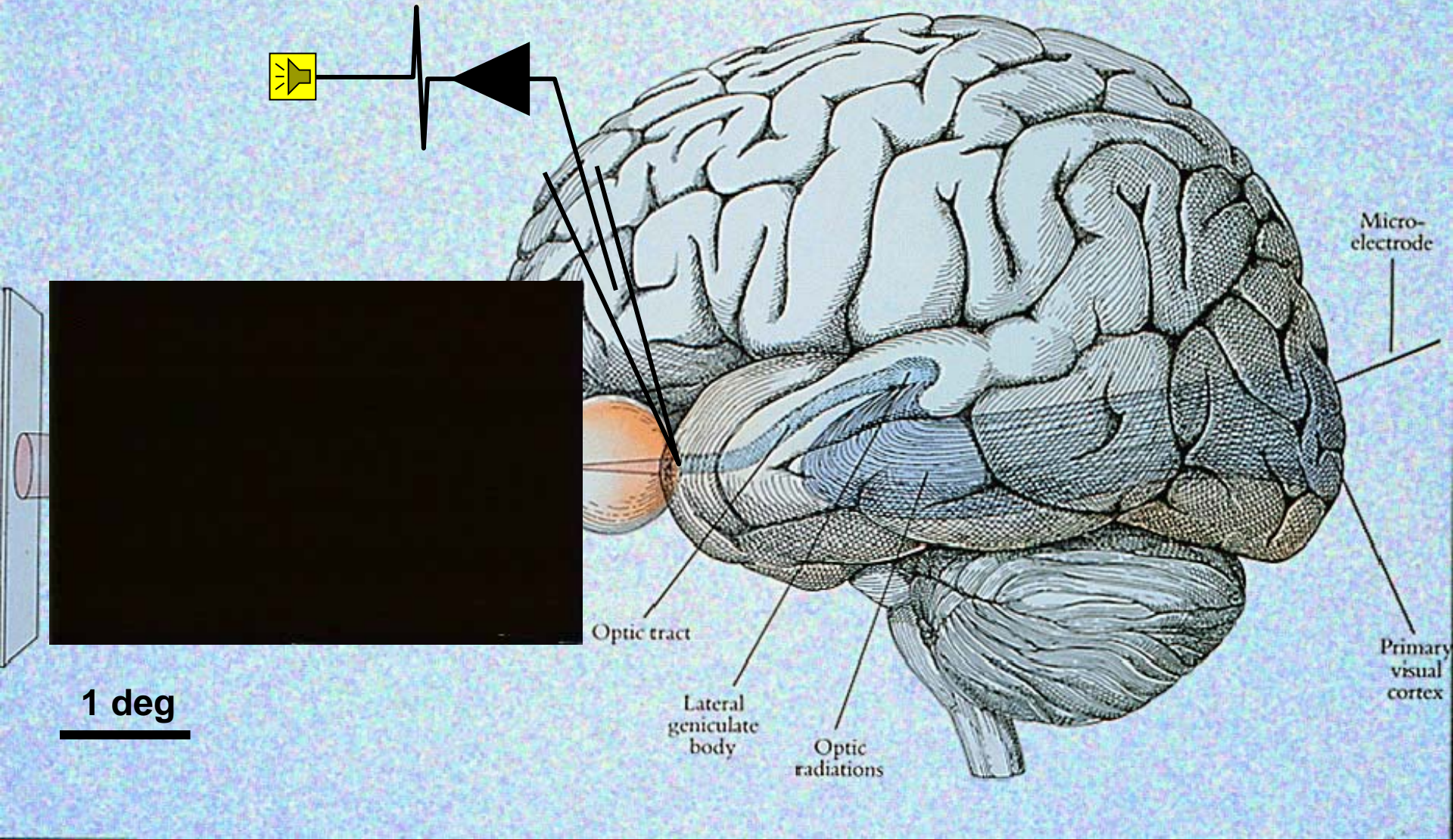
Hubel & Wiesel



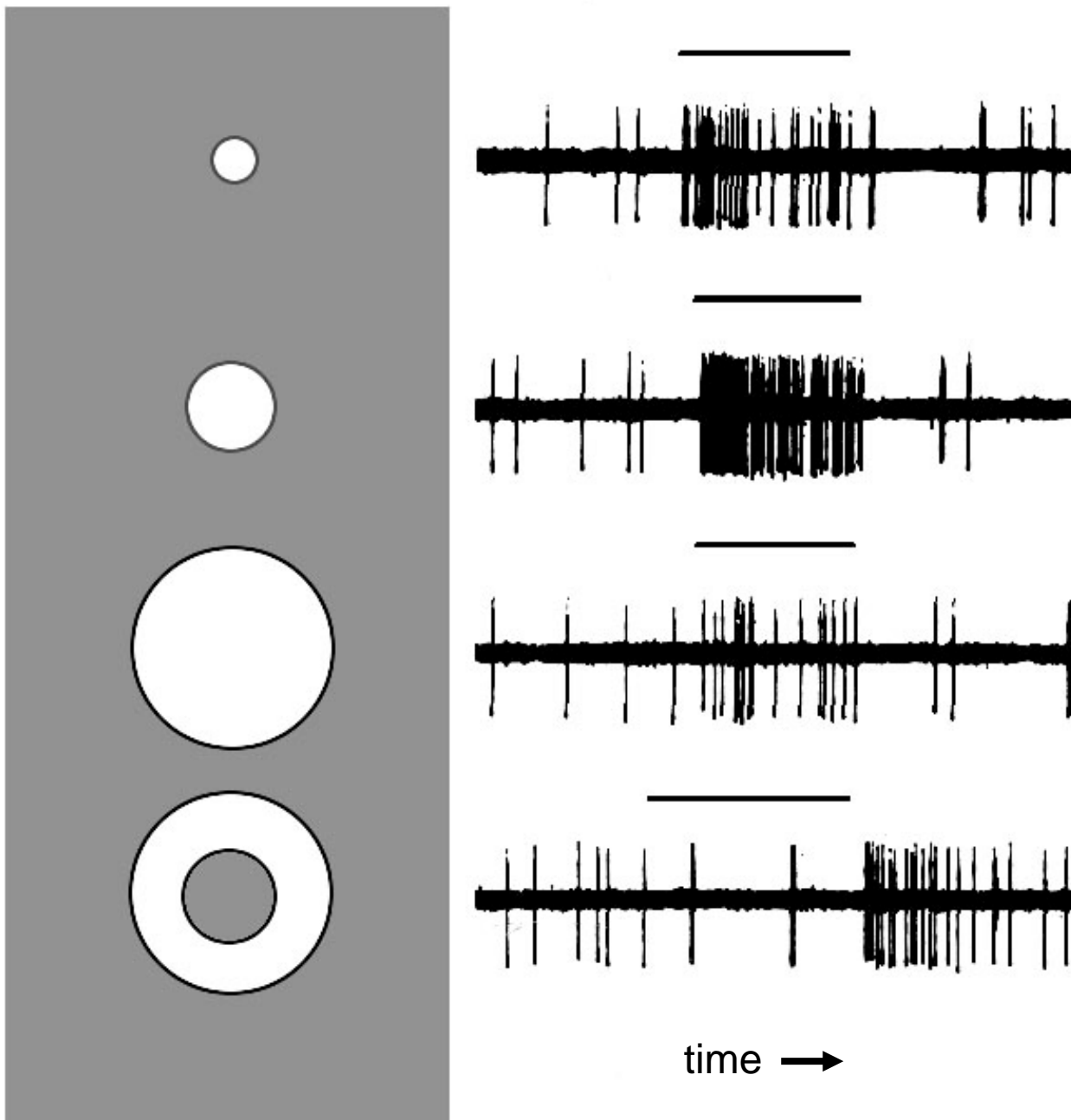
David Hubel
1926-2013

Torsten Wiesel

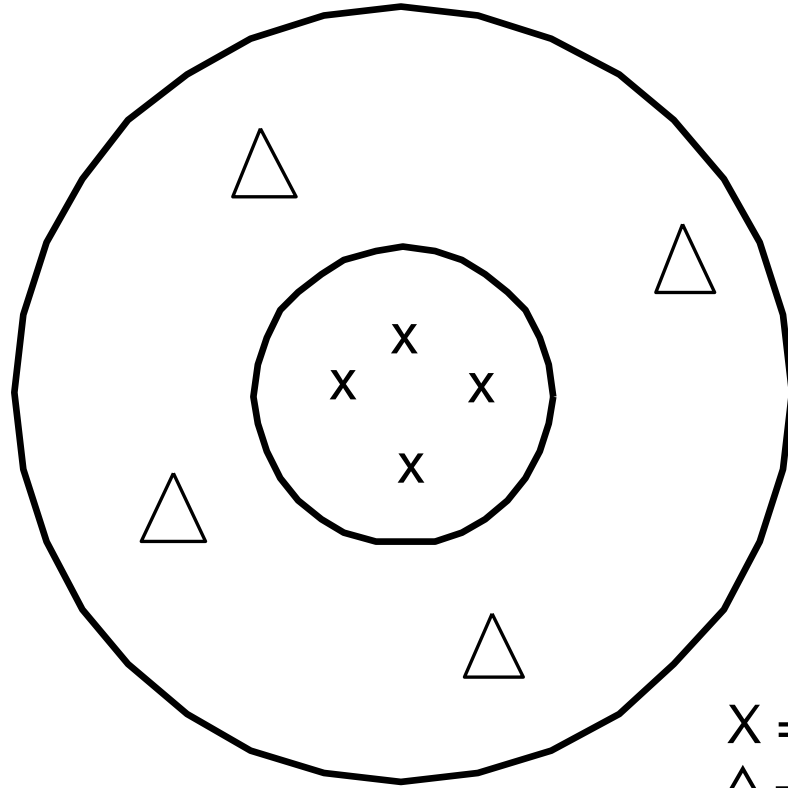
Center-surround organization of RGC receptive fields



Center-surround organization of RGC receptive fields



Center-surround organization of RGC receptive fields

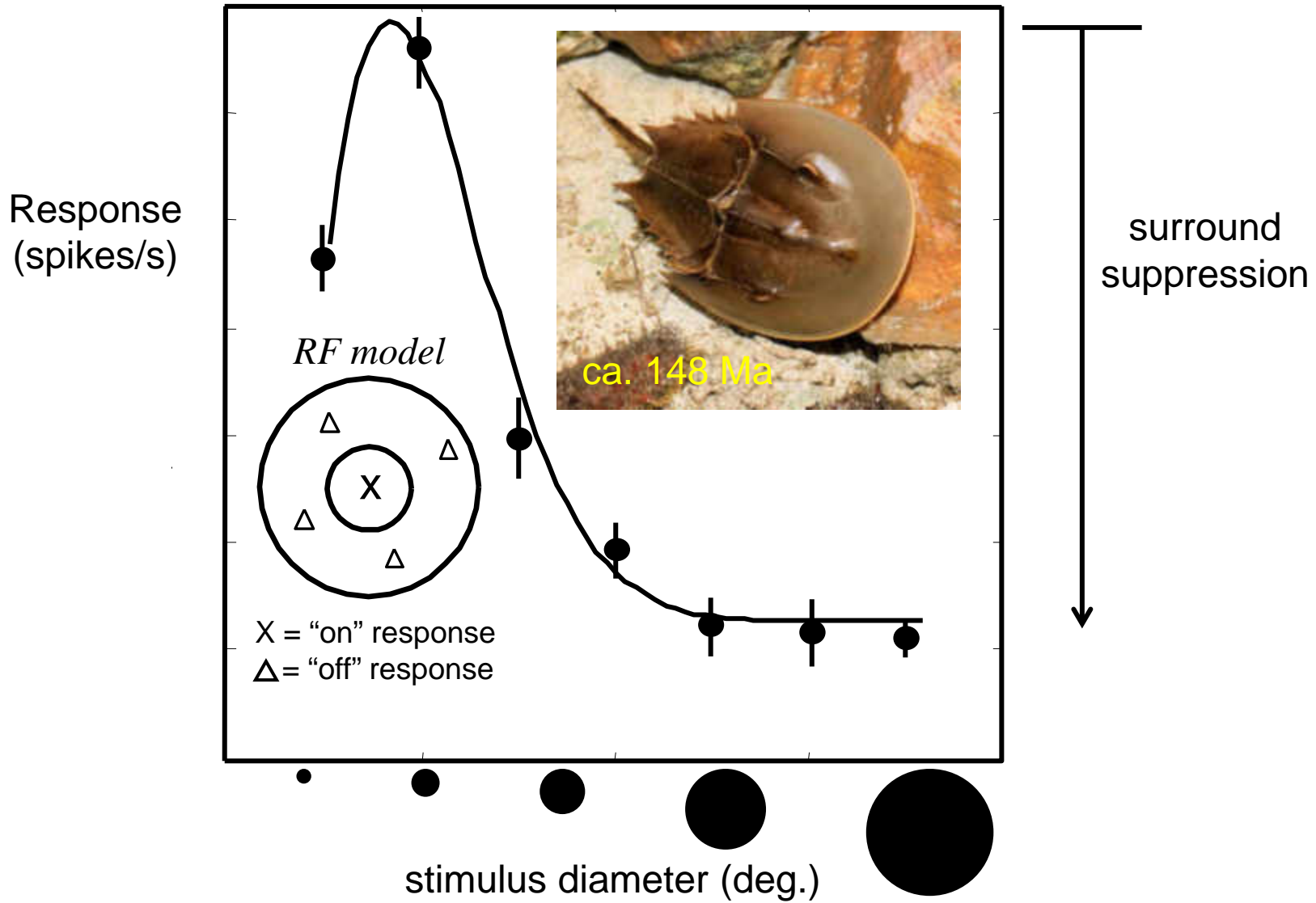


X = "on" response
△ = "off" response

“center-surround opponency”

H. K. Hartline 1940s & 50s

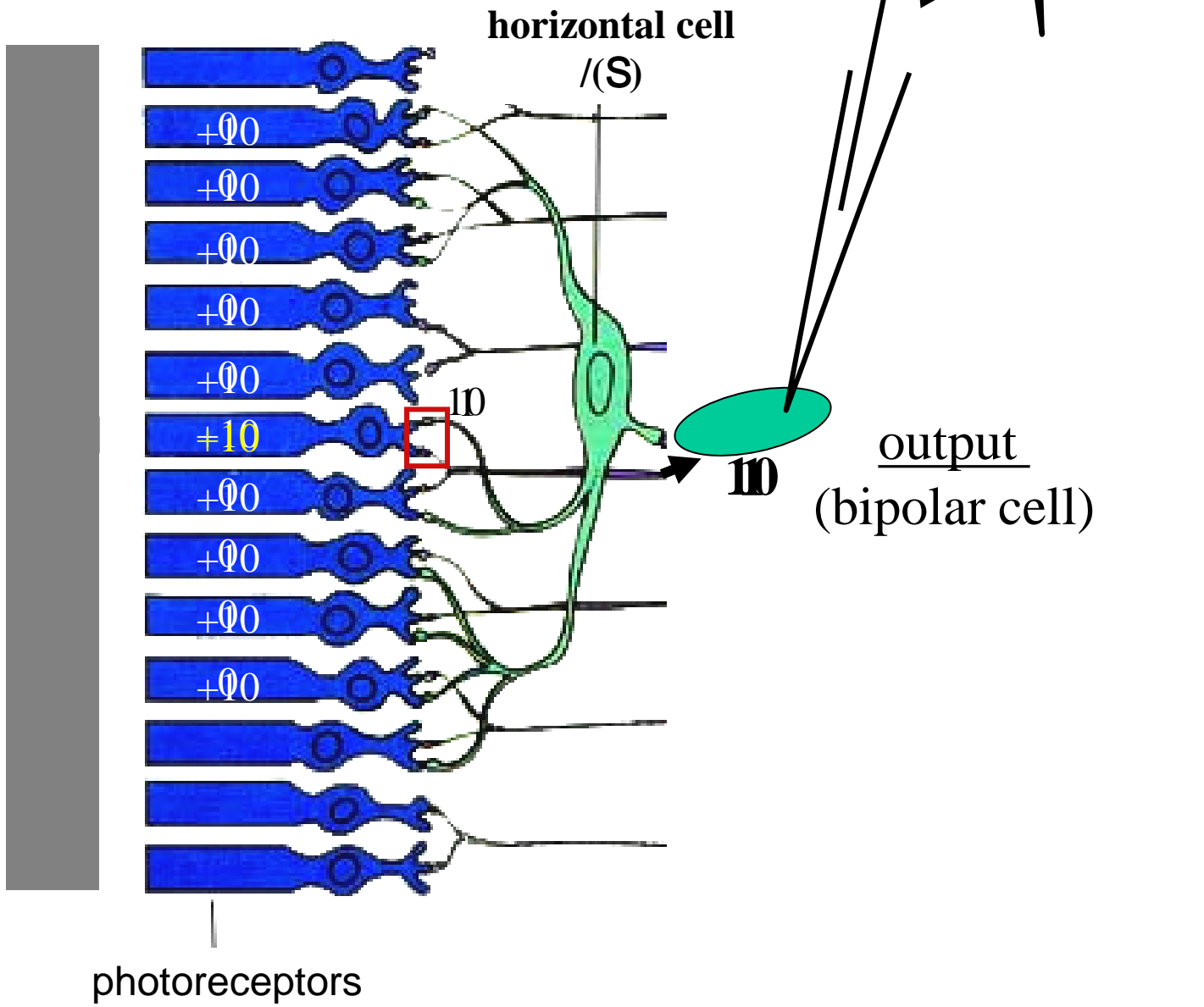
A very old receptive field



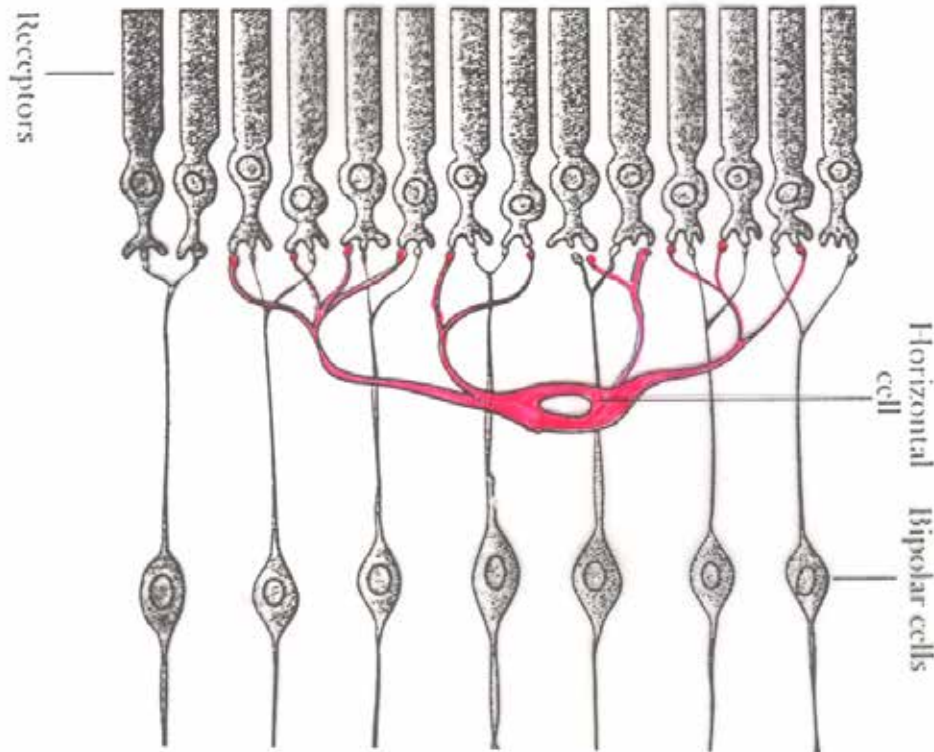
The Problem of Limited Dynamic Range



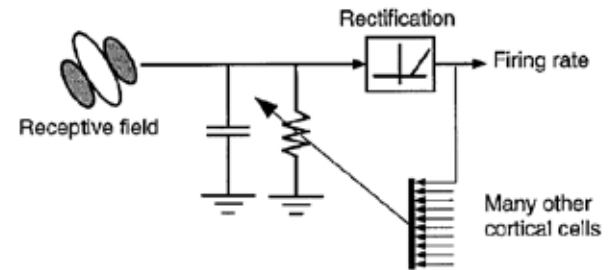
The **Horizontal Cell** provides scaled *negative* feedback from a group of neighboring photoreceptors



Lateral inhibition produces *normalization*

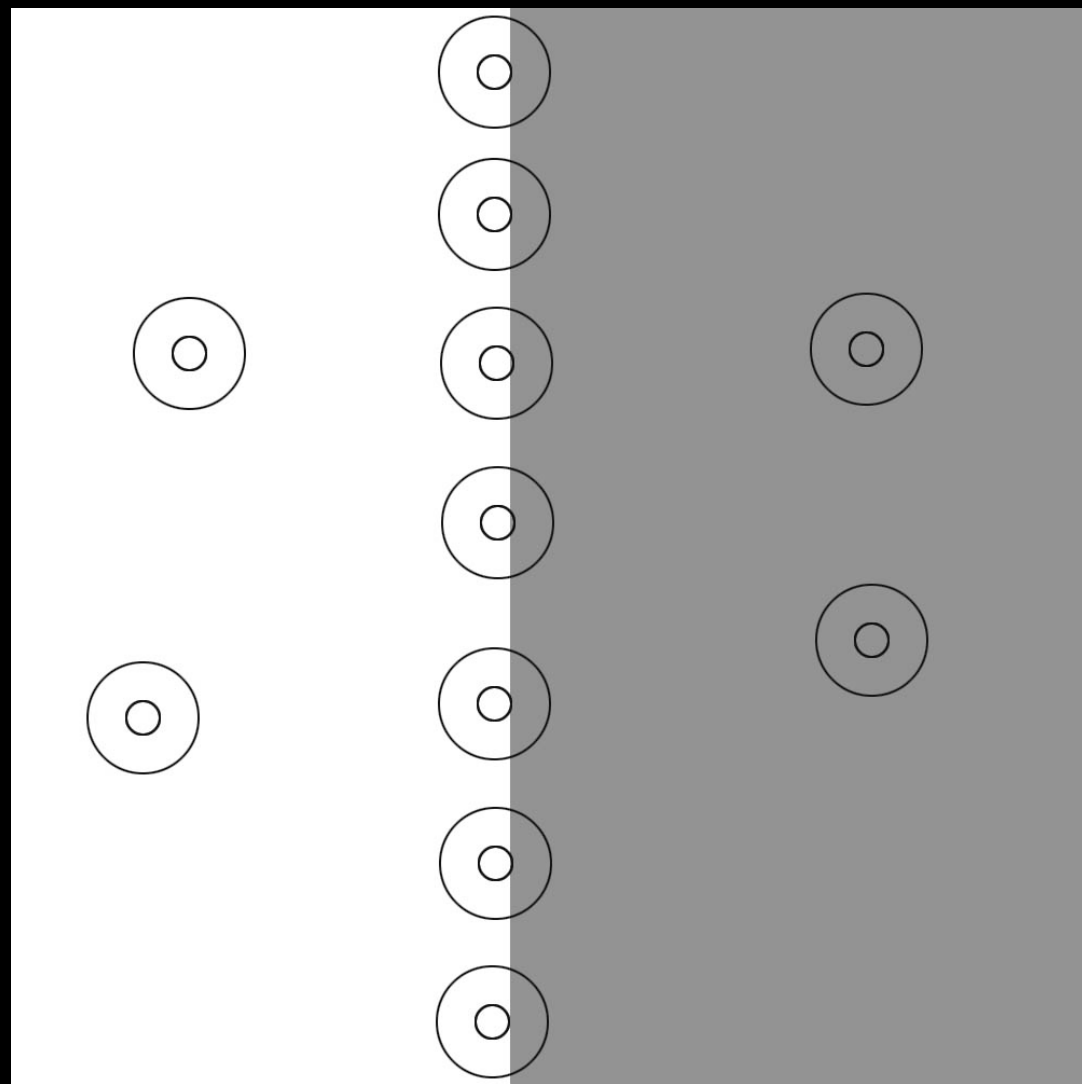


Cortical Normalization



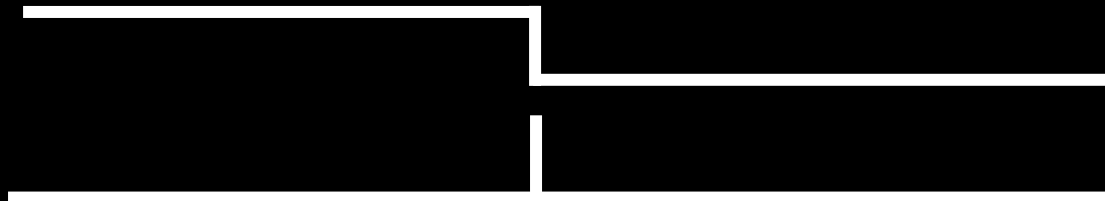
keeps population activity within a stable range

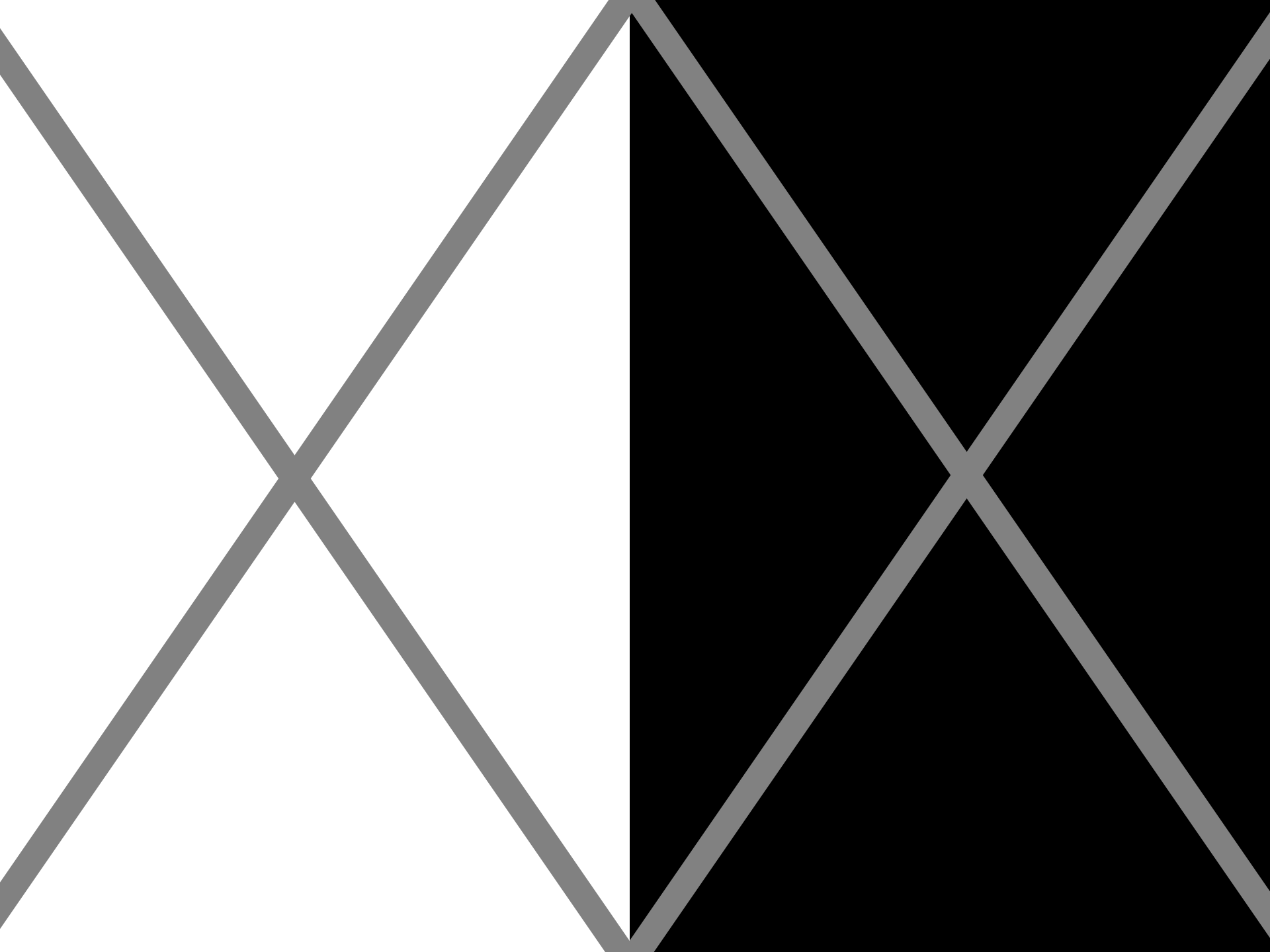
Edges are informative



Luminance

dL / dx



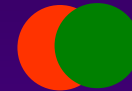


CHANGE

→ space = contrast



→ wavelength = color contrast



→ time = transience

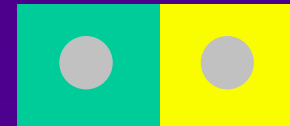


→ space/time = motion

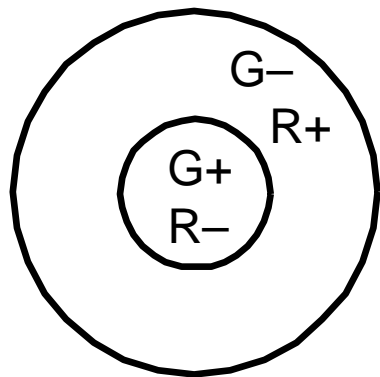


→ space/color = simult.

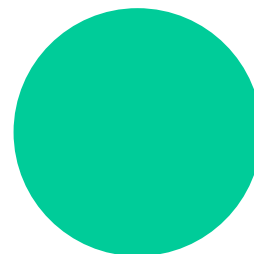
color
contrast



Double-opponency: space and chromaticity

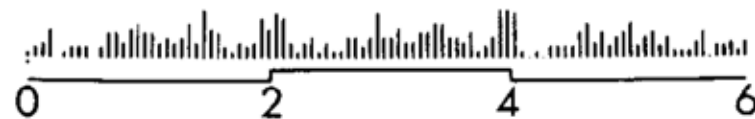
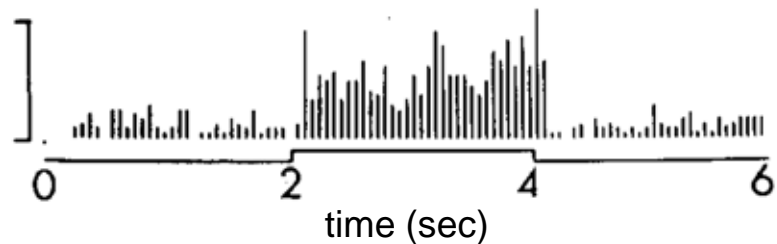


 cyan 1° spot

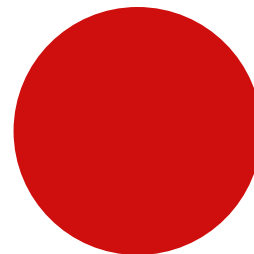


cyan 15° spot

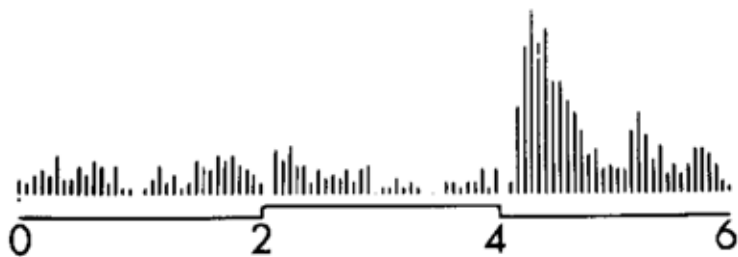
33 spikes/sec



 red 1° spot



red 15° spot

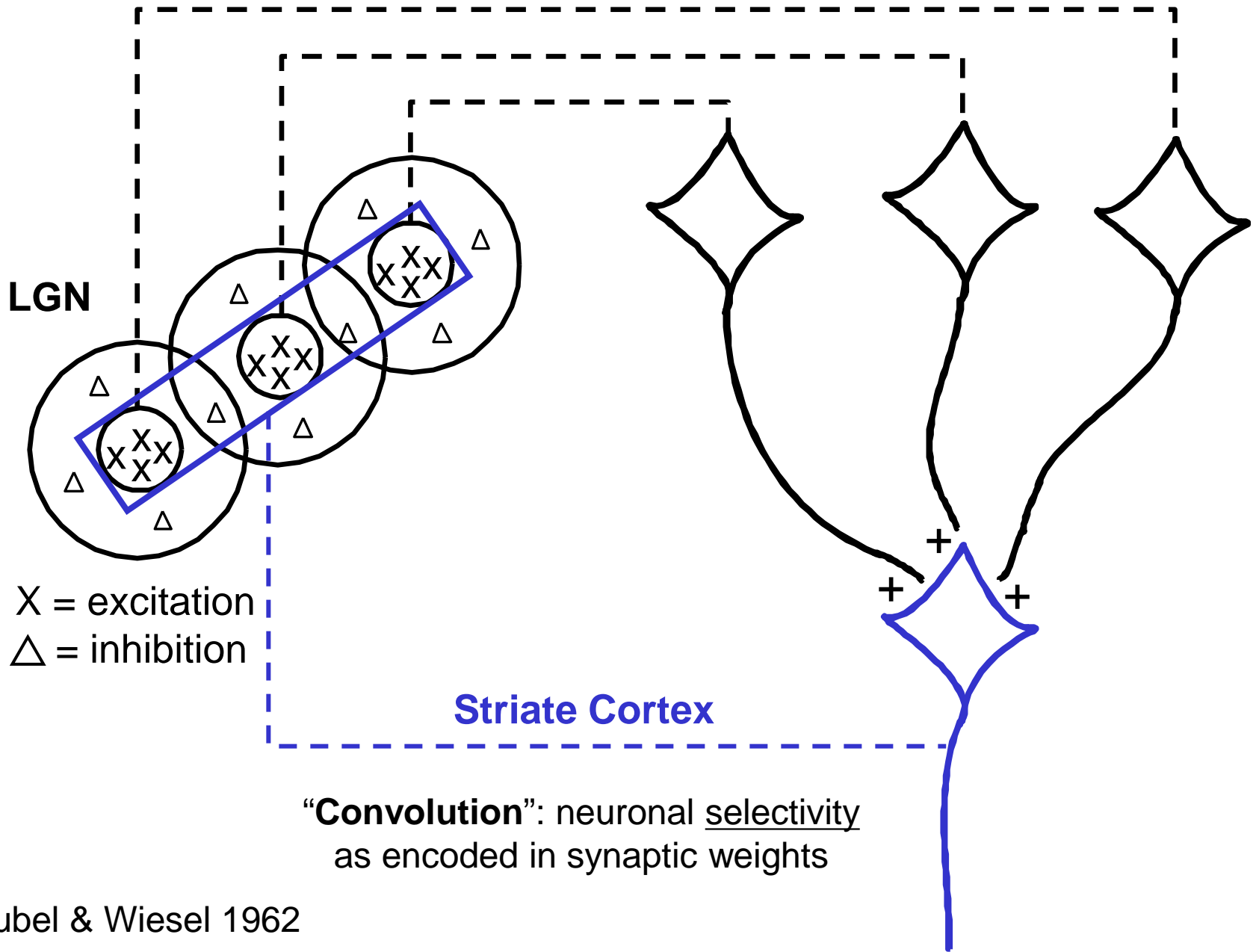




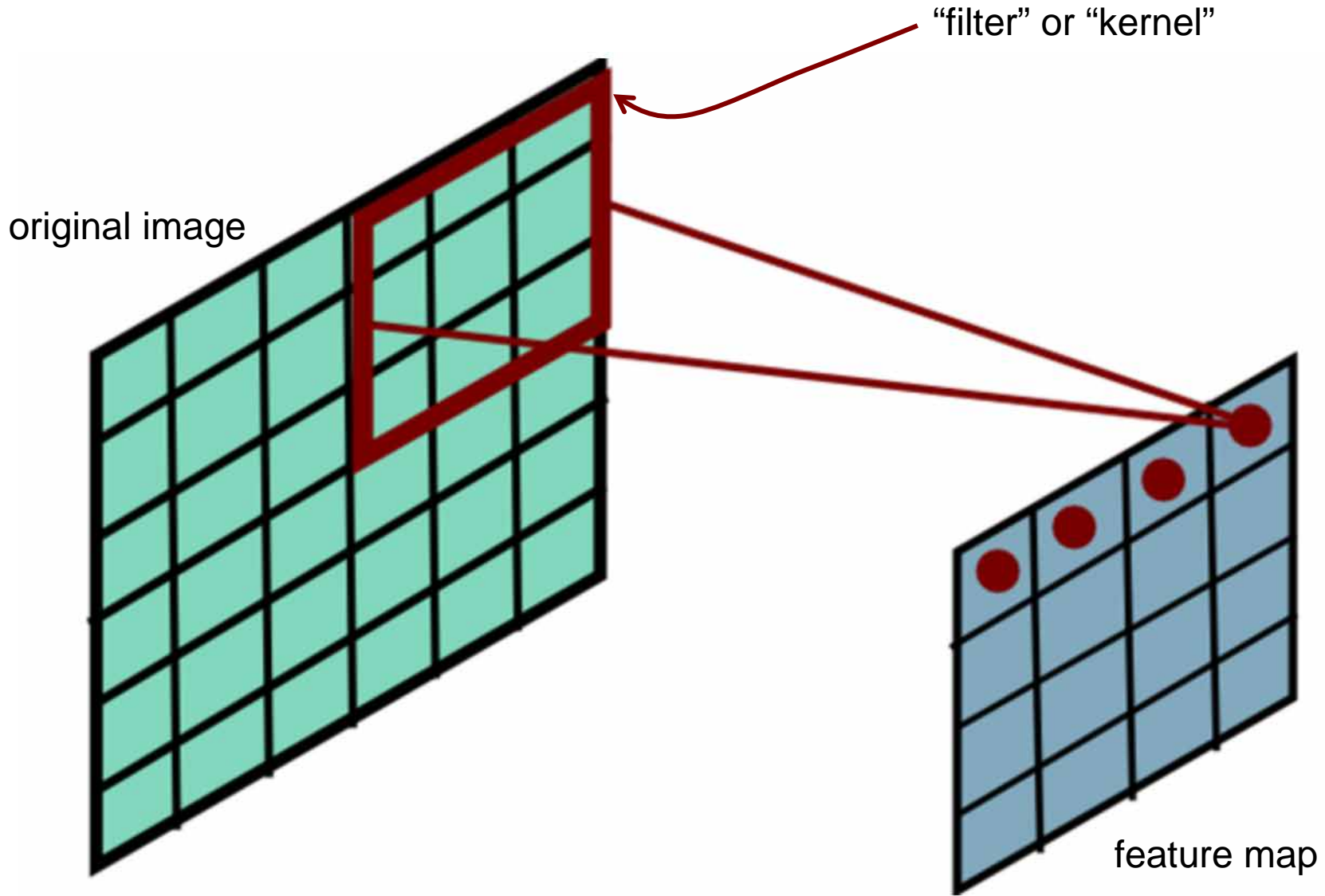
HIERARCHY

- “Hierarchical Elaboration of Receptive Fields”
- Larger, more complex receptive fields are constructed by wiring up a bunch neurons with smaller, simpler receptive fields.

Circuit for a simple cell



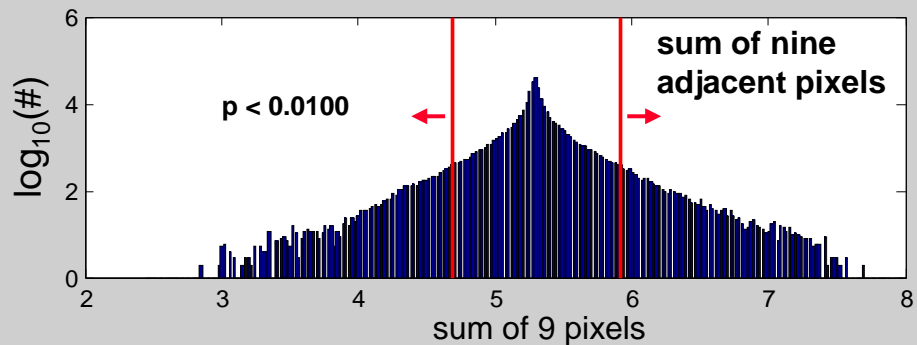
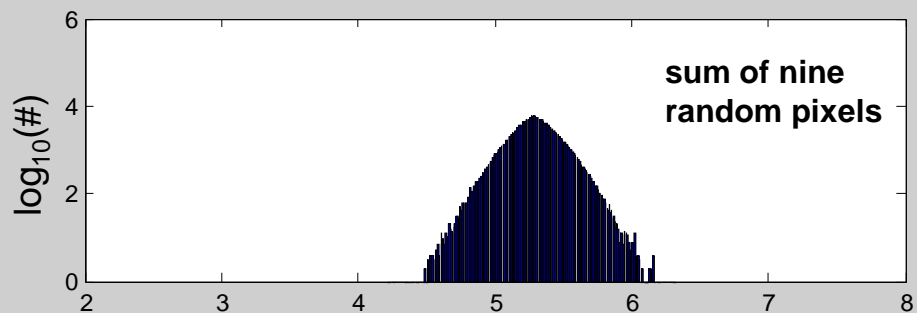
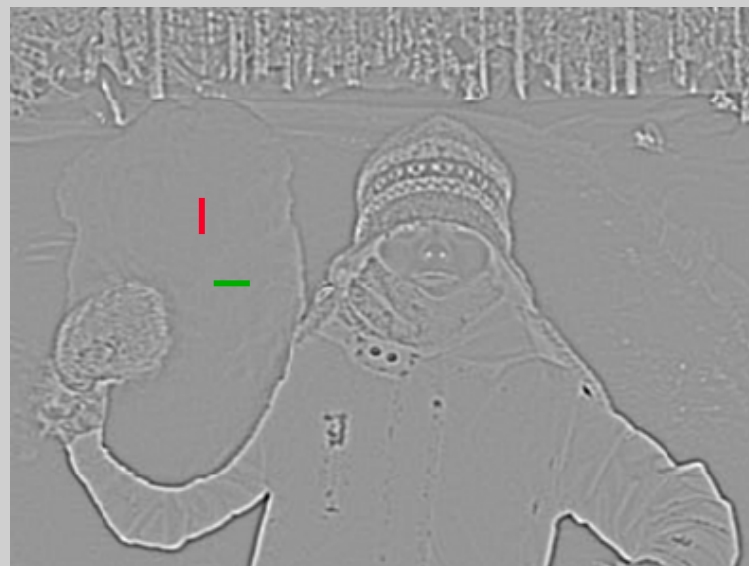
Convolution and filtering



Convolution is simple



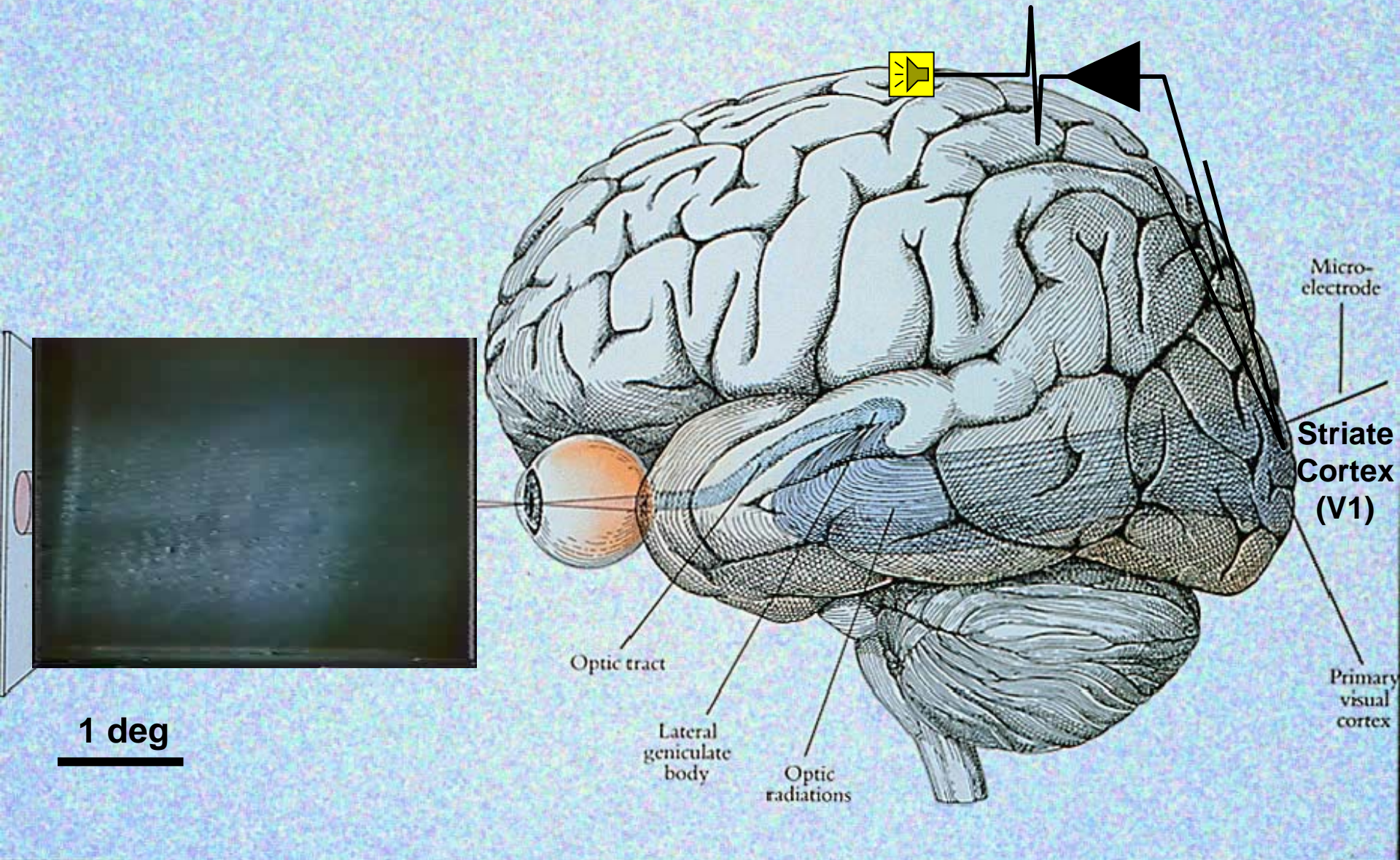
“Whitened”: $\tilde{N}^2 \times G$ or what ctr-sur does



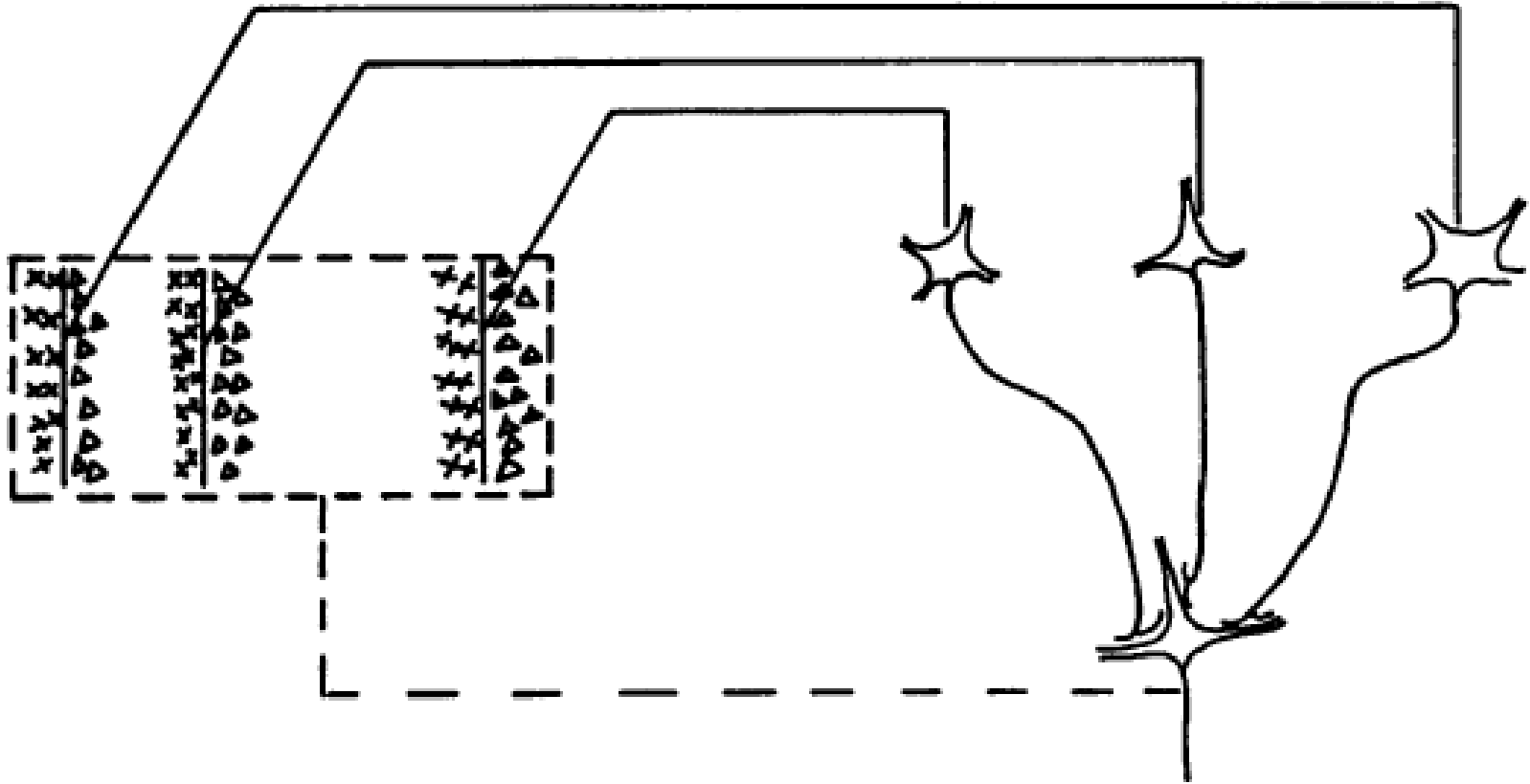
Suspicious Coincidences



Complex cell in primary visual cortex (V1)



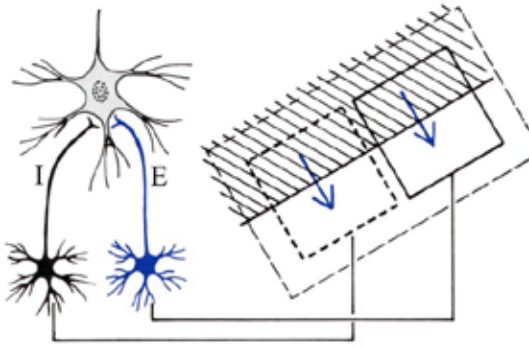
Circuit for a complex cell



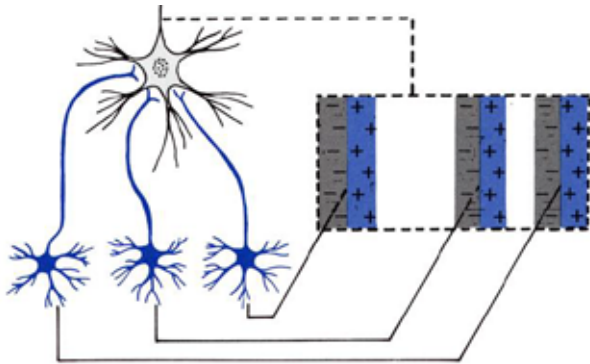
“**Pooling**”: combines outputs with similar selectivities to achieve invariance

Efficient representations via hierarchical processing

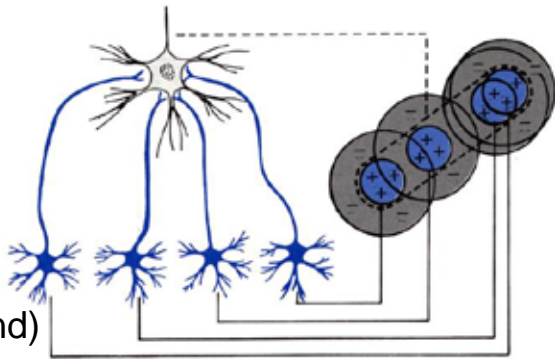
End-stopped



Complex



Simple



LGN

(center-surround)

remove known correlations: curvature



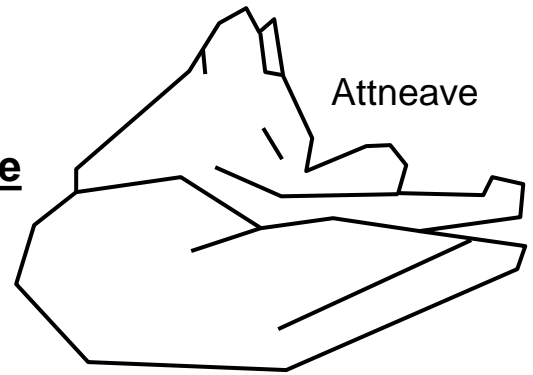
invariance
a) position
b) sign of contrast



represent "suspicious coincidences"



remove known correlations: contrast



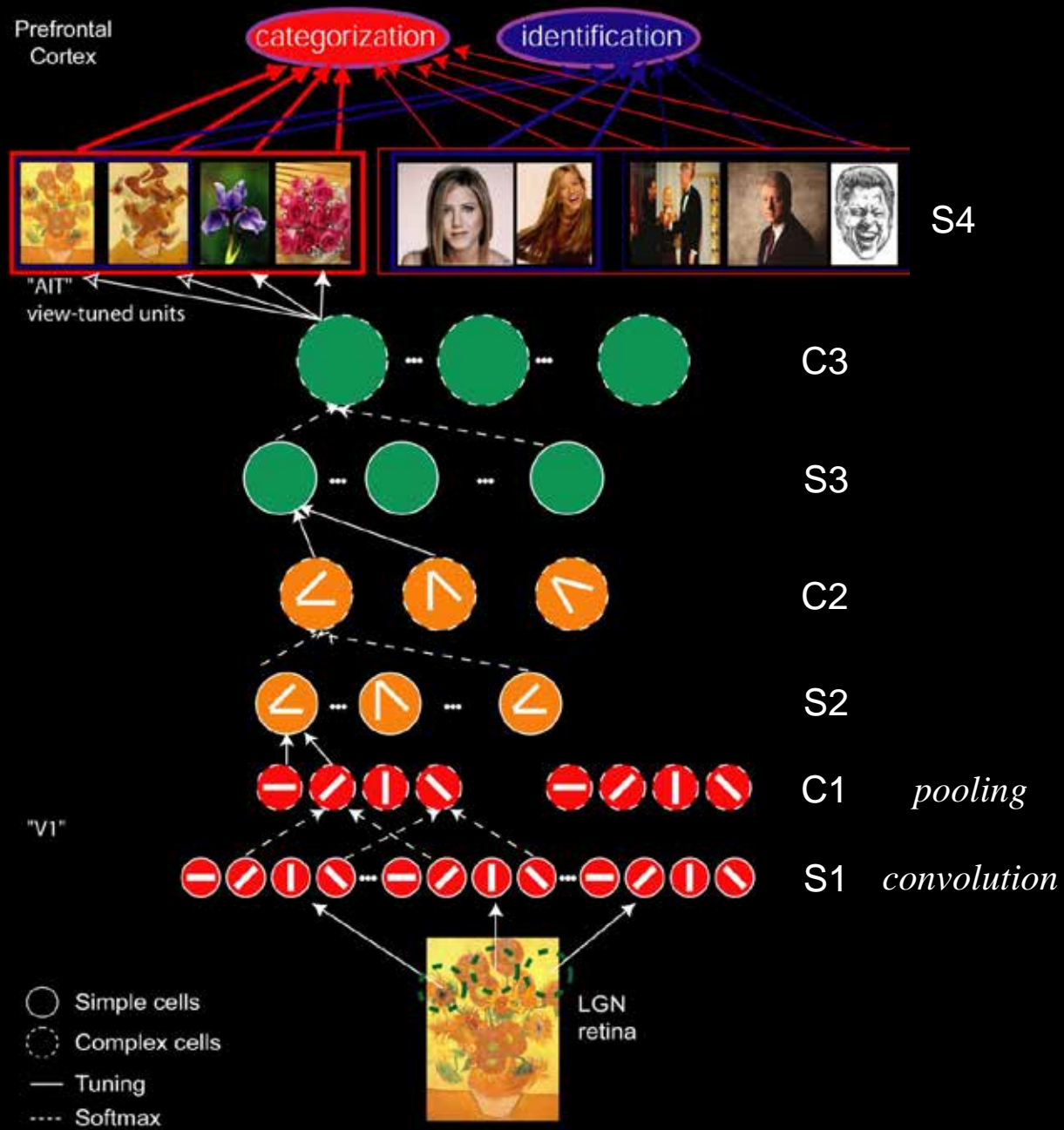
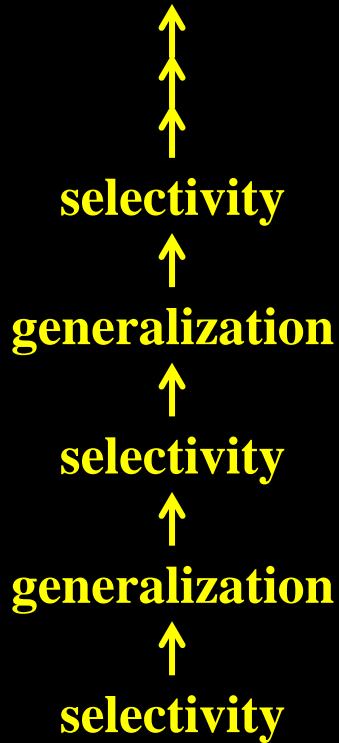
Machine Vision

- “The good, the bad and the ugly” –T. Serre
- Five minute break!

Feedforward models can account for many visual capacities.

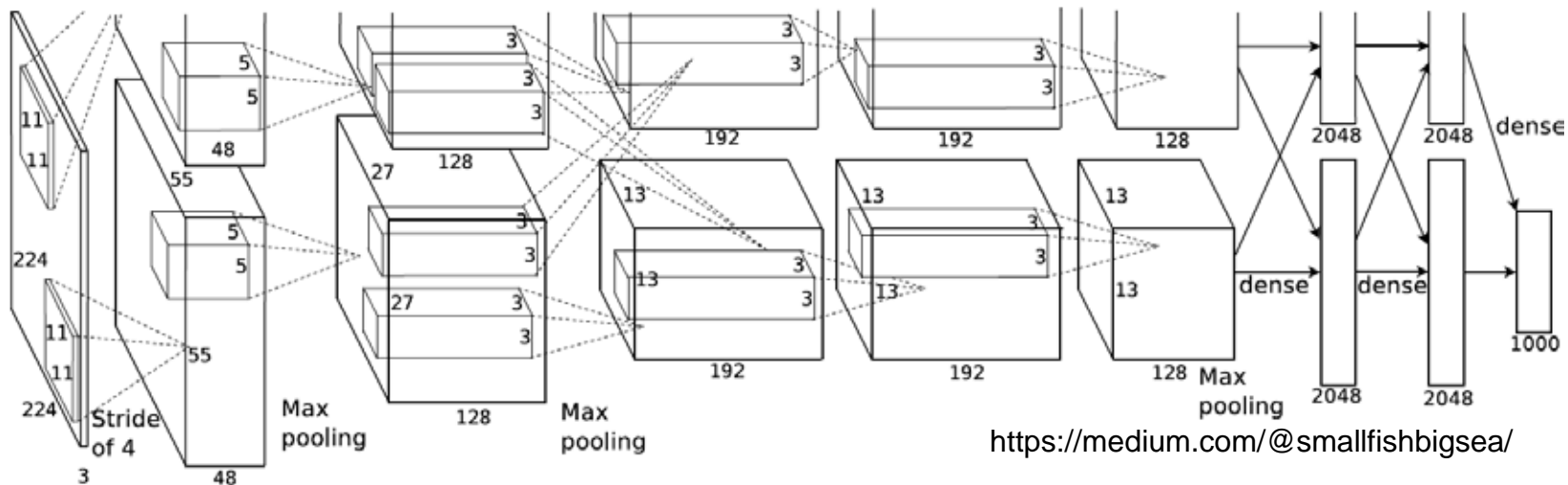
“Cardinal Cells”?

(Barlow 1972)



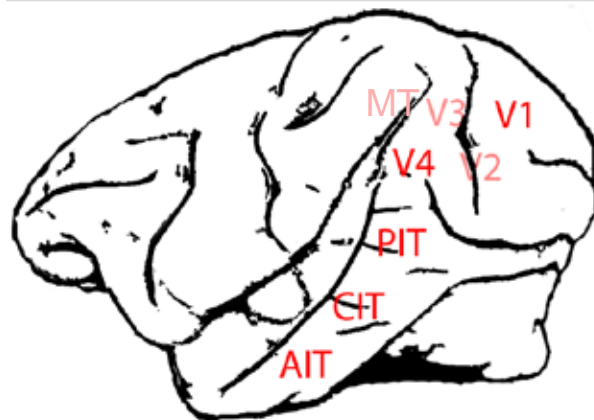
Convnets

set of functions hierarchically arranged as layers (similar to visual areas)



each function is a fairly simple operation (biologically plausible):

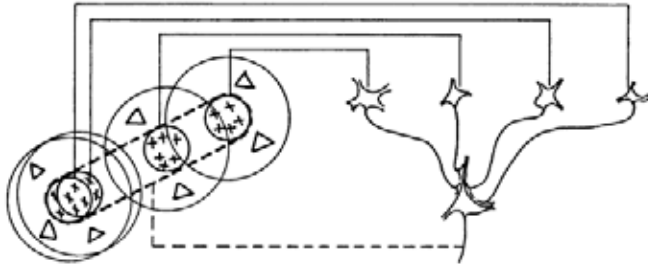
- 1) Convolution
- 2) Rectification
- 3) Pooling
- 4) Normalization



slide courtesy of Dr. Carlos Ponce

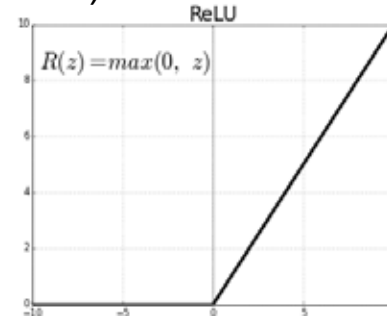
Biologically plausible operations

1) Convolution



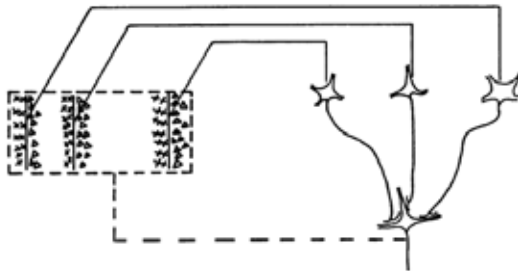
neuronal selectivity as encoded
in synaptic weights

2) Rectification



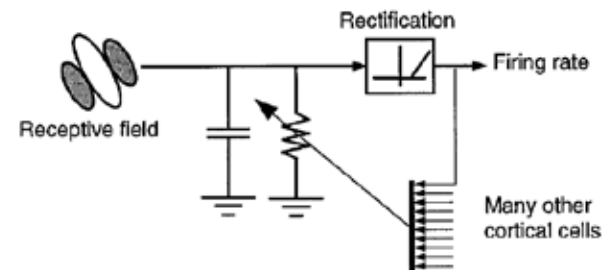
keeps convolution
values positive

3) Pooling



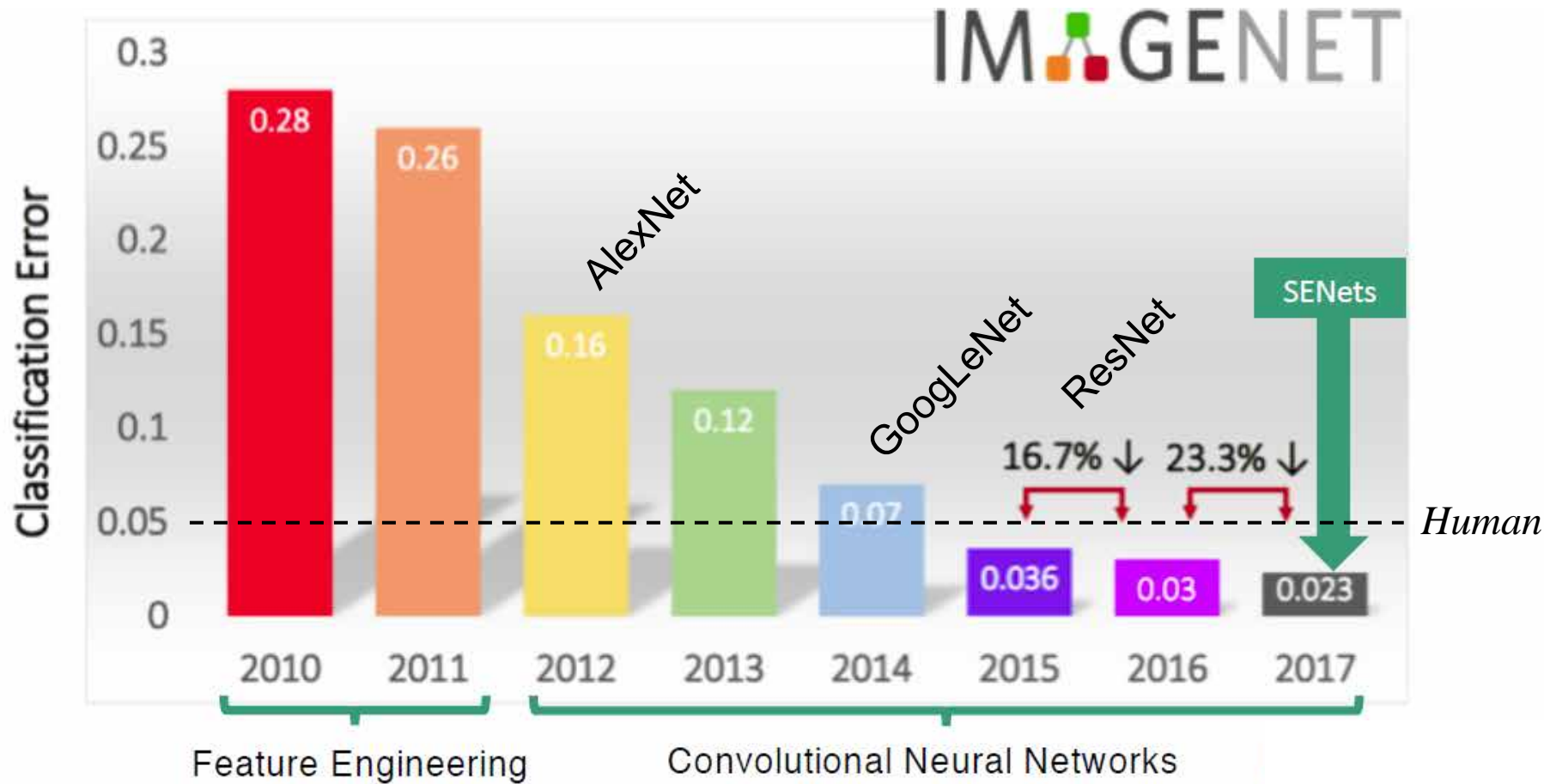
complex cell-like operation, combines
outputs with similar selectivities to
achieve invariance

4) Normalization



keeps population activity within a
stable range

Convnets crush



Convnets: The Good

1. Super-human performance:
 - a) ILSVRC (Russakovsky et al. 2015)
 - b) face recognition (Phillips et al. 2018)

2. Generalization to other tasks:
 - a) *Human scan paths (Bethge lab)

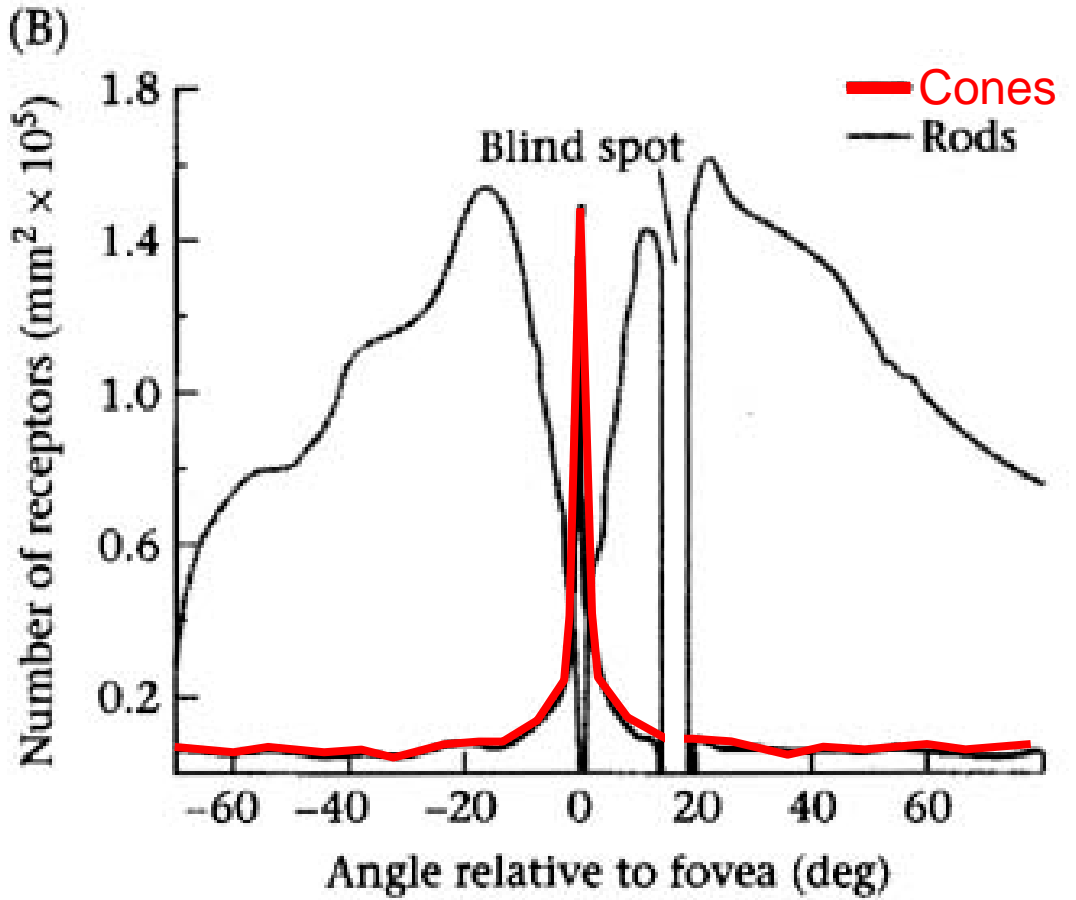
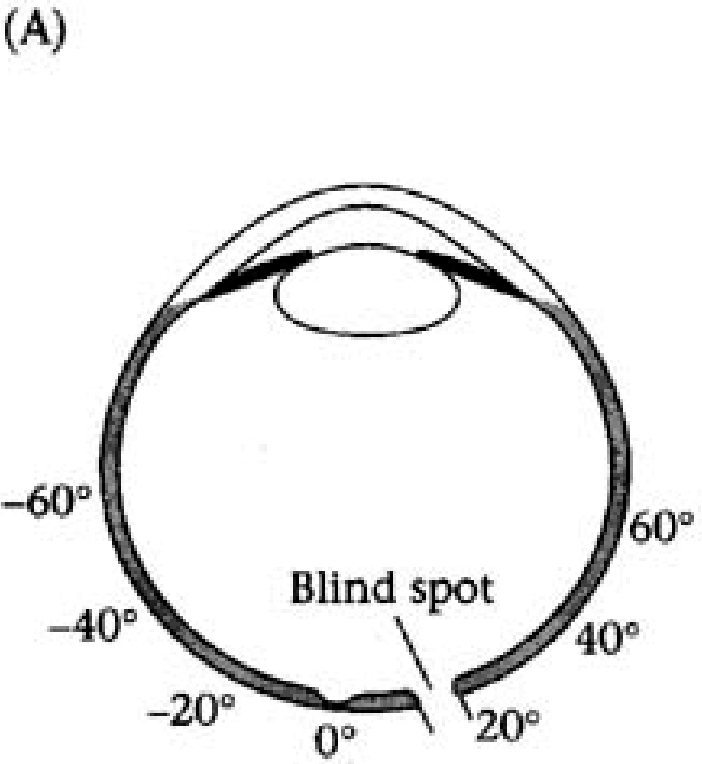
3. In silico electrophysiology:
 - a) V1 nonlinearities (Bethge lab)

4. Fitting physiology data:
 - a) Ventral stream visual areas (Yamins et al. 2014)

5. Tool for exploring high-dimensional feature space:
 - a) *Super-natural stimuli (Ponce et al. 2019)

For many more examples, see Serre, T (2019) “Deep learning: The good, the bad and the ugly,” Annu. Rev. Vis. Sci.

Fovea & Acuity



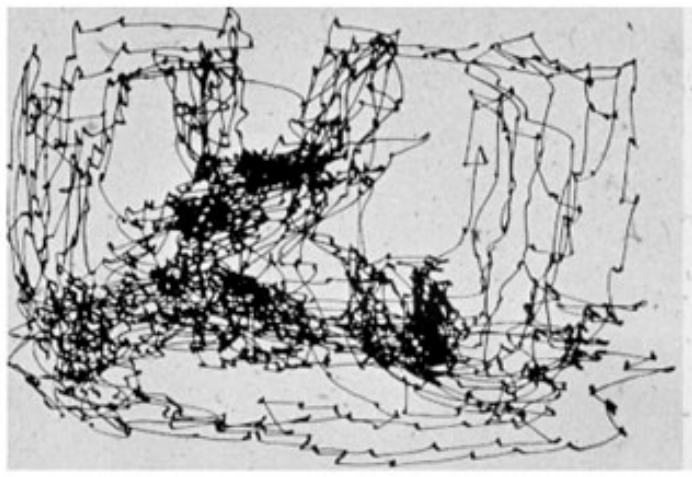
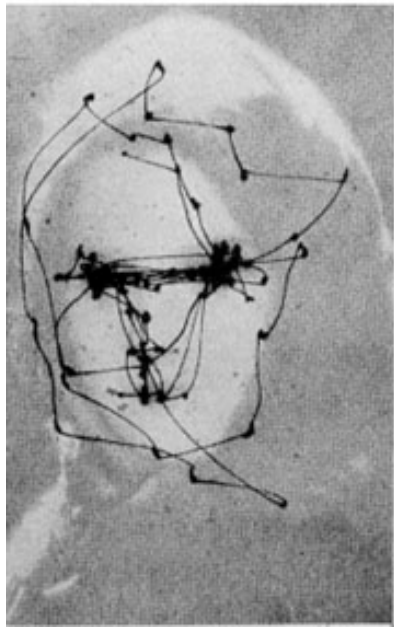
How many letters can you read?

“The muscles were of necessitie provided and given to the eye, that so it might move on every side: for if the eye stooode fast, and immoveable, we should be constrained to turne our head and necke (being all of one peece) for to see: but by these muscles it now moveth it selfe with such swiftnes and nimblenes, without stirring of the head, as is almost incredible ...”

Andreas Laurentius (1599)

“A Discourse of the Preservation of Sight:
of Melancholike Diseases; of Rheumes,
and of Old Age”

Predicting scan paths



DEEP GAZE I: BOOSTING SALIENCY PREDICTION WITH FEATURE MAPS TRAINED ON IMAGENET

Matthias Kümmerer, Lucas Theis & Matthias Bethge

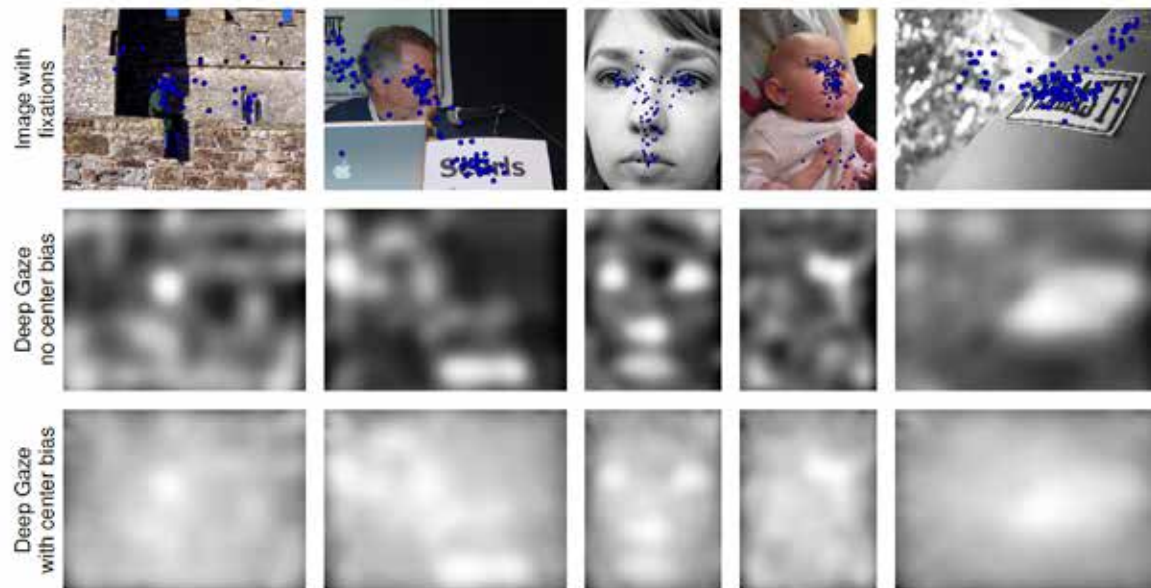
Werner Reichardt Centre for Integrative Neuroscience

University Tübingen, Germany

{matthias.kuemmerer, lucas, matthias}@bethgelab.org

Recent results suggest that state-of-the-art saliency models perform far from optimal in predicting fixations. This lack in performance has been attributed to an inability to model the influence of high-level image features such as objects. Recent seminal advances in applying deep neural networks to tasks like object recognition suggests that they are able to capture this kind of structure. However, the enormous amount of training data necessary to train these networks makes them difficult to apply directly to saliency prediction. We present a novel way of reusing existing neural networks that have been pretrained on the task of object recognition in models of fixation prediction. Using the well-known network of Krizhevsky et al. (2012), we come up with a new saliency model that significantly outperforms all state-of-the-art models on the MIT Saliency Benchmark. The structure of this network allows new insights in the psychophysics of fixation selection and potentially their neural implementation. To train our network, we build on recent work on the modeling of saliency as point processes.

Predicting scan paths with AlexNet



OPEN ACCESS

Article | April 2022

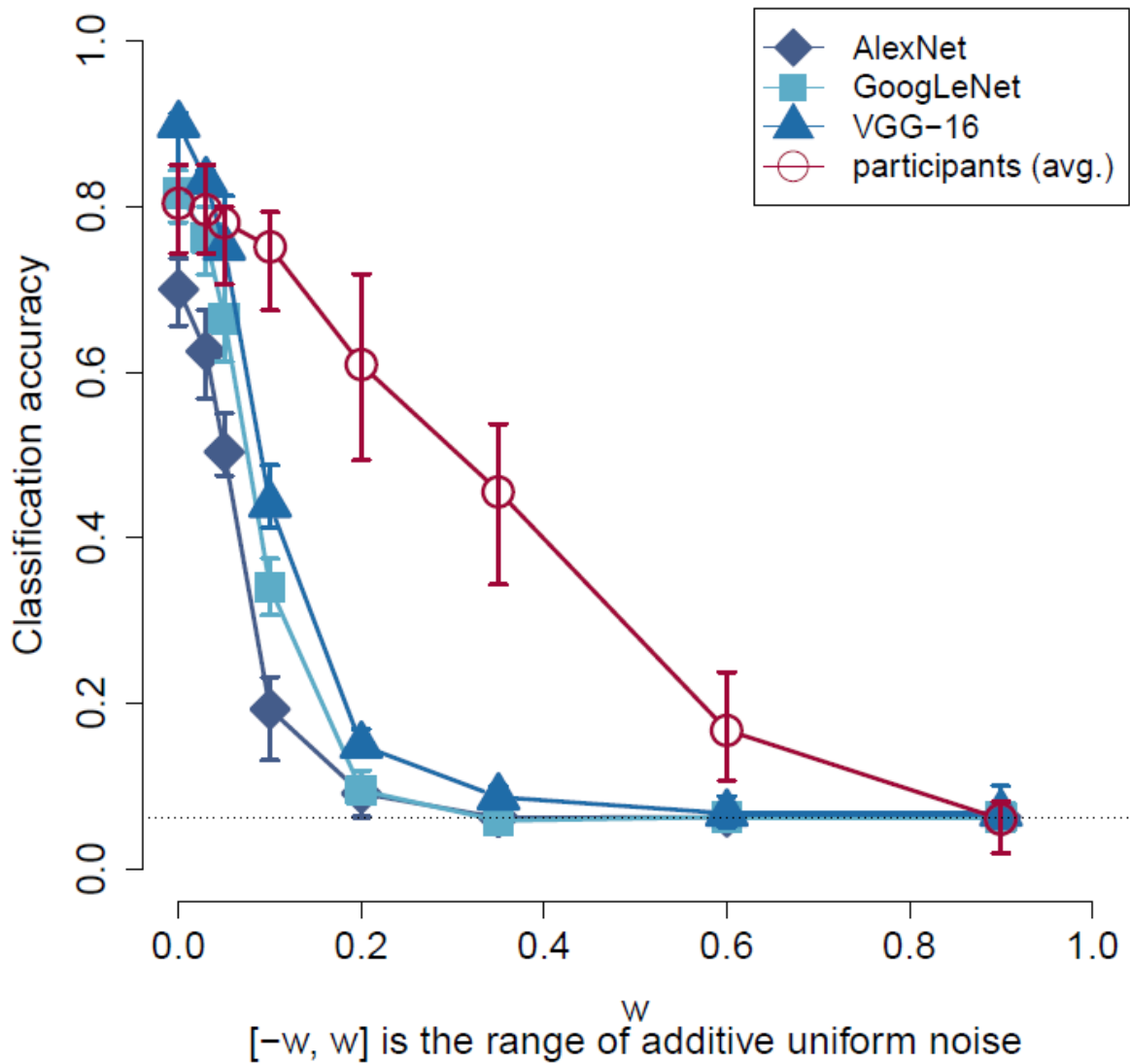
DeepGaze III: Modeling free-viewing human scanpaths with deep learning

Matthias Kümmerer; Matthias Bethge; Thomas S. A. Wallis

We make the code and trained model parameters for DeepGaze III publicly available at







<https://github.com/matthias-k/DeepGaze>

The Bad: Poor noise immunity

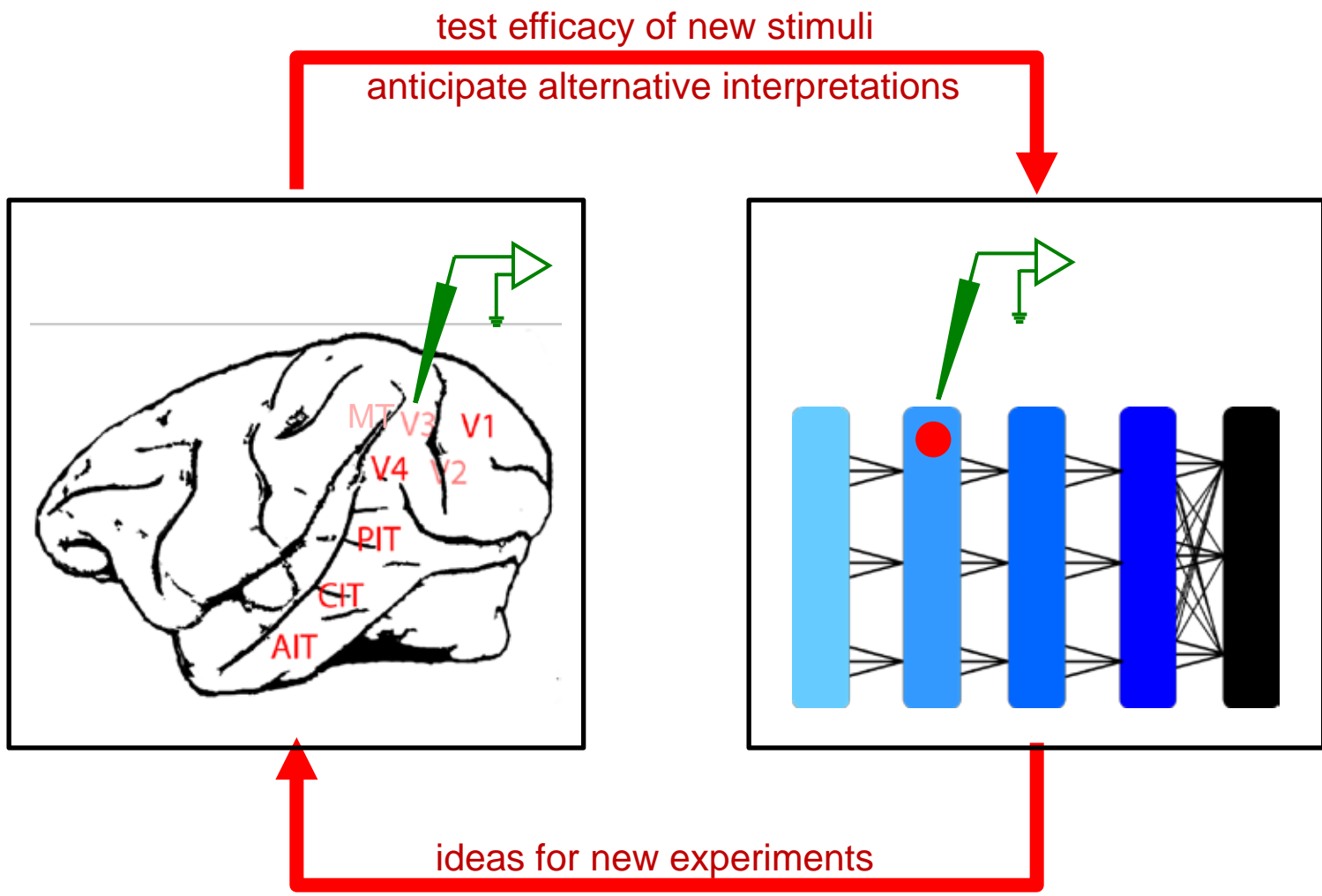


The Ugly: Failure to generalize

Classification performance of **ResNet-50** trained from scratch on (potentially distorted) ImageNet images.

	<u>Train</u>	<u>Test</u>		<u>Performance</u>
<i>standard</i>			<i>standard</i> →	<i>Super-human</i>
<i>additive uniform noise</i>			<i>additive uniform noise</i> →	<i>Super-human</i>
<i>salt & pepper noise</i>			<i>additive uniform noise</i> →	<i>Chance level</i>

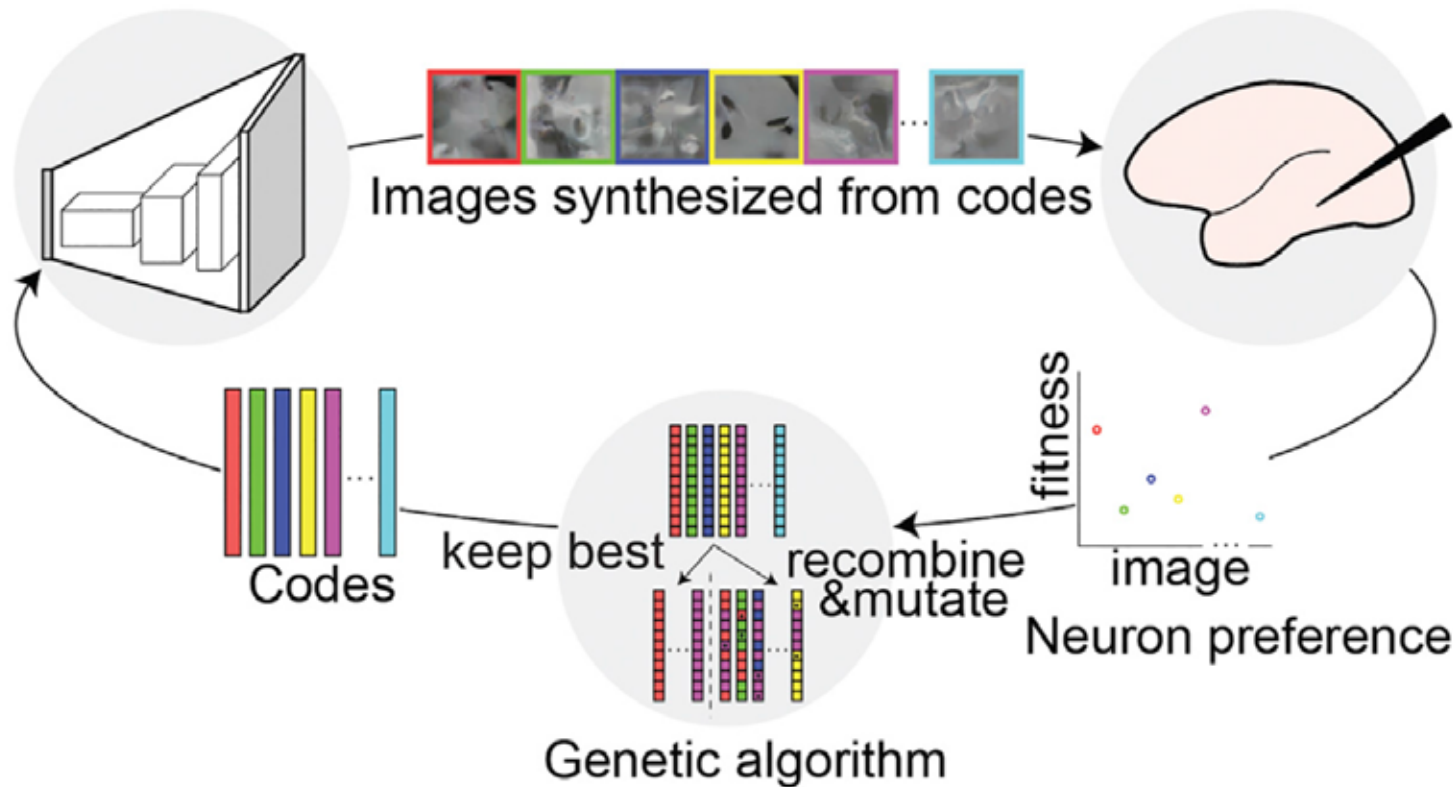
CNNs: predictive models for neuroscience?



Using convnets to study neurons

Generative neural network

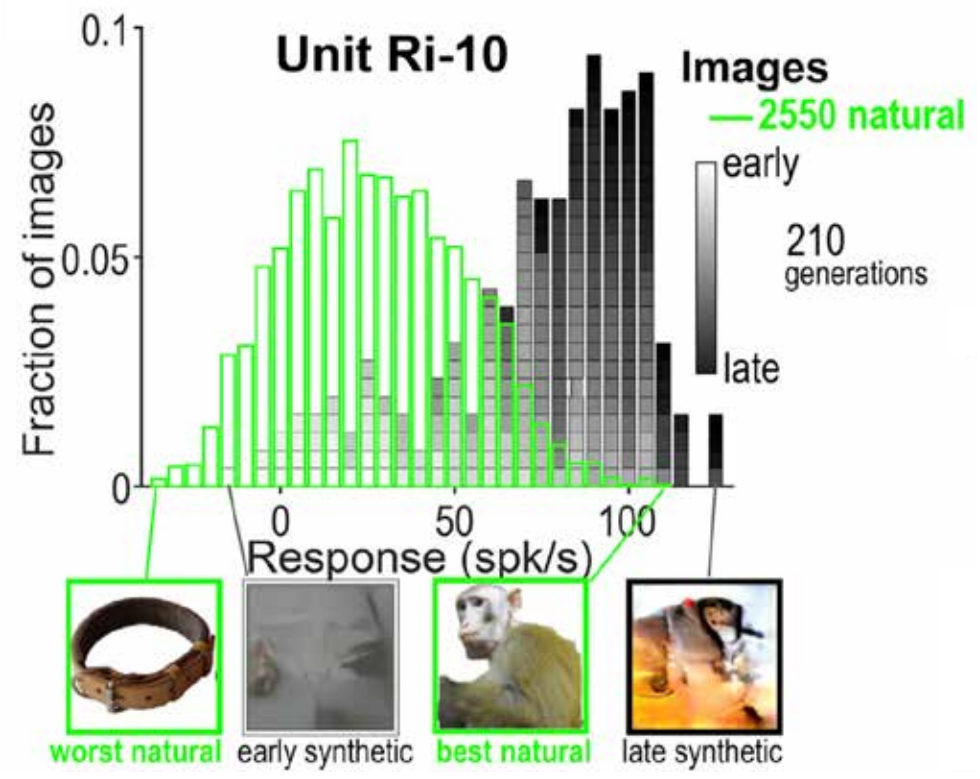
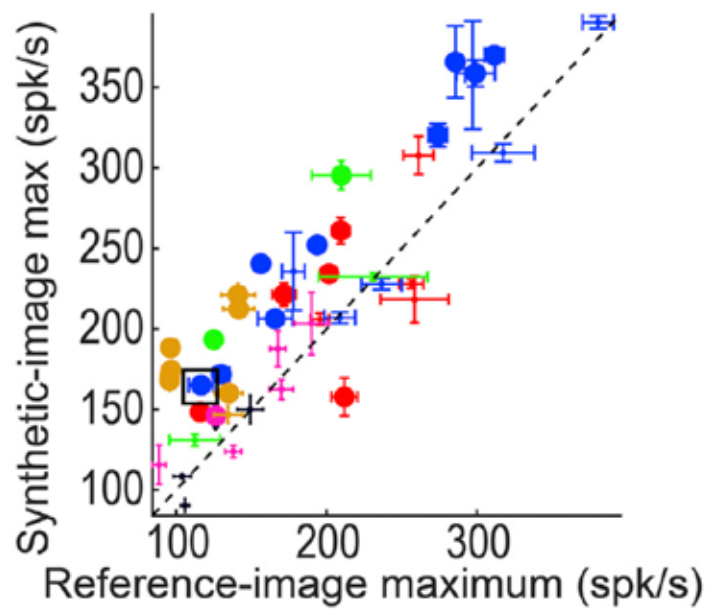
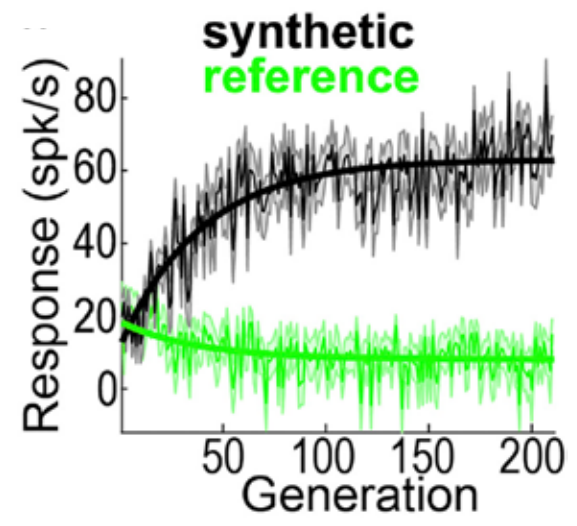
Neuronal Recording



average synthetic image per generation

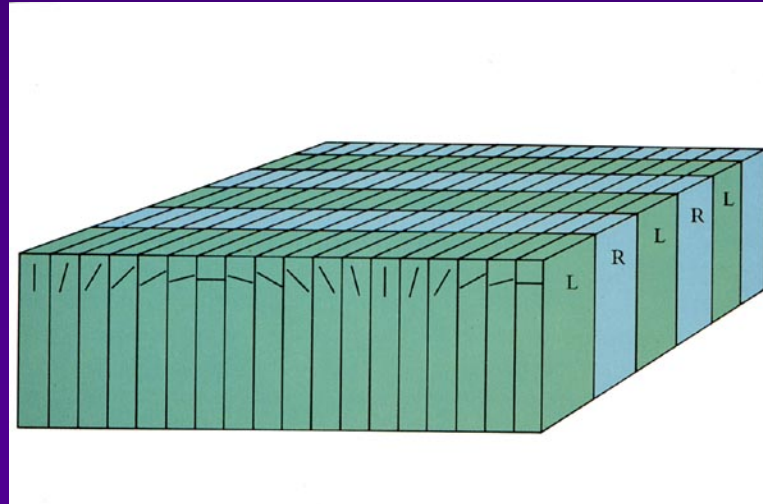


Using convnets to study neurons

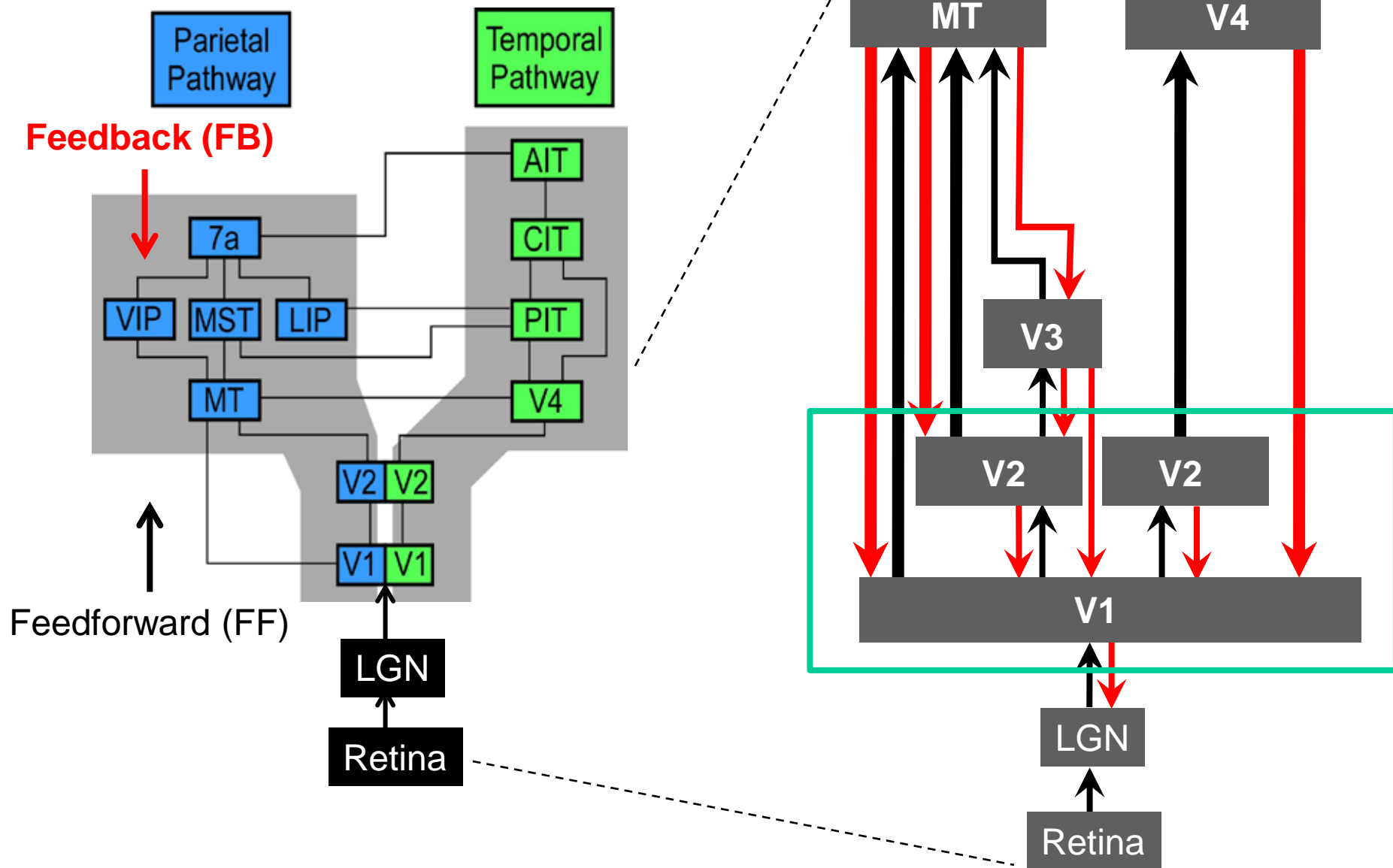


Machine Vision

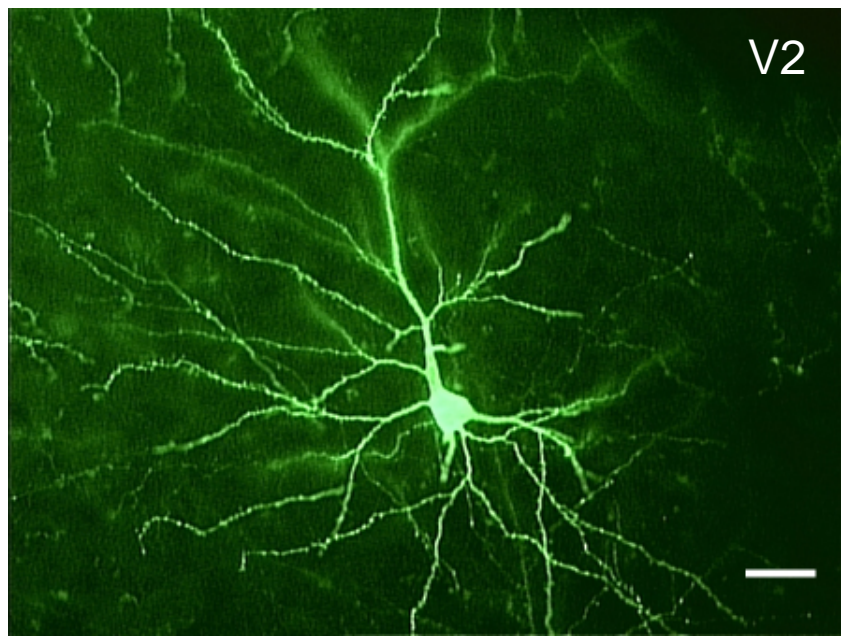
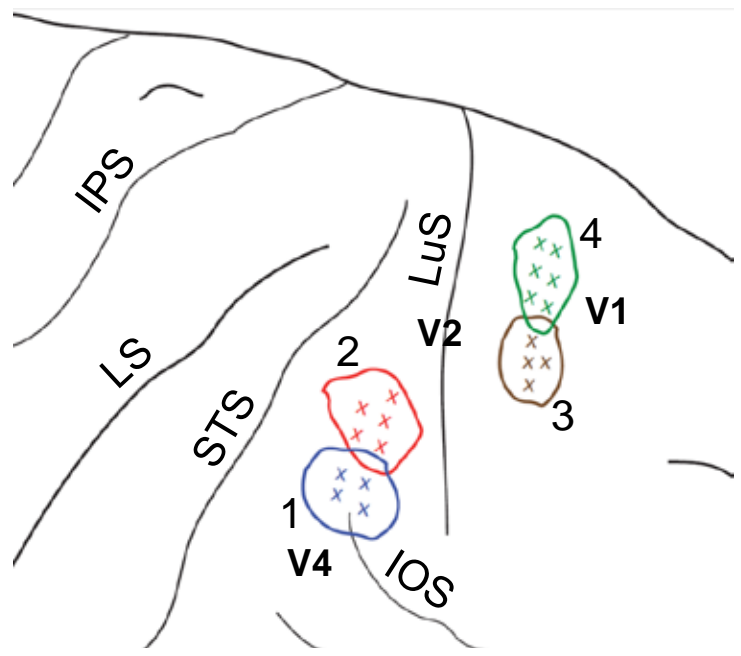
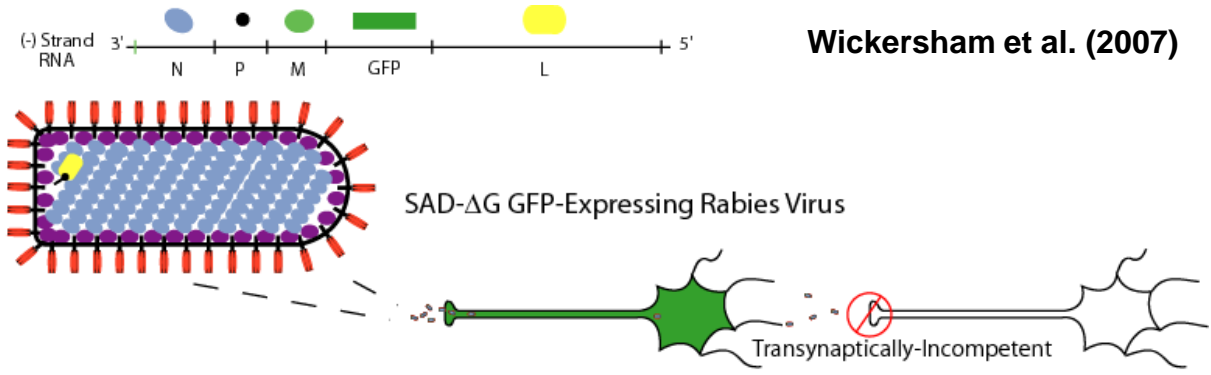
- What might be missing?
 - Feedback?
 - ~~Functional architecture?~~



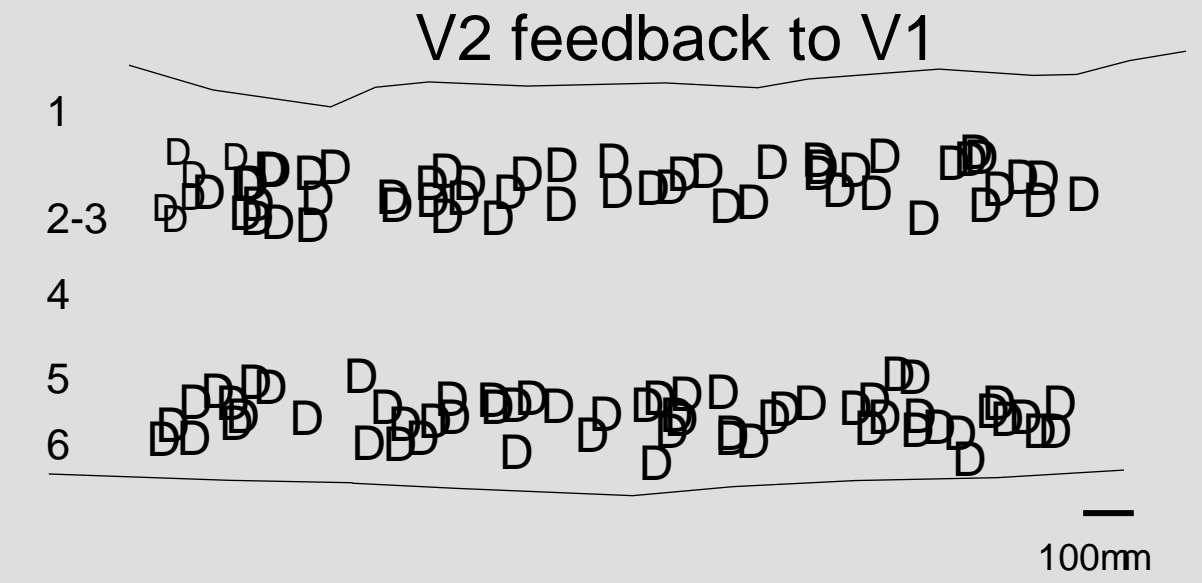
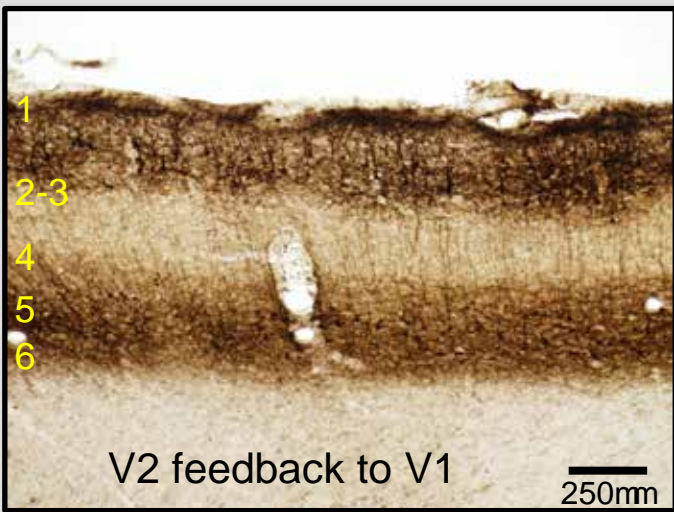
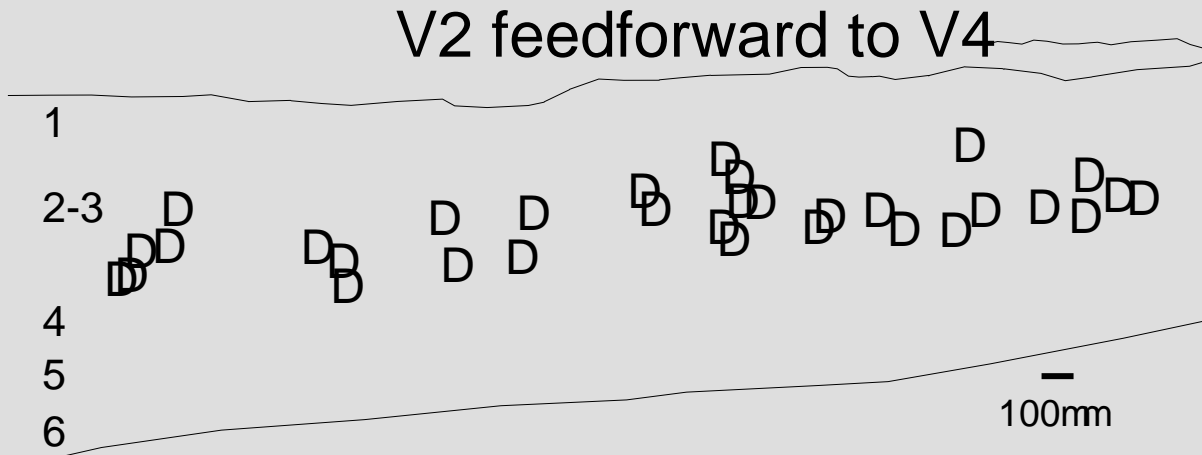
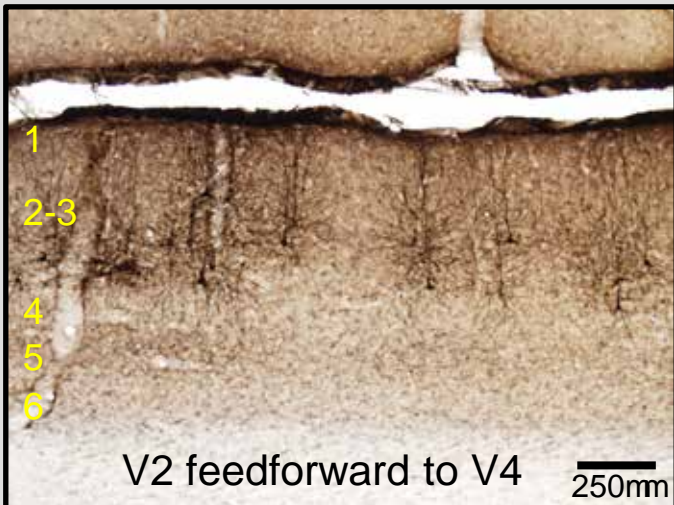
Feedback connections carry information in the opposite direction: top-down



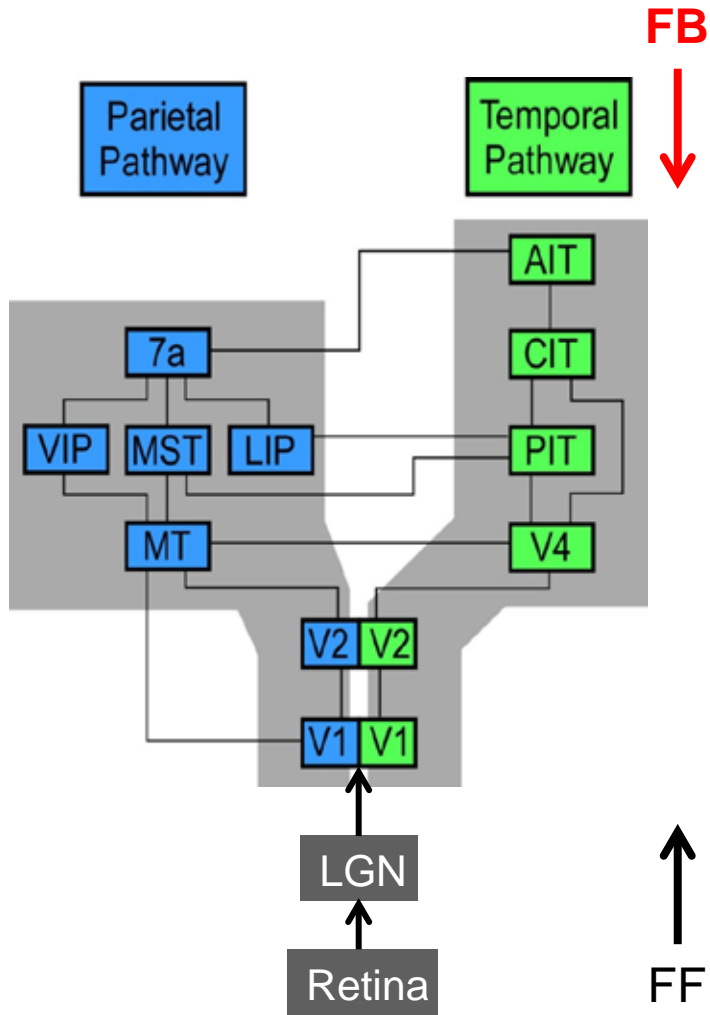
Retrograde tracing with G-deleted rabies virus



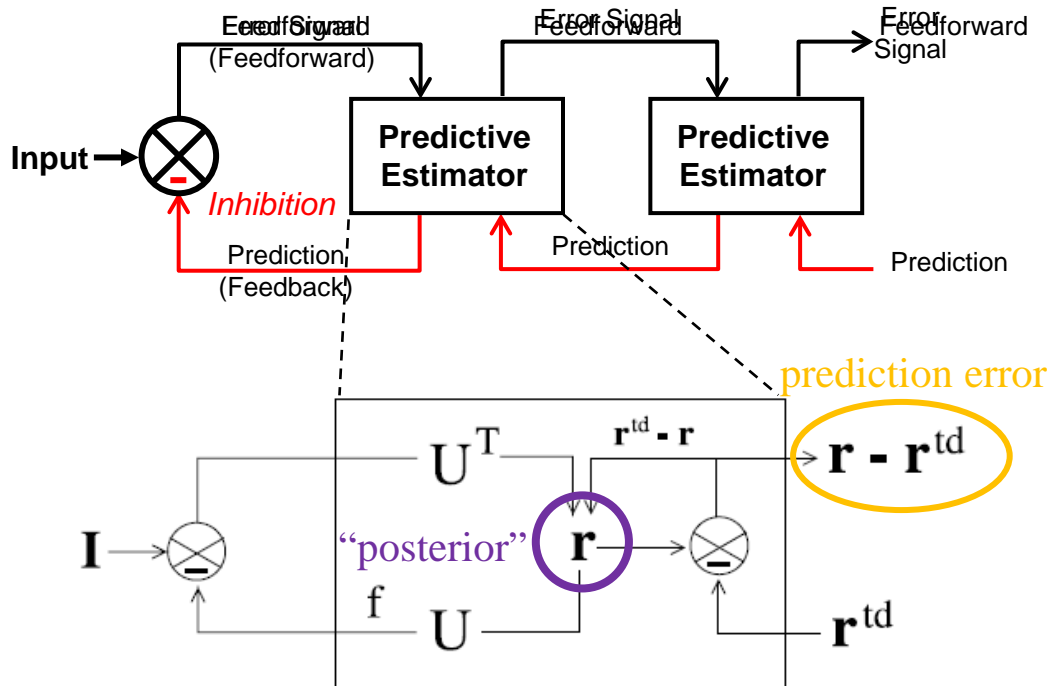
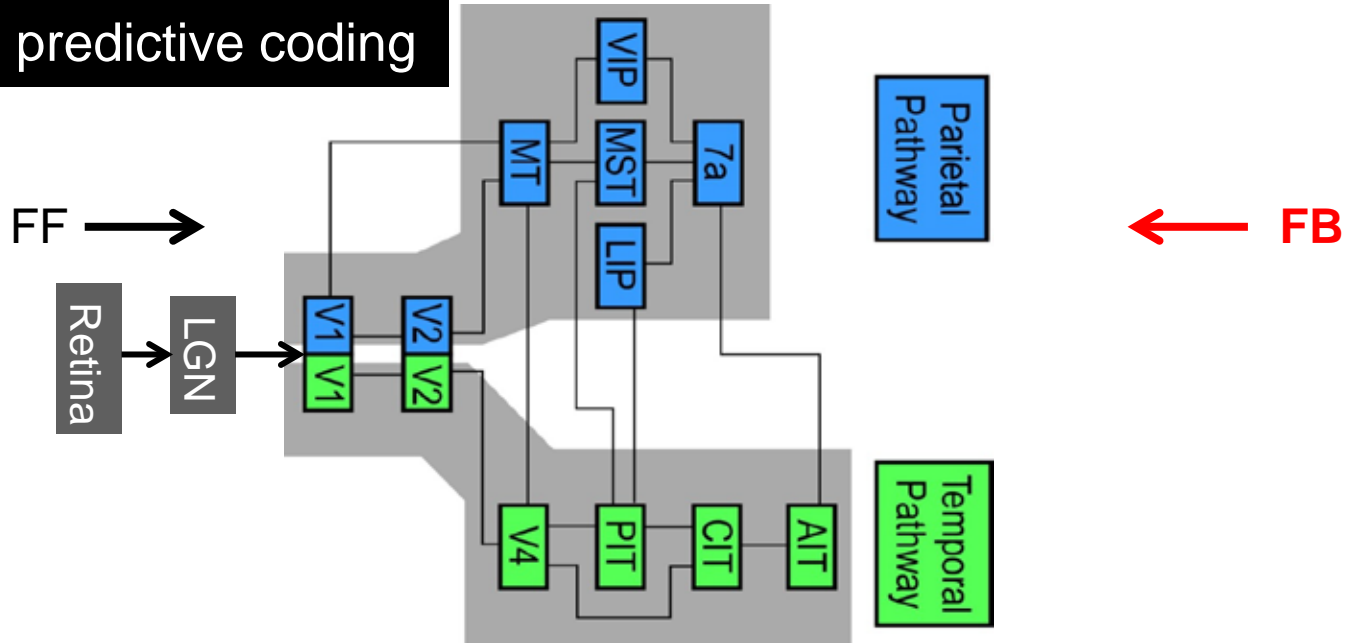
Monkey: FB neurons are numerous and segregated in different layers



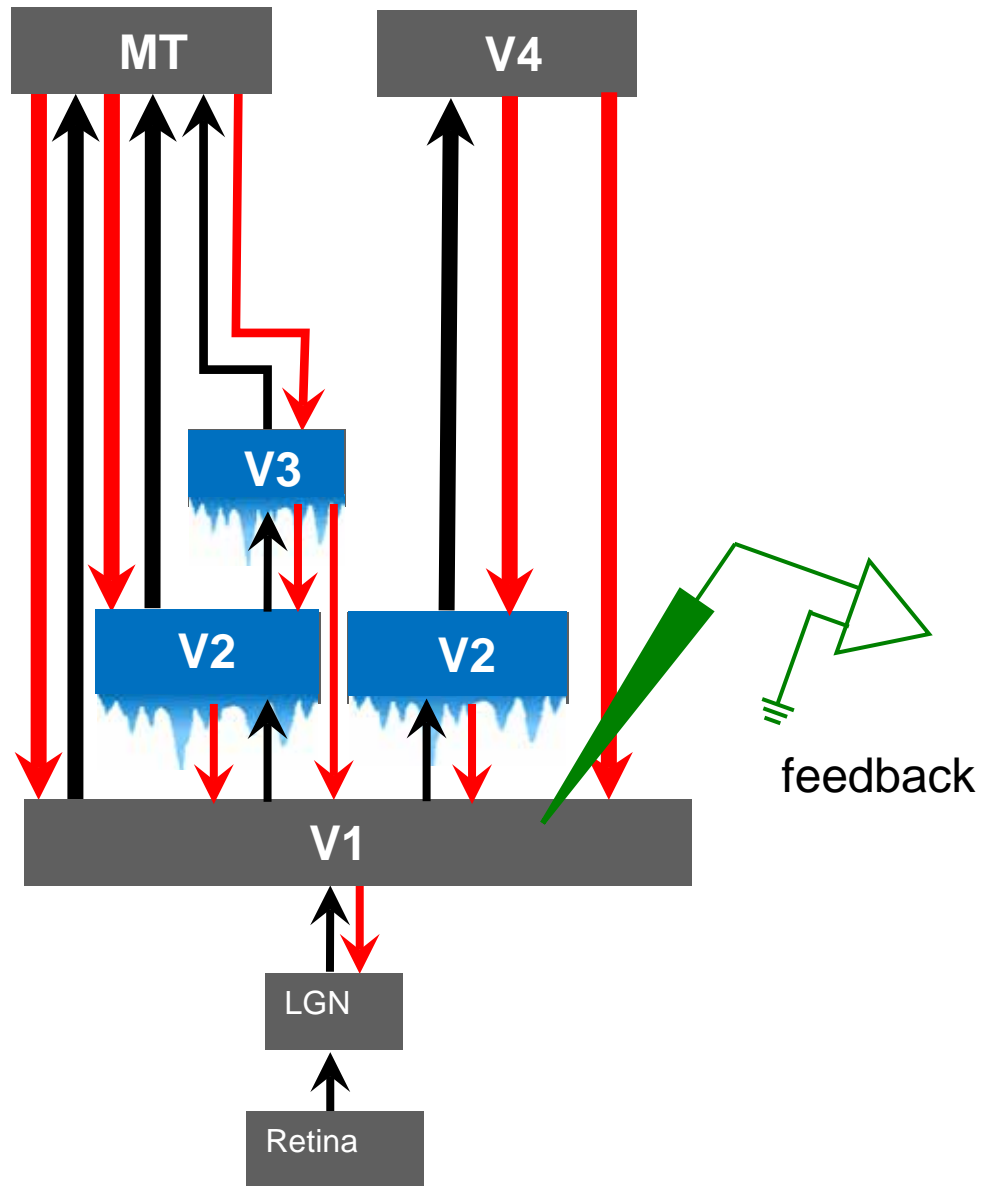
Feedback and predictive coding



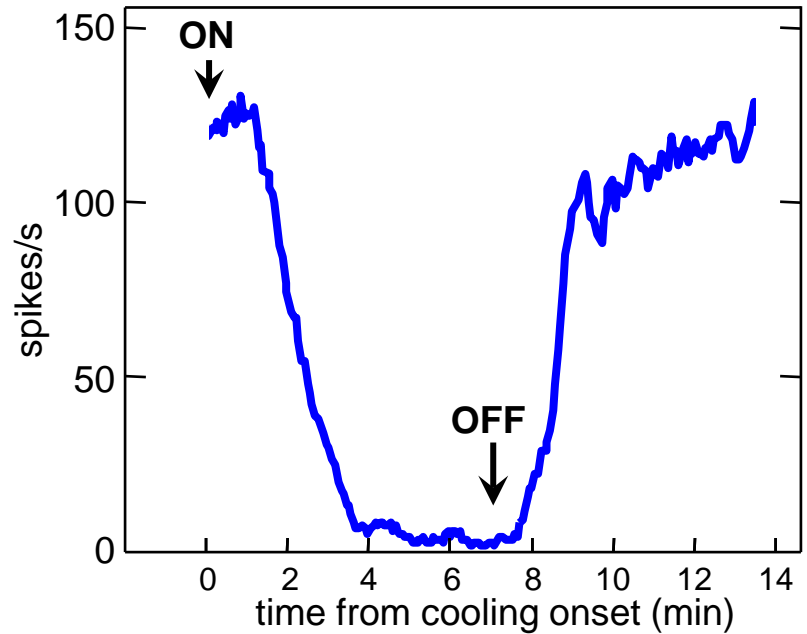
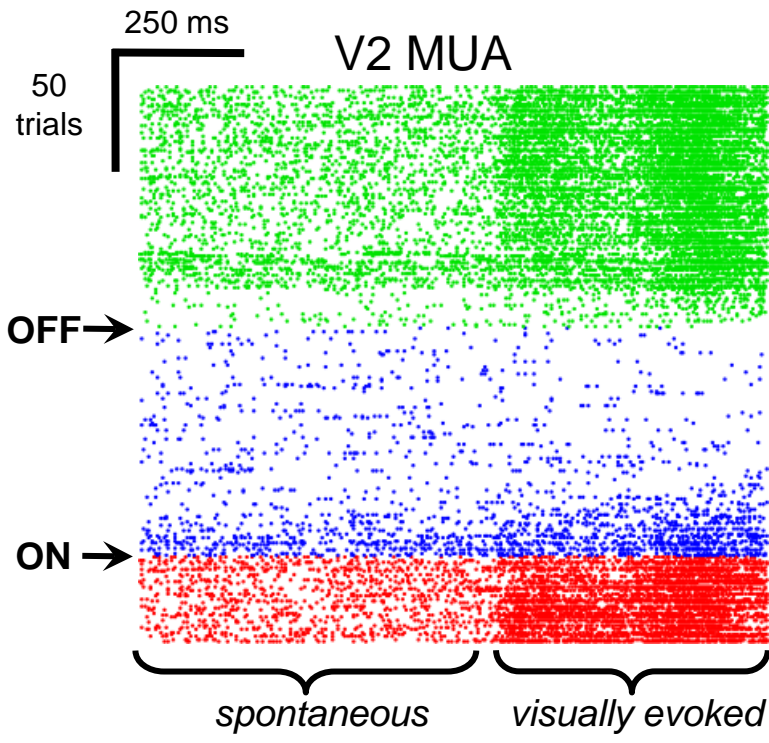
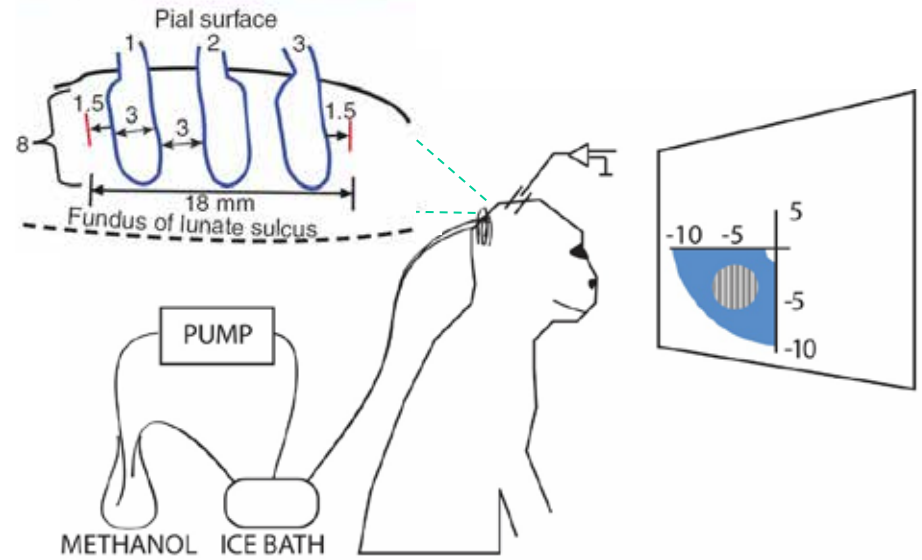
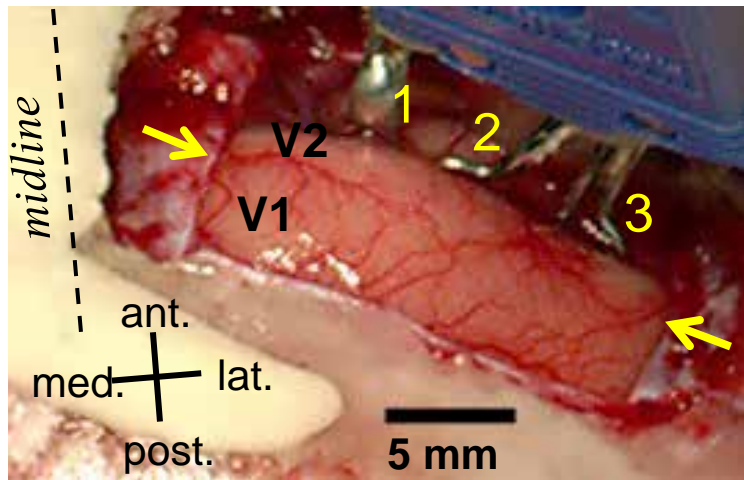
Feedback and predictive coding



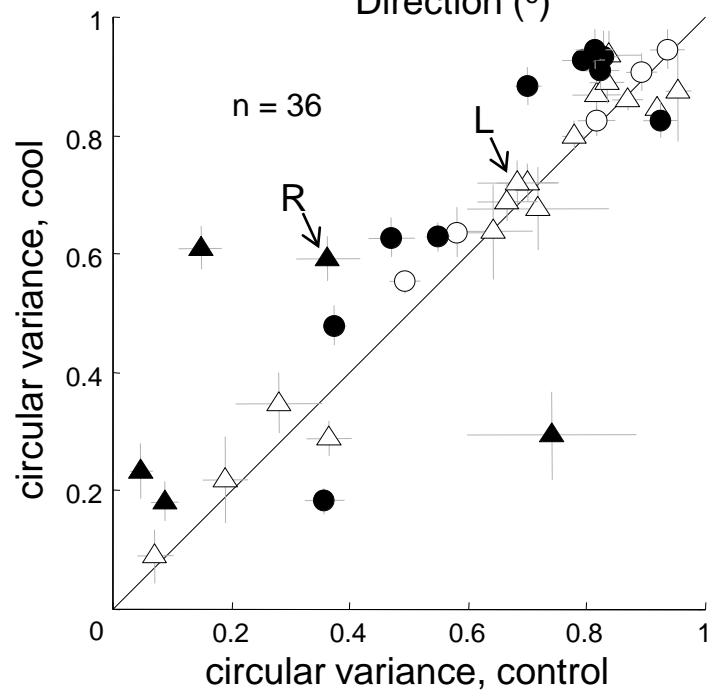
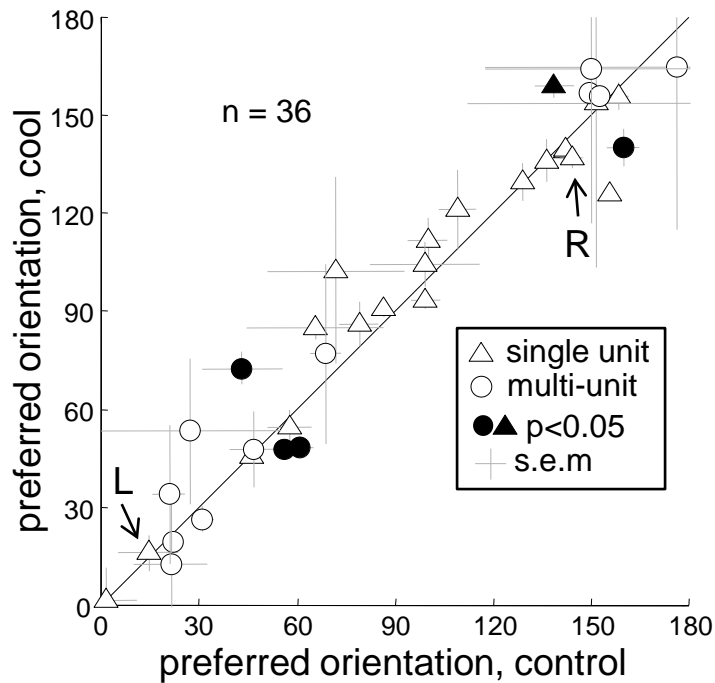
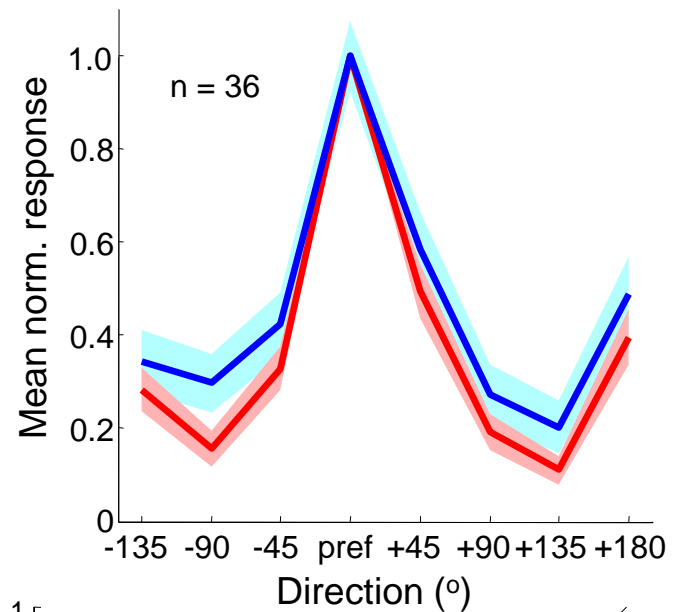
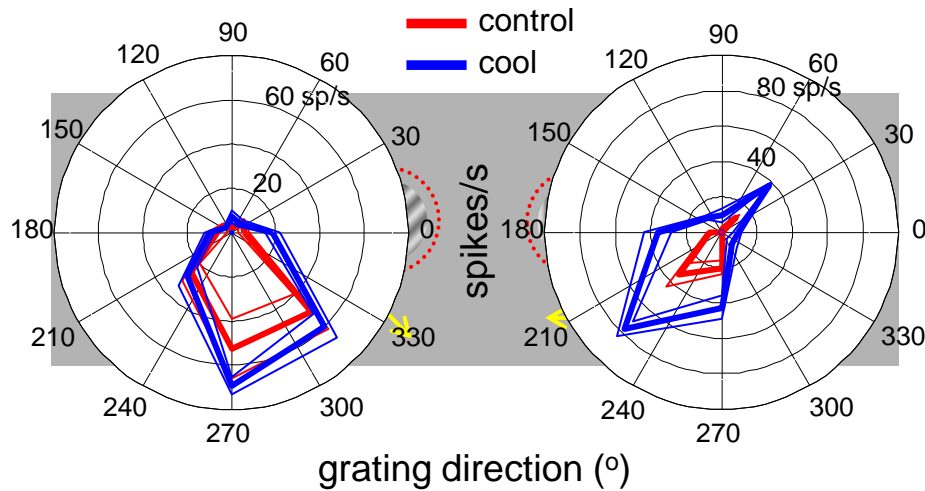
Feedback inactivation



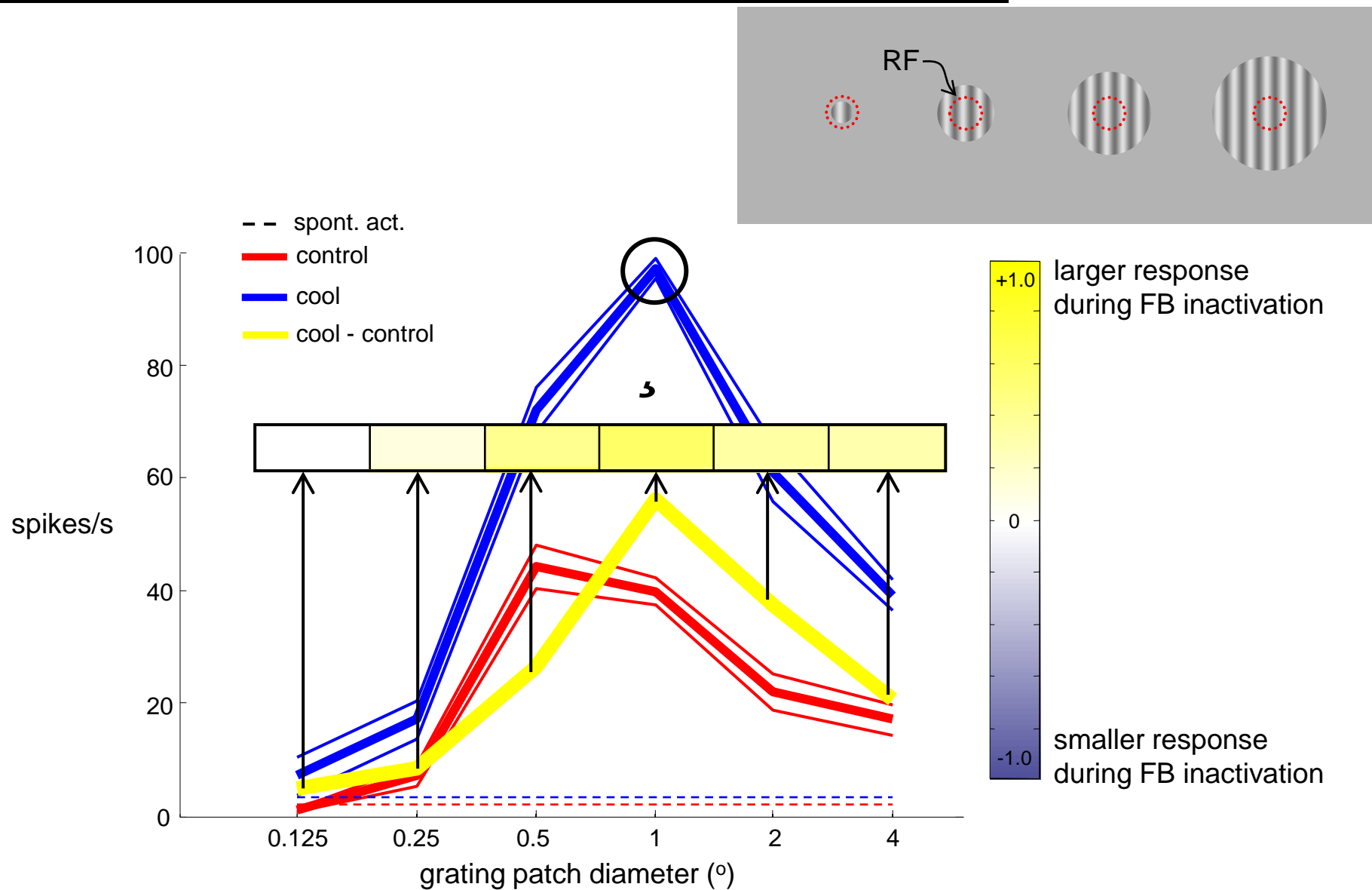
Cooling with cryoloops to reversibly inactivate feedback



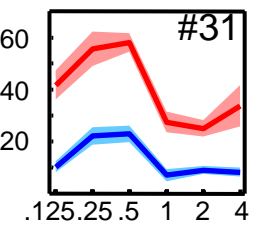
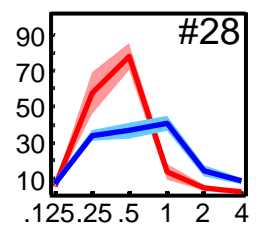
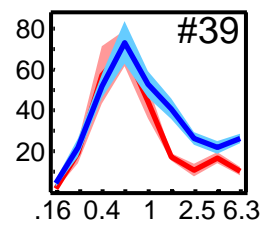
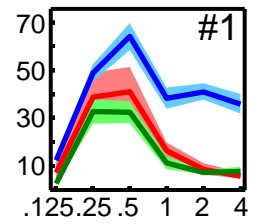
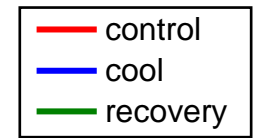
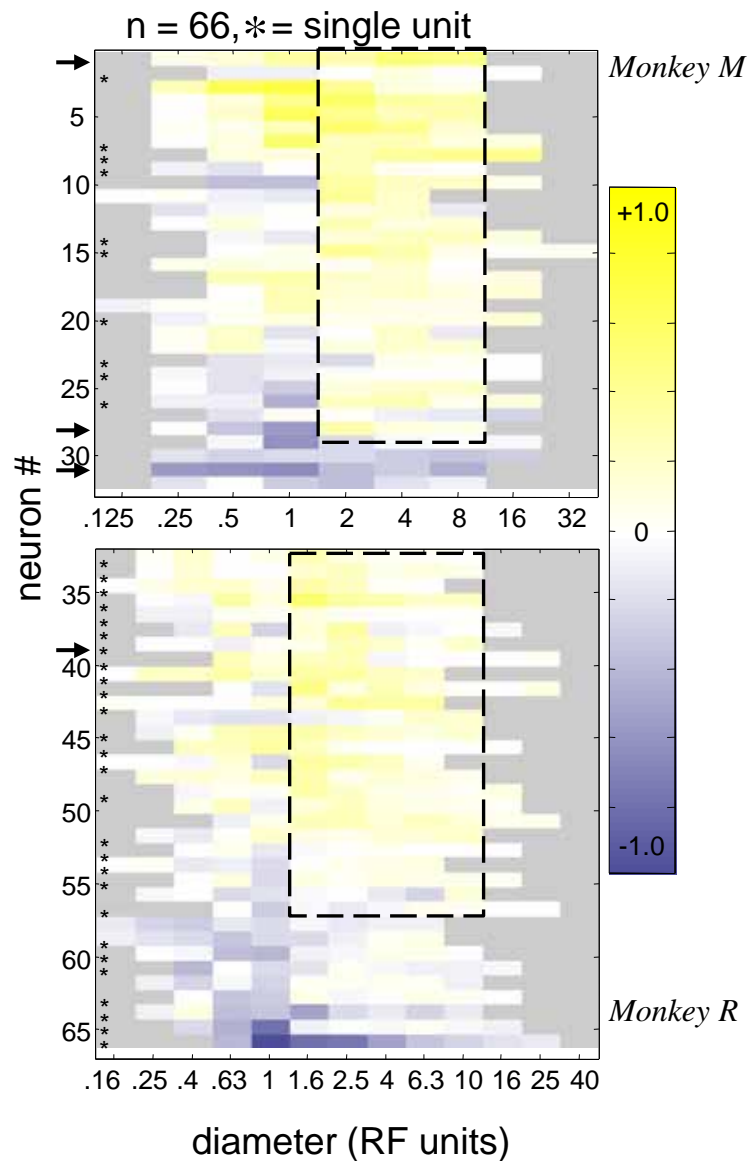
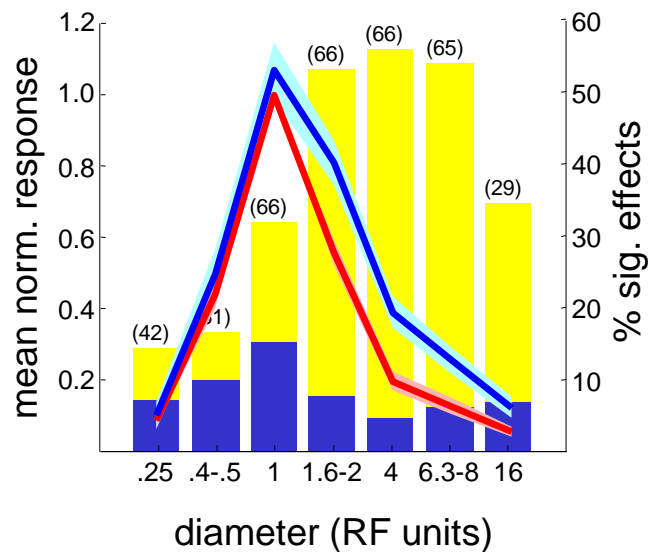
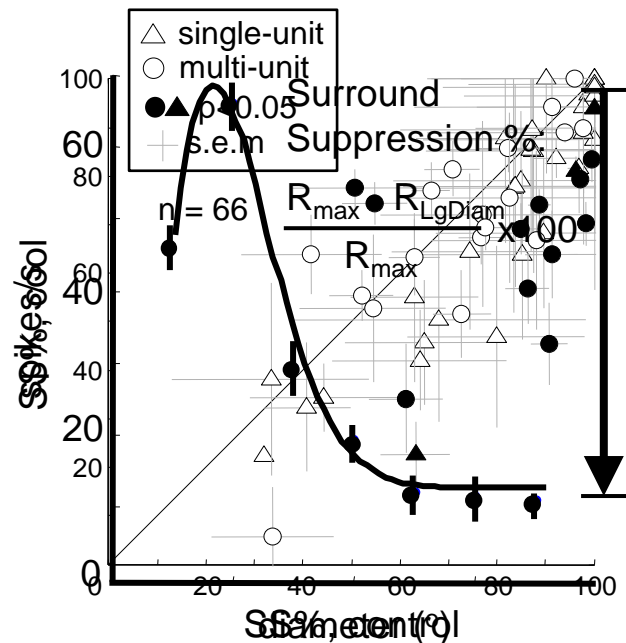
Orientation tuning in V1 during FB inactivation: Not much changes.



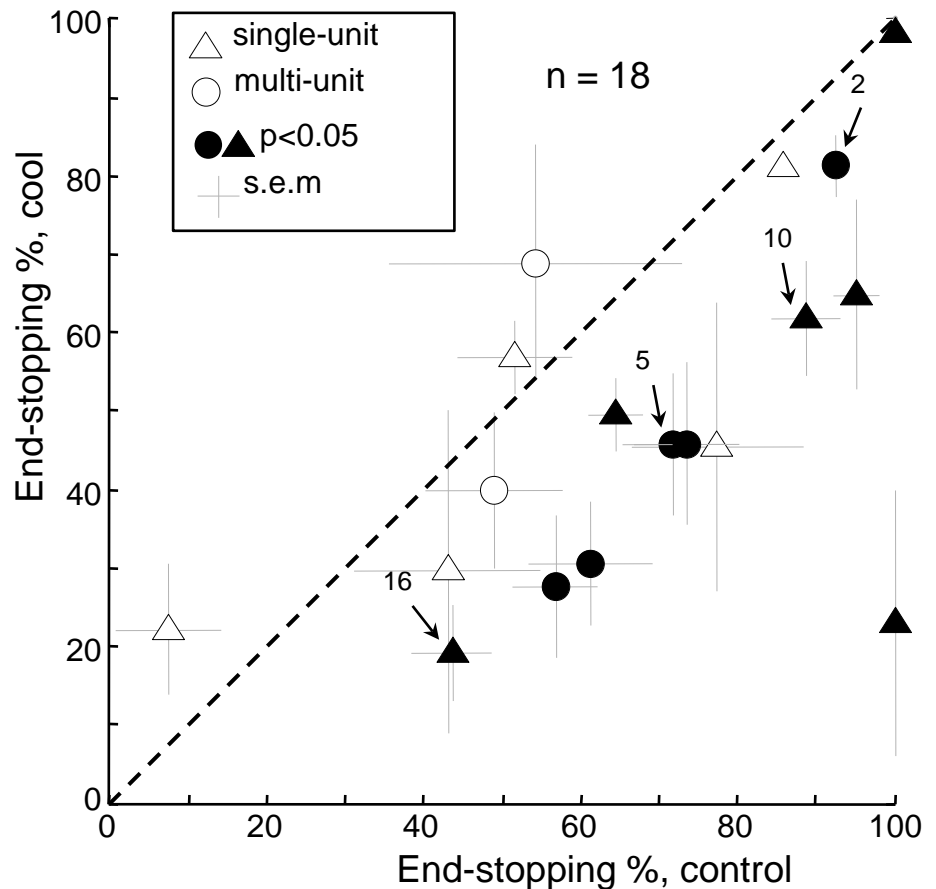
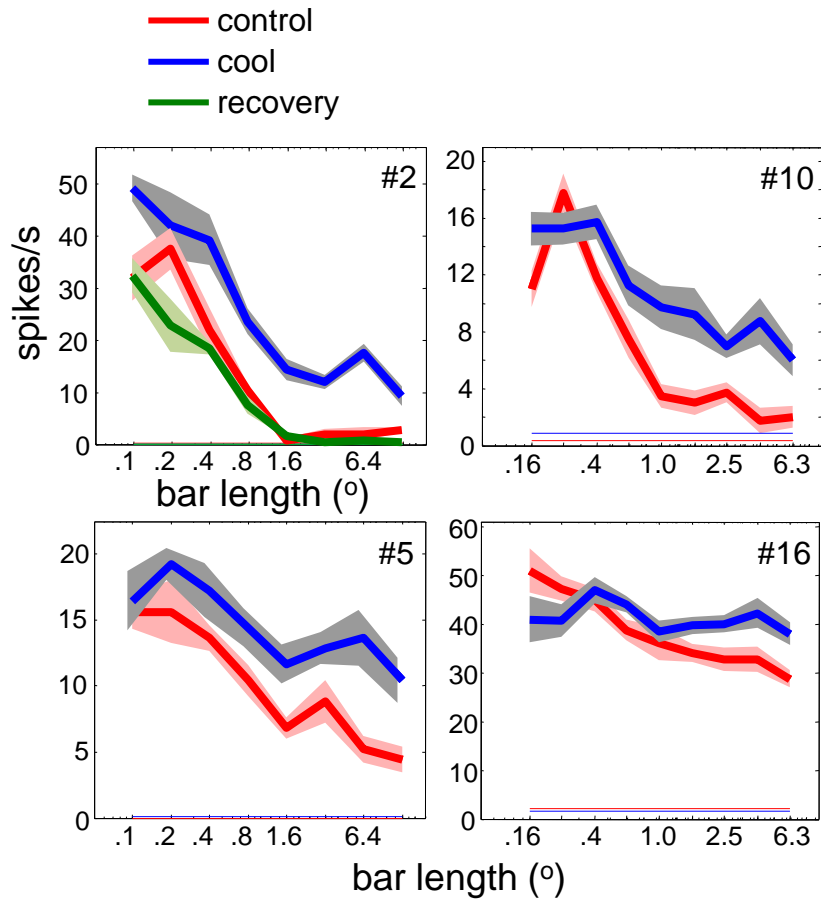
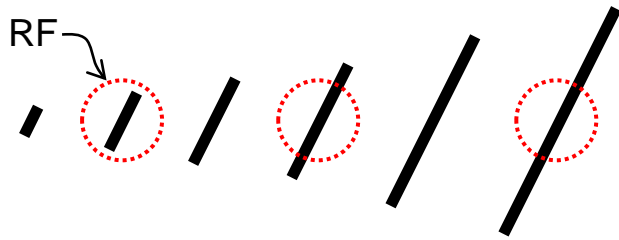
Surround suppression is weaker during inactivation of FB



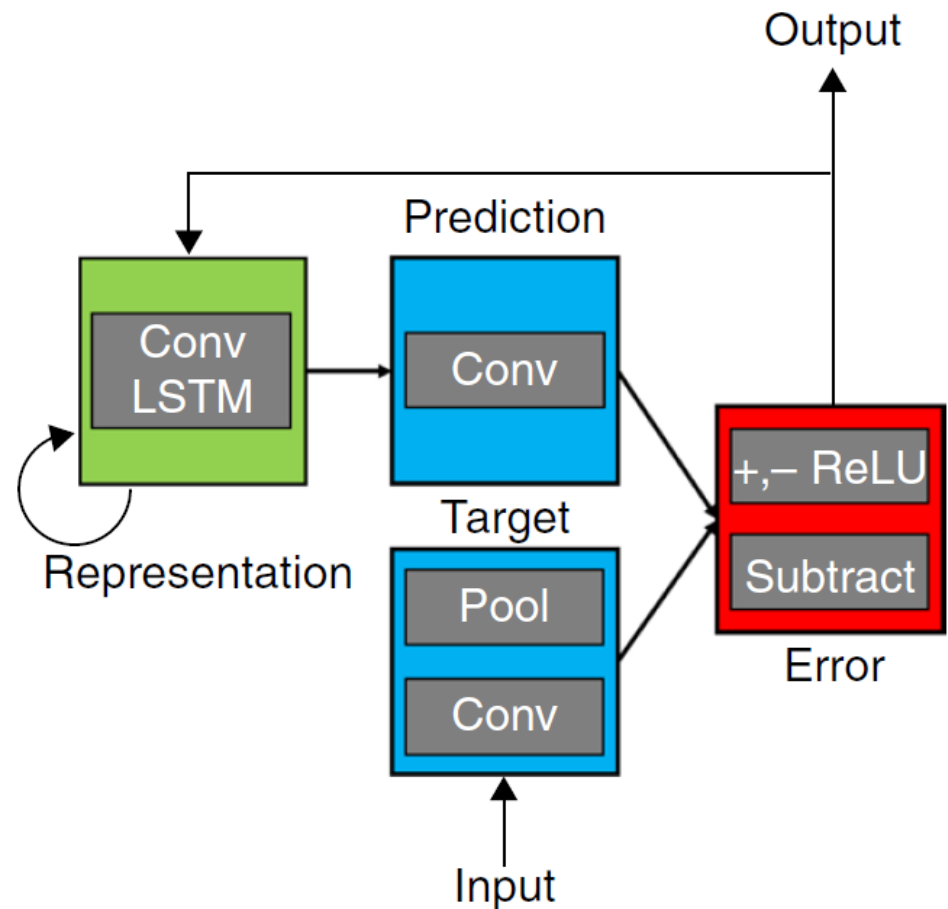
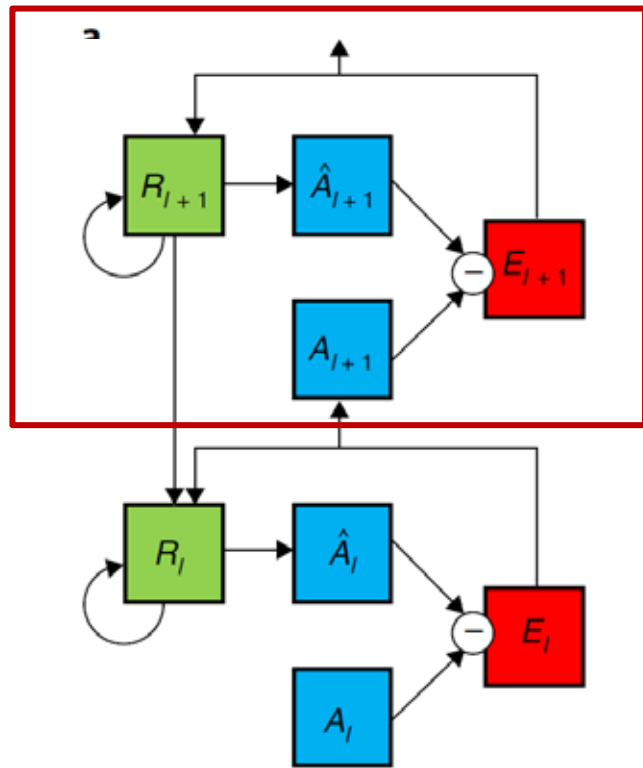
Release of suppression during inactivation of feedback



End-stopping is also decreased during inactivation of feedback

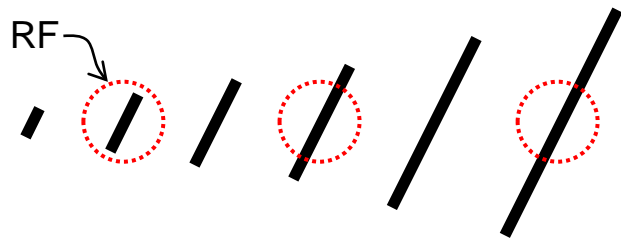


Deep neural networks that predict: PredNet



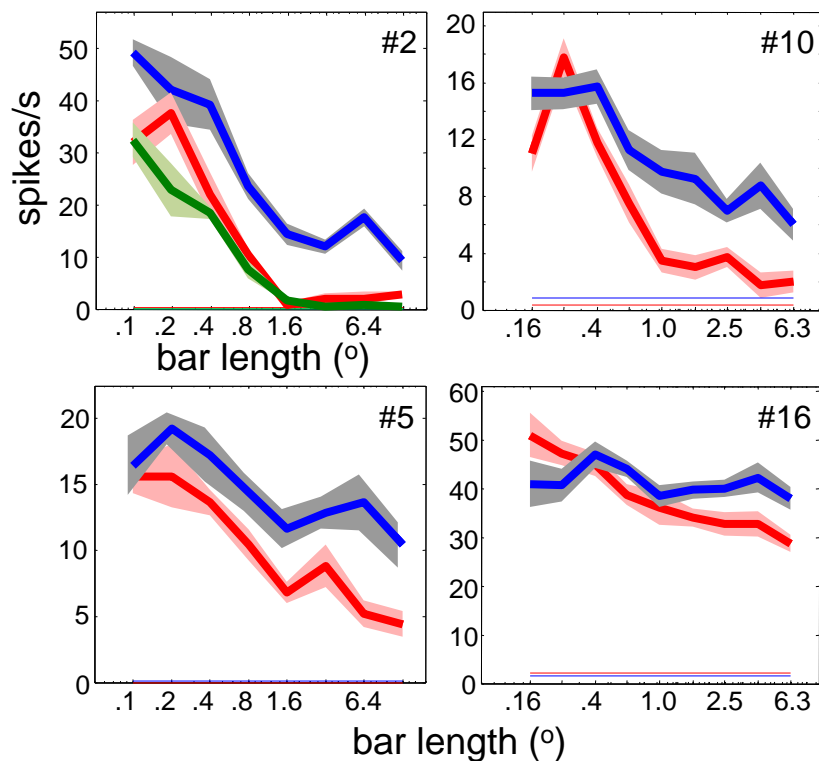
The network is trained to minimize the activations of the error units across the training set using (truncated) backpropagation through time, with the error units at each layer contributing to the total loss. Similar to the original work, the results presented here use a model trained for next-frame prediction on a car-mounted camera dataset (KITTI). Thus, the model is **trained in an unsupervised or 'self'-supervised manner** that does not require any external labels or other forms of supervision.

Deep neural networks that predict: PredNet

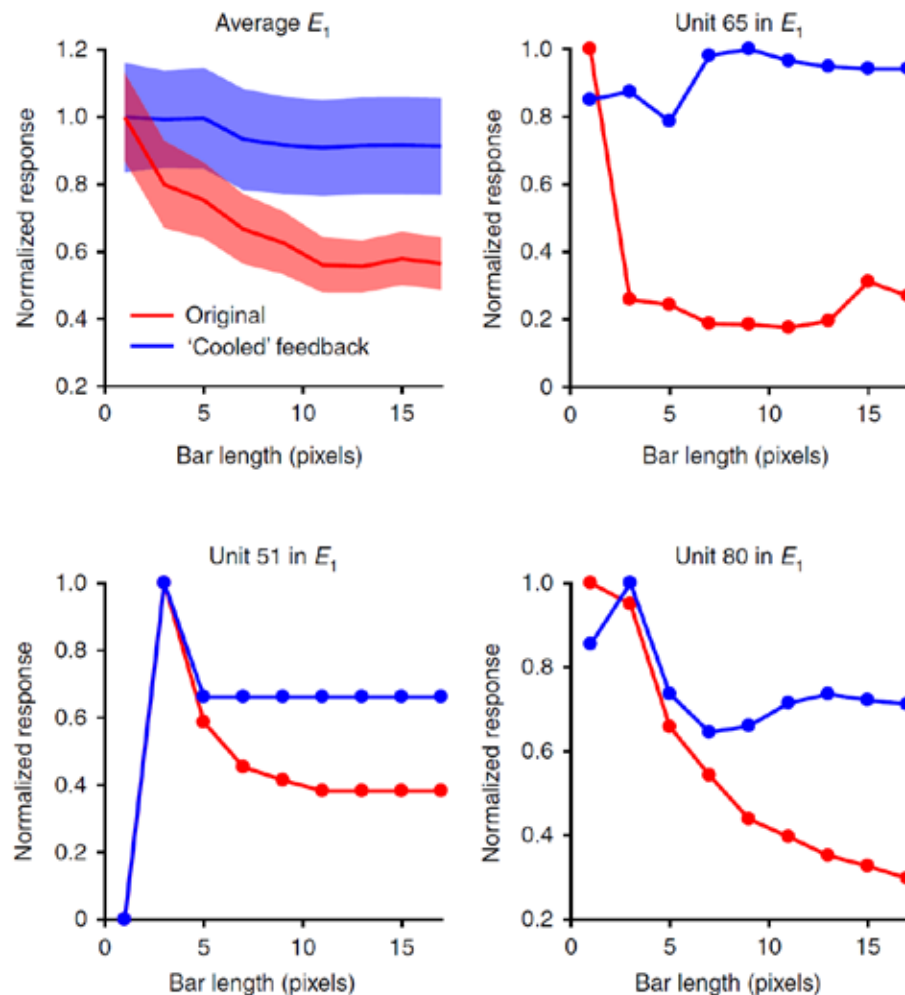


Monkey

— control
— cool
— recovery

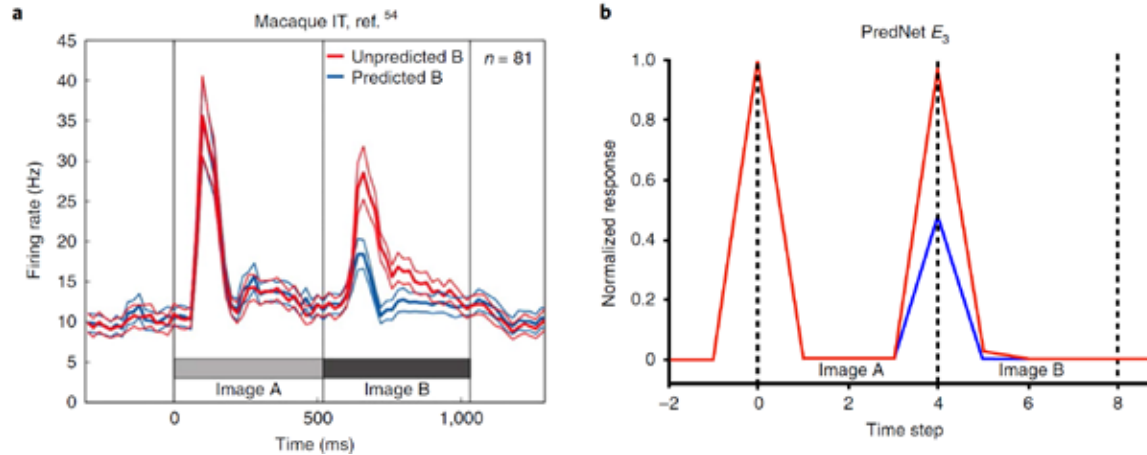


PredNet

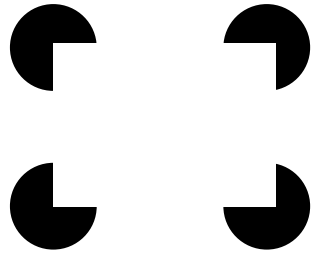


PredNet has other interesting functional properties

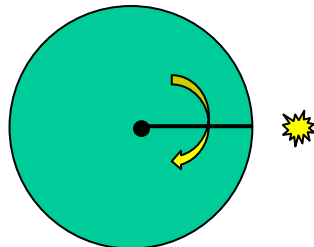
1. IT-like responses of high levels to learned image sequences:



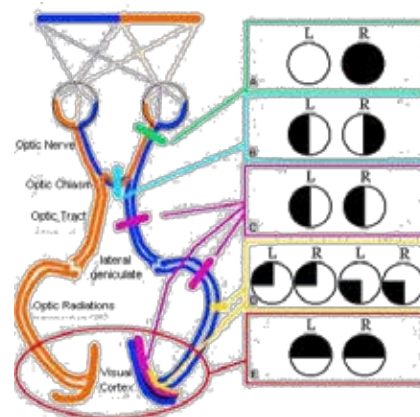
2. V1/V2-like responses of low levels to illusory contours



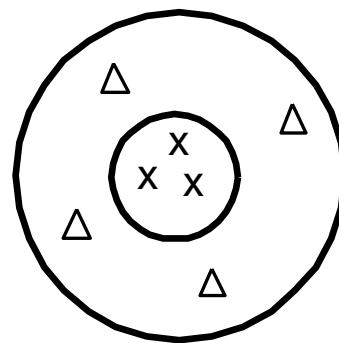
3. Flash-lag effect



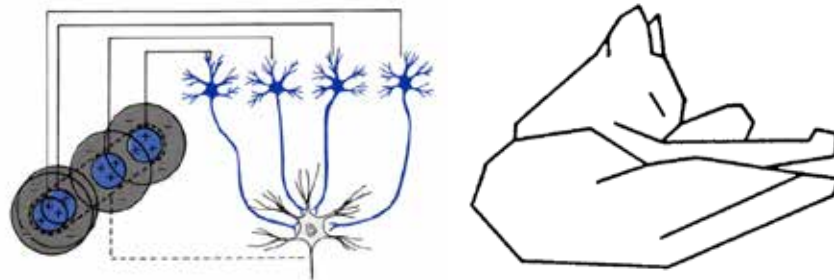
- anatomy of the **visual pathways**



- concept of a **receptive field**

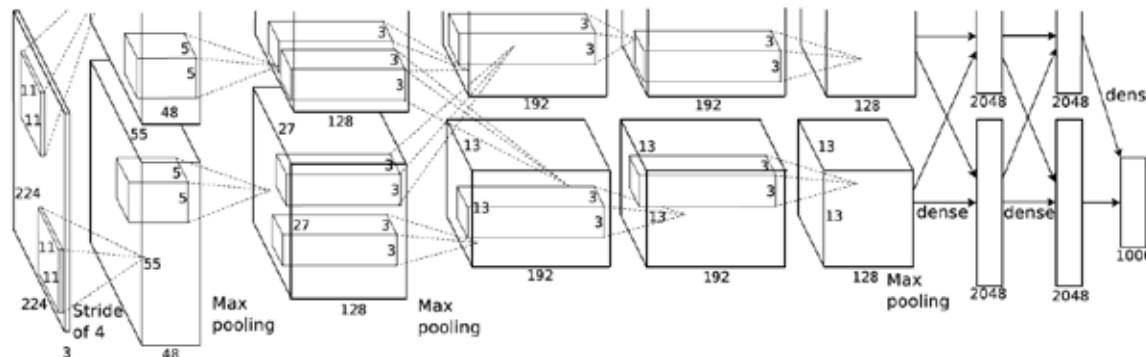


- hierarchy: more complex receptive fields are constructed from simpler ones



Roadmap2

- strengths and weaknesses of **CNNs** as a tool for vision science



- what might be missing from current machine vision algorithms?

