

LISSOM Orientation Maps

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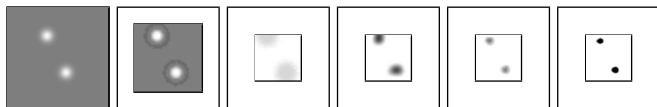
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Modeling Orientation

- Starting point: Retinotopy model
- Same architecture, different input pattern
- Three dimensions of variance: x, y, orientation
- How will that fit into a 2D map?

Retinotopy input and response

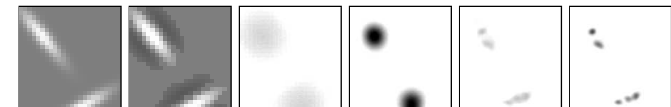


Retinal activation LGN response Iteration 0: Initial V1 response Iteration 0: Settled V1 response 10,000: Initial V1 response 10,000: Settled V1 response

CMVC figure 4.4

(Reminder from last time)

Orientation input and response

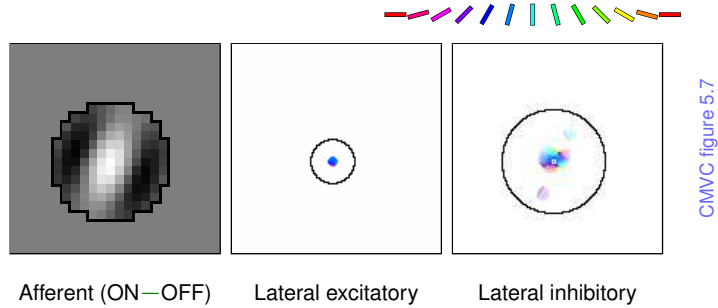


Retinal activation LGN response Iteration 0: Initial V1 response Iteration 0: Settled V1 response 10,000: Initial V1 response 10,000: Settled V1 response

CMVC figure 5.6

- Response before training similar to retinotopy case
- Response after training has multiple activity blobs per input pattern
- Blobs are orientation-specific

Self-organized V1 weights

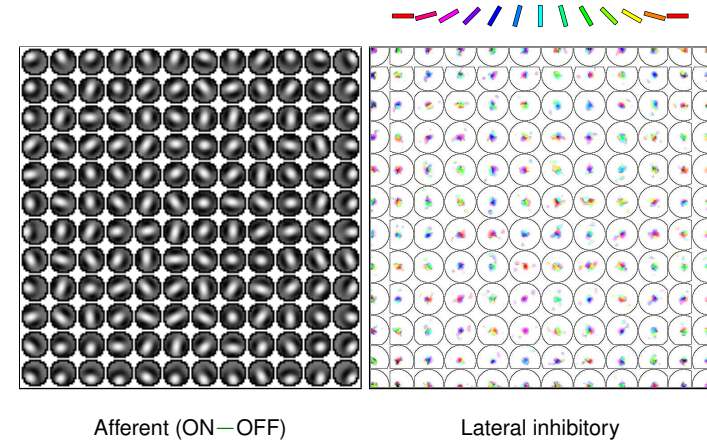


CMVC figure 5.7

Typical:

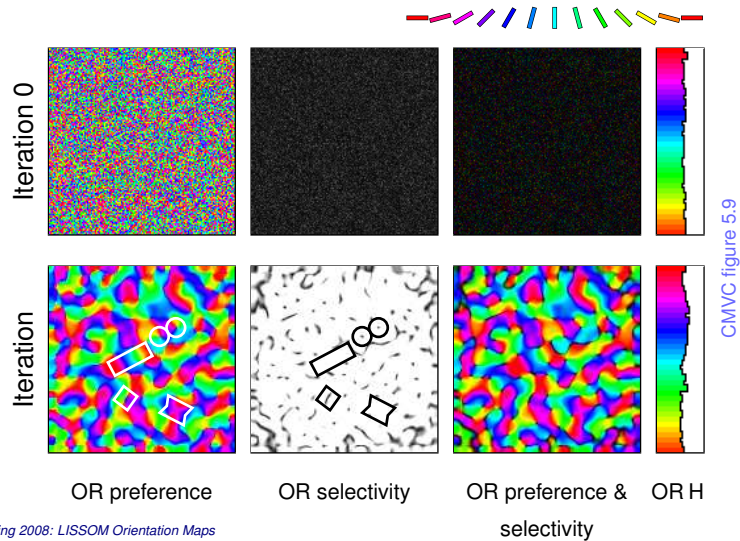
- Gabor-like afferent CF
- Nearly uniform short-range lateral excitatory
- Patchy, orientation-specific long-range lateral inhibitory

Self-organized weights across V1



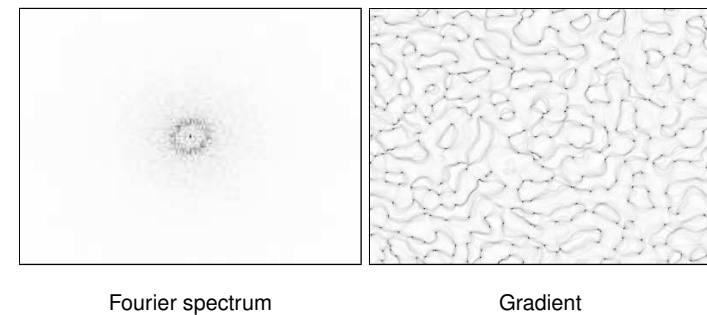
CMVC figure 5.8

OR map self-organization



CMVC figure 5.9

Macaque ORmap: Fourier, gradient

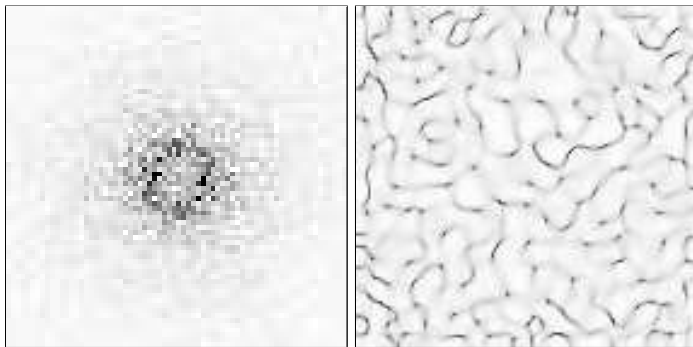


CMVC figure 5.1

In monkeys:

- Ring-shaped spectrum: repeats regularly in all directions
- High gradient at fractures, pinwheels.

OR Map: Fourier, gradient



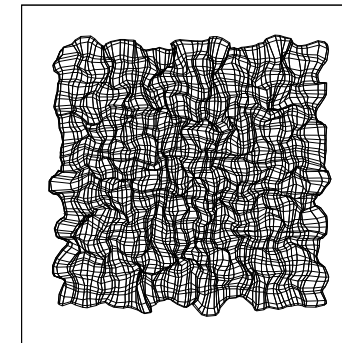
Fourier spectrum

Gradient

LISSOM model has similar spectrum, gradient

CMVC figure 5.10

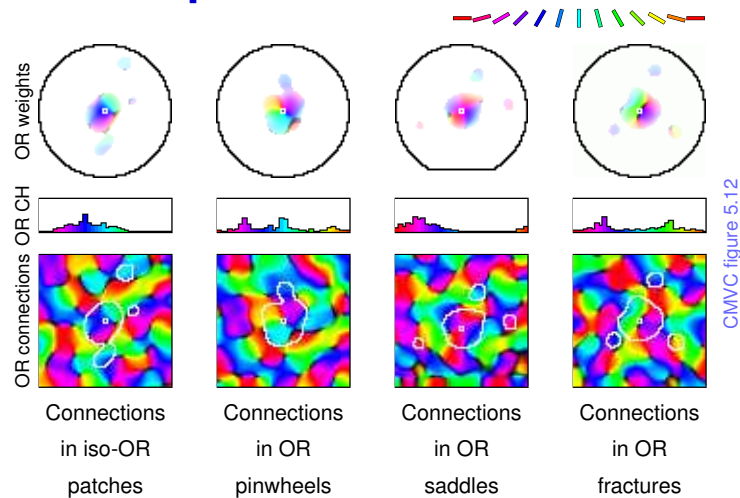
OR Map: Retinotopic organization



- Retinotopy is distorted locally by orientation prefs
- Matches distortions found in animal maps?

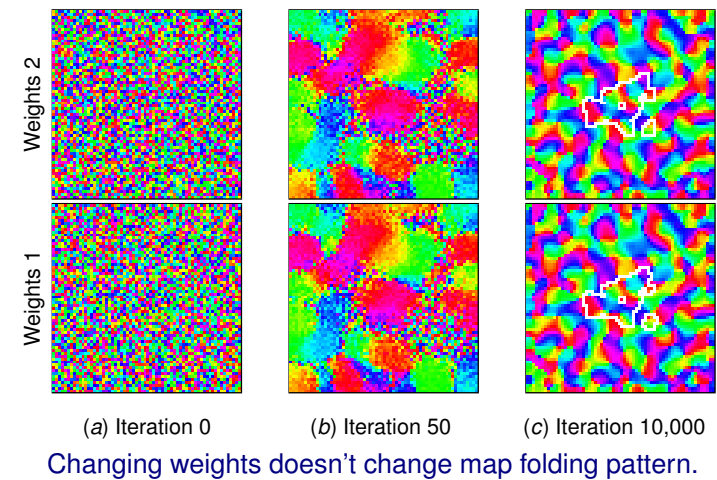
CMVC figure 5.11

OR Map: Lateral connections



CMVC figure 5.12

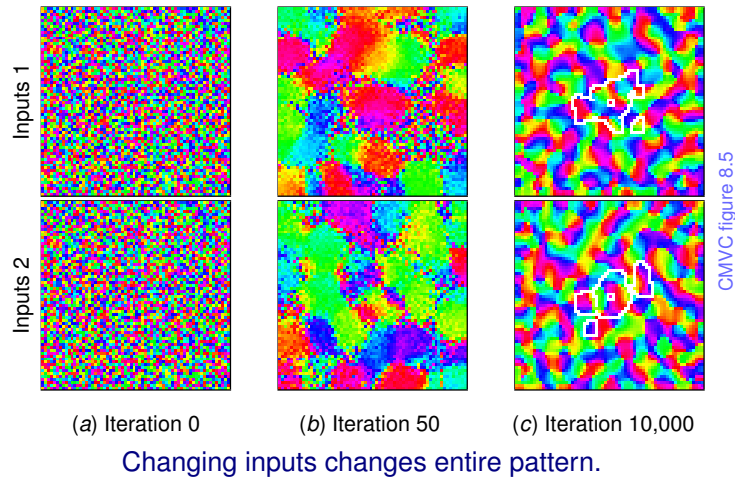
Effect of initial weights



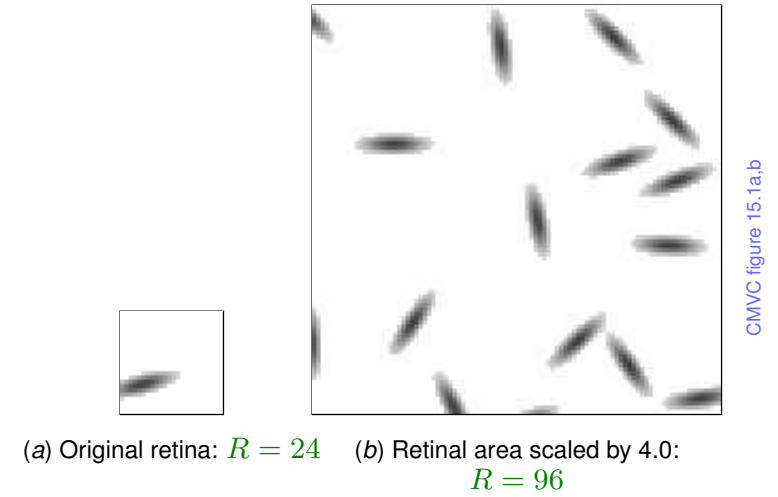
CMVC figure 8.5

Changing weights doesn't change map folding pattern.

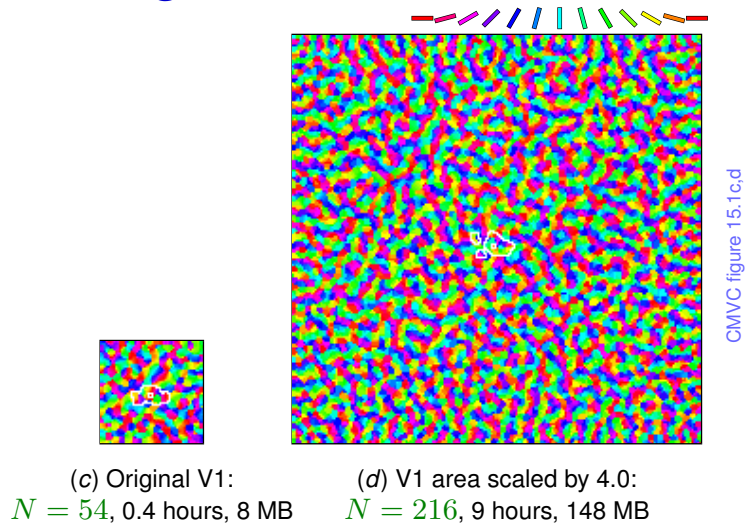
Effect of input streams



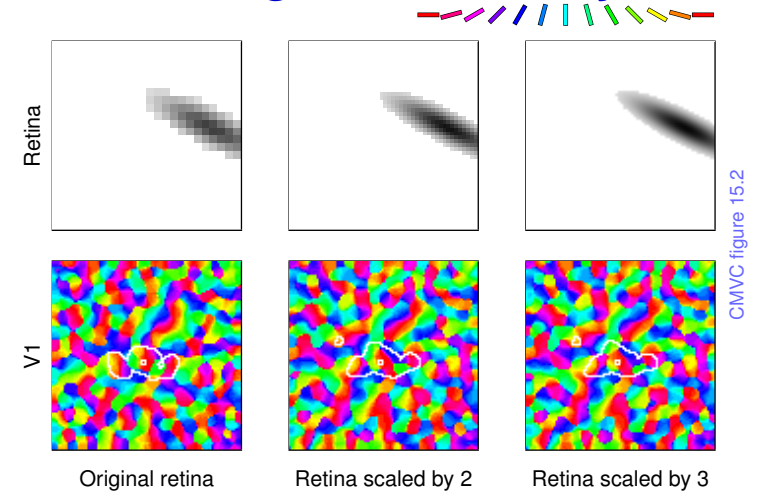
Scaling retinal and cortical area



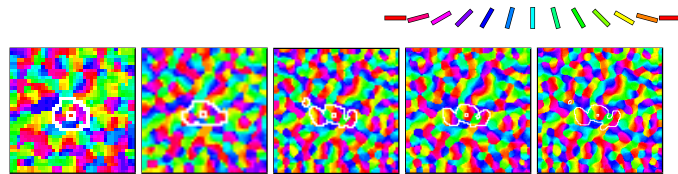
Scaling retinal and cortical area



Scaling retinal density



Scaling cortical density

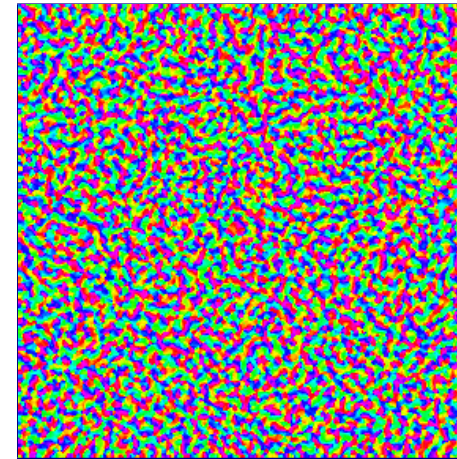


(a) 36×36 : 0.17 hours, 2.0 MB
 (b) 48×48 : 0.32 hours, 5.2 MB
 (c) 72×72 : 0.77 hours, 22 MB
 (d) 96×96 : 1.73 hours, 65 MB
 (e) 144×144 : 5.13 hours, 317 MB

CMVC figure 15.3

Above minimum density (due to lateral radii),
 density not crucial for organization

Full-size V1 Map



- Map scaled to cover most of visual field
- Allows testing with full-size images
- 30 million connections

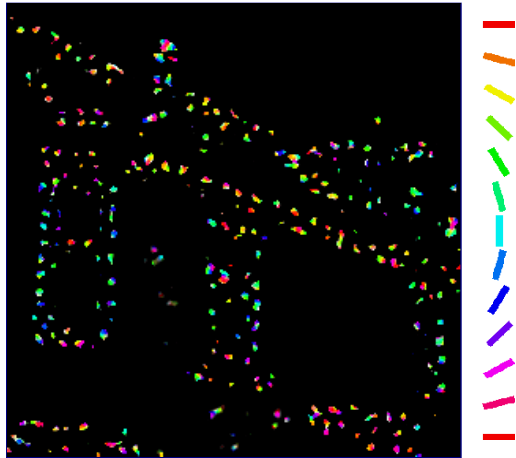
Sample Image



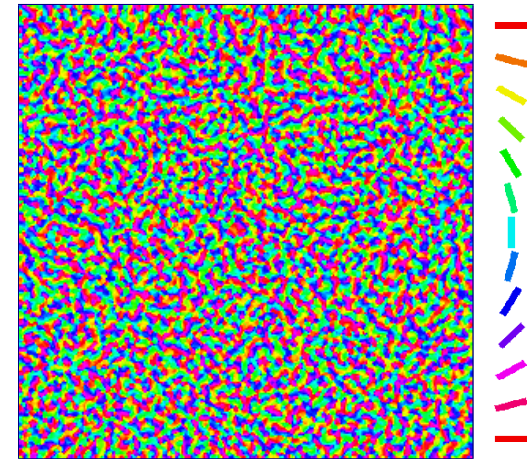
LGN Response



V1 Response with γ_n



V1 Orientation Map



Afferent normalization

Mechanism for contrast invariant tuning:

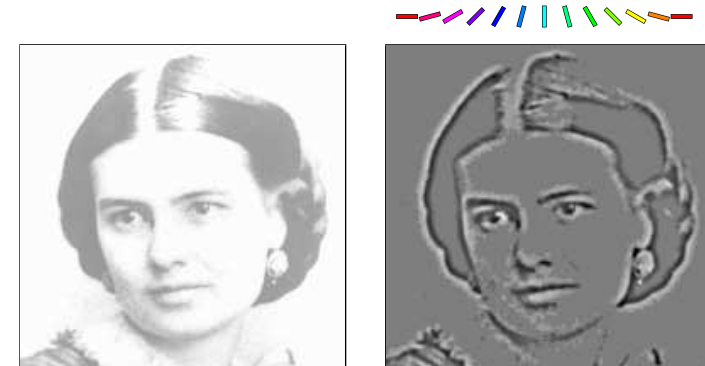
$$s_{ij} = \frac{\gamma_A \left(\sum_{\rho ab} \xi_{\rho ab} A_{\rho ab, ij} \right)}{1 + \gamma_n \left(\sum_{\rho ab} \xi_{\rho ab} \right)}, \quad (1)$$

$\xi_{\rho ab}$: activation of unit (a, b) in afferent RF ρ of neuron (i, j)

$A_{ab, ij}$ is the corresponding afferent weight

γ_A, γ_n are constant scaling factors

LGN response to large image

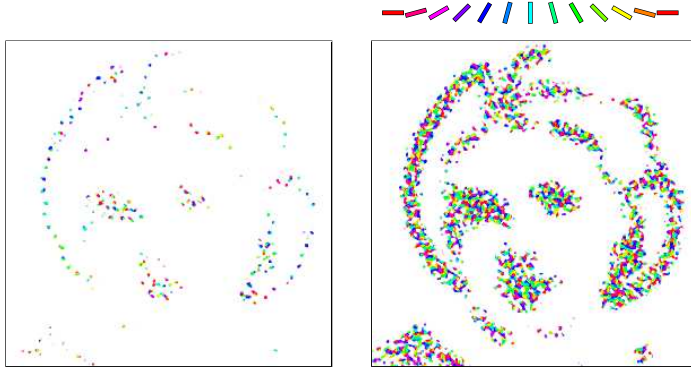


Retinal activation

LGN response

LGN responds to most of the visible contours

V1 without afferent normalization



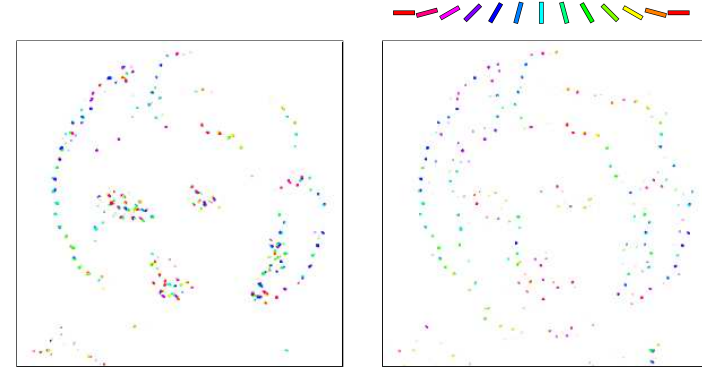
CMVC figure 8.2c-e

V1 response:
 $\gamma_n = 0, \gamma_A = 3.25$

V1 response:
 $\gamma_n = 0, \gamma_A = 7.5$

Cannot get selective response to all contours

V1 with afferent normalization



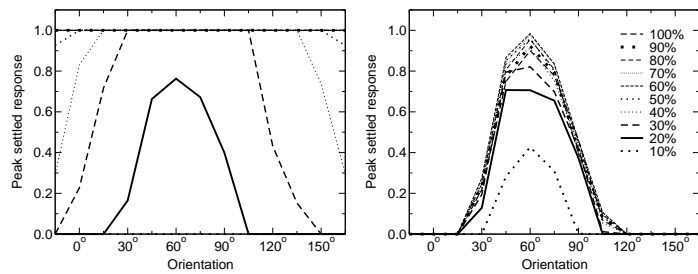
CMVC figure 8.2c-e

V1 response:
 $\gamma_n = 0, \gamma_A = 3.25$

V1 response:
 $\gamma_n = 80, \gamma_A = 30$

Responds based on contour, not contrast

Tuning with afferent normalization



CMVC figure 8.3

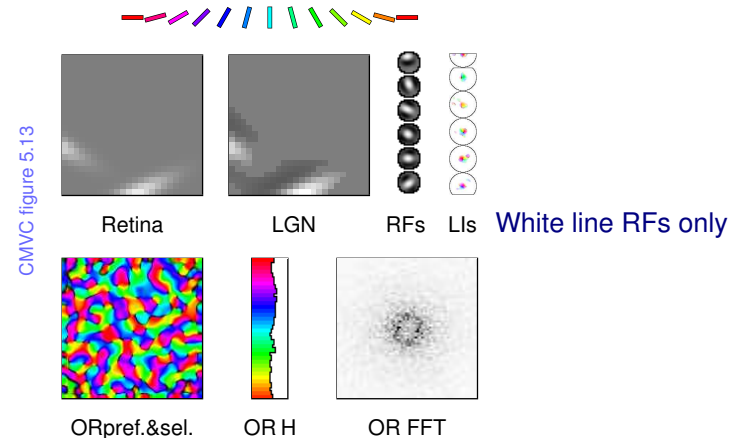
$\gamma_n = 0, \gamma_A = 3.25$

$\gamma_n = 80, \gamma_A = 30$

Sine grating tuning curve:

- Without γ_n : selectivity lost as contrast increases
- With γ_n : always orientation-specific

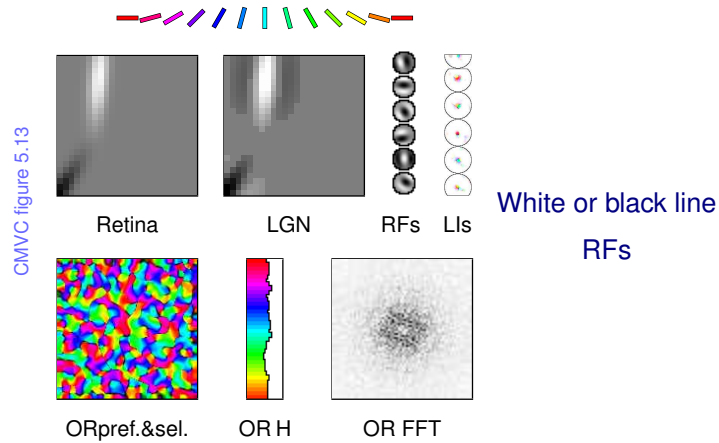
OR Map: Gaussian



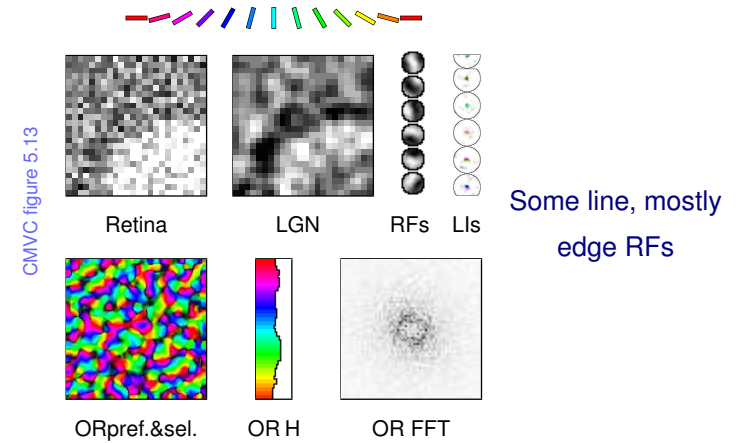
CMVC figure 5.13

White line RFs only

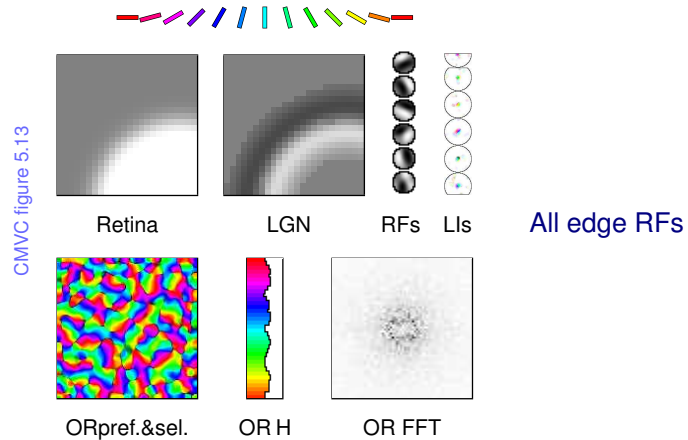
OR Map: +/- Gaussian



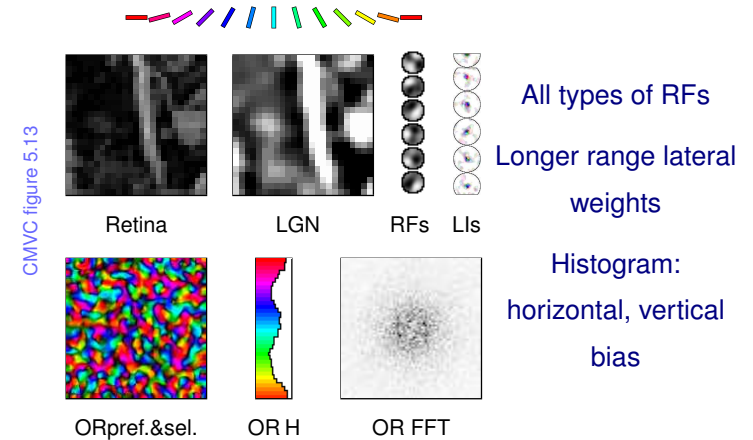
OR Map: Retinal wave model



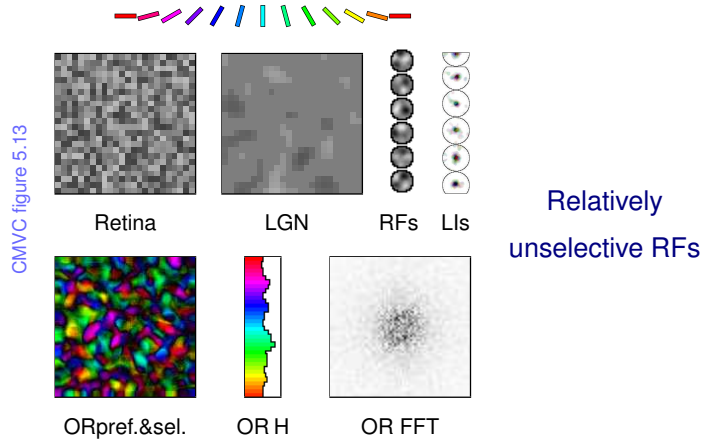
OR Map: Smooth disks



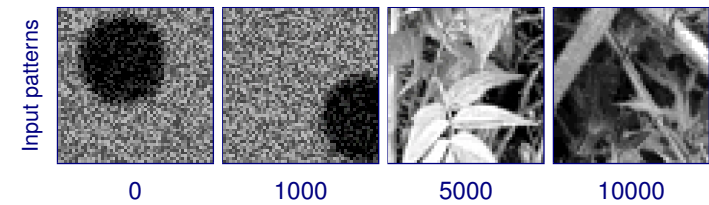
OR Map: Natural images



OR Map: Uniform noise

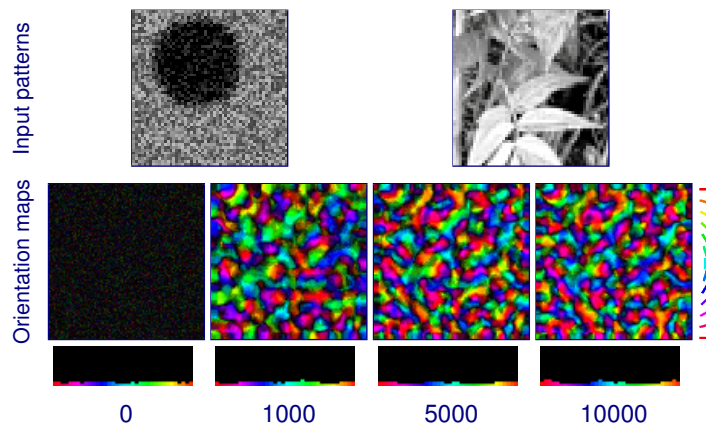


Modeling pre/post-natal phases



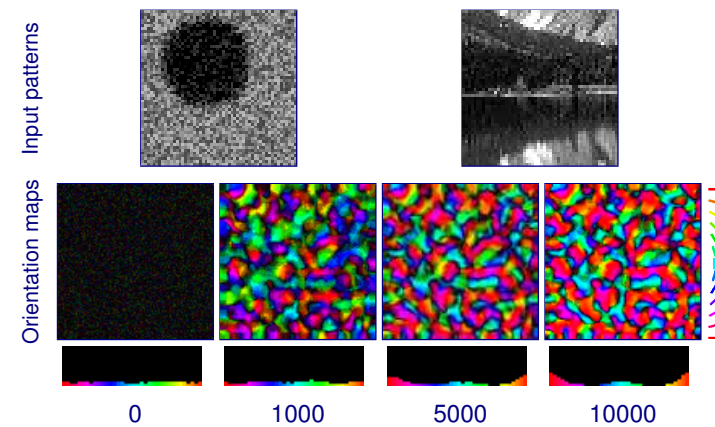
- **Prenatal:** internal activity
- **Postnatal:** natural images (Shouval et al. 1996)

Pre/post-natal V1 development



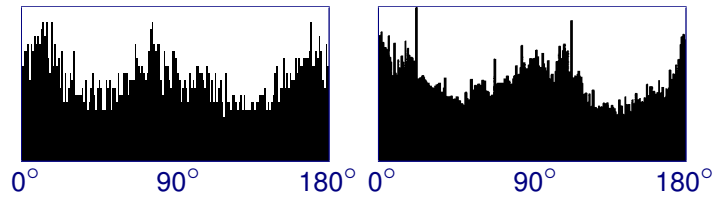
- Neonatal map smoothly becomes more selective

Statistics drive development



- Biased image dataset: mostly landscapes
- Smoothly changes into horizontal-dominated map

OR Histograms



HLISSOM model

Adult ferret V1
(Coppola et al. 1998)

- After postnatal training on Shouval natural images, orientation histogram matches results from ferrets
- Model adapts to statistical structure of images

Summary

- Development depends on the features of the input pattern
- Orientation maps develop with many different input patterns
- Develops Gabor-type RFs with most inputs
- Breaks up image into oriented patches
- Response must be scaled by local contrast to work well for large images
- Matching biology requires prenatal, postnatal phases

References

- Coppola, D. M., White, L. E., Fitzpatrick, D., & Purves, D. (1998). Unequal representation of cardinal and oblique contours in ferret visual cortex. *Proceedings of the National Academy of Sciences, USA*, 95 (5), 2621–2623.
- Miikkulainen, R., Bednar, J. A., Choe, Y., & Sirosh, J. (2005). *Computational Maps in the Visual Cortex*. Berlin: Springer.
- Shouval, H. Z., Intrator, N., Law, C. C., & Cooper, L. N. (1996). Effect of binocular cortical misalignment on ocular dominance and orientation selectivity. *Neural Computation*, 8 (5), 1021–1040.