# LISSOM Maps for Multiple Features

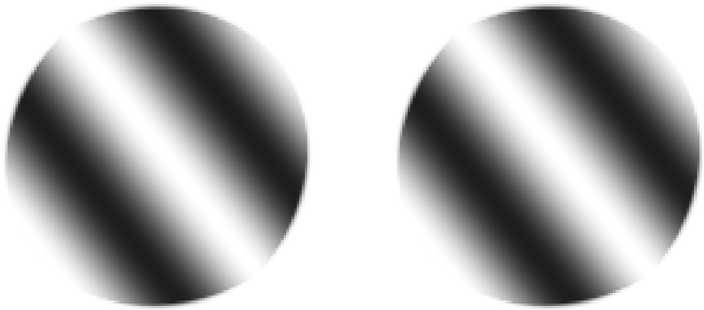
**Dr. James A. Bednar**

jbednar@inf.ed.ac.uk

http://homepages.inf.ed.ac.uk/jbednar

# Input feature dimensions

Orientation (OR) is only one of many input features that can be detected in a pair of small circular apertures:



Others:

- Position (X,Y): where is the pattern in the visual field?
- Ocular dominance (OD): which eye has the pattern?
- Motion direction (DR) and speed (SP)
- Spatial frequency (SF)
- Color (CR)
- Disparity (DY): position offset between eyes
- Temporal frequency (TF): rate of flickering

# Ocular dominance

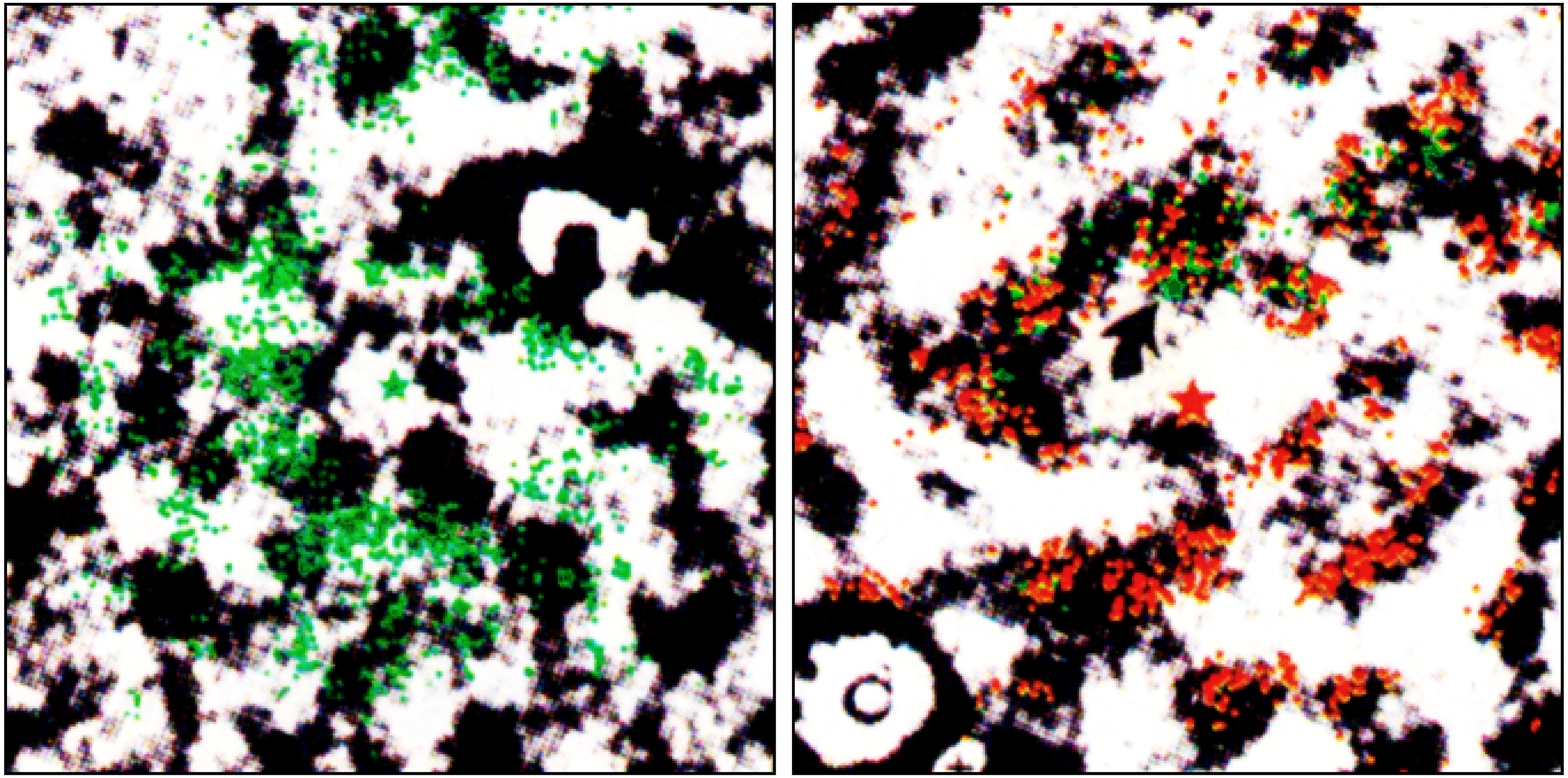
In species with binocular vision (forward-facing eyes), layer 4 typically has an alternating map of eye preference.

In normal, non-strabismic cats, the long-range lateral connections in layer 2/3 do not typically follow this map.

The OD map is aligned with the map for orientation, such that boundaries between OR regions typically intersect OD borders at right angles.

Similarly, regions of large OR gradient typically do not intersect OD borders.

# Ocular dominance maps and lateral connections

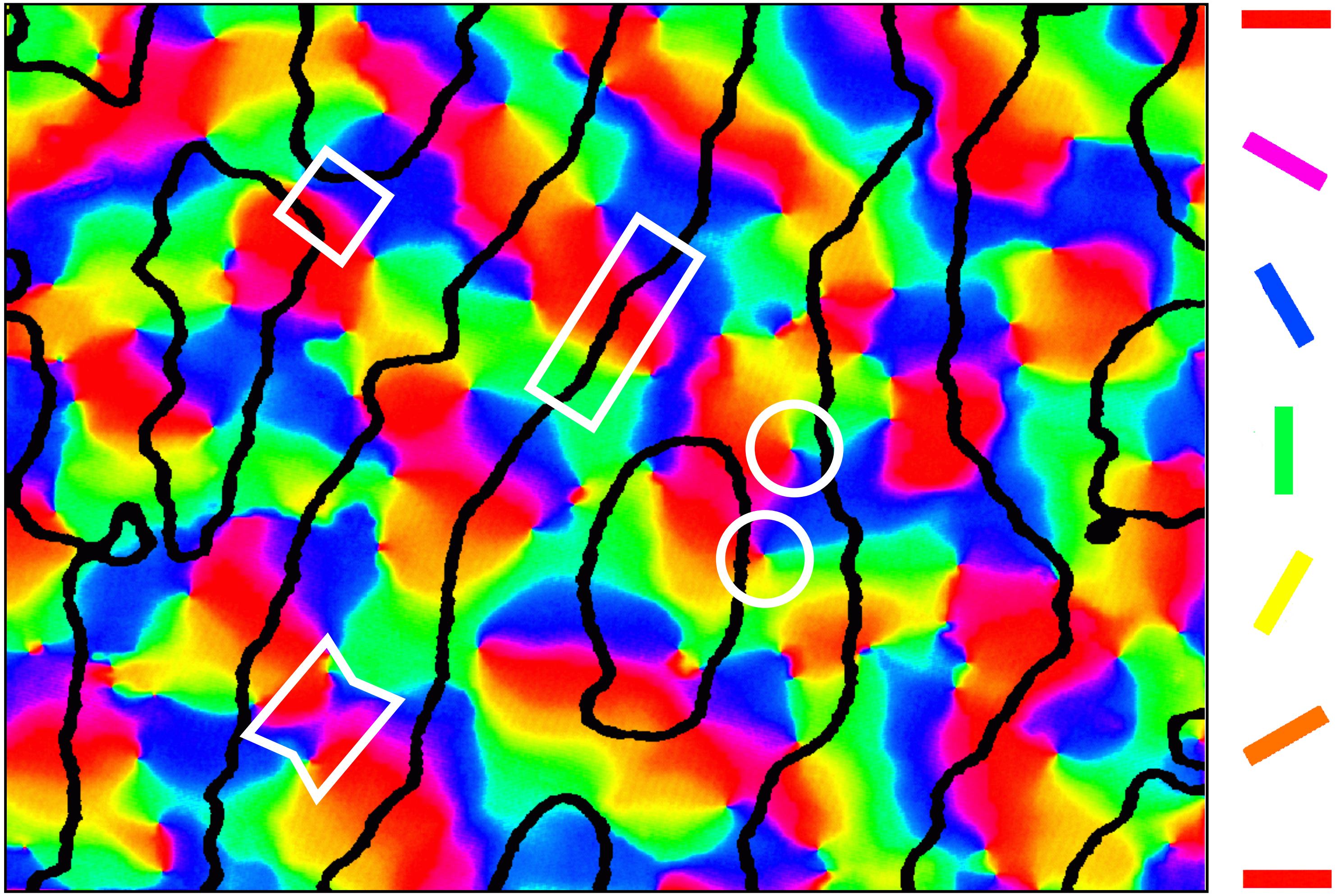


Normal cat | Strabismic cat

(Löwel & Singer 1992)

CMVC figure 5.2

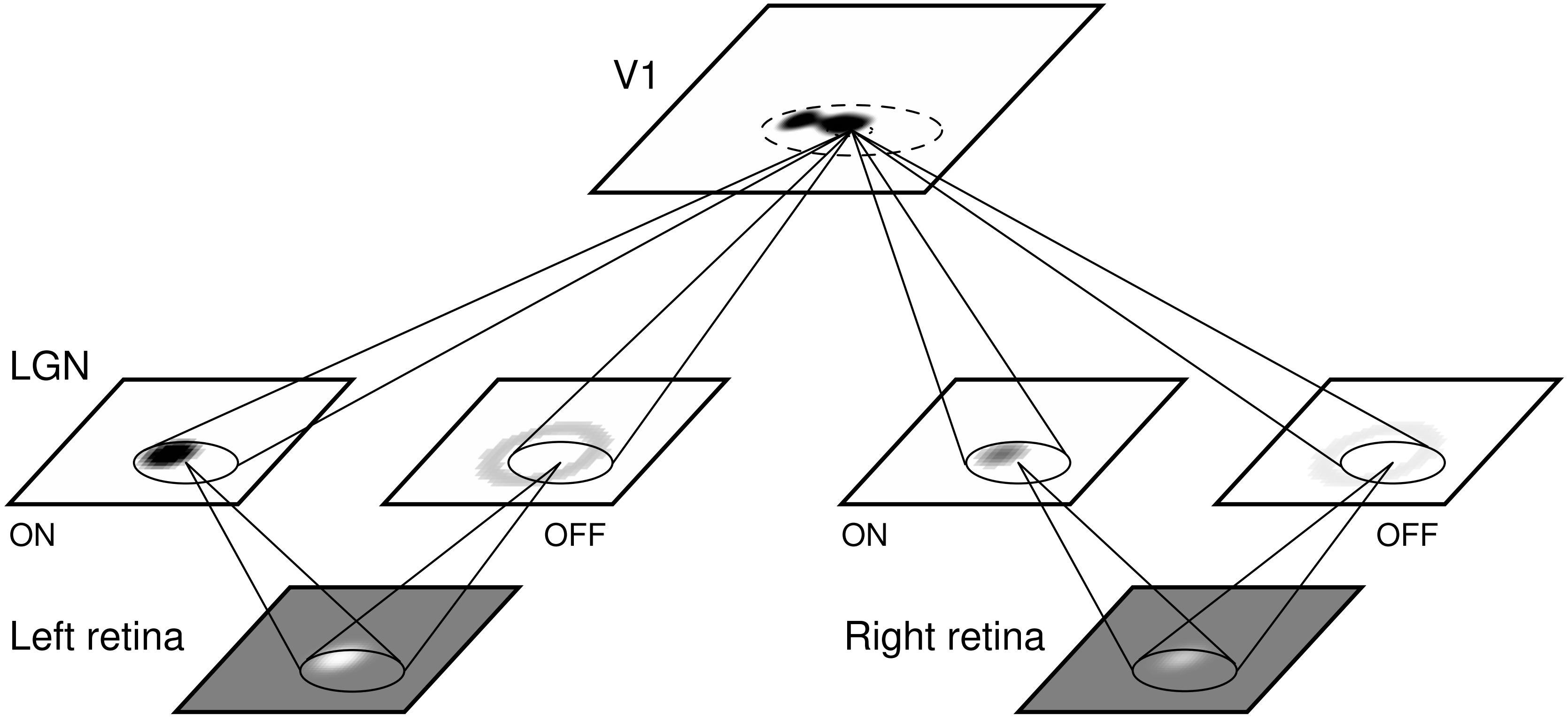
# Combined macaque OR/OD map



(Macaque; Blasdel 1992)

CMVC figure 5.3

# LISSOM ocular dominance model

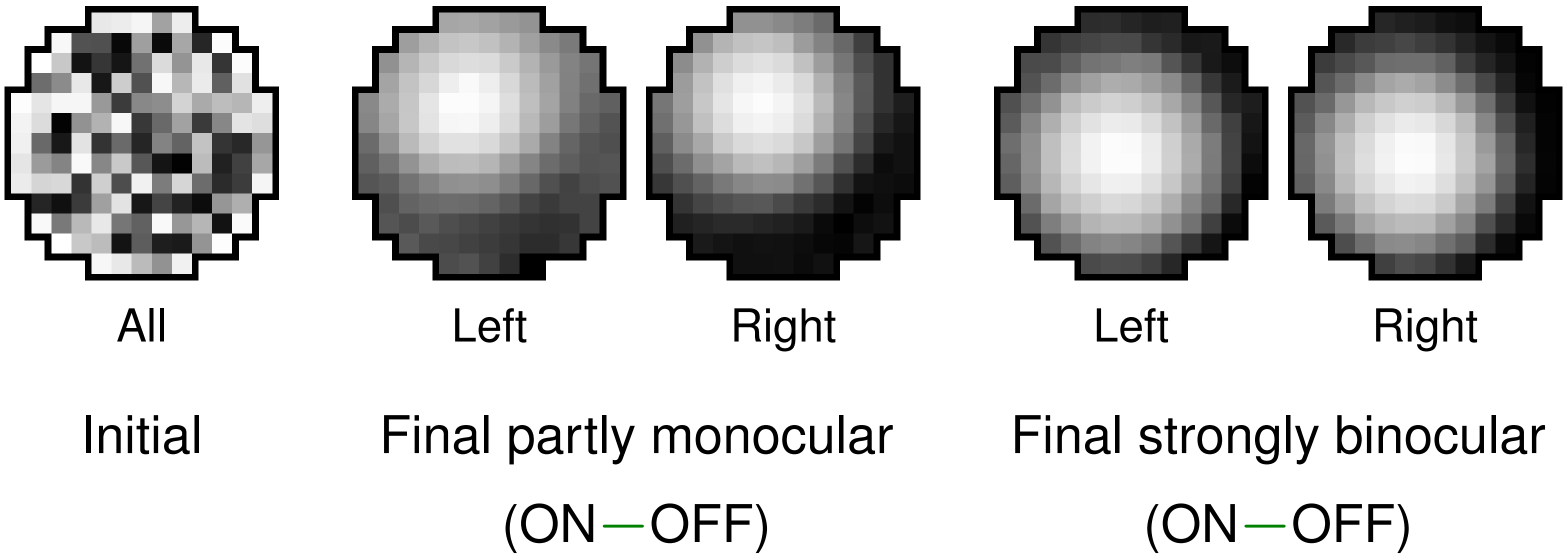



CMVC figure 5.14

Same as orientation map model but with two eyes and circular Gaussians.

Basic simulation: Both eyes identical except for brightness

# Self-organization of afferent weights into OD receptive fields

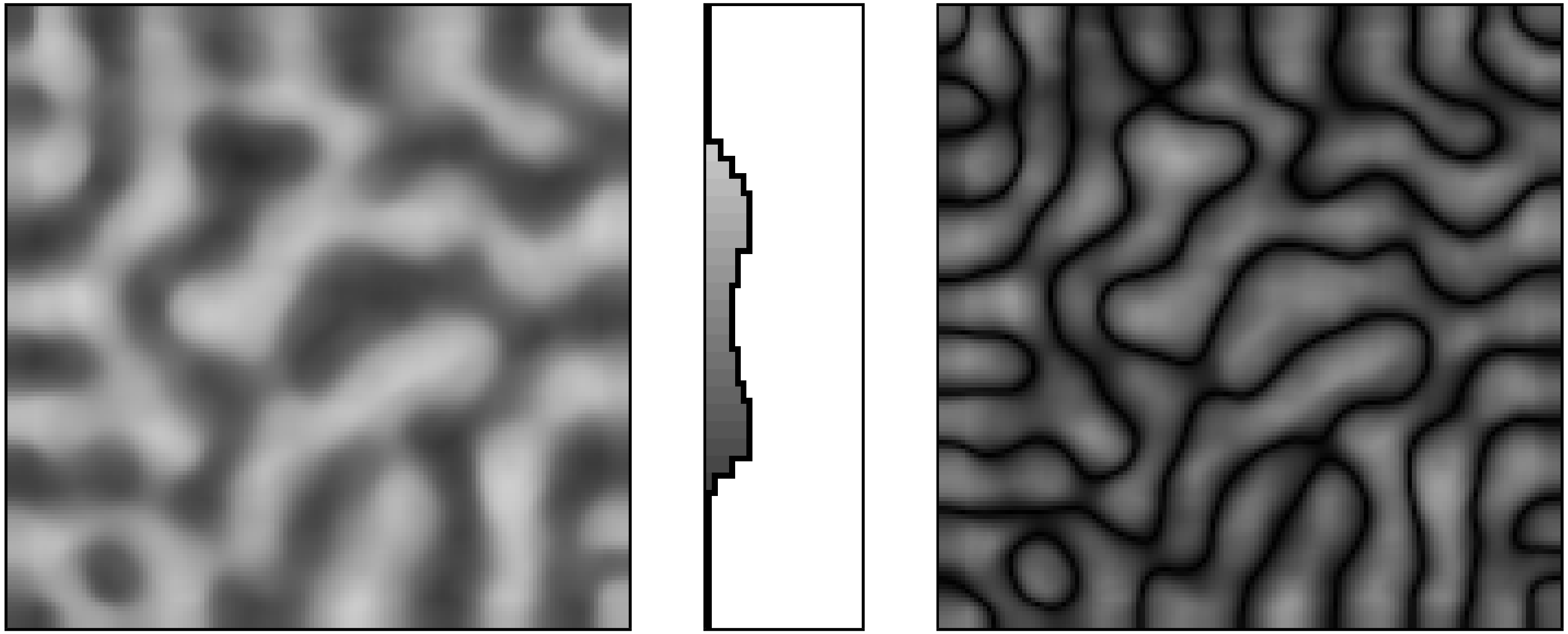



CMVC figure 5.15

Initially, all CFs were identical.

Some neurons end up binocular, some partly monocular.

# Self-organized OD map



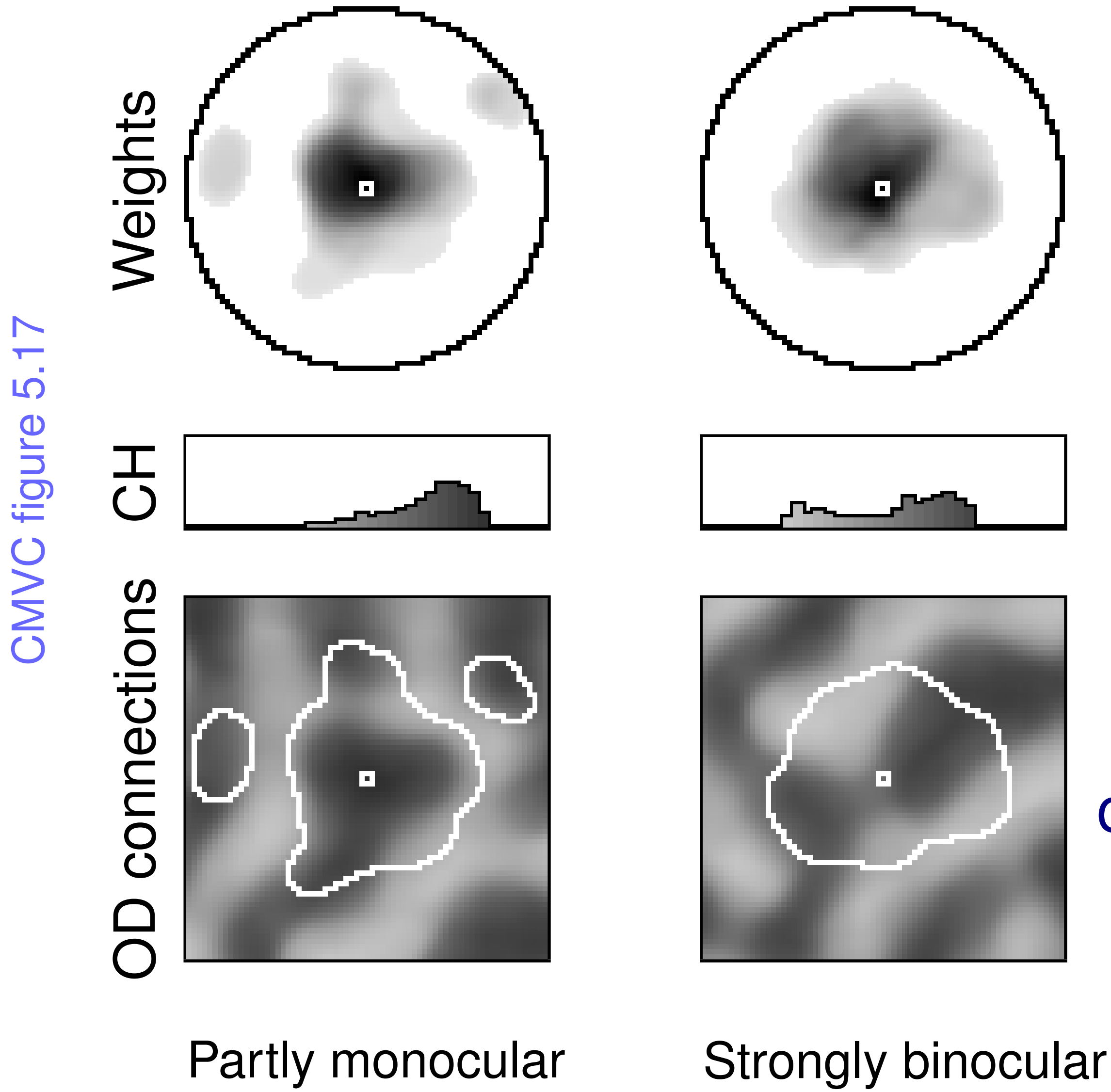
OD preference    OD H    OD selectivity

CMVC figure 5.16

Smoothly varying distribution of OD preferences.

Ranges from partly monocular through strongly binocular.

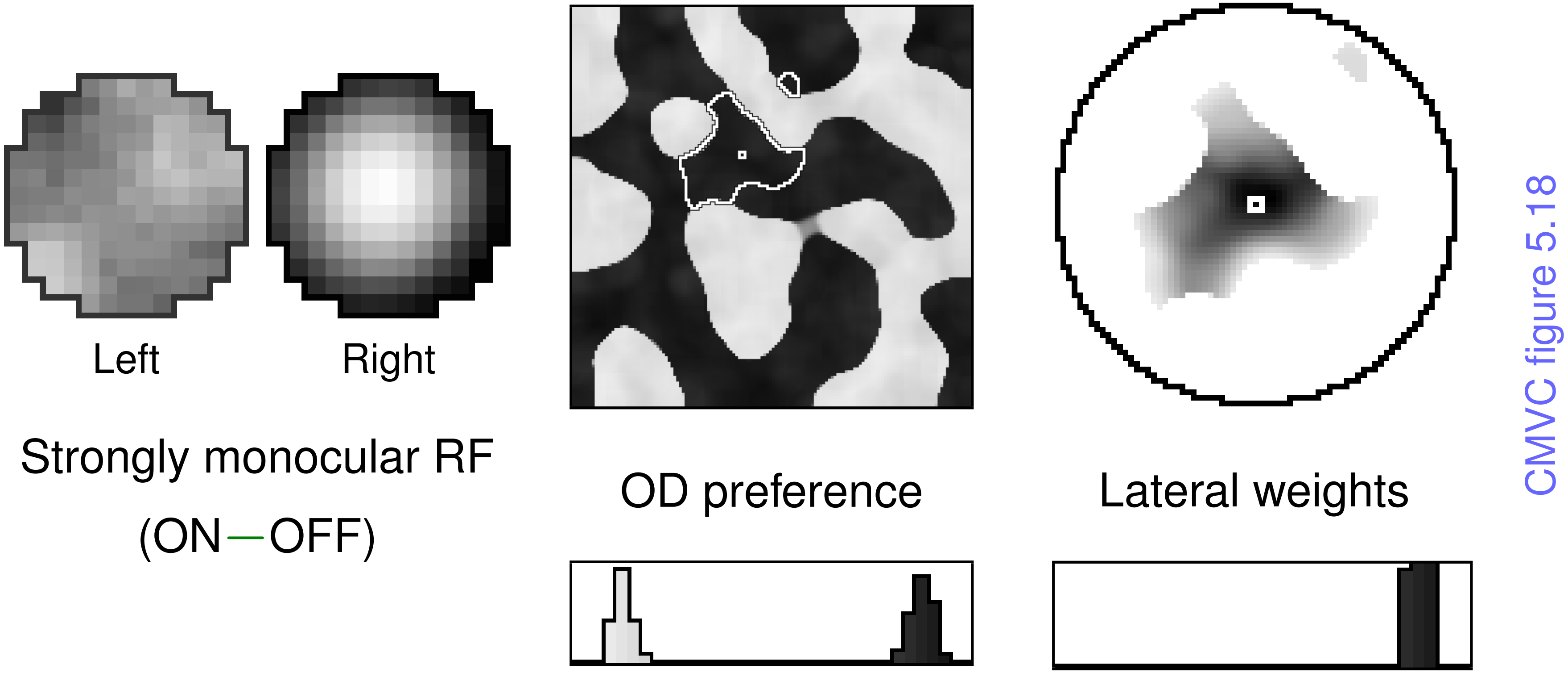
# OD lateral connections




Monocular neurons connect primarily to one eye.

Binocular neurons connect to both eyes.

# Strabismic map and connections




Strabismic case: Positions entirely uncorrelated.

Nearly all neurons become strongly monocular; lateral connections are purely monocular (as in cats).

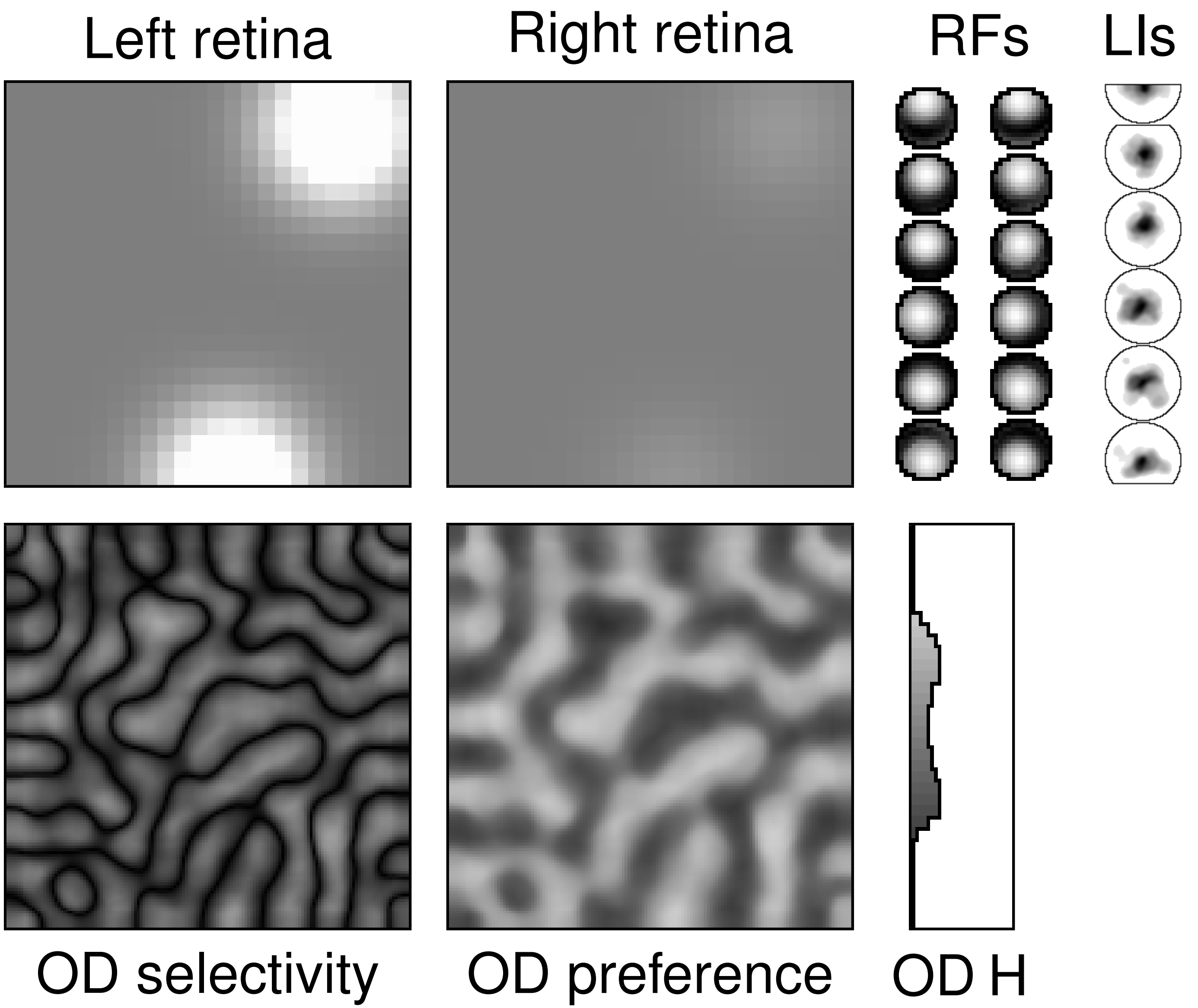
# Factors driving OD map development

OD in LISSOM must be driven by differences in input activity.

Previous slides showed results based on brightness differences (which we will call Dimming) and complete position differences (strabismus).

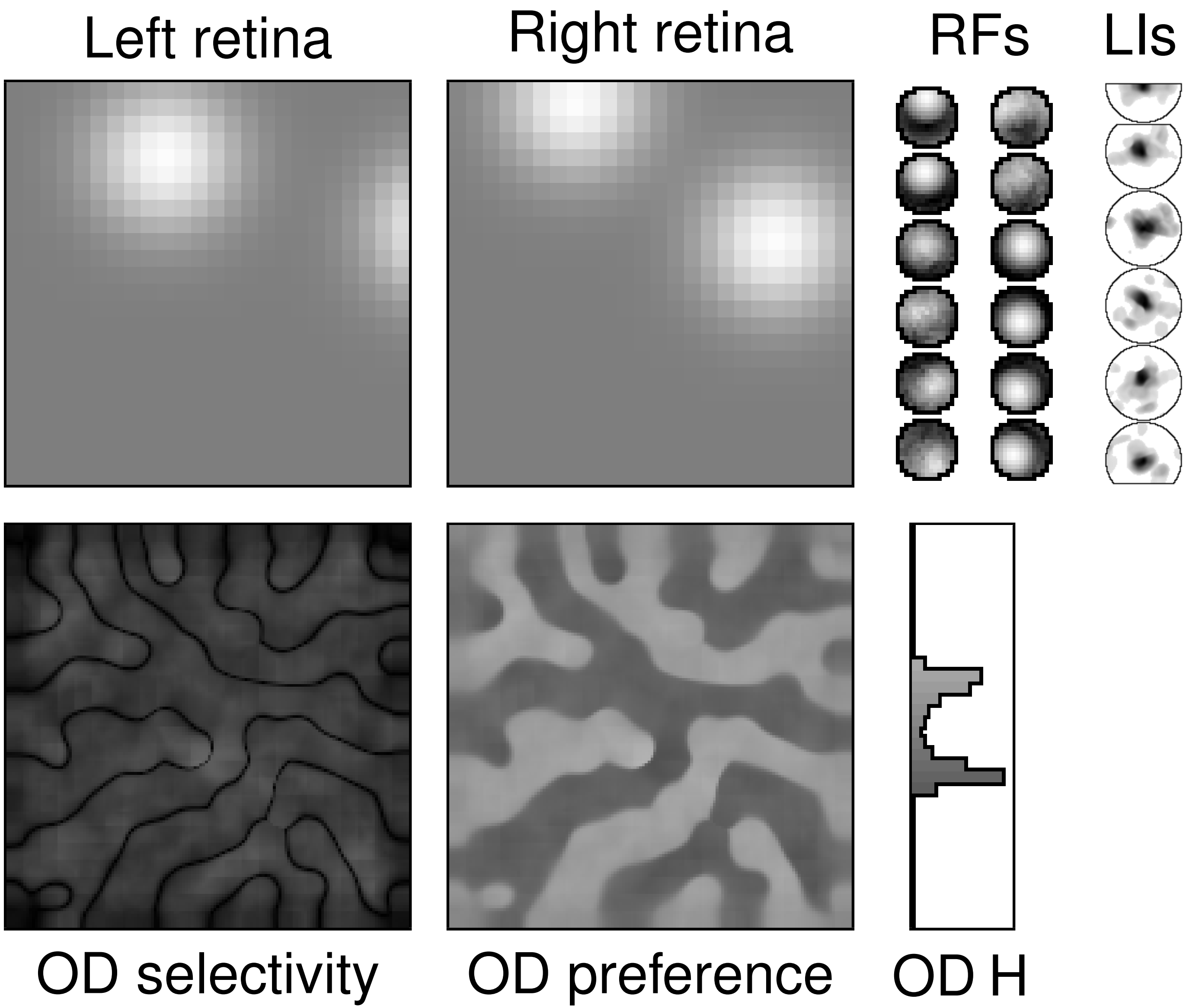
Can mild position differences account for OD also?

# OD: Dimming



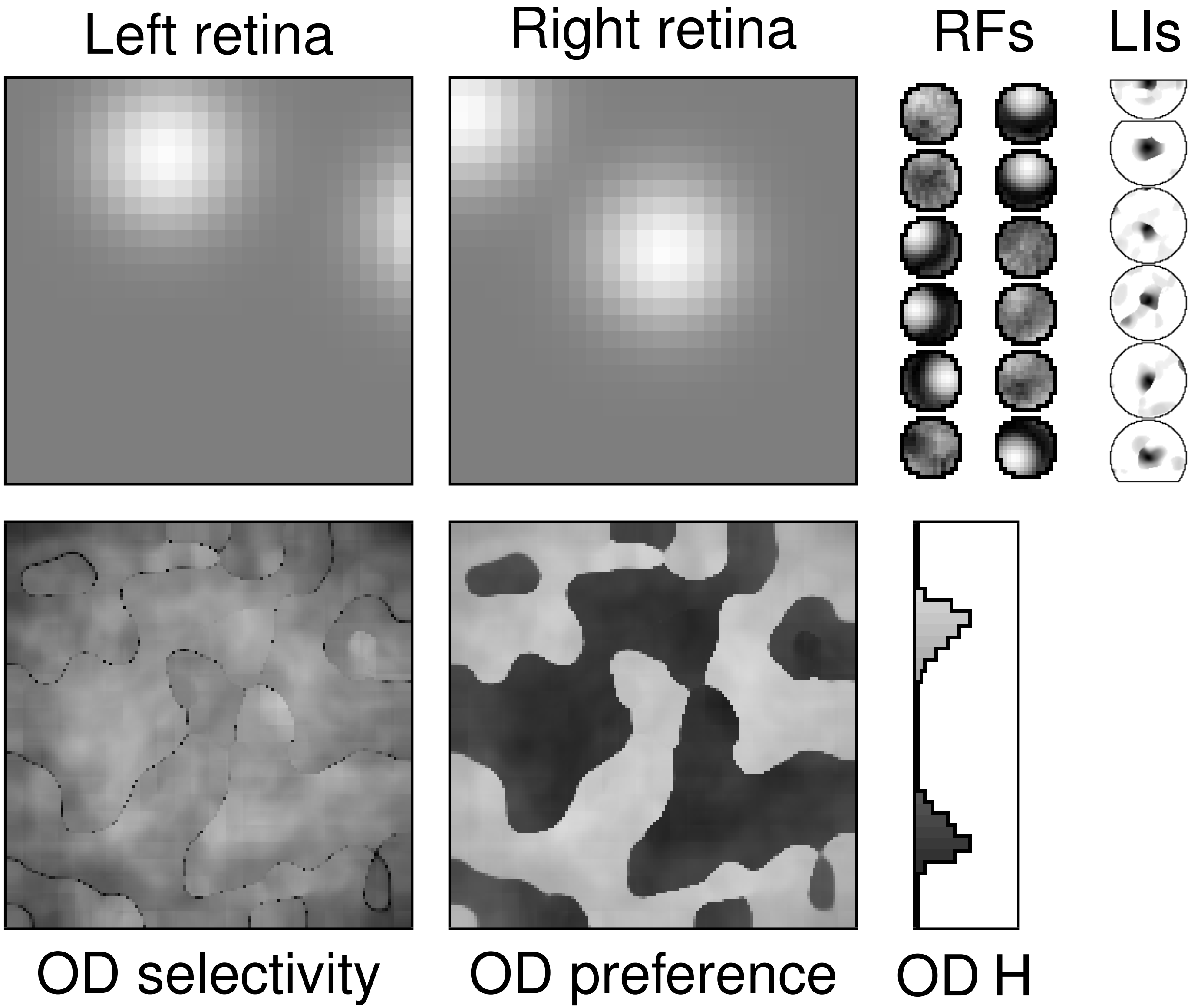

CMVC figure 5.19, Dimming

# OD: Mild disparity



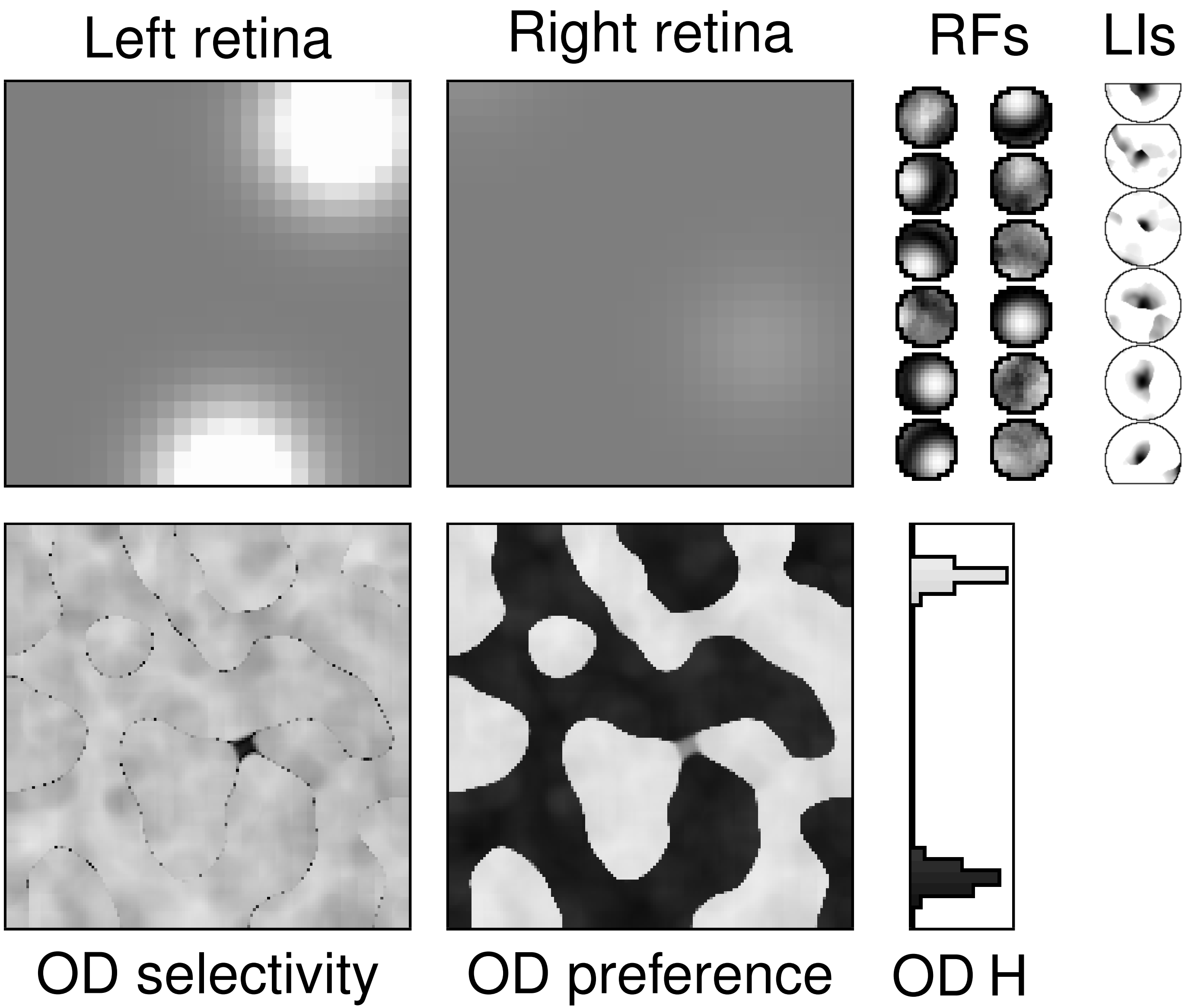

CMVC figure 5.19, Mild

# OD: Moderate disparity




CMVC figure 5.19, Moderate

# OD: Strabismic disparity




CMVC figure 5.19, Strabismic

# OD map conclusions

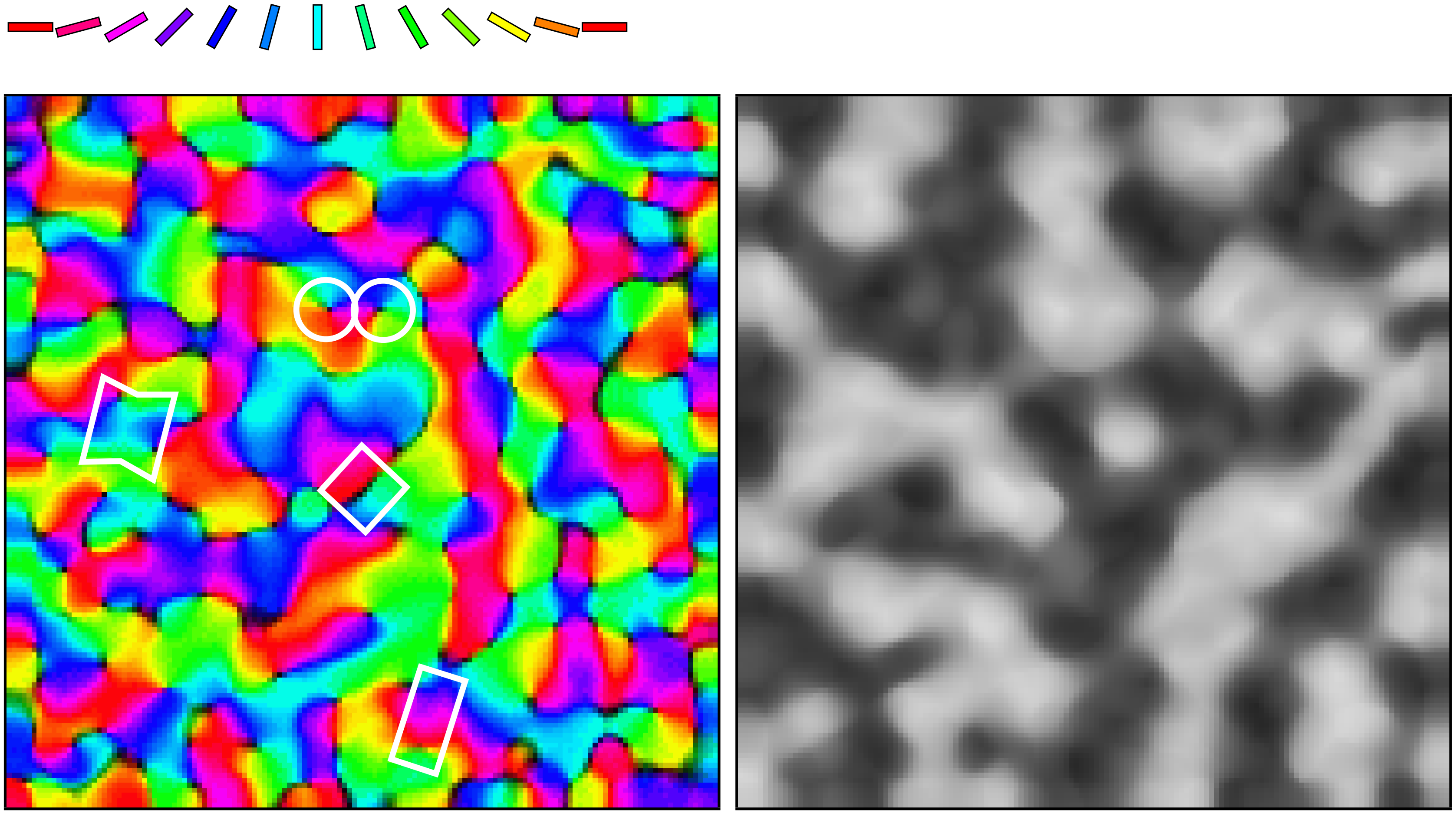
Disparity alone does not appear to be a likely driver for realistic adult OD, where most neurons are expected to be binocular.

Unclear what Dimming condition represents, yet results are more plausible.

Not yet clear in animals whether OD is activity dependent or not; probably a combination of many factors.

Next: joint OR/OD map, with same architecture but Dimmed oriented inputs.

# Self-organized OR/OD map



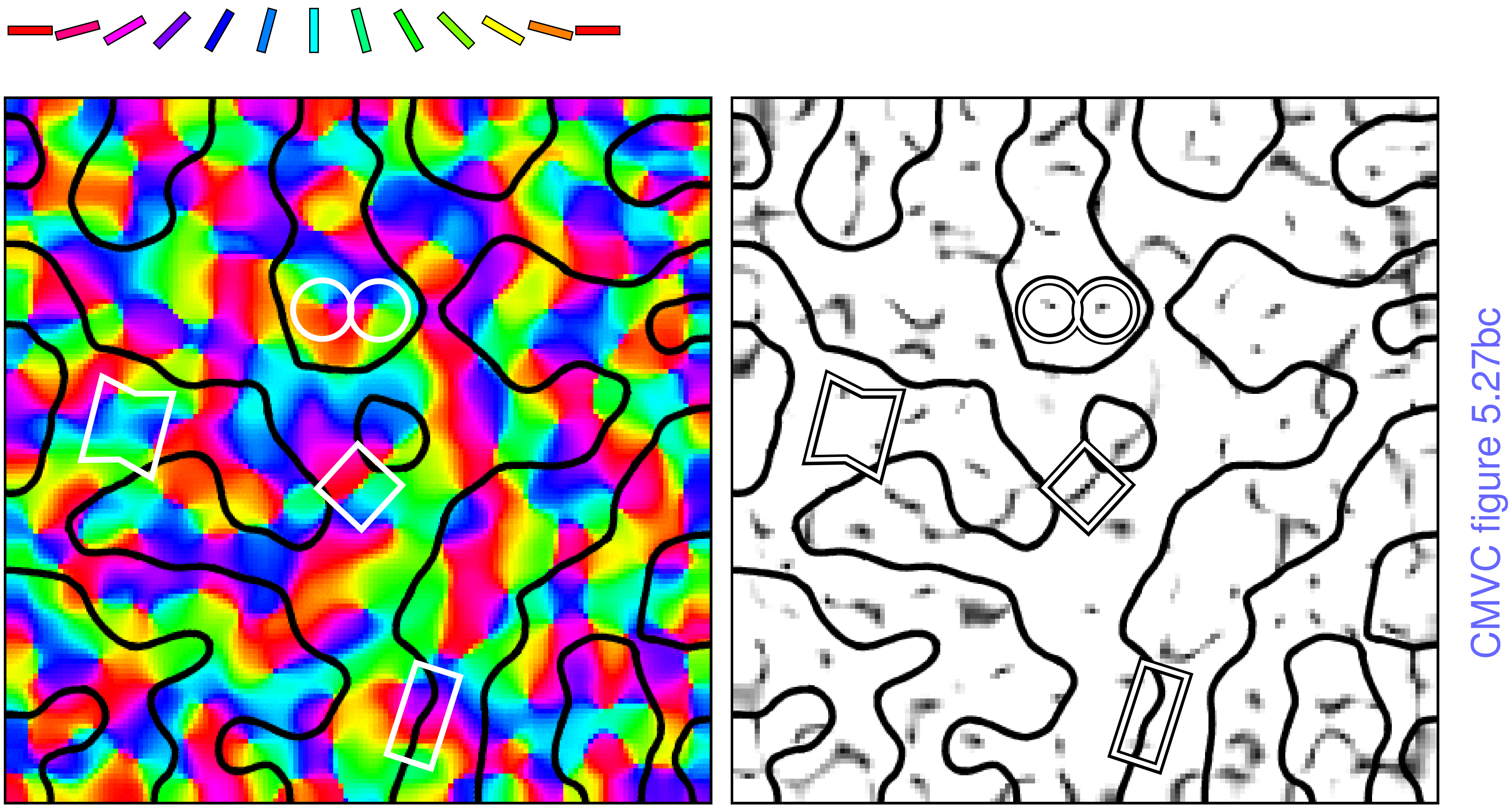
OR preference & selectivity

OD preference

CMVC figure 5.27ab

Each map is a good match to separate maps, animals.

# Joint OR/OD map plots




OR preference & OD boundaries　　OR selectivity & OD boundaries

Joint map interactions are similar to animal results.

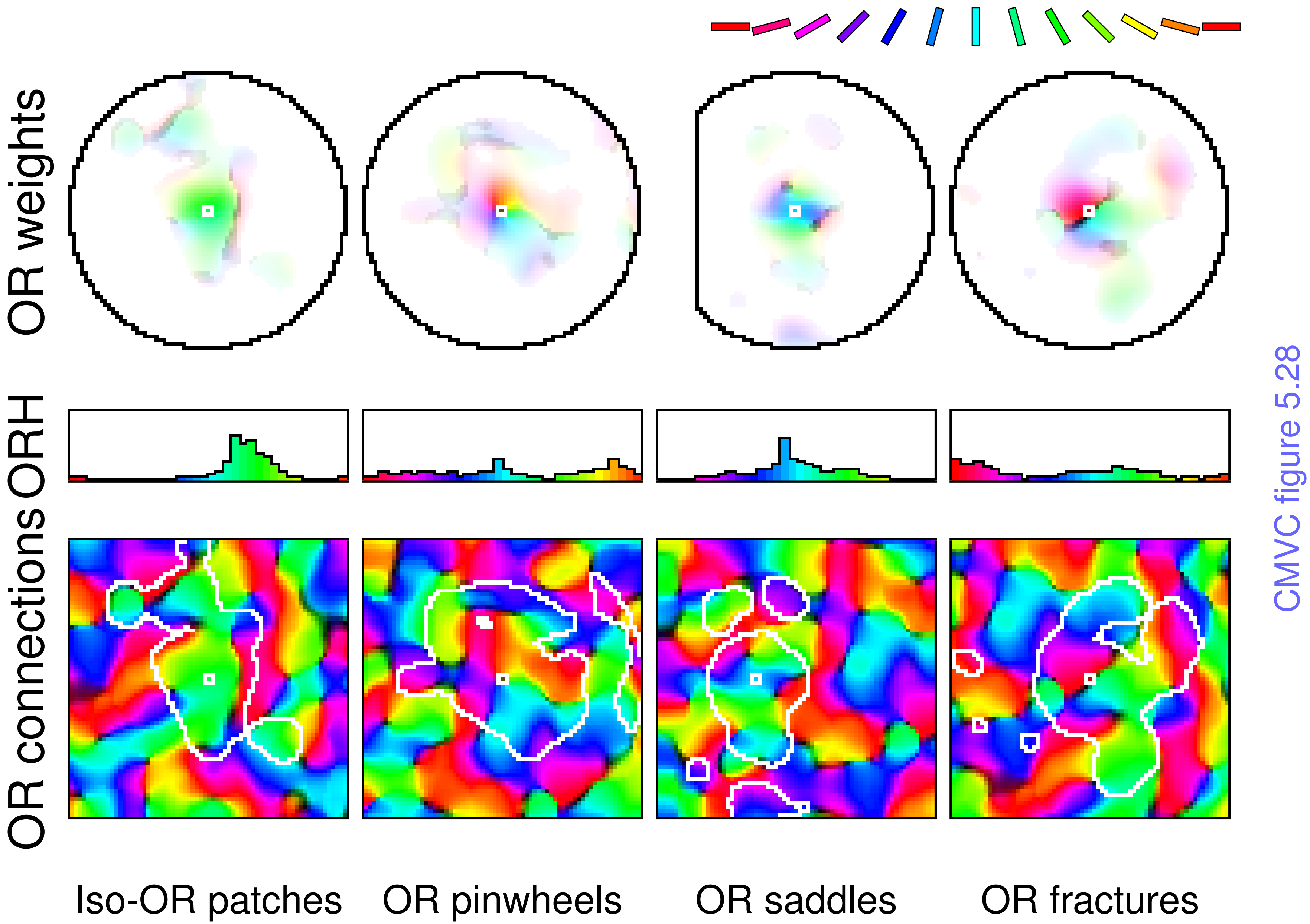
# OR/OD: Lateral connections

As we will see next, the lateral connections in the OR/OD map closely match the results from the separate OR and OD simulations.

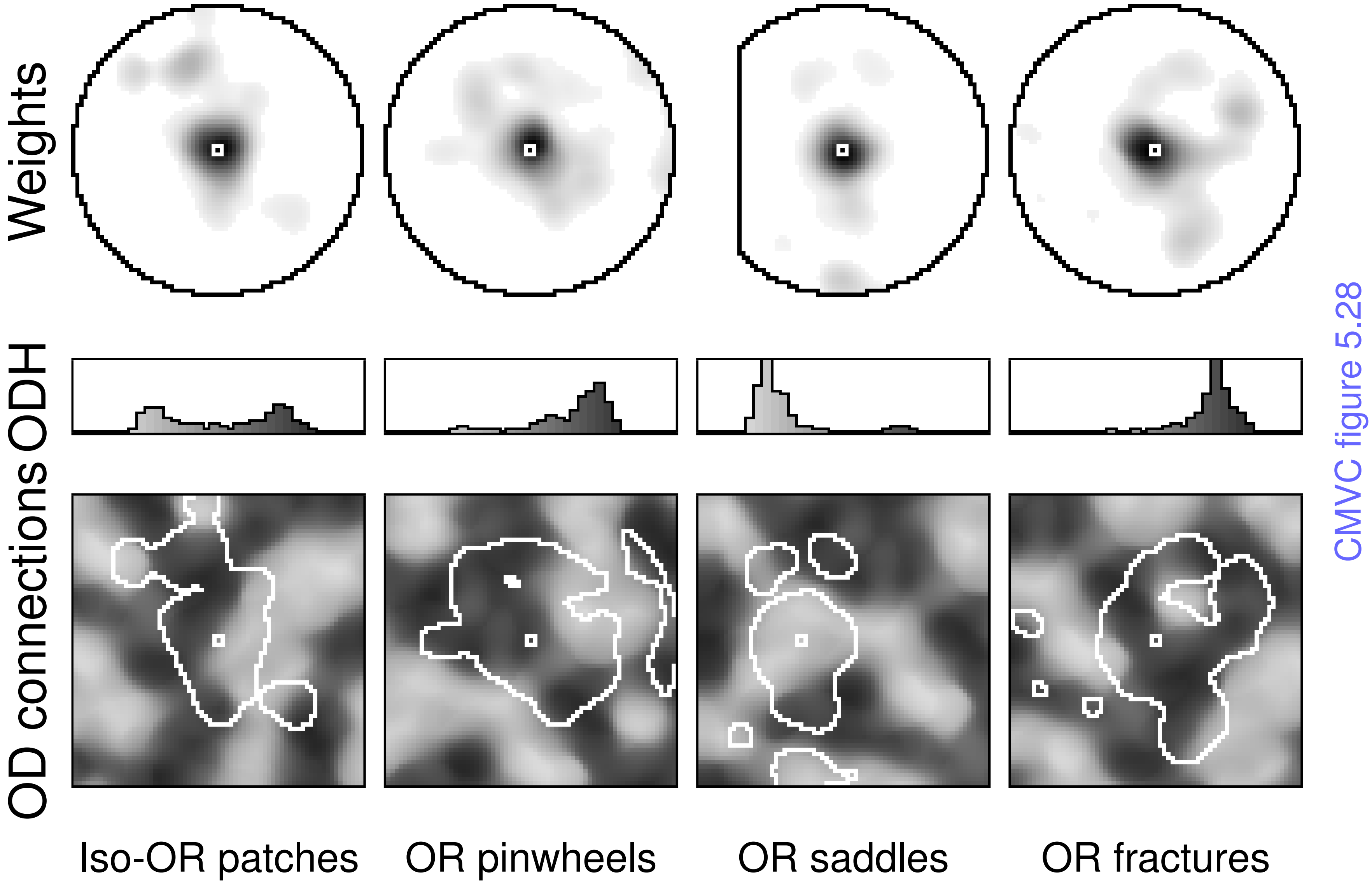
Long-range lateral connections link neurons with similar orientation preferences, but typically connect to both eyes.

Thus multiple maps can be represented simultaneously in the same set of neurons without disrupting one another.

# OR/OD: OR lateral connections

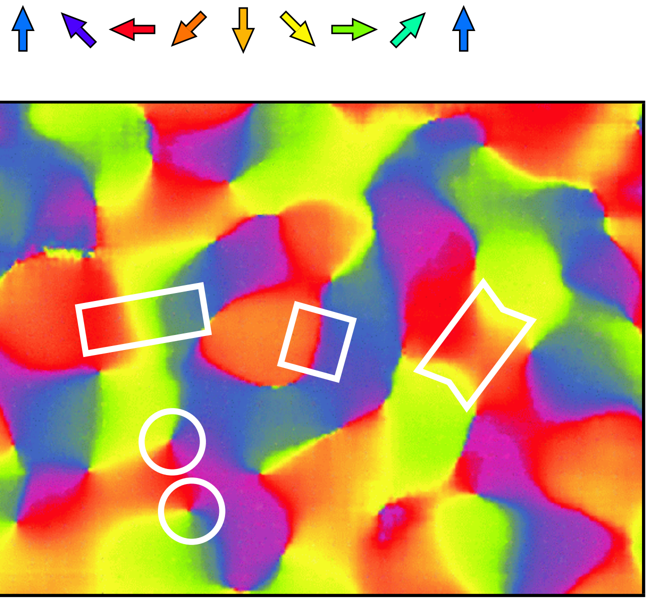


# OR/OD: OD lateral connections

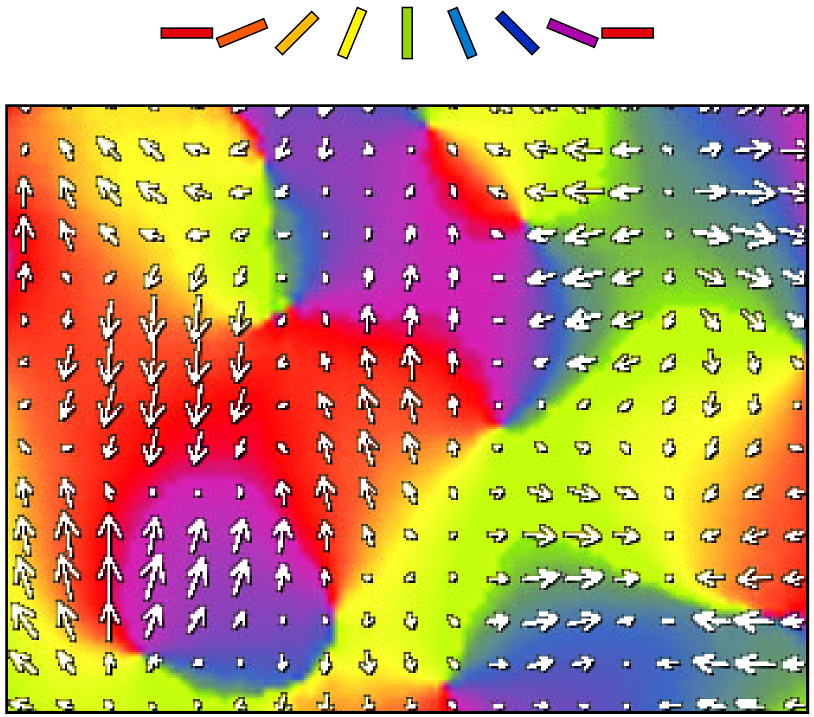


# Combined OR/DR maps in animals

(Weliky et al. 1996)



Ferret DR map



Ferret OR/DR map

CMVC figure 5.4bc

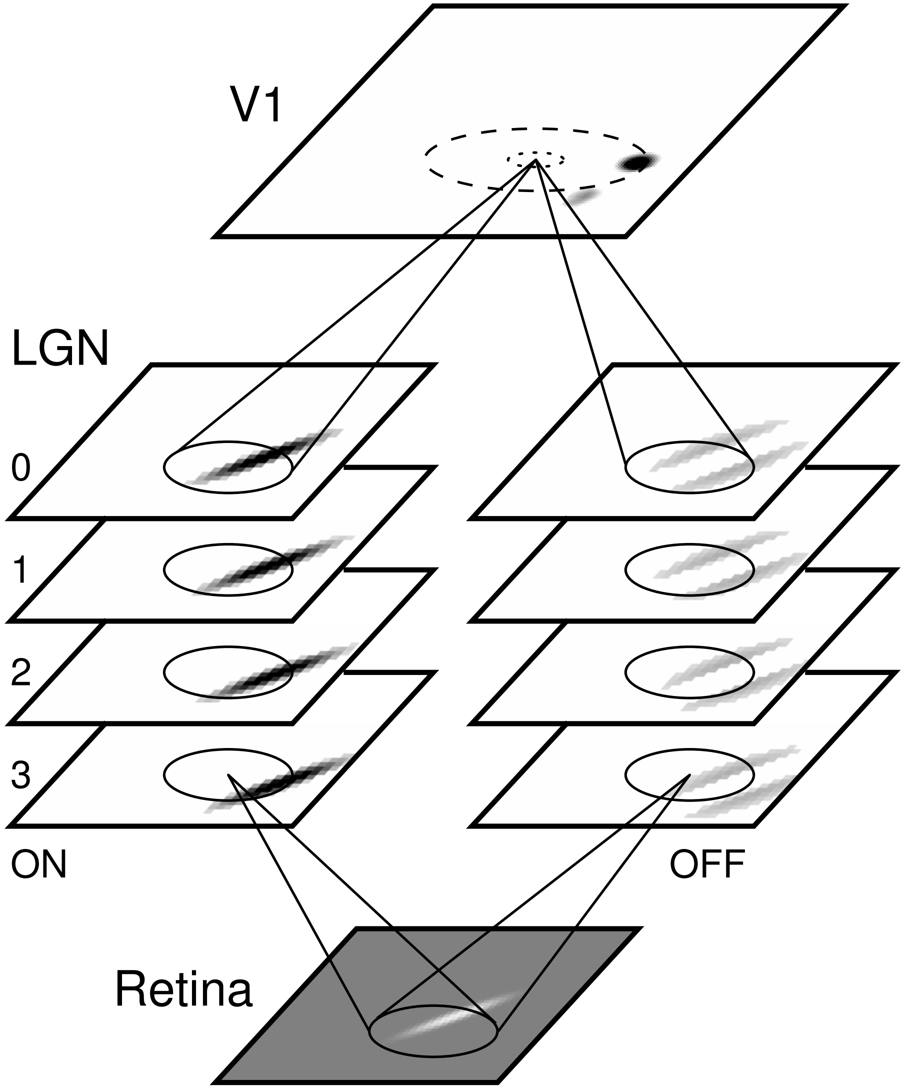
Ferrets and cats have maps for motion direction.

Global organization similar to OR, but 360° periodicity.

Often one OR patch is subdivided into opposite DR prefs.

# LISSOM model of OR/DR

CMVC figure 5.20

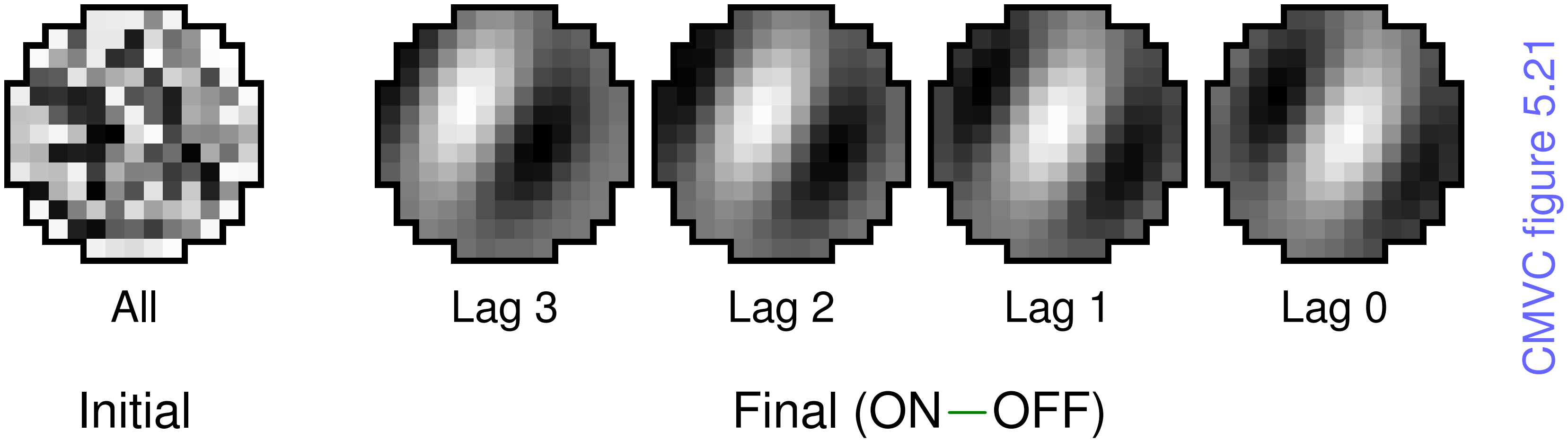



Same as Gaussian orientation map model, but with four different copies of the retina, each with different delays.

Models lagged cells in cat LGN.

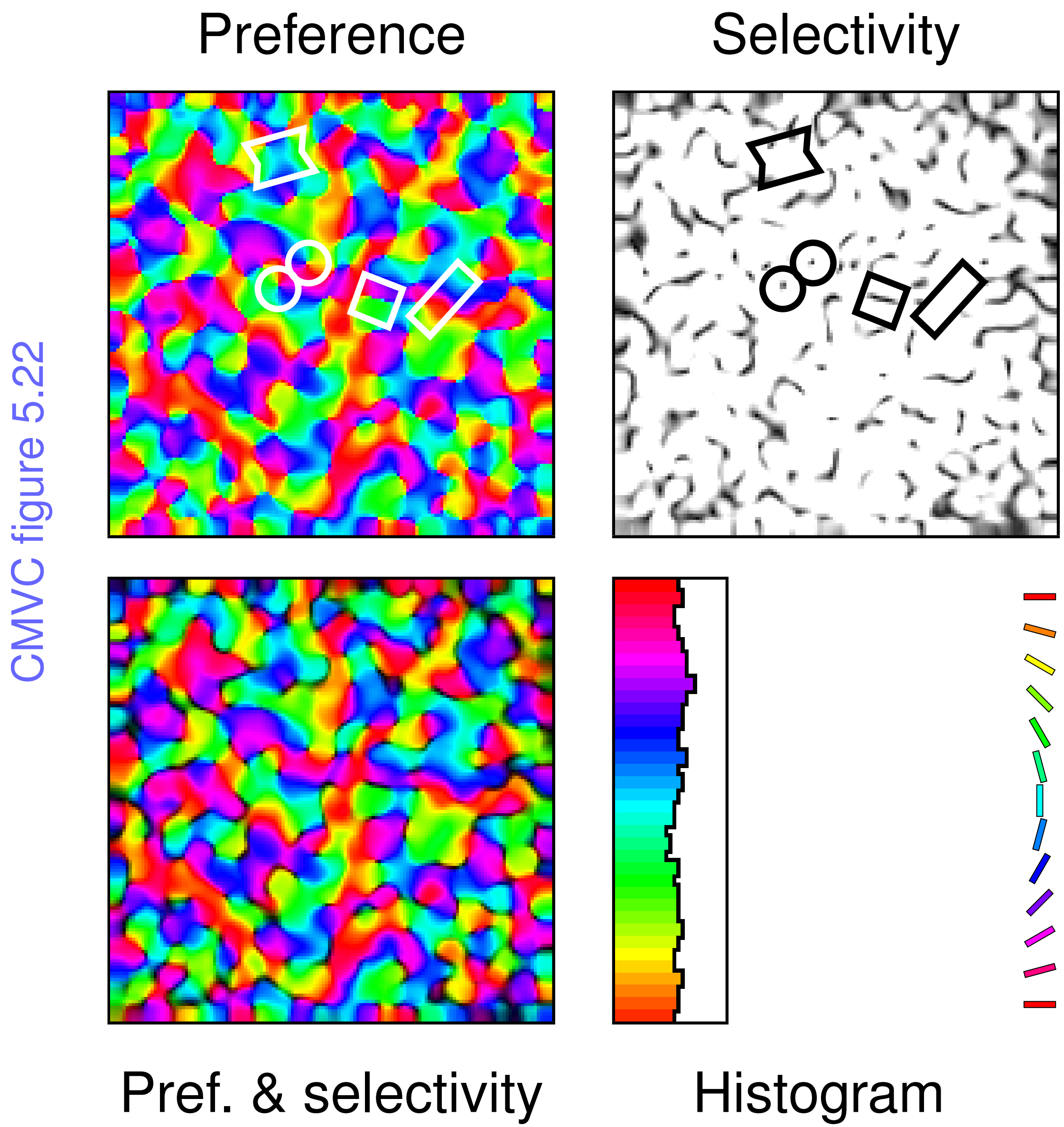
(Mastronarde et al. 1991; Saul & Humphrey 1992)

# Self-organization of afferent weights into spatiotemporal RFs



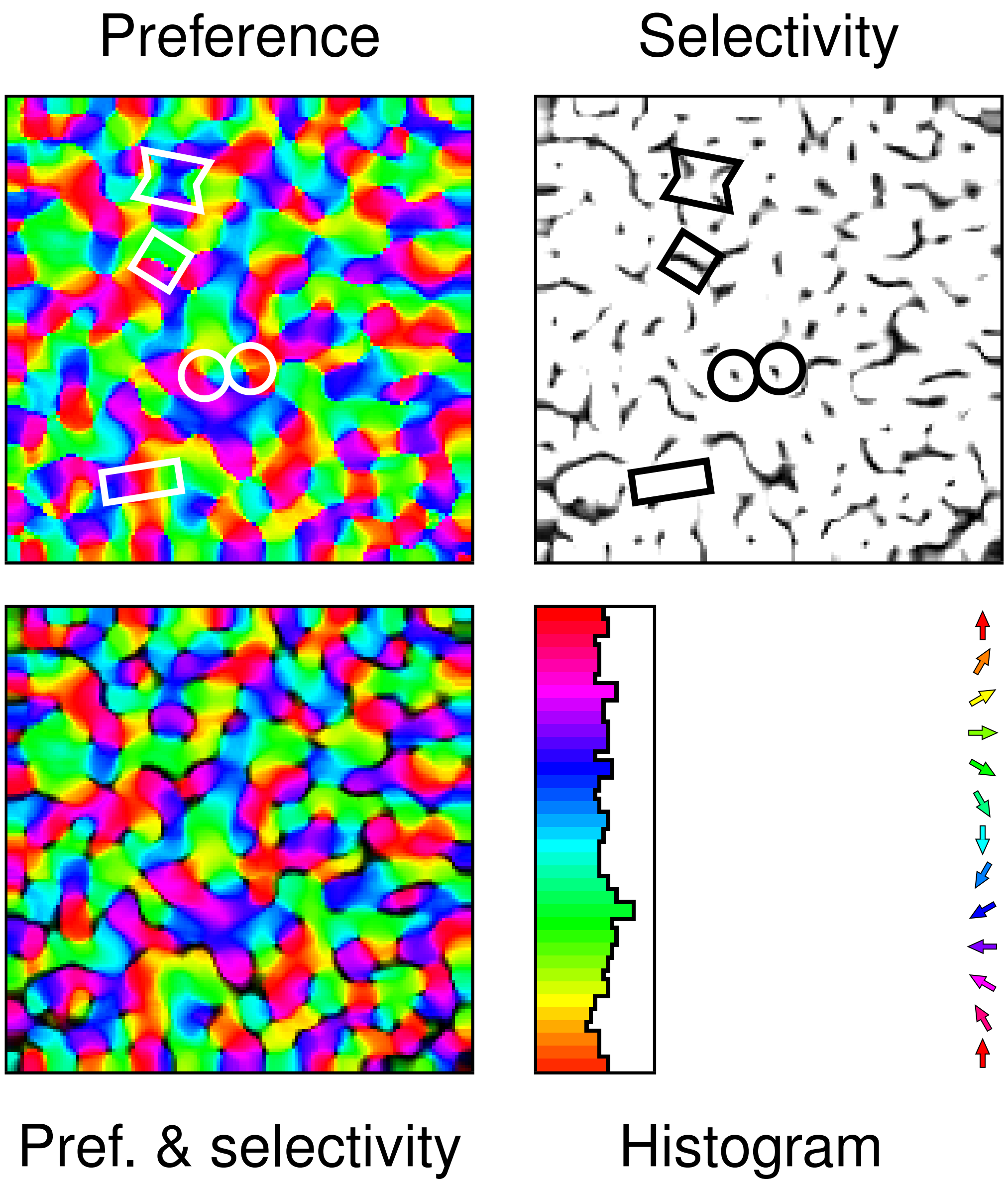

Nearly all neurons develop strong preferences for moving, oriented Gaussians.

# OR/DR: Orientation map




Orientation map similar to OR-only map, animals.

# OR/DR: Direction map




CMVC figure 5.22

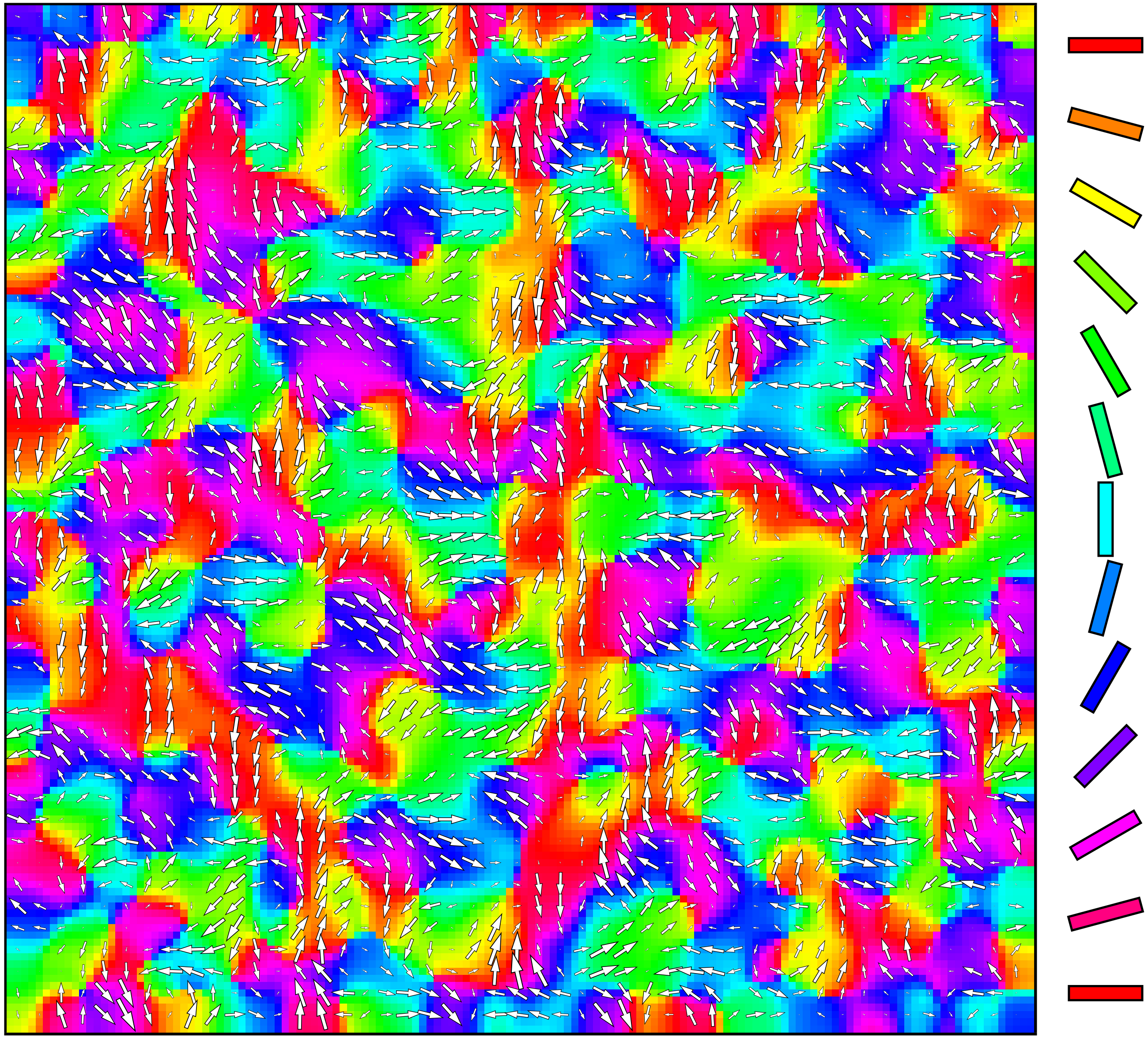
Direction map similar to OR map, animals.

# OR/DR: Joint map, connections

As we will see next, the joint OR/DR map often has direction patches meeting at right angles.

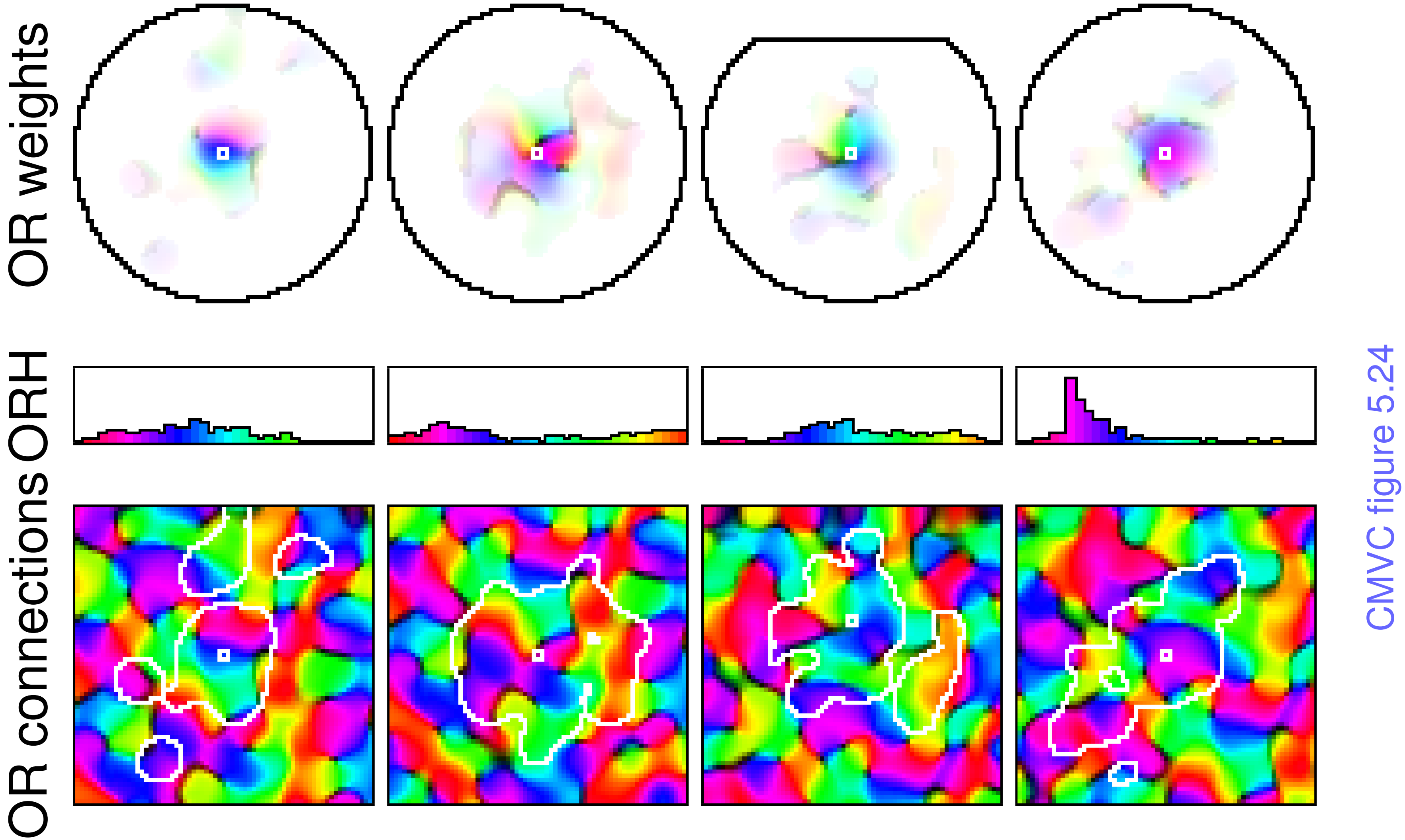
The lateral connections are similar to the OR case, but also respect the DR map, so that long-range connections link neurons with similar OR *and* DR preferences (strong prediction).

# Gaussian OR/DR map



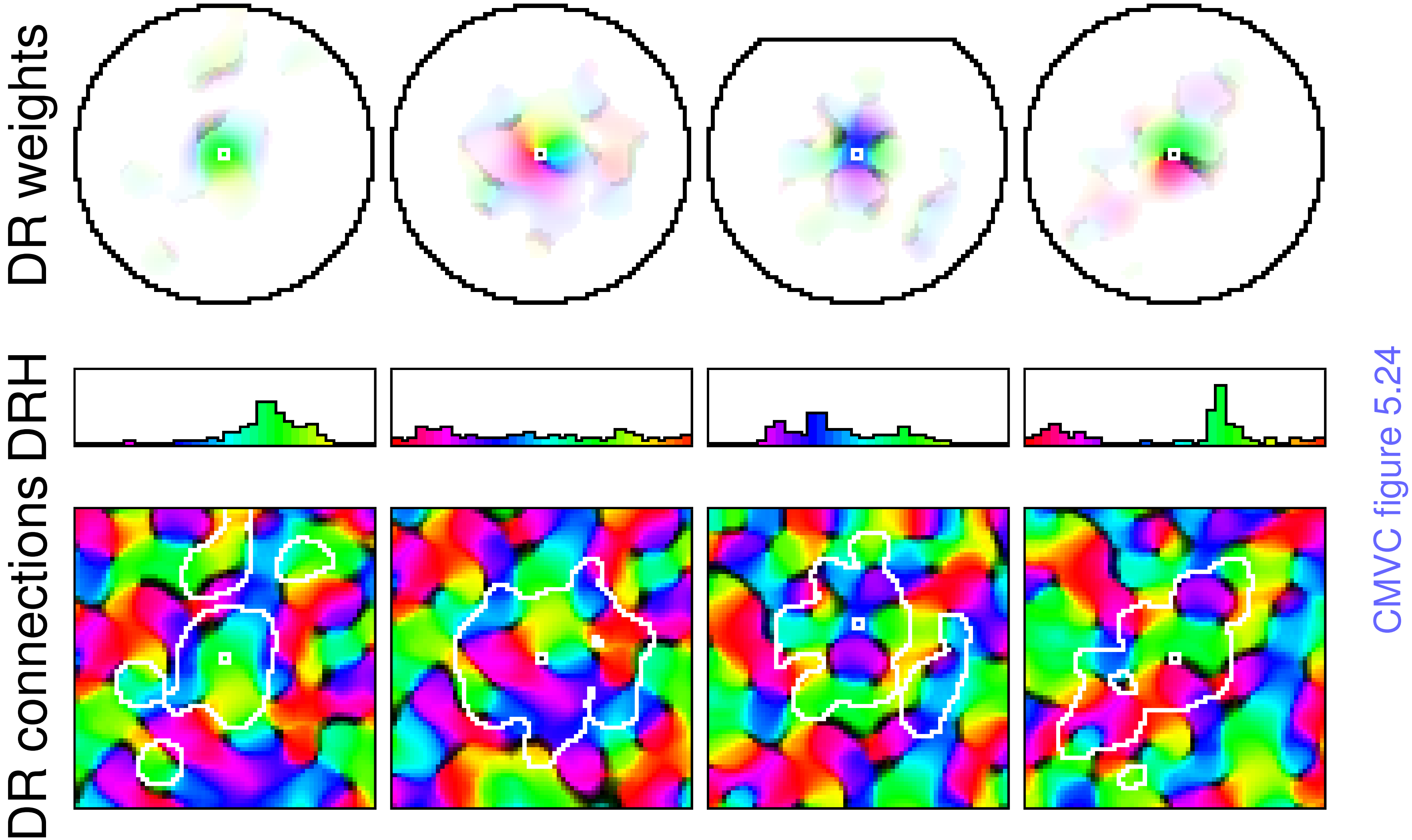
CMVC figure 5.23

# OR/DR: OR lateral connections




Connections in iso-DR patches | Connections in DR pinwheels | Connections in DR saddles | Connections in DR fractures

# OR/DR: DR lateral connections




Connections in iso-DR patches

Connections in DR pinwheels

Connections in DR saddles

Connections in DR fractures

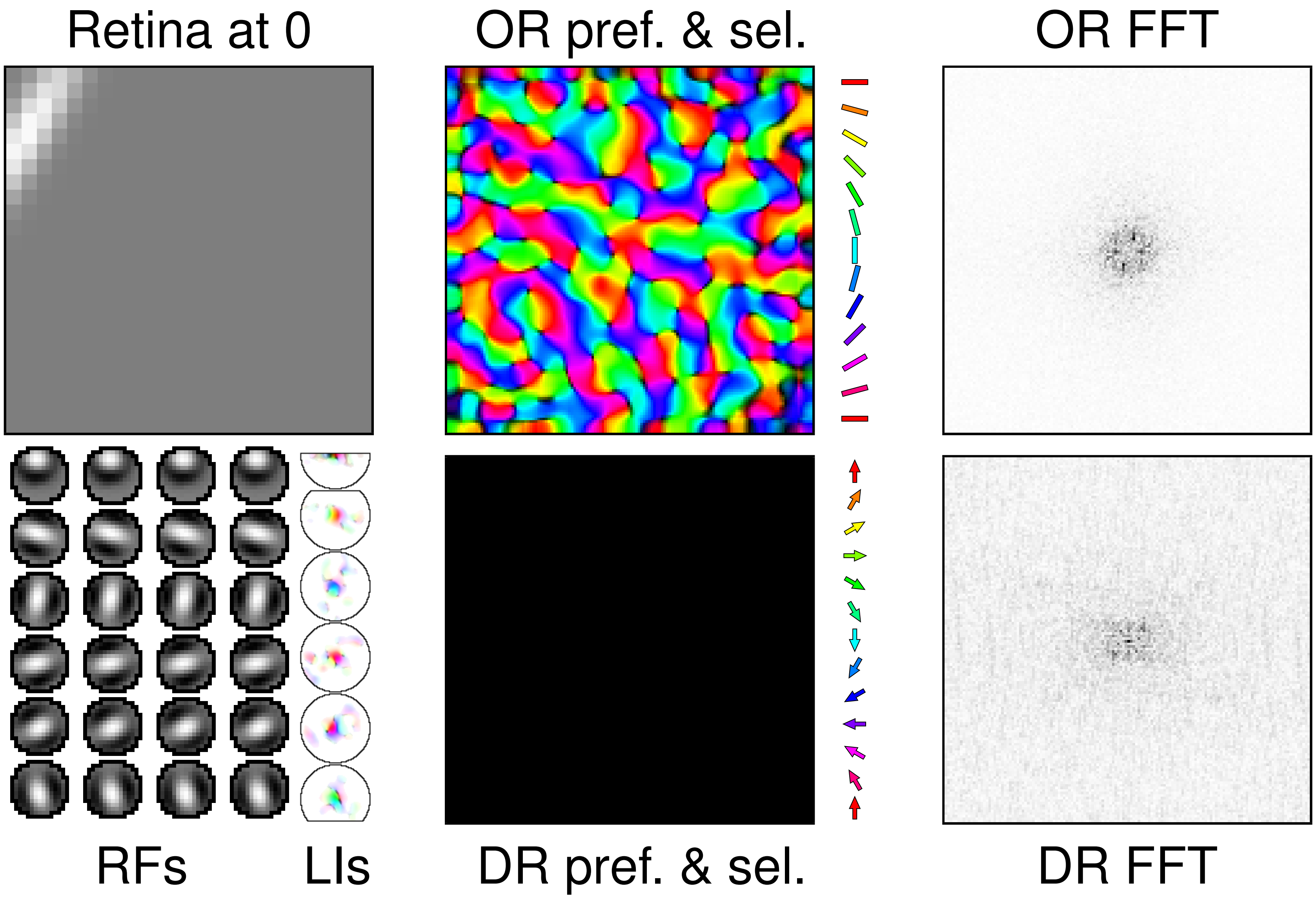
# OR/DR: Effect of input speed

Varying the input speed allows us to smoothly trade off between a map dominated by orientation (slow speeds) and one dominated by motion direction (fast speeds).

Meaningful top speed is limited by the size of the anatomical CF – if too fast, only one delayed image will match any CF.

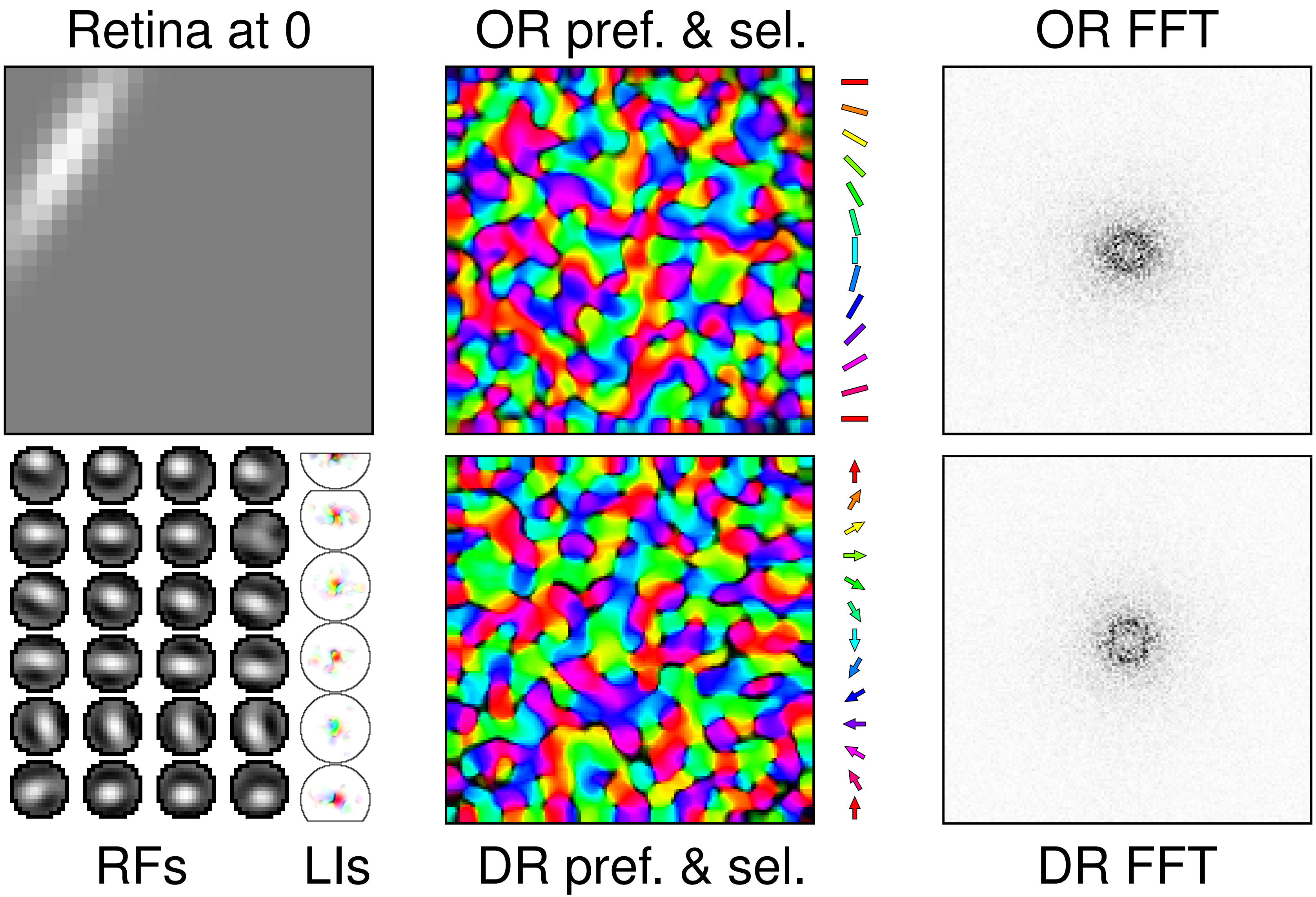
Map organization smoothly changes from large-scale OR organization to large-scale DR organization.

# OR/DR map: Speed 0



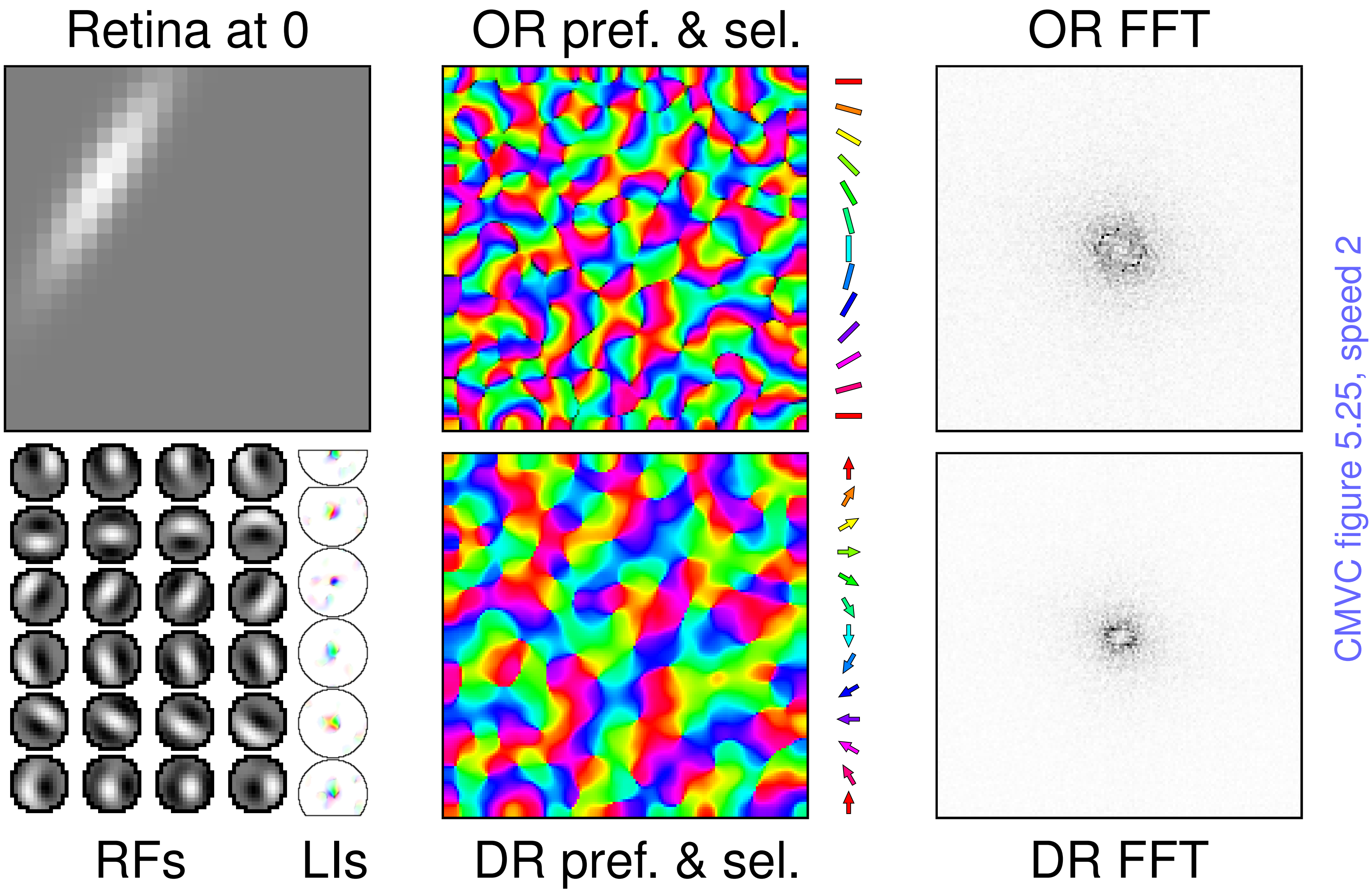

CMVC figure 5.25, speed 0

# OR/DR map: Speed 1

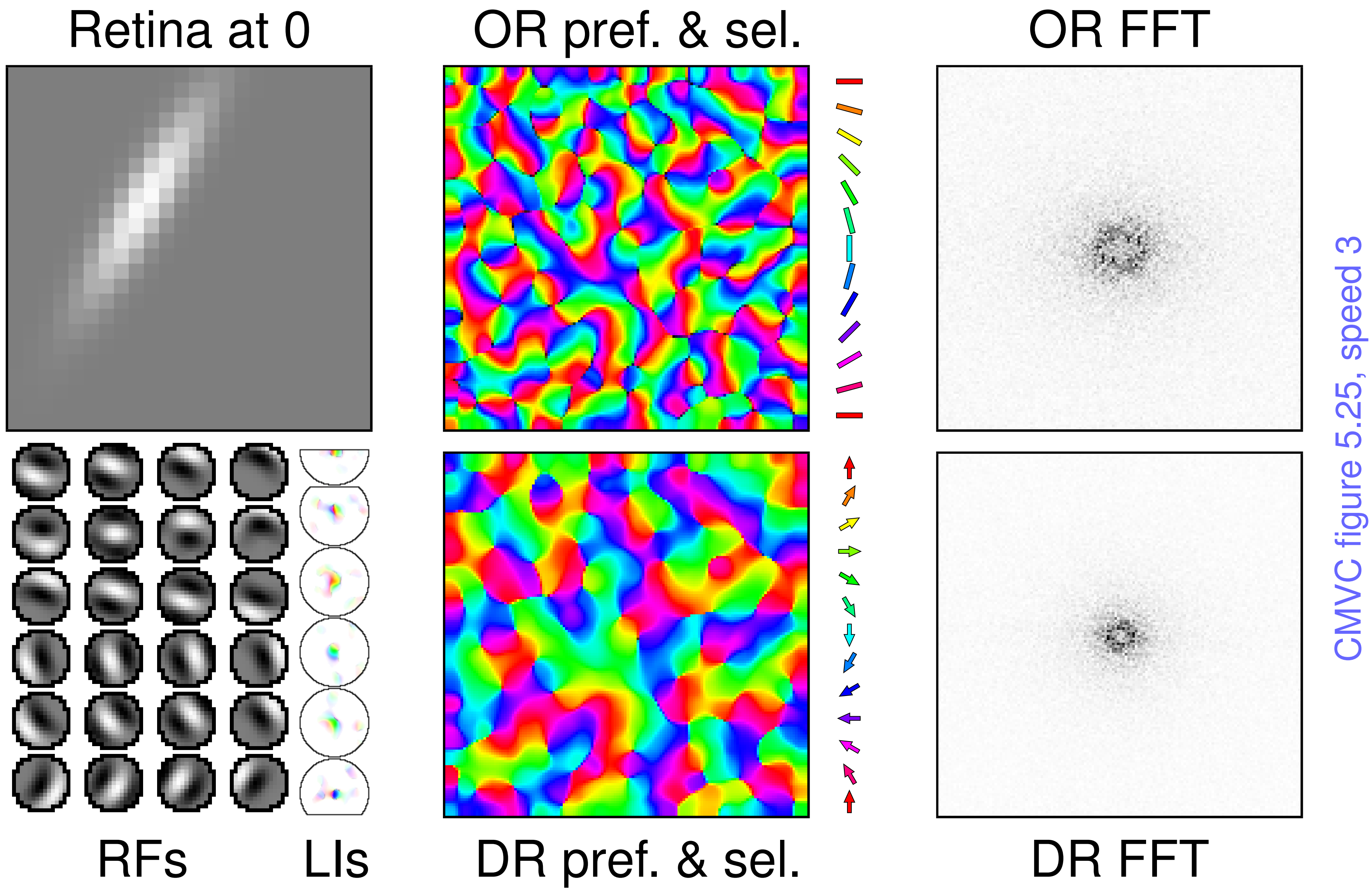



CMVC figure 5.25, speed 1

# OR/DR map: Speed 2



# OR/DR map: Speed 3



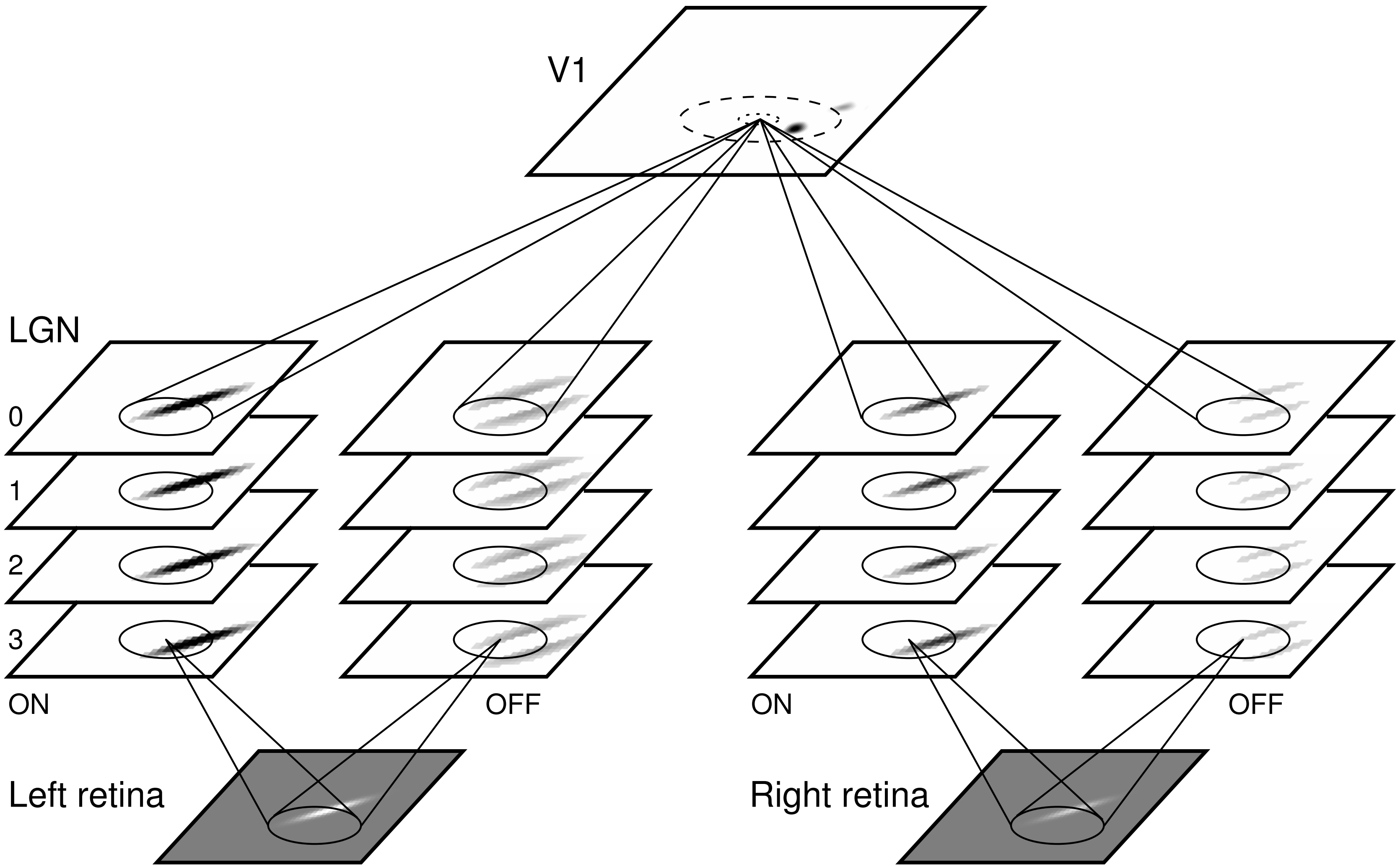
# Simulating OR/OD/DR

Joint simulation of orientation, ocular dominance, and direction maps.

Same V1 architecture as all previous cases, but now with even more LGN sheets.

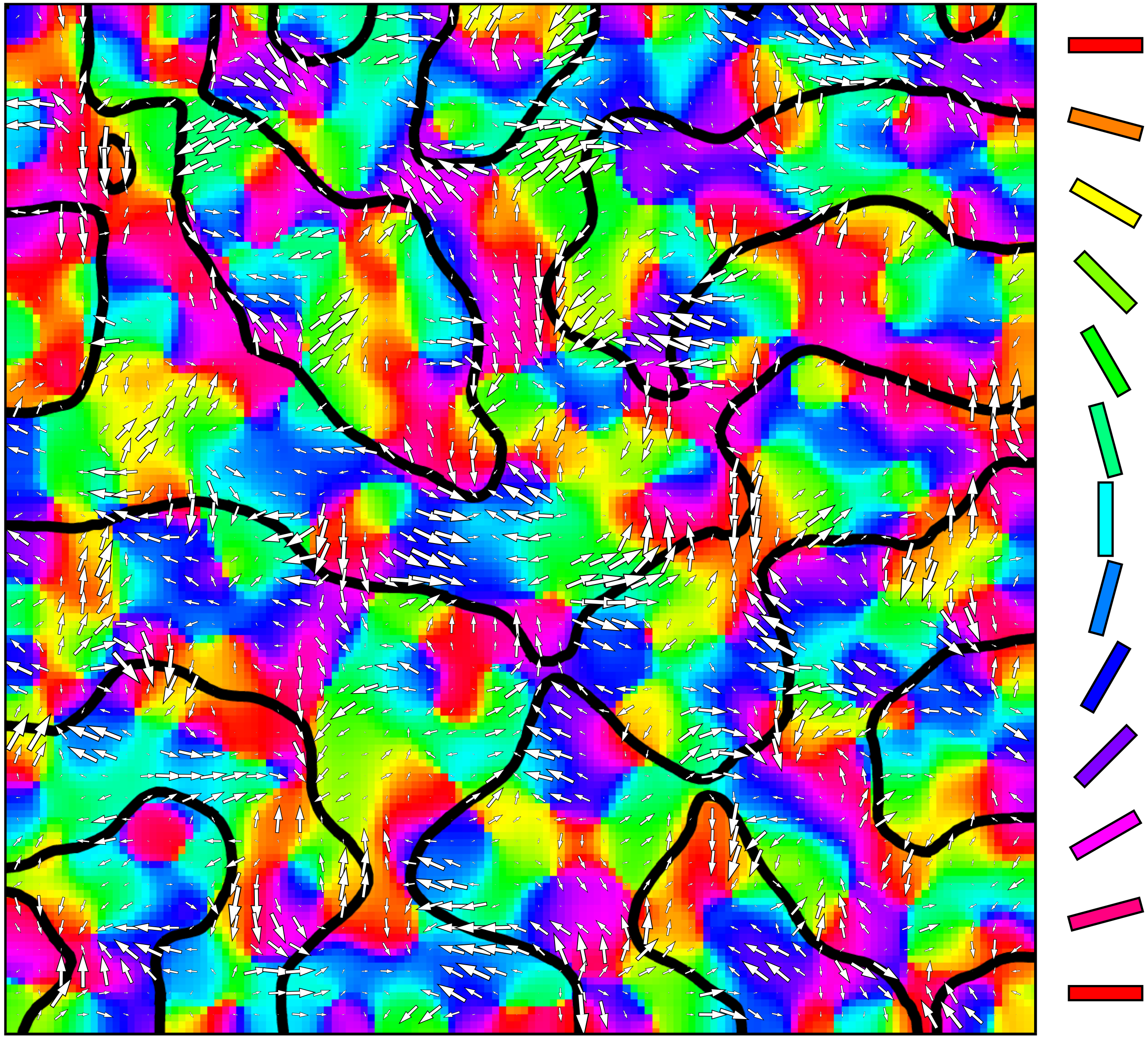
Still not yet approaching true complexity of early visual system – needs color (at least five times as many LGN sheet types needed), multiple spatial frequencies (at least twice as many LGN sheet types needed), input disparities, and probably other LGN cell types.

# LISSOM model of OR/OD/DR




CMVC figure 5.26

# Gaussian OR/OD/DR map



CMVC figure 5.27

# OR/OD/DR: Nature

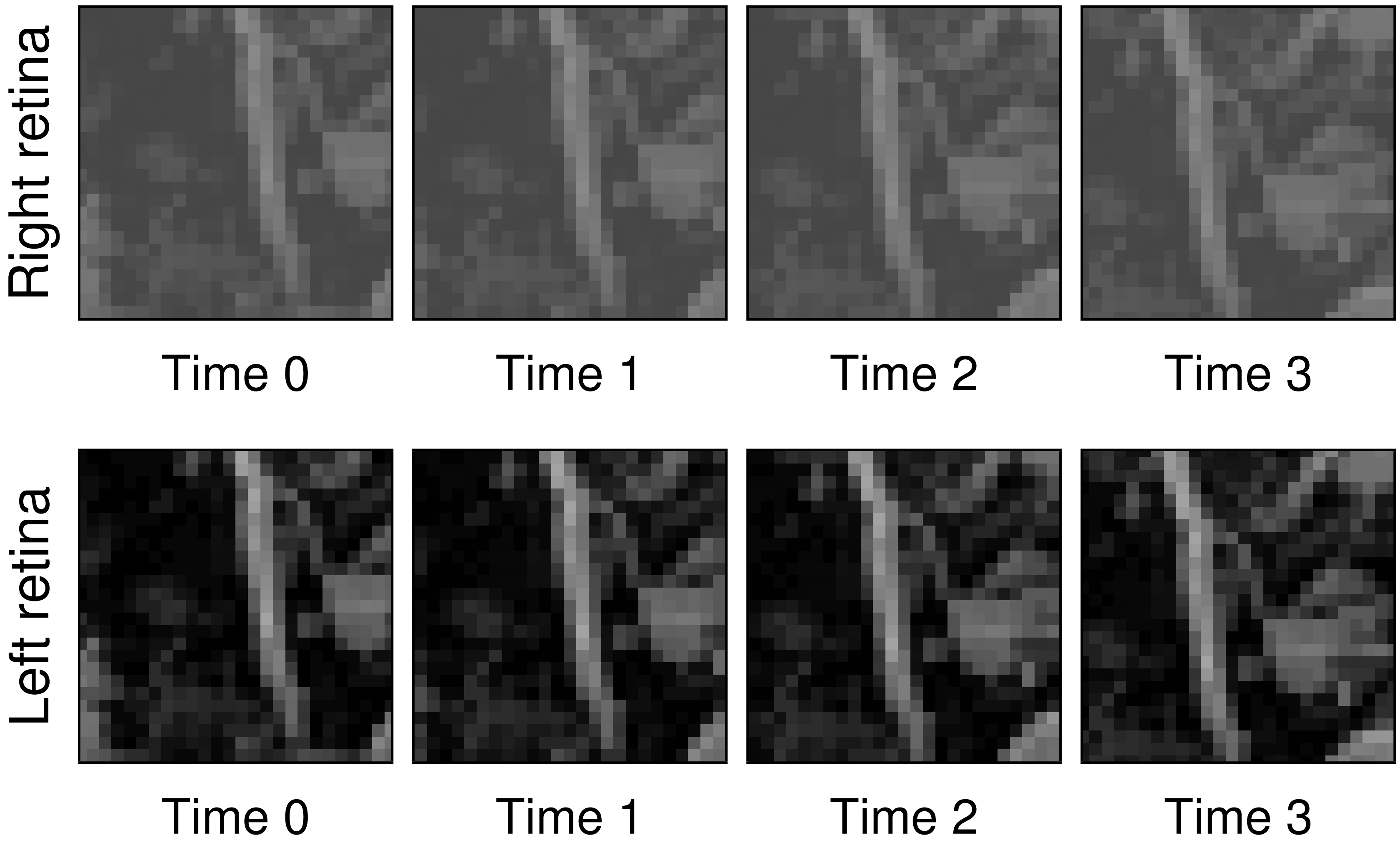
OR/OD/DR map with natural image input

(Shouval et al. 1996, 1997).

Uses same archtecture as Gaussian case, with dimming and lagged LGN cells.

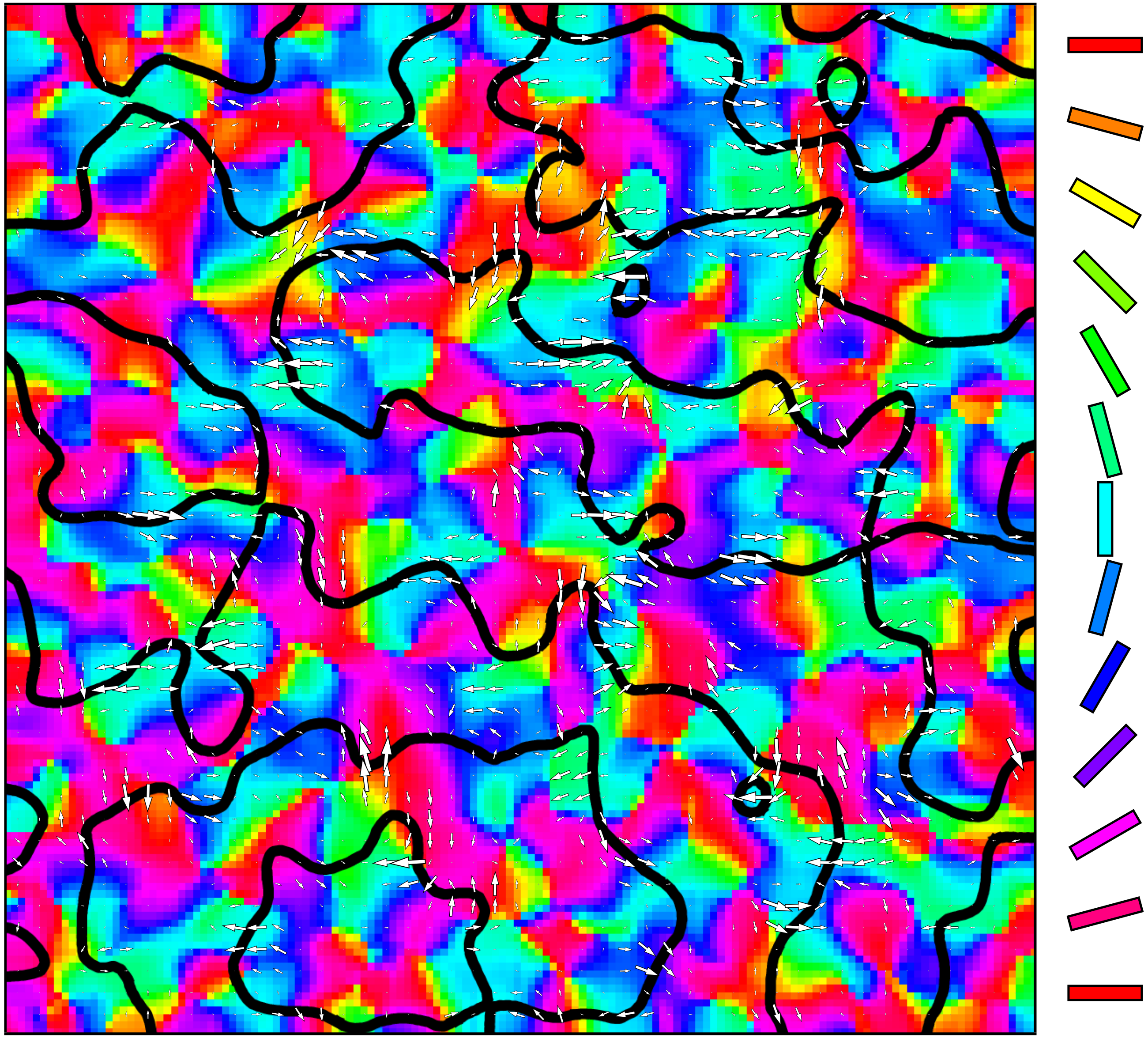
Similar results, but greater variety of RFs and less selectivity overall.

# OR/OD/DR training images



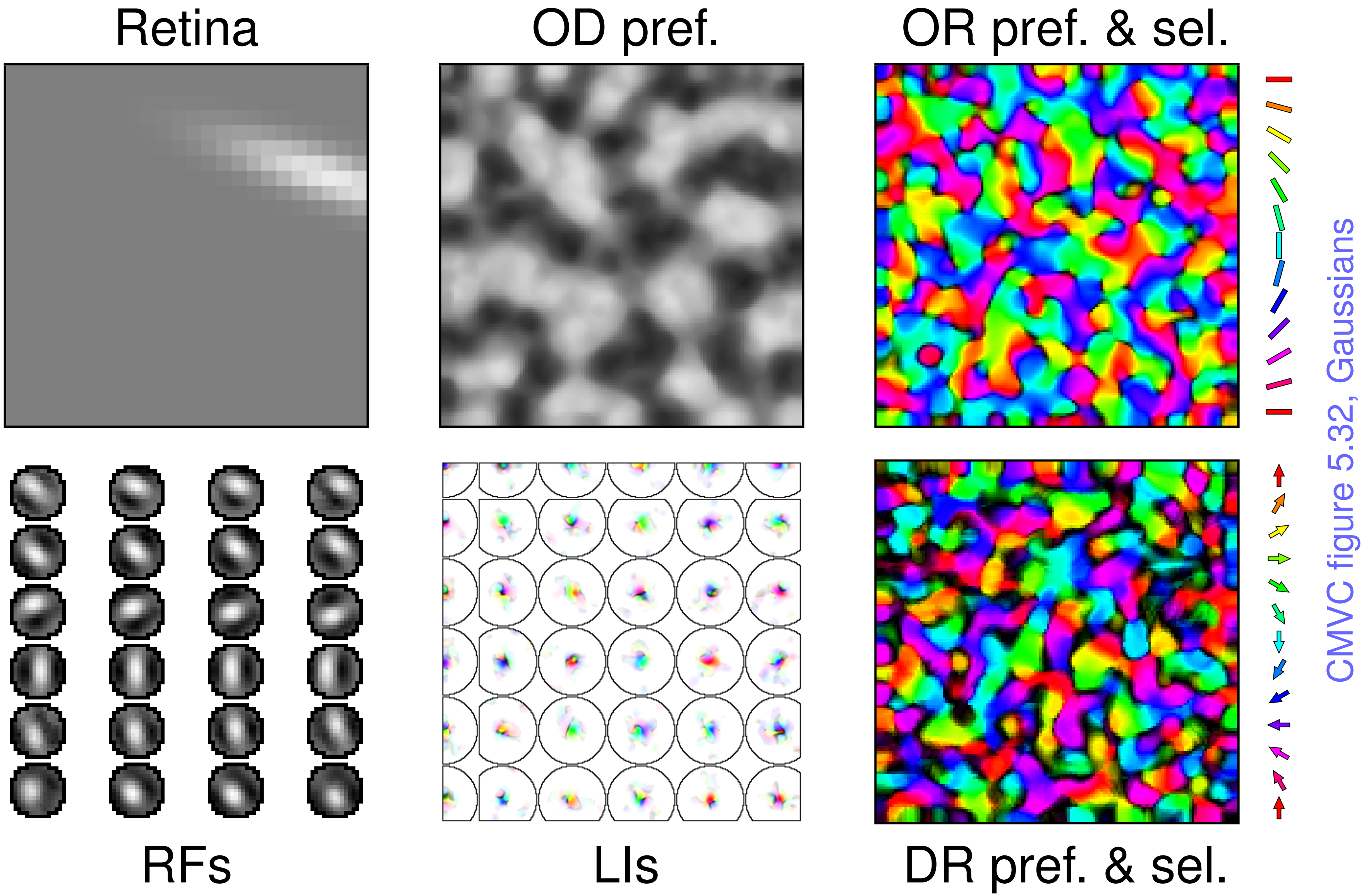

CMVC figure 5.30

# Natural image OR/OD/DR map

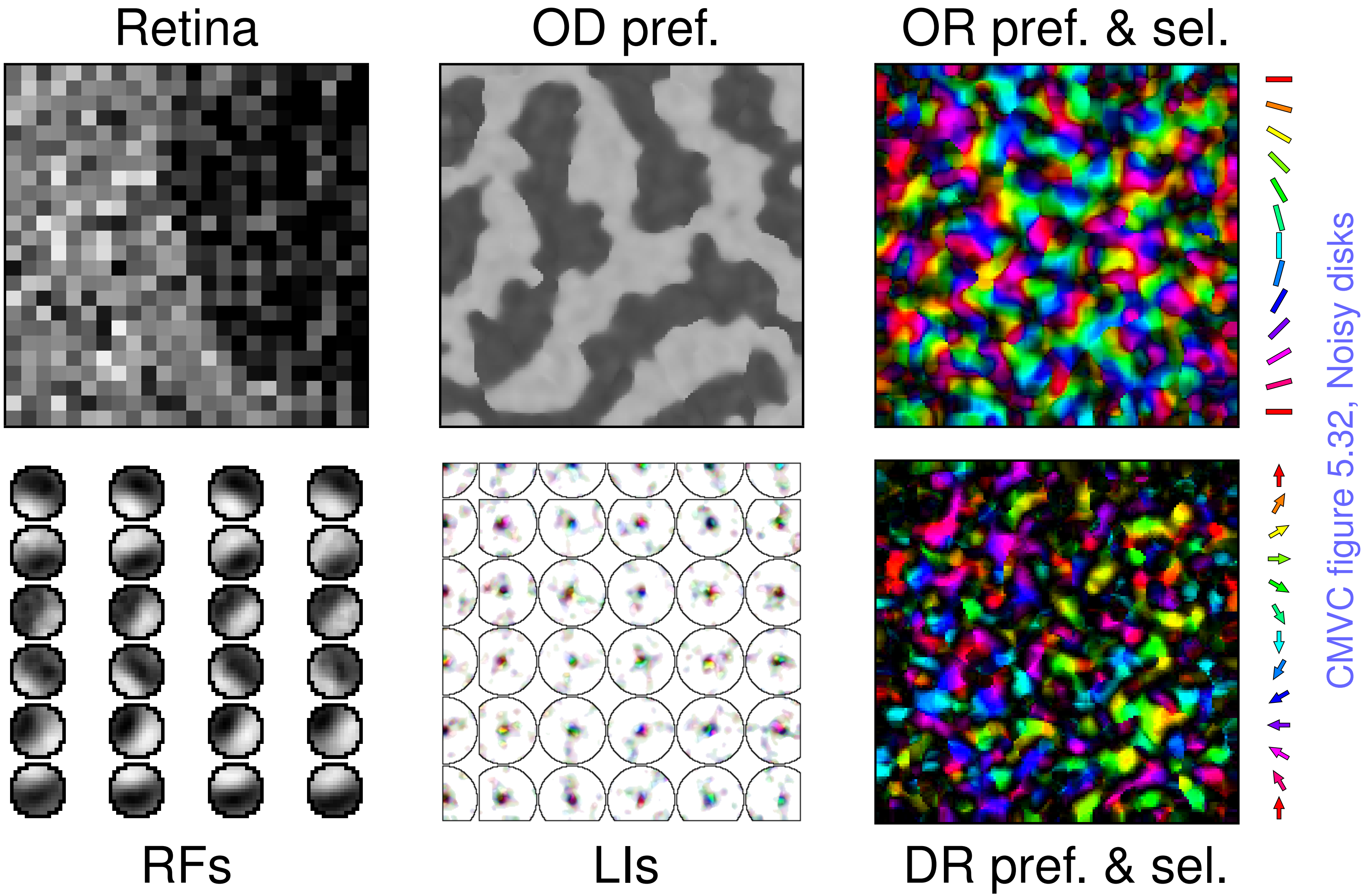


CMVC figure 5.31

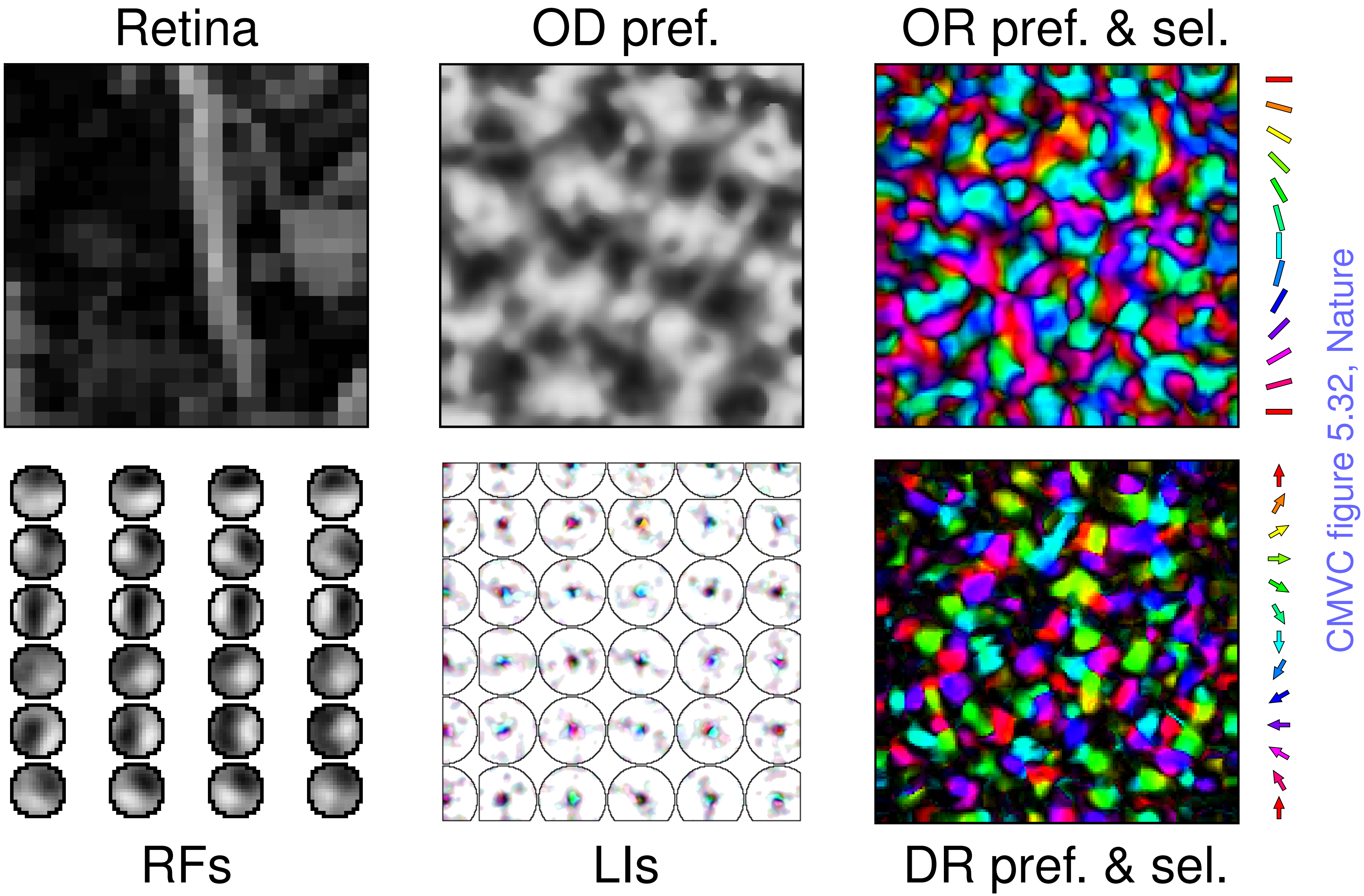
# OR/OD/DR: Gaussians



# OR/OD/DR: Noisy disks



# OR/OD/DR: Nature



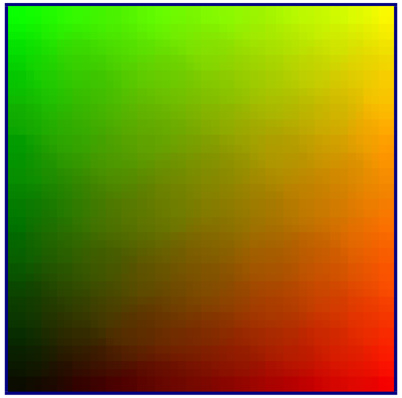
# Other dimensions in V1

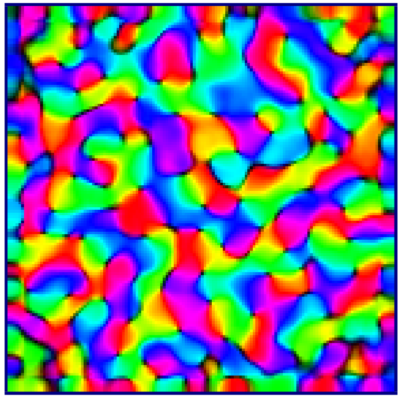
Since the book was published, all the other spatial dimensions have also been replicated in LISSOM:

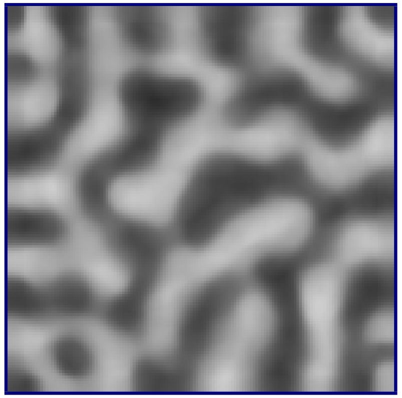
- Color (CL): Joint work with Judah De Paula (Bednar et al. 2005)
- Spatial frequency (SF): Joint work with Christopher Palmer (Palmer & Bednar 2006)
- Disparity (DY): Joint work with Tikesh Ramtohul (Ramtohul 2006)

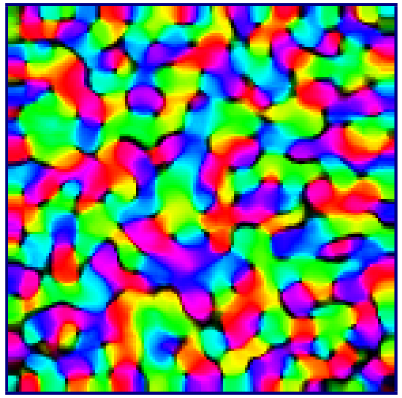
Preliminary work combines X/Y/OR/OD/DR/SP/CR/SF/DY, using 80 types of LGN cells (covers all but TF; Gerasymova 2008).

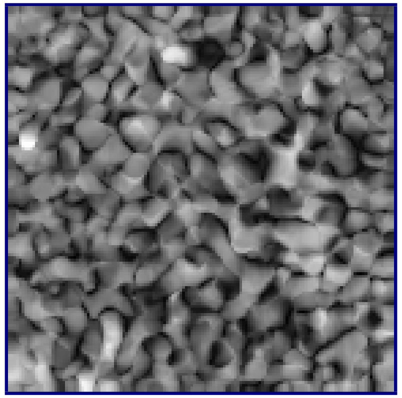
# Single-feature LISSOM maps

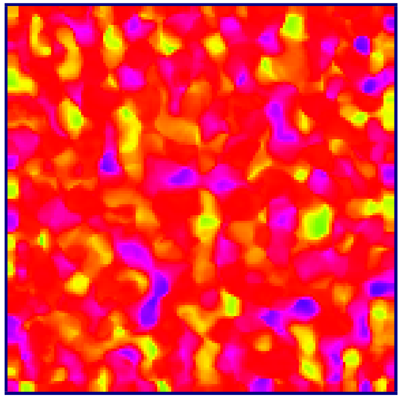

PO (X,Y)

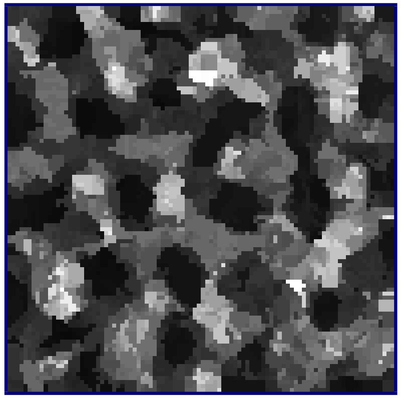

OR

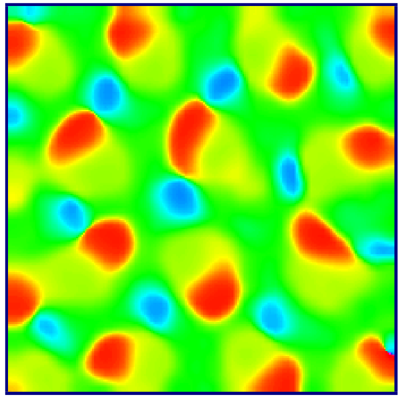

OD


DR


SP

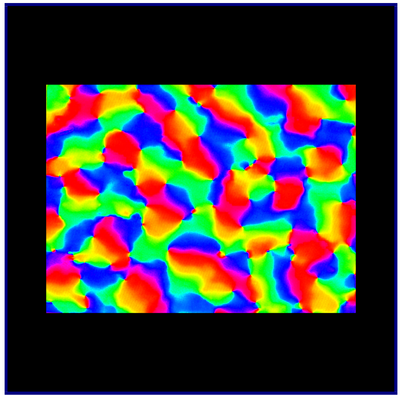
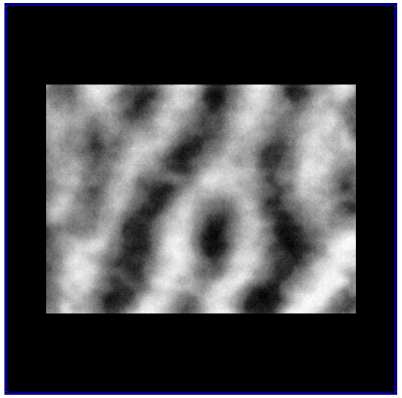
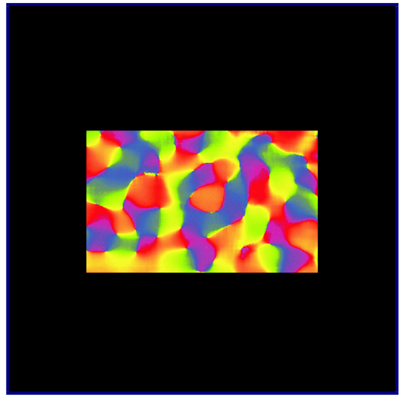

DY


SF

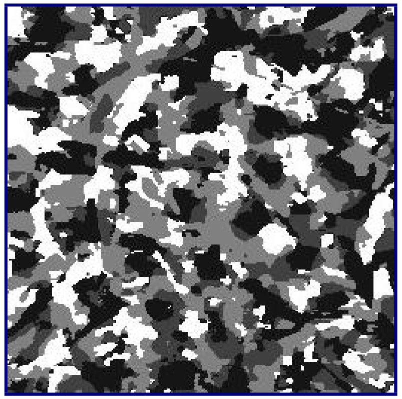
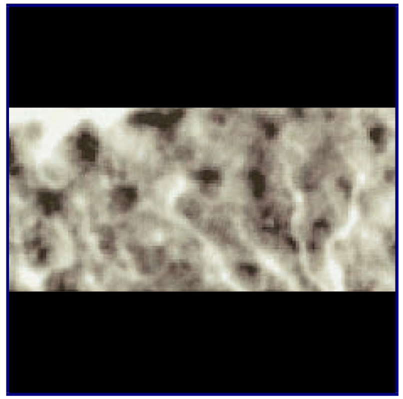

CR

Most clear or realistic maps from single-feature sims

# Animal Maps in V1

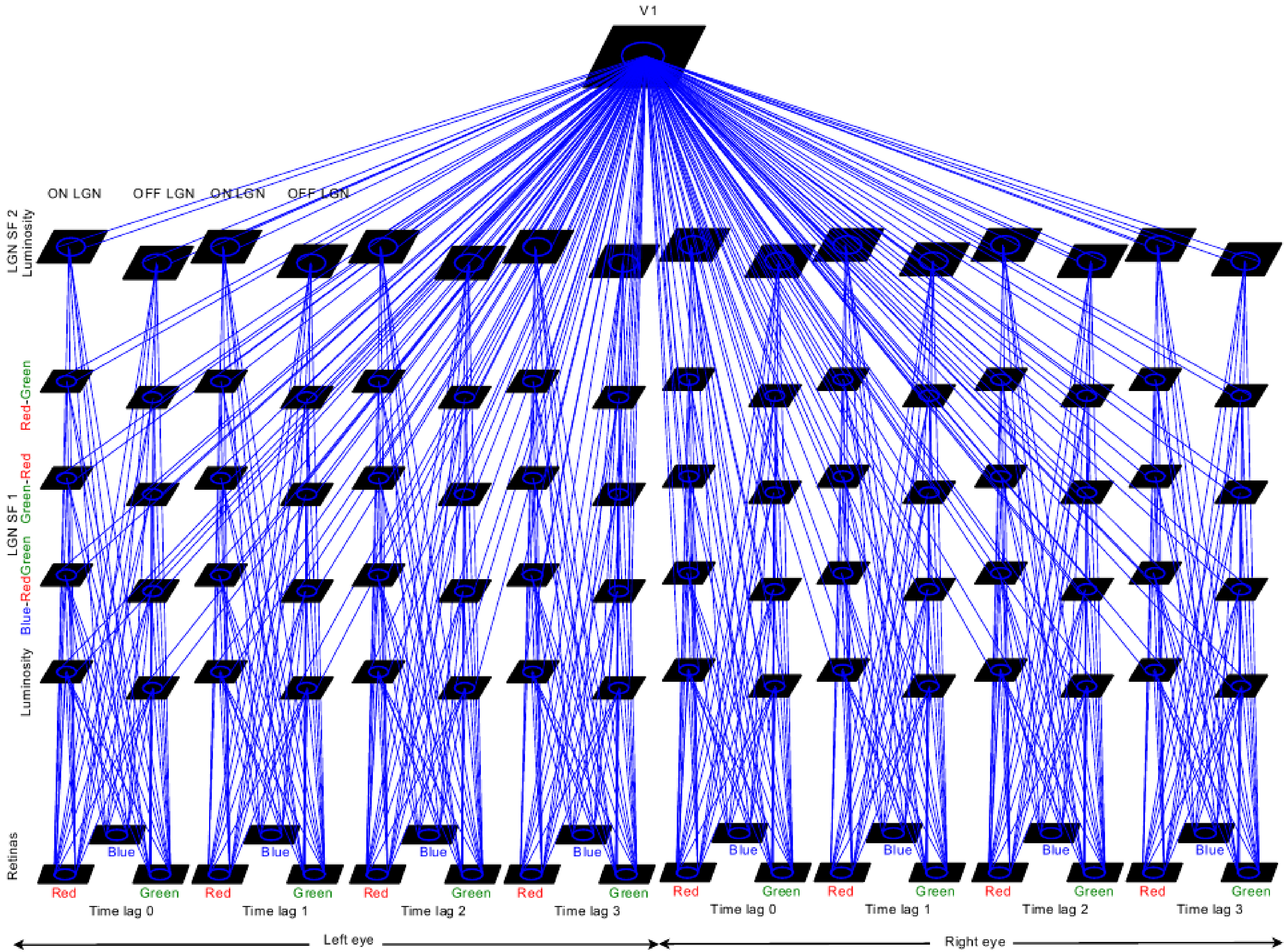
PO  OR, macaque  OD, macaque  DR, ferret

SP  DY  SF, owl monkey  CR, macaque

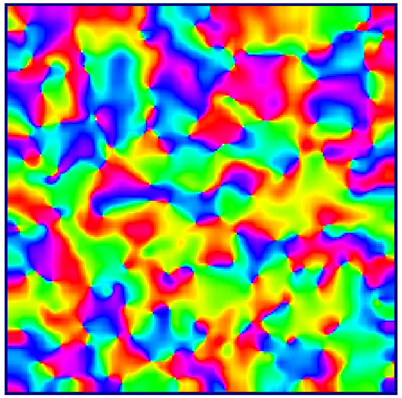
(Each panel shows 5mm$\times$5mm)

# Joint X/Y/OR/OD/DR/SP/CR/SF/DY

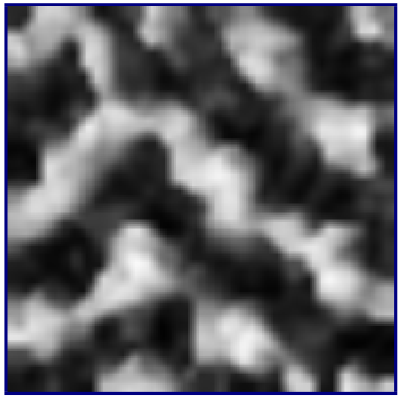


# Joint X/Y/OR/OD/DR/SP/CR/SF/DY

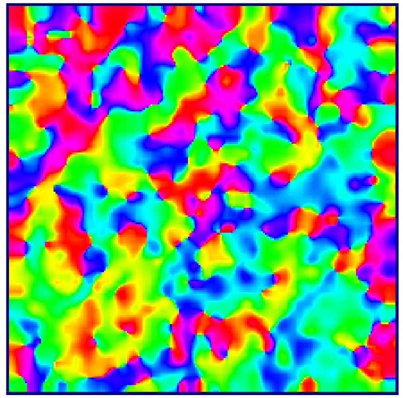
PO (X,Y)



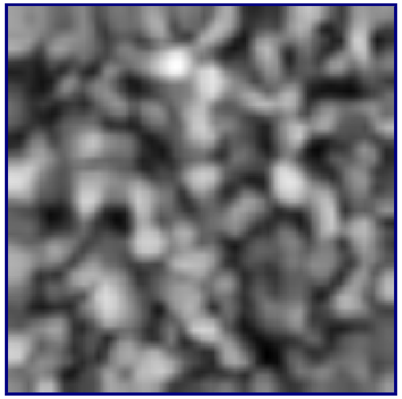
OR



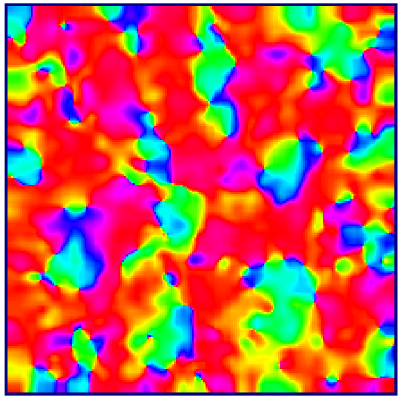
OD



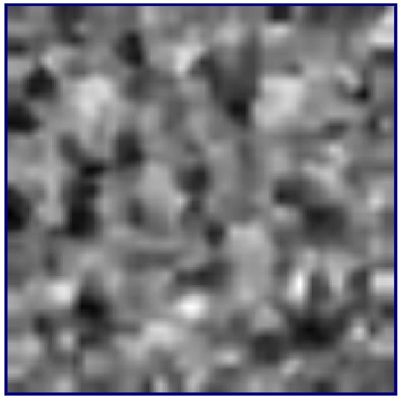
DR



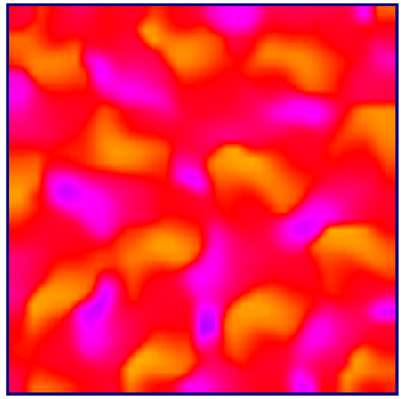
SP



DY



SF



CR

Work in progress, but covers all spatial maps. (Smoothed)

# Summary

Same LISSOM V1 can be used to model numerous (all?) feature dimensions, without modification.

Theory: cortical areas are similarly equipotent, and can reorganize to represent or process any dimension that typically varies and that our sensors can detect.

Though the organization is driven entirely by the input, a large class of inputs typically suffices to develop preference for a given feature.

In each case, the lateral connections store the long-range correlations in activity patterns within V1.

# References

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