

# Early Vision and Visual System Development

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## Studying the visual system (1)

The visual system can be (and is) studied using many different techniques. In this course we will consider:

**Psychophysics** What is the level of human visual performance under various different conditions?

**Anatomy** Where are the visual system parts located, and what do they look like?

**Gross anatomy** What do the visual system organs and tissues look like, and how are they connected?

**Histology** What cellular and subcellular structures can be seen under a microscope?

## Studying the visual system (2)

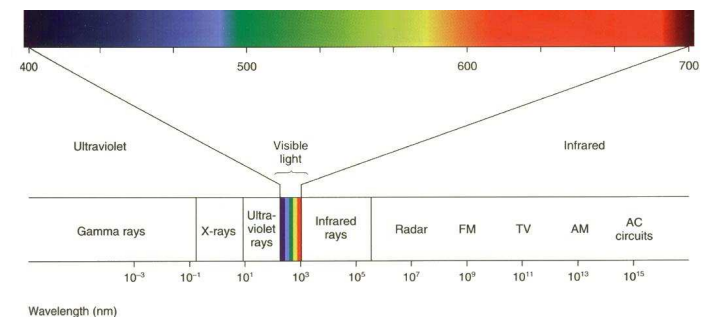
**Physiology** What is the behavior of the component parts of the visual system?

**Electrophysiology** What is the electrical behavior of neurons, measured with an electrode?

**Imaging** What is the behavior of a large area of the nervous system?

**Genetics** Which genes control visual system development and function, and what do they do?

## Electromagnetic spectrum

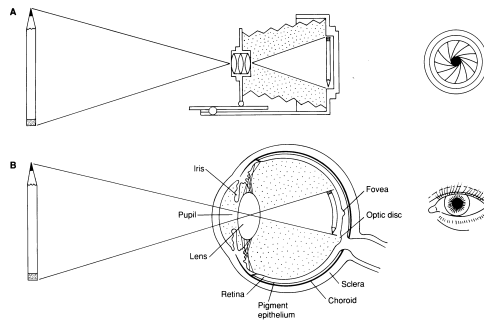


(From web)

Start with the physics: visible portion is small, but provides much information about biologically relevant stimuli



## Image formation



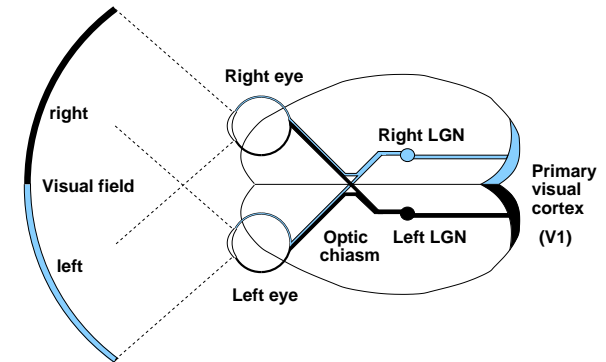
(Kandel et al. 1991)

	Fixed	Adjustable	Sampling
<b>Camera:</b>	lens shape	focal length	uniform
<b>Eye:</b>	focal length	lens shape	higher at fovea

CNV Spring 2009: Vision background

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## Visual fields



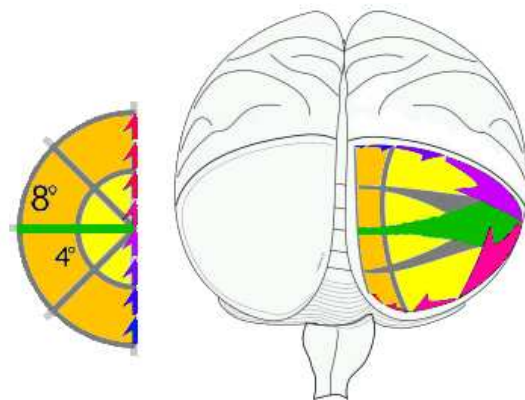
CMVC figure 2.1

- Each eye sees partially overlapping areas
- Inputs from opposite hemifield cross over at chiasm

CNV Spring 2009: Vision background

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## Retinotopic map



Mapping of visual field in macaque monkey

Blasdel and Campbell 2001

- Visual field is mapped onto cortical surface
- Fovea is overrepresented

CNV Spring 2009: Vision background

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## Effect of foveation



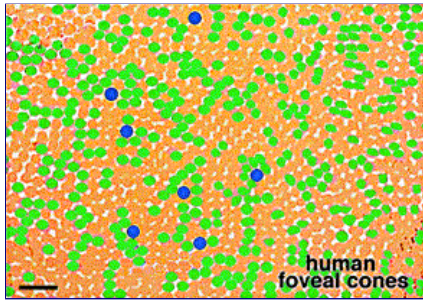
(From omni.isr.ist.utl.pt)

Smaller, tightly packed cones in the fovea give much higher resolution

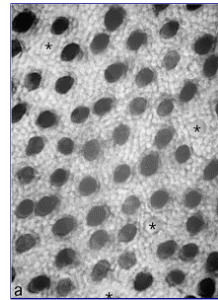
CNV Spring 2009: Vision background

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## Retinal surface



human foveal cones



a

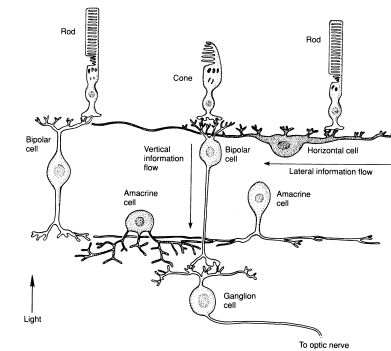
(Ahneilt & Kolb 2000)

Fovea (center ~)

Periphery

- Fovea: densely packed L,M cones (no rods)
- No S cones in central fovea; sparse elsewhere
- Cones are larger in periphery (\*: S-cones)
- Cone spacing also increases, with gaps filled by rods

## Retinal circuits

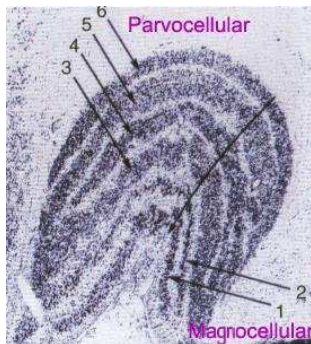


(Kandel et al. 1991)

**Rod pathway** Rod, rod bipolar cell, ganglion cell

**Cone pathway** Cone, bipolar cell, ganglion cell

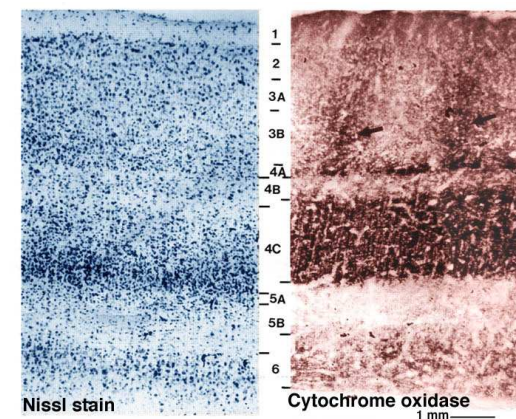
## LGN layers



Macaque; Hubel & Wiesel 1977

Multiple aligned representations of visual field in the LGN  
for different eyes and cell types

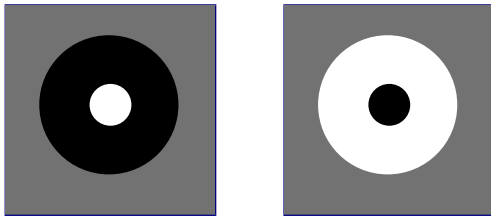
## V1 layers



(From webvision.umh.es)

Multiple layers of cells in V1  
Brodmann numbering

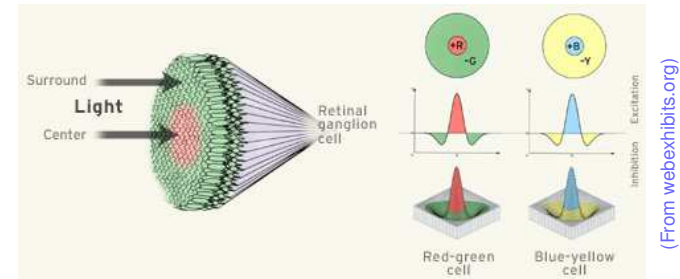
## Retinal/LGN cell response types



Types of receptive fields based on responses to light:

	in center	in surround
<b>On-center</b>	excited	inhibited
<b>Off-center</b>	inhibited	excited

## Color-opponent retinal/LGN cells



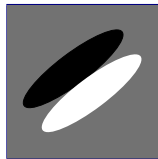
(From webexhibits.org)

Red/Green cells: (+R,-G), (-R,+G), (+G,-R), (-G,+R)

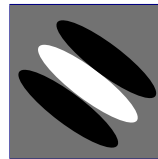
Blue/Yellow cells: (+B,-Y); others?

Error: light arrows in the figure are backwards!

## V1 simple cell responses



2-lobe simple cell

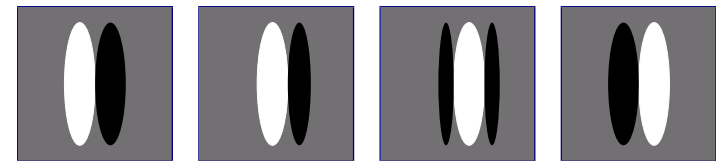


3-lobe simple cell

Starting in V1, only oriented patterns will cause any significant response

Simple cells: pattern preferences can be plotted as above

## V1 complex cell responses



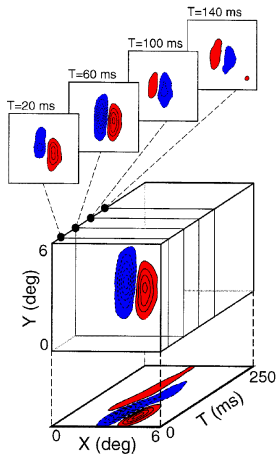
(Same response to all these patterns)

Complex cells are also orientation selective, but have responses invariant to phase

Can't measure complex RFs using pixel-based correlations



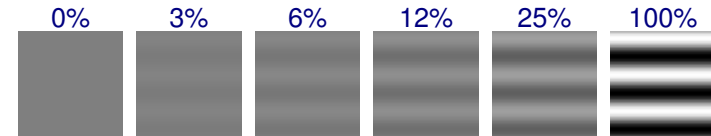
# Spatiotemporal receptive fields



- Neurons are selective for multiple stimulus dimensions at once
- Typically prefer lines moving in direction perpendicular to orientation preference

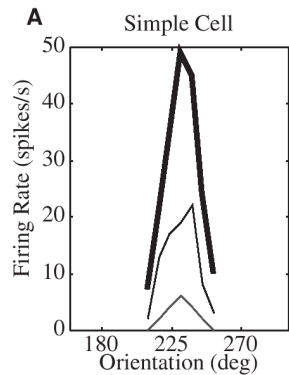
(Cat V1; DeAngelis et al. 1999)

# Contrast perception



- Humans can detect patterns over a huge contrast range
- In the laboratory, increasing contrast above a fairly low value does not aid detection
- See 2AFC (two-alternative forced-choice) test in google and ROC (Receiver Operating Characteristic) in Wikipedia for more info on how such tests work

# Contrast-invariant tuning



- Single-cell tuning curves are typically Gaussian
- 5%, 20%, 80% contrasts shown
- Peak response increases, but
- Tuning width changes little

(Sclar & Freeman 1982)

# Definitions of contrast

**Luminance (luminosity):** Physical amount of light

**Contrast:** Luminance relative to background levels to which the visual system has become adapted

Contrast is a fuzzy concept – clear only in special cases:

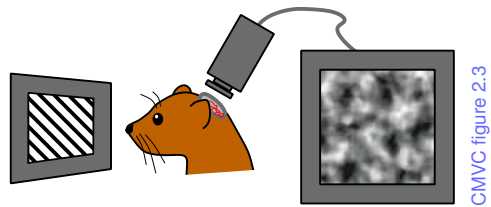
**Weber contrast (e.g. a tiny spot on uniform background)**

$$C = \frac{L_{max} - L_{min}}{L_{min}}$$

**Michelson contrast (e.g. a full-field sine grating):**

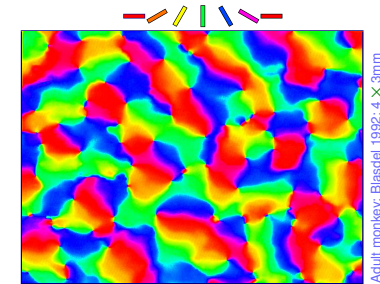
$$C = \frac{L_{max} - L_{min}}{L_{max} + L_{min}}$$

## Measuring cortical maps



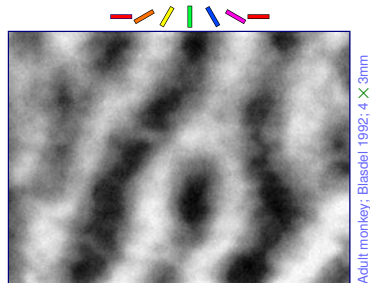
- Surface reflectance (or voltage-sensitive-dye emission) changes with activity
- Measured with optical imaging
- Preferences computed as correlation between measurement and input

## Orientation map in V1



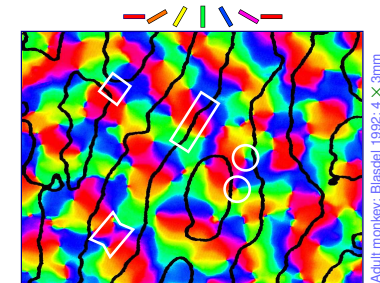
- Overall organization is retinotopic
- Local patches prefer different orientations

## Ocular dominance map in V1



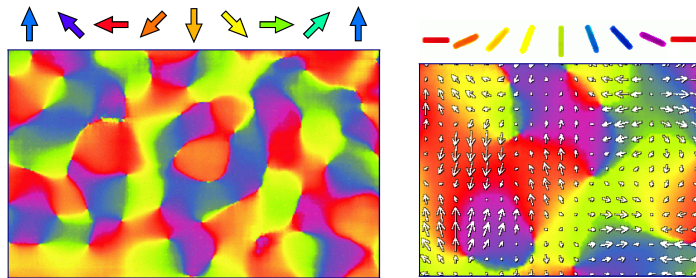
- Most neurons are binocular, but prefer one eye
- Eye preference alternates in stripes or patches

## Combined OR/OD map in V1



- Same neurons have preference for both features
- OR has linear zones, fractures, pinwheels, saddles
- OD boundaries typically align with linear zones

## Direction map in V1



Direction preference

(3.2 × 2mm)

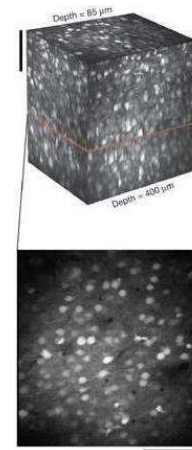
OR/Direction pref.

(1 × 1.4mm)

(Adult ferret; Weliky et al. 1996)

- Local patches prefer different directions
- Single-OR patches often subdivided by direction
- Other maps: spatial frequency, color, disparity

## Cell-level organization



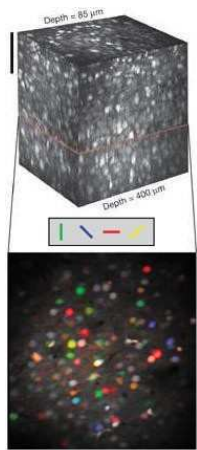
Rat V1 (scale bars 0.1mm)

Two-photon microscopy:

- New technique with cell-level resolution
- Can measure a small volume very precisely

(Ohki et al. 2005)

## Cell-level organization 2

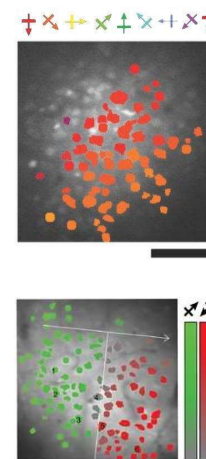


Rat V1 (scale bars 0.1mm)

- Individual cells can be tagged with feature preference
- In rat, orientation preferences are random
- Random also expected in mouse, squirrel

(Ohki et al. 2005)

## Cell-level organization 3



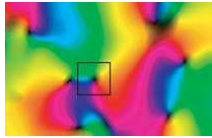
Cat V1 Dir. (scale bars 0.1mm)

- In cat, validates results from optical imaging
- Smooth organization for direction overall
- Sharp, well-segregated discontinuities

(Ohki et al. 2005)



## Cell-level organization 4



Low-res map (2 × 1.2mm)

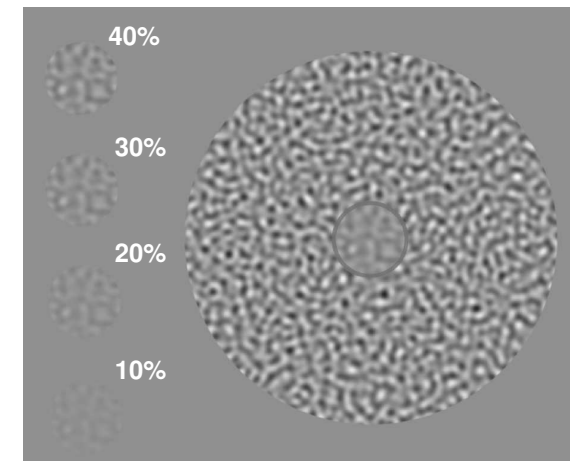


Stack of all labeled cells (0.6 × 0.4mm)

- Very close match with optical imaging results
- Stacking labeled cells from all layers shows very strong ordering spatially and in across layers
- No significant loss of selectivity in pinwheels

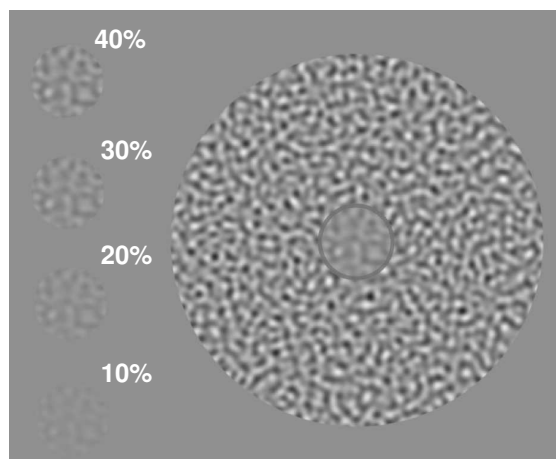
(Ohki et al. 2006)

## Surround modulation



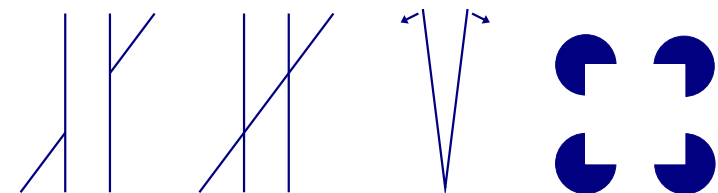
Which of the contrasts at left matches the central area?

## Surround modulation



Which of the contrasts at left matches the central area? **40%**

## Contextual interactions



- Orientation and shape perception is not entirely local (e.g. due to individual V1 neurons).
- Instead, adjacent line elements interact (tilt illusion).
- Presumably due to lateral or feedback connections at V1 or above.

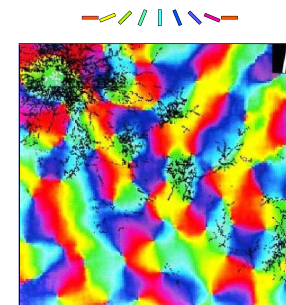
## Lateral connections



(Macaque; Gilbert et al. 1990)

- Example layer 2/3 pyramidal cell
- Patchy every 1mm

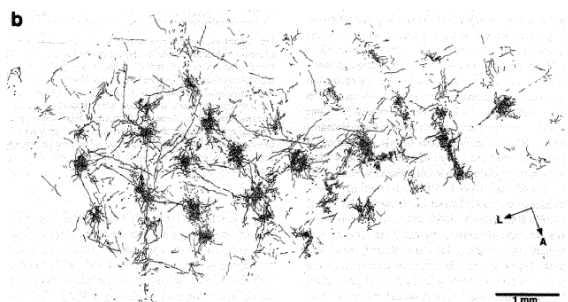
## Lateral connections



(2.5 mm × 2 mm in tree shrew V1; Bosking et al. 1997)

- Connections up to 8mm link to similar preferences
- Patchy structure, extend along OR preference

## Feedback connections



(Macaque; Angelucci et al. 2002)

- Relatively little known about feedback connections
- Large number, wide spread
- Some appear to be diffuse
- Some are patchy and orientation-specific

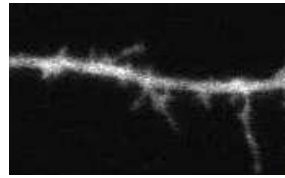
## Visual development

Research questions:

- Where does the visual system structure come from?
- How much of the architecture is specific to vision?
- What influence does the environment have?
- How plastic is the system in the adult?

Most visual development studies focus on ferrets and cats, whose visual systems are very immature at birth.

## Initial development



(Ziv 1996)

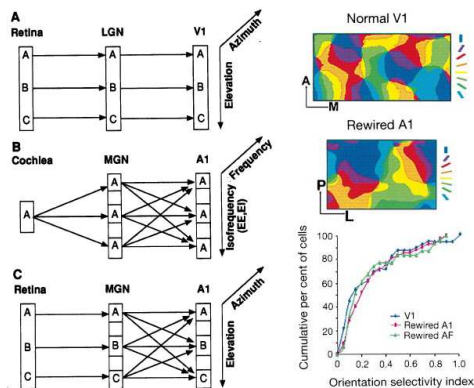
- Tissues develop into eye, brain
- RGC axons grow from eye to LGN and superior colliculus (SC) following chemical gradients
- Axons form synapses at LGN, SC
- LGN axons grow to V1, V2, etc., forming synapses

## Cortical development

- Coarse cortical architecture (e.g. division into areas) appears to be fixed after birth
- Cortical architecture similar across areas
- Much of cortical development appears driven by different peripheral circuitry (auditory, visual, etc.)
- E.g. Sur et al. 1988-2000: auditory cortex can develop into visual cortex

## Rewired ferrets

Sur et al. 1988-2000:



1. Disrupt connections to MGN
2. RGC axons now terminate in MGN
3. Then to A1 instead of V1
4. Functional orientation cells, map in A1

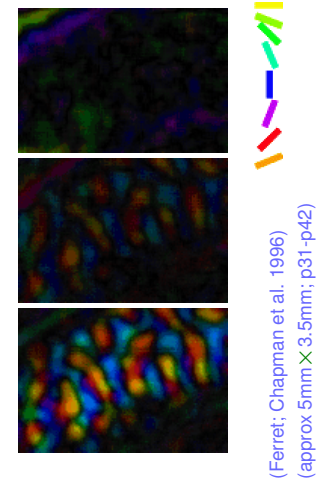
## Human visual system at birth

- Some visual ability
- Fovea barely there
- Color vision poor
- Binocular vision difficult
  - Poor control of eye movements
  - Seems to develop later
- Acuity increases 25X (birth to 6 months)

## Map development

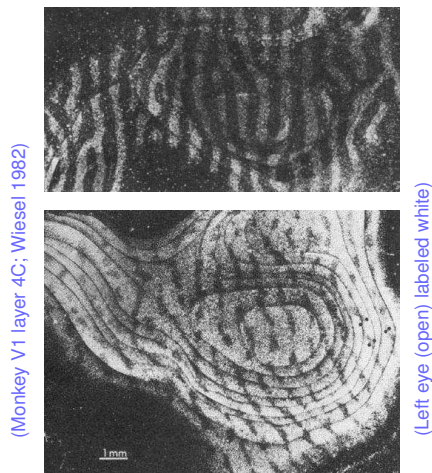
- Initial orientation, OD maps develop without visual experience (Crair et al. 1998)
  - Maps match between the eyes even without shared visual experience (Kim & Bonhoeffer 1994)
  - Experience leads to more selective neurons and maps (Crair et al. 1998)
  - Lid suture (leaving light through eyelids) during critical period destroys maps (White et al. 2001)
- Complicated interaction between system and environment.

## OR map development



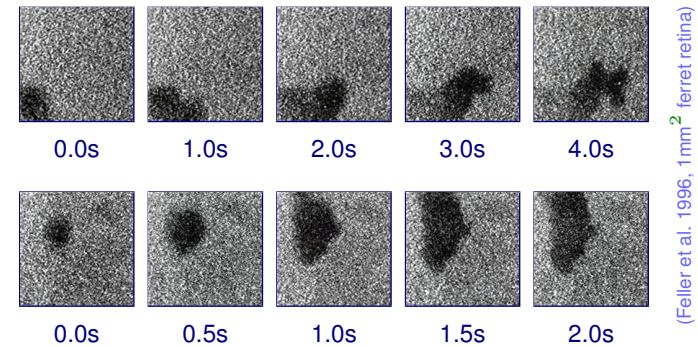
- Map not visible when eyes first forced open
- Gradually becomes stronger over weeks
- Shape doesn't change significantly
- Initial development affected little by dark rearing

## Monocular deprivation



- Raising with one eyelid sutured shut results in larger area for other eye
- Sengpiel et al. 1999: Area for overrepresented orientations increases too

## Internally generated inputs

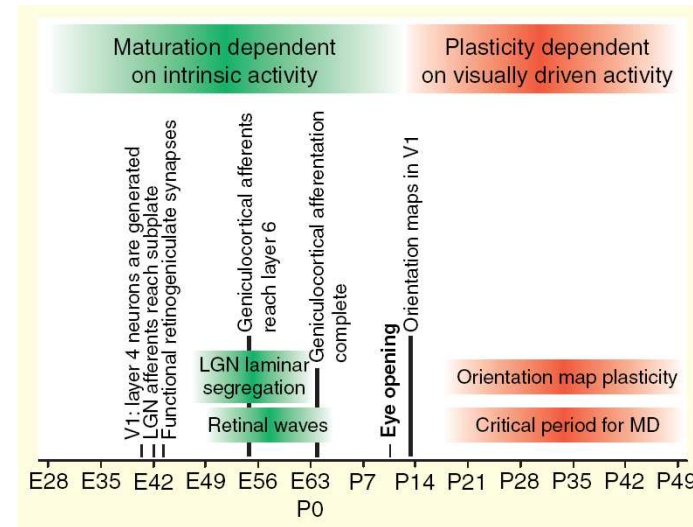


- Retinal waves: drifting patches of spontaneous activity
- Training patterns?

# Role of spontaneous activity

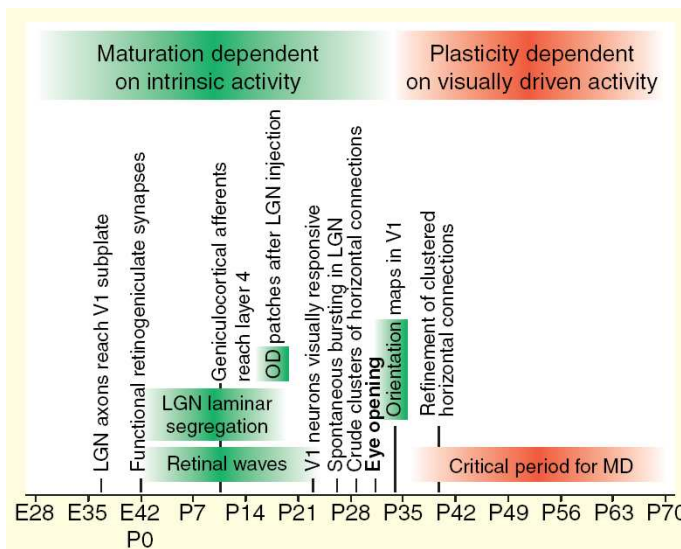
- Silencing of retinal waves prevents eye-specific segregation in LGN
- Boosting in one eye disrupts LGN, but not if in both
- Effect of retinal waves on cortex unclear
- Other sources of input to V1: spontaneous cortical activity, brainstem activity
- All developing areas seem to be spontaneously active, e.g. auditory system, spinal cord

# Timeline: Cat

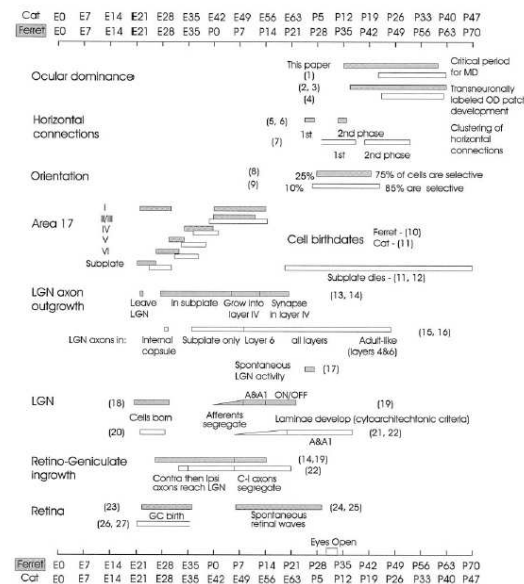


(Sengpiel & Kind 2002)

# Timeline: Ferret



(Sengpiel & Kind 2002)



(Issa et al., 1999)

# Cat vs. Ferret

Should be readable in a printout, not on screen

OD, Ocular dominance  
MD, monocular deprivation  
GC, ganglion cell  
C-I, contralateral-ipsilateral



## Conclusions

- Early areas well studied
- Higher areas much less so
- Little understanding of how entire system works together
- Development also a mystery
- Lots of work to do

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