## Surround modulation

## Modeling Adult Visual Function

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## Surround modulation



Effects depend strongly on contrast ${ }_{\text {Hirscon }}$ \& Gilbert 1991), (Weliky et al. ${ }^{1995)}$ and on distance

Distancerelated effects match both lateral and feedback

## Proposed model circuit



## LISSOM/GCAL SM model


(Antolik 2010; Antolik \& Bednar 2012)

- LISSOM/GCAL circuit for surround modulation
- Separate inhibitory interneurons
- Long-range excitatory lateral connections
- Separate simple and complex cell layers
- Feedback connections in progress (Philipp Rudiger)


## SM model size tuning



Single-unit response to larger patterns typically increases, then decreases as inhibition is recruited

## Diversity in size tuning

Model matches both typical and unusual size tuning responses

Diversity in OCTC tuning


Model matches both typical and unusual orientation-contrast tuning types

## The Tilt Aftereffect (TAE)



- Bias in orientation perception after prolonged exposure
- Allows model structure to be related to adult function
- Classic explanation: "fatigue" - activated neurons get tired, shifting the population average away


## Measuring perceived orientation



- Assumption: perception based on population average
- Vector average good for cyclic quantities
- Decode perception before and after adaptation


## TAE in Humans and LISSOM



- Direct effect for small angles
- Indirect effect for larger angles
- Null effect at training angle
- Human, model match closely

Histogram difference

## TAE Adaptation in LISSOM

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- Null at zero: More inhibition, but no net change in perception
- Direct effect: More inhibition for angles $<10^{\circ}$
- Perception shifts from 10 to $14^{\circ}$
- Indirect effect: Less inhibition for angles $<60^{\circ}$
- Perception shifts from 60 to $58^{\circ}$
- Due to synapses, not tired neurons!


## McCollough effect test pattern



## McCollough effect


(McCollough 1965)
After adaptation:

- Vertical bars should be slightly magenta
- Horizontal bars should be slightly green


Stare alternately at the two patterns for 3 minutes, moving your gaze to avoid developing strong afterimages

## McCollough effect: data



- Effect measured in humans at each angle between adaptation and test
- Strength falls off smoothly with angle
- V1 is earliest possible substrate - first area showing OR selectivity; has color map

$2.3 \times 5.3 \mathrm{~mm}$ macaque V 1
- The effect should reverse if you tilt your head $90^{\circ}$, and disappear if you tilt $45^{\circ}$.

LISSOM Color V1 Model


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- Input: RGB images
- Decomposed into Red, Green channels (no blue in central fovea, Calkins 2001)
- Processed by color opponent retinal ganglia


## LISSOM OR + Color map



- Orientation map similar to animal maps
- Color-selective cells occur in blobs
- Preferences of neurons in each blob?


## Calculating McCollough Effect

- Perceived color estimated as a vector average of all units
- Vector direction: + for red-selective units, - for green-selective units
- Weighted by activation level and amount of color selectivity

Result is a number from extreme red (positive) to extreme green (negative), with approximately 0 being monochrome.

## Model McCollough Effect



## Compared with human



# McCollough Effect 



## Summary

- LISSOM/GCAL can be compatible with actual circuit
- Reproduces surprising features of surround modulation
- Afteffects arise from Hebbian adaptation of lateral connections
- The same self-organizing processes can drive both development and adaptation: both structure and function
- Novel prediction: Indirect effect due to weight normalization
- Project: exactly how does inverted Mexican Hat work?


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