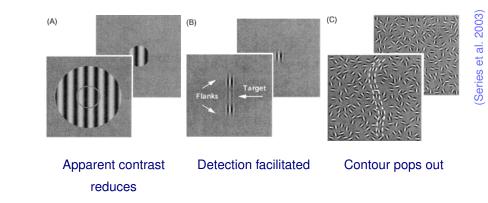
Modeling Adult Visual Function

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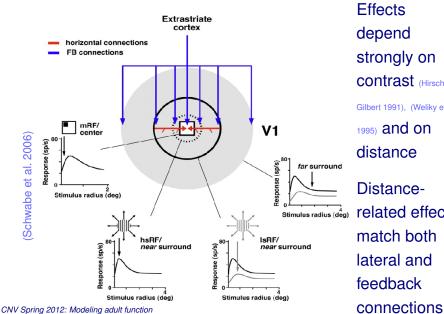
Surround modulation



Many types of contextual interactions are known

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Surround modulation



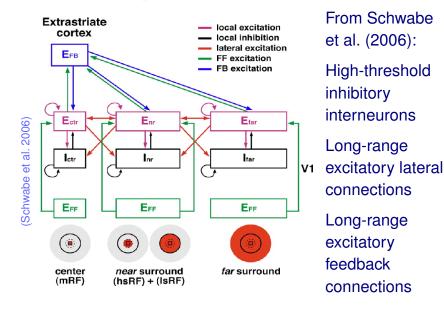
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Effects depend strongly on contrast (Hirsch & Gilbert 1991), (Weliky et al. 1995) and on distance Distancerelated effects match both lateral and feedback

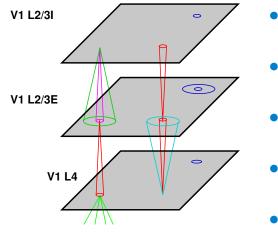
1

3

Proposed model circuit



LISSOM/GCAL SM model



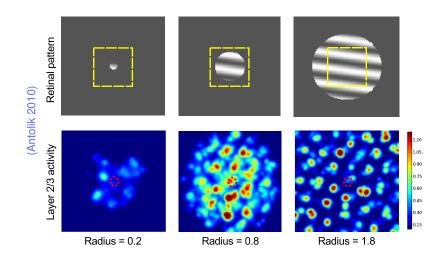
(Antolik 2010; Antolik & Bednar 2012)

- 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)

5

7

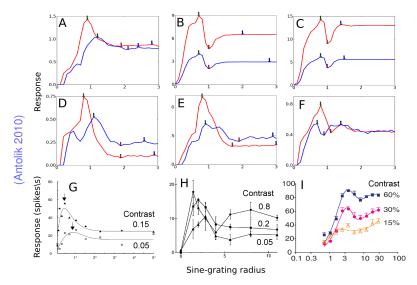
SM model size tuning



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

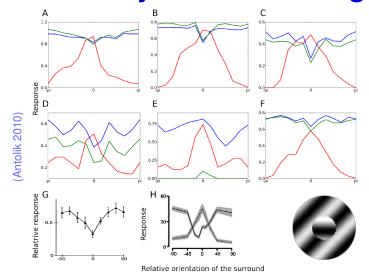
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Diversity in size tuning



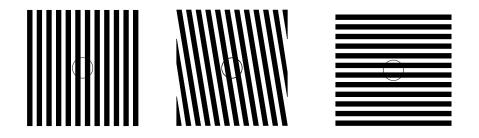
Model matches both typical and unusual size tuning responses

Diversity in OCTC tuning



Model matches both typical and unusual orientation-contrast tuning types

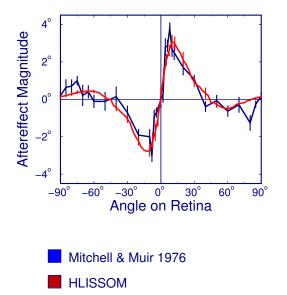
The Tilt Aftereffect (TAE)



- 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

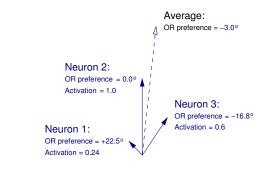
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TAE in Humans and LISSOM



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

Measuring perceived orientation



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

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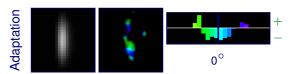
Direct

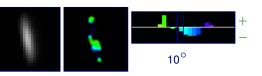
Input

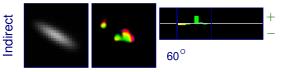
pattern

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TAE Adaptation in LISSOM







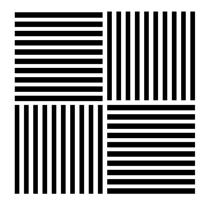
V1 Activity

Histogram

difference

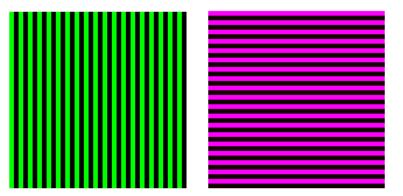
- Null at zero: More inhibition, but no net change in perception
- Direct effect: More inhibition for angles <10°
 - Perception shifts from 10 to 14°
- Indirect effect: Less inhibition for angles <60°
 - Perception shifts from 60 to 58°
- Due to synapses, not tired neurons!

McCollough effect test pattern



Before adaptation, this pattern should appear monochrome

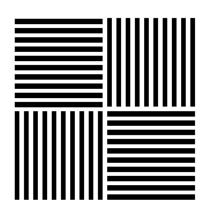
Adaptation pattern



Stare alternately at the two patterns for 3 minutes, moving your gaze to avoid developing strong afterimages CNV Spring 2012: Modeling adult function

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McCollough effect



(McCollough 1965)

After adaptation:

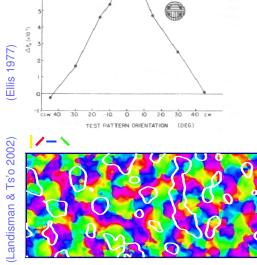
 Vertical bars should be slightly magenta 13

15

 Horizontal bars should be slightly green

• The effect should reverse if you tilt your head 90° , and disappear if you tilt 45° .

McCollough effect: data

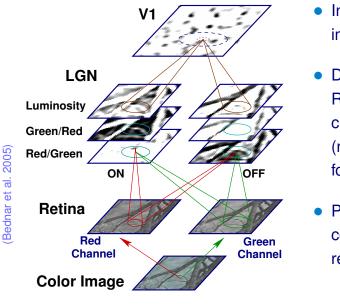


2.3×5.3mm macaque V1 CNV Spring 2012: Modeling adult function

- Effect measured in humans at each angle between adaptation and test
- Strength falls off smoothly with angle
- V1 is earliest possible substrate

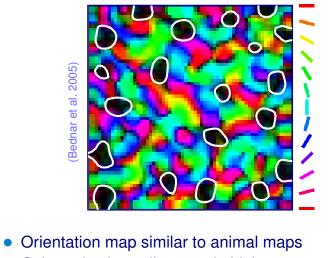
 first area showing
 OR selectivity; has
 color map

LISSOM Color V1 Model



- 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



- Color-selective cells occur in blobs
- Preferences of neurons in each blob?

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17

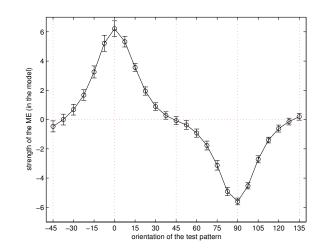
19

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

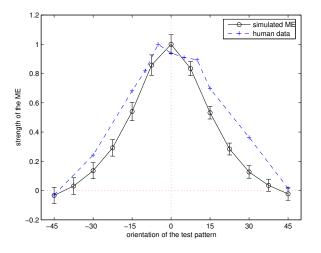
Result is a number from extreme red (positive) to extreme green (negative), with approximately 0 being monochrome.

Model McCollough Effect

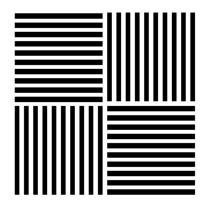


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Compared with human



McCollough Effect



Is the effect still present?

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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21

23

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23

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