Early Vision and Visual System Development

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1

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?

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?

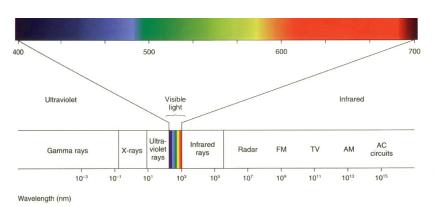
Gross anatomy What do the visual system organs and tissues look like, and how are they connected?

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

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0

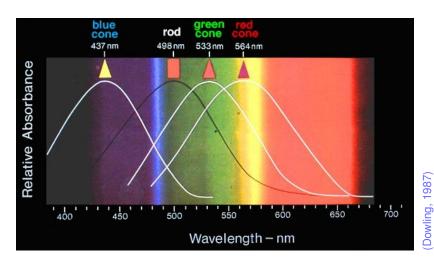
Electromagnetic spectrum



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

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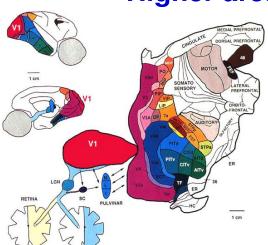
Cone spectral sensitivities



Somehow we make do with sampling the visible range of wavelengths at only three points (3 cone types)

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Higher areas



Selective for faces, motion,

V1

etc.

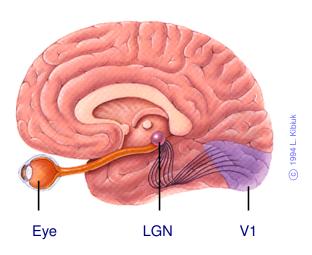
Many higher

areas beyond

 Not as well understood

Macague monkey visual areas (Van Essen et al. 1992)

Early visual pathways



Signals travel from retina, to LGN, then to primary visual cortex

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5

Circuit diagram

Connections between macaque monkey visual areas

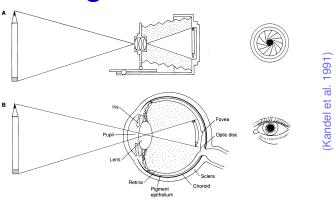
(Van Essen et al. 1992)

A bit messy!

(Yet still just a start.)

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Image formation

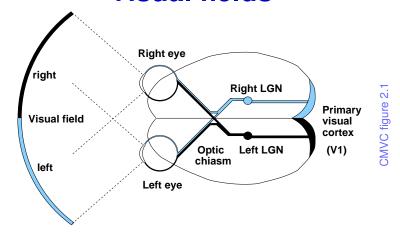


	Fixed	Adjustable	Sampling
Camera:	lens shape	focal length	uniform
Eye:	focal length	lens shape	higher at fovea

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9

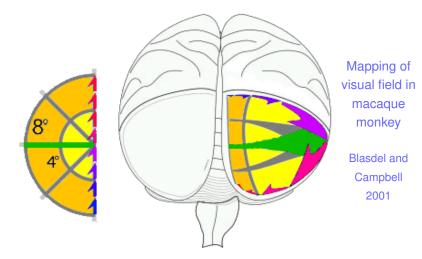
Visual fields



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

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Retinotopic map



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

Effect of foveation

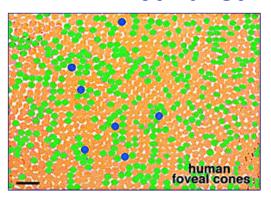


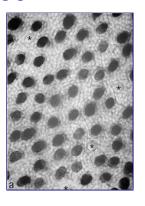


Smaller, tightly packed cones in the fovea give much higher resolution

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Retinal surface





Fovea (center →)

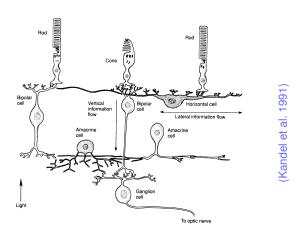
Periphery

- 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

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13

Retinal circuits

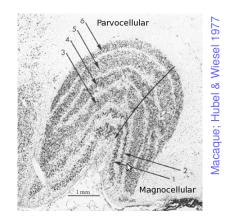


Rod pathway Rod, rod bipolar cell, ganglion cell

Cone pathway Cone, bipolar cell, ganglion cell

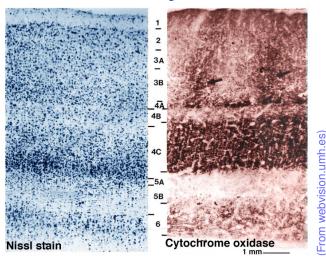
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LGN layers



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

V1 layers

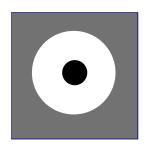


Multiple layers of cells in V1 Brodmann numbering

15 CNV Spring 2013: Vision background CNV Spring 2013: Vision background

Retinal/LGN cell response types





Types of receptive fields based on responses to light:

in center in surround

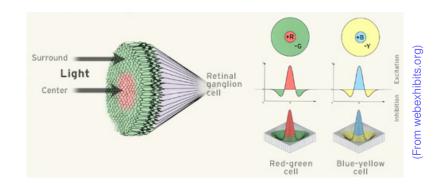
On-center excited inhibited

Off-center inhibited excited

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17

Color-opponent retinal/LGN cells



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! Actual

organization mostly consistent with random wiring

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18

V1 simple cell responses





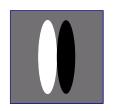
2-lobe simple cell

3-lobe simple cell

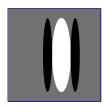
Starting in V1, only oriented patterns will cause any significant response

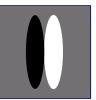
Simple cells: pattern preferences can be plotted as above

V1 complex cell responses







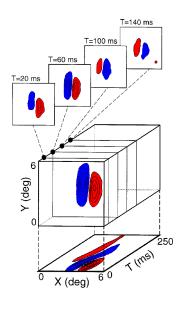


(Same response to all these patterns)

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

Can't measure complex RFs using pixel-based correlations

Spatiotemporal receptive fields



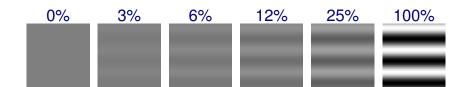
- Neurons are selective for multiple stimulus dimensions at once
- Typically prefer lines moving in direction perpendicular to orientation preference

(Cat V1; DeAngelis et al. 1999)

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21

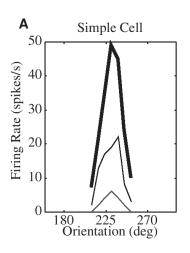
Contrast perception



- 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

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Contrast-invariant tuning



(Sclar & Freeman 1982)

- Single-cell tuning curves are typically Gaussian
- 5%, 20%, 80% contrasts
 shown
- Peak response increases, but
- Tuning width changes little
- Contrast where peak is reached varies by cell

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)

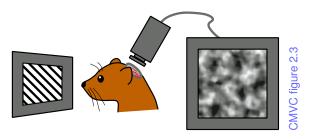
$$C = \frac{Lmax - Lmin}{Lmin}$$

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

$$C = \frac{Lmax - Lmin}{Lmax + Lmin} = \frac{\frac{Lmax - Lmin}{2}}{Lavq}$$

22

Measuring cortical maps

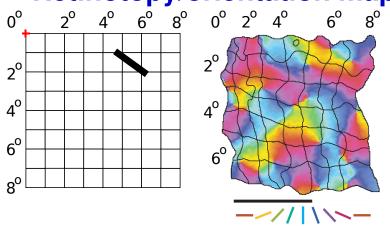


- Surface reflectance (or voltage-sensitive-dye emission) changes with activity
- Measured with optical imaging
- Preferences computed as correlation between measurement and input

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25

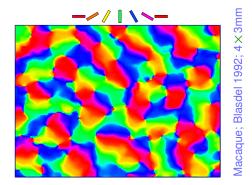
Retinotopy/orientation map



- Tree shrew has no fovea → isotropic map
- All orientations represented for each retina location
- Orientation map is smooth, with local patches

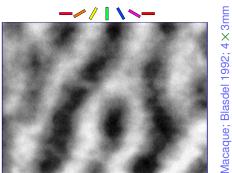
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Macaque orientation map



- Macague monkey has fovea but similar orientation map
- Retinotopic map (not measured) highly nonlinear

Ocular dominance map in V1

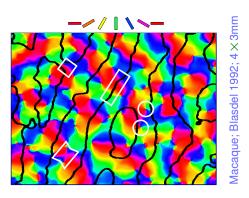


Free shrew; Bosking et al. 2002; 2×2 mm

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

27 CNV Spring 2013: Vision background CNV Spring 2013: Vision background

Combined OR/OD map in V1

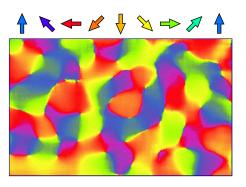


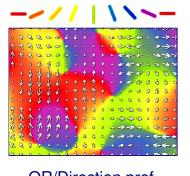
- Same neurons have preference for both features
- OR has linear zones, fractures, pinwheels, saddles
- OD boundaries typically align with linear zones

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29

Direction map in V1





Direction preference

OR/Direction pref.

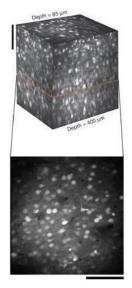
 $(3.2 \times 2mm)$

 $(1 \times 1.4 \text{mm})$

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

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Cell-level organization

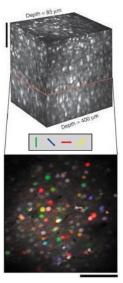


Two-photon microscopy:

- 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)

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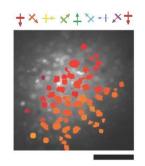
Rat V1 (scale bars 0.1mm)

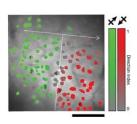
31

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32

Cell-level organization 3





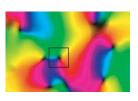
Cat V1 Dir. (scale bars 0.1mm)

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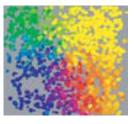
- In cat, validates results from optical imaging
- Smooth organization for direction overall
- Sharp, well-segregated discontinuities

(Ohki et al. 2005)

Cell-level organization 4



Low-res map (2×1.2mm)



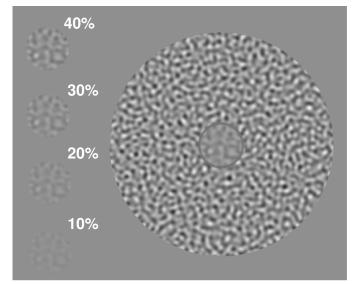
Stack of all labeled cells (0.6 × 0.4mm)

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- Very close match with optical imaging results
- Stacking labeled cells from all layers shows very strong ordering spatially and in across layers
- Selectivity in pinwheels controversial; apparently lower

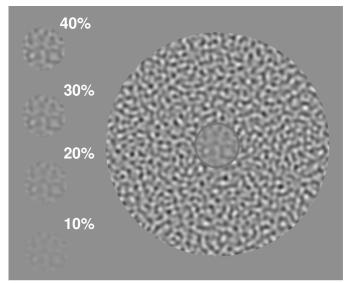
(Ohki et al. 2006)

Surround modulation



Which of the contrasts at left matches the central area?

Surround modulation

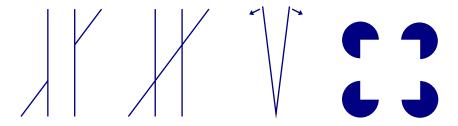


Which of the contrasts at left matches the central area? 40%

35 CNV Spring 2013: Vision background CNV Spring 2013: Vision background

33

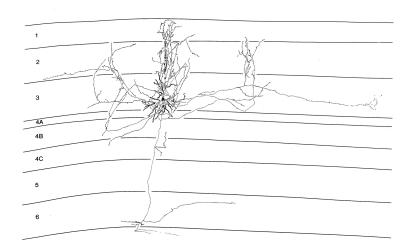
Contextual interactions



- 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.

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Lateral connections

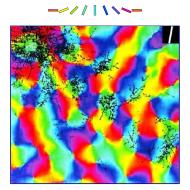


• Example layer 2/3 pyramidal cell

Patchy every 1mm

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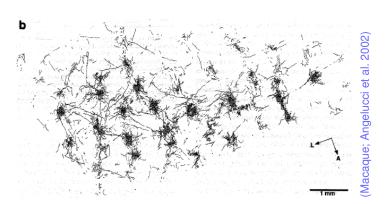
Lateral connections



(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



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

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Visual development

Research questions studied in this course:

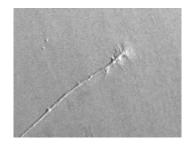
- Where does the visual system structure come from?
- How much of the architecture is specific to vision?
- What influence does the environment have?
- How plastic is the system in the adult?

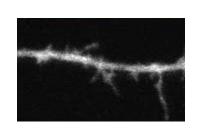
Most visual development studies focus on ferrets and cats, whose visual systems are very immature at birth.

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41

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

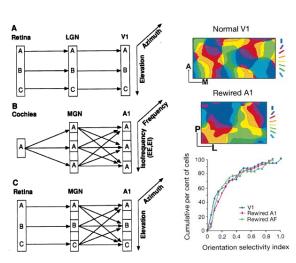
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Cortical development

- 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. (1998-2000): auditory cortex can develop into visual cortex

Rewired ferrets

Sur et al. 1988-2000:



- 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

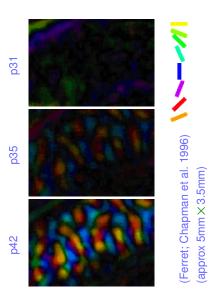
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Human visual system at birth

- 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)

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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

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.

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Monocular deprivation



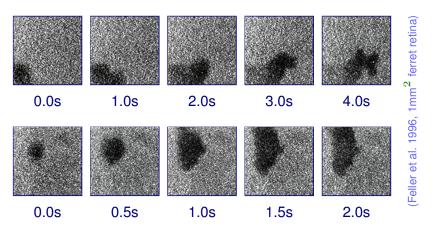


- Raising with one eyelid sutured shut results in larger area for other eye
- Sengpiel et al. 1999: Area for overrepresented orientations increases too

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Monkey V1 layer 4C;

Internally generated inputs



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

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49

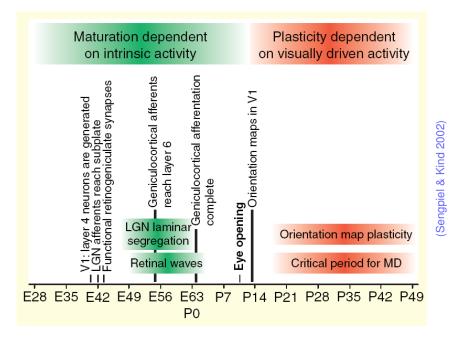
51

Role of spontaneous activity

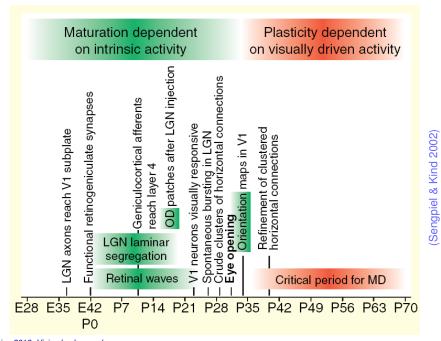
- Silencing of retinal waves prevents eye-specific segregation in LGN (Huberman et al. 2003) and ocular dominance columns in V1 (Huberman et al. 2006)
- Boosting in one eye disrupts LGN, but not if in both
- Disrupting retinal waves disrupts geniculocortical mapping (Cang et al. 2005)
- Other sources of input to V1: spontaneous cortical activity, brainstem activity
- All developing areas seem to be spontaneously active,
 e.g. auditory system, spinal cord

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Timeline: Cat

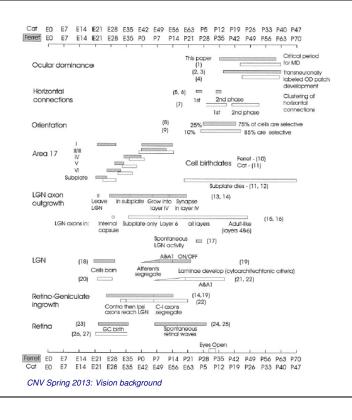


Timeline: Ferret



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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

(Issa et al. 1999)



Ferret

Mouse

V1

Visually-evoked activity

Visually-evoked activity

Birth

(P0)

Retinotopy Eye-specific segregation

Eye-specific segregation

Retinoto

Ahnelt, P. K., & Kolb, H. (2000). The mammalian photoreceptor mosaic—adaptive

Ferret vs. mouse

On/Off segregation in retina

On/Off segregation in LGN

P25

Critical period for OD plasticit

On/Off segregation in retina

ODCs*

(Eye-opening)

P15

(Eve-opening)

P35

P40

Fine-scale retinotop

ODCs*

헎

P50

00

P45 P50

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53

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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55

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CNV Spring 2013: Vision background 55 CNV Spring 2013: Vision background

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CNV Spring 2013: Vision background 55 CNV Spring 2013: Vision background 55