

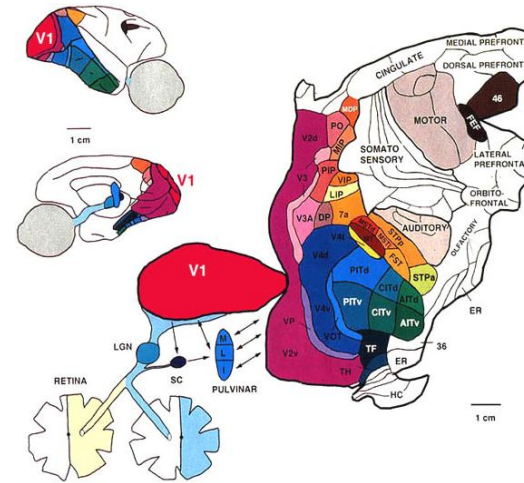
Modeling Extrastriate Areas

Dr. James A. Bednar

jbednar@inf.ed.ac.uk

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

Higher areas



Macaque visual areas
(Van Essen et al. 1992)

- Many higher areas beyond V1
- Selective for faces, buildings, self-motion, etc.
- Not as well understood

What/Where streams

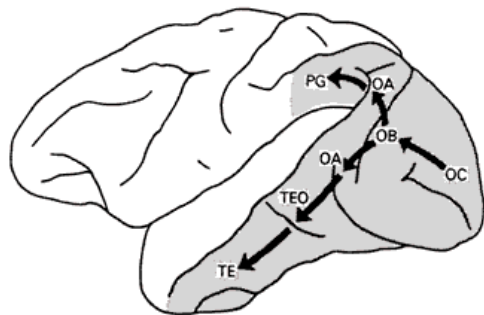
Typical division:

Ventral stream:

“What” pathway
from V1 to temporal
cortex (IT)

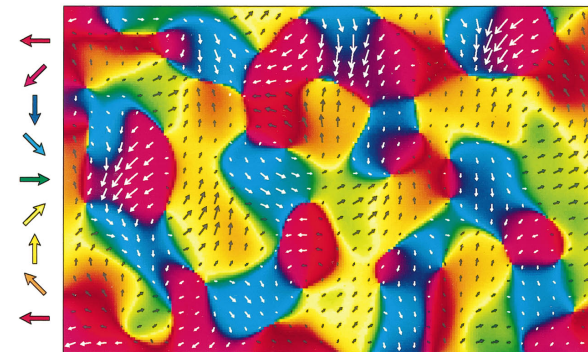
Dorsal stream:

“Where” pathway
from V1 to parietal
cortex (e.g. MT)



(Ungerleider & Mishkin 1982)

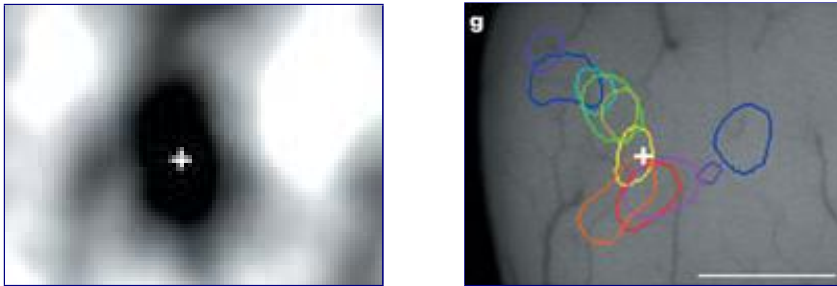
V2 OR/DR map



V2 cat direction map (Shmuel & Grinvald 1996)

- Except OD, maps found in V1 are usually also found in V2
- RFs are larger, maybe more complex (not really clear)
- Macaque V2 has complicated organization of thick/thin/pale stripes selective for color, luminance, etc.

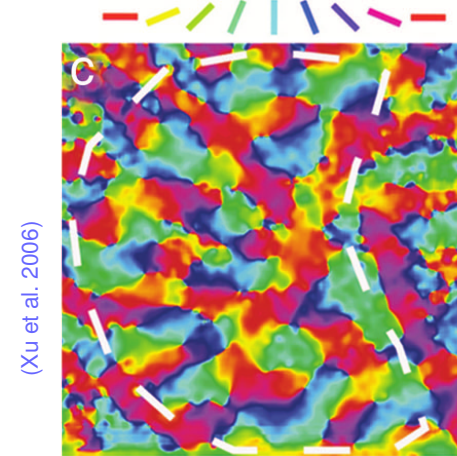
V2 Color map



Xiao et al. 2003 – Macaque; 1.4×1.0 mm

- Like V1, color preferences organized into blobs
- Rainbow of colors per blob (Xiao et al. 2007: in V1 too?)
- Arranged in order of human perceptual color charts (CIE/DIN)
- Feeds to V4, which is also color selective

MT/V5



(Xu et al. 2006)

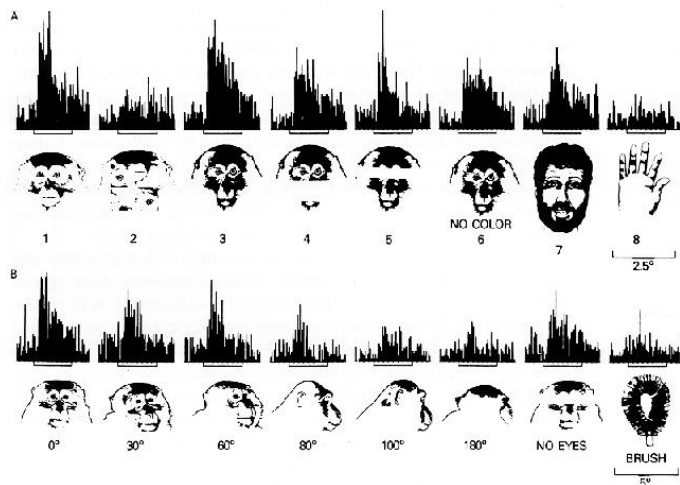
MT has orientation maps, but the neurons are more motion and direction selective

Involved in estimating optic flow

Neural responses in MT have been shown to directly reflect and determine perception of motion direction

(Britten et al. 1992; Salzman et al. 1990)

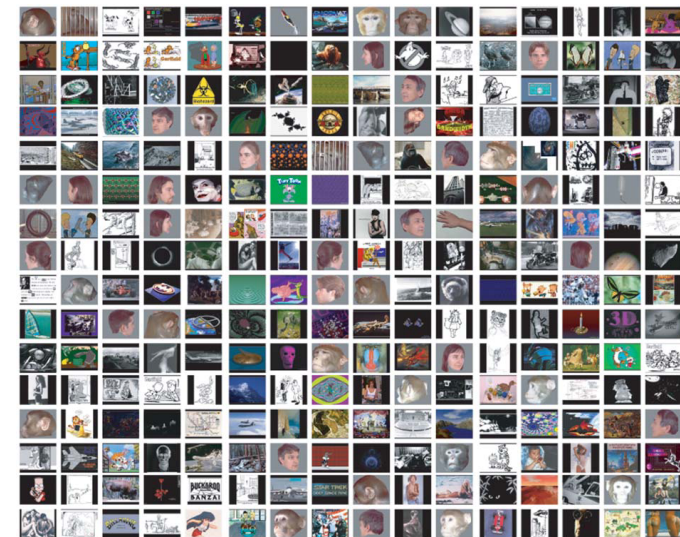
Object selectivity in IT



(Bruce et al. 1981)

Some cells show greater responses to faces than to other classes; others to hands, buildings, etc. Hard to interpret, though.

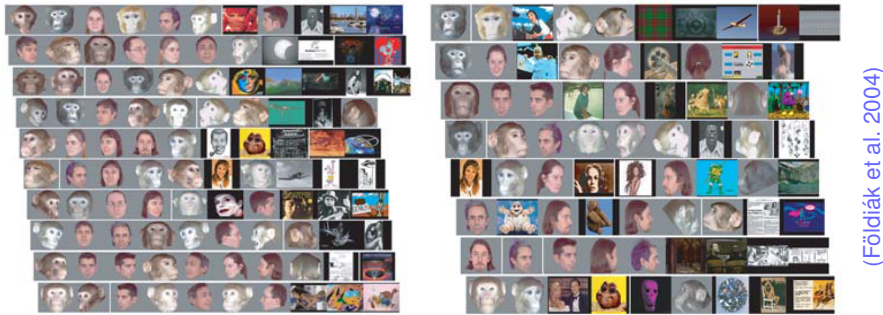
Rapid Serial Visual Presentation



(Földiák et al. 2004)

1000s of images (> 15% faces) presented to neuron for 55 or 110ms

RSVP: Face-selective neurons



- Some monkey STSa neurons show clear preferences – top 50 faces are images
- Response low to remaining patterns
- Concern: faces are the only special category (overrepresented, aligned, blank background)

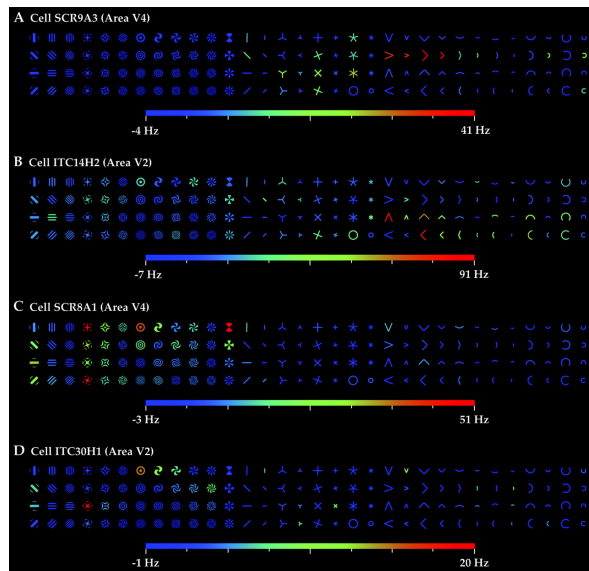
RSVP: Non-face-selective neurons



- Other neurons don't make much sense at all
- See also Naselaris et al. (2009); mapping based on semantic category for tagged images

Parametric testing

Macaque; (Hegdè & Van Essen 2007)

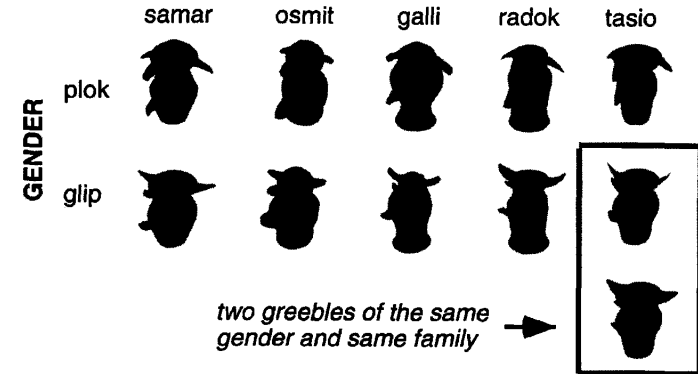


Difficult to see differences in kind in responses to geometric stimuli across the hierarchy

Form expertise

GREEBLES

FAMILY

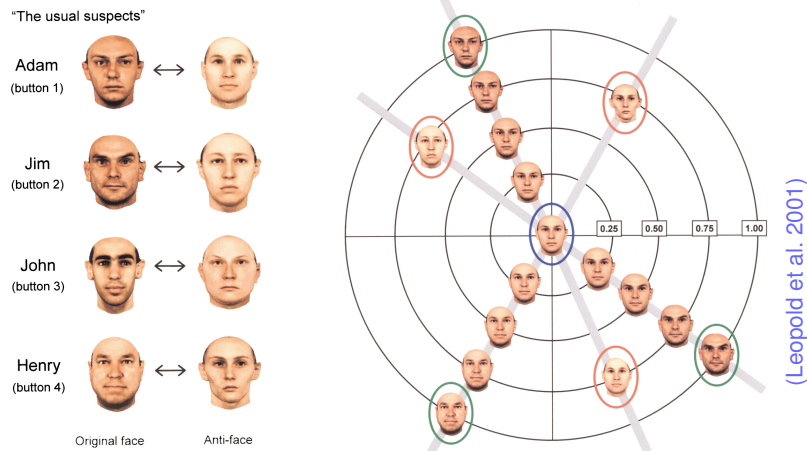


two greebles of the same gender and same family →

(Gauthier & Tarr 1997)

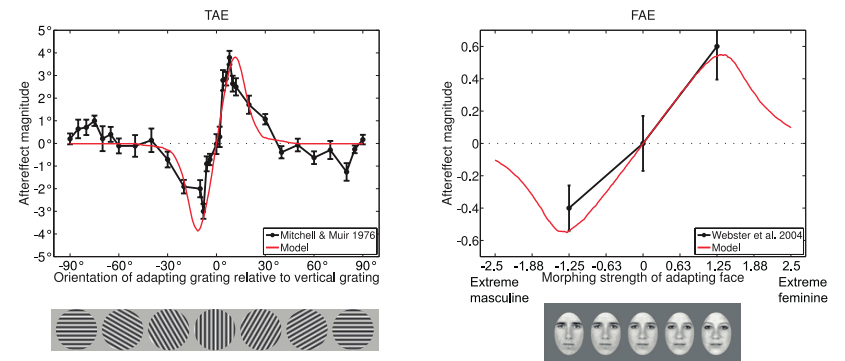
Most of the “specialness” of faces appears to be shared by other object categories requiring configural distinctions between similar examples.

Face aftereffects



Aftereffects are seemingly universal. E.g.
face aftereffects: changes in identity judgments;
blur/sharpness aftereffects, contrast aftereffects. . .

Face aftereffects same as TAE?



People have elaborate theories about high-level aftereffects, but we successfully tested a clear prediction of the assumption that they are just like the TAE

(Zhao et al. 2011)

Invariant tuning

Higher level ventral stream cells have response properties invariant to size, viewpoint, orientation, etc.

Similar to complex cells, but higher-order. E.g. can respond to face regardless of its location and across a wide range of sizes and viewpoints.

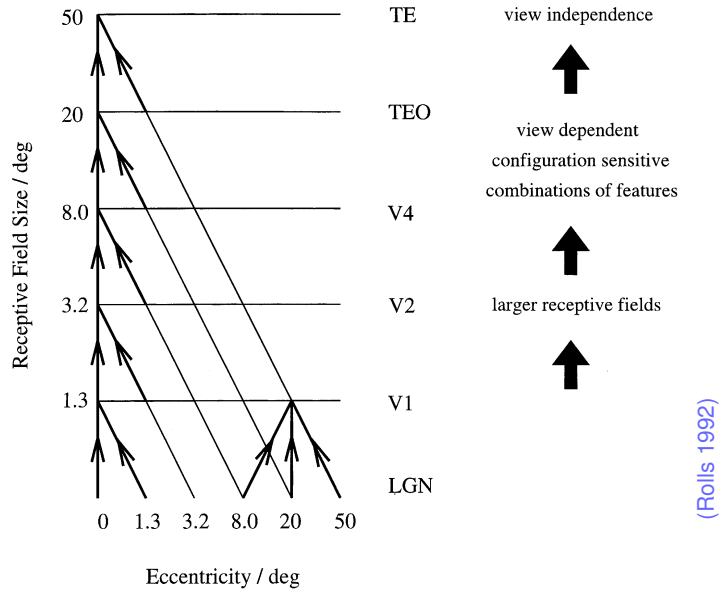
In the extreme: Jennifer Aniston neurons (Quian Quiroga et al. 2005).

Why is invariance hard?

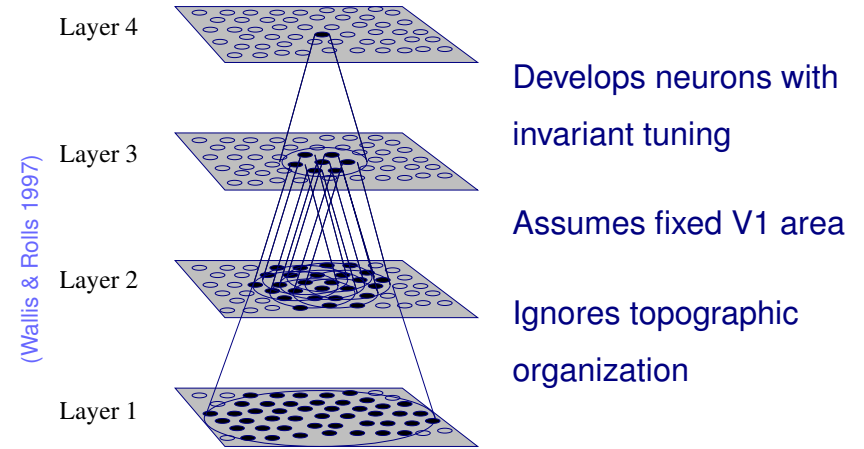


Simple template-based models won't provide much invariance, but could build out of many such cells, or constellations of features.

RF sizes



VisNet



Trace learning rule

VisNet uses the trace learning rule proposed by Földiák (1991). Based on Hebbian rule for activity y^T and input x_j^T :

$$\Delta w_j = \alpha y^T x_j^T \quad (1)$$

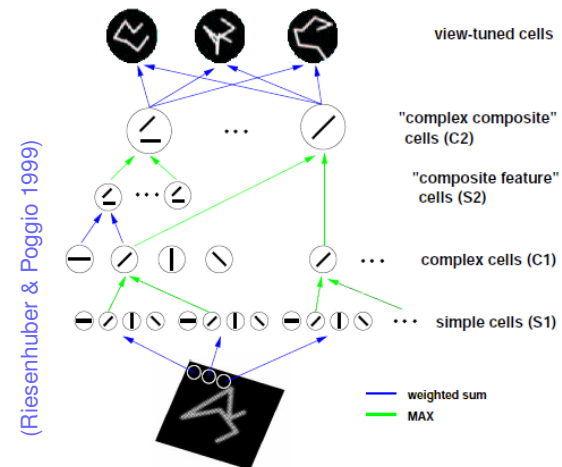
but modified to use recent history ("trace") of activity:

$$\Delta w_j = \alpha \bar{y}^T x_j^T \quad (2)$$

$$\bar{y} = (1 - \eta)y^T + \eta \bar{y}^{T-1} \quad (3)$$

General technique for invariant responses?

HMAX



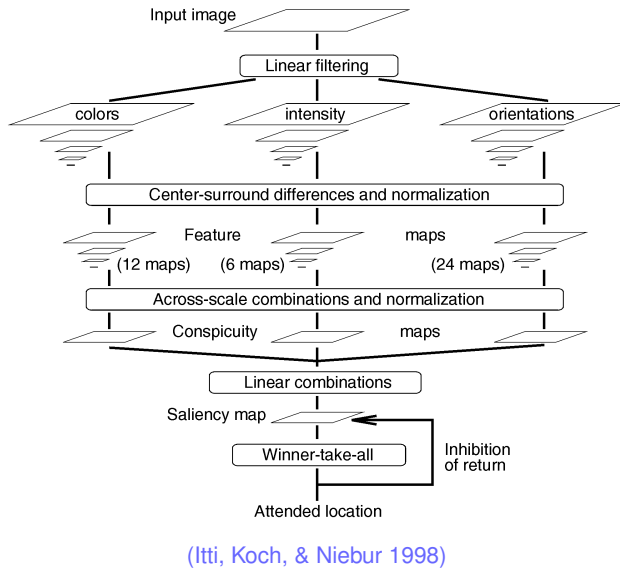
Top level (only) learns view, position, size invariant recognition

Max (C) units: nonlinear pooling, like complex cells

Linear (S) units: feature templates, like simple cells

No clear topography

Koch and Itti saliency maps



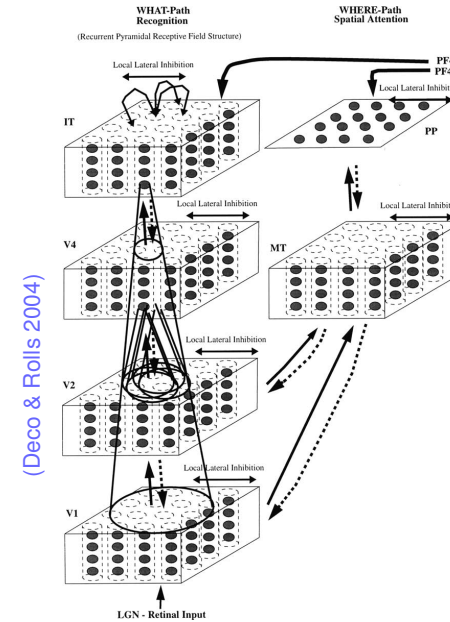
Attention model:
most salient
feature attended

Various feature
maps pooled at
different scales

Single winner:
attended location

Inhibition of return:
enables scanning

Other attention models

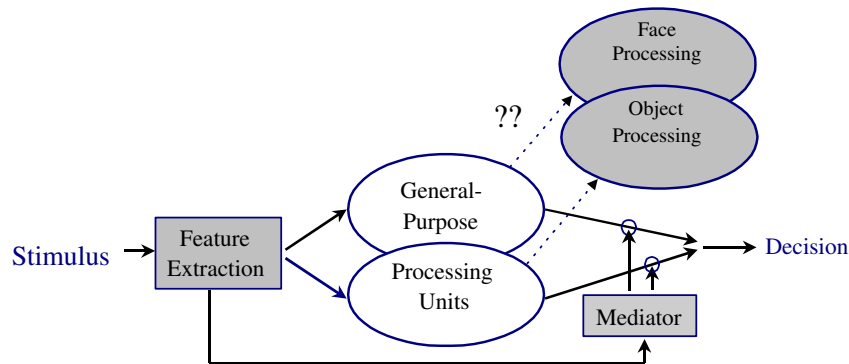


There are a number of
other models of behavior
like attention, most quite
complex

Hard to tie individual model
areas to specific
experimental results from
those areas

Also need to include
superior colliculus

Modeling separate streams



Slight biases are sufficient to make one stream end up
selective for faces, the other for objects

More complexities

Need to include eye movements, fovea/periphery.

At higher levels, neurons become multisensory.

Eventually, realistic models will need to include auditory
areas, touch areas, etc.

Feedback from motor areas is also more important at
higher levels.

Training data for such models will likely be harder to make
than building a robot – will need embodied models.

Summary

- Need to include many areas besides V1
- Complexity and lack of data are serious problems
- Eventually: situated, embodied models
- May be useful to focus on species with just V1 or a few areas before trying to tackle whole visual hierarchy
- Lots of work to do

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