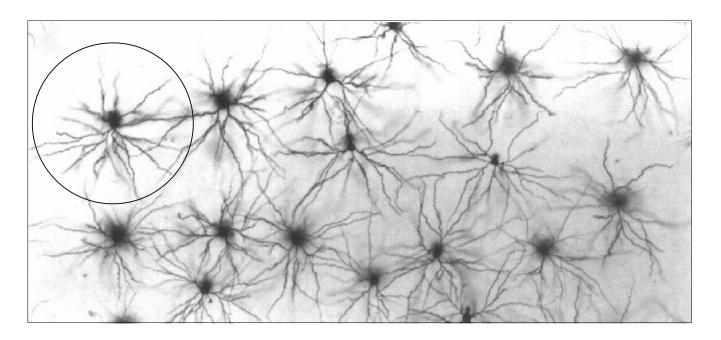
#### **Modeling the Visual System**

#### Dr. James A. Bednar

jbednar@inf.ed.ac.uk http://homepages.inf.ed.ac.uk/jbednar

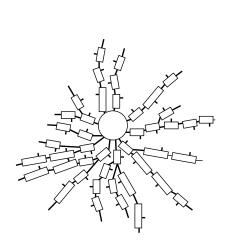
#### Sample network to model

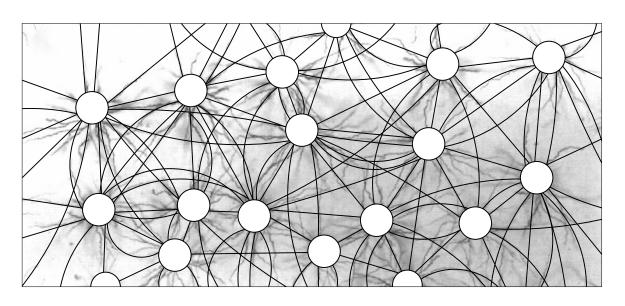


Tangential section with a small subset of neurons labeled

Where do we begin?

### **Modeling approaches**

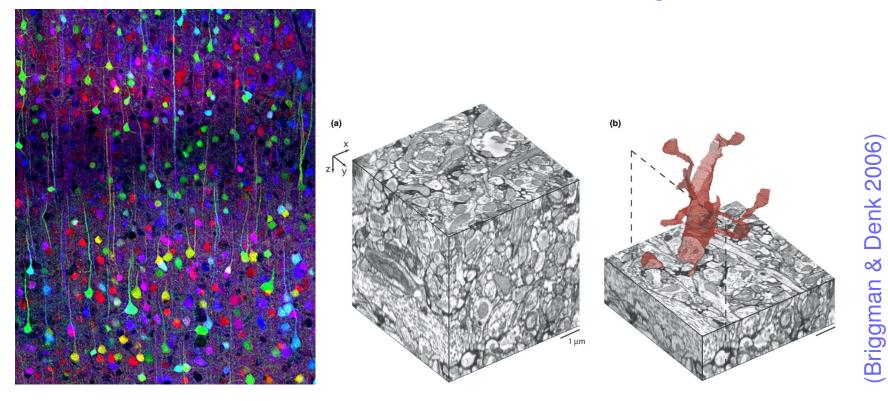




Compartmental Integrate-and-fire / firing-rate model of the network neuron model

One approach: model single cells extremely well Our approach: many, many simple single-cell models

#### **Dense connectivity**



Brainbow mouse cortex Electron microscopy of rat cortex

Remember that the actual network is far denser than in the previous slides, with many opportunities for contact between neurons and neurites.

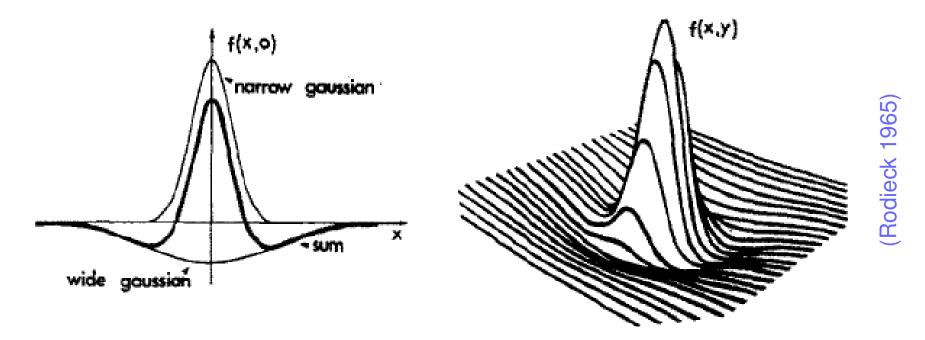
Livet et al. 2007)

#### Levels of explanationn

There are many ways to explain the electrophysiological properties (the behavior) of V1 neurons:

- Phenomenological: Mathematical fit to behavior a good model iff there is a good fit to adults
- 2. **Mechanistic**: good if a good type 1 model *and* also consistent with circuits or other mechanisms in adults
- 3. **Developmental**: good if a good type 2 model *and* explains how it comes about, consistent with known data
- 4. **Normative**: good if a good type 1, 2, or 3 model *and* explains why the behavior is useful or appropriate

# Adult retina and LGN cell models

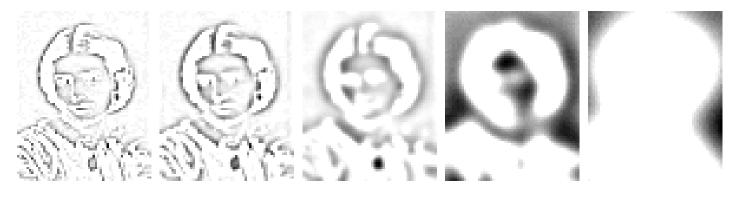


- Standard model of adult RGC or LGN cell activity: Difference of Gaussians weight matrix
- Firing rate: dot product of weight and input matrices
- Can be tuned for quantitative match to firing rate
- Can add temporal component (transient+sustained)

#### **Effect of DoG**

ON:



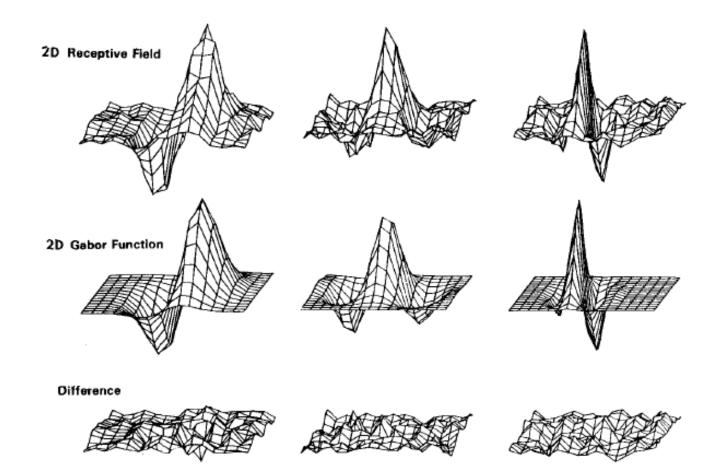


 c0.5 s1.5
 c1 s3
 c3 s9
 c10 s30
 c30 s90

 original
 Image: Comparison of the second sec

c1.5 s0.5 c3 s1 c9 s3 c30 s10 c90 s30 Each DoG, if convolved with the image, performs edge enhancement at a certain size scale (spatial frequency

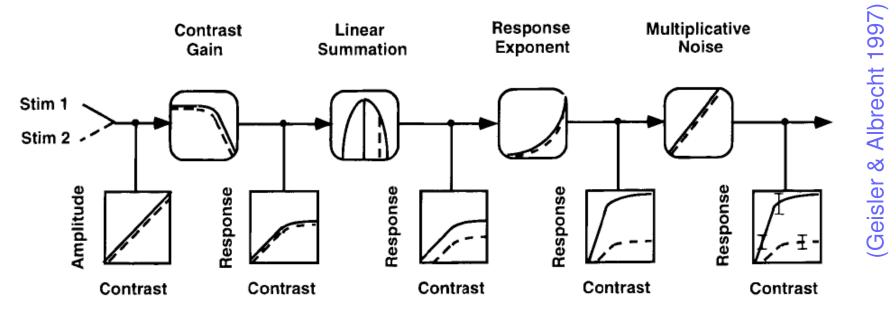
#### Adult V1 cell model: Gabor



Standard model of adult V1 simple cell spatial preferences: Gabor (Gaussian times sine grating) (Daugman 1980)

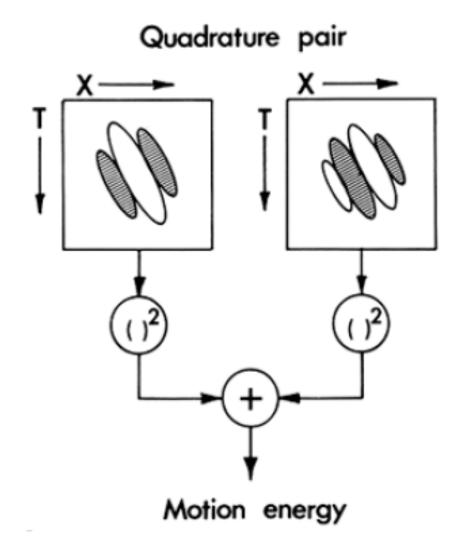
#### Adult V1 cell model: CGE

#### Contrast-Gain Exponent (CGE) Model



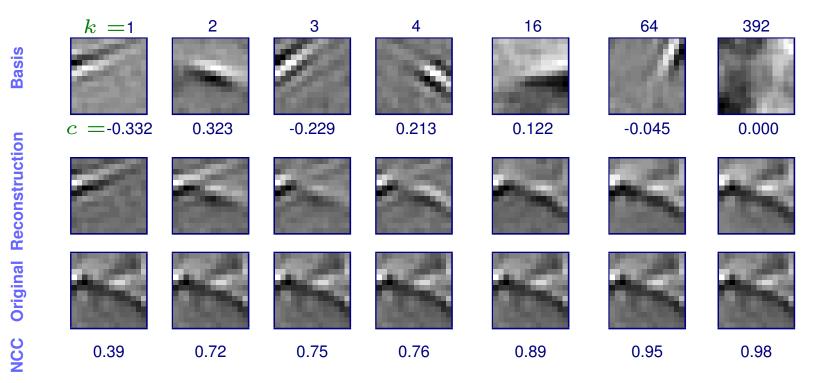
- Gabor model fits spatial preferences
- Simple response function: dot product
- To match observations: need to add numerous nonlinearities
- Examples: CGE model (Geisler & Albrecht 1997); LN model

# Adult V1 cell model: Energy



- Spatiotemporal energy: Standard model of complex direction cell (Adelson & Bergen 1985)
- Combines inputs from a quadrature pair
   (two simple cell motion models out of phase)
- Achieves phase invariance, direction selectivity

#### V1 cells as a sparse basis set



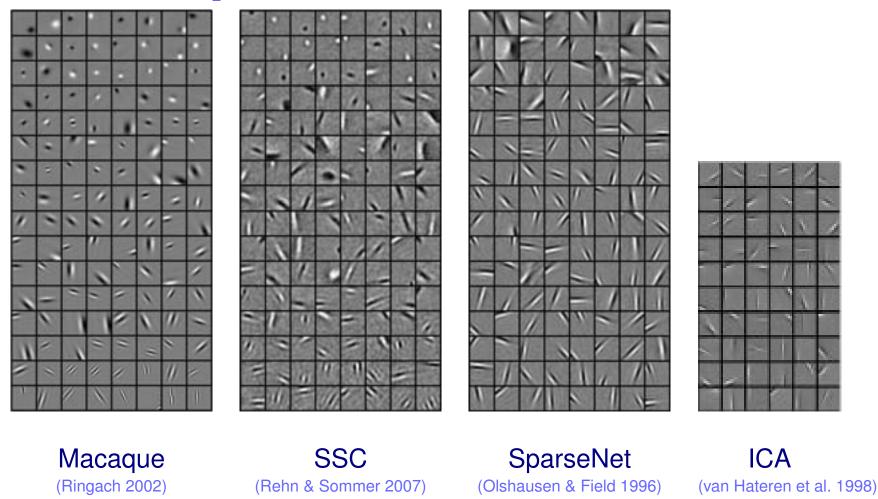
One way to think about these cells: Basis vectors (here from Olshausen & Field 1996) supporting reconstruction of the inputs, in a generative model  $\boldsymbol{x} \approx \sum_{i} c_i \boldsymbol{v}_i$ :

С

V

X

#### **Macaque and model V1 cells**



Reproducing full range of RFs may require special sparseness constraints (SSC)

CNV Spring 2014: Modeling background

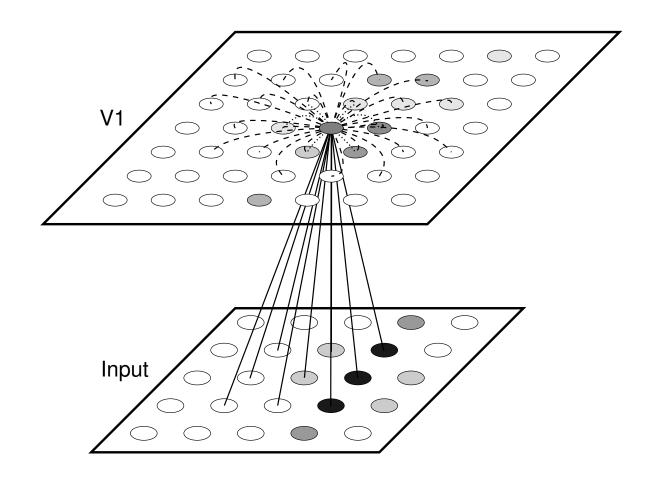
## **Retina/LGN development models**

- Retinal wave generation
  - (e.g. Feller et al. 1997; Godfrey & Swindale 2007; Hennig et al. 2009)
- RGC development based on retinal waves (e.g. Eglen & Willshaw 2002)
- Retinogeniculate pathway based on retinal waves (e.g. Eglen 1999; Haith 1998)
- Initial topography: Eph and Ephrin gradient models (e.g. Willshaw 2006)

Because of the wealth of data from the retina, such models can now become quite detailed.

CNV Spring 2014: Modeling background

#### **Our focus: Cortical map models**



**CMVC figure 3.3** 

Basic architecture: input surface mapped to cortical surface + some form of lateral interaction

#### **Kohonen SOM: Feedforward**

Popular computationally tractable map model (Kohonen 1982)

Feedforward activity of unit (i, j):

$$\eta_{ij} = \|\vec{V} - \vec{W}_{ij}\|$$
 (1)

(distance between input vector  $\vec{V}$  and weight vector  $\vec{W}$ )

Not particularly biologically plausible, but easy to compute, widely implemented, and has some nice properties.

Note: Activation function is not typically a dot product; the CMVC book is confusing about that.

### **Kohonen SOM: Lateral**

Abstract model of lateral interactions:

- Pick winner (r, s)
- Assign it activity  $\eta_{\max}$
- Assume that activity of unit (i, j) can be described by a neighborhood function, such as a Gaussian:

$$h_{rs,ij} = \eta_{\max} \exp\left(-\frac{(r-i)^2 + (s-j)^2}{\sigma_{\rm h}^2}\right),$$
(2)

Models lateral interactions that depend only on distance from a single winning unit.

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#### **Kohonen SOM: Learning**

Inspired by basic Hebbian rule (Hebb 1949):

$$w' = w + \alpha \eta \chi \tag{3}$$

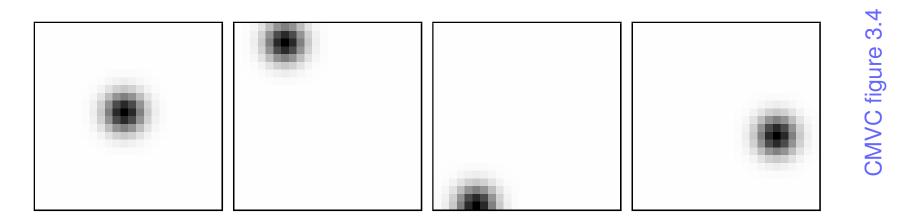
where the weight increases in proportion to the product of the input and output activities.

In SOM, the weight vector is shifted toward the input vector based on the Euclidean difference:

$$w'_{k,ij} = w_{k,ij} + \alpha(\chi_k - w_{k,ij})h_{rs,ij}.$$
 (4)

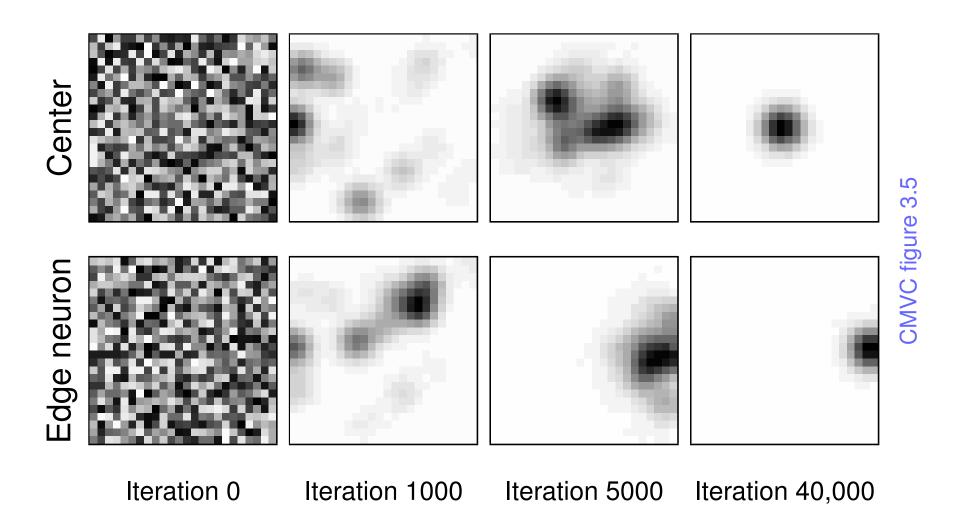
Hebb-like, but depending on distance from winning unit

#### **SOM example: Input**



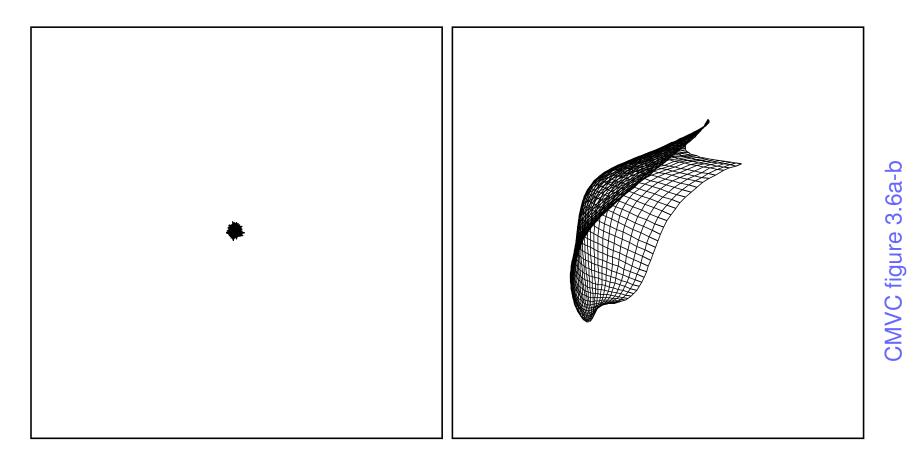
- SOM will be trained with unoriented Gaussian activity patterns
- Random (x, y) positions anywhere on retina
- 576-dimensional input, but the x and y locations are the only source of variance

#### **SOM: Weight vector self-org**



Combination of input patterns; eventually settles to an exemplar

#### **SOM: Retinotopy self-org**



Iteration 0: Initial

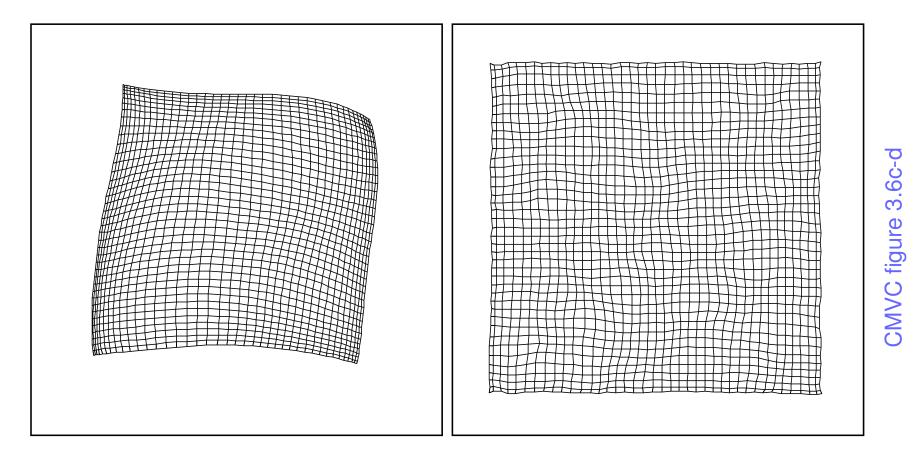
Iteration 1000: Unfolding

Initially bunched (all average to zero)

#### Unfolds as neurons differentiate

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### **SOM: Retinotopy self-org**

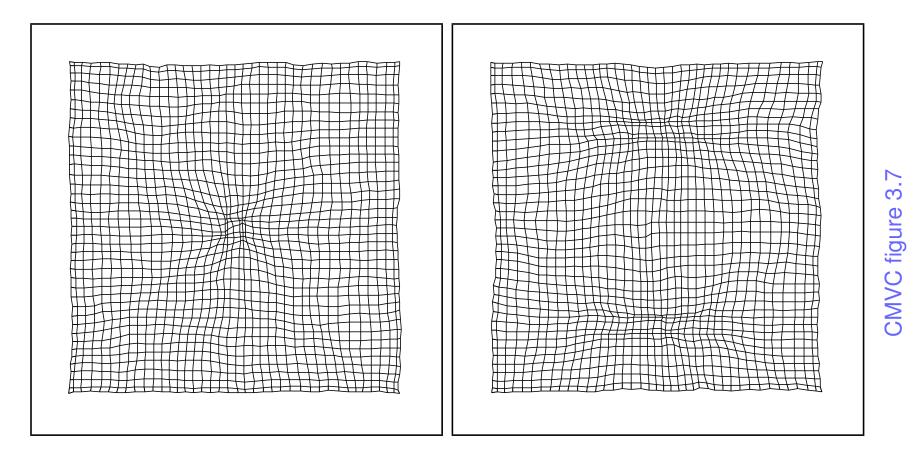


Iteration 5000: Expanding

Iteration 40,000: Final

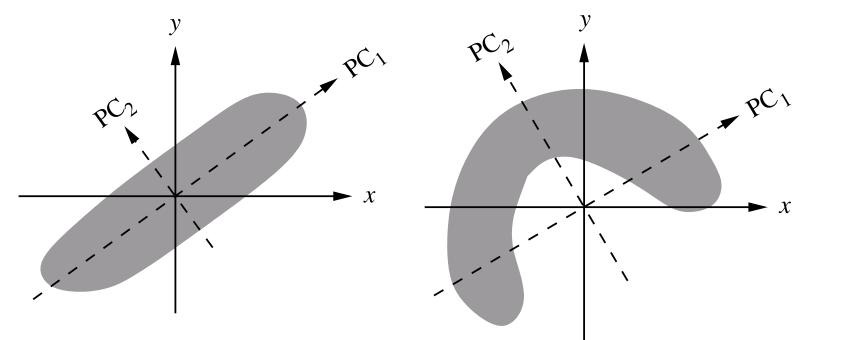
Expands to cover usable portion of input space.

### **Magnification of dense input areas**



Gaussian distribution Two long Gaussians Density of units receiving input from a particular region depends on input pattern statistics

# Principal components of data distributions



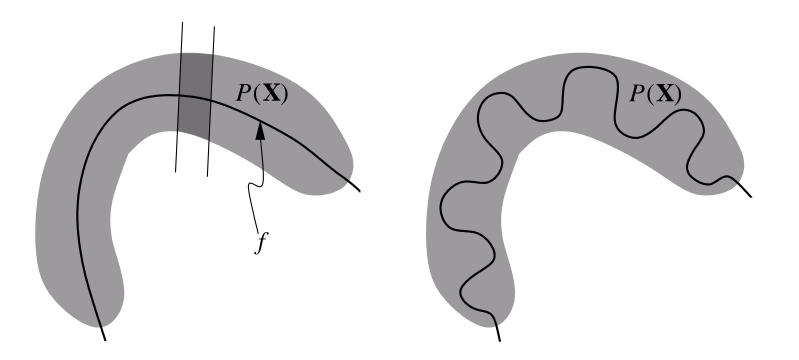
**CMVC figure 3.8** 

(a) Linear distribution

(b) Nonlinear distribution

PCA: linear approximation, good for linear data

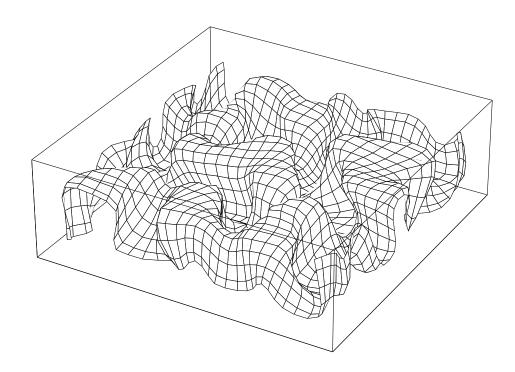
#### Nonlinear distributions: principal curves, folding



Principal curve Folded curve Generalization of idea of PCA to pick best-fit curve(s)

Multiple possible curves

# Three-dimensional model of ocular dominance



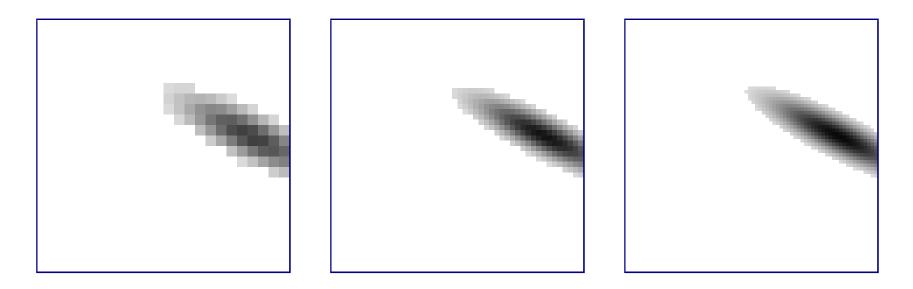
CMVC figure 3.10

Representing the third dimension by folding

Visualization of ocular dominance

Feature maps: Discrete approximations to principal surfaces?

### **Role of density of input sheet**



- Gaussian inputs are nearly band-limited (since Fourier transform is also Gaussian)
- Density of input sampling unimportant, if it's greater than 2X highest frequency in input (Nyquist theorem)

### **Role of density of SOM sheet**

SOM sheet acts as a discrete approximation to a two-dimensional surface.

How many units are needed for the SOM depends on how nonlinear the input distribution is — a smoothly varying input distribution requires fewer units to represent the shape.

Only loosely related to the input density – input density limits how quickly the input varies across space, but only for wideband stimuli.

#### **Other relevant models**

ICA Independent Component Analysis yields realistic RFs (Bell & Sejnowski 1997); also can be applied to maps (Hyvärinen & Hoyer 2001).

InfoMax Information maximization can lead to RFs (Linsker 1986b,c) and basic maps (Kozloski et al. 2007; Linsker 1986a)
 Elastic net Achieving good coverage and continuity leads to realistic feature maps (Carreira-Perpiñán et al. 2005; Goodhill & Cimponeriu 2000)

This course focuses on mechanistic circuit models, not normative models (ICA, Infomax, PCA, principal surfaces) or feature space models (elastic net), both of which are hard to relate directly to the underlying biological systems.

## Summary

- Basic intro to visual modeling
- Adult models are well established, but vision-specific
- SOM: maps multiple dimensions down to two
- Feature maps: Principal surfaces?

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