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#### $\approx \frac{1}{2}$ second

#### How does this happen?





• The retina



- The retina
- Primary visual cortex



- The retina
- Primary visual cortex
- Higher visual cortices



- The retina
- Primary visual cortex
- Higher visual cortices
- Current research in visual neuroscience

















Outer nuclear layer


















#### What does the retina do?

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Lateral inhibition





















Signals differences in light













Bipolar response









Bipolar response



#### Signal differences in light
-Signal differences in light-

#### -Signal differences in light

Edge detectors!









Bipolar response



Bipolar response













STIMULUS









http://ruccs.rutgers.edu/~ikovacs/SandP2000/ prepl\_3\_1.html



Center-surround receptive fields



Sum over space





















#### Signal differences in light

#### -Signal differences in light

#### -Signal differences in light

Edge detectors

#### - Signal differences in light

#### Edge detectors

#### -Signal differences in light

#### Edge detectors

Oriented edge detectors

# What to do with all that information?

25

# What to do with all that information?



# What to do with all that information?


# What to do with all that information?





Area MT

Large visual fields



- Large visual fields
- Responds to moving objects



























### Inferior temporal cortex



Large visual fields



- Large visual fields
- Responds to complex visual objects



- Large visual fields
- Responds to complex visual objects





- Large visual fields
- Responds to complex visual objects







**Retina** 



<u>Retina</u>

Center-surround fields



#### <u>Retina</u>

- Center-surround fields
- Contrast in space and time



#### <u>Retina</u>

- Center-surround fields
- Contrast in space and time





#### <u>Retina</u>

<u>V1</u>

- Center-surround fields
- Contrast in space and time





#### <u>Retina</u>

- Center-surround fields
- Contrast in space and time

#### <u>V1</u>

Simple visual features





#### <u>Retina</u>

- Center-surround fields
- Contrast in space and time

#### <u>V1</u>

- Simple visual features
- Orientation tuning





#### <u>Retina</u>

- Center-surround fields
- Contrast in space and time

#### <u>V1</u>

- Simple visual features
- Orientation tuning







#### <u>Retina</u>

- Center-surround fields
- Contrast in space and time

#### <u>V1</u>

- Simple visual features
- Orientation tuning

#### Higher visual areas







#### <u>Retina</u>

- Center-surround fields
- Contrast in space and time

#### <u>V1</u>

- Simple visual features
- Orientation tuning

#### Higher visual areas

• MT: motion tuning







#### <u>Retina</u>

- Center-surround fields
- Contrast in space and time

#### <u>V1</u>

- Simple visual features
- Orientation tuning

#### Higher visual areas

- MT: motion tuning
- IT: complex objects







#### <u>Retina</u>

- Center-surround fields
- Contrast in space and time

#### <u>V1</u>

- Simple visual features
- Orientation tuning

#### Higher visual areas

- MT: motion tuning
- IT: complex objects









An 'algorithm' for the visual system

An 'algorithm' for the visual system

 Break visual world into simple, easy-to-represent pieces

An 'algorithm' for the visual system

- Break visual world into simple, easy-to-represent pieces
- Build up selectivity to relevant features from these pieces

An 'algorithm' for the visual system

- Break visual world into simple, easy-to-represent pieces
- Build up selectivity to relevant features from these pieces

edge here
## Building complex from simple

An 'algorithm' for the visual system

- Break visual world into simple, easy-to-represent pieces
- Build up selectivity to relevant features from these pieces

edge here + color here

## Building complex from simple

An 'algorithm' for the visual system

- Break visual world into simple, easy-to-represent pieces
- Build up selectivity to relevant features from these pieces

edge here + color here + motion there + ...

## Building complex from simple

An 'algorithm' for the visual system

- Break visual world into simple, easy-to-represent pieces
- Build up selectivity to relevant features from these pieces

edge here + color here + motion there + ... = **TIGER!** 

#### What does the visual system do?

#### Represent the visual world

#### Represent the visual world "Guess" what's out there!

'Infer' something about the world

- 'Infer' something about the world
- Should take into account past experiences

Illusory contours

Illusory contours



https://en.wikipedia.org/wiki/Illusory\_contours







# Objects perceived as moving more slowly than they are



But things move slowly!



#### Certain ganglion cells 'remember' an object's location



### Looking forward

### Looking forward

It is possible that we've dramatically underestimated the complexity of the visual system



# An introduction to the visual system

Thank you!

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