

Understanding vision through the lens of prediction

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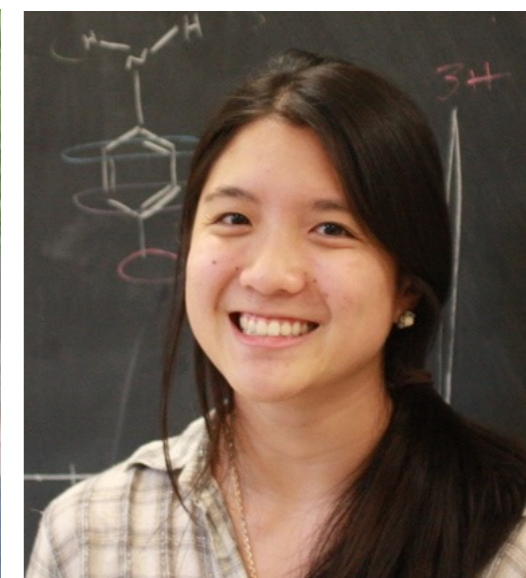
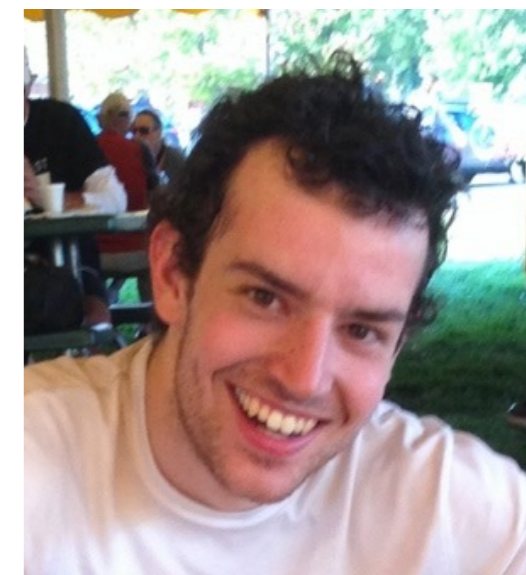
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Prediction in the retina

- the retina does computation
- the retina does prediction
- the retina does prediction *optimally*

Towards more natural stimuli

- the *Chicago Motion Database*
- natural motion statistics

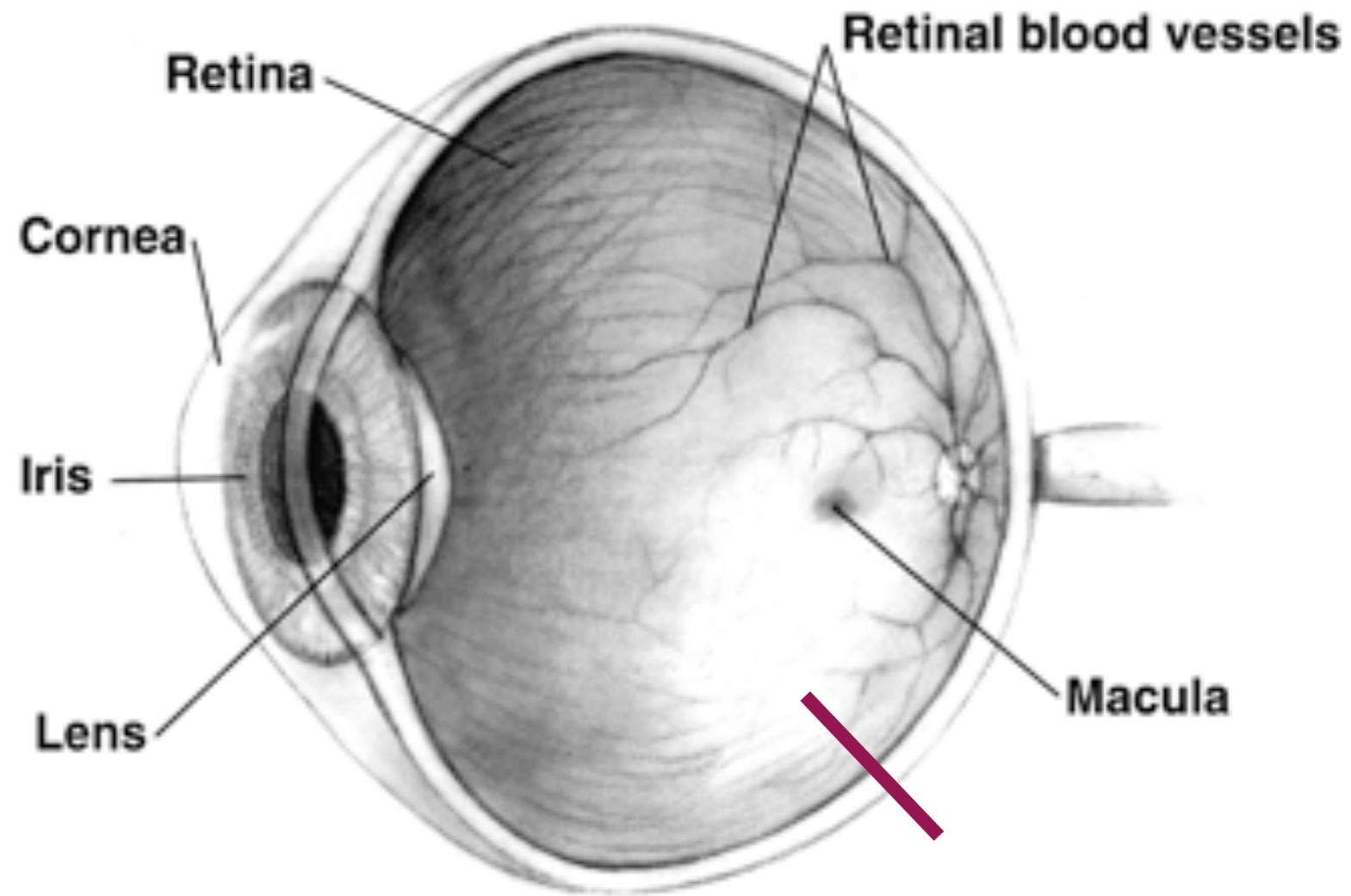
Evolution of neural computation

- color vision in butterflies

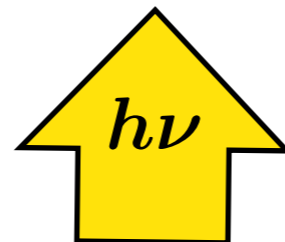
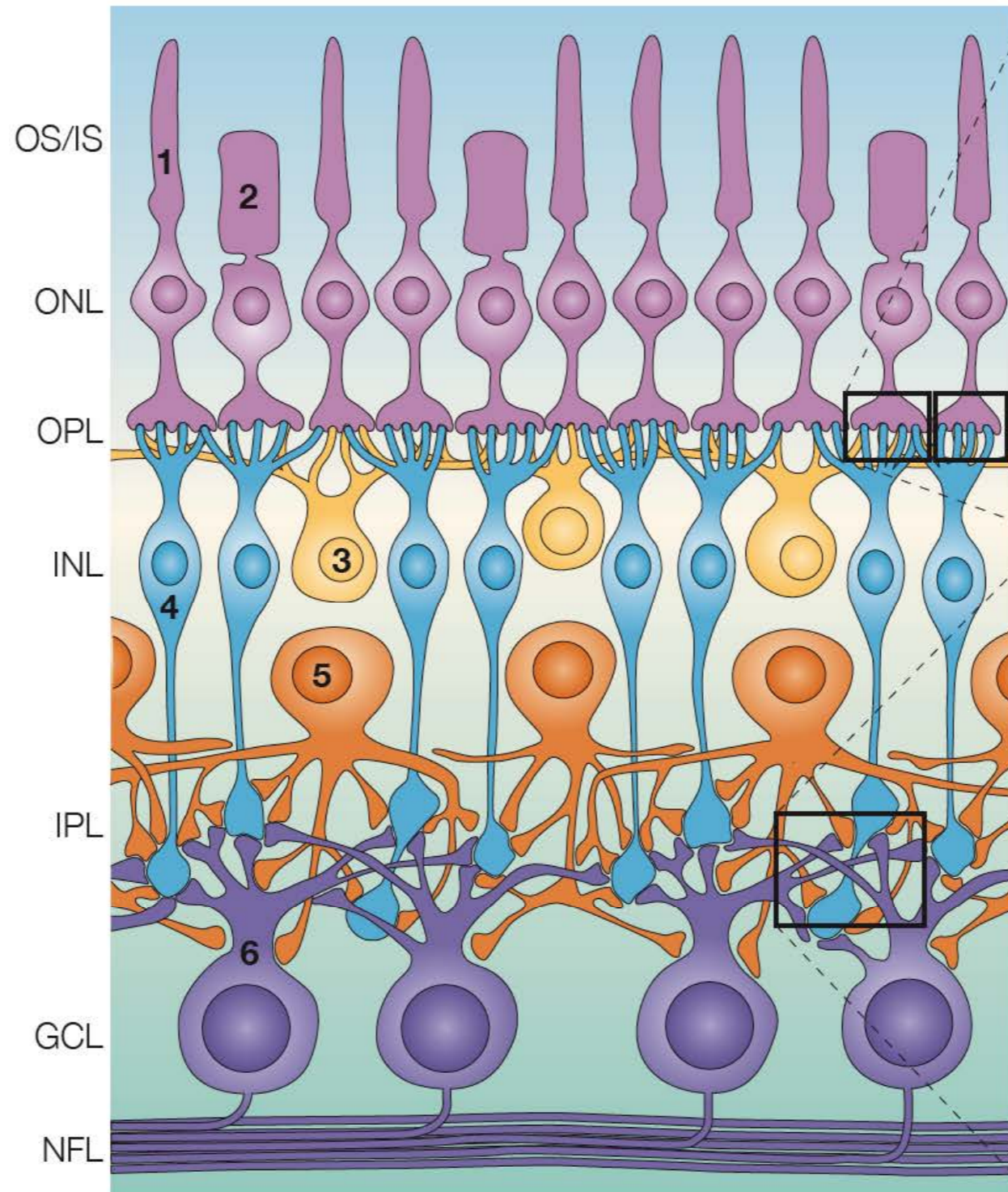
Why does the brain need to make predictions?



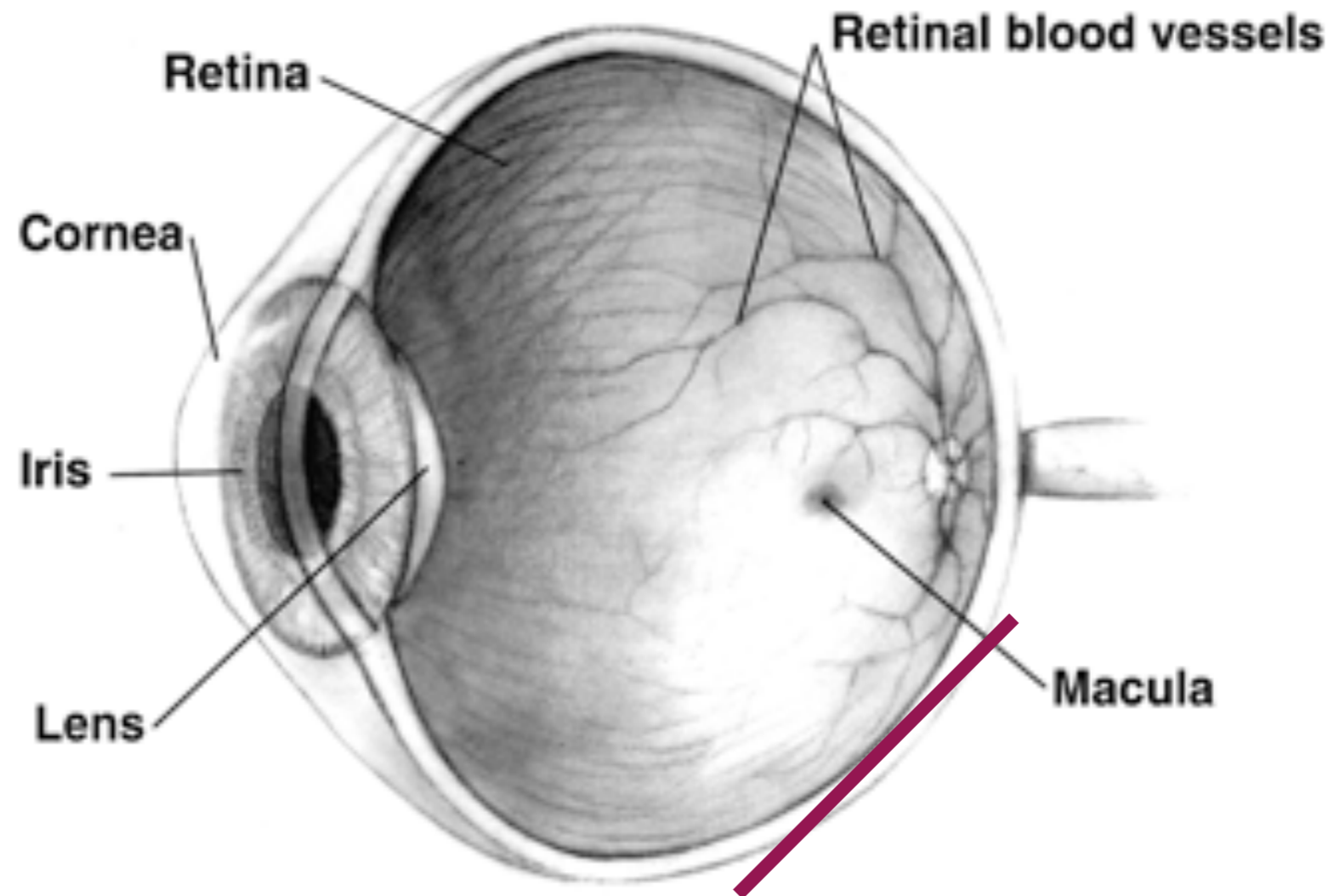
Basic eye anatomy:

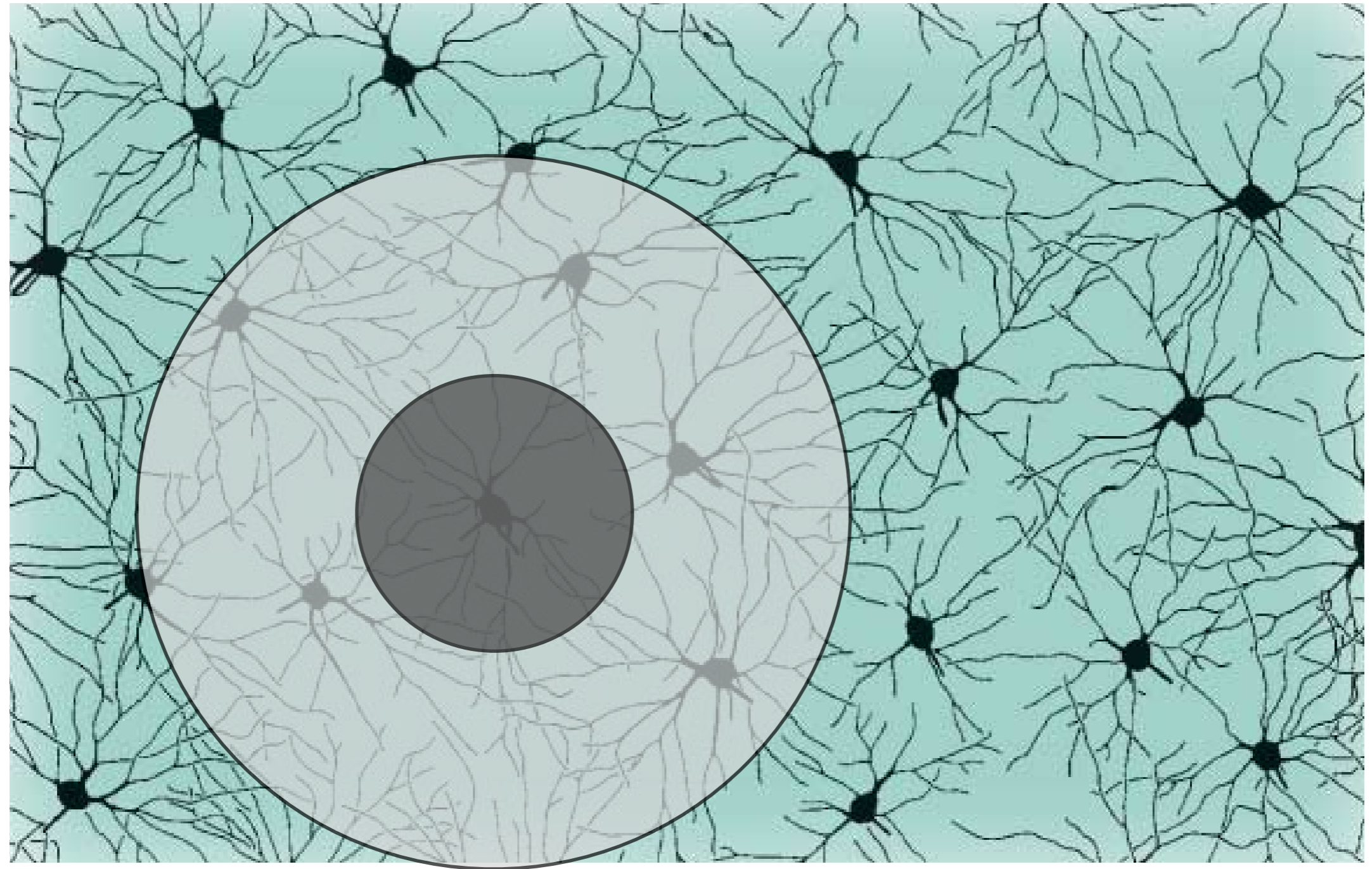


The cellular organization of the retina:

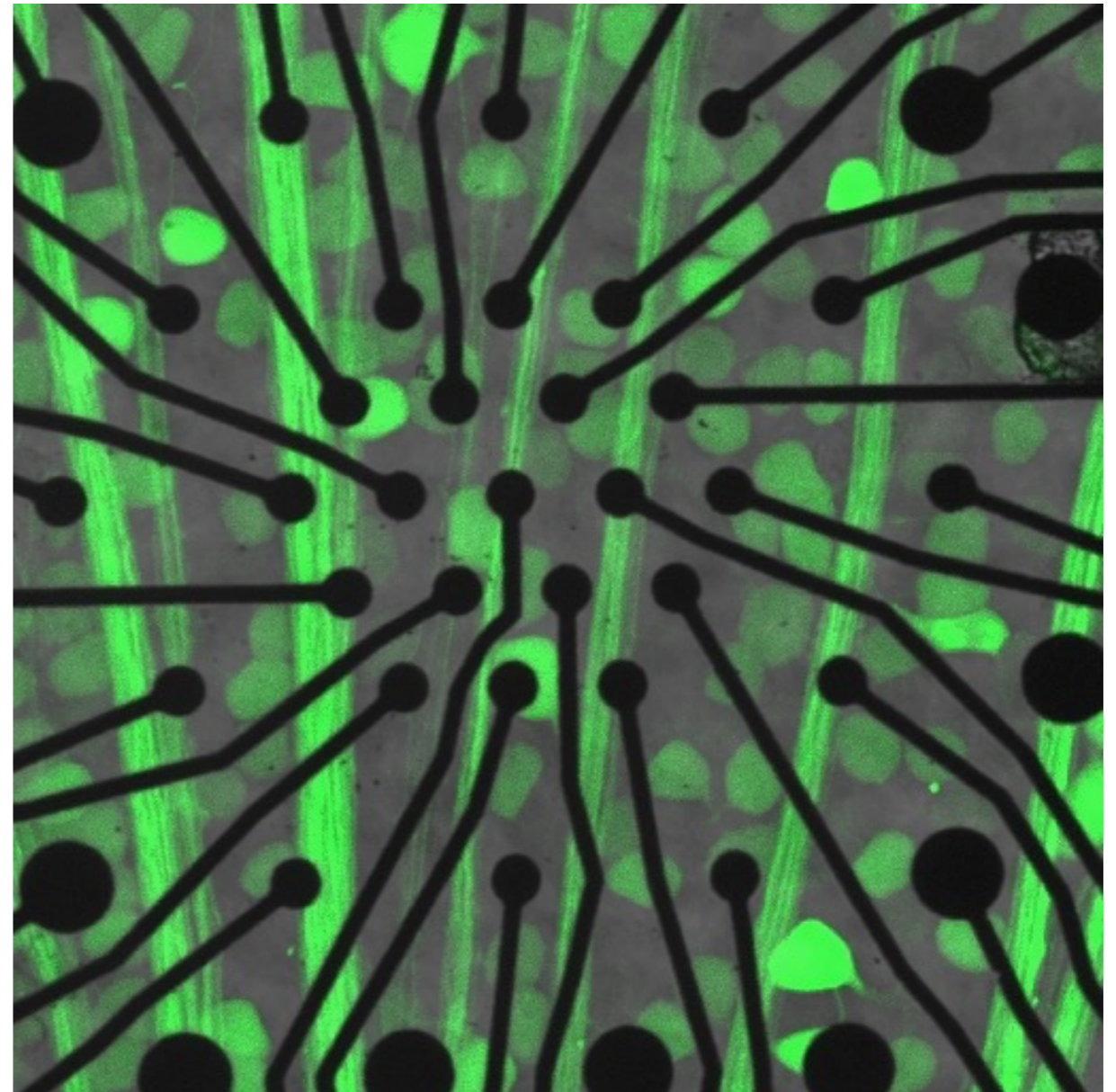
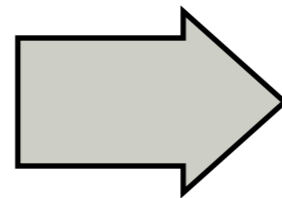
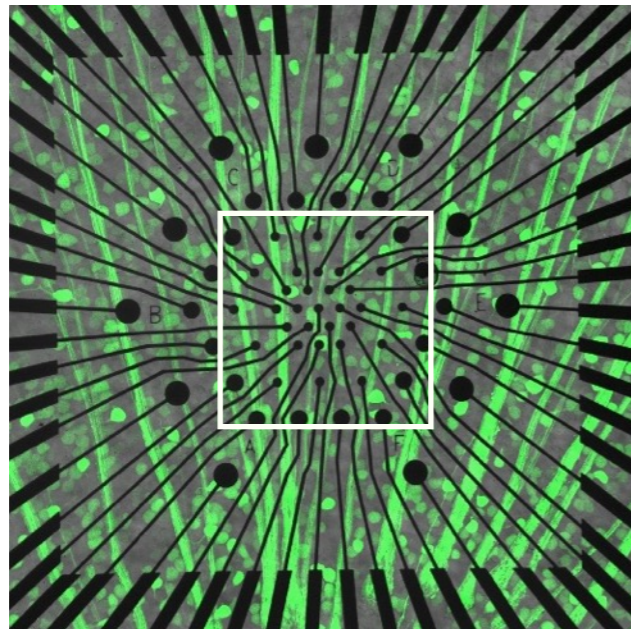


Basic eye anatomy:

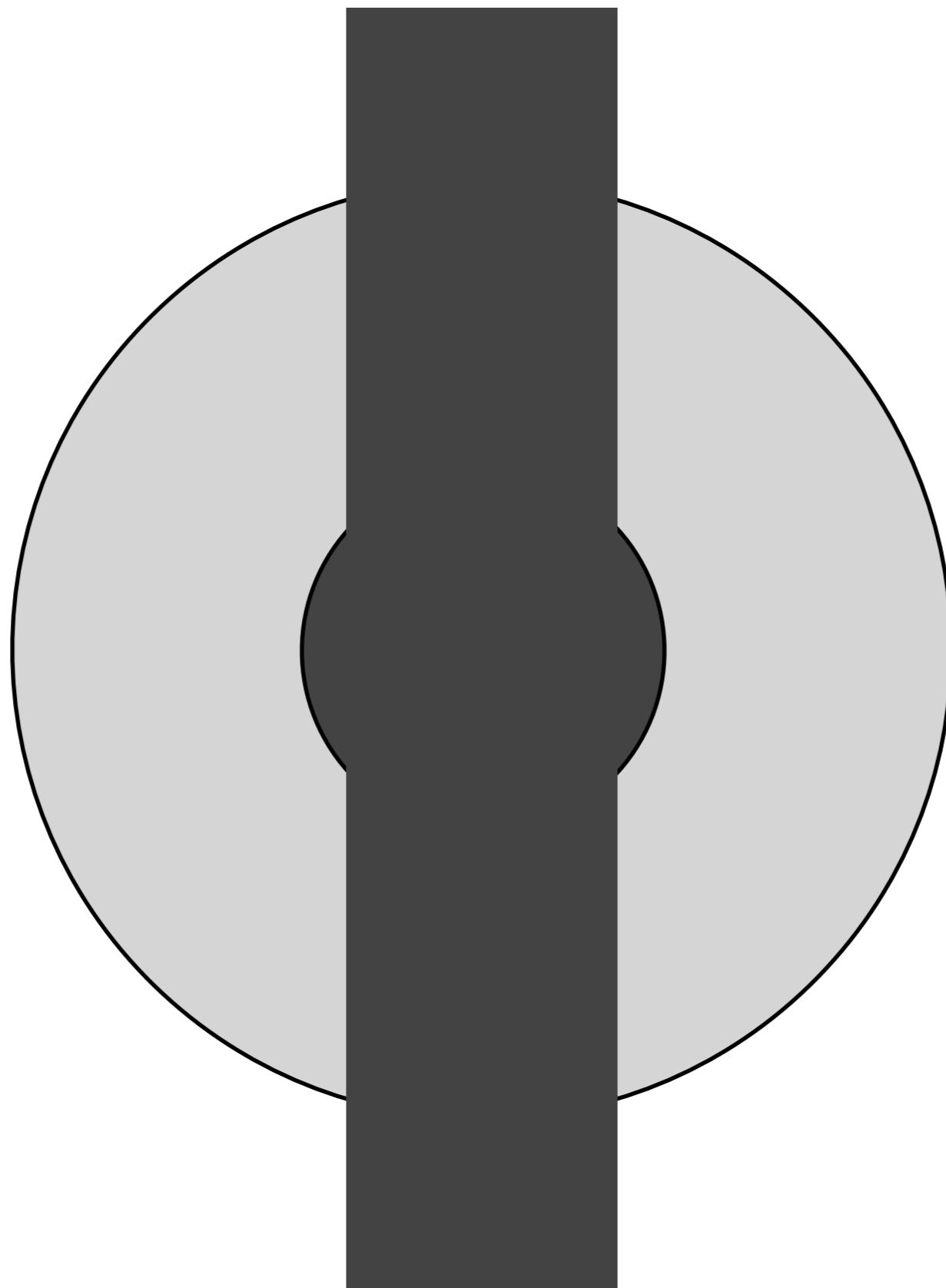




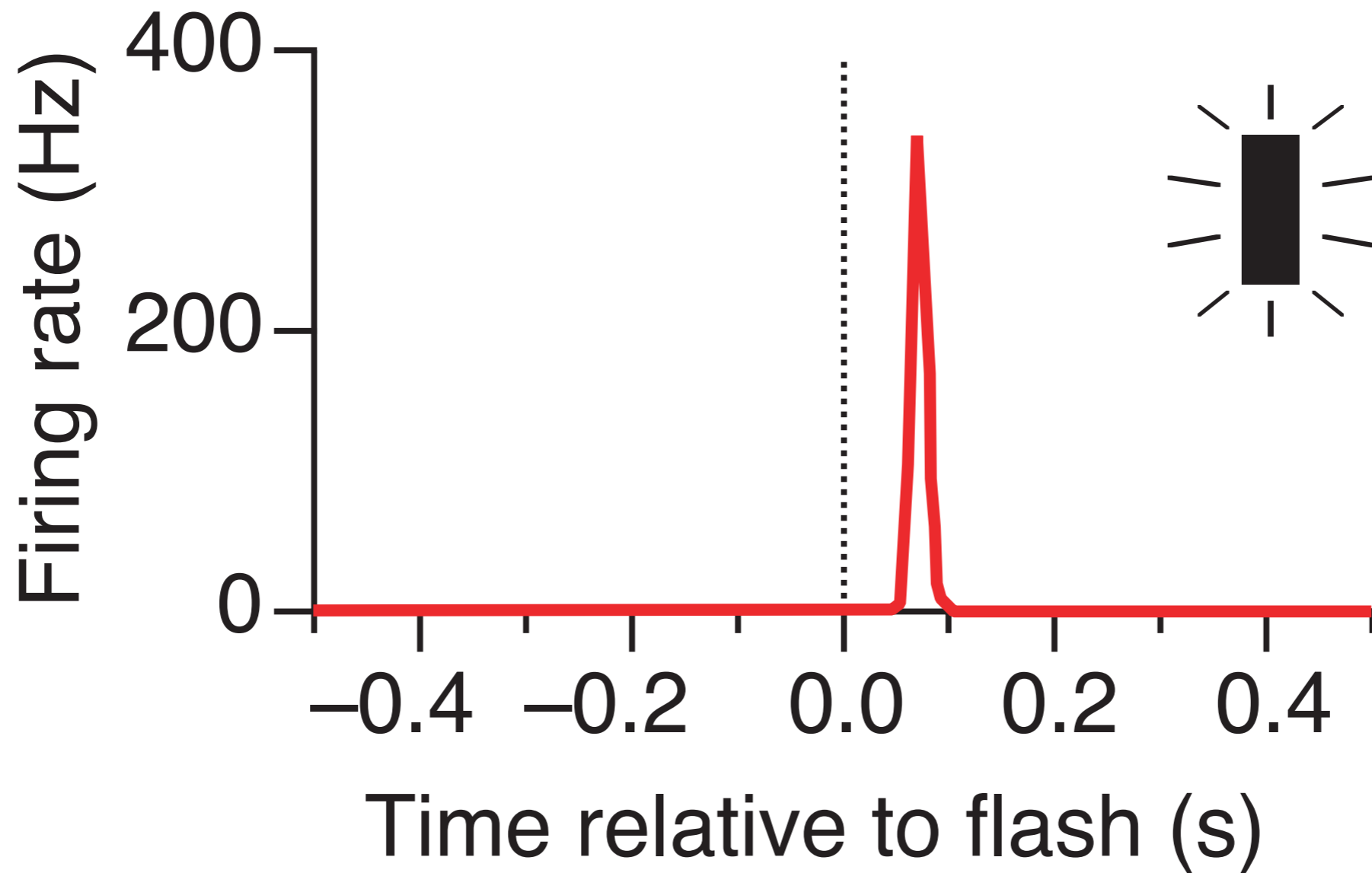
Recording from the retina:

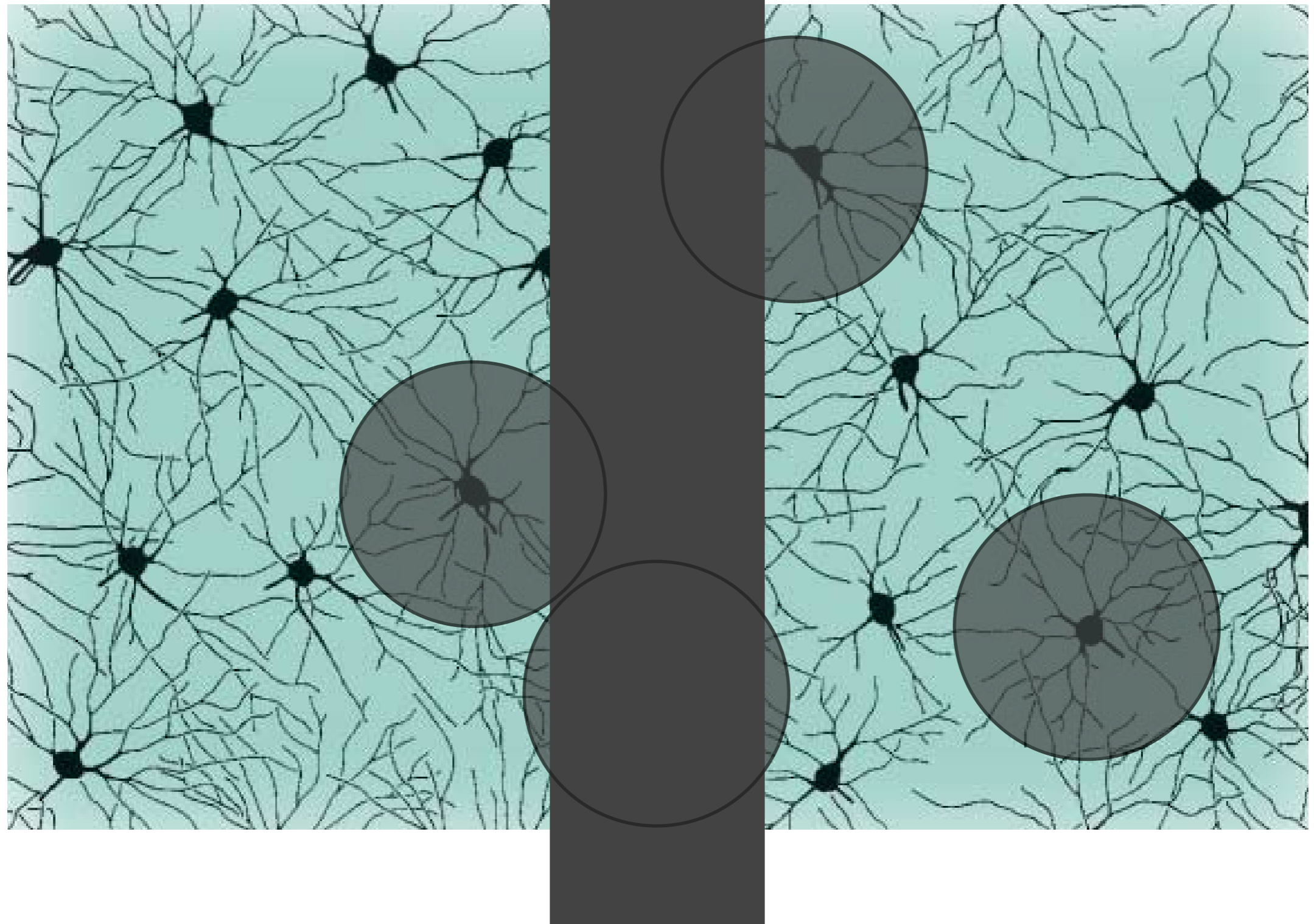


— 30 μm

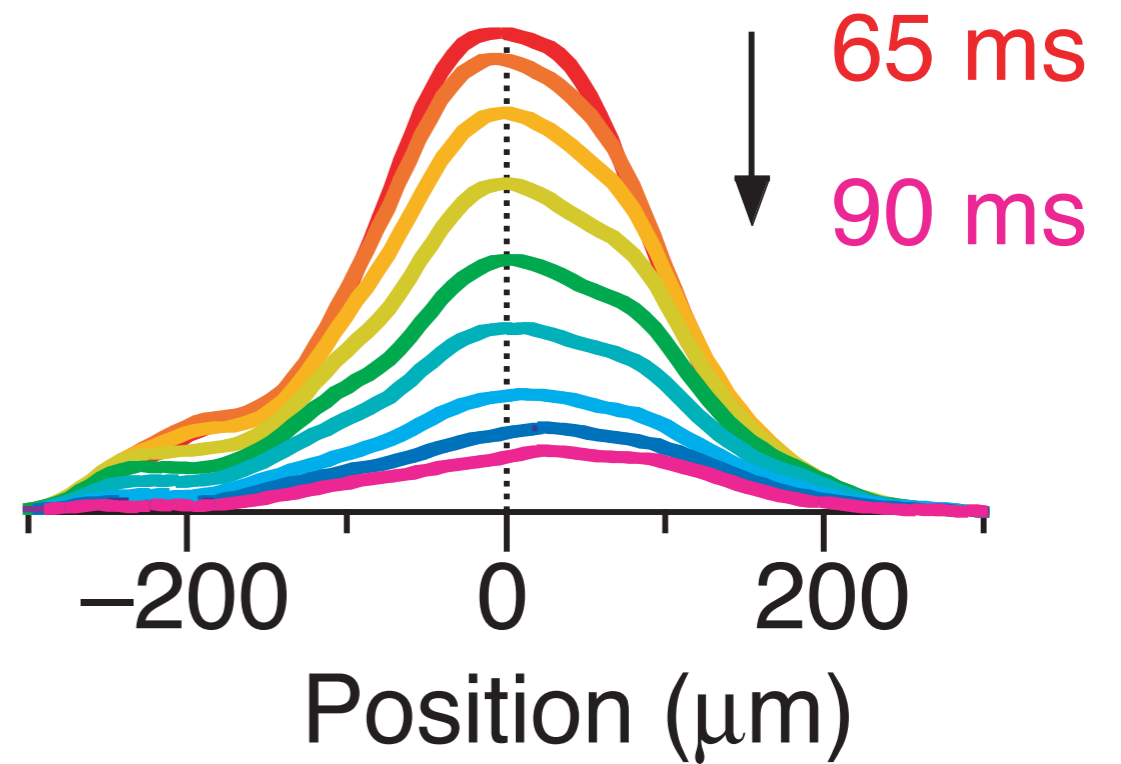
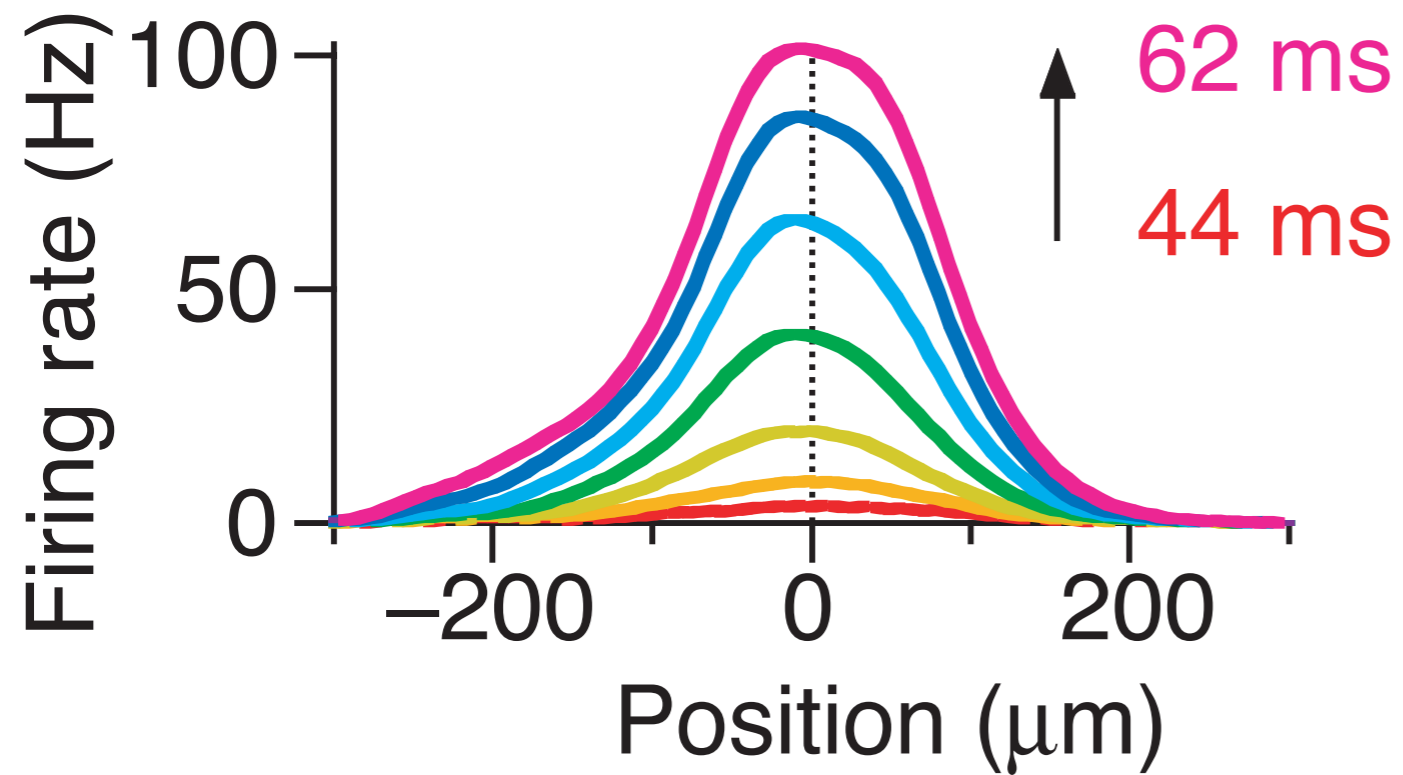


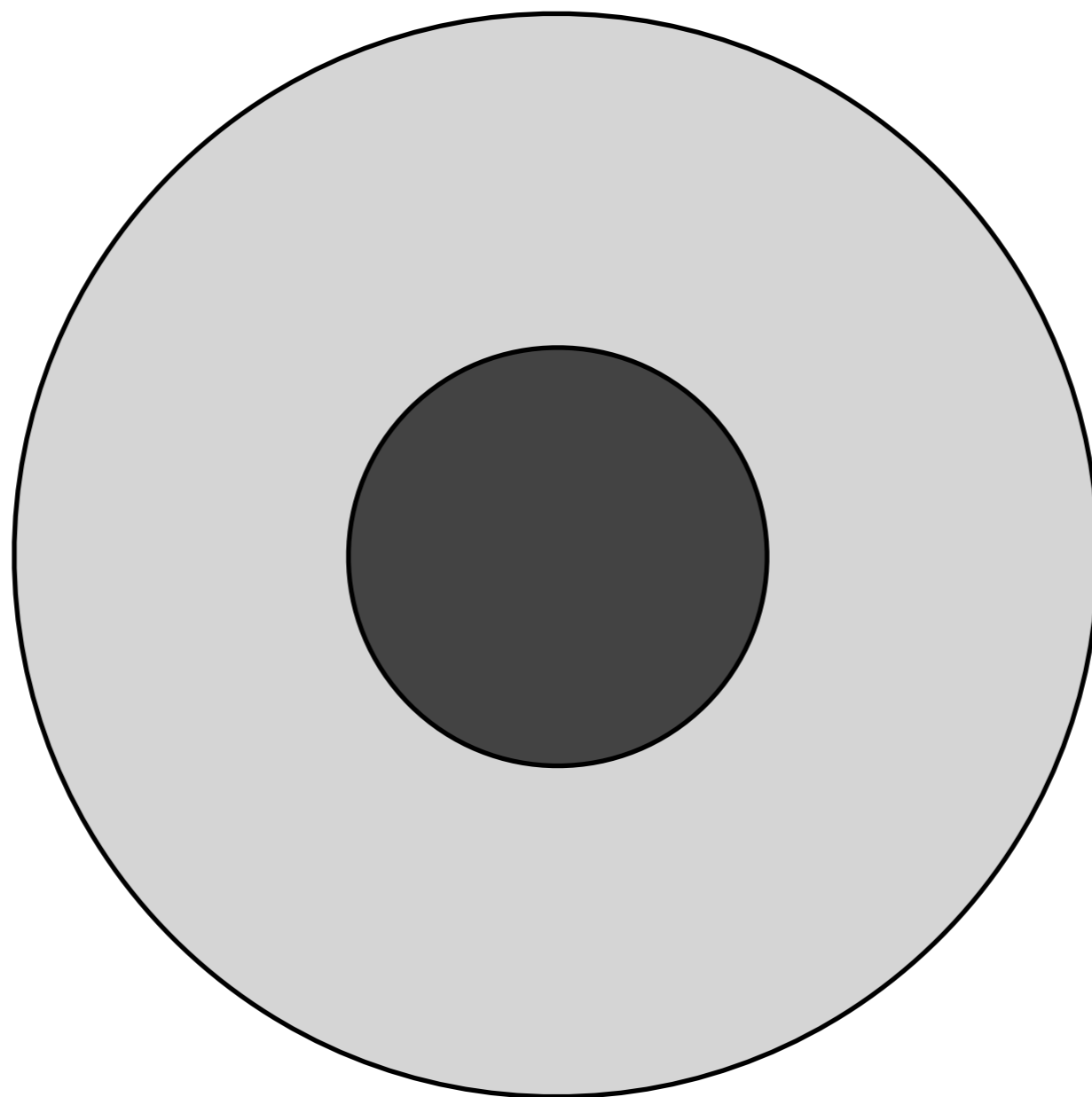
Retinal ganglion cell response to a flashed bar:



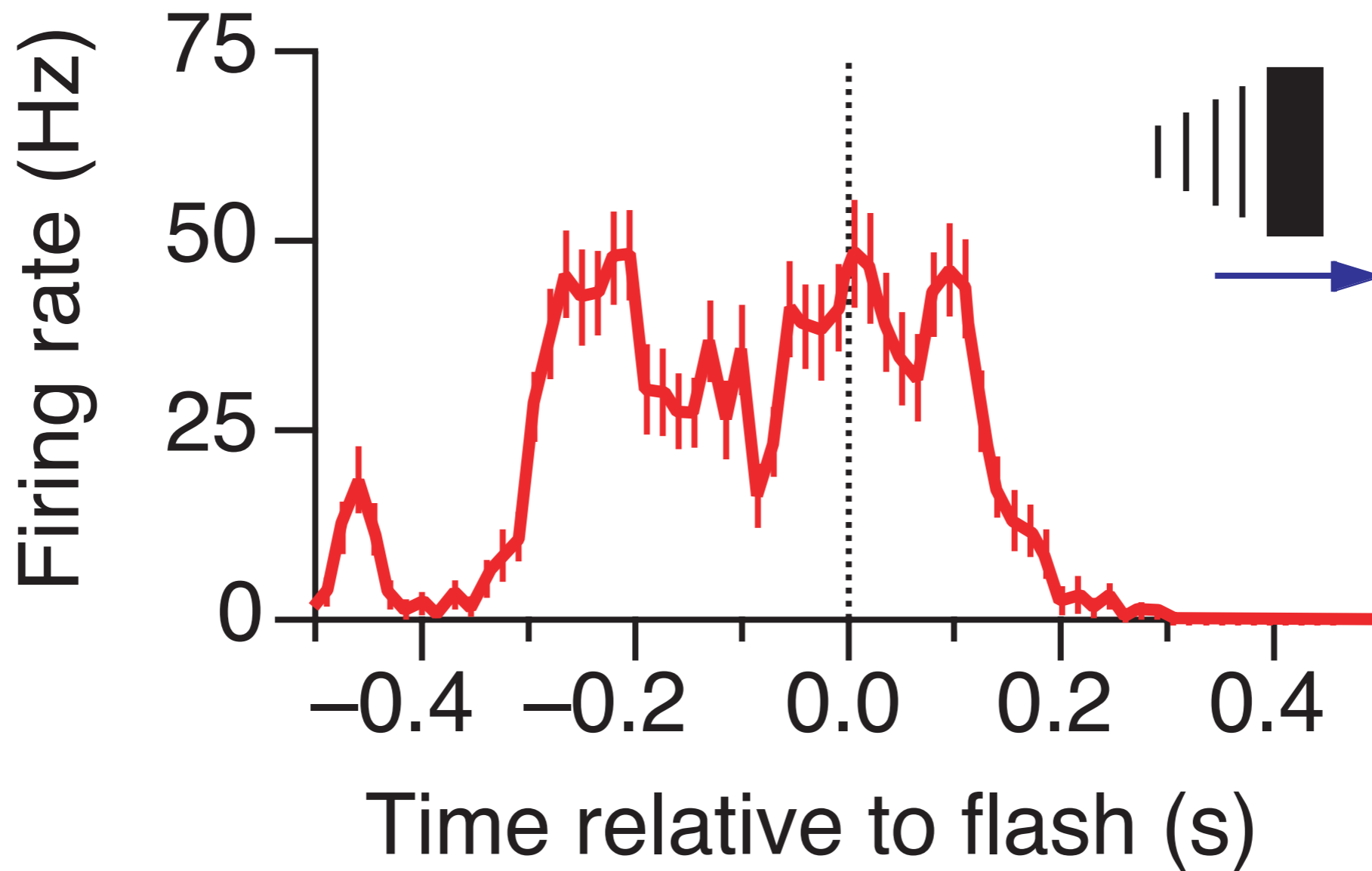


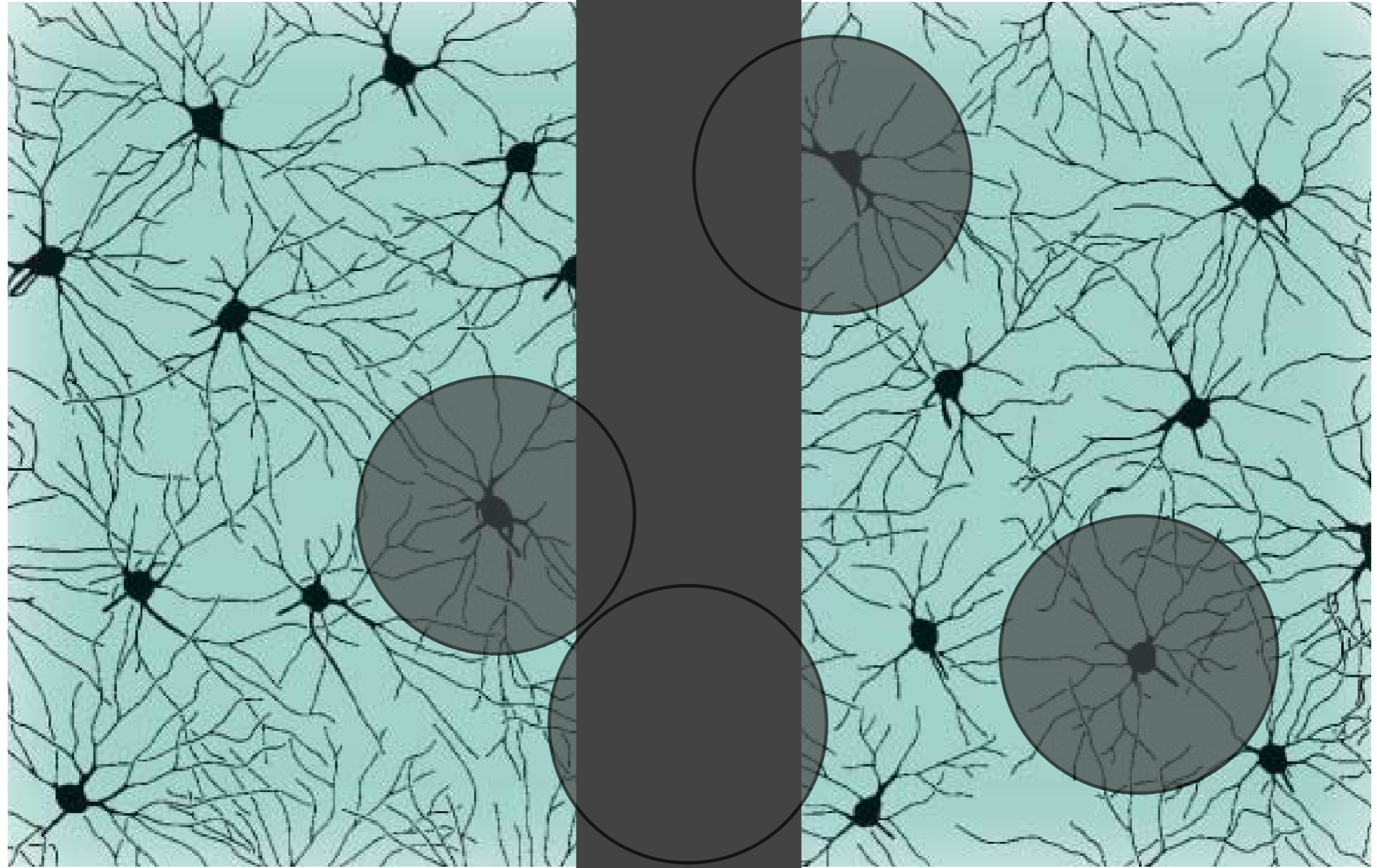
Response across the retina to a flashed bar:



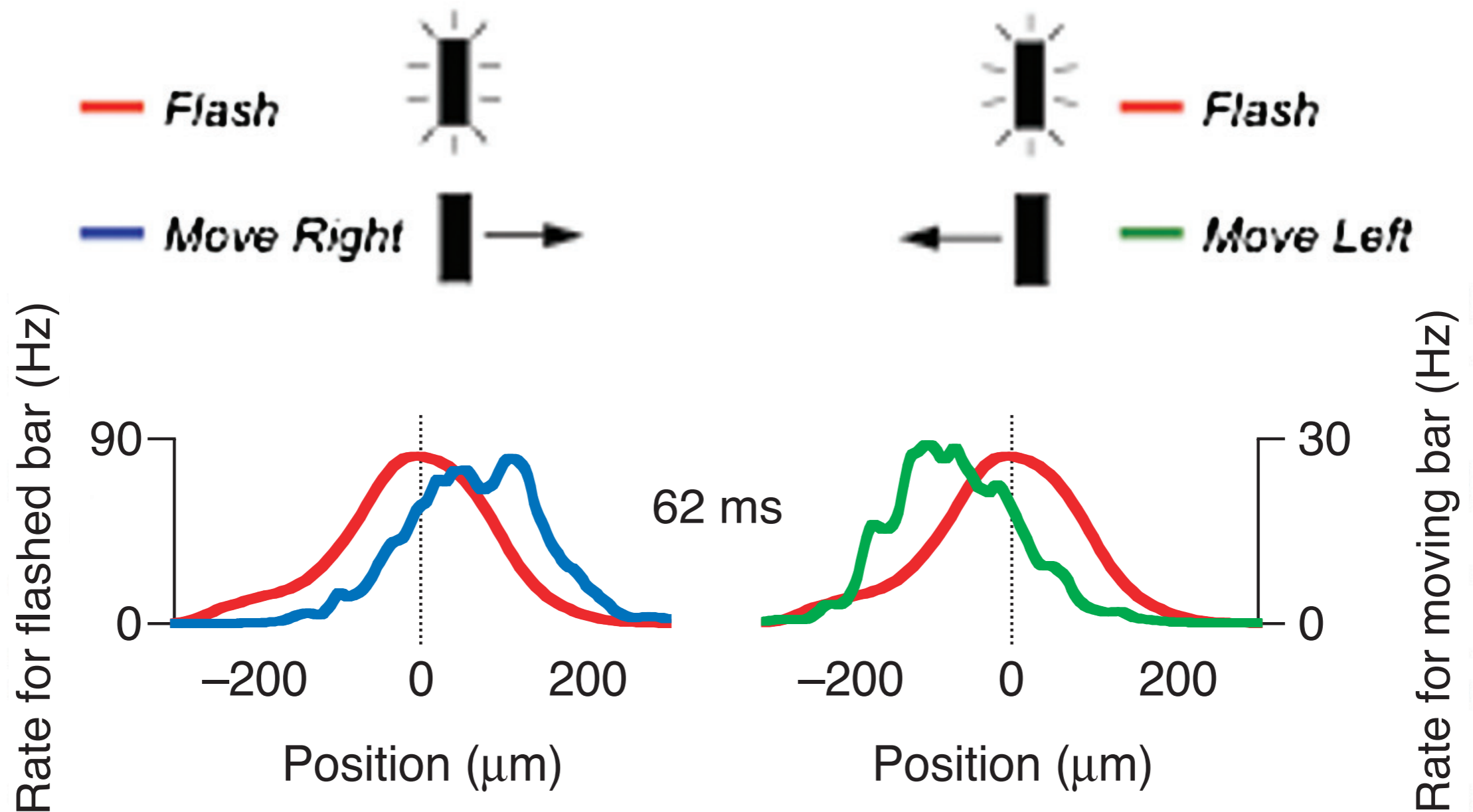


Motion anticipation in the vertebrate retina:

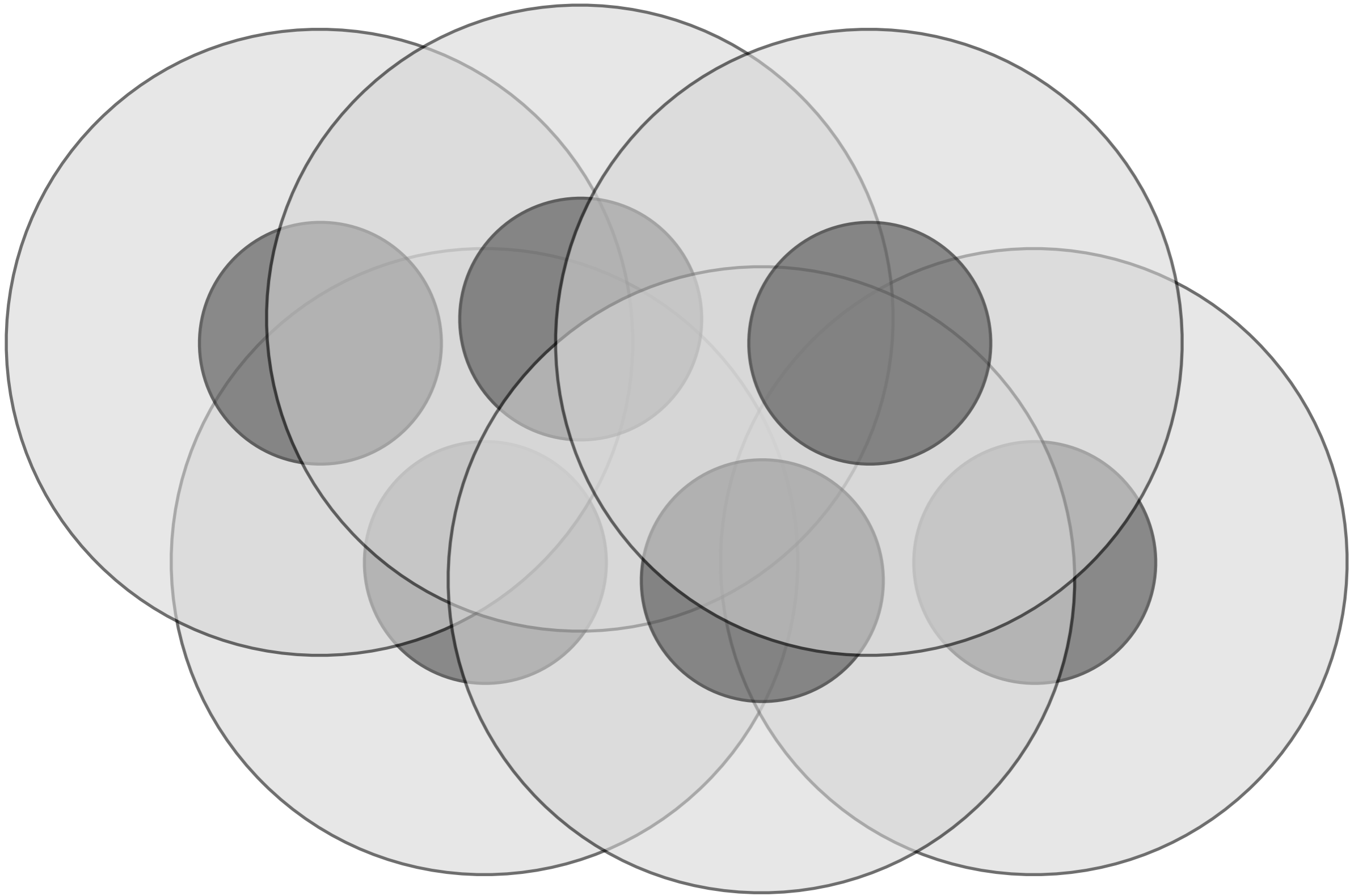




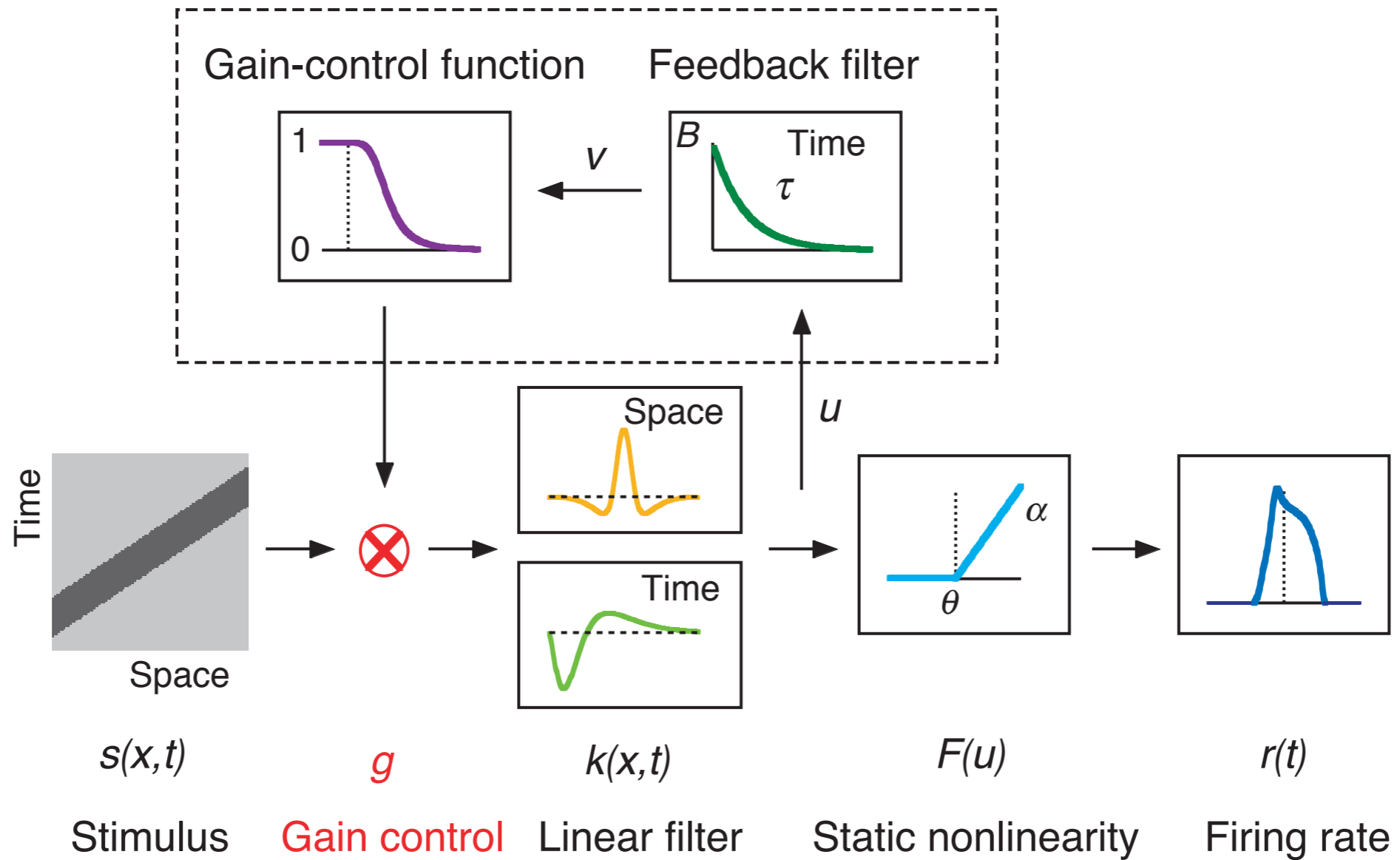
Motion anticipation in the vertebrate retina:



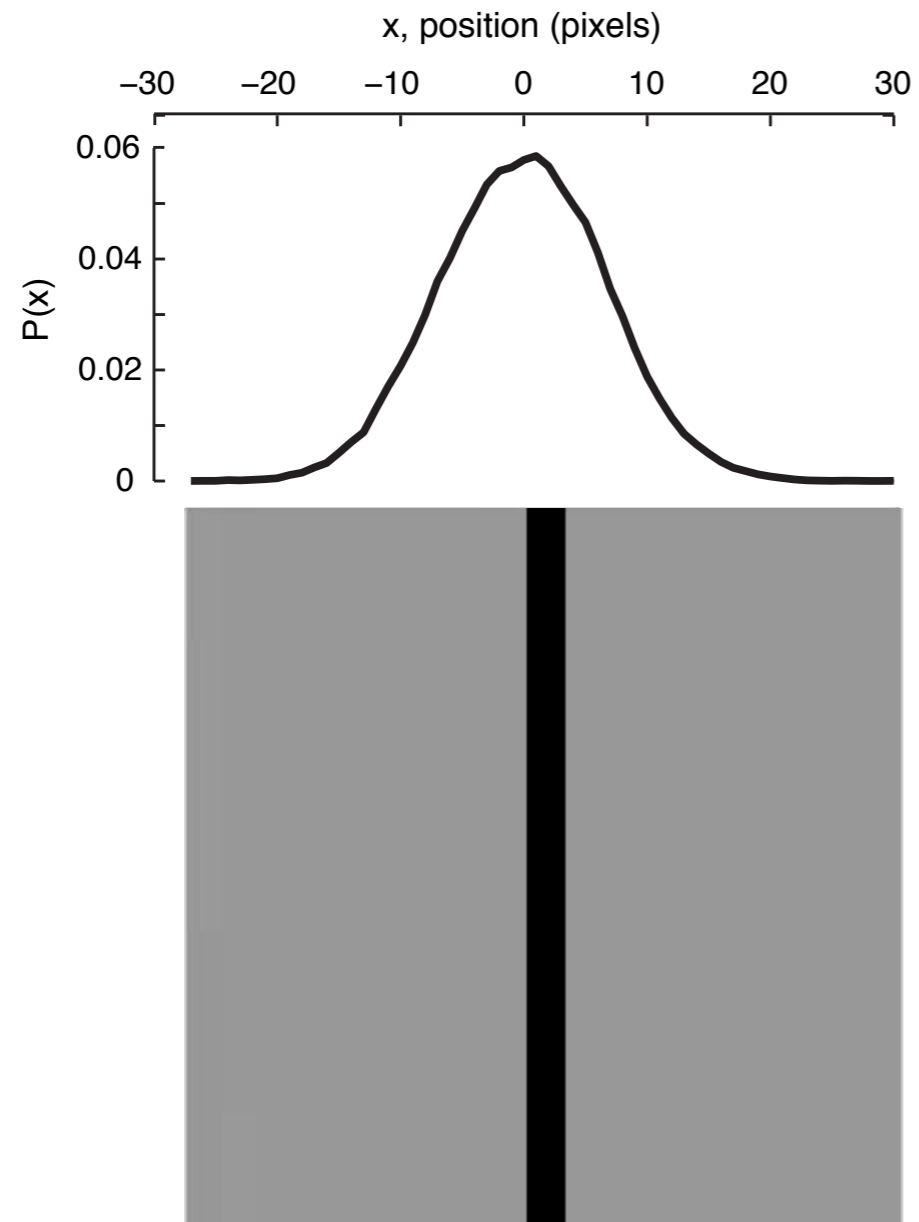
This doesn't work with simple linear filters:



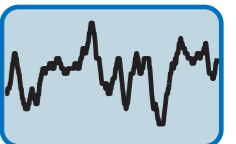
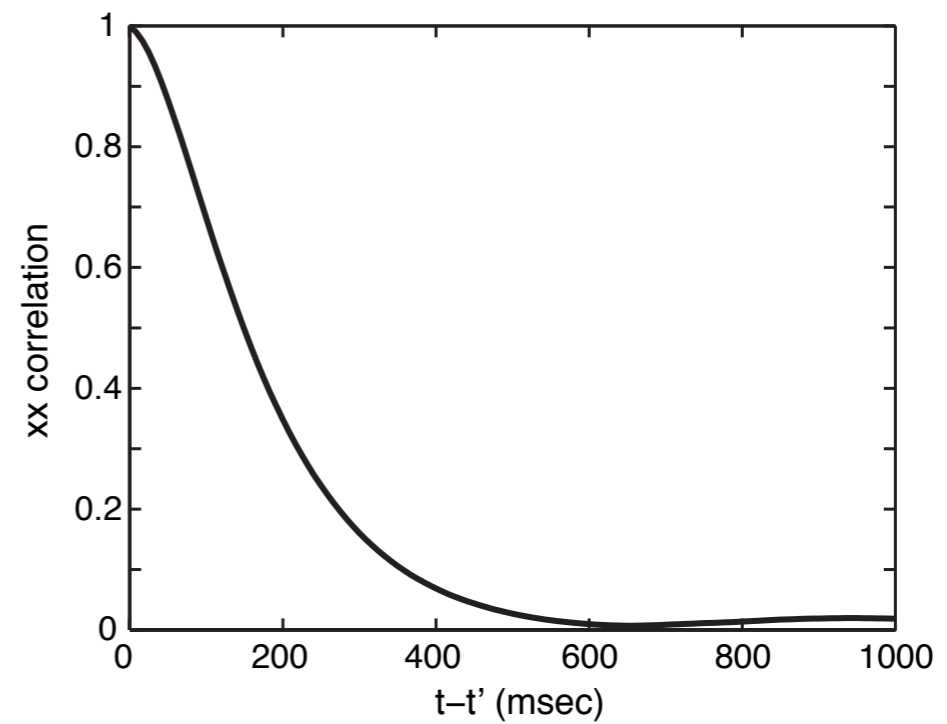
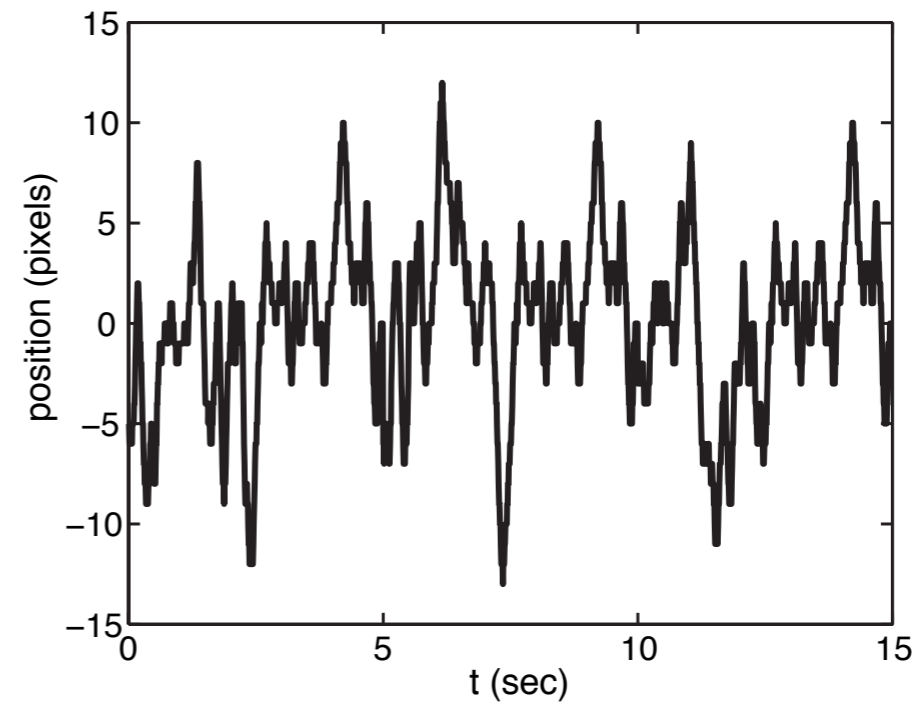
This doesn't work with just simple linear filters:



A more complex bar stimulus:

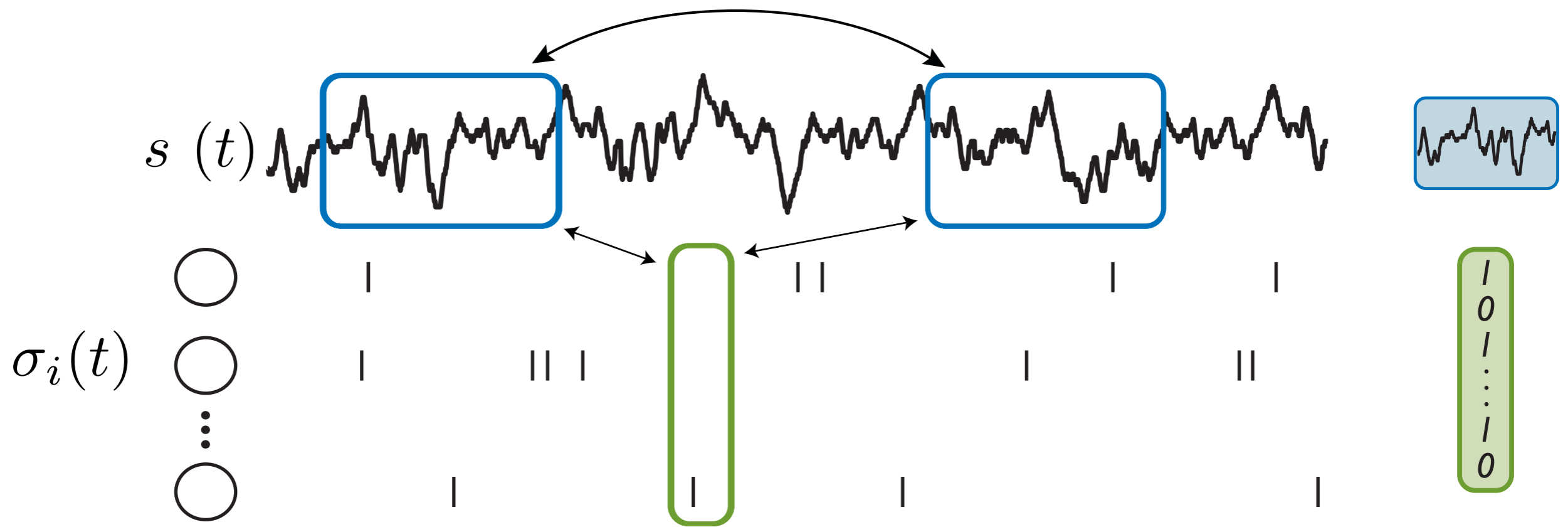


$$\frac{dv}{dt} = -\frac{v}{\tau} + D^{1/2}\Gamma(t) - \omega_0^2 x$$



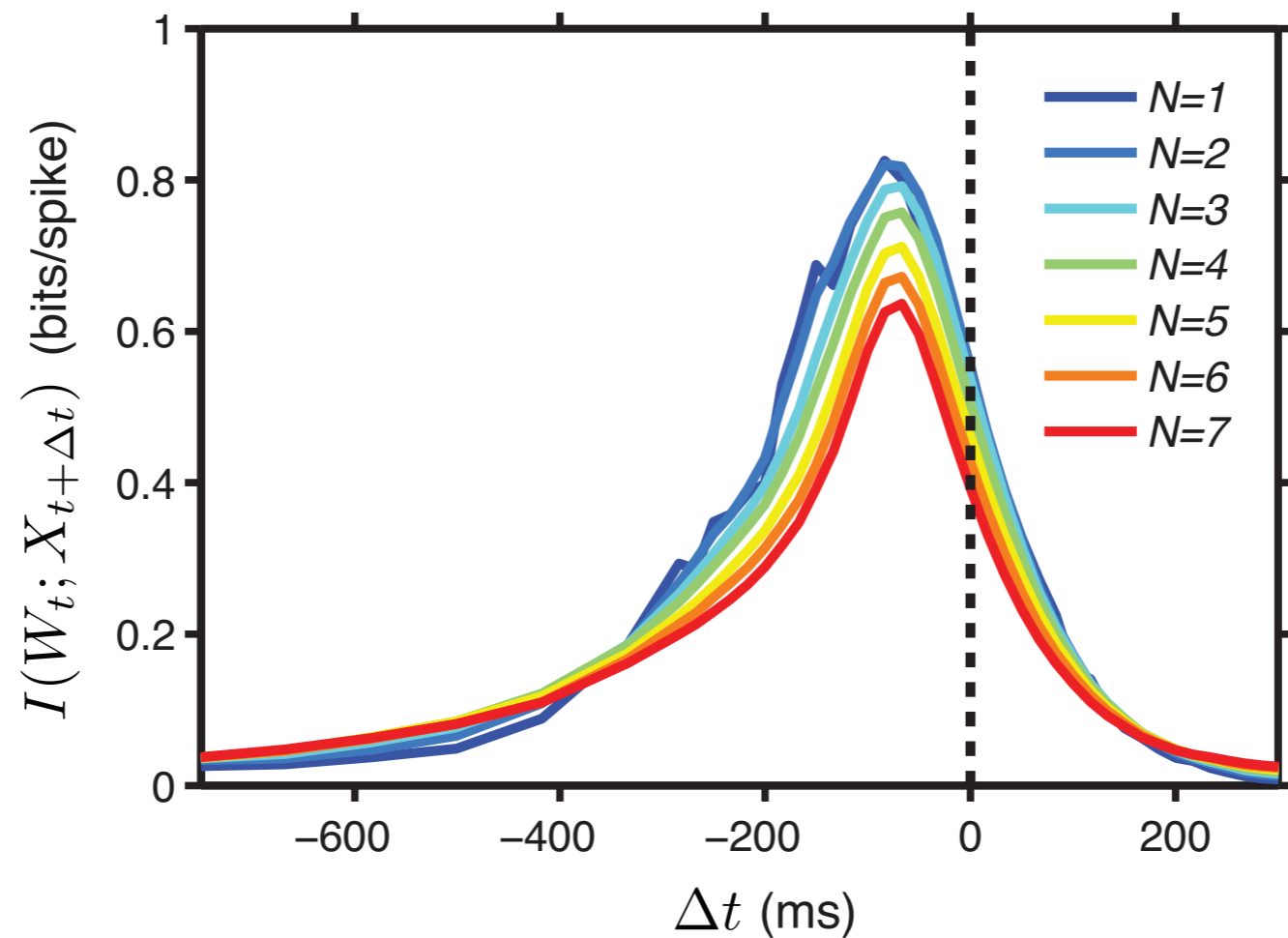
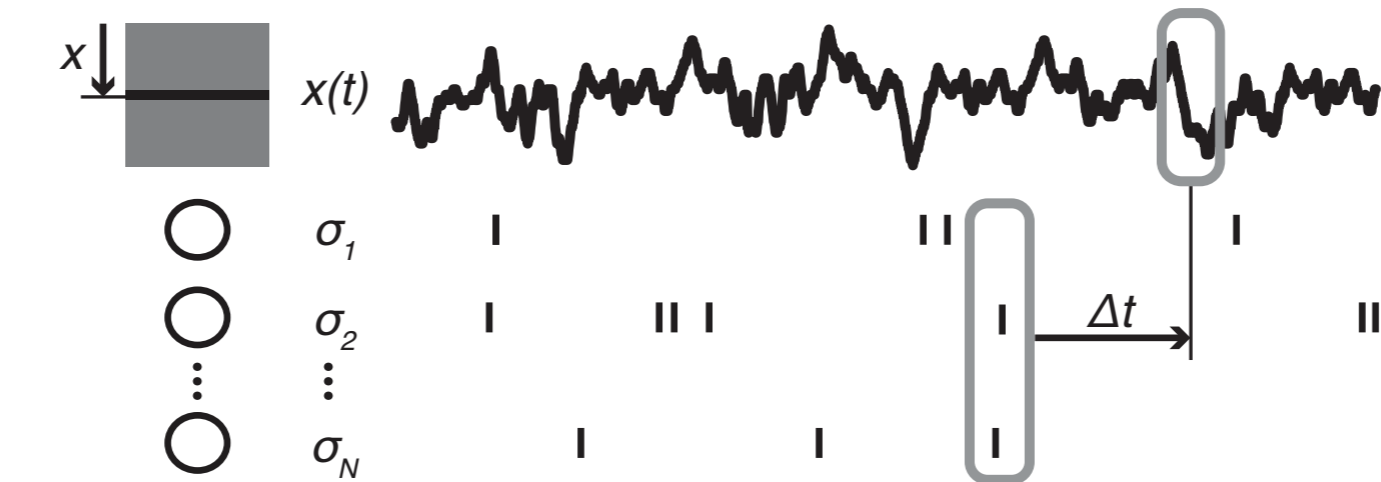
Schematic of our calculations:

$$I(\text{past}; \text{future}) = S(\text{future}) - S(\text{future}|\text{past})$$



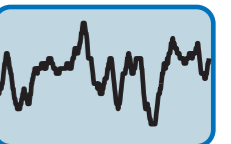
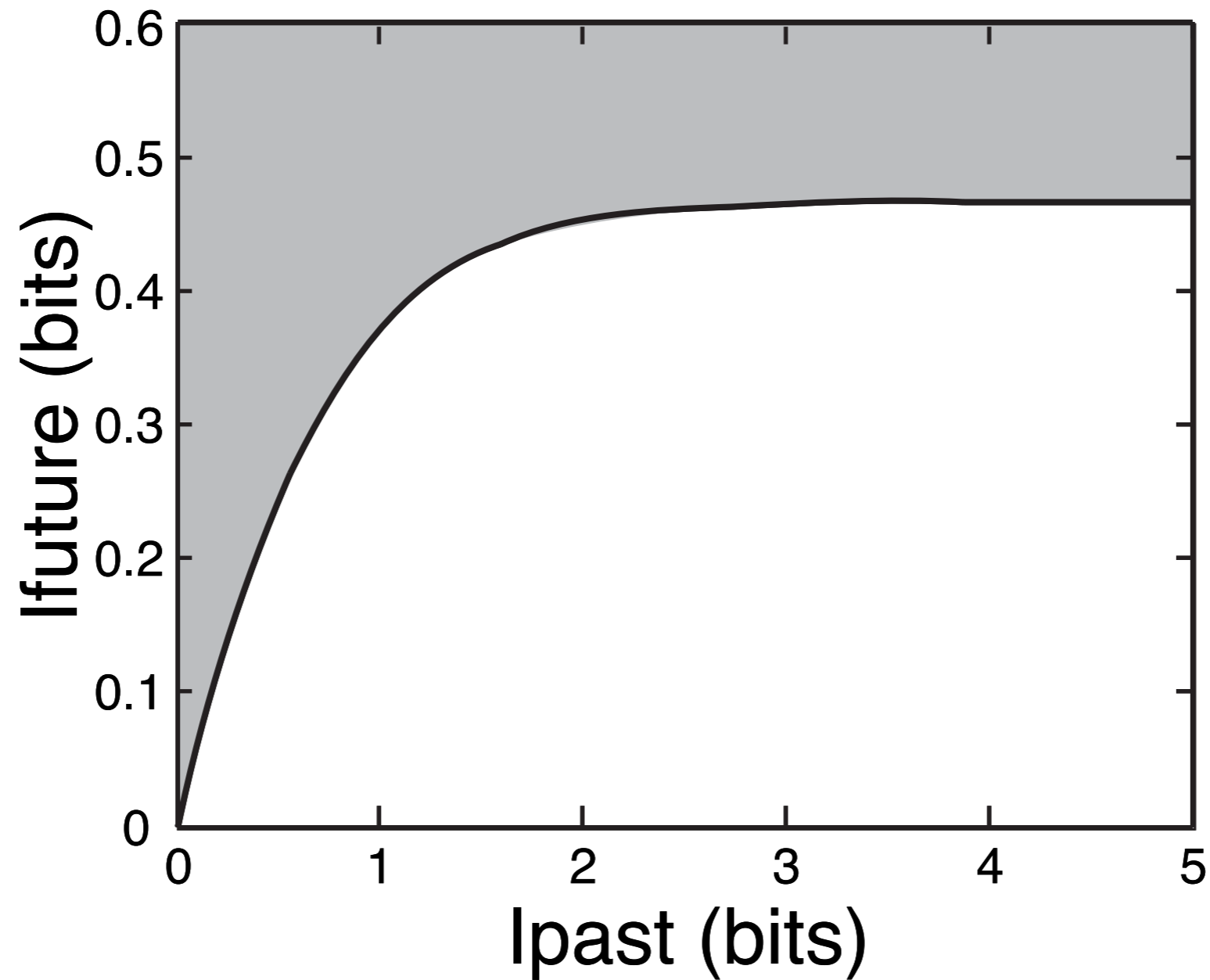
Computing information about bar position:

position:

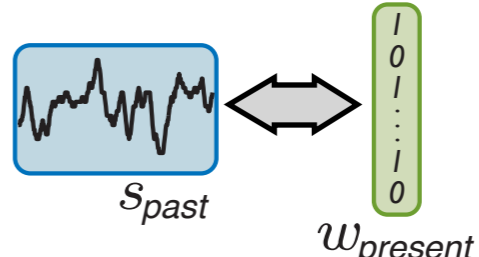
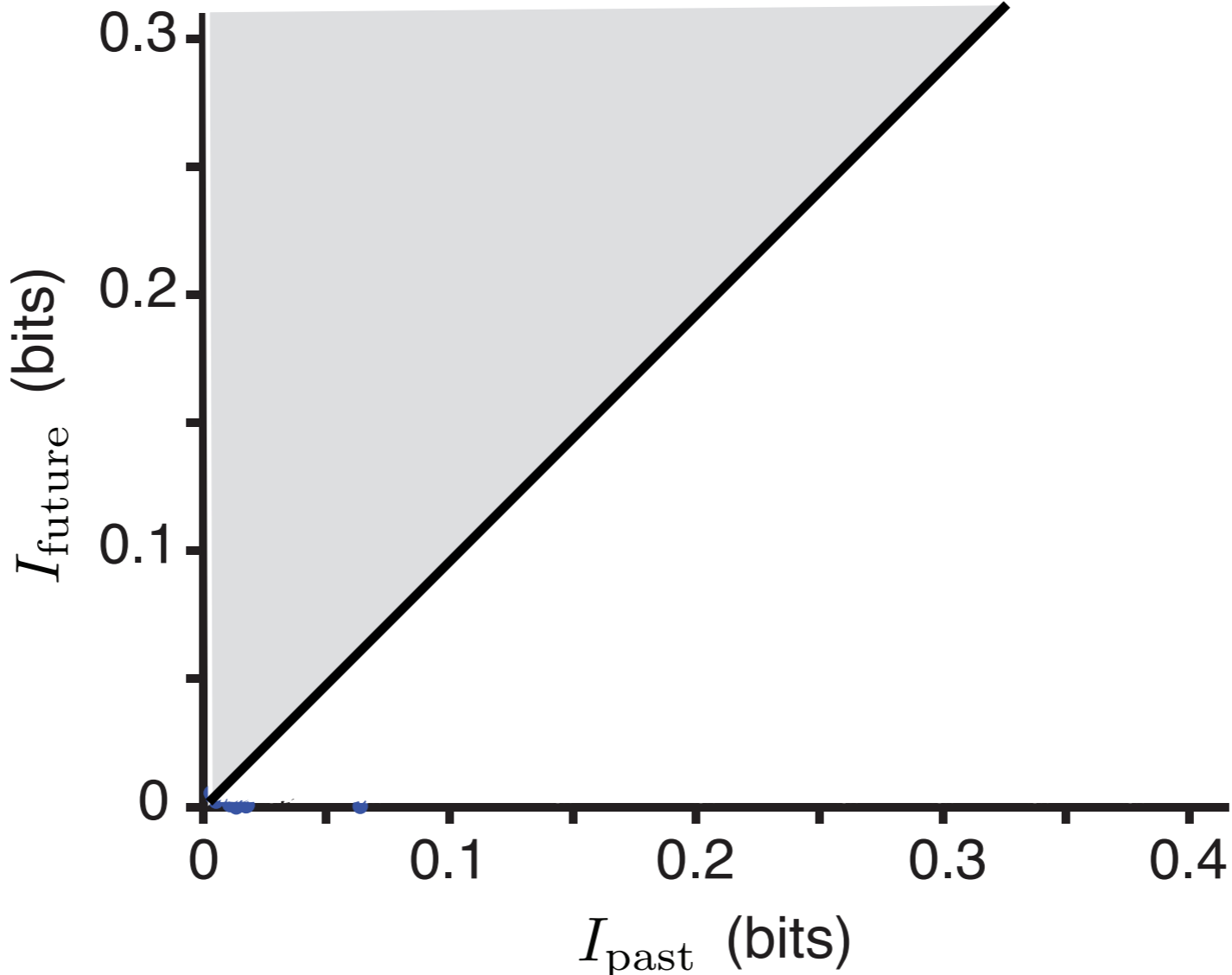
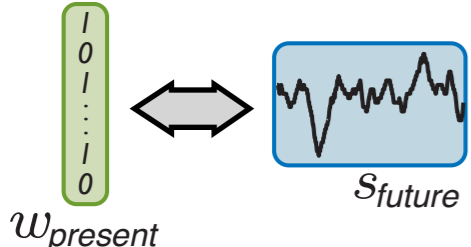


Optimal compression:

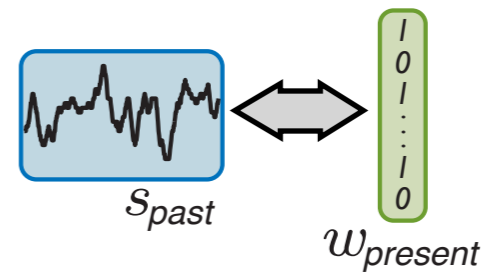
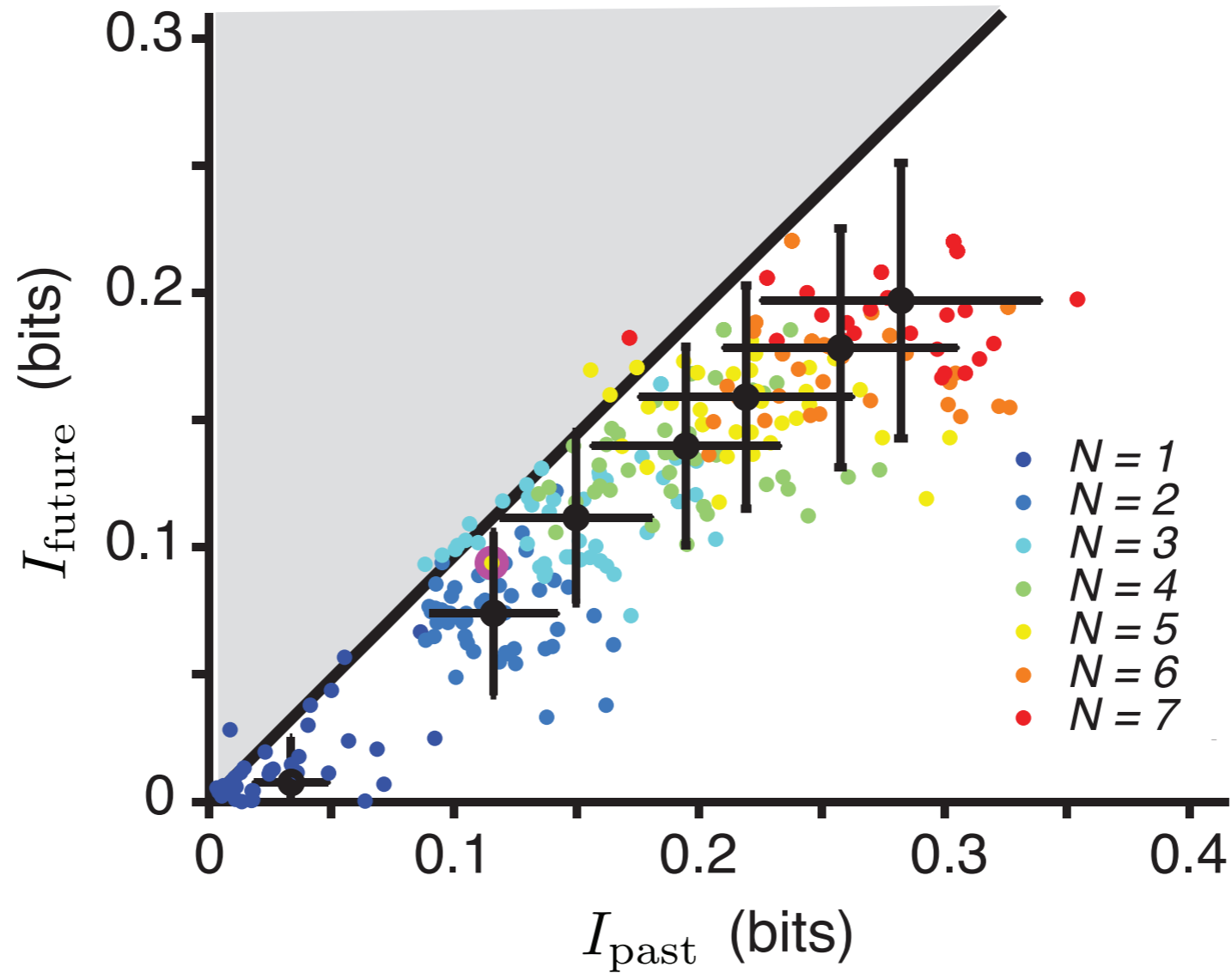
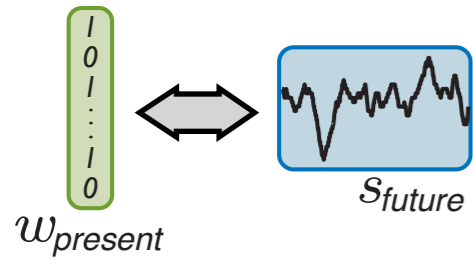
$$L = I(X_{\text{present}}; \vec{S}_{\text{past}}) - \beta I(X_{\text{present}}; \vec{S}_{\text{future}})$$



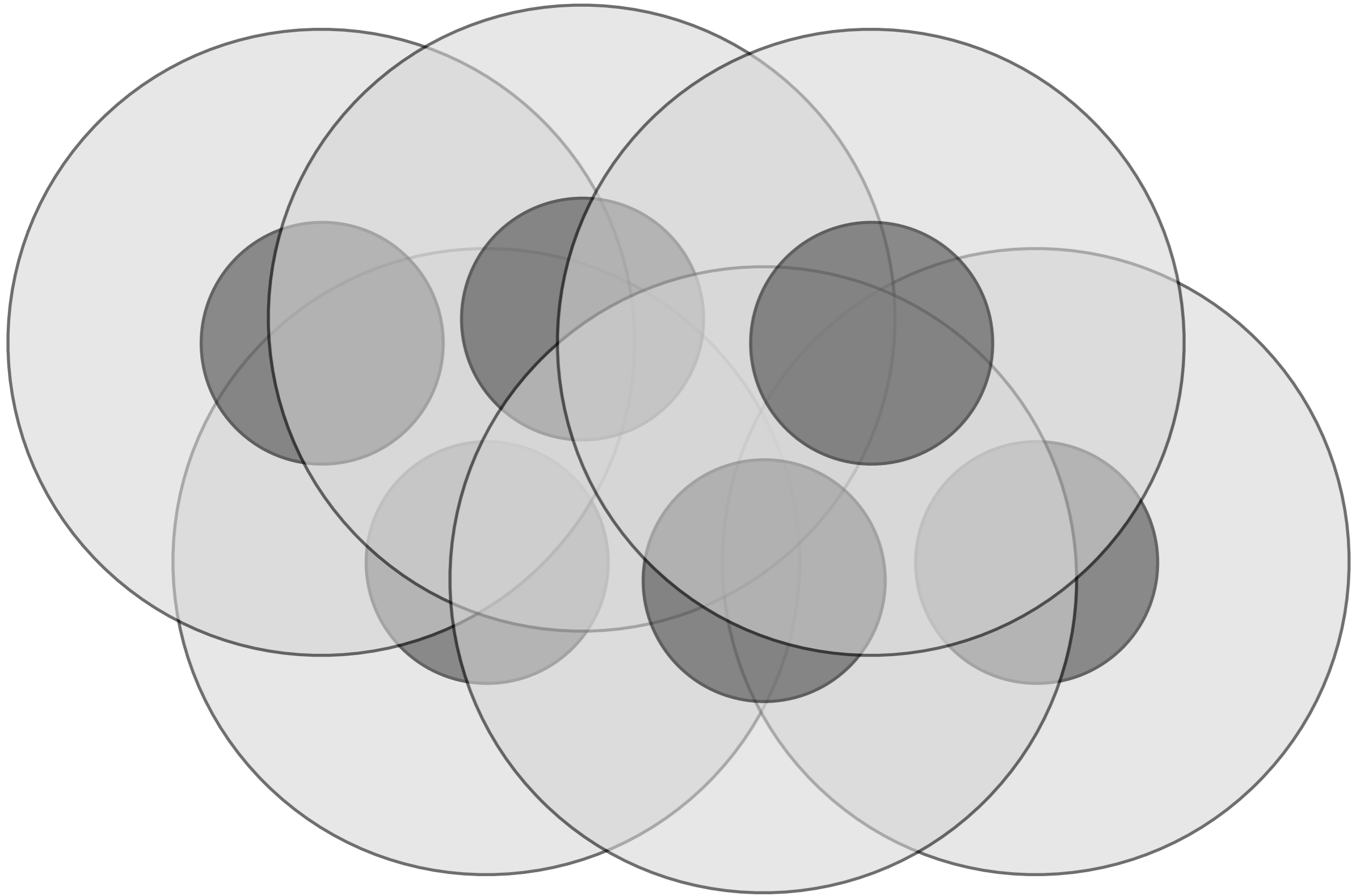
Spiking patterns sit close to the bound:



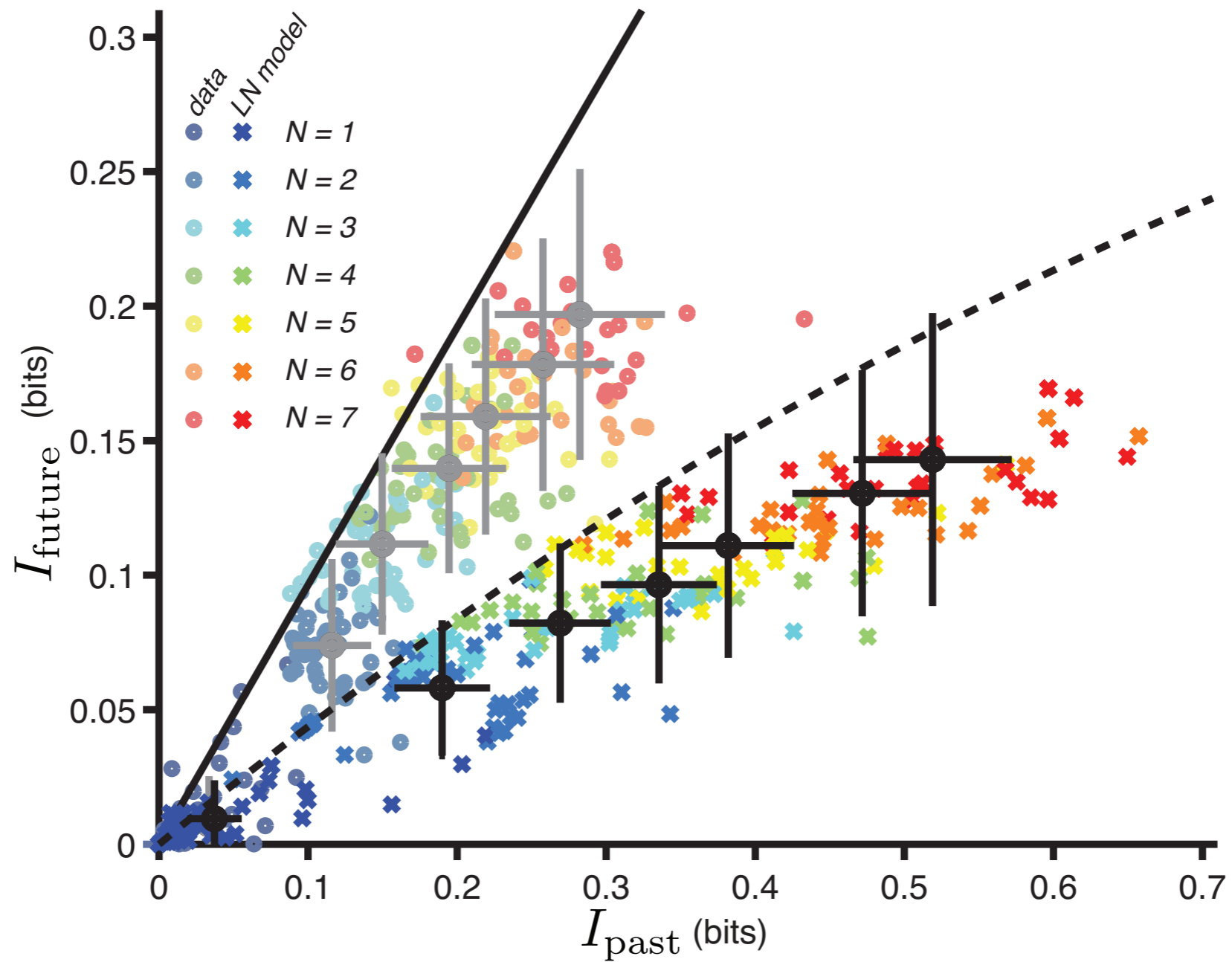
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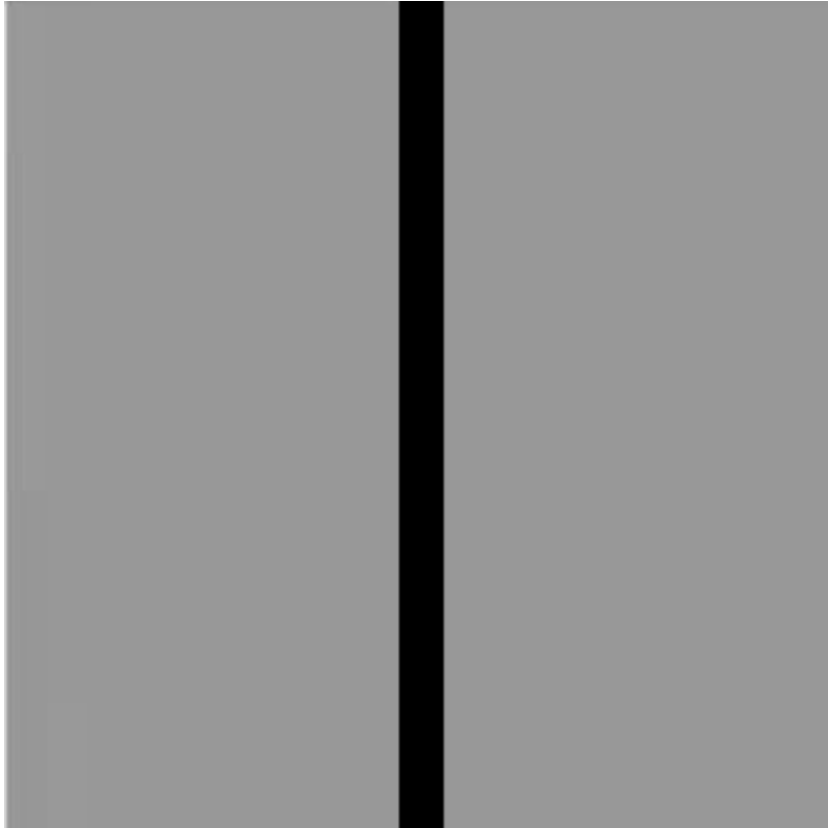
This doesn't work with just simple linear filters:



This doesn't work with just simple linear filters:



Towards more natural motion stimuli:



speculative interlude

Filming a natural scene can be dull:



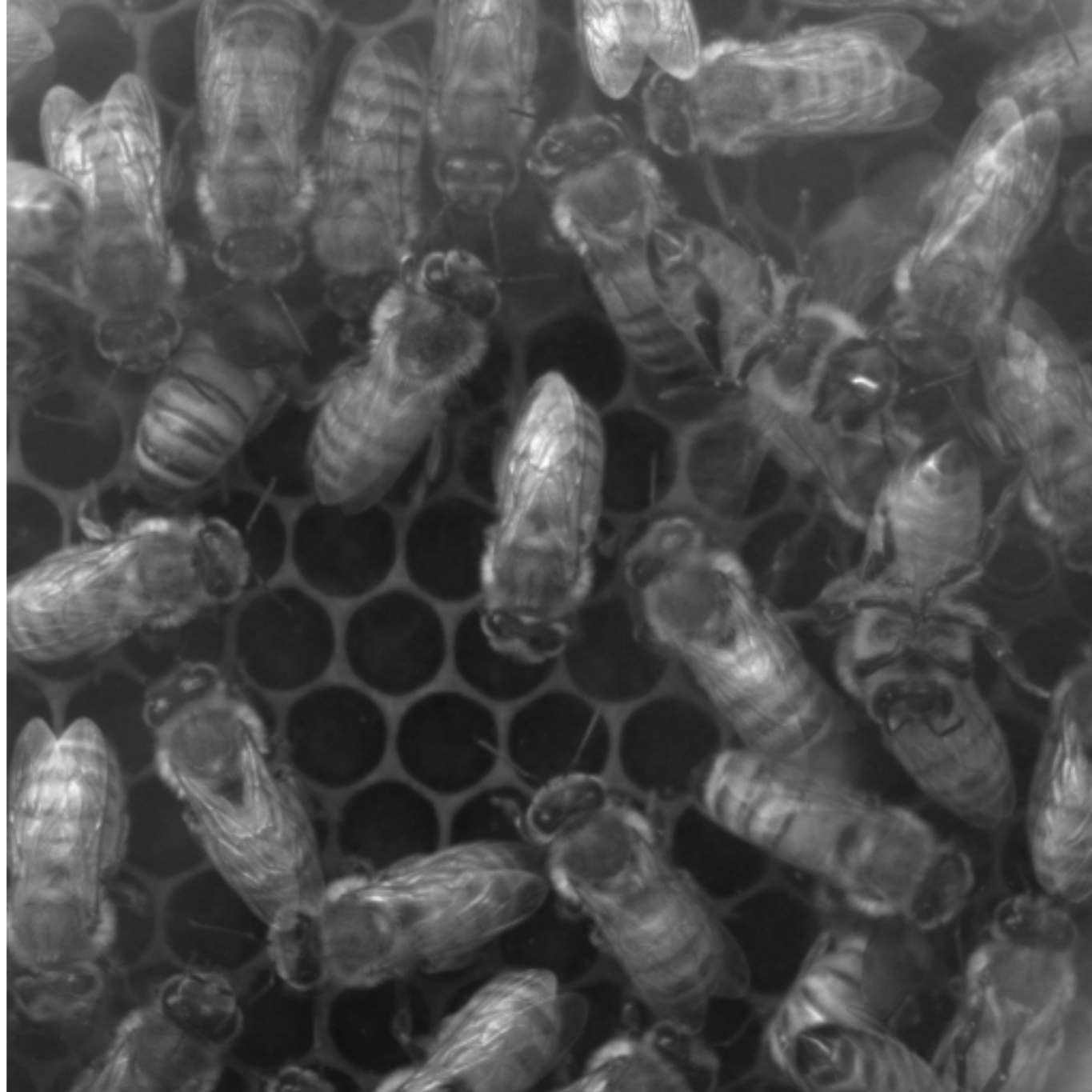
Chicago Motion Database: water



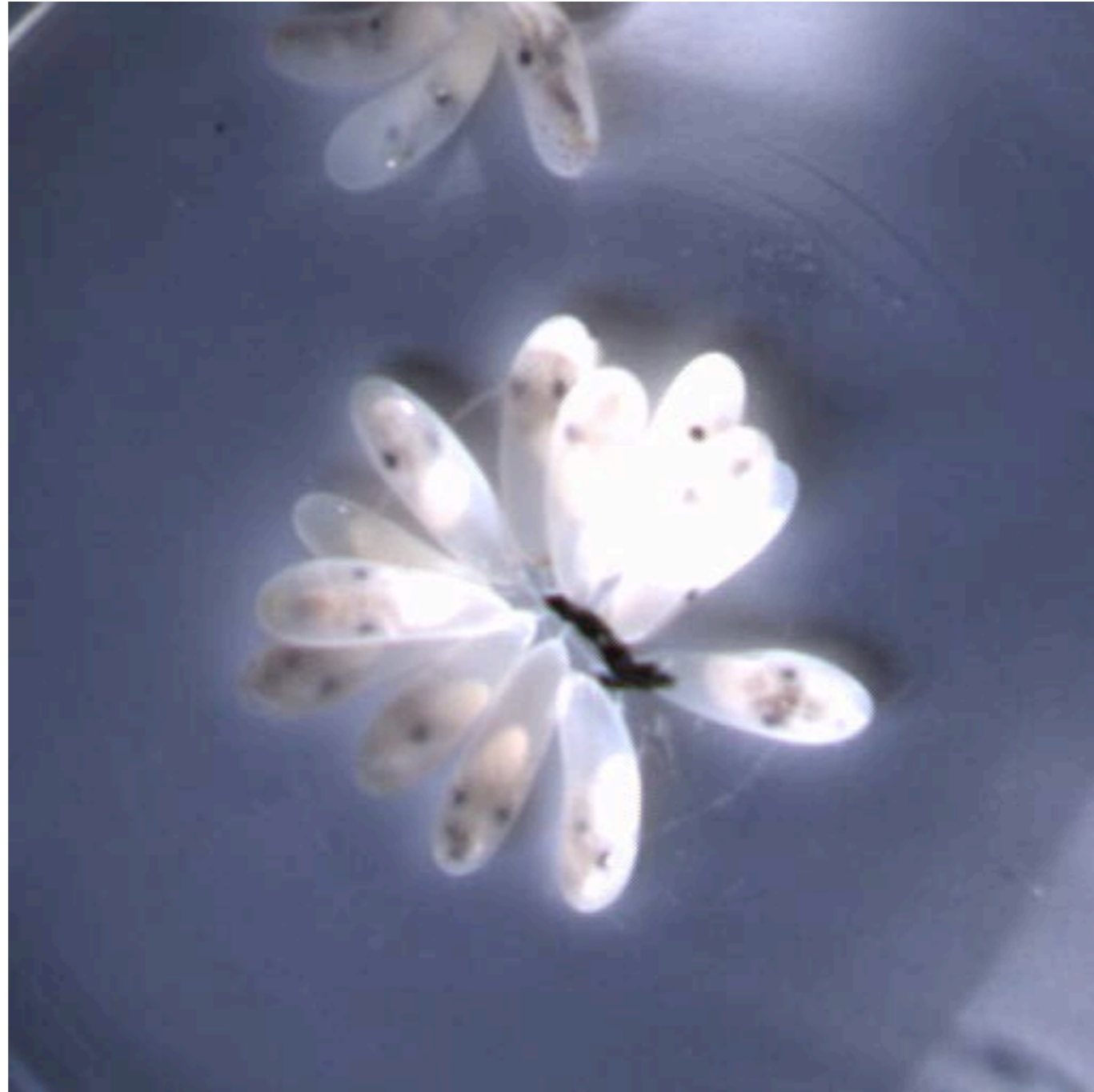
Chicago Motion Database: insects



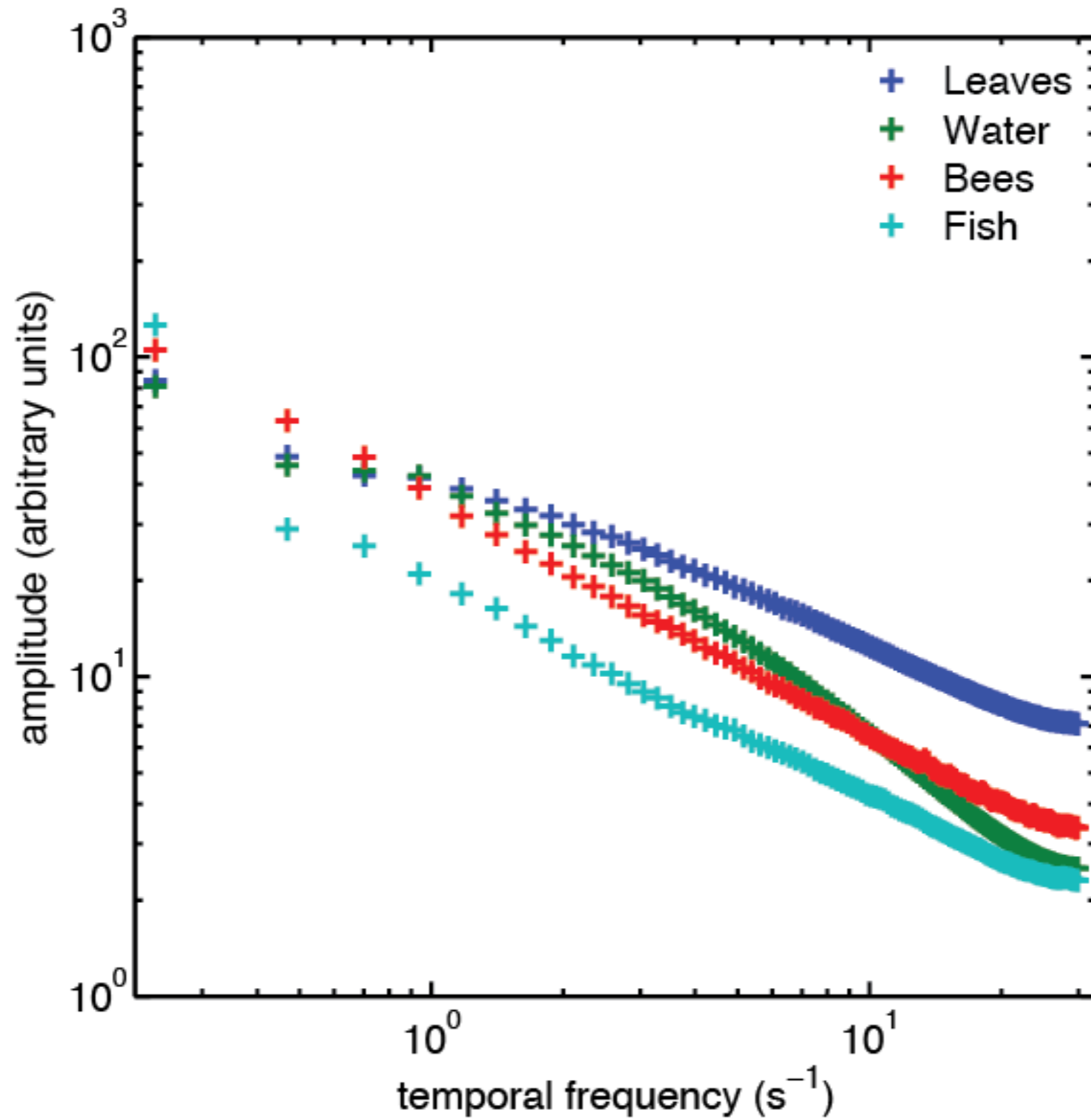
Chicago Motion Database: insects



Chicago Motion Database: small predators

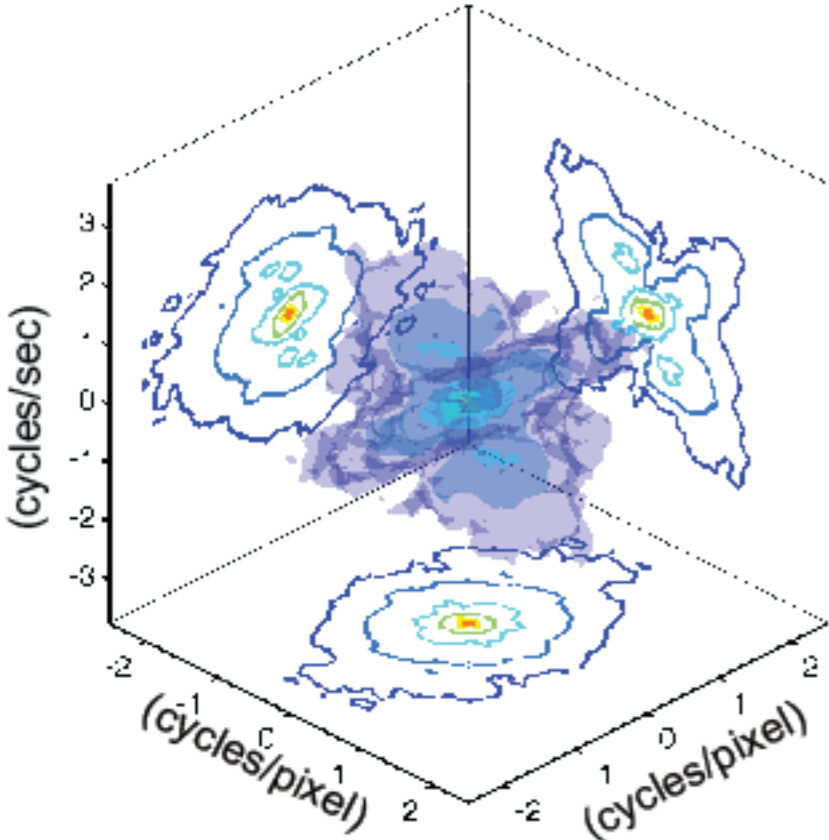


Temporal power spectra:

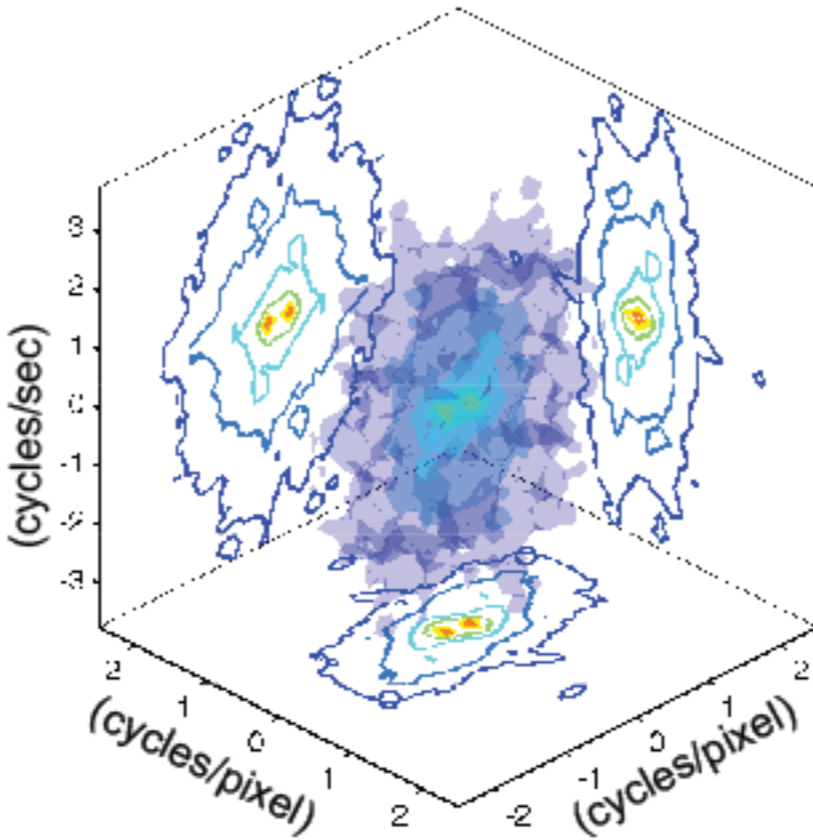


3D power spectra:

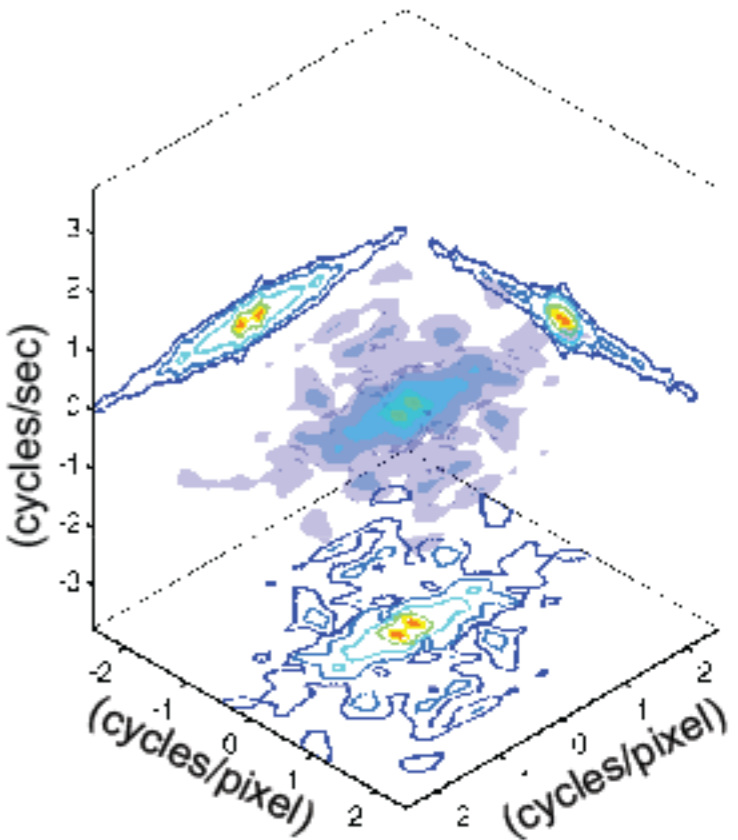
grasses



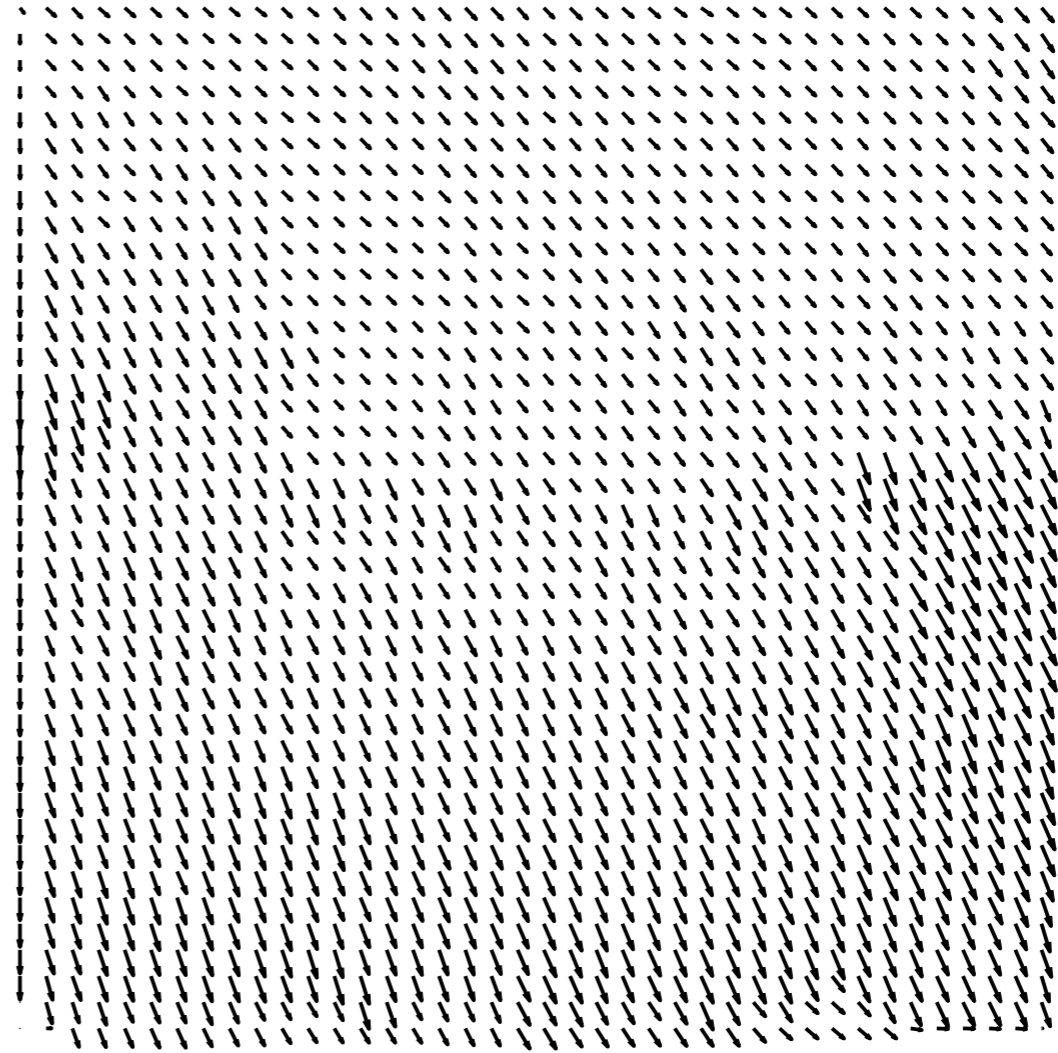
water



fish

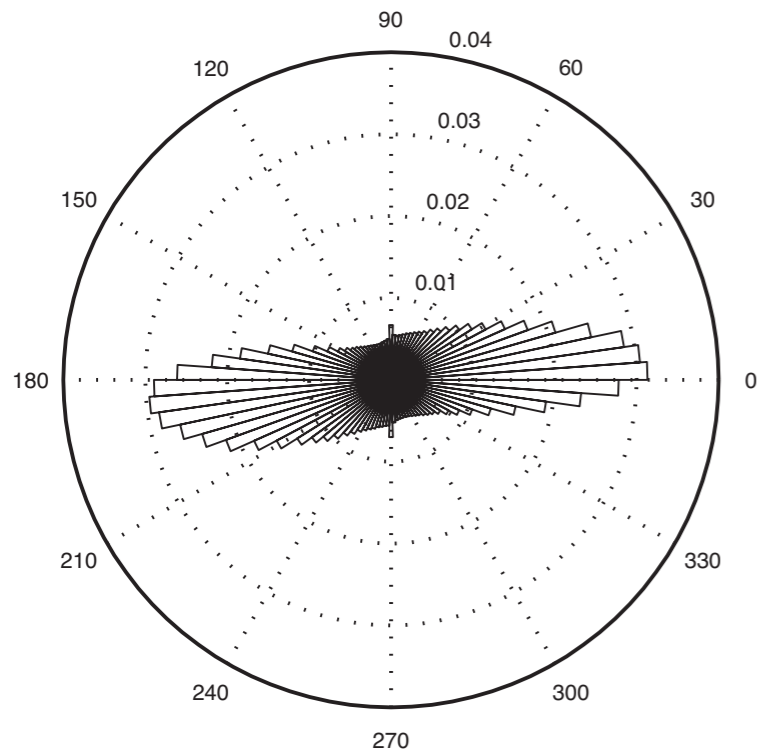


Flow fields from natural movies:

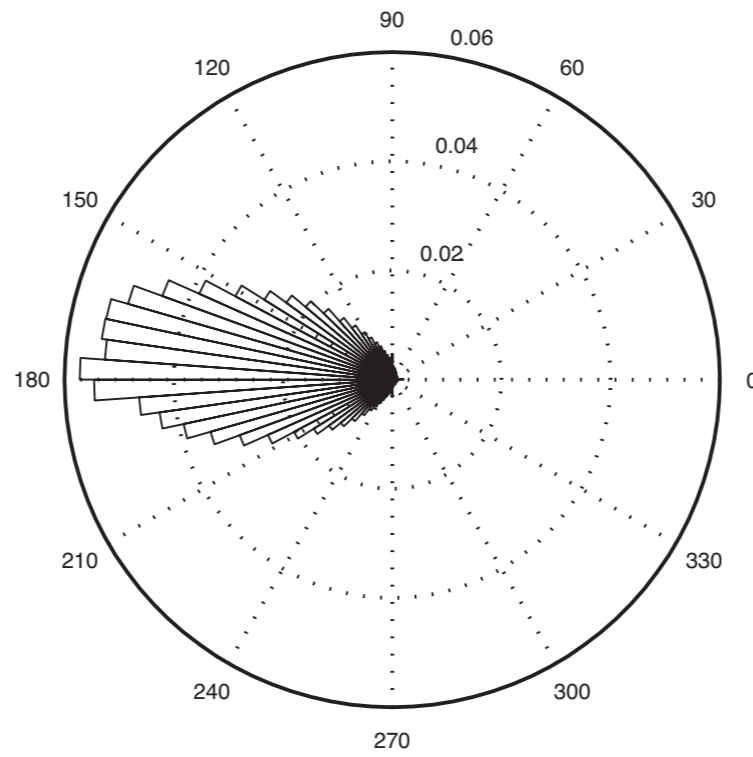


Flow direction histograms:

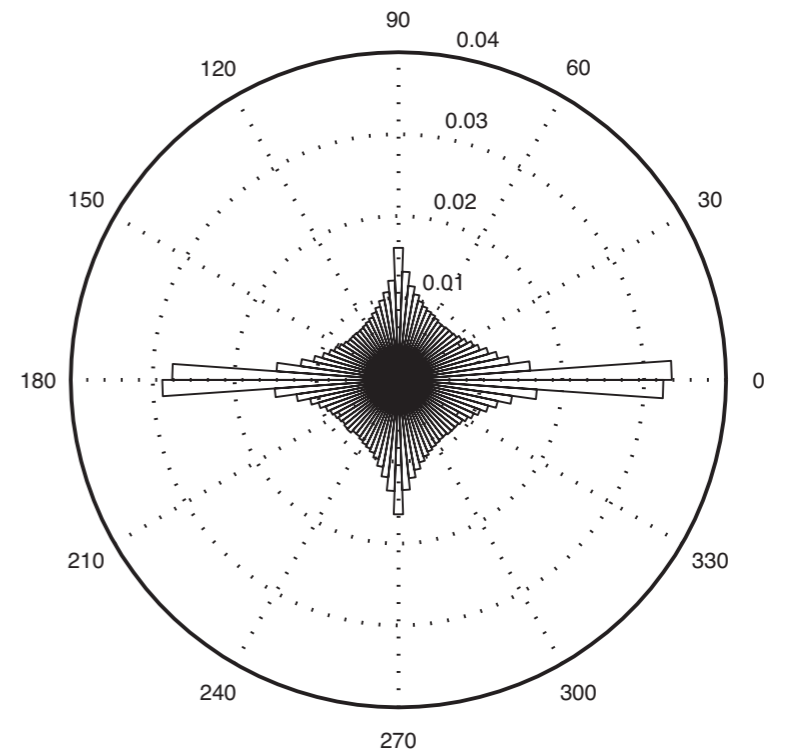
grasses



water



fish



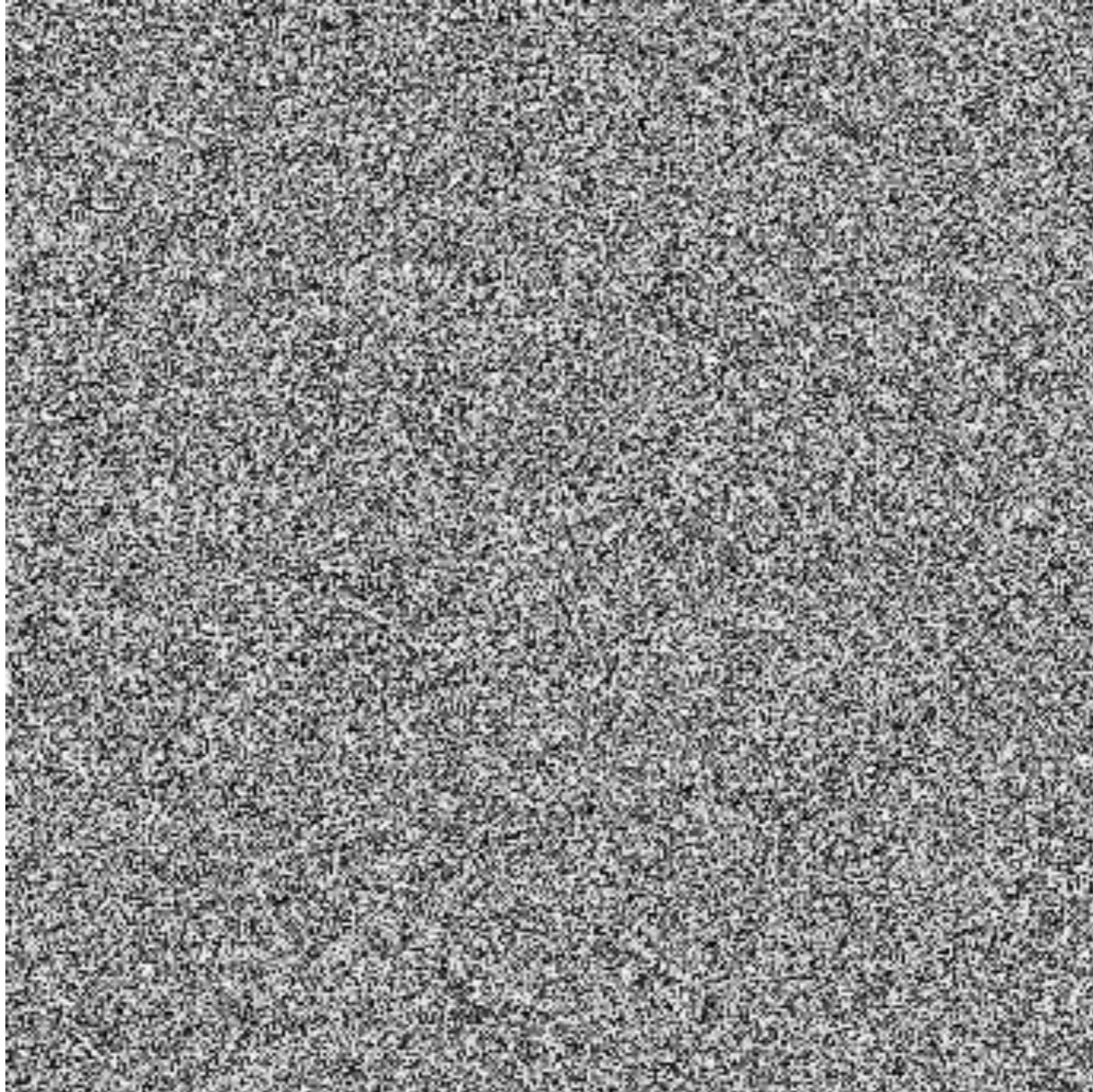
Analyzing local flow:



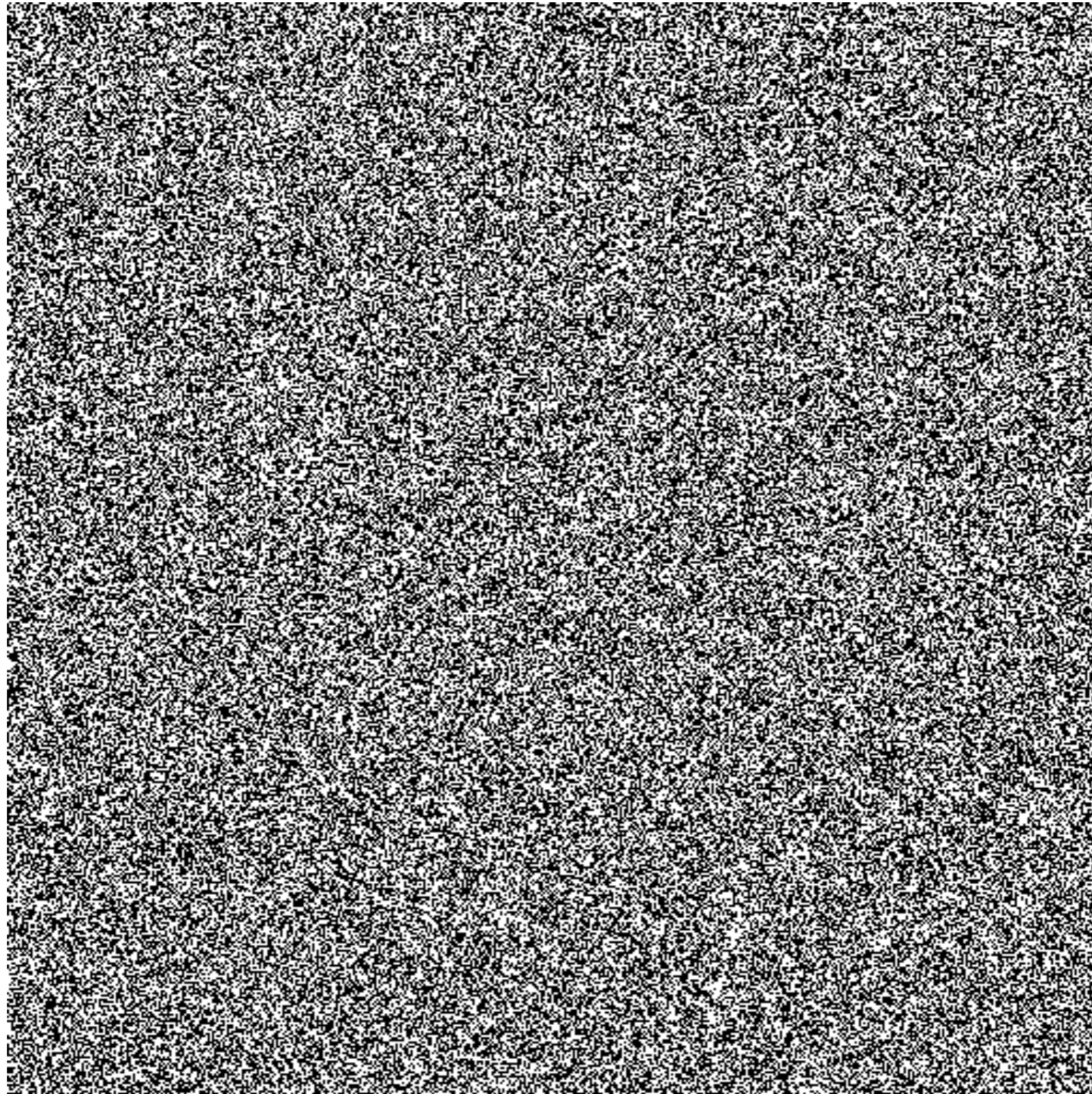
Analyzing local flow:



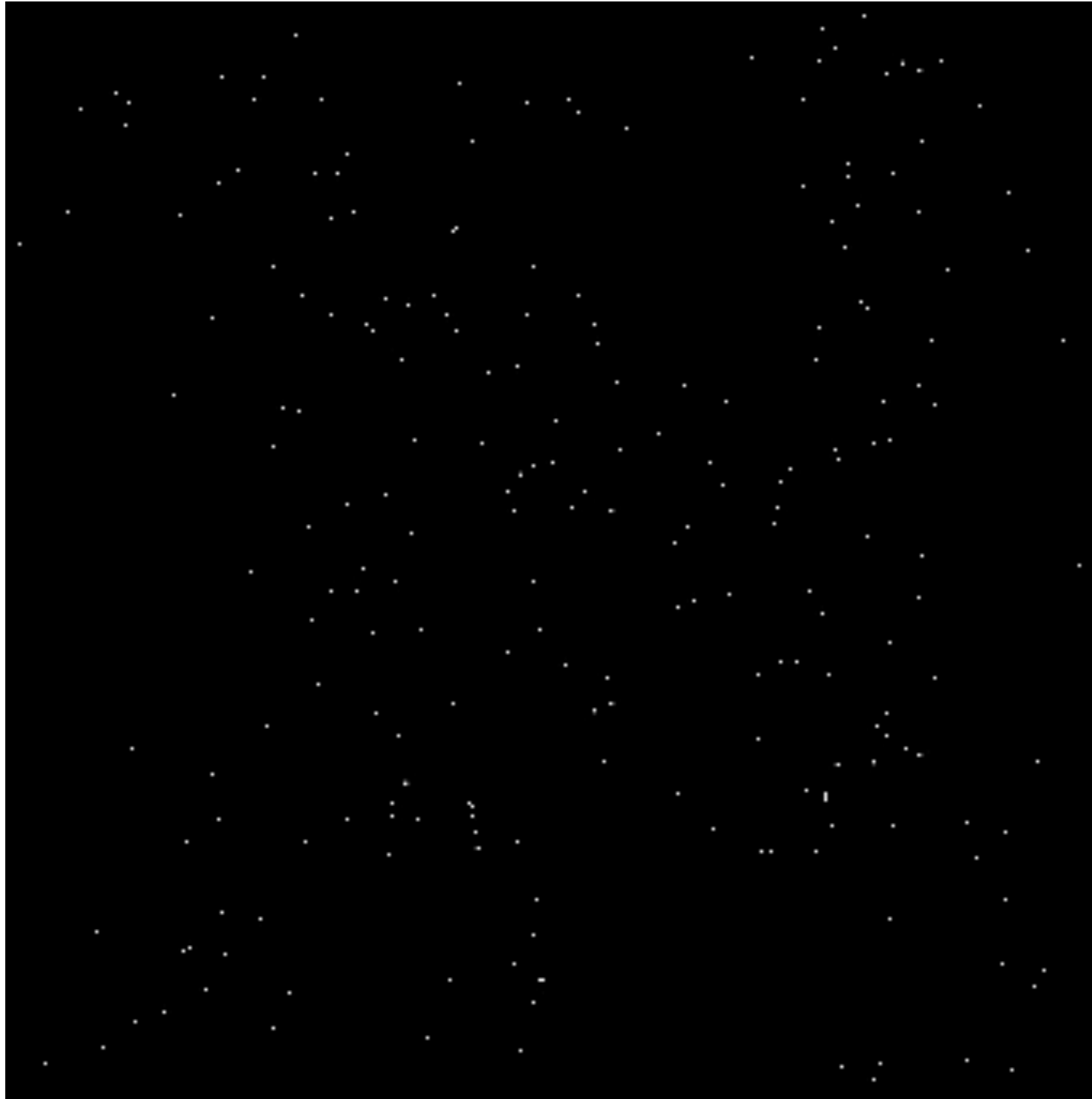
Removing spatial correlations in each frame:



...and for animal motion:

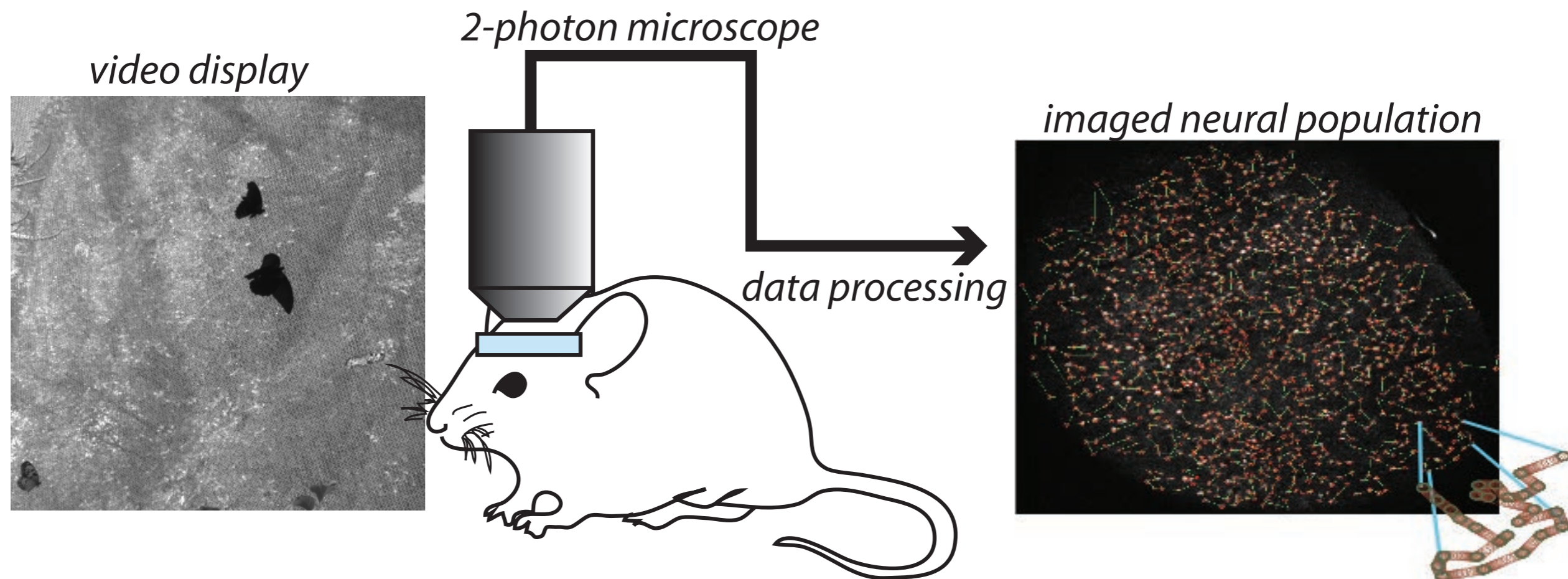


'Particle' tracing using flow fields:

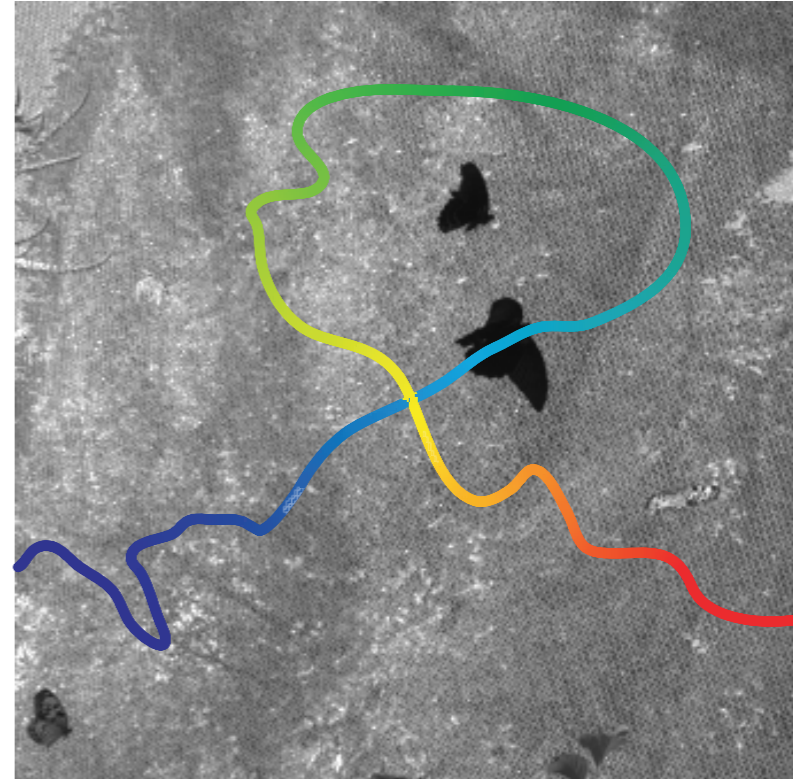
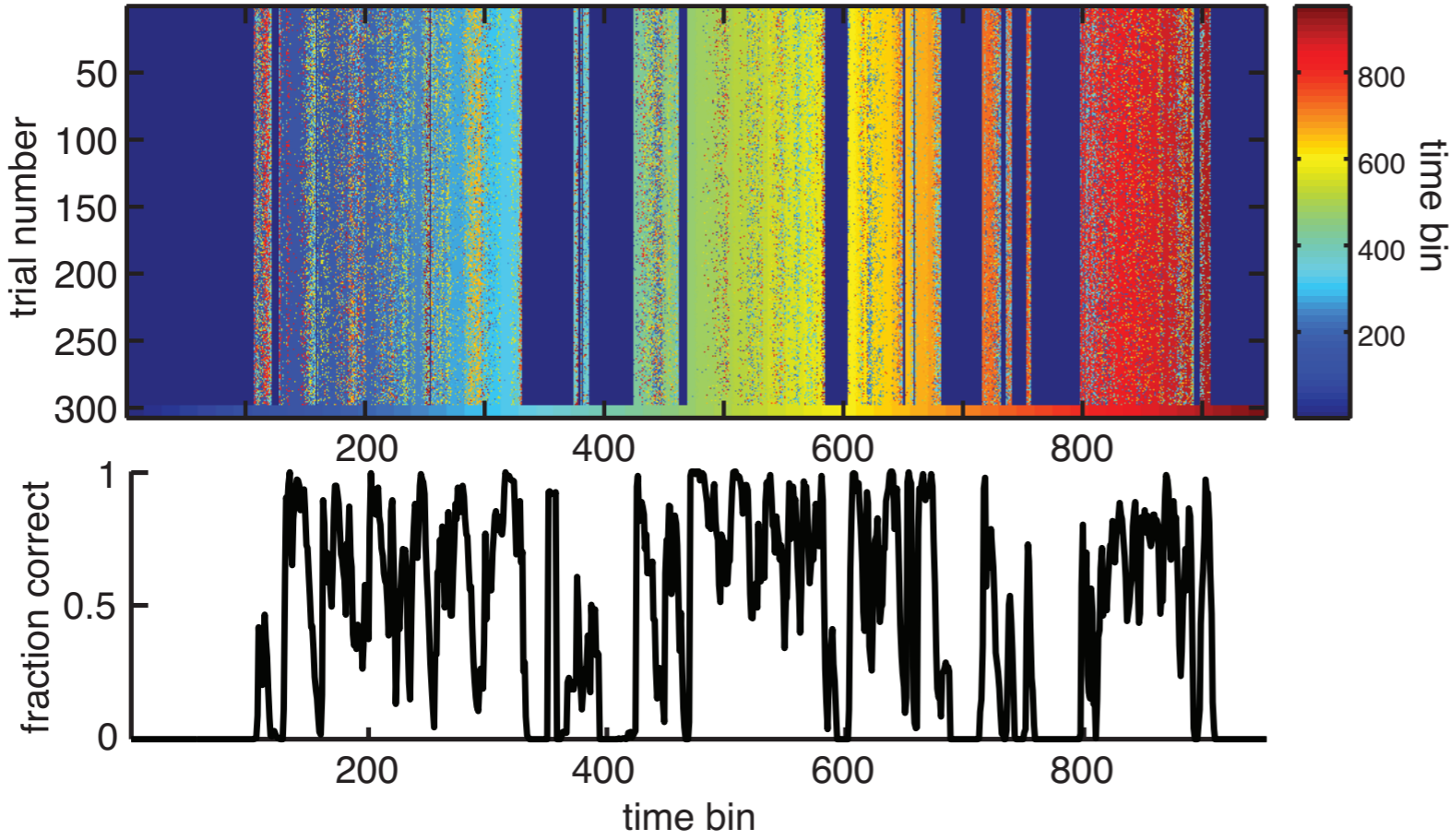


speculative interlude

Recording from visual cortex during natural movie presentation:



Decoding time in the movie from retinal data (using deep neural nets):



REALLY speculative interlude

