

Fundamentals of area V1

Part 2: Filtering, Gain Control, Feedback

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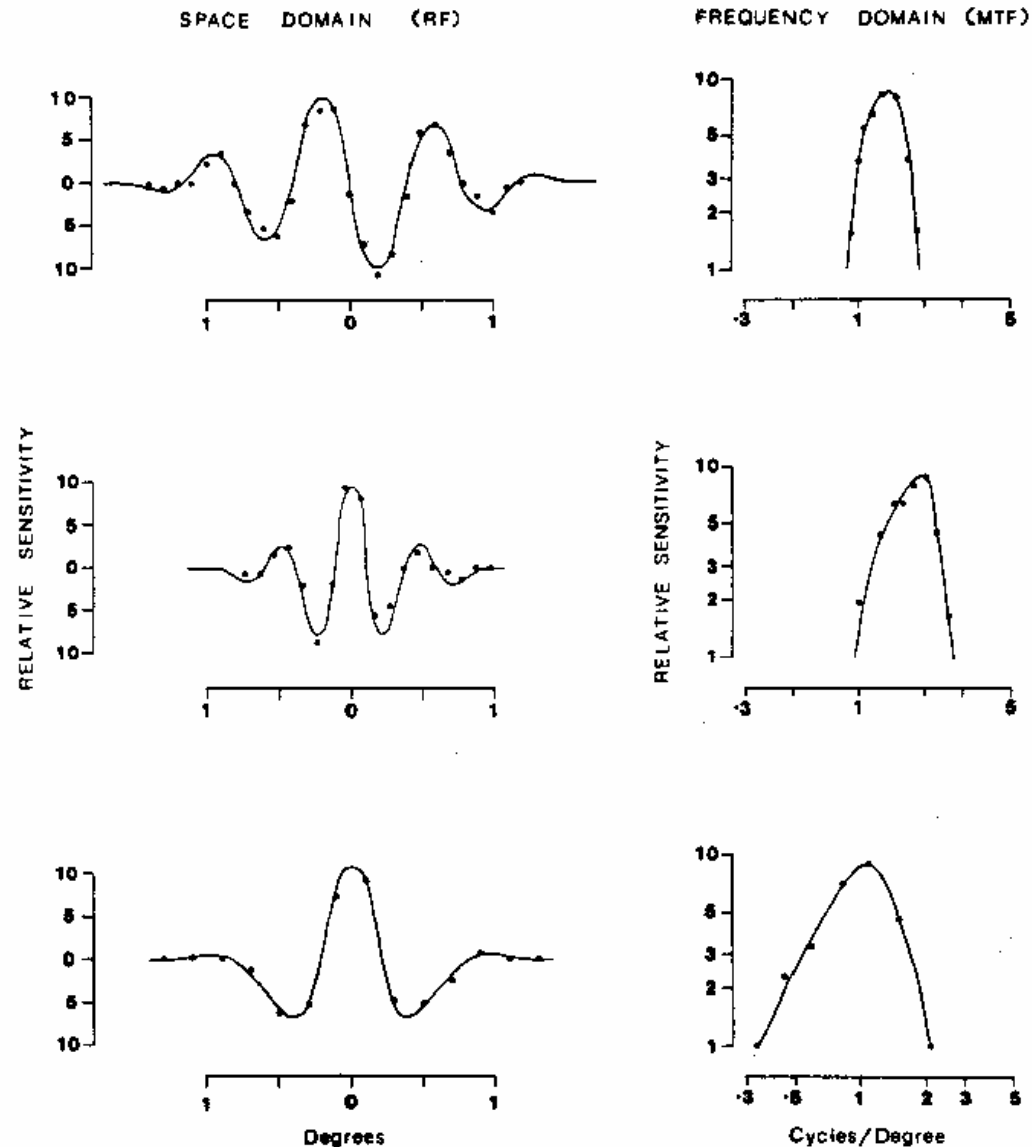
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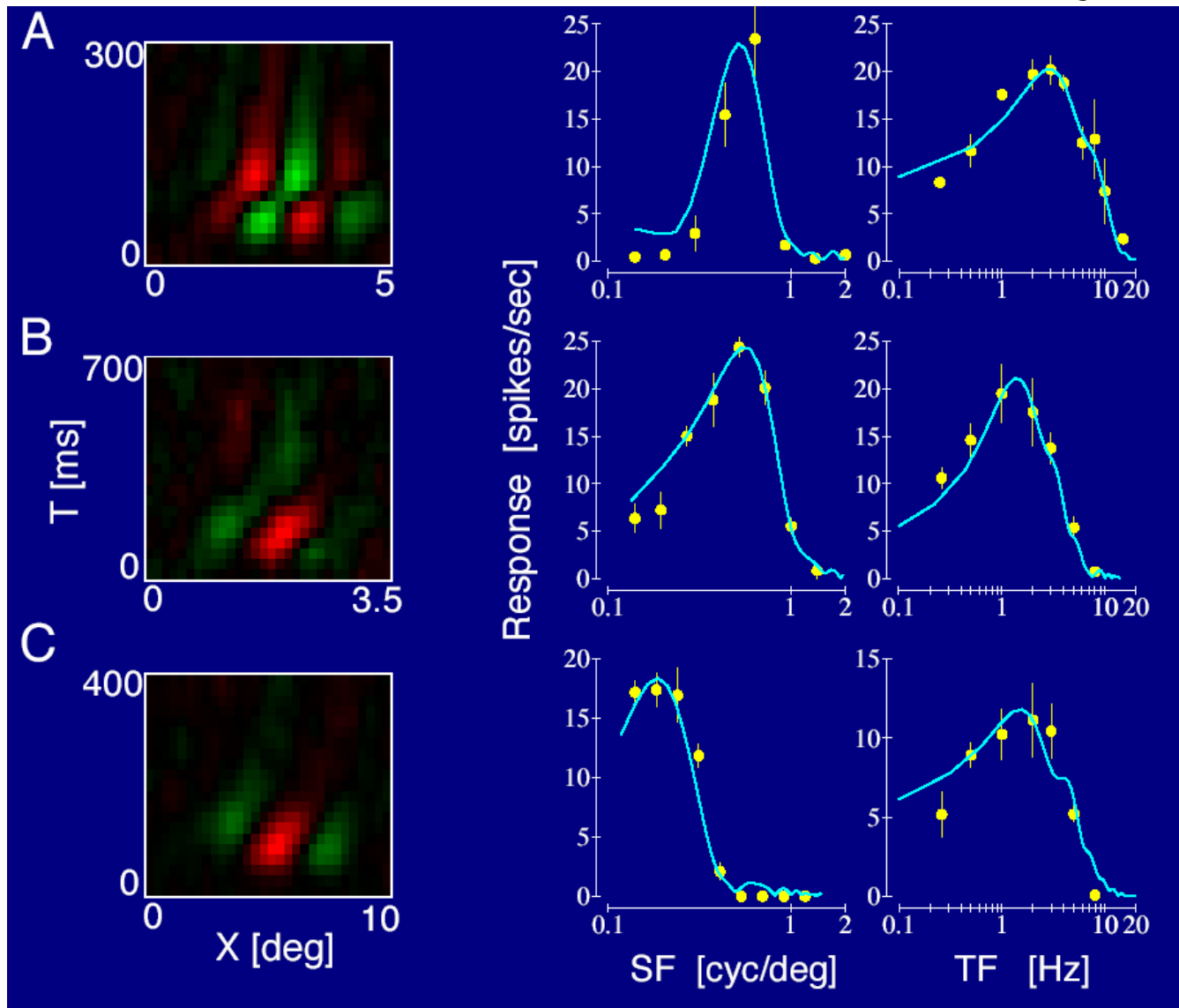
Linear model of V1 simple cells

Responses are a weighted average of the stimulus intensity; the receptive field is the map of the weights.

Linear model predicts spatial selectivity

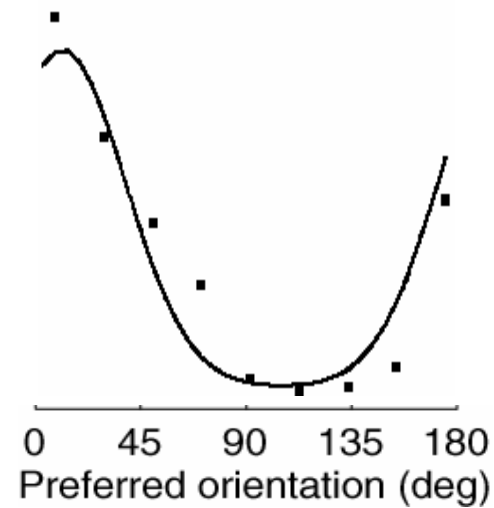
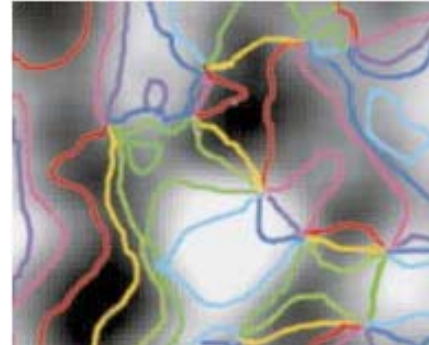
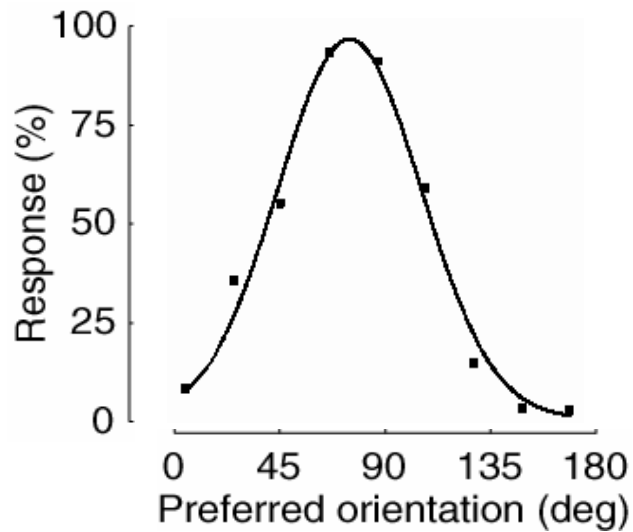
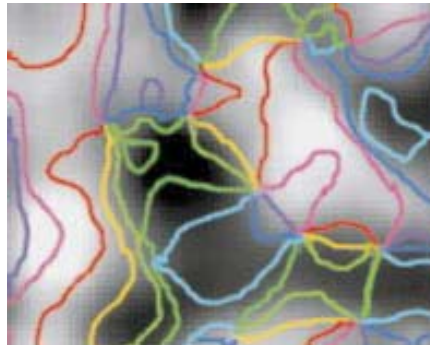


Linear model predicts spatiotemporal selectivity

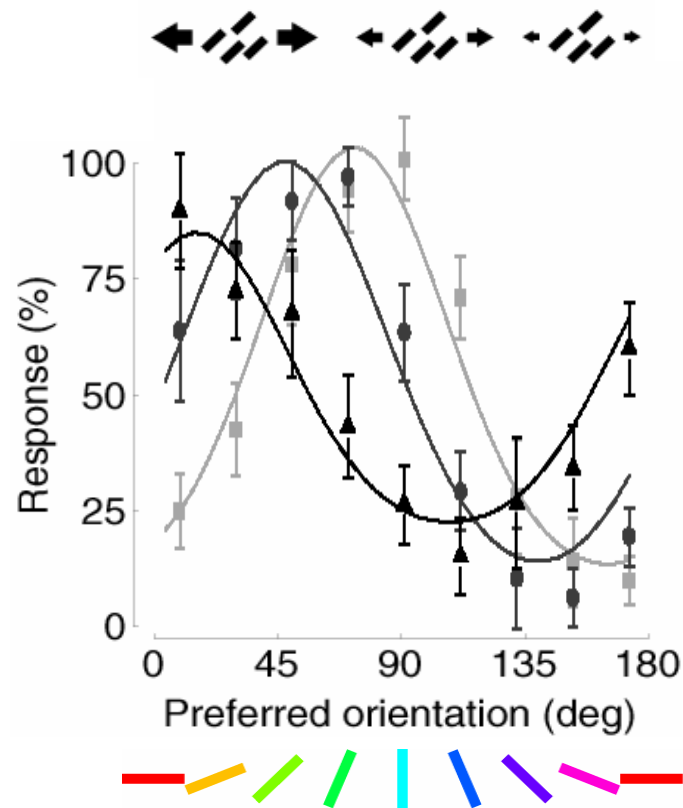


An application of these ideas

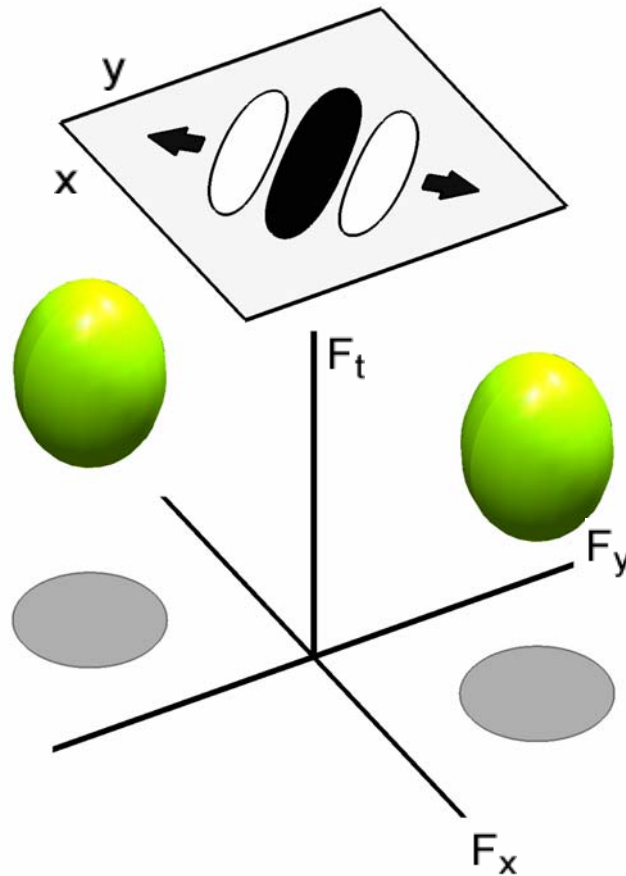
Single condition maps



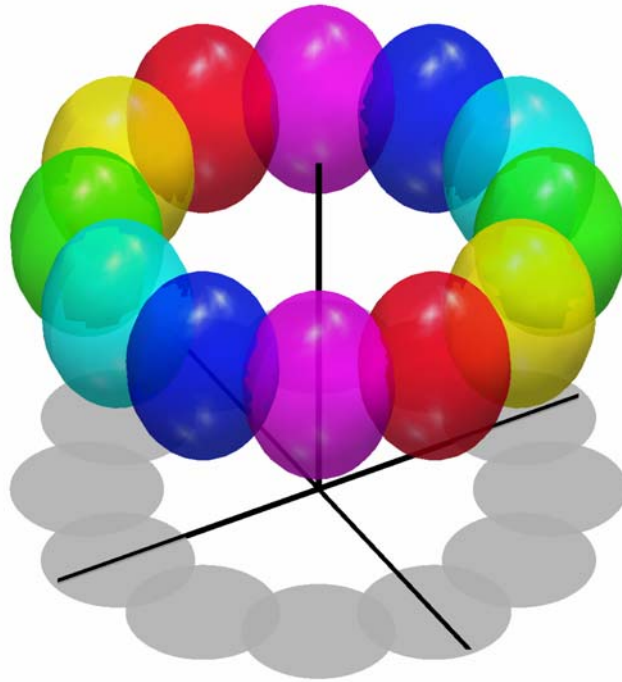
Orientation depends on speed?



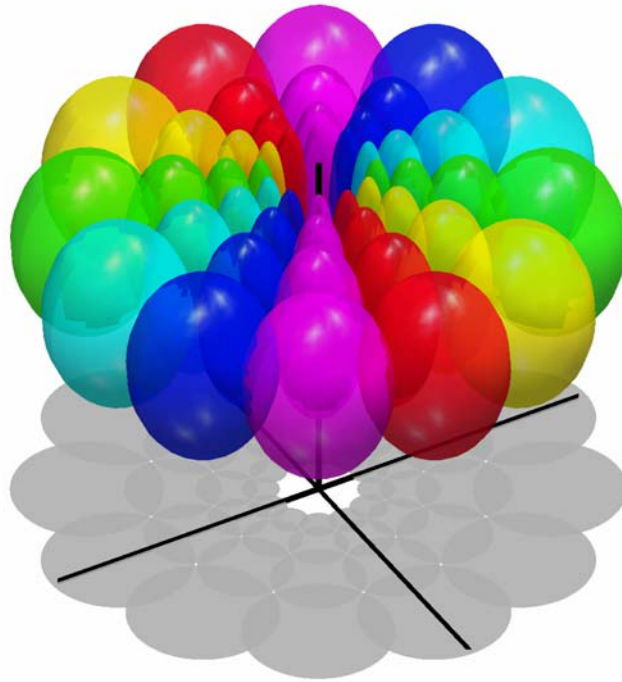
Receptive fields in frequency space



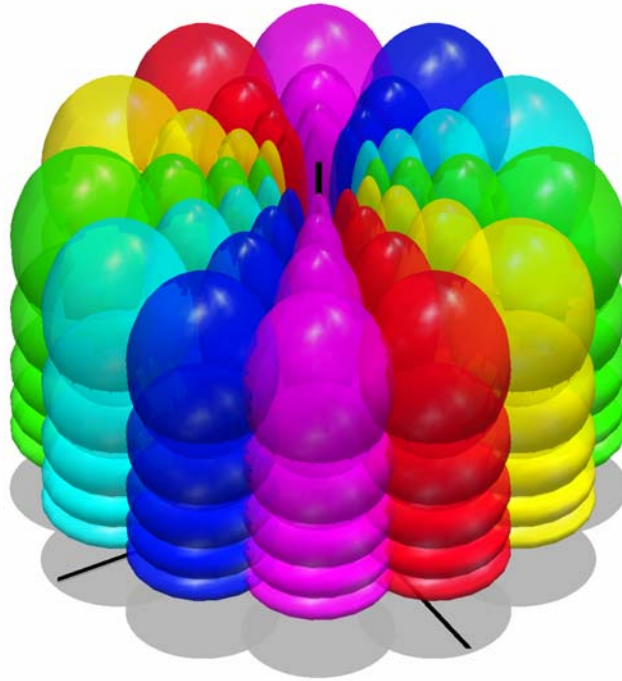
Receptive fields in frequency space



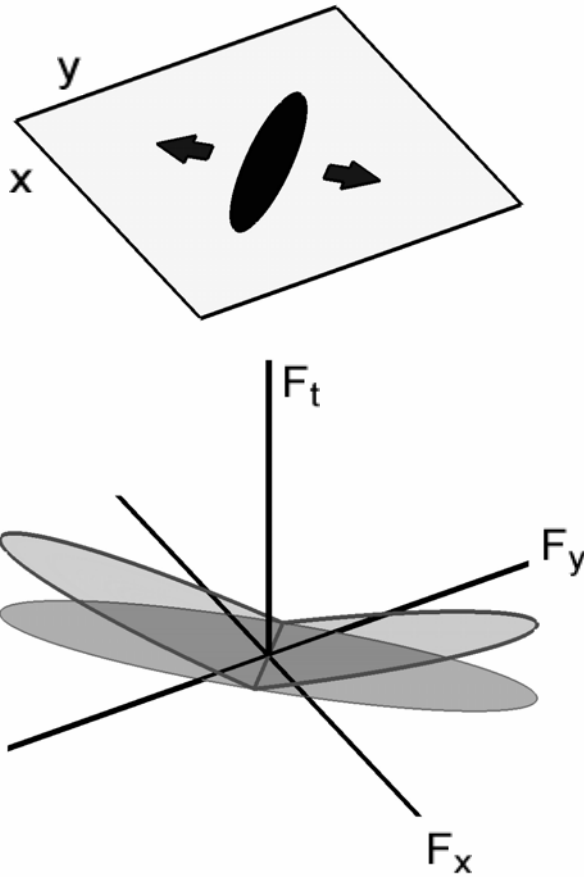
Receptive fields in frequency space



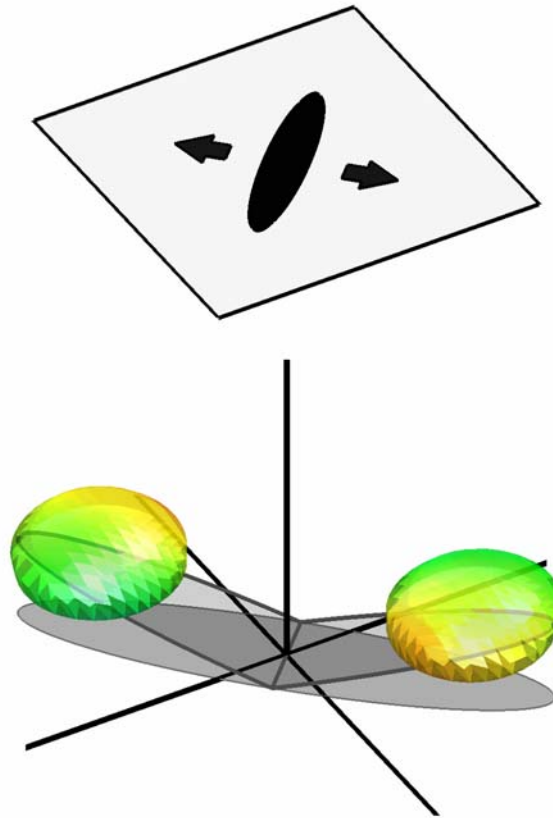
Receptive fields in frequency space



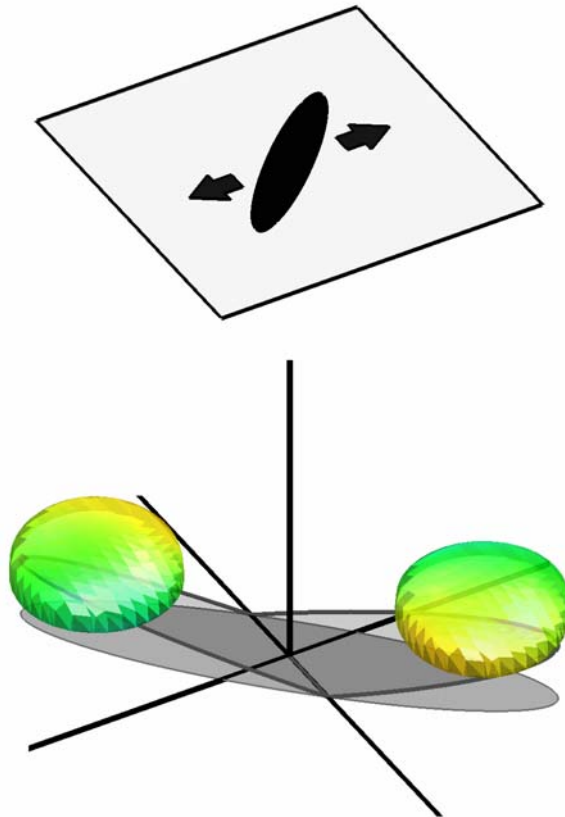
A bar in frequency space



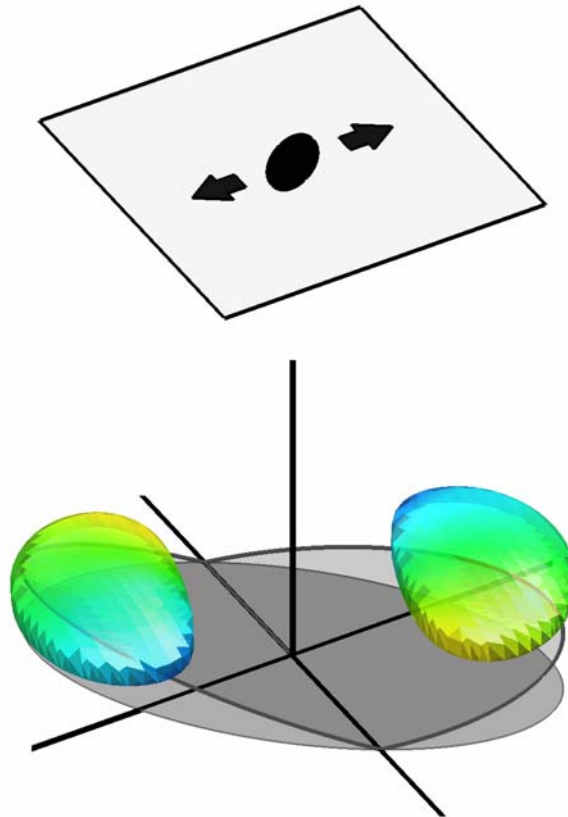
Receptive fields stimulated by the bar



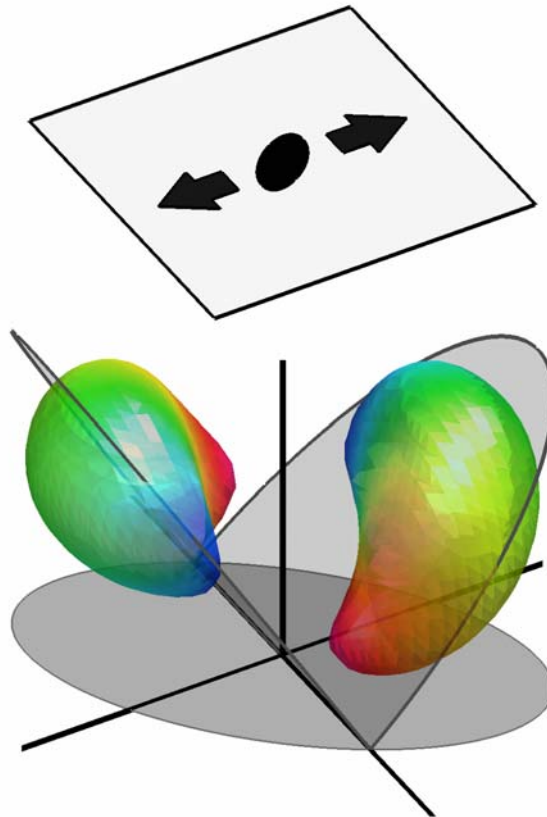
Oblique motion



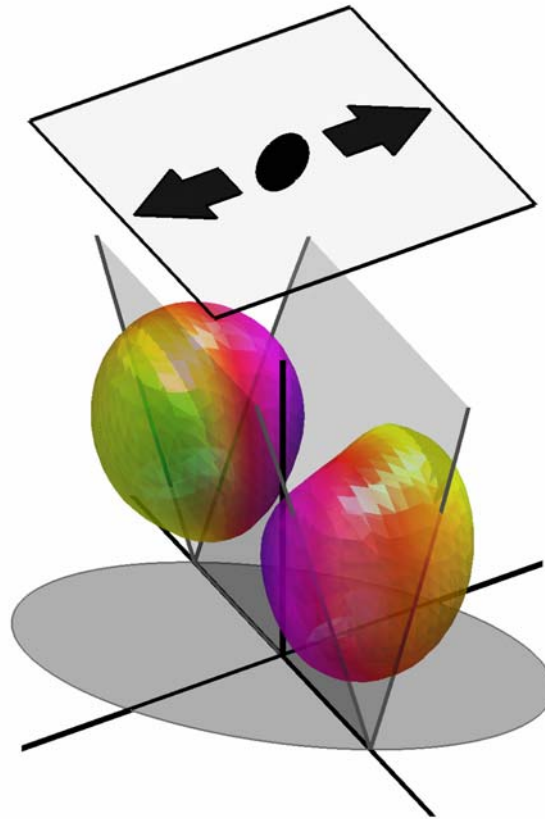
Oblique motion: a short bar



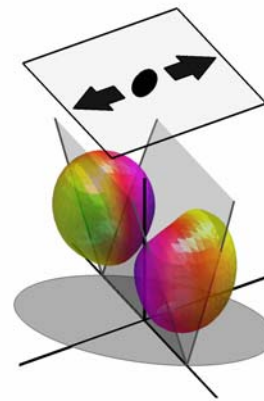
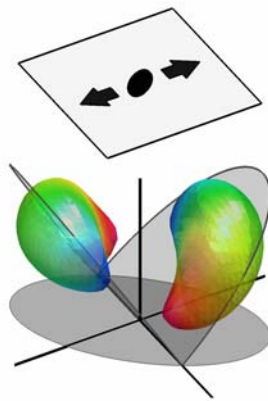
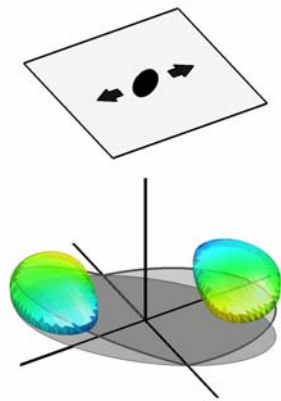
Oblique motion: a faster bar



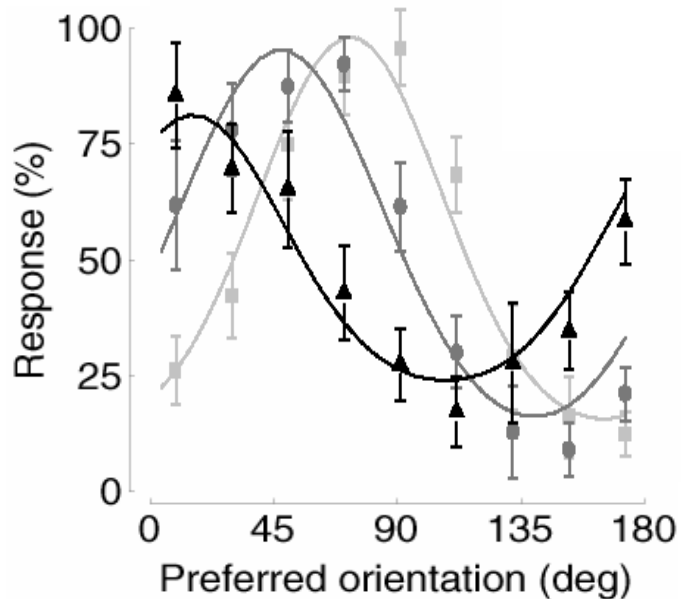
Oblique motion: an even faster bar



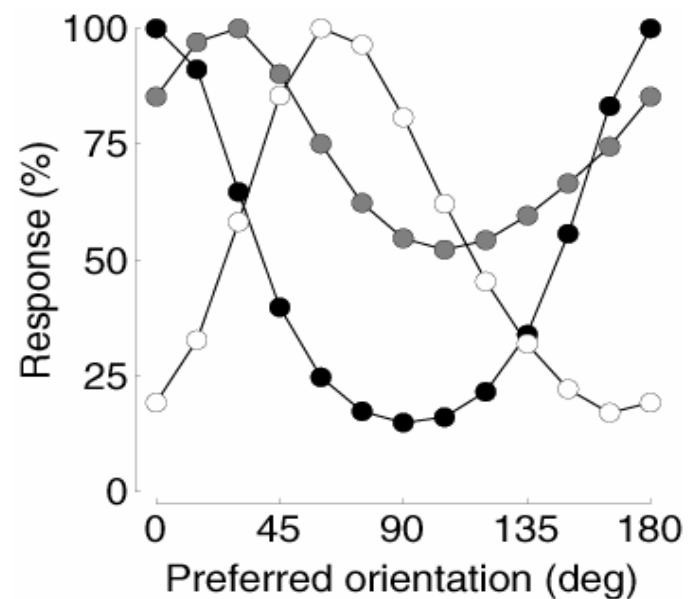
Effect of bar speed



Measured



Predicted



Motion streaks

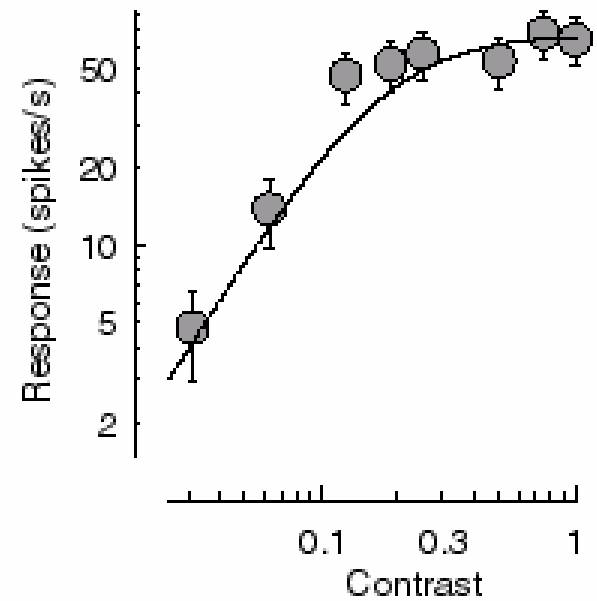
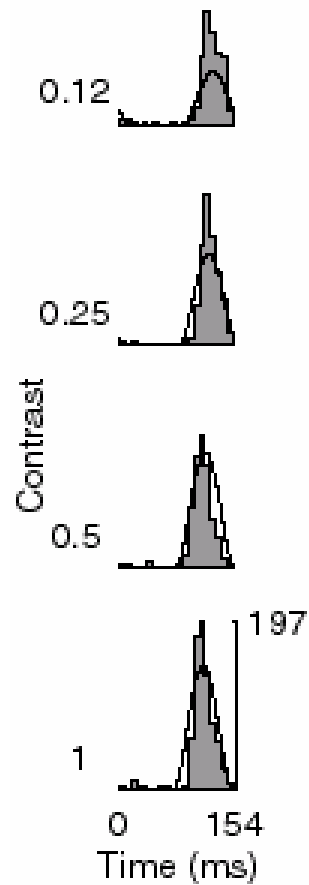
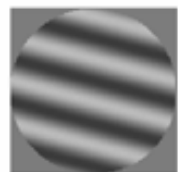
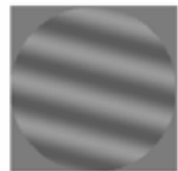
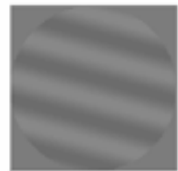


Nonlinearities in V1 responses

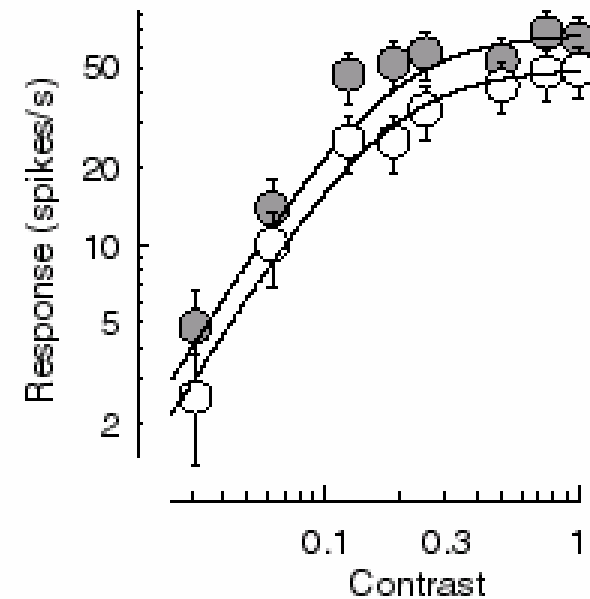
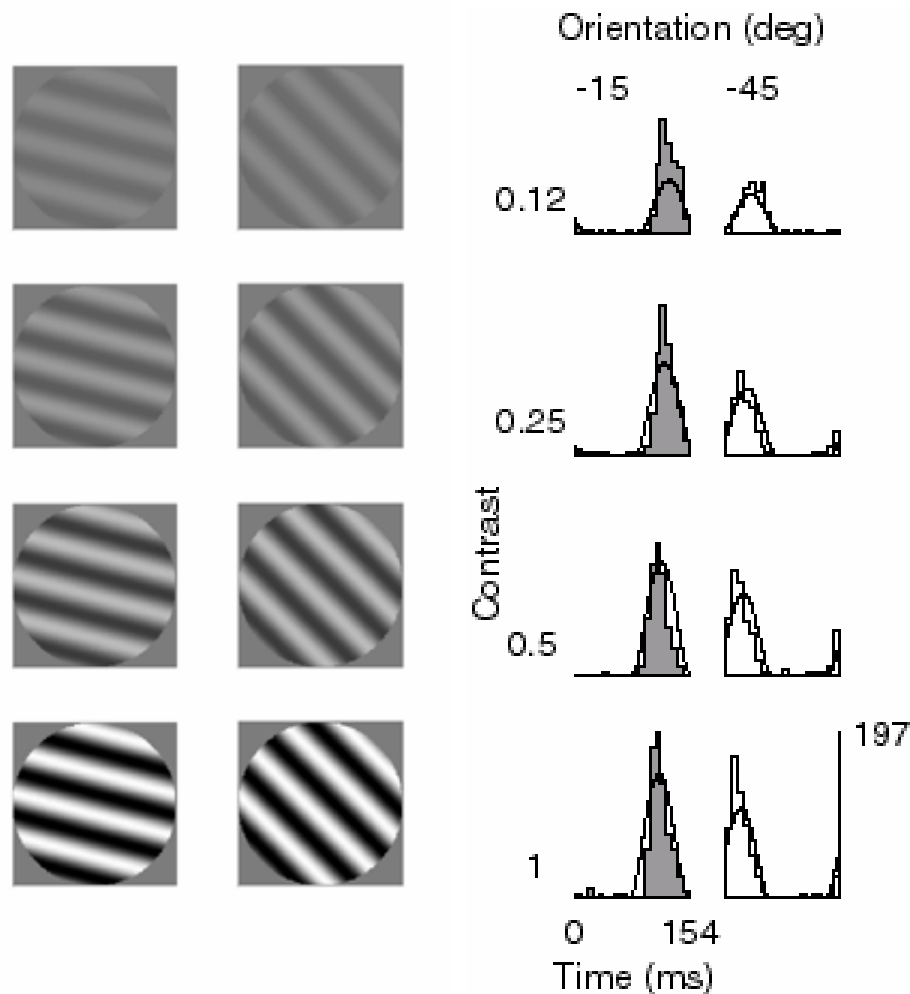
Nonlinearities in V1 responses

$$R = \frac{Lc}{C_{50} + kc}$$

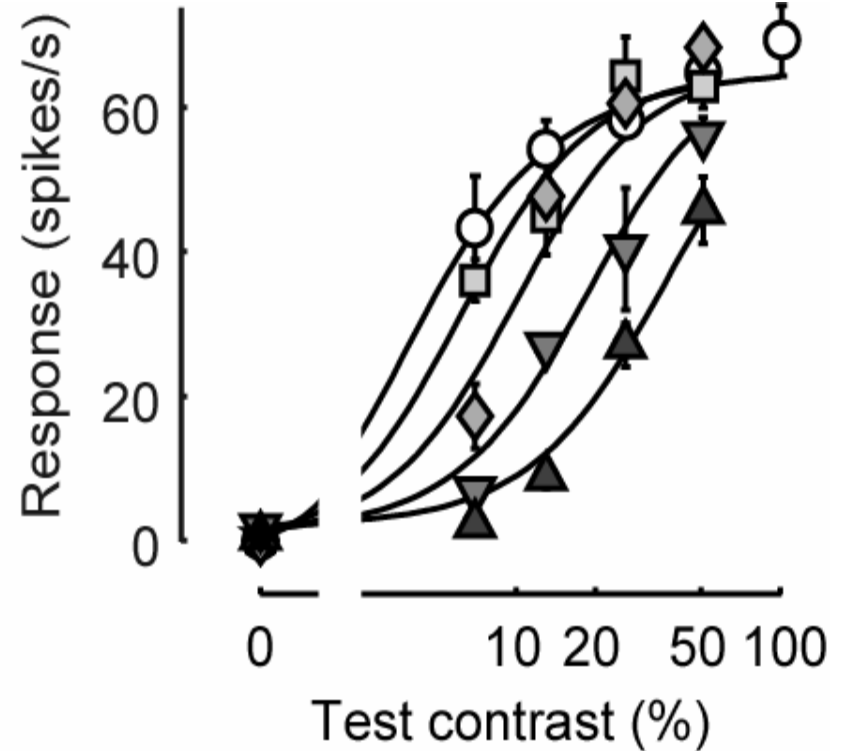
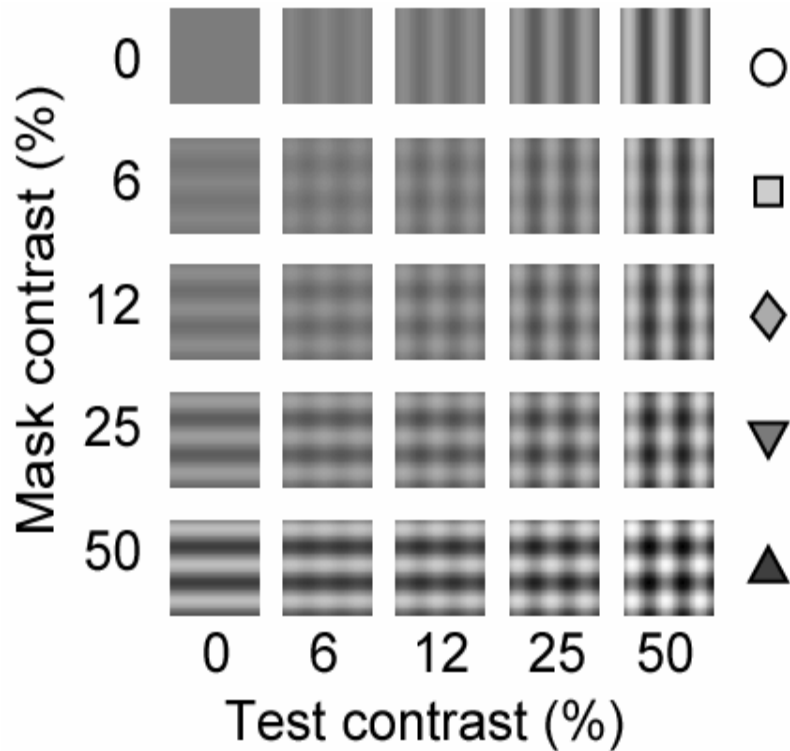
Saturation



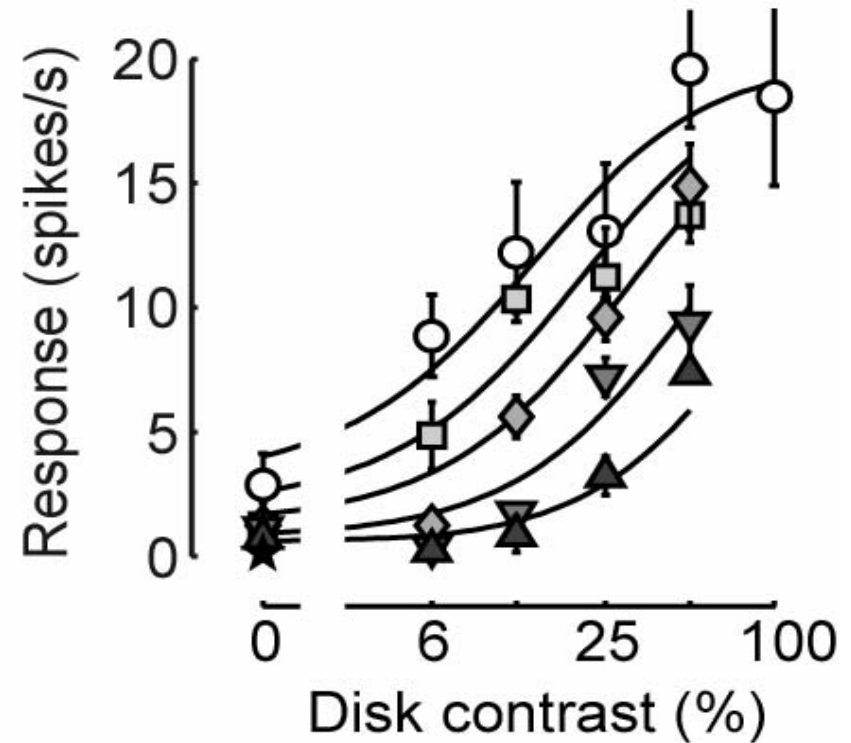
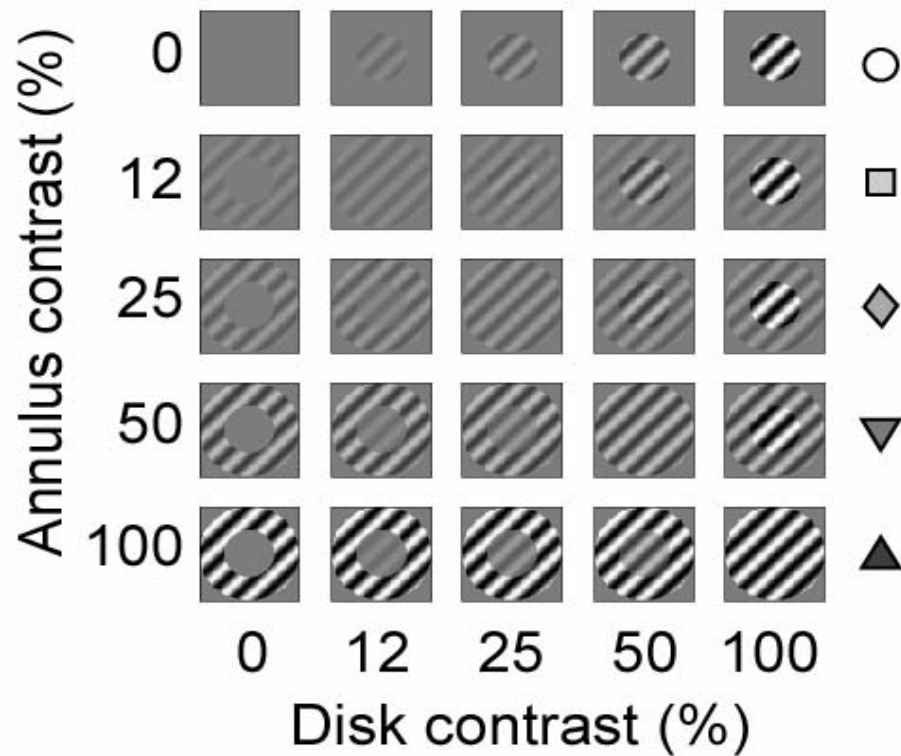
Saturation depends on contrast



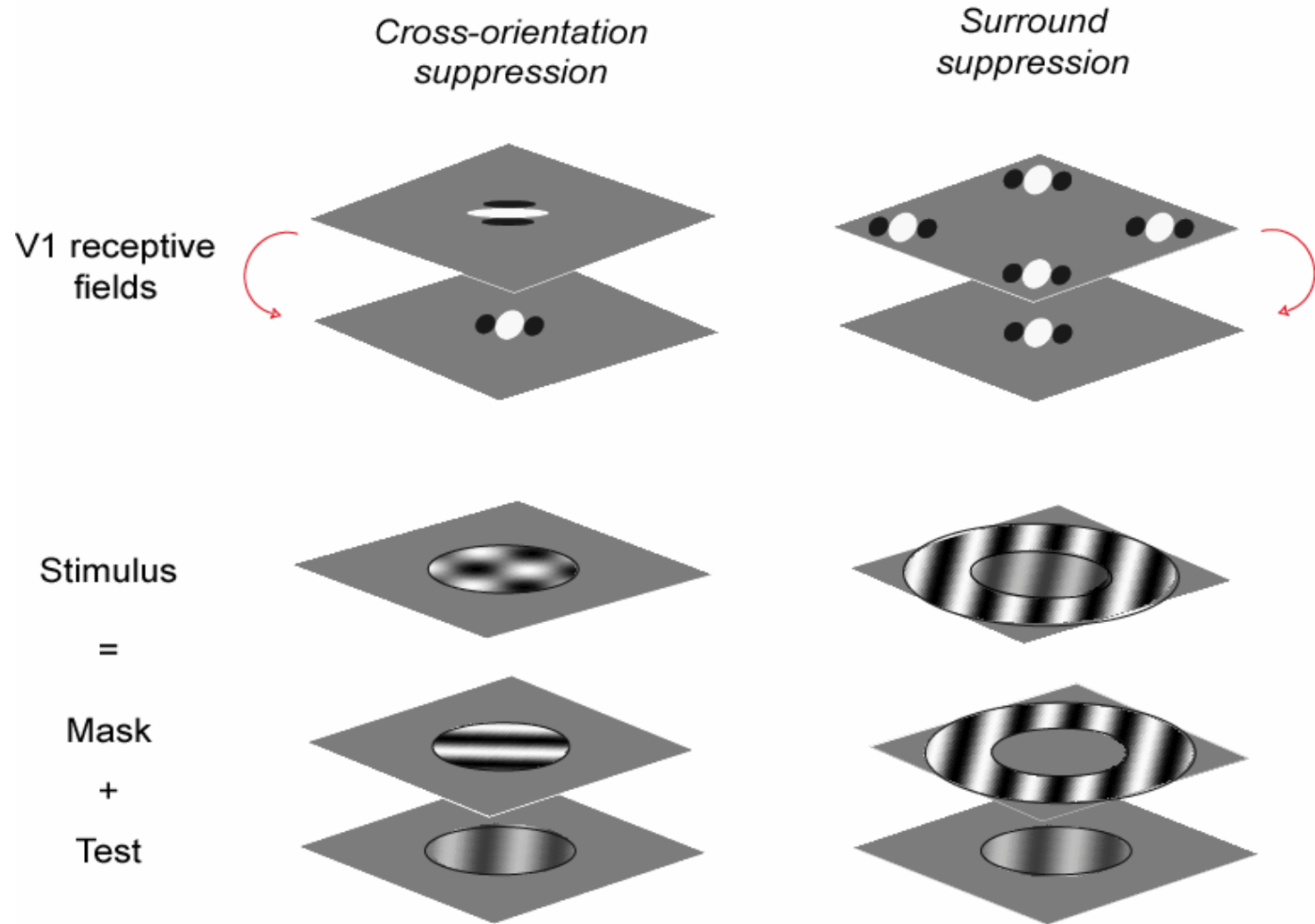
Cross-orientation suppression



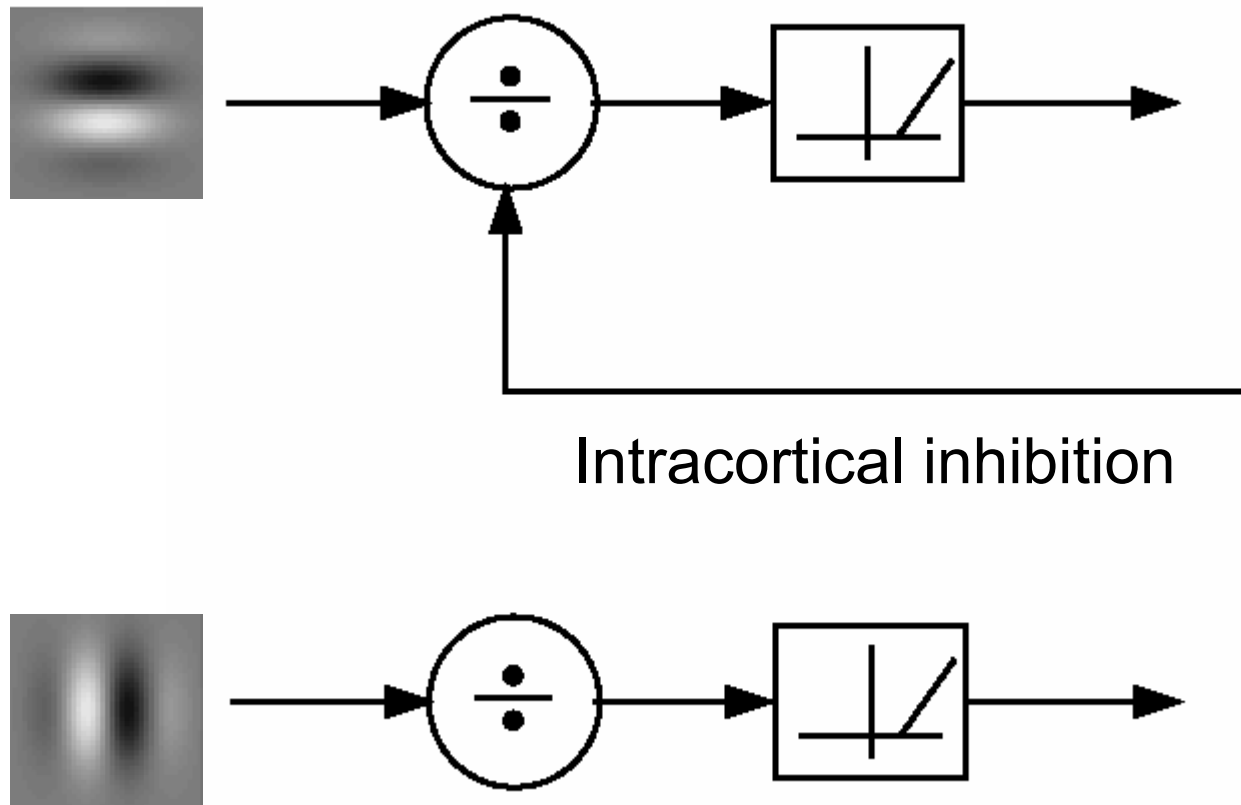
Surround suppression



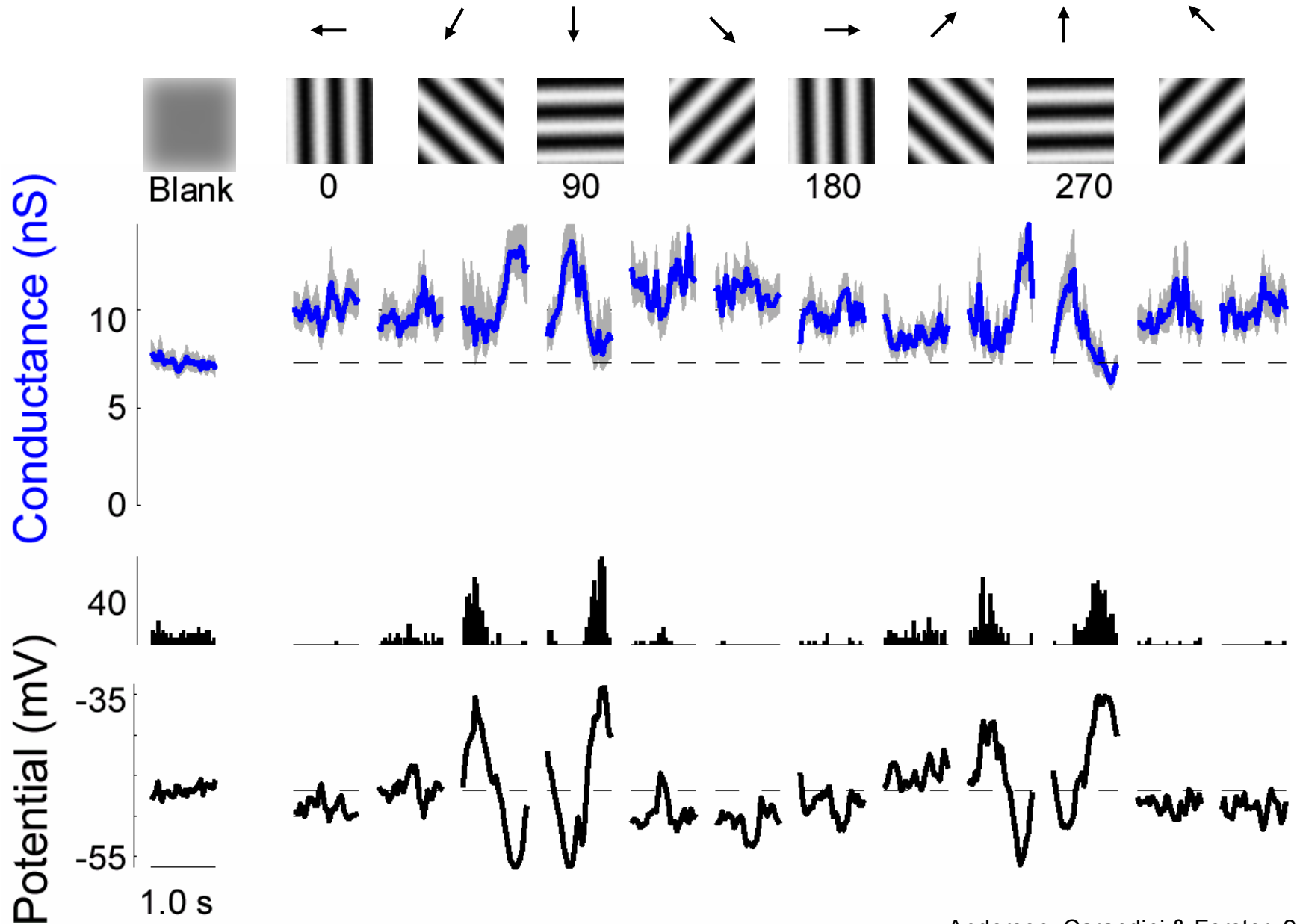
Classical explanation: Intracortical inhibition



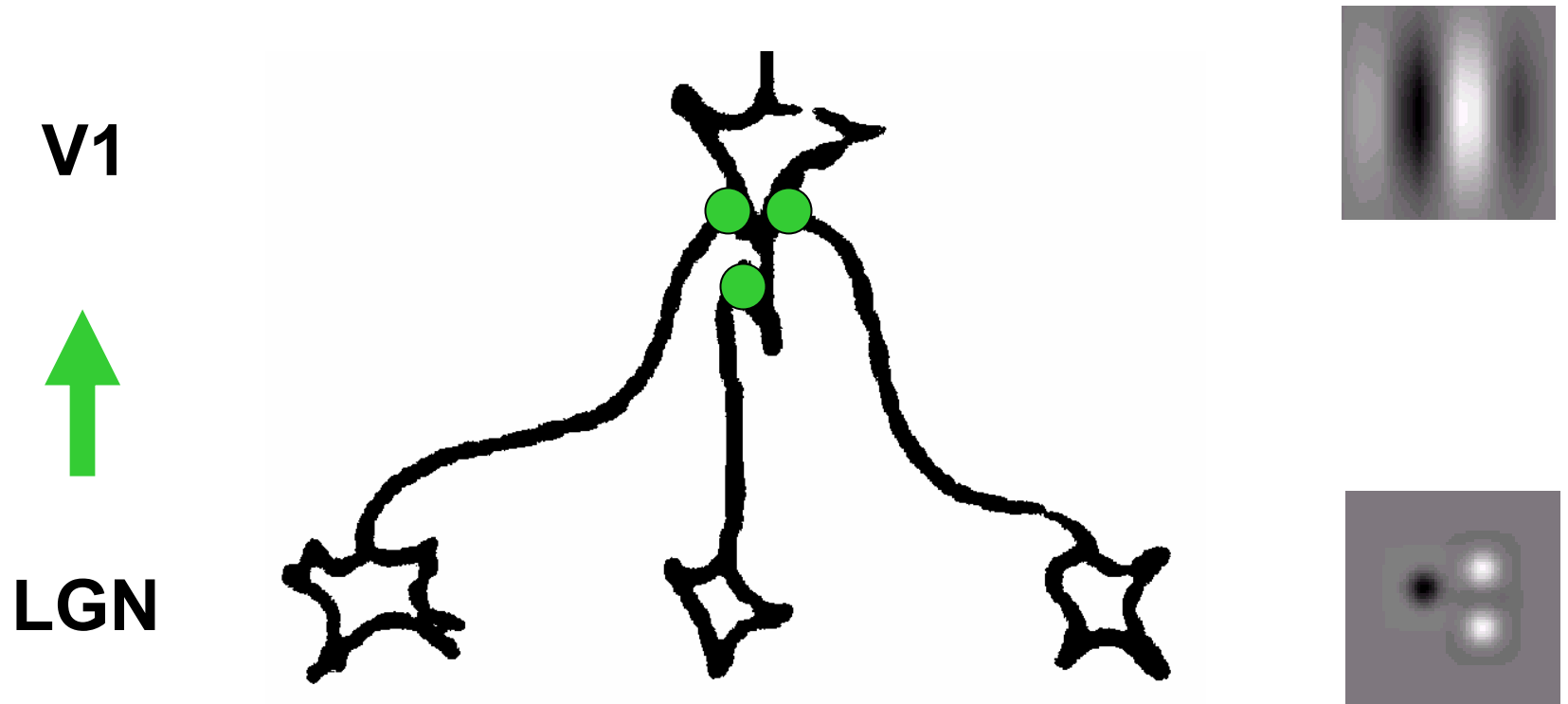
Divisive model



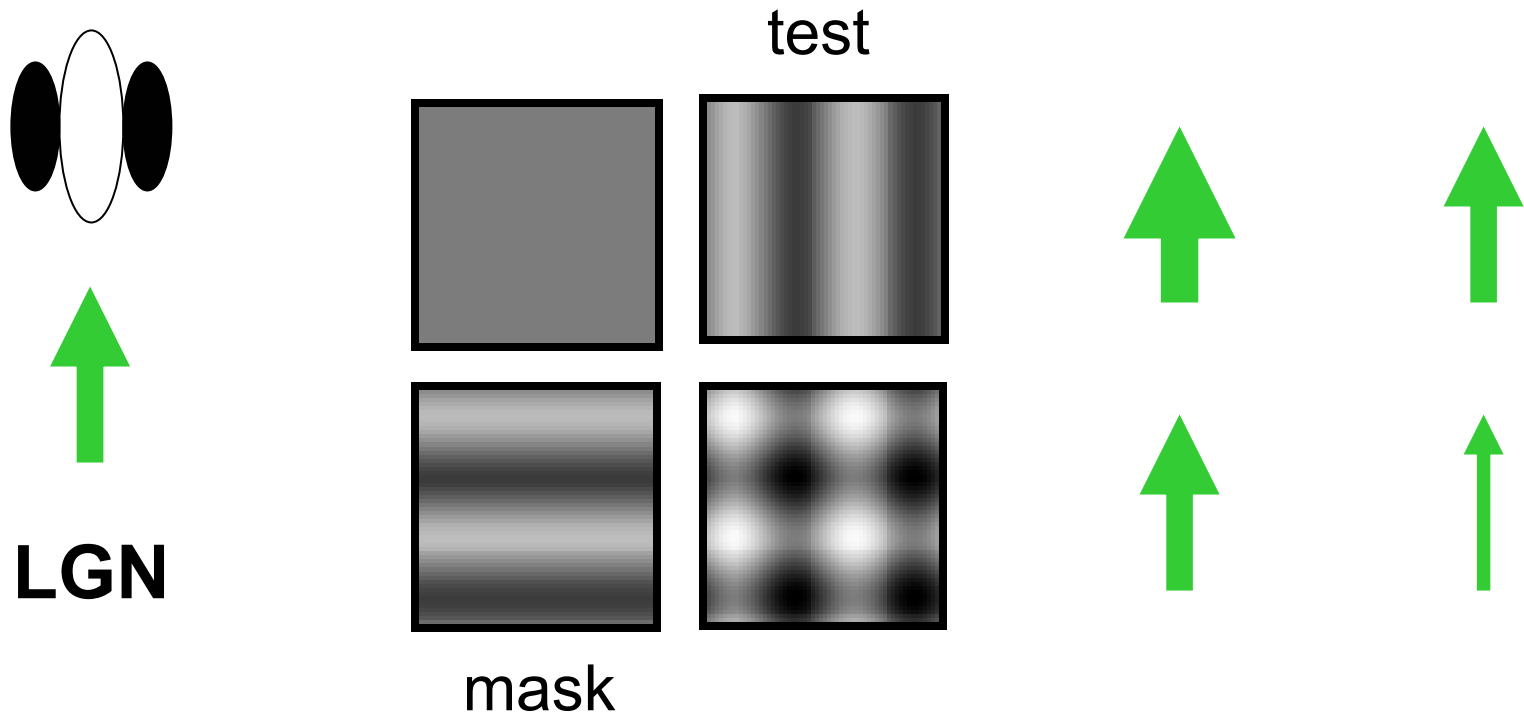
No evidence for cross-orientation inhibition



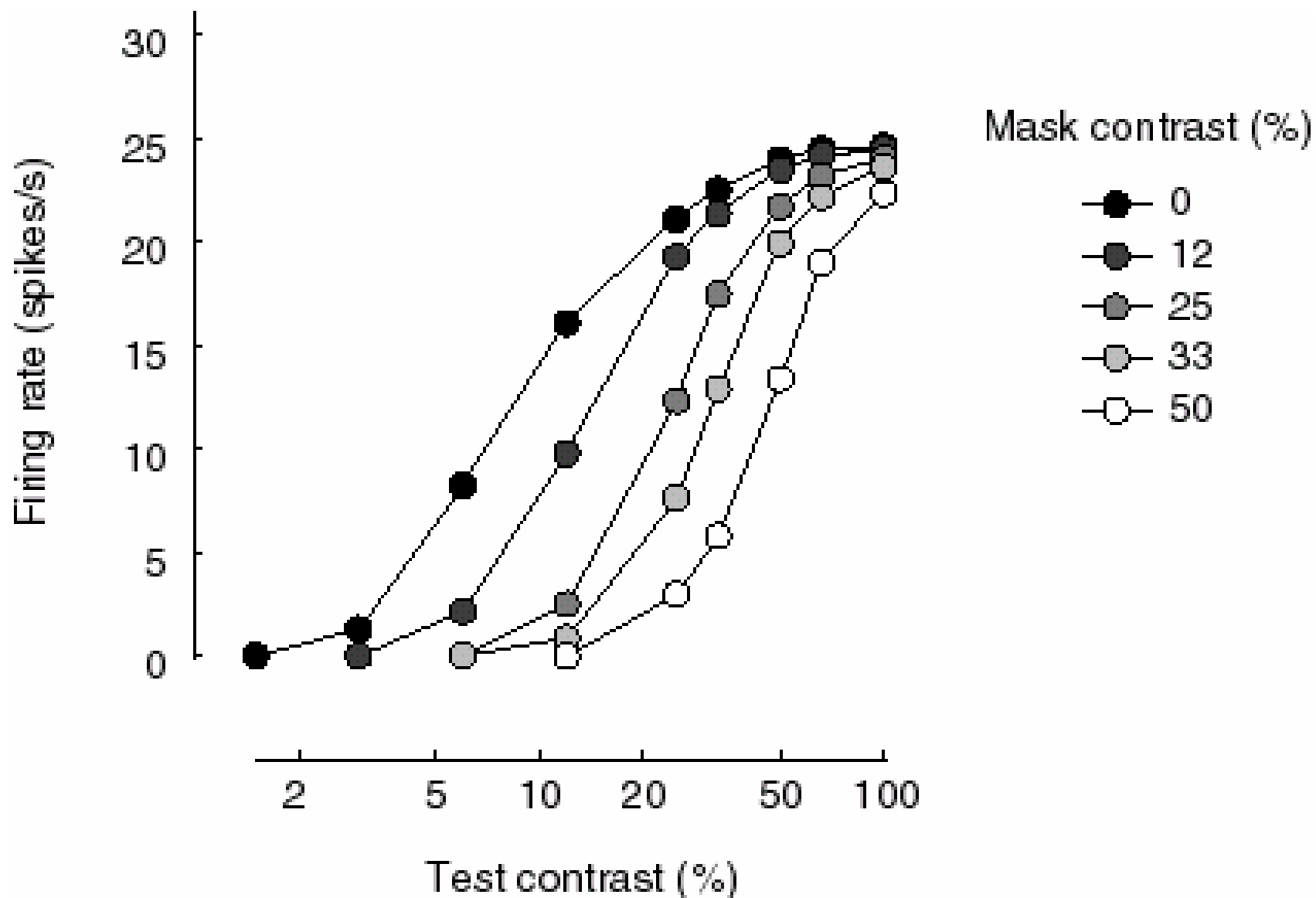
Model of V1 simple cell with depression



New explanation: Synaptic depression



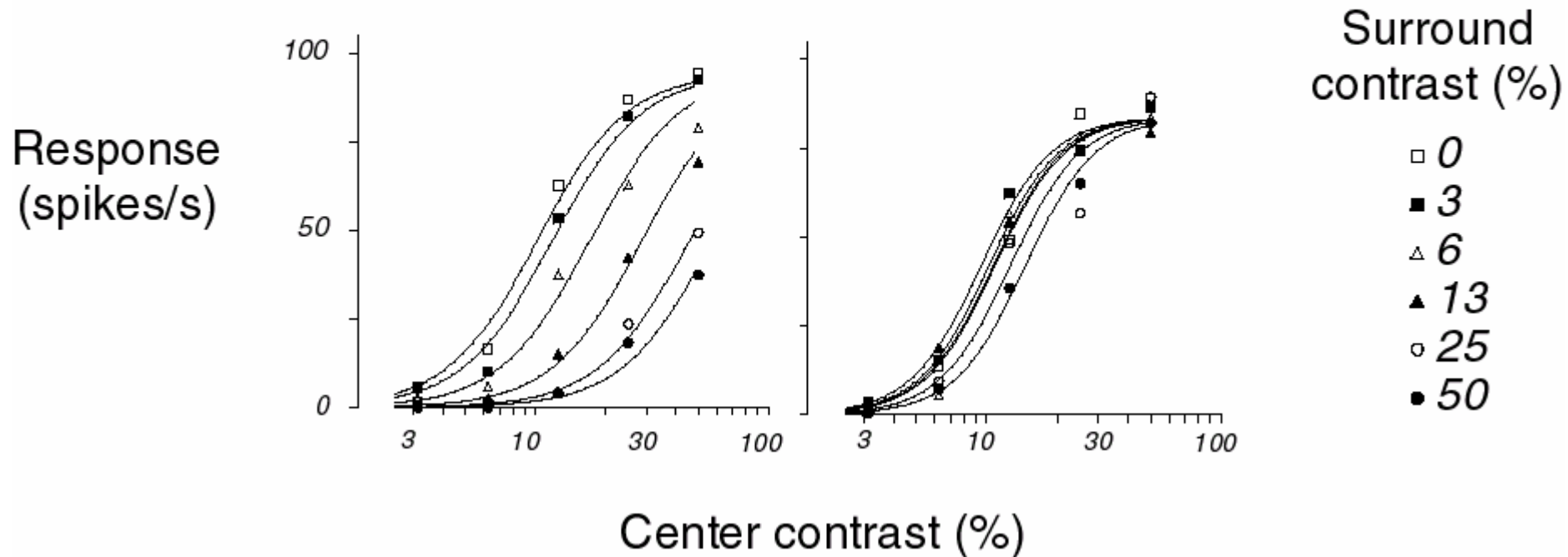
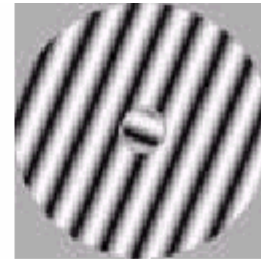
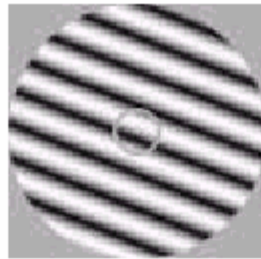
Suppression in model is divisive



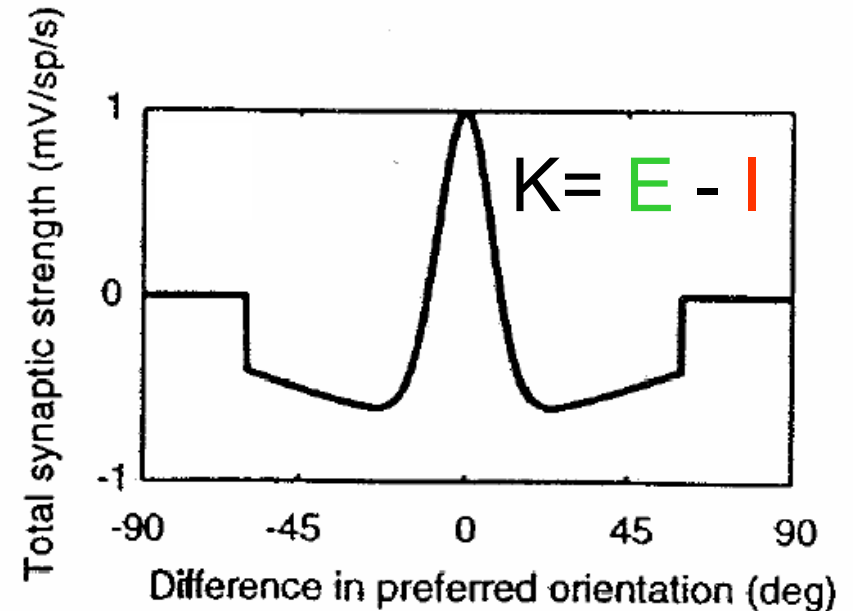
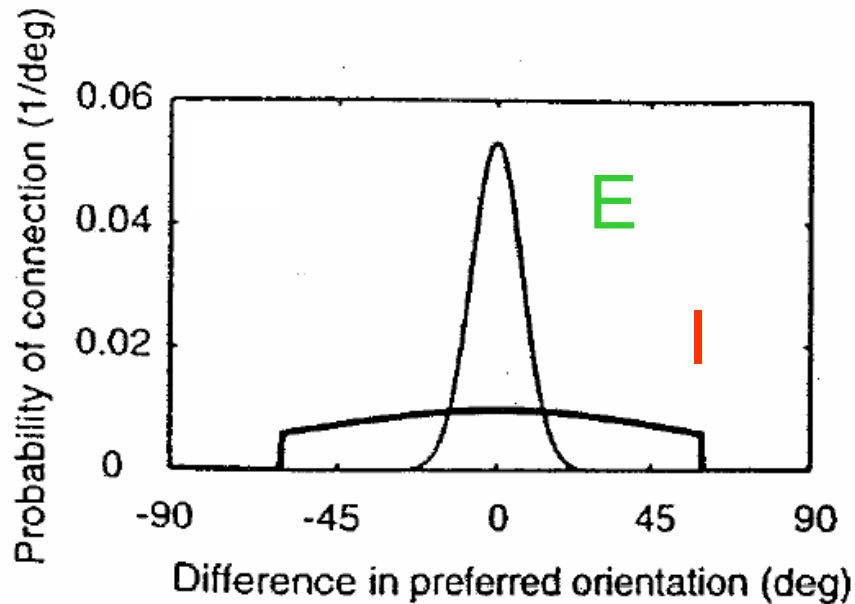
Alas

Had to stop here, time was running out...

Selectivity of surround suppression

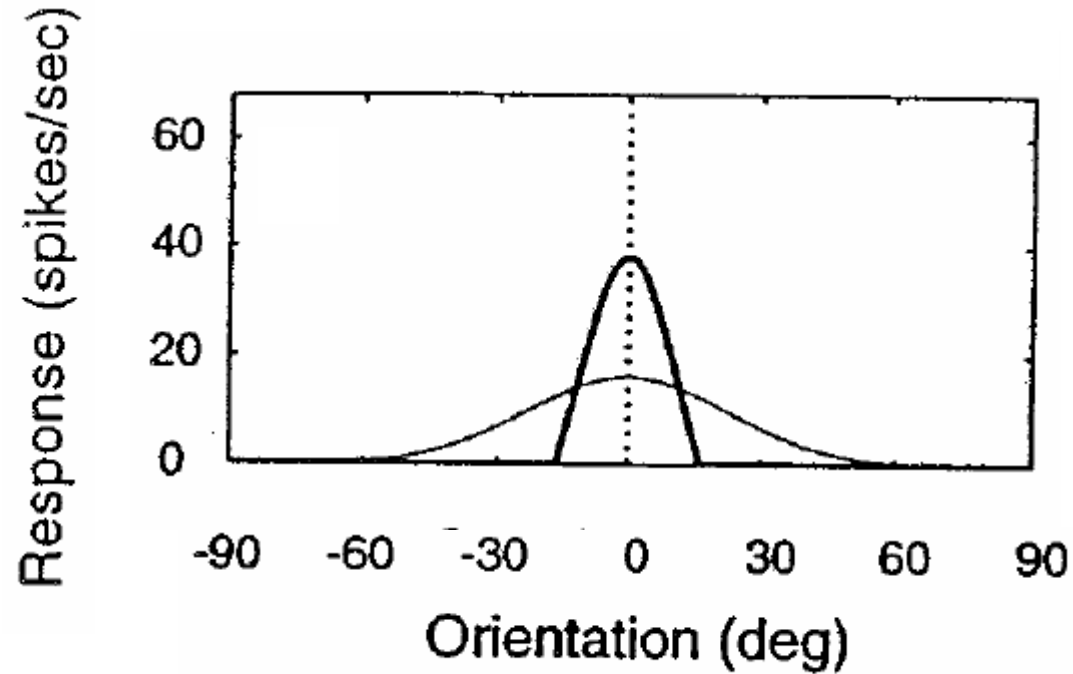


Selectivity: feedback models

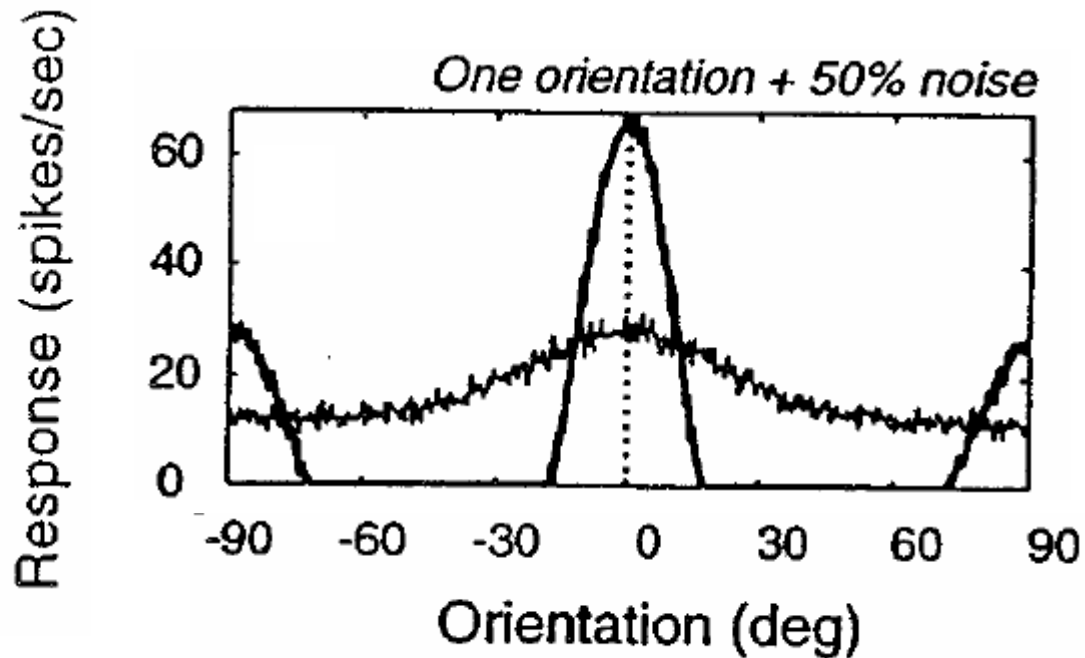


$$V(\theta) = V_{\text{LGN}}(\theta) + [K * R](\theta)$$
$$R = \max(V, 0)$$

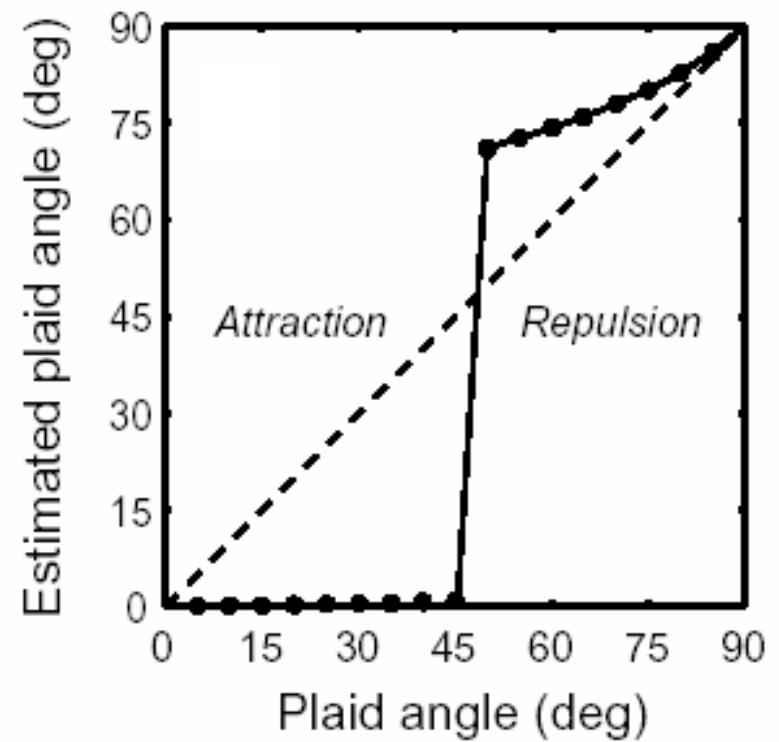
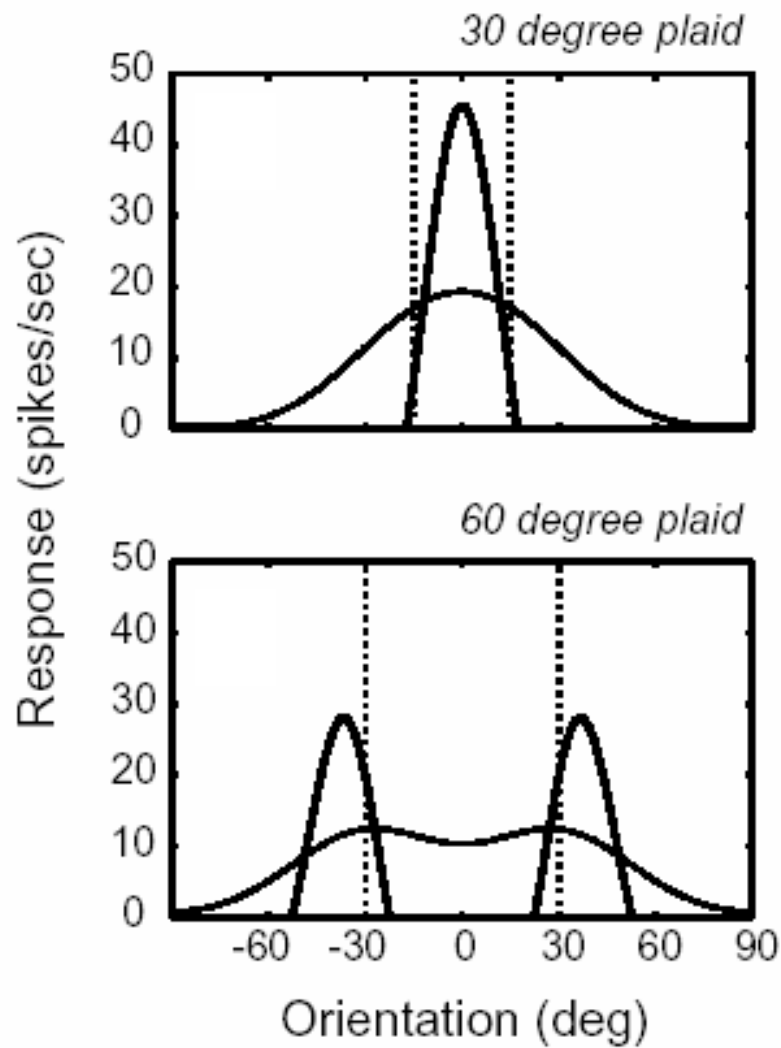
Feedback sharpens orientation selectivity



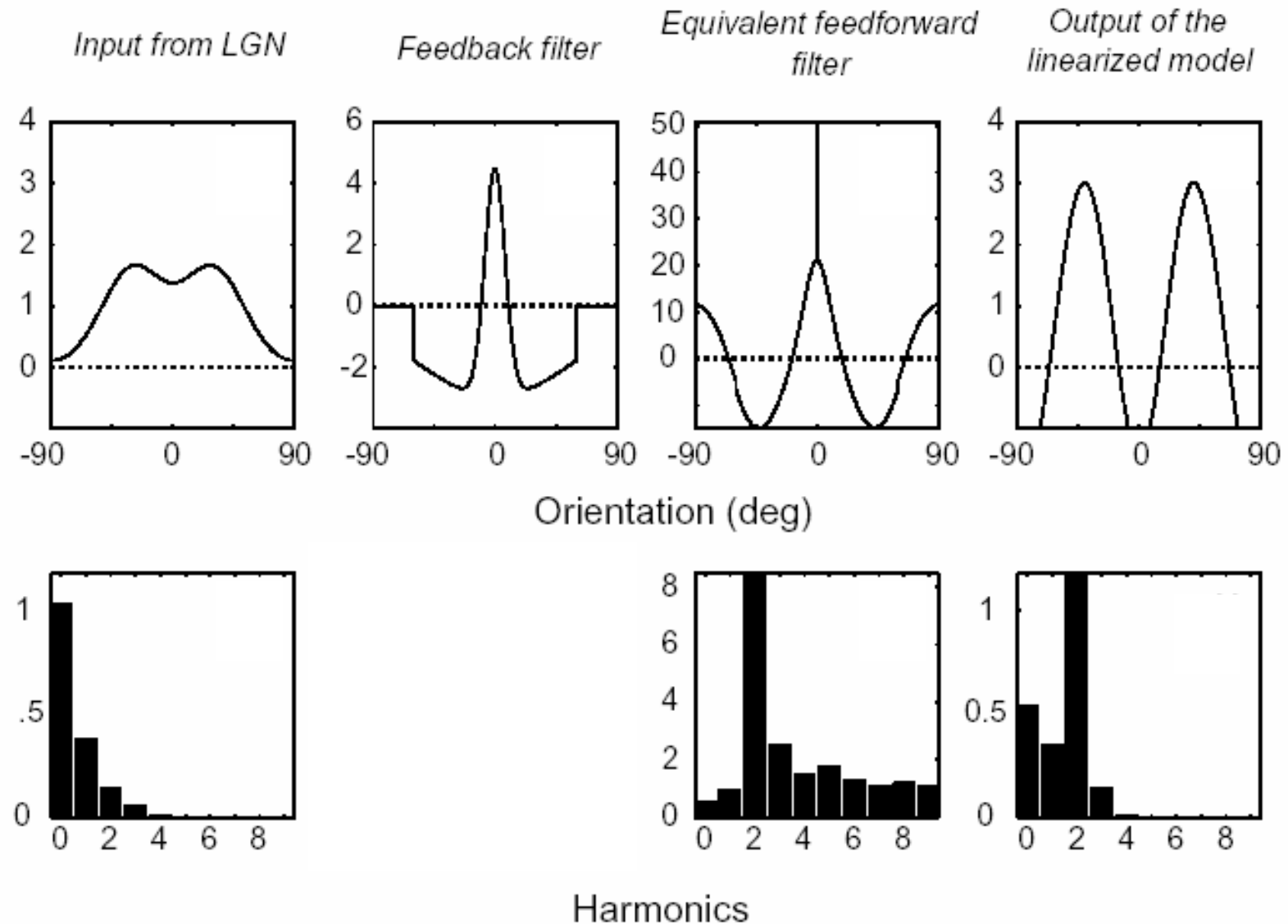
Feedback can give hallucinations



Feedback causes attraction/repulsion



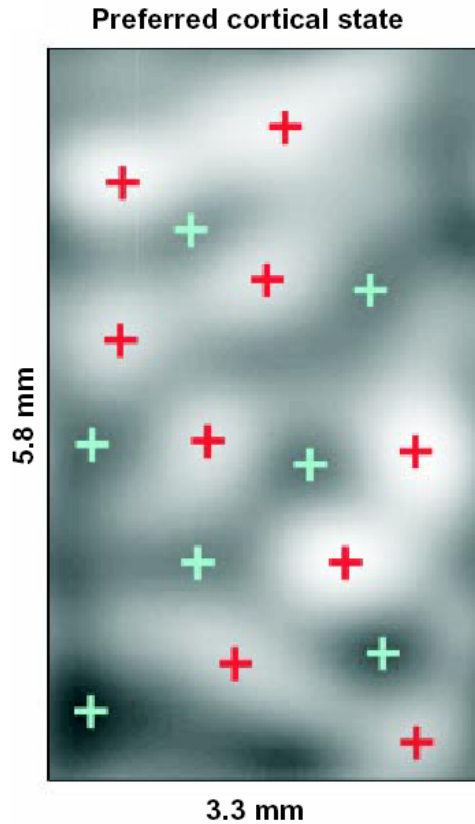
Why the model favors orthogonal stimuli



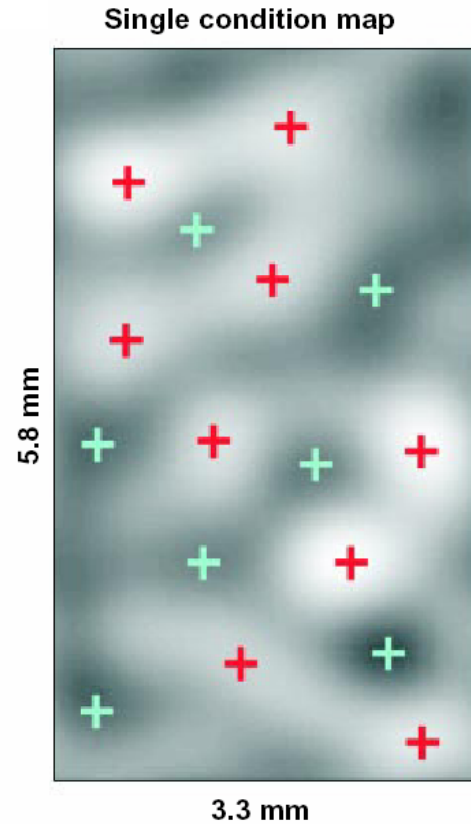
Cortical states

Preferred map of a neuron

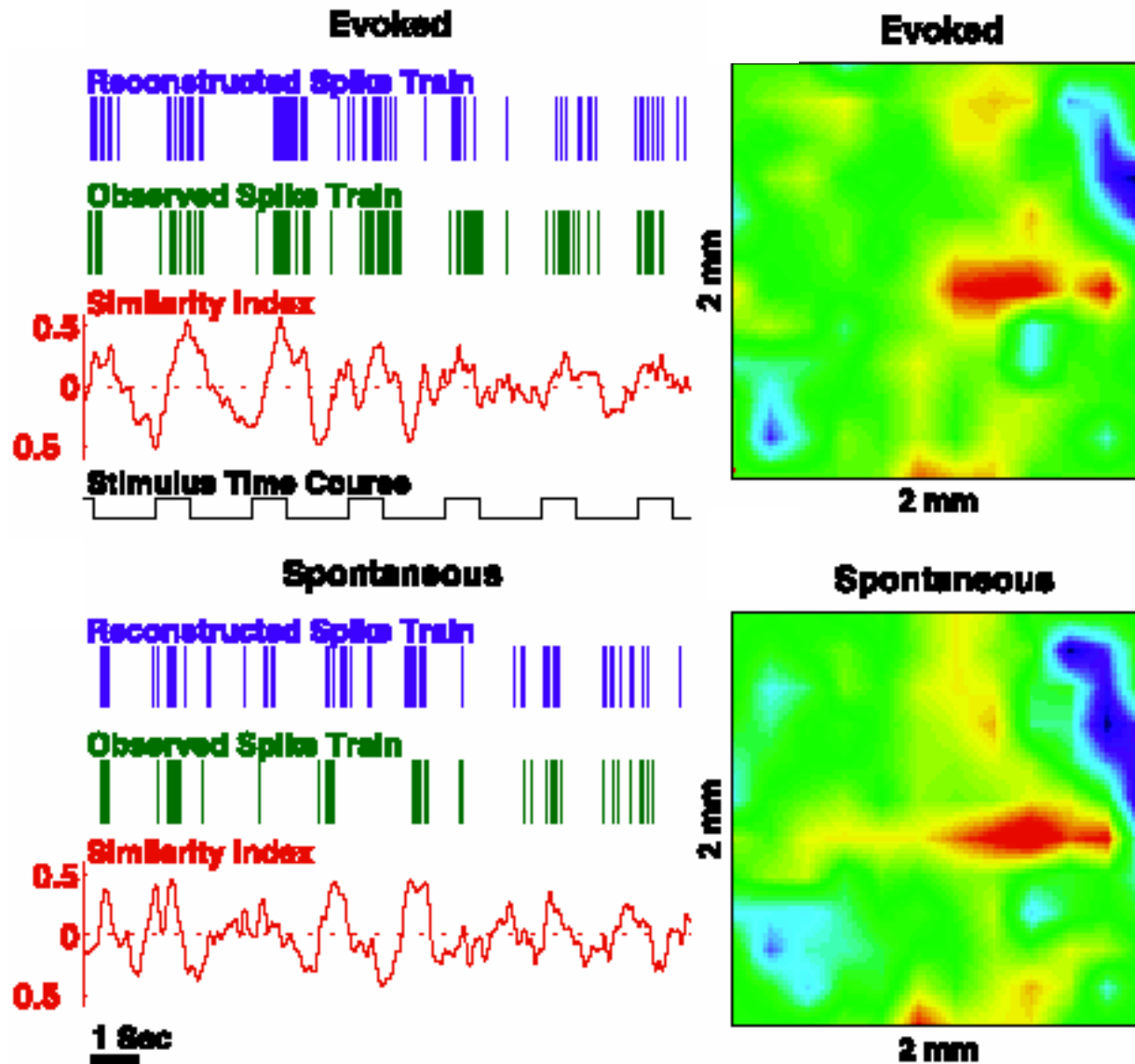
Spike-triggered map



Response to preferred orientation

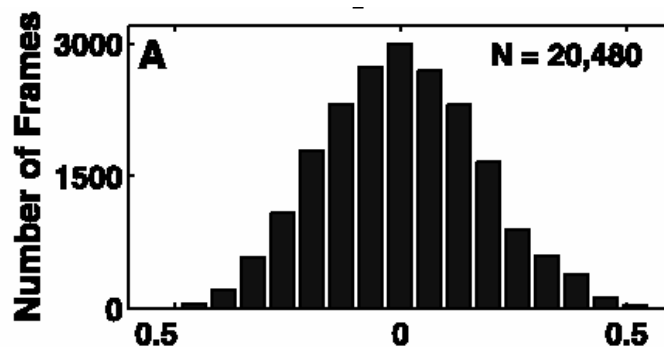


Spontaneous preferred maps

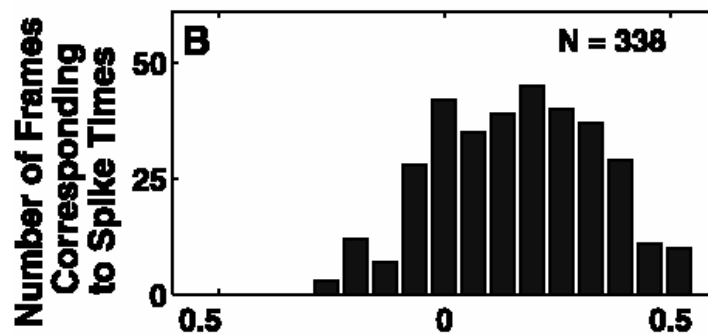


Map-driven spiking

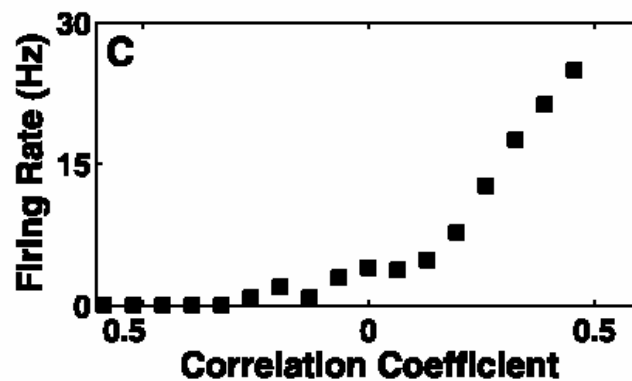
$P(cc)$



$P(\text{spike} \ \& \ cc)$



$$P(\text{spike} \mid cc) = \frac{P(\text{spike} \ \& \ cc)}{P(cc)}$$



Summary

- V1 neurons as linear filters
- Predicting responses to a moving stimulus
- Nonlinear properties, divisive model
- Possible physiological substrates
- Wiring: Feedback models
- Evidence in favor of / against feedback
- Endogenous activity, cortical states