Mathematical Tools
for Neural and Cognitive Science

Fall semester, 2021

Section 1a: Trichromacy
(an extended linear algebra example)

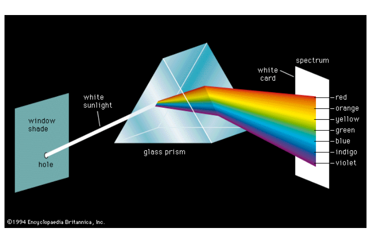
Trichromacy

A spectacular multi-disciplinary story …

- Physics: spectral nature and additivity of light [Newton, and others, 1600's]
- Perception: Trichromatic matching [Grassman, Young, and others, 1850's]
- Mathematical theory: Color matching is explained by a 3-dimensional linear mechanism [late 1800's]
- Engineering: Devices for color reproduction require only three color channels [early 1930's]
- Neurobiology: Trichromacy in humans (and some other primates) arises from 3 cone types [late 1980's!]

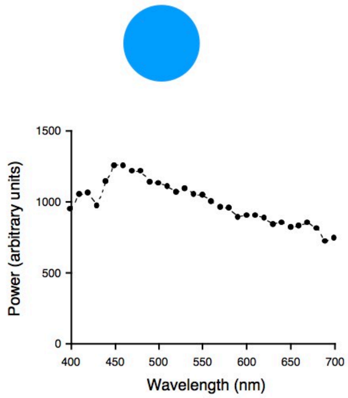
[See Wandell, *Foundations of Vision*, ch2]

Spectral nature of light



[Newton, 1665]

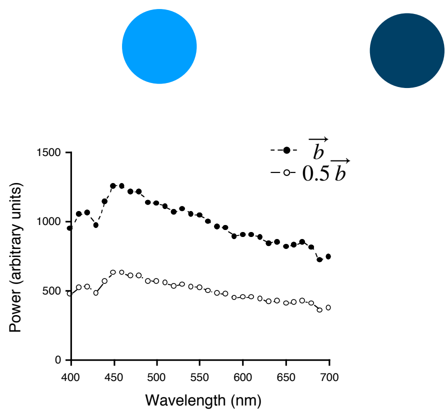
Representing spectra with vectors



$$\vec{b} = \begin{bmatrix} b_1 \\ b_2 \\ \vdots \\ b_{31} \end{bmatrix}$$

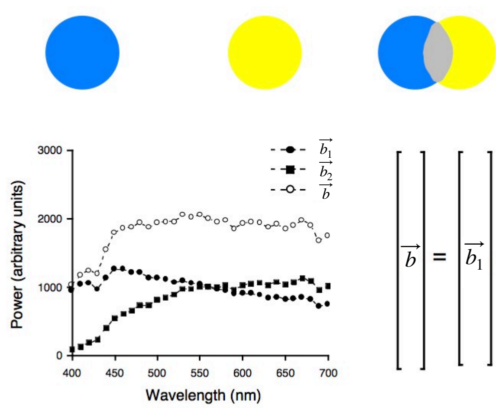
[c/o David Brainard]

Intensity adjustment (scalar multiplication)



[c/o David Brainard]

Additive mixtures



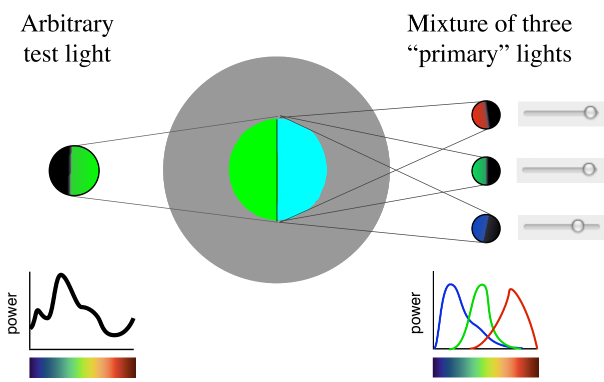
$$\left[\ \vec{b}\ \right] = \left[\ \vec{b}_1\ \right] + \left[\ \vec{b}_2\ \right]$$

[c/o David Brainard]

Color perception: what's it for?

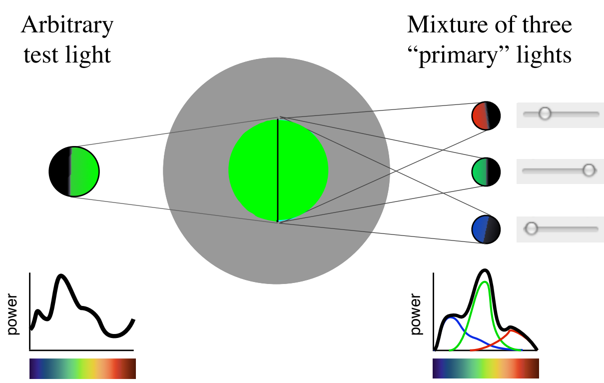
[c/o David Brainard]

Perceptual color matching experiment

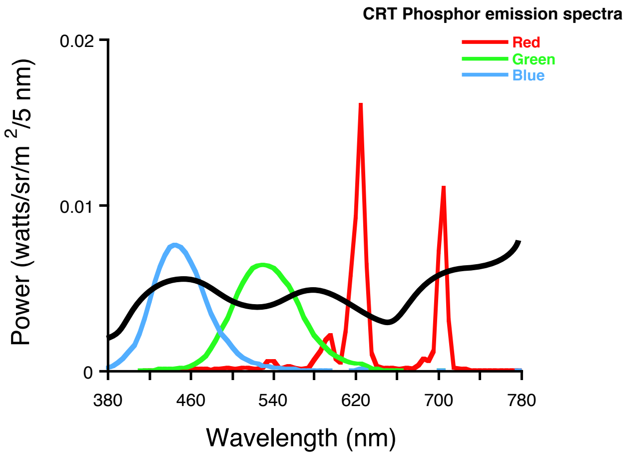


[Young, Helmholtz, Grassman, etc, 1800's]

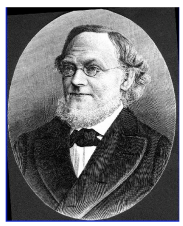
Perceptual color matching experiment



[Young, Helmholtz, Grassman, etc, 1800's]



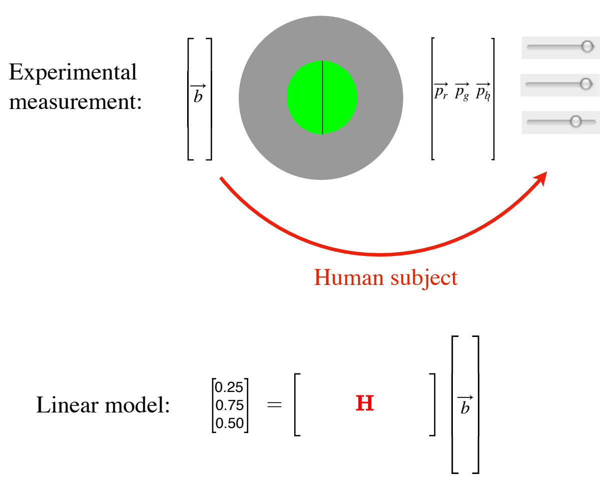
Grassmann's Laws (1853)



1) Any light can be matched with a mixture of 3 primaries
2) Rescaling the light results in a rescaled mixture
3) Adding two lights results in a sum of their mixtures

➡ Color matching can be described by an Nx3 linear system*

* Fine print: i) Normal human observer; ii) photopic intensity levels, not too bright, not too dim; iii) independent primaries.



[c/o David Brainard]

Implications

- If P is an *Nx3* matrix containing the primary spectra, then the color matching experiment is captured by a *3xN* "matching matrix" H that maps a light $\vec{l}$ to 3 "knob settings":

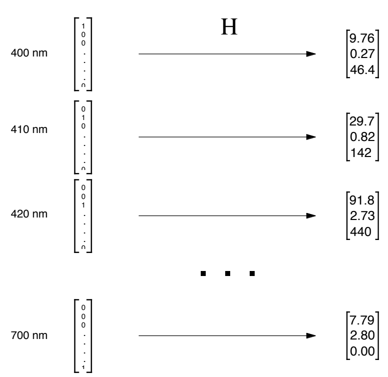
$$\vec{l} \sim PH\vec{l}$$

where $\sim$ means "looks the same as"

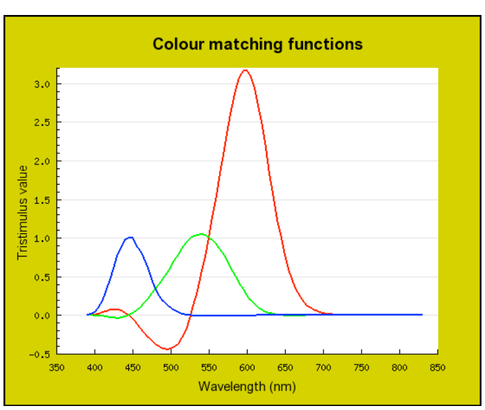
- Two lights look the same if (and *only* if) they produce the same match settings:

$$\vec{l}_1 \sim \vec{l}_2 \quad \Leftrightarrow \quad H\vec{l}_1 = H\vec{l}_2$$

Characterization



[c/o David Brainard]



Stiles-Burch Data, Monochromatic RGB Primaries of 645, 526, and 444 nm.

A matrix that mimics a human!

[Stiles & Burch, 1959]

Useful calculations

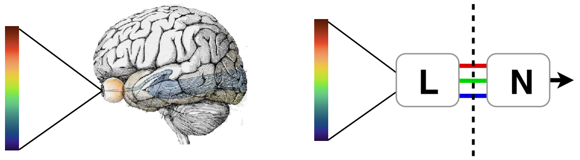
- Scientific: given results of one matching experiment, predict the results of another one (with different primaries).

- Practical: calibrate a display device, so as to generate mixtures of three colors that match the appearance of any desired real-world spectrum.

[derive on board]

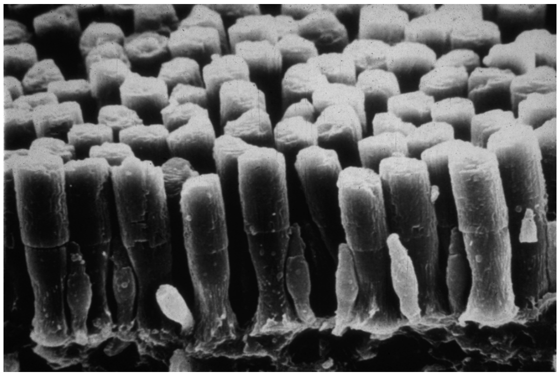
Summary:

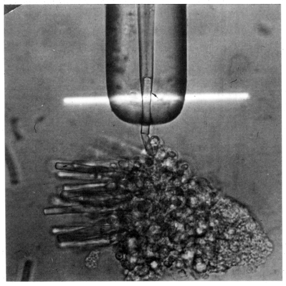
- Perceptual measurements: any light with can be matched with a mixture of 3 primaries
- Theory/model: the visual system projects the wavelength spectra of light onto a 3-dimensional subspace

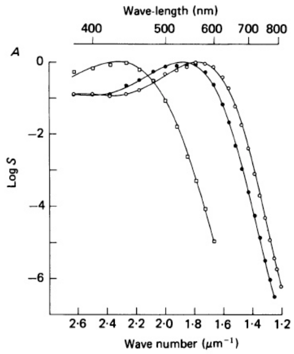


- Prediction/generalization: perceptual "metamers" - lights that appear identical, but have physically distinct wavelength spectra
- Engineering: CIE standards for color representation (1931).
- Underlying physiological mechanism (cones), verified in 1987!

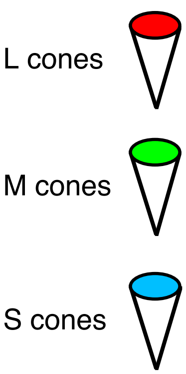
The underlying mechanism...

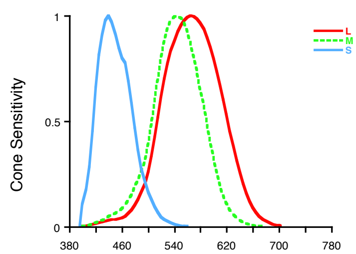






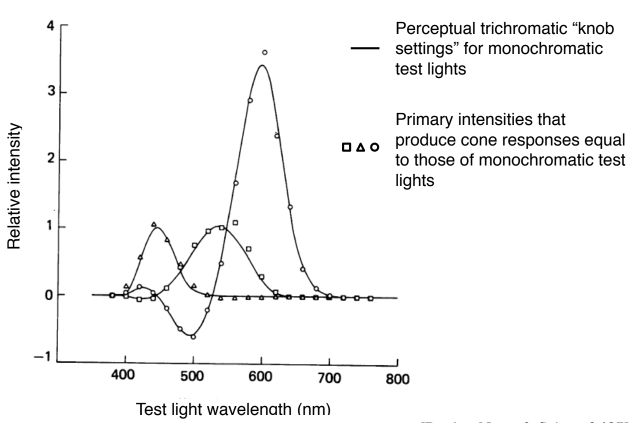
[Baylor, Nunn & Schnapf, 1987]





[c/o David Brainard]

Confirmation of prediction (100+ years later!):



[Baylor, Nunn & Schnapf, '87]

Dimensionality caveats

- Normal human vision, at high (“photopic”) light levels is tri-chromatic (cones)
- At low (“scotopic”) light levels, we are all monochromats (rods only)
- At intermediate (“mesopic”) light levels, we are quadrachromats (rods&cones)!
- Common genetic forms of color blindness are due to lack of one or two cone types