

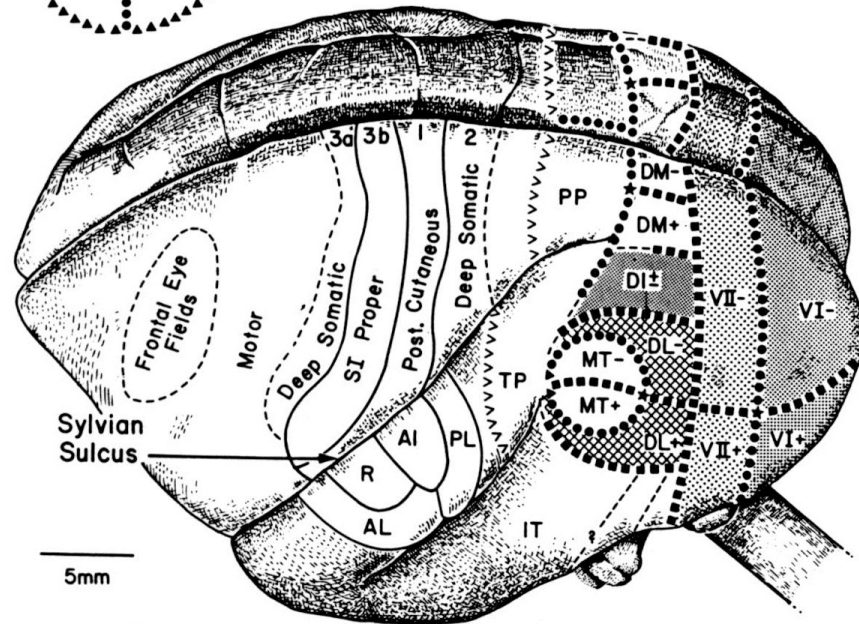
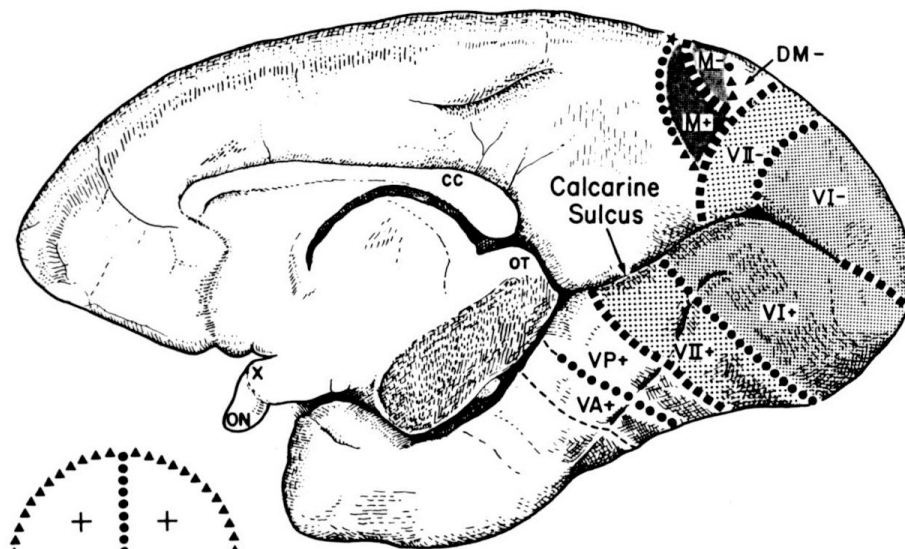
*Macaque V1*

*Myelin*

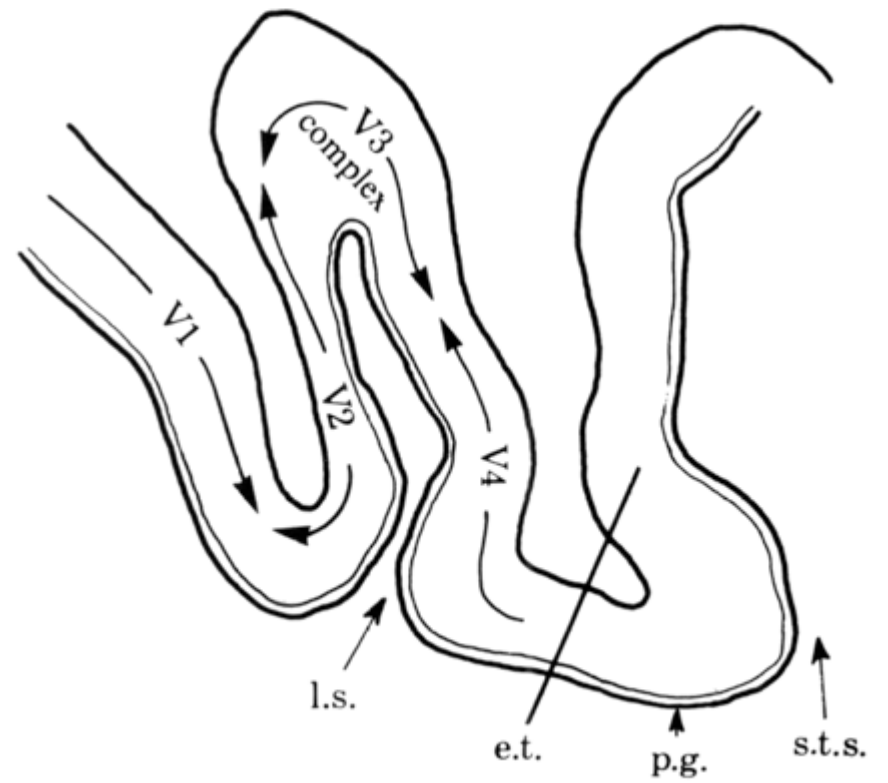
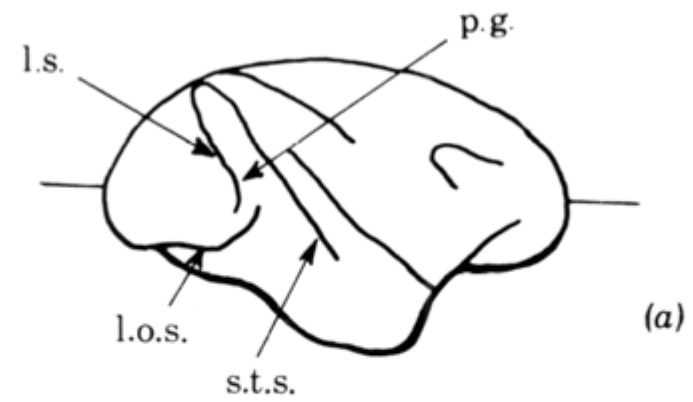


*Nissl*





Allman & Kaas, 1981



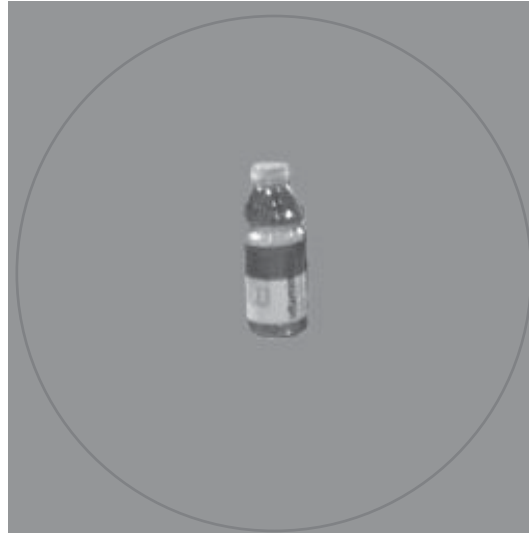
Zeki, 1978

*IT neurons are tolerant to identity-preserving transformations*

*Position*



*Scale*

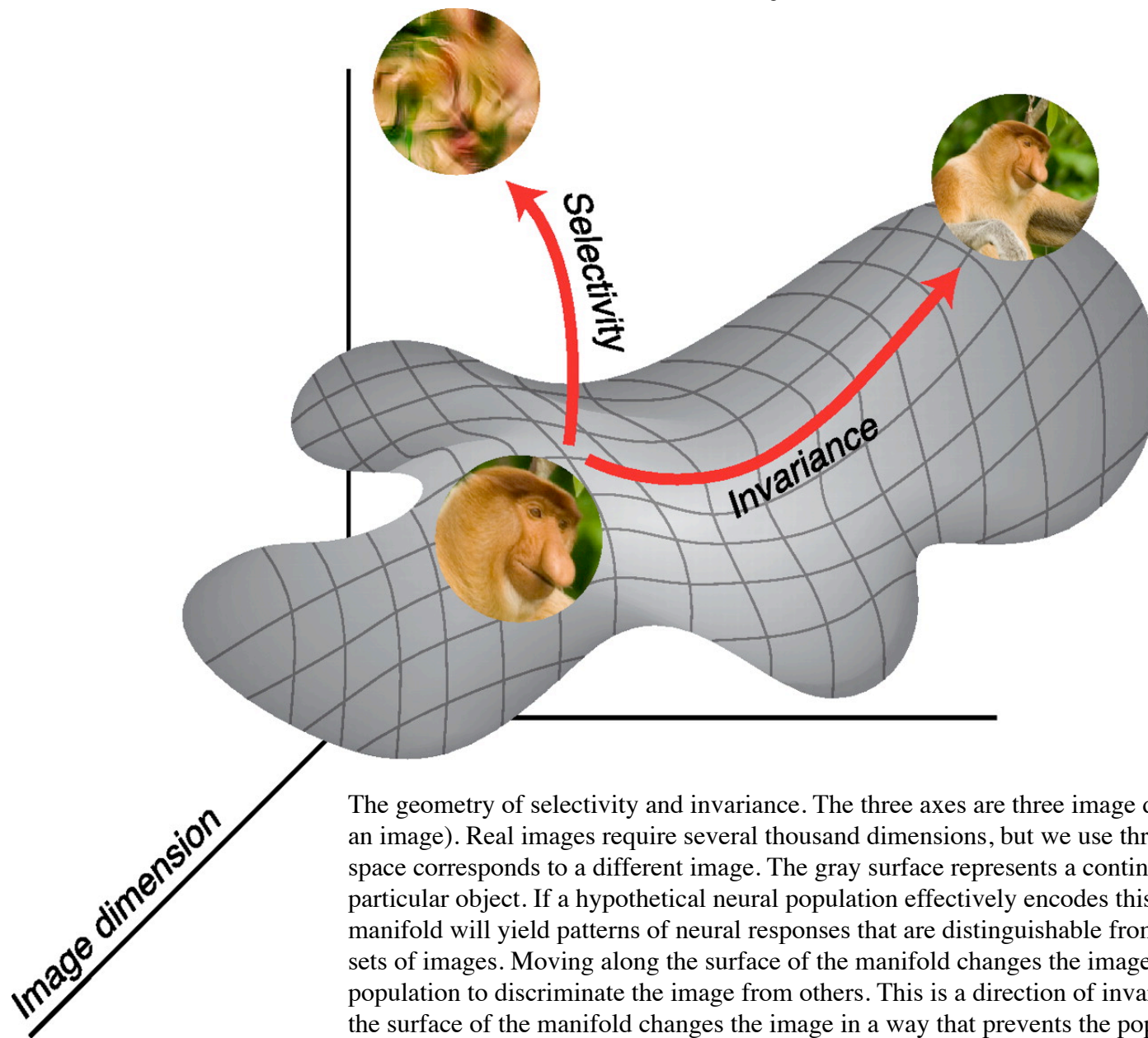


*Context*





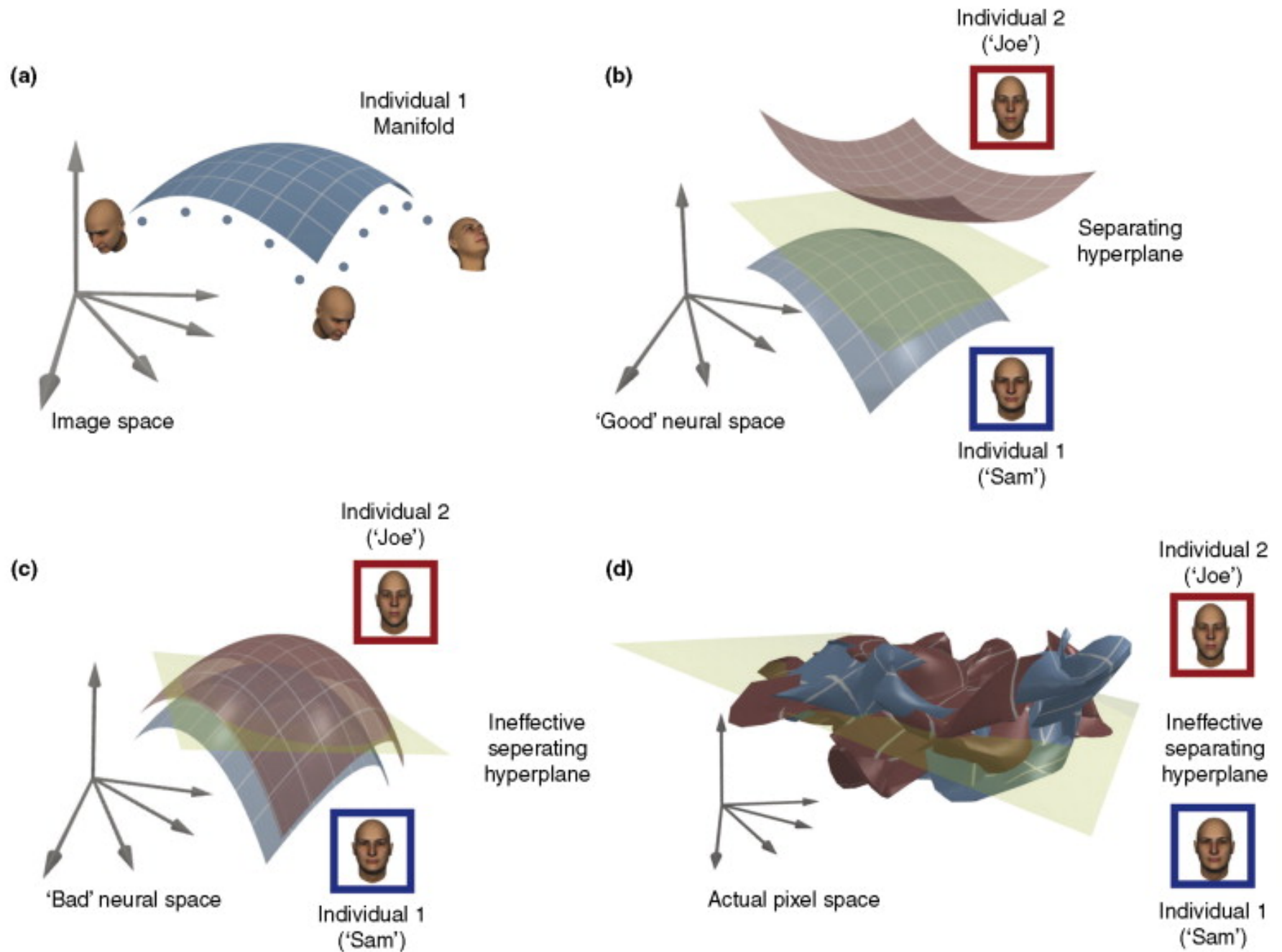
## Selectivity and invariance



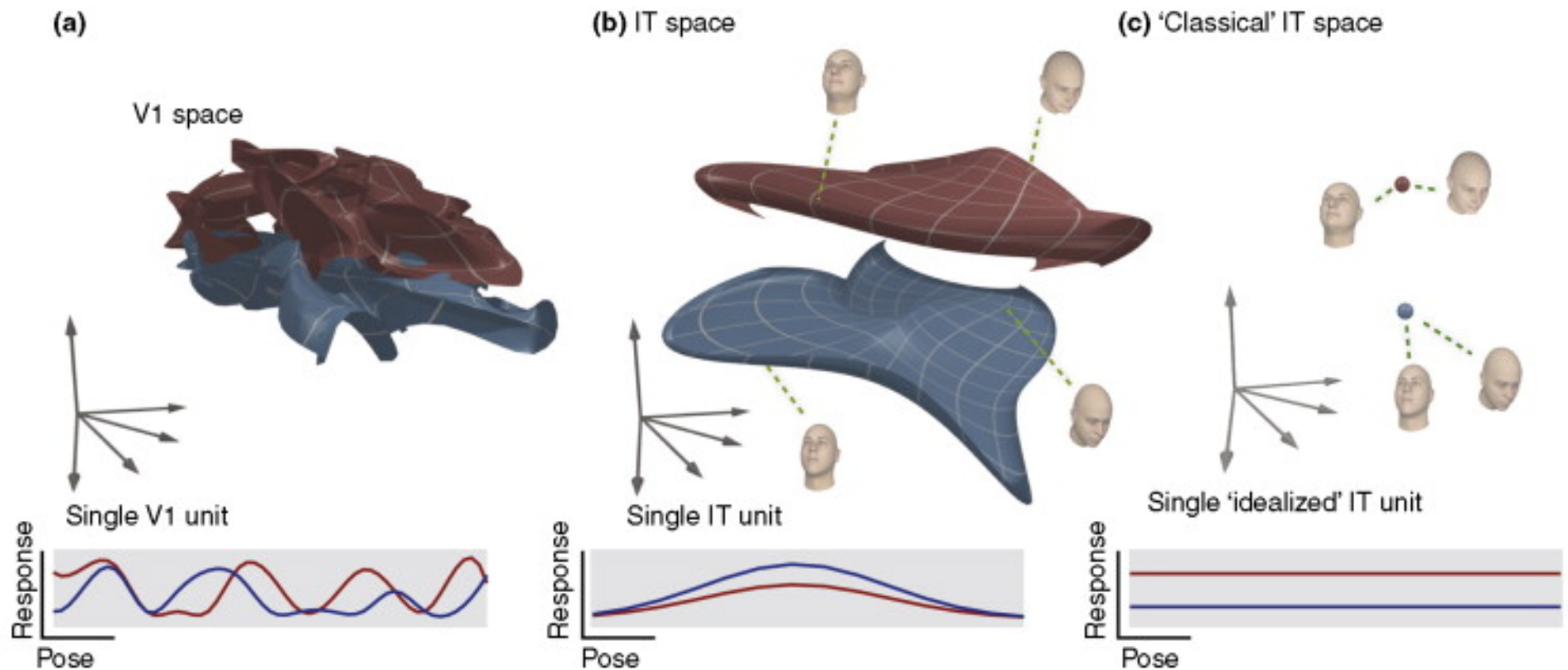
The geometry of selectivity and invariance. The three axes are three image dimensions (e.g., the values of three pixels in an image). Real images require several thousand dimensions, but we use three for simple visualization. Any point in the space corresponds to a different image. The gray surface represents a continuous subset, or manifold, of images of a particular object. If a hypothetical neural population effectively encodes this object's identity, all object images from this manifold will yield patterns of neural responses that are distinguishable from the patterns of responses induced by other sets of images. Moving along the surface of the manifold changes the image itself but maintains the ability of the neural population to discriminate the image from others. This is a direction of invariance. Moving away from, or orthogonal to, the surface of the manifold changes the image in a way that prevents the population from effectively discriminating. This is a direction of selectivity. The manifold shown here corresponds to a set of population responses that are selective for proboscis monkeys, not just for image patches with similar color and texture, but are also invariant to changes in size (near vs far) and context (face only vs face and body).



## Object tangling

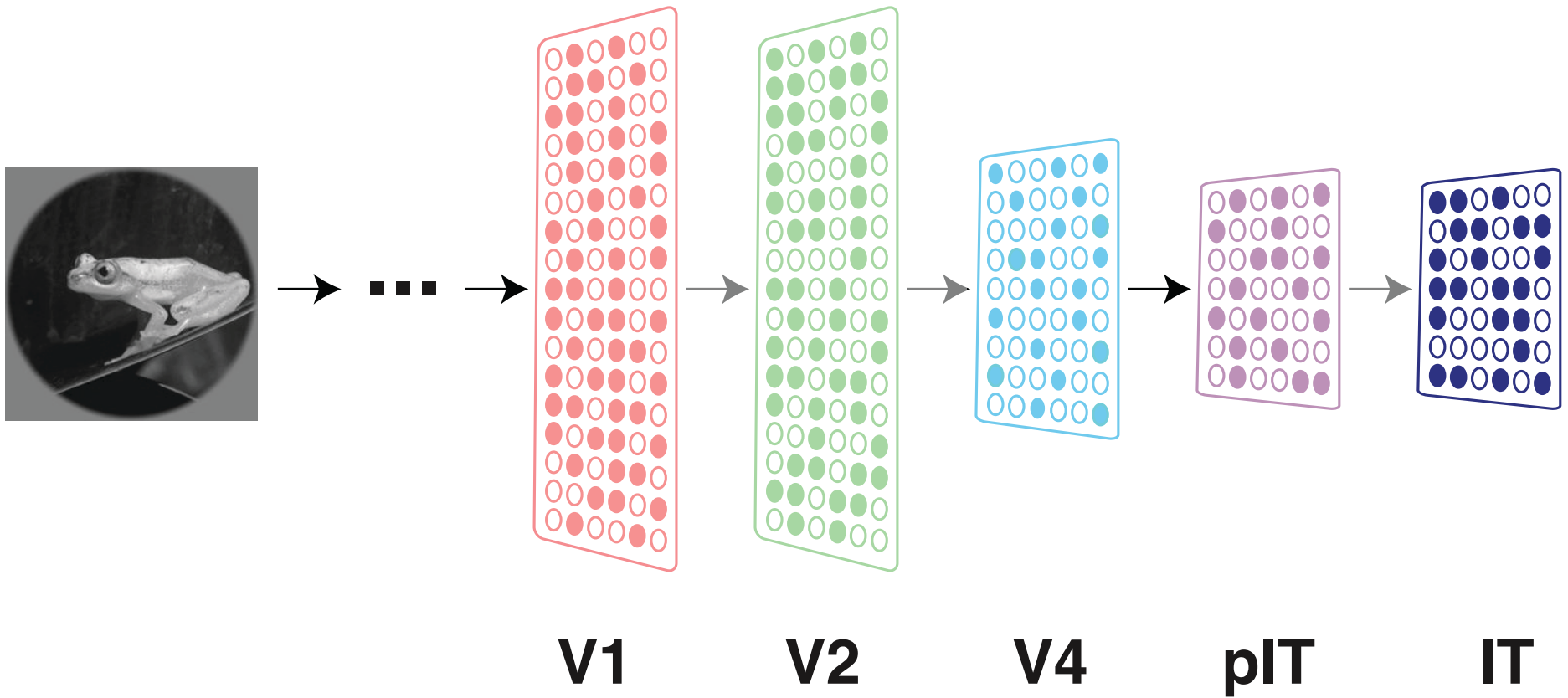


# Untangling object manifolds along the ventral visual stream

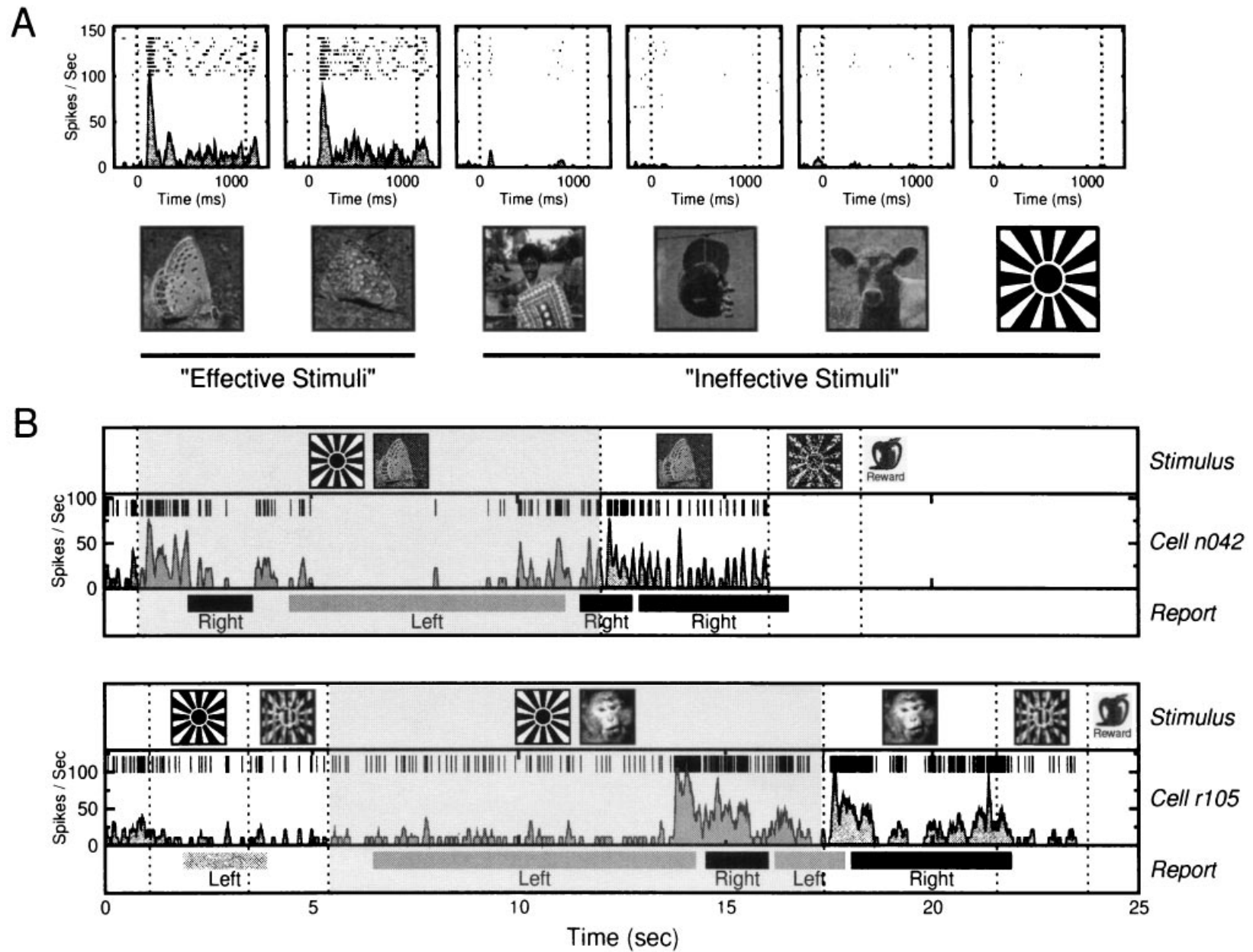


TRENDS in Cognitive Sciences

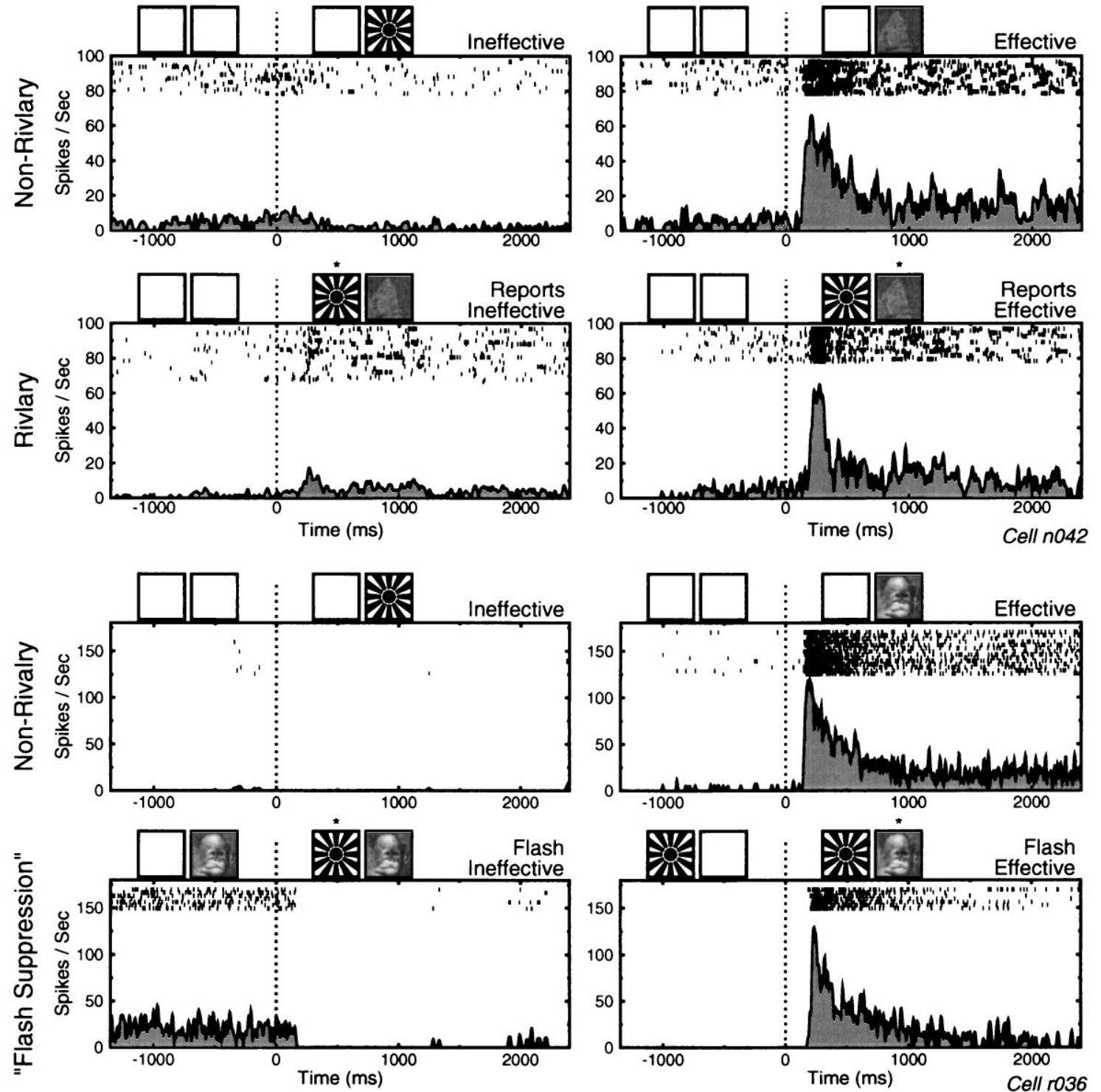
*The form processing pathway maintains an “equally distributed” representation of images*





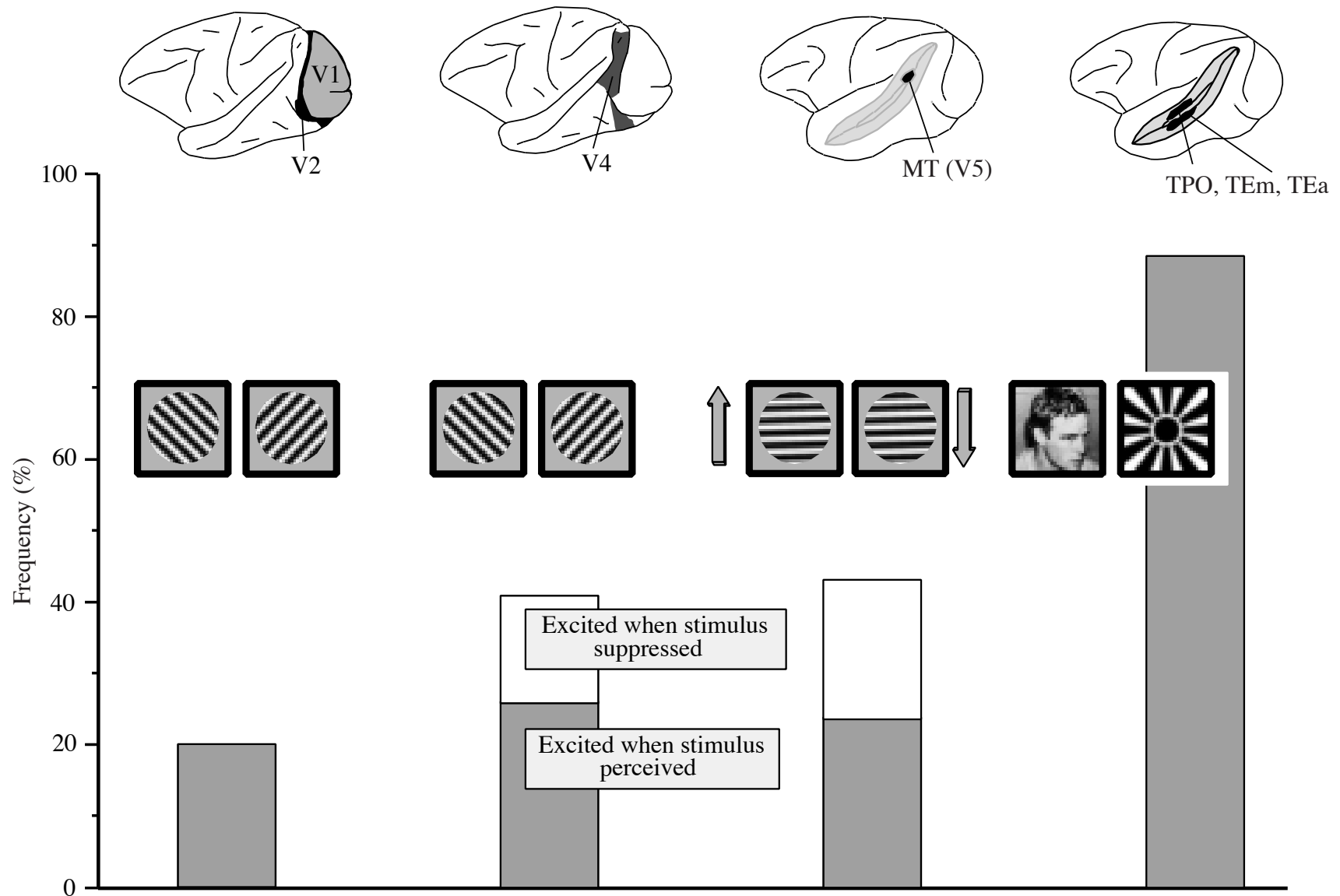


*Correlation of IT activity and perceptual state during binocular rivalry (Sheinberg and Logothetis, 1997)*

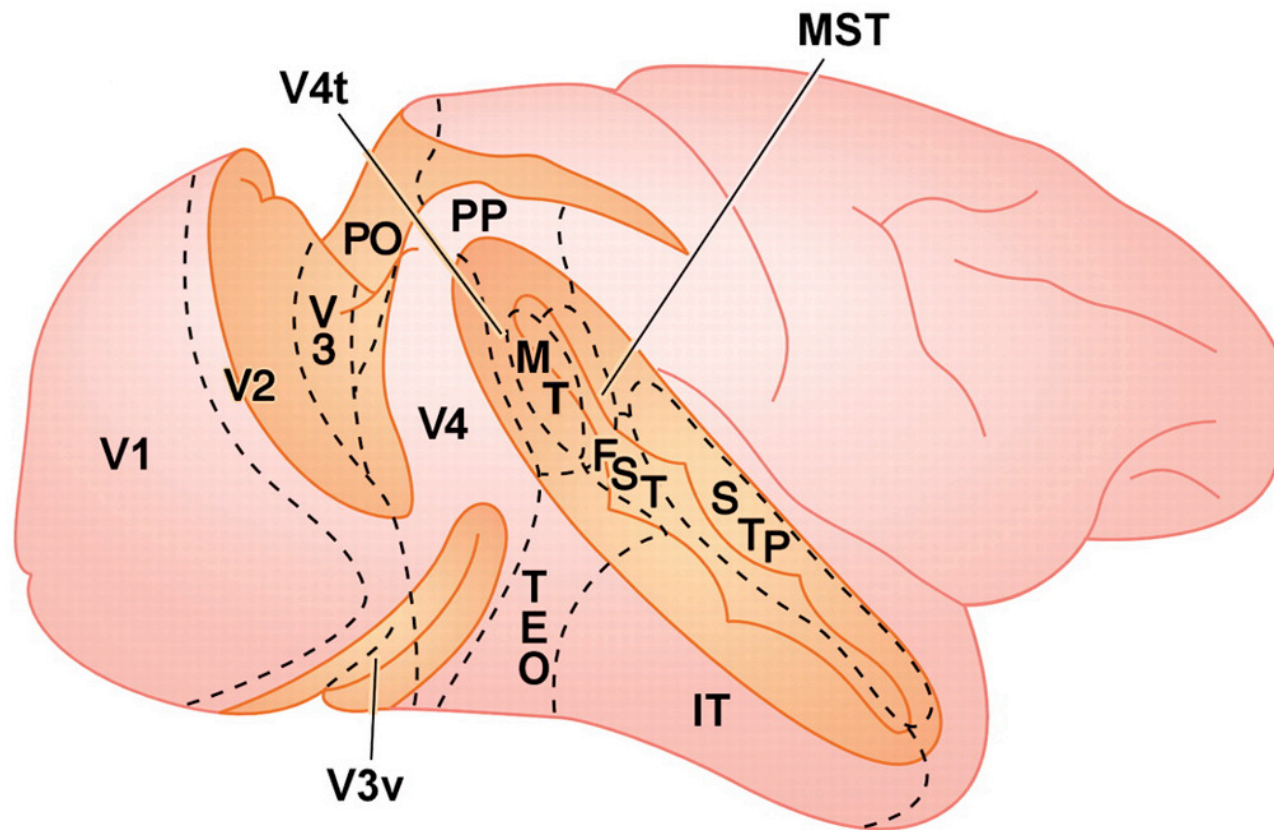


# Correlation of IT activity and perceptual state during binocular rivalry (Logothetis, 1998)

1810 N. K. Logothetis *Single units and conscious vision*







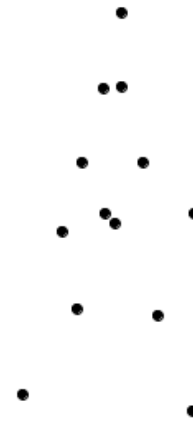
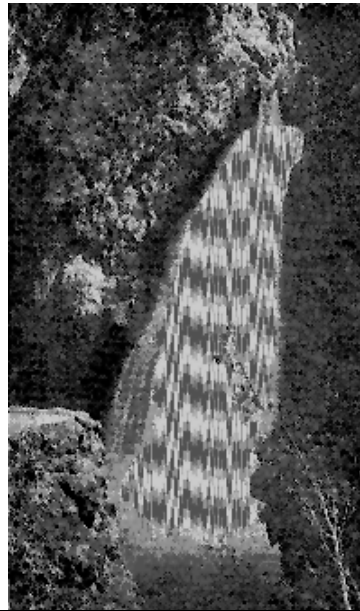
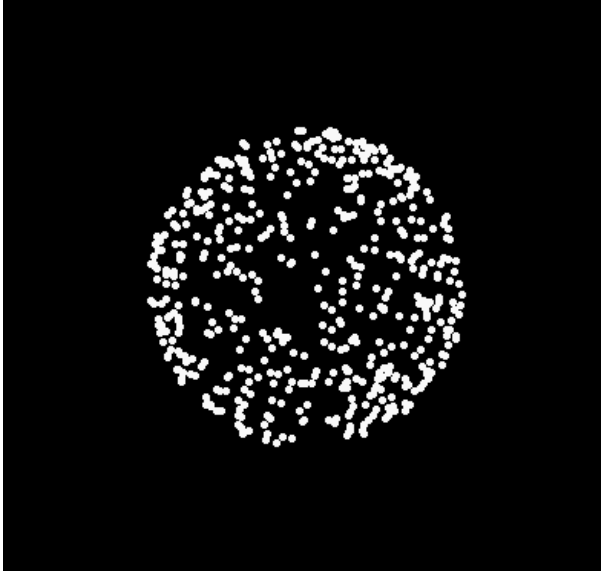
*Dorsal pathway*  
*Space, motion, action*



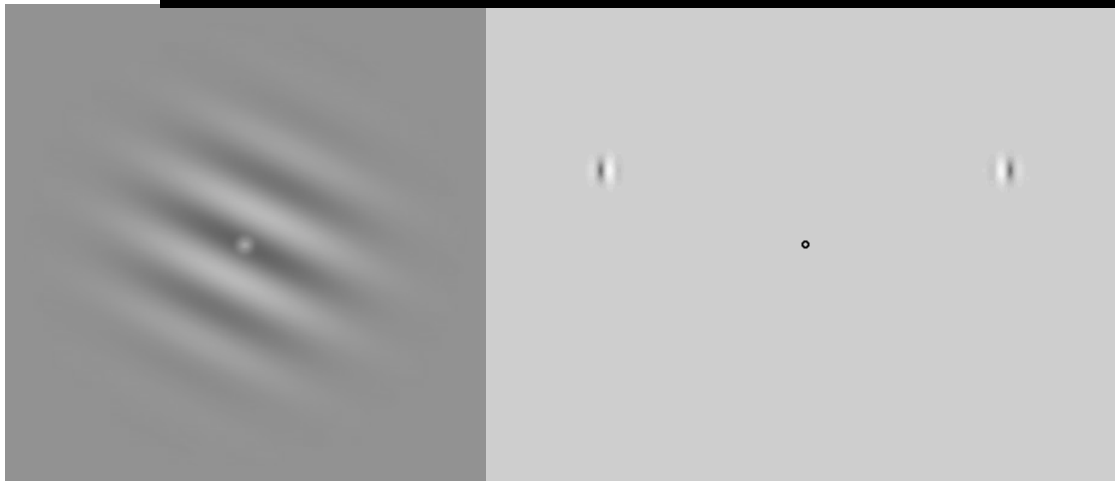
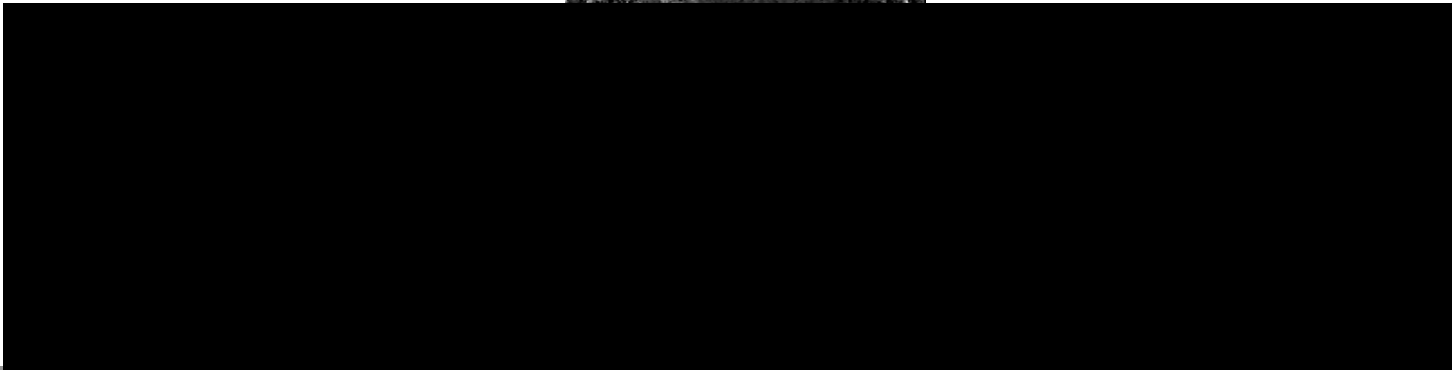
*Ventral pathway*  
*Form, recognition, memory*



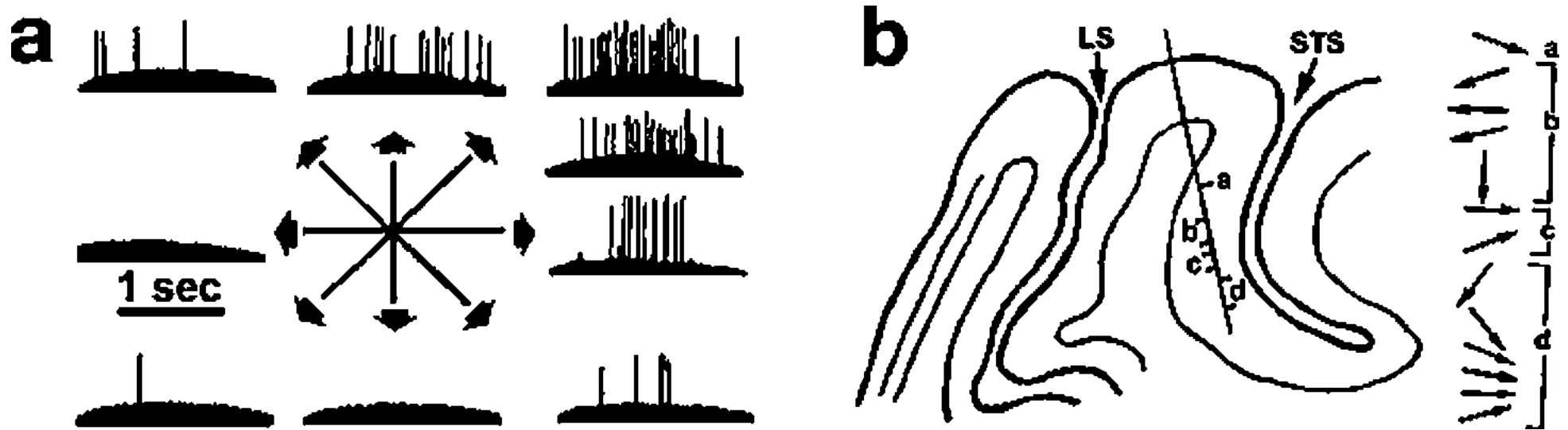
## *Why motion?*



GM



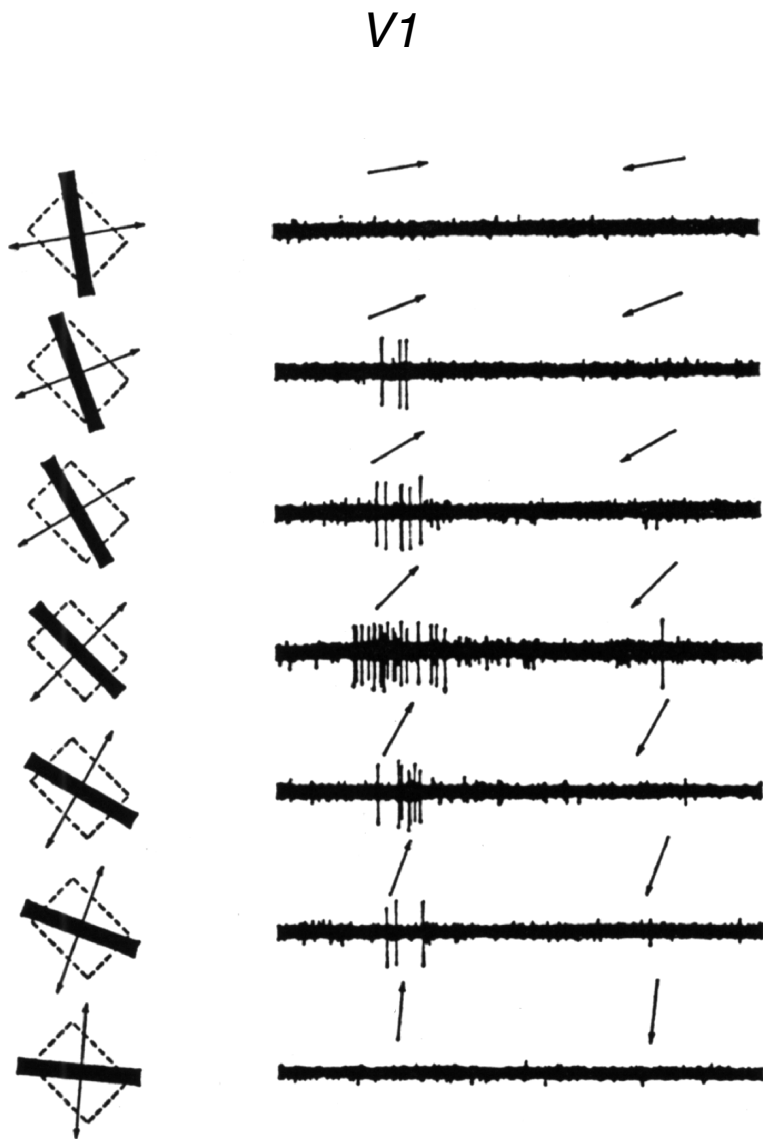
George Mather, Patrick Cavanagh, and others



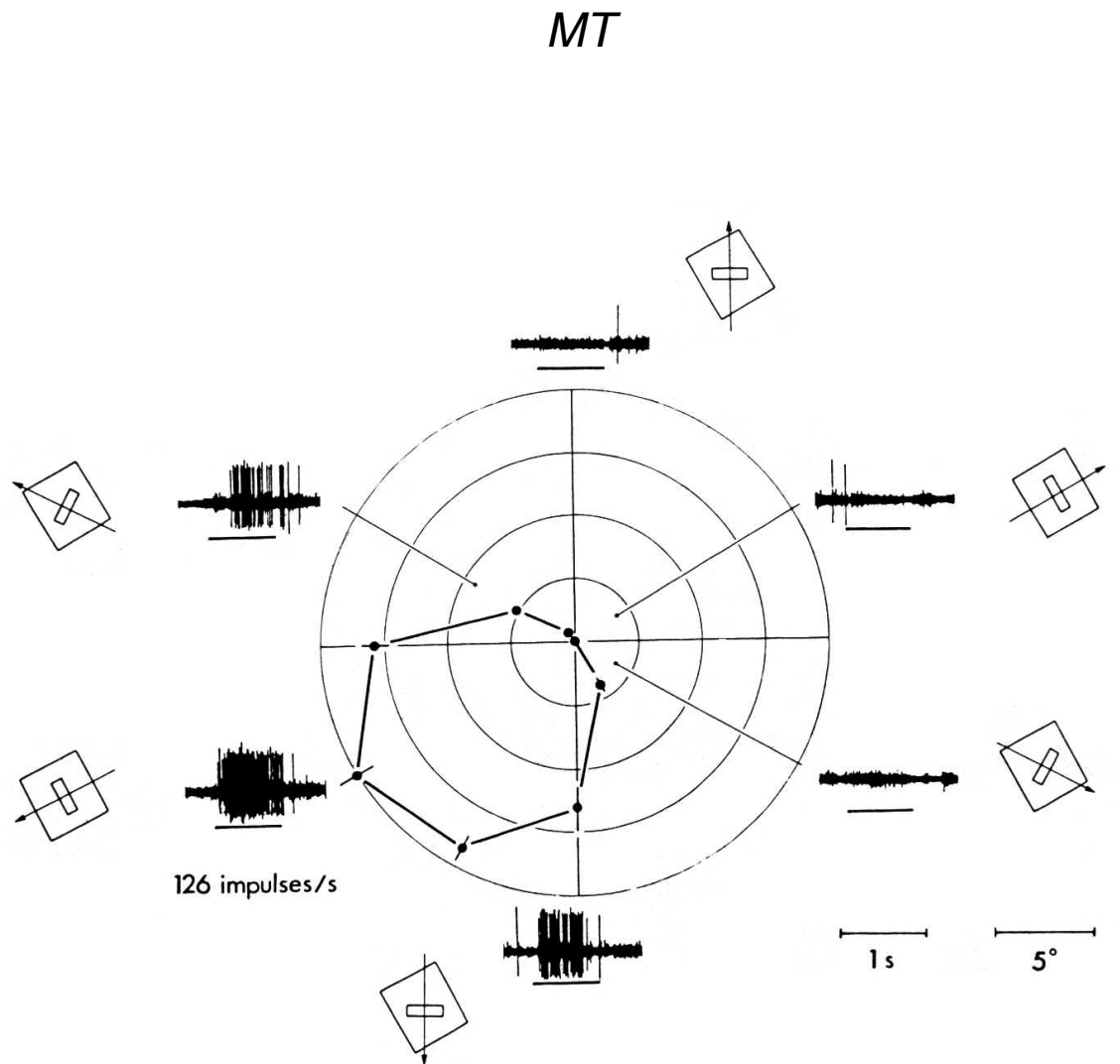
**Figure 1**

First demonstration of direction selectivity in macaque MT/V5 by Dubner & Zeki (1971). (a) Neuronal responses to a bar of light swept across the receptive field in different directions (modified from figure 1 of Dubner & Zeki 1971). Each trace shows the spiking activity of the neuron as the bar was swept in the direction indicated by the arrow. The neuron's preferred direction was up and to the right. (b) Oblique penetration through MT (modified from figure 3 of Dubner & Zeki 1971) showing the shifts in preferred direction indicative of the direction columns subsequently demonstrated by Albright et al. (1984). See also **Figure 4**.

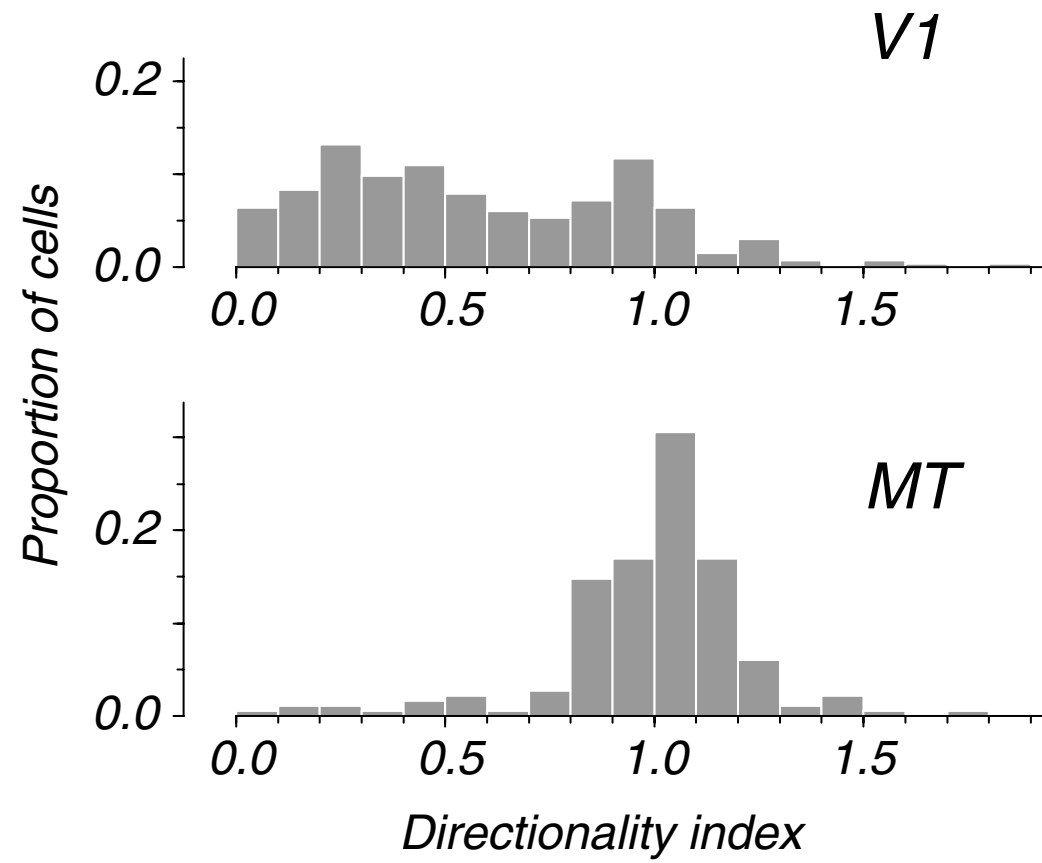


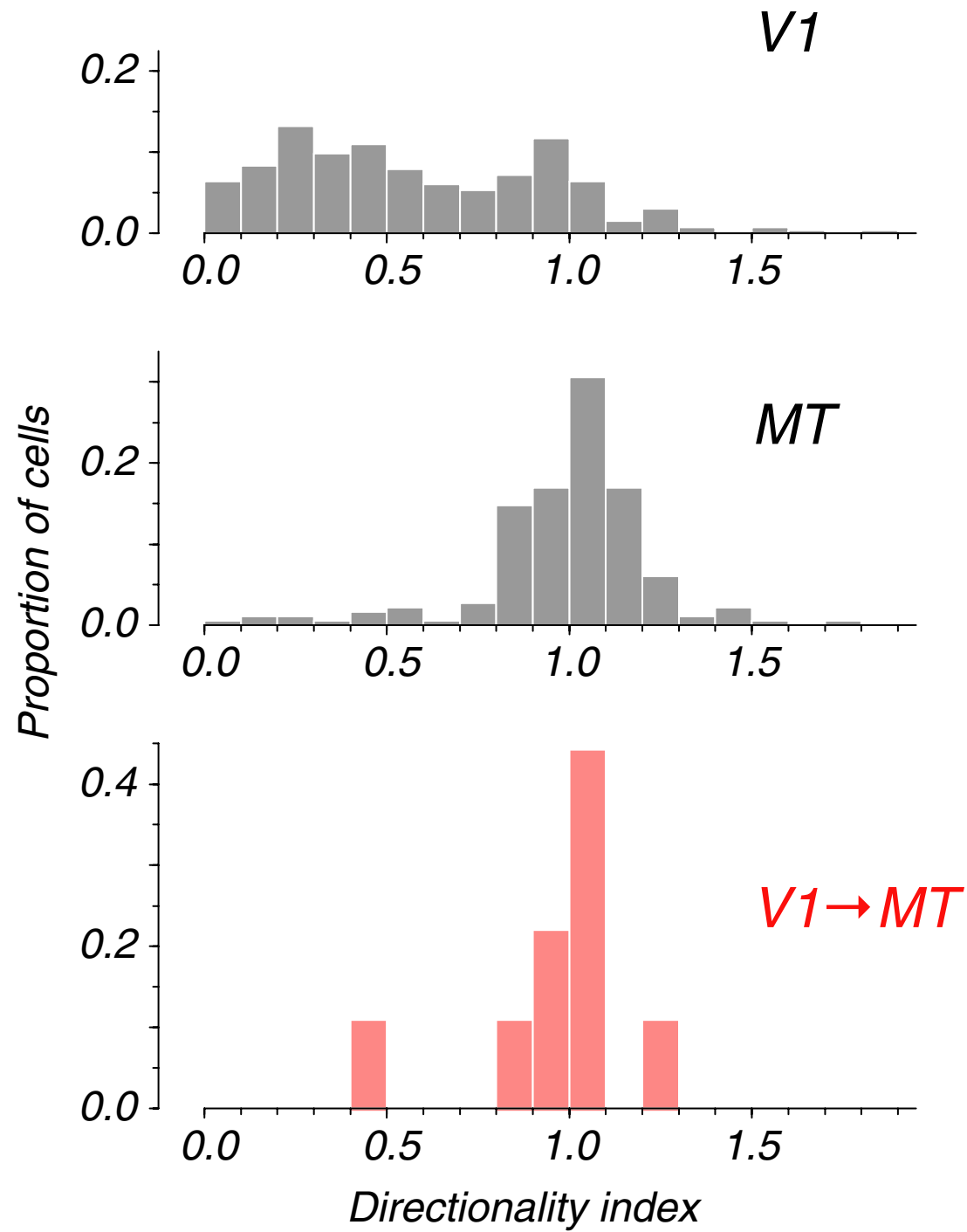


Hubel & Wiesel, 1968

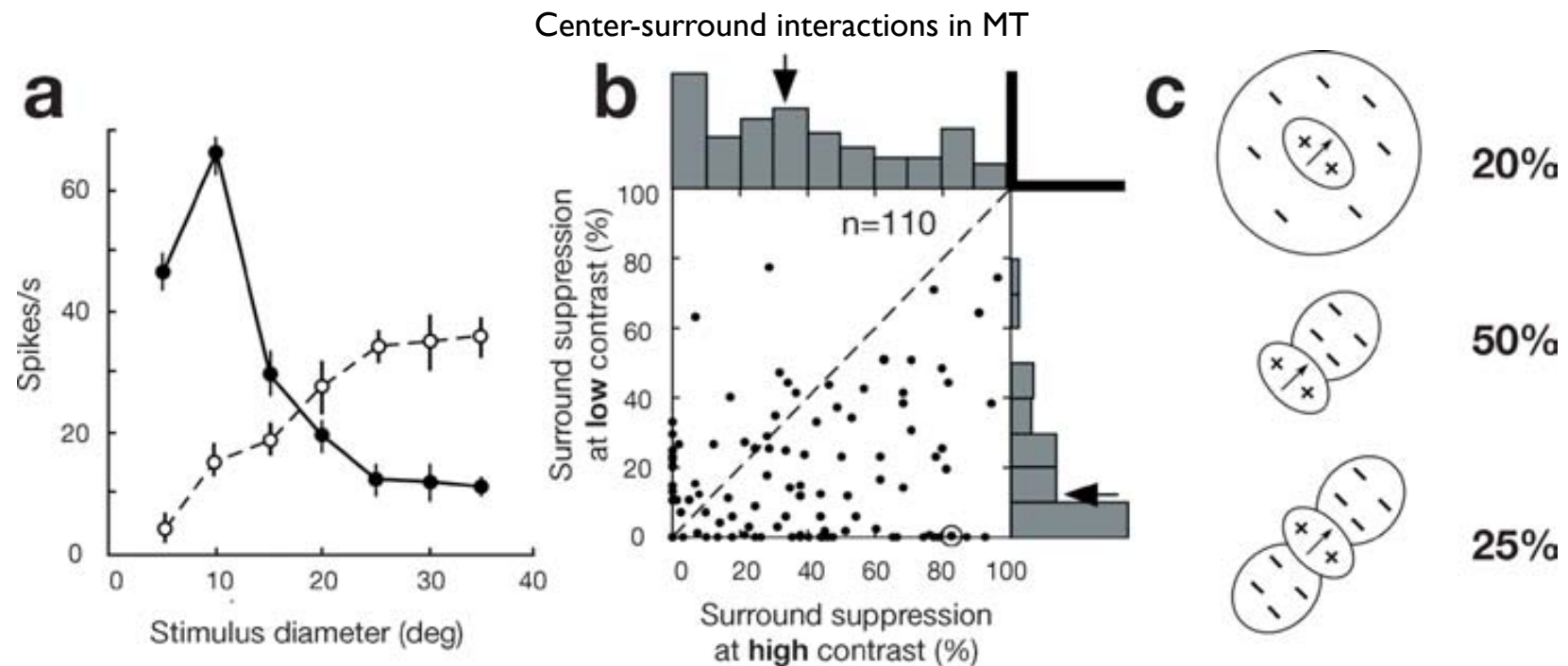


Maunsell & Van Essen, 1983









**Figure 6**

Center-surround interactions in MT. (*A*) Effect of contrast on center-surround interactions for one MT neuron. When tested with high-contrast random dots (RMS contrast  $9.8 \text{ cd/m}^2$ ) the neuron responded optimally to a circular dot patch  $10^\circ$  in diameter and was strongly suppressed by larger patterns. The same test using a low-contrast dot pattern ( $0.7 \text{ cd/m}^2$ ) revealed strong area summation with increasing size. (*B*) Population of 110 MT neurons showing the strength of surround suppression measured at both high and low contrast. Surround suppression was quantified as the percent reduction in response between the largest dot patch ( $35^\circ$  diameter) and the stimulus eliciting the maximal response. Each dot represents data from one neuron; the dashed diagonal is the locus of points for which the surround suppression was unchanged by contrast. The circled dot is the cell from panel *A*. (*C*) Asymmetries in the spatial organization of the suppressive surround (after Xiao et al. 1997). Different kinds of surround geometry are potentially useful for calculating spatial changes in flow fields that may be involved in the computation of structure from motion. Neurons whose receptive fields have circularly symmetric surrounds (*top*) are postulated to underlie figure-ground segregation. The first- (*middle*) and second-order (*bottom*) directional derivatives can be used to determine surface tilt (or slant) and surface curvature, respectively (Buracas & Albright 1996). Panels *A* and *B* are from Pack et al. 2005.

Speed tuning

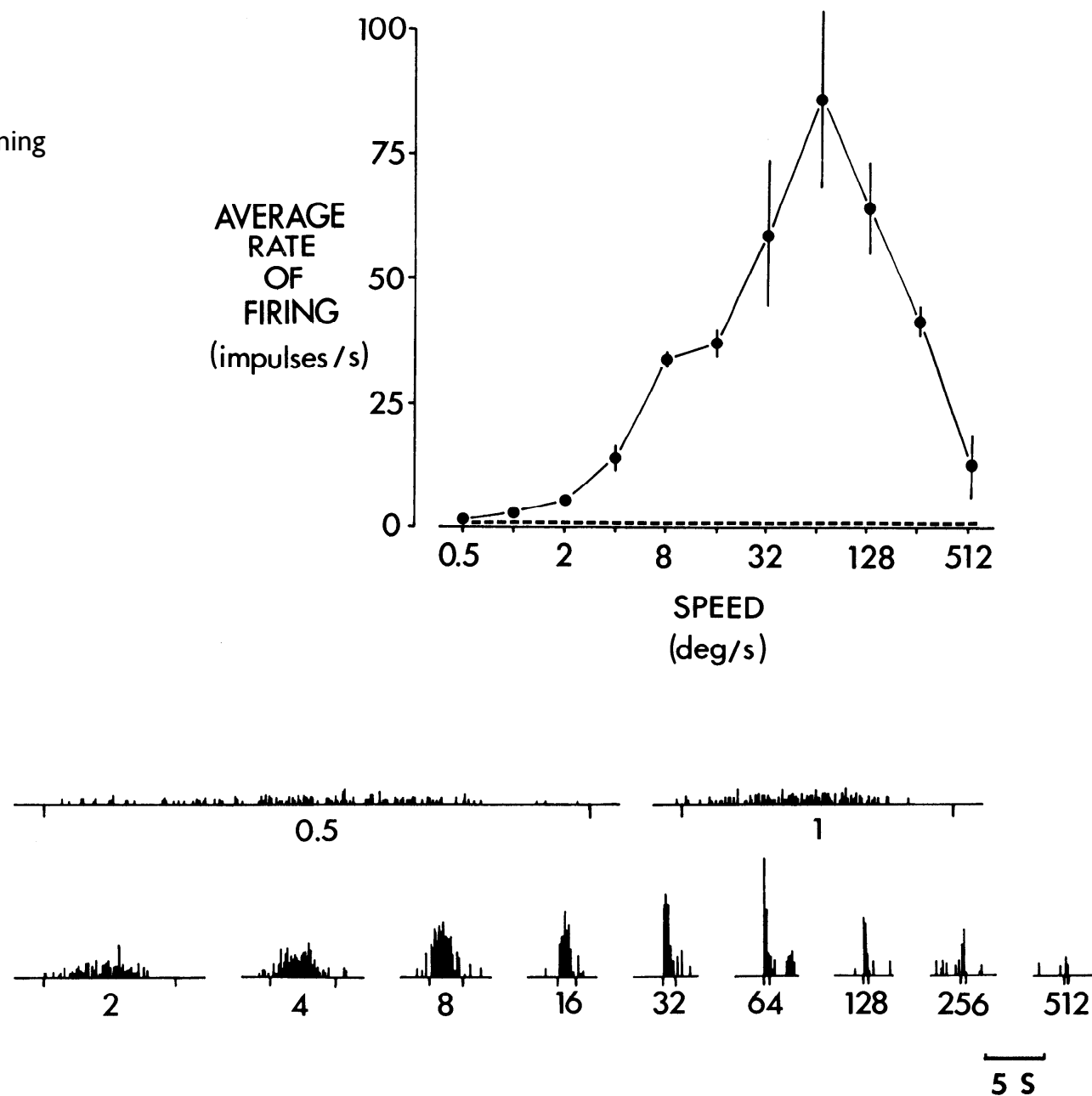
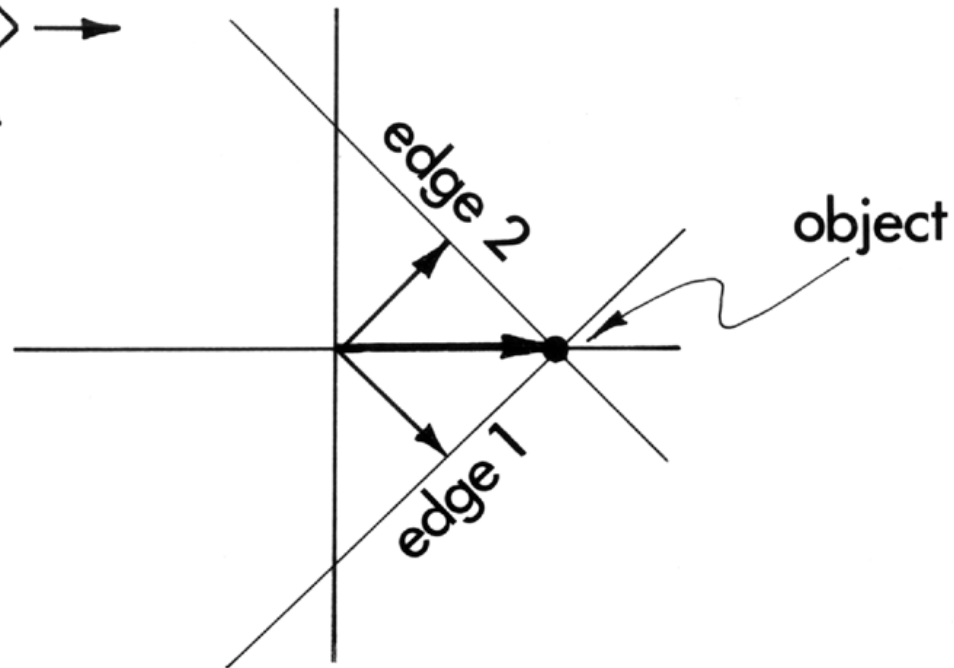
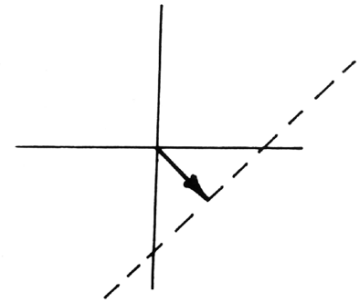
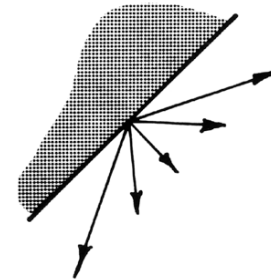
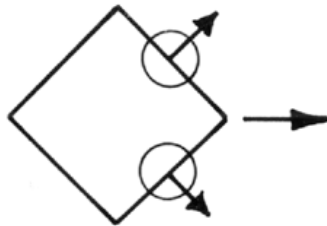
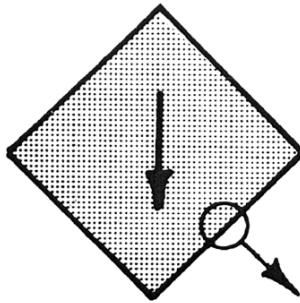
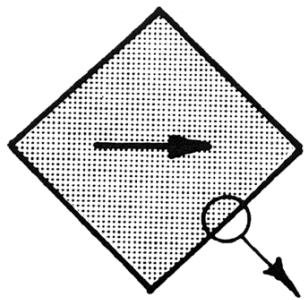
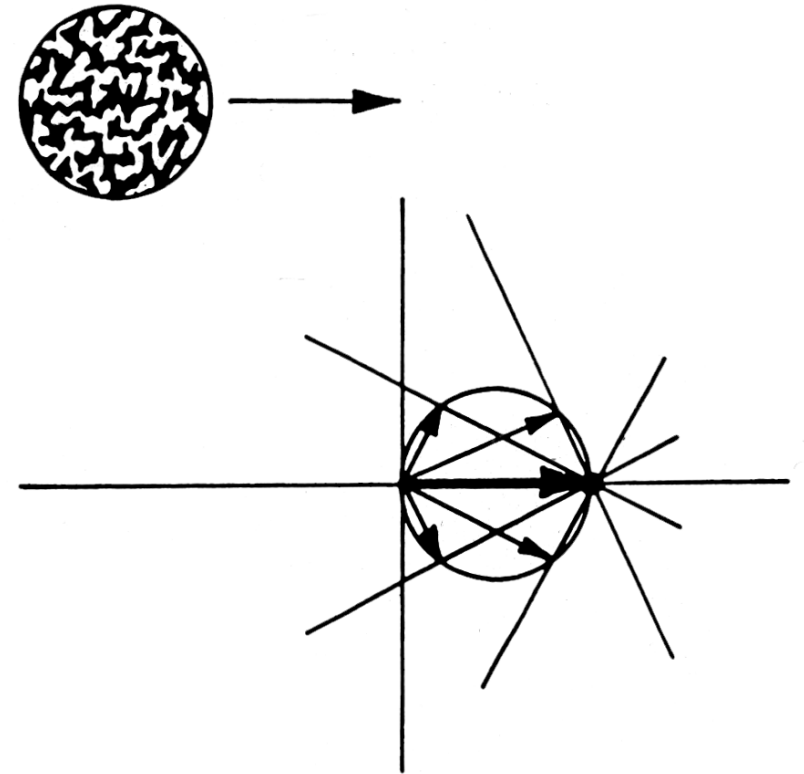
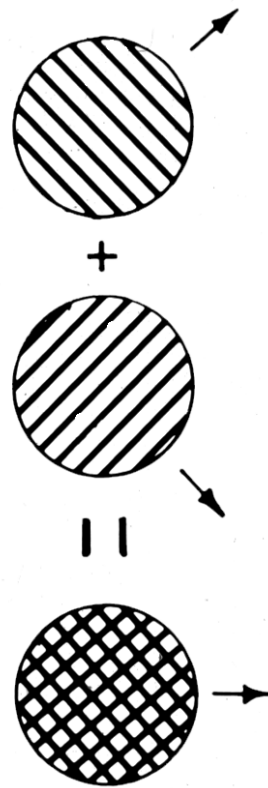
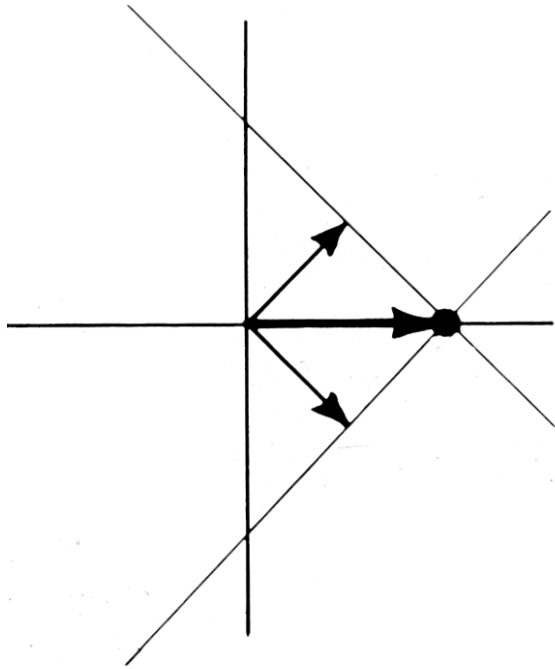


FIG. 5. Responses of a representative unit in MT to stimuli moving in its preferred direction at different speeds. In this and all subsequent plots the speed axis is logarithmic. Bars indicate the standard errors of the mean for five repetitions of each speed. A dashed line marks the background rate of firing. This unit, like most in MT, had a sharp peak in its response curve. Summed response histograms in the lower half of the figure show that the peak rate of firing closely follows the average rate of firing. Tic marks under each histogram denote times of stimulus onset and offset. The receptive field was  $15^\circ$  across and each stimulus traversed  $20^\circ$ .

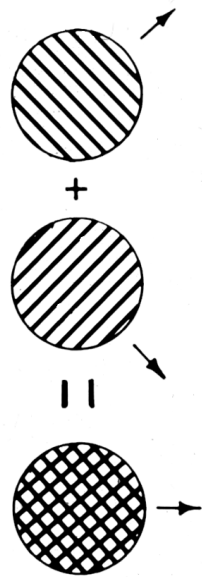
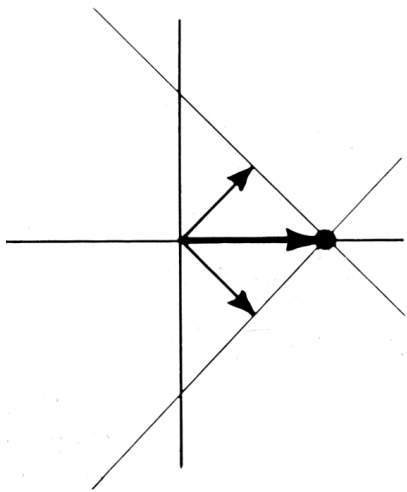




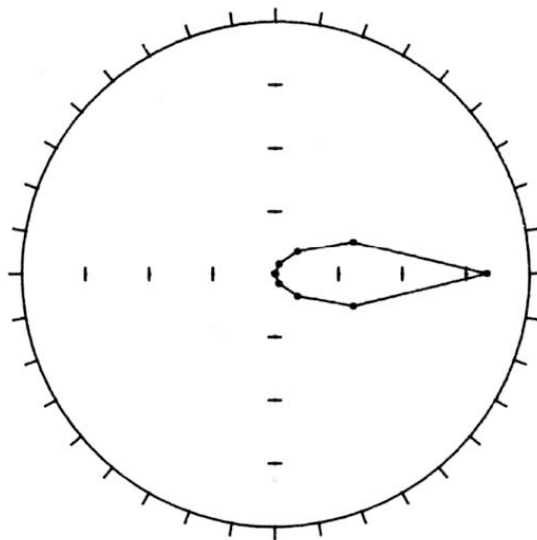
# *Gratings, plaids, and coherent motion*



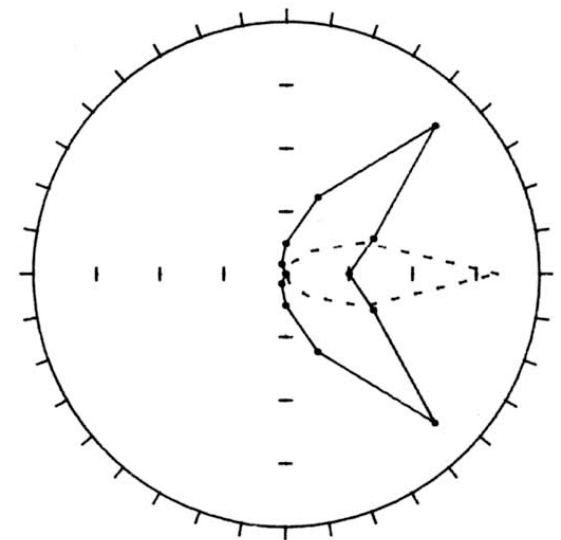




*Grating response*



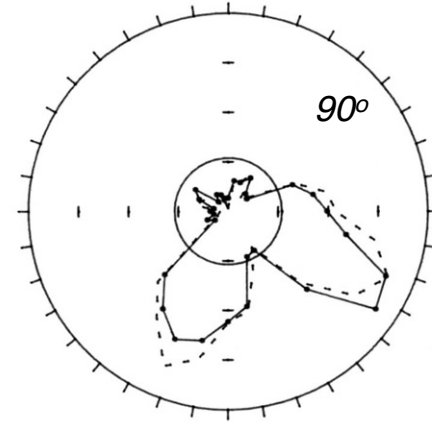
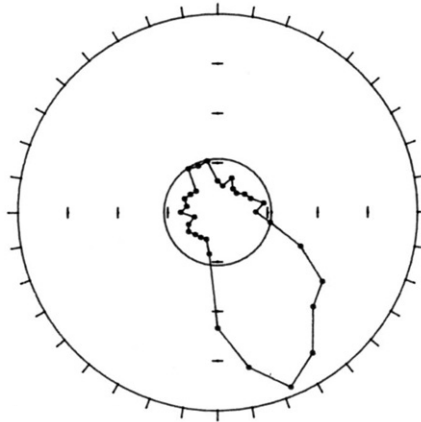
*Predicted plaid response*



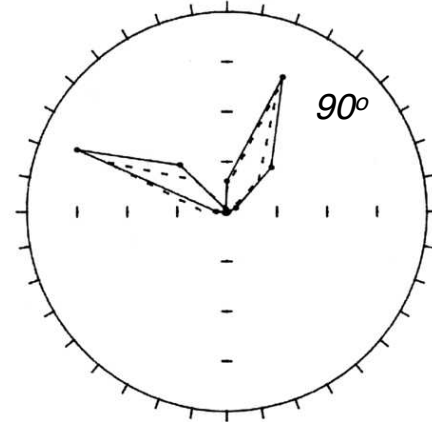
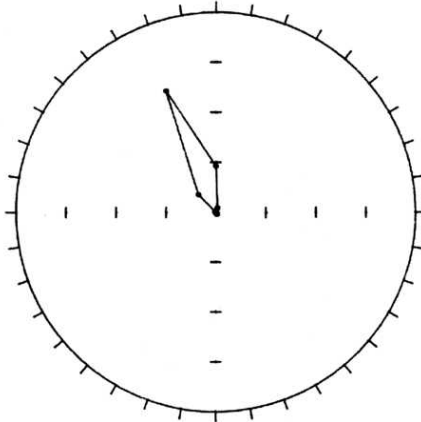
*Grating responses*

*Plaid responses*

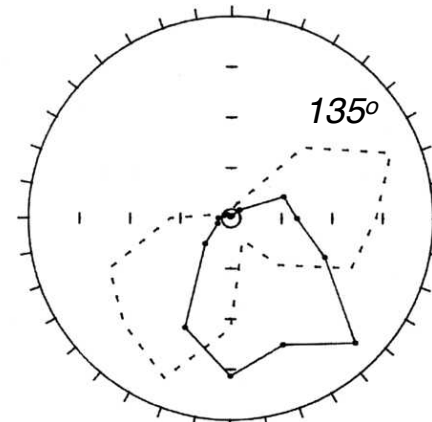
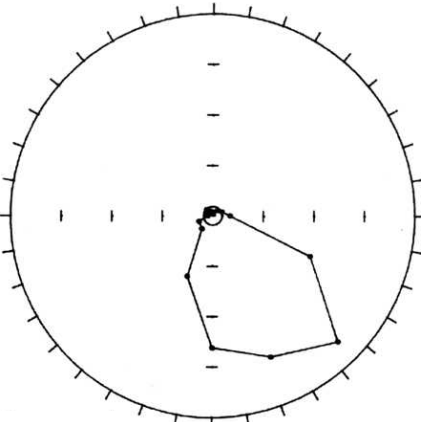
*V1 cell*

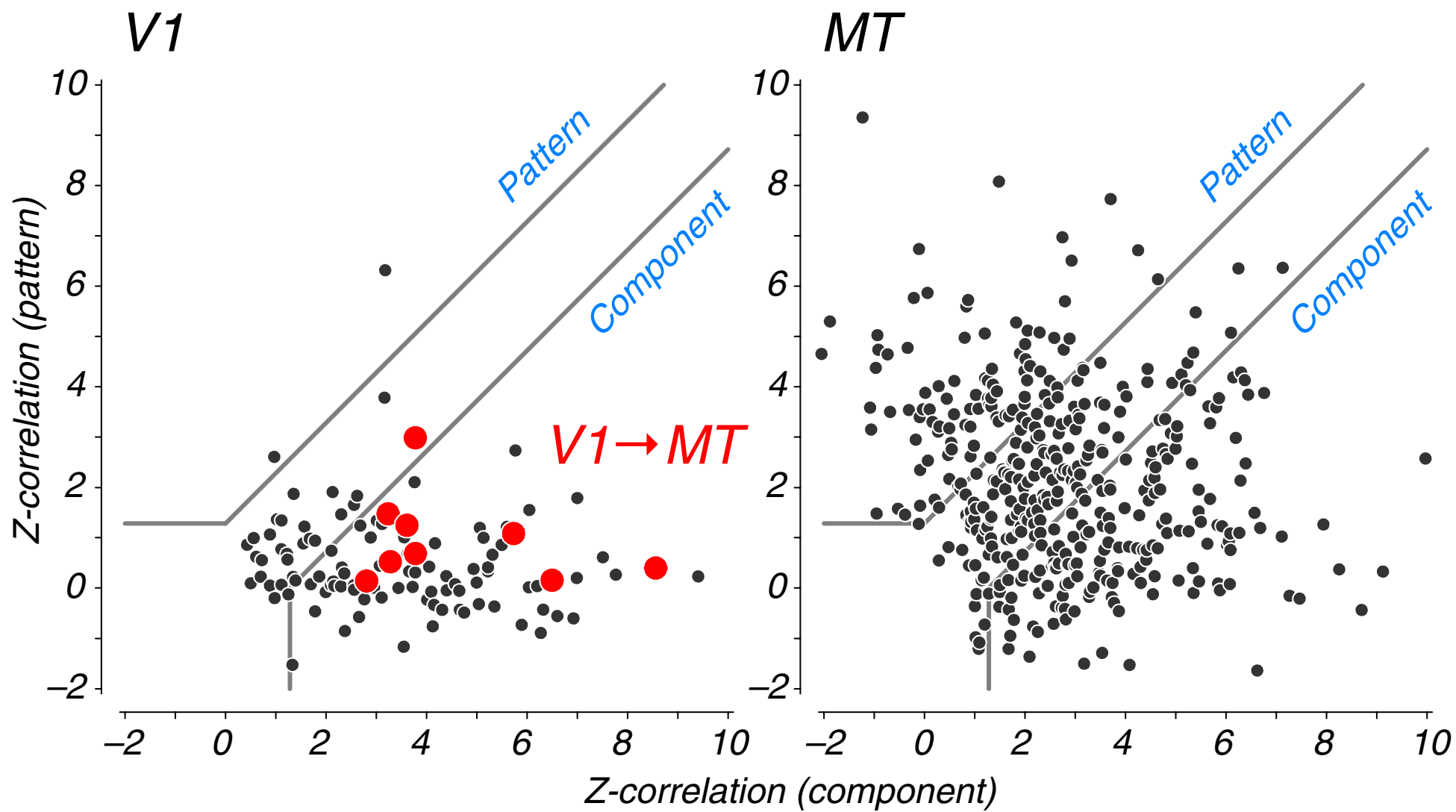


*MT component cell*

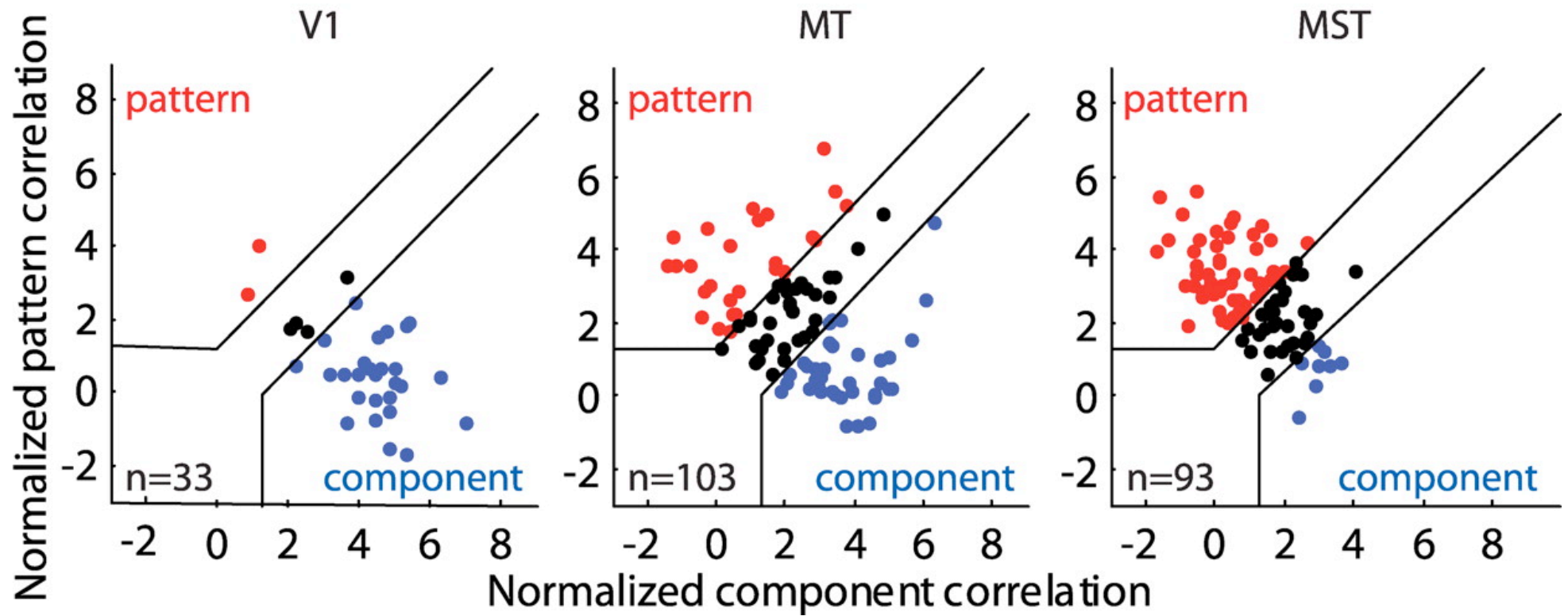


*MT pattern cell*

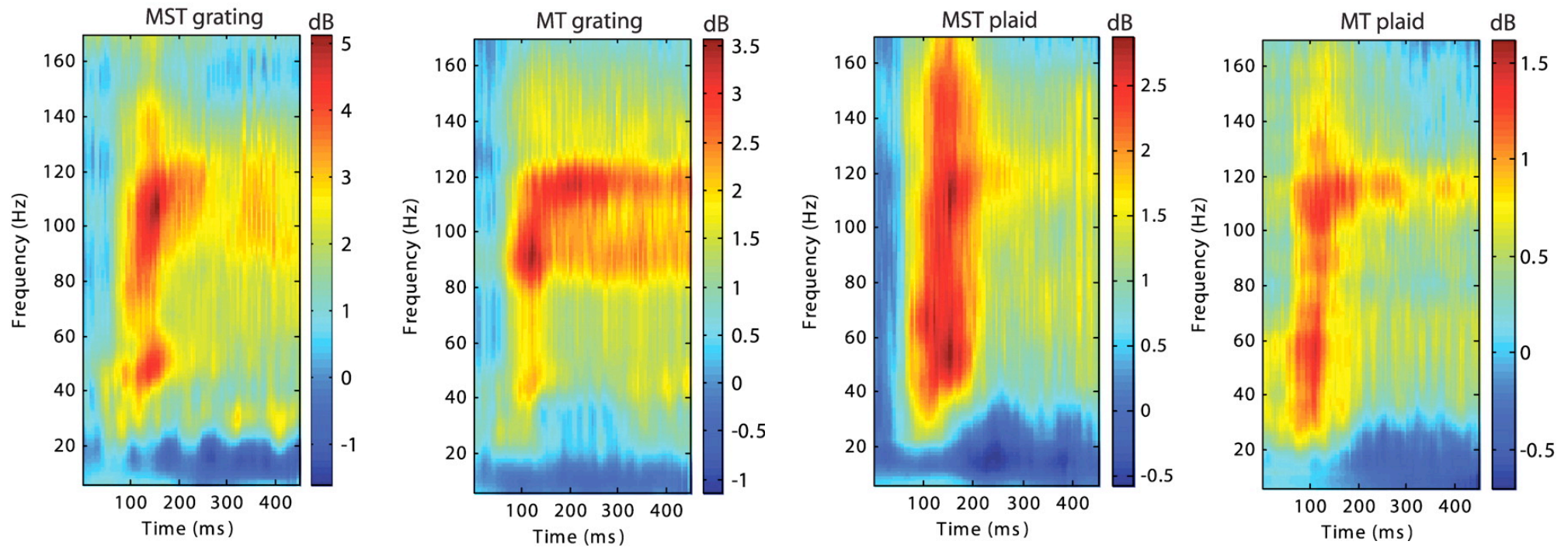




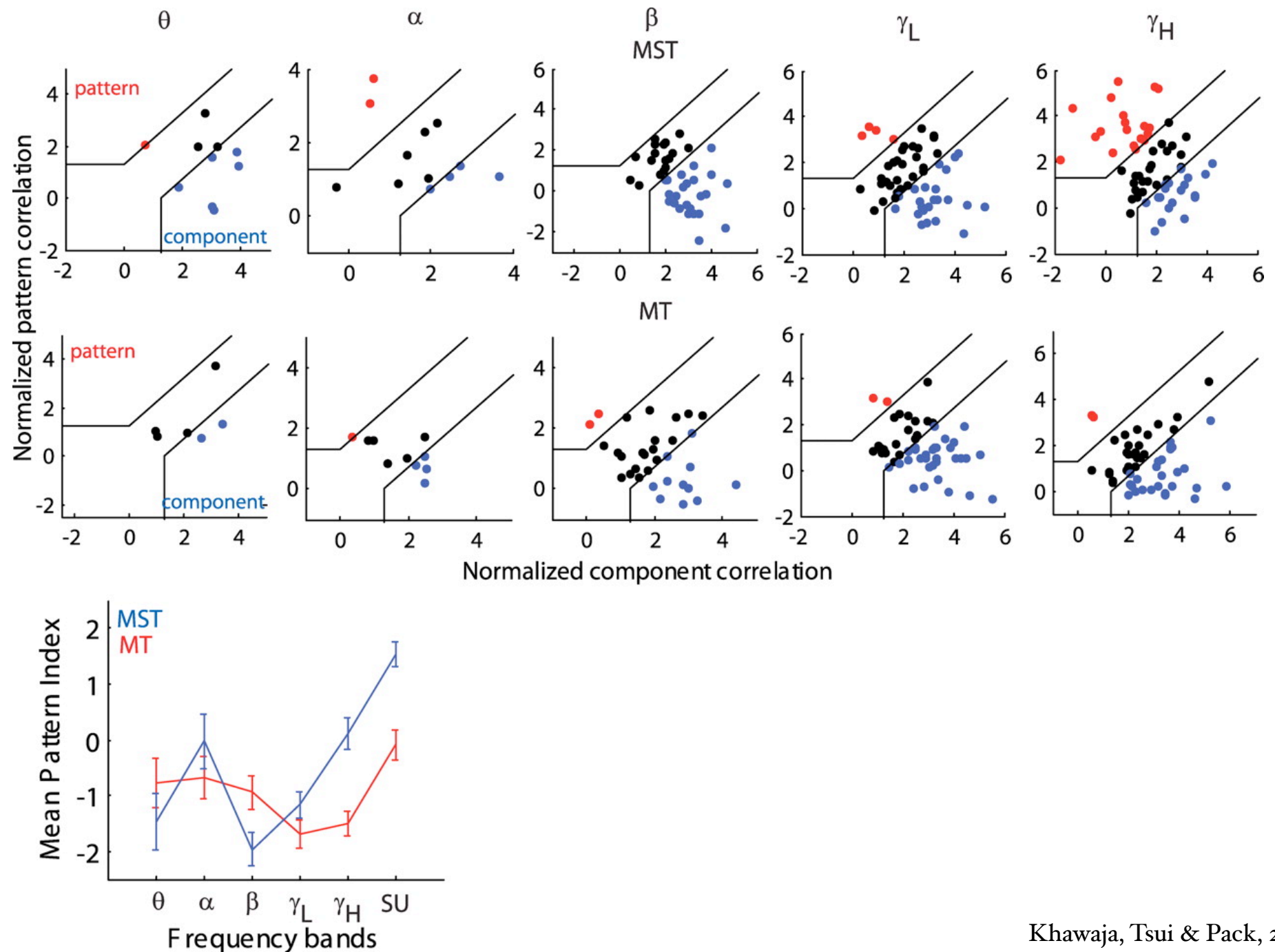
*MST also contains a high proportion of pattern cells*



*Local field potentials may reveal stages in pattern computation*



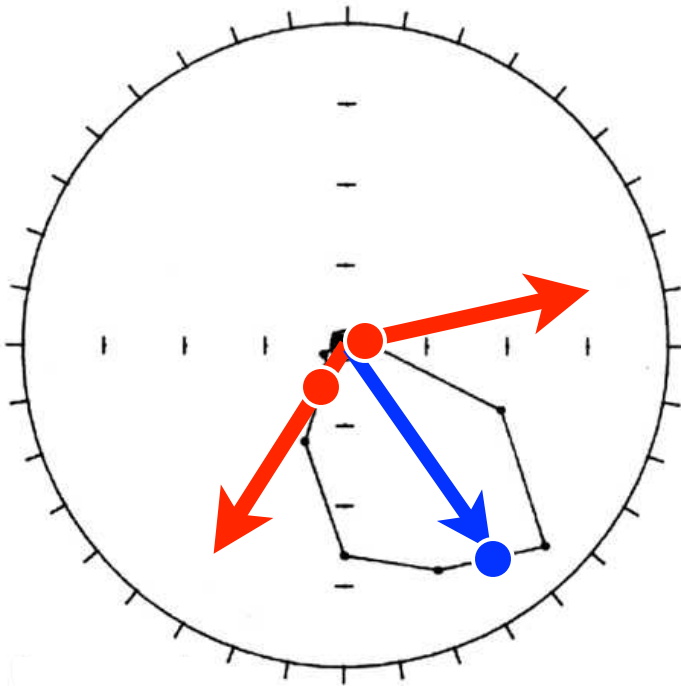
## Local field potentials may reveal stages in pattern computation





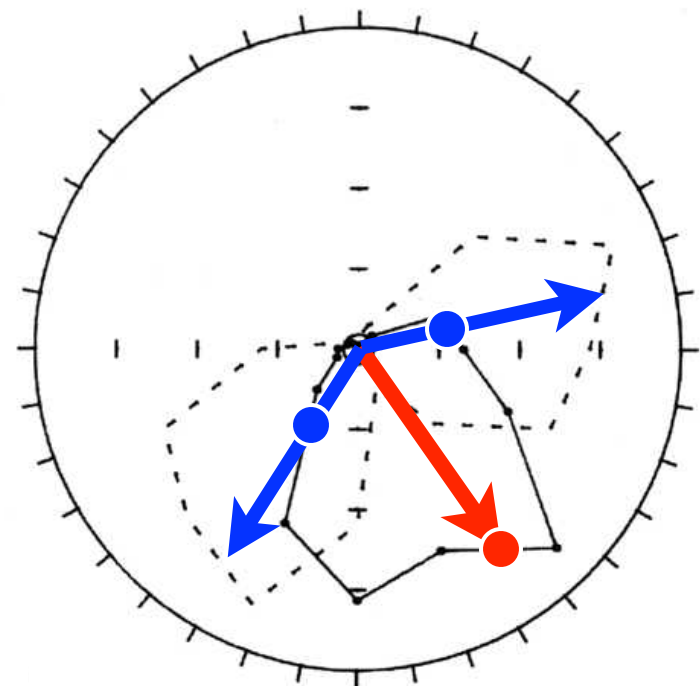
*MT pattern cell*

*Grating responses*

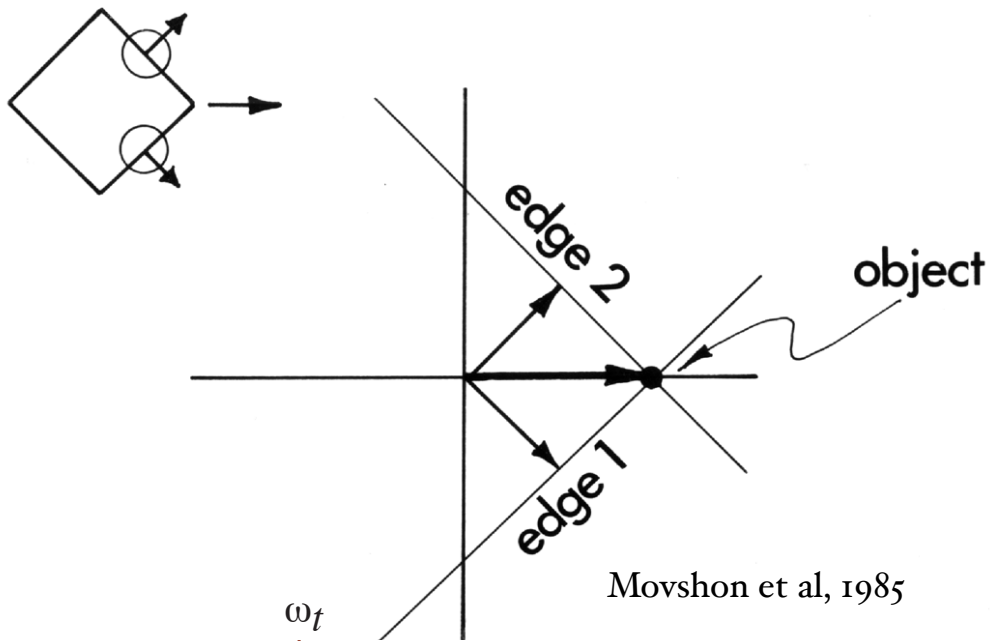


*Components of the optimal plaid*

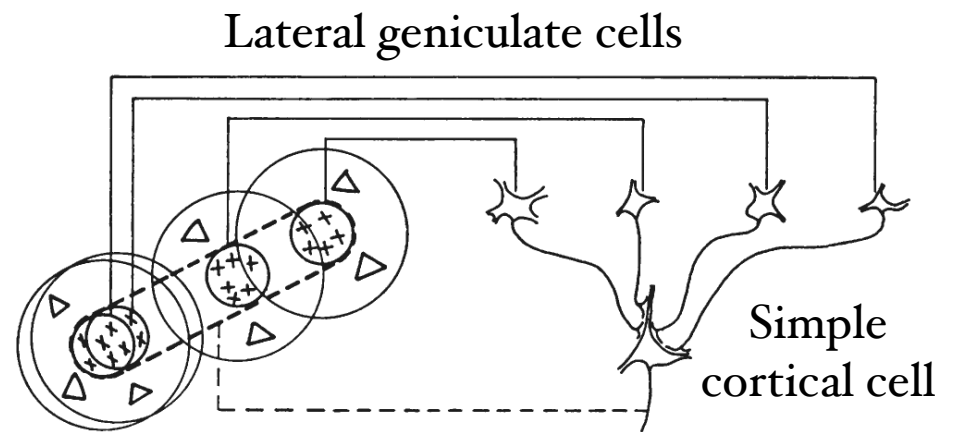
*Plaid responses*



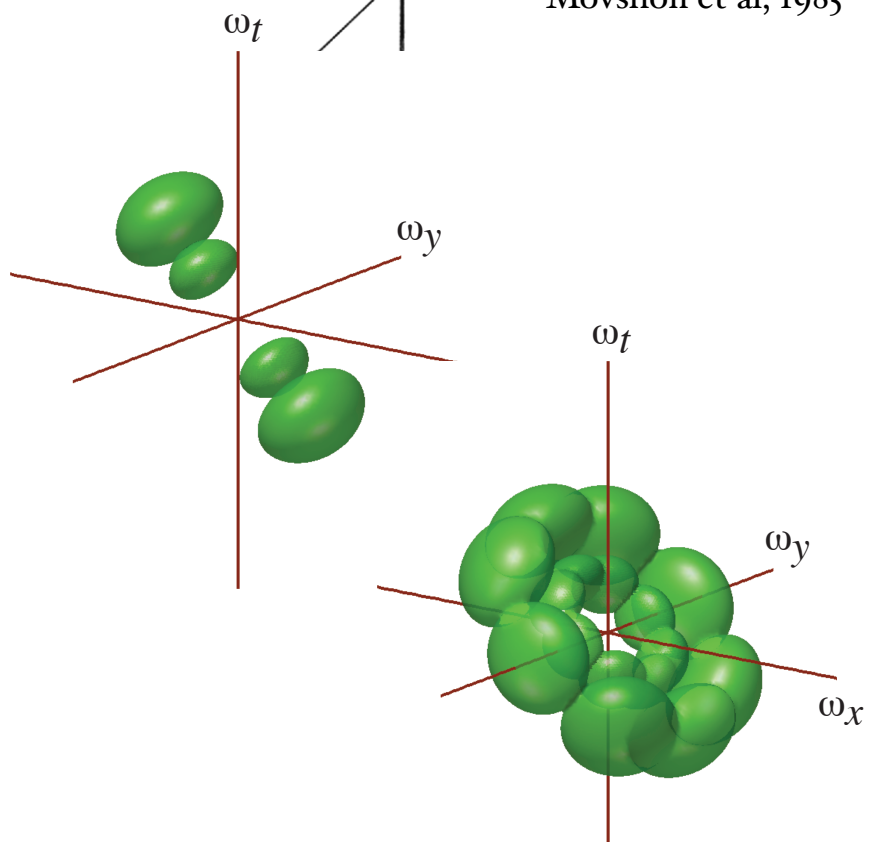
*Plaids containing the optimal grating*



*In search of a simple model*

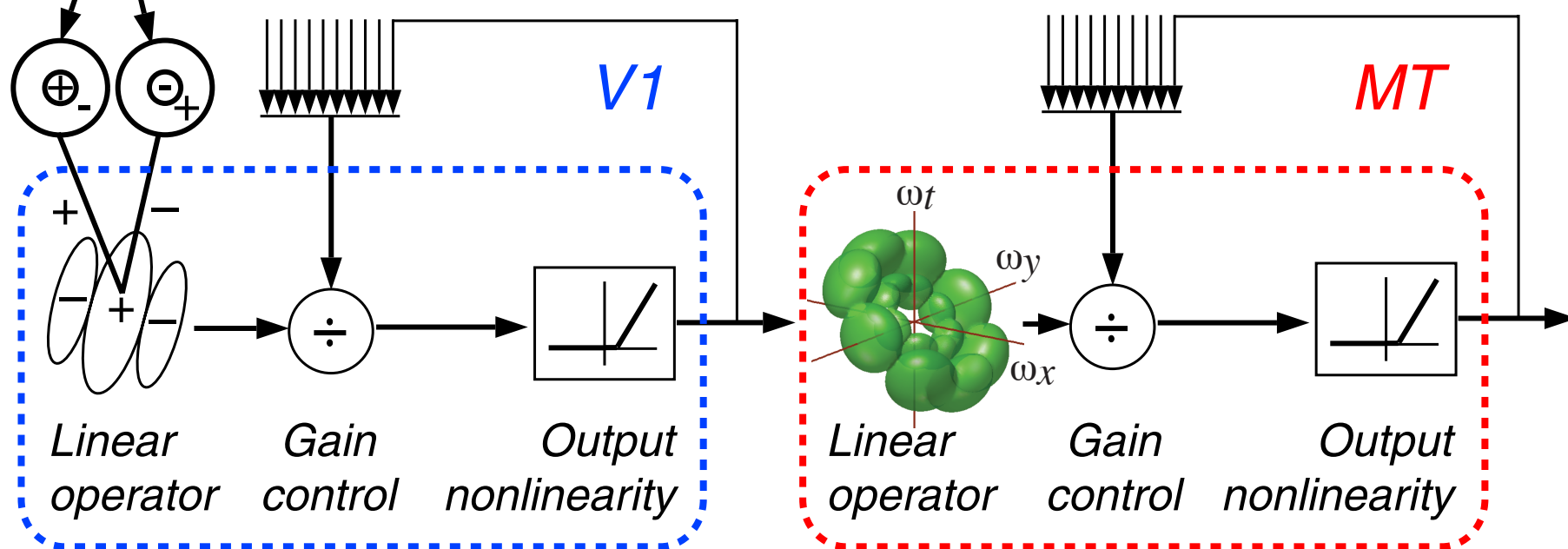


Hubel & Wiesel, 1962

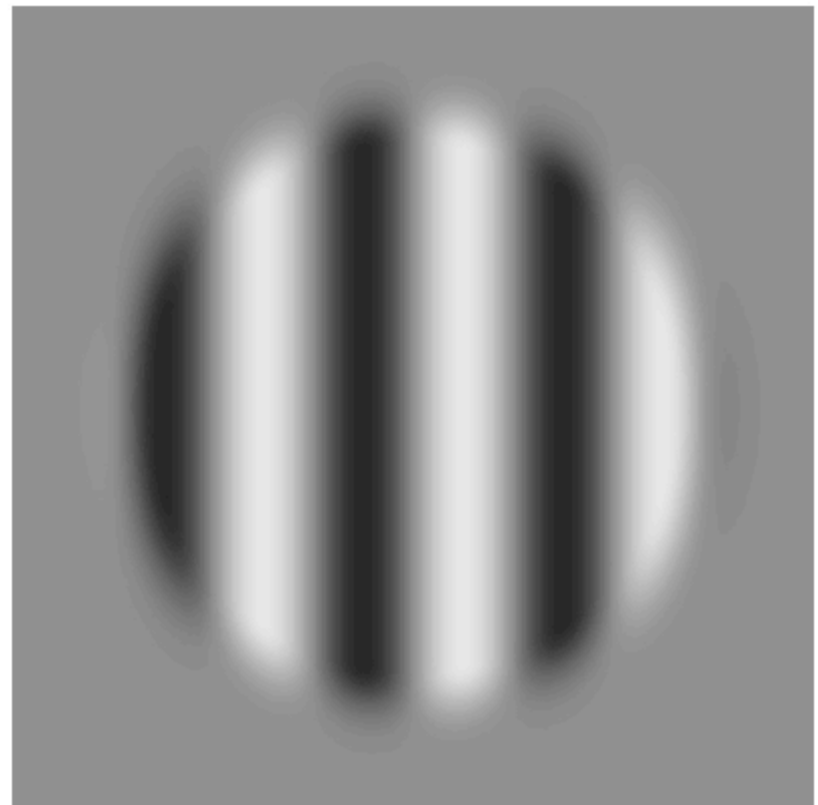
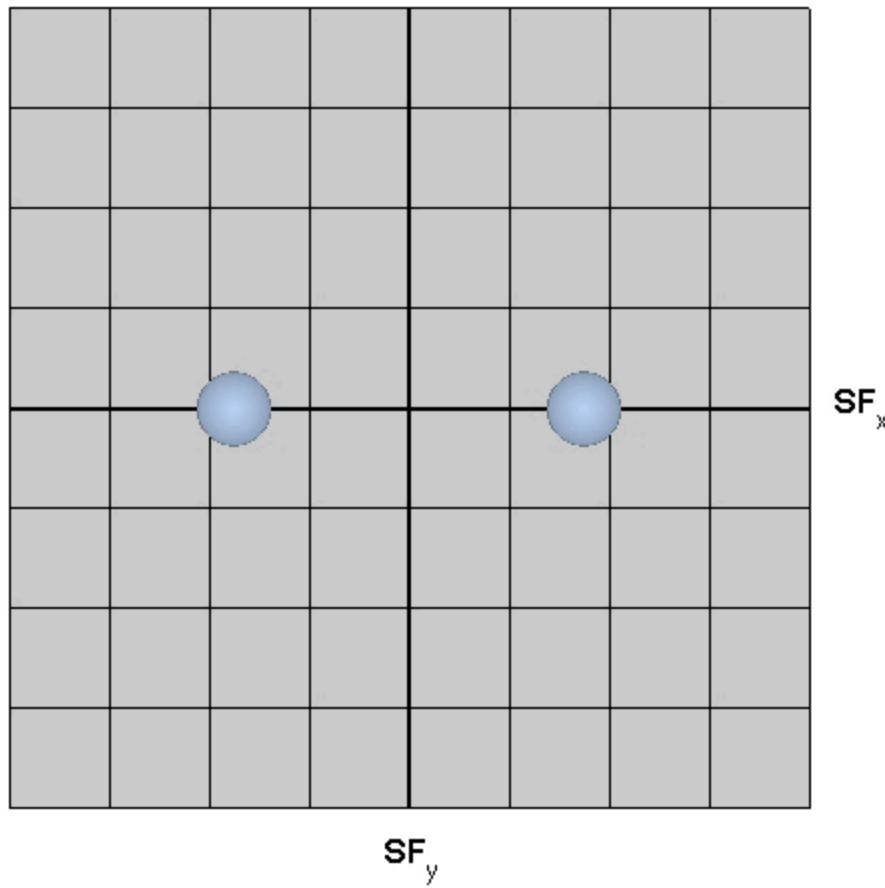


Simoncelli & Heeger., 1998

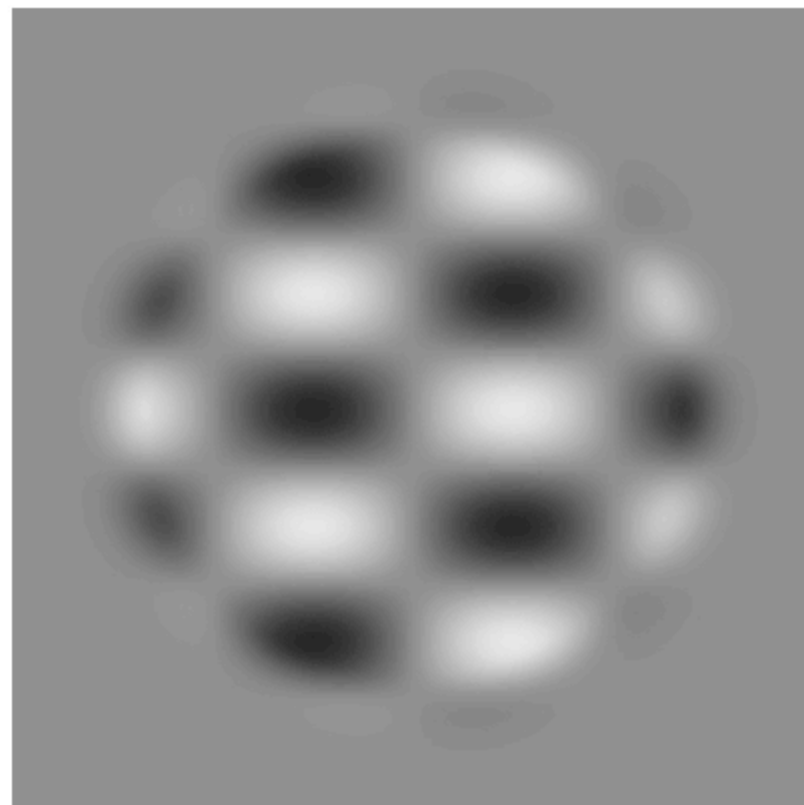
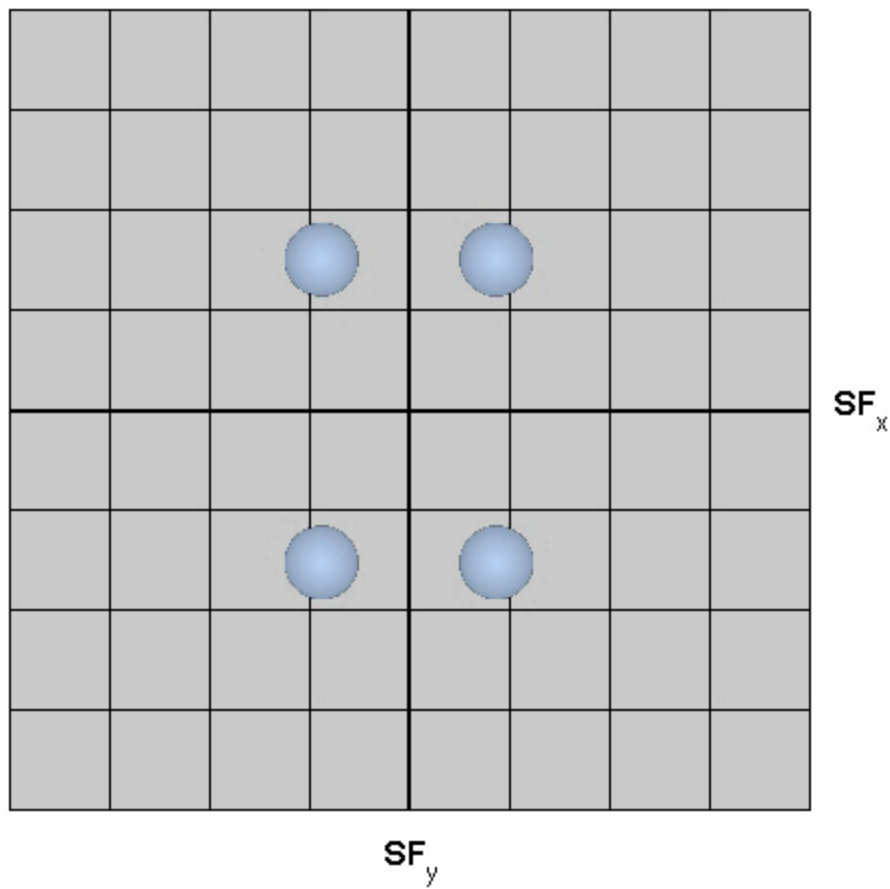
# A simple and (mostly) feedforward model



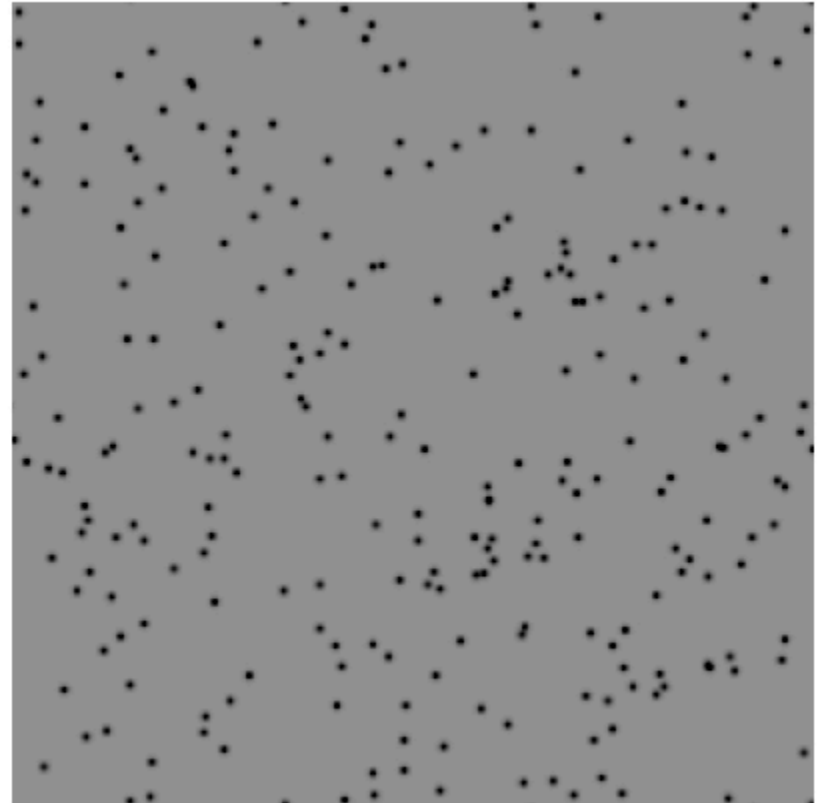
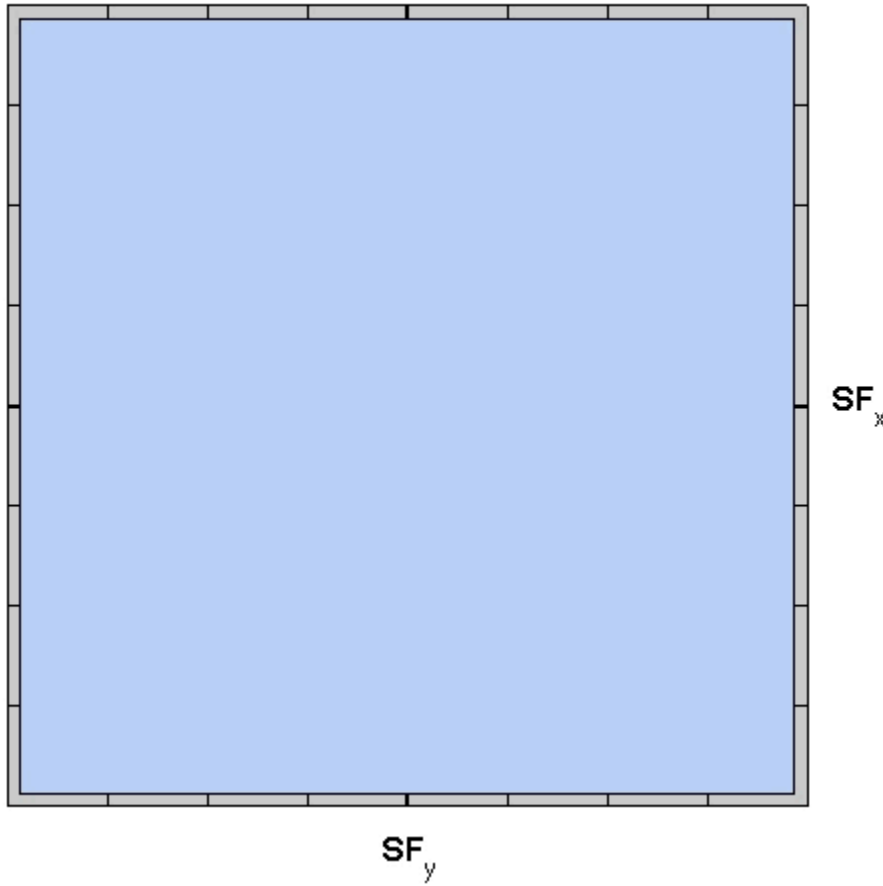
## *1D motion stimuli: gratings*



## *2D motion stimuli: plaids*

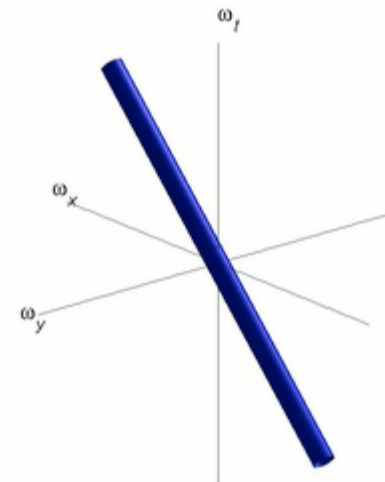
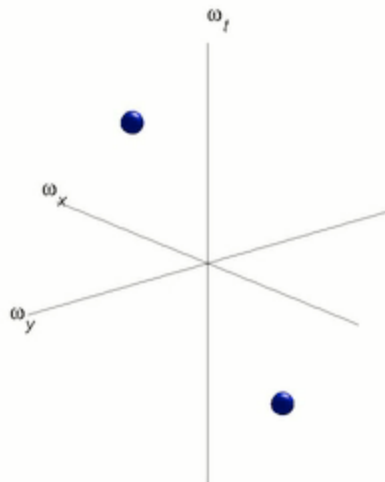
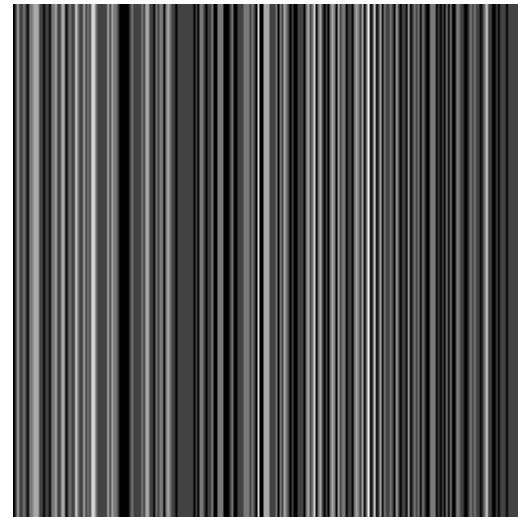
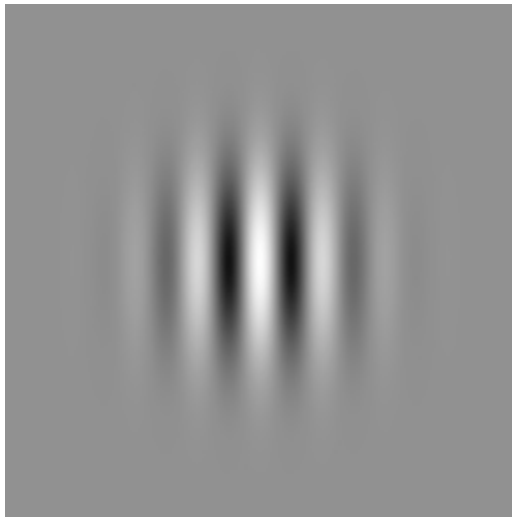


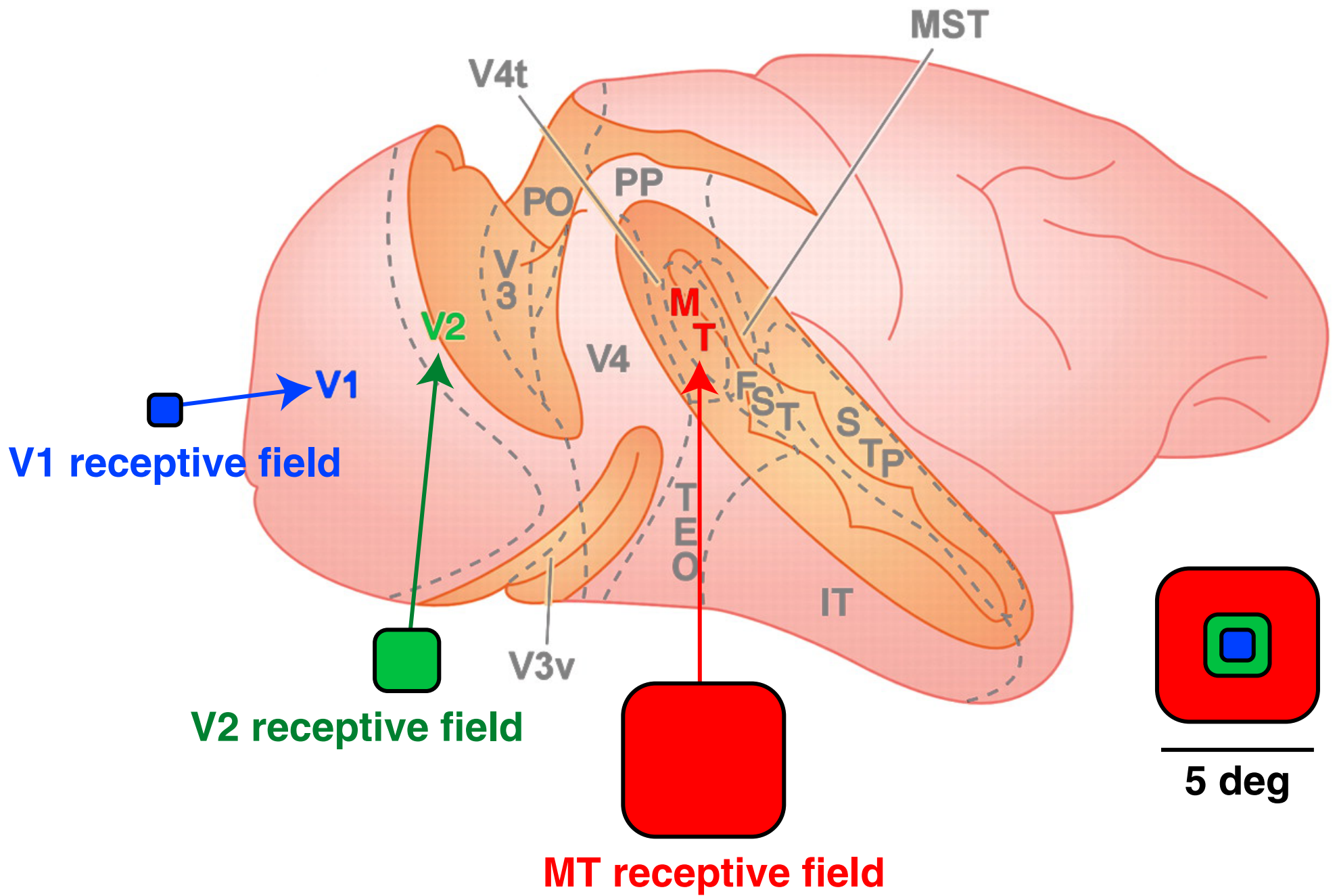
## *2D motion stimuli: textures*

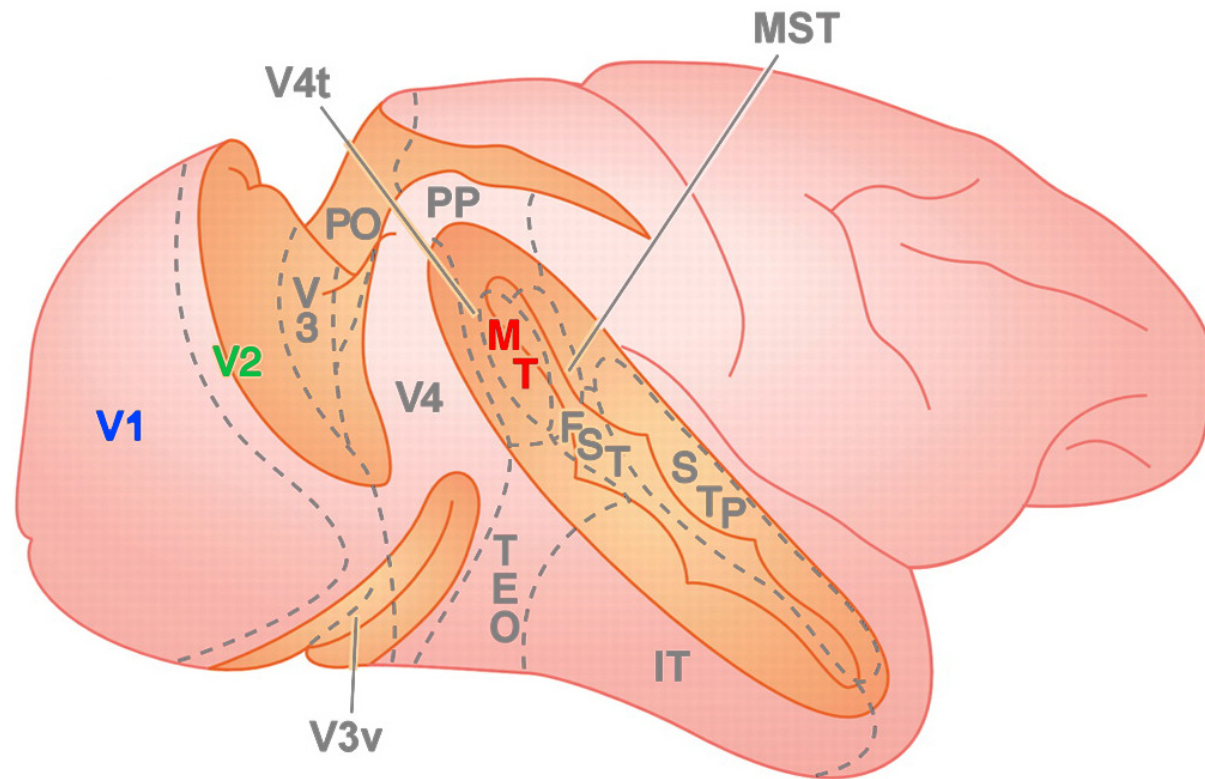




## *1D motion stimuli*

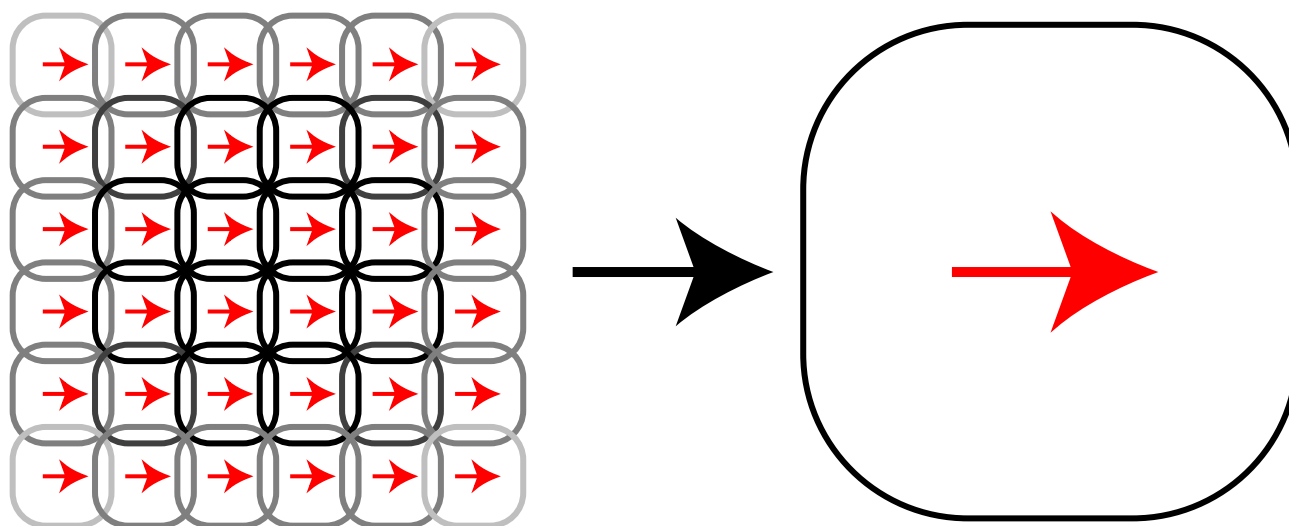






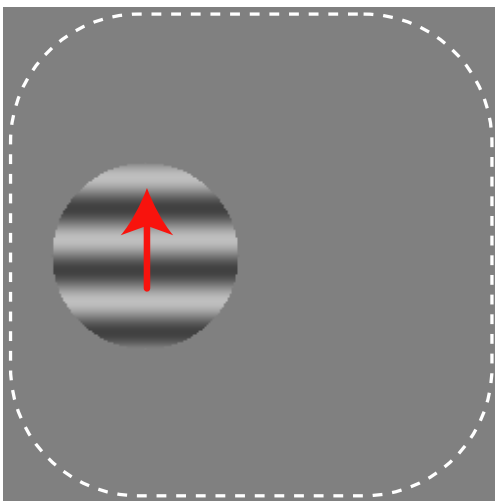
*V1 receptive fields*

*MT receptive field*

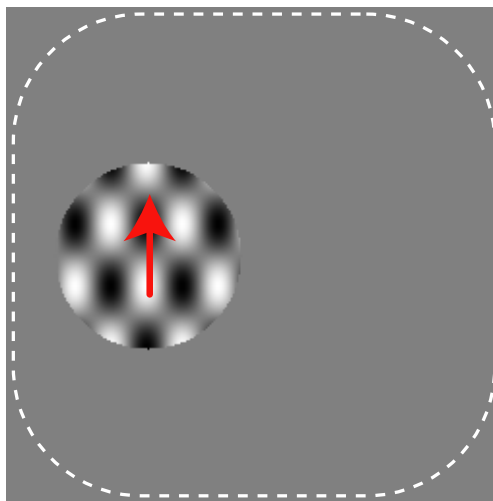


## *Is pattern motion computed globally?*

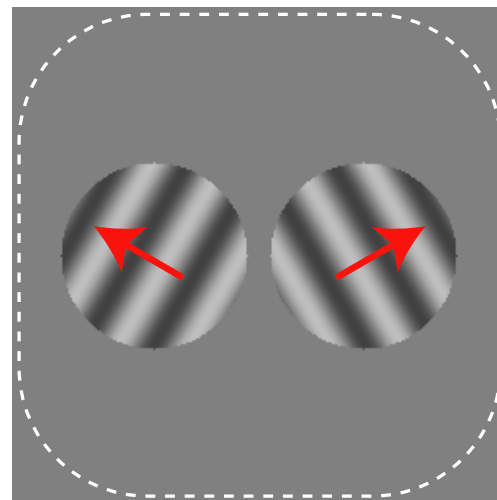
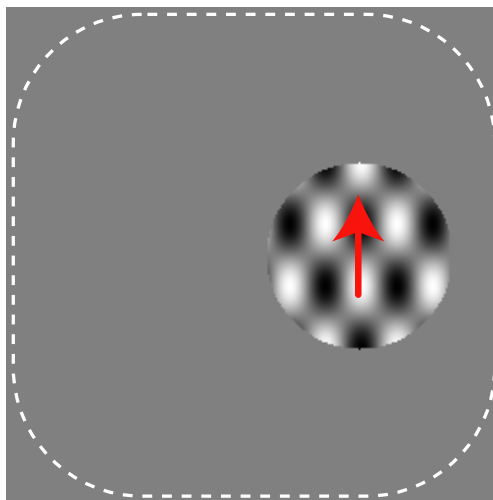
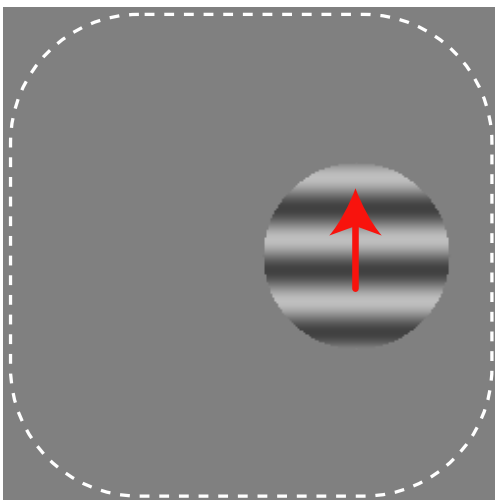
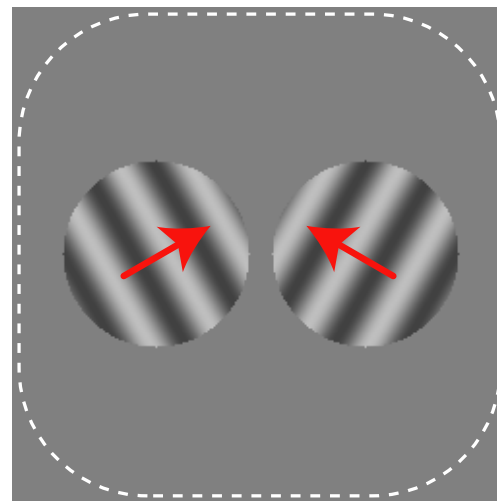
*Small gratings*



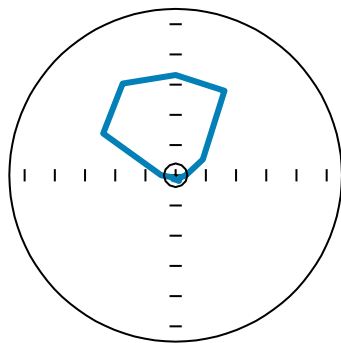
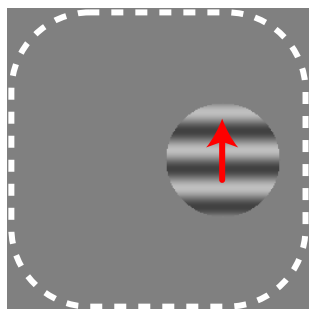
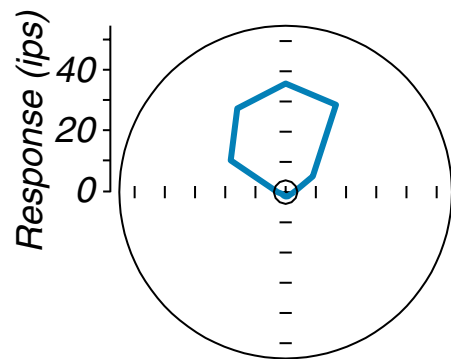
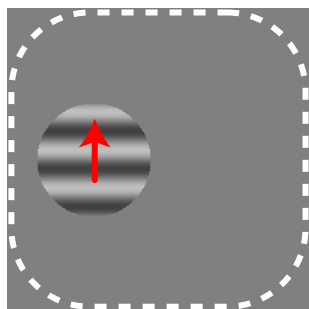
*Small plaids*



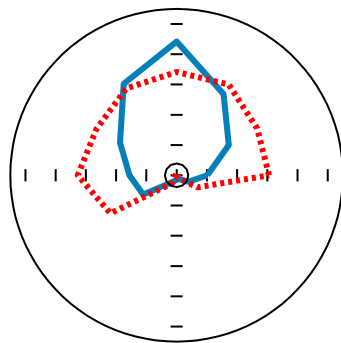
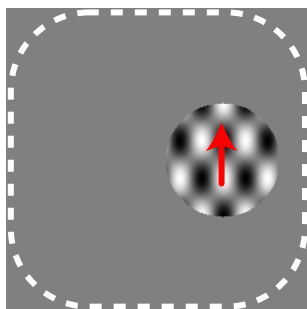
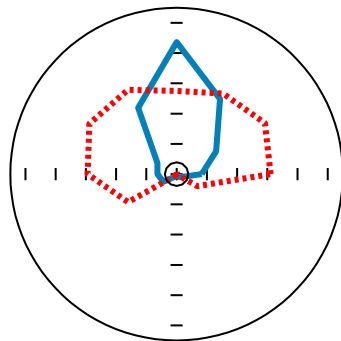
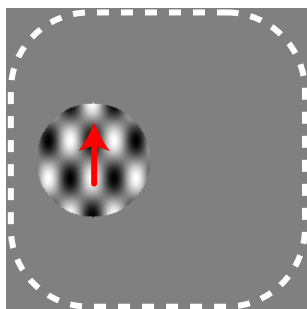
*Pseudoplaids*



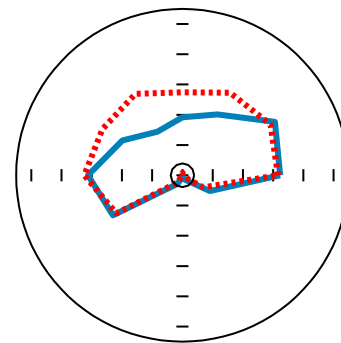
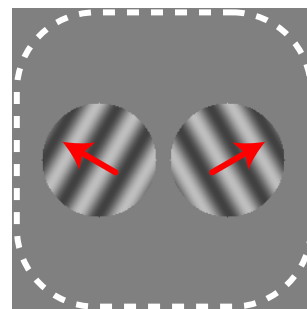
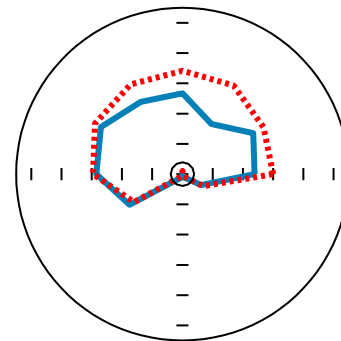
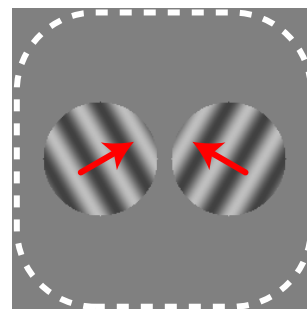
*Small gratings*



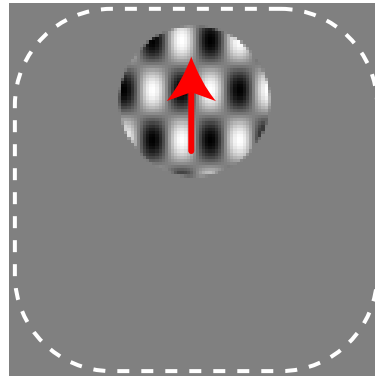
*Small plaids*



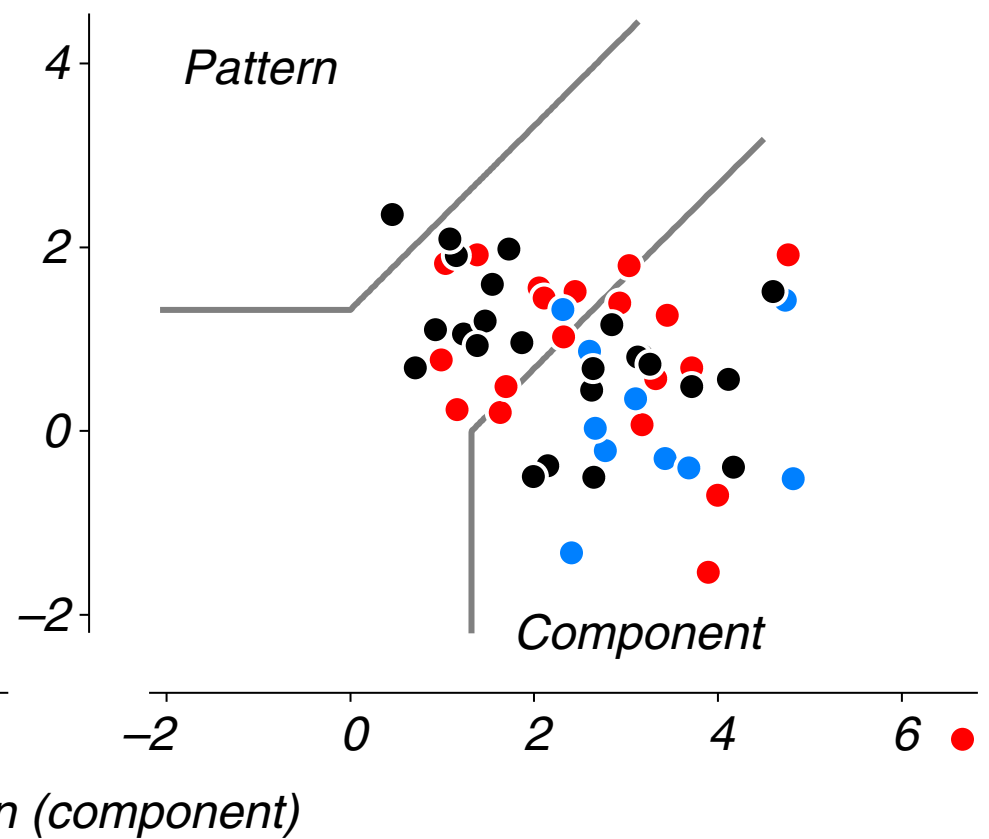
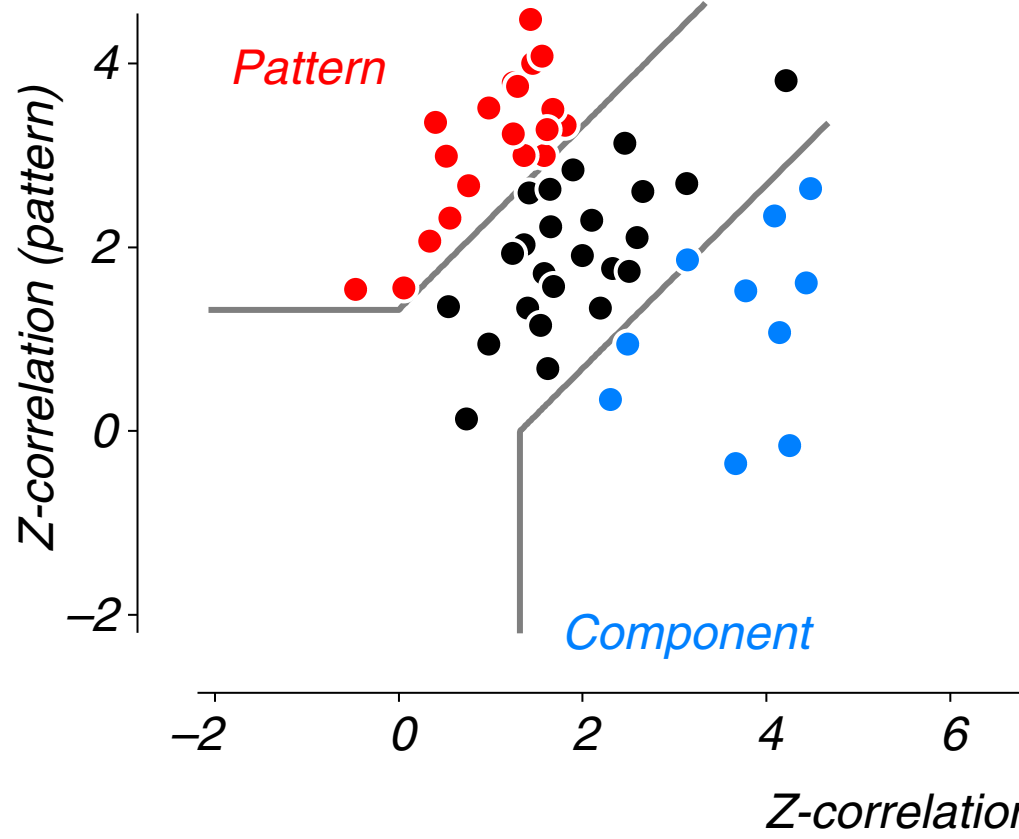
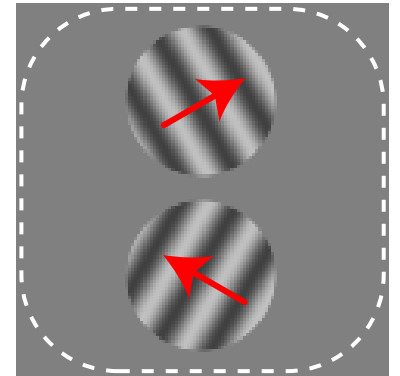
*Pseudoplaids*



*Small plaids*



*Pseudoplaids*

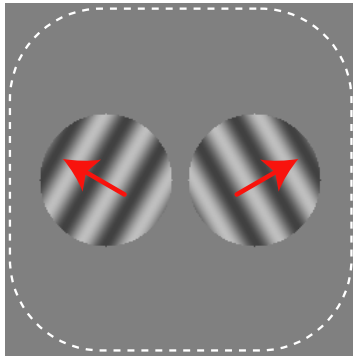
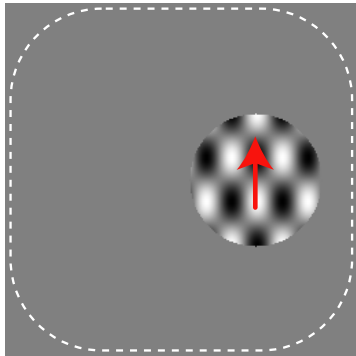
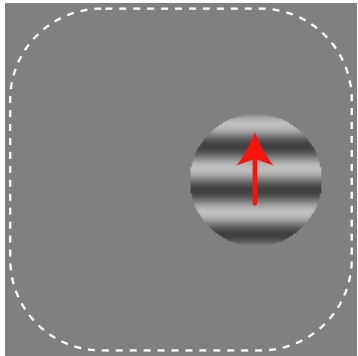
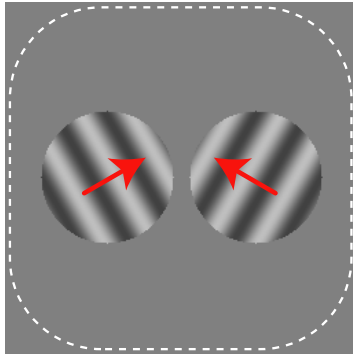
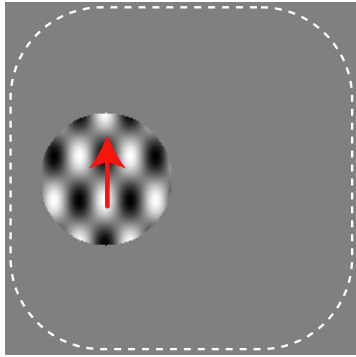
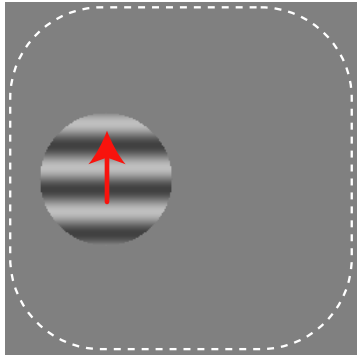




*Small gratings*

*Small plaids*

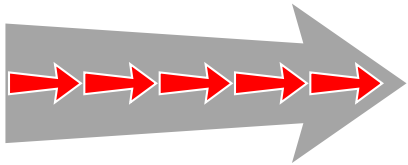
*Pseudoplaids*



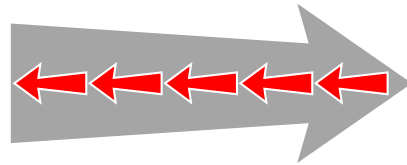
*Pattern motion is computed locally*

## *How do local and global motion signals interact?*

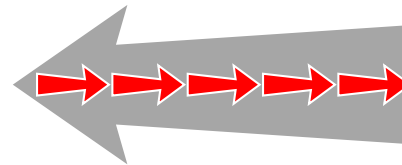
*Global preferred  
Local preferred*



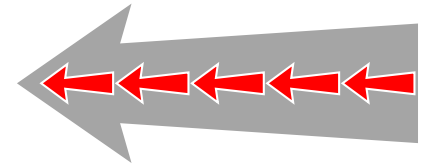
*Global preferred  
Local null*



*Global null  
Local preferred*

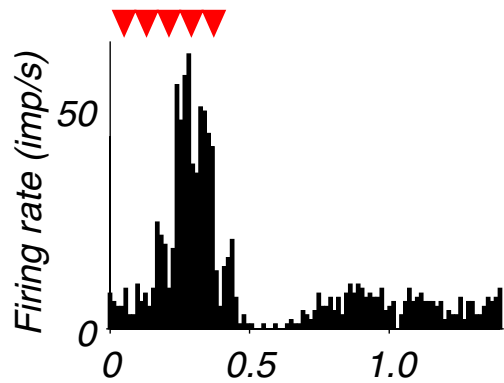
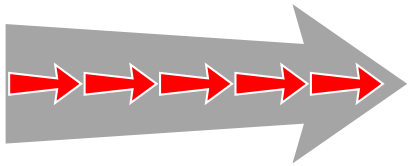


*Global null  
Local null*

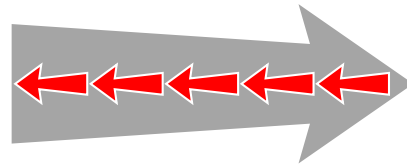


## How do local and global motion signals interact?

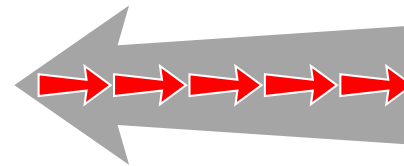
Global preferred  
Local preferred



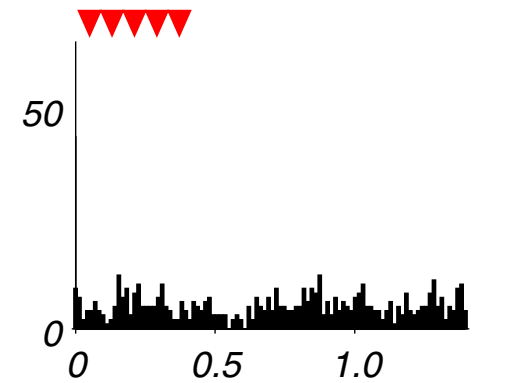
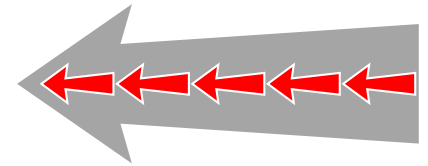
Global preferred  
Local null



Global null  
Local preferred

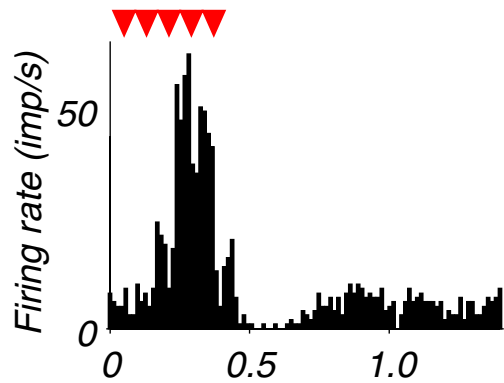
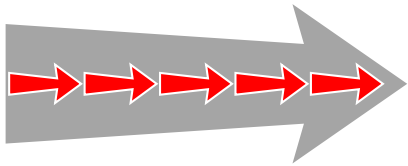


Global null  
Local null

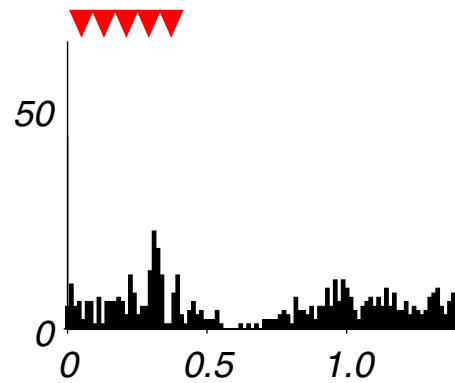
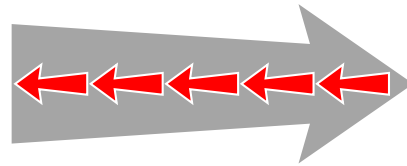


## How do local and global motion signals interact?

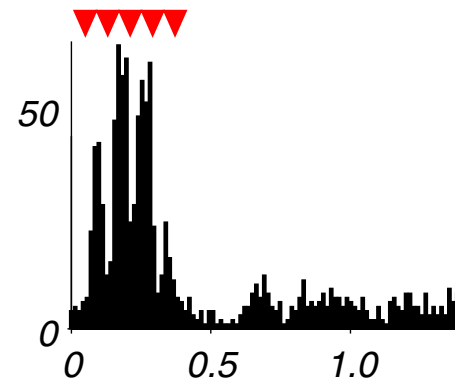
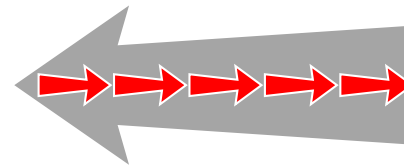
Global preferred  
Local preferred



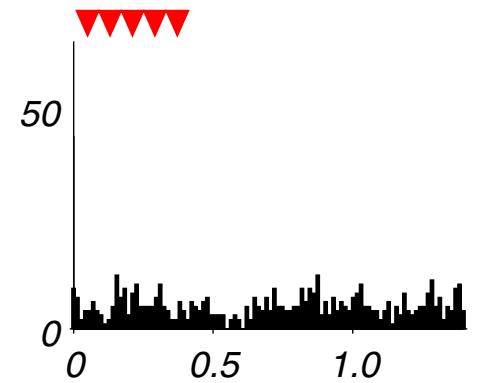
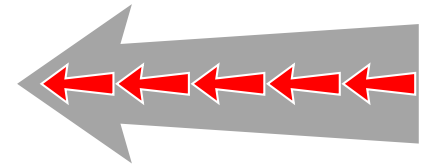
Global preferred  
Local null



Global null  
Local preferred



Global null  
Local null

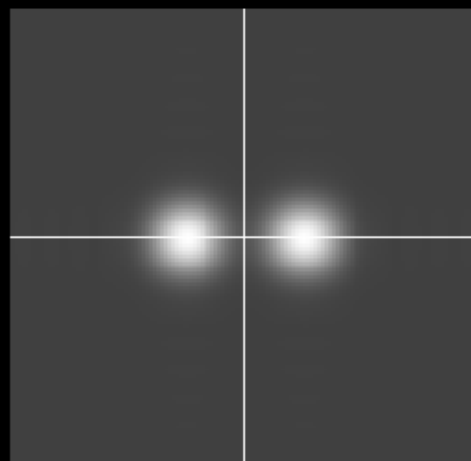


5491009



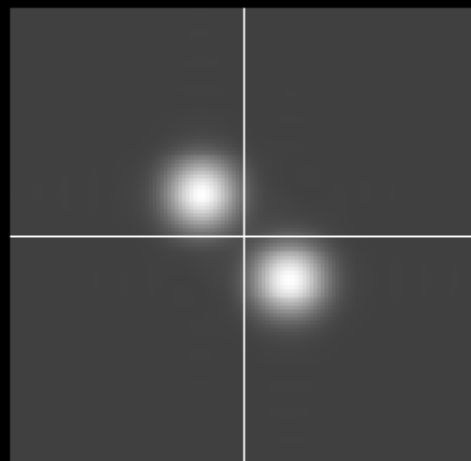
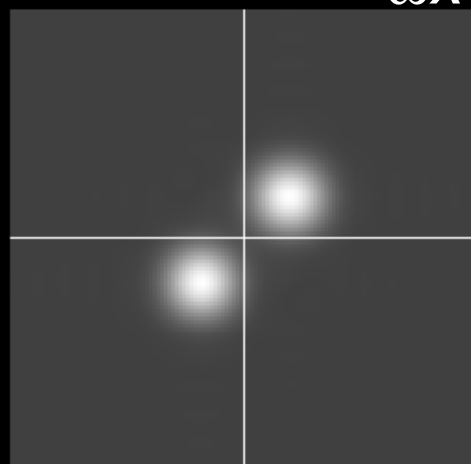
$x$

$t$

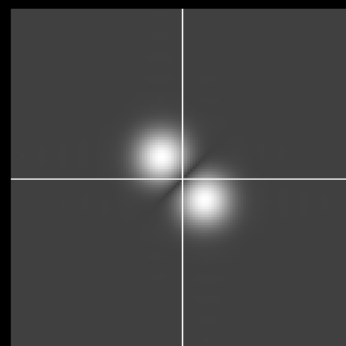
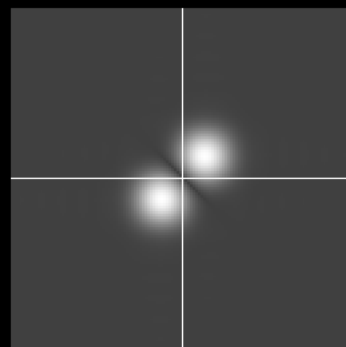


$\omega t$

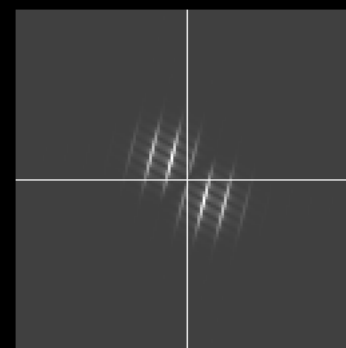
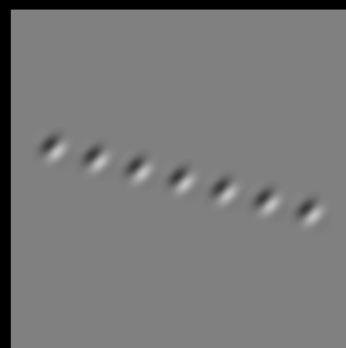
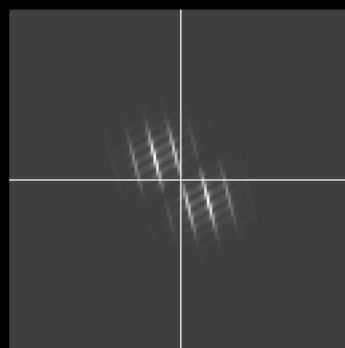
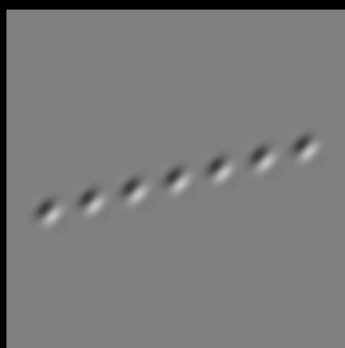
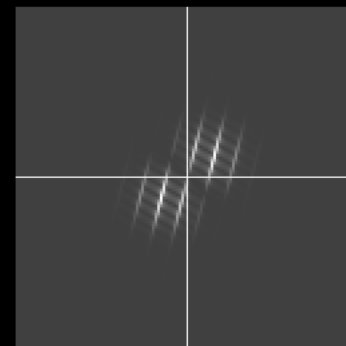
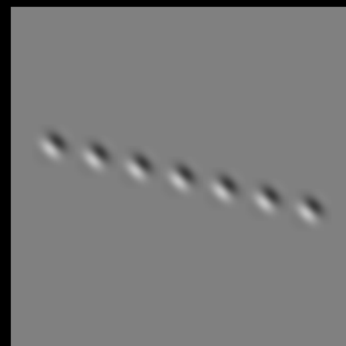
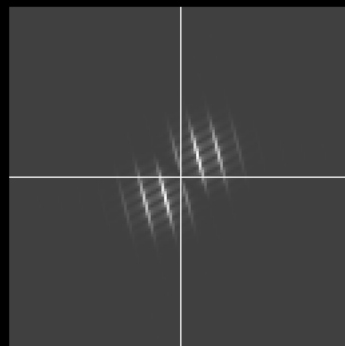
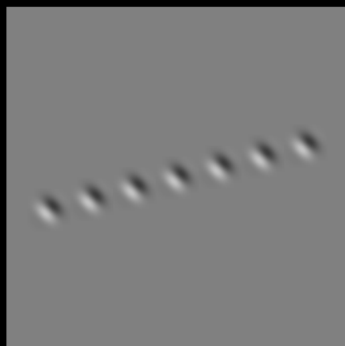
$\omega x$



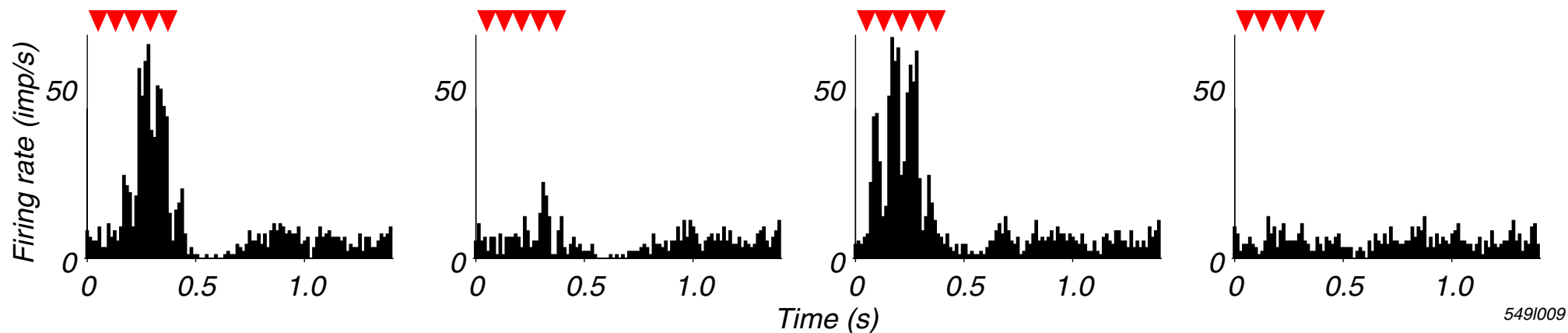
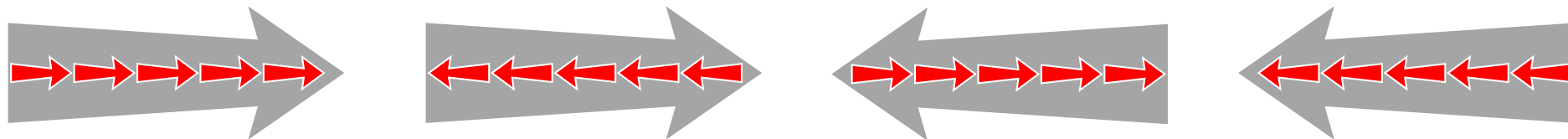
$x$   $t$



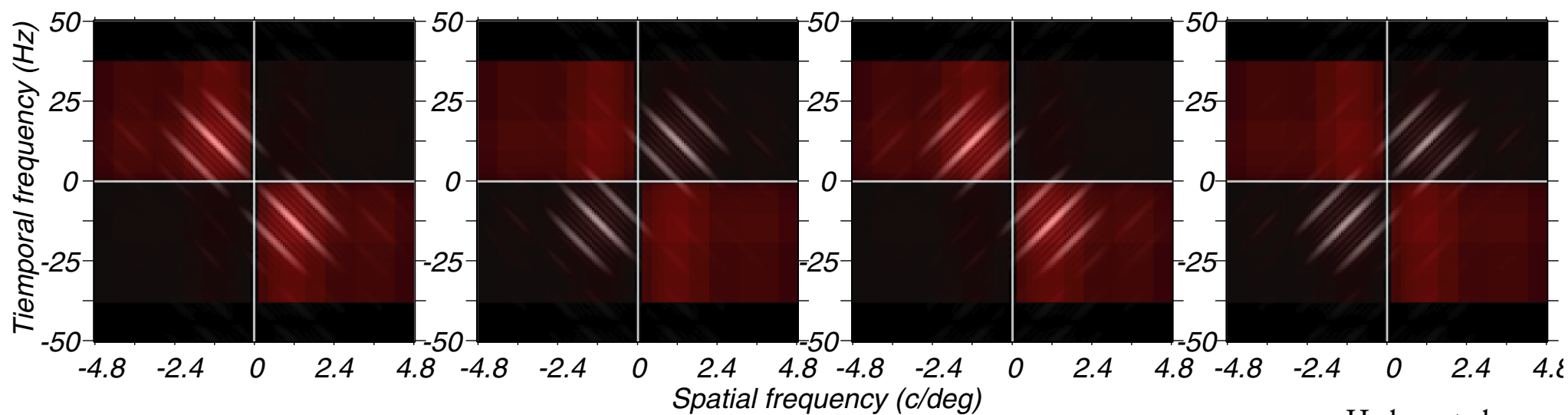
$\omega x$   $\omega t$



## How do local and global motion signals interact?

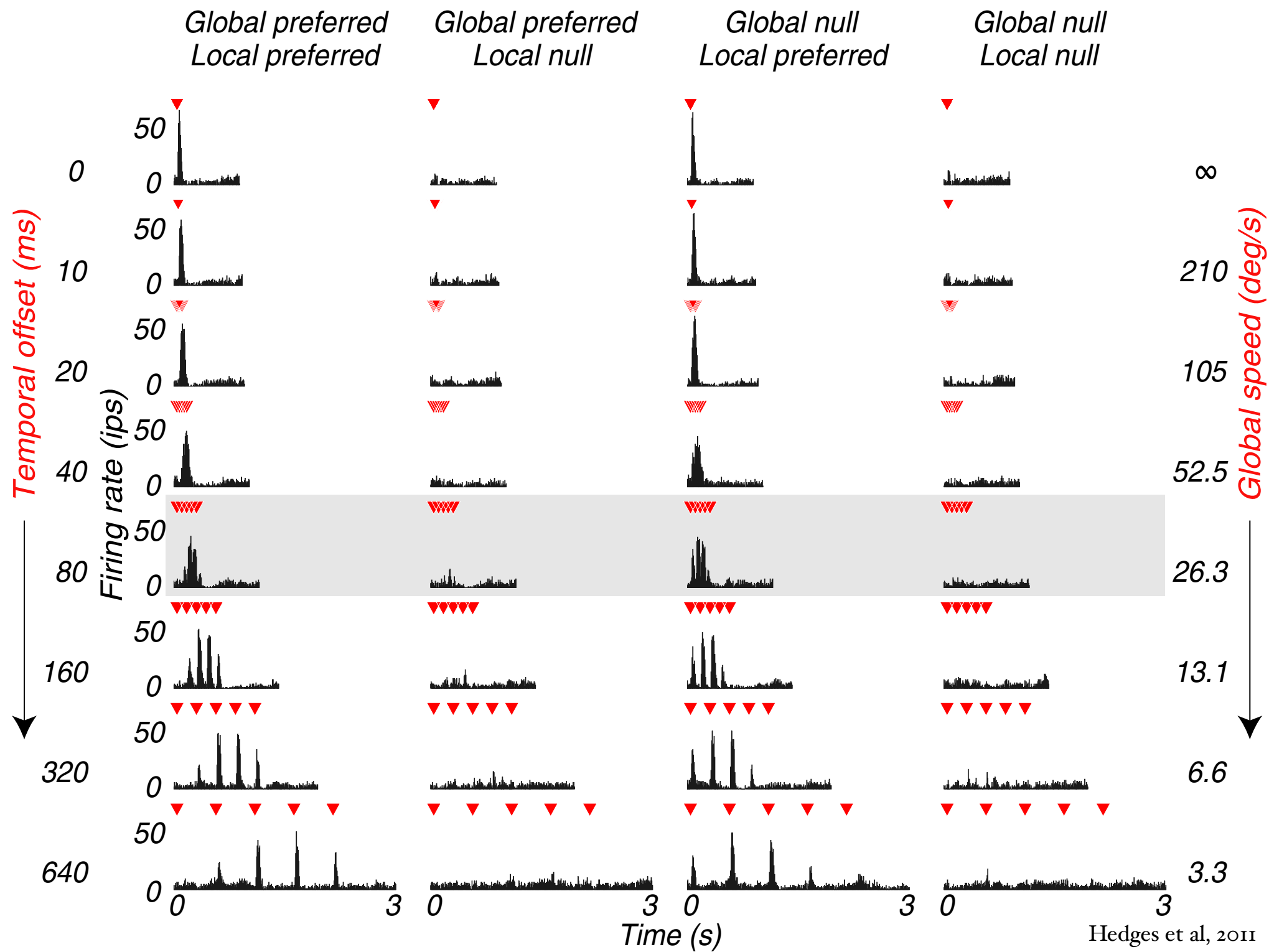


5491009

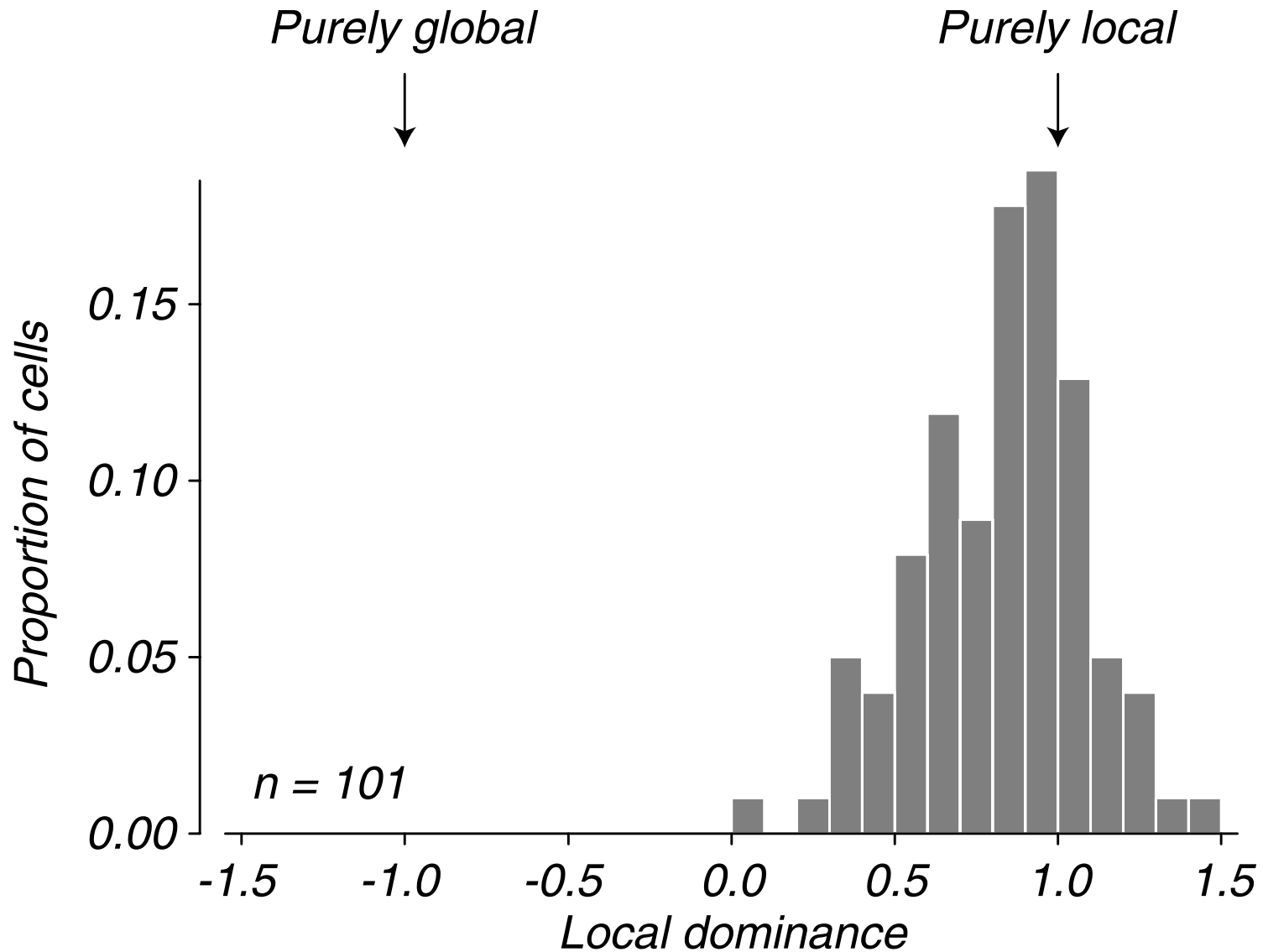


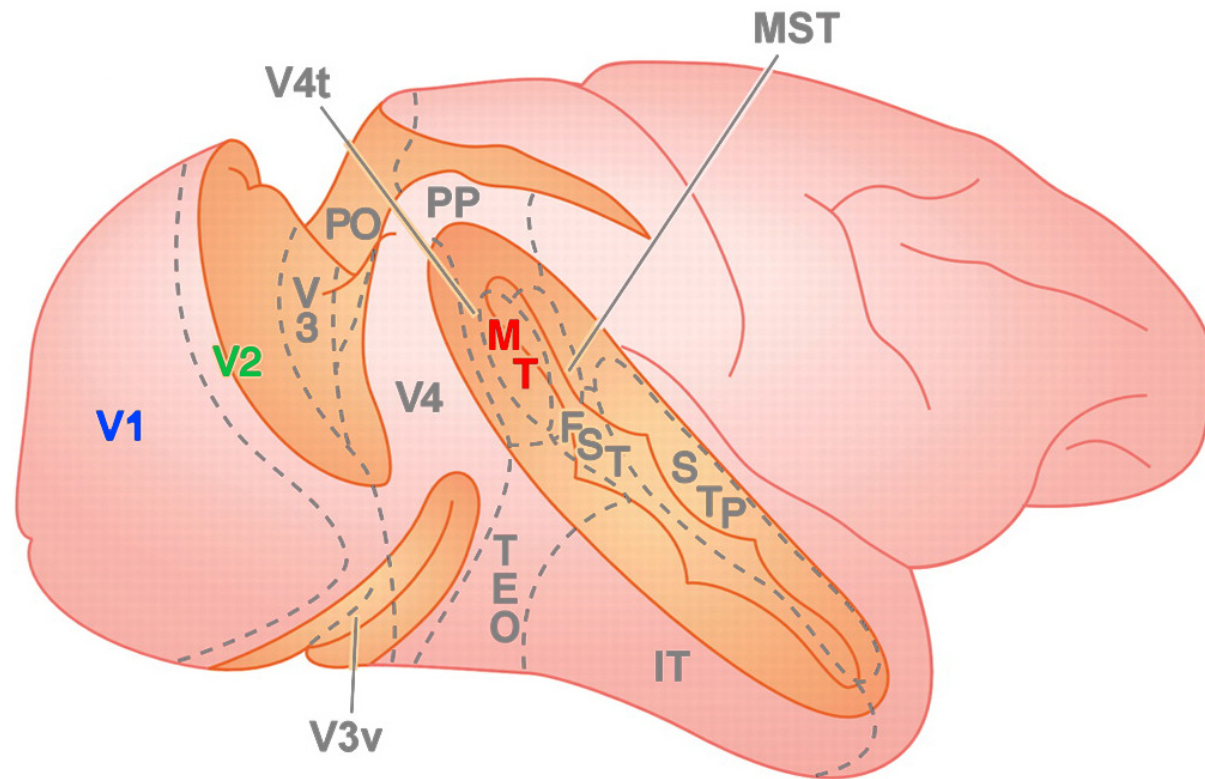
Hedges et al, 2011





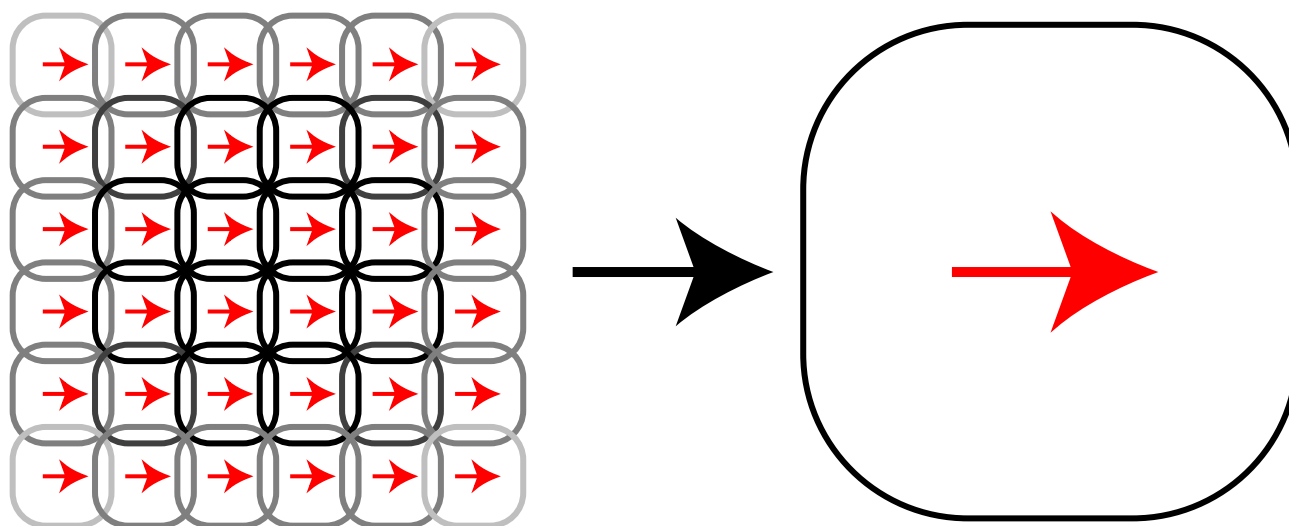
*How do local and global motion signals interact?*



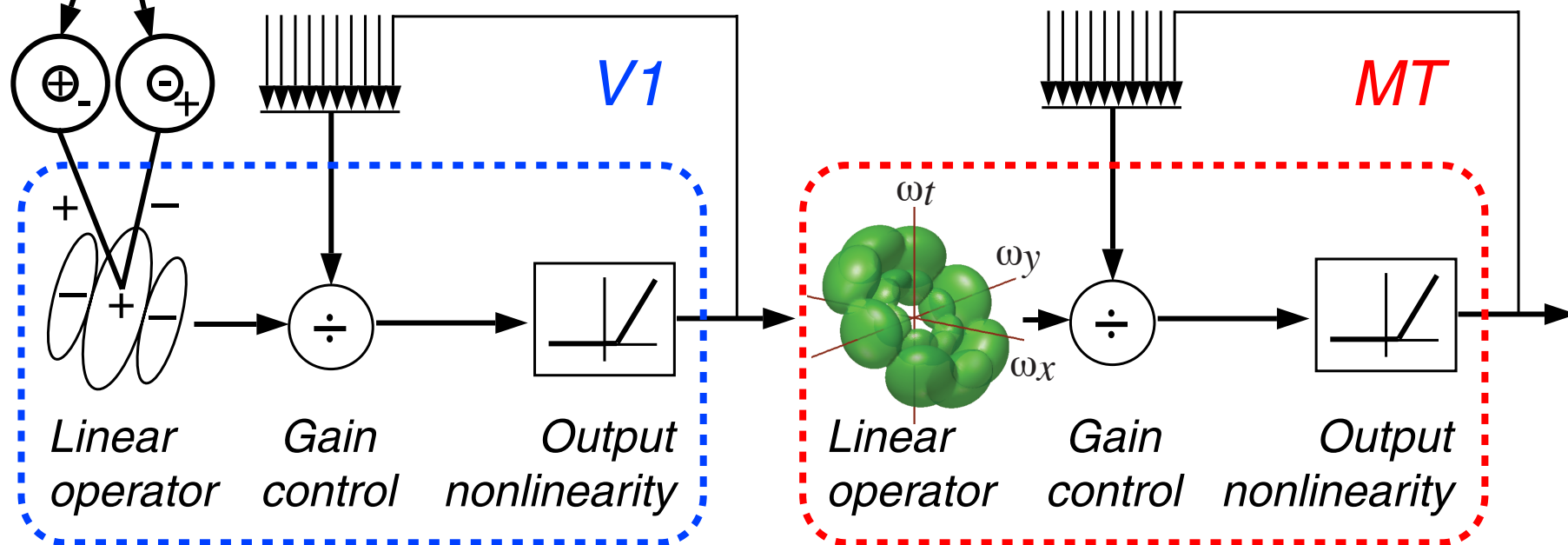


*V1 receptive fields*

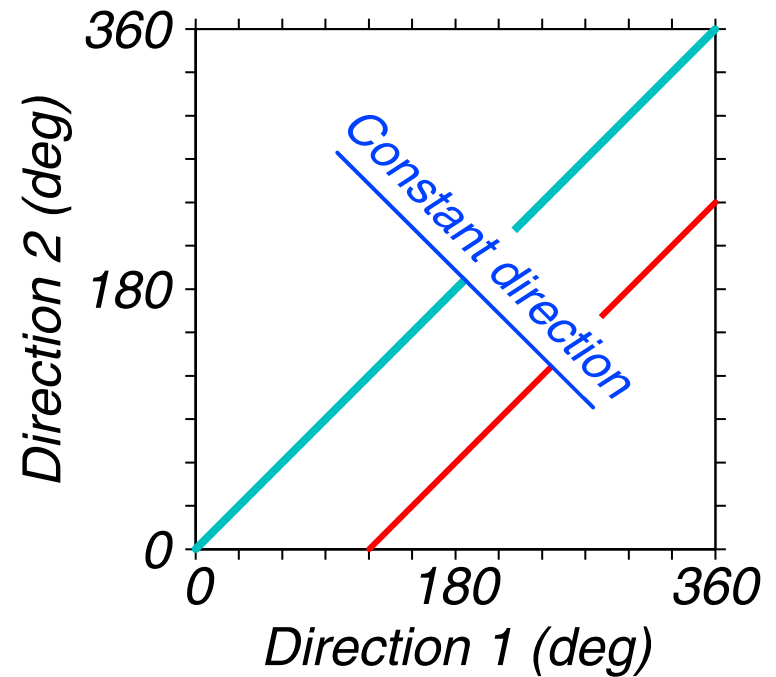
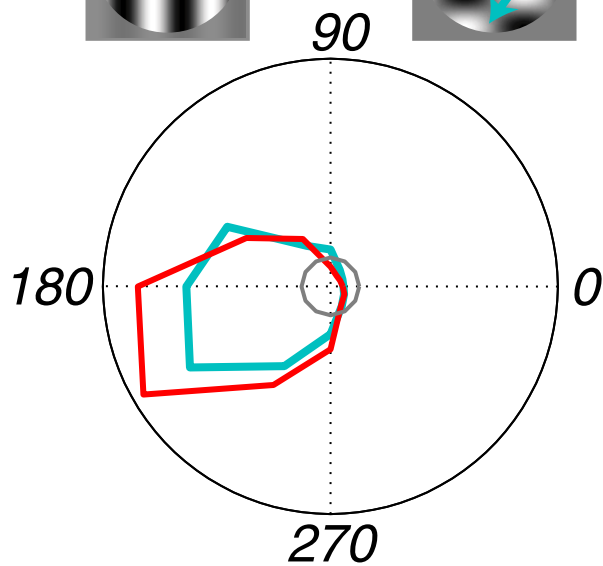
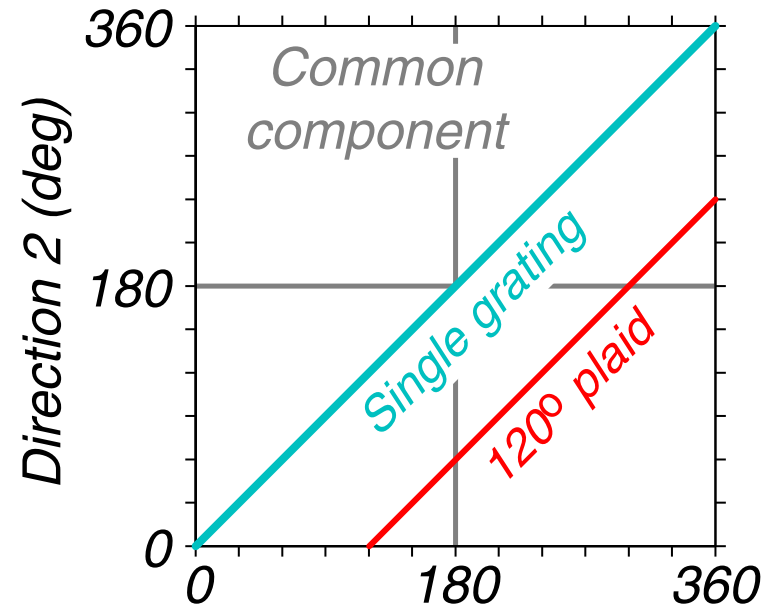
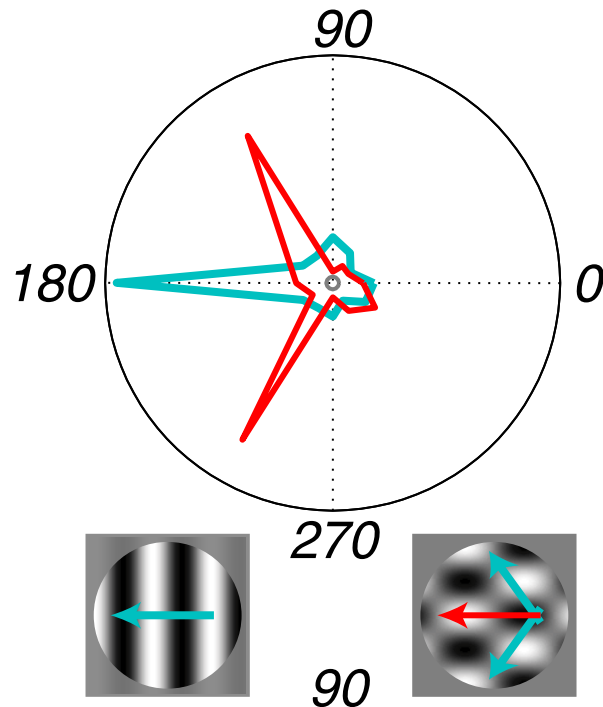
*MT receptive field*



# A simple and (mostly) feedforward model

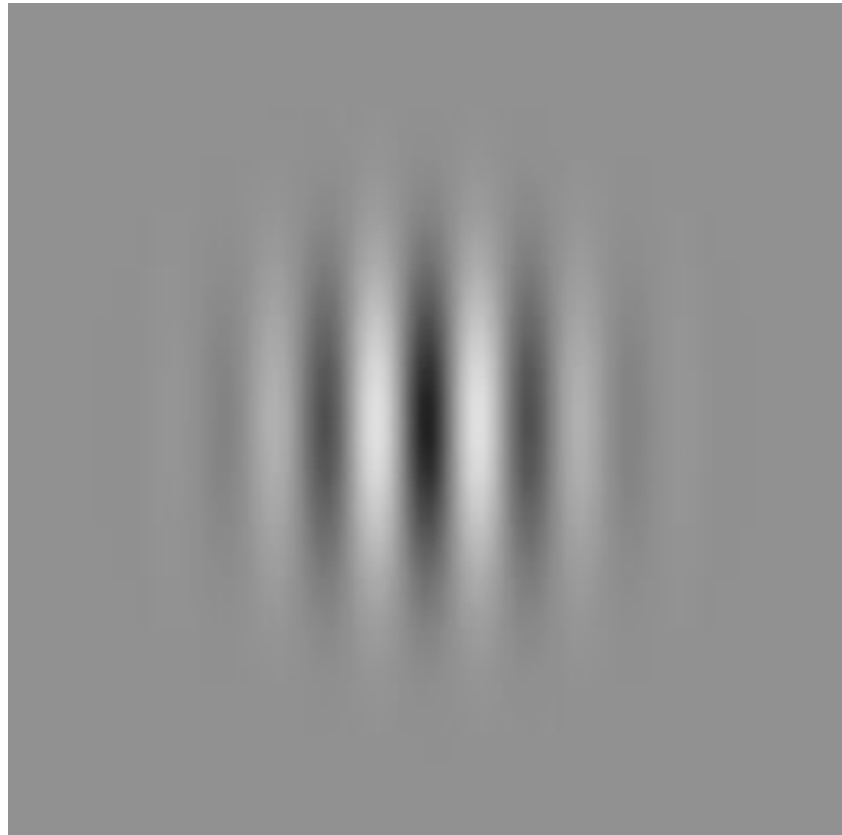
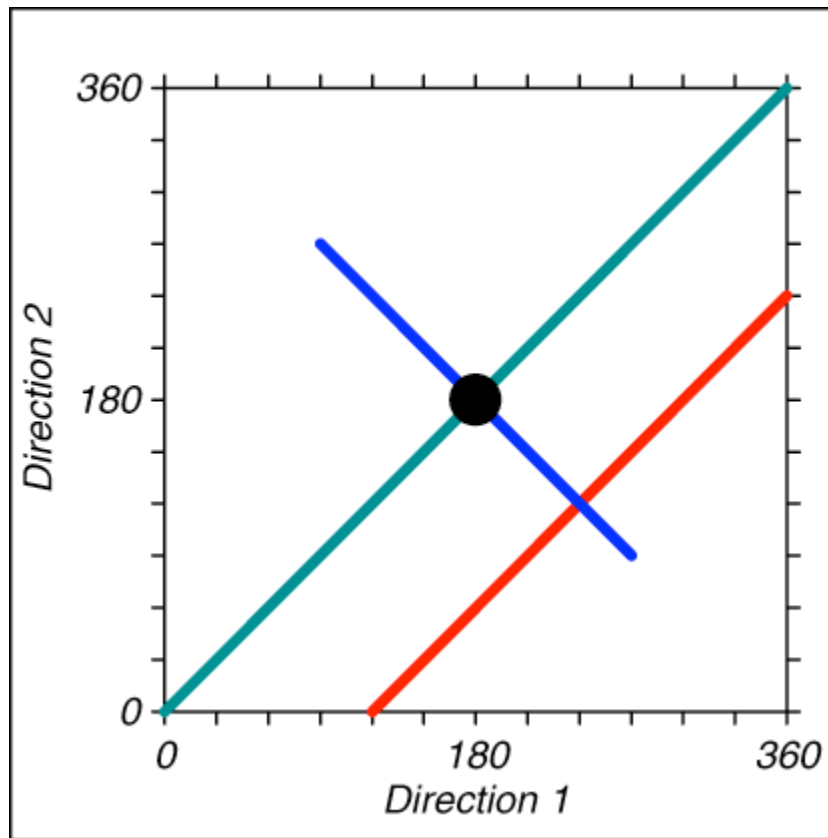


# Component cell

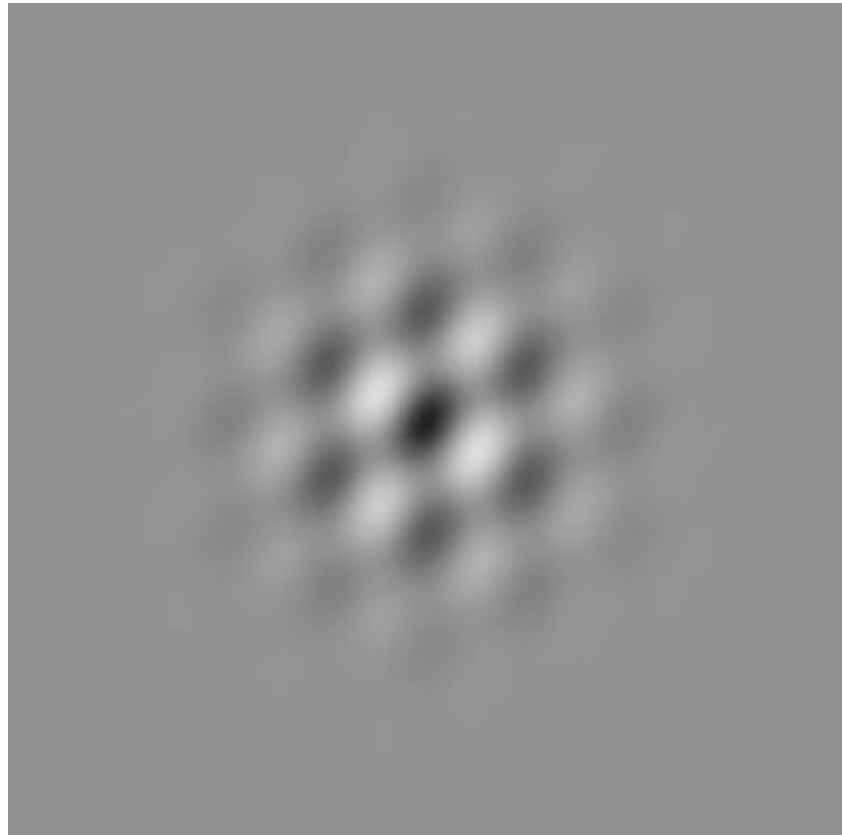
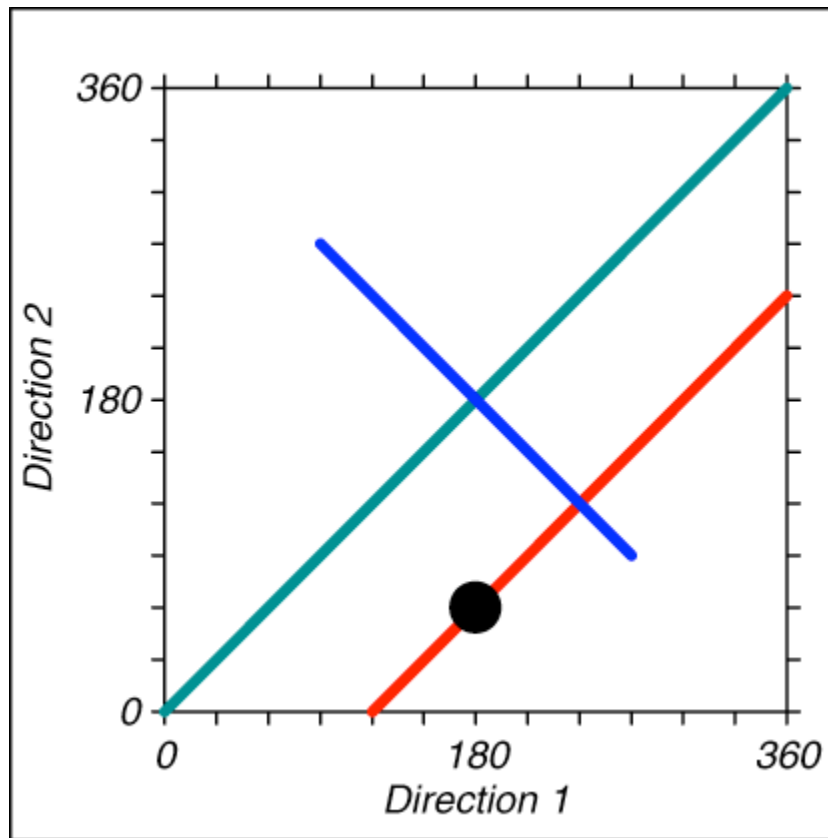


# Pattern cell

*Direction-interaction:  
Gratings*

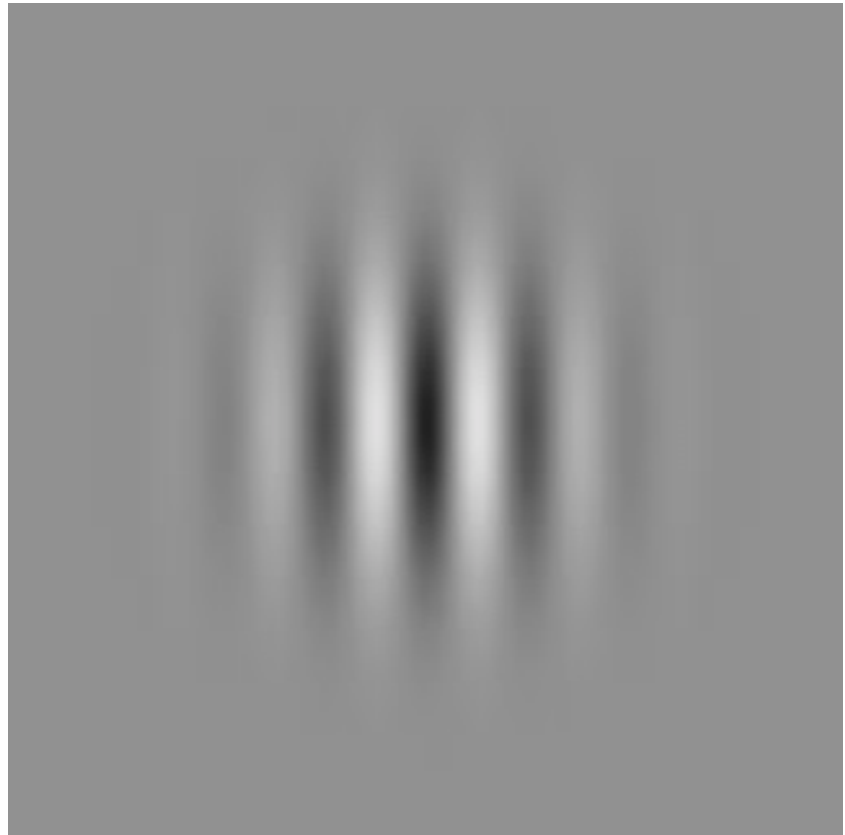
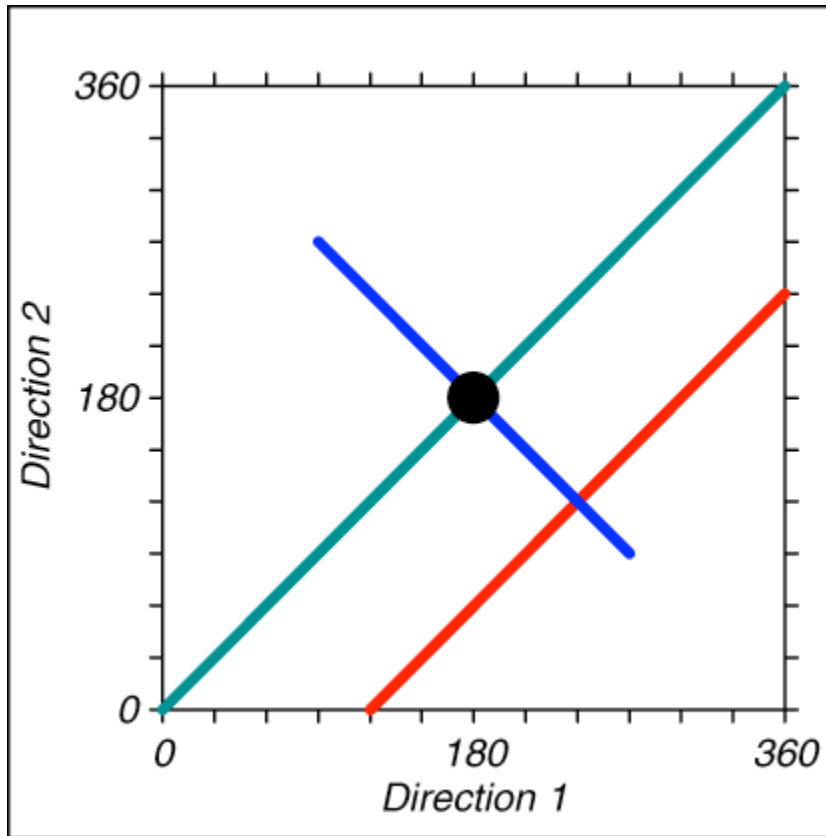


*Direction-interaction:  
Plaids*

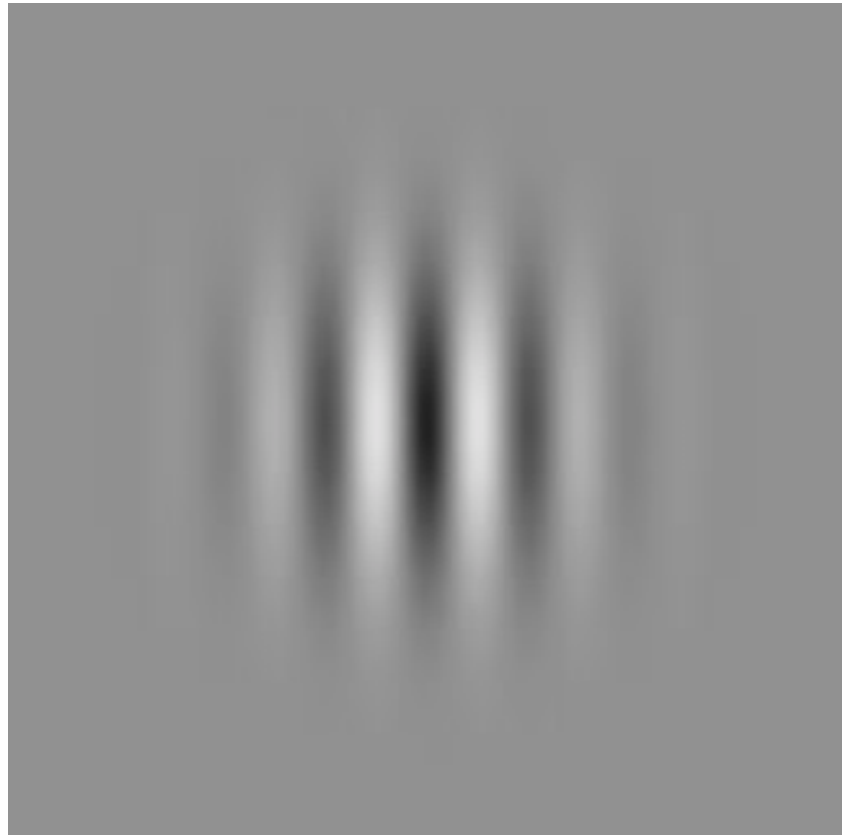
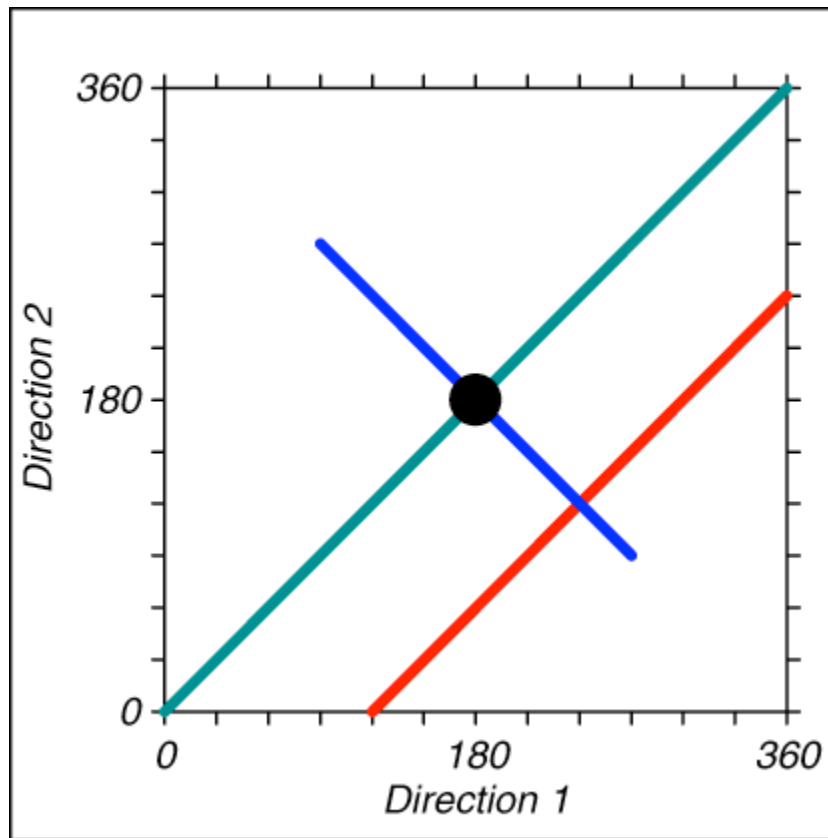


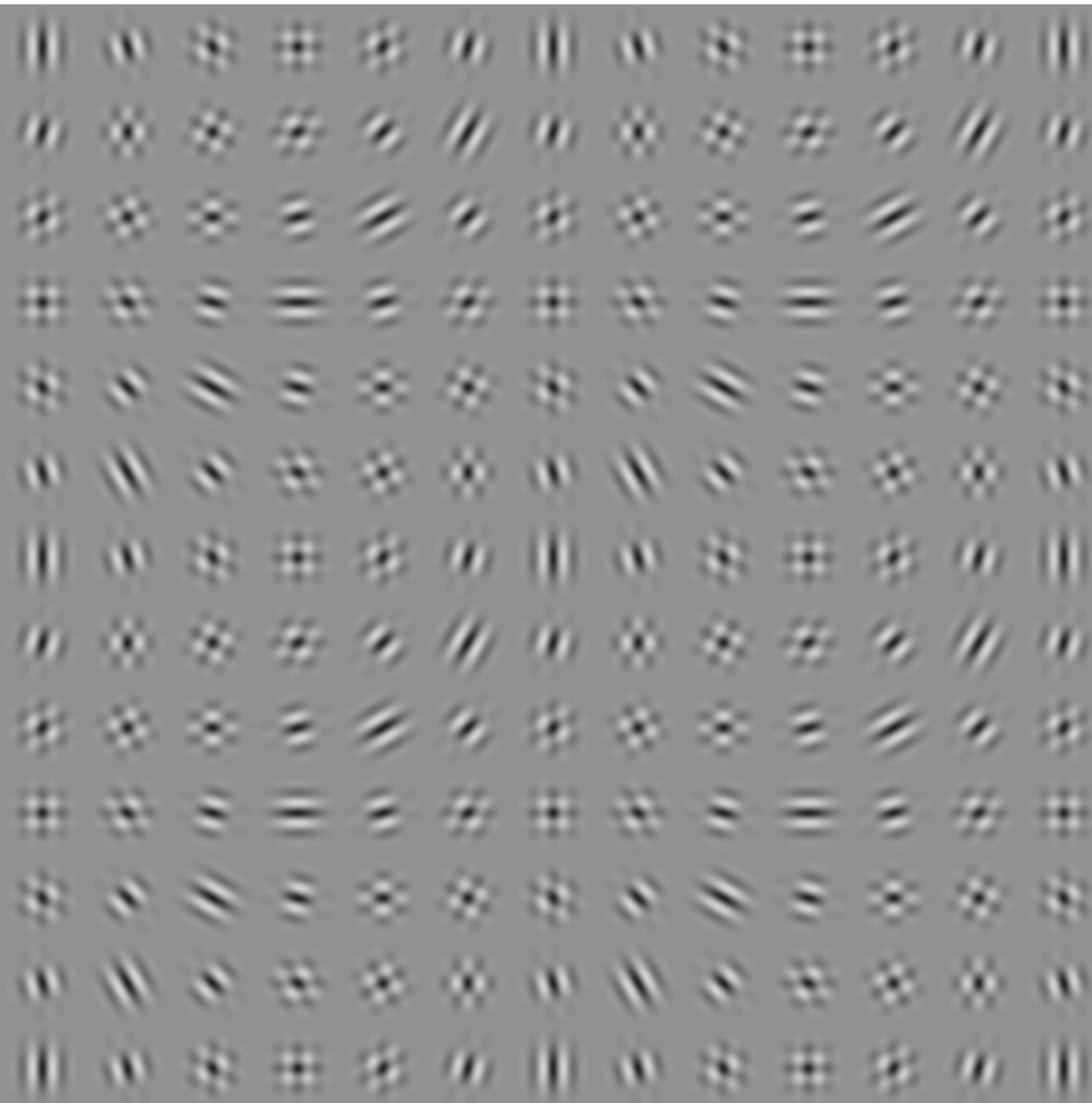


*Direction-interaction:  
One common component*

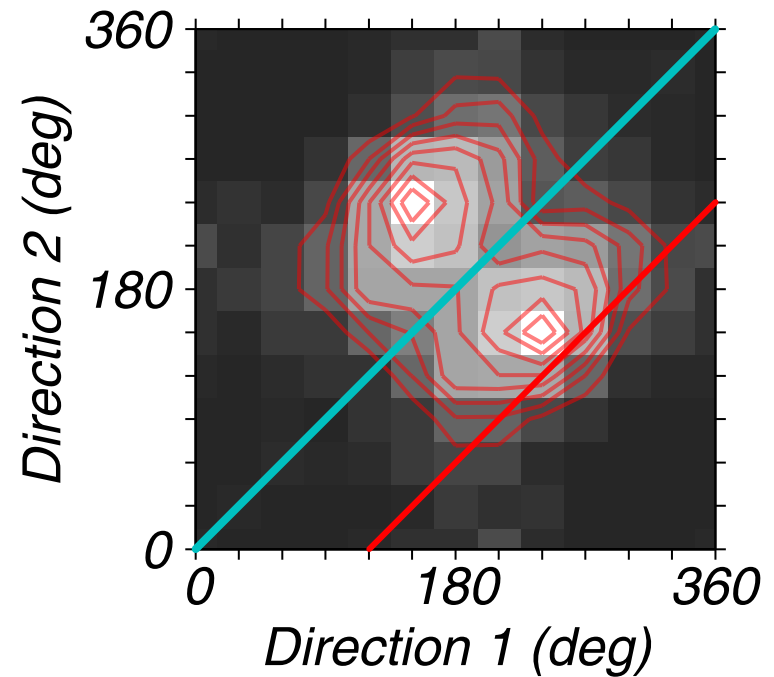
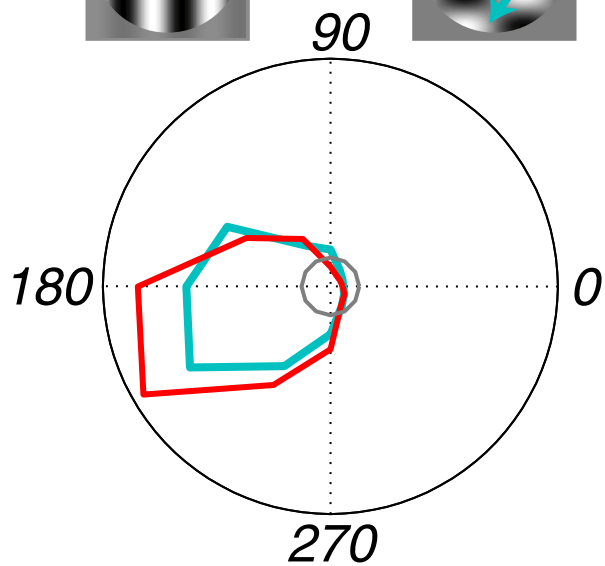
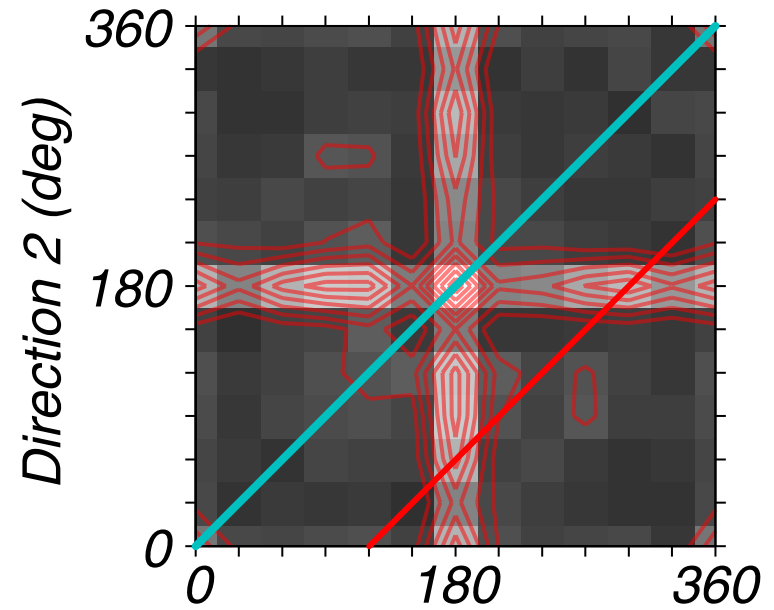
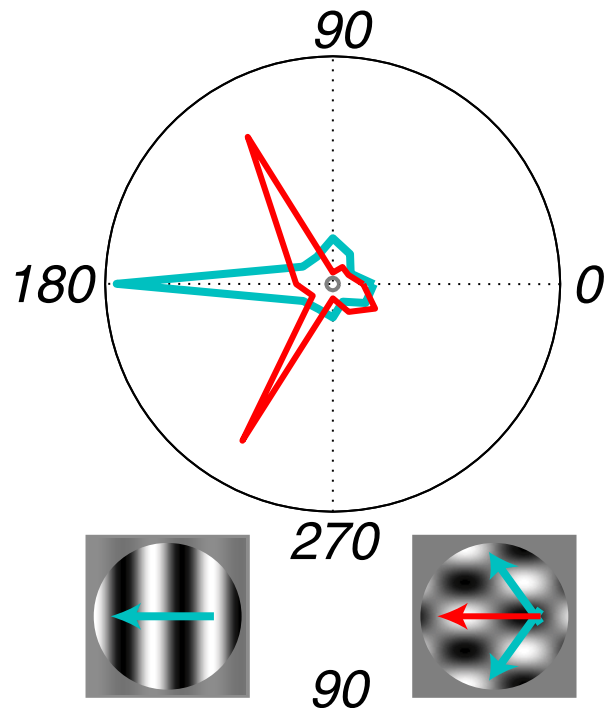


*Direction-interaction:  
Common axis*



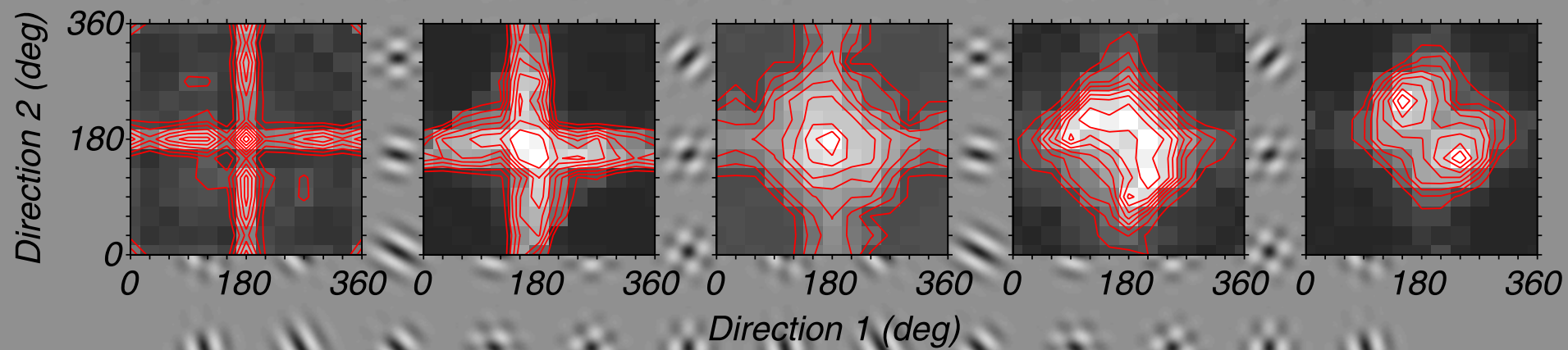


## Component cell

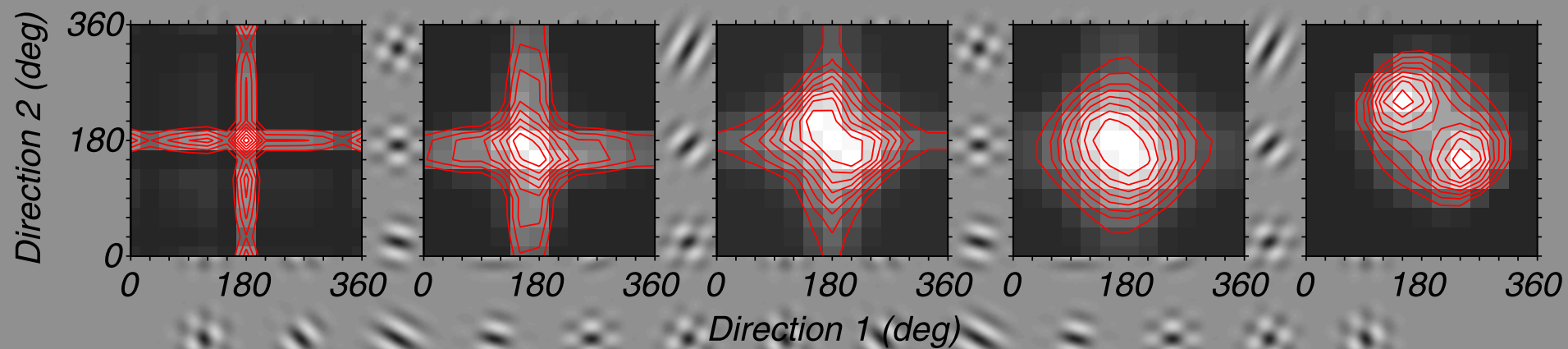


## Pattern cell

## Data

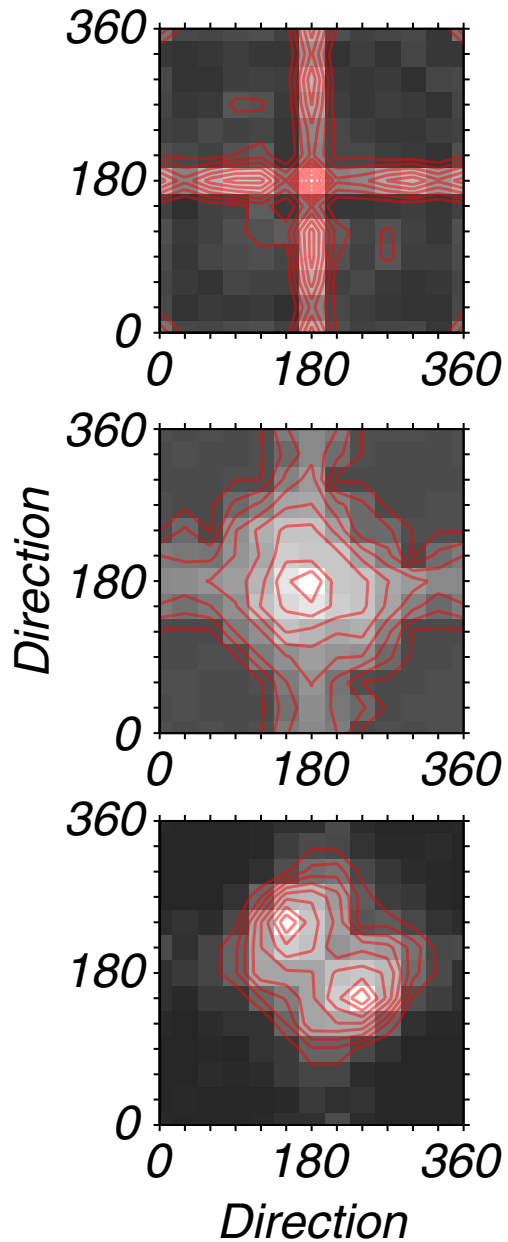


## Predictions



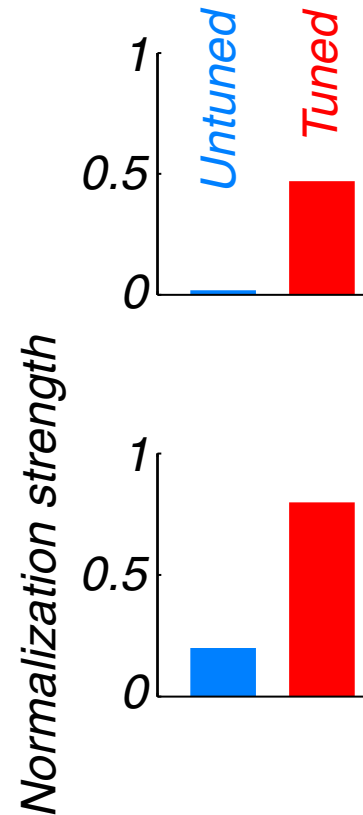
# Recovered model elements

Data

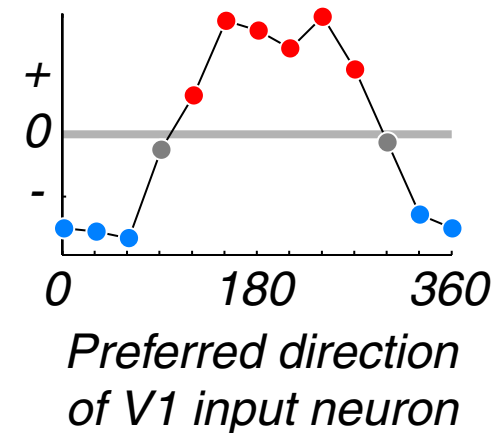
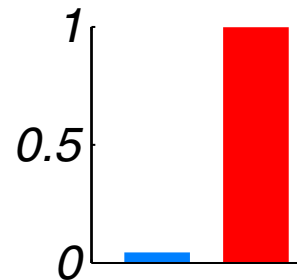
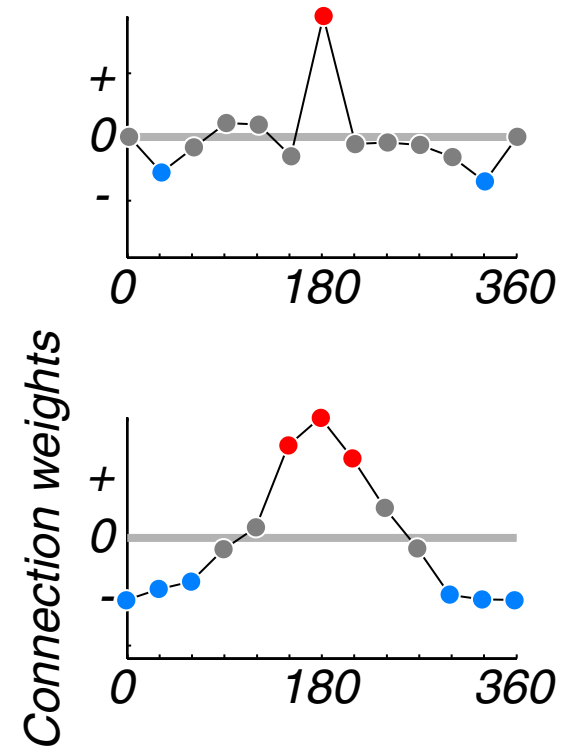


Model

V1 gain control

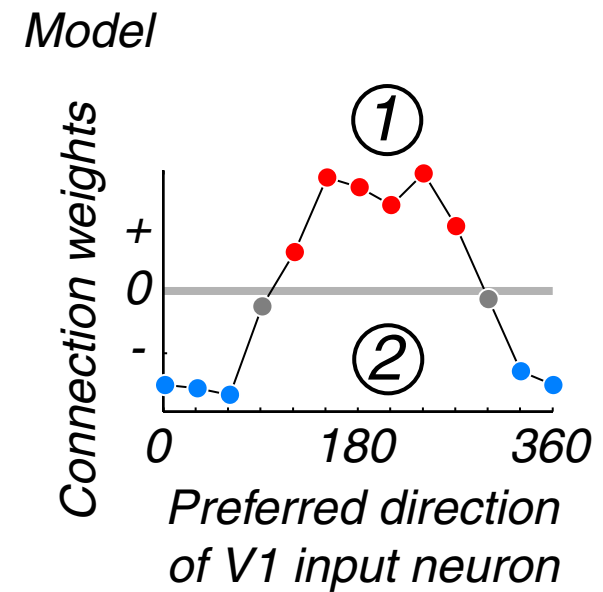
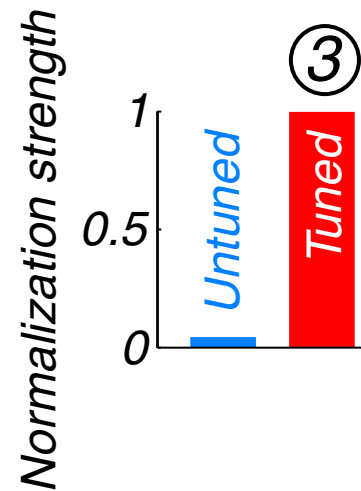
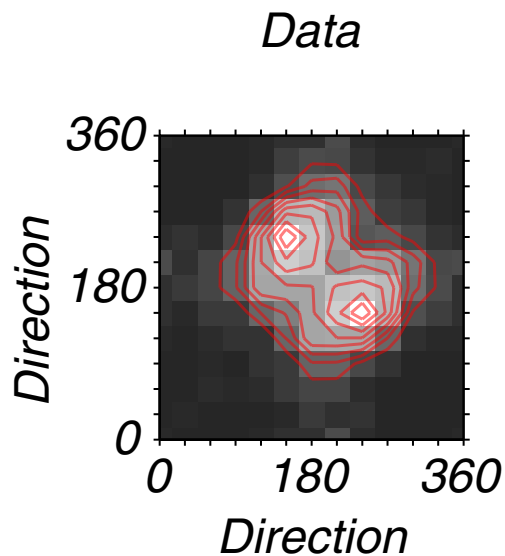


MT linear weights



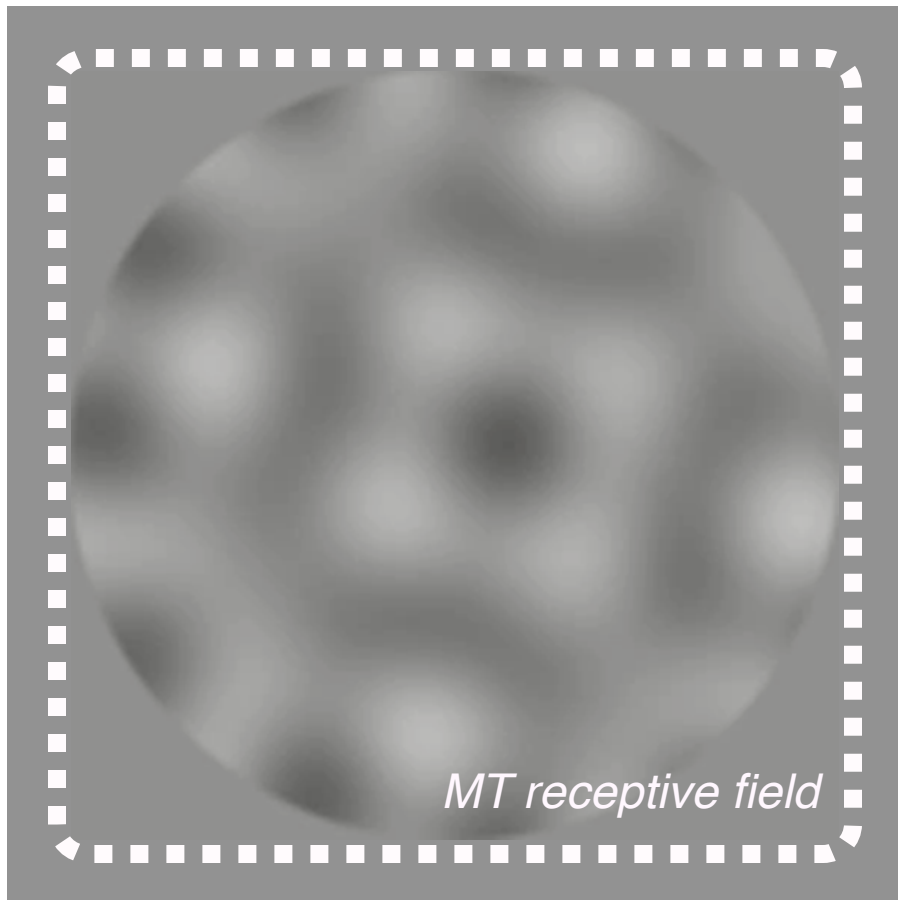
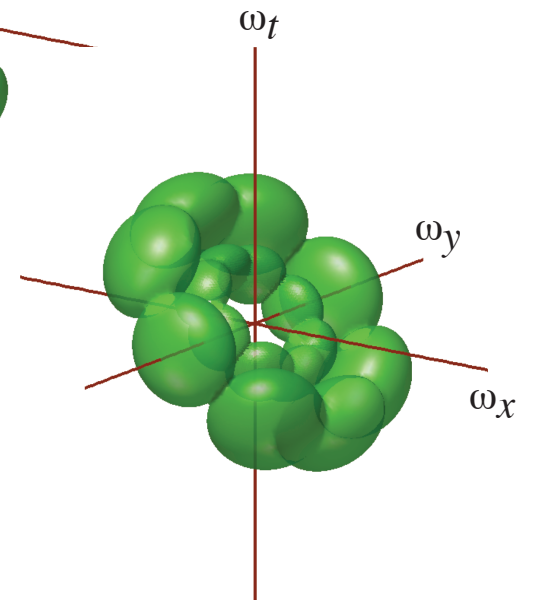
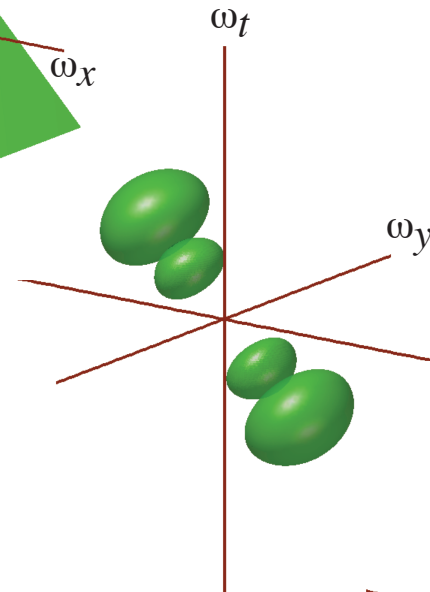
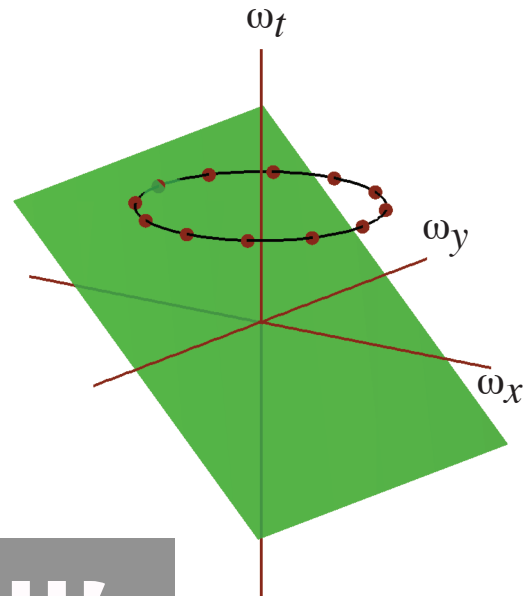
*Pattern direction selectivity arises from:*

- ① *Broad convergence of excitatory inputs*
- ② *Strong motion opponent suppression*
- ③ *Strong tuned gain control*

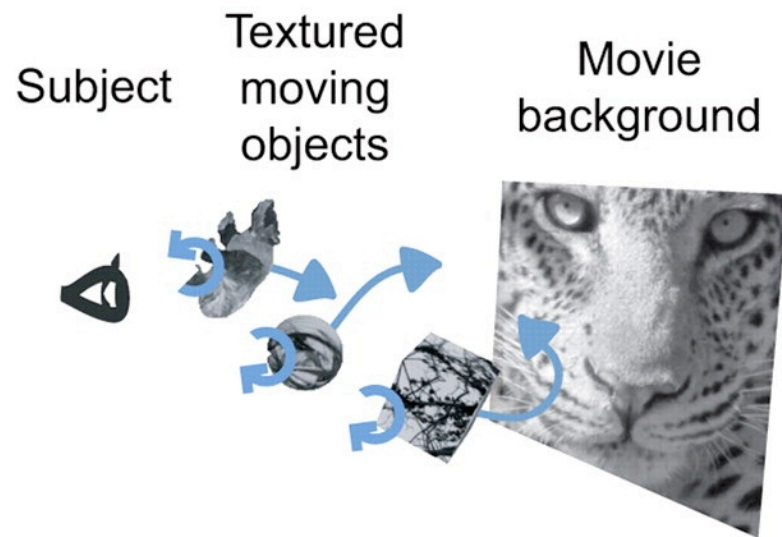




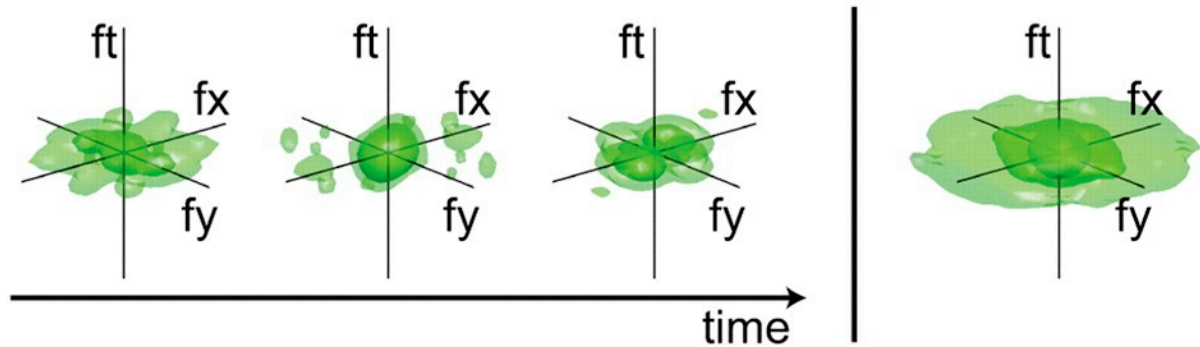
## *Limitations of the approach*



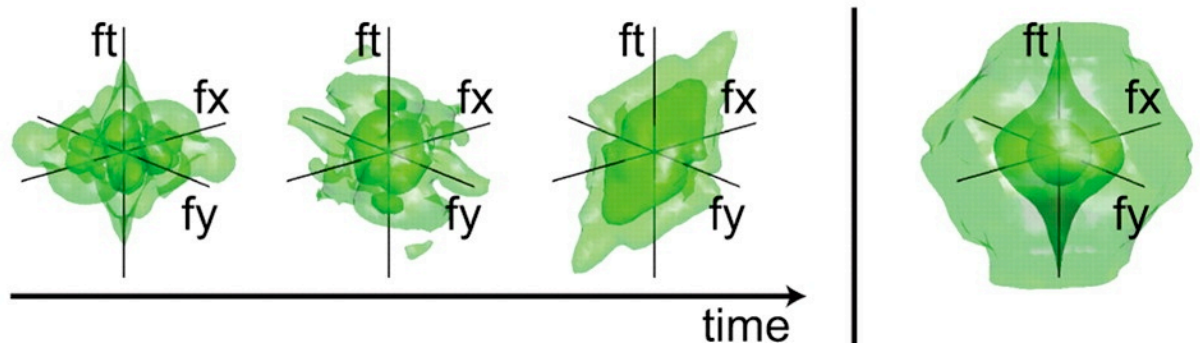
# *Spatial and spectral structure of motion-enhanced natural movies*



Natural movie



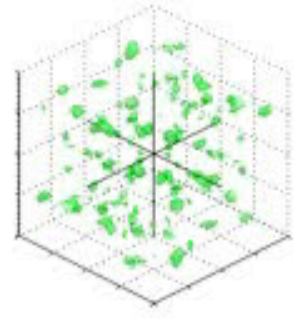
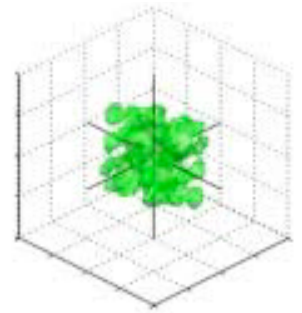
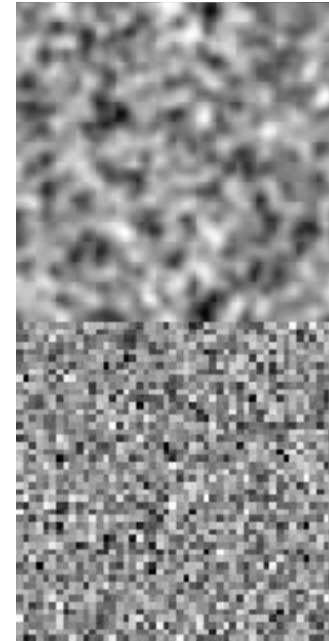
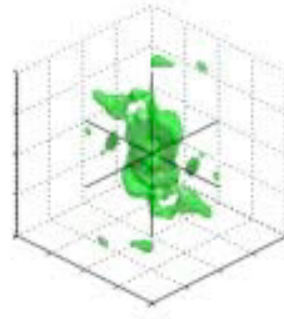
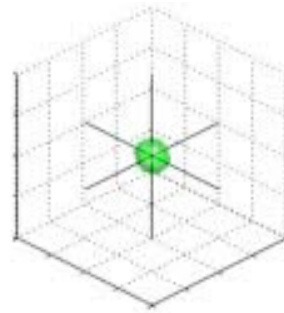
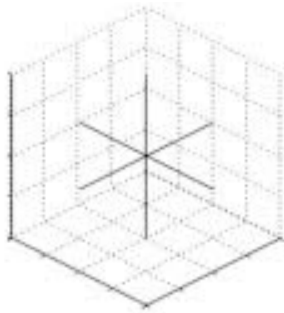
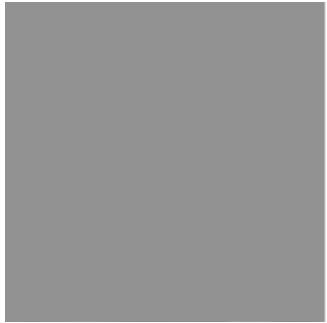
Motion-enhanced natural movie



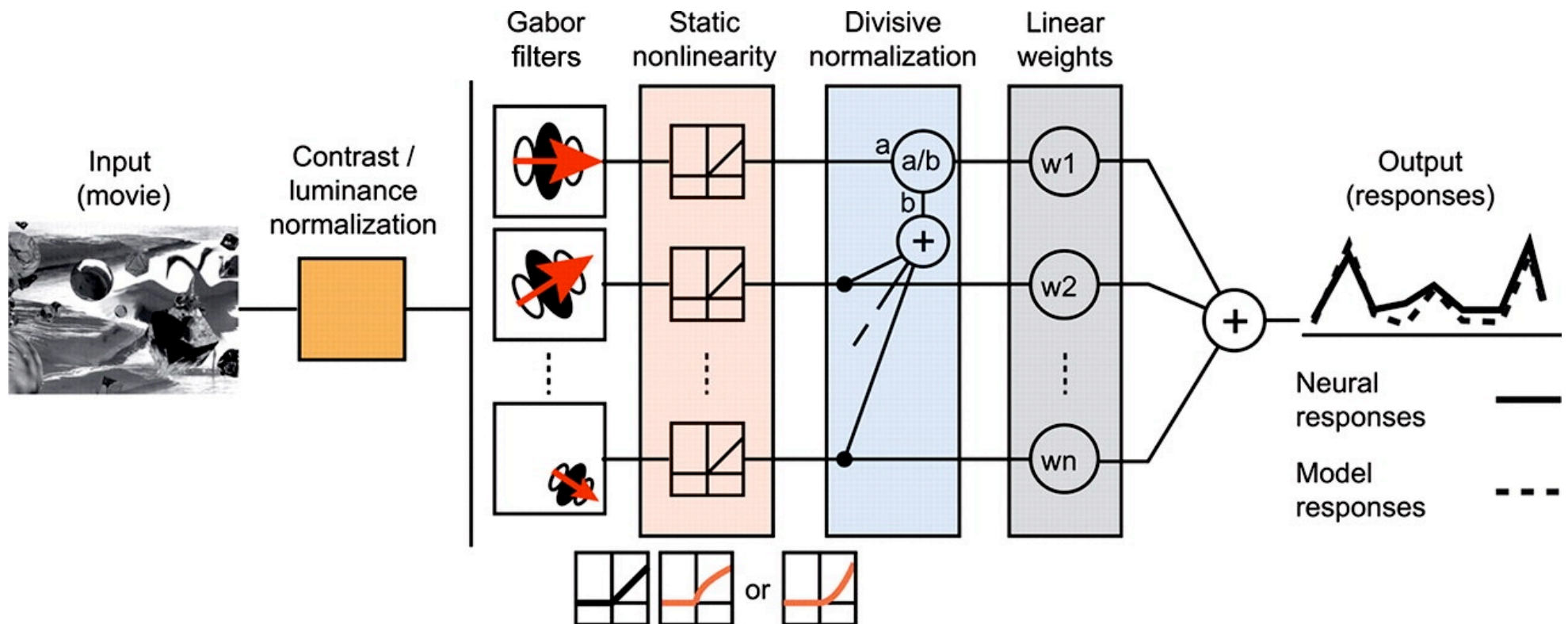
*“Motion-enhanced” natural movies*



## *“Motion-enhanced” natural movies, and friends*



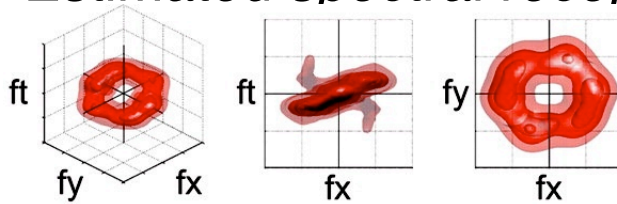
# Analysis of MT neurons using a “boosted” model



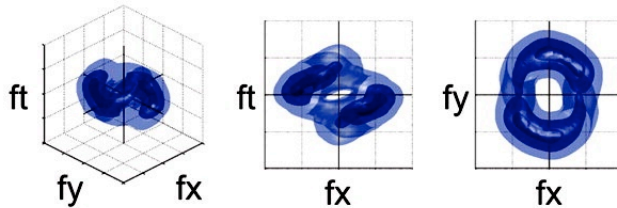


# *Estimated spectral receptive fields of four MT neurons*

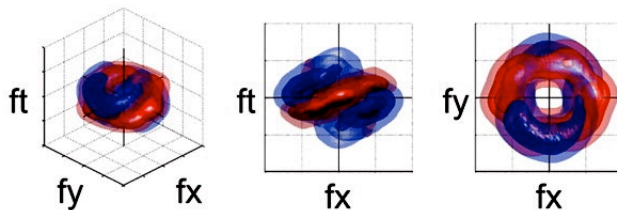
Excitatory  
profiles



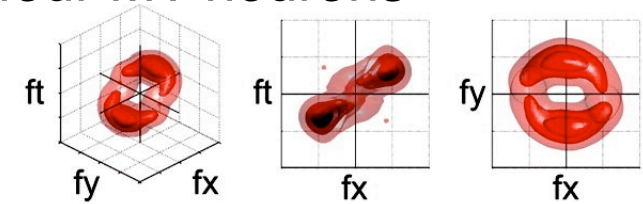
Suppressive  
profiles



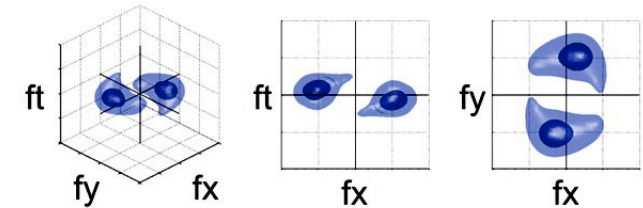
Combined



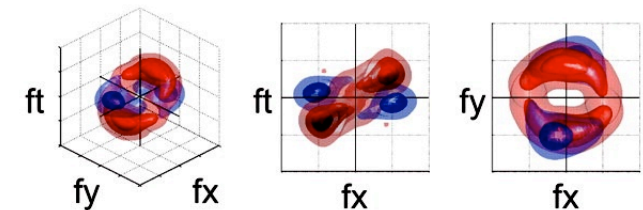
Excitatory  
profiles



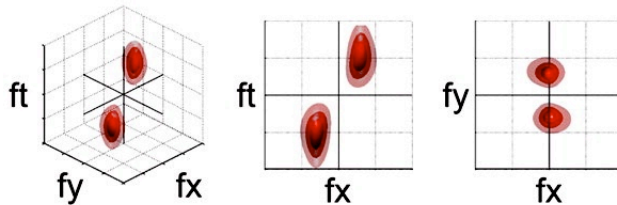
Suppressive  
profiles



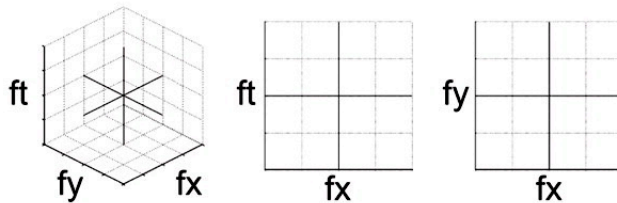
Combined



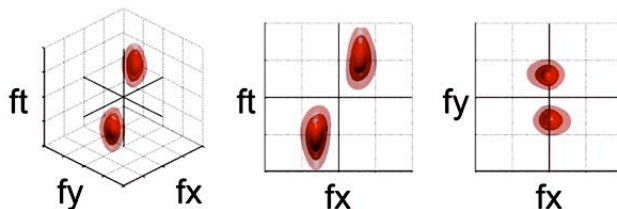
Excitatory  
profiles



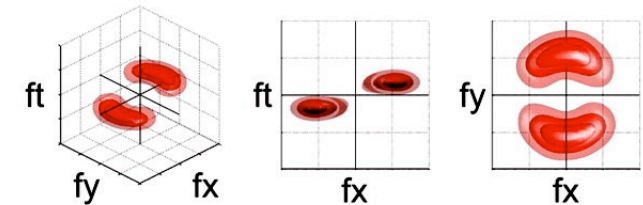
Suppressive  
profiles



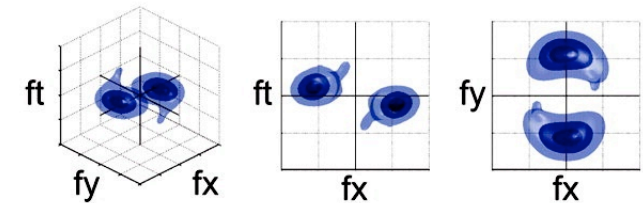
Combined



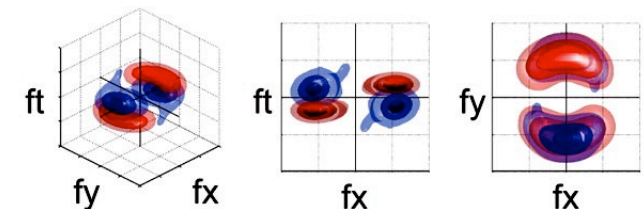
Excitatory  
profiles



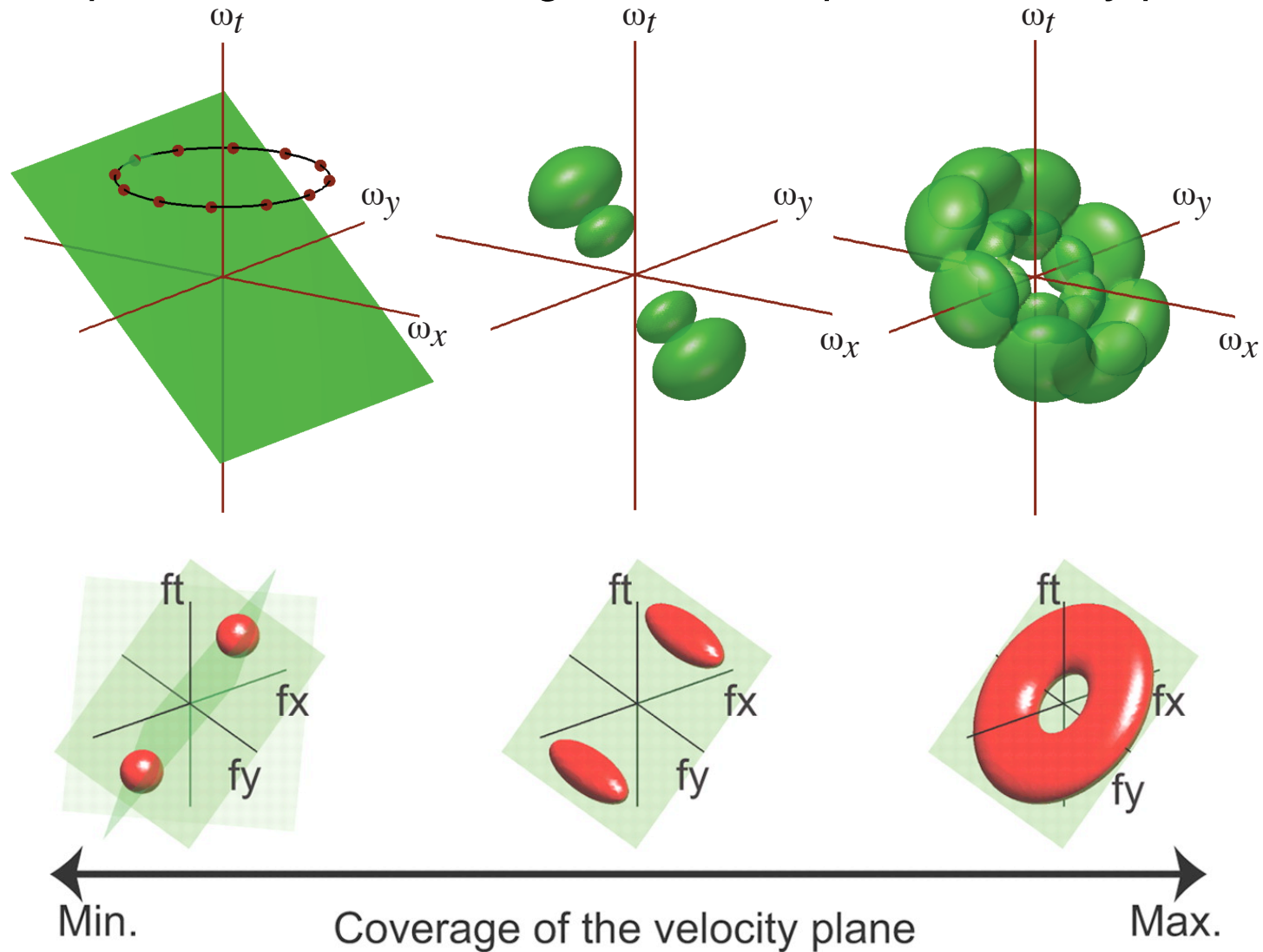
Suppressive  
profiles



Combined



*MT neurons vary in the degree to which their excitatory spectral receptive fields form a ring within the optimal velocity plane.*



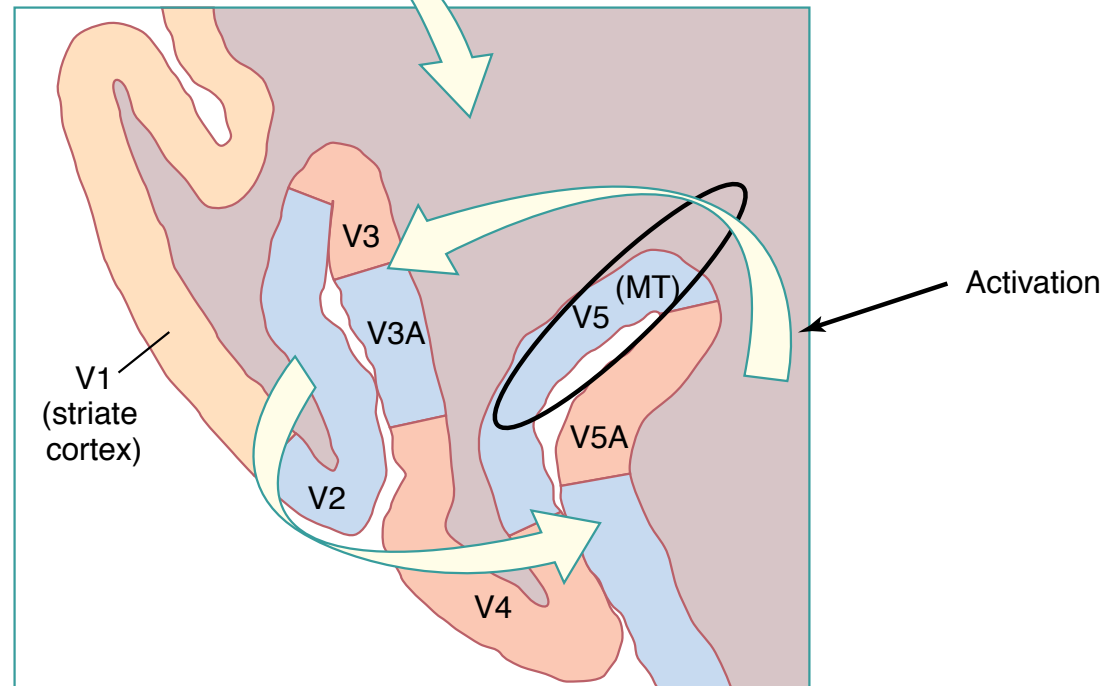
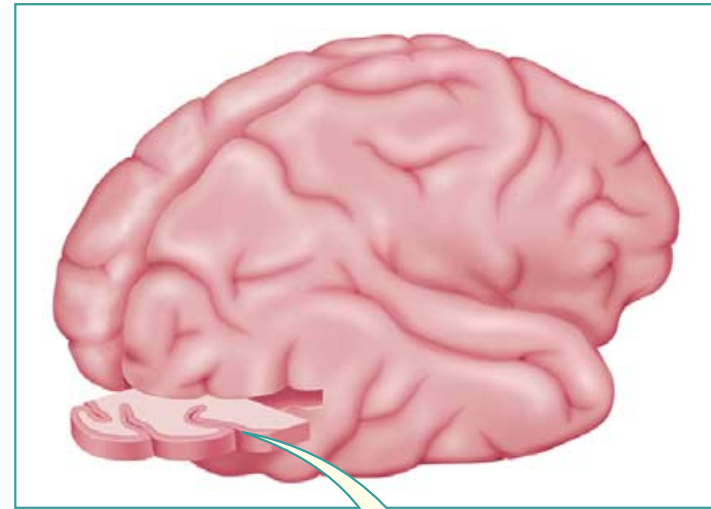


# Two neural correlates of consciousness

Ned Block

## Block's conjecture

*MT is "the core phenomenal neural correlate of consciousness for the visual experiential content as of motion"*



# *Local and global motion signals*

