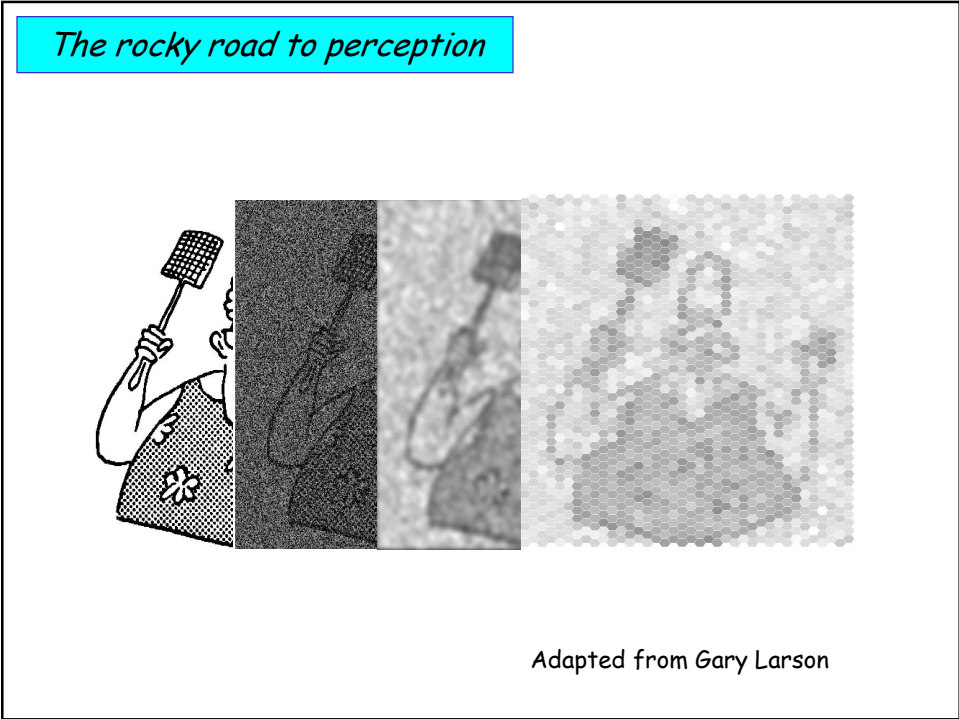
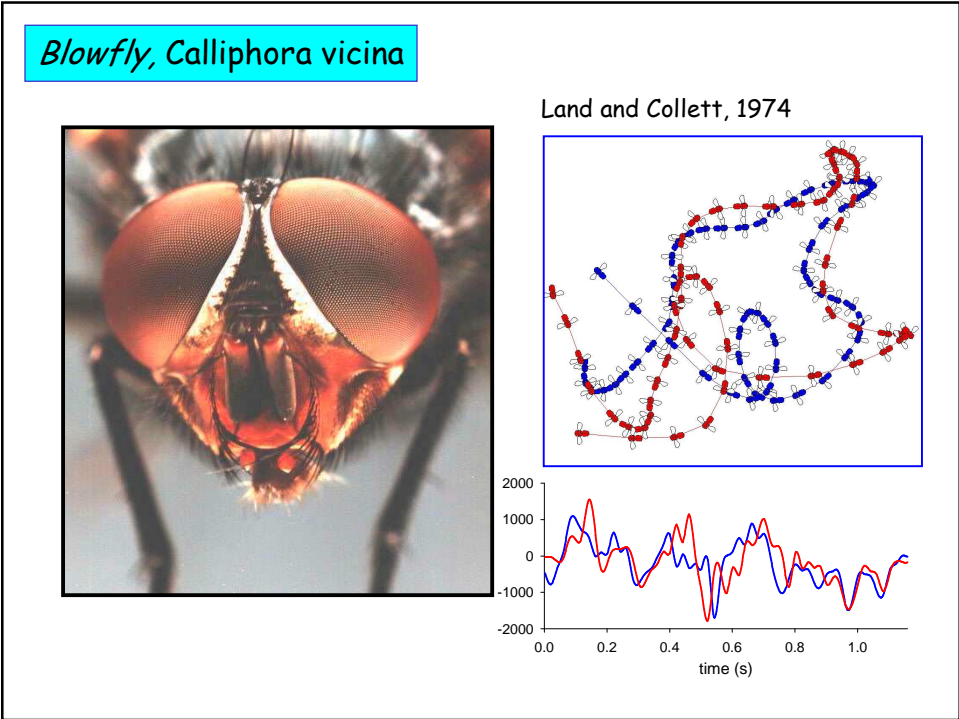
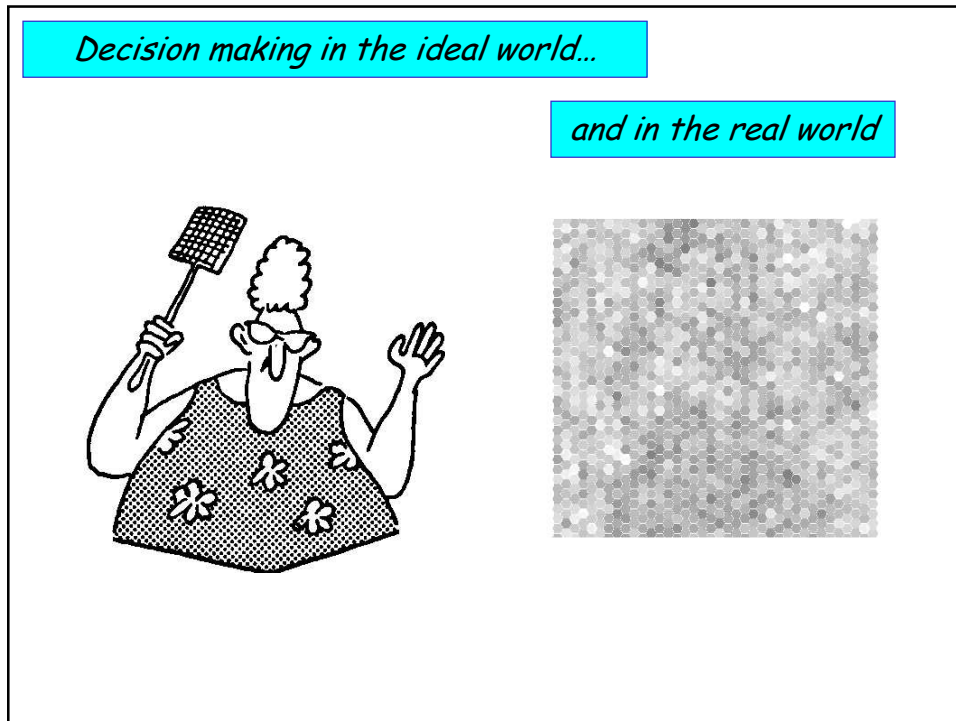


Neural Computation on Natural Signals: Lessons from the Fly Visual System



Neural Computation on Natural Signals: Lessons from the Fly Visual System



From raw data to feature extraction

Raw sensory input implicitly contains relevant features. These are extracted by the brain through computation.

Making sense of neural signals:

- Input signals are complex, ambiguous, noisy
- Seldomly clear what feature is computed
- Input space is high-dimensional

Simplify: computation of motion in fly visual system

- Input signal and noise (photoreceptors) can be quantified
- Good guess for function in behavior: velocity estimation
- Reduced dimensionality: nearest neighbor interactions
- The problem is mathematically tractable
- Very important in the fly's life

Computing velocity: the gradient model

Rigid motion of contrast pattern : $C(x,t) = C \left[x - \int_0^t V(\tau) d\tau \right]$

(C contrast, x position, t time, V velocity)

partial derivatives : $\nabla_x C(x,t) = -V(t) \cdot C'$,
 $\nabla_t C(x,t) = C''$.

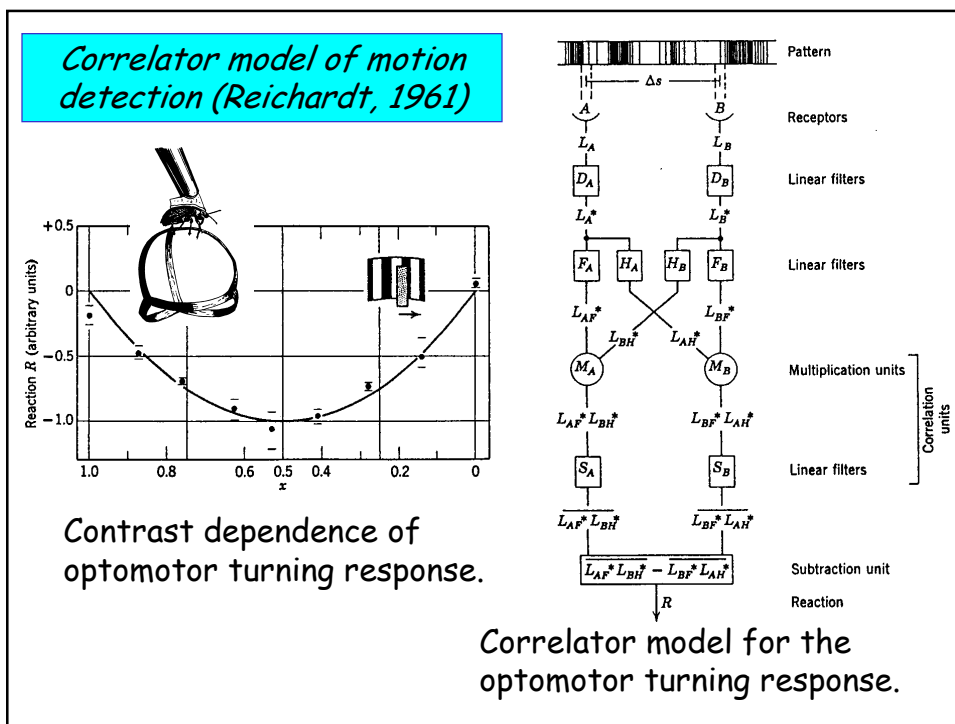
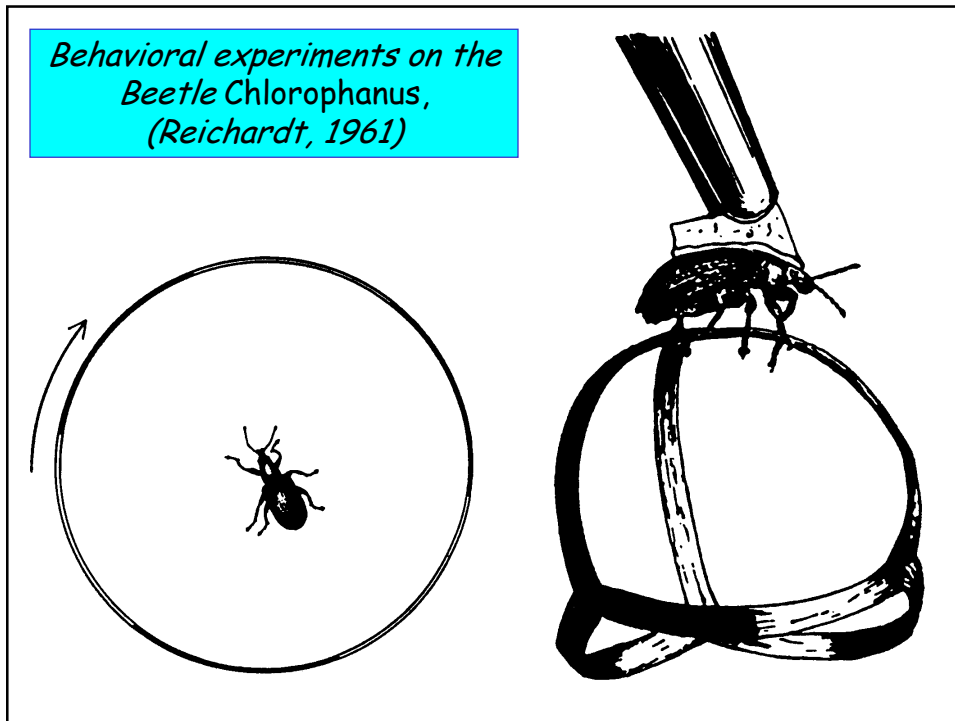
So, from the observed $C(x,t)$ we can

estimate velocity as follows : $V_{est}(t) = \left[-\frac{\nabla_t C(x,t)}{\nabla_x C(x,t)} \right]$.

How do animals estimate motion?

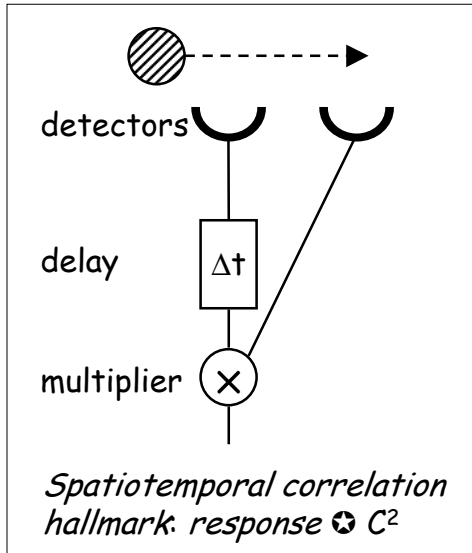
Beetles and flies

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Simplified correlator model (Reichardt & Hassenstein, 1956)



*Problem: this is very different from pure velocity estimation.
Is this model generally valid?
Take a second look, in the fly visual system...*

Wide-field motion by spatiotemporal correlation

$$I(x, t) = I_d(x, t) + I_d(x - \varphi x, t - \varphi t),$$

where I_o has autocorrelation $\bar{x}_o(x, t)$:

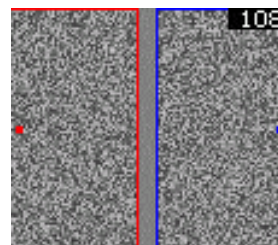
$$\bar{x}_o(x, t) = \bar{o}(x) \cdot \bar{o}(t).$$

Therefore, I has autocorrelation $\bar{x}(x, t)$:

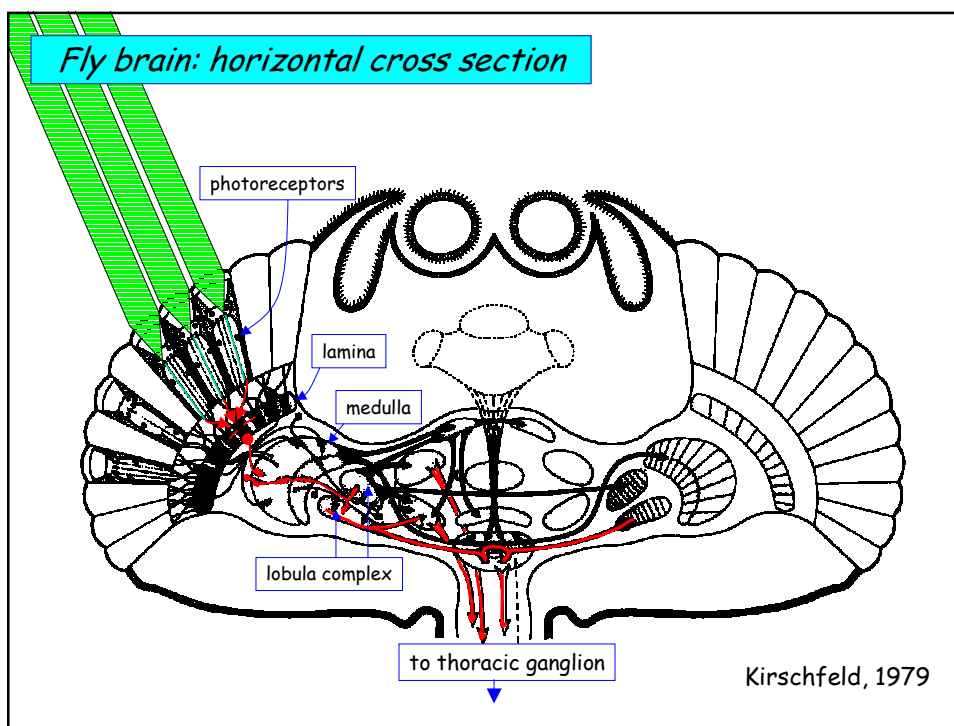
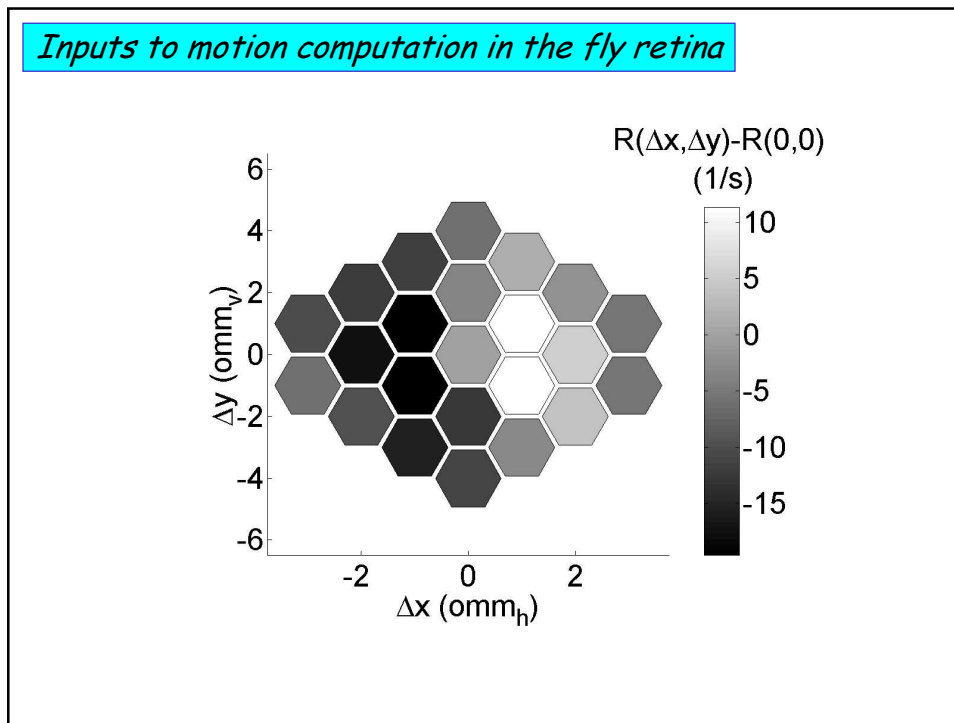
$$\bar{x}(x, t) = 2 \cdot \bar{o}(x) \cdot \bar{o}(t) + [\bar{o}(x - \varphi x) \cdot \bar{o}(t - \varphi t) + \bar{o}(x + \varphi x) \cdot \bar{o}(t + \varphi t)]$$

The brain detects this spatiotemporal correlation and interprets it as wide-field motion.

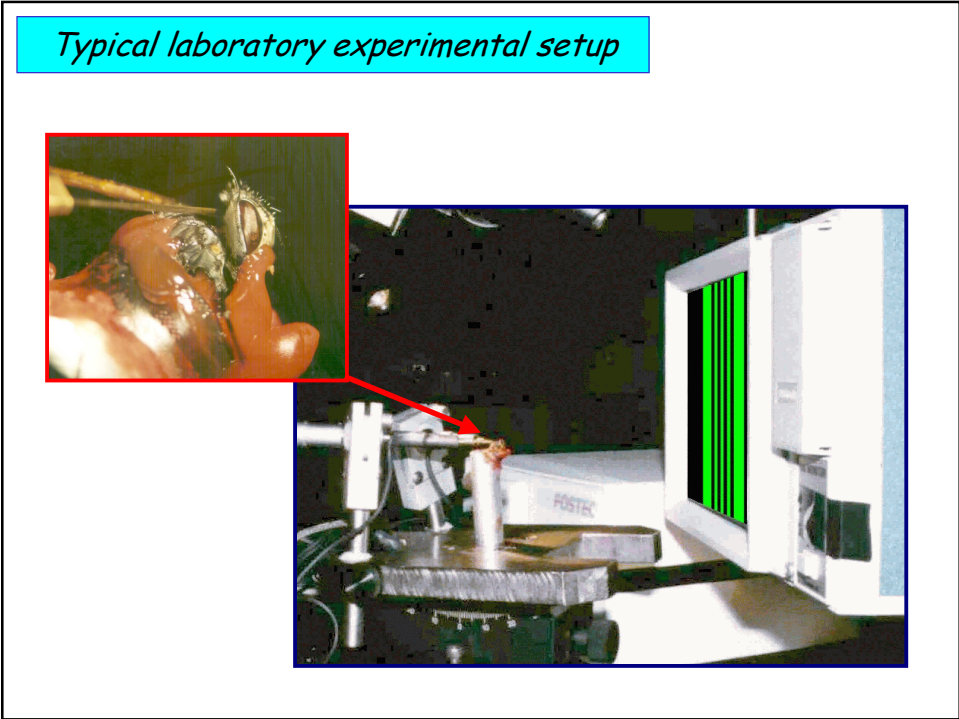
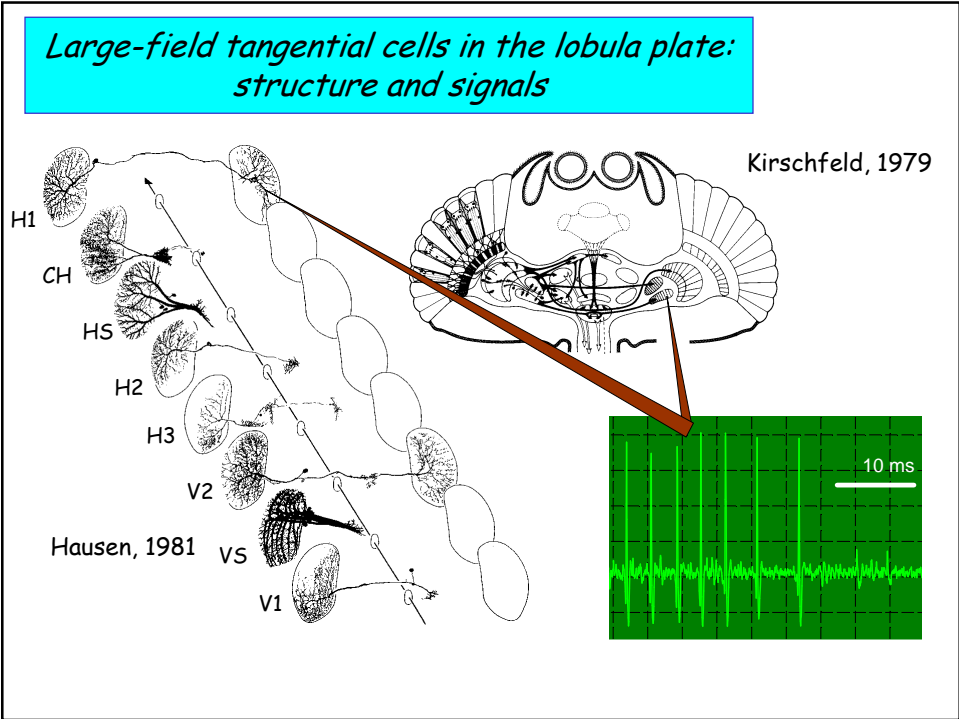
👉 To see motion you don't need a moving object!



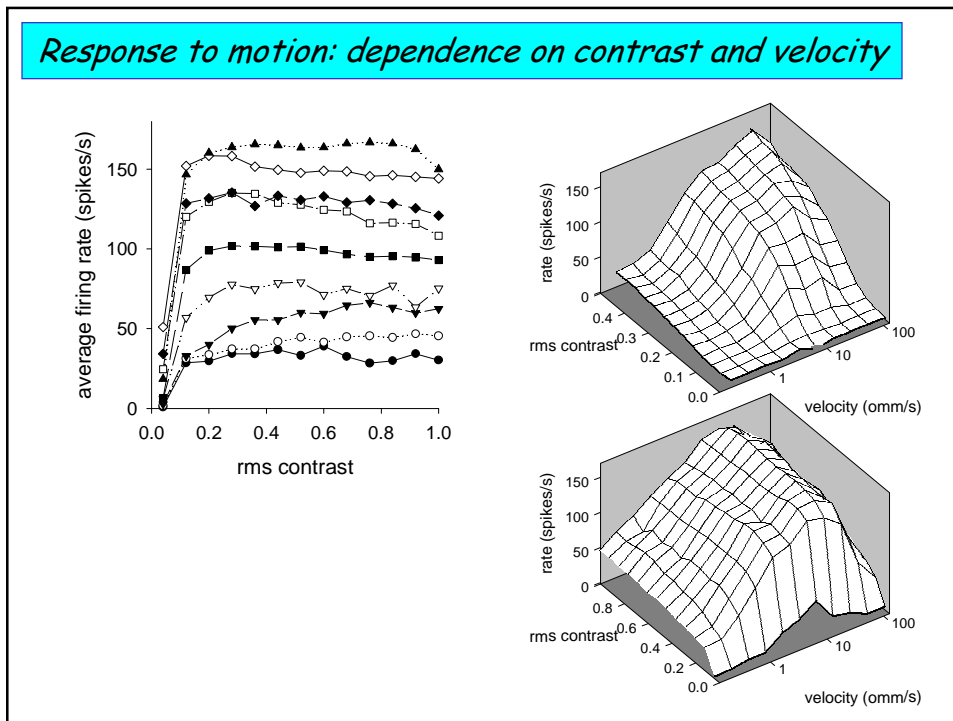
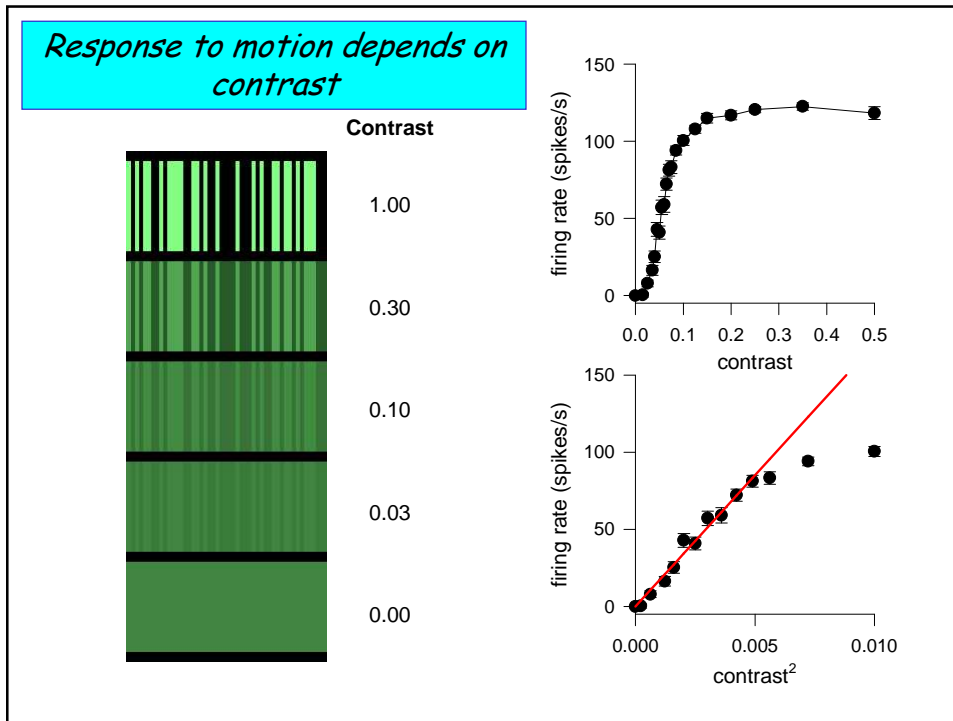
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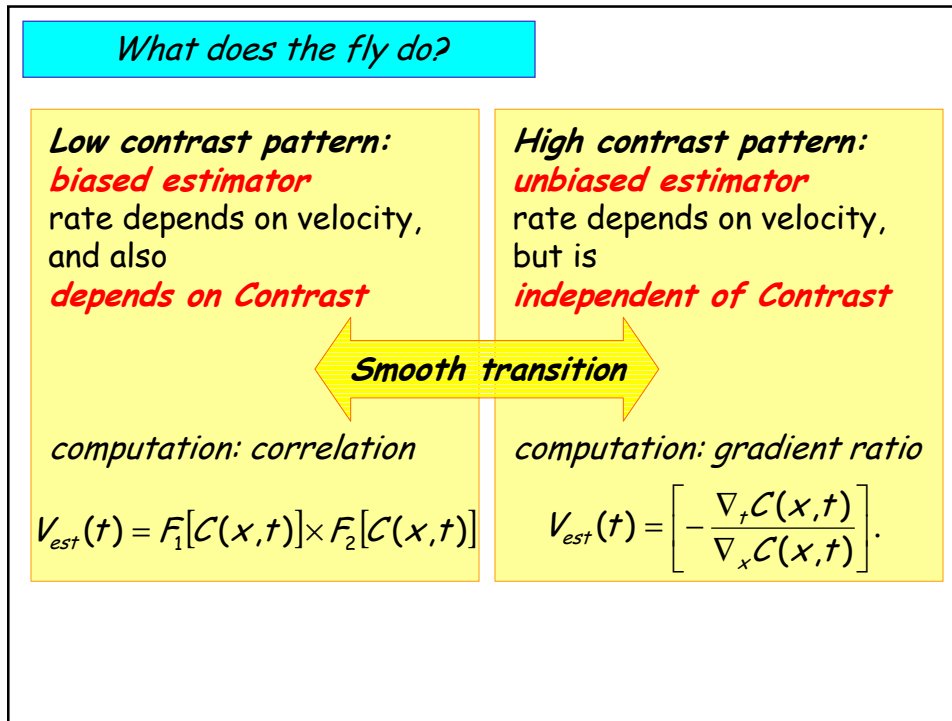
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The fly computes motion, but does so in peculiar ways. Is there a "right" way? How should we even approach this question?

Problems:

- Photon shot noise
- Diffraction and finite sampling
- Variations in illumination
- Variations in contrast
- Independently moving objects
- Components of translational motion, etc.

We'll take an experimental statistical approach...

Neural Computation on Natural Signals: Lessons from the Fly Visual System

The brain as a velocity estimator

The brain needs to know the conditional probability:

$$P(\text{feature} | \text{input})$$

Here:

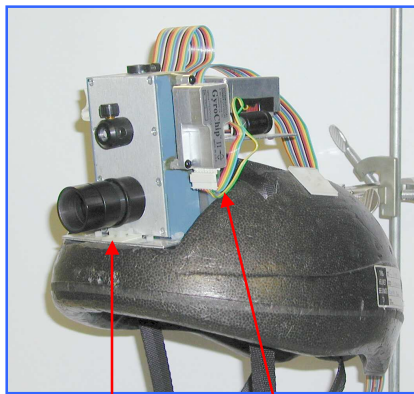
$$\begin{aligned} \text{feature} &= V(t) \\ \text{input} &= (\mathcal{Q}_t C, \mathcal{Q}_x C), \end{aligned}$$

Here $\mathcal{Q}_t C, \mathcal{Q}_x C$ are "sufficient visual primitives"; they contain all raw data needed to compute velocity.

We need to "know" P :

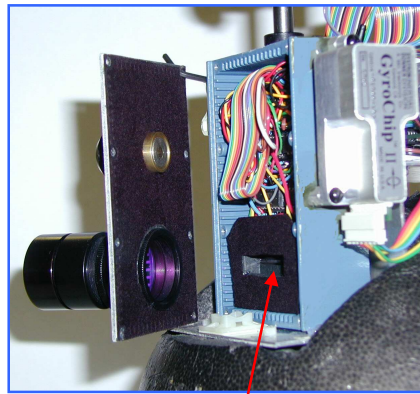
$$\text{measure } P[V(t) | \mathcal{Q}_t C, \mathcal{Q}_x C]$$

Measure visual input and full field motion



14-pixel line camera

rotation sensor



photodetector array

Neural Computation on Natural Signals: Lessons from the Fly Visual System

Sample joint distribution of natural velocity & contrast gradients

Sample contrast as a function of space and time: $C(x,t)$,
and angular velocity of photodetector array: $V(t)$.

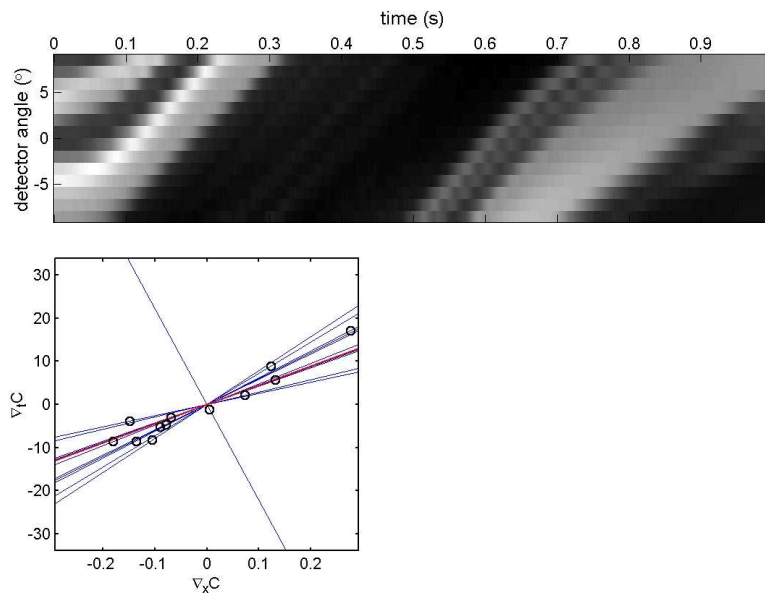
From this, get the joint distribution: $P(\nabla_t C, \nabla_x C, V)$,

and the conditional distribution: $P(V | \nabla_t C, \nabla_x C)$.

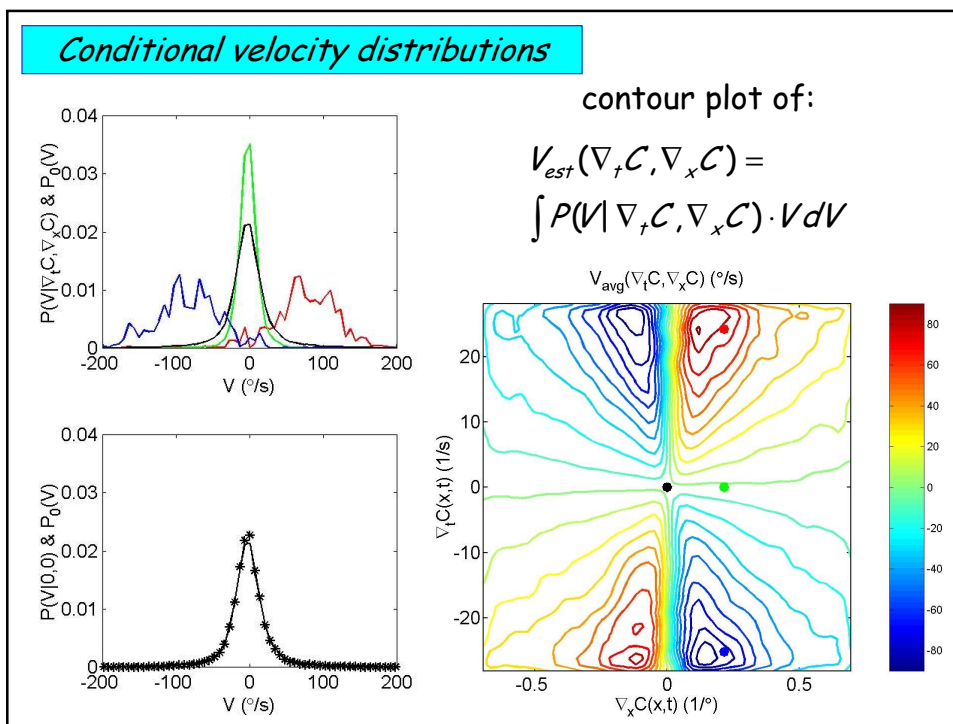
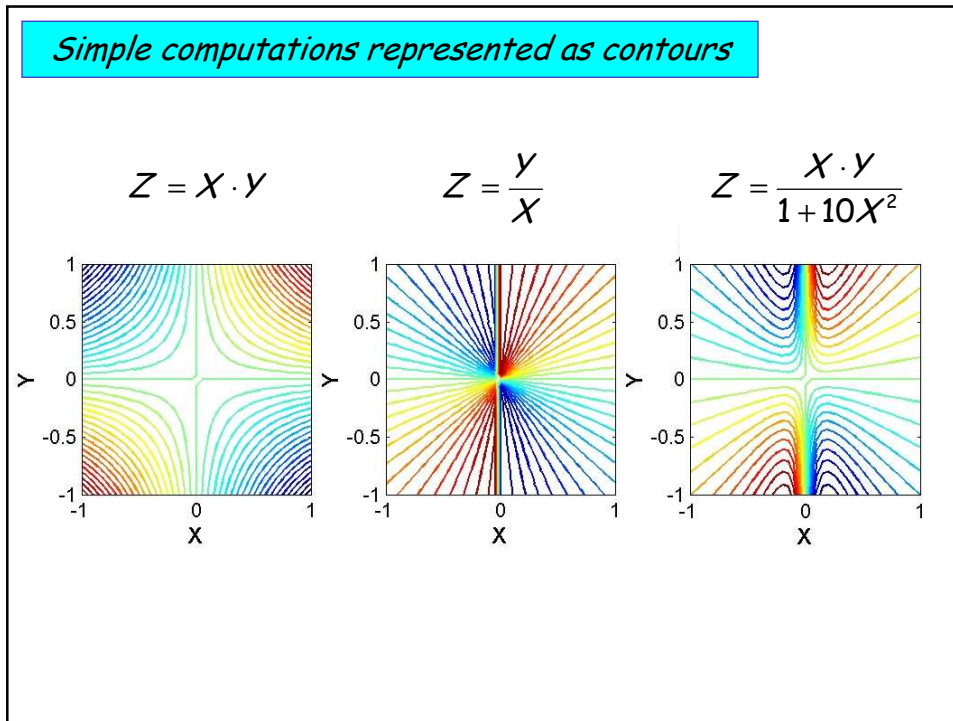
The "best estimate" of velocity, given the time and space gradients, is the conditional mean:

$$V_{est}(\nabla_t C, \nabla_x C) = \int P(V | \nabla_t C, \nabla_x C) \cdot V dV$$

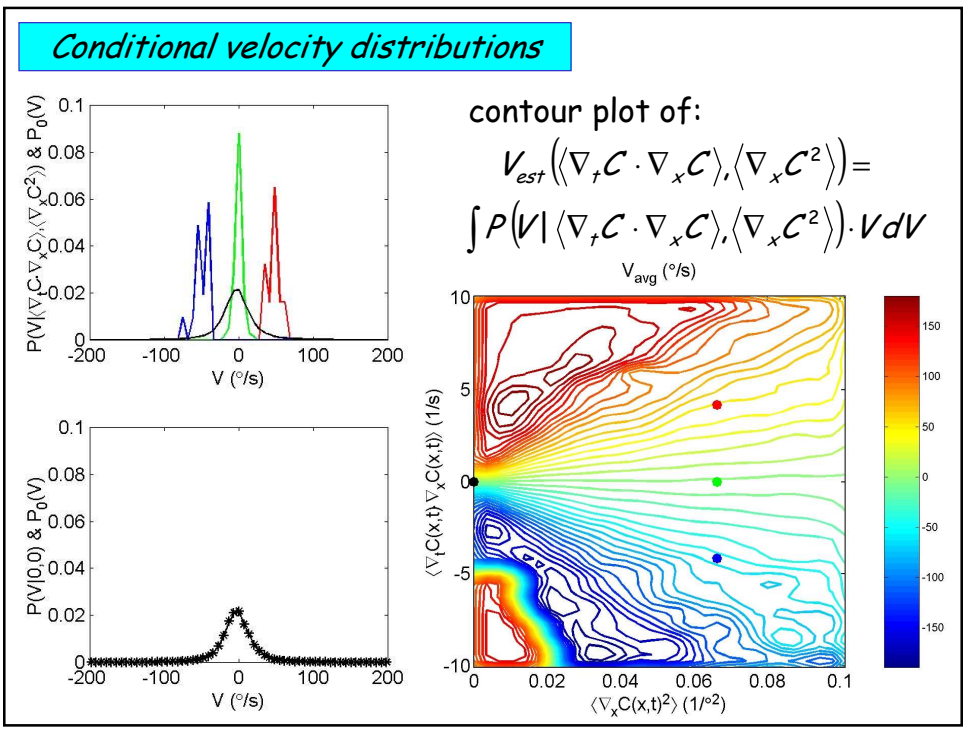
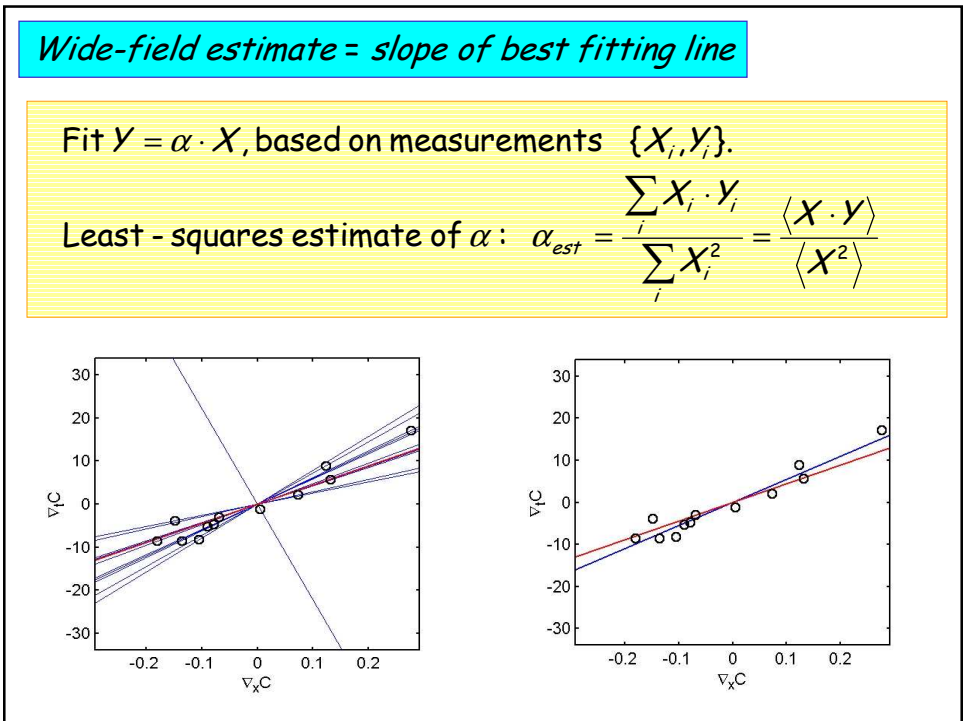
Local velocity estimates from photodetector signals



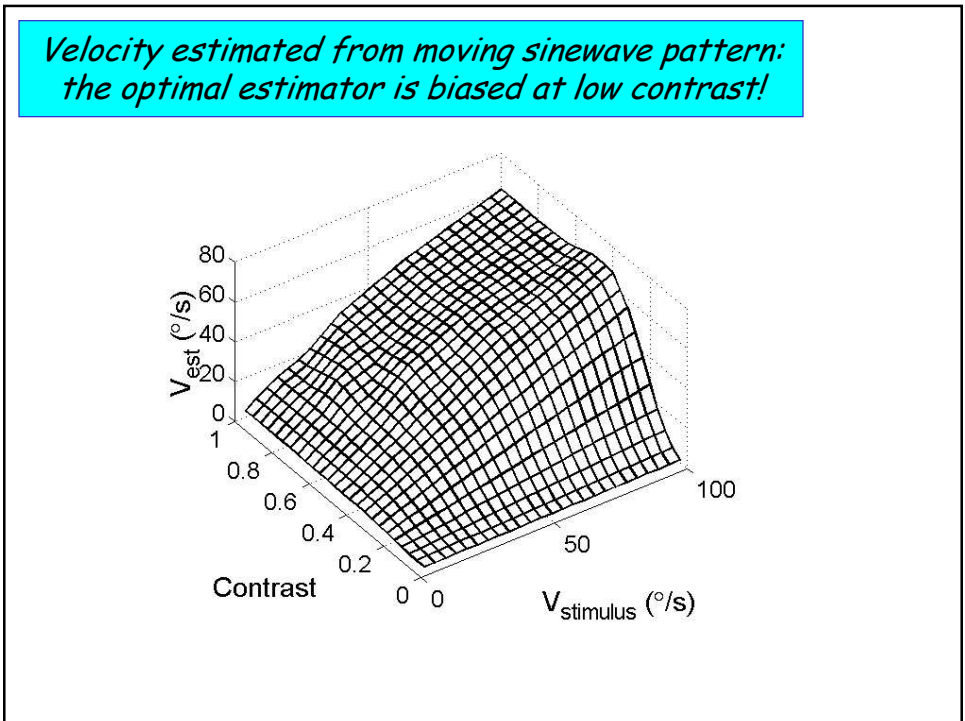
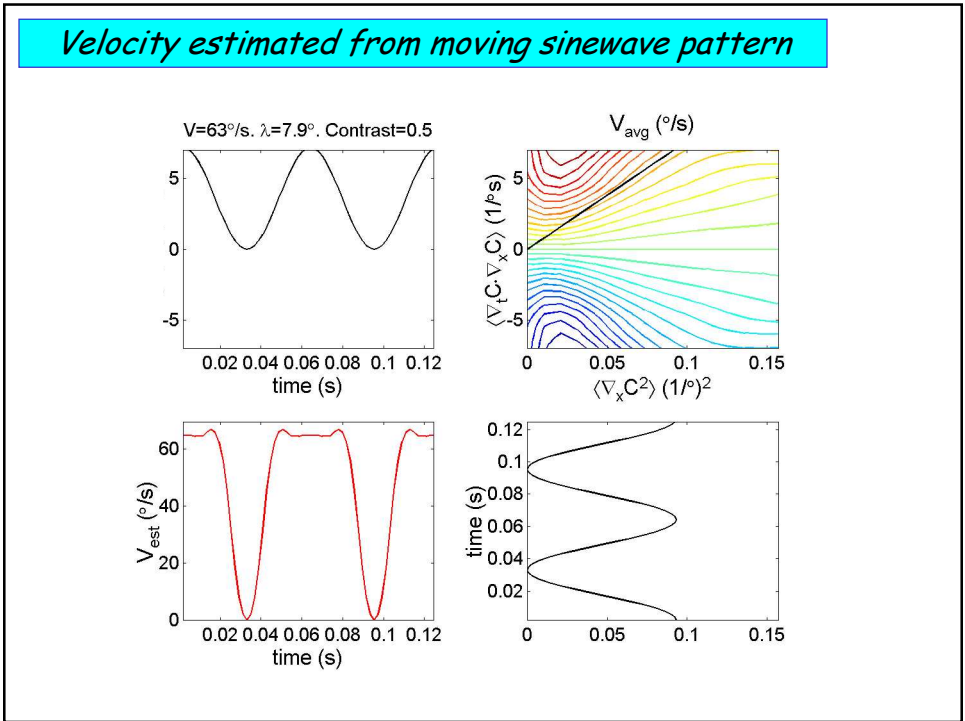
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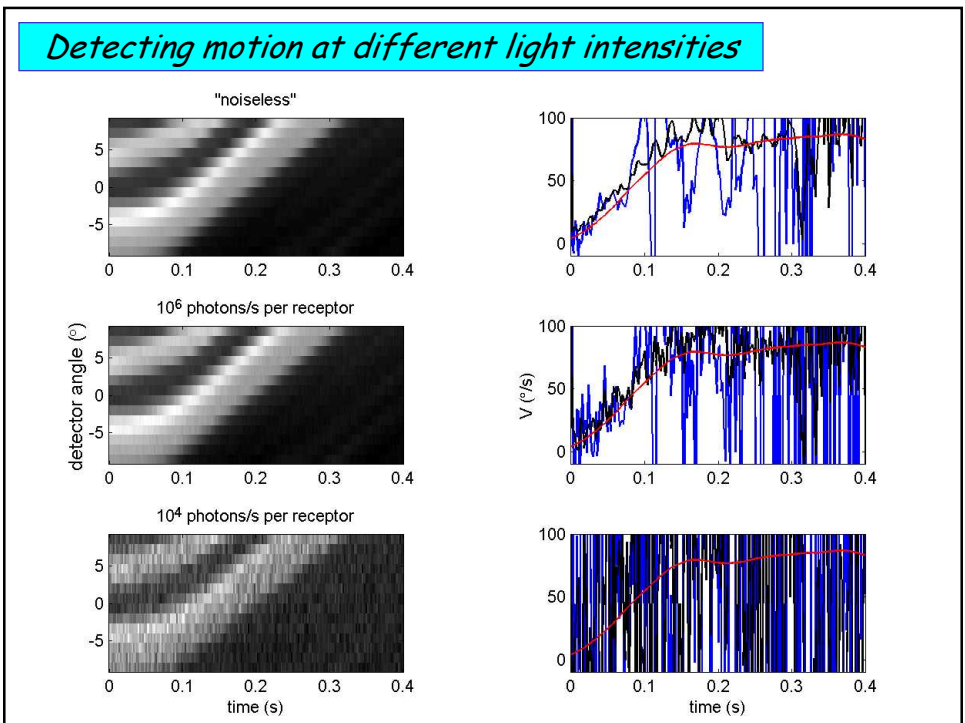
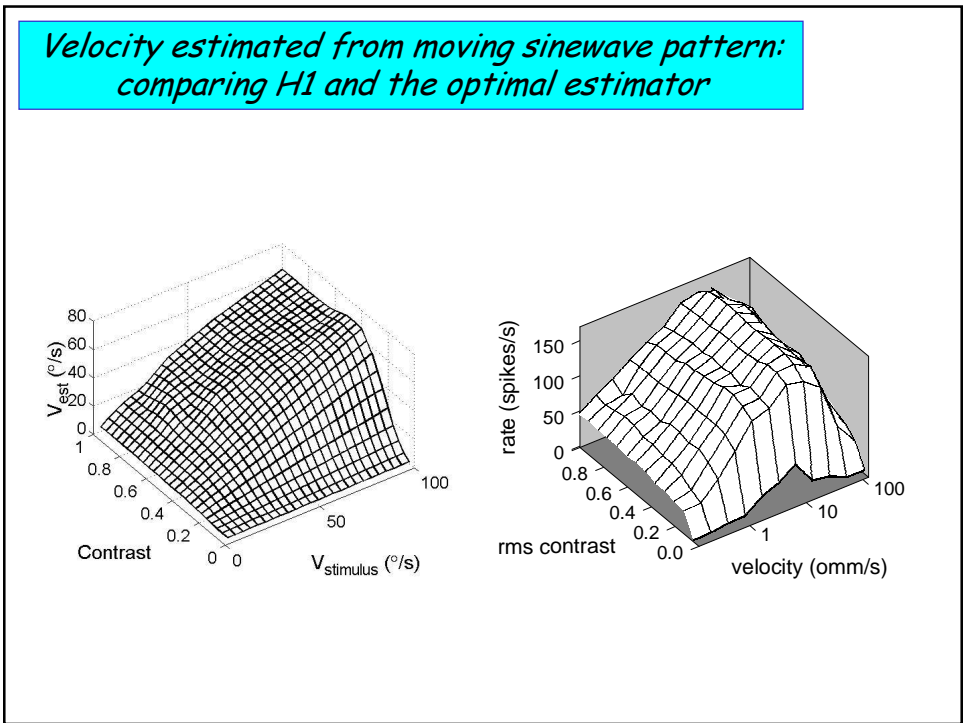
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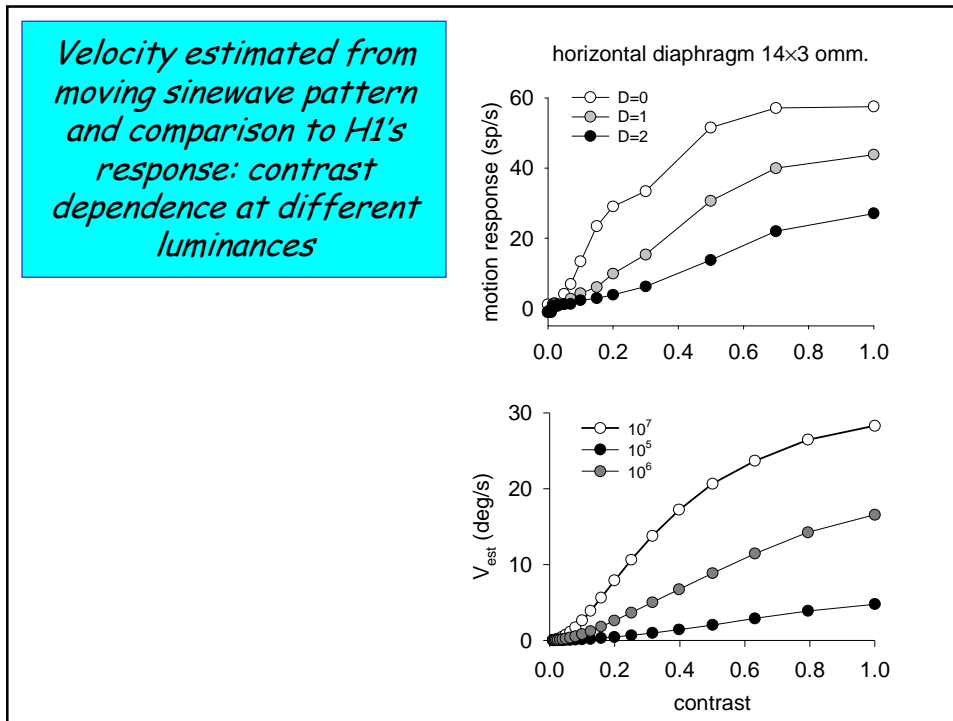
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Neural Computation on Natural Signals: Lessons from the Fly Visual System



Recapitulation

- *Optimal velocity estimators must compute biased velocity estimates: the less reliable the input, the larger the bias. The fly has similar bias, suggesting that it approaches optimal computation.*
- *Fly and optimal estimator combine the behavior of two well-known models of motion detection.*

But is this all relevant to a real fly?

Neural Computation on Natural Signals: Lessons from the Fly Visual System

Setup for outdoor experiment

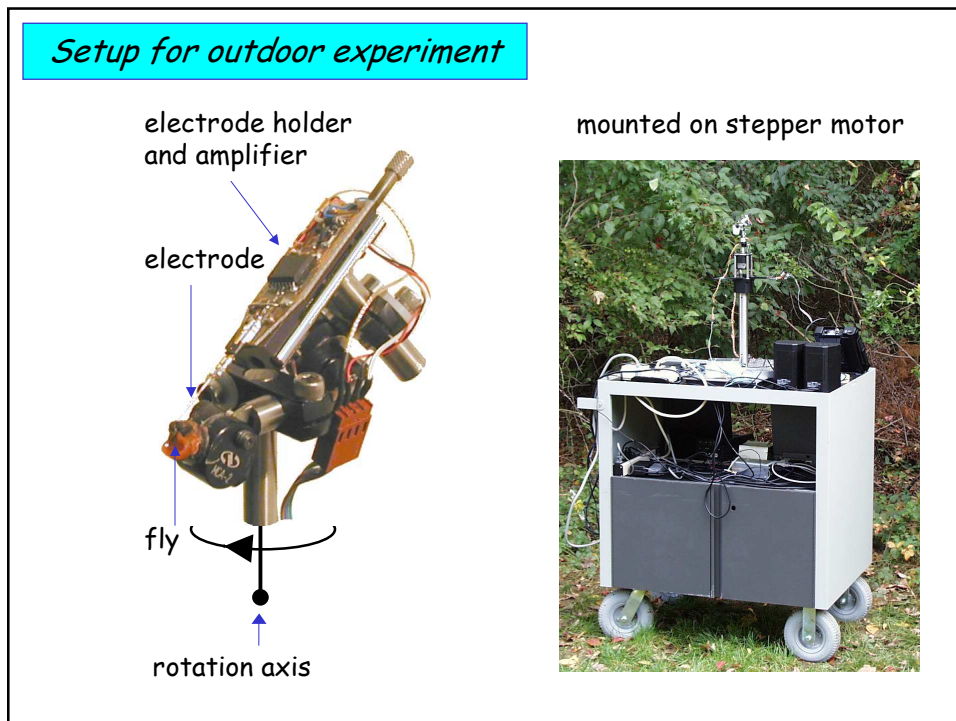
electrode holder and amplifier

electrode

fly


rotation axis

mounted on stepper motor



The diagram on the left shows a fly mounted on a vertical rotation axis. Above the fly is an electrode holder and amplifier, with an electrode positioned near the fly's head. A curved arrow indicates the rotation axis. The photograph on the right shows the entire setup mounted on a white cart with four wheels, which is supported by a stepper motor. The cart is outdoors on grass with trees in the background.

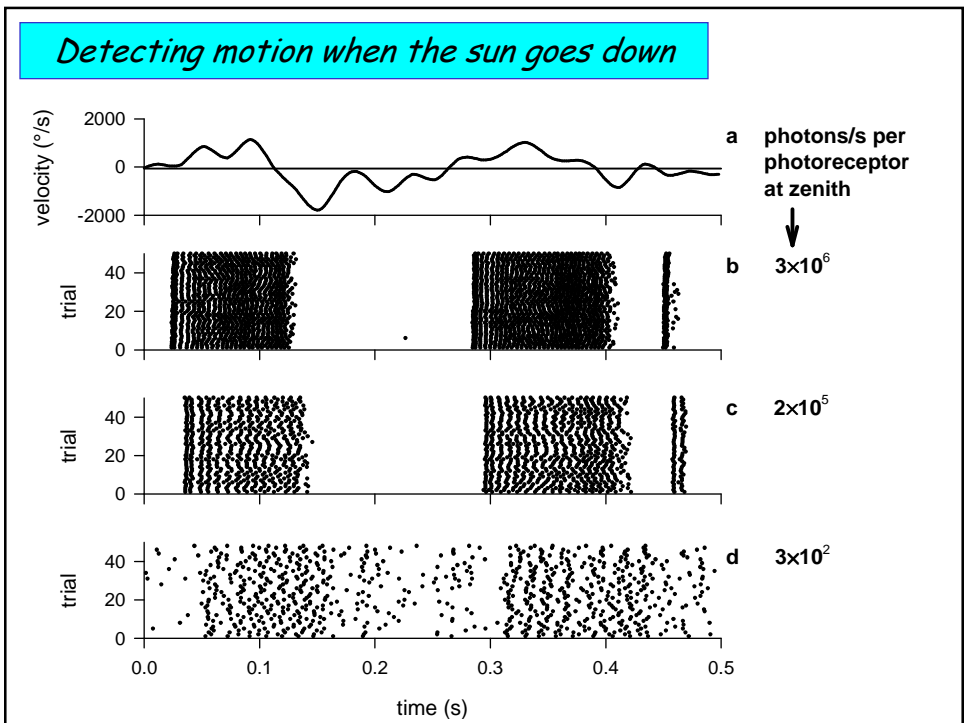
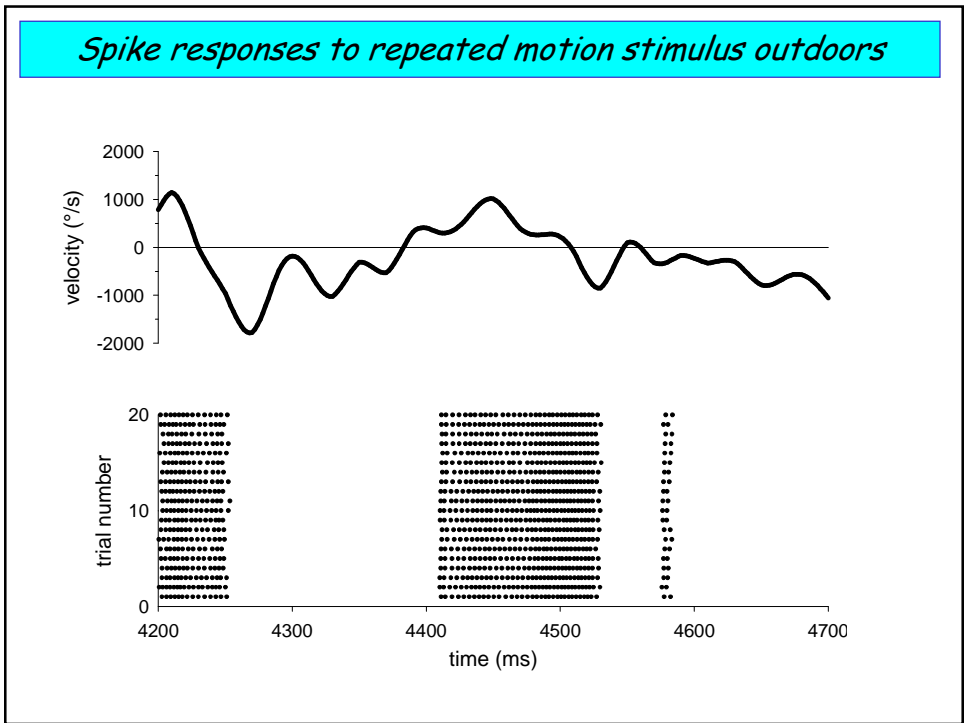
Visual stimulus and neural response in outdoor experiment



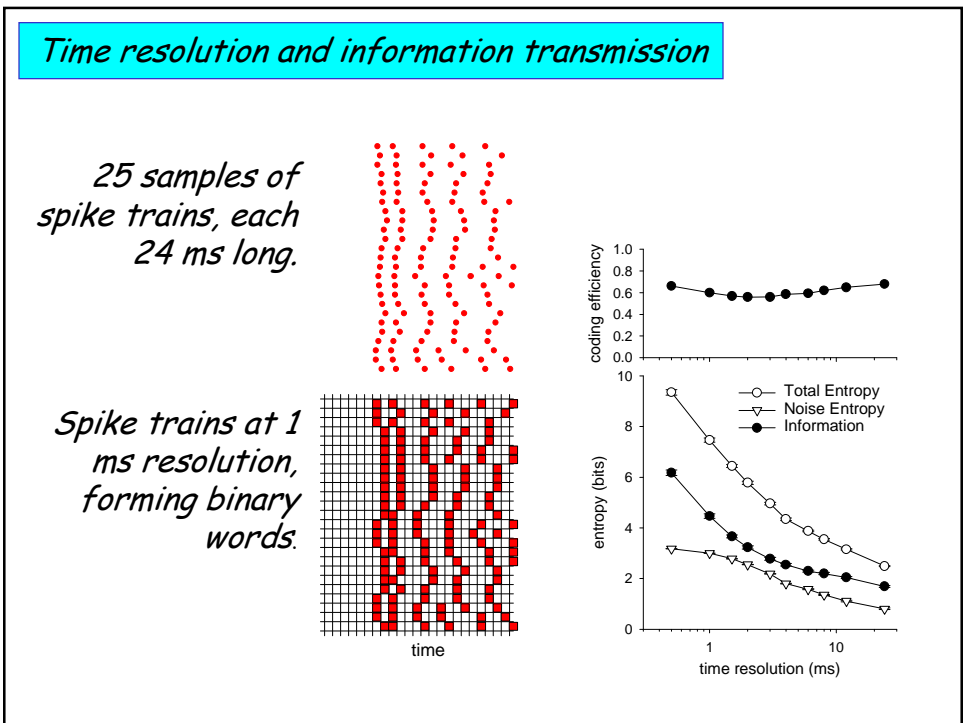
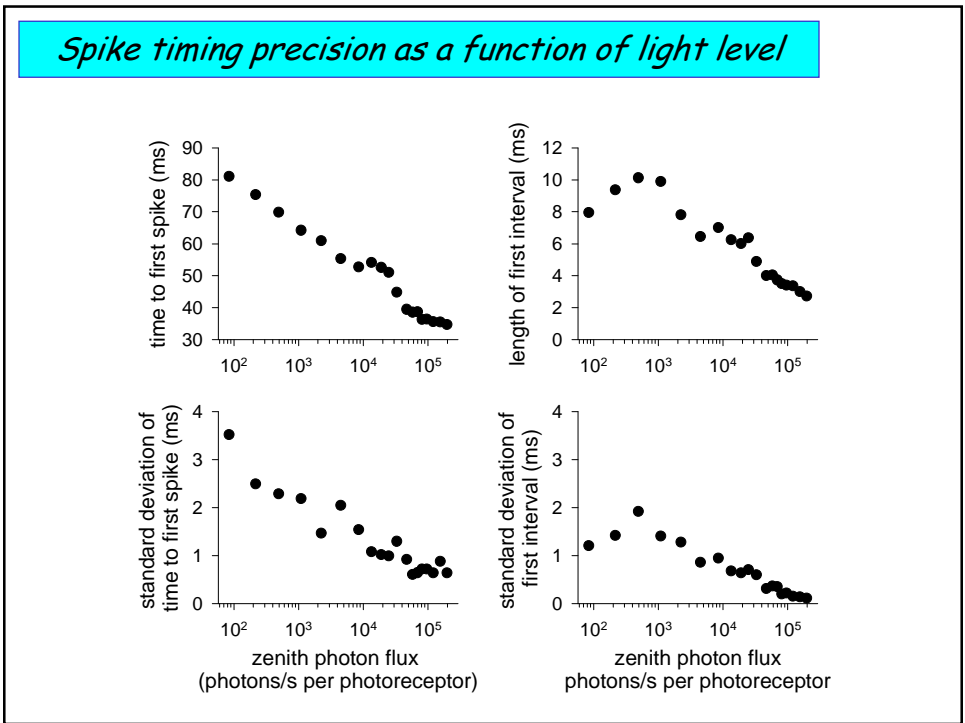
$180^\circ \cong$ horizontal field of view of H1

The photograph shows a wide-angle view of a golf course with green grass, trees, and a clear blue sky. The text below the image indicates that this view represents a 180-degree horizontal field of view for the H1 neuron.

Neural Computation on Natural Signals: Lessons from the Fly Visual System



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Spike timing and information transmission

Intuitively: information carrying capability goes up if time resolution improves. This is quantified by the total entropy:

$$S_{total} = -\sum_W P(W) \log_2[P(W)]$$

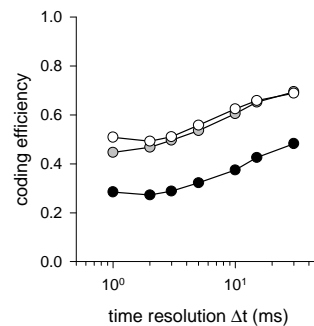
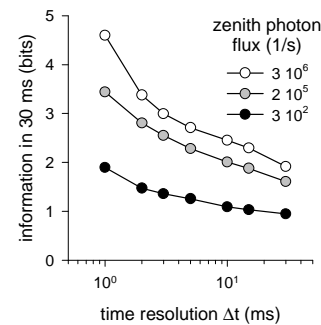
This specifies an upper bound on information transmission, which is only realized if all capacity is used to encode signals. This is not generally true; the discrepancy is measured by the noise entropy:

$$S_{noise} = \left\langle -\sum_W P(W | t) \log_2[P(W | t)] \right\rangle_t$$

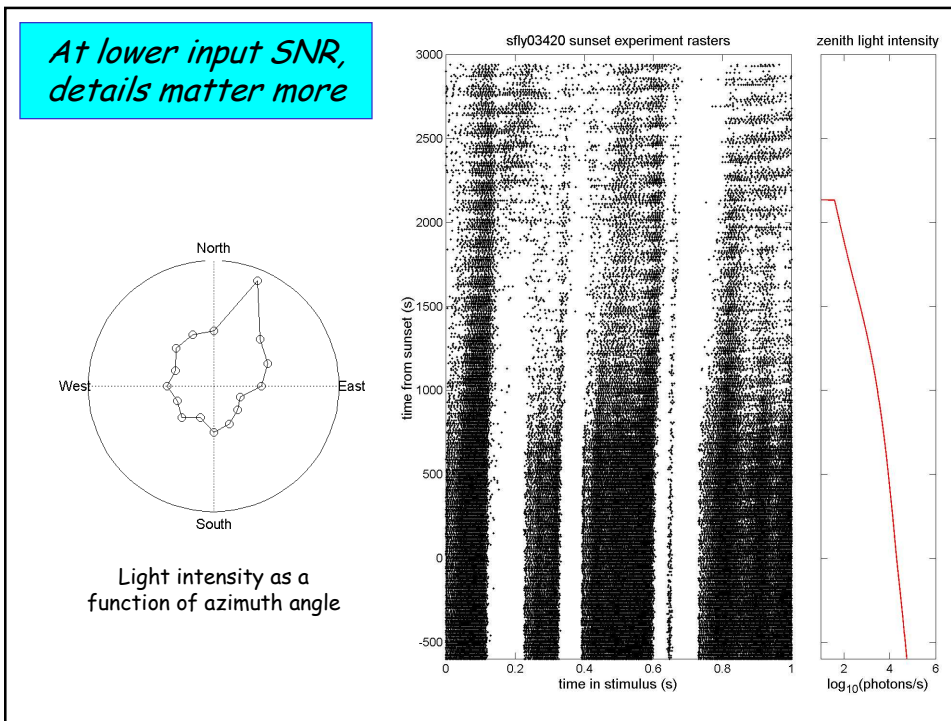
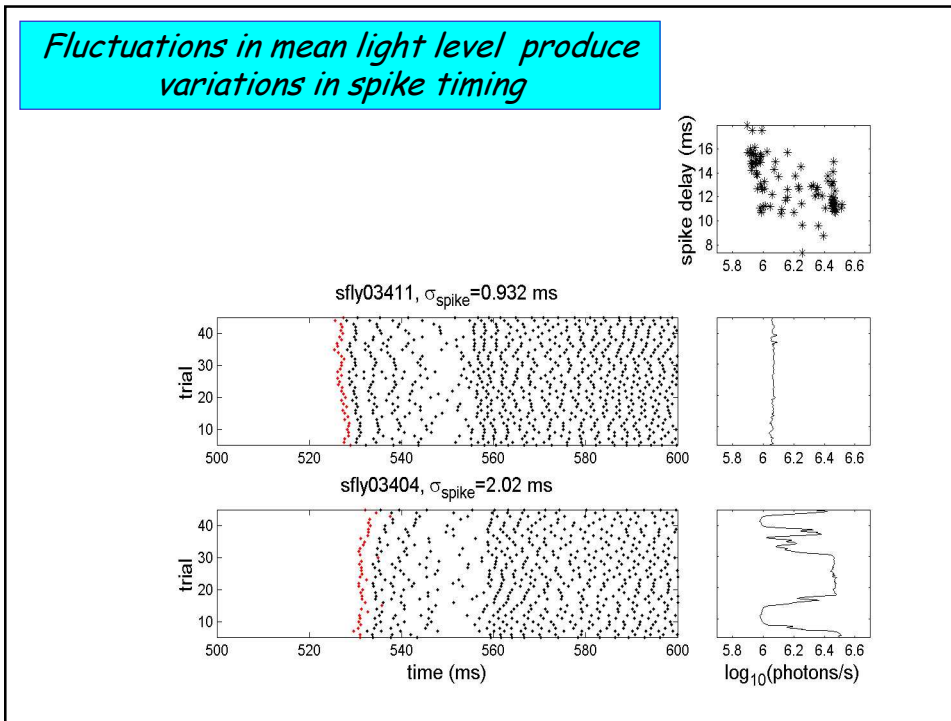
The information transmitted is the difference of these two entropies:

$$I = S_{total} - S_{noise}$$

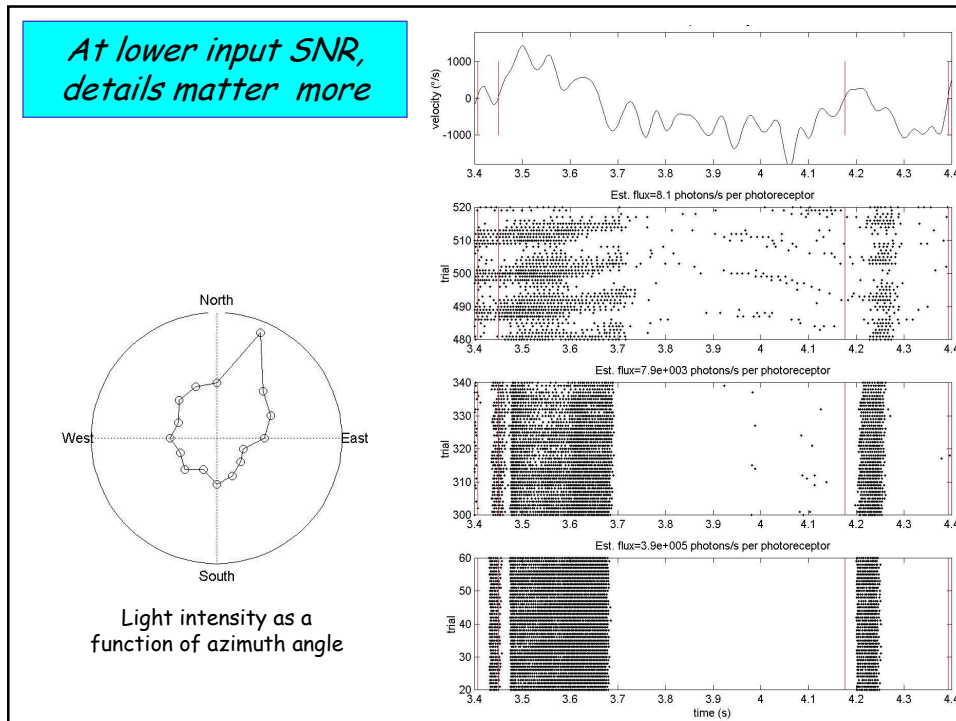
Information as a function of time resolution and light level



Neural Computation on Natural Signals: Lessons from the Fly Visual System



Neural Computation on Natural Signals: Lessons from the Fly Visual System



Recapitulation

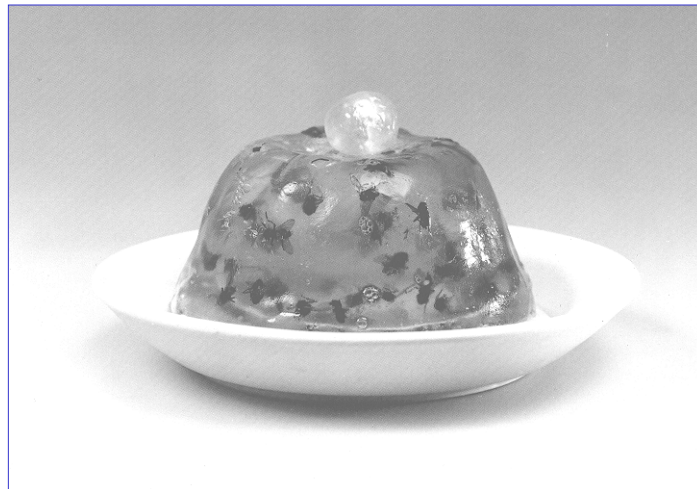
- *Optimal velocity estimators must compute biased velocity estimates: The less reliable the input, the larger the bias. The fly has similar bias, suggesting that it approaches optimal computation.*
- *Fly and optimal estimator combine the behavior of two well-known models of motion detection.*
- *In natural conditions, precision is limited by external noise. It makes sense to build computational strategies that take input reliability into account.*

Neural Computation on Natural Signals: Lessons from the Fly Visual System

Some things to do...

- Study dynamics of motion estimation and coding
- Two-dimensional optical input, 3 axes of rotation
- Move fly along 3-D trajectories

Have a good lunch ...



Weidema