

# Human Vision

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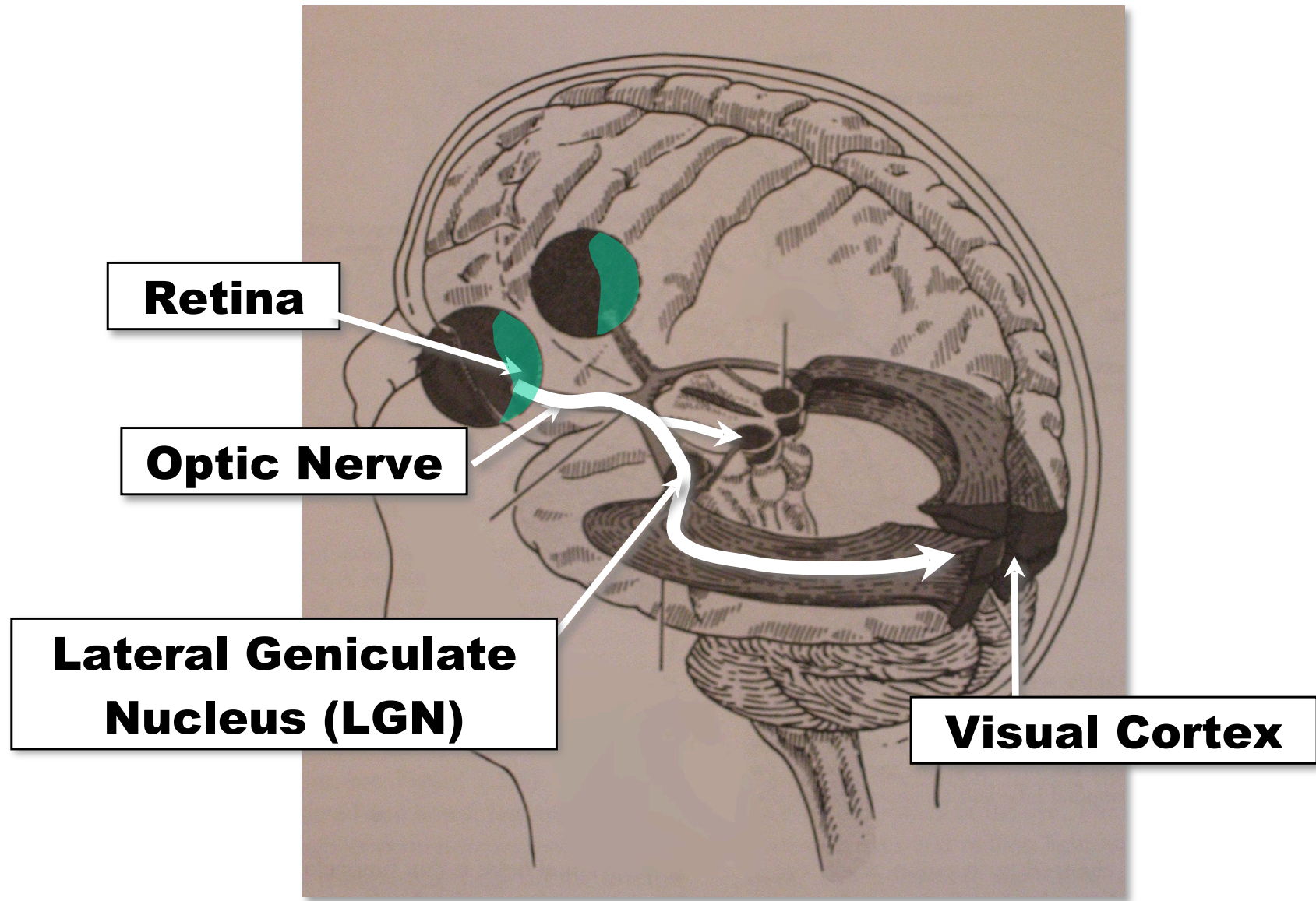
# Human Vision

## It Works!!

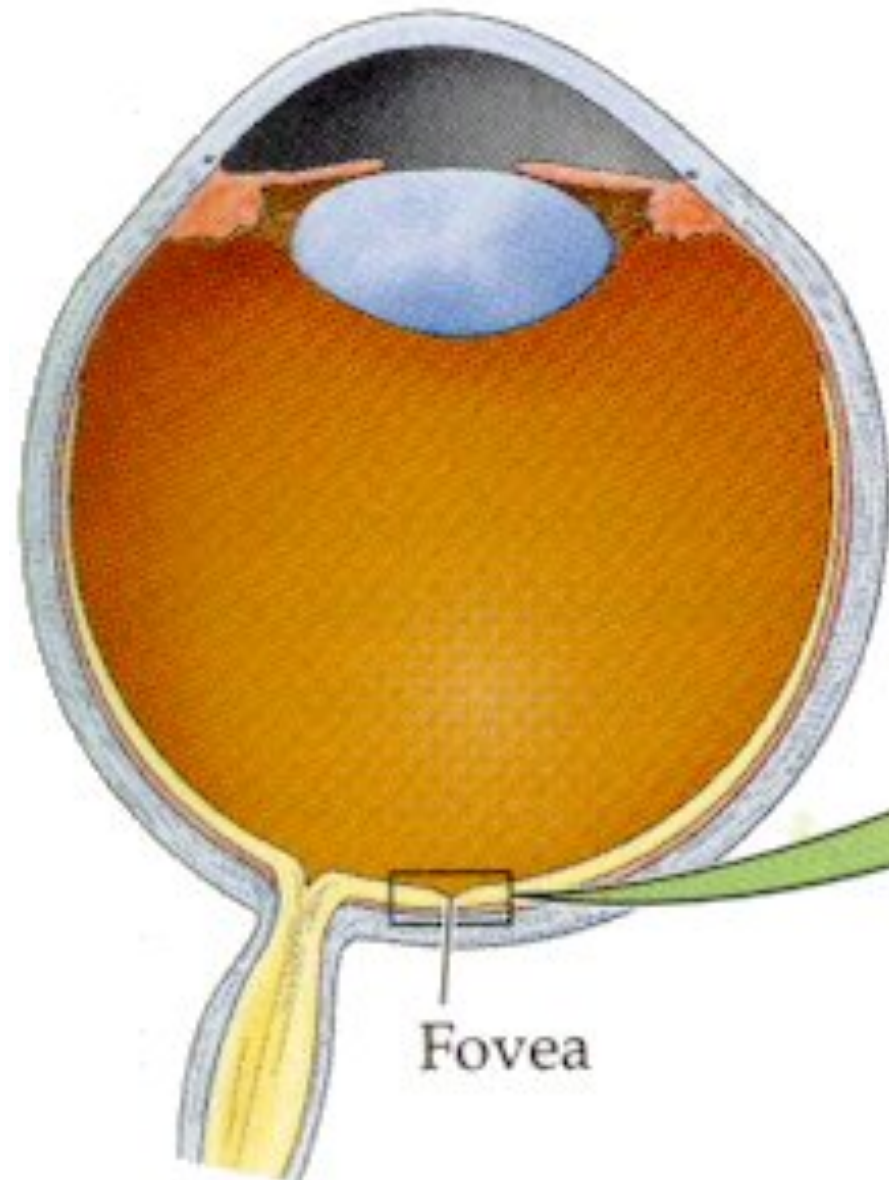
-->Proof of existence.

- The image formation process is well understood
- The image understanding one remains mysterious

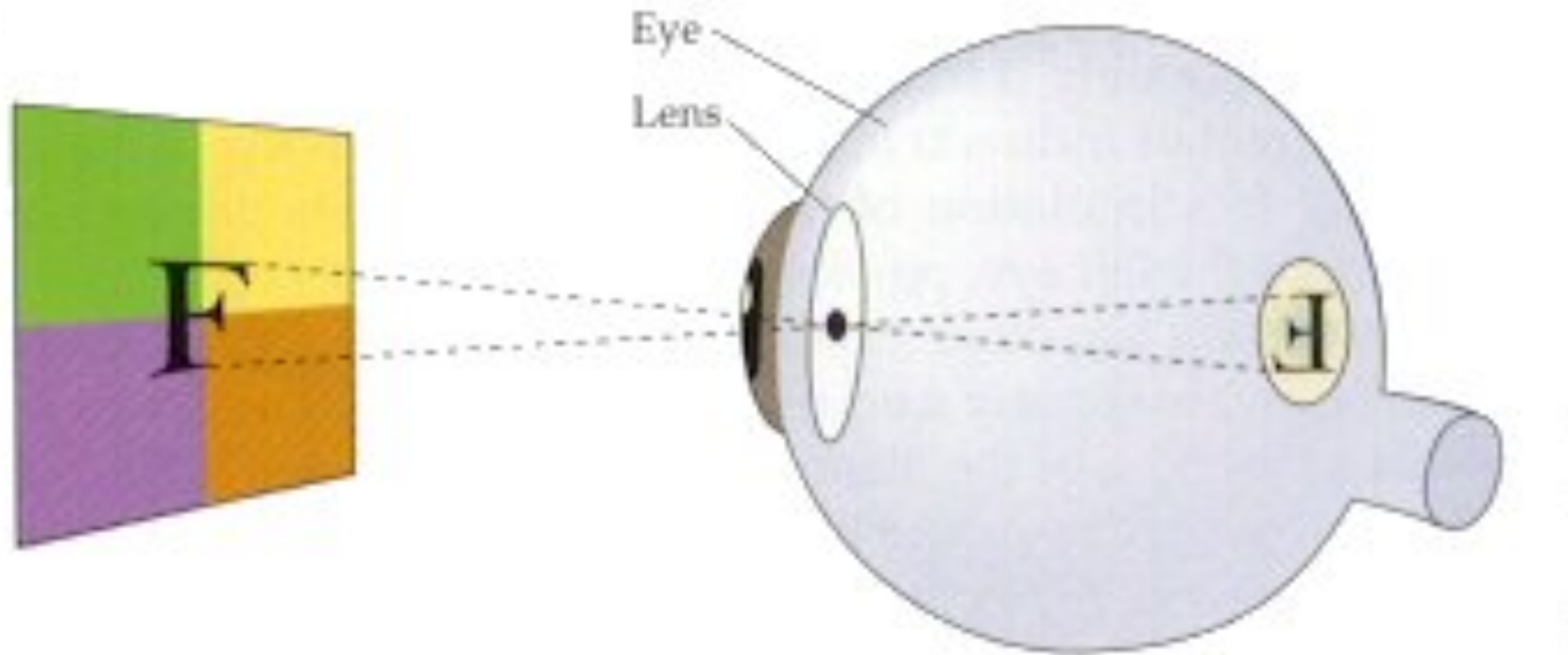
# Pathways To The Brain



# Human Eye

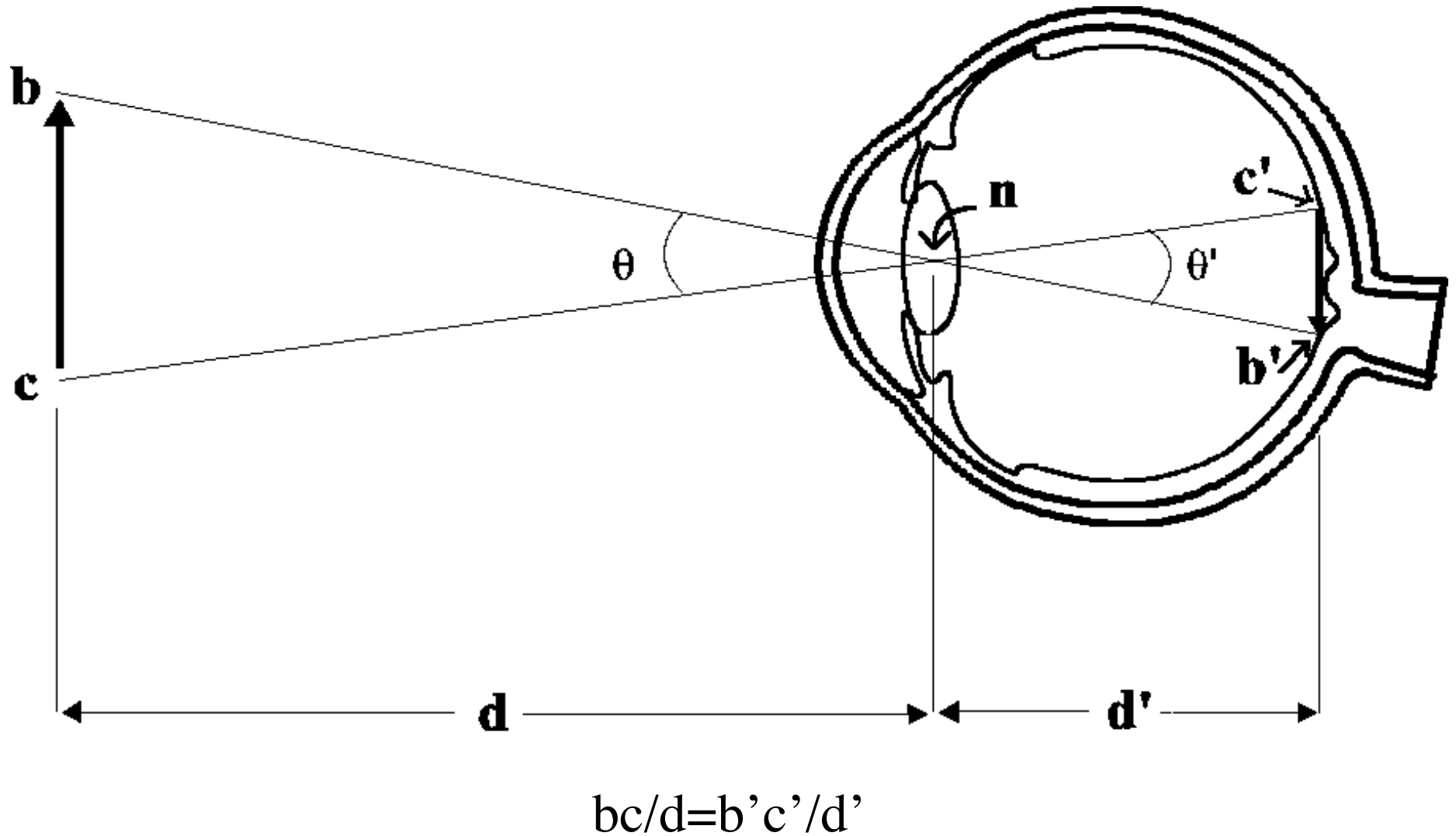


# Image Formation



An inverted image forms on the retina.

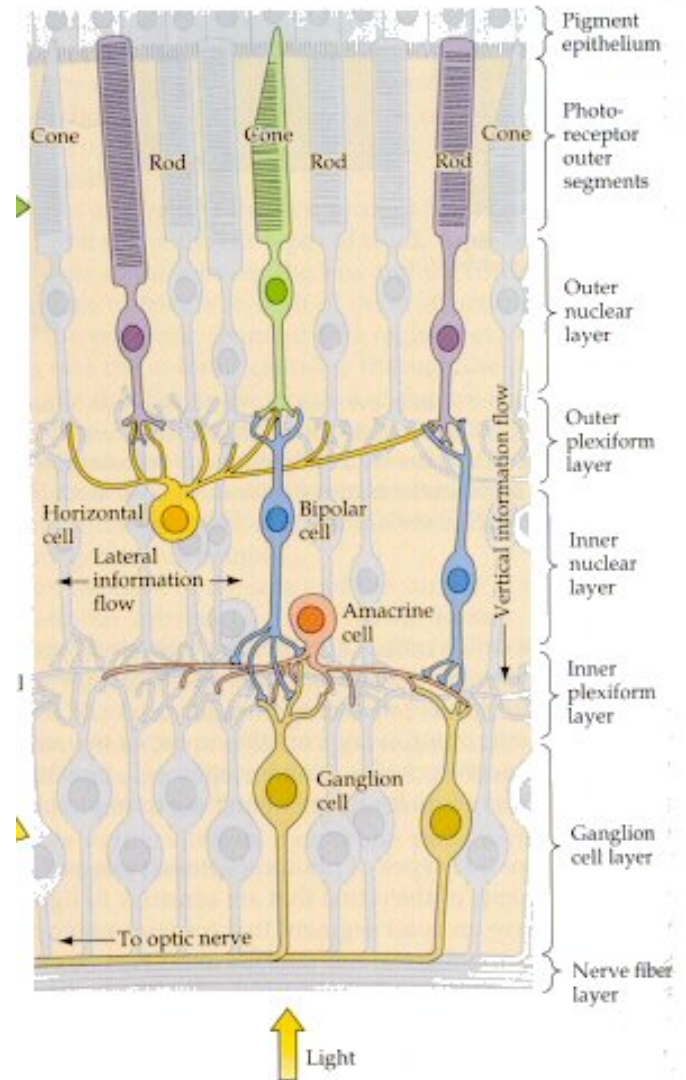
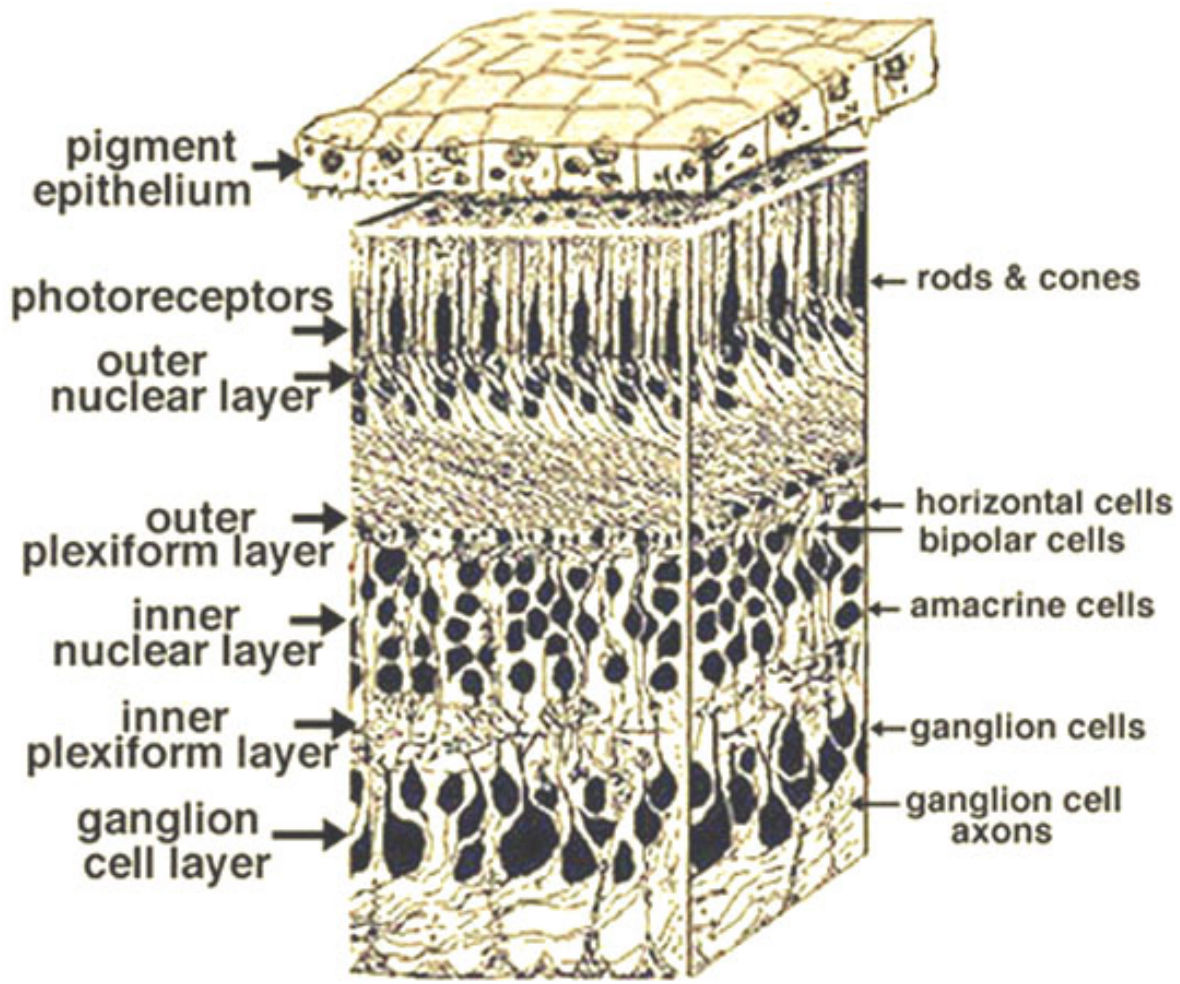
# Perspective Projection



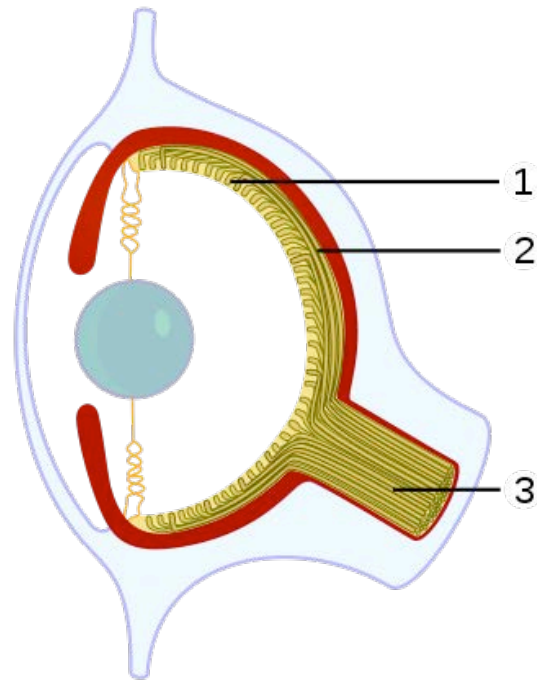
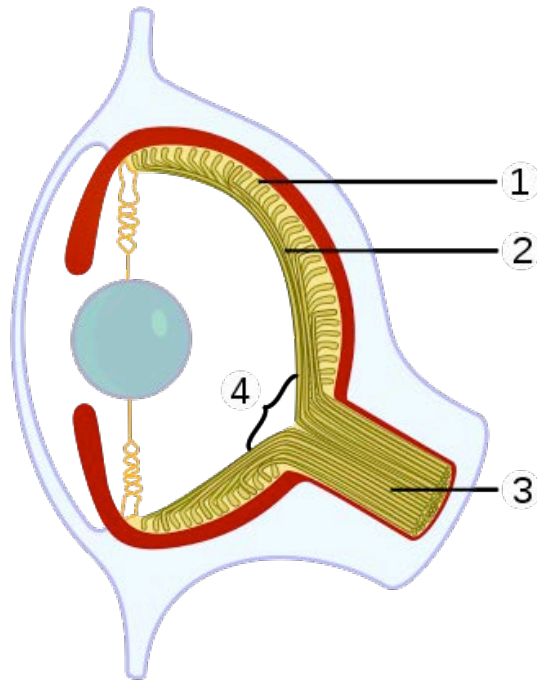
- This is known as the pinhole camera model.
- Cameras do something similar and we will revisit it in the next lecture.



# Retina



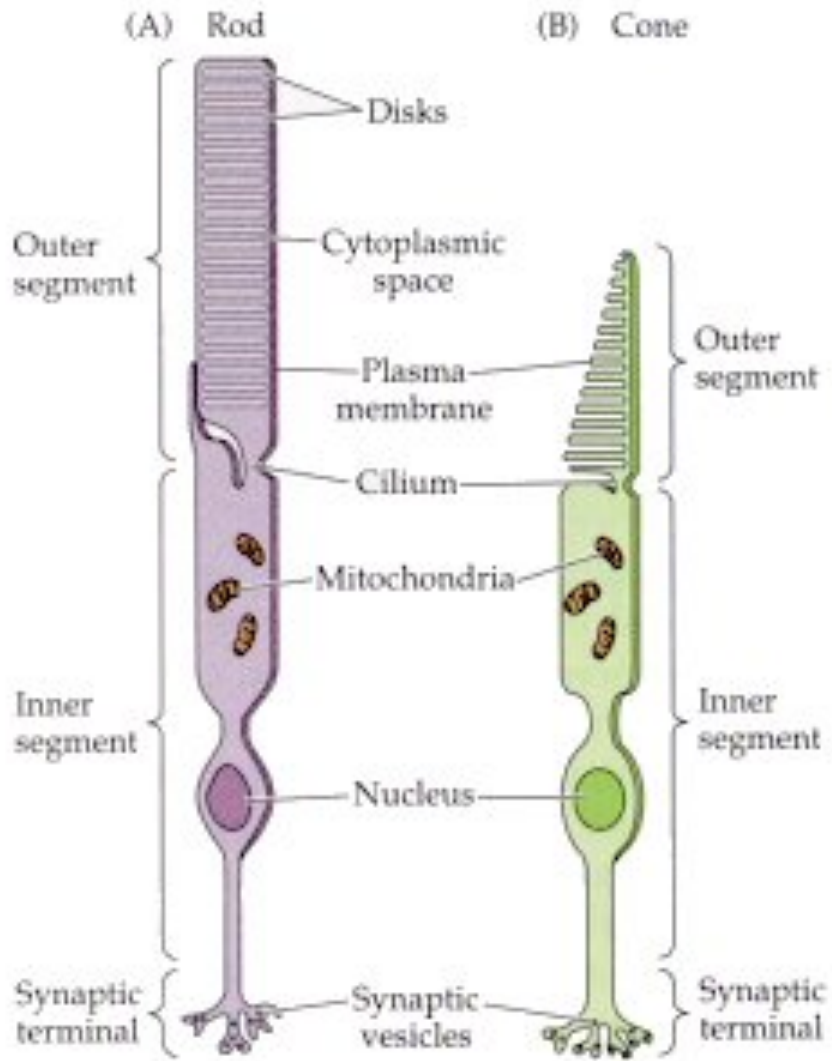
# Vertebrates vs Cephalopods



- In vertebrates, the photo receptors (1) are behind the nerve fibers (2), which obstruct some of the light.
- In cephalopods, the photo receptors (1) are in front, which seems more efficient and eliminates the blind spot.



# Rods and Cones



Rods: Low-intensity light vision, e.g. night vision.

Cones: Color-vision with higher intensity light.

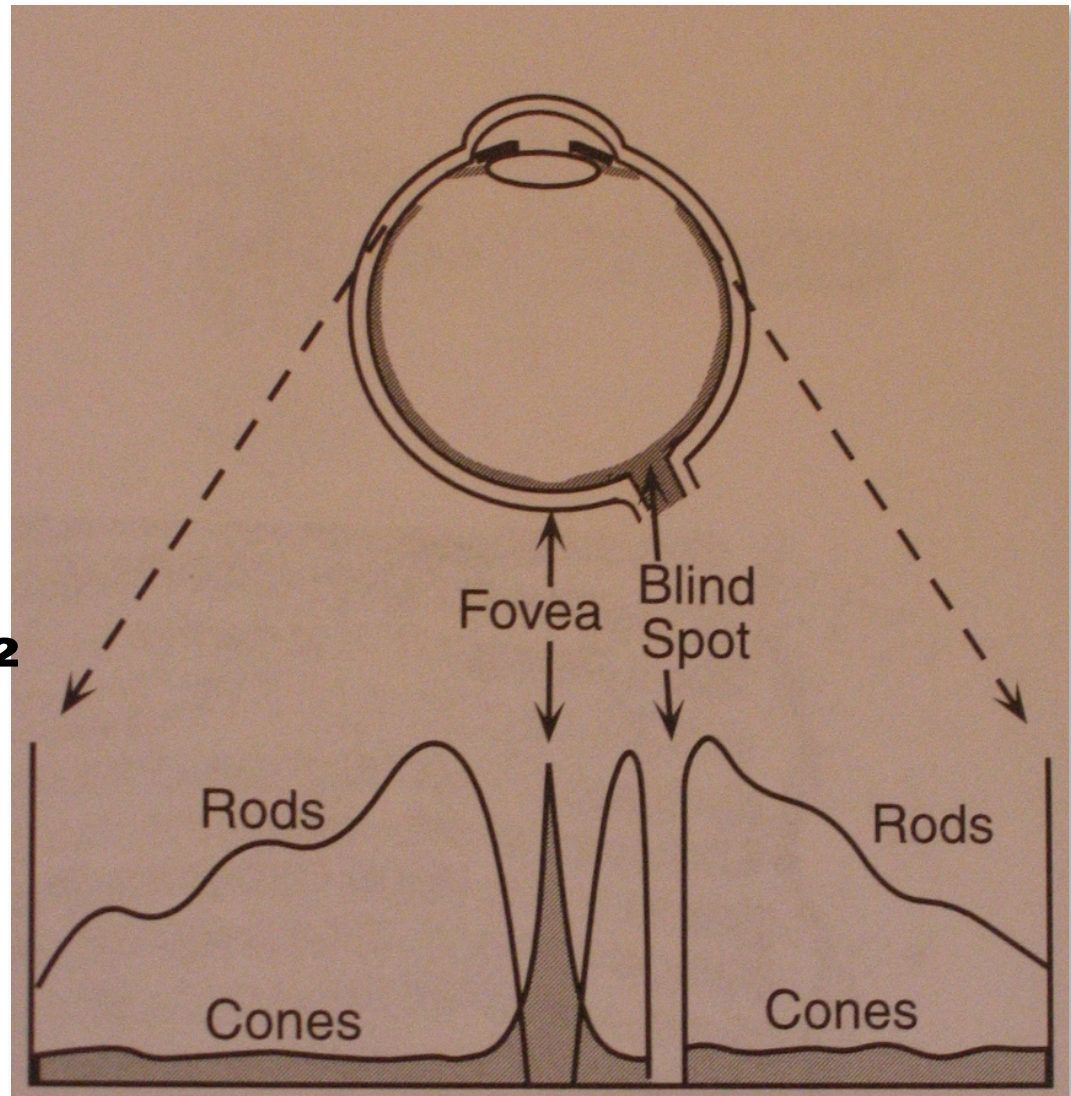
# Cell Distribution

**# receptors/mm<sup>2</sup>**

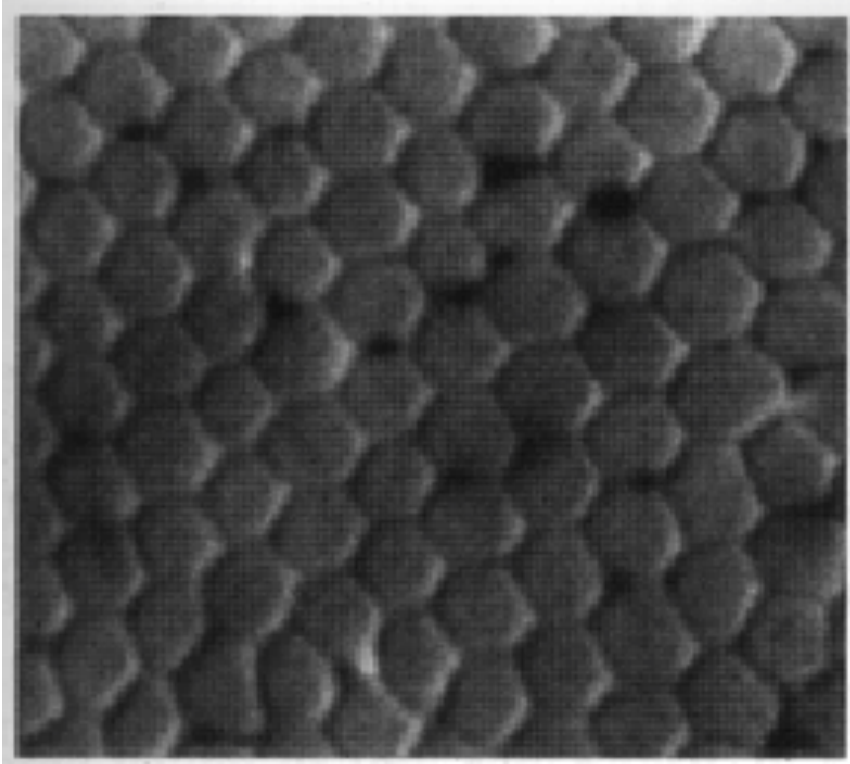
**150'000**

**100'000**

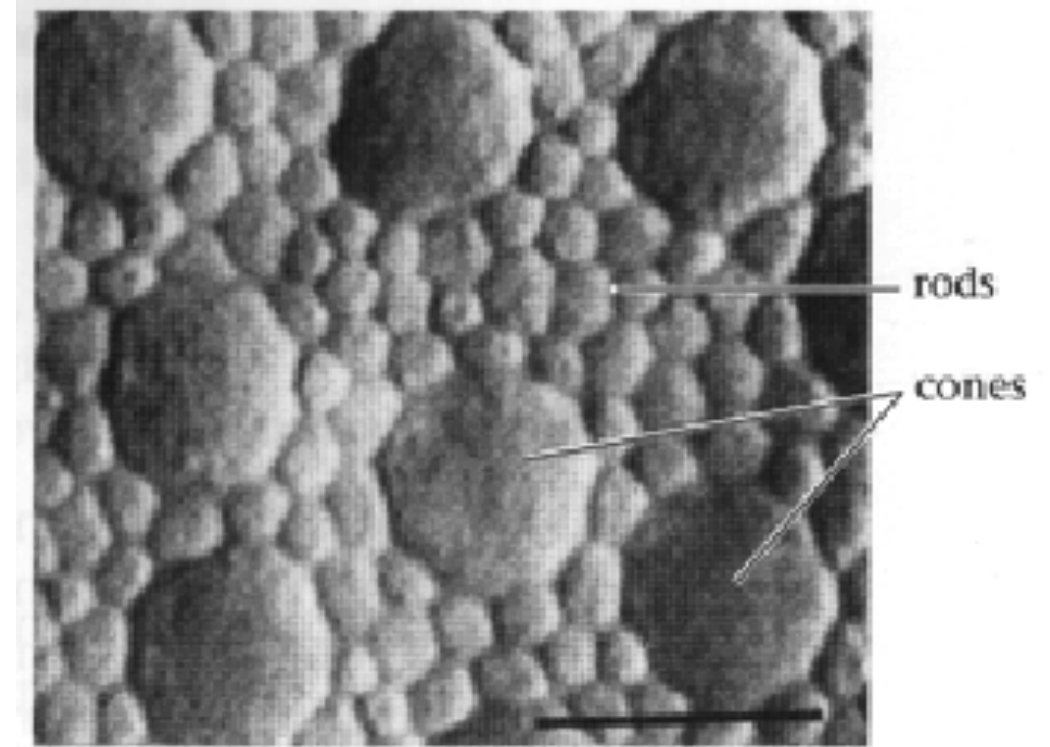
**50'000**



# Fovea vs Periphery

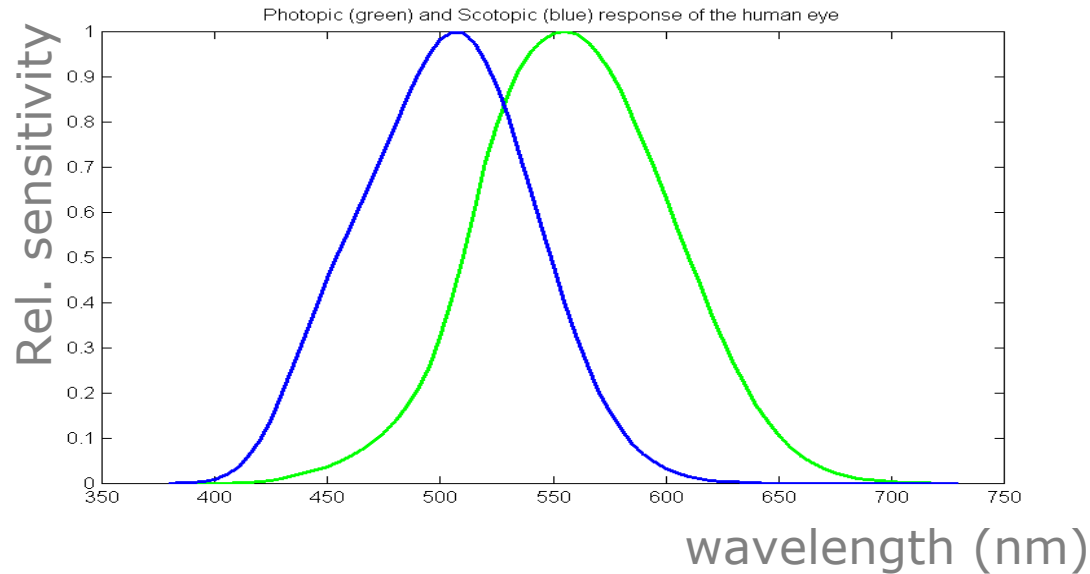


Fovea



Periphery

# Scotopic vs Photopic



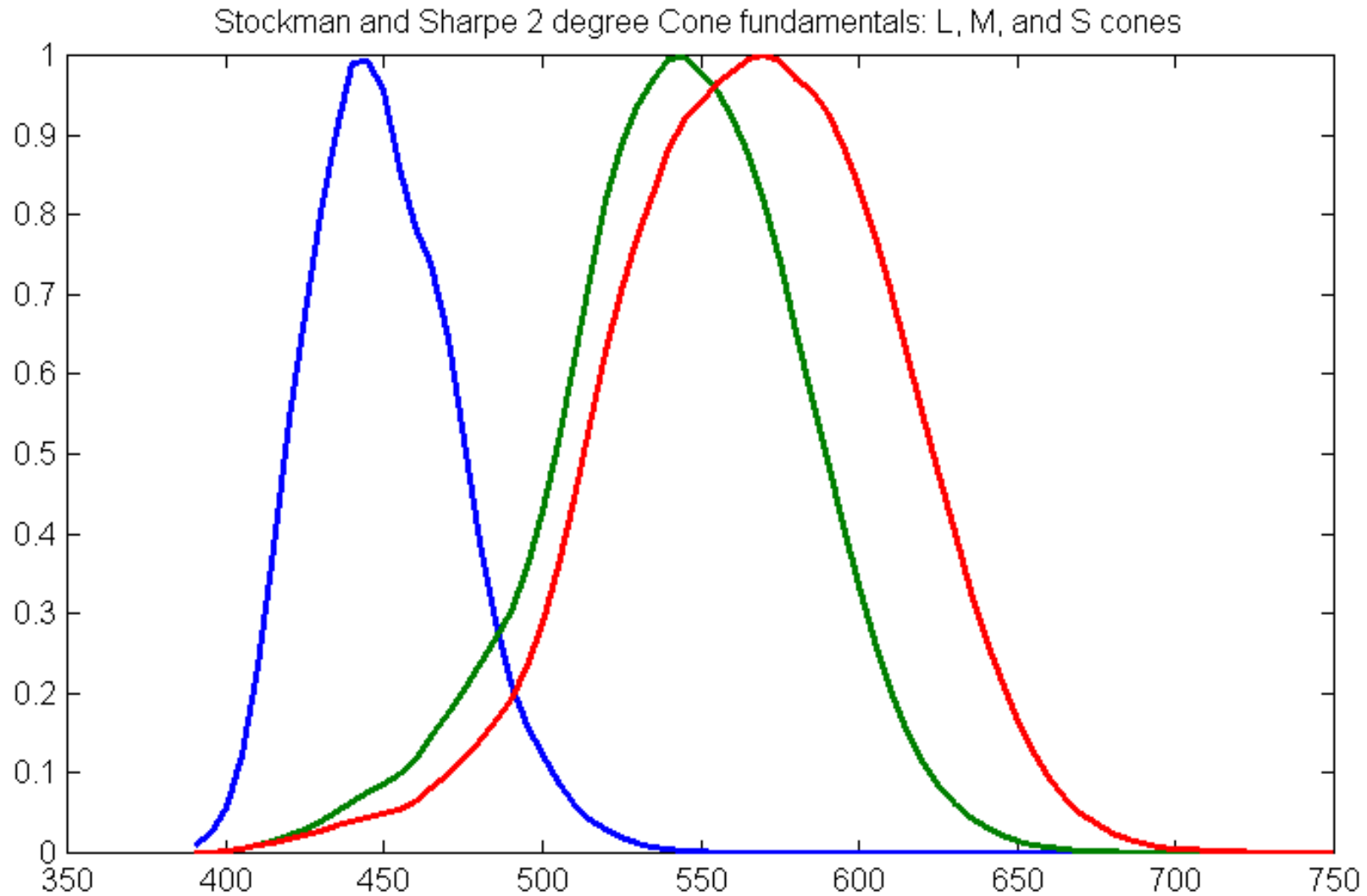
Low luminance ( $< 1 \text{ cd/m}^2$ ):

- 120 million rods with peak spectral response around 510 nm.
- Primarily located outside the fovea.

High luminance ( $> 100 \text{ cd/m}^2$ ):

- 7 million cones per retina.
- Primarily located in the fovea.
- Three types of cones (S, M, L) with peak spectral response at different nm.
- Ratio L:M:S  $\approx$  40:20:1

# Sensitivity to Different Wavelengths



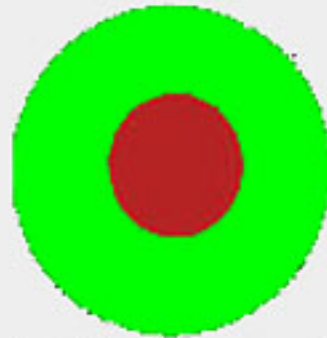


# Ganglion Cells

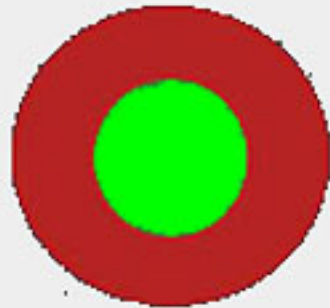
*Color opponent ganglion cells*



red ON/green OFF



red OFF/green ON

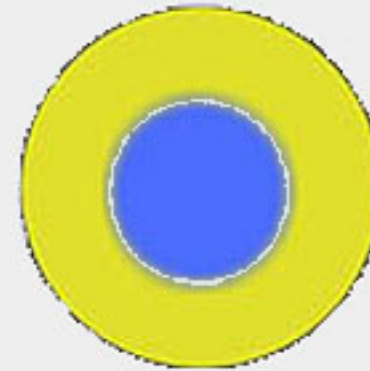


green ON/red OFF

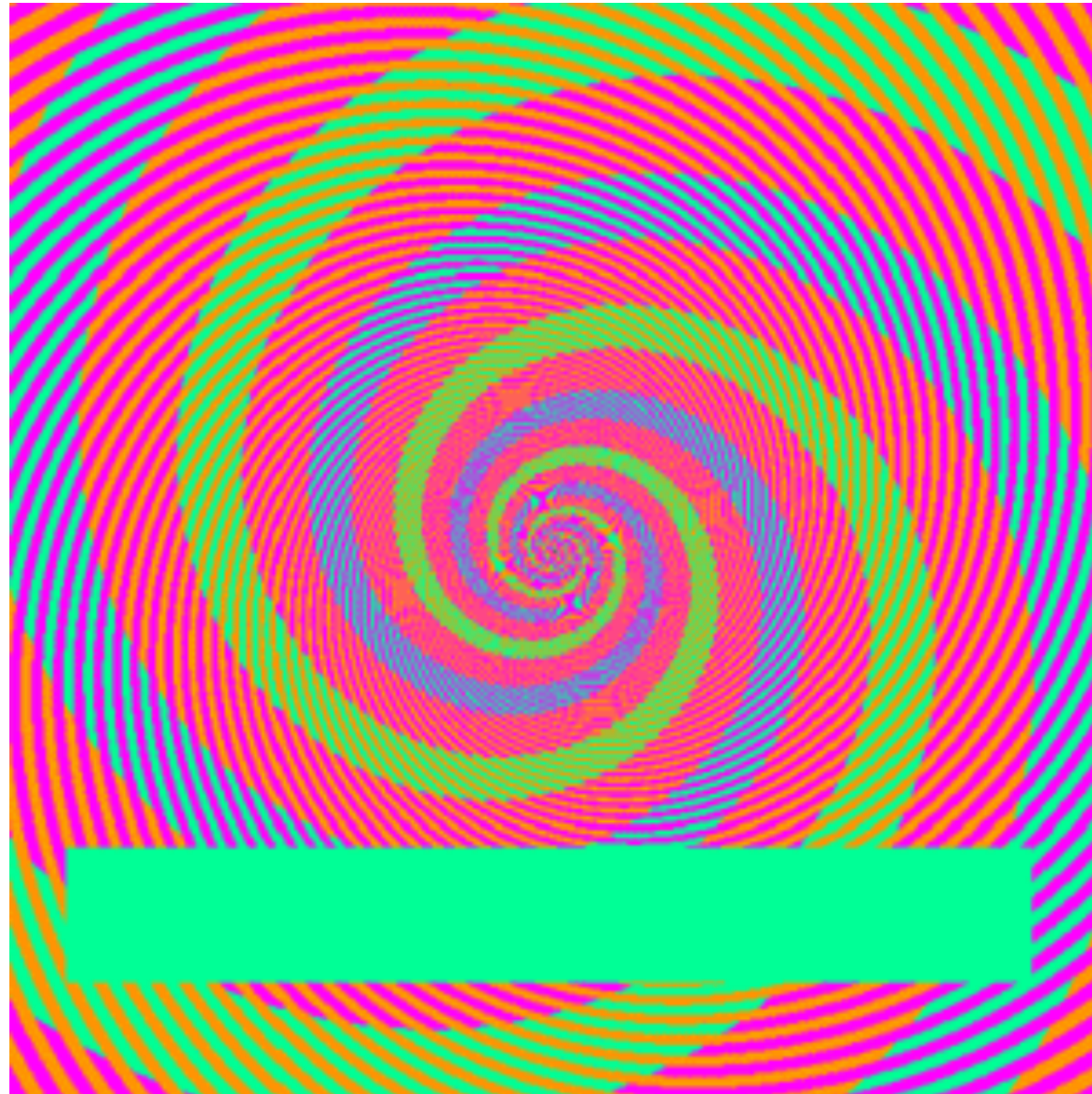


green OFF/red ON

blue ON/yellow OFF



# Color Illusion



← Green spiral

← Blue spiral

# Color Balancing

- Red sand has been blown onto the slopes.
- The streak of snow in the middle should be white.

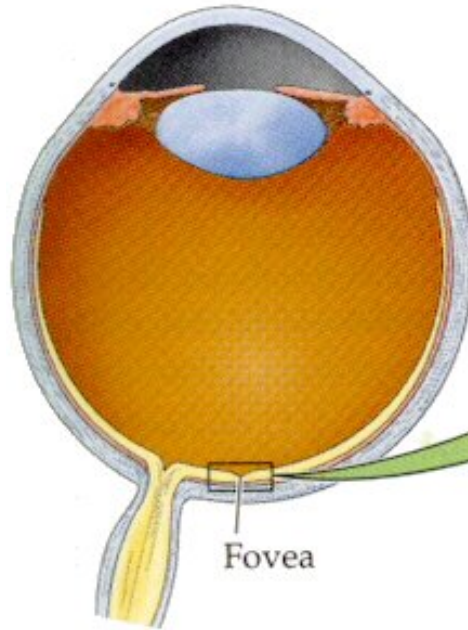


iPhone image



Color corrected image

# Peripheral Vs Foveal Vision



Much higher concentration of cells on the Fovea

→Active vision:

- We find objects using our peripheral vision
- We concentrate our gaze on objects of interest.



# The Human Eye In Short

## The Retina:

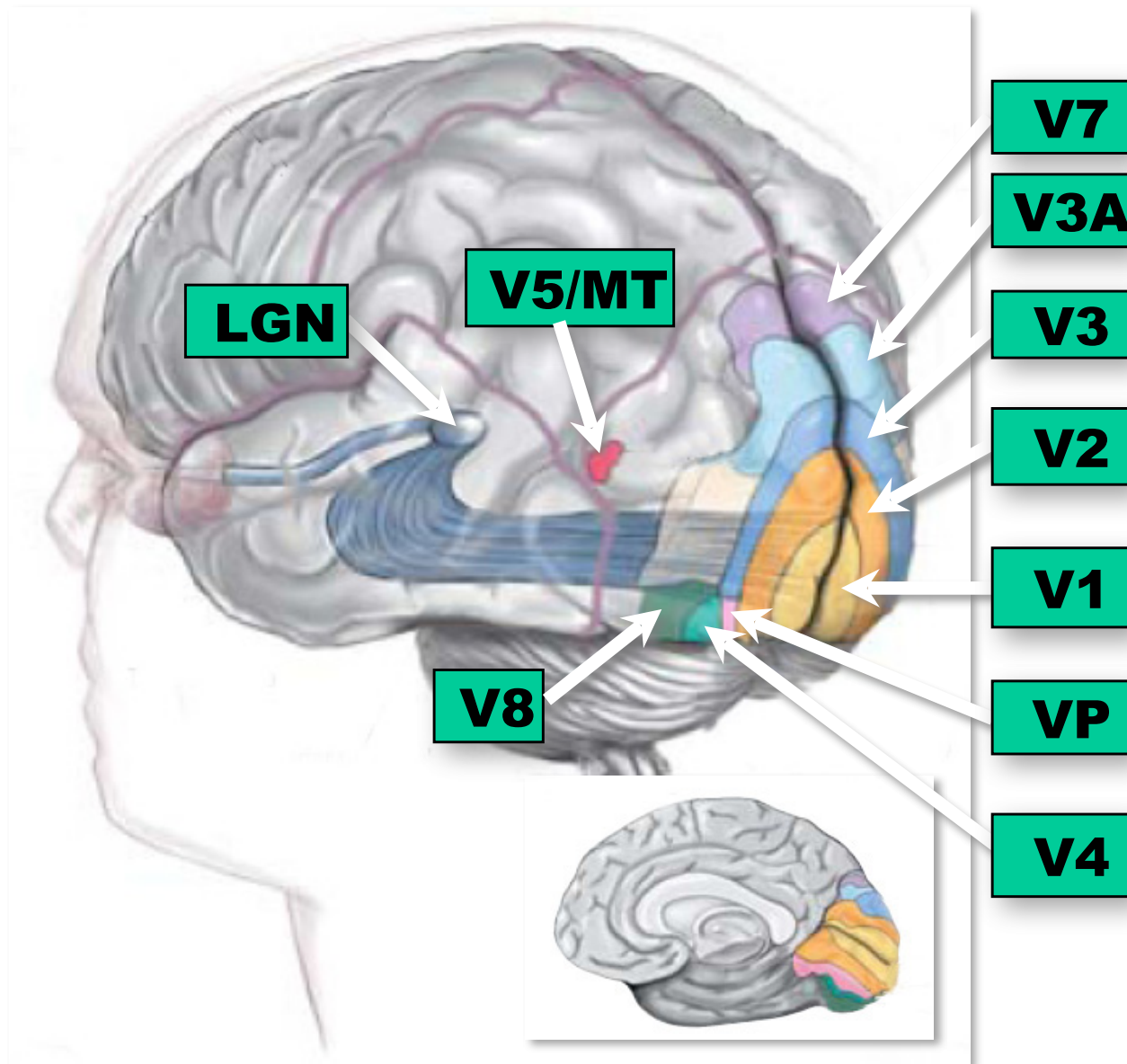
- rods (low-intensity light, night vision)
- cones (color-vision)
- Synapses and ganglions
- Optic nerve fibers

## Sensing and low-level processing layer:

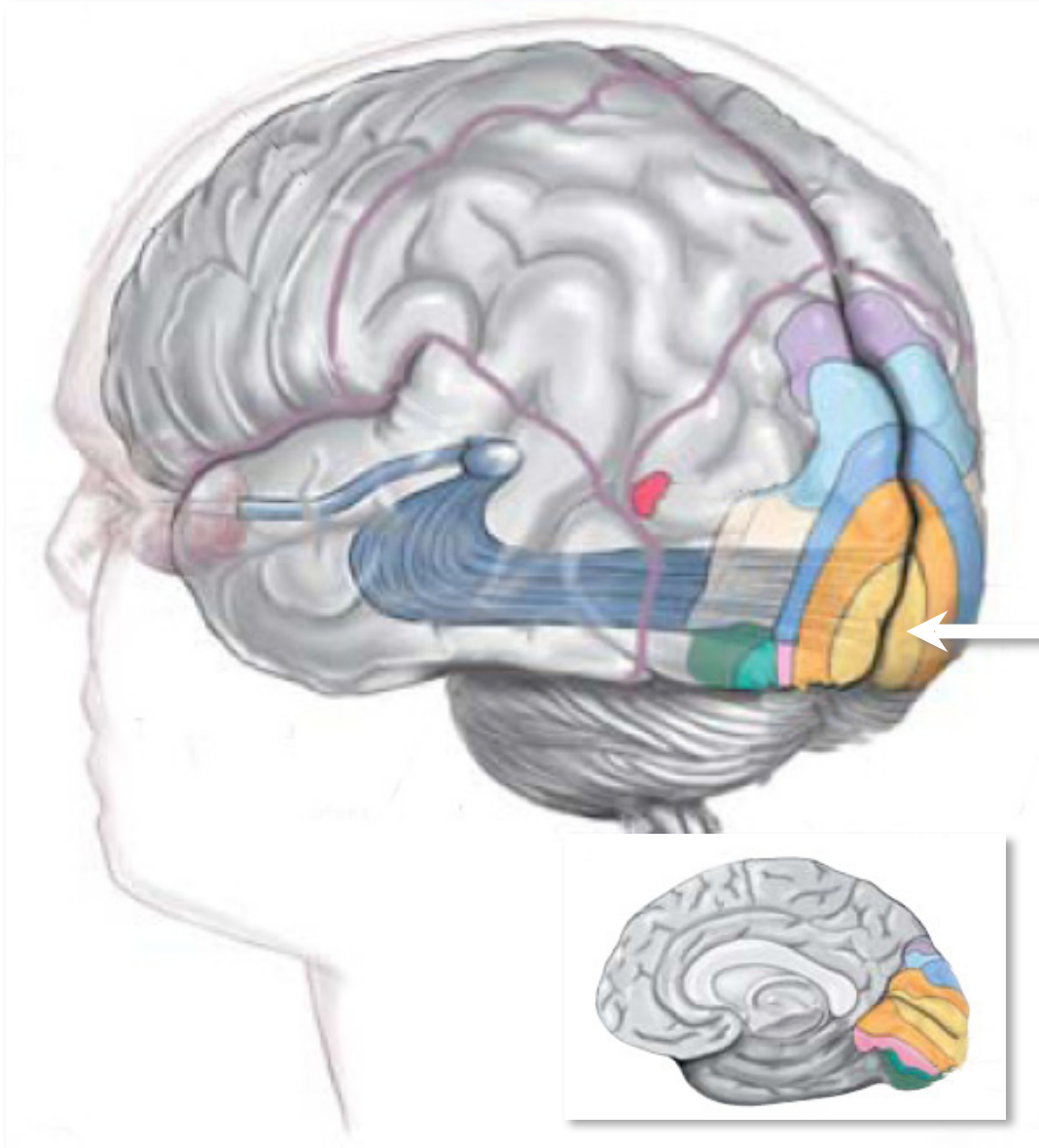
- 125 millions rods and cones feed into 1 million nerve fibers



# Visual Cortex



# Primary Visual Cortex (V1)



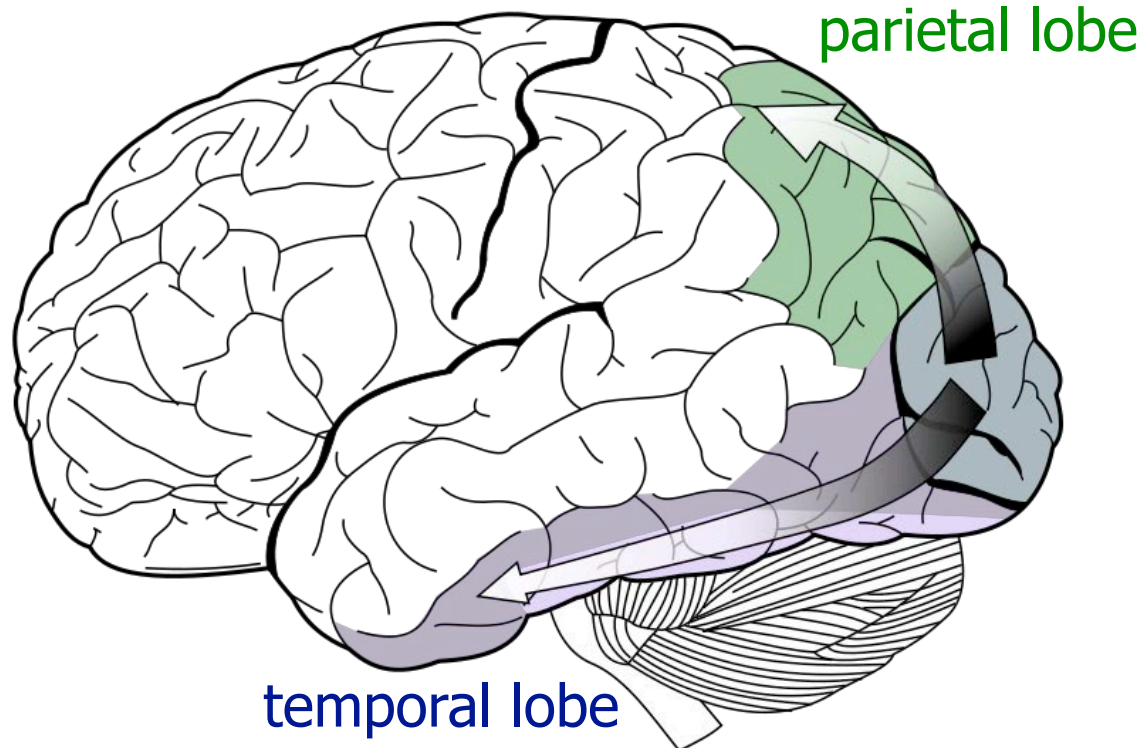
- Largest area in the visual cortex.
  - 100 times as many neurons as retinal ganglion cells
- Overcomplete representation.

# From V1 to the Others

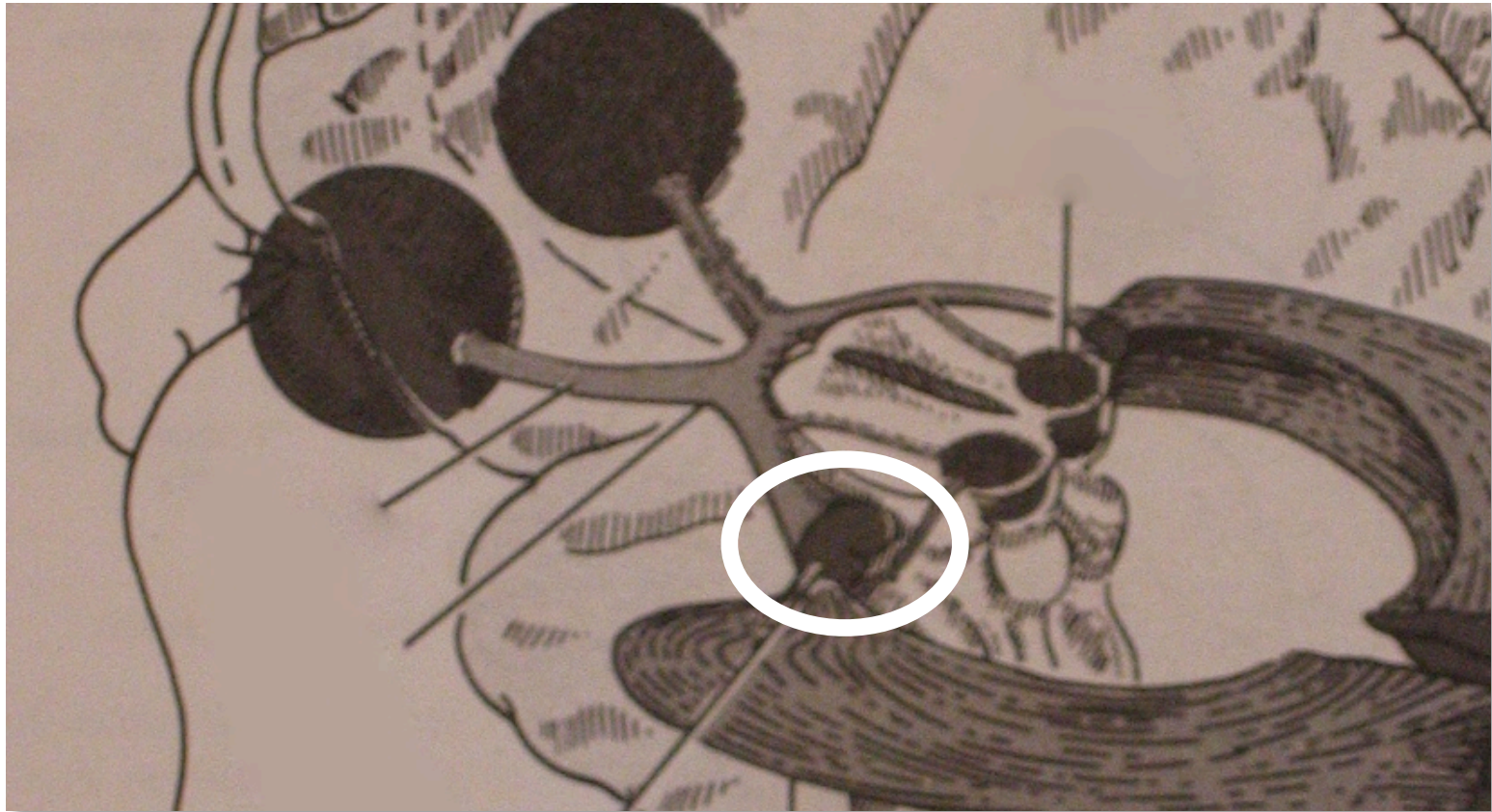
To pathways originate from V1:

- The "where" pathway:  $V1 \rightarrow V2 \rightarrow V5 \rightarrow$  parietal lobe.
- The "what" pathway:  $V1 \rightarrow V2 \rightarrow V3 \rightarrow V4 \rightarrow$  temporal lobe.

⇒ Motion Detection and Object Recognition are mostly performed in parallel but interconnections exist.



# Lateral Geniculate Nucleus (LGN)



Receives feedbacks from V1 and V2. There is ten times more feedback than feedforward sent to V1.



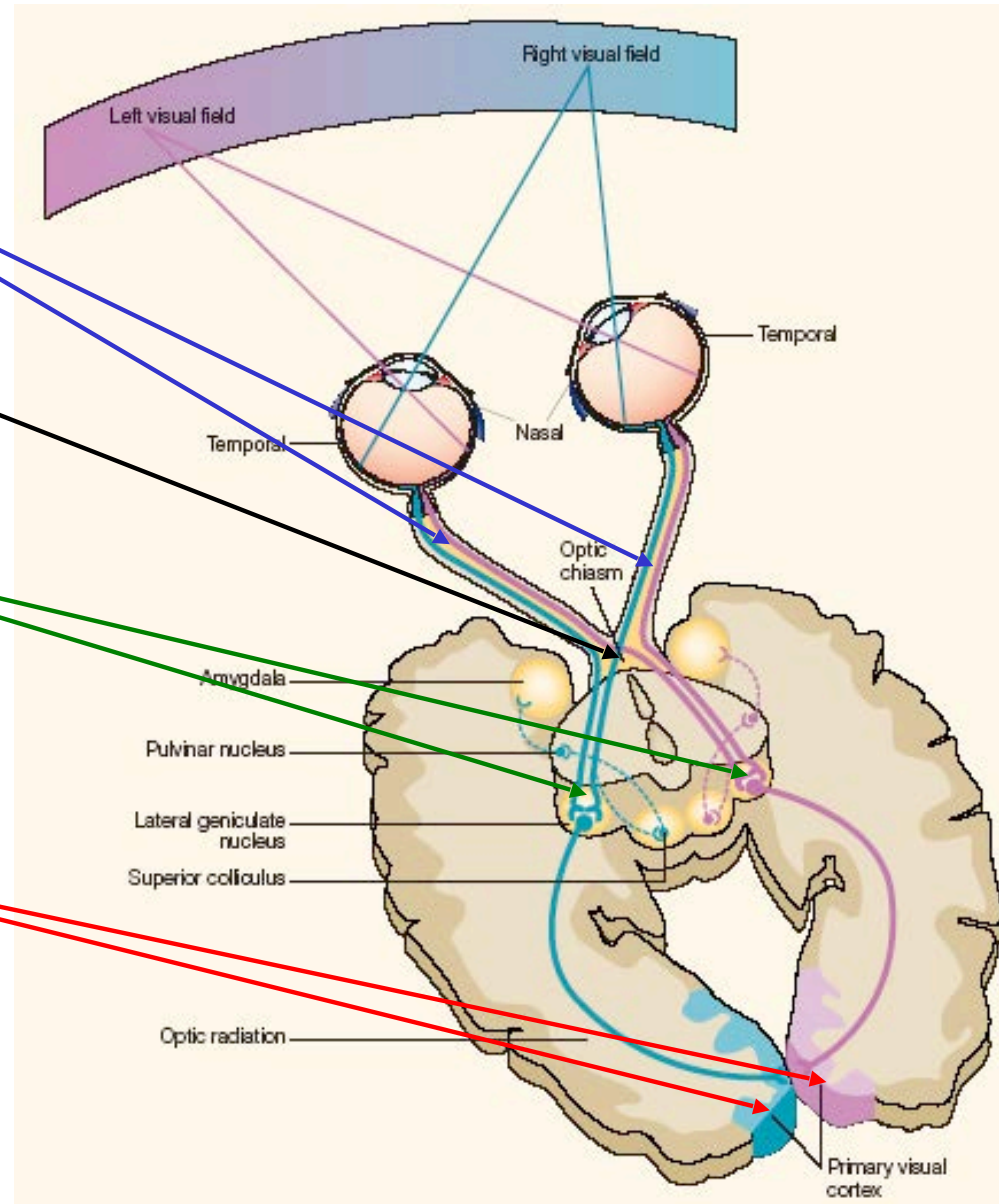
# Hemispherical Vision

- Optical Nerves

Optic Chiasm

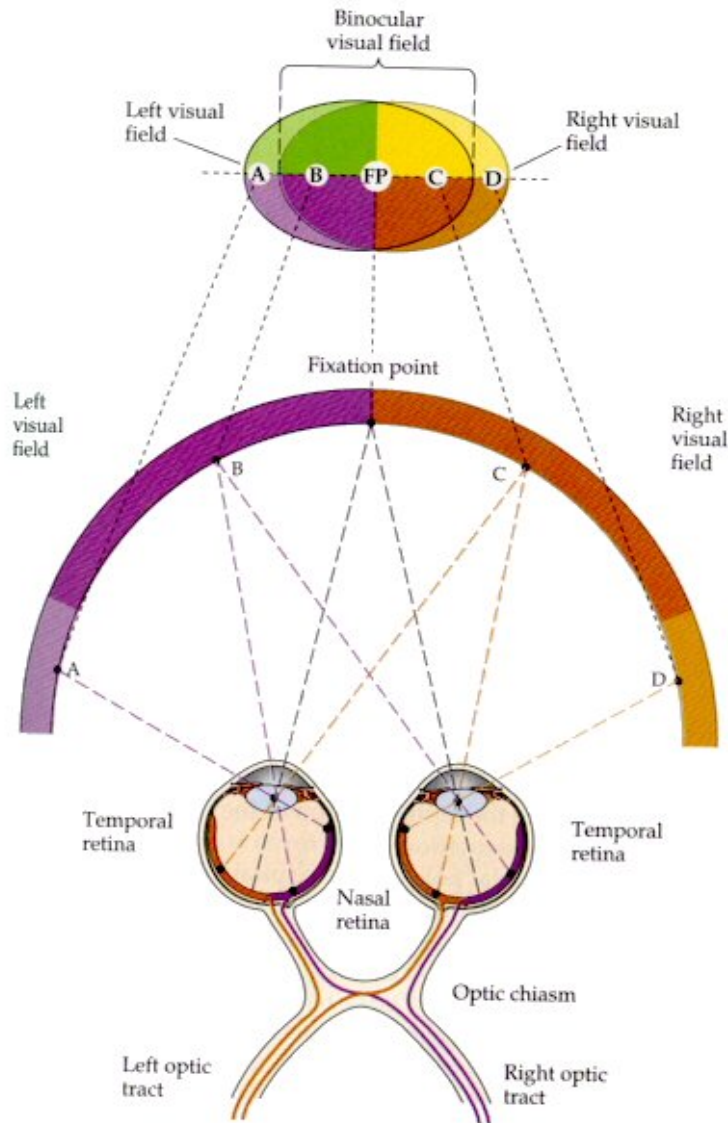
Lateral Geniculate Nucleus

Primary Visual Cortex (V1)





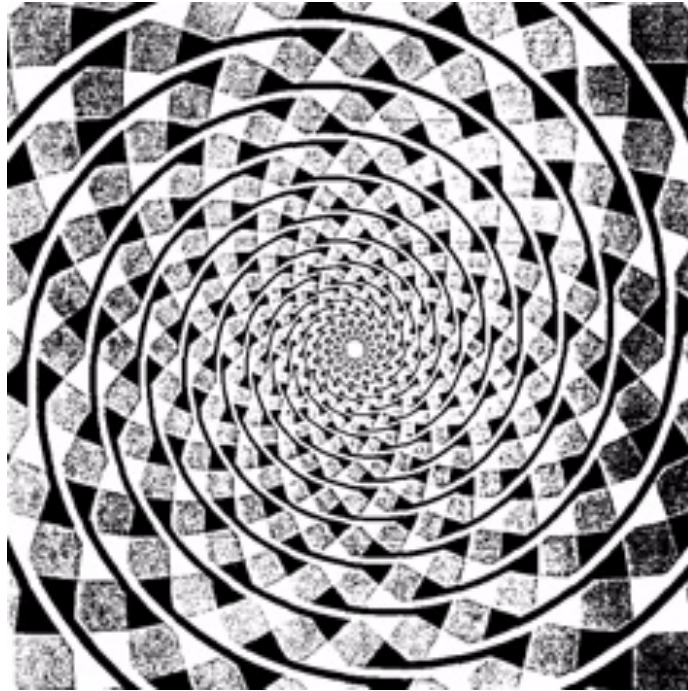
# Stereoscopical Vision



Our brain is wired for stereo vision:

- Redundancy
- Depth perception

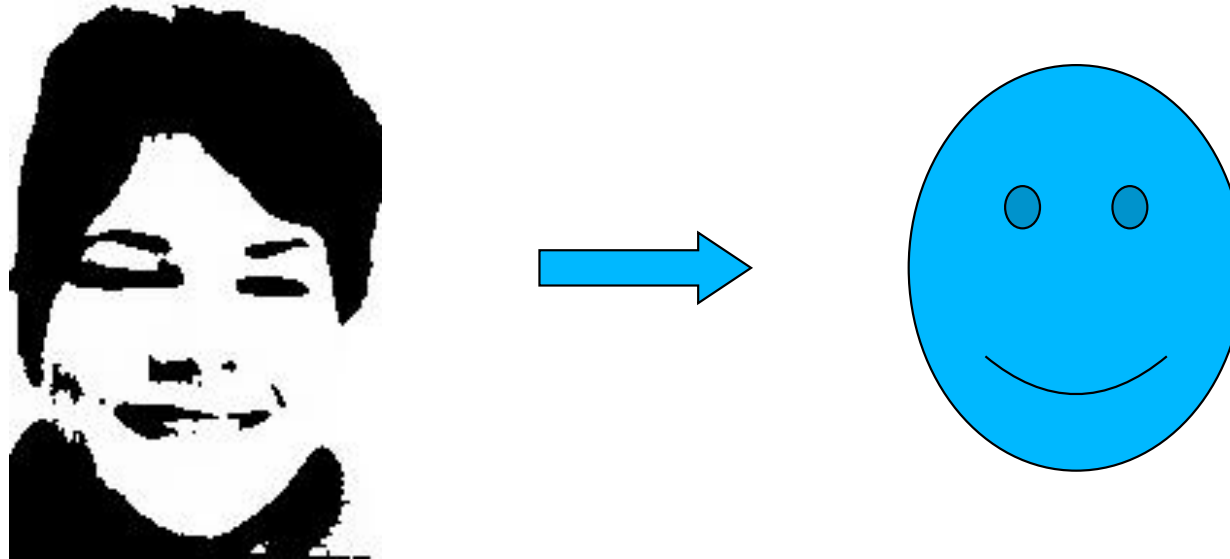
# Optical Illusions



Every image is the image of thing merely to him who knows how to read it, and who is enabled by the aid of the image to form an idea of the thing.

Handbook of Physiological Optics  
H. von Helmholtz

# Controlled Hallucination?



Perhaps, but very cleverly implemented in “wetware”.

→ How can we emulate it in hardware?

# Recognize And Classify Animal vs No Animal

Subjects must raise their hand if they see an animal:

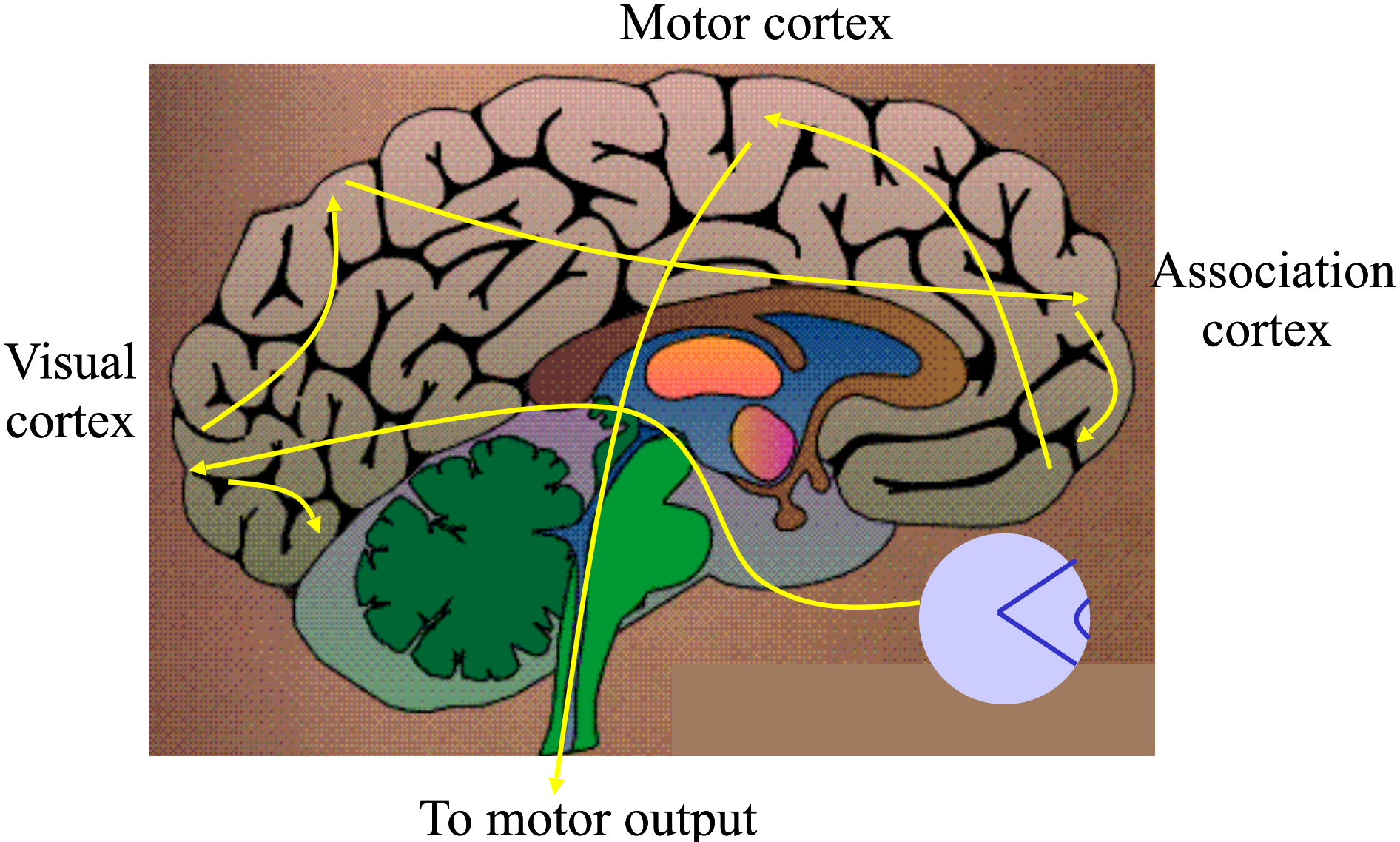
- 60 images
- 1 image per second

→ Measure their reaction time.

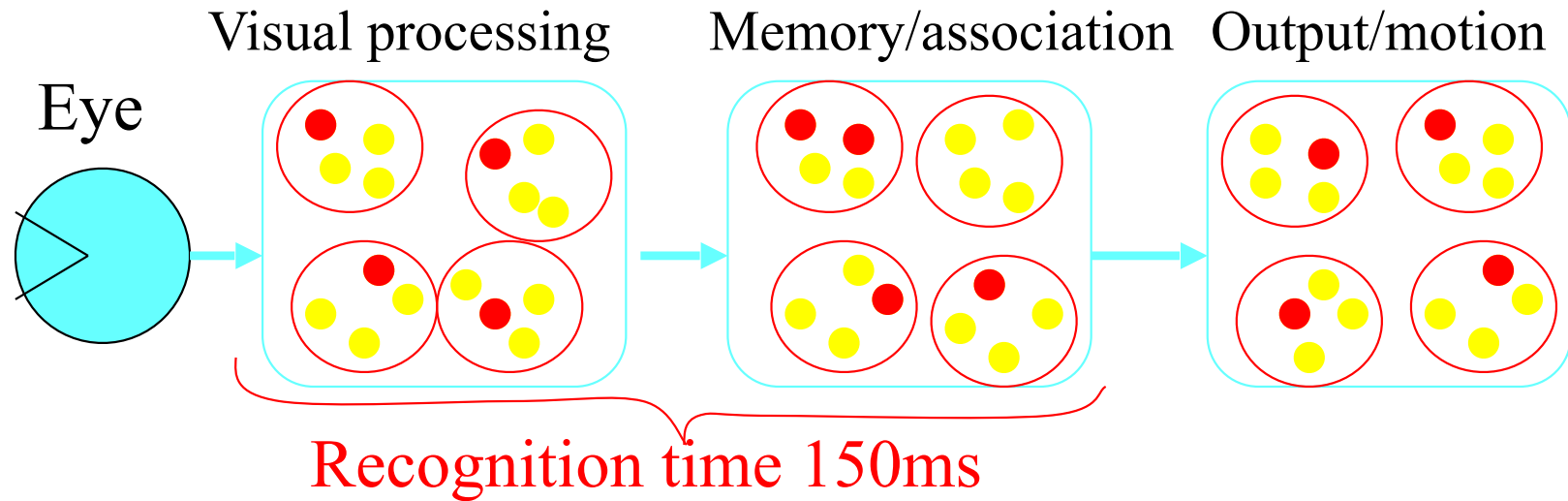
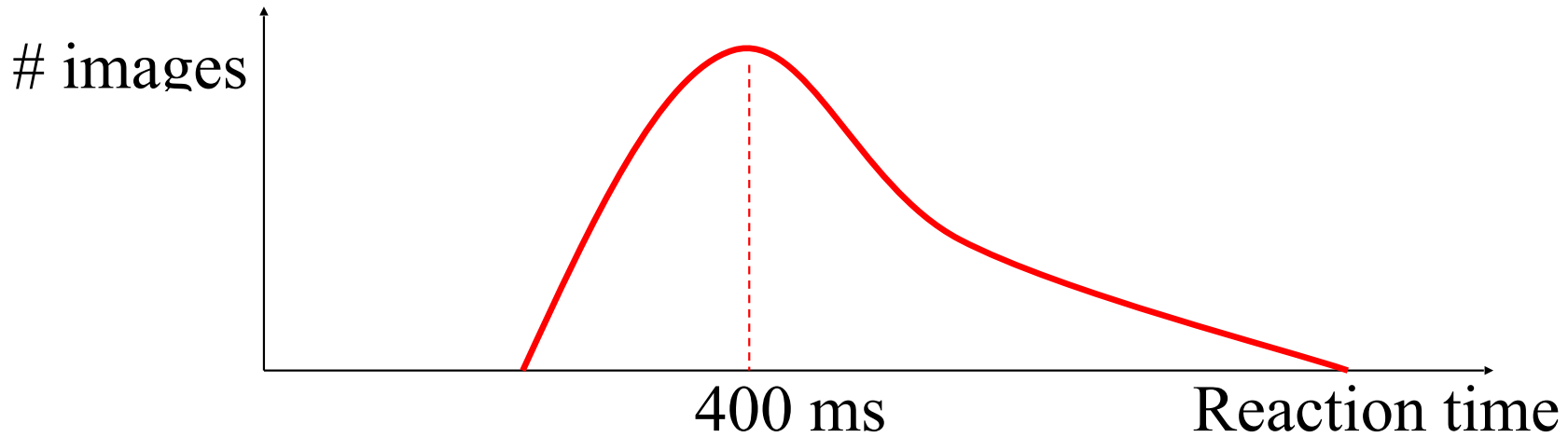




# Brain Pathways

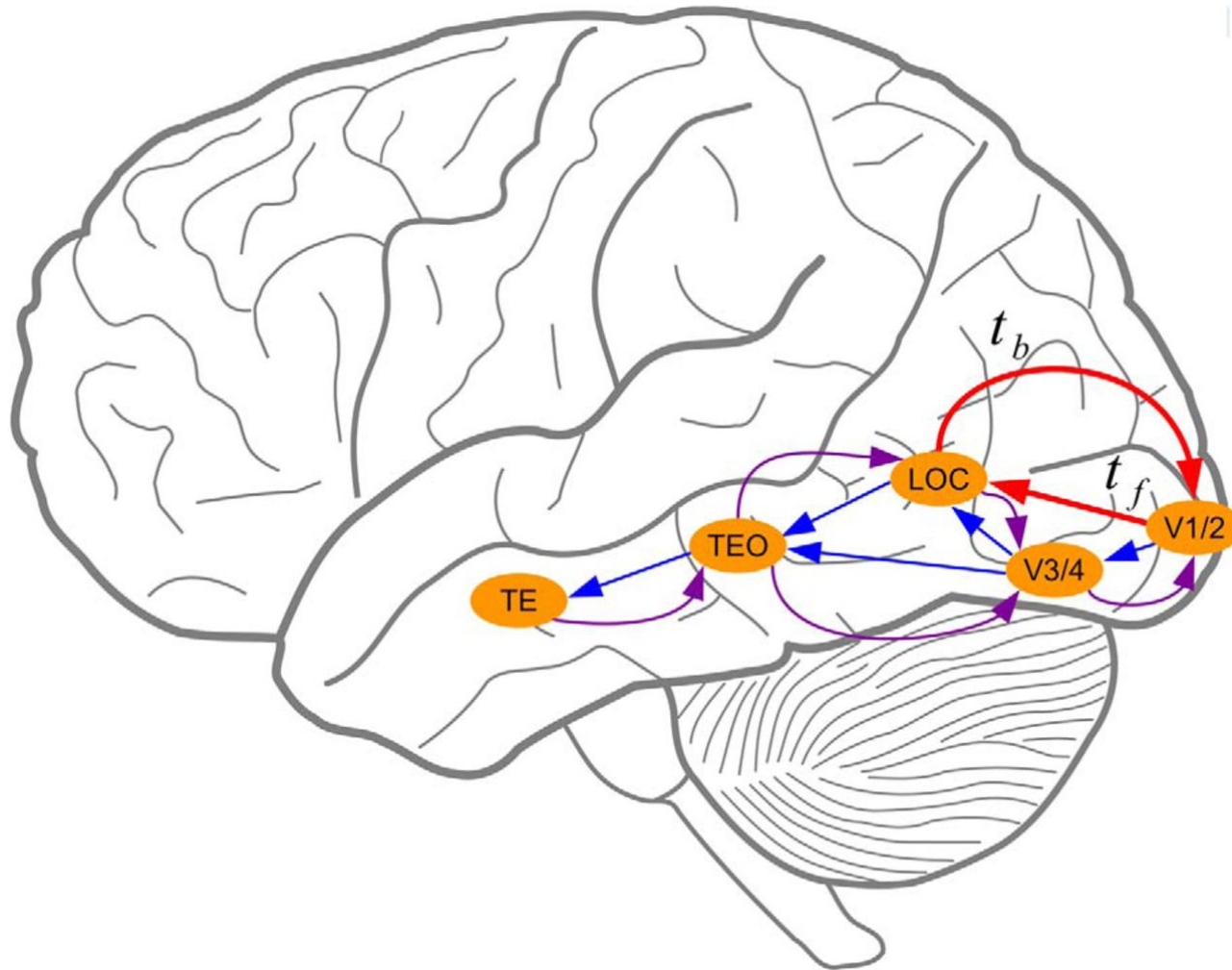


# REACTION TIME



—> **Suggests** a purely feed-forward processing because there is not enough time for feedback loops.

# Recurrent Pathways



“Shape stimuli are optimally reinforcing each other when separated in time by ~60 ms, **suggesting** an underlying recurrent circuit with a time constant (feedforward + feedback) of 60 ms.”

# Human vs Computer Vision

The camera replaces the eye:

- Eye lens -> Camera optics
- Cones and rods -> Sensor array
- Ganglion cells -> Filter banks

The computer replaces the brain:

But how?