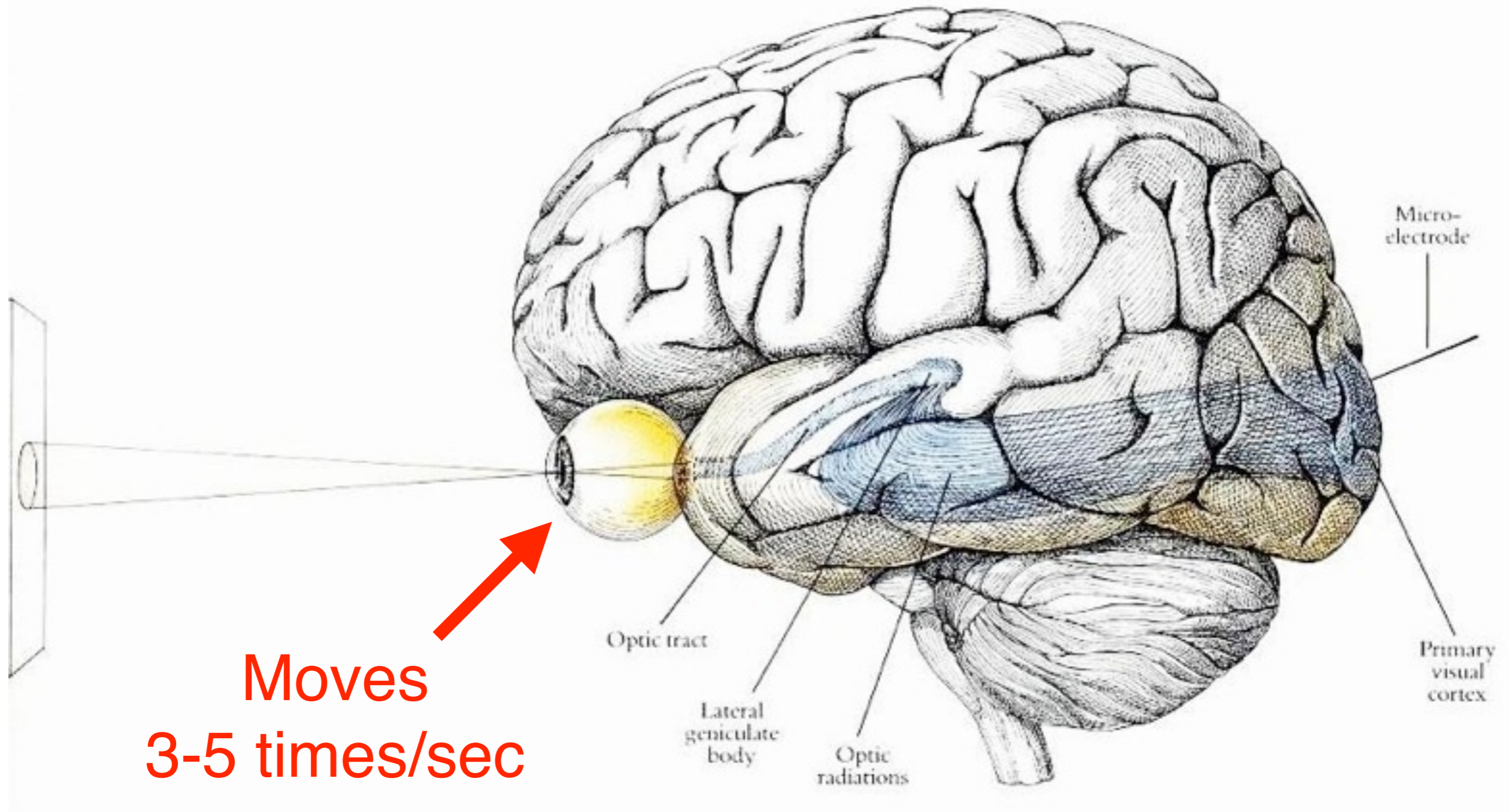
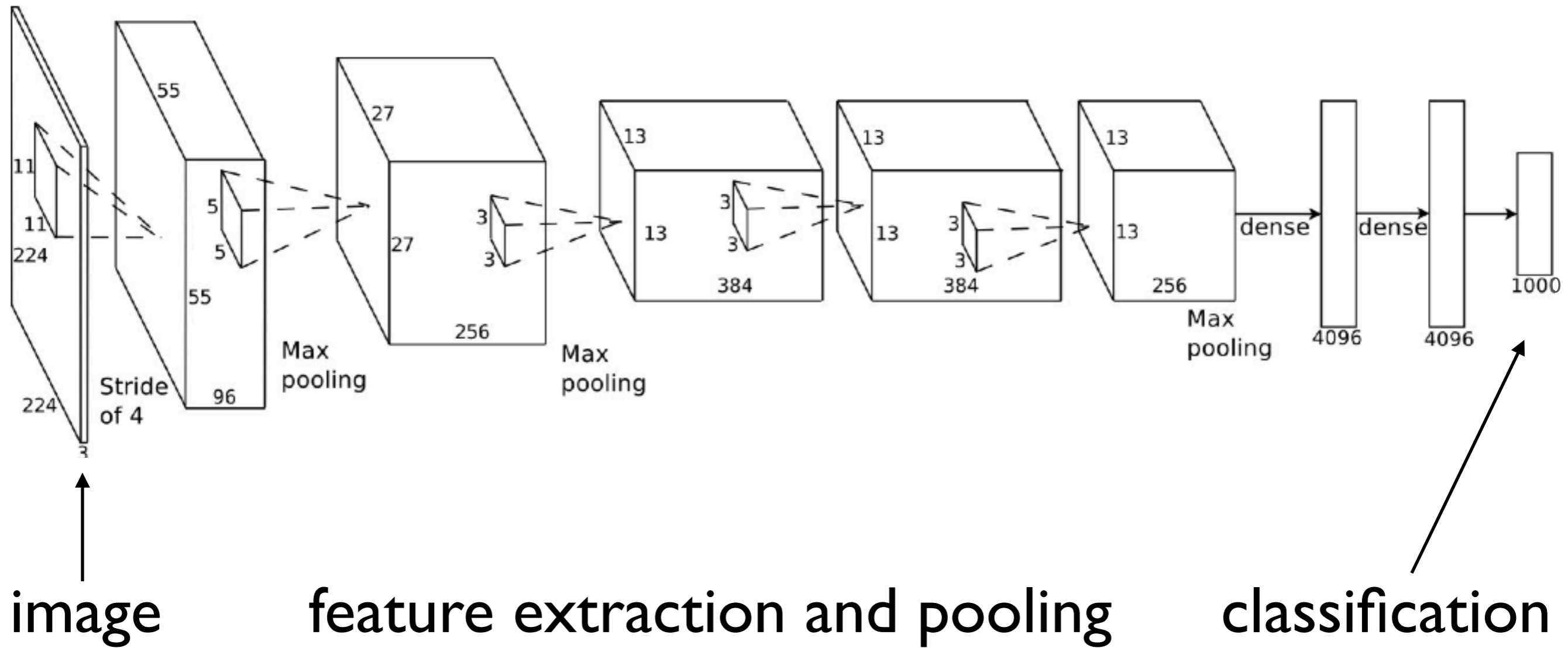


# What are the principles governing information processing in this system?

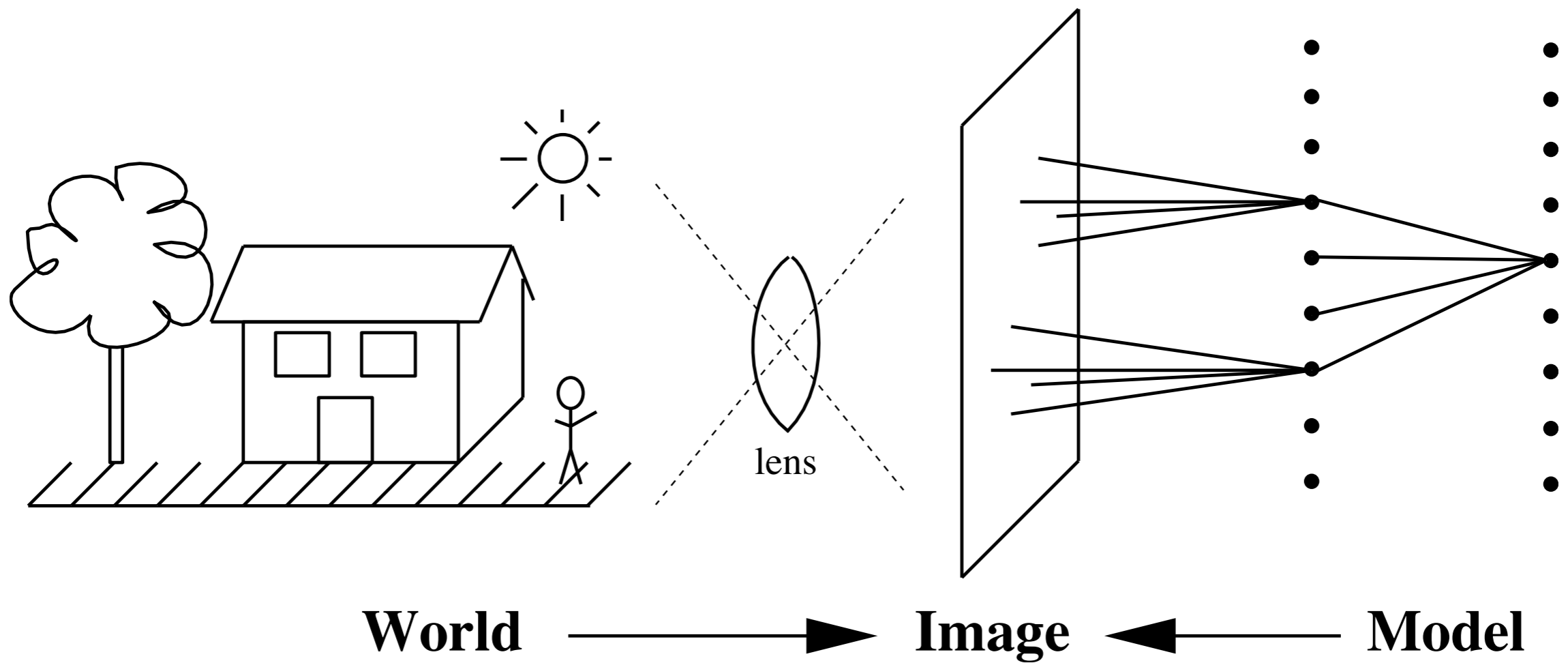


# 'AlexNet'

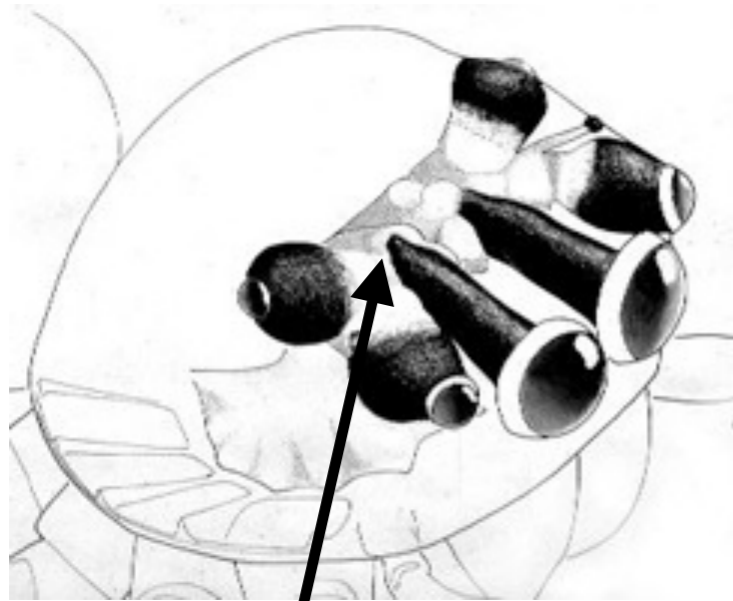
(Krizhevsky, Sutskever & Hinton 2012)



# Vision as inference



# Active vision in jumping spiders



(Wayne Maddison)



(Bair & Olshausen, 1991)



One-day old jumping spider  
(filmed in the Bower lab, Caltech 1991)



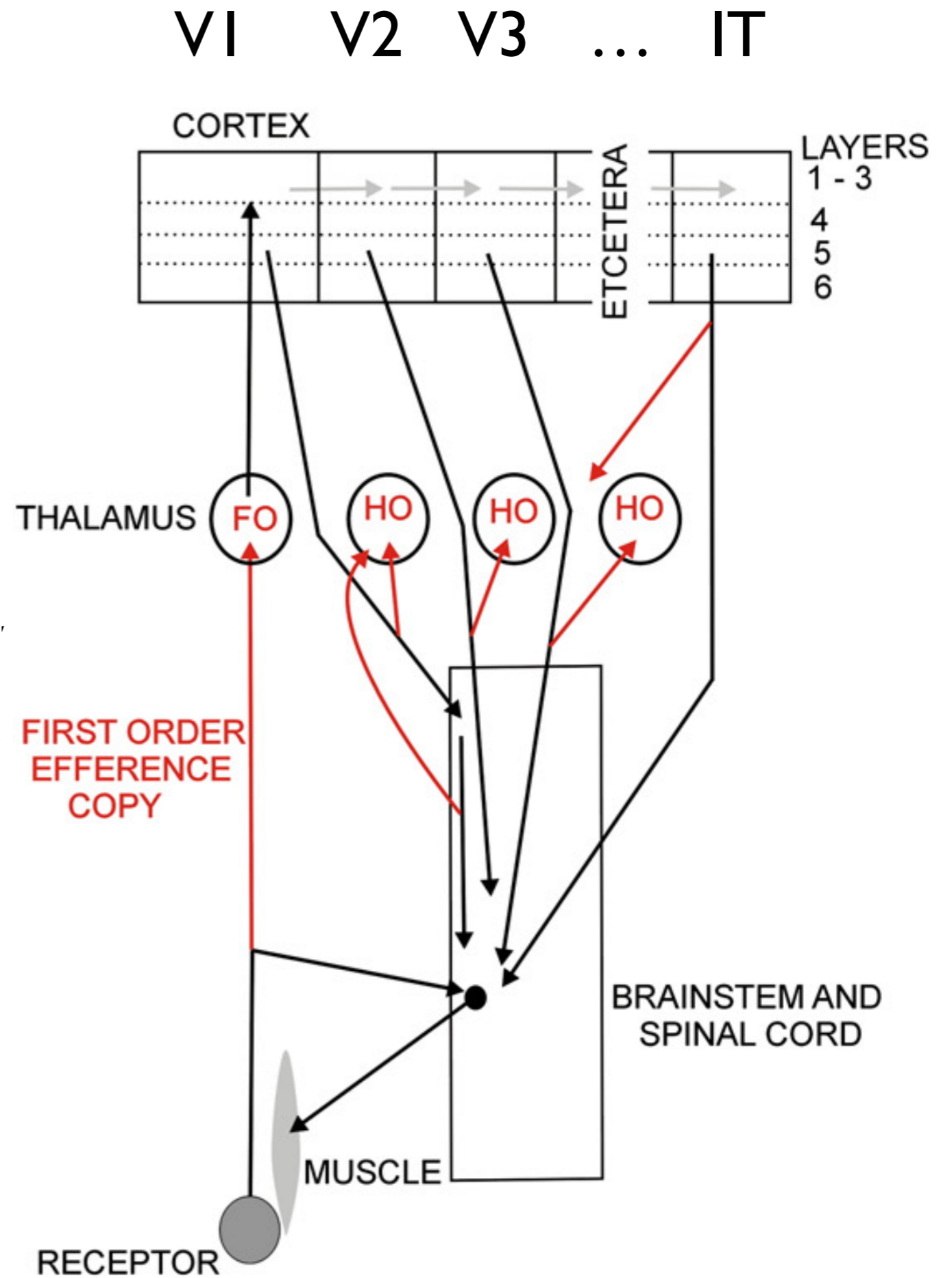
One-day old jumping spider  
(filmed in the Bower lab, Caltech 1991)

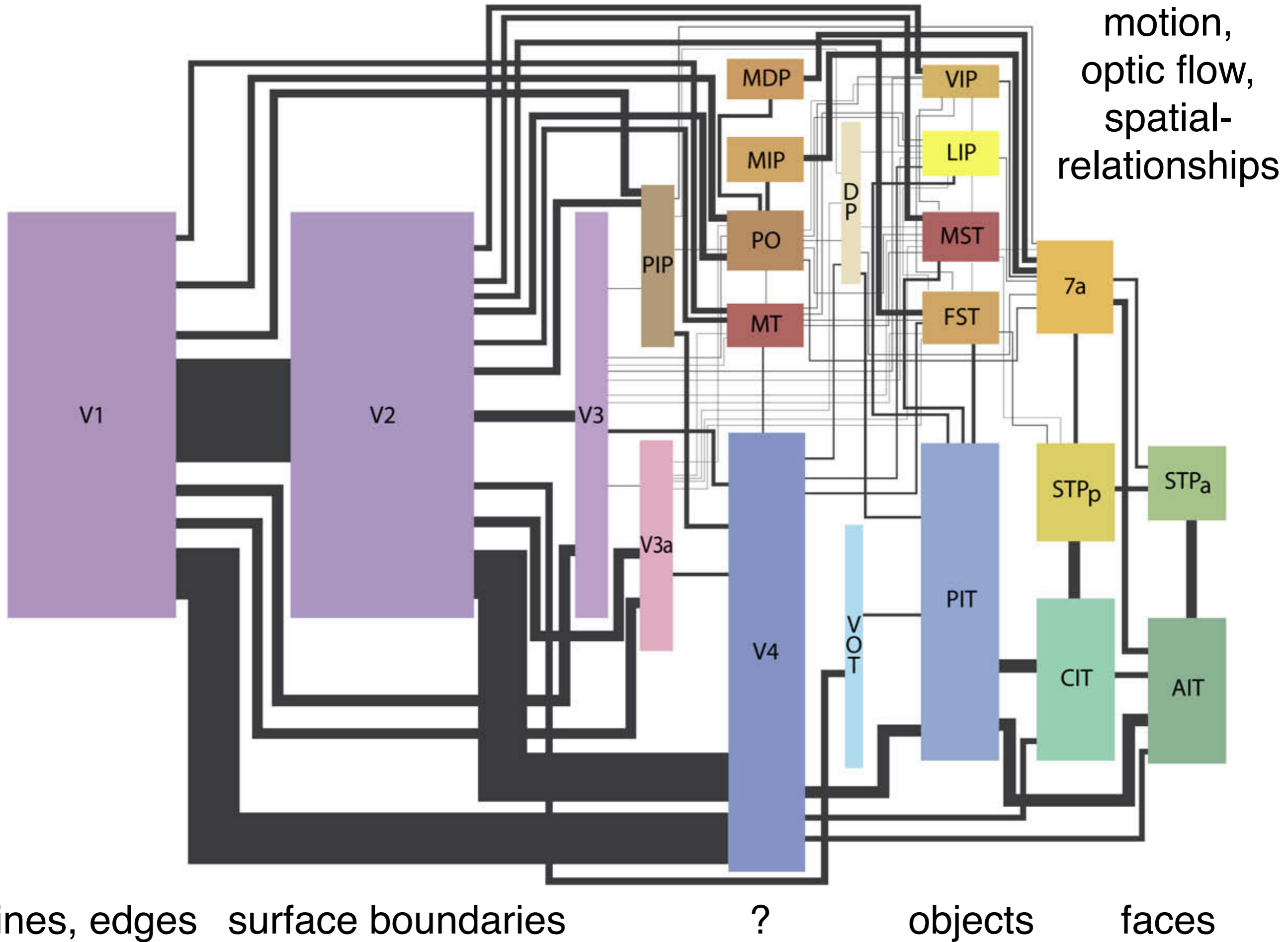


*...problem solving behavior, language, expert knowledge and application, and reason, are all pretty simple once the essence of being and reacting are available. That essence is the ability to move around in a dynamic environment, sensing the surroundings to a degree sufficient to achieve the necessary maintenance of life and reproduction. This part of intelligence is where evolution has concentrated its time—it is much harder.*

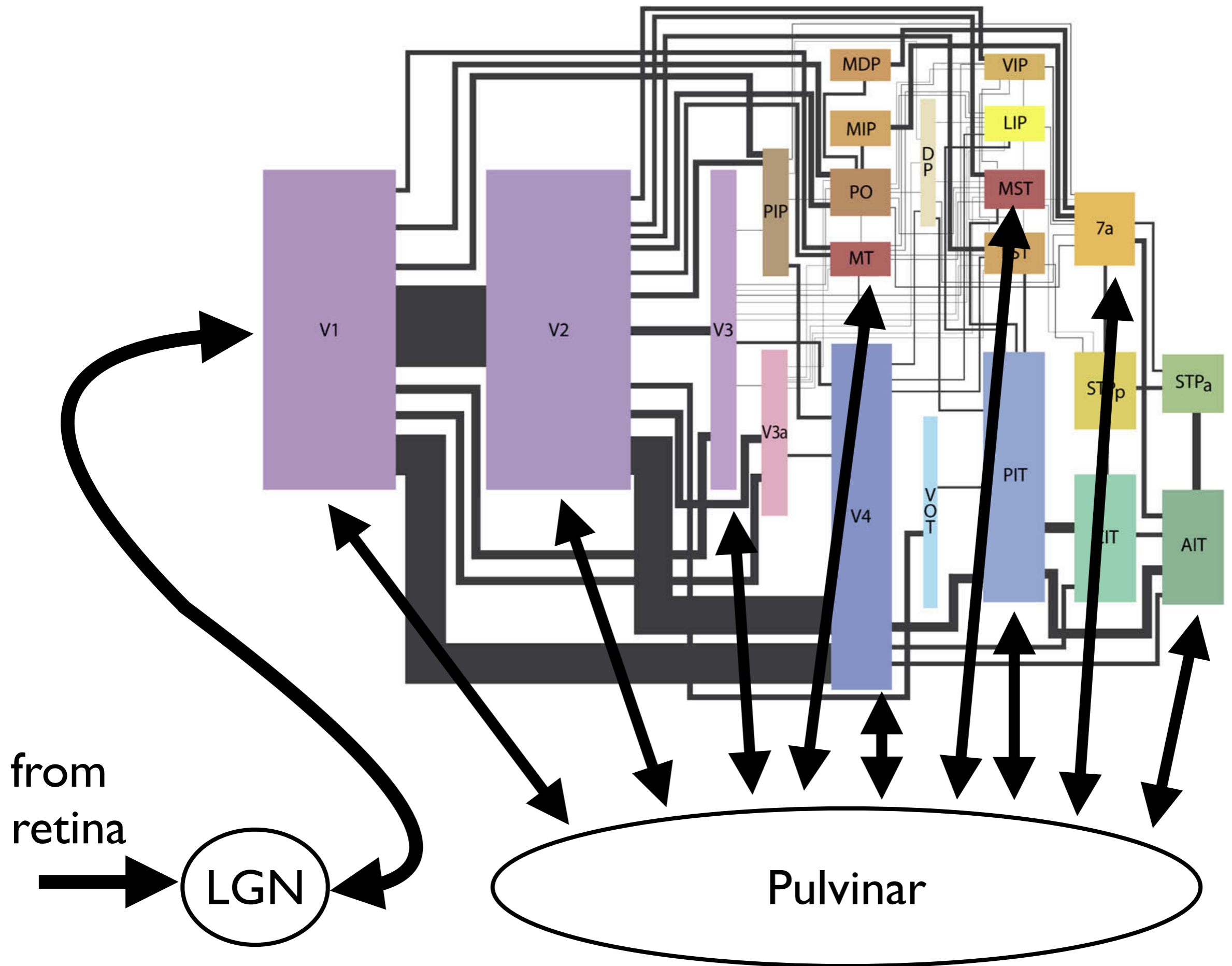
— Rodney Brooks, “Intelligence without representation,”  
*Artificial Intelligence* (1991)

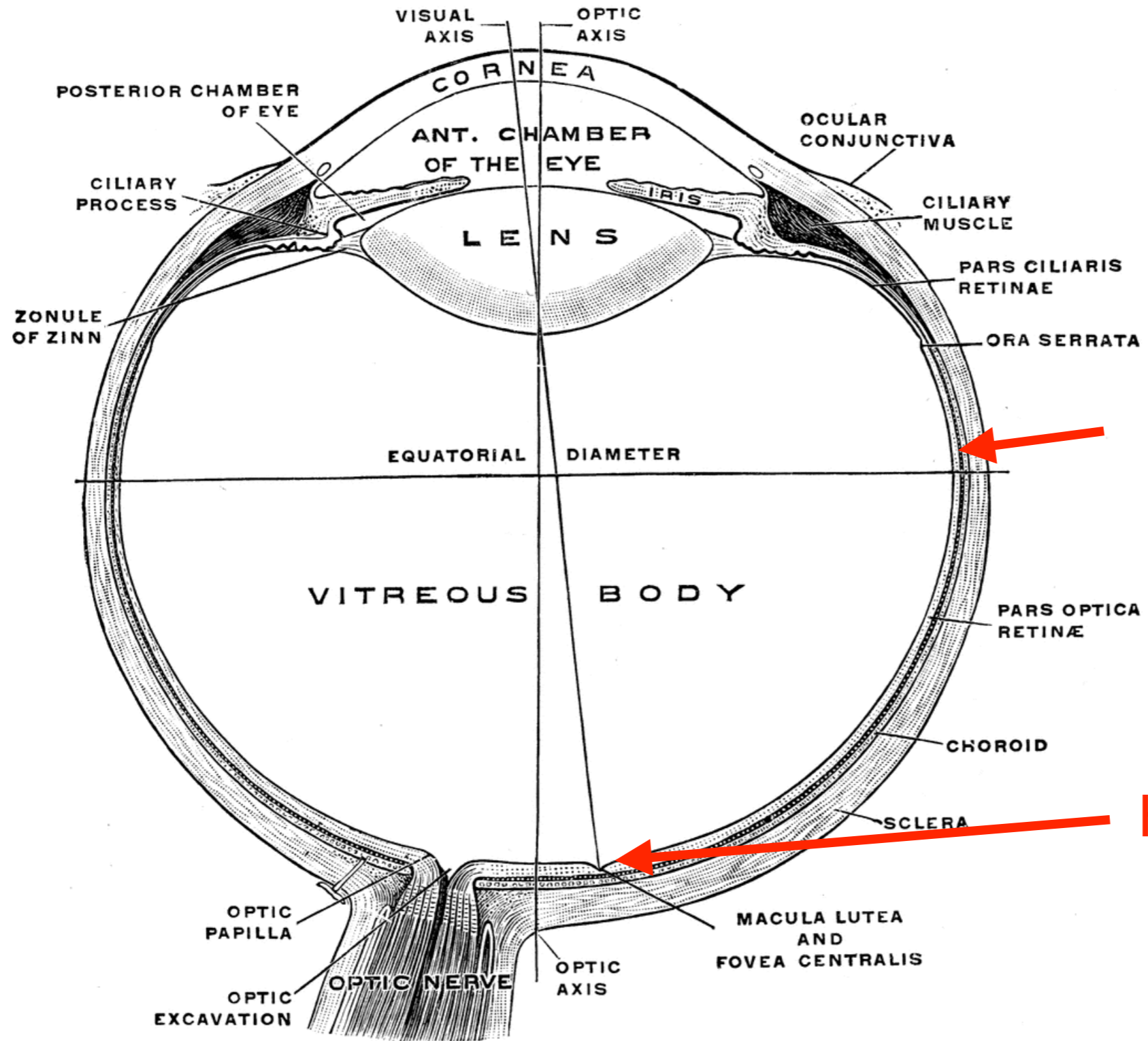
# An alternative view (Guillery & Sherman, 2011)







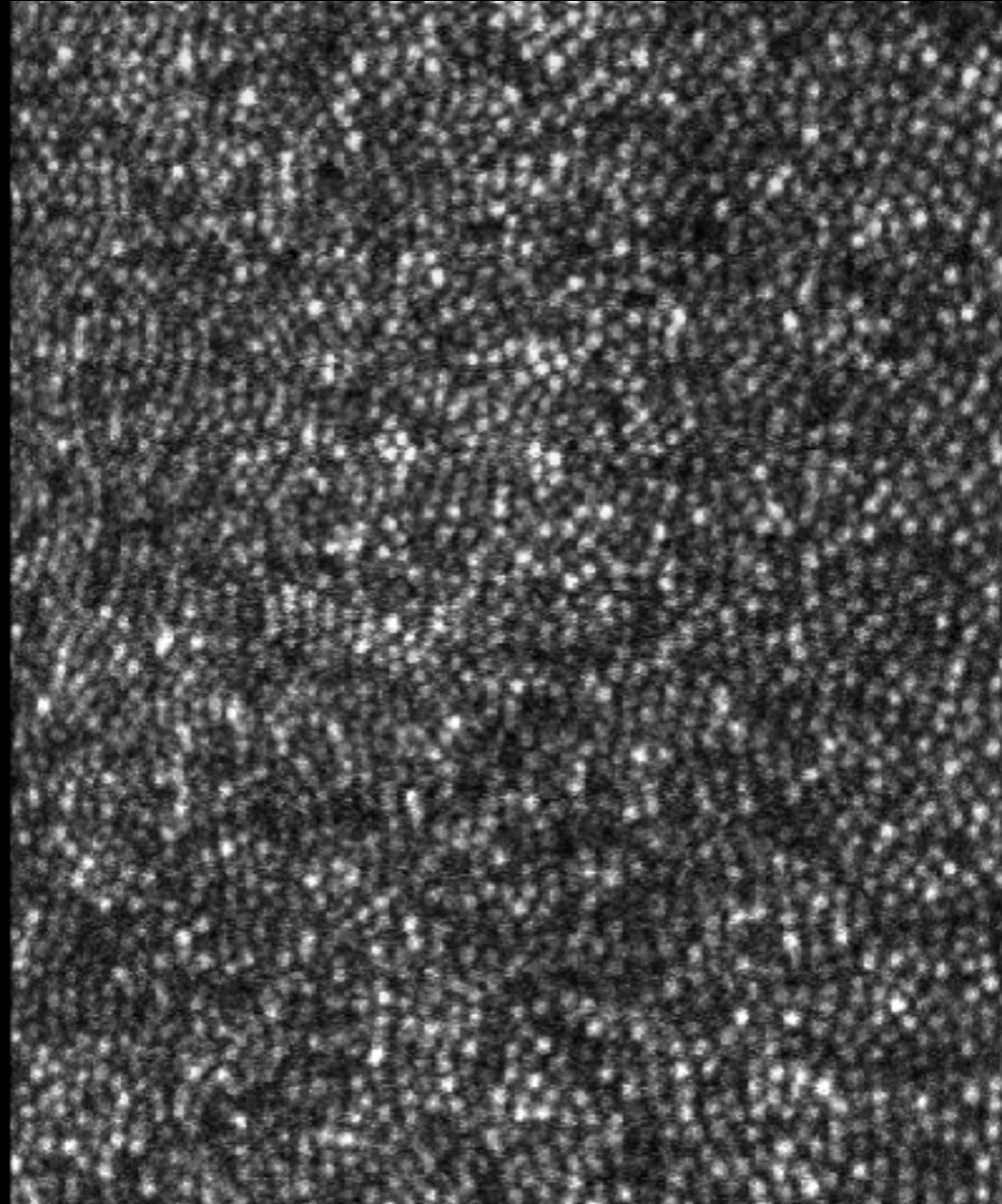




Low resolution

High resolution

# Fixational eye movements (drift)

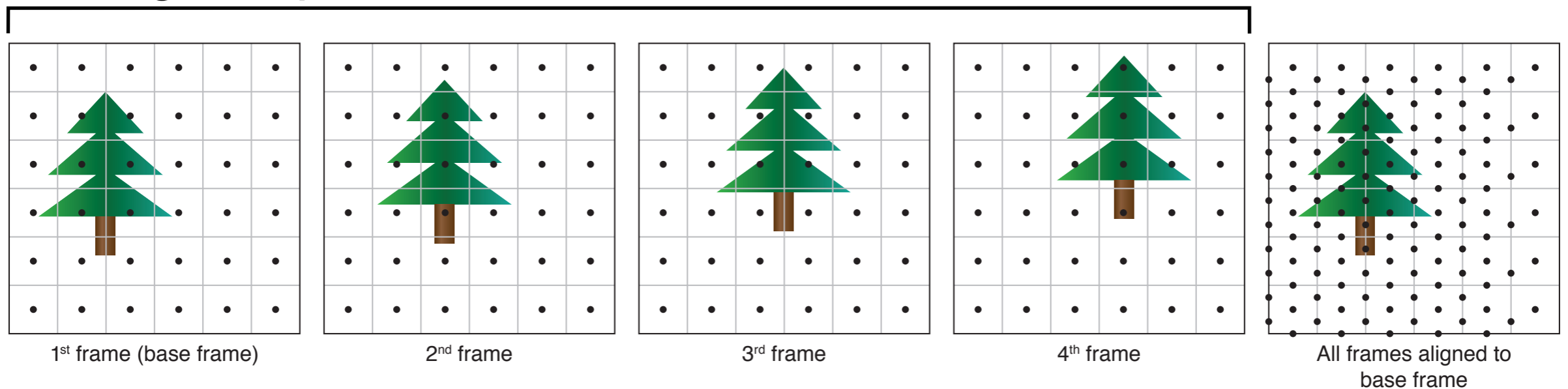


(from Austin Roorda, UC Berkeley)



# Super-resolution in the Google Pixel camera

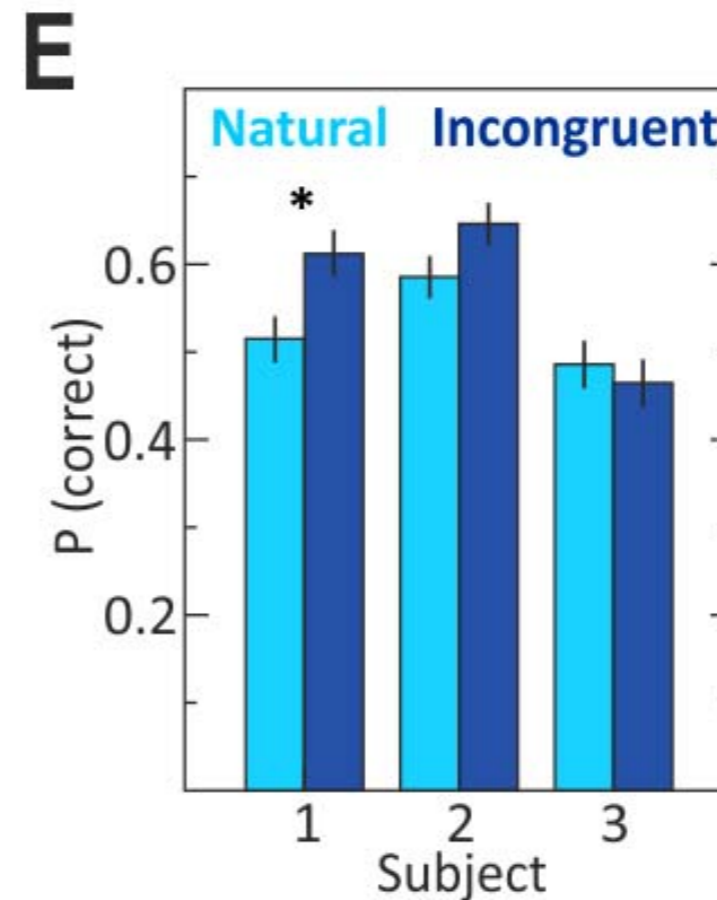
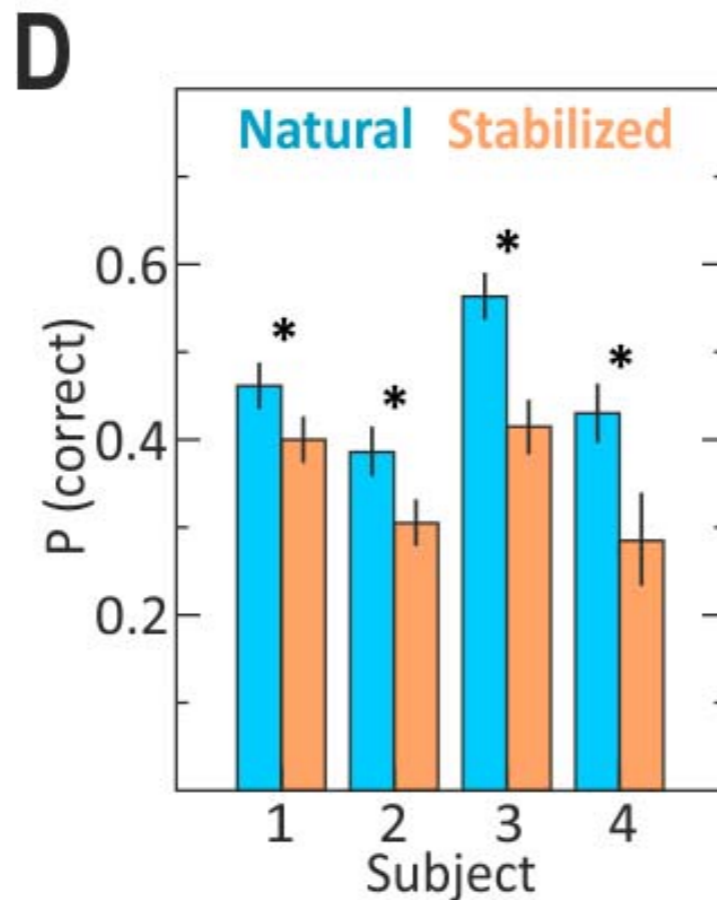
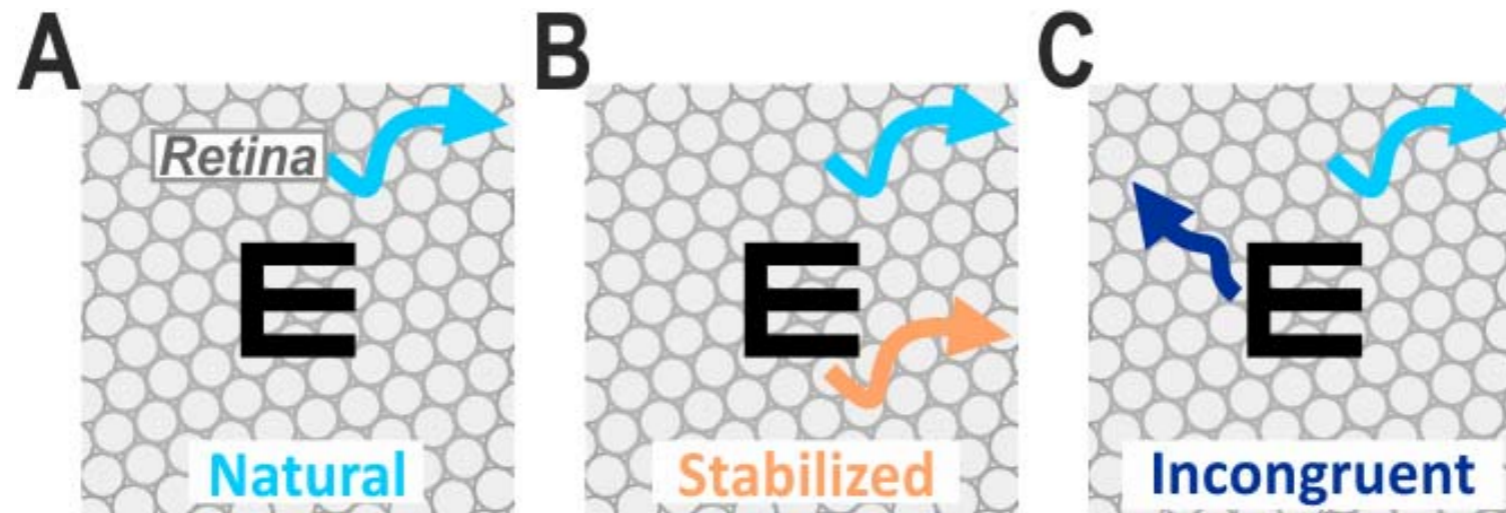
image displacements from natural hand tremor



Wronski, Garcia-Dorado, Ernst, Kelly, Krainin, Liang, Levoy, Milanfar (2019)

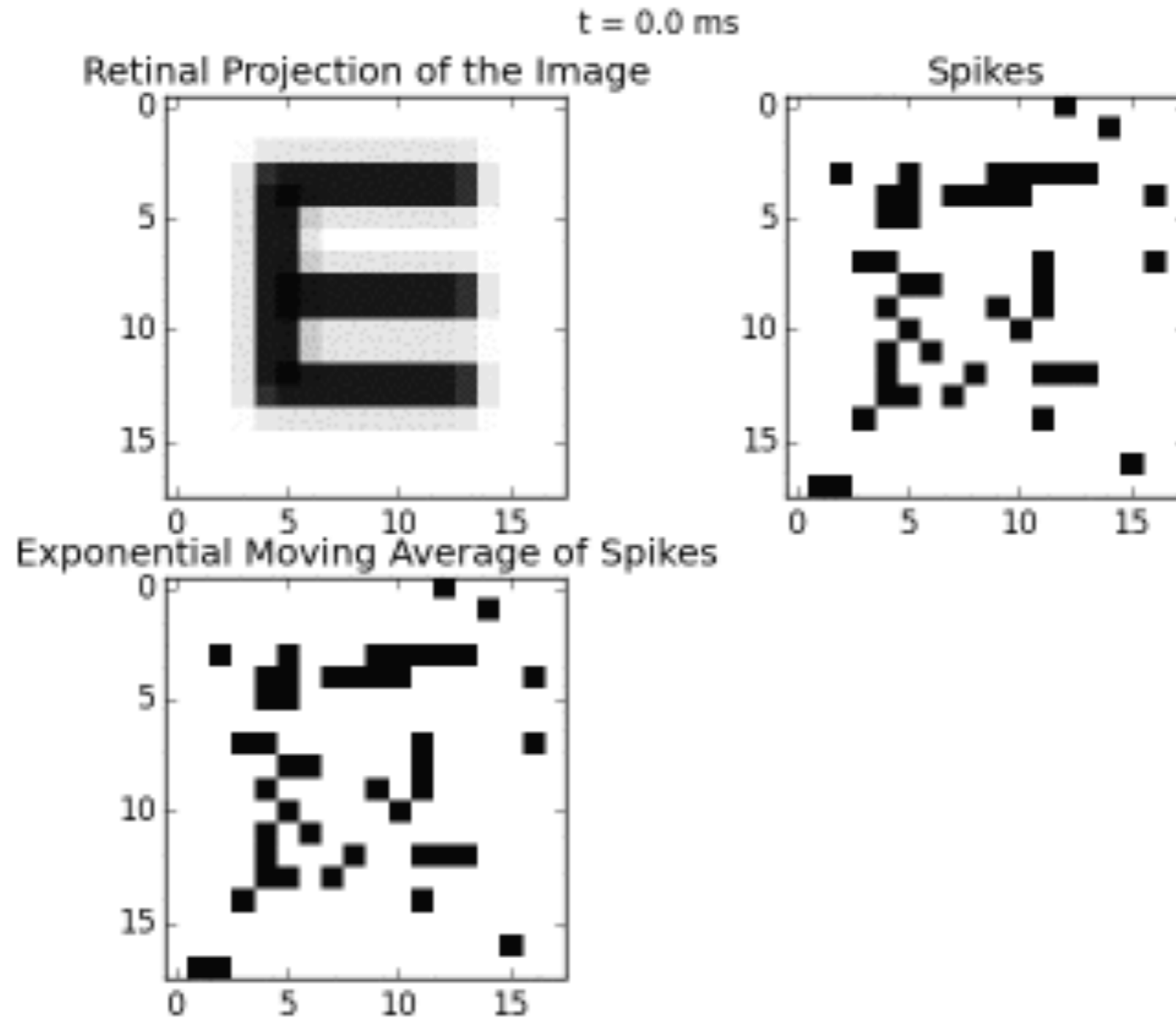
# Retinal image motion helps pattern discrimination

(Ratnam, K., Domdei, N., Harmening, W. M., & Roorda, A., *Journal of Vision*, 2017)





# Simple averaging by cortex is not sufficient

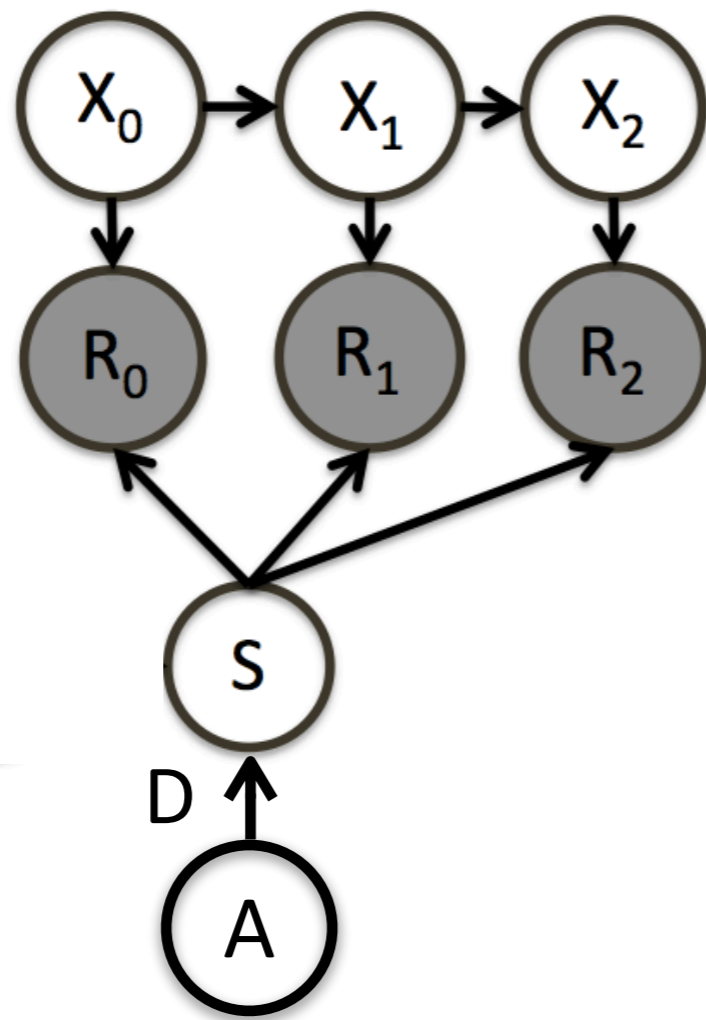


# Bayesian model for inferring form and motion

(Anderson, Ratnam, Roorda & Olshausen, 2020)



Alex Anderson



**Eye position**

**Spikes**  
(from LGN afferents)

**Pattern**

$$S = D A$$

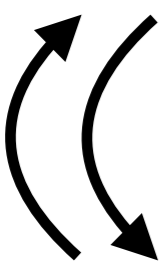
**'Shape'**

$$\hat{A} = \arg \max_A \log P(A|R)$$

# Joint estimation of pattern (S) and position (X) from retinal spike trains (R)

(Anderson, Ratnam, Roorda & Olshausen, 2020)

$$\begin{aligned}\hat{A} &= \arg \max_A \log P(A|R) \\ &= \arg \max_A \log P(R|A) P(A) \\ &= \arg \max_A \log \sum_X P(R|X, S = DA) P(X) + \log P(A)\end{aligned}$$


$$\begin{aligned}\hat{A} &\leftarrow \arg \max_A \sum_X q(X) \log P(R|S = DA, X) + \log P(A) \\ q(X) &\leftarrow P(X|R, S = D\hat{A})\end{aligned}$$

# Joint estimation of pattern (S) and position (X) from retinal spike trains (R)

(Anderson, Ratnam, Roorda & Olshausen, 2020)

Given current estimate of position ( $X_t$ ), update  $A$

$$\hat{A}^{t+1} = \arg \max_A \sum_{t'=0}^t \sum_j \langle \log P(R_{j,t'} | X_{t'}, S = D A) \rangle_{P(X_{t'} | S^t, R_{0:t})} + \log P(A)$$

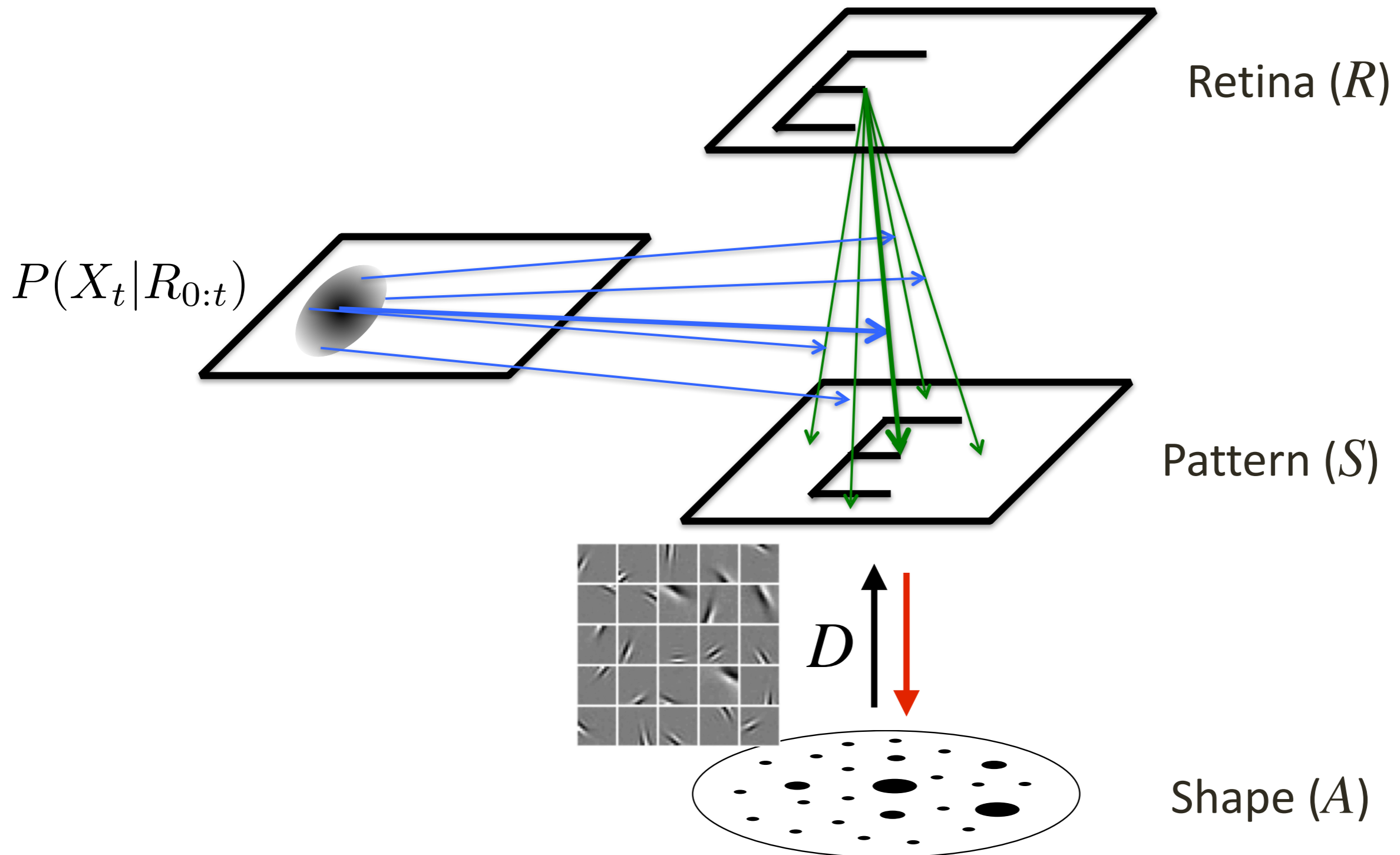
$$\log P(R_{j,t} | X_t, S) = R_{j,t} \log \lambda_j - \lambda_j dt$$

$$\log \lambda_j = \sum_{\vec{x}} g_j(\vec{x}) S(\vec{x} - \vec{X}_t)$$

Given current estimate of shape ( $\hat{A}^t$ ), update  $X$

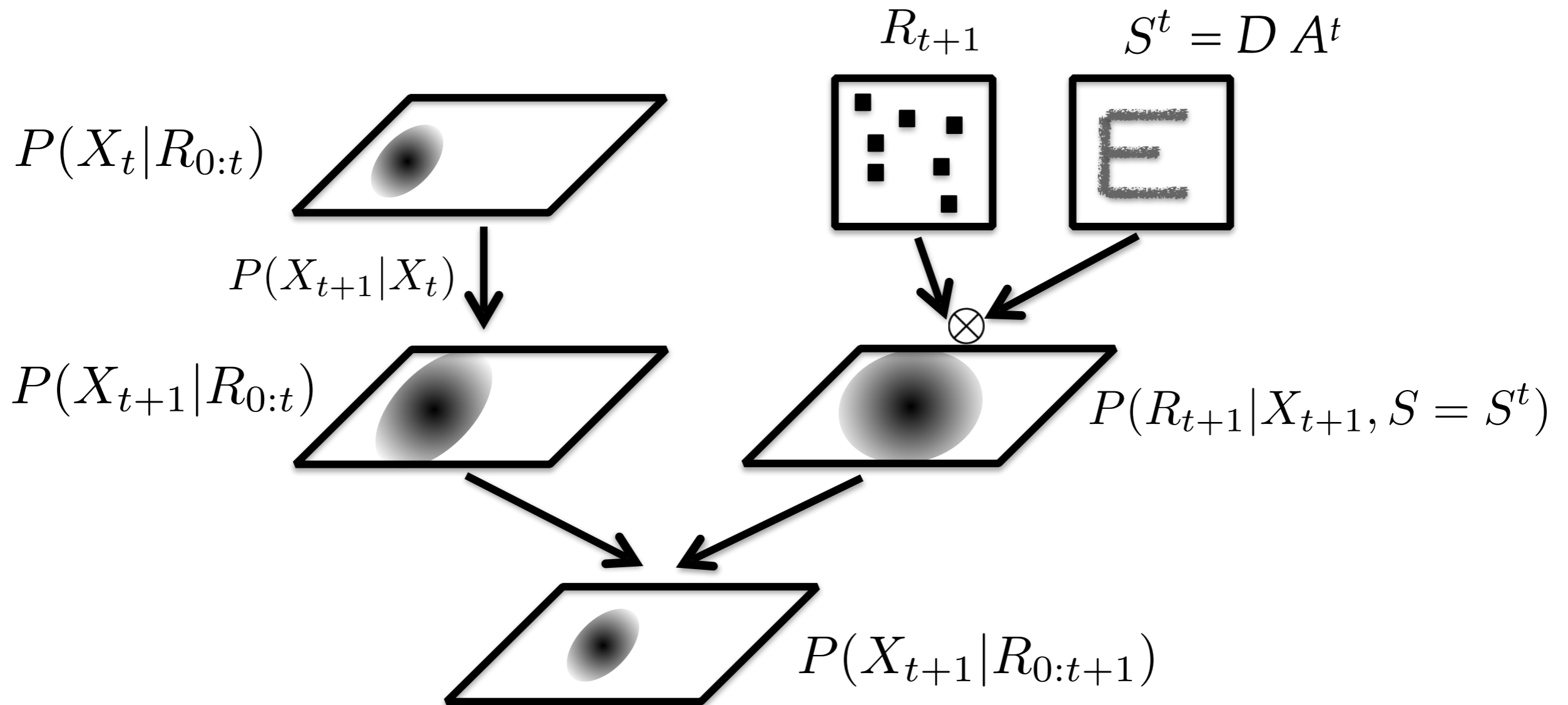
$$P(X_t | S^t, R_{0:t}) \propto P(R_t | X_t, S^t = D \hat{A}^t) \sum_{X_{t-1}} P(X_t | X_{t-1}) P(X_{t-1} | S^{t-1}, R_{0:t-1})$$

Given current estimate of position ( $X$ ), update  $A$



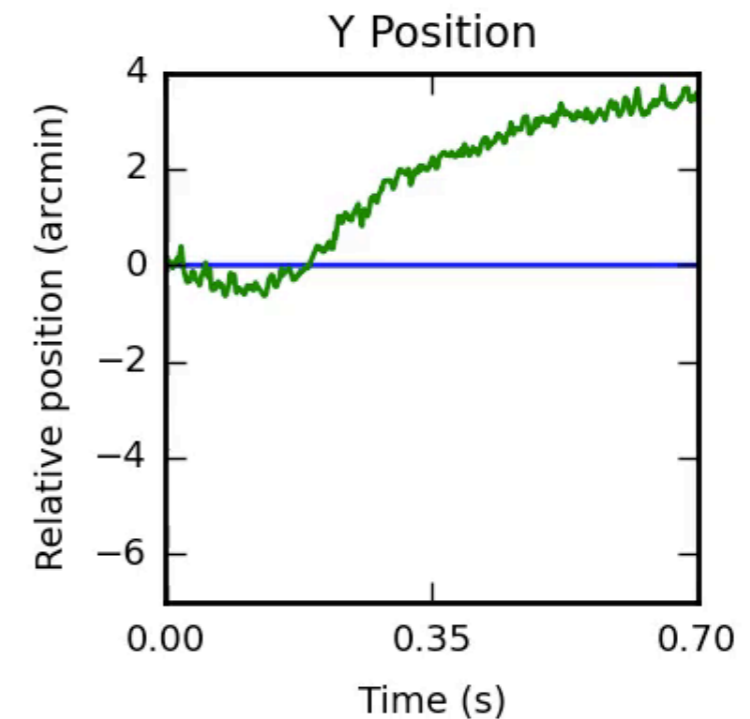
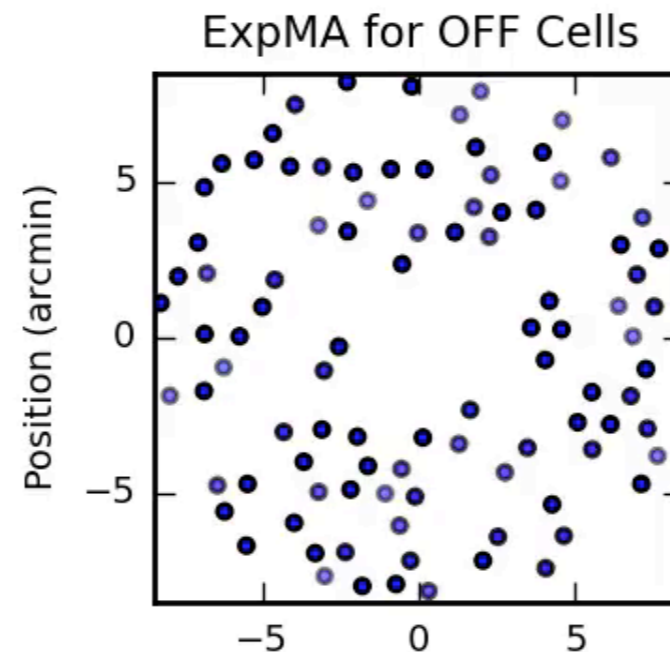
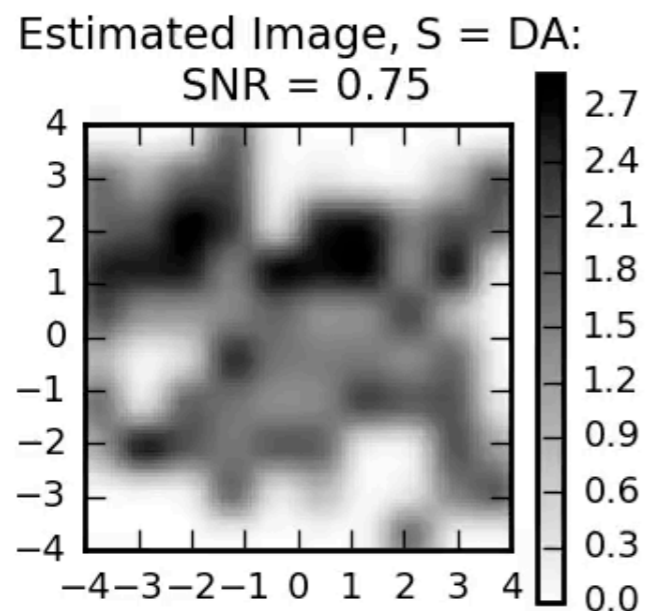
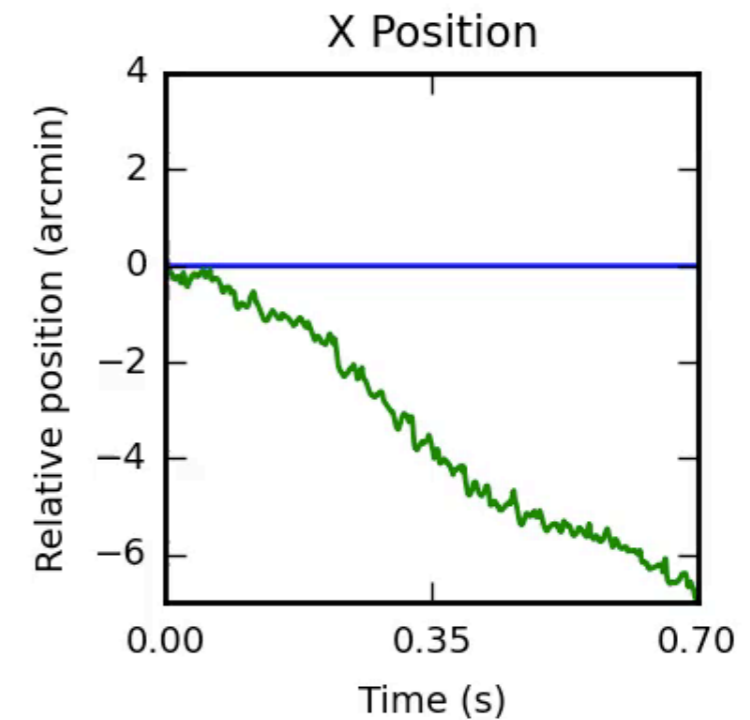
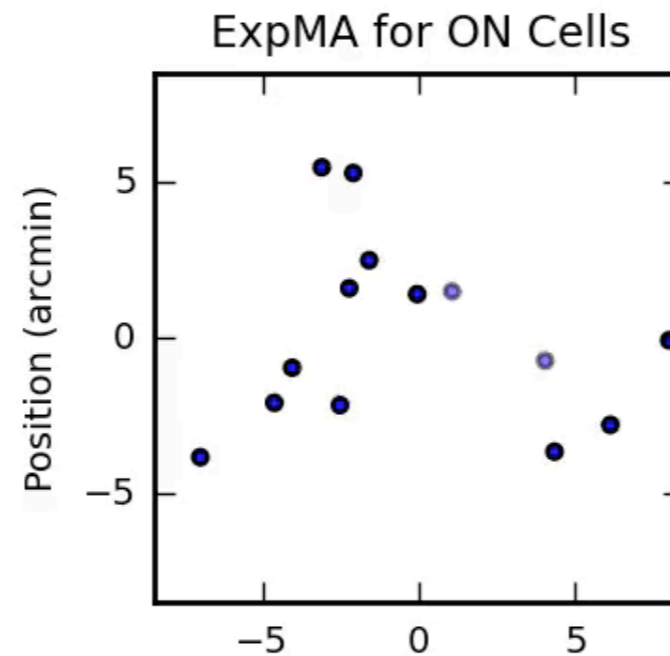
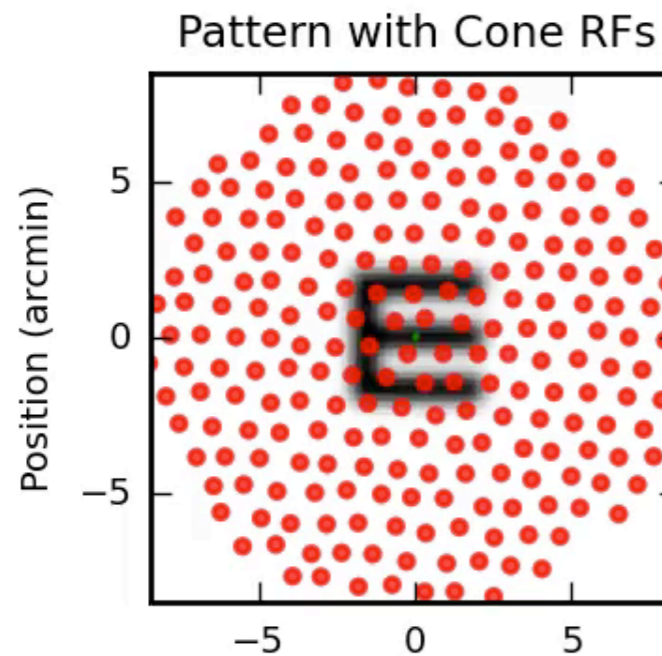


Given current estimate of pattern (A), update X

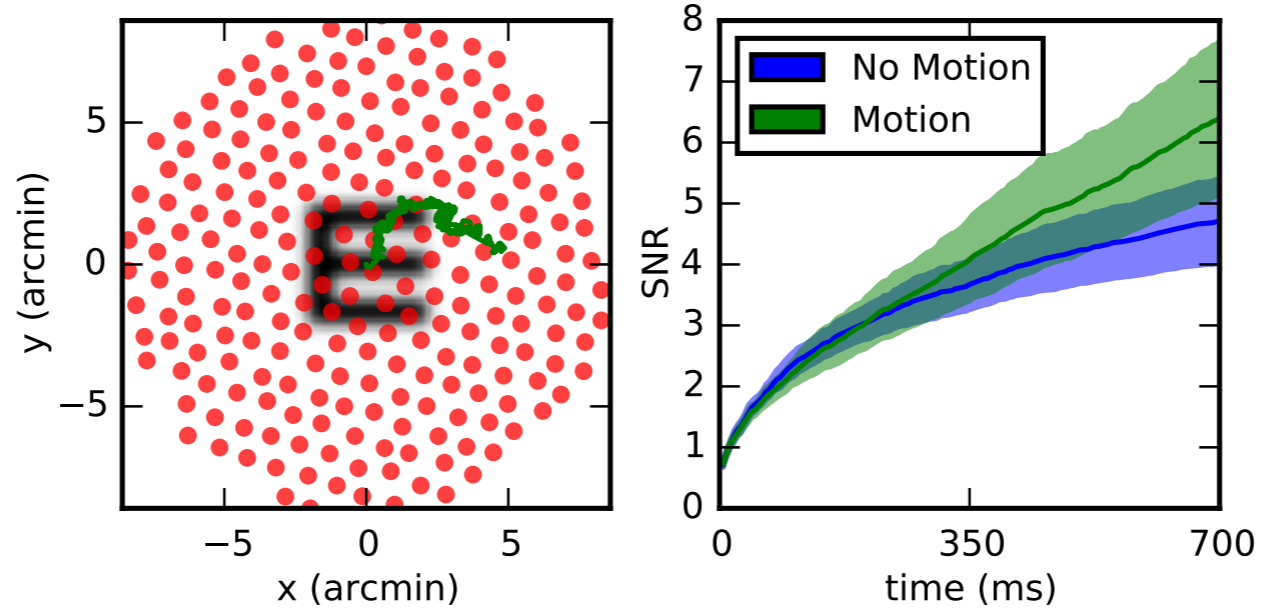


# Joint estimation of pattern (S) and position (X)

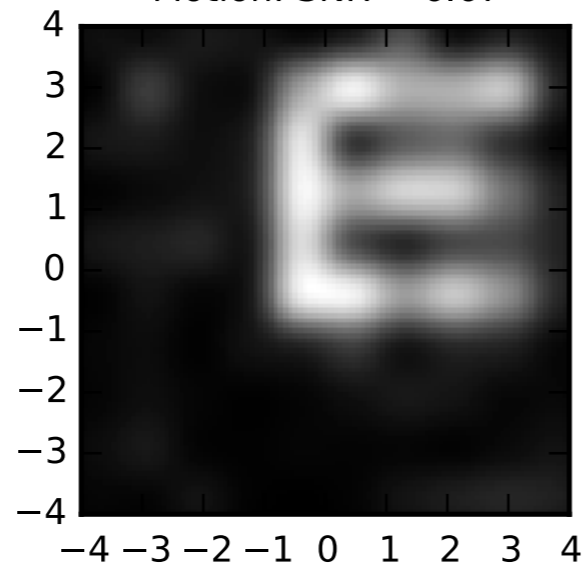
Image Projected on the Retina and Generated Spikes at  $t = 005$  ms



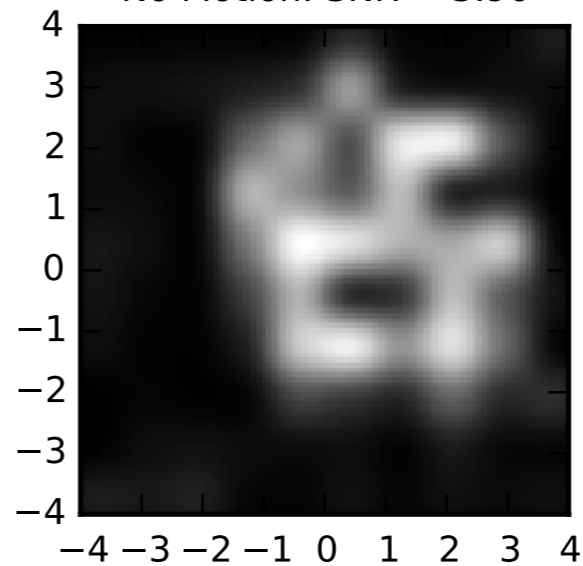
# Motion helps estimation of pattern $S$



Motion: SNR = 6.67

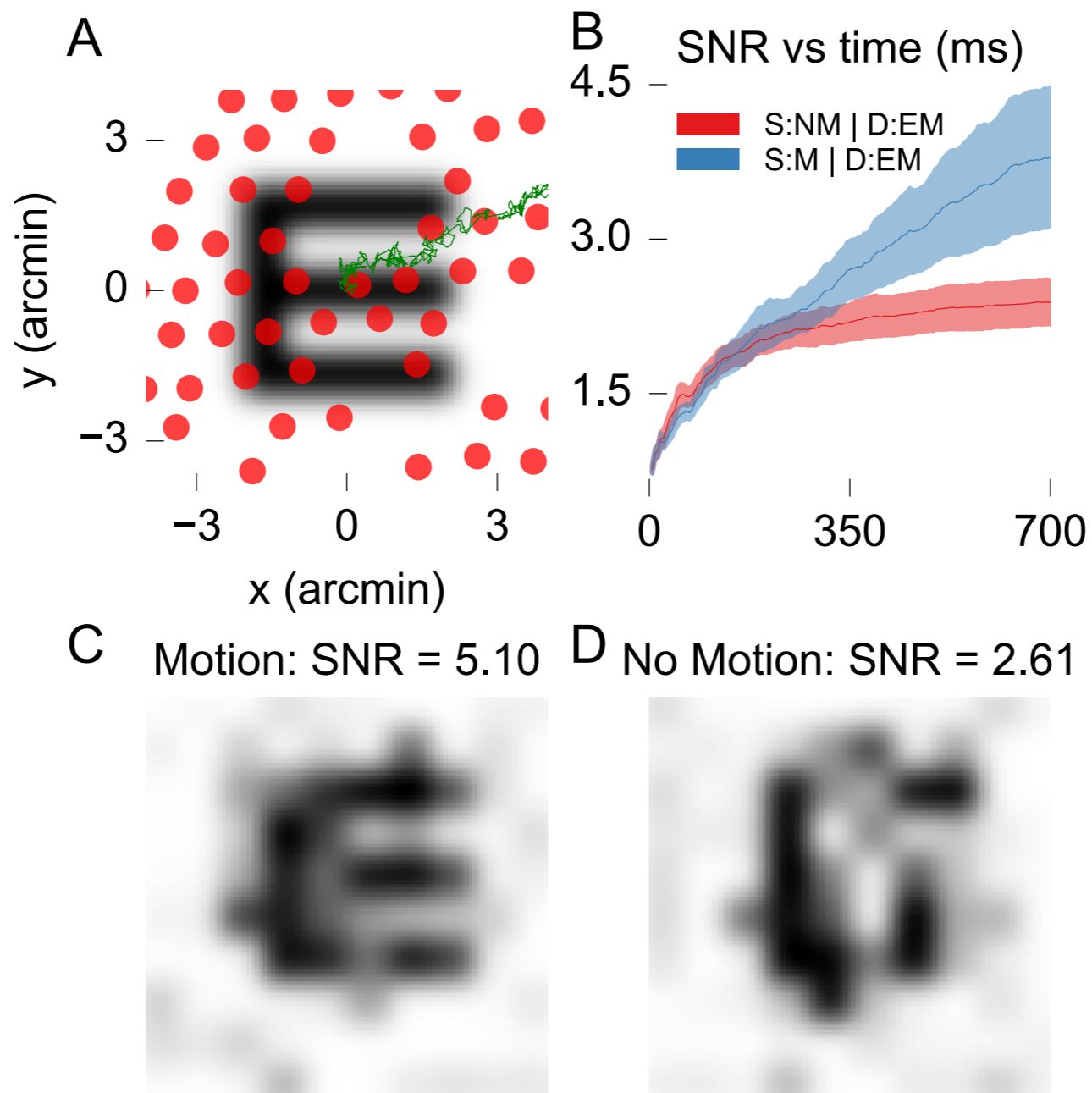


No Motion: SNR = 3.90



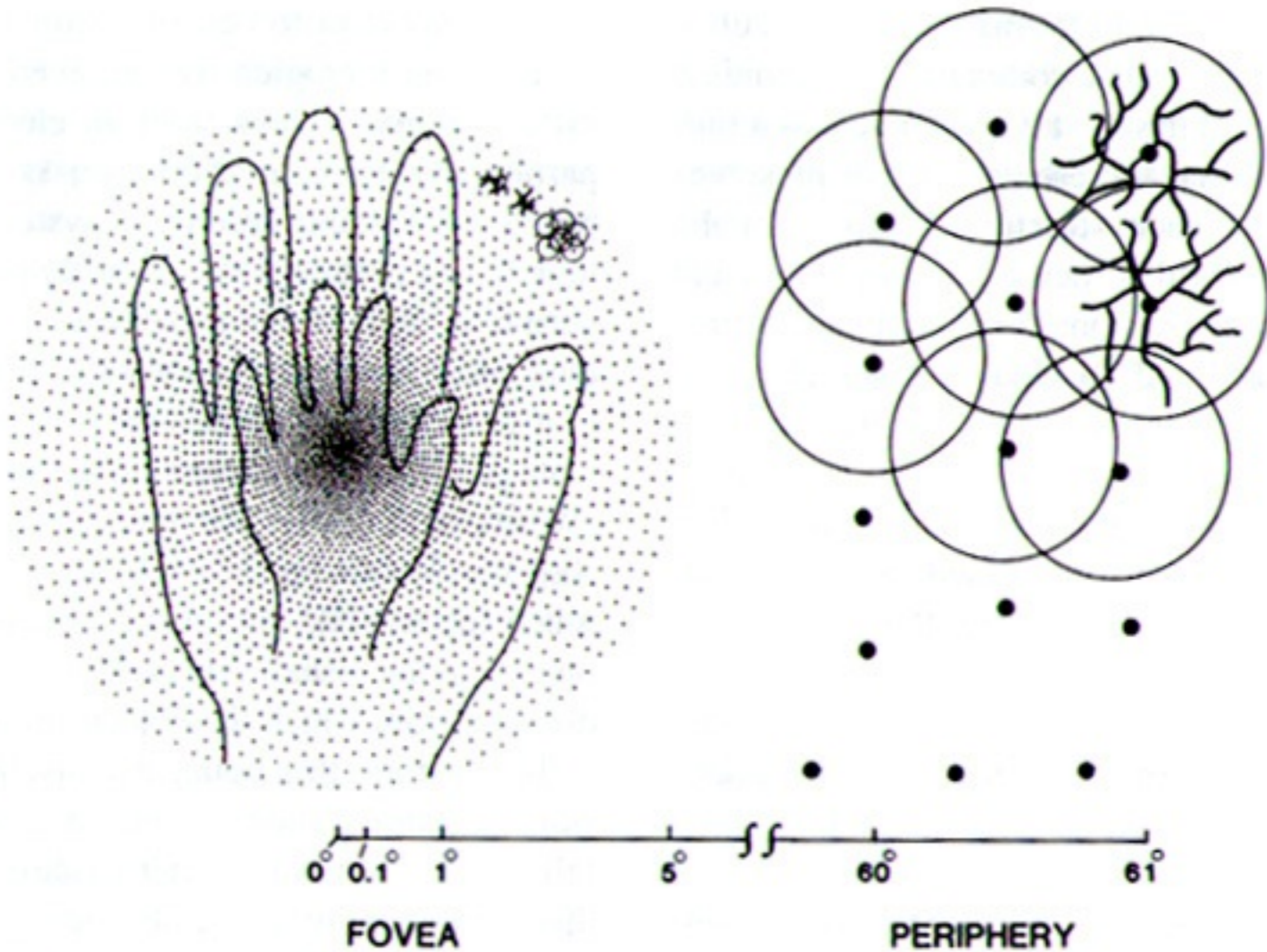
...especially under conditions of cone loss.

simulated  
30% dropout





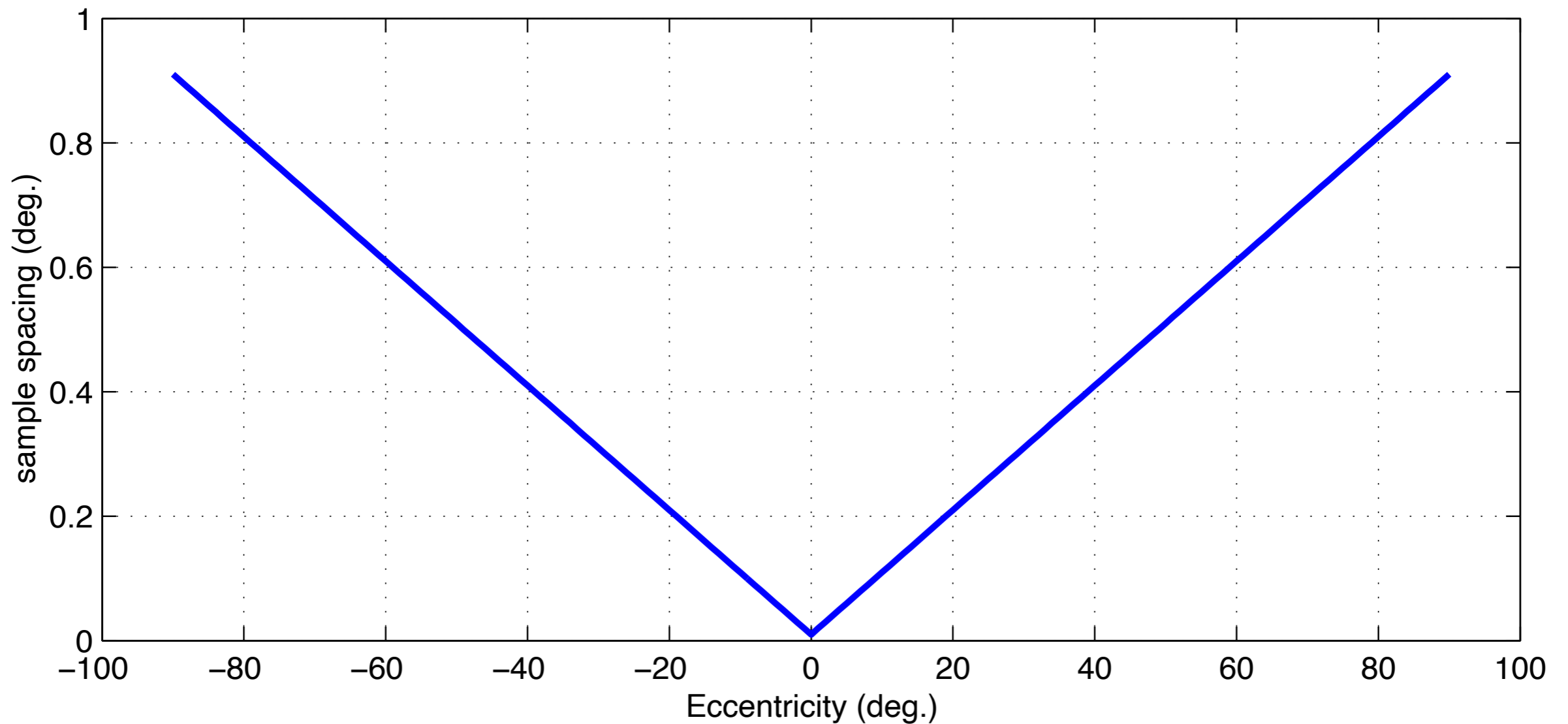
# Foveated sampling





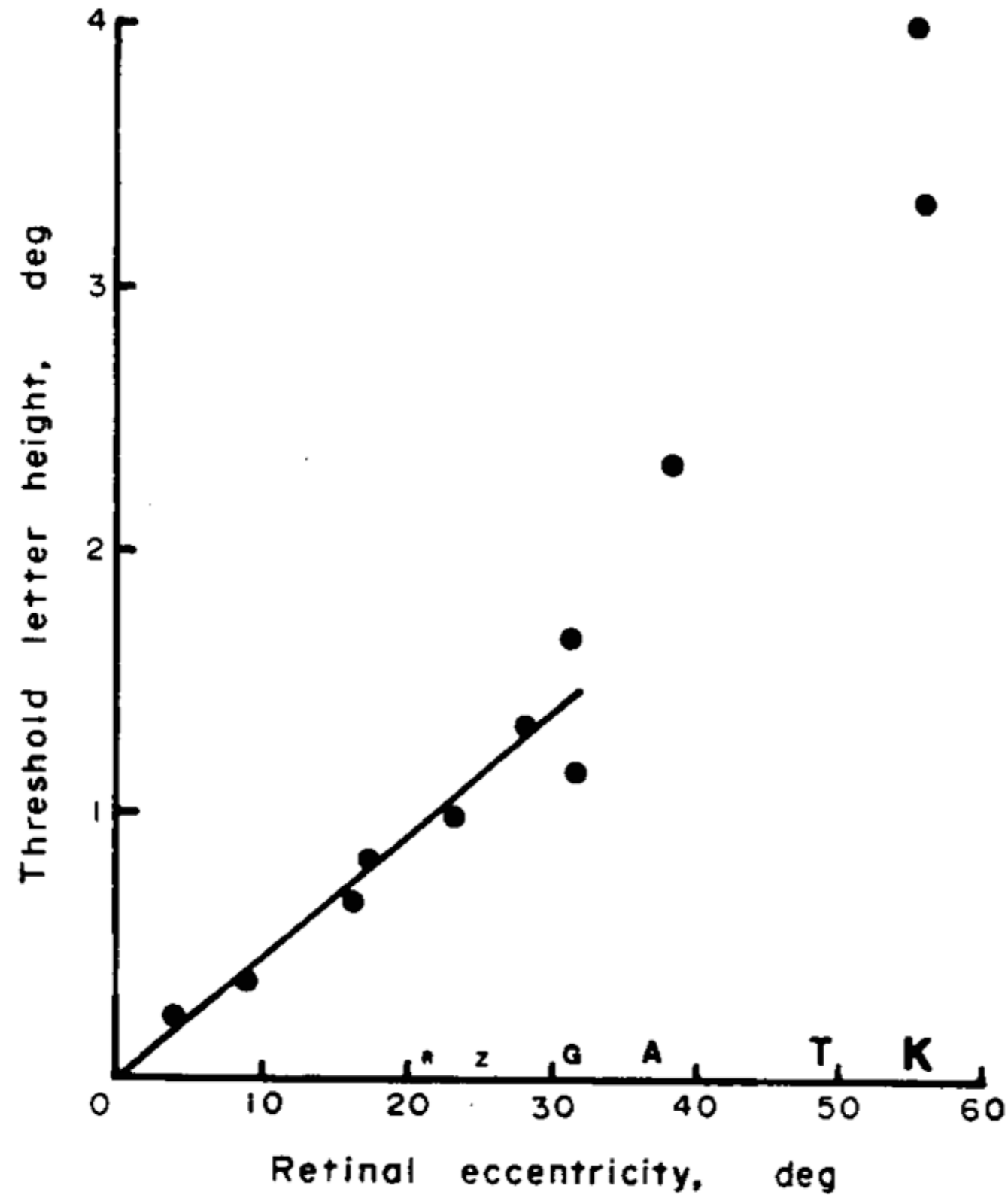
# Retinal ganglion cell spacing as a function of eccentricity

$$\Delta E \approx .01(|E| + 1)$$



# Letter size vs. eccentricity

(Anstis, 1974)



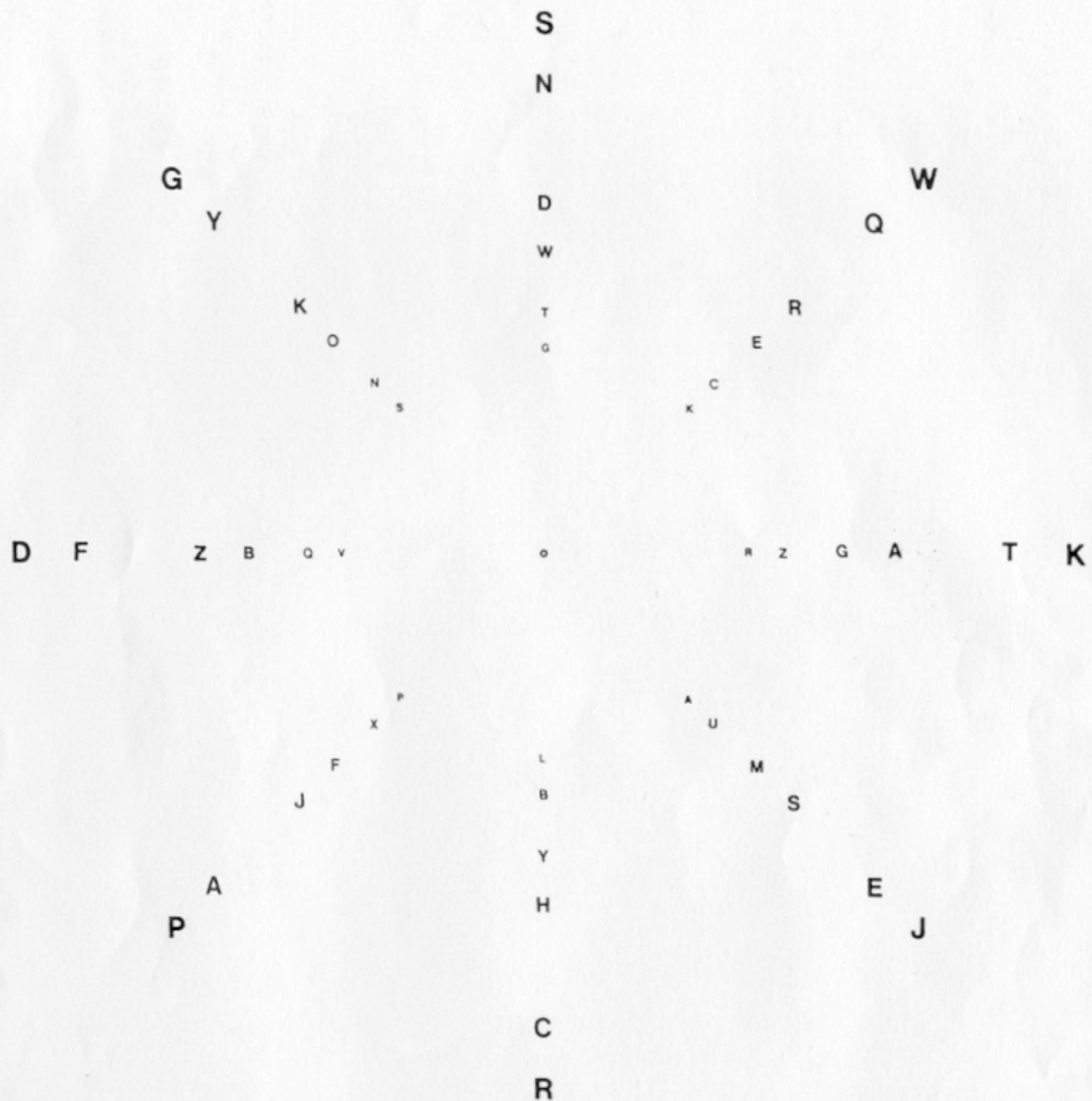


Fig. 2. All letters should lie at threshold when centre of this chart is fixated. Threshold letter size increases linearly with increasing distance from fixation point.

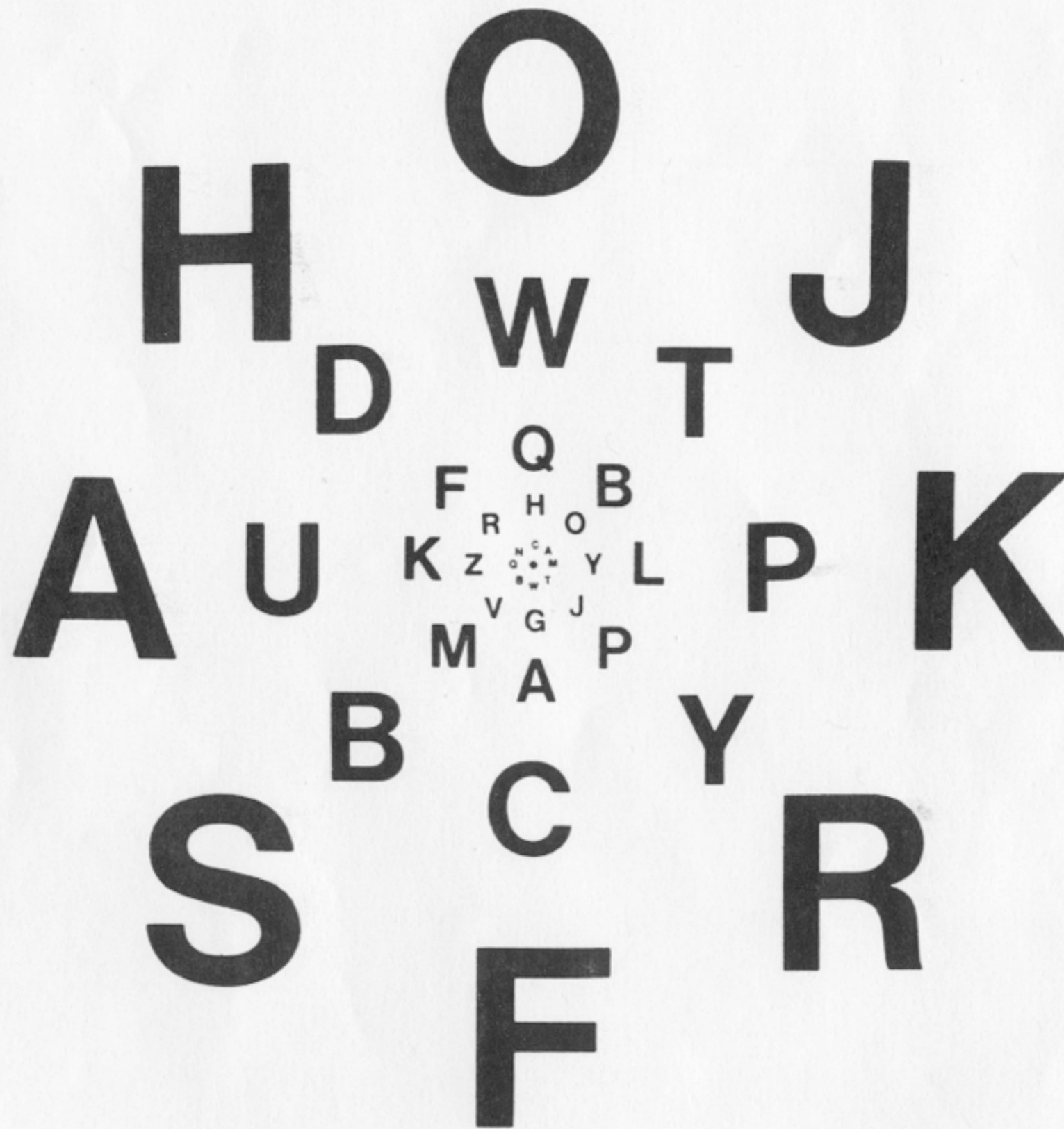


Fig. 3. All letters should be equally readable when centre of this chart is fixated, since each letter is ten times its threshold height.

# A FOVEATED RETINA-LIKE SENSOR USING CCD TECHNOLOGY

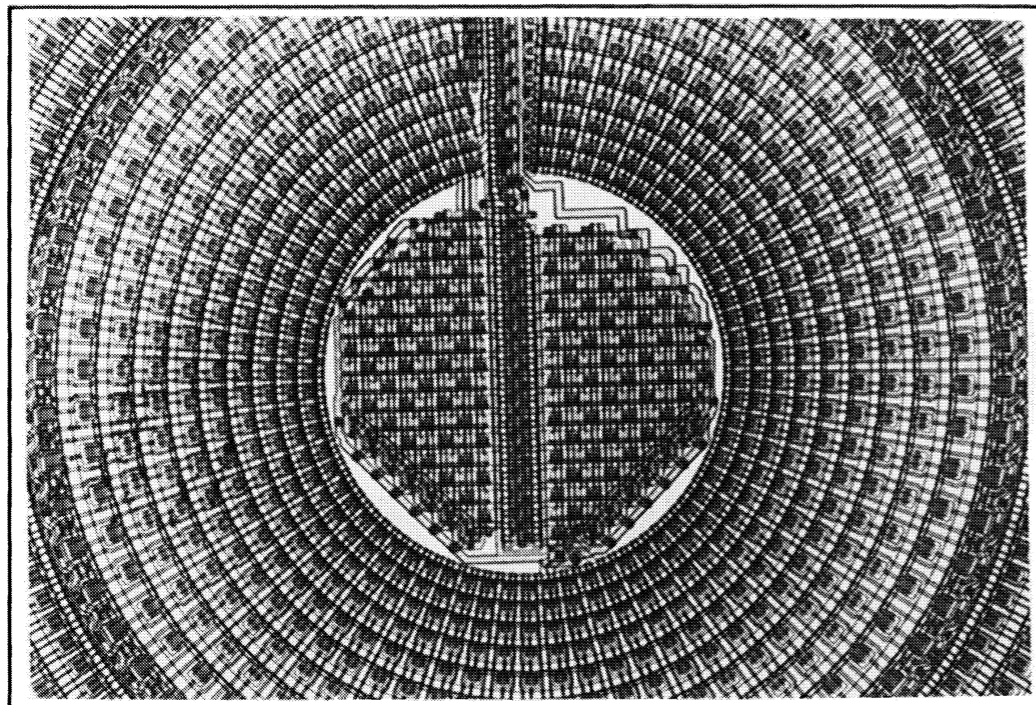
J. Van der Spiegel, G. Kreider  
Univ. of Pennsylvania, Dept. of Electrical Engineering  
Philadelphia, PA 19104-6390

C. Claeys, I. Debusschere  
IMEC, Leuven, Belgium

G. Sandini  
University of Genova, DIST, Genova, Italy

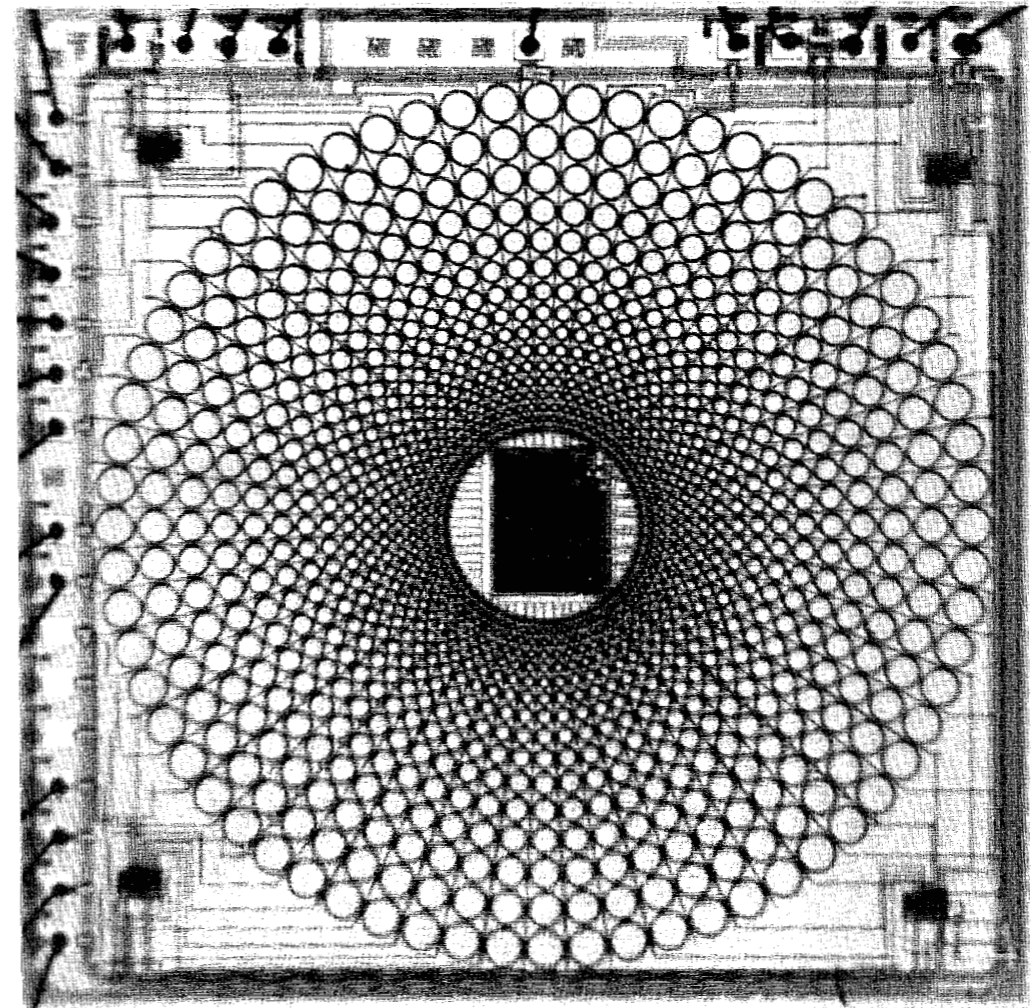
P. Dario, F. Fantini  
Scuola Superiore S. Anna, Pisa, Italy

P. Bellutti, G. Soncini  
IRST, Trento, Italy



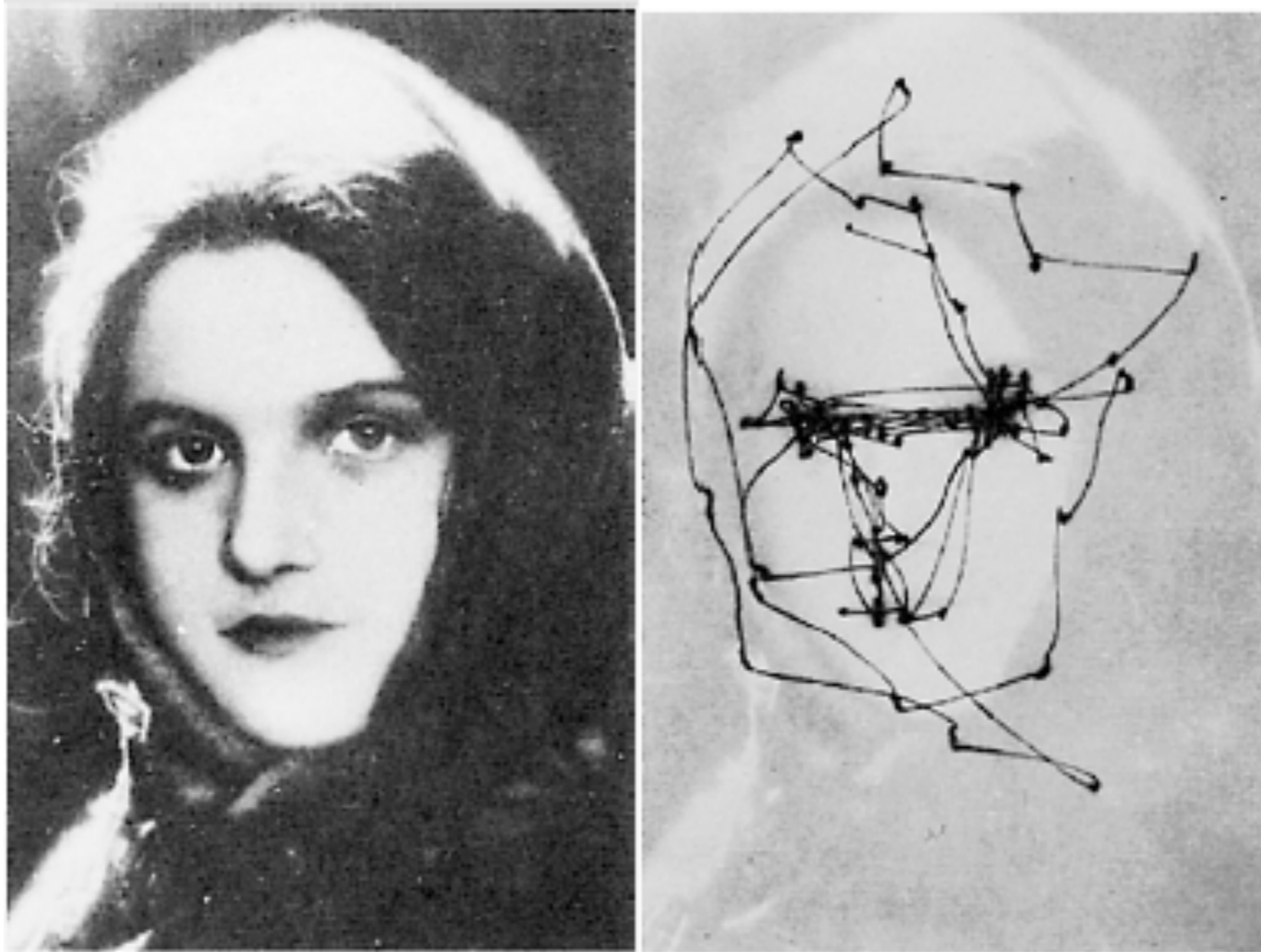
# A Foveated Image Sensor in Standard CMOS Technology

Robert Wodnicki, Gordon W. Roberts, Martin D. Levine  
Department of Electrical Engineering, McGill University,  
Montréal, Québec, CANADA, H3A 2A7





# Human eye movements during viewing of an image



Yarbus (1967)



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## The roles of vision and eye movements in the control of activities of daily living

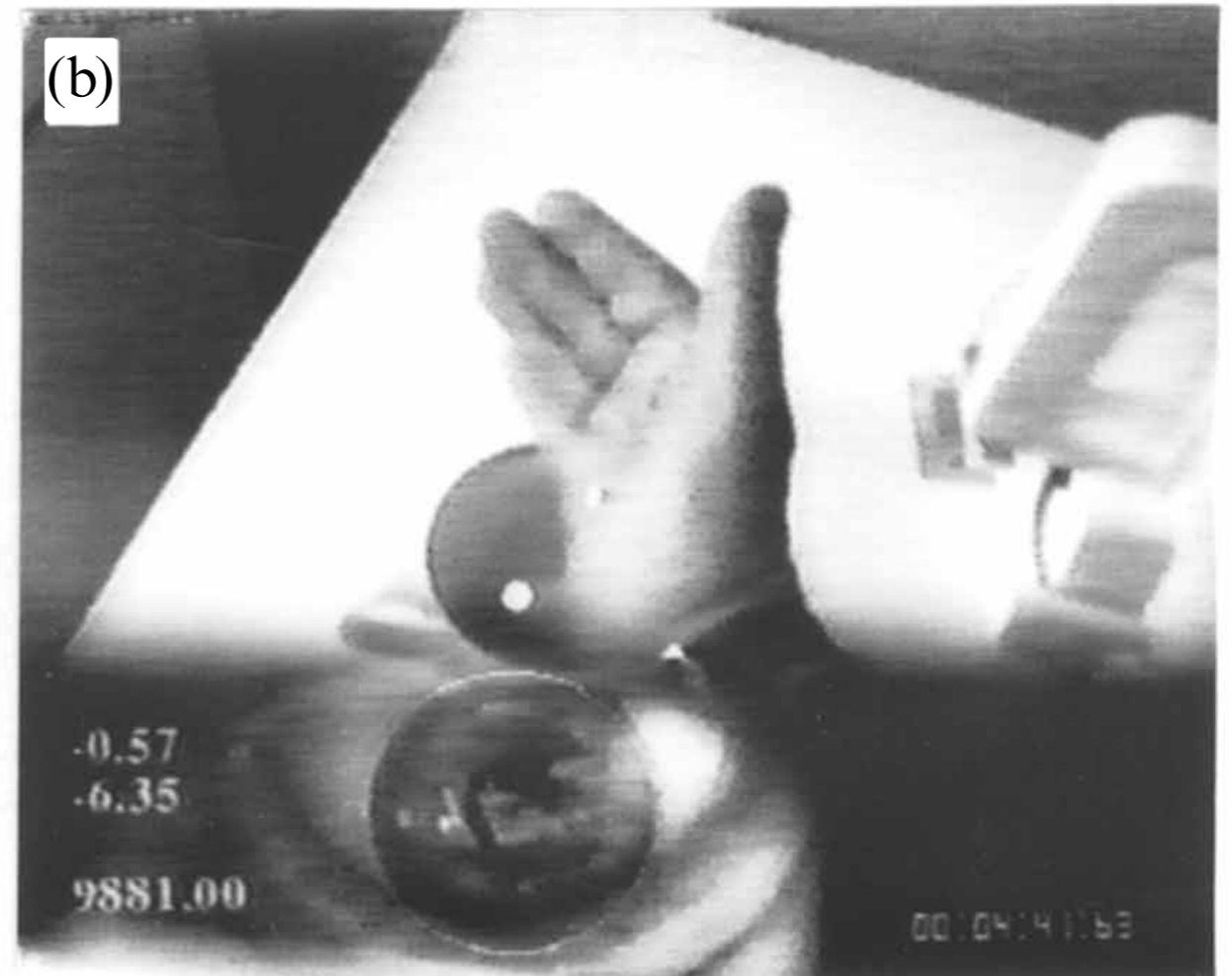
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Michael Land, Neil Mennie, Jennifer Rusted

Sussex Centre for Neuroscience and Laboratory of Experimental Psychology, School of Biological Sciences, University of Sussex, Brighton BN1 9QG, UK; e-mail: [M.F.Land@sussex.ac.uk](mailto:M.F.Land@sussex.ac.uk)

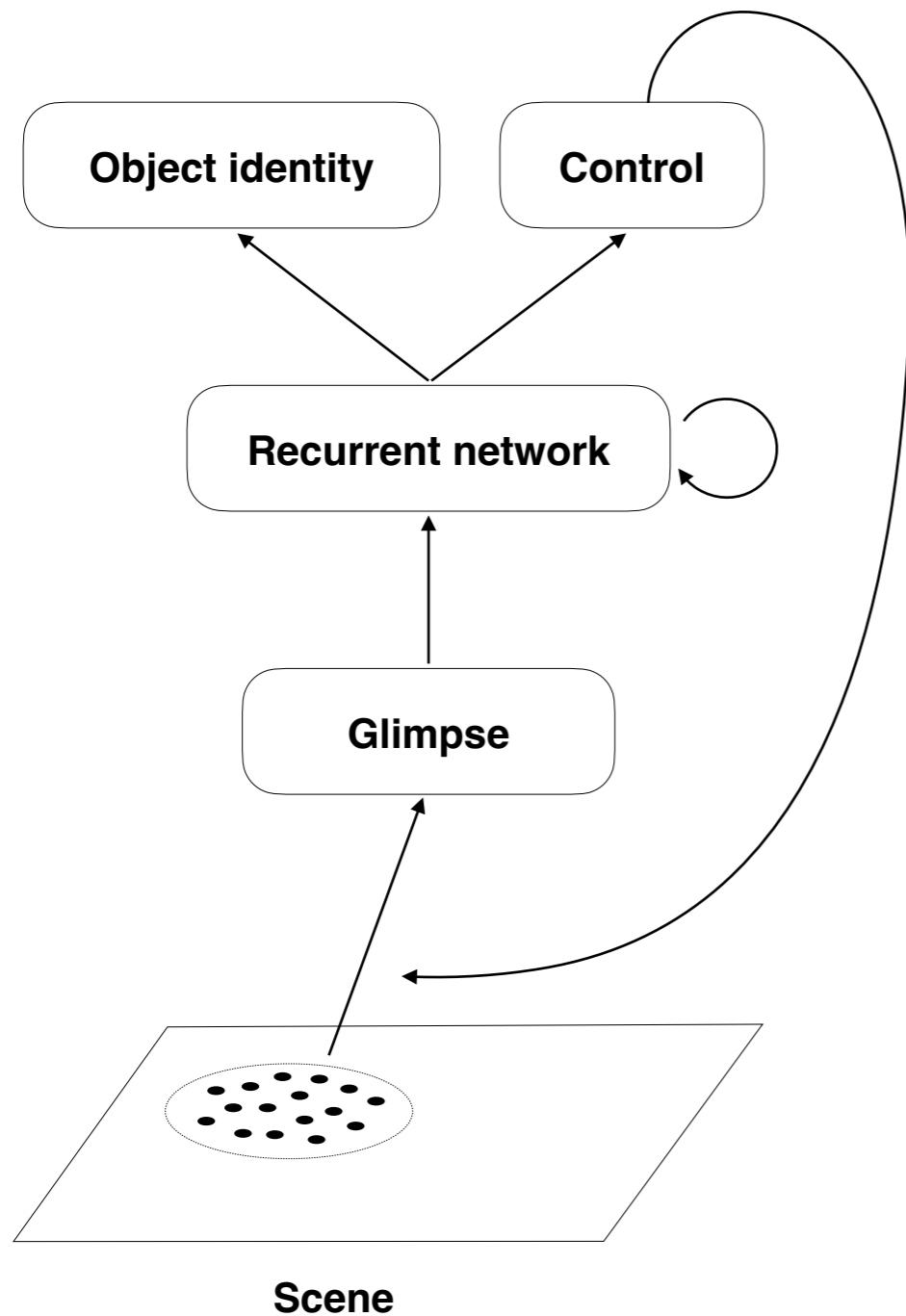
Received 4 May 1999, in revised form 9 August 1999

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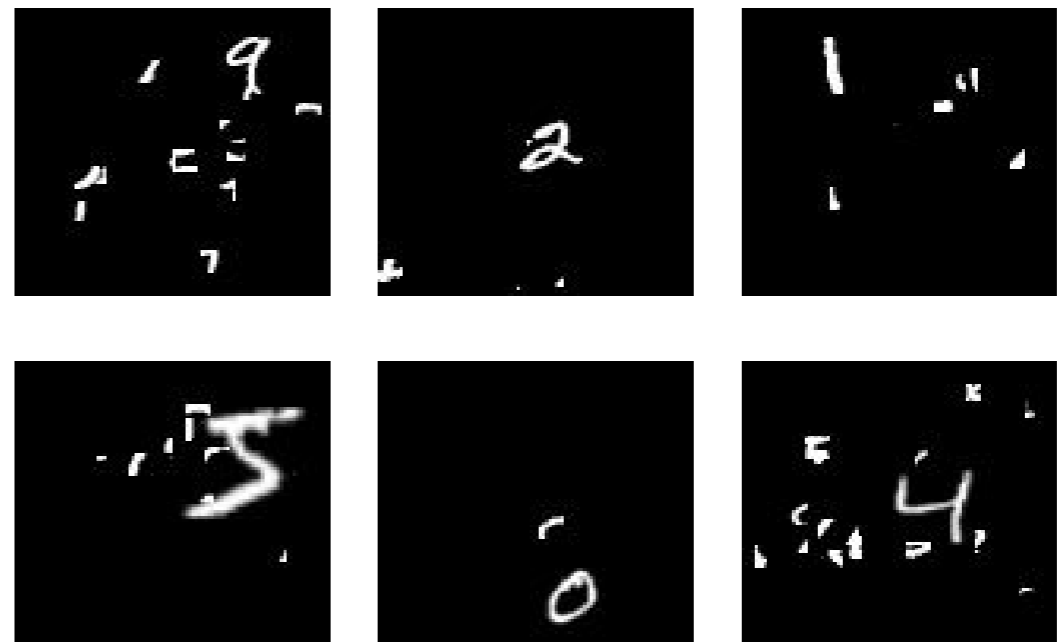


# Learning the glimpse window sampling array

(Cheung, Weiss & Olshausen, 2017)

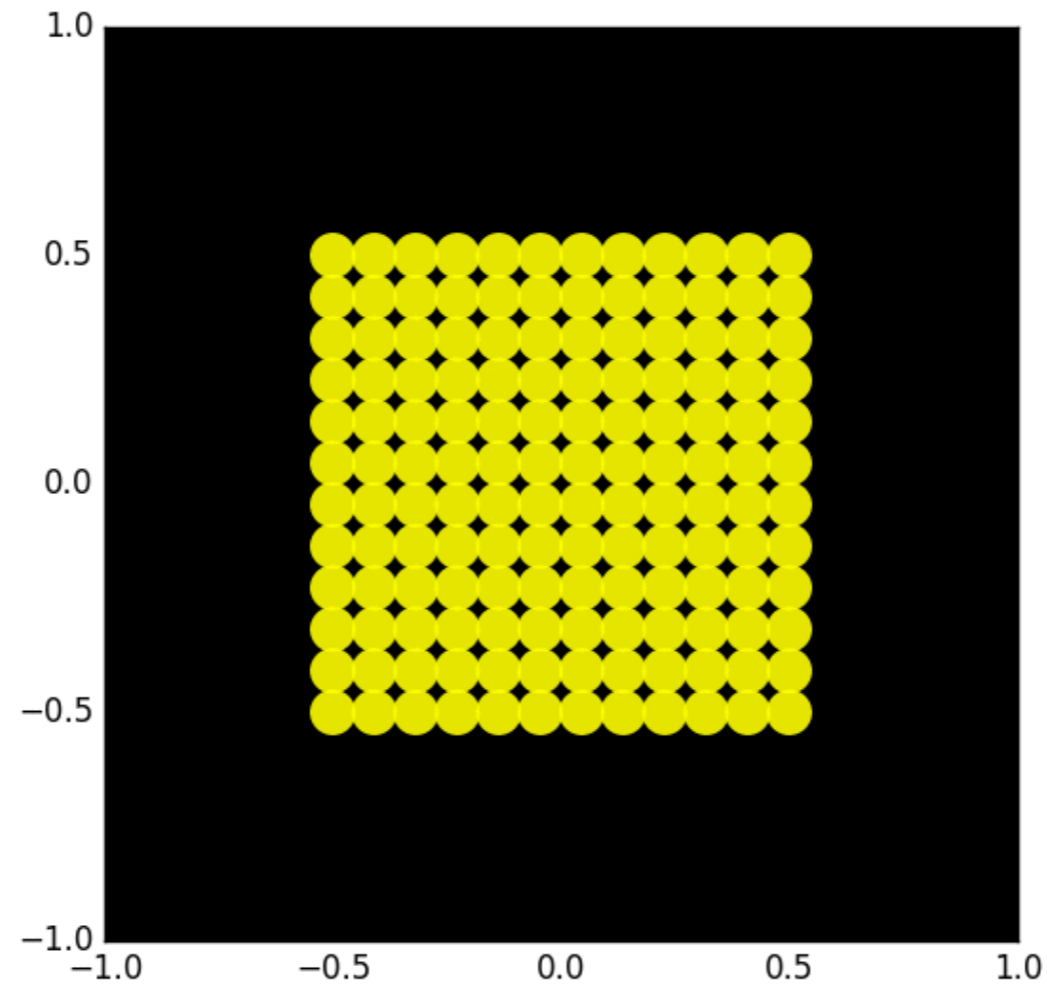


- Network is trained to correctly classify the digit in the scene.
- To do this it must find a digit and move its glimpse window to that location.

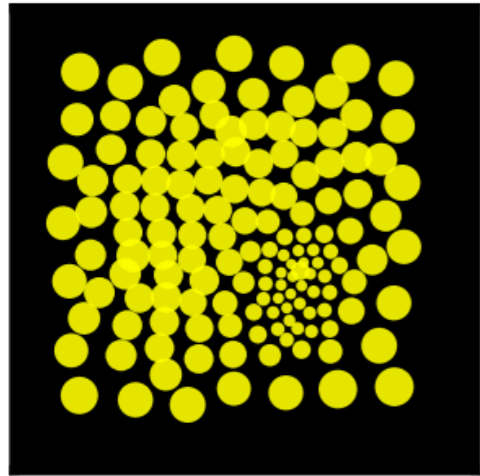


Example MNIST scenes

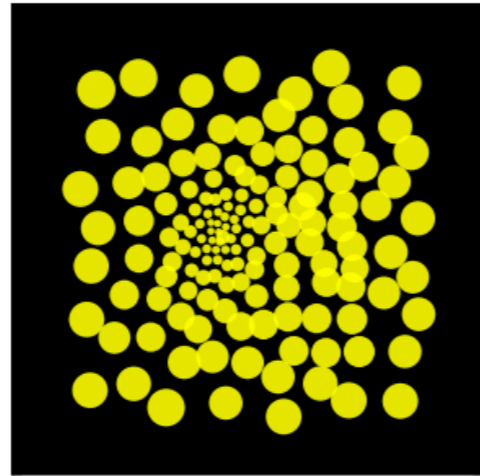
# Evolution of the sampling array during training



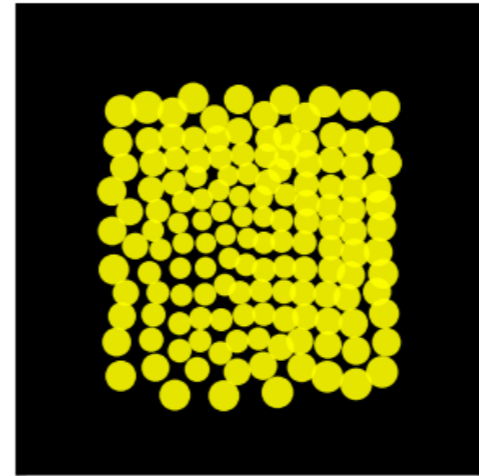
# Learned sampling arrays for different conditions



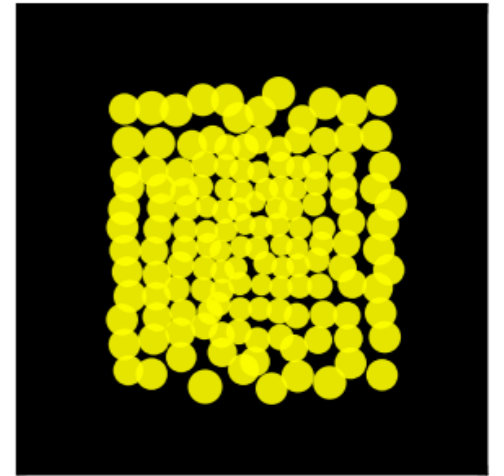
Translation only  
(Dataset 1)



Translation only  
(Dataset 2)



Translation & zoom  
(Dataset 1)

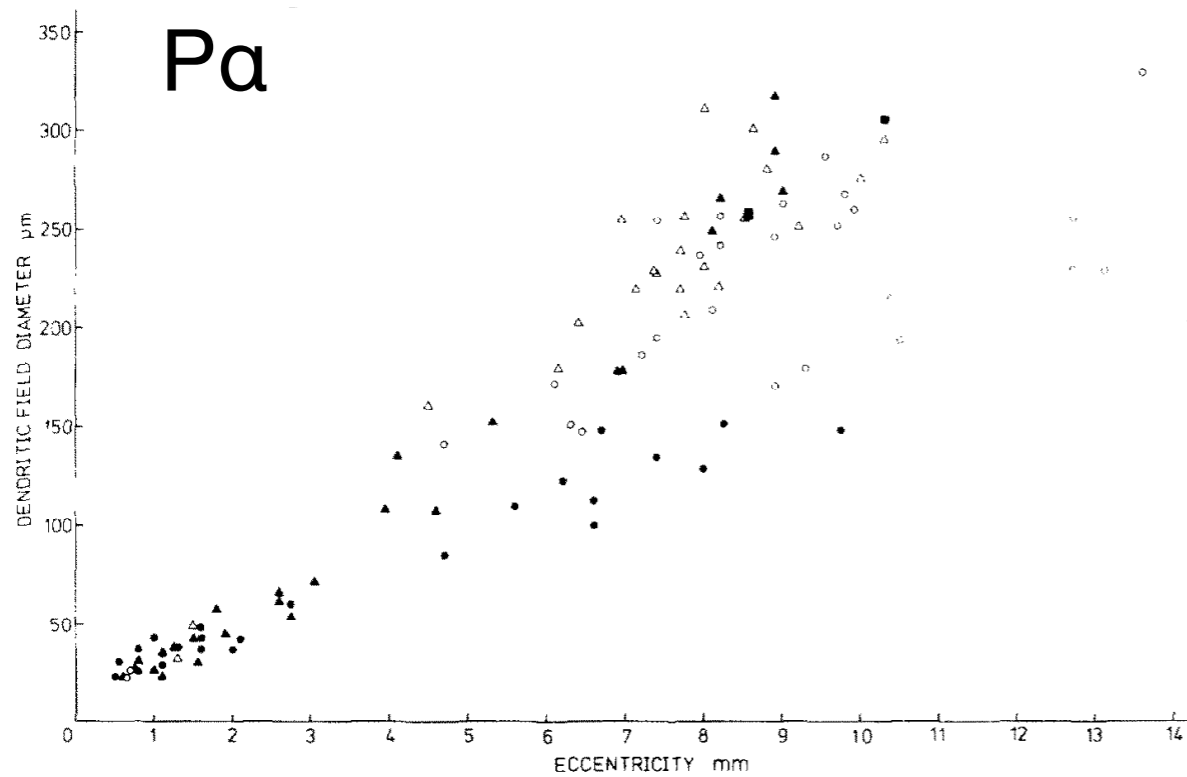


Translation & zoom  
(Dataset 2)

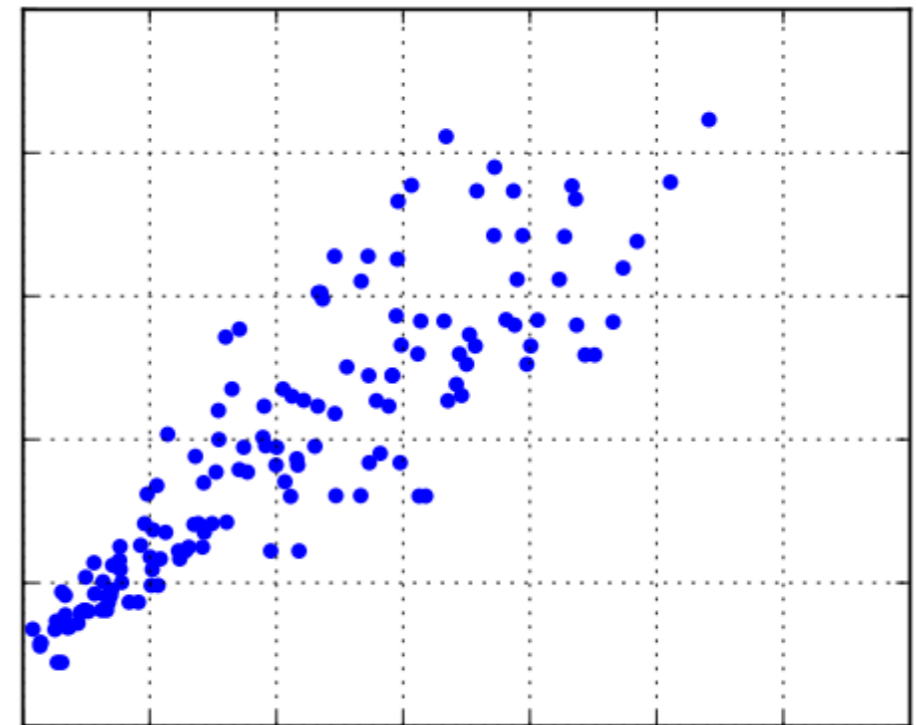
# Comparison to primate retina

## Macaque Retina

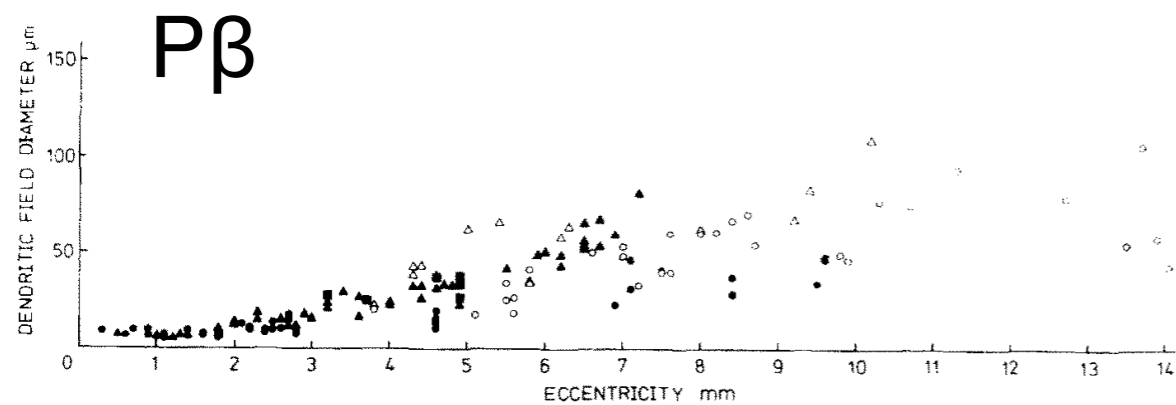
(Perry, Oehler & Cowey, 1984)



Sampling Interval



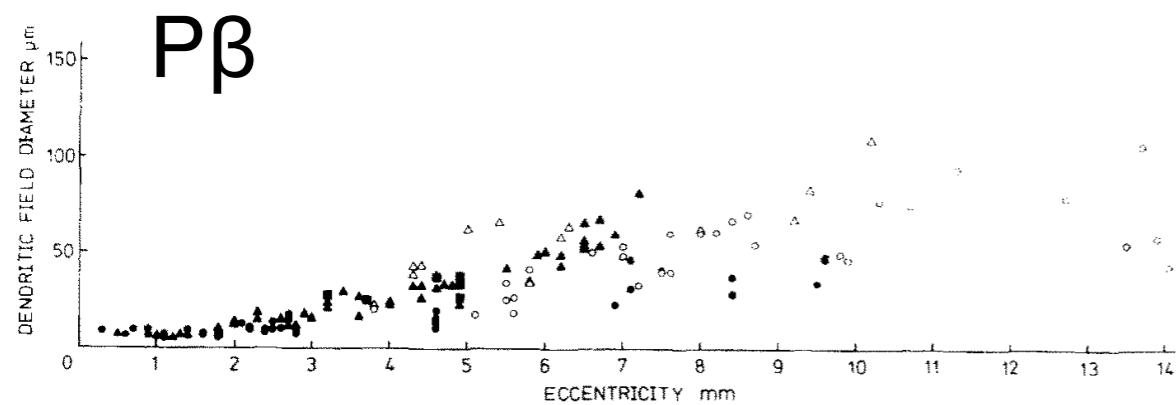
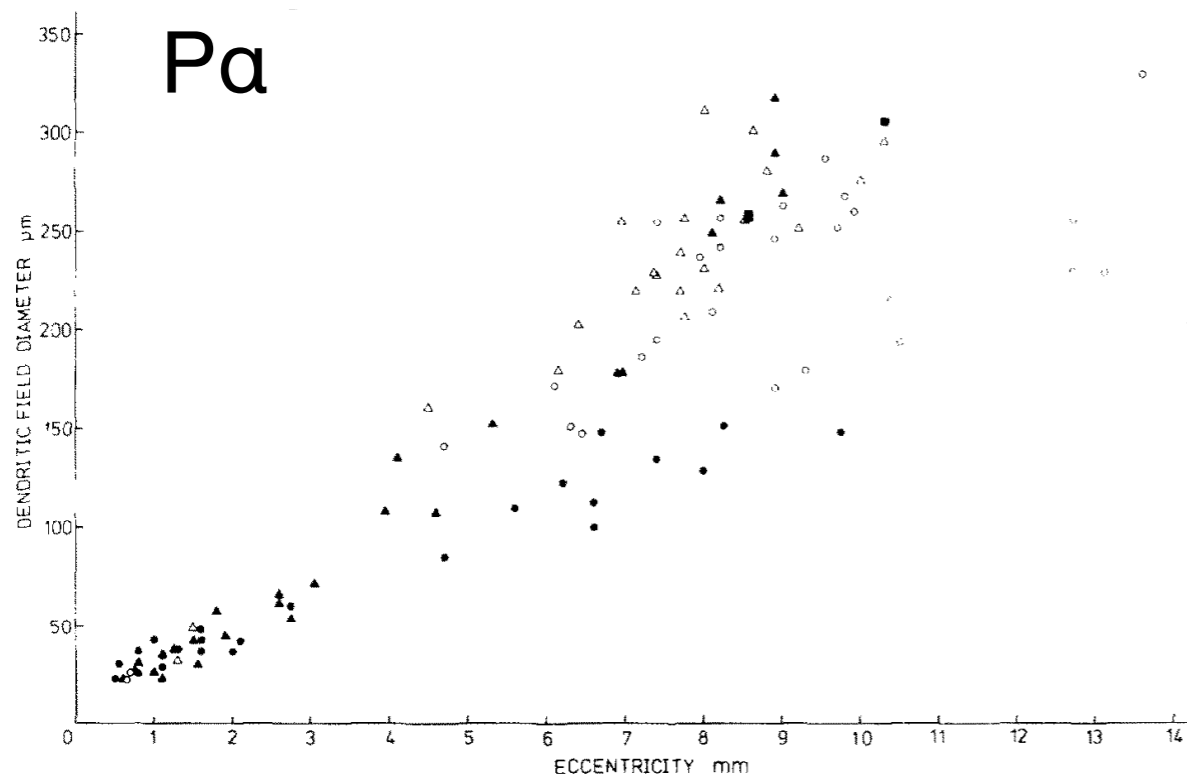
Eccentricity



# Comparison to primate retina

## Macaque Retina

(Perry, Oehler & Cowey, 1984)



## Model

