

Dynamics of Visual Processing

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APLAB Meeting

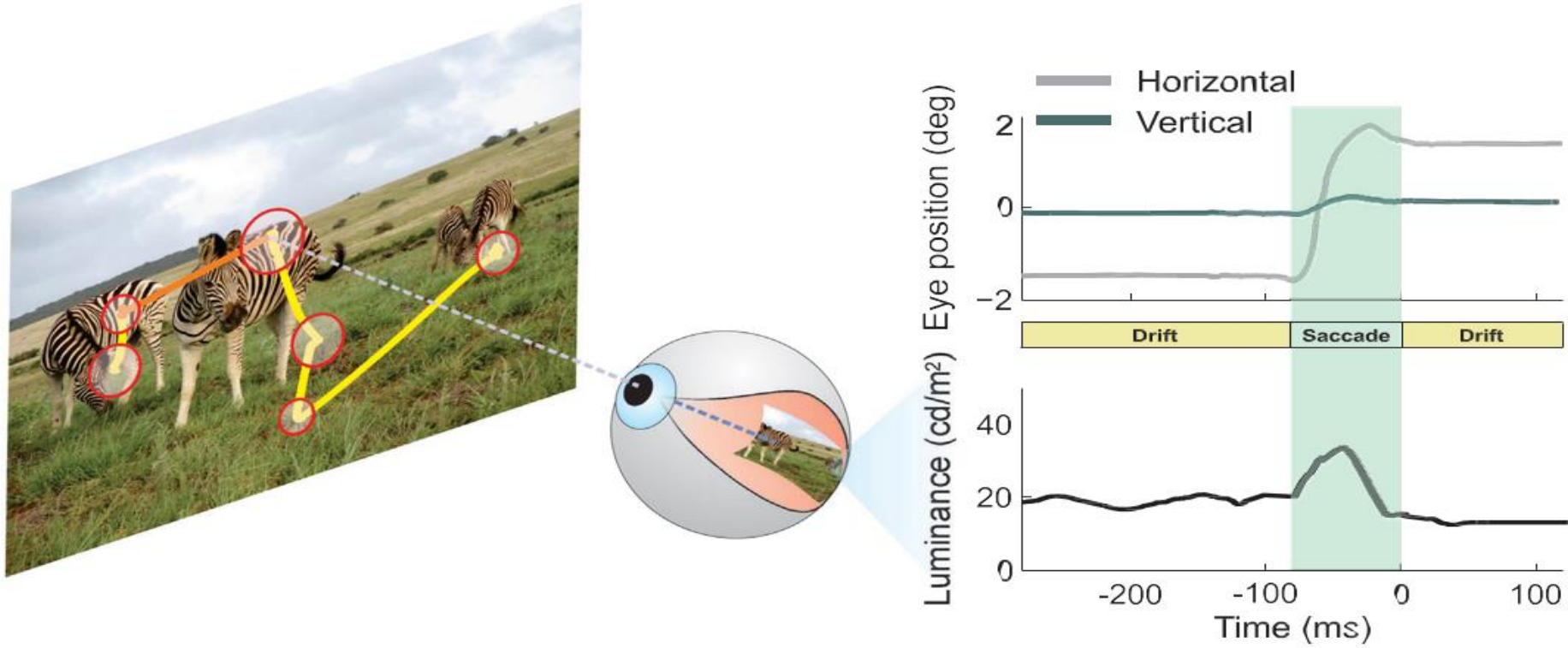
11th Feb, 2019

Background

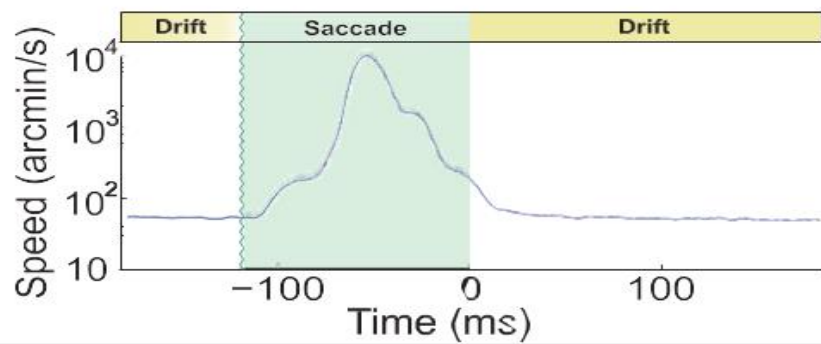
- Eye movements play a critical role for visual dynamics.
- Low and high spatial frequencies processing rely on different types of luminance transients, from saccades and drift, respectively.
- As shown by Boi et al, 2017

Natural Input to Retina

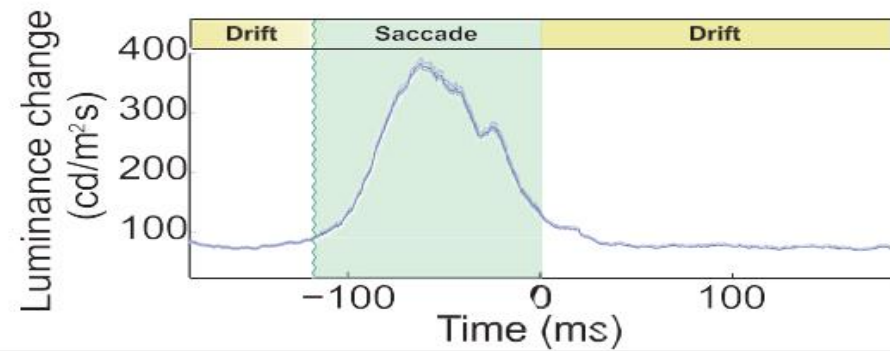
A



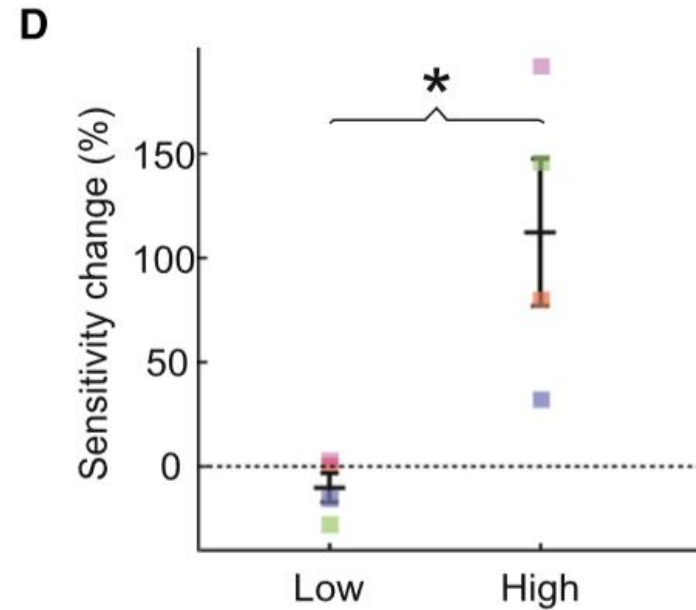
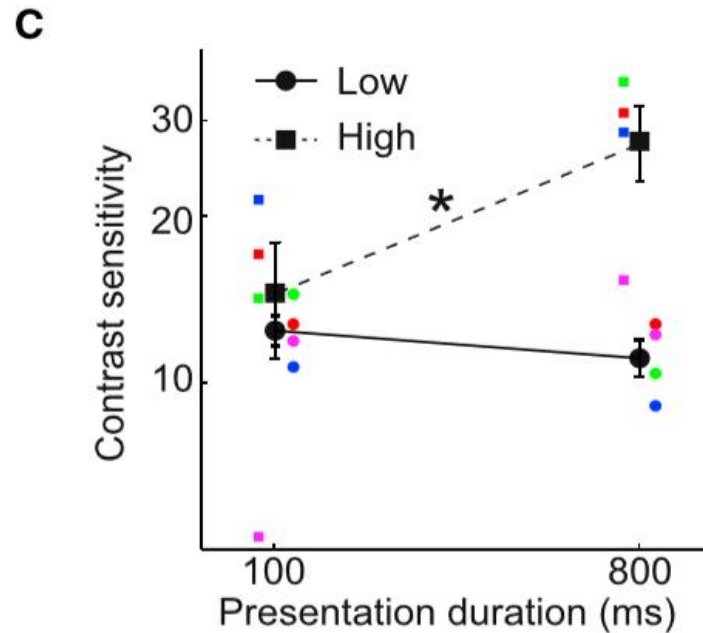
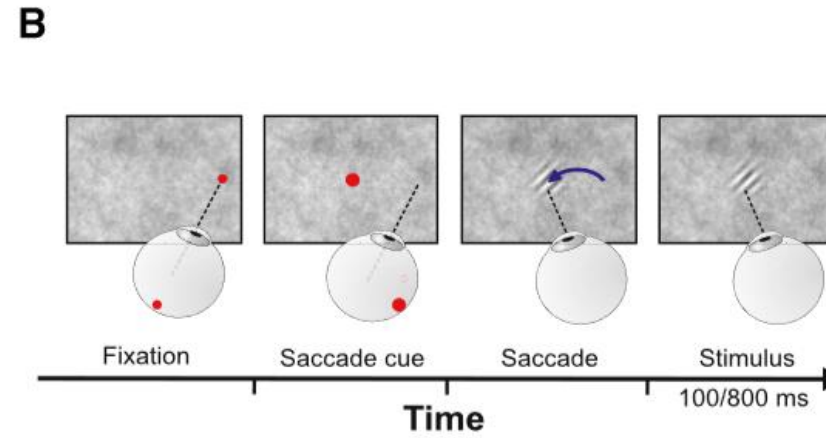
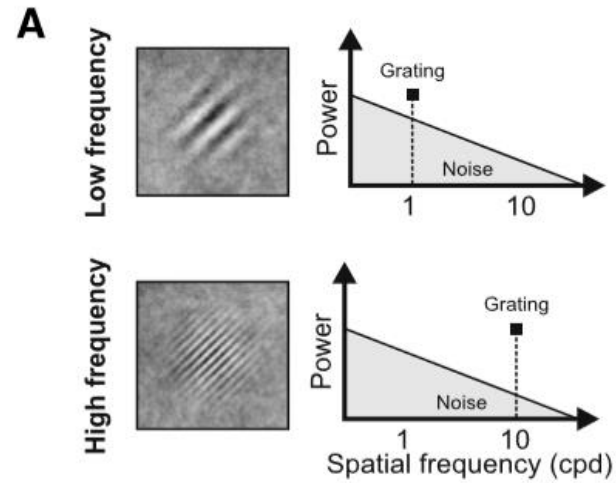
B



C



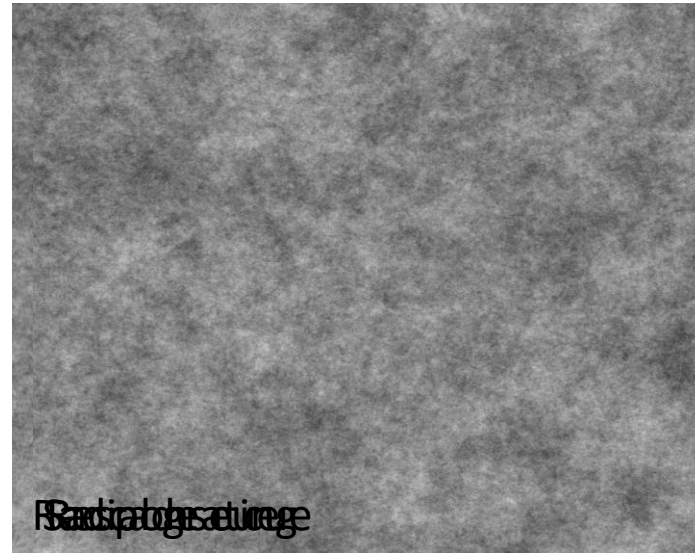
Post-saccadic Dynamics

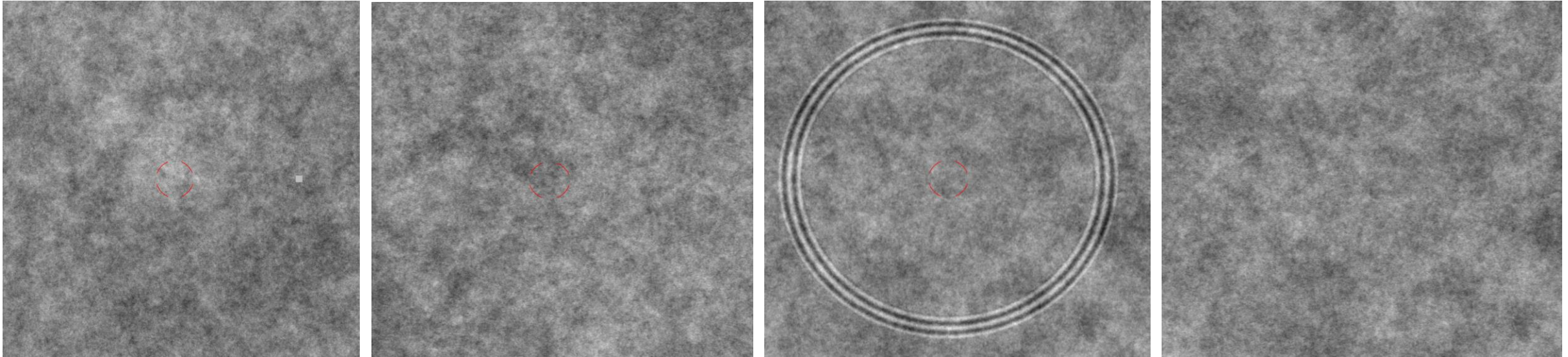


Overview

- Expanding on work done by Boi et al, 2017
- How do spatiotemporal response properties vary with eccentricity
- How the processing dynamics of fundamental visual features varies across eccentricity, time and spatial frequency
- Direct engineering consequences, as knowledge of these dynamics enables optimal use of visual displays.

Paradigm





Fixation

Saccade
cue

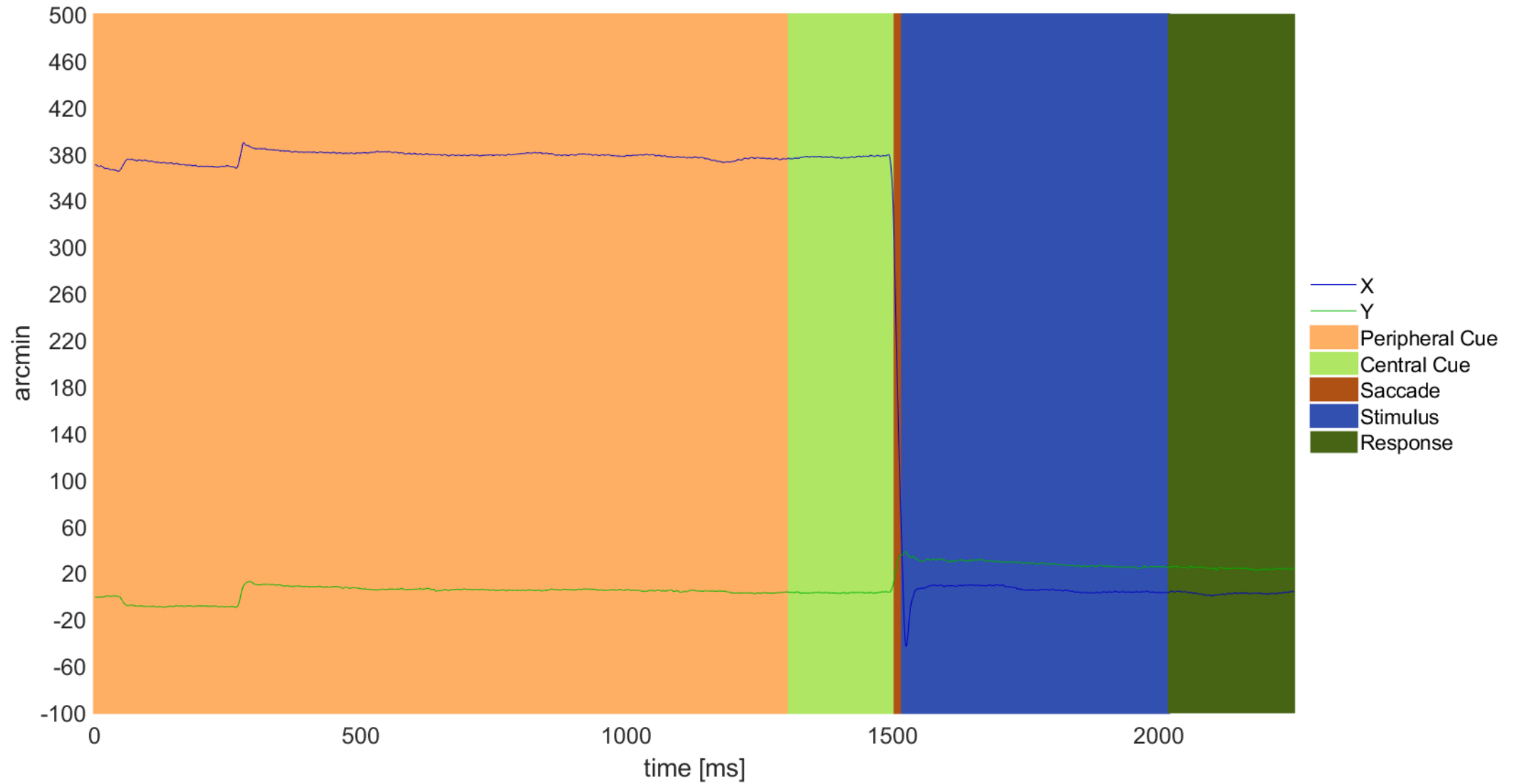
Stimulus
turns on

Stimulus

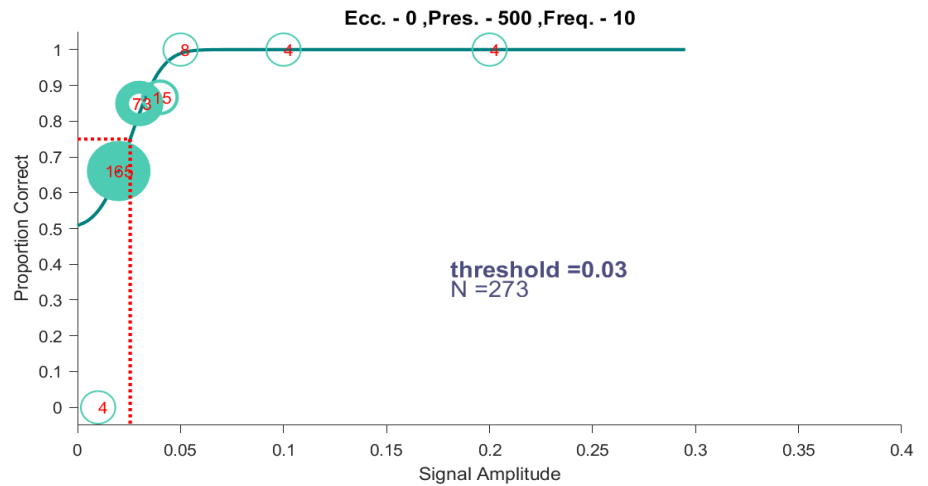
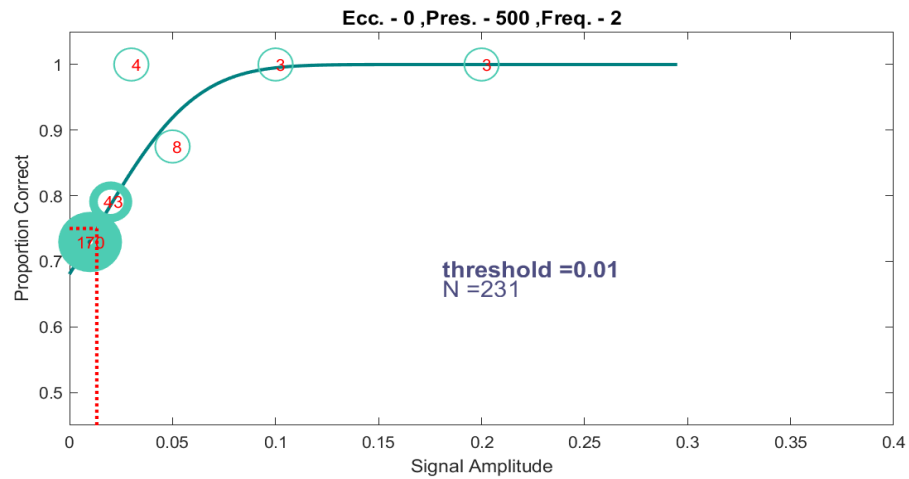
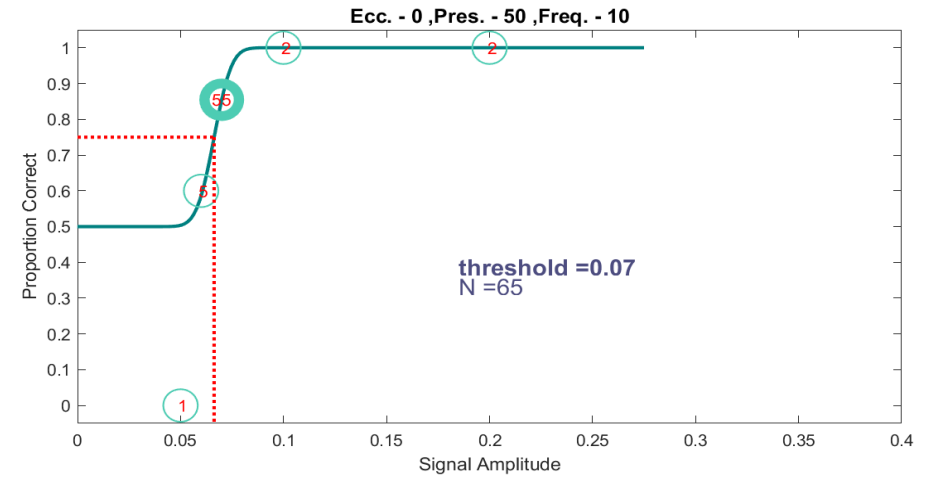
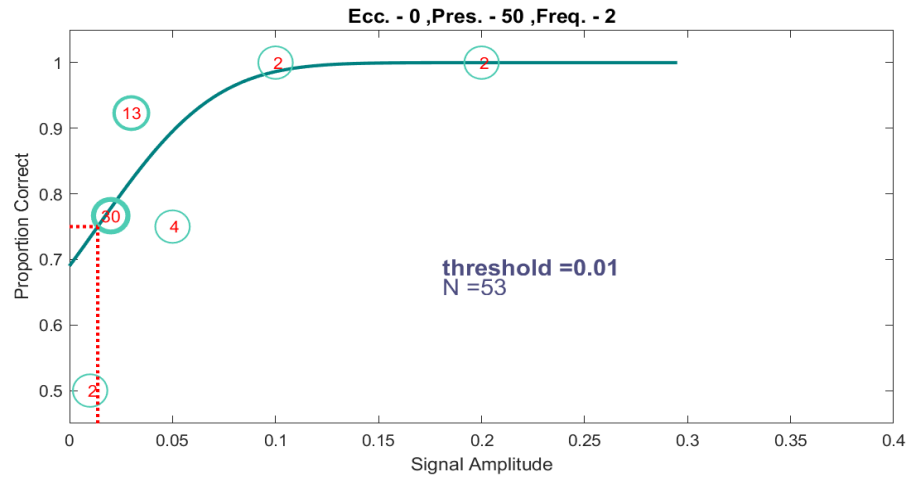
Eccentricity – 0, 4, 8
Presentation – 50, 500
Spatial Freq – 2, 10
Catch trials (No stimulus)

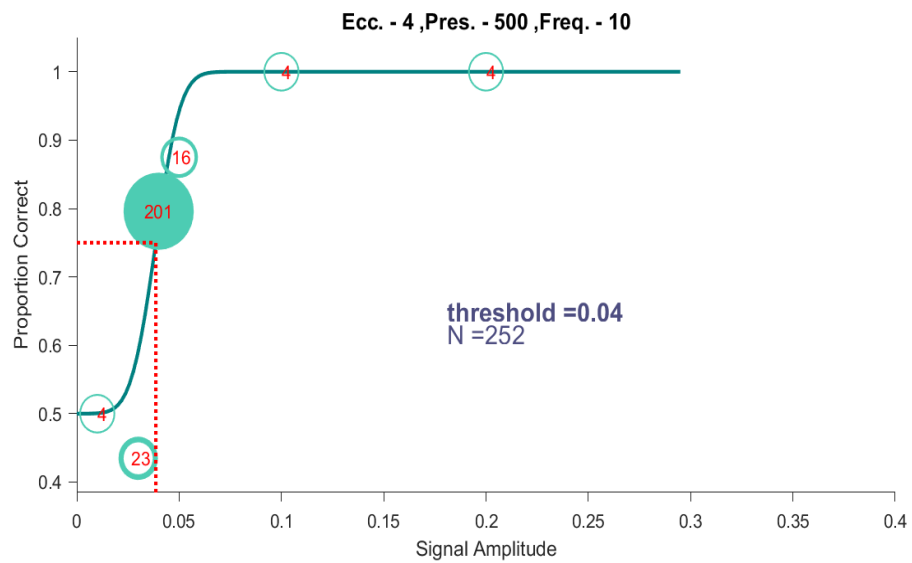
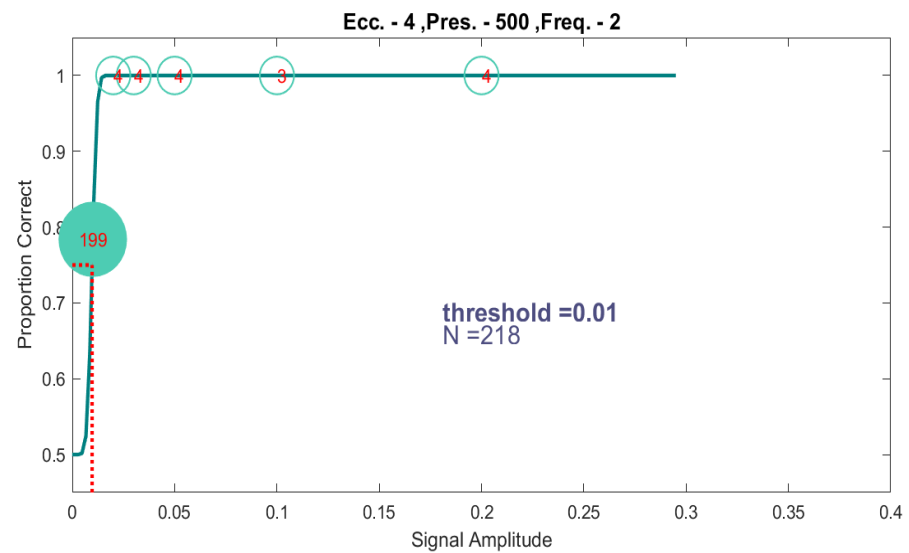
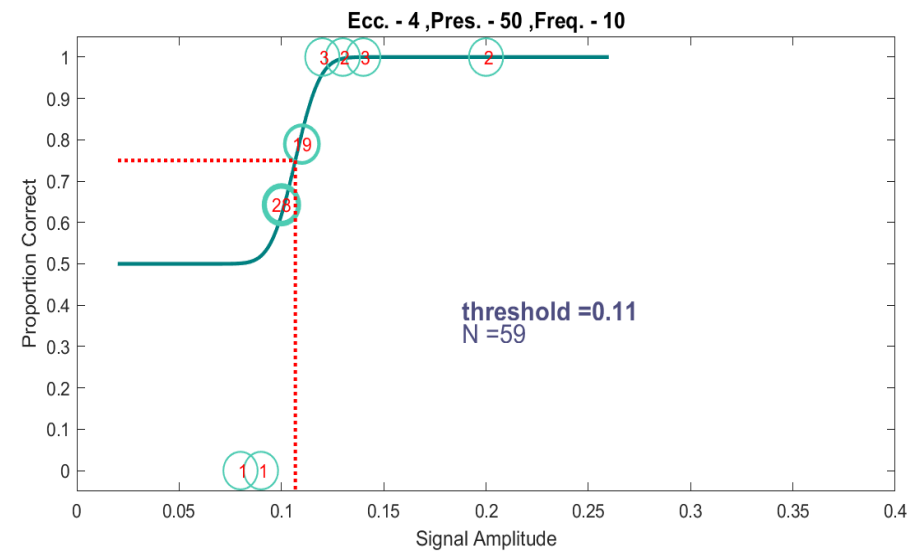
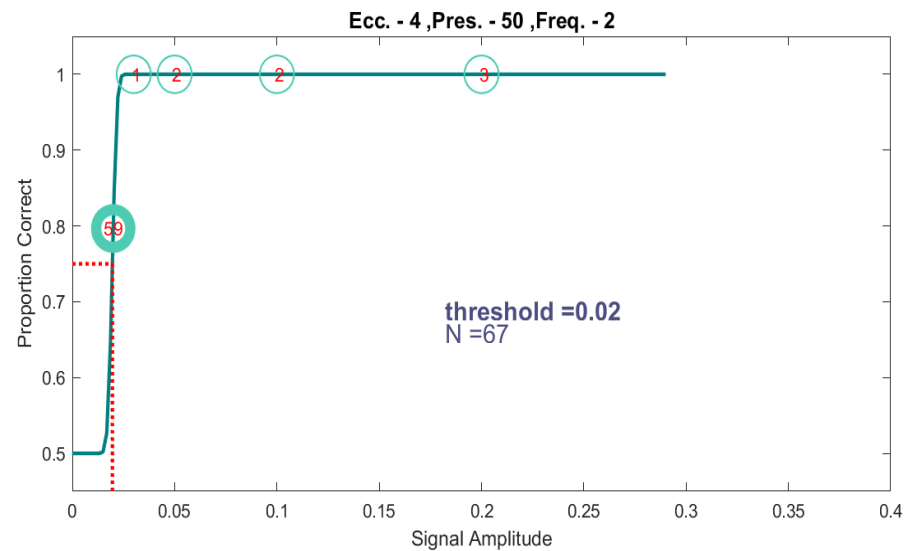
Response

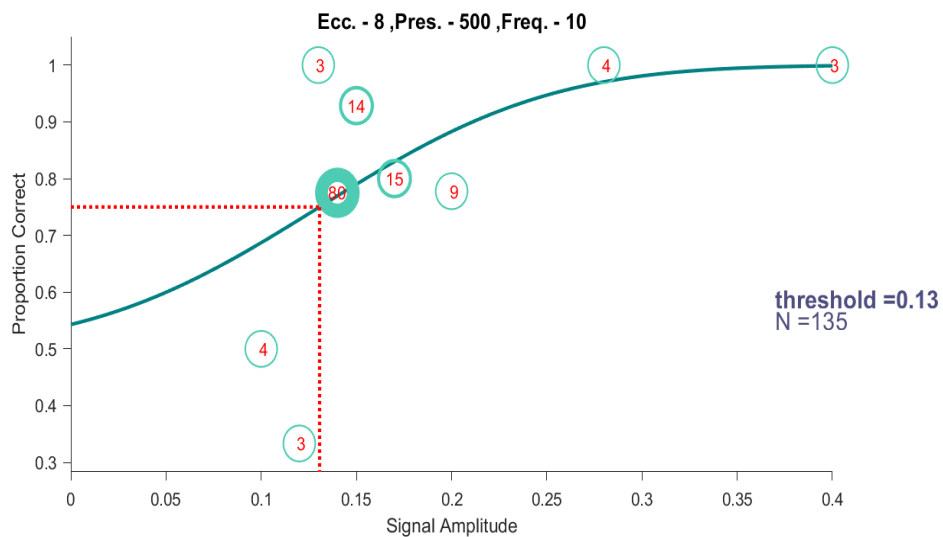
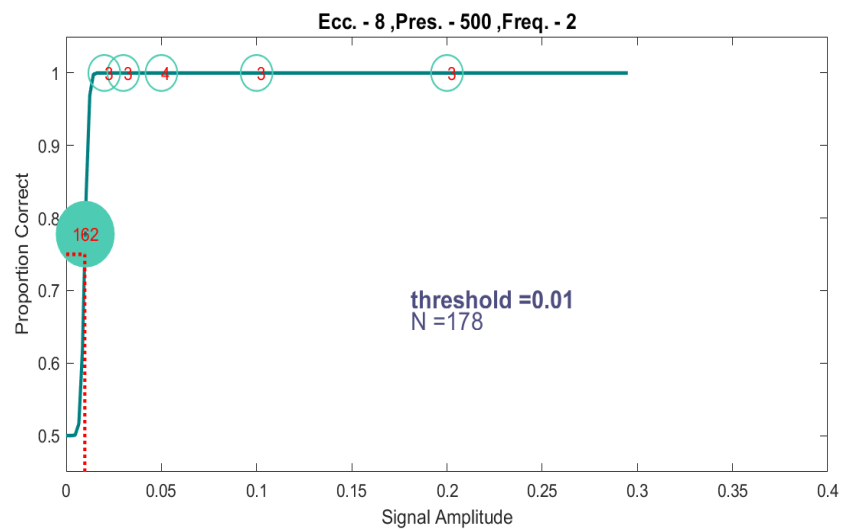
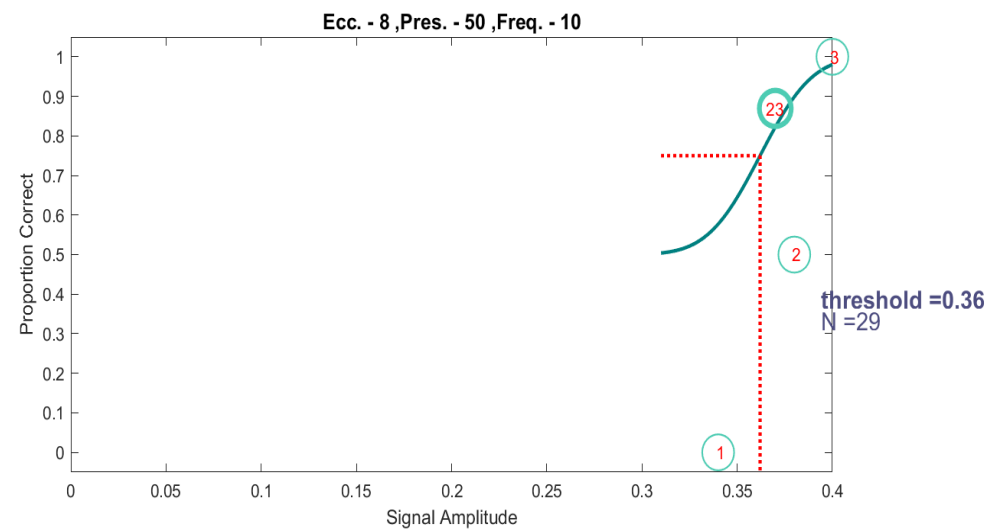
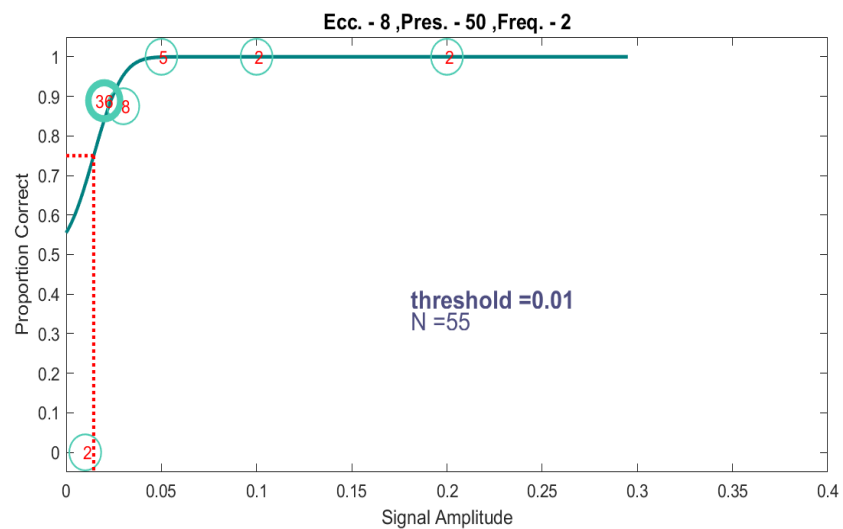
Eye Movement



Analysis





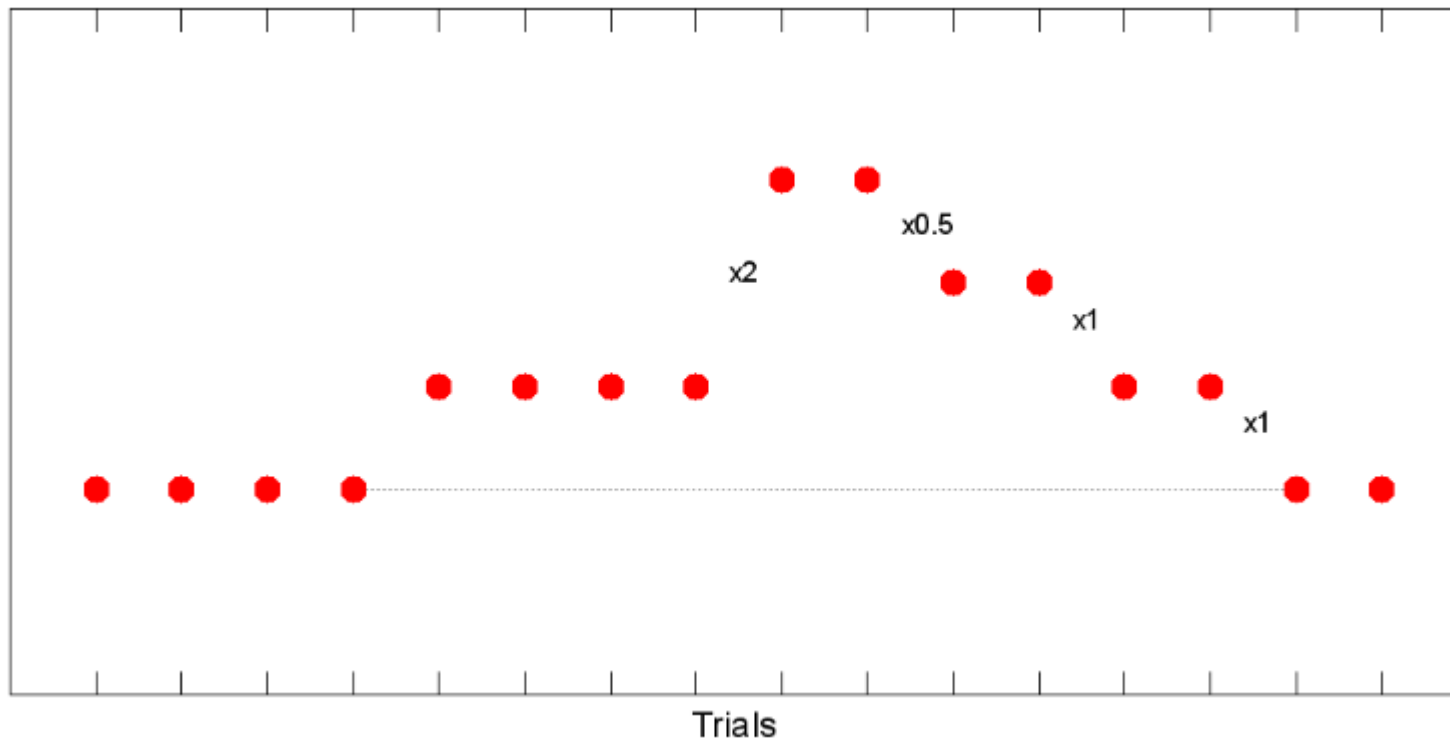


Number of trials

| Total Trials | 4600 |
|---------------------------|-------------|
| Blink | 35 |
| No Track | 178 |
| Micro/Saccade only | 1689 |
| Drift only | 134 |
| Discarded | 83 |
| Valid | 2481 |

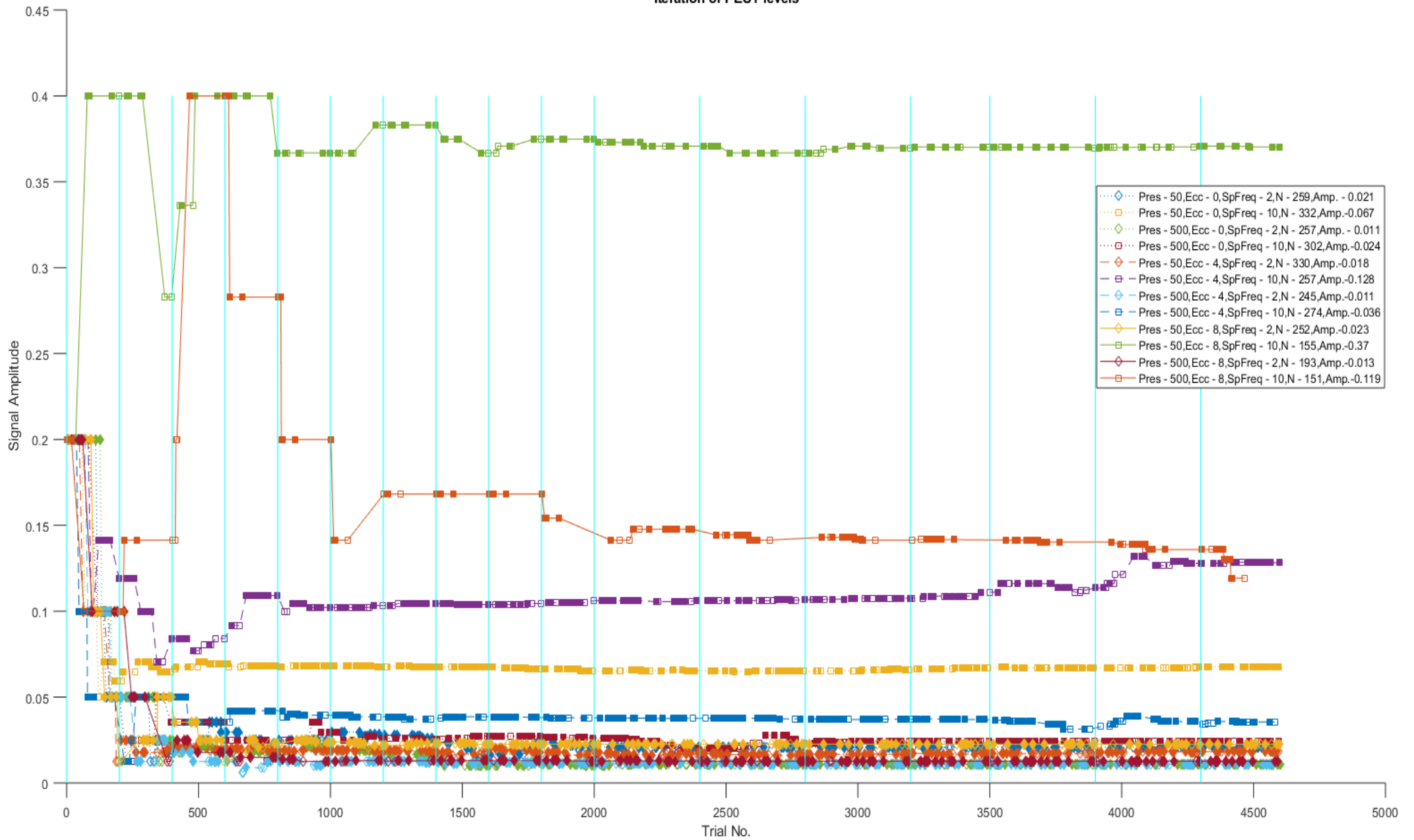
PEST (parameter estimation by sequential testing)

- Set of rules to adjust difficulty of a task to quickly find the point at which performance reaches a predefined level
- Change in 'step-size'



- Individual PEST is run on each of the 12 conditions
- Stepsizes in PEST are not of fixed size. Generally, stepsizes tend to decrease as the run proceeds.
- The relative contribution of each additional trial to the overall fit becomes smaller, given that the fit is based on all of the preceding trials.

Iteration of PEST levels



Ideas/suggestions

- PEST doesn't get trials at contrast levels other than the threshold
- Could add additional 10% trials whose contrast is generated by preset levels.
- Percentage of catch trials considering 12 different conditions.

THANK YOU!