

The similar object spaces are represented in the primate IT cortex and deep learning networks

THBI Seminar Series

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Peking University









Object
recognition



High-level Cognitive processes

Memory

Attention

Decision making

Social cognition

The space of the object is huge

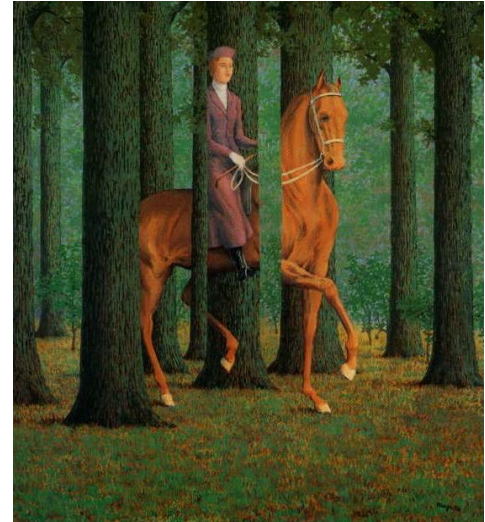


Invariant object recognition

Different views



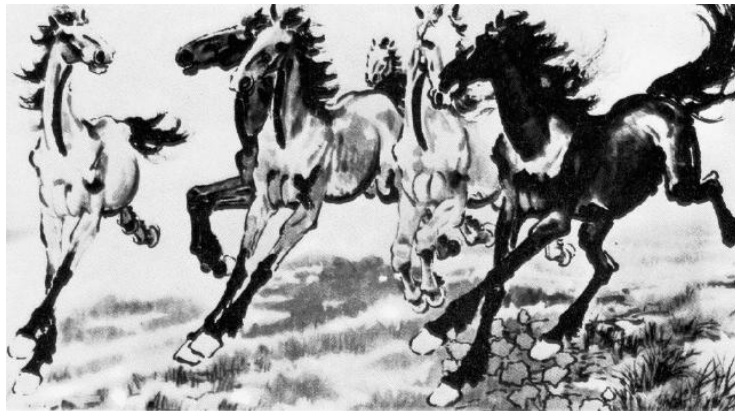
Occlusion



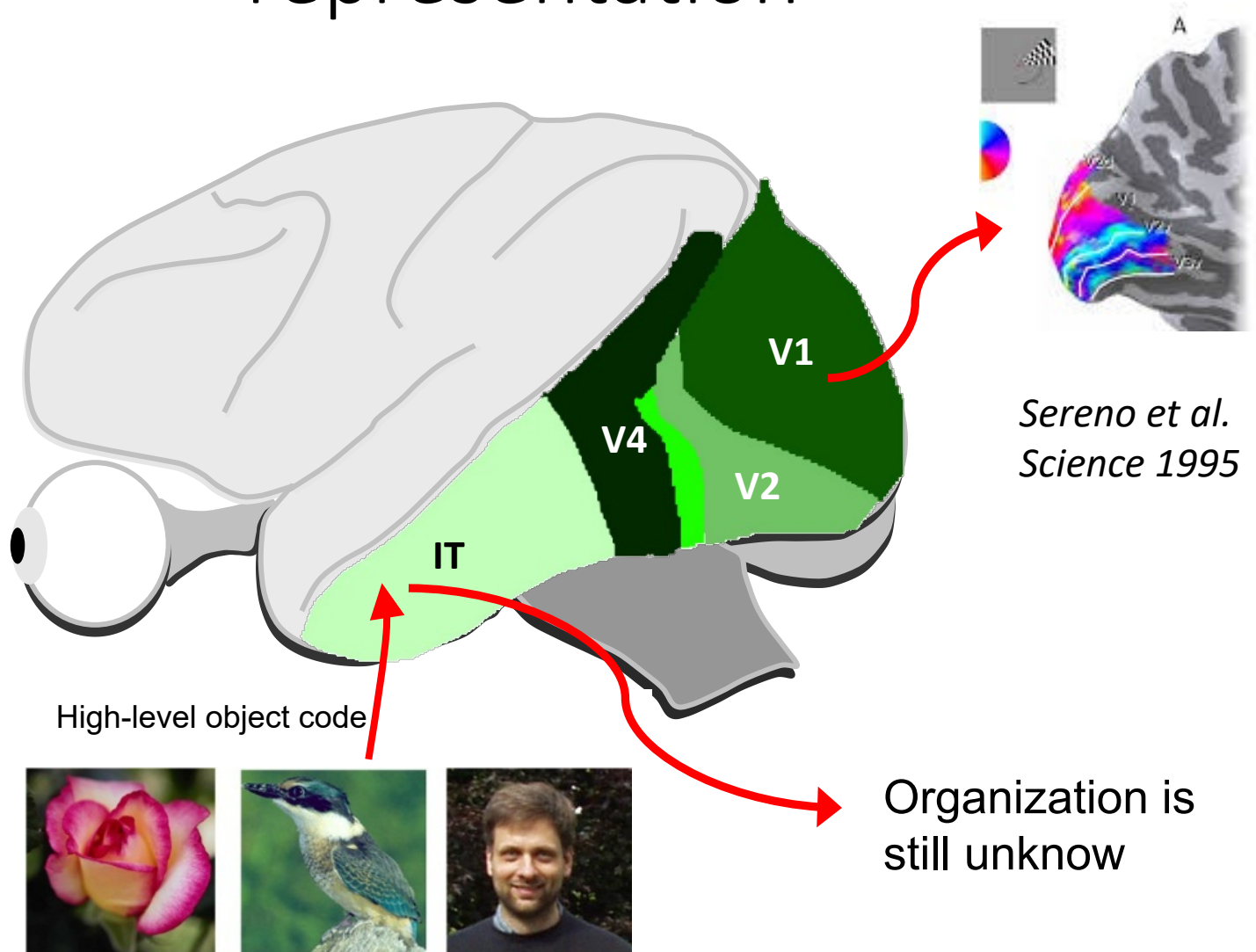
Clutter background



Deformation



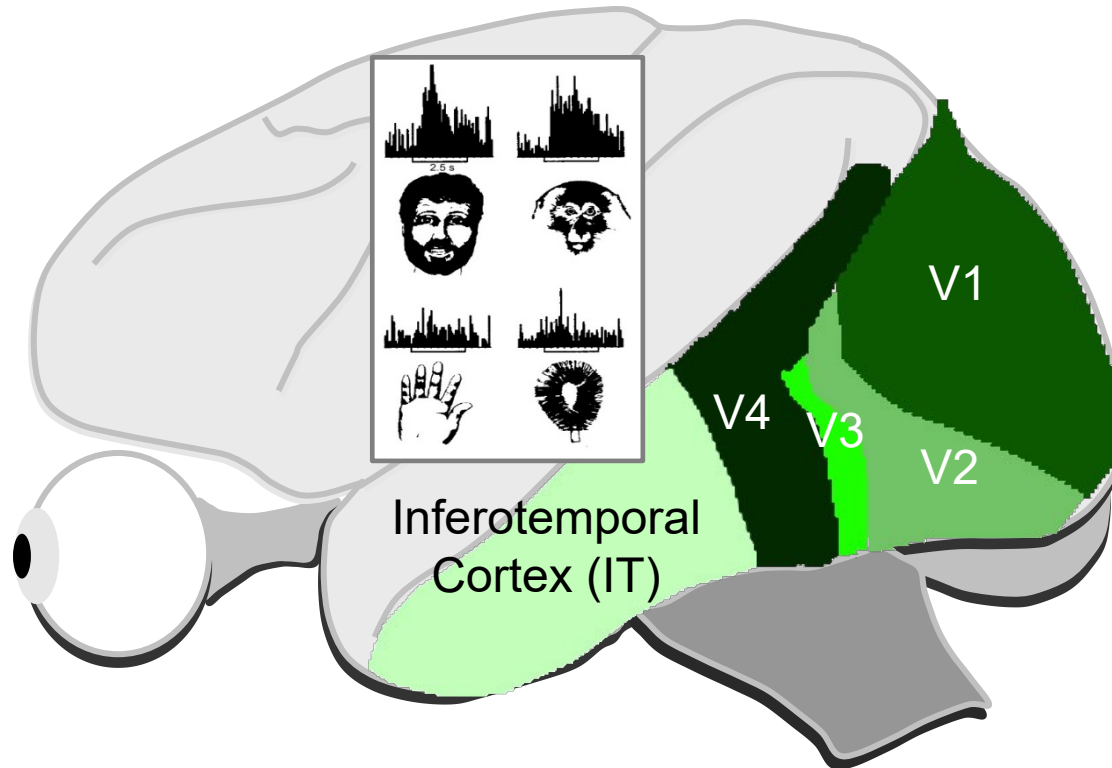
Pathway for visual object representation



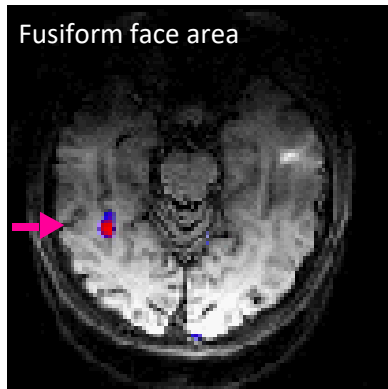
Discovery of face cells



Charles Gross

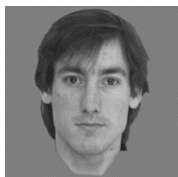
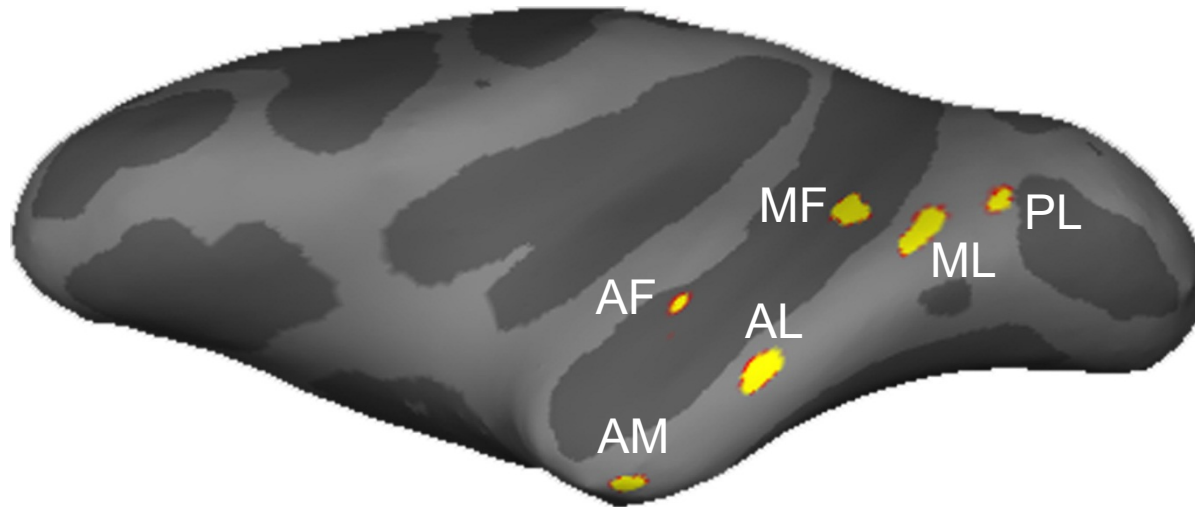


Discovery of a face area

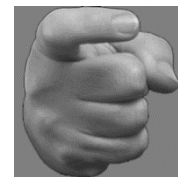


Kanwisher, McDermott, & Chun, J. Neurosci, 1997

Six patches of face-selective cortex in the macaque brain



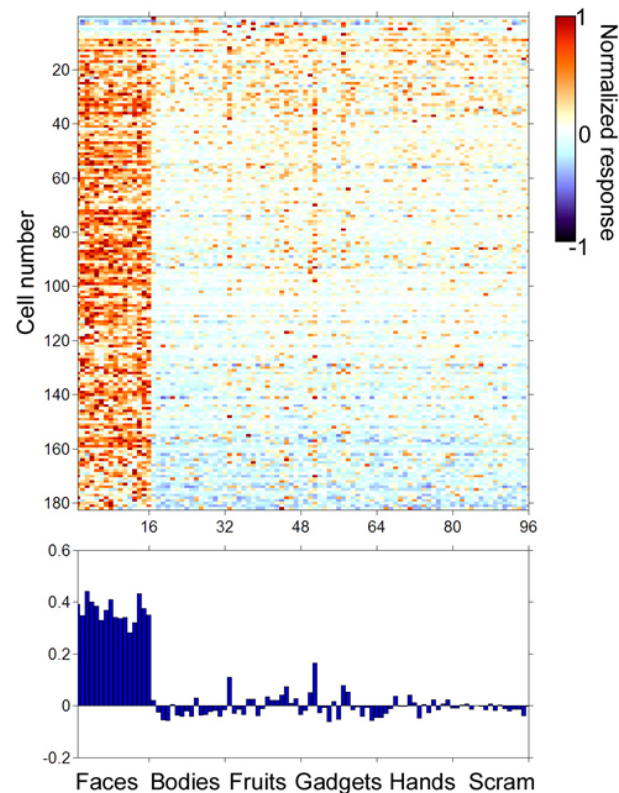
vs



Face network

Organization

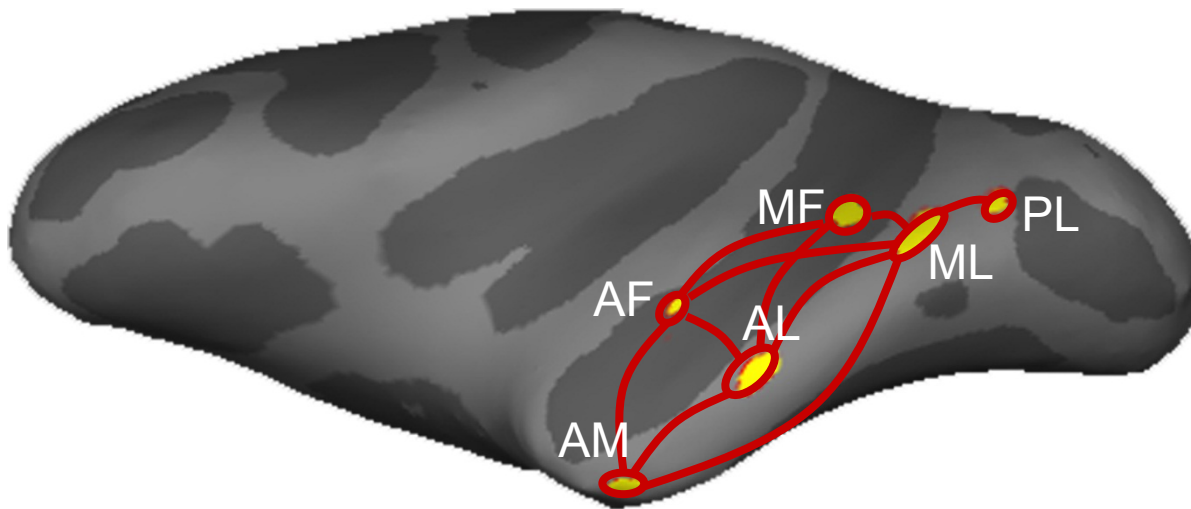
- Cells within the network show consistent selectivity
- A network of connected patches.
- Increasing view invariance along the network.



Face network

Organization

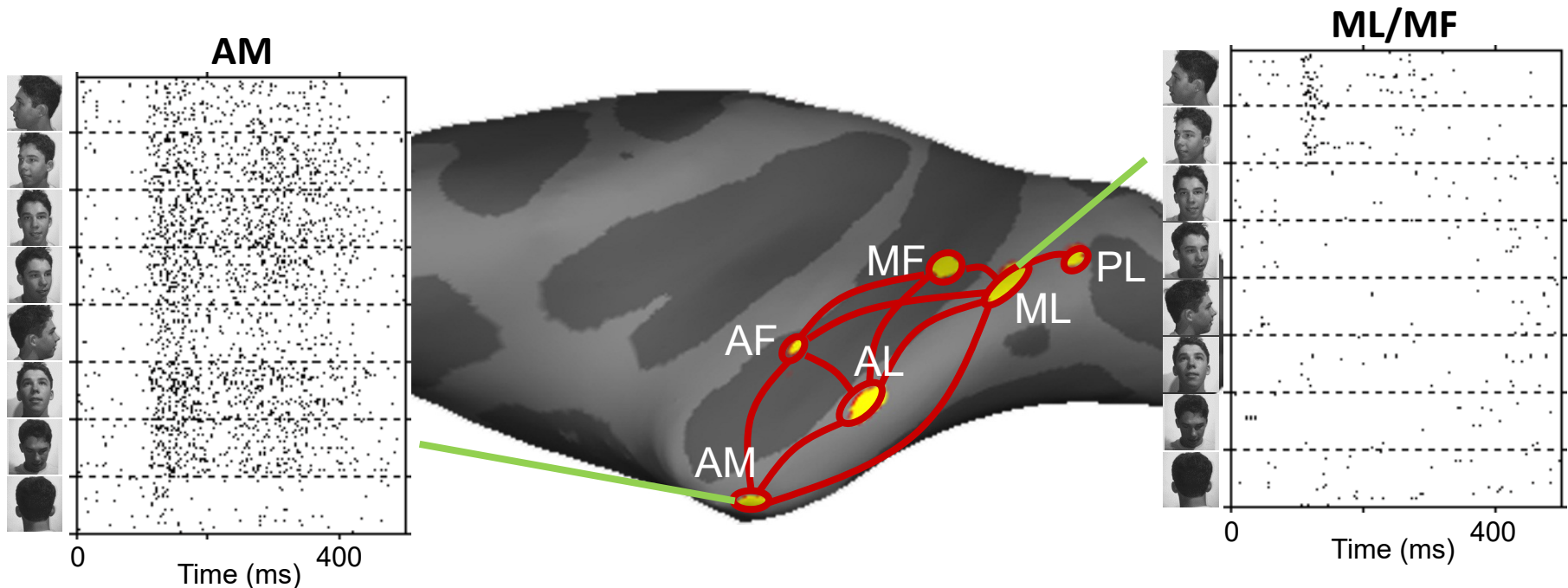
- Cells within the network show consistent selectivity
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Face network

Organization

- Cells within the network show consistent selectivity
- A network of connected patches
- Increasing view invariance along the network.



Specialized networks in IT cortex

Bodies



Popivanov & Vogels, J Neurosci 2014

Scenes



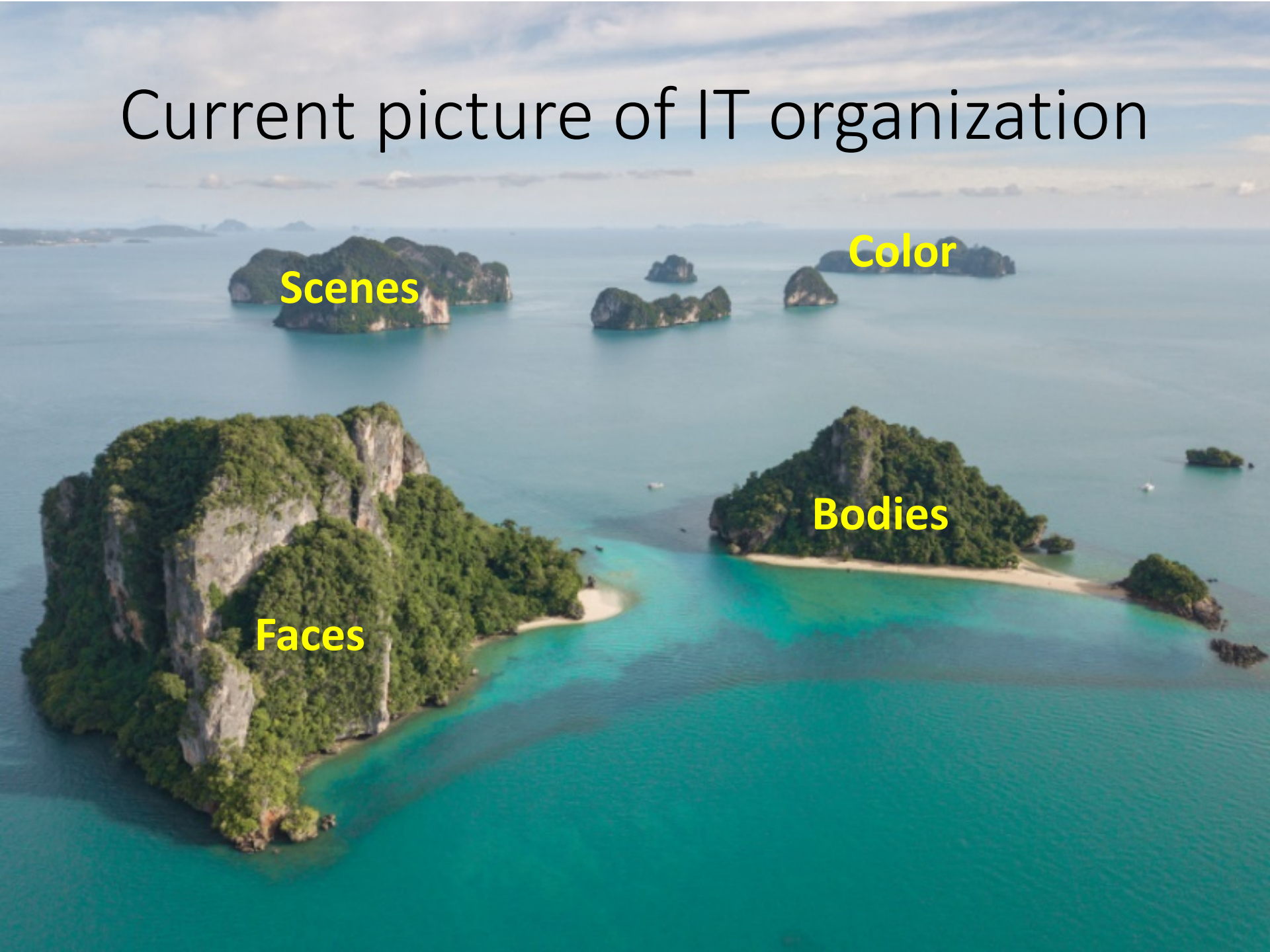
Kornblith & Tsao, Neuron 2013

Colored objects



Lafer-Sousa & Conway, NN 2014

Current picture of IT organization



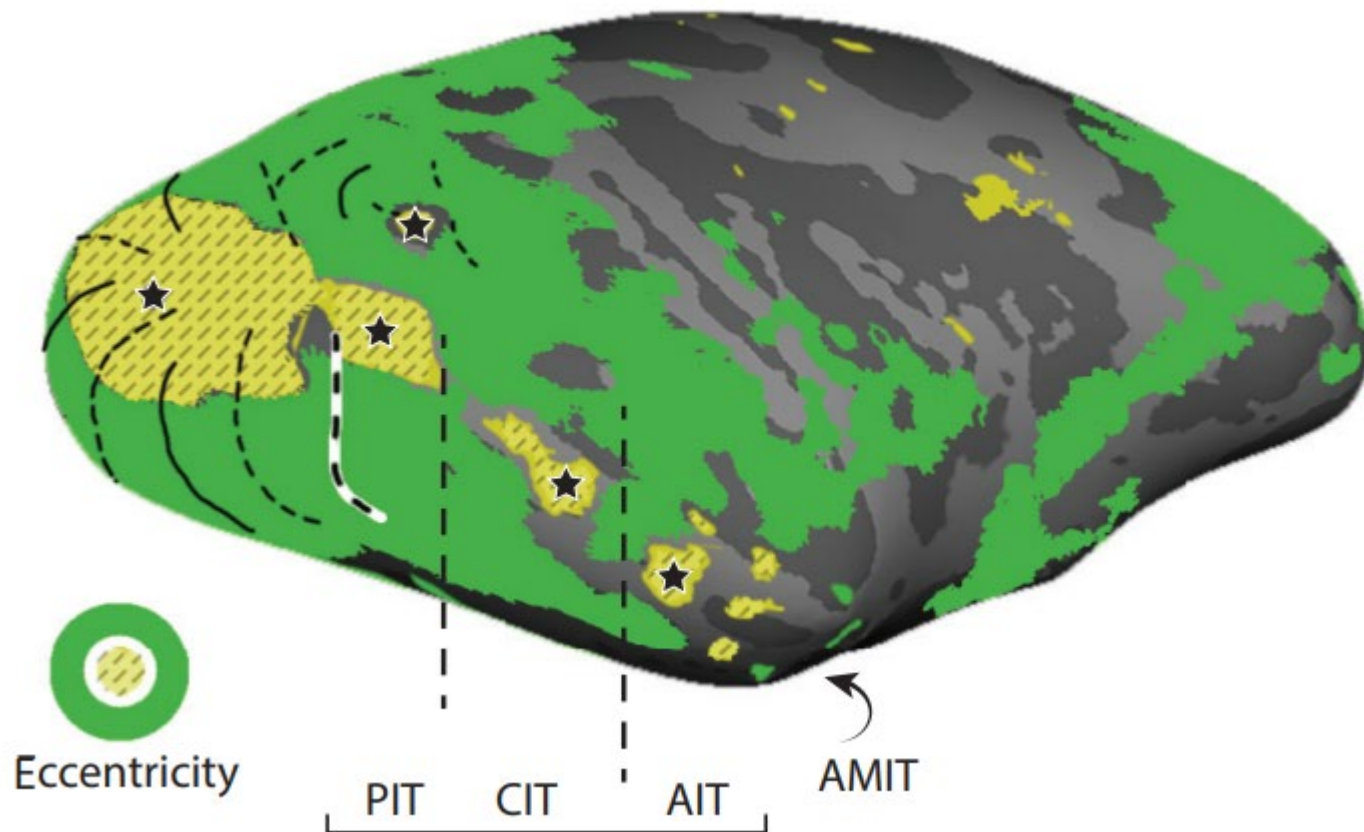
Scenes

Color

Bodies

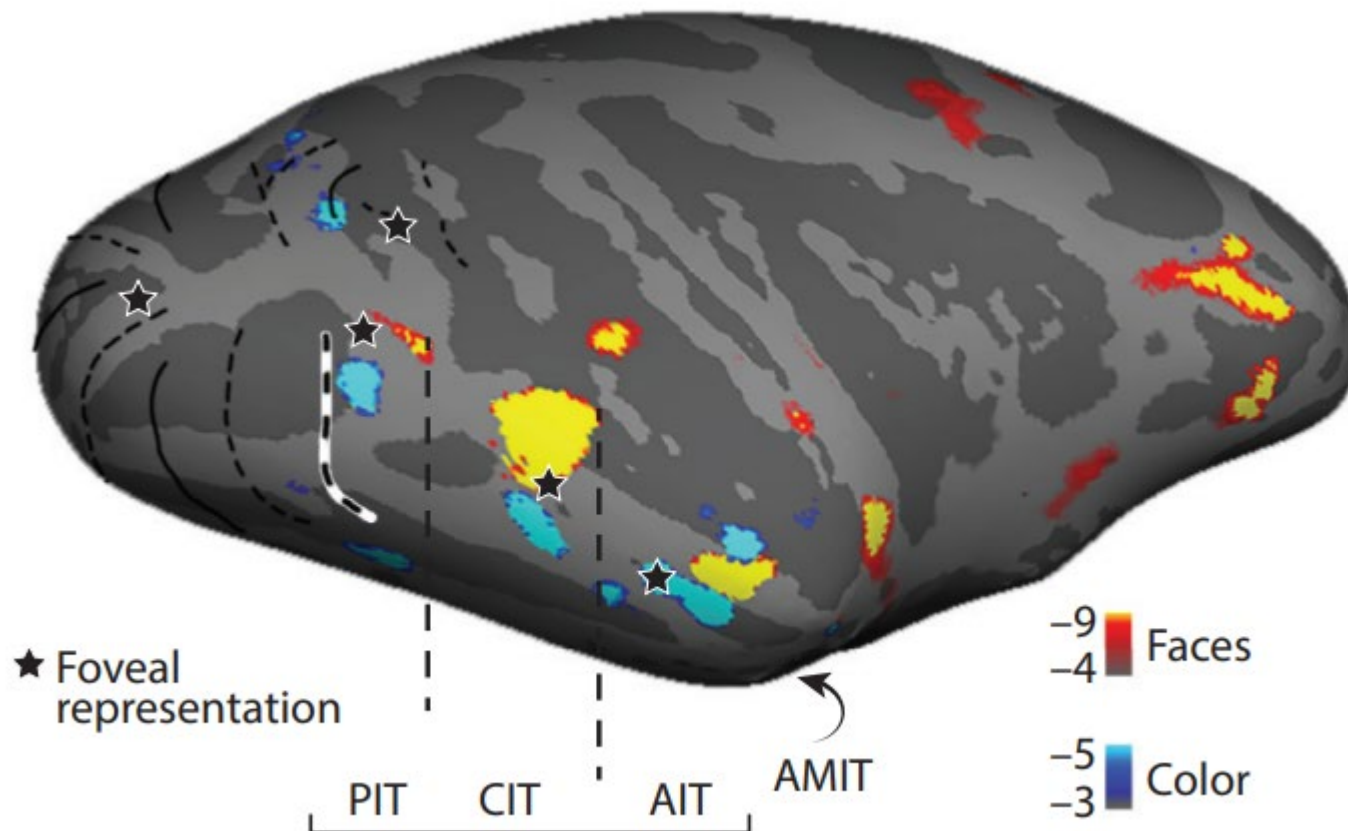
Faces

Retintopic hypothesis of IT organization



Conway 2018
Levy & Malach 2001

Retintopic hypothesis of IT organization

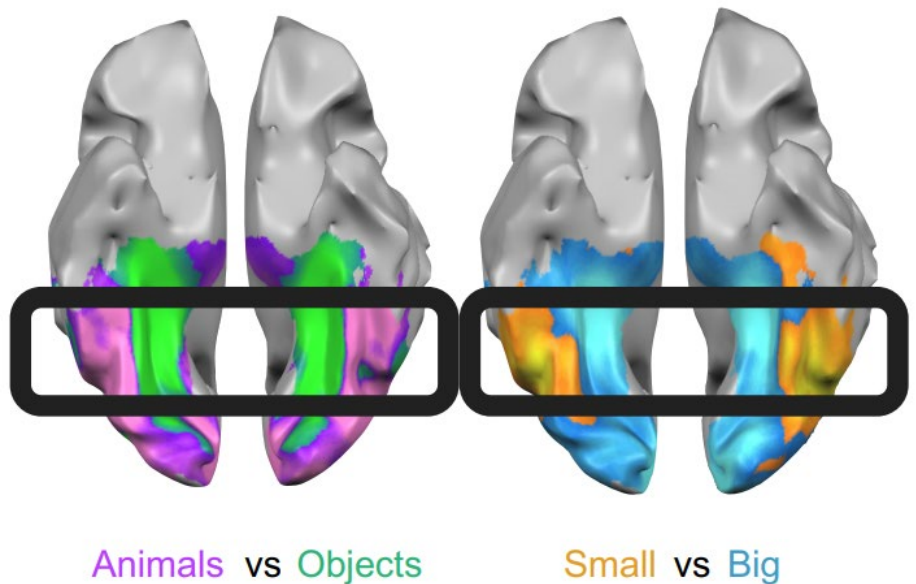
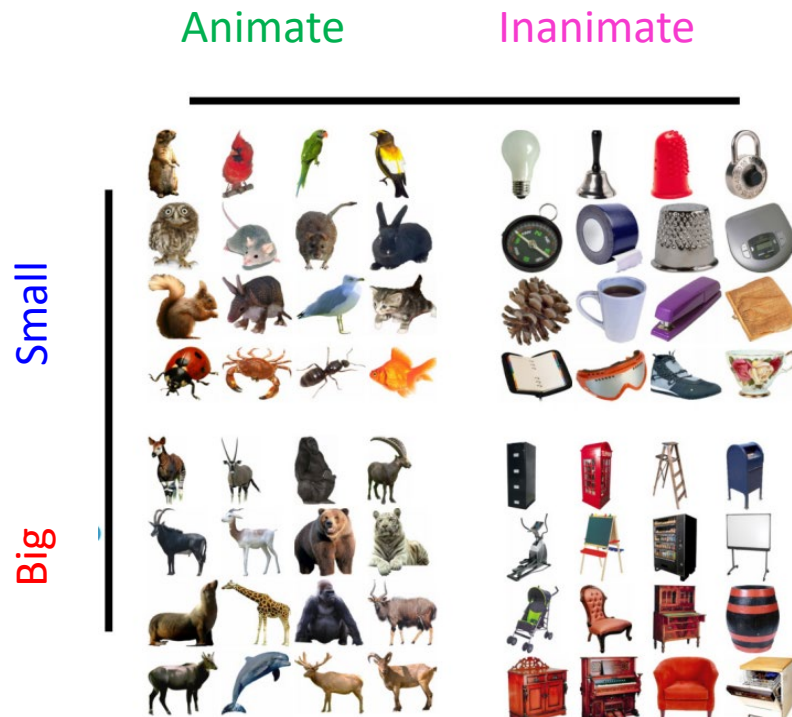


Conway 2018

Arcaro et al. 2017

Rajimehr et al. 2014

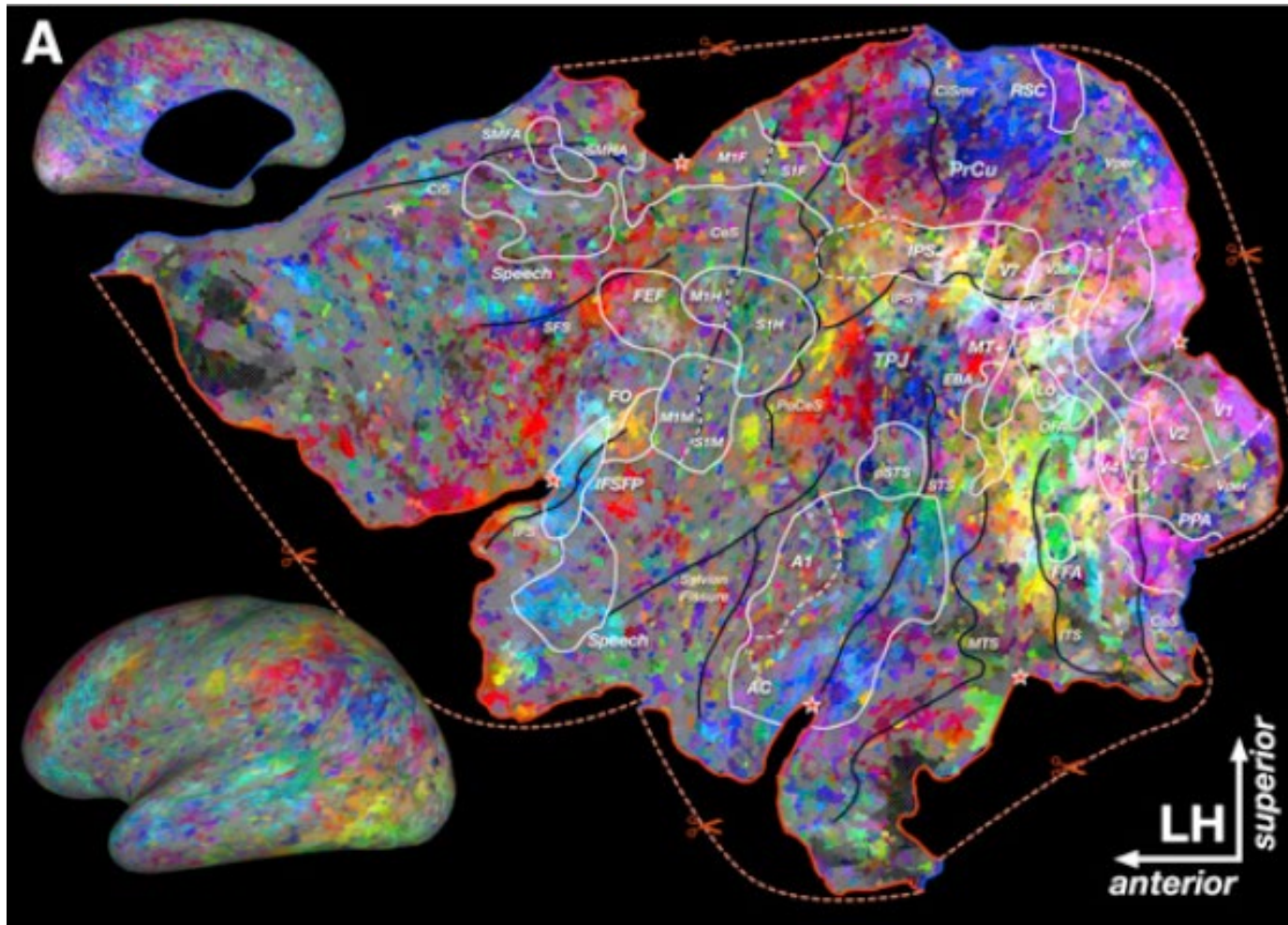
Animacy/size hypothesis of IT organization



Kriegeskorte et al., 2008

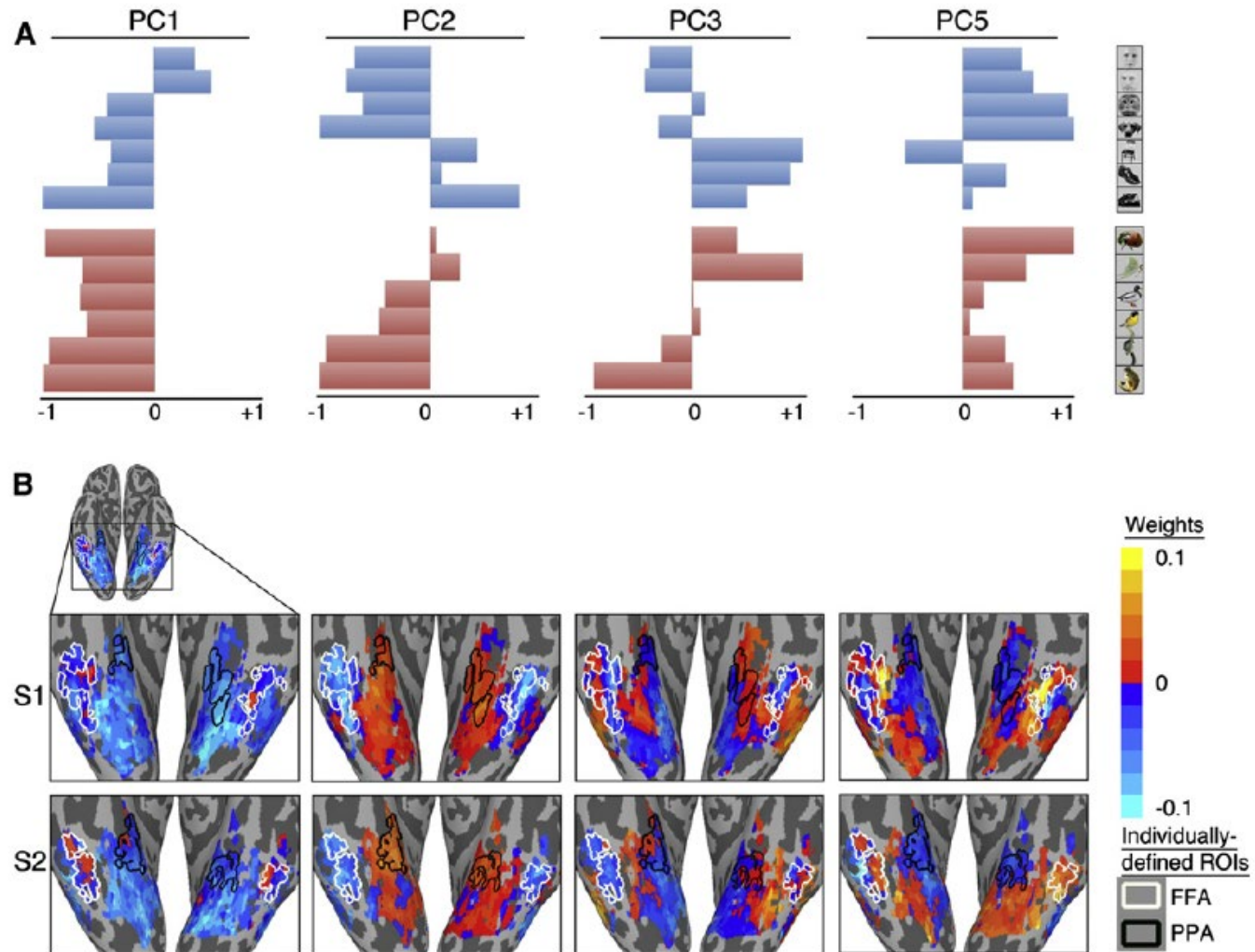
Konkle & Caramazza 2013

High dimension models (1)

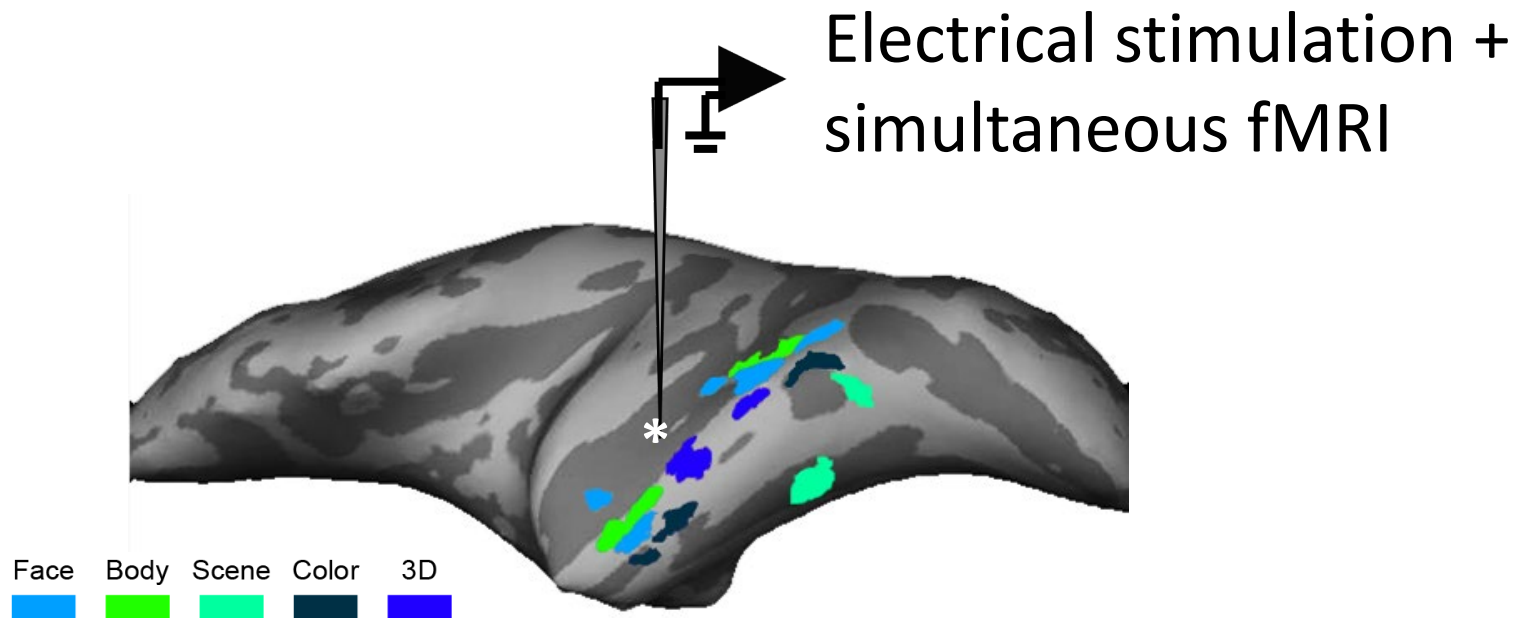


Huth et al., 2012

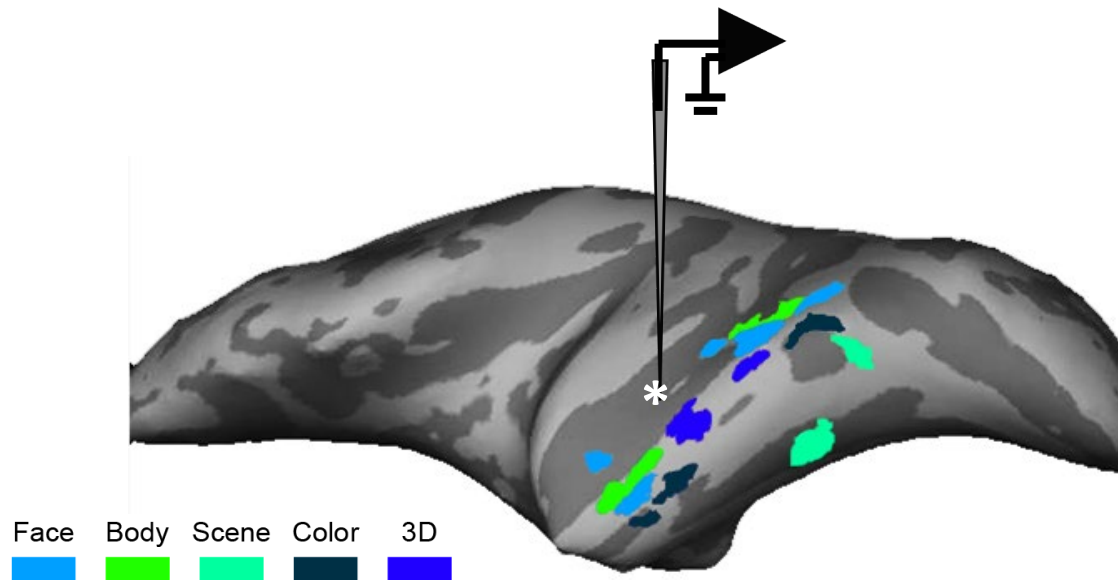
High dimension models (2)



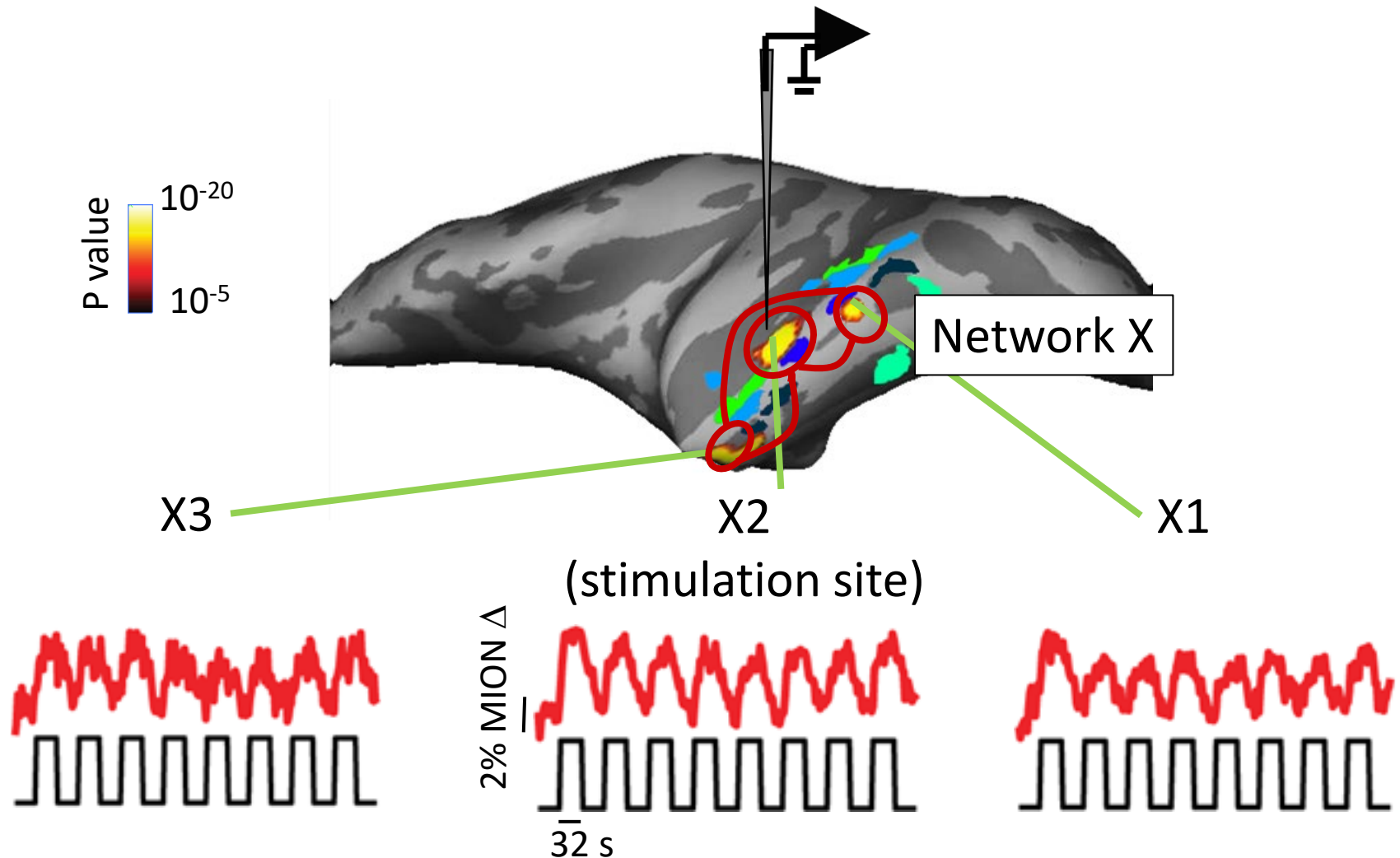
Are there specialized networks beyond those already known?



Electrical microstimulation + fMRI reveals a new network in IT cortex



Electrical microstimulation + fMRI reveals a new network in IT cortex



Stimulus set

Animals



Vehicles



Faces



Vegfruits



Houses

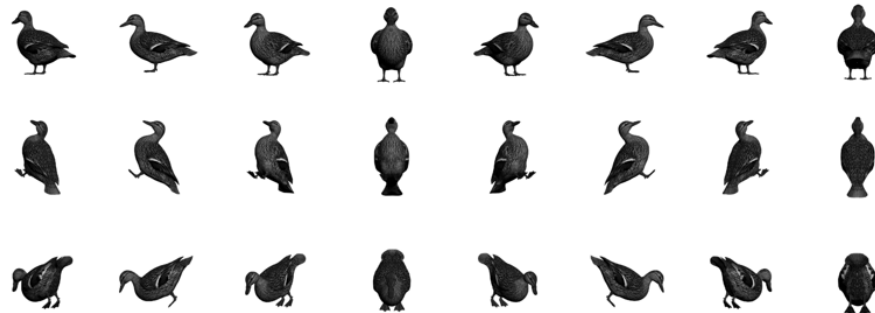


Manmade objects

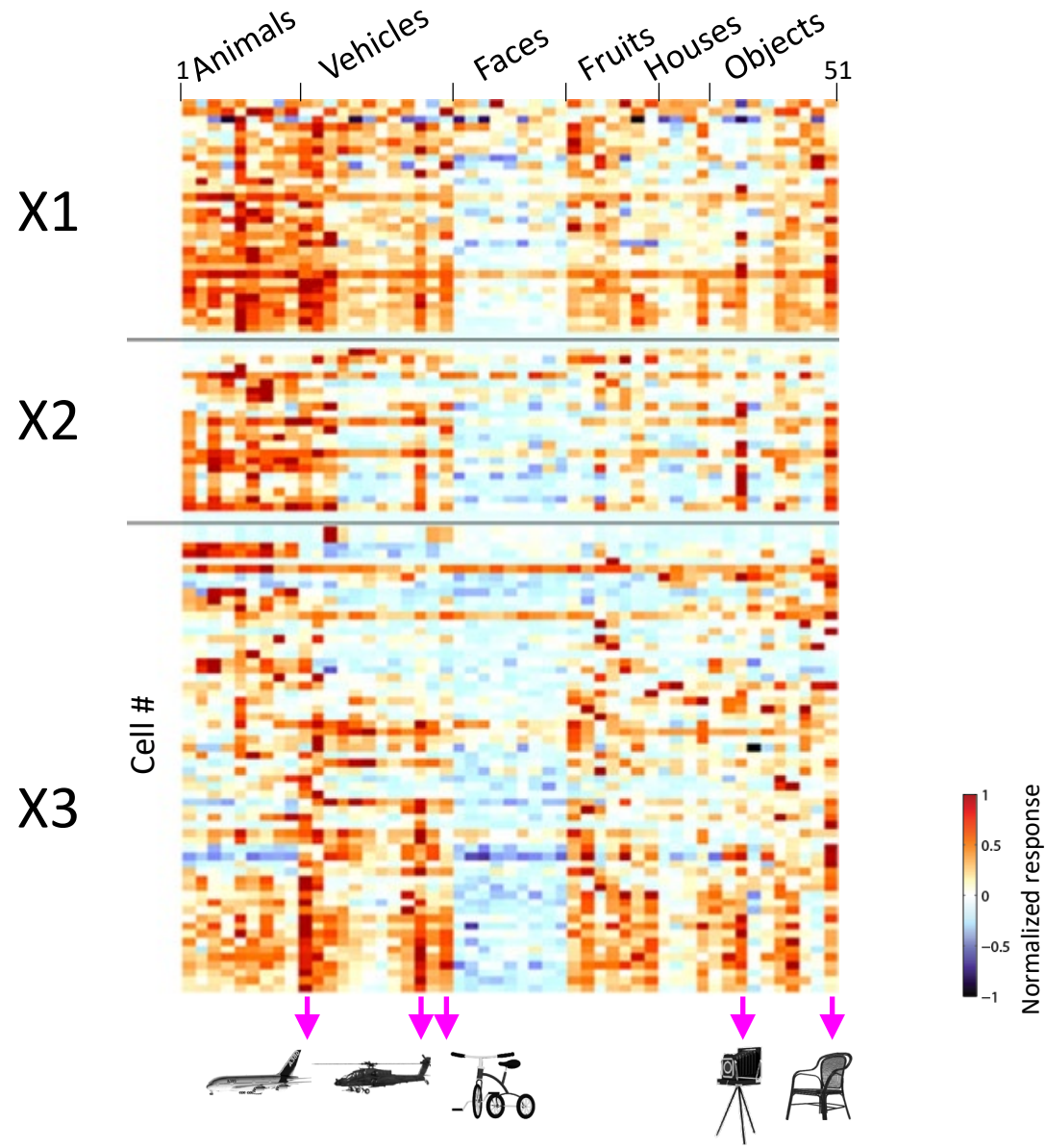


×

24 views



Cells with similar selectivity are clustered



Does network X exist across animals?



Most preferred



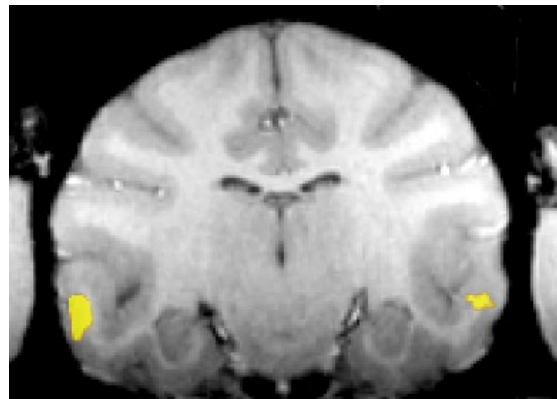
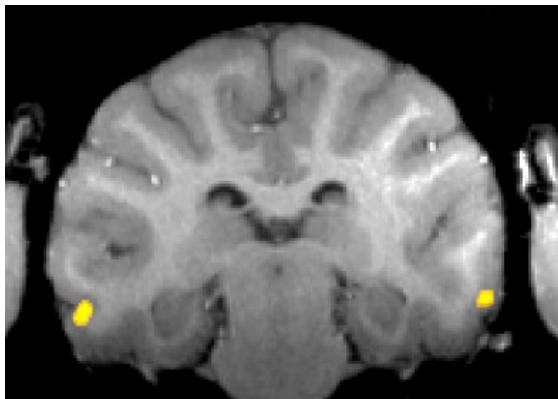
Least preferred

Monkey 1

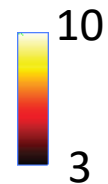
X1

X2

X3



 fMRI localizer



Does network X exist across animals?



Most preferred



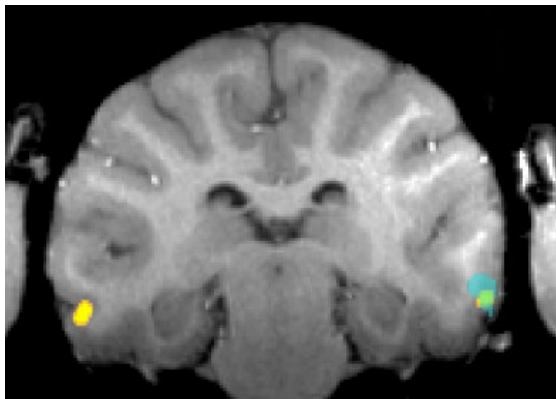
Least preferred

Monkey 1

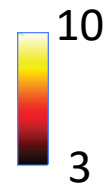
X1

X2

X3



Microsimulation
fMRI localizer



Does network X exist across animals?



Most preferred



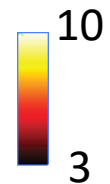
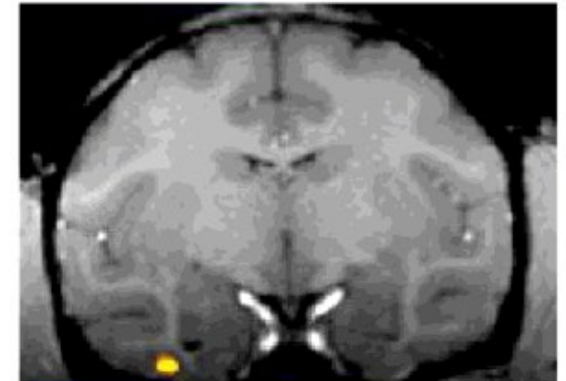
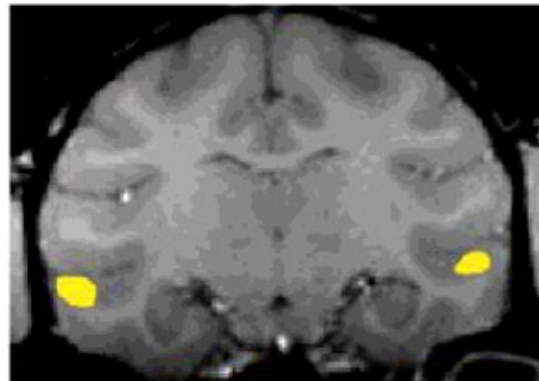
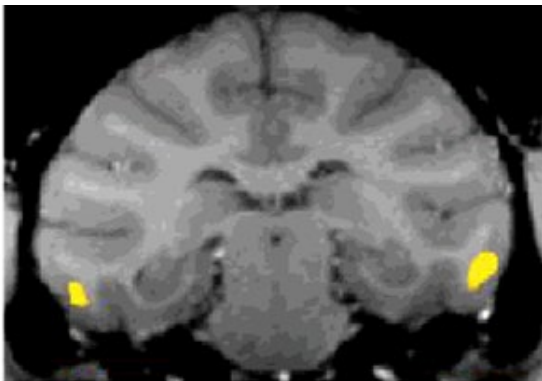
Least preferred

Monkey 2

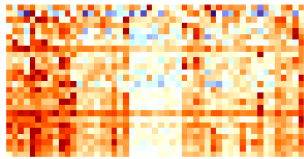
X1

X2

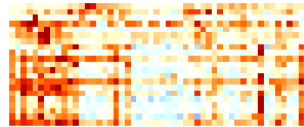
X3



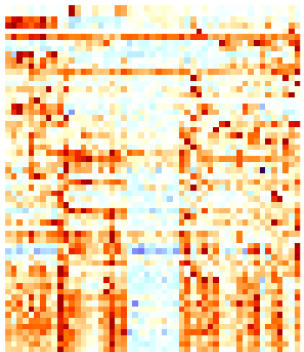
Monkey 1



X1



X2

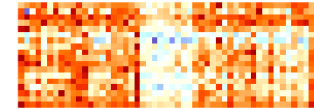


X3



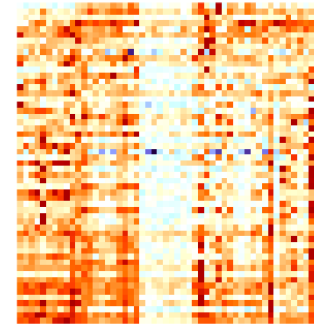
Monkey 2

X1



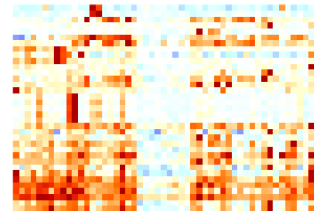
X1

X2



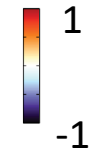
X2

X3

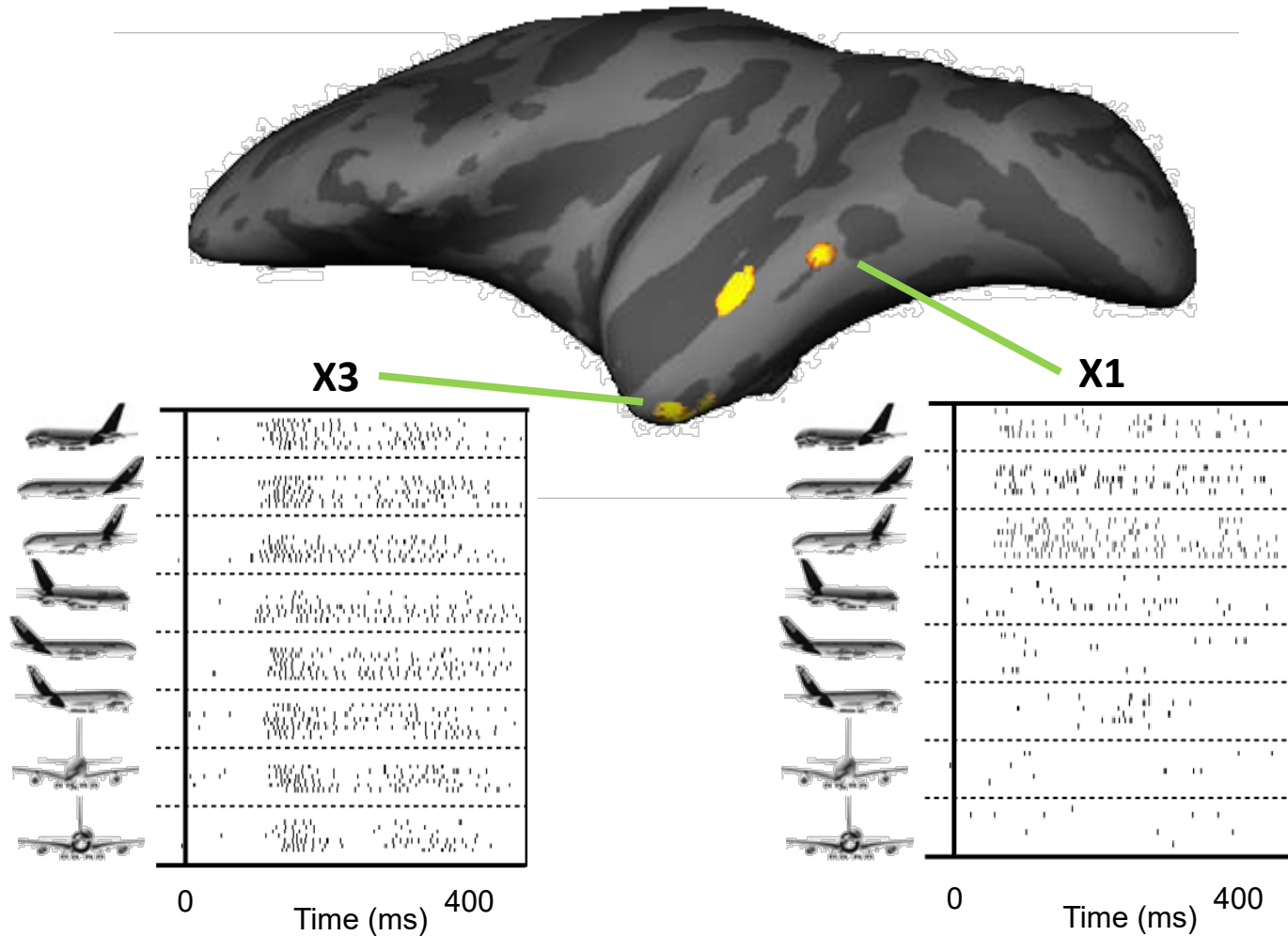


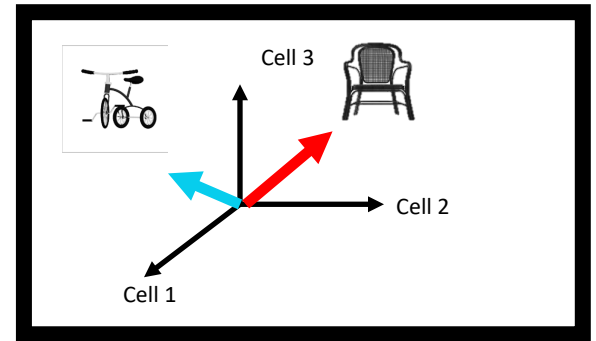
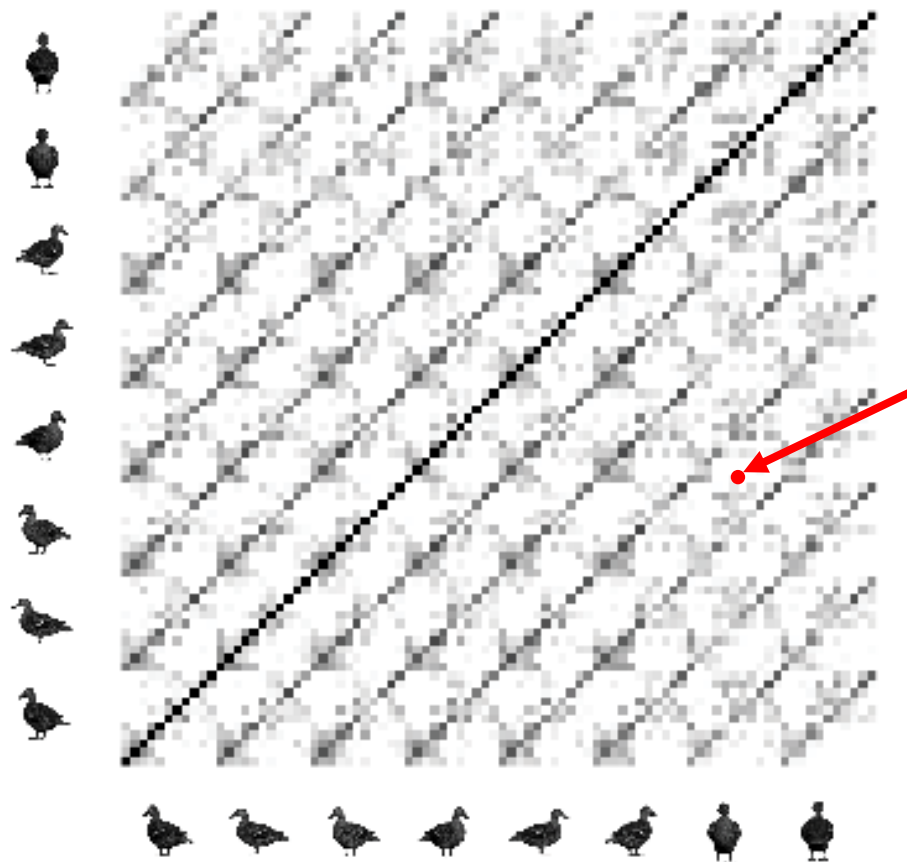
X3

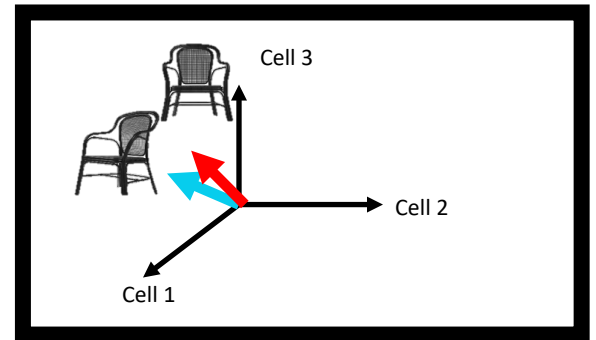
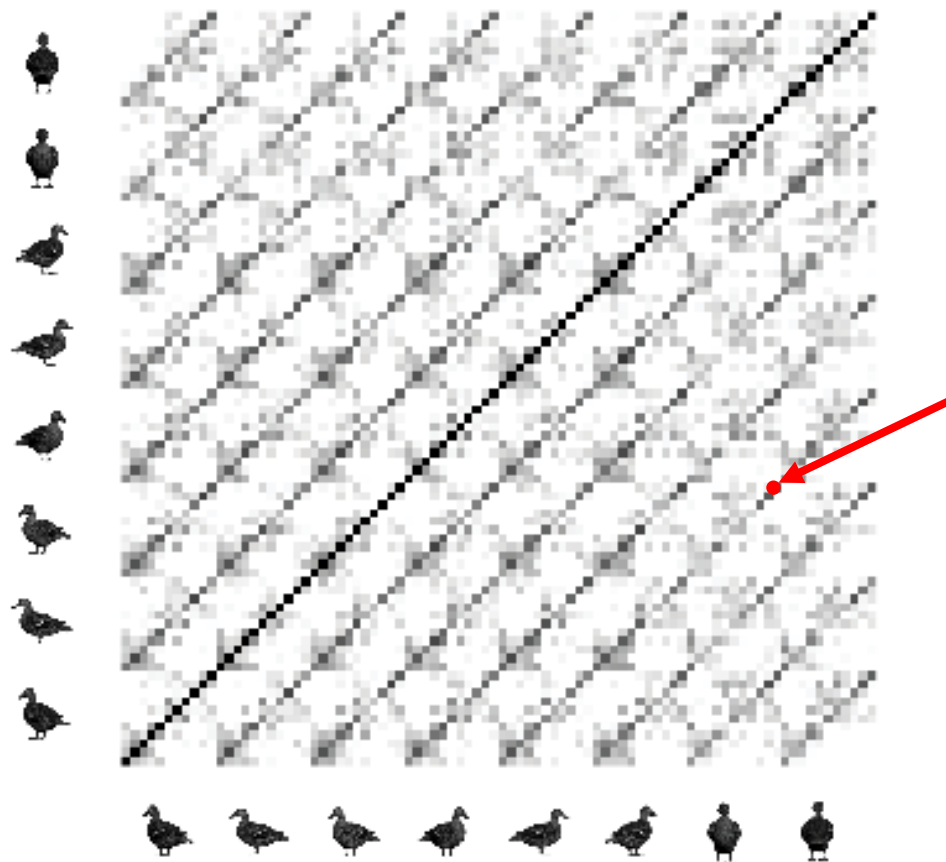
Norm.
Response



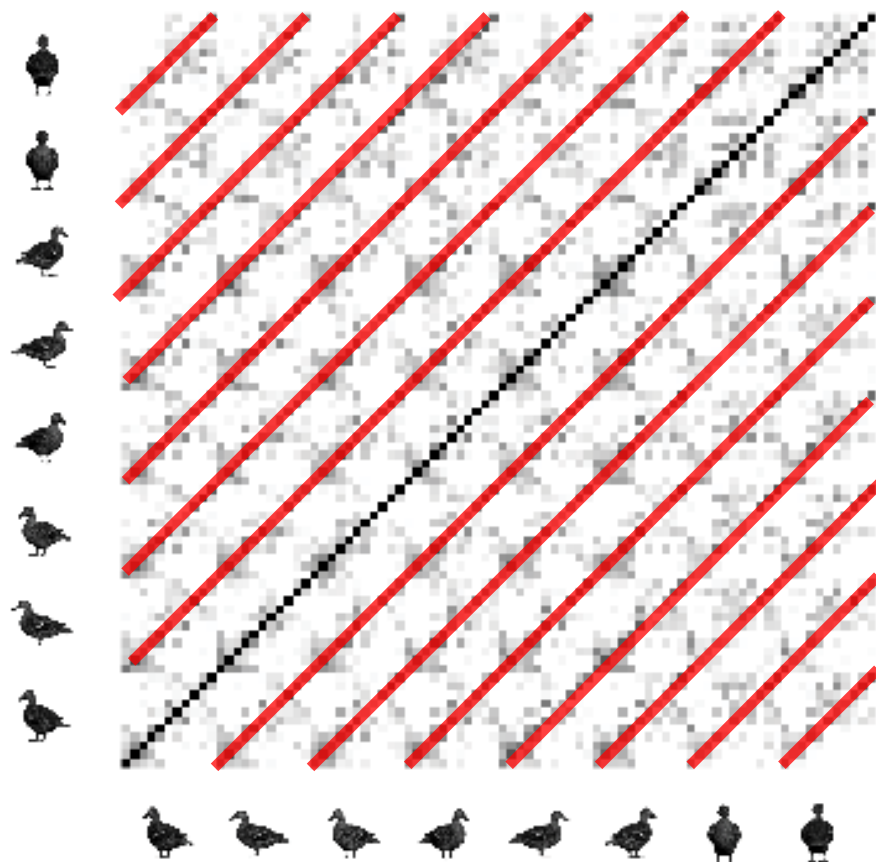
Increasing view invariance along Network X







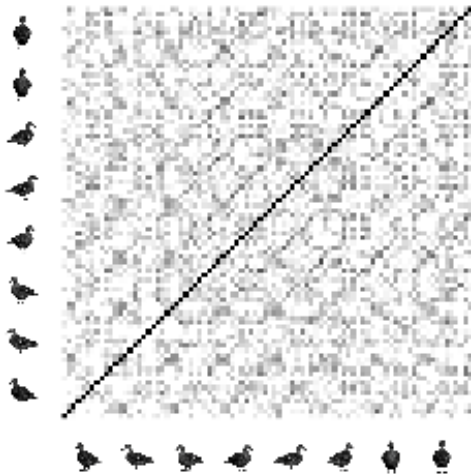
Make two gray bars



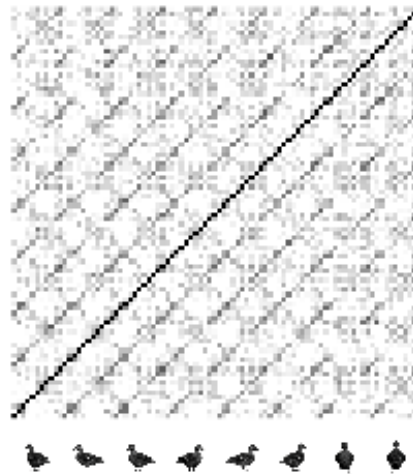
— The corr. between same object
Across different views

Representations between patches differ in their view invariance

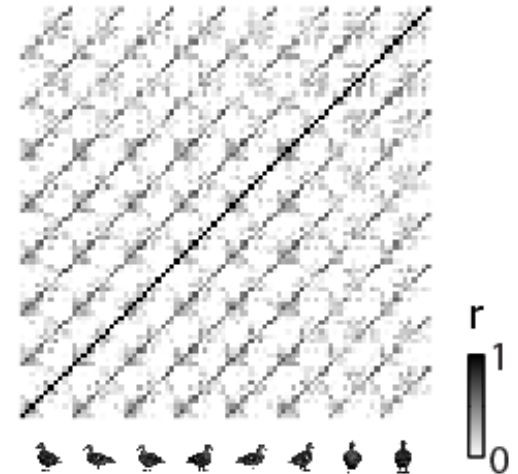
X1



X2



X3



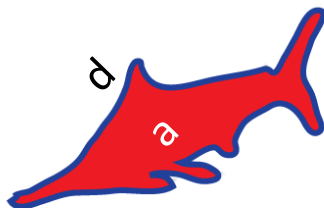
What is this network coding?



Most Preferred

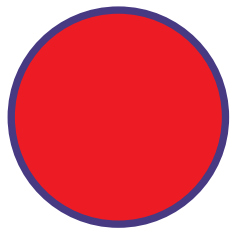


Least Preferred



$$\text{Aspect ratio} = \frac{d^2}{4\pi a}$$

Aspect ratio = 5.03

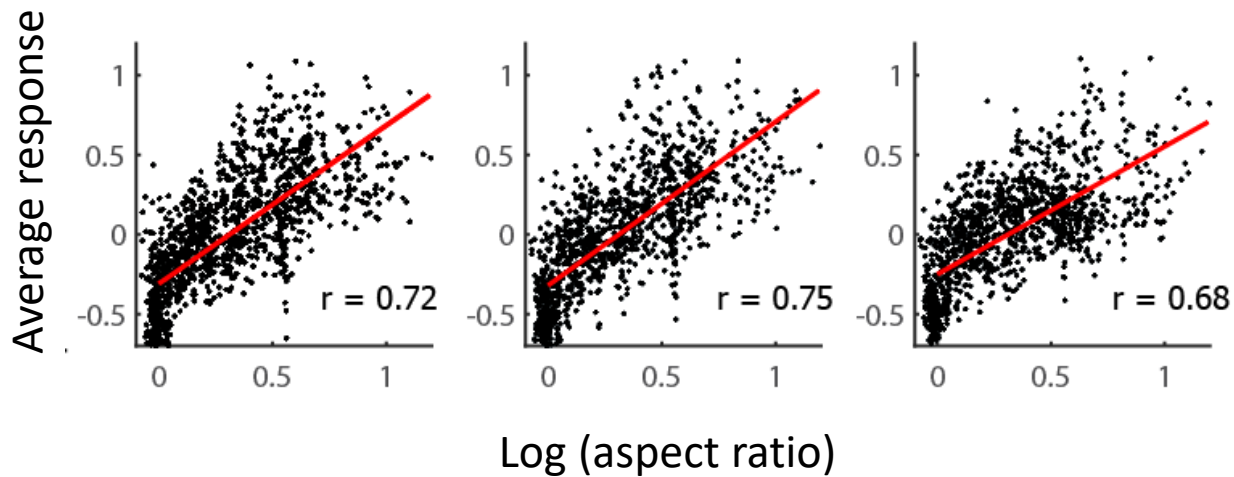


Aspect ratio = 1

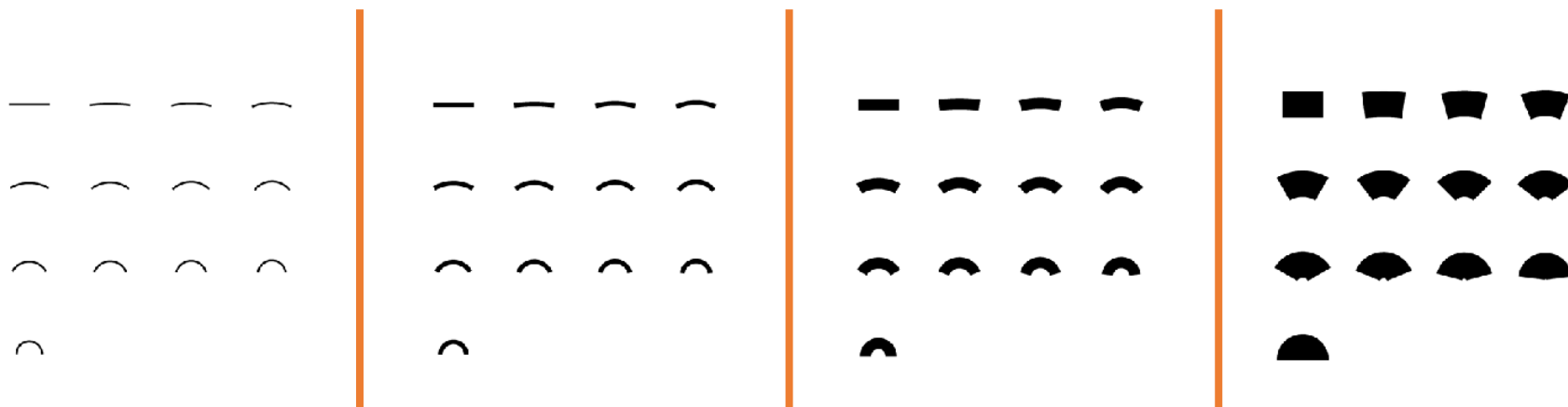
X1

X2

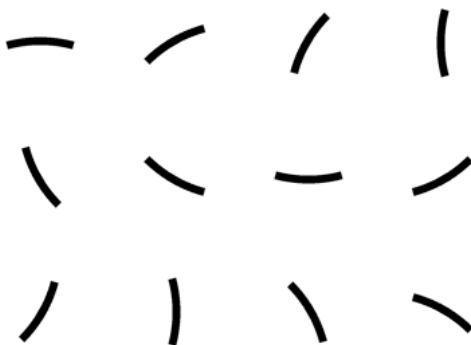
X3



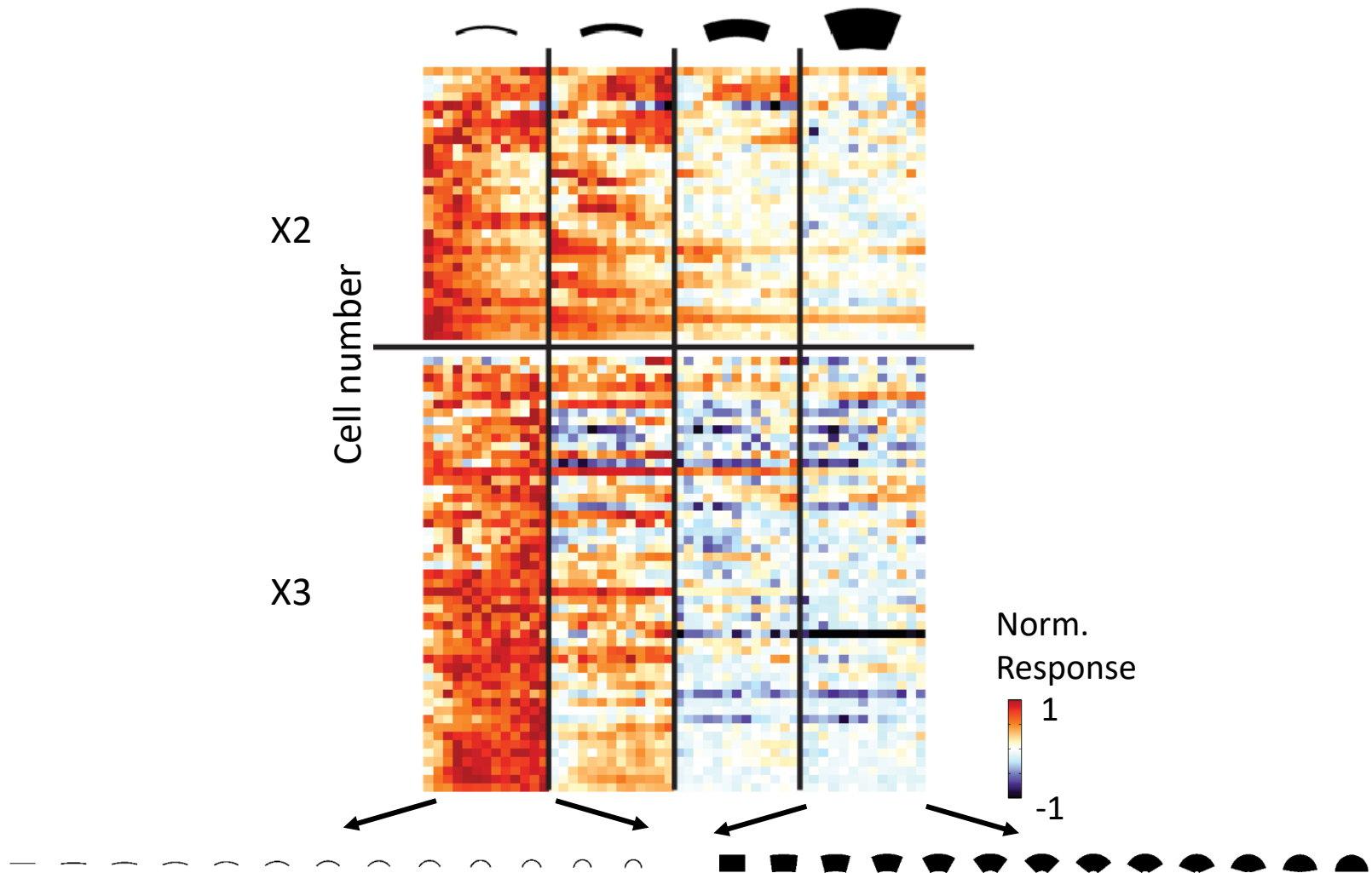
A simplified stimulus set



X



Cells are strongly tuned to aspect ratio



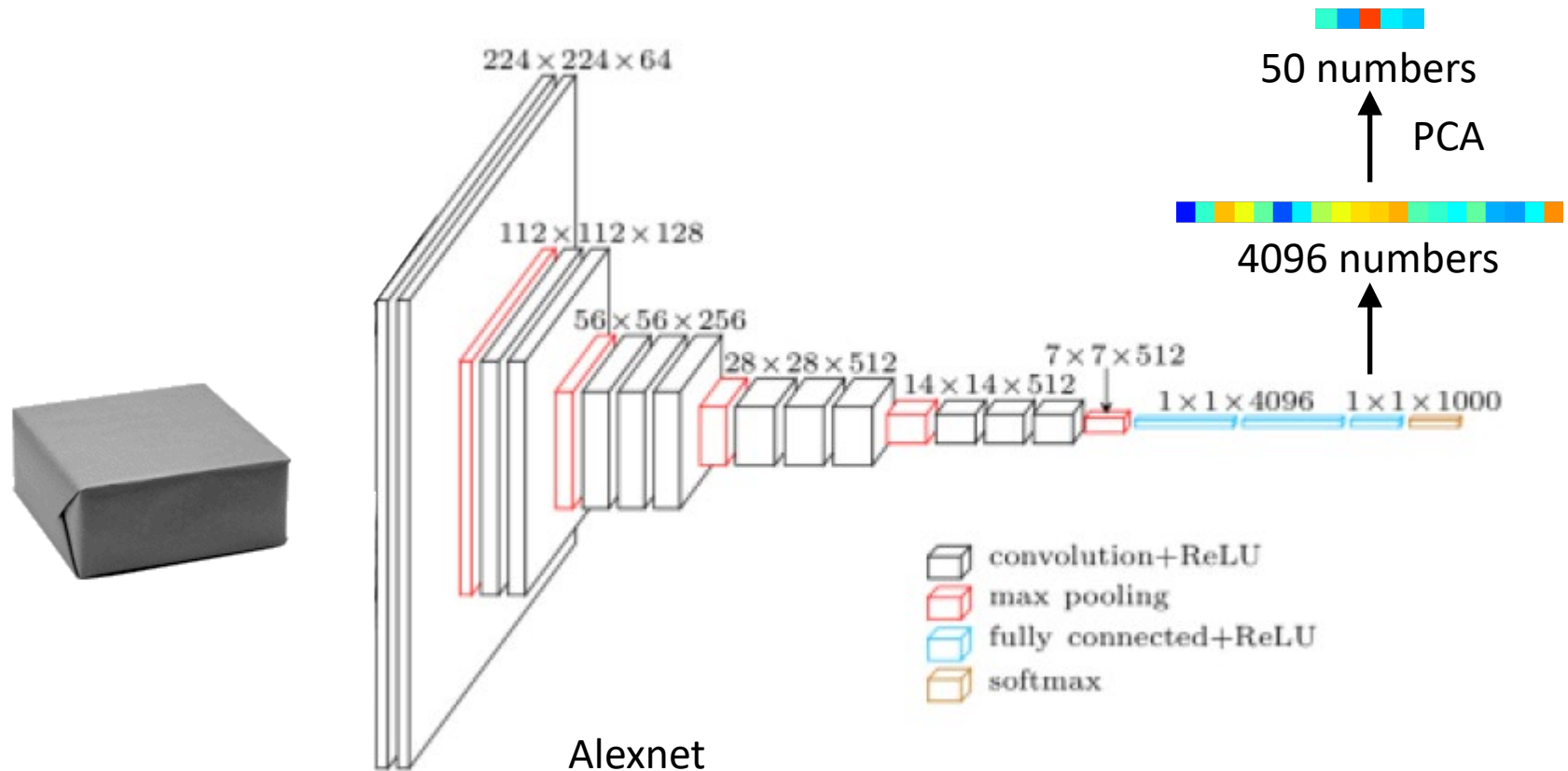
Is there a systematic way to understand what network X is coding?

How can we parametrize arbitrary objects?



Small set of
numbers

Generating a parametric object space



Object axes: Principal components of the penultimate layer of Alexnet

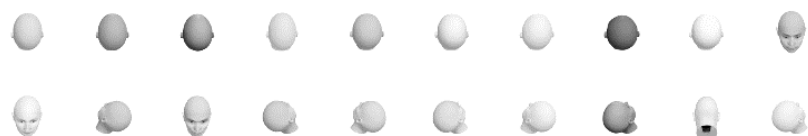
Highest

Lowest

PC1



Spiky



Smooth

PC2



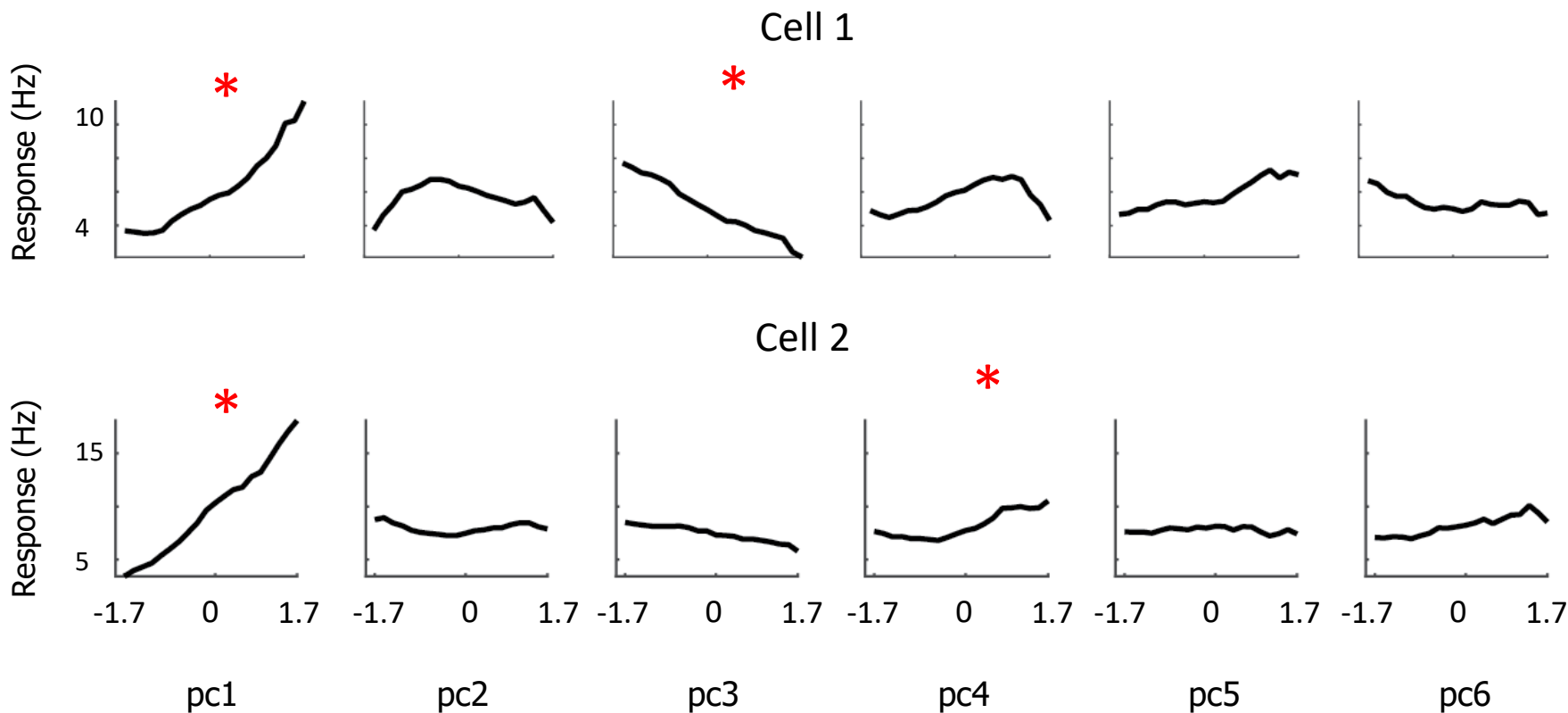
Animate



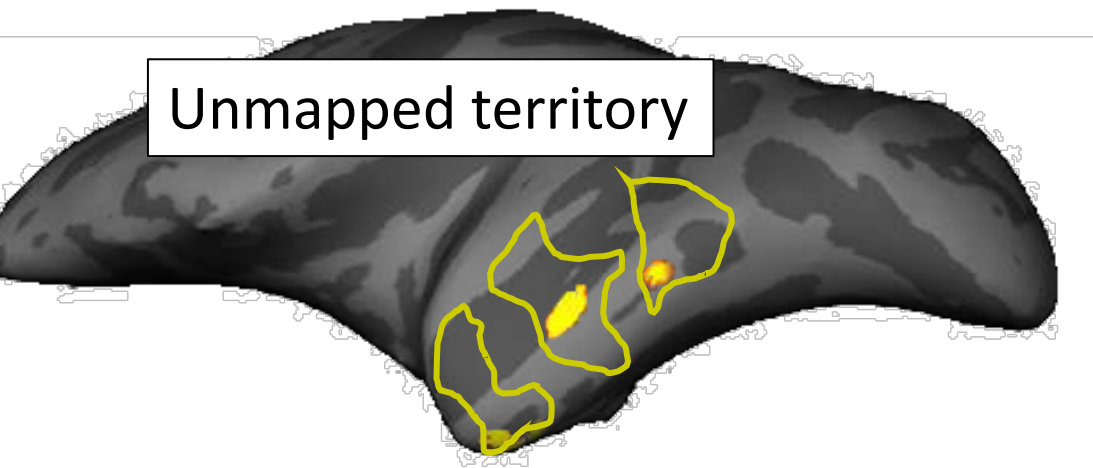
Inanimate

AlexNet (8 layers): Layer fc6

Ramp-shaped tuning to subsets of features for two example cells



Spatial organization of IT cortex



- Network of connected patches
- Consistent selectivity
- Increasing view invariance
- Single cells use axis code

Is there a general principle governing how networks are arranged in IT cortex?

A remarkable coincidence

Network X

Most Preferred



Least Preferred

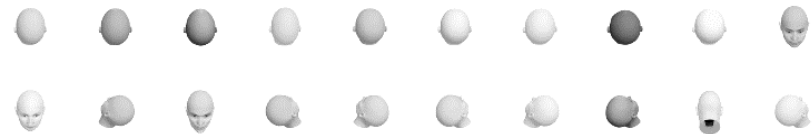


AlexNet (fc6)

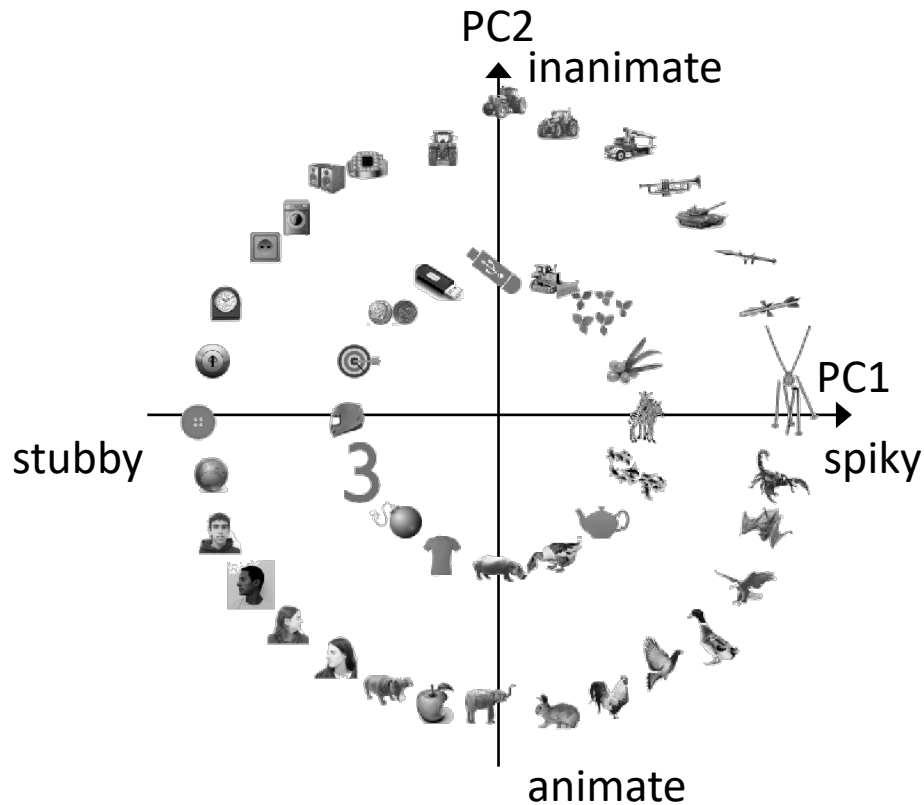
Highest



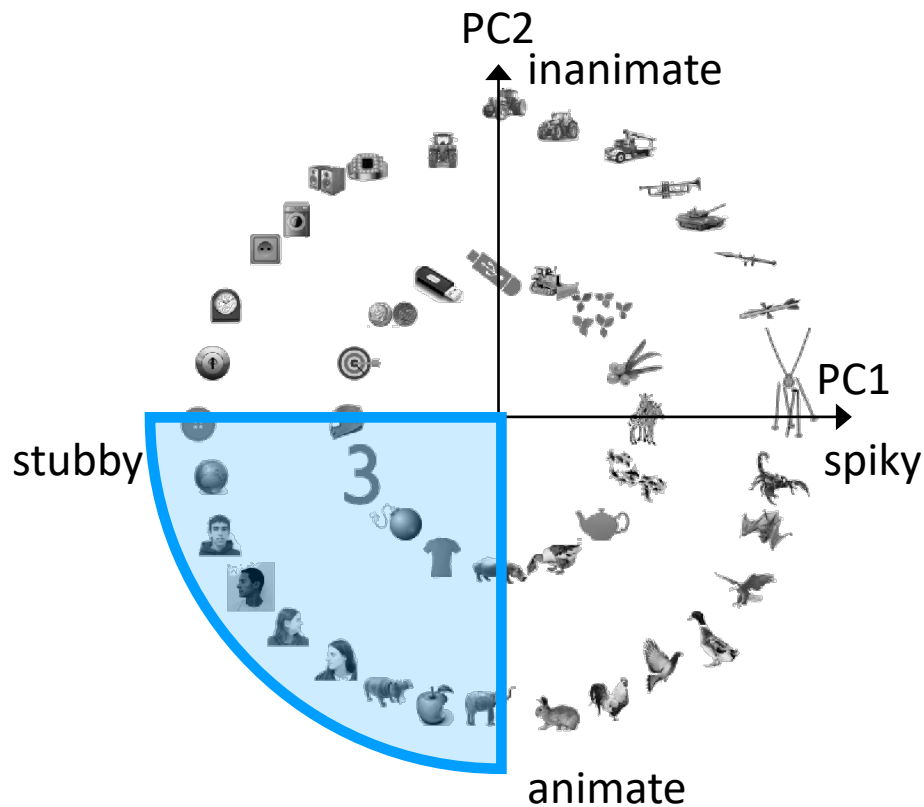
Lowest



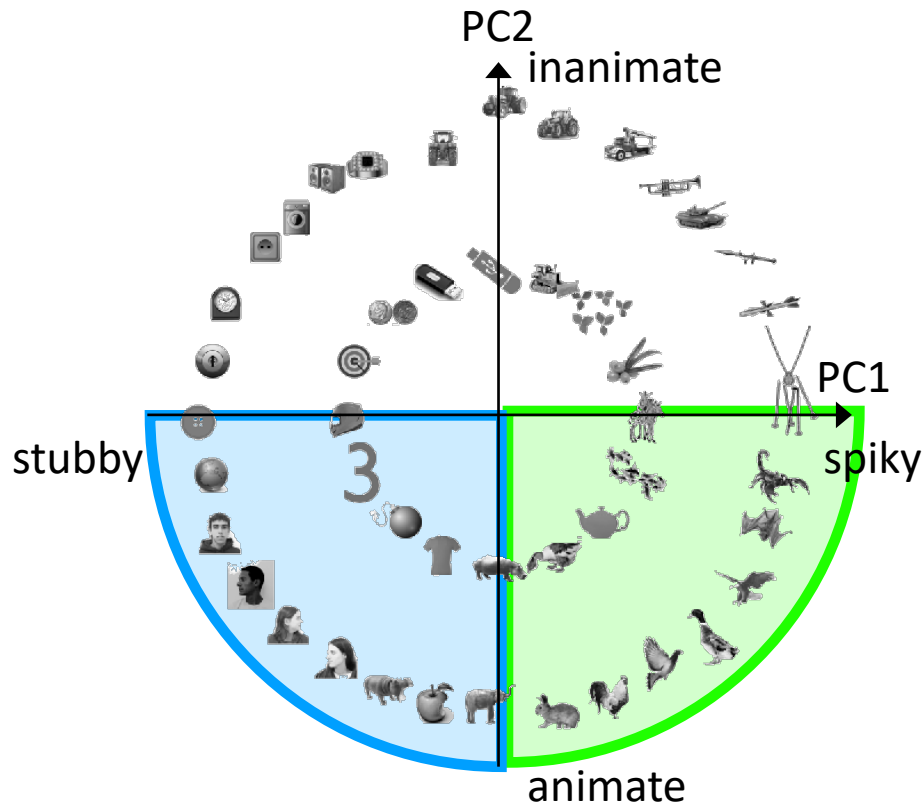
Spatial organization of IT cortex



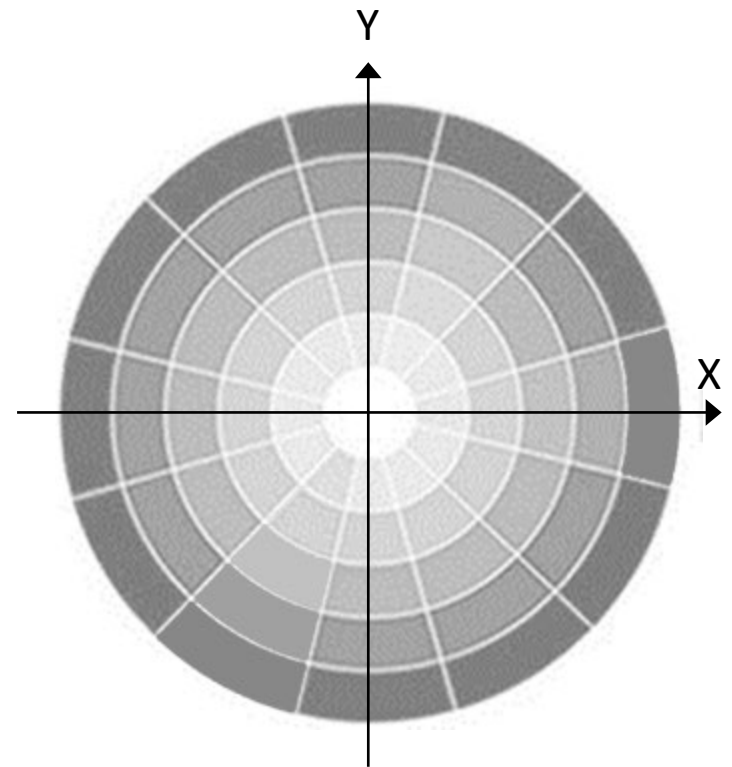
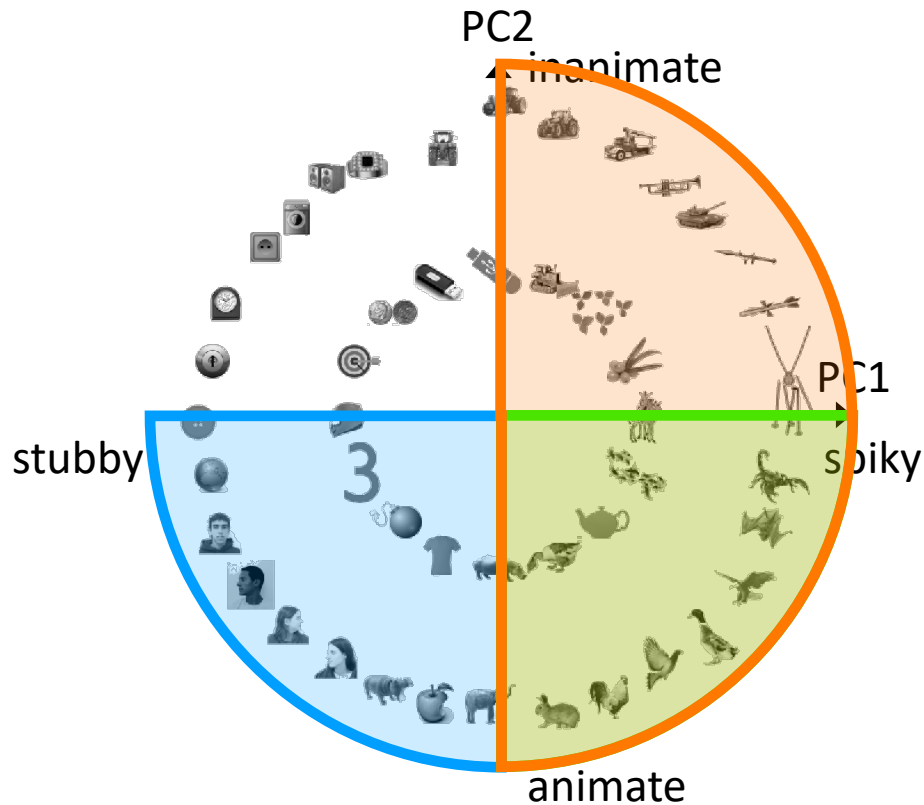
Spatial organization of IT cortex



Spatial organization of IT cortex



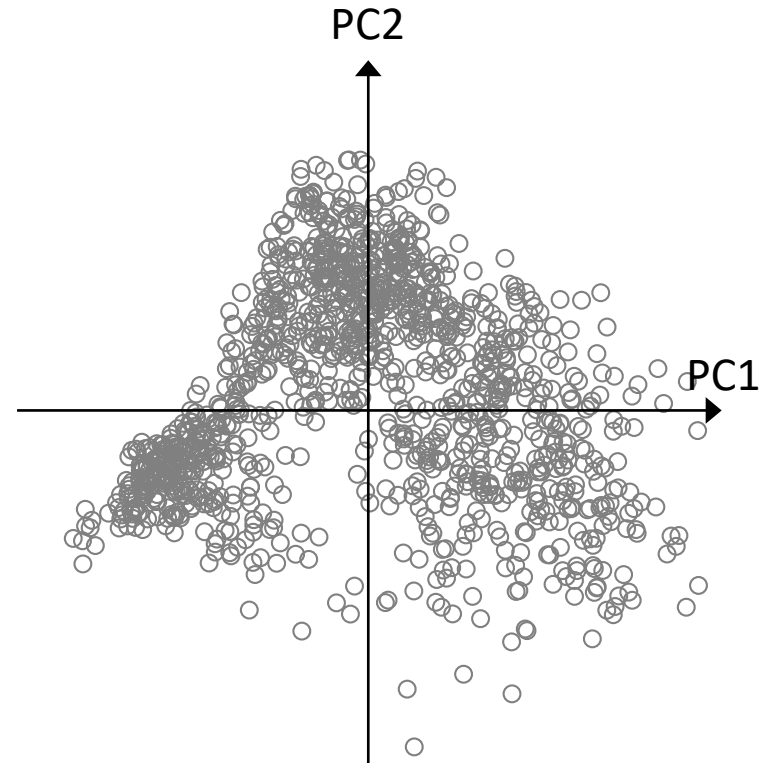
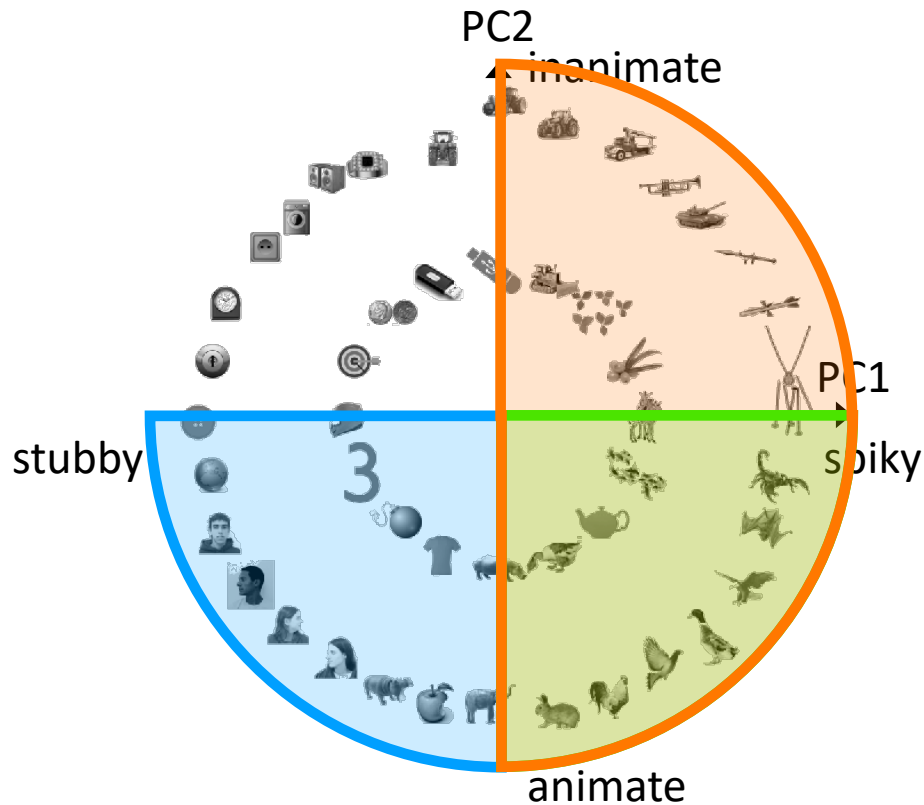
Spatial organization of IT cortex



- Network X
- Body
- Face

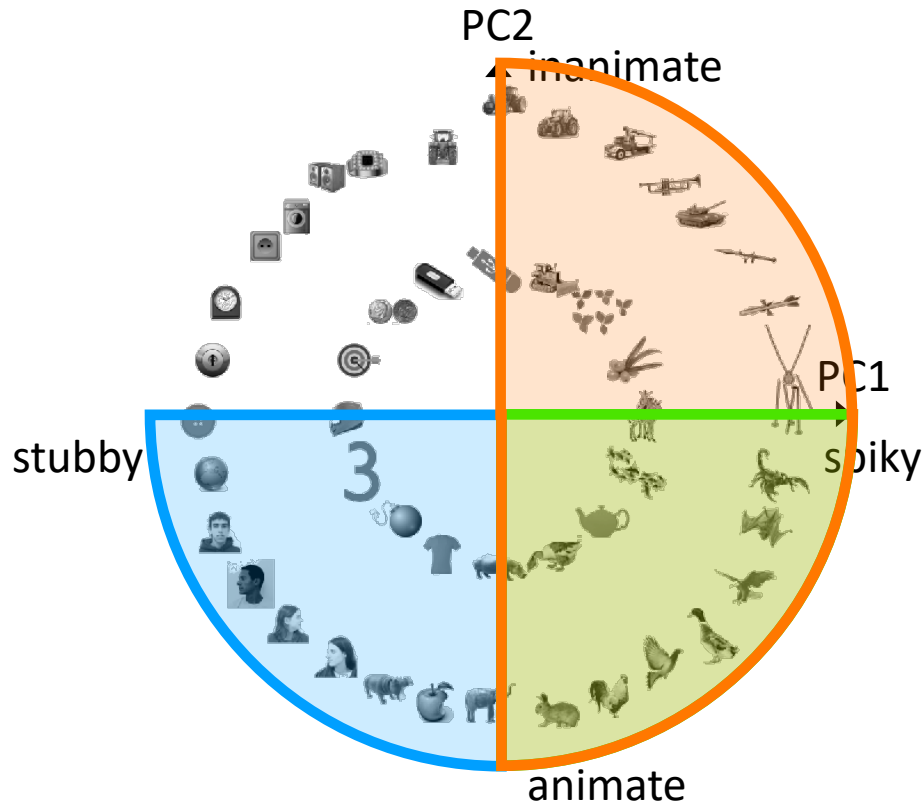
A map of object space

Projection of images shown to monkey
onto first two PCs of object space

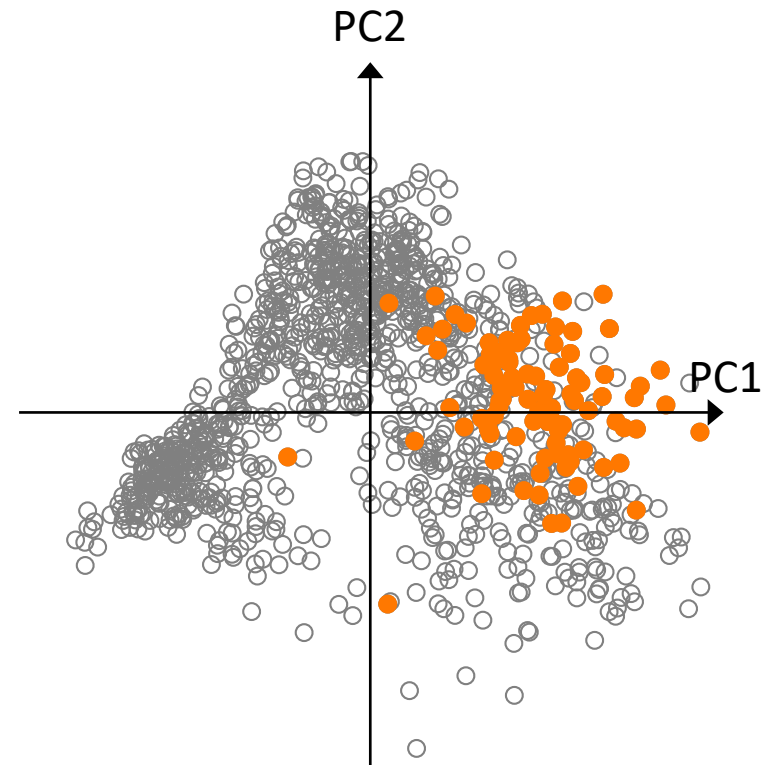


- Network X
- Body
- Face

A map of object space

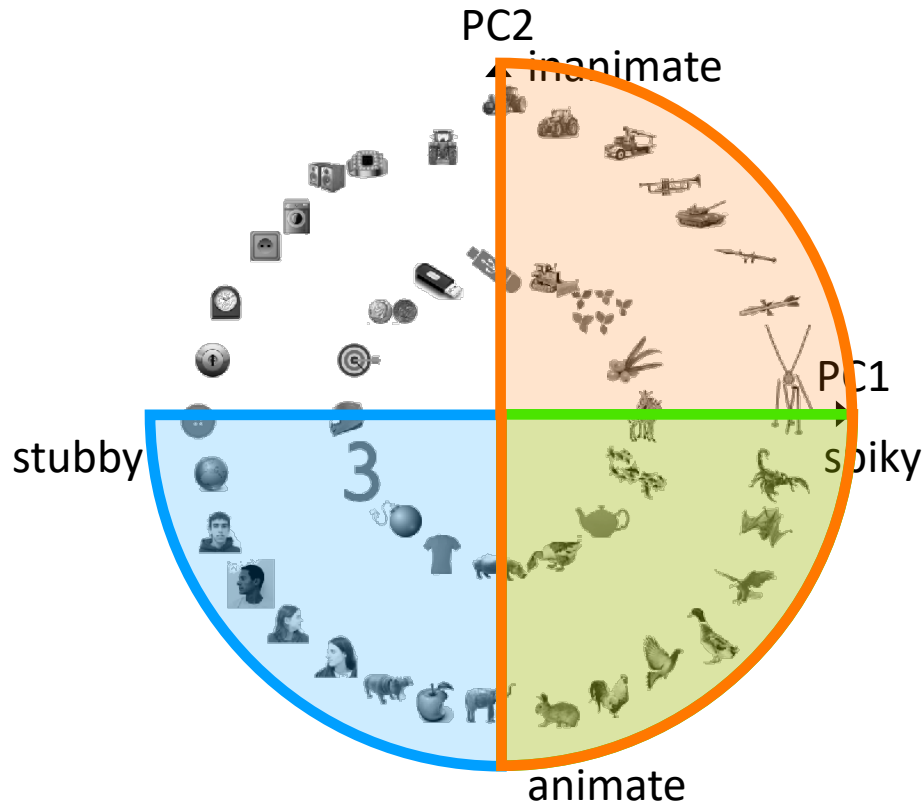


Projection of images shown to monkey
onto first two PCs of object space

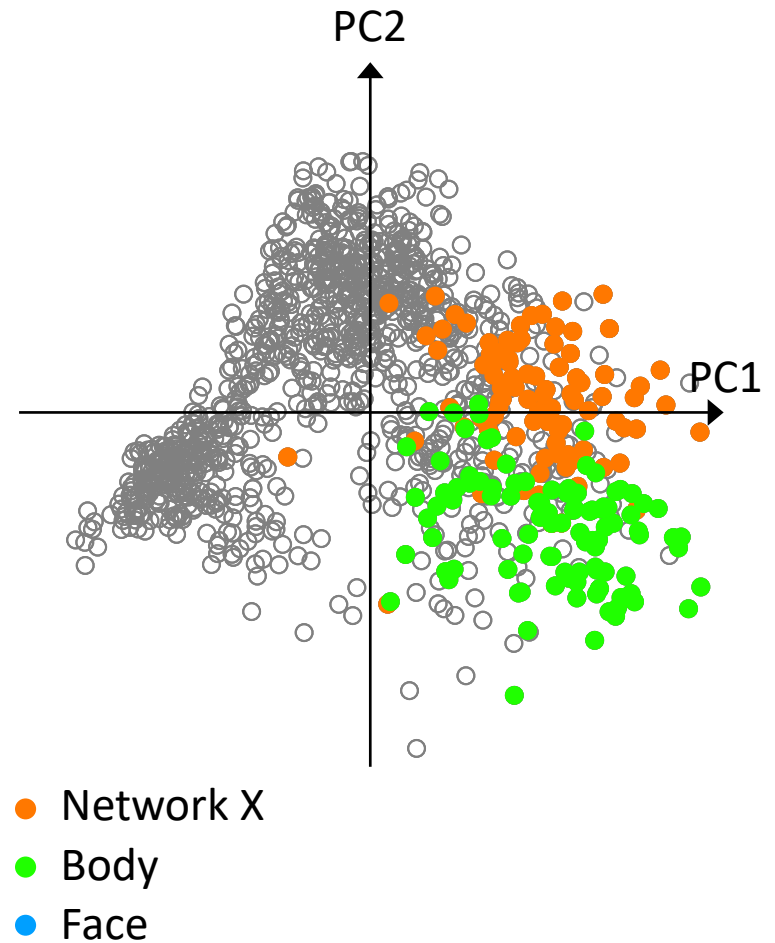


- Network X
- Body
- Face

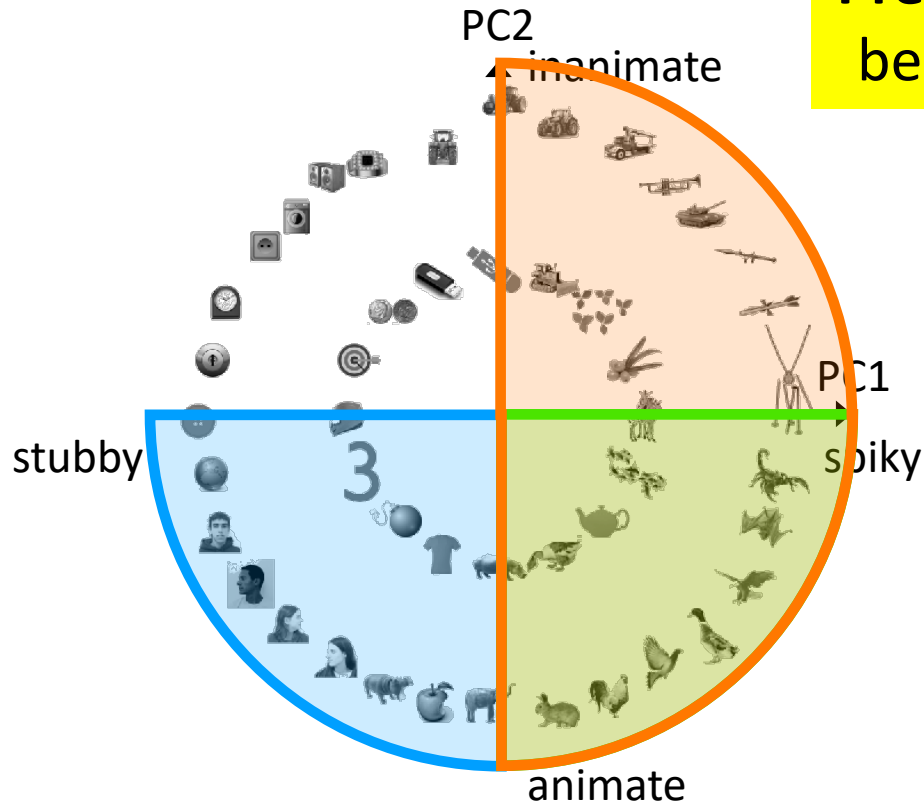
A map of object space



Projection of images shown to monkey onto first two PCs of object space

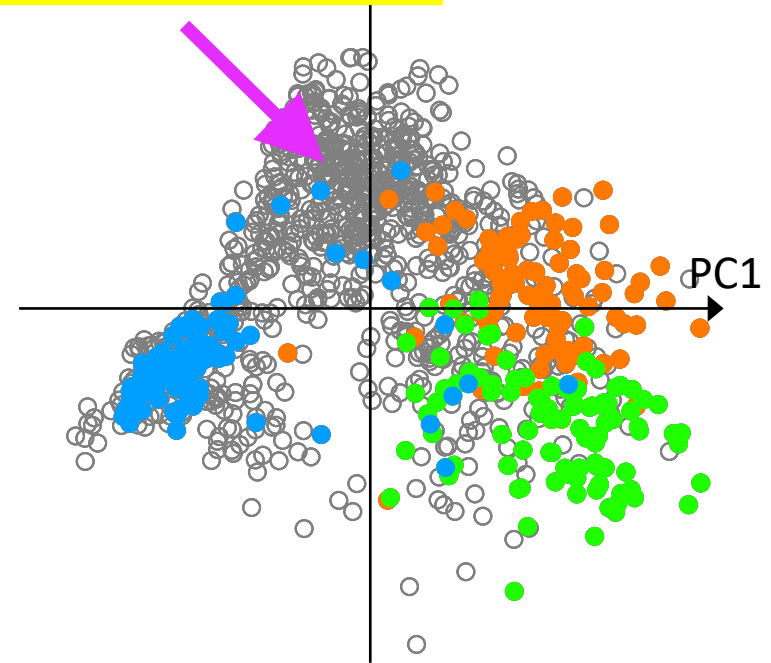


A map of object space



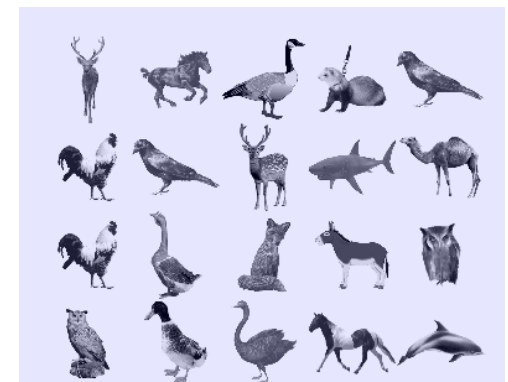
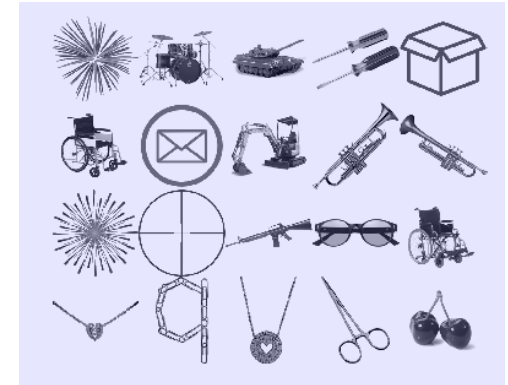
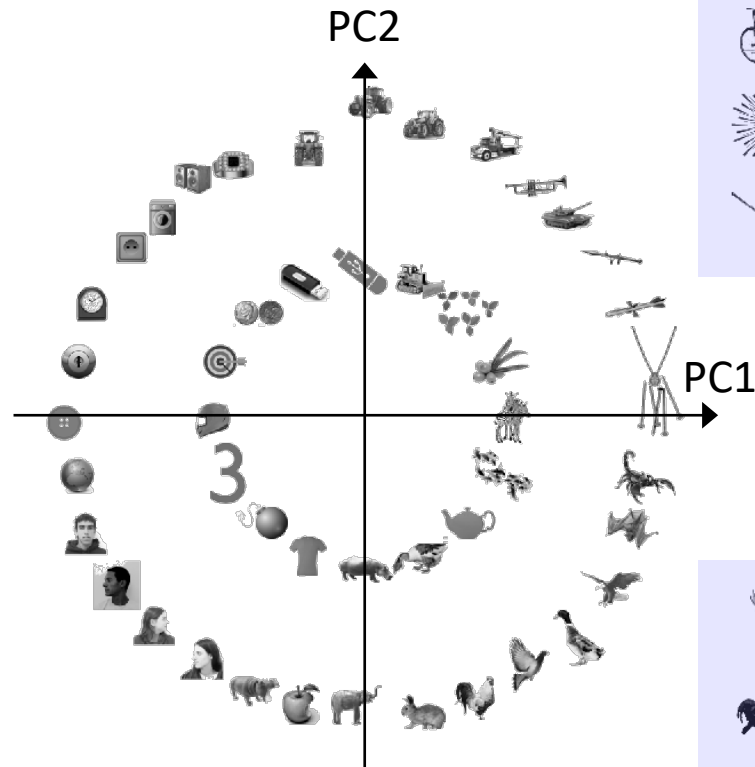
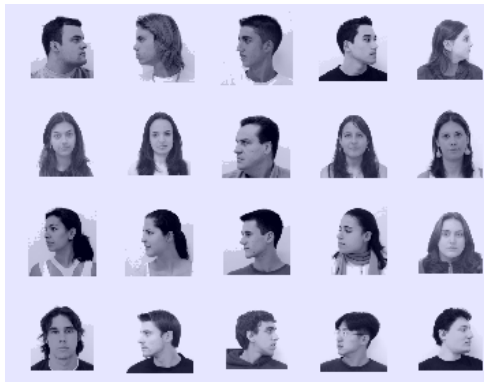
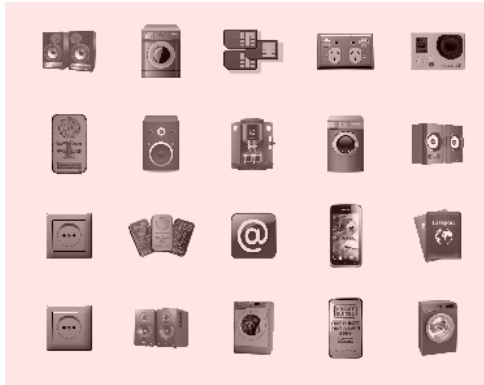
Prediction: There should be a “stubby” network.

Projection of images shown to monkey
object space



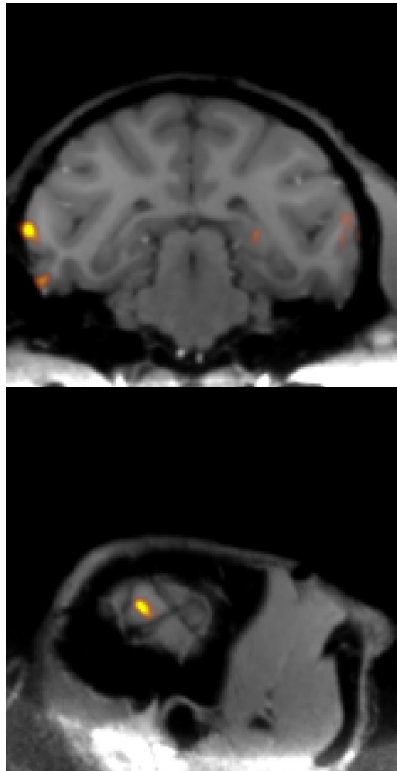
- Network X
- Body
- Face

Object-topic fMRI mapping

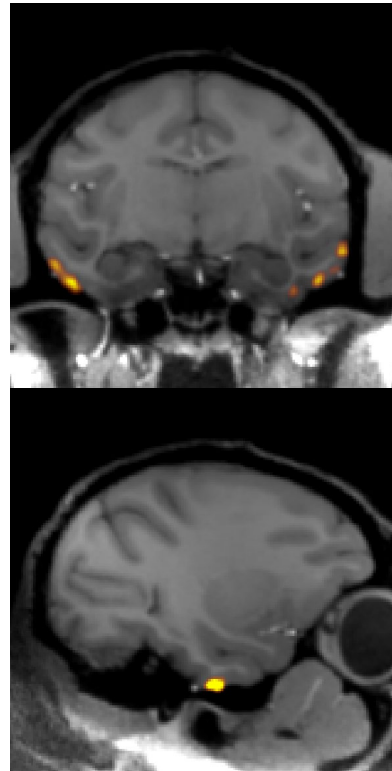


fMRI activation to stubby objects

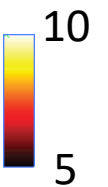
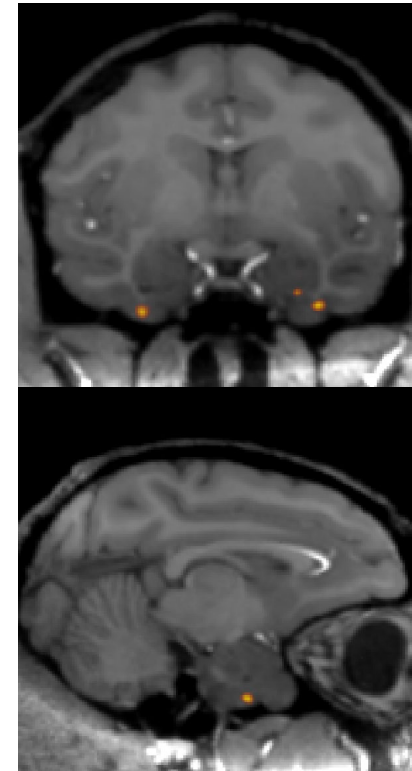
Stubby1



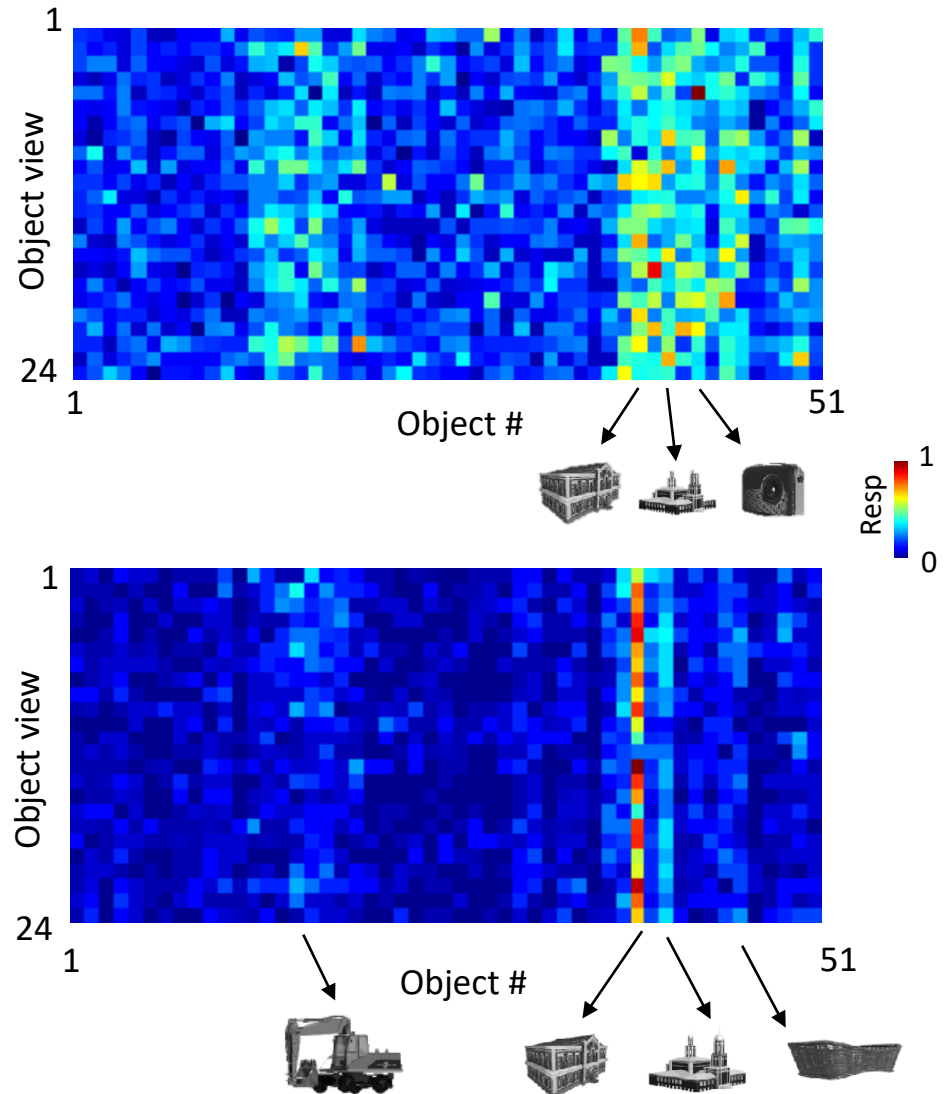
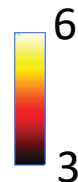
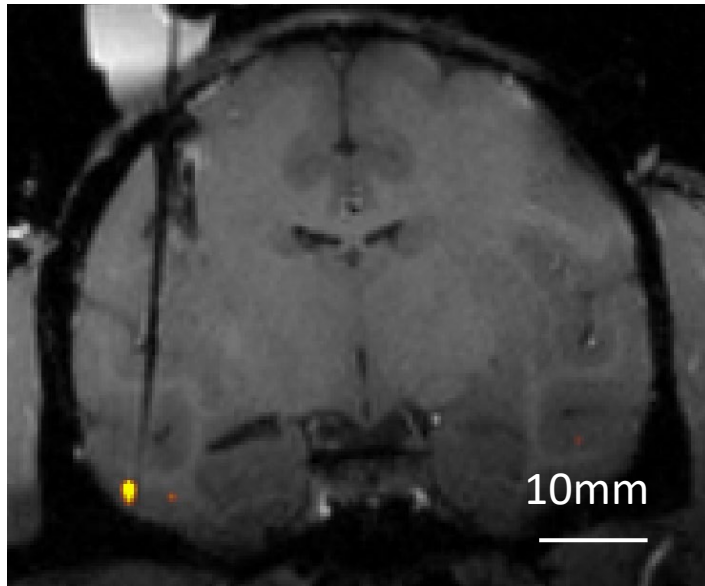
Stubby2



Stubby3



Responses of example cells from a stubby patch

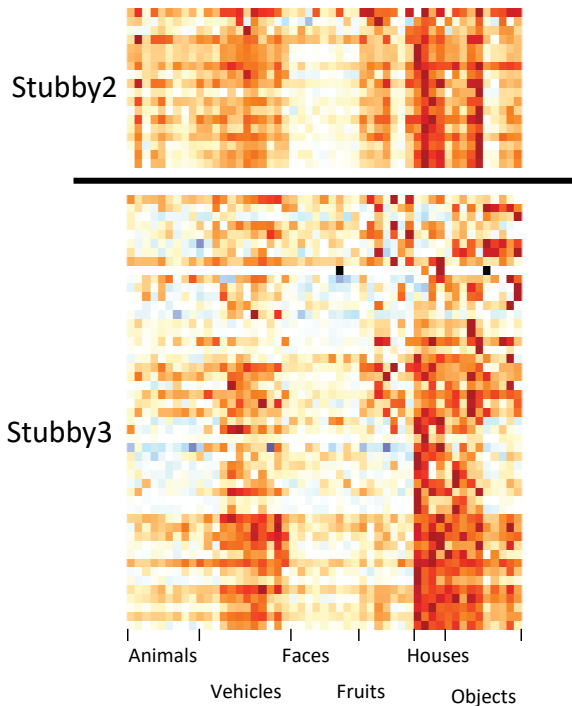


Population response from the stubby patch

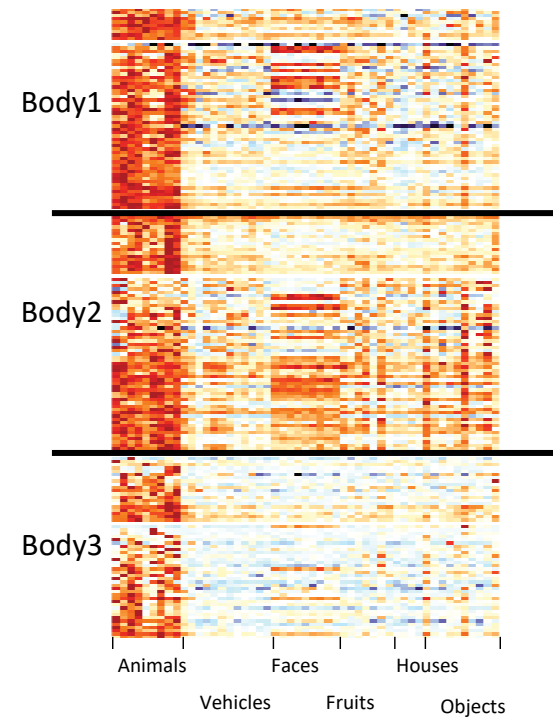
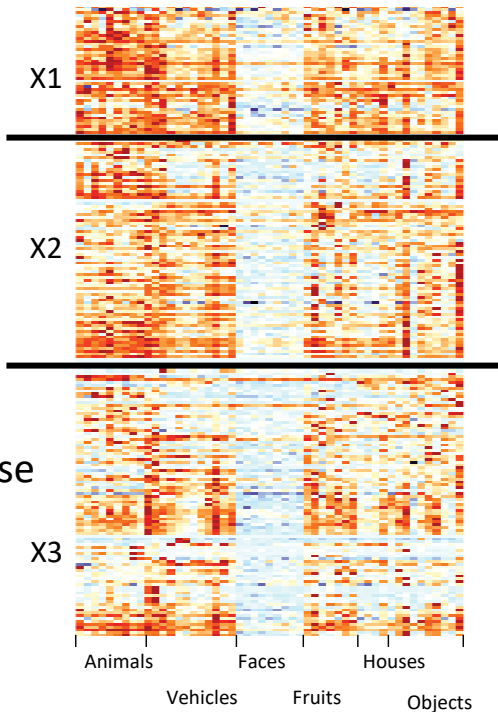
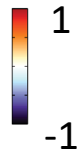
Stubby

Network X

Body



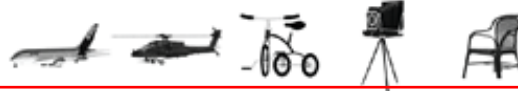
Norm.
Response



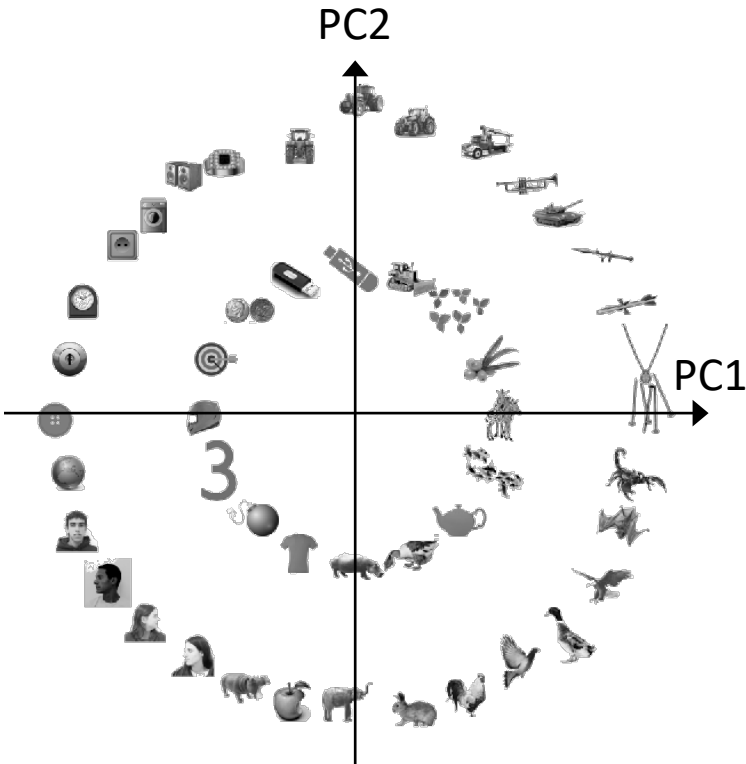
Most preferred



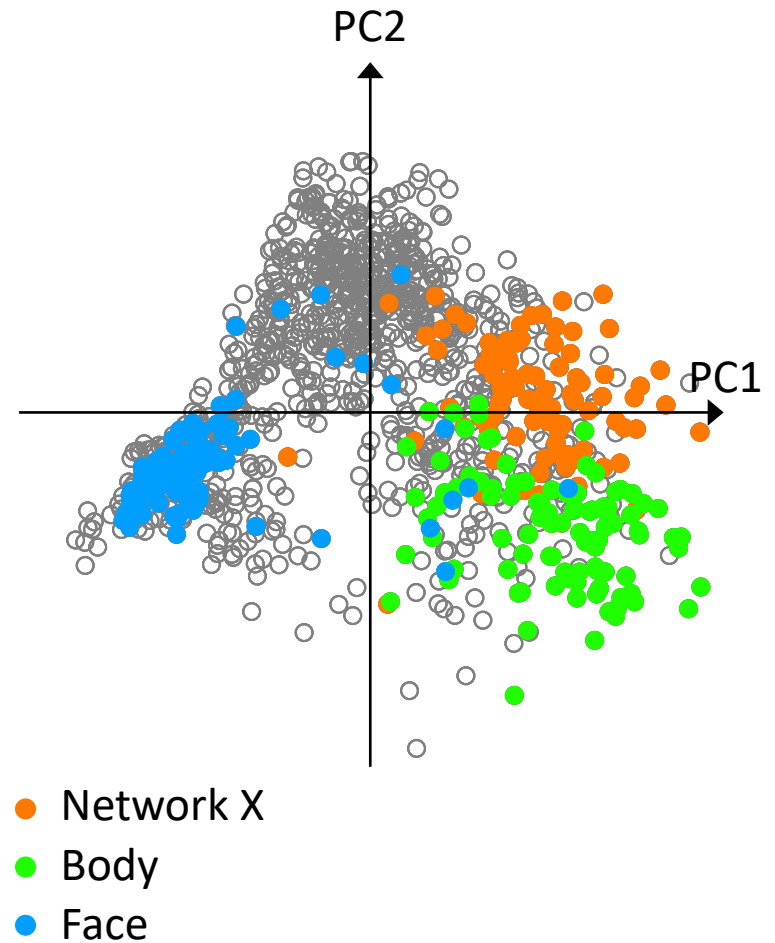
Least preferred



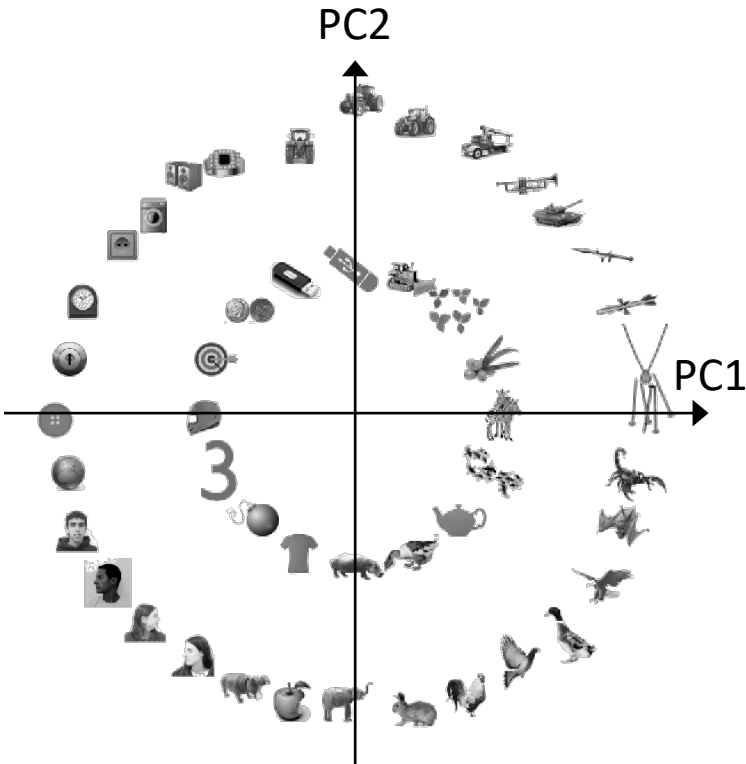
A map of object space



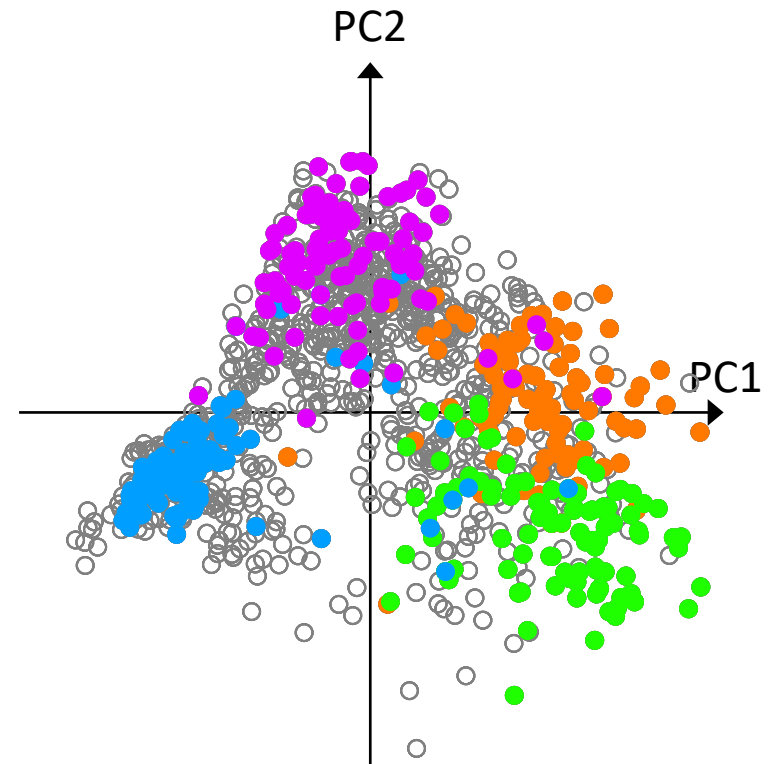
Projection of images shown to monkey onto first two PCs of object space



A map of object space

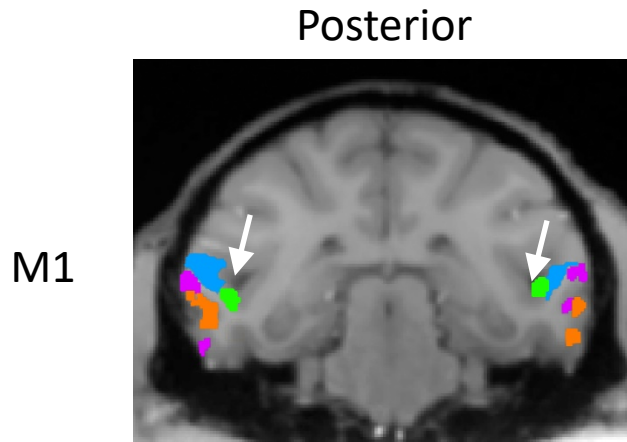


Projection of images shown to monkey onto first two PCs of object space



- Network X
- Body
- Face
- Stubby

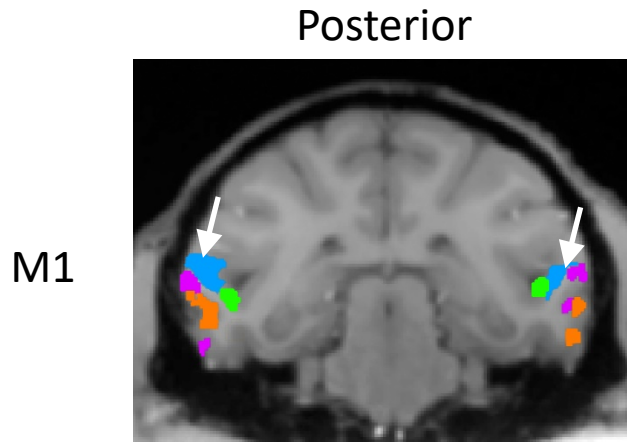
Spatial organization of IT cortex



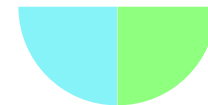
- Body
- Face
- Stubby
- Spiky



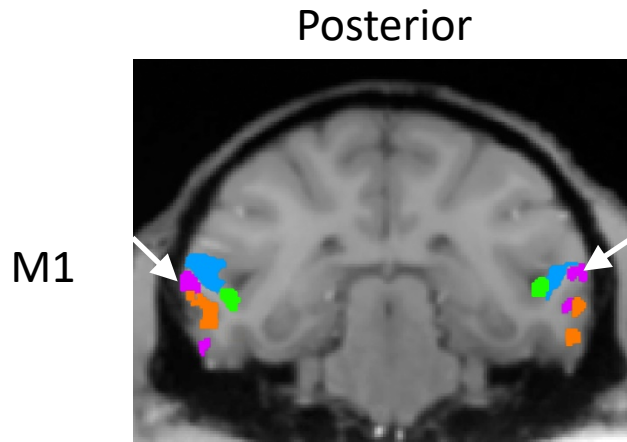
Spatial organization of IT cortex



- Body
- Face
- Stubby
- Spiky



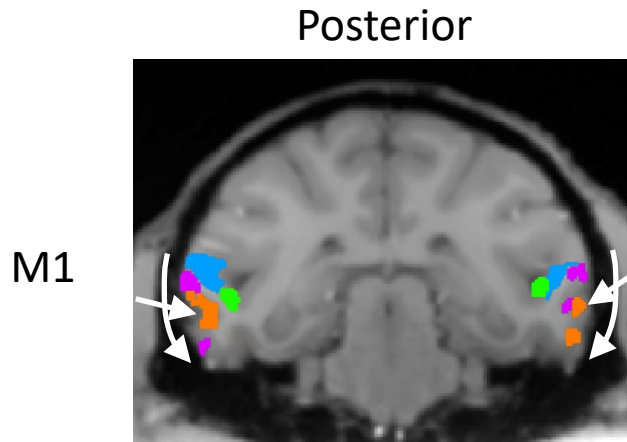
Spatial organization of IT cortex



- Body
- Face
- Stubby
- Spiky



Spatial organization of IT cortex

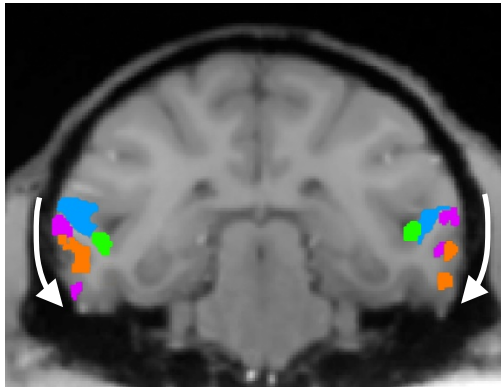


- Body
- Face
- Stubby
- Spiky

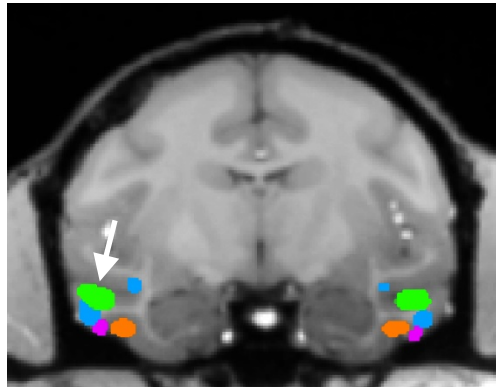


Spatial organization of IT cortex

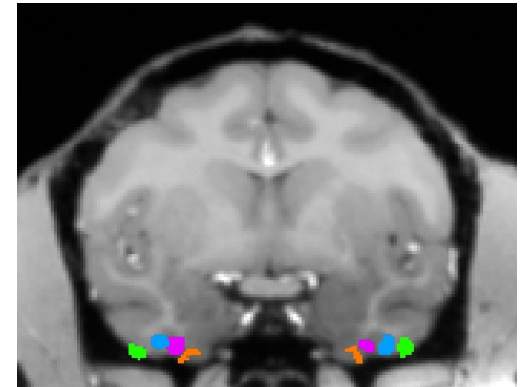
Posterior



Middle



Anterior

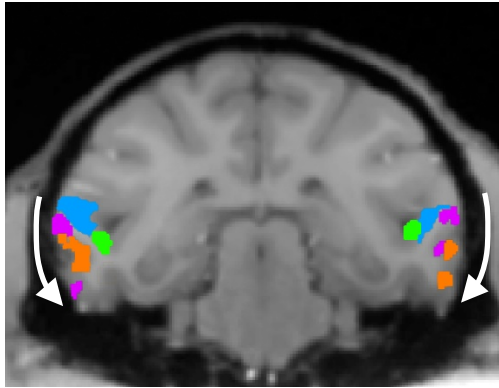


- Body
- Face
- Stubby
- Spiky

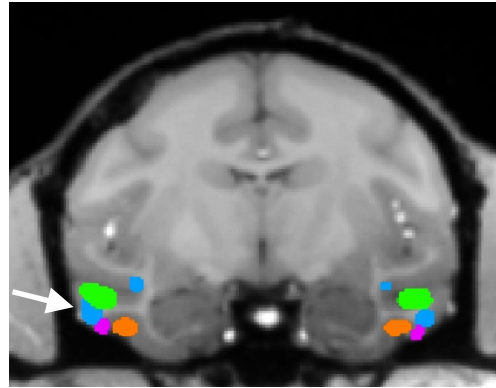


Spatial organization of IT cortex

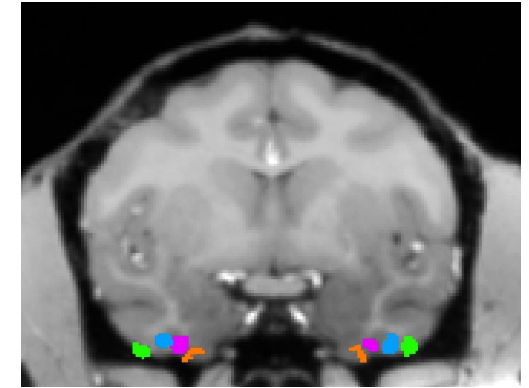
Posterior



Middle



Anterior

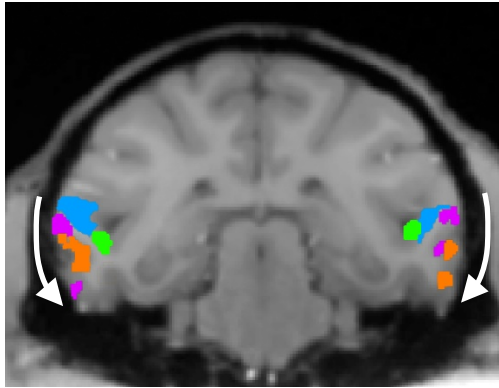


- Body
- Face
- Stubby
- Spiky

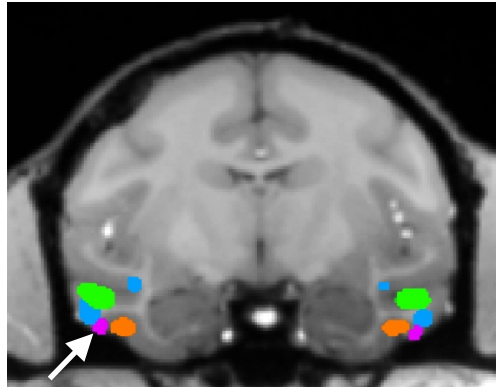


Spatial organization of IT cortex

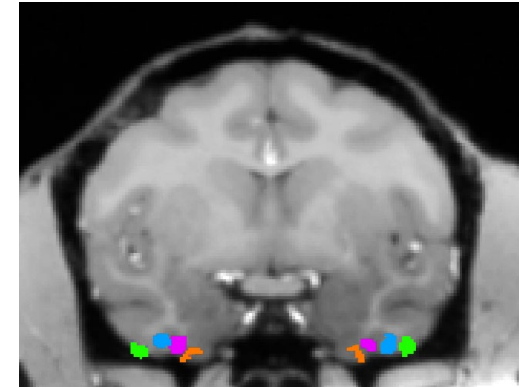
Posterior



Middle



Anterior

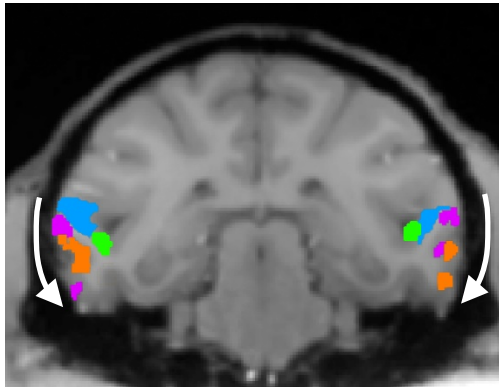


- Body
- Face
- Stubby
- Spiky

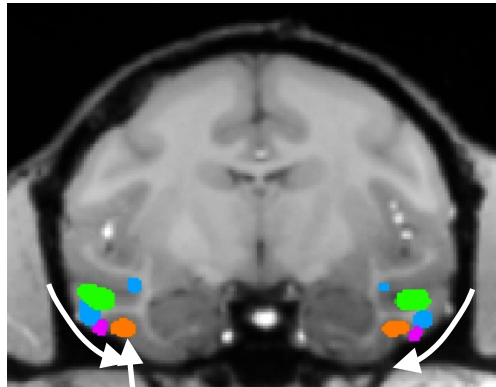


Spatial organization of IT cortex

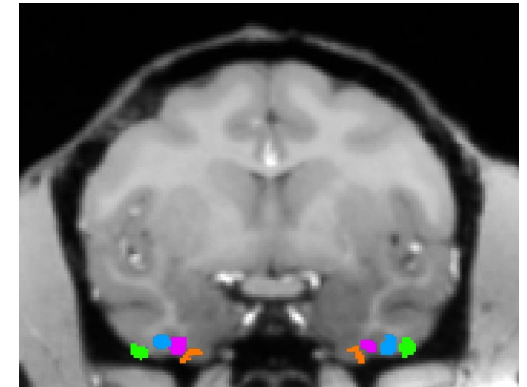
Posterior



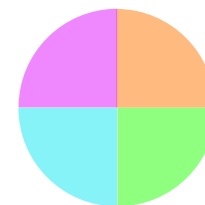
Middle



Anterior

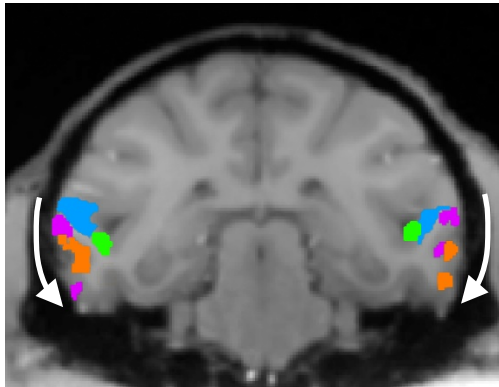


- Body
- Face
- Stubby
- Spiky

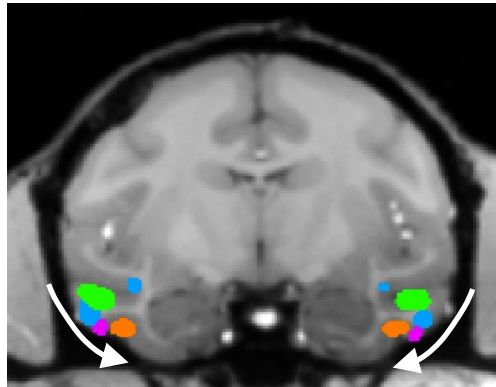


Spatial organization of IT cortex

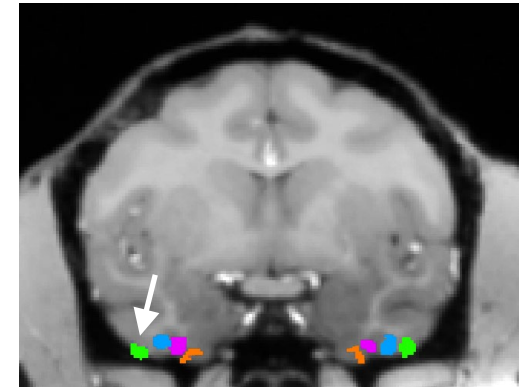
Posterior



Middle



Anterior

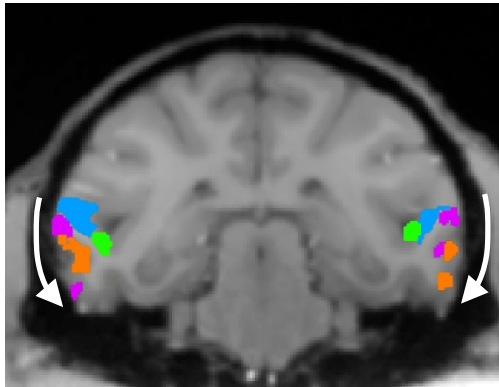


- Body
- Face
- Stubby
- Spiky

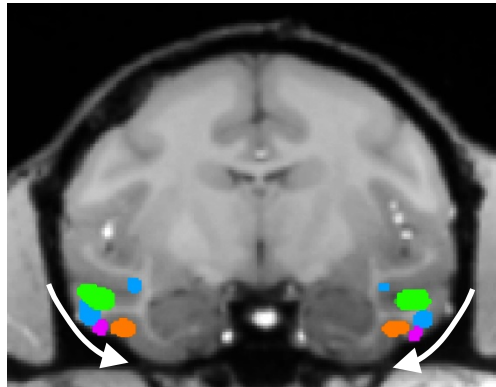


Spatial organization of IT cortex

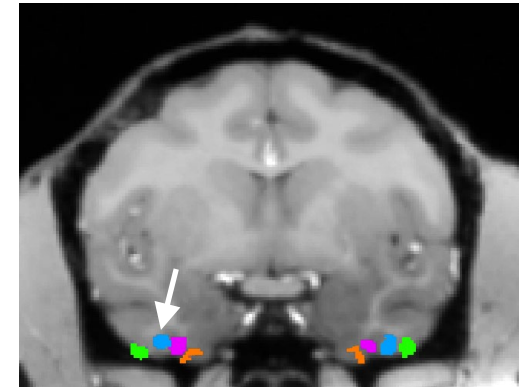
Posterior



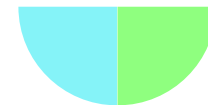
Middle



Anterior

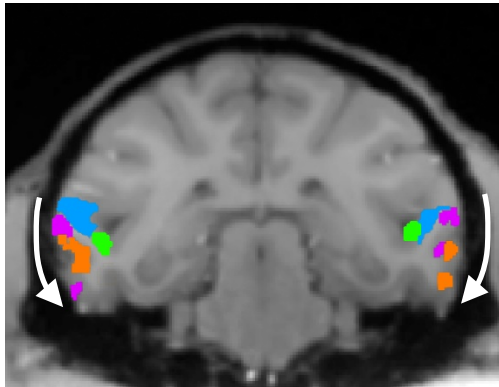


- Body
- Face
- Stubby
- Spiky

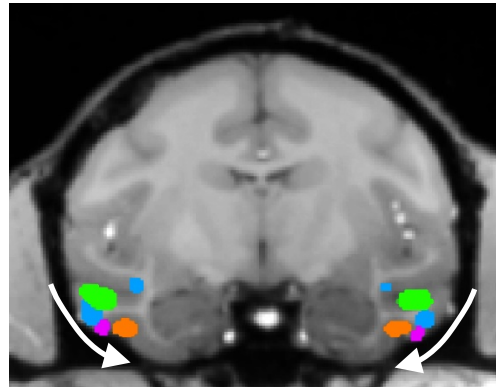


Spatial organization of IT cortex

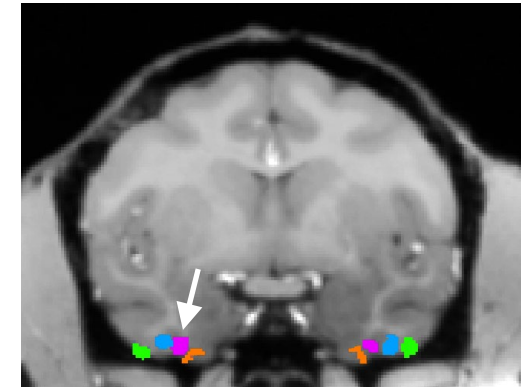
Posterior



Middle



Anterior

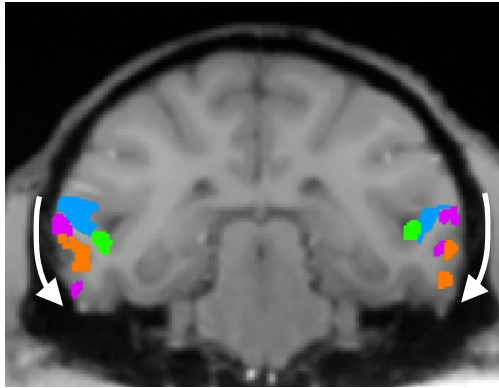


- Body
- Face
- Stubby
- Spiky

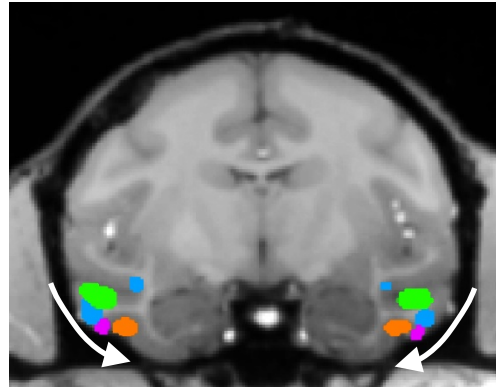


Spatial organization of IT cortex

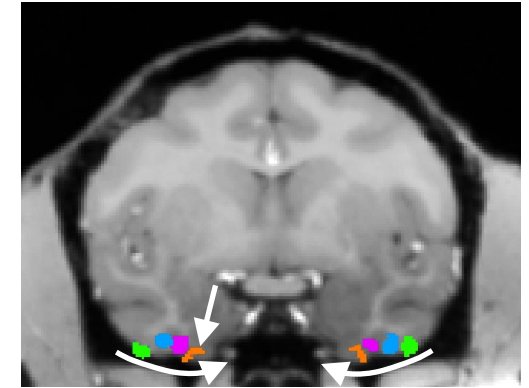
Posterior



Middle



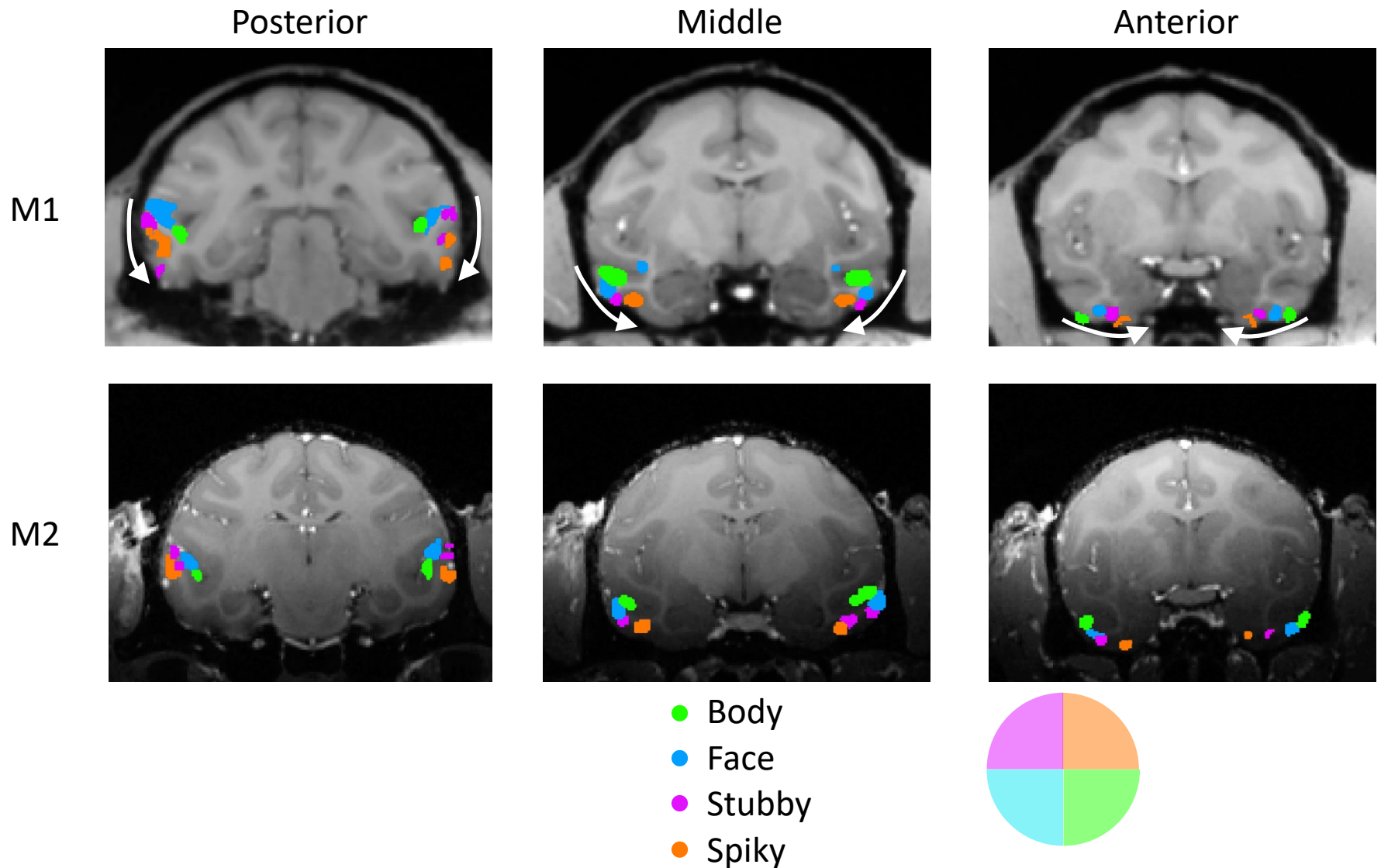
Anterior



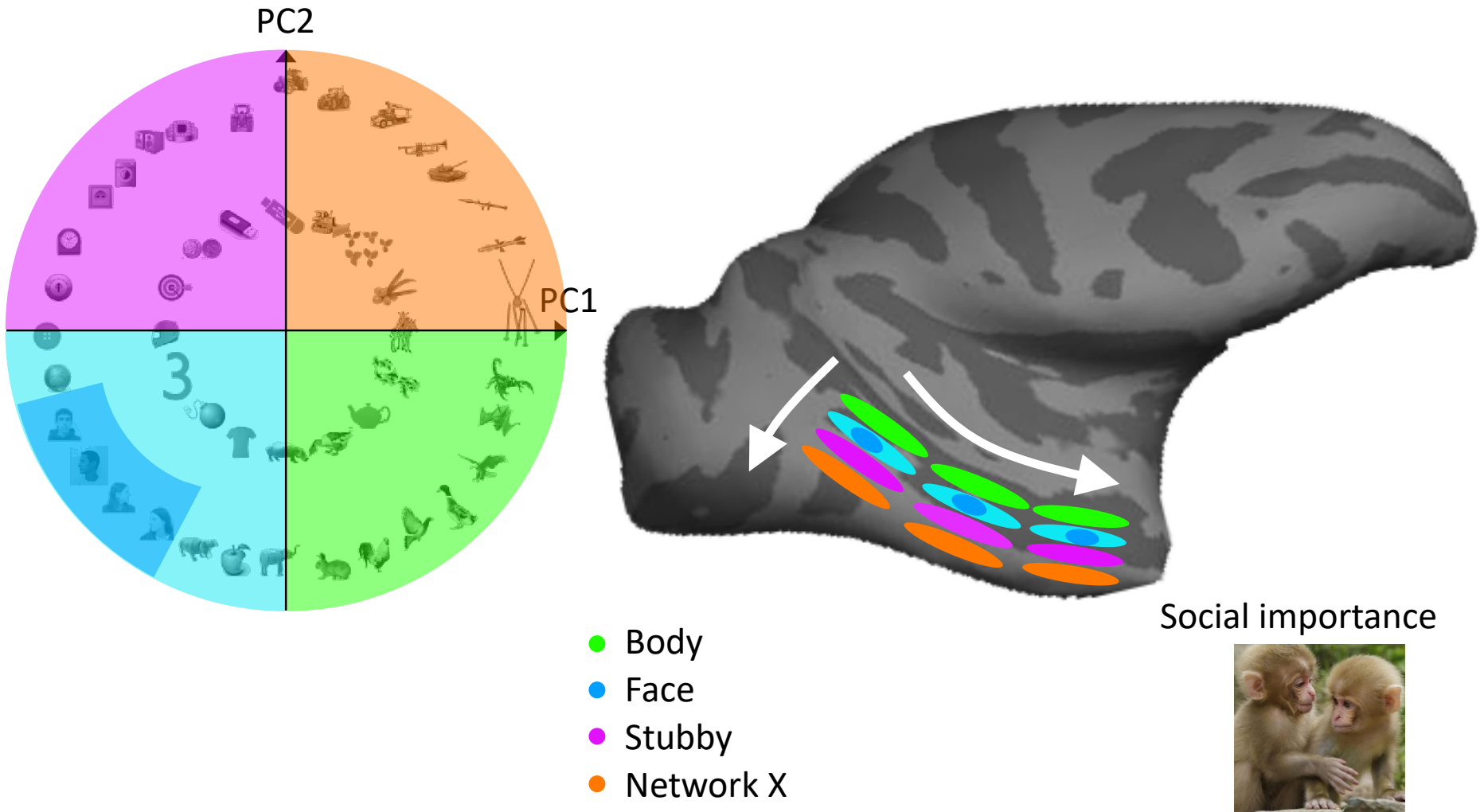
- Body
- Face
- Stubby
- Spiky



Spatial organization of IT cortex



Spatial organization of IT cortex



How many islands are there?

Scenes

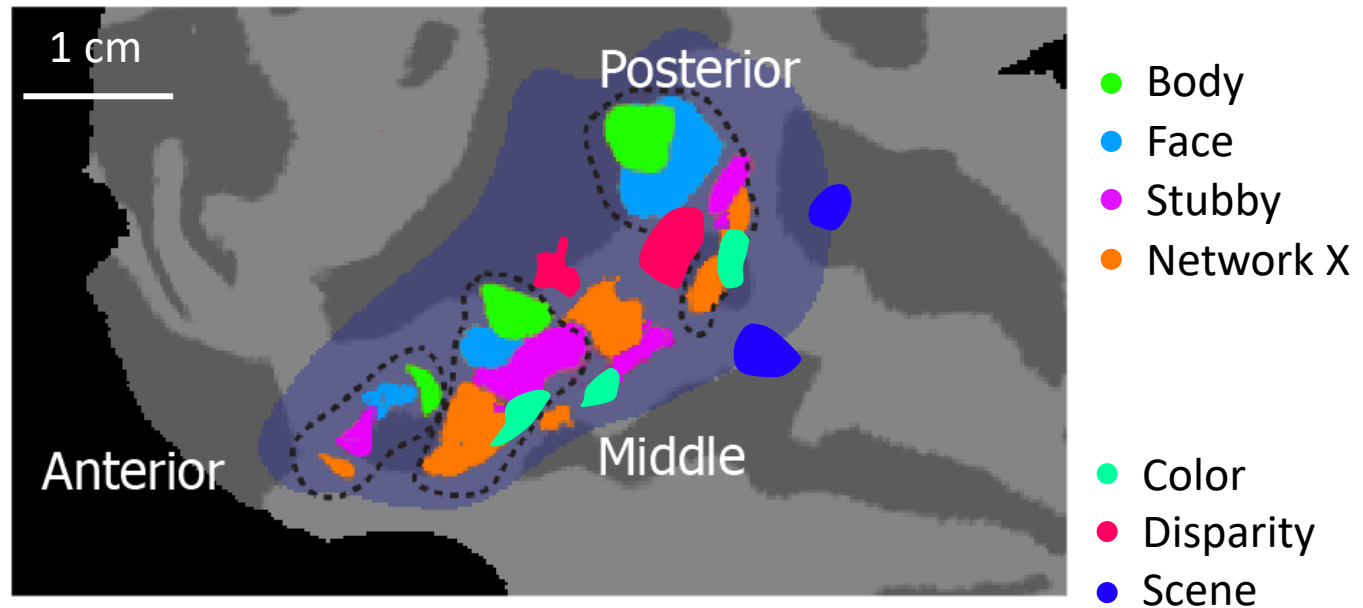
Color

Faces

Bodies



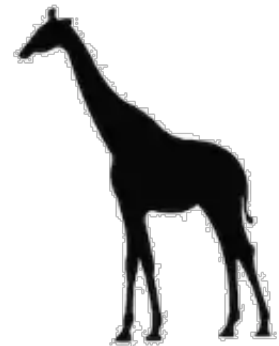
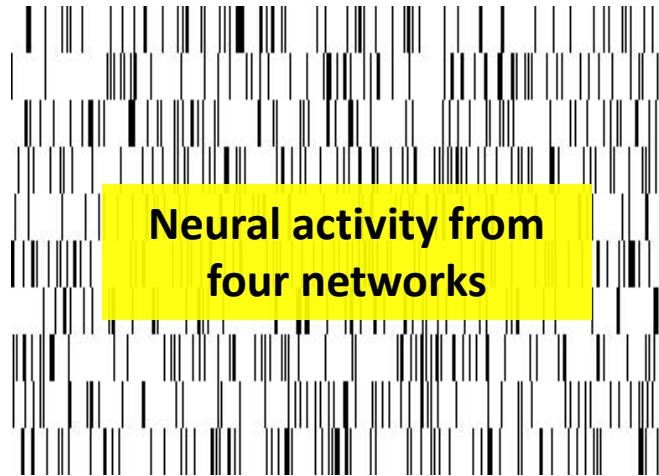
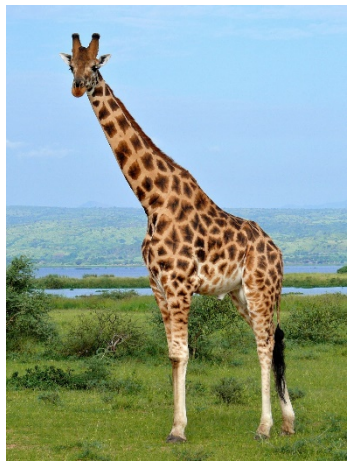
Only part of IT is explained



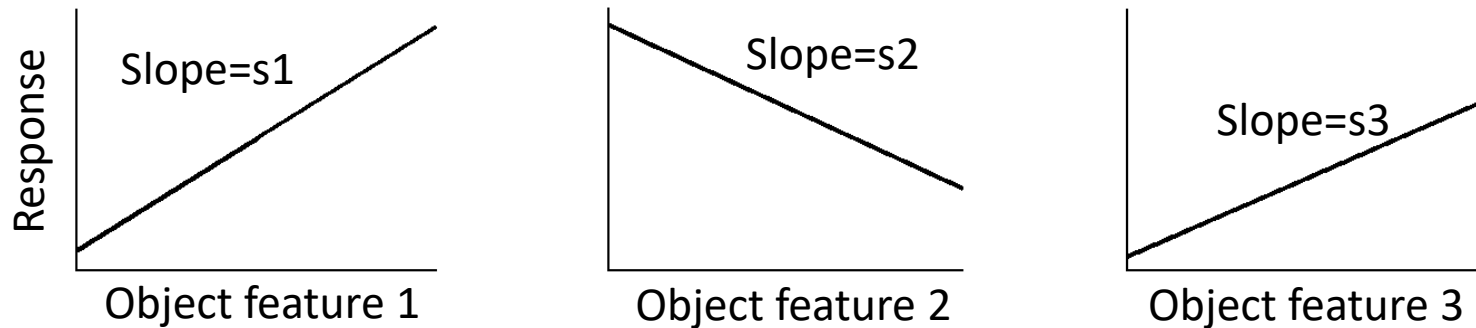
Face	Body	Network X	Stubby	Color	Disparity	Scene	Covered IT	Whole IT	% of IT
90 mm ²	76 mm ²	84 mm ²	85 mm ²	34 mm ²	51 mm ²	35 mm ²	306 mm ²	570 mm ²	53%

Four networks carry a complete code

Can we reconstruct arbitrary objects?



Implication of ramp-shaped tuning



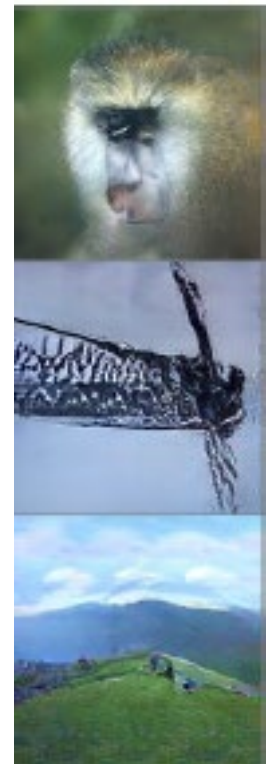
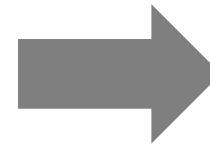
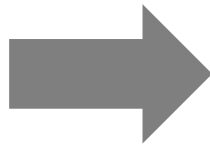
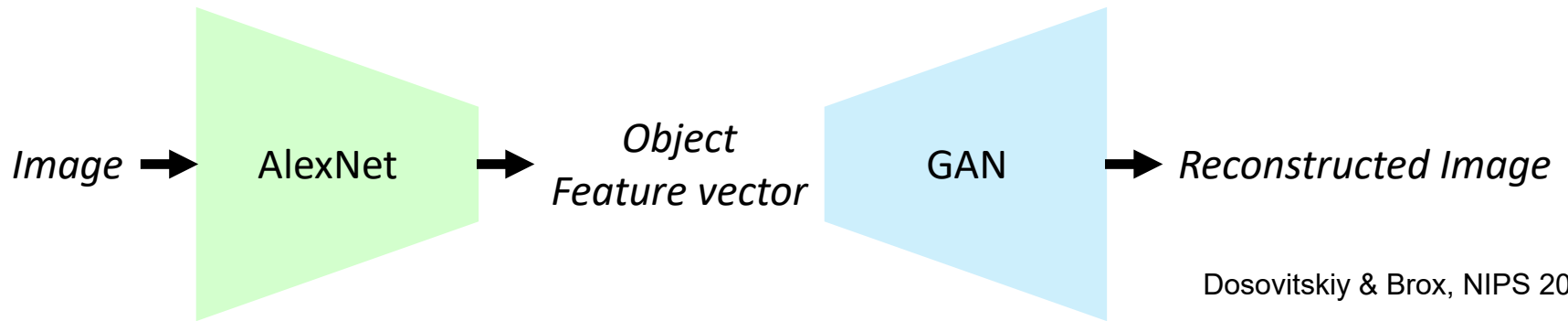
$$\text{Response of cell} = s1 \cdot \text{feature}_1 + s2 \cdot \text{feature}_2 + \dots + s50 \cdot \text{feature}_{50}$$

$$\begin{bmatrix} \text{response}_{\text{cell } 1} \\ \text{response}_{\text{cell } 2} \\ \vdots \\ \text{response}_{\text{cell } N} \end{bmatrix} = \begin{bmatrix} s_{1,1} & \dots & s_{1,50} \\ s_{2,1} & \dots & s_{2,50} \\ \vdots & & \vdots \\ s_{N,1} & \dots & s_{N,50} \end{bmatrix} \begin{bmatrix} \text{feature}_1 \\ \text{feature}_2 \\ \vdots \\ \text{feature}_{50} \end{bmatrix}$$

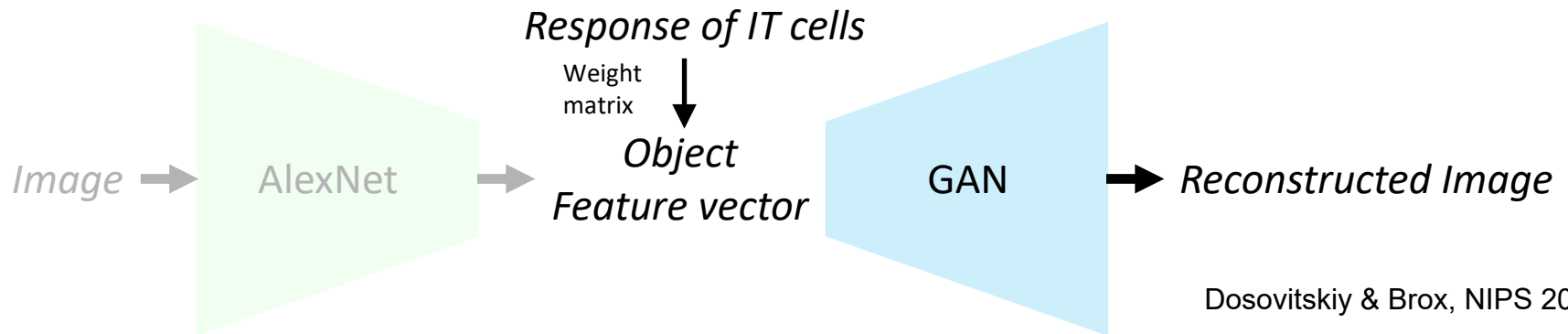
$$\begin{bmatrix} \text{feature}_1 \\ \text{feature}_2 \\ \vdots \\ \text{feature}_{50} \end{bmatrix} = \begin{bmatrix} s_{1,1} & \dots & s_{1,50} \\ s_{2,1} & \dots & s_{2,50} \\ \vdots & & \vdots \\ s_{N,1} & \dots & s_{N,50} \end{bmatrix}^{-1} \begin{bmatrix} \text{response}_{\text{cell } 1} \\ \text{response}_{\text{cell } 2} \\ \vdots \\ \text{response}_{\text{cell } N} \end{bmatrix}$$

50 Object features = **Weight matrix** * Response of object cells

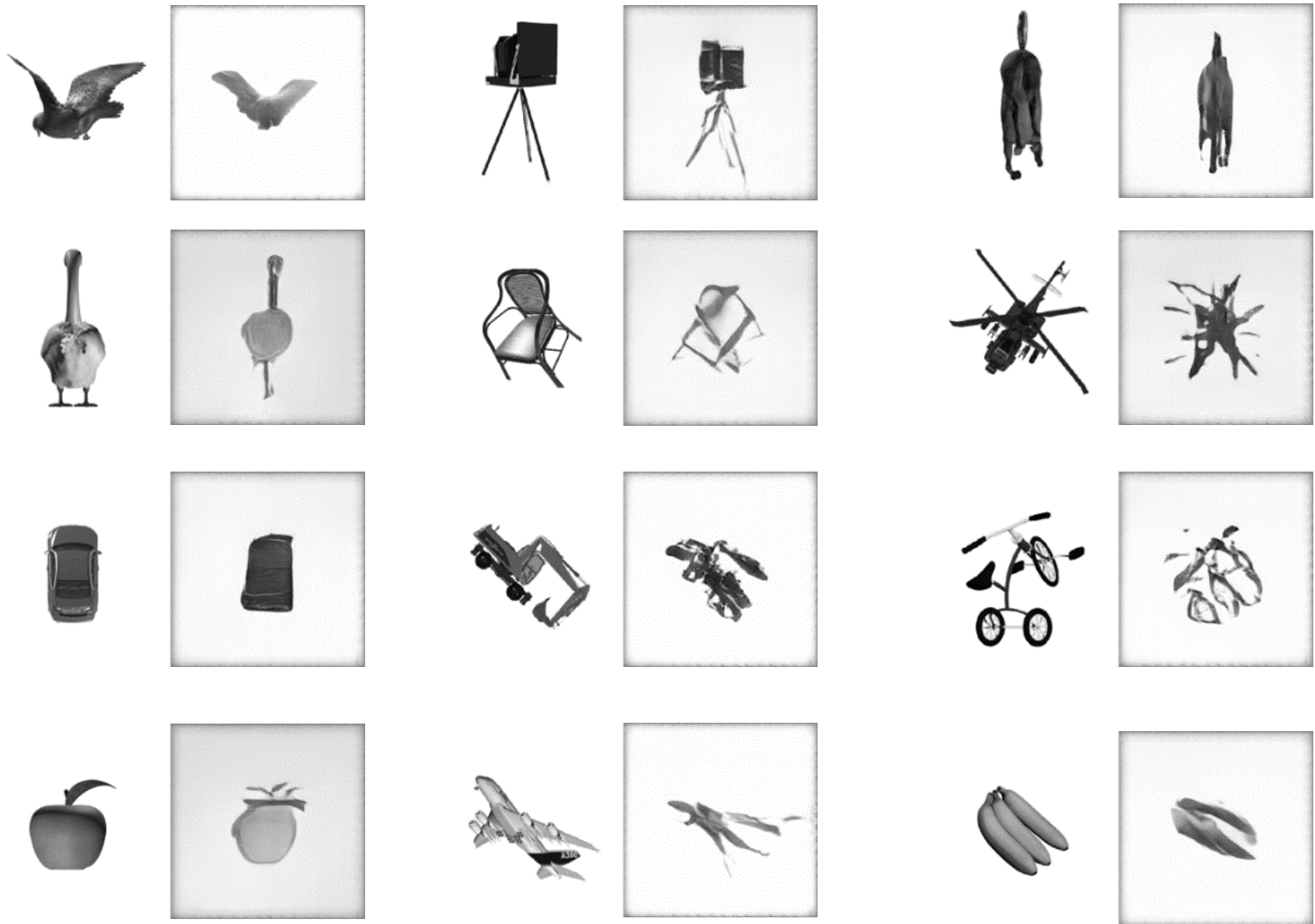
Direct reconstruction from neural activity using a Generative Adversarial Network



Direct reconstruction from neural activity using a Generative Adversarial Network



Direct reconstruction from neural activity using a Generative Adversarial Network



An aerial photograph of a tropical island, likely in Thailand, featuring turquoise water, white sand beaches, and lush green vegetation on limestone cliffs. The text "Object space" is overlaid in large, bold, yellow letters.

Object space

A **unified** model for the functional organization of inferotemporal cortex



Our model makes many predictions that we can confirmed

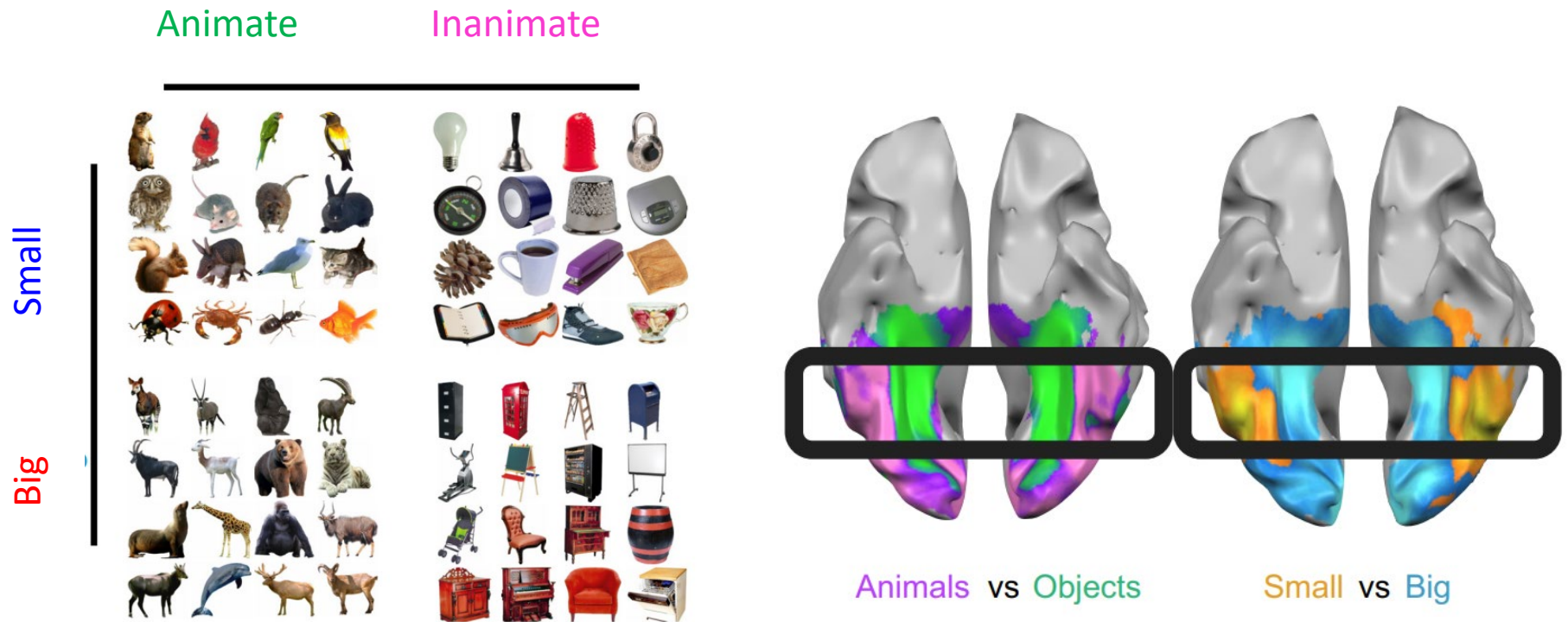
Predictions

- Predicting previous accounts of IT organization
- Predicting shape rather than semantic selectivity
- Predicting responses to new stimuli

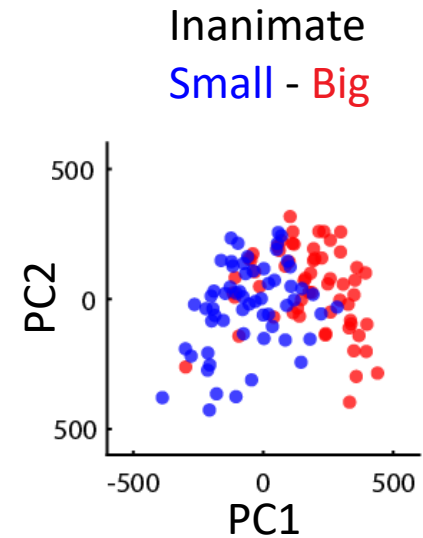
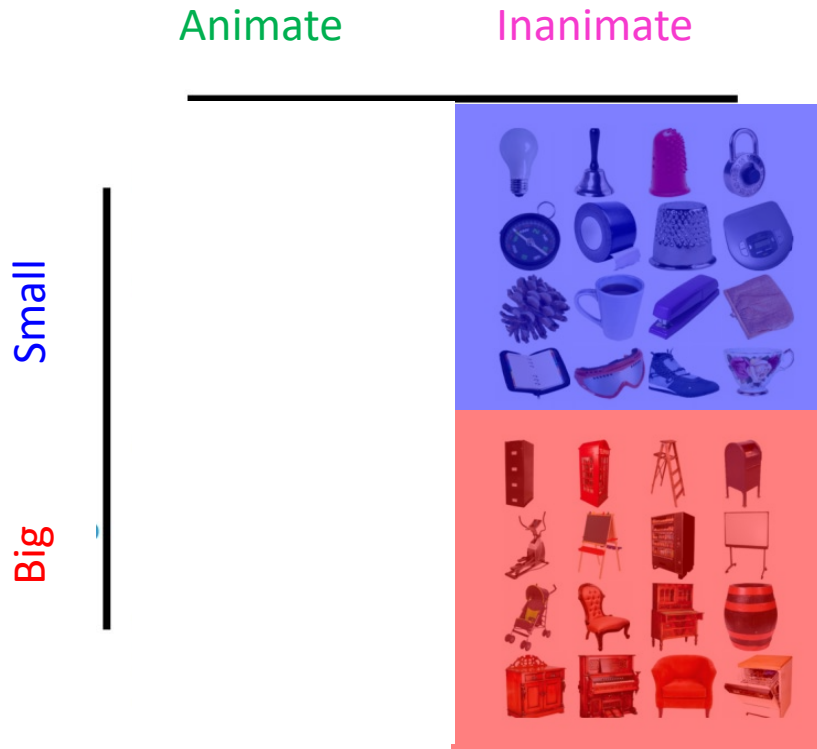
Predictions

- Predicting previous accounts of IT organization
- Predicting shape rather than semantic selectivity
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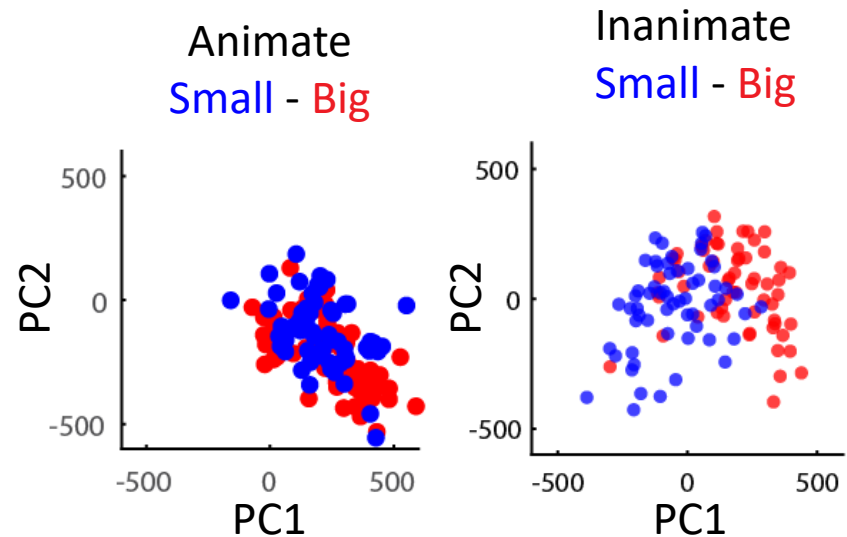
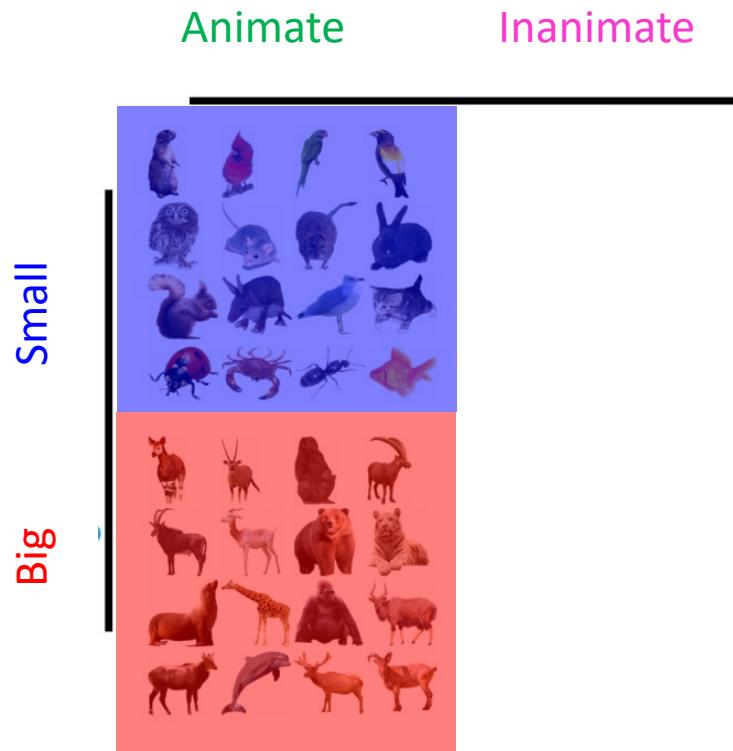
Animacy/size hypothesis of IT organization



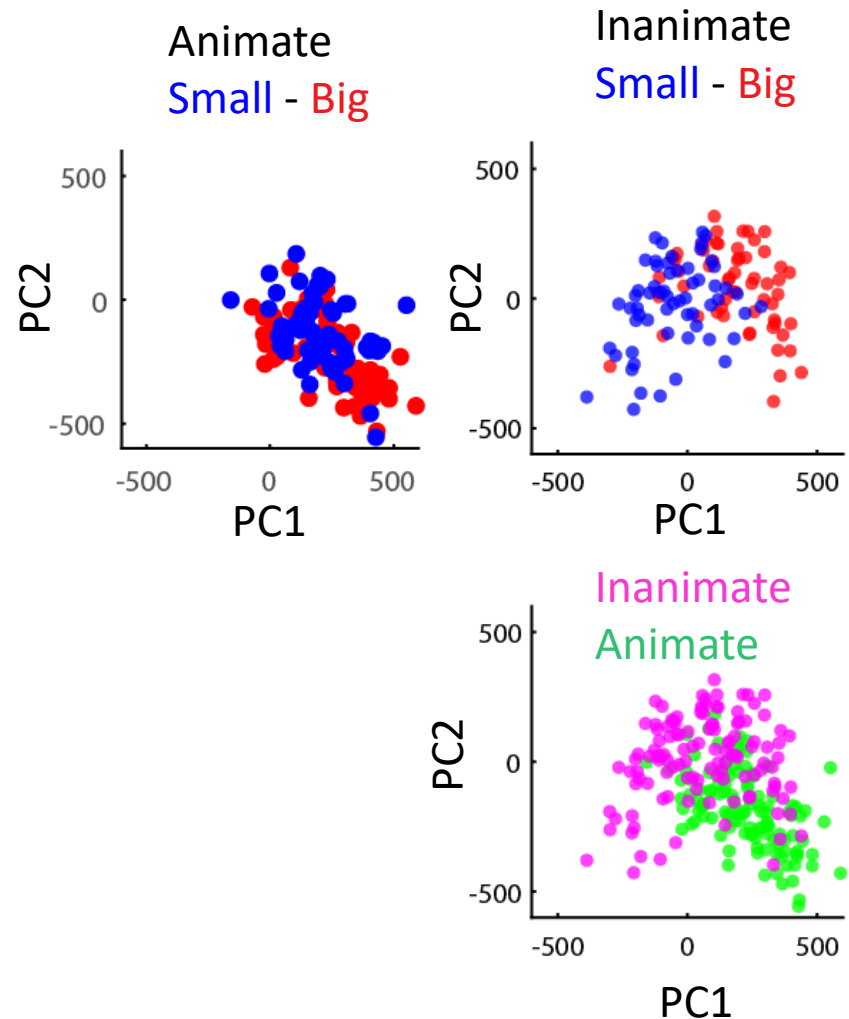
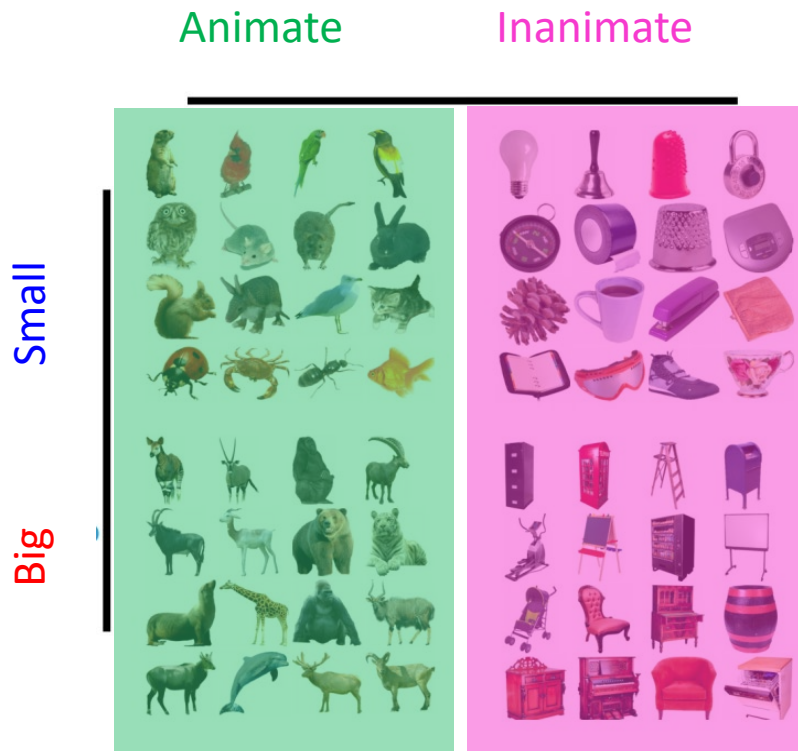
Animacy/size hypothesis of IT organization



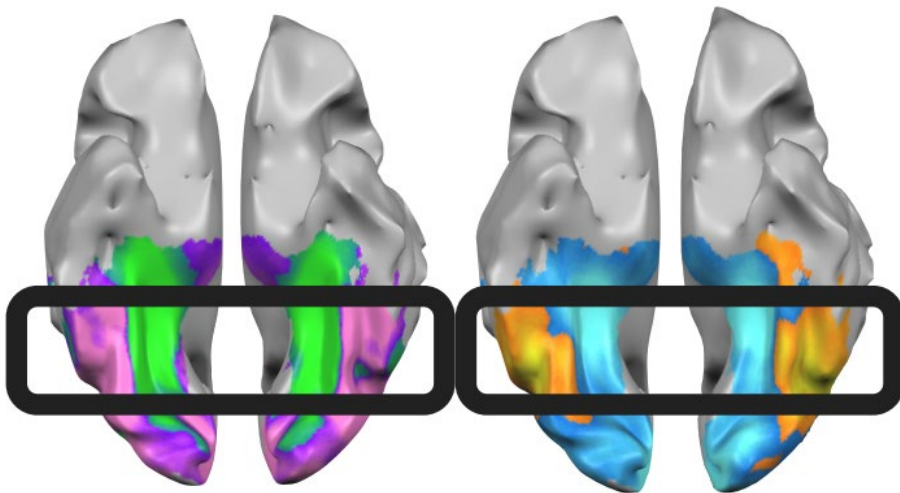
Animacy/size hypothesis of IT organization



Animacy/size hypothesis of IT organization

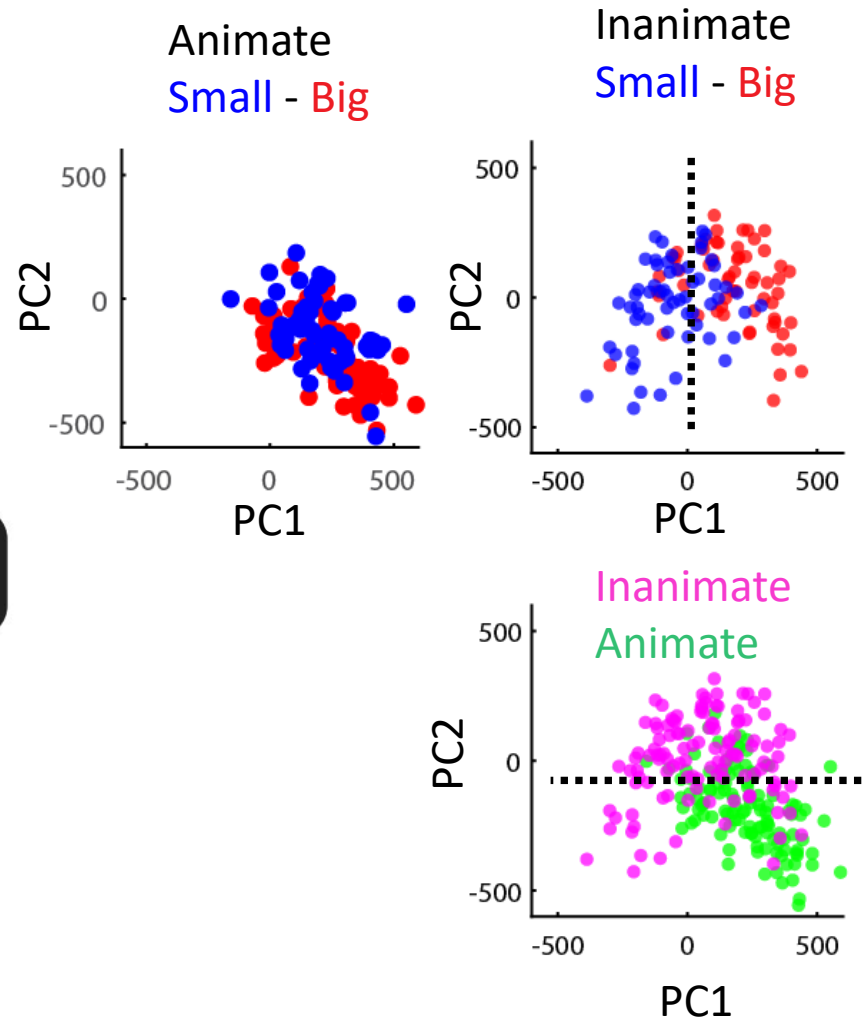


Animacy/size hypothesis of IT organization

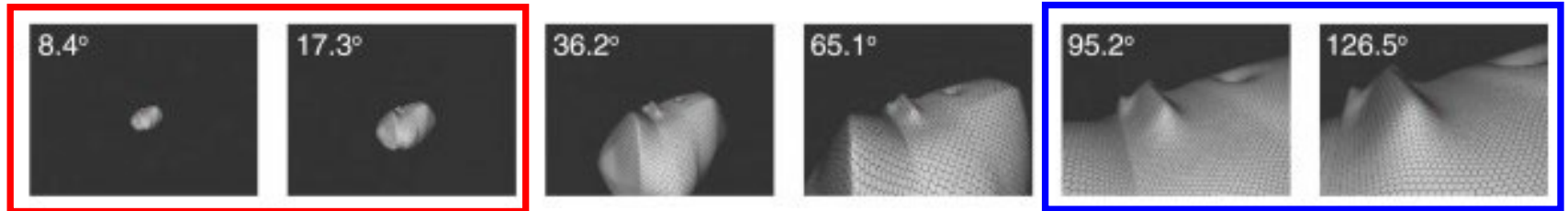


Inanimate
Animate

Small - Big

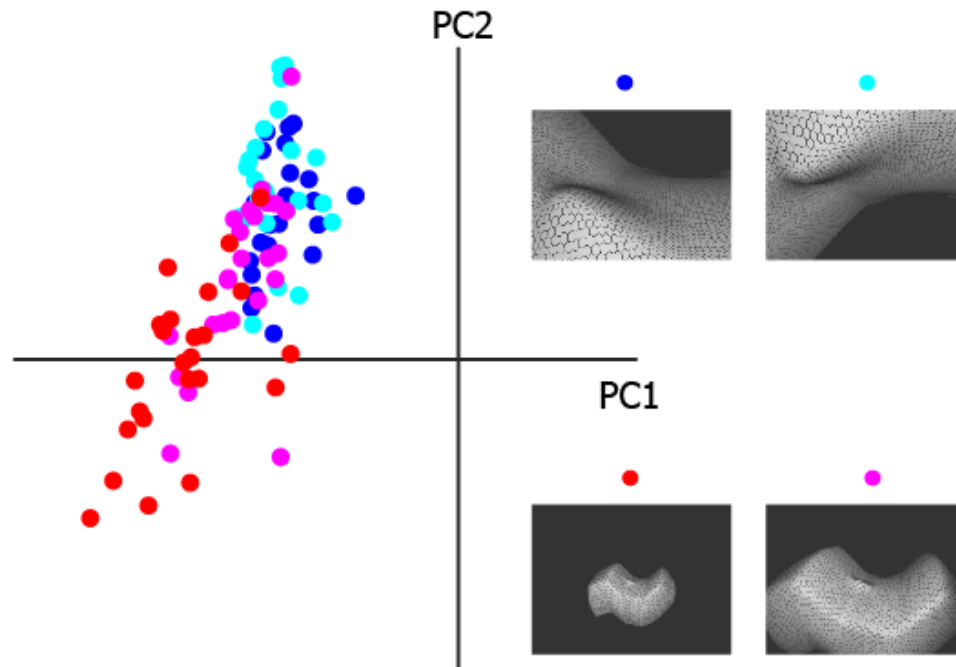


Study 2: object vs scene-like

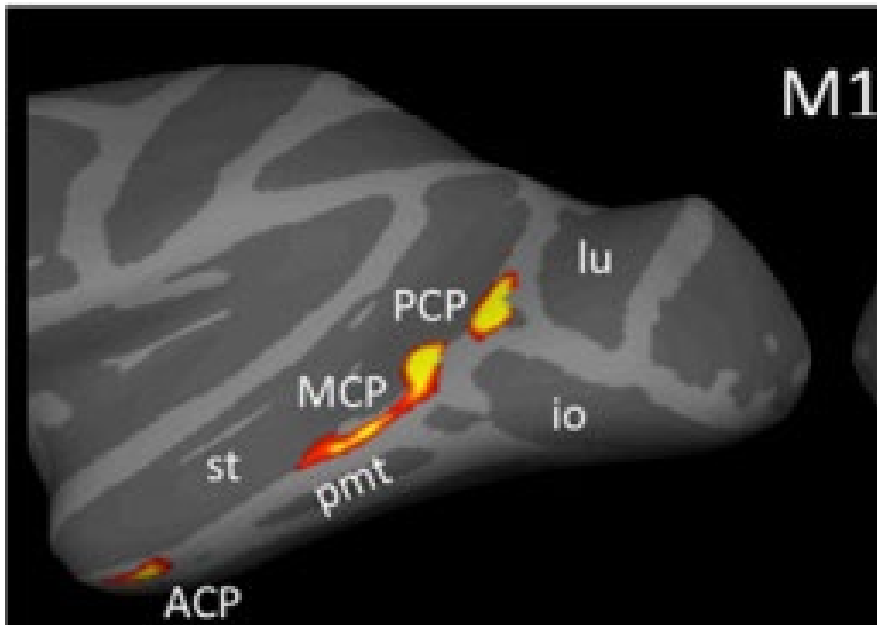
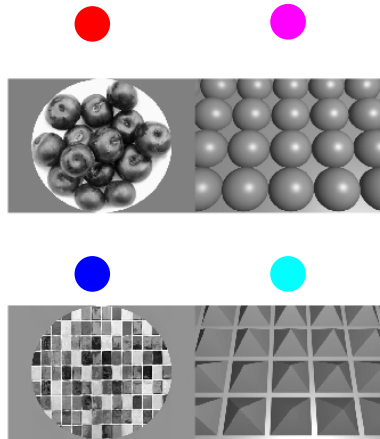


Preferred by the neurons
in the lower STS bank

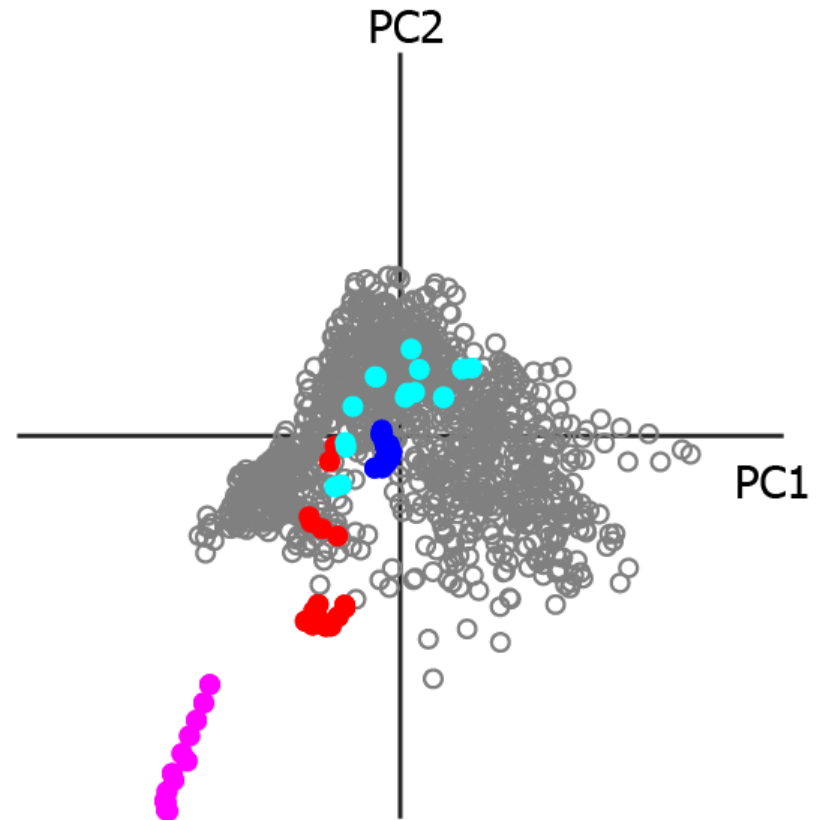
Preferred by the neurons
in the TEd



Study 3: Curvature network



Vaziri et al., *PNAS* 2014

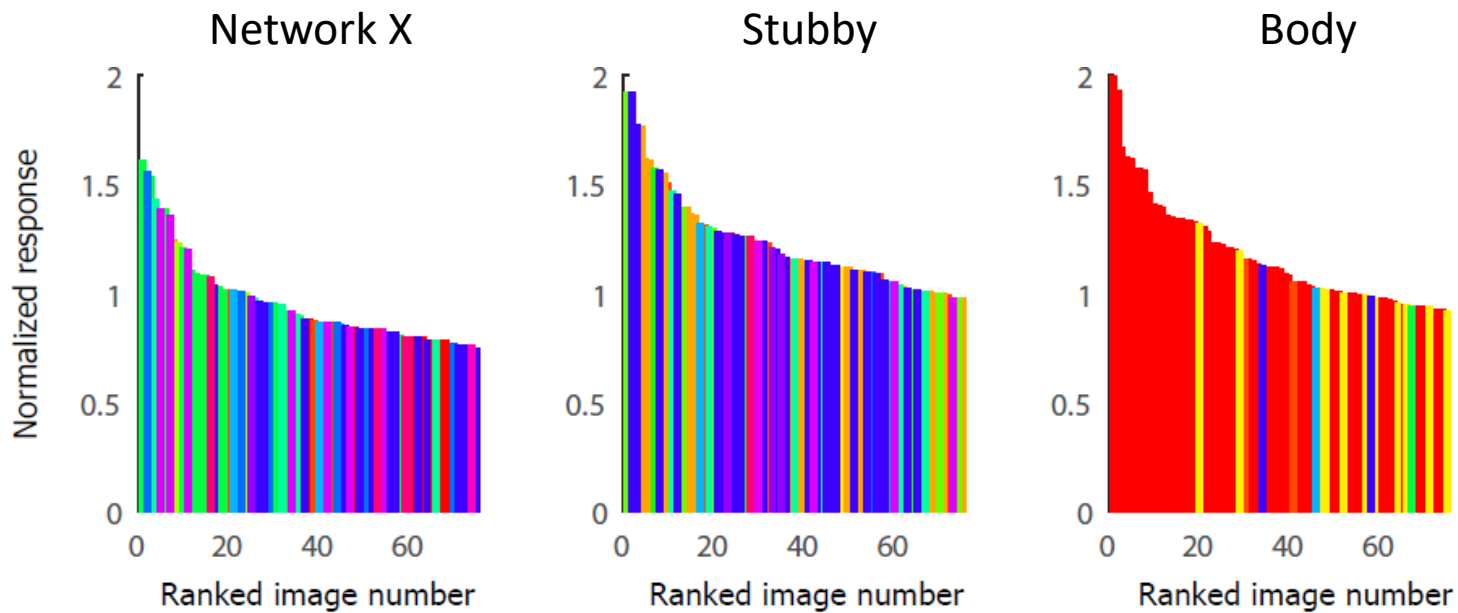


Yue et al., 2014

Predictions

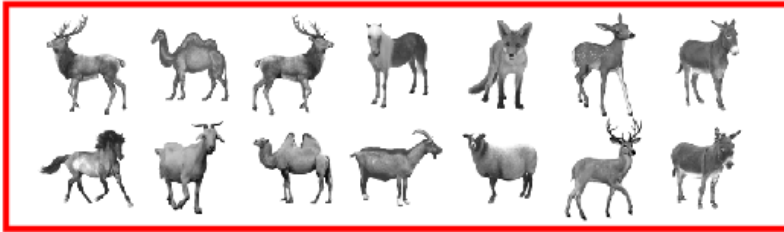
- Predicting previous accounts of IT organization
- **Predicting shape rather than semantic selectivity**
- Predicting responses to new stimuli

Network X and the stubby network cannot be explained by semantic meaning



Body patch selectivity

Group 1



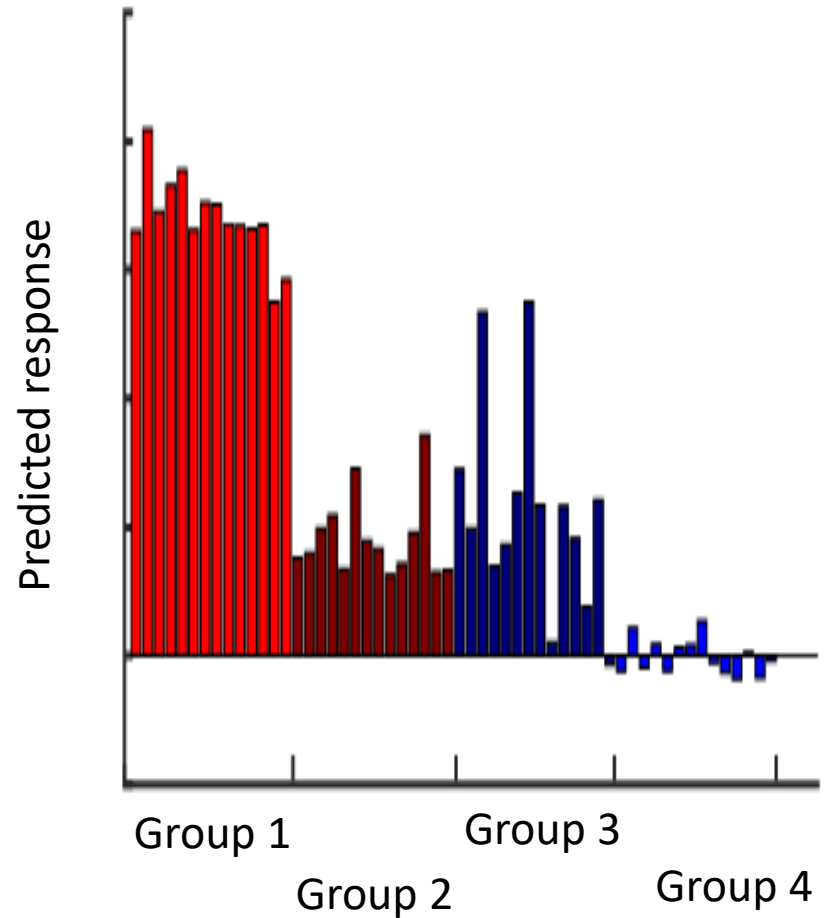
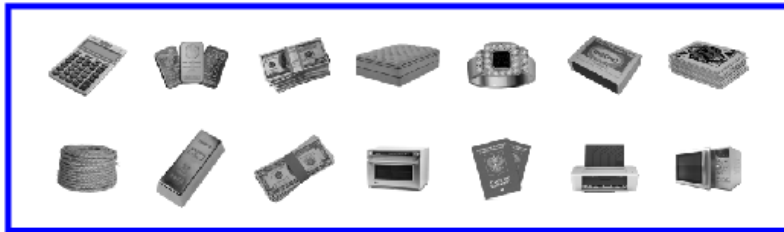
Group 2



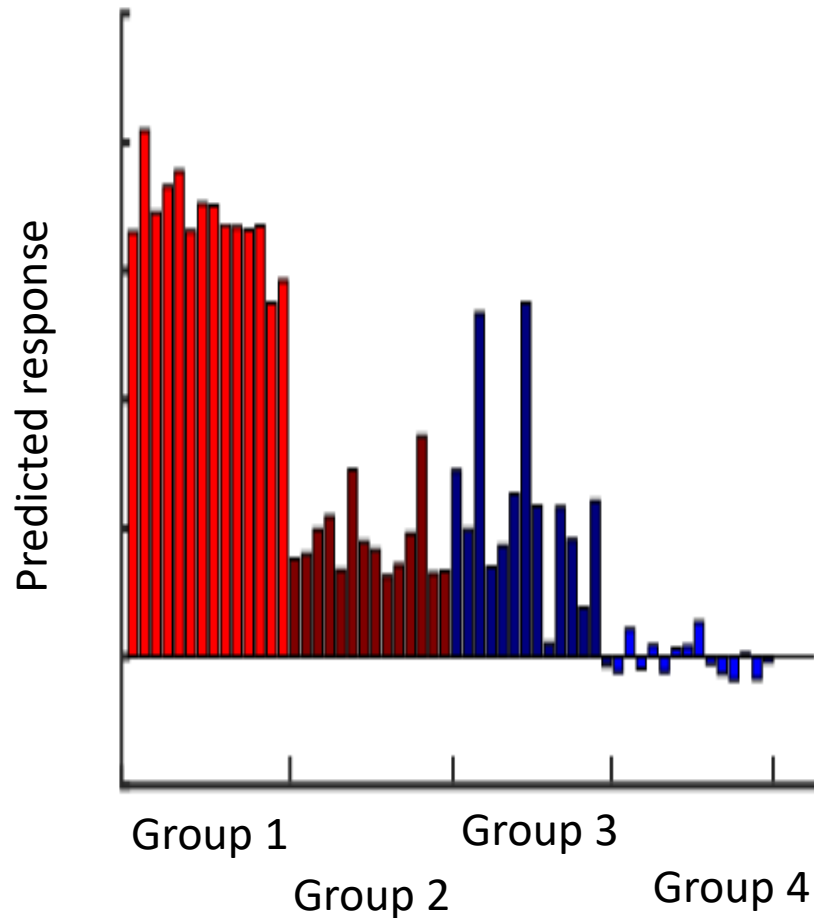
Group 3



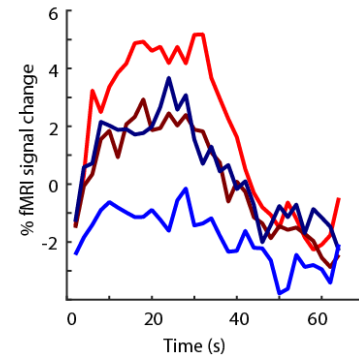
Group 4



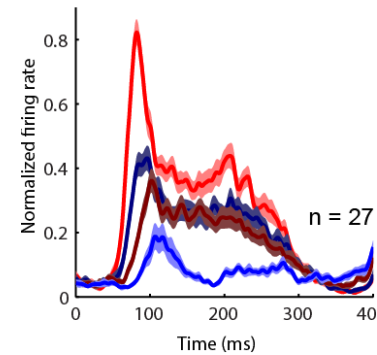
Body patch selectivity



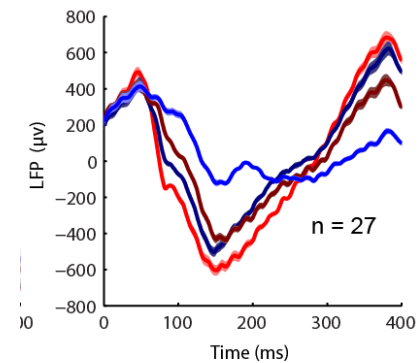
fMRI



SUA



LFP

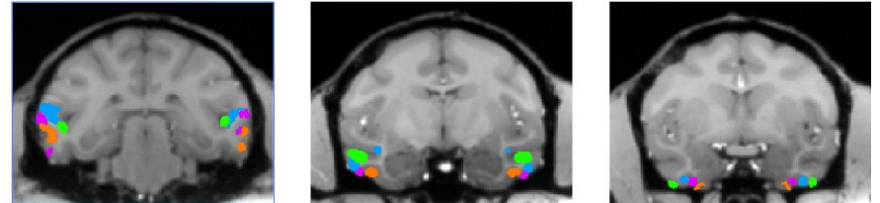


Predictions

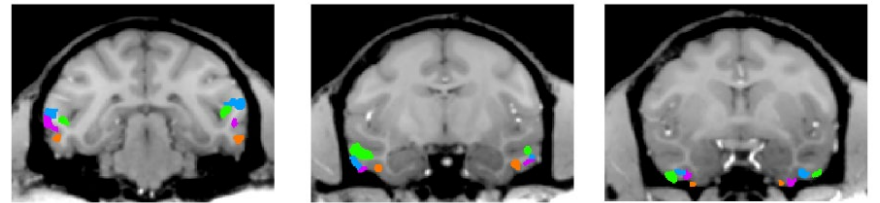
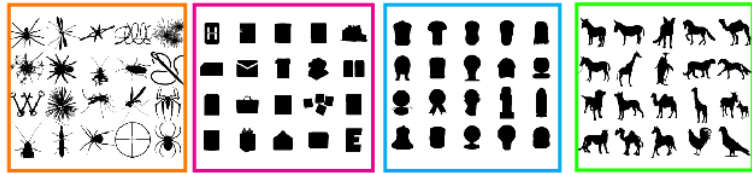
- Predicting previous accounts of IT organization
- Predicting shape rather than semantic selectivity
- Predicting responses to new stimuli

fmri experiments with new stimuli

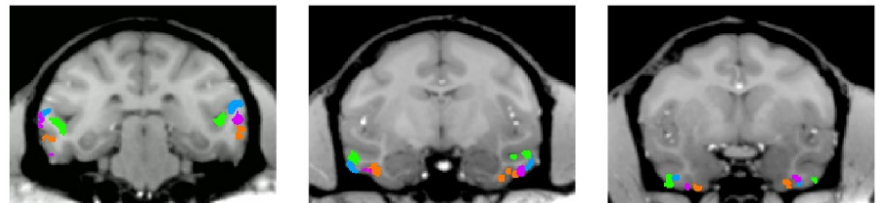
Real objects



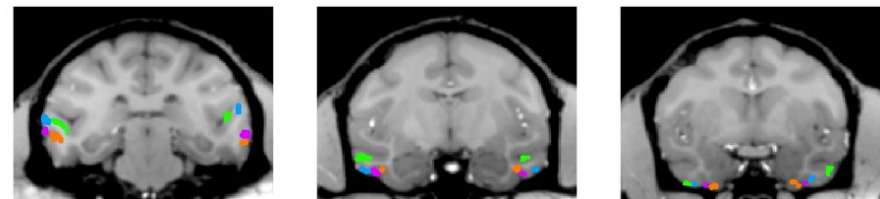
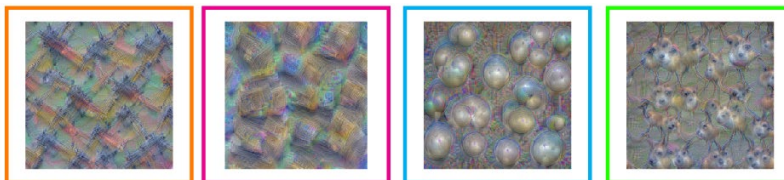
Silhouettes



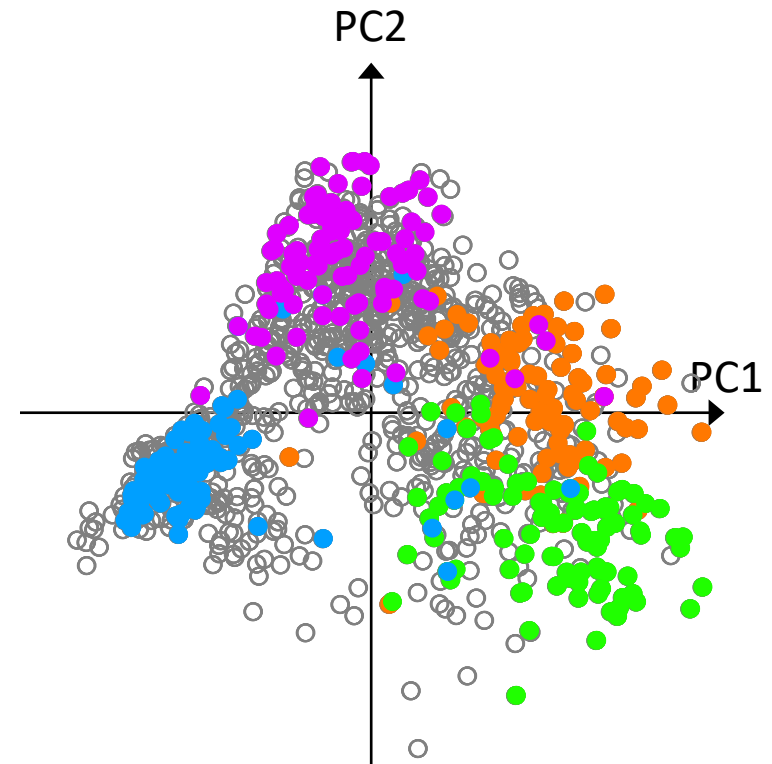
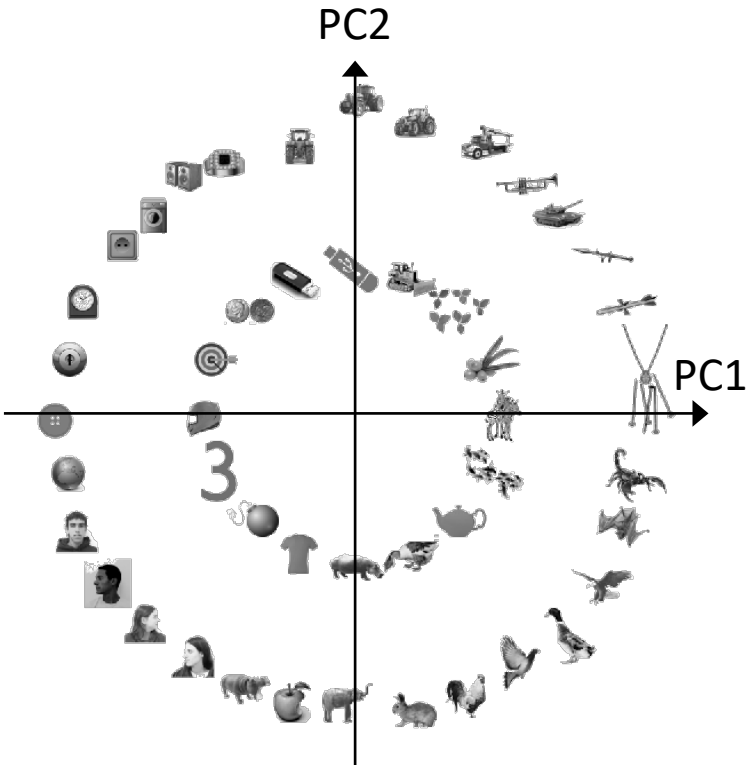
Fake objects



Deep dream



The similar object spaces exist in other supervised-learning networks

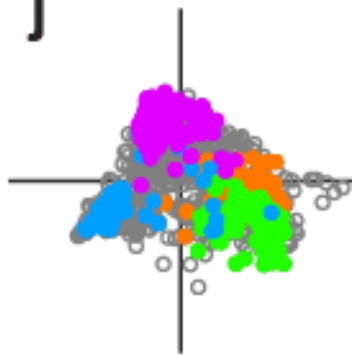


- Network X
- Body
- Face
- Stubby

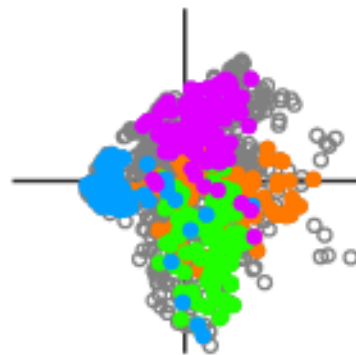
- The structure of the network
- Supervised learning and Unsupervised learning
- The images used in the training set (the visual experience)

The structure of the network

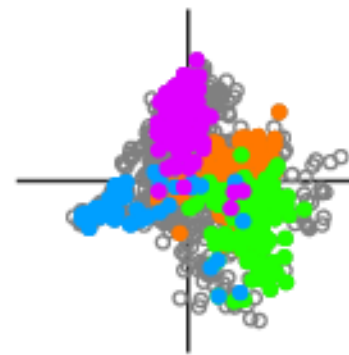
j



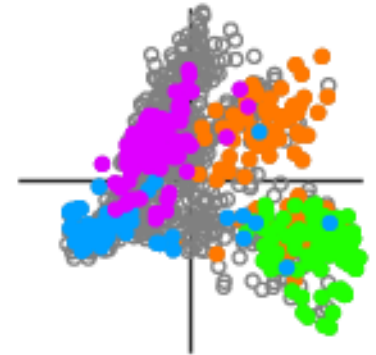
2. Vgg-f
(fc6)



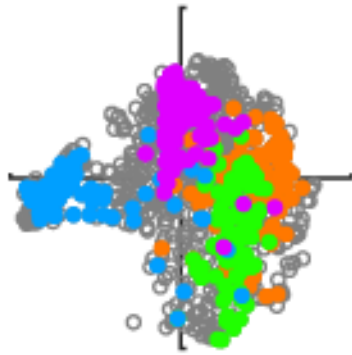
3. Vgg16
(Conv5_2)



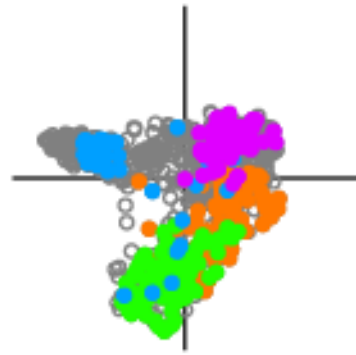
4. Vgg19
(Conv5_3)



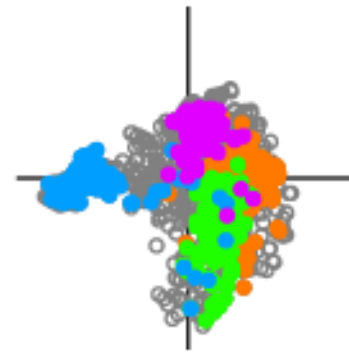
5. Googlenet
(Inception5-a)



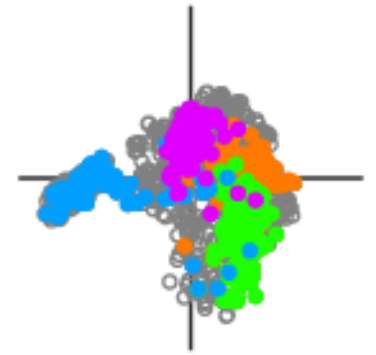
6. Inceptionv3
(Mixed8)



7. Resnet101
(Res5a)

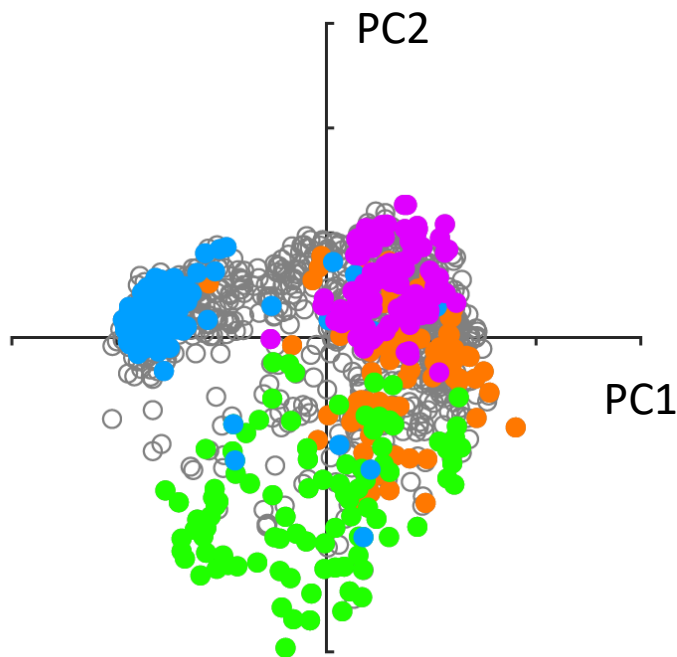
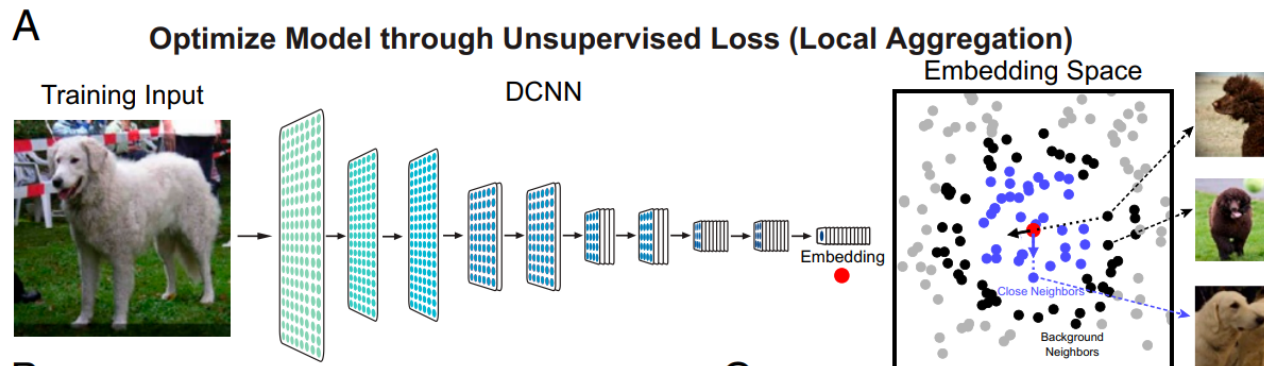


8. Densenet201
(Conv5_block6_concat)

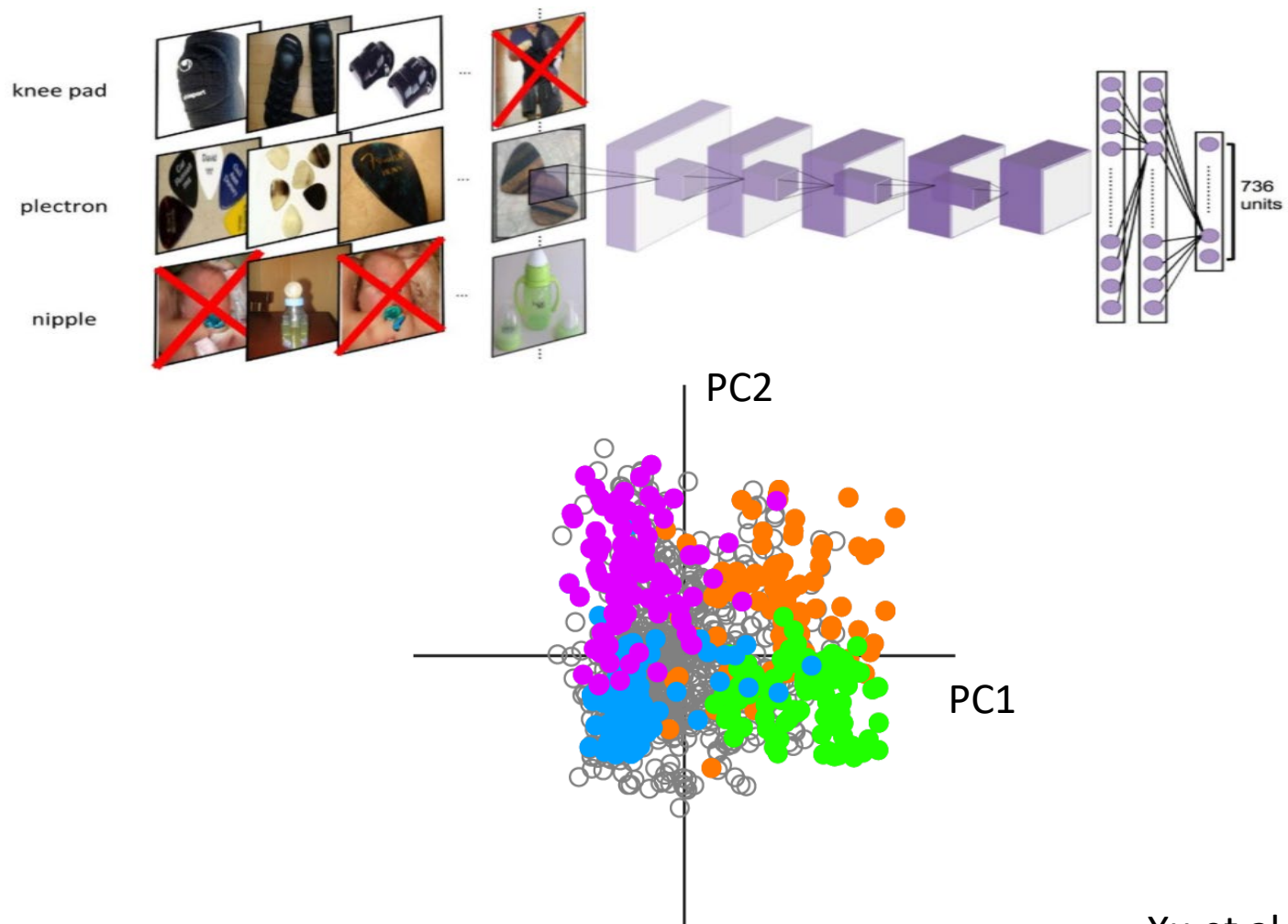


9. Inceptionresnetv2
(Block8_1)

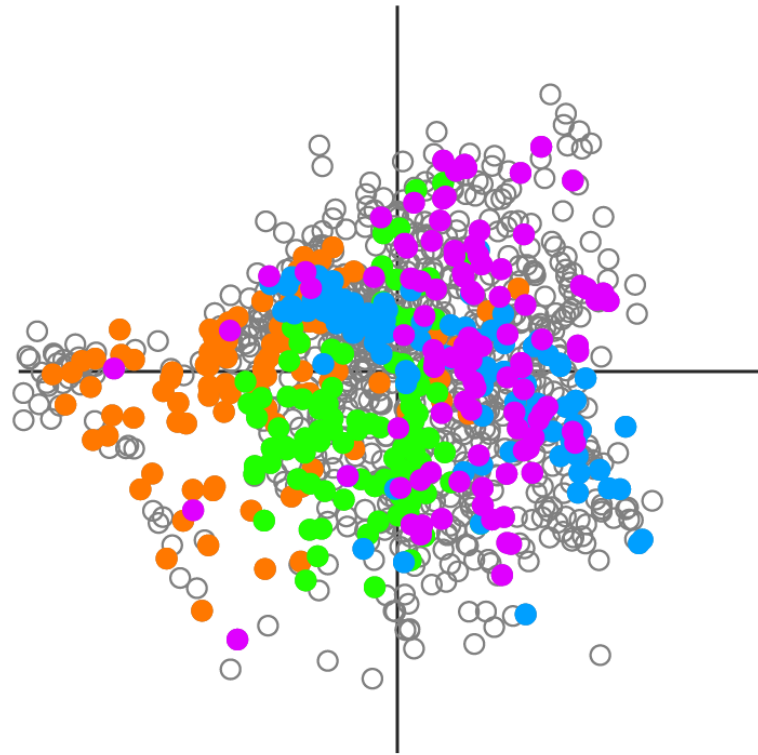
Unsupervised learning



Visual experience



The object space doesn't exist in the un-trained network



IT organization

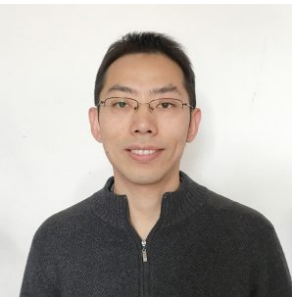
- Cells are anatomically clustered into four networks according to the first two components of their preferred axes, forming a map of object space.
- This map is repeated across three stages of increasing view invariance.
- Cells comprising these maps harbor sufficient coding capacity to approximately reconstruct objects.
- Similar object spaces can be observed in trained networks.

Thank you!

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Liang She



Mason McGill



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