

# Motion Integration Cosmo 2012

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# What is Motion?

As Visual Input:

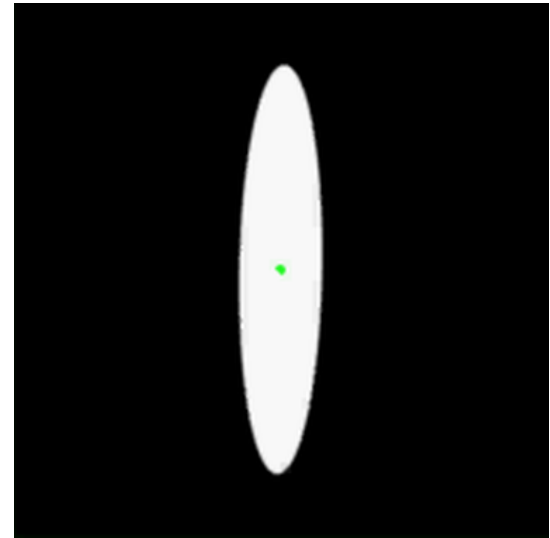
- Change in the spatial distribution of light on the sensors.

Minimally,  $dl(x,y,t)/dt \neq 0$

As Perception:

- Inference about causes of intensity change, e.g.

$I(x,y,t)$        $v_{OBJ}(x,y,z,t)$



# Motion Perception as Cue Integration



# Local Translations

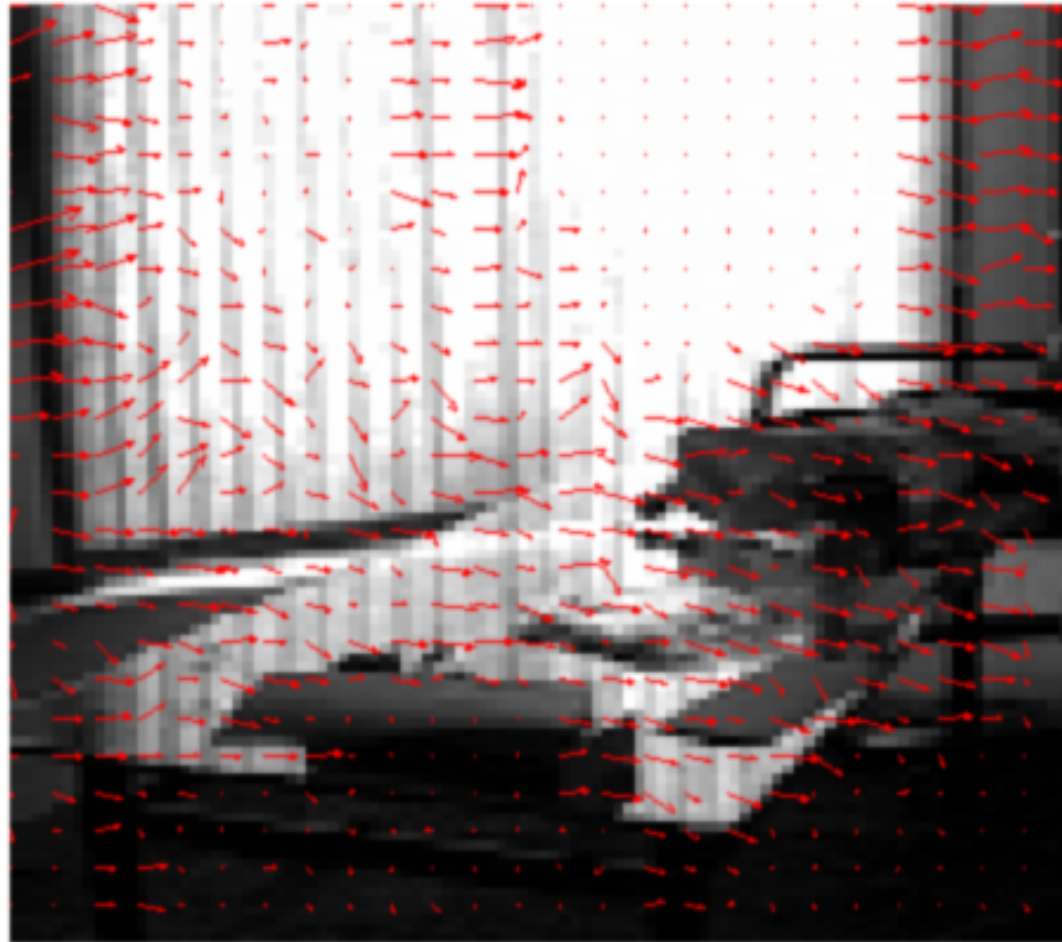
## **OpticFlow:**

**(Gibson,1950)**

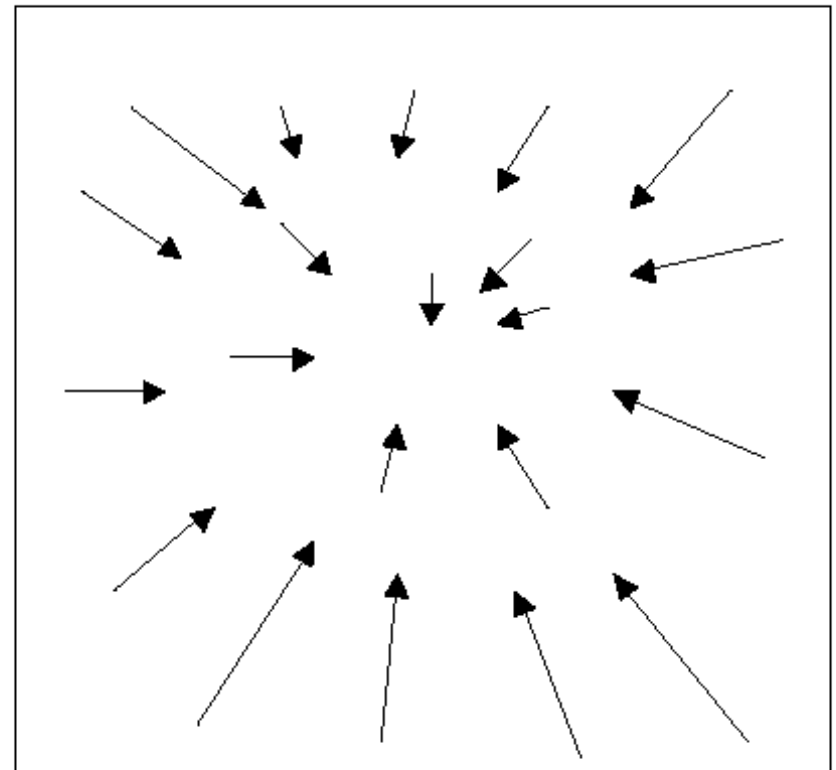
**Assigns local image  
velocities  $v(x,y,t)$**

**Time ~100msec**

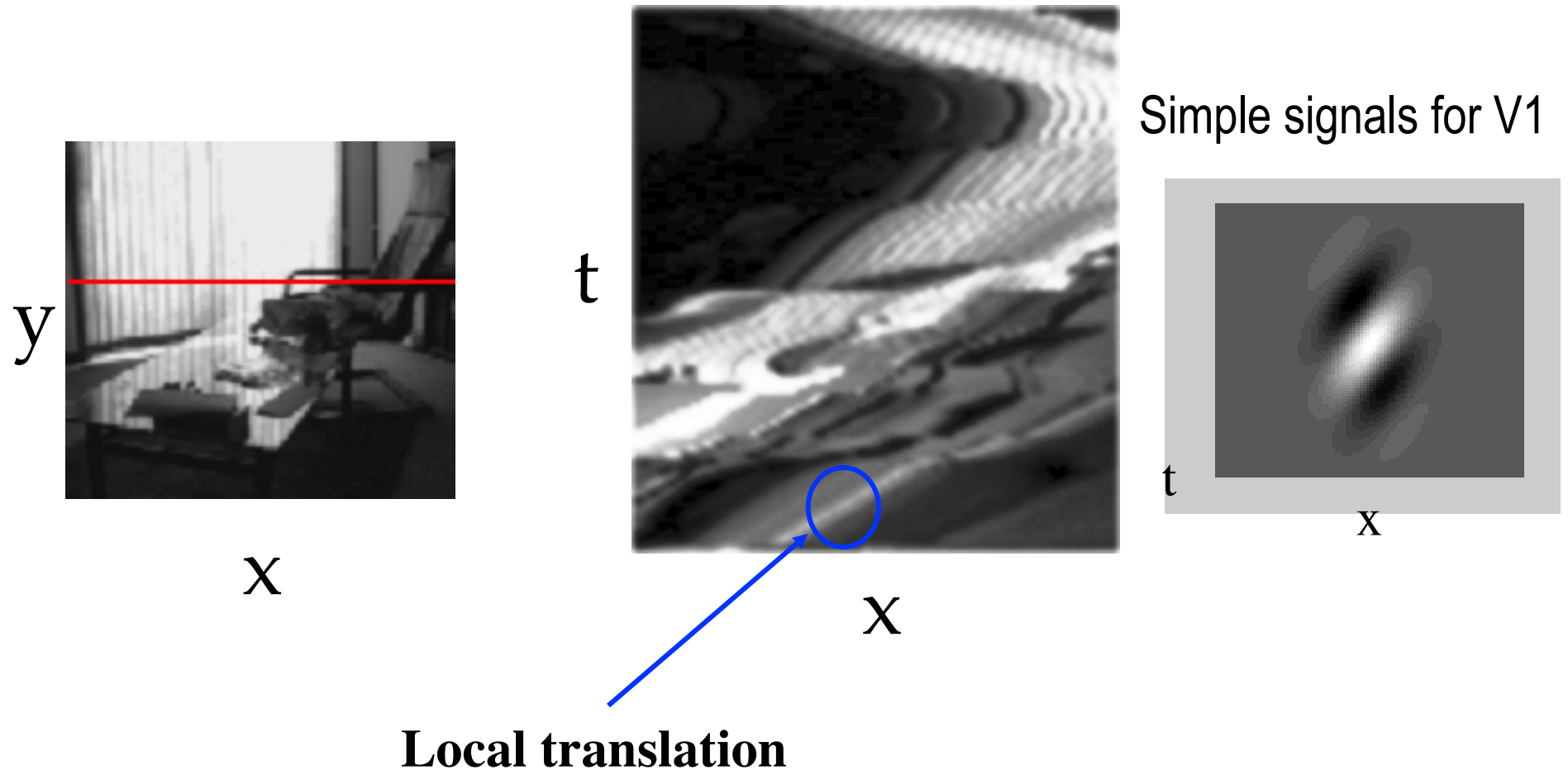
**Space ~1-10deg**



# Larger goal is to estimate self/object motion



# X-T Slice of Translating Camera



# Differential approach: Optical flow constraint equation

Brightness should stay  
constant as you track  
motion

$$I(x + u\delta t, y + v\delta t, t + \delta t) = I(x, y, t)$$

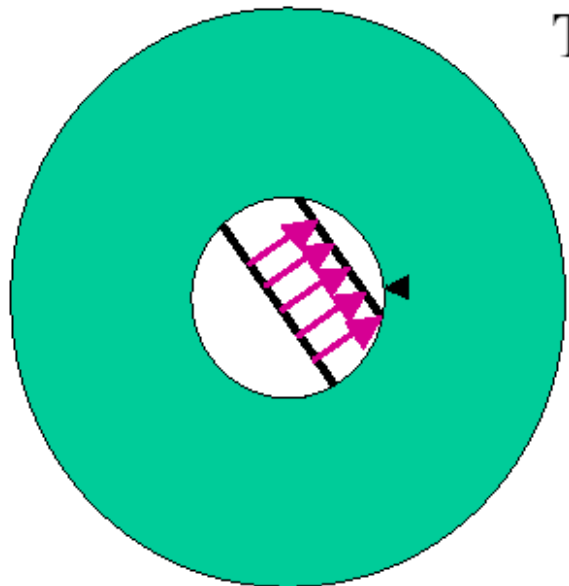
1<sup>st</sup> order Taylor series,  
valid for small  $\delta t$

$$I(x, y, t) + u\delta t I_x + v\delta t I_y + \delta t I_t = I(x, y, t)$$

Constraint equation

$$uI_x + vI_y + I_t = 0$$

“BCCE” - Brightness Change Constraint Equation



**The gradient constraint:**

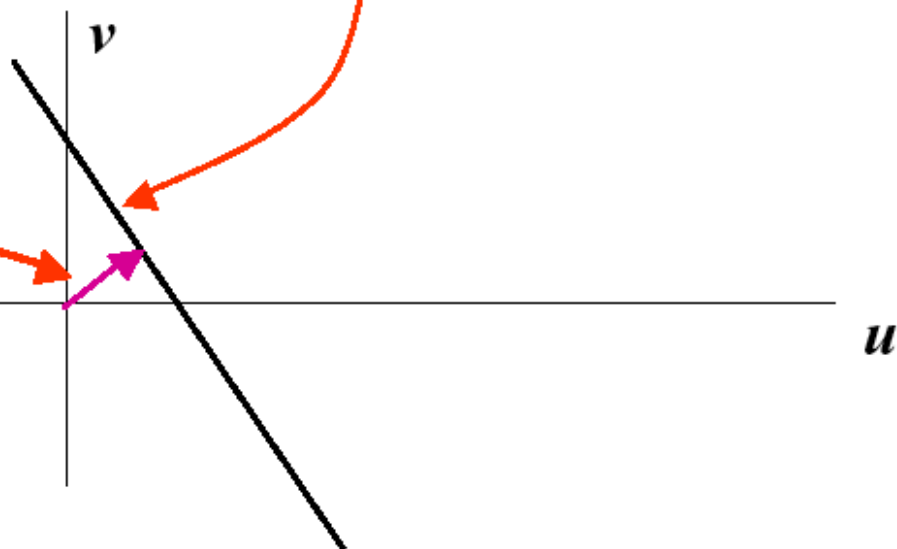
$$I_x u + I_y v + I_t = 0$$

$$\nabla I \bullet \vec{U} = 0$$

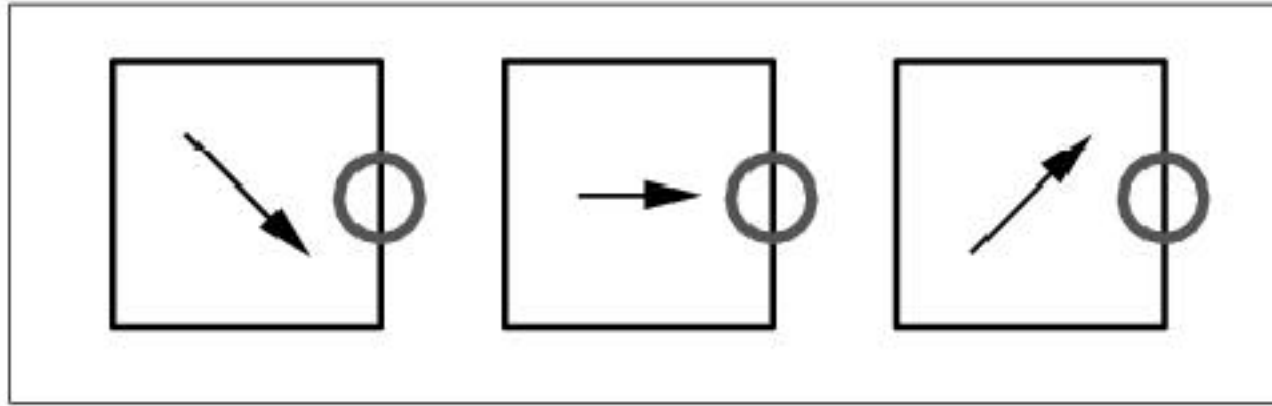
**Defines a line in the  $(u,v)$  space**

**Normal Flow:**

$$u_{\perp} = -\frac{I_t}{|\nabla I|} \frac{\nabla I}{|\nabla I|}$$

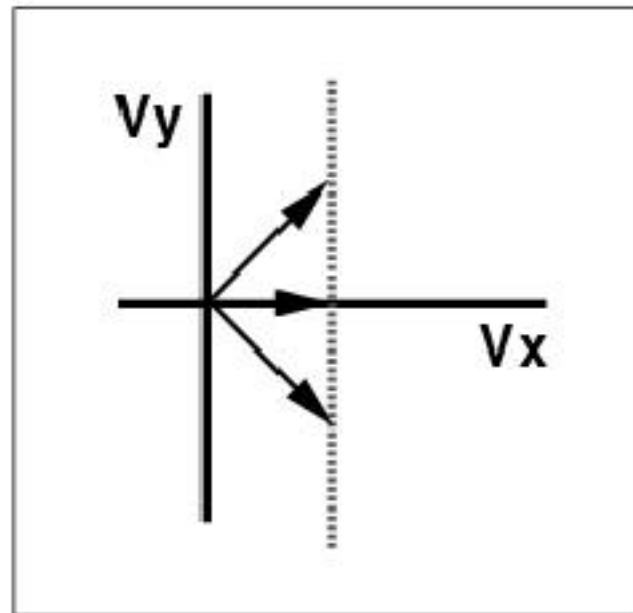


# Object motion via Edge integration



a

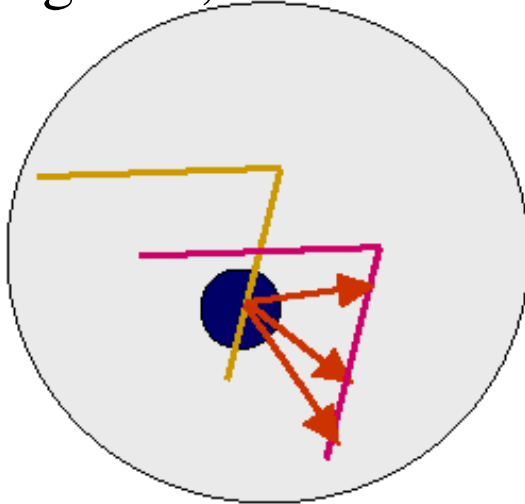
Normal flow:  
Motion component in the  
direction of the edge



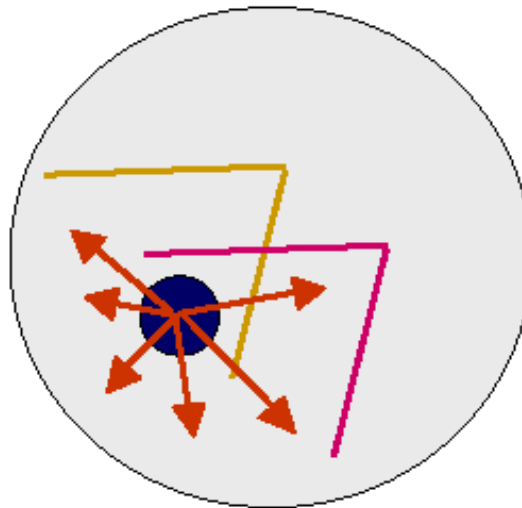
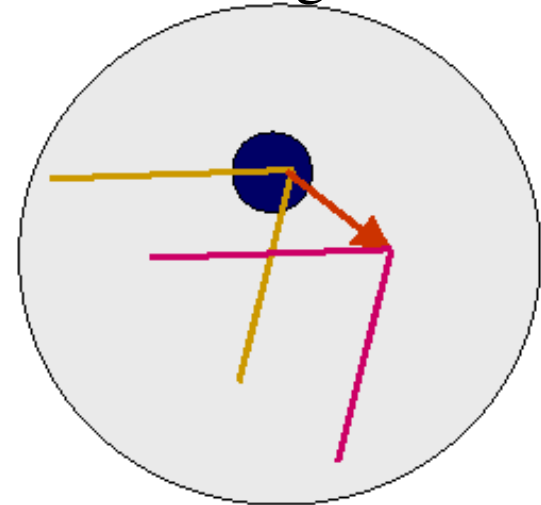
b

# Local Patch Analysis

Ambiguous, but constrained

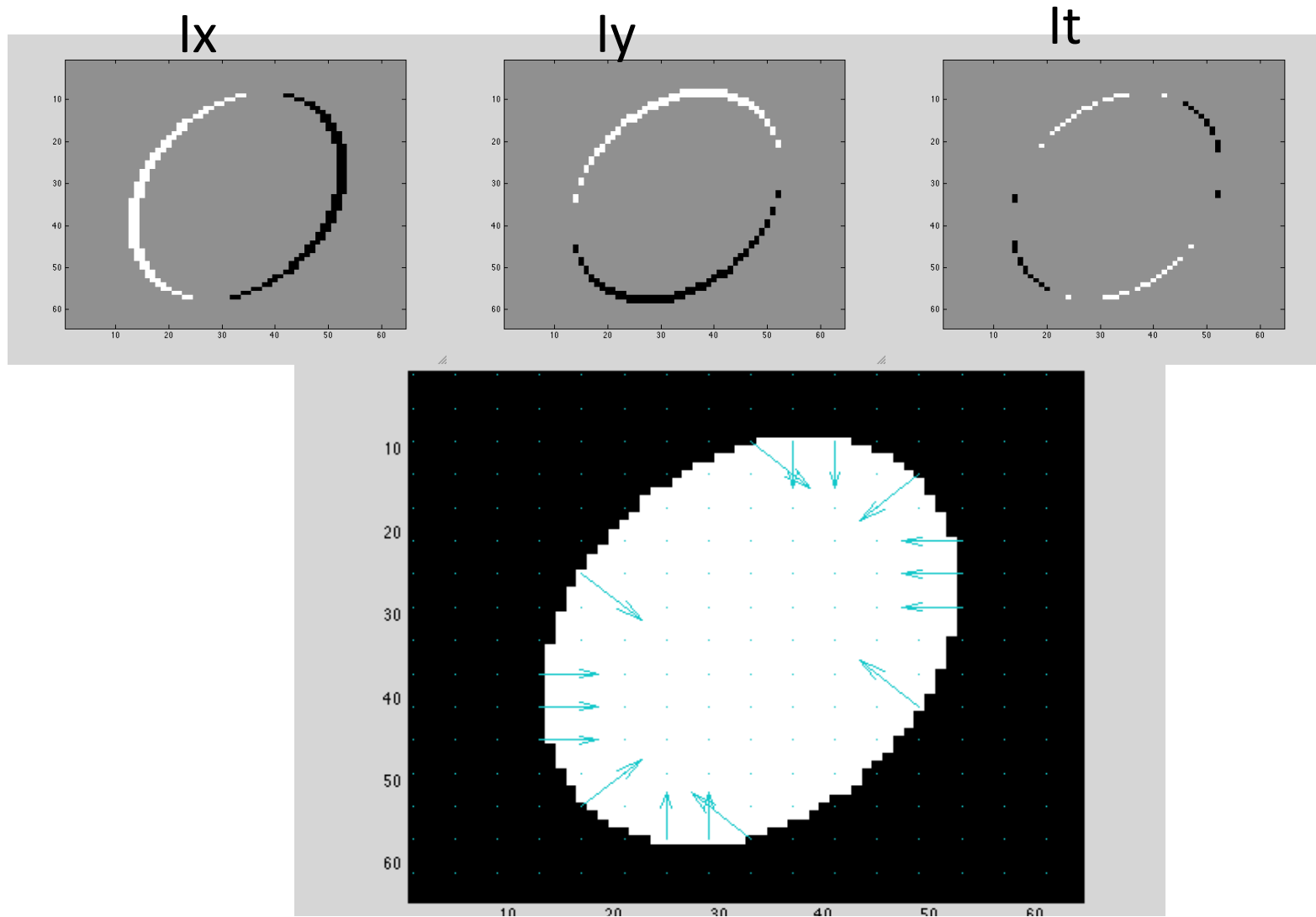


Unambiguous



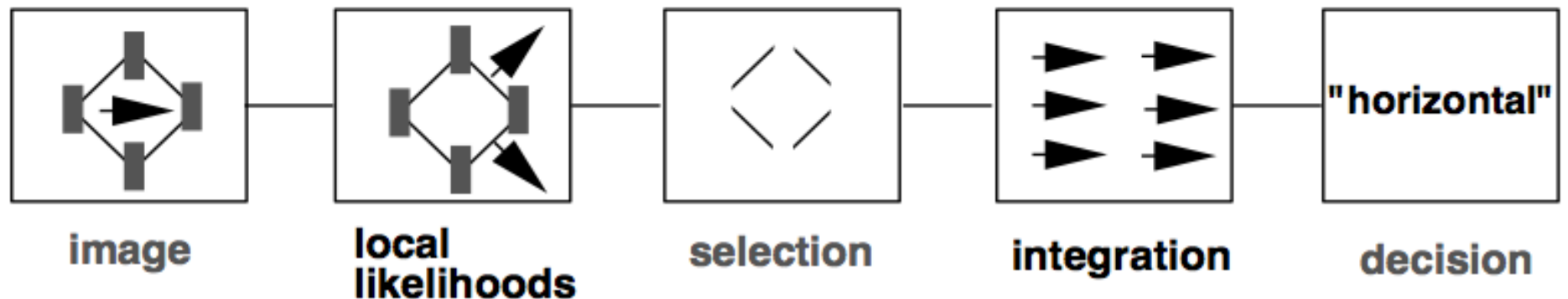
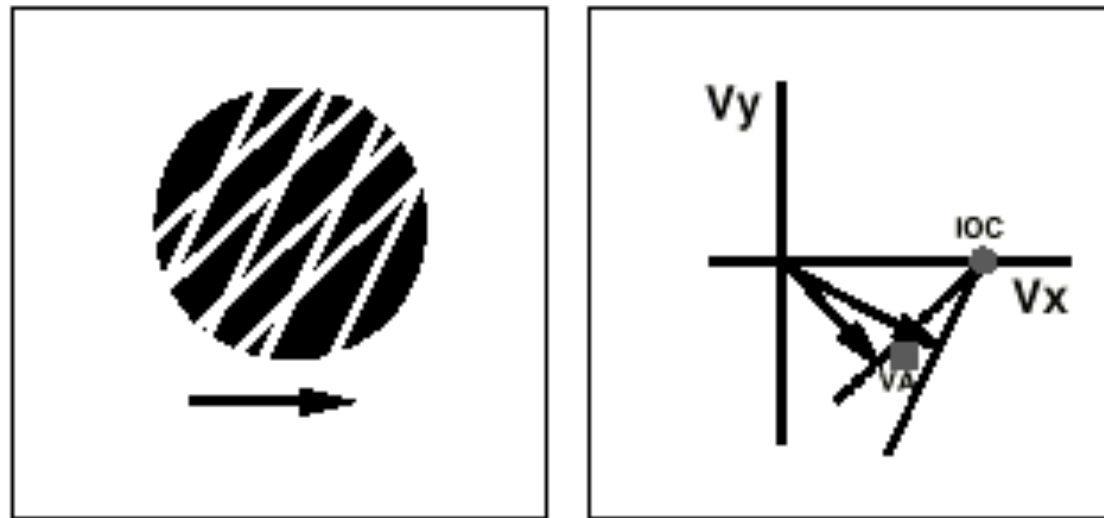
Ambiguous

# Visualizing Derivatives

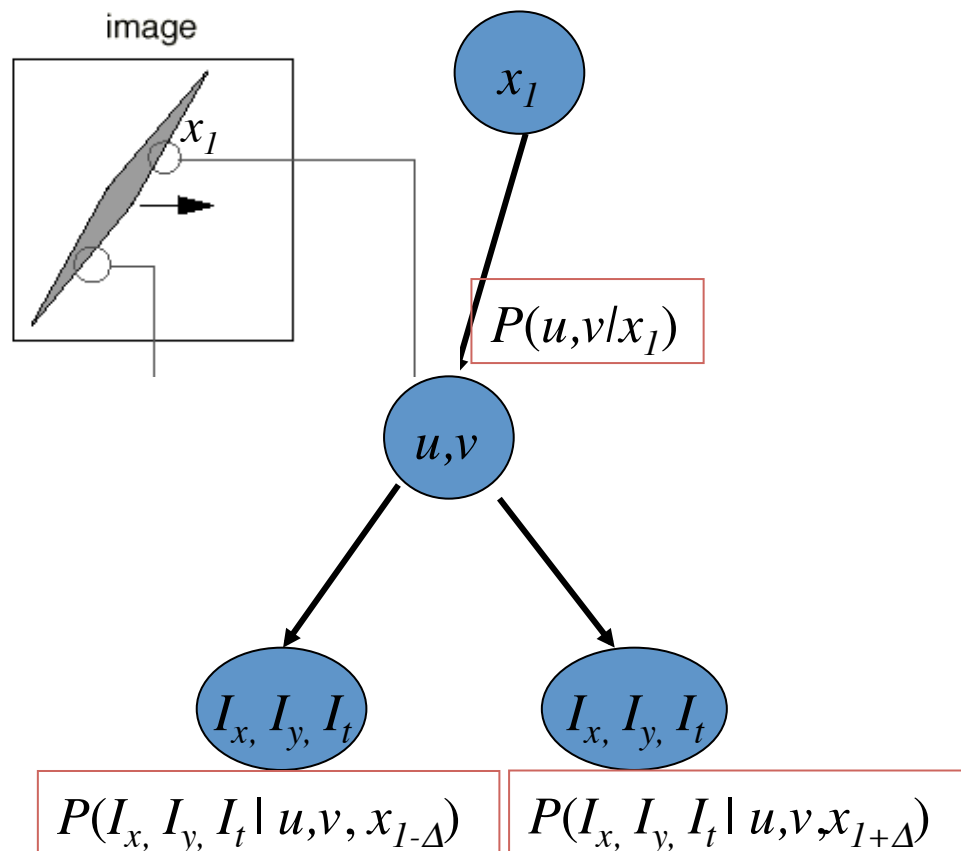


# Motion processing as cue combination

- Slow & smooth: A Bayesian theory for the combination of local motion signals in human vision, Weiss & Adelson (1998)

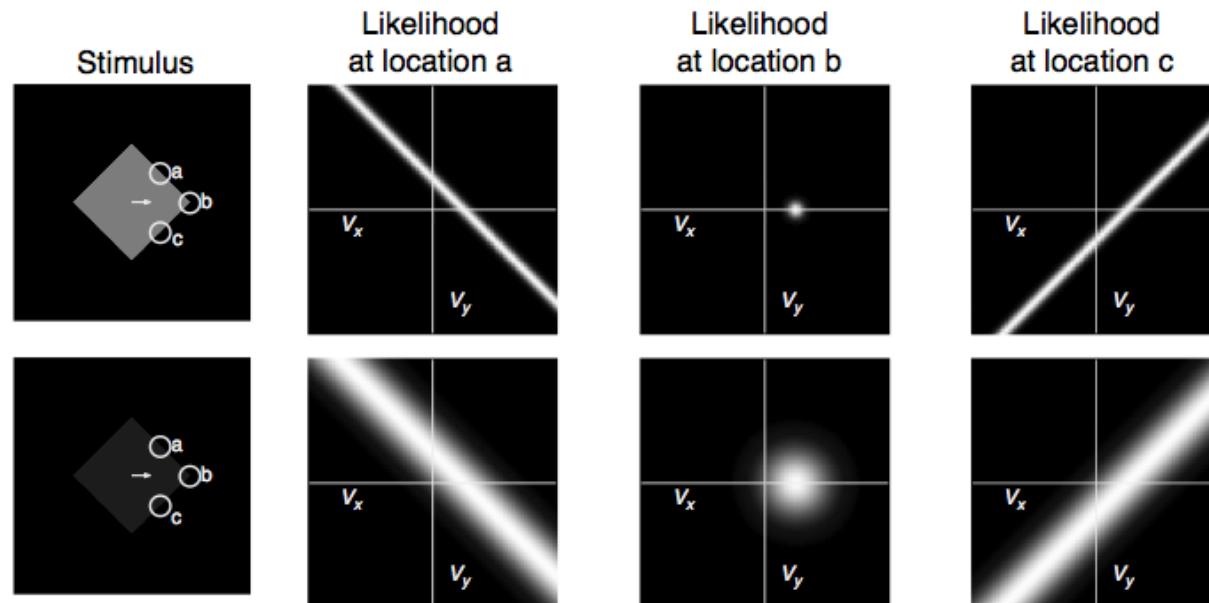
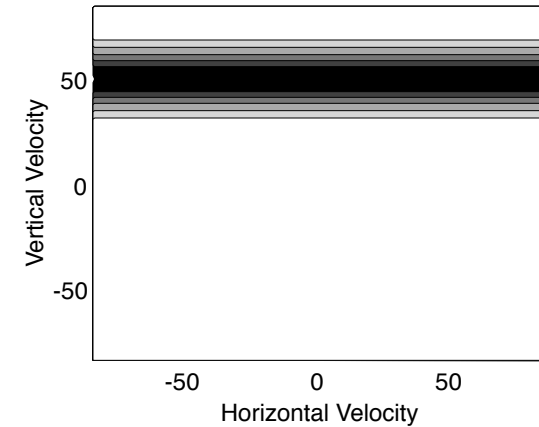
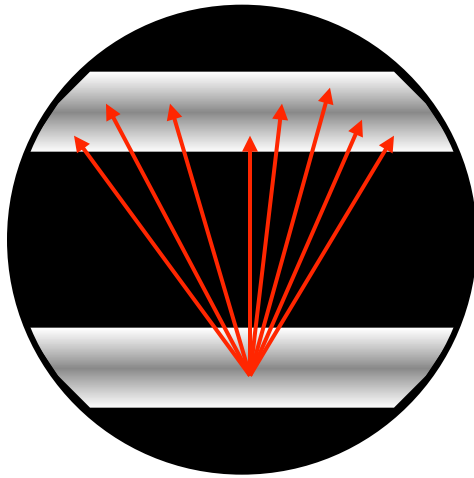


# As a Graphical Model: Local



Integrate intensities  
locally around  $x_l$  and across time

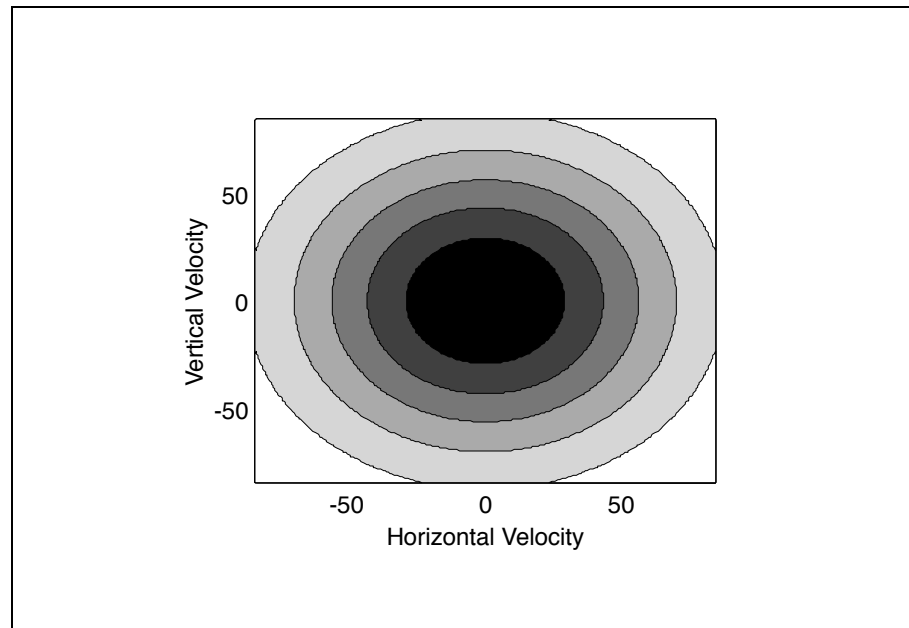
# Likelihoods



Likelihood functions for three local patches of a horizontally translating diamond stimulus, computed using equation (4). Intensity correlation. Top, high-contrast sequence. Bottom, low-contrast sequence, with the same parameter  $\alpha$ . At edges, the local likelihood is a 'fuzzy' line; at corners, the local likelihood peaks around the veridical velocity. The sharpness of the likelihood decreases with decreasing contrast.

# Assume a single prior on velocity for all

- Human observers favor slow motions



# Likelihood

$$I(x, y, t) = I(x - v_x \Delta t, y - v_y \Delta t, t - \Delta t) + \eta$$

$$I(x, y, t) - I(x - \mathbf{v}_x \Delta t, y - \mathbf{v}_y \Delta t, t - \Delta t) = \eta$$

$$P(I(x_i, y_i, t) | \mathbf{v}) \propto \exp \left( - \frac{\left( I(x_i, y_i, t) - I(x - \mathbf{v}_x \Delta t, y - \mathbf{v}_y \Delta t, t - \Delta t) \right)^2}{2\sigma^2} \right)$$

$$I(x_i - \mathbf{v}_x \Delta t, y_i - \mathbf{v}_y \Delta t, t - \Delta t) \approx I(x_i, y_i, t) - I_x \mathbf{v}_x \Delta t - I_y \mathbf{v}_y \Delta t - I_t \Delta t$$

$$\begin{aligned} I(x_i, y_i, t) - I(x_i - \mathbf{v}_x \Delta t, y_i - \mathbf{v}_y \Delta t, t - \Delta t) &= I_x \mathbf{v}_x \Delta t + I_y \mathbf{v}_y \Delta t + I_t \Delta t \\ &= (I_x \mathbf{v}_x + I_y \mathbf{v}_y + I_t) \Delta t \end{aligned}$$

**First-order  
Taylor series  
expansion**

$$P(I(x_i, y_i, t) | \mathbf{v}) \propto \exp \left( - \frac{\left( I_x \mathbf{v}_x + I_y \mathbf{v}_y + I_t \right)^2}{2\sigma^2} \right)$$

# Likelihood

$$P(I(x, y, t) | \mathbf{v}) = \prod_i P(I(x_i, y_i, t) | \mathbf{v})$$

$$\propto \prod_i \exp\left(-\frac{1}{2\sigma^2} (I_x \mathbf{v}_x + I_y \mathbf{v}_y + I_t)^2\right)$$

$$\propto \exp\left(-\frac{1}{2\sigma^2} \int_{x,y} w(x, y) (I_x \mathbf{v}_x + I_y \mathbf{v}_y + I_t)^2 dx dy\right)$$

Gaussian window

(local patches or mixture of local patches)

# Posterior

$$\begin{aligned}\log\left(P(\mathbf{v} \mid I(x, y, t))\right) &= \log\left(P(I(x, y, t) \mid \mathbf{v})\right) + \log\left(P(\mathbf{v})\right) \\ &\propto \left(\sum_{x, y} -\frac{1}{2\sigma^2} \left(I_x \mathbf{v}_x + I_y \mathbf{v}_y + I_t\right)^2\right) - \frac{1}{2\sigma_p^2} \left(\mathbf{v}_x^2 + \mathbf{v}_y^2\right)\end{aligned}$$

# Optimal Percepts

- Perceived motion corresponds to the MAP estimate

Posterior is Gaussian  $\rightarrow$  MAP is mean

$$\mathbf{v}^* = \arg \max_{\mathbf{v}} P(\mathbf{v} | I), P(\mathbf{v} | I) = P(\mathbf{v}) \prod_i P(I(x_i, y_i) | \mathbf{v})$$

$$\begin{pmatrix} \sum I_x^2 + \frac{\sigma^2}{\sigma_p^2} & \sum I_x I_y \\ \sum I_x I_y & \sum I_y^2 + \frac{\sigma^2}{\sigma_p^2} \end{pmatrix} \mathbf{v}^* = - \begin{pmatrix} \sum I_x I_t \\ \sum I_y I_t \end{pmatrix}$$

Only one free parameter

# Simple Theory is simply Bayesian Linear Regression

- Assume observations from a deterministic function with added Gaussian noise:

$$t = y(\mathbf{x}, \mathbf{w}) + \epsilon \quad \text{where} \quad p(\epsilon|\beta) = \mathcal{N}(\epsilon|0, \beta^{-1})$$

- which is the same as saying,

$$p(t|\mathbf{x}, \mathbf{w}, \beta) = \mathcal{N}(t|y(\mathbf{x}, \mathbf{w}), \beta^{-1}).$$

- Given observed inputs,  $\mathbf{X} = \{\mathbf{x}_1, \dots, \mathbf{x}_N\}$ , and targets,  $\mathbf{t} = [t_1, \dots, t_N]^T$ , we obtain the likelihood function

$$p(\mathbf{t}|\mathbf{X}, \mathbf{w}, \beta) = \prod_{n=1}^N \mathcal{N}(t_n|\mathbf{w}^T \boldsymbol{\phi}(\mathbf{x}_n), \beta^{-1}).$$

- Taking the logarithm, we get

$$\begin{aligned}\ln p(\mathbf{t}|\mathbf{w}, \beta) &= \sum_{n=1}^N \ln \mathcal{N}(t_n | \mathbf{w}^T \boldsymbol{\phi}(\mathbf{x}_n), \beta^{-1}) \\ &= \frac{N}{2} \ln \beta - \frac{N}{2} \ln(2\pi) - \beta E_D(\mathbf{w})\end{aligned}$$

- where

$$E_D(\mathbf{w}) = \frac{1}{2} \sum_{n=1}^N \{t_n - \mathbf{w}^T \boldsymbol{\phi}(\mathbf{x}_n)\}^2$$

- is the sum-of-squares error.

# General Case

- Computing the gradient and setting it to zero yields

$$\nabla_{\mathbf{w}} \ln p(\mathbf{t}|\mathbf{w}, \beta) = \beta \sum_{n=1}^N \{t_n - \mathbf{w}^T \phi(\mathbf{x}_n)\} \phi(\mathbf{x}_n)^T = \mathbf{0}.$$

- Solving for  $\mathbf{w}$ , we get

$$\mathbf{w}_{\text{ML}} = \left( \Phi^T \Phi \right)^{-1} \Phi^T \mathbf{t}$$

The Moore-Penrose  
pseudo-inverse,  $\Phi^\dagger$ .

- where

$$\Phi = \begin{pmatrix} \phi_0(\mathbf{x}_1) & \phi_1(\mathbf{x}_1) & \cdots & \phi_{M-1}(\mathbf{x}_1) \\ \phi_0(\mathbf{x}_2) & \phi_1(\mathbf{x}_2) & \cdots & \phi_{M-1}(\mathbf{x}_2) \\ \vdots & \vdots & \ddots & \vdots \\ \phi_0(\mathbf{x}_N) & \phi_1(\mathbf{x}_N) & \cdots & \phi_{M-1}(\mathbf{x}_N) \end{pmatrix}.$$

# Bayesian Linear Regression

Define a conjugate prior over  $\mathbf{w}$

$$p(\mathbf{w}) = \mathcal{N}(\mathbf{w} | \mathbf{m}_0, \mathbf{S}_0).$$

Combining this with the likelihood function and using results for marginal and conditional Gaussian distributions, gives the posterior

$$p(\mathbf{w} | \mathbf{t}) = \mathcal{N}(\mathbf{w} | \mathbf{m}_N, \mathbf{S}_N)$$

where

$$\mathbf{m}_N = \mathbf{S}_N \left( \mathbf{S}_0^{-1} \mathbf{m}_0 + \beta \Phi^T \mathbf{t} \right)$$

$$\mathbf{S}_N^{-1} = \mathbf{S}_0^{-1} + \beta \Phi^T \Phi.$$

# Bayesian Linear Regression (2)

- A common choice for the prior is

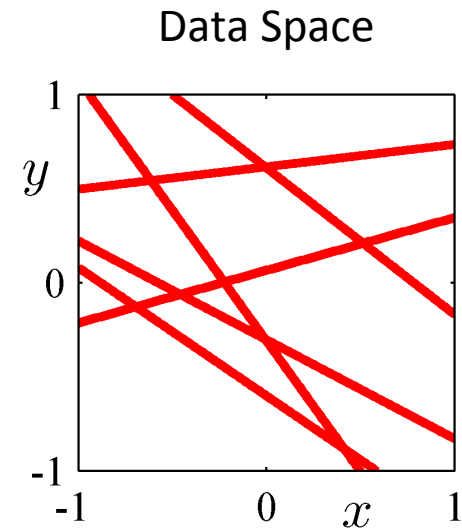
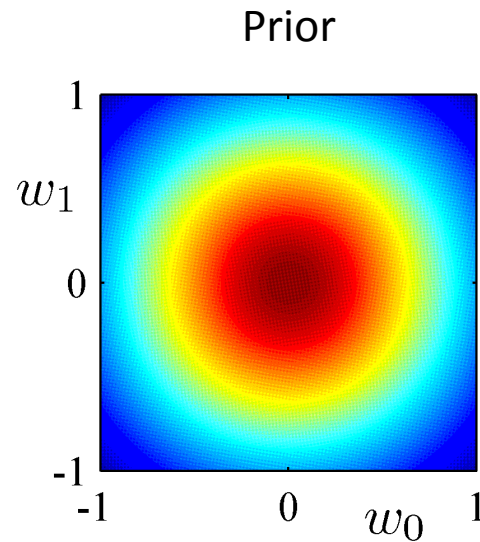
$$p(\mathbf{w}) = \mathcal{N}(\mathbf{w} | \mathbf{0}, \alpha^{-1} \mathbf{I})$$

- for which

$$\begin{aligned}\mathbf{m}_N &= \beta \mathbf{S}_N \Phi^T \mathbf{t} \\ \mathbf{S}_N^{-1} &= \alpha \mathbf{I} + \beta \Phi^T \Phi.\end{aligned}$$

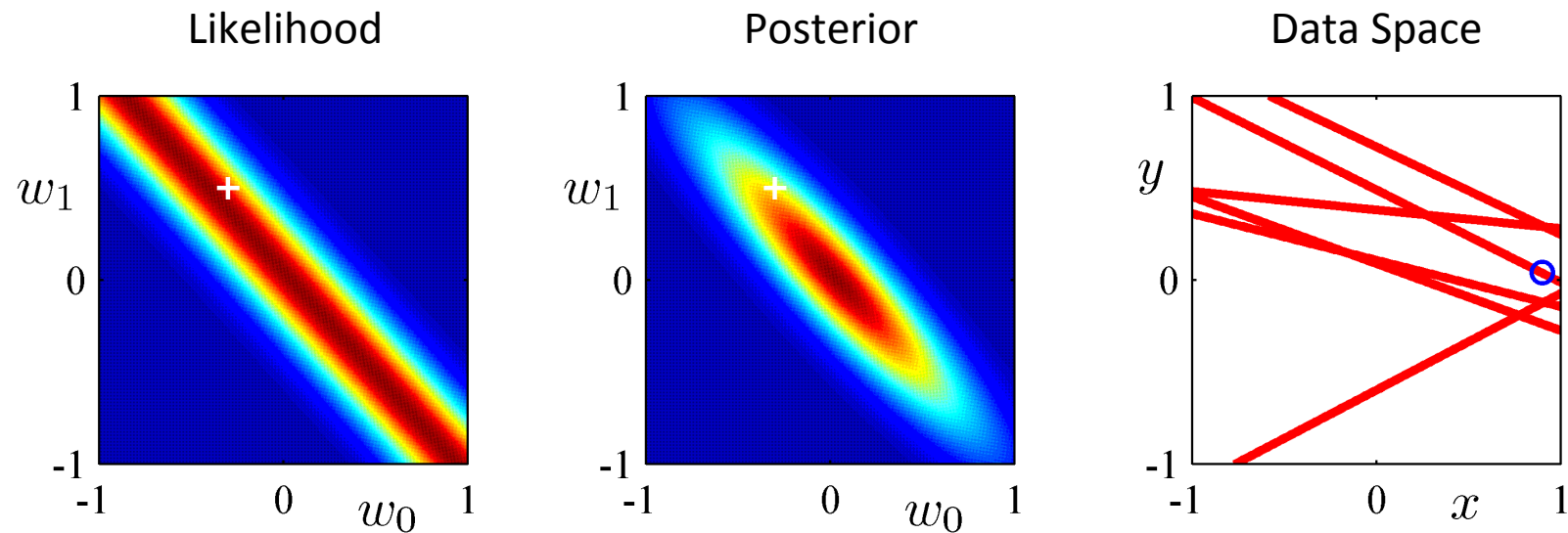
# Bayesian Linear Regression (3)

0 data points observed



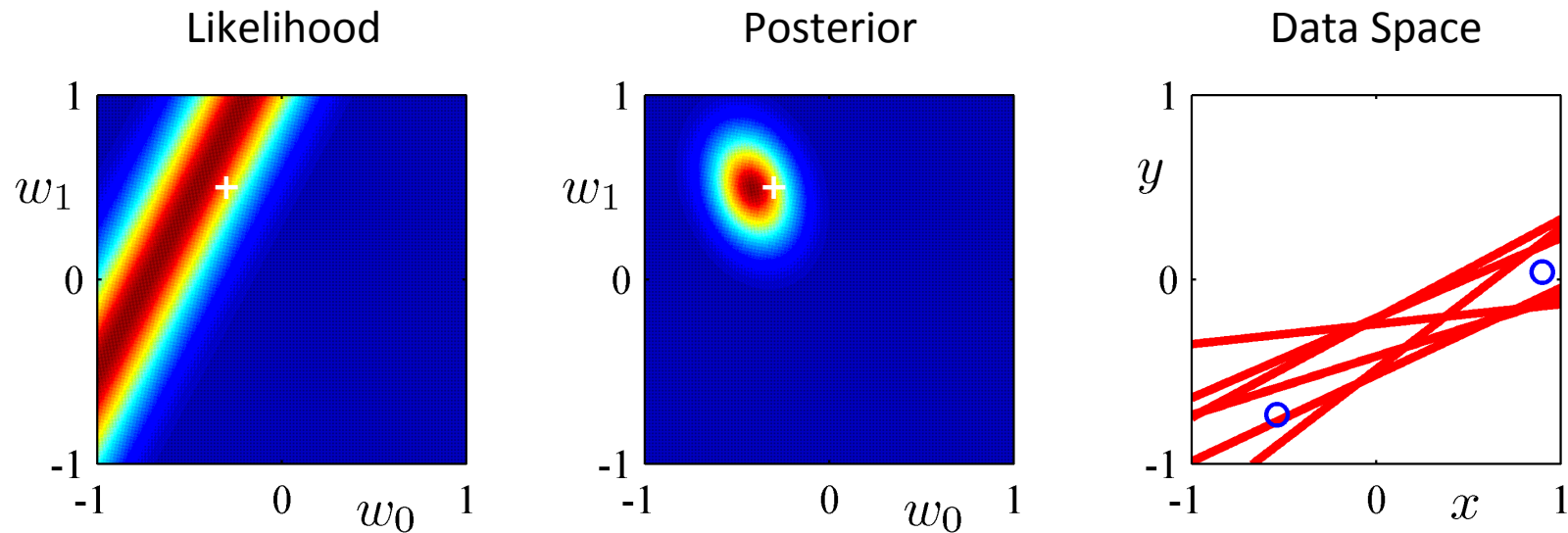
# Bayesian Linear Regression

1 data point observed



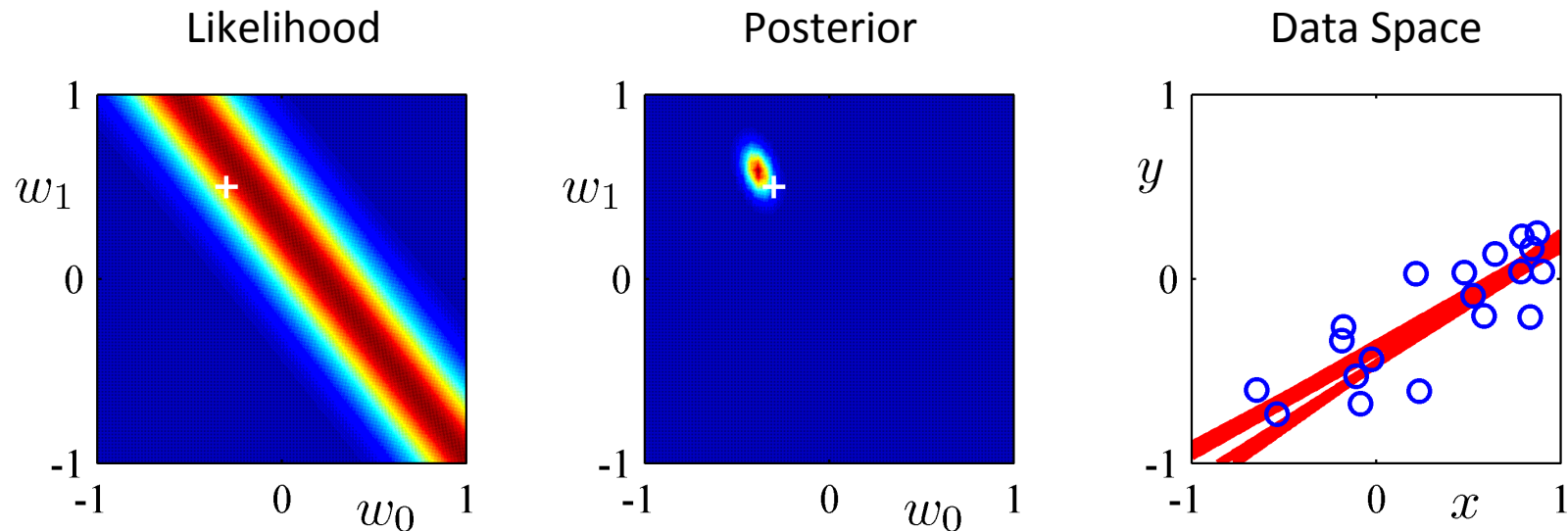
# Bayesian Linear Regression

2 data points observed



# Bayesian Linear Regression (6)

20 data points observed



For motion theory, points are regions with non-zero image derivatives

# Likelihood

$$-L(\mathbf{v}) = \frac{1}{2\sigma^2} \sum_{x,y} (I_x \mathbf{v}_x + I_y \mathbf{v}_y + I_t)^2 + \frac{1}{2\sigma_p^2} \sum_{x,y} (\mathbf{v}_x^2 + \mathbf{v}_y^2)$$

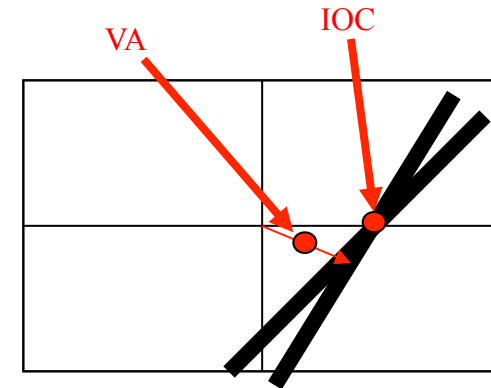
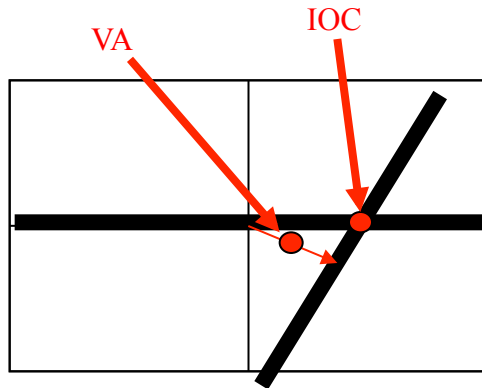
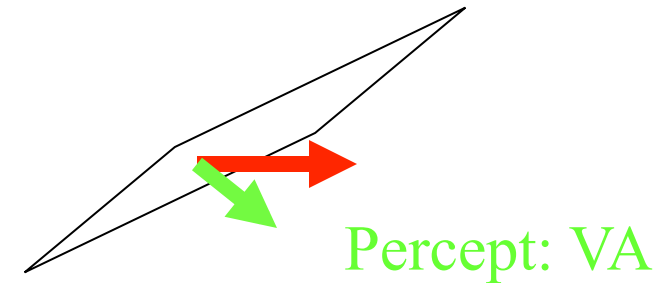
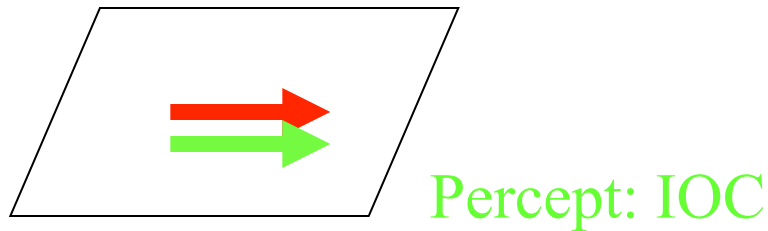
$$\frac{\partial L(\mathbf{v})}{\partial \mathbf{v}} = \frac{1}{2\sigma^2} \begin{pmatrix} 2 \sum_{x,y} (I_x \mathbf{v}_x + I_y \mathbf{v}_y + I_t) I_x \\ 2 \sum_{x,y} (I_x \mathbf{v}_x + I_y \mathbf{v}_y + I_t) I_y \end{pmatrix} + \frac{1}{2\sigma_p^2} \begin{pmatrix} 2 \sum_{x,y} \mathbf{v}_x \\ 2 \sum_{x,y} \mathbf{v}_y \end{pmatrix}$$

$$= -\frac{1}{\sigma^2} \begin{pmatrix} \left( \sum_{x,y} I_x^2 + \frac{\sigma^2}{\sigma_p^2} & \sum_{x,y} I_y I_x \right) \\ \sum_{x,y} I_y I_x & \sum_{x,y} I_y^2 + \frac{\sigma^2}{\sigma_p^2} \end{pmatrix} \mathbf{v} + \begin{pmatrix} \sum_{x,y} I_t I_x \\ \sum_{x,y} I_t I_y \end{pmatrix}$$

$$= 0$$

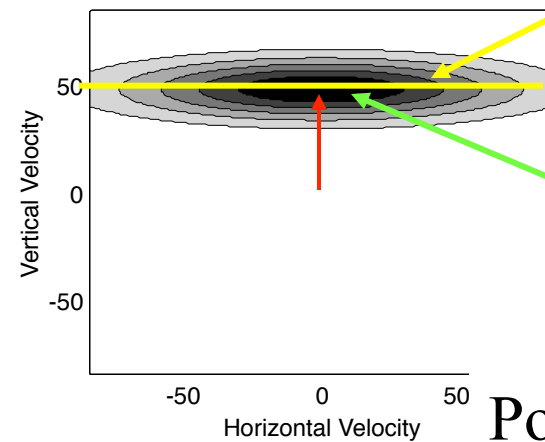
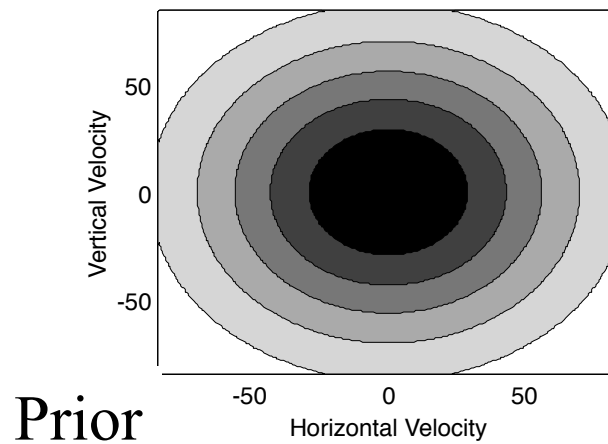
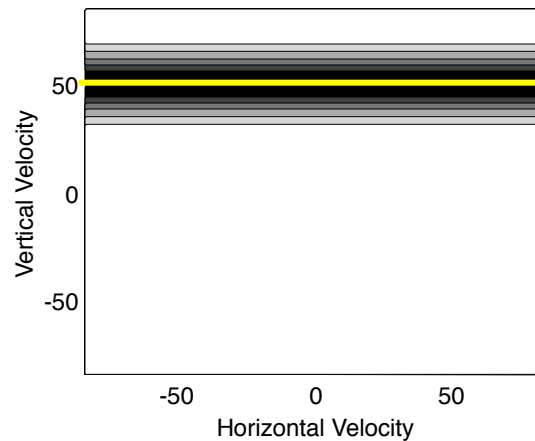
# Simple idea accounted for many observations left out of previous theories

- Example: Rhombus



# Motion Through An Aperture

Likelihood



ML

MAP

Prior

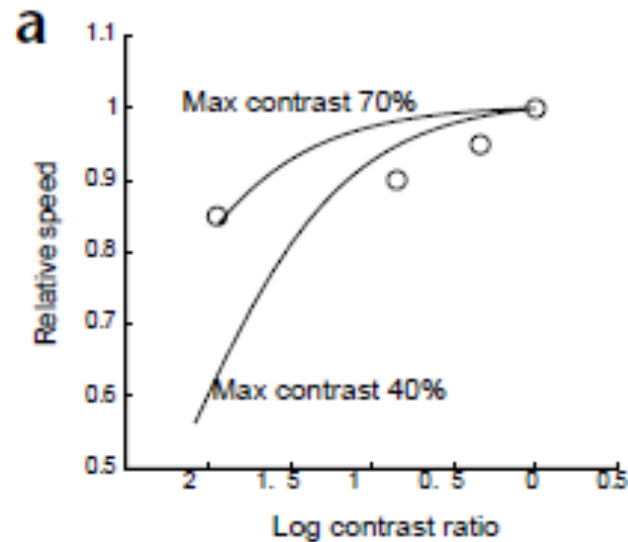
Posterior

# Motion And Contrast

- Driving in the fog
  - Drivers tend to speed up
- In low contrast situations, the prior dominates
  - In fog, poor quality visual information about speed
  - Priors biased toward slow speeds

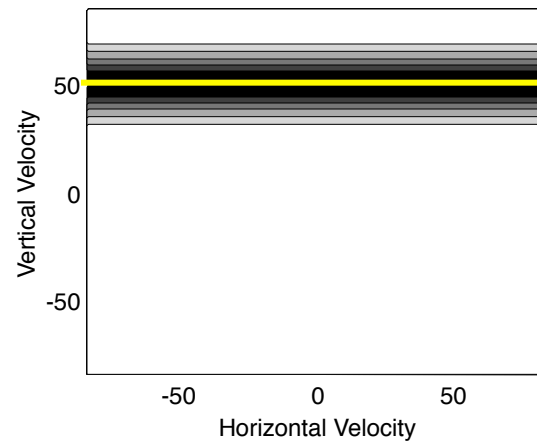
# Motion And Contrast

- Individuals tend to underestimate velocity in low contrast situations

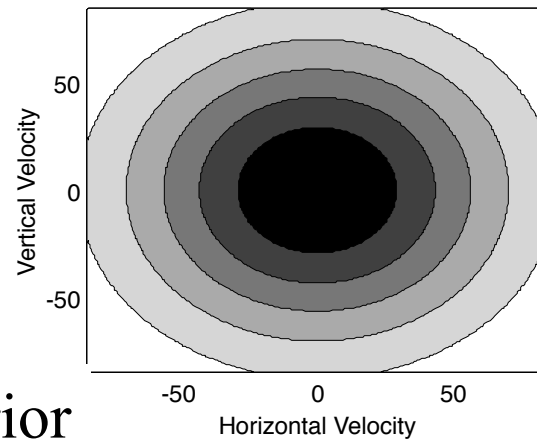


# Motion And Contrast

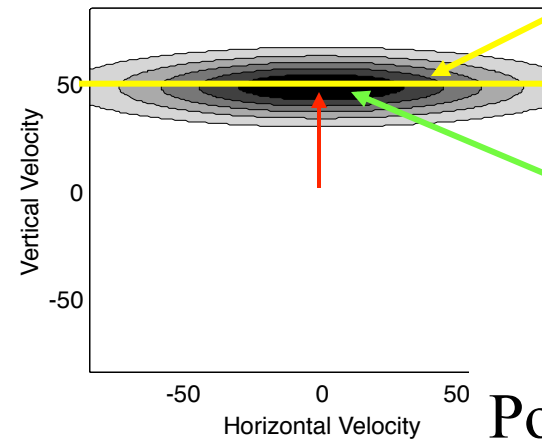
Likelihood



High  
Contrast



Prior



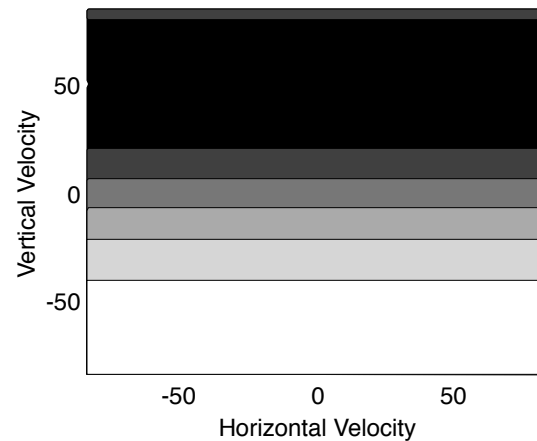
Posterior

ML

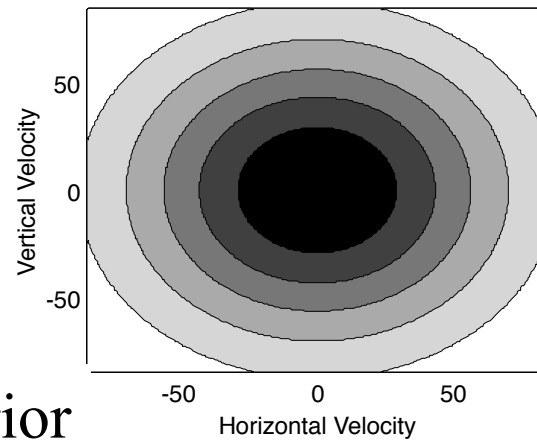
MAP

# Motion And Contrast

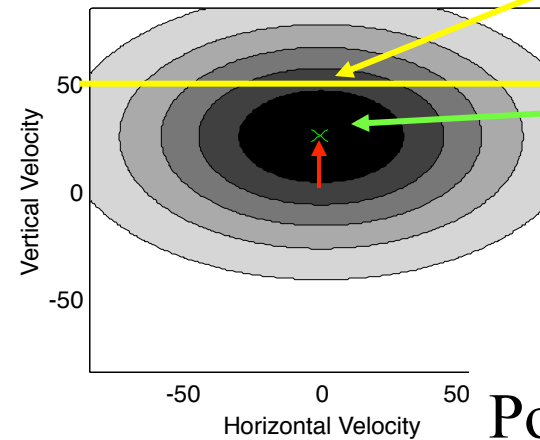
Likelihood



Low  
Contrast



Prior



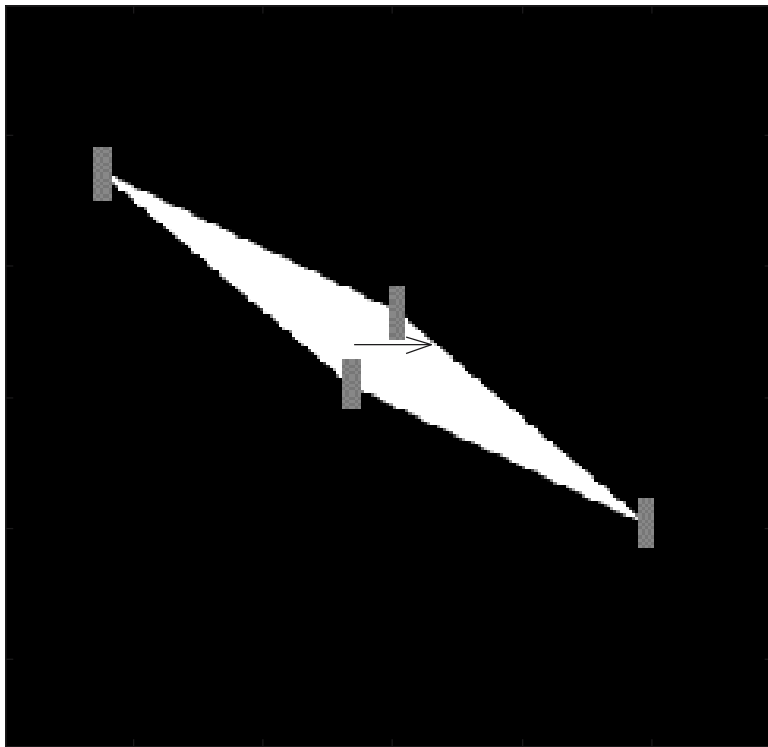
ML

MAP

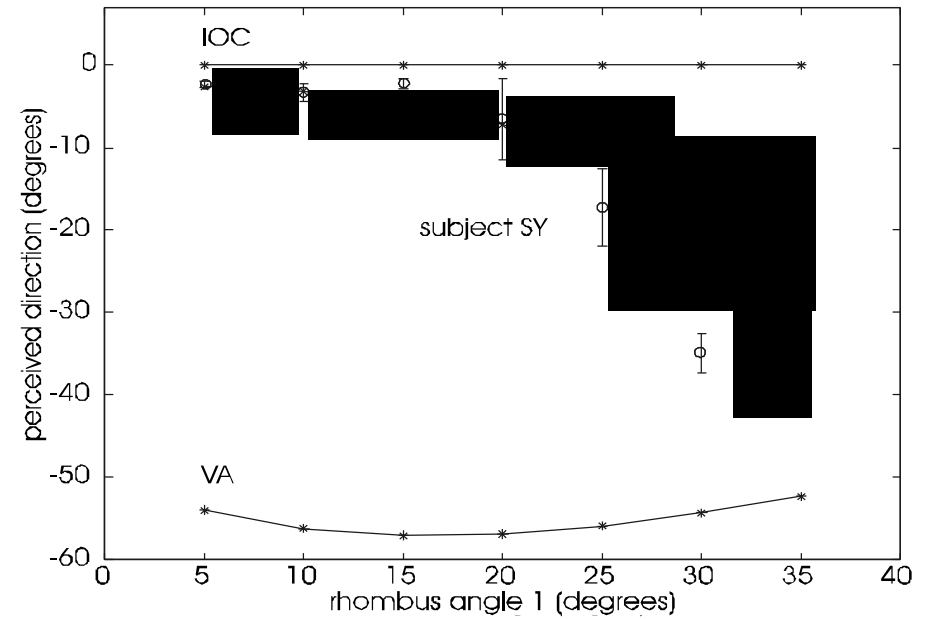
Posterior

# Rhombus Demo

# Moving Rhombus



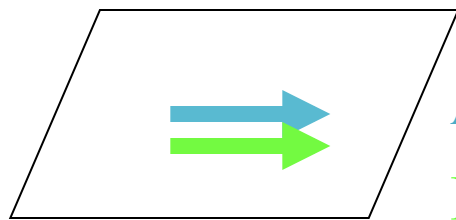
a.



b.

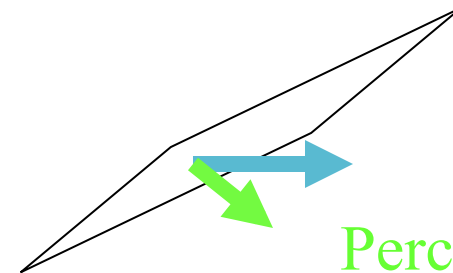
# Moving Rhombus

- Example: Rhombus

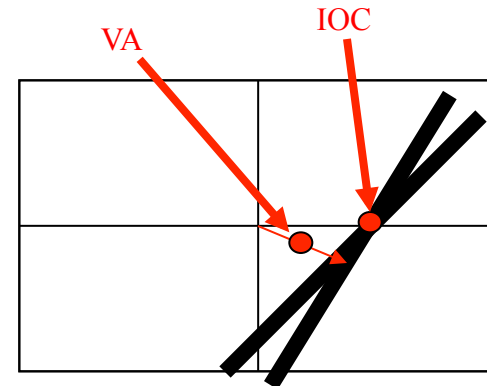
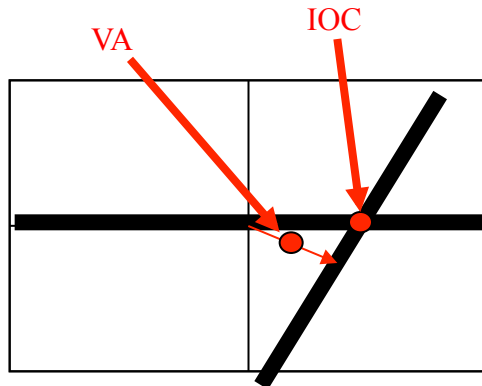


Actual motion

Percept: IOC

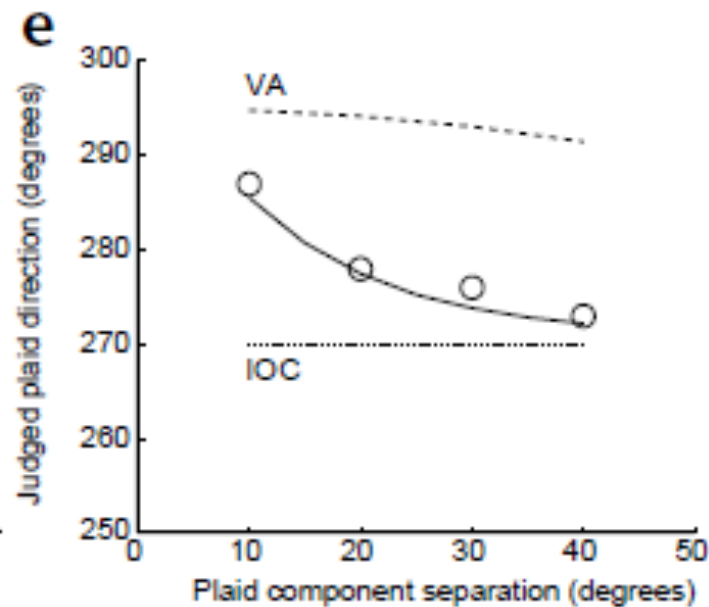


Percept: VA



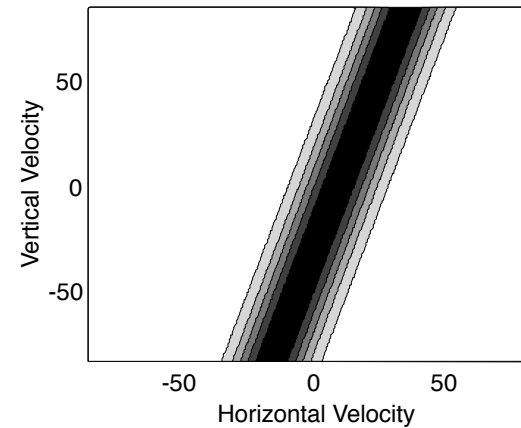
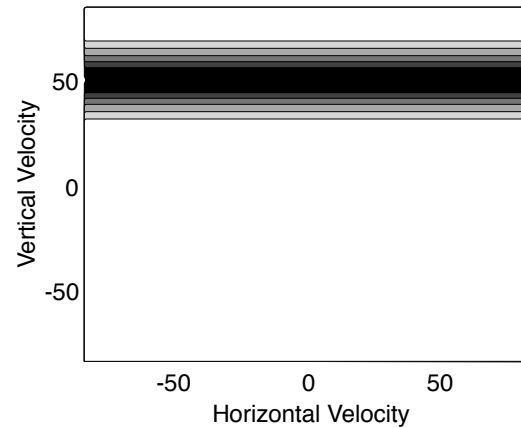
# Relative Orientation of Plaids

- Type II plaids
- Same information as in rhomboid (two distinct orientations)

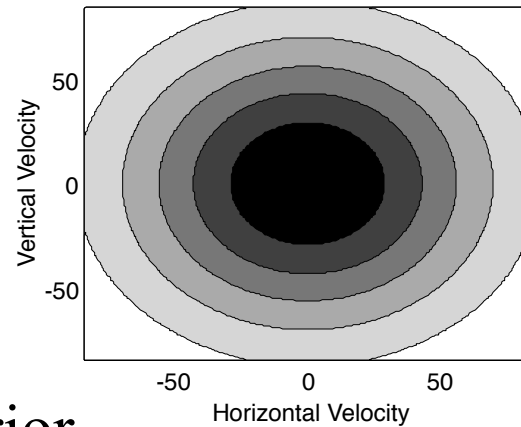


# Moving Rhombus

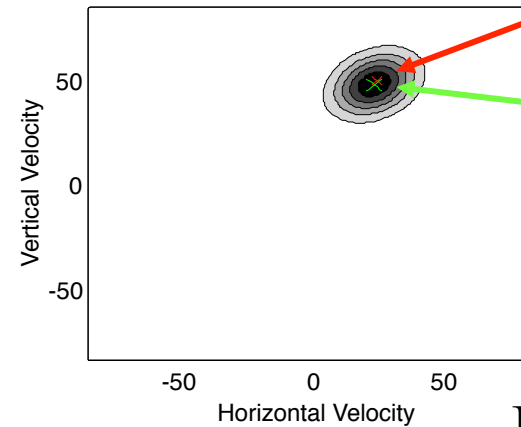
Likelihood



High  
Contrast



Prior



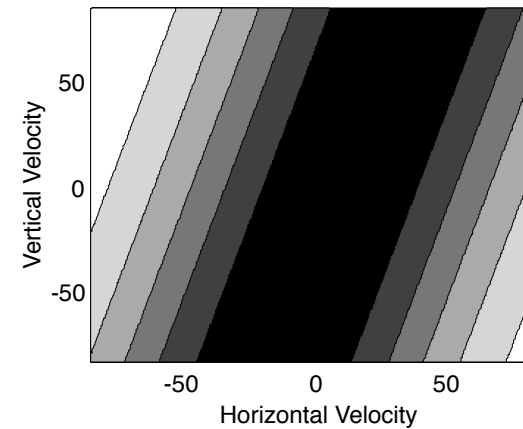
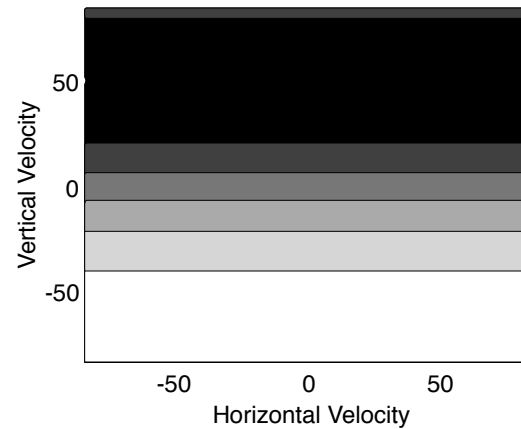
IOC

MAP

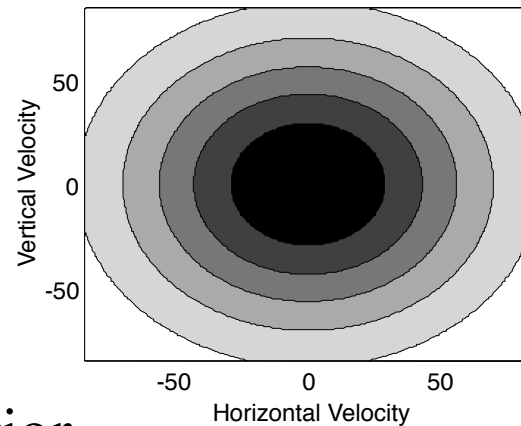
Posterior

# Moving Rhombus

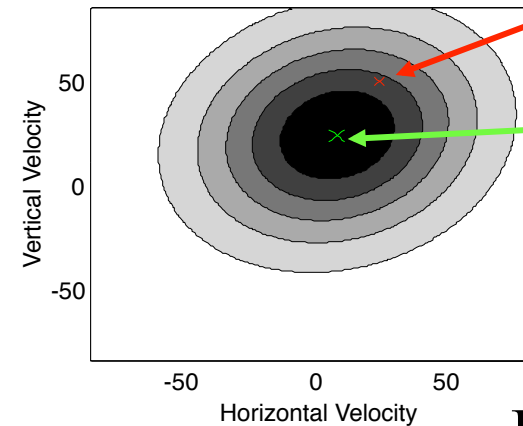
Likelihood



Low  
Contrast



Prior



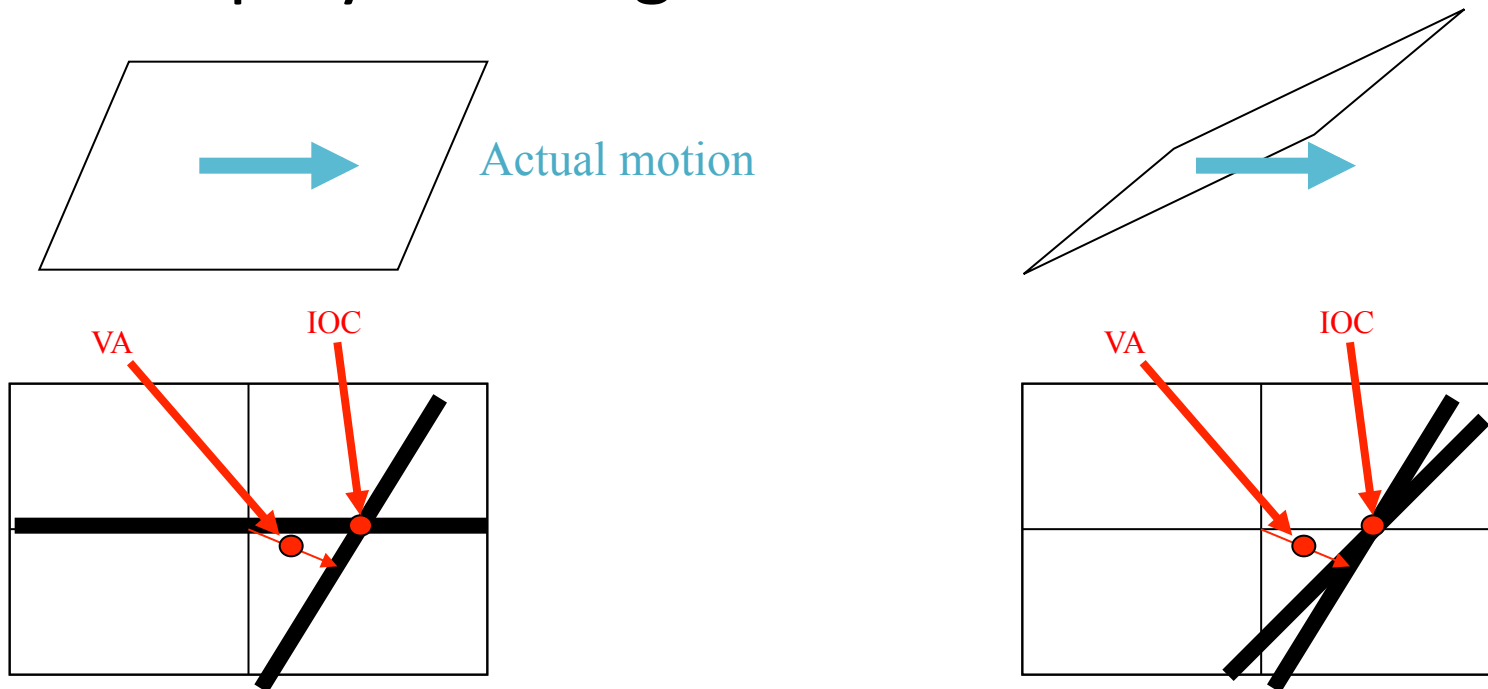
IOC

MAP

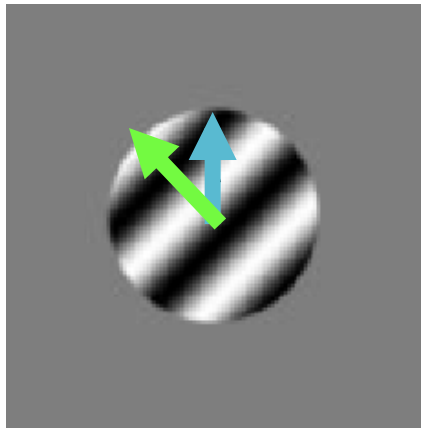
Posterior

# Why Does Rhombus Angle Interact With Contrast?

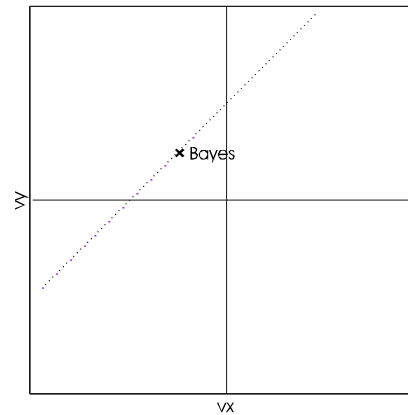
- Less information with acute angle
- Less information with low contrast
- Priors play a stronger role



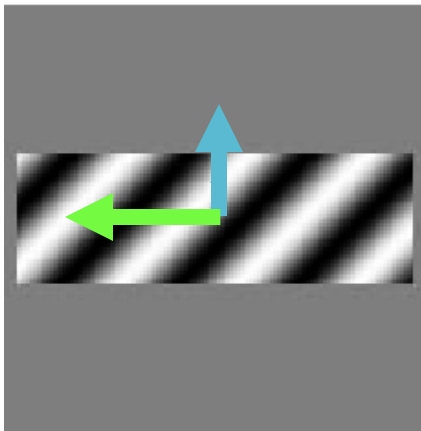
# Barberpole Illusion



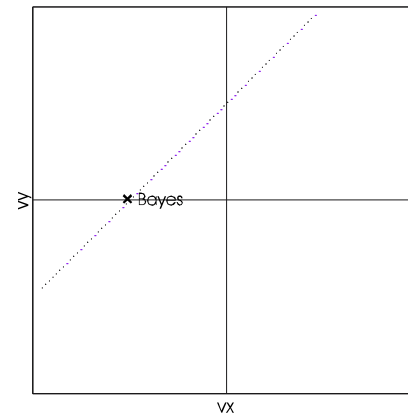
a.



b.



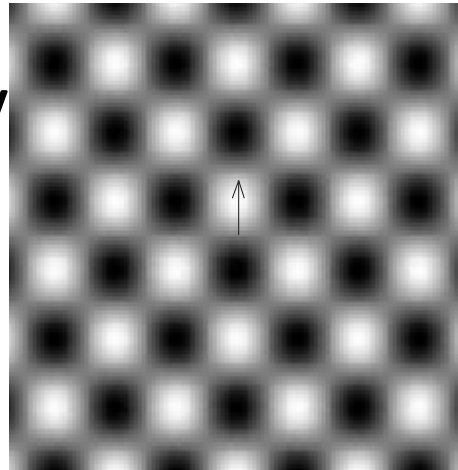
c.



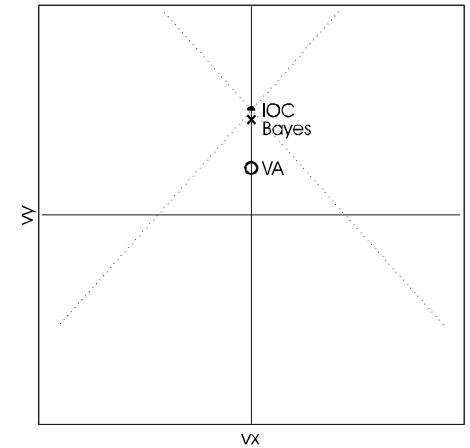
d.

# Plaid Motion: Type I and II

- Type I: true velocity lies between two normals

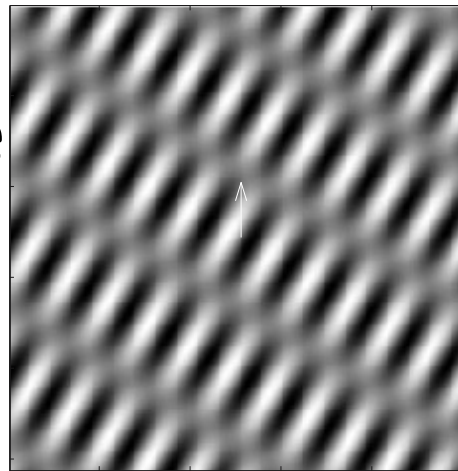


a.

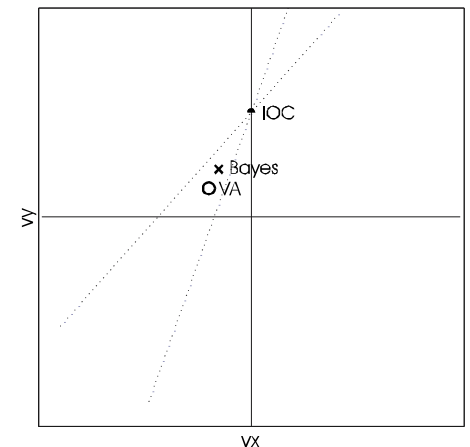


b.

- Type II: true velocity lies outside two normals

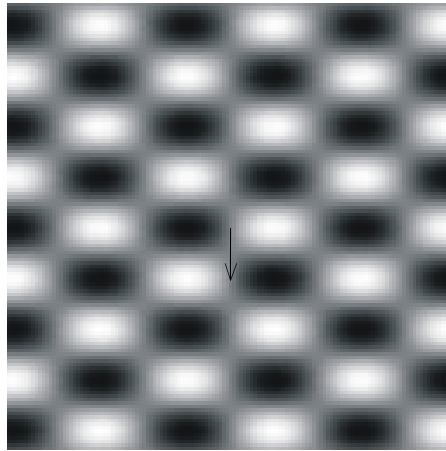


c.

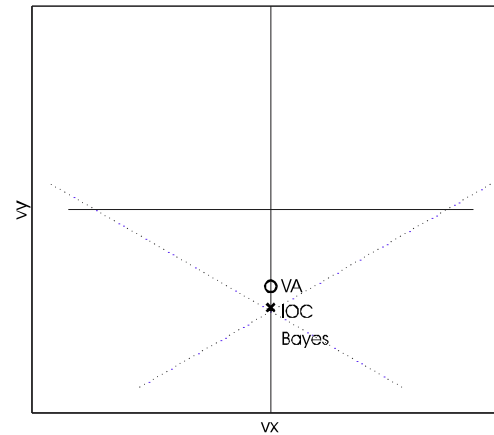


d.

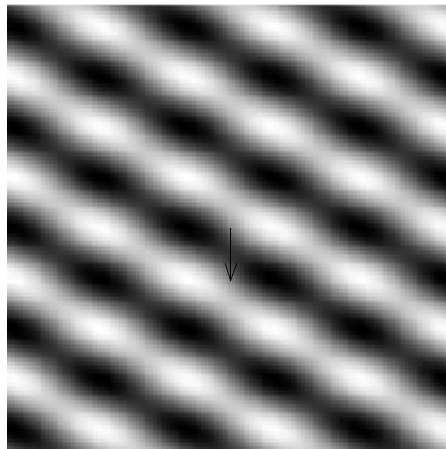
# Plaids and Contrast



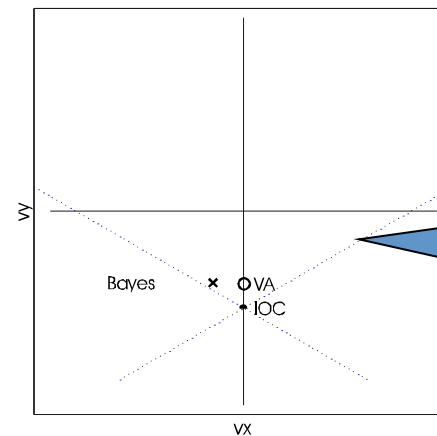
b.



b.



c.

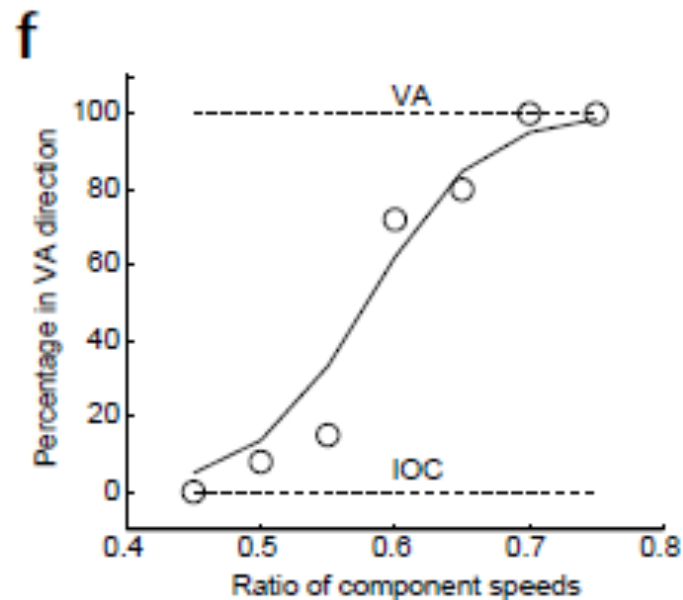


d.

Lower contrast

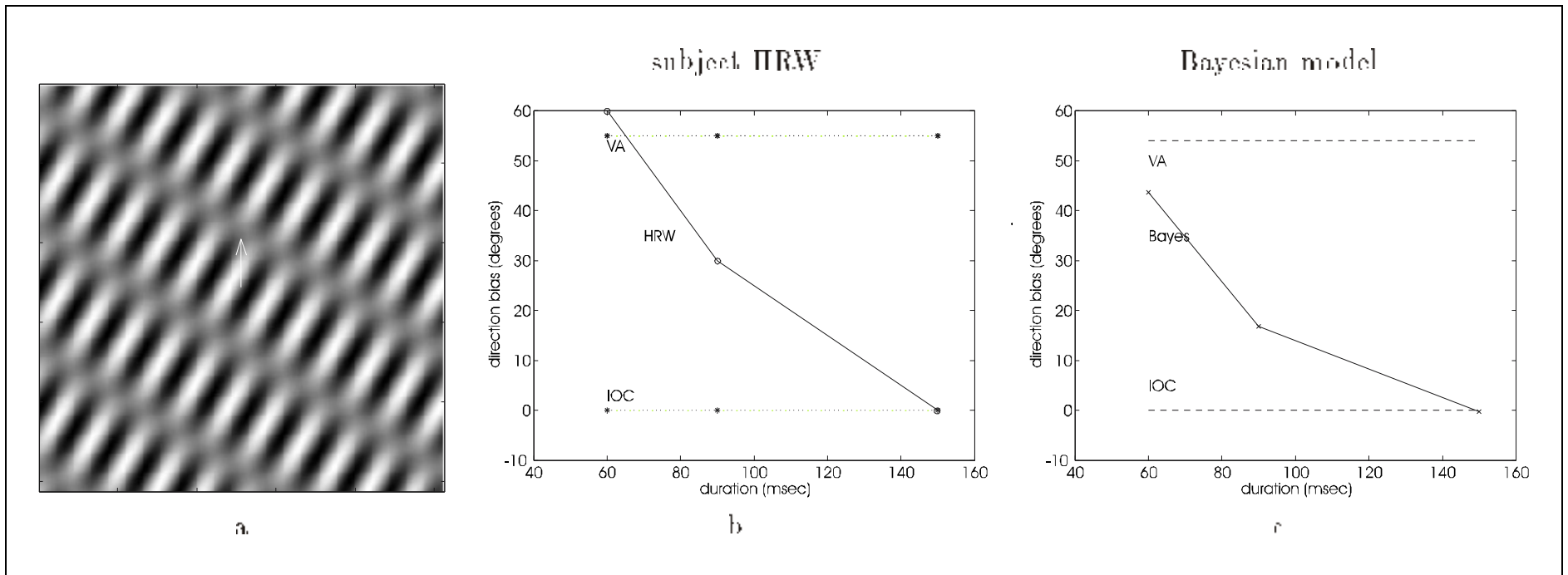
# Plaids and Speed

- Perceived direction of type II plaids depends on relative speed of components



# Plaids and Time

- Viewing time reduces uncertainty



# Motion Illusions As Optimal Percepts

- Mistakes of perception are the result of a *rational* system designed to operate in the presence of uncertainty.
- A proper rational model incorporates actual statistics of the environment
  - Here, authors *assume* without direct evidence: (1) preference for slow speeds, (2) noisy local image measurements, (3) velocity estimate is the mean/mode of posterior distribution
- “Optimal Bayesian estimator” or “ideal observer” is relative to these assumptions!

# Modeling motion estimation

Local likelihood:  $L(v) \propto e^{-\sum_r w(r)(I_x v_x + I_y v_y + I_t)^2 / 2\sigma^2}$

Global likelihood  $L_r(v, \theta) \rightarrow p(I | v, \theta) \propto \prod_r L_r(v, \theta)$  *Pattern Motion*

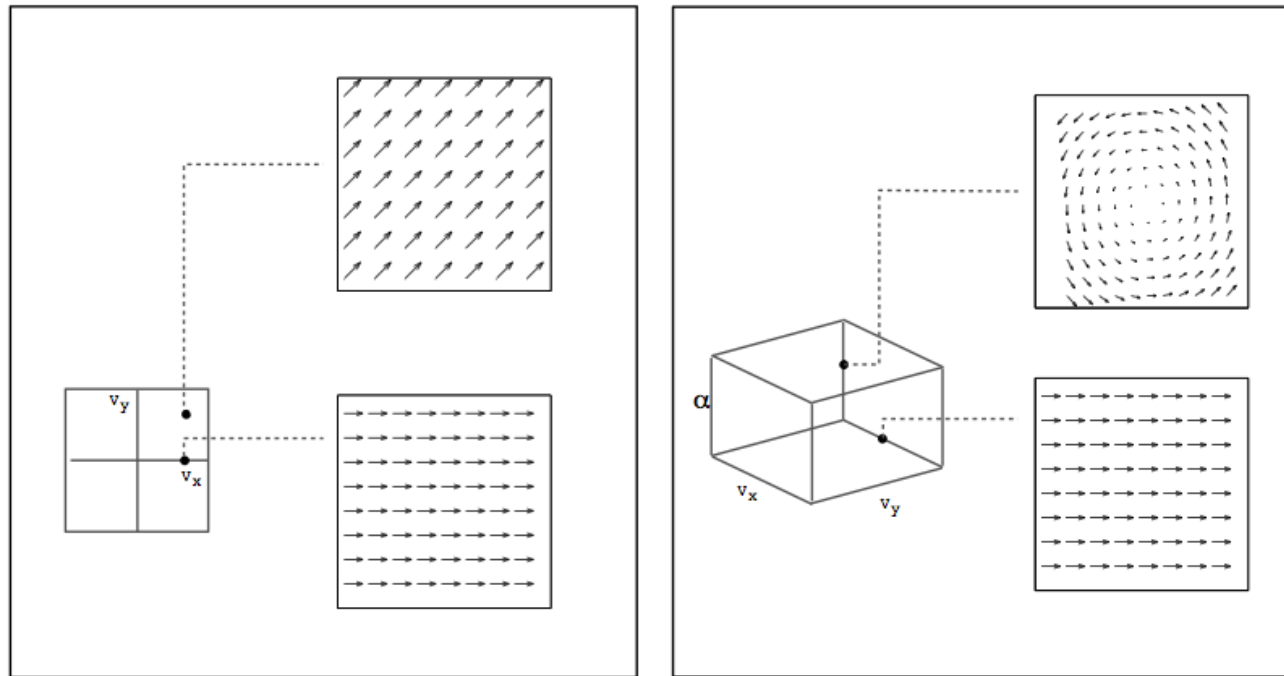
Prior:  $P(V | \theta) \propto e^{-\sum_r (Dv)^t(r)(Dv)(r)/2}$  *Spatially Local Prior*

$P(\theta)$  *Pattern Prior*

Posterior:  $P(\theta | I) \propto P(I | \theta) P(\theta)$

From: Weiss & Adelson, 1998

# Hierarchical Prior for Pattern Motion

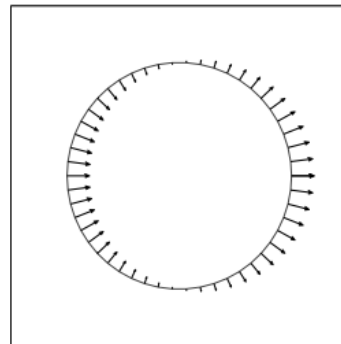
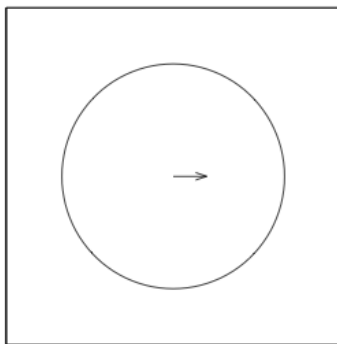


SMOOTHNESS

$$P(V) = \alpha e^{-J(V)}$$

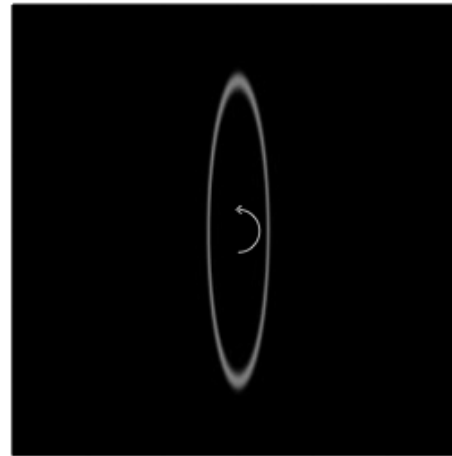
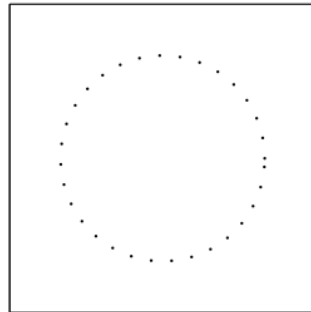
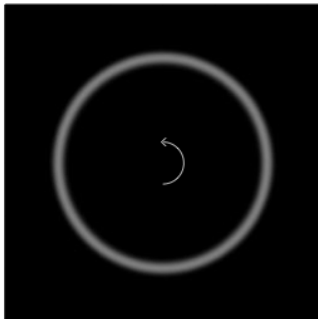
$$J(V) = \sum_{xy} \|Dv(x, y)\|^2$$

$$Dv = \sum_{n=0}^{\infty} a_n \frac{\partial^n}{\partial x} v$$

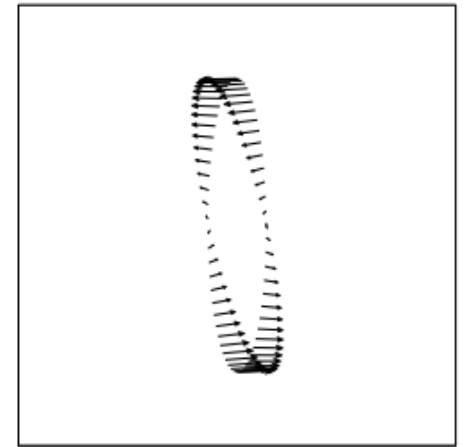


*In modern ML terms, this is  
Gaussian Process Regression*

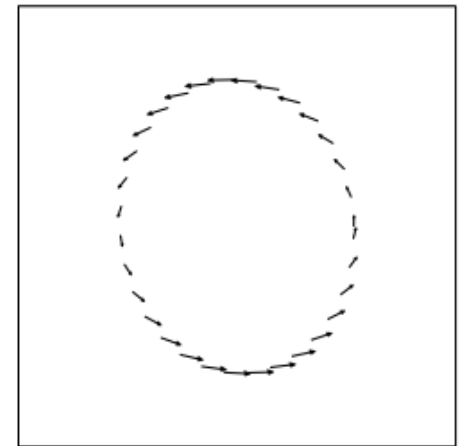
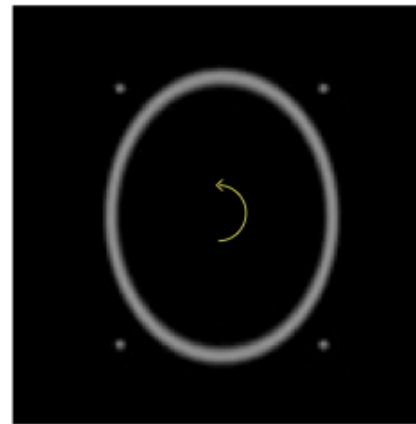
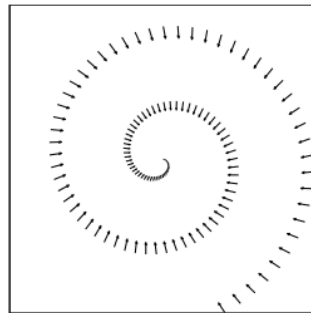
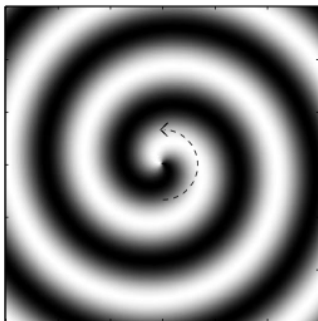
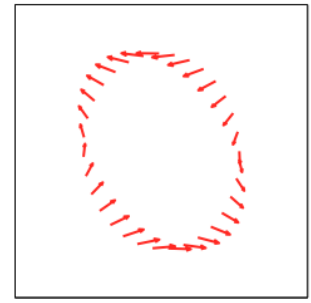
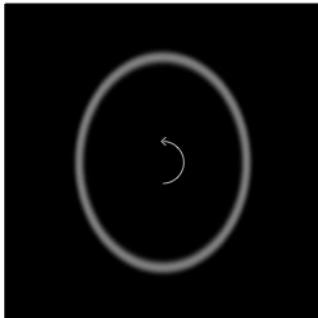
# Smoothness captures many flow effects



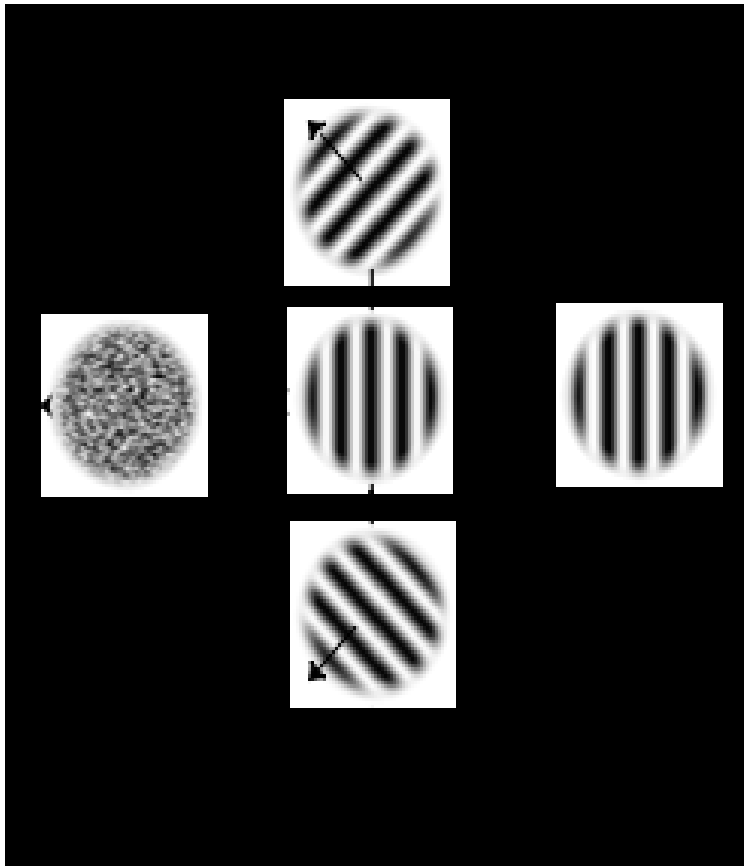
a



b



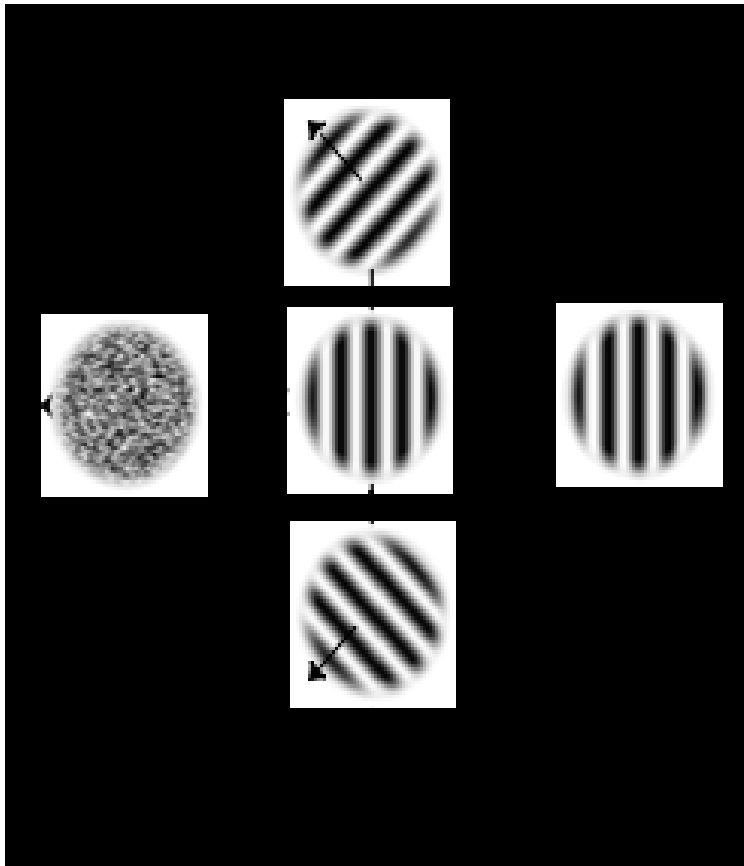
# Aperture Problem (Motion/Form Ambiguity)



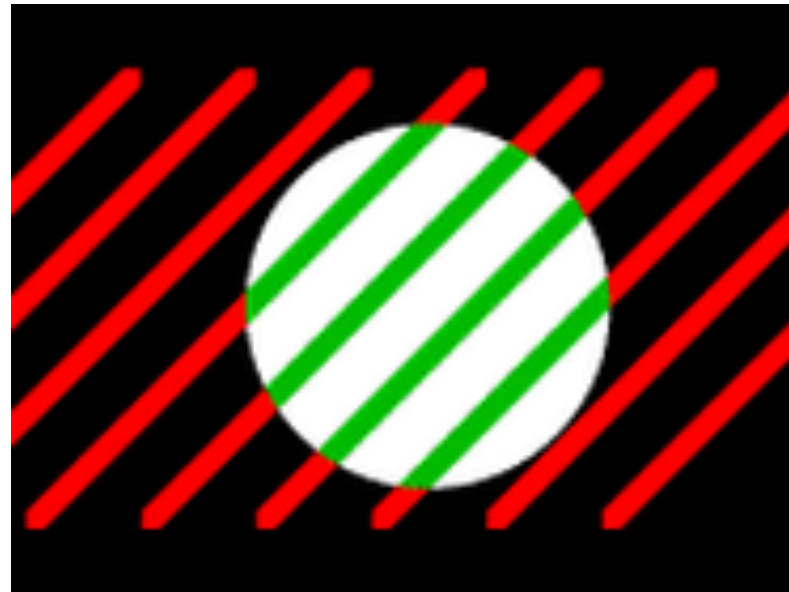
**Result:** Early visual measurements are ambiguous w.r.t. motion.



# Aperture Problem (Motion/Form Ambiguity)



However, both the motion and the form of the pattern are implicitly encoded across the *population* of V1 neurons.



Actual motion →