

# Image-computable Bayesian model for 3D motion estimation with natural stimuli explains human biases



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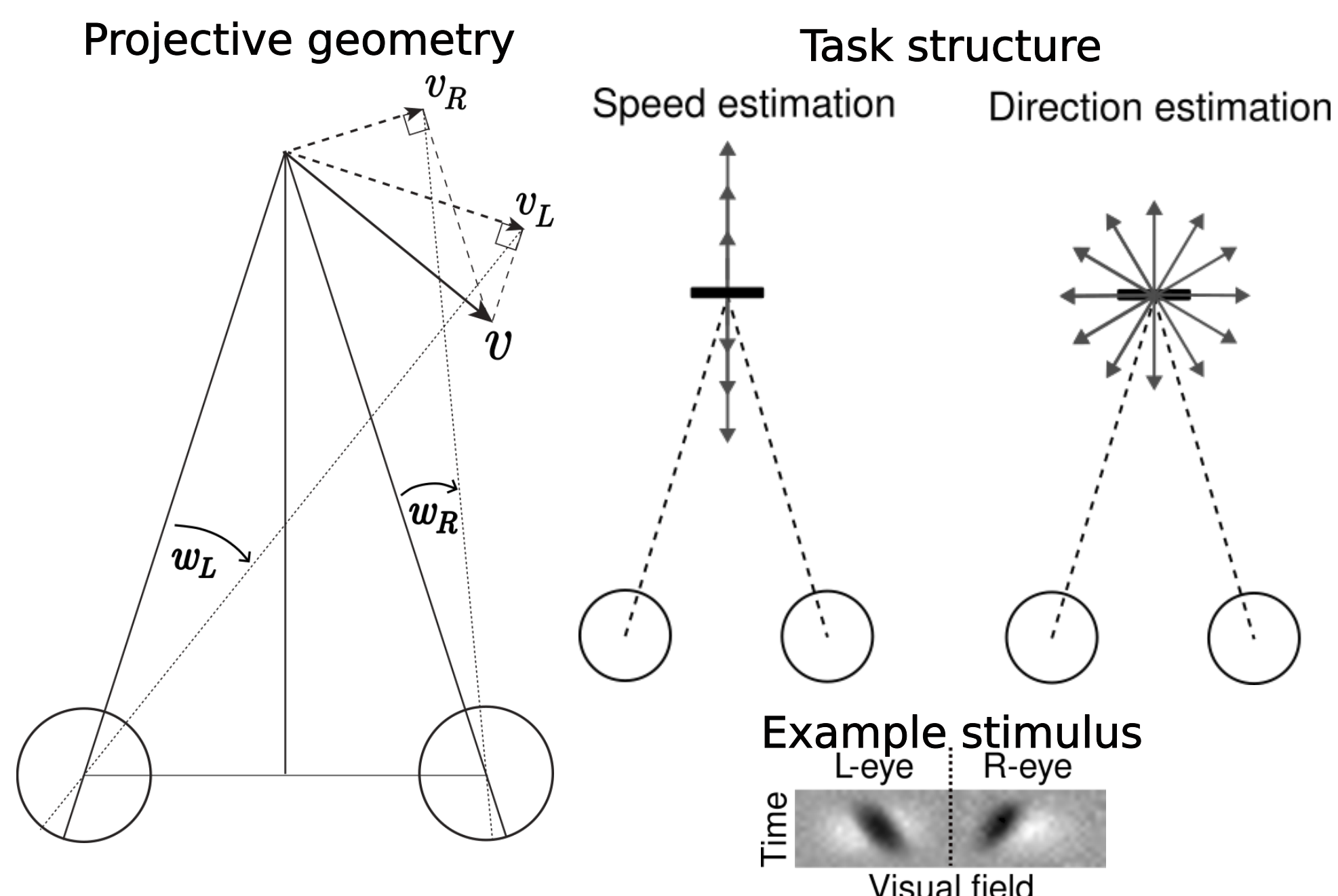
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## Aim

Develop ideal-observer model for local 3D motion estimation from naturalistic binocular videos, compare to physiology and behavior

## Methods

- **Tasks:** 3D speed estimation, & 3D direction estimation
- Naturalistic dataset of 250 ms binocular clips



**Model encoding stage:** Burge, Jainsi; PloS Comput Biol (2017)

- 1) Contrast normalize binocular video
- 2) Spatiotemporal filters  $f$ , plus noise:

$$c_{nrm} = \frac{c + n}{\|c + n\|} \quad R = f^T c_{nrm} + \eta$$

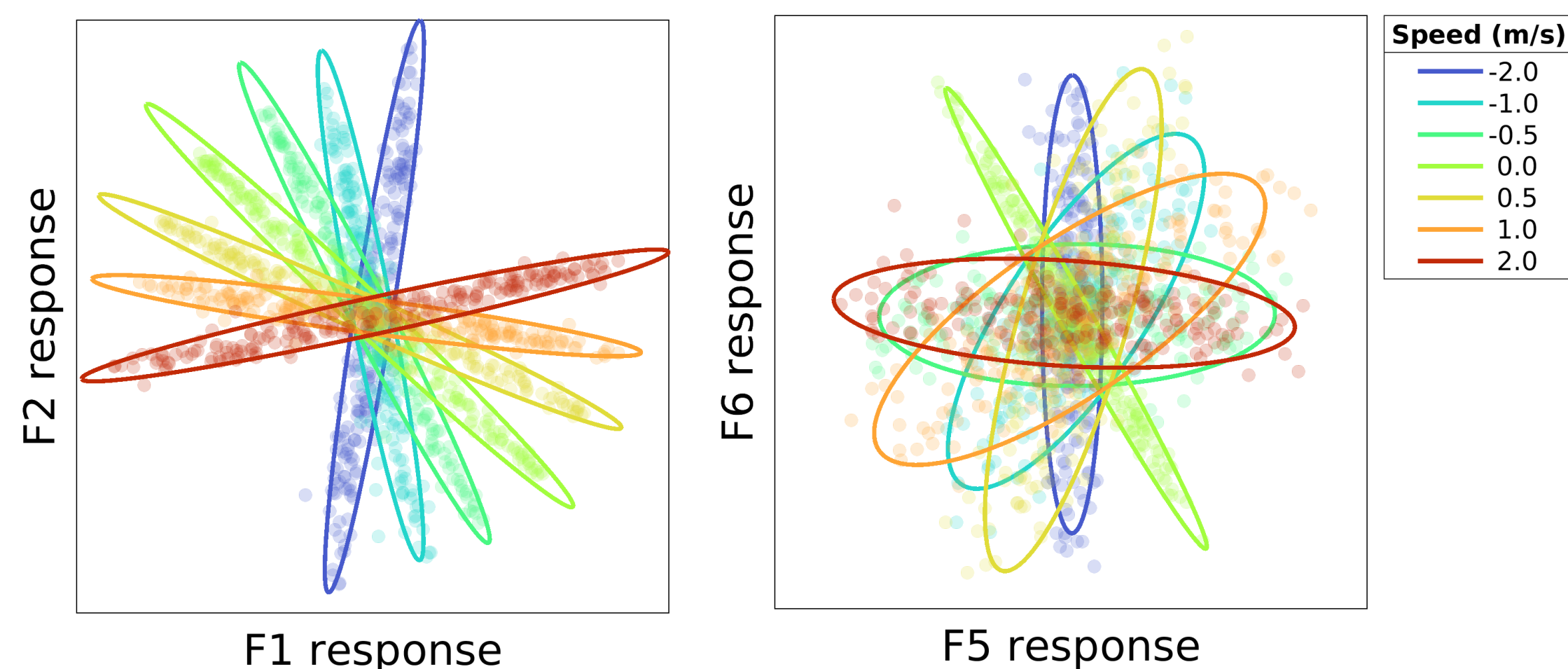
**Model decoding stage:**

- 3) Determine conditional response probabilities  $P(R|X = X_j)$
- 4) Compute the likelihoods
- 5) Read out optimal estimate of 3D motion  $\hat{X}$

**Training:** Gradient descent using the expected cost (L0 norm) over the dataset to learn the filters  $f$ . Approximate conditional response distributions as Gaussian:

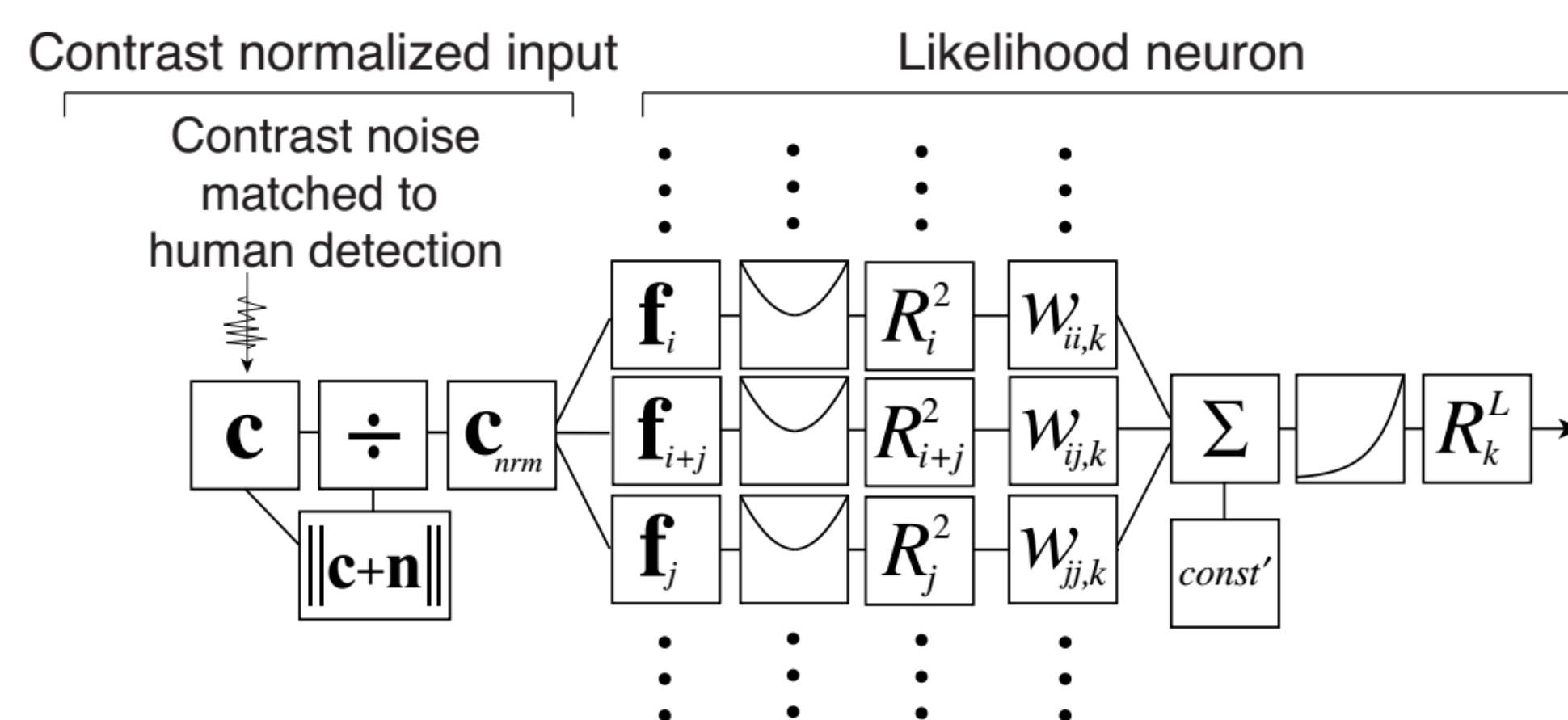
$$P(R|X = X_j) \sim N(R; \mu_j, \Sigma_j)$$

## Conditional filter response distributions are Gaussian

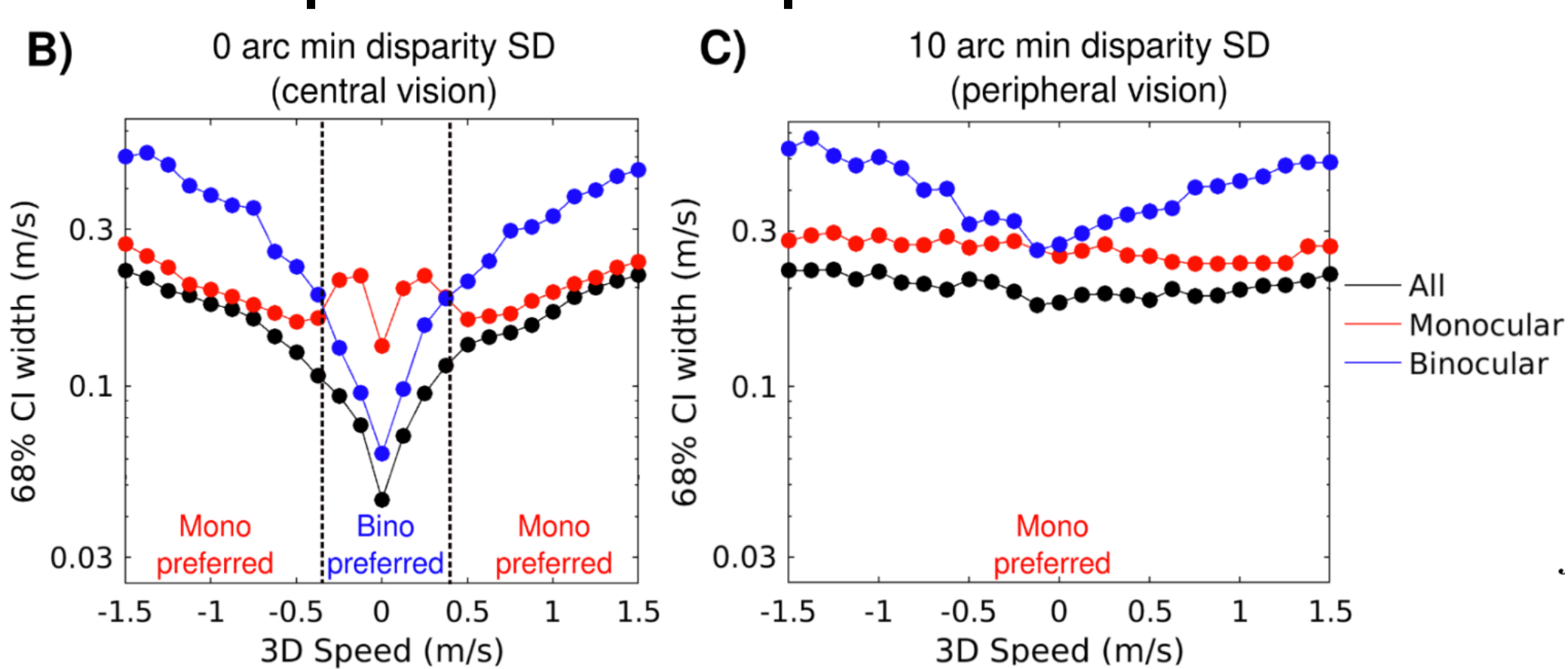


- Filter responses specify optimal pooling
- Gaussian response distributions specify 'energy-like' computations (Adelson, Bergen JOSA 1985)

$$\ln [P(R|X = X_j)] = -\frac{1}{2} R^T \Sigma_j^{-1} R + C$$



## Motion cue precision across speeds mimicks human behavior



## Results: Speed estimation

**Filters:** Two different mechanisms

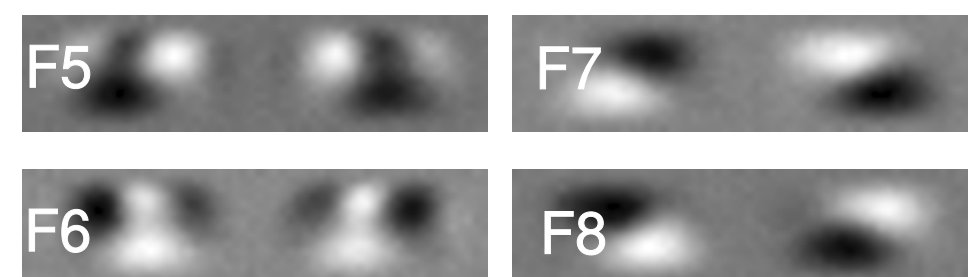
Czuba et al.; J Neurophysiol, 2010

Monocular filters

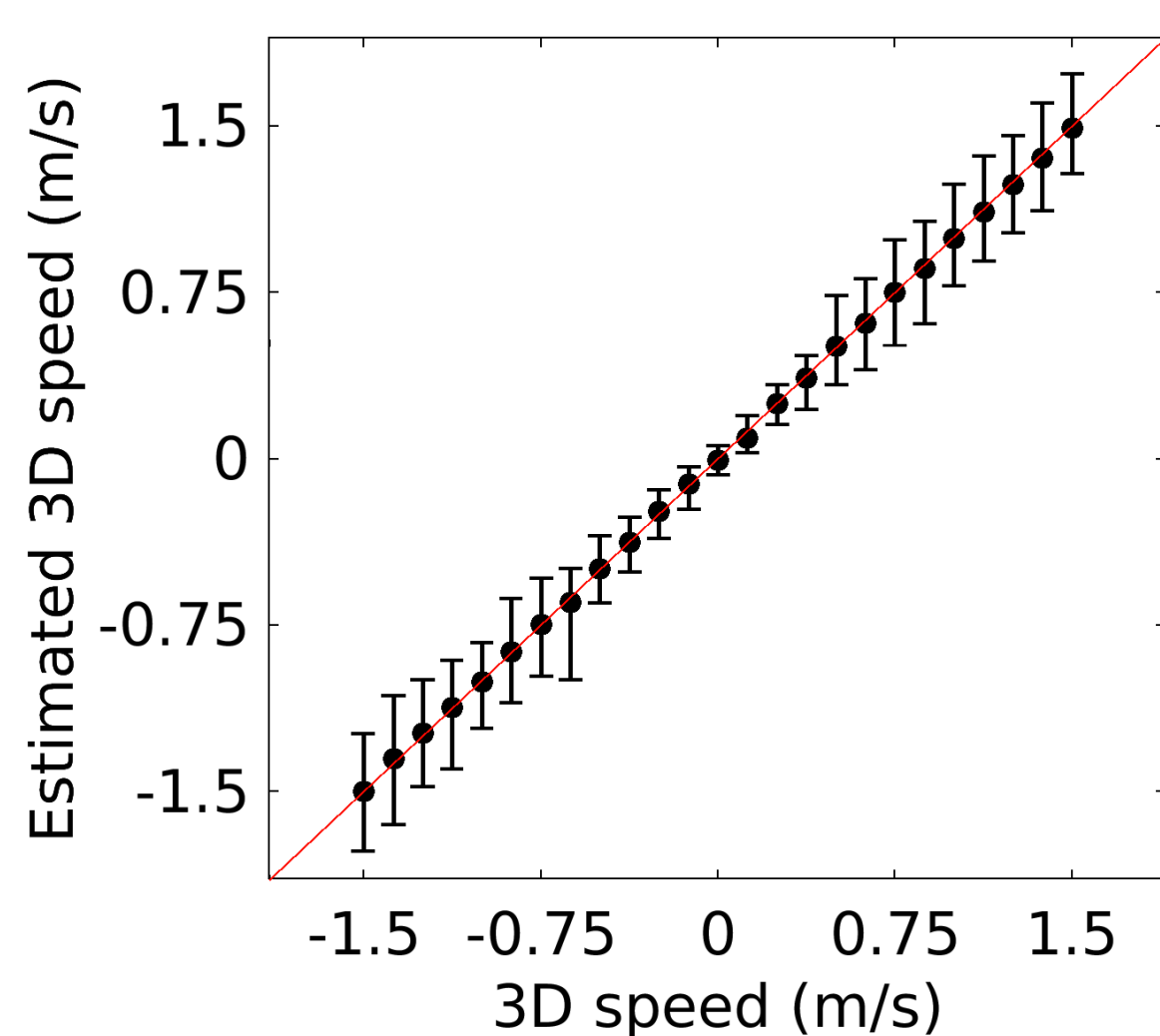


Inter-ocular velocity differences:  
i) Time derivative of each eye (velocity)  
ii) Binocular comparison

Binocular filters



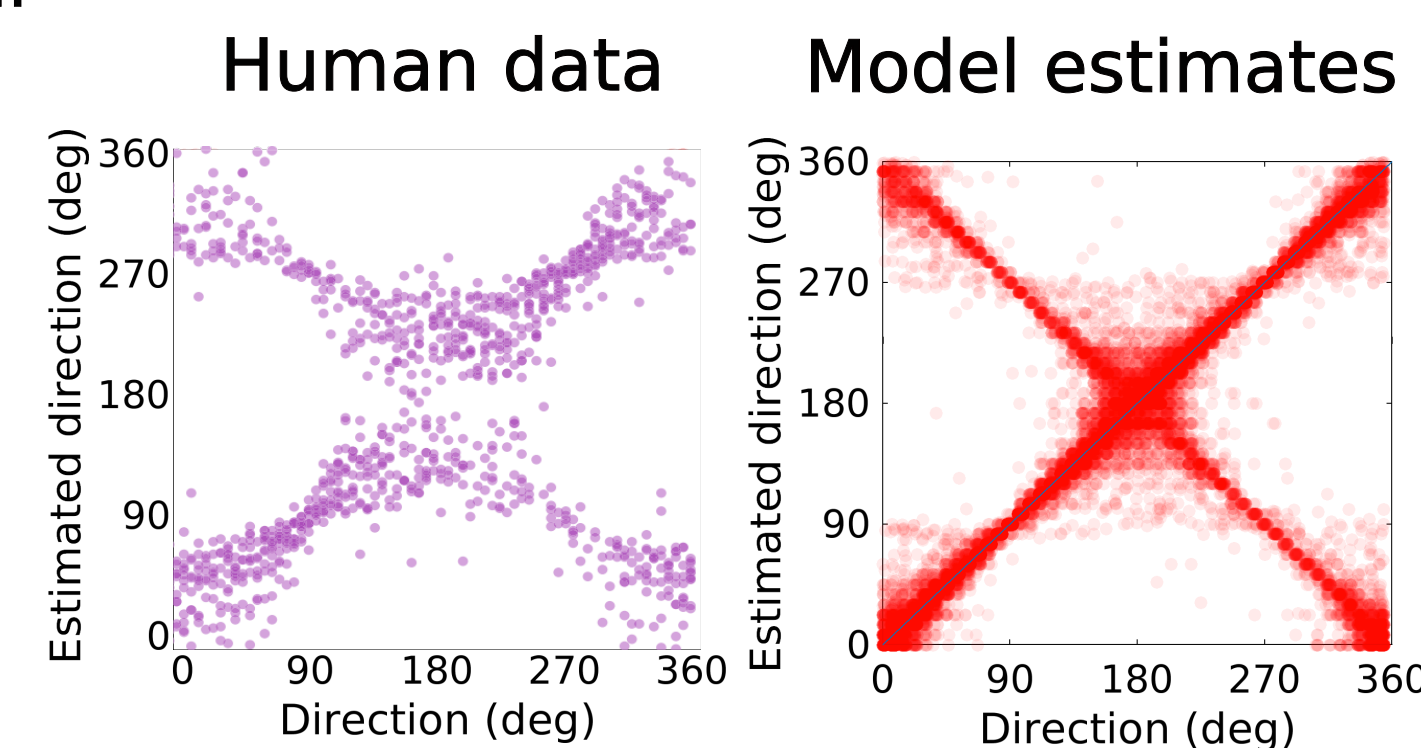
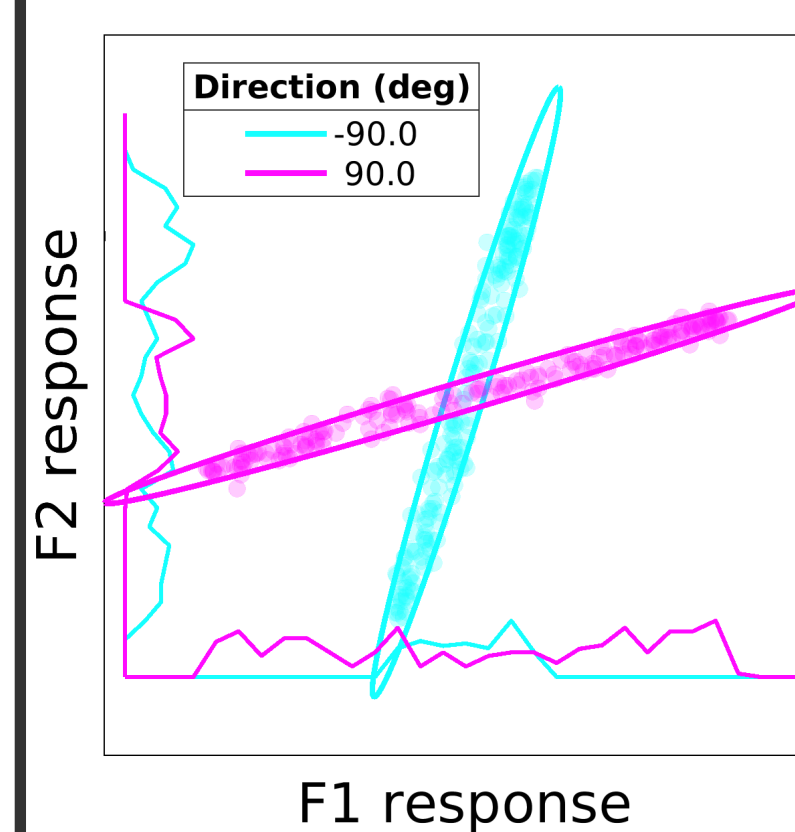
Changing disparity over time:  
i) Binocular comparison (disparity)  
ii) Time derivative



## Results: Direction estimation

**Filter response distribution:** Some responses are bimodal

**Model estimates:** Sign confusions similar to humans



Bonnen et al. (2020) Nat Neuro

## Conclusions

- Biologically plausible, energy-model-like computations optimal for local 3D speed estimation, as determined by natural statistics
- Two known computational mechanisms are learned by the ideal-observer. Their condition-dependent precision with natural images mimicks human behavior
- Ideal observer for direction estimation reproduces idiosyncratic human biases