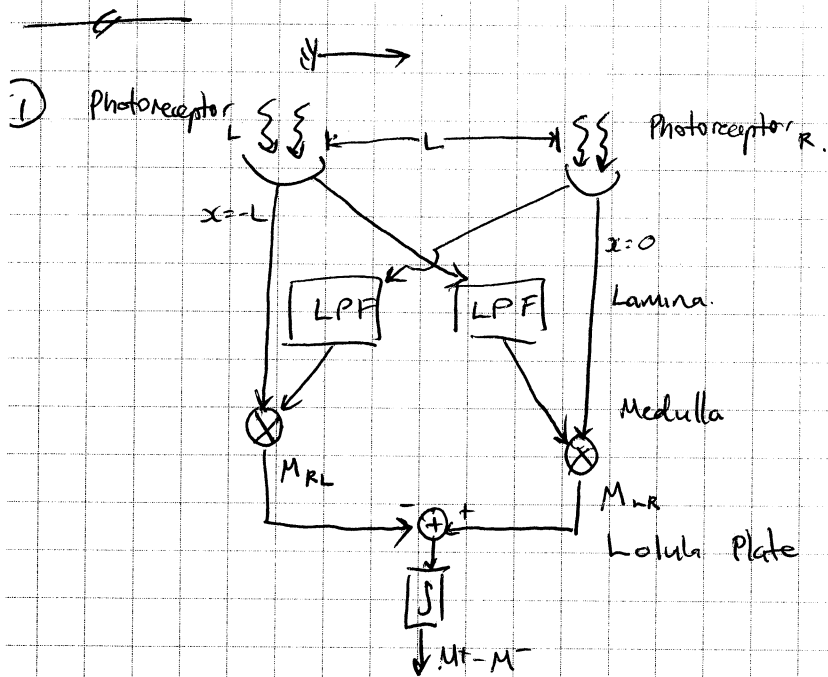


Today:

Signal Processing in the fly's visual system (Reichardt motion detection)

- ① Basic architecture
- ② Analysis
- ③ Plot



Key ideas

- 1) Phase delay cancels motion delay at optimum speed
- 2) $M_{LR} > M_{RL}$ for left-to-right motion.
Vice-versa
- 3) Together, we get speed & direction of the moving edge.

$$LPF = H(j\omega) = \frac{1}{1+j\omega\tau}$$

② Assume we have spatial grating with spatial frequency ω_x and this grating moves past the fly at velocity v . The temporal frequency ω_t of the stimulation at the photoreceptor is

$\boxed{\omega_t = \omega_x v}$, so the net input at any location x is given by

$$\cos(\omega_t(t - \frac{x}{v}))$$

∴ photoreceptor R input is $\cos(\omega_t t)$, $\{x=0\}$
 " " " $\cos(\omega_t(t + \frac{L}{v}))$, $\{x=-L\}$

$$M^+ = \left\langle \frac{\cos(\omega_e(t + \frac{L}{v}) - \tan^{-1}(\omega_e \tau))}{\sqrt{1 + \omega_e^2 \tau^2}} \cos \omega_e t \right\rangle \quad \text{averaging due to integration.}$$

$$M^- = \left\langle \frac{\cos(\omega_e t - \tan^{-1}(\omega_e \tau))}{\sqrt{1 + \omega_e^2 \tau^2}} \cos(\omega_e(t + \frac{L}{v})) \right\rangle$$

then simplifying

$$M^+ = \left\langle \cos(\omega_e \frac{L}{v} - \tan^{-1}(\omega_e \tau)) - \cos(2\omega_e t + \omega_e \frac{L}{v} - \tan^{-1}(\omega_e \tau)) \right\rangle \frac{1}{2\sqrt{1 + \omega_e^2 \tau^2}}$$

$$M^- = \left\langle \cos(\omega_e(\frac{L}{v}) + \tan^{-1}(\omega_e \tau)) - \cos(2\omega_e t + \omega_e \frac{L}{v} - \tan^{-1}(\omega_e \tau)) \right\rangle \frac{1}{2\sqrt{1 + \omega_e^2 \tau^2}}$$

no time dependence.

$$M^+ - M^- = \frac{\cos(\omega_e \frac{L}{v} - \tan^{-1}(\omega_e \tau)) - \cos(\omega_e \frac{L}{v} + \tan^{-1}(\omega_e \tau))}{2\sqrt{1 + \omega_e^2 \tau^2}}$$

$$\Rightarrow M^+ - M^- = \frac{\sin(\omega_e L)}{\sqrt{1 + \omega_e^2 \tau^2} \sqrt{1 + \omega_e^2 \tau^2}} = \sin(\omega_e L) \left(\frac{\omega_e \tau}{1 + \omega_e^2 \tau^2} \right) \quad \square$$

If $L \rightarrow R$ motion becomes $R \rightarrow L$ motion
 $\omega_e \rightarrow -\omega_e$.

