Independent and Redundant Information in V1: Different Stimulus Types

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METHODS

Physiology

- macaque V1, sufentanil anesthesia
- tetrode recordings of well-isolated nearby neurons

Stimuli

• stimuli presented at 5 contrasts (1/16, 1/8, 1/4, 1/2, 1)



Iuminance of each check modulated by same m-sequence

- pattern updated every 14.8 msec
- total duration: 60.6 sec or 7.6 sec
- optimal orientation
- Stationary Sinusoidal Gratings optimal spatial frequency, orientation, spatial phase
- flashed on for 237 msec
- sponse measured between 30 and 300 msec after onset Drifting Sinusoidal Gratings
- optimal spatial frequency, orientation, temporal frequency

"Direct" Information Calculation (from Strong et al. 1998)

- *intuition*: response variability (entropy) not related to intrinsic noise must be stimulus-related
- information: [entropy across time] [entropy across trials]
- entropy is calculated from spike counts in each response time bin
- normalize information by bin width to get typical information rate (bits/s)
- not enough data to consider correlations between time bins

Extension to Stimulus Attributes

- formal: typical overall stimulus-related information rate
- attribute-specific: typical rate at which information about a particular stimulus attribute (contrast or spatiotemporal pattern) is transmitted
- confounded: [formal info. rate] - Σ [attribute-specific info. rates]



Extension to Multiple Neurons

two codes are examined



- for labeled line code, each time bin contains a vector of spike counts (each dimension corresponds to a different neuron)
- labeled line code captures all the information in the short-time limit
- summed population code cannot transmit more information
- analysis reveals the amount of information contained in the identity of the neuron that fires each spike

Bias Correction

- accurate information calculation requires infinite amounts of data
- an analytic correction exists for limited data (Miller, 1955; Treves and Panzeri, 1995)
- no analytic correction can offset large bias that results from time bins with few spikes
- empiric correction: across consecutive time bins with few spikes (low firing rates), assume that entropy changes slowly
- such bins can then be grouped together for purpose of estimating entropy
- procedure is validated on synthetic (inhomogeneous Poisson) spike trains





error bars on redundancy indices come from 200 bootstrap resamplings



Do nearby neurons transmit redundant information? Does it matter which neuron fires which spike?

 1 2 3 4 5 6 7 8
 1 2 3 4 5 6 7 8
 1 2 3 4 5 6 7 8

neurons (summed-population code) leads to progressively larger loss

labeled-line code but more positive for the summed-population code.

response to drifting gratings (solid lines).



Effect of Multi-Neuron Code







summed population

<u>Results</u>

- Information transmission across nearby neurons is generally independent (RI's slightly positive but close to 0 overall). • Independence is noticeably greater (*RI* closer to 0) for labeled line code (pay attention to which neuron fires which spike) than for
- summed population code (average responses across neurons).
- Synergy (*RI*<0) and redundancy (*RI*=1) are rare, as are situations in which additional neurons degrade the rate of transmitted information (RI>1).

Notes

summed population

- Data from different stimulus types and group/cluster sizes are included.
- Formal redundancy indices include data from responses to stationary gratings presented at a variety of contrasts, spatial phases, spatial frequencies, and orientations.
- Open circles show median values (separately calculated for each code)

OBSERVATIONS

- Nearby neurons in V1 convey nearly independent stimulus-related information.
- Formal and spatiotemporal pattern-specific information is significantly more independent if both the times of spikes and their neurons of origin are considered, rather than the spike times alone (median *RI* for *formal* information: 0.062 vs. 0.27, respectively). In other words, the identity of the neuron that fires each spike conveys information.
- Contrast-specific information is also conveyed independently by nearby neurons, but the neuron of origin matters much less.
- Thus, the simplest, most reliable way for the visual system to estimate the *contrast* of a visual scene would be to average responses over a local cluster of neurons. This type of averaging would fail if spatiotemporal pattern-related information were to be extracted.
- The amount of *confounded* information (information not specifically attributable to contrast or spatiotemporal pattern) grows in proportion to the number of neurons in the pool, regardless of the type of code. *Confounded* information is also independently transmitted by nearby neurons.

- responses.
- normalization.

MORE INFORMATION

- http://westside.med.cornell.edu
- reichd@rockefeller.edu
- responses only.)

NOTES

• Information rates are calculated in the short-time limit, so we don't consider correlations in stimuli or responses. Accounting for such correlations would require longer, multi-letter words, but accurate information estimates from such words demadn enormous amounts of data. Correlations are likely to lower information rates, more so for stationaryand drifting-grating responses than for m-sequence

 Information rates are not additive over time. Confounded information arises from the effects of spatiotemporal pattern on the dynamics of contrast encoding, and vice versa. Mechanisms for this interaction include contrast gain control and

• Reich, DS; Mechler F; Victor JD (2001). Formal and attribute-specific information in primary visual cortex. J Neurophysiol **85**(1): 305-318. (Covers single-unit