



Perceptual inference and learning

Collège de France 2008

Abstract

We start with a statistical formulation of Helmholtz's ideas about neural energy to furnish a model of perceptual inference and learning that can explain a remarkable range of neurobiological facts. Using constructs from statistical physics it can be shown that the problems of inferring what cause our sensory inputs and learning causal regularities in the sensorium can be resolved using exactly the same principles. Furthermore, inference and learning can proceed in a biologically plausible fashion. The ensuing scheme rests on Empirical Bayes and hierarchical models of how sensory information is generated. The use of hierarchical models enables the brain to construct prior expectations in a dynamic and context-sensitive fashion. This scheme provides a principled way to understand many aspects of the brain's organization and responses.



Overview

Inference and learning under the free energy principle

Hierarchical Bayesian inference

A simple experiment

Bird songs (inference)

Structural and dynamic priors

Prediction and omission

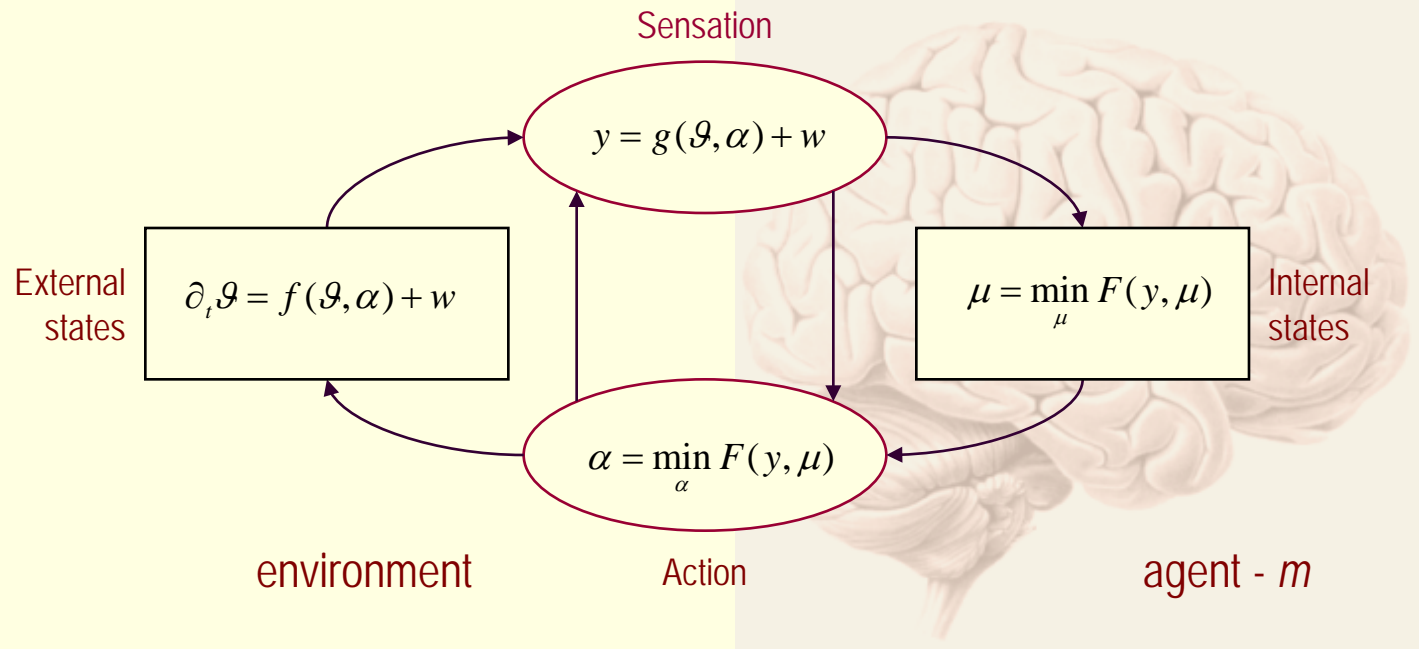
Perceptual categorisation

Bird songs (learning)

Repetition suppression

The mismatch negativity

Exchange with the environment



Separated by a Markov blanket

The free-energy principle

$$F = -\langle \ln p(y(\alpha), \mathcal{G} | m) \rangle_q + \langle \ln q(\mathcal{G}) \rangle_q \geq -\ln p(y | m)$$

Action to minimise a bound on surprise

$$F = -\langle \ln p(y(\alpha) | \mathcal{G}, m) \rangle_q + D(q \| p(\mathcal{G}))$$

$$\alpha = \min_{\alpha} F$$

$$= \max_{\alpha} \langle \ln p(y(\alpha) | \mathcal{G}, m) \rangle_q$$

Perception to optimise the bound

$$F = -\ln p(y | m) + D(q(\mathcal{G}; \mu) \| p(\mathcal{G} | y))$$

$$\mu = \min_{\mu} F \Rightarrow$$

$$q(\mathcal{G}; \mu) \rightarrow p(\mathcal{G} | y)$$



The ensemble density and its parameters

$$q(\mathcal{G}; \mu) = q(u; \mu_u)q(\theta; \mu_\theta)q(\gamma; \mu_\gamma)$$

Perceptual inference

$$\mu_u = \min_{\mu} F$$

Perceptual learning

$$\mu_\theta = \min_{\mu} F$$

Perceptual uncertainty

$$\mu_\gamma = \min_{\mu} F$$

Hierarchical models and message passing

$$v^{(i)} = g(x^{(i)}, v^{(i+1)}) + \epsilon_v^{(i)}$$

$$\partial_t x^{(i)} = f(x^{(i)}, v^{(i+1)}) + \epsilon_x^{(i)}$$

Top-down messages

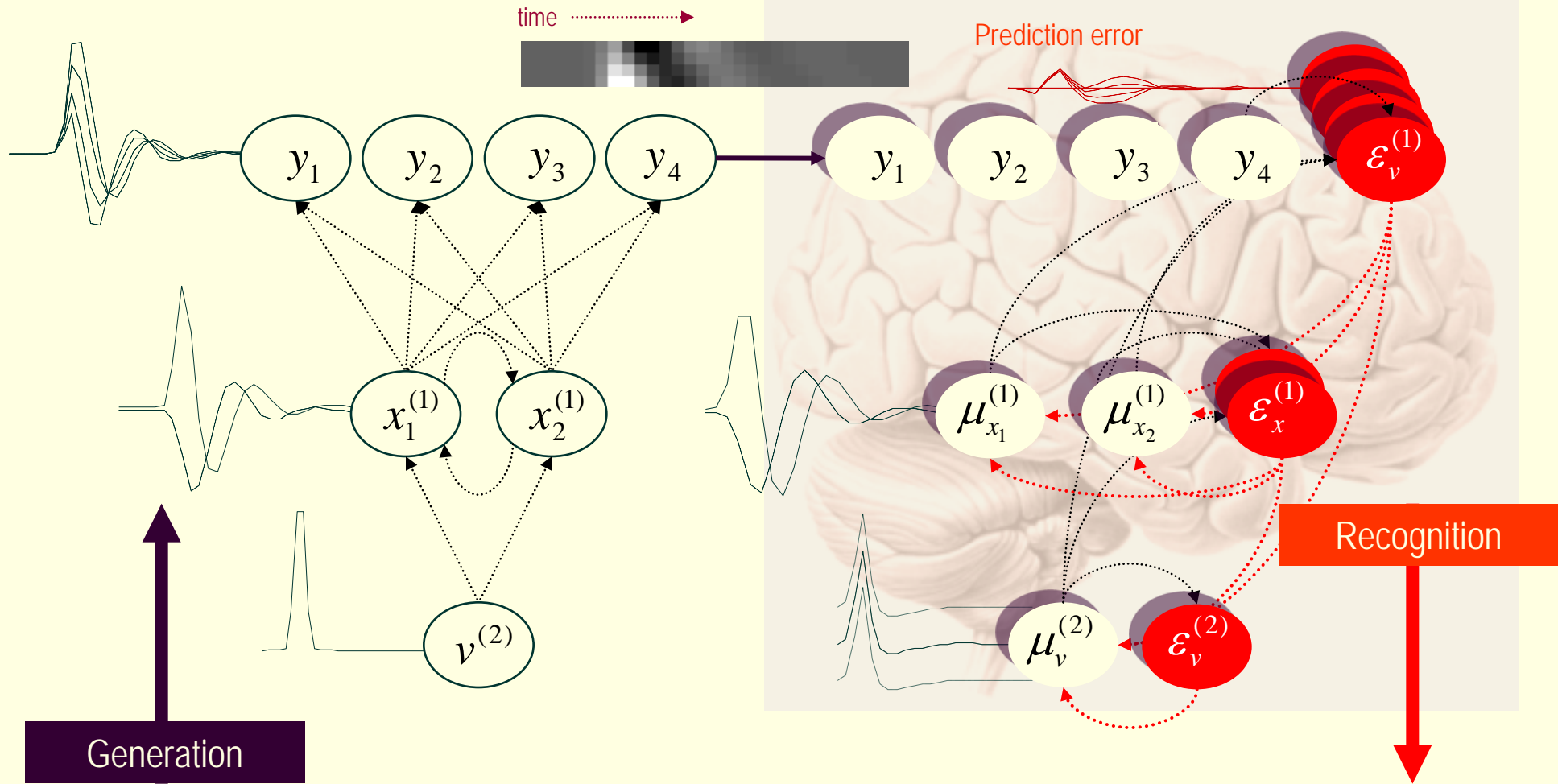
$$\epsilon_v^{(i)} = \mu_v^{(i)} - g(\mu_x^{(i)}, \mu_v^{(i+1)})$$

$$\epsilon_x^{(i)} = \partial_t \mu_x^{(i)} - f(\mu_x^{(i)}, \mu_v^{(i+1)})$$

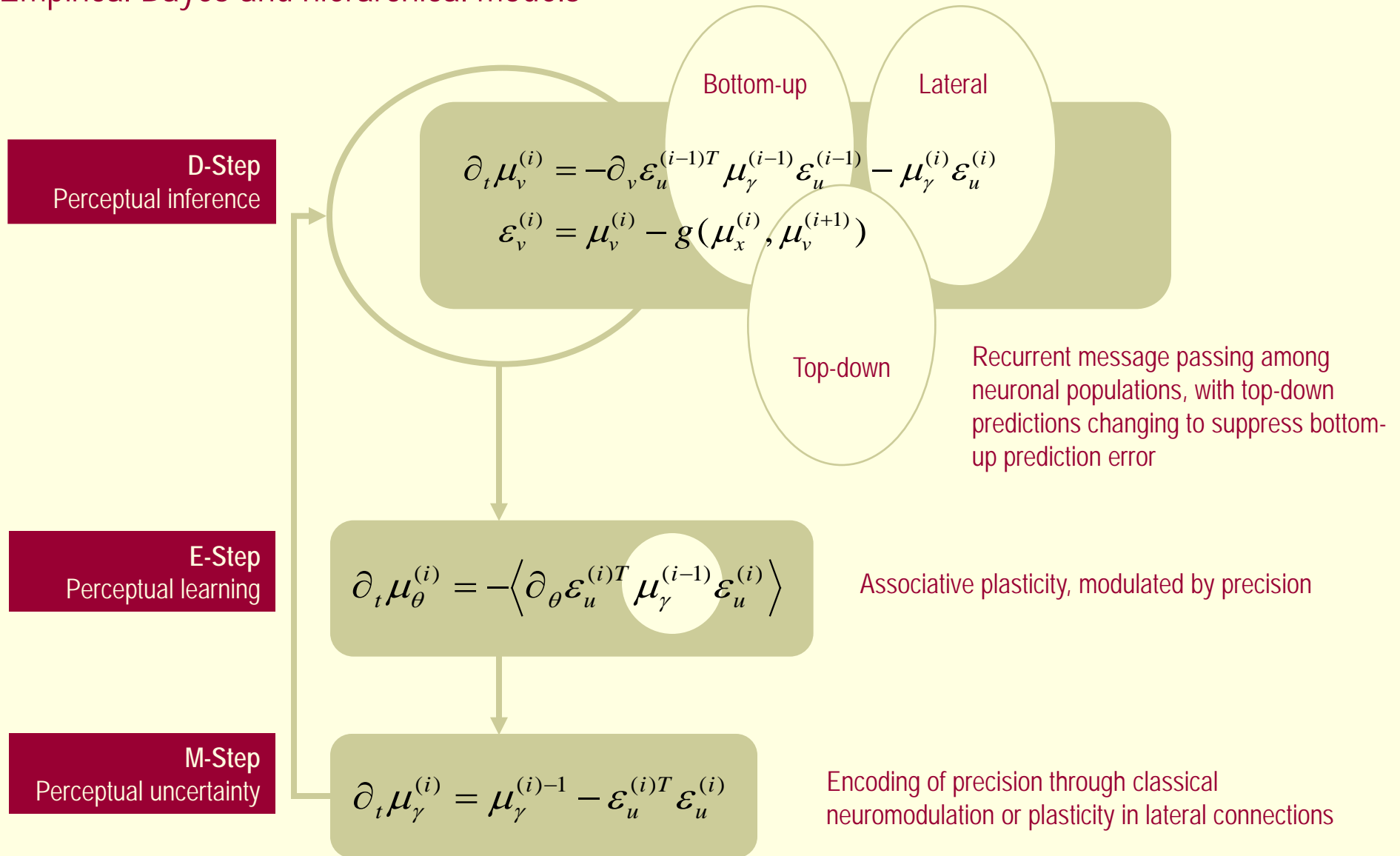
Bottom-up messages

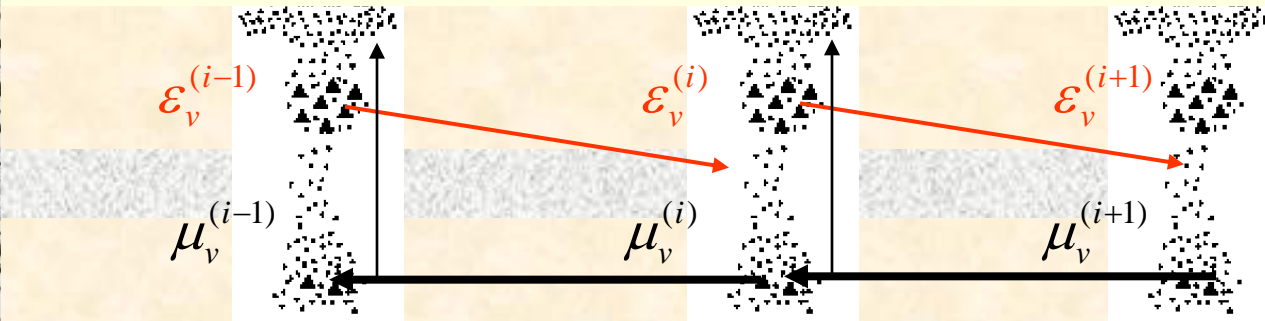
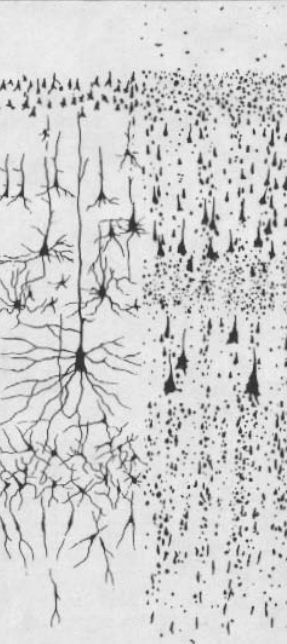
$$\partial_t \mu_v^{(i)} = -\partial_{v \epsilon^{(i-1)}} F \epsilon^{(i-1)} - \partial_{v \epsilon^{(i)}} F \epsilon^{(i)}$$

$$\partial_t \mu_x^{(i)} = -\partial_{x \epsilon^{(i)}} F \epsilon^{(i)}$$



Empirical Bayes and hierarchical models

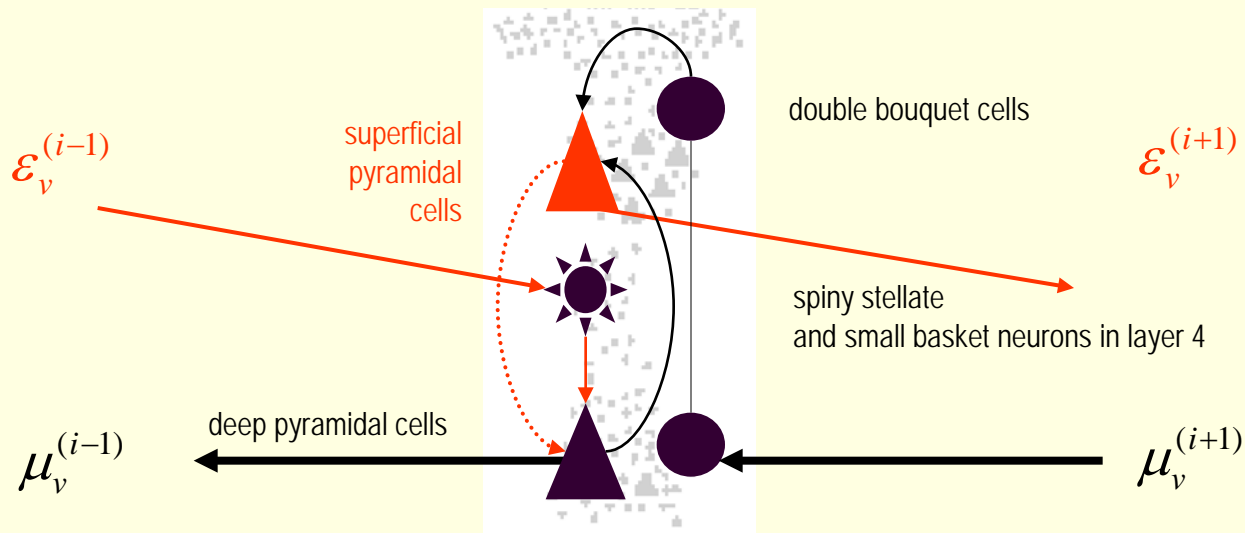




$$\epsilon_v^{(i)} = \mu_v^{(i)} - g(\mu_x^{(i)}, \mu_v^{(i+1)})$$

Bottom-up prediction errors

Top-down predictions



$$\partial_t \mu_v^{(i)} = -\partial_v \epsilon_u^{(i-1)T} \mu_\gamma^{(i-1)} \epsilon_u^{(i-1)} - \mu_\gamma^{(i)} \epsilon_u^{(i)}$$

Neural implementation in cortical hierarchies (c.f. evidence accumulation models)



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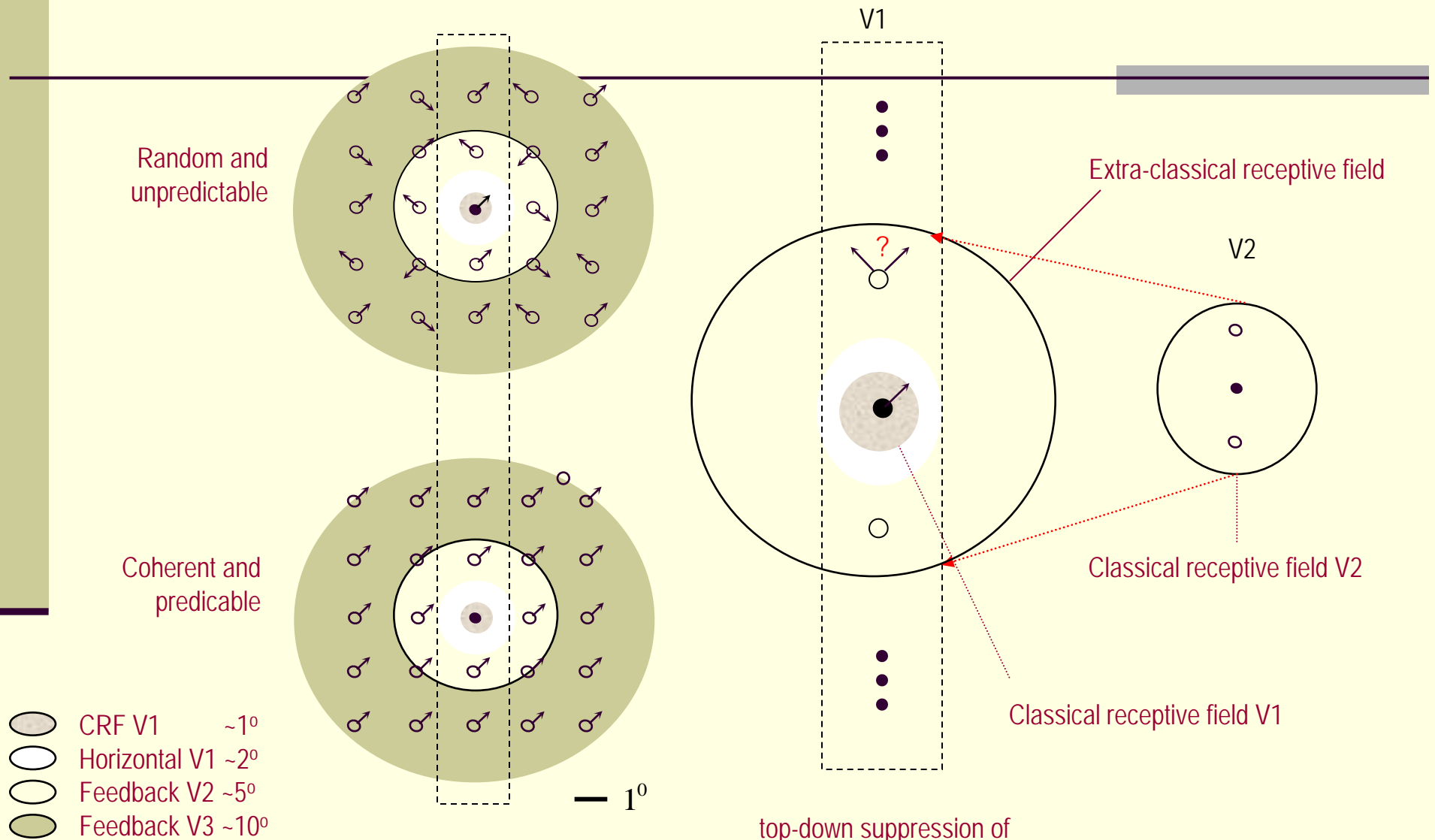
Perceptual categorisation

Bird songs (learning)

Repetition suppression

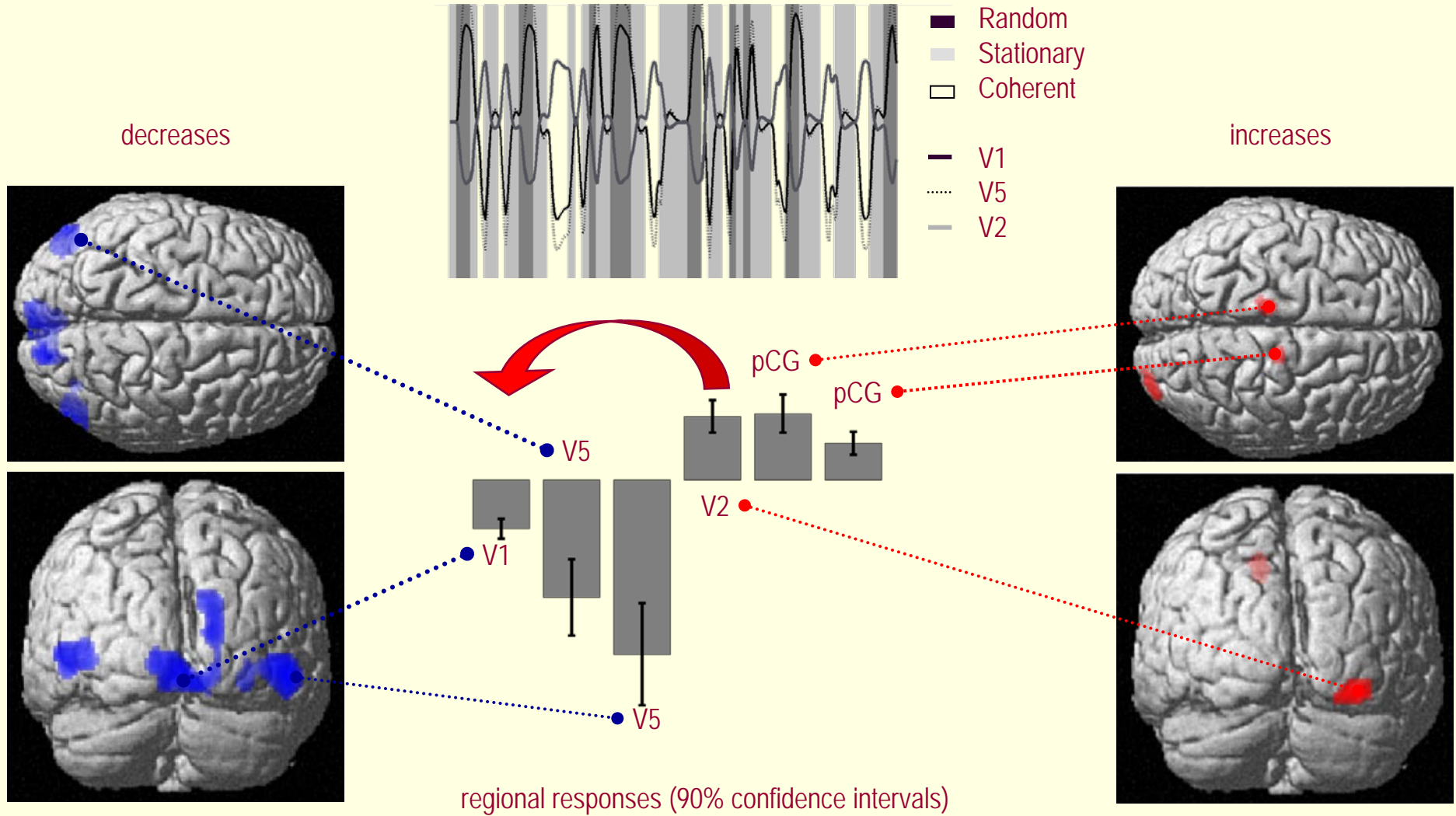
The mismatch negativity

A brain imaging experiment with sparse visual stimuli



top-down suppression of prediction error when coherent?

Suppression of prediction error with coherent stimuli





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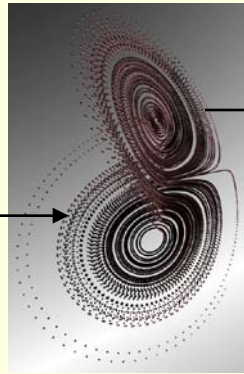
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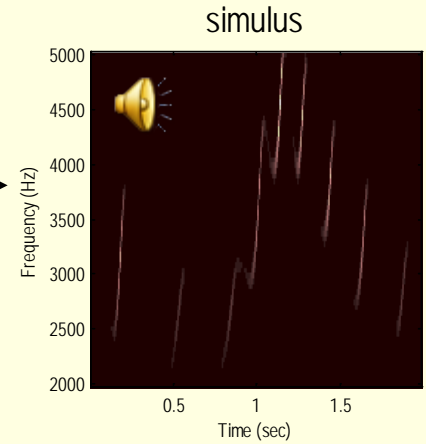
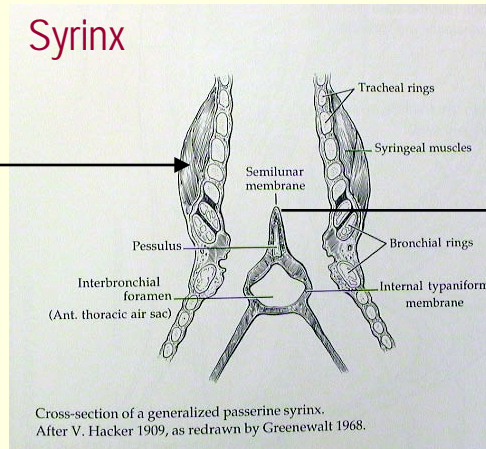
The mismatch negativity

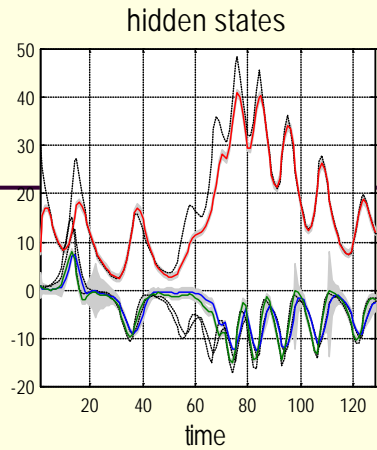
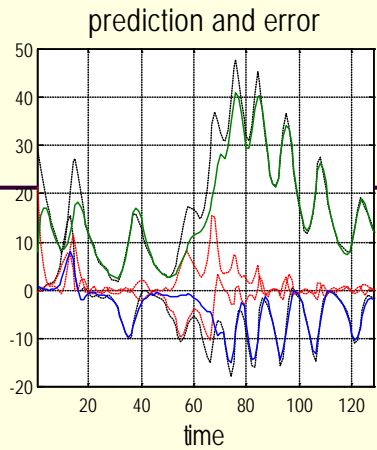


Synthetic song-birds

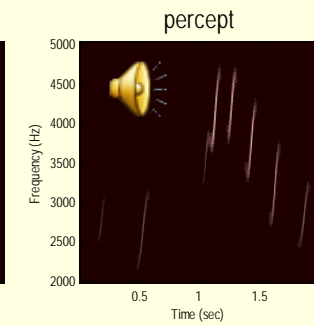
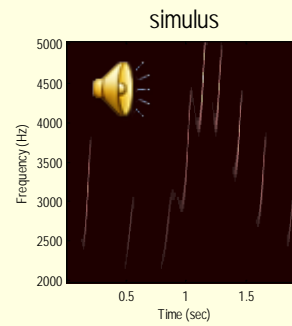
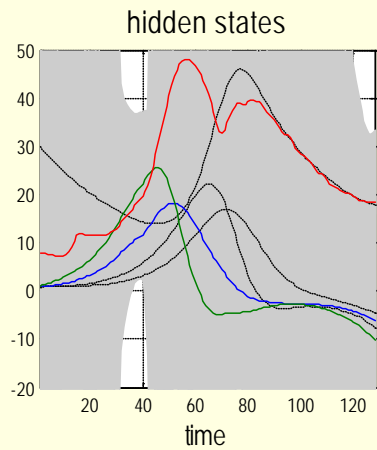
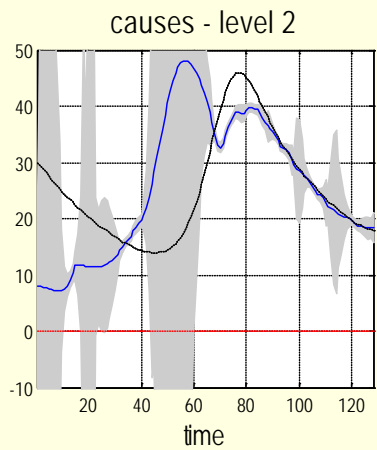


Neuronal hierarchy





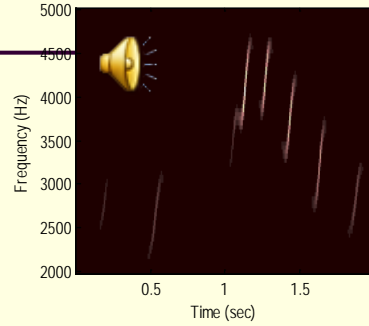
Song recognition with DEM



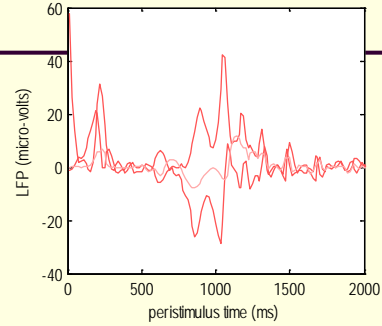


... and broken birds

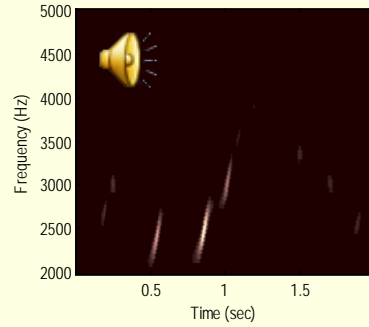
percept



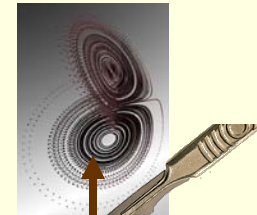
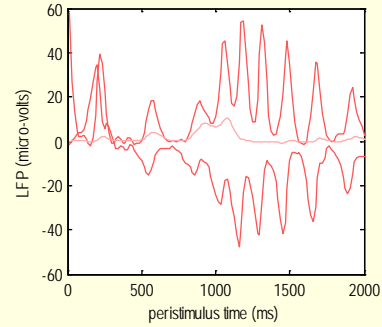
LFP



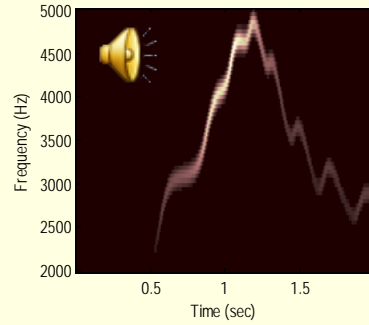
no structural priors



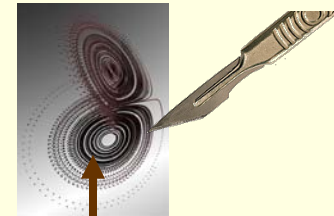
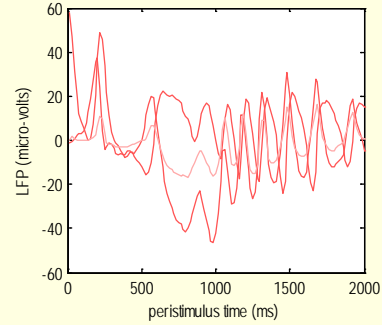
LFP

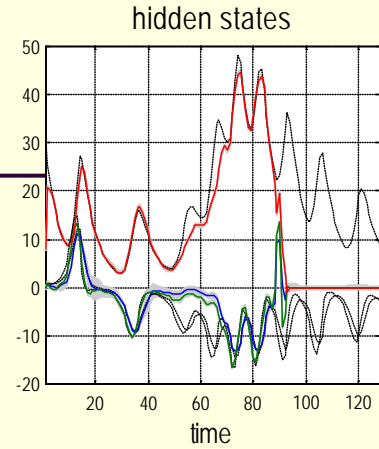
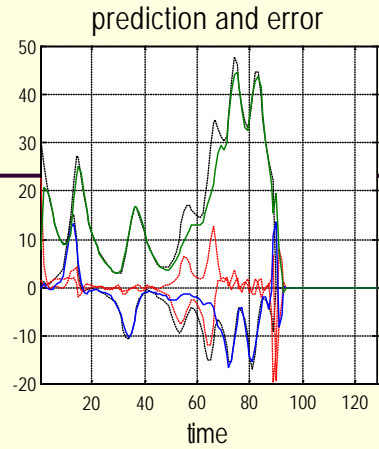
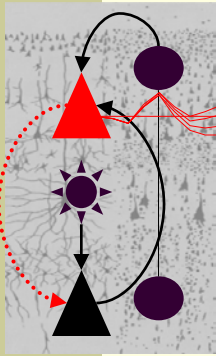


no dynamical priors

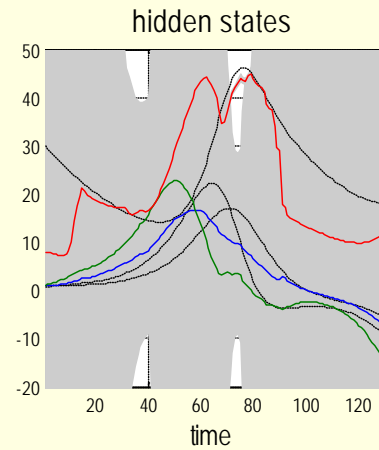
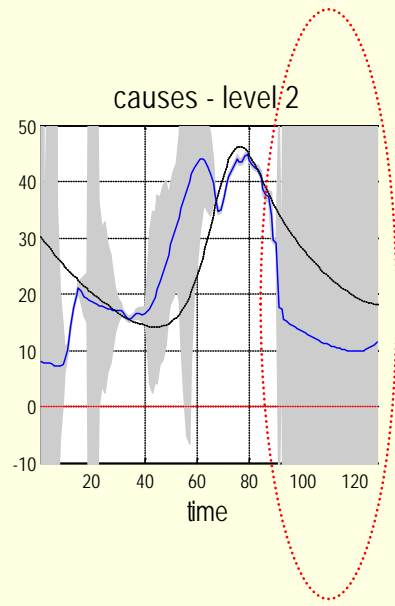


LFP

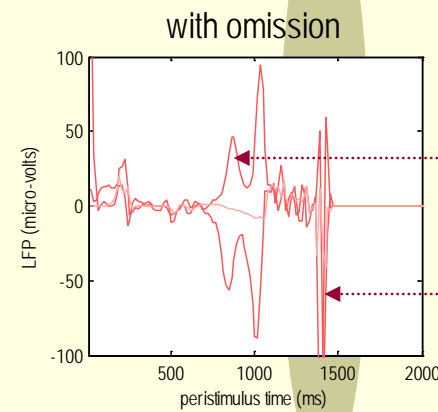
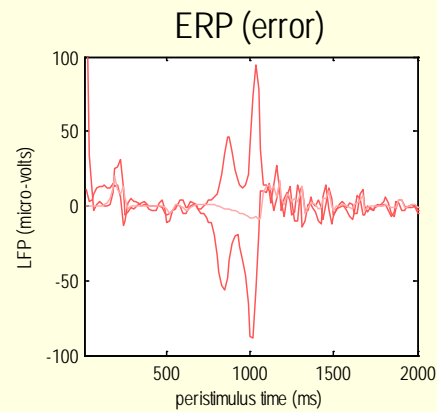
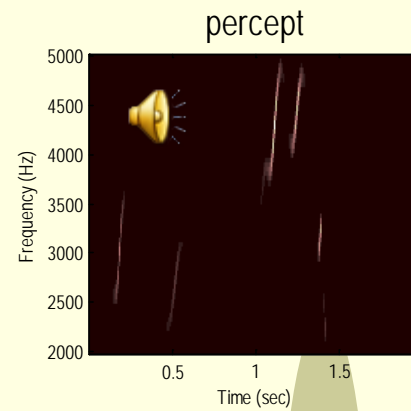
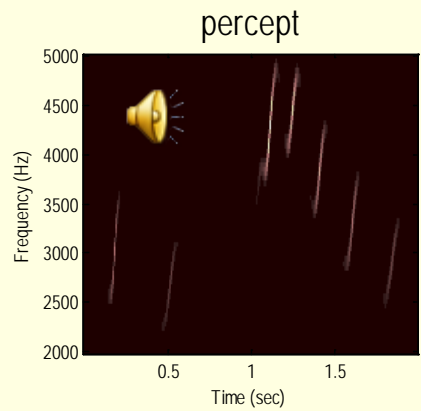
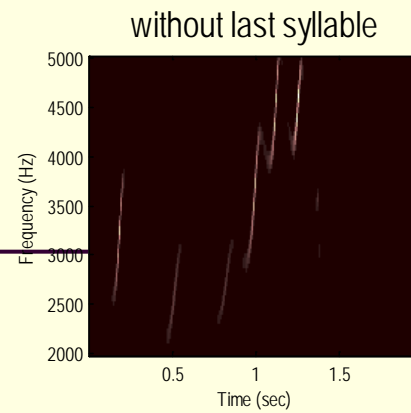
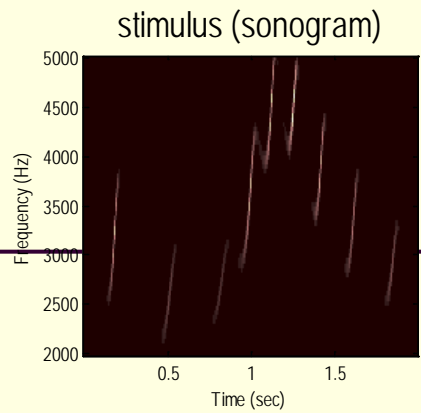




... omitting the last chirps



omission and violation of predictions



Stimulus but no percept

Percept but no stimulus



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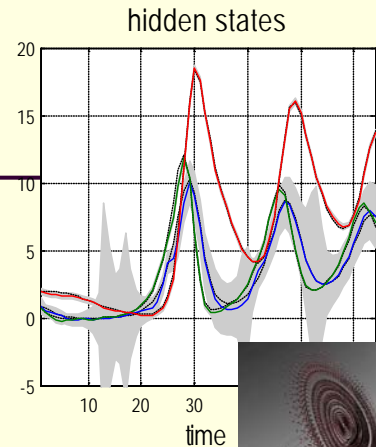
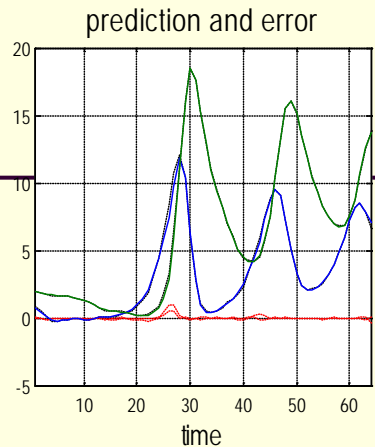
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Perceptual categorisation

Bird songs (learning)

Repetition suppression

The mismatch negativity



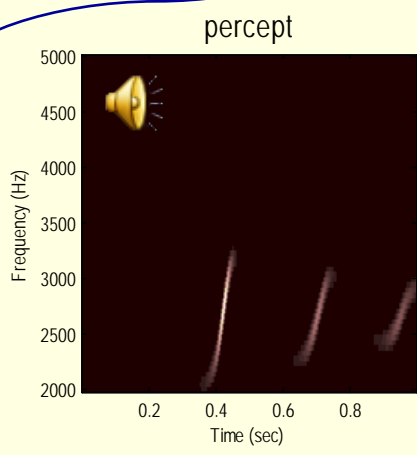
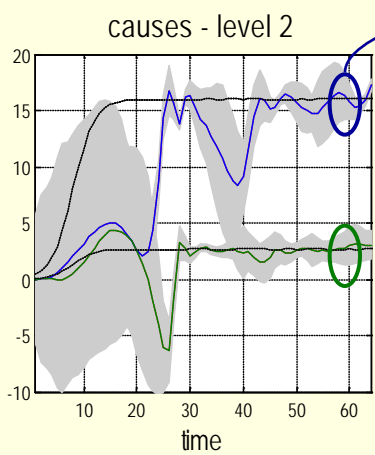
A simple song

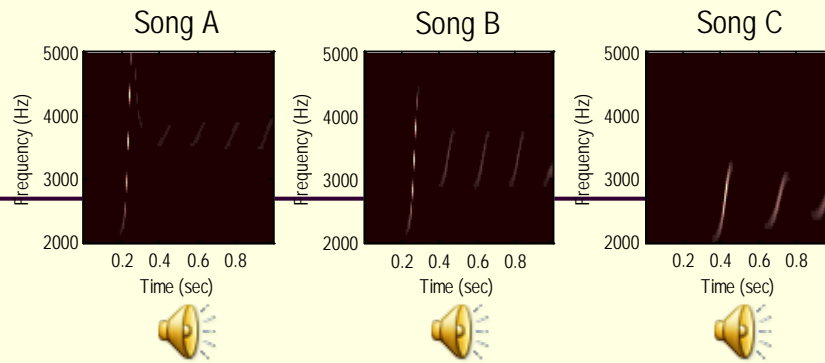


$$f(x) = \begin{bmatrix} 18x_2 - 18x_1 \\ v_1 x_1 - 2x_3 x_1 - x_2 \\ 2x_1 x_2 - v_2 x_3 \end{bmatrix}$$

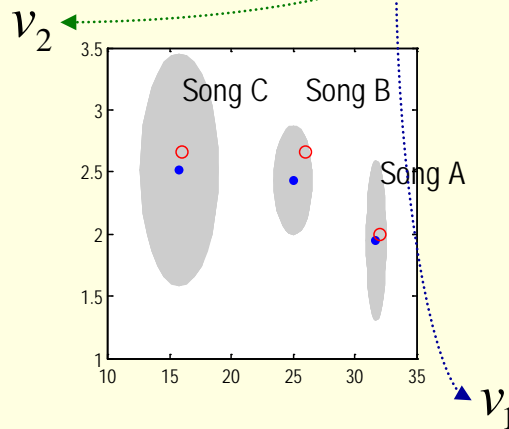
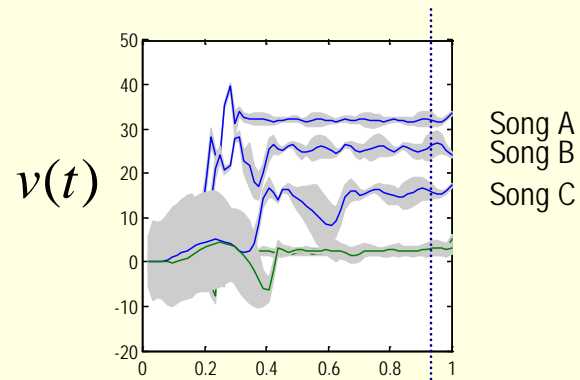
Encoding sequences in terms of attractor manifolds

$v(t)$





Categorizing
sequences
90% confidence
regions





Overview

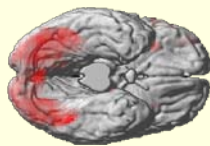
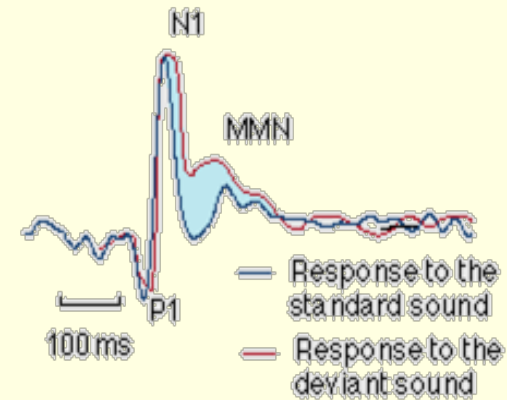
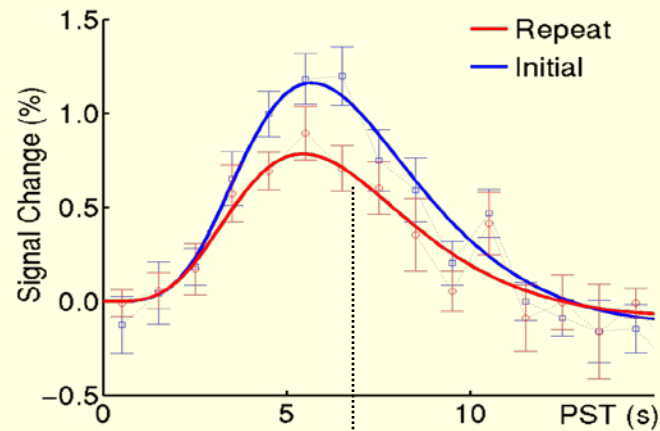
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Hierarchical Bayesian inference

A simple experiment

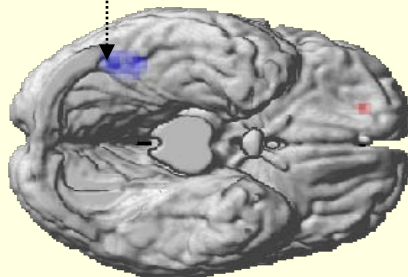
Bird songs (inference)
Structural and dynamic priors
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Perceptual categorisation

Bird songs (learning)
Repetition suppression
The mismatch negativity

Repetition suppression and the MMN

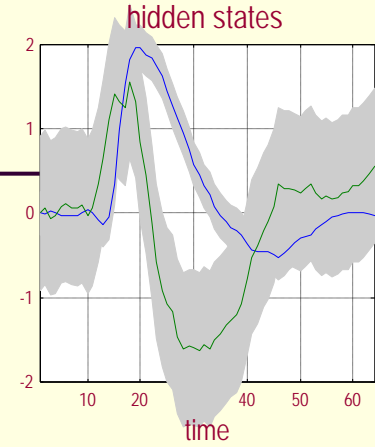
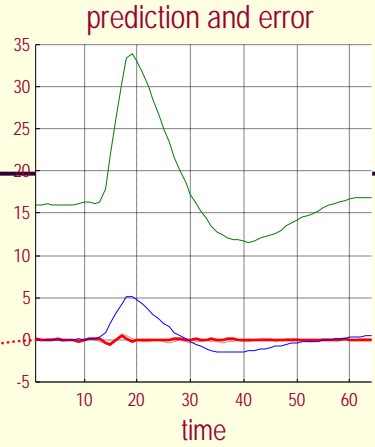
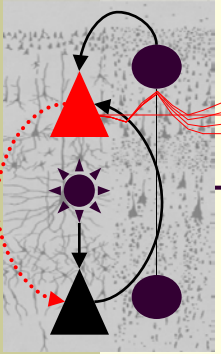


Main effect of faces



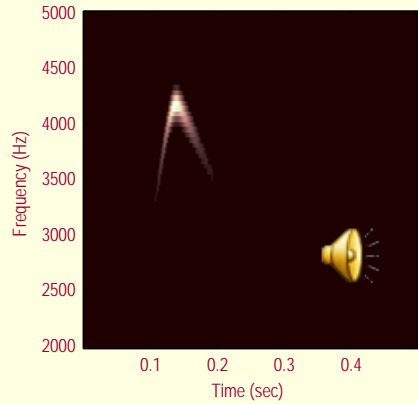
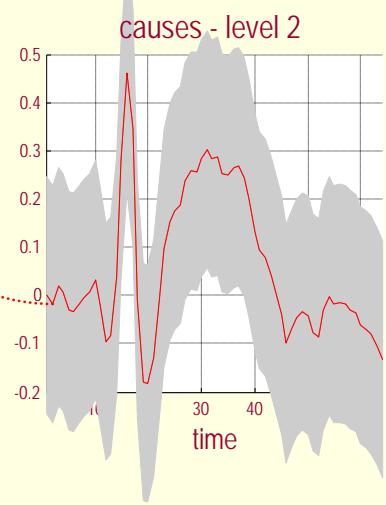
Suppression of inferotemporal responses to repeated faces

The MMN is an enhanced negativity seen in response to any change (deviant) compared to the standard response.

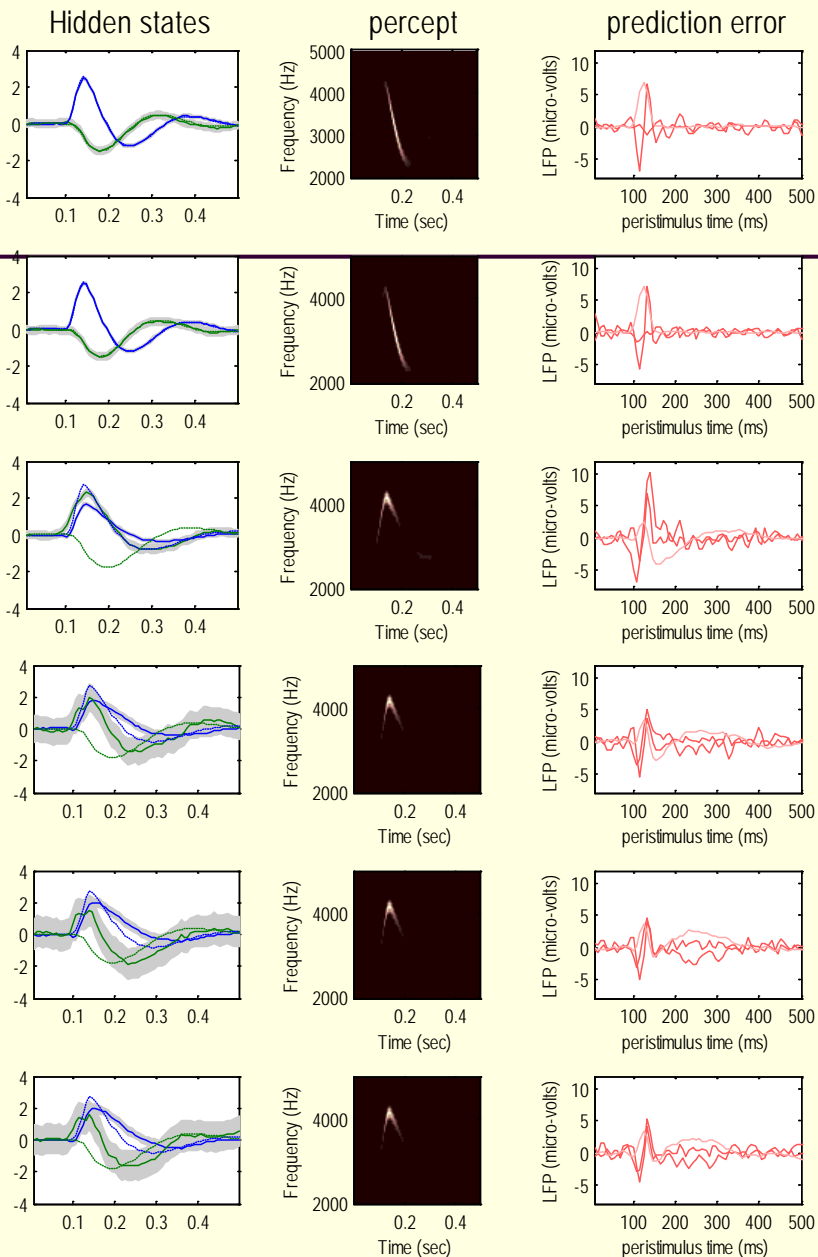


A simple chirp

Prediction error
encoded by superficial
pyramidal cells



Simulating ERPs to repeated chirps



$$\mu_u = \min_{\mu} F$$



Perceptual inference:
suppressing error over
peristimulus time

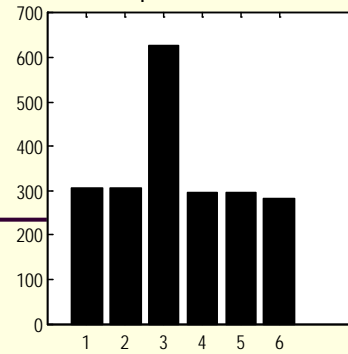
Perceptual learning:
suppression over
repetitions

$$\mu_{\theta} = \min_{\mu} F$$



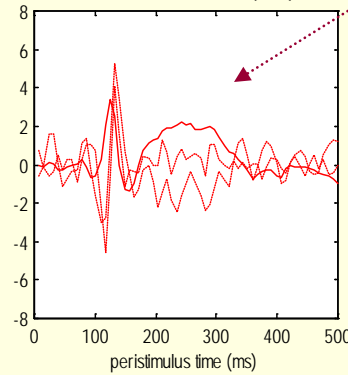
The MMN

SSQ prediction error

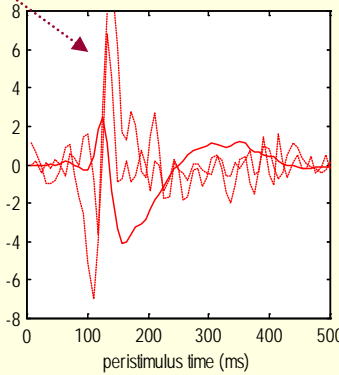


Last presentation
(after learning)

LFP: Standard (P1)

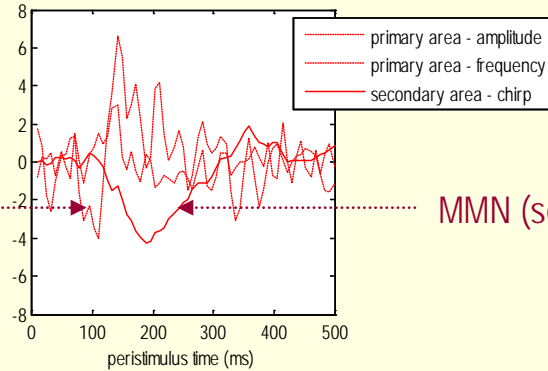


LFP: Oddball



First presentation
(before learning)

Difference waveform (MMN)



Enhanced N1 (primary area)

MMN (secondary area)

P300 (tertiary area)?



Summary

- A free energy principle can account for several aspects of action and perception
- The architecture of cortical systems speak to hierarchical generative models
- Estimation of hierarchical dynamic models corresponds to a generalised deconvolution of inputs to disclose their causes
- This deconvolution can be implemented in a neuronally plausible fashion by constructing a dynamic system that self-organises when exposed to inputs to suppress its free energy
- Minimisation of free energy proceeds over many spaces, including the state of a model (perception), its parameters (learning), its hyperparameters (saliency and attention) and the model itself (selection in somatic or evolutionary time).