Statisztikus tanulás az idegrendszerben

ORBÁN GERGŐ

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Introduction Knowledge representation Probabilistic models Bayesian behaviour Approximate inference I (computer lab) Vision I Approximate inference II: Sampling Measuring priors Neural representation of probabilities Structure learning Vision II Decision making and reinforcement learning Introduction

- Knowledge representation
- Probabilistic models

Bayesian behaviour

Approximate inference I (computer lab)

Vision I

Approximate inference II: Sampling

Measuring priors

Neural representation of probabilities

Structure learning

Vision II

Decision making and reinforcement learning

elméleti -

Introduction

Knowledge representation

Probabilistic models

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 $P(a_1, a_2 | \text{image}, \mathbf{c})$

 $P(a_1, a_2 | \text{image}, \mathbf{c})$



 $\max\left(\mathbf{P}(a_1, a_2 \,|\, \mathrm{image}, \mathbf{c})\right)$





traditional theories e.g. Olshausen & Field, Nature 1996, Schwartz & Simoncelli, Nat Neurosci 2001

mean response \rightarrow maximum a posteriori inference









































changes in inferences need to be reflected in the response statistics







27 02 2019, CBL |

Stimulus complexity shapes response correlations in primary visual cortex



27 02 2019, CBL |

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Bayes inferencia neuronhálózatokkal: PPC

VI orientáció-szelektív neuronok










a neuronok azonban zajosak: az átlag körül az átlaggal arányos variabilitás van jelen

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cél: orientáció becslése





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megfigyelt változók: $r = \{r_1, r_2, \dots r_N\}$





orientation

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Bayes: $P(s | \mathbf{r}) \propto P(\mathbf{r} | s) P(s)$

 Neurális zaj varianciája arányos az átlagos aktivitással: Poisson zaj

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- Likelihood alakja:

$$P(\mathbf{r} \mid s) = \prod_{i} \frac{e^{-f_i(s)} f_i(s)^{r_i}}{r_i!}$$

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$$P(\mathbf{r} \,|\, s) = \prod_{i} \frac{e^{-f_i(s)} f_i(s)^{r_i}}{r_i!}$$



$$P(\mathbf{r} \mid s) = \prod_{i} \frac{e^{-f_i(s)} f_i(s)^{r_i}}{r_i!}$$

$p(s|c_1,c_2) \propto p(c_1|s)p(c_2|s)p(s).$



$$P(\mathbf{r} \mid s) = \prod_{i} \frac{e^{-f_i(s)} f_i(s)^{r_i}}{r_i!}$$

$$p(s|c_1, c_2) \propto p(c_1|s)p(c_2|s)p(s).$$
$$\frac{1}{\sigma_3^2} = \frac{1}{\sigma_1^2} + \frac{1}{\sigma_2^2}$$
$$\mu_3 = \frac{\sigma_2^2}{\sigma_1^2 + \sigma_2^2} \mu_1 + \frac{\sigma_1^2}{\sigma_1^2 + \sigma_2^2} \mu_2$$

legrendszerben

 \rightarrow

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PPC	sampling

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neurons correspond to	parameters	variables

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implementation of learning	cumbersome	manageable

sampling in perception



sampling in perception



sampling in perception

Necker cube



27 02 2019, CBL |

Quantitative consequences of sampling

Moreno Bote et al (2011) PNAS



Quantitative consequences of sampling

Moreno Bote et al (2011) PNAS





- Different weighings of different modes of the posterior introduce systematic variations in sampling times
- Relative dominance of percepts can be predicted



- Binocularly projected moving grating images
- The proportion of one or the other perceived in the foreground is measured

Quantitative consequences of sampling

Moreno Bote et al (2011) PNAS

- Two cues can be manipulated:
 - wavelength of the grating
 - speed of the grating
- The cues are affecting independently the dominance of percepts — the weights of the modes
Moreno Bote et al (2011) PNAS

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Moreno Bote et al (2011) PNAS

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Quantitative consequences of sampling Moreno Bote et al (2011) PNAS f_{v} $1-f_{v}$ $1-f_{1}$ Cue 2: speed Cue 1: wavelength $f_{\lambda\nu} = \frac{f_{\lambda}f_{\nu}}{f_{\lambda}f_{\nu} + (1-f_{\lambda})(1-f_{\nu})}$



Quantitative consequences of sampling Moreno Bote et al (2011) PNAS f_{v} $1-f_{v}$ $1-f_{1}$ Cue 2: speed Cue 1: wavelength $f_{\lambda\nu} = \frac{f_{\lambda}f_{\nu}}{f_{\lambda}f_{\nu} + (1-f_{\lambda})(1-f_{\nu})}$ AD (A) $f_{_{\lambda v}}^{_{\rm predicted}}$ (HDV 1-f^{predicted} Cue 1+ Cue 2

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Quantitative consequences of sampling Moreno Bote et al (2011) PNAS f_{v} $1-f_{v}$ $1-f_{\lambda}$ Cue 2: speed Cue 1: wavelength $f_{\lambda\nu} = \frac{f_{\lambda}f_{\nu}}{f_{\lambda}f_{\nu} + (1-f_{\lambda})(1-f_{\nu})}$ TOD $f_{\lambda v} f_{\lambda v}^{\text{predicted}}$ $1-f_{\lambda v}^{\text{predicted}}$ 1-1 Cue 1+ Cue 2

Moreno Bote et al (2011) PNAS



Quantitative consequences of samplingMoreno Bote et al (2011) PNAS $f_{\lambda\nu} f_{\lambda\nu}^{\text{predicted}}$



Cue 1+ Cue 2

Quantitative consequences of samplingMoreno Bote et al (2011) PNAS $f_{\lambda}f_{\nu}$ $f_{\lambda}f_{\nu}$ $f_{\lambda}f_{\nu}$ $f_{\lambda}f_{\nu} + (1-f_{\lambda})(1-f_{\nu})$ $f_{\lambda}f_{\nu} + (1-f_{\lambda})(1-f_{\nu})$



Quantitative consequences of samplingMoreno Bote et al (2011) PNAS $f_{\lambda p}$ $f_{\lambda p}$



Quantitative consequences of samplingMoreno Bote et al (2011) PNAS $f_{\lambda\nu}$ $f_{\mu\nu}$ </t



Contextual modulation of posterior

- Ambiguity can be resolved by contextual cues
- Dwelling times can be drastically modulated



Schrater & Sundereswara, NIPS, 2007

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Contextual modulation of posterior

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 Schrater & Sundereswara, NIPS, 2007
Note: a much more delicate computation is happening here: conditioning on the context, assessment of probability of perspective Statisztikus tanulás az idegrendszerben

RECAP: role of priors















prior expectations



prior expectations

inferences





prior expectations

inferences





prior expectations

inferences





 \mathbf{a}_1

prio

prior expectations

inferences





spontaneous activity $P(\mathbf{a})$

evoked activity $P(\mathbf{a} \,|\, \mathbf{x})$

prior expectations

inferences



spontaneous activity $P(\mathbf{a})$

evoked activity $P(\mathbf{a} \mid \mathbf{x})$

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 \mathbf{a}_2

prior expectations

inferences



prior expectations

inferences



evoked activity $P(\mathbf{a} | \mathbf{x})$

prior expectations

inferences





spontaneous activity $P(\mathbf{a})$

evoked activity $P(\mathbf{a} \mid \mathbf{x})$



average inferences prior expectations stimulus statistics expectations inference prior prior $dx P(\mathbf{a} \mid \mathbf{x}) P(\mathbf{x})$ $P(\mathbf{a}) =$ posterior \mathbf{a}_2 posterior \mathbf{a}_2 $\langle P(\mathbf{a} | \mathbf{x}) \rangle_{P(\mathbf{x})}$ \mathbf{a}_1 \mathbf{a}_1 ? spontaneous activity average evoked activity

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 $P(\mathbf{a})$

 $P(\mathbf{a} \mid \mathbf{x})$



prior expectations

average inferences



$$P(\mathbf{a}) = \int dx \, P(\mathbf{a} \,|\, \mathbf{x}) \, P(\mathbf{x})$$

spontaneous activity
$$\stackrel{?}{=}$$
 average evoked activity $P(\mathbf{a} \mid \mathbf{x})$
Full response statistics

★ the model has been adapted to the appropriate model of the world

★ the stimulus statistics tested is appropriate

$$P(\mathbf{a}) = \int dx \, P(\mathbf{a} \,|\, \mathbf{x}) \, P(\mathbf{x})$$

spontaneous activity
$$\stackrel{?}{=}$$
 average evoked activity $P(\mathbf{a} \mid \mathbf{x})$

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10⁻⁵ 10⁻⁴ 10⁻³ 10⁻² 10⁻¹ 10⁰ mintázatok gyakorisága természetes képek nézésekor







 Ha az idegrendszer ismeri a világ szerkezetét, akkor az elvárásai nem különböznek attól, amit általában érzékel















kor



különbözőség



természetes képek zaj periodikusan sávozott képek

Measuring priors

• Structurred

- Adapted to the environmental statistics
- Depends on subjective experience
- Task independence







Motion illusions as optimal percepts

Weiss, Simoncelli & Adelson (2002) Nat Neurosci http://www.cs.huji.ac.il/~yweiss/Rhombus/rhombus.html



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independent pieces of evidence (conditioned on the movement of the object)

b

С

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What kind of movements is the stimulus compatible with? (which movements have high probability given the evidence?)

a b c

independent pieces of evidence (conditioned on the movement of the object)















Weiss, Simoncelli & Adelson (2002) Nat Neurosci



(which movements have high probability given the evidence?)









Weiss, Simoncelli & Adelson (2002) Nat Neurosci



С



















Weiss, Simoncelli & Adelson (2002)

- Illusion emerges as a result of optimal computations under uncertainty
- The prior the experiment hints at reflects a simple regularity of the environment
- The prior is very generic, no subjective aspects can be revealed

Sanborn & Griffiths (2008) NIPS

Sanborn & Griffiths (2008) NIPS

IDEA:

• The model of a particular domain of knowledge can be directly corresponded to a prior

Sanborn & Griffiths (2008) NIPS

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- The prior distribution contains the information we now about a specific domain and we are relying on this prior to make decisions

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- Samples can represent a probability distribution, which obviously includes the prior distribution as well
- Design an experiment where the decisions of humans produces samples from the prior distribution
- The sequence of samples will reveal the prior distribution

Sanborn & Griffiths (2008) NIPS

 equivalence between choice behaviour and a Metropolis Hastings sampler can be established



Sanborn & Griffiths (2008) NIPS

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Alternative phrasing of acceptance probability: Barker dynamics

$$a(x_{t+1}, x_t) = P^*(x_{t+1}) / (P^*(x_{t+1}) + P^*(x_t))$$

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Sanborn & Griffiths (2008) NIPS

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Sanborn & Griffiths (2008) NIPS

- two objects are shown: x1, and x2
- the subject is told that one of them is coming from a particular category c
- 'choose the object that you think comes from category c'
- a Bayesian learner assumes two hypotheses:
 h1: x1 comes from p(x | c), x2 comes from g(x)
 h2: the other way round

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posterior probability for h1:

$$p(h_1|x_1, x_2)$$

 $\frac{p(x_1, x_2|h_1)p(h_1)}{p(x_1, x_2|h_1)p(h_1) + p(x_1, x_2|h_2)p(h_2)}$

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g(x) is an alternative hypothesis for the origin of x

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 $\frac{p(x_1, x_2|h_1)p(h_1)}{p(x_1, x_2|h_1)p(h_1) + p(x_1, x_2|h_2)p(h_2)}$ $= \frac{p(x_1|c)g(x_2)p(h_1)}{p(x_1|c)g(x_2)p(h_1)}$

 $p(x_1|c)g(x_2)p(h_1) + p(x_2|c)g(x_1)p(h_2)$

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Markov Chain Monte Carlo with people

Sanborn & Griffiths (2008) NIPS

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 training subjects on a novel 'lab category' (fish from the ocean)

• and later test their prior with MCMC



Sanborn & Griffiths (2008) NIPS

training subjects on a novel 'lab category' (fish from the ocean)

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Sanborn & Griffiths (2008) NIPS

- exploring a learned category (animals)
- wire-frame animals are used which are easy to parametrise (tail length, neck length, neck angle, etc)

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stimuli



Sanborn & Griffiths (2008) NIPS

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stimuli

sequence of stimuli in the stimulus space



Sanborn & Griffiths (2008) NIPS

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inferred priors for different categories (2D embedding of the high-D prior)



Sanborn & Griffiths (2008) NIPS

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inferred priors for different categories (2D embedding of the high-D prior)







Sanborn & Griffiths (2008) NIPS

- The inferred prior can capture individual differences (subjective)
- The inferred prior is high-dimensional (fairly complex)
- The prior is task specific



- 1. *complex*
- 2. ecologically relevant
- 3. *extensive* subjective experience
- 4. experience is *subjective*











Houlsby et al (2013) Curr Bill



Houlsby et al (2013) Curr Bill



Houlsby et al (2013) Curr Bill

internal model - subjective distribution



Houlsby et al (2013) Curr Bill

internal model - subjective distribution











Houlsby et al (2013) Curr Bill





2

Houlsby et al (2013) Curr Bill




Houlsby et al (2013) Curr Bill



Houlsby et al (2013) Curr Bill



Houlsby et al (2013) Curr Bill



Houlsby et al (2013) Curr Bill



Houlsby et al (2013) Curr Bill



Houlsby et al (2013) Curr Bill



Houlsby et al (2013) Curr Bill



b FAMILIARITY



1 2

- Hypothesis 1
 - s 1 Hypothesis 2



Houlsby et al (2013) Curr Bill



b FAMILIARITY





Hypothesis 1

s 1 Hypothesis 2



 $\label{eq:FAMILIARITY} {\it FAMILIARITY}$ $r^*=1$



Houlsby et al (2013) Curr Bill



b FAMILIARITY



1 2

Hypothesis 1

Hypothesis 2



 $r^{*} = 2$

С ODD-ONE-OUT



Hypothesis 1

Hypothesis 2 Hypothesis 3







 $r^{*} = 1$

FAMILIARITY



Houlsby et al (2013) Curr Bill



b FAMILIARITY



2 1

Hypothesis 1



С ODD-ONE-OUT



Hypothesis 1

 $s_{\rm D}^*$

 s_1

Hypothesis 2 Hypothesis 3











FAMILIARITY $r^{*} = 2$ $r^{*} = 1$





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Houlsby et al (2013) Curr Bill

familiarity task



Houlsby et al (2013) Curr Bill

familiarity task



1 2



subject #1

Houlsby et al (2013) Curr Bill

familiarity task



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subject #1



Houlsby et al (2013) Curr Bill

familiarity task



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subject #1

odd-one-out task





Statisztikus tanulás az idegrendszerben

Houlsby et al (2013) Curr Bill

familiarity task



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subject #1

odd-one-out task







subject #1



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familiarity task



1 2



subject #1

odd-one-out task







subject #1





subject #2

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familiarity task



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subject #1





odd-one-out task







subject #1





Statisztikus tanulás az idegrendszerben

subject #2 subject #2

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familiarity task



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subject #1







subject #1





subject #2



subject #2 http://golab.wigner.mta.hu

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subject #1









subject #1



subject #2 http://golab.wigner.mta.hu





subject #2

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