

Uncertainty and the Bayesian Brain

- sources:
 - sensory/processing noise
 - ignorance
 - change
- consequences:
 - inference
 - learning
- coding:
 - distributional/probabilistic population codes
 - neuromodulators

Multisensory Integration

- $v = s + \varepsilon_v$; $t = s + \varepsilon_t$
- $p[s|v, t] \propto p[v, t|s]p[s] \sim p[v|s]p[t|s]$
- $\varepsilon_v \sim N[0, \rho_v^{-2}]$; $\varepsilon_t \sim N[0, \rho_t^{-2}]$
- $s|v, t \sim N[\mu_s, \rho_s^{-2}]$
- $\mu_s = \frac{v\rho_v^2 + t\rho_t^2}{\rho_v^2 + \rho_t^2}$; $\rho_s^2 = \rho_v^2 + \rho_t^2$

$$\mathbf{v} : p[s|\mathbf{v}] \sim \mathcal{N} \left[\frac{\sum_a v_a s_a}{\sum_b v_b}, \frac{\sigma^2}{\sum_b v_b} \right] \quad \mathbf{t} : p[s|\mathbf{t}] \sim \mathcal{N} \left[\frac{\sum_a t_a s_a}{\sum_b t_b}, \frac{\sigma^2}{\sum_b t_b} \right]$$

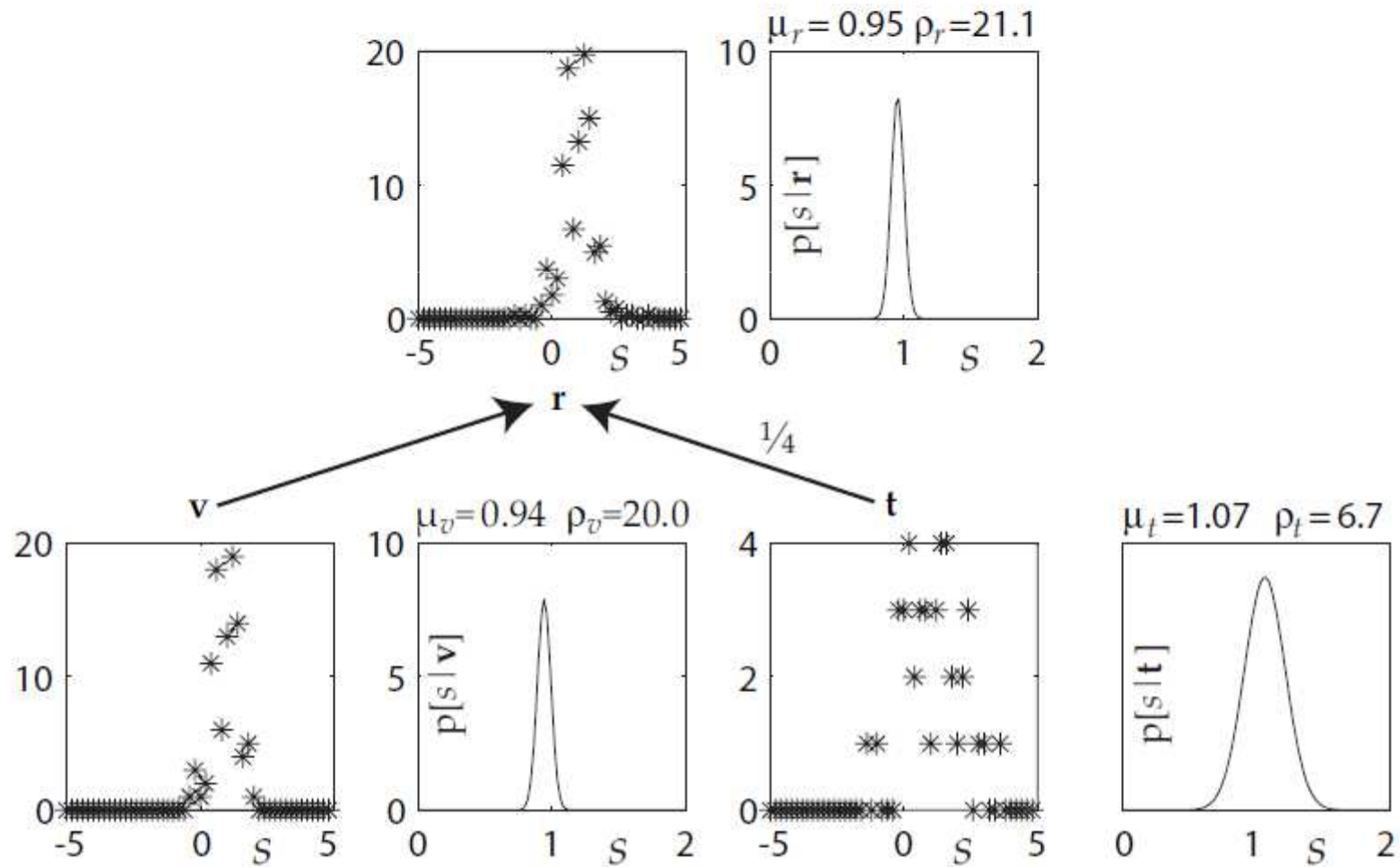
apply the previous analysis:

$$p[s|\mathbf{v}, \mathbf{t}] \sim \mathcal{N} \left[\frac{\frac{\sum_a v_a s_a}{\sum_b v_b} \frac{\sum_b v_b}{\sigma^2} + \frac{\sum_a t_a s_a}{\sum_b t_b} \frac{\sum_b t_b}{\sigma^2}}{\frac{\sum_b v_b}{\sigma^2} + \frac{\sum_b t_b}{\sigma^2}}, \frac{1}{\frac{\sum_b v_b}{\sigma^2} + \frac{\sum_b t_b}{\sigma^2}} \right]$$

$$\sim \mathcal{N} \left[\frac{\sum_a (v_a + t_a) s_a}{\sum_b v_b + t_b}, \frac{\sigma^2}{\sum_b v_b + t_b} \right]$$

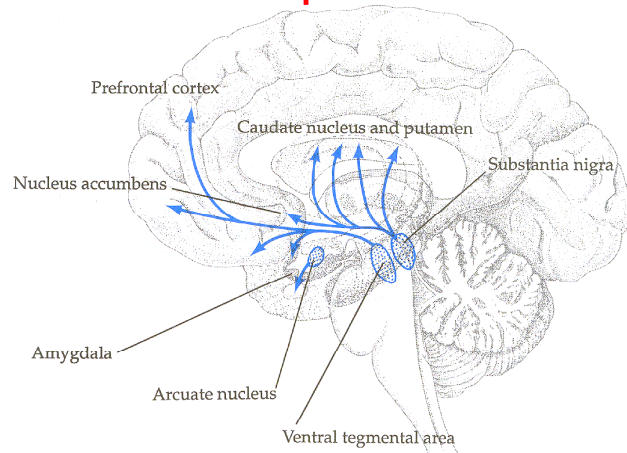
so if: $r_a = v_a + t_a$ everything will work out

Explicit and Implicit Spaces

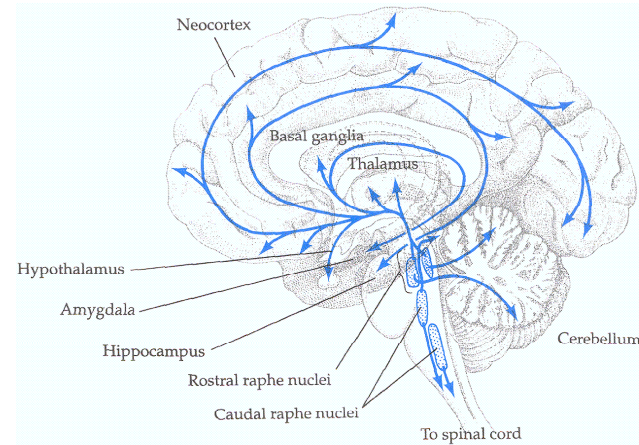


Computational Neuromodulation

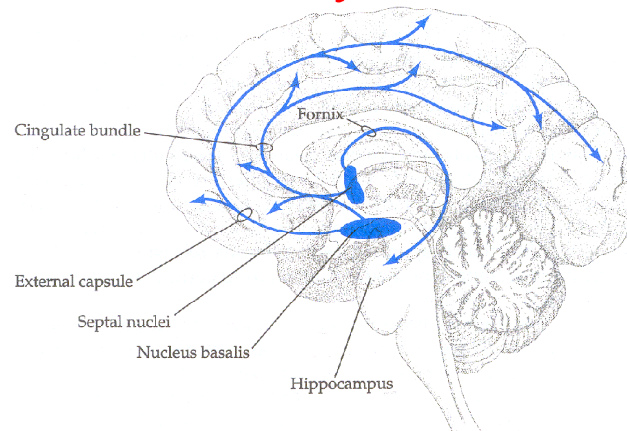
dopamine



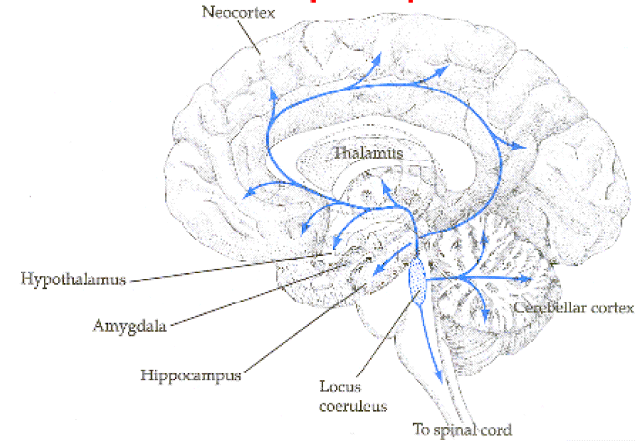
5HT



acetylcholine



norepinephrine

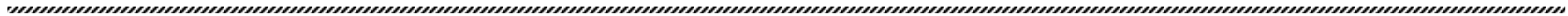


- **general**: excitability, signal/noise ratios
- **specific**: prediction errors, uncertainty signals

Uncertainty

Computational **functions** of neuromodulatory uncertainty:

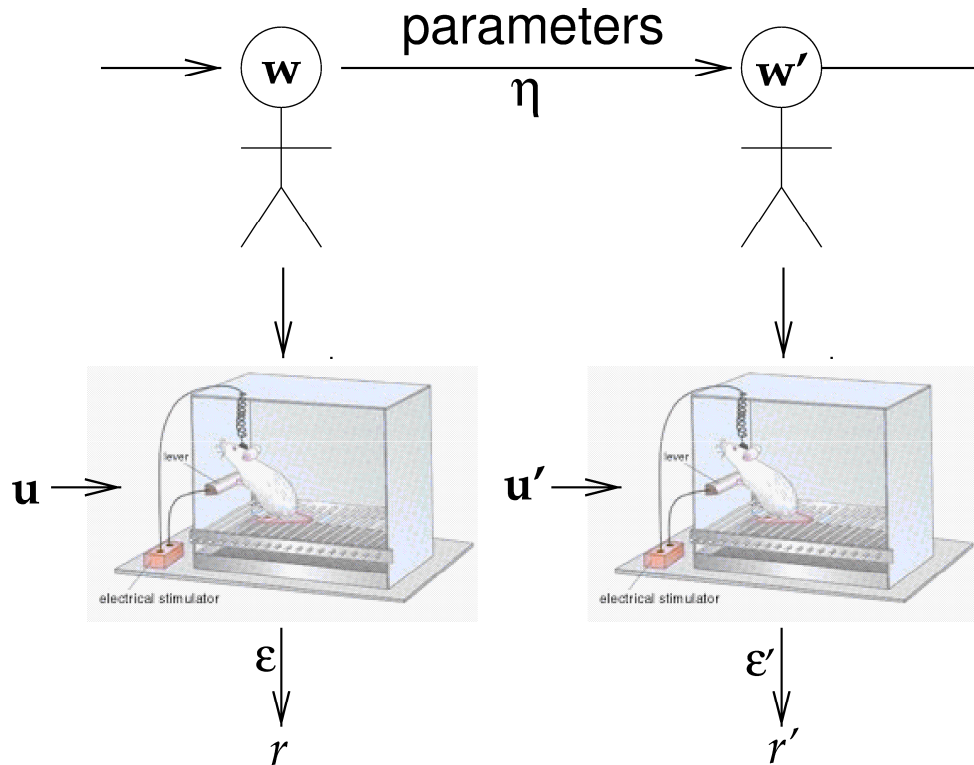
- weaken **top-down** influence over sensory processing
- promote **learning** about the relevant representations



We focus on **two** different kinds of uncertainties:

- ACh** ➤ **expected uncertainty** from known variability or ignorance
- NE** ➤ **unexpected uncertainty** due to gross mismatch between prediction and observation

Kalman Filter



expt $w' = w + \eta$

reward given $r = w \cdot u + \epsilon$

allowable drift $\eta \sim N[0, \sigma^2 \mathbb{I}]$

output noise $\epsilon \sim N[0, \rho^2]$

- Markov random walk (or OU process)
- no punctate changes
- additive model of combination
- forward inference

Kalman Posterior

The Kalman filter maintains uncertainty:

$$P(\mathbf{V}) = \mathcal{N}[\hat{\mathbf{w}} \cdot \mathbf{u}, \mathbf{u} \cdot \Sigma \cdot \mathbf{u}]$$

where

Assumed Density KF

Diagonal approx to $\Sigma = \text{diag}(\sigma_i^2)$

If $\mathbf{w} \sim \mathcal{N}[\hat{\mathbf{w}}, \text{diag}(\sigma_i^2)]$, then

$$\Delta \hat{w}_i = \frac{\sigma_i^2}{\sum_j \sigma_j^2 + \rho^2} (r - \mathbf{u} \cdot \hat{\mathbf{w}}) u_i$$

- Rescorla-Wagner error correction
- competitive allocation of learning
 - P&H, M

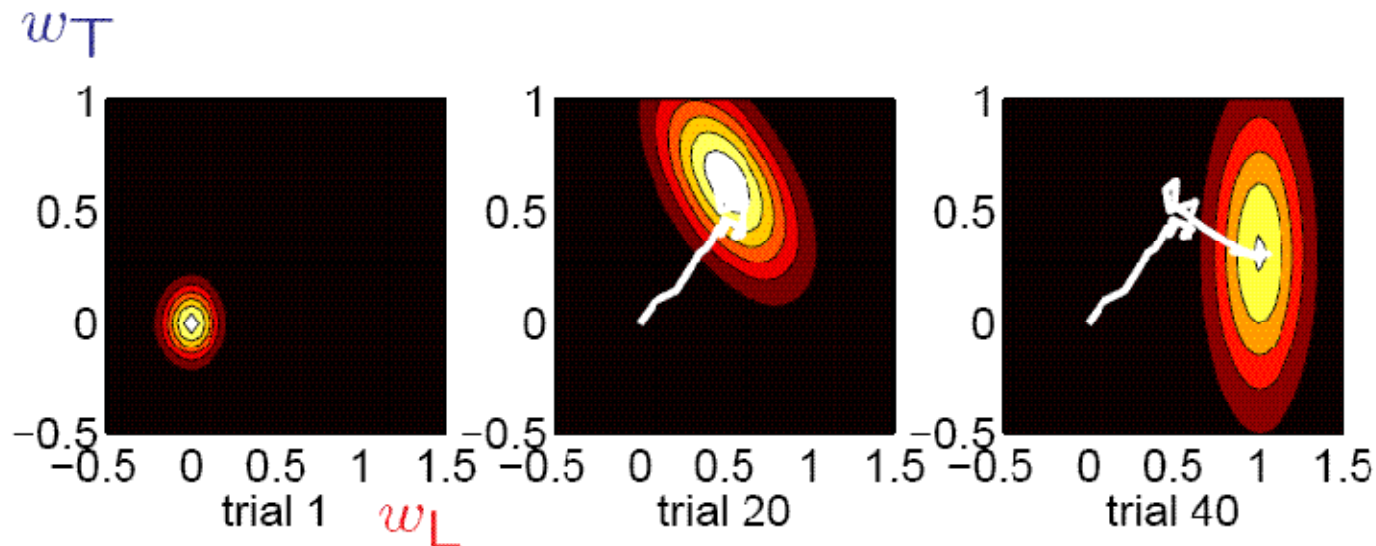
Blocking

forward	L → r	L + T → r	T → .
backward	L + T → r	L → r	T → .

- forward blocking: error correction

$$(r - \mathbf{u} \cdot \hat{\mathbf{w}})$$

- backward blocking: -ve **off-diag** $\Sigma_{LT} < 0$



Mackintosh vs P&H

- under diagonal approximation:

$$E(r - \mathbf{u} \cdot \hat{\mathbf{w}})^2 = \rho^2 + \sum_j \sigma_j^2 u_i^2$$

- for slow learning,

σ_j^2 changes with correlation of $(r - V)$ and u_i

– effect like Mackintosh

Summary

- Kalman filter models many standard conditioning paradigms
- elements of RW, Mackintosh, P&H
- but:

- downwards unblocking

$$L \rightarrow r \Delta r \quad L + T \rightarrow r \quad T \nleftrightarrow \pm r$$

predictor competition

- negative patterning $L \rightarrow r; T \rightarrow r; L + T \rightarrow \cdot$

stimulus/correlation rerepresentation (Daw)

- recency vs primacy (Kruschke)

Experimental Data

ACh & **NE** have similar *physiological* effects

- *suppress* recurrent & feedback processing
(e.g. Kimura *et al*, 1995; Kobayashi *et al*, 2000)
- *enhance* thalamocortical transmission
(e.g. Gil *et al*, 1997)
- *boost* experience-dependent plasticity
(e.g. Bear & Singer, 1986; Kilgard & Merzenich, 1998)

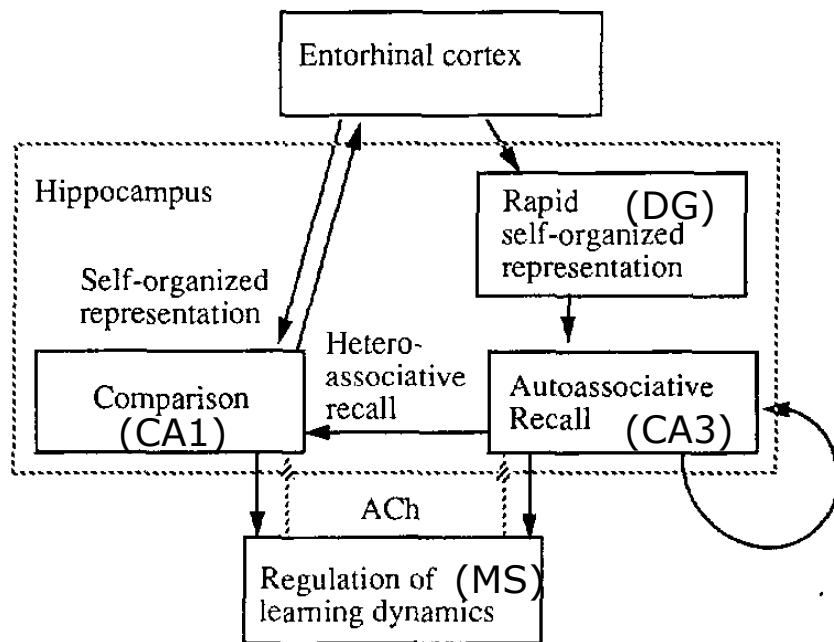
ACh & **NE** have distinct *behavioral* effects:

- **ACh** *boosts* learning to stimuli with uncertain consequences
(e.g. Bucci, Holland, & Gallagher, 1998)
- **NE** *boosts* learning upon encountering global changes in the environment
(e.g. Devauges & Sara, 1990)

ACh in Hippocampus

Given *unfamiliarity*, ACh:

- *boosts* bottom-up, *suppresses* recurrent processing
- *boosts* recurrent plasticity



(Hasselmo, 1995)

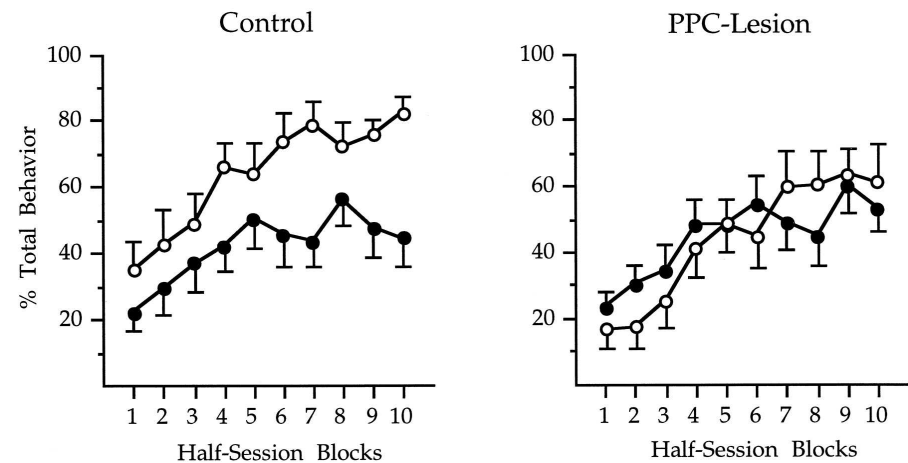
ACh in Conditioning

Given *uncertainty*, ACh:

- *boosts* learning to stimuli of uncertain consequences

Table 1. Outline of procedures for Experiment 1

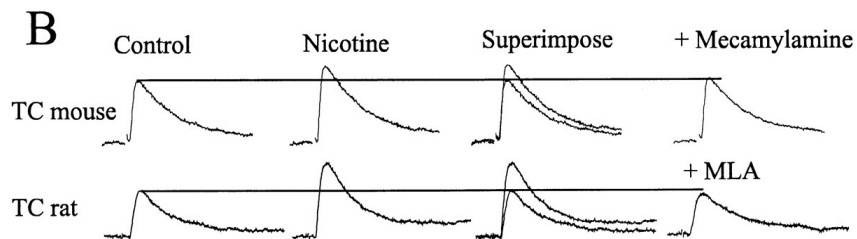
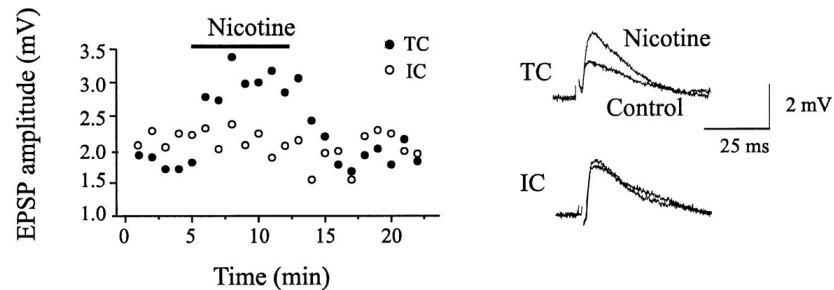
Treatment condition (groups)	Phase 1: consistent L-T relation	Phase 2: experimental change in L-T relation	Phase 3: test of conditioning to L
Consistent (CTL-C, PPC-C)	L → T → food; L → T	L → T → food; L → T	L → food
Shift (CTL-S, PPC-S)	L → T → food; L → T	L → T → food; L	L → food



(Bucci, Holland, & Gallagher, 1998)

Cholinergic Modulation in the Cortex

Electrophysiology Data



(Gil, Connors, & Amitai, 1997)

Examples of Hallucinations Induced by Anticholinergic Chemicals

Scopolamine in normal volunteers	Integrated, realistic hallucinations with familiar objects and faces	Ketchum et al. (1973)
Intravenous atropine in bradycardia	Intense visual hallucinations on eye closure	Fisher (1991)
Local application of scopolamine or atropine eyedrops	Prolonged anticholinergic delirium in normal adults	Tune et al. (1992)
Side effects of motion-sickness drugs (scopolamine)	Adolescents hallucinating and unable to recognize relatives	Wilkinson (1987) Holland (1992)

(Perry & Perry, 1995)

ACh agonists:

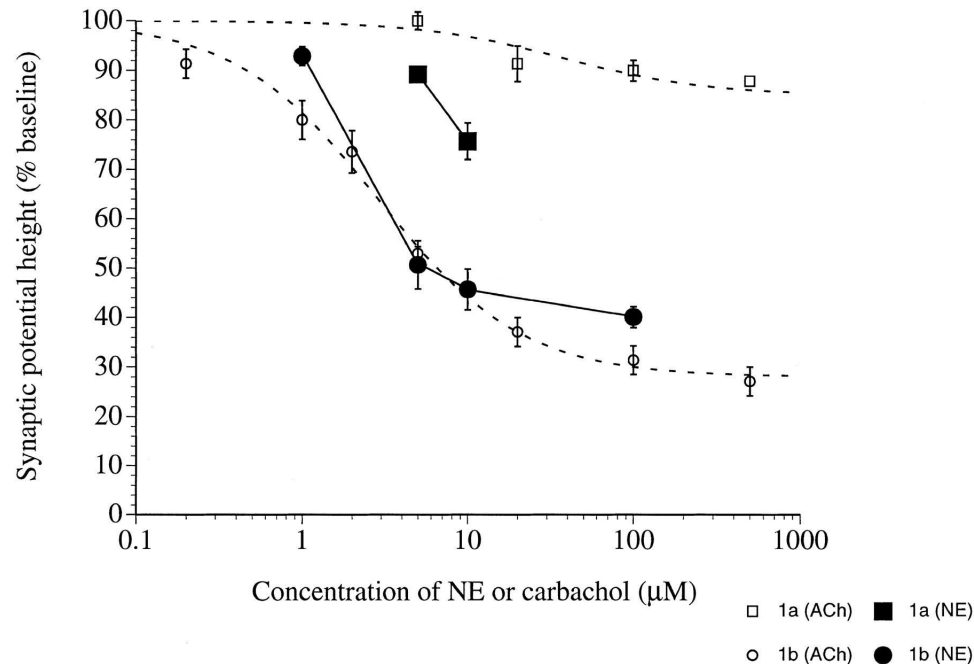
- **facilitate** TC transmission
- **enhance** stimulus-specific activity

ACh antagonists:

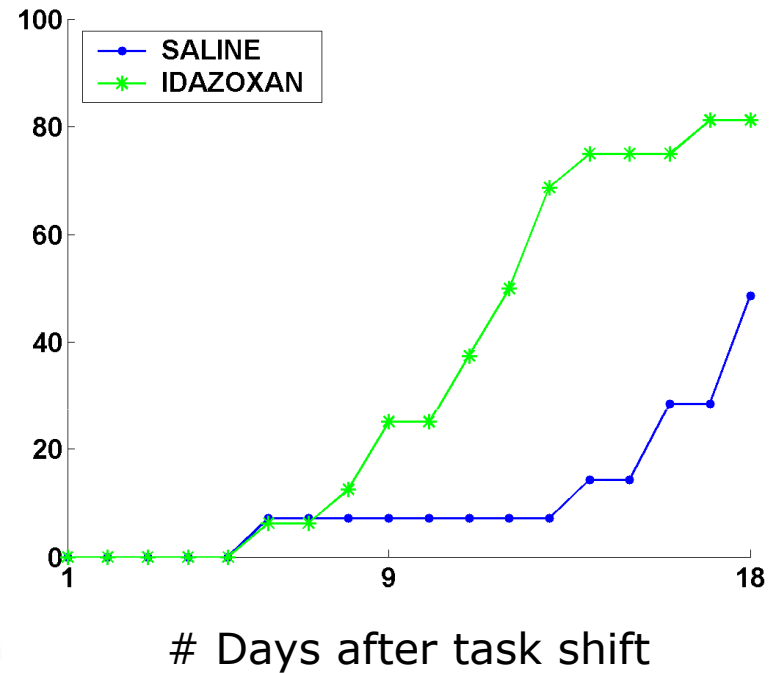
- **induce** hallucinations
- **interfere** with stimulus processing
- effects **enhanced** by eye closure

Norepinephrine

Something similar may be true for NE (Kasamatsu *et al*, 1981)



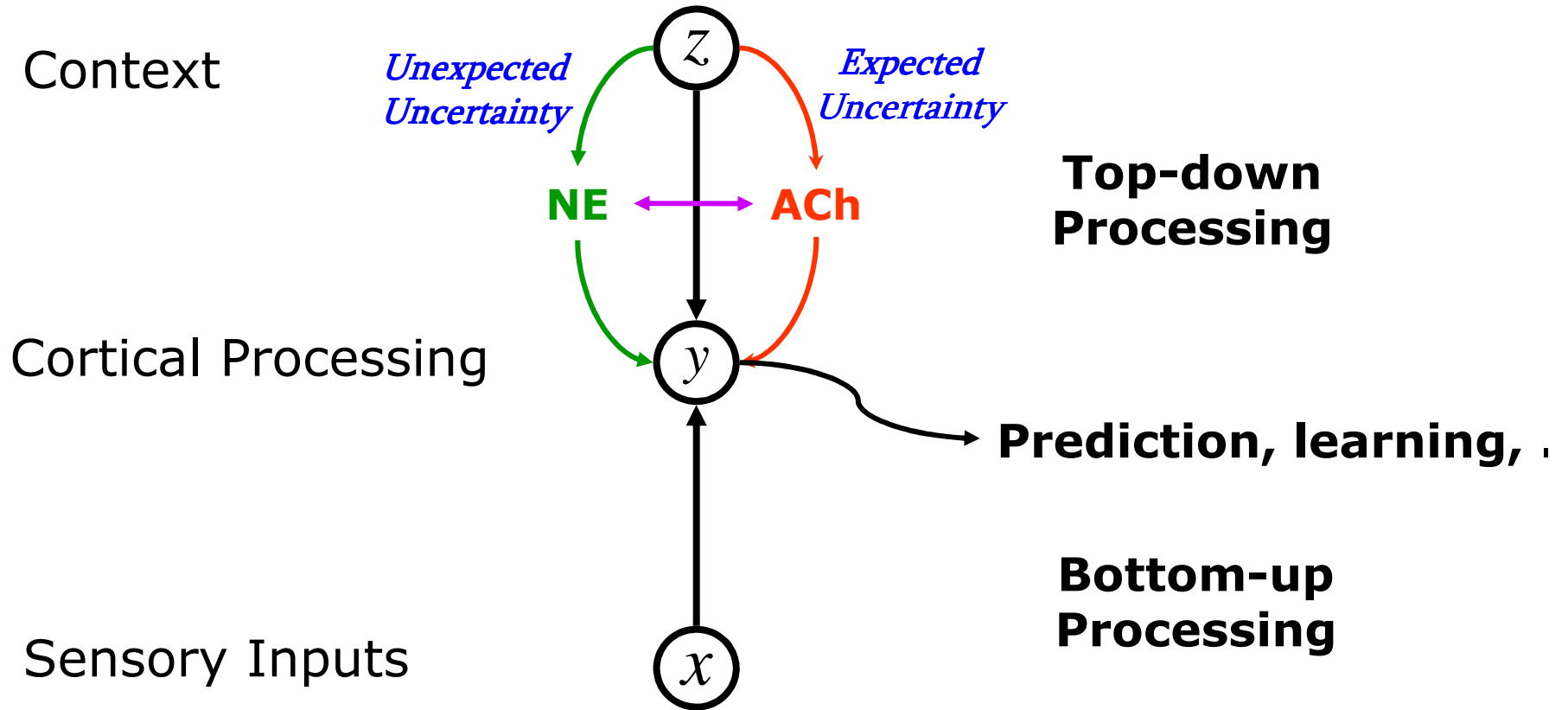
(Hasselmo *et al*, 1997)



(Devauges & Sara, 1990)

NE specially involved in **novelty**, confusing association with attention, vigilance

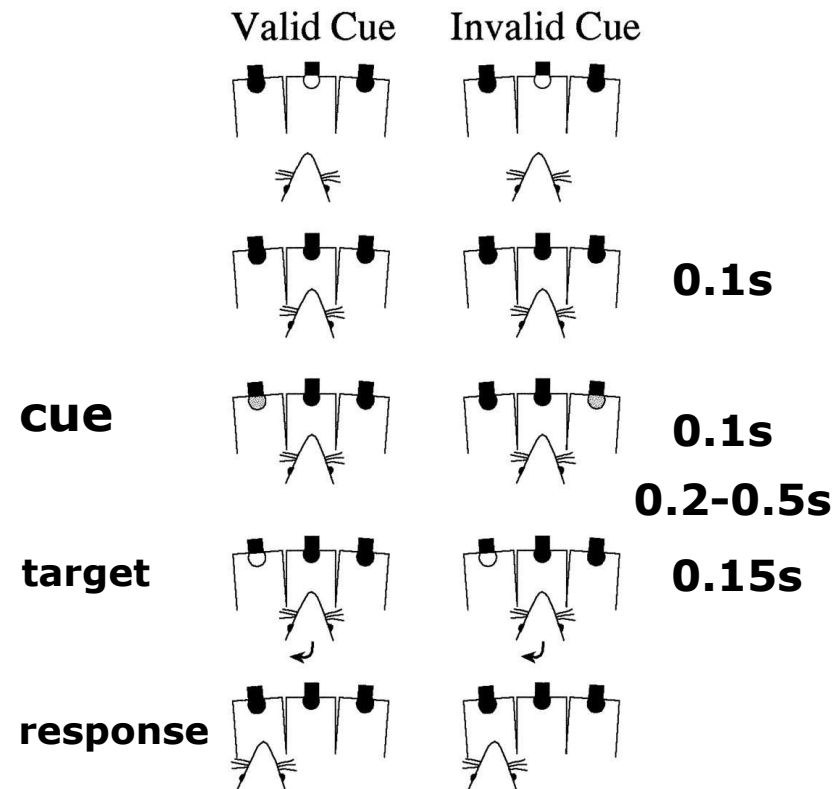
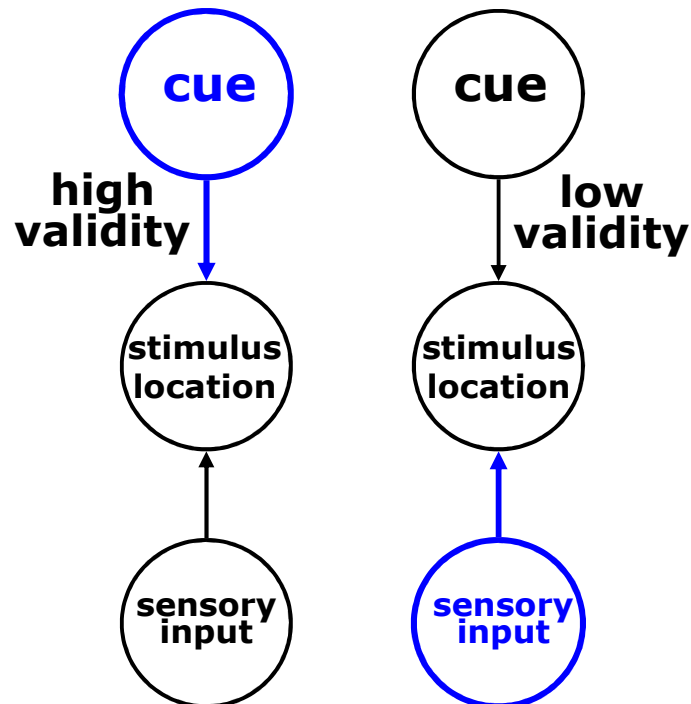
Model Schematics



Attention

Attentional selection for (statistically) **optimal** processing, above and beyond the traditional view of resource constraint

Example 1: Posner's Task



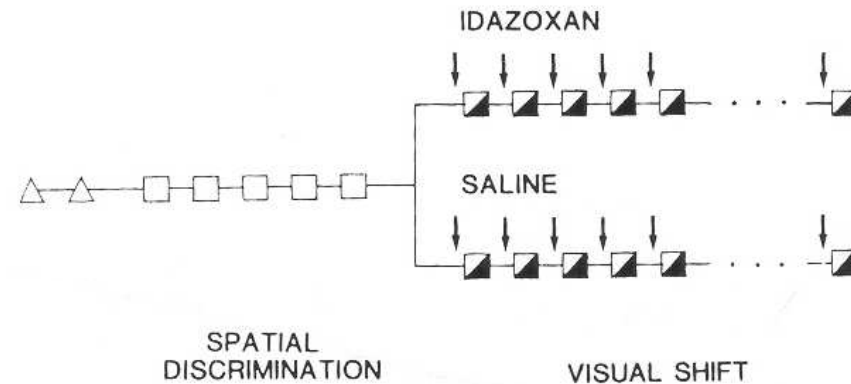
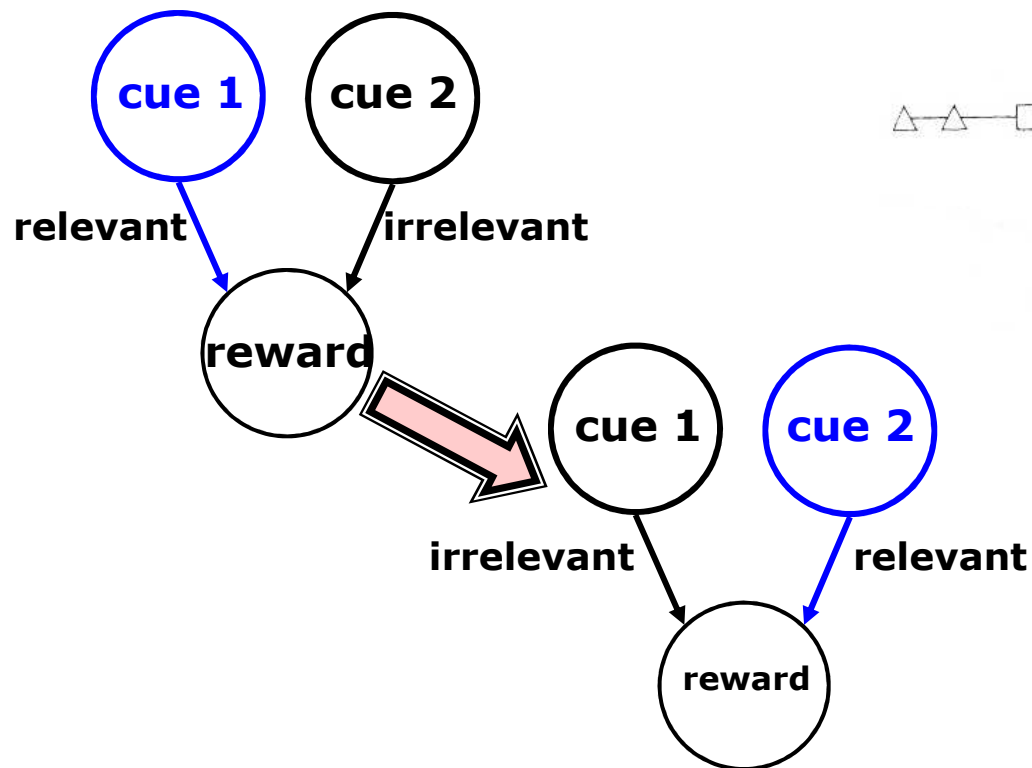
(Phillips, McAlonan, Robb, & Brown, 2000)

Uncertainty-driven bias in cortical processing

Attention

Attentional selection for (statistically) **optimal** processing, above and beyond the traditional view of resource constraint

Example 2: Attentional Shift



(Devauges & Sara, 1990)

Uncertainty-driven bias in cortical processing

A Common Framework

NE

ACh

Variability in **identity** of relevant cue

Variability in **quality** of relevant cue

$$1 - \lambda_t^*$$

$$1 - \gamma_t^*$$

Cues: vestibular, visual, ...



$$\mu_t^* = i$$

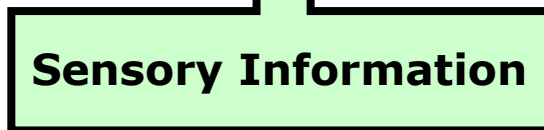
$$P^*(\mu_t^* | D_t) = \lambda_t^*$$

$$P^*(\mu_t = j \neq i | D_t) = \frac{1 - \lambda_t^*}{h - 1}$$

Target: stimulus location, exit direction...

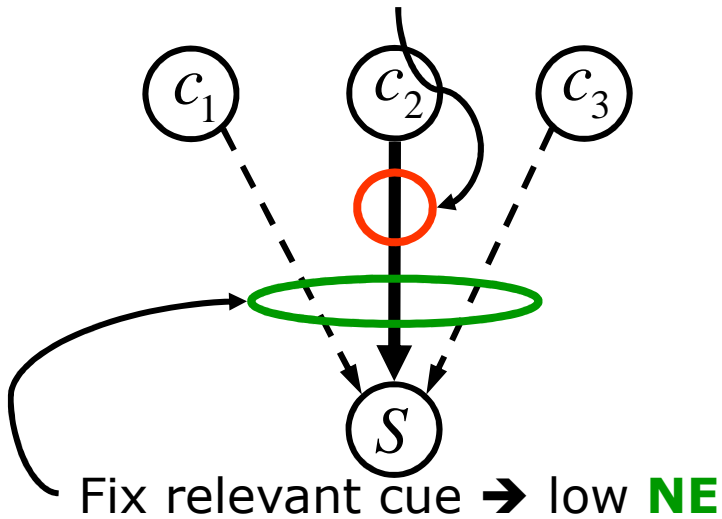


avoid representing
full uncertainty



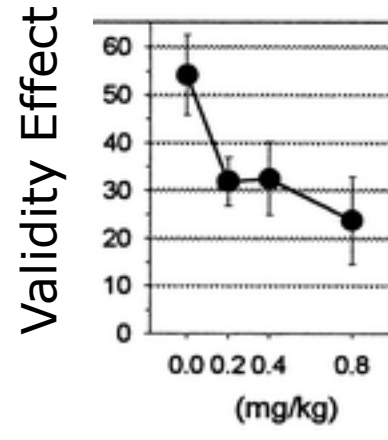
Simulation Results: Posner's Task

Vary cue validity → Vary **ACh**



$$V E \propto (1-NE)(1-ACh)$$

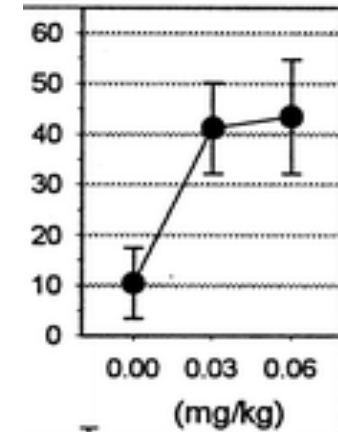
Nicotine



Concentration

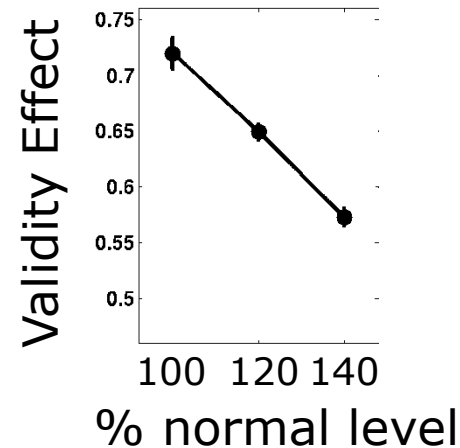
(Phillips, McAlonan, Robb, & Brown, 2000)

Scopolamine

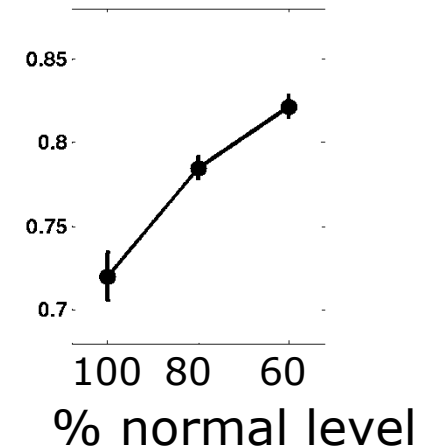


Concentration

Increase ACh

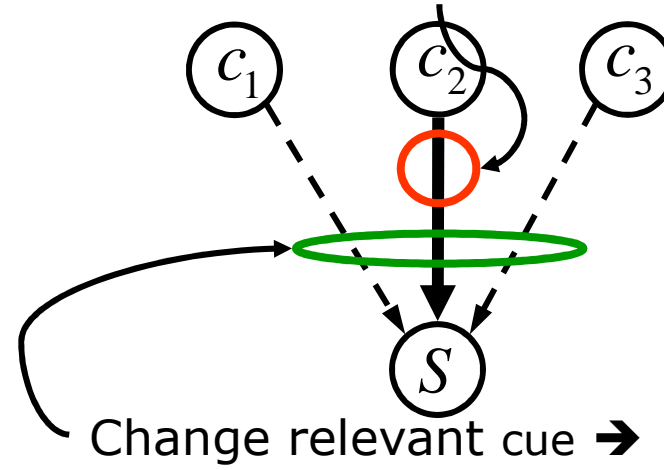


Decrease ACh



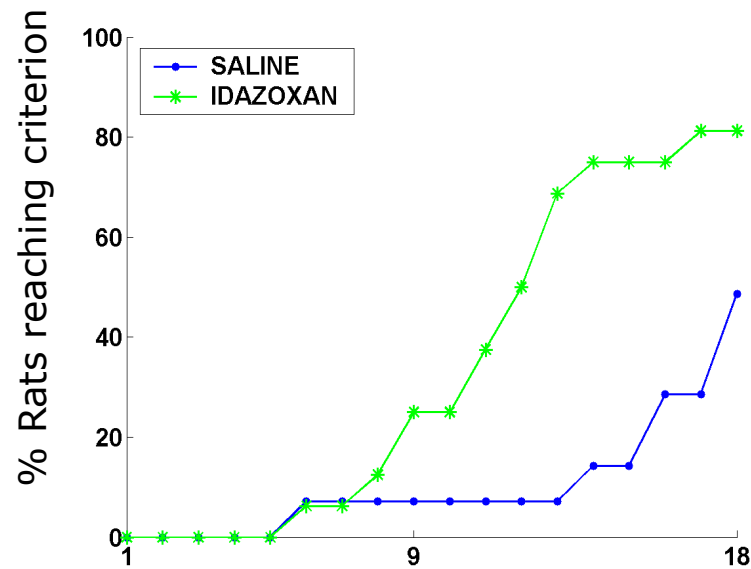
Simulation Results: Maze Navigation

Fix cue validity → no explicit manipulation of **ACh**

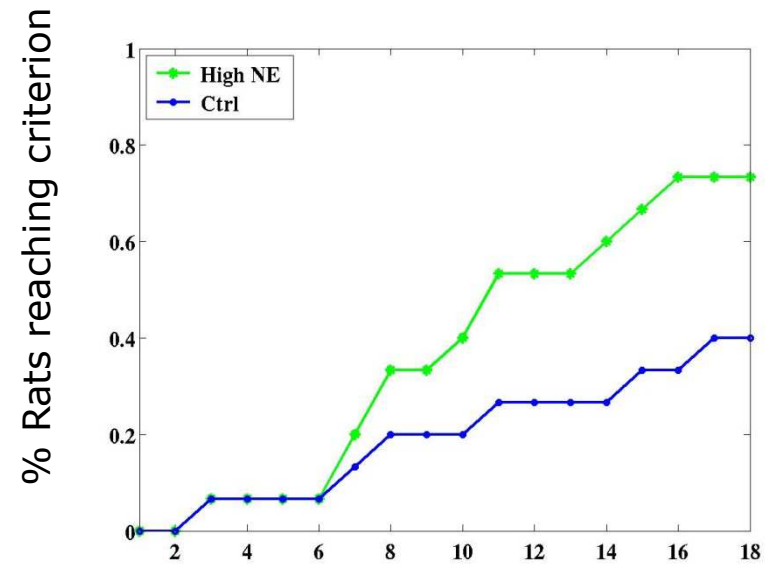


Experimental Data

Model Data



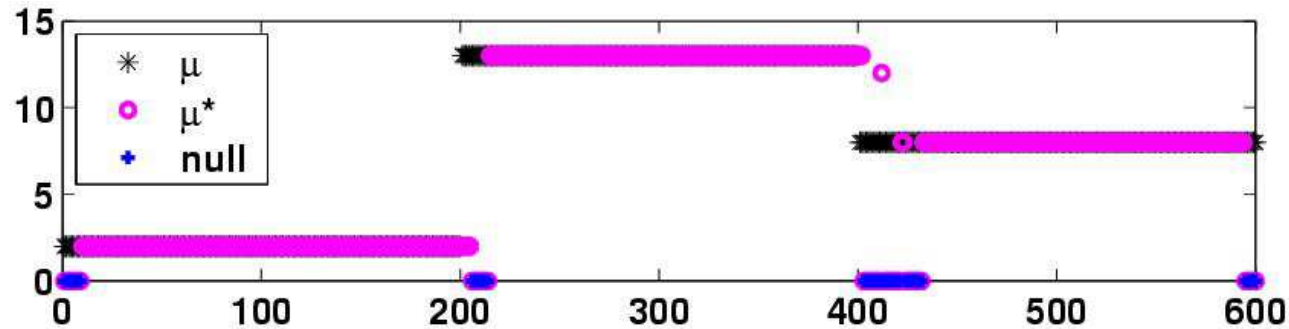
No. days after shift from spatial to visual task
(Devauges & Sara, 1990)



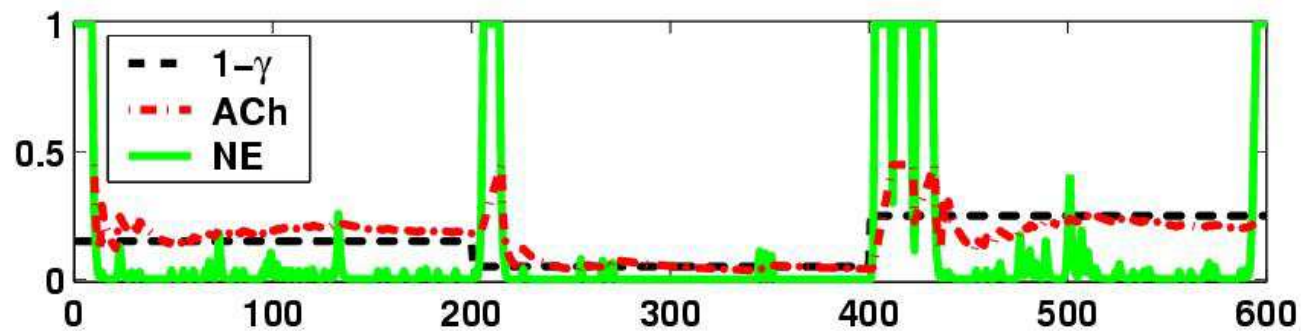
No. days after shift from spatial to visual task

Simulation Results: Full Model

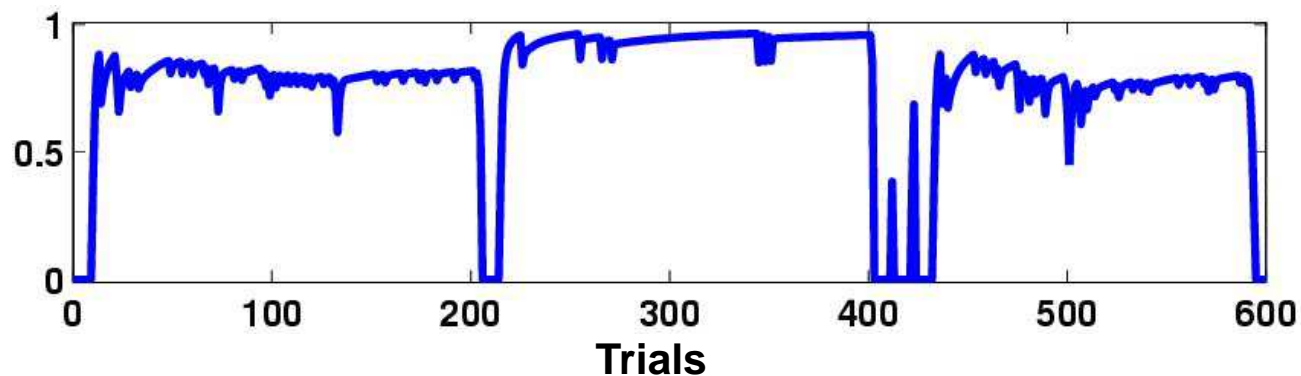
True & Estimated Relevant Stimuli



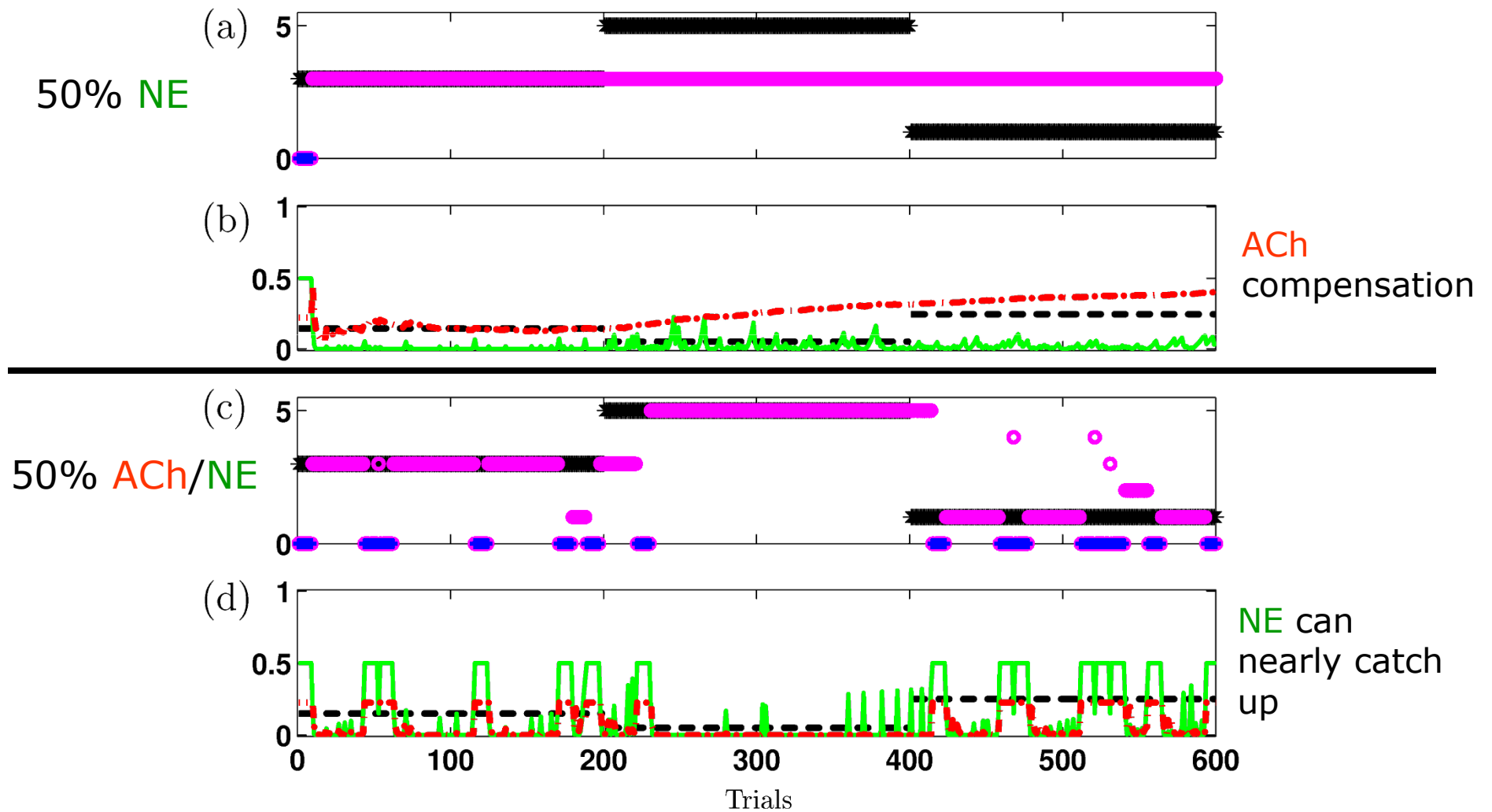
Neuromodulation in Action



Validity Effect (VE)

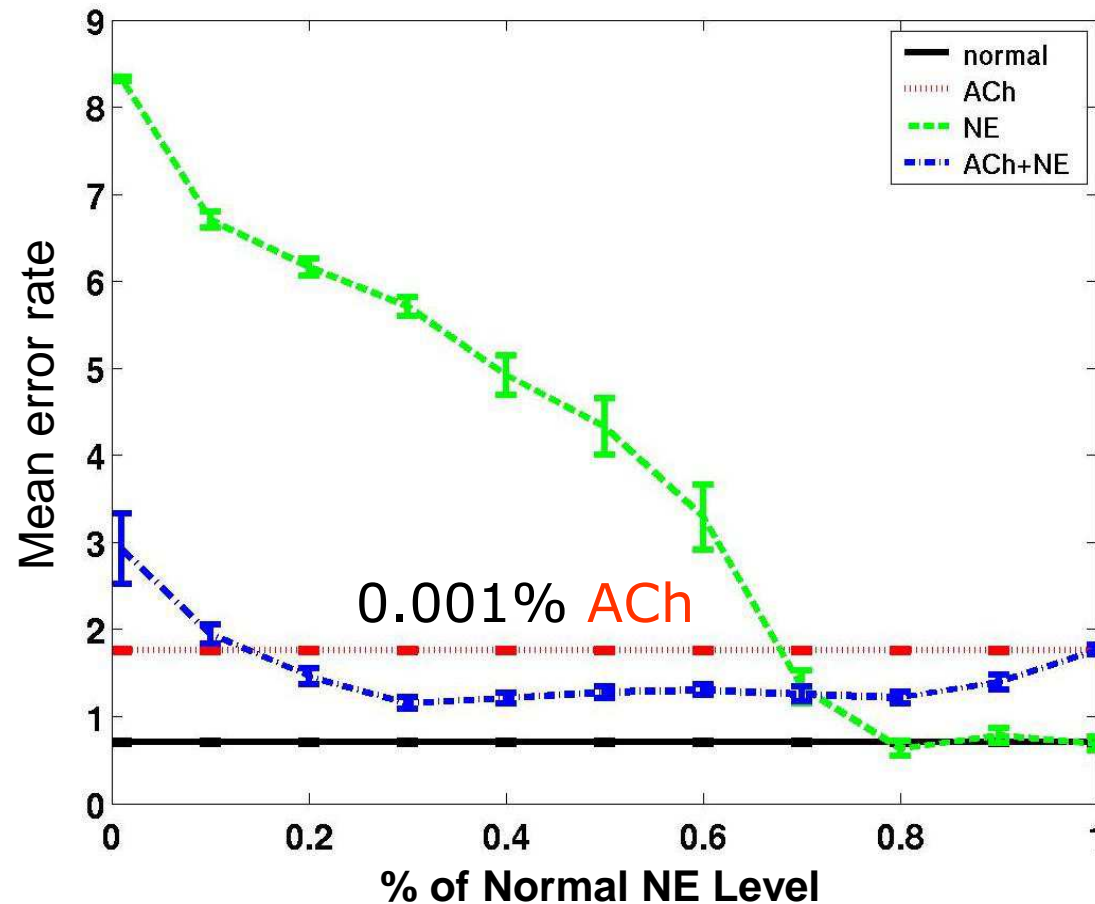


Simulated Psychopharmacology



Simulation Results: Psychopharmacology

NE depletion can *alleviate* ACh depletion revealing underlying *opponency* (implication for neurological diseases such as Alzheimers)

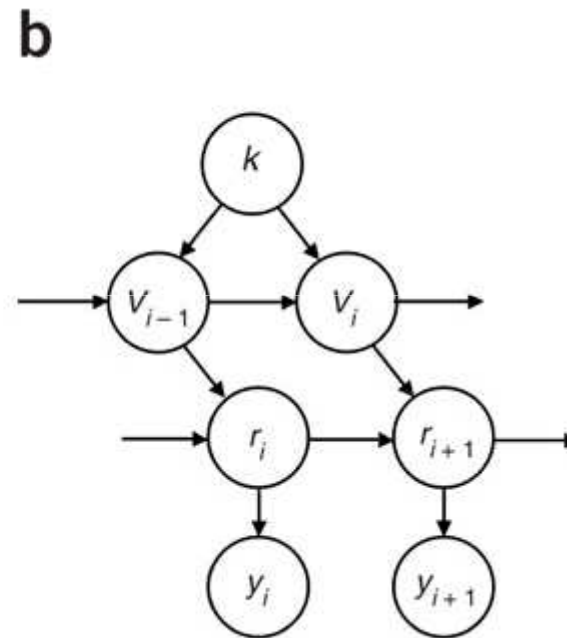
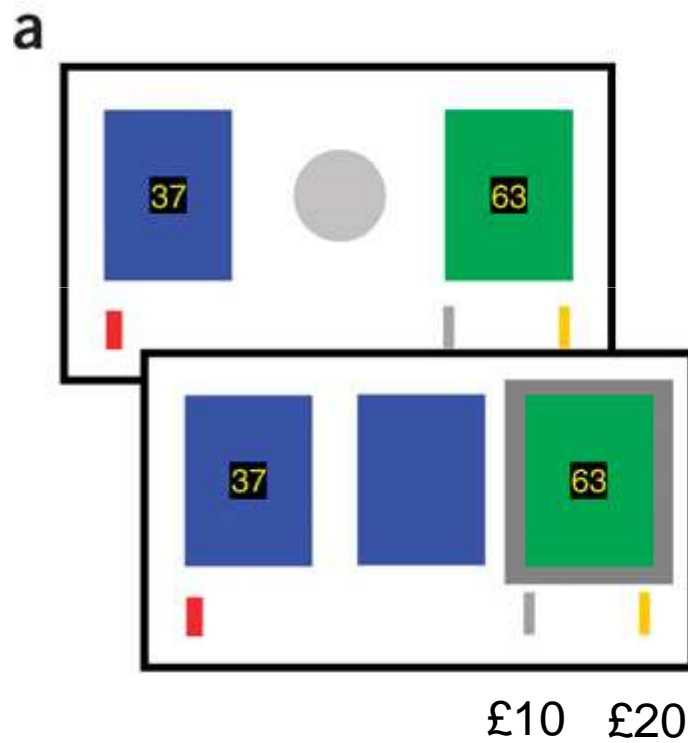


ACh level determines a **threshold** for **NE**-mediated context change:

$$NE > \frac{ACh}{.5 + ACh}$$

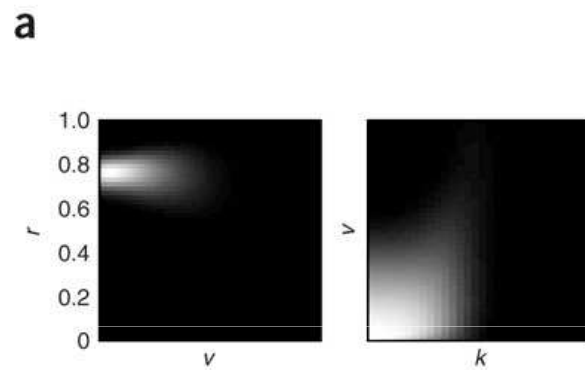
high **expected uncertainty** makes a high bar for **unexpected uncertainty**

Behrens et al

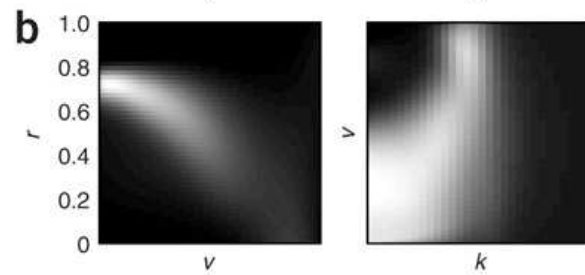


Behrens et al

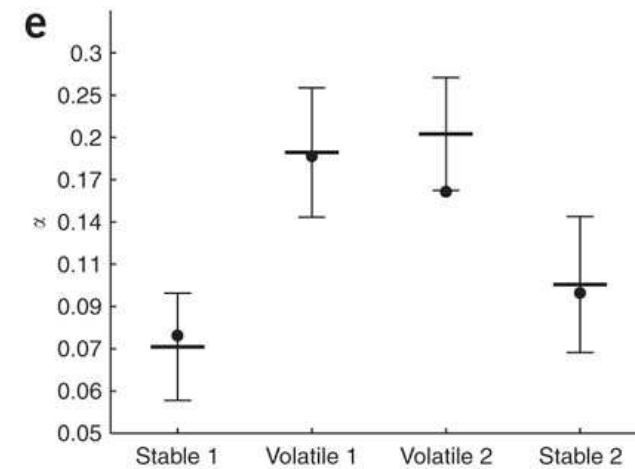
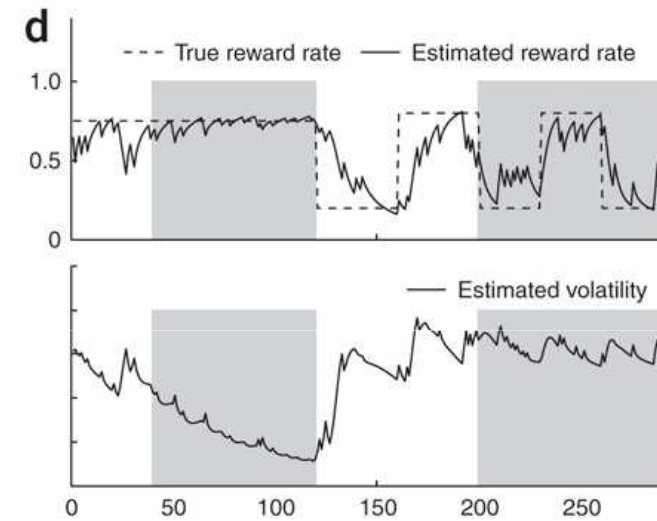
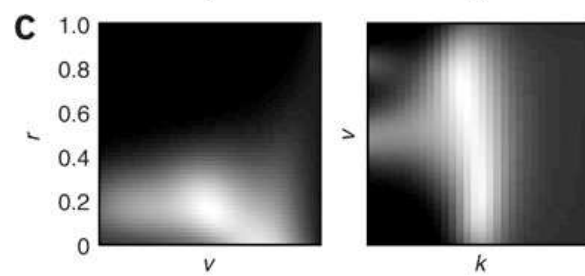
stable 120



change 15



stable 25

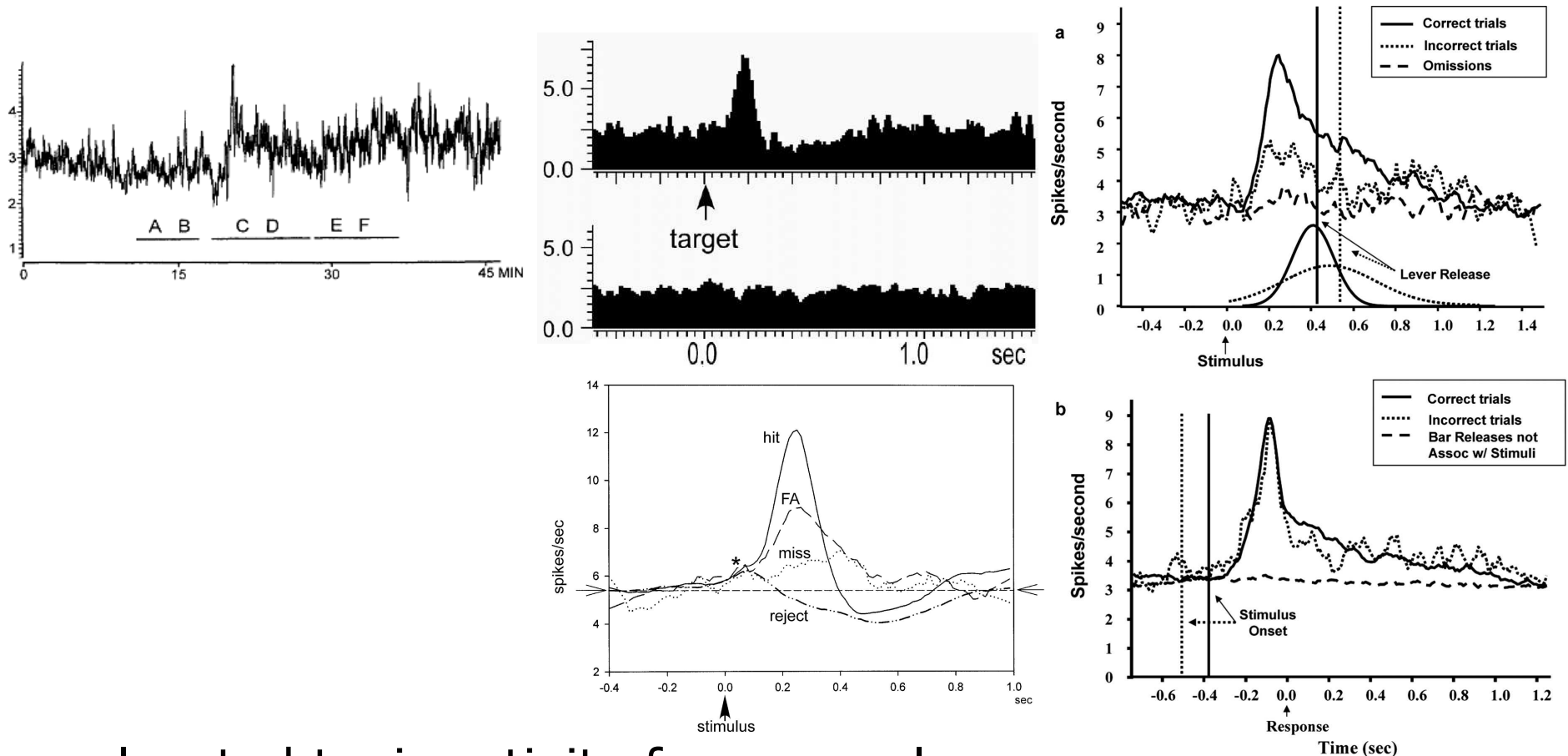


Summary

- ✦ Single framework for understanding ACh, NE and some aspects of attention
- ✦ ACh/NE as expected/unexpected uncertainty signals
- ✦ Experimental psychopharmacological data replicated by model simulations
- ✦ Implications from complex interactions between ACh & NE
- ✦ Predictions at the cellular, systems, and behavioral levels
- ✦ Consider loss functions
- ✦ Activity vs weight vs neuromodulatory vs population representations of uncertainty (ACC in Behrens)

Aston-Jones: Target Detection

detect and react to a **rare** target amongst **common** distractors



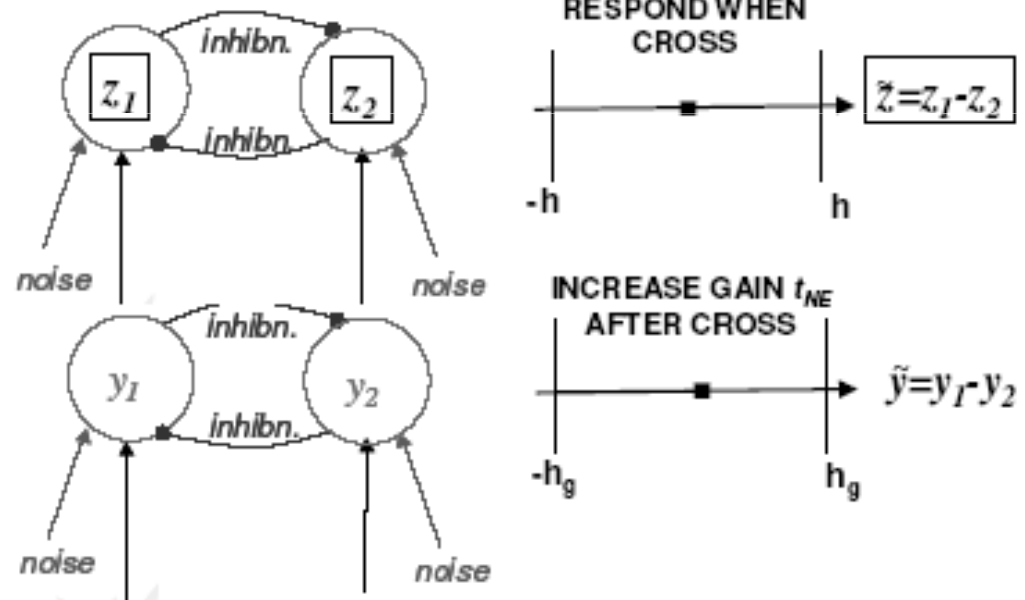
- elevated tonic activity for reversal
- activated by **rare** target (and reverses)
- not reward/stimulus related? more response related?
- **no reason to persist as hardly unexpected**

Clayton, *et al*

Phasic NE activity

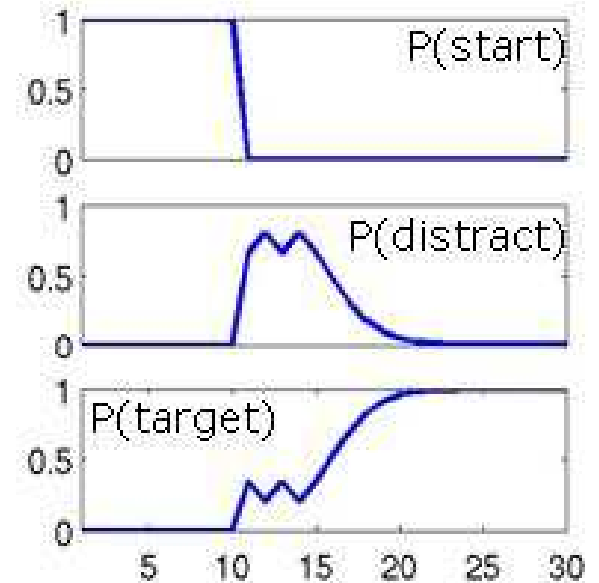
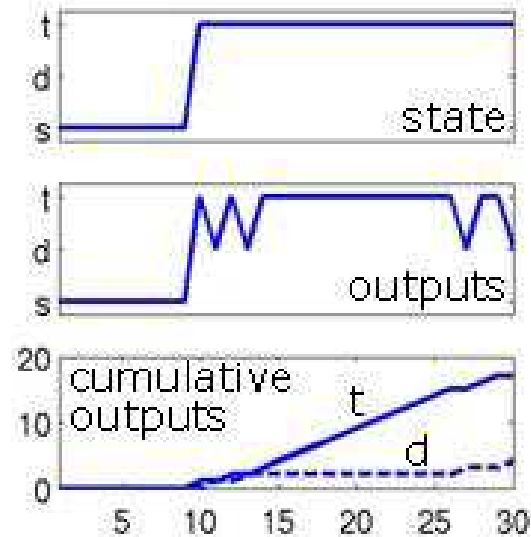
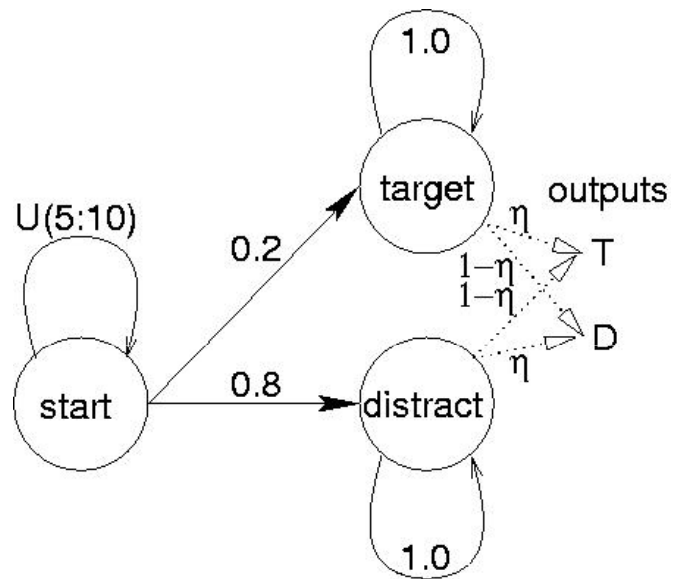
- no reason to persist under our **tonic** model
- **quantitative phasic** theory (Brown, Cohen, Aston-Jones): gain change

- NE controls balance of recurrence/bottom-up
- implements changed S/N ratio with target
- or perhaps decision (through instability)
- **detect to detect**
- why only for **targets**?
- **already** detected (early bump)



- NE reports **unexpected state changes** within the task

Vigilance Model



- variable time in start
- η controls confusability

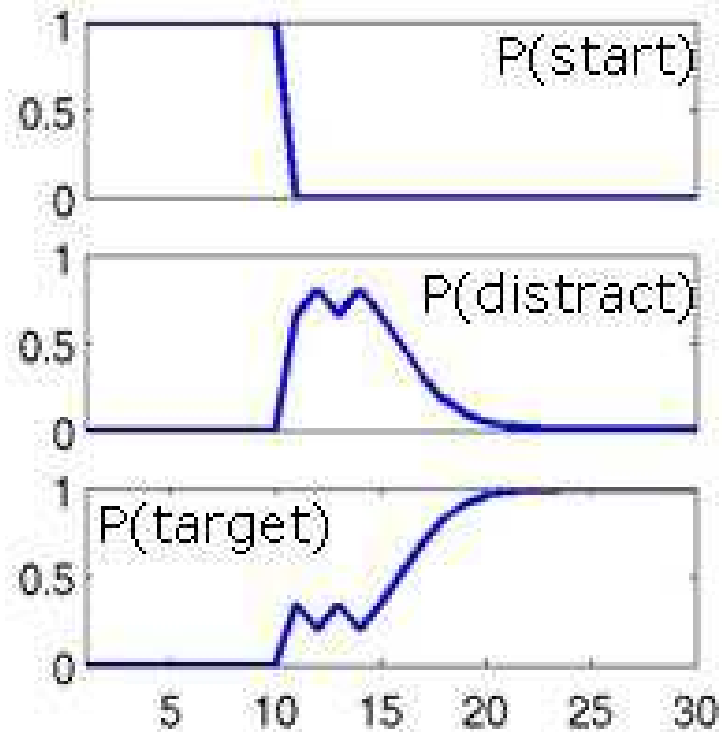
- one single run
- cumulative is clearer

- exact inference
- effect of 80% prior

Phasic NE

- NE reports **uncertainty** about current state
 - state in the **model**, not state of the model
 - **divisively** related to prior probability of that state
- NE measured relative to **default state sequence**
start → **distractor**
- **temporal** aspect - **start** → **distractor**
- **structural** aspect target *versus* distractor

Phasic NE

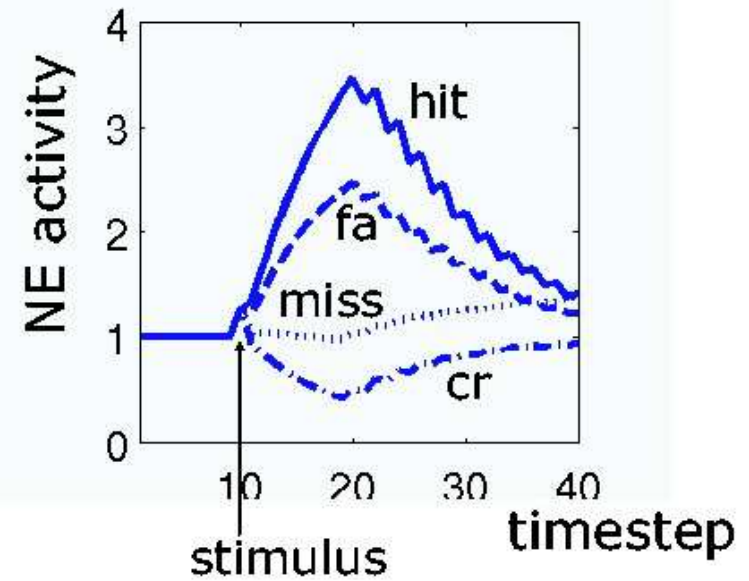
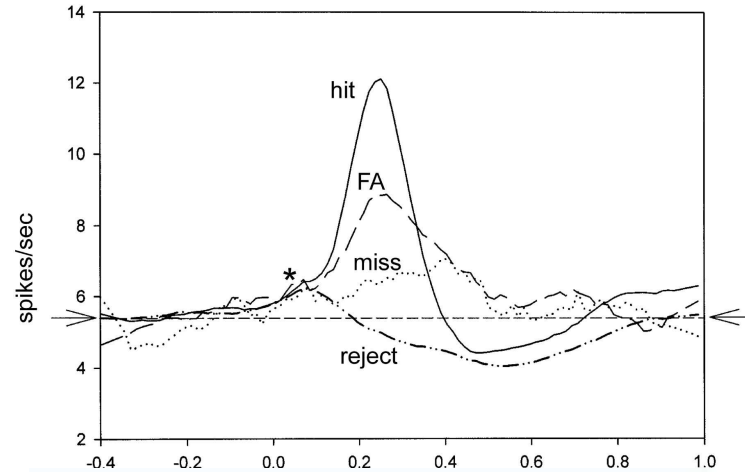
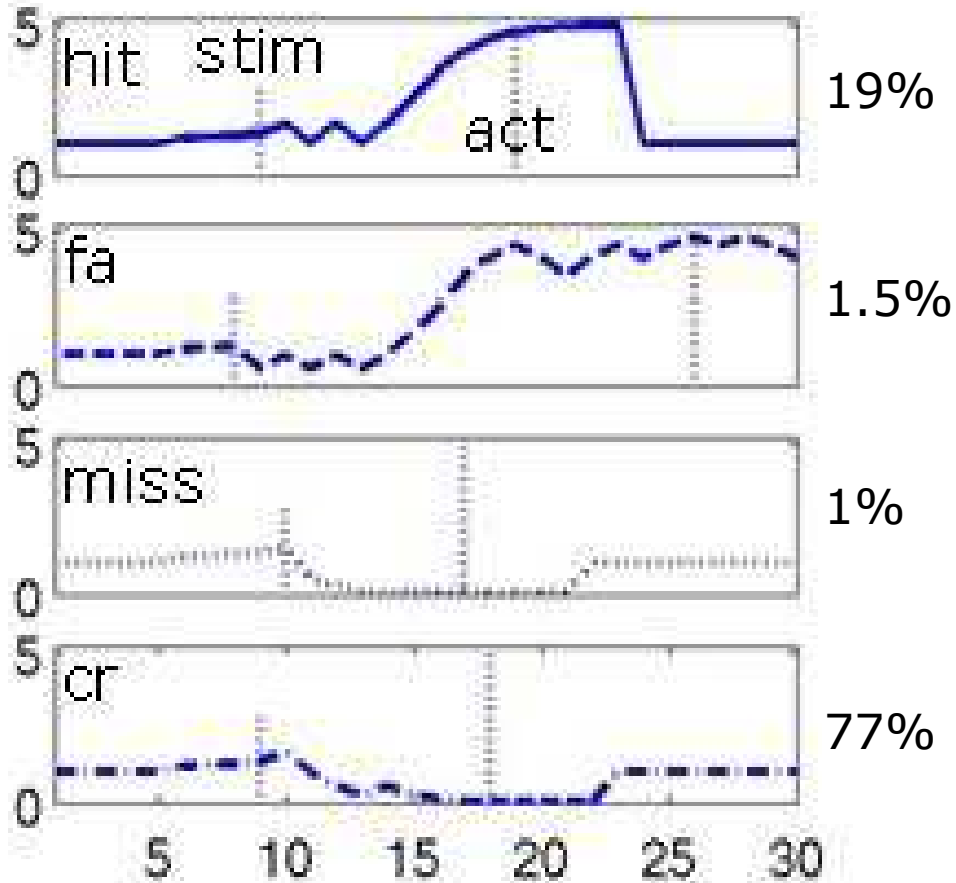


(small prob of reflexive action)



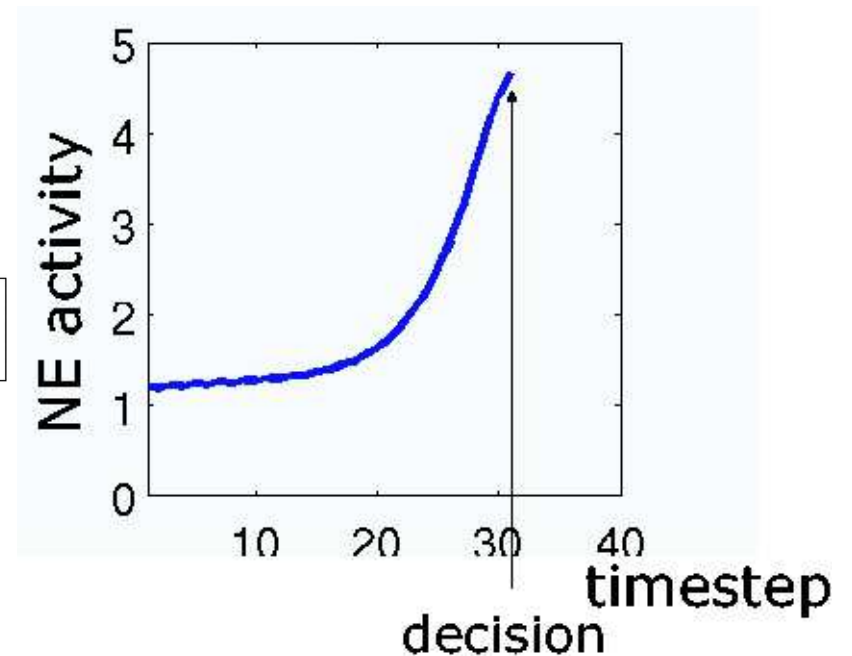
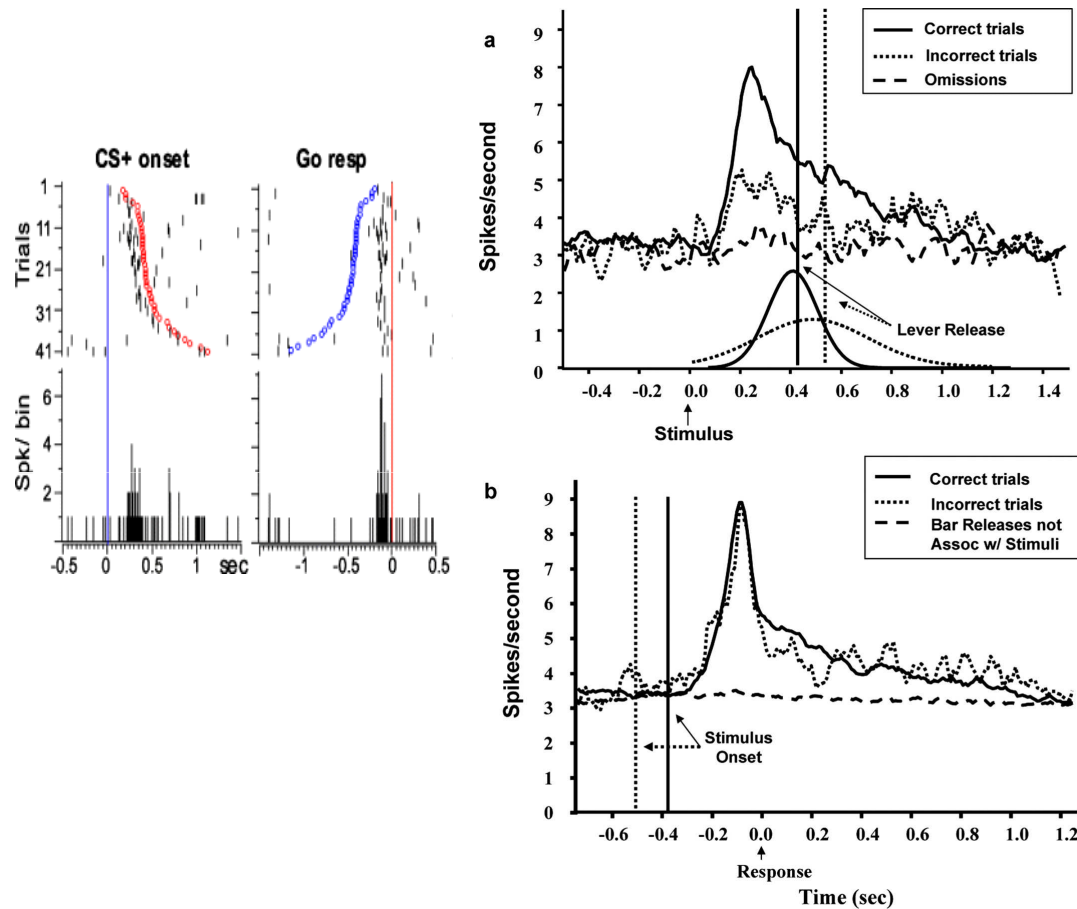
- onset response from timing uncertainty (SET)
- growth as $P(\text{target})/0.2$ rises
- act when $P(\text{target})=0.95$
- stop if $P(\text{target})=0.01$
- arbitrarily set $NE=0$ after 5 timesteps

Four Types of Trial



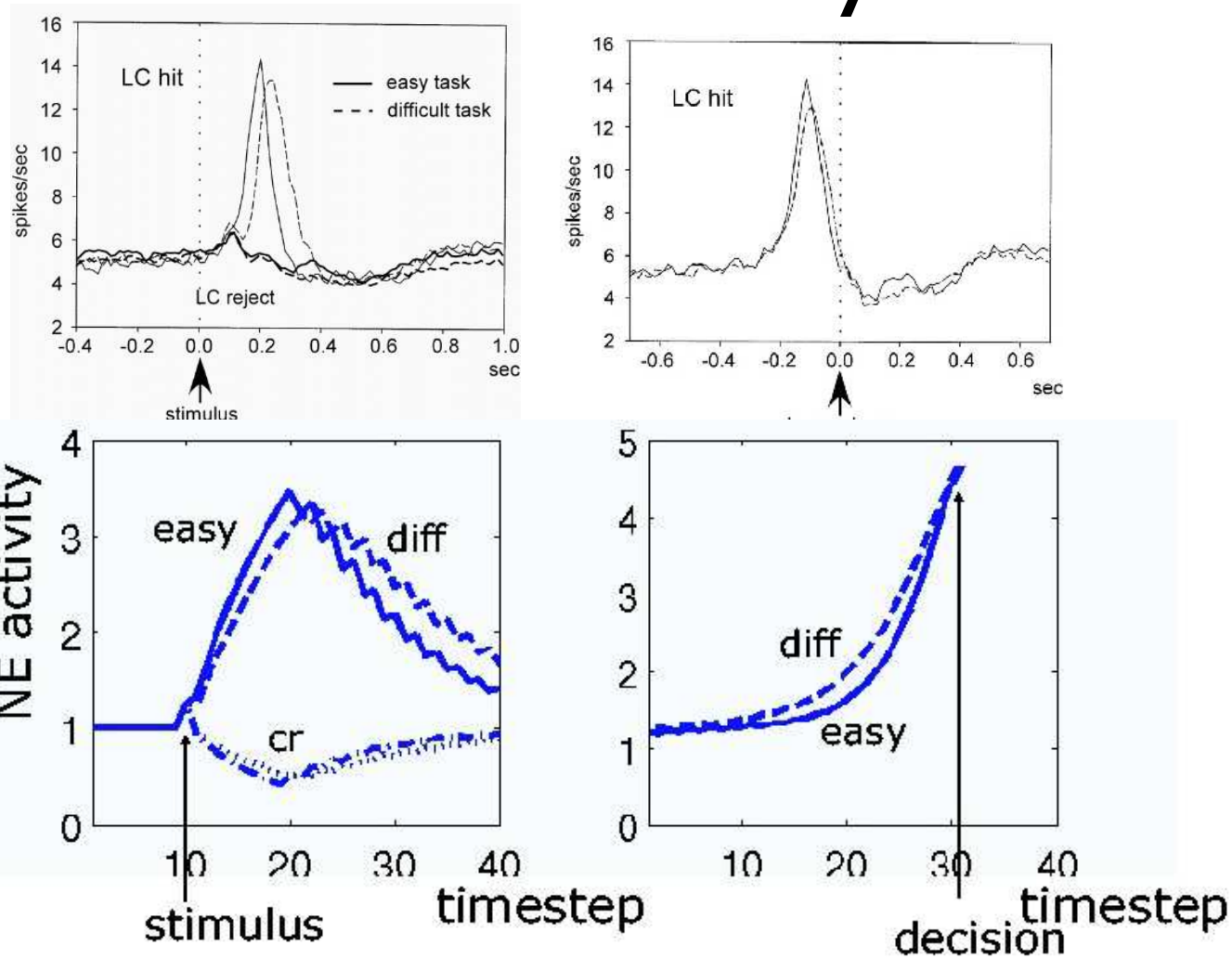
fall is rather arbitrary

Response Locking



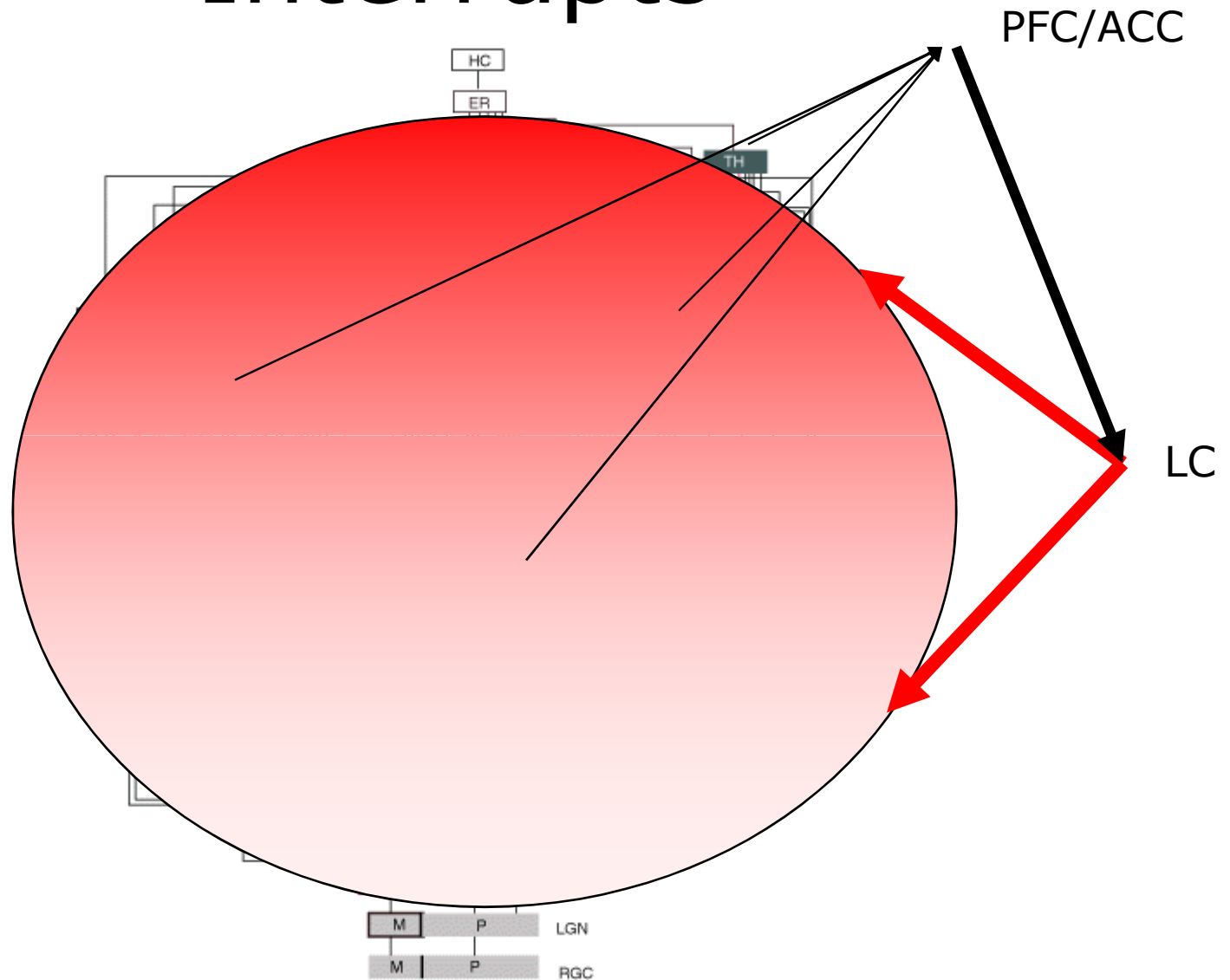
slightly flatters the model – since no further response variability

Task Difficulty



- set $\eta=0.65$ rather than 0.675
- information accumulates over a longer period
- hits more affected than cr's
- timing not quite right

Interrupts

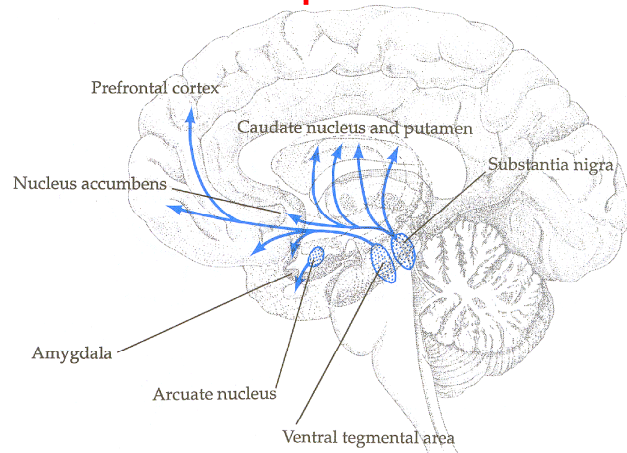


Discussion

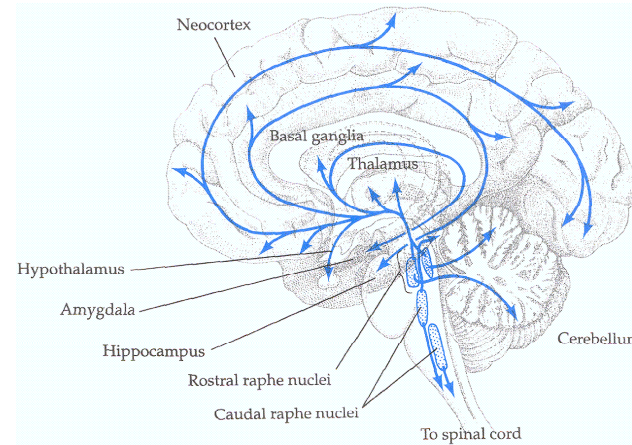
- phasic NE as unexpected state change *within* a model
- **relative** to prior probability; **against** default
- **interrupts** ongoing processing
- tie to ADHD?
- close to **alerting** – but not necessarily tied to behavioral output (onset rise)
- close to behavioural **switching** – but not DA
- phasic ACh: aspects of known variability within a state?

Computational Neuromodulation

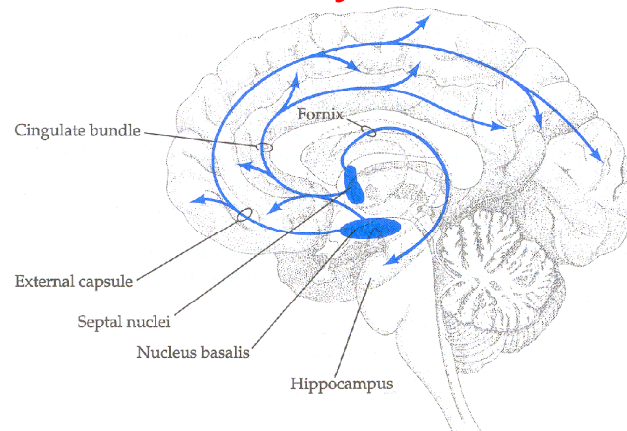
dopamine



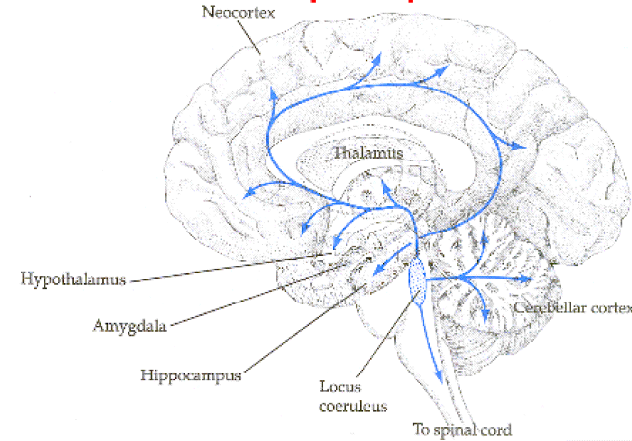
5HT



acetylcholine



norepinephrine



- **general**: excitability, signal/noise ratios
- **specific**: prediction errors, uncertainty signals

Computational Neuromodulation

$\Delta \text{ weight} \propto (\text{learning rate}) \times (\text{error}) \times (\text{stimulus})$

- precise, falsifiable, roles for DA/5HT; NE/ACh
- only part of the story:
 - 5HT: median raphe
 - ACh: TANs, septum, *etc*
 - huge diversity of receptors; regional specificity
- psychological disagreement about many facets:
 - attention: over-extended
 - reward: reinforcement, liking, wanting, *etc*
- interesting role for imaging:
 - it didn't have to be that simple!