Perceptual rivalry as a window into cognition

IPAM: Computational Psychiatry

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CHALLENGES FOR OBJECTIVE CLINICAL PSYCHIATRY

Major historical challenge for psychiatry

- What is the state space?

Major challenges for biological modeling of psychiatry

- What biological scale?
- What are the important non-linearities?

Microscopic (molecular): genes, ion channels, synapses, ...





Macroscopic:

social and language dysfunction, altered perception, information processing, and behavioral outcomes



Psychophysics + electrophysiology is useful for making this tractable.

My starting point 2007







cognitive differences – executive dysfunction, weak central coherence

underconnectivity, El-imbalance, minicolumn abnormalities, channelopathies, ...

Zimmerman*, Minshew, Ozonoff, Frith, Casanova, others

- \rightarrow partnered with Carson C Chow (Laboratory of Biological Modeling, NIDDK, NIH)
- working memory differences in autism with minicolumn differences (bridging channel and histological findings with behavior)
- Vattikuti and Chow (2009) A computational model for cerebral cortical dysfunction in autism spectrum disorders. Biological Psychiatry
- \rightarrow rivalry modeling
- \rightarrow general framework for simple cognitive traits

BINOCULAR (STATIC) RIVALRY

Changes in perception independent of the stimulus.

binocular rivalry



Sir Charles Wheatstone 1838 invents the **stereoscope**, and observes stereoscopic (3D) illusion



Sir Charles Wheatstone 1838 invents the **stereoscope**, and observes stereoscopic (3D) illusion and **binocular rivalry**



Levelt's propositions - stereotypical and non-obvious changes in percept dynamics with change in stimulus



Levelt's 4th proposition



Levelt's 2nd proposition



History

- Challenge for mutual inhibition models for many decades (1960s to 2002)
- Laing and Chow (2002) explain how a physiological neuronal model based on a general cortical architecture can explain this (rediscovery and expansion of point in Arrington thesis with Grossberg, 1993)

BINOCULAR RIVALRY MODEL - ELECTROPHYSIOLOGY

Stimulus (object) - sensitive populations act like neurons (Wilson and Cowan, 1973) - 1960s-90s Mountcastle, Hubel, Weisel, Albright, Tanaka (MT, IT, etc.)

Pool at different descriptive scales



BINOCULAR RIVALRY MODEL- ELECTROPHYSIOLOGY

Pools are also correlated with perception, not just stimuli.

Leopold and Logothetis 1990s -

Binocular rivalry neuronal spiking correlated with perception in higher processing areas

(Also evidence from memory experiments by Funahashi, Goldman-Rakic, Colby, others.)



BINOCULAR RIVALRY MODEL - ELECTROPHYSIOLOGY



BINOCULAR RIVALRY MODEL - ELECTROPHYSIOLOGY









BINOCULAR RIVALRY MODEL WITH CHANNEL KINETICS



BINOCULAR RIVALRY MODEL - MECHANISMS



Release vs Escape



* shape of activation function strongly governs which predominates

Escape reproduces Levelt's propositions.

 $S - \beta u(t)_{\text{dominant}} - \gamma a(t)$



BINOCULAR RIVALRY MODEL

- Variants synaptic depression, complex architecture (eye effects, object disparity, etc.)
- General model used to explain alternative forced choice, normalization, flanker-suppressor, and short-term memory...

...and associated cryptic electrophysiology.



SHORT-TERM MEMORY REVISITED: INTERMITTENT RIVALRY

Delay-period activity during memory tasks



Debated - delay activity often highly variable and close to baseline





RIVALRY MEMORY - PHENOMENA

Many forms of rivalry have memory



Leopold, et. al 2002

Percept (memory) is more stable with longer delays.



Leopold, et. al 2002

Experiment + modeling - Vattikuti S, Thangaraj P, Xie HW, Gotts SJ, Martin A, Chow CC. (2016) Canonical Cortical Circuit Model Explains Rivalry, Intermittent Rivalry, and Rivalry Memory. PLoS Comput Biol.

Quartet illusion captures these phenomena plus more.

Drive occurs at the frame transition.



INTERMITTENT RIVALRY AND HABITUATION IN THE QUARTET - PHENOM-ENA

Quartet illusion captures these phenomena plus more.



Phenomenological constraints

- delay period activity variable amplitude
- \cdot increased percept stability with increased delay
- $\cdot\,$ habituation with fixed parameters

INTERMITTENT RIVALRY AND HABITUATION - MODEL

Challenge for the standard rivalry model

 \cdot longtime variable in rivalry is fatigue \rightarrow "anti-memory"



Solutions?

- positive feedback within pool issue rhythmogenesis and amplitude
- add another positive variable like facilitation, subthreshold current more complications but plausible

• ...

Our solution:

ightarrow "topological memory"

standard static rivalry model can do it if:

mutual inhibition + threshold-concave activation



INTERMITTENT RIVALRY AND HABITUATION - MODEL

Drive memory with arbitrarily close to zero fixed drive.


Drive memory with zero-mean noise only.



INTERMITTENT RIVALRY AND HABITUATION - MODEL

Topological memory





Mechanism notes

- Activity *u* fixed point competes with fatigue variable.
- Low activity during off-state "stops" buildup of fatigue and stabilizes prior state.
- Mechanism is release, mutual inhibition strength does not factor into percept duration.
- Fatigue variable explains why stability is increased with bigger breaks and scales nonlinearly; slower build up.
- Complex relationship between noise, off-state activity, and fatigue.

Open analysis problems

Acceleration (habituation) is explained by release due to local fatigue such as spike frequency adaptation or synaptic depression in the dominant percept pool.



- Static and intermittent rivalry explained by same simple mutual inhibition type models.
- Threshold and shape of activation function important for both.
- Static rivalry most consistent with escape (durations depend on mutual inhibition strength).
- Intermittent rivalry most consistent with release (durations do not depend on mutual inhibition strength).
- Breaks are good for dynamic-memory as well as noise (?)

These models have a major flaw. Rivalry is fundamentally stochastic.

NOISE MODEL FOR RIVALRY



Balanced-state - attractor state theory for intrinsic variability in the brain (van Vreeswijk and Sompolinksy, 1996). Explains the robust **Poisson-like** spike statistics of neuronal action potentials, despite many inputs.



Balanced-state based on excitatory and inhibitory neurons balancing such that:

- mean input is at threshold
- spike generation is fluctuation driven



Can balanced-state and mutual inhibition (net negative) coexist as a model for perceptual rivalry?

Cohen BP, Chow CC, Vattikuti S. (2019) Dynamical modeling of multi-scale variability in neuronal competition. Commun Biol.

Two candidate rivalry (mutual inhibition) and balanced-state frameworks.



Models reproduce realistic spiking with no added noise term.



Models reproduces realistic percept duration variability with <u>no added noise term</u>.



Models capture mean dynamics.



What is the mechanism for variability? Balanced-state?

What is the mechanism for variability? Balanced-state? Yes and no Under some conditions (that can be relaxed) in the limit of large N, balanced-state becomes a linear problem.











- Self-consistent model explains spiking and perceptual variability and percept mean dynamics.
- Supports a noise model for rivalry that is cross-multiplicative from balanced-state dominant pool.
- Suggests mutual inhibition balanced-state model for none winner-take-all but competitive psychophysics.

CLINICAL PICTURE

Some clinically interesting features of rivalry:

- measure of cognitive stability
- assess structure of percept state-space
- capture effective biological parameters

Studied for many decades in many clinical contexts with many positive associations:



most major mental illnesses -

schizophrenia, bipolar disorder, major depression, autism

many pharmacological agents - caffeine, benzodiazepine, catecholamine, psilocybin

but limited interpretation and utility due to task design

Need to modernize clinical studies

- Clinical studies are often point analyses.
- Need to capture the time-varying surface.
- Map the surface back to mechanistic model.



MACHINE LEARNING

Dynamical systems look different depending on context. Need to deconvolve test-condition transformation on brain circuit.

biological parameters of interest

 \mathbf{E} $M(b(\boldsymbol{eta},\mathbf{E}))$

 $b(\boldsymbol{\beta},$

external (context dependent) parameters

above embedded in report (measurement) function

$$\begin{split} \tau_{u_i} \frac{du_i}{dt} &= -u_i + g(S_i - \beta_j u_j - \gamma_i a_i) \\ & \text{where } g(x) = [\max\left(0, x\right)]^{\eta_i} \\ \tau_{a_i} \frac{da_i}{dt} &= -a_i + u_i \\ & \tau_a >> \tau_u \\ & u_i := \text{neural activity} \end{split}$$

 $M(b(\boldsymbol{\beta}, \{im1, im2, c1, c2\})) =$ dominance distribution TM(x):= some report filter on b(x) in context rivalry

Mathematical insight of dynamical observations



Dominance activity:

$$u_{i(j)} = g(S_{i(j)} - \gamma u_{i(j)})$$

Rivalry alone can "theoretically" identify 14 parameters, with self-report.

ML notes

- Optimization scheme needs to account for different operating regimes of the circuit.
- Add data from other tasks to augment model fitting.



VR rig for psychophysical inputs

Report: self-report (trackpad, head position) neural recordings







Disjoint models "islands"


The things we can do with these latent variables

- I. Uncover patient trajectories in cognitive-biological space using <u>objective</u> parameters <u>Class 1</u> Class 2
- Learn about the course of disease
 Learn about interventions
 Predict risk of adverse event
 Class 1 Random-walk
 Two-attractors
 Class 2 Two-attractors
 Class 2

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