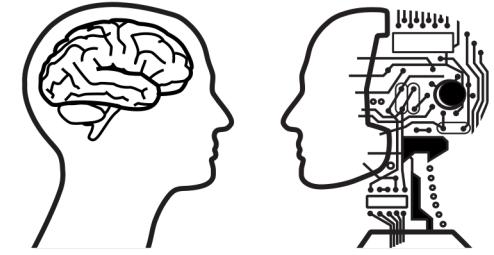


UNIVERSITY OF  
BIRMINGHAM



CNCR

# Multisensory integration



Mind, Brain, and Models 22/23

# Tentative schedule

Week	Lec	Lecturer	Lecture topic	Workshop topic
	1		Preparation	Matlab
08-Feb	2	1 Max	Models	2IFC experiment
15-Feb	3	2 Max	Bayesian	Distributions
22-Feb	4	3 Max+Min Li	Multisensory	Causal inference
01-Mar	5	4 Max	Control Theory	Inverted
08-Mar	6	5 Dietmar Heinke	Agent based	Social
15-Mar	7	6 Alan Wing	Synchronization	Clapping
22-Mar	8	7 Joe Galea	Cerebellum	Learning
19-Apr	9	8 Max	Touch	Fibers
26-Apr	10	9 Howard	Neural fields	Dynamics
03-	11	10 Max	Visual	Convolution
9-May	12	11 Max	Project	Your choice

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15-Mar	7	6	<b>TOUCH?</b>	
22-Mar	8	7 Joe Galea	Cerebellum	Learning
19-Apr	9	8	SYNCH?	
26-Apr	10	9 Howard	Neural fields	Dynamics
03-	11	10 Max	Visual	Convolution
9-May	12	11 Max	Project	Your choice

# Food for thought

- Does the brain actually use Bayesian rules or are Bayesian models mere approximate descriptions of behaviour?
- Irrationality in cognition
- Implausibly uniform view of the mind
- Near-trivial due to their many degrees of freedom
- Relationship between perception, cognition, rationality, and consciousness
- Priors can be used to accommodate discrepancies
- Often constructed in a post-hoc manner
- Theoretical motivation of Bayesian theories is often unclear



**#blueandblack**

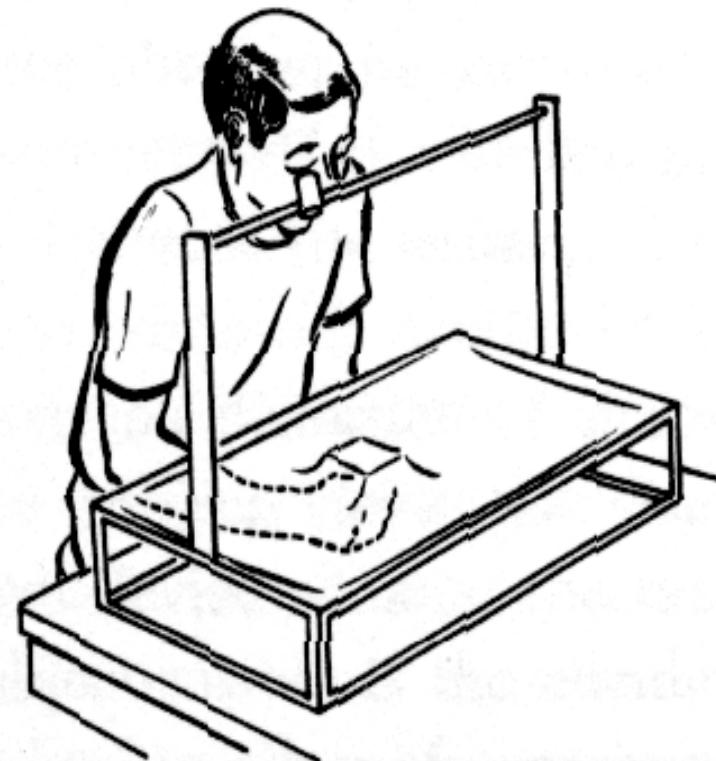
Image available at

<https://web.archive.org/web/20150227014959/http://swiked.tumblr.com/post/112073818575/guys-please-help-me-is-this-dress-white-and>

**#whiteandgold**

# Rock & Victor (Science, 1964)

Looking at an object through a distortion lens while touching the object.



Discrepancy between visual and haptic form.  
Which form is perceived?

# Double-flash illusion

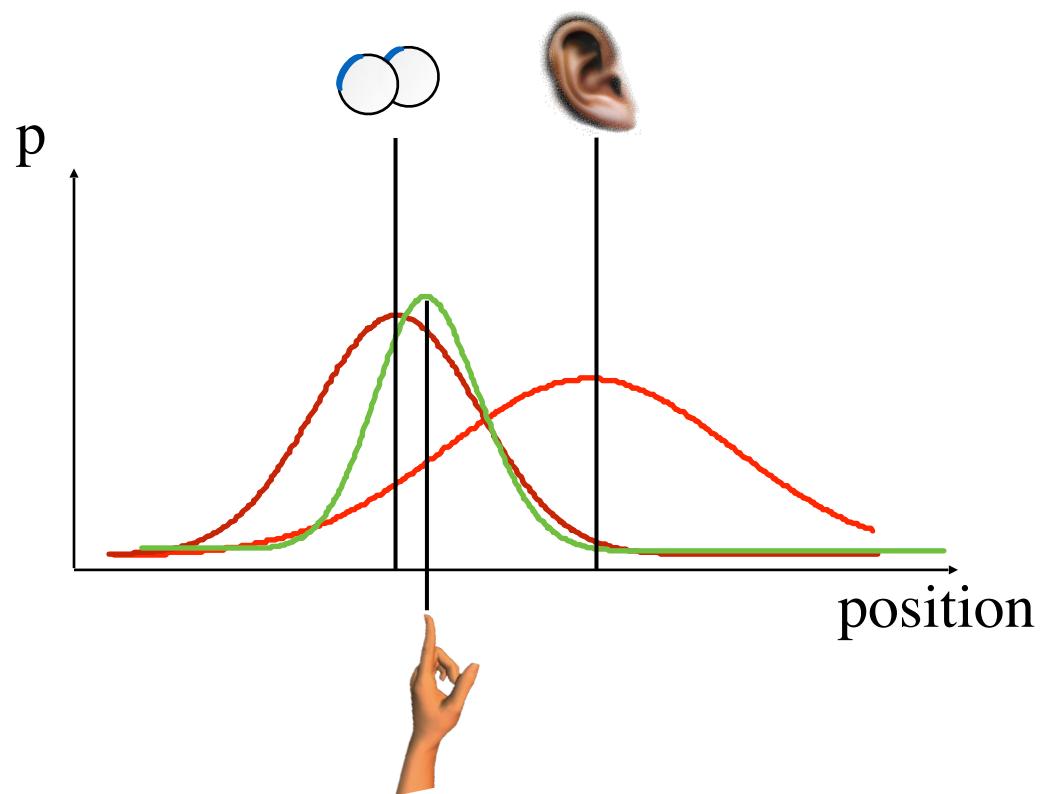
# Modality appropriateness hypothesis

- Preference is given to the sensory modality that provides the more reliable task-relevant information for efficient performance of the actual task
- Welch and Warren, 1980

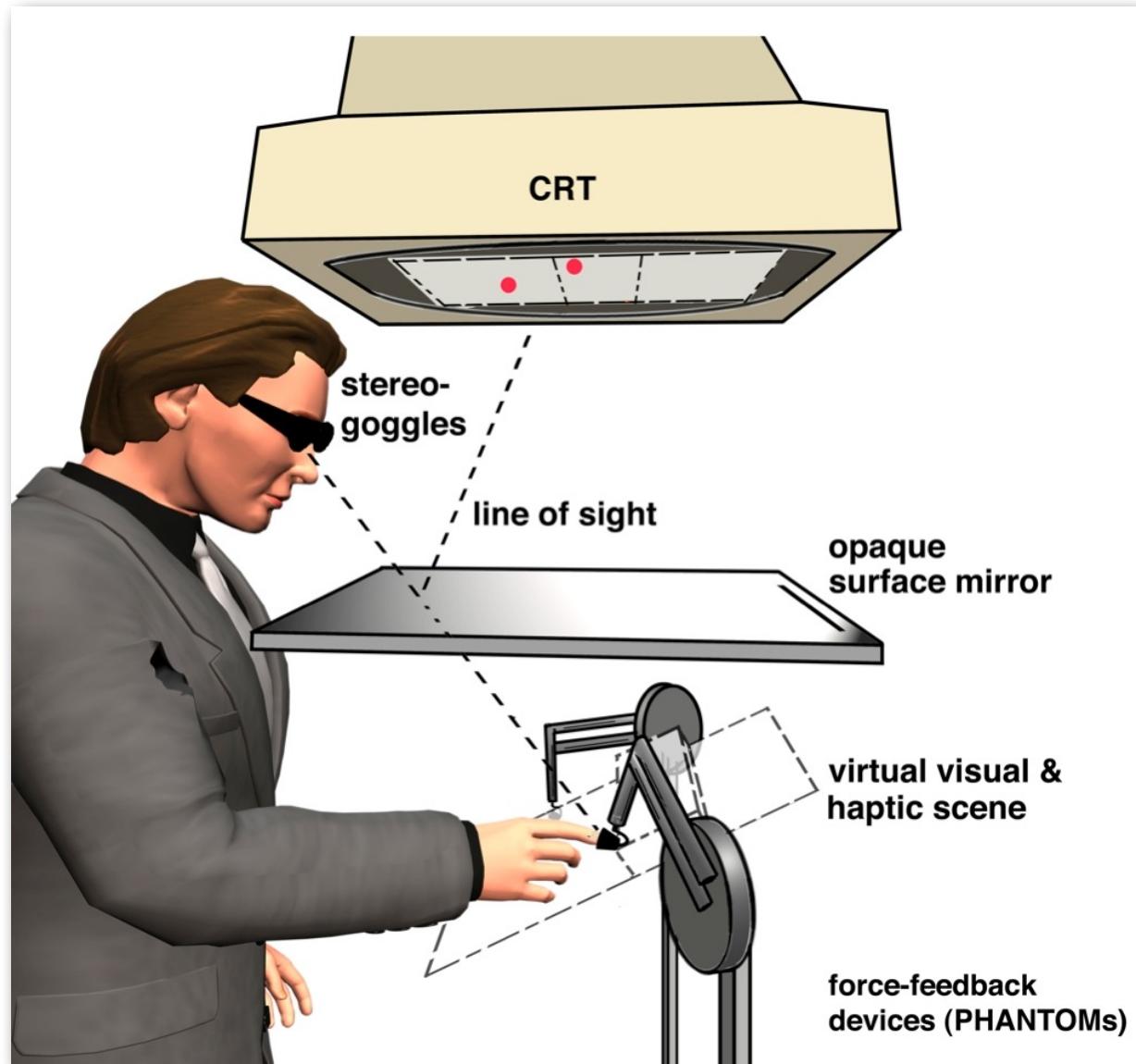
# Ventriloquist



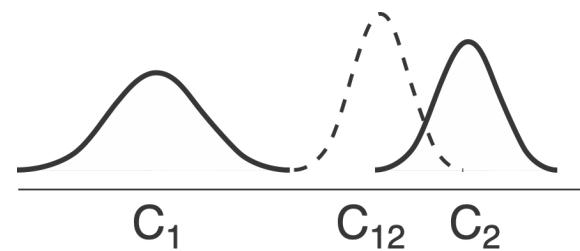
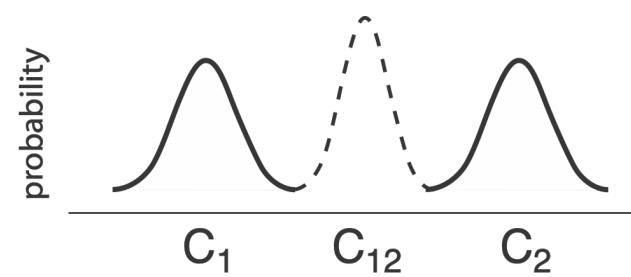
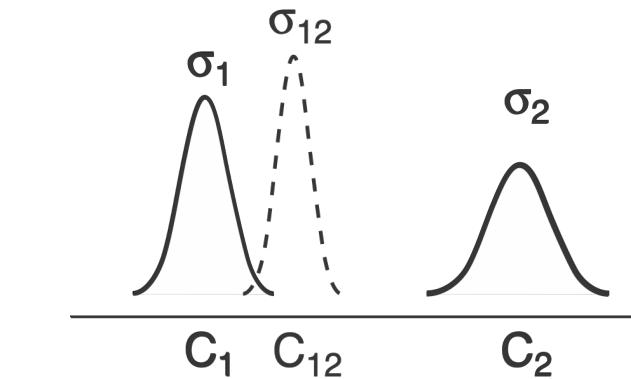
# Ventriloquist



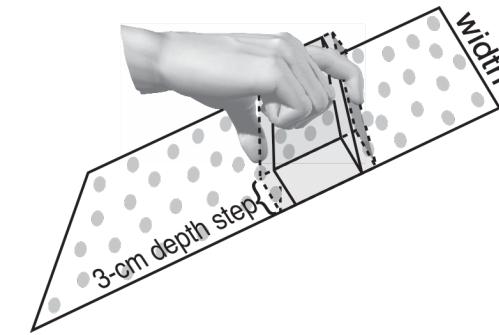
# Visual-haptic Setup



# Multisensory Integration



„ideal observer“ approach



weights

$$r_i = \frac{\text{reliability}}{\sigma_i^2}$$

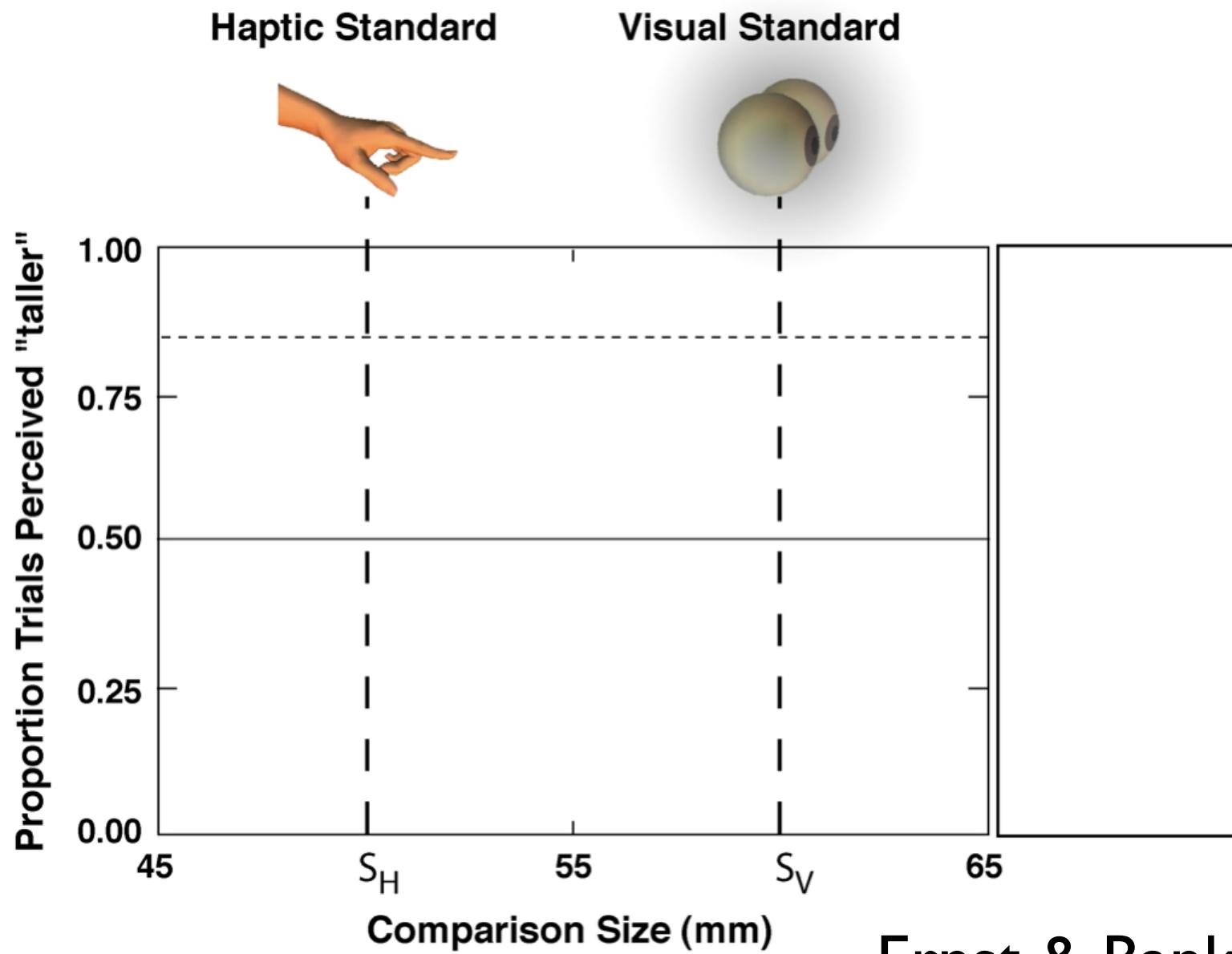
$$w_i = \frac{r_i}{\sum r_j}$$

weighted sum

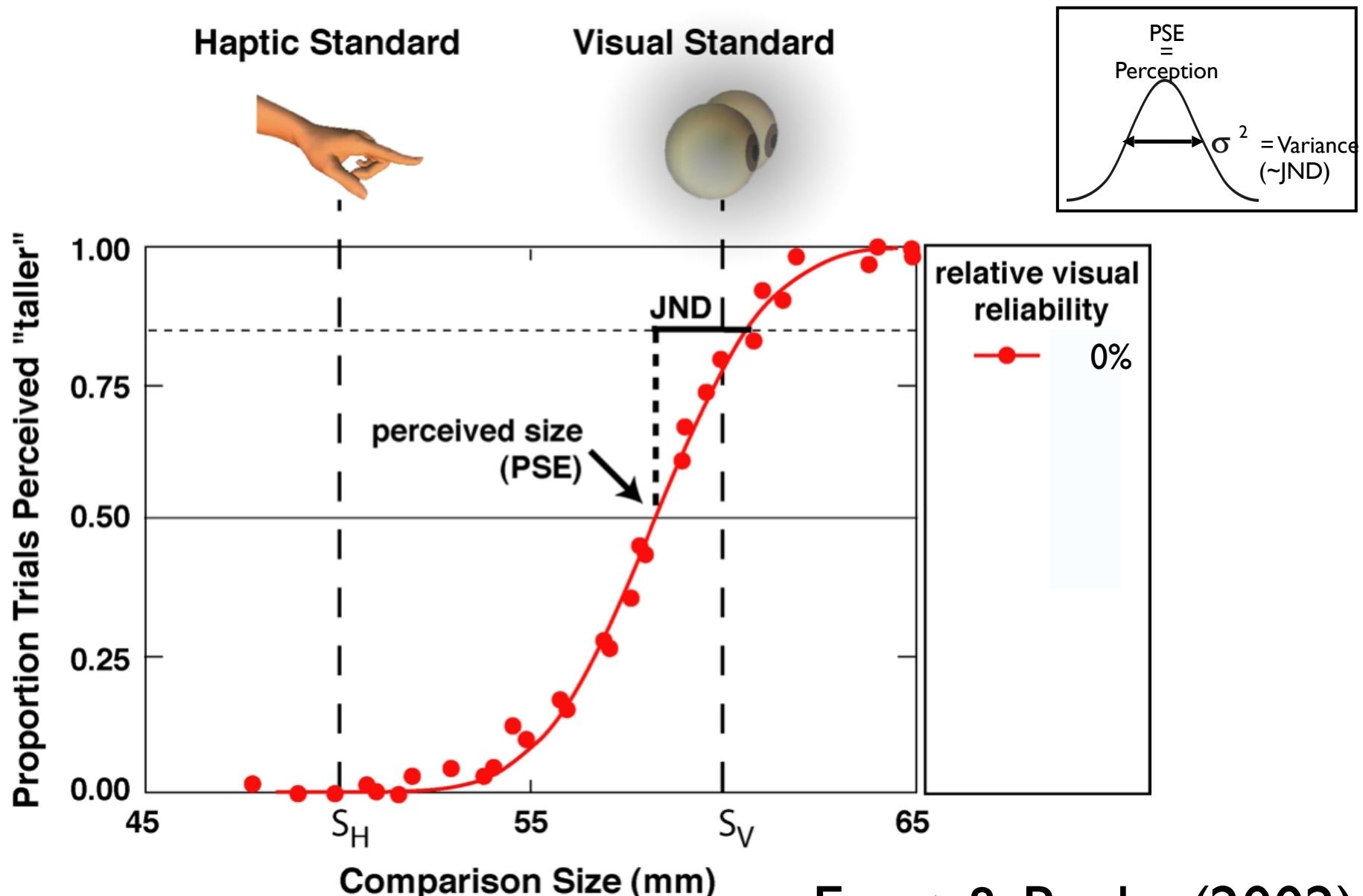
$$C_{12} = w_1 C_1 + w_2 C_2$$

$$r_{12} = \frac{r_1 + r_2}{\sum r_j}$$

# Visual-Haptic Integration

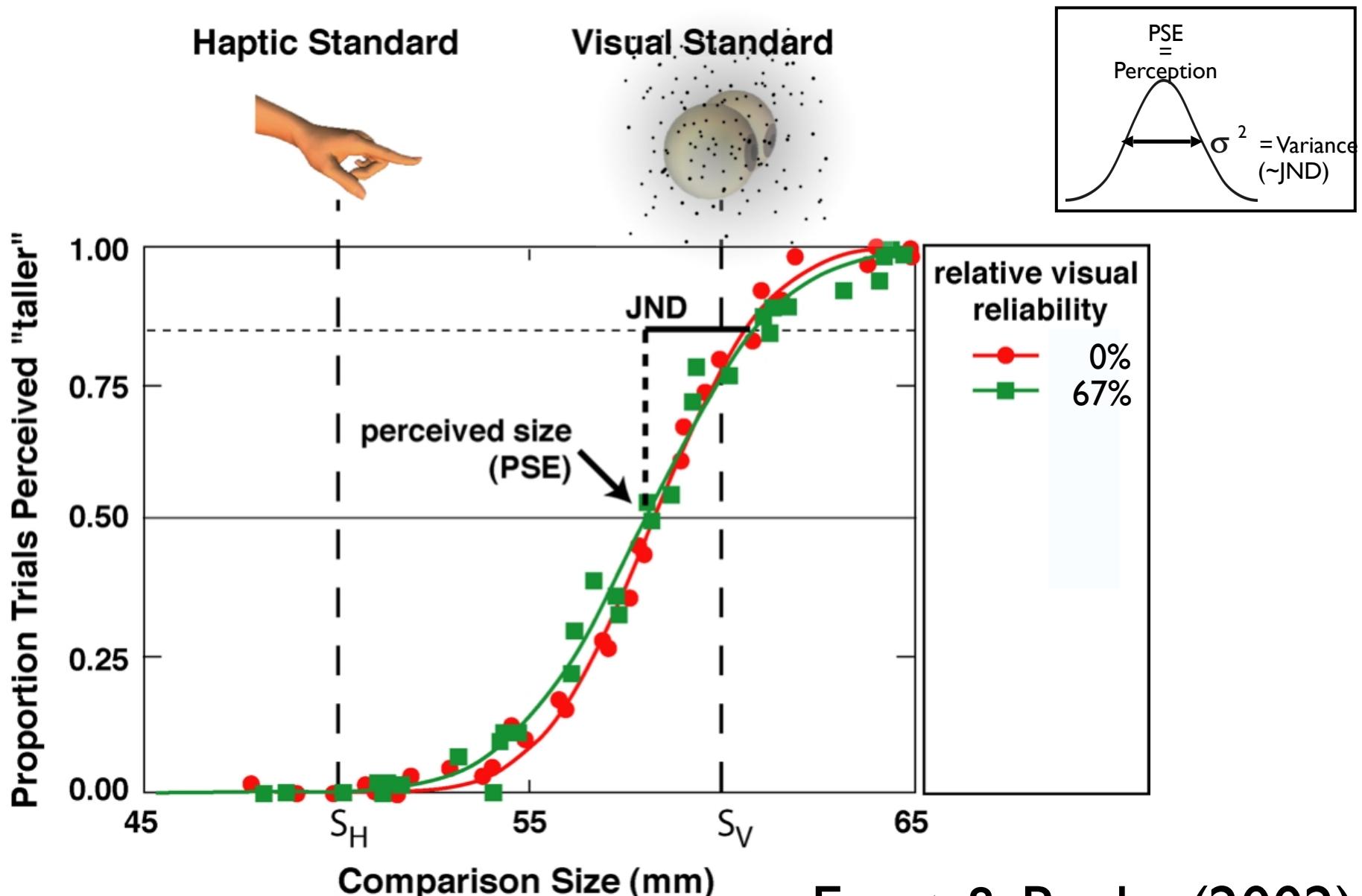


# Visual-Haptic Integration



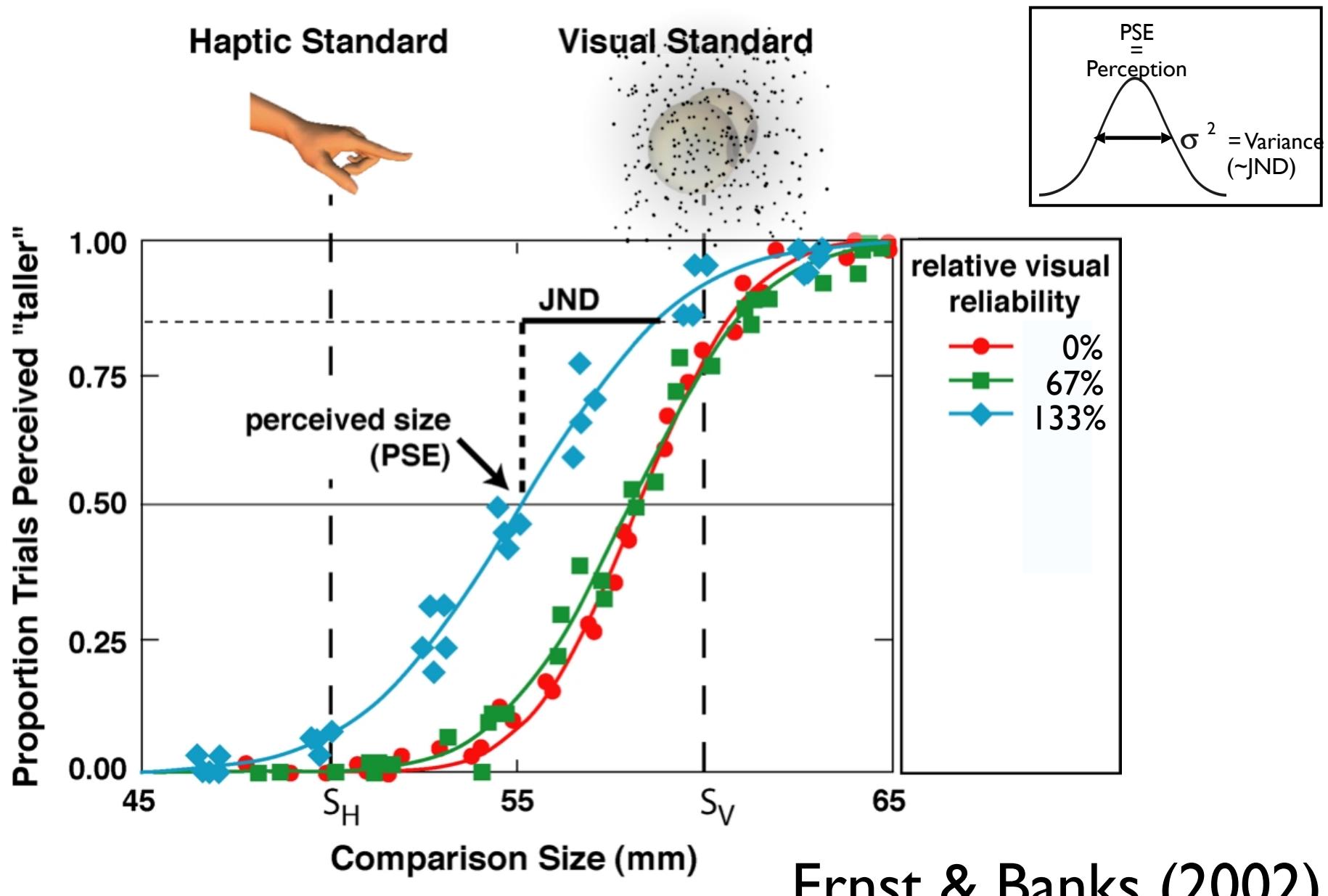
Ernst & Banks (2002)

# Visual-Haptic Integration

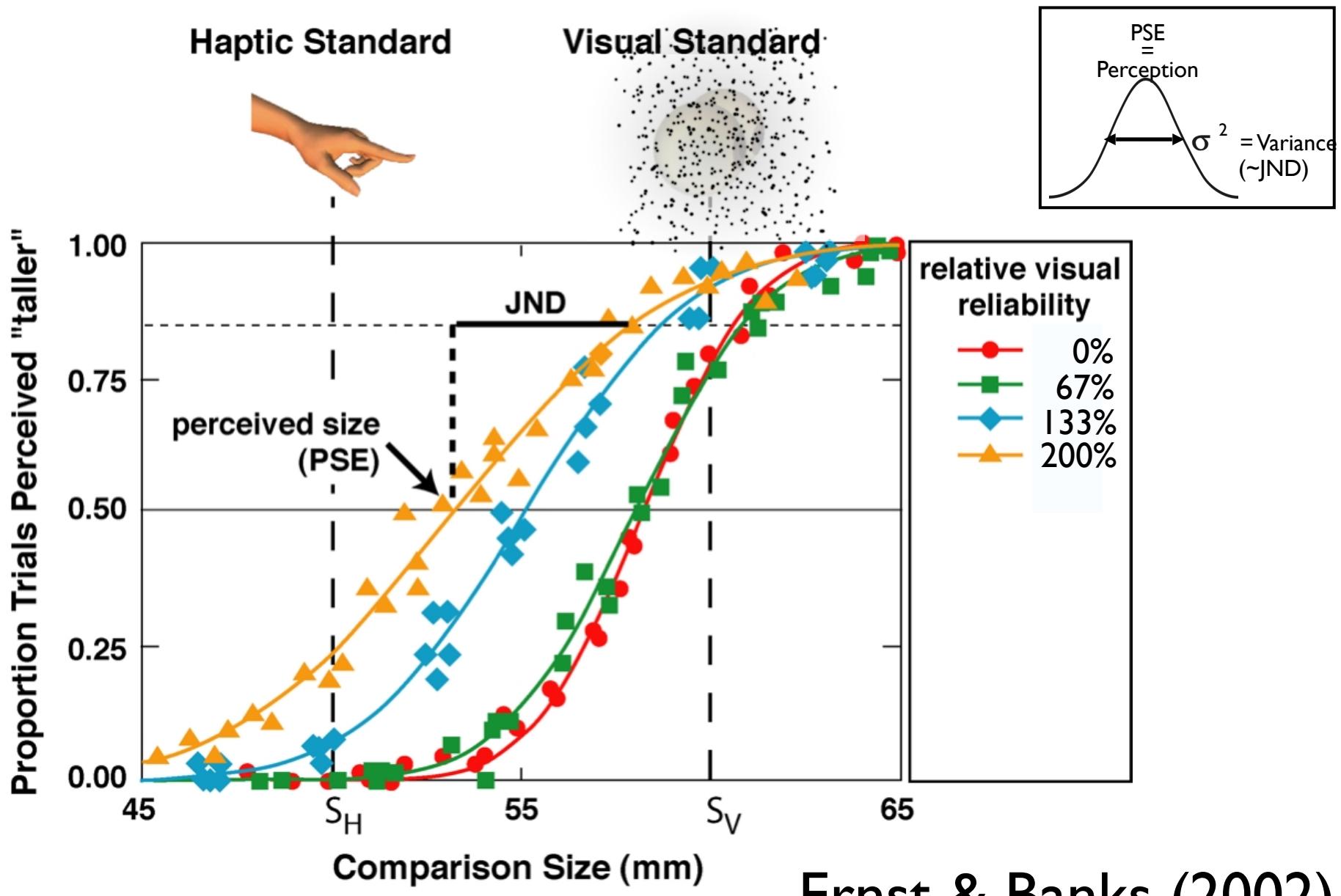


Ernst & Banks (2002)

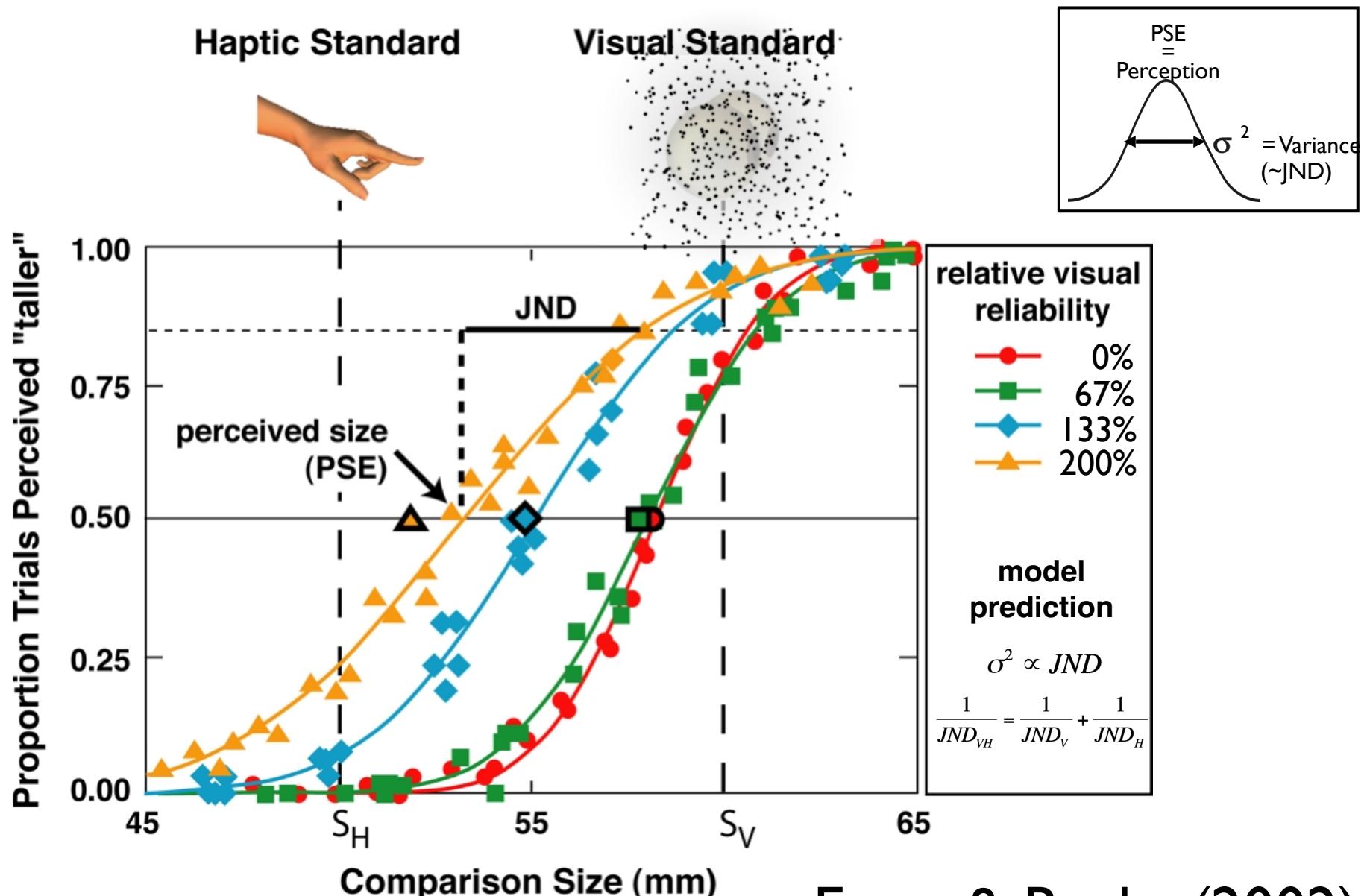
# Visual-Haptic Integration



# Visual-Haptic Integration

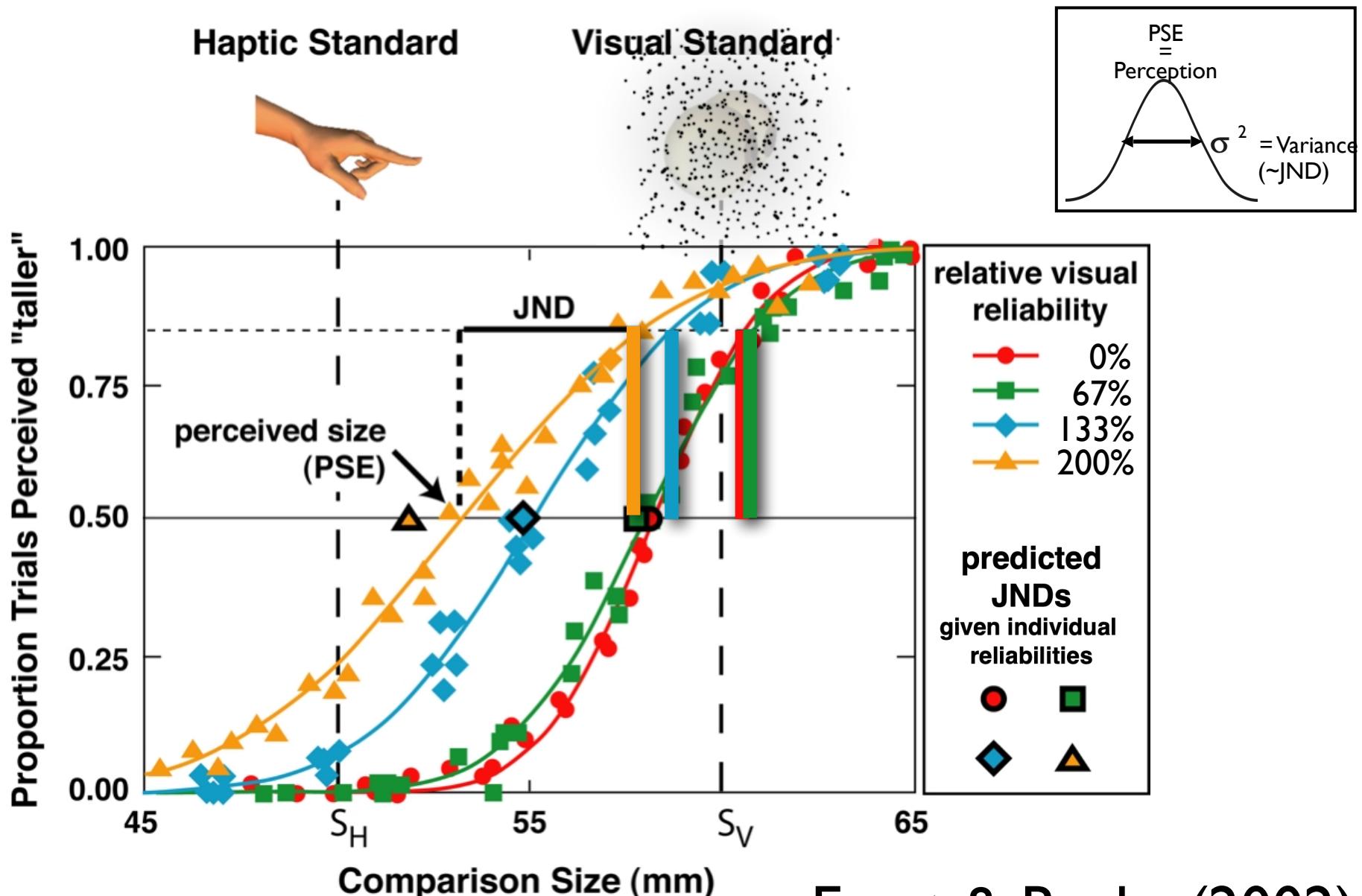


# Visual-Haptic Integration



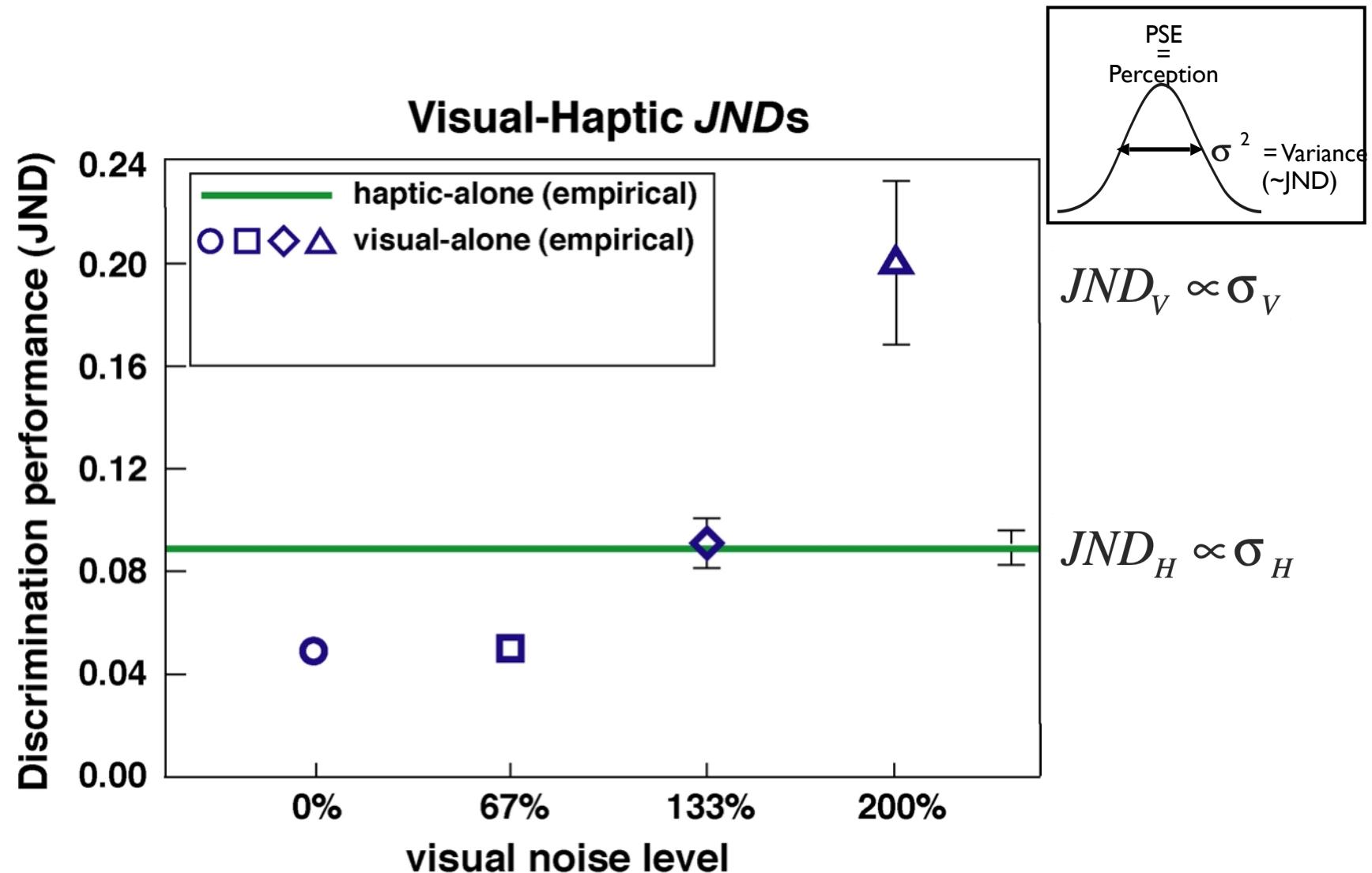
Ernst & Banks (2002)

# Visual-Haptic Integration



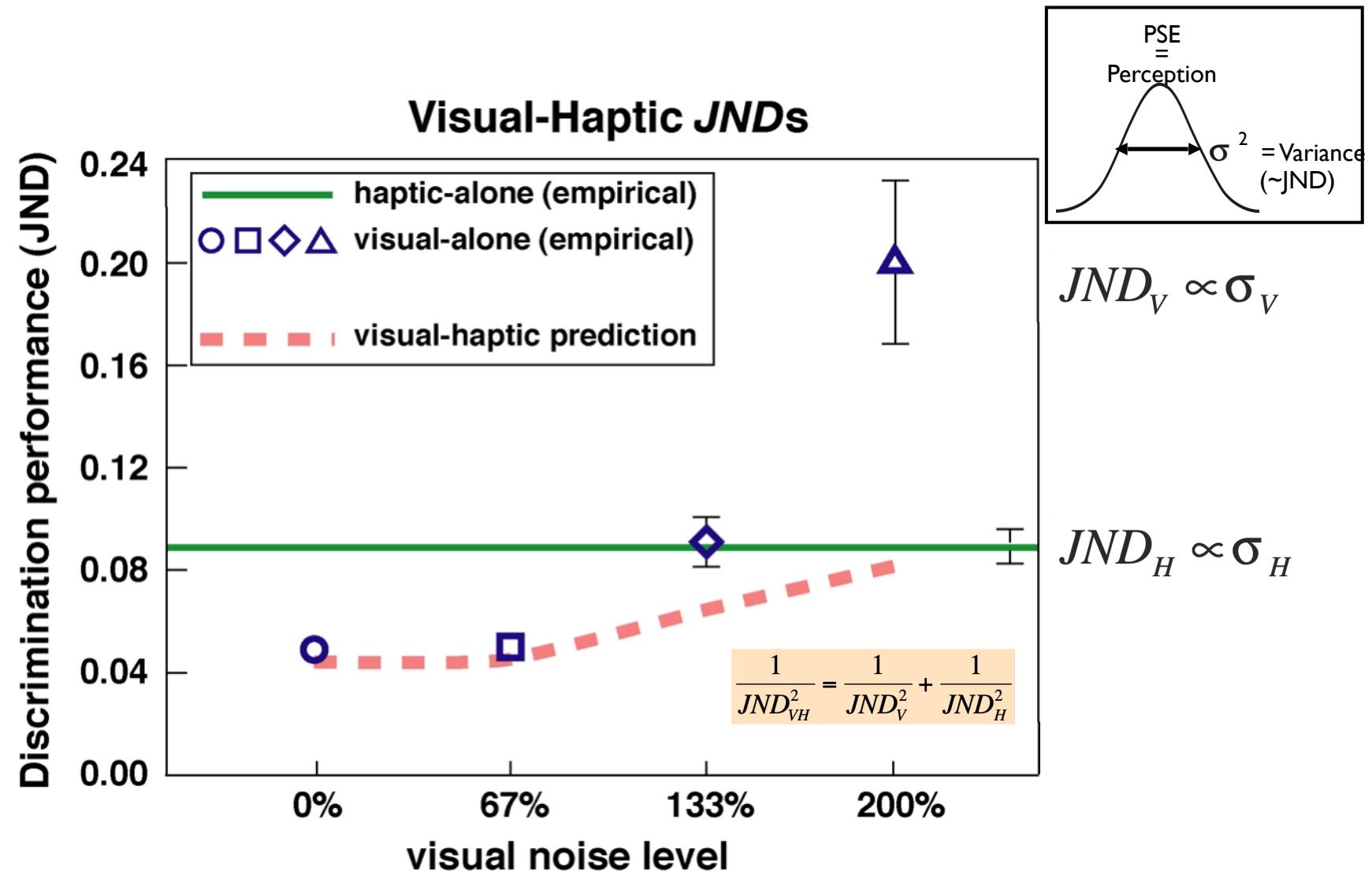
Ernst & Banks (2002)

# Combined Performance (JNDs)



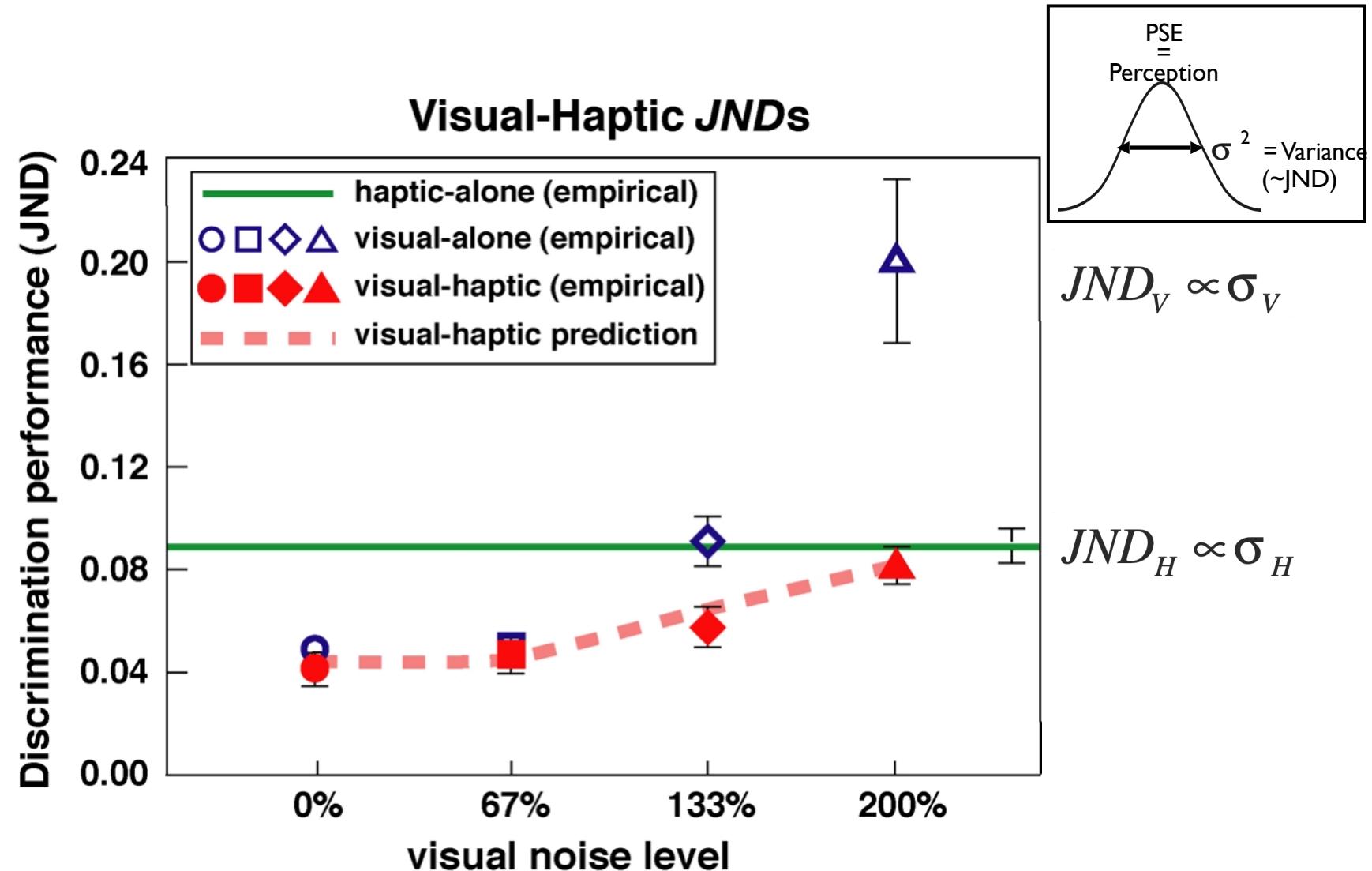
Ernst & Banks (2002)

# Combined Performance (JNDs)



Ernst & Banks (2002)

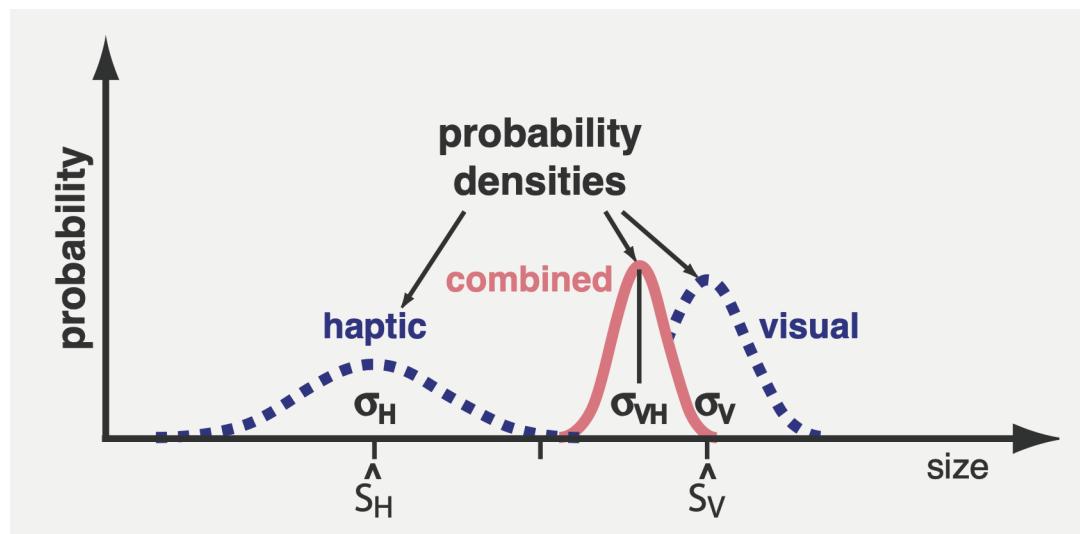
# Combined Performance (JNDs)



Ernst & Banks (2002)

# Maximum Likelihood Estimation

$$\text{Reliability} = 1 / \sigma^2$$

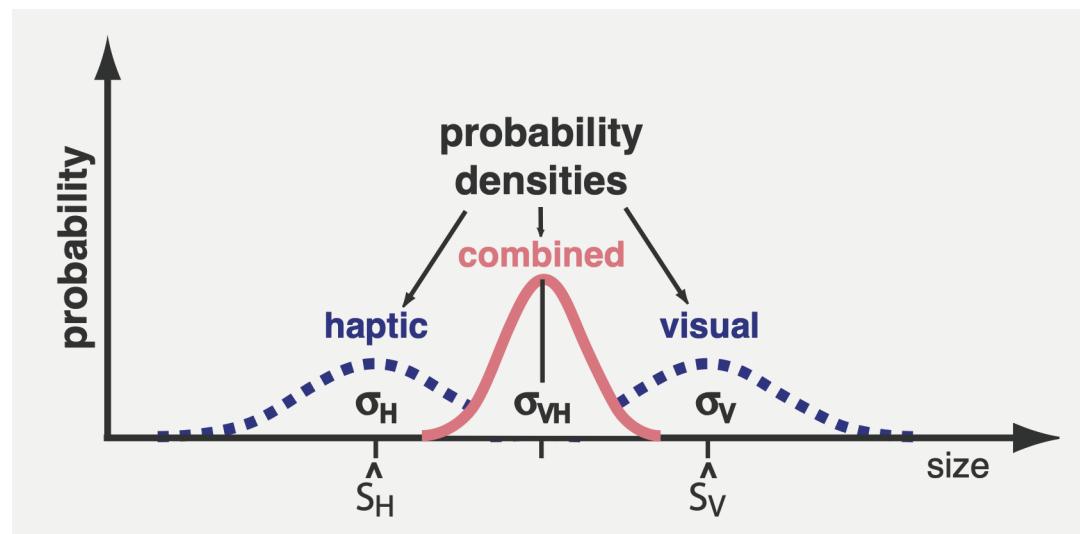


$$S_{VH} = w_V S_V + w_H S_H$$

$$w_V = \frac{\sigma_H^2}{\sigma_V^2 + \sigma_H^2}$$

$$\frac{1}{\sigma_{VH}^2} = \frac{1}{\sigma_V^2} + \frac{1}{\sigma_H^2}$$

# Maximum Likelihood Estimation

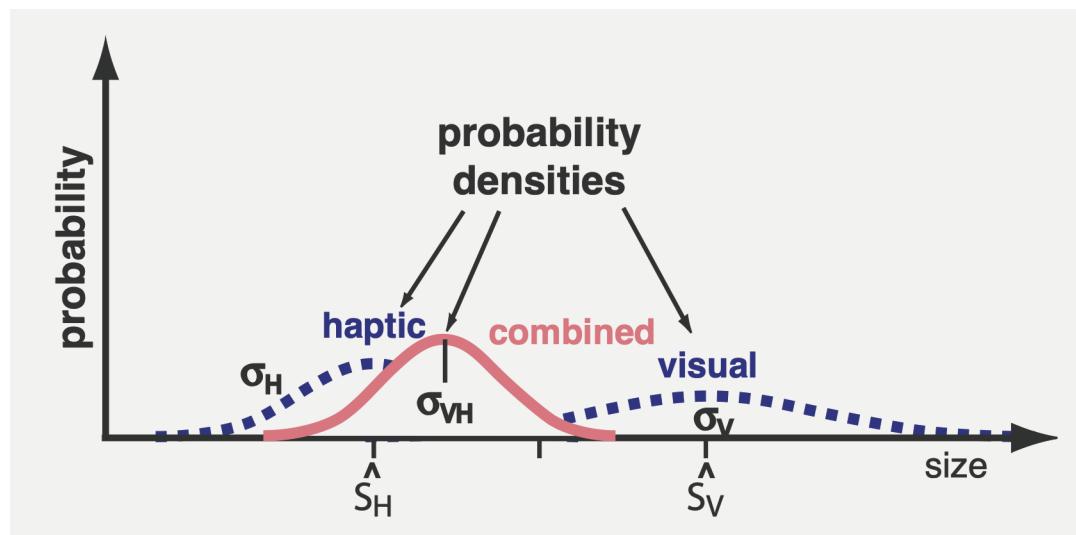


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# Optimal Integration

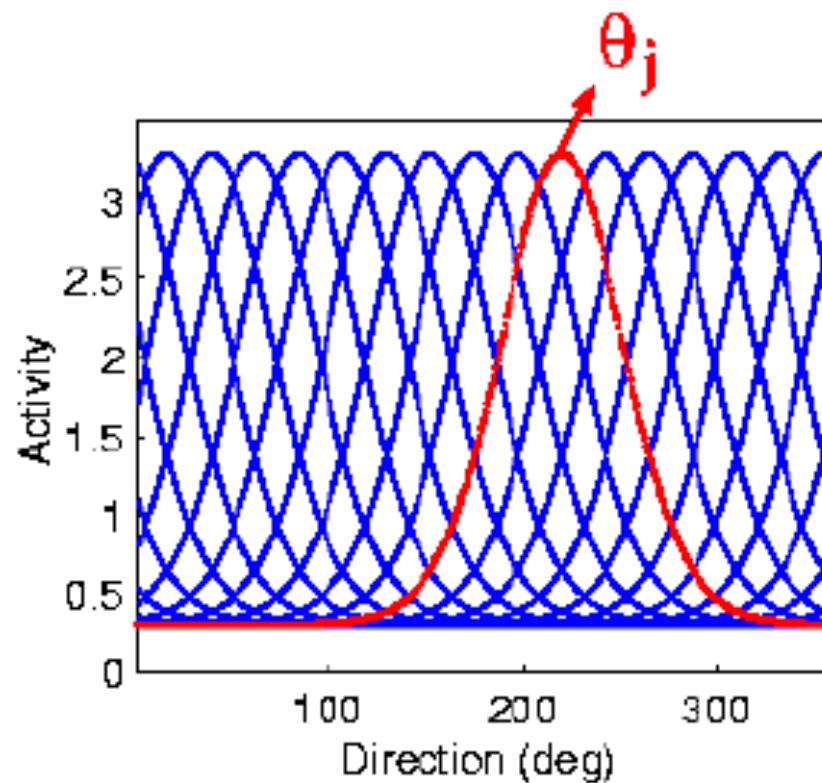


$$S_{VH} = w_V S_V + w_H S_H$$

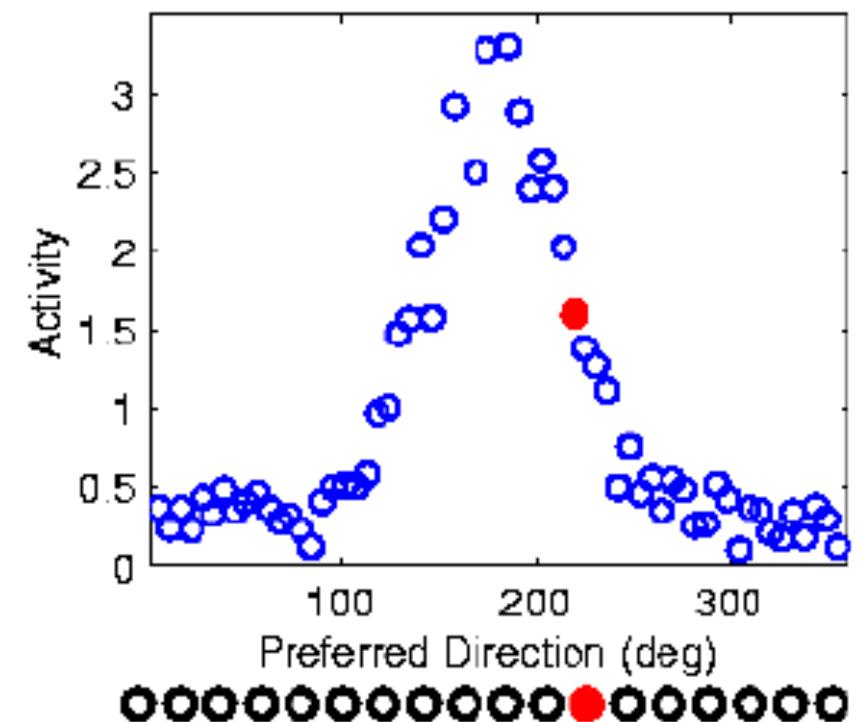
$$w_V = \frac{\sigma_H^2}{\sigma_V^2 + \sigma_H^2}$$

$$\frac{1}{\sigma_{VH}^2} = \frac{1}{\sigma_V^2} + \frac{1}{\sigma_H^2}$$

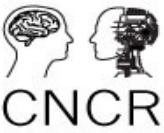
# Population Code



Tuning Curves



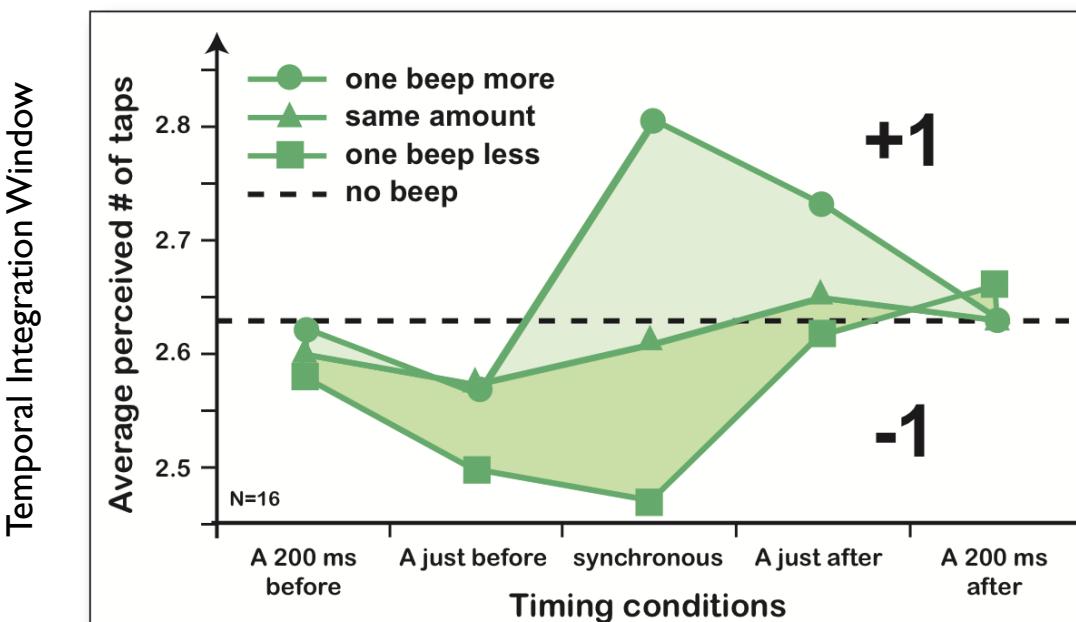
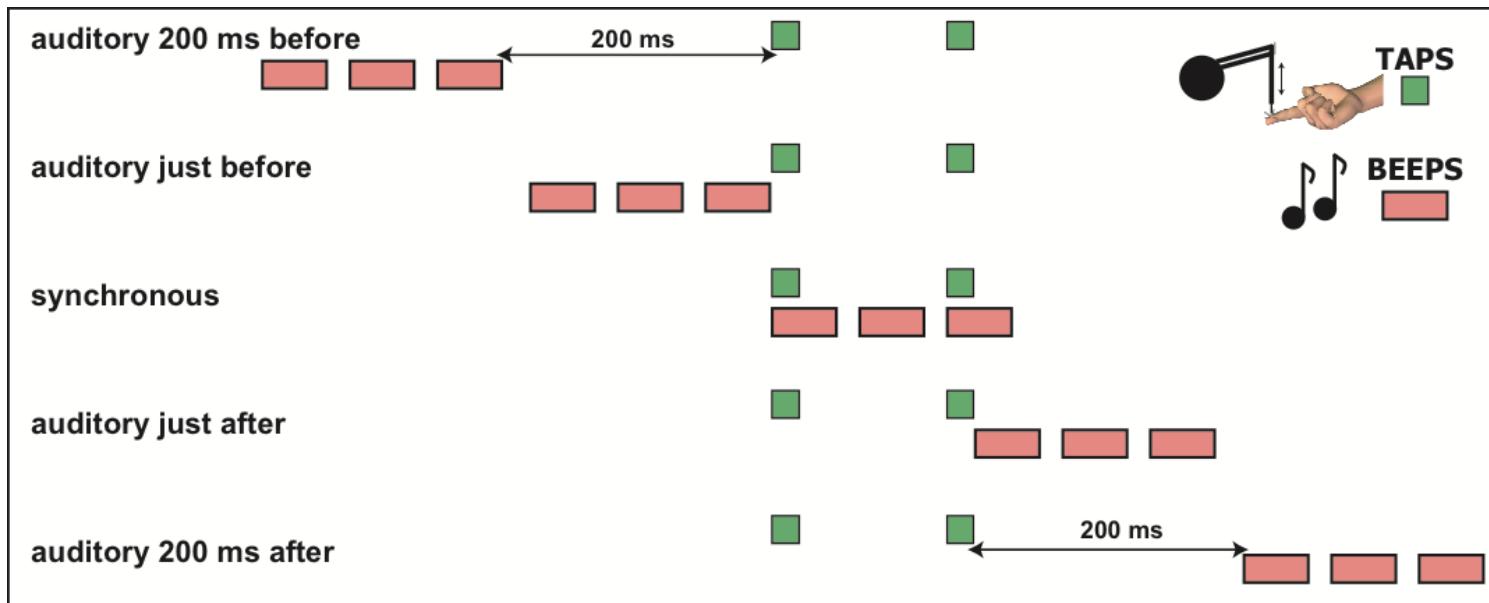
Pattern of activity (A)<sup>25</sup>



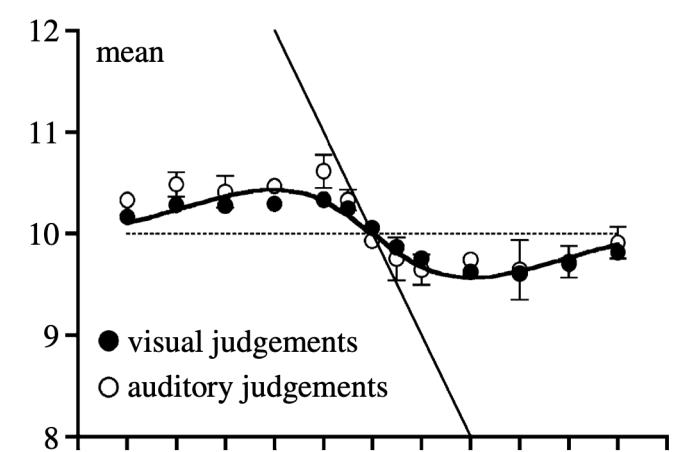
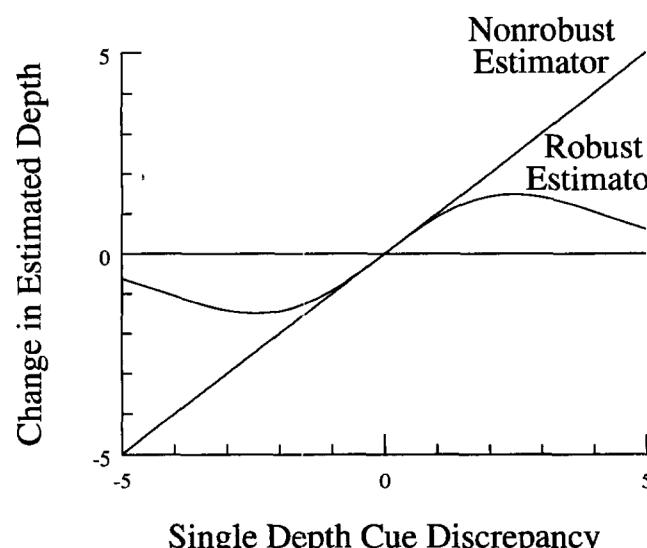
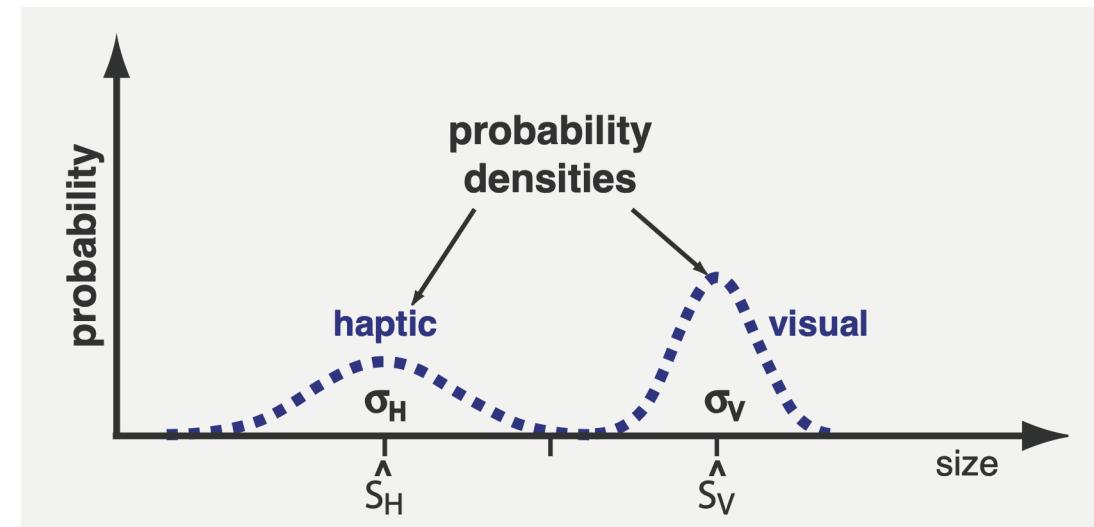
# Breakdown of integration

# Correspondence Problem

- Co-location
- Simultaneity/temporal order
- Synesthetic congruency

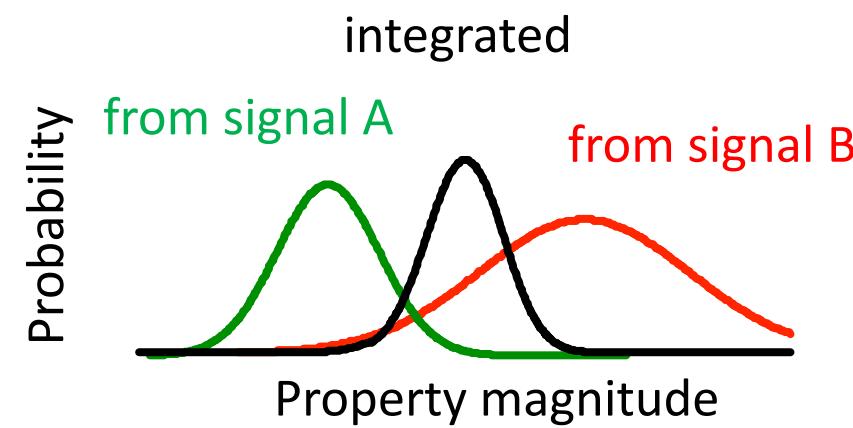


# Mandatory fusion vs robust estimation

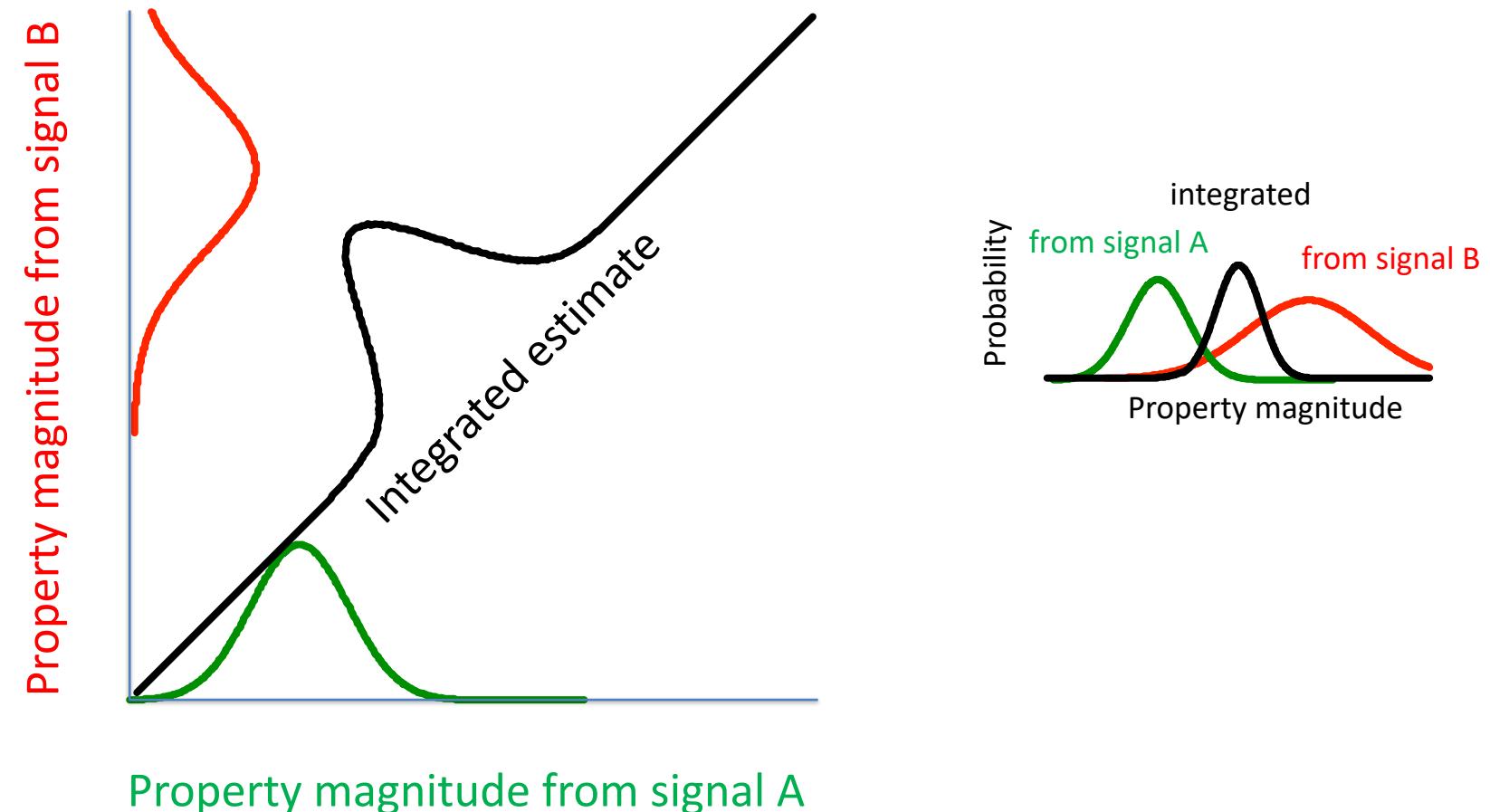


- Strength of coupling
- Heavy tails
- Causal inference

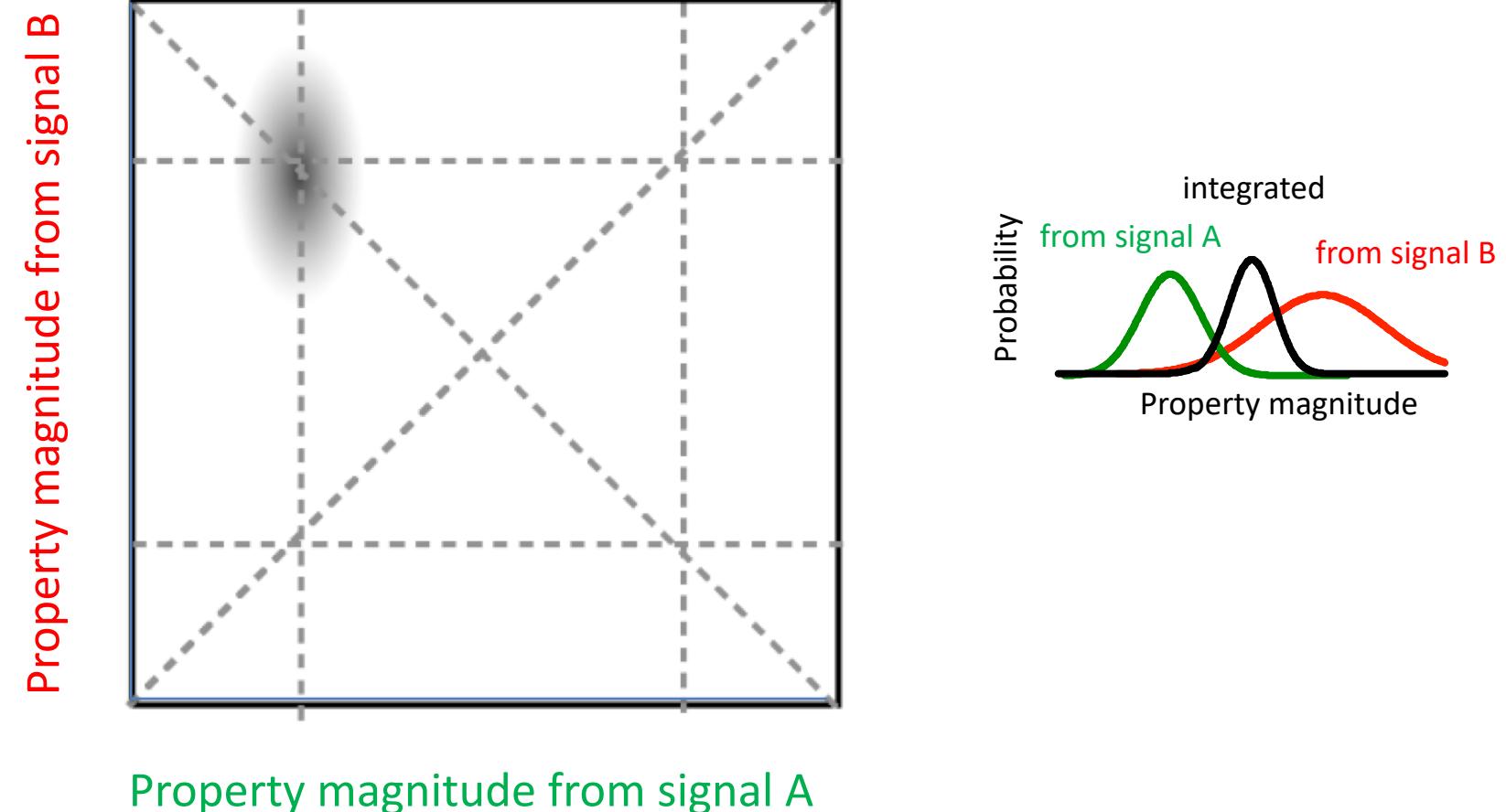
# Bivariate distributions to model multisensory integration



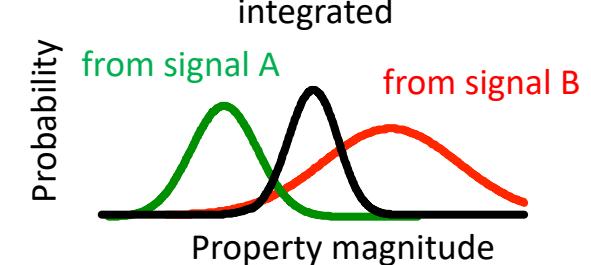
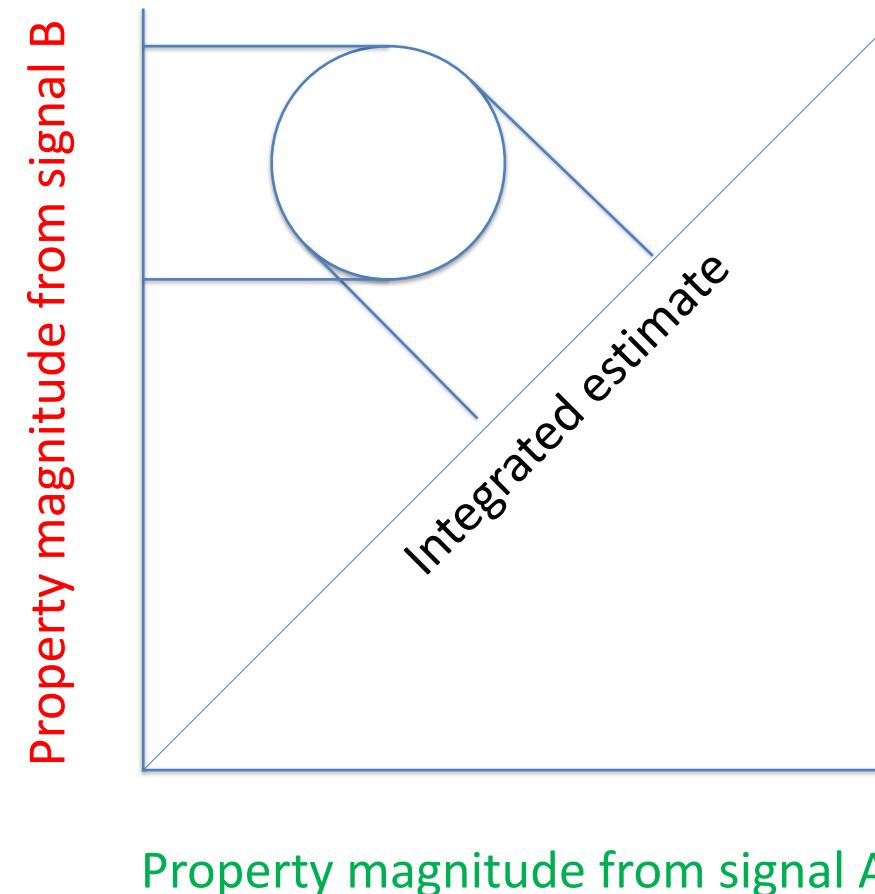
# Bivariate distributions to model multisensory integration

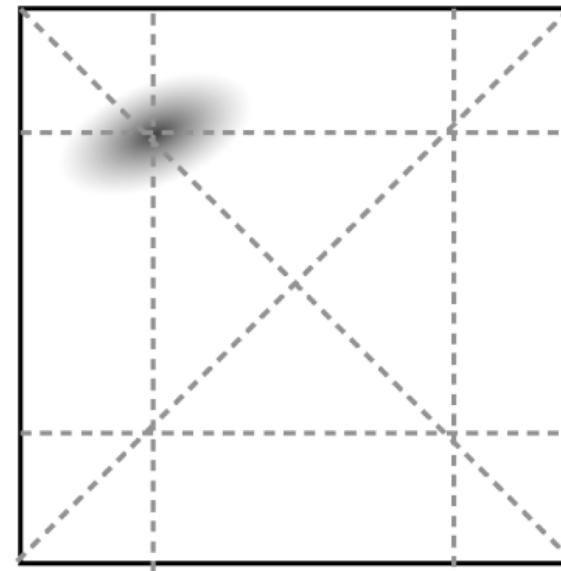
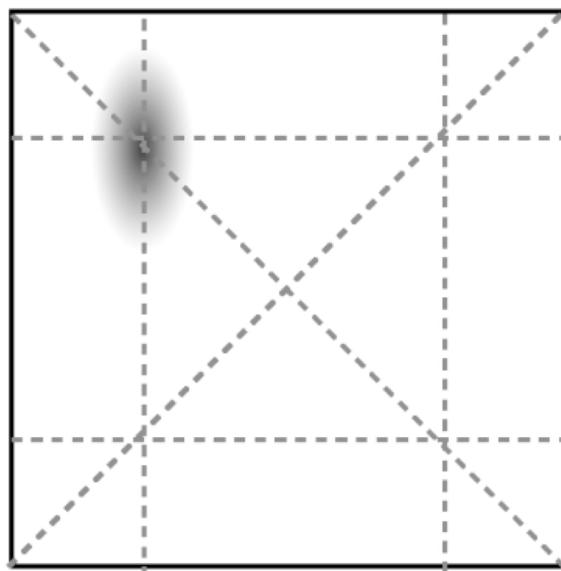
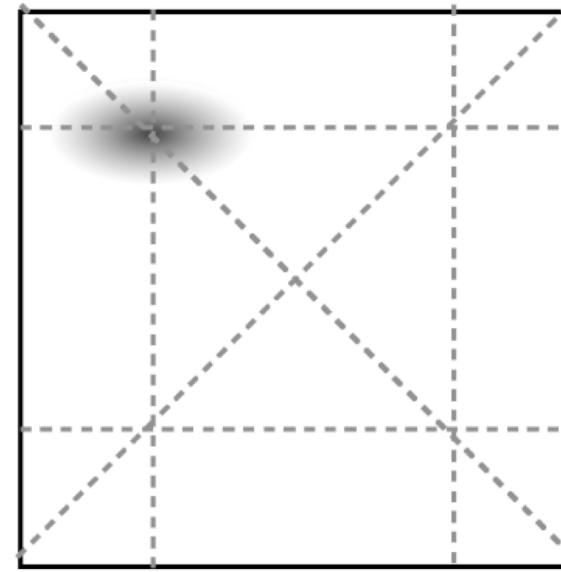
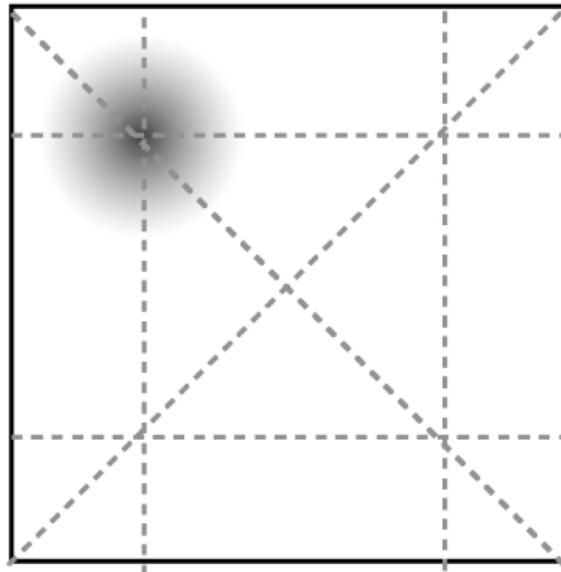


# Bivariate distributions to model multisensory integration



# Bivariate distributions to model multisensory integration

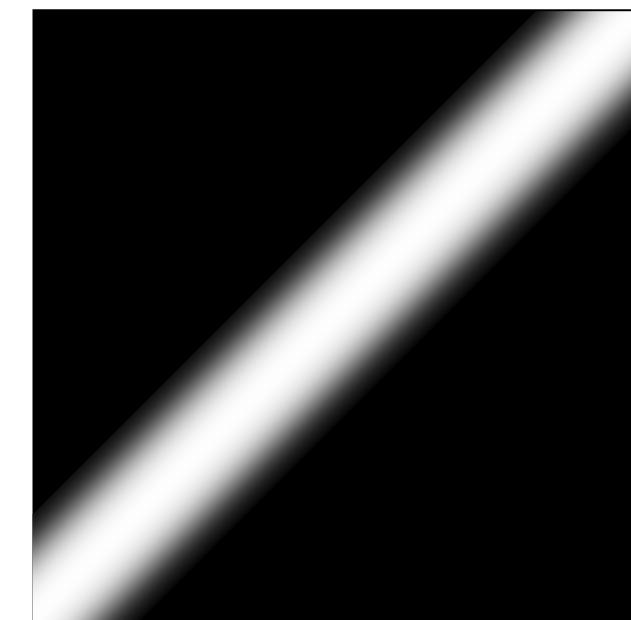
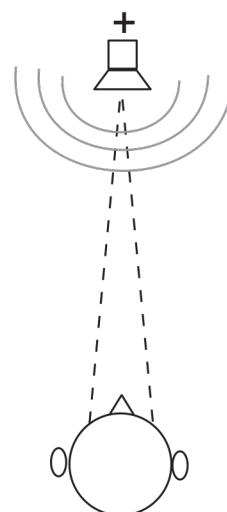




Ernst (2005)

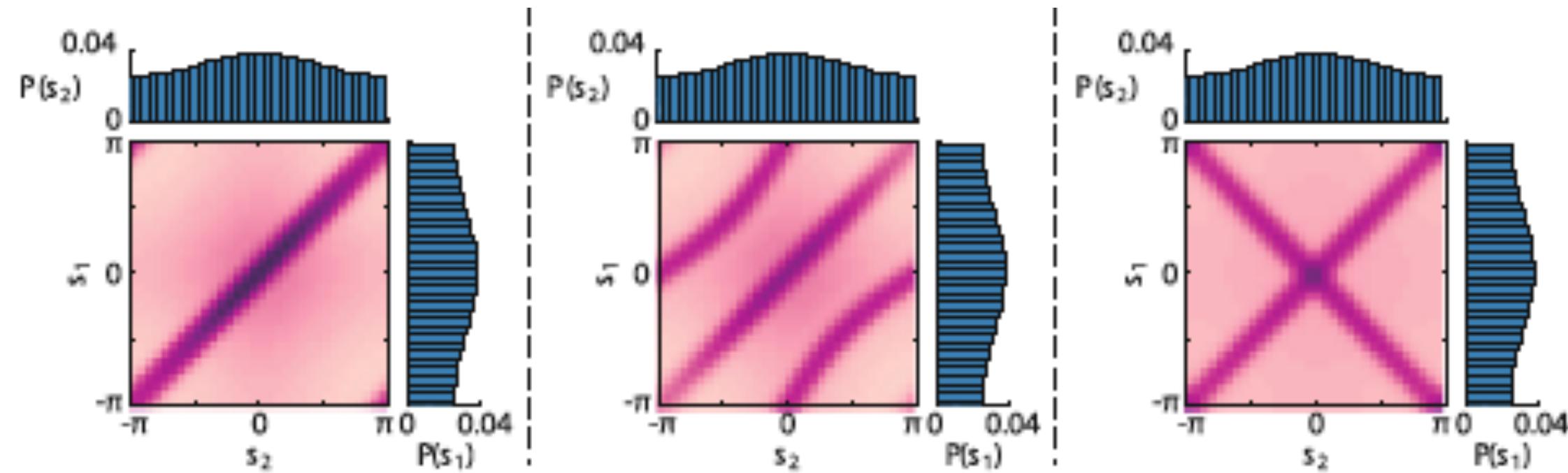
# Coupling prior

- Statistics of spatio-temporal co-occurrence of stimuli

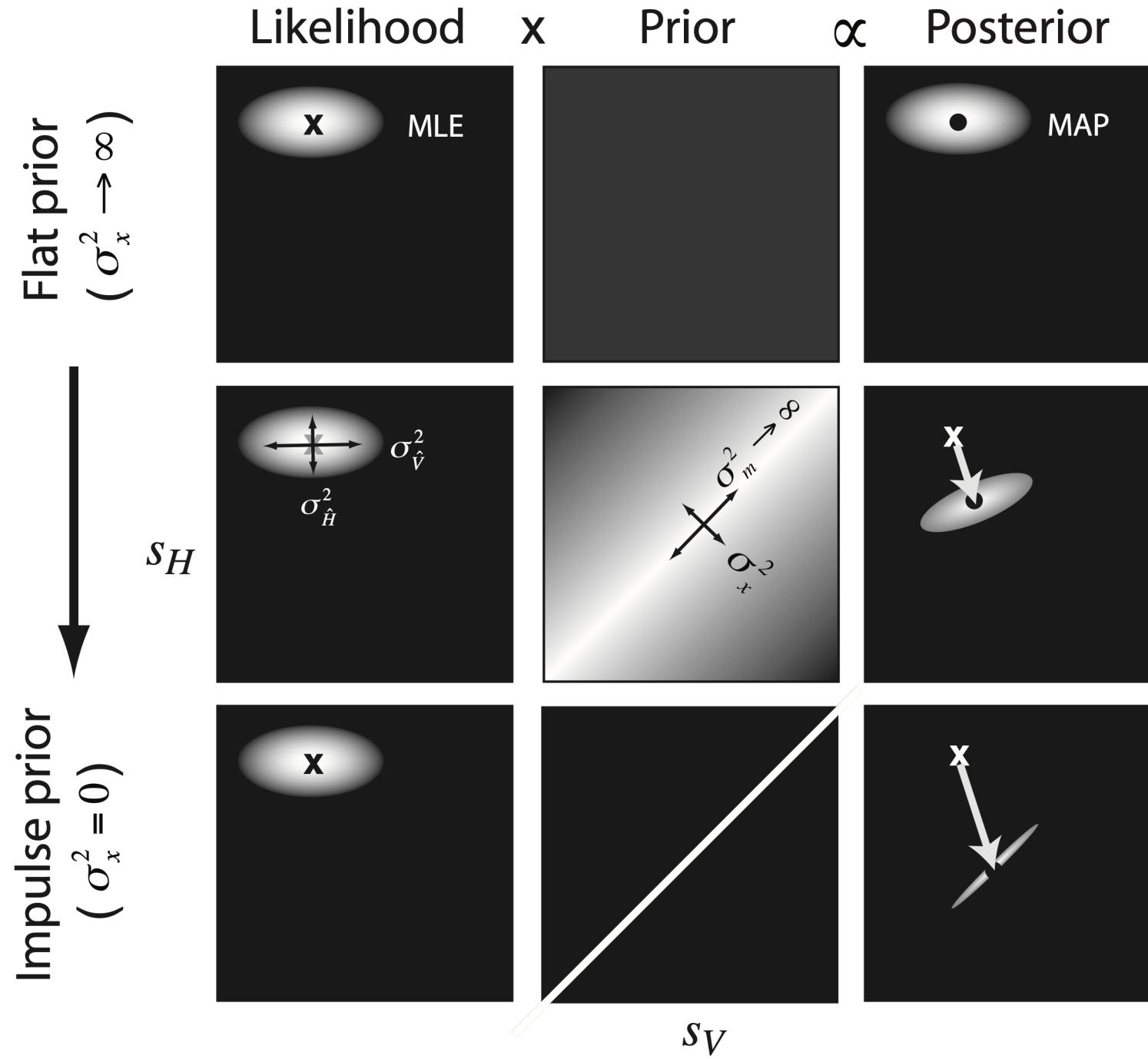


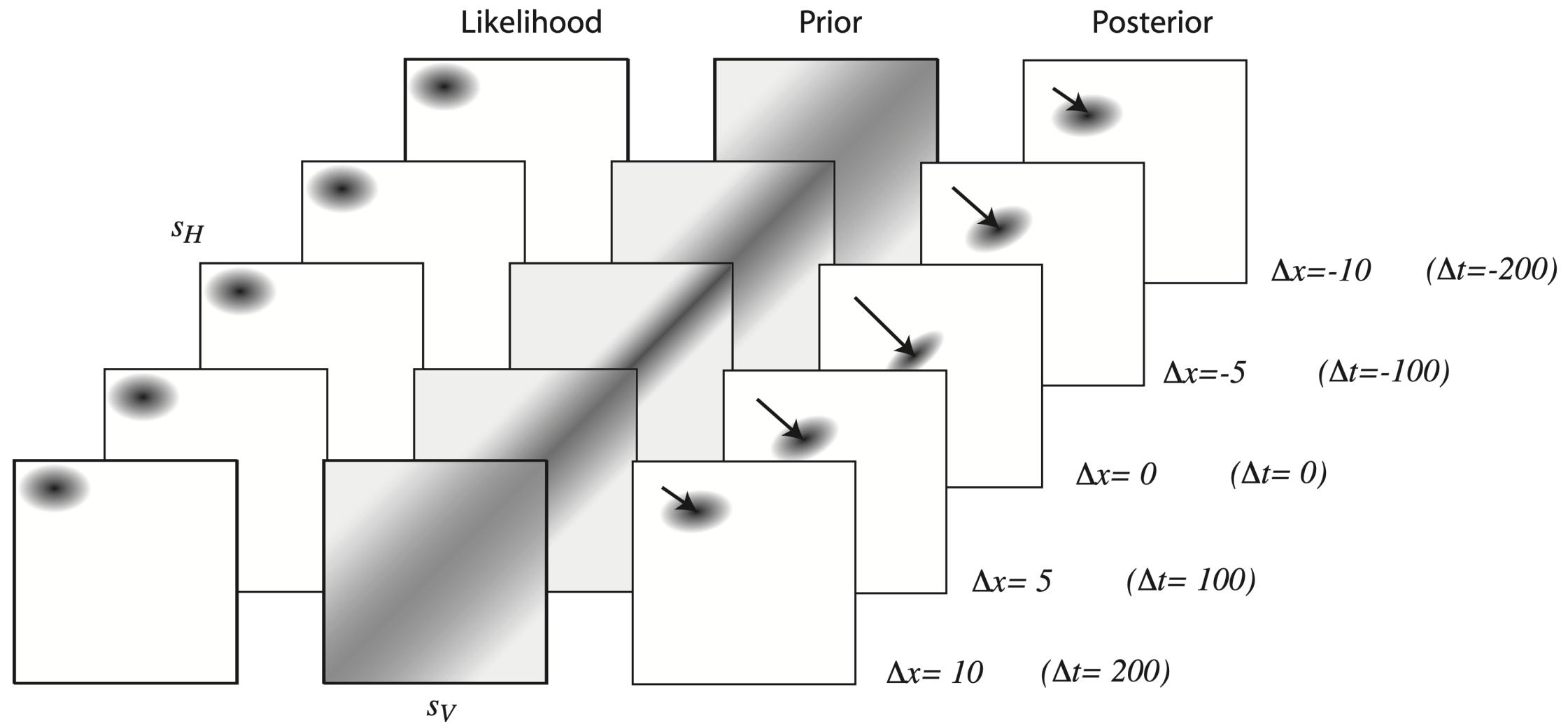
audio angle

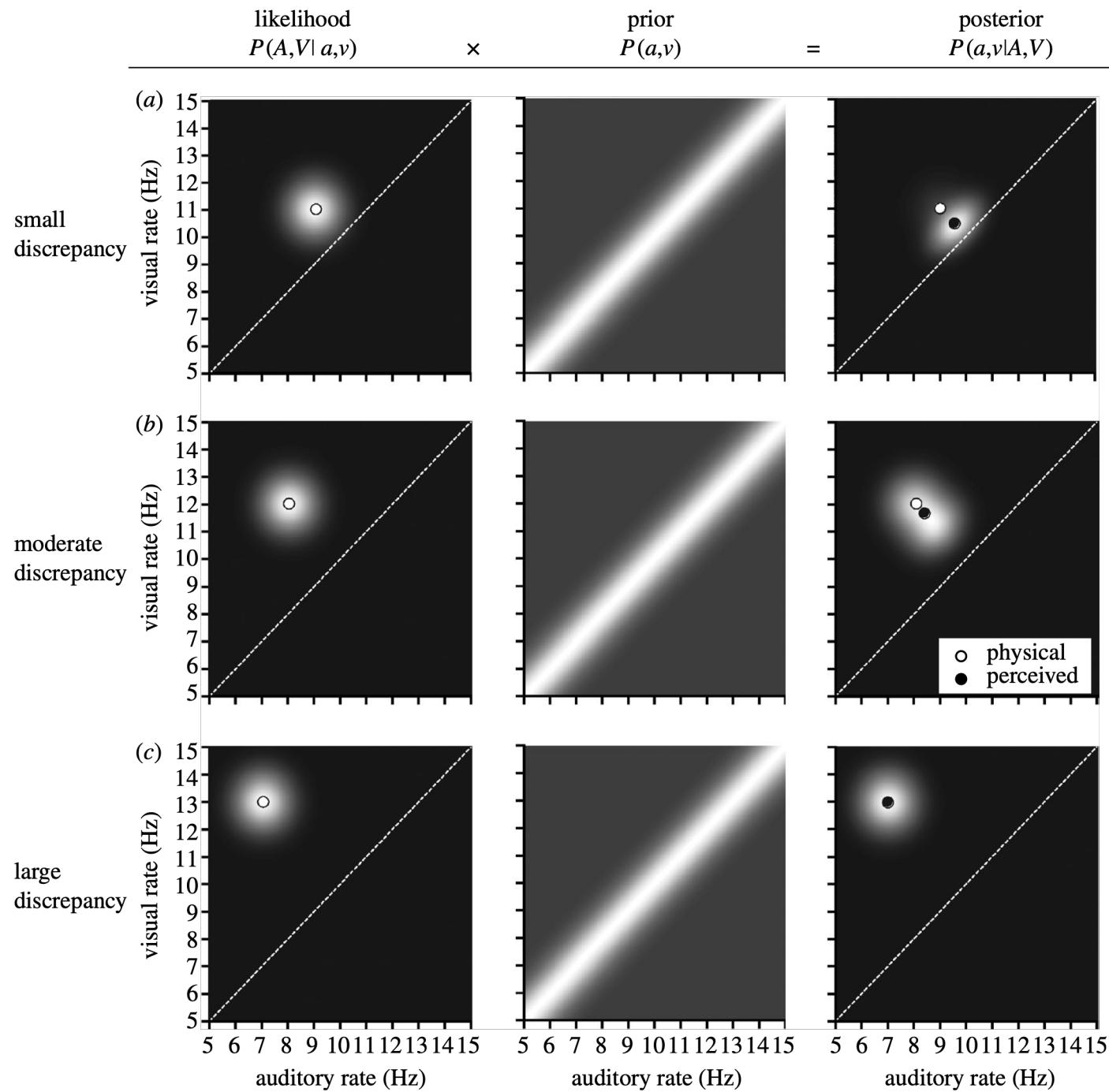
Ernst (2005)



Wang et al (2017)

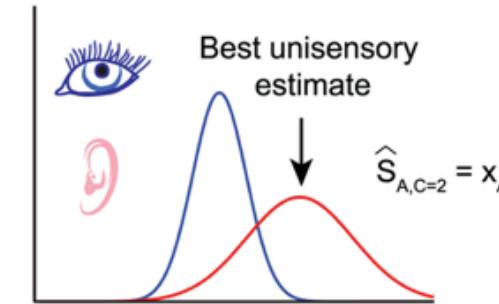
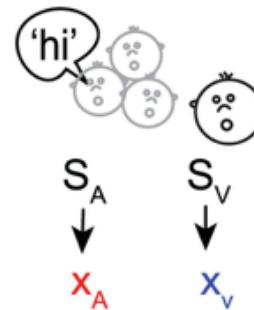




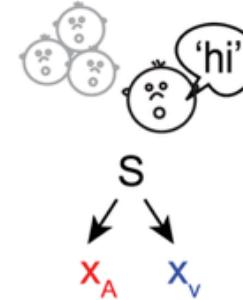


# Bayesian Causal Inference

A Separate sources ( $C=2$ )



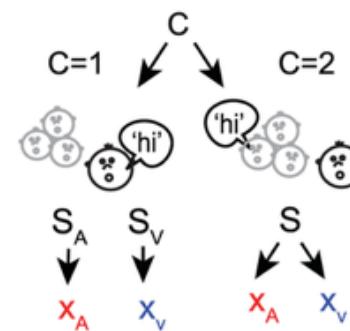
B Common source ( $C=1$ )



Best fused estimate

$$\begin{aligned}\hat{S}_{A,C=1} &= w_A \cdot x_A + w_V \cdot x_V \\ w_A &= \frac{1/\sigma_A^2}{1/\sigma_A^2 + 1/\sigma_V^2} \\ w_V &= \frac{1/\sigma_V^2}{1/\sigma_A^2 + 1/\sigma_V^2}\end{aligned}$$

C Causal inference



Probability

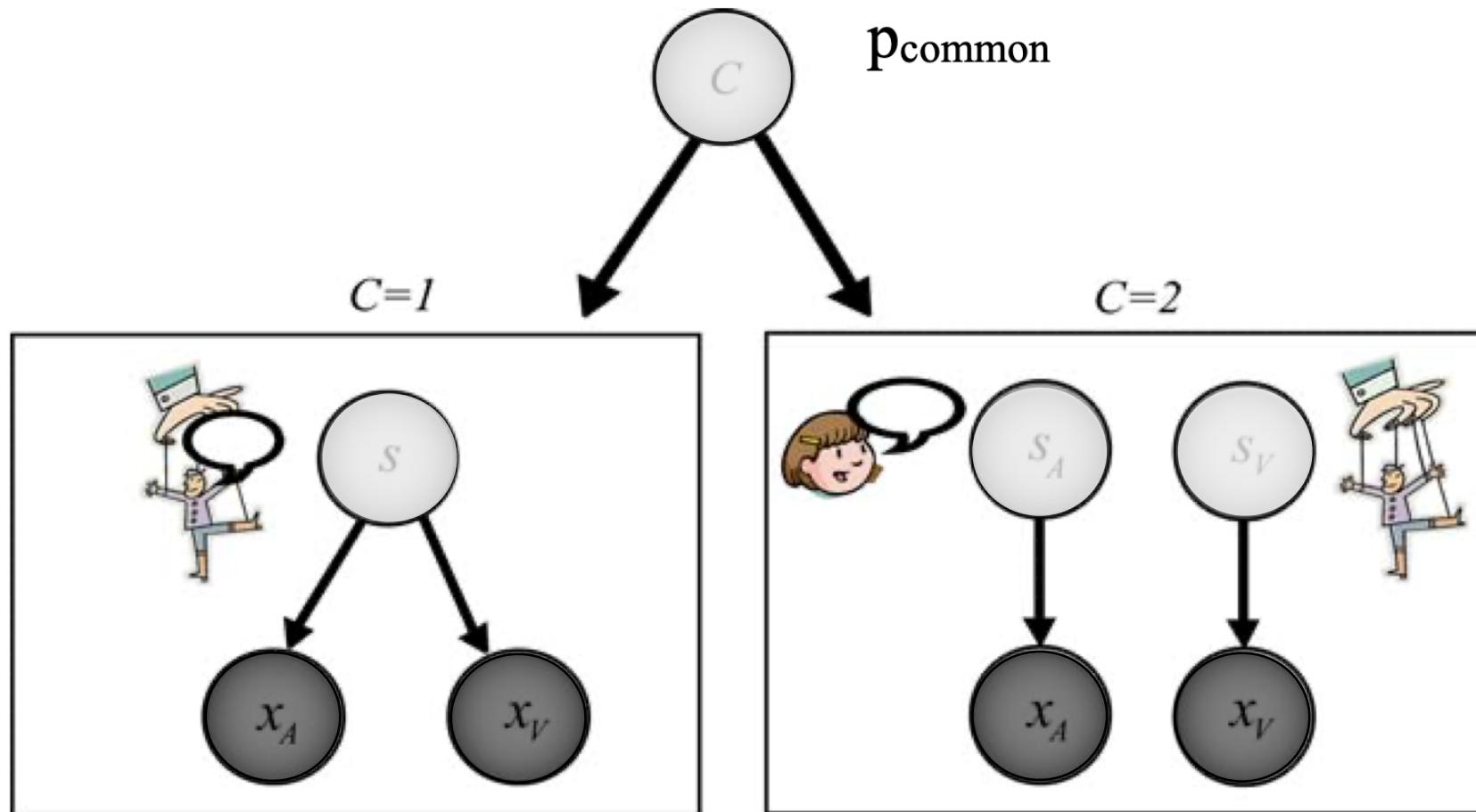
Best overall estimate

$$\hat{S}_A = p(c=1|x_A, x_V) \cdot \hat{S}_{A,c=1} + p(c=2|x_A, x_V) \cdot \hat{S}_{A,c=2}$$

Stimulus attribute

Shams and Beierholm, 2010

# Bayesian Causal Inference



**Causal Markov assumption** = The screening off property

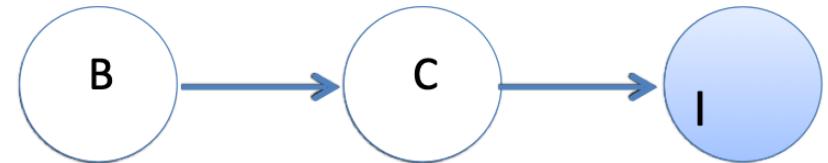
Bronchitis predicts insomnia

But is observed, bronchitis is no longer relevant to predicting insomnia

In probabilistic setting:

Marginal dependence:  $P(\text{Insom} | \text{Br}) > P(\text{Insom})$

Conditional independence:  $P(\text{Insom} | \text{Br} \& \text{Cough}) = P(\text{Insom} | \text{Cough})$



## Explaining Away

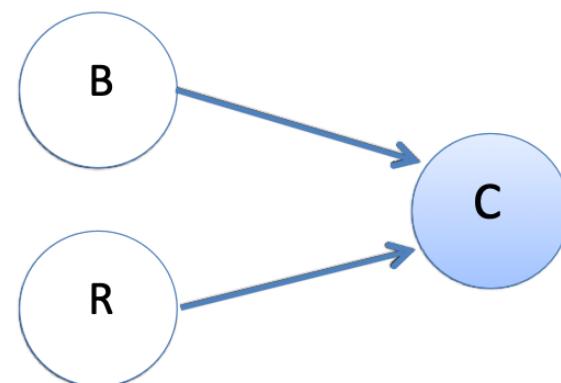
Two causes, one effect:

Marginal independence:

$$P(\text{Rhinovirus} | \text{Bronchitis}) = P(\text{Rhinovirus})$$

Conditional dependence:

$$P(\text{Rhinovirus} | \text{Bronchitis} \& \text{Cough}) < P(\text{Rhinovirus} | \text{Cough})$$



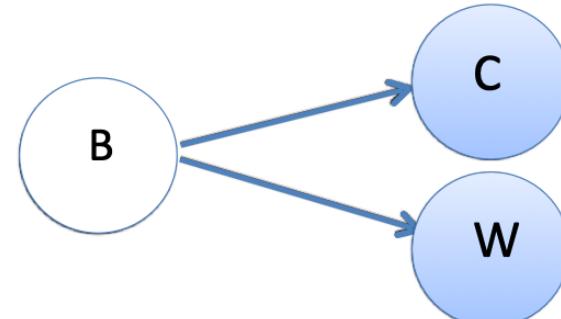
## Common cause

Marginal independence?

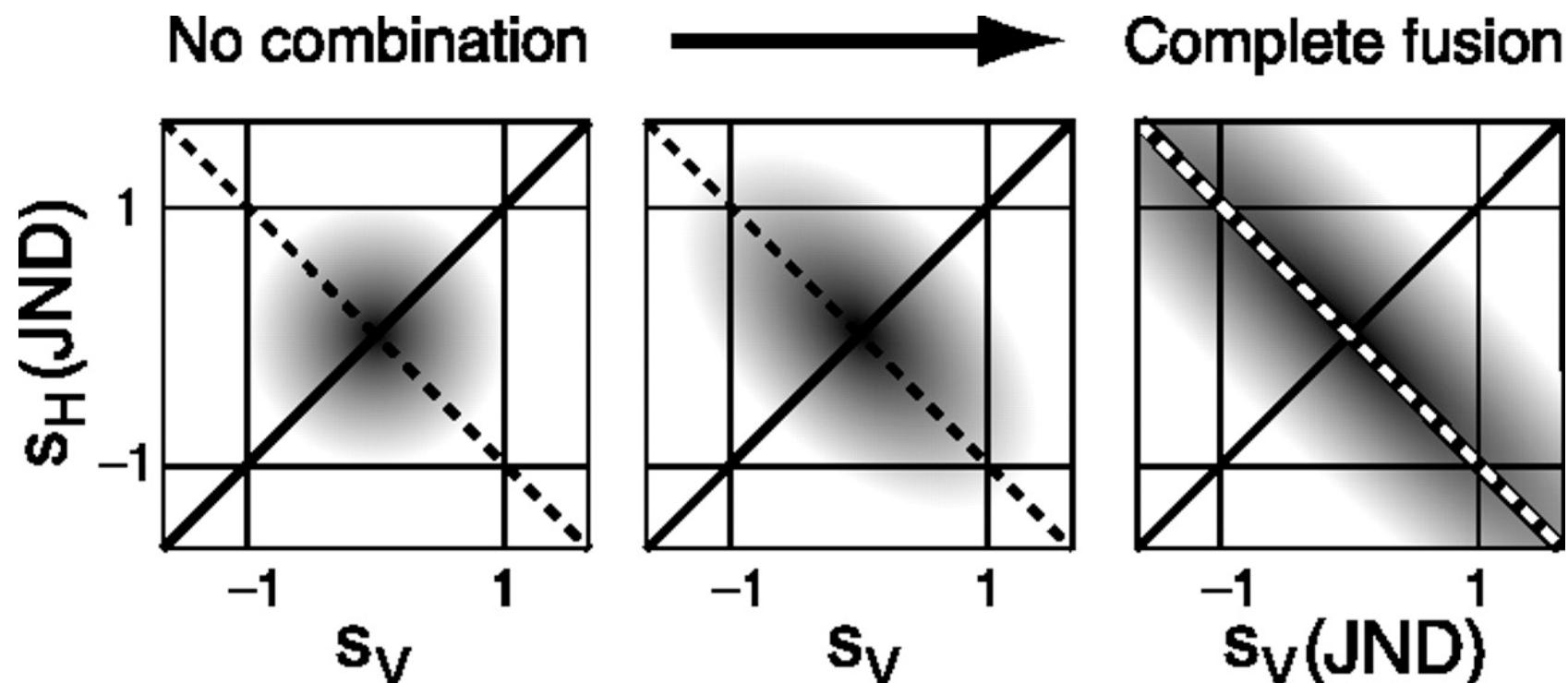
$$P(\text{Cough} | \text{Wheezing}) ? P(\text{Cough})$$

Conditional independence?

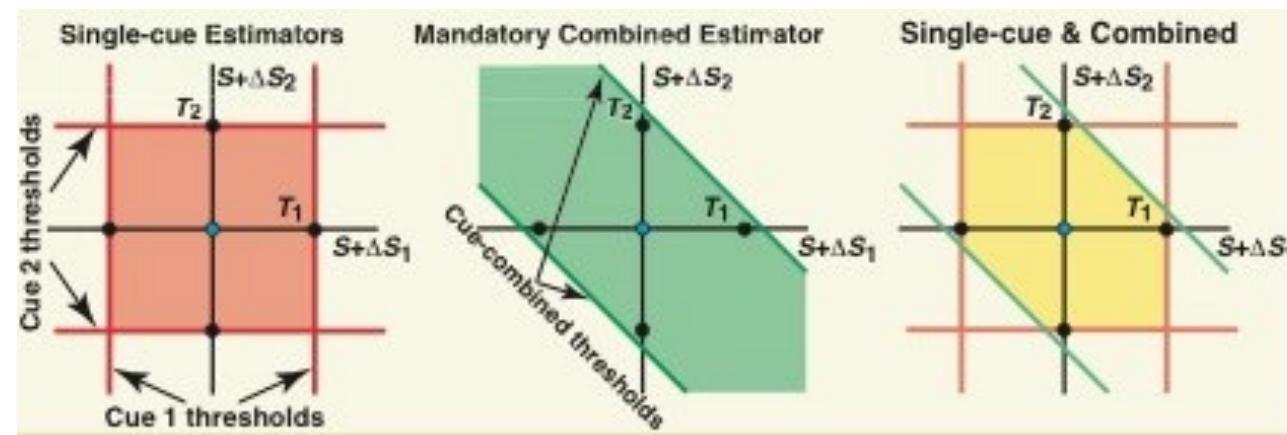
$$P(\text{Cough} | \text{Wheezing} \& \text{Bronch}) ? P(\text{Cough} | \text{Bronch})$$



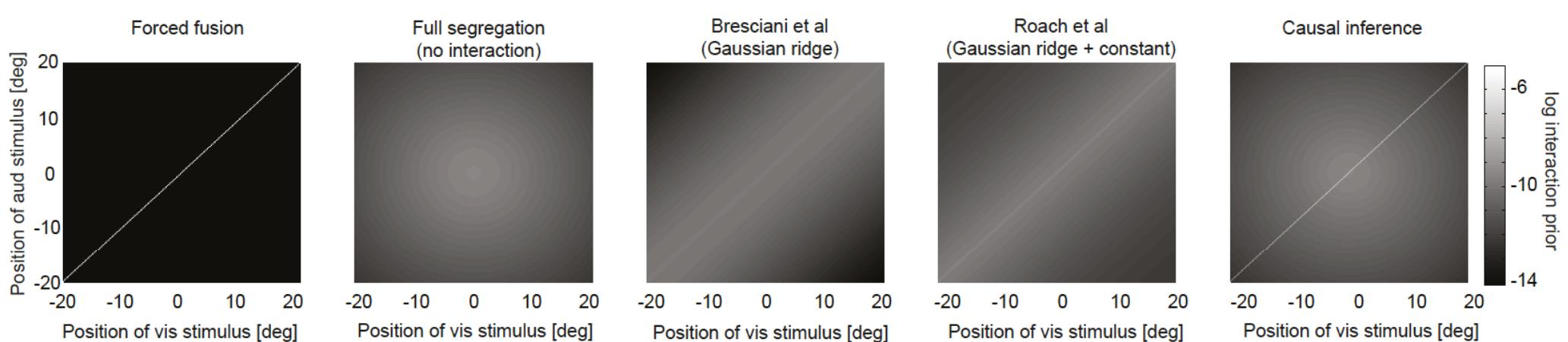
# Integration vs fusion



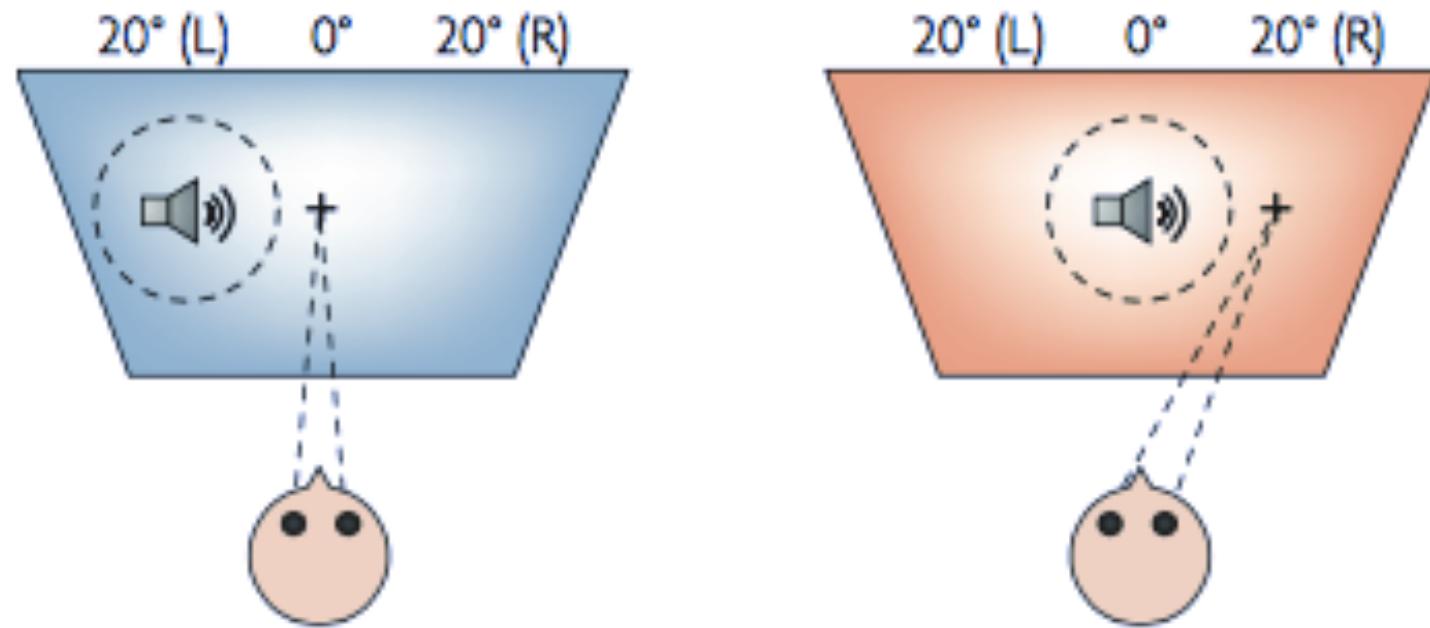
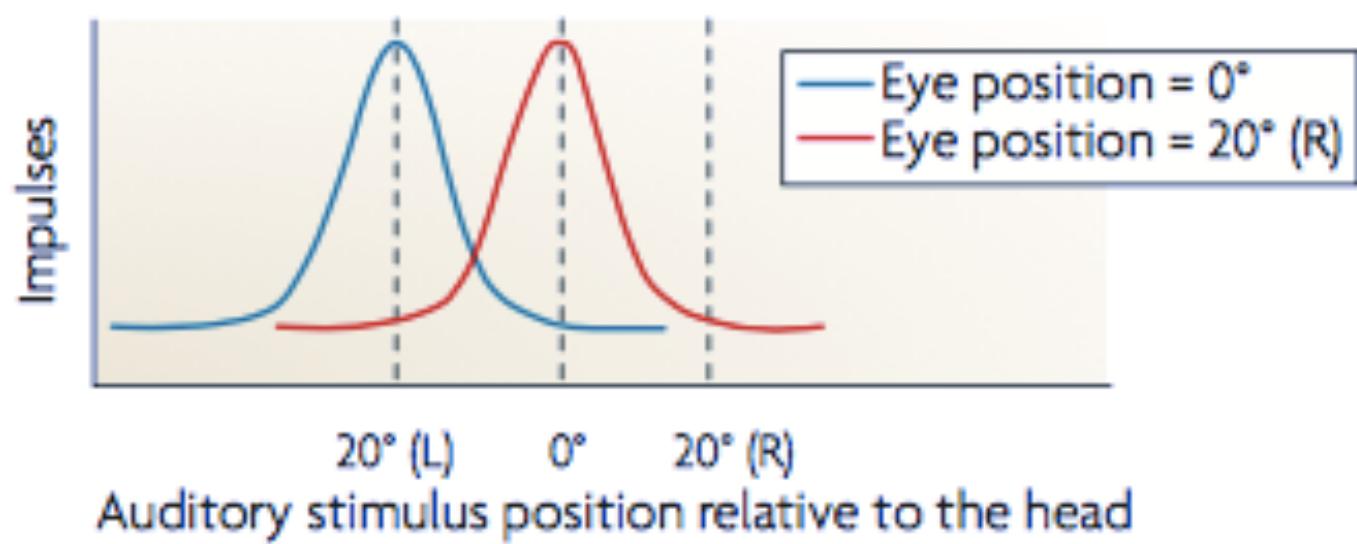
# Integration vs fusion

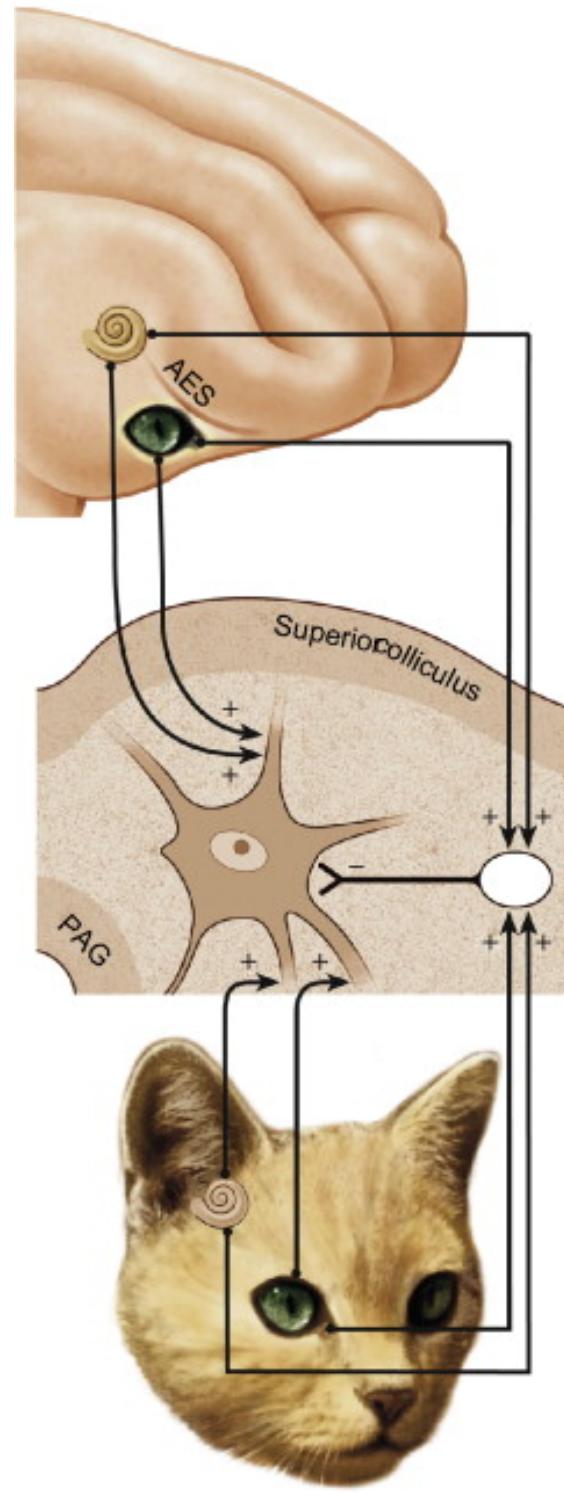


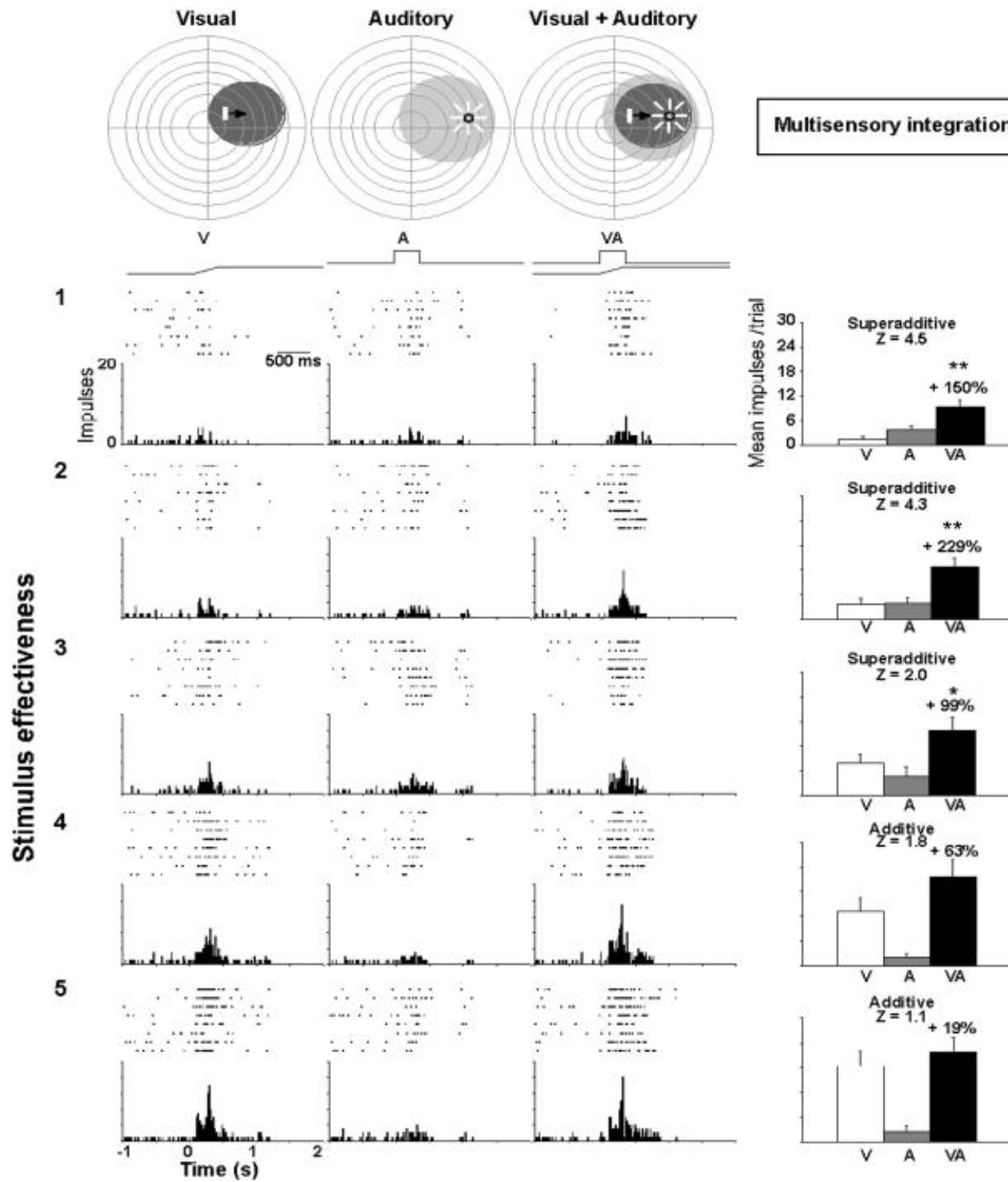
- Strength of coupling
  - Sigma determines amount of fusion
- Heavy tails
  - Conflict determines amount of fusion
- Causal inference
  - Conflict history determines amount of fusion



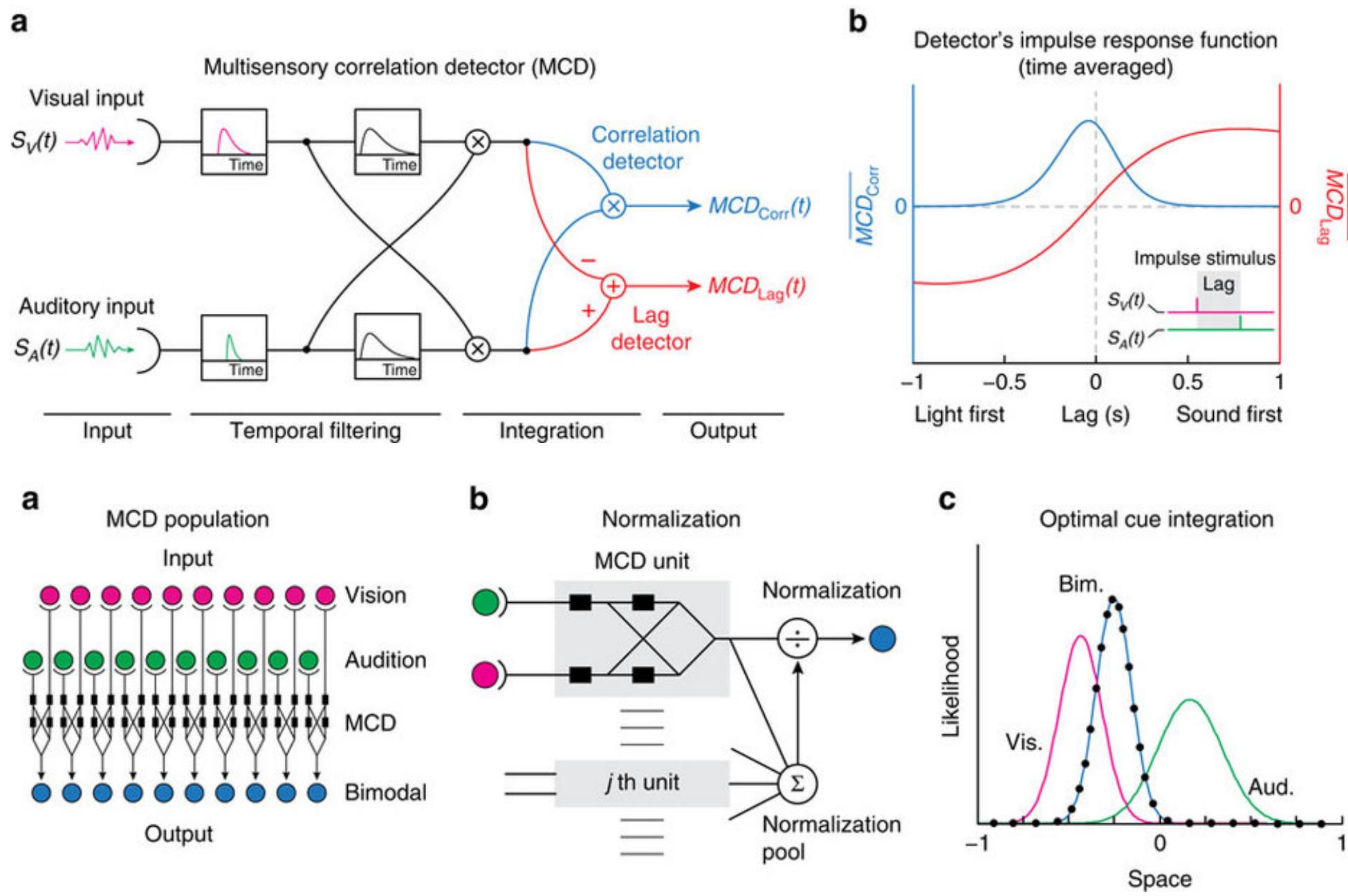
# Neurons

**a****b**

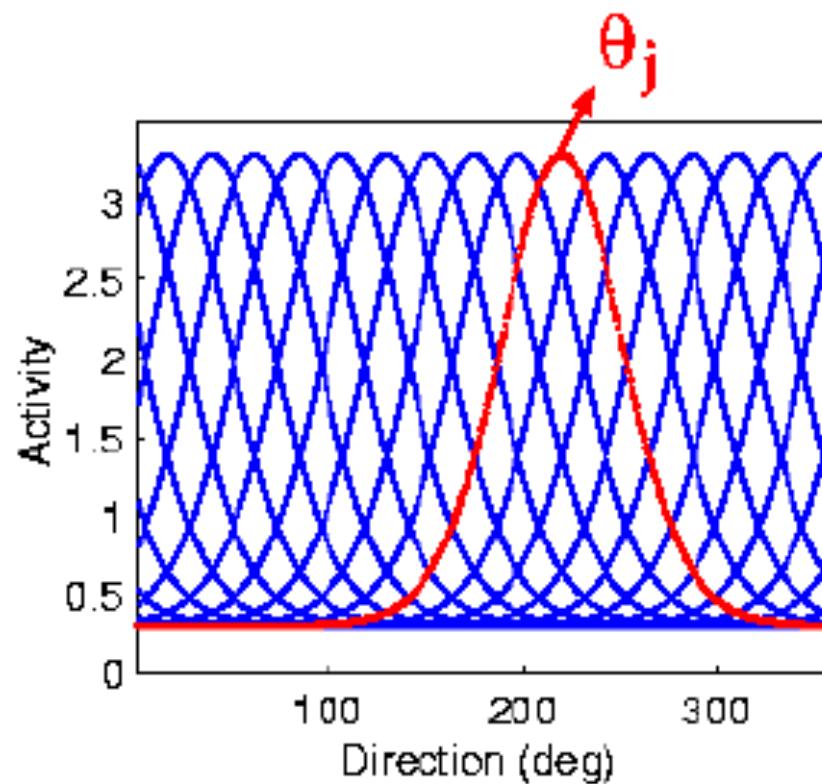




Stein, Stanford Rowland 2009

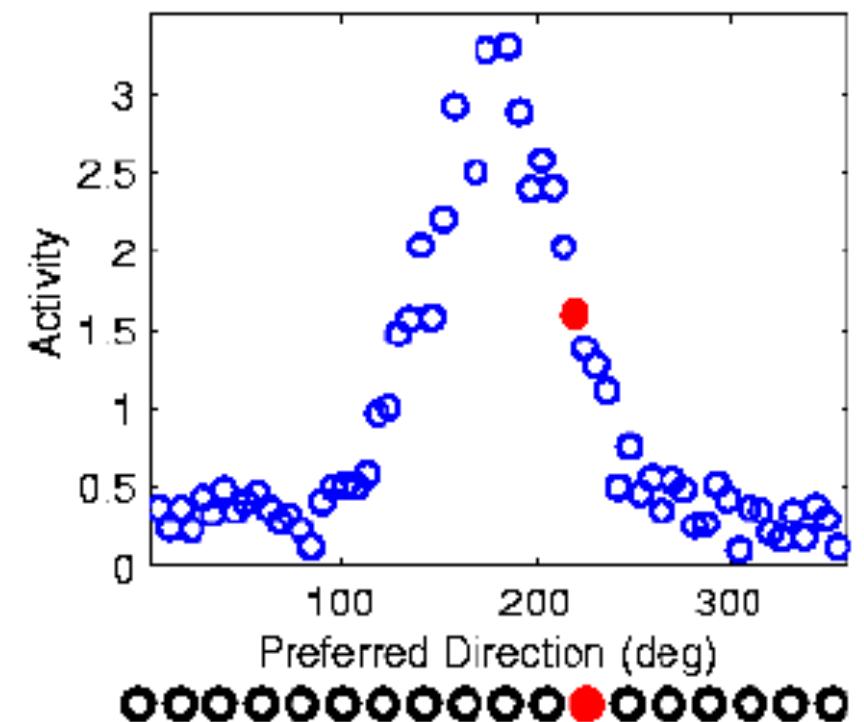


# Population Code



(Again)

Tuning Curves

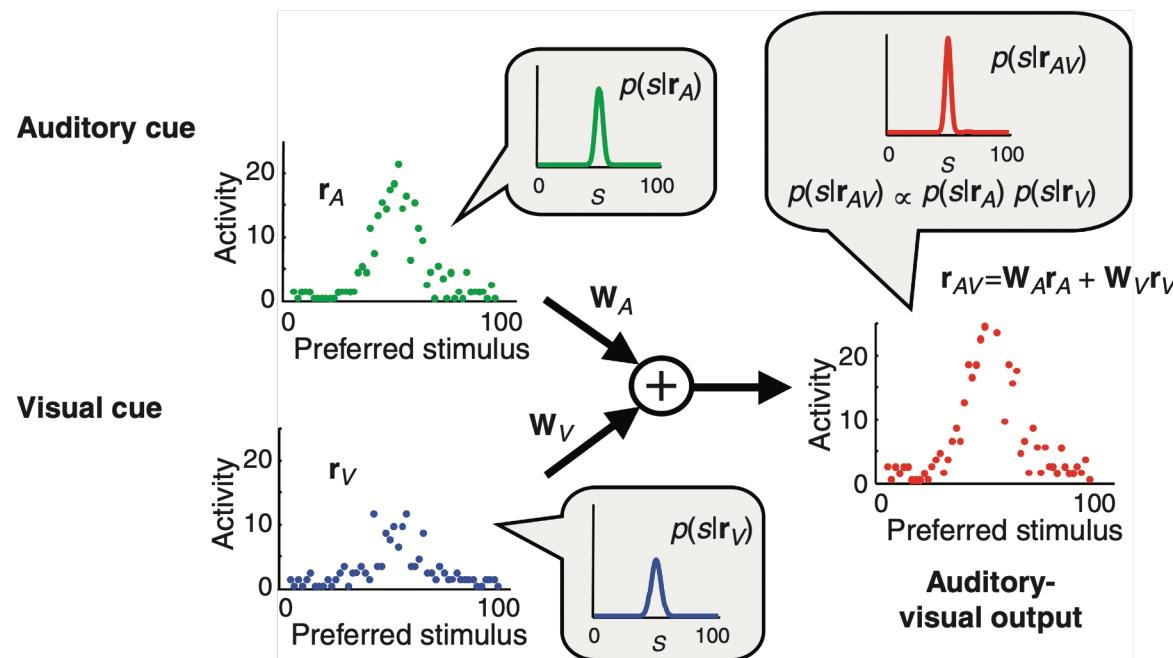


Pattern of activity

# Implementation in neurons

$$\log(P(r_1 | X) * P(r_2 | X)) = \log(P(r_1 | X)) + \log(P(r_2 | X))$$

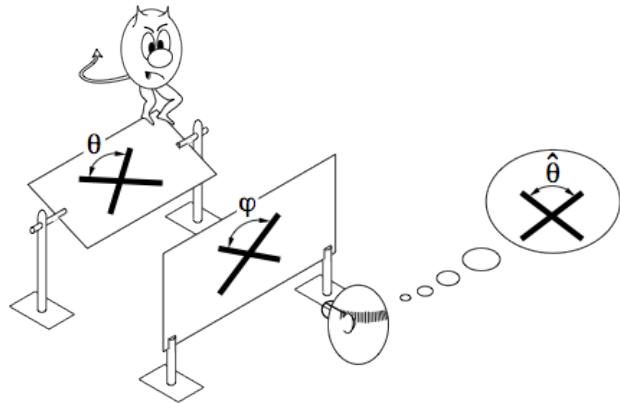
Assumes neural firing modulated by noise from the exponential family (e.g. Poisson)



(Again)

Ma et al 06

# Bayesian Inference



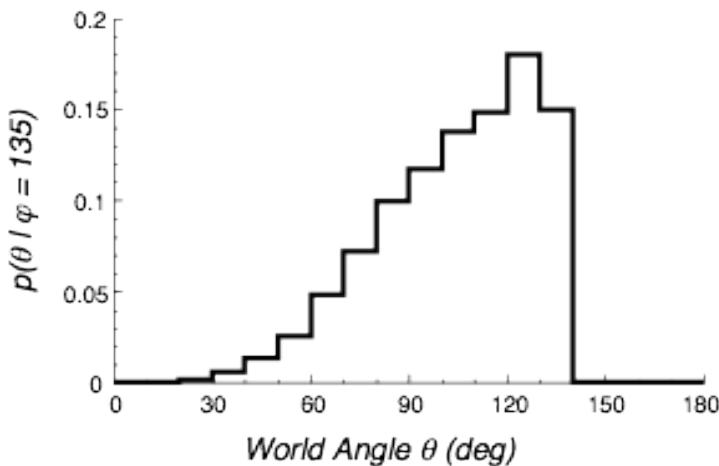
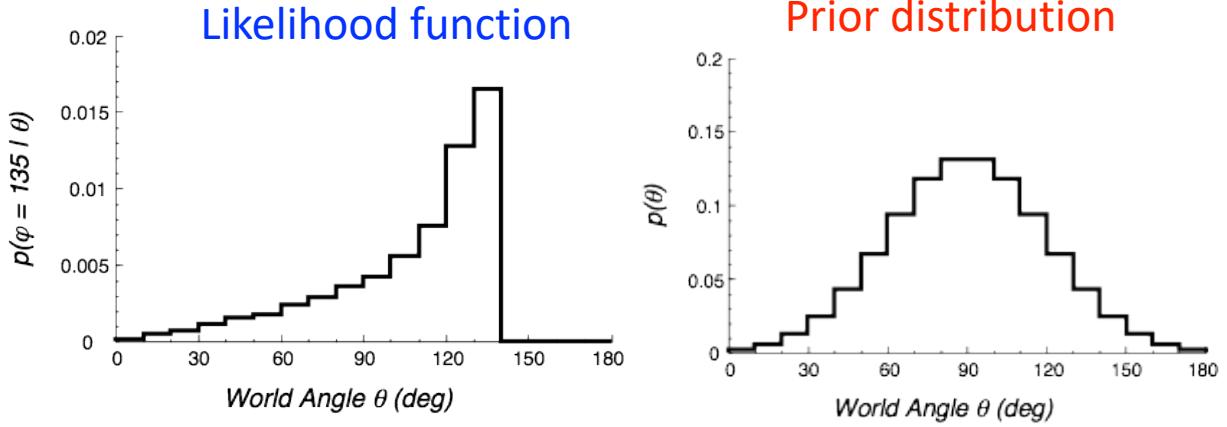
$$p(\theta | \varphi) = p(\varphi | \theta) \times p(\theta) / p(\varphi)$$

Posterior

$$P(X | r) = \frac{P(r | X)P(X)}{P(r)}$$

(Again)

Mamassian Landy Maloney (2002)

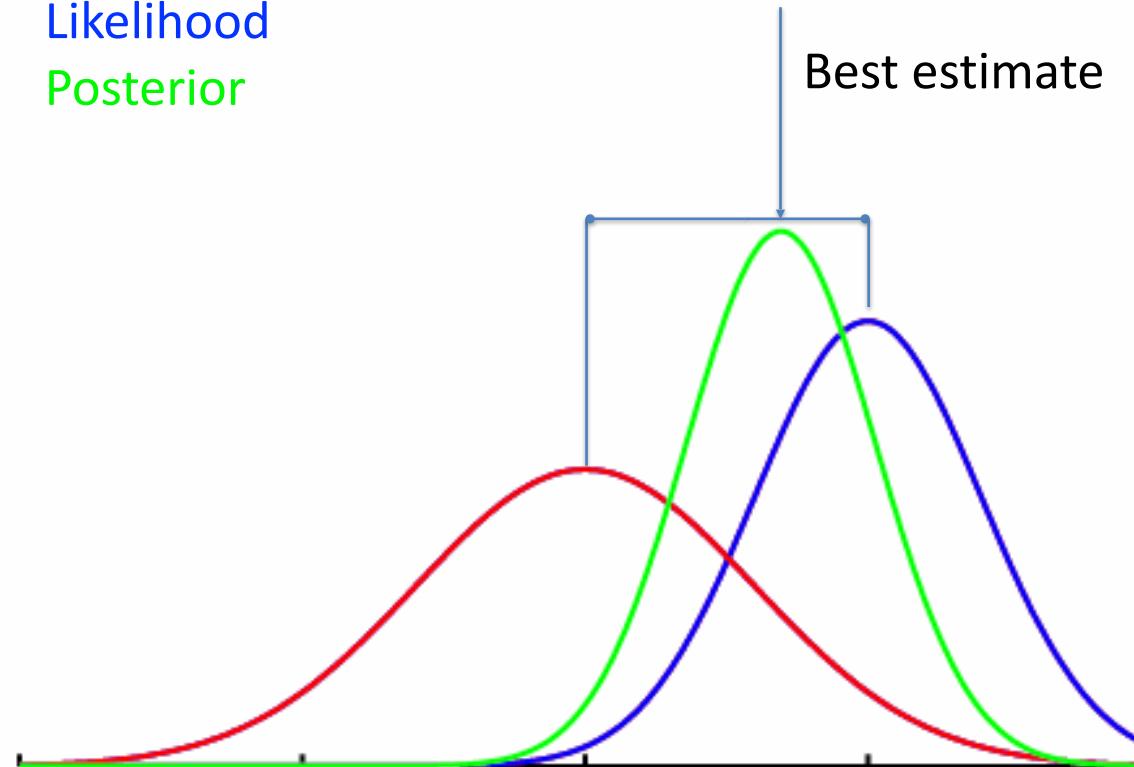


Likelihood

Prior

# Optimal estimate

Prior  
Likelihood  
Posterior



$$\hat{X} = w_1 \hat{X}_{Like} + w_2 \hat{X}_{Prior}$$

$$w_1 = \sigma_{Prior}^2 / (\sigma_{Like}^2 + \sigma_{Prior}^2)$$

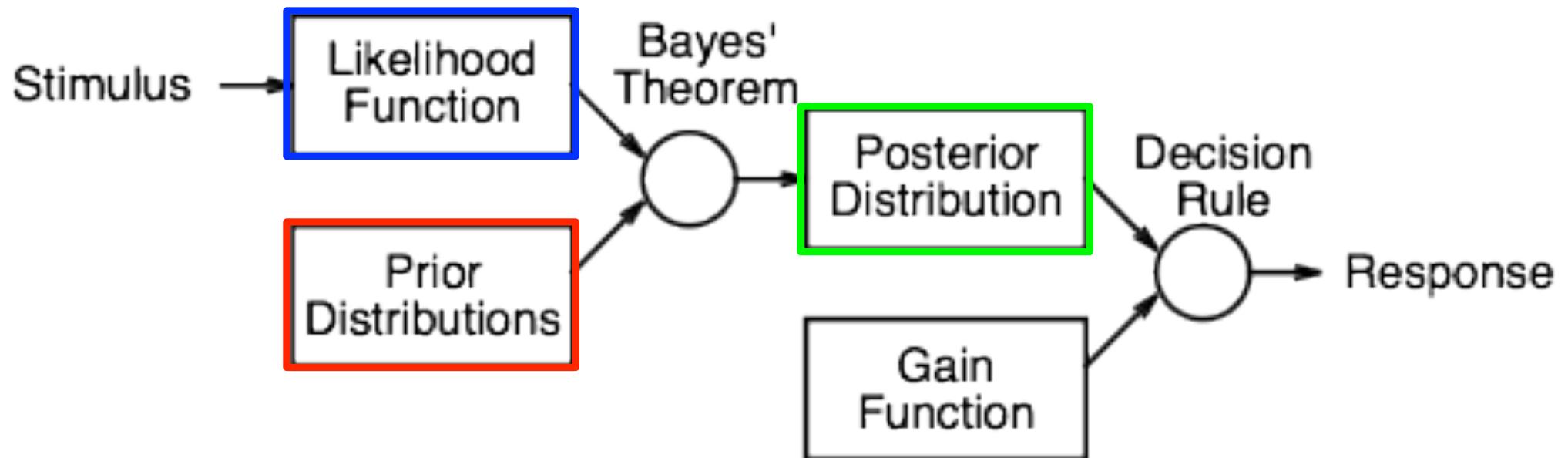
$$w_2 = \sigma_{Like}^2 / (\sigma_{Like}^2 + \sigma_{Prior}^2)$$

$$P(X | r) = \frac{P(r | X) P(X)}{P(r)}$$

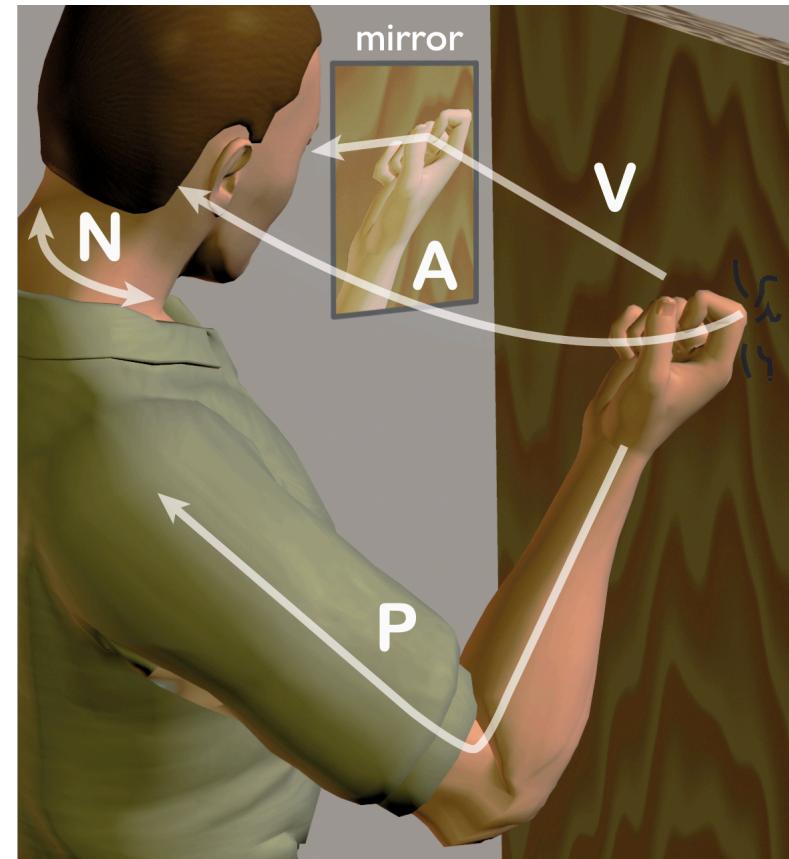
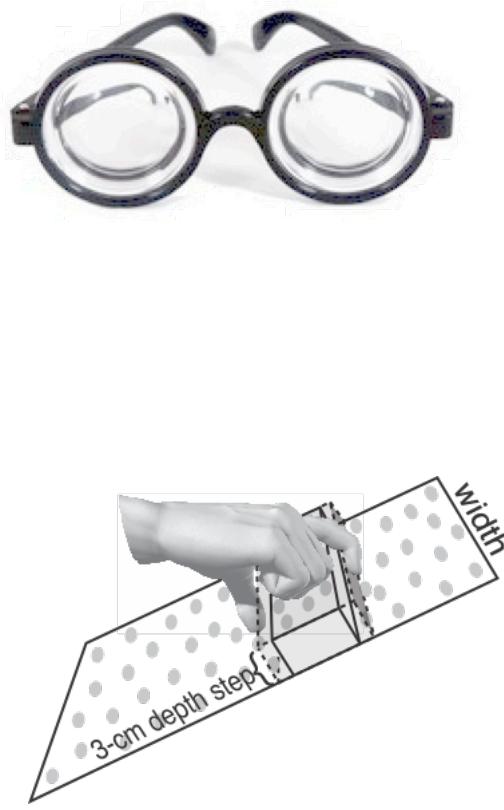
(Again)

# Implementation in behaviour

## Decision and action



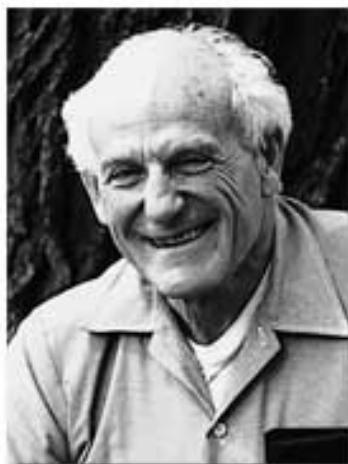
# Recalibration



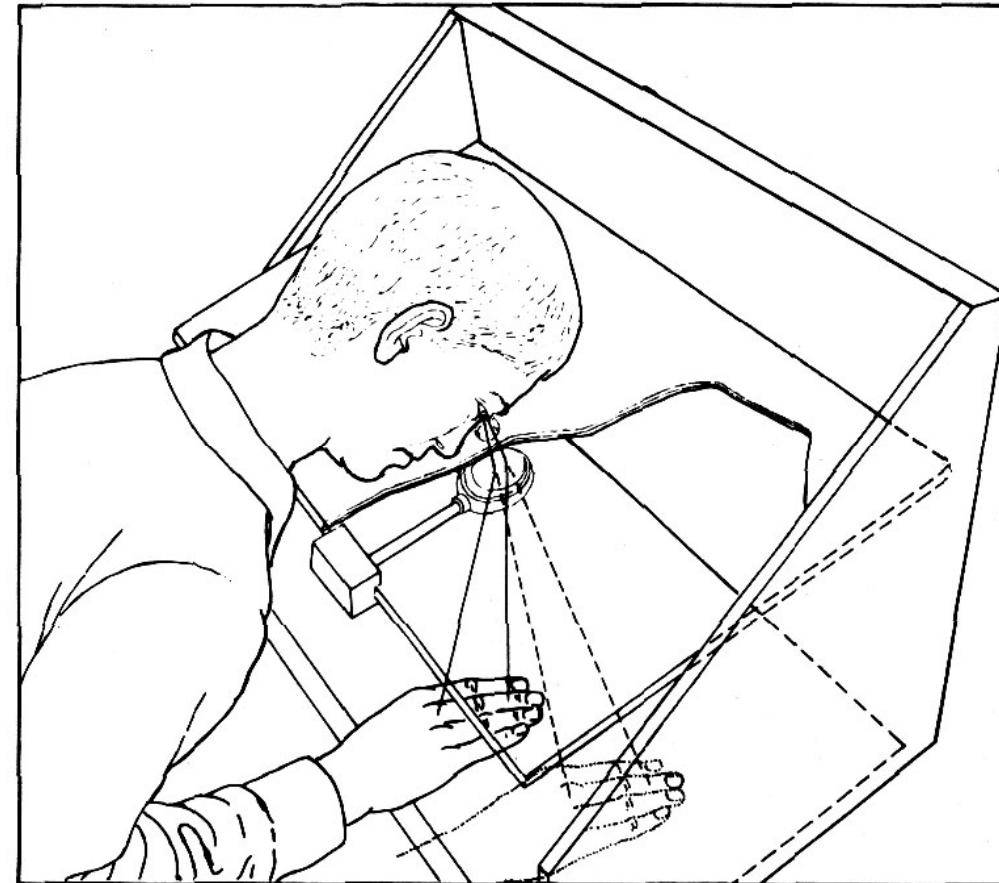
# Visuomotor Adaptation



Hermann von Helmholtz  
(1821-1894)



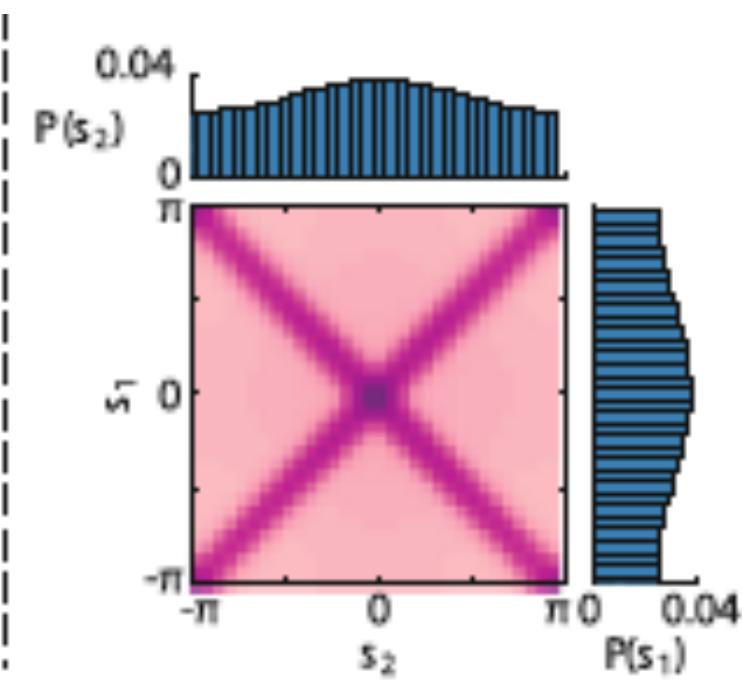
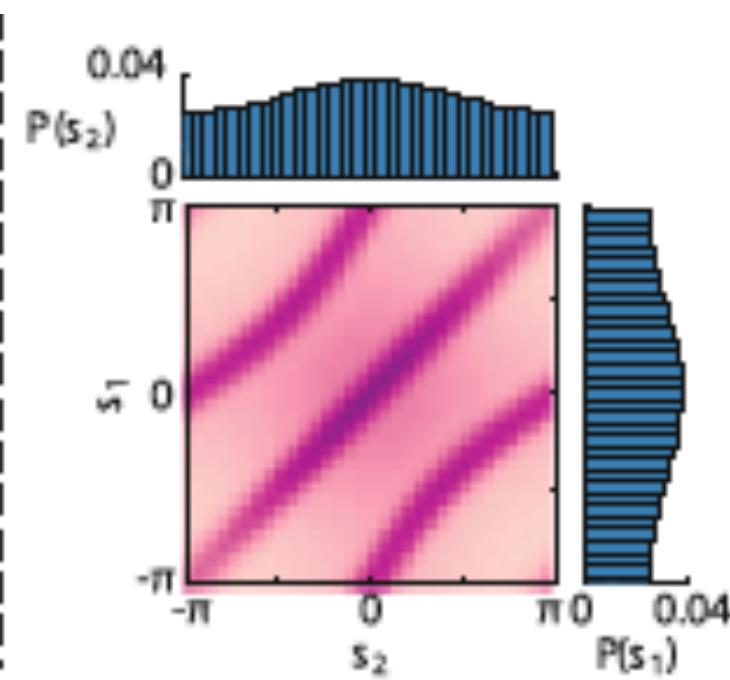
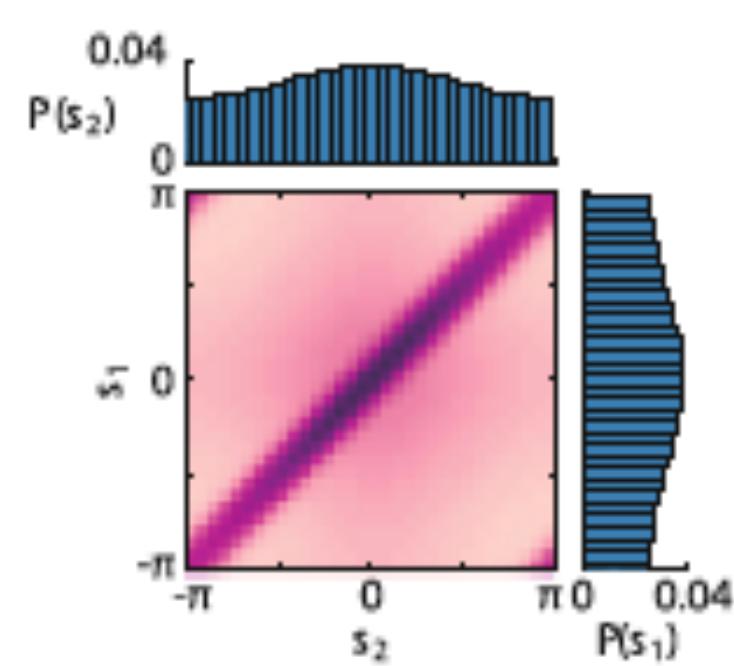
Herbert Pick Jr.



Seeing the hand through a distortion lens

- Visual and proprioceptive representation in conflict!
- How to adapt this systematic error?

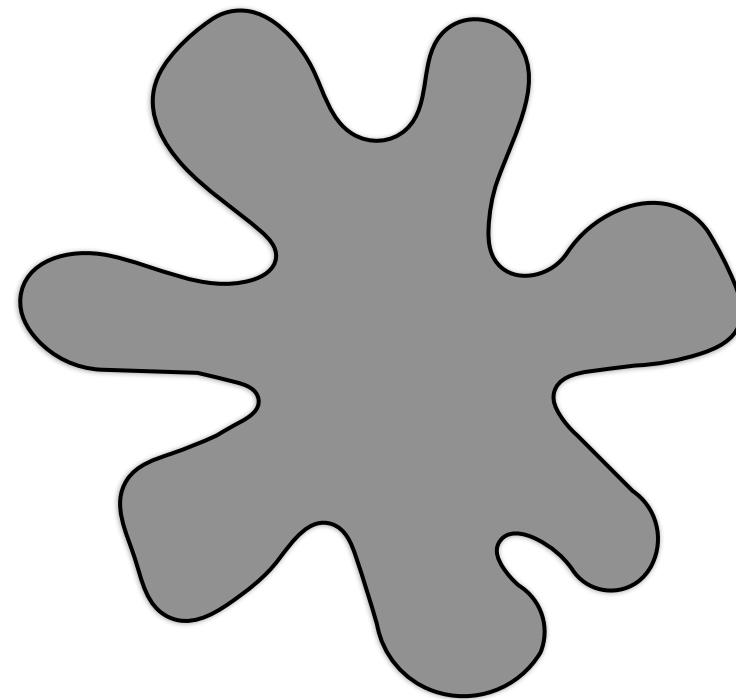
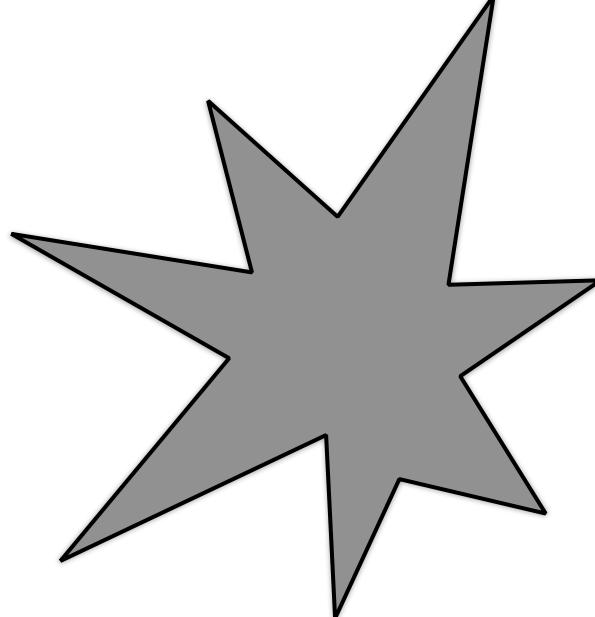
# What mappings?



Wang et al (2017)

(Again)

# Intrinsic mapping



Takete / Maluma  
Kiki / Bouba

(Again)

Köhler (1929)

# SYNESTHESIA

## 0123456789

