

Todo list

Add an overview figure of the visual pathway and where the implants are placed or perhaps of the phasic approach of the experiments. 2

Maybe add the SPV framework image. 3

add more information on why simulator and VR instead of implants? 3

Be more concrete and add references to valid techniques where necessary. 4

Maybe add some information on potential clinical applications. 6

Add a Gannt-chart with the different phases and milestones based on the word document containg the time phases. 6

Add rebuttal comments here after 1st review. 7

Visual Cortical Prostheses: Bridging Technology, AI and Human Vision for the Future

Marc J. Posthuma
Student Number: 4413105
`marc.posthuma@ru.nl`

Radboud University
Supervisor: dr. F. Zeldenrust
Department of Neurophysics, Donders Centre for Neuroscience

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Summary

Visual cortical prostheses represent a revolutionary technology within the field of neuroprosthetics, aimed at restoring vision for individuals with visual impairments through direct neural interfaces. This proposal. . . ABSTRACT
WORK IN PROGRESS!!!

Keywords: Visual cortical prostheses, neuroprosthetics, artificial intelligence, phosphene patterns, real-time image processing

Introduction

Globally, blindness affects millions of people, with estimates rising from over 30 million in 2013 to 43.3 million in 2020 (Bourne et al., 2021; Stevens et al., 2013). For certain types of blindness, visual prosthetics present a promising avenue for restoring rudimentary vision through electrical stimulation of the visual system. In the past decade, significant attempts have already been made in early systems that focus on retinal and optic nerve implants, such as the exemplary FDA-approved ARGUSII retinal system by Second Sight Medical (Ho et al., 2015). However, these systems do not provide a solution for individuals who have damage to structures such as the retina or optic nerve in the visual pathway.

Add an overview figure of the visual pathway and where the implants are placed or perhaps of the phasic approach of the experiments.

Visual cortical prostheses provide a novel approach to stimulating the brain by interface directly with the brain's visual cortex (de Ruyter van Steveninck, van Gestel, et al., 2022). These devices convert visual information from the environment into neural signals that can be processed by the brain.

The core technology involves the generation of phosphenes—perceived spots of light resulting from electrical stimulation of the visual cortex (van der Grinten et al., 2024). However, organizing these phosphenes into coherent and interpretable visual patterns remains a significant challenge.

In order to optimize these phosphene patterns for more accurate representations of a user's surroundings, artificial intelligence (AI) can be leveraged in the form of deep learning algorithms. Algorithms such as Convolutional Neural Networks (CNNs) have already been proven to be effective for image processing of static objects in recent work by de Ruyter van Steveninck, Güçlü, et al. (2022). Deep learning models like CNNs provide a solution to low sampling resolution of complex visual stimuli, enabling the generation of more detailed and accurate reconstruction of the visual scene.

The phosphene simulator described in the article by de Ruyter van Steveninck, Güçlü, et al. (2022) was implemented in Python, utilizing the PyTorch deep learning library for its computational capabilities. It operates by translating electrical stimulation parameters into an estimated phosphene perception, taking into account the history of stimulation to ensure accuracy. The simulator initializes with electrode locations on a flattened cortical map of the primary visual cortex (V1), using the reverse wedge-dipole visuotopic model to map these locations to the user's visual field (Li, 2013). This model accounts for the eccentricity and azimuth in the visual field, controlling various parameters to ensure realistic proportions in cortical distance.

To determine the size of the phosphenes, the simulator uses models that estimate current spread from the electrodes, incorporating factors like stimulation current and cortical magnification. The appearance and brightness of phosphenes are modeled with a sigmoidal activation function, taking into account the activation threshold, which introduces variability between electrodes. Temporal dynamics are managed through a memory trace that adjusts phosphene brightness based on stimulation history, incorporating decay and input effects to simulate accommodation. Each frame, the simulator processes stimulation parameters, estimates phosphene characteristics, and renders these effects on a visual field map, summing them to produce the final simulated prosthetic percept. This biologically grounded model aims to enhance the realism and efficacy of simulated prosthetic vision, facilitating the optimization of cortical visual prosthetic systems.

Maybe add the SPV framework image.

Deep learning can enhance these simulators by integrating them into end-to-end optimization pipelines. In such systems, a CNN can be used to process input images or video frames and generate appropriate electrical stimulation parameters. The simulator then creates a visual representation based on these parameters, which another CNN evaluates by attempting to reconstruct the original input image. The entire system is trained through backpropagation, where the error in the reconstructed image is used to update the parameters of the networks, optimizing the stimulation parameters for better visual perception.

This deep learning approach allows for the dynamic optimization of stimulation patterns, potentially improving the quality and functionality of prosthetic vision. It enables the simulator to adapt to complex visual stimuli and optimize the information encoded in the phosphenes, making the simulated vision more useful for real-life applications.

add more information on why simulator and VR instead of implants?

However, the current simulator is limited to static images due to scene simplification and limited textures on object. The simulator also does not account for the temporal dynamics of real-world environments. Furthermore, the resolutions of phosphenes are still limited even under constant light intensity, which is much more varied in real scenario's. To address this issue, new models must be developed that can process video streams and generate appropriate stimulation patterns in real-time. Different models for image pre-processing of different situations should be able to adapt to changes in the visual scene, ensuring that the user receives accurate and up-to-date information about their surroundings.

Research

Objective

This study aims to develop a novel approach to generating phosphene patterns in a way that dynamics environments can be visualized in real-time. These dynamic systems as of yet, do not exist and are crucial for the development of visual aid systems that can adapt to more complex and real-world scenarios. If successful, these improved prosthetic systems hold potential of increasing the blind user's experience dramatically.

To advance the development of visual cortical prostheses, the first step involves creating and testing initial AI algorithms aimed at simplifying scenes and generating phosphene patterns. This will include leveraging deep learning techniques, such as Convolutional Neural Networks (CNNs), to process complex visual inputs and translate them into simplified phosphene representations. These algorithms will focus on maintaining essential visual information while reducing complexity to ensure that the generated phosphene patterns are interpretable and useful for the user.

Simultaneously, the experimental infrastructure will be established to support this research. This infrastructure will encompass the necessary hardware and software setups, including high-performance computing systems equipped with GPUs for running deep learning models and the phosphene simulator. Additionally, a controlled environment for conducting experiments with both simulated and real participants will be developed, ensuring accurate data collection and analysis. This foundational setup will enable rigorous testing and refinement of the AI algorithms, facilitating the progression toward functional and practical visual prosthetic systems.

Approach

Be more concrete and add references to valid techniques where necessary.

Phase 1: AI Algorithm Development and Initial Testing

In the initial phase of this research, the primary objectives are to develop and test AI algorithms designed for scene simplification and phosphene pattern generation, as well as to establish the experimental infrastructure necessary for subsequent studies. To achieve these goals, a diverse group of 20 participants, all without visual impairments, will be recruited to participate in a series of experiments. These participants will navigate indoor courses of varying complexity and dynamic elements while wearing VR headsets integrated with an adaptive scene simplification system. The experiments will be conducted under three distinct conditions: a fixed scene simplification as the baseline, an adaptive scene simplification utilizing the newly developed AI algorithm, and an adaptive scene simplification with multi-modal feedback that includes both haptic and auditory cues. Throughout these trials, data will be collected on trial duration, the number of collisions, subjective difficulty ratings, and qualitative feedback from participants. This phase aims to refine the initial AI models and ensure that the experimental setup is capable of providing reliable and accurate data, thus laying a solid foundation for the subsequent phases of the research.

Phase 2: Advanced AI and Neurophysiological Studies

The second phase of the research focuses on implementing and testing advanced AI algorithms alongside conducting neurophysiological studies to assess their impact on visual perception. This phase involves developing more sophisticated AI models, including Convolutional Neural Networks (CNNs), Generative Adversarial Networks (GANs), and Reinforcement Learning (RL) algorithms, with an emphasis on integrating edge computing for real-time processing. The neurophysiological component of this phase will utilize Visual Evoked Potentials

(VEP) and functional Magnetic Resonance Imaging (fMRI) to study the effects of the adaptive systems on visual perception. Participants will engage in tasks such as navigation, object recognition, and reading, with performance metrics including accuracy, response time, error rate, and trial duration, in addition to neurophysiological data. By correlating these metrics with neurophysiological responses, this phase aims to provide a deeper understanding of how advanced AI-driven systems influence visual processing, thereby guiding further refinements and improvements.

Phase 3: Full-scale Experiments and Final Analysis

The final phase of the research involves conducting extensive behavioral and neurophysiological experiments with larger participant groups to validate the effectiveness and reliability of the developed AI systems. This phase will encompass a comprehensive set of behavioral experiments designed to collect extensive performance data from a larger cohort, thereby enabling a robust evaluation of the system's efficacy in diverse real-world scenarios. Concurrently, neurophysiological studies will continue with an expanded participant group to ensure the generalizability of the findings. Detailed analysis of patterns and insights derived from the collected data will be performed to fine-tune the AI models and validate the improvements made throughout the research. The ultimate aim of this phase is to ensure that the AI-driven visual prosthetic system is ready for real-world application, significantly enhancing the visual experiences of users with visual impairments and contributing valuable knowledge to the field of neuroprosthetics.

Innovation

AI-Enhanced Visual Prostheses

The proposed research is pioneering in its integration of advanced artificial intelligence (AI) and virtual reality (VR) to develop and enhance visual prostheses. This innovative approach leverages state-of-the-art deep learning algorithms, such as Convolutional Neural Networks (CNNs), Generative Adversarial Networks (GANs), and Reinforcement Learning (RL), to process complex visual inputs and generate simplified phosphene patterns that are interpretable and useful for users. By embedding these AI algorithms within a VR environment, the system can dynamically adapt to changes in the visual scene, thereby providing real-time scene simplification and improving the responsiveness of the prosthetic device. This integration is expected to significantly enhance the user experience, offering more accurate and detailed visual representations that are crucial for navigating dynamic and complex environments. The incorporation of multi-modal feedback, including haptic and auditory cues, further enhances the system's ability to provide comprehensive sensory information, thus creating a more immersive and effective visual aid.

Real-world Applications

The potential real-world applications of this research are profound, particularly in terms of improving the quality of life for individuals with severe visual impairments. By enabling these individuals to perceive their surroundings more clearly and respond more effectively to dynamic changes, the developed system can facilitate greater independence and confidence in daily activities. The anticipated improvements in scene simplification and responsiveness are not only expected to enhance basic navigation and object recognition but also to support more complex tasks such as reading and social interactions. Beyond the immediate benefits to end-users, this research has broader implications for the field of neuroprosthetics and adaptive technology. It demonstrates the feasibility and advantages of integrating AI and VR to create more sophisticated and adaptive prosthetic devices, setting a new standard for future developments. Moreover, the insights gained from this research could inform the design and implementation of other types of neural interfaces, potentially leading to advancements

in treating various neurological conditions and enhancing sensory augmentation devices. This project stands at the forefront of a transformative shift in how technology can be harnessed to improve human capabilities and overall well-being.

Maybe add some information on potential clinical applications.

Future Impact

Contribution to the Field

This research is poised to make significant contributions to the field of visual cortical prostheses by advancing the integration of artificial intelligence (AI) and virtual reality (VR) systems in developing adaptive visual aids. The innovative AI algorithms and real-time processing capabilities proposed in this study are expected to enhance the functionality and usability of visual prostheses, offering more accurate and dynamic visual representations for users. These advancements will address current limitations in phosphene resolution and scene simplification, potentially transforming how visual information is processed and perceived by individuals with visual impairments. Moreover, the successful implementation of these technological advancements could pave the way for future research and development in related areas, such as the optimization of other neural interfaces and sensory augmentation devices. The insights gained from this study will provide a valuable foundation for further exploration into AI-enhanced neuroprosthetics, encouraging ongoing innovation and improvement in this critical field.

Call to Action

The importance of continued interdisciplinary research cannot be overstated in the quest to advance visual prosthesis technology. This proposal underscores the need for collaboration between neuroscience, engineering, and AI to fully realize the potential of these groundbreaking elements in technological possibility. By fostering partnerships across these disciplines, we can accelerate the development of more effective and sophisticated visual aids, ultimately improving the quality of life for individuals with severe visual impairments. We encourage researchers, practitioners, and stakeholders in these fields to work together, share knowledge, and contribute to the collective effort to enhance neuroprosthetic devices. The future of visual cortical prostheses depends on our ability to integrate diverse expertise and innovate at the intersection of these dynamic and rapidly evolving fields.

Timetable

The Gantt-chart goes here with a brief explanation of the different phases.

Add a Gantt-chart with the different phases and milestones based on the word document containing the time phases.

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Rebuttal

After the first review of the draft, the proposal was revised to address the reviewers' comments. The main changes are listed below:

Add rebuttal comments here after 1st review.