

## Todo list

Add a caption and label to the summary box? .	7
Left off here last time. . . . .	8

# State-of-the-Art in Visual Cortical Prostheses: Technological Advances and Future Directions

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

Radboud University  
Supervisor: Prof. dr. R.J.A. van Wezel  
Department: Neurobiology, Donders Centre for Neuroscience

May 27, 2024

## Abstract

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 review systematically explores the current capabilities, limitations, and future prospects of visual cortical prostheses, with a focus on the integration of artificial intelligence (AI) to enhance functionality and effectiveness. Key topics include the optimization of phosphene patterns, real-time image processing, and comparisons with other types of prosthetic devices. The goal is to provide a comprehensive overview of the state-of-the-art in visual cortical prostheses and propose future research directions.

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

## 1 Introduction

### 1.1 Background

The field of neuroprosthetics has witnessed remarkable progress, particularly with the advent of visual cortical prostheses. These advanced devices offer hope for restoring vision in individuals with severe visual impairments by interfacing directly with the brain's visual cortex. Visual cortical prostheses work by converting visual information from the external environment into neural signals that the brain can process, effectively bypassing damaged visual pathways. The core technology involves the generation of phosphenes—perceived spots of light result-

ing from electrical stimulation of the visual cortex [1]. However, organizing these phosphenes into coherent and interpretable visual patterns remains a significant challenge [2].

AI has emerged as a pivotal element in enhancing these prosthetic systems. By leveraging sophisticated algorithms, AI can optimize stimulation patterns to create more naturalistic visual experiences for users [4]. AI's role extends to real-time image processing, allowing the prosthesis to adapt to varying visual environments and tasks [5]. This capability is crucial for developing prosthetic systems that closely mimic natural vision, providing users with more effective and adaptable solutions. The integration of AI

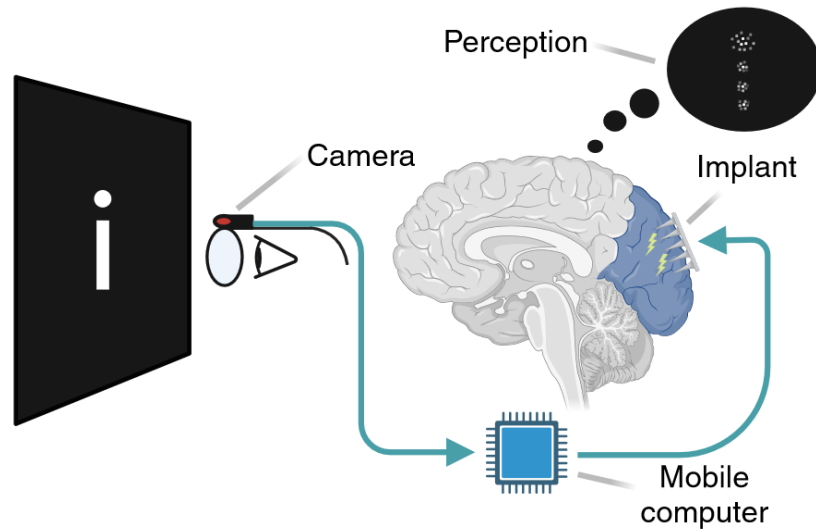


Figure 1: Functional schematic representation of a visual cortical prosthesis. The visual environment is recorded by a wearable camera and sent to a mobile computer. Electrodes within a brain implant are then selectively activated to stimulate neurons in the primary visual cortex (V1). By leveraging the retinotopic organization of V1, a precise pattern of phosphenes is created, forming a coherent representation of the visual scene [3].

not only improves the functionality of these devices but also opens new avenues for innovation in how visual information is processed and perceived [6].

This review aims to provide a comprehensive analysis of visual cortical prostheses, focusing on the role of AI in advancing these prosthetics. By examining current capabilities, identifying limitations, and proposing future research directions, this work seeks to contribute to the ongoing development of more effective and user-friendly visual prosthetic systems. Combining technological innovation with neuroscientific insights has the profound potential to enhance the quality of life for individuals with visual impairments.

## 1.2 Research Question

This review addresses the following questions:

- How is AI leveraged to enhance visual prostheses, particularly in optimizing phosphene patterns and real-time image processing?
- How do visual cortical prostheses compare with other types of prosthetic devices?

- What are the functional differences between AI-enhanced prosthetic vision and natural visual processing within the human brain?

## 2 Technological Advances

Recent years have seen significant progress in the development of visual cortical prostheses, driven by advancements in both hardware and software systems. These innovations are pivotal in enhancing the functionality, efficiency, and user experience of these devices.

### 2.1 Advancements in Biomaterials and Electrode Design

One major area of advancement is in electrode design and fabrication. Traditional electrodes have been limited by issues such as biocompatibility, stability, and the ability to generate precise neural stimulation. Recent studies have introduced novel materials and fabrication techniques that significantly improve these aspects.

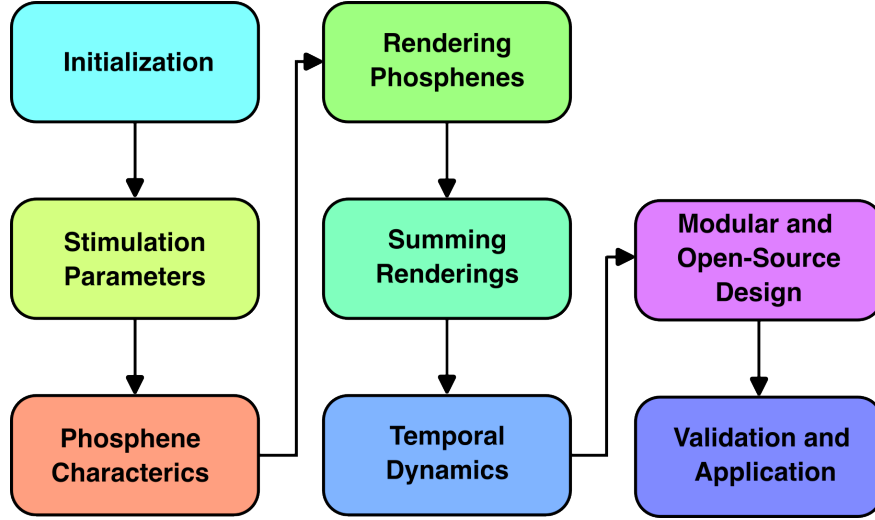


Figure 2: Overview of the Visual Prosthesis Simulation Framework. The simulator is initialized with electrode locations on a visuotopic map of the visual cortex (V1), representing the spatial organization of the visual field. For each frame, it processes stimulation parameters such as amplitude, pulse width, and frequency for each electrode. Using these parameters and electrode locations, it estimates phosphene characteristics, which are rendered on a visual field map considering cortical magnification and activation thresholds. Individual phosphene renderings are summed to produce the simulated prosthetic percept. Temporal dynamics, including delayed onset and offset of perception, are modeled using a leaky integrator. The simulator’s modular and open-source design, implemented in Python with PyTorch for example, allows for fast GPU computations and easy integration with external software [7]. It is validated through computational and behavioral experiments, incorporating neurophysiological and clinical findings to ensure biological plausibility.

### Conductive Polymers

The development of flexible and biocompatible electrodes allows for better integration with neural tissue, reducing the risk of damage and increasing the longevity of the implants [8]. Conductive polymers have been instrumental in advancing the design and functionality of these electrodes.

One notable conductive polymer is PEDOT:PSS (poly (3,4-ethylenedioxythiophene) polystyrene sulfonate), which has been widely used due to its excellent electrical conductivity, flexibility, and biocompatibility. PEDOT:PSS coatings on electrodes improve signal transduction and reduce impedance, which enhances the quality of neural recordings and stimulation [9].

Another significant advancement is the use of polyaniline (PANI), a conductive polymer known for its tunable conductivity and biocompatibility. PANI can be chemically modified to optimize its electrical properties, making it suitable for long-term neural in-

terfacing applications. Its use in electrode design has shown promising results in maintaining stable performance over extended periods [10].

Polypyrrole (PPy) is another conductive polymer that has been extensively studied for neural applications. PPy-based electrodes offer a unique combination of electrical conductivity and mechanical properties that facilitate close contact with neural tissue. Additionally, PPy can be doped with various bioactive molecules to promote tissue integration and reduce inflammatory responses [11].

These advancements in conductive polymers are crucial for the development of next-generation neural prostheses, offering improved performance, biocompatibility, and longevity.

### Nanotechnology

Advances in microfabrication have enabled the creation of high-density electrode arrays that can stimulate the visual cortex with greater precision, offering

the potential for more detailed and coherent visual experiences [12].

Nanotechnology has introduced several innovative approaches to enhance the performance and integration of electrodes in visual cortical prostheses. One such approach is the use of carbon nanotubes (CNTs), which possess exceptional electrical conductivity and mechanical strength. CNTs can be incorporated into electrode designs to improve signal transmission and reduce impedance, thereby enhancing the quality of neural stimulation [13].

Another promising implementation is the use of graphene, a two-dimensional material known for its outstanding electrical and thermal properties. Graphene-based electrodes have shown excellent biocompatibility and flexibility, which are crucial for long-term implantation and stable neural interfaces. The incorporation of graphene into electrode arrays allows for better integration with neural tissue and more precise stimulation of the visual cortex [14].

Additionally, gold nanostructures have been utilized to enhance electrode performance. Gold nanoparticles and nanowires can be used to modify the surface of electrodes, increasing their surface area and improving their electrical properties. This modification can lead to more efficient charge transfer and lower stimulation thresholds, resulting in more effective and reliable neural stimulation [15].

These nanotechnology-based advancements are paving the way for the development of more sophisticated and effective visual cortical prostheses, providing users with improved visual experiences and greater functionality.

### **3D Printing**

Recent advancements in 3D printing has significantly impacted the field of visual cortical prostheses, particularly in the fabrication of electrodes. 3D printing offers unparalleled precision and customization capabilities, allowing for the creation of complex and highly detailed electrode arrays that can be tailored to the unique anatomical features of individual patients [16].

This technology enables the production of electrodes that conform to the specific geometry of the

cortical surface, improving contact and integration with neural tissue, thereby enhancing the accuracy of neural stimulation and minimizing potential damage to surrounding tissues [17]. Advances in 3D printing materials, including biocompatible and conductive inks, have improved the performance and longevity of printed electrodes, providing the necessary electrical properties while maintaining compatibility with neural tissue.

Additionally, the ability to rapidly prototype and produce electrodes using 3D printing reduces manufacturing time and cost, facilitating quicker iterations and refinements in electrode design, which accelerates the development process [18]. Recent studies have demonstrated the potential in creating flexible and biocompatible electrodes, advancing the state-of-the-art in visual cortical prostheses.

## **2.2 Improved Signal Processing and Integration**

Advances in signal processing and integration have been crucial in enhancing the performance and functionality of visual cortical prostheses. High-resolution imaging techniques and sophisticated signal processing algorithms have significantly improved the precision and reliability of these devices.

### **High-Resolution Imaging**

High-resolution imaging techniques have played a pivotal role in the advancement of visual cortical prostheses by providing detailed maps of the brain's cortical structures. These techniques allow for more precise placement and targeting of electrodes, which is essential for effective neural stimulation.

Optical Coherence Tomography (OCT) is one such high-resolution imaging technique that has been extensively used in neural prosthetics. OCT provides cross-sectional images of the brain's surface, enabling detailed visualization of cortical layers and structures. This level of detail allows for the precise placement of electrodes, improving the effectiveness and safety of neural stimulation [19].

Functional Magnetic Resonance Imaging (fMRI) provides high-resolution images of brain activity by

detecting changes associated with blood flow. This imaging technique is valuable for mapping functional areas of the brain, ensuring that electrodes are placed in regions that will yield the most beneficial outcomes for the user [20].

Two-photon microscopy allows for deep imaging of living brain tissue with high spatial resolution. This technique is particularly useful for observing the interactions between electrodes and neural tissue over time, providing insights that can guide the design and optimization of electrode arrays [21].

Furthermore, the development of NIR-II semi-conducting polymers has enhanced in vivo high-resolution imaging capabilities. These polymers offer excellent penetration depth and spatial resolution, which are critical for accurate diagnostics and therapeutic applications in neural prosthetics [22], [23].

Deep learning techniques have also been employed to enhance the resolution of confocal fluorescence microscopy. By using generative models, these techniques improve the learning ability of imaging systems in the frequency domain, resulting in significantly higher resolution images that are essential for detailed neural mapping [24].

These high-resolution imaging techniques are integral to the development of more precise and effective visual cortical prostheses, facilitating better integration and performance of these devices.

## **Wireless Communication**

Additionally, innovations in wireless technology have enabled the development of untethered visual cortical prostheses. Wireless systems eliminate the need for external wires, which not only improves the comfort and aesthetics of the prostheses but also reduces the risk of infections and mechanical failures. Advancements in wireless power transfer and data communication have made it possible to deliver sufficient power and high-fidelity signals to the implants, ensuring reliable and efficient operation [25].

Recent advancements include the development of biphasic quasistatic brain communication (BP-QBC), a technique that significantly reduces power consumption while maintaining high data transfer rates.

This method leverages electro-quasistatic signaling to create a low-power, broadband communication channel between wireless neural implants and external devices, offering a promising solution for energy-efficient and high-speed data transmission in neural prosthetics [26].

Another innovative approach is the use of feed-forward neural networks to improve the control of brain-machine interfaces. This simpler neural network architecture enhances the speed and accuracy of prosthetic control by more closely mimicking the natural communication pathways between the brain and the body. Such advancements not only improve the functionality of prosthetic devices but also enhance their usability for individuals with paralysis or limb loss [27].

Moreover, multidimensional graph neural networks (GNNs) have been employed to optimize wireless communication policies in neural prosthetics. These networks use graph-based representations to manage complex data transmission scenarios, improving the efficiency and reliability of wireless communication between implants and external devices [28].

These advancements in wireless communication technology are crucial for the development of next-generation visual cortical prostheses, providing users with more seamless and reliable neural interfaces.

## **2.3 Software and Algorithmic Enhancements**

On the software side, the integration of artificial intelligence (AI) has revolutionized the way visual information is processed and interpreted by prosthetic systems. AI algorithms, particularly those based on deep learning, have been employed to optimize stimulation patterns and enhance image processing capabilities. These algorithms can learn from vast amounts of data to improve the accuracy and efficiency of visual signal conversion, making the visual experiences more naturalistic and adaptable to different environments [29].

## Real-Time Data Processing

Real-time data processing is pivotal in the functionality of visual cortical prostheses. It enables the seamless translation of visual information from the external environment into neural signals that can be interpreted by the brain's visual cortex.

A key aspect of real-time data processing involves the integration of high-speed computing systems capable of handling large volumes of visual data with minimal latency [30]. The processing pipeline typically includes capturing visual information via cameras, preprocessing the data to reduce noise and enhance relevant features, and converting this data into neural stimulation patterns.

Edge computing plays a crucial role in this pipeline by performing data processing closer to the data source. This reduces latency and enhances the responsiveness of the prosthetic system, which is particularly important for real-time applications such as navigation in dynamic environments [31]. By offloading computational tasks from centralized servers to local devices, edge computing ensures that visual data is processed swiftly, enabling immediate feedback to the user.

Another important component is the use of adaptive algorithms that can dynamically adjust to changes in the visual environment. These algorithms leverage feedback from the user's interactions with the prosthetic system to continuously improve accuracy and effectiveness [32]. For example, real-time adjustments can be made to the stimulation patterns based on environmental factors such as lighting conditions and the presence of moving objects, ensuring that the visual output remains consistent and coherent [33].

Additionally, advancements in sensor technology have significantly contributed to real-time data processing capabilities. High-resolution cameras and depth sensors provide detailed visual information, which is essential for generating precise and informative neural signals. These sensors can capture a wide range of visual cues, including color, depth, and motion, which are then processed to create a comprehensive visual experience for the user [34].

Real-time data processing also benefits from the

development of specialized hardware accelerators, such as Graphics Processing Units (GPUs) and Field Programmable Gate Arrays (FPGAs) [35], [36]. These devices are optimized for parallel processing tasks and can handle the intensive computational demands of real-time visual data processing. By utilizing these hardware accelerators, visual cortical prostheses can achieve the necessary processing speeds to provide immediate and accurate visual feedback.

In summary, real-time data processing in visual cortical prostheses involves a combination of high-speed computing, edge computing, adaptive algorithms, advanced sensors, and specialized hardware accelerators. These systems work together to ensure that visual information is processed and transmitted to the brain without noticeable delays, creating a natural and effective visual experience for users. This seamless integration of hardware and software components is crucial for the ongoing development and enhancement of visual prosthetic systems.

Add a caption and label to the summary box?

## 2.4 Other Functional Improvements

In recent years, there have been several significant functional improvements in visual cortical prostheses. These advancements include the development of closed-loop feedback systems, the integration of multi-modal sensory input, and the application of neuroplasticity principles in rehabilitation programs.

### Closed-Loop Feedback Systems

Another significant advancement is the implementation of closed-loop systems in visual cortical prostheses. These systems continuously monitor neural feedback to adjust stimulation parameters in real-time, thereby enhancing the precision and effectiveness of visual restoration. Closed-loop systems mimic the natural feedback mechanisms of the human visual system, providing a more responsive and user-friendly experience. Recent research has demonstrated the efficacy of these systems in improving the visual outcomes for users, as they can

## Technological Advances in Visual Cortical Prostheses

- **Advancements in Biomaterials and Electrode Design**
  - **Conductive Polymers:** PEDOT:PSS, Polyaniline (PANI), Polypyrrole (PPy)
  - **Nanotechnology:** Carbon Nanotubes (CNTs), Graphene, Gold Nanostructures
  - **3D Printing:** Customizable and high-precision electrode arrays
- **Improved Signal Processing and Integration**
  - **High-Resolution Imaging:** Optical Coherence Tomography (OCT), Functional Magnetic Resonance Imaging (fMRI), Two-photon microscopy, NIR-II semiconducting polymers
  - **Wireless Communication:** Biphasic Quasistatic Brain Communication (BP-QBC), Feed-forward Neural Networks, Graph Neural Networks (GNNs)
- **Software and Algorithmic Enhancements**
  - **Real-Time Data Processing:** Edge computing, adaptive algorithms, advanced sensors, hardware accelerators (GPUs and FPGAs)
- **Other Functional Improvements**
  - **Closed-Loop Feedback Systems:** Dynamic adjustment of stimulation parameters
  - **Multi-Modal Sensory Integration:** Incorporation of auditory and tactile feedback
  - **Neuroplasticity and Rehabilitation:** Training protocols to enhance neural integration

dynamically adapt to changes in the environment and the user's neural responses [37].

### Multi-Modal Sensory Integration

The integration of multi-modal sensory input is another promising development in this field. By incorporating inputs from other senses, such as auditory or tactile feedback, visual cortical prostheses can provide a more holistic sensory experience. This multi-modal approach leverages the brain's ability to integrate information from different sensory modalities, potentially enhancing the overall perceptual experience and aiding in the interpretation of visual scenes [38].

### Neuroplasticity and Rehabilitation

Advancements in understanding neuroplasticity have led to improved rehabilitation strategies for users of visual cortical prostheses. Neuroplasticity refers to the brain's ability to reorganize itself by forming new neural connections. Rehabilitation pro-

grams that stimulate neural reorganization can enhance the integration and functionality of prosthetic devices. These programs often involve specific training protocols designed to help users better interpret and respond to visual stimuli, ultimately improving their overall visual experience.

## 3 AI Integration

Discusses the role of AI in processing and enhancing visual data, optimizing phosphene patterns, and emulating normal brain processing.

Left off here last time.

### 3.1 Deep Learning Algorithms in Prosthetic Vision

#### Predictive Modeling

Predictive modeling plays a crucial role in prosthetic vision by leveraging various deep learning algorithms to enhance visual perception for users.



These models are designed to predict and interpret visual inputs, creating a seamless and coherent visual experience. By utilizing large datasets and advanced neural network architectures, predictive modeling enables the prosthetic system to anticipate and adapt to dynamic visual environments. Key deep learning algorithms are employed in predictive modeling, including Convolutional Neural Networks (CNNs), Recurrent Neural Networks (RNNs), Generative Adversarial Networks (GANs), and Multidimensional Graph Neural Networks (GNNs), each contributing uniquely to improving the functionality and performance of visual cortical prostheses.

### **Convolutional Neural Networks (CNNs)**

CNNs are employed to process and classify visual inputs, enhancing the ability of the prosthetic system to interpret complex visual scenes and improve object recognition capabilities. CNNs are particularly effective at identifying spatial hierarchies in images through layers of convolutions that capture features like edges, textures, and shapes. By training on large datasets, CNNs learn to recognize a wide range of objects and scenes, enabling the prosthetic system to provide users with detailed and accurate visual information [39]. This improves the user's ability to navigate and interact with their environment by providing clearer and more recognizable visual cues [40].

### **Recurrent Neural Networks (RNNs)**

RNNs, including LSTM (Long Short-Term Memory) networks, are used to handle sequential data, making it possible to maintain temporal continuity in visual perception and improve the user's ability to track moving objects. Unlike CNNs, which focus on spatial relationships, RNNs excel at processing temporal sequences. They retain information over time, allowing them to predict future frames based on past visual data. This capability is essential for maintaining a continuous and stable visual experience, especially when tracking dynamic scenes or moving objects, thereby enhancing the user's perception of motion and improving their ability to react to changes in

their environment [41], [42].

### **Generative Adversarial Networks (GANs)**

GANs are utilized to generate realistic phosphene patterns by training on large datasets of visual scenes, improving the fidelity and natural appearance of the visual output. A GAN consists of two neural networks, a generator and a discriminator, which are trained together in a competitive process. The generator creates synthetic images that the discriminator attempts to distinguish from real images. Through this adversarial training, GANs learn to produce high-quality, realistic images that can be used to simulate phosphenes—patterns of light perceived by the visual cortex [43], [44]. This enhances the naturalness and coherence of the visual scenes presented to the user, making the prosthetic vision more similar to natural sight.

### **Multidimensional Graph Neural Networks (GNNs)**

GNNs are leveraged to model and interpret complex relationships within multidimensional data, enhancing the system's ability to understand and process spatial and relational information. GNNs extend traditional neural networks by operating on graph-structured data, which can represent the spatial relationships between objects in a scene. This allows the prosthetic system to better understand the context and interactions within the visual input. By capturing these intricate relationships, GNNs improve the prosthetic's ability to recognize patterns, structures, and spatial hierarchies, leading to more accurate and context-aware visual perception. This is particularly useful in complex environments where understanding the spatial arrangement of objects is crucial for navigation and interaction [45], [46].

## **4 Comparison with Natural Systems**

Explores the differences in processing between prosthetic and natural vision and how these differences impact user experience.

## 5 Limitations and Challenges

Details current drawbacks, biocompatibility issues, and areas requiring improvement in visual cortical prosthesis technology.

## 6 Future Perspectives

Provides a comprehensive overview of the current state and future potential of visual cortical prostheses, highlighting technological capabilities, AI integration, and challenges.

### 6.1 Clinical Applications

- Broader and more diverse clinical trials to assess long-term efficacy and safety.
- Exploration of personalized prosthetic solutions tailored to individual neural architectures.

### 6.2 Ethical and Societal Implications

- Considerations of the ethical implications of advanced neural interfacing.
- Societal impact and accessibility of such technology for individuals with visual impairments.

## 7 Conclusion

In conclusion, the technological advancements in electrode design, microfabrication, artificial intelligence, closed-loop systems, wireless technology, and multi-modal sensory integration are significantly advancing the field of visual cortical prostheses. These innovations are crucial for developing more effective, reliable, and user-friendly devices that can better restore vision for individuals with severe visual impairments. Continued research and development in these areas promise to further enhance the capabilities and accessibility of visual cortical prostheses, paving the way for their widespread clinical application.

## References

- [1] M. van der Grinten, J. de Ruyter van Steveninck, A. Lozano, *et al.*, "Towards biologically plausible phosphene simulation for the differentiable optimization of visual cortical prostheses," *eLife*, vol. 13, C. I. Baker and M. P. Barry, Eds., e85812, Feb. 22, 2024, ISSN: 2050-084X, DOI: 10.7554/eLife.85812.
- [2] L. B. Merabet, J. F. Rizzo, A. Amedi, D. C. Somers, and A. Pascual-Leone, "What blindness can tell us about seeing again: Merging neuroplasticity and neuroprostheses," *Nature Reviews Neuroscience*, vol. 6, no. 1, pp. 71–77, Jan. 2005, ISSN: 1471-0048, DOI: 10.1038/nrn1586.
- [3] X. Chen, F. Wang, E. Fernandez, and P. R. Roelfsema, "Shape perception via a high-channel-count neuroprosthesis in monkey visual cortex," *Science*, Dec. 4, 2020, DOI: 10.1126/science.abd7435.
- [4] N. Kriegeskorte, "Deep Neural Networks: A New Framework for Modeling Biological Vision and Brain Information Processing," *Annual Review of Vision Science*, vol. 1, pp. 417–446, Volume 1, 2015 Nov. 24, 2015, ISSN: 2374-4642, 2374-4650, DOI: 10.1146/annurev-vision-082114-035447.
- [5] A. H. Marblestone, G. Wayne, and K. P. Kording, "Toward an Integration of Deep Learning and Neuroscience," *Frontiers in Computational Neuroscience*, vol. 10, Sep. 14, 2016, ISSN: 1662-5188, DOI: 10.3389/fncom.2016.00094.
- [6] C. Galletti, M. Gamberini, D. F. Kutz, P. Fattori, G. Luppino, and M. Matelli, "The cortical connections of area V6: An occipito-parietal network processing visual information," *European Journal of Neuroscience*, vol. 13, no. 8, pp. 1572–1588, 2001, ISSN: 1460-9568, DOI: 10.1046/j.0953-816x.2001.01538.x.
- [7] J. de Ruyter van Steveninck, U. Güçlü, R. van Wezel, and M. van Gerven, "End-to-end optimization of prosthetic vision," *Journal of Vi-*

- tion, vol. 22, no. 2, p. 20, Feb. 28, 2022, ISSN: 1534-7362, DOI: 10.1167/jov.22.2.20.
- [8] Z. Xiang, J. Liu, and C. Lee, "A flexible three-dimensional electrode mesh: An enabling technology for wireless brain-computer interface prostheses," *Microsystems & Nanoengineering*, vol. 2, no. 1, pp. 1–8, May 23, 2016, ISSN: 2055-7434, DOI: 10.1038/micronano.2016.12.
- [9] J. Rivnay, P. Leleux, M. Ferro, *et al.*, "High-performance transistors for bioelectronics through tuning of channel thickness," *Science Advances*, vol. 1, no. 4, e1400251, May 2015, ISSN: 2375-2548, DOI: 10.1126/sciadv.1400251.
- [10] N. Almufleh, A. Al-Othman, Z. Alani, M. H. Al-Sayah, and H. Al-Nashash, "Highly Flexible Polyaniline-Based Implantable Electrode Materials for Neural Sensing/Stimulation Applications," *Electronic Materials*, vol. 2, no. 3, pp. 413–427, 3 Sep. 2021, ISSN: 2673-3978, DOI: 10.3390/electronicmat2030028.
- [11] E. N. Zare, T. Agarwal, A. Zarepour, *et al.*, "Electroconductive multi-functional polypyrrole composites for biomedical applications," *Applied Materials Today*, vol. 24, p. 101117, Sep. 2021, ISSN: 23529407, DOI: 10.1016/j.apmt.2021.101117.
- [12] S. B. Ryu, A. C. Paulk, J. C. Yang, *et al.*, "Spatially confined responses of mouse visual cortex to intracortical magnetic stimulation from micro-coils," *Journal of Neural Engineering*, vol. 17, no. 5, p. 056036, Oct. 2020, ISSN: 1741-2552, DOI: 10.1088/1741-2552/abbd22.
- [13] N. Alegret, A. Dominguez-Alfaro, J. M. González-Domínguez, *et al.*, "Three-Dimensional Conductive Scaffolds as Neural Prostheses Based on Carbon Nanotubes and Polypyrrole," *ACS Applied Materials & Interfaces*, vol. 10, no. 50, pp. 43904–43914, Dec. 19, 2018, ISSN: 1944-8244, DOI: 10.1021/acsami.8b16462.
- [14] Y. Lu, X. Liu, and D. Kuzum, "Graphene-based neurotechnologies for advanced neural interfaces," *Current Opinion in Biomedical Engineering*, Tissue Engineering and Regenerative Medicine / Biomaterials, vol. 6, pp. 138–147, Jun. 1, 2018, ISSN: 2468-4511, DOI: 10.1016/j.cobme.2018.06.001.
- [15] I. Zare, M. Tavakkoli Yarak, G. Speranza, *et al.*, "Gold nanostructures: Synthesis, properties, and neurological applications," *Chemical Society Reviews*, vol. 51, no. 7, pp. 2601–2680, 2022, DOI: 10.1039/D1CS01111A.
- [16] R. Guo and J. Liu, "Implantable liquid metal-based flexible neural microelectrode array and its application in recovering animal locomotion functions," *Journal of Micromechanics and Microengineering*, vol. 27, no. 10, p. 104002, Sep. 2017, ISSN: 0960-1317, DOI: 10.1088/1361-6439/aa891c.
- [17] Y. Liu, J. Liu, S. Chen, *et al.*, "Soft and elastic hydrogel-based microelectronics for localized low-voltage neuromodulation," *Nature Biomedical Engineering*, vol. 3, no. 1, pp. 58–68, Jan. 2019, ISSN: 2157-846X, DOI: 10.1038/s41551-018-0335-6.
- [18] Y. Zhang, N. Zheng, Y. Cao, *et al.*, "Climbing-inspired twining electrodes using shape memory for peripheral nerve stimulation and recording," *Science Advances*, vol. 5, no. 4, eaaw1066, Apr. 5, 2019, ISSN: 2375-2548, DOI: 10.1126/sciadv.aaw1066.
- [19] J. S. Xie, L. Donaldson, and E. Margolin, "The use of optical coherence tomography in neurology: A review," *Brain*, vol. 145, no. 12, pp. 4160–4177, Dec. 1, 2022, ISSN: 0006-8950, DOI: 10.1093/brain/awac317.
- [20] C. Landelle, O. Lungu, S. Vahdat, *et al.*, "Investigating the human spinal sensorimotor pathways through functional magnetic resonance imaging," *NeuroImage*, vol. 245, p. 118684, Dec. 2021, ISSN: 10538119, DOI: 10.1016/j.neuroimage.2021.118684.

- [21] Q. Yang, B. Wu, E. Castagnola, *et al.*, "Integrated Microprism and Microelectrode Array for Simultaneous Electrophysiology and Two-Photon Imaging across All Cortical Layers," *Advanced Healthcare Materials*, vol. n/a, no. n/a, p. 2302362, 2024, ISSN: 2192-2659, DOI: 10.1002/adhm.202302362.
- [22] T. Wang, Y. Chen, B. Wang, and M. Wu, "Recent progress of second near-infrared (NIR-II) fluorescence microscopy in bioimaging," *Frontiers in Physiology*, vol. 14, p. 1126805, Feb. 21, 2023, ISSN: 1664-042X, DOI: 10.3389/fphys.2023.1126805.
- [23] X. Kang, S. Yin, J. Song, Y. Zhang, and J. Qi, "NIR-II semiconducting polymers for in vivo high-resolution imaging and theranostics," *Sensors & Diagnostics*, vol. 2, no. 3, pp. 492–506, 2023, DOI: 10.1039/D2SD00234E.
- [24] B. Huang, J. Li, B. Yao, *et al.*, "Enhancing image resolution of confocal fluorescence microscopy with deep learning," *PhotoniX*, vol. 4, no. 1, p. 2, Jan. 5, 2023, ISSN: 2662-1991, DOI: 10.1186/s43074-022-00077-x.
- [25] J. V. Rosenfeld, Y. T. Wong, E. Yan, *et al.*, "Tissue response to a chronically implantable wireless intracortical visual prosthesis (Genaris array)," *Journal of Neural Engineering*, vol. 17, no. 4, p. 046001, Jul. 2020, ISSN: 1741-2552, DOI: 10.1088/1741-2552/ab9e1c.
- [26] B. Chatterjee, M. Nath, G. Kumar K, S. Xiao, K. Jayant, and S. Sen, "Biphasic quasistatic brain communication for energy-efficient wireless neural implants," *Nature Electronics*, vol. 6, no. 9, pp. 703–716, Sep. 2023, ISSN: 2520-1131, DOI: 10.1038/s41928-023-01000-3.
- [27] M. S. Willsey, S. R. Nason-Tomaszewski, S. R. Ensel, *et al.*, "Real-time brain-machine interface in non-human primates achieves high-velocity prosthetic finger movements using a shallow feedforward neural network decoder," *Nature Communications*, vol. 13, no. 1, p. 6899, Nov. 12, 2022, ISSN: 2041-1723, DOI: 10.1038/s41467-022-34452-w.
- [28] S. Liu, J. Guo, and C. Yang, "Multidimensional Graph Neural Networks for Wireless Communications," *IEEE Transactions on Wireless Communications*, vol. 23, no. 4, pp. 3057–3073, Apr. 2024, ISSN: 1536-1276, 1558-2248, DOI: 10.1109/TWC.2023.3305124.
- [29] S. Romeni, D. Zoccolan, and S. Micera, "A machine learning framework to optimize optic nerve electrical stimulation for vision restoration," *Patterns*, vol. 2, no. 7, p. 100286, Jul. 2021, ISSN: 26663899, DOI: 10.1016/j.patter.2021.100286.
- [30] A. Nurmikko, "Challenges for Large-Scale Cortical Interfaces," *Neuron*, vol. 108, no. 2, pp. 259–269, Oct. 2020, ISSN: 08966273, DOI: 10.1016/j.neuron.2020.10.015.
- [31] F. Wang, X. Ma, and J. Liu, "Deep Learning for Edge Computing Applications: A State-of-the-Art Survey," vol. 8, 2020.
- [32] L. Pio-Lopez, R. Poulkouras, and D. Depanemaecker, "Visual cortical prosthesis: An electrical perspective," *Journal of Medical Engineering & Technology*, vol. 45, no. 5, pp. 394–407, Jul. 4, 2021, ISSN: 0309-1902, DOI: 10.1080/03091902.2021.1907468.
- [33] B. L. Fylstra, I.-C. Lee, M. Li, M. D. Lewek, and H. Huang, "Human-prosthesis cooperation: Combining adaptive prosthesis control with visual feedback guided gait," *Journal of NeuroEngineering and Rehabilitation*, vol. 19, no. 1, p. 140, Dec. 14, 2022, ISSN: 1743-0003, DOI: 10.1186/s12984-022-01118-z.
- [34] B. Rueckauer and M. Van Gerven, "Experiencing Prosthetic Vision with Event-Based Sensors," in *Proceedings of the International Conference on Neuromorphic Systems 2022*, Knoxville TN USA: ACM, Jul. 27, 2022, pp. 1–7, ISBN: 978-1-4503-9789-6, DOI: 10.1145/3546790.3546813.
- [35] T. Springer, E. Eiroa-Lledo, E. Stevens, and E. Linstead, "On-Device Deep Learning Inference for System-on-Chip (SoC) Architectures," *Electronics*, vol. 10, no. 6, p. 689, 6

- Jan. 2021, ISSN: 2079-9292, DOI: 10.3390/electronics10060689.
- [36] Z. Feng, L. Zeng, H. Wu, F. Tian, and Q. He, "Design of an Online Brain-Computer Interface System Based on Field Programmable Gate Array," *Journal of Physics: Conference Series*, vol. 1624, no. 4, p. 042061, Oct. 1, 2020, ISSN: 1742-6588, 1742-6596, DOI: 10.1088/1742-6596/1624/4/042061.
- [37] T. Levi, P. Bonifazi, P. Massobrio, and M. Chiappalone, "Editorial: Closed-Loop Systems for Next-Generation Neuroprostheses," *Frontiers in Neuroscience*, vol. 12, Feb. 12, 2018, ISSN: 1662-453X, DOI: 10.3389/fnins.2018.00026.
- [38] C. Wan, P. Cai, X. Guo, *et al.*, "An artificial sensory neuron with visual-haptic fusion," *Nature Communications*, vol. 11, no. 1, p. 4602, Sep. 14, 2020, ISSN: 2041-1723, DOI: 10.1038/s41467-020-18375-y.
- [39] A. Petrosyan, M. Sinkin, M. Lebedev, and A. Ossadtchi, "Decoding and interpreting cortical signals with a compact convolutional neural network," *Journal of Neural Engineering*, vol. 18, no. 2, p. 026019, Mar. 2021, ISSN: 1741-2552, DOI: 10.1088/1741-2552/abe20e.
- [40] N. Maheswaranathan, L. T. McIntosh, H. Tanaka, *et al.*, "Interpreting the retinal neural code for natural scenes: From computations to neurons," *Neuron*, vol. 111, no. 17, 2742–2755.e4, Sep. 2023, ISSN: 08966273, DOI: 10.1016/j.neuron.2023.06.007.
- [41] A. Nayebi, J. Sagastuy-Brena, D. M. Bear, *et al.*, "Recurrent Connections in the Primate Ventral Visual Stream Mediate a Tradeoff Between Task Performance and Network Size During Core Object Recognition," 2022.
- [42] Q. Liao and T. Poggio, "Bridging the Gaps Between Residual Learning, Recurrent Neural Networks and Visual Cortex," 2016.
- [43] I. Goodfellow, J. Pouget-Abadie, M. Mirza, *et al.*, "Generative adversarial networks," *Communications of the ACM*, vol. 63, no. 11, pp. 139–144, Oct. 22, 2020, ISSN: 0001-0782, 1557-7317, DOI: 10.1145/3422622.
- [44] R. H. Elnabawy, S. Abdennadher, O. Hellwich, and S. Eldawlatly, "PVGAN: A generative adversarial network for object simplification in prosthetic vision," *Journal of Neural Engineering*, vol. 19, no. 5, p. 056007, Sep. 2022, ISSN: 1741-2552, DOI: 10.1088/1741-2552/ac8acf.
- [45] V. Subramanian and J. Khani, "Graph Convolutional Networks Reveal Neural Connections Encoding Prosthetic Sensation." arXiv: 2009.03272 [cs, q-bio, stat]. (Aug. 22, 2020), [Online]. Available: <http://arxiv.org/abs/2009.03272> (visited on 05/22/2024), preprint.
- [46] Z. Wu, S. Pan, F. Chen, G. Long, C. Zhang, and P. S. Yu, "A Comprehensive Survey on Graph Neural Networks," *IEEE Transactions on Neural Networks and Learning Systems*, vol. 32, no. 1, pp. 4–24, Jan. 2021, ISSN: 2162-237X, 2162-2388, DOI: 10.1109/TNNLS.2020.2978386.