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Decoding and perturbing decision states in real time

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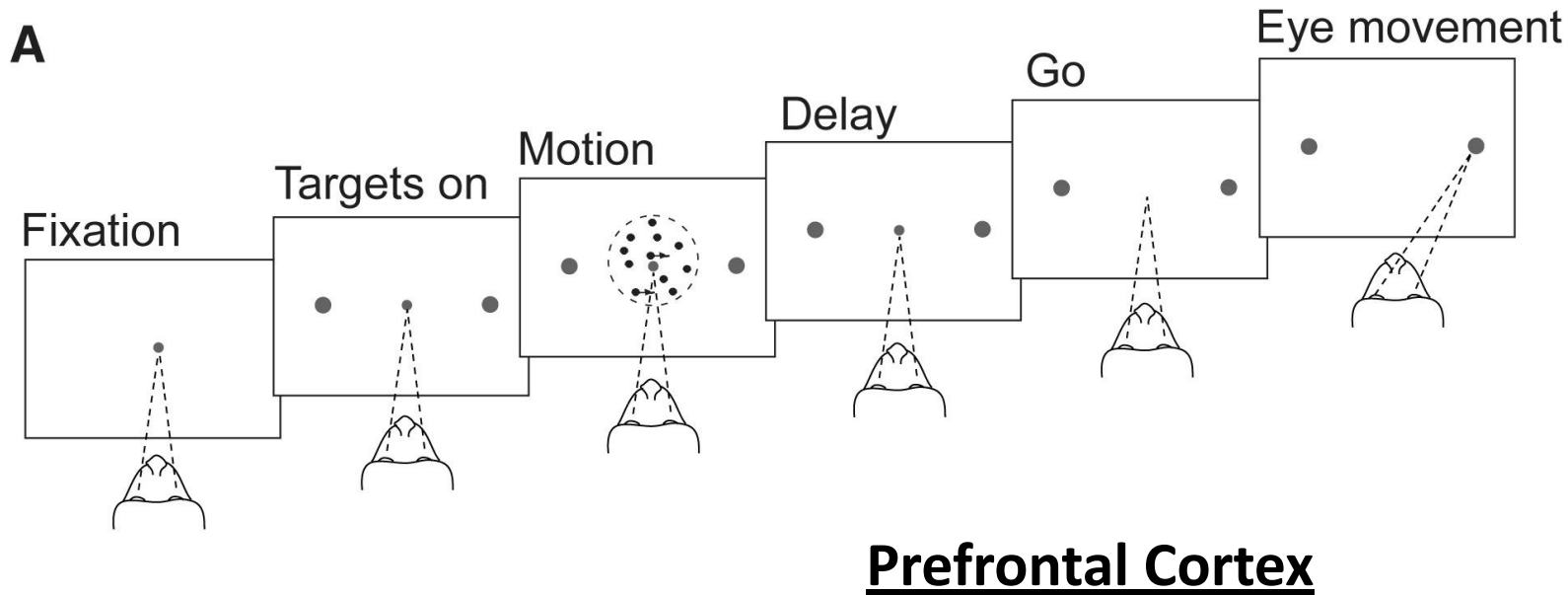
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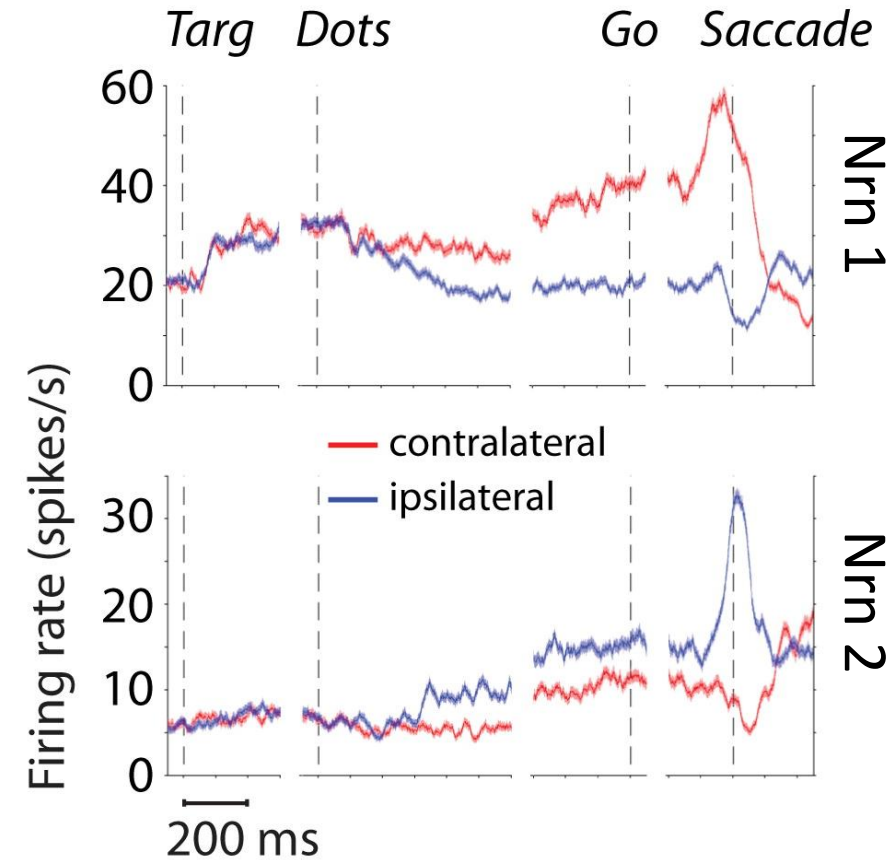
Abuzar Mahmood
Katz Lab

Prior Work + Intro to Paradigm

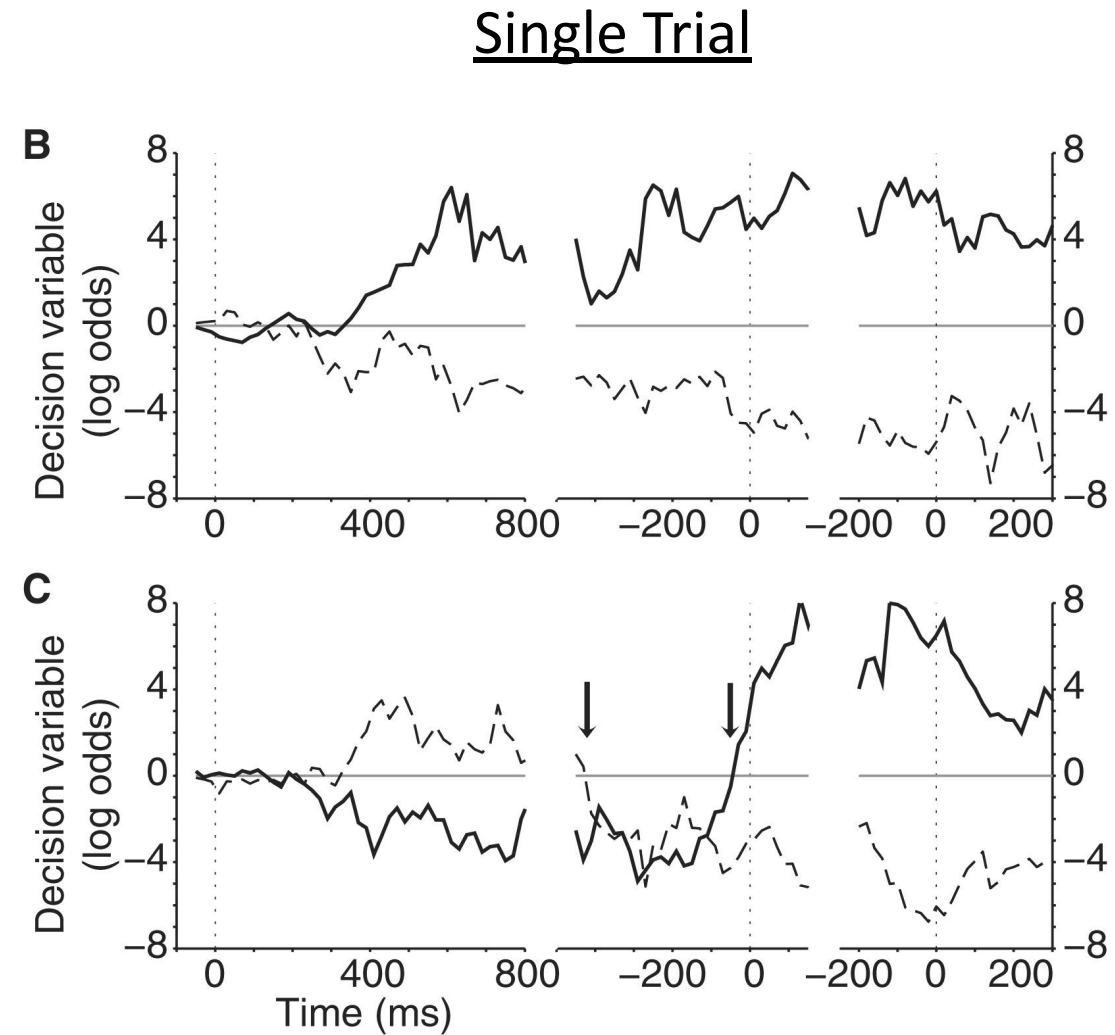
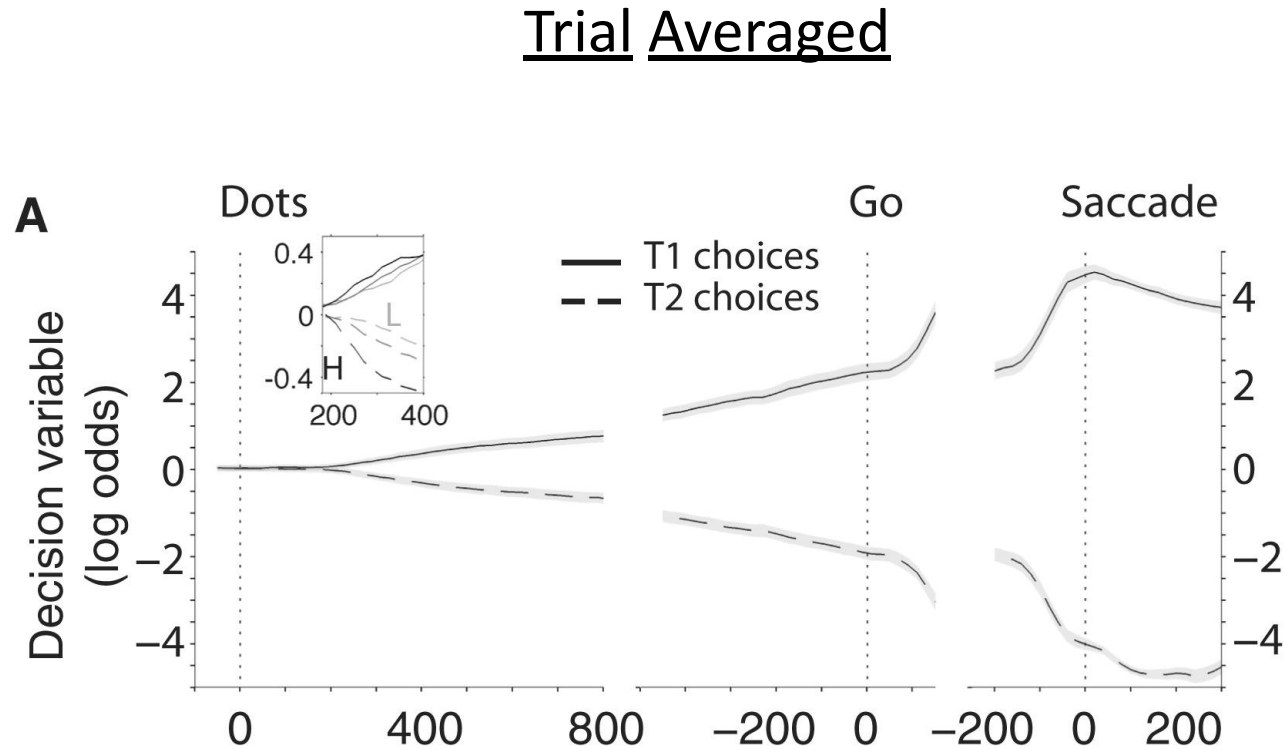


Fully spike sorted data

Single-neuron Responses



Prior Work + Intro to Paradigm



Stated Objectives

- We quantify the behavioural effects of previously covert “Decision Variable” variations
 1. as a function of time and instantaneous “Decision Variable” (experiment 1),
 2. during “Change of Mind”-like “Decision Variable” fluctuations (experiment 2),
 3. in response to subthreshold stimulus pulses (experiment 3).

What's new in this paper?

- Real-time decoding of behavioral decision, which then allowed authors to...
- Perturb animal's state in real-time to test the:
 - Degree to which decision state is perturb-able
 - Degree to which decision state depends on current decision state and time

Disclaimer:

To an extent...paper turned out to be, “We built a real-time decoder, let's see what we can do with it”

Outline

- Intro to experimental setup and analyses
- Details of neural decoding model
- Results
 - Decision making models being compared
- Alternative model for interpreting results

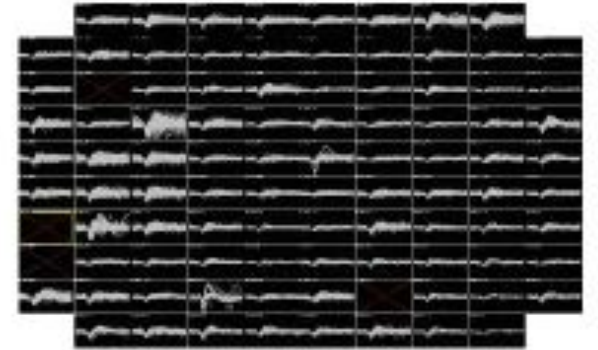
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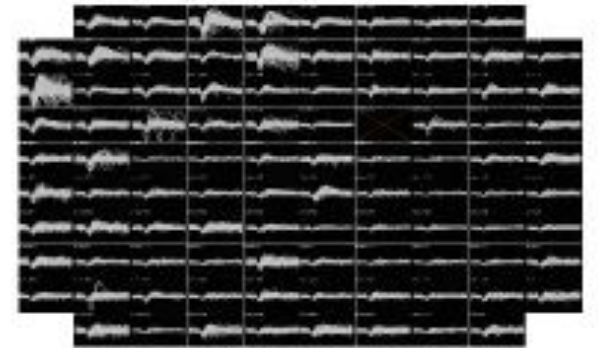
Data Details

- 2 monkeys
- 2 x 96 channel grid arrays in M1 and Dorsal Pre-motor cortex
- Multi-unit activity extracted using threshold-crossings
- Task: 6 coherence strengths x 2 directions = 12 conditions
- Approx. 16,000 trials (total) per animal

PMd

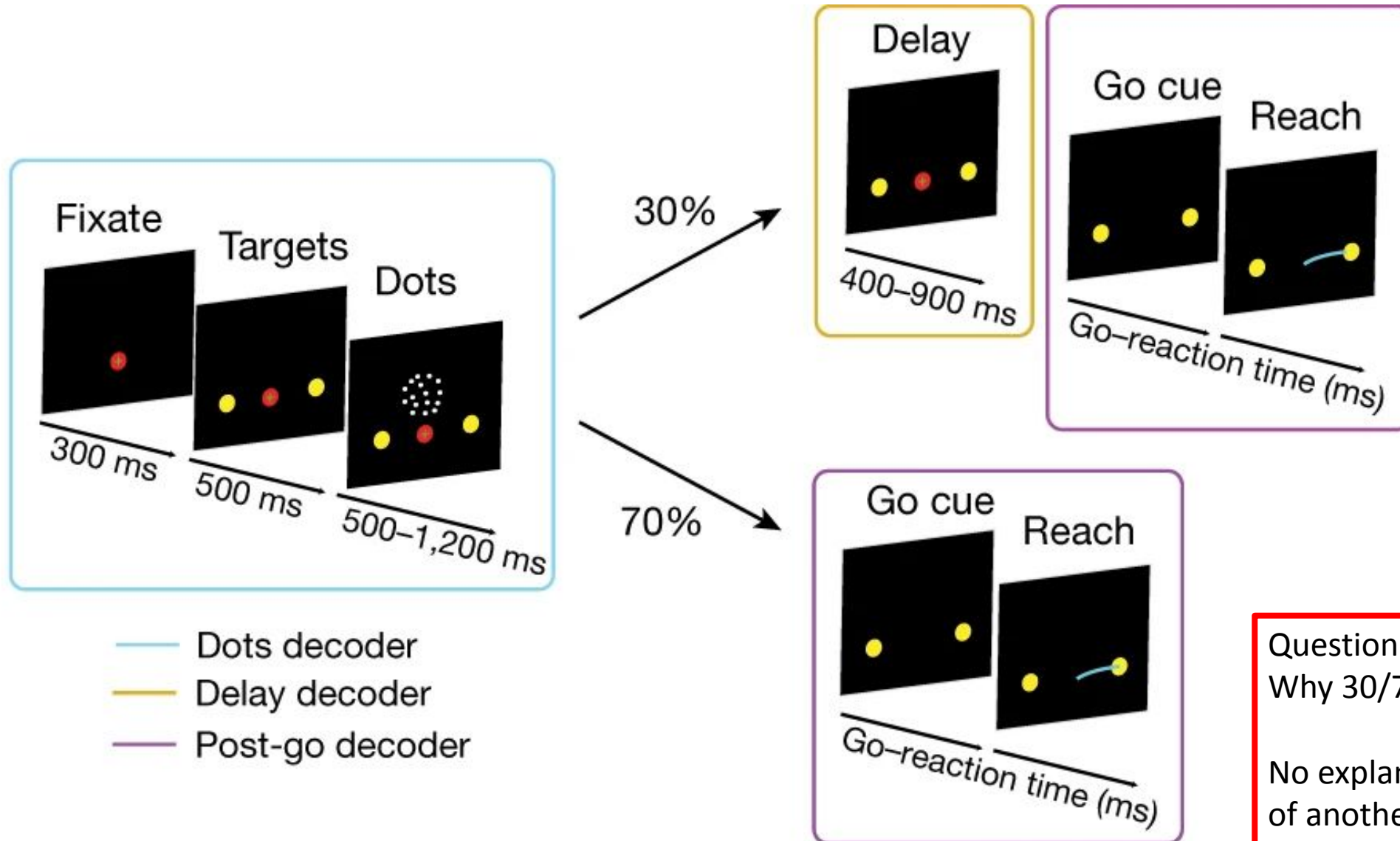


M1



2 Utah arrays, 192 channels

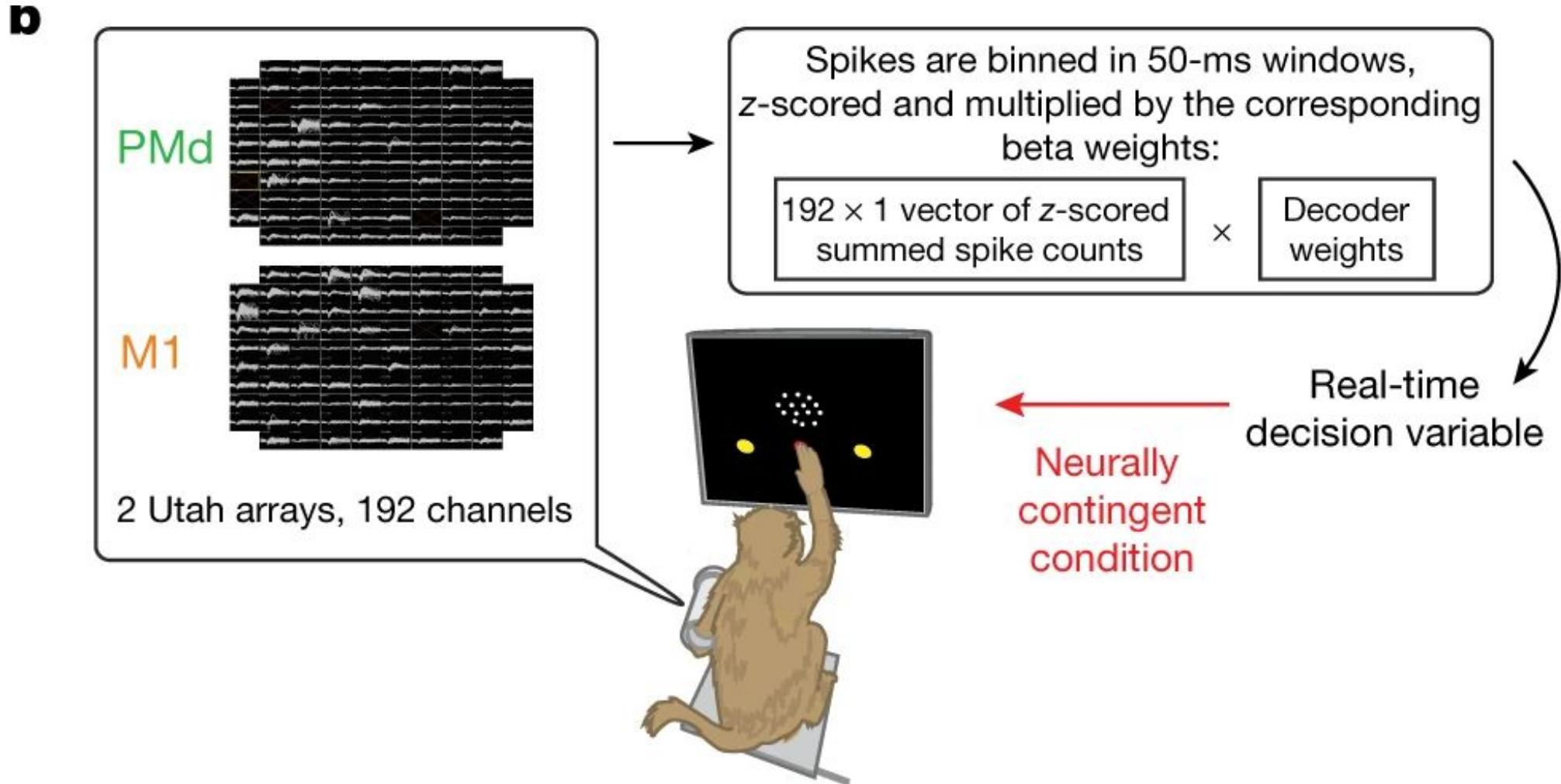
Experimental setup



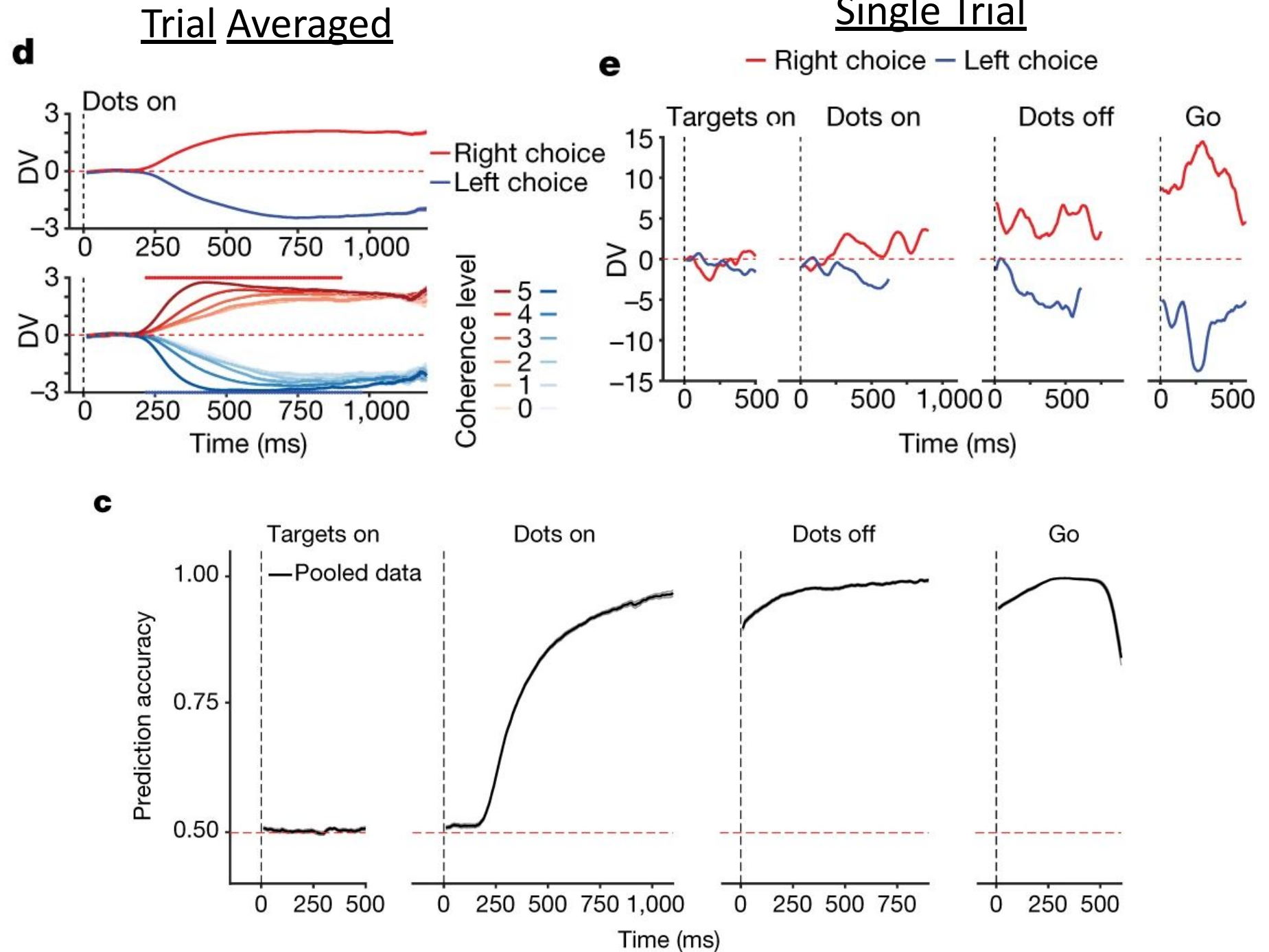
Question:
Why 30/70 split in paradigm?

No explanation...probably as part
of another study

Experimental setup



Some Outputs



Outline

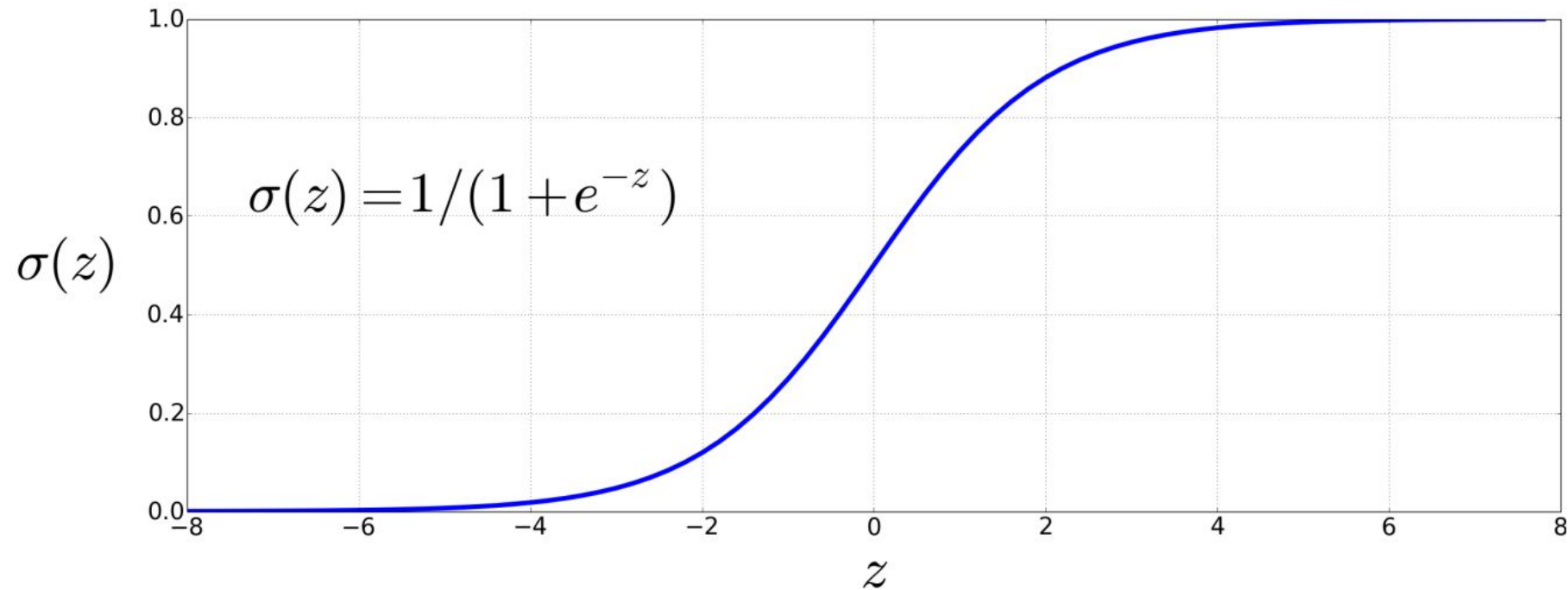
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Prediction Model

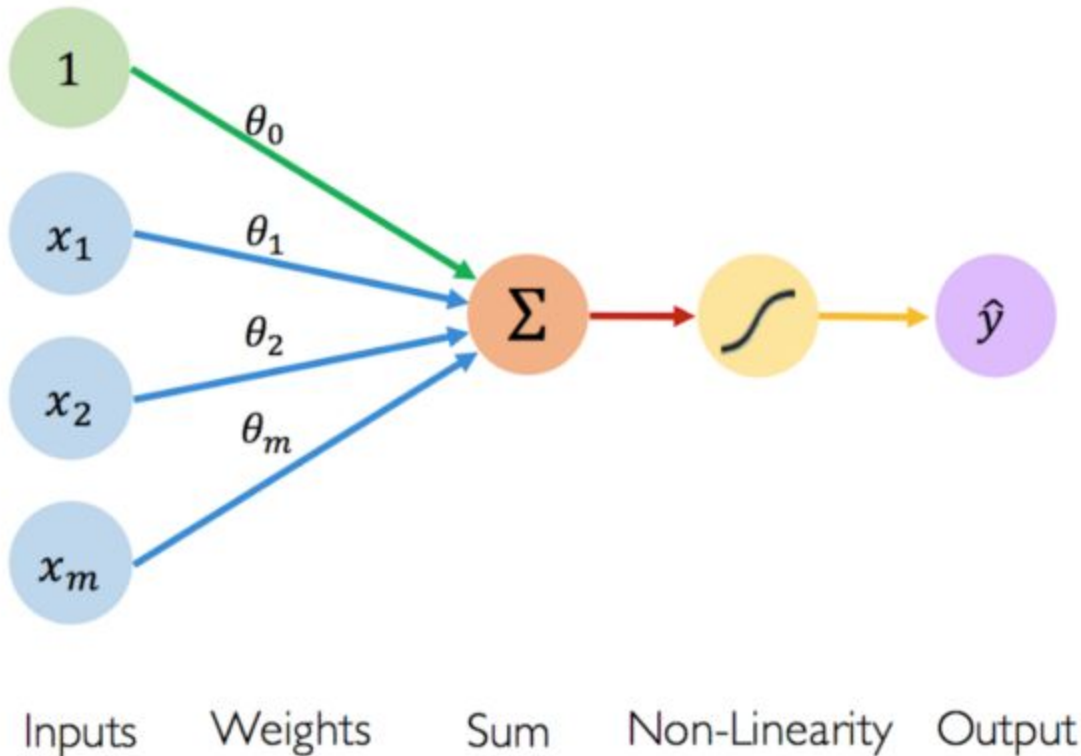
- causal half-Gaussian kernel with 50 ms standard deviation
- summed for the most recent 50 ms
- z-scored individually for each channel:
 - using previously calculated μ (mean) and σ (standard deviation) vectors
- value of the DV was updated every 10 ms
- Logistic regression on smoothed-summed spike counts
- 1 model per task epoch...3 models total

Quick overview of Logistic Regression

$$z = \left(\sum_{i=1}^n w_i x_i \right) + b$$



Quick overview of Logistic Regression

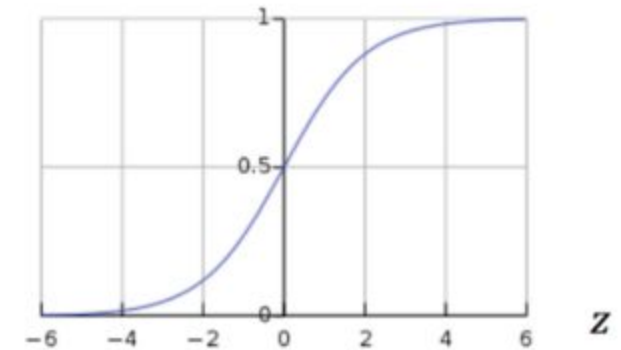


Activation Functions

$$\hat{y} = g(\theta_0 + \mathbf{X}^T \boldsymbol{\theta})$$

- Example: sigmoid function

$$g(z) = \sigma(z) = \frac{1}{1 + e^{-z}}$$



Decision Variable definition

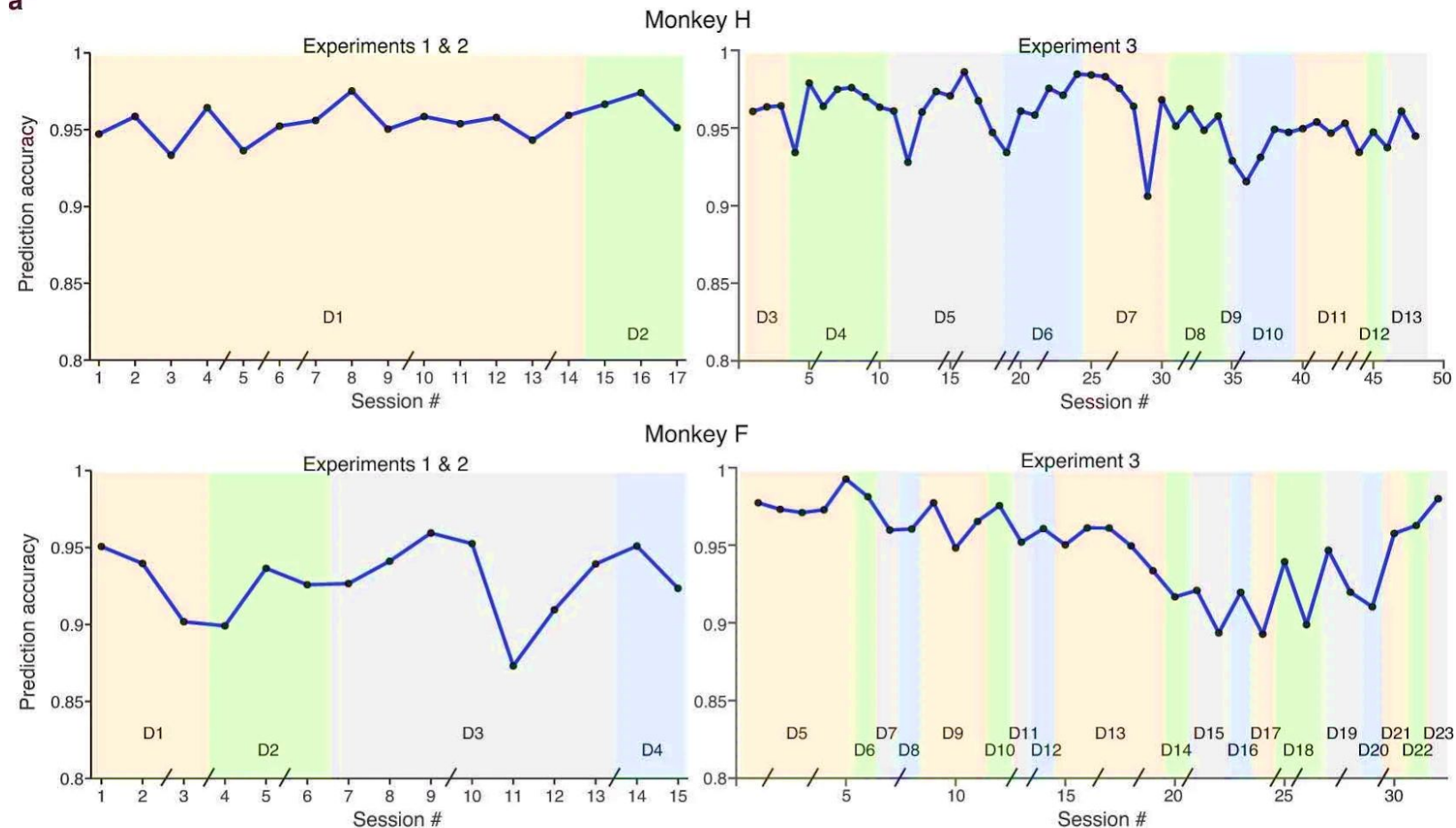
$$\text{DV} = \log \frac{P(T_1|\vec{r})}{P(T_2|\vec{r})} = \beta_0(t) + \sum_{i=1}^n \beta_i(t) \times r_i(t)$$

Accounting for drift

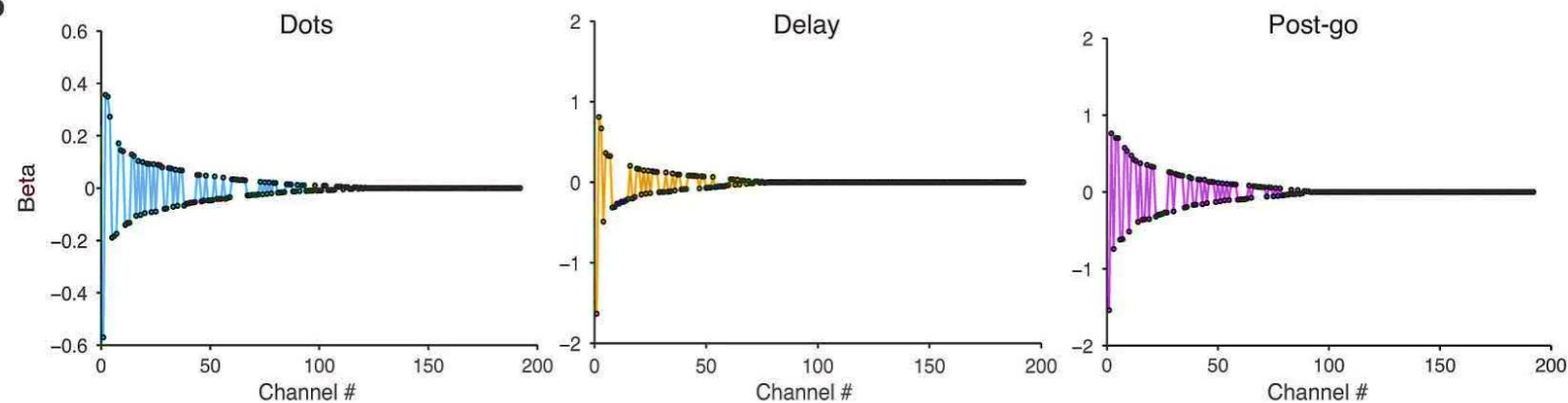
/ on x-axis indicates different days

Colors indicate different decoders

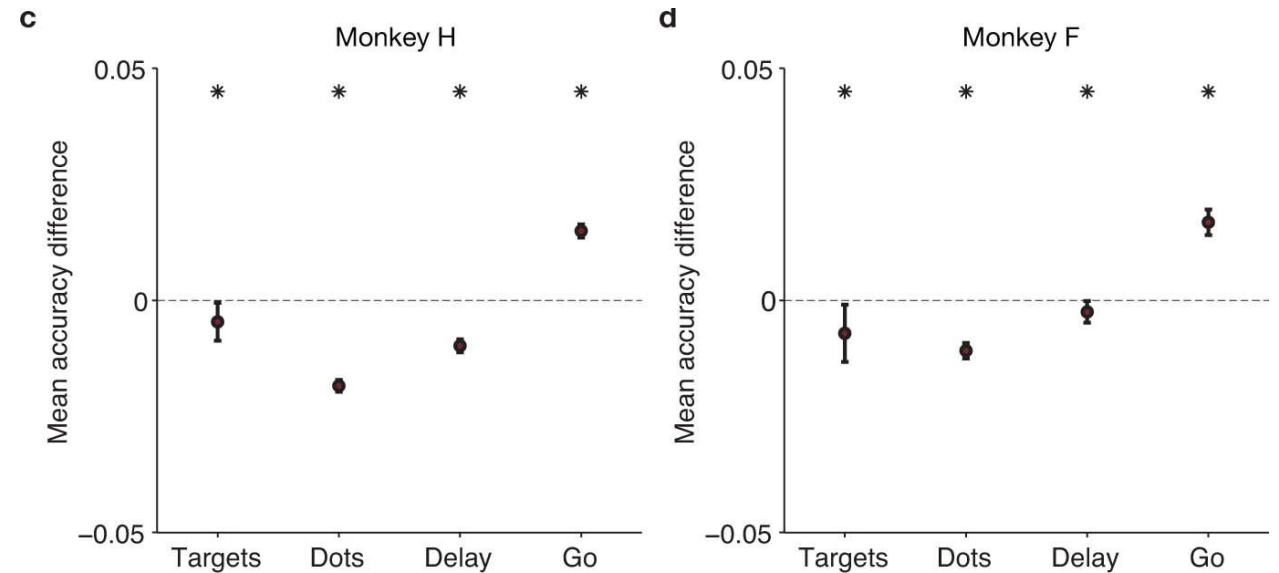
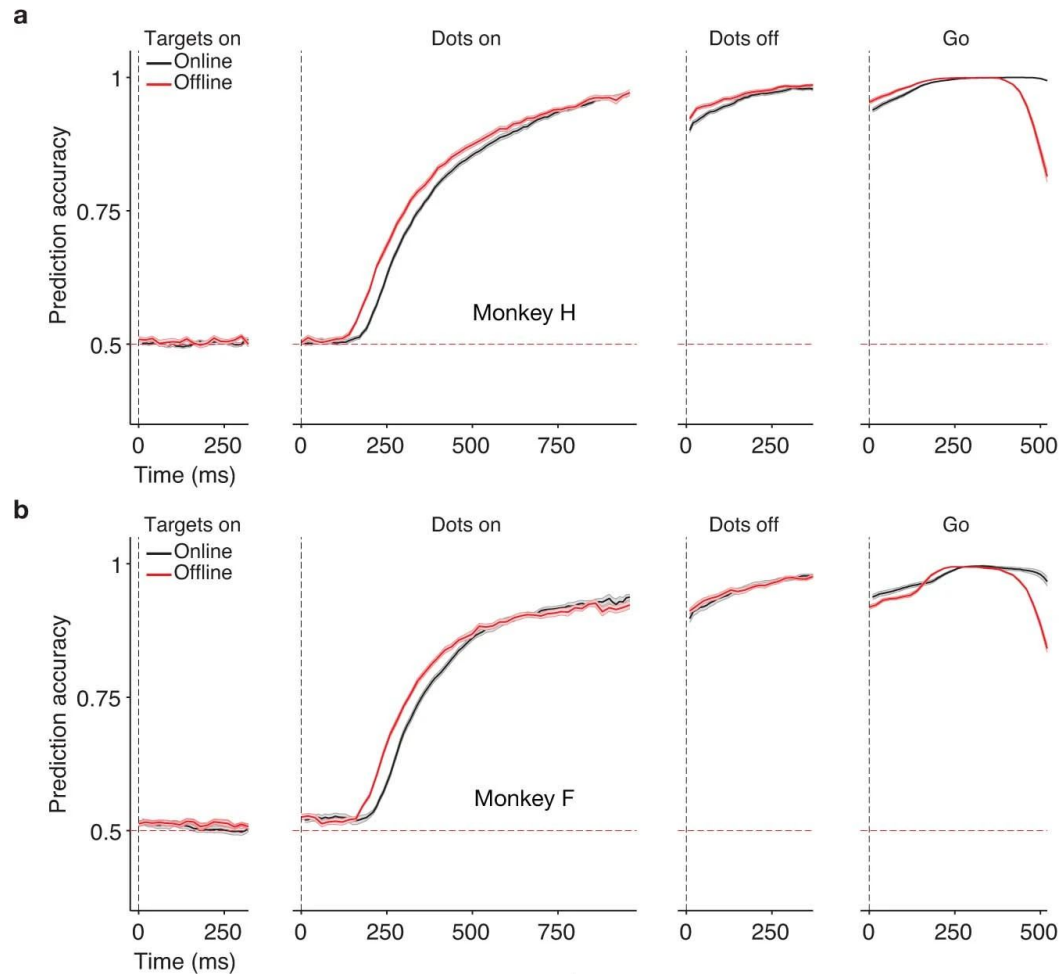
a



b



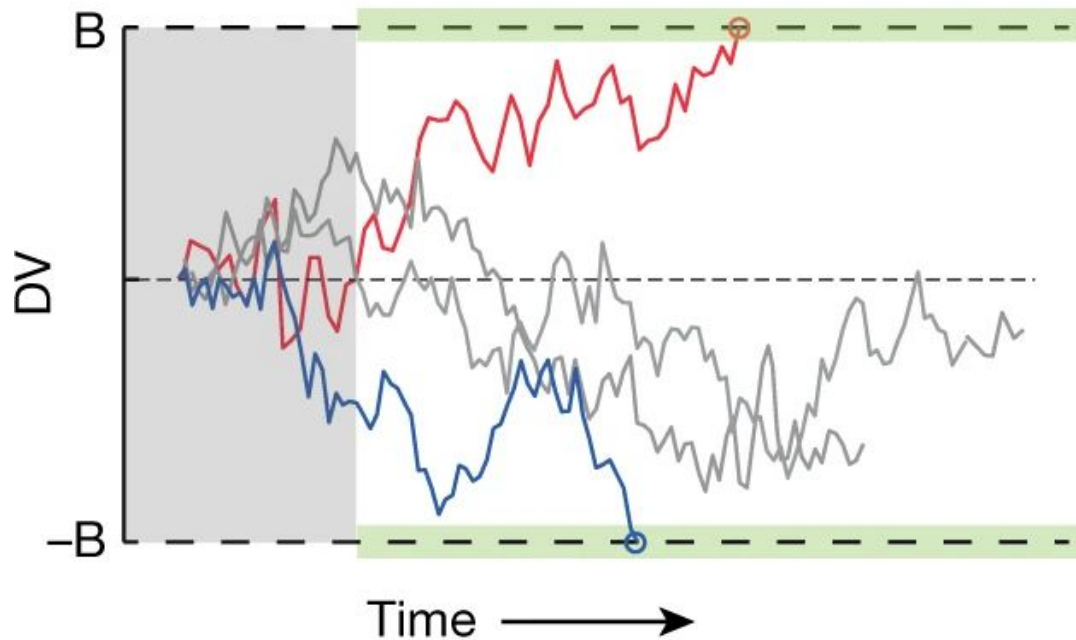
Comparison of online vs offline classification accuracy



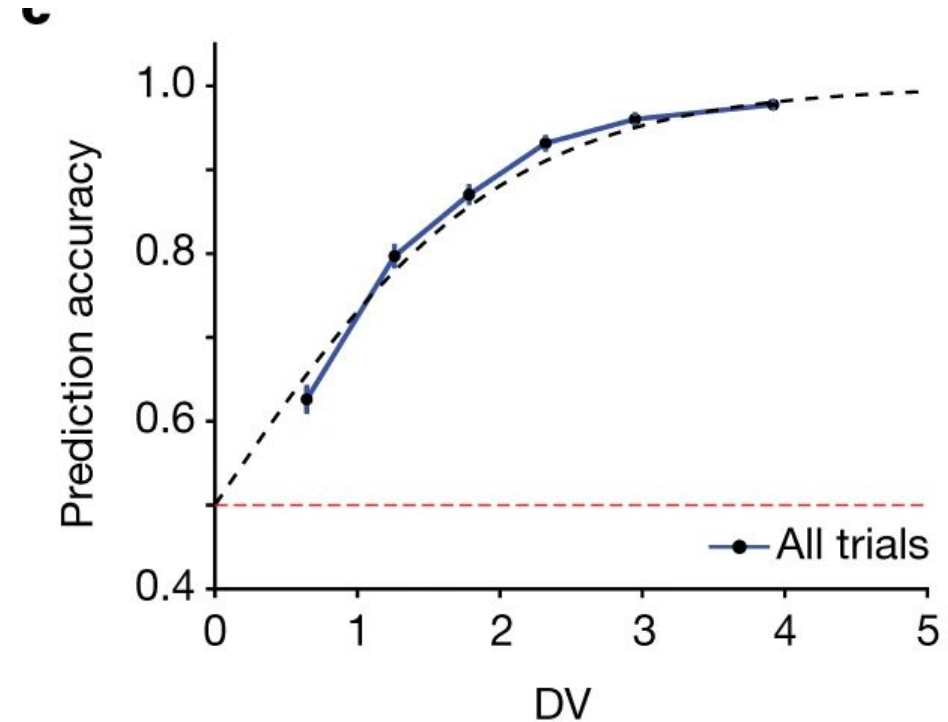
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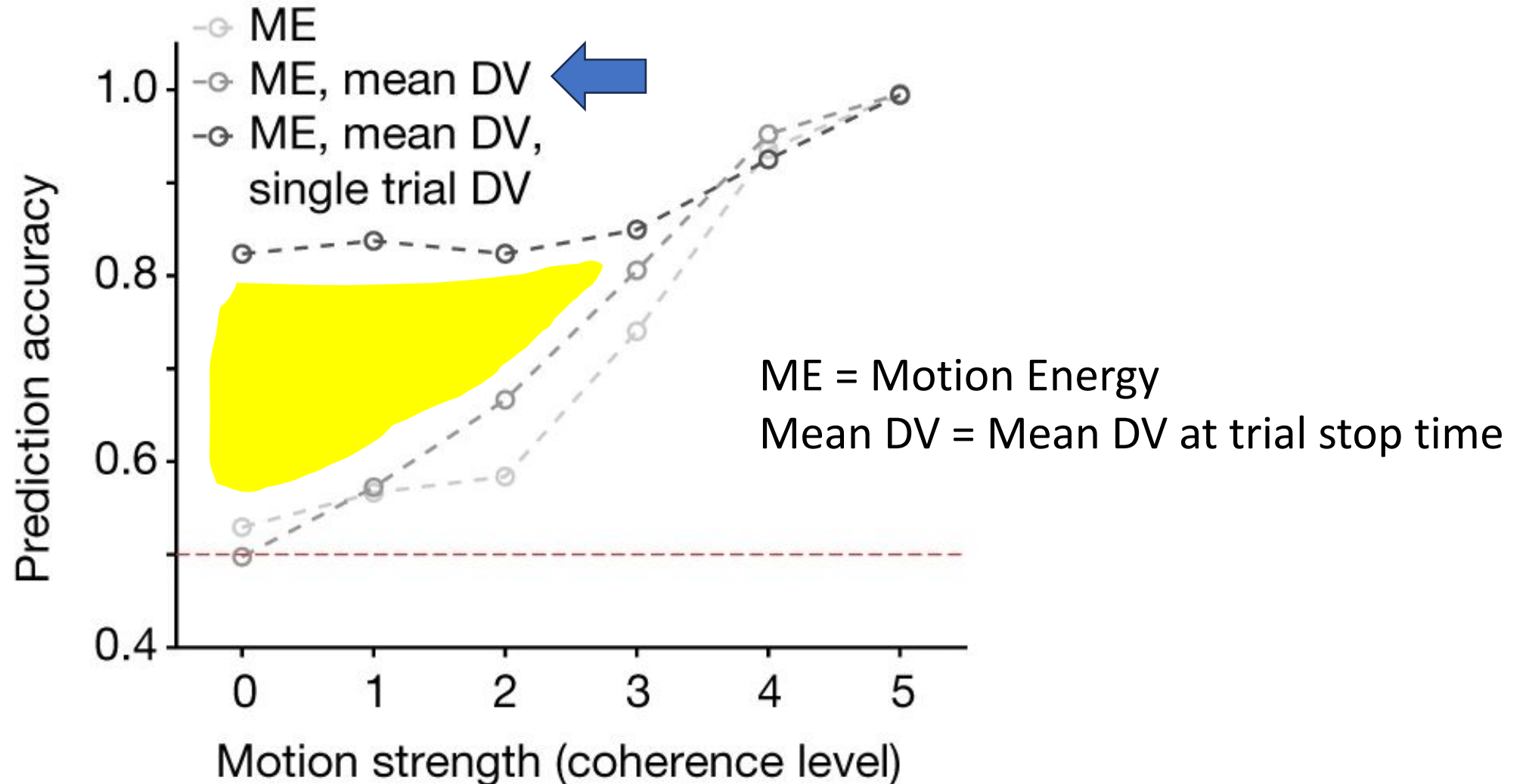
Characterizing Instantaneous DV (experiment 1)



Trigger end of trial of DV reaches a pre-set bound

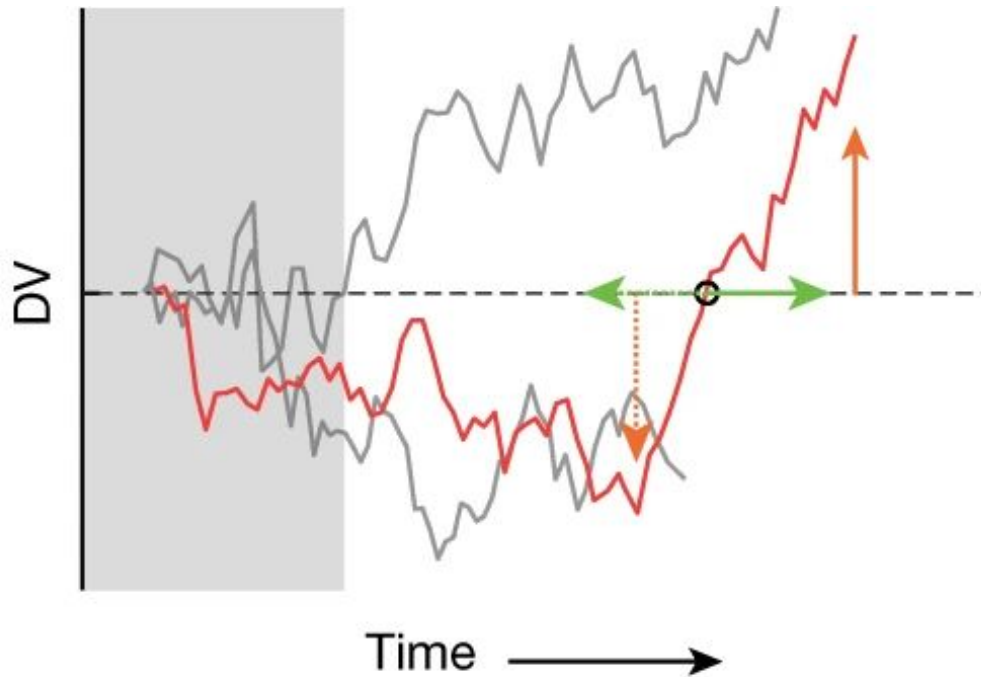


Characterizing Instantaneous DV (experiment 1)

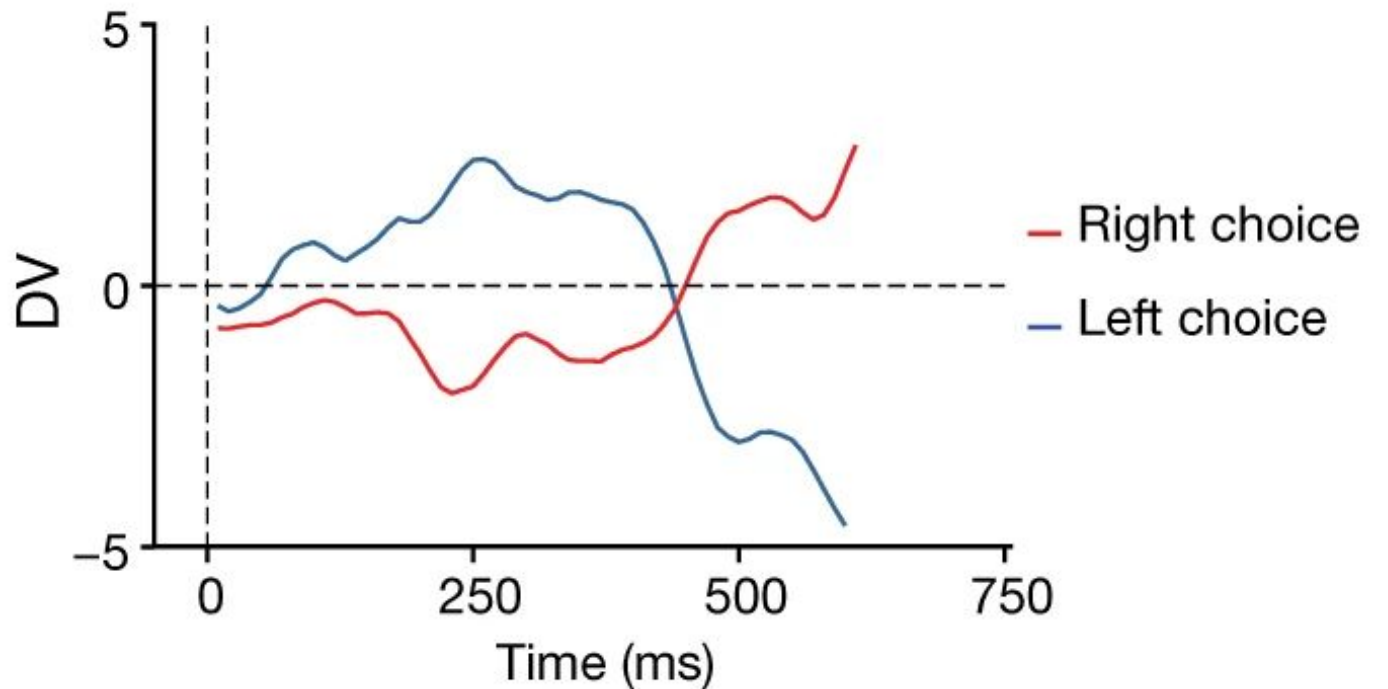


Change of Mind (experiment 2)

Cartoon

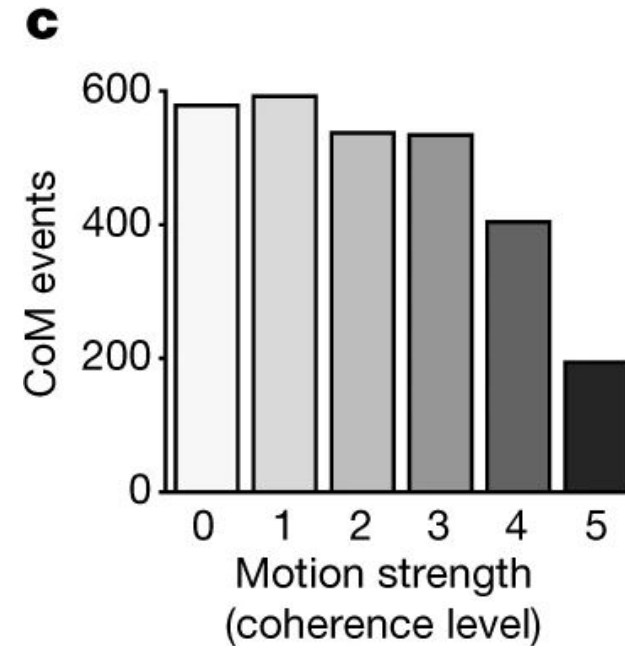


Actual Data

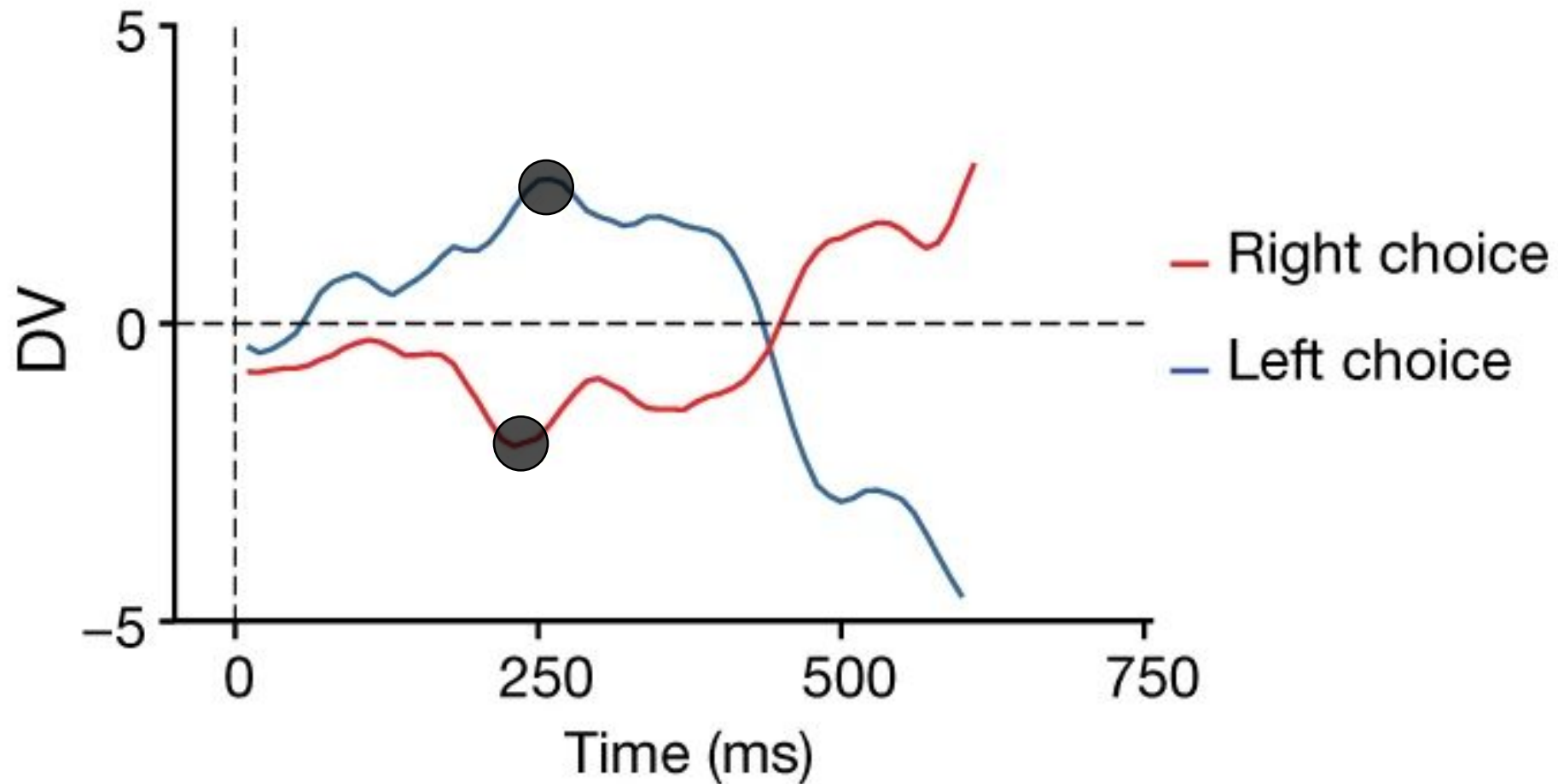


Change of Mind (experiment 2)

1. CoMs are more frequent for low- and intermediate-coherence trials compared with high-coherence trials;



I would have bought CoMs more if...



“That actually sounds like a kinda stupid study.” – Anonymous

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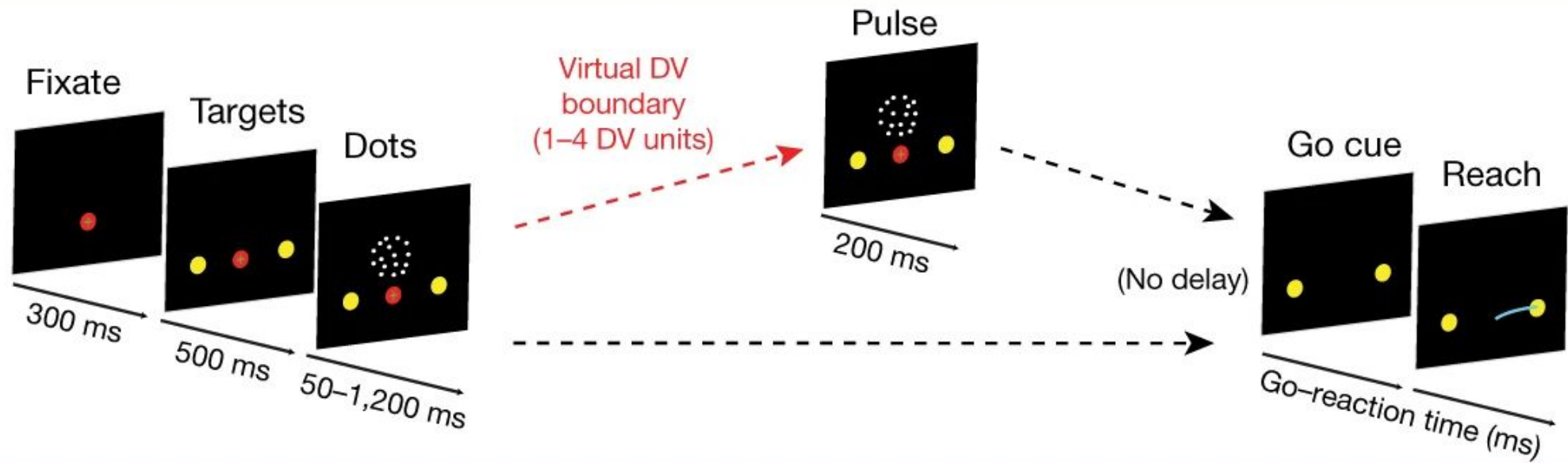
Types of Decision making models

- Strictly linear, unbounded accumulation models predict a constant effect of stimulus pulses irrespective of the momentary decision state or the time of pulse presentation during the trial.

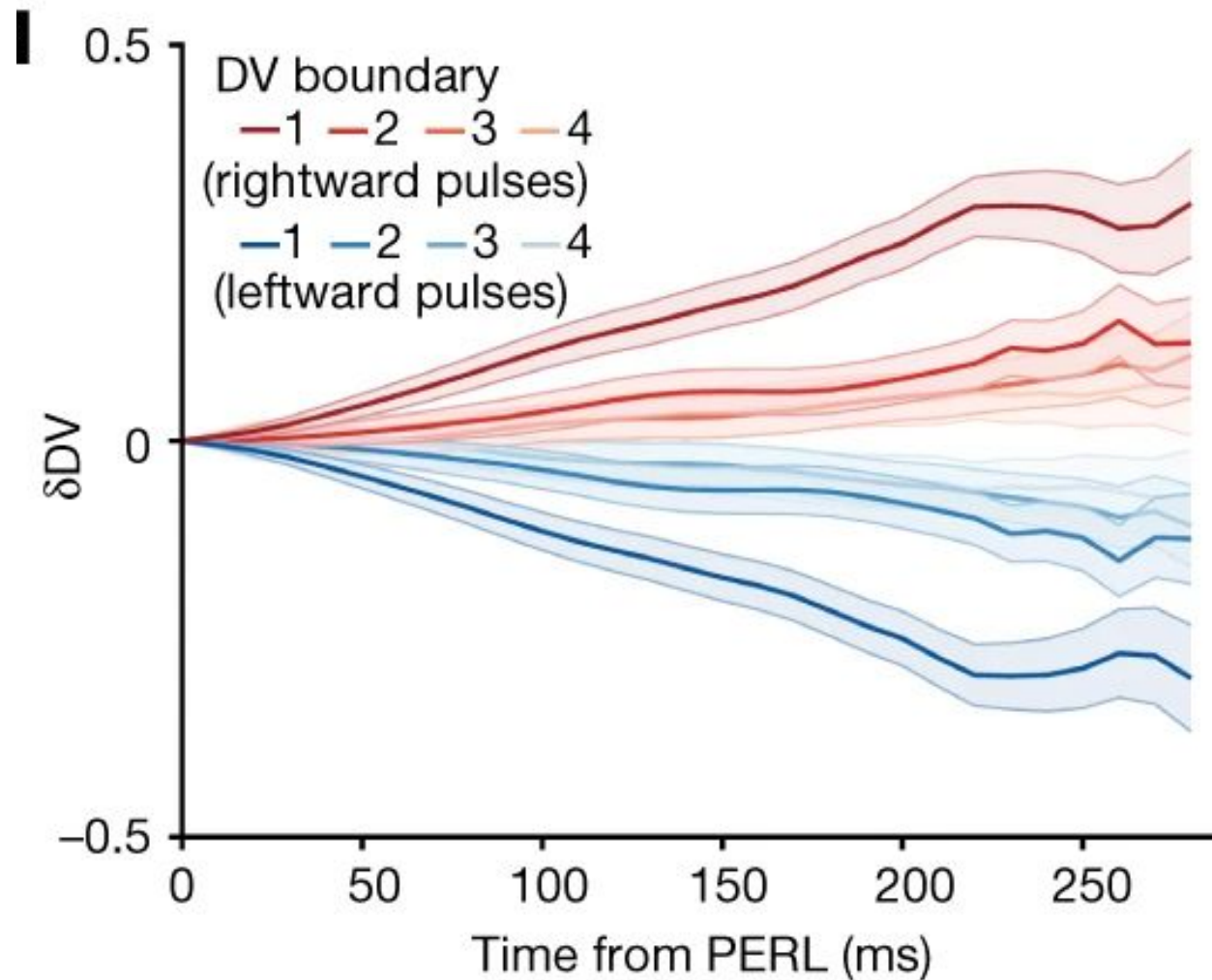
Real-time perturbations (experiment 3)

- Pulses were only presented on trials with motion coherences near or below the subject's psychophysical threshold
- Pulse strength was calibrated to yield very small but significant effects on behaviour, to avoid making the pulses sufficiently salient to change the animals' integration strategy.

Pulse strengths: $\Delta\text{coherence} = 2\%$ (monkey H), 4.5% (monkey F)



Real-time perturbations (experiment 3a)



Real-time perturbations (experiment 3b)

- We next addressed whether the decision bound is stationary or changing with time.
- Can't say from previous analysis because higher DV bounds **WILL HAVE** longer trials on average.

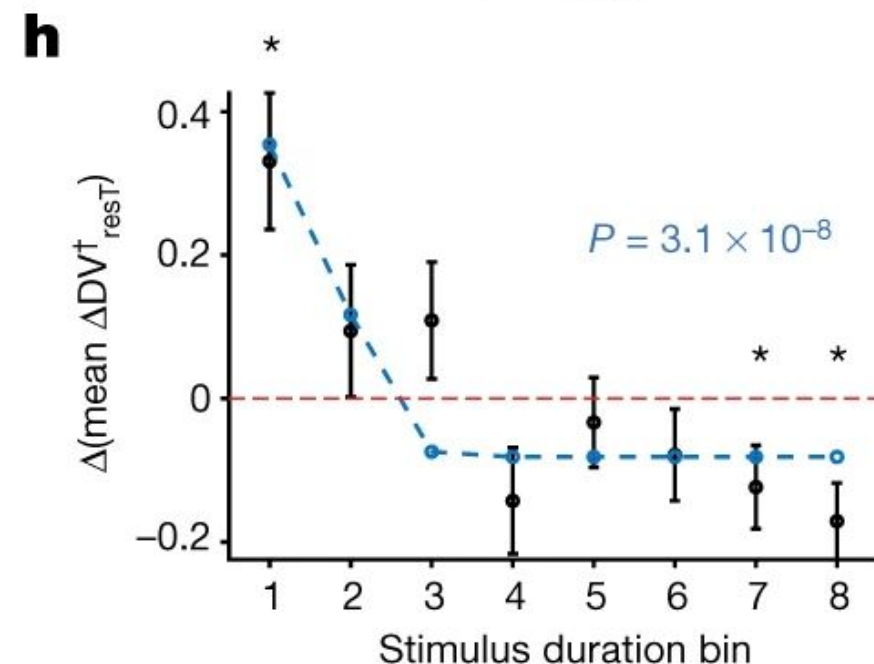
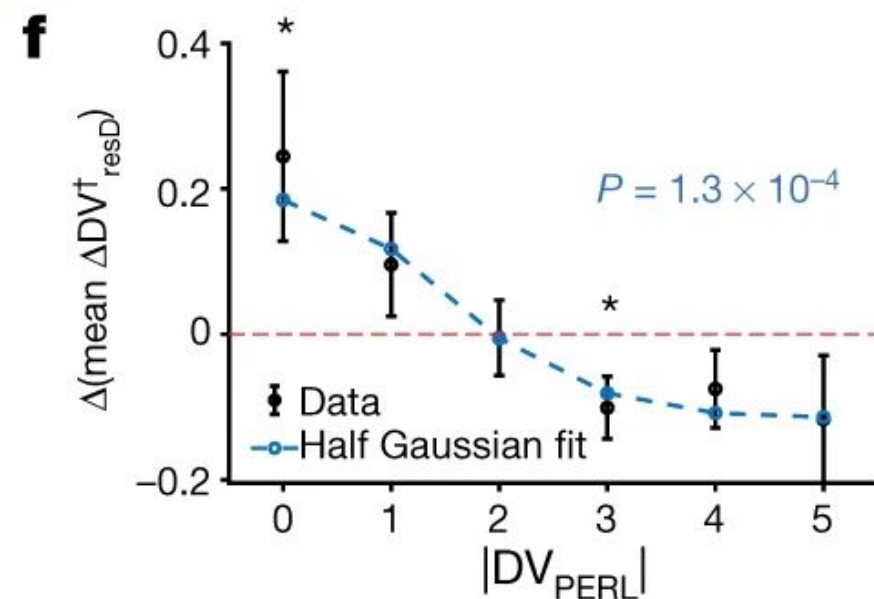
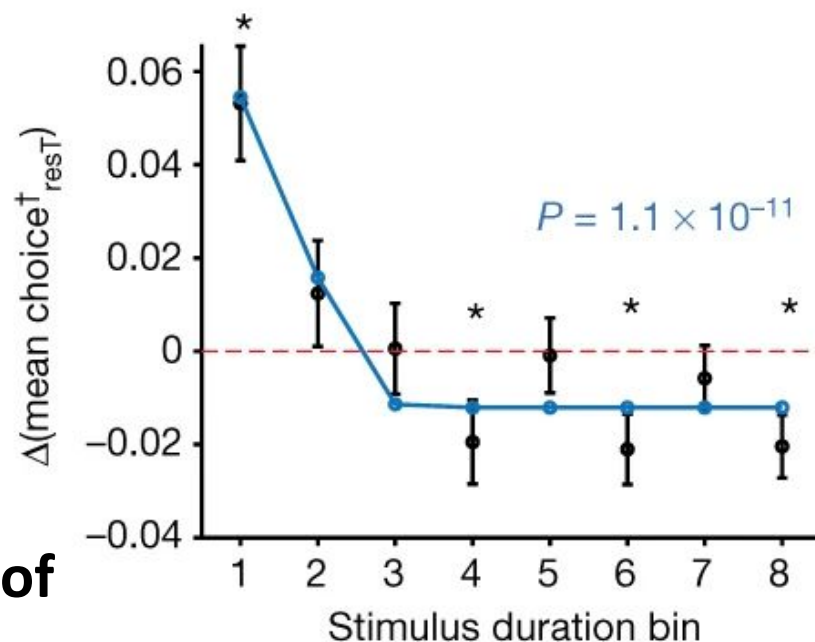
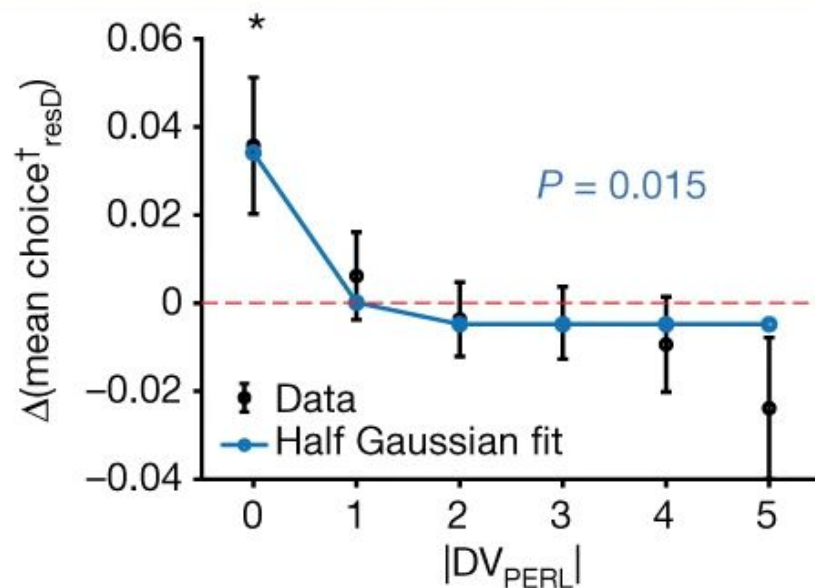
Real-time perturbations (experiment 3b)

Attempt to disambiguate affect of:

1. DV at time of perturbation
2. trial-end-time at time of perturbation.

**Conclusion:
Depends on both :/**

**Not even quantification of
Whether one is
stronger...**



Author's Interpretations

- Given dependence on both DV and Time, fixed bounds aren't enough.

Not fully convinced that the disambiguation worked

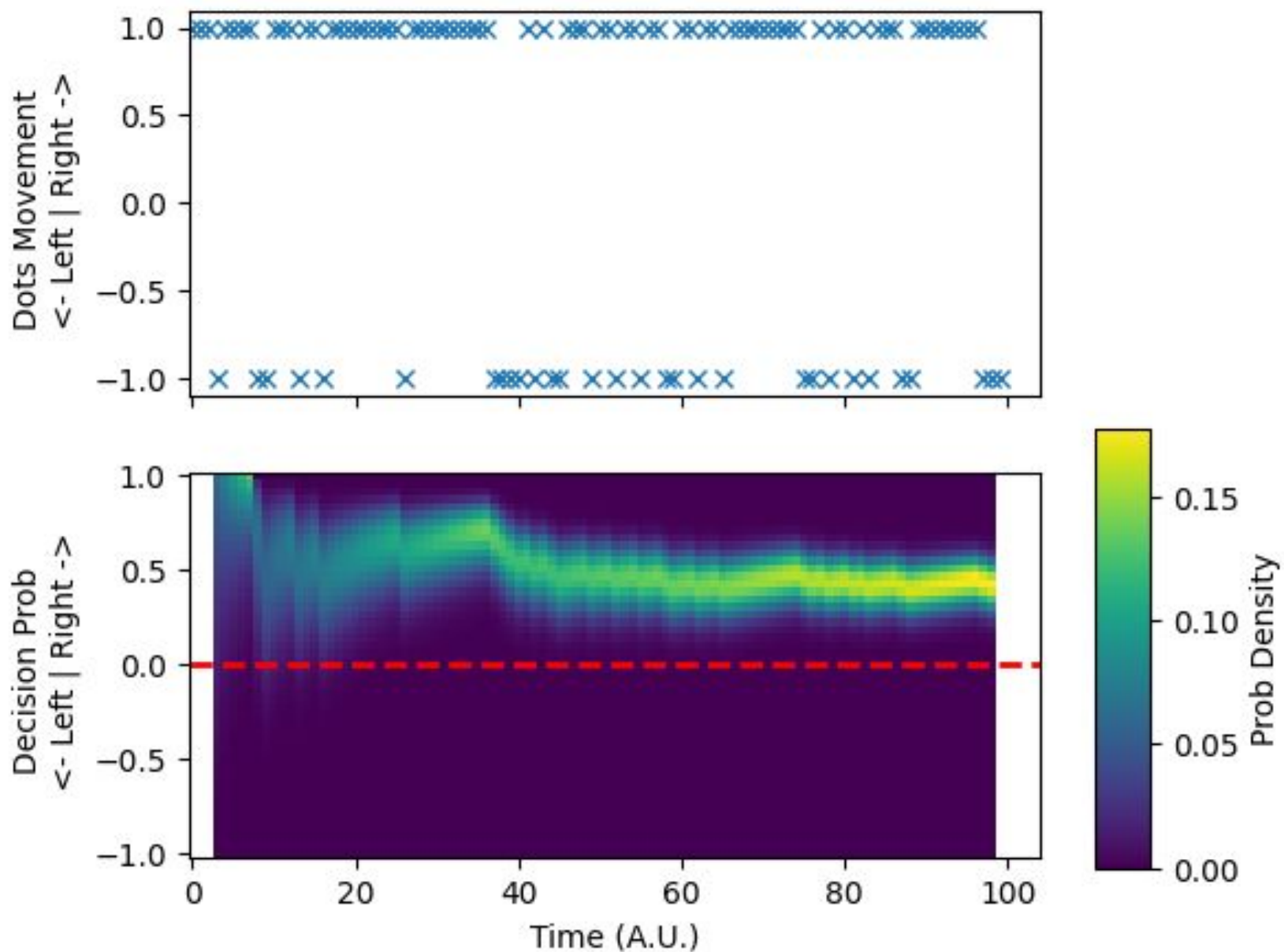
- Trials which ended early with high DV
- Trials which ended late with low DV
- Affect of perturbation on above cases.

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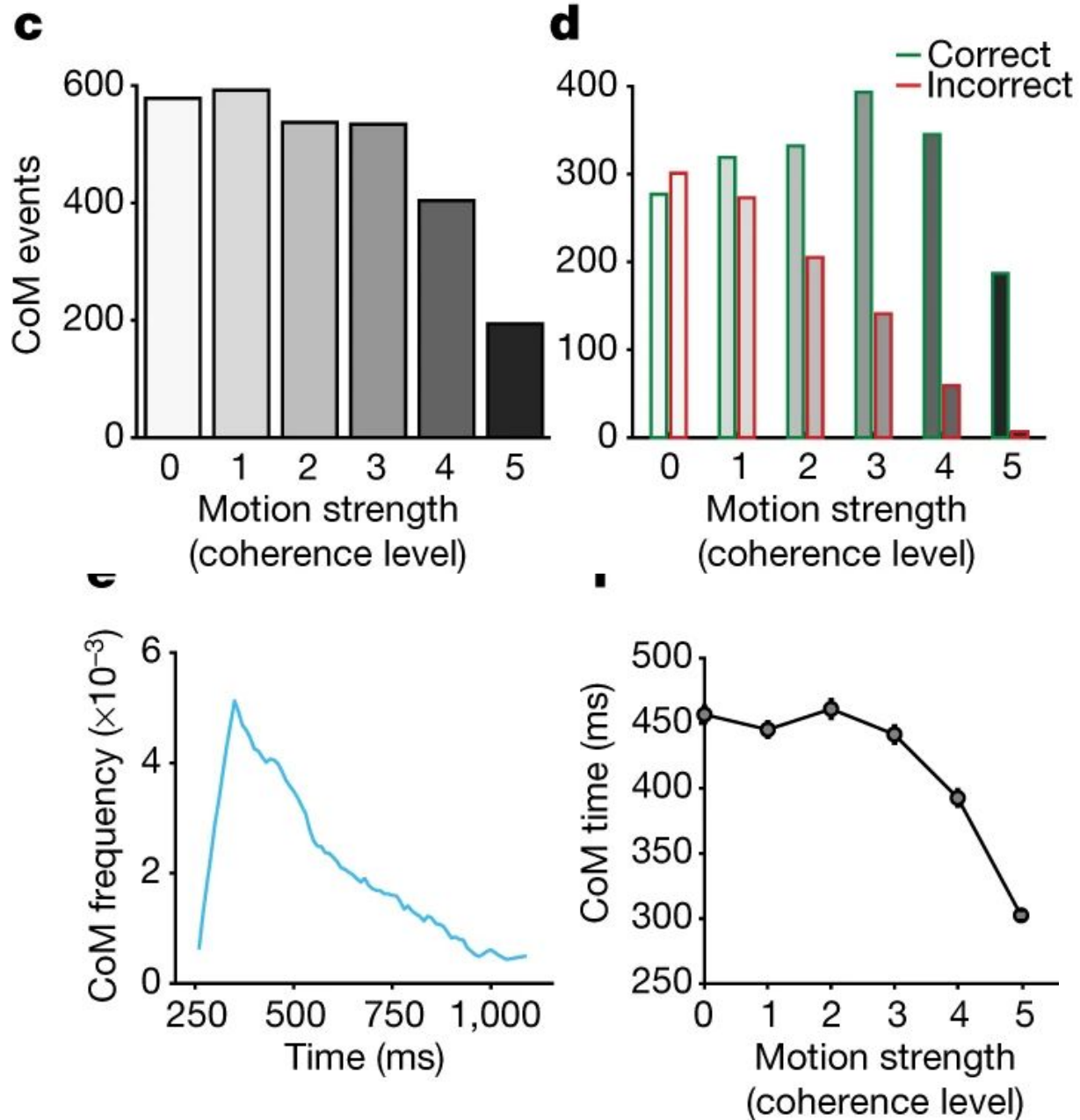
Alternate Bayesian Interpretation

- First, we found that the neural and behavioural effects of stimulus pulses were strongest when delivered at low DV values or short stimulus durations.
- Second, the decreased efficacy of pulses with longer stimuli suggests that the amplitude of the terminating bound decreases with time during the trial.
- Explanations seem Ptolemaic.
- Both of these may be explained by Bayesian Evidence Accumulation.

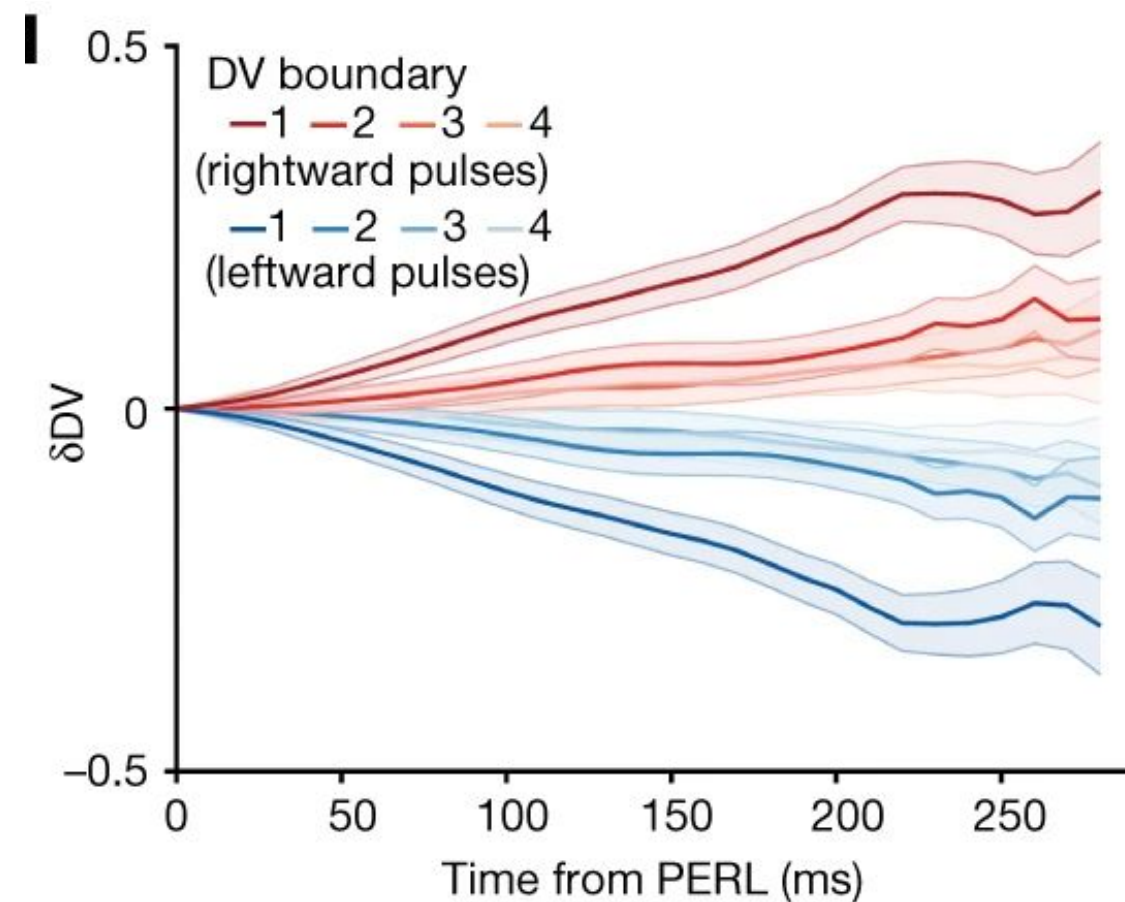


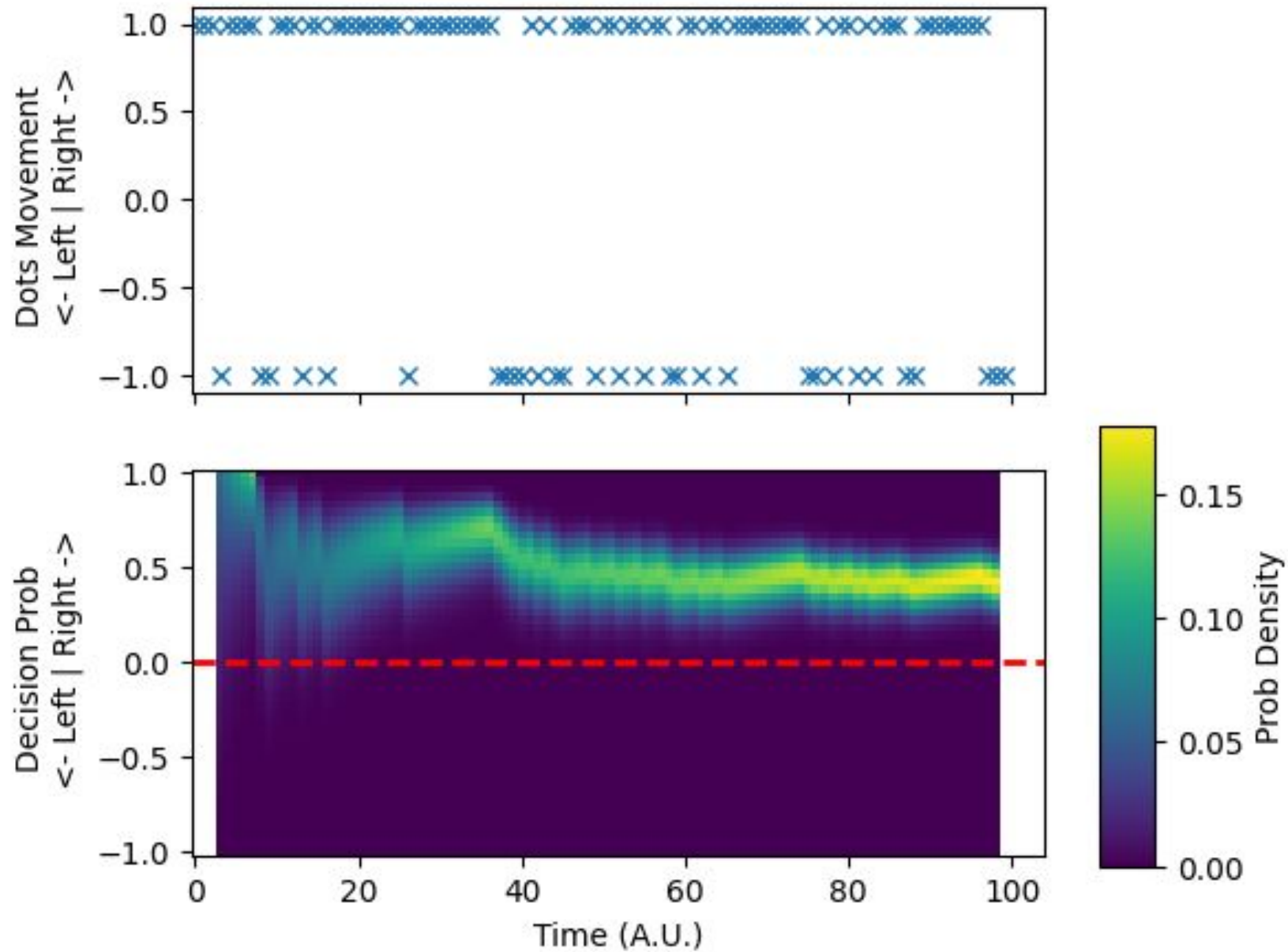
DV
||
||
Width of posterior
distribution
(Decision
Confidence)

Explains Change-of-Mind properties



Explains perturbation results





- Bayesian angle separately represents decision confidence (DV) and coherence strength.