



# Predictive coding & active inference

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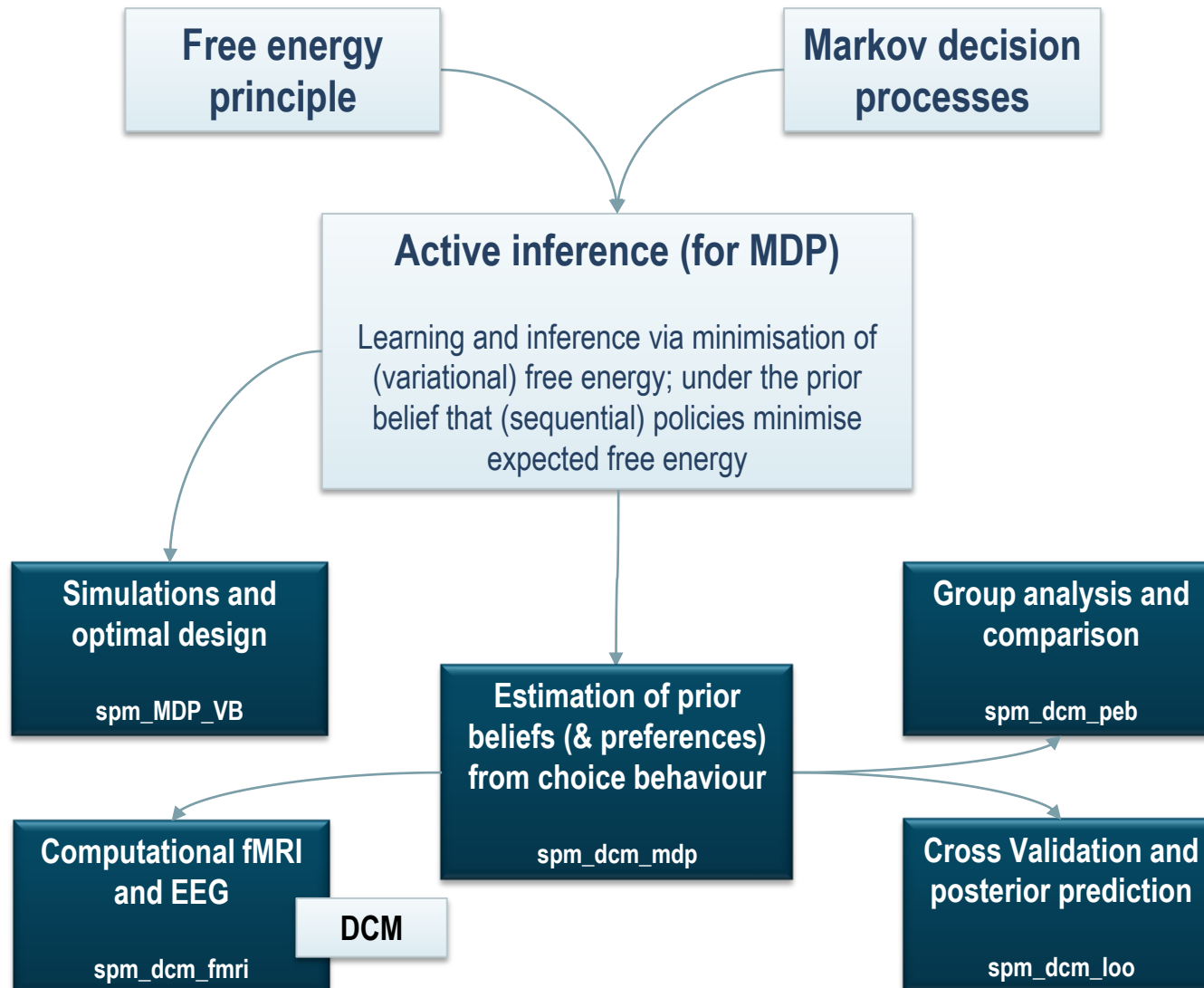


**Abstract:** I will talk about a formal treatment of choice behaviour based on the premise that agents minimise the expected free energy of future outcomes. Crucially, the negative free energy or quality of a policy can be decomposed into extrinsic and epistemic (intrinsic) value. Minimising expected free energy is therefore equivalent to maximising extrinsic value or expected utility (defined in terms of prior preferences or goals), while maximising information gain or intrinsic value; i.e., reducing uncertainty about the causes of valuable outcomes. The resulting scheme resolves the exploration-exploitation dilemma: epistemic value is maximised until there is no further information gain, after which exploitation is assured through maximisation of extrinsic value. This is formally consistent with the Infomax principle, generalising formulations of active vision based upon salience (Bayesian surprise) and optimal decisions based on expected utility and risk sensitive (KL) control. Furthermore, as with previous active inference formulations of discrete (Markovian) problems; ad hoc softmax parameters become the expected (Bayes-optimal) precision of beliefs about – or confidence in – policies. We focus on the basic theory – illustrating the minimisation of expected free energy using simulations. A key aspect of this minimisation is the similarity of precision updates and dopaminergic discharges observed in conditioning paradigms.

**Key words:** active inference · cognitive · dynamics · free energy · epistemic value · self-organization



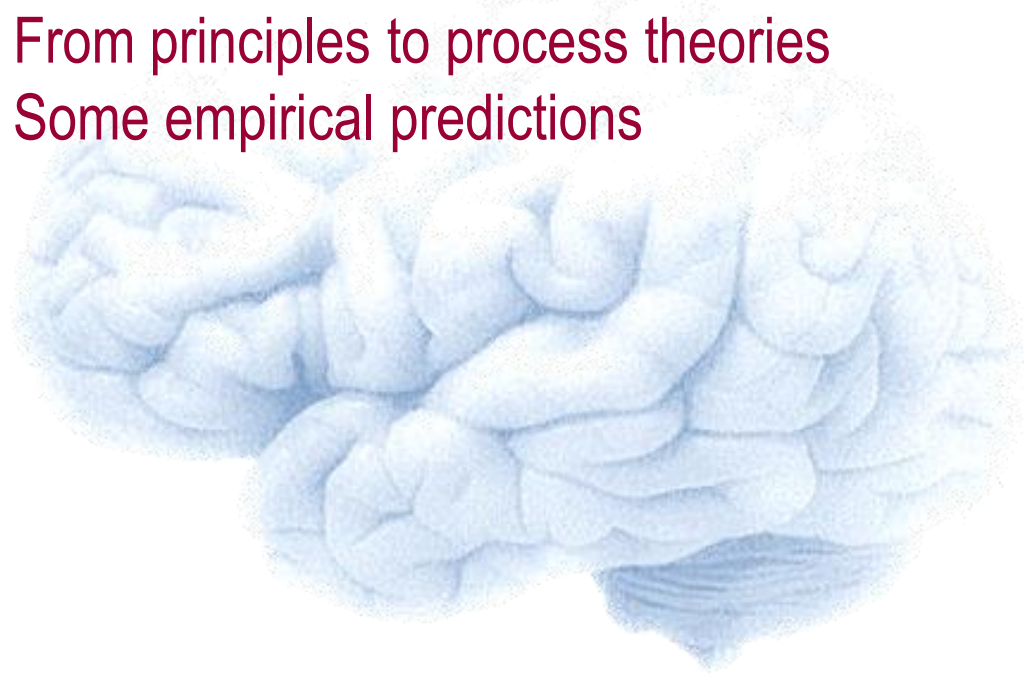
## overview





## Active inference

Action and the path of least resistance  
Generative models and active inference  
From principles to process theories  
Some empirical predictions





Imagine you are an owl – and you are hungry...



Optimal action depends on the state of the world

$$u_t^* = \arg \max V(s_{t+1} | u_t)$$

Bellman's Optimality Principle:

- Optimal control theory
- Bayesian decision theory
- Reinforcement learning
- ....



Optimal action depends on *beliefs about* the state of the world

$$u_t^* = \arg \min F(Q(s_{t+1}) | u_t)$$

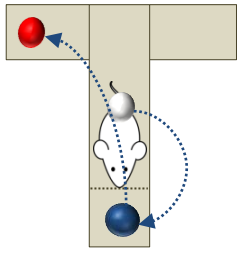
Optimal action depends on beliefs about the state of the world *and subsequent action*

$$\pi^* = \arg \min \sum_{\tau > t} F(Q(s_\tau) | \pi)$$

$$u_\tau = \pi(\tau)$$

Hamilton's Principle of least Action:

- The free energy principle
- Active inference
- Active learning
- ....



## Prior beliefs about policies

$$\ln P(\pi | \gamma) = -\gamma \cdot \hat{\mathbf{F}} : \hat{\mathbf{F}} = \sum_{\tau} F(\pi, \tau)$$

Quality of a policy = (negative) expected free energy

$$\begin{aligned} -F(\pi, \tau) &= E_{Q(o_{\tau}, s_{\tau} | \pi)} [\ln P(o_{\tau}, s_{\tau} | \pi)] + H[Q(s_{\tau} | \pi)] \\ &= E_{Q(o_{\tau}, s_{\tau} | \pi)} [\ln Q(s_{\tau} | o_{\tau}, \pi) + \ln P(o_{\tau} | m) - \ln Q(s_{\tau} | \pi)] \\ &= \underbrace{E_{Q(o_{\tau} | \pi)} [\ln P(o_{\tau} | m)]}_{\text{Extrinsic value}} + \underbrace{E_{Q(o_{\tau} | \pi)} [D[Q(s_{\tau} | o_{\tau}, \pi) \| Q(s_{\tau} | \pi)]]}_{\text{Epistemic value or information gain}} \end{aligned}$$

### Bayesian surprise and Infomax

In the absence of prior beliefs about outcomes:

$$\begin{aligned} &= \underbrace{E_{Q(o_{\tau} | \pi)} [D[Q(s_{\tau} | o_{\tau}, \pi) \| Q(s_{\tau} | \pi)]]}_{\text{Bayesian surprise}} \\ &= \underbrace{D[Q(s_{\tau}, o_{\tau} | \pi) \| Q(s_{\tau} | \pi) Q(o_{\tau} | \pi)]}_{\text{Predicted mutual information}} \end{aligned}$$

### KL or risk-sensitive control

In the absence of ambiguity (known states):

$$\begin{aligned} &= E_{Q(s_{\tau} | \pi)} [\ln P(s_{\tau} | \pi) - \ln Q(s_{\tau} | \pi)] \\ &= -\underbrace{D[Q(s_{\tau} | \pi) \| P(s_{\tau} | \pi)]}_{\text{Predicted divergence}} \end{aligned}$$

### Expected utility theory

In the absence of uncertainty or risk:

$$= \underbrace{E_{Q(o_{\tau} | \pi)} [\ln P(o_{\tau} | m)]}_{\text{Extrinsic value}}$$



## Overview

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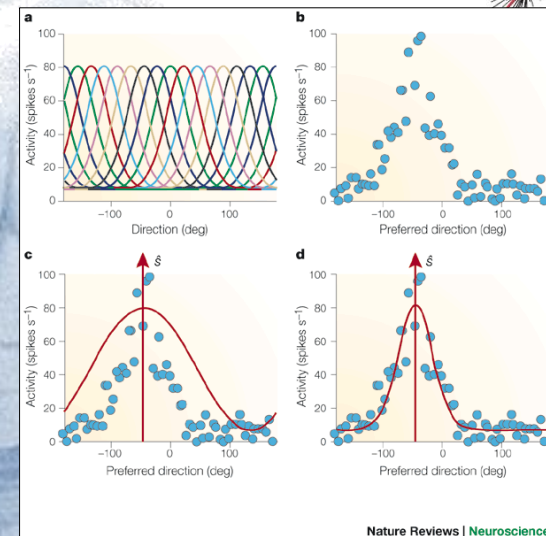
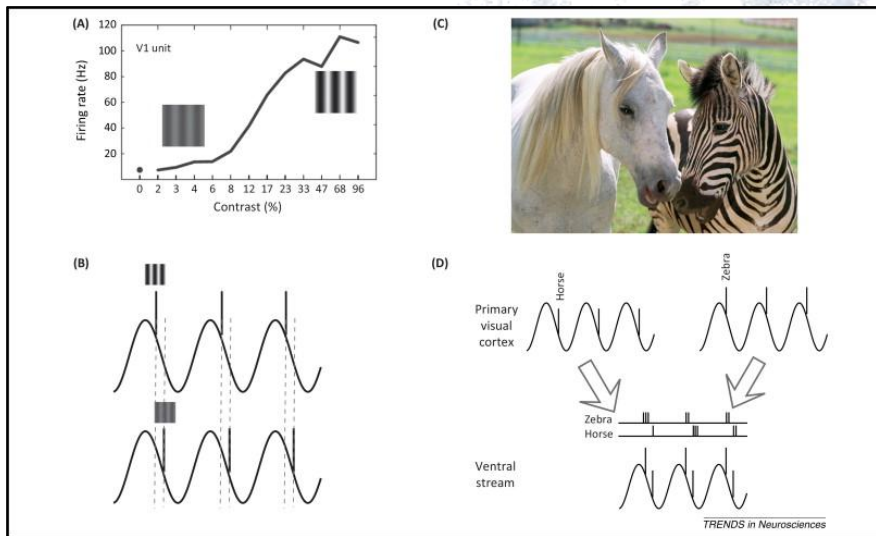
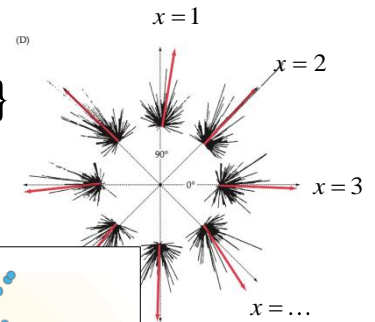


# Continuous or discrete state-space models?

States and their  
Sufficient statistics

$$s \in \{1, \dots, N\}$$

$$\mu \in [0, 1]$$



$$\mu^* = \arg \min F(Q(s | \mu)) \Rightarrow Q(s | \mu) \approx P(s | o, m)$$

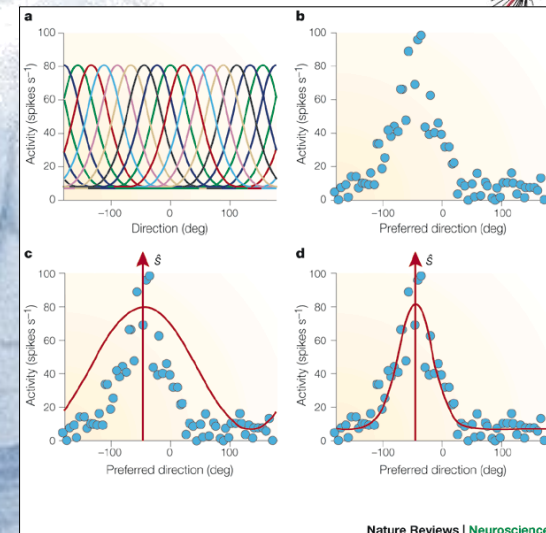
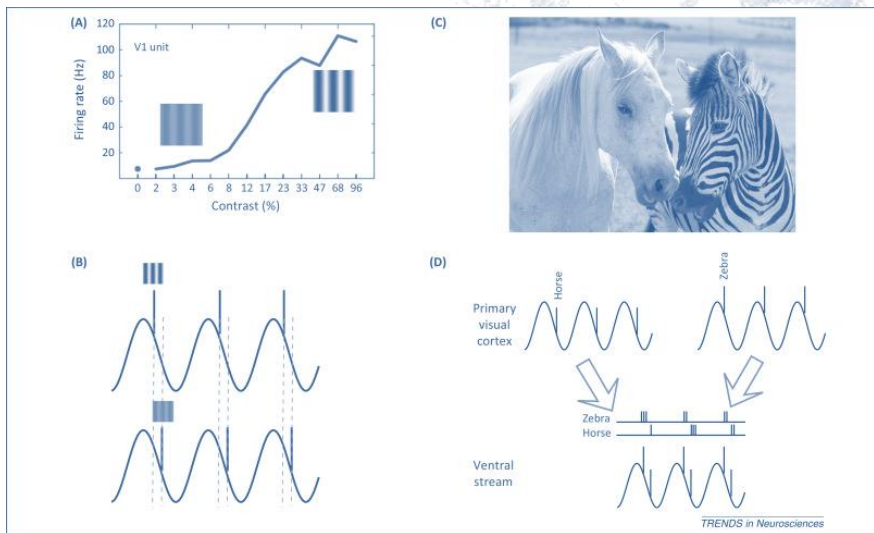
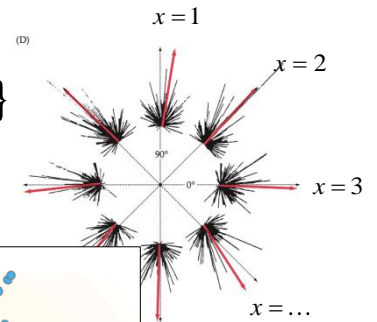




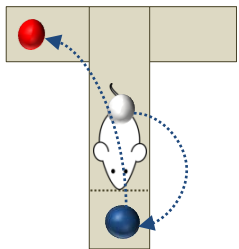
# Continuous or discrete state-space models?

$$x \in \{1, \dots, N\}$$

$$\mu \in [0, 1]$$



$$\mu^* = \arg \min F(Q(s | \mu)) \Rightarrow Q(s | \mu) \approx P(s | o, m)$$



## A (Markovian) generative model

$$P(\tilde{o}, \tilde{s}, \pi, \gamma) = P(\tilde{o} | \tilde{s}) P(\tilde{s} | \pi) P(\pi | \gamma) P(\gamma)$$

$$P(\tilde{o} | \tilde{s}) = P(o_0 | s_0) P(o_1 | s_1) \dots P(o_t | s_t)$$

$$P(o_t | s_t) = \mathbf{A}$$

Likelihood

$$P(\tilde{s} | \pi) = P(s_t | s_{t-1}, \pi) \dots P(s_1 | s_0, \pi) P(s_0)$$

$$P(s_{t+1} | s_t, \pi > 0) = \mathbf{B}(u = \pi(t))$$

$$P(s_{t+1} | s_t, \pi = 0) = \mathbf{C}$$

$$P(s_0) = \mathbf{D}$$

Empirical priors – hidden states

$$P(\pi | \gamma) = \sigma(-\gamma \cdot \hat{\mathbf{F}})$$

– control states

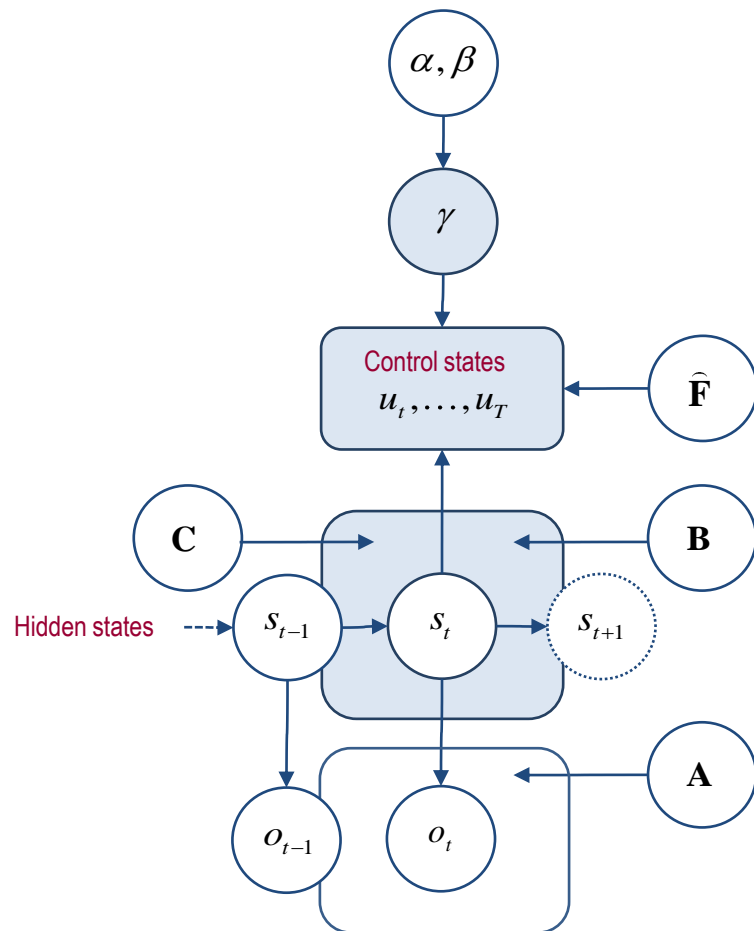
$$\hat{\mathbf{F}} = \sum_{\tau} E_{Q(o_{\tau}, s_{\tau} | \pi)} [\ln P(o_{\tau}, s_{\tau} | \pi) - \ln Q(s_{\tau} | \pi)]$$

$$P(\mathbf{C}) = \text{Dir}(c)$$

$$P(\mathbf{D}) = \text{Dir}(d)$$

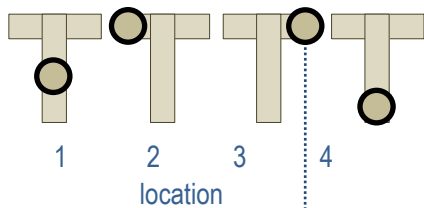
$$P(\gamma) = \Gamma(\alpha, \beta)$$

Full priors



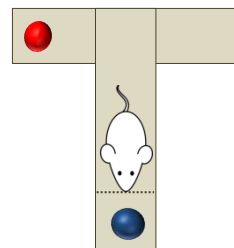
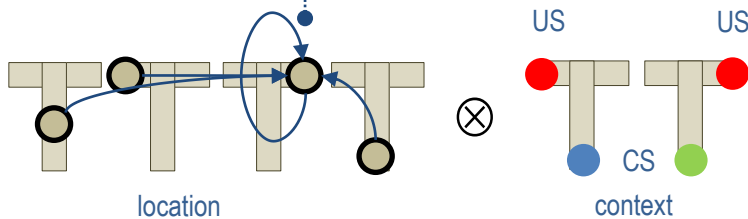
Control states

$$u \in U$$



Hidden states

$$s \in S$$

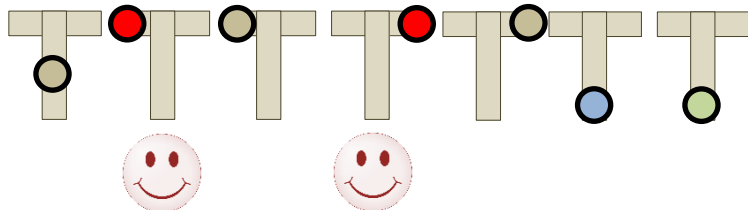


Generative model

$$P(s_{t+1} | s_t, u) = \mathbf{B}(u) : \mathbf{B}(u=1) = \begin{bmatrix} 1 & 0 & 0 & 1 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix} \otimes \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}, \dots$$

Outcomes

$$o \in O$$



$$P(o_t | s_t) = \mathbf{A} = \begin{bmatrix} 1 & 1 & & & & & \\ & p & q & & & & \\ & q & p & & & & \\ & & & q & p & & \\ & & & p & q & & \\ & & & & & 1 & \\ & & & & & & 1 \end{bmatrix} : q = 1 - p$$

$$\ln P(o_t) = [0 \quad 3 \quad -3 \quad 3 \quad -3 \quad 0 \quad 0]^T$$

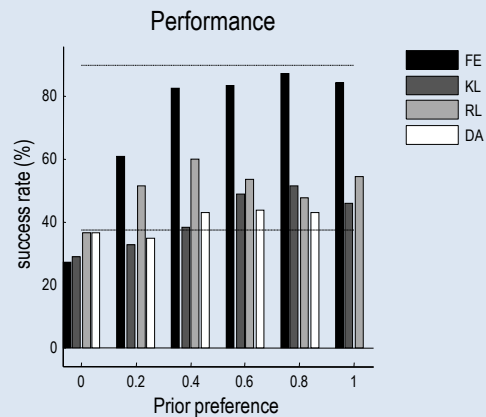
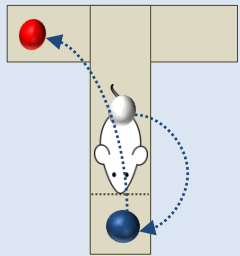
## Variational updates

Perception  $\mathbf{s}_t^\pi = \sigma(\hat{\mathbf{A}} \cdot \mathbf{o}_t + \hat{\mathbf{B}}_{t-1}^\pi \mathbf{s}_{t-1}^\pi + \hat{\mathbf{B}}_t^\pi \cdot \mathbf{s}_{t+1}^\pi)$

Action selection  $\boldsymbol{\pi} = \sigma(-\mathbf{F} - \gamma \cdot \hat{\mathbf{F}})$

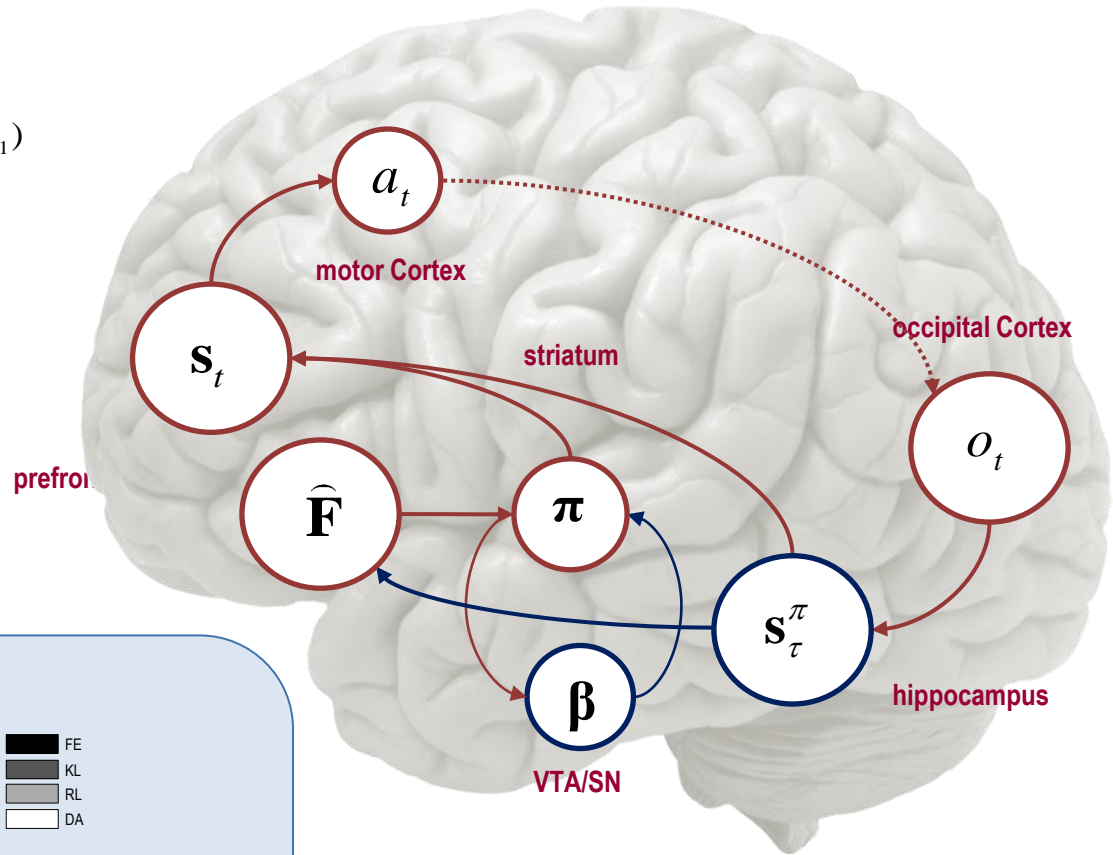
Incentive salience  $\boldsymbol{\beta} = \boldsymbol{\beta} + (\boldsymbol{\pi} - \boldsymbol{\pi}_0) \cdot \hat{\mathbf{F}}$

$$\tilde{\boldsymbol{\mu}} = \arg \min F(\mathbf{o}_1, \dots, \mathbf{o}_t, \tilde{\boldsymbol{\mu}})$$



Simulated behaviour

## Functional anatomy



The diagram illustrates a Bayesian model of the brain, showing the flow of information and the roles of various brain regions. The model is represented by a brain silhouette with several blue boxes and arrows indicating the flow of information.

**Brain Regions and their Roles:**

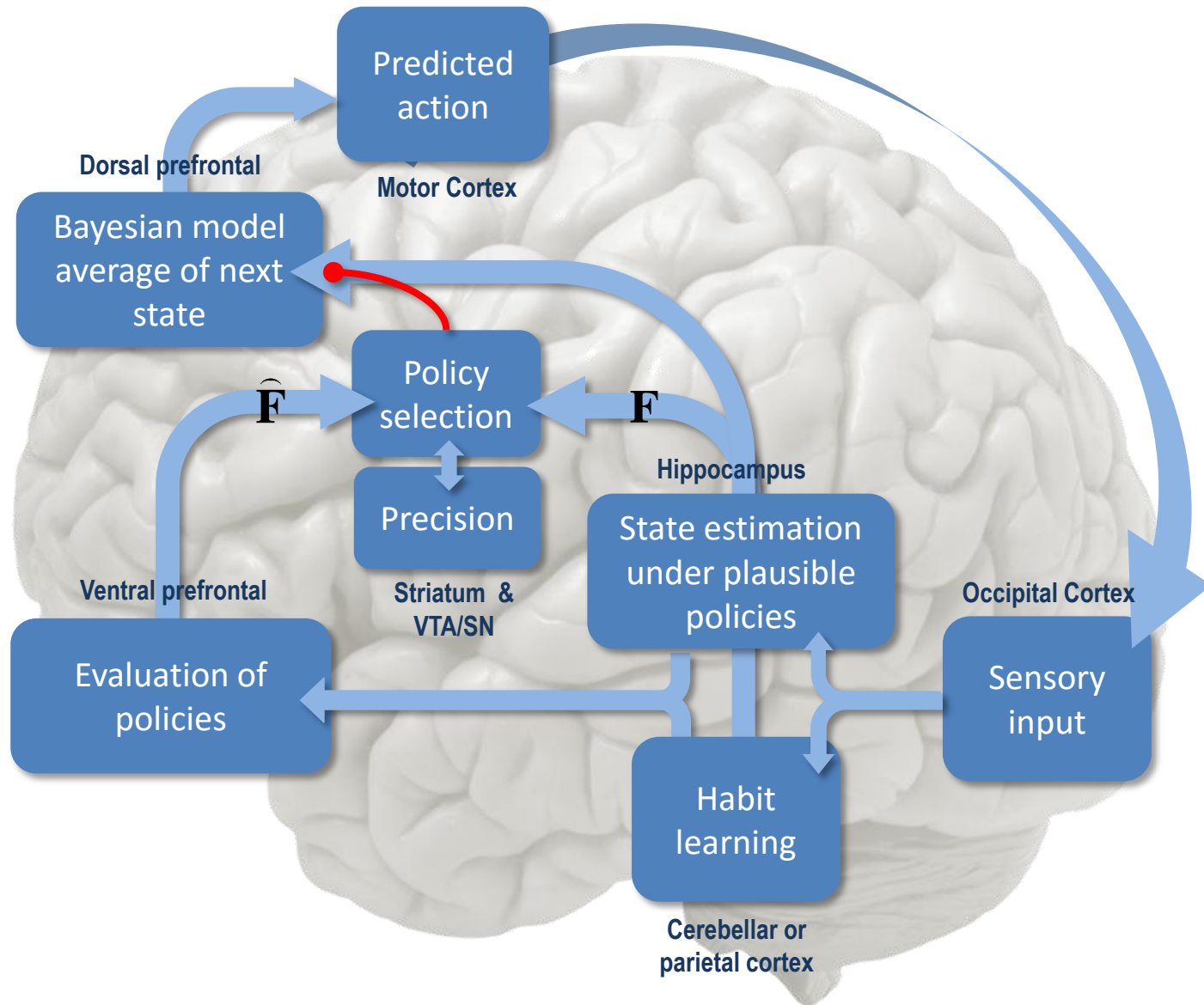
- Dorsal prefrontal:** Associated with the **Bayesian model average of next state**.
- Motor Cortex:** Associated with the **Predicted action**.
- Hippocampus:** Associated with **State estimation under plausible policies**.
- Occipital Cortex:** Associated with **Sensory input**.
- Ventral prefrontal:** Associated with the **Evaluation of policies**.
- Striatum & VTA/SN:** Associated with **Precision** and **Policy selection**.
- Cerebellar or parietal cortex:** Associated with **Habit learning**.

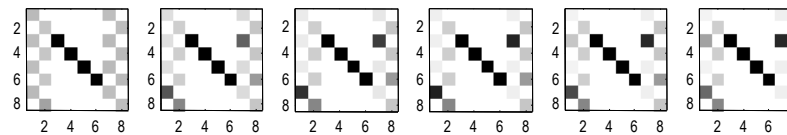
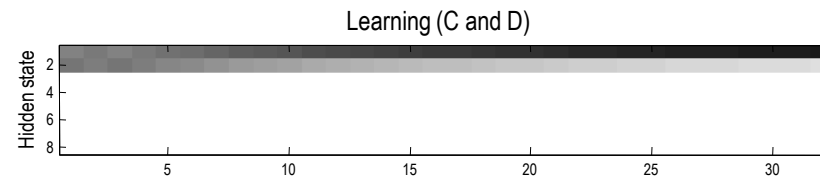
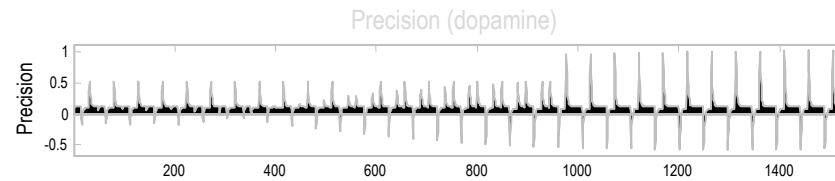
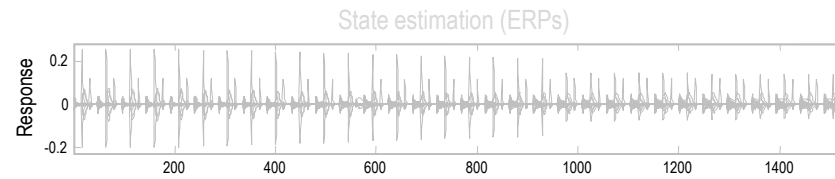
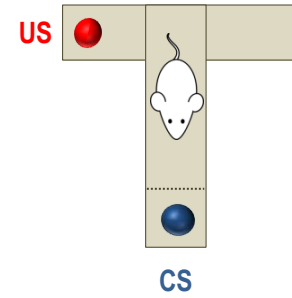
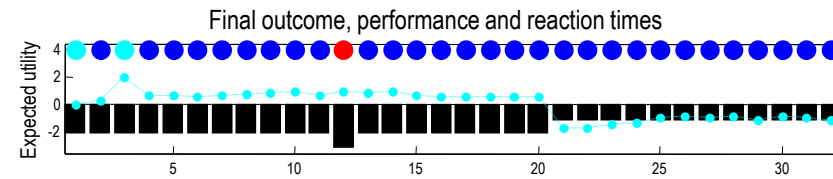
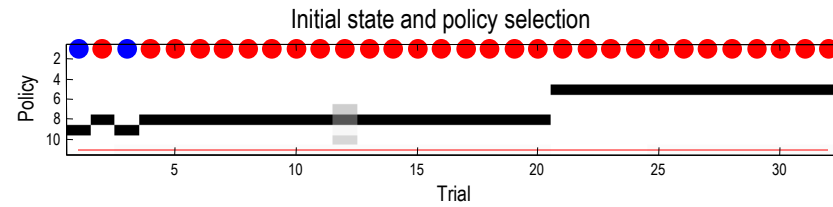
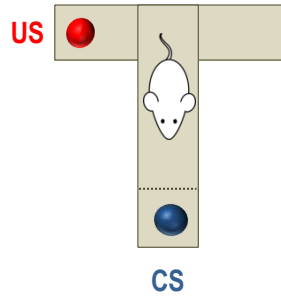
**Flow of Information:**

- Sensory input** (Occipital Cortex) flows into **State estimation under plausible policies** (Hippocampus).
- State estimation under plausible policies** flows into **Evaluation of policies** (Ventral prefrontal) and **Habit learning** (Cerebellar or parietal cortex).
- Evaluation of policies** flows into **Policy selection** (Striatum & VTA/SN).
- Policy selection** flows into **Predicted action** (Motor Cortex) and **Bayesian model average of next state** (Dorsal prefrontal).
- Predicted action** flows into **Bayesian model average of next state**.
- Bayesian model average of next state** flows into **Policy selection**.
- Precision** (Striatum & VTA/SN) flows into **Policy selection**.
- Habit learning** flows into **State estimation under plausible policies**.

**Mathematical Notation:**

- $\hat{\mathbf{F}}$  (Dashed F) is associated with the flow from **Evaluation of policies** to **Policy selection**.
- $\mathbf{F}$  (Solid F) is associated with the flow from **Policy selection** to **State estimation under plausible policies**.







## Overview

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Some empirical predictions

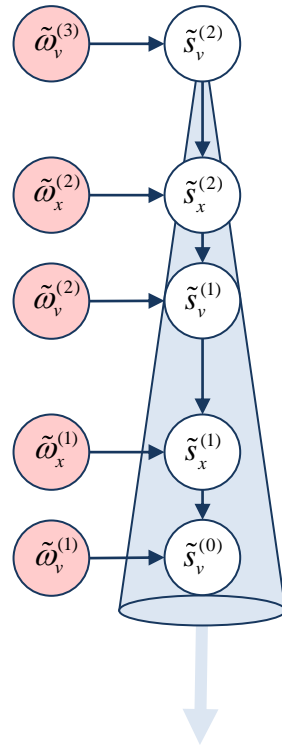




# Generative models



Continuous states



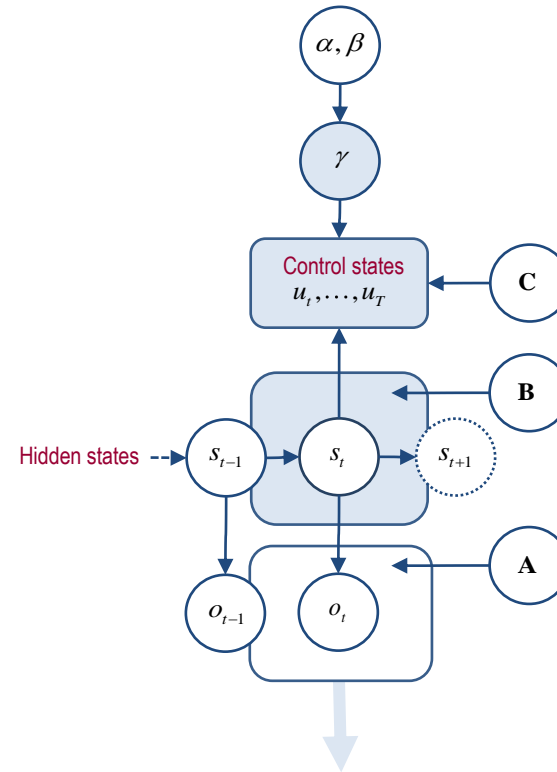
Bayesian filtering  
(predictive coding)

$$\dot{\tilde{\mathbf{s}}}^{(i)} = D\tilde{\mathbf{s}}^{(i)} - \nabla \tilde{\varepsilon}^{(i)} \cdot \Pi^{(i)} \cdot \tilde{\varepsilon}^{(i)}$$

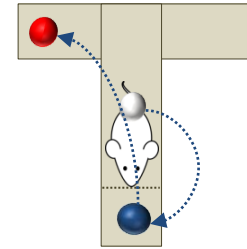
$$\xrightarrow{\dot{\tilde{\mathbf{s}}}=0}$$

$$\mathbf{s}_t^\pi = \sigma(\hat{\mathbf{A}} \cdot \mathbf{o}_t + \hat{\mathbf{B}}_{t-1}^\pi \mathbf{s}_{t-1}^\pi + \hat{\mathbf{B}}_t^\pi \cdot \mathbf{s}_{t+1}^\pi)$$

Discrete states



Variational Bayes  
(belief updating)



## Variational updates

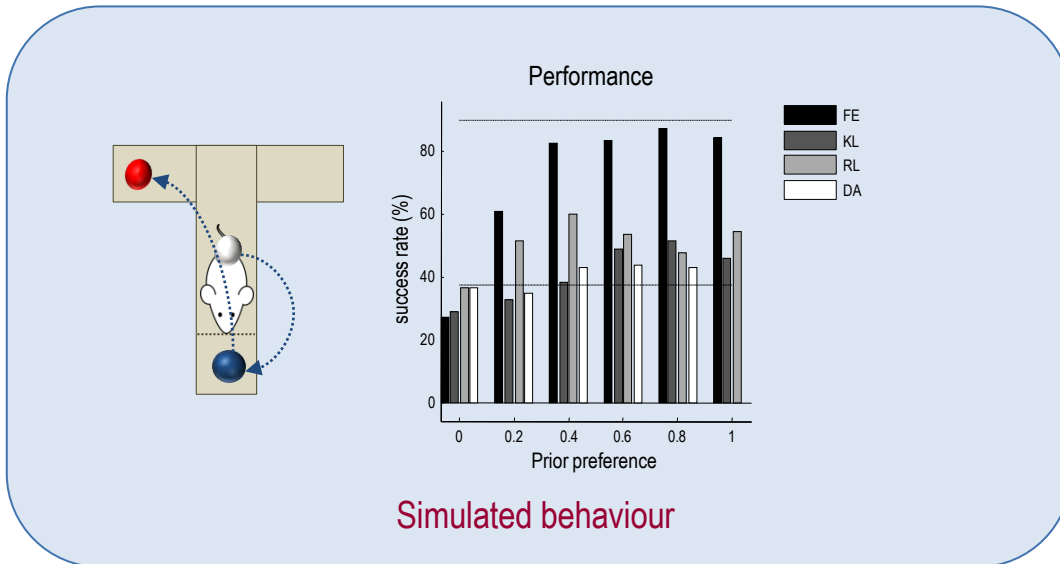
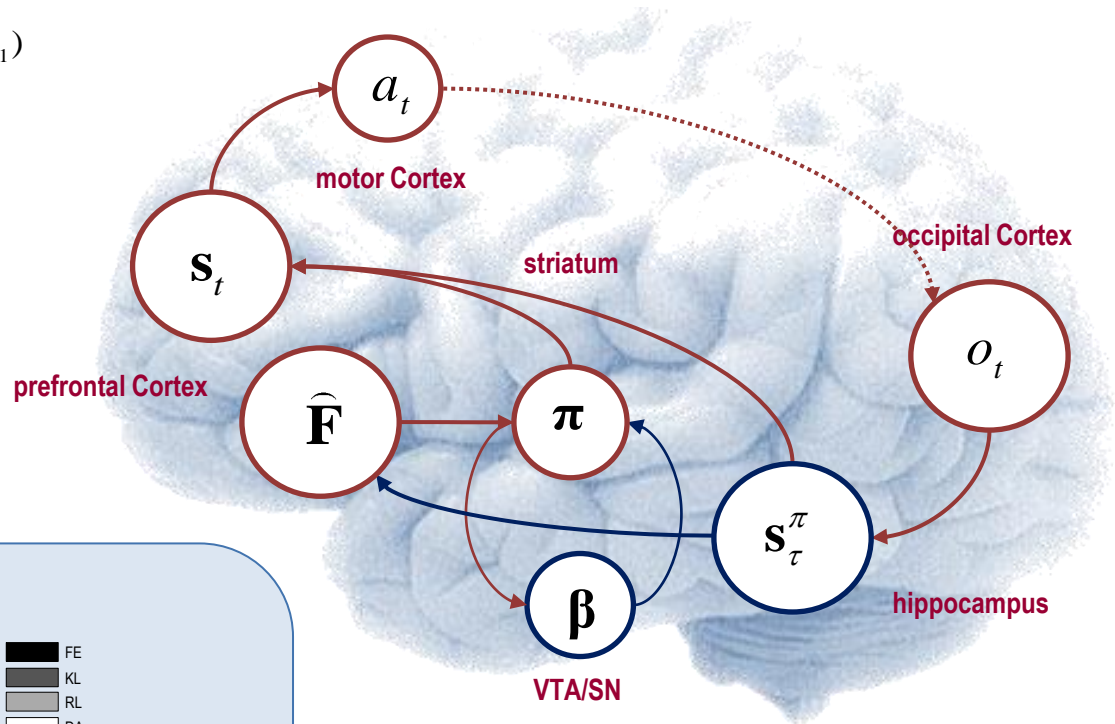
Perception  $\mathbf{s}_t^\pi = \sigma(\hat{\mathbf{A}} \cdot \mathbf{o}_t + \hat{\mathbf{B}}_{t-1}^\pi \mathbf{s}_{t-1}^\pi + \hat{\mathbf{B}}_t^\pi \cdot \mathbf{s}_{t+1}^\pi)$

Action selection  $\boldsymbol{\pi} = \sigma(-\mathbf{F} - \gamma \cdot \hat{\mathbf{F}})$

Incentive salience  $\boldsymbol{\beta} = \boldsymbol{\beta} + (\boldsymbol{\pi} - \boldsymbol{\pi}_0) \cdot \hat{\mathbf{F}}$

$$\tilde{\boldsymbol{\mu}} = \arg \min F(\mathbf{o}_1, \dots, \mathbf{o}_t, \tilde{\boldsymbol{\mu}})$$

## Functional anatomy



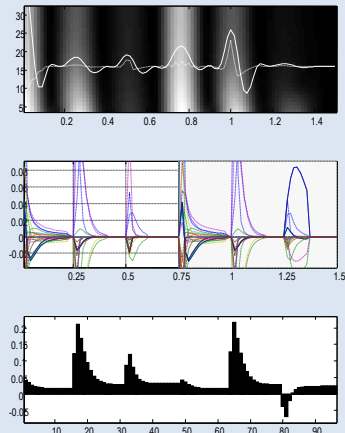
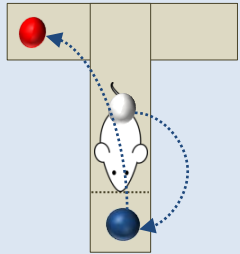
## Variational updating

Perception  $\dot{\mathbf{s}}_t^\pi = \sigma'(\hat{\mathbf{A}} \cdot \mathbf{o}_t + \hat{\mathbf{B}}_{t-1}^\pi \mathbf{s}_{t-1}^\pi + \hat{\mathbf{B}}_t^\pi \cdot \mathbf{s}_{t+1}^\pi - \ln \mathbf{s}_t^\pi)$

Action selection  $\boldsymbol{\pi} = \sigma(-\mathbf{F} - \gamma \cdot \hat{\mathbf{F}})$

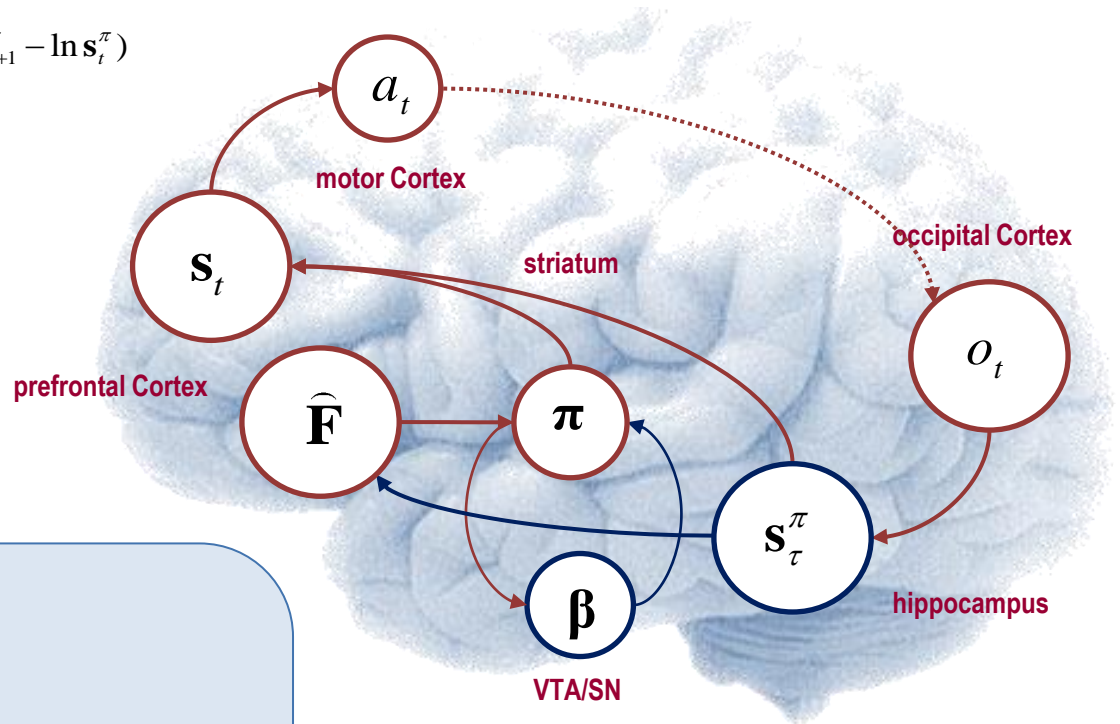
Incentive salience  $\dot{\boldsymbol{\beta}} = \boldsymbol{\beta} + (\boldsymbol{\pi} - \boldsymbol{\pi}_0) \cdot \hat{\mathbf{F}} - \boldsymbol{\beta}$

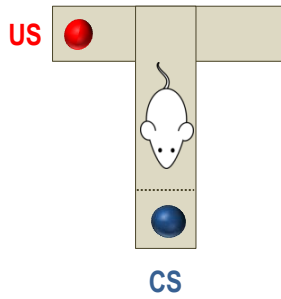
$$\dot{\tilde{\boldsymbol{\mu}}} = -\nabla F(\mathbf{o}_1, \dots, \mathbf{o}_t, \tilde{\boldsymbol{\mu}})$$



Simulated neuronal behaviour

## Functional anatomy

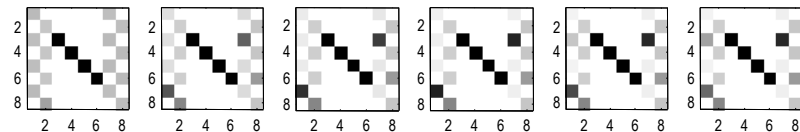
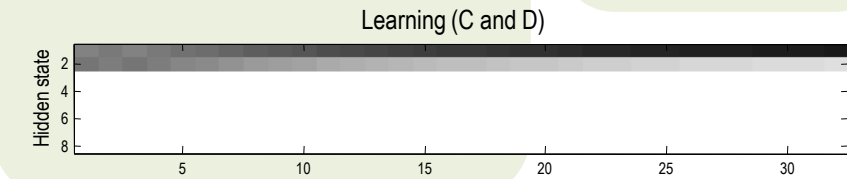
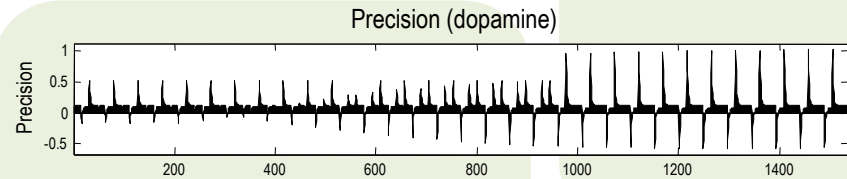
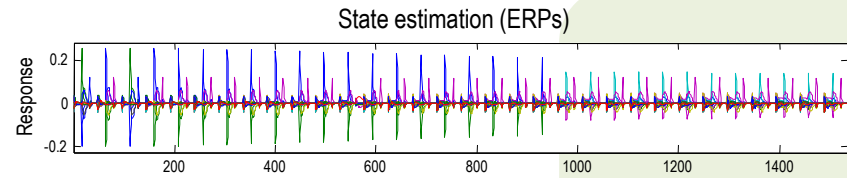
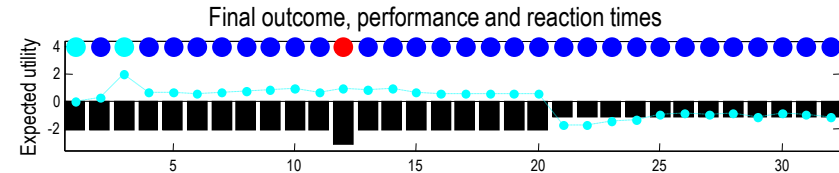
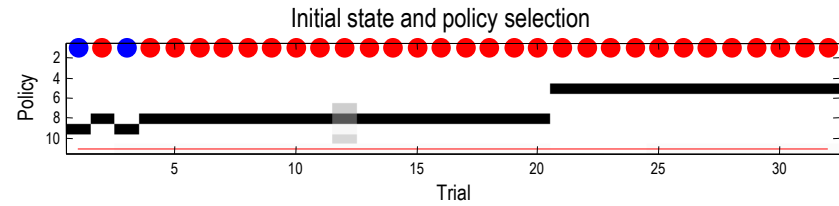




$$\left. \begin{aligned} \mathbf{s}_1^\pi &= \sigma(\hat{\mathbf{A}} \cdot \mathbf{o}_1 + \hat{\mathbf{D}} + \hat{\mathbf{B}}_1^\pi \cdot \mathbf{s}_2^\pi) \\ \mathbf{s}_2^\pi &= \sigma(\hat{\mathbf{A}} \cdot \mathbf{o}_2 + \hat{\mathbf{B}}_1^\pi \mathbf{s}_1^\pi + \hat{\mathbf{B}}_2^\pi \cdot \mathbf{s}_3^\pi) \\ &\vdots \end{aligned} \right\} \text{Perceptual inference (state estimation)}$$

$$\left. \begin{aligned} \boldsymbol{\pi} &= \sigma(\hat{\mathbf{E}} - \mathbf{F} - \boldsymbol{\gamma} \cdot \hat{\mathbf{F}}) \\ \boldsymbol{\beta} &= \boldsymbol{\beta} + (\boldsymbol{\pi} - \boldsymbol{\pi}_0) \cdot \hat{\mathbf{F}} \\ \boldsymbol{\gamma} &= 1/\boldsymbol{\beta} \end{aligned} \right\} \text{Policy selection}$$

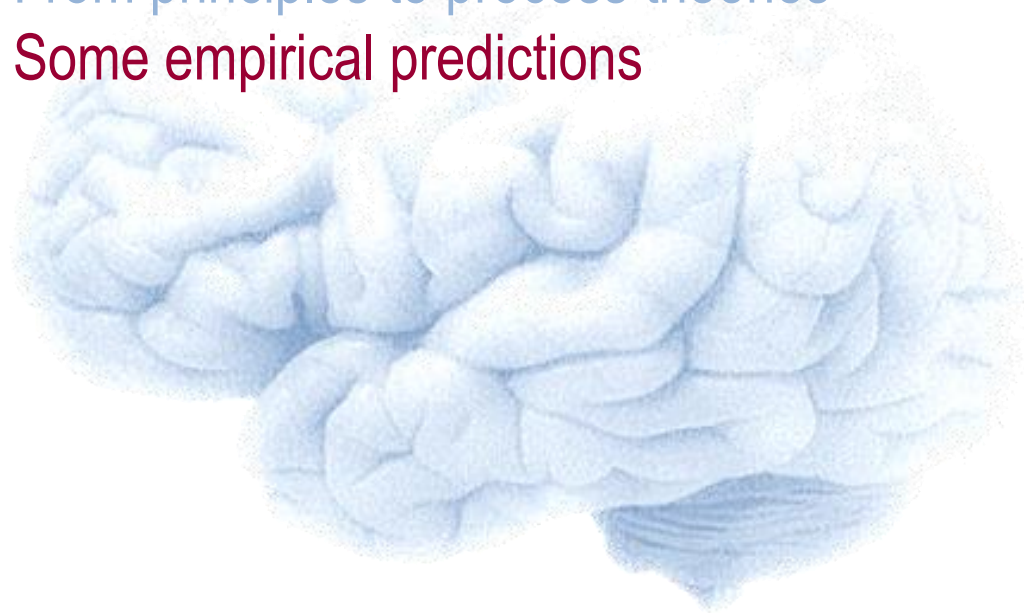
$$\left. \begin{aligned} \hat{\mathbf{C}} &= \boldsymbol{\psi}(\mathbf{c}) - \boldsymbol{\psi}(\mathbf{c}^0) & : \mathbf{c} &= \mathbf{c} + \sum_{\tau} \mathbf{s}_{\tau}^0 \otimes \mathbf{s}_{\tau-1}^0 \\ \hat{\mathbf{D}} &= \boldsymbol{\psi}(\mathbf{d}) - \boldsymbol{\psi}(\mathbf{d}^0) & : \mathbf{d} &= \mathbf{d} + \mathbf{s}_1 \end{aligned} \right\} \text{Learning}$$

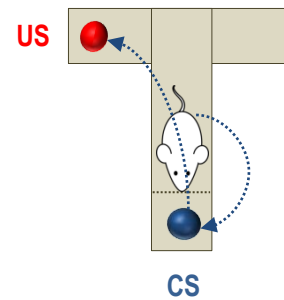
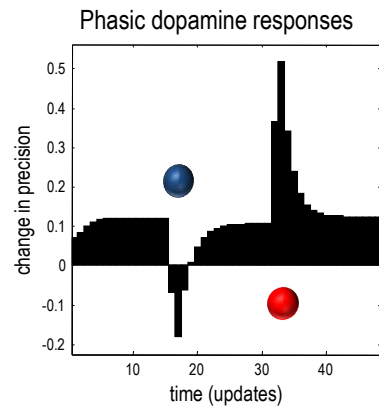
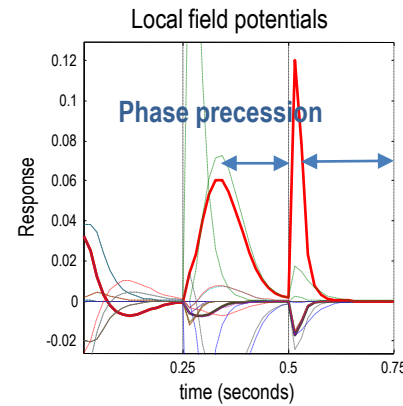
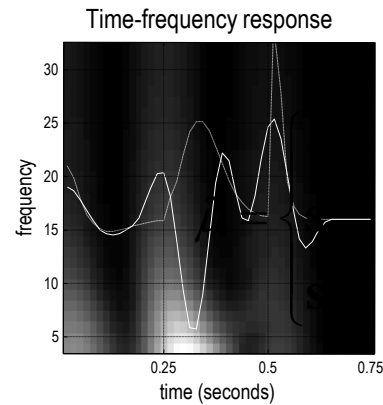
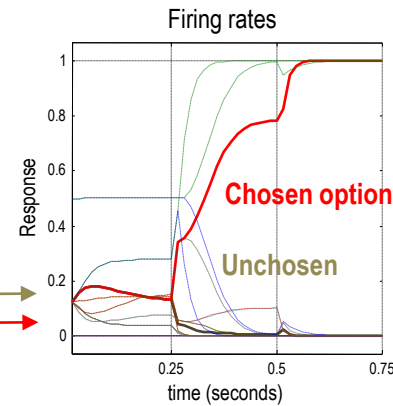
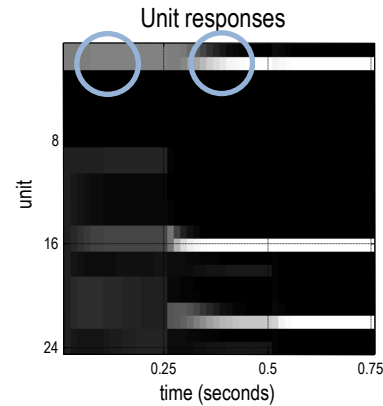
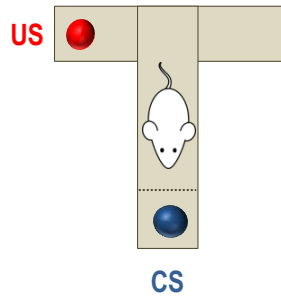




## Overview

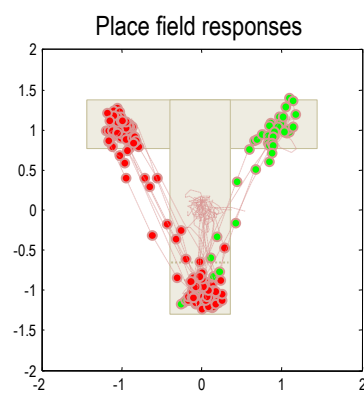
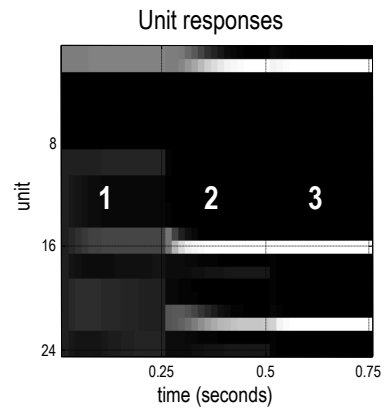
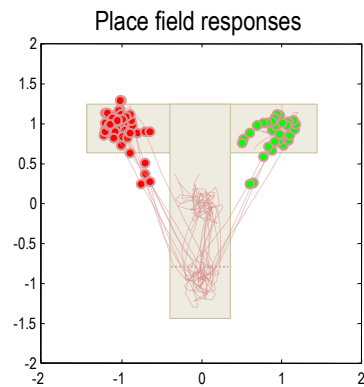
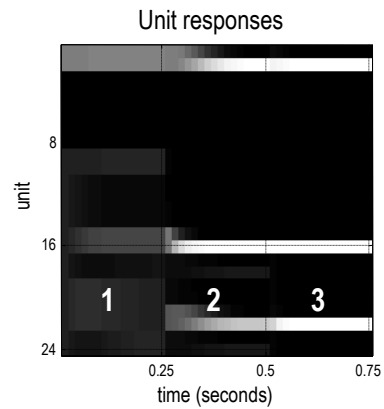
Action and the path of least resistance  
Generative models and active inference  
From principles to process theories  
**Some empirical predictions**





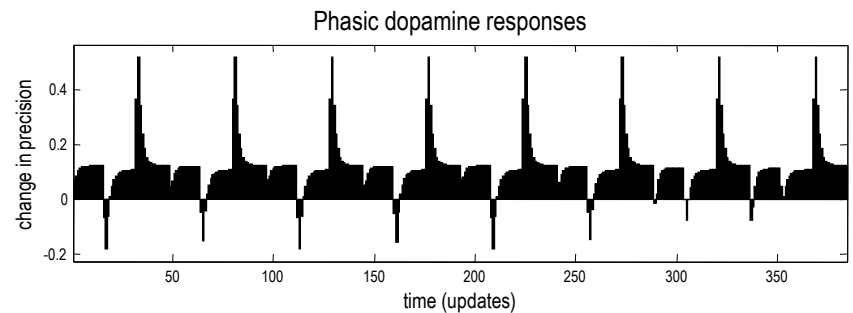
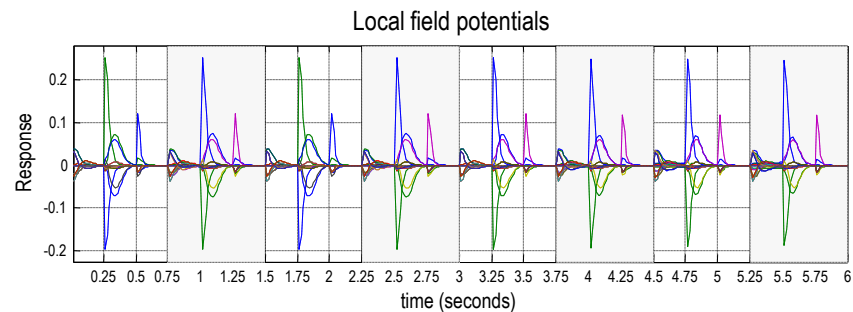
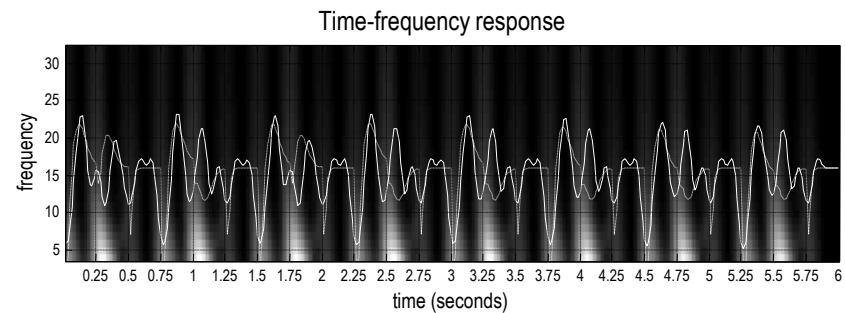
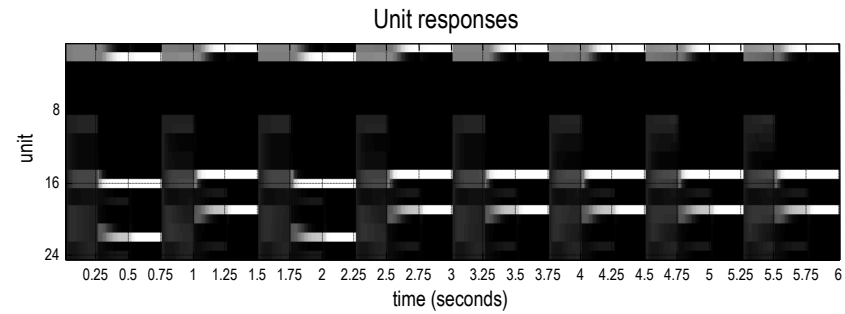
Evidence accumulation  
 Phase precession  
 Place cell activity  
 Cross frequency coupling  
 Perceptual categorisation  
 Oddball (MMN) responses  
 Violation (P300) responses  
 Dopamine transfer  
 Reversal learning  
 Devaluation

$$\tilde{\mu} = \begin{cases} \mathbf{s}_{t=1} \\ \mathbf{s}_{t=2} \\ \mathbf{s}_{t=3} \end{cases}$$

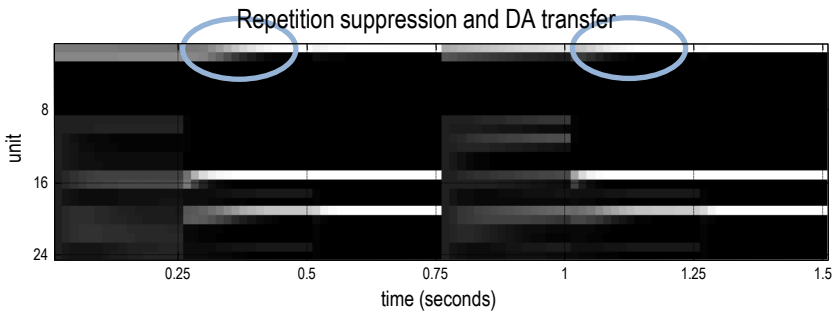


Evidence accumulation  
 Phase precession  
**Place cell activity**  
 Cross frequency coupling  
 Perceptual categorisation  
 Oddball (MMN) responses  
 Violation (P300) responses  
 Dopamine transfer  
 Reversal learning  
 Devaluation

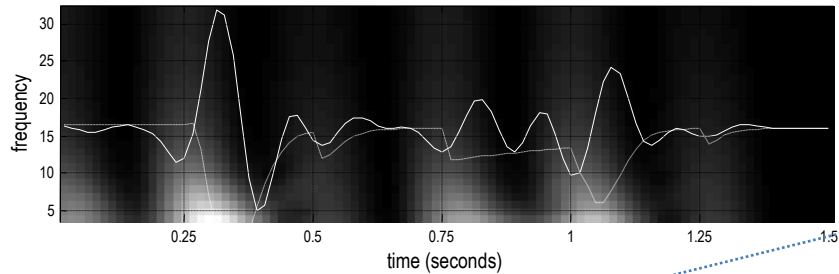




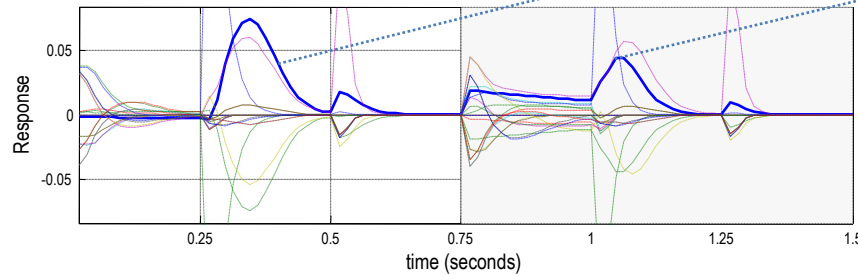
Evidence accumulation  
 Phase precession  
 Place cell activity  
 Cross frequency coupling  
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 Oddball (MMN) responses  
 Violation (P300) responses  
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 Reversal learning  
 Devaluation



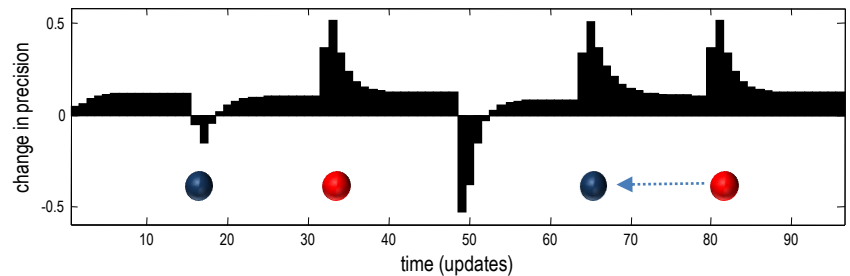
Time-frequency response



Local field potentials

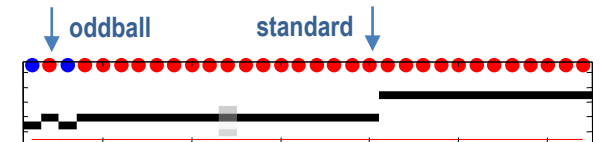
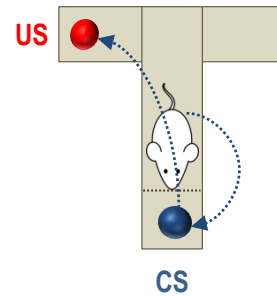
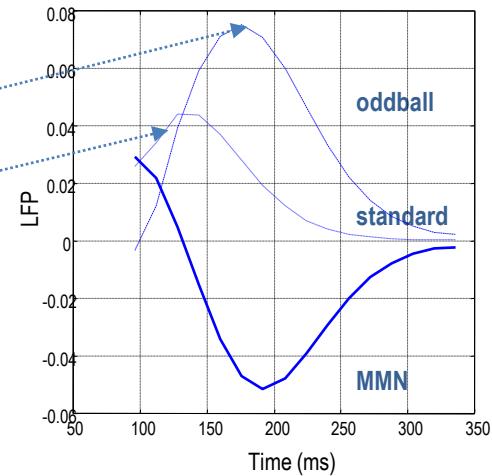


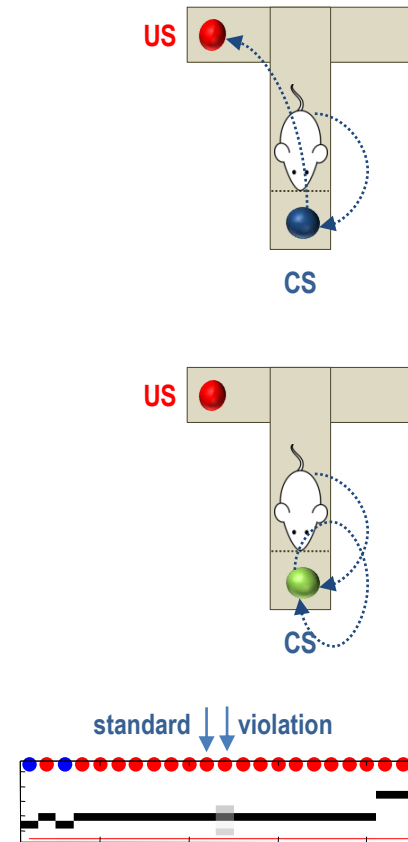
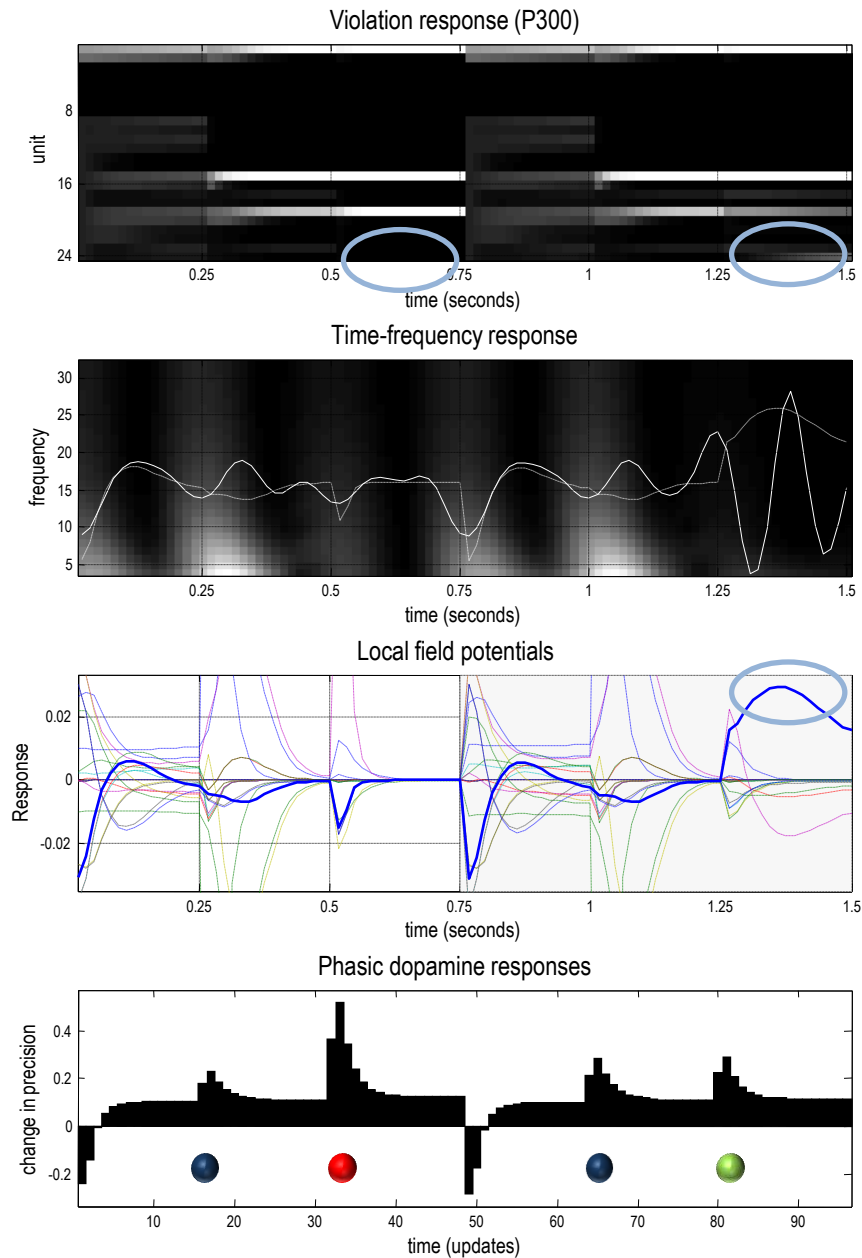
Phasic dopamine responses



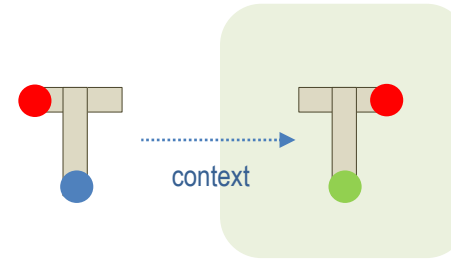
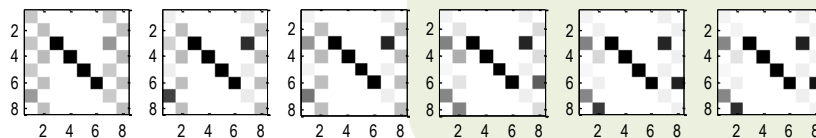
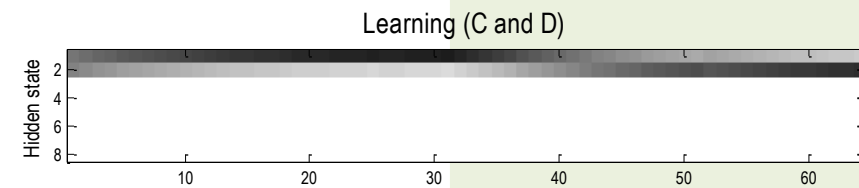
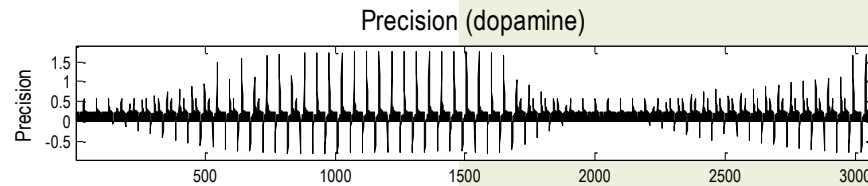
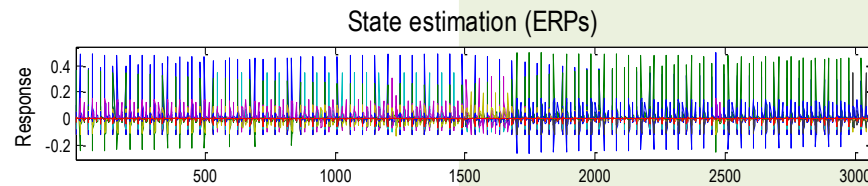
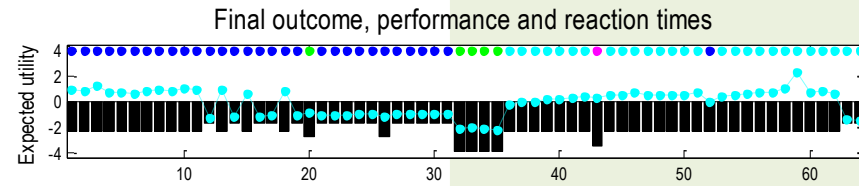
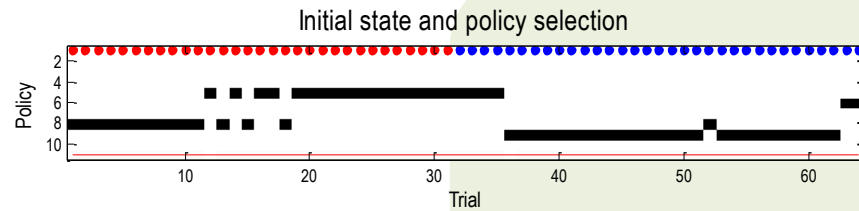
Evidence accumulation  
Phase precession  
Place cell activity  
Cross frequency coupling  
Perceptual categorisation  
Oddball (MMN) responses  
Violation (P300) responses  
Dopamine transfer

Difference waveform (MMN)

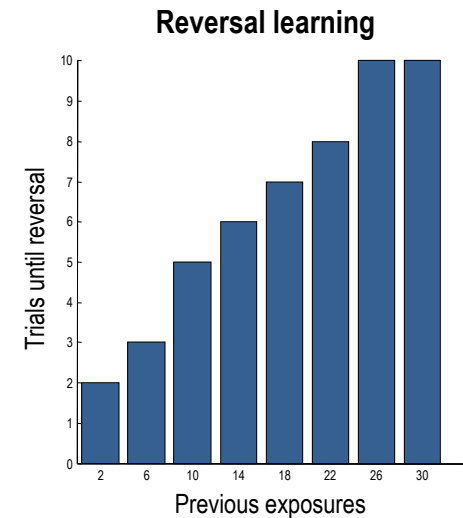


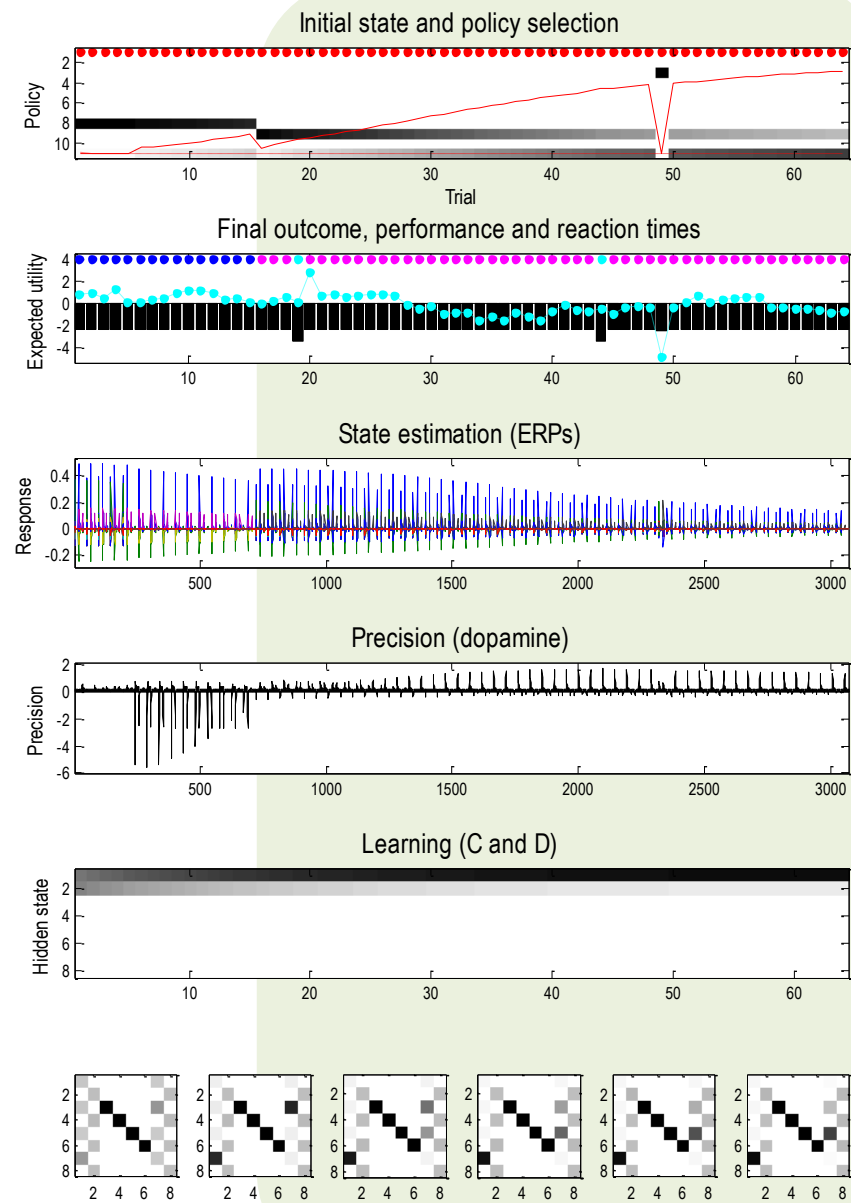
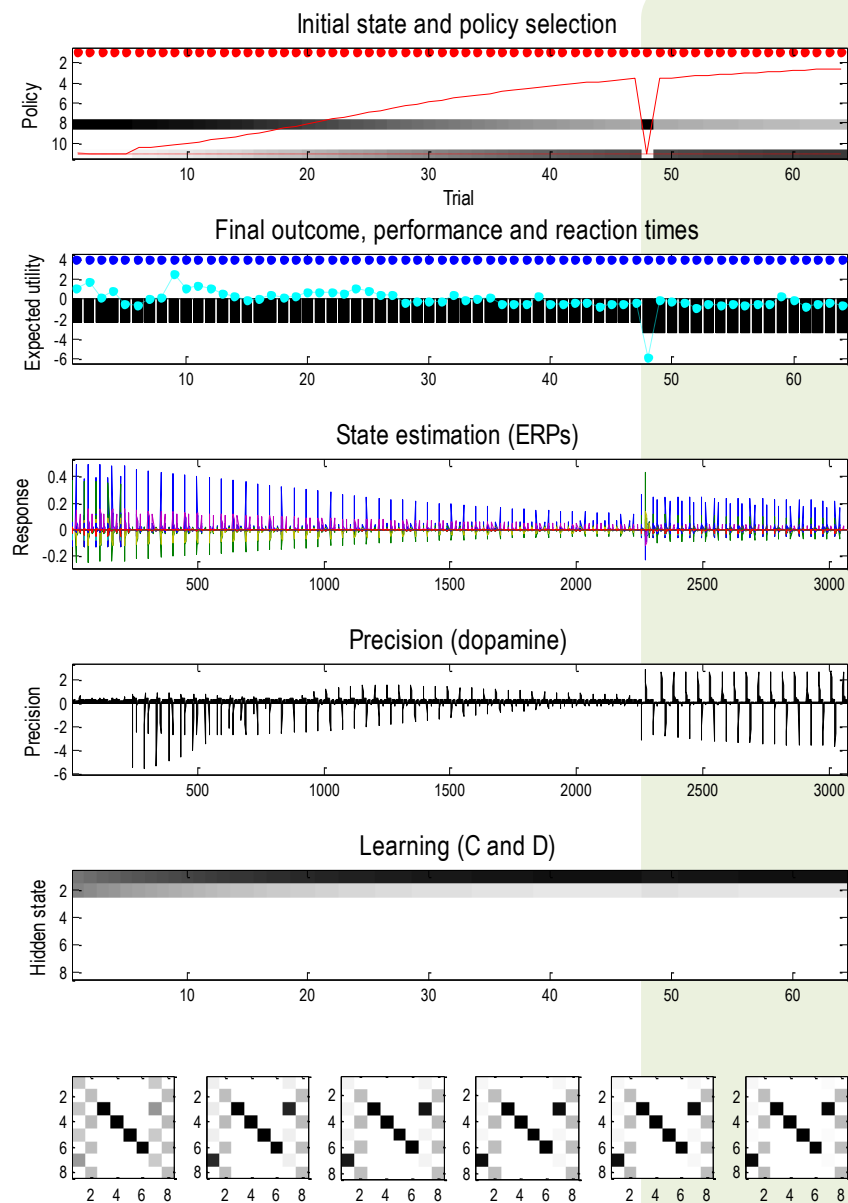


Evidence accumulation  
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Evidence accumulation  
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Dopamine transfer  
**Reversal learning**  
Devaluation







## summary

**Free energy  
principle**

**Markov decision  
processes**

### **Active inference (for MDP)**

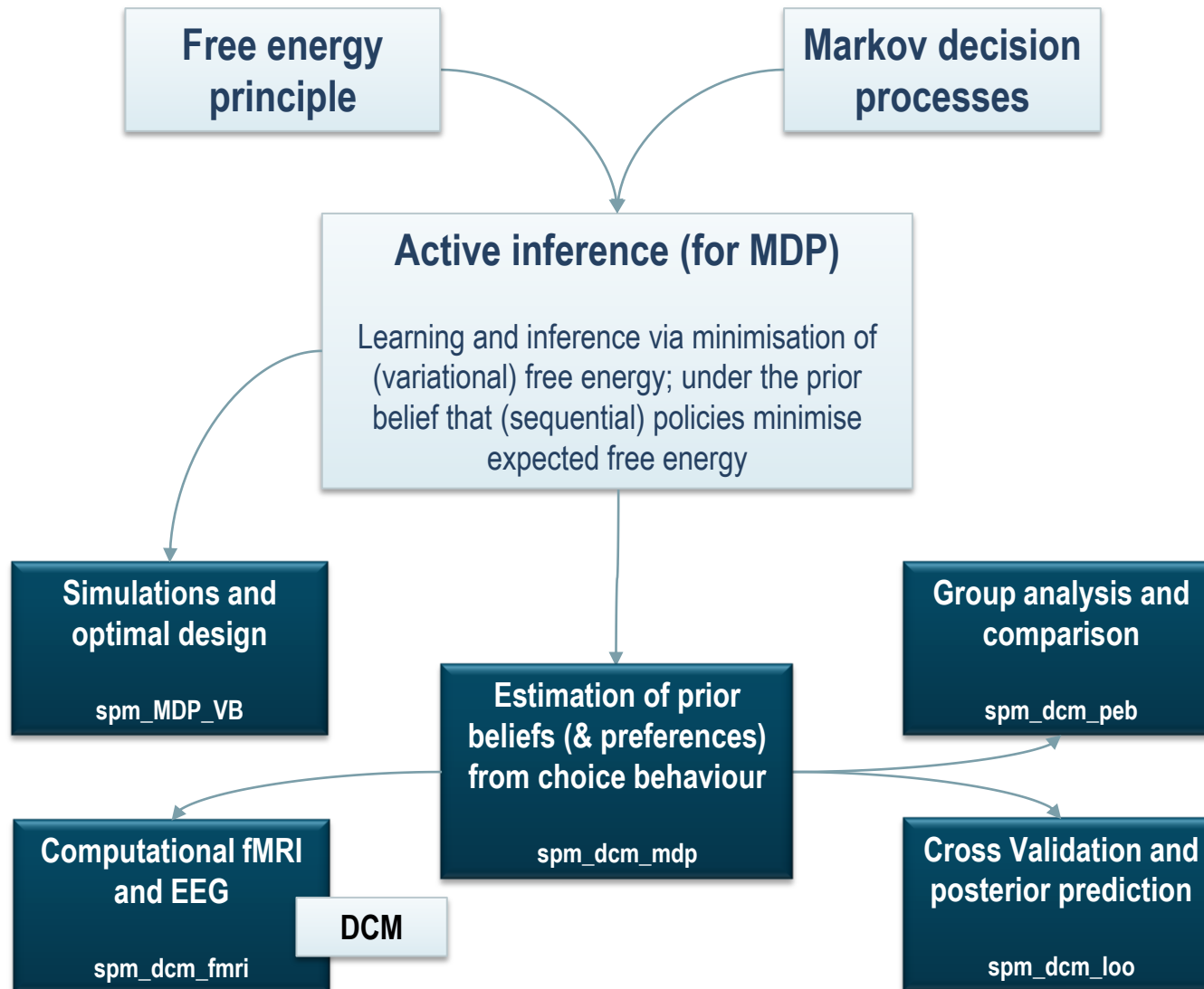
Learning and inference via minimisation of (variational) free energy; under the prior belief that (sequential) policies minimise expected free energy

### **Explanatory scope**

- ❖ Evidence accumulation
- ❖ Phase precession
- ❖ Place cell activity
- ❖ Cross frequency coupling
- ❖ Perceptual categorisation
- ❖ Oddball (MMN) responses
- ❖ Violation (P300) responses
- ❖ Dopamine transfer
- ❖ Reversal learning
- ❖ Devaluation



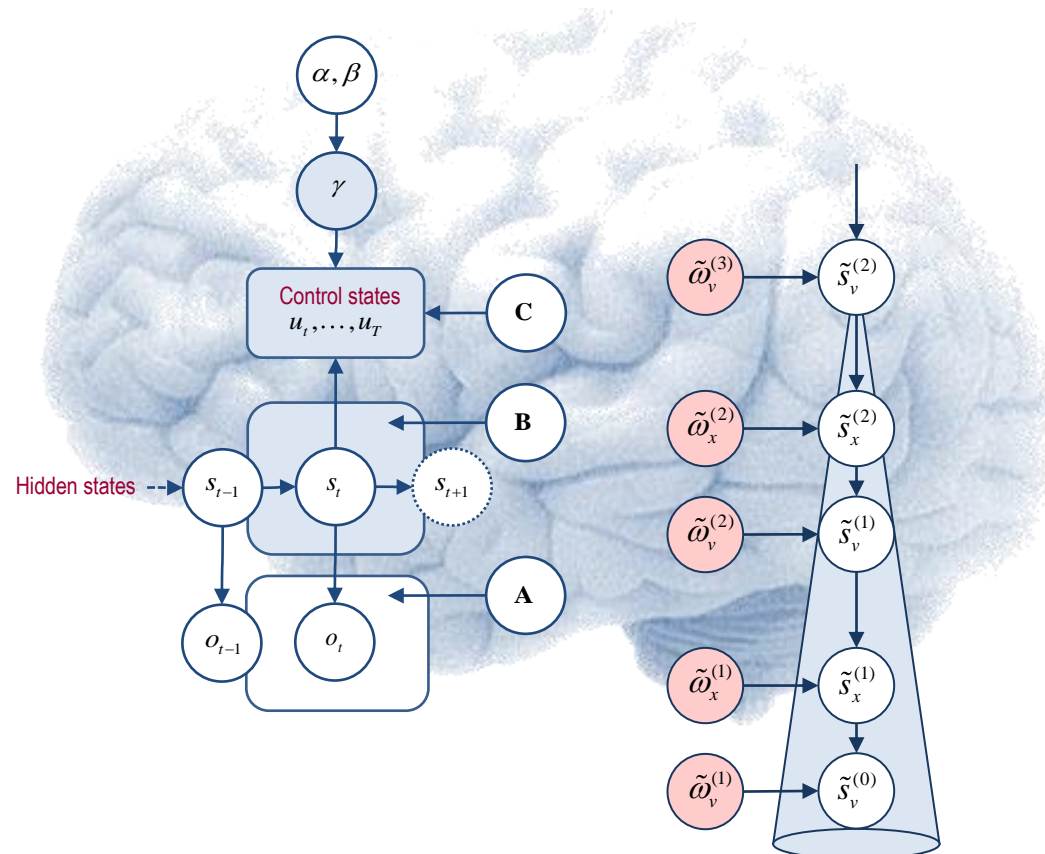
## summary







## Continuous or discrete state space models or both?





# Thank you

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