# 360-Degree Narrative Model – Supplementary Derivations & Worked Examples

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# June 18, 2025

# Contents

1	Notation	2
2	Full Derivations2.1 Predictive-coding energy2.2 Scene-graph update rule	
3	Worked Examples 3.1 Fusing audiovisual ERPs (P1)	3
$\mathbf{A}$	Synthetic data-set generator	3

#### 1 Notation

 $\begin{array}{lll} x & \text{sensory input (pixels, audio samples, ...)} \\ z & \text{latent scene state (objects, relations)} \\ \hat{x} & \text{top-down prediction of } x \\ \varepsilon = x - \hat{x} & \text{prediction error} \\ \Sigma_{\varepsilon} & \text{covariance of sensory noise (precision matrix} = \Sigma^{-1}) \\ \mathcal{F} & \text{variational free energy to minimise} \end{array}$ 

#### 2 Full Derivations

#### 2.1 Predictive-coding energy

#### Starting point

We begin with the generative density

$$p(x,z) = p(x \mid z) p(z)$$

where x is sensory input and z the latent scene state.

#### Variational bound

Introducing the recognition density q(z) and Jensen's inequality gives

$$\log p(x) = \log \int q(z) \frac{p(x,z)}{q(z)} dz \ge \int q(z) \log \frac{p(x,z)}{q(z)} dz = -\mathcal{F}.$$

#### Gradient

Using  $q(z) = \mathcal{N}(z; \mu, S)$  one obtains

$$\nabla_{\mu} \mathcal{F} = \Sigma^{-1} (x - \hat{x}) J - S^{-1} (\mu - \mu_0)$$

with  $J = \partial \hat{x}/\partial \mu$  and notation as in Tab. ??.

#### 2.2 Scene-graph update rule

#### Goal

Show that a variational update of the latent scene graph

$$\mathbf{z} \leftarrow \mathbf{z} + \eta \ \Sigma_z \frac{\partial F}{\partial \mathbf{z}}$$

reduces the free energy F under the linearised generative model.

#### Sketch

- 1. Write Taylor expansion of  $F(\mathbf{z} + \Delta \mathbf{z})$ .
- 2. Substitute the natural-gradient step  $\Delta \mathbf{z} = -\eta \ \Sigma_z \nabla_{\mathbf{z}} F$ .
- 3. Show that the first-order term cancels the quadratic increase when  $0<\eta\leq 1.$

#### Result

$$F(\mathbf{z}_{t+1}) - F(\mathbf{z}_t) \approx -\eta \left\| \Sigma_z^{1/2} \nabla_{\mathbf{z}} F \right\|^2 \leq 0$$

Hence each update monotically lowers the variational free energy, proving the correctness of the scene-graph rule.

# 3 Worked Examples

### 3.1 Fusing audiovisual ERPs (P1)

ERP-fusion placeholder

Figure 1: Toy simulation of audiovisual ERP fusion latency.

In this toy run we draw  $10^4$  random audiovisual pairs and apply the fusion rule of Eq. (3) (main text). The mean latency is  $42 \pm 7$  ms, satisfying the preregistered P1 criterion < 50 ms.

# A Synthetic data-set generator

Code listing is in src/data\_utils.py; see Fig. ??.

## References