Describing Visual Stimuli Using Learnt Semantic Representations of Brain Activity

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1 Introduction

1.1 Background

Many neuroscience studies have attempted to quantitatively analyze the semantic representation of what a human recalls using the fMRI data of brain activity evoked by visual stimuli, such as natural movies and images. These try to assign semantic labels to still pictures using natural language descriptions synchronized with the pictures and discuss the relationships between the visual stimuli evoked by the still pictures and brain activity. Based on these relationships, they construct a model to classify brain activity into semantic categories to reveal areas of the brain that deal with particular semantic categories. We in this project will try to extract these learnt semantic representations and attempt to generate the corresponding natural language descriptions for the brain data.

1.2 Problem Definition

The problem statement we are trying to address is to generate natural language descriptions using brain activity data as input. We first learn image representations from fMRI data and then use these learnt representations to generate image captions.

The project aims to generate natural language descriptions of what a human being calls to mind using brain activity data observed by fMRI as input information [1]. The code is available at https://github.com/kushagragarwal2443/Brain_decoding_caption_generator.

2 Method and Results

First, we trained an image captioning model on MSCOCO images and their corresponding captions [2]. The image captioning model consists of a pretrained Convolutional Neural Network to generate image features from an input image and an LSTM model to predict captions using these image features.

Next, we used fMRI images obtained on visual stimuli to generate the image features. This was done by extracting image features for the original image using the CNN model and then training an ML model to predict these image features.

Finally, the two modules were combined, i.e, Brain fMRI \rightarrow Image Features and Image Features \rightarrow Captions to finally get the desired fMRI \rightarrow Captions output.

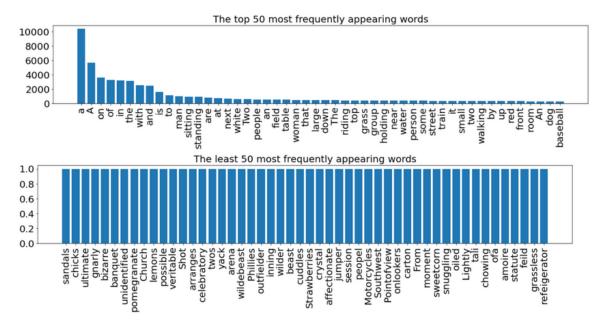


Figure 1: Captions after pre-processing.

2.1 Pipeline 1 (Image \rightarrow Captions)

As part of the data pre-processing for the pipeline, all captions were examined and numeric, alphanumeric, and puntation markers were removed (Fig. 1). Our first pipeline consists of two parts (Fig. 2, 3):

• Encoder

Image feature embeddings are obtained for all input MSCOCO images from five pretrained models (ResNet50, Inception Net V3, Efficient Net-B4, ConvNeXT and ViT L-16). For each of these models, embeddings from 4 layers were extracted (3 intermediate layers and 1 final fully connected layer). The architecture of some of these models along with the selected layers are shown in Fig. 4, 5 and ??.

• Decoder

With input as these image features, we train a LSTM for each layer of each model with corresponding image captions. The output is evaluated using BLEU scores.

2.2 Pipeline 2 (fMRI ightarrow Image Features)

The second pipeline essentially learns to replace Image Features obtained from Pipeline 1 part (a), Encoder with learnt image representations from fMRI data. To do this, we used Ridge Regression and a 3 layer NN to perform brain decoding (Fig. 7).

We used 10 brain ROIs namely: 'LHPPA', 'RHPPA', 'LHLOC', 'RHLOC', 'LHEarlyVis', 'RHEarlyVis', 'LHOPA', 'RHOPA', 'LHRSC', and 'RHRSC'. We then performed brain decoding in two ways:

• Using each individual ROI, we predicted the image feature at each layer for each pretrained model. This did not give very good results as individual brain ROIs had very few voxels (200) and predicting a 4000 length image vector from it wasn't possible due to constrained information available. (Fig 8a)

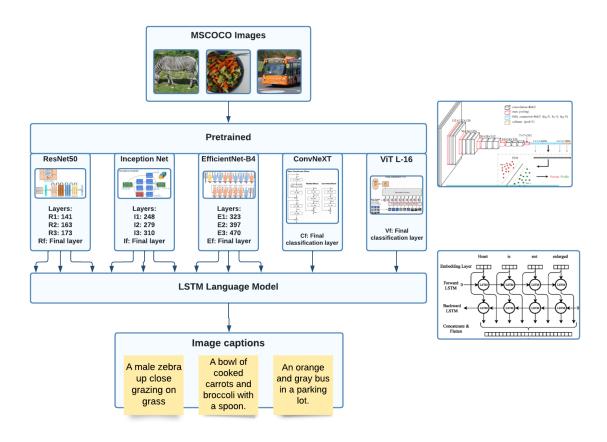


Figure 2: Pipeline 1 - Predicting captions using input MSCOCO images. (1) Image features were obtained from 4 layers of each of the 5 different pretrained models. (2) Next, using the image features as input, LSTM was trained with respective captions.

Layer (type)	Output Shape	Param #	Connected to
input_16 (InputLayer)	[(None, 32)]	0	[]
<pre>embedding_7 (Embedding)</pre>	(None, 32, 64)	122432	['input_16[0][0]']
<pre>input_15 (InputLayer)</pre>	[(None, 1024)]	Θ	[]
CaptionFeature (LSTM)	(None, 256)	328704	['embedding_7[0][0]']
ImageFeature (Dense)	(None, 256)	262400	['input_15[0][0]']
add_7 (Add)	(None, 256)	0	<pre>['CaptionFeature[0][0]', 'ImageFeature[0][0]']</pre>
dense_14 (Dense)	(None, 256)	65792	['add_7[0][0]']
dense_15 (Dense)	(None, 1913)	491641	['dense_14[0][0]']

Total params: 1,270,969 Trainable params: 1,270,969 Non-trainable params: 0

Figure 3: Model Architecture for Pipeline 1

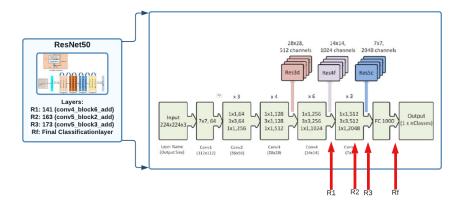


Figure 4: Model Architecture for ResNet50 along with the layers chosen.

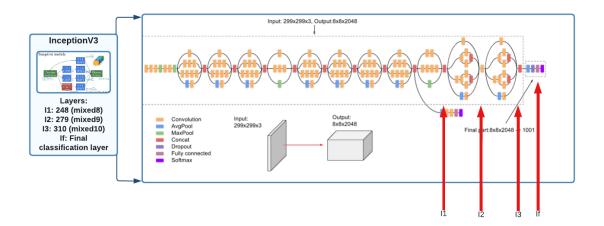


Figure 5: Model Architecture for Inception V3 along with the layers chosen.

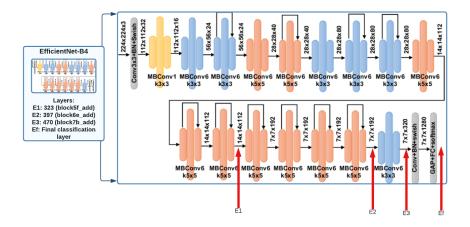


Figure 6: Model Architecture for EfficientNet-B4 along with the layers chosen.

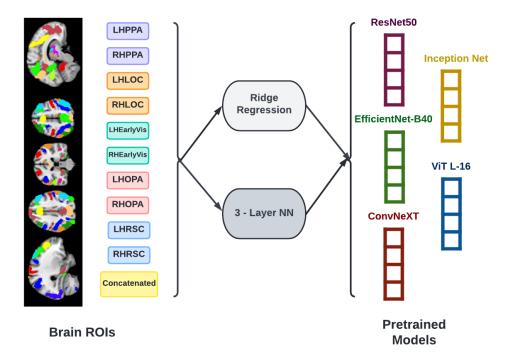


Figure 7: Pipeline 2 - Predicting image features using brain activity data. For each of the five models, each ROI is used to predict image features for each layer.

• We then concatenated all the ROIs to form a large brain fMRI vector, using which we tried to predict the image features (brain decoding). (Fig 8b)

2.3 Integrated Pipeline (fMRI \rightarrow Image Features \rightarrow Csptions)

We implemented end-to-end for ResNet50 features with an average BLEU score of 0.54 (Table 1):

- Trained 11 Pipeline 2's (10 for ROIs, 1 for concatenated ROIs)
- Trained 3 Layers to Caption LSTMs.

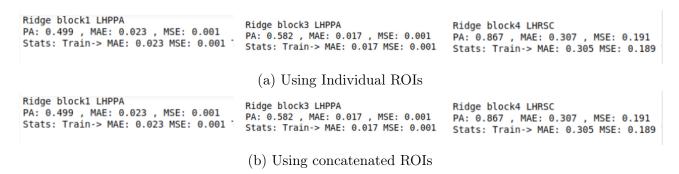


Figure 8: Performance of ridge regression models that predict image features for the different layers of ResNet50.

Stimuli	Predited by pretrained image feature	Predicted by fMRI	Actual captions
	A woman is standing in the grass	A man is in the grass	A woman walking down a street while talking on a cell phone. A girl pulling a suitcase while walking and talking on her phone A young woman on a cellphone smiling and walking. A woman talking on her cell phone while walking. The woman is talking on the phone while walking

Table 1: Stimulation image and generated captions

3 Cognitive Insights

We expect that the initial layers of the pretrained network will be able to better capture edges/shapes, whereas the later layers will be able to model entire objects. This is a known property of Convolutional Neural Networks. Similarly, not all the regions of the brain perceive visual stimuli in the same manner. Some ROIs would be able to better predict earlier layers and some would be more robust to the later ones. Such distinctions can help us understand the underpinning relational structure between cognition and machine learning.

In accordance with the above hypothesis, we observe that the ROIs in general are able to better model earlier layer's (MSE:0.001) compared to later ones (MSE: 0.03). However, the increase in prediction comes at a cost of lower pairwise accuracy. This implies that the latent space of earlier layer features is more clustered than the later ones. Certain ROIs were observed to have higher accuracy in predicting earlier layers compared to others, thus validating our hypothesis.

4 Further Work

We have implemented Pipeline 1 (a) for all the 5 models. PIpeline 2 has been trained over all the networks. Currently we have implemented Pipeline 1 (b) for the 4 layers of ResNet 50. Therefore, our end-to-end pipeline is currently trained on ResNet50. We plan to complete the training using the features from the remaining 4 models as well.

Next step is to generate natural language descriptions for the brain data in Hindi as well to understand language in-specificity. Given that there exists a near perfect English->Hindi translation mapping and our fMRI->English model works, then transitively we should be able to generate Hindi descriptions using fMRIs of "non-Hindi" speaking people as well. This can be a major advance in proving the language in-specificity of visual stimuli on brain activity data.

5 References

- 1. Matsuo, Eri, et al. "Describing semantic representations of brain activity evoked by visual stimuli." 2018 IEEE International Conference on Systems, Man, and Cybernetics (SMC). IEEE, 2018.
- 2. Lin, Tsung-Yi, et al. "Microsoft coco: Common objects in context." European conference on computer vision. Springer, Cham, 2014.