From the retina to action: Dynamics of predictive processing in the visual system

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Within the central nervous system, visual areas are essential in transforming the raw luminous signal into a representation which efficiently conveys information about the environment. This process is constrained by the necessity of being robust and rapid. Indeed, there exists both a wide variety of potential changes in the geometrical characteristics of the visual scene and also a necessity to be able to respond as quickly as possible to the incoming sensory stream, for instance to drive a movement of the eyes to the location of a potential danger. Decades of study in neurophysiology and psychophysics at the different levels of vision have shown that this system takes advantage of a priori knowledge about the structure of visual information, such as the regularity in the shape and motion of visual objects. As such, the predictive processing framework offers a unified theory to explain a variety of visual mechanisms. However, we still lack a global normative approach unifying those mechanisms and we will review here some recent and promising approaches. First, we will describe Active Inference, a form of predictive processing equipped with the ability to actively sample the visual space. Then, we will extend this paradigm to the case where information is distributed on a topography, such as is the case for retinotopically organized visual areas. In particular, we will compare such models in light of recent neurophysiological data showing the role of traveling waves in shaping visual processing. Finally, we will propose some lines of research to understand how these functional models may be implemented at the neural level. In particular, we will review potential models of cortical processing in terms of prototypical micro-circuits. These allow to separate the different flows of information, from feed-forward prediction error to feed-back anticipation error. Still, the design of such a generic predictive processing circuit is still not fully understood and we will enumerate some possible implementations using biomimetic neural networks.

# 1 Motivation: Role of dynamics in the neural computations underlying visual processing

Vision, the capacity of making sense of the luminous environment, is traditionally thought as a sequence of processing steps from the retinal input to some higher-level representation. It is often thought that such “pipeline”, that is, this sequence of independent processing steps, is implemented by a feedforward process in the visual pathways, through the thalamus and then to the visual areas within the cerebral cortex. Indeed, vision allows for the simple detection of the printed character you are currently looking at, and thus for the reading of this sentence. Such an ability involves rapid and unconscious low-level processes. Importantly, such ability is also largely immune to changes in luminance (like a shadow on this page) or to geometrical deformations, such as when reading this text from a slanted perspective. More generally, vision will correctly complete the image of a word with missing letters or with ambiguous or incorrect detections due to an overlapping clutter. Such a robustness is characteristic of biological systems, hence it’s use as a Turing Test for security algorithms such as [CAPTCHA](https://fr.m.wikipedia.org/wiki/CAPTCHA)s. On the other hand, models of vision as implemented in computers can learn complex categorization tasks on very precise datasets but are easily outperformed by an infant when it comes to a naturalistic, flexible and generic context. Going even further, vision is also characterized by higher level processes and allows for prospective predictions such as those revealed during mental imagery — and is a basic ground-stone for one’s creativity, or *imagination*. Vision is thus a highly complex process, yet, it is still not completely understood. As a matter of fact, the most surprising fact about vision is the ease with which sighted persons may perform these abilities. To rephrase (Wigner 1990), “the Unreasonable Effectiveness of Vision in the Natural World” invites us to focus on this cognitive ability for a better understanding of the brain in general.

Anatomically, vision is the result of the interplay of neural networks which are organized in a hierarchy of visual areas. Each visual area is itself a dynamical process, from its first stage, the retina, to the different areas which help in forming this parallel and distributed representation of the visual world. Moreover, this organization is largely self-organized and very efficient metabolic-wise. To make sense of such complex network of visual areas, it has been proposed that this system is organized such that it efficiently *predicts* sensory data (Attneave 1954). This ecological approach (Atick 1992) allows to explain many aspects of vision as predictive processing. Such an approach takes different forms such as redundancy reduction (Barlow 1961), maximization of information transfer (Linsker 1990) or minimization of metabolic energy. Formalizing such optimization strategies in probabilistic language, these may be encompassed by the “Bayesian Brain” framework (Knill and Pouget 2004). More generally, it is possible to link these different theories into a single framework, the Free-Energy Principle (FEP) (K. Friston 2010). This principle constitutes a crucial paradigm shift to study predictive processes at both philosophical and scientific levels. Key to this principle is the notion that, knowing the processes that generated the visual image and the internal generative model that allows its representation, predictive processes will take advantage of *a priori* knowledge to form an optimal representation of the visual scene (Rao and Ballard 1999). This knowledge constitutes an explicit (probabilistic) representation of the structure of the world. For instance, an image which is composed of edges will be understood at a higher level using the a priori knowledge of the link between any individual edges to form a representation of the *contours* of visual objects. In the time domain, the knowledge of geometric transforms such as the motion of visual objects will help predict their future positions and to ultimately track the different bits of motion, but also to represent contours invariantly to this motion.

However, there are limits and constrains to this efficiency. First, luminous information can be noisy and ambiguous, such as in dim light conditions. This constrains the system to be robust to uncertainties. This highlights a key advantage of predictive processing as this involves learning a generative model of sensory data. On one hand, by explicitly representing the precision of variables (the inverse of the variance of its inferred value), one can optimally integrate distributed information, even in the case that this uncertainty is not uniform and dynamically evolving in the system. On the other hand, a generative model allows to explicitly represent transformations of the data (such as a geometrical transform of the image) and therefore to make predictions about future states. Second, neural networks have limited information transfer capacities and always need some delay to convey and process information. In humans for instance, the delay for the transmission of retinal information to the cortex is approximately 80 ms, while the minimal latency to perform an oculomotor action is approximately an additional 50 ms (Kirchner and Thorpe 2006) (see (Lamme and Roelfsema 2000) for equivalent values in monkeys). While this naturally constrains the capacity of the visual system, we will herein take advantage of these delays to dissect the different visual processes. In particular, we will focus in this chapter on the role of these fundamental temporal constraints on the dynamics of such predictive processes as they unravel with the passage of time.

To illustrate the challenge of representating a dynamic signal, let’s use the example of the recording of a set of neural cells in some visual areas. Let’s assume that these recordings are evoked by an analog visual signal (as a luminous signal projected on a population of retinal sensory cells) and that we may extract the analog timings of spiking events for a population of cells. We may then choose to display this data in a “raster plot”, that is, showing the timing of the spikes for each of the identified cell. Time is thus relative to that of the experimenter and is given thanks to an external clock: It is shown a posteriori, that is, after the recording. In general, this definition of an absolute time was first formalized by Newton and defines most of the laws of physics, using time as an external parameter. But there is yet no evidence that neurons would have access to a central clock which give a reference to the absolute, physical time. Rather, neural responses are solely controlled by the *present* distribution of electro-chemical gradients on their membrane. Such a notion of time is local to each neuron. As a consequence, the network’s dynamics is asynchronous, that is, that timing is decentralized. Moreover, this local notion of (processing) time is *a priori* disjoint from the external time which is used to represent the visual signal. Such an observation is essential in understanding the principles guiding the organization of visual processes: A neural theory of predictive processes can be only defined in this local (interoceptive) time, using only locally available information at the present instant. In particular, we will propose that neural processes in vision aim at “predicting the present” (Changizi et al. 2008) by using an internal generative model of the visual work and using sensory data to validate this internal representation.

This chapter will review such dynamical predictive processing approaches for vision at different scales of analysis, from the whole system to intermediate representations and finally to neurons (following in a decreasing order the levels of analysis from (Marr 1983)). First, we will apply the FEP to vision as a normative approach. Furthermore, visual representations should handle geometrical transformations (such as the motion of a visual object) but also sensory modifications, such as with eye movements. Extending the previous principle with the capacity of actively sampling sensory input, we will define Active Inference (AI) and illustrate its potential role in understanding vision, and also behaviors such as eye movements (see sec. 2). Then, we will extend it to understand how such processes may be implemented in retinotopic maps (see sec. 3). In particular, we will show how such a model may explain a visual illusion, the Flash-lag effect. This will then be compared with neurophysiological data. Finally, we will review possible implementations of such models in Spiking Neural Networks (see sec. 4). In particular, we will review some models of elementary micro-circuits and detail some potential rules for learning the structure of their connections in an unsupervised manner. We will conclude by synthesizing these results and their limits.

# 2 Active Inference and the “optimality” of vision

Optimization principles seem the only choice to understand “The Unreasonable Effectiveness of Vision in the Natural World”. However, trying to understand vision as an emergent process from efficiency principle seems like a teleological principle in which causation would be reversed (Turkheimer et al. 2019). Still, the “use of the teleological principle is but one way, not the whole or the only way, by which we may seek to learn how things came to be, and to take their places in the harmonious complexity of the world.” (D’Arcy Thompson 1917, chap. 1). Putting this another way, it is not of scientific importance to know if the brain is using explicitly such a principle (for instance that some of its parts may use Bayes’ rule), but rather that such a set of rules offers a simpler explanation for the neural recordings by shedding light on processes occurring in this complex system (Varoquaux and Poldrack 2019). We will follow basic principles of self-organized behavior: namely, the imperative to predict at best sensory data, that is, in technical terms, to minimize the entropy of hidden states of the world and their sensory consequences.

## 2.1 Perceptions as hypotheses, Actions as experiments

For instance, it is not yet known why the fast mechanism that directs our gaze toward any position in (visual) space, the saccadic system, is at the same time fast and flexible. For instance, this system may quickly adapt for contextual cues, for instance when instructing the observer to count faces in a painting. Most theories will explain such mechanisms using sensory or motor control models, yet few theories integrates the system as a whole. As a first step, we will consider a simplistic agent that senses a subset of the visual scene as its projection on the retinotopic space. The agent has the ability to direct his gaze using saccades. Equipping the agent with the ability to actively sample the visual world enables us to explore the idea that actions (saccadic eye movements) are optimal experiments, by which the agent seeks to confirm predictive models of the hidden world. This is reminiscent of Helmholtz’s definition of perception (Von Helmholtz 1867) as hypothesis testing (Gregory 1980). This provides a plausible model of visual search that can be motivated from the basic principles of self-organized behavior. In mathematical terms, this imperative to maximize the outcome of predicted actions is equivalent to minimizing the entropy of hidden states of the world and their sensory consequences. This imperative is met if agents sample hidden states of the world efficiently. In practice, once the generative model is defined, this efficient sampling of salient information can be derived using approximate Bayesian inference and variational free-energy minimization (K. Friston 2010). One key ingredient to this process is the (internal) representation of counterfactual predictions, that is, of the probable consequences of possible hypothesis as they would be realized into actions. This augments models of an agent using the FEP such as to define Active Inference (AI).

Using the SPM simulation environment (*Statistical Parametric Mapping: The Analysis of Functional Brain Images - 1st Edition* 2012), Friston and colleagues (Friston et al. 2012) provide with simulations of the behavior of such an agent which senses images of faces, and knowing an internal model of their structure. In modeling the agent, they clearly delineate the hidden external state (the visual image, the actual position of the eye or motor command) from the internal state of the agent. Those internal beliefs are linked by a probabilistic dependency graph that is referred to as the generative model. Applying the FEP to this generative model translates (or compiles in computer science terms) to a set of differential equations with respect to first, the dynamics of internal beliefs and second, the counterfactual actions. An agent forms expectations over sensory consequences it expects in the future under each possible action. This formulation of active inference forms what is called a Markov decision process (Mirza et al. 2018). As a system following the FEP, this process is predictive. Yet, it extends the classical predictive processing of (Rao and Ballard 1999) by including action (and priors related to motor commands) to the overall optimization scheme. The chosen action is the one which is expected to reduce sensory surprise and is ultimately realized by an arc reflex.

Simulations of the resulting AI scheme reproduce sequential eye movements that are reminiscent of empirically observed saccades and provide some counterintuitive insights into the way that sensory evidence is accumulated or assimilated into beliefs about the world. In particular, knowing the localized image sensed on the retina, saccades will explore points of interests (eyes, mouth, nose) until an internal representation of the whole image is made. This AI process allows to bridge the image in intrinsic (retinal) coordinates with extrinsic world coordinates which are prevalent in visual perception but actually hidden to the agent. Interestingly, if one were to only look at the behavior of this agent, this could be encompassed by a set of differential equations, but that would miss the causal relationship with internal variables as defined above. In particular, this model highlights a solution to a common misconception about FEP as surprise minimization. Indeed, if the agent was to close his eyes, the sensory surprise would be minimal as one would then precisely expect a pitch-dark visual scene. However, in the graph of dependencies (i.e. generative model) which defines the agent, such a counterfactual (prospective) hypothesis would be highly penalized as it would also be a priori known that such an action would not yield a minimization of the surprise about the visual scene. Globally, it is therefore more ecological to keep eyes open to explore the different parts of the visual scene.

## 2.2 Is there a neural implementation for AI?

As we have seen above, once we have resolved the optimization problem given the whole setting (generative model, priors) the agent that we have defined is simply ruled by a set of differential equations governing its dynamics. Technically, these equations are the result of a generic approximation on the form of the internal representation. In particular, the optimization problem is simplified when using the Laplace approximation, that is, when internal beliefs are represented by multidimensional Gaussian probability distribution functions. This holds true in all generality when transforming variables in higher dimensions, such is the case for generalized coordinates (K. Friston et al. 2010). Such coordinates represent at any (present) time the Taylor expansion of the temporal trajectory of any variable, that is the vector containing the position, velocity, acceleration and further motion orders. Consequently, the solution provided by these equations gives a plausible neural implementation as a set of hierarchically organized linear / non-linear equations (Heeger 2017). In particular these equations are the Kalman-Bucy filtering solution (Kalman 1960) which provides with a Bayes-optimal estimate of hidden states and actions in generalized coordinates of motion. This generalizes the predictive coding framework offered by (Rao and Ballard 1999) for explaining the processing mechanisms in the primary visual cortex. Similar to that model, the dynamical evolution of activity at the different levels of the hierarchy is governed by the balance in the integration of internal (past) beliefs with (present) sensory information (Heeger 2017). In particular, the relative weights assigned to the modulation of information passing is proportional to the (inferred) precision of each individual variable in the dependency graph. This allow us to predict the influence of the prior knowledge of precision at any given level on the final outcome.

Practically, the predictive power of the modeling of such an agent is important to understand deviations from the median behavior within a population of agents. For instance, there are acute differences in the smooth pursuit eye movements (SPEM) between (control) neurotypic and schizophrenic patients. First, SPEM are distinct from saccades as they are voluntary eye movements which aim at stabilizing the retinal image of a smoothly moving visual object. For a target following the motion of a pendulum for instance, the eye will produce a prototypical response to follow this predictable target. Interestingly, schizophrenic agents tend to produce a different pattern of SPEM in the case that the pendulum is occluded on half cycles (for instance, as it passes behind an opaque cardboard on one side from the midline). In general, SPEM may still follow the target, as it is occluded (behind the cardboard) yet with a lower gain (Barnes and Asselman 1991). As the target reappears from behind the occluder, schizophrenic agents engage more quickly to a SPEM response (Avila et al. 2006). Extending the agent modeled in (Friston et al. 2012), an agent which has the capability to smoothly follow such moving object was modeled in (Adams, Perrinet, and Friston 2012). This model allows in particular to understand most prototypical SPEM as a Bayes-optimal solution to minimize surprise in the perception / action loop implemented in the agent’s dependency graph.

Especially, by manipulating the *a priori* precision of internal beliefs at the different levels of the hierarchical model, one could reproduce different classes of SPEM behaviors which reproduce classical psychophysical stimuli. For instance, (Adams, Perrinet, and Friston 2012) found for the half-cycle occluded pendulum that manipulating the post-synaptic gain of predictive neurons reproduced behaviors observed in schizophrenia and control populations. Such a difference in the balance of information flow could have for instance a genetic origin in the expression of this gain and vicariously in the behavior of this population. Importantly, such a method thus allows to perform quantitative predictions: Such applications of computational neuroscience seem particularly relevant for a better understanding of the diversity of behaviors in the human population (see for instance (Karvelis et al. 2018; Kent et al. 2019)).

## 2.3 Introducing delays in AI: dynamics of predictive processing

Figure 1: (A) This figure reports the response of predictive processing during the simulation of pursuit initiation while compensating for sensory motor delays, using a single sweep of a visual target. Here, we see horizontal excursions of oculomotor angle (dark blue line). One can see clearly the initial displacement of the target that is suppressed by action after approximately 200 ms, modeling a prototypical pursuit eye movement. Additionally, we illustrate the effects of assuming wrong sensorimotor delays on pursuit initiation. Under pure sensory delays (red dotted line), one can see clearly the delay in sensory predictions, in relation to the true inputs. With pure motor delays (light red dashed line) and with combined sensorimotor delays (light red line) there is a failure of optimal control with oscillatory fluctuations in oculomotor trajectories, which may become unstable. (B) This figure reports the simulation of smooth pursuit when the target motion is hemi-sinusoidal, as would happen for a pendulum that would be stopped at each half cycle left of the vertical (broken black lines). The generative model used here has been equipped with a second hierarchical level that contains hidden states, modeling latent periodic behavior of the (hidden) causes of target motion. With this addition, the improvement in pursuit accuracy apparent at the onset of the second cycle of motion is observed (light shaded area), similar to psychophysical experiments (Barnes and Asselman 1991). (Reproduced from (Perrinet, Adams, and Friston 2014) under the terms of the Creative Commons Attribution License, © The Authors 2014.)

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An interesting perspective to study the role of neural dynamics in cognition is to extend this model to a more realistic description of naturalistic constraints faced by the visual system. Indeed, the central nervous system has to contend with axonal delays, both at the sensory and the motor levels. For instance, in the human visuo-oculomotor system, it takes approximately 50 ms for the retinal image to reach the visual areas implicated in motion detection, and a further 50 ms to reach the oculomotor muscles and actually realize action (Kirchner and Thorpe 2006). One challenge for modeling is to understand eye movements using AI as a problem of optimal motor control under axonal delays. Let’s take the example of a tennis player trying to intercept a passing-shot ball at a (conservative) speed of 20 m/s. The position sensed on the retinal space corresponds to the instant when the image was formed on the photoreceptors within the retina, and until it reaches our hypothetical motion perception area. At this instant, the sensed physical position is in fact lagging 1 meter behind, that is, approximately at an eccentricity of 45 degrees. However, the position at the moment of emitting the motor command will be also 45 degrees *ahead* of its present physical position in visual space. As a consequence, if the player’s gaze is not directed to the image of the ball on the retina but to the ball at its present (physical) position, this may be because he takes into account, in an anticipatory fashion, the distance the ball travels during the sensory delay. Alternatively, optimal control may direct action (future motion of the eye) to the expected position when motor commands reach the periphery (muscles). Such an example illustrates that even with such relatively short delay, the visual system is faced with significant perturbations leading to ambiguous choices. This ambiguity is obviously an interesting challenge for modeling predictive processing in the visual system.

Extending the modeling framework of (Adams, Perrinet, and Friston 2012) for SPEM, it was observed in (Perrinet, Adams, and Friston 2014) that representing hidden states in generalized coordinates provides a simple way of compensating for both delays. A novelty of this approach is to include the delays in the dynamics by taking advantage of generalized coordinates. Technically, this defines a linear operator on those variables to travel back and forth in time with arbitrary intervals of time, allowing in particular to represent the state variables in the past (sensory delay) or in the future (motor delay). Note that (1) this representation is done at the present time, (2) that it allows for the concomitant representation of precision of state variables, and (3) that this allows for the evaluation of counterfactual hypothesis of sensory states (based on past sensory states) and of an action which has to be inferred now, knowing it will be effective after the motor delay. Applying such an operator to the FEP generates a slightly different and more complicated mathematical formulation. However, it is important to note that to compensate for delays, there is no change in the structure of the network but just in how the synaptic weights are tuned (similar to what we had done in the first section of this chapter): “Neurobiologically, the application of delay operators just means changing synaptic connection strengths to take different mixtures of generalized sensations and their prediction errors.” (Perrinet, Adams, and Friston 2014, sec 3.1). In particular, when the agent has some belief about these delays, it can Bayes-optimally integrate internal beliefs. Such a behavior is still regulated by the same type of internal equation.

We illustrated the efficacy of this scheme using neuronal simulations of pursuit initiation responses, with and without compensation. Figure fig. 1, A reports the conditional estimates of hidden states and causes during the simulation of pursuit initiation, using a simple sweep of a visual target, while compensating for sensory motor delays. Here, we see horizontal excursions of oculomotor angle (blue line) and the angular position of the target (dashed black line). One can see clearly the initial displacement of the target that is suppressed after a few hundred milliseconds. This figure also illustrates the effects of sensorimotor delays on pursuit initiation (red lines) in relation to compensated (optimal) active inference. Under pure sensory delays (dotted line), one can see clearly the delay in sensory predictions, in relation to the true inputs. Of note here is the failure of optimal control with oscillatory fluctuations in oculomotor trajectories, which become unstable under combined sensorimotor delays.

Interestingly, this model extends to more complex visual trajectories. In particular, it is has been shown that gaze will be directed at the present physical position of the target (thus in an anticipatory fashion) if that target follows a smooth trajectory (such as a pendulum). More striking, this is also true if the trajectory is *predictable*, for instance for a pendulum behind a static occluder (Barnes and Asselman 1991; Adams, Perrinet, and Friston 2012). Figure fig. 1, B reports the simulation of smooth pursuit when target’s motion is hemi-sinusoidal, as would happen for a pendulum that would be stopped at each half cycle, left of the vertical. Note that contrary to the agent modeled in (Adams, Perrinet, and Friston 2012), this agent has the biological constraint that sensory and motor processing is delayed. The generative model has been equipped with a second hierarchical level that contains hidden states that account for the latent periodic behavior of target motion. One can clearly see the initial displacement of the target that is suppressed after a few hundred milliseconds (pink shaded area). The improvement in pursuit accuracy is apparent at the onset of the second cycle of motion, similar to psychophysical experiments (Barnes and Asselman 1991). Indeed, the model has an internal representation of latent causes of target motion that can be called upon even when these causes are not expressed explicitly (occluded) in the target trajectory. A particular advantage of this model is that it provides a solution for the integration of past and future information while still being governed by online differential equations. This therefore implements some form of Bayes-optimal temporal memory.

## 2.4 Summary

To sum up, we have shown here that a full visual perception / action cycle could be understood as a predictive process under the Active Inference (AI) framework. In particular, we have shown that such models could reproduce the dynamics observed in eye movements, in particular when introducing realistic constraints such as sensory-motor delays. Further models should allow for the introduction of even more complex structural constraints such as the physical laws governing the motion of visual objects such as an *a priori* bias (Damasse et al. 2018), gravity or external cues (Kowler et al. 2014). This may help synthesize most laws governing the organization of perception, as formalized in the Gestalt theory.

# 3 Predictive processing on visual maps

While we have shown the role of predictive processing at a macroscopic scale by designing each neural assembly as a node in a dependency graph, is there any evidence for such processes in visual space?

## 3.1 The flash-lag effect as evidence for predictive processing in topographic maps

Figure 2: In (Khoei, Masson, and Perrinet 2017), we propose a model of predictive processing in a topographic map. (A) the model consists of a two-layered map: an input source target integrates information from visual sensors. This map represents both position and velocity, and for simplicity we only display here the horizontal dimension. Using this belief (as represented here by the probability distribution function at each time step), it is possible to project this information to a second target layer that integrates information knowing a compensation for the delay. In that particular case, speed is positive and thus information of position is transported toward the right. (B) Response of a model compensating for a 100 ms delay to a moving dot. Representation of the inferred probability of position and velocity with delay compensation as a function of the iterations of the model (time). Darker colors denote higher probabilities, while a light color corresponds to an unlikely estimation. In particular, we focus on three particular epochs along the trajectory, corresponding to the standard, flash initiated and terminated cycles. The timing of these epochs flashes are indicated by dashed vertical lines. In dark, the physical time and in lighter green the delayed input knowing a delay of 100 ms. See text for an interpretation of the results. (Reproduced from (Khoei, Masson, and Perrinet 2017) under the terms of the Creative Commons Attribution License, © The Authors 2017.)

Figure 2: In (Khoei, Masson, and Perrinet 2017), we propose a model of predictive processing in a topographic map. **(A)** the model consists of a two-layered map: an input source target integrates information from visual sensors. This map represents both position and velocity, and for simplicity we only display here the horizontal dimension. Using this belief (as represented here by the probability distribution function at each time step), it is possible to project this information to a second target layer that integrates information knowing a compensation for the delay. In that particular case, speed is positive and thus information of position is transported toward the right. **(B)** Response of a model compensating for a 100 ms delay to a moving dot. Representation of the inferred probability of position and velocity with delay compensation as a function of the iterations of the model (time). Darker colors denote higher probabilities, while a light color corresponds to an unlikely estimation. In particular, we focus on three particular epochs along the trajectory, corresponding to the standard, flash initiated and terminated cycles. The timing of these epochs flashes are indicated by dashed vertical lines. In dark, the physical time and in lighter green the delayed input knowing a delay of 100 ms. See text for an interpretation of the results. (Reproduced from (Khoei, Masson, and Perrinet 2017) under the terms of the [Creative Commons Attribution License](https://journals.plos.org/ploscompbiol/article?id=10.1371/journal.pcbi.1005068), © The Authors 2017.)

The [flash-lag effect](https://en.wikipedia.org/wiki/Flash_lag_illusion) (FLE) is a visual illusion which is popular for its generality and simplicity. In its original form (MacKay 1958), the observer is asked to keep fixating at a central cross on the screen while a dot traverses it with a constant, horizontal motion. As it reaches the center of the screen, another dot is briefly flashed just below the moving dot. While they are vertically perfectly aligned, the flashed dot is perceived as *lagging* the moving dot. This visual illusion saw a resurgence of scientific interest with the motion extrapolation model (Nijhawan 2002; Nijhawan and Wu 2009). However, other models such as differential latency or postdiction were also proposed, such that it is yet not clear what is the neural substrate of the FLE. Here, similarly to the model compensating for delays (Perrinet, Adams, and Friston 2014), we define a model of predictive processing defined on the visual topography using an internal representation of visual motion (Perrinet and Masson 2012) to define an anisotropic diffusion of information fig. 2, A.

The model that we used for the FLE can be used with any image. In particular, a single flashed dot evokes an expanding then contracting isotropic activity while a moving dot may produce a soliton-like wave which may traverse an occlusion (Khoei, Masson, and Perrinet 2013). More generally, this model may be described as a simplification of the Navier Stokes equation of fluid dynamics using the advection term. As such, solutions to these equations are typically waves which are traveling on the retinotopic map. A particular feature of these maps is that these include an amplification term for rectilinear motions. As a consequence, once an object begins to be tracked, its position is predicted in the future, such that position and velocity are better estimated. On the contrary, a dot which is moving on an unpredictable trajectory is explained away by the system. This explains some of the non-linear, switch-like behaviors explained by this model (Perrinet and Masson 2012). It is of particular interest at this point to understand if such a model extends to other stimuli or if we can precise its neural correlate.

Applied to the image of the FLE, activity in the model shows three different phases, see fig. 2, B. First, there is a rapid build-up of the precision of the target after the first appearance of the moving dot (at 300 ms). Consistently with the [Fröhlich effect](https://en.wikipedia.org/wiki/Fr%C3%B6hlich_effect) (Jancke and Erlhagen 2010), the beginning of the trajectory is seen ahead of its physical position. During the second phase, the moving dot is correctly tracked as both its velocity and position are correctly inferred. This is ahead of the delayed trajectory of the dot (green dotted line). Motion extrapolation correctly predicts the position at the present time and the position follows the actual physical position of the dot (black dotted line). Finally, the third phase corresponds to motion termination. The moving dot disappears and the corresponding activity vanishes in the source layer at t=900 ms. However, between t=800 ms and t=900 ms, the dot position was extrapolated and predicted ahead of the terminal position. At t=900 ms, while motion information is absent, the position information is still transiently consistent and extrapolated using a broad, centered prior distribution of speeds: Although it is less precise, this position of the dot at flash termination is therefore, with *hindsight*, not perceived as leading the flash.

## 3.2 Neural correlate of apparent motion

Let’s apply a similar approach to another visual illusion: When two stationary dots are flashed at close successive positions and times, observers may experience a percept of motion. This transforms the presentation of a discrete pattern into a continuous one. This visual illusion is called [apparent motion](https://en.wikipedia.org/wiki/Beta_movement) and can persist over a relatively long range (superior to the characteristic size of the RF of a neuron in primary visual cortex, V1). Similarly to the study above for the FLE, it is believed that this long-range Apparent Motion (lrAM) can be explained by predictive processes. Due to the dynamical characteristics of lrAM, a neural implementation of this illusion may consist in the propagation of visual information through intra-cortical interactions. In particular, these lateral interactions may evoke waves of activity in V1 which may modulate the integration of the sensory information coming from thalamocortical connections. An interesting prospect is thus to record neural activity during the presentation of the lrAM stimulus. This allows to quantitatively assess why the superposition of two dots as in lrAM is “more” than the sum of the two dots in isolation.

In a recent study (Chemla et al. 2019), we used VSDI to record the activity of the primary visual cortex (V1) of awake macaque monkeys. Is there any difference between the response to the single dot and that to the two dots? Indeed, VSD recordings allow to record the activity of populations of neurons which are approximately at the scale of a cortical column. Additionally, the recorded response is rapid enough to capture the dynamics of the lrAM stimulus. Recordings show that as the evoked activity of the second stimulus reaches V1, a cortical suppressive wave propagates toward the retinotopic wave evoked by the first dot. This was put in evidence by statistically comparing the response of the brain to the response of the two dots in isolation. In particular, we found that thanks to this suppressive wave, the activity for the brain stimulus was more precise, suggesting that such suppressive wave could serve as predictive processing step to be read-out in upstream cortical areas.

In particular, we found that the activity that we recorded fitted well with a mean-field model using a dynamical gain control. Qualitatively, this model reproduced the propagation of activity on the cortex. Importantly, this model allowed to show that the observed activity was best fitted when the speed of lateral connections within the mean-field was about 1 m/s, a propagation speed which is of the order of that measured for intra-cortical connections in the primary visual cortex (for a review, see (Muller et al. 2018)). A more functional (probabilistic) model also showed that the cortical suppressive wave allowed to disambiguate the stimulus by explaining away (that is, suppressing) ambiguous alternatives. As a consequence, (1) lateral interactions are key to generate traveling waves on the surface of the cortex and (2) these waves help disambiguate the input stimulus. This corresponds to the implementation of a predictive process using an *a priori* knowledge of smoothly-moving visual objects.

## 3.3 Summary

As a summary, we have seen that it is possible to extend predictive processing to topographic maps. In particular, the resulting computations are particularly adapted to vision. We have shown (see fig. 2) a model which represents (at any given present time) different variables (here “Source” and “Target”). In a more realistic model, neural activity is more likely to form intermediate representations between past, present and also future representations (Glaser et al. 2018) and at different levels of adaptation as illustrated for the lrAM stimulus (Chemla et al. 2019). As a consequence, such processes are observed phenomenologically as the propagation of neural information tangentially to the cortical surface, modulating dynamically the feed-forward and feed-back streams. In particular it is an open question whether such neural computations could be implemented by traveling waves on the cortical surface (Muller et al. 2018).

# 4 Open problems in the science of visual predictive processing

In sec. 2, we have studied the dynamics of predictive processing at the macroscopic scale, that is, by considering (cortical) areas as nodes of a dependency graph. In sec. 3, we have extended such models within such nodes as fields organized on the topography of each visual area. At an even finer scale than this intermediate mesoscopic scale is the microscopic scale of actual neural cells. To better understand the mechanisms of predictive processing, we now need to finesse the granularity of the modeling to this scale. In particular, in addition to the asynchronous nature of the neural representation that we explored above, communication between neurons has the property of being event-based. Indeed, the vast majority of neural cells across the living kingdom communicate using prototypical, short pulses called action potentials or *spikes*. In this section, we will propose three open problems which are raised when modeling such Spiking Neural Networks (SNNs) in the context of predictive processing.

## 4.1 The challenges of representing visual information in Spiking Neural Networks (SNNs)

Following the first generations of ANNs, present machine learning algorithms such as Deep Learning (DL) algorithms constitute a breakthrough which formed a second generation of ANNs. SNNs constitute a potential, third generation (Ghosh-Dastidar and Adeli 2009). Indeed, event-based representation have many advantages which are a deadlock in DL. For instance, instead of repeating all compu­tations for each layer, channel and pixel of a hierarchical network ANN, and for which energy-greedy GPUs are necessary, event-based computations need only to be performed for active units at the time of a spike. In particular, a fast developing area of research consists in developing dedicated hardware, such as neuromorphic chips, which would allow to scale the effective volume of computations beyond the last generations of classical semi-conductors (CPUs, GPUs) which attain the limits of Moore’s Law.

Crucial in this new type of representation is on one hand the discrete nature of the addressing of neurons and on the other hand the analog nature of the timing of spikes. Notable results using such architectures have been made in real-time classification and sensor fusion (O’Connor et al. 2013) and in pattern recognition (Lagorce et al. 2017). Indeed, an important property of SNNs is the ability to represent dynamically a latent, internal variable (the membrane potential in neuro-physiology) and to emit a spike when (and only when) an internally defined threshold is reached. This defines each spiking neuron as an integrator (similarly to classical neurons), but also potentially as a synchrony detector (Perrinet 2002). This ability to modulate the processing based on the relative timing of presynaptic spikes constitute a novel paradigm for neural computations (Paugam-Moisy and Bohte 2012). In particular, this shows that the balance in the flux of incoming excitatory and inhibitory spikes is crucial to maximize the efficiency of such SNNs (Hansel and Vreeswijk 2012).

## 4.2 The role of cortical waves in shaping the dynamic processing of visual information

Another crucial point in deciphering the predictive processing mechanisms is given by the functional anatomy. Indeed, in primary visual cortex (V1) as in other cortical areas, the neural network is highly recurrent with a median number of 10000 connections per neuron. Surprisingly, 95% of these connections occur within a 2mm radius (macaque monkey) (Markov et al. 2013). This suggests that a majority of neural resources is devoted to intra-areal communications. One putative functional role of this dense network is to generate traveling waves which modulates the strength and dynamics of the incoming feed-forward neural activity (Muller et al. 2018). We have seen its potential role in disambiguating motion (Chemla et al. 2019) and it has also been shown to facilitate the progressive build-up of visual information (Bringuier et al. 1999). Previously, we have successfully modeled such a predictive process (Perrinet and Masson 2012; Khoei, Masson, and Perrinet 2013, 2017) in a SNN (Kaplan et al. 2013).

One “holy grail” in that direction is to find canonical micro-circuits for predictive coding (Bastos et al. 2012). This follows from the observation that across species and areas, the cortex seem to follow some prototypical, layered structure. In the particular case of V1, while the thalamic input reaches mostly the (intermediate) granular layer, a feed-forward stream is mostly propagated to efferent layers through the supra-granular layers while feed-back is in majority mediated by infra-granular layers. This anatomical segregation could correspond to different types of signals in predictive coding, respectively expected states and prediction error (Bastos et al. 2012). Such basic micro-circuits have been applied to explain the response of V1 neurons to natural scenes (Kremkow et al. 2016) by using a push-pull mechanism. Still it is an open problem as to know how such a circuitry may emerge.

## 4.3 Integrative properties of cortical areas: toward sparse, efficient representations

Another interesting perspective is the integrative nature of neural computations. While it was believed that neurons would represent the combination of visual features, this is in general not correct (Tring and Ringach 2018). Instead, it has been found that activity may become sharper as visual features are accumulated. For instance, (Baudot et al. 2013) has shown that neurons in cat’s area 17 respond more selectively when presenting natural images (which consist locally to a sum of edges) compared to a single edge. Recently, (Ravello et al. 2019) has shown that a similar result may occur in rodents as soon as in the retina. Behaviorally, this fits also with the observation in humans that more complex textures are driving more robustly eye movements (Simoncini et al. 2012). Such phenomena are consistent with the predictive processing principle that by accumulating coherent information, the *a posteriori* probability (and hence the response of the system) gets more precise.

Strikingly, this translates in the neural activity by the fact that for a more coherent set of inputs, the neural activity of the population is more sparse (Vinje and Gallant 2002; Baudot et al. 2013). This was already explained by the predictive coding model of (Rao and Ballard 1999) and implemented in (Kremkow et al. 2016) for instance. Importantly, the principle of sparse coding is itself sufficient to guide the learning of the connectivity within a population of neurons, such as in V1 (Olshausen and Field 1997; Perrinet 2010, 2015). This helps to solve an important problem, that is, that the system is self-organized and that the learning of the connectivity should be unsupervised. As such, the plasticity rules that should be developed in SNNs should use similar governing principles.

# 5 Summary and conclusions

As a summary, we have reviewed in this chapter different models of predictive coding applied to vision. We have seen at a macroscopic scale the role of dynamics using Active Inference (see sec. 2). Extending such model to a retinotopic map, we could describe a functional traveling wave to disambiguate visual stimuli (see sec. 3). However, we have also shown a limit of such models at the microscopic scale (see sec. 4). In particular, it is not yet understood at the single cell level how (1) information is represented in spiking activity, (2) what is the functional role of traveling waves on cortical surfaces (3) if a common efficiency principle (such as sparse coding) could be used to guide the organization of such highly recurrent networks into a single universal circuit.

To further extend our knowledge of predictive processing in vision (see sec. 4), it thus seems necessary to be able to implement full-scale SNNs implementing complex visual processes. However, the three different anatomical scales that we have highlighted above (feed-forward, lateral, feedback) seem to be tightly coupled and can be difficult to be modeled separately. More generally, this is also true for the scales that we have defined, from the macroscopic, to the mesoscopic and microscopic. As such, it is highly difficult to produce models which are simple enough to be useful for our understanding of the underlying processing (Varoquaux and Poldrack 2019; Brette 2019). For instance, after deducing them from optimization principles, all the models that we have presented here are pre-connected: The hyper-parameters controlling the interconnection of neurons are fixed. Though we have provided with simulations showing the role of these hyper-parameters, it seems necessary for a better understanding to further explore their relative effects. In particular, we envision that such self-organized architectures could define time as an emerging variable synchronizing predictive processes at the multiple levels of visual processing.

Indeed, a normative theory for predictive processing should not only provide a possible solution (one given model with one set of hyper parameters) but with an exploration of all *possible* solutions. One first methodology is to have a complete understanding of the set of models using mathematical analysis. However, this can be difficult, especially for such complex systems and using simplifying assumptions are often leading to a shallow complexity. Another venue is to develop adaptive strategies to explore the functional space of different models. This can be for instance developed using machine learning techniques such as the stochastic gradient descent commonly used in deep learning. Another promising solution is to explore bio-inspired adaptive strategies. Those exist at different time-scales, from rapid adaption mechanisms, to a slower learning of connections, or to the long-term evolution of hyper- parameters. In particular, it is yet not completely understood how SNNs perform a spike-time dependent plasticity. This is a future challenge in our understanding of the science of predictive processes in vision.

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