

# Summary of *A tutorial on the free-energy framework for modelling perception and learning* by Rafal Bogacz

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- Predictive coding model of Rao and Ballard.

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- Free energy minimization.

## ① Local computation.

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- ③ Basic neuronal computation.



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- Sensory input  $p(u|v)$  is affected by gaussian noise and it has mean  $g(v)$  and variance  $\Sigma_u$ .
- Prior knowledge of the feature  $p(v)$  follows a gaussian distribution with mean  $v_p$  and variance  $\Sigma_p$ .

- Bayes theorem:

$$p(v|u) = \frac{p(v)p(u|v)}{p(u)} \quad . \quad (1)$$

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- No implementation in simple biological systems.

# Approximate solution to the inference problem

- Most likely value of the feature is a scalar variable  $\phi \in \Omega_v$ .



# Approximate solution to the inference problem

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Introduction

Single  
variable  
model

Multiple  
variables  
model

Conclusion

- Most likely value of the feature is a scalar variable  $\phi \in \Omega_v$ .
- Equivalent to maximize negative free energy with respect to the feature:

$$F(v, u) = \ln (p(v)p(u|v)) \quad . \quad (3)$$

# Approximate solution to the inference problem

- Most likely value of the feature is a scalar variable  $\phi \in \Omega_v$ .
- Equivalent to maximize negative free energy with respect to the feature:

$$F(v, u) = \ln (p(v)p(u|v)) \quad . \quad (3)$$

- Prediction errors:

$$\varepsilon_p = \frac{v - v_p}{\Sigma_p} \quad , \quad (4)$$

$$\varepsilon_u = \frac{u - g(v)}{\Sigma_u} \quad . \quad (5)$$

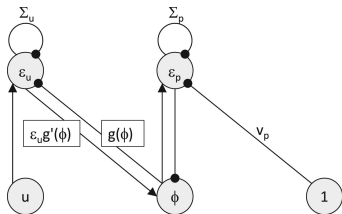


Fig. 3 from article: network implementation of the dynamical system

$$\begin{cases} \dot{\phi} = \varepsilon_u g'(\phi) - \varepsilon_p \\ \dot{\varepsilon}_p = \phi - v_p - \Sigma_p \varepsilon_p \\ \dot{\varepsilon}_u = u - g(\phi) - \Sigma_u \varepsilon_u \end{cases} \quad . \quad (6)$$

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- Equivalent to maximize negative free energy with respect to parameters:

$$\frac{\partial F}{\partial v_p} = \frac{\phi - v_p}{\Sigma_p} \quad , \quad (7)$$

$$\frac{\partial F}{\partial \Sigma_p} = \frac{1}{2} \left( \frac{(\phi - v_p)^2}{\Sigma_p^2} - \frac{1}{\Sigma_p} \right) \quad , \quad (8)$$

$$\frac{\partial F}{\partial \Sigma_u} = \frac{1}{2} \left( \frac{(u - g(\phi))^2}{\Sigma_u^2} - \frac{1}{\Sigma_u} \right) \quad . \quad (9)$$

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- Hebbian plasticity is satisfied using prediction errors.

- Linear relation:

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- Gradient of negative free energy for learning:

$$\frac{\partial F}{\partial \theta} = \frac{u - \theta h(\phi)}{\Sigma_u} h(\phi) = \varepsilon_u h(\phi) \quad . \quad (12)$$

- Minimization of Kullback-Leibler divergence:

$$KL(q(v)||p(v|u)) = \int_{\Omega_v} q(v) \ln \left( \frac{q(v)}{p(v|u)} \right) dv \quad . \quad (13)$$

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- Definition of negative free energy:

$$F(v, u) = \int_{\Omega_v} q(v) \ln \left( \frac{p(v, u)}{q(v)} \right) dv \quad . \quad (14)$$

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- For the models discussed in the paper:  $q(v) = \delta(v - \phi)$ .

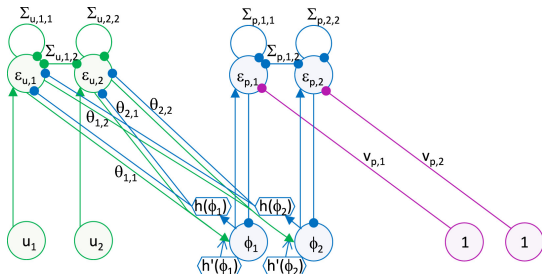


Fig. 5 from article: example of a model with 2 features and 2 stimuli. Equations are rewritten using matrix notation, but local plasticity is not satisfied.

- Parallel to structure of cortical areas.

# Hierarchical structure implementation

- Parallel to structure of cortical areas.
- Generalized equations for the inference task:

$$\dot{\vec{\phi}}_i = -\vec{\varepsilon}_i + h'(\vec{\phi}_i) \times \mathbf{\Theta}_{i-1}^\top \vec{\varepsilon}_{i-1} \quad , \quad (15)$$

$$\dot{\vec{\varepsilon}}_i = \vec{\phi}_i - \mathbf{\Theta}_i h(\vec{\phi}_{i+1}) - \mathbf{\Sigma}_i \vec{\varepsilon}_i \quad . \quad (16)$$

- Generalized equations for the learning task:

$$\frac{\partial F}{\partial \mathbf{\Sigma}_i} = \frac{1}{2}(\vec{\varepsilon}_i \vec{\varepsilon}_i^\top - \mathbf{\Sigma}_i^{-1}) \quad , \quad (17)$$

$$\frac{\partial F}{\partial \mathbf{\Theta}_i} = \vec{\varepsilon}_i h(\vec{\phi}_{i+1})^\top \quad . \quad (18)$$

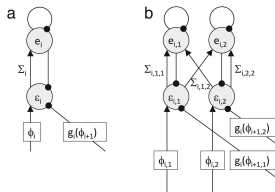


Fig. 7 from article: networks satisfying local plasticity for (a) single variable model and (b) multiple variables model. They implement the generalized dynamical system

$$\begin{cases} \dot{\vec{\epsilon}}_i = \vec{\phi}_i - \vec{g}_i(\vec{\phi}_{i+1}) - \vec{e}_i \\ \dot{\vec{e}}_i = \mathbf{\Sigma}_i \vec{\epsilon}_i - \vec{e}_i \end{cases} \quad (19)$$



- Stimuli weighted by noise.
- Learn covariance of stimuli.
- Attentional modulation.