# 機械学習を使って 脳から夢の内容を解読する



book building character computer-screen covering commodi electronic-equipment dwelling female male food furniture mercantile-establishment point representation street region



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#### "Brain decoding", "Mind-reading"



# Reading minds

*Nature*, Vol 502, 24 October, 2013

ack Gallant perches on the edge of a swivel chair in his lab at the University of California, Berkeley, fixated on the screen of a computer that is trying to decode someone's thoughts. On the left-hand side of the screen is a reel of film clins that

activity elicited by a range of images and film clips. His program had encountered large aquatic mammals before, but never a manatee. Groups around the world are using techniques like these to try to decode brain scans and decipher what people are seeing hearing and

#### **Robot control by fMRI decoding**



(Kimura, Imamizu, Shimada, Oztop, Harner, Kamitani, 2006; Collaboration with Honda Research Institute) <sup>3</sup>

















## Let the machine learn! Machine learning-based decoding



Stimulus/Behavior/Mind

Brain activity (= "Code")

#### Supervised learning:

- 1. Collect training data: Brain activity (r) labeled by stimulus/task(s)
- 2. Train a decoding model using the training data:  $s = f(\mathbf{r})$
- 3. Test the trained model with independent data

~100,000 voxels vs. 100–1,000 samples

 $\rightarrow$  linear and/or sparse models

#### From mapping to decoding

#### **Functional brain mapping**





Task A – Task B

- Voxel-by-voxel analysis
- Statistical parameter estimation with whole data
- Evaluation by p-value

#### **Brain decoding**

- Multi-voxel pattern
- Trial-by-trial prediction
- Evaluation by prediction accuracy/error

## **Decoding of visual orientation**

(Kamitani and Tong, *Nat Neurosci* 2005; *Curr Biol* 2006; Kamitani and Sawahata, *Neuroimage* 2008; Tong et al. *Neuroimage* 2012)



# "Hyperacuity" in fMRI decoding



(cf., Boynton, 2005; Rojer and Schwartz, 1990)



Information from subvoxel representation via random bias of voxel sampling due to irregular columnar and/or vasculature structure (Kamitani and Tong, 2005)

(See also: Op de Beeck, 2009; Kamitani & Sawahata, 2009; Gardner, 2009; Shmuel et al. 2009; Kriegeskorte et al 2009; Mannion et al., 2009; Swisher et al. 2010; Freeman et al. 2011; Clifford et al., 2011; Chaimow et al 2011)

#### **Ensemble feature selectivity**

(Kamitani & Tong, 2005, 2006)



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#### Voxel sampling of columns: 1D Simulation



#### **Decoding subjective state**



# Common neural representation for perception and imagery

(Kamitani and Tong, 2005, 2006; Stokes et al., 2009; Harrison et al., 2009)  $_{\rm 8}$ 

# Classification of all possible visual images





#### **Modular decoding**



(Miyawaki, Uchida, Yamashita, Sato, Morito, Tanabe, Sadato, Kamitani, *Neuron* 2008; Fujiwara, Miyawaki, Kamitani, *NIPS* 2009, *Neural Computation* 2013)

#### **Reconstruction model**

fMRI signals



Reconstructed image

#### **Experimental procedure**



All voxels in V1 and V2 served as input, and sparse estimation (ARD) automatically selected relevant voxels (Yamashita, Sato, Yoshioka, Tong, Kamitani, *Neuroimage* 2008).

#### **Reconstruction results**





(Miyawaki, Uchida, Yamashita, Sato, Morito, Tanabe, Sadato, Kamitani, Neuron 2008)

## Matching with Youtube video database



(Nishimoto, Gallant et al., Curr Biol 2011)

#### **Encode and decode models**



#### Encode and decode models derived from Bayesian CCA r Visual images fMRI signals Es es **e**( Wr W Image bases Voxel weights Ζ Latent variables (Fujiwara, Miyawaki, Kamitani, NIPS 2009, Neural Computation 2013) Decode model P 20



#### **Can visual dream contents be decoded?**



(Horikawa, Miyawaki, Tamaki, Kamitani, Science 2013)

#### Sleep-onset (hypnagogic) dream



Similar dream report to REM in frequency, length, and content (Foulkes and Vogel, 1965; Vogel et al. 1972; Oudiette et al., 2012)

#### **Experimental overview**

Yes, well, I saw a person. Yes. What it was... It was something like a scene that I hid a key in a place between a chair and a bed and someone took it.



Protocols of the sleep experiment

#### Verbal report example 1



#### Verbal report example 2



#### **Verbal report statistics**



- Repeated exps until > 200 visual reports in each subject
- Visual report in > 75% of total awakenings
- ~ 8 visual reports / hour

#### **Visual image reconstruction?**

"I saw Taylor was talking to me..."



## Mapping of visual words on WordNet



(cf., brain mapping using *WordNet*: Huth et al. 2012)

# Semantic labeling and web images for decoder training



#### **Multilabel decoding**



#### **ROC** analysis



#### **Single-trial time course**

*"What I was just looking at was some kind of characters. There was something like a form for composing an essay...."* 



#### **Pooled time course**



- High scores for reported synsets toward awakening
- High scores fore unreported but relevant synsets (w. high cooccurrence), potentially reflecting unreported dream contents

"What I was just looking at was some kind of characters. There was something like a form for composing an essay...."



"Yes, there were people, about 3 people, inside some sort of hall. There was a male, a female, and maybe like a child. Ah, it was like a boy, a girl, and a mother..."



# Web data as the collective unconscious?



#### **Brain-web interface**

Generating contents from brain signal using web data as raw materials with assistance of CV, NLP, and ML

#### **Big brain data**



(Van Essen et al., 2013)



ECoG recording from ALS patient 96 channels, 10KHz , **6.57G/hour** (Osaka University)

## Summary

- 1. Machine learning-based decoding of neuroimaging data
- 2. Neural mind-reading
- 3. Modular decoding and visual image reconstruction
- 4. Decoding dream contents
- 5. Brain-web interface and big brain data



#### Predictive models in neuroscience

with assistance of ML, CV, NLP, and big data



#### 2013.05.13 ガリレオ第2シーズン第五話 "Galileo" Season 2, Episode 5

#### **Acknowledgments**

<u>ATR</u> Okito Yamashita Yoichi Miyawaki Hajime Uchida Masako Tamaki Tomoyasu Horikawa Yukuke Fujiwara

<u>Vanderbilt</u> Frank Tong

<u>NIPS</u> Norihito Sadato



Data and codes are available at: http://www.cns.atr.jp/dni/ (Department of Neuroinformatics, ATR)