



Task Learning Over Multi-Day Recording via Internally Rewarded Reinforcement Learning Based Brain Machine Interfaces (2020)

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BME 517: Paper Presentation 04 Apr 2023







Introduction



Introduction

- Motivation: to develop an autonomous BMI that enables paralyzed individuals to control external devices using their neural activity
- I'm interested in the potential of BMIs to improve the lives of people, and in the use of RL-based decoders to interpret neural activity
- A novel approach that utilizes the brain's internal reward mechanism to replace external guidance and enable autonomous task learning





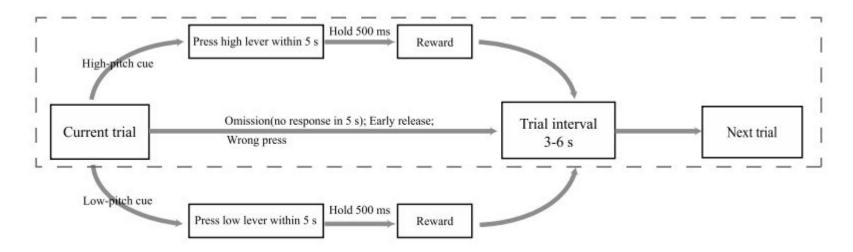


Behavioral Task and Data Collection

- The experiment was conducted with six male rats which were trained to perform a one-lever-press task before learning a two-lever-press discrimination task
- Neural data was collected from two 16-channel microelectrode arrays in both the M1 and mPFC (medial prefrontal cortex)

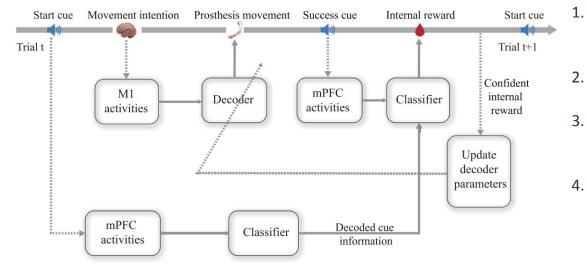


Behavioral Task and Data Collection



Two-lever-press discrimination task diagram

The Internally Rewarded Decoding Framework



- mPFC signals are decoded after cue onset to first classify the cue information
- M1 activity post cue onset is decoded to generate an action
- post-action mPFC activity is used to extract the internal reward information given the classified cue
- classified reward or non-reward results are used to update the decoder parameters before the next trial starts

Internal Critic from mPFC Activity - SVM

 SVM is used to classify cue information and reward/non-reward trials using mPFC neural activity

$$\hat{r} = h\left(\omega^T \phi(x) + b\right)$$

• The discrimination result using mPFC activity is used to replace the explicit reward in the RL structure

- We learned about supervised classifier algorithms in Lab 7
- In contrast to Naive Bayes and LDA, SVM is a nonlinear method that uses a kernel function to transform the data into a higher dimensional space

RL Action Decoding with Internal Reward

- Attention-gated reinforcement learning (AGREL) neural network is used to decode actions from M1 neural activity with the internal critic from mPFC activity.
- It has three perceptron elements in the output layer:
 - high lever press
 - low lever press
 - no lever press

- We learned about continuous decoders in Labs 8-9
- Similar to Kalman filters, RL decoder is suitable for online data as they can be updated in real-time as new data becomes available



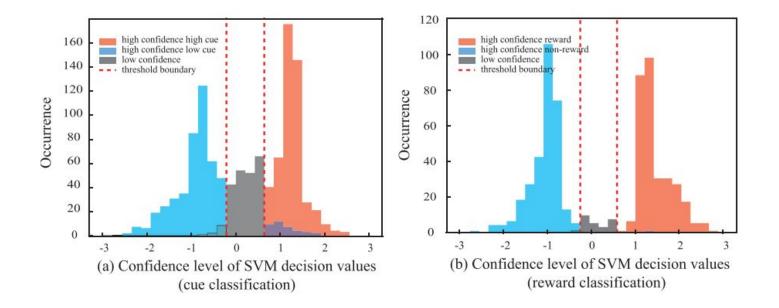




Internal Critic from mPFC Activity - SVM Classifier

- mPFC activity encodes both cue and reward information and is a better internal critic than M1 activity
- Average classification accuracy for cue information is
 83.9% once the task is mastered
- Using mPFC activity, the average reward discrimination accuracy is 87.5%, which is higher than using M1 activity (62.2%)

Internal Critic from mPFC Activity - SVM Classifier

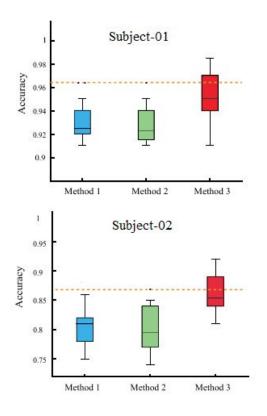


RL Action Decoding with Internal Reward

- Results show that using the mPFC activity as an internal critic in RL achieves good performance, which is very close to that using the external reward
- The multi-site recording using both M1 and mPFC as input achieves better decoding performance than using M1 as input only



M1&mPFC as input + external reward M1&mPFC as input + mPFC as internal reward M1 as input + external reward M1 as input + mPFC as internal reward



RL Action Decoding with Internal Reward

Decoding model		Subject	
Input	Reward type	Subject-01	Subject-02
M1	Internal reward from mPFC	91.7%±1.2%	79.2%±3.8%
M1	External water reward	92.9%±1.5%	80.4%±3.4%
M1+mPFC	Internal reward from mPFC	94.7%±1.1%	85.6%±3.5%

TESTING ACCURACIES OF DECODING MODELS ACROSS SUBJECTS.





Discussion



Discussion

Implications

- The proposed decoder can be implemented in clinical trials, allowing the neuroprostheses to autonomously learn a new task
- The framework can address the challenges of time-variant neural activity and maintain high decoding accuracy



https://news.brown.edu/articles/2012/05/braingate2

References

Shen, X., Zhang, X., Huang, Y., Chen, S., & Wang, Y. (2020). *Task learning over multi-day recording via internally rewarded reinforcement learning based brain machine interfaces.*IEEE Transactions on Neural Systems and Rehabilitation Engineering, 28(12), 3089-3099.





Questions?

