

Simulating the cortical activity evoked by artificial retinal implants

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Recent advances in neuroscience and microelectronics have opened up the possibility of partially restoring vision in blind patients using retinal prostheses. However, it only restores low-resolution vision, which may be explained by a poor understanding of how electrical stimulation activates the visual cortex. Our interest focuses on the modeling of retinal and cortical activities in the case of prosthetic stimulation, with the objective of comparing them to the activities evoked by visual stimuli.

GENERAL CONTEXT

Using retinal prostheses has a major disadvantage. The contact between the retina and the matrix of electrode is not perfect. Two diffusion effects are therefore observed.

In particular, Roux et al.^[1] have shown, from experiments on rats, that the cortical activity obtained by optical imaging can be up to ten times higher during prosthetic stimulation compared to normal visual stimulation.



Figure A

Schematic view of the experimental setup with the camera and the visual pathway from the retina to V1 activated with normal visual stimuli (left) or with sub-retinal electrical stimulation using a MEA (right). *Source: Roux et al.*^[1]



Figure B

Cortical activations generated in 2 animals by a single electrode (blue) and a whole multielectrode array (red) stimulation (top maps) at a high current intensity (± 200 and 150 mA respectively) and their corresponding 20° visual stimulus (white, bottom maps). *Source: Roux et al.*^[1]

Roux et al.^[1] developed a Matlab model in order to study the phenomenon of expansion of cortical activity between visual and prosthetic stimulation for one electrode. However, retinal prostheses integrate hundreds of electrodes and there is no study yet about the effect of the simultaneous activation of several electrodes reproducing the shape of an object.

The goal is now to integrate and develop the model for a single electrode into a multi-electrode model. The Biovision team at Inria is currently designing a retina simulator, called Macular, aiming at reproducing the retina response to stimulation in normal (stimulation by light) and pathological conditions (electric stimulation by prostheses). Our objective is to compare the results from prosthetic simulation to normal vision.

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Simulating the cortical activity evoked by artificial retinal implants

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