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# Multi-sensory integration by constrained self-organization



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## Abstract

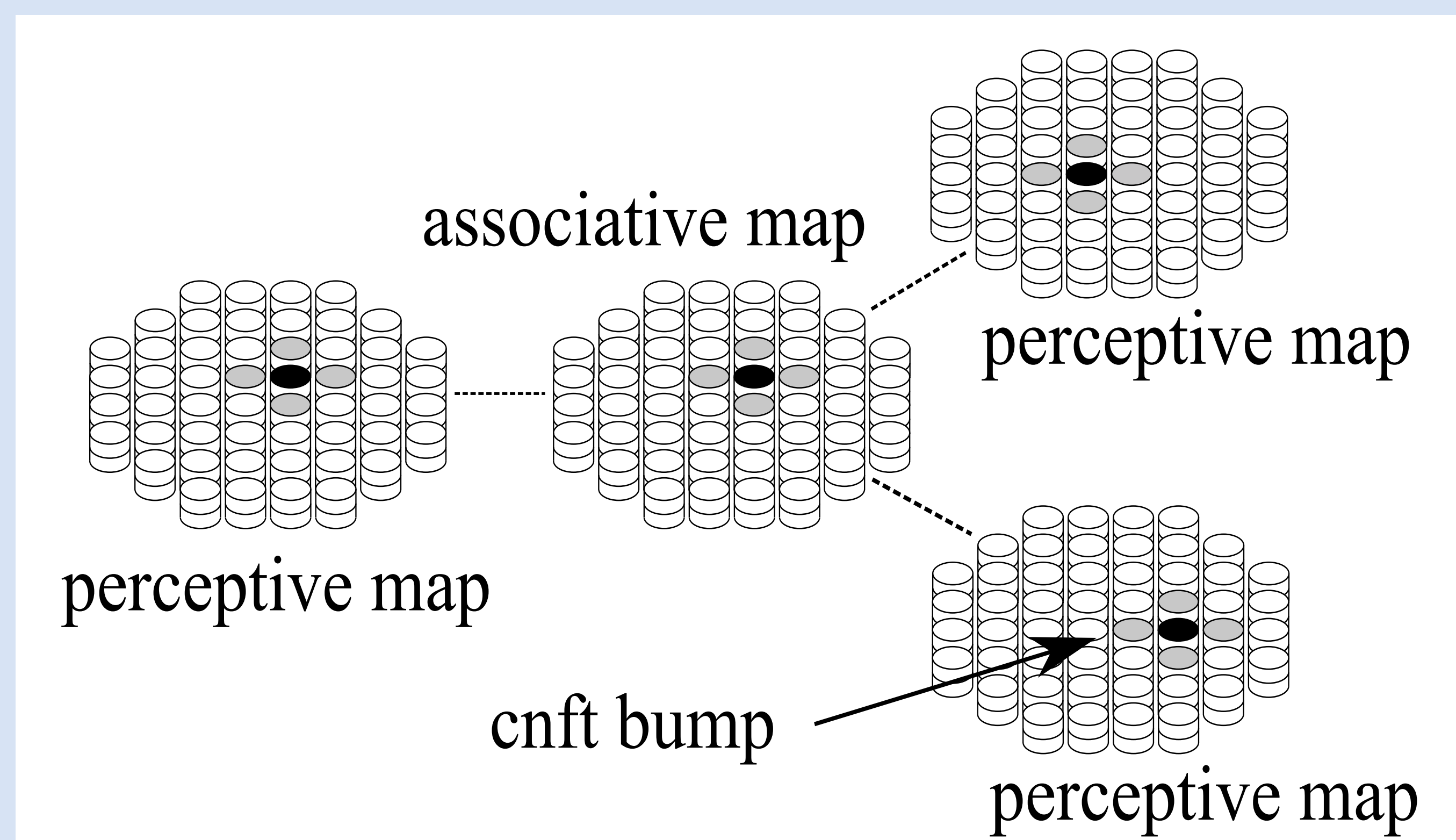
We develop a model for multi-sensory integration to perform sensorimotor tasks. The aim of this model is to provide missing modality recall and generalization using cortically-inspired mechanisms. The architecture consists of several multilevel cortical maps with a generic structure. Each map has to self-organize with a continuous, decentralized and unsupervised learning which provides robustness and adaptability. These self-organizations are constrained by the multimodal context to obtain multi-sensory generalization.

## Mechanisms of the model

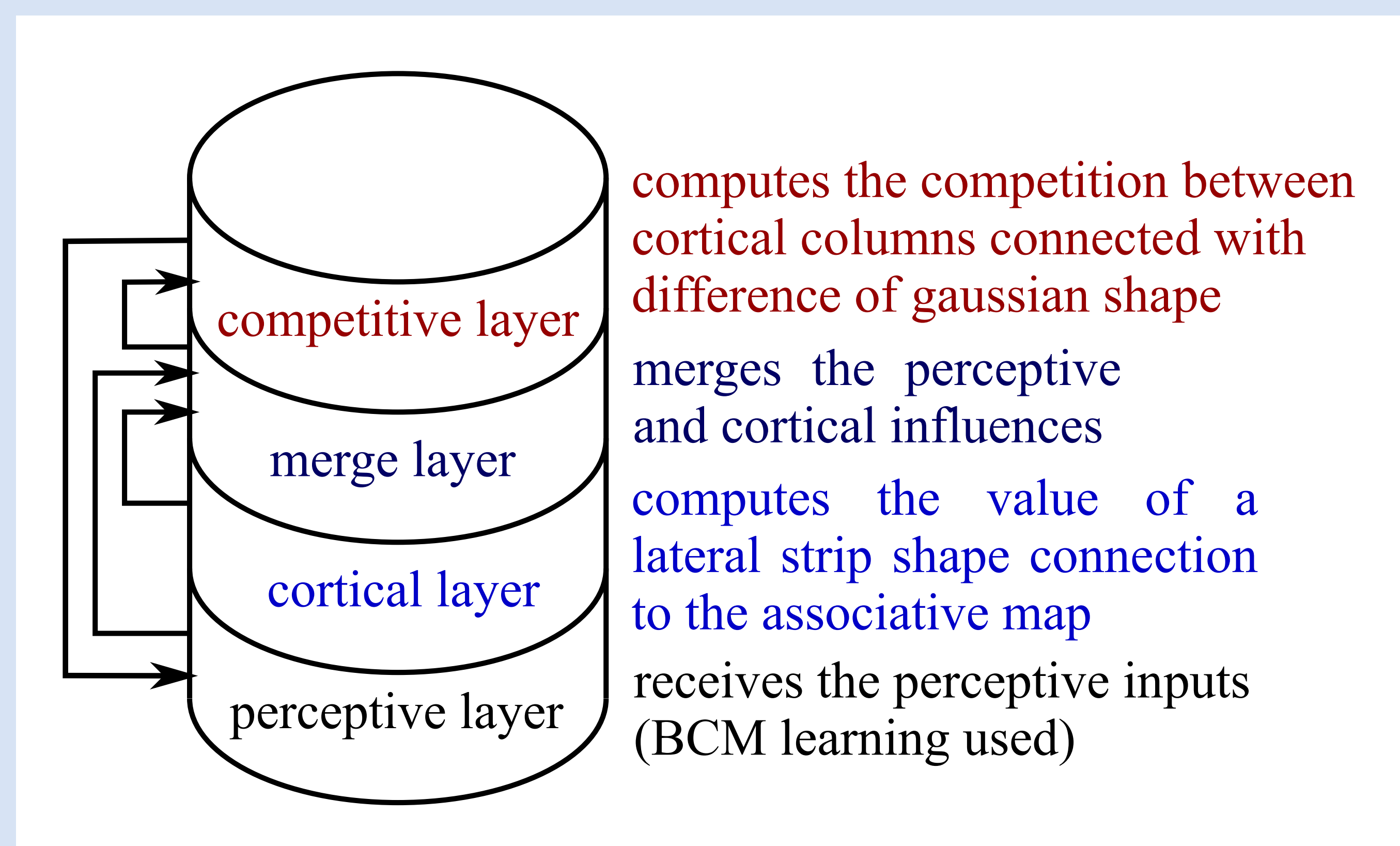
- continuous, decentralized and unsupervised learning
- perception represented by a neural map
- multi-sensory integration through associative map
- emergence of perception by a competitive mechanism (Continuous Neural Field Theory)
- emergence of a multimodal perception thanks to the relaxation of multi-sensory constraints
- neural map self-organization constrained by the multi-sensory context

## Description of the model

### Multi-sensory interactions



### Neural maps: cortical column view



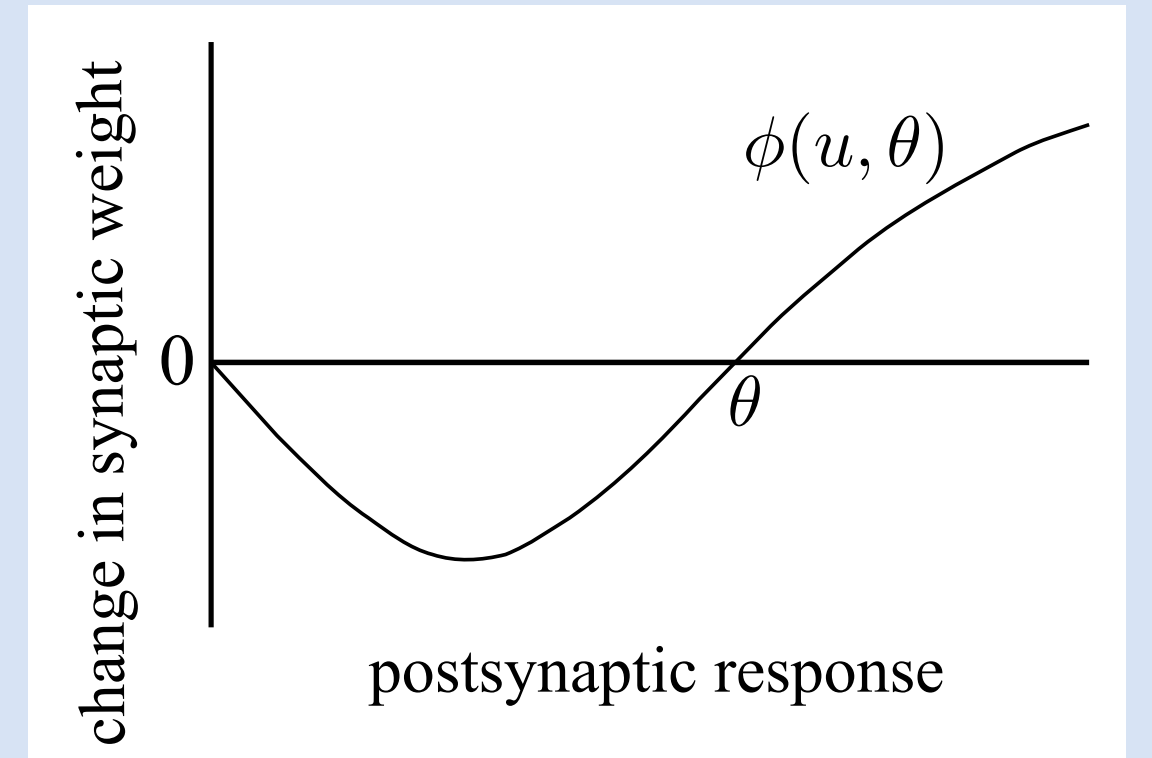
## Perceptive layer: BCM's learning rule

### BCM's learning rule

$$u = w \cdot x$$

$$\theta = E_{\tau}[u^2]$$

$$\Delta w = \eta * x * \phi(u, \theta)$$



### BCM's properties

- spatial competition leading to stimulus selectivity
- weights regulation thanks to the sliding threshold

## Modification of the BCM's learning rule

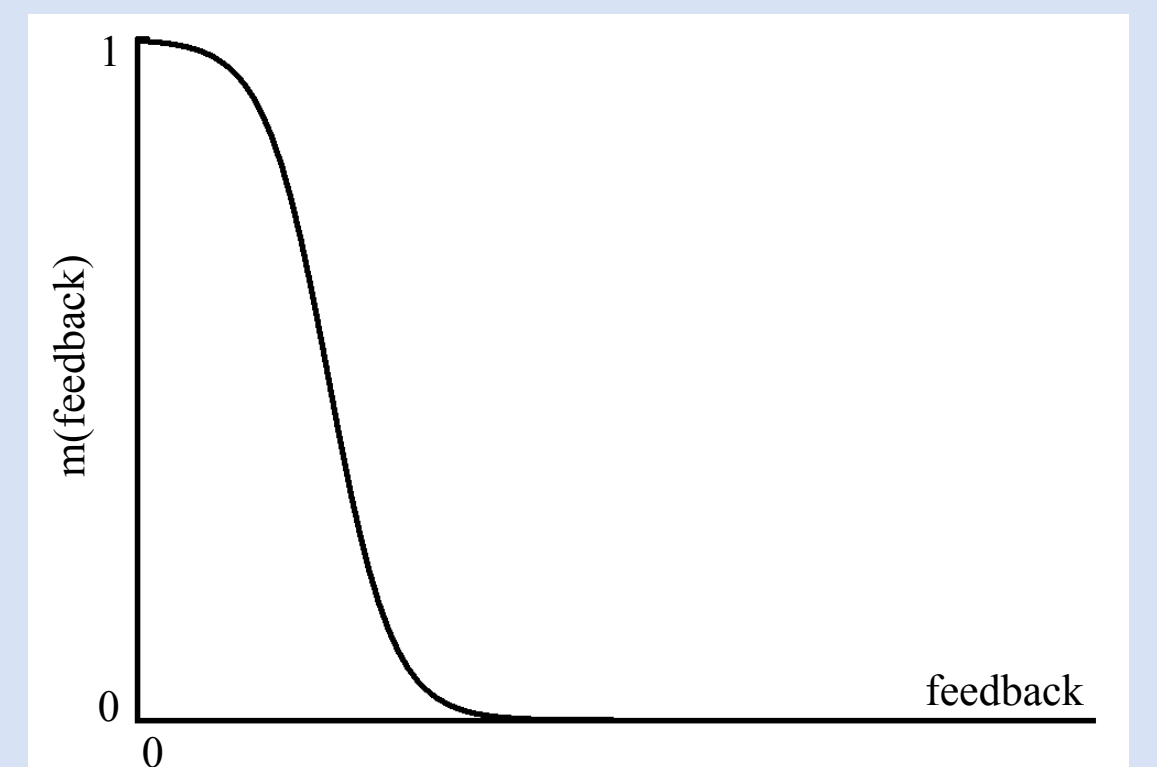
### Feedback modulation of BCM

- modulation of the neuron activity influences the neuron selectivity
- activity bump is used as feedback modulation signal
- spatial coherence of the bump creates self-organization at the map level

### Unlearning mechanism in BCM

$$u = w * x + f(\text{feedback})$$

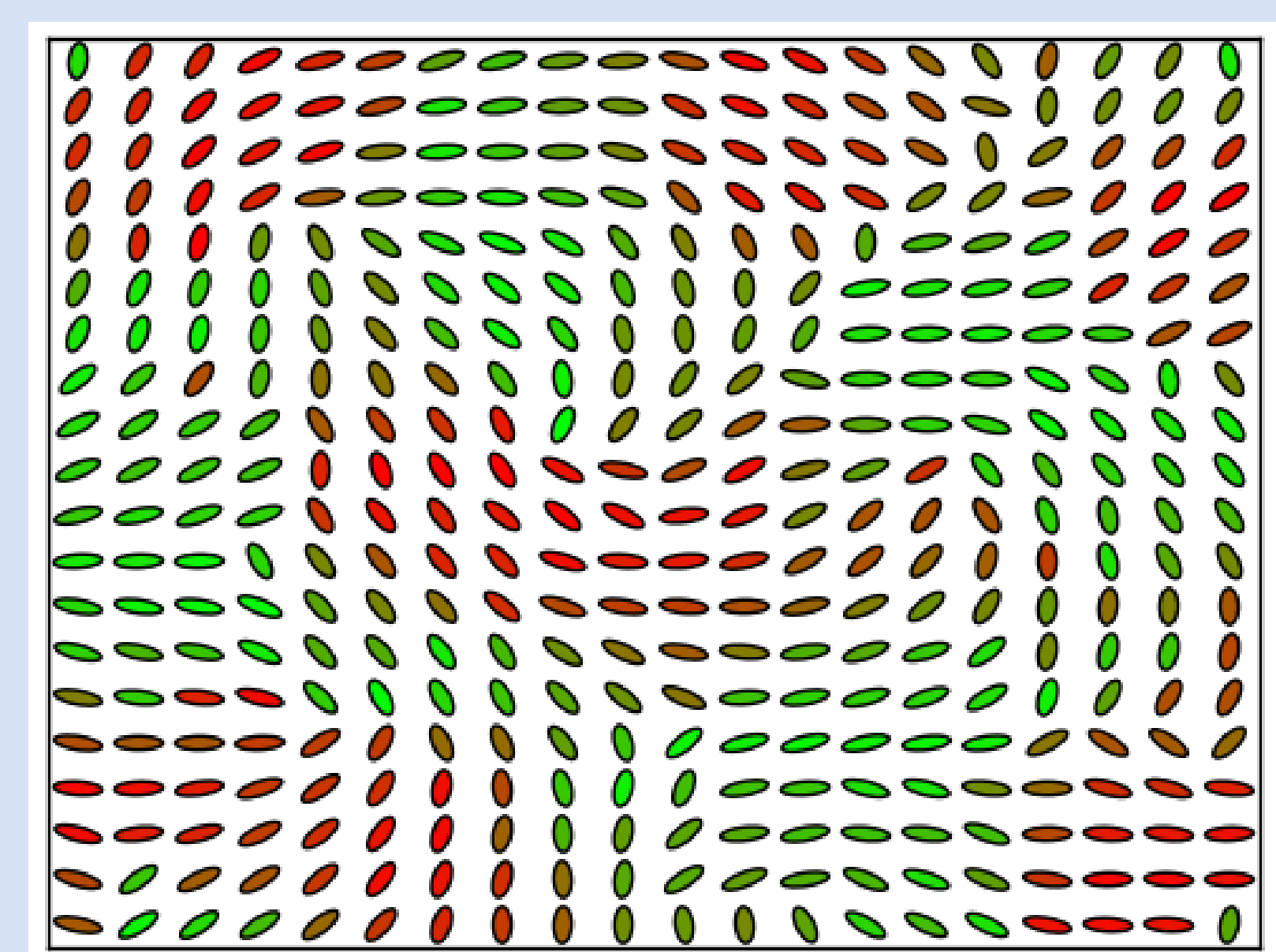
$$\theta = E_{\tau}[u^2]$$



$$\Delta w = \eta * x * u * (u - \theta - \alpha * m(\text{feedback}) * \chi * u^2)$$

- decreases weights when an inconsistency is detected ( $u$  high and  $\text{feedback}$  low)
- useful for bootstrapping (neuron selectivity has to develop before feedback can be consistent)
- helps to relax multimodal constraints
- must allow the addition of a new perception in a incremental way

## Results



Map self-organization (orientation + colour)

## Conclusion

With the modified learning rule, we obtain the self-organization of the map, which can be influenced by the multi-sensory context.