

# Language Generation from Brain Recordings

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#### Introduction



#### • Application of Brain-Computer Interface (BCI)

- Instruction decoding [NeuraLink 2021]
- Emotion recognition [Edgar 2020]
- Sematic decoding
  - Visual information reconstruction [Takagi 2023]
  - Language information reconstruction [Makin 2020]



Fig: Neuralink's monkey use BCI to play games [Cooney 2021]

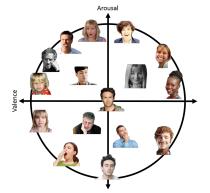


Fig: Emotion recognition [Edgar 2020]

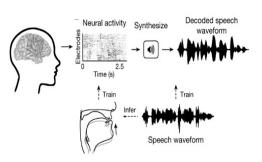


Fig: Speech decoding [Makin 2020]



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## Background

#### Existing language BCIs

- Pre-defining a series of semantic candidates
- Limitations
  - A limited number of semantic candidates (usually 2-50)
  - High task dependency

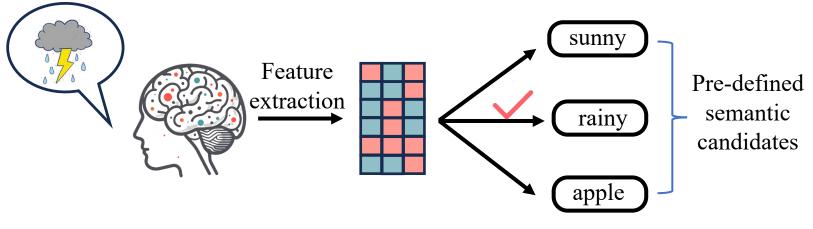


Fig: Language BCIs by pre-definition and post-hoc selection/classification





#### • Emergence of generative language models (LMs)

- Reconstructing mental language is difficult
- The LM might be able to provide **contextual knowledge**

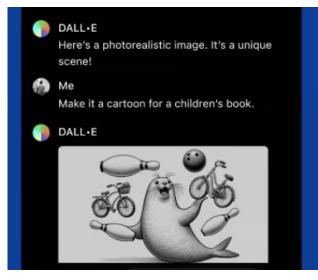


Fig: ChatGPT + DALL-E

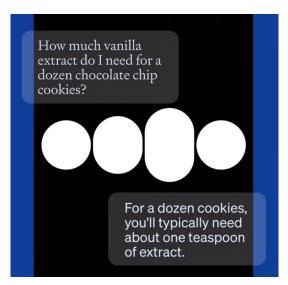


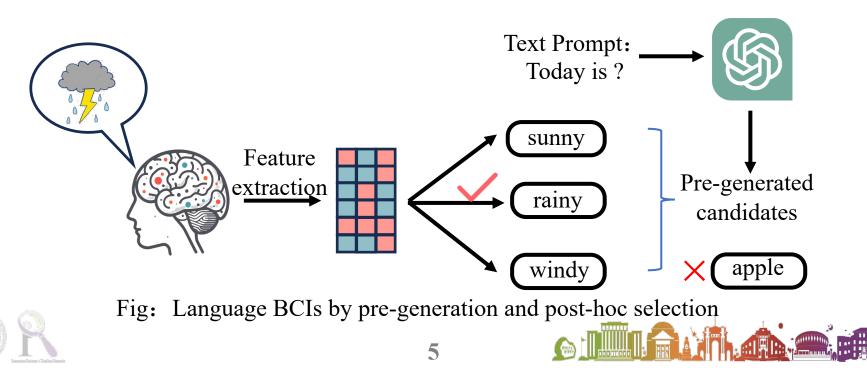
Fig: ChatGPT + speech synthesis







- A language BCI with generative model [Tang 2023]
  - Pre-generation with post-hoc selection
  - Limitations
    - Brain information is not involved in the language generation phase
    - Still use a limited amount of candidates





#### • Language in LM and language in the Brain

• Brain and LM might have similarities in language processing

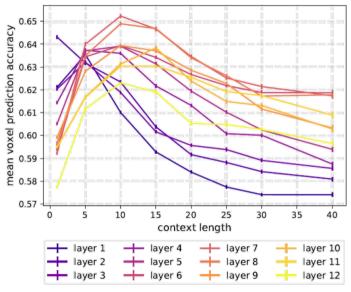


Fig: The **representation** in different layers of the language model have **similarities** to the human brain. [Mariya 2019]

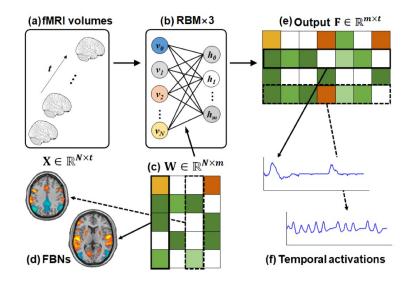


Fig: The **physical neurons in the brain** exhibit synchrony in activation with the **neurons in language models.** [Liu 2023]





#### • Is the similarity more pronounced in larger models?

• Scaling laws when mapping brain representations to computational representations

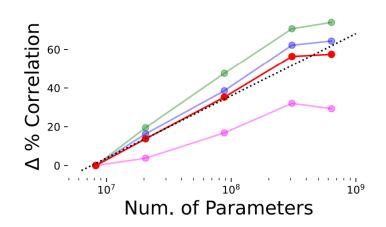


Fig: Larger correlations in audio model with a larger parameter size. [Anntonello 2023]

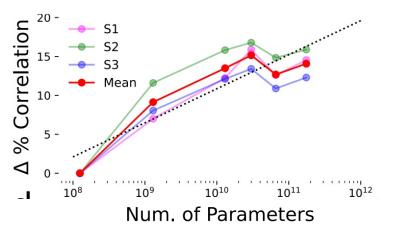


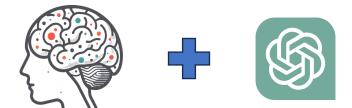
Fig: Larger correlations in language model with a larger parameter size. [Anntonello 2023]



### **Motivation**

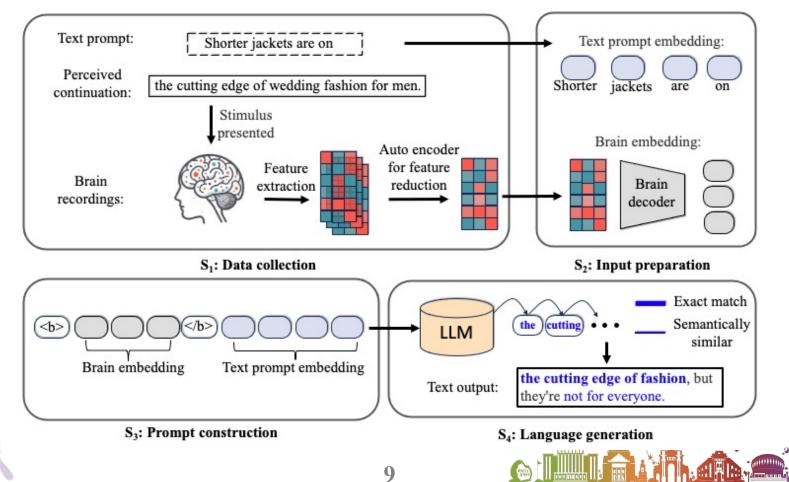


- Designing BCIs with direct language generation feature
- Limitations of existing work:
  - Classification-based setting
  - Limited candidate set and limited performance
  - Ignoring the potential relationship between brain and LLM
- Can representation in the brain and in the LLM be jointly modeled?

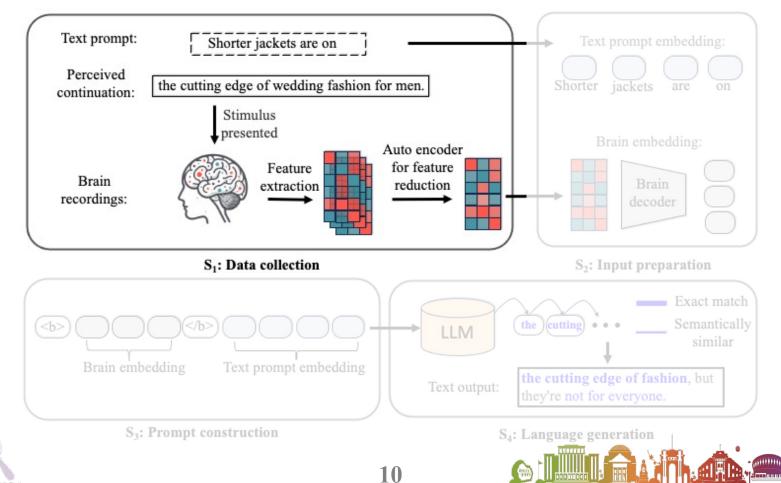




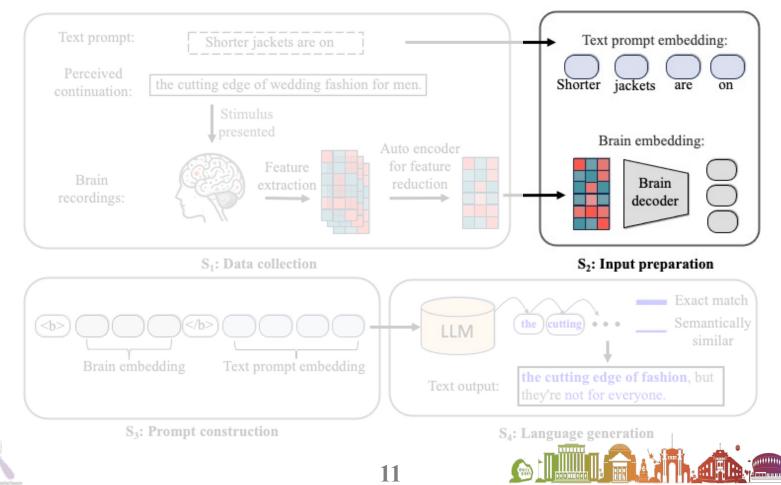




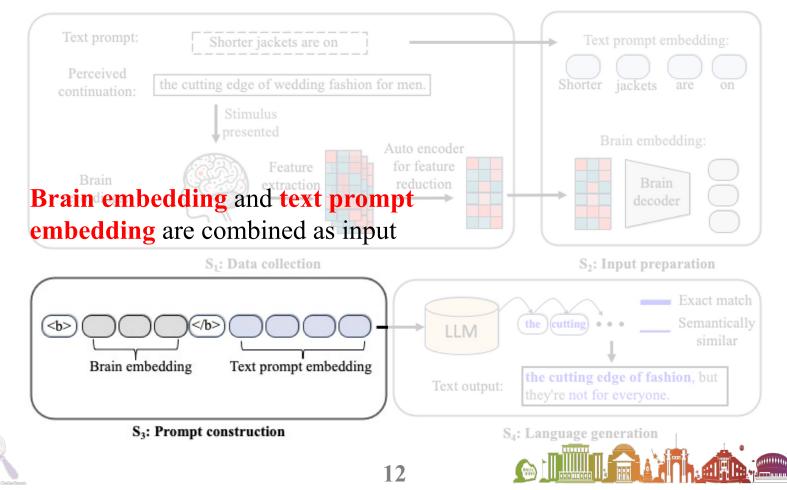




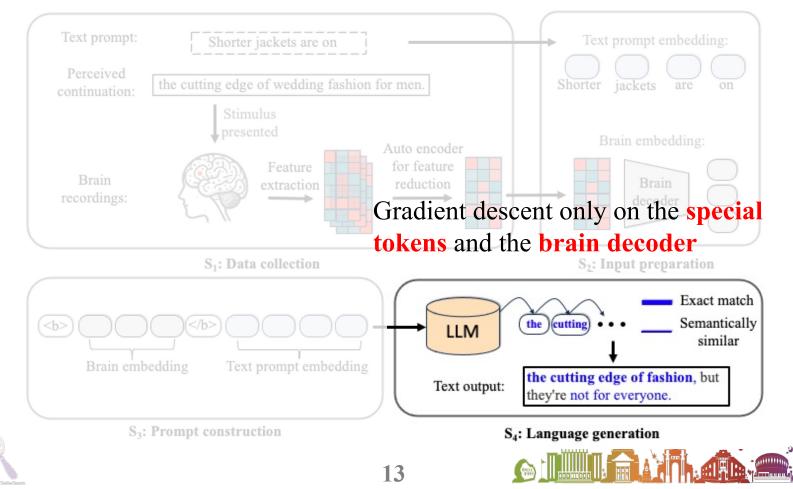






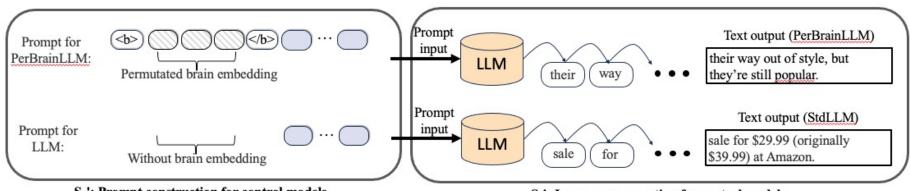








- Language generation by jointly modeling of brain and the large language model (**BrainLLM**)
- Control models:
  - *PerBrainLLM*: BrainLLM with brain input randomly sampled
  - *StdLLM*: the standard LLM with only text input



 $\mathbf{S_{3}'}:$  Prompt construction for control models

 $S_4 \ensuremath{^{\prime}}\xspace$  : Language generation for control models





#### **Evaluation**

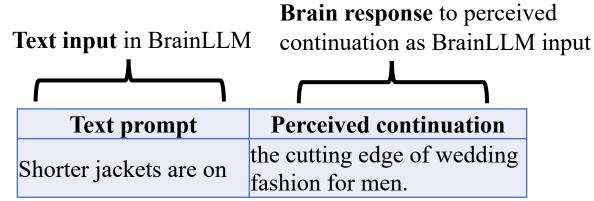
- Evaluation protocols:
  - Pairwise accuracy:
    - comparing the likelihood of generating the perceived continuation
    - i.e., Pairwise ACC =  $\begin{cases} 1, & \text{if } P_{BrainLLM} > P_{PerBrainLLM} \\ 0, & \text{else} \end{cases}$
  - Language similarity metrics:
    - Bleu, WER, Rouge, perplexity/surprise
  - Human evaluation:
    - pairwise preference judgment from human annotators







• Case study:



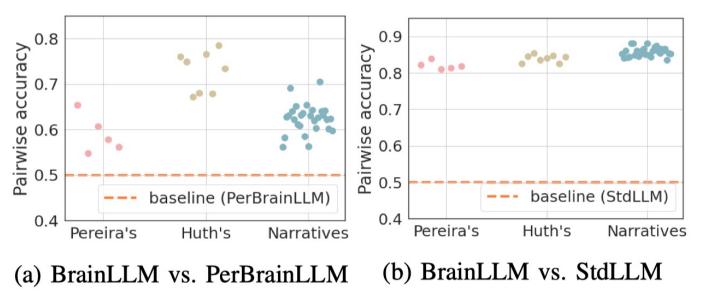
BrainLLM	PerBrainLLM	StdLLM
the cutting edge of fashion, but they're not for everyone.	$\mathbf{h}$	sale for \\$29.99 (originally \\$39.99) at Amazon.







- Pairwise accuracy:
  - BrainLLM outperforms PerBrainLLM and StdLLM
  - PerBrainLLM is a stronger control than StdLLM
    - PerBrainLLM contains brain prompt that make the LLM generate content more aligned with the distribution of tokens in the training set

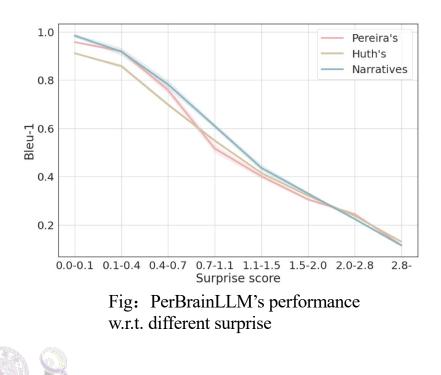






• Analysis regarding surprise score:

#### Higher surprise, worse performance



#### Higher surprise, BrainLLM gains more when compared to PerBrainLLM

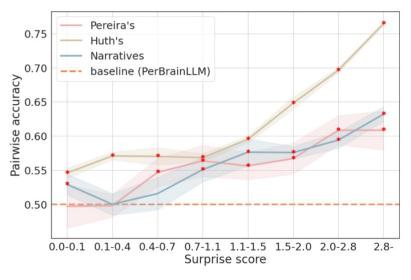
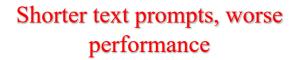


Fig: Pairwise accuracy of BrainLLM v.s. PerBrainLLM in terms of different surprise





• Analysis regarding length of text prompts:



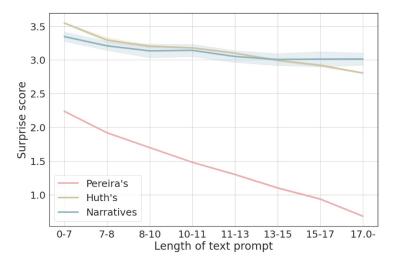


Fig: Surprise w.r.t. length of text prompts

Shorter text prompts, more performance gain with BrainLLM

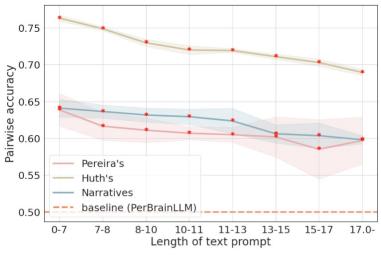


Fig: Pairwise accuracy of BrainLLM v.s. PerBrainLLM w.r.t. length of text prompts





• Analysis regarding the parameter size of LLM:

#### LLM with more parameters yields better performance

LLM backbone	Model	BLEU-1(↑)	ROUGE-1(↑)
Llama-2 (7B)	StdLLM	0.2415*	0.2133*
	PerBrainLLM	0.3249*	0.2875*
	BrainLLM	0.3333	0.2987
GPT-2-xl (1.5B)	PerBrainLLM	0.2772	0.234
	BrainLLM	0.2814*	0.2378*
GPT-2-large (774M)	PerBrainLLM	0.2605*	0.213*
	BrainLLM	0.2655	0.2182
GPT-2-medium (345M)	PerBrainLLM	0.2100	0.1649*
	BrainLLM	0.2118	0.1672
GPT-2 (117M)	PerBrainLLM	0.1866	0.1456
	BrainLLM	0.1846	0.1445

Fig: Language generation performance in Pereira's dataset with different number of LLM parameters

## BrainLLM gains even more when using LLM with more parameters!

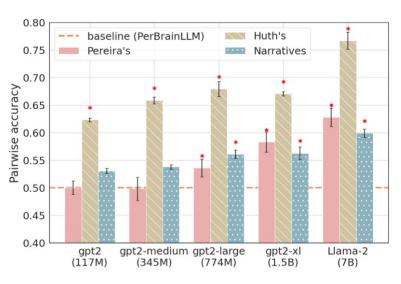
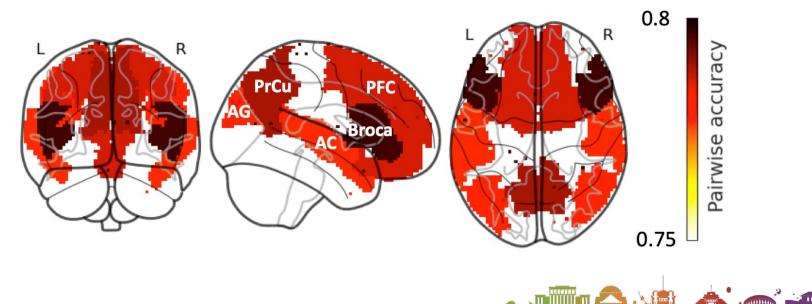


Fig: Pairwise accruacy of BrainLLM vs PerBrainLLM



- Analysis regarding region of interests (ROIs):
  - Broca: language production and grammar processing
  - Semantics encoded in human brain • PrCu: language memory, and language consciousness might be overlapping
  - PFC: decision-making
  - AC: auditory information processing
  - AG: semantic and phonological processing



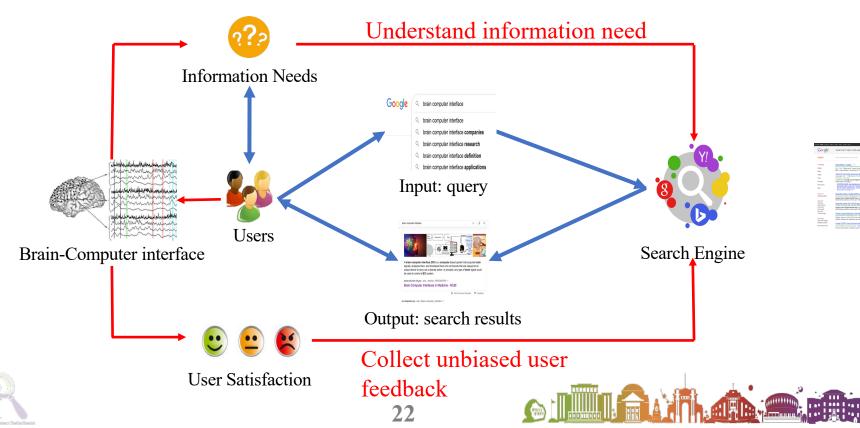




## Future application: BCI for Search

#### • How can BCI help search

- Query augmentation via decoding information need from brain
- Feedback modeling by decoding





## **Future application: more**

#### • BrainLLM for language BCIs

- Language construction without pre-generation
- Integration with BCIs that utilize motor representations

#### Neurolinguistic research

- Quantification ability on the generation likelihood of textual content
- E.g., no longer need manipulation for neurolinguistic experimental design

#### Personalized LLM

• Content deemed surprising by LLMs could potentially be corrected by individual's brain recordings





#### **Ethics**



#### • Reconstruct language from the human brain

- Challenging the deeply ingrained notion of the mind as a private sanctuary
- Currently at a very early stage

#### • Direct language generation feature

- Without human-controlled pre-definition step
- May decode contents that participants may wish to keep private

#### • What should we do?

- Processing and remove privacy content from the output
- Training a safe brain decoder
- Reviewing the output by the participant





## Reference



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- [Antonello 2023] Scaling laws for language encoding models in fMRI. *Neurips 2023*.







#### **Thanks for your listening!**

