Left over from units..

Hodgkin-Huxley model

$$I_{net} = g_{Na}m^3h(V_m - E_{Na}) + g_kn^4(V_m - E_k) + (V_m - E_l)$$

m, h, n: voltage gating variables with their own dynamics that determine when channels open and close

Bias weight

Left over from units..

Hodgkin-Huxley model

$$I_{net} = g_{Na}m^3h(V_m - E_{Na}) + g_kn^4(V_m - E_k) + (V_m - E_l)$$

m, h, n: voltage gating variables with their own dynamics that determine when channels open and close

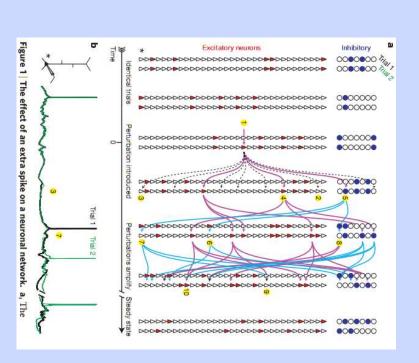
Bias weight

inputs (weights). See review by Mozzachido & Byrne, 2010 TINS on non-synaptic plasticity. General cell excitability is plastic, regardless of particular synaptic

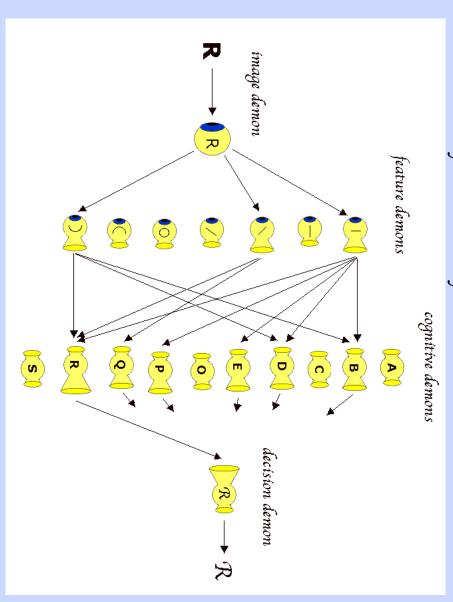
TTERS

Sensitivity to perturbations in vivo implies high noise and suggests rate coding in cortex

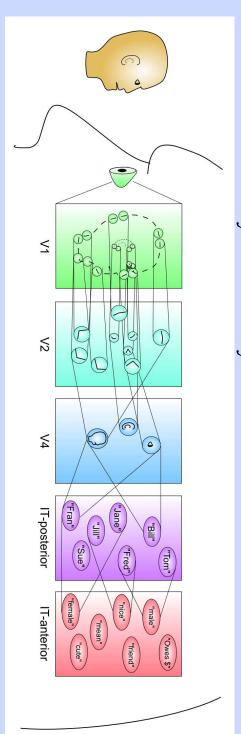
Michael London¹, Arnd Roth¹, Lisa Beeren¹, Michael Häusser¹ & Peter E. Latham²



Layers and layers of detectors...

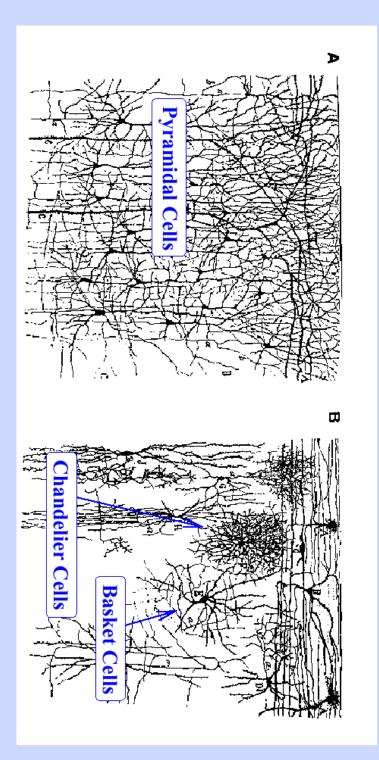


Layers and layers of detectors...



- 1. Biology of networks: the cortex
- 2. Excitation:
- Unidirectional (transformations)
- Bidirectional (pattern completion, amplification)
- 3. Inhibition: Controlling bidirectional excitation.
- 4. Constraint Satisfaction: Putting it all together.

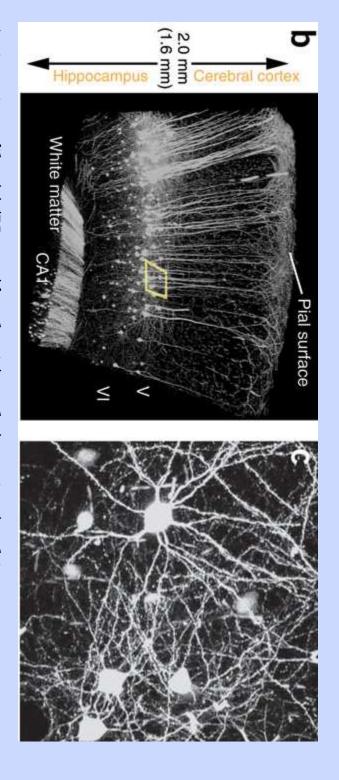
Cortex: Neurons



Two **separate** populations:

- Excitatory (glutamate): Pyramidal, Spiny stellate.
- Inhibitory (GABA): Chandelier, Basket.

More recent images..



Animation: file:///Users/frankmj/teach/cogsim/ctxhippo.mpg

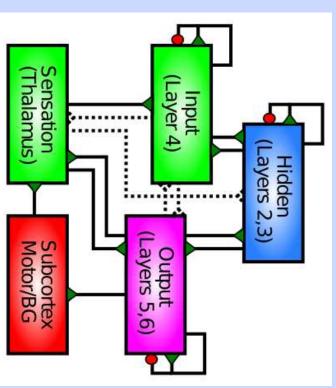
Excitatory vs Inhibitory Neurons

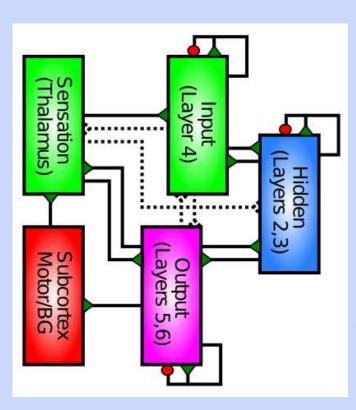
- Excitatory neurons both project locally and make long-range projections between different cortical areas
- Inhibitory neurons primarily project within small, localized regions of
- Excitatory neurons carry the information flow (long range projections)
- Inhibitory neurons are responsible for (locally) regulating the activation of excitatory neurons

Laminar Structure of Cortex

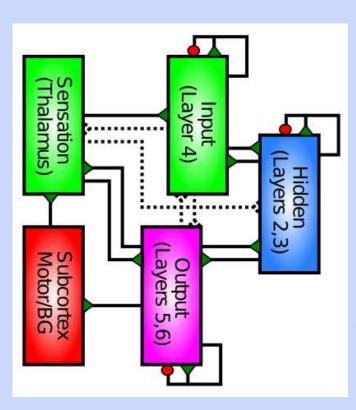
Layers

- Layer = a bunch of neurons with similar connectivity
- Localized to a particular region (physically contiguous)
- All cells within a layer receive input from approximately the same places (i.e,. from a common collection of layers)
- All cells within a layer send their outputs to approximately the same places (i.e., to a common collection of layers)

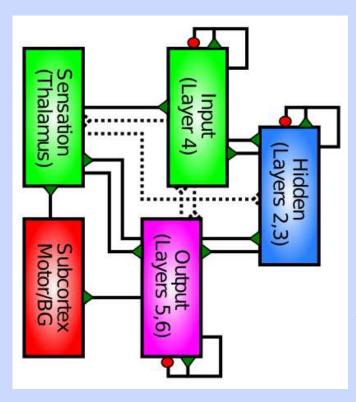




Hidden layer transforms input-output mappings



Hidden layer transforms input-output mappings More hidden layers → richer transformations

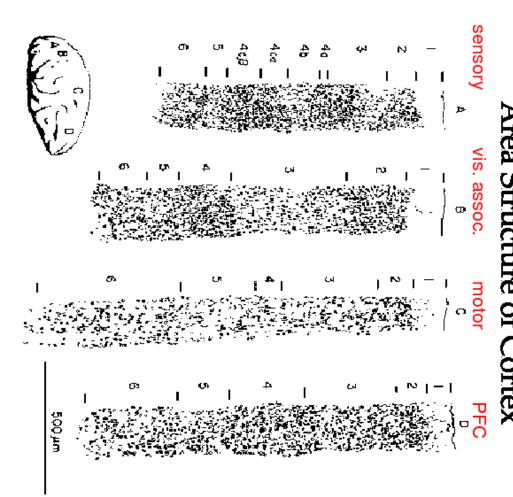


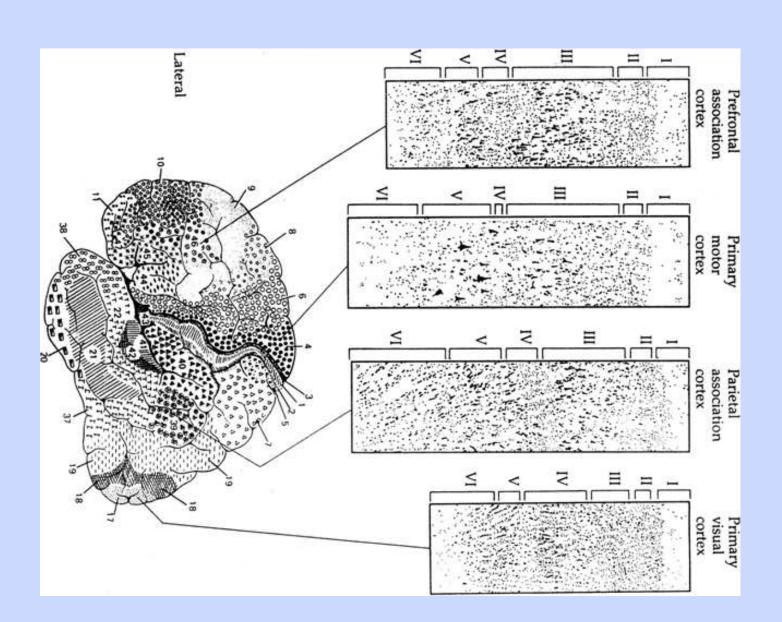
Hidden layer transforms input-output mappings More hidden layers \rightarrow richer transformations

→ less reflex-like... smarter? more "free"?

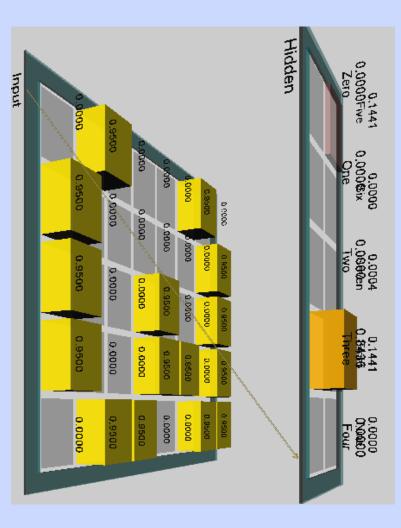
sensory Sensation (Thalamus) (Layer 4) Input (Layers 2,3) Hidden Layers 5,6) Output Subcortex BG Area Structure of Cortex (Layer 4) Input Hidden (Layers 2,3) Subcortex Thalamus Output (Layers 5,6) 2 Thalamus association Hidden (Layers 2,3) Output (Layers 5,6) Subcortex Motor/BG motor ω

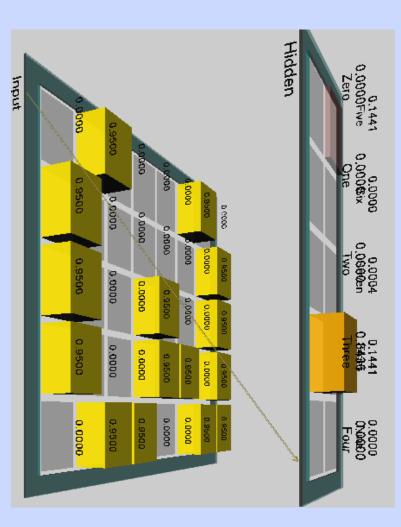
Area Structure of Cortex



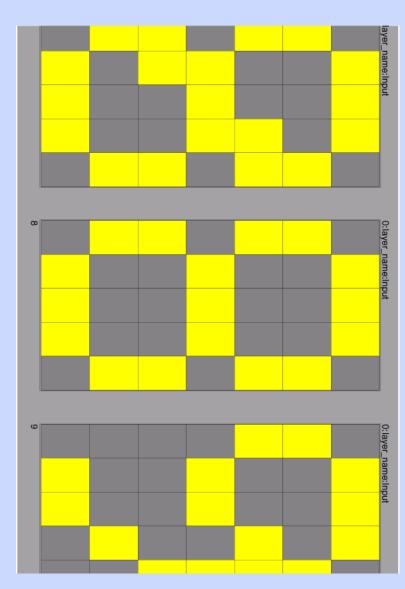


- 1. Biology: Cortical layers and neurons
- 2. Excitation:
- Unidirectional (transformations)
- Bidirectional (pattern completion, amplification)
- 3. Inhibition: Controlling bidirectional excitation.
- 4. Constraint Satisfaction: Putting it all together.

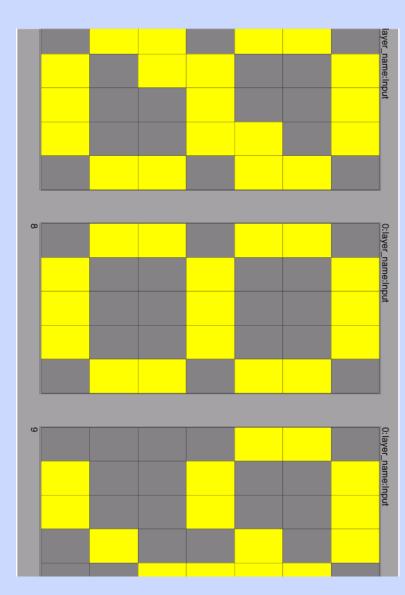




activity pattern. Detectors work in parallel to transform input activity pattern to hidden

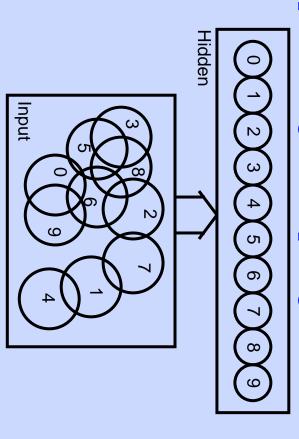


Emphasizes some distinctions, collapses across others.

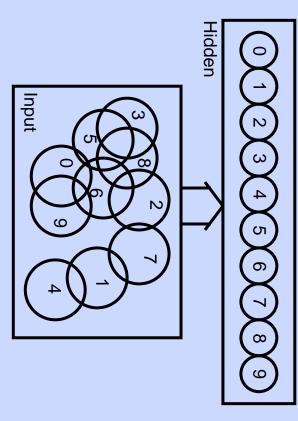


- Emphasizes some distinctions, collapses across others.
- Function of what detectors detect (and what they ignore).

Emphasizing/Collapsing Distinctions



Emphasizing/Collapsing Distinctions



Other (more interesting) examples?...

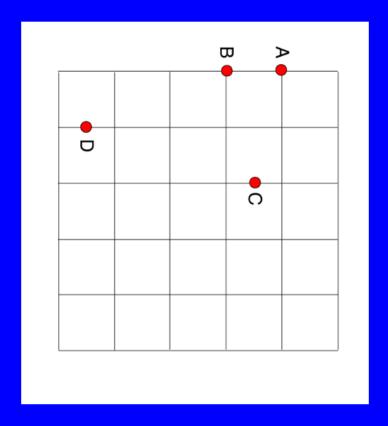
[transform.proj]

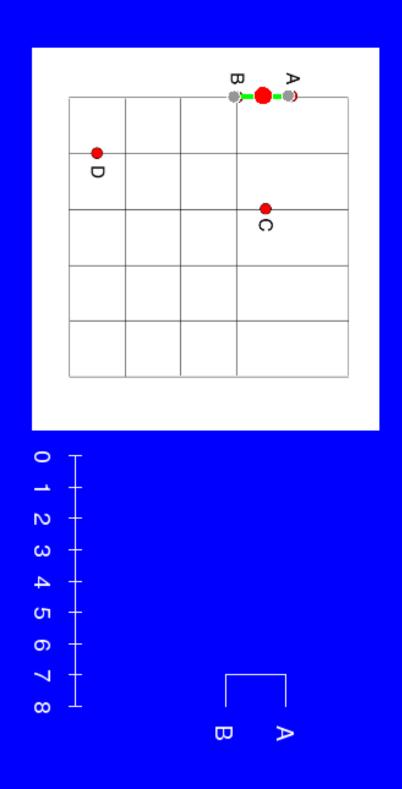
digit detectors:

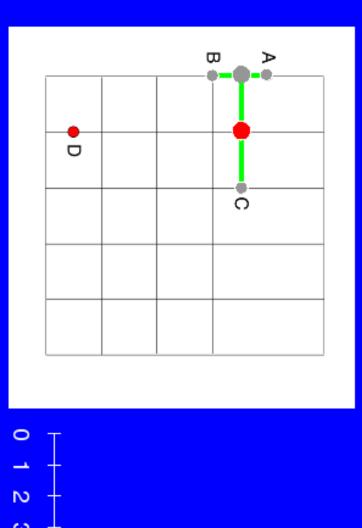
- tested with noisy digits
- tested with letters

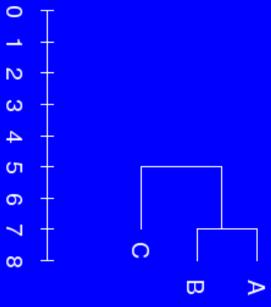
Cluster Plots

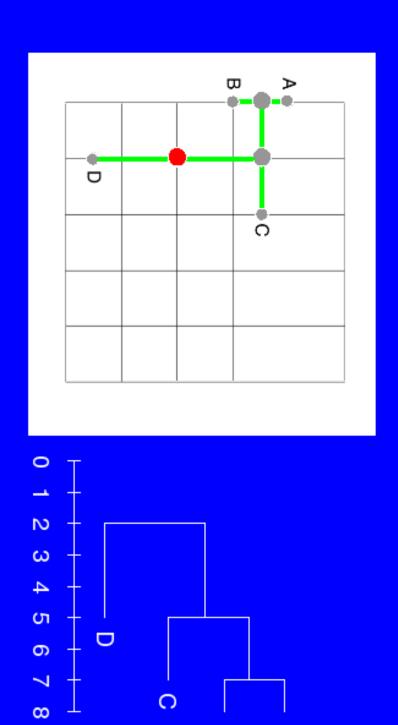
- Cluster plots provide a means of visualizing similarity relationships between patterns of activity in a network
- Cluster plots are constructed based on the distances between patterns of activity
- **Euclidean distance** = sum (across all units) of the squared difference in activation $d = \sqrt{\sum_{i} (x_i - y_i)^2}$
- Example...











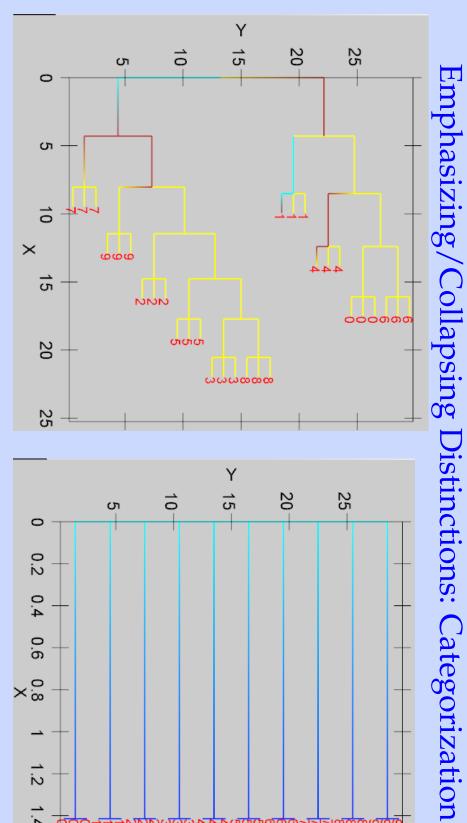
C

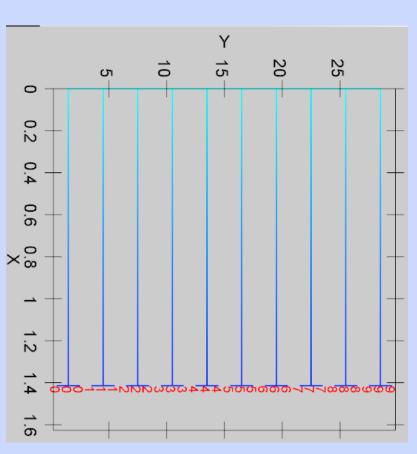
Œ

Α

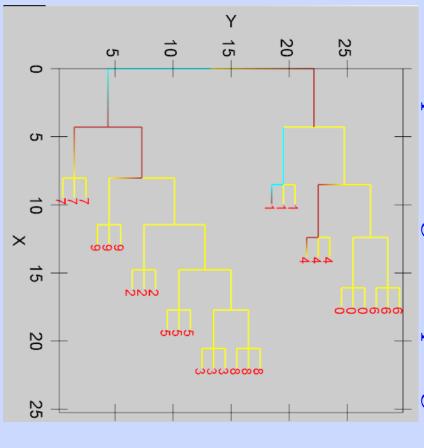
[transform.proj]

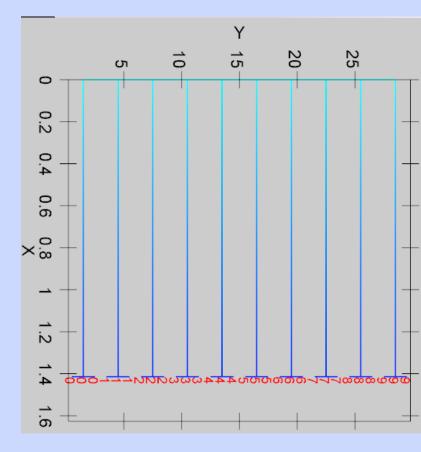
cluster plots (digits, noisy digits, hidden).





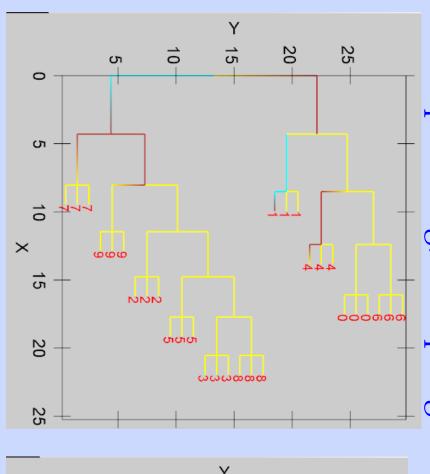
phasizing/Collapsing Distinctions: Categorization

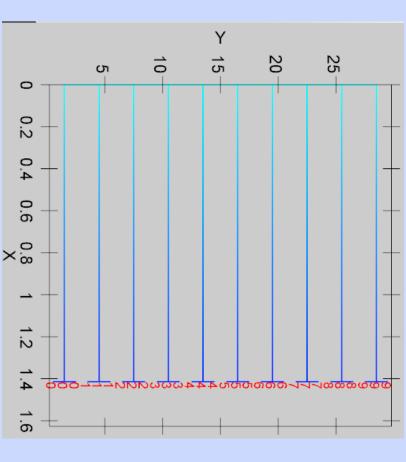




Emphasize distinctions: digits separated, even though they have perceptual overlap.

phasizing/Collapsing Distinctions: Categorization

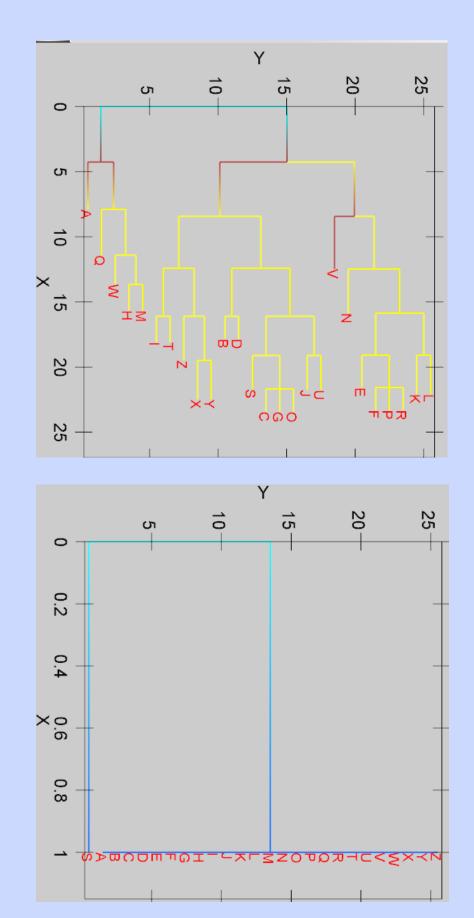




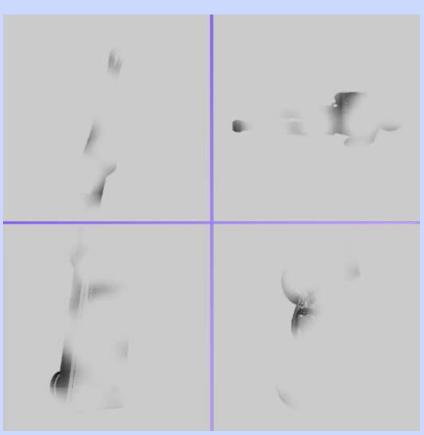
Emphasize distinctions: digits separated, even though they have perceptual overlap.

differences. Collapse distinctions: Noisy digits categorized as same, even though they have perceptual

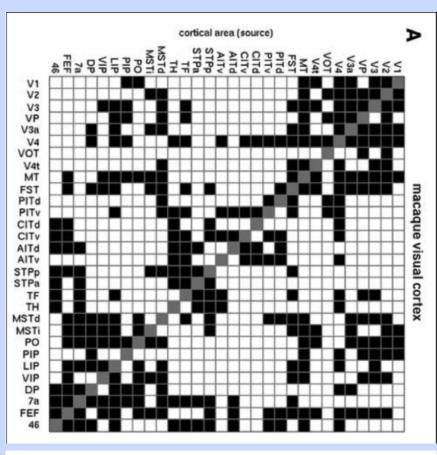
Detectors are Dedicated, Content-Specific

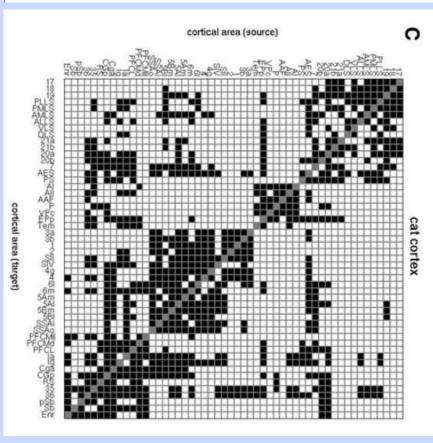


What are these??

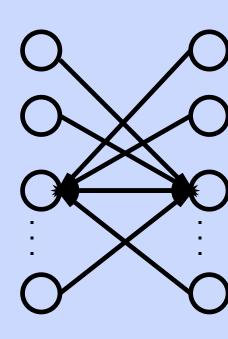


Networks: Bidirectional Connectivity

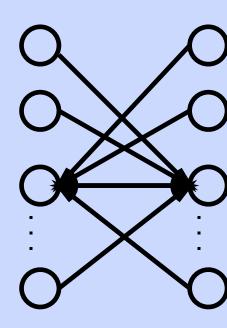




connectivity matrices



1. Top-down expectations about low-level features.

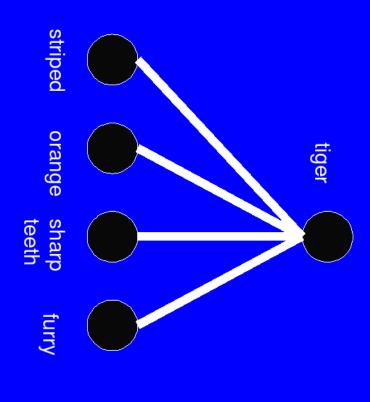


2 Pattern completion

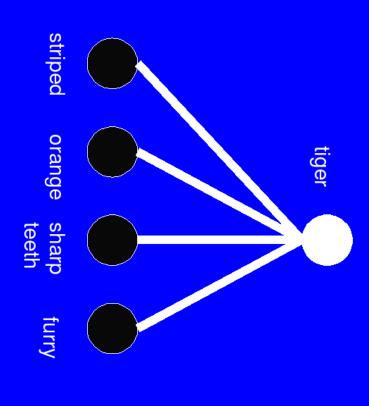
1. Top-down expectations about low-level features.

2. Pattern completion.

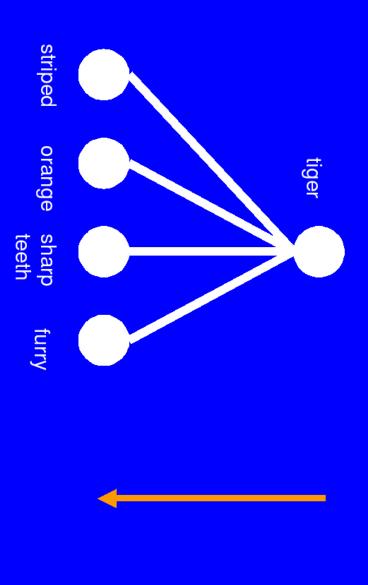
Top-Down Processing (Imagery)

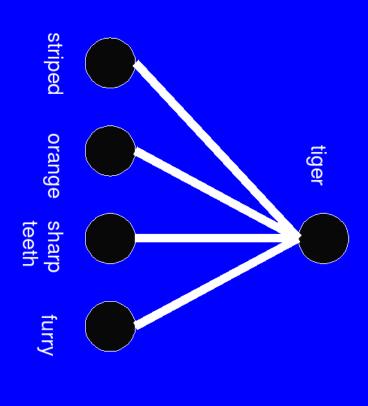


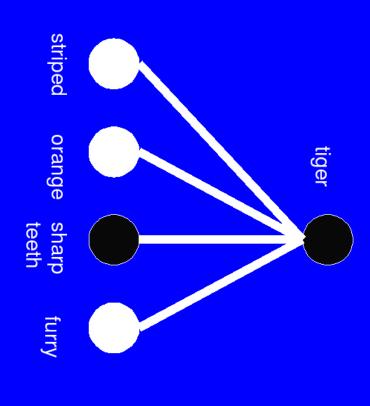
Top-Down Processing (Imagery)

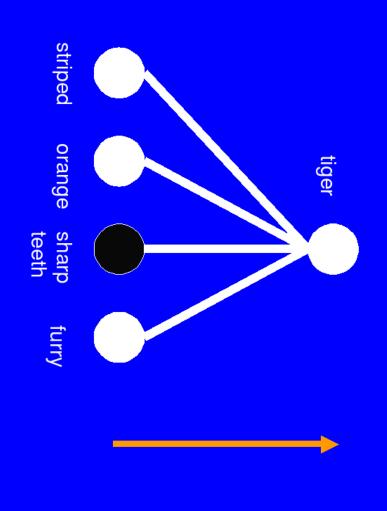


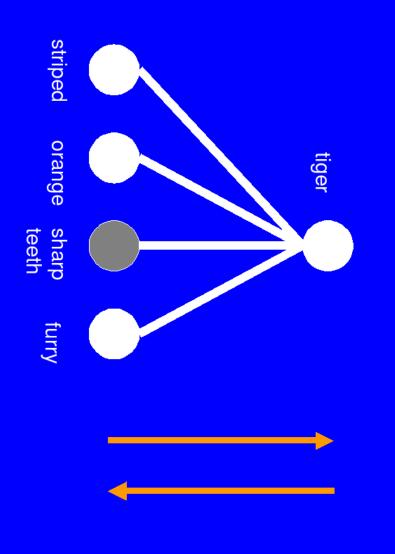
Top-Down Processing (Imagery)











Word Superiority Effect: Top-Down Amplification

Word Superiority Effect: Top-Down Amplification

Identify second letter in:

NEST (faster)

DEST (slower)

Word Superiority Effect: Top-Down Amplification

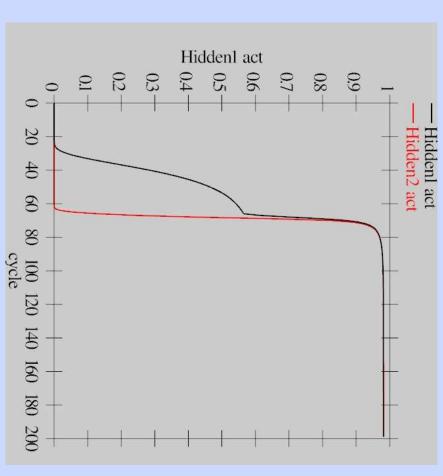
Identify second letter in:

NEST (faster)

DEST (slower)

so how can the word help letter recognition? Weird! You have to recognize the letter before you can recognize the word,

Hidden2 Hidden1 Hidden1



[amp_topdown.proj]

Application to Word Superiority Effect

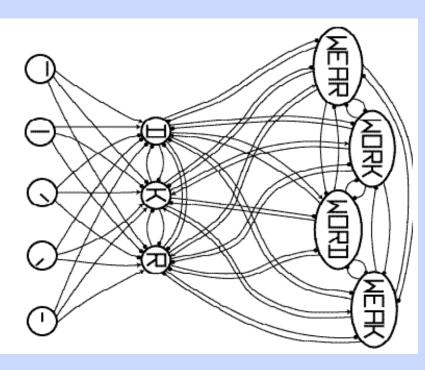
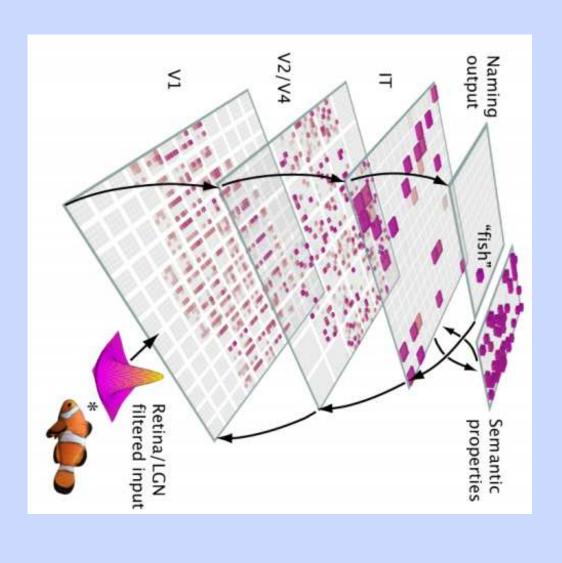


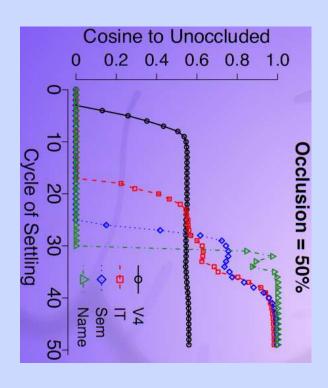
Figure 1. Interactive Activation Network Model (after McClelland and Rumelhart, 1981).

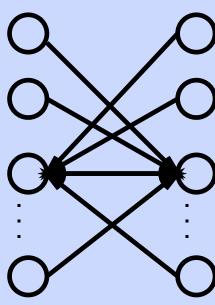
Bigger network model (details later)



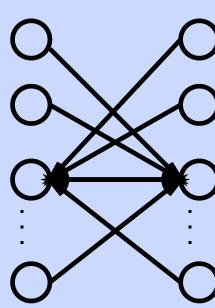
Bidirectional Dynamics







- 1. Top-down processing ("imagery").
- 2. Pattern completion.
- 3. Amplification/bootstrapping.



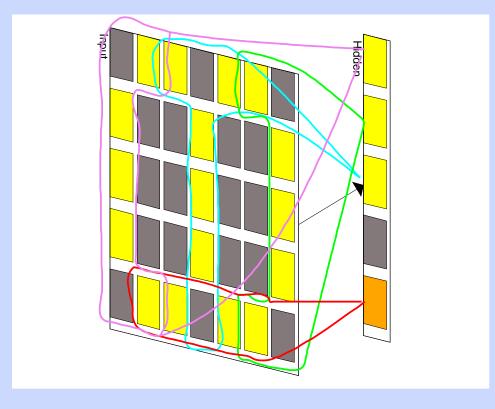
- 1. Top-down processing ("imagery").
- 2. Pattern completion.
- 3. Amplification/bootstrapping.
- 4. Need inhibition!

Localist = 1 unit responds to 1 thing (e.g., digits, grandmother cell).

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- Distributed = Many units respond to 1 thing, one unit responds to many things.

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- Distributed = Many units respond to 1 thing, one unit responds to many things.
- With distributed representations, units correspond to stimulus features as opposed to complete stimuli

Digits With Distributed Representations



Efficiency: Fewer Units Required

Efficiency: Fewer Units Required

The digits network can represent 10 digits using 5 "feature" units

Each digit is a unique combination of the 5 features, e.g.,

There are > 1 million unique ways to combine 20 features There are 32 unique ways to combine 5 features

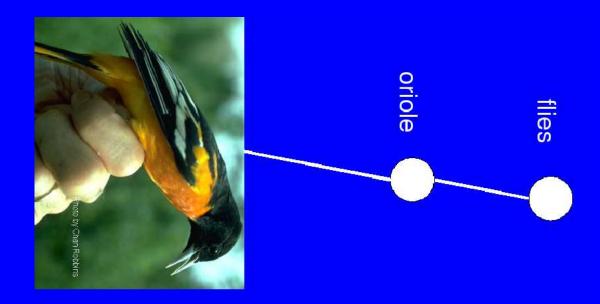
Similarity and Generalization:

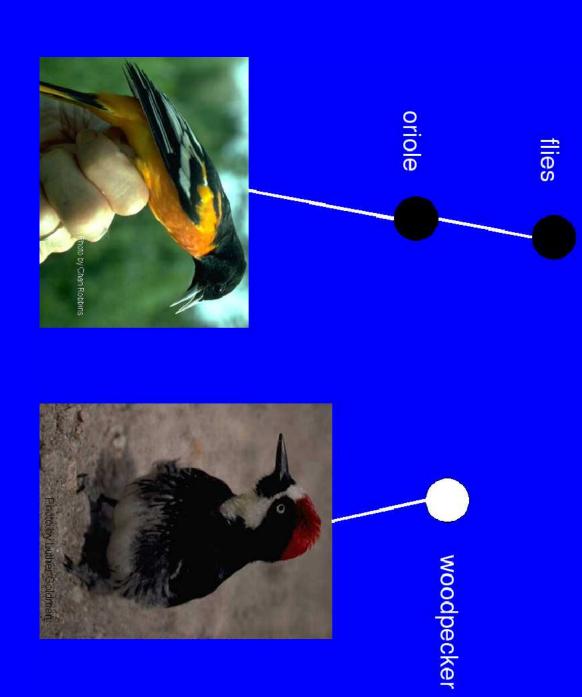
Similarity and Generalization:

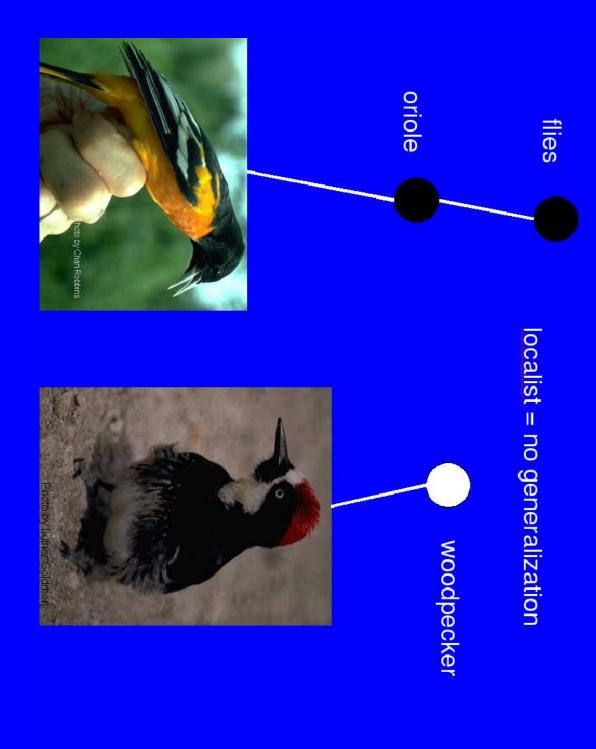
similar features get assigned similar representations If you represent stimuli in terms of their constituent features, stimuli with

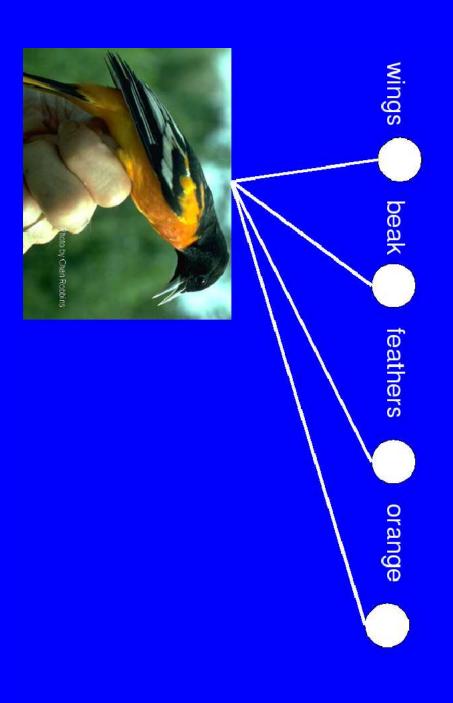
previously encountered stimuli This allows you to generalize to novel stimuli based on their similarity to

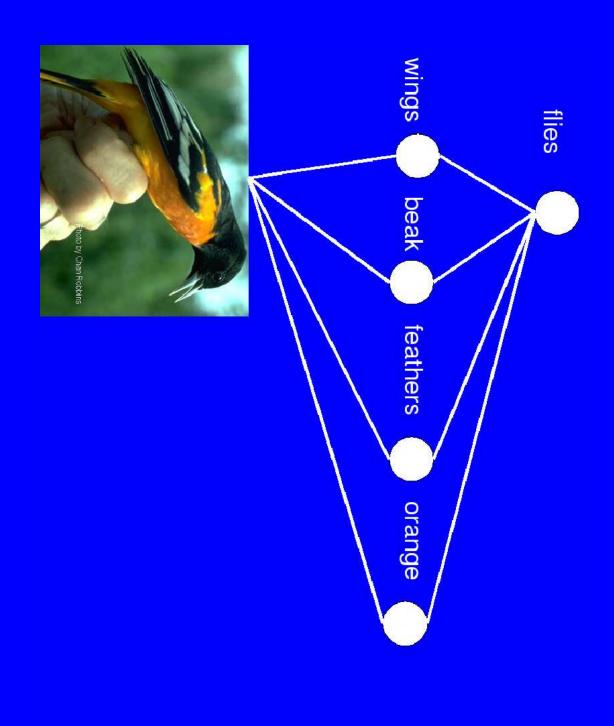


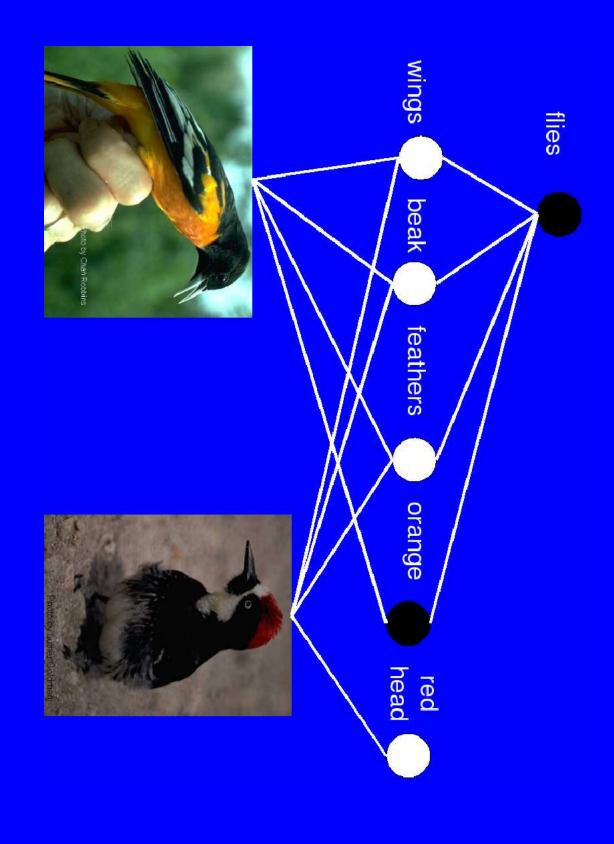


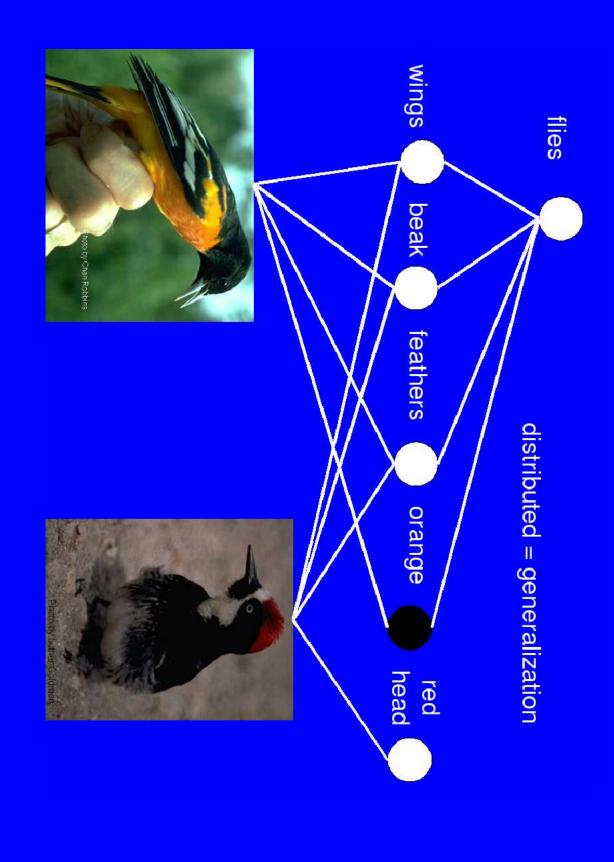












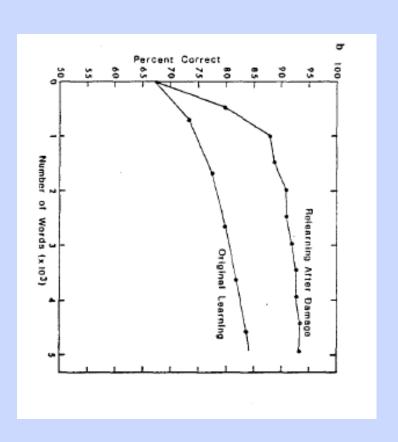
Robustness (Graceful Degradation):

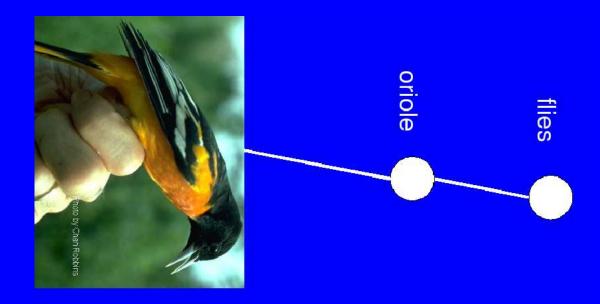
Robustness (Graceful Degradation):

representations Damage has less of an effect on networks with distributed (vs. localist)

Robustness (Graceful Degradation):

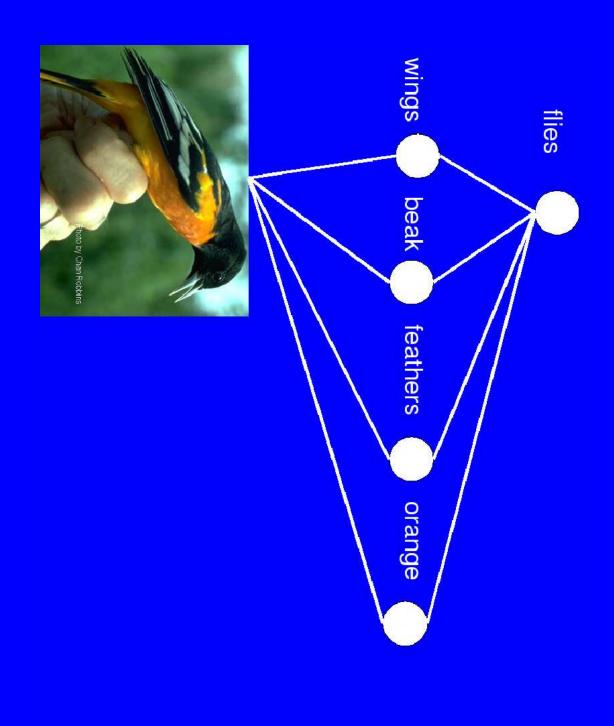
representations Damage has less of an effect on networks with distributed (vs. localist)

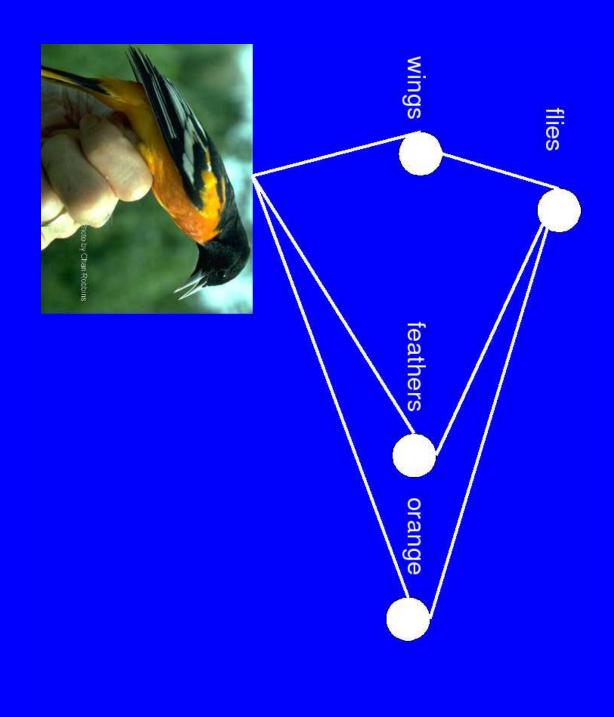


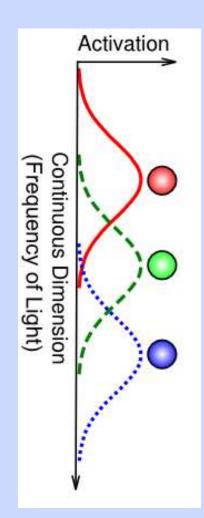


???

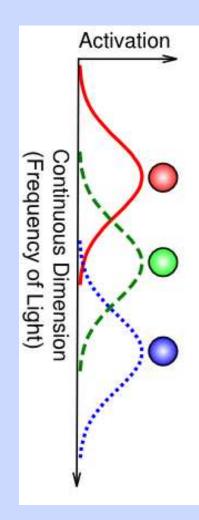








Accuracy: By coarse-coding. (e.g, color, position)



Accuracy: By coarse-coding. (e.g, color, position)

These tuning curves are commonly seen, e.g. in V1: f (Hz) 20 40 50 -00 $s \rightarrow < r(s) >$

s (orientation angle in degrees)

Efficiency: Fewer total units required.

Similarity: As a function of overlap.

Generalization: Can use novel combinations.

Robustness: Redundancy: damage has less of an effect

Accuracy: By coarse-coding.

Networks

- 1. Biology: The cortex
- 2. Excitation:
- Unidirectional (transformations)
- Bidirectional (top-down processing, pattern completion, amplification)
- 3. Inhibition: Controlling bidirectional excitation.
- 4. Constraint Satisfaction: Putting it all together.