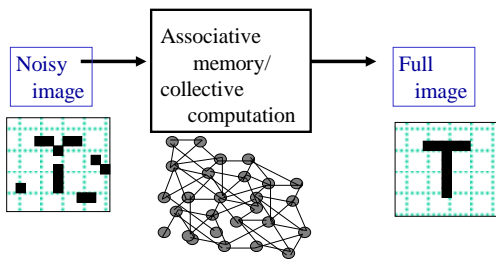


Lecture 7 – Miniprojects

- -Associative Memory
- Navigation and Reinforcement learning
- Neuron Modeling

- recognize/understand images:
pattern recognition



Brain-style computation

Systems for computing and information processing



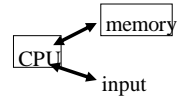
Brain

Computer



Distributed architecture

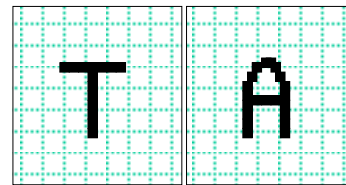
(10^{10} proc. Elements/neurons)
No separation of
processing and memory



Von Neumann architecture

1 CPU
(10^{10} transistors)

Associative memory



Prototype
 \vec{p}^1

Prototype
 \vec{p}^2

interactions

$$w_{ij} = \frac{1}{N} \sum_{\mu} p_i^{\mu} p_j^{\mu}$$

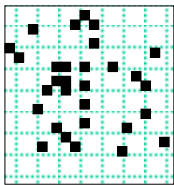
Sum over all prototypes
dynamics

$$S_i(t+1) = \text{sgn} \left(\sum_j w_{ij} S_j \right)$$

Sum over all
interactions with i

Hopfield model

Associative memory

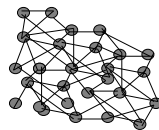


Prototype
 \vec{p}^1

*Finds the closest prototype
i.e. maximal overlap
(similarity) m^{μ}*

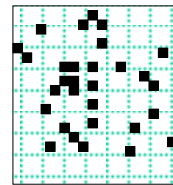
Hopfield model

Interacting neurons



Computation
- without CPU,
- without explicit
memory unit

Associative memory



Prototype
 \vec{p}^1

For comparison with Spin $S_j = \pm 1$

$$m^{\mu} = \frac{1}{N} \sum_j p_j^{\mu} S_j$$

± 1

Task: Find the prototype with maximal overlap

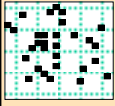
Blackboard:

- Overlap as similarity
- Overlap of random patterns
- Overlap equation

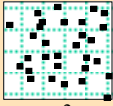
Exercise now: Associative memory

Q: How many prototypes can be stored?

Next lecture: 10h15



Prototype \vec{p}^1



\vec{p}^2

Random patterns

Interactions $w_{ij} = \sum_{\mu} p_i^{\mu} p_j^{\mu}$

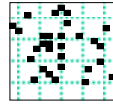
Dynamics $S_i(t+1) = \text{sgn} \left[\sum_j w_{ij} S_j(t) \right]$
 $\Pr\{S_i(t+1) = +1\} = 0.5 \{1 + g \left[\sum_j w_{ij} S_j(t) \right]\}$

Derive macroscopic equation

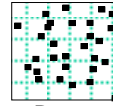
$$m^{\nu}(t+1) = \frac{1}{N} \sum_i \text{sgn} \left[m^{\nu}(t) + p_i^{\nu} \sum_{\mu} p_i^{\mu} m^{\mu}(t) \right]$$

$$m_i^{\nu}(t+1) = ?$$

Q: How many prototypes can be stored?



Prototype \vec{p}^1



Prototype \vec{p}^2

Random patterns

Interactions (1) $w_{ij} = \sum_{\mu} p_i^{\mu} p_j^{\mu}$

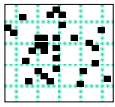
Dynamics (2) $S_i(t+1) = \text{sgn} \left[\sum_j w_{ij} S_j(t) \right]$

Minimal condition: pattern is fixed point of dynamics

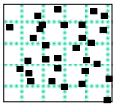
- Assume we start directly in one pattern
- Pattern stays

Attention: Retrieval requires more (pattern completion)

Exercise series 5: How many prototypes can be stored?



Prototype \vec{p}^1



\vec{p}^2

Random patterns
with mean activity $a=0$
(50 percent active neurons)

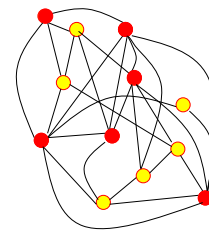
Interactions (1) $w_{ij} = \sum_{\mu} p_i^{\mu} p_j^{\mu}$

Dynamics (2) $S_i(t+1) = \text{sgn} \left[\sum_j w_{ij} S_j(t) \right]$

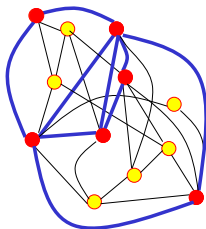
Idea:

- rewrite equations
- map to random walk!

Hebbian Learning and Associative Memory



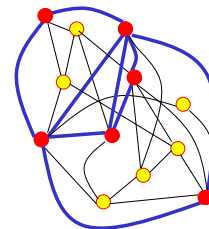
Hebbian Learning



item memorized

Hebbian Learning

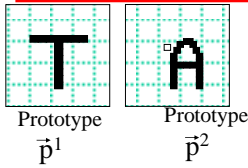
Recall:
Partial info



item recalled

→ Associative memory

Exercise series 5: learning of prototypes



interactions

$$(1) w_{ij} = \frac{1}{N} \sum_{\mu} p_i^{\mu} p_j^{\mu}$$

Sum over all prototypes

a) Show that (1) corresponds to a rate learning rule

$$(2) \frac{d}{dt} w_{ij} = a_2^{corr} (v_j^{pre} - \theta)(v_i^{post} - \theta)$$

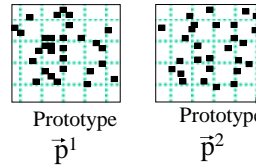
Assume that weights are zero at the beginning;

Each pattern is presented (enforced) during 0.5 sec (One after the other).

note that $p_j^{\mu} = \pm 1$ but $v_j \geq 0$

b) Compare with: $\frac{d}{dt} w_{ij} = a_0 + a_1^{pre} v_j^{pre} + a_1^{post} v_i^{post} + a_2^{corr} v_j^{pre} v_i^{post} + \dots$

Miniproject-1: learn always!



Random pattern
(50 percent active neurons)

Interactions (1)

$$w_{ij} = \frac{1}{N} \sum_{\mu} p_i^{\mu} p_j^{\mu}$$

Dynamics (2) $S_i(t+1) = \text{sgn} \left(\sum_j w_{ij} S_j \right)$

Q: How many prototypes can be stored?
can we keep on learning?
is it useful to forget?

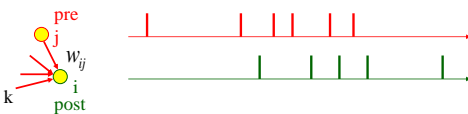
Miniprojects: -teams of 2
-select one of three miniprojects
-research report

Lecture 7 – Miniprojects

✓
-Associative Memory
-Navigation and Reinforcement learning
-Neuron Modeling

Unsupervised vs. reinforcement learning

review: Hebbian Learning

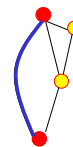


When an axon of cell j repeatedly or persistently takes part in firing cell i , then j 's efficiency as one of the cells firing i is increased

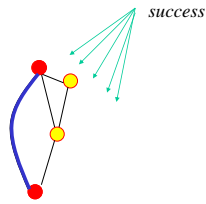
Hebb, 1949

- local rule
- simultaneously active (correlations)

Hebbian Learning = unsupervised learning



Reinforcement Learning = reward + Hebb

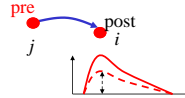


Classification of plasticity: unsupervised vs reinforcement

LTP/LTD/Hebb

Theoretical concept

- passive changes
- exploit statistical correlations



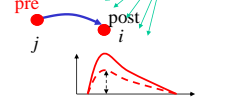
Functionality

- useful for development
(wiring for receptive fields)

Reinforcement Learning

Theoretical concept

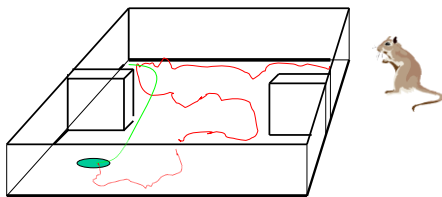
- conditioned changes
- maximise reward



Functionality

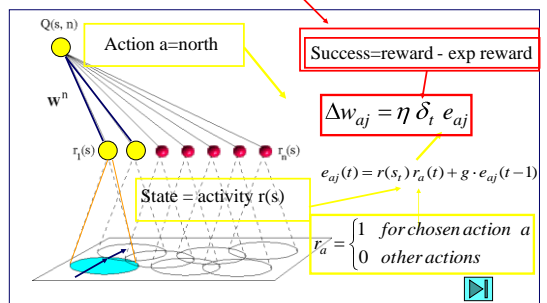
- useful for learning
a new behavior

Biological Principles of Learning: spatial learning



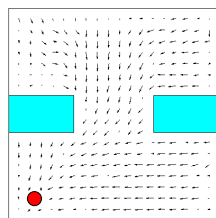
Reward-based Action Learning

Connection reinforced if
action a at state s successful



Miniproject-2: Reinforcement learning in continuous space

- How many trials does it take to learn an action map?
- Role of eligibility trace?



Navigation map
after xxx training trials

Miniprojects: -teams of 2

- select one of three miniprojects
- research report



Lecture 7 – Miniprojects

- ✓ -Associative Memory
- ✓ -Navigation and Reinforcement learning
- -Neuron Modeling

Detailed neuron models: Hodgkin-Huxley model

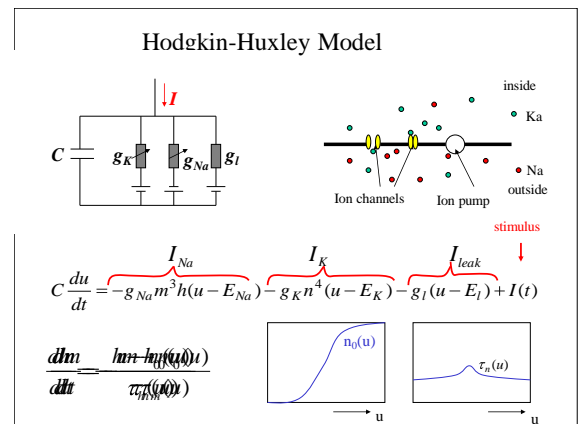
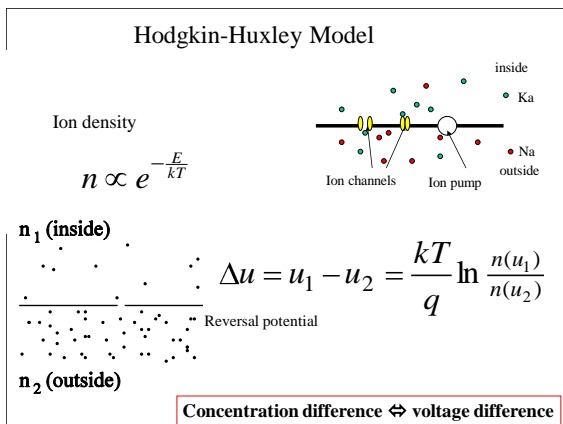
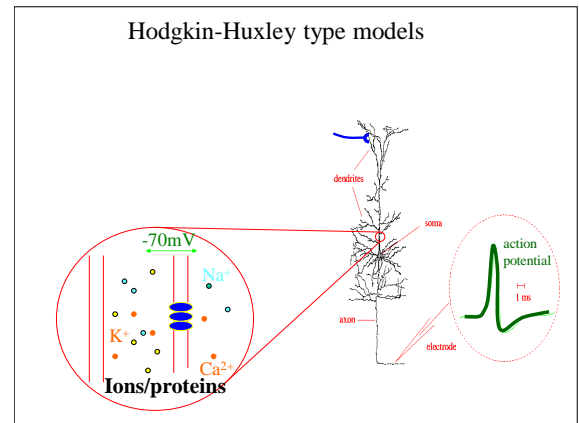
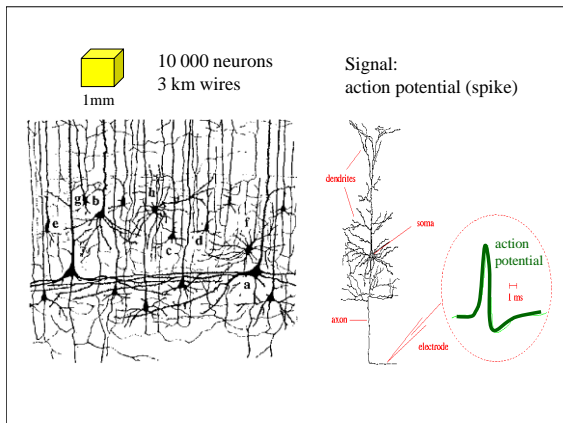
Review of Hodgkin-Huxley models

Dendrite model and cable equation

Synaptic input (conductance input)

Wulfram Gerstner
<http://icn.epfl.ch>

moodle.epfl.ch

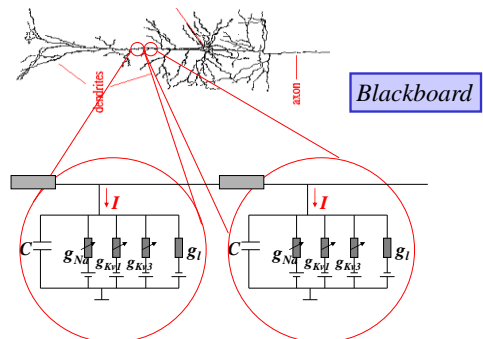


Compartmental models

Hodgkin-Huxley models
with spatial structure

Wulfram Gerstner
<http://lcn.epfl.ch/>

Spatial structure, Dendrite model, axon model

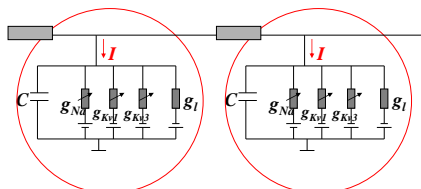


Compartmental model and cable equation

Blackboard

$$C \frac{du_n}{dt} + \sum_{ion} I_n^{ion} = I_n(t)$$

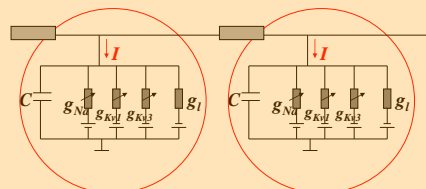
$$C \frac{du_n}{dt} + \sum_{ion} I_n^{ion} = I_n^{stim}(t) + i_n^{axial} - i_{n+1}^{axial}$$



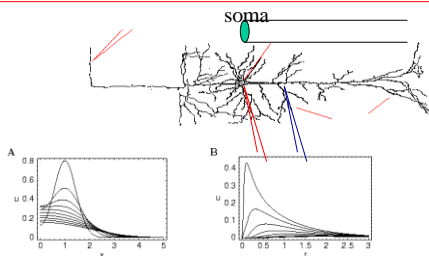
Exercise now:

- derive cable equation
- derive solution of equation

Next lecture: 11h45



Cable equation – semi-infinite



Stimulate dendrite, measure at soma

Detailed neuron models:

Hodgkin-Huxley model

Review of Hodgkin-Huxley models

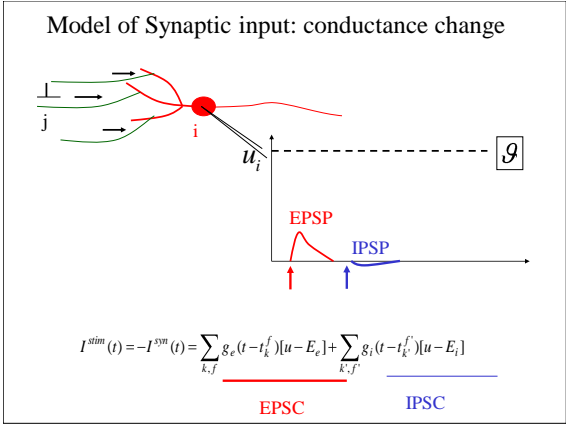
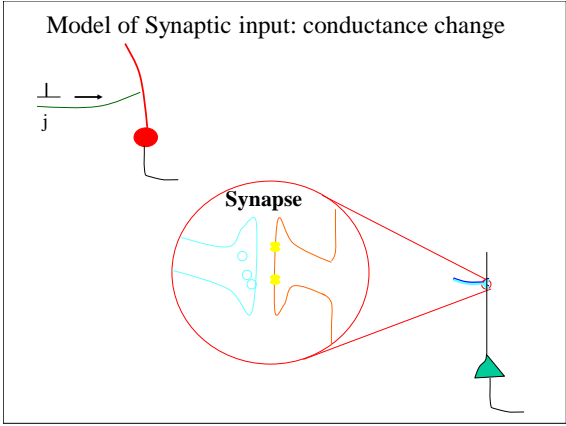
Dendrite model and cable equation

Synaptic input

Other ion currents

Wulfram Gerstner
<http://lcn.epfl.ch>

moodle.epfl.ch



Detailed neuron models:
Hodgkin-Huxley model

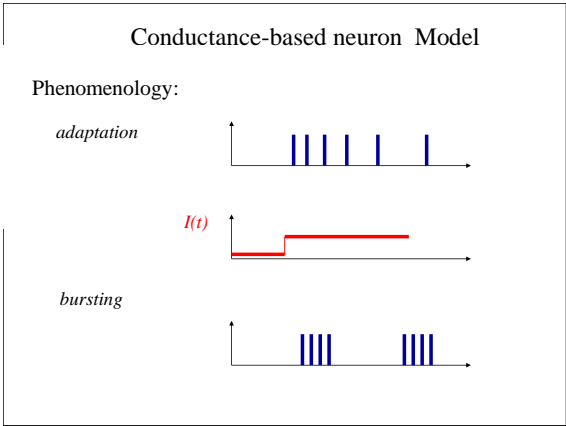
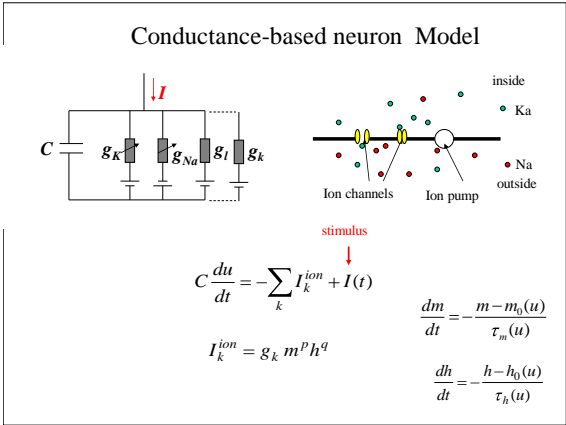
Review of Hodgkin-Huxley models

Dendrite model and cable equation

Synaptic input

Other ion currents – NEURON simulator

Wulfram Gerstner
<http://lcn.epfl.ch> moodle.epfl.ch



Miniproject-3: Detailed neuron modeling

Hodgkin-Huxley standard

Other ion currents

Dendritic compartment

Synaptic input

Other ion currents – NEURON simulator

Detailed neuron models: Hodgkin-Huxley model

Review of Hodgkin-Huxley models

Dendrite model and cable equation

Synaptic input

→ Other ion currents – NEURON simulator

Wulfram Gerstner
<http://lcn.epfl.ch>

moodle.epfl.ch

The end