

# CN2 1: Introduction

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<http://gribblelab.org>

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# Administrivia

- ▶ Class meets Mondays, 2:00pm - 3:30pm and Thursdays, 11:30am - 1:00pm, in NSC 245A
- ▶ Contact me with any questions or to set up a meeting:
  - ▶ paul@gribblelab.org
  - ▶ Office: NSC 228 Lab: NSC 245G
- ▶ Materials will be posted on the course website:  
<http://www.gribblelab.org/compneuro/>

# Grading

<b>Component</b>	<b>Grade</b>
Assignments	50%
Written Report	20%
Oral Presentation	20%
Participation	10%
Total	100%

# Topics

- ▶ Modelling Dynamical Systems
- ▶ Modelling Action Potentials
- ▶ Musculoskeletal Models
- ▶ Perceptrons
- ▶ Multi-Layer Networks
- ▶ Recurrent Networks
- ▶ Stochastic Networks
- ▶ Unsupervised Learning
- ▶ Computational Motor Control

# Useful Background Knowledge

- ▶ Calculus
- ▶ Linear Algebra
- ▶ Basic Probability Theory
- ▶ Differential Equations
- ▶ Computer programming
- ▶ **No Fear!**

Let me know if you need a refresher on any topics, I can provide resources to help you catch up.

# Readings

- ▶ Selected readings from a number of books
- ▶ Selected original research articles

# Software

We will be using **Python**: <http://www.python.org/>

- ▶ also the add-on library **SciPy** <http://www.scipy.org/>
- ▶ free
- ▶ open-source
- ▶ available for all operating systems
- ▶ widely used

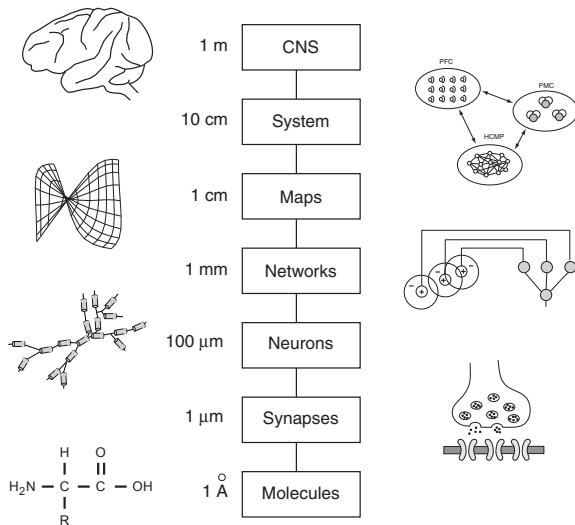
# What is Computational Neuroscience?

CN borrows methods and ways of thinking from

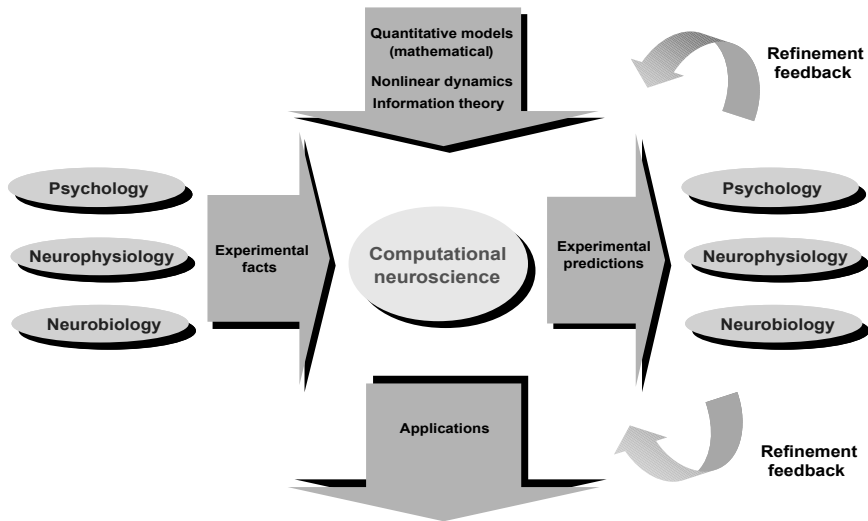
- ▶ mathematics
- ▶ physics
- ▶ computer science
- ▶ statistics
- ▶ machine learning
- ▶ psychology
- ▶ physiology
- ▶ neuroscience



# Levels of Abstraction



# Integration



# What is a Model?

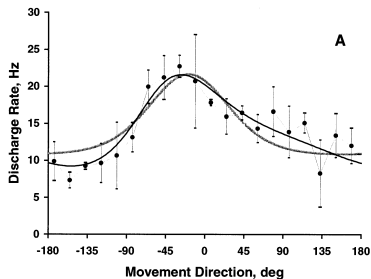
- ▶ abstraction
  - ▶ e.g. architectural model
- ▶ concrete implementation
  - ▶ express as equations
  - ▶ simulated on a computer
  - ▶ generate quantitative predictions
- ▶ test (not confirm) hypothesis

# Types of Models

## Descriptive Models

phenomenological functional  
description characterization of  
data curve-fitting

## Cosine Tuning of M1 Neurons



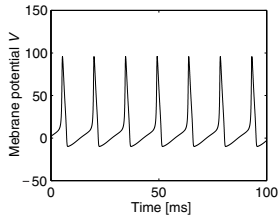
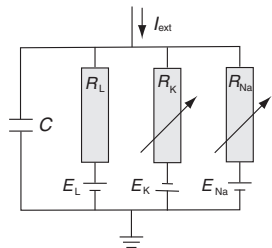
$$d(M) = b + k\cos\theta_{CM}$$

# Types of Models

## Explanatory Models

explain complex functions in terms of interactions of subordinate (simplified) components

## Hodgkin-Huxley Model



# Serial vs Parallel Processing

## ▶ **Computers**

- ▶ small # of very powerful CPUs
- ▶ CPUs execute complex binary instructions
- ▶ Gflops (billions of operations per sec)

## ▶ **Nervous Systems**

- ▶ Many simple processing units
- ▶ millions (billions?) of simple integrate-and-fire units
- ▶ out of rich connectivity emerges complex computation

# Parallel Distributed Processing

- ▶ artificial neural networks
- ▶ connectionist models
- ▶ interactions between units enables processing abilities not present in single units
- ▶ emergent properties
- ▶ simple rules lead to complex behaviour
- ▶ “knowledge” emerges that is not explicitly specified in system
- ▶ networks learn from experience

# Neural Networks: Properties

- ▶ Generalization
- ▶ Nonlinearity
- ▶ Parallelism
- ▶ Gradedness
- ▶ Contextual Processing
- ▶ Adaptivity
- ▶ Graceful Degradation



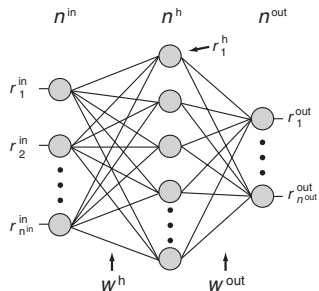
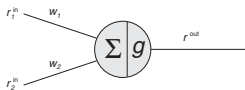
# Neural Networks: Applications

- ▶ **Aerospace:** aircraft autopilot systems
- ▶ **Banking:** OCR (e.g. cheques); credit evaluation; credit card fraud
- ▶ **Financial:** real estate appraisal; currency/equity price prediction
- ▶ **Military:** sonar object classification; image identification; who knows what else
- ▶ **Industrial:** process control; equipment failure prediction
- ▶ **Medical:** diagnosis; screening

# Computing with Neurons

## McCulloch & Pitts (1943)

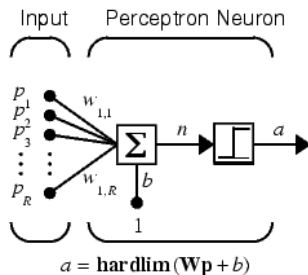
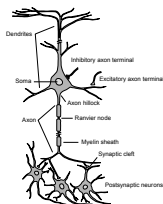
- ▶ simple binary units
- ▶ proved: with sufficient  $\#$  of small all-or-none units, and synaptic connections *set to appropriate weights*, a network can compute **any computable function**



# Perceptron

## Rosenblatt (1960)

- ▶ single-layer networks, given a **simple local learning rule** are guaranteed to converge on appropriate weights
- ▶ perceptrons compute mappings from one space to another
- ▶ many to one mappings

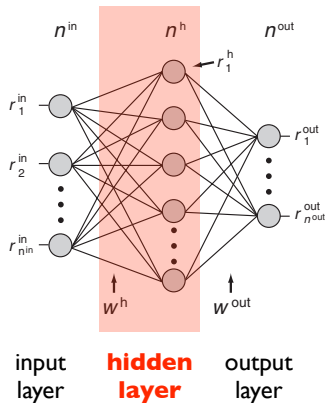


Where

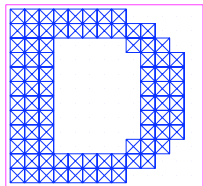
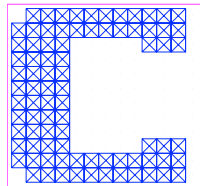
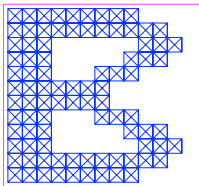
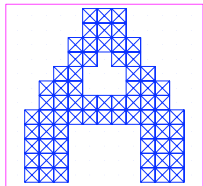
$R$  = number of elements in input vector

# Multi-Layer Networks

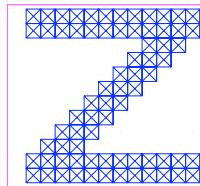
- ▶ single-layer perceptrons are limited to problems that are *linearly separable*
- ▶ multi-layer networks given enough units and appropriate weights can compute any mapping
- ▶ learning rule called *backpropagation* allows weights to adapt



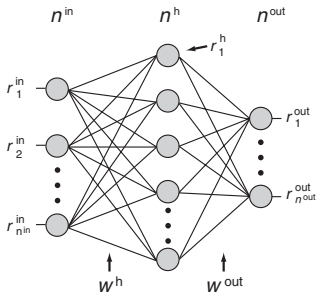
# Multi-Layer Networks



each character  
is a  
 $12 \times 13$  matrix



# Multi-Layer Networks



12 x 13 = 156  
input neurons

26 neurons  
intermediate  
layer

26 neurons  
output  
layer

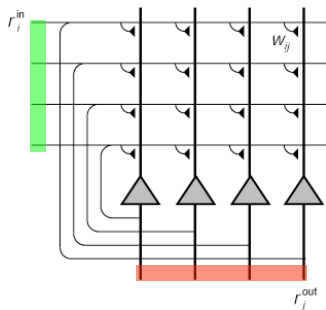
total # synaptic weights  
=  $(156 * 26) + 26 + (26 * 26) + 26$   
= 4,784

# Unsupervised Learning

- ▶ **Supervised Learning** requires a training set of input-output examples and a detailed *teaching signal*
- ▶ **Unsupervised Learning** approaches allow for learning about properties of the world by exposure only to inputs (exemplars)

## Hopfield Networks

- ▶ outputs fully connected to inputs
- ▶ auto-associative memory
- ▶ network updates dynamically over time, converges on equilibrium states

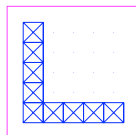
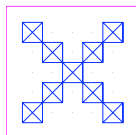
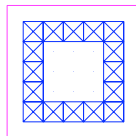
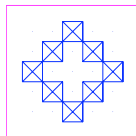


# Hopfield Network

train a network on four 5x5  
patterns

each 5x5 pattern is  
represented by a vector of  
length 25

there are  $25 \times 25 = 625$   
weights

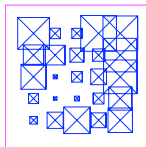




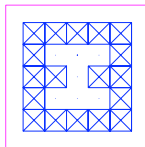
# Hopfield Network

noisy input

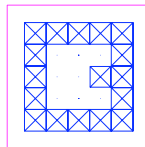
ITERATION 1



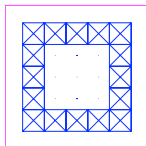
ITERATION 2



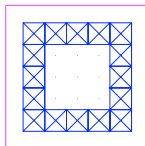
ITERATION 3



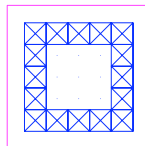
ITERATION 4



ITERATION 5



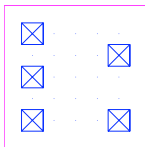
ITERATION 6



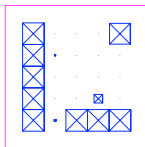
# Hopfield Network

partial input

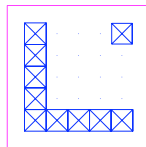
ITERATION 1



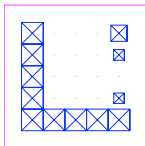
ITERATION 2



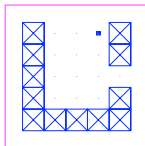
ITERATION 3



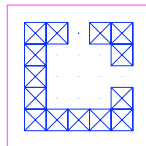
ITERATION 4



ITERATION 5



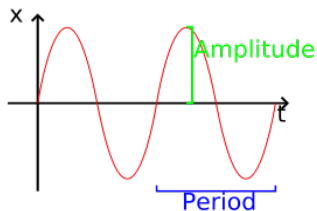
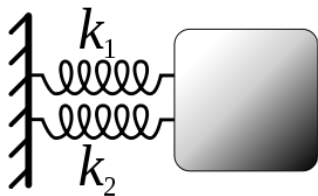
ITERATION 6



# Musculoskeletal & Neuromuscular Models

## Sensory-Motor Control

- ▶ in order to understand what neural control signals to muscles look like, **it's necessary to have a detailed account of the neuromuscular plant**
- ▶ imagine you were studying the control inputs to a mechanical system containing springs, but you didn't know that springs exert force in response to mechanical deformation
- ▶ what would you conclude about the control signals?



# Musculoskeletal & Neuromuscular Models

