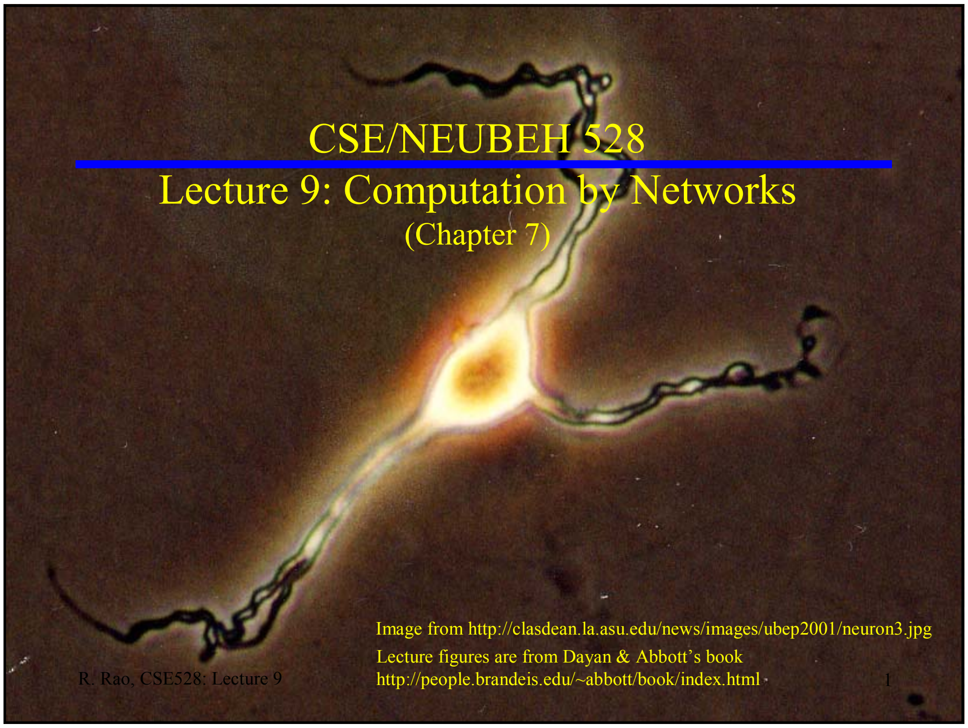


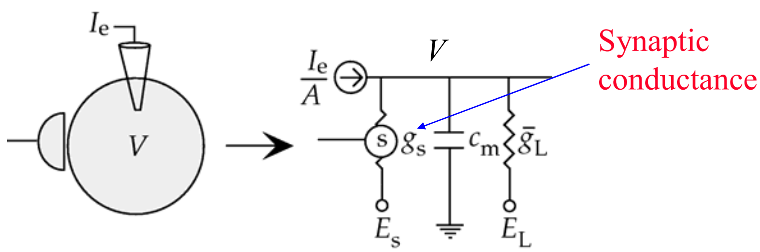
Course Summary (thus far)

- Neural Encoding
  - What makes a neuron fire? (STA, covariance analysis)
  - Poisson model
- Neural Decoding
  - Stimulus Discrimination based on firing rate
  - Spike-train based decoding of stimulus
  - Population decoding (Bayesian estimation)
- Single Neuron Models
  - RC circuit model of membrane
  - Integrate-and-fire model
  - Conductance-based and Compartmental Models

Today's Agenda

- Computation in Networks of Neurons
  - From spiking to firing-rate based networks
  - Feedforward Networks
    - E.g. Coordinate transformations in the brain
  - Linear Recurrent Networks
    - Can amplify inputs
    - Can integrate inputs
    - Can function as short-term memory

Flashback Modeling Synaptic Inputs from other Neurons



$$\tau_m \frac{dV}{dt} = -(V - E_L) - r_m g_s (V - E_s) + I_e R_m$$

$$g_s = g_{s,\max} P_{rel} P_s$$

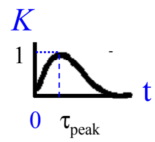
P_s: Probability of postsynaptic channel opening (= fraction of channels opened)

P_{rel}: Probability of transmitter release given an input spike

Flashback 2 Simplified Synapse Model

- "Alpha Function" model:

Synaptic kernel $$K(t) = \frac{t}{\tau_{peak}} e^{-\frac{t}{\tau_{peak}}}$$



Synaptic current: $$I_s(t) = w_s \int_{-\infty}^{t} K(t-\tau)\rho_s(\tau)d\tau$$

where $\rho_s(t)$ is the input spike train:

$\rho_s(\tau) = \Sigma_i\, \delta(\tau - t_i)$ (t_i are the spike times)

Modeling Networks of Neurons

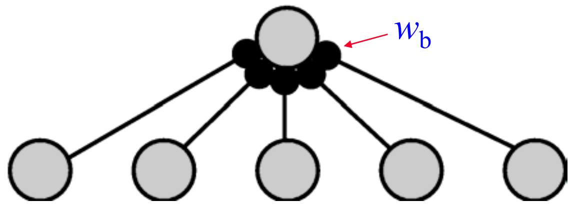
- Option 1: Use *spiking* neurons (e.g. I & F neurons)
  - *Advantages*: Allows computation and learning based on:
    - Spike Timing
    - Spike Correlations/Synchrony between neurons
  - *Disadvantages*: Computationally expensive
- Option 2: Use neurons with *firing-rate outputs*
  - *Advantages*: Greater efficiency, scales well to large networks
  - *Disadvantages*: Ignores spike timing issues
- Question: How are these two approaches related?

Network Notation

output v

weights $\mathbf{w}$

input $\mathbf{u}$



Current at synapse b

$$I_b(t) = w_b \int_{-\infty}^{t} K(t-\tau)\rho_b(\tau)d\tau$$

Spike train ρ_b(t)

$$\approx w_b \int_{-\infty}^{t} K(t-\tau)u_b(\tau)d\tau$$

Firing rate u_b(t)

Total synaptic current

$$I_s(t) = \sum_b I_b(t)$$

Synaptic Current Dynamics

- If synaptic kernel K is an exponential function: $K(t) = e^{-\frac{t}{\tau_s}} / \tau_s$

Differentiating $I_s(t) = \sum_b w_b \int_{-\infty}^{t} K(t-\tau)u_b(\tau)d\tau$

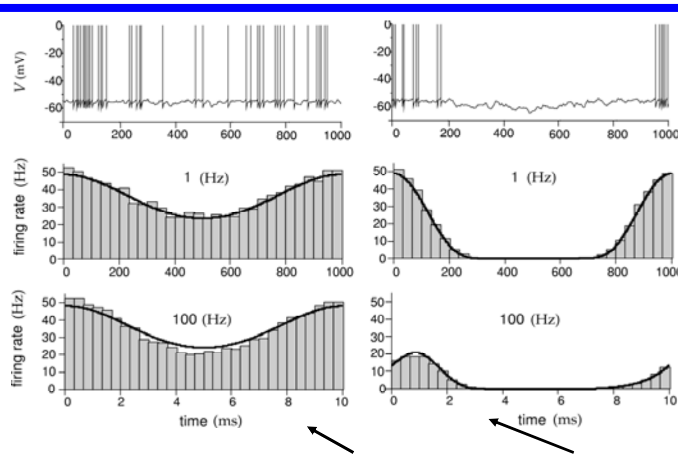
We get
$$\tau_s \frac{dI_s}{dt} = -I_s + \sum_b w_b u_b$$
$$= -I_s + \mathbf{w}\cdot\mathbf{u}$$

Output Firing-Rate Dynamics

- How is the output firing rate *v* related to synaptic inputs?
- On-board derivations…

  (see also pages 234-236 in the text)

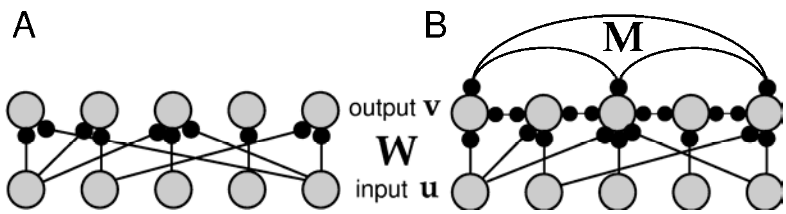
How good are the Firing Rate Models?



Firing rate $v(t) = F(I(t))$ describes this well but not this case

Input $I(t) = I_0 + I_1\cos(\omega t)$

Feedforward versus Recurrent Networks

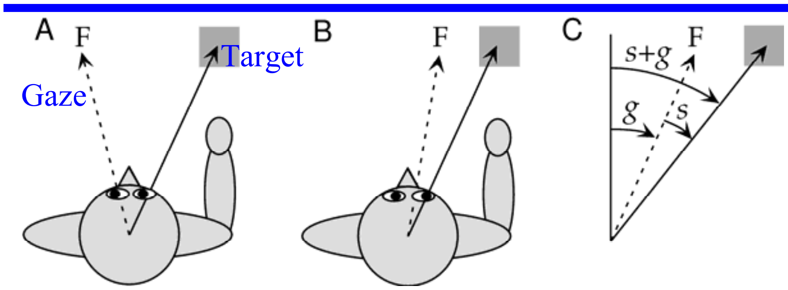


$$\tau \frac{d\mathbf{v}}{dt} = -\mathbf{v} + F(\mathrm{W}\mathbf{u} + \mathrm{M}\mathbf{v})$$

Output Decay Input Feedback

(For feedforward networks, matrix M = 0)

The Problem of Coordinate Transformations



g = gaze angle *relative to body*

s = stimulus or target angle *relative to gaze (retinal coordinates)*

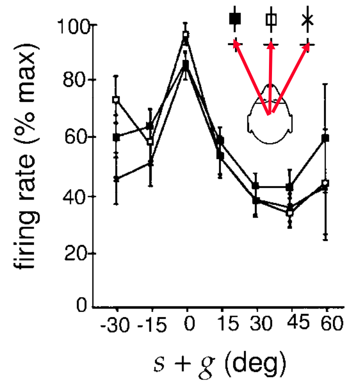
s+g = stimulus relative to body

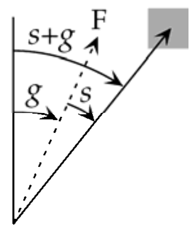
Same arm movement required in A and B but s and g are different

How does the brain solve this problem?

Body-Based Representation in the Monkey

Head fixed
gaze shifted to g_1 g_2 g_3





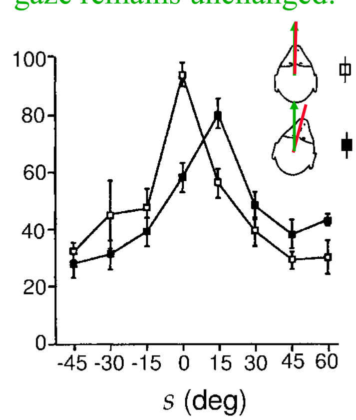
Objects approaching at different angles

Same tuning curve regardless of gaze angle

Premotor cortex neuron responds to stimulus location *relative to body*, not retinal image location

Body-Based Representation in the Monkey

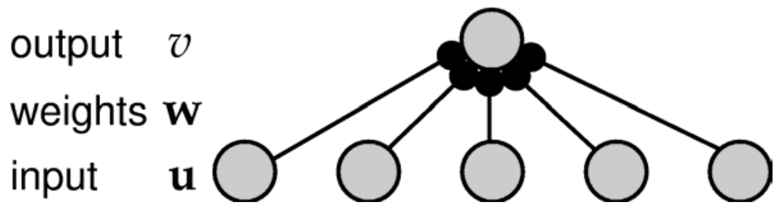
When head is moved but
gaze remains unchanged:



After head is moved 15°, objects approaching at 15° in retinal image now elicit the highest response → Tuning curve in retinal coordinates has shifted

Suggested Feedforward Network

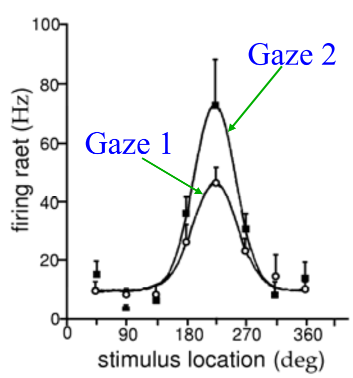
Output: Premotor Cortex Neuron with Body-Based Tuning Curves



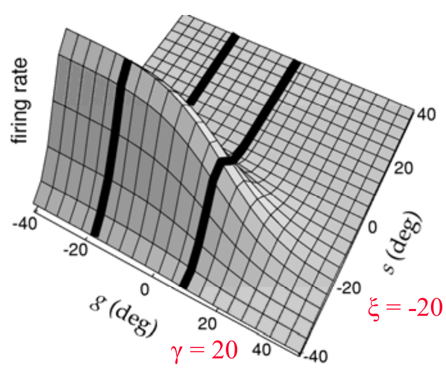
Input: Area 7a Neurons with Gaze-Dependent Tuning Curves

Input neurons exhibit *gaze-dependent gain modulation*

Gaze-Dependent Gain Modulation



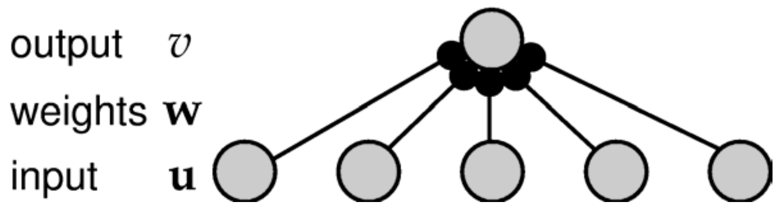
Responses of Area 7a neuron



Example of a gain-modulated tuning curve

What should the weights be?

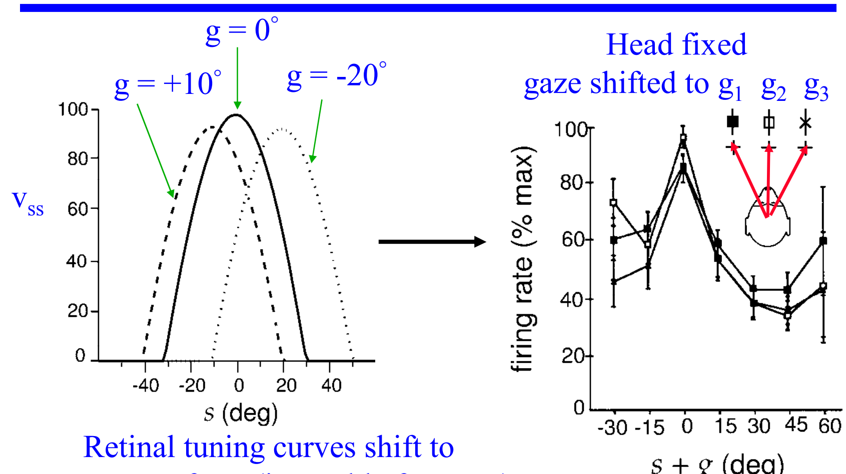
Output: Premotor Cortex Neuron with Body-Based Tuning Curves



Input: Area 7a Neurons with Gaze-Dependent Tuning Curves

Weights w(ξ,γ) need to be a function of ξ+γ

Output of a Simulated Feedforward Network



Retinal tuning curves shift to compensate for g (i.e. stable for s + g)

Next Class: More on Networks

- Things to do:
  - Finish reading Chapter 7
  - Homework #3 due next Tuesday
  - Start working on mini-project