



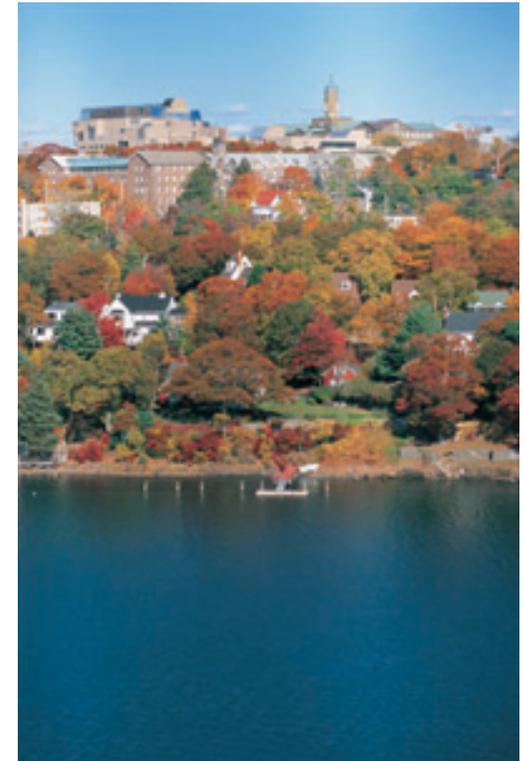
Decision making and population decoding with strongly inhibitory neural field models

Thomas Trappenberg
Dalhousie University, Canada



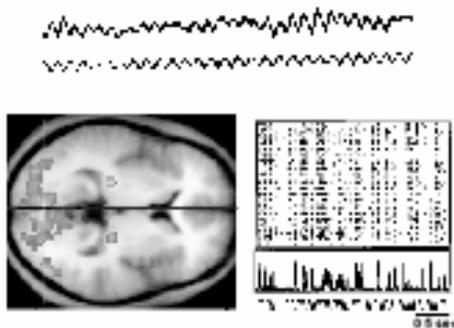
COMPUTATIONAL NEUROSCIENCE GROUP

Studying Minds



Cognitive Neuroscience

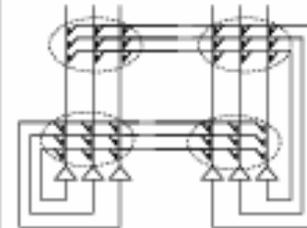
Neuroscience



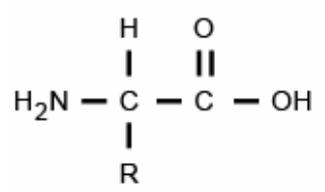
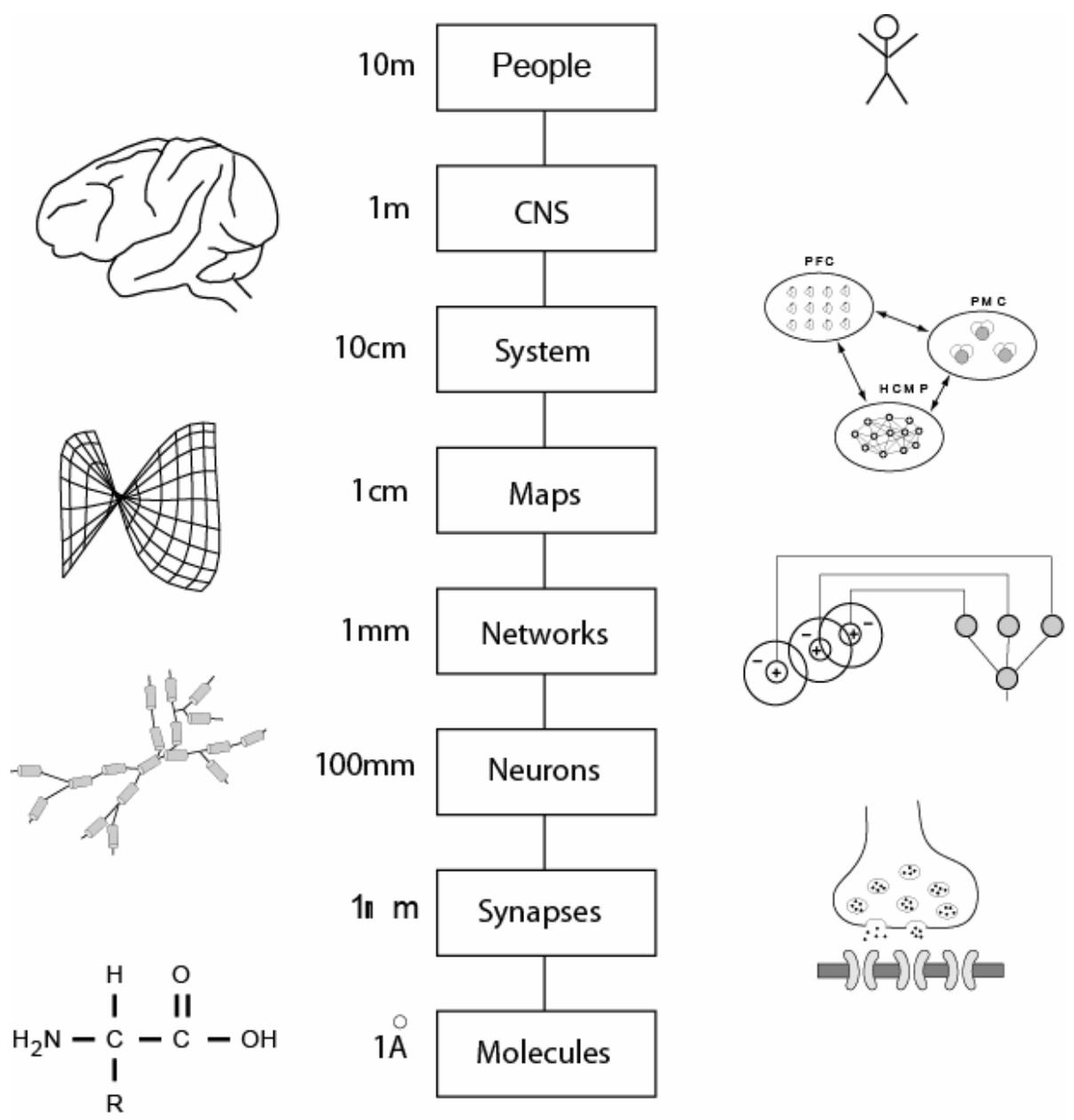
Cognitive Science

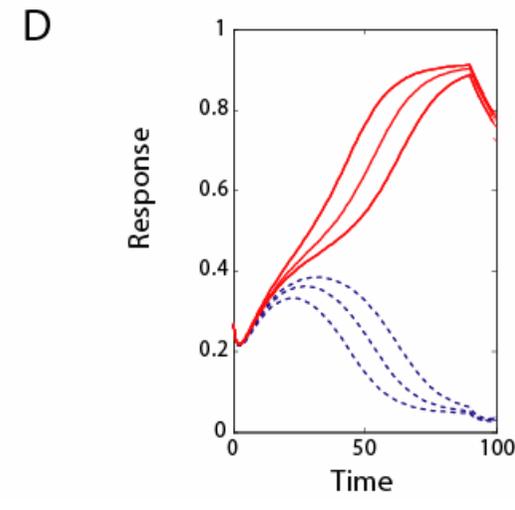
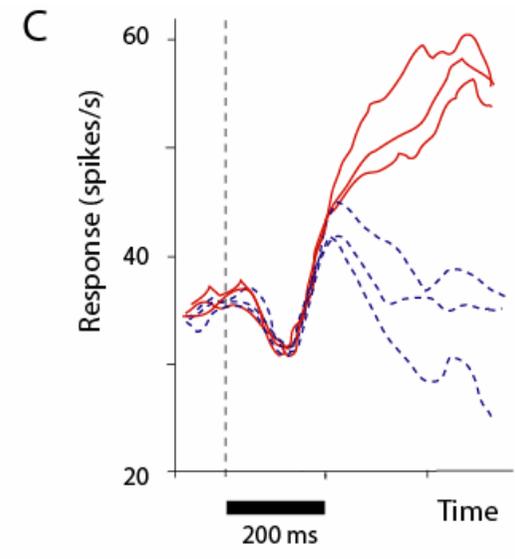
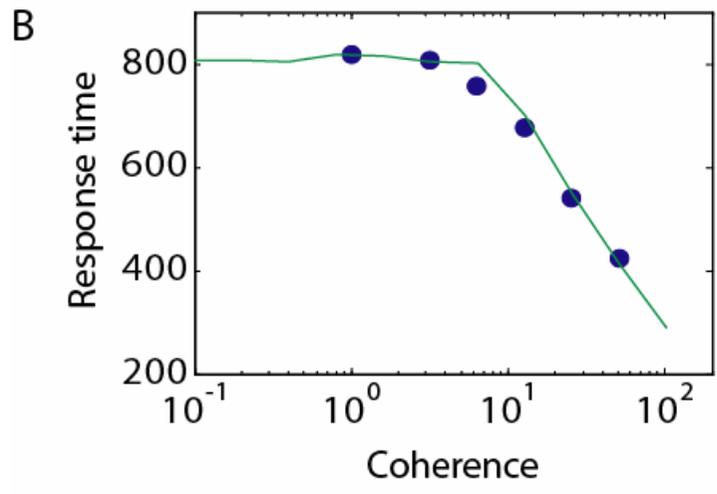
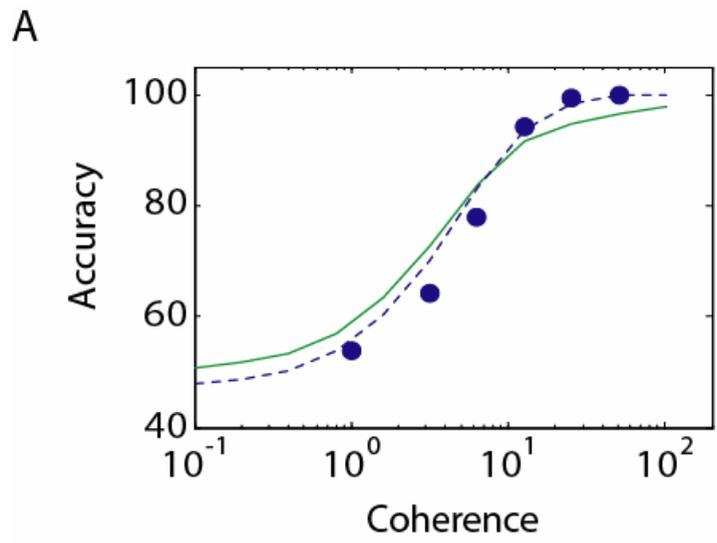


Modeling



$$E=mc^2$$





Experimental data from Shadlen et al.

Model

Dynamic Neural Field (DNF) Model

Center-Surround Neural Fields (CSNFs)

Continuous Attractor Neural Network (CANN)

Bump or Bubble model

Biased Competition

Cooperation and Competition

Hypercolumn

Application

1 Cortical Hypercolumn

Working Memory

Hippocampal Place Fields

3 Population Decoding

Attention (saliency maps)

4 Readiness Dynamics (SC)

Biased Competition

Motion Recognition

Biological SOMs

Thalamo-cortical loops

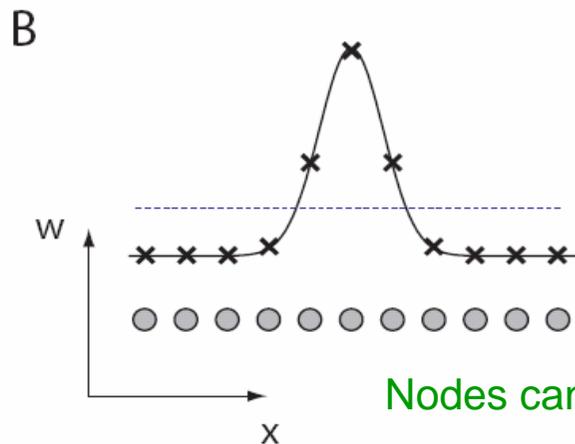
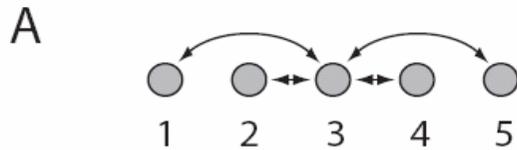
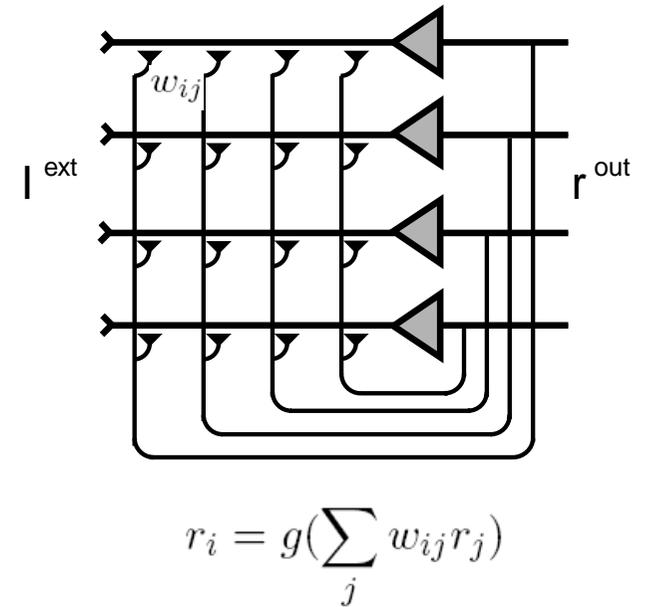
2 Decision Making

Dynamical field equation (updating network states)

$$\tau \frac{\partial u(x, t)}{\partial t} = -u(x, t) + \int_y w(|x - y|) r(y, t) dy + I^{\text{ext}}(x, t)$$

Gain function: $r(\mathbf{x}, t) = g(u(\mathbf{x}, t))$

Weights (Hebbian learning): Typically Mexican hat



$$w_{ij} \propto \sum_{\mu} r_i^{\mu} r_j^{\mu}$$

Nodes can be scrambled!

CANNs can be trained with Hebb

Hebb: $w_{ij} \propto \sum_{\mu} r_i^{\mu} r_j^{\mu}$

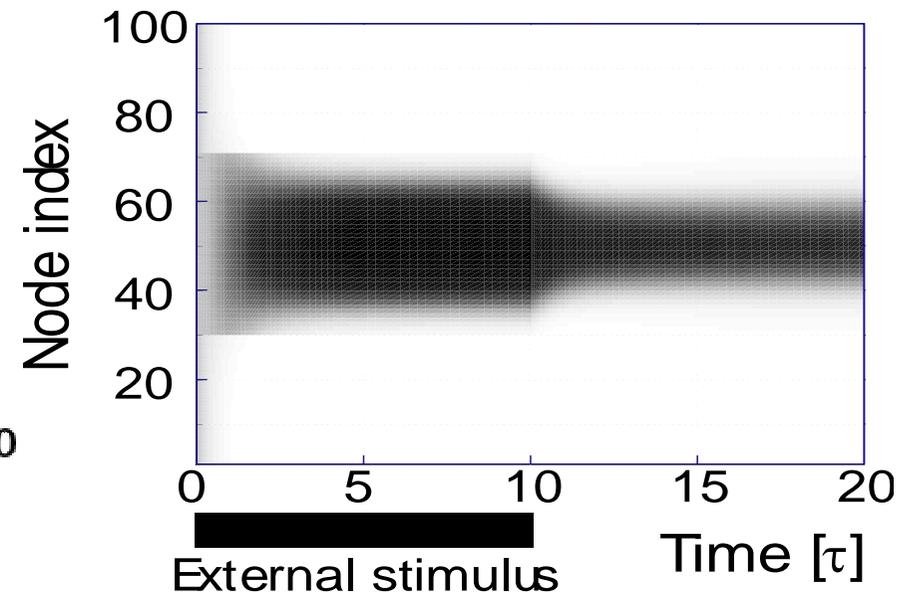
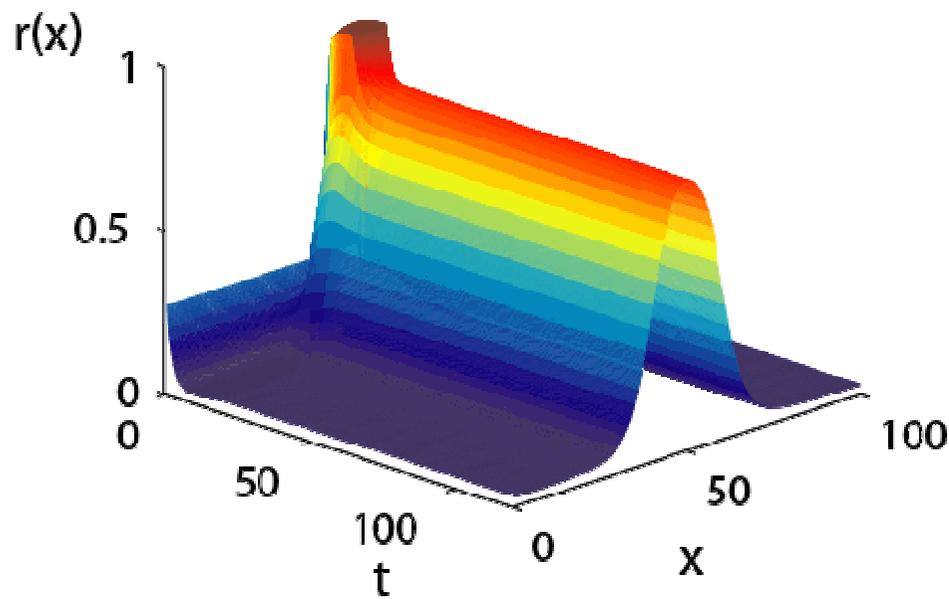
Training pattern: $r(x) = A_r e^{-d(x, x_0)^2 / 2\sigma_r^2}$

$$\begin{aligned} w(x_1, x_2) &= \int_{-\infty}^{\infty} r(x - x_1) * r(x - x_2) dx \\ &= A_r \sqrt{\pi} \sigma_r e^{-(x_1 - x_2)^2 / 4\sigma_r^2}. \end{aligned}$$

$$w_{ij} = A_w \left(\frac{1}{A_r \sqrt{\pi} \sigma_r} w_{ij}^{\text{ex}} - C \right)$$

1. Dynamical Neural Field (DNF) model

Network can form bubbles of persistent activity (in Oxford English: activity packets)



Various gain functions are used

$$g_1(u) = \Theta(u)$$

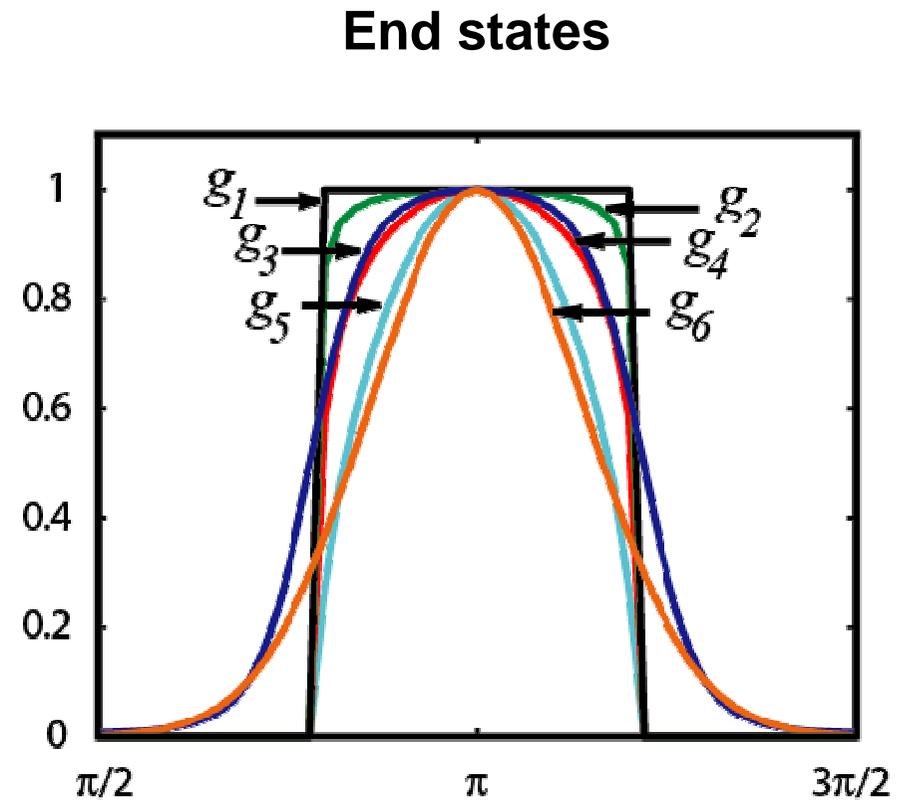
$$g_2(u) = \frac{\Theta(u - 1/\tau)}{t^{\text{ref}} - \tau \log(1 - \frac{1}{\tau u})}$$

$$g_3(u) = \frac{1}{1 + e^{-0.1u}}$$

$$g_4(u) = \Theta(u - 1) \log(u)$$

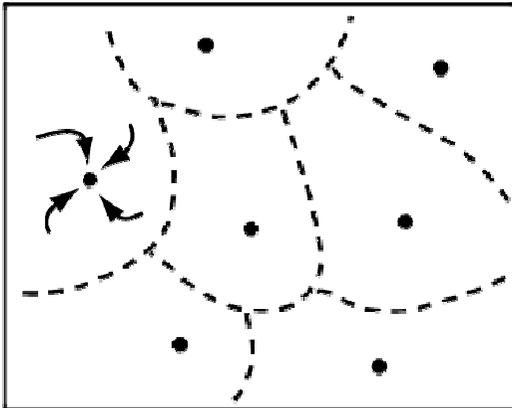
$$g_5(u) = \Theta(u) u^2$$

$$g_6(u) = \frac{u^2}{1 + \mu \int u^2 dx}$$

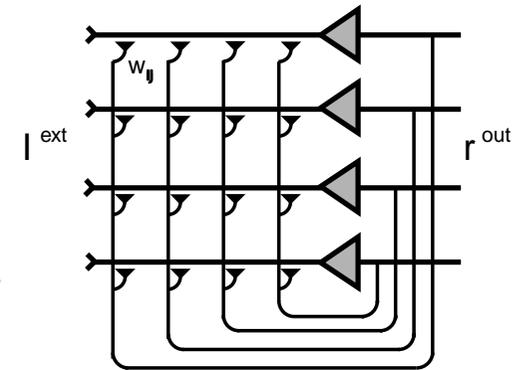
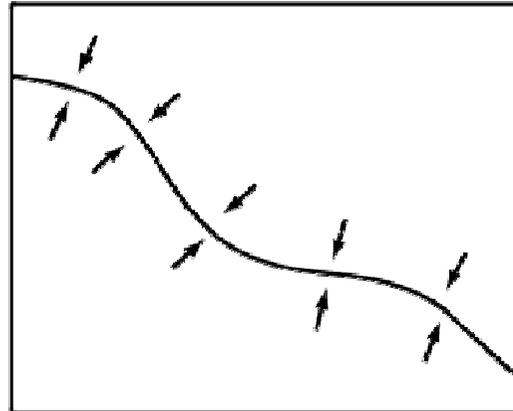


CANNs have a continuum of point attractors

Point attractors and basin of attraction



Line of point attractors

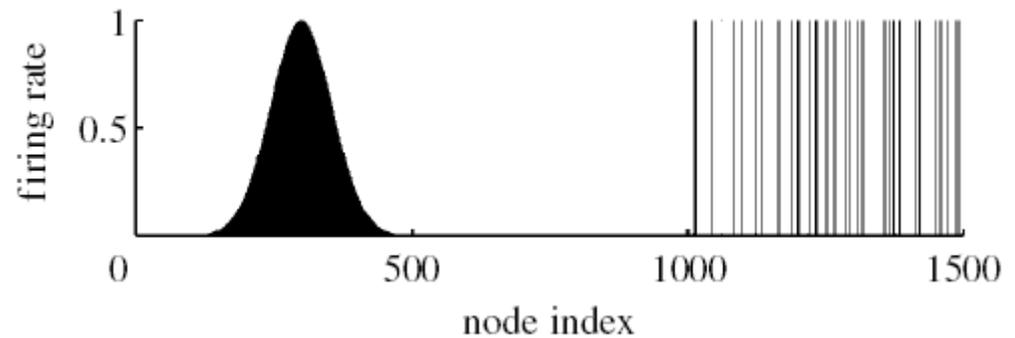


Can be mixed:

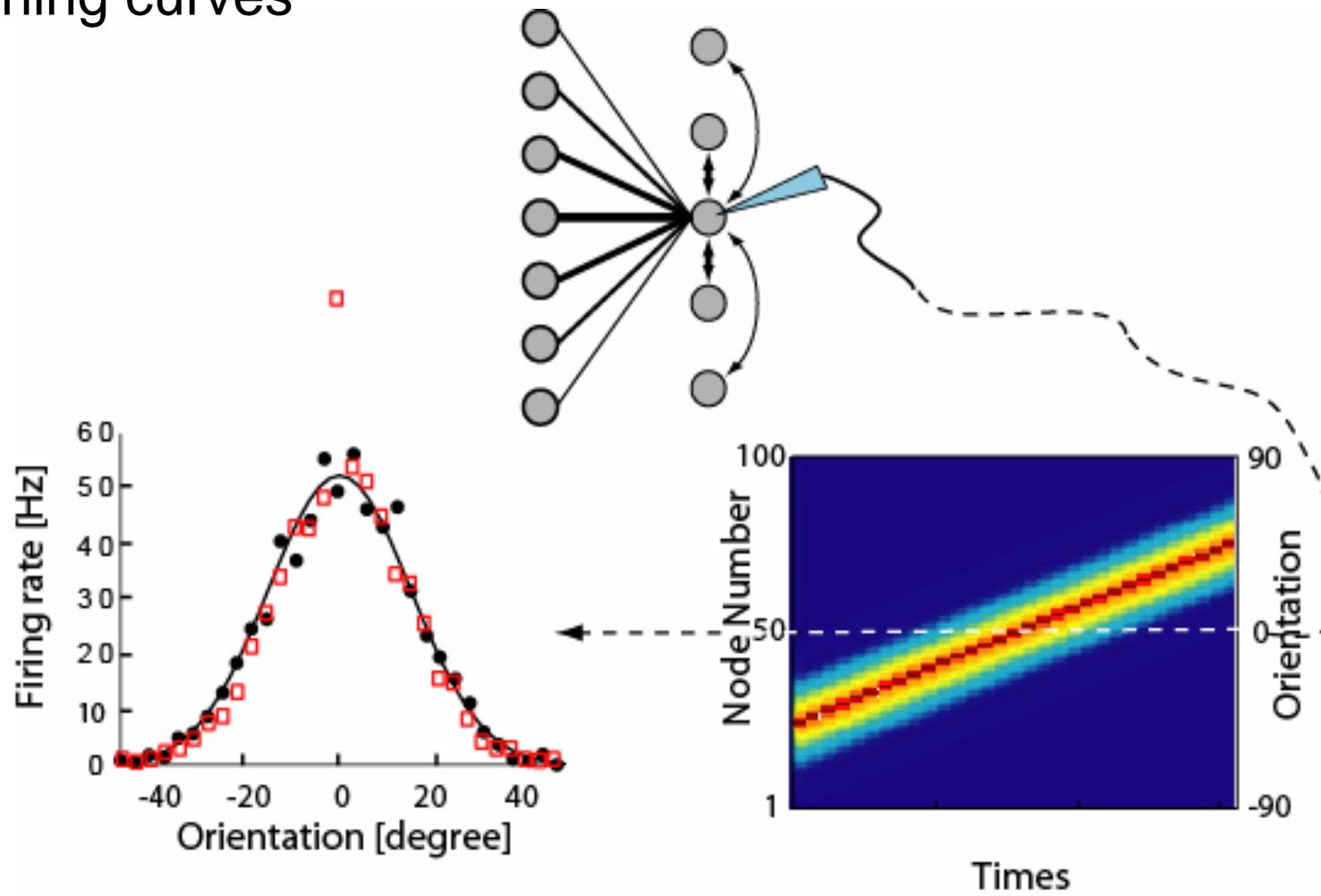
Rolls, Stringer, Trappenberg

A unified model of spatial and episodic memory

Proceedings B of the Royal Society
269:1087-1093 (2002)



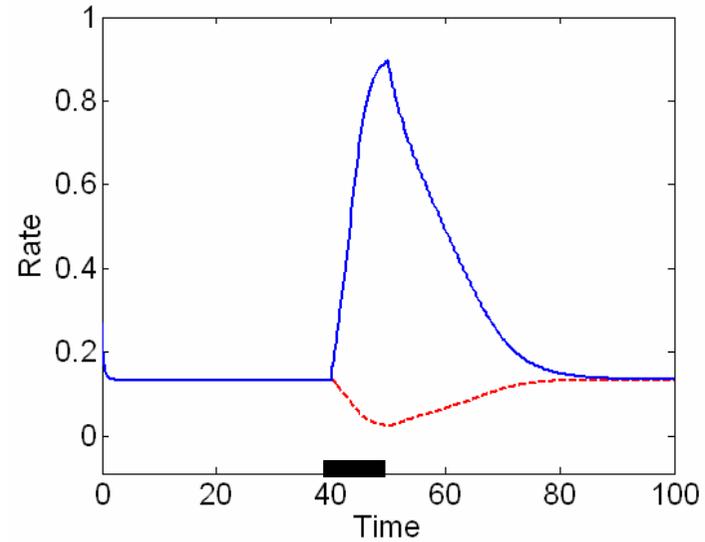
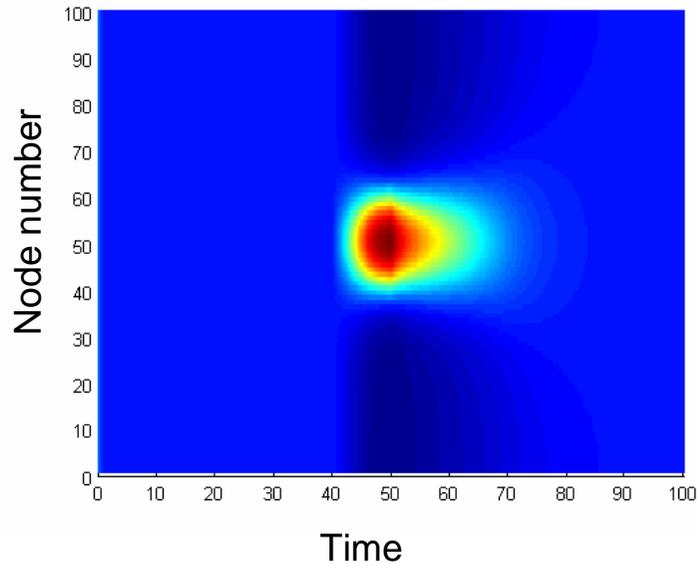
Tuning curves



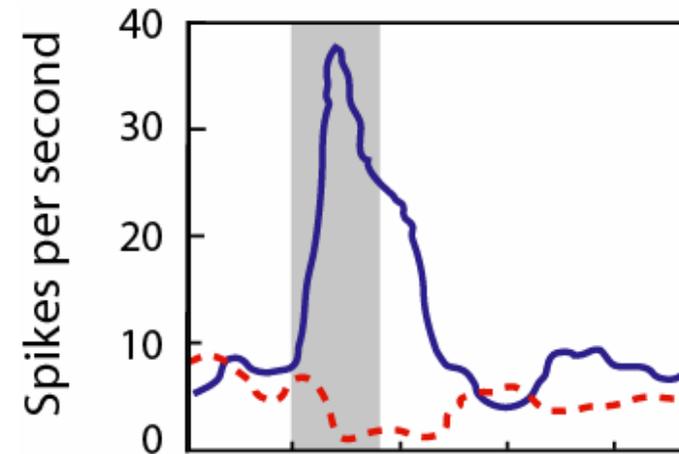
- Experimental Data from Henry et al. 1974

Strong inhibition regime (no memory)

3. Dynamic aspects of feature response

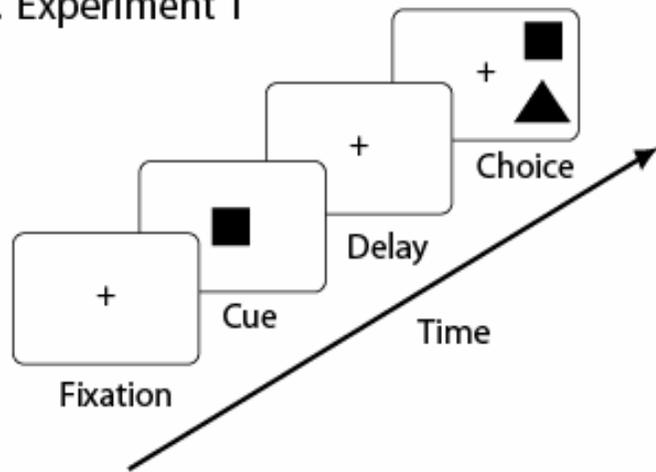


Chelazzi, Miller, Duncan & Desimone, Nature 1993

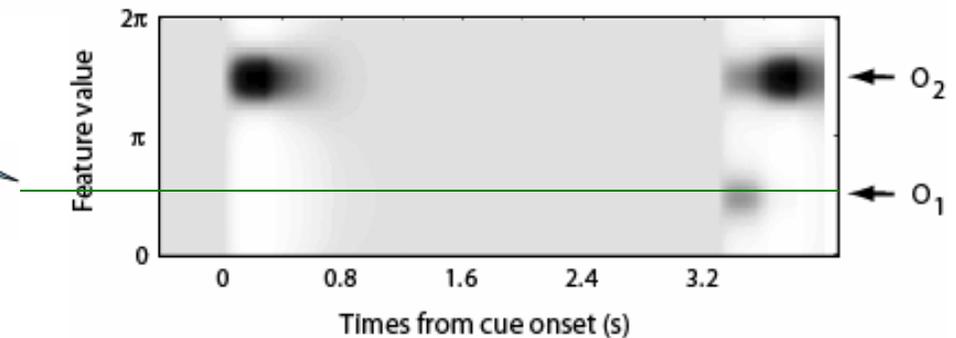
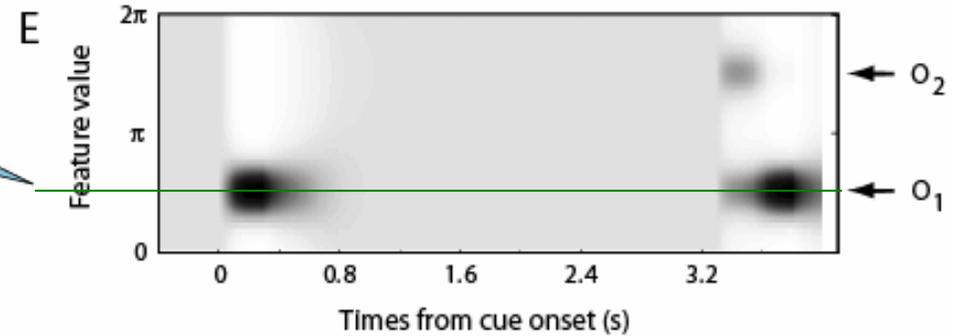
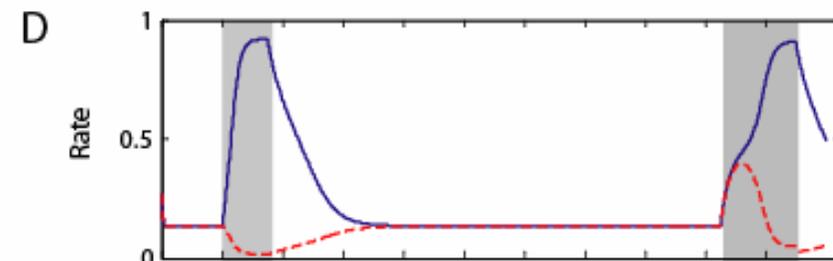
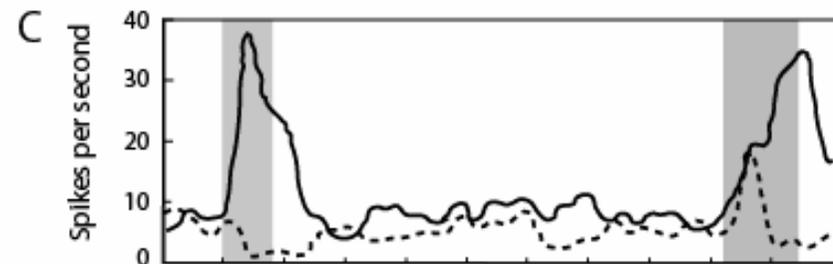
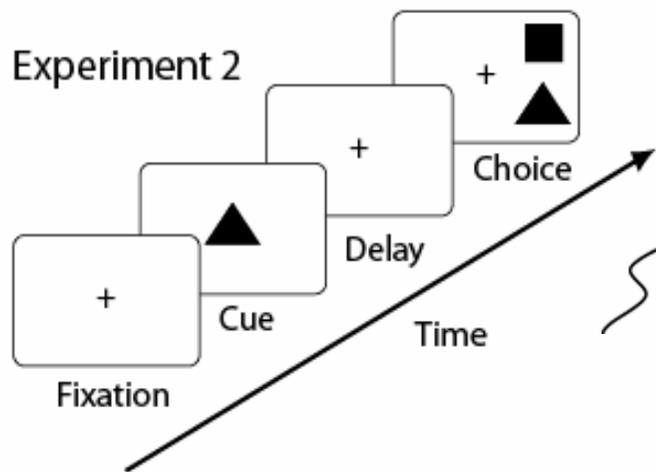


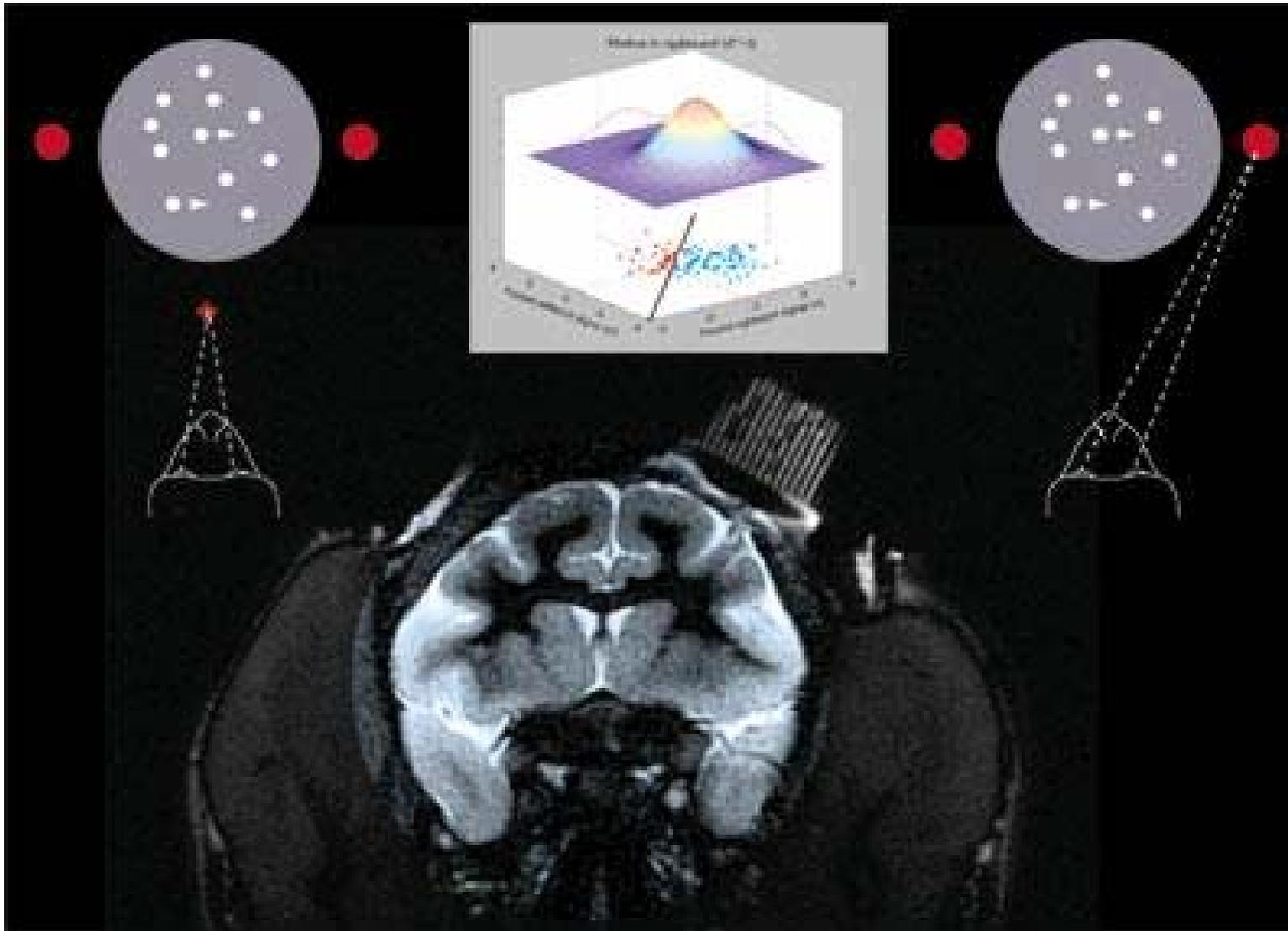
Chelazzi, Miller, Duncan & Desimone, Nature 1993

A. Experiment 1



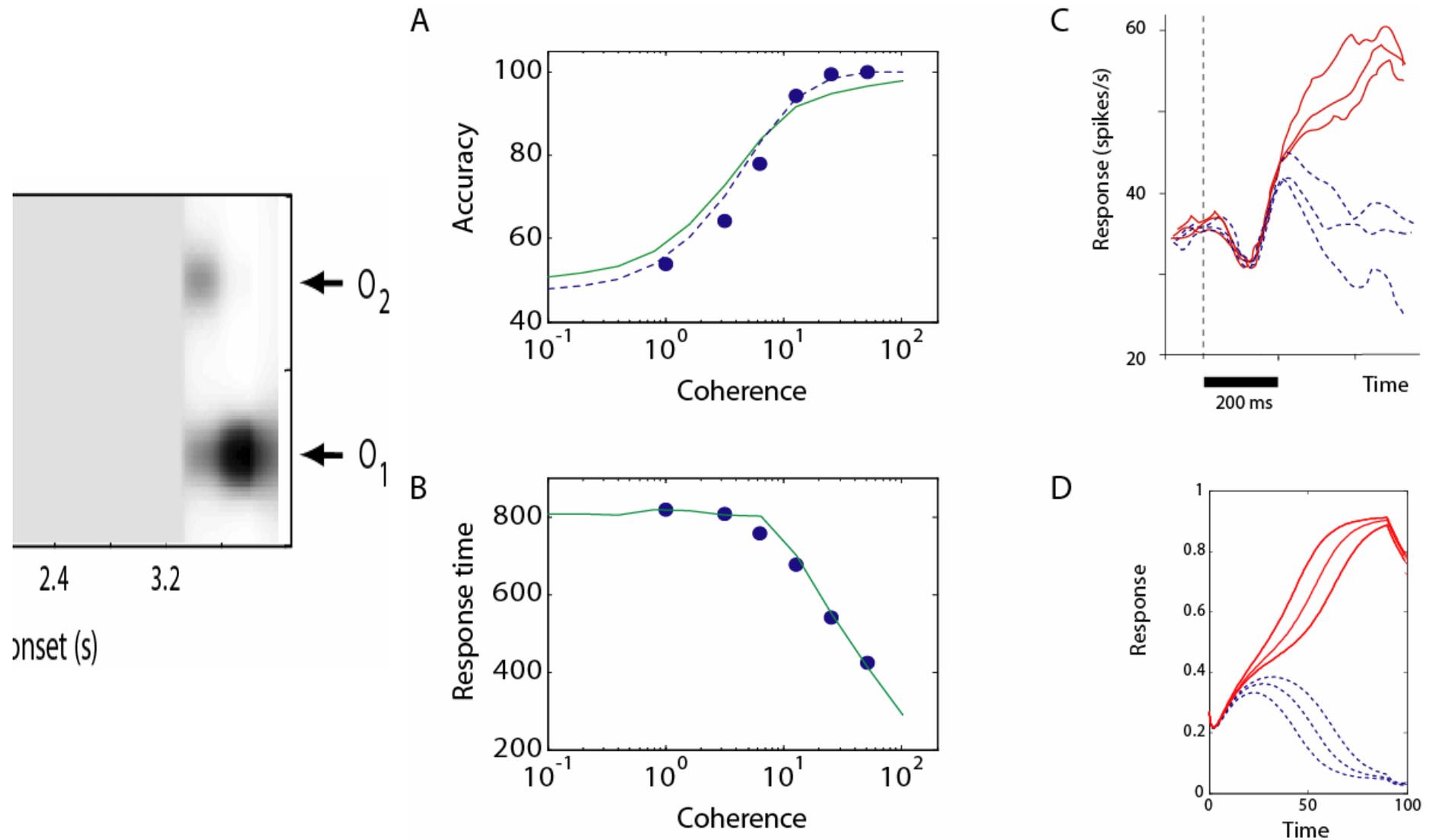
B. Experiment 2



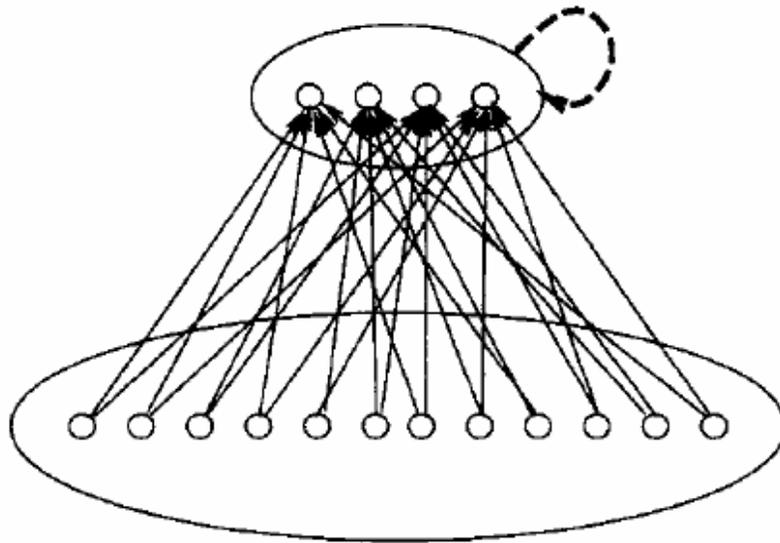


Michael Shadlen et al.

4. Perceptual choice and decision making



Experimental data from Shadlen et al.



- accumulator models
- diffusion models

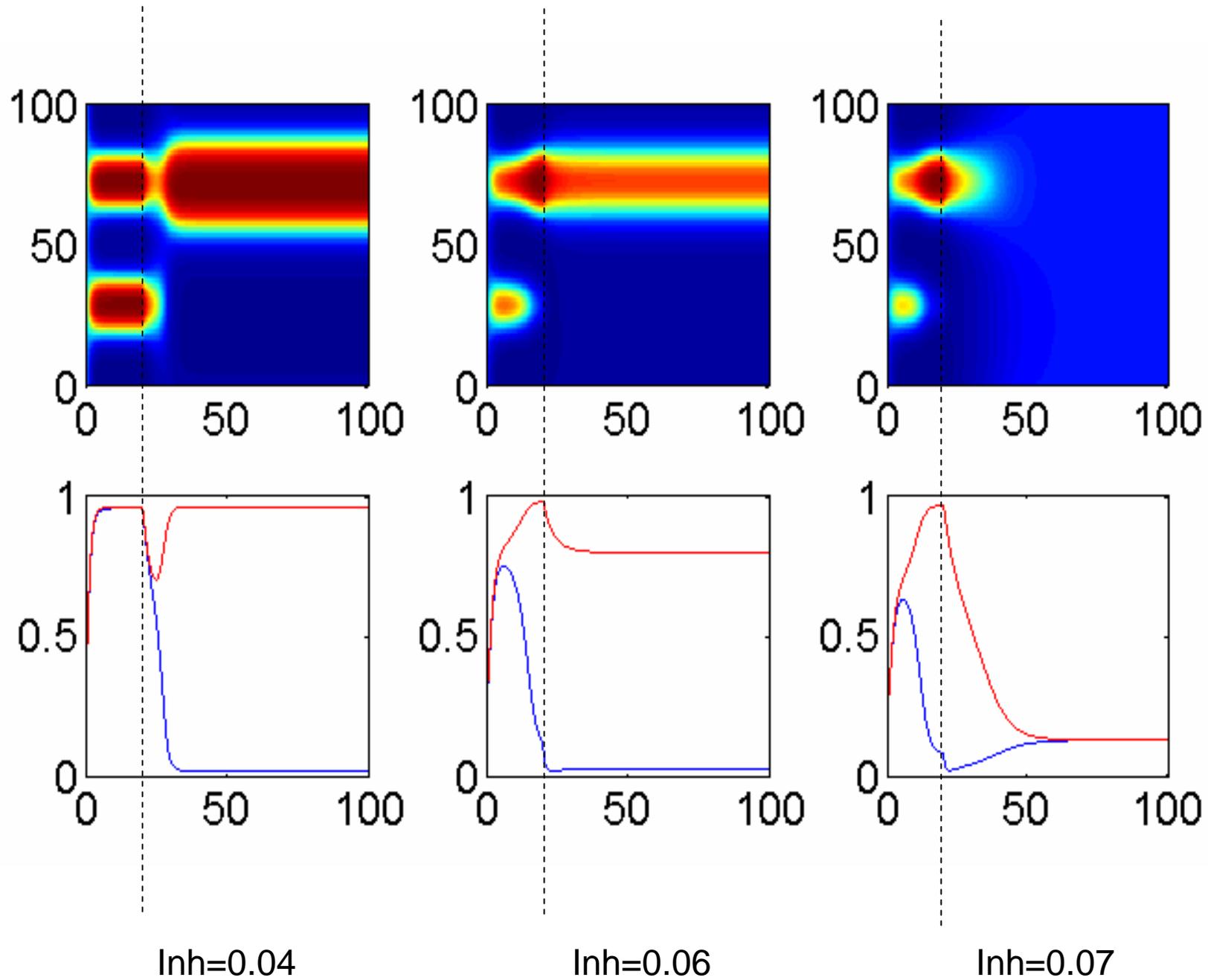


'leaky, competing accumulator model'

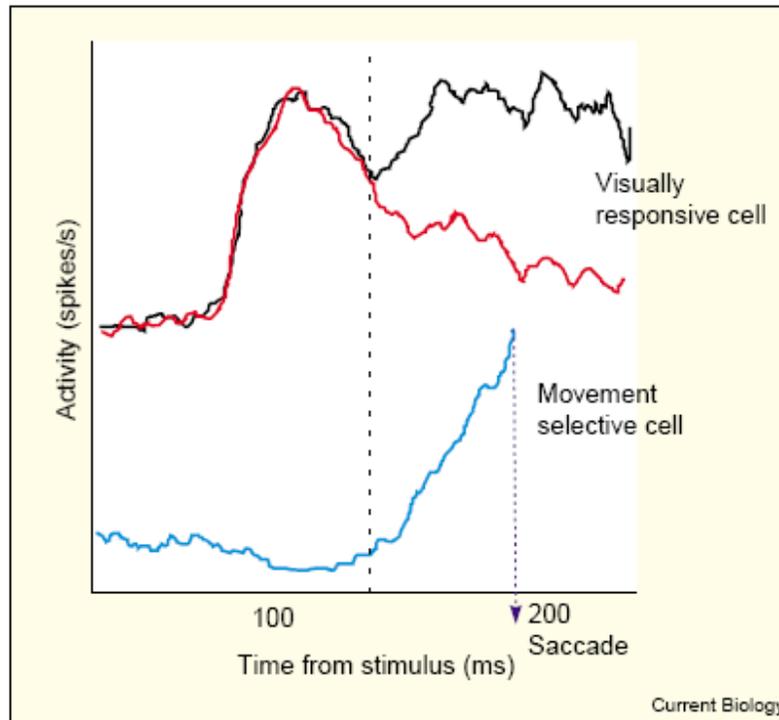
$$dx_i = [\rho_i - kx_i - \beta \sum_{i' \neq i} x_{i'}] \frac{dt}{\tau} + \xi_i \sqrt{\frac{dt}{\tau}}$$

$$x_i \rightarrow \max(x_i, 0).$$

4. Perceptual choice and decision making

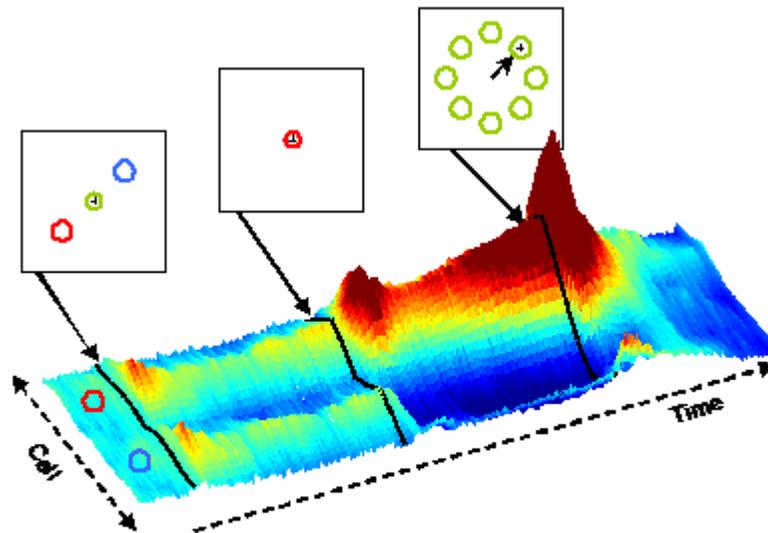
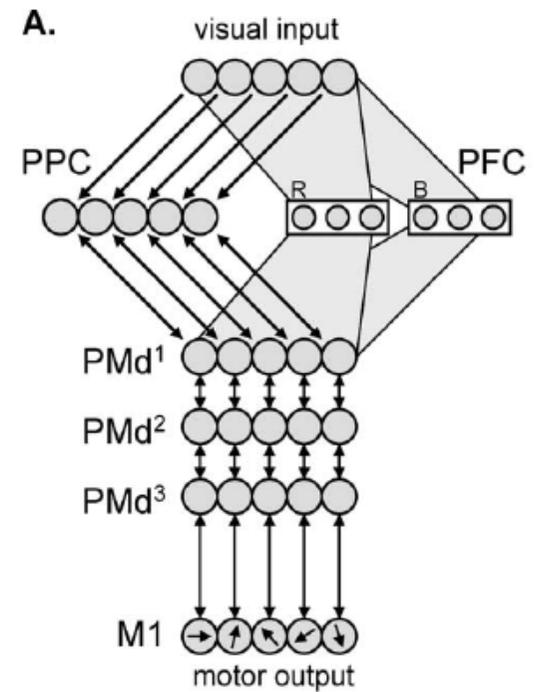
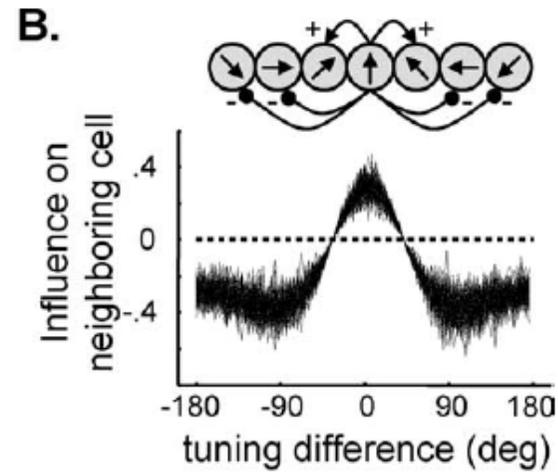


Thompson, Hanes, Bichot and J. D. Schall, 1996
as reviewed by Reddi, 2001



FEF

Paul Cisek
(Montreal)



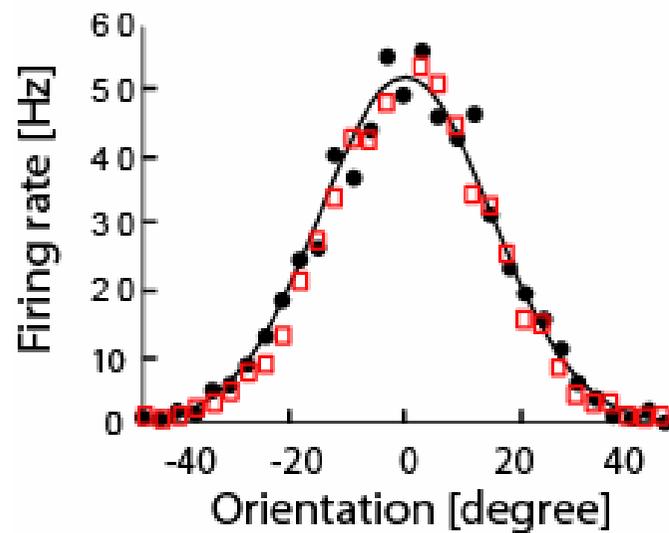
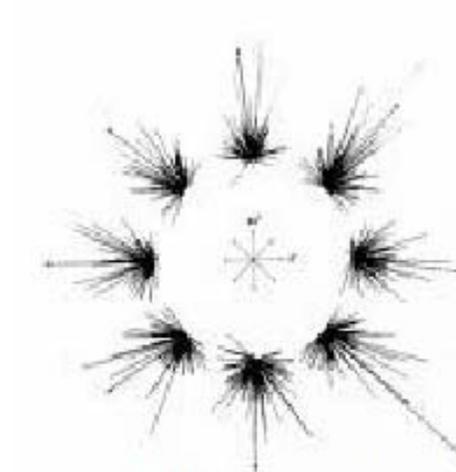
Neural activity in the brain of a monkey performing a decision task: when two cues are presented, two populations of cells become active in parallel; when the decision is made, one population increases activity while the other is suppressed.

Conclusion 1: Decision theory

- DNF theory is a good model for cortical feature representation and the accumulation of evidence
- Describes neural and behavioral data

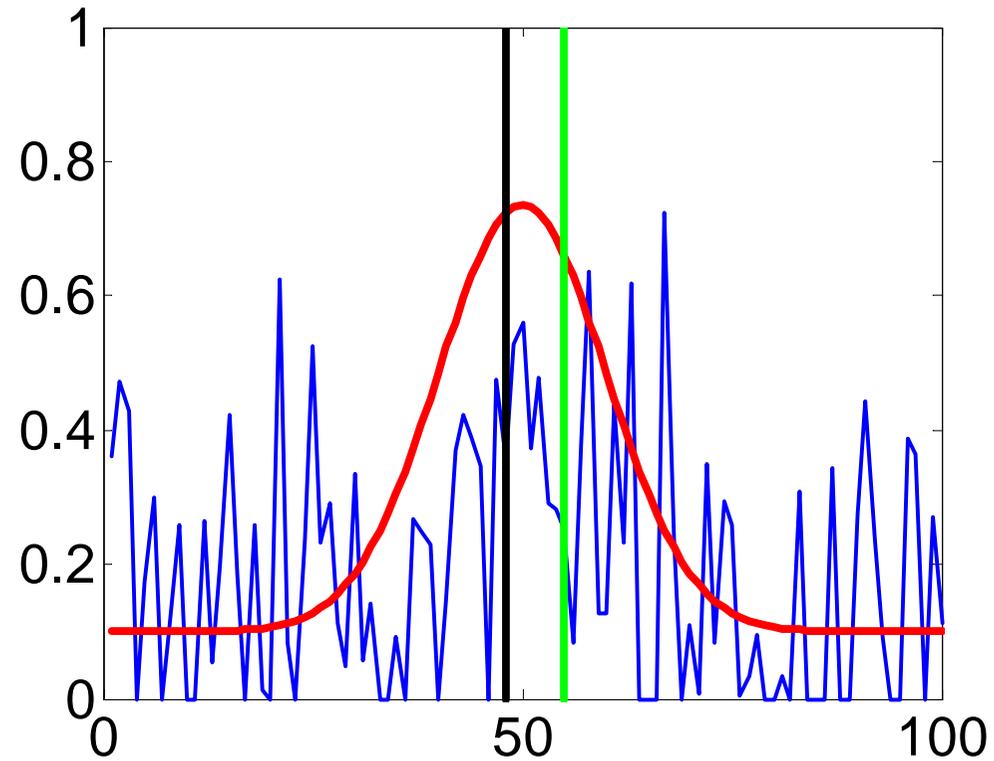
Population decoding

Vector average (a la Georgopoulos)
simple WTA very noise sensitive
centre of mass

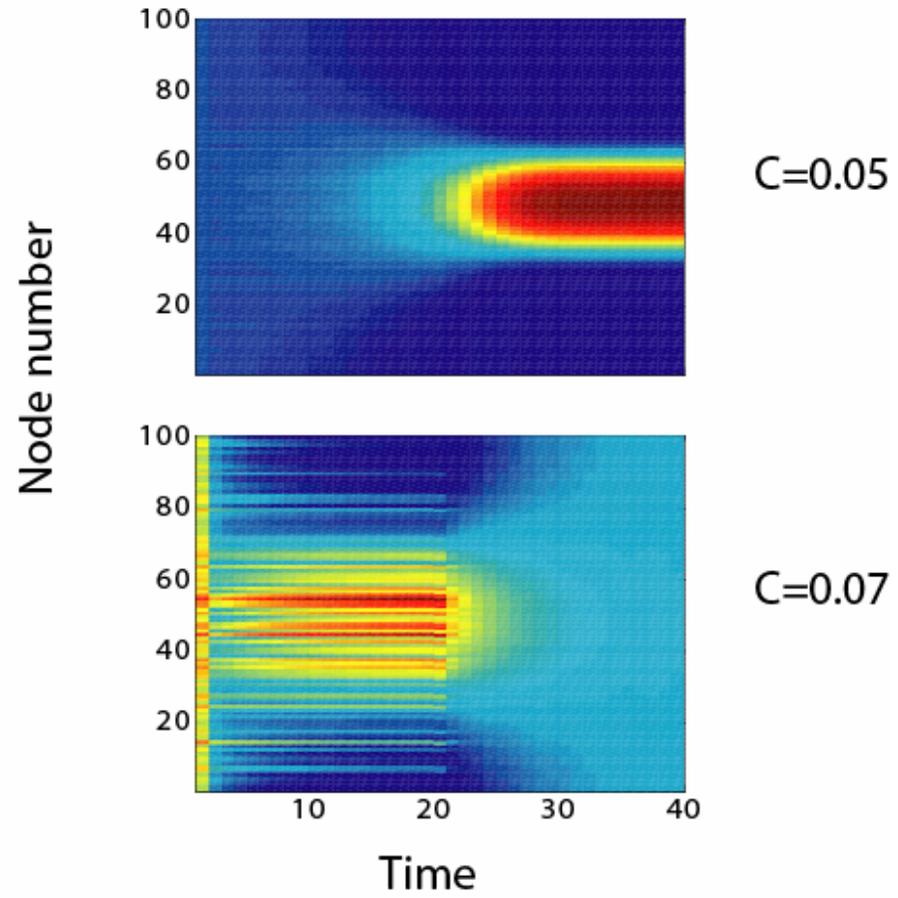
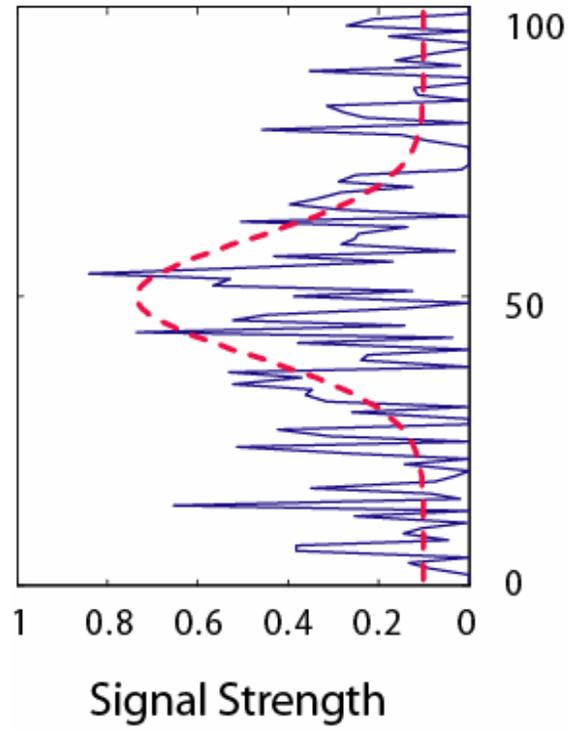


Population decoding

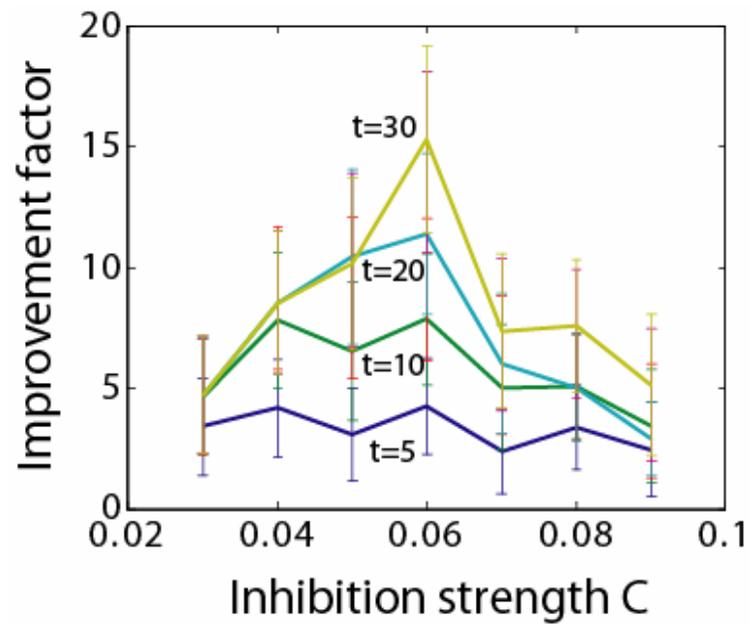
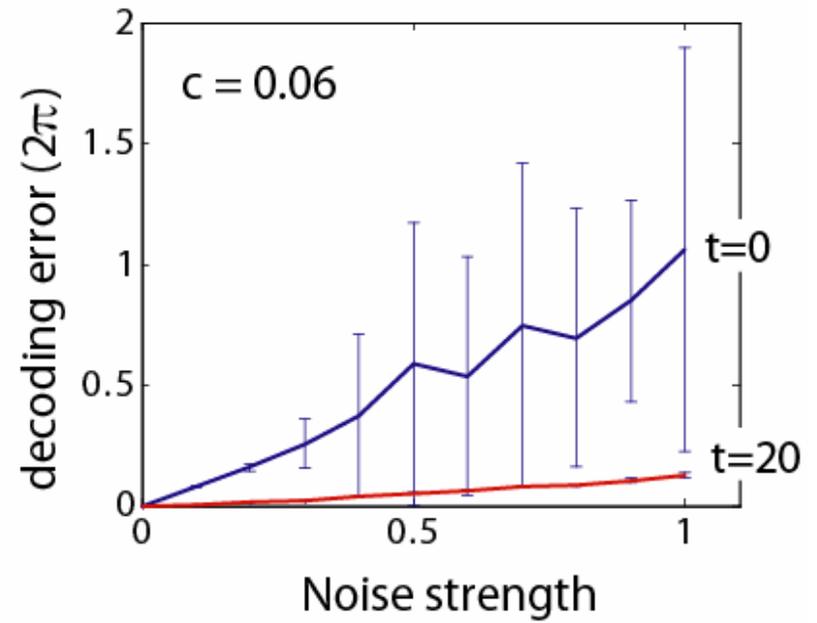
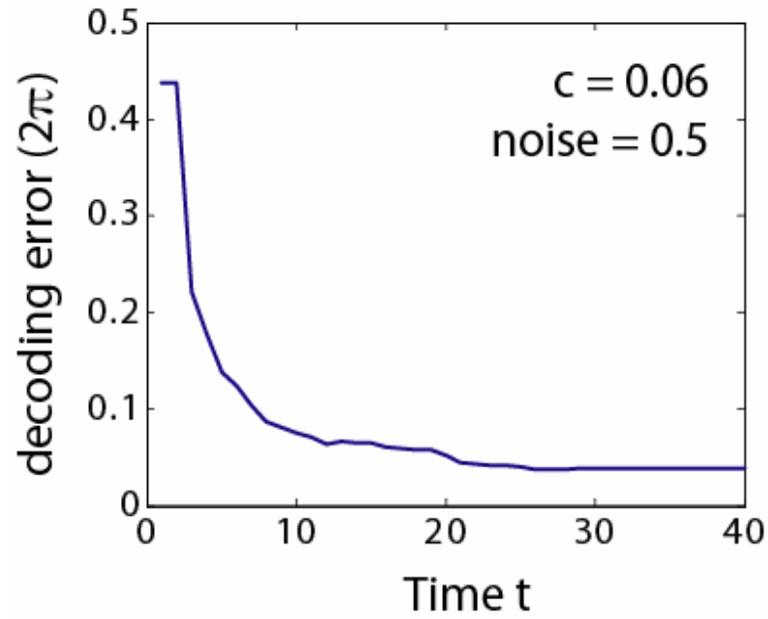
What is the encoded direction?



5. Population decoding



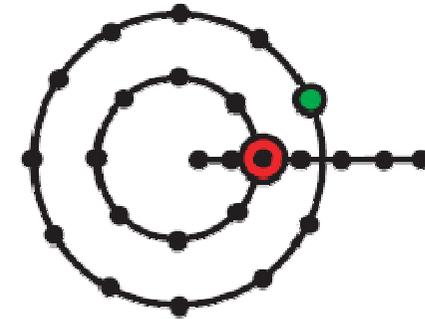
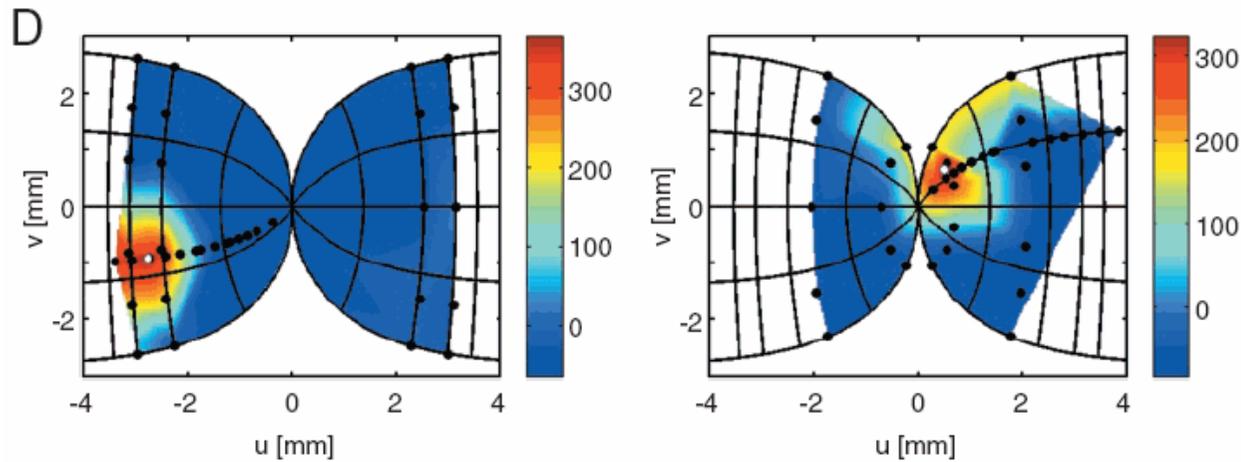
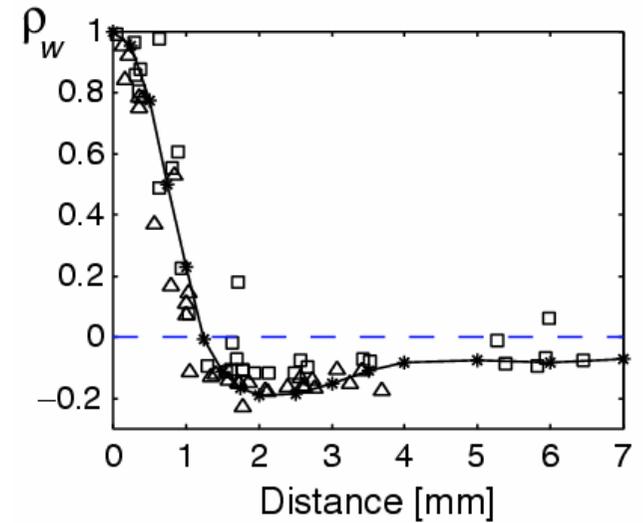
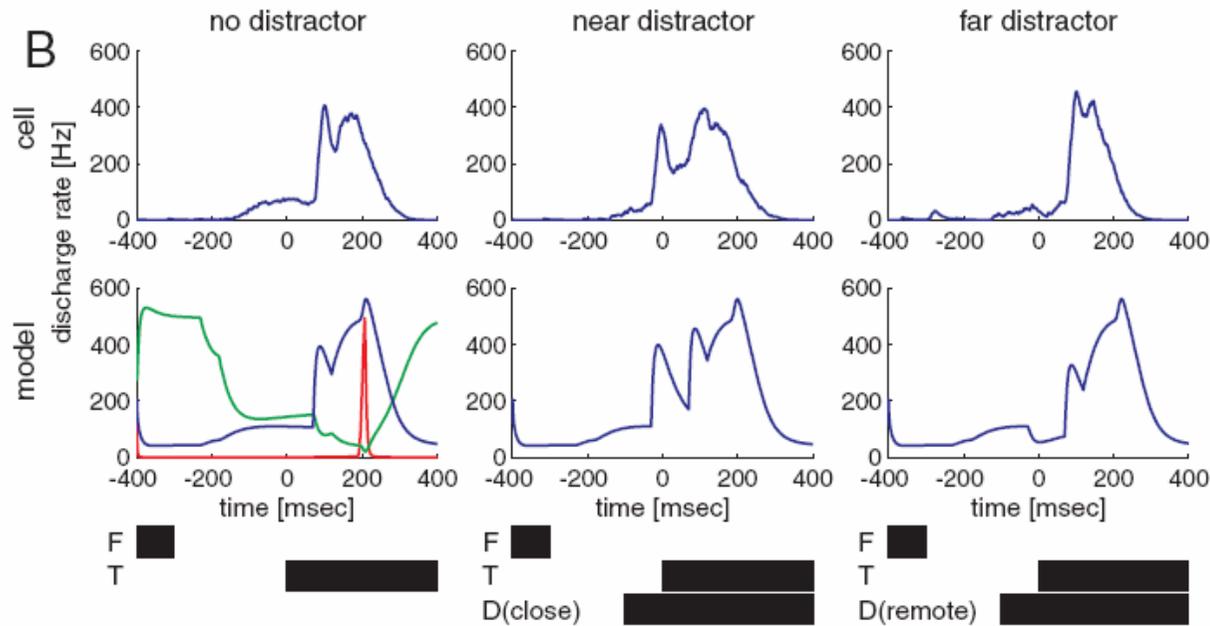
5. Population decoding



Conclusion 2: Population decoding

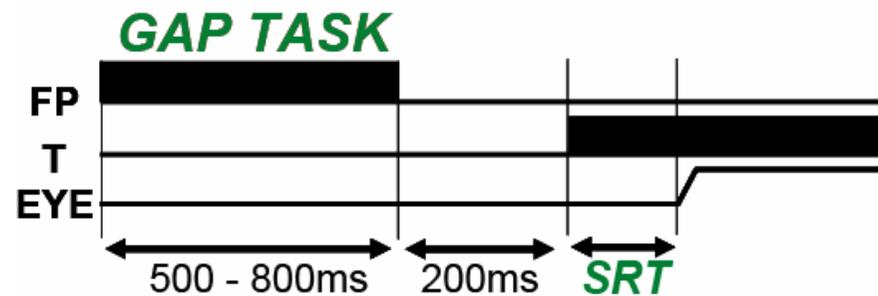
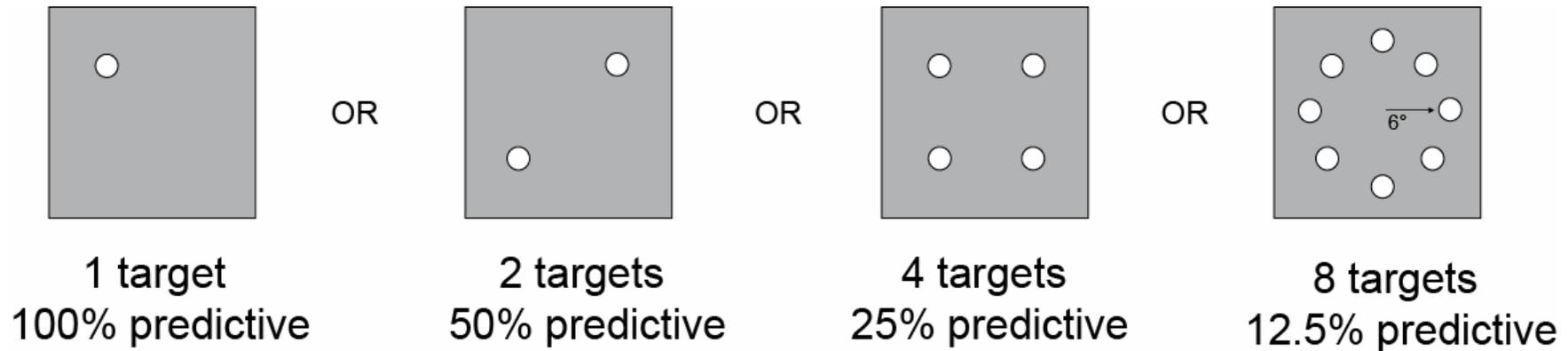
- DNF are a great and biological obvious mechanisms for population decoding
- Optimal inhibition at the transition to sustained activity

Superior Colliculus is a CANN

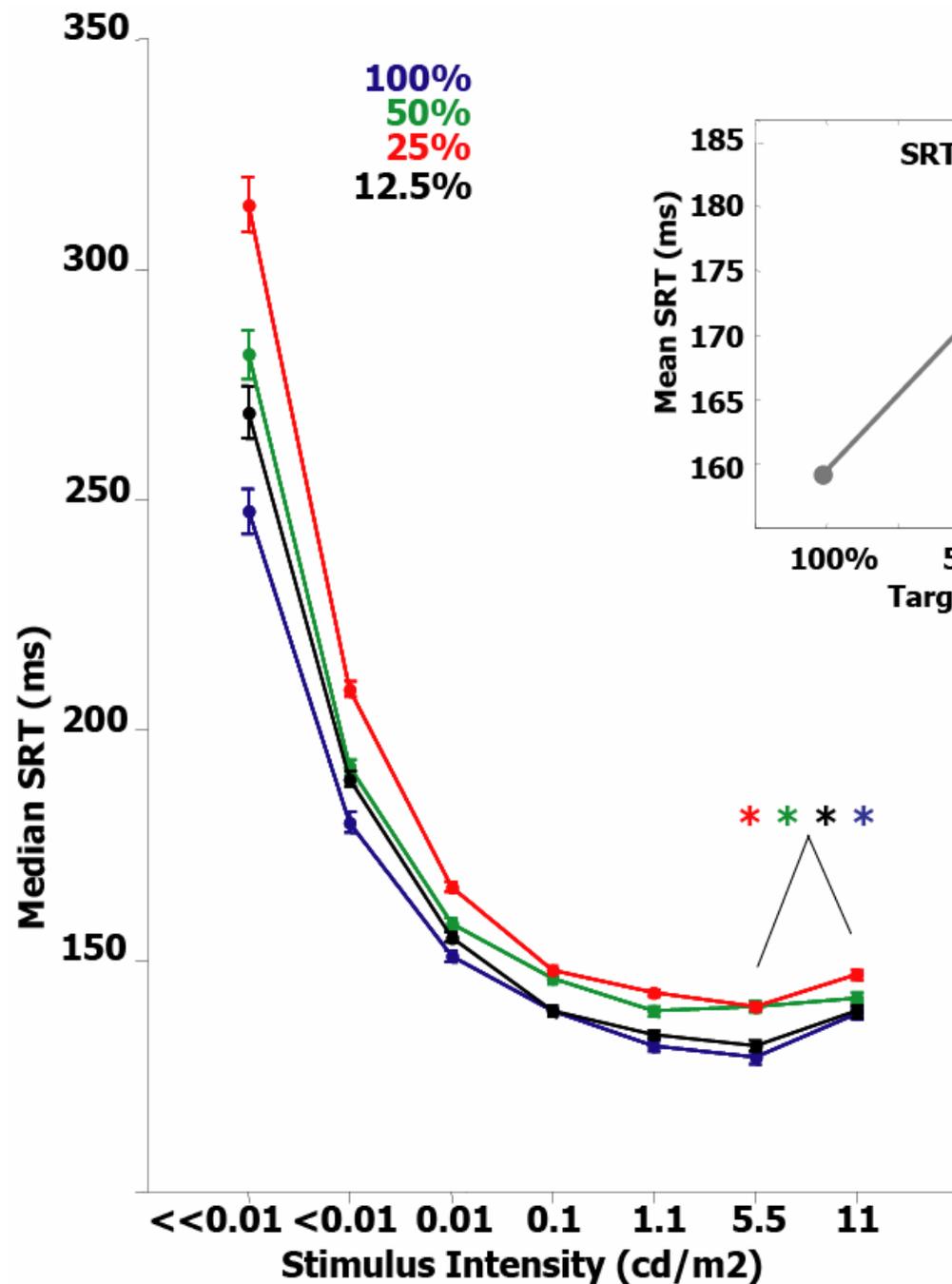


Trappenberg, Dorris, Klein & Munoz,
A model of saccade initiation based on the competitive integration of exogenous and endogenous inputs
J. Cog. Neuro. 13 (2001)

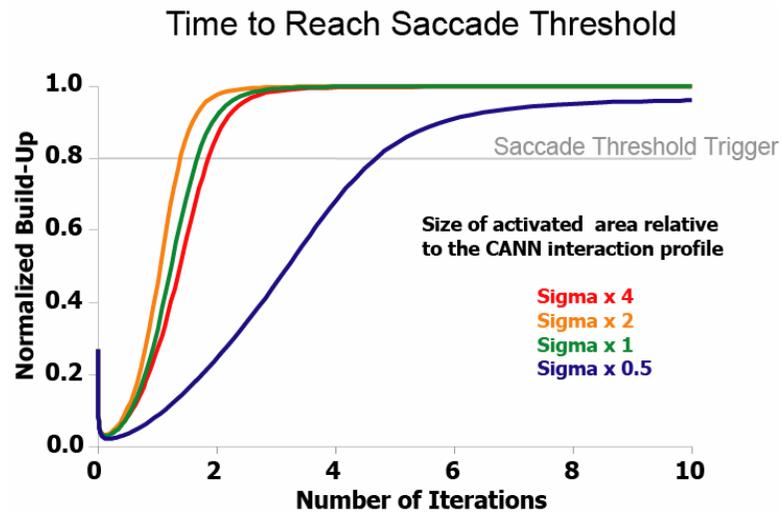
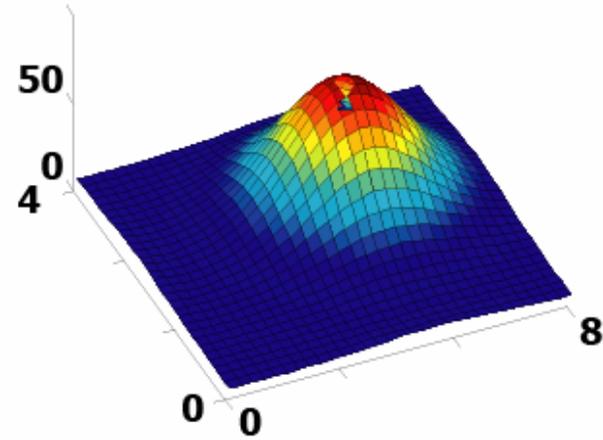
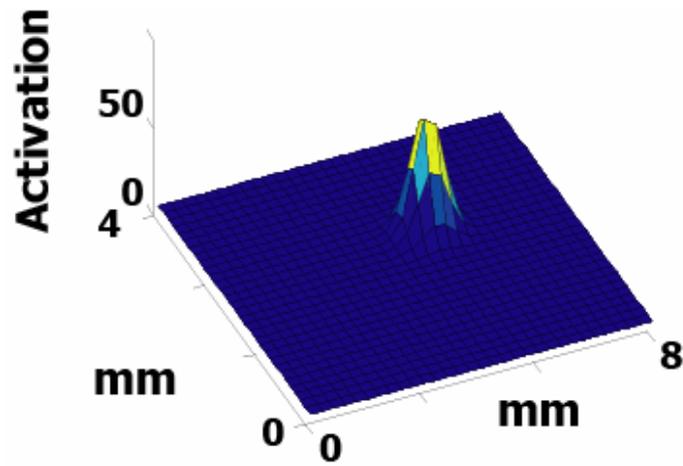
The Interaction of bottom up and top down manipulations on saccade reaction times in monkeys: [R. Marino](#), T. Trappenberg, D. Munoz



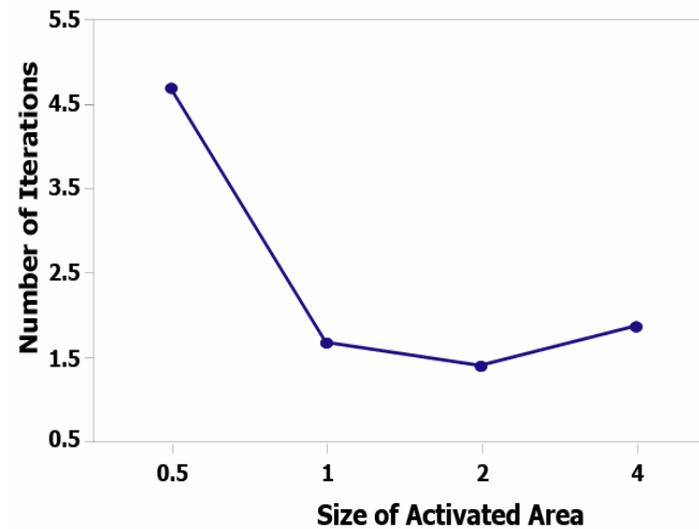
- Monkeys performed visually guided saccades in the Gap task
- Targets with different luminance (bottom up) were presented at one of up to eight equidistant locations (top down)

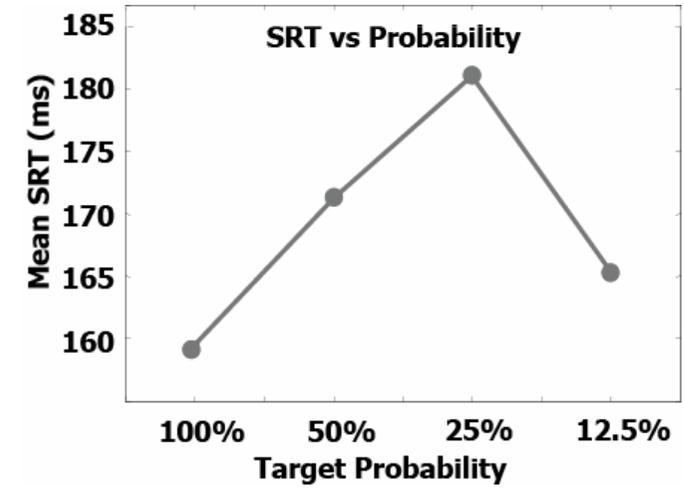
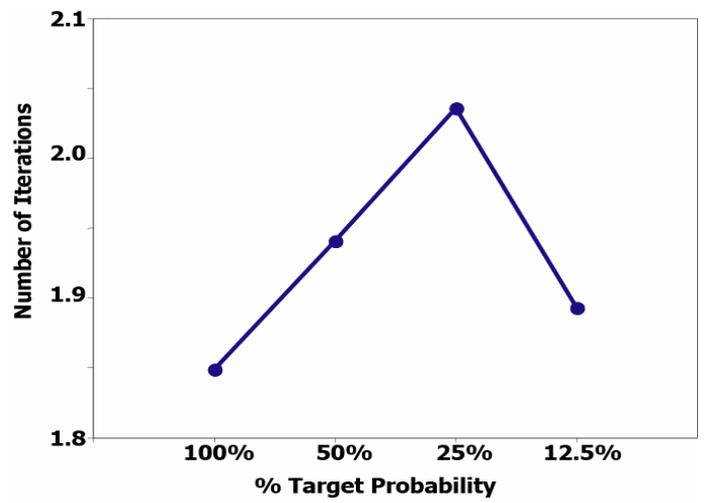
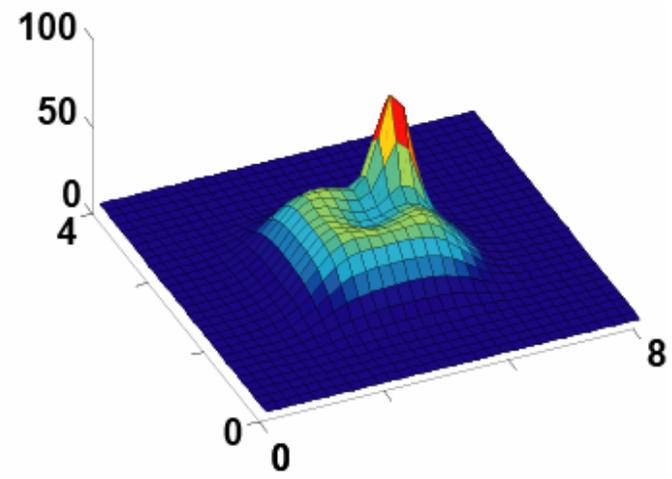
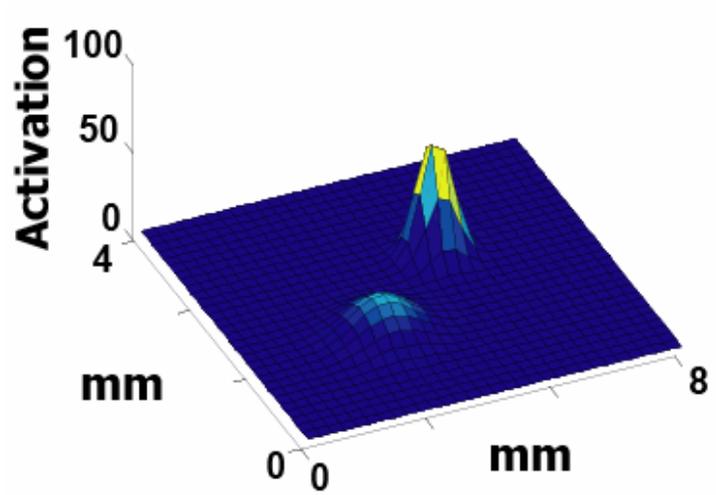


- Endogenous target predictability significantly affects SRT
- Decreased predictability paradoxically yields a behavioral advantage when moving from 4 to 8 possible targets



Time of Intersection With Saccade Threshold





Conclusion 3: Superior Colliculus

- DNF explain unexpected non-monotone reaction times based on inhibitory surround
- Prediction of area effect seem to be confirmed with initial cell data