

The Insect Olfactory System: An Invertebrate Analog to the Mammalian Basal Ganglia

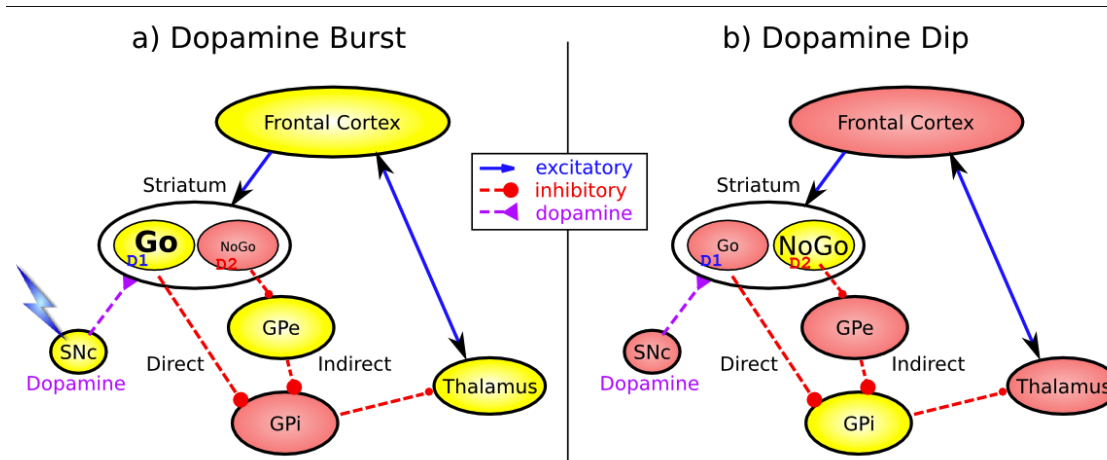
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Basal Ganglia

- The basal ganglia are a group of neural systems in the brain responsible for decision making tasks, ranging from direct motor control to more abstract planning.
- The basal ganglia learns via reinforcement learning, primarily through bursts and dips in dopaminergic activity.
- Dopamine bursts signal the receipt or expectation of positive reward, whereas dopamine dips signal the absence of an expected reward.



Insect Olfactory System

- The insect olfactory system (IOS) is a small neural system that processes olfactory information from the antennae of the insect and uses this information to make motor action decisions.
- Because it contains sensory perception and action making in a single package, it acts as a simplified analog to both the mammalian sensory systems and also the basal ganglia.
- Understanding the IOS can reveal possible insights into how its mammalian correlates function.
- Olfaction is an extremely complex sensory process:
 - Odor plumes are often highly turbulent, yet insects are able to follow plumes to their origin.
 - Insect must be able to filter out important odors from an extremely noisy olfactory background environment.
 - Information from the hundreds or thousands of olfactory sensors on the antennae needs to be integrated into a single spatio-temporal signal.



Poodle moth: Arthur Anker via Flickr



Imperial moth:
<https://www.butterfliesandmoths.org/species/Eacles-imperialis>



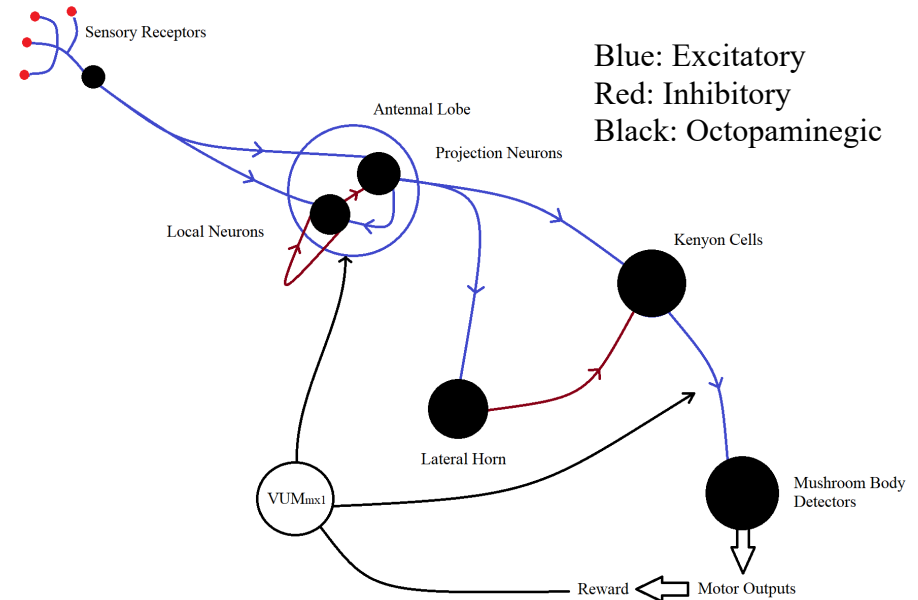
Cecropia moth (Photo: Cathy Keifer/Shutterstock)



Japanese silk moth (Photo: Marco Uliana/Shutterstock)

Insect Olfactory System

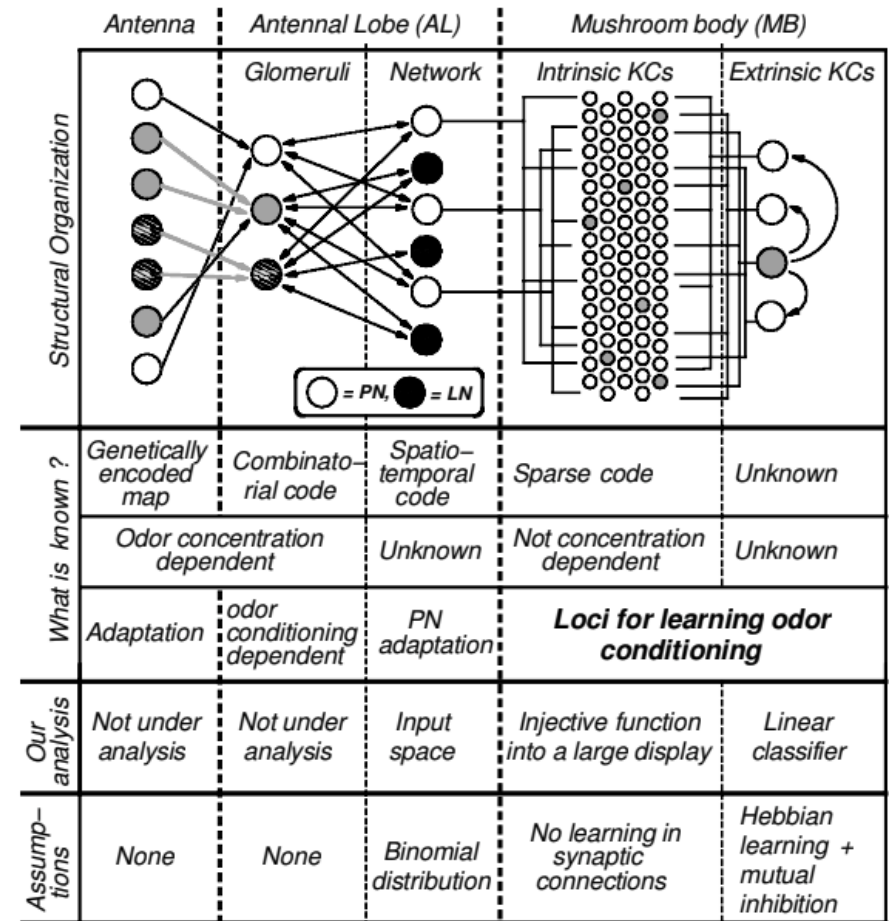
- The sensory receptors in the antennae each code for a single olfactory receptor gene [2]
- Because it contains sensory perception and action making in a single package, it acts as a simplified analog to both the mammalian sensory systems and also the basal ganglia.
- The antennal lobe is responsible for consolidating the signals coming from the antennae into a single spatio-temporal code [3]. Compresses information into a lower-dimensional representation [4].
- The Kenyon cells are part of the mushroom body and are responsible for storing the spatio-temporal code from the antennal lobe into memory [4]. The Kenyon cells represent memory in a high-dimensional, sparse representation [4]. Note: analogous to the mammalian hippocampus.
- The mushroom body is responsible for associating sensory information with reward, and projects to motor outputs [3].
- Octopamine from the VUMmx1 neural group increases excitatory post-synaptic potentiation (EPSP) which increases associative learning [3]. This is very similar to the dopamine/basal ganglia relationship.
- Both first-order and second-order conditioning have been observed in flies [3]. An odor was associated with an electric shock (first order conditioning), and then another odor is associated with the first odor, which leads to the same aversive response [3].



Perception, memory, and action selection with less than 50000 neurons!!!

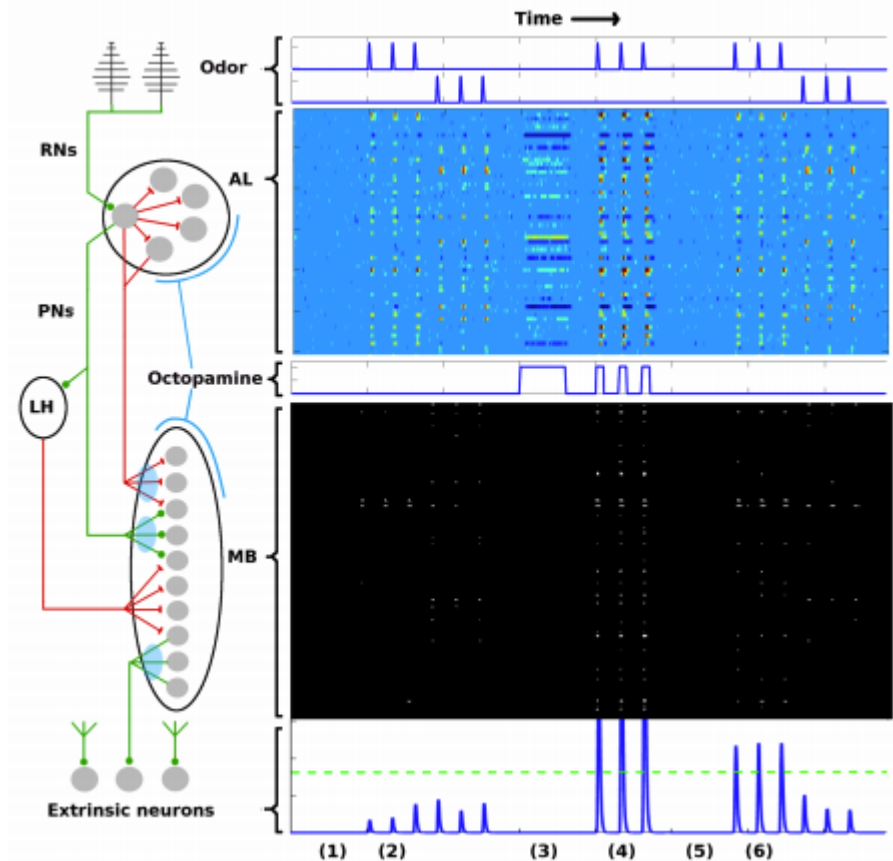
Computational Theory

- Computational models have been successfully developed and tested that capture the majority of the biological data observed in moths [5].
- Cells in the antennal lobe act to combine information from the antenna into a spatio-temporal code. A gain-control mechanism is also implemented such that activity in the AL is independent of odor concentration [4].
- Antennal lobe also squeezes the dimensionality of the antenna information (10 to 1) [4]. This may act to filter noise out of the input signal.
- The intrinsic KC, part of the mushroom body, stores memory into a much higher dimensionality, sparse code [4]. This is very similar to the hippocampus which performs the same process for pattern separation.
- The extrinsic KCs, also part of the mushroom body, acts as a classifier for coding rewarding and unrewarding actions through octopamine modulated Hebbian learning [3] [4] [5].



Computational Theory

- As stated, computational models have been successfully developed and tested that capture the majority of the biological data observed in moths [5].
- The model learned to associate a specific odor with reward: first-order conditioning [5]. This learning can occur with less than 10 exposures to the odor [5].



References

- [1] O'Reilly, R. C., Munakata, Y., Frank, M. J., Hazy, T. E., and Contributors (2012). Computational Cognitive Neuroscience. Wiki Book, 1st Edition. URL: <http://ccnbook.colorado.edu>
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- [3] Faghihi, F., Moustafa, A. A., Heinrich, R., & Wörgötter, F. (2017). A computational model of conditioning inspired by *Drosophila* olfactory system. *Neural Networks*, 87, 96-108.
- [4] Huerta, R., Nowotny, T., García-Sánchez, M., Abarbanel, H. D., & Rabinovich, M. I. (2004). Learning classification in the olfactory system of insects. *Neural computation*, 16(8), 1601-1640.
- [5] Delahunt, C. B., Riffell, J. A., & Kutz, J. N. (2018). Biological Mechanisms for Learning: A Computational Model of Olfactory Learning in the *Manduca sexta* Moth, with Applications to Neural Nets. *Frontiers in computational neuroscience*, 12.

Questions?