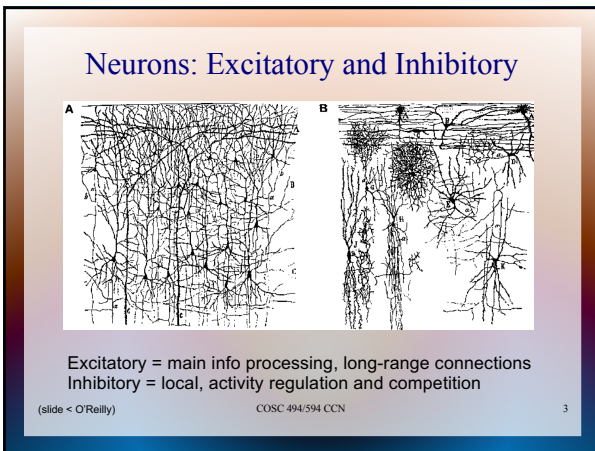


3. Networks

- ## Networks
1. Biology of Neocortex (“cortex”)
 2. Categorization and Distributed Reps
 3. Bidirectional Excitation and Attractors
 4. Inhibitory Competition and Activity Regulation
- (slide < O'Reilly) COSC 494/594 CCN 2



The 6 Cortical Layers

(slide < O'Reilly) COSC 494/594 CCN 4

Functions of Layers

Input
layer 4
from sensation or other areas

Hidden
layers 2 & 3

Output
layers 5 & 6
to motor systems or other areas

(fig. < O'Reilly, *Comp. Cog. Neurosci.*)
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Connection Directions

Feedforward
from Hidden in lower to Input in higher

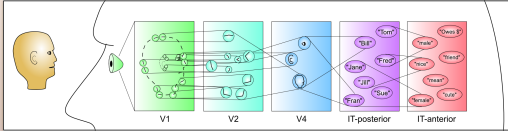
Feedback
from Hidden & Output in higher to Hidden & Output in lower

Lateral
from Hidden and Output to all three layers in same area

Bidirectionality
pervasive

(fig. < O'Reilly, *Comp. Cog. Neurosci.*)
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Hierarchical Categorical Representations



- Successive layers of neural detectors
- Progressively more abstract

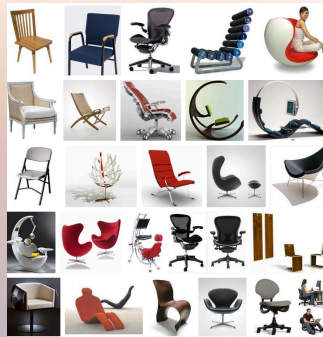
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 (fig. < O'Reilly, *Comp. Cog. Neurosci.*)

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The Chair Category

How would you define "chair"?

Socrates asks, "what is that common quality, which is the same in all these cases, and which is called courage?" (*Laches* 191e)



(slide based on O'Reilly)

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Getting the right ones is key

- Two men are dead in a cabin in the woods.
- The cabin itself is not burned, but the forest all around is burned to cinders.
- How did the men die?

(slide based on O'Reilly)

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Categories: A Philosophical Problem

- A long-standing problem:
 - Socrates (d. 399 BCE) says, “that which we know we must surely be able to tell.” (*Laches* 190c)
 - Must knowledge be encoded in language-like structures?
- What makes a mental categorization accurate? Is there something “real” about a “chair?”
- Stereotypes are mental categories...
- Can you encode multiple categories at the same time?

(slide based on O'Reilly)

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Distributed Representations

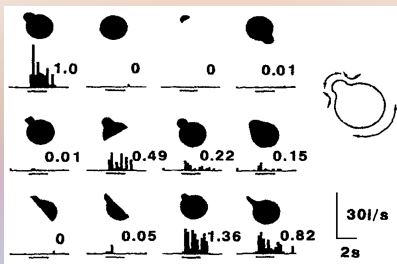
- Let a 1,000 categories bloom... You've got the room in your head (billions of neurons)
- Each neuron can respond to multiple things (graded similarity)
- And each thing activates many neurons (who knows what is going to be relevant this time?)

(slide < O'Reilly)

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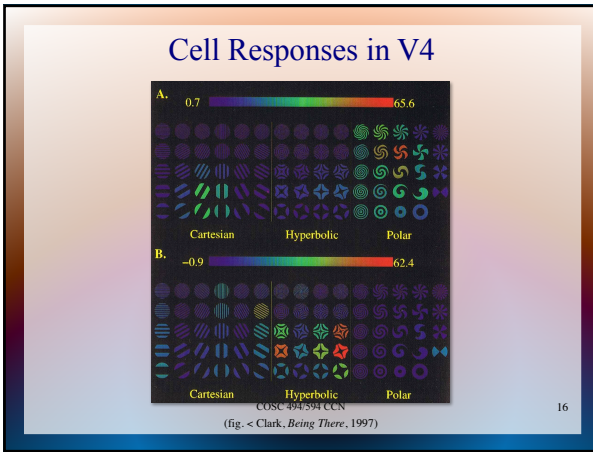
Graded Responses

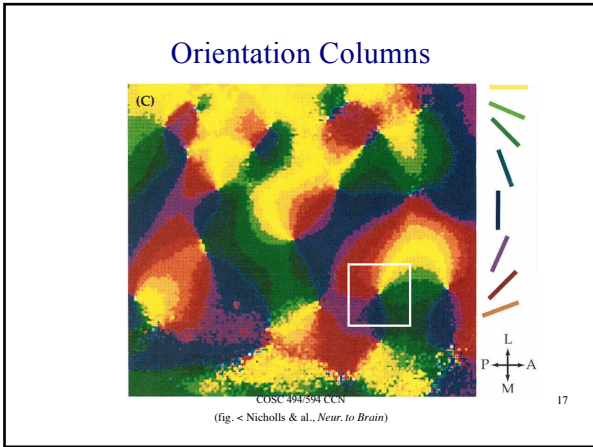


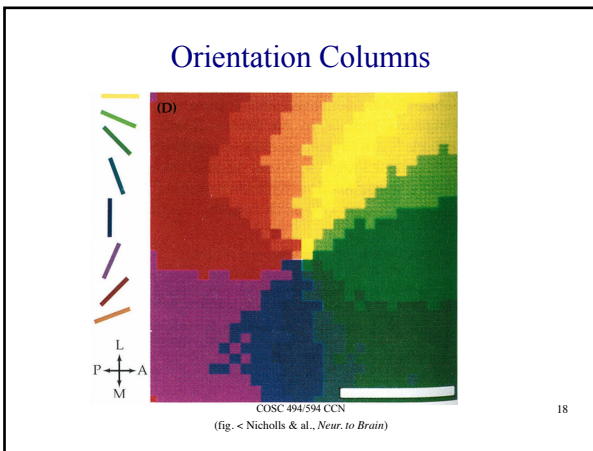
(slide < O'Reilly)

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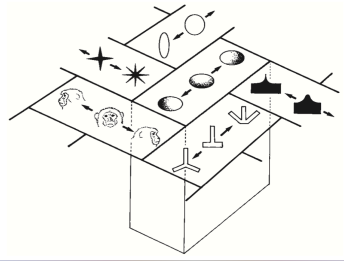
15





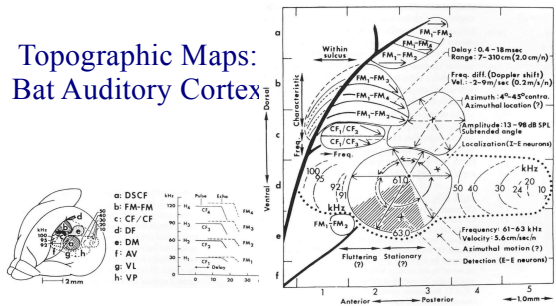


Topographic Organization



(slide < O'Reilly) COSC 494/594 CCN 19

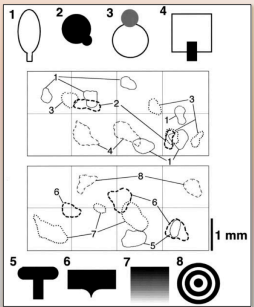
Topographic Maps: Bat Auditory Cortex



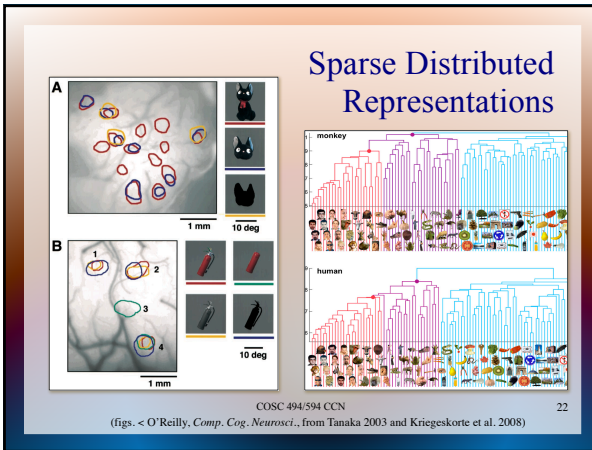
COSC 494/594 CCN 20
(figs. from Suga, 1985)

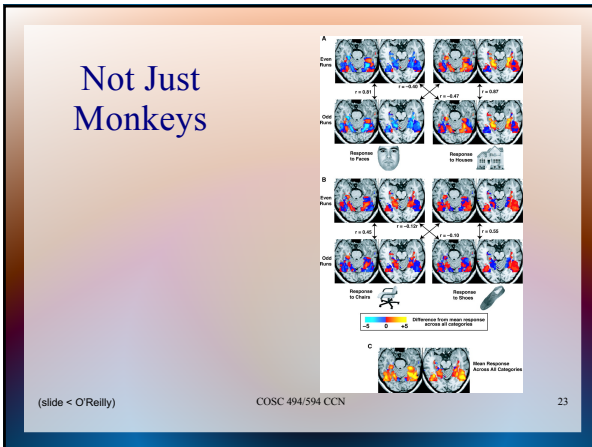
Sparse Distributed Representation

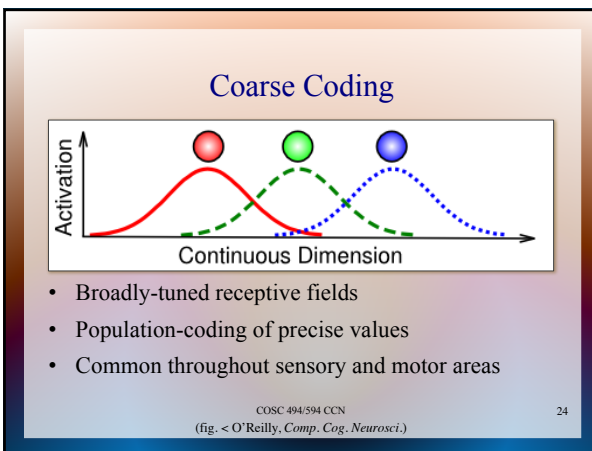
- Localist representation
 - “grandmother cells”
 - unlikely in brain
- K-out-of-N detectors
 - typically 15–25% of neurons active
- Approximate orthogonality
(monkey IT cortex)



COSC 494/594 CCN 21
(fig. < O'Reilly, *Comp. Cog. Neurosci.*, from Tanaka, 2003)







Localist Representations?

(slide < O'Reilly) COSC 494/594 CCN 25

emergent demonstration: Face Categorization I

COSC 494/594 CCN 26

Bidirectional Excitation

- Functions
 - recognition
 - top-down imagery
 - ambiguity resolution
 - pattern completion
- Attractor dynamics
 - convergence on good representation
 - energy vs. harmony

(fig. < O'Reilly, *Comp. Cog. Neurosci.*)

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What Are These?

(slide < O'Reilly) COSC 494/594 CCN 28

A Big Network Model...

(slide < O'Reilly) COSC 494/594 CCN 29

Bidirectional Dynamics

Wyatte, Herd, Mingus, O'Reilly (2012)

(slide < O'Reilly) COSC 494/594 CCN 30

emergent demonstration:
Face Categorization II

COSC 494/594 CCN 31

emergent demonstration:
Cats and Dogs

COSC 494/594 CCN 32

emergent demonstration:
Necker Cube

COSC 494/594 CCN 33

Inhibitory Competition and Activity Regulation

- Activity regulation
- Selective attention
- Competition
- Sparse distributed representation

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Activity Regulation

a)

Excitatory Inhib

Input

b)

Excitatory Inhib

Input

- Feedback: reactive, reflects actual level of activity, robust, responsive, may be unstable
- Feedforward: anticipatory, limits feedback oscillation, slow, brittle
- Work well together

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(fig. < O'Reilly, *Comp. Cog. Neurosci.*)

Competitive Network

W

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Competitive Learning

- Competitive learning network
 - two layers, randomly initialized weights
 - second is self-reinforcing, mutually inhibitory
 - “winner takes all” dynamics
- Learning
 - winner moves toward last
 - weight vectors move to centers of clusters

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FFFB Inhibition Approximation

- Approximates total effect of all inhibition in a layer
- Inhibition determined by feedforward and feedback terms:

$$g_i(t) = g_i[FF(t) + FB(t)]$$
- FF term is excess average input over set point:

$$FF(t) = ff[\langle \eta \rangle - ff0]^+$$
 where $\langle \eta \rangle = n^{-1} \sum_{i=1}^n \eta_i$ is average input
- FB term varies with average activity:

$$FB(t) = dt[fb\langle y \rangle - FB(t)]$$
 where $\langle y \rangle = n^{-1} \sum_{i=1}^n y_i$ is average activity
- Will stabilize with $FB(t) = fb\langle y \rangle$

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emergent demonstration: Inhibition

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