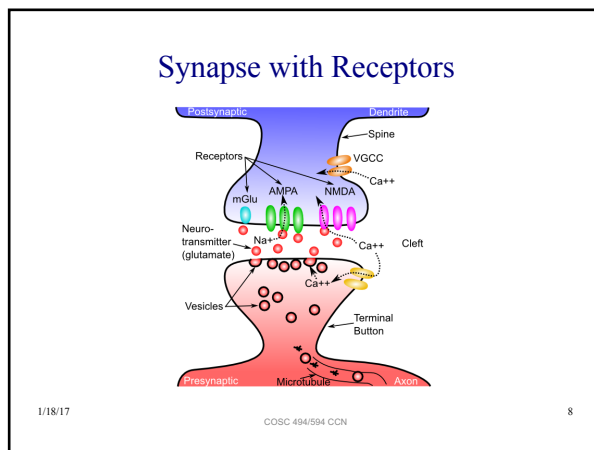


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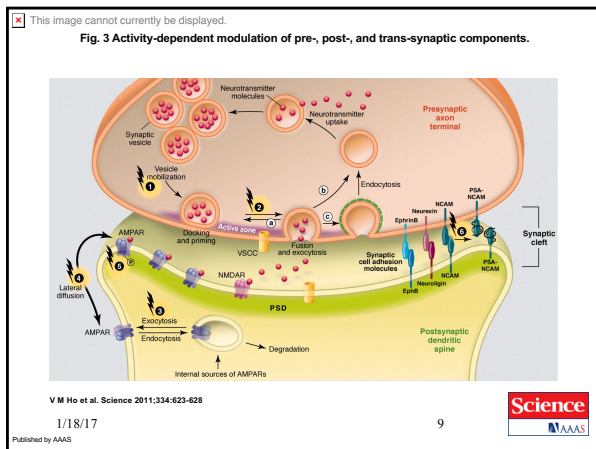
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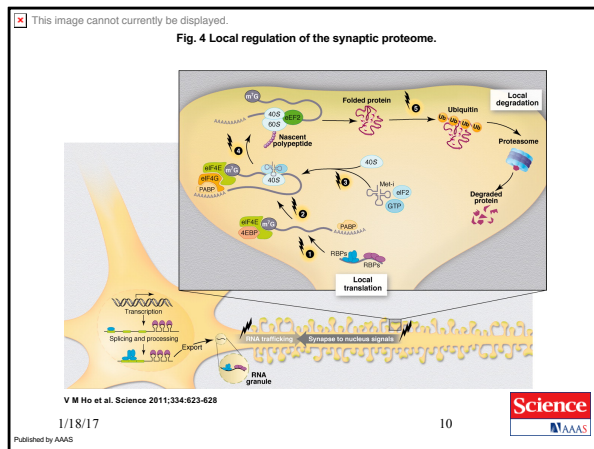
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8



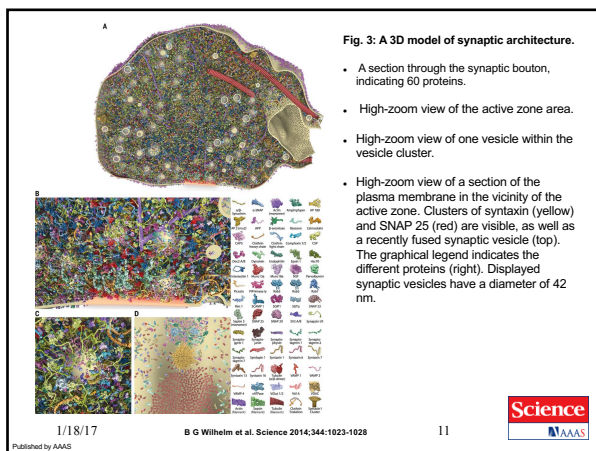
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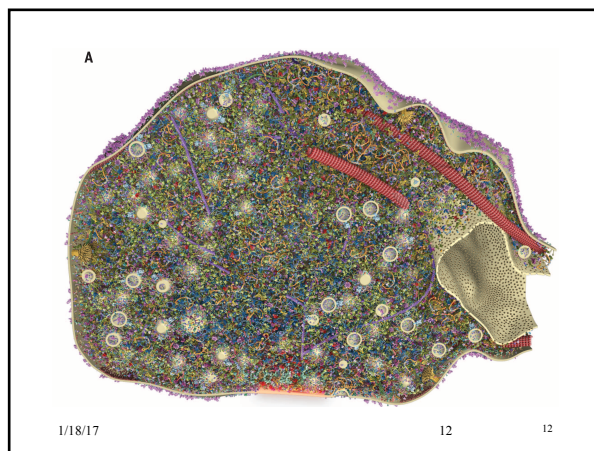
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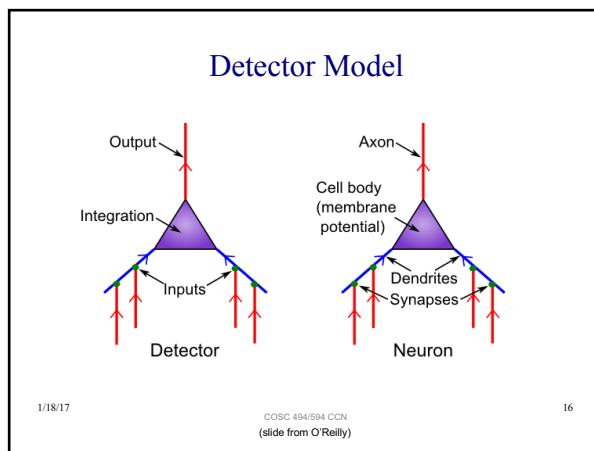
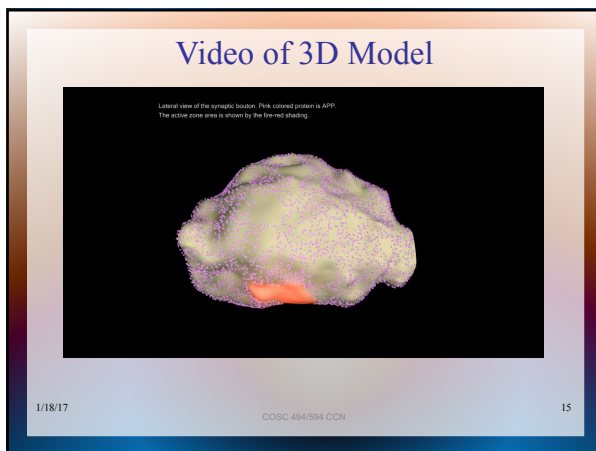
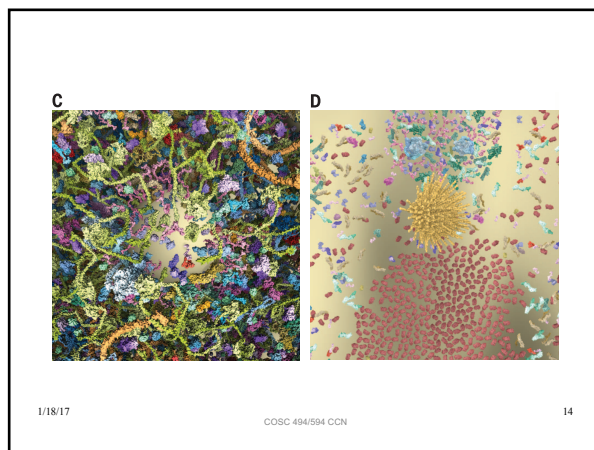
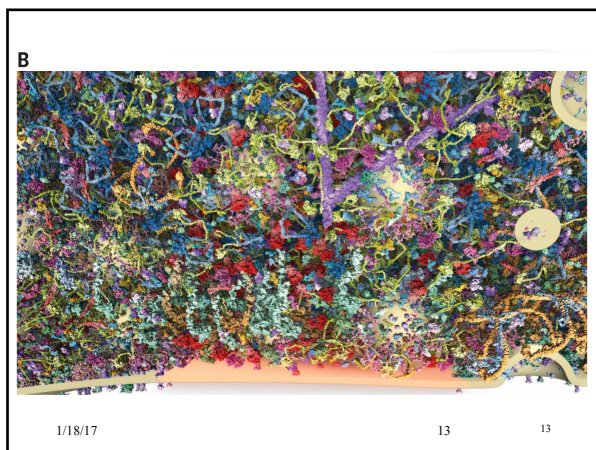
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1/18/17

12

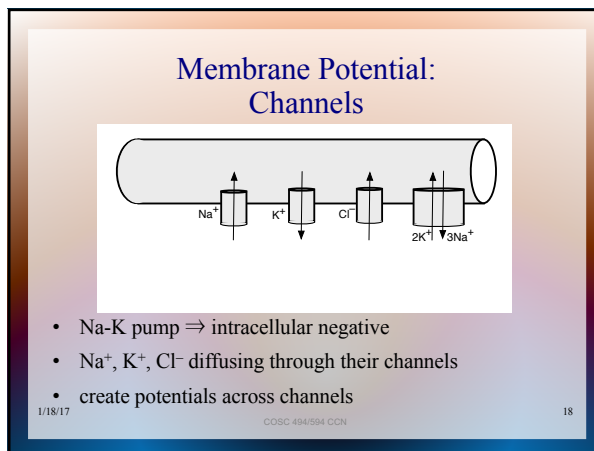
12



Overall Strategy

- Neurons are electrical systems, can be described using basic electrical equations.
- Use these equations to simulate on a computer.
- Need a fair bit of math to get a full working model (more here than most chapters), but you only really need to understand conceptually.

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Membrane Potential: Channels & Equivalent Circuit

- Open channels define resistance to ion flow
- Membrane acts like insulator
- Ion pump charges membrane capacitance

1/18/17 COSC 494/594 CCN 19

Membrane Potential: Equivalent Circuit

- Ion pump is constant
- Change in conductance of channels
- \Rightarrow change in membrane potential

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Neurophysiology of Membrane

- Na-K pump pumps Na^+ out of the neuron and pumps a lesser amount of K^+ into the neuron
- Creates negative resting potential (-70 mV)
- Na^+ wants in (can't, due to closed channels)
- Cl^- is in balance (diffusion pushes in, electrical pushes out)
- K^+ is in balance (diffusion pushes out, electrical pushes in)

1/18/17 COSC 494/594 CCN 21

Ions Summary

- Excitatory synaptic input boosts the membrane potential by allowing Na^+ ions to enter the neuron (depolarization)
- Inhibitory synaptic input serves to counteract this increase in membrane potential by allowing Cl^- ions to enter the neuron
- The leak current (K^+ flowing out of the neuron through open channels) acts as a drag on the membrane potential. Functionally speaking, it makes it harder for excitatory input to increase the membrane potential.

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Input Signals

- Excitatory
 - about 85% of inputs
 - AMPA channels, opened by glutamate
- Inhibitory
 - about 15% of inputs
 - GABA channels, opened by GABA
 - produced by inhibitory interneurons
- Leakage
 - potassium channels
- Synaptic efficacy (weight) is net effect of:
 - presynaptic neuron to produce neurotransmitter
 - postsynaptic channels to bind it

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Membrane Potential (Variables)

- g_e = excitatory conductance
- E_e = excitatory potential ($\sim 0 \text{ mV}$)
- g_i = inhibitory conductance
- E_i = inhibitory potential (-70 mV)
- g_l = leakage conductance
- E_l = leakage potential
- V_m = membrane potential
- θ = threshold

1/18/17 COSC 494/594 CCN 24

The Tug-of-War

Inhibition Excitation
 g_i E_i θ E_e g_e
 (-75mV) (-50mV) (0mV)

How strongly each guy pulls: $I = g (E - V_m)$
 g = how many input channels are open
 E = driving potential (pull down for inhibition, up for excitation)
 V_m = the "flag" – reflects net balance between two sides

1/18/17 25
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Relative Balance

Inhibition Excitation
 a) Resting state g_i E_i θ E_e g_e
 b) Over Threshold g_i E_i θ E_e g_e
 c) Over Threshold (weaker inputs) g_i E_i θ E_e g_e

1/18/17 26
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Equations

Inhibition Excitation
 g_i E_i θ E_e g_e
 (-75mV) (-50mV) (0mV)

$$I_{net} = I_e + I_i + I_l = g_e (E_e - V_m) + g_i (E_i - V_m) + g_l (E_l - V_m)$$

$$V_m(t) = V_m(t-1) + dt_{vm} I_{net}$$

$$V_m(t) = V_m(t-1) + dt_{vm} [g_e (E_e - V_m) + g_i (E_i - V_m) + g_l (E_l - V_m)]$$

1/18/17 27
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Equilibrium

Inhibition Excitation
 g_i E_i θ E_e g_e
 (-75mV) (-50mV) (0mV)

$$V_m = \frac{g_e}{g_e + g_i + g_l} E_e + \frac{g_i}{g_e + g_i + g_l} E_i + \frac{g_l}{g_e + g_i + g_l} E_l$$

This is just the balance of forces

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Input Conductances and Weights

- Just add them up (and take the average)

$$g_e(t) = \frac{1}{n} \sum_i x_i w_i$$

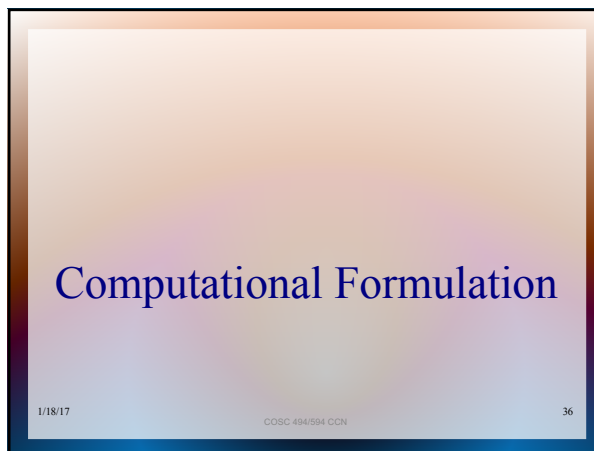
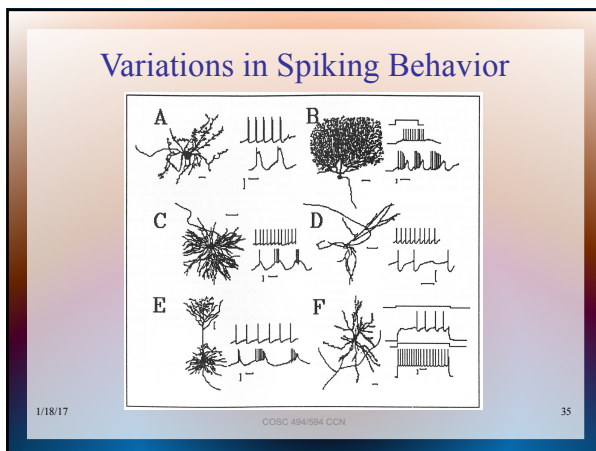
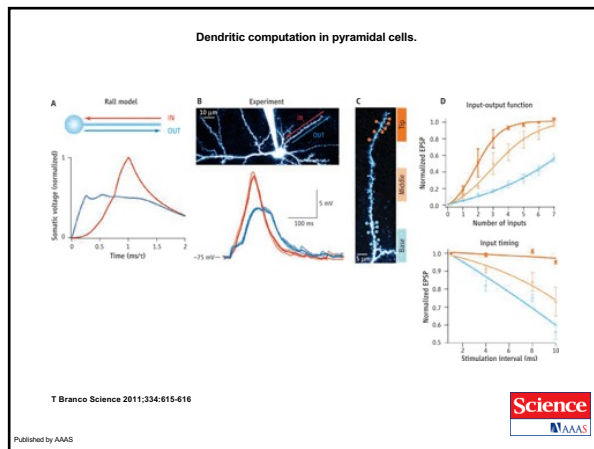
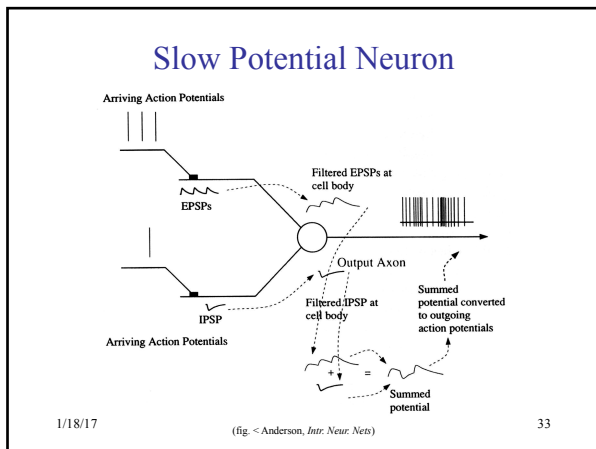
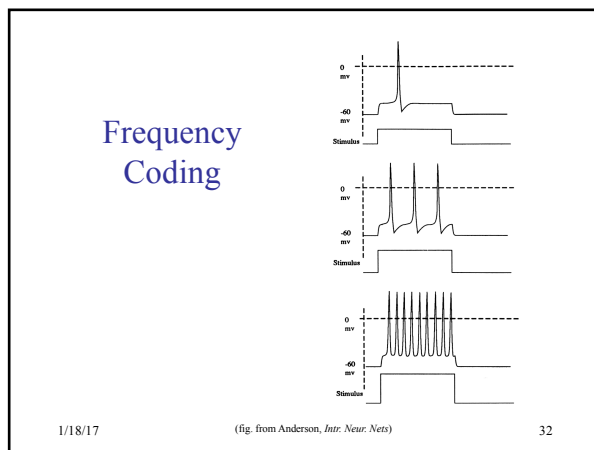
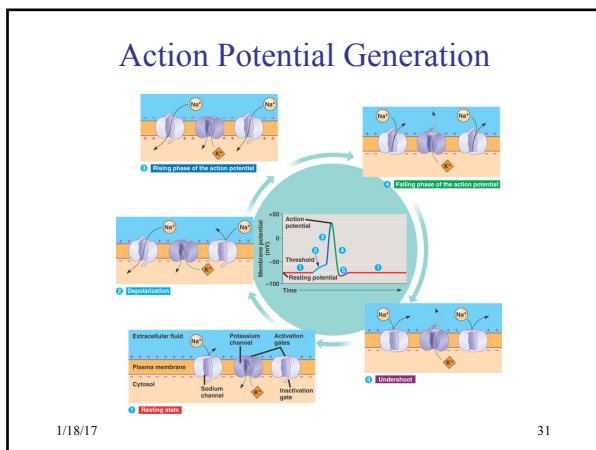
- Key concept is *weight*: how much unit listens to given input
- Weights determine what the neuron detects
- Everything you know is encoded in your weights

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Generating Output

- If V_m gets over threshold, neuron fires a spike
- Spike resets membrane potential back to rest
- Has to climb back up to threshold to spike again

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Membrane Potential

Currents: $I_x = g_x (E_x - V_m)$, $x = e, i, l$

Net current: $I_{net} = I_e + I_i + I_l$

Change in membrane potential: $\dot{V}_m = C^{-1} I_{net}$ (C^{-1} is rate constant)

$$\dot{V}_m = C^{-1} [g_e(E_e - V_m) + g_i(E_i - V_m) + g_l(E_l - V_l)]$$

Equilibrium $V_m = \frac{g_e E_e + g_i E_i + g_l E_l}{g_e + g_i + g_l}$

1/18/17 37
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Relative vs. Absolute Conductances

- Previously, g_x was absolute conductance (measured in nanosiemens)
- More convenient to represent as product $\bar{g}_x g_x(t)$
 - where \bar{g}_x is the absolute maximum conductance (all channels open)
 - and $g_x(t)$ is the relative conductance at a given time, $0 \leq g_x(t) \leq 1$

$$V_m = \frac{\bar{g}_e g_e(t)}{g_e g_e(t) + g_i g_i(t) + g_l} E_e + \frac{\bar{g}_i g_i(t)}{g_e g_e(t) + g_i g_i(t) + g_l} E_i + \frac{\bar{g}_l}{g_e g_e(t) + g_i g_i(t) + g_l} E_l$$

1/18/17 38
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Discrete Spiking

if $V_m > \theta$ then
 $y := 1;$
 $V_m := V_{m,r};$
 else $y := 0;$

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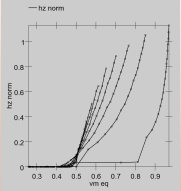
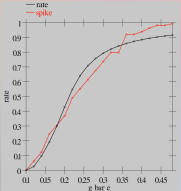
Rate Code Approximation

- Brain likes spikes, but rates are more convenient
 - Instantaneous and steady – smaller, faster models
 - But definitely lose several important things
 - Solution: do it both ways, and see the differences
- Goal: equation that makes good approximation of actual spiking rate for same sets of inputs

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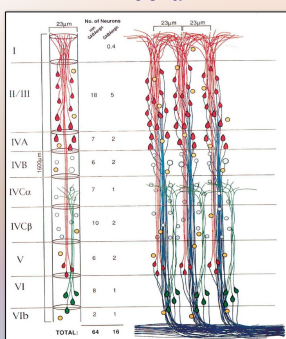
Rate Code Approximation

- Rate-coded (simulated) neurons:
 - short-time avg spike frequency \approx
 - avg behavior of micolumn (~100 neurons) with similar inputs and output behavior
- Rate not predicted well by V_m
- Predicted better by g_e relative to a threshold value g_e^{θ}

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Micolumn



I	20	1
II/III	10	5
IVA	7	2
IVB	6	2
IVCa	7	1
IVCb	10	2
V	6	2
VI	5	1
VIB	2	1
TOTAL	64	19

Up to ~100 neurons

- 75–80% pyramidal
- 20–25% interneurons

20–50 μ diameter

Length: 0.8 (mouse) to 3mm (human)

~ 6×10^5 synapses

75–90% synapses outside micolumn

Interacts with 1.2×10^5 other micolumns

Mutually excitable

Also called *microcolumn*

1/18/17 42
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Rate Code Approximation

- g_e^θ is the conductance when $V_m = \theta$
- Rate is a nonlinear function of relative conductance
- What is f ?

$$\theta = \frac{g_e^\theta E_e + g_i E_i + g_l E_l}{g_e^\theta + g_i + g_l}$$

$$g_e^\theta = \frac{g_i (E_i - \theta) + g_l (E_l - \theta)}{\theta - E_e}$$

$$y = f(g_e - g_e^\theta)$$

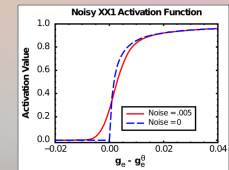
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43

Activation Function

- Desired properties:
 - threshold (~ 0 below threshold)
 - saturation
 - smooth
- Smooth by convolution with Gaussian to account for noise
- Activity update:

$$y_{t+1} = y_t + C(y - y_t)$$

$$y = \frac{x}{x+1} \text{ where } x = \eta [g_e - g_e^\theta]^+$$

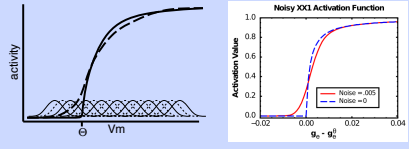
$$y = \frac{1}{1 + \frac{1}{\eta [g_e - g_e^\theta]^+}}$$


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44

Gaussian Smoothing

X-over-X-plus-1 has a very sharp threshold

Smooth by convolve with noise (like "blurring" or "smoothing"):



$$y^*(x) = \int_{-\infty}^{\infty} \frac{1}{\sqrt{2\pi}\sigma} e^{-z^2/(2\sigma^2)} y(z-x) dz$$

(slide based on Frank)

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45

Approximating Continuous Dynamics

- V_m changes gradually when input changes
- Firing rate $y(t)$ should also change gradually (subject to a time constant)
- Discrete-time update equation:

$$y(t) = y(t-1) + dt_{vm} (y^*(x) - y(t-1))$$

3

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46

emergent demonstration: Neuron

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47

Supplementary: Mathematics of Action Potentials

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48

Neural Impulse Propagation

$$C \frac{dv}{dt} = I - g_{Na} m^3 h (V - V_{Na}) - g_K n^4 (V - V_K) - g_L (V - V_L)$$

$$\frac{dm}{dt} = a_m(V)(1 - m) - b_m(V)m$$

$$\frac{dh}{dt} = a_h(V)(1 - h) - b_h(V)h$$

$$\frac{dn}{dt} = a_n(V)(1 - n) - b_n(V)n$$

$$a_m(V) = .1(V + 40)/(1 - \exp(-(V + 40)/10))$$

$$b_m(V) = 4 \exp(-(V + 65)/18)$$

$$a_h(V) = .07 \exp(-(V + 65)/20)$$

$$b_h(V) = 1/(1 + \exp(-(V + 35)/10))$$

$$a_n(V) = .01(V + 55)/(1 - \exp(-(V + 55)/10))$$

$$b_n(V) = .125 \exp(-(V + 65)/80)$$

Hodgkin-Huxley equations

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FitzHugh-Nagumo Model

- A simplified model of action potential generation in neurons
- The neuronal membrane is an excitable medium
- B is the input bias:

$$\dot{u} = u - \frac{u^3}{3} - v + B$$

$$\dot{v} = \epsilon(b_0 + b_1 u - v)$$

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Nullclines

1/18/17 51
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Elevated Thresholds During Recovery

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Local Linearization

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Fixed Points & Eigenvalues

stable fixed point	unstable fixed point	saddle point
real parts of eigenvalues are negative	real parts of eigenvalues are positive	one positive real & one negative real eigenvalue

1/18/17 54

