

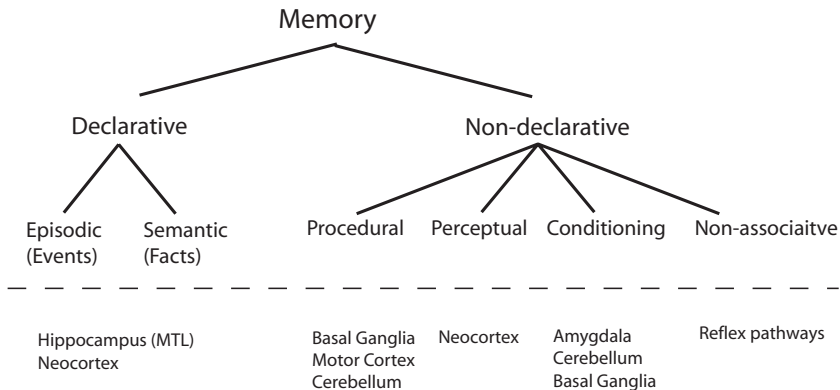
# Fundamentals of Computational Neuroscience 2e

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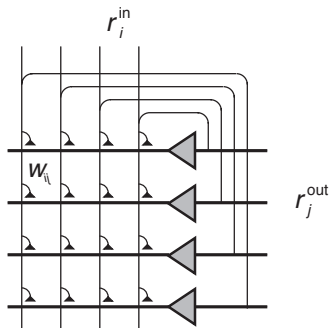
Chapter 8: Recurrent associative networks and episodic memory

# Memory classification scheme (Squire)

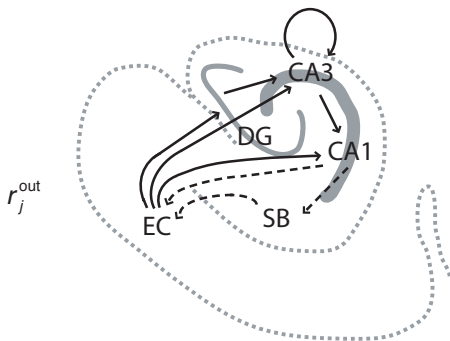


# Auto-associative network and hippocampus

A. Recurrent associator network



B. Schematic diagram of the Hippocampus



# Point attractor neural network (ANN)

**Update rule:**  $\tau \frac{du_i(t)}{dt} = -u_i(t) + \frac{1}{N} \sum_j w_{ij} r_j(t) + I_i^{\text{ext}}(t)$

**Activation function**  $r_i = g(u_i)$  (e.g. threshold functions)

**Learning rule**  $w_{ij} = \epsilon \sum_{\mu=1}^{N_p} (r_i^{\mu} - \langle r_i \rangle)(r_j^{\mu} - \langle r_j \rangle) - c_{ij}$

**Training patterns:** Random binary states with components  $s_i^{\mu} \in \{-1, 1\}$ ,  $r_i = \frac{1}{2}(s_i + 1)$

**Update equations for fixed-point model** ( $du_i/dt = 0$ ):

$$s_i(t+1) = \text{sign} \left( \sum_j w_{ij} s_j(t) \right)$$

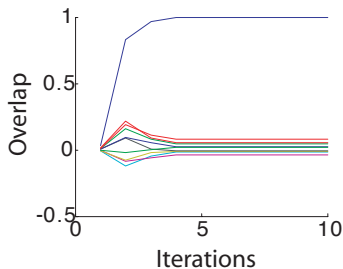
# ann\_cont.m

```
1  %% Continuous time ANN
2  clear; clf; hold on;
3  nn = 500; dx=1/nn; C=0;
4
5  %% Training weight matrix
6  pat=floor(2*rand(nn,10))-0.5;
7  w=pat*pat'; w=w/w(1,1); w=100*(w-C);
8  %% Update with localised input
9  tall = []; rall = [];
10 I_ext=pat(:,1)+0.5; I_ext(1:10)=1-I_ext(1:10);
11 [t,u]=ode45('rnn_ode_u',[0 10],zeros(1,nn),[],nn,dx,w,I_ext);
12 r=u>0.; tall=[tall;t]; rall=[rall;r];
13 %% Update without input
14 I_ext=zeros(nn,1);
15 [t,u]=ode45('rnn_ode_u',[10 20],u(size(u,1),:),[],nn,dx,w,I_ext);
16 r=u>0.; tall=[tall;t]; rall=[rall;r];
17 %% Plotting results
18 plot(tall,4*(rall-0.5)*pat/nn)
```

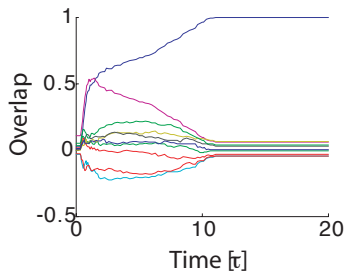
# ann\_fixpoint.m

```
1 pat=2*floor(2*rand(500,10))-1; % Random binary pattern
2 w=pat*pat'; % Hebbian learning
3 s=rand(500,1)-0.5; % Initialize network
4 for t=2:10; s(:,t)=sign(w*s(:,t-1)); end % Update network
5 plot(s'*pat/500)
```

A. Fixpoint ANN model

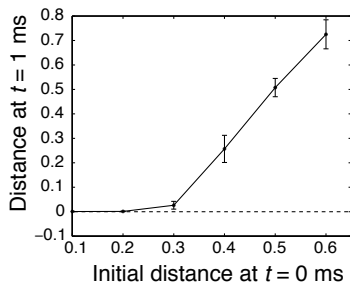


B. Continuous time ANN model

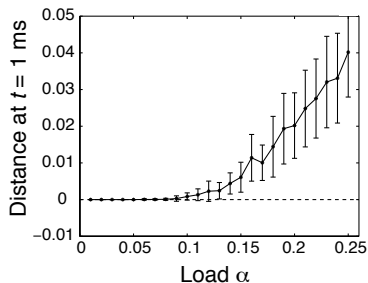


# Memory breakdown

A. Basin of attraction



B. Load capacity



## Probabilistic update rule:

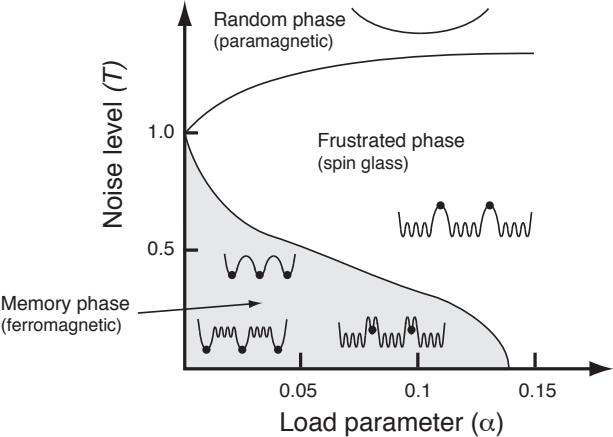
$$P(s_i(t) = \pm 1) = \frac{1}{1 + \exp(\mp 2 \sum_j w_{ij} s_j(t-1)/T)}$$

Recovers deterministic rule in  $\lim_{T \rightarrow 0}$

$$s_i(t) = \text{sign}\left(\sum_j w_{ij} s_j(t-1)\right)$$



# Phase diagram



# How to minimize interference between patterns?

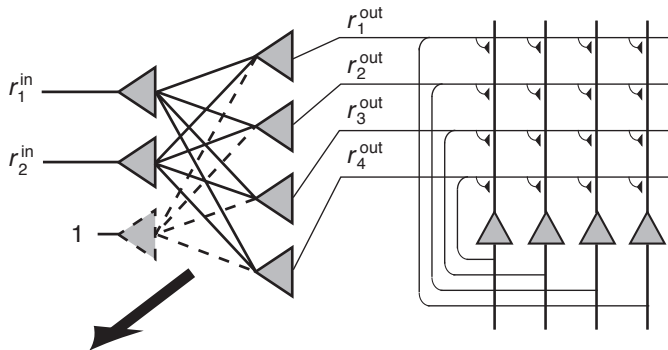
Associative memory in ANN is strongly influenced by interference between patters due to

- ▶ correlated patterns
- ▶ random overlap

Storage capacity can be much enhanced through decorrelating patterns. Simplest approach is generating sparse representations with expansion re-coding.

**Storage capacity:**  $\alpha_c \approx \frac{k}{a \ln(1/a)}$  (Rolls & Treves)

# Expansion re-coding (e.g. in dentate gyrus)

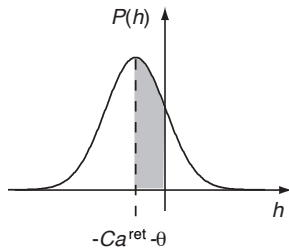


$$\begin{pmatrix} -1 & -1 & 0.5 \\ 1 & -1 & -0.5 \\ -1 & 1 & -0.5 \\ 1 & 1 & -1.5 \end{pmatrix}$$

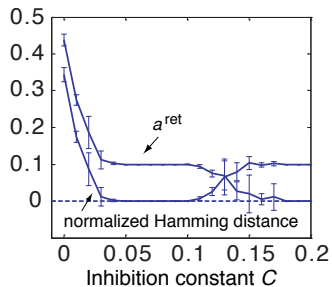
$r_1^{in}$	$r_2^{in}$	$r_1^{out}$	$r_2^{out}$	$r_3^{out}$	$r_4^{out}$
0	0	1	0	0	0
1	0	0	1	0	0
0	1	0	0	1	0
1	1	0	0	0	1

# Sparse pattern and inhibition

A. Probability density



B. Sparse ANN simulation

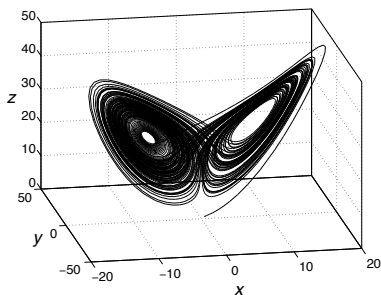


# More general dynamical systems

Example: 3 nodes with  $\Sigma$  and  $\Sigma - \Pi$  coupling (Lorenz attractor):

$$\frac{dx_i}{dt} = \sum_j w_{ij}^1 x_j + \sum_{jk} w_{ijk}^2 x_j x_k$$

$$\mathbf{w}^1 = \begin{pmatrix} -1 & a & 0 \\ b & -1 & 0 \\ 0 & 0 & -c \end{pmatrix} \quad \text{and} \quad \mathbf{w}^2 = \begin{cases} w_{213}^2 = -1 \\ w_{312}^2 = -1 \\ 0 \text{ otherwise} \end{cases}$$



# Cohen–Grossberg theorem

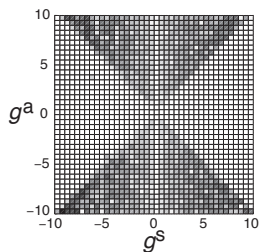
Dynamical system of the form  $\frac{dx_i}{dt} = -a_i(x_i) \left( b_i(x_i) - \sum_{j=1}^N (w_{ij}g_j(x_j)) \right)$

Has a Lyapunov (Energy) function, which guaranties point attractors, under the conditions that

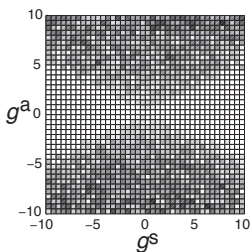
1. **Positivity**  $a_i \geq 0$ : The dynamics must be a leaky integrator rather than an amplifying integrator.
2. **Symmetry**  $w_{ij} = w_{ji}$ : The influence of one node on another has to be the same as the reverse influence.
3. **Monotonicity**  $\text{sign}(dg(x)/dx) = \text{const}$ : The activation function has to be a monotonic function.

# Recurrent networks with non-symmetric weights

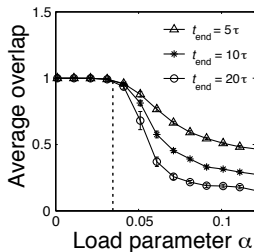
A. Unit components



B. Random components



C. Hebb-Dale network



# More general dynamics

**Non-monotone activation functions (tuning curves)**

**Networks with hidden nodes**



# Further Readings

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