

Fundamentals of Computational Neuroscience 2e

December 13, 2009

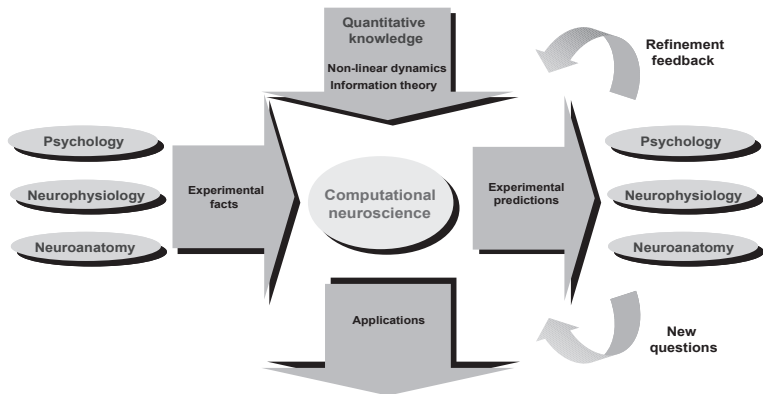
Chapter 1: Introduction

What is Computational Neuroscience?

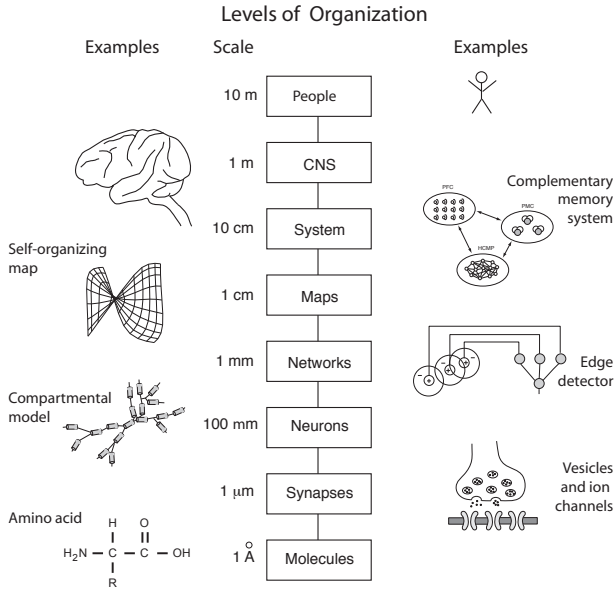
What is Computational Neuroscience?

Computational Neuroscience is the theoretical study of the brain to uncover the principles and mechanisms that guide the development, organization, information processing and mental abilities of the nervous system.

Computational/theoretical tools in context

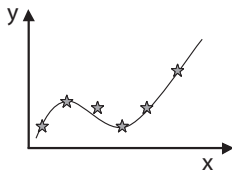


Levels of organizations in the nervous system

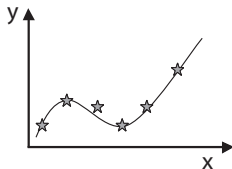


What is a model?

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Models are abstractions of real world systems or implementations of hypothesis to investigate particular questions about, or to demonstrate particular features of, a system or hypothesis.

Is there a brain theory?

Marr's approach

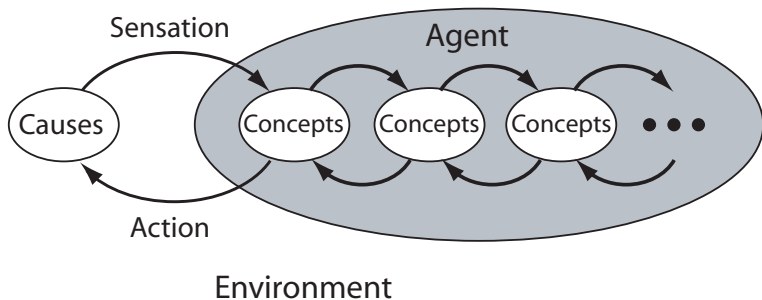
1. **Computational theory:** What is the goal of the computation, why is it appropriate, and what is the logic of the strategy by which it can be carried out?
2. **Representation and algorithm:** How can this computational theory be implemented? In particular, what is the representation for the input and output, and what is the algorithm for the transformation?
3. **Hardware implementation:** How can the representation and algorithm be realized physically?

Marr puts great importance to the first level:

"To phrase the matter in another way, an algorithm is likely to be understood more readily by understanding the nature of the problem being solved than by examining the mechanism (and hardware) in which it is embodied."

A computational theory of the brain: The anticipating brain

The brain is an anticipating memory system. It learns to represent the world, or more specifically, expectations of the world, which can be used to generate goal directed behavior.



Overview of chapters

Basic neurons

Chapter 2: Membrane potentials and spikes

Chapter 3: Simplified neurons and
population nodes

Chapter 4: Synaptic plasticity

Basic networks

Chapter 5: Random networks

Chapter 6: Feedforward network

Chapter 7: Competitive networks

Chapter 8: Point attractor networks

System-level models

Chapter 9: Modular models

Chapter 10: Hierarchical models

Further Readings

Patricia S. Churchland and Terrence J. Sejnowski, 1992, **The computational Brain**, MIT Press

Peter Dayan and Laurence F. Abbott 2001, **Theoretical Neuroscience**, MIT Press

Jeff Hawkins with Sandra Blakeslee 2004, **On Intelligence**, Henry Holt and Company

Norman Doidge 2007, **The Brain That Changes Itself: Stories of Personal Triumph from the Frontiers of Brain Science**, James H. Silberman Books

Paul W. Glimcher 2003, **Decisions, Uncertainty, and the Brain: The Science of Neuroeconomics**, Bradford Books

Questions

What is a model?

What are Marr's three levels of analysis?

What is a generative model?