

**SYDE 556/750**

**Simulating Neurobiological Systems**  
**Lecture 11: The Semantic Pointer Architecture**

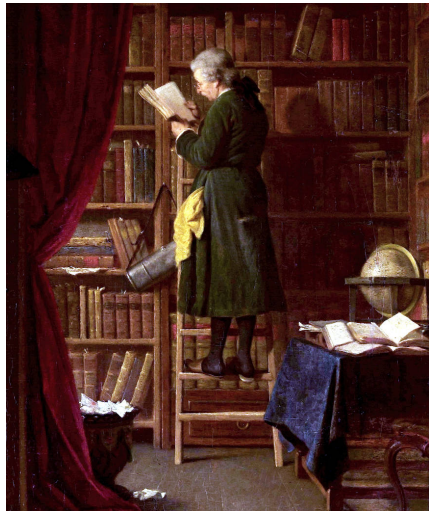
Andreas Stöckel

March 24 & 26, 2020



UNIVERSITY OF  
**WATERLOO**

FACULTY OF  
ENGINEERING



# Administrative Notes – Remaining Deadlines

- ▶ **Assignment 4** – Due Tuesday, Mar. 24\* (today!)
  - ▶ Worth 10% of the final mark
- ▶ **Interim Project Report** – Due Thursday, Apr. 2\* (no late submission!)
  - ▶ One to two pages maximum; see the website for instructions
  - ▶ Not marked; either 0% (not submitted) or 100% (reasonable document submitted)
  - ▶ Worth 10 marks (25% of the final project) of the final project
- ▶ **Final Project** – Due Wednesday, Apr. 15\*
  - ▶ Worth 40% of the final mark

\* All deadlines are 11:59pm EDT

# Shallow Versus Deep Semantics

## TREE

0x54 0x52 0x45 0x45

---

*Shallow semantics (relational)*

$\forall x \text{is\_a}(x, \text{PINE}) \rightarrow \text{is\_a}(x, \text{TREE}) \wedge \text{has}(x, \text{NEEDLES}) \wedge \text{is}(x, \text{EVERGREEN}),$

$\forall x \text{is\_a}(x, \text{TREE}) \rightarrow \text{is\_a}(x, \text{PLANT}),$

$\forall x \text{is\_a}(x, \text{PLANT}) \rightarrow \text{is}(x, \text{ALIVE}).$

---

*Deep semantics (“subjective experience”)*



# Deep Semantic in Perception: Dereferencing

A.



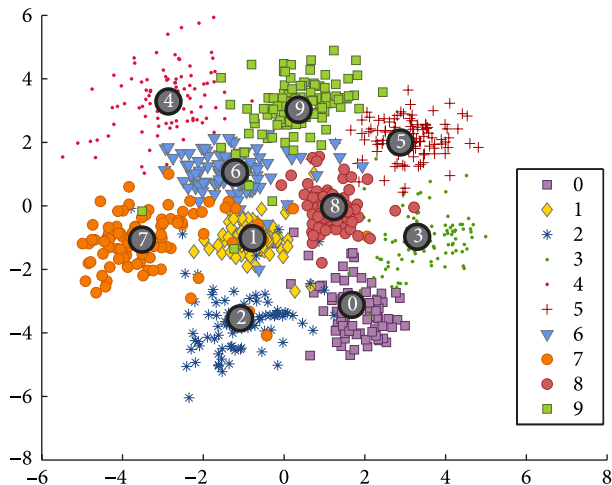
B.



C.

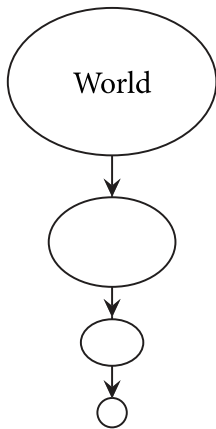


D.



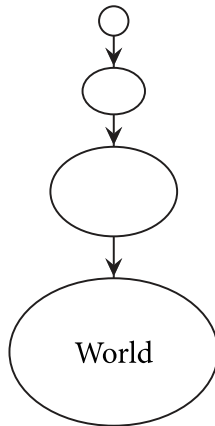
# Perception vs. Action

Perception



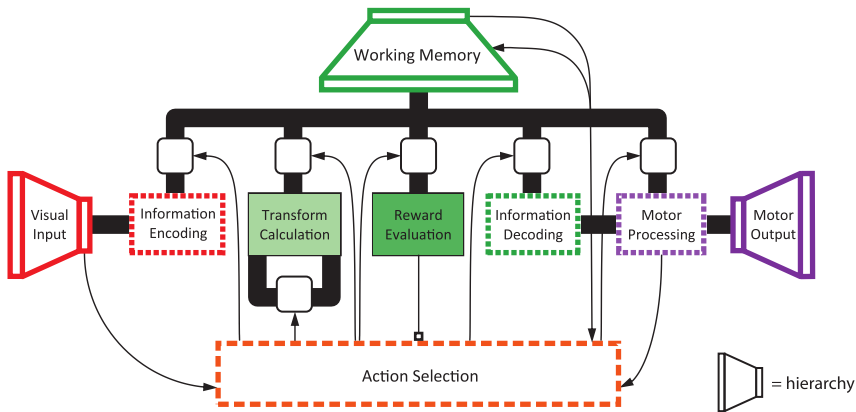
World  $\rightarrow$  Representation

Motor Control

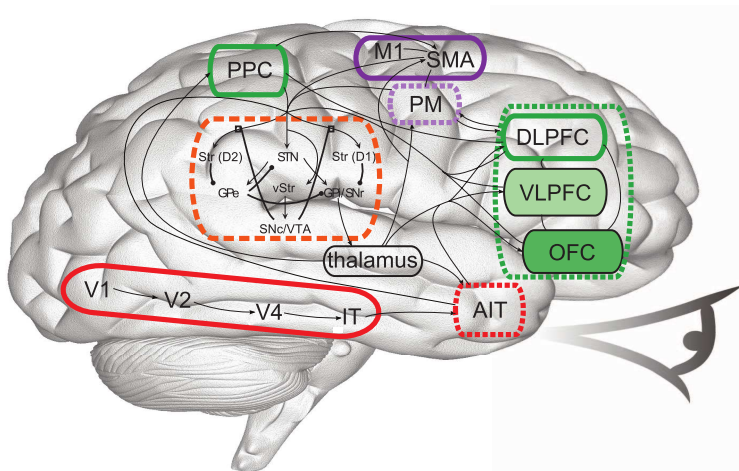


Representation  $\rightarrow$  World

# Spaun – Semantic Pointer Architecture Unified Network (I)



## Spaun – Semantic Pointer Architecture Unified Network (II)



## Nengo SPA Example (I)

colour\_in

**x**



shape\_in

**y**

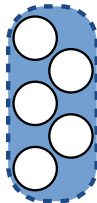


cue\_in

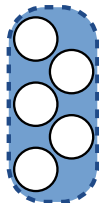
**z**



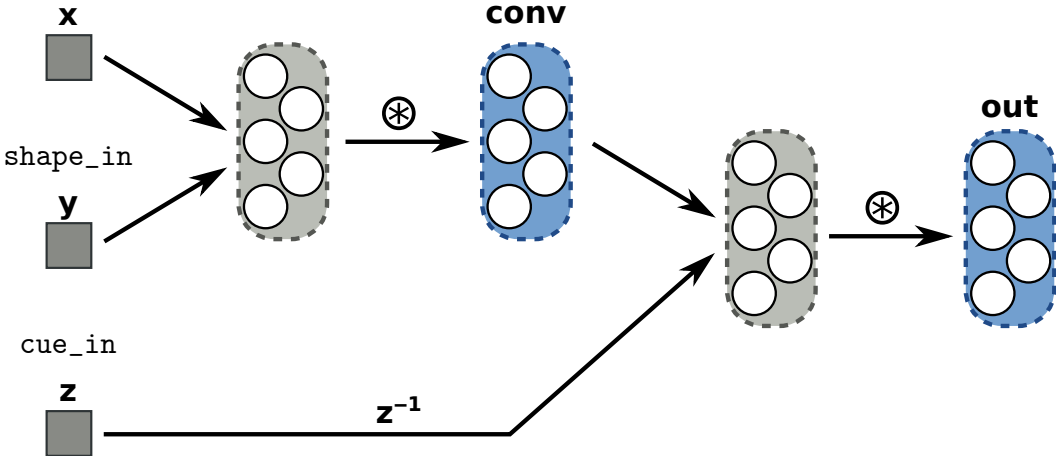
**conv**



**out**

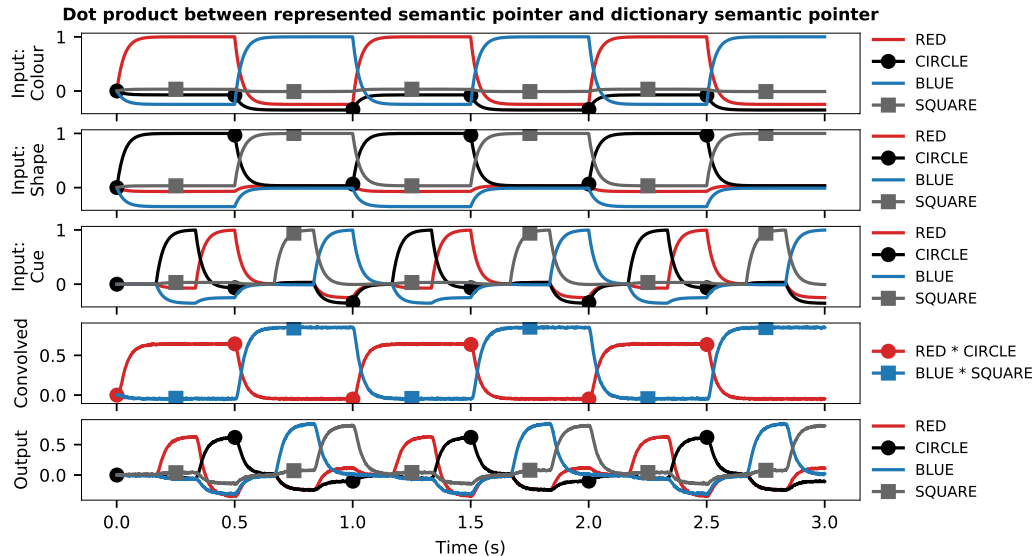


$z^{-1}$





## Nengo SPA Example (II)

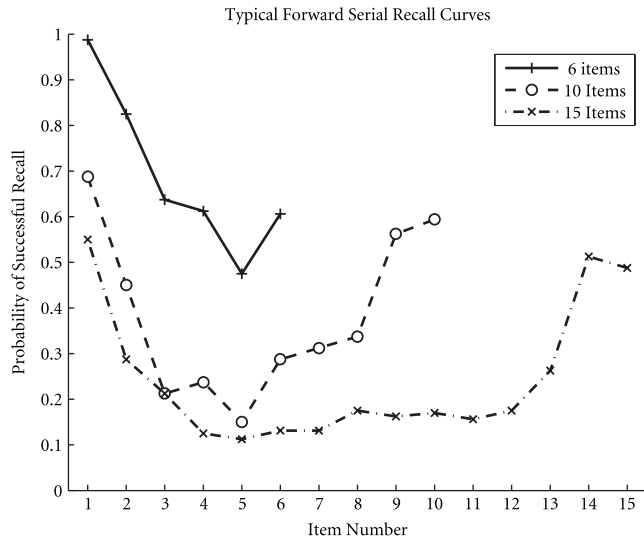


## Recency and Primacy Experiment

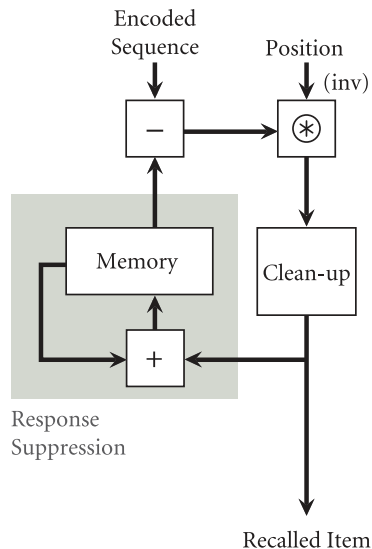
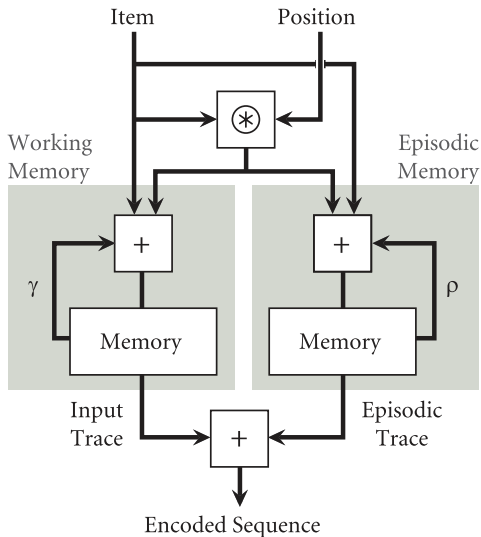
**Experiment:** Remember this list (presented one at a time)

- |                   |                  |
|-------------------|------------------|
| 1. robot          | 6. conglomerates |
| 2. teflon         | 7. waxberries    |
| 3. kettlemaking   | 8. electrograph  |
| 4. big-league     | 9. overjoyous    |
| 5. troubleshooter | 10. unquailing   |

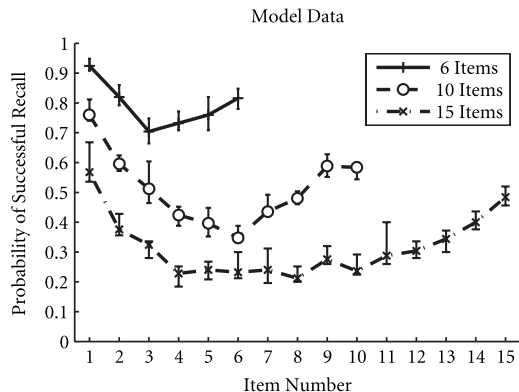
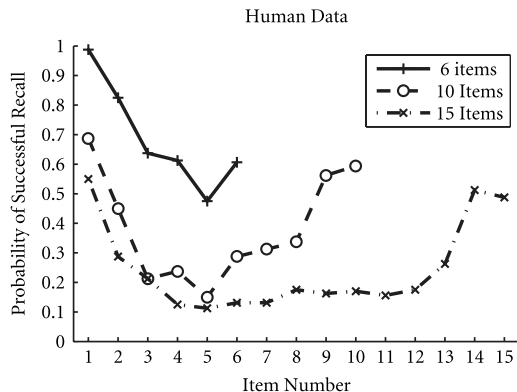
# Recency and Primacy Data



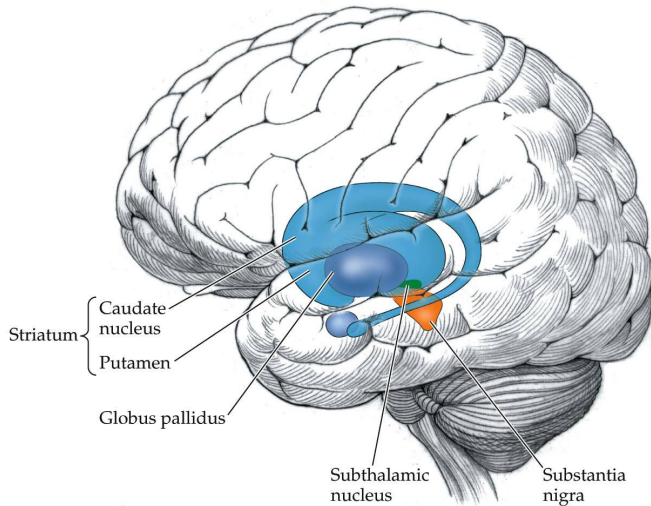
# Ordinal Serial Encoding (OSE) Model



# Ordinal Serial Encoding (OSE) Model: Experiment



# Basal Ganglia (BG)



# Clinical Evidence for the Role of the BG in Action Selection

## Parkinson's disease

- ▶ Neurons in the substantia nigra die off
- ▶ Difficult to trigger actions to start
- ▶ Usually physical actions
- ▶ Cognitive effects in later stages

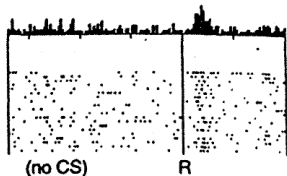
## Huntington's disease

- ▶ Neurons in the striatum die off
- ▶ Actions triggered inappropriately
- ▶ Small uncontrollable movements
- ▶ Trouble sequencing cognitive actions

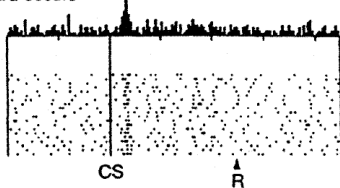
# Neurophysiological Evidence for the Role of the BG in Action Selection

- Role in reinforcement learning

No prediction  
Reward occurs

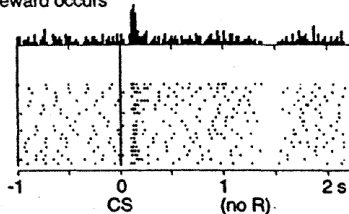


Reward predicted  
Reward occurs



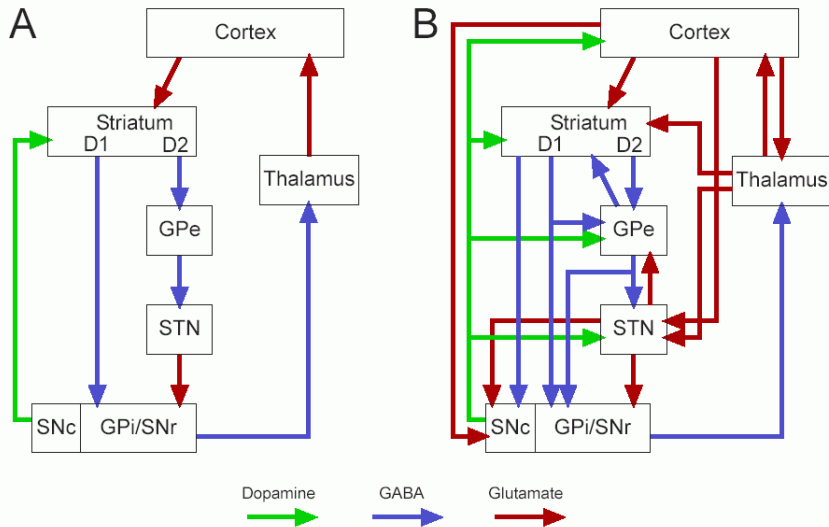
- Dopamine levels map onto reward prediction error

Reward predicted  
No reward occurs





# Microcircuitry of the Basal Ganglia



# Simplified Model

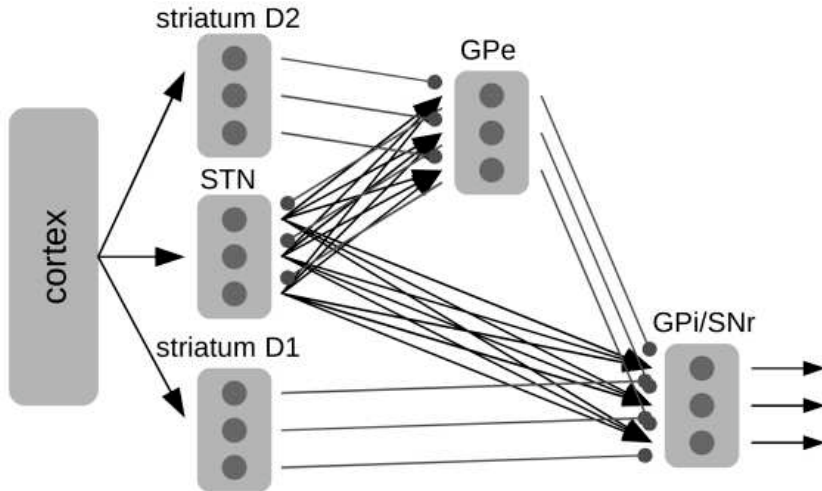
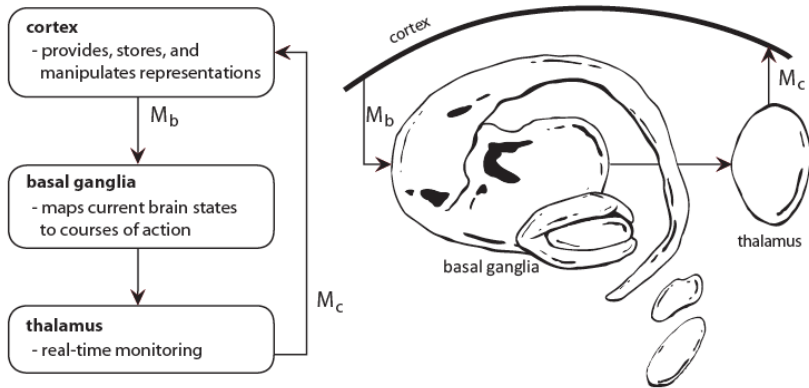


Image Sources. Gurney, Prescott, and Redgrave, *Model of Action Selection in the Basal Ganglia*, 2001

# The Cortex-Basal Ganglia-Thalamus loop



# Image sources

## **Title slide**

*Librarian (In a library)*, between 1850 and 1866, Georg Reimer  
Wikimedia.