

**SYDE 556/750**

**Simulating Neurobiological Systems**  
**Lecture 10: Symbols and Symbol-like**  
**Representations**

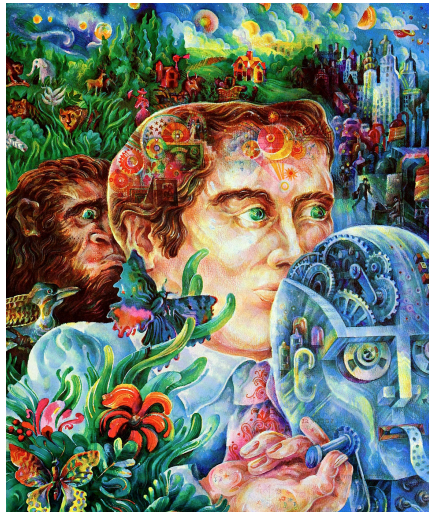
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# Classical Representation of Knowledge

- ▶ “The number eight comes after the number nine”:

**isSucc**(EIGHT, NINE) .

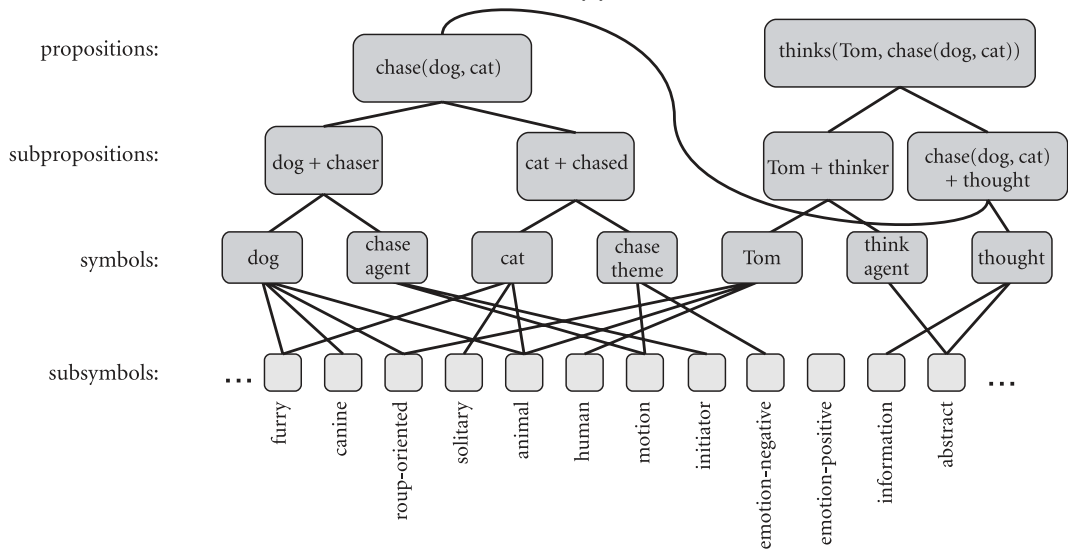
- ▶ “All dogs chase cats”:

$\forall x \forall y (\text{isDog}(x) \wedge \text{isCat}(y)) \rightarrow \text{doesChase}(x, y) .$

- ▶ “Anne knows that Bill thinks that Charlie likes Dave”:

**knows**(ANNE, “**thinks**(BILL, ‘**likes**(CHARLIE, DAVE)’)” ) .

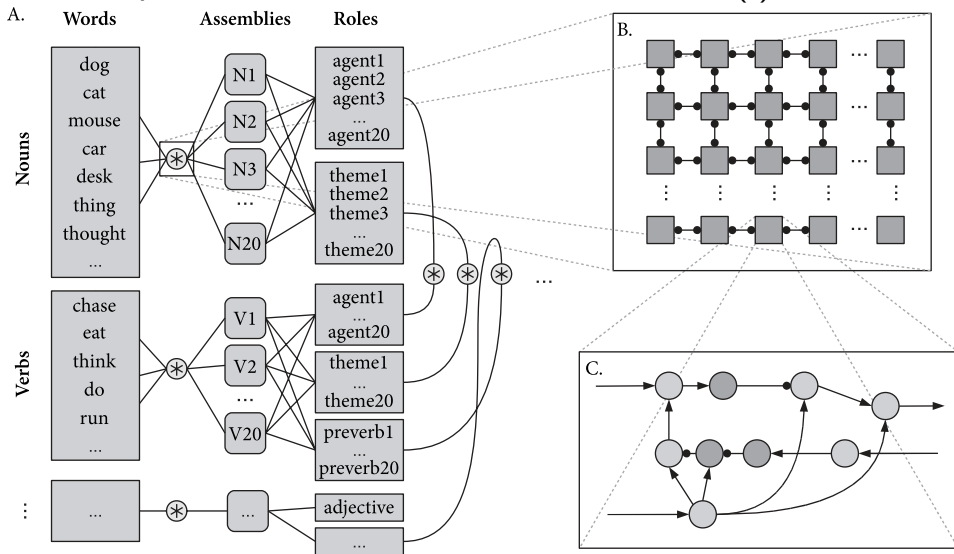
# Solution Attempt 1: Neural Synchrony (I)



## Solution Attempt 1: Neural Synchrony (II)

- ⊕ Solves the binding problem
- Localist representation
- Unclear how to solve problems 1 to 3
- ⊖ Unclear how these oscillations are generated and controlled
- ⊖ Unclear how the representations are processed
- ⊖ Exponential explosion of neurons required to represent concepts

# Solution Attempt 2: Neural Blackboard Architecture (I)



## Solution Attempt 2: Neural Blackboard Architecture (II)

- ⊕ Fewer resources than LISA
- ⊕ Solves all four of Jackendoffs challenges (according to the authors)
- ⊕ Explains limitations of human sentence representation
- (At least partially) localist representation
- ⊖ Particular structure; does not match biology
- ⊖ Large number of neurons; about  $500 \times 10^6$  to represent sentences
- ⊖ Only considers *representation*, no control structures

## Solution Attempt 3: Vector Operators

**Idea:** High-dimensional vectors  $\mathbf{x} \in \mathbb{R}^d$  represent symbols; bind using tensor product

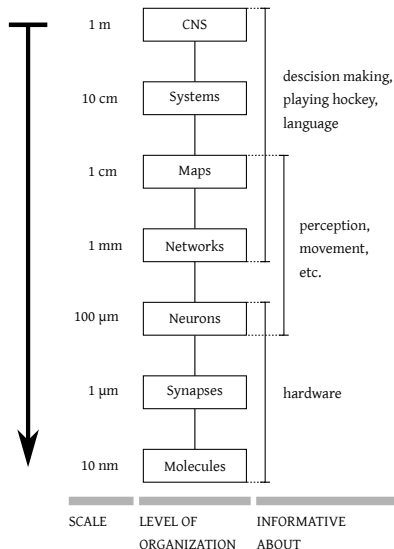
$$\begin{pmatrix} a_1 \\ a_2 \\ a_3 \end{pmatrix} \otimes \begin{pmatrix} b_1 \\ b_2 \\ b_3 \end{pmatrix} = \begin{pmatrix} a_1 b_1 & a_1 b_2 & a_1 b_3 \\ a_2 b_1 & a_2 b_2 & a_2 b_3 \\ a_3 b_1 & a_3 b_2 & a_3 b_3 \end{pmatrix} \quad (\text{Outer product})$$

$$\begin{pmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{pmatrix} \otimes \begin{pmatrix} b_{11} & b_{12} \\ b_{21} & b_{22} \end{pmatrix} = \begin{pmatrix} a_{11} \begin{pmatrix} b_{11} & b_{12} \\ b_{21} & b_{22} \end{pmatrix} & a_{12} \begin{pmatrix} b_{11} & b_{12} \\ b_{21} & b_{22} \end{pmatrix} \\ a_{21} \begin{pmatrix} b_{11} & b_{12} \\ b_{21} & b_{22} \end{pmatrix} & a_{22} \begin{pmatrix} b_{11} & b_{12} \\ b_{21} & b_{22} \end{pmatrix} \end{pmatrix} \quad (\text{Tensor product})$$
$$= \begin{pmatrix} a_{11} b_{11} & a_{11} b_{12} & a_{12} b_{11} & a_{12} b_{12} \\ a_{11} b_{21} & a_{11} b_{22} & a_{12} b_{21} & a_{12} b_{22} \\ a_{21} b_{11} & a_{21} b_{12} & a_{22} b_{11} & a_{22} b_{12} \\ a_{21} b_{21} & a_{21} b_{22} & a_{22} b_{21} & a_{22} b_{22} \end{pmatrix}$$

⊖ Scales extremely poorly  $d^n$  for  $n$  binding operations

# A Deeper Problem: Cognitive Science vs. Neuroscience

- ▶ Trying very hard to map purely symbolic architectures onto neurons.
- ▶ Neural aspects are treated as *mere implementation details*.
- ▶ Instance of **top-down modelling**:  
High-level cognitive architectures are mapped onto biology.
- ▶ Hope of many cognitive scientists:  
If successful, **neurons do not matter**.





## VSAs: Potential Binding Operators (I)

$$\begin{pmatrix} 1 \\ 0 \\ 1 \\ 0 \end{pmatrix} \oplus \begin{pmatrix} 1 \\ 1 \\ 0 \\ 0 \end{pmatrix} = \begin{pmatrix} 0 \\ 1 \\ 1 \\ 0 \end{pmatrix}$$

*(XOR)*

$$\begin{pmatrix} A \\ B \\ C \\ D \end{pmatrix} \odot \begin{pmatrix} E \\ F \\ G \\ H \end{pmatrix} = \begin{pmatrix} AE \\ BF \\ CG \\ DH \end{pmatrix}$$

*(Hadamard Product)*

## VSAs: Potential Binding Operators (II)

$$\begin{pmatrix} A \\ B \\ C \\ D \end{pmatrix} \circledast \begin{pmatrix} E \\ F \\ G \\ H \end{pmatrix} = \begin{pmatrix} AE + BH + CG + DF \\ AF + BE + CH + DG \\ AG + BF + CE + DH \\ AH + BG + CF + DE \end{pmatrix} \quad (\text{Circular Convolution})$$

Circular Convolution is a “compressed” outer product:

$$\begin{pmatrix} A \\ B \\ C \\ D \end{pmatrix} \otimes \begin{pmatrix} E \\ F \\ G \\ H \end{pmatrix} = \begin{pmatrix} AE & AF & AG & AH \\ BE & BF & BG & BH \\ CE & CF & CG & CH \\ DE & DF & DG & DH \end{pmatrix} \quad (\text{Outer Product})$$

## Sentence Encoding Revisited

- ▶ “The number eight comes after the number nine”:

$\text{NUMBER} * \text{EIGHT} + \text{SUCC} * \text{NINE}.$

- ▶ “The dog chases the cat”:

$\text{DOG} * \text{SUBJ} + \text{CAT} * \text{OBJ} + \text{CHASE} * \text{VERB}.$

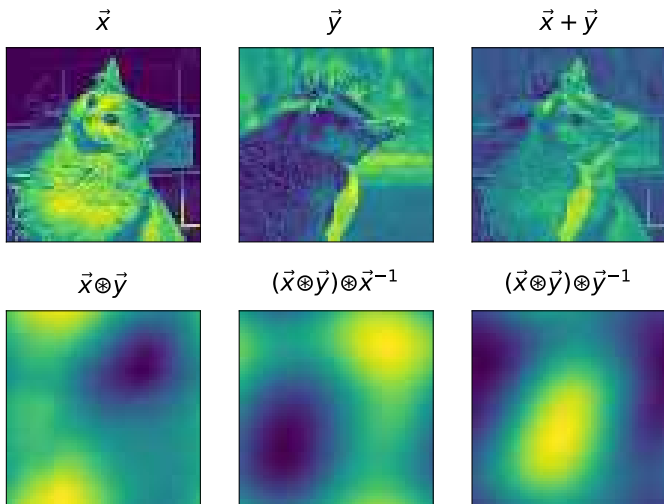
- ▶ “Anne knows that Bill thinks that Charlie likes Dave”:

$\text{SUBJ} * \text{ANNE} + \text{ACT} * \text{KNOWS} + \text{OBJ} * \left( \text{SUBJ} * \text{BILL} + \text{ACT} * \text{THINKS} + \text{OBJ} * \left( \text{SUBJ} * \text{CHARLIE} + \text{ACT} * \text{LIKES} + \text{OBJ} * \text{DAVE} \right) \right).$



**Compression of information; graceful degradation**

# Circular Convolution: Dissimilarity and Reversibility



# Image sources

## **Title slide**

Bell telephone magazine, 1922, American Telephone and Telegraph Company  
Wikimedia.