

Hierarchical architectures for spiking Winner-Take-All networks

Christoph Rieger

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Outline

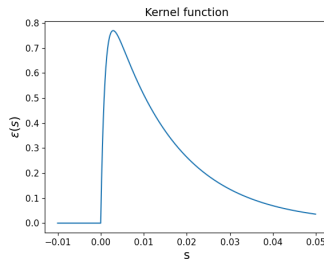
1 Introduction

2 Experiments

3 Results

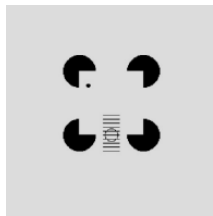
Biological background

- Spiking neural networks
- Winner-Take-All networks
- Probabilistic brain
- Synaptic plasticity
 - Spike Timing Dependent Plasticity used as learning rule



Biological background

- Biological neural networks consist of many modules
- Networks are organized in hierarchical structure
- Feedback used for attention / biased competition
- Lee TS (2003) found that feedback could let neurons

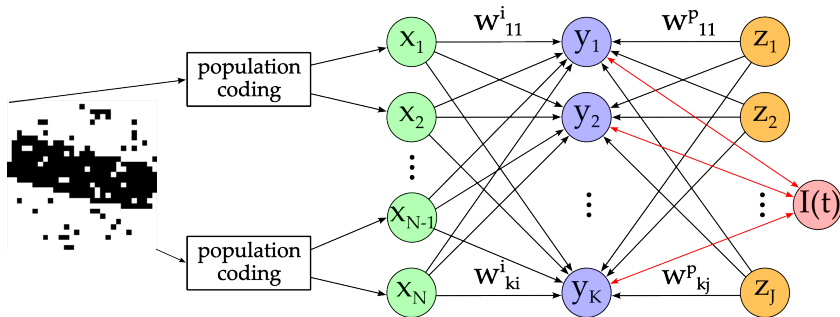


Kanizsa square, Lee TS (2003)

Theoretical background

- Bayesian inference gives the probability of an hypothesis given related evidence
- $P(H|E) = \frac{P(E|H)P(H)}{P(E)}$
- Network model of Nessler et al. (2013) used and expanded
- Nessler et al. (2013) claimed that synaptic weights converge towards the log of probability

The network



Goals

- Further the understanding of the network model
- Simulate feedback found in the visual cortex
- Show connection between Bayesian inference and network model

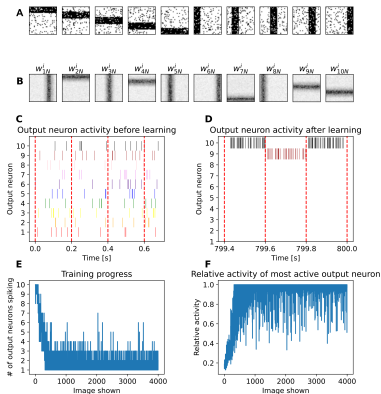
Methodology

- Simulation was performed in Python
- Simulation step size was 1 ms
- Pixels of input images and the prior had a noise level of 10%

Ambiguous visual stimuli 1

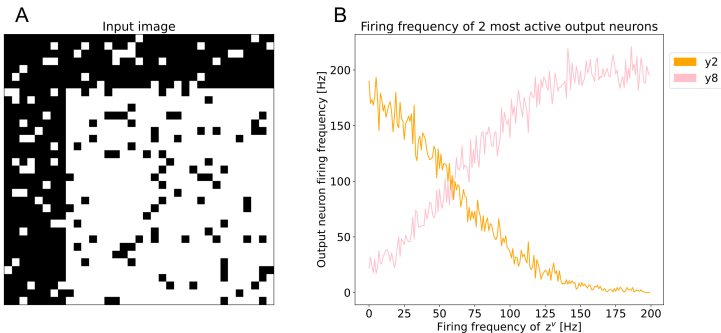
- Network learned to group horizontal and vertical bars into 10 groups
- After training ambiguous images with 1 horizontal and 1 vertical bar were shown
- Network was able to focus on individual bars, due to prior neurons

Ambiguous visual stimuli 2



Training plot

Ambiguous visual stimuli 3

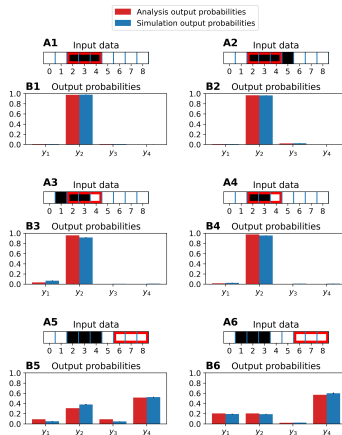


Variable prior activity

Analysis and simulation of the network 1

- usage of smaller 1-D images to make network easier to analyse
- Mathematical derivation of Bayesian likelihood, prior and posterior
- Derived synaptic weights from Bayesian likelihood and prior
- Simulated network with those weights and fitted hyperparameters
- Compared Bayesian posterior to output of the simulation

Analysis and simulation of the network 2

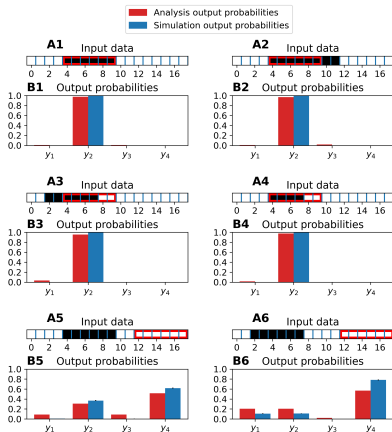


Kullback-Leibler divergence = 0.0101 ± 0.0009

Transferability of hyperparameters 1

- Input size and prior neuron firing rate was doubled
- Network was simulated with same hyperparameters of smaller network, to check if they are applicable to any network size

Transferability of hyperparameters 2

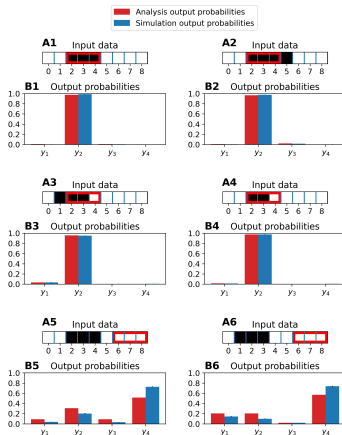


Kullback-Leibler divergence = 0.2392 ± 0

Training with predetermined hyperparameters 1

- Determined hyperparameters were used to train weights
- Trained weights were compared to analytically determined weights

Training with predetermined hyperparameters 2



Kullback-Leibler divergence = 0.0342 ± 0.0016

Training with predetermined hyperparameters 3

A

Learned $P^{X|Y}$

| | | | | | | | | |
|------|------|------|------|------|------|------|------|------|
| 0.52 | 0.49 | 0.53 | 0.06 | 0.1 | 0.08 | 0.12 | 0.11 | 0.06 |
| 0.09 | 0.07 | 0.49 | 0.49 | 0.51 | 0.09 | 0.09 | 0.09 | 0.06 |
| 0.07 | 0.08 | 0.08 | 0.06 | 0.51 | 0.5 | 0.52 | 0.07 | 0.1 |
| 0.11 | 0.1 | 0.12 | 0.07 | 0.09 | 0.06 | 0.53 | 0.46 | 0.51 |

B

Calculated $P^{X|Y}$

| | | | | | | | | |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 0.9 | 0.9 | 0.9 | 0.1 | 0.1 | 0.1 | 0.1 | 0.1 | 0.1 |
| 0.1 | 0.1 | 0.9 | 0.9 | 0.9 | 0.1 | 0.1 | 0.1 | 0.1 |
| 0.1 | 0.1 | 0.1 | 0.1 | 0.9 | 0.9 | 0.9 | 0.1 | 0.1 |
| 0.1 | 0.1 | 0.1 | 0.1 | 0.1 | 0.1 | 0.9 | 0.9 | 0.9 |

C

Learned $P^{Y|Z}$

| | | | |
|------|------|------|------|
| 1.14 | 0.02 | 0.02 | 0.02 |
| 0.03 | 1.17 | 0.03 | 0.01 |
| 0.02 | 0.02 | 1.15 | 0.02 |
| 0.02 | 0.03 | 0.03 | 1.17 |

D

Calculated $P^{Y|Z}$

| | | | |
|------|------|------|------|
| 0.9 | 0.03 | 0.03 | 0.03 |
| 0.03 | 0.9 | 0.03 | 0.03 |
| 0.03 | 0.03 | 0.9 | 0.03 |
| 0.03 | 0.03 | 0.03 | 0.9 |

Analysis of model

- Analysed impact of hyperparameters
 - Firing rate of input neurons
 - Firing rate of prior neurons
 - Decay time constant
- Connection between model and Bayesian inference was shown
 - Network outputs spike according to Bayesian posterior
 - Trained weights converge towards the log of their respective probabilities

Conclusion

- Thesis provided insight to hierarchical spiking Winner-Take-All network model
- Showed that the network model can simulate effects like attention and changing beliefs through feedback
- Provided ideas on how to further analyse and improve the model

Sources

- Lee TS, Mumford D. (July 2003). “Hierarchical Bayesian inference in the visual cortex.” In: J Opt Soc Am A Opt Image Sci Vis. DOI: doi:10.1364/josaa.20.001434
- Nessler, Bernhard et al. (Apr. 2013). “Bayesian Computation Emerges in Generic Cortical Microcircuits through Spike-Timing-Dependent Plasticity.” In: PLOS Computational Biology 9.4, pp. 1–30. doi: 10.1371/journal.pcbi.1003037. url: <https://doi.org/10.1371/journal.pcbi.1003037>