

SYDE 556/750

Simulating Neurobiological Systems
Lecture 11: The Semantic Pointer Architecture

Chris Eliasmith

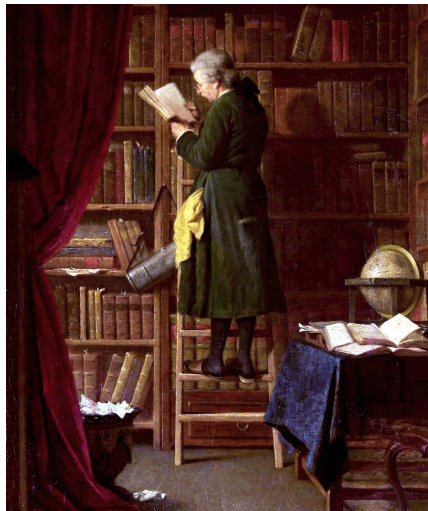
November 17 & 18, 2022

- ▶ Slide design: Andreas Stöckel
- ▶ Content: Terry Stewart, Andreas Stöckel, Chris Eliasmith



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Administrative Notes – Remaining Deadlines

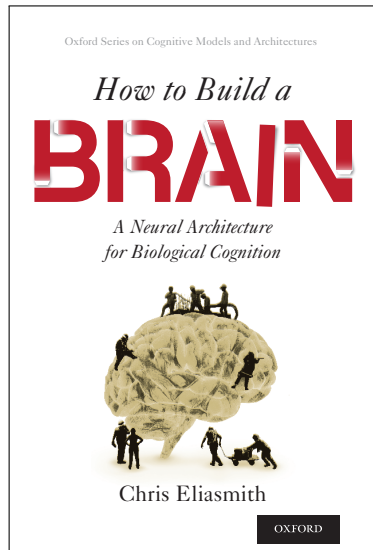
- ▶ **Assignment 4** – Due Nov. 18*
- ▶ **Assignment 5** – Due Dec. 2*
- ▶ **Project Presentations** – Dec. 1
 - ▶ 5-10 min. presentation (see the 'project summary document' on the website for instructions)
 - ▶ Worth 5 marks (25% of the final project) of the final project
- ▶ **Final Project** – Due Dec. 18*
 - ▶ Worth 20% of the final mark

* All deadlines are 11:59pm EDT

The Semantic Pointer Architecture (SPA)

- ▶ SPA

- ▶ Semantics
- ▶ Syntax
- ▶ Control
- ▶ Learning and memory



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.



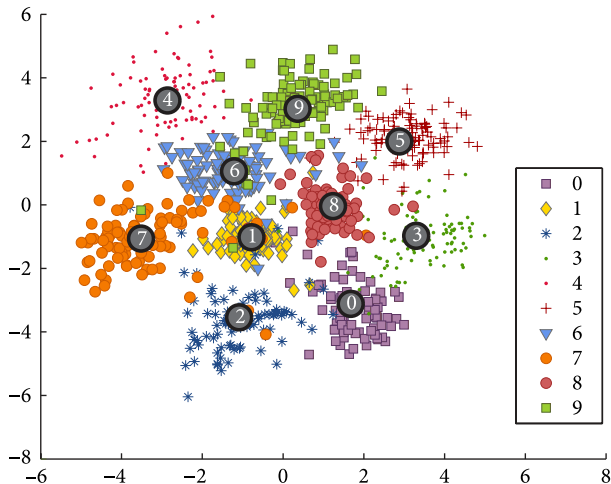
B.



C.

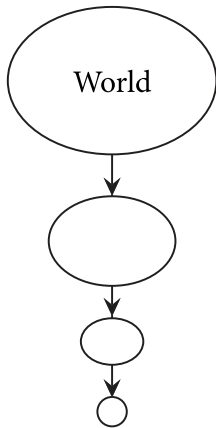


D.



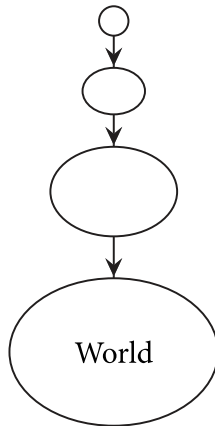
Perception vs. Action

Perception



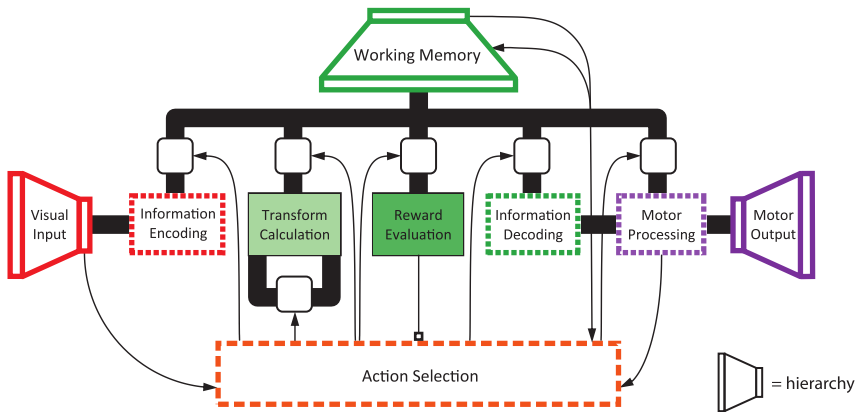
World \rightarrow Representation

Motor Control

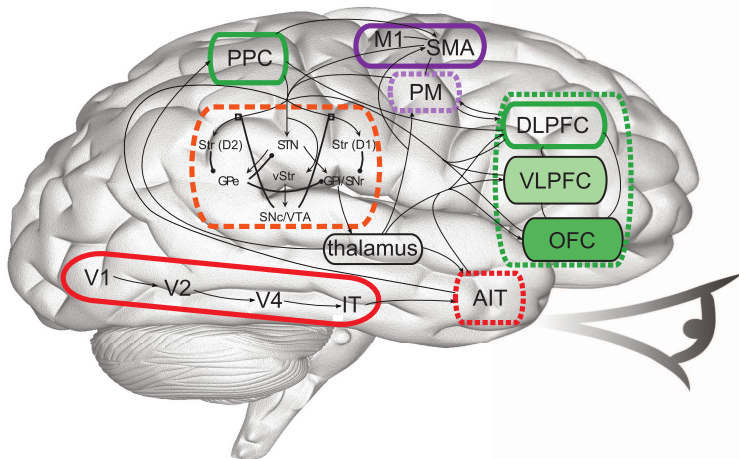


Representation \rightarrow World

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



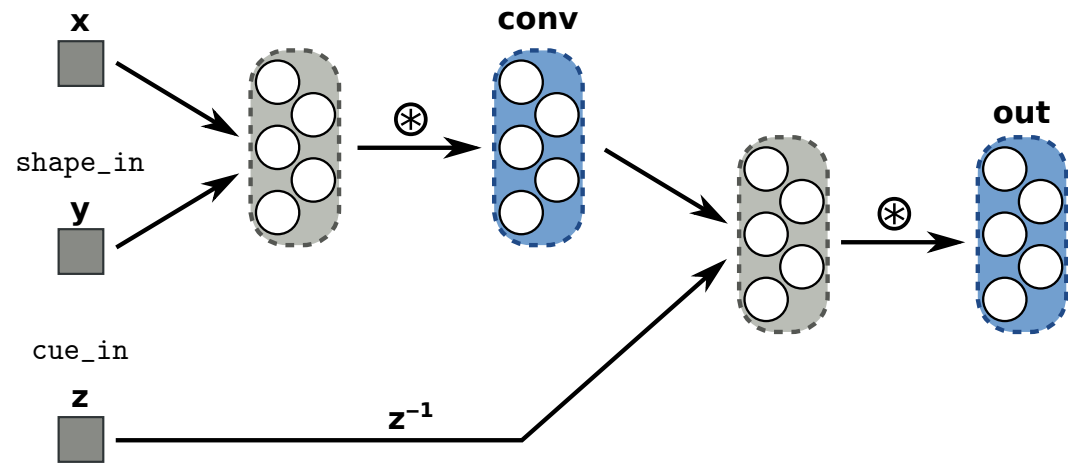
conv



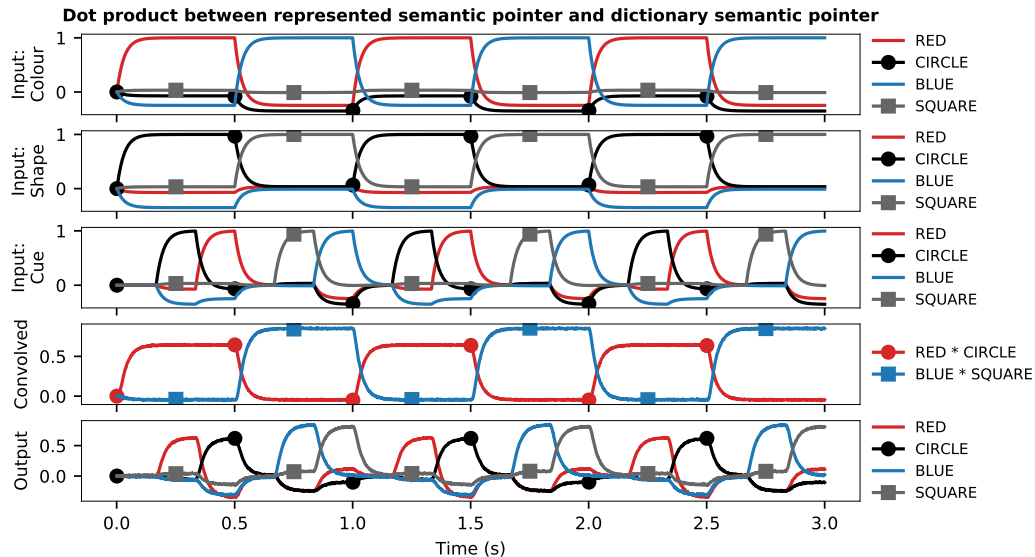
out



z^{-1}



Nengo SPA Example (II)

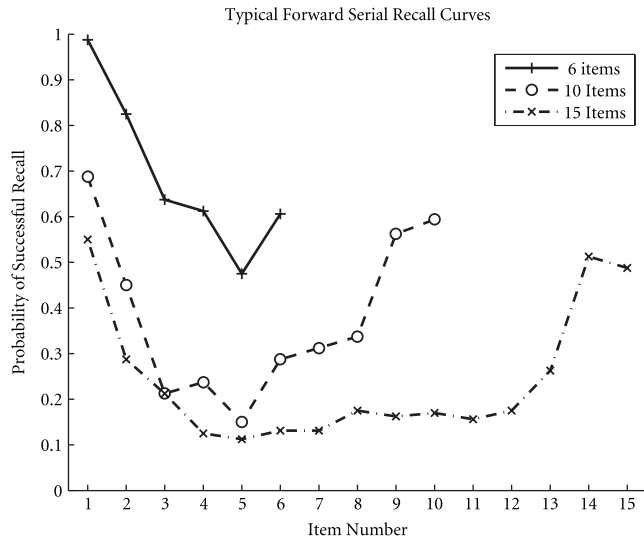


Recency and Primacy Experiment

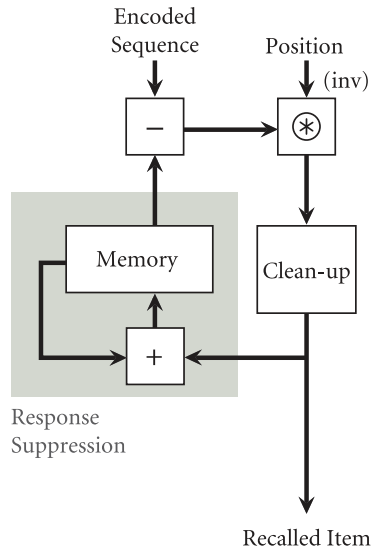
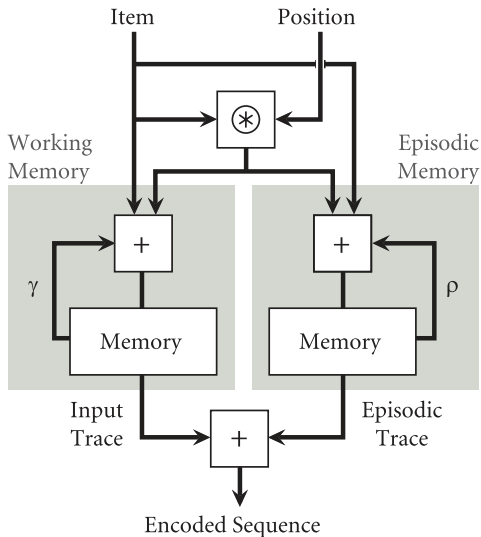
Experiment: Remember this list (presented one at a time)

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

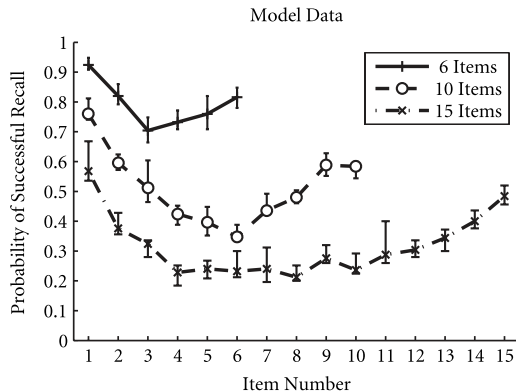
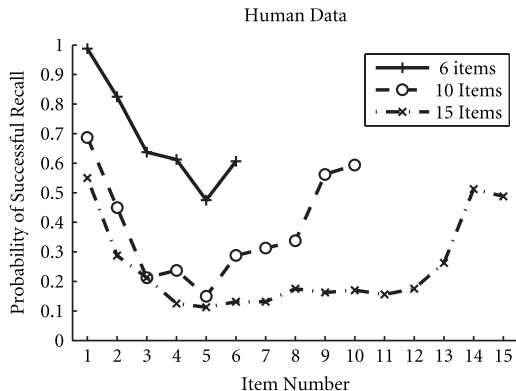
Recency and Primacy Data



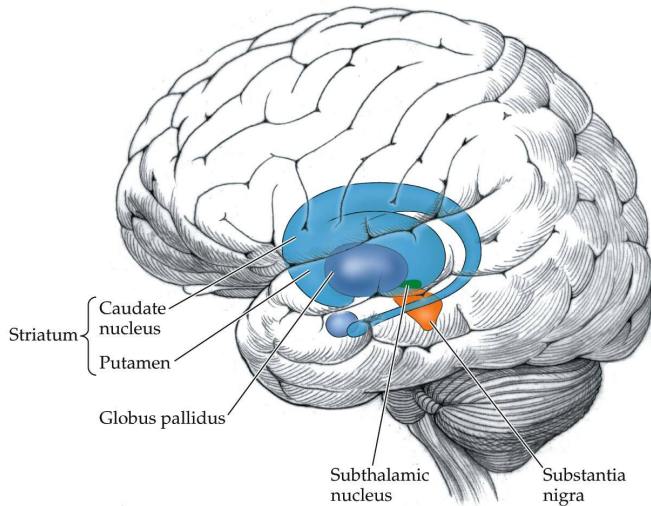
Ordinal Serial Encoding (OSE) Model



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

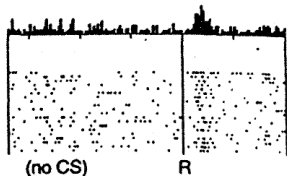
Huntington's disease

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

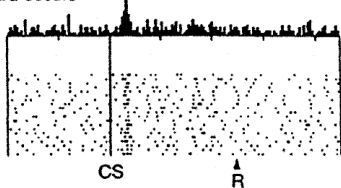
Neurophysiological Evidence for the Role of the BG in Action Selection

- Role in reinforcement learning

No prediction
Reward occurs

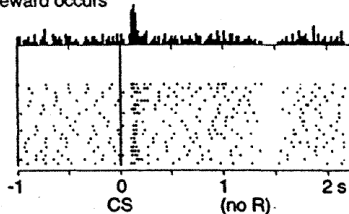


Reward predicted
Reward occurs

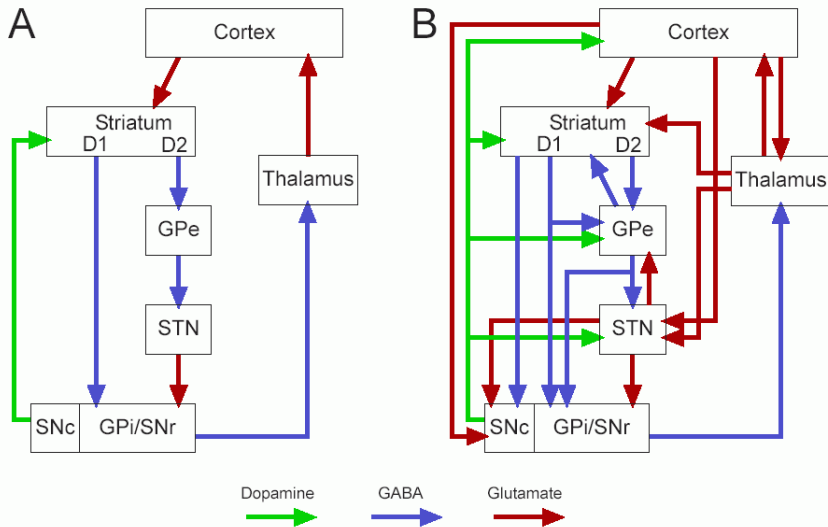


- Dopamine levels map onto reward prediction error

Reward predicted
No reward occurs



Microcircuitry of the Basal Ganglia



Simplified Model

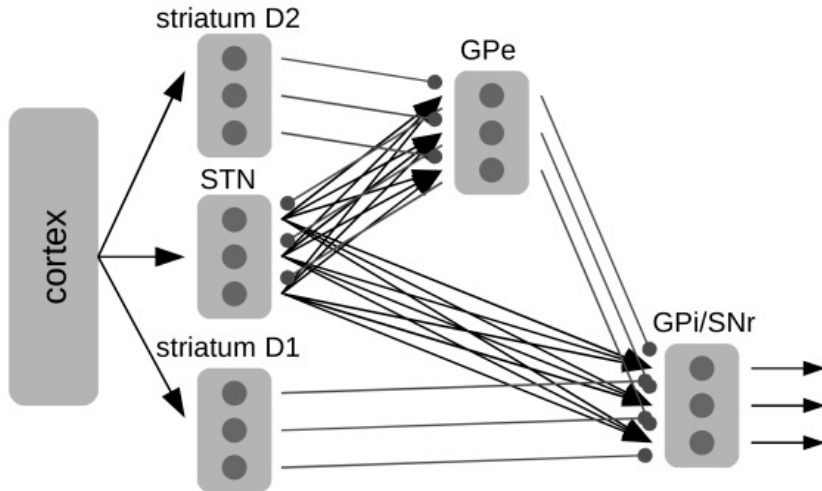


Image Sources. Gurney, Prescott, and Redgrave, *Model of Action Selection in the Basal Ganglia*, 2001

The Cortex-Basal Ganglia-Thalamus loop

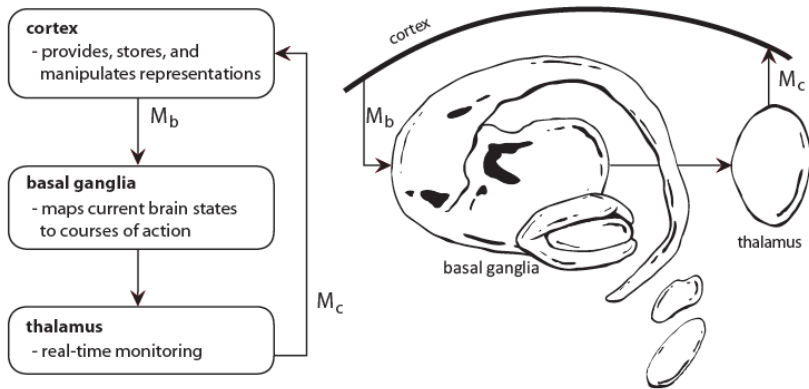


Image sources

Title slide

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