



Lecture 10: Discrete classification

- Midterm is in class on Monday, May 2, 2022. Covers material up to and including Poisson Processes. 2 cheat sheets (8.5" x 11" paper) allowed.
 - Past years' midterms are on Bruin Learn. 2017 was too long.
 - TA review session: Franz 1178, April 28, 2022, 6-8pm. It will be recorded.
 - HW #3 is due Wednesday, May 4, 2022, uploaded to Gradescope.
 - HW regrade requests should be made via Gradescope. This will route the request to the grader who graded the question.
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- You're welcome to bring a calculator for the MT but we wrote the exam so you don't need one.

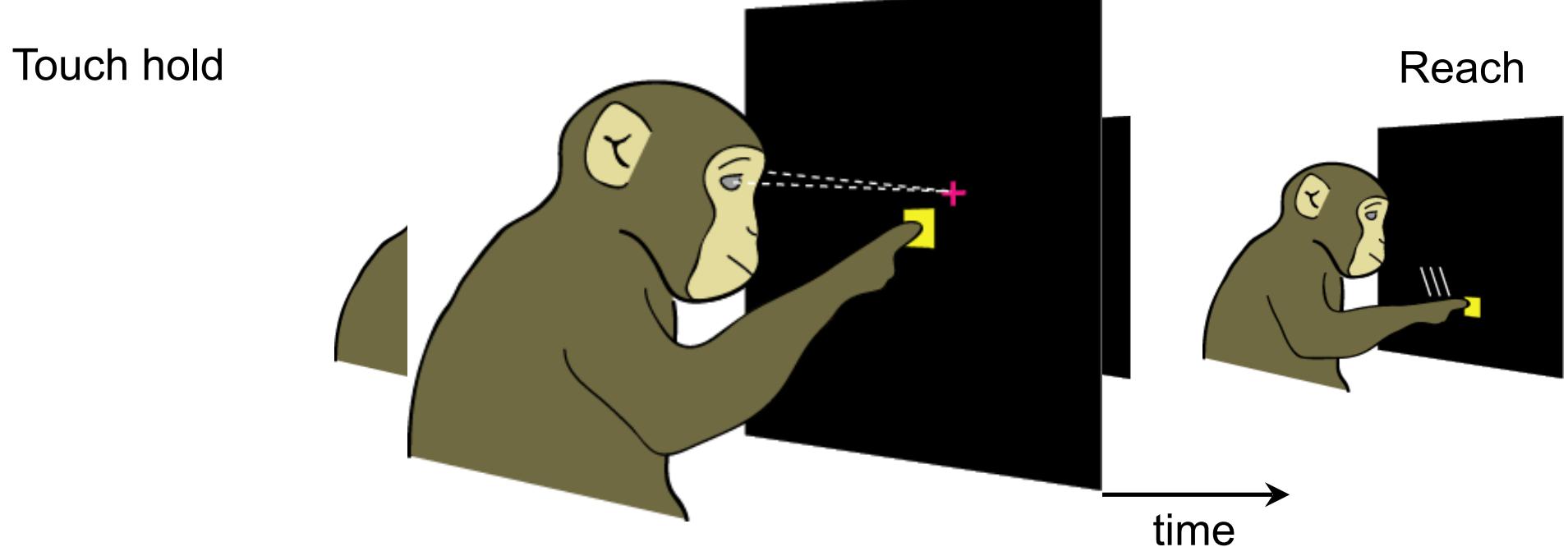


Lectures 9 + 10: Discrete Classification

- Reading assignment:
- Required (uploaded to CCLE):
 - PRML p. 38–46: Decision Theory
 - PRML p. 179–184, 196–203: Linear Models for Classification
 - Santhanam G*, Ryu SI*, Yu BM, Afshar A, Shenoy KV (2006) A high-performance brain-computer interface. *Nature*. 442:195-198.
- Optional (uploaded to CCLE):
 - Achtman N*, Afshar A*, Santhanam G, Yu BM, Ryu SI, Shenoy KV (2007) Free-paced high-performance brain-computer interfaces. *Journal of Neural Engineering*. 4:336-347.
 - Santhanam G, Yu BM, Gilja V, Afshar A, Ryu SI, Sahani M, Shenoy KV (2009) Factor-analysis methods for higher-performance neural prostheses. *Journal of Neurophysiology*. 102:1315-1330.



Delayed reach task





Delayed reach task

Video 1 (of 3)

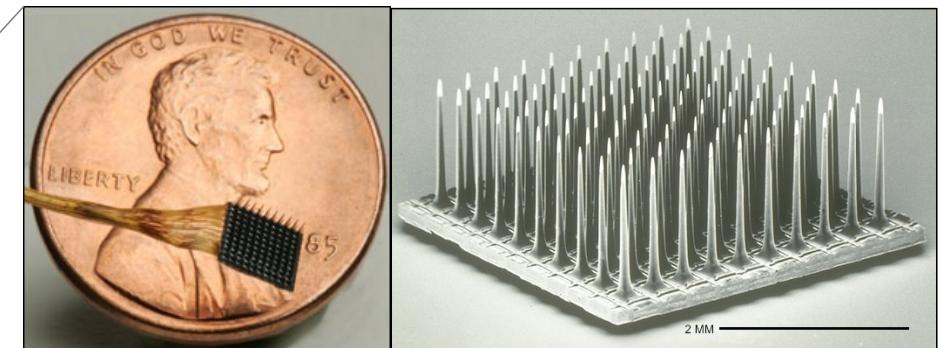
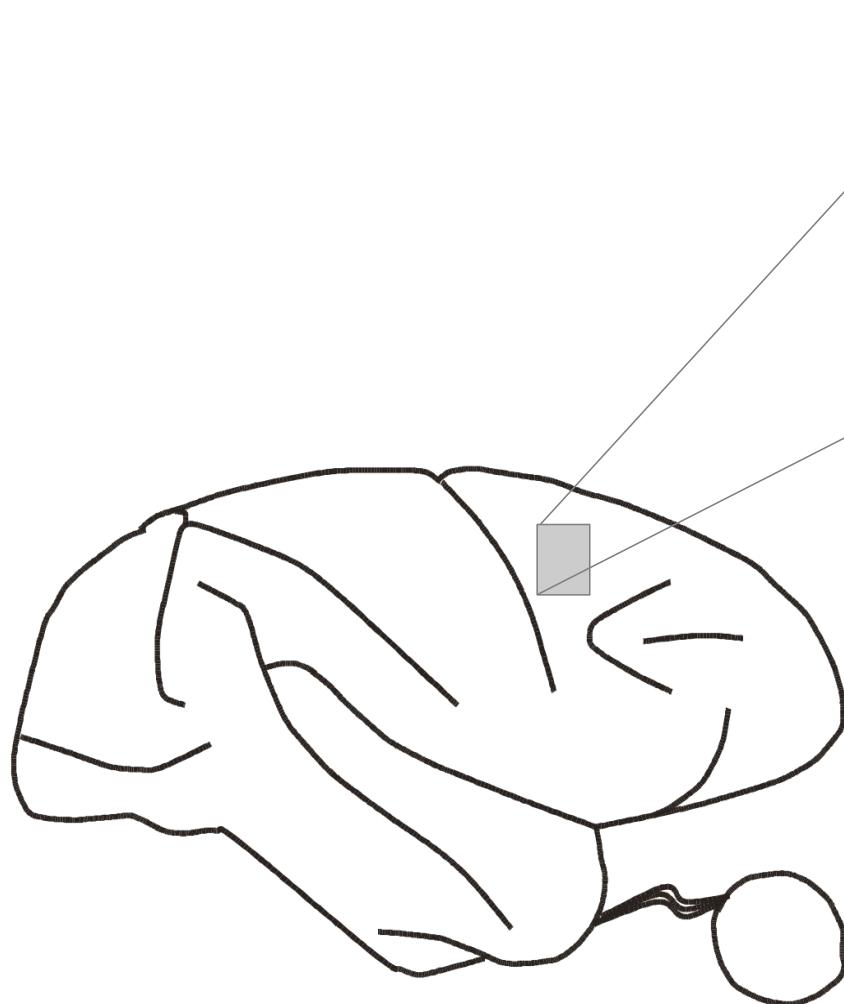
Delayed Reach Task

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Recordings in premotor cortex

plan activity

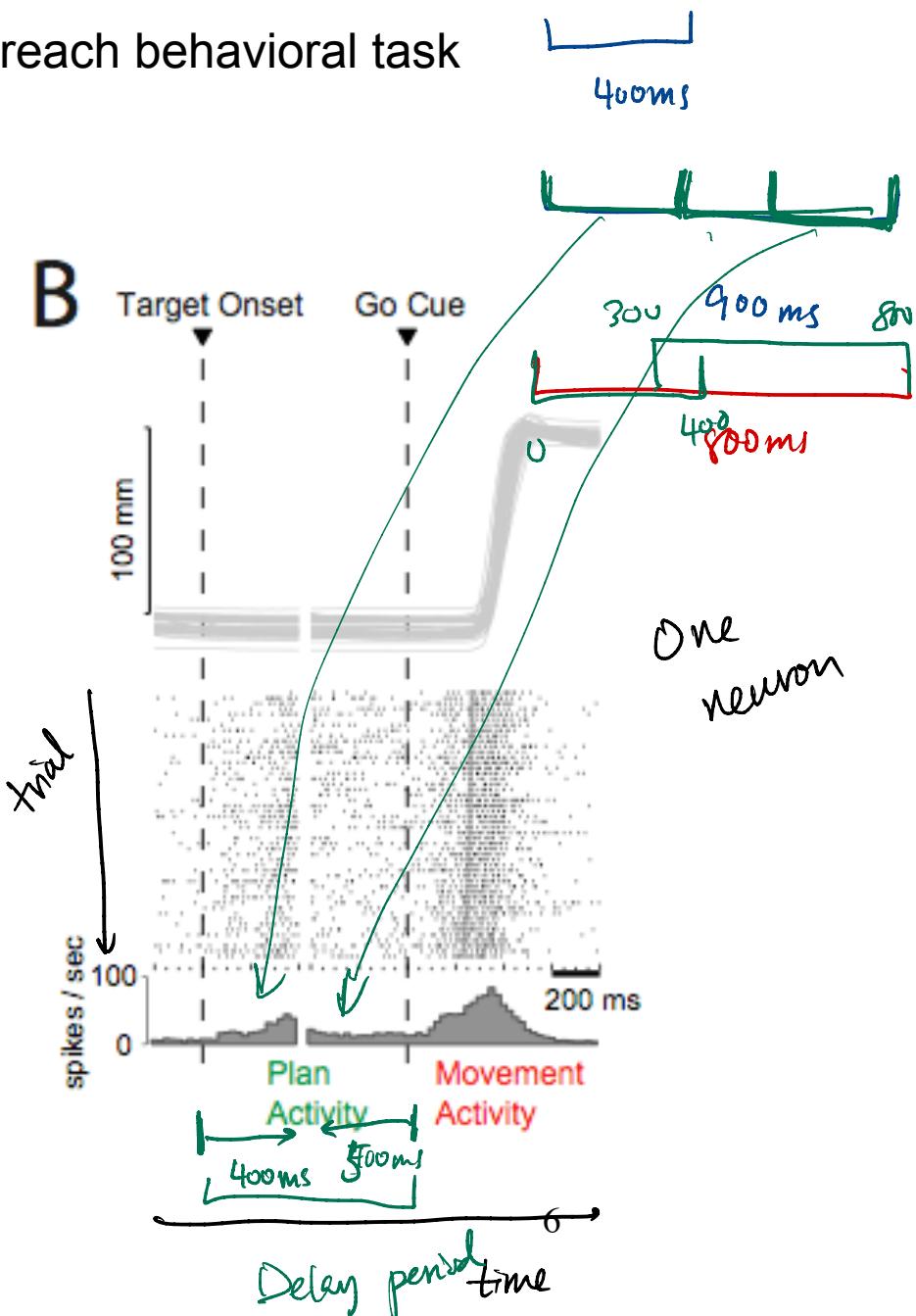
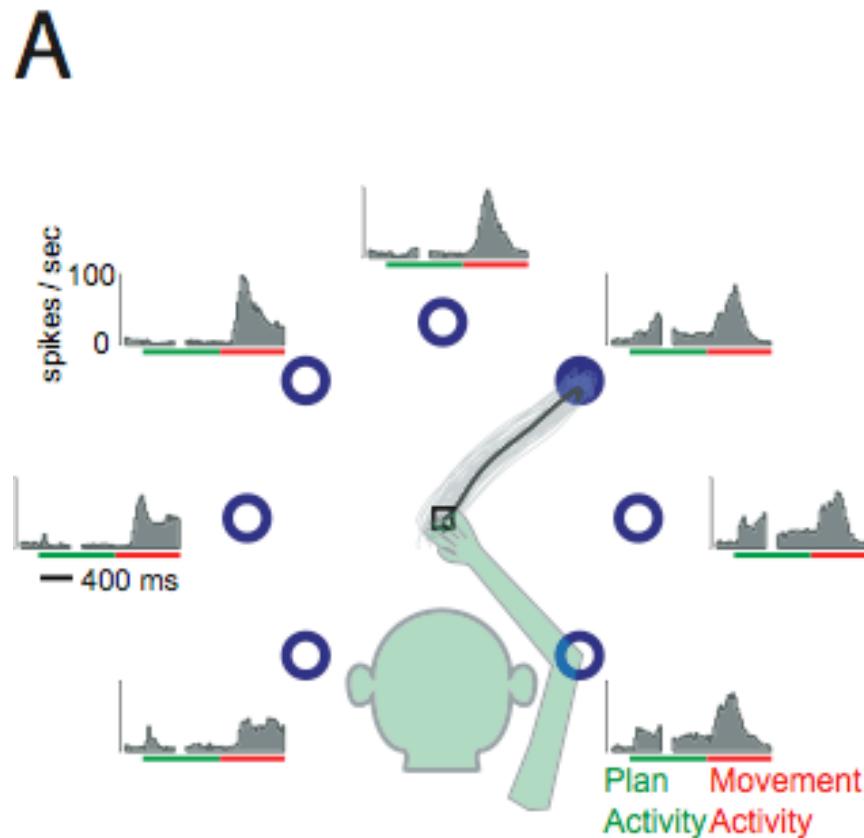


Utah 96-electrode array



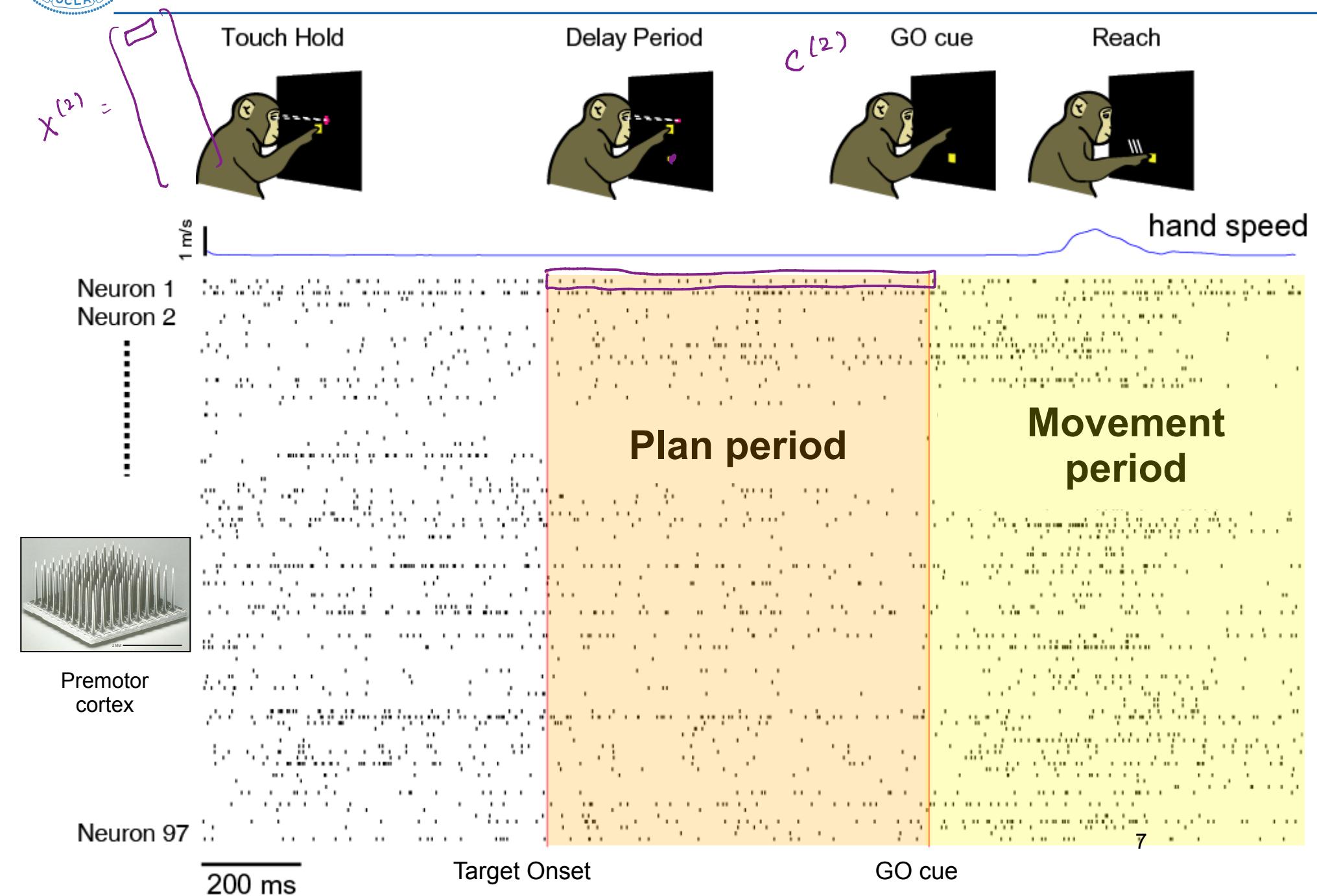
Delayed Reach Task, Plan & Movement Activity

- Firing rate of a typical PMd neuron in a delayed-reach behavioral task



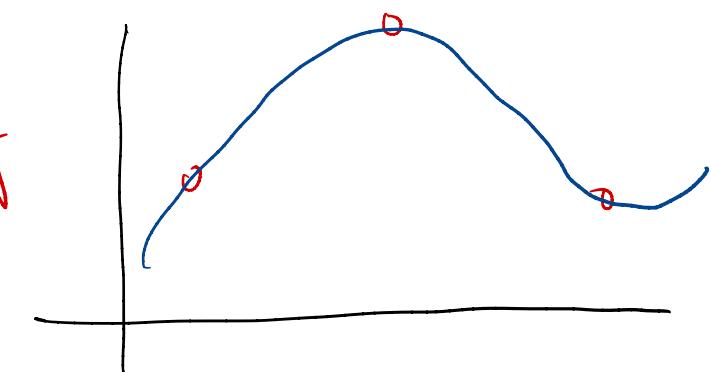
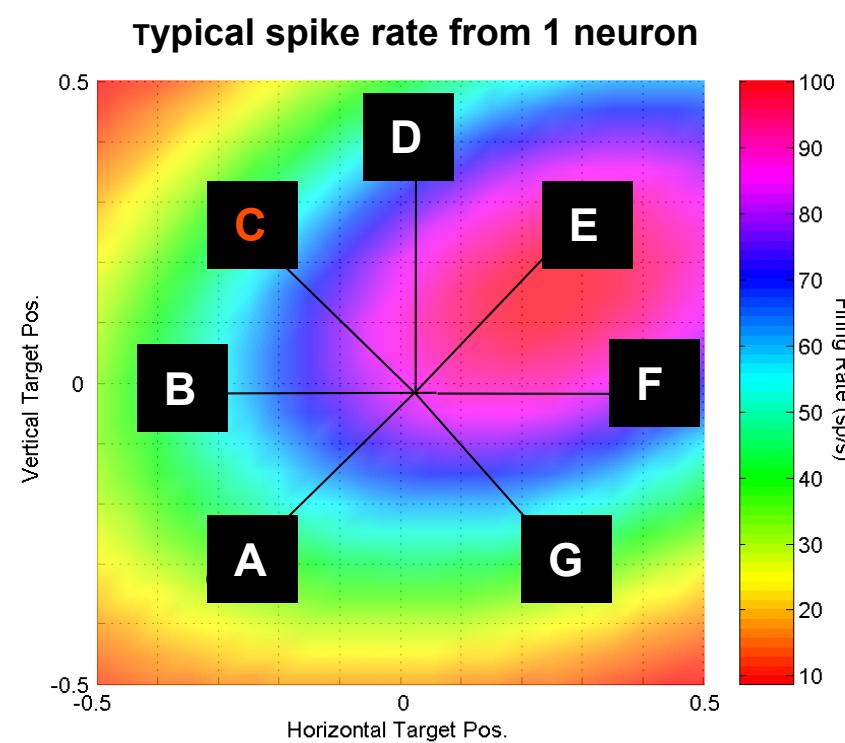
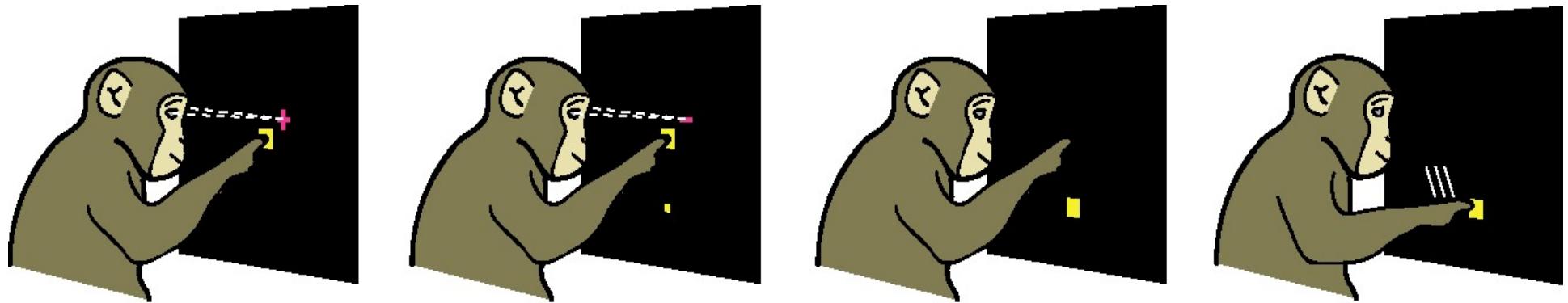


Delayed Reach Task, Plan & Movement Activity



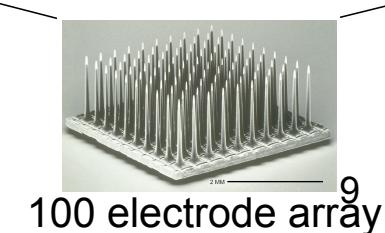
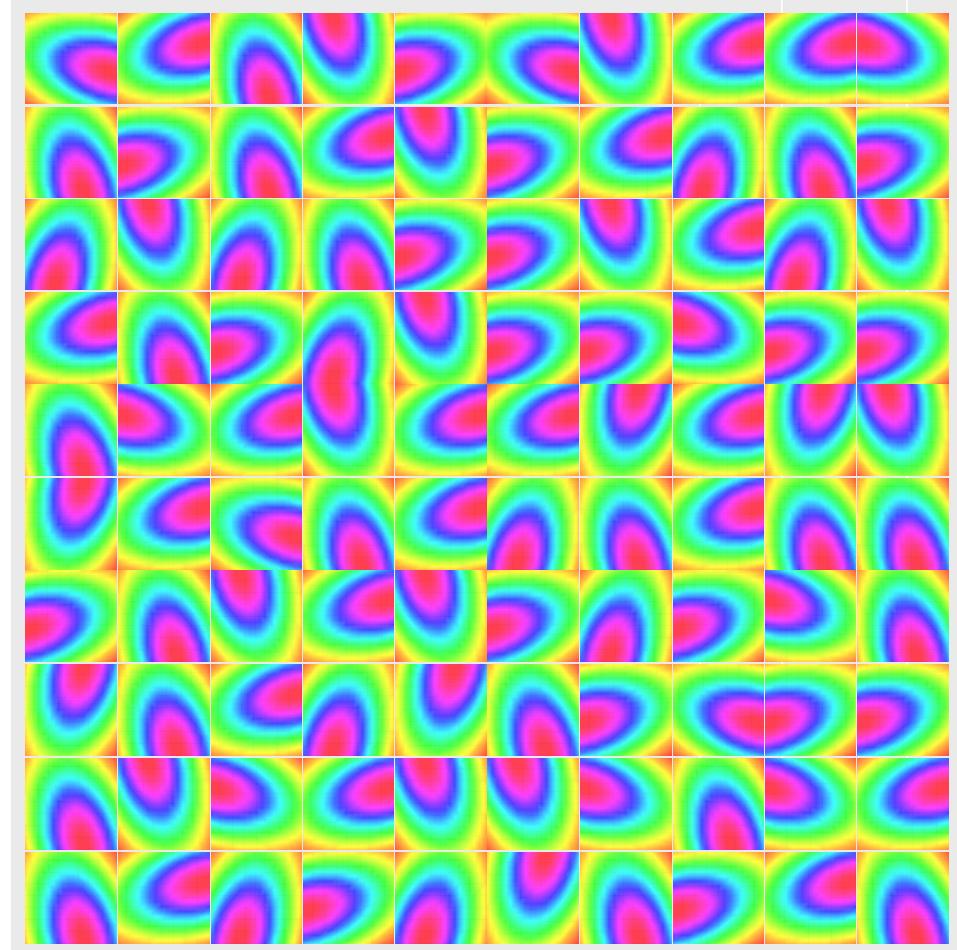
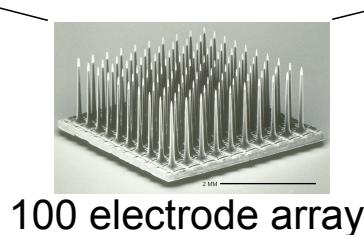
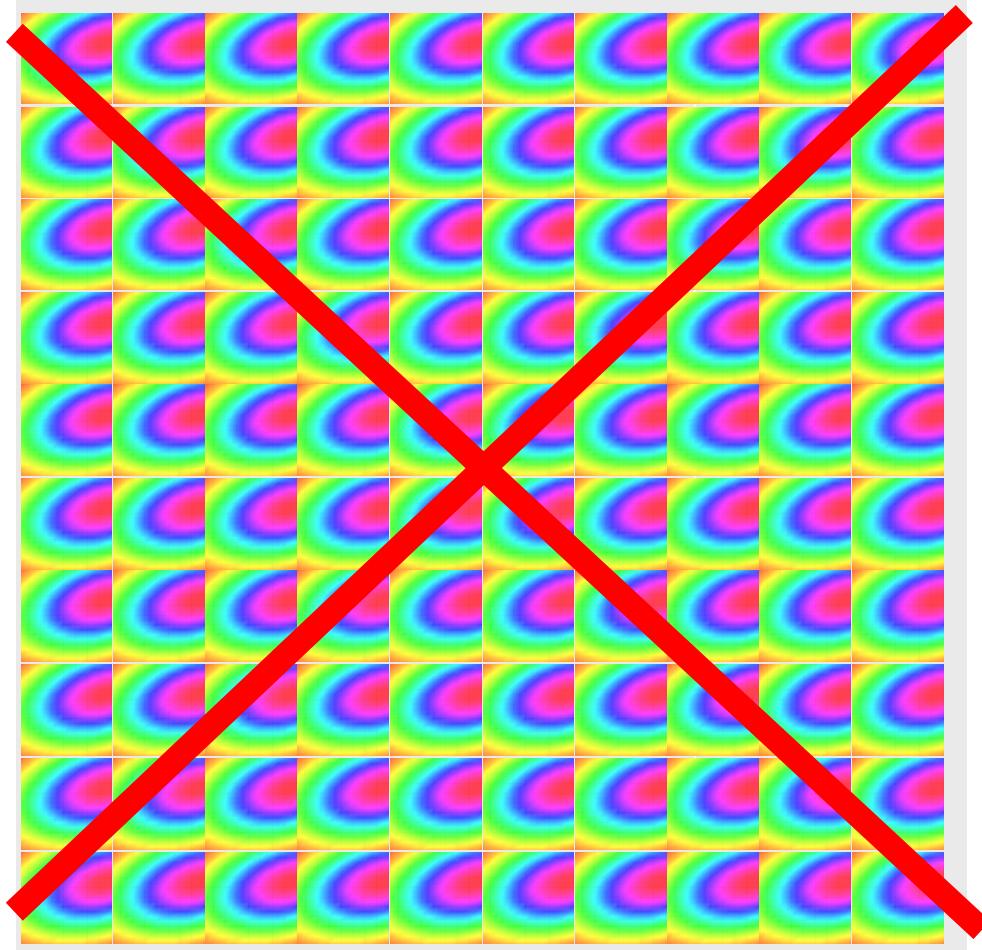


Plan Activity Reflects Movement Endpoint





Each neuron is “tuned” differently

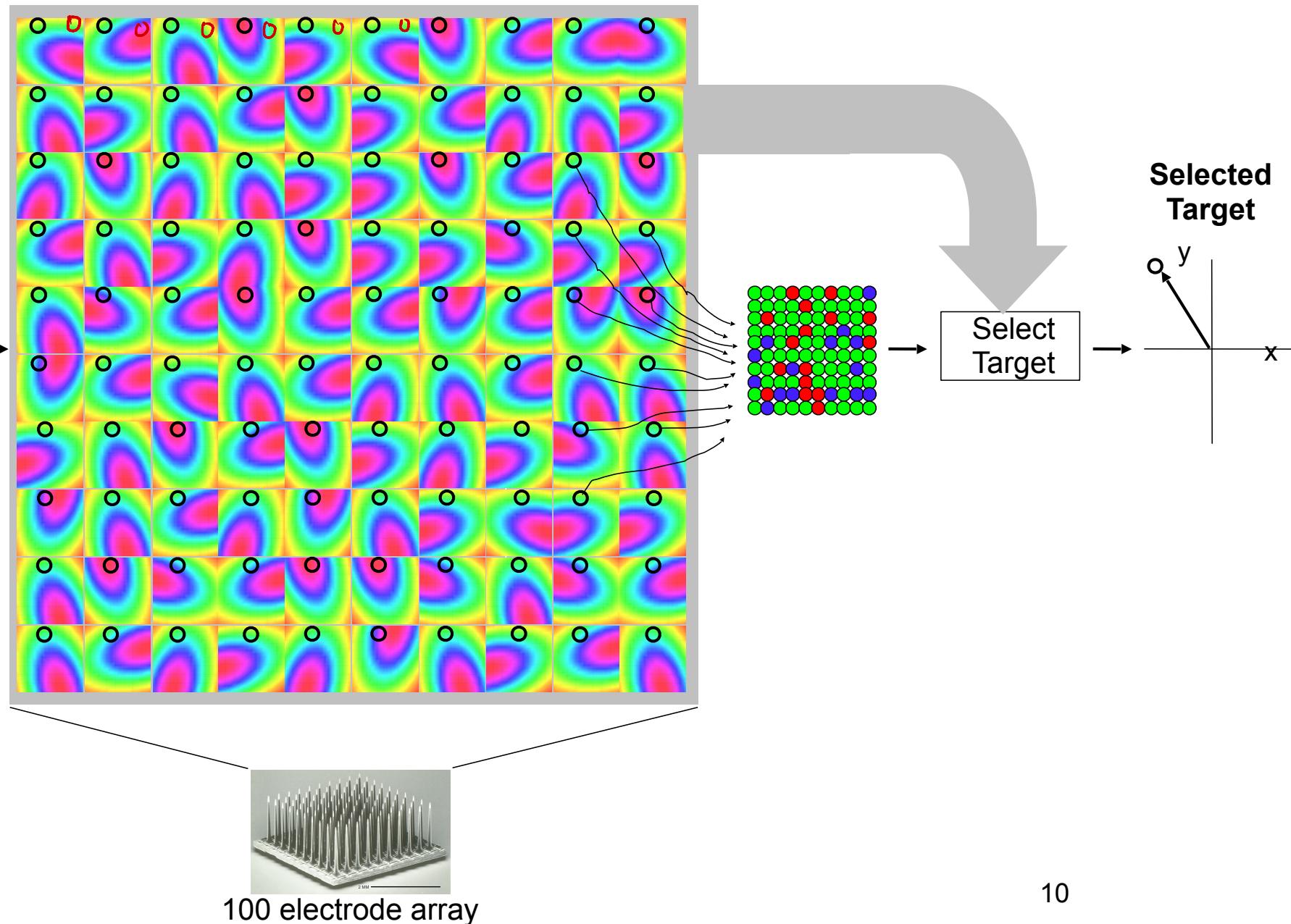


100 electrode array
2 MM

9

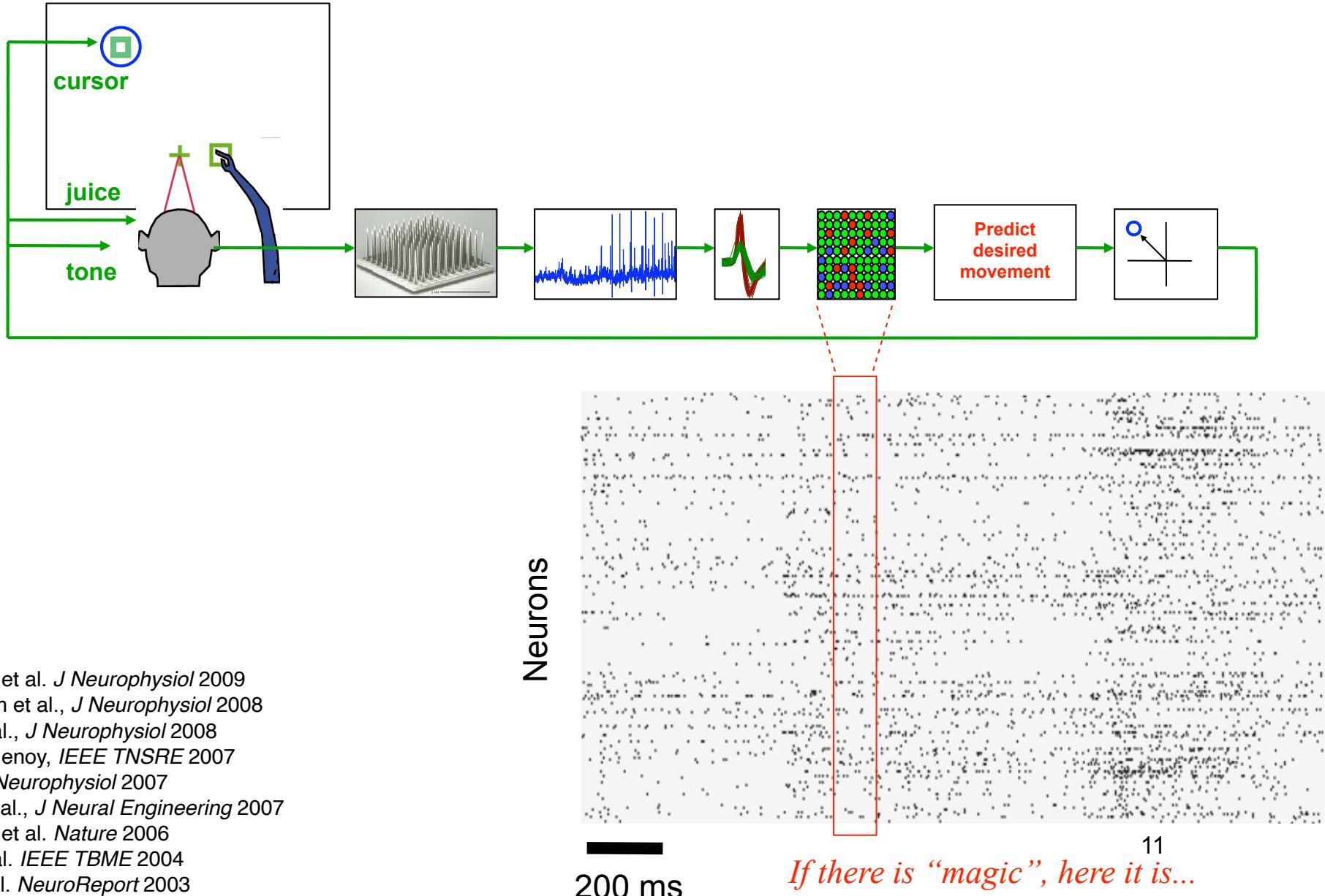


How to predict the desired target



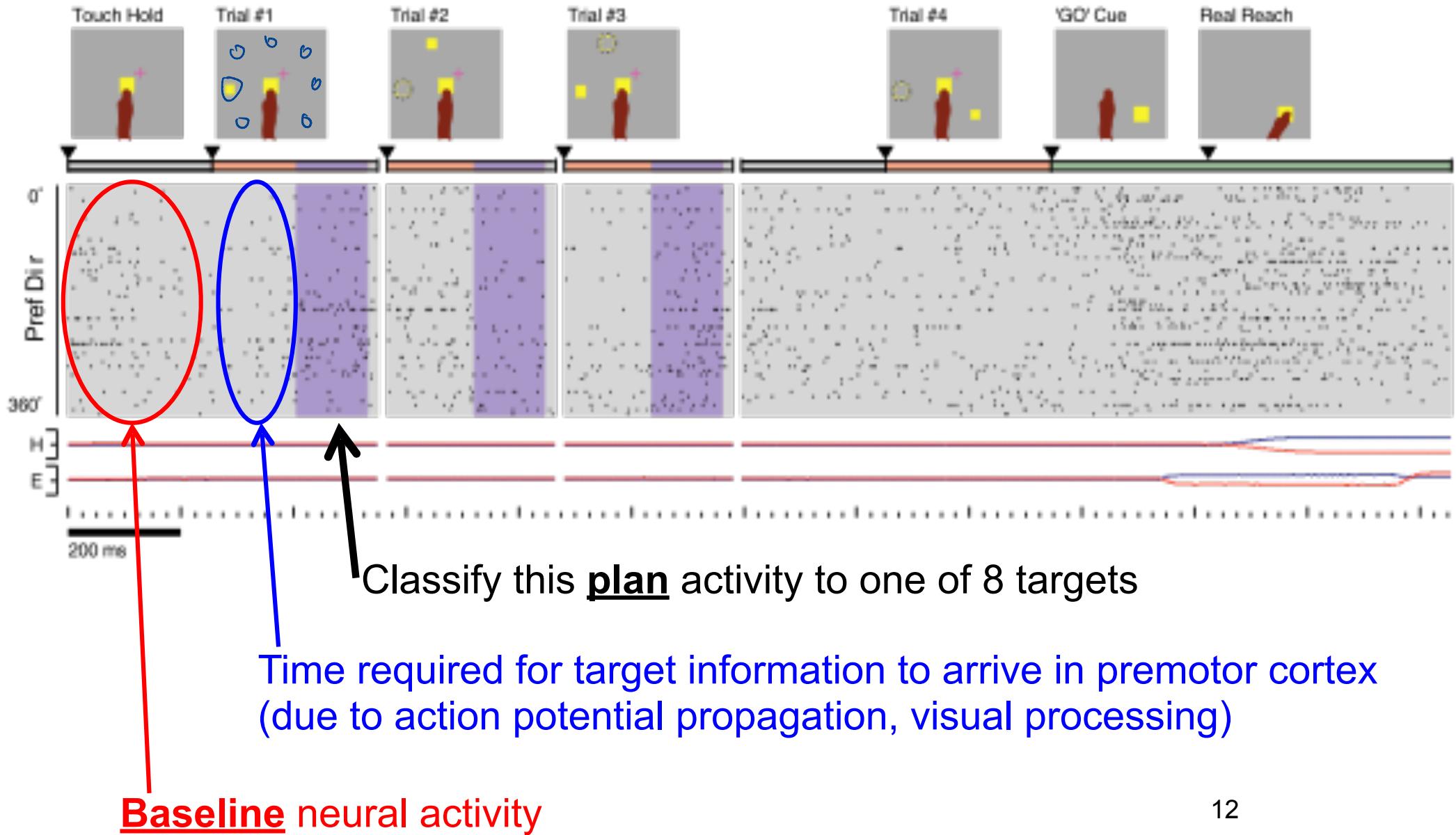


End-to-End System Performance Measurements





Task timeline





Brain-controlled target selection

Approximately 2.5 bps (~5 words/min equivalent)

Video 2 (of 3)

Prosthetic Cursor Task
"medium speed trials"

Stanford University



High-performance brain-controlled target selection

Approximately 5.0 bps (~10 words/min equivalent)

Video 3 (of 3)

Prosthetic Cursor Task
"high speed trials"

Stanford University



Homework 4

- You will be implementing such a decoder and applying it to real neural data (planning activity).
- The neural data were recorded from the monkey you see in the video.



Classification algorithms

- MANY classification algorithms are available. Examples include:

Discriminant functions

Probabilistic generative models

Probabilistic discriminative models

Neural networks

Gaussian processes

Support vector machines

Relevance vector machines

- They mainly differ in the *cost function* that is optimized to find the decision boundary.



Classification algorithms

- It would take many weeks, if not more than half of the course to go through each of these in detail.
- Rather than give you an overview of all possible algorithms, we will go in depth into one class of algorithms (**Probabilistic generative models**) that is commonly used and has found great success in its application to neural data.
- The classifier used in the prosthetic system I just described is based on a probabilistic generative model.

SEE “CLASSIFICATION” HANDOUT

Discrete classification : $\vec{x} \in \mathbb{R}^D$ $\vec{y} \in \mathbb{R}^D$ $\vec{x} = \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_D \end{bmatrix}$ $\vec{y} = \begin{bmatrix} y_1 \\ y_2 \\ \vdots \\ y_D \end{bmatrix}$

$$\rightarrow \alpha(\vec{x}) = \vec{y}^T \vec{x} = x_1 y_1 + x_2 y_2 + \dots + x_D y_D$$

\downarrow scalar $\in \mathbb{R}$

$$\frac{\partial \alpha(\vec{x})}{\partial \vec{x}} = \begin{bmatrix} \frac{\partial \alpha(\vec{x})}{\partial x_1} \\ \frac{\partial \alpha(\vec{x})}{\partial x_2} \\ \vdots \\ \frac{\partial \alpha(\vec{x})}{\partial x_D} \end{bmatrix} \in \mathbb{R}^D$$

$$\frac{\partial \alpha(\vec{x})}{\partial \vec{x}} = \frac{\partial (\vec{y}^T \vec{x})}{\partial \vec{x}} = \begin{bmatrix} y_1 \\ y_2 \\ \vdots \\ y_D \end{bmatrix} = \vec{y}$$

$$A = \begin{bmatrix} a_{11} & a_{12} & \dots & a_{1n} \\ a_{21} & a_{22} & \dots & a_{2n} \\ \vdots & \ddots & \ddots & \vdots \\ a_{m1} & \dots & \dots & a_{mn} \end{bmatrix}$$

$$A \in \mathbb{R}^{m \times n}$$

$$\alpha = \vec{x}^T A \vec{y} \in \mathbb{R}$$

$$\frac{\partial \alpha}{\partial A} = \begin{bmatrix} \frac{\partial \alpha}{\partial a_{11}} & \frac{\partial \alpha}{\partial a_{12}} & \dots & \frac{\partial \alpha}{\partial a_{1n}} \\ \frac{\partial \alpha}{\partial a_{21}} & \ddots & & \vdots \\ \vdots & & \ddots & \frac{\partial \alpha}{\partial a_{m1}} \\ \frac{\partial \alpha}{\partial a_{m1}} & \dots & \dots & \frac{\partial \alpha}{\partial a_{mn}} \end{bmatrix}$$

$$\alpha(\vec{x}) = \vec{x}^\top A \vec{x} \quad \vec{x} \in \mathbb{R}^D \quad A \in \mathbb{R}^{D \times D}$$

$$\frac{\partial \alpha(\vec{x})}{\partial \vec{x}} \in \mathbb{R}^D$$

$$x^\top A x = \sum_{i=1}^D \sum_{j=1}^D x_i a_{ij} x_j \xrightarrow{i=1, j=1} x_1 \cdot a_{11} \cdot x_1 = a_{11} \cdot x_1^2$$

$$\xrightarrow{j=1, i \neq 1} = \sum_{j=2}^D x_1 a_{1j} x_j$$

$$\xrightarrow{i=2} = \sum_{i=2}^D x_i a_{ii} x_i$$

$$\frac{\partial x^\top A x}{\partial x_1} = 2a_{11} x_1 + \sum_{j=2}^D a_{1j} x_j + \sum_{i=2}^D a_{ii} x_i$$

$$= \sum_{j=1}^D a_{1j} x_j + \sum_{i=1}^D a_{ii} x_i = (Ax)_1 + (A^\top x)_1$$

$$= Ax = \begin{bmatrix} a_{11} & a_{12} & \dots & a_{1D} \\ a_{21} & \ddots & \ddots & a_{2D} \\ \vdots & & \ddots & \vdots \\ a_{D1} & \ddots & \ddots & a_{DD} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_D \end{bmatrix}$$

$$\frac{\partial x^\top A x}{\partial x_i} = (Ax)_i + (A^\top x)_i$$

$$\frac{\partial x^T A x}{\partial x} = \begin{bmatrix} (Ax)_1 + (A^T x)_1 \\ (Ax)_2 + (A^T x)_2 \\ \vdots \\ (Ax)_D + (A^T x)_D \end{bmatrix}$$

$$= Ax + A^T x$$

$$\frac{\partial x^T A x}{\partial x} = (A + A^T)x$$

↓ ↓ D × 1
 (0 × D) (0 × D) D × 1
 ↓ ↓ (D × D) · (D × 1) ⇒ D × 1

What if $D = 1$? A is a scalar, x is a scalar

$$\alpha(x) = x^T A x = x \cdot A \cdot x = Ax^2$$

$$\frac{\partial \alpha(x)}{\partial x} = 2Ax$$

A, B, C, D, E

$\Rightarrow \text{Tr}(A) = \sum_{i=1}^D a_{ii}$; $\text{Tr}(ABCDE) = \text{Tr}(BCDEA) = \text{Tr}(CDEAB) = \text{Tr}(DEABC)$
 $= \text{Tr}(EABCD)$

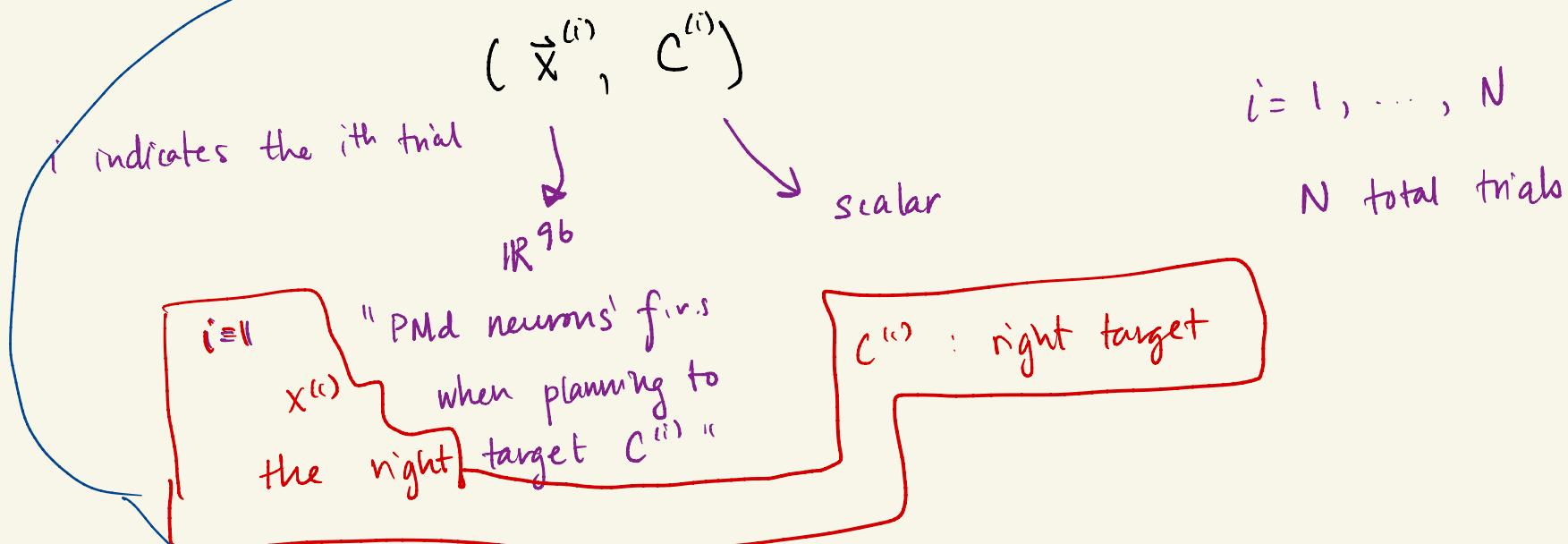
Goal:

\vec{x}

\implies classify which 1 of 1K targets (classes)
the monkey is planning to reach to.

Firing rate of
 D neurons

TRAIN: learn a model that performs this classification $f(\vec{x}) \rightarrow \text{class}$

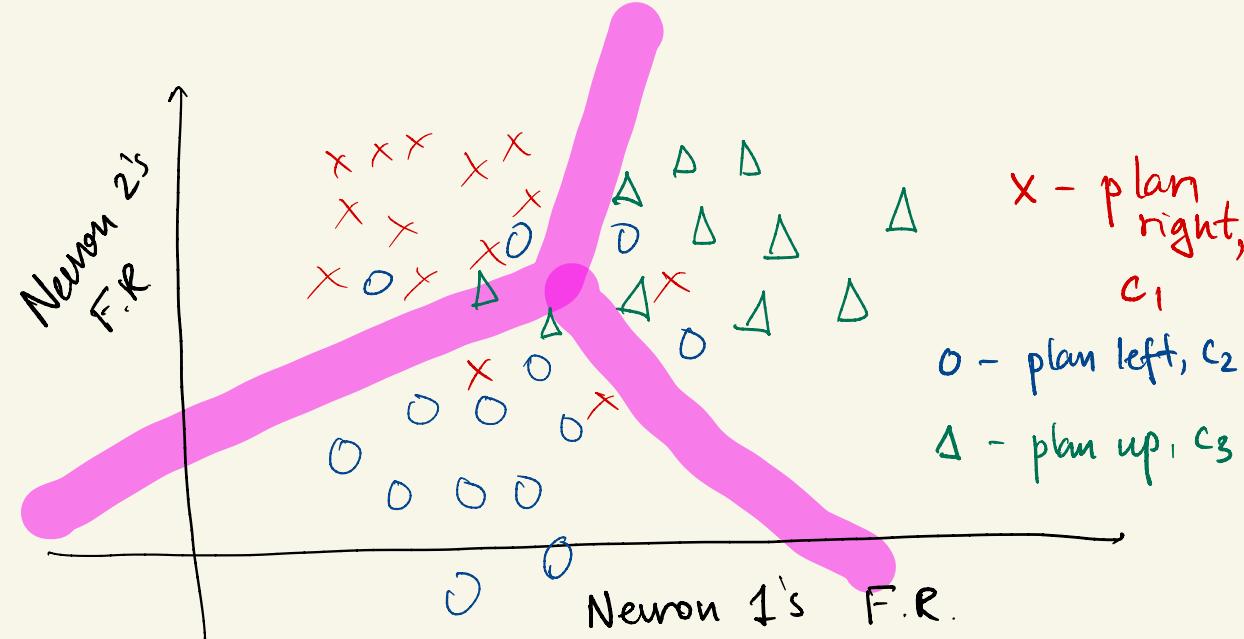


TEST: Take the model from training



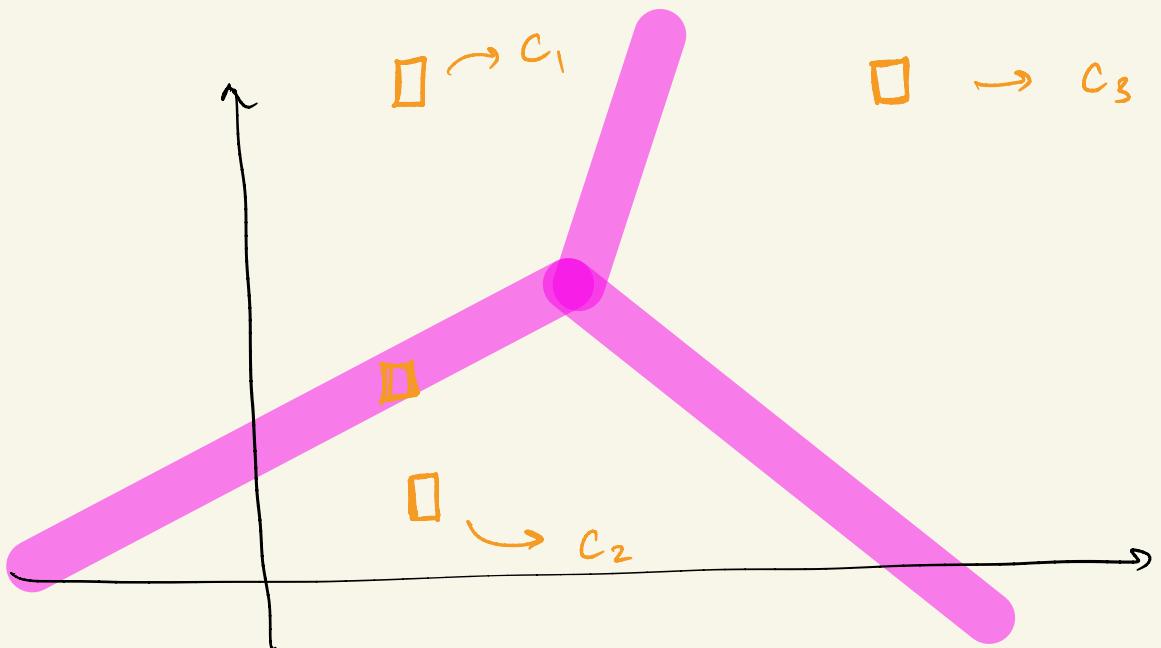
TRAIN:

$$D = 2$$



In training, we learn the boundaries.

TEST:



Probabilistic Generative Models (PGMs)

$x^{(i)}$: firing rate $\in \mathbb{R}^D$ for trial i

$c^{(i)}$: c_k , class of trial i $k = \{1, 2, \dots, K\}$

TRAIN: $p(\vec{x} | c_k)$

We will have K of these distributions

↳ continuous distribution.

TEST: Given $x^{(i)}$, we want to know which class c_k it belongs to.

$$p(c_k | x^{(i)})$$

$$p(c_1 | x^{(i)}) = 0.3$$

$$p(c_2 | x^{(i)}) = 0.2$$

$$p(c_3 | x^{(i)}) = 0.5$$

TEST :

$$\hat{k} = \arg \max_k p(c_k | \vec{x})$$

$$= \arg \max_k \frac{p(c_k) p(\vec{x} | c_k)}{p(\vec{x})}$$

$$= \arg \max_k p(c_k) p(\vec{x} | c_k)$$

$$p(c_k) = \frac{1}{|K|} \quad (\text{uniform prior})$$

$$= \arg \max_k p(\vec{x} | c_k)$$