## COMS30017 Computational Neuroscience

## Why brains?



## Intended learning outcomes

- Basic understanding of why brains exist.
- Appreciate the similarities and differences between brains and computers.
- Be able to articulate what computational neuroscience is.

## What are brains for?

- To enjoy art and music, to love,... to have consciousness?
- But other species have brains: mice (10<sup>7</sup> neurons), flies (10<sup>5</sup> neurons), nematode worms (302 neurons)
   as opposed to humans' 10<sup>11</sup> neurons.
- General principles underlying brain function must account for these animals too.
- "The brain's purposes reduce to regulating the internal millieu and helping the organism survive and reproduce."
  - Sterling & Laughlin (Principles of Neural Design, 2015)
- These challenges necessitate that brains have mechanisms for:
  - Sensing
  - Memory
  - Decision making
  - Motor control

## Brains vs Computers

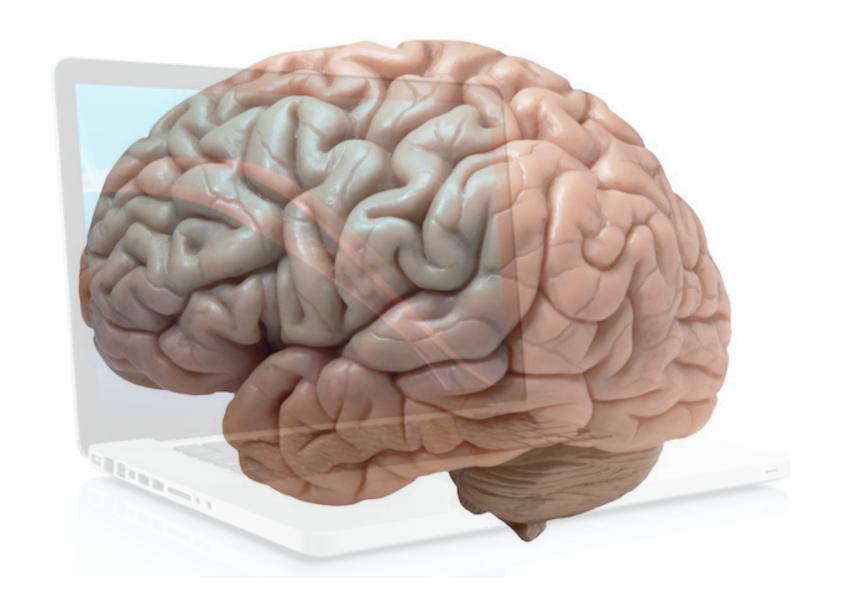
Is the brain a computer?

# Oxford English Dictionary



#### computer (noun)

An electronic device which is capable of receiving information (data) in a particular form and of performing a sequence of operations in accordance with a predetermined but variable set of procedural instructions (program) to produce a result in the form of information or signals.



brain computer (noun)

#### electrochemical

An electronic device which is capable of receiving information (data) in a particular form and of performing a sequence of operations in accordance with a predetermined but variable set of procedural instructions (program) to produce a result in the form of information or signals.

from sensors

control

mix of genetic and learned

## Brains vs Computers

Brains	Computers
Asynchronous	Synchronous
Slow (ms — hours)	Fast (ns)
Parallel	Serial
Analogue	Digital
Noisy	Deterministic
Low power	High power
Evolved	Designed
Unknown circuit diagram	Known circuit diagram
Unknown principles	Known principles

#### Where did computational neuroscience come from?

1940s-60s: cybernetics, cognitive science, artificial intelligence.

Wiener, McCulloch, Rosenblueth, Turing, von Neumann, Minsky.

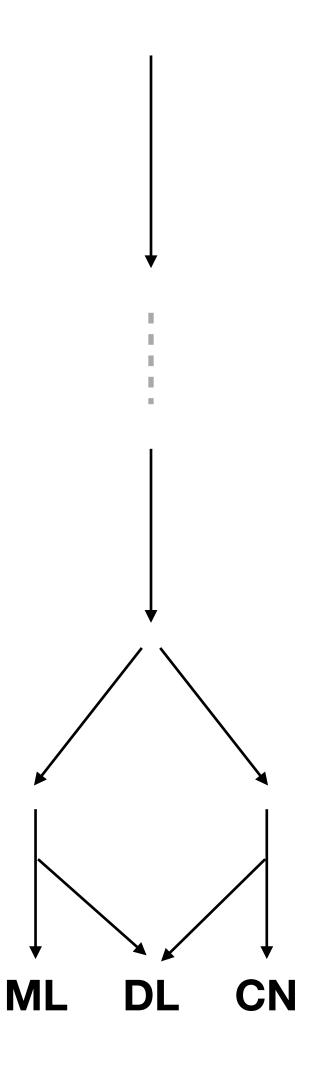
1970s-early 1980s: "Al winter"

1980s: artificial neural networks, parallel distributed processing, connectionism.

McClelland, Rumelhardt, Hinton, Sejnowski

1990s-2000s: "machine learning" splits from computational neuroscience (and statistics).

2010s: ANNs resurge, rebranded as "deep learning". Remerging with parts of computational neuroscience.



## What is computational neuroscience?

- A computational view of brain function.

  Assumes the brain is an information processing machine.
- Computational methodology.

  Uses computational and mathematical methods (as opposed to doing laboratory experiments).
- In practise it encompasses both:
  - 1. statistical analysis of neuroscience data.
  - 2. computational modelling (simulations) of the brain.

## Test yourself questions

- Name the three key evolutionary challenges that organisms face, which brains help tackle.
- Name two differences between human-made computers and brains.

## Summary

- Brains evolved to help animals self-regulate, and to enable their survival and reproduction.
- Brains are computers. But their hardware and operational principles are very different to human-made computers.
- Computational neuroscience is a research field that tries to understand how the brain works from a computational point of view, using computational and mathematical methods.