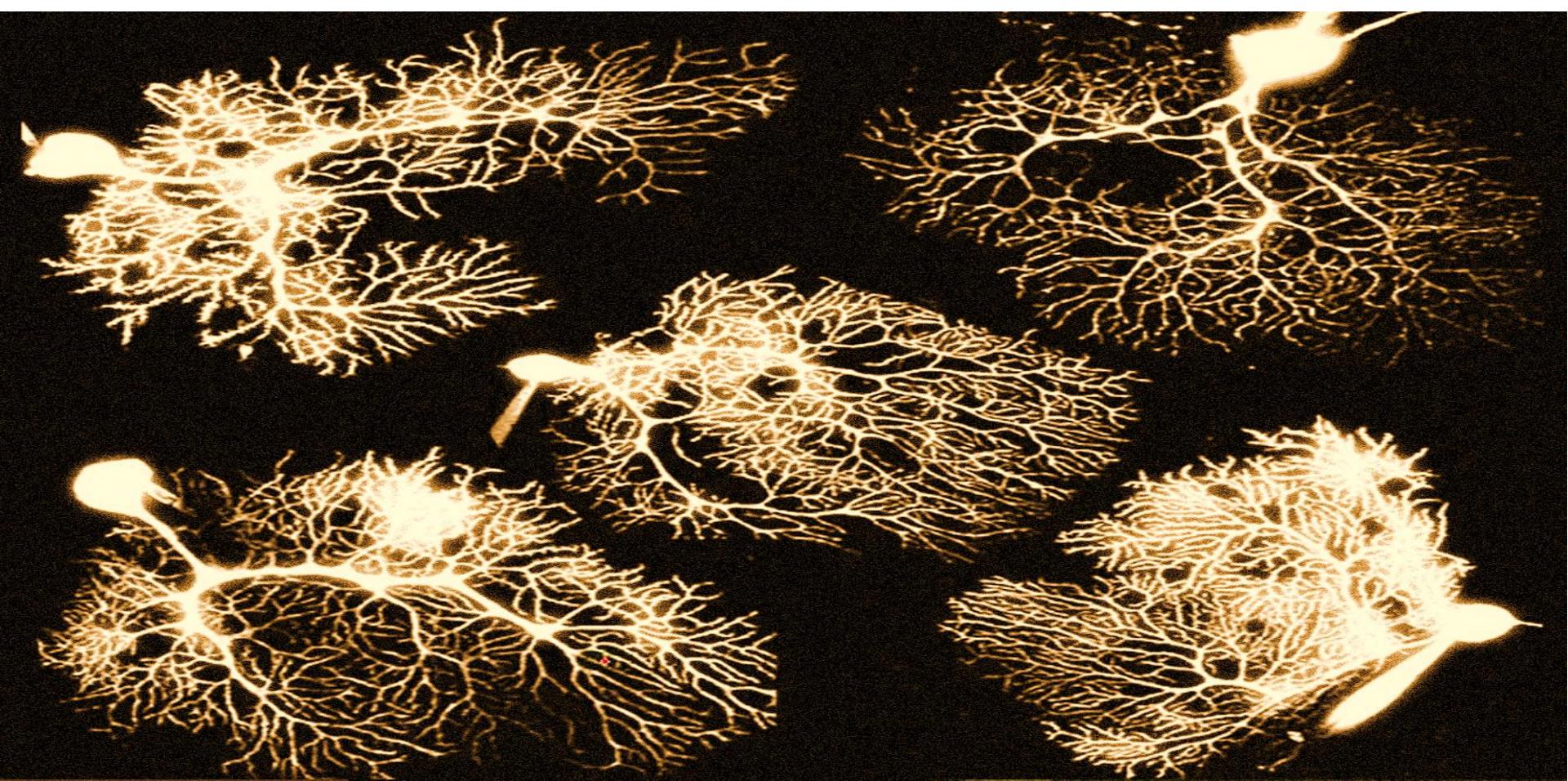


# Neuroscience of Learning, Memory, Cognition

## Part I: Neuronal Networks



1

Neuron Models

Set I

# Outline

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- Sensing & perception
- Neurons & spikes
- The Hodgkin-Huxley equation
- Modeling neuronal dynamics

Some slides credit:

- Adrienne Fairhall, Rajesh Rao, UW course material 2013-2017
- Wulfram Gerstner, EPFL course material 2018

Other credits as noted on slides

Cover slide drawing: Santiago Ramon Y Cajal

Textbooks:

- Peter Dayan & Larry Abbott “Theoretical Neuroscience”, 2005
- Wulfram Gerstner “Neuronal Dynamics”, 2014
- Eugene Izhikevich “Dynamical Systems in Neuroscience”, 2010

Reference book:

- Paul Miller “An Introductory Course in Computational Neuroscience”, 2018

# Outline

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- Sensing & perception
  - Neurons in the brain
  - Visual cortex & receptive fields
  - Vision & perception
- Neurons & spikes
  - Electrical personality of a neuron
  - Ionic channels
  - Action potential
- The Hodgkin-Huxley equation
  - The passive membrane
  - Voltage-gated channels
  - Anatomy of a spike
- Neuronal dynamics
  - Phase portrait models
  - Fixed points and their stability
  - Bifurcation (saddle-node / Hopf)
  - Simplified 2D models

# Neurons in The Brain

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# Neurons

Dendrites

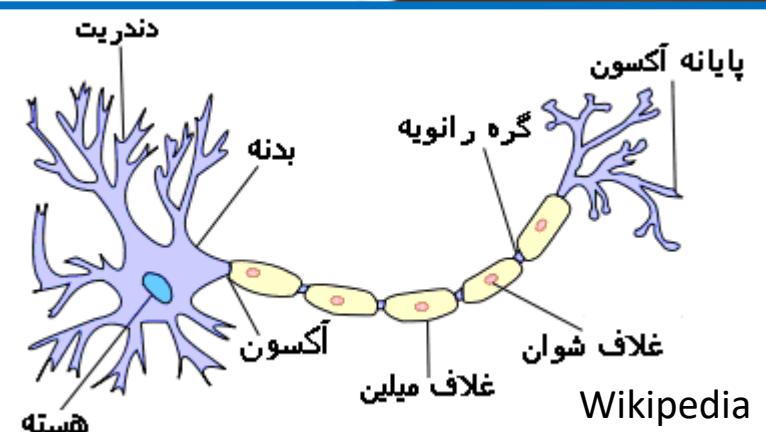


Soma /  
Cell Body



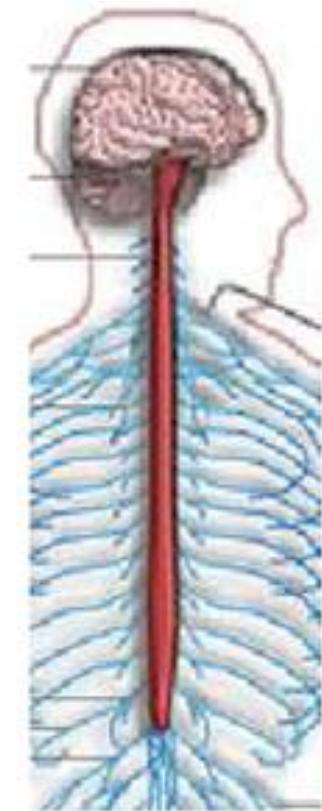
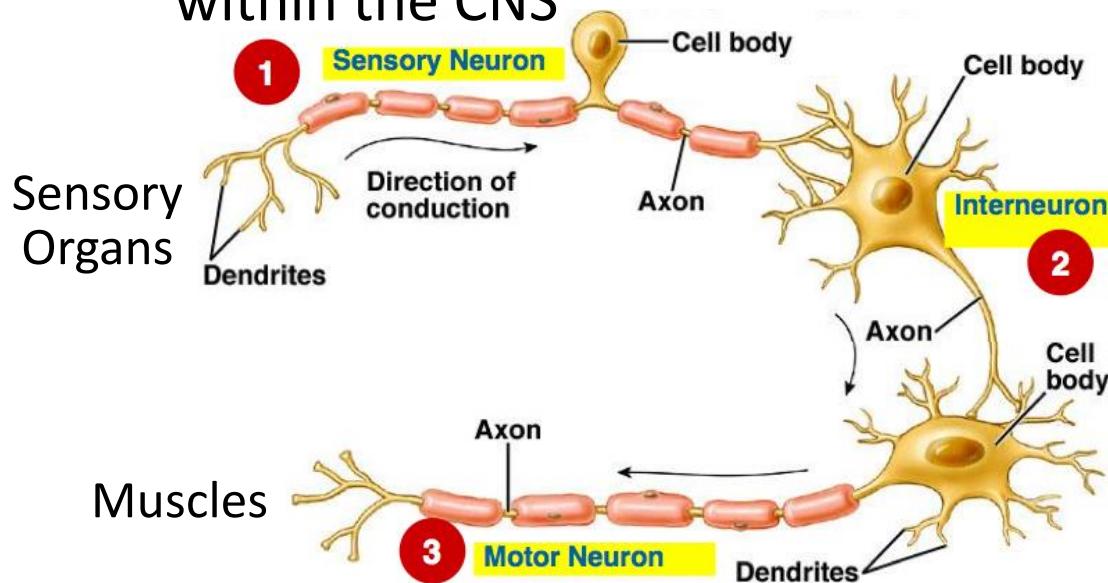
Axon

Axon  
Terminals



# Neurons

- Three types of neurons:
  - **Sensory neurons:** Send signals TO the CNS (Central Nervous System)
  - **Motor neurons:** Send signals AWAY from the CNS
  - **Interneurons:** Processing & transmission within the CNS



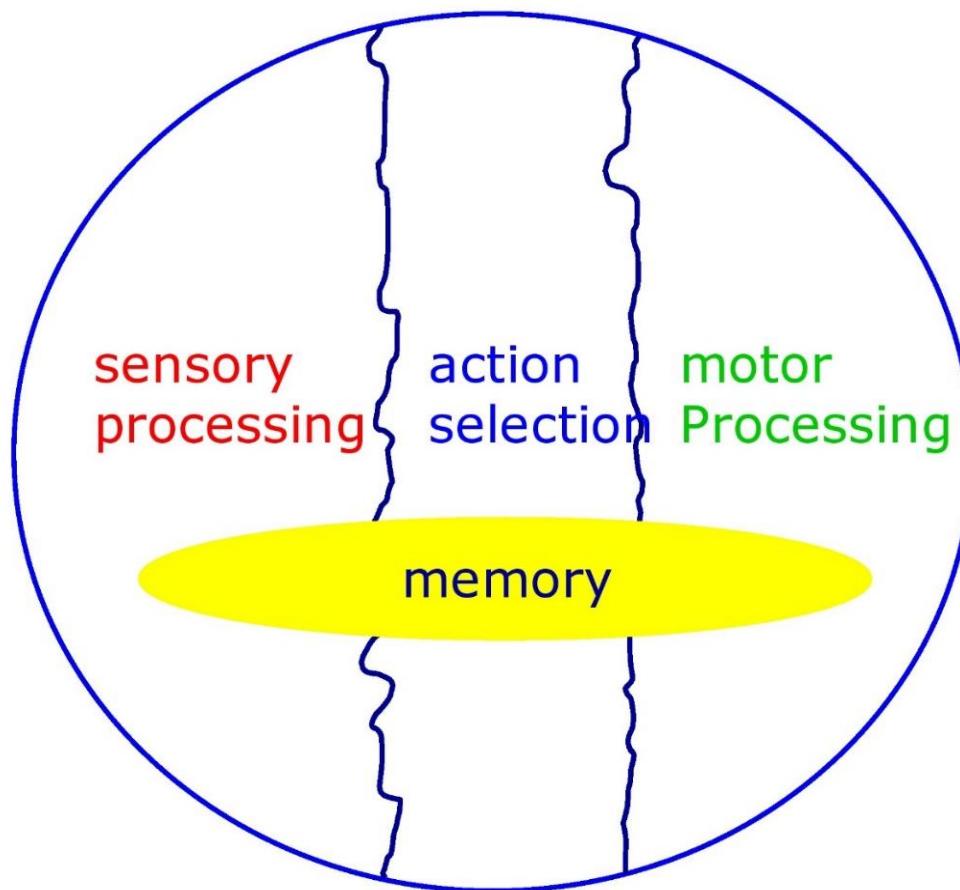
CNS

(Central Nervous System)  
= Brain + Spinal Cord

# The Brain

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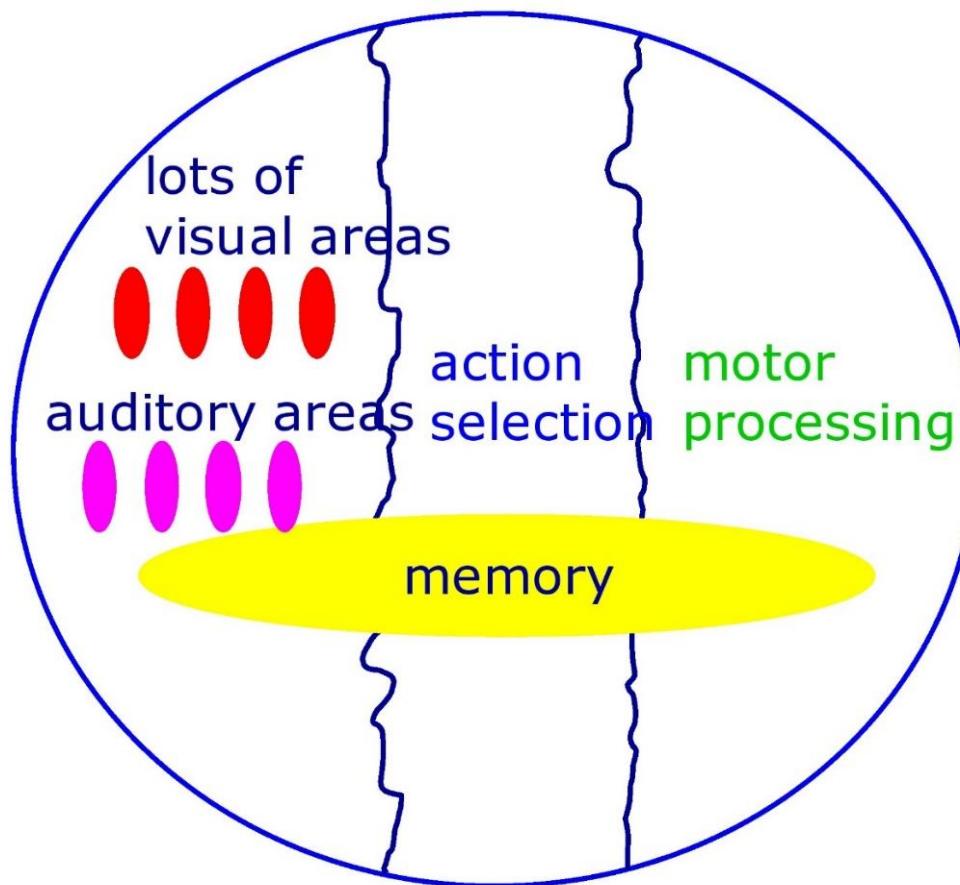
Structure at the macroscopic level



# The Brain

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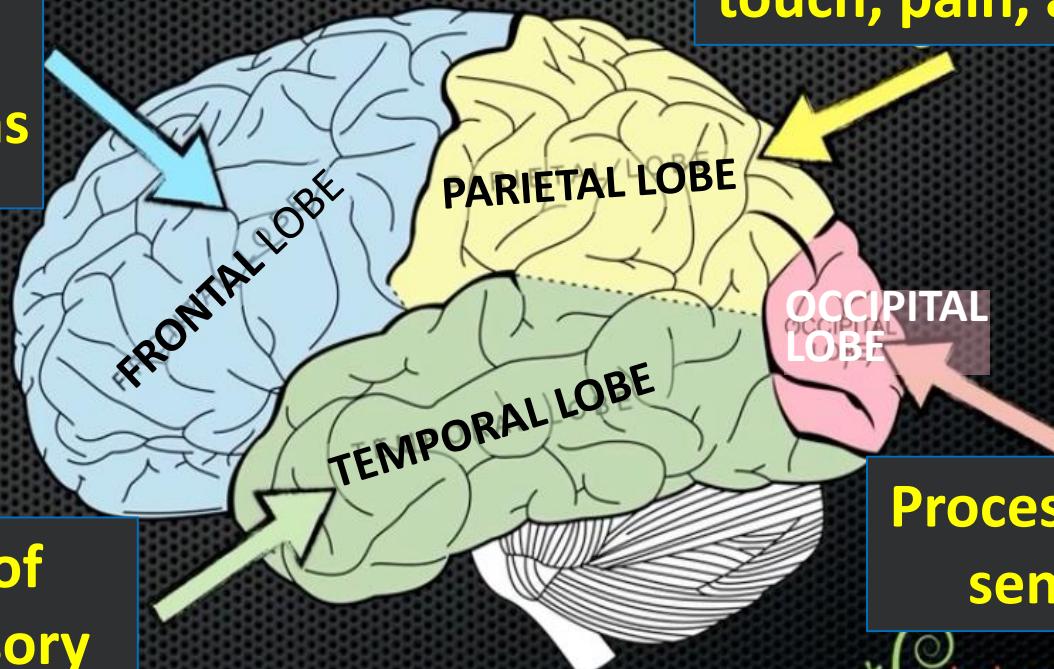
## Structure at the macroscopic level



# The Brain

## The 4 Lobes of the Cerebrum

Muscle movements,  
Motor skills,  
Cognitive functions

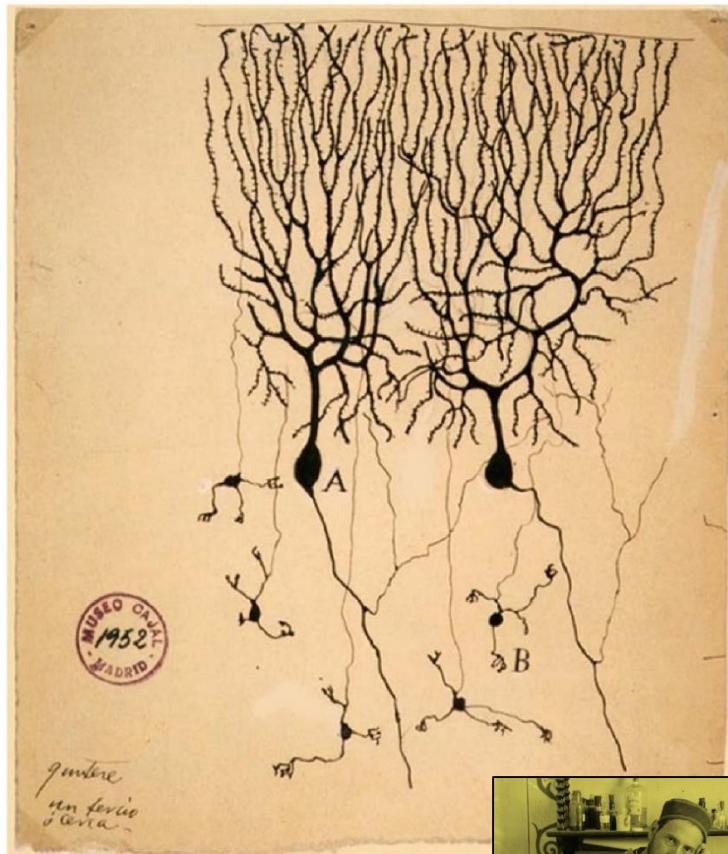
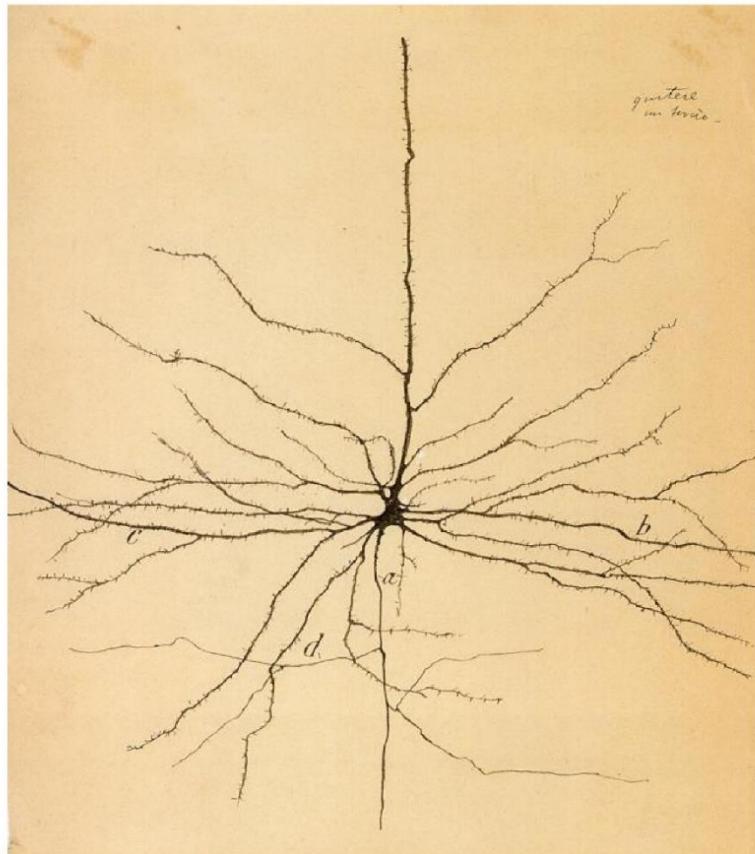


Processing of sensations of touch, pain, and pressure

Processing of auditory sensory input and language

Processing of visual sensory input

# Neurons in The Brain



17

Santiago Ramón y Cajal (drawn 1899)

How many neurons are in the human brain?

# Neurons in The Brain

---

## Brain (1.5 Kg)

$10^{11}$  neurons

$10^{14}$  connections  
(>1000 connections / neuron,  
for some up to 10,000 connections)

8 million Km of axons

## CPU

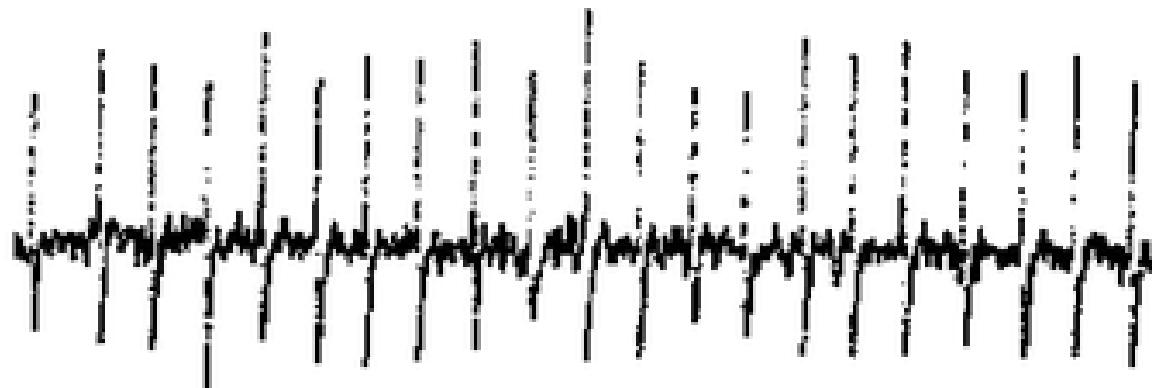
$10^9$  transistors

$10^9$  connections  
(few connections / transistor)

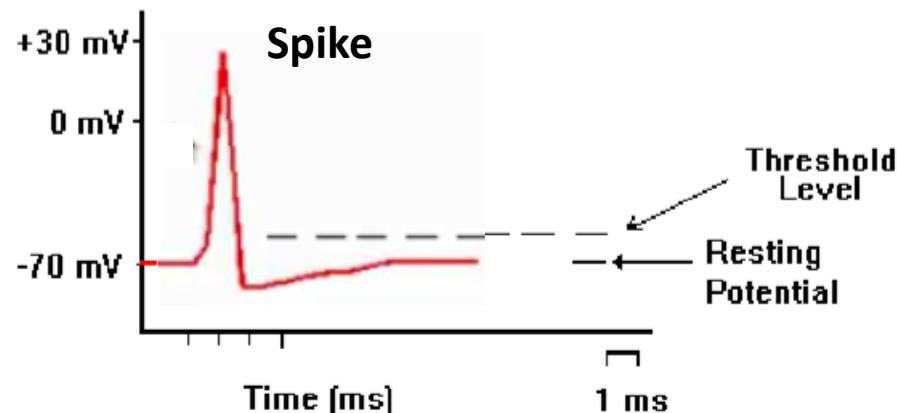
2 Km of wire

# Neurons in The Brain

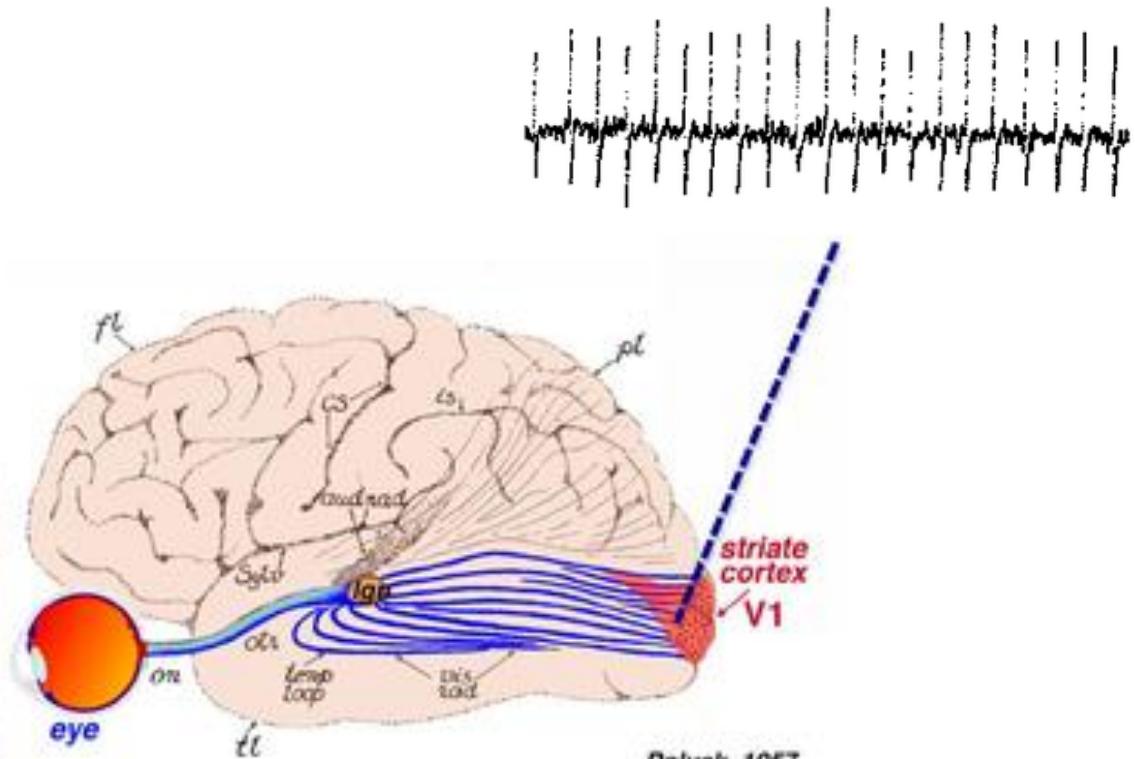
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**Spike (action potential):** Approximately 100 mV rise in voltage, lasting for approximately 1 msec



# Neurons in The Brain

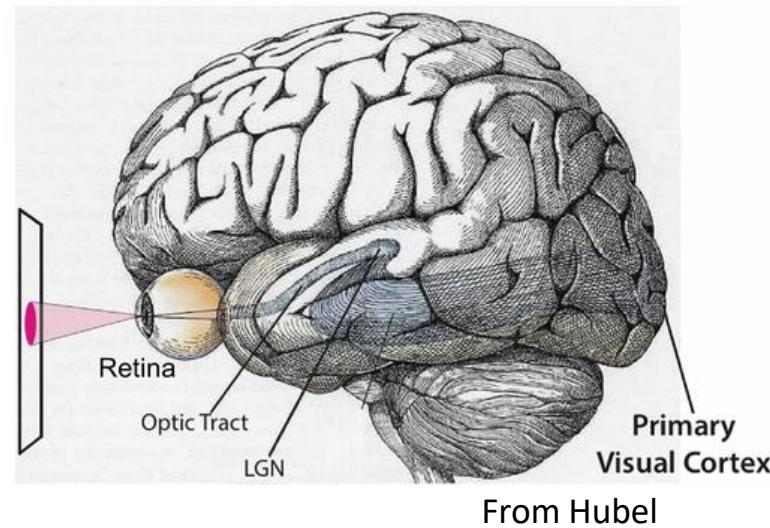
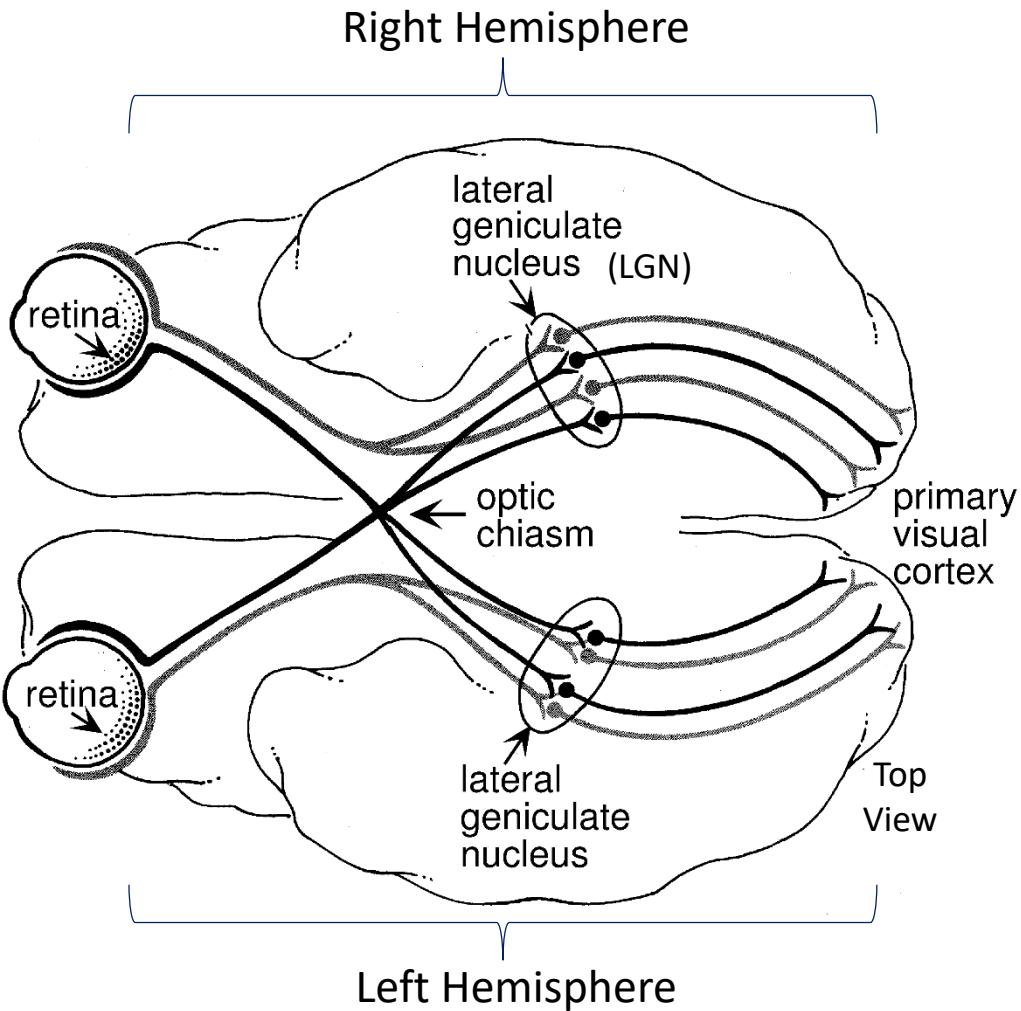


**Example:** Visual neurons spike in response to features or properties of images

# Visual Cortex & Receptive Fields

Receptive Fields  
Visual Cortex &

# The Visual System – Visual Data Pathways

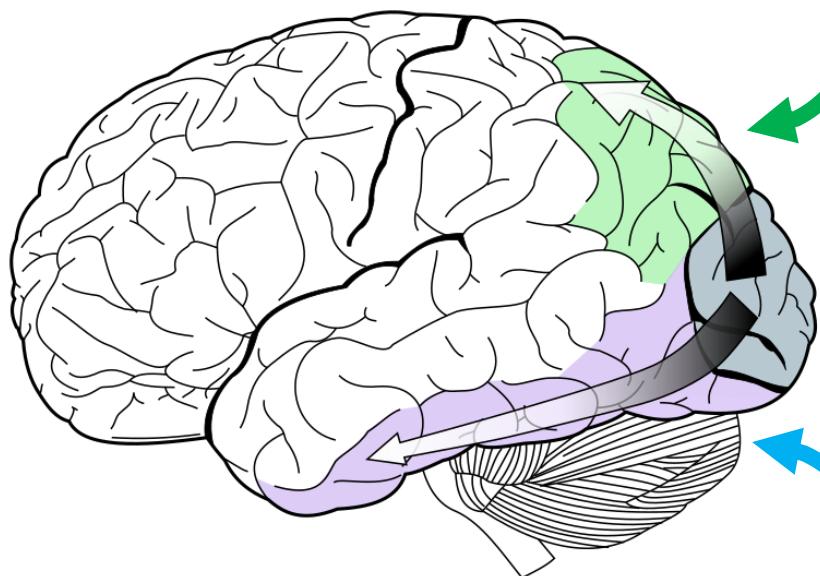


# The Visual System – Visual Processing Pathways

- V1 transmits information to two primary pathways, called the *ventral stream* and the *dorsal stream*

*Dorsal stream:*

*The “Where or How” Pathway*



- Motion
- Object locations
- Control of the eyes and arms  
(especially when visual information is used to guide saccades or reaching)

Primary visual  
cortex (V1)

*Ventral stream:*

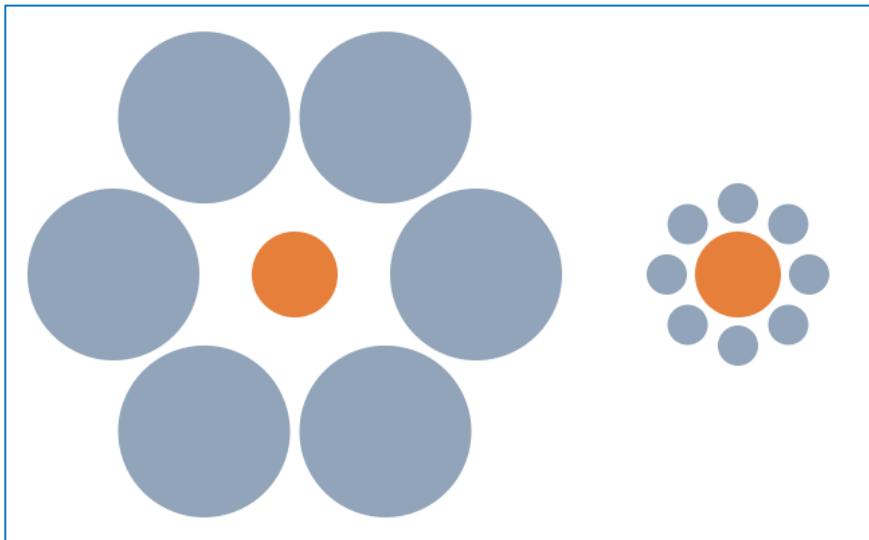
*The “What” Pathway*

- Form recognition
- Object representation

# The Visual System – Visual Processing Pathways

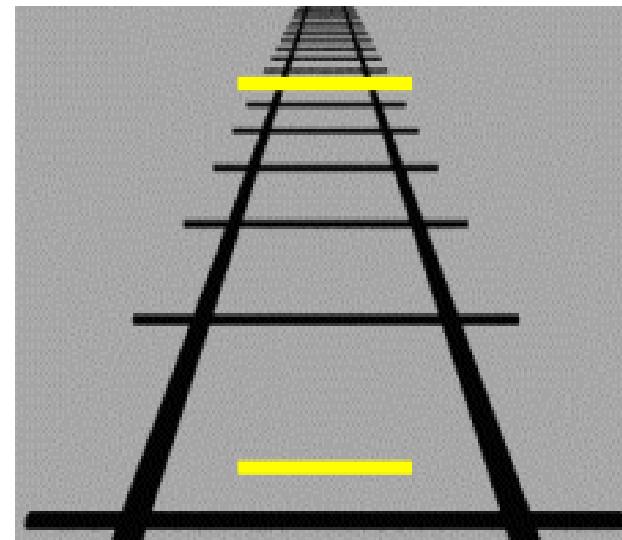
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- The **ventral stream** is critical for **visual perception** whereas the **dorsal stream** mediates the **visual control** of skilled actions
- Visual illusions distort judgements of a perceptual nature (*only ventral stream is involved*)
- But when we respond with an action, such as comparing or grasping, no confusion occurs (*when dorsal stream gets involved*)



Ebbinghaus illusion

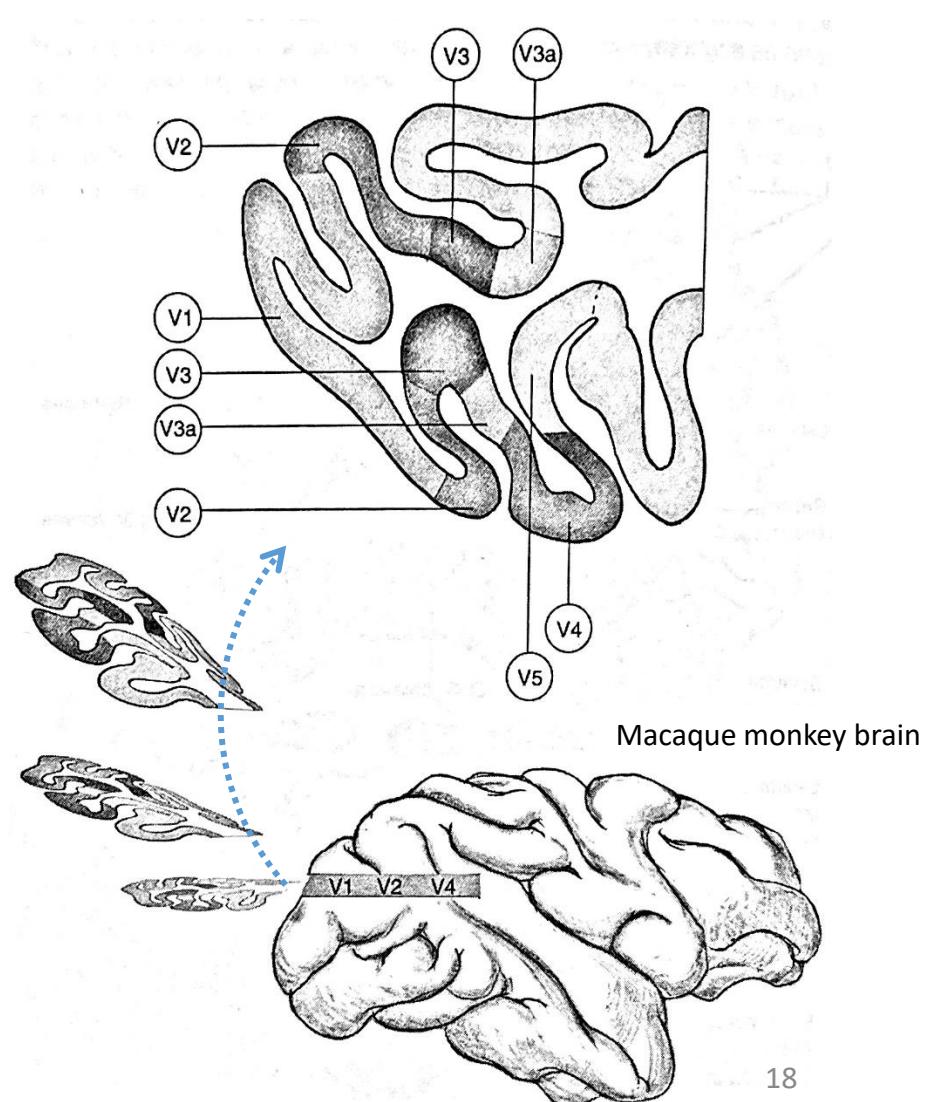
Wikipedia Commons



Ponzo illusion

# The Visual Cortex – Processing Layers

- Cells in V1, V2, V3 respond to light ON and OFF, and to lines at particular orientations  
(as we shall see next)
- Cells in V4 respond to specific colors
- Cells in V5 respond to objects moving in particular directions



# Receptive Fields

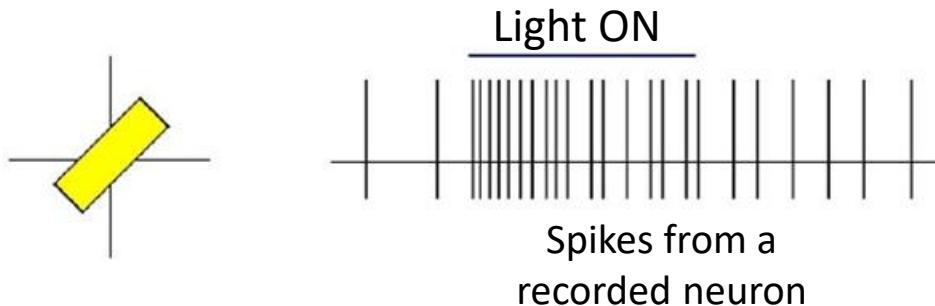
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## Definition:

- *Specific properties* of a sensory stimulus that generate a strong response from the cell

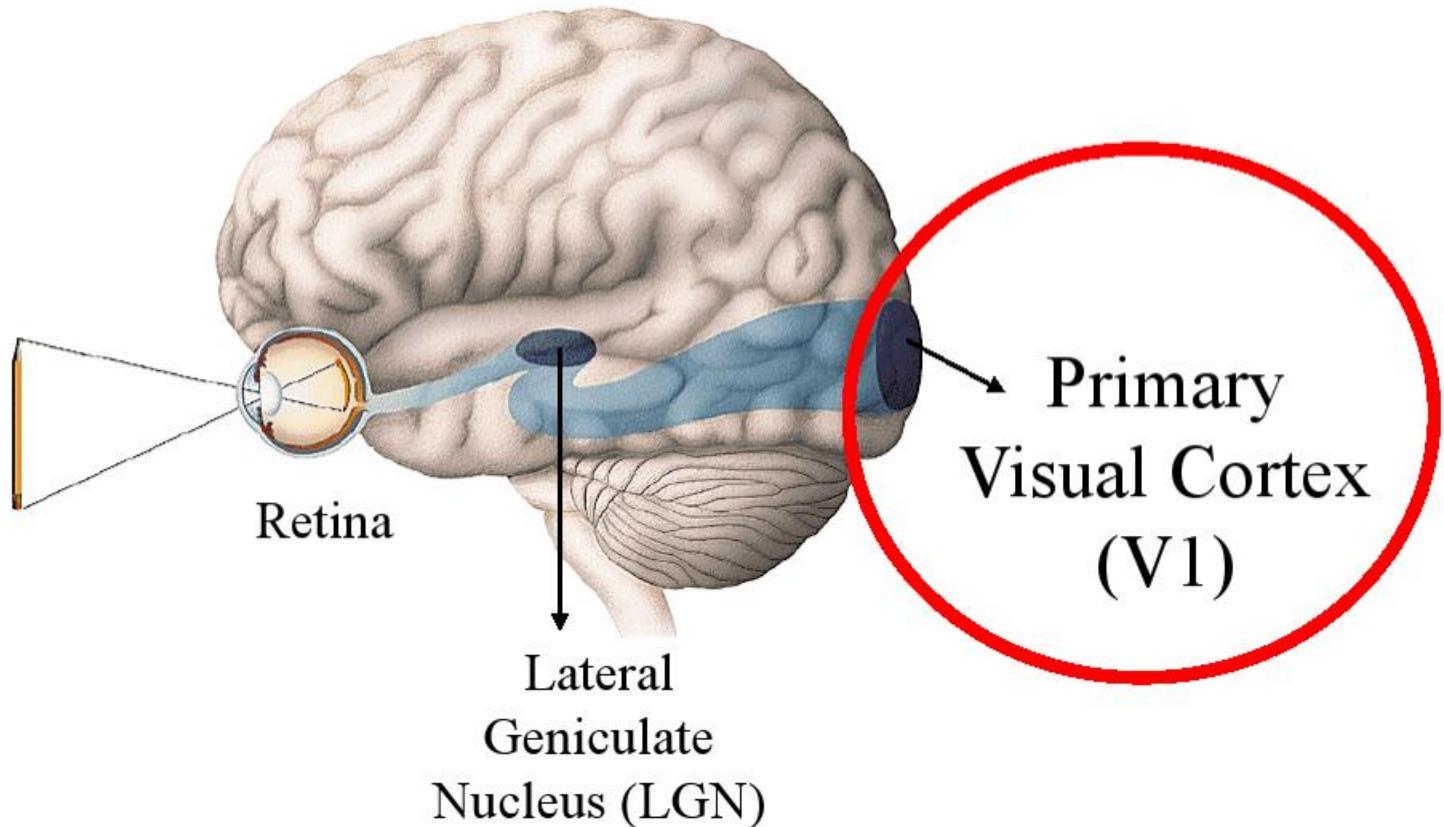
## Example:

- A neuron in primary visual cortex turns on when a bar of light at a certain *orientation* and *location* is in the field of view



# Receptive Fields – Visual Cortex V1

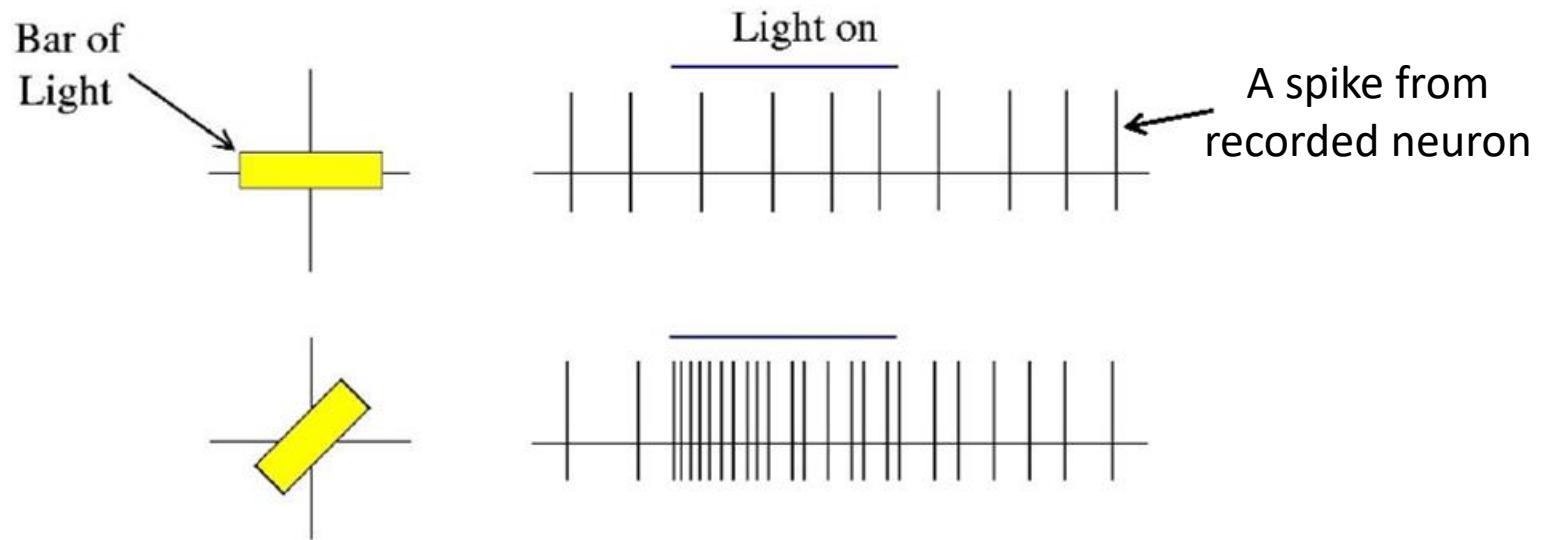
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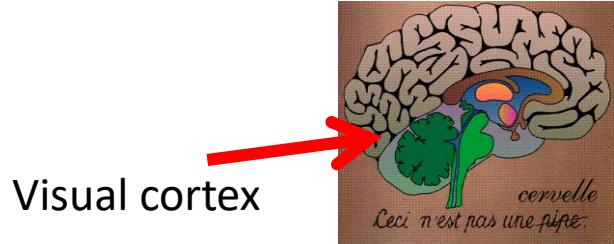
Let's look at receptive fields in V1

# Receptive Fields – Visual Cortex V1

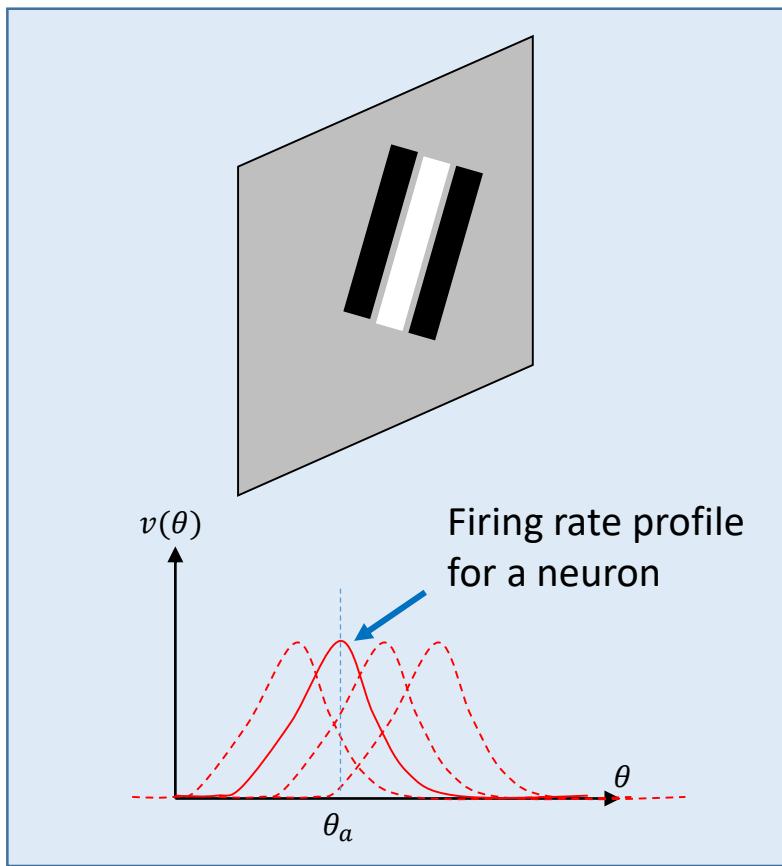
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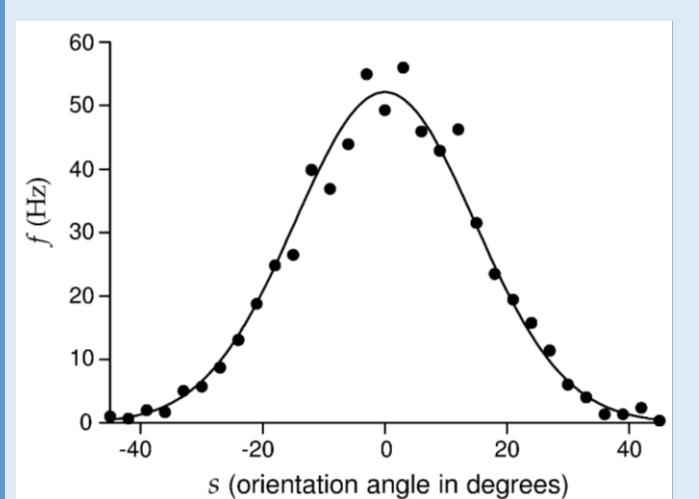
# Receptive Fields – Visual Cortex V1



Visual cortex



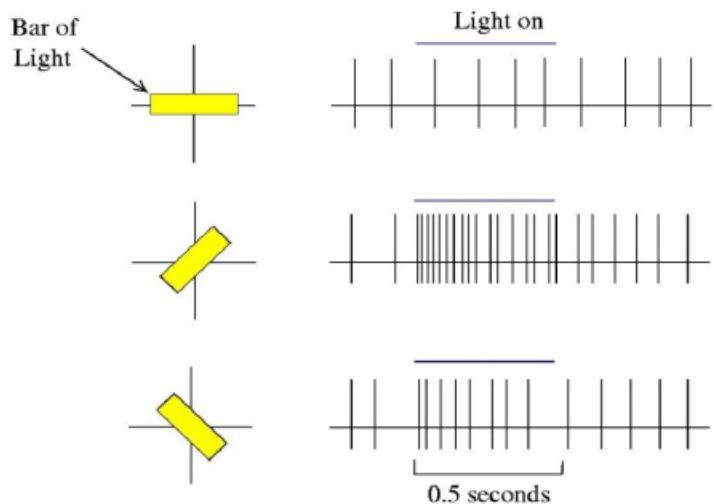
Tuning Curve



Spike rate vs orientation angle  
(primary visual cortex of monkey)

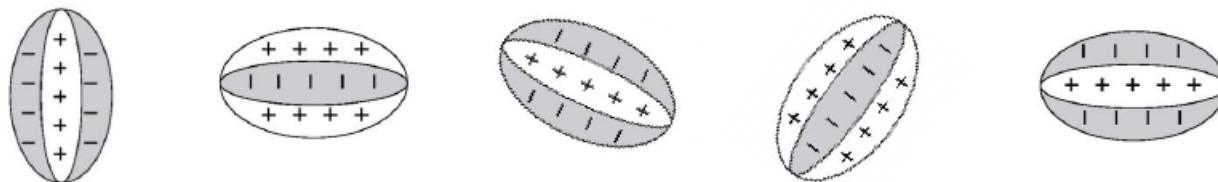
# Receptive Fields – Visual Cortex V1

## Orientation Preference

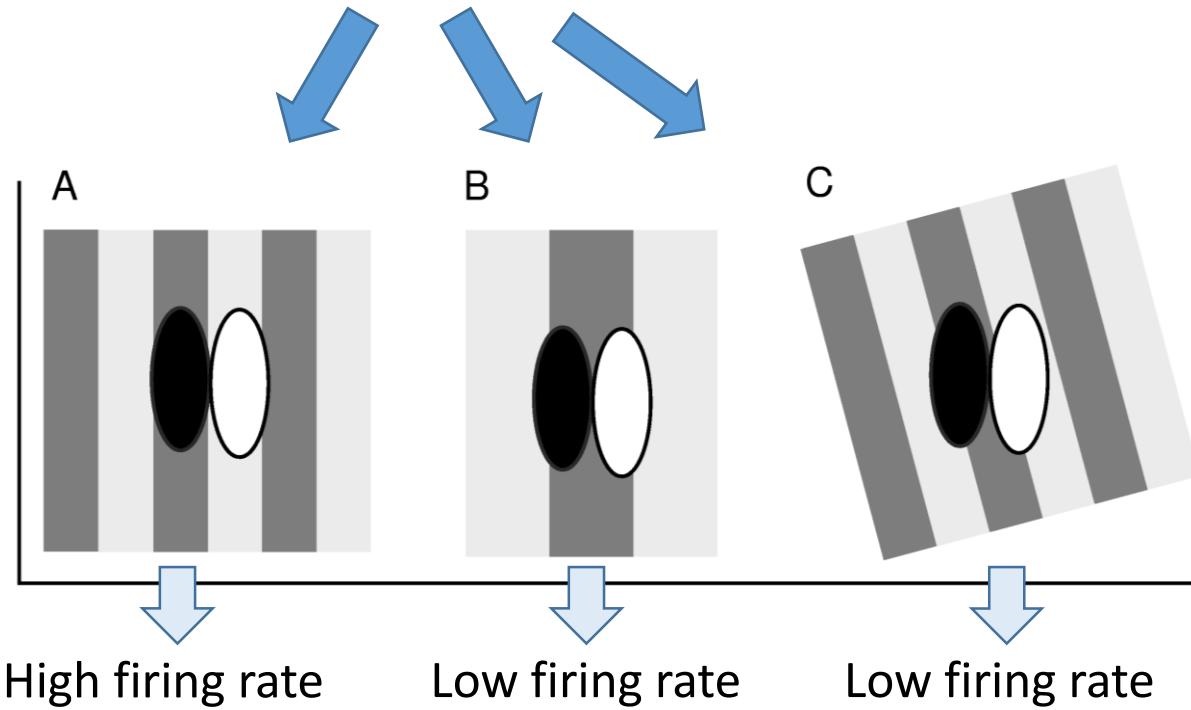
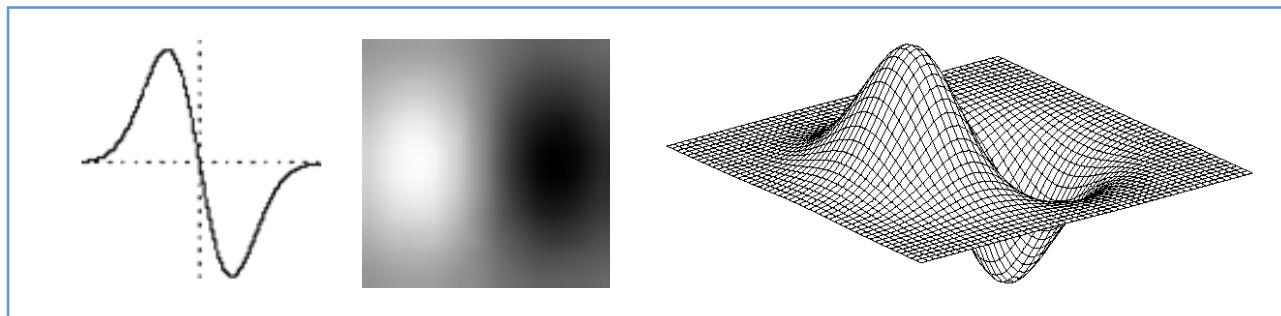


Oriented  
receptive field  
of a neuron in  
primary visual  
cortex (V1)

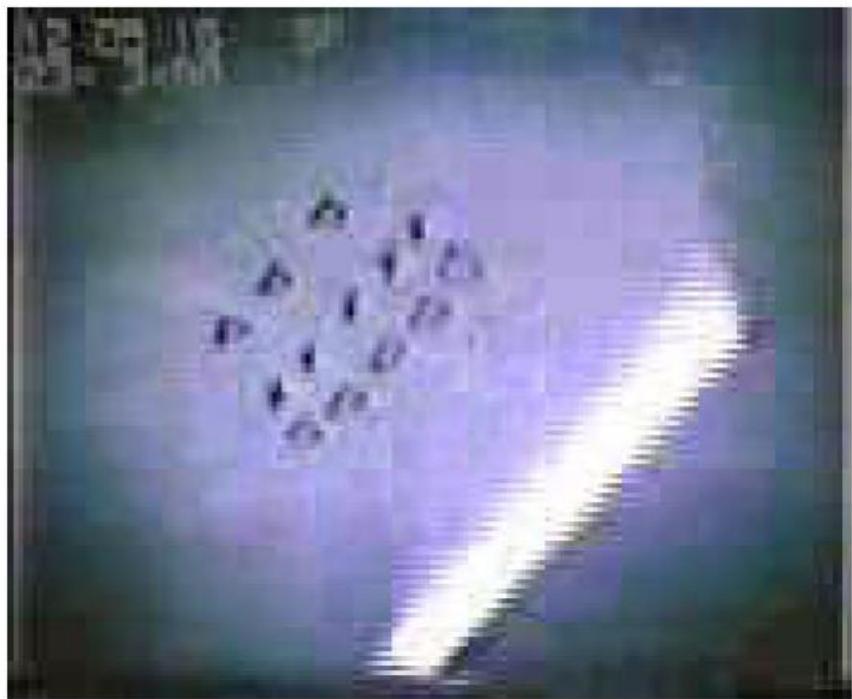
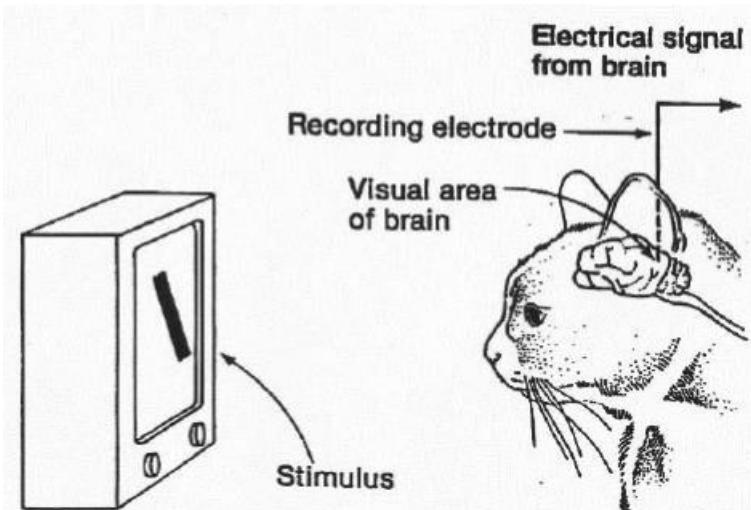
Other examples of oriented receptive fields



# Receptive Fields – Visual Cortex V1



# Receptive Fields – Visual Cortex V1

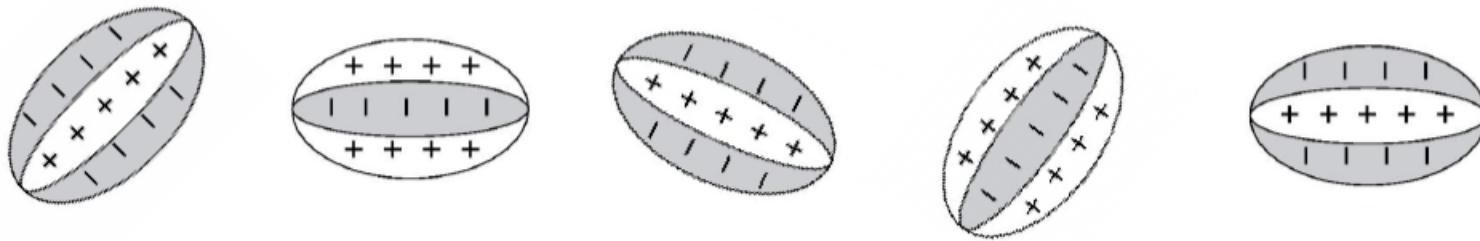


(Hubel and Wiesel, c. 1965)

# Interpretive Models of Receptive Fields – V1

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- ◆ **The Question:** *Why* are receptive fields in V1 shaped in this way?



What are the **computational advantages** of such receptive fields?

Let's look at one particular **interpretive** model of receptive fields

# Interpretive Models of Receptive Fields – V1

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- ♦ Efficient Coding Hypothesis: Suppose the goal is to *represent images as faithfully and efficiently as possible* using neurons with receptive fields  $\mathbf{RF}_1, \mathbf{RF}_2$ , etc.

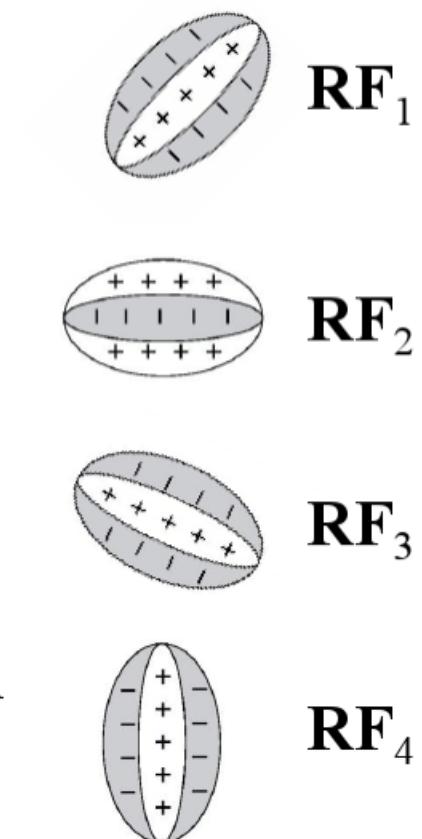
- ♦ Given image  $\mathbf{I}$ , we can **reconstruct**  $\mathbf{I}$  using neural responses  $r_1, r_2 \dots$ :

$$\hat{\mathbf{I}} = \sum_i \mathbf{RF}_i r_i$$

- ♦ *Idea:* What are the  $\mathbf{RF}_i$  that **minimize** the total squared pixelwise **errors** between  $\mathbf{I}$  and  $\hat{\mathbf{I}}$  and are as **independent** as possible?

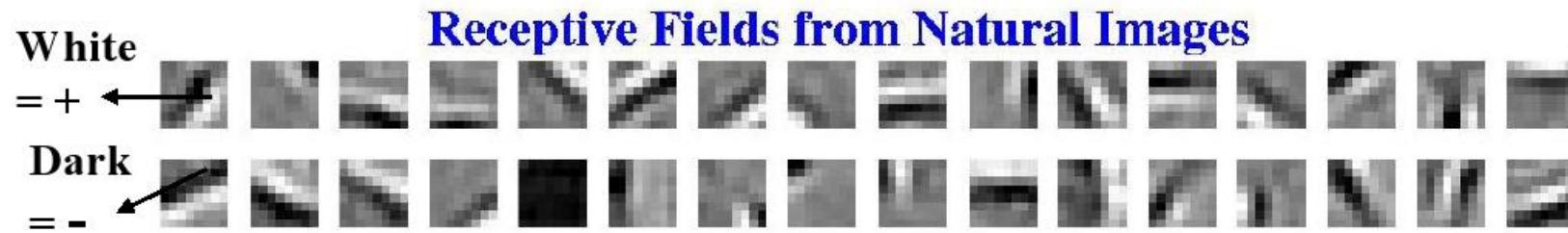


We also want **efficiency**, i.e. not all the neurons fire at the same time all the time

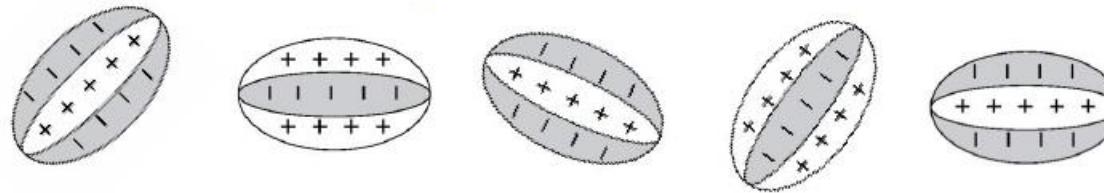


# Interpretive Models of Receptive Fields – V1

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**Receptive Fields in V1**



**Conclusion:** The brain may be trying to find faithful and efficient representations of an animal's natural environment

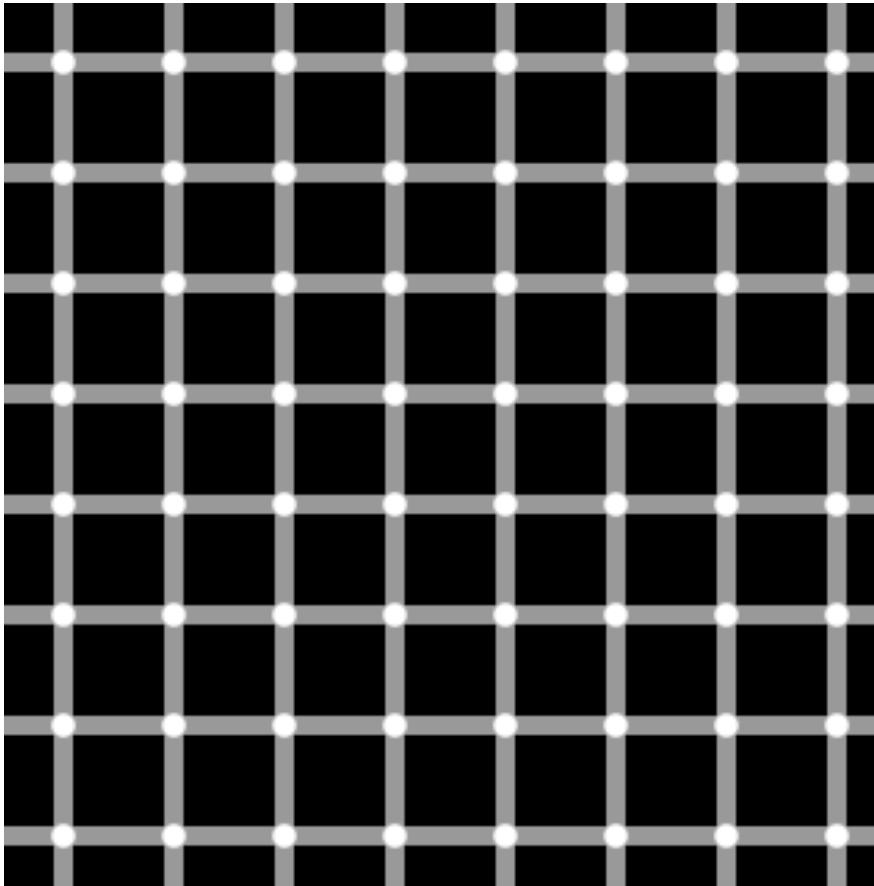
We will develop a model based on these criteria and find that its optimal solutions are the set of oriented gradients

# Vision & Perception

Vision & Perception

# Visual Perception – Grid Illusion

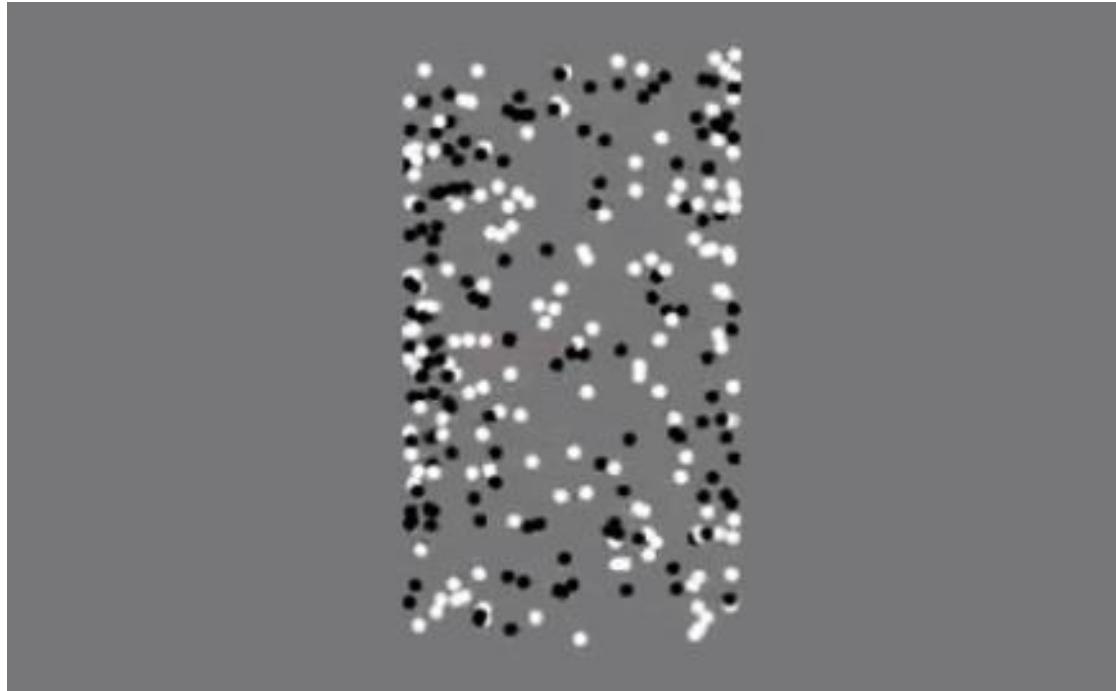
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- Neurons in visual cortex (and in retina) can inhibit each other and cause illusions that appear as inverse activity

# Visual Perception – Rotating Dots Illusion

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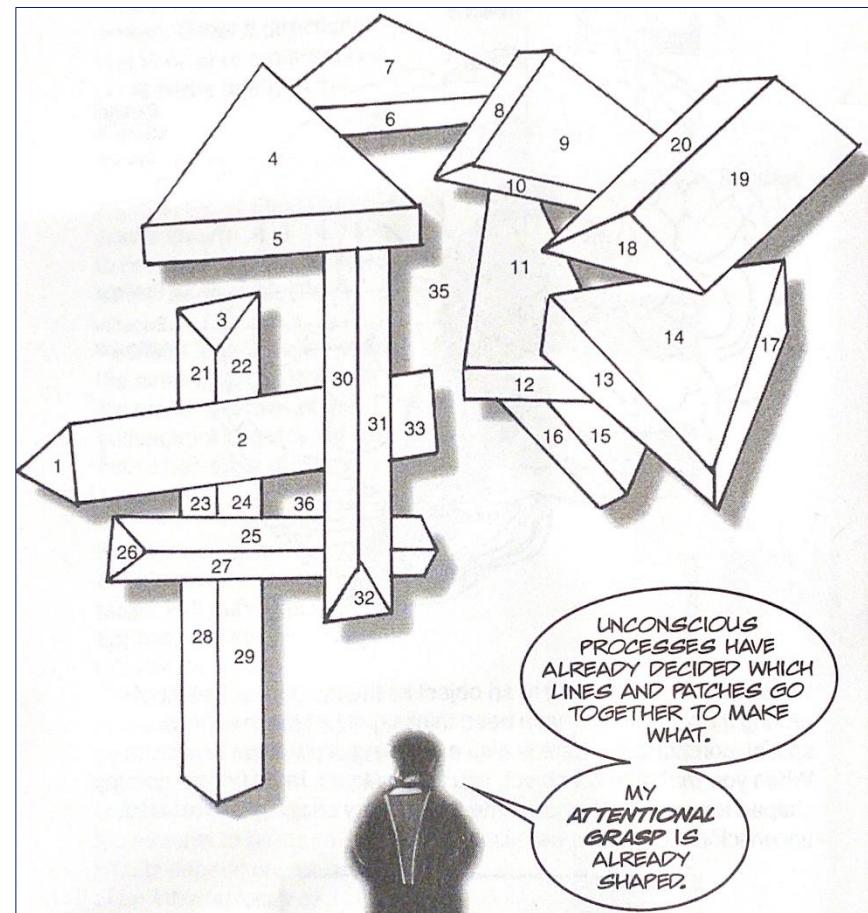
<https://www.youtube.com/watch?v=uqQLUdqXcnE>

# Visual Perception – Seeing in 3D

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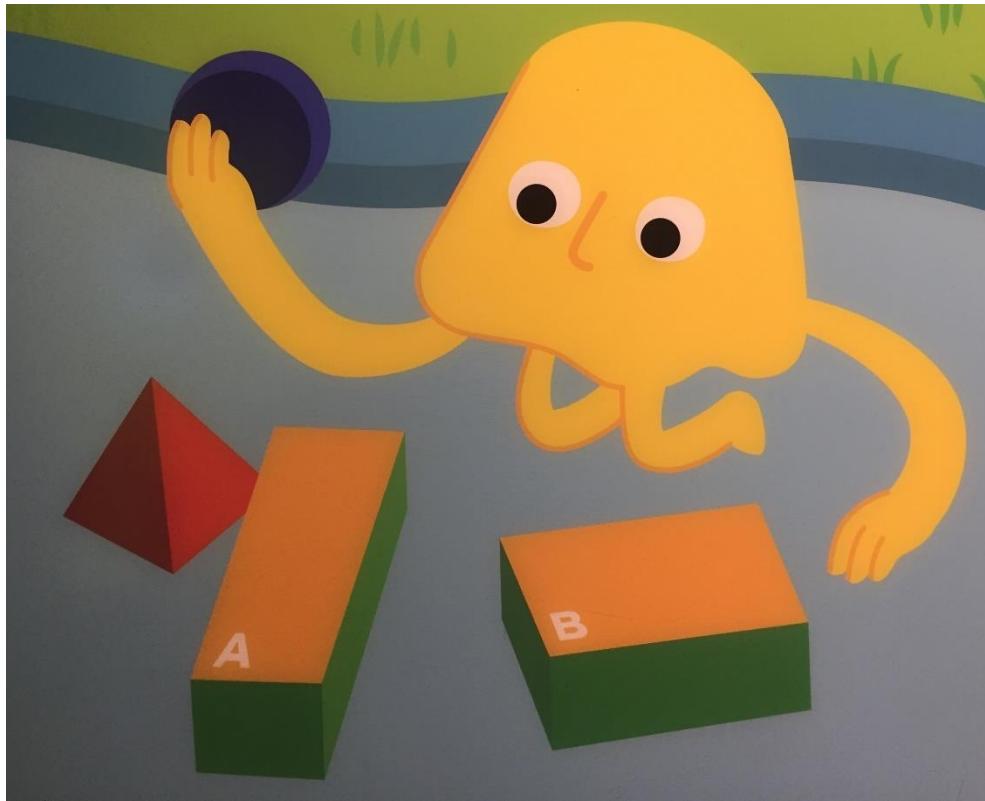
## Example:

- Here, we do not see a set of touching lines and gray patches, but see individual 3D shapes
- In visual attention:
  - We “see” an object which unconscious processes have “prepared” for us to see
- Let’s see how this 3D perception can be used to create an illusion



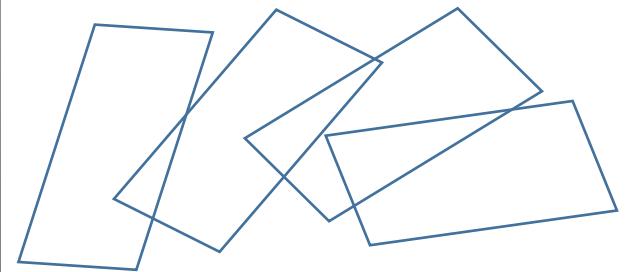
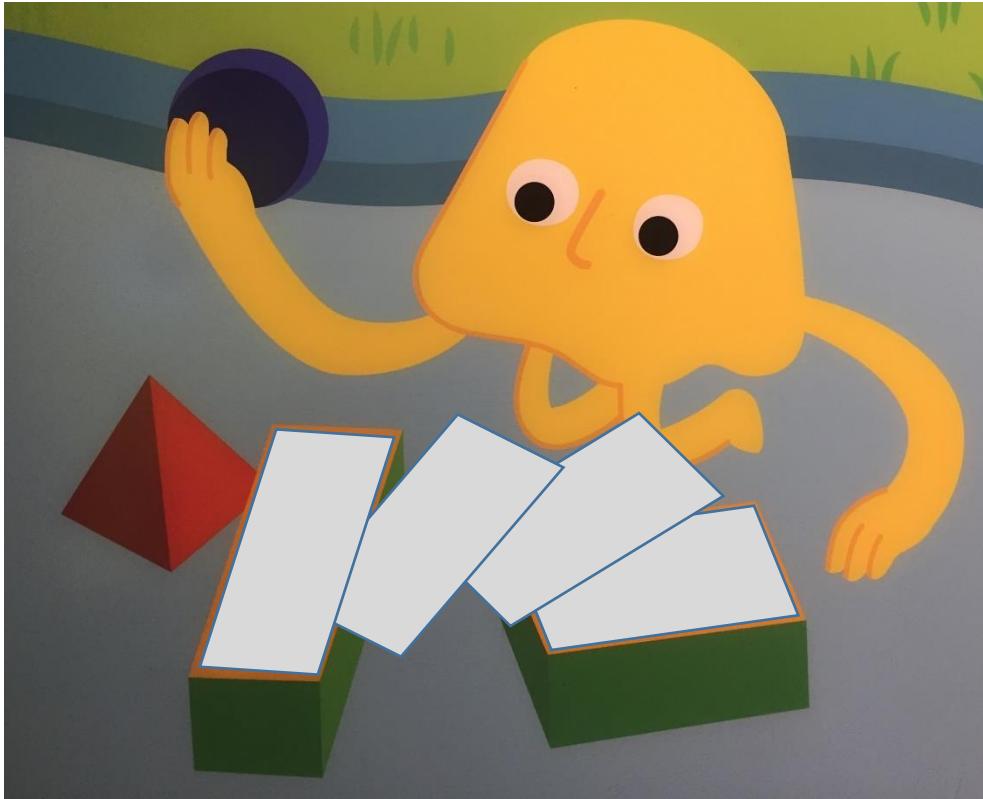
# Visual Perception – Seeing in 3D

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# Visual Perception – Seeing in 3D

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# Visual Perception – Color Contrast

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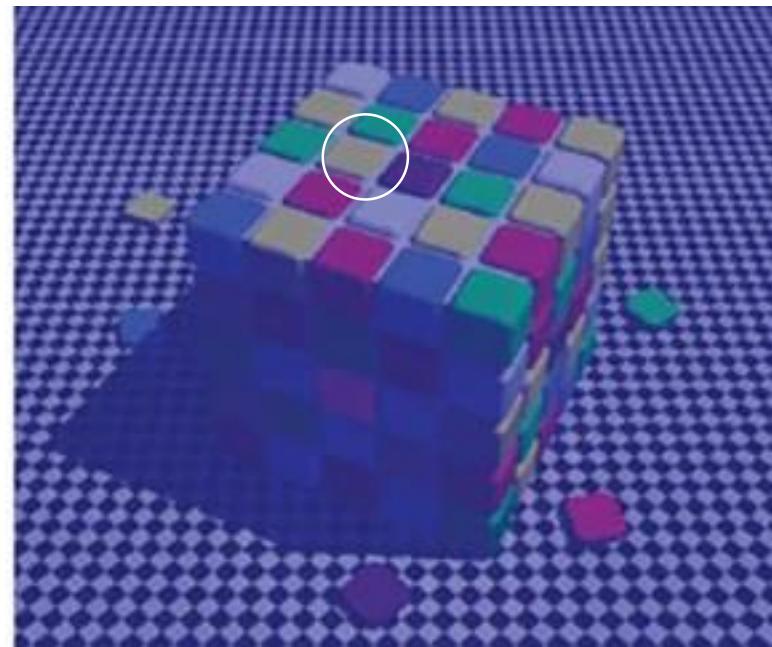
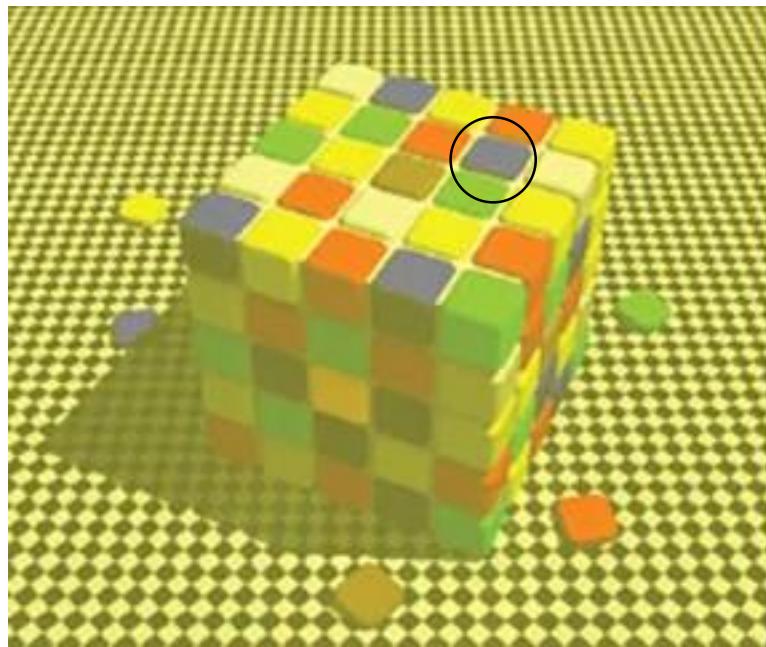
- Local contrast may make us perceive colors differently



# Visual Perception – Color Context

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- Equal colors may look different because of context

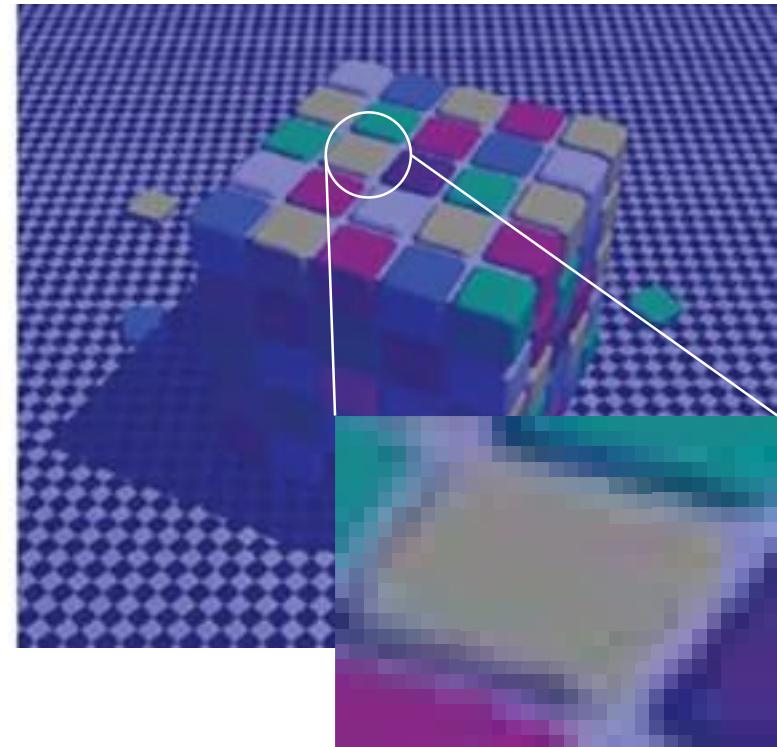
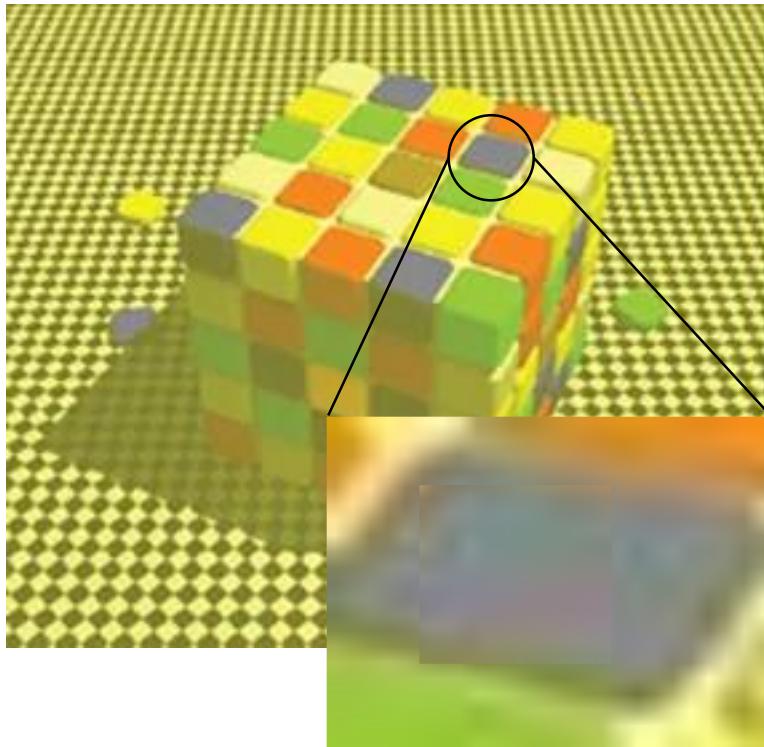


- Blue chips on the top of left cube and the yellow chips on the top of the right cube are identical and are plain gray
- Let's check this!

# Visual Perception – Color Context

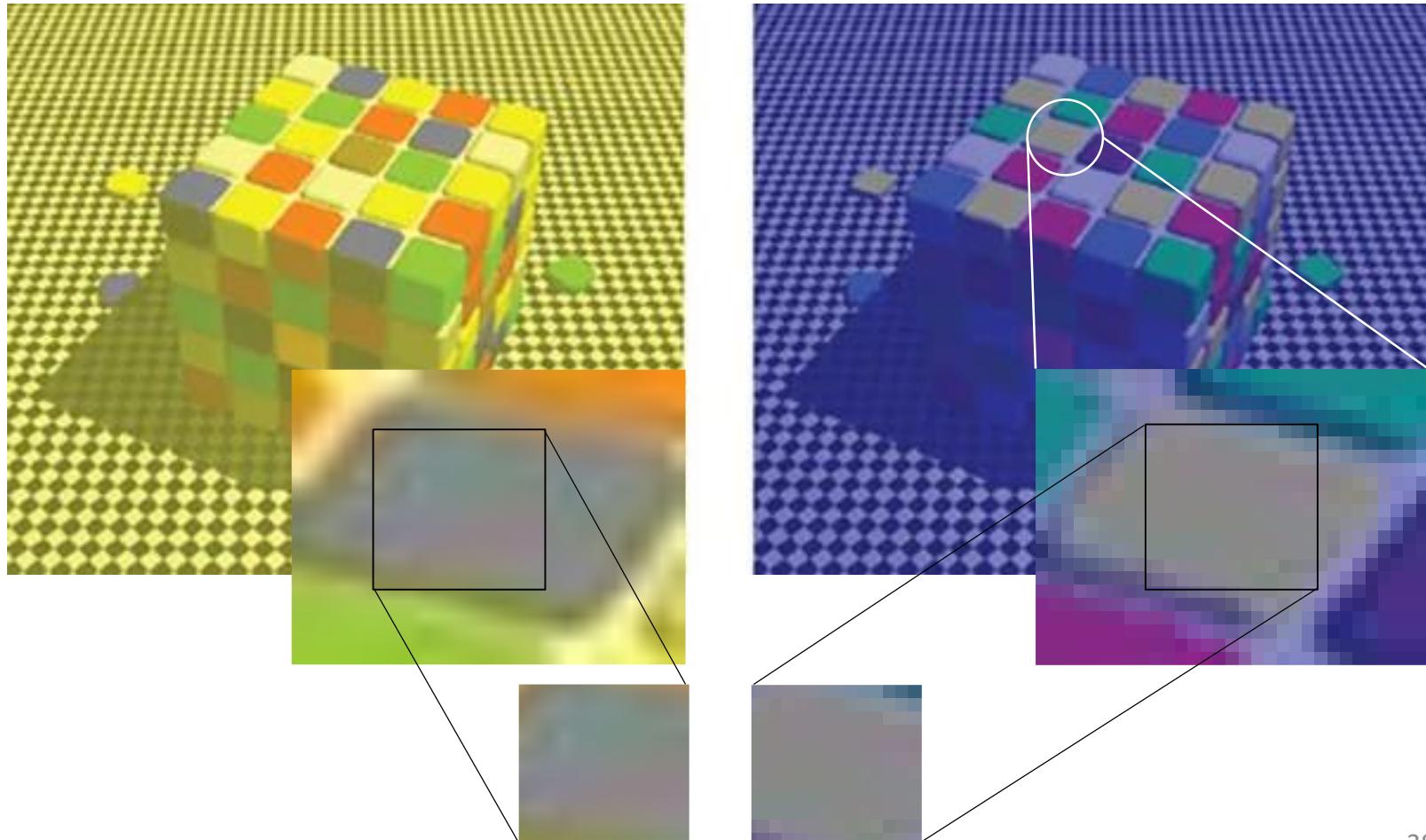
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- Equal colors may look different because of context



# Visual Perception – Color Context

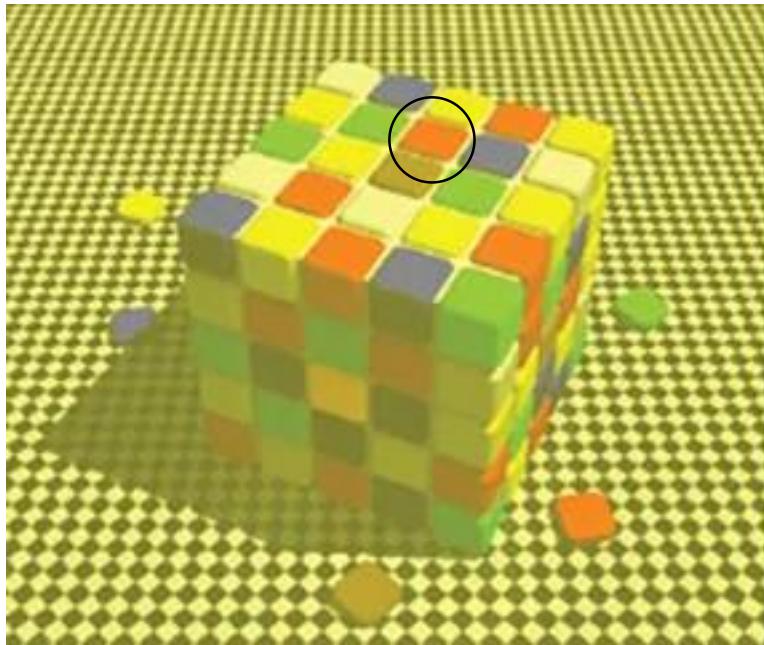
- Equal colors may look different because of context



# Visual Perception – Color Context

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- Different colors may look similar because of context

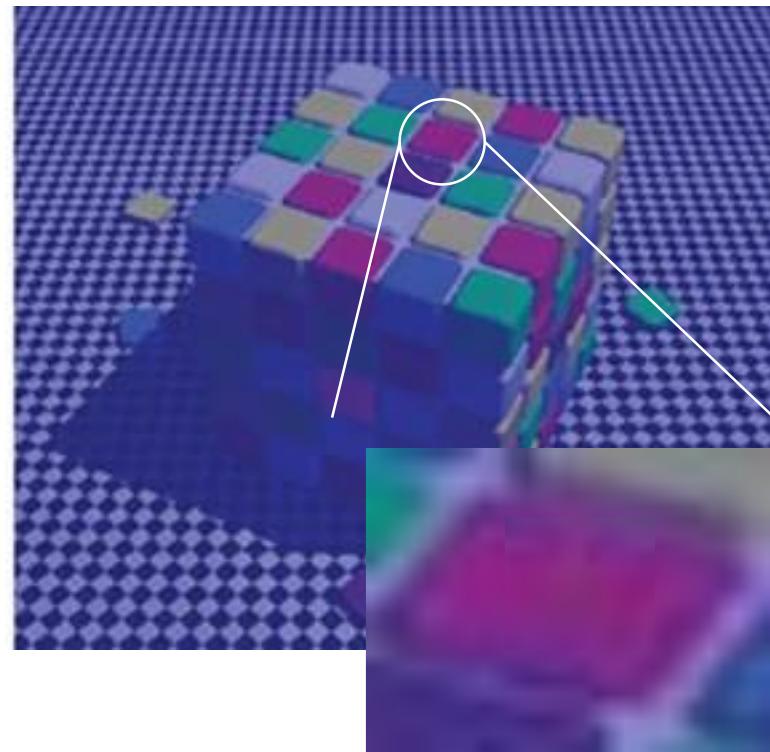
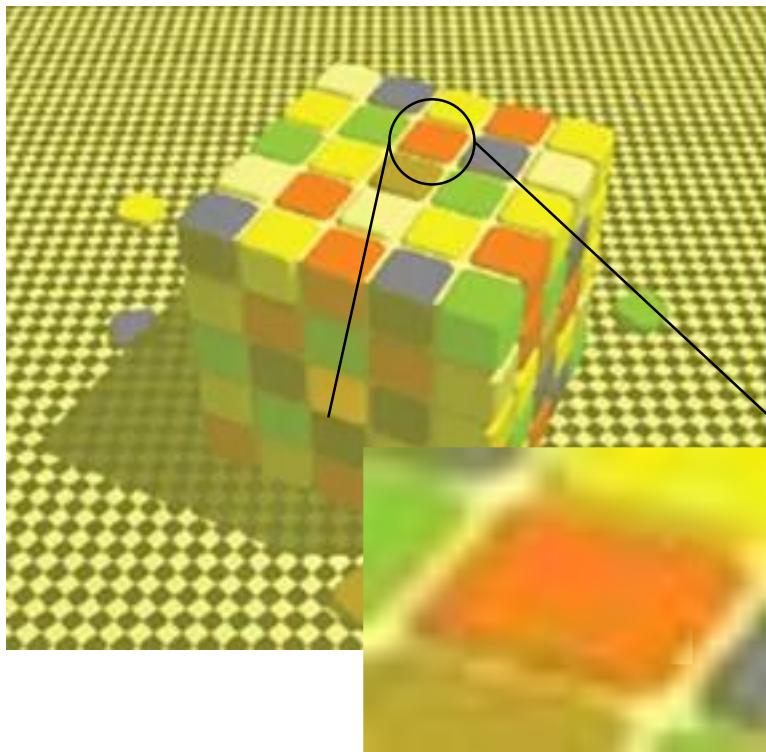


- Red chips on the left and right cubes are not identical colors  
➤ Let's check this!

# Visual Perception – Color Context

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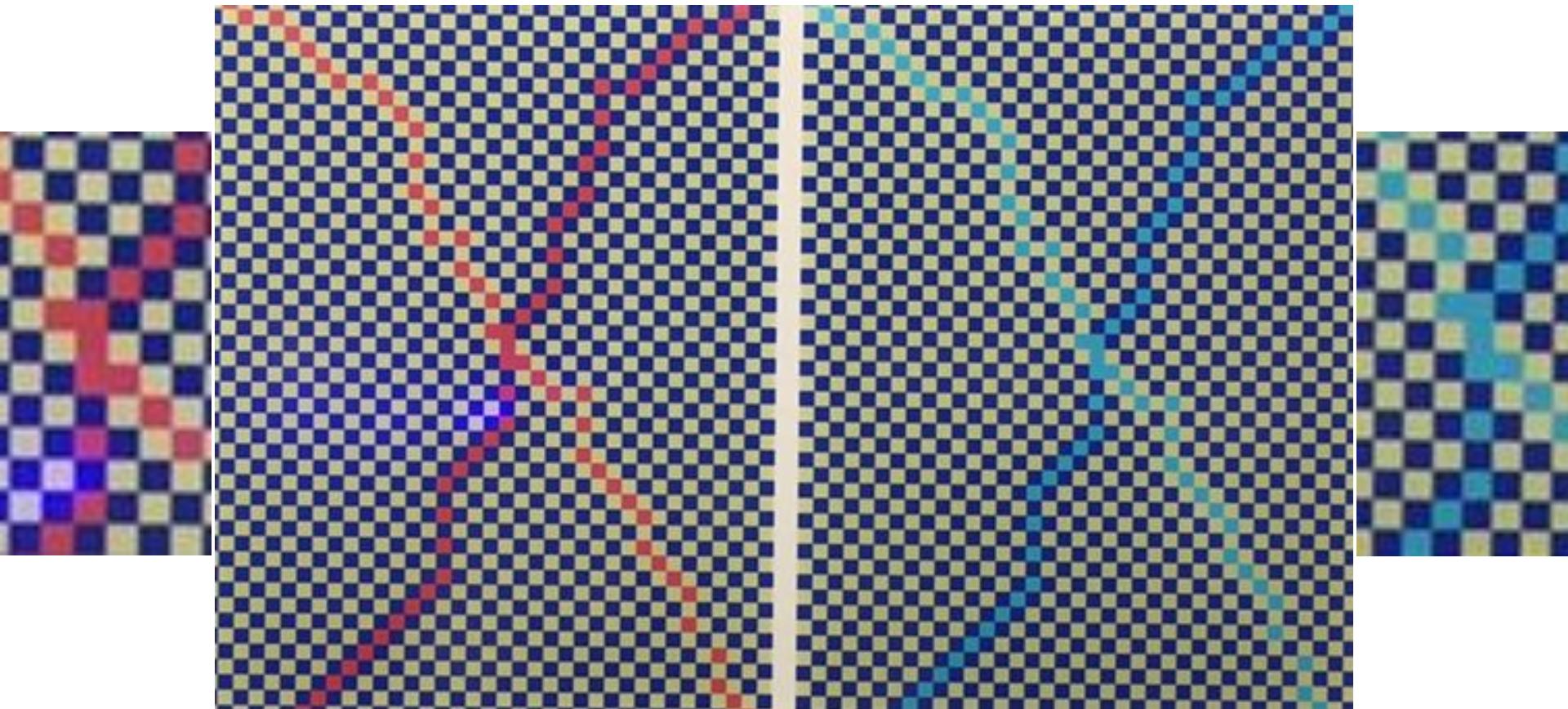
- Different colors may look similar because of context



# Visual Perception – Local Contrast

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- Local contrasts *tunes* the perception of the same color



# Visual Perception – The Dress Illusion

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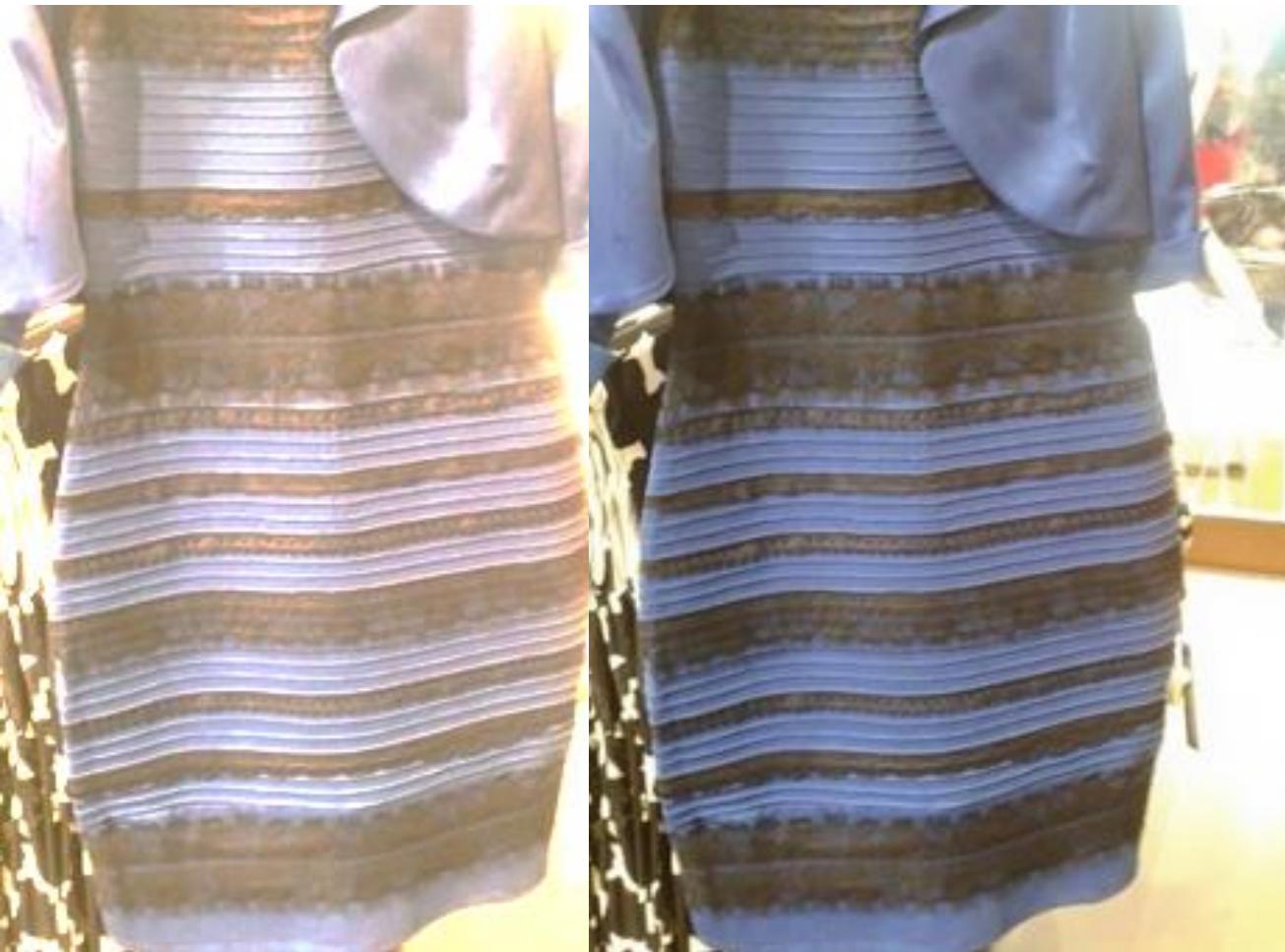
- What colors are here in this dress?



# Visual Perception – The Dress Illusion

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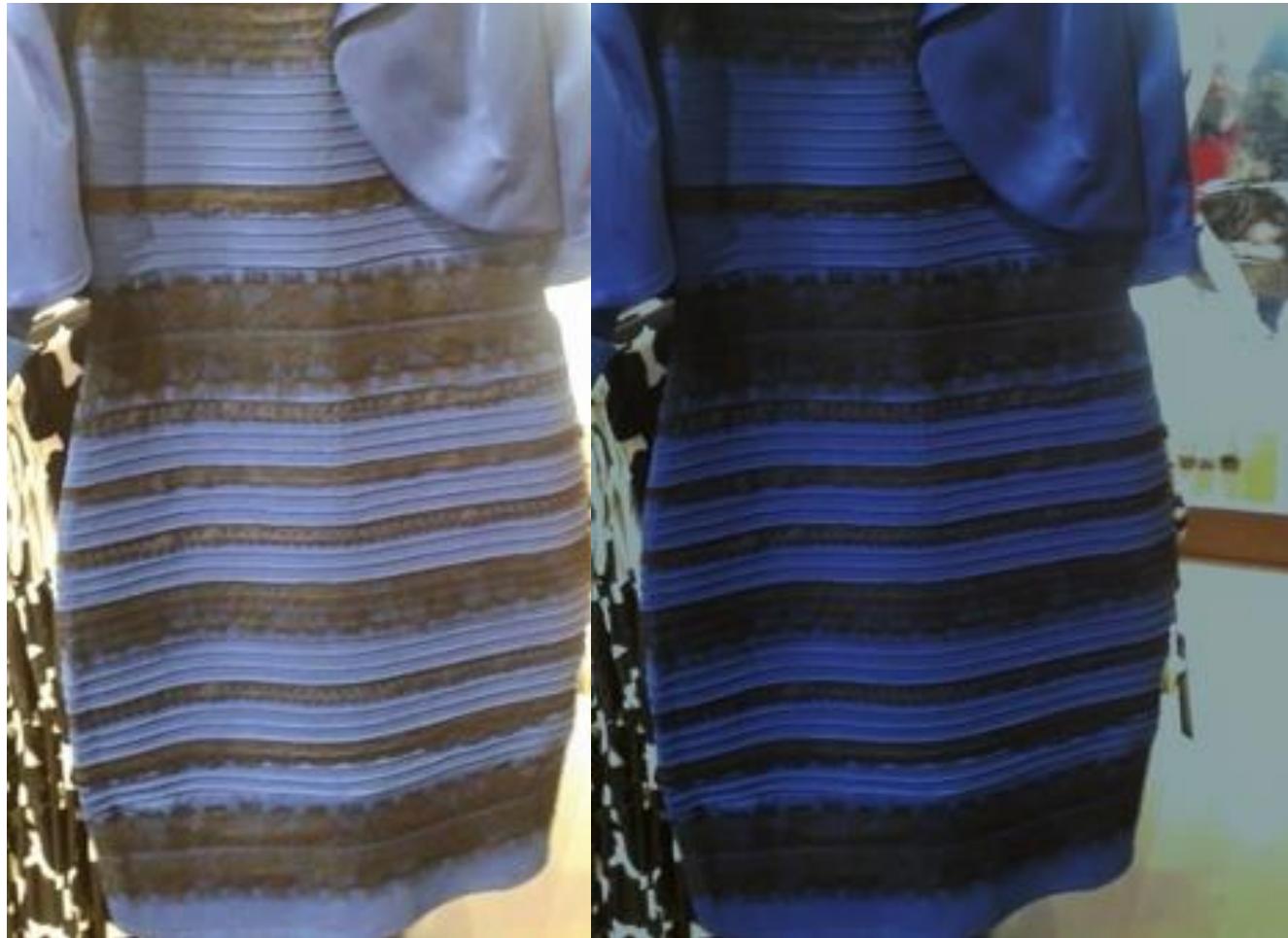
- Were the colors more similar to which dress here?



# Visual Perception – The Dress Illusion

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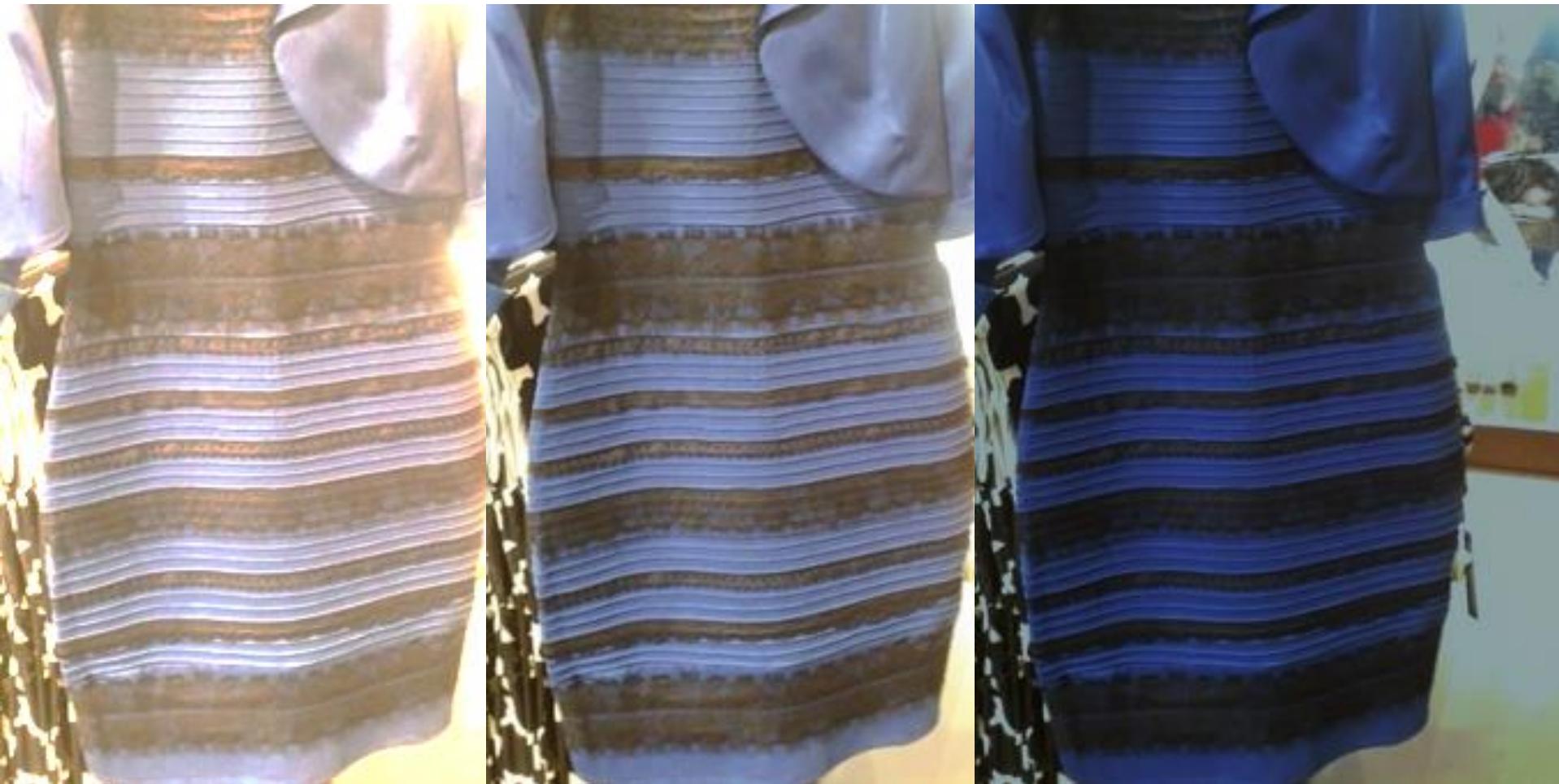
- Were the colors more similar to which dress here?



# Visual Perception – The Dress Illusion

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- Were the colors more similar to which dress here?



# Visual Perception – The Dress Illusion

---

- What colors are here in this dress?



# Visual Perception – The Dress Illusion

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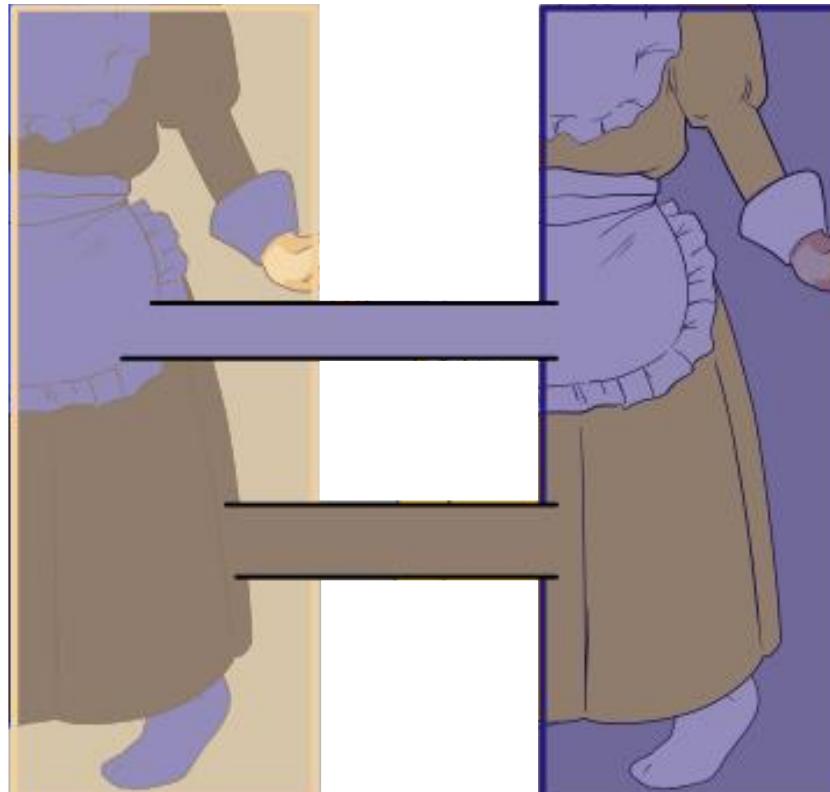
- What colors are here in this dress?



# Visual Perception – The Dress Illusion

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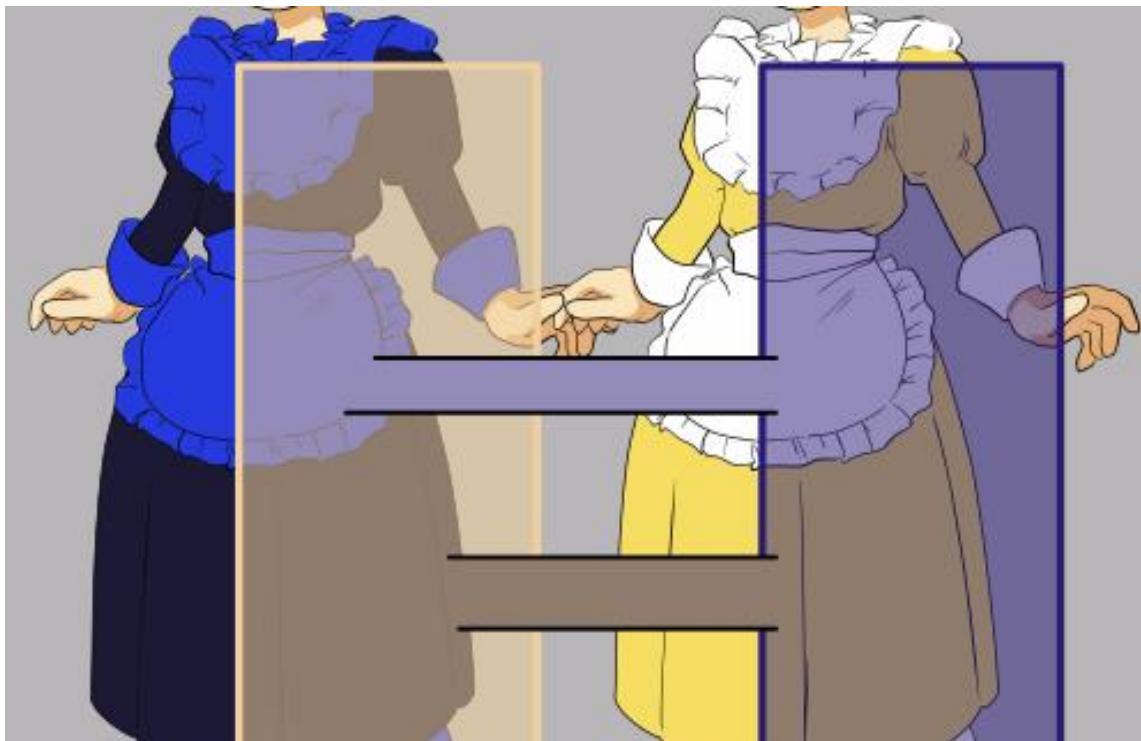
- What colors are here in this dress?



# Visual Perception – The Dress Illusion

---

- Your brain tries to discount the chromatic bias of the background daylight to which you are used to



Those who assume yellow light source, discount yellow and perceive the dress as black and blue

Those who assume blue light source, discount blue and perceive the dress as white and gold

# Visual Perception – The Dress Illusion

---

- Were the colors more similar to which dress here?



Those who assume yellow light source, discount yellow and perceive the dress as black and blue

Those who assume blue light source, discount blue and perceive the dress as white and gold

# Visual Perception – The Dress Illusion

---

- Were the colors more similar to which dress here?



Those who assume yellow light source, discount yellow and perceive the dress as black and blue



Those who assume blue light source, discount blue and perceive the dress as white and gold

# Outline

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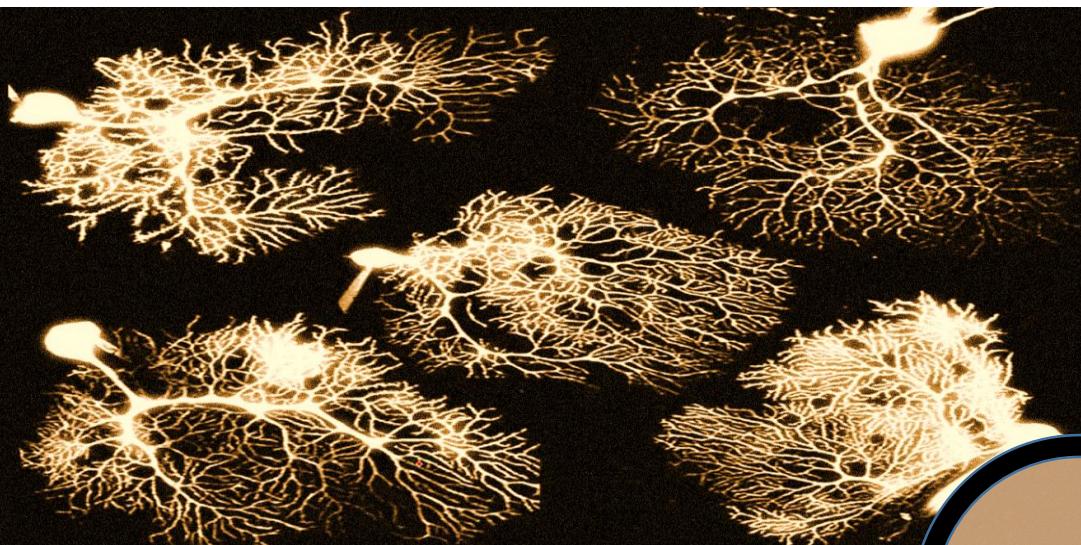
- Sensing & perception
  - Neurons in the brain
  - Visual cortex & receptive fields
  - Vision & perception
- Neurons & spikes
  - Electrical personality of a neuron
  - Ionic channels
  - Action potential
- The Hodgkin-Huxley equation
  - The passive membrane
  - Voltage-gated channels
  - Anatomy of a spike
- Neuronal dynamics
  - Phase portrait models
  - Fixed points and their stability
  - Bifurcation (saddle-node / Hopf)
  - Simplified 2D models

# Next

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## Neuroscience of Learning, Memory, Cognition

### Part I: Neuronal Networks



1

### Neuron Models

Set II

