

Slow  $(2^V - |a|)^{-1}$  system

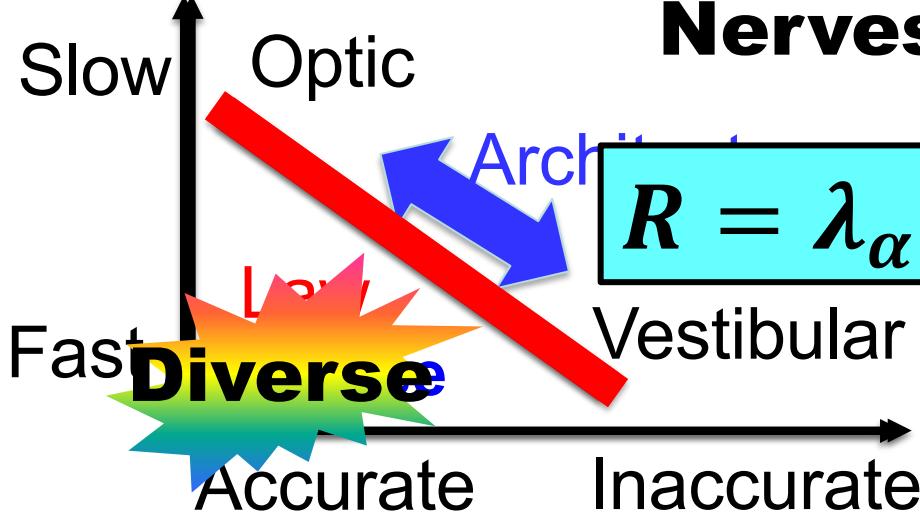
## Layers

Diversity  
enabled  
**Sweet Spot**  
Flexible

$$+ \delta \left( \sum_{i=1}^T |a^{i-1}| + |a^T| (2^{\lambda T} - |a|)^{-1} \right)$$

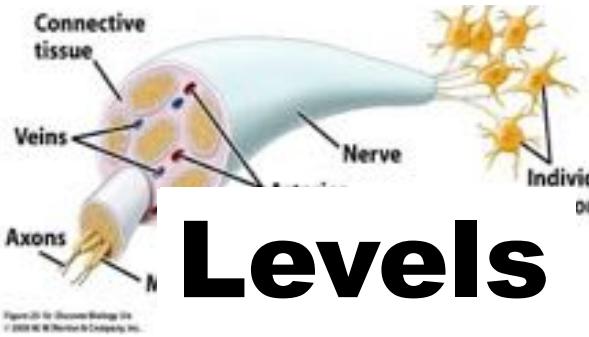
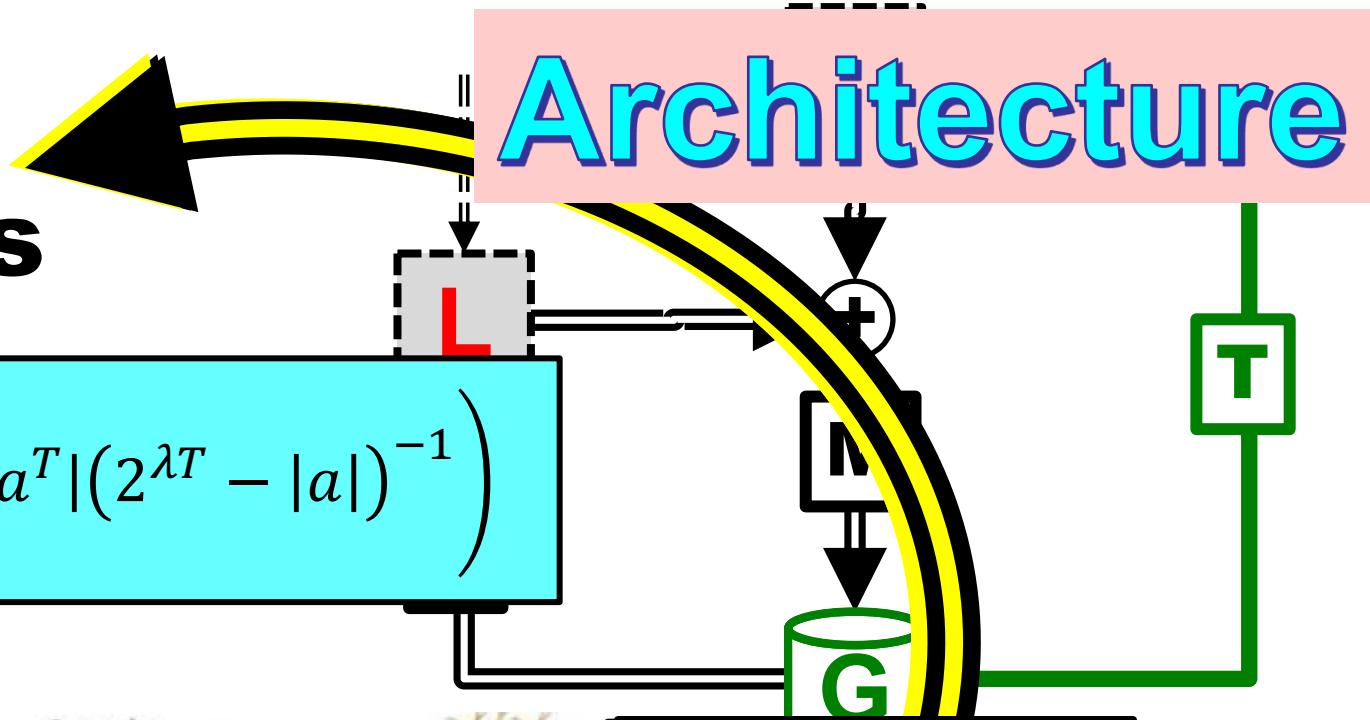
Rigid

## Laws Nerves



$$R = \lambda_\alpha T$$

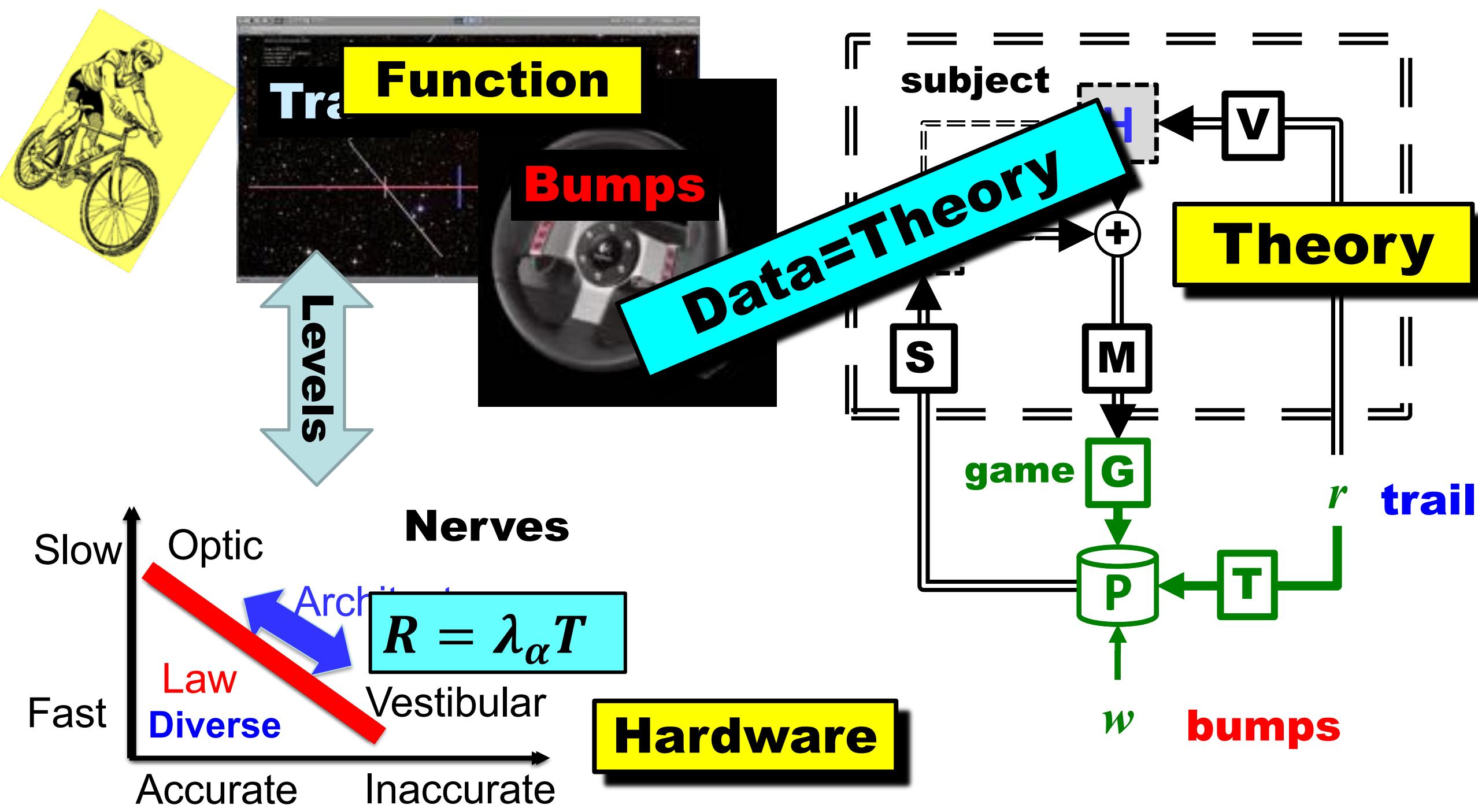
## Architecture



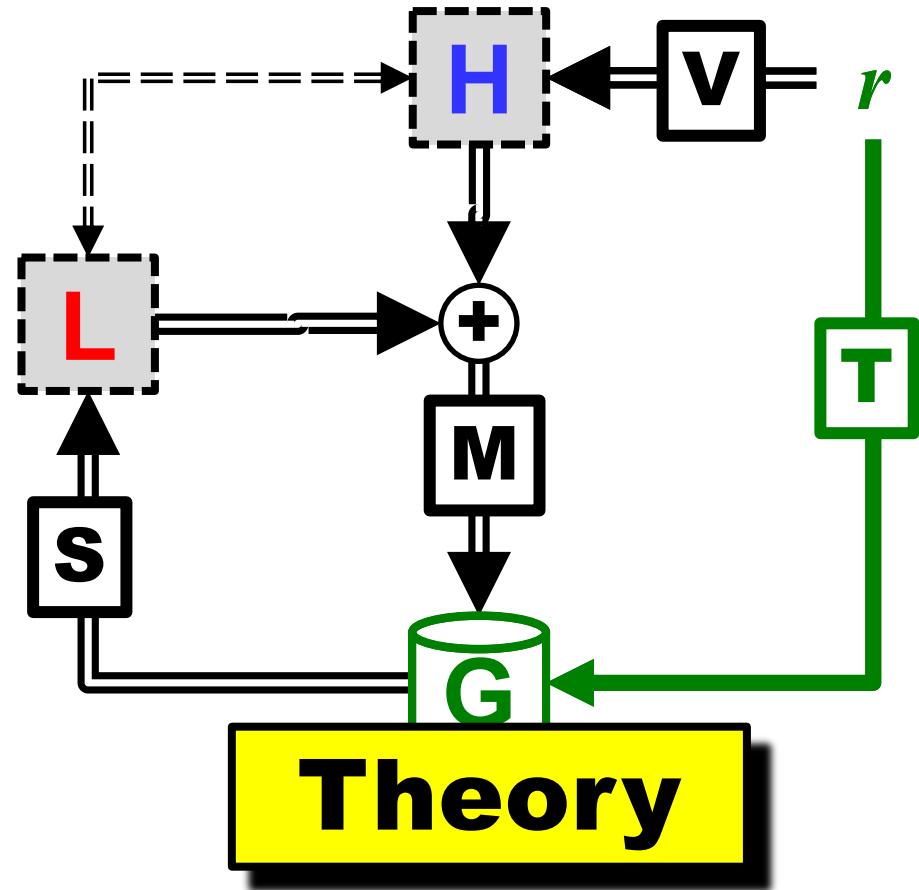
## Levels

## Theory

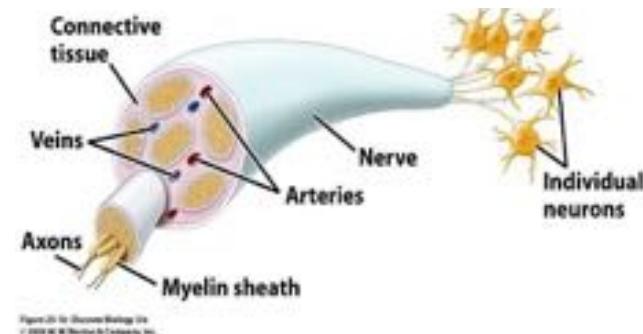
Easy

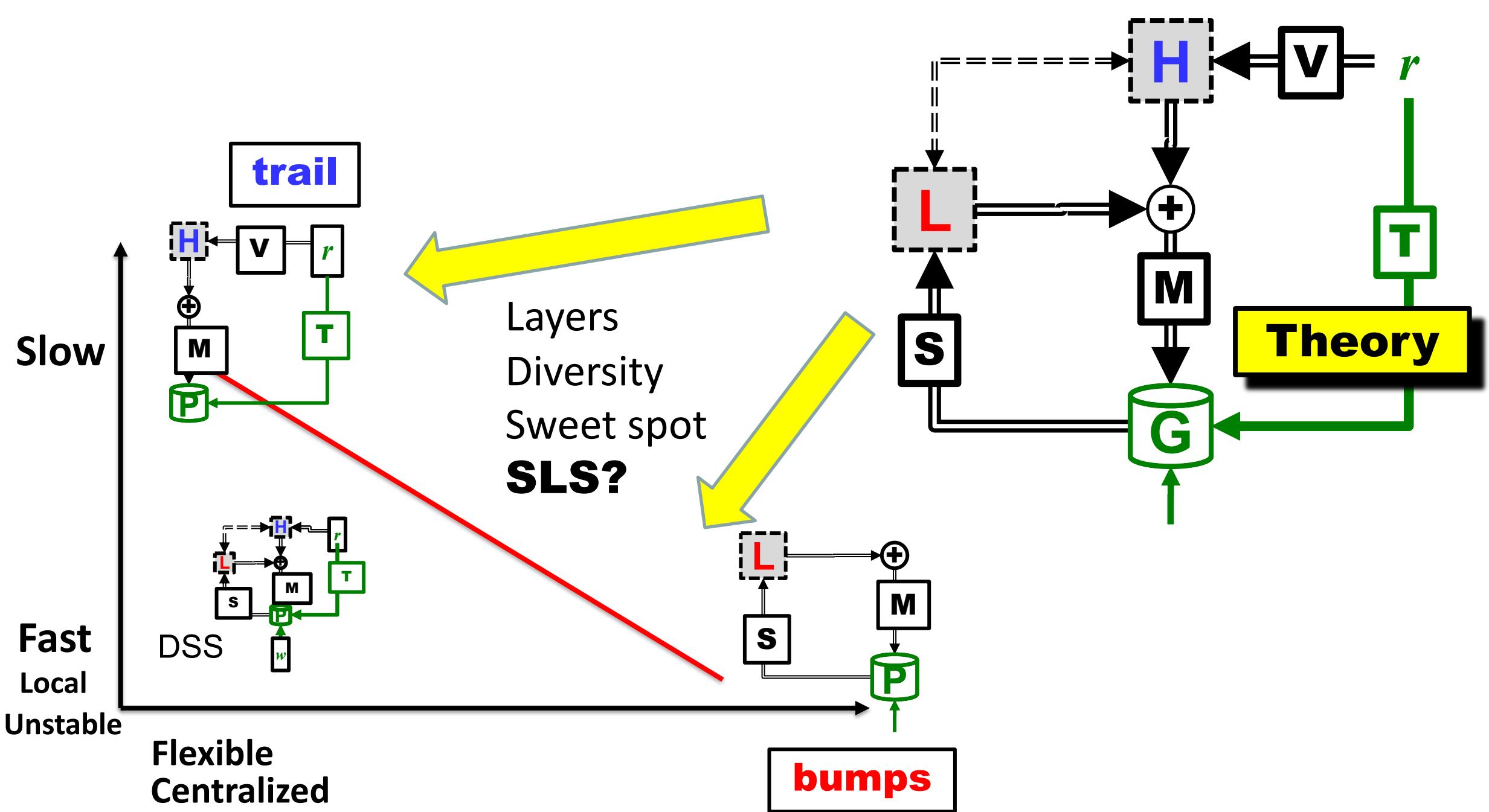


- Scalar trail and bumps
- Math is easy
- (Experiments are easy)
- **Has no additional *internal structure* (e.g. within cortex)**
- Beyond what is in the diagram
- What next?

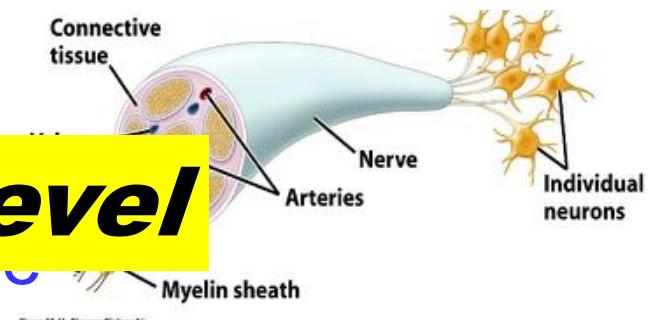
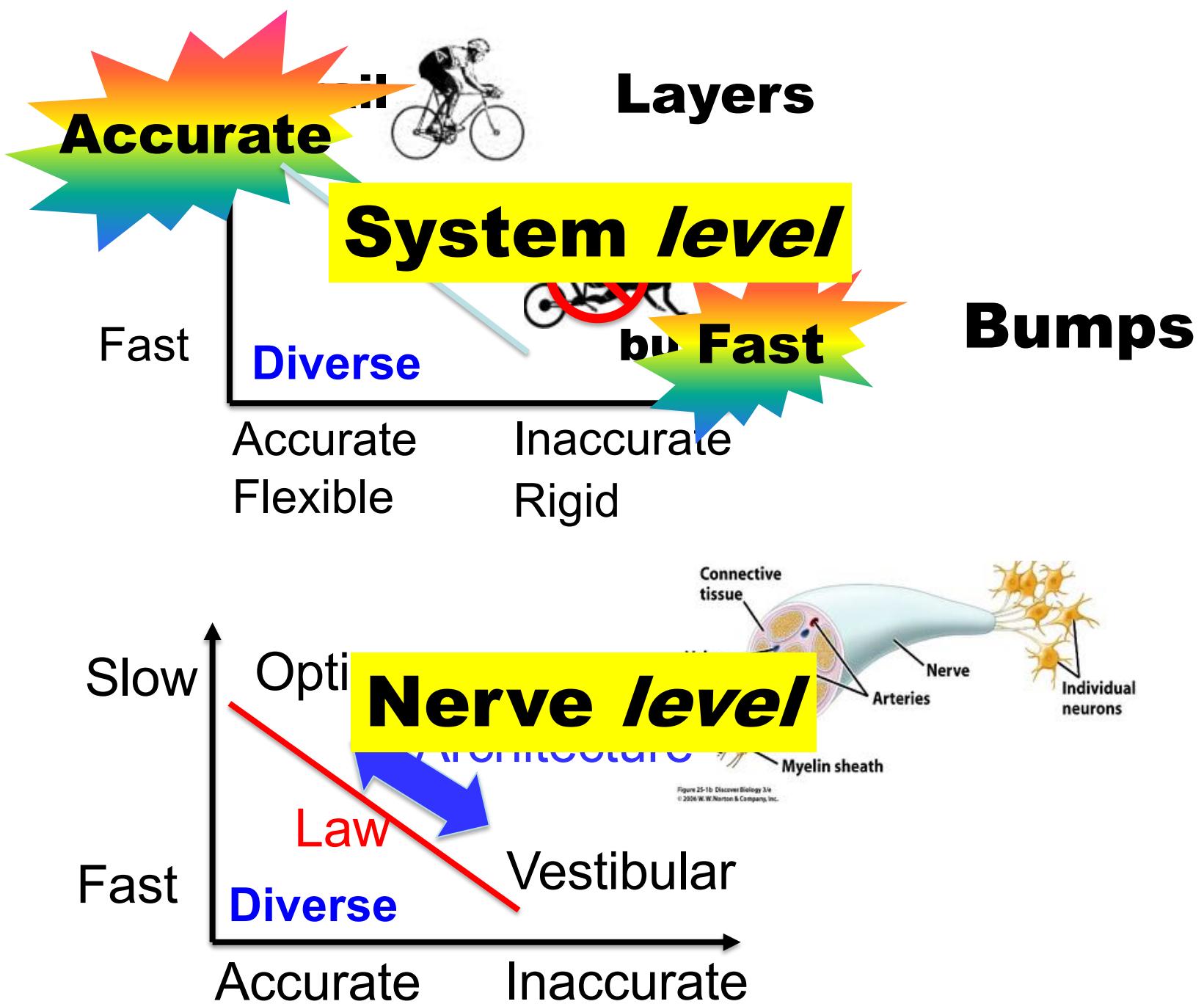


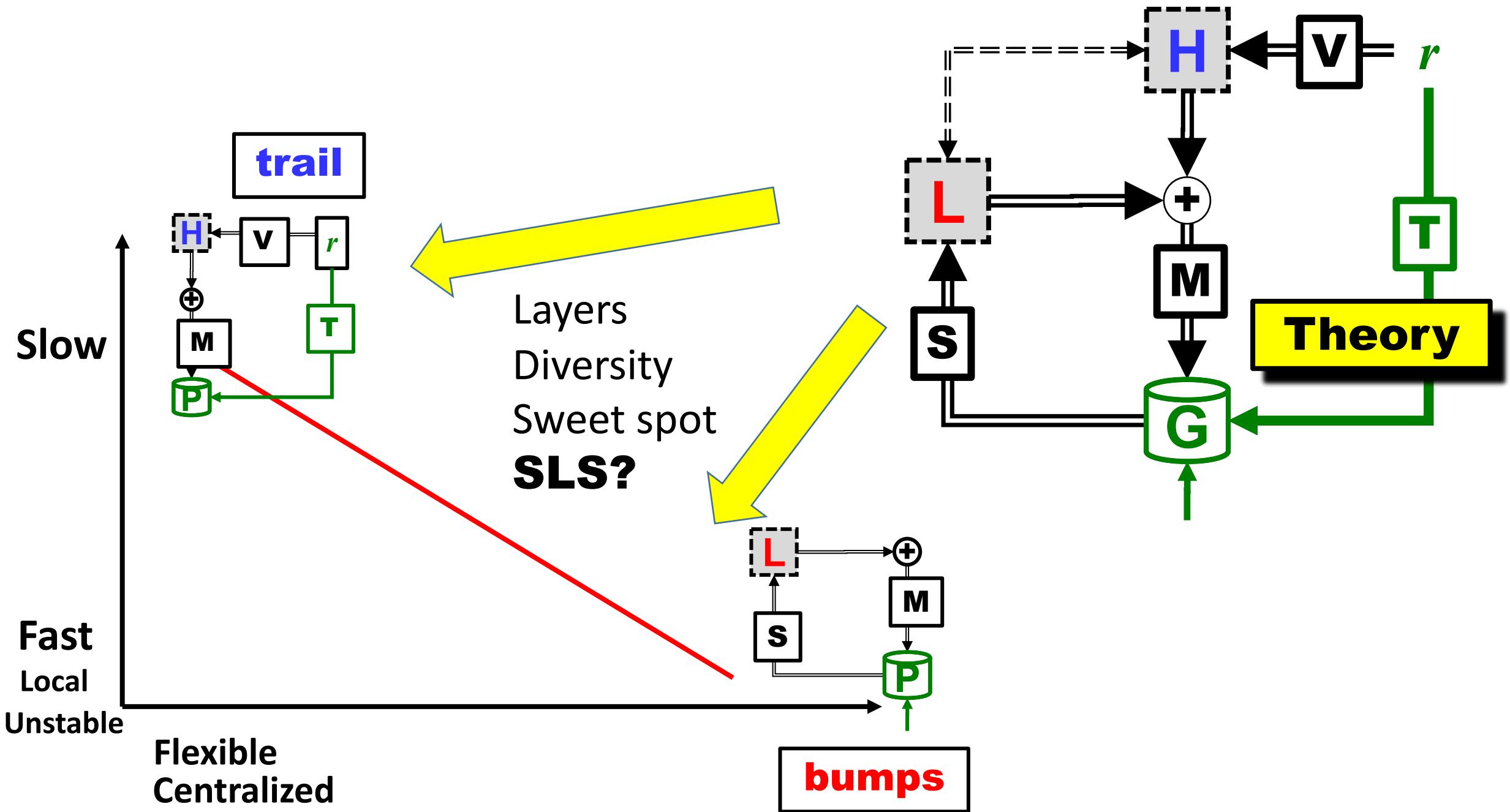
- **1 dimensional scalar trail scalar bump**

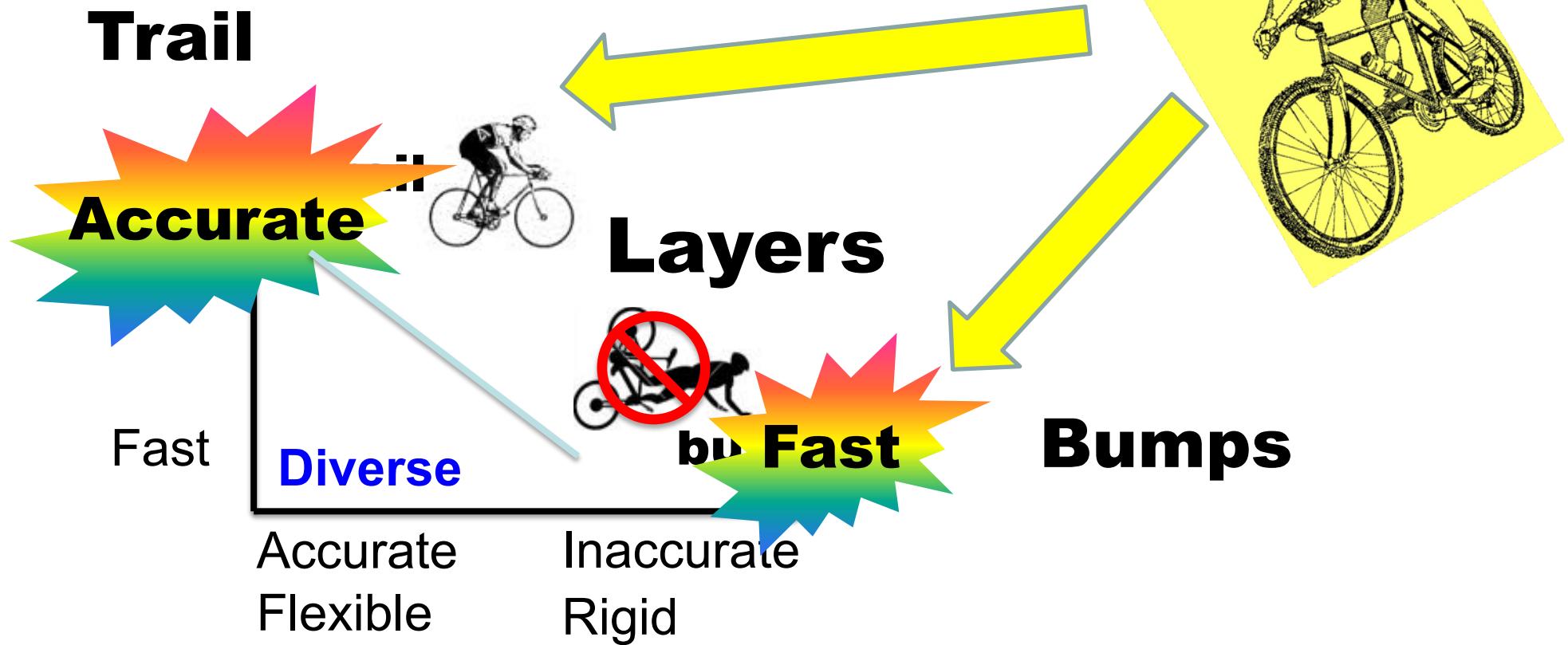




**Trail**







# **Guidance**

Trail

**Accurate**

Fast

Diverse

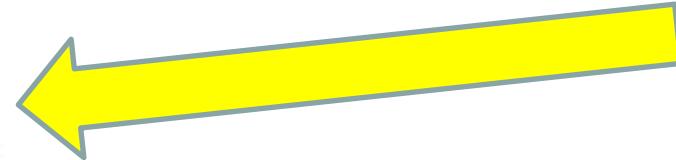
Accurate  
Flexible

**Layers**



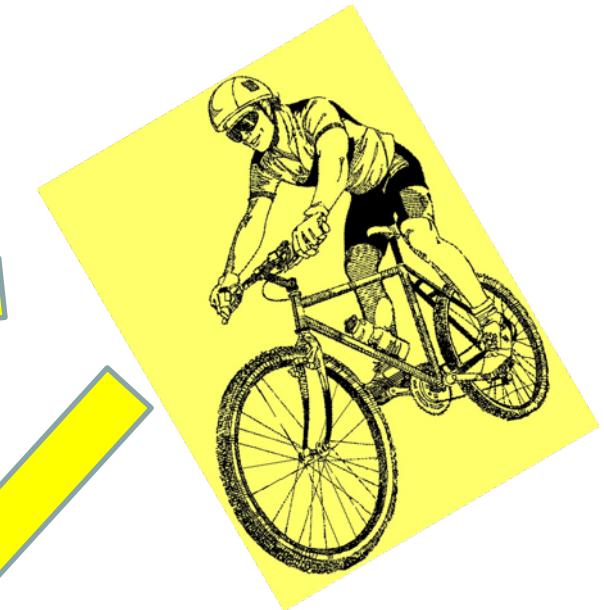
**Fast**

Inaccurate  
Rigid



Bumps

**Control**



# Navigation

## Guidance

Trail

Accurate

Fast

Diverse

Accurate  
Flexible

Layers



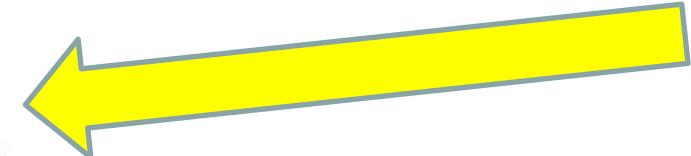
Fast

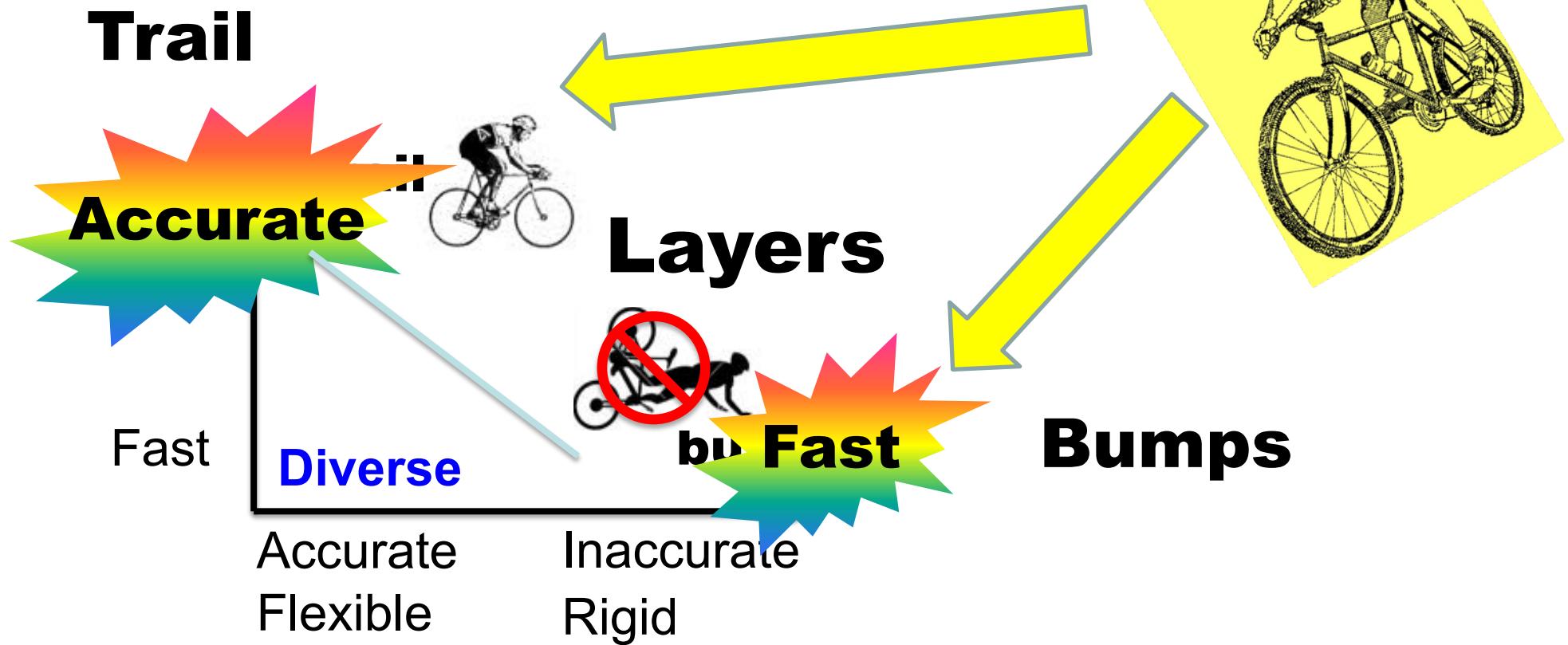
Inaccurate  
Rigid



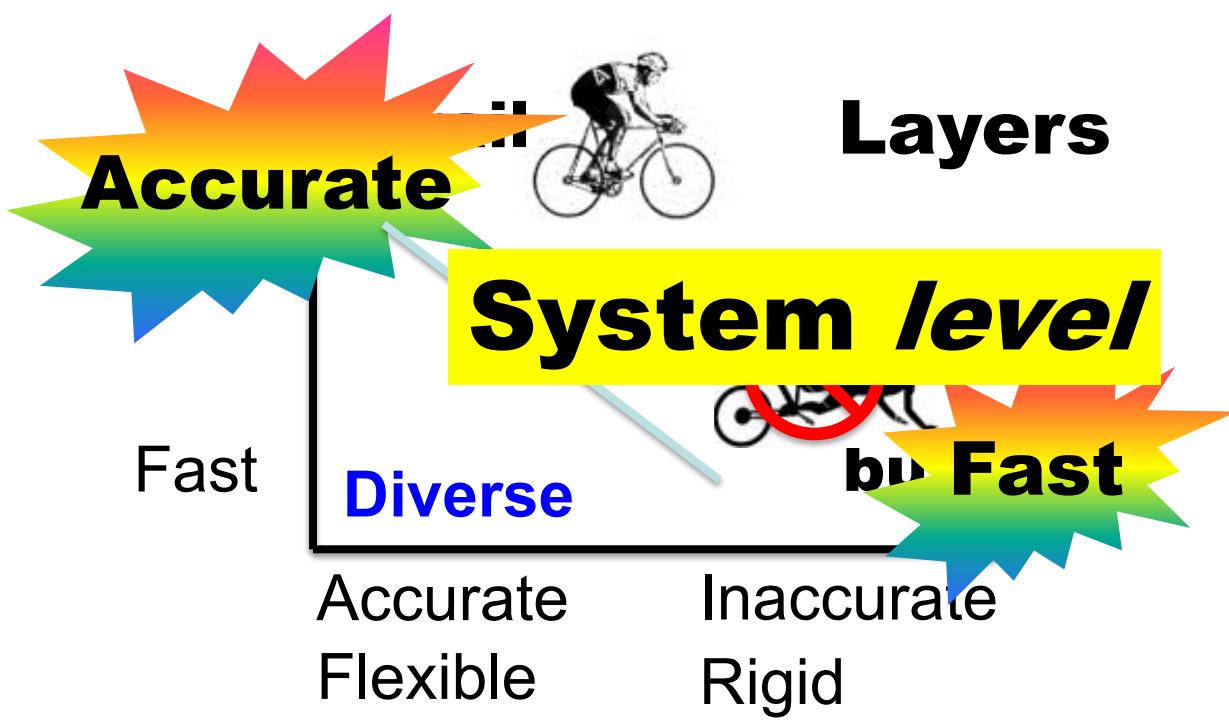
Bumps

Control





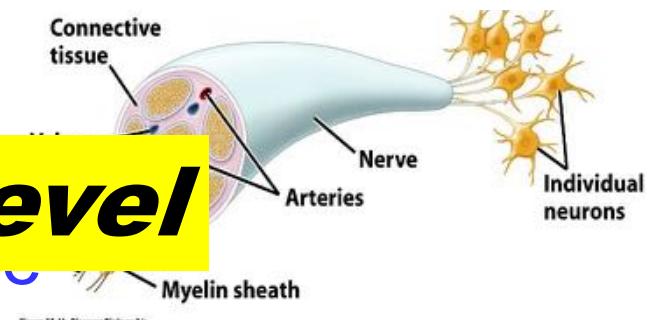
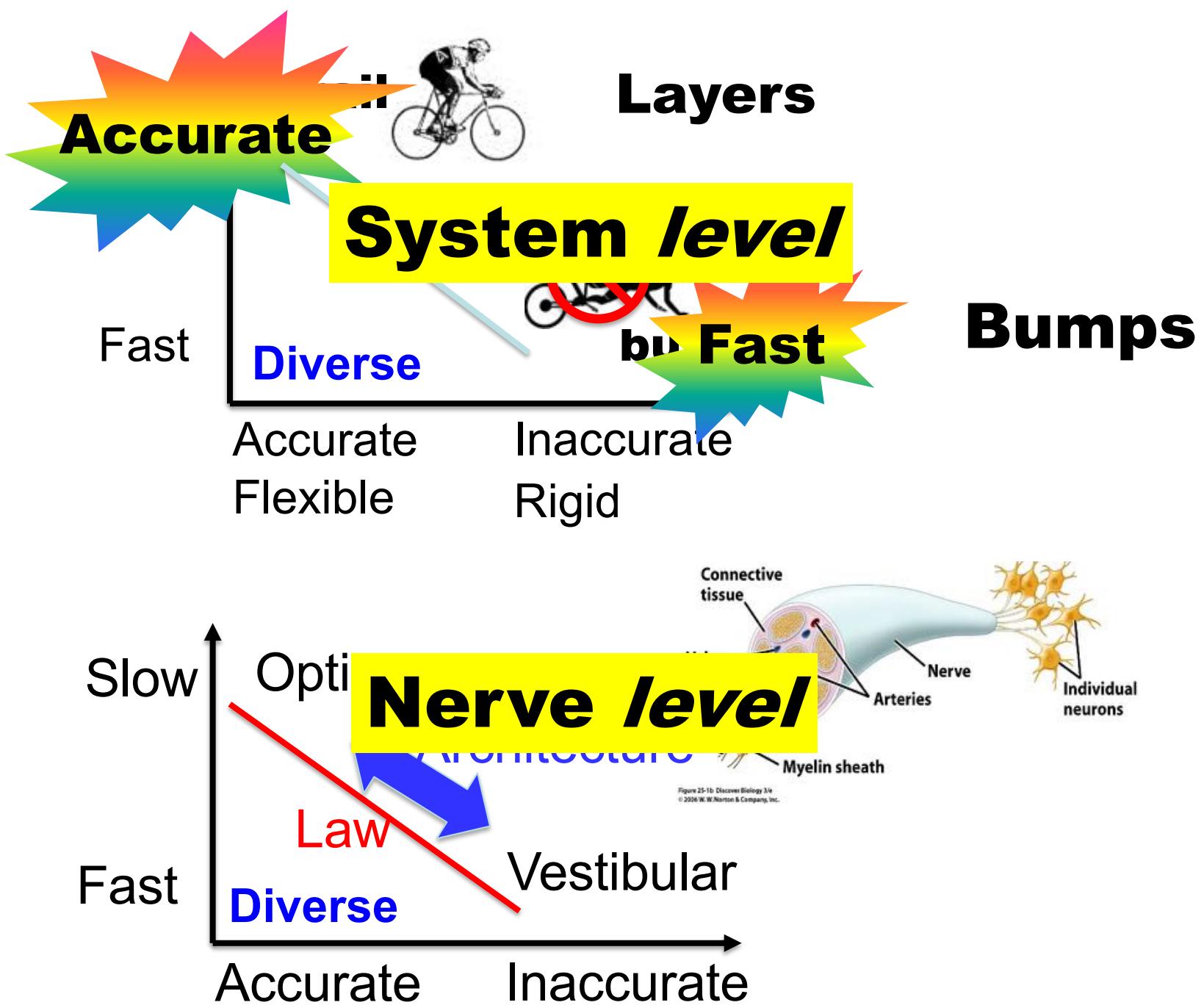
**Trail**



**Bumps**



**Trail**



# Trail

Accurate



# Layers

**System level**

Diverse

Fast

Accurate  
Flexible

Fast

Inaccurate  
Rigid

# Bumps

Accurate

**Nerve level**

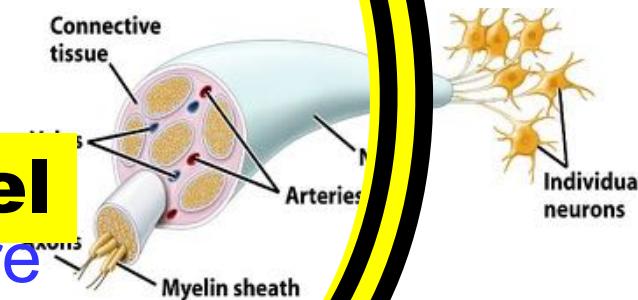
Architecture

Law  
Diverse

Fast

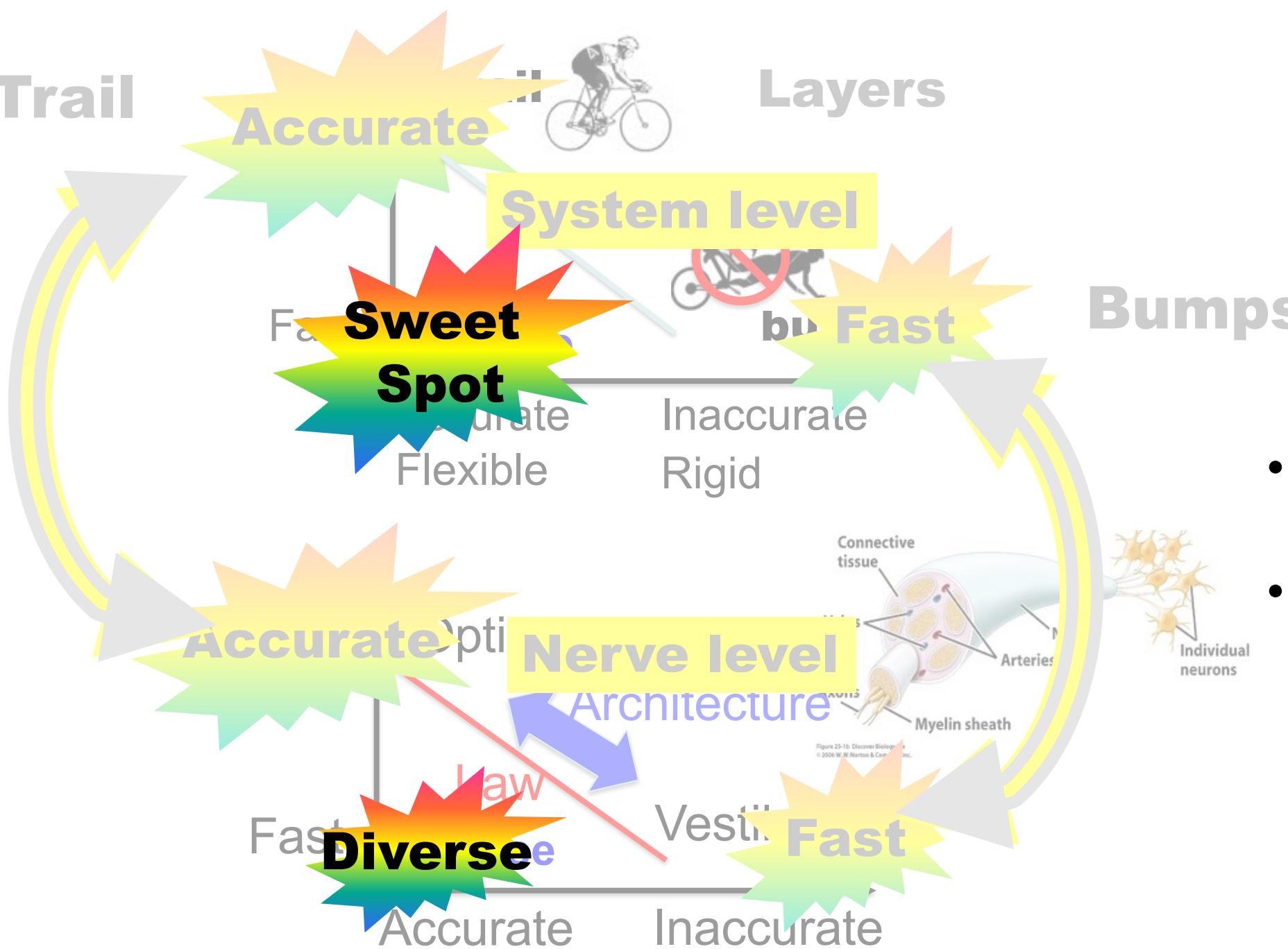
Vestibular  
Fast

Inaccurate



- Simple map across levels
- Special, convenient case

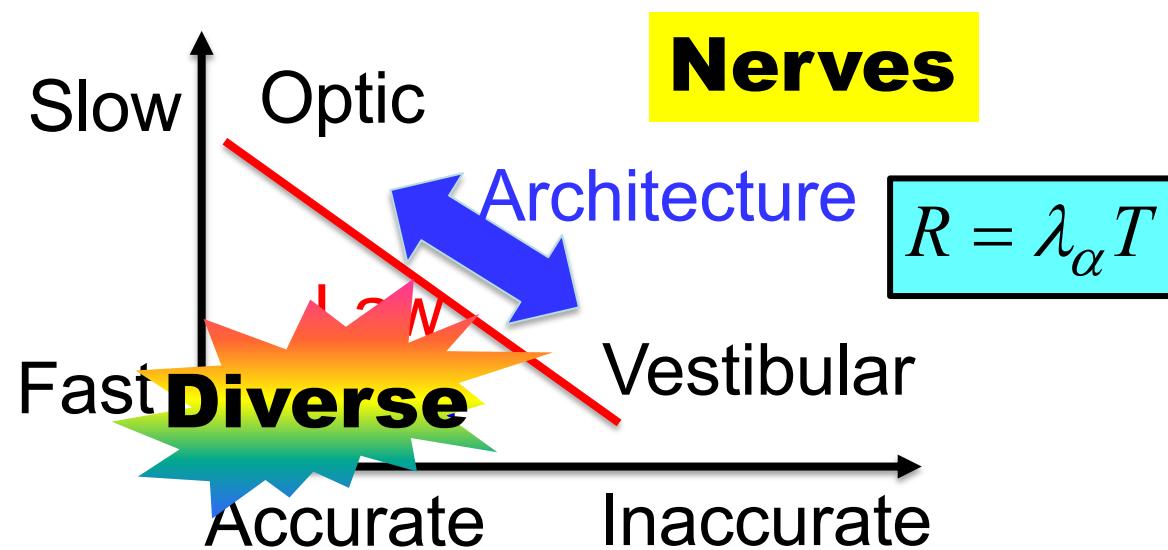
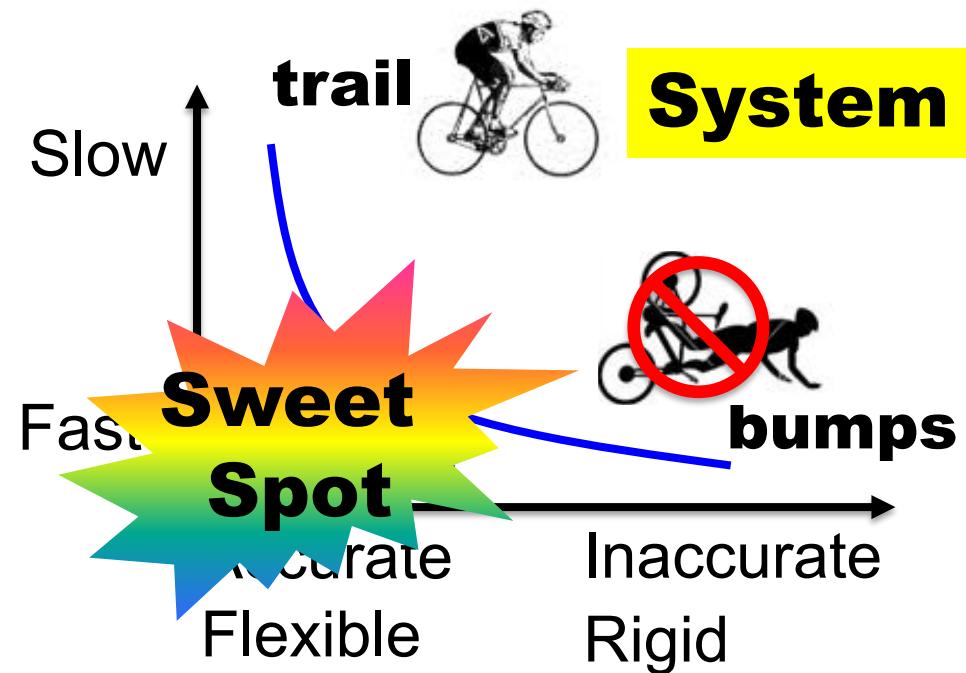
Trail



Layers

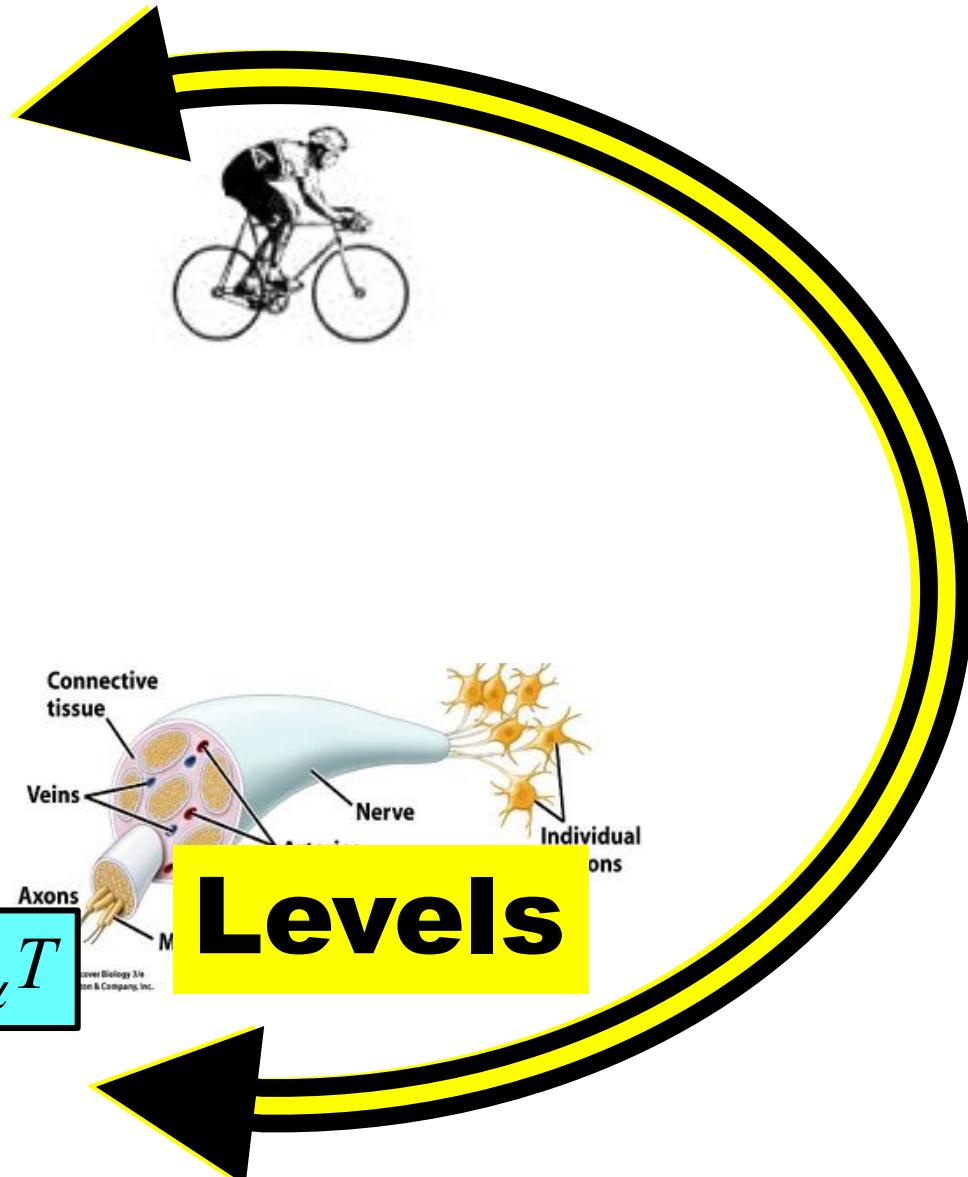
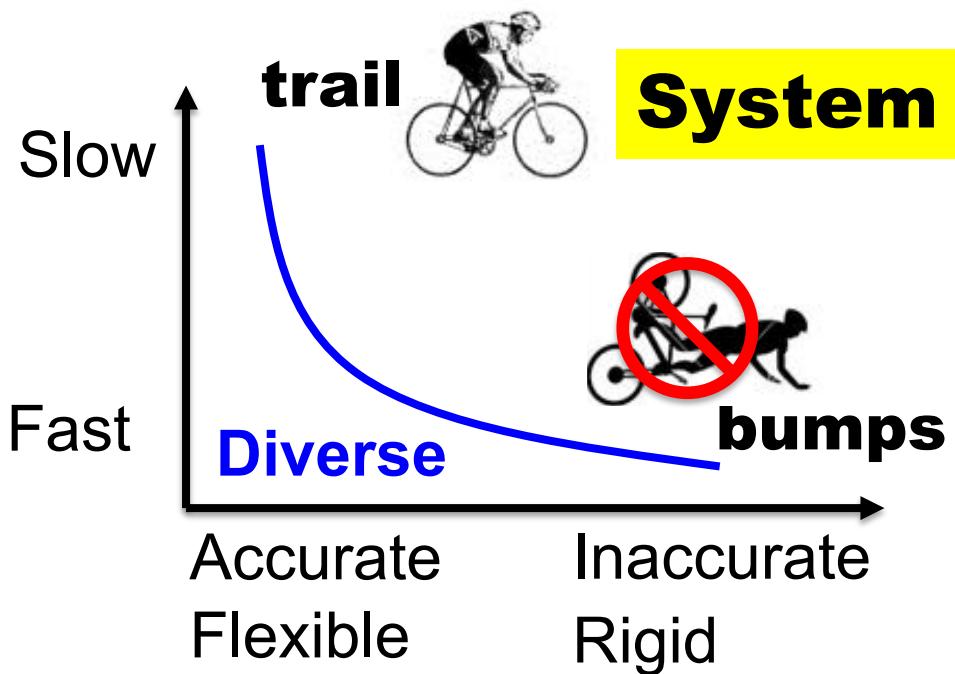
Bumps

- Simple map across levels
- Special, convenient case

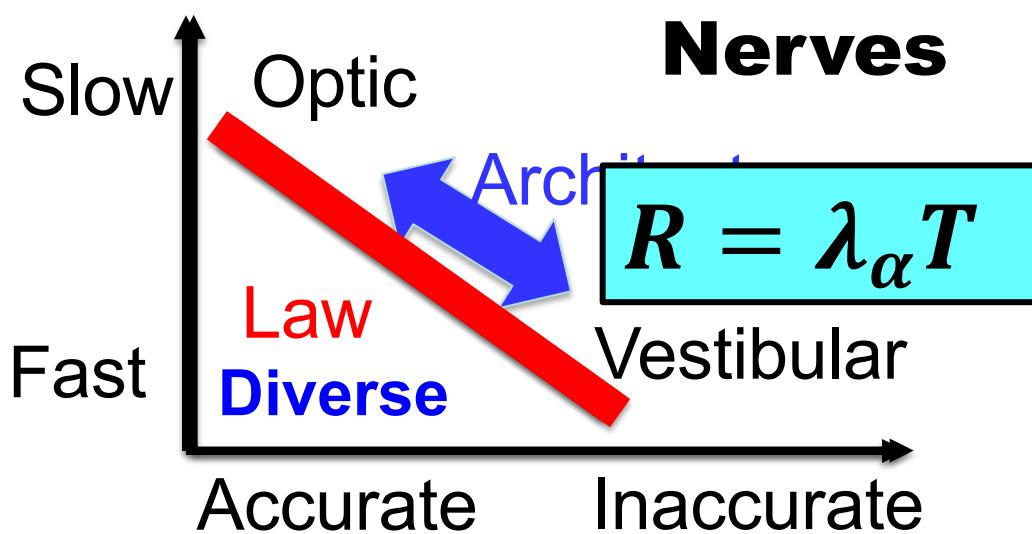
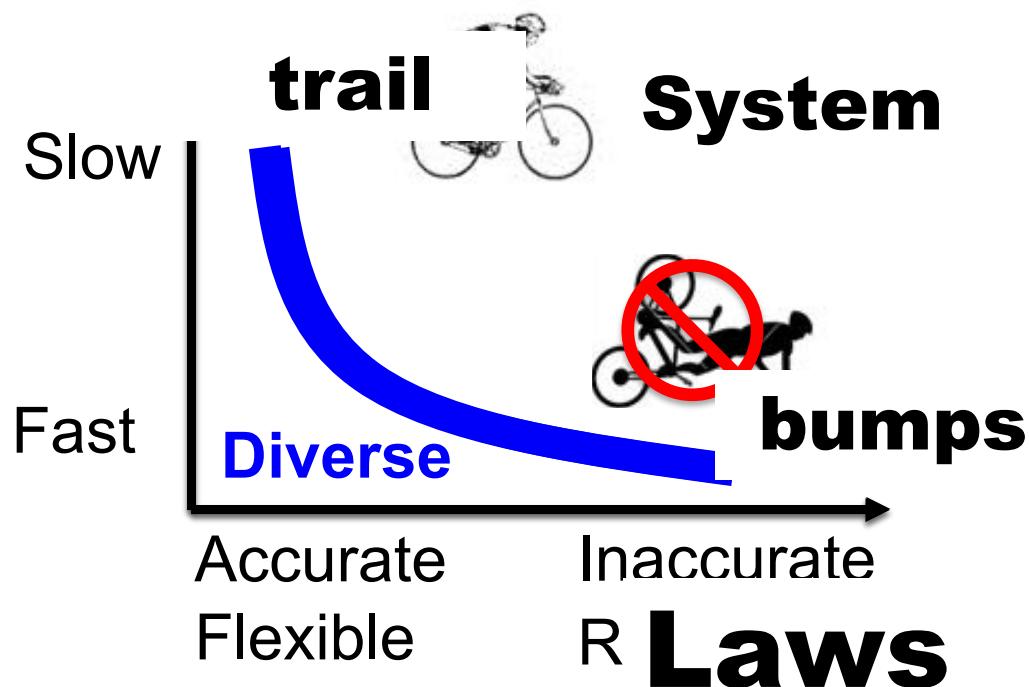


## Diversity enabled sweet spot

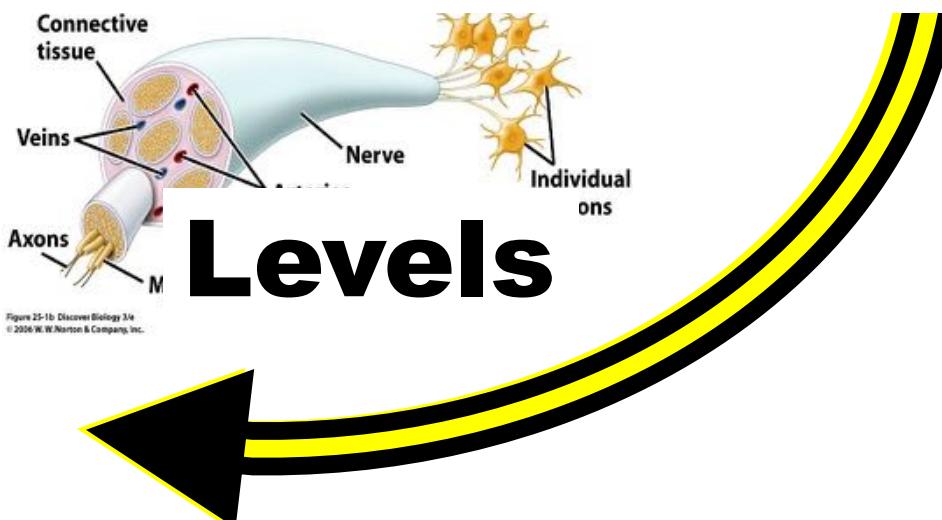
- The point of architecture
- Combines diverse layers and levels
- To create functionality that no component alone can achieve
- **Diversity crosses levels and layers**



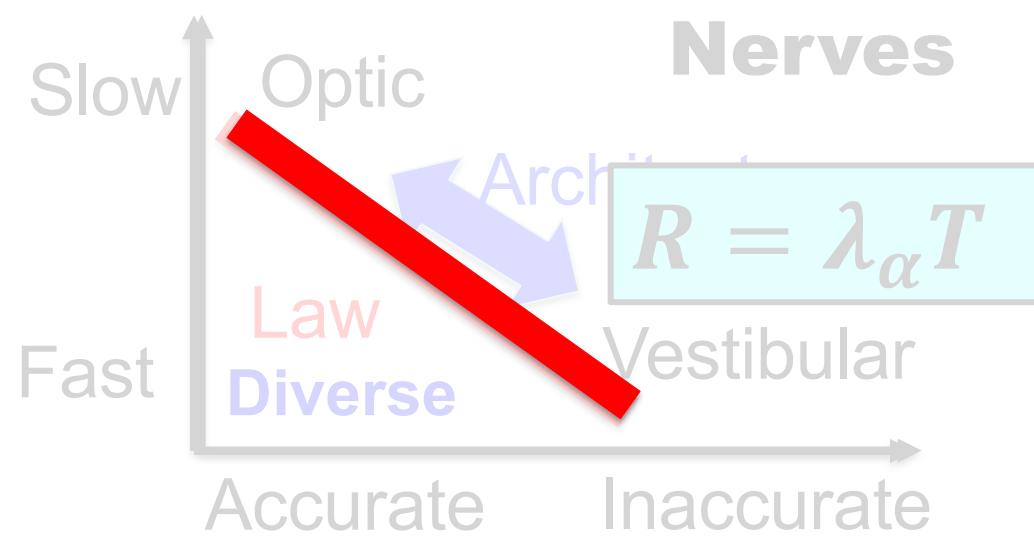
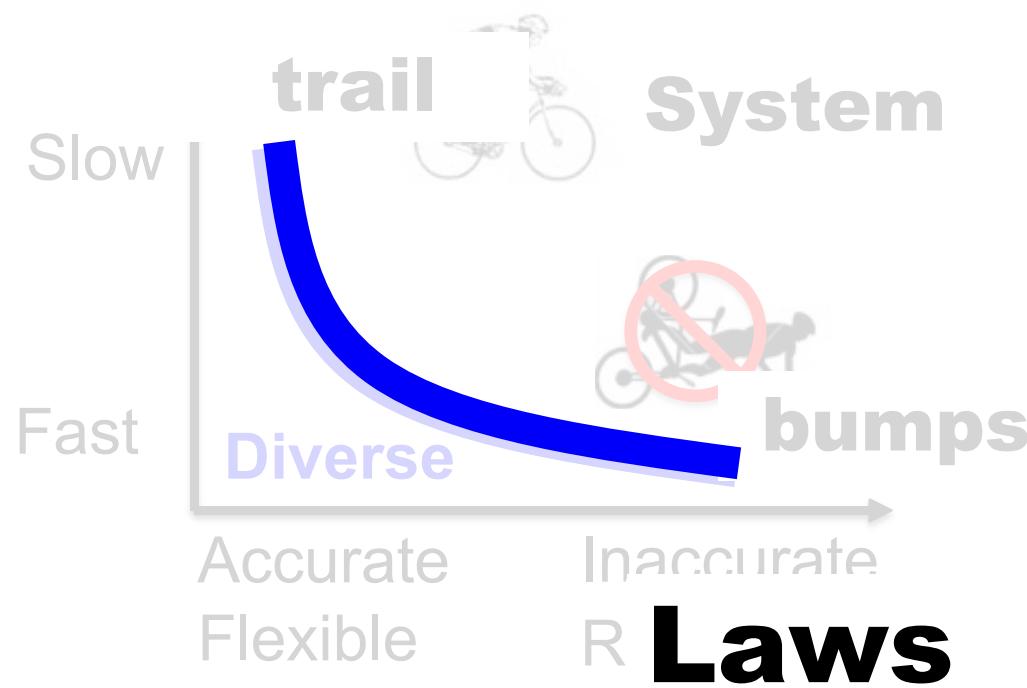
# What is possible.



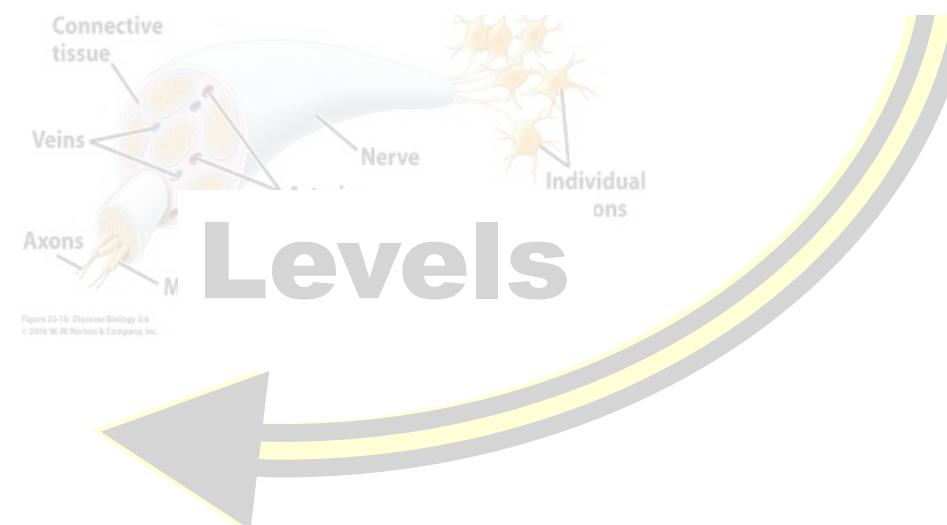
Every layer and level  
has its own laws.



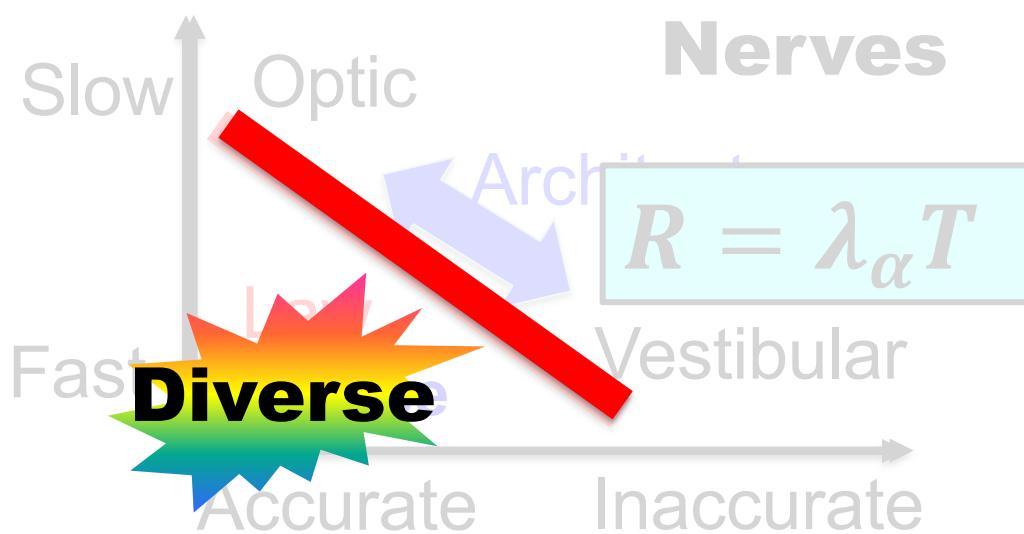
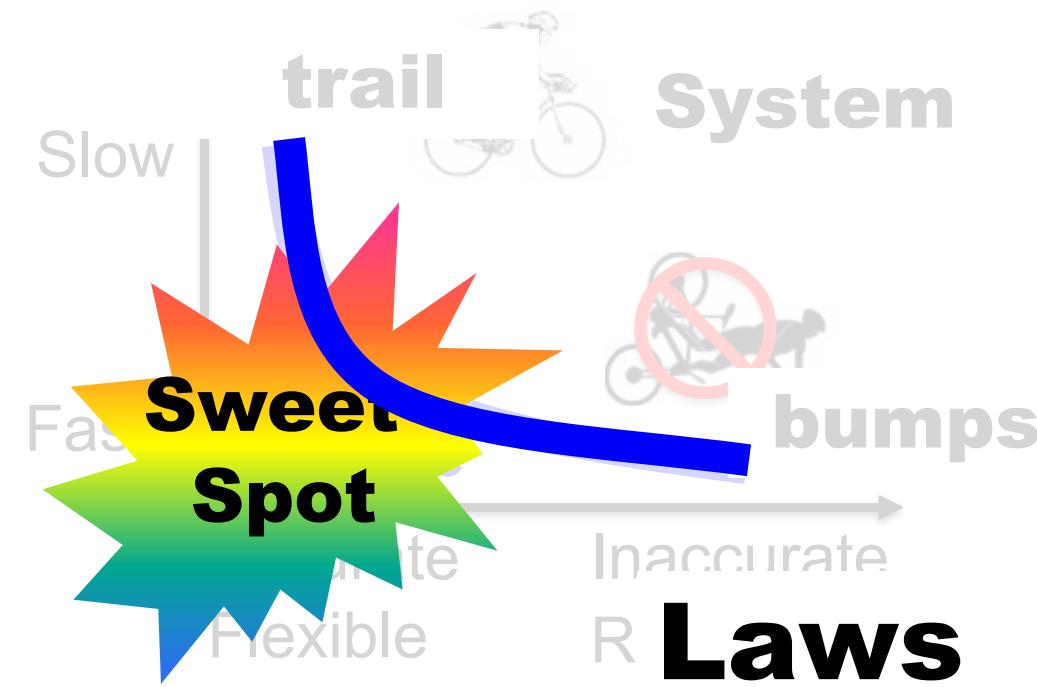
# What is possible.



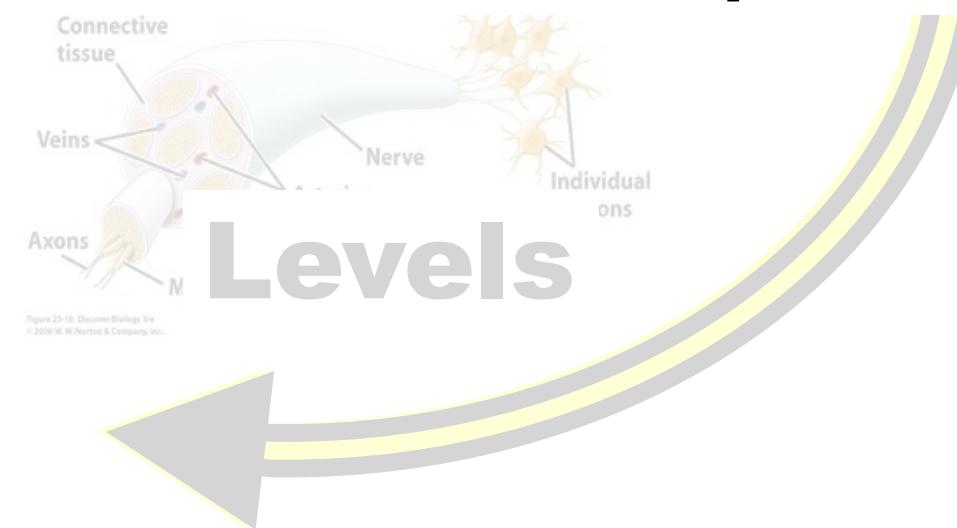
**Every layer and level  
has its own laws.**

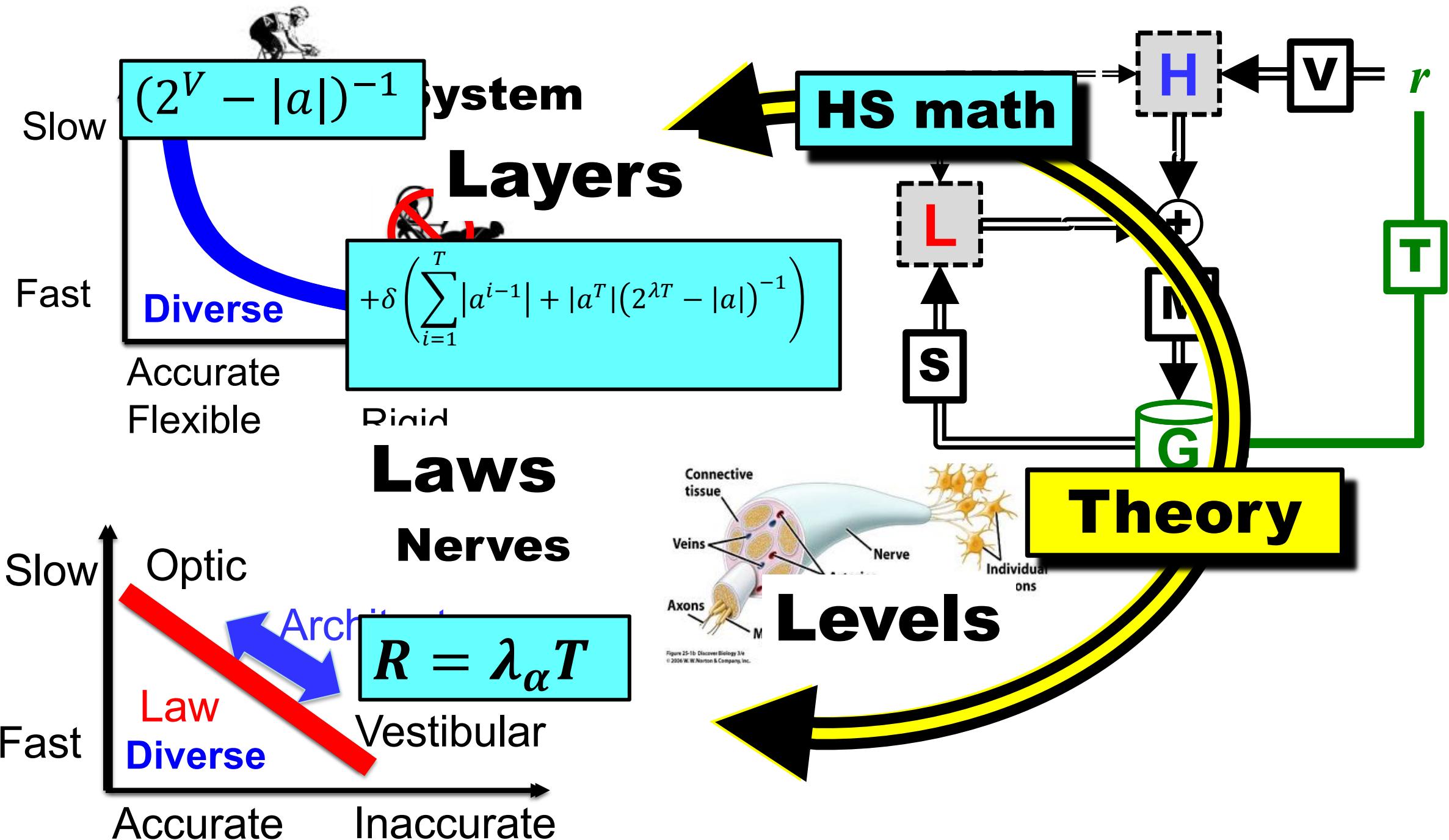


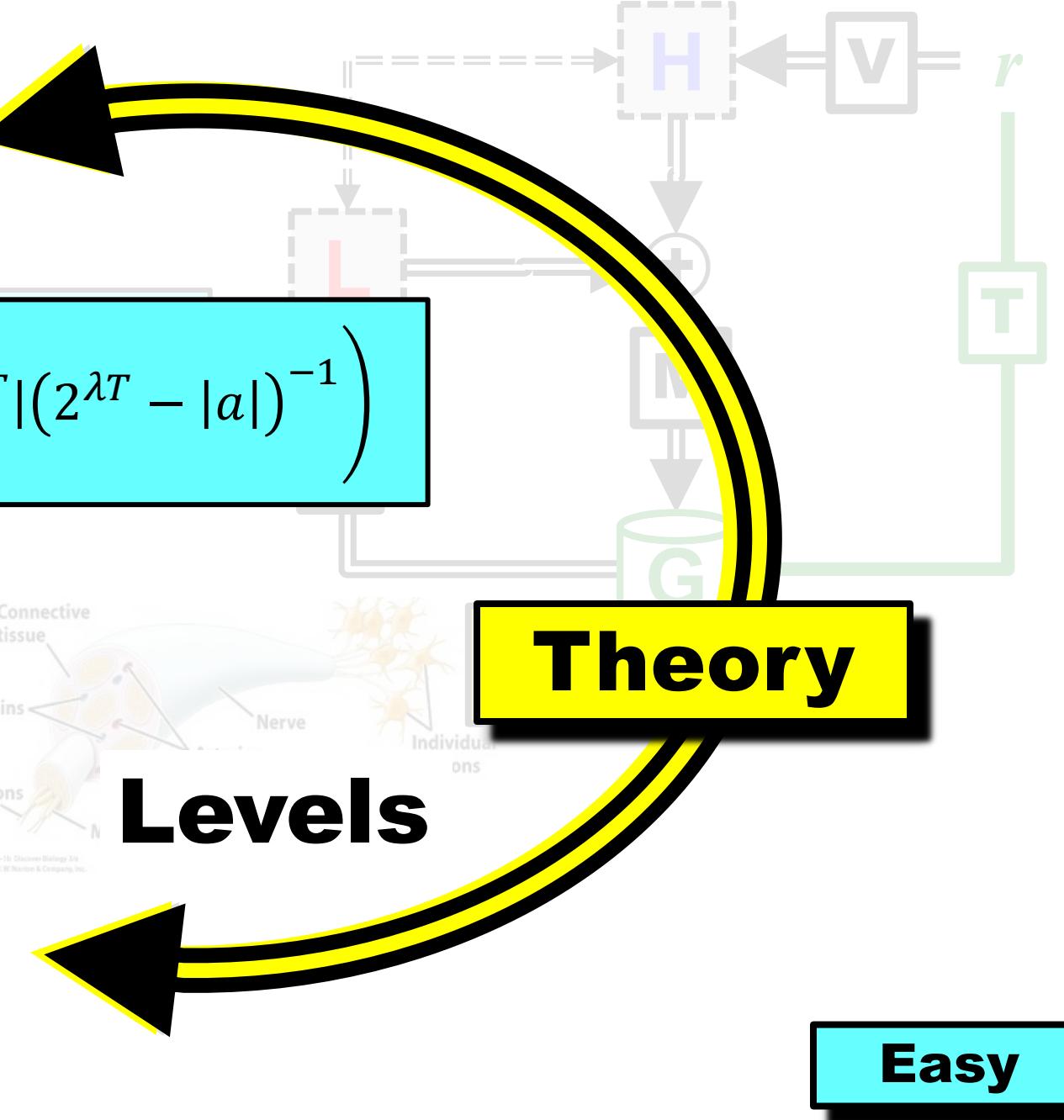
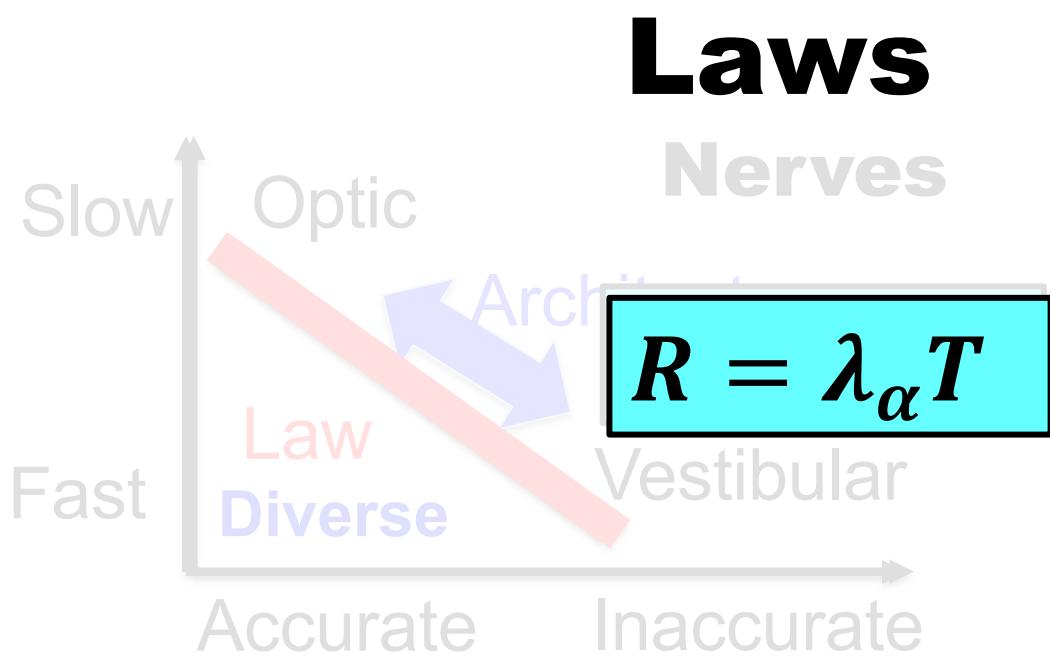
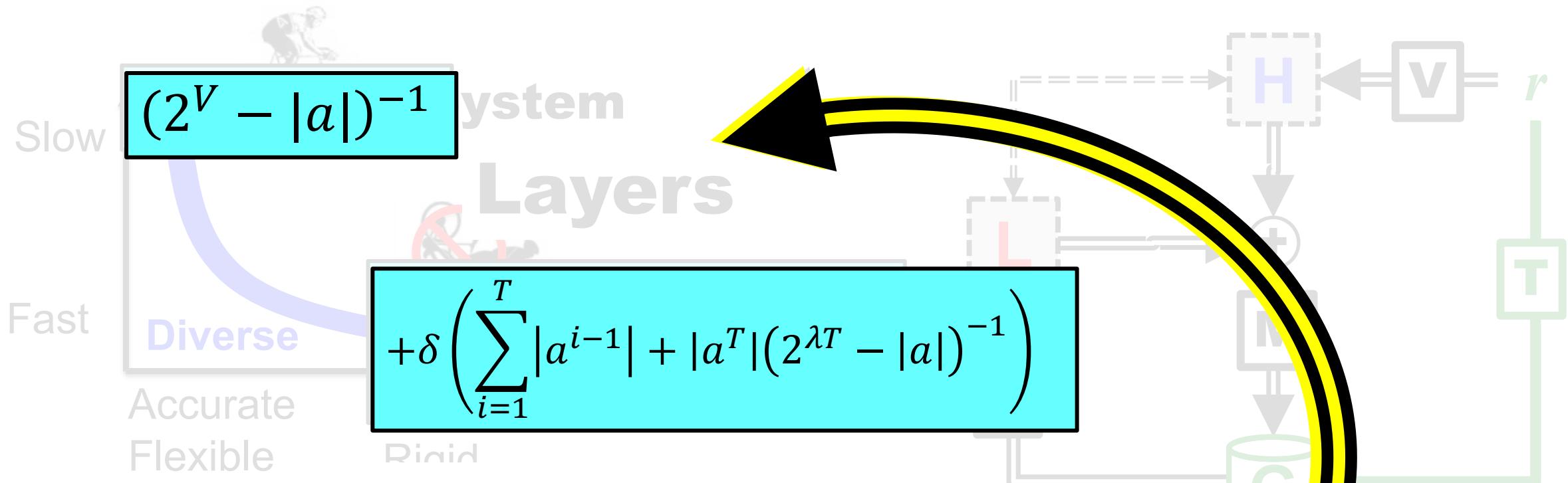
# What is possible.



(only) architecture can  
create sweet spots.







# Architecture

$$(2^V - |a|)^{-1}$$

Slow system

Layers

Diversity  
enabled  
Sweet Spot

Flexible

$$+ \delta \left( \sum_{i=1}^T |a^{i-1}| + |a^T| (2^{\lambda T} - |a|)^{-1} \right)$$

Rigid

## Laws

### Nerves

$$R = \lambda_\alpha T$$

Slow

Optic

Fast

Diverse

Accurate

Vestibular

Inaccurate



## Theory

## Levels

## Easy

# Architecture



## Theory

## Levels

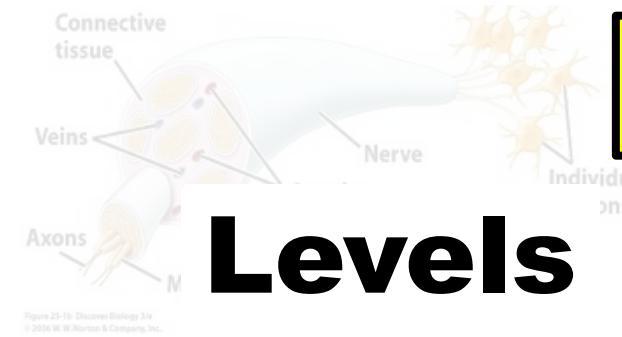


Figure 23-1b: Discover Biology 3/e  
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## Layers

$$+ \delta \left( \sum_{i=1}^T |a^{i-1}| + |a^T| (2^{\lambda T} - |a|)^{-1} \right)$$

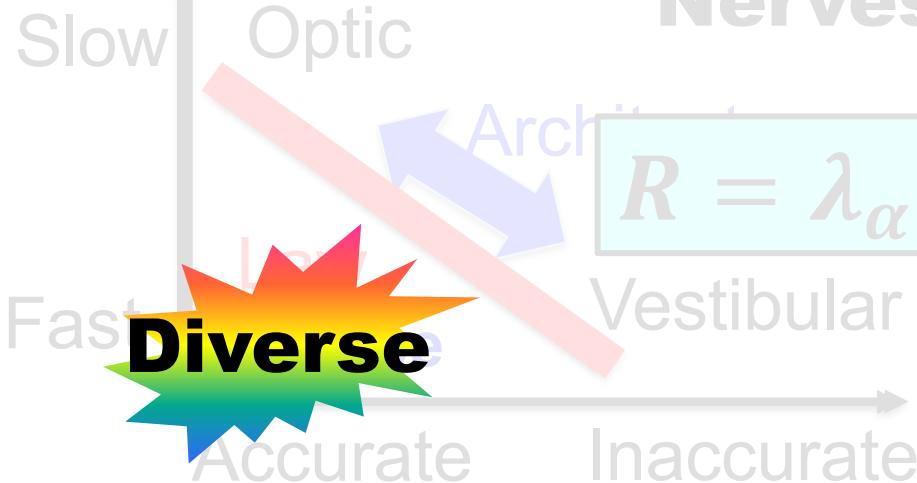
Digital

## Laws

### Nerves

$$R = \lambda_\alpha T$$

Optic  
Vestibular  
Inaccurate



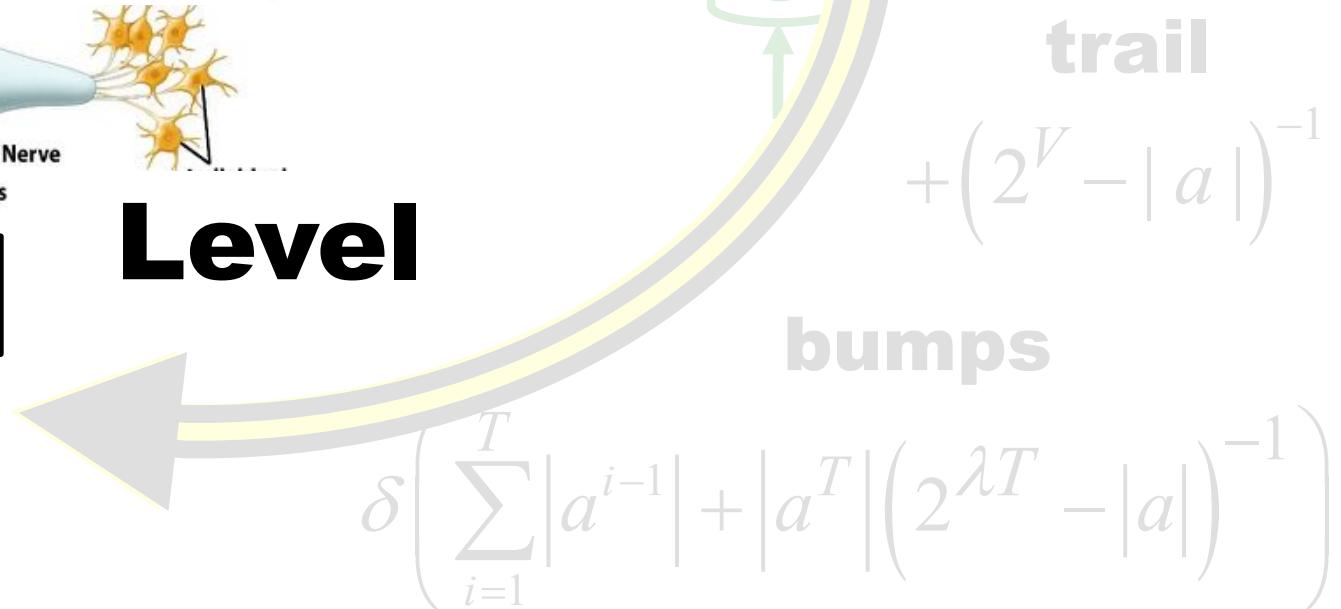
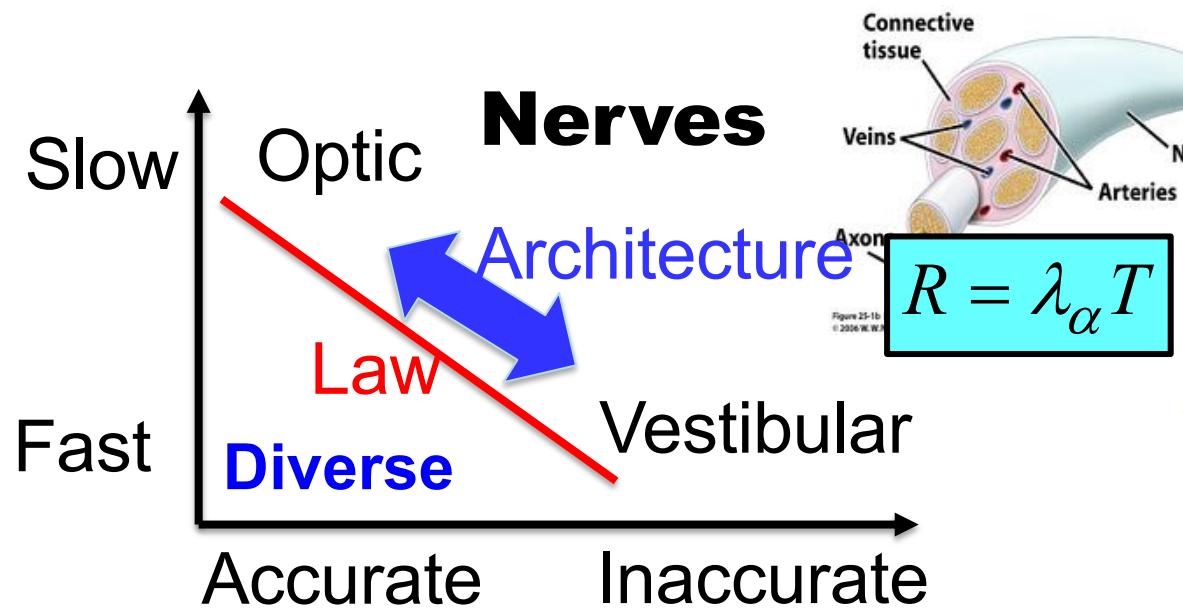
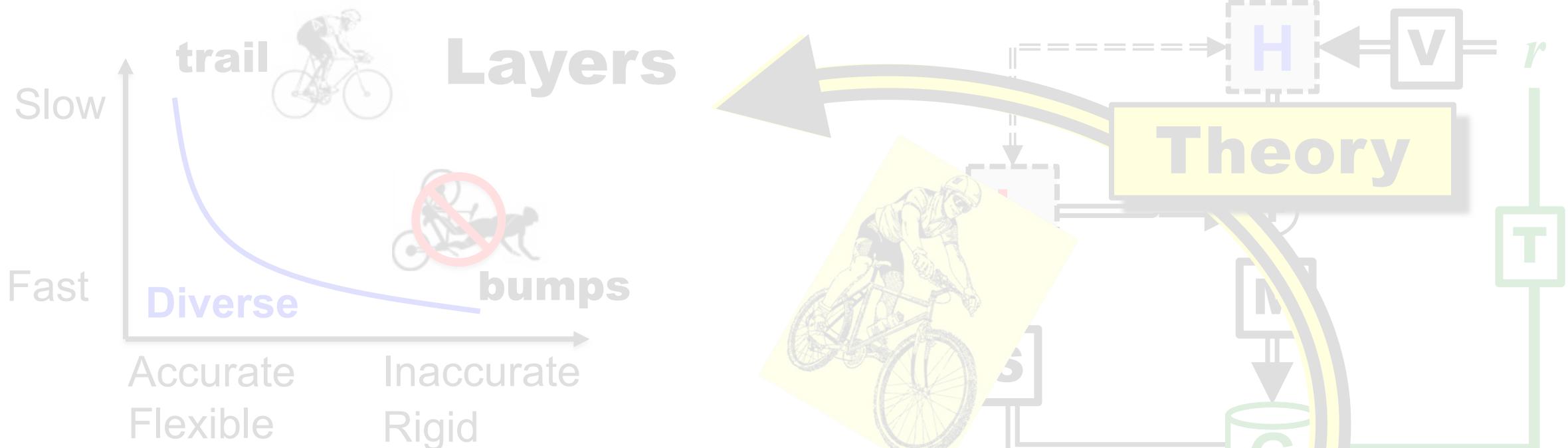
Slow  
 $(2^V - |a|)^{-1}$  system

**Diversity  
enabled  
Sweet Spot**

Flexible

Diverse

Accurate



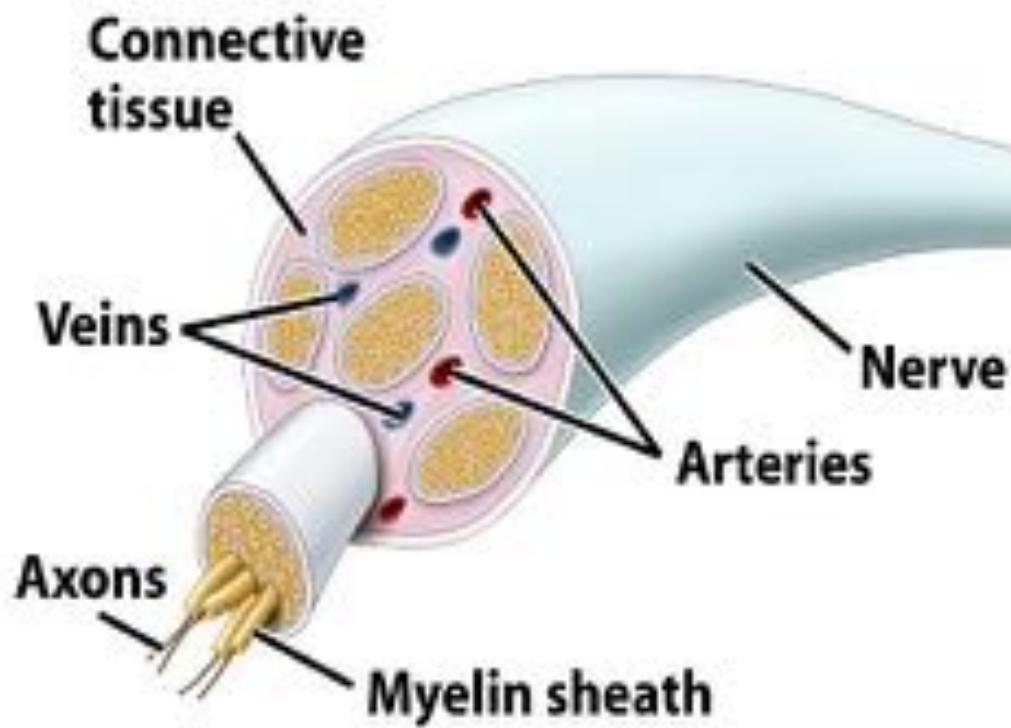
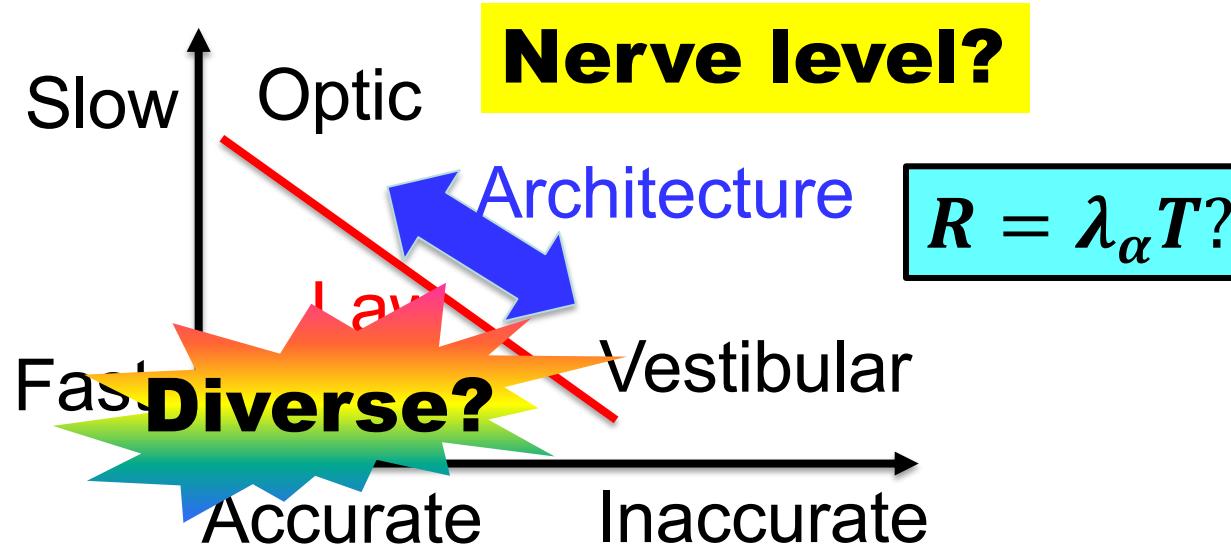
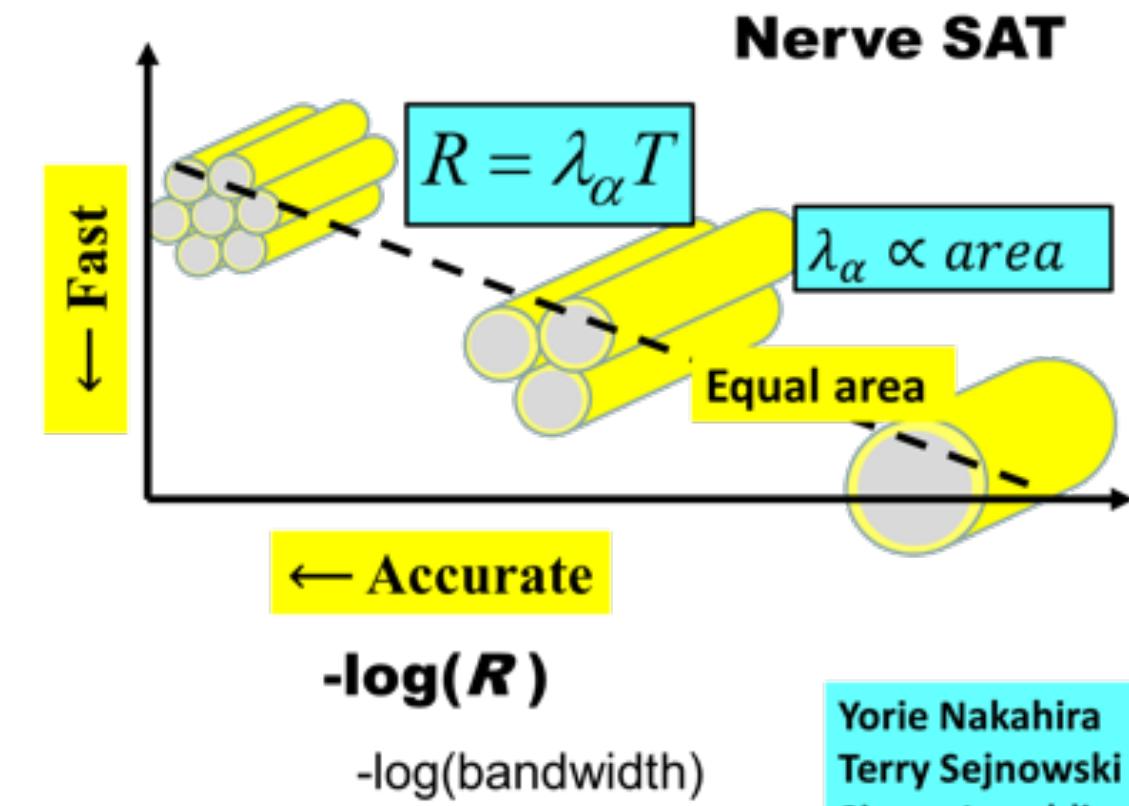


Figure 25-1b Discover Biology 3/e  
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**log( $T$ )**  
log(delay)



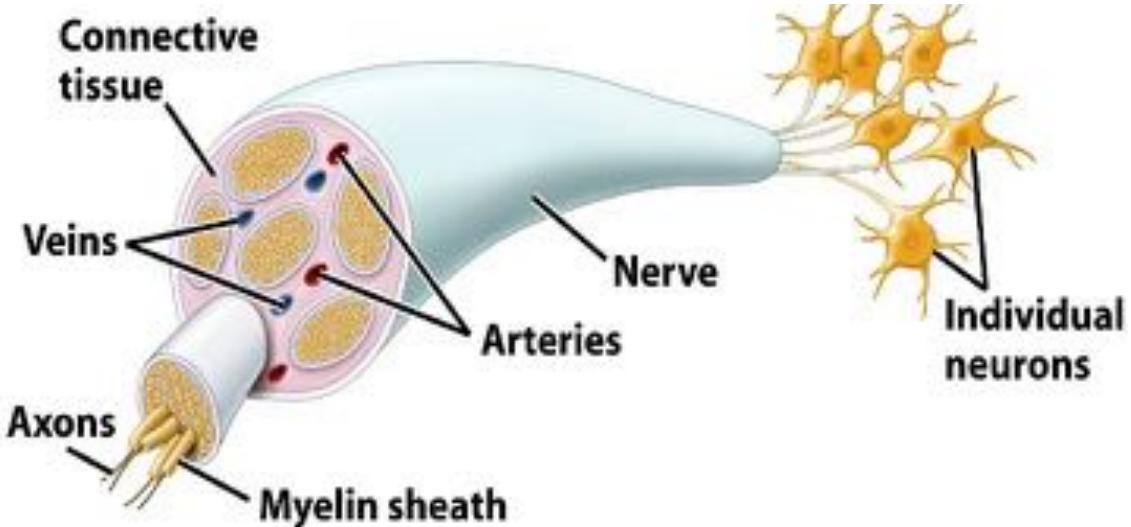
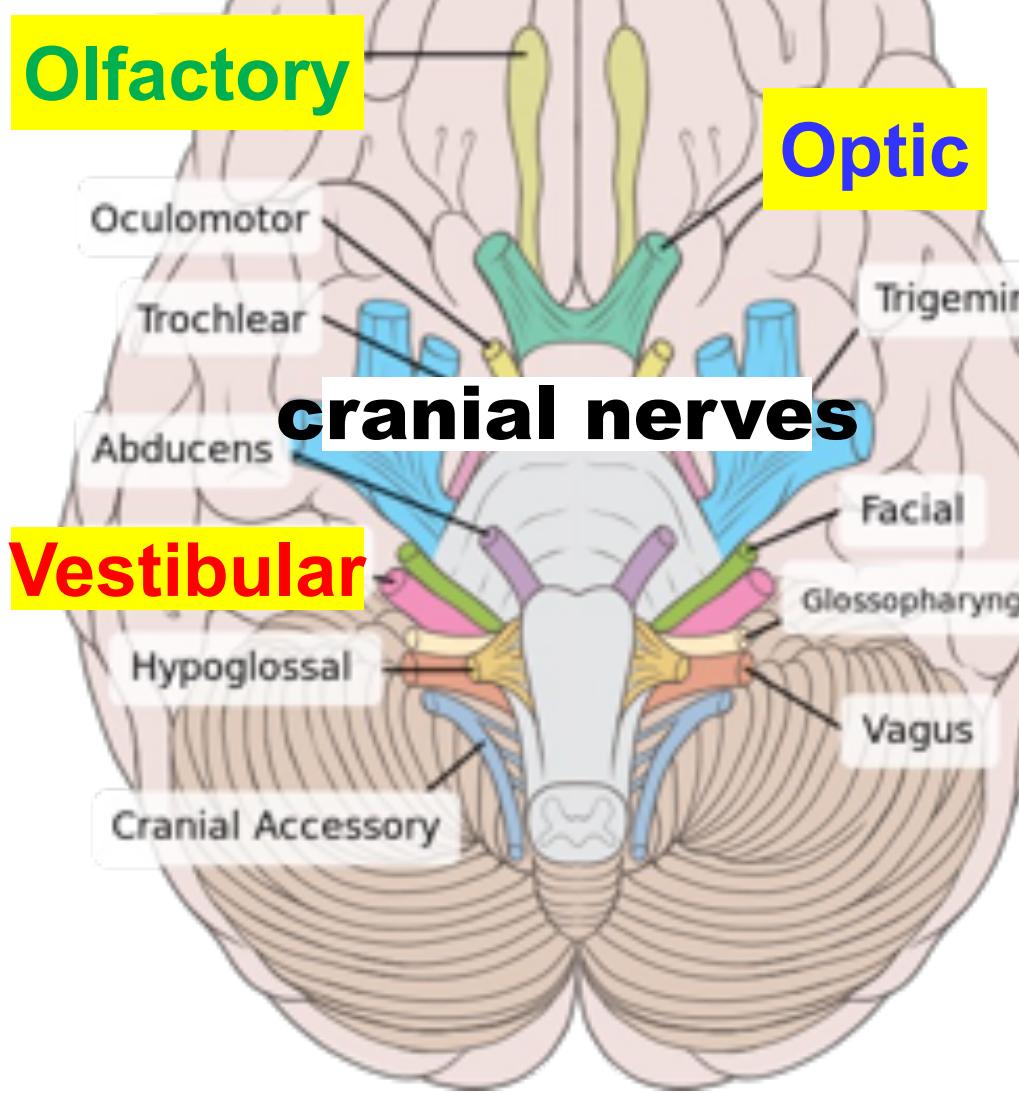
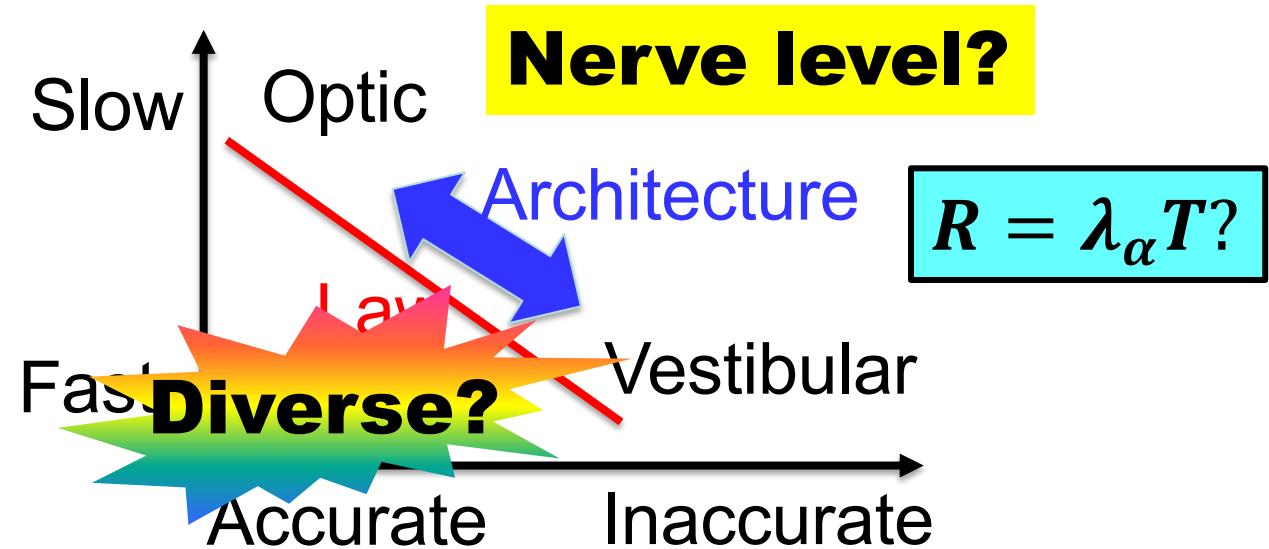
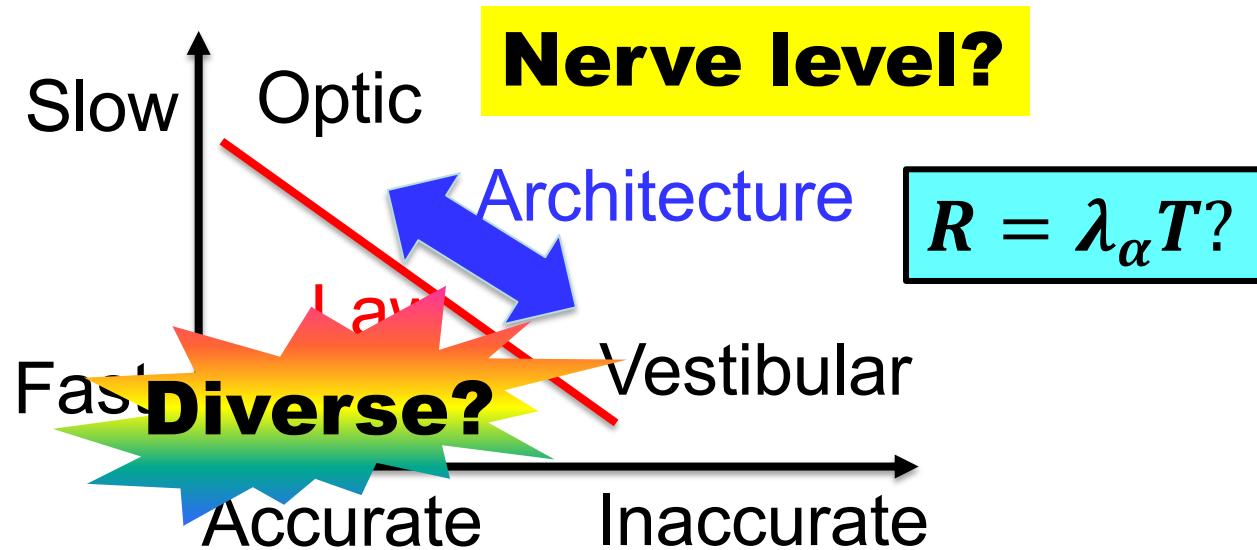
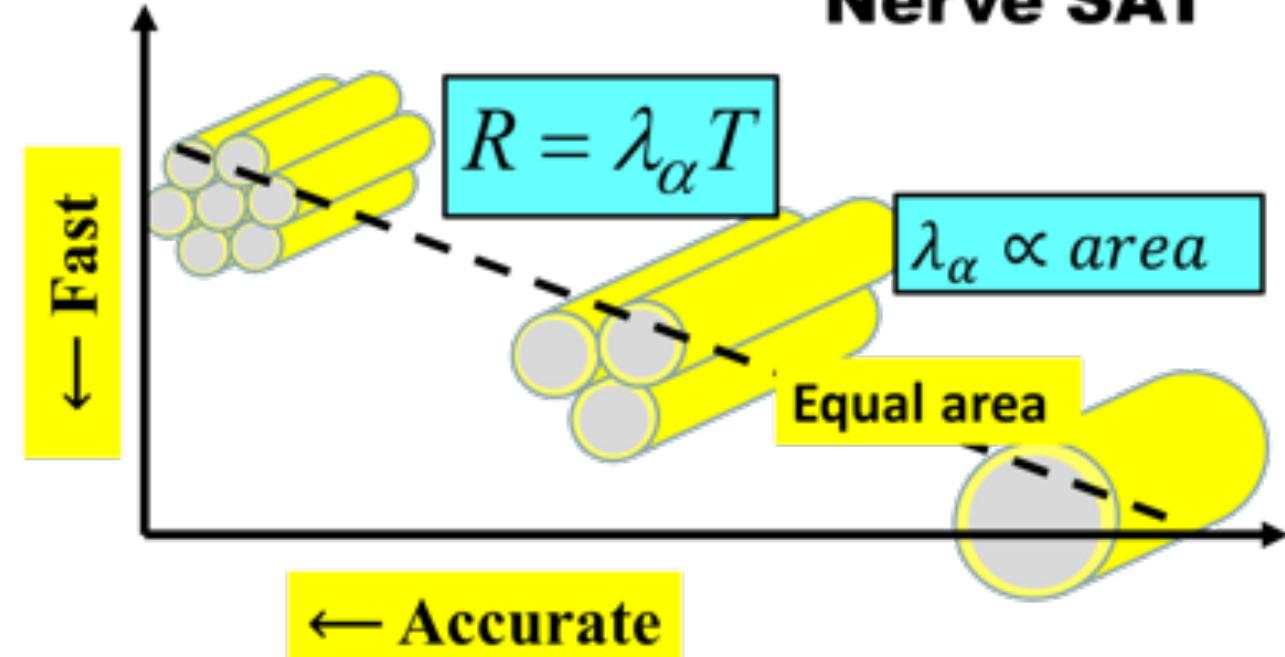


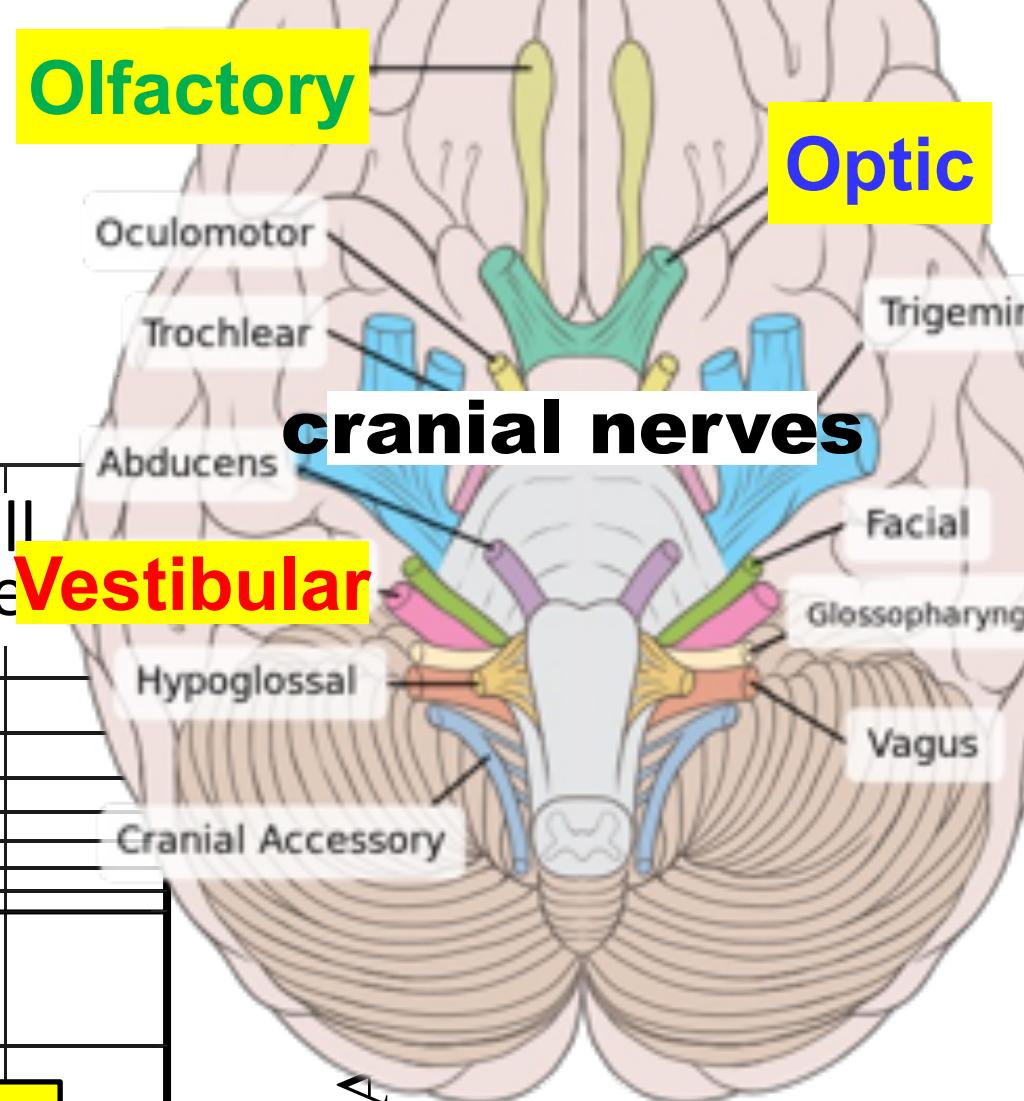
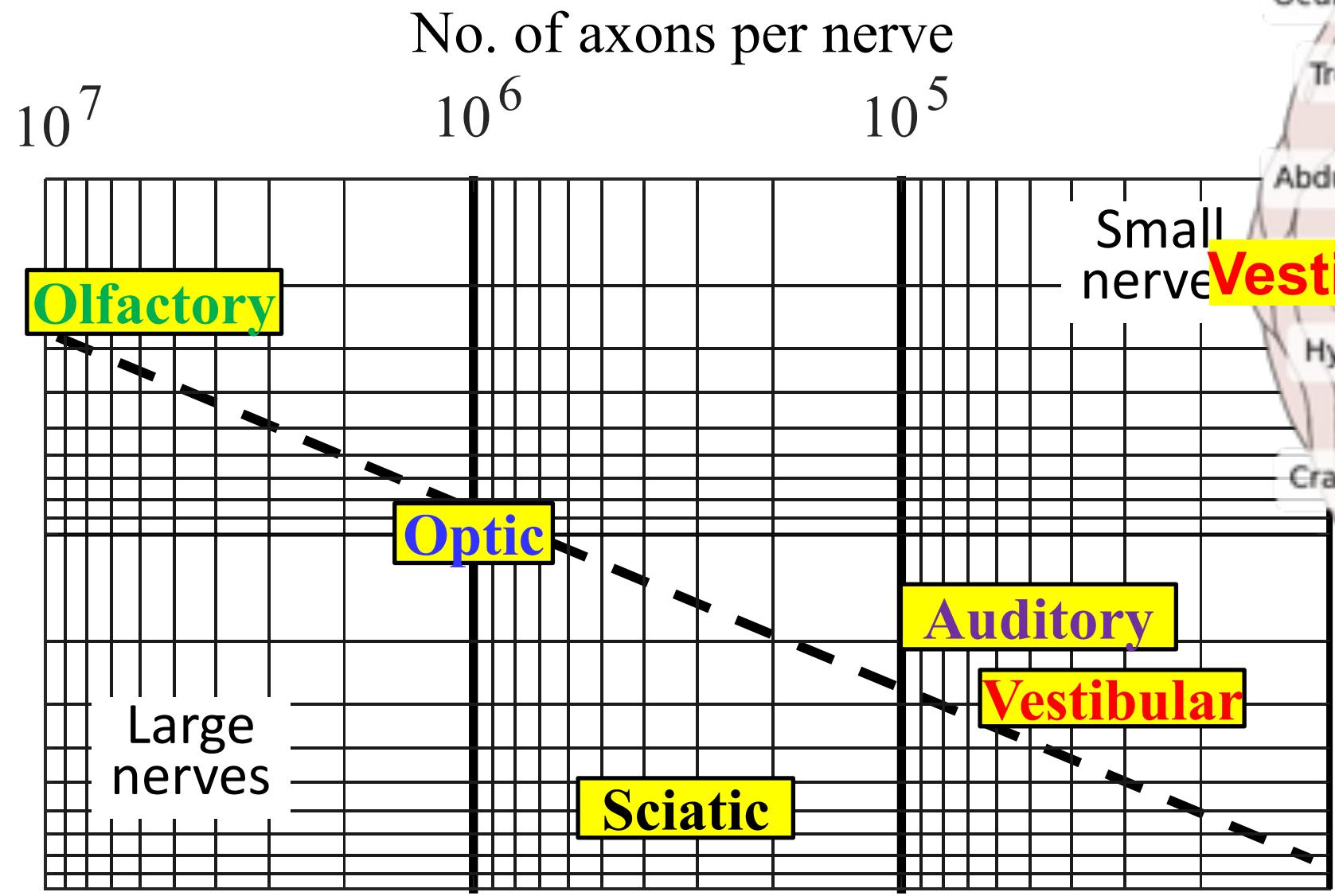
Figure 25-1b Discover Biology 3/e  
© 2006 W. W. Norton & Company, Inc.

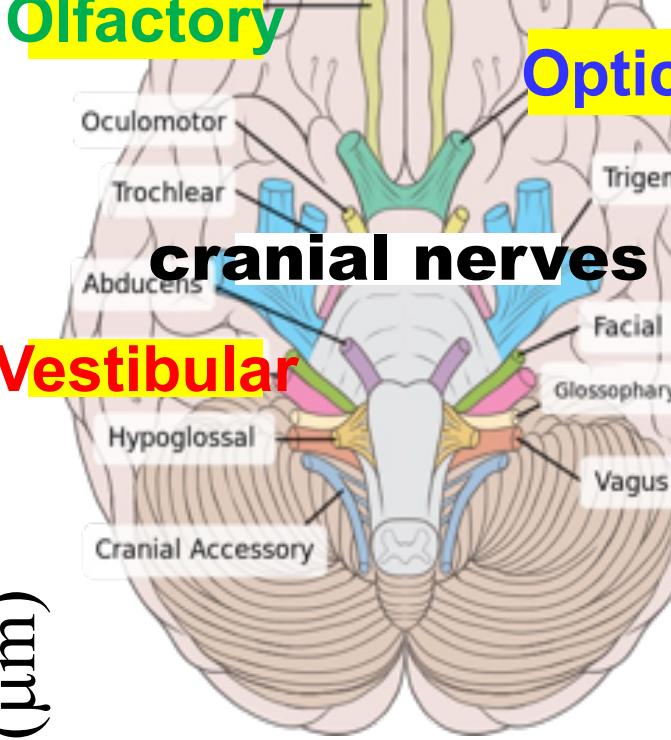
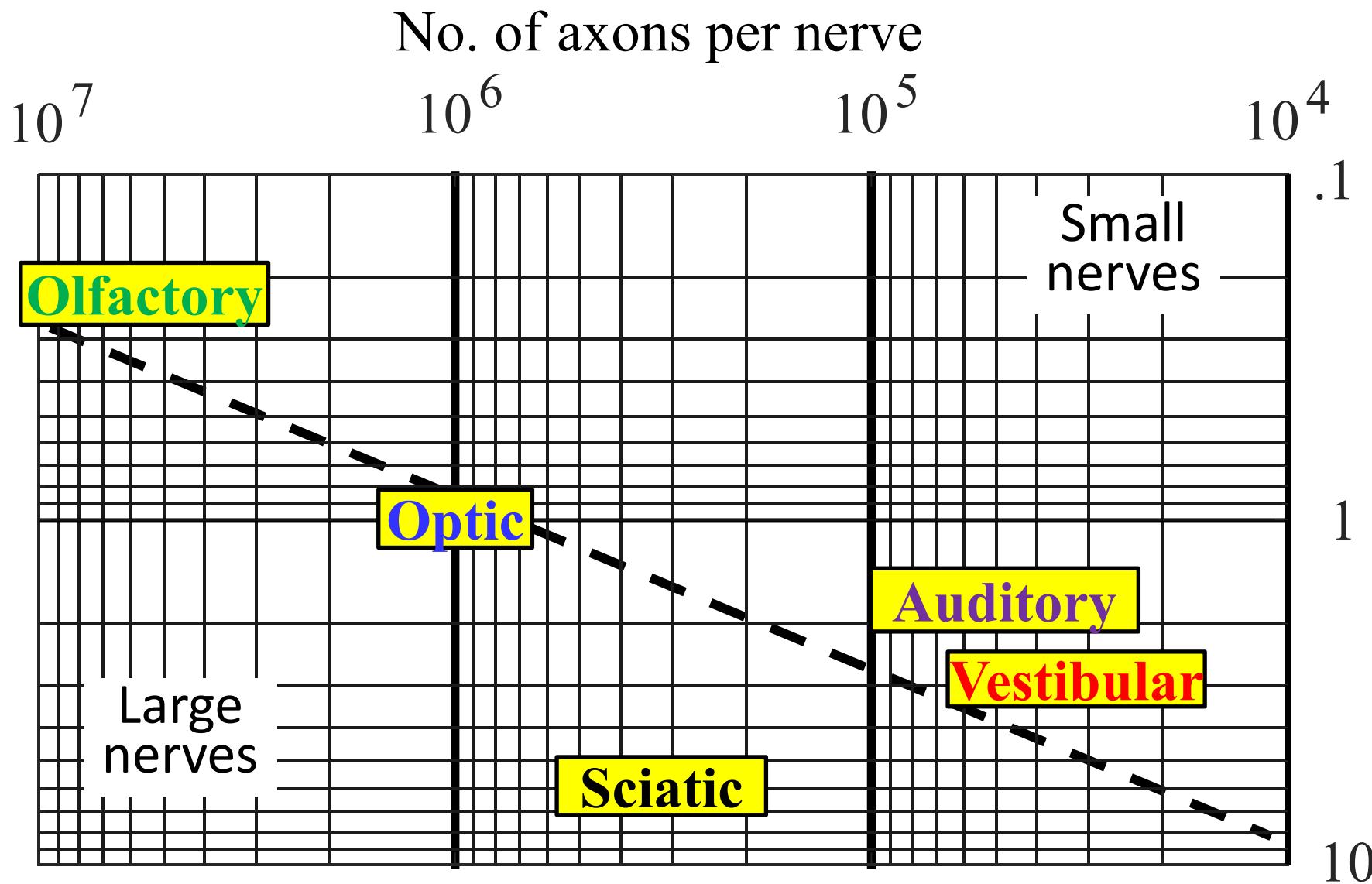


## Nerve SAT



Yorie Nakahira  
Terry Sejnowski  
Simon Laughlin  
(Peter Sterling)

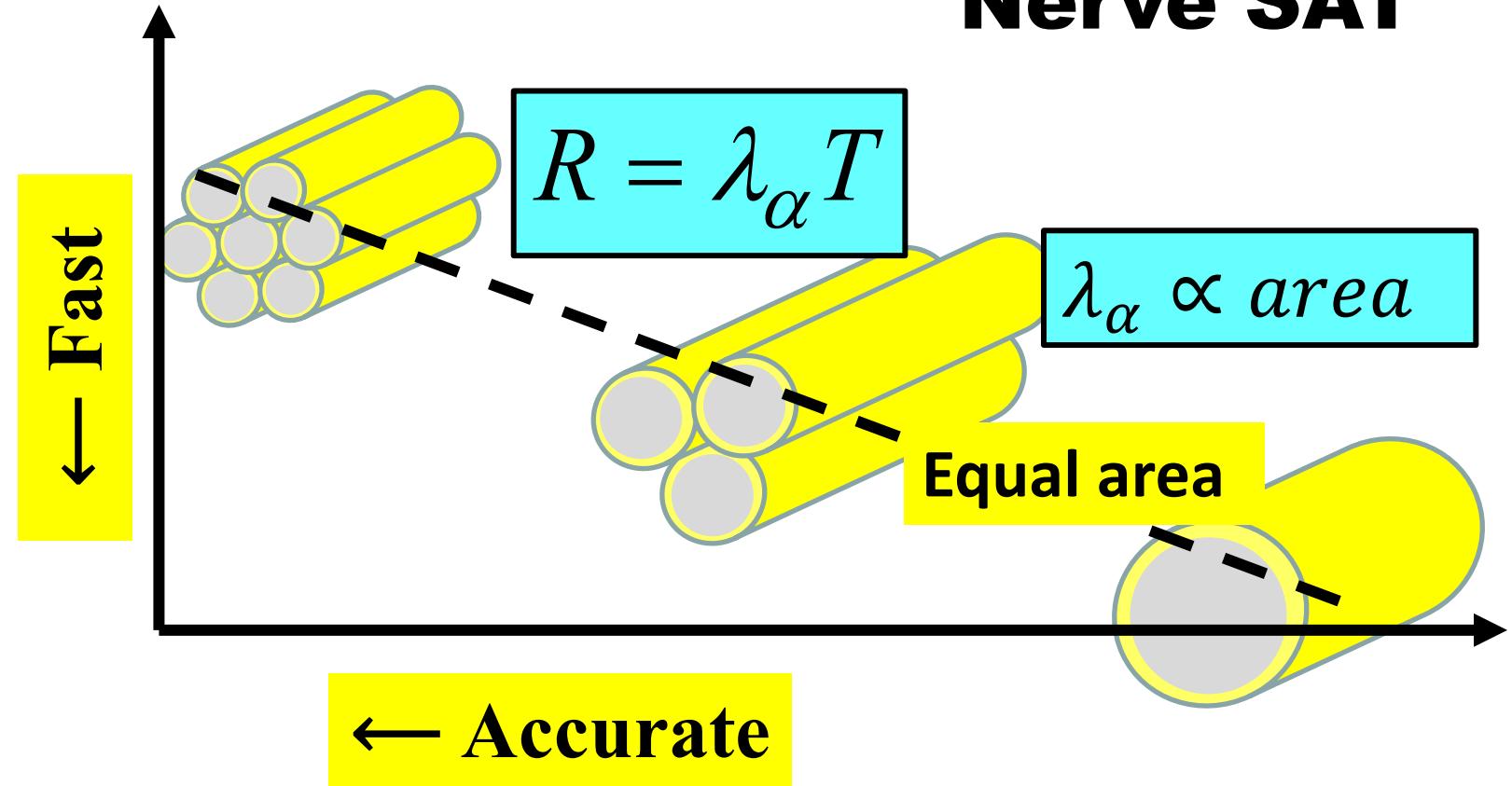




# Nerve SAT

**log( $\tau$ )**

log(delay)



Yorie Nakahira  
Terry Sejnowski  
Simon Laughlin  
(Peter Sterling)

**log( $T$ )**

log(delay)

Fast  
↓

**Turing**

Turing lets  $R \rightarrow \infty$

Both Turing and Shannon

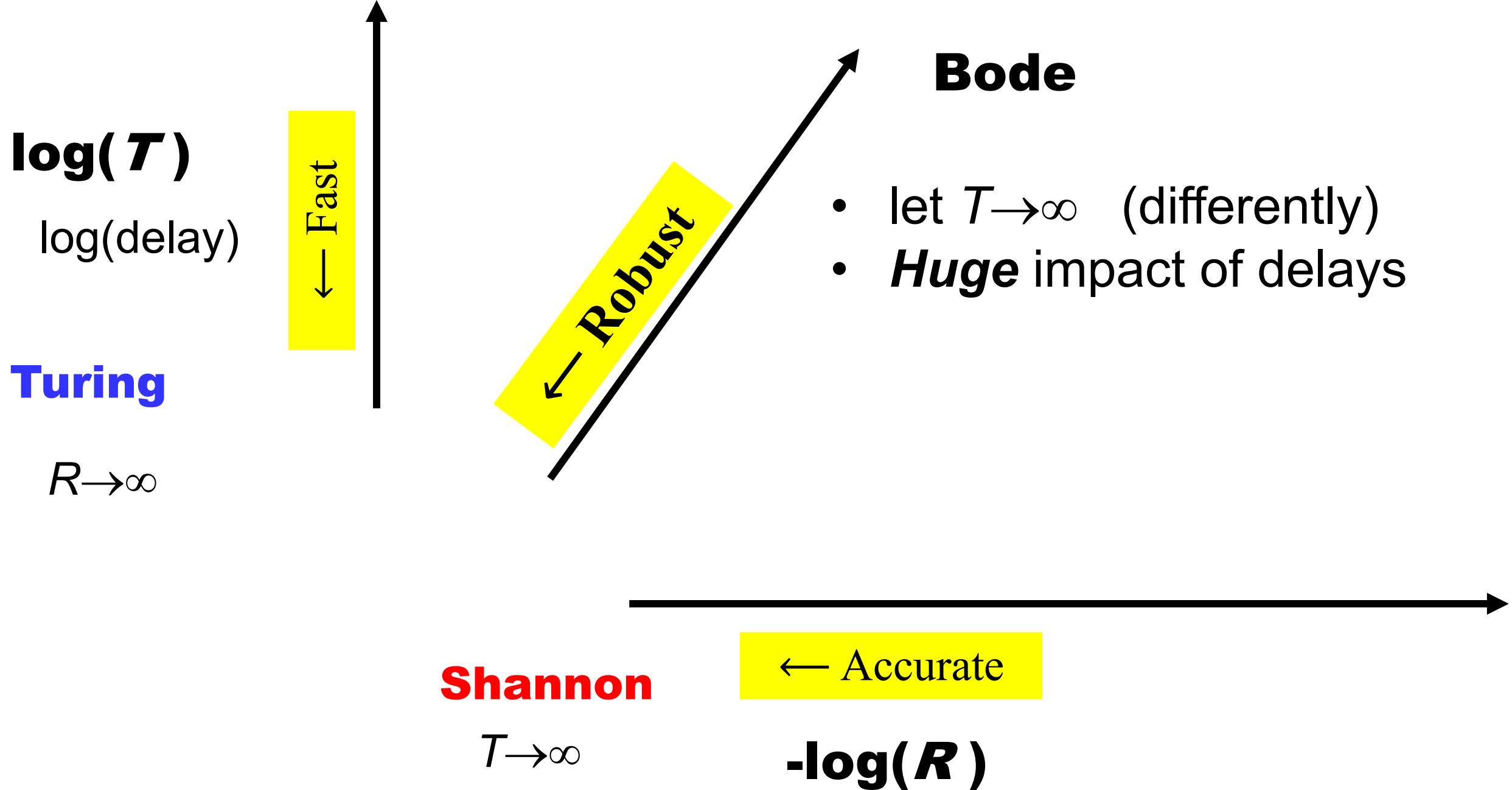
- let  $T \rightarrow \infty$  (differently)
- Don't worry about delays

**Shannon**

$T \rightarrow \infty$

← Accurate

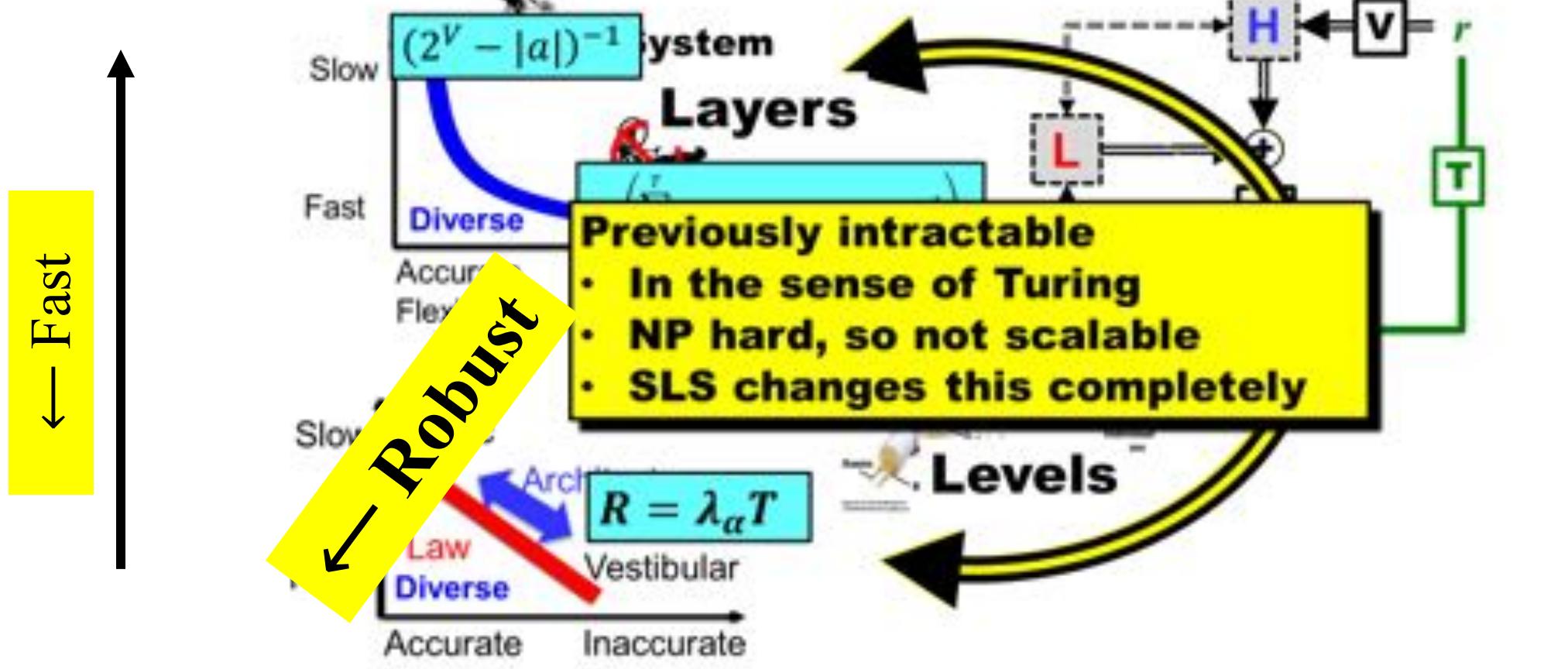
**-log( $R$ )**



$\log(T)$

$\log(\text{delay})$

Turing



- Lost connection with Shannon**
- Much more needed**

Shannon

← Accurate

$-\log(R)$

# Nerve SAT

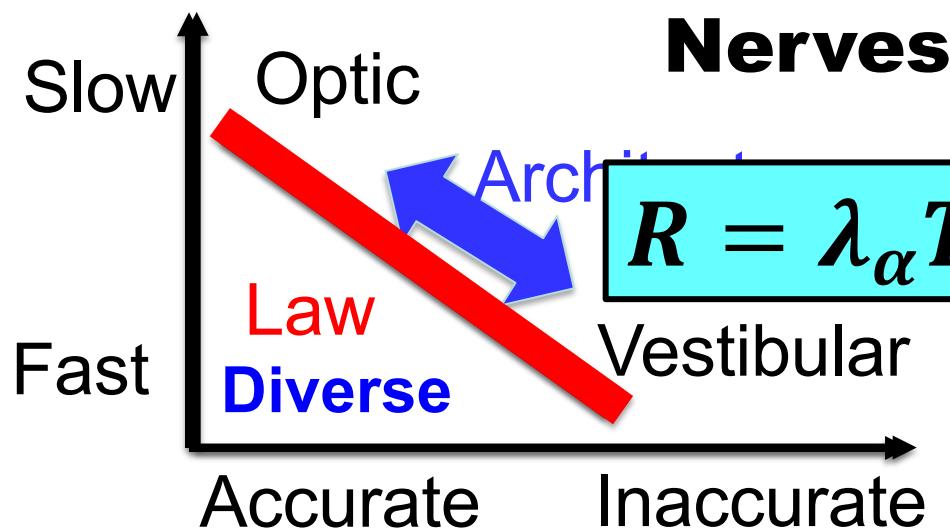
**log( $\tau$ )**

log(delay)

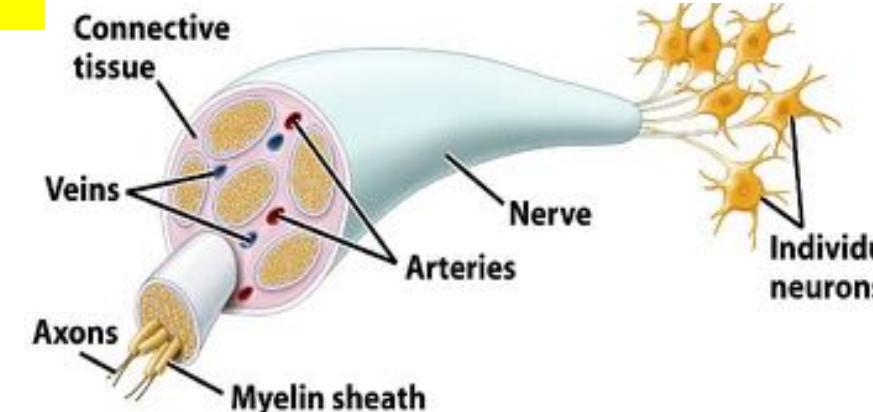
Fast

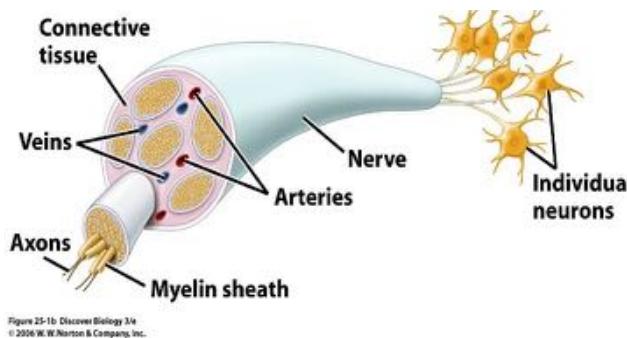
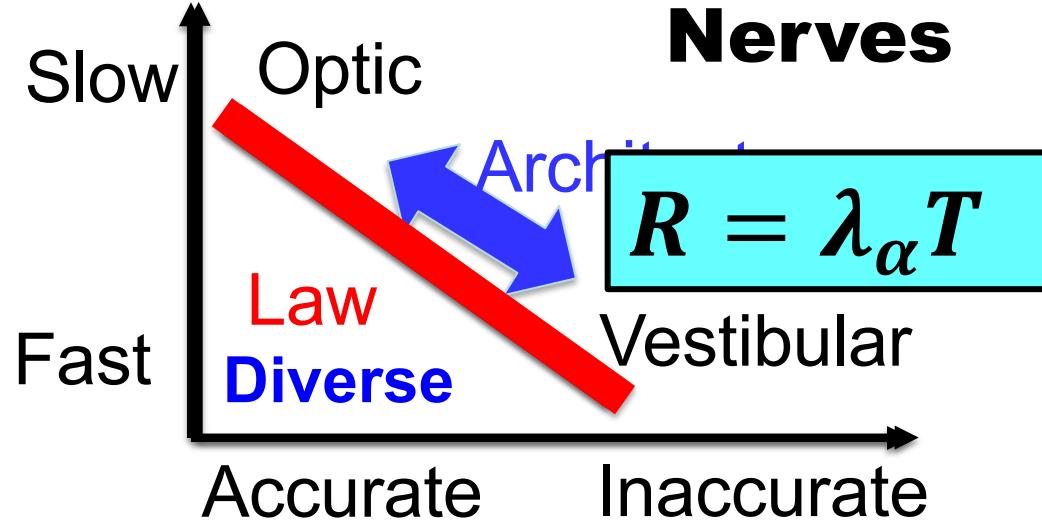
$$R = \lambda_\alpha T$$

Equal area



← Accurate  
-log( $R$ )





Slow  $(2^V - |a|)^{-1}$  system

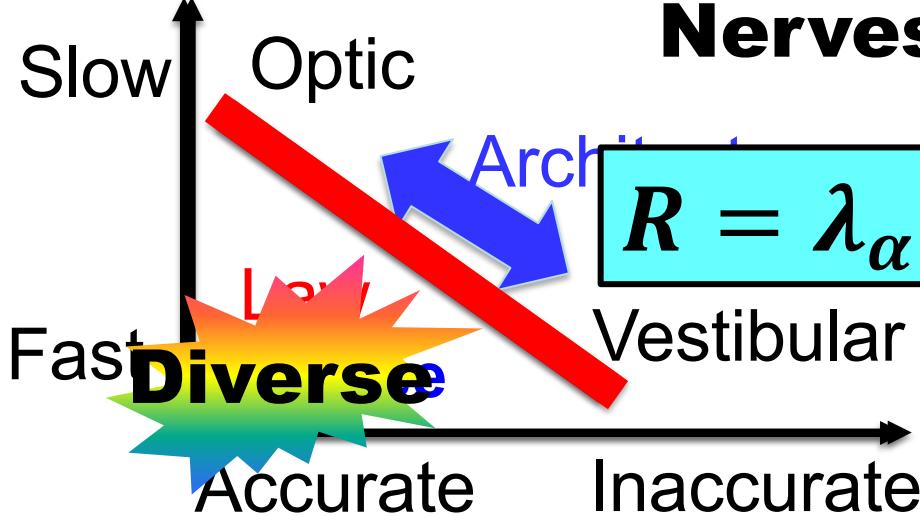
## Layers

Diversity  
enabled  
**Sweet Spot**  
Flexible

$$+ \delta \left( \sum_{i=1}^T |a^{i-1}| + |a^T| (2^{\lambda T} - |a|)^{-1} \right)$$

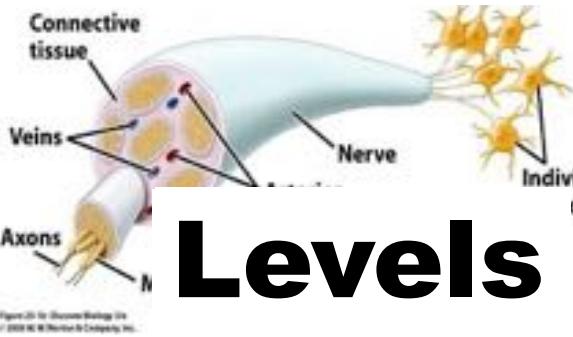
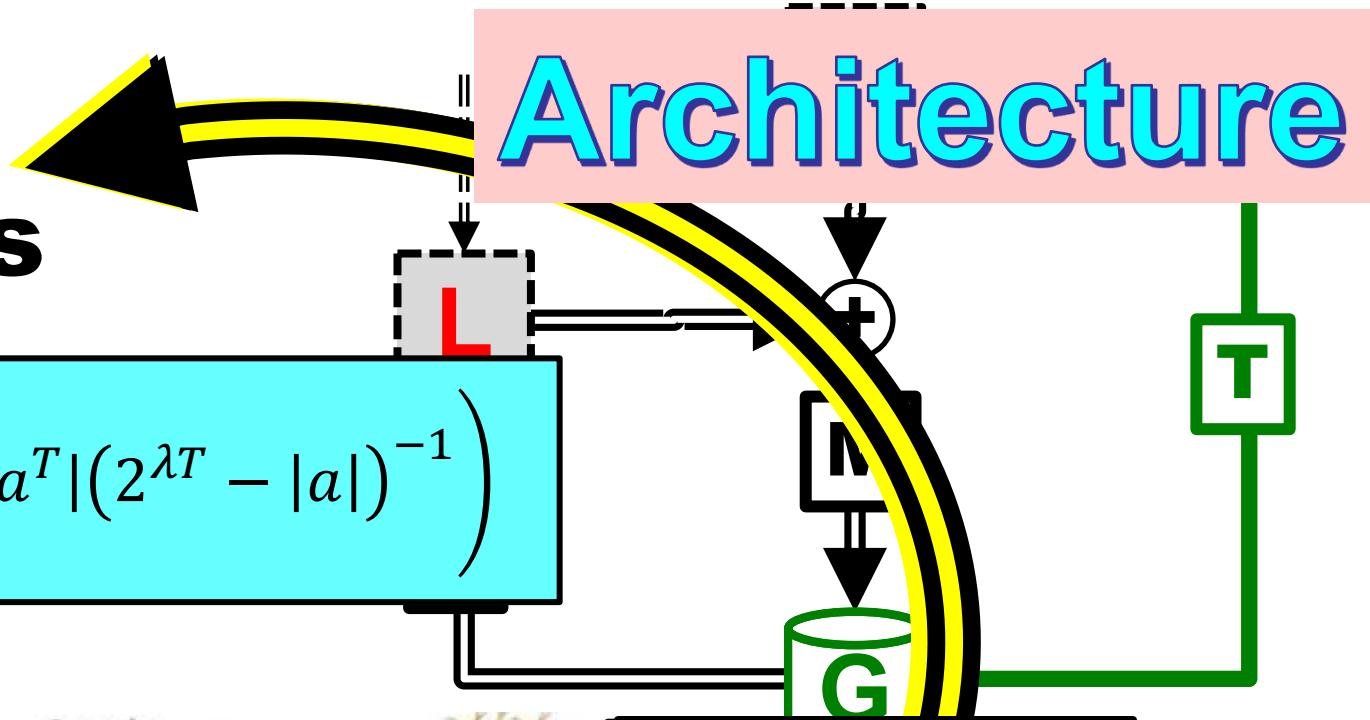
Rigid

## Laws Nerves



$$R = \lambda_\alpha T$$

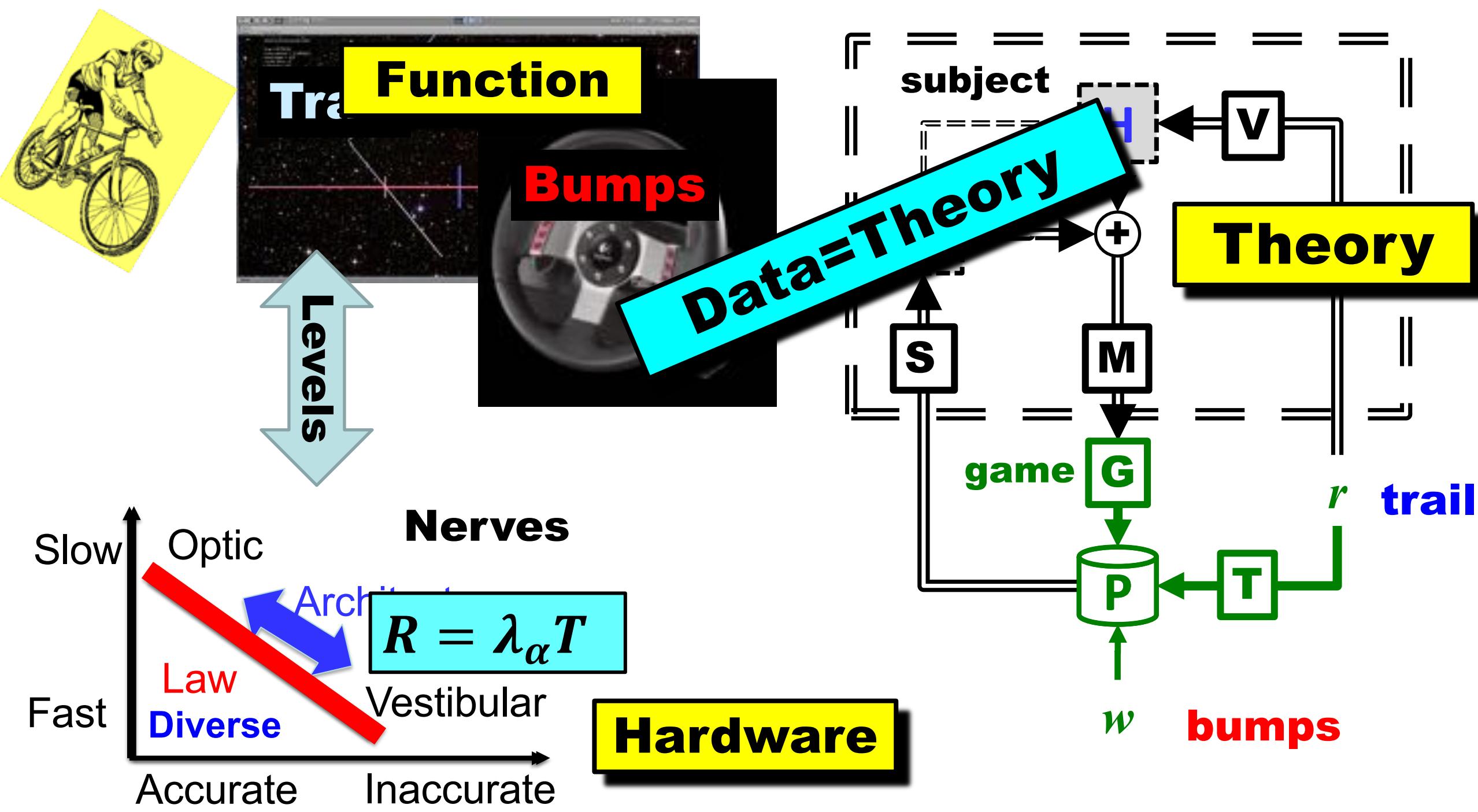
## Architecture



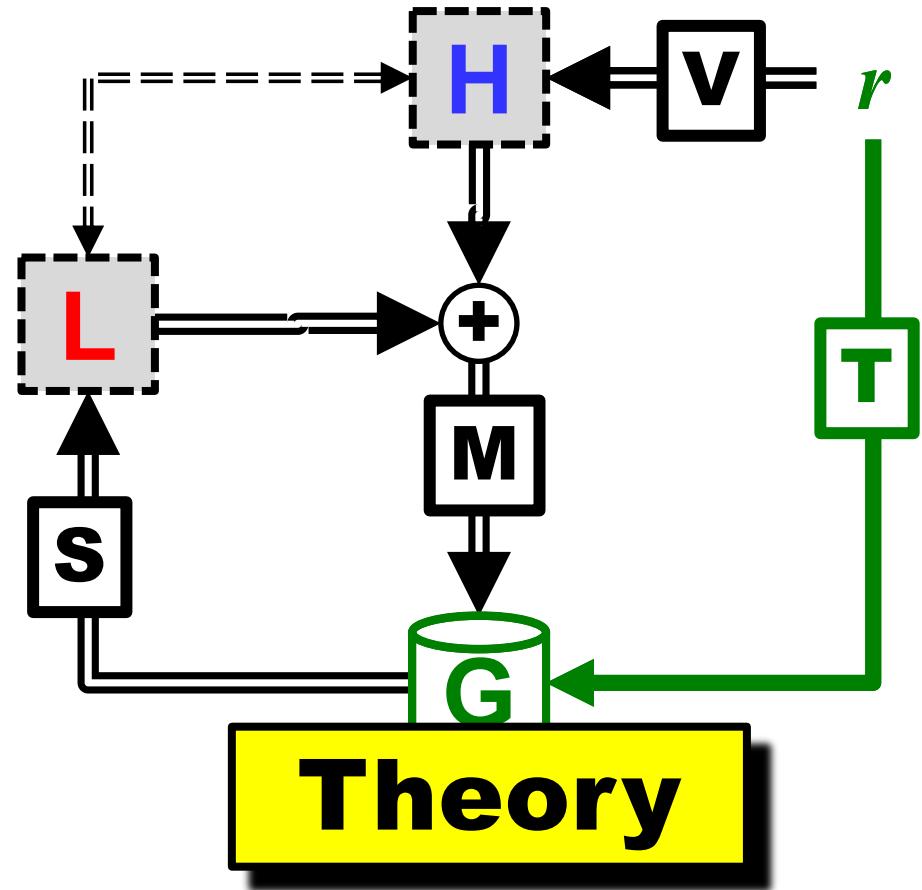
## Levels

## Theory

Easy



- Scalar trail and bumps
- Math is easy
- (Experiments are easy)
- **Has no additional *internal structure* (e.g. within cortex)**
- Beyond what is in the diagram
- What next?



- **1 dimensional scalar trail scalar bump**

