

# a neurocognitive graph theoretical approach to understanding the relationship between minds and brains

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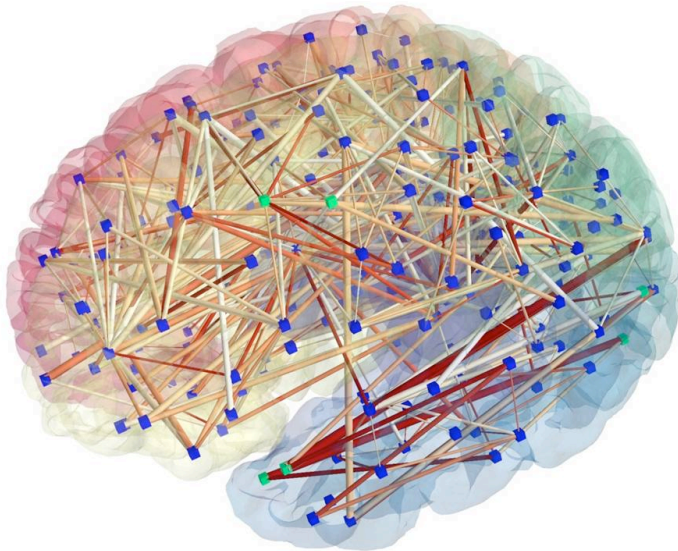
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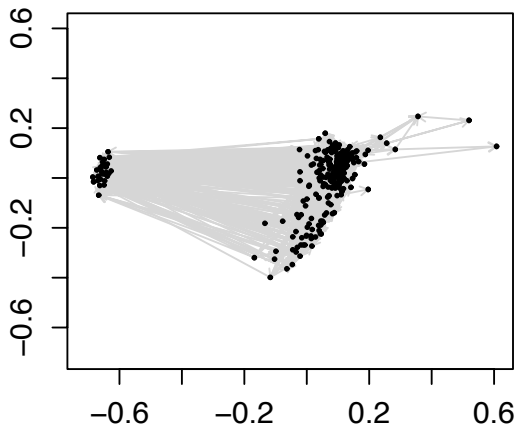
## motivation

- connectomes and neural circuits are all the rage
- a natural question is: what do we do with them?
- we aim to construct a rigorous statistical framework that facilitates the elucidation of the causal relationship between minds,  $M$ , and brains,  $B$
- this means proposing a model,  $P[B, M]$ , that characterizes this relationship, and allows us to develop algorithms to perform various inference tasks

## human MR connectome



c. elegans electron microscopy (em) chemical  
connectome



# desiderata

## model desiderata

- can account for data in a way that is interpretable
- sufficiently generalizable
- latent features are identifiable

## inference algorithm desiderata

- universal consistency, meaning that it will converge to the optimal result, for any  $P[B, M]$ , given infinite data
- rapid convergence rates

## a proposal: brains as random graphs

- a random **brain-graph**,  $B = (V, E)$  is defined by a set of vertices  $V$  and edges between the vertices  $E$
- a **vertex** may correspond to any “neural unit”, including neurons, voxels, columns, regions
- an **edge** may correspond to any connection between neural units, including chemical and electrical synapses, functional strength, white matter tracts, etc.
- both vertices and edges may be endowed with (potentially **latent**) **features**, including receptive fields, probability of release, cell-type, spatial location, etc.
- observed brain-graphs are **random** because they are samples from some model

## why random graph models

- most of probability and statistics deals with random variables, random vectors, or random point-processes (e.g., spike trains)
- random graph theory provides a rigorous statistical framework for performing inference on objects that are characterized by graphs
- our perspective is that each observed neural circuit or connectome is a sample from a random brain-graph model
- given such models, we can infer all sorts of fun stuff

## the formal setting

- let  $b$  be a randomly sampled **brain-graph**,  $B = (V, E)$
- let  $m$  be a randomly sampled **mental property**,  $M$  (e.g., intelligence)
- given a novel brain-graph,  $b$ , compute the **maximum a posteriori** associated mental property,  $m^*$ :

$$m^* = \operatorname{argmax}_m P[m|b] \quad (1)$$

where  $P[m|b]$  is the **posterior**

- the optimal **classifier**  $g^*$  provides this:

$$m^* = g^*(b) \quad (2)$$



## the formal approach

- since neither the model  $P[B, M]$  nor the optimal classifier  $g^*$  are known, one must be **estimated** from the data
- let  $(b_1, m_1), \dots, (b_n, m_n) \stackrel{iid}{\sim} P[B, M]$  be observed pairs sampled **iid** from the model
- given these pairs, we can build a classifier to estimate the optimal one, by minimizing the **misclassification rate**:

$$\hat{g} = \underset{g}{\operatorname{argmin}} P[g(b) \neq m | (b_1, m_1), \dots, (b_n, m_n)] \quad (3)$$

- then, for a new observed brain,  $b$ , we use our estimated classifier to **predict** the most likely mental property,  $m$ :

$$\hat{m} = \hat{g}(b; (b_1, m_1), \dots, (b_n, m_n)) \quad (4)$$

## bayes plug-in classifier is universally consistent

- for each  $b_i$ , **estimate the posterior** using the Bayes plug-in,

$$\hat{P}[M = m|B = b] = \frac{1}{n} \sum_{i=1}^n \delta\{m_i = m|B = b_i\} \quad (5)$$

where  $n$  is the number of training samples, and  $\delta\{\cdot\} = 1$  when the argument is true, and zero otherwise

- note that if  $b \neq b_i$  for any  $b_i$ , then the **prior** is optimal
- so this would work in the limit, but converges **very slowly** [2]

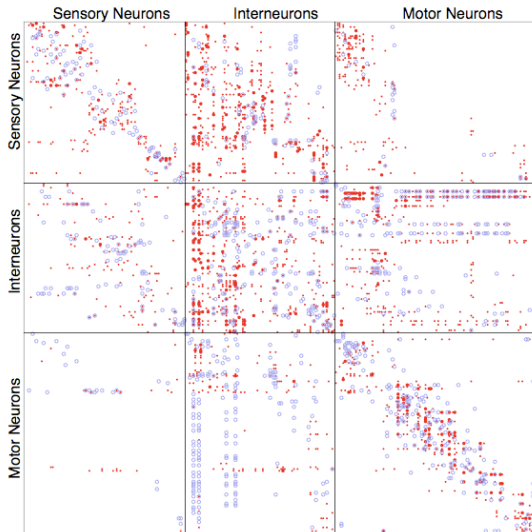
## $k_n$ nearest neighbor is universally consistent with faster convergence rates (often)

- $k_n$ -nearest neighbor (knn) algorithm is known to be universally consistent (u.c.) for **vectors** [2]
- we **prove** that knn is u.c. for **graphs** [3]
- proof of **faster convergence** rates under certain very lax conditions is in preparation
- the **1-nearest neighbor** algorithm for graphs proceeds as follows:
  - compute the distance between  $b$  and each  $b_i$ ,  $d_i = d(b, b_i)$
  - let  $j = \operatorname{argmin}_i d_i$ , and  $m = m_j$
- for  $k > 1$ , find  $k$  **smallest  $d_i$ 's**, and let  $m$  be whichever class is the plurality/majority
- we let  $d(x, y) = (\sum_{ij} (x_{ij} - y_{ij})^2)^{1/2}$  be the **Froebenius norm**

## application to em data from c. elegans

- the c. elegans connectome has been determined for approximately 1 worm [1]
- the wild type c. elegans connectome is believed to be relatively stereotyped [1]
- odor evoked behavior is believed to be determined by synapses between a small number of neurons [4]
- thus, we generated a simulation containing two distinct populations of c. elegans
- the intention is to be able to classify a new c. elegans into either wild type,  $m = 0$  or odor evoked behavior impaired,  $m = 1$

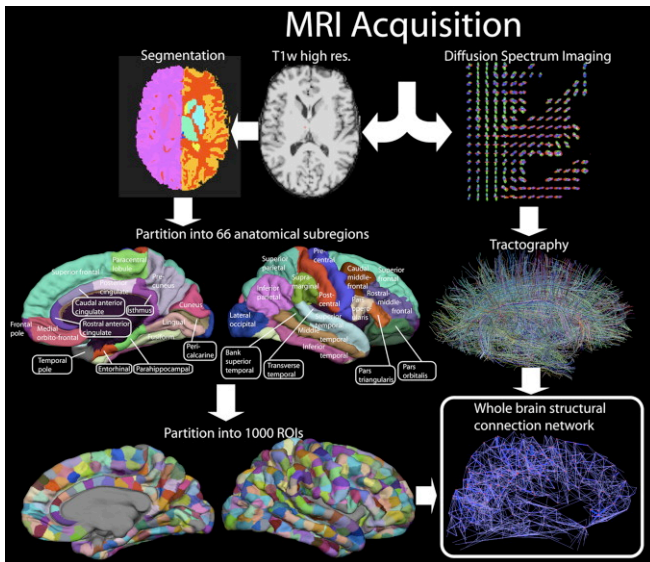
## c. elegans electron microscopy (em) connectome [1]



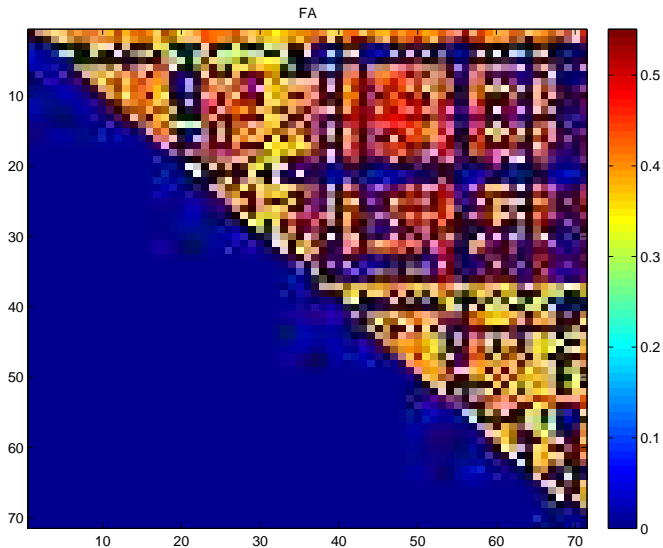
## application to MR data from humans

- diffusion MRI can be used to infer brain-graphs [5]
- various cognitive features have been linked to connectivity [5]
- we utilized custom software to infer labeled brain-graphs from  $n = 1$  human
- we obtain mean FA for fibers connecting 70 labeled anatomical cortical regions [6]
- based on this, we generated a simulation containing two distinct populations of humans

# from MR data to brain-graph



# human diffusion MRI connectome

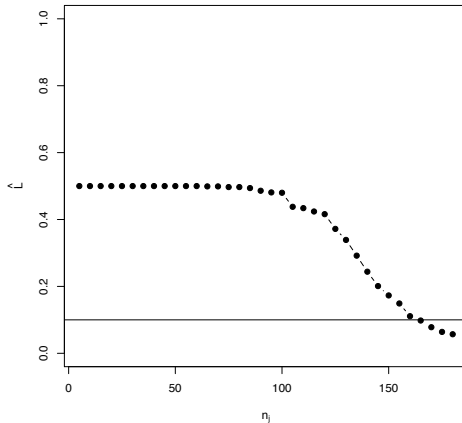




## simulation details

- let  $A_{ij}$  indicate the number of chemical synapses or white matter tracts between neurons or neuroanatomical regions  $i$  and  $j$
- let  $0 < \eta \ll 1$  indicate a noise parameter
- let  $\mathcal{E}$  be the set of edges that differ between the two classes
- let  $n$  be the number of training samples
- sample  $n_0 \sim \mathcal{U}(0, \dots, n)$ , and  $n_1 = n - n_0$
- let  $C_{ij} \stackrel{iid}{\sim} \mathcal{U}(-lb, ub)$  for  $(i, j) \in \mathcal{E}$ , and  $C_{ij} = 0$  for  $(i, j) \notin \mathcal{E}$
- sample  $n_0$  adjacency matrices from  $\text{Poisson}(A_{ij} + \eta)$  to obtain our simulated wild type population
- sample  $n_1$  adjacency matrices from  $\text{Poisson}(A_{ij} + C_{ij})$  to obtain our simulated impaired population

main result: knn classifier converges on c. elegans  
data

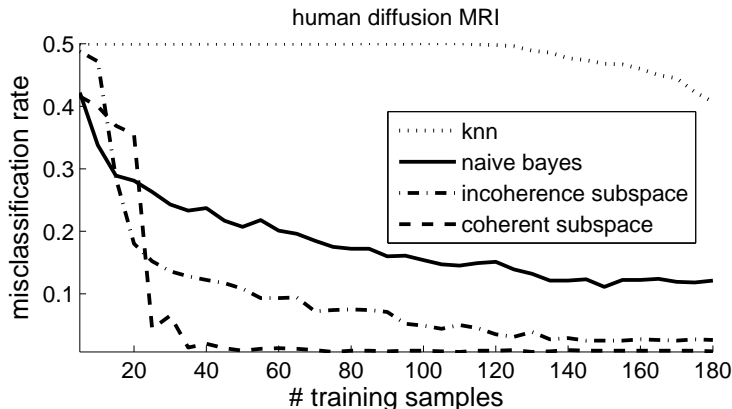


$\hat{L}$  is the misclassification rate

## making convergence rates faster

- if simplifying assumptions about  $P[B, M]$  can be made without introducing much **bias**, but substantially reducing **variance**, then algorithms optimal given these assumptions will tend to converge faster [1]
- the **edge independent** approximation is poor, but often leads to improved results (called naïve bayes)
- **$\mathcal{E}$  is known**, then one can define  $d_i$  as only the distance between the subgraphs induced by  $\mathcal{E}$
- if  **$\mathcal{E}$  is unknown**, it can be estimated from the data (incoherent subspace)
- if  $\mathcal{E}$  is unknown, but it is known that all the edges within it share a **common set of vertices**, this knowledge can be utilized (coherent subspace)

secondary result: simplifying assumptions yield  
faster convergence rates



## discussion

- unraveling the **mind-brain relationship** is a central tenet of contemporary neuroscience
- we introduce a coherent framework for quantifying this relationship utilizing the concept of random **brain-graphs**
- we **prove** the existence of a universally consistent classifier
- **faster convergence** rates come from simplifying assumptions that don't introduce much bias
- results on real data could lead to **prognostics** or other therapeutics
- brain-graph model fitting, **model selection**, etc., all seamlessly integrate with this approach
- applications **abound**

# bibliography & acknowledgements

## bibliography

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## acknowledgements

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