

Biologically plausible model of human learning in simple arithmetic tasks

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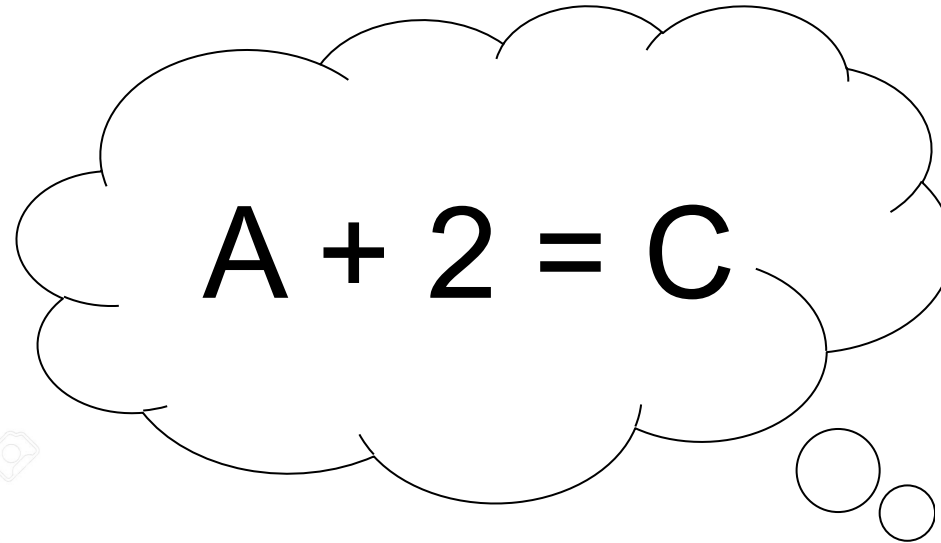
Supervised by Dr. Jelmer Borst

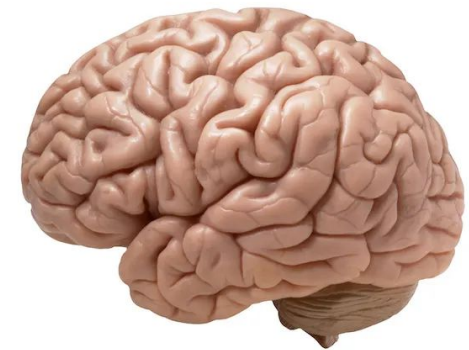
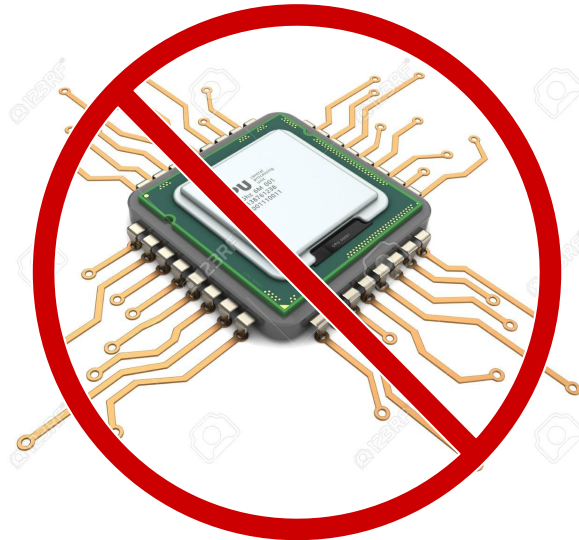
Alphabet arithmetic

$$A + 2 = C$$

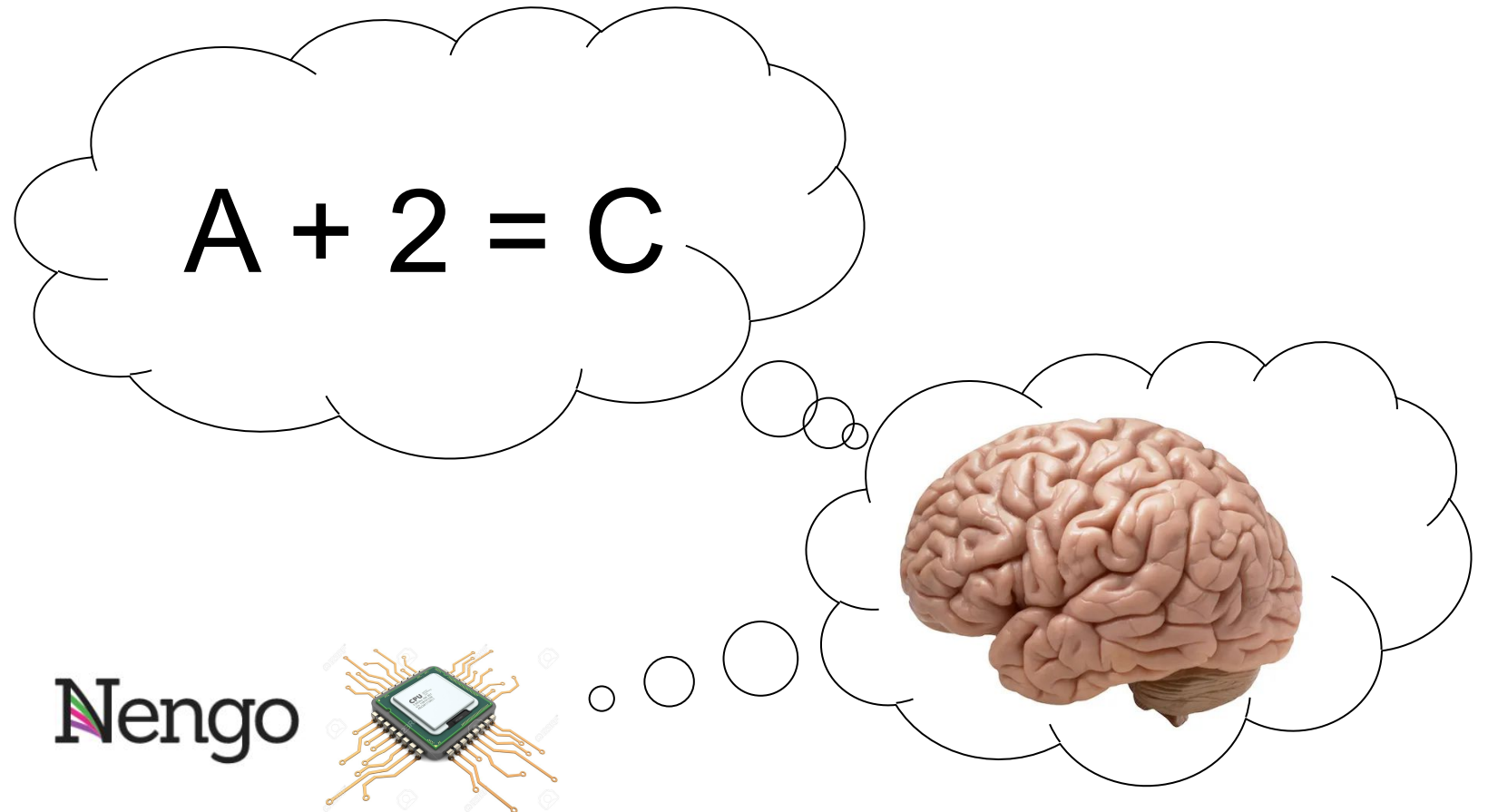


Alphabet arithmetic


$$A + 2 = C$$



Alphabet arithmetic



Learning

$A + 2 : A \rightarrow B \rightarrow C$

$B + 4 : B \rightarrow C \rightarrow D \rightarrow E \rightarrow F$

$A + 2 : A \rightarrow B \rightarrow C$

$C + 3 : C \rightarrow D \rightarrow E \rightarrow F$

...

$A + 2 : C$

Learning

$A + 2 : A \rightarrow B \rightarrow C$

$B + 4 : B \rightarrow C \rightarrow D \rightarrow E \rightarrow F$

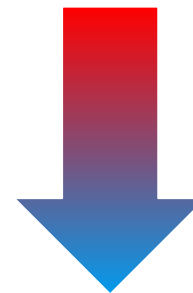
$A + 2 : A \rightarrow B \rightarrow C$

$C + 3 : C \rightarrow D \rightarrow E \rightarrow F$

...

$A + 2 : C$

Counting
Procedural phase



???

Recall
Associative phase



Procedure for letter (L) + number (N)

result \leftarrow **recall** $L + N = ?$

if recall was *not* successful

 result \leftarrow L

 count \leftarrow 0

until count = N

increment result

increment count

end

end

learn $L + N = \text{result}$

How do we actually do this with neurons?

result \leftarrow recall $L + N = ?$

if recall was *not* successful

result \leftarrow L

count \leftarrow 0

until count = N

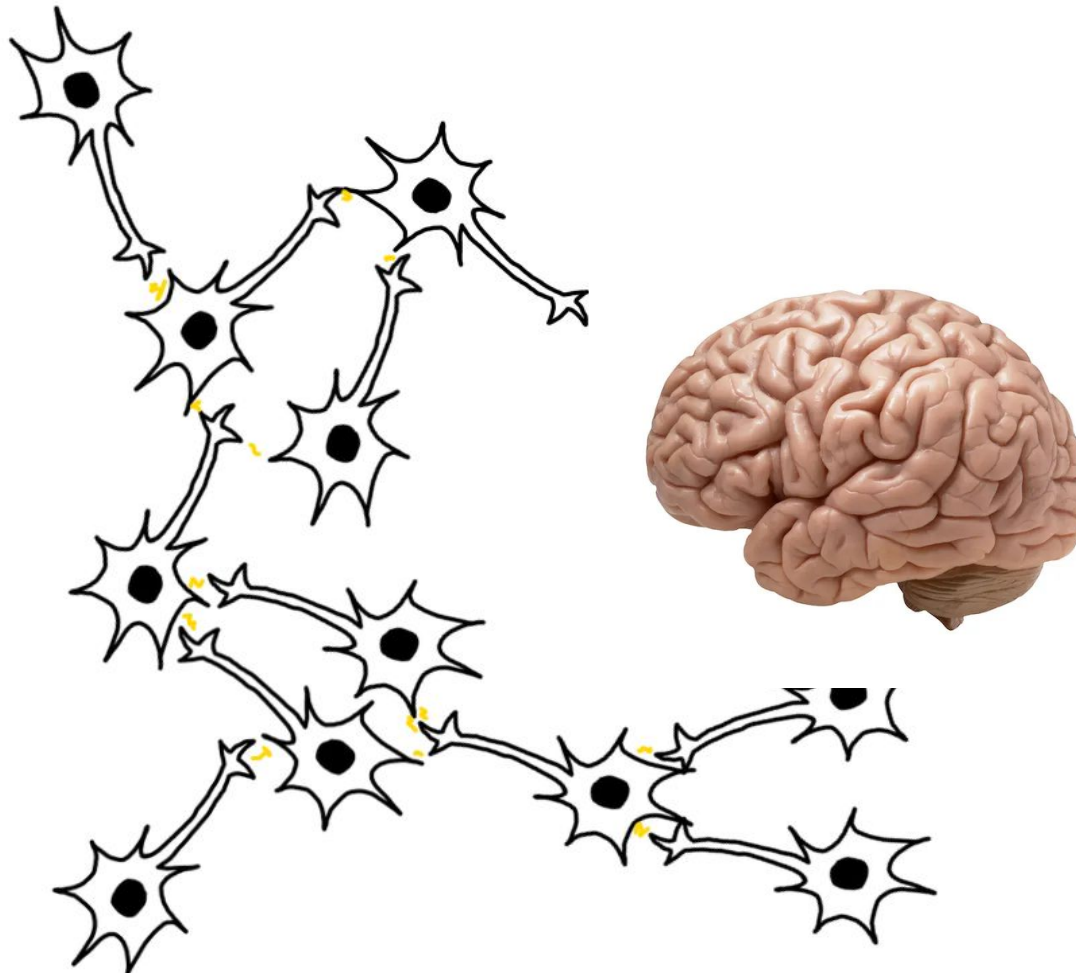
increment result

increment count

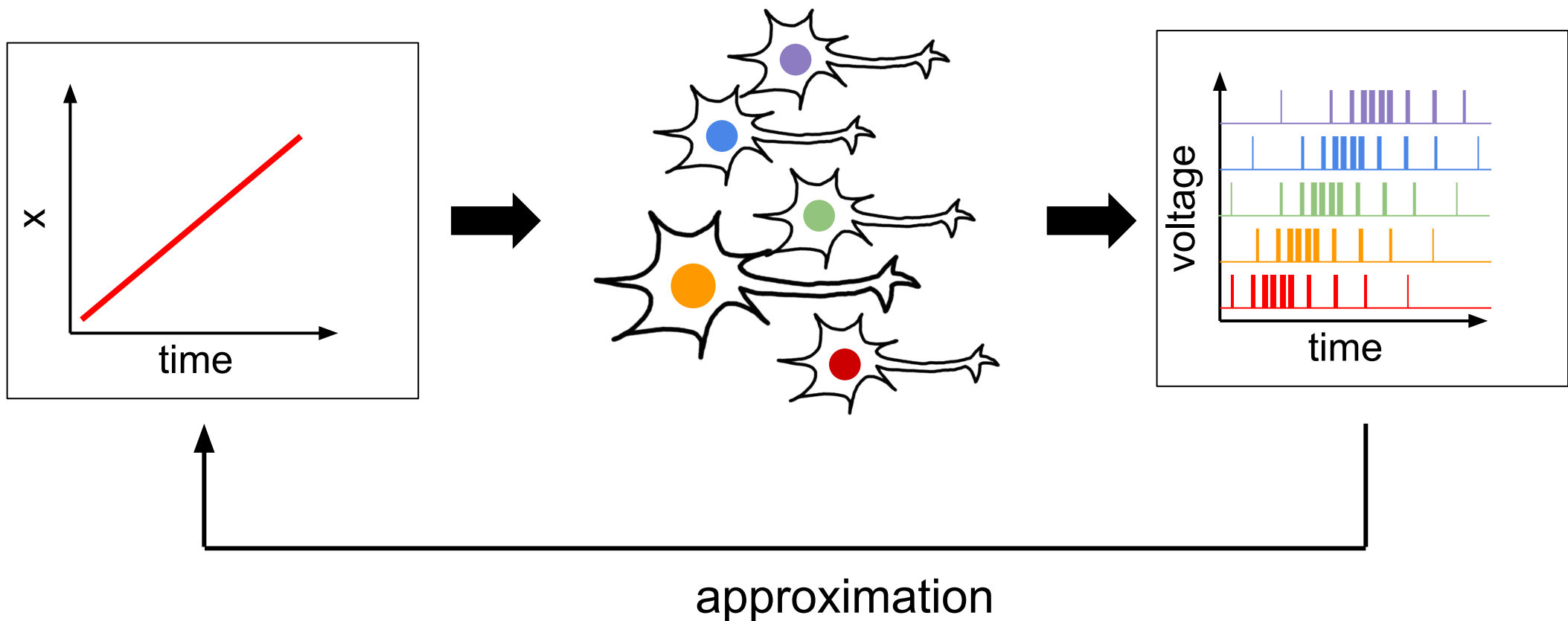
end

end

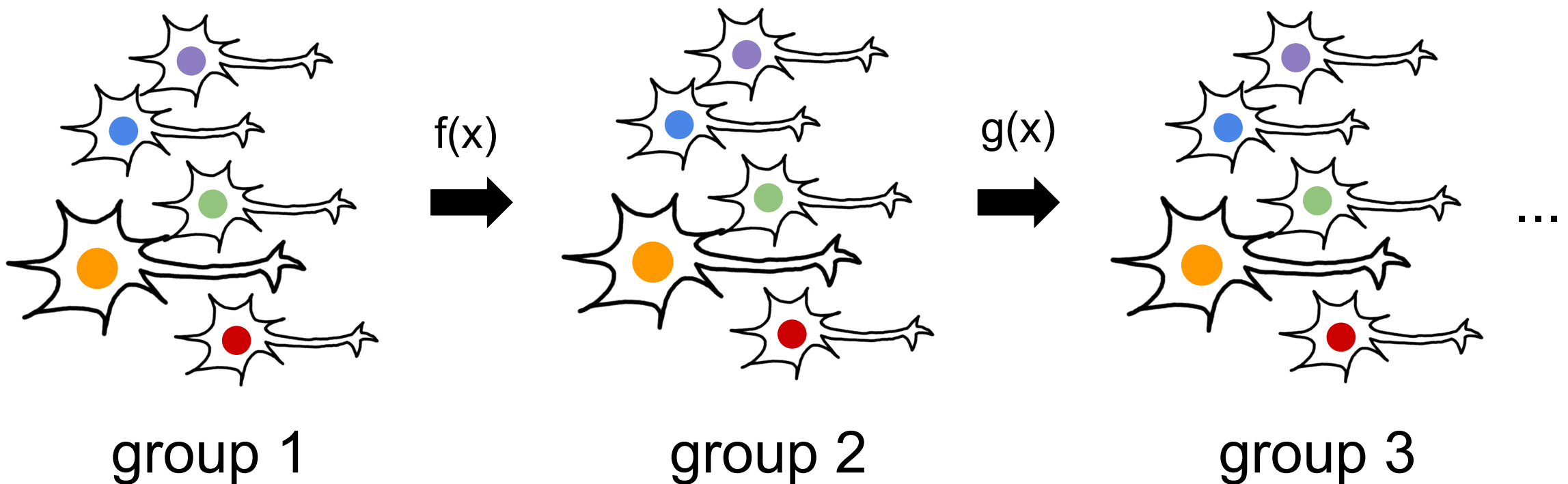
learn $L + N = \text{result}$



Spiking leaky integrate-and-fire (LIF) neurons



Spiking leaky integrate-and-fire (LIF) neurons



Biologically plausible learning rules

Voja

makes neurons selective on inputs over time.

PES

learns a function between neuron groups based on an error signal.

So....

result \leftarrow **recall** $L + N = ?$

if recall was *not* successful

result \leftarrow L

count \leftarrow 0

until count = N

increment result

increment count

end

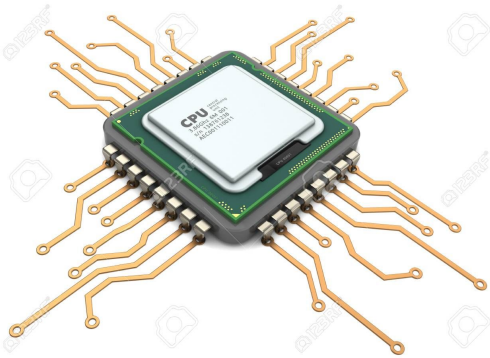
end

learn $L + N =$ result

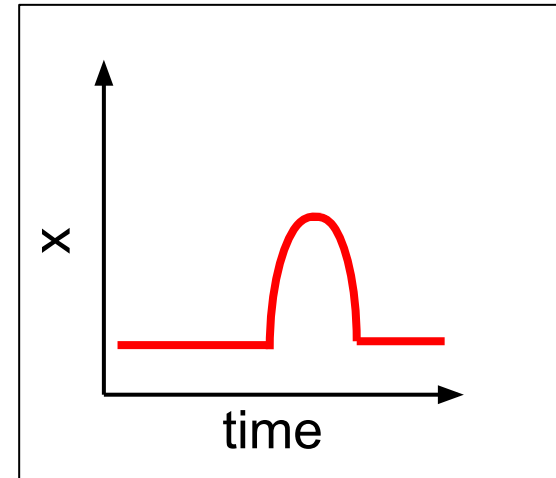
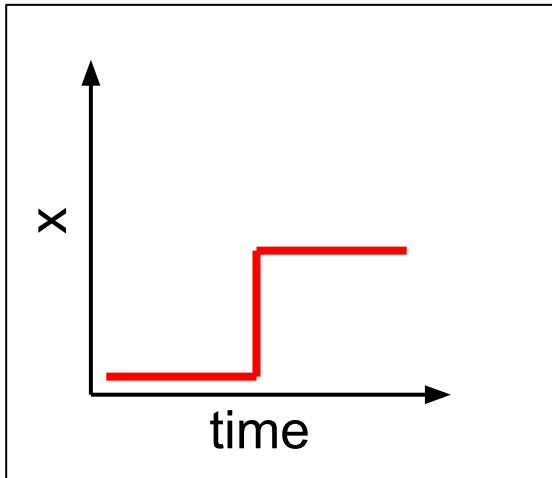
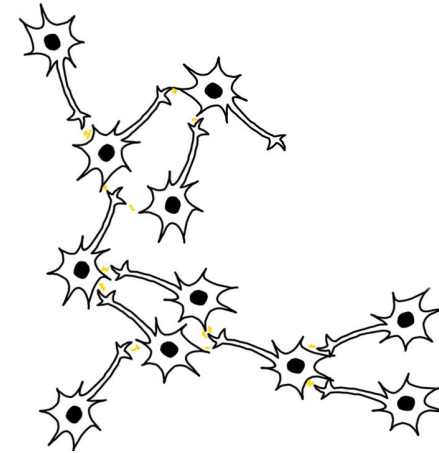
looks simple, but is
really hard

Models already
exist, but are too
brittle.

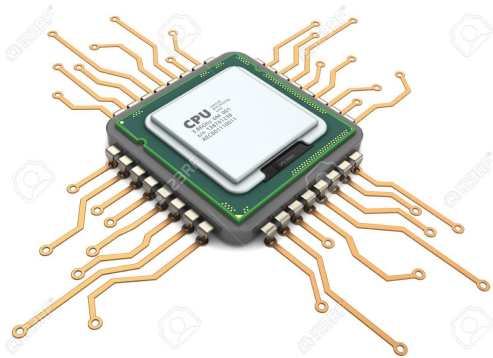
Counter intuitive behavior



```
var x ← 0  
x ← 1  
...
```

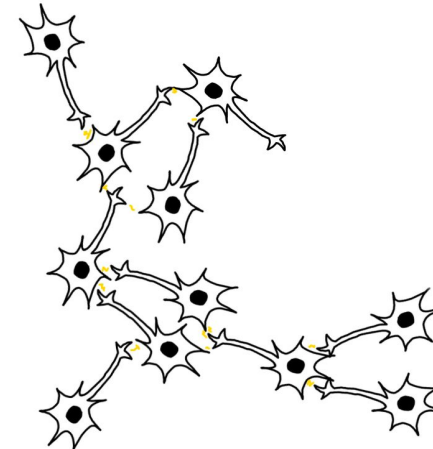


Everything always runs in parallel



synchronous

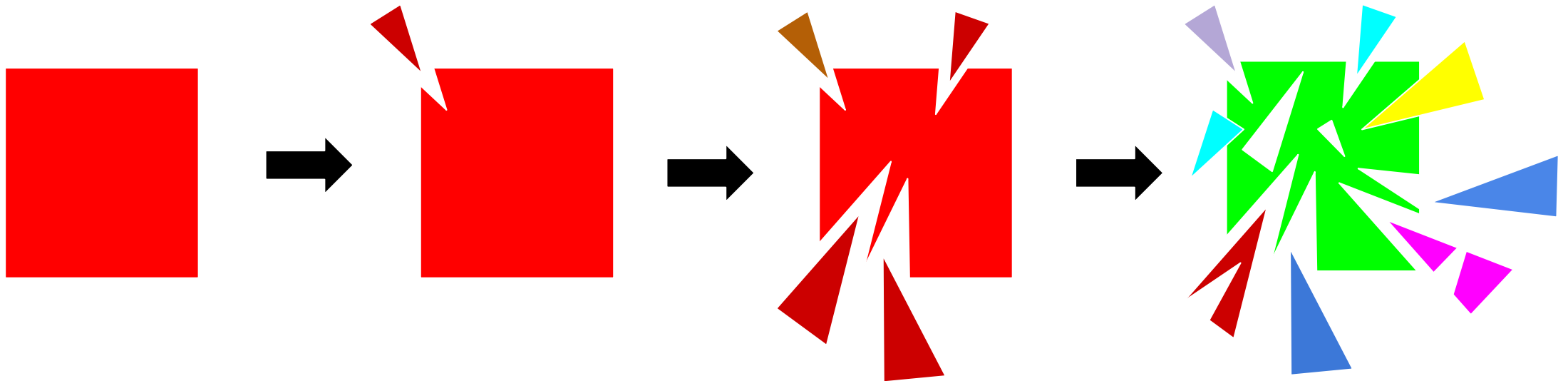
```
break invariants  
  do stuff  
restore invariants
```



parallel

```
while maintaining invariants  
  do stuff  
end
```

Noise accumulates over time



Hyperparameters are everywhere

```
0.3 .dot(state, Run) + 1.2 .load_result - inc_result →  
assoc_result = 2.5 .result_mem  
total_assoc = 2.5 .total_mem  
result_gate = Close  
total_gate = Close  
state_gate = Close  
count_gate = Close  
load_comp_a = 0.75 .One  
load_comp_b = 0.75 .One  
inc_comp_a = gen_inc_assoc  
inc_comp_b = count_res  
gen_inc_assoc = 2.5 .result_mem
```

Aubin et al. (2016)

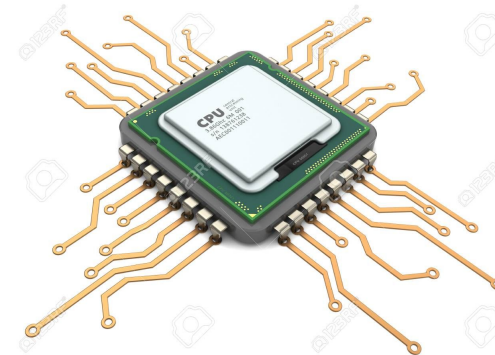
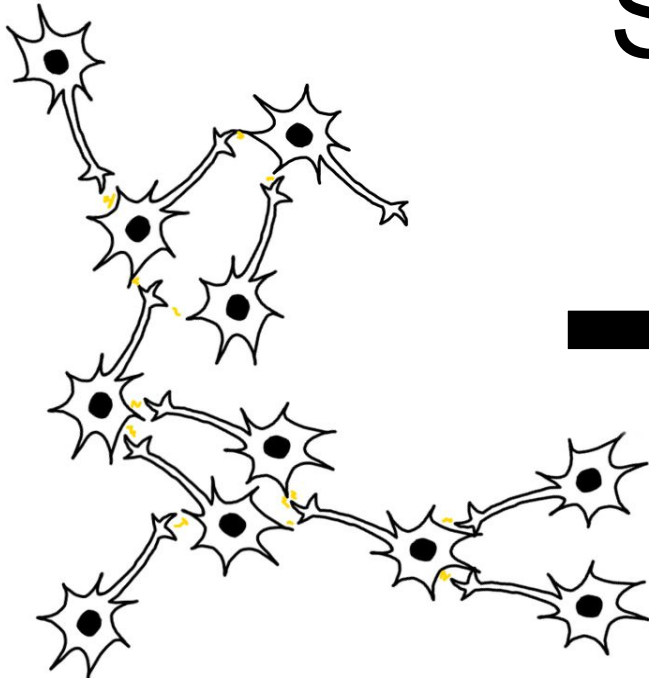
5 hyperparameters
in 1 rule

Probably around 40
in the whole model

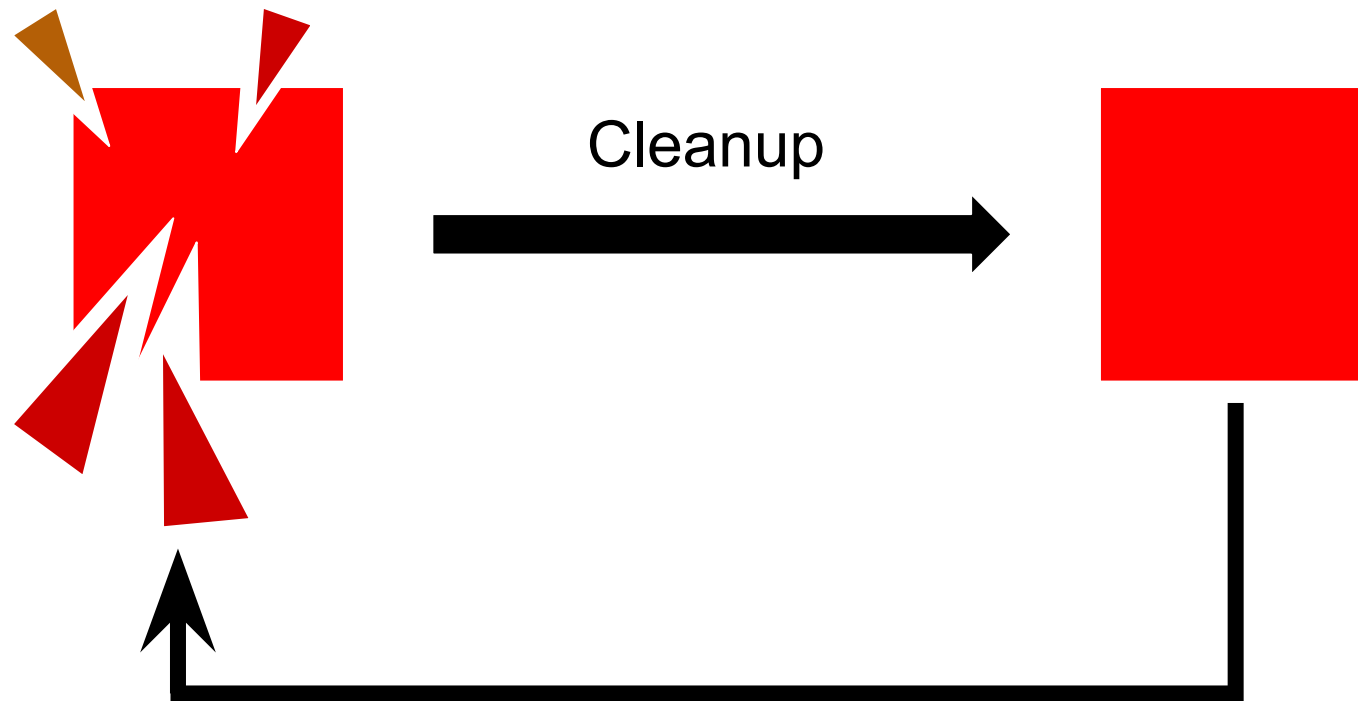
Changing one
parameter breaks
everything

Enough complaining..

Solution?

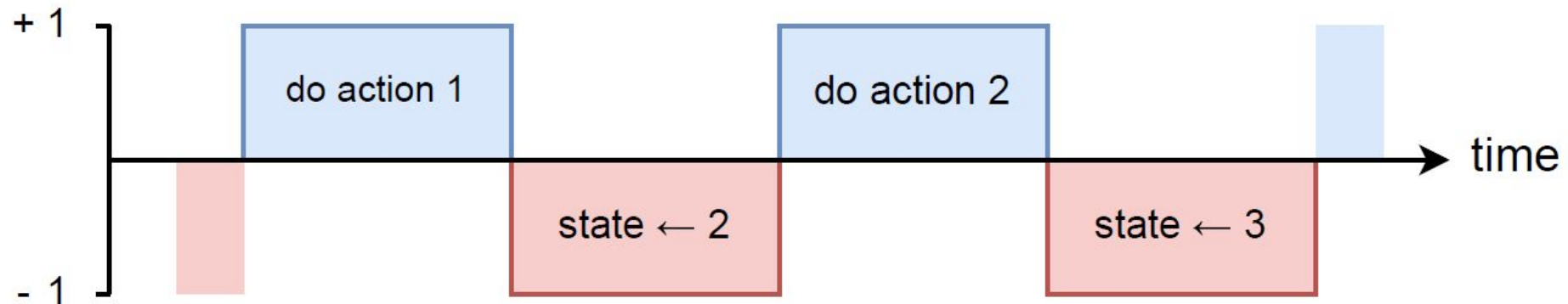


Solution 1: Cleanup memory



Retains information permanently!

Solution 2: Clock



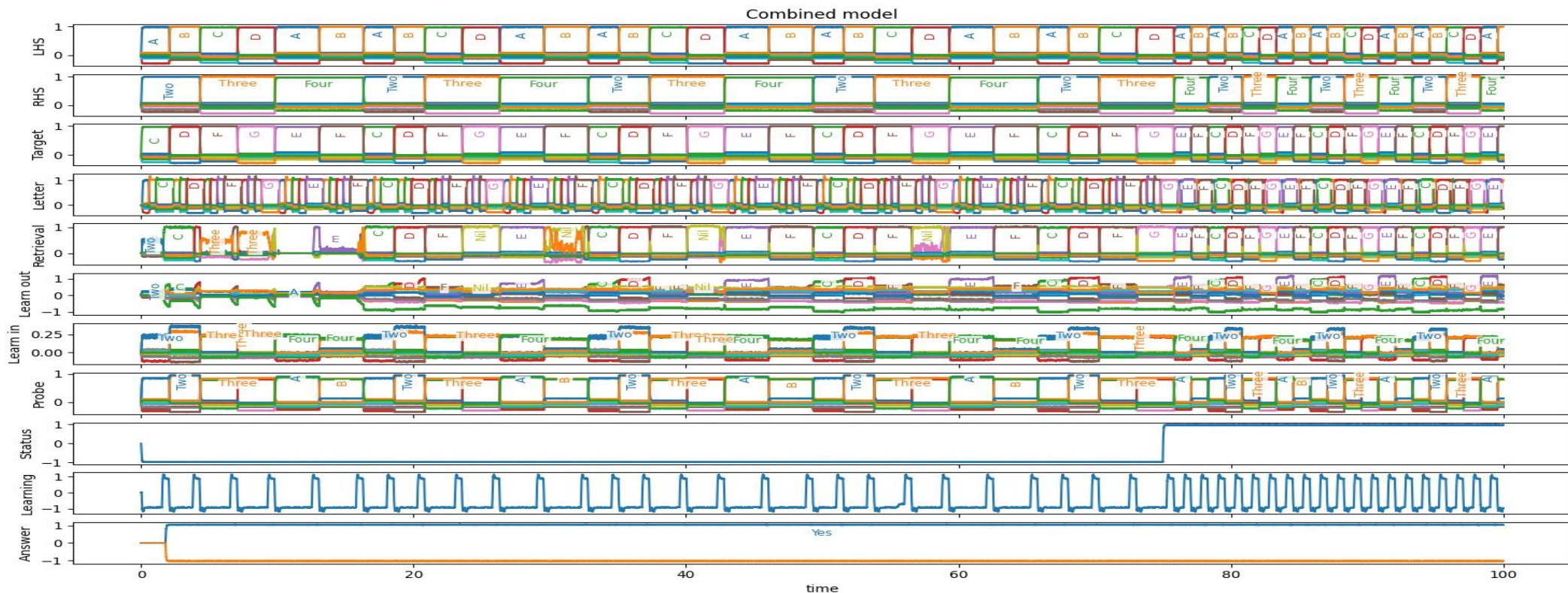
Perform actions on high pulse.
Change states on low pulse.

Eliminated most problems...

But model still didn't work.



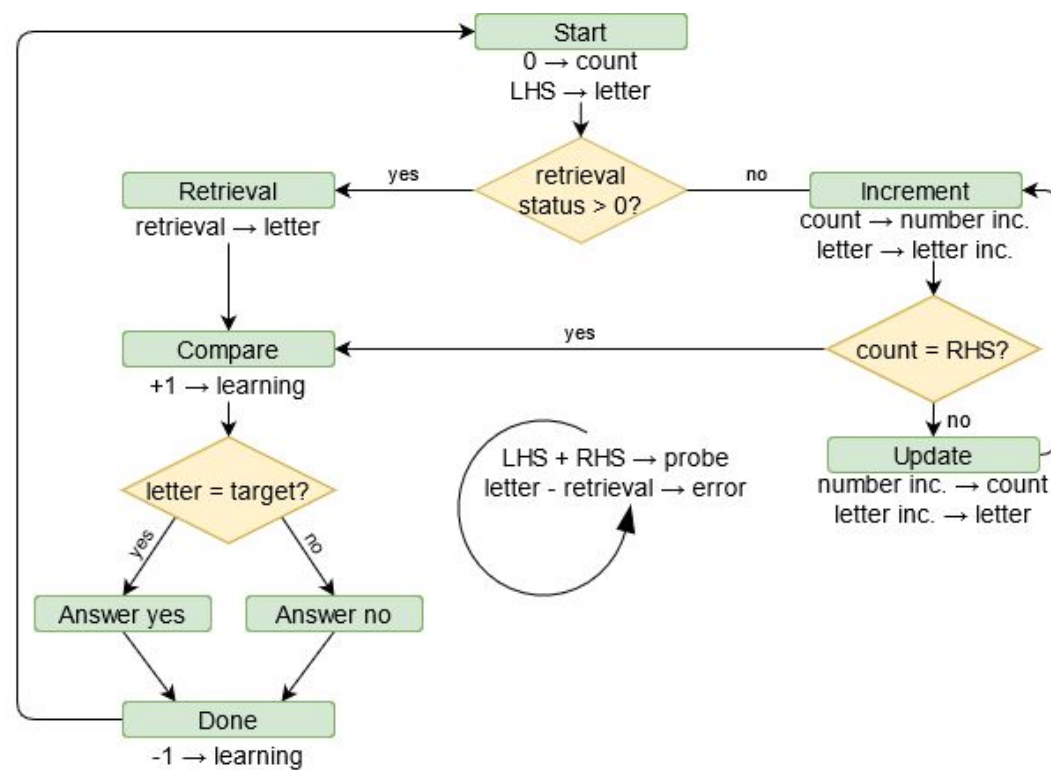
After a month of tinkering and rewriting, 2 days ago, the model suddenly worked!





ツ

Model is much simpler and more robust



Code matches diagram almost 1-to-1

Thanks for
listening!