

## How to solve the brain: part 1

First Last<sup>1,2,4</sup>, First Last<sup>1</sup>, First Last<sup>3</sup> and First Last<sup>1,2,3</sup>



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Introduction	1. Framework/main results		4. More cool results	
Both animals and artificial agents need to learn how to nav-				
igate complex behaviours. Recently, deep neural networks				
have been successfully applied to complex domains, such				
as computer games in which they can achieve human-level				
performance. Here we give an overview of these methods				
and present our own research inspired by neuroscience.				
Question 1?  Question 2?				
The model/data				
	2. More main results			
Details about model/data analysis	2 Hamowark reculte	paper reference here et al. 2020		
	3. Homework results			
				paper reference here et al. 2020
			Conclusions	
			1	
			<b>2.</b>	
			3.	
			4.	
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			References	Acknowledgements
			Mnih V et al. (2015) Nature	We would like to thank the X at University of Y for useful feedback. And the use of the
	paper reference here et al. 2020		Costa RP et al. (2017) Phil. Trans. R. Soc. B Paper Z et al. (2018) Costa RP et al. (2015) eLife	X Cluster at University of Bristol.