

Planning with Biological Neurons and Synapses

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Joint work with

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COATI, CNRS

Daniel Mitropolsky
Columbia University
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Columbia University

AAAI22
Virtual Event

Brain & Mind

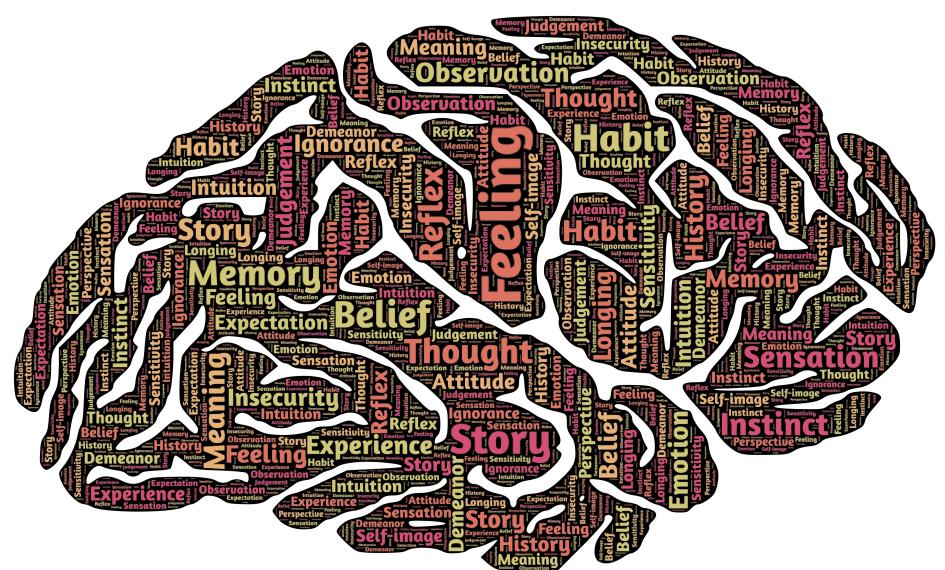
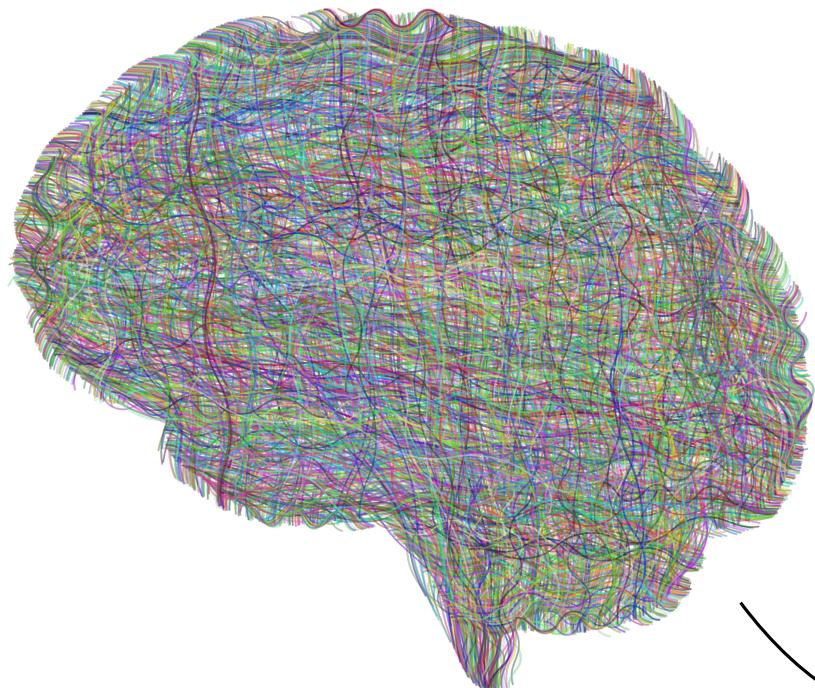
How does the **brain** beget the **mind**?

How do **intelligence**, **reasoning**, **language** (etc.) emerge from **neurons** and **synapses**?

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Brain & Mind

Despite tremendous **advances** over the past decades in our **understanding** of **neural mechanisms**, still very **far from answering**

Difficulty: huge **gap** of **scale** and **methodology** between Experimental Neuroscience and Cognitive Science

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Nobel laureate Richard Axel: *We do not have a **logic** for the transformation of neural activity to thought and action. I consider discerning [this **logic**] as the most important future direction in Neuroscience* [Axel, Neuron 2018]

The Assembly Calculus

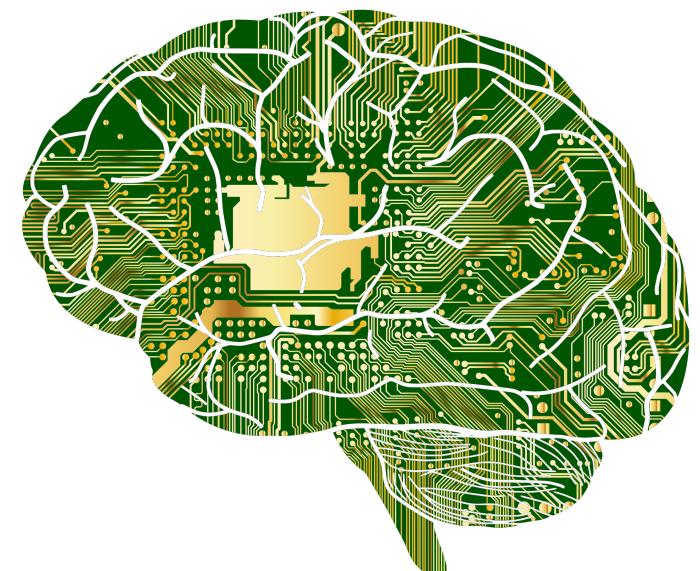
Recently proposed formal computational system [Papadimitriou et al., PNAS 2020]

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Explicit purpose of fitting the Axel's logic:

- bridging through computation the gap between neurons and intelligence



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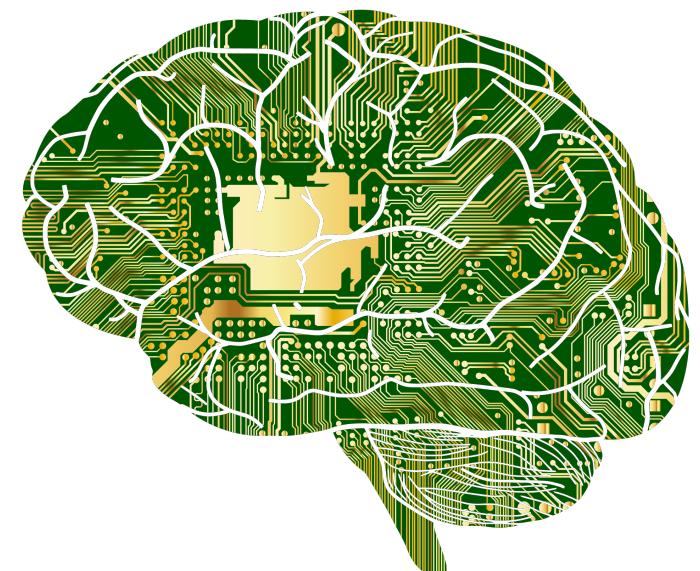
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Components:

- *assemblies*
- *operations*



Assemblies

Hypothesized by [Hebb, 1949]: densely interconnected **sets of neurons** whose loosely synchronized **firing** in a **pattern** is **simultaneous** with the subject **thinking** of a particular **concept** or **idea**

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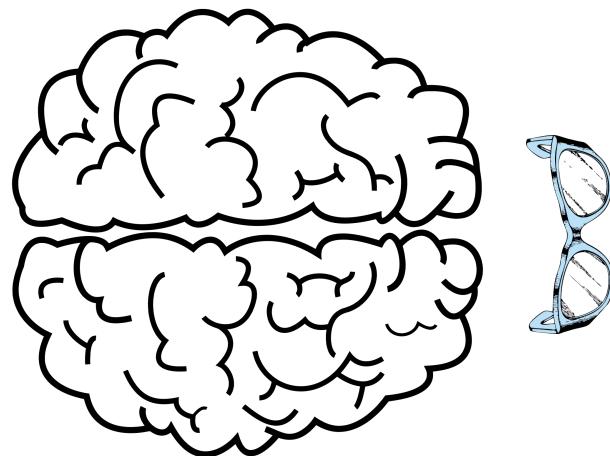
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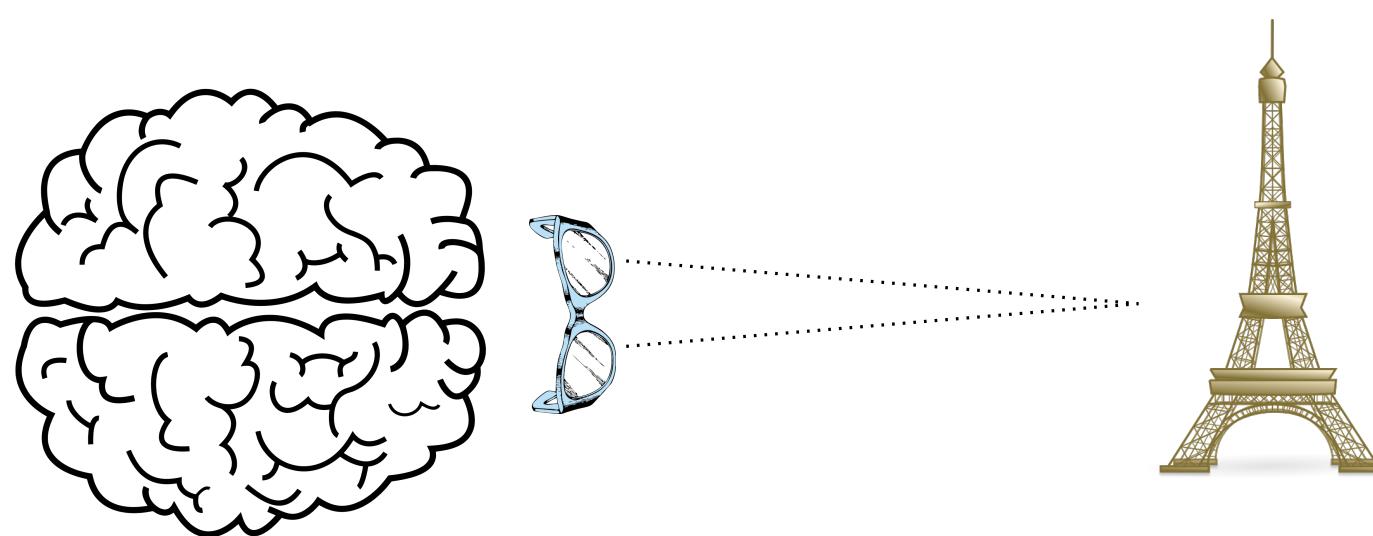
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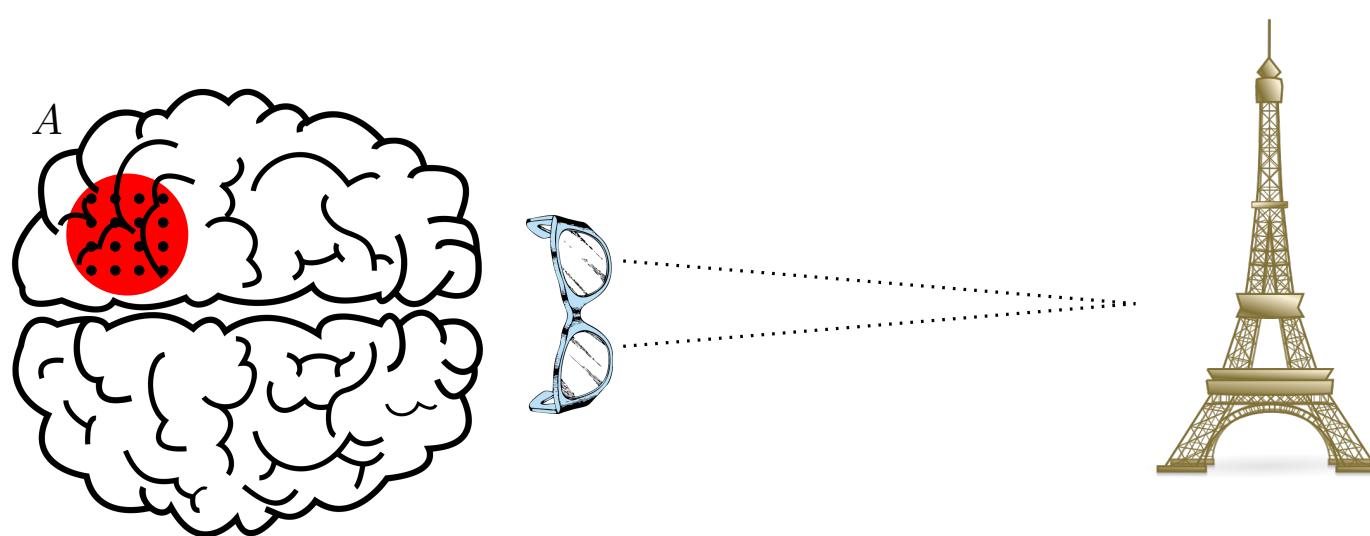
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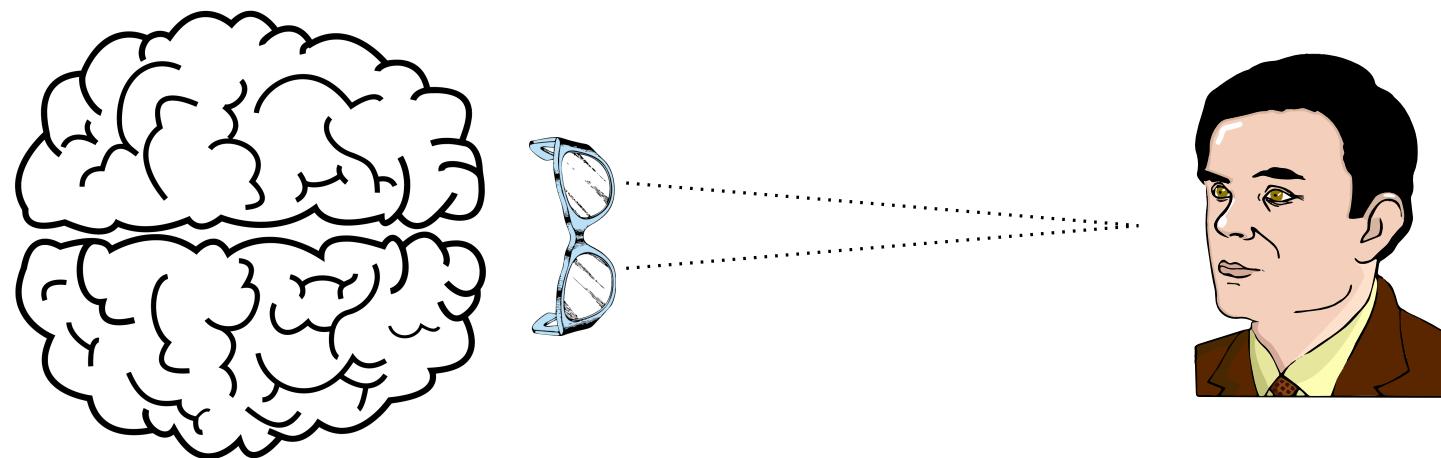
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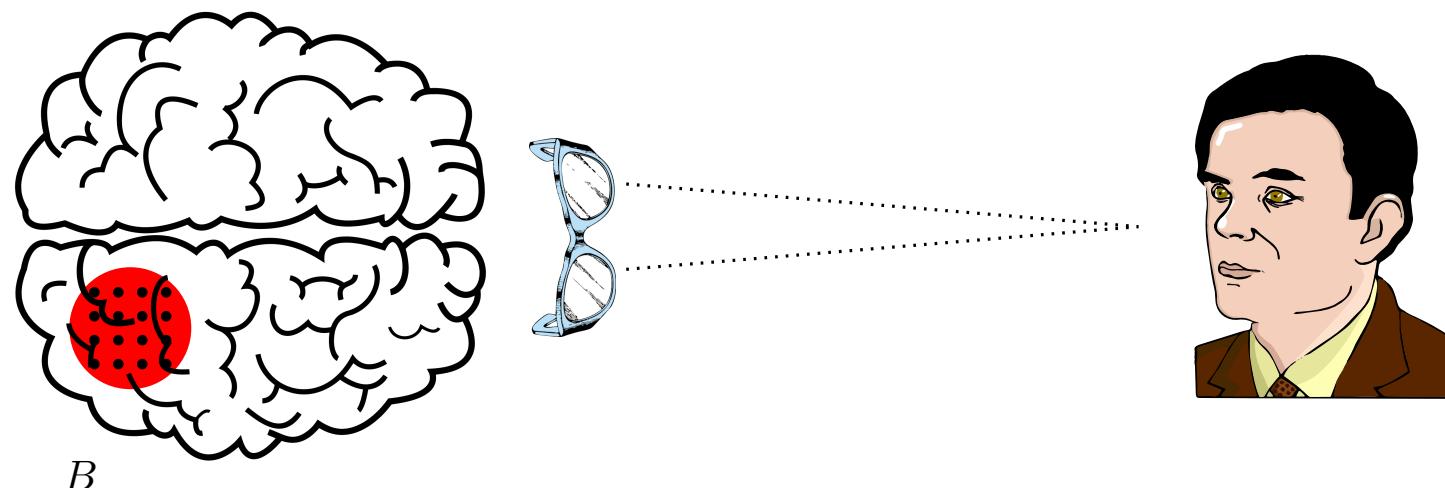
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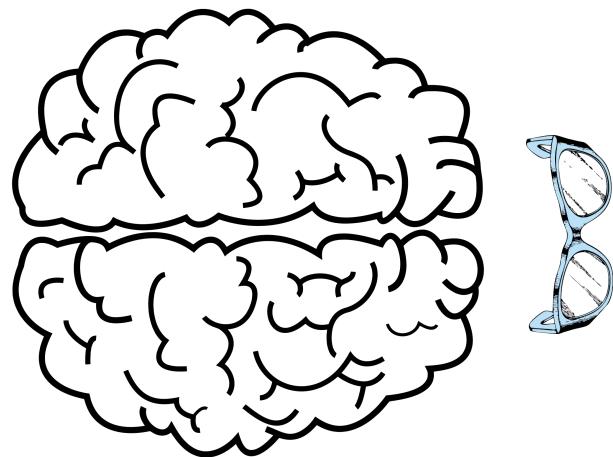
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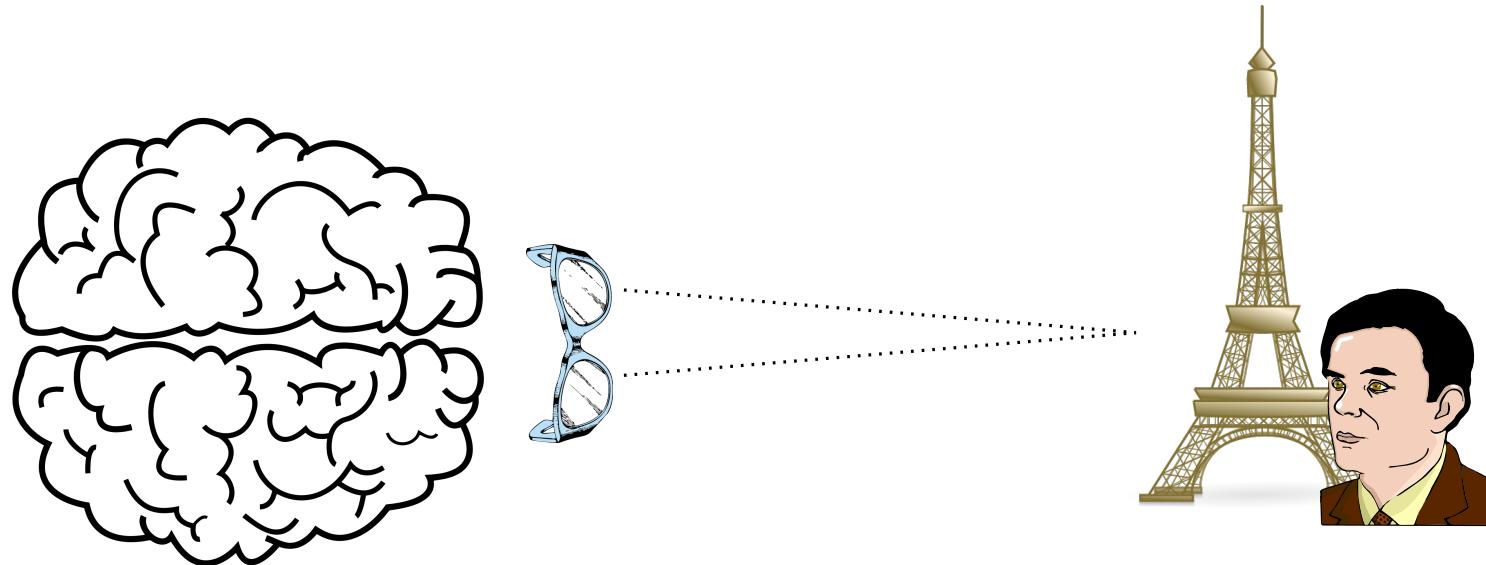
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Experiment by [Ison et al., Neuron 2015]



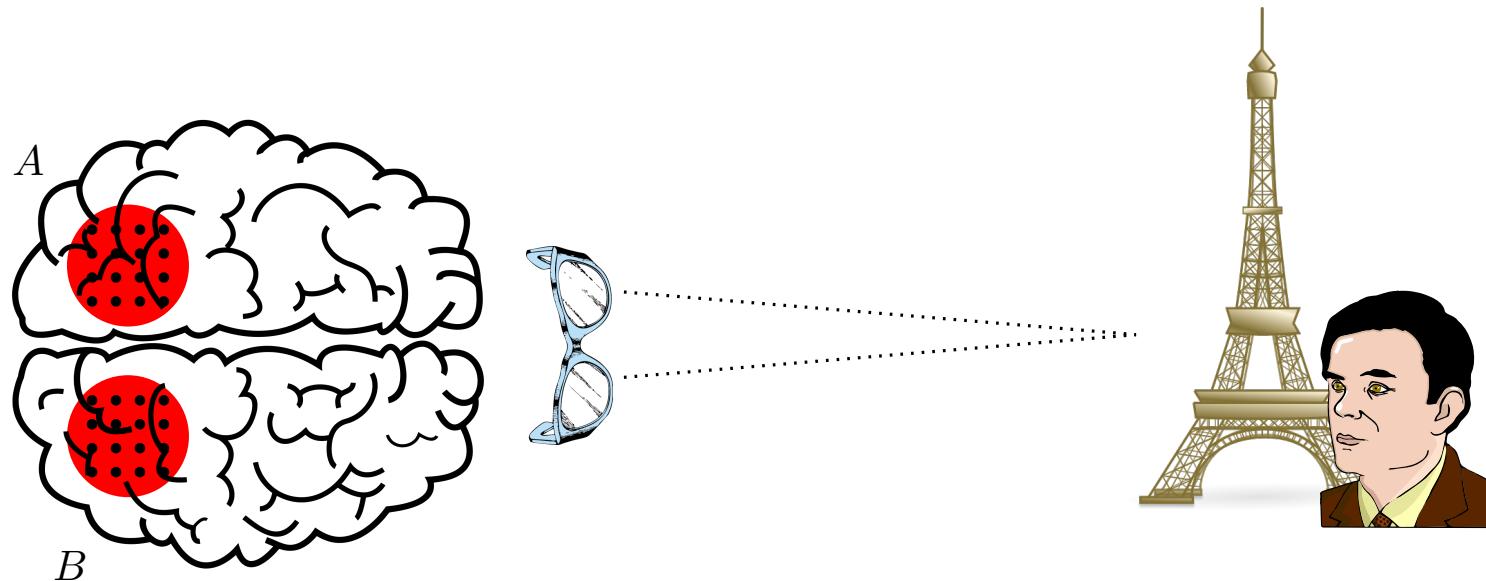
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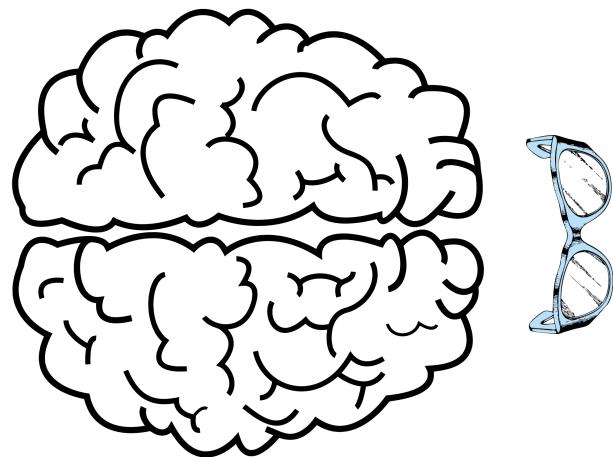
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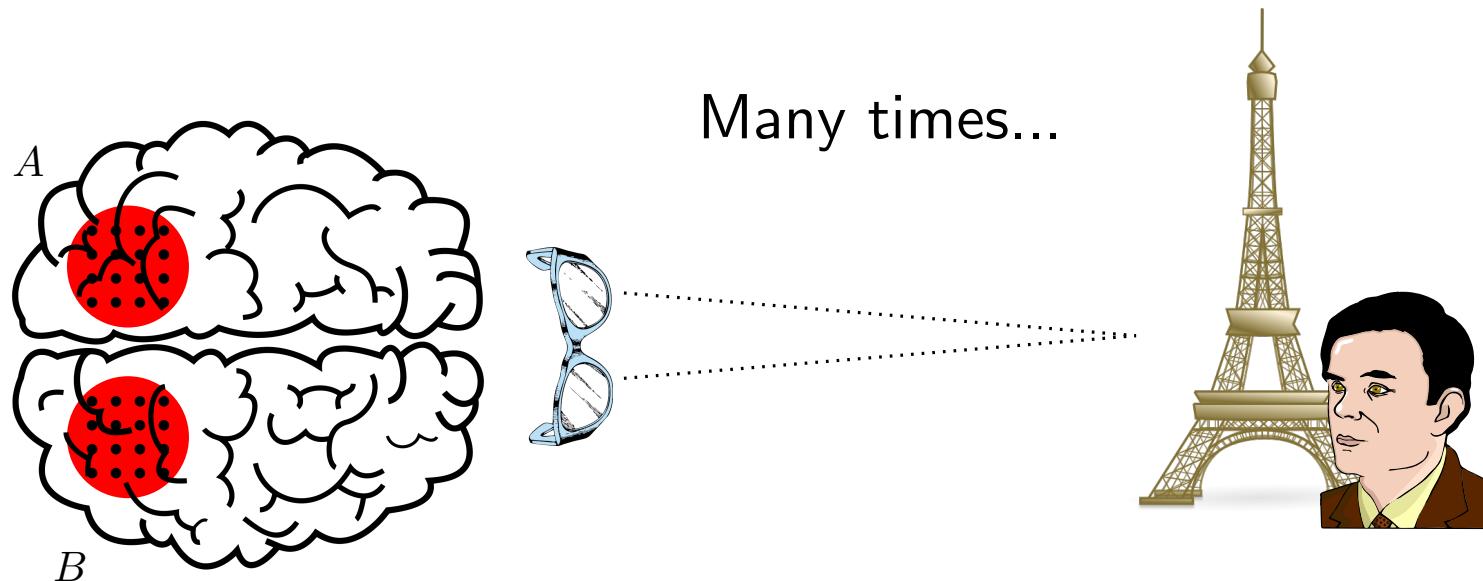
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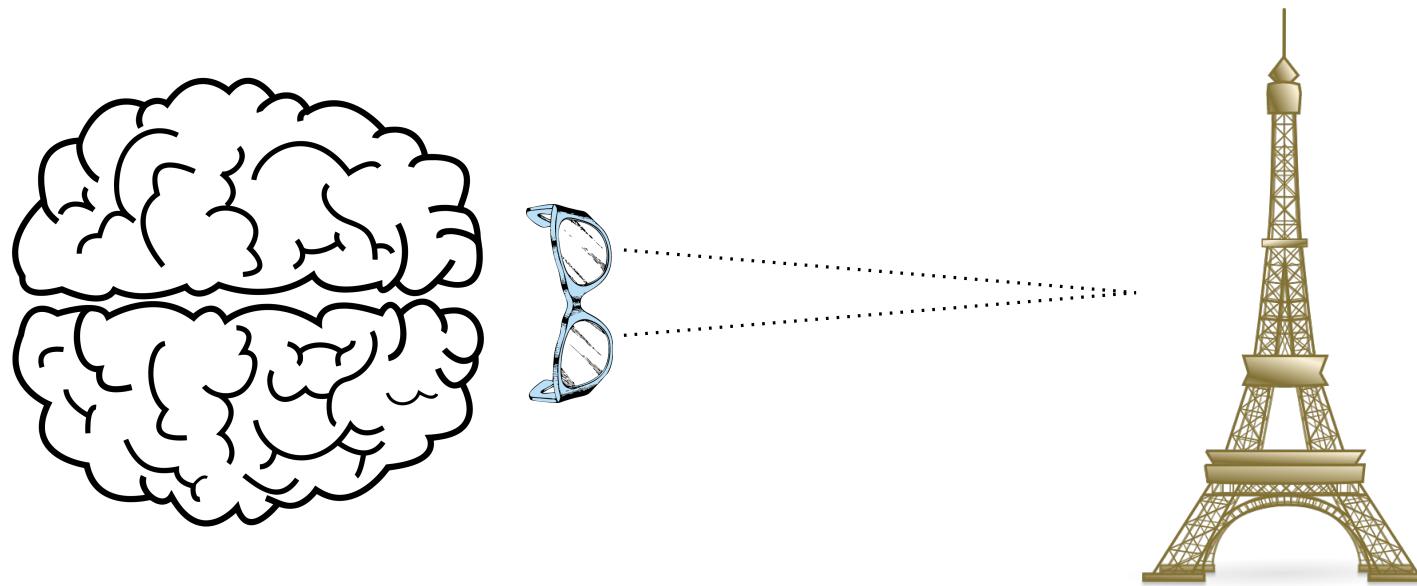
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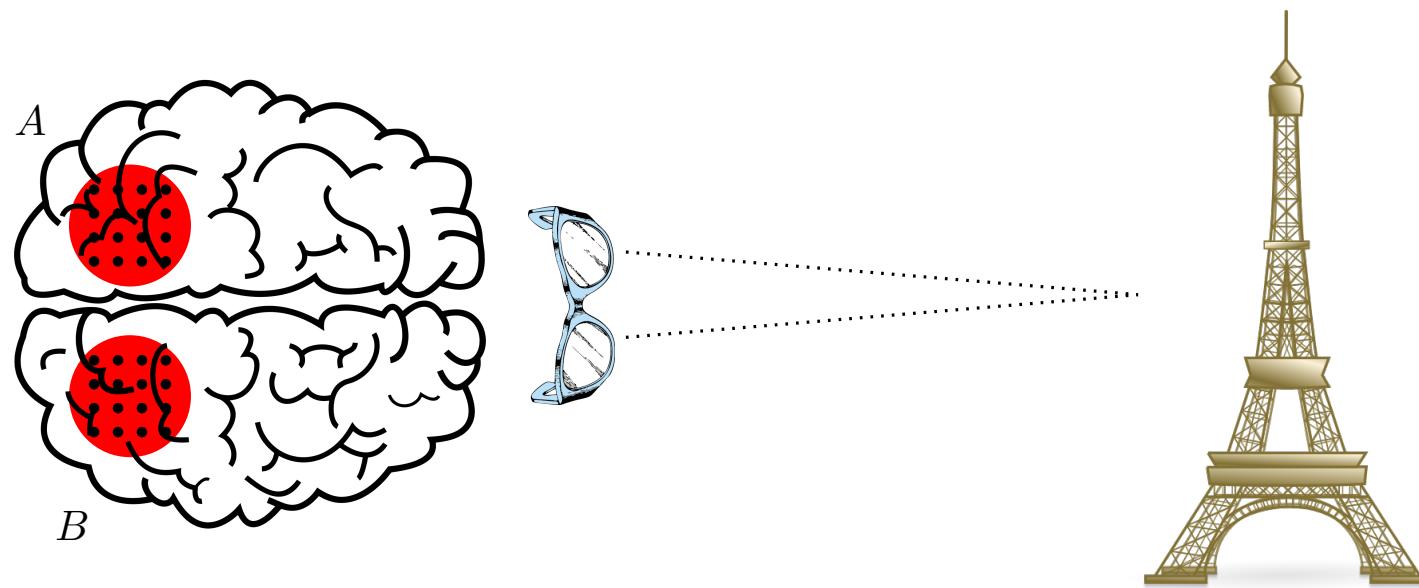
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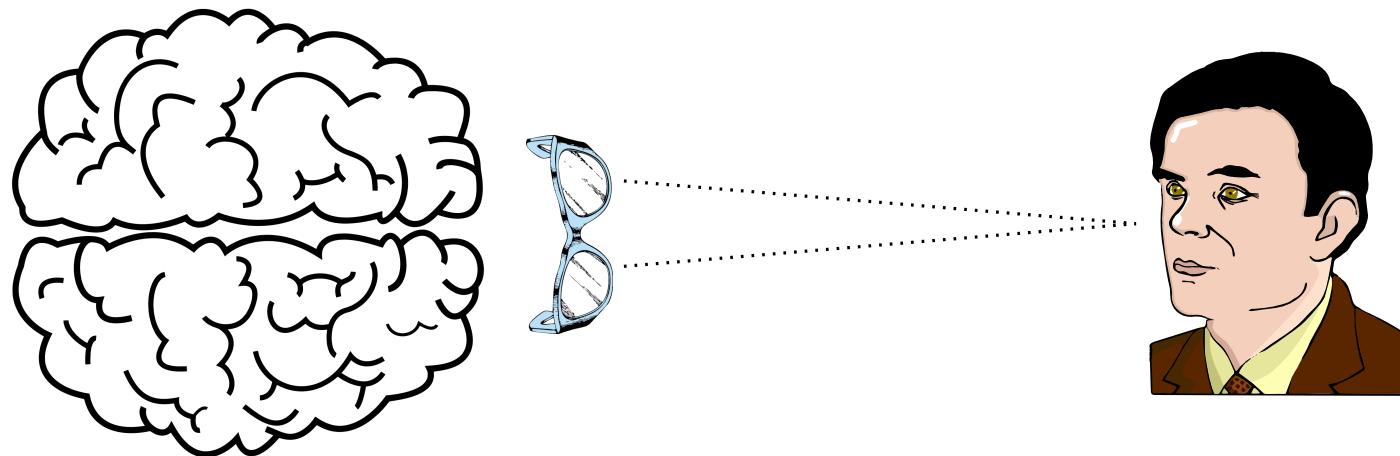
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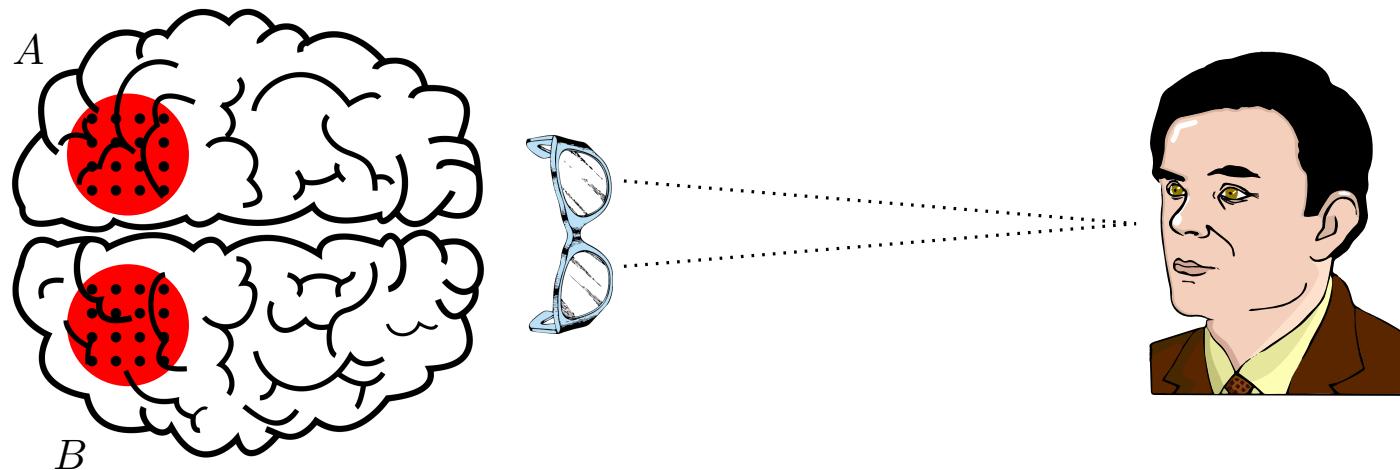
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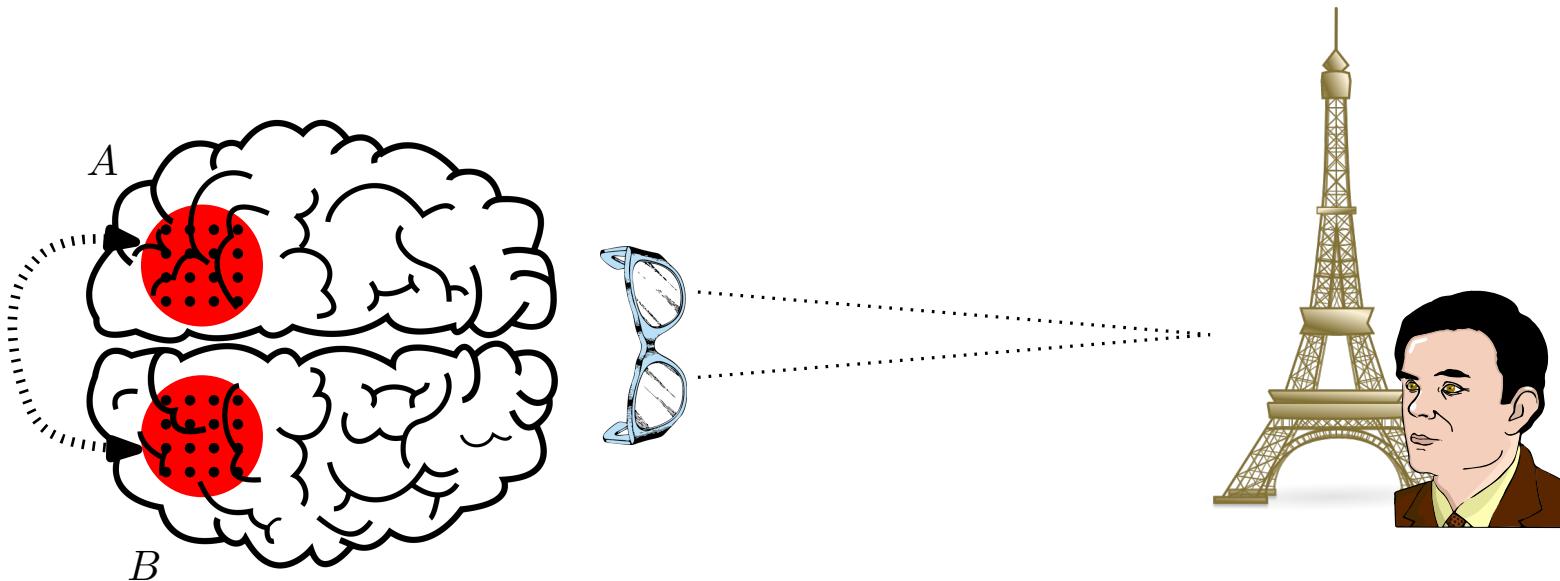
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Association of assemblies (and others...)

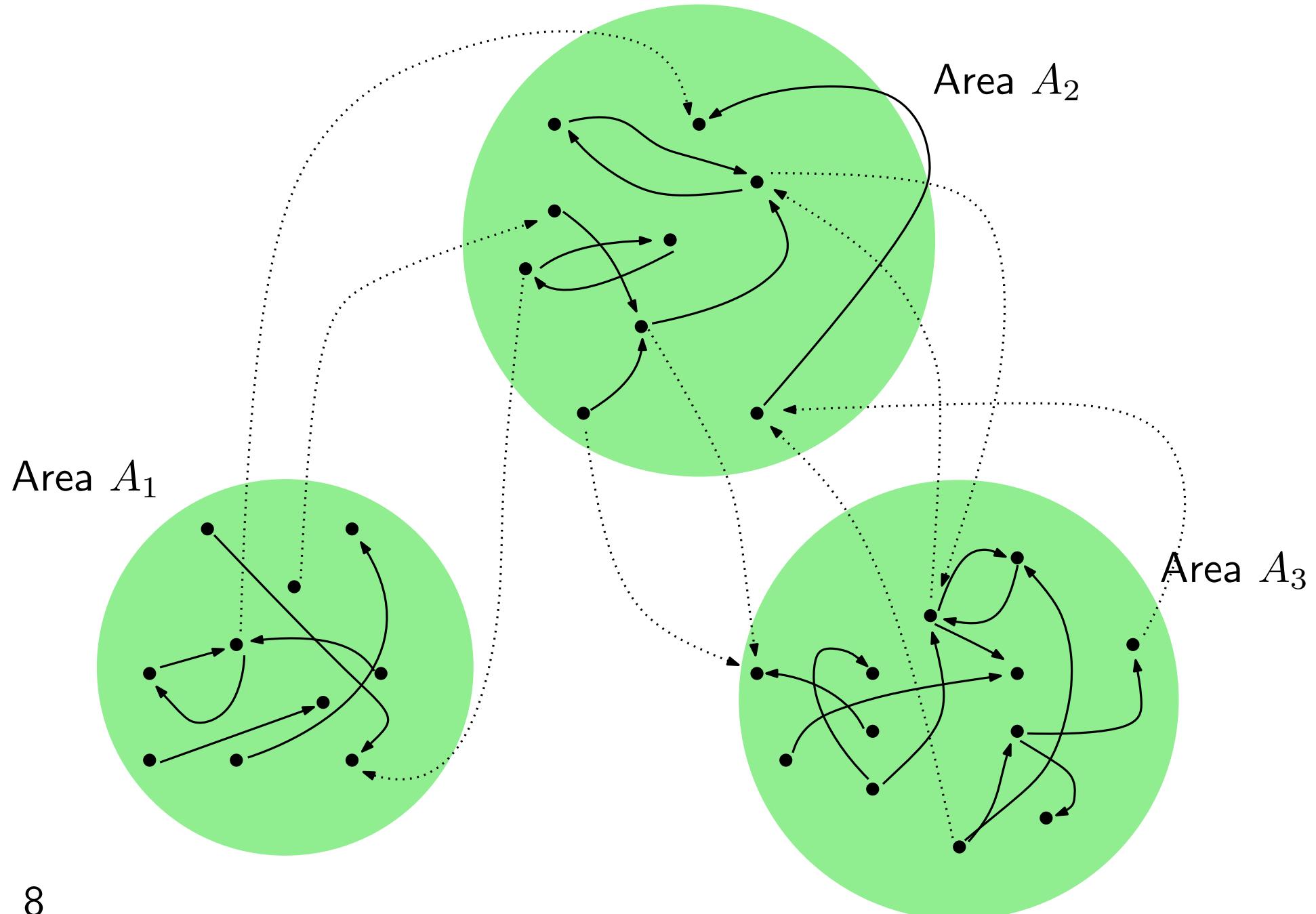
The Model

- **Brain area:** $A = G_{n_A, p_A}$ Erdös Rényi graph
- *Recall* $G_{n,p} = (V, E)$:
 - $|V| = n$
 - $\forall x, y \in V, (x, y) \in E$ with probability p

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- Recall $G_{n,p} = (V, E)$:
 - $|V| = n$
 - $\forall x, y \in V, (x, y) \in E$ with probability p
- set of brain areas $\mathcal{S} = \{A_1, A_2, \dots, A_m\}$
- $\mathcal{C} \subseteq \mathcal{S} \times \mathcal{S}$ set of ordered pairs of brain areas
- **The Brain:** $\mathcal{B} = (V_{\mathcal{B}}, E_{\mathcal{B}})$ with
 - $V_{\mathcal{B}} = V_{A_1} \cup \dots \cup V_{A_m}$
 - $E_{\mathcal{B}} = E \cup E_{A_1} \cup \dots E_{A_m}$
 - E : $\forall (A, B) \in \mathcal{C}, \forall x \in A, y \in B, (x, y) \in E$ with probability $p_{A,B}$

Example of a Brain



The Dynamics

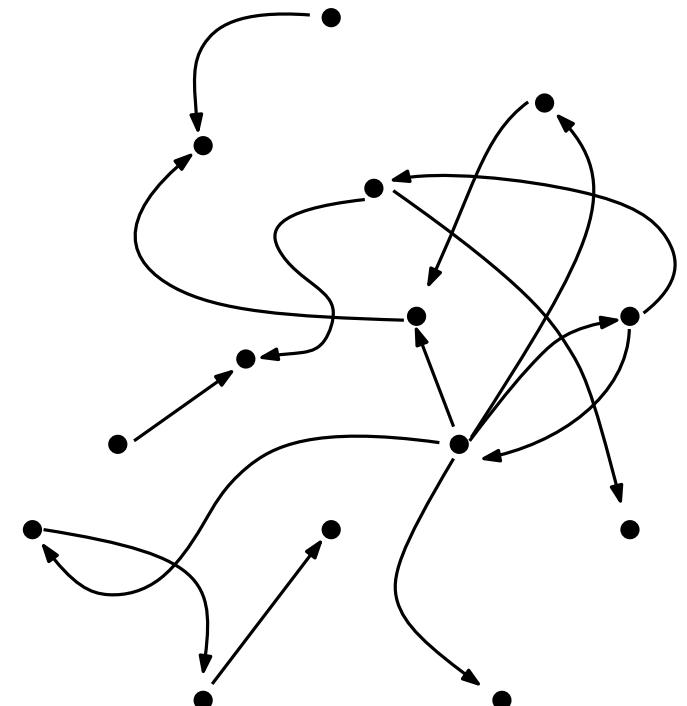
Synchronous rounds

Neuron = vertex

Fiber = edge

k -CAP: in each area, only the k neurons with the highest input fire simultaneously (ties broken u.a.r.)

All **fiber weights** initialized to be 1



The Dynamics

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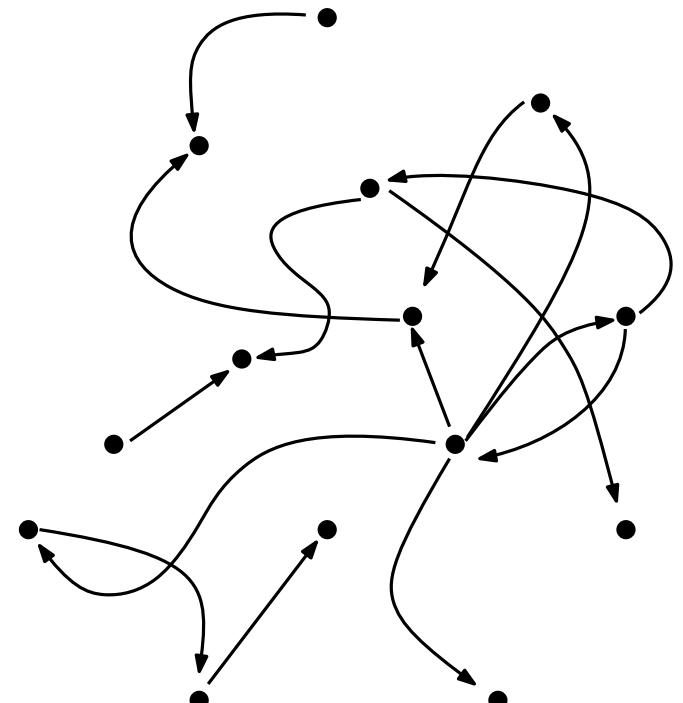
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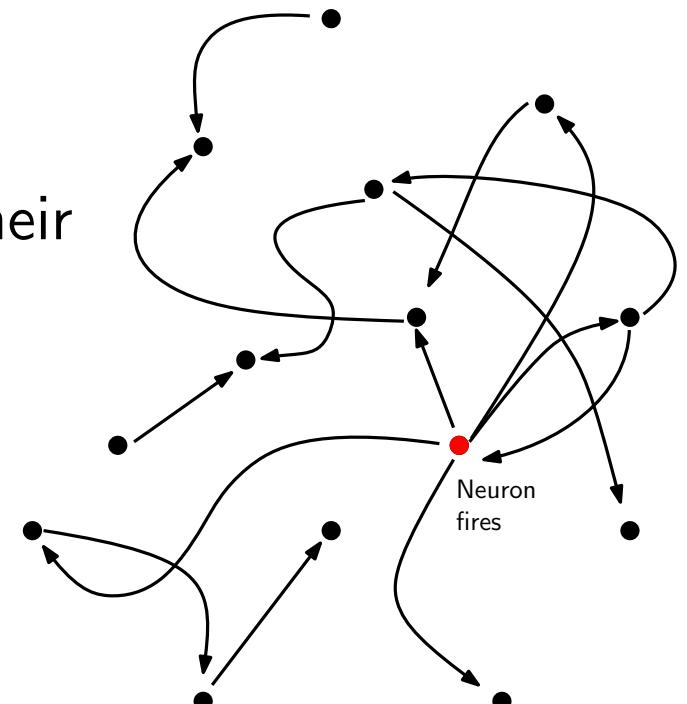
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- edges whose endpoints have fired **update** their weights: $w_{\text{new}}(xy) = w_{\text{old}}(xy)(1 + \beta)$

Hebbian plasticity: β is a constant



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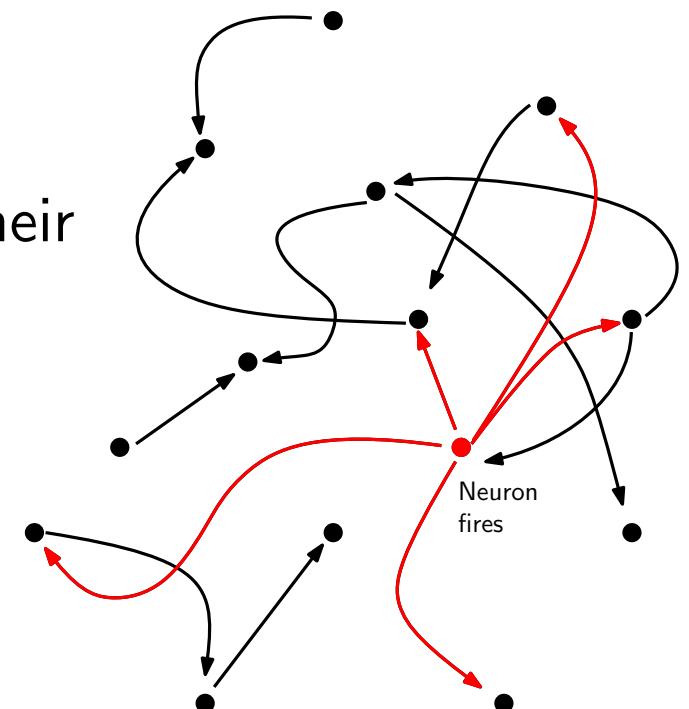
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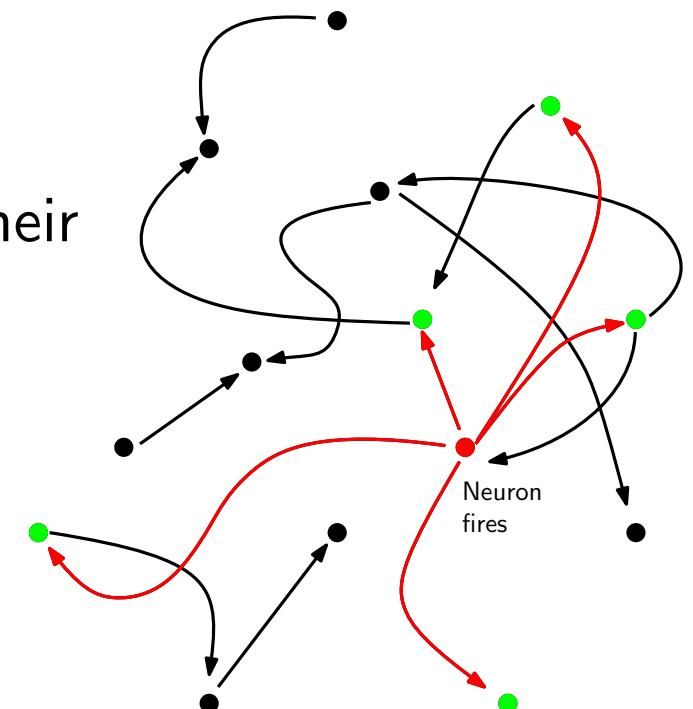
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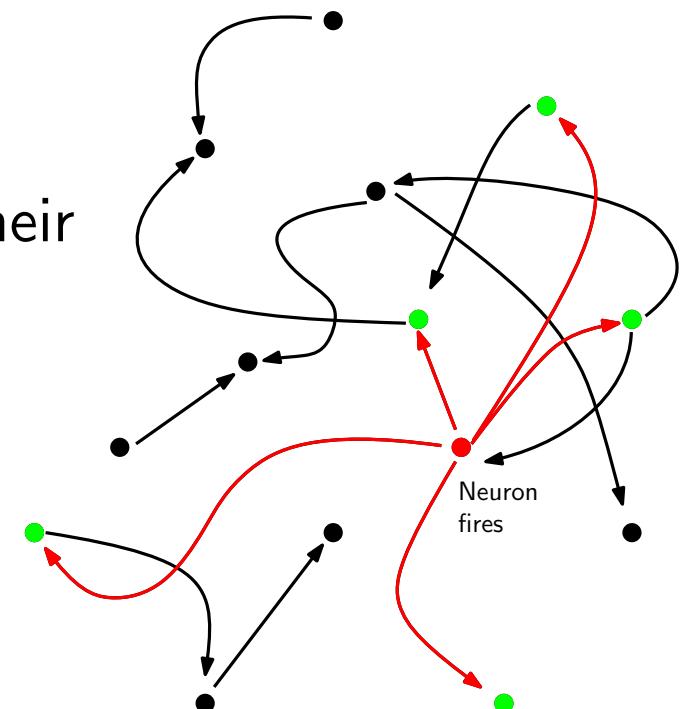
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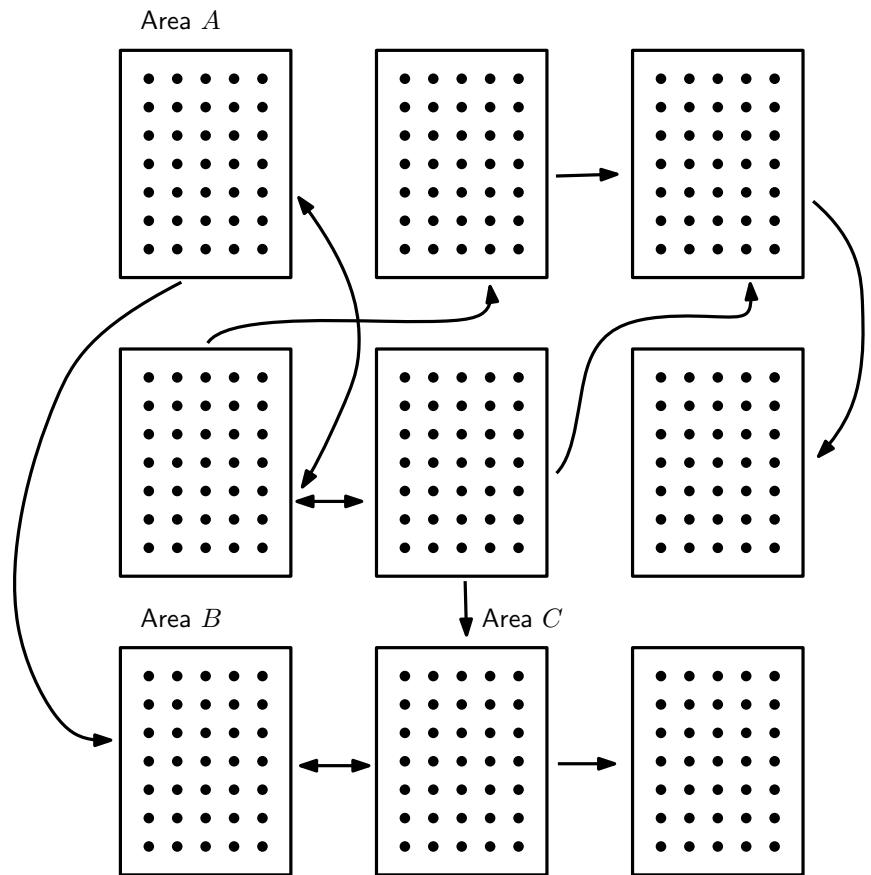
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Assembly: stable set of k neurons firing



Operations

The brain and its areas

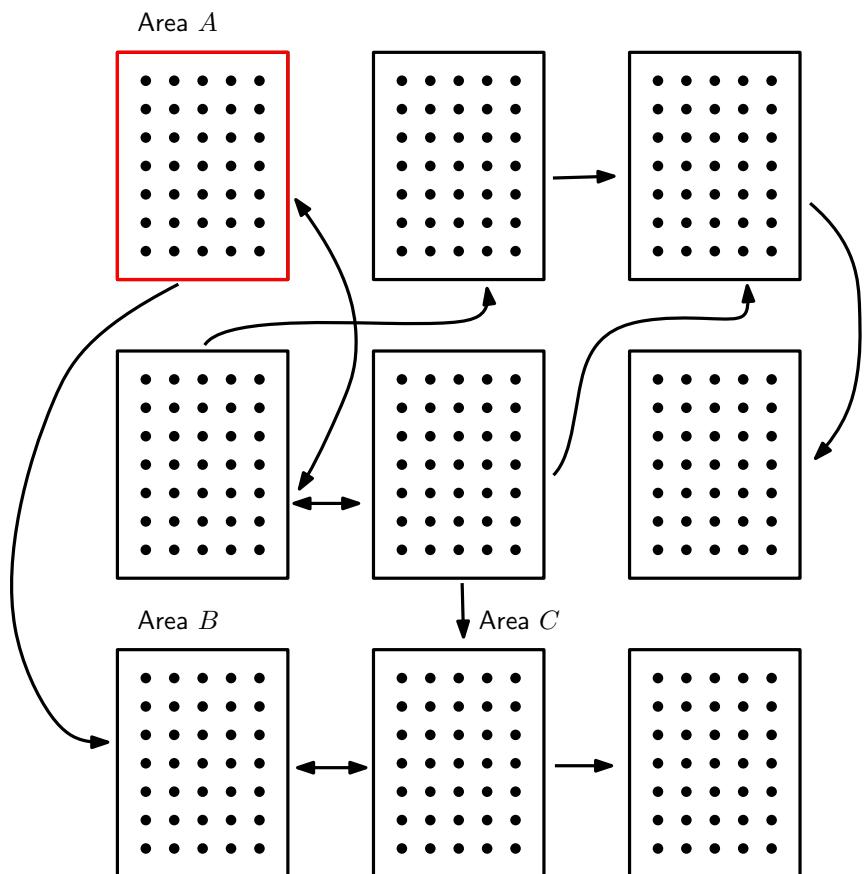


Operations

- **Inhibition:** an area can be **inhibited**, that is, its neurons cannot fire

Inhibition is accomplished through populations of **inhibitory neurons**, whose firing prevents other neurons from firing [Mitropolsky et al., TACL 2021]

The brain and its areas



For areas A, B, C :

- `inhibitArea(A)`

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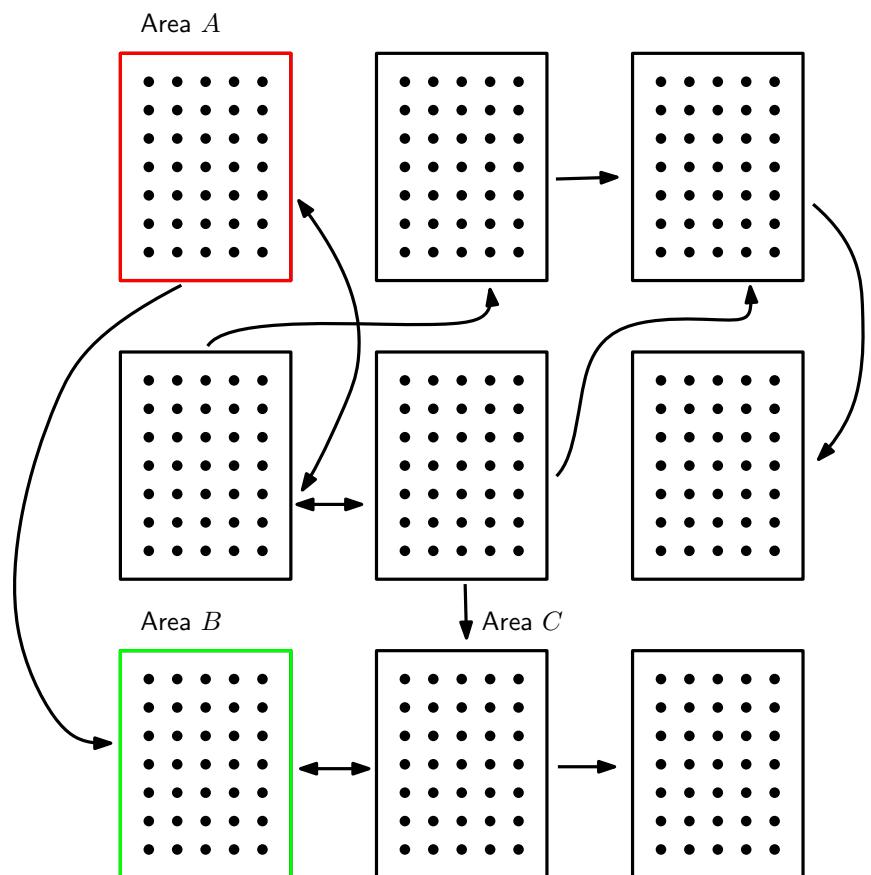
- **Disinhibition:** an inhibited area can be **disinhibited**, that is, its neurons can now fire

Disinhibition **inhibits** a population of **inhibitory neurons**, which currently inhibit the area [Mitropolsky et al., TACL 2021]

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The brain and its areas



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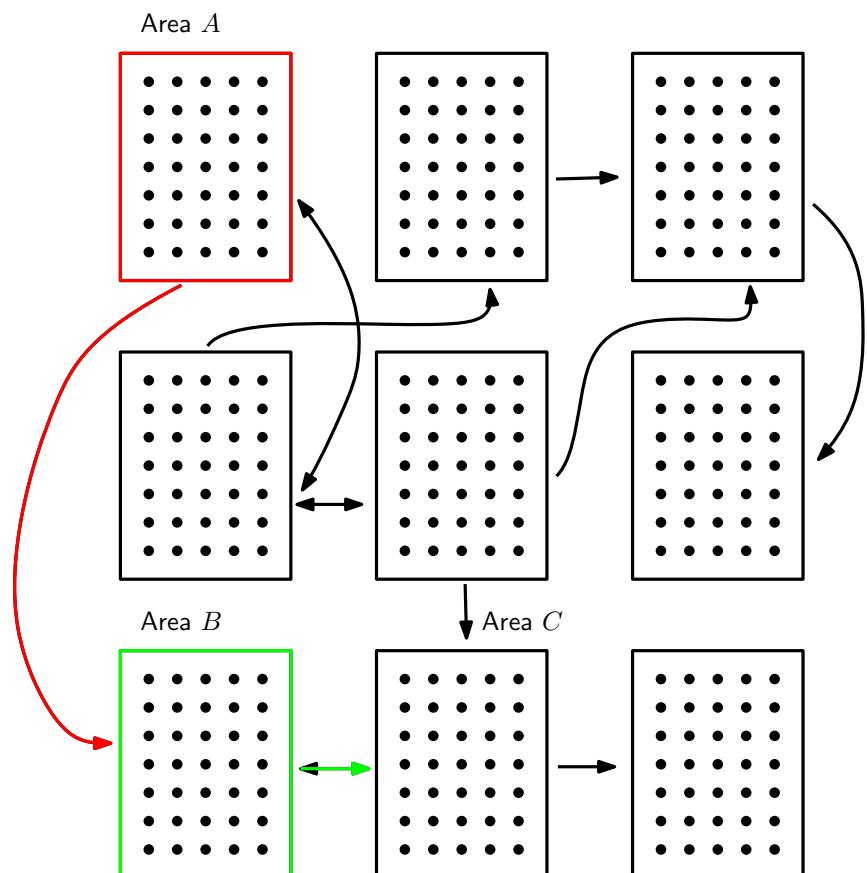
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We assume we can do the same with **fibers**

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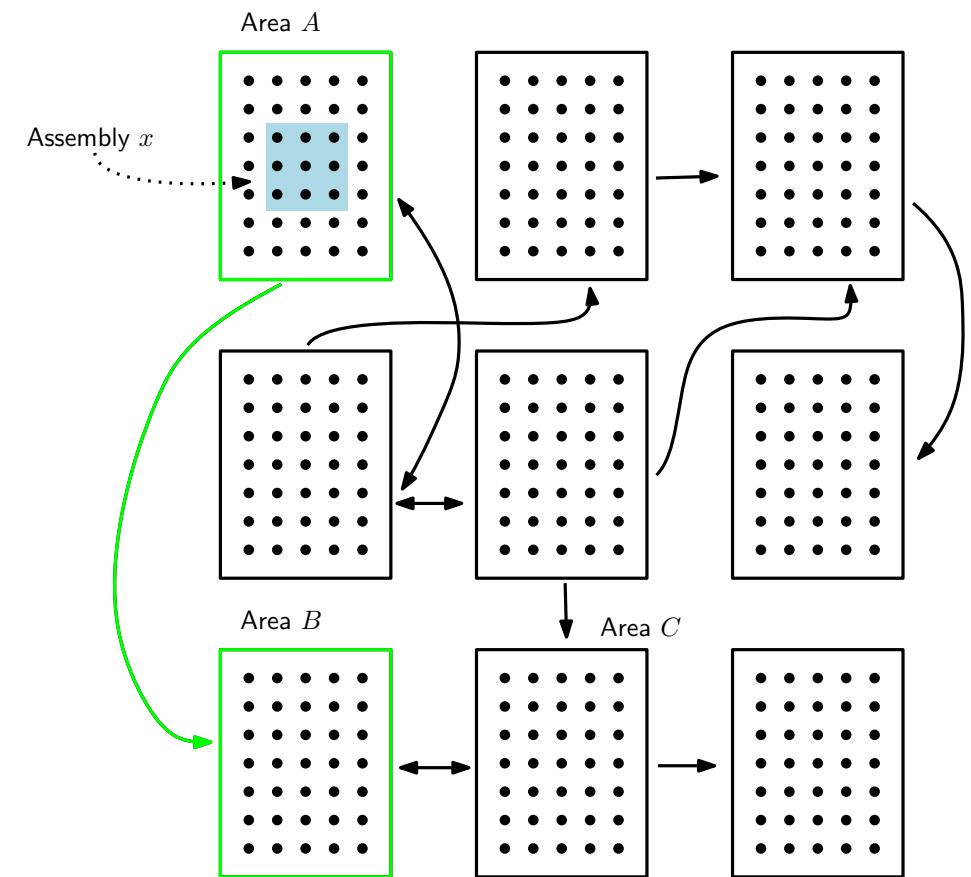
- `inhibitArea(A)`
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The brain and its areas



Operations

The brain and its areas

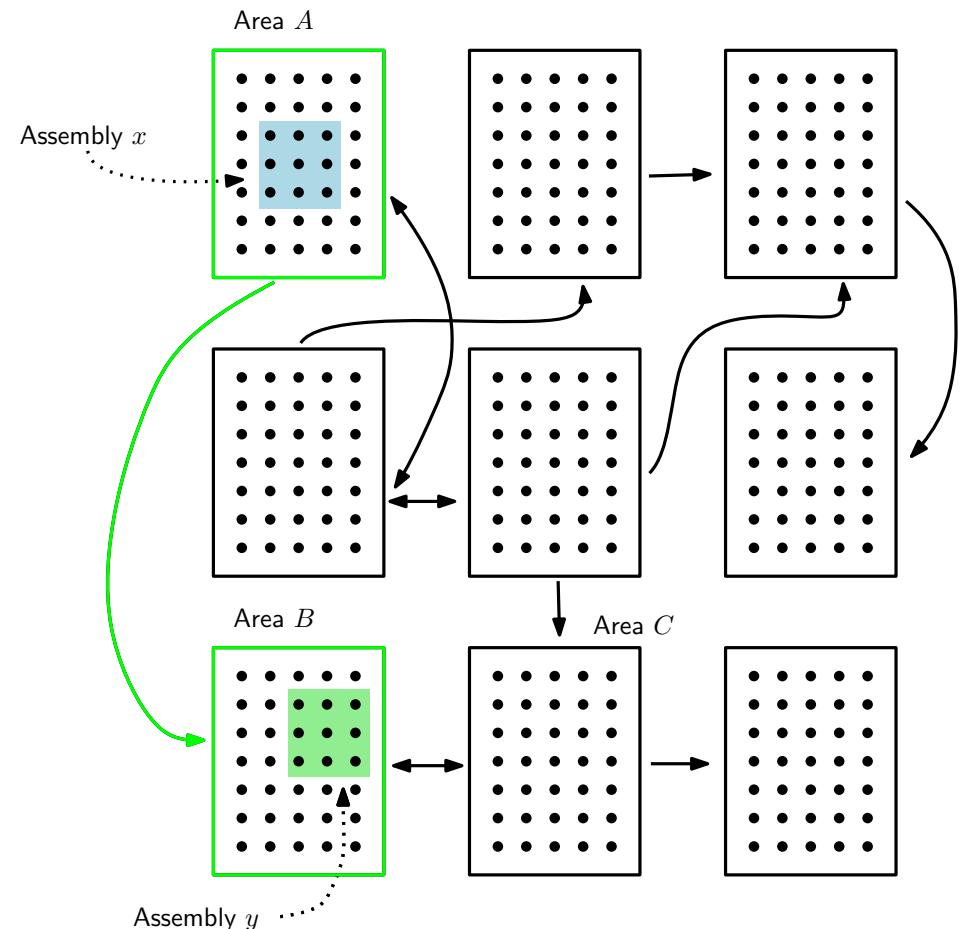


Operations

- **Projection:** the last active assembly x in area A starts firing repeatedly into area B until an assembly y is formed

This process eventually **converges** under a wide range of parameters w.h.p. [Papadimitriou et Vempala, ITCS 2019]

The brain and its areas

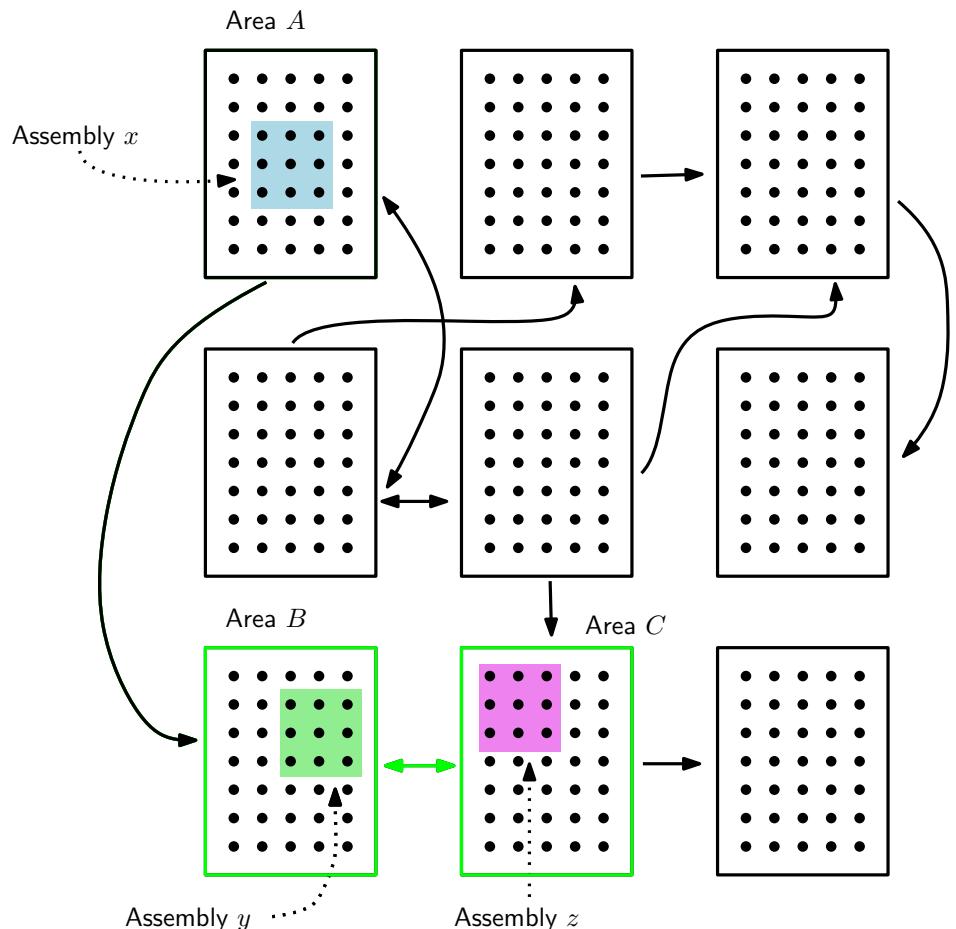


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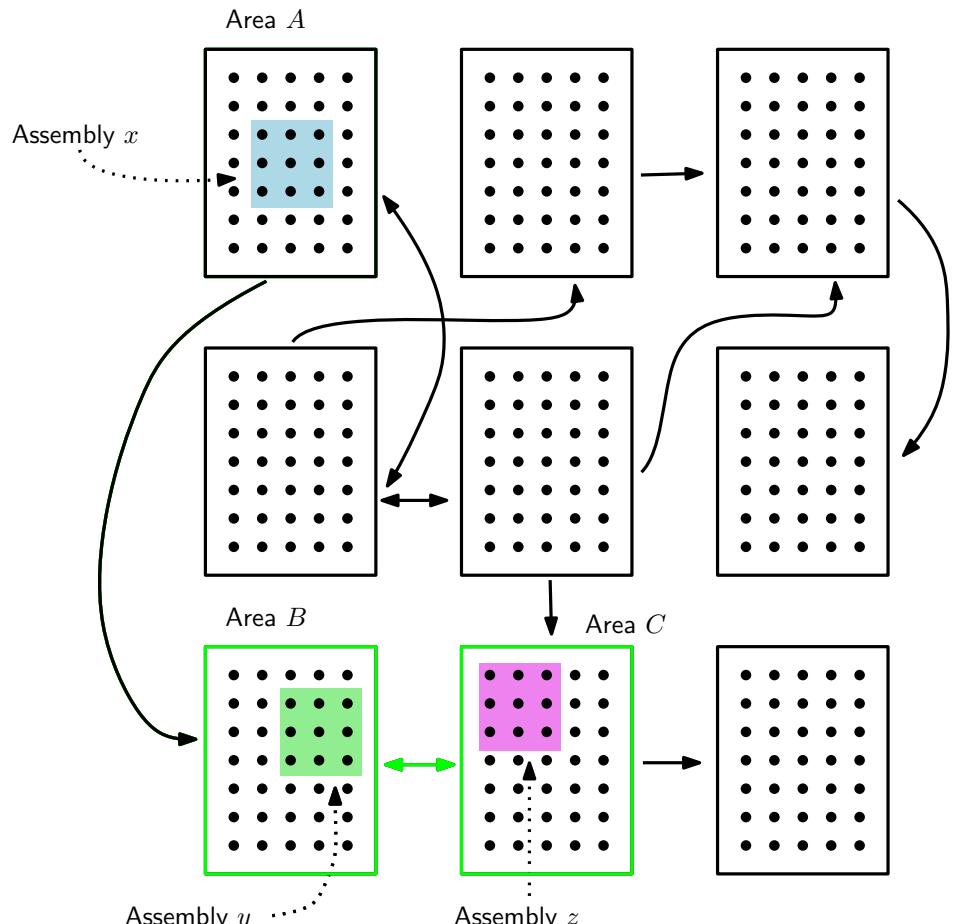
- **Association:** last active assemblies y in area B and z in area C fire simultaneously until they're linked

Linked: the firing of one results into the firing of the other

For areas A, B, C :

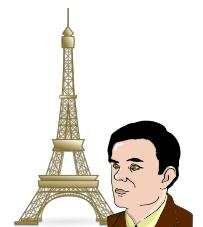
- project (A, B)

The brain and its areas



- associate (B, C)

Remember?



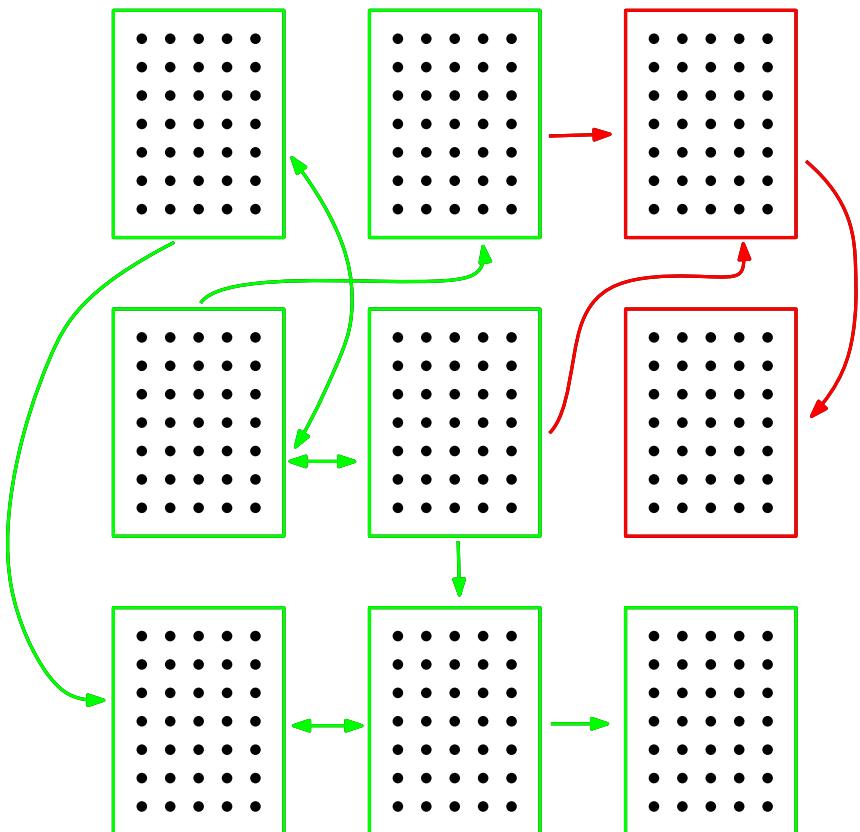
Operations

- **Strong projection:** enhancement of the **projection operation**

Dynamics on the **subgraph induced** by all disinhibited areas and fibers:

- all **active assemblies** start **projecting in adjacent areas**, forming **new assemblies**, and so on, until stability

The brain and its areas



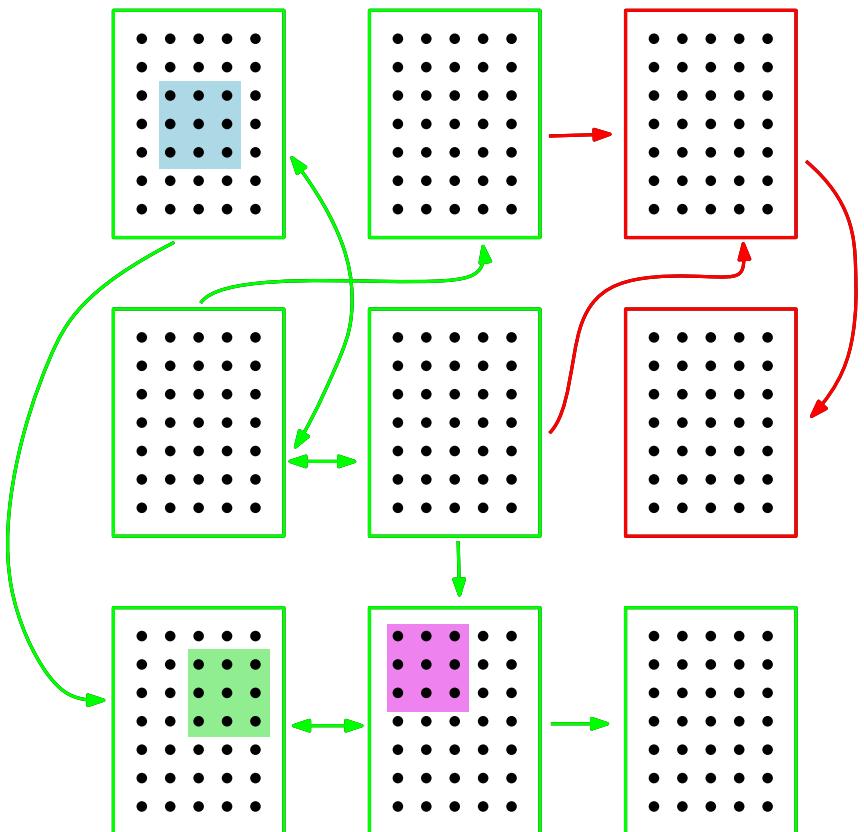
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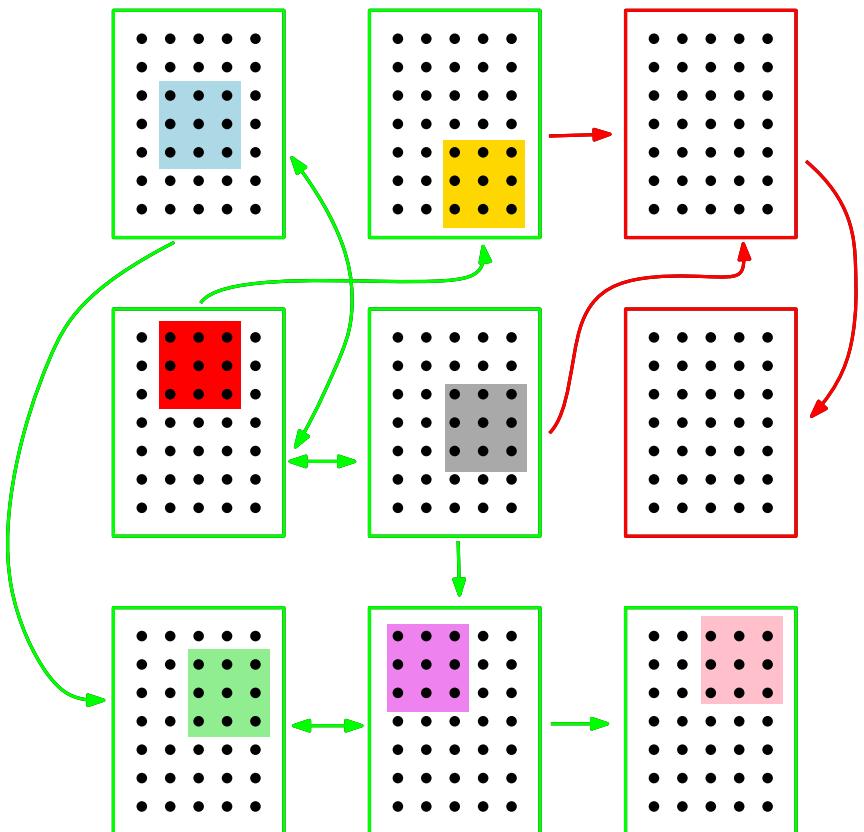
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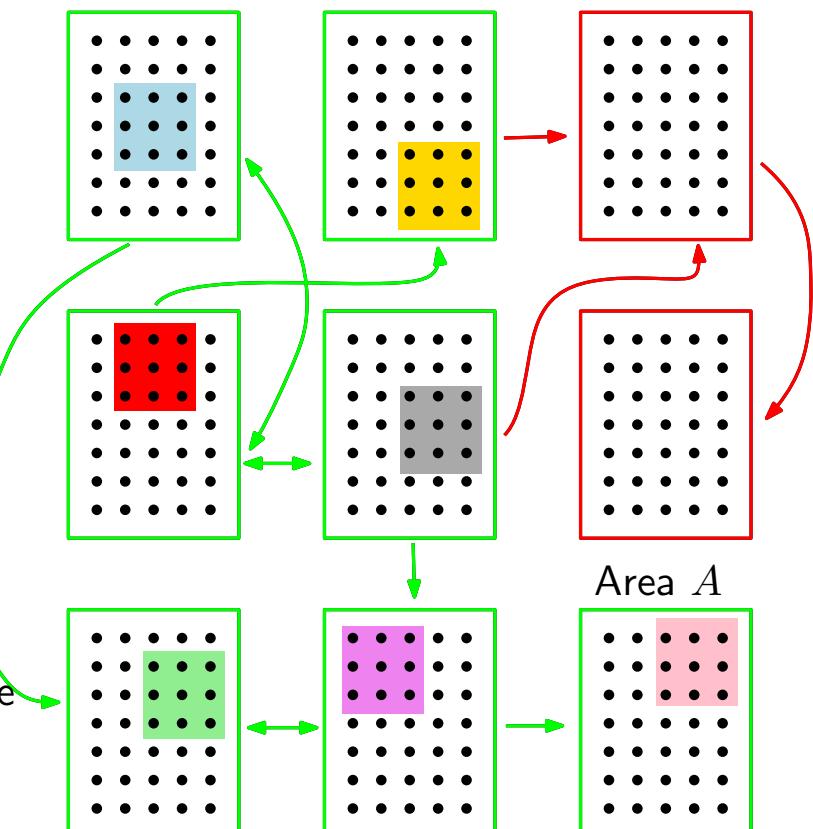
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Dynamics on the **subgraph induced** by all **disinhibited areas** and **fibers**:

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- **Read:** **identifies** whether in a given area an **assembly** has **fired**

[Buzsáki, Neuron 2010] proposes that, for **assemblies** to be functionally useful, **readout mechanisms** must **exist** that sense the current state of the assembly system and **trigger** appropriate further **action**

The brain and its areas



We write `strongProject()` and `read(A)` for a brain area A

Related Works

- [Legenstein et al., ITCS 2018] shows analytically how assemblies emerge from stimuli
- [Papadimitriou et Vempala, ITCS 2019] analyzes the convergence of processes defined by operations with assemblies
- [Papadimitriou et al., PNAS 2020] introduces the formal model of the assembly calculus and proves it's Turing complete
 - gives a Python code which simulates the model
 - leaves open:
 - language representation
 - planning strategies
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- [Mitropolsky et al., TACL 2021] proposes a parser for the English language in the assembly calculus

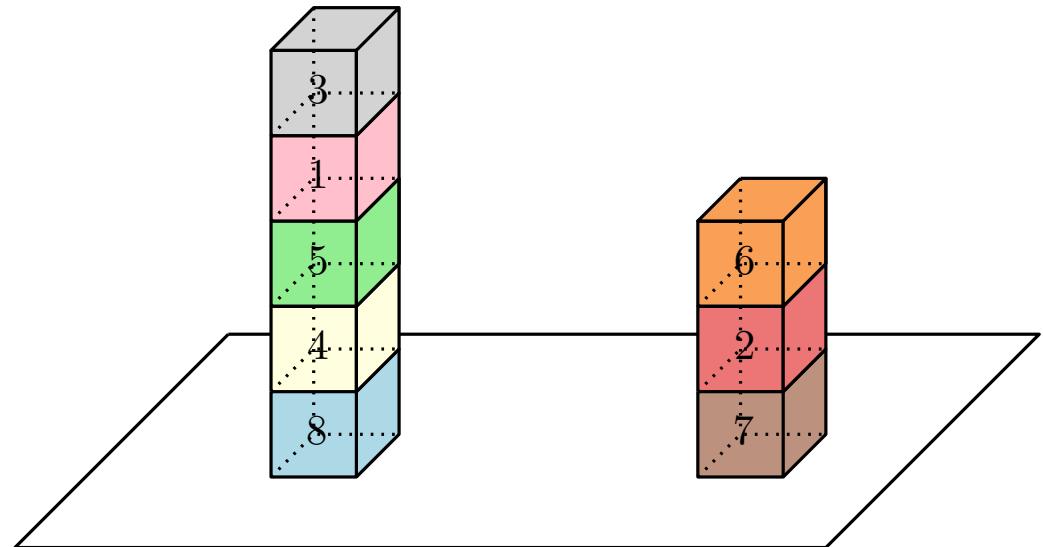
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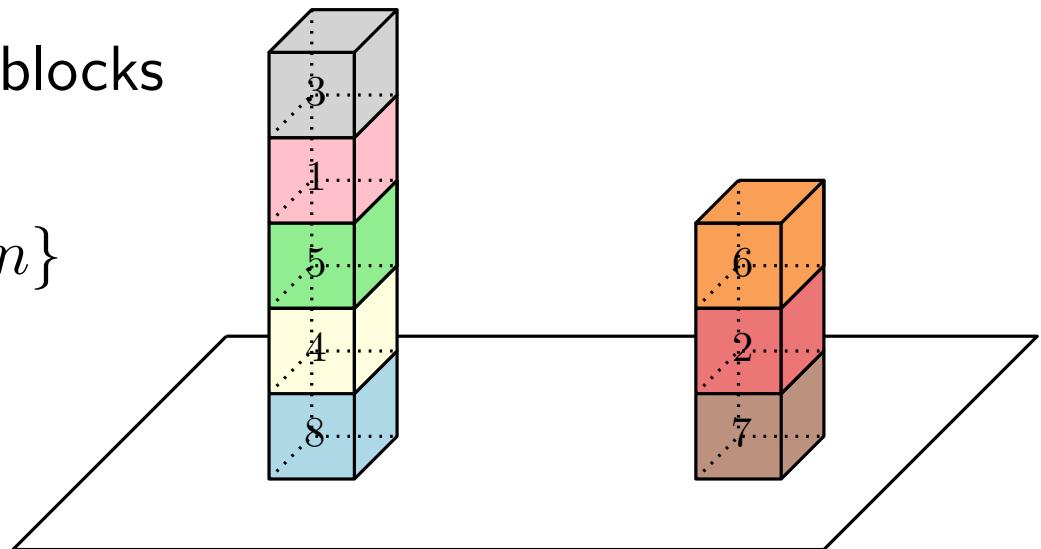


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Blocks world: n unique blocks **labelled** in $\{1, \dots, n\}$, organized as follows

- set of stacks $\{S_i\}_i$
- each stack is a sequence of blocks
 $S_i = (b_1^{(i)}, \dots, b_{k_i}^{(i)})$
- $\cup_i \{b_1^{(i)}, \dots, b_{k_i}^{(i)}\} = \{1, \dots, n\}$



The Planning Task

- Possible moves:**
- move a block from the **top** of a stack to the **table**
 - move a block from the **top** of a stack to the **top** of another stack
 - move a block from the **table** to the **top** of a stack

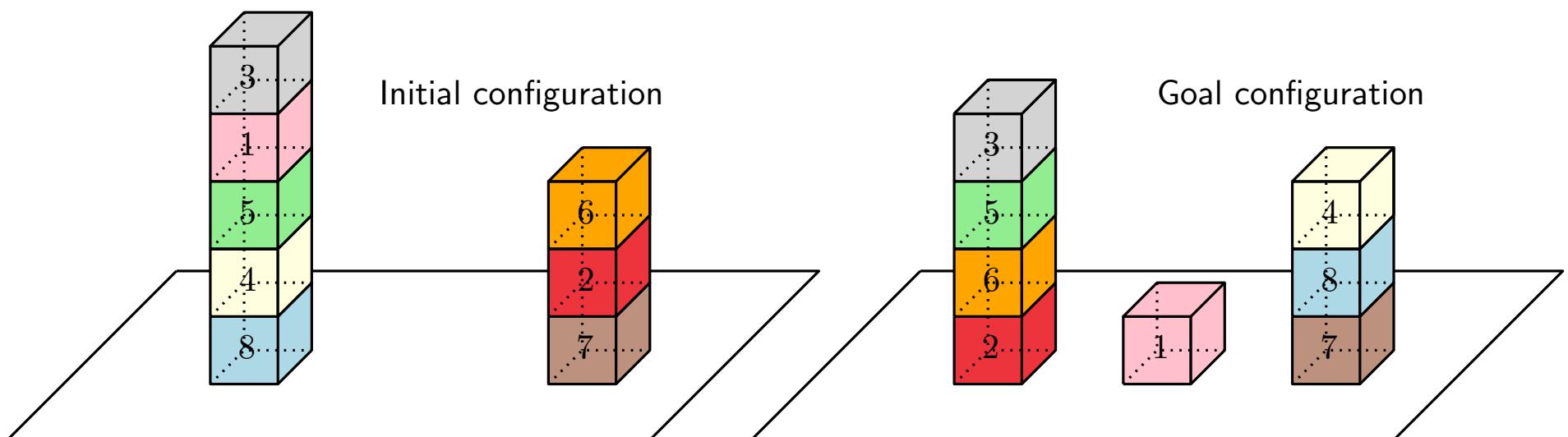
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Input:

- set of **initial** stacks $\{S_i^{(in)}\}_i$, $S_i^{(in)} = (b_1^{(i)}, \dots, b_{k_i}^{(i)})$
- $\cup_i \{b_1^{(i)}, \dots, b_{k_i}^{(i)}\} = \{1, \dots, n\}$
- set of **goal** stacks $\{S_i^{(goal)}\}_i$, $S_i^{(goal)} = (c_1^{(i)}, \dots, c_{k_i}^{(i)})$
- $\cup_i \{c_1^{(i)}, \dots, c_{k_i}^{(i)}\} = \{1, \dots, n\}$



The Planning Task

Possible moves:

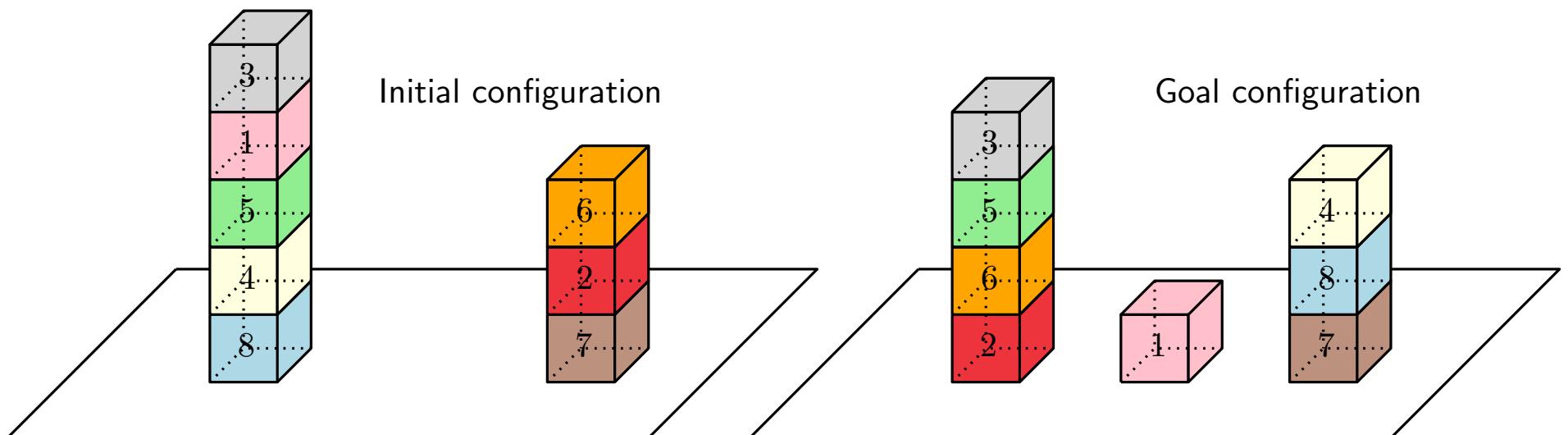
- move a block from the **top** of a stack to the **table**
- move a block from the **top** of a stack to the **top** of another stack
- move a block from the **table** to the **top** of a stack

Input:

- set of **initial** stacks $\{S_i^{(in)}\}_i$, $S_i^{(in)} = (b_1^{(i)}, \dots, b_{k_i}^{(i)})$
- $\cup_i \{b_1^{(i)}, \dots, b_{k_i}^{(i)}\} = \{1, \dots, n\}$
- set of **goal** stacks $\{S_i^{(goal)}\}_i$, $S_i^{(goal)} = (c_1^{(i)}, \dots, c_{k_i}^{(i)})$
- $\cup_i \{c_1^{(i)}, \dots, c_{k_i}^{(i)}\} = \{1, \dots, n\}$

Output:

- the sequence of moves



Strategies

Brute-force strategy: *move all blocks to the table and place them correctly, one by one*

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We implement both of them...

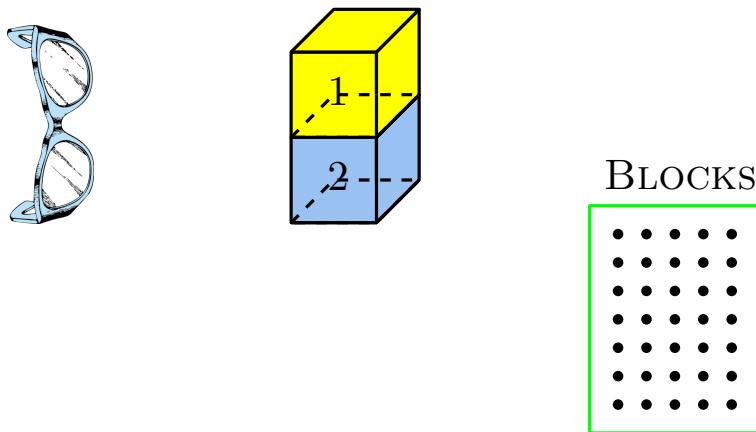
Back to the Brain: Assumptions

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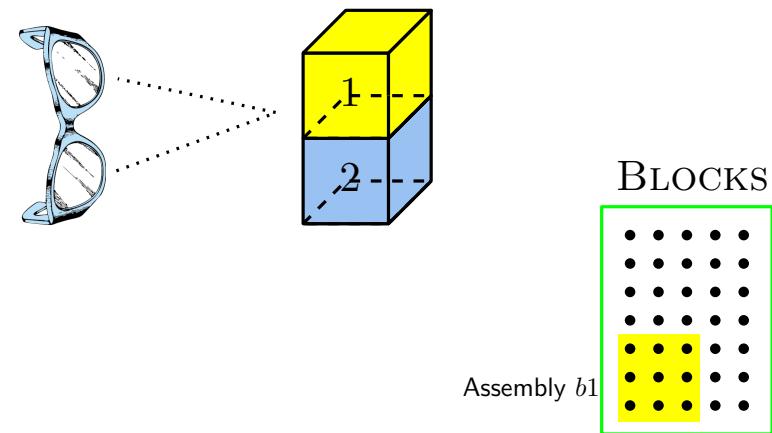
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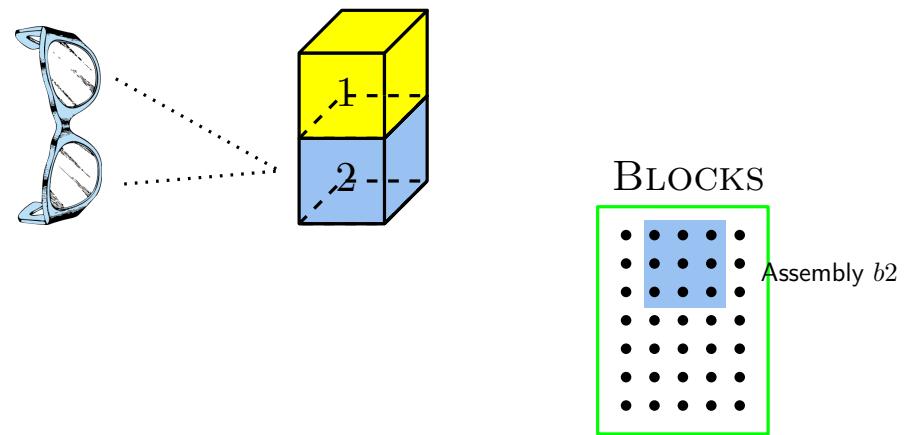
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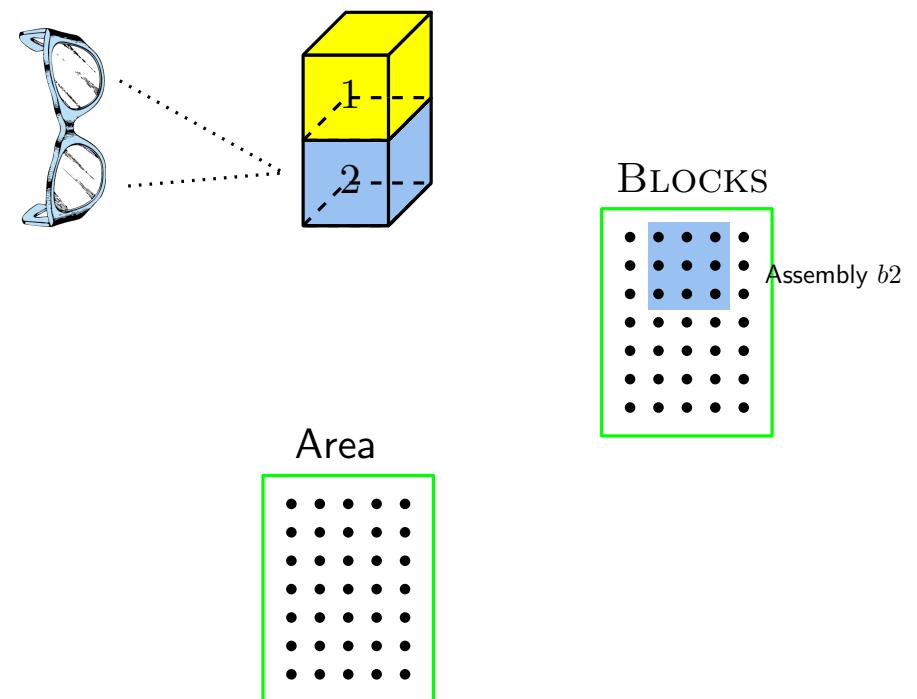


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the brain makes some operations,
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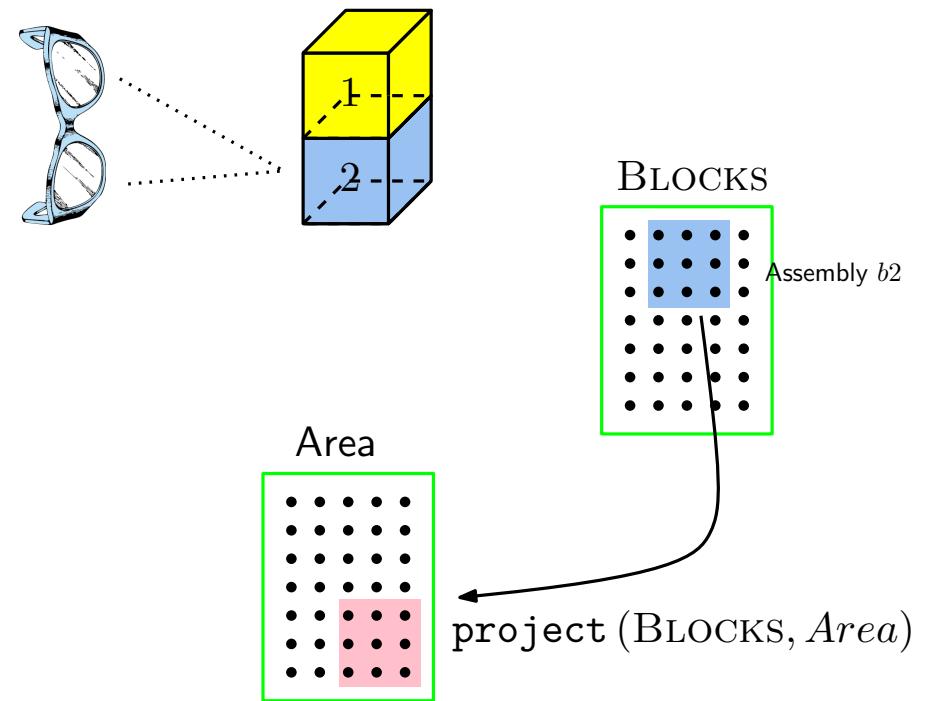


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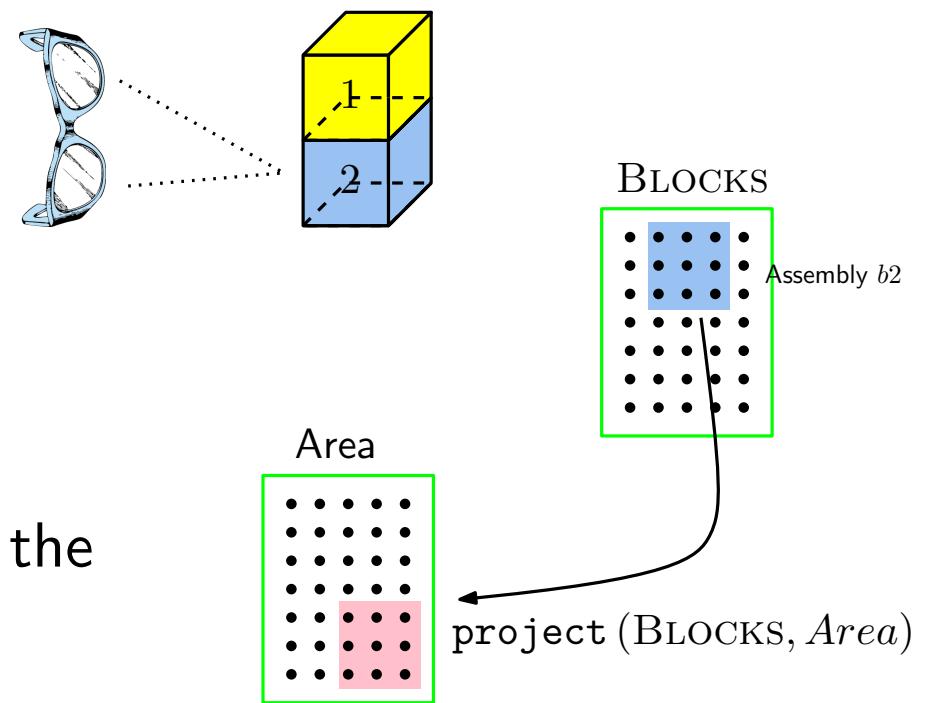
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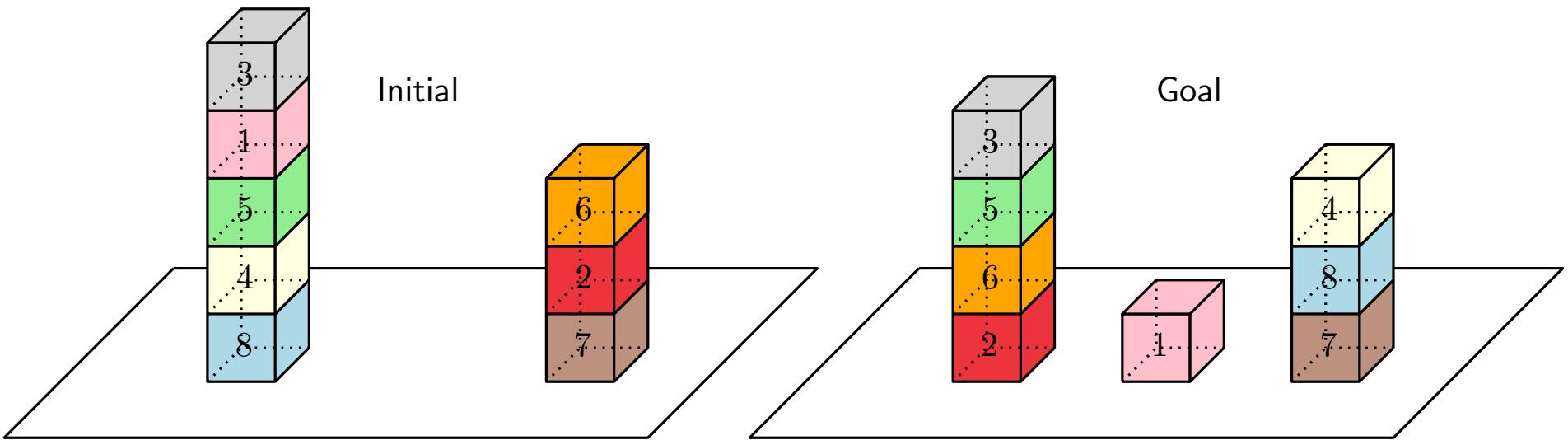
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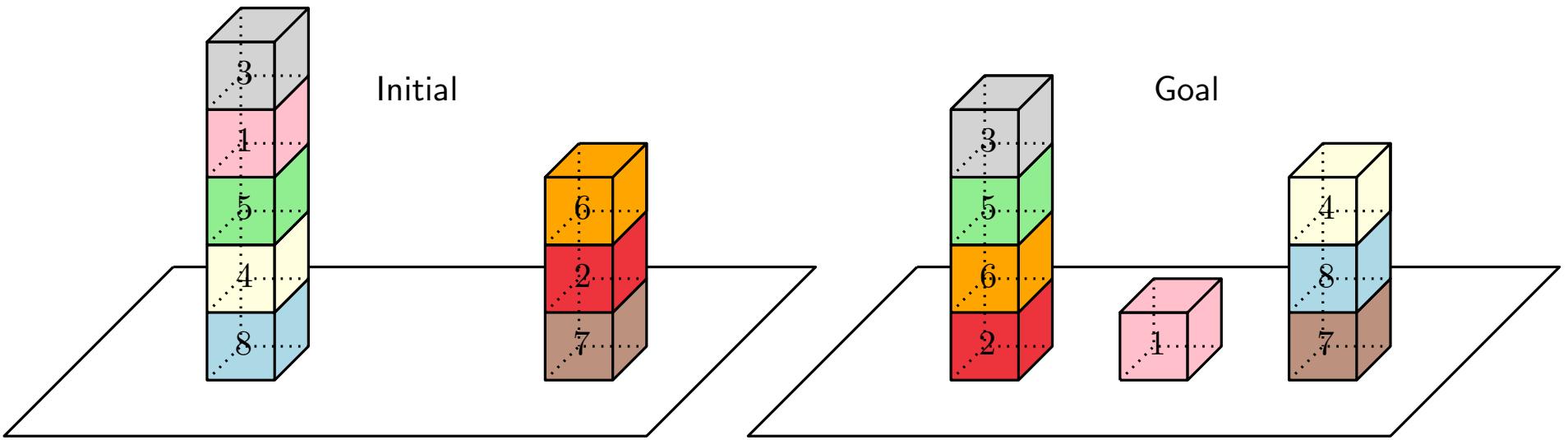
Further assumptions: each **area** has n **neurons**, the same **Erdös-Renyi prob.** p , the same k as the **CAP**



Back to the Planning Problem

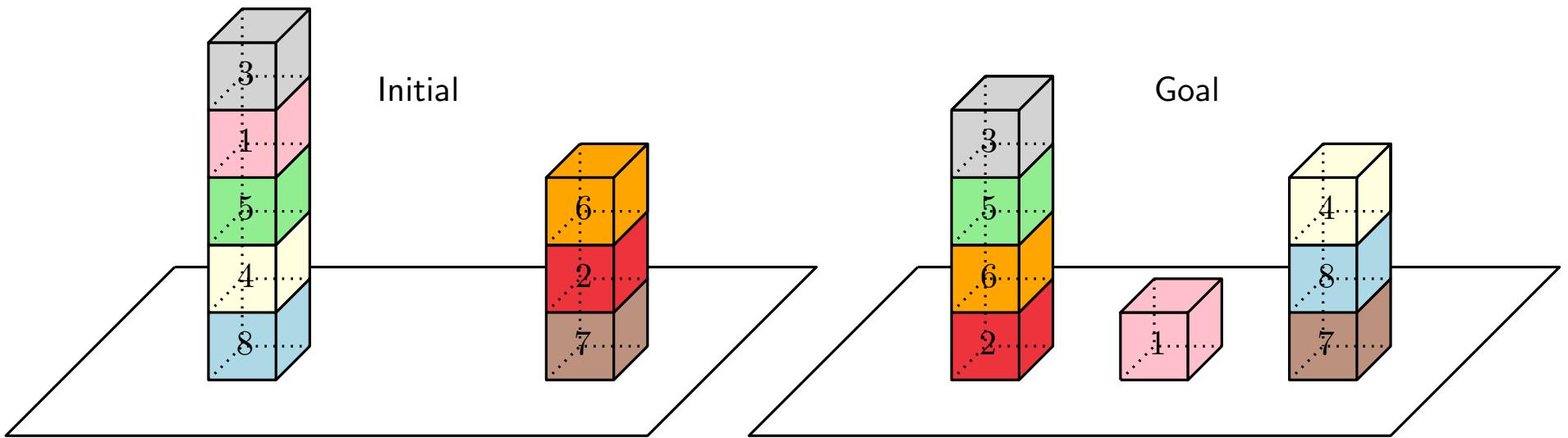


Back to the Planning Problem



- **First:** way to **represent** the **initial** and the **goal** stacks in the brain

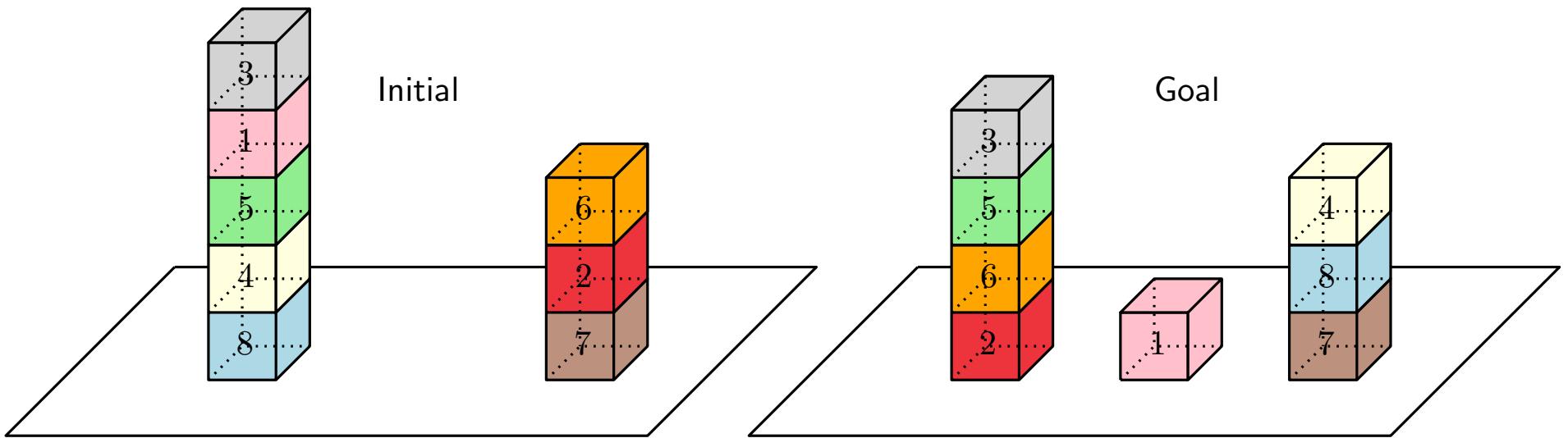
Back to the Planning Problem



- **First:** way to **represent** the **initial** and the **goal** stacks in the brain

A Parser

Back to the Planning Problem



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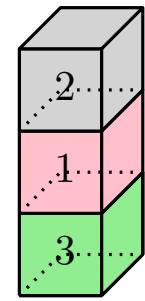
A Parser

- **Second:** way to **implement** actions and **represent** them

The Parser

Assumptions:

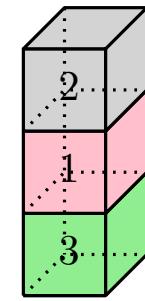
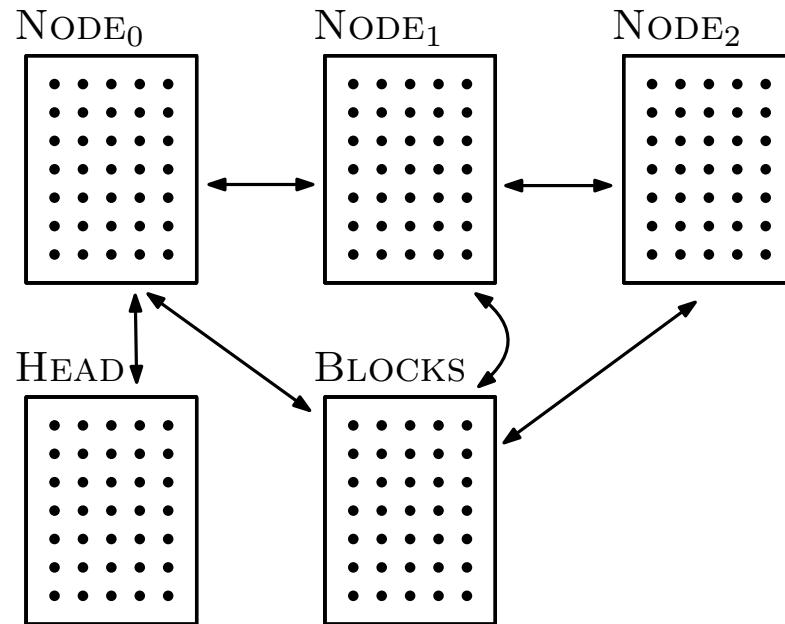
- single stack
- brain as **undirected graph**
- 5 brain areas, BLOCKS, NODE₀, NODE₁, NODE₂, HEAD



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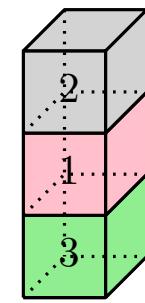
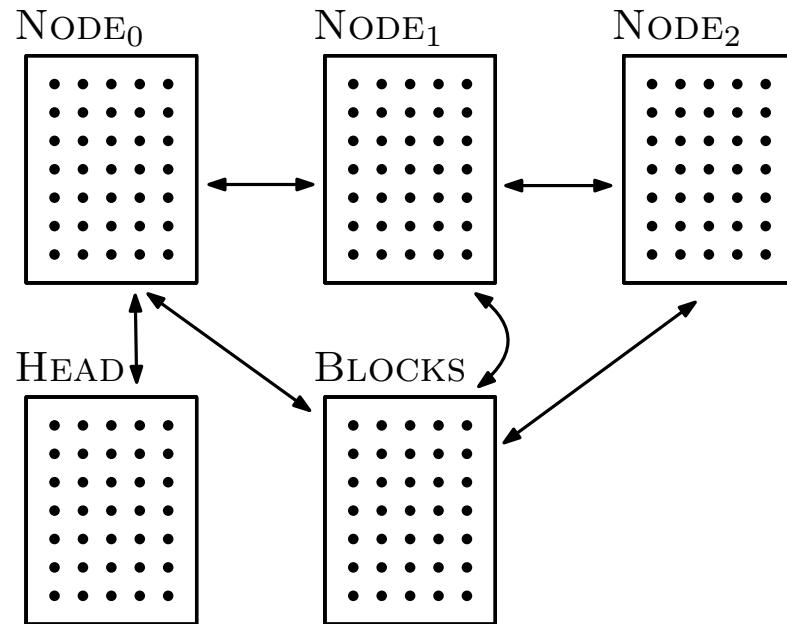
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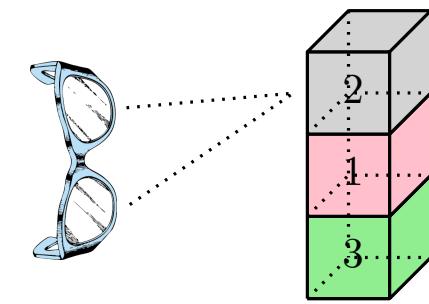
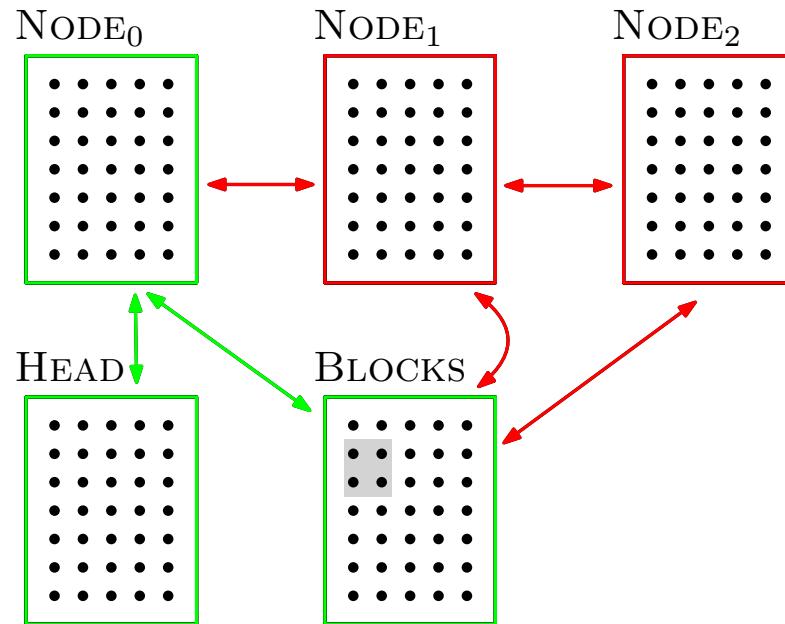
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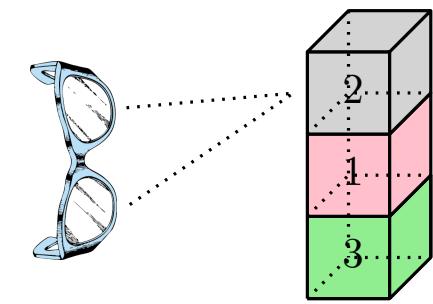
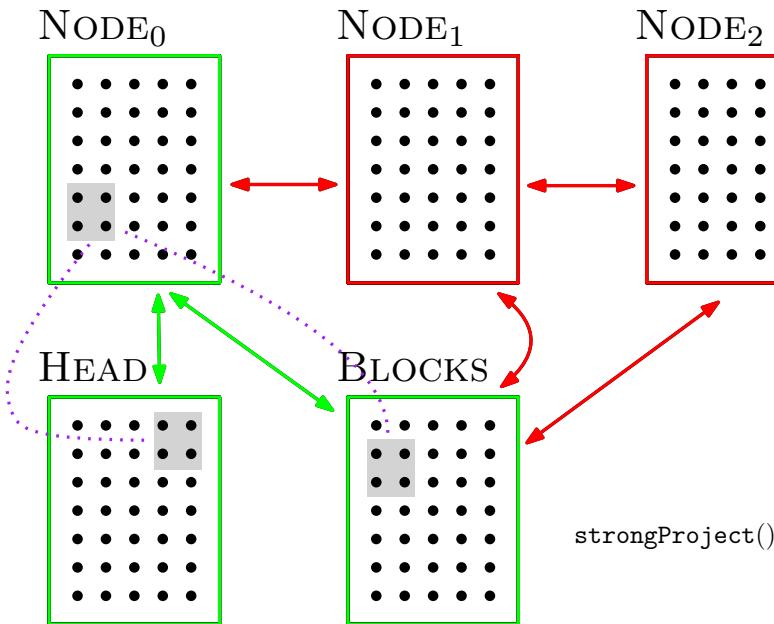
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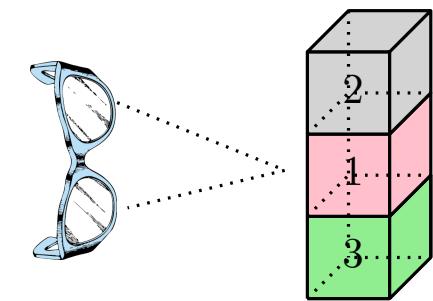
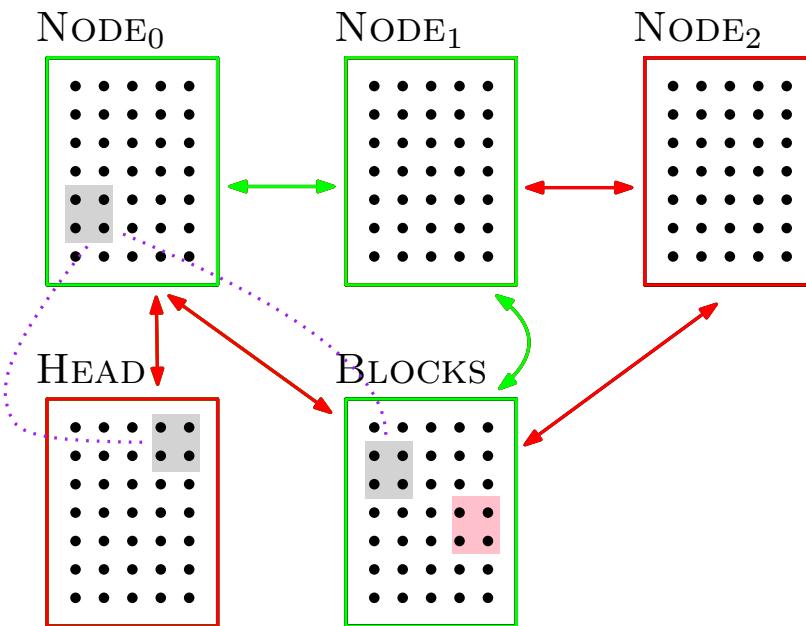
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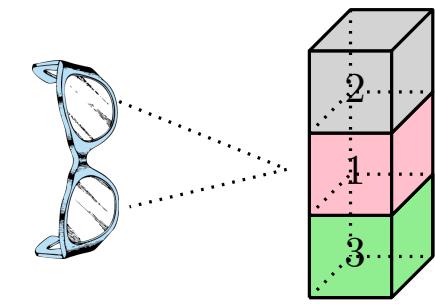
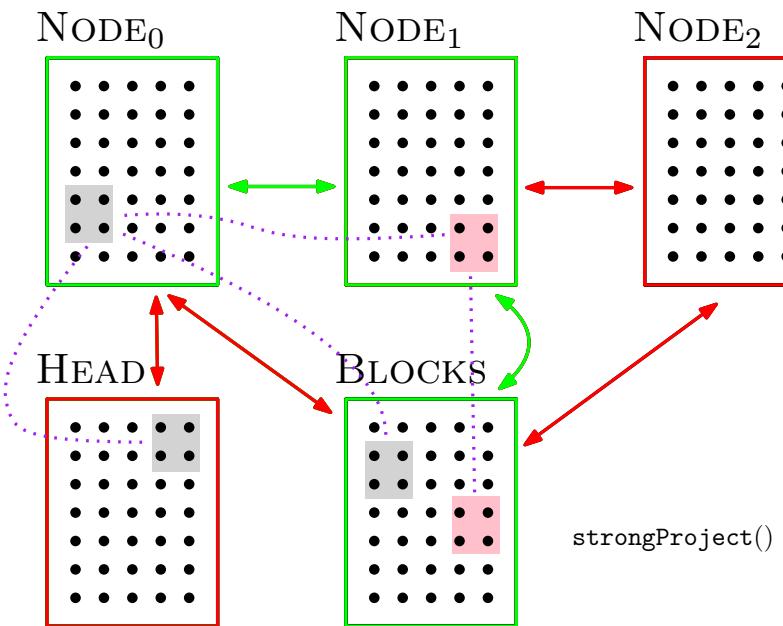
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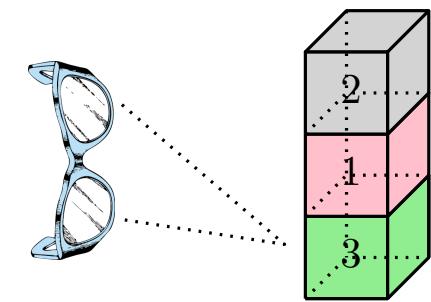
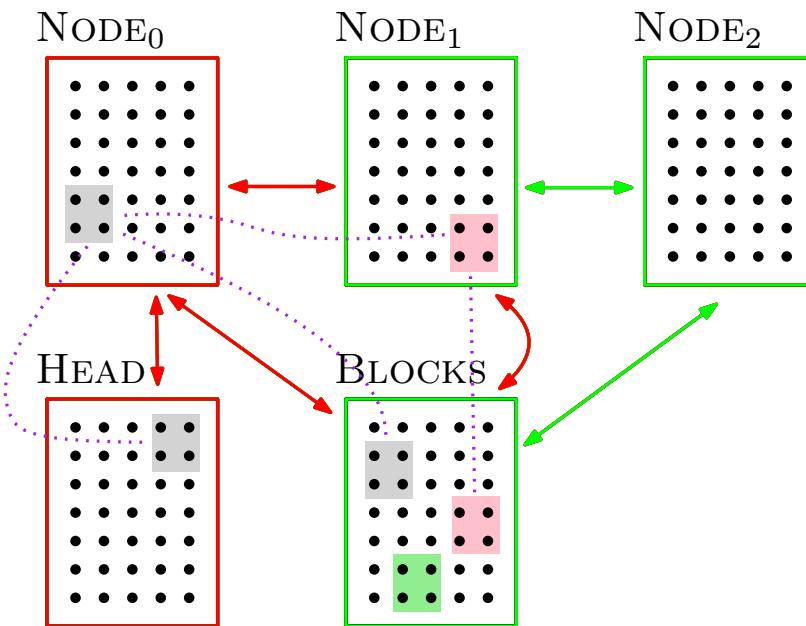
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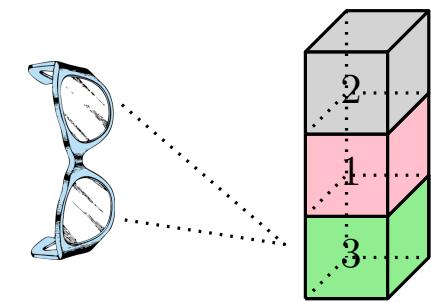
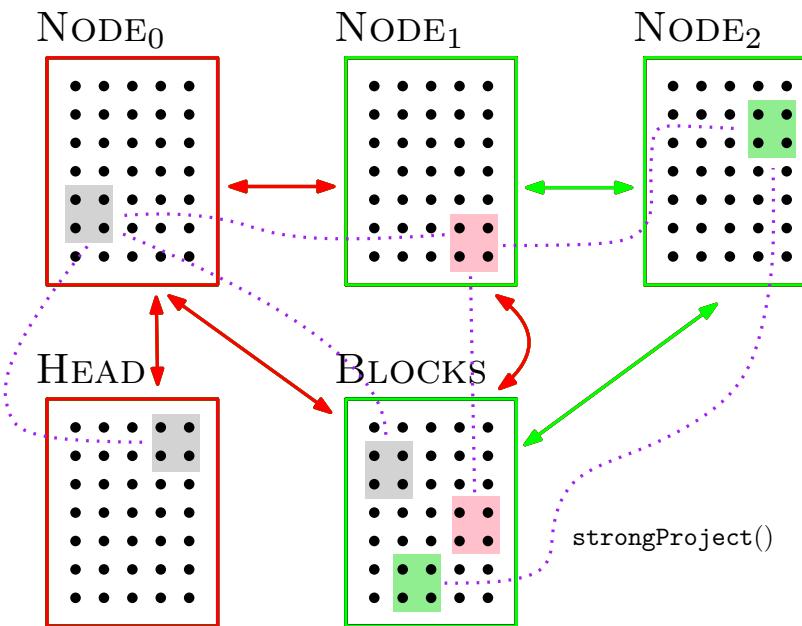
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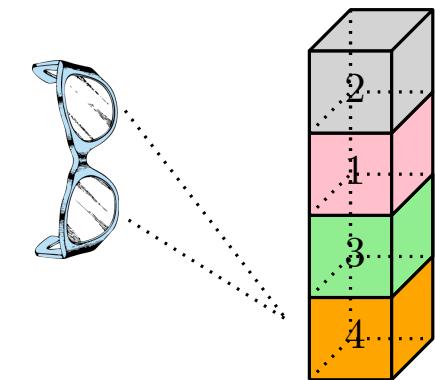
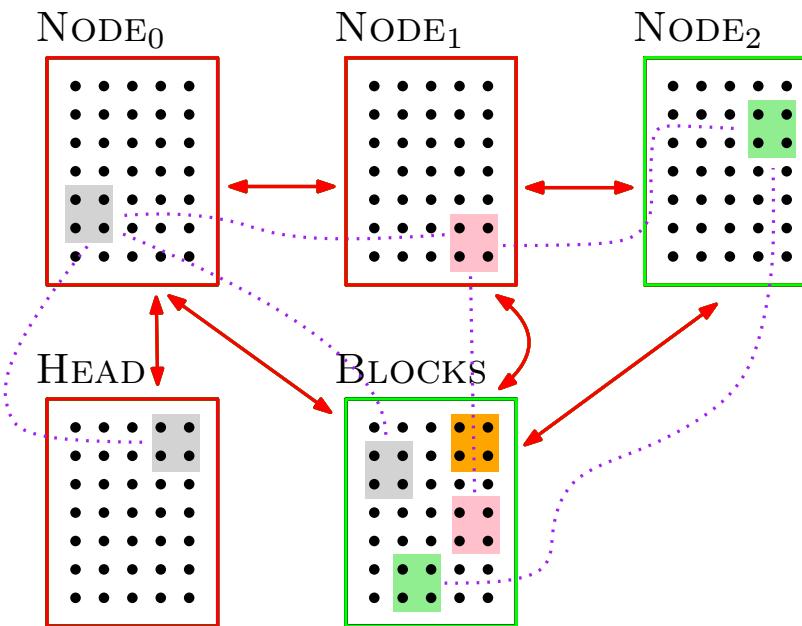
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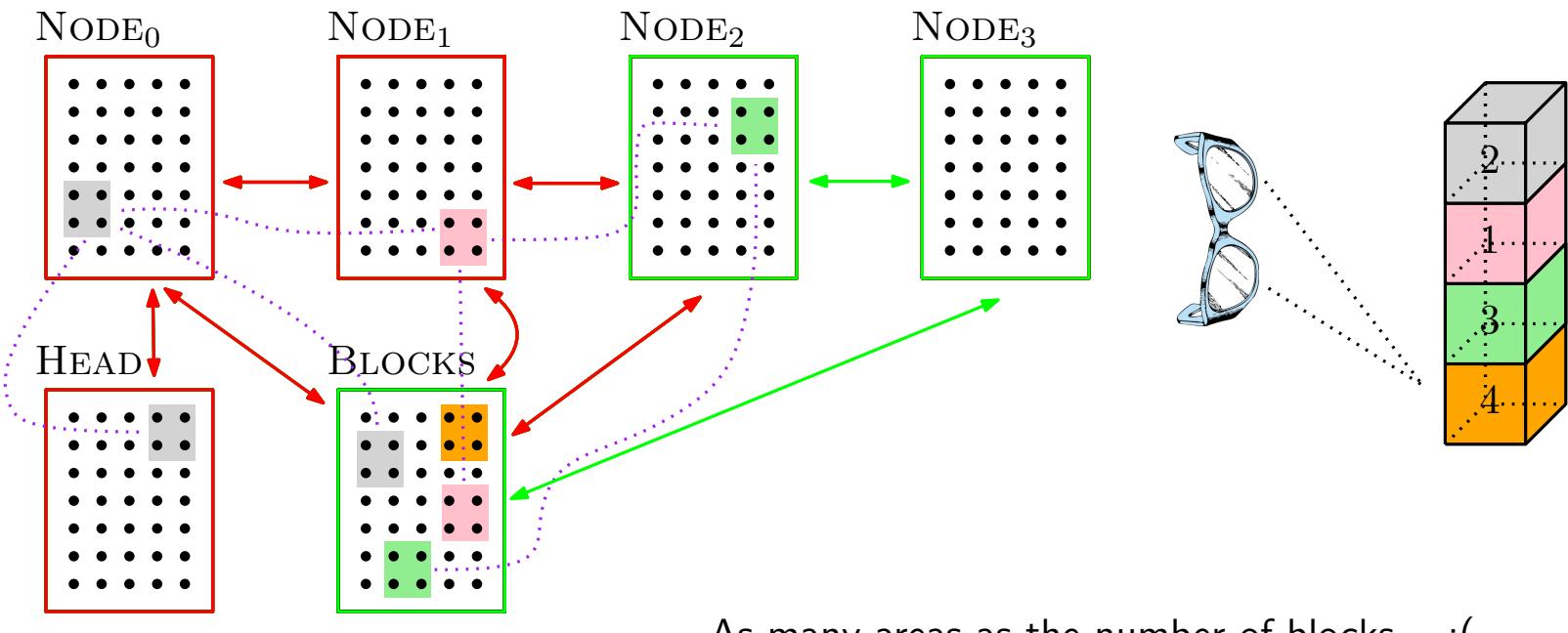
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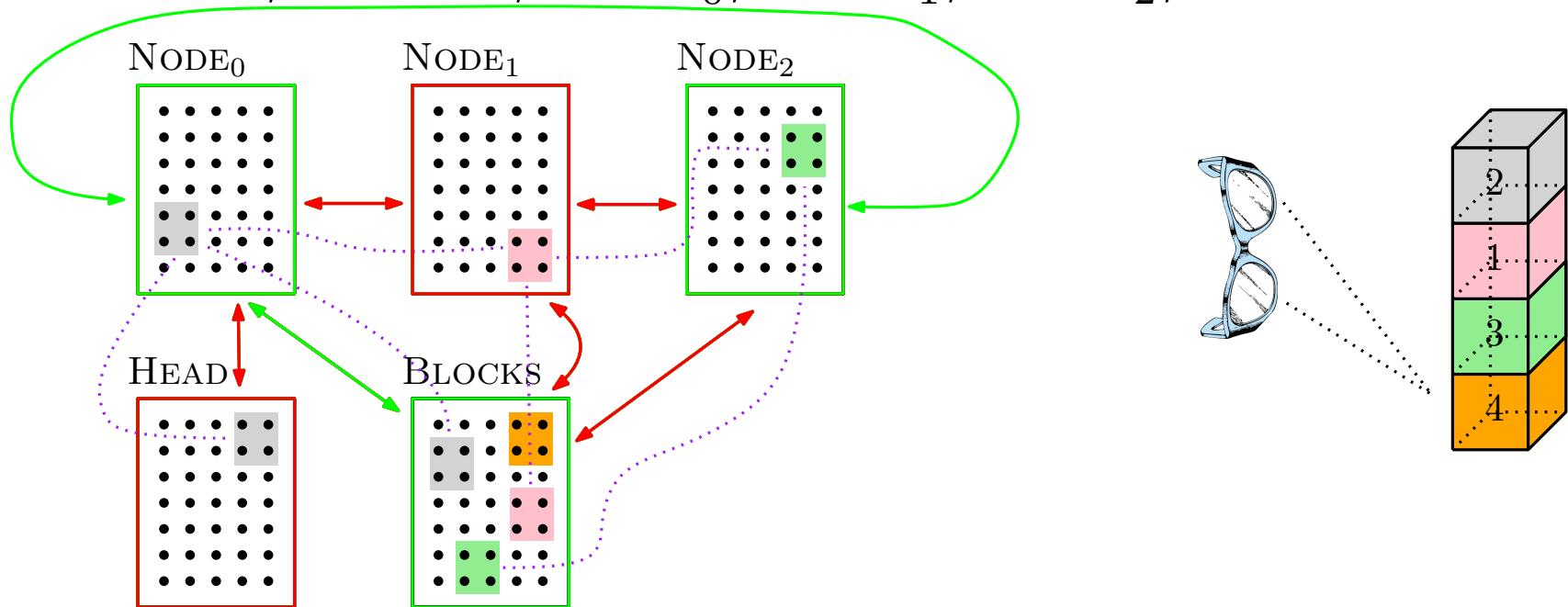
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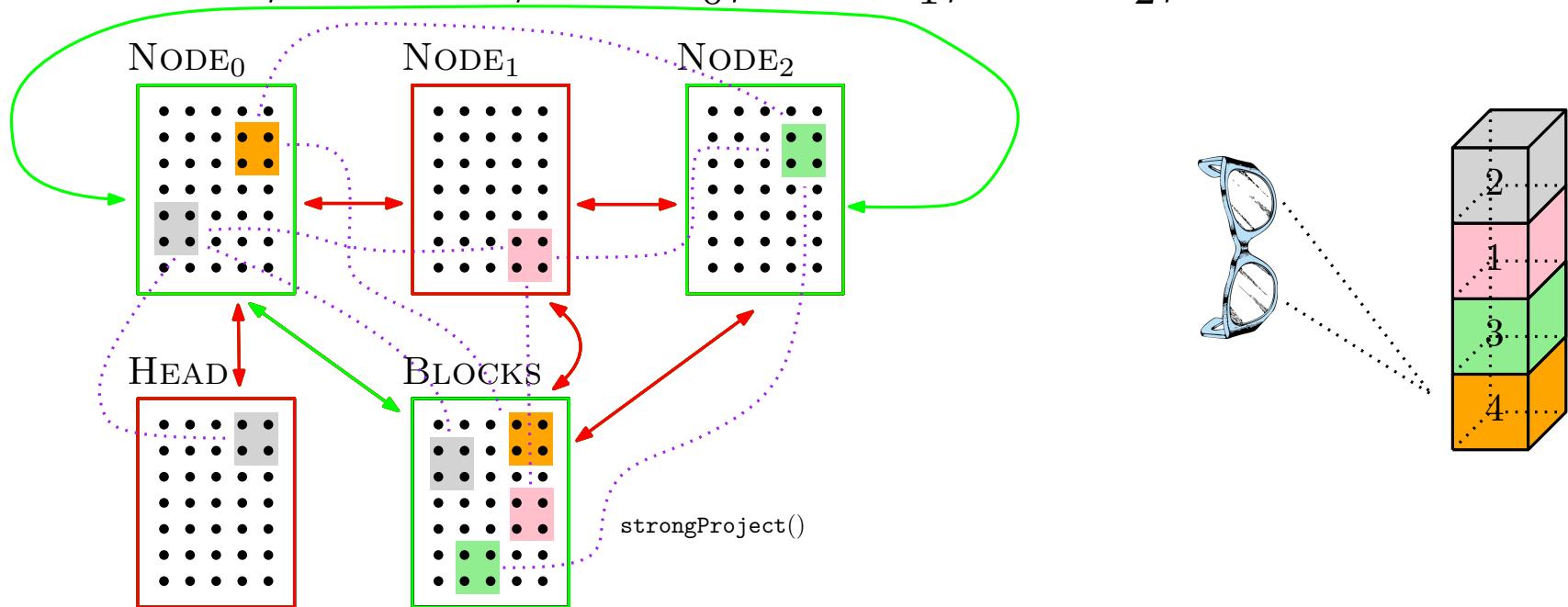
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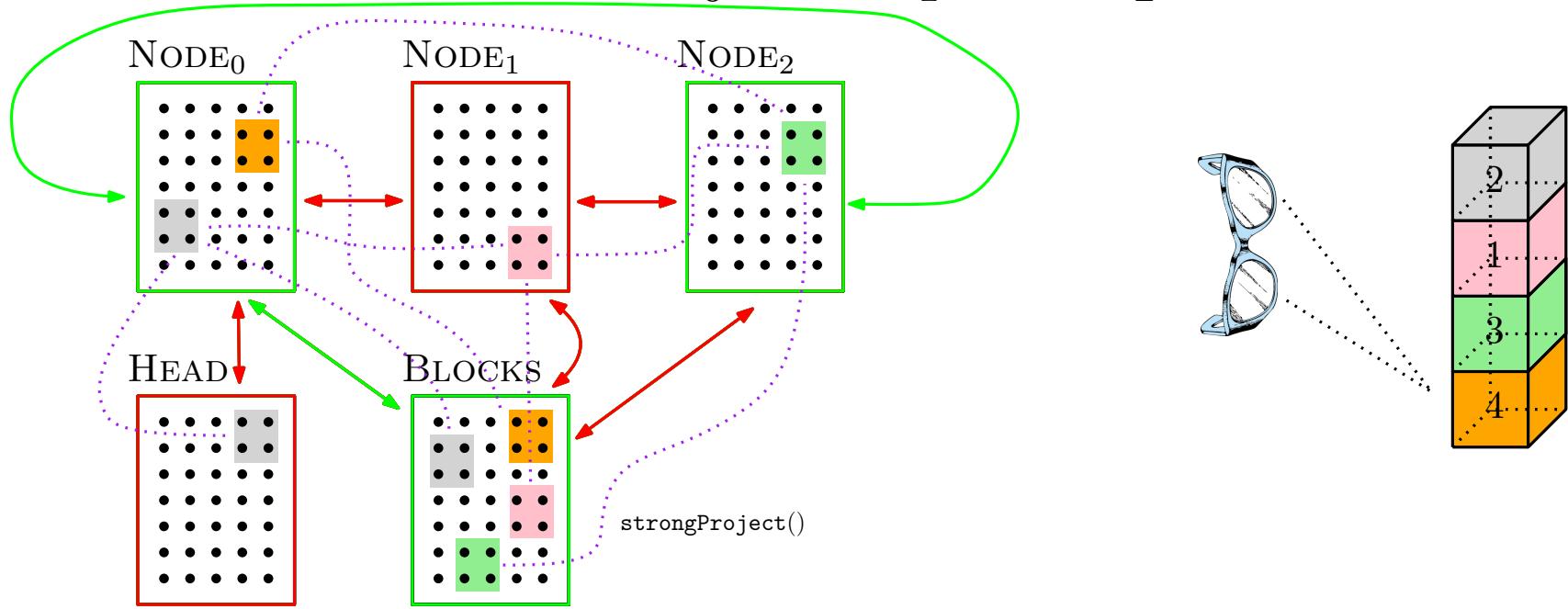
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Chaining: novelty. Number of blocks represented depends only on n (number of neurons per area) and k (the CAP)

Parser Code

Algorithm 1: PARSER (S)

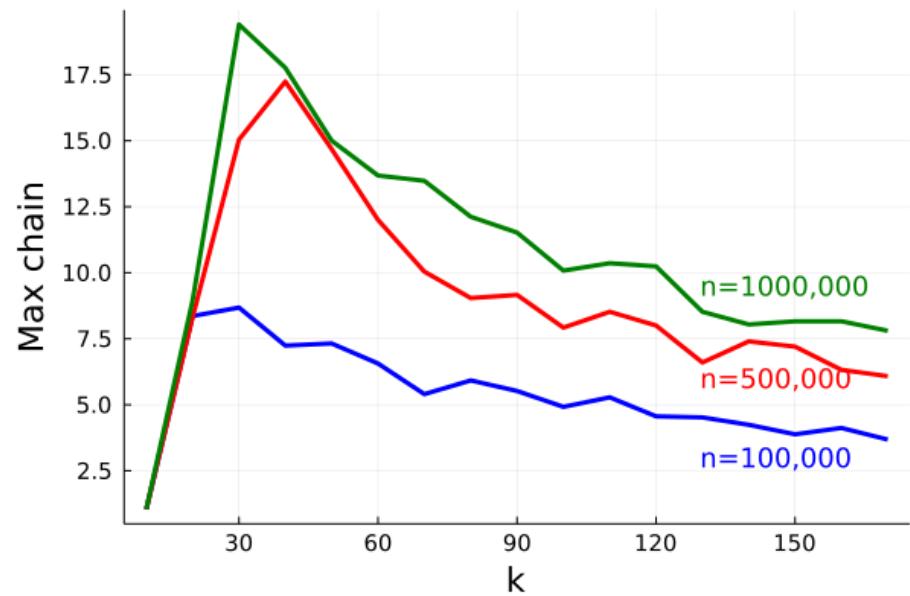
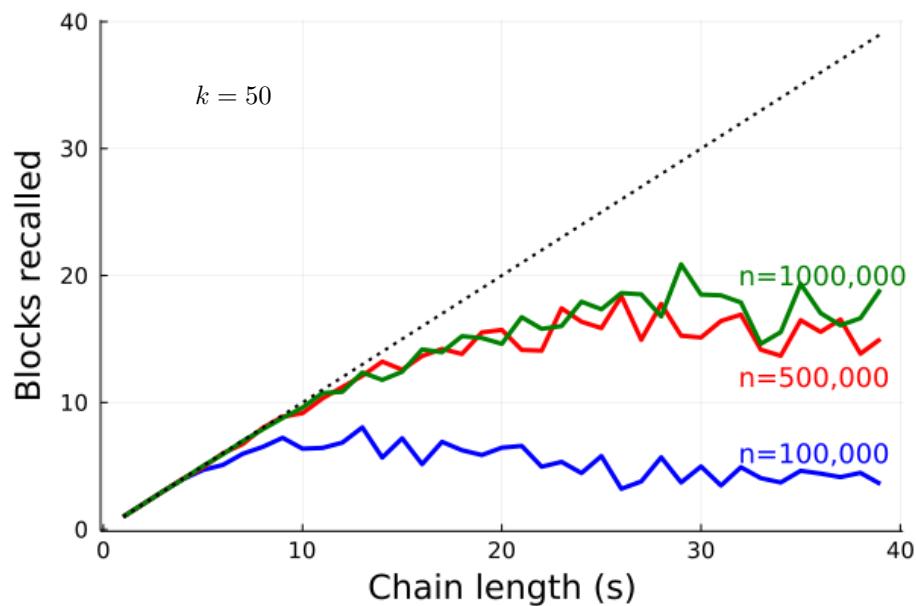
input: a stack S of blocks b_1, b_2, \dots, b_s .

```
1 disinhibitArea ({BLOCKS, HEAD, NODE0});  
2 disinhibitFiber ({(HEAD, NODE0), (NODE0, BLOCKS)});  
3 fire (b1);  
4 strongProject();  
5 inhibitArea ({HEAD});  
6 inhibitFiber ({(HEAD, NODE0), (NODE0, BLOCKS)});  
7 foreach  $i$  with  $2 \leq i \leq s$  do  
8    $p = (i - 2) \bmod 3$ ;  $c = (i - 1) \bmod 3$ ;  
9   disinhibitArea ({NODEc});  
10  disinhibitFiber ({(NODEp, NODEc), (NODEc, BLOCKS)});  
11  fire (bi);  
12  strongProject();  
13  inhibitArea ({NODEp});  
14  inhibitFiber ({(NODEp, NODEc), (NODEc, BLOCKS)});  
15 end  
16 inhibitArea ({BLOCKS, NODE(s-1) \bmod 3});
```

Chaining Experiments

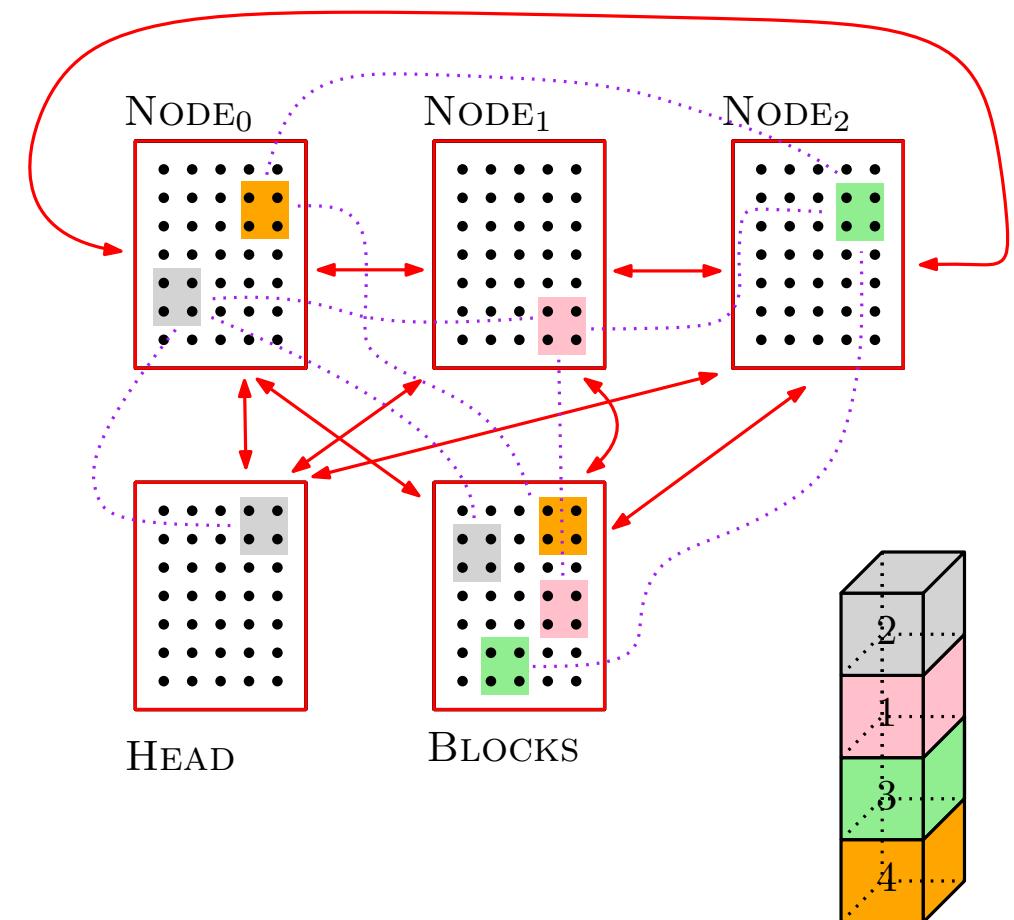
Due to **overlap** of assemblies, chaining may fail

Experiments conducted averaging over 50 trials



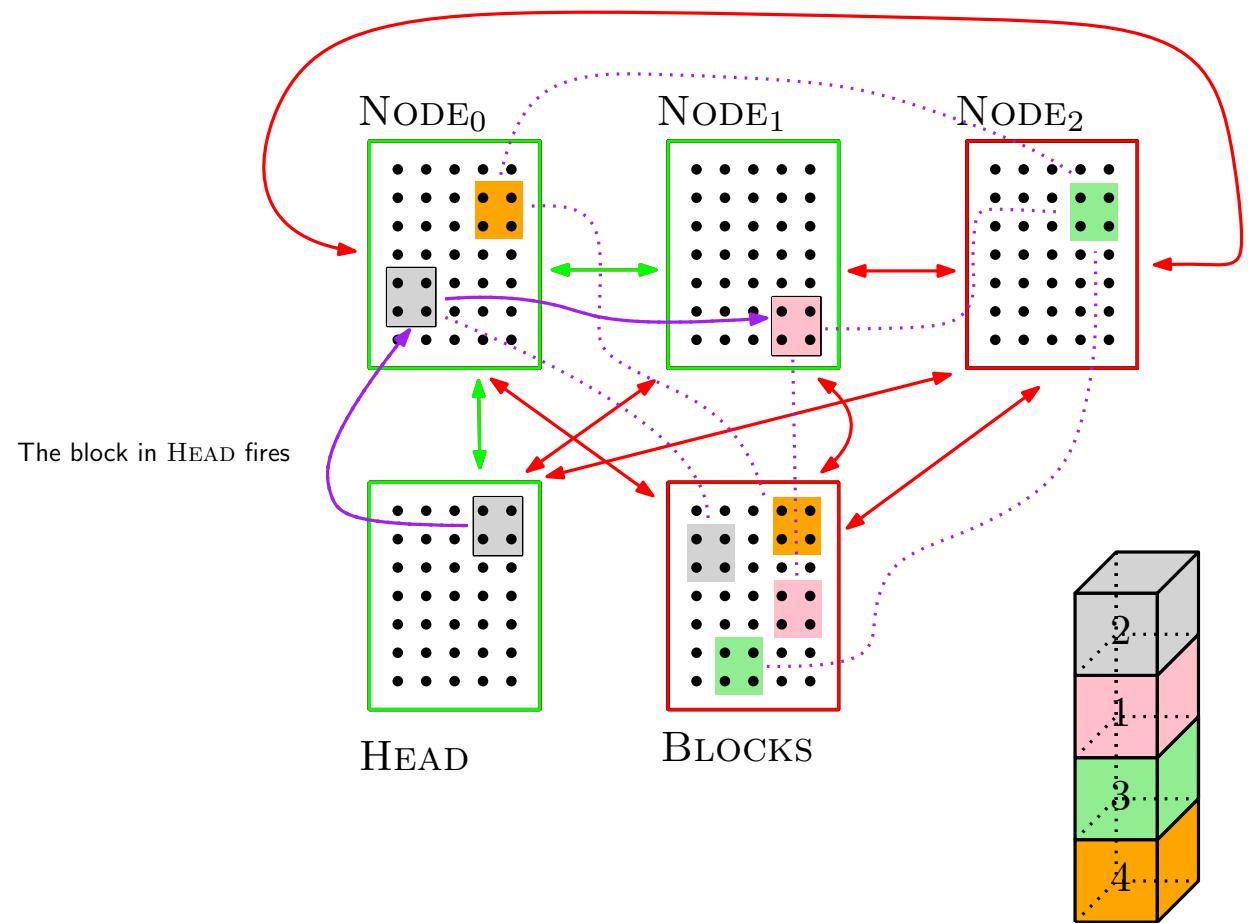
Actions

- *Removing the top block*



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- *Removing the top block*

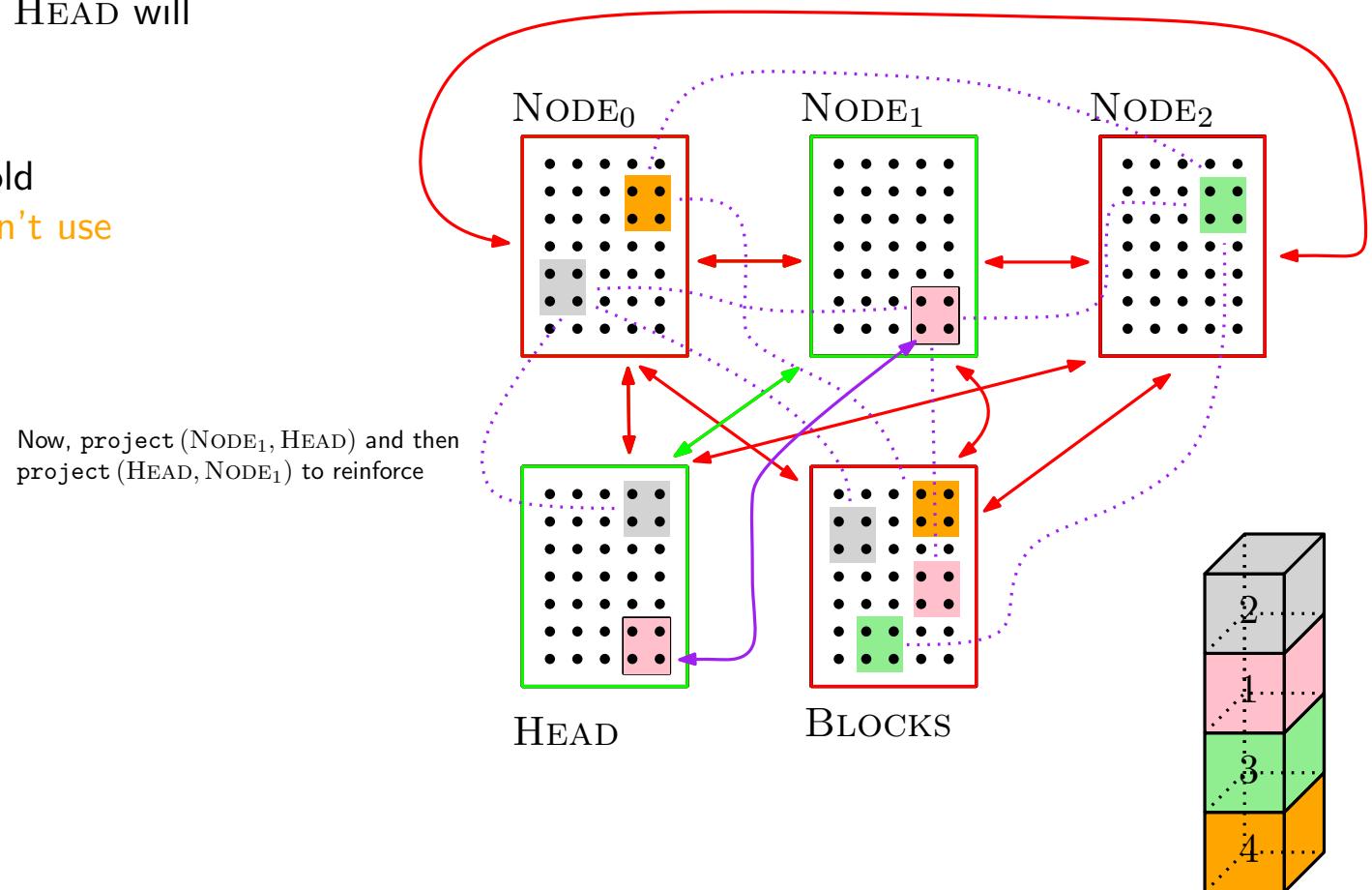


Actions

- *Removing the top block*

The **last active assembly** in HEAD will point to the **new top**

The model **doesn't forget** old connections, it simply **doesn't use** them again

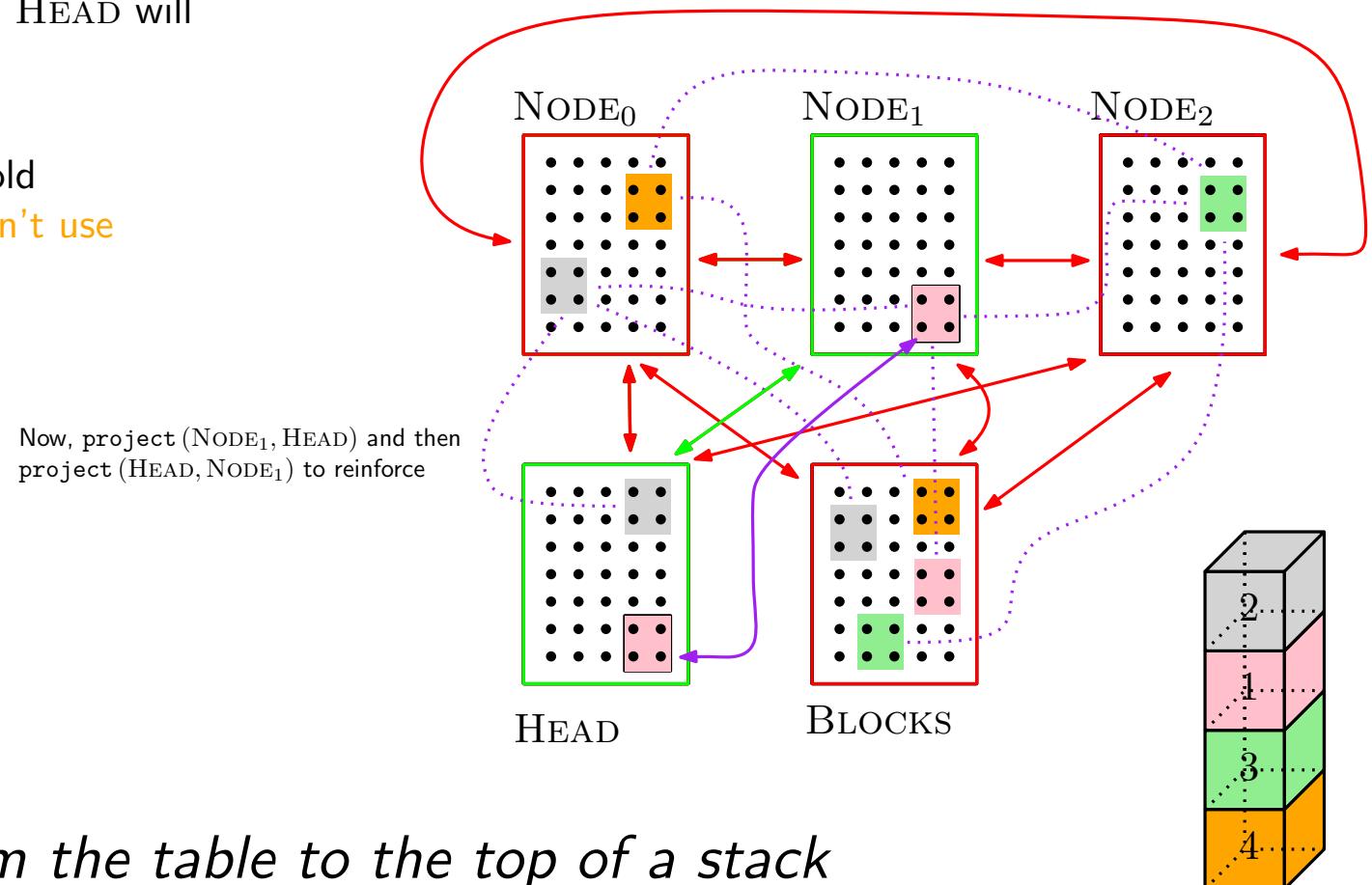


Actions

- *Removing the top block*

The last active assembly in HEAD will point to the new top

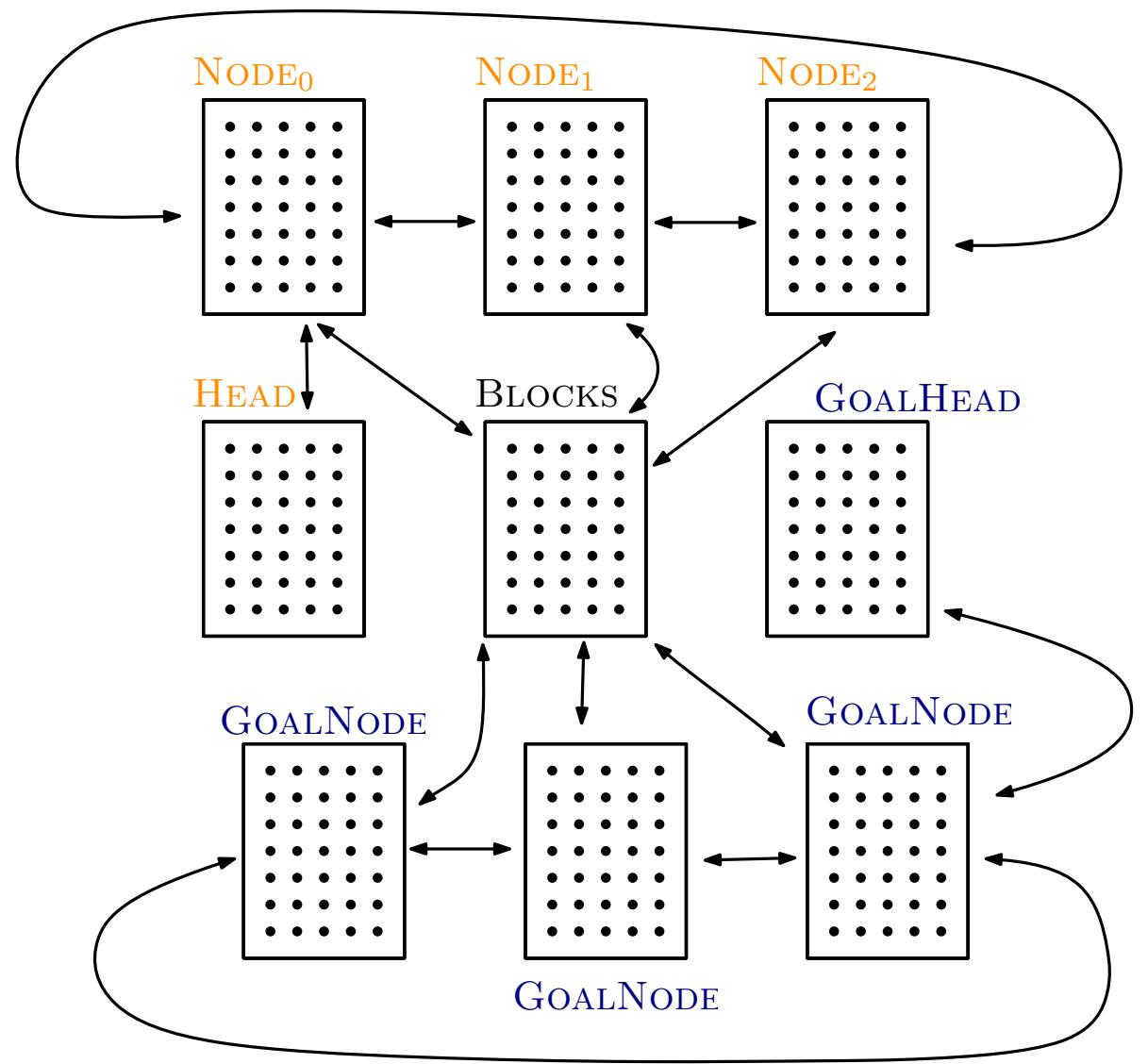
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- *Put a block from the table to the top of a stack*

Comparisons

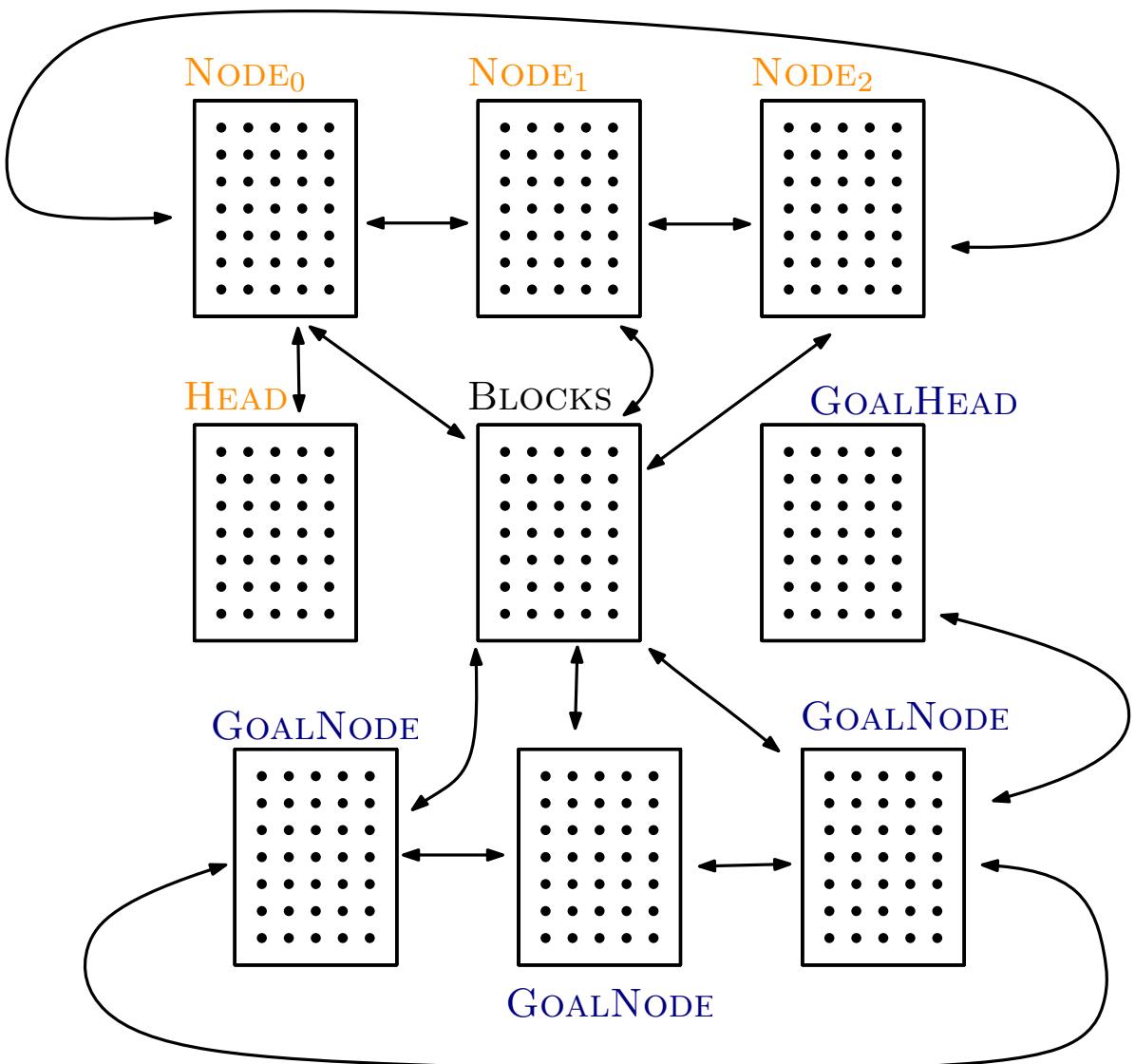
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Comparisons

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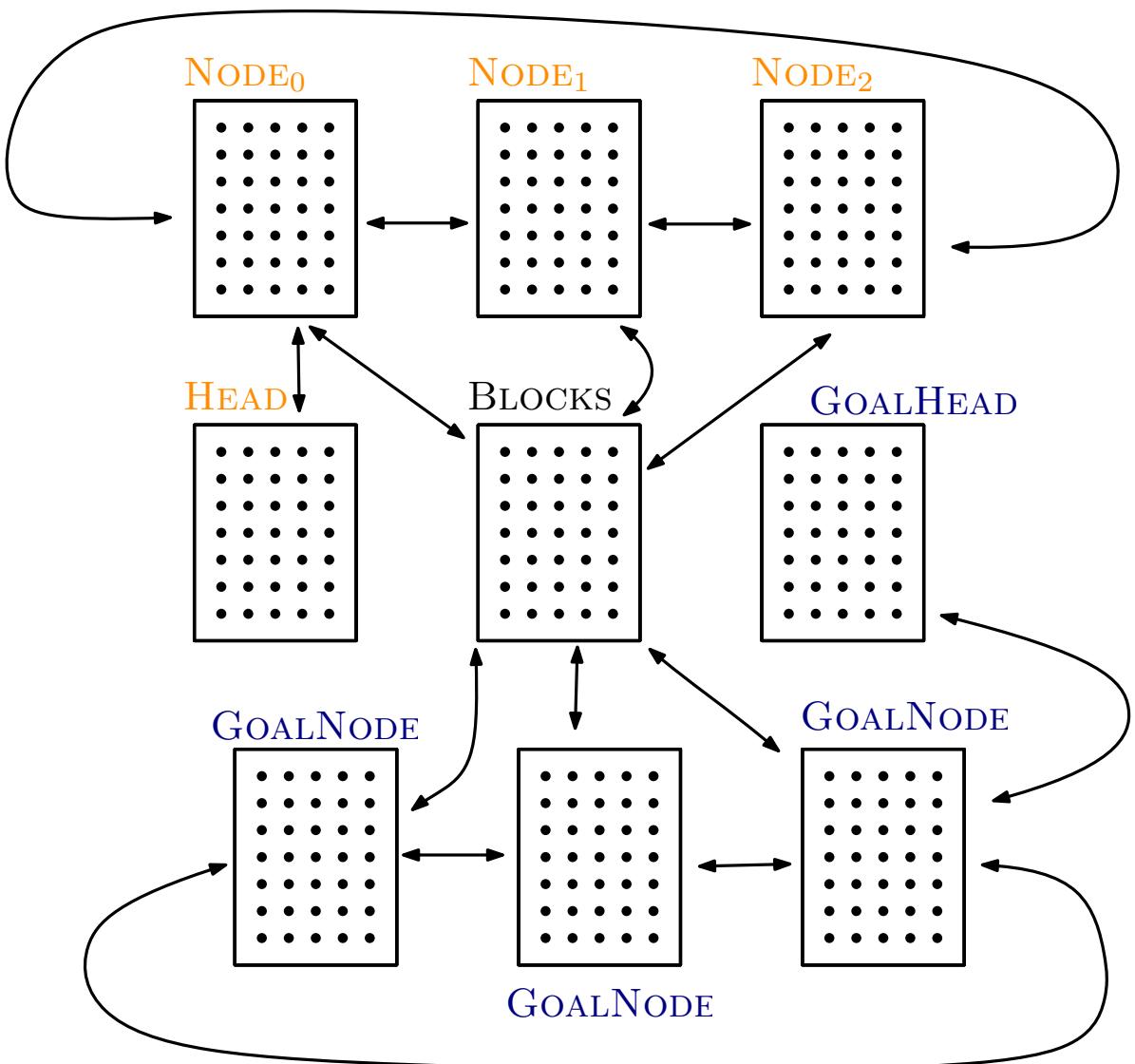
- *Intersect*: scrolls down the two **stacks** until reaching the **last block**, then starts **comparing** each pair of blocks by scrolling up



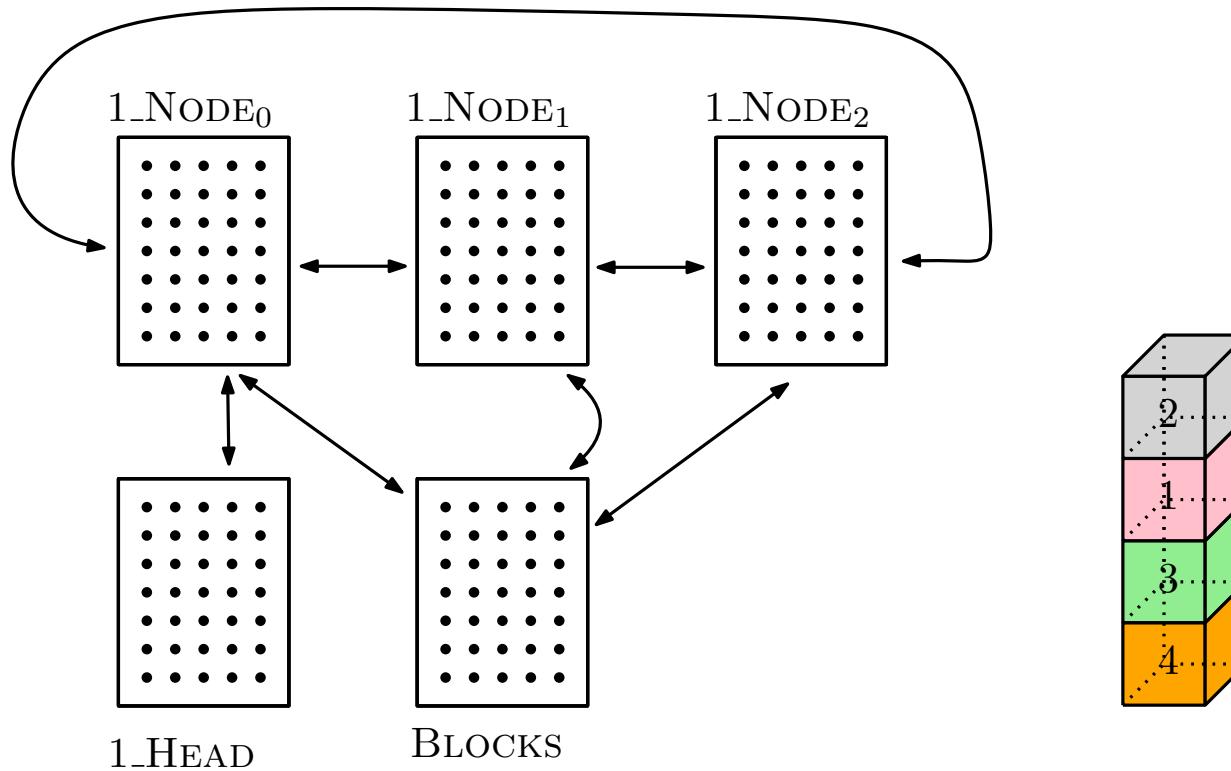
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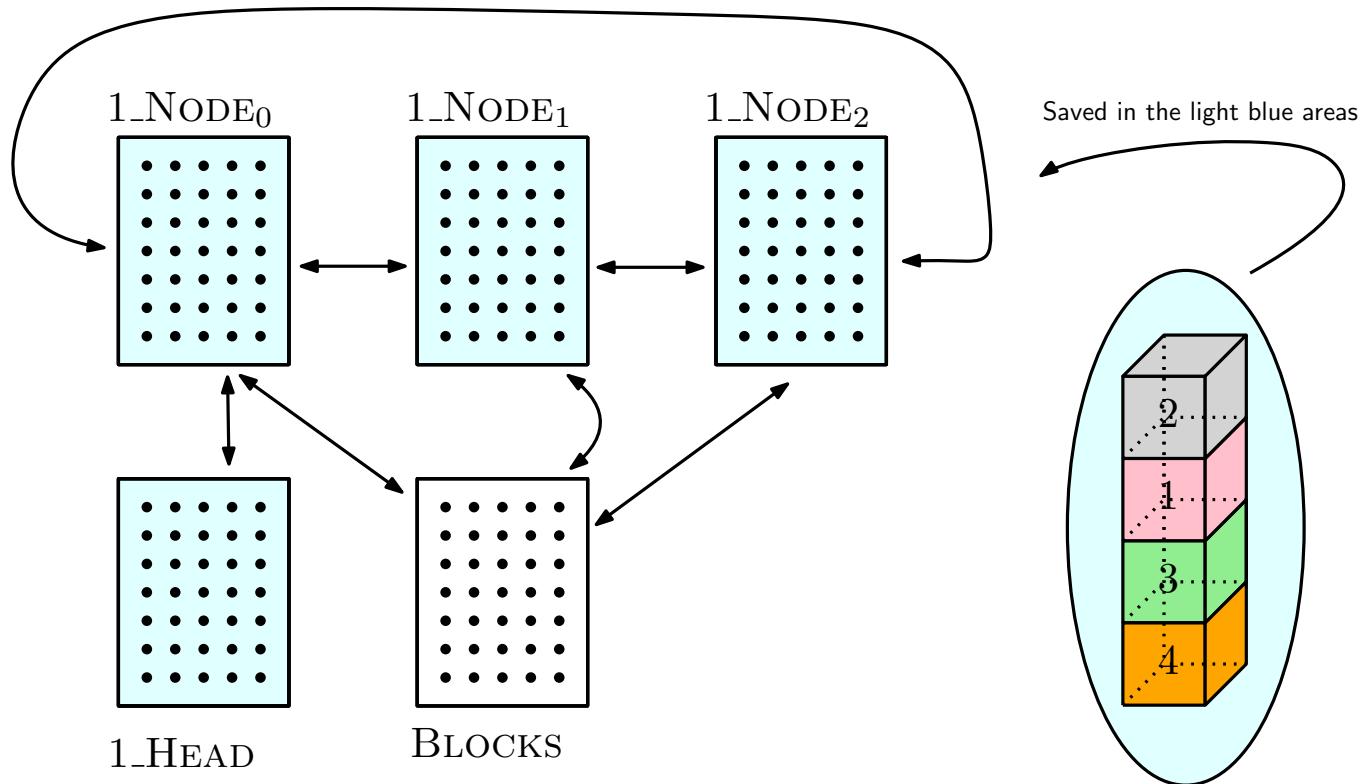
- *Intersect*: scrolls down the two **stacks** until reaching the **last block**, then starts **comparing** each pair of blocks by scrolling up
- By combining these **operations** we implement the **planning strategies**



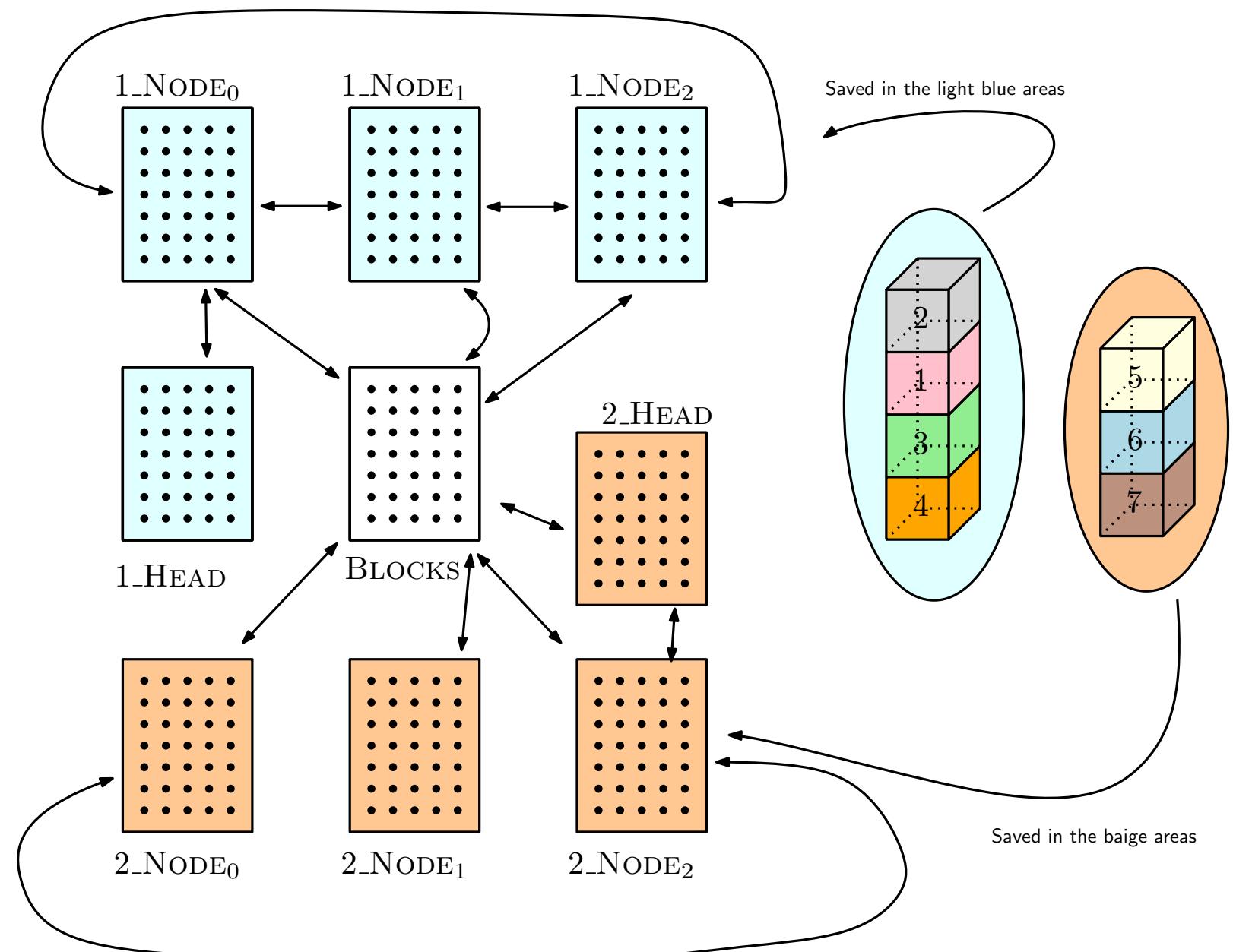
Multiple Stacks Case



Multiple Stacks Case

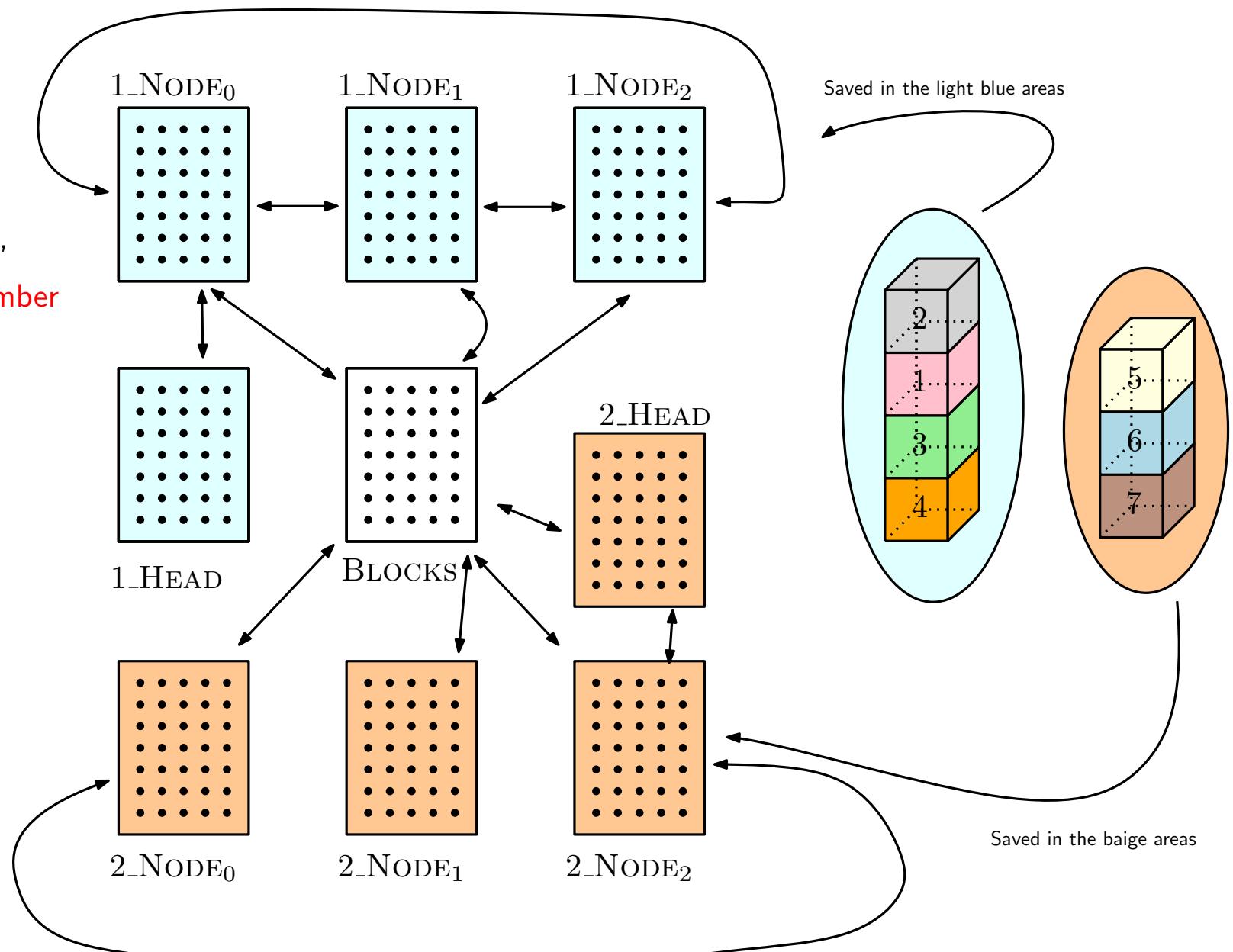


Multiple Stacks Case



Multiple Stacks Case

As many “parsing” regions as the **number of stacks: to be improved** (like chaining)



Discussion

- Demonstrated experimentally that reasonably large and complex programs in the assembly calculus can execute correctly and reliably
- Shown the realization of a *list-like data structure* which makes use of a *constant number of brain regions*
- Shown how simple manipulations of the data structure (removing or putting a block) can be realized by making use of a *constant number of brain regions*
- **Bottleneck:** the parsing. Its reliability depends on the ratio between the number of neurons and the size of the assemblies in each region
 - Must be the object of further investigation

Open problems: microscopic level

Missing items to make the model more solid.

Distributed computing:

- *k-winners take all*: looking for a plausible neuronal dynamics which implement the ***k-CAP***. Inhibitory neurons firing may be useful [Kriener et al., PNAS 2020].
- *(Dis)inhibition of areas and fibers*: providing a model of how to accomplish (dis)inhibition. For now, just hypotheses.

Other directions: macroscopic level

After **syntactic analysis in language** [Mitropolsky et al., TACL 2021] and **blocks world planning**, what comes **next** as a compelling **stylized cognitive function**, which could be implemented in the AC?

- *Reasoning*
- *Planning and problem solving* in less specialized domains
- *Deductive tasks* in the context of **logical** and **constraint-based** formalisms

The End

