

Learning sequence disambiguation with synaptic traces in associative EuroSPIN

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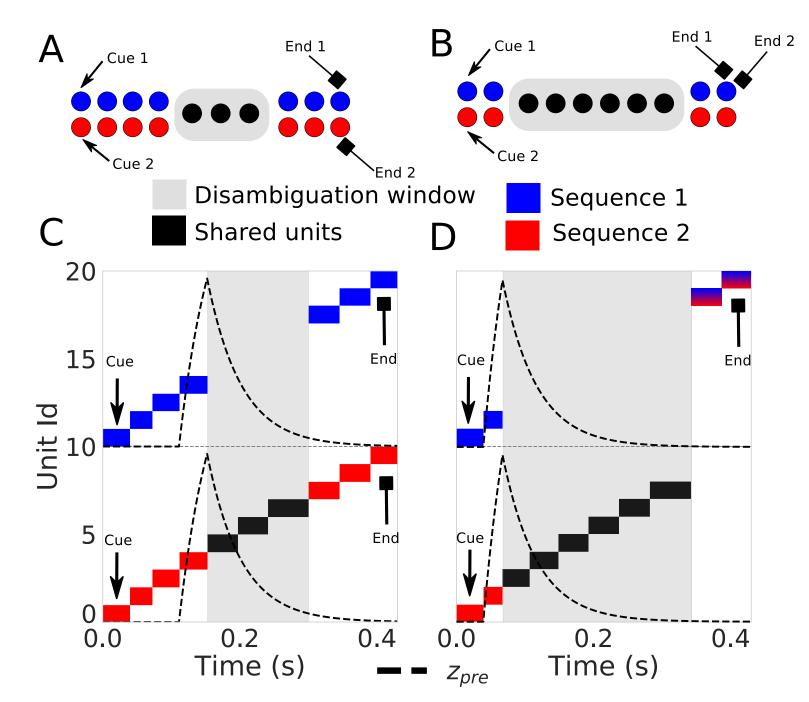
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Sequence Learning

Sequence disambiguation or using past context to determine the trajectory of a sequence has been deemed one of themost important problems that a sequence prediction network should solve [1]. There have been a few attempts at the problem of sequence disambiguation in the attractor network framework but most of them rely on nonlocal learning rules or require an unfeasible large number of parameter. We present here a sequence learning system that works with probabilistic associative learning and is able to accomplish sequence disambiguation by using dynamical information in the form of synaptic traces.

Sequence disambiguation

For testing the system disambiguation capabilities we used a framework were we varied the length of a disambiguation window that the system has to overcome.



(A, B) Schema of a short and long disambiguation windows respectively. (C, D) The synaptic trace preserves the information for long enough to allow disambiguation.

References

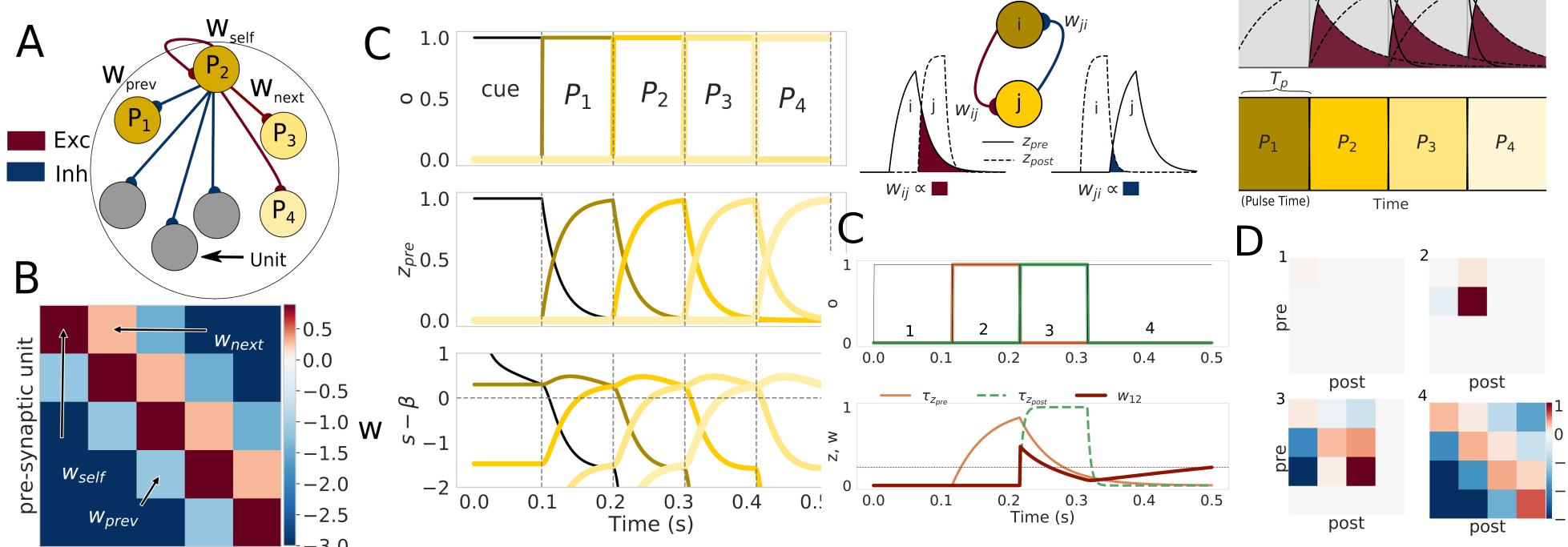
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The Model

tation \vec{a} and a mechanism of winner-takes-all given by a strict max in \vec{o} .

Based on previous work [2, 4] we present network As a learning rule we use the Bayesian Confidence whose dynamical evolution is controlled by the Propagator Neural Netowkr (BCPNN) [3]. The naequations below. The model contains a current s ture of the BCPNN learning rule is such that it confor each unit that evolves according to the their in- nects in an excitatory fashion patterns that more teraction mediated by weights W and a bias term often that not appear together (in a probabilistic $\vec{\beta}$. Furthermore, to induce an structured sequential sense) and connects in an inhibitory fashion pattransition the model is subjected to intrinsic adapterns that do not. More importantly for sequence disambiguation the BCPNN automatically accounts for balanced connections in sequential forks.

$$\tau_{s} \frac{d\vec{s}}{dt} = \vec{\beta} + \mathbf{W} \cdot \vec{\mathbf{z}}_{pre} - g_{a}\vec{\mathbf{a}} - \vec{\mathbf{s}} + \sigma d\vec{\xi}(t) \qquad \qquad t \frac{d\vec{\mathbf{p}}_{pre}}{dt} = \vec{\mathbf{z}}_{pre} - \vec{\mathbf{p}}_{pre} \\
\tau_{a} \frac{d\vec{\mathbf{a}}}{dt} = \vec{\mathbf{o}} - \vec{\mathbf{a}} \qquad \qquad t \frac{d\mathbf{P}}{dt} = \vec{\mathbf{p}}_{pre} \otimes \vec{\mathbf{p}}_{post} - \mathbf{P} \\
o_{i} = \begin{cases} 1, & s_{i} = \max_{hypercolumn}(\vec{\mathbf{s}}), \\ 0, & \text{otherwise} \end{cases} \\
0, & \text{otherwise} \end{cases} \qquad t \frac{d\vec{\mathbf{p}}_{post}}{dt} = \vec{\mathbf{z}}_{post} - \vec{\mathbf{p}}_{post} \\
\mathbf{W} = \log\left(\frac{\mathbf{P}}{\vec{\mathbf{p}}_{pre} \otimes \vec{\mathbf{p}}_{post}}\right) \\
\vec{\beta} = \log\left(\vec{\mathbf{p}}_{post}\right) \end{cases}$$



(A) The network. (B) Typical structure of the weight matrix. (C) Recall illustrated with the activity of o, z and the current respectively.

(A) Illustration of the learning rule. (B) The training protocol. (C) Weight evolution responds to coincidences in time. (D) Evolution of the weight matrix as patterns are presented to the network.

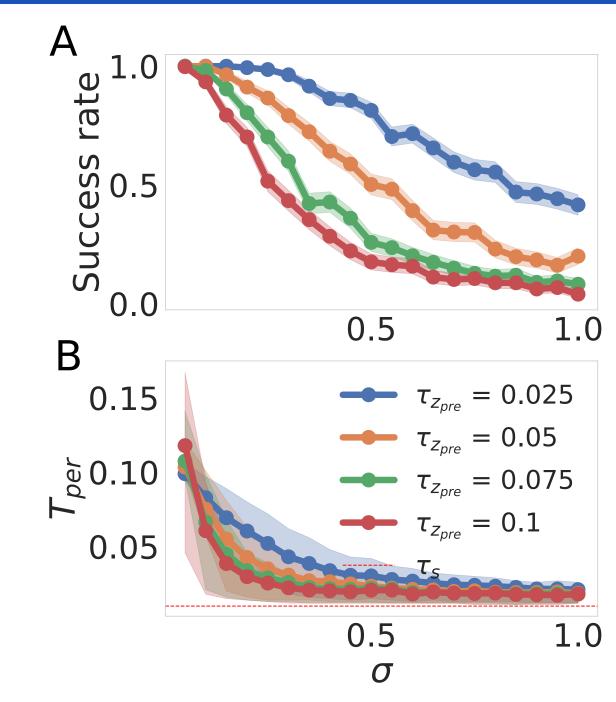
Funding

post-synaptic unit

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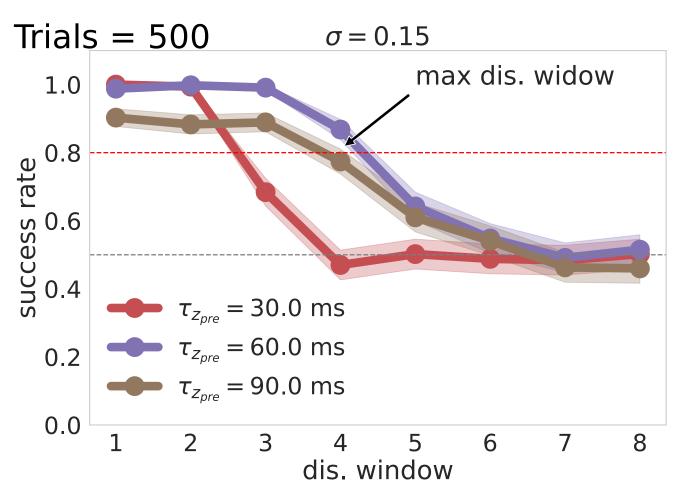
Effects of noise



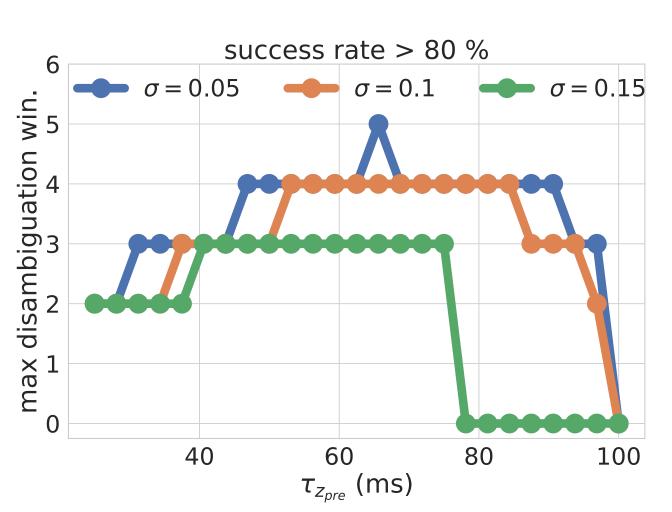
(A) Larger values of the time constant of the synaptic trace $(\tau_{z_{pre}})$ make the system more brittle. (B) The time an attractor remains activated decays in a systematic way in a noisier system.

Results

We tested the disambiguation power of the system for different arrangements of the synaptic trace time constant $(\tau_{z_{pre}})$, disambiguation windows and three noise regimes: small ($\sigma = 0.05$), medium ($\sigma = 0.1$) and large ($\sigma = 0.15$).



Success rate as a function of the disambiguation window length for different values of $\tau_{z_{pre}}$.



Max disambiguation window depending as a function of $\tau_{z_{pre}}$ in different noise regimes.