

# Modeling Hippocampal Replays with Short-Term Facilitation

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Luke Voinov

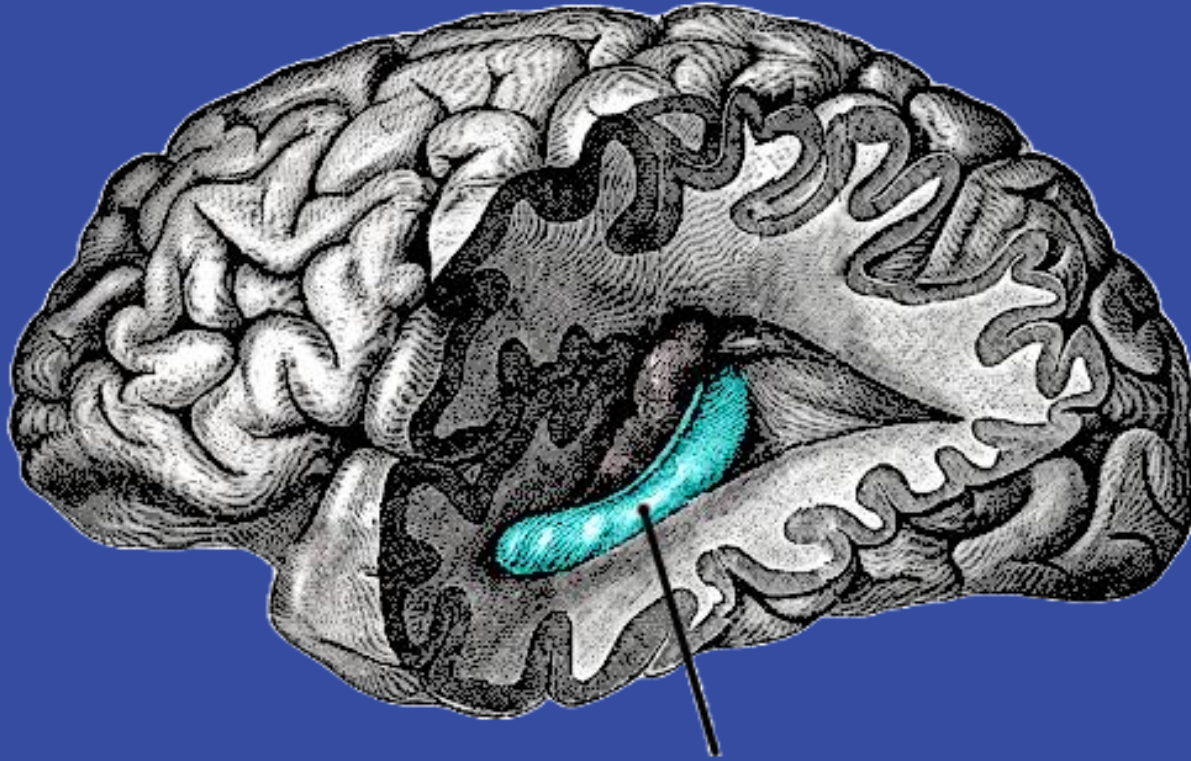
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# Background - Hippocampus

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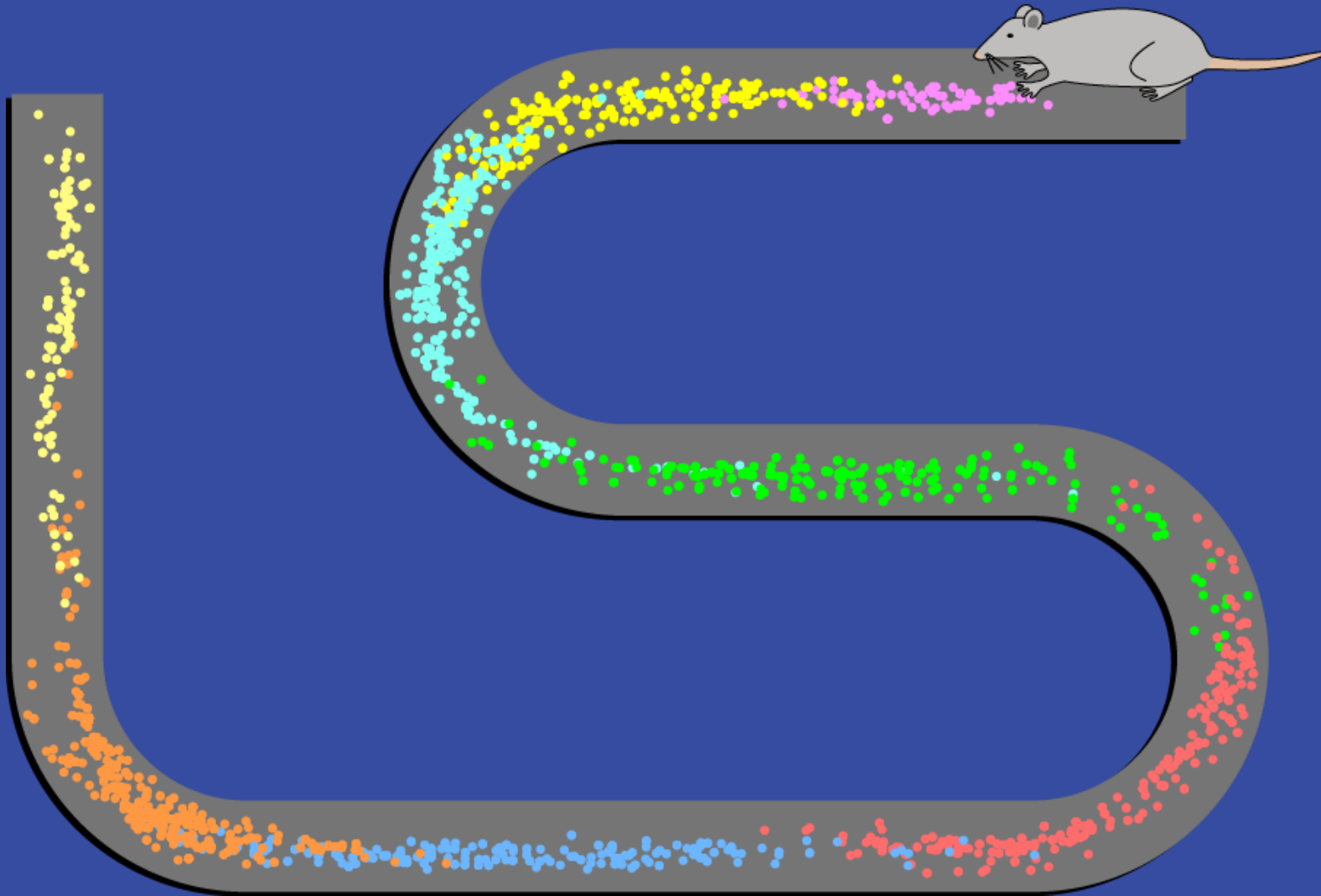
Stores short-term memory and transfers long-term memories into cortex

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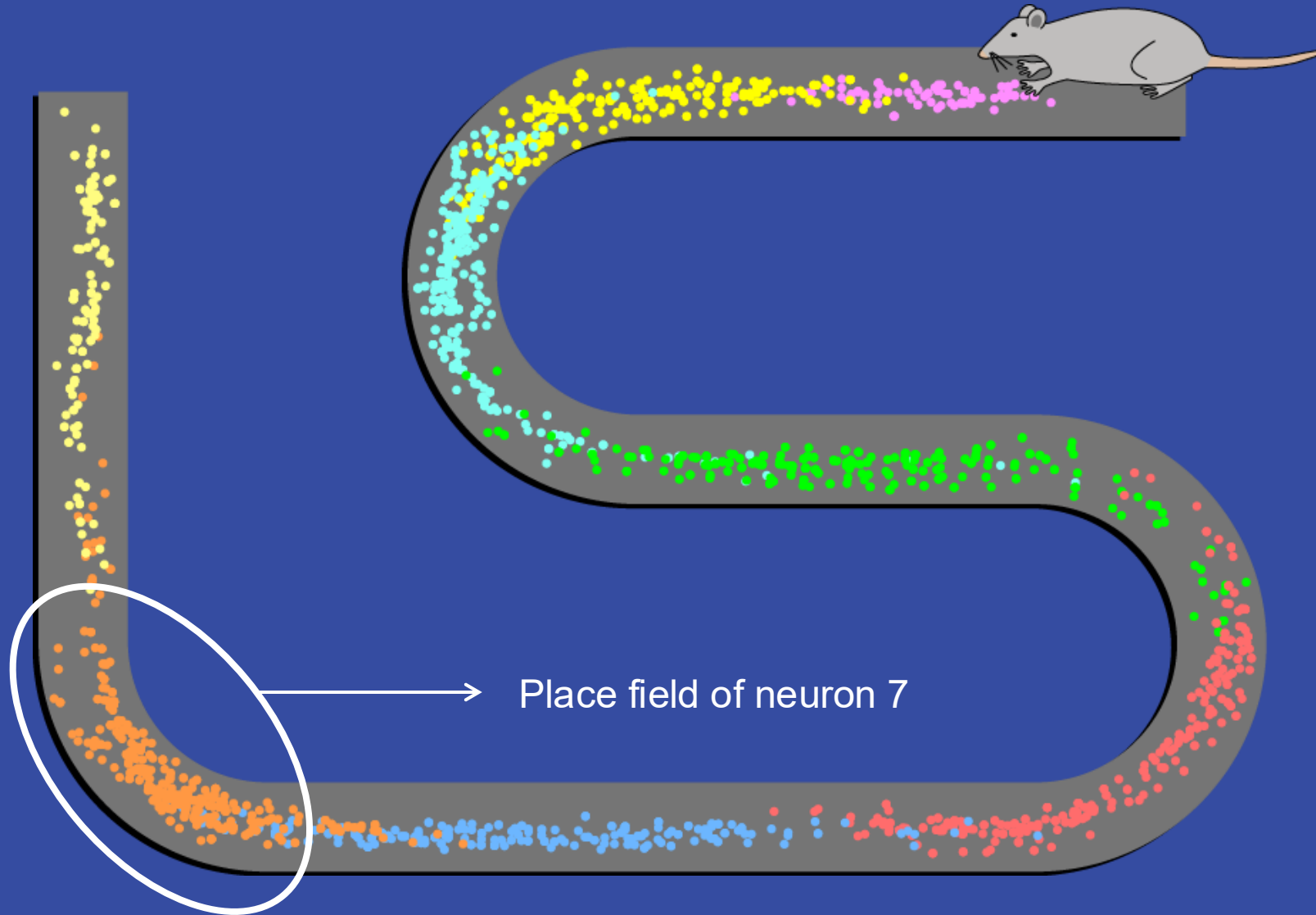
# Background – Place Cells



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# Background - Place Fields



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# Background - Replays

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- Forward Replays

Associated with memory consolidation and potentially planning.

- Reverse Replays

Associated with memory consolidation and possible mechanism for remembering important paths.

- Preplays

Replay events that occur before the animal has run.

- Awake Replays

Forward and backward replays during a restful yet awake state.

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# Romani – Tsodyks Model (2015)

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$$\tau \frac{dm_i}{dt} = -m_i(t) + f(I^R_i(t) + I^E_i(t))$$

$$\frac{dn_i}{dt} = \frac{1 - n_i(t)}{\tau_R} - U n_i(t) m_i(t)$$

$$I^R_i(t) = \frac{1}{N} \sum_j^N W_{ij} m_j(t) n_j(t)$$

$$W_{ij} = J_1 \cos(\theta_i - \theta_j) - J_0$$

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# Romani – Tsodyks Model (2015)

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Has (due to STD):

- Replays
- Novel-environment seeking
- Phase precession

Does not have (biologically accurate):

- Facilitation
- Reverse replays

Objective:

Adjust the model to incorporate facilitation and reverse replays

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# My Implementations & Ideas

- Short-term facilitation component

$$\frac{dn_i}{dt} = \frac{1 - n_i(t)}{\tau_R} - p_i(t)n_i(t)m_i(t)$$

$$\frac{dp_i}{dt} = \frac{U - p_i(t)}{\tau_f} + a_f(1 - p_i(t))m_i(t)$$

- 2 stages: Movement - Sleep

Allows me to see how sleep replays will be affected by movement through a novel environment.

- Replay Mechanism Hypothesis

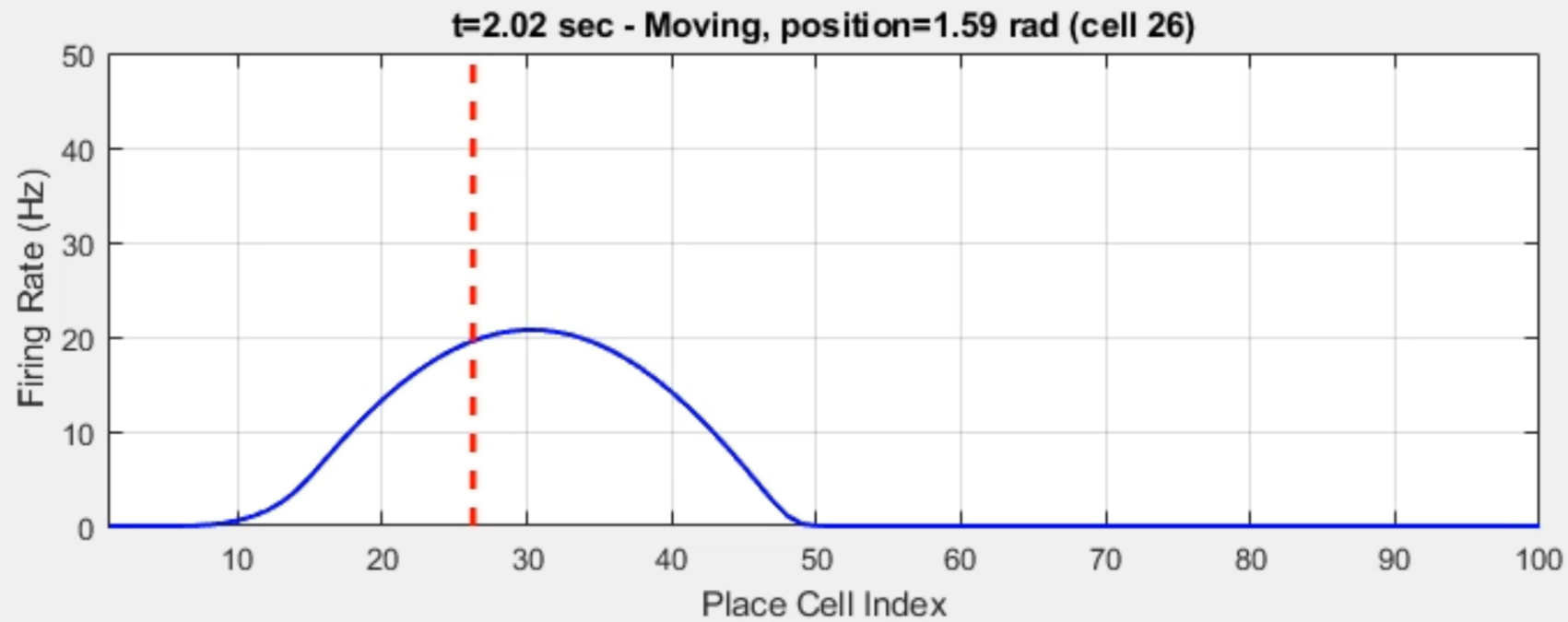
The most recently facilitated neuron should be the most likely to activate once the animal is asleep, then the next most facilitated, and so on. Thus, recent facilitation could allow a signal to trace its way back toward the first place cells, consolidating those connections.

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# Results

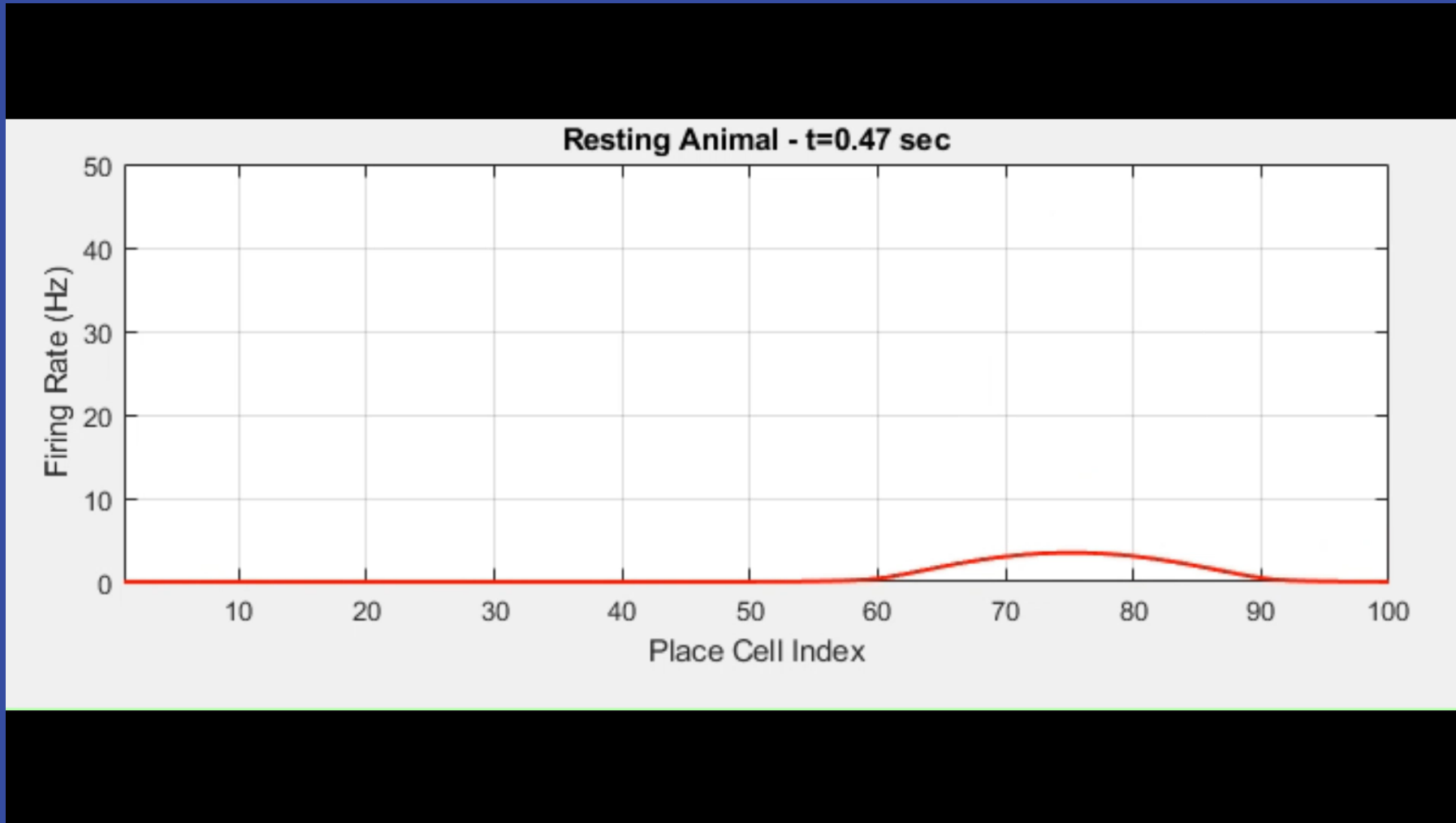


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# Results



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# Future Work

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- Fit other experimental findings to the model (e.g. reverse replays directly proportional to amount of reward)
- Plot and interpret how  $I_R$  changes when the animal rests
- Tinker with facilitation and depression parameters
- Implement hypothesis for mechanism behind reverse replays
- Consider making facilitation activity dependent

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# Acknowledgments

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