

# Neural Networks and Biological Modeling

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## QUESTION SET 5

### Exercise 1

Consider a Hopfield network composed of 9 neurons. Each neuron has connections to all other neurons.

**1.1** How many connections are there in total? Choose the appropriate weights for the prototype pattern given in figure 1.

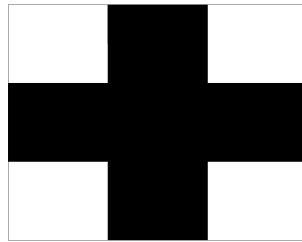


Figure 1: Prototype pattern. Black corresponds to  $S = +1$ .

Now keeping the learned weights fixed, present a pattern  $S_i(t = 0)$  and let it evolve according to:

$$S_i(t + 1) = \text{sgn} \left( \sum_j w_{ij} S_j(t) \right) \quad (1)$$

Suppose the initial state is again the swiss cross above but with one bit flipped. Will the dynamics correct it?

**1.2** Suppose that  $N$  bits are flipped. Will the dynamics correct them?

## Exercise 2: Associative memory - Homework

Consider a Hopfield network having stored 4 patterns:

$$\begin{aligned} p^1 &= \{p_1^1, \dots, p_N^1\} \\ &\vdots \\ p^4 &= \{p_1^4, \dots, p_N^4\} \end{aligned} \quad (2)$$

Assume that the four patterns are orthogonal, i.e.,  $\frac{1}{N} \sum_{i=1}^N p_i^\mu p_i^\nu = \delta^{\mu\nu}$ , where  $\delta^{\mu\nu}$  is the Kronecker symbol

$$\delta^{\mu\nu} = \begin{cases} 1 & \text{if } \mu = \nu \\ 0 & \text{otherwise} \end{cases}$$

You present the network with an activity pattern that has overlap<sup>1</sup> with  $p^3$  only (no overlap with other memories). The activity dynamics is given by

$$S_i(t+1) = g \left( \sum_j w_{ij} S_j(t) \right) \quad (3)$$

**2.1** Calculate the change of the overlap with pattern 3 in one time step, i.e. calculate  $m^3(t+1)$  as a function of  $m^3(t)$ .  $g(\cdot)$  can be any odd function:  $g(-x) = -g(x)$

*Hint:* Follow the derivations shown in class (and in the book Neuronal Dynamics, chapter 17.2): Use the definitions of the overlap  $m^3(t)$  and the weights  $w_{ij}$  to express  $S_i(t+1)$  (eq. 3) as a function of the overlap. Then, using  $S_i(t+1)$  compute the overlap  $m^3(t+1)$ . Keep in mind that the state of each neuron always takes one of two values:  $p_i \in \{-1, 1\}$ .

**2.2** Use this to discuss the evolution of the overlap over several time steps

- when  $g$  is the sign function
- when  $g$  is an odd and monotonically increasing function mapping the real line onto  $[-1; 1]$ , for example  $g(x) = \tanh(x)$ .

## Exercise 3: Probability of error in the Hopfield model

**3.1** Consider a Hopfield network of  $N$  neurons ( $N = 10'000$ ) storing  $P$  **random** prototypes  $p^\mu$  and the following dynamics:

$$S_i(t+1) = \text{sign} \left( \sum_j w_{ij} S_j(t) \right) \quad (4)$$

Given the initial activation set to pattern 1, i.e.  $S_i(t=0) = p_i^1$ , show that

$$S_i(t=1) = p_i^1 \text{sign} \left( 1 + \sum_{\mu \neq 1}^P \sum_j^N \frac{1}{N} p_i^1 p_i^\mu p_j^1 p_j^\mu \right). \quad (5)$$

*Hint:* Start with the dynamics equation 4. Use the definition of the weights  $w_{ij}$  to express the update in terms of the patterns.

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<sup>1</sup>by “having overlap with prototype  $\mu$ ” we mean with “having non-null scalar product with  $p^\mu$ ”

*Hint:* You can always multiply a term with 1. In particular, with  $1 = p_i^1 p_i^1$

**3.2** In equation 5, formulate the condition for which  $S_i$  will change its state. That is,  $S_i(t = 1) \neq S_i(t = 0)$ .

**3.3** Using the analogy for the sum as a random walk, show that the term  $\sum_{\mu \neq 1}^P \sum_j^N \frac{1}{N} p_i^1 p_i^\mu p_j^1 p_j^\mu$  can be approximated by a Gaussian random variable,  $N(0, (P-1)/N)$ .

*Hint:* Specify mean and variance of the distribution of the random variable  $X = p_i^1 p_i^\mu p_j^1 p_j^\mu$ . Then use the central limit theorem to approximate the sum by a Gaussian.

**3.4** Show that the probability that a given neuron  $i$  will flip ( $S_i(t = 1) \neq S_i(t = 0)$ ) is given by

$$P_{\text{error}} = \frac{1}{2} \left[ 1 - \text{erf} \left( \sqrt{\frac{N}{2(P-1)}} \right) \right] \quad (6)$$

where erf is the error function, defined by

$$\text{erf}(x) = \frac{2}{\sqrt{\pi}} \int_0^x e^{-x'^2} dx'. \quad (7)$$

**3.5** How many random patterns can you store, if you accept on average at most 1 bit to be wrong? Consider  $\text{erf}(2.6) = 0.9998$ .

**3.6** In many real application, patterns to be stored are not totally random and have substantial overlap. Rewrite the retrieval equation 5 as a function of overlap terms,  $m^{\mu\nu} = \frac{1}{N} \sum_i p_i^\mu p_i^\nu$ .

**3.7** Assume that the overlap between different patterns is 0.1 for all pairs. How many patterns can you store now, allowing on average only one wrong bit?

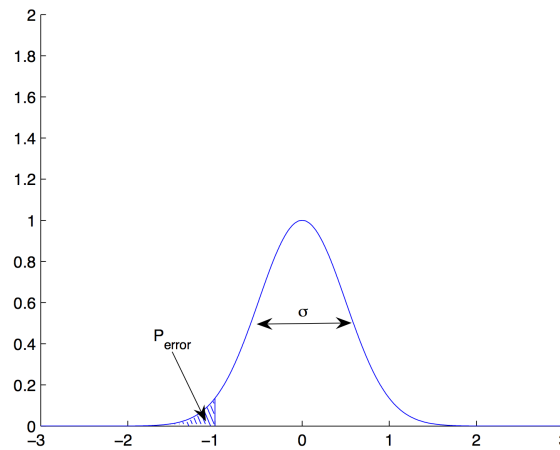


Figure 2: Error probability:  $P(x \leq -1)$