

Raphael Sofaer

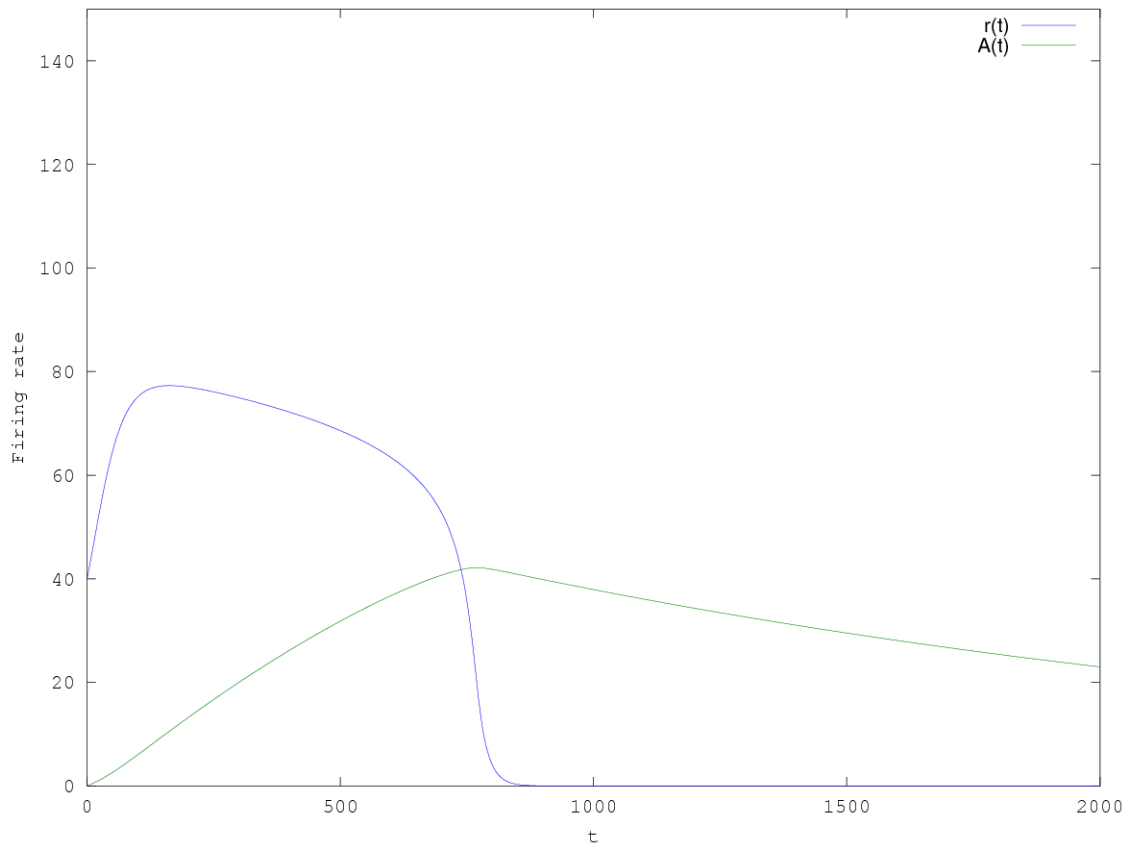
Computational Neuroscience: Homework 4

Due on April 25, 2012

John Rinzel

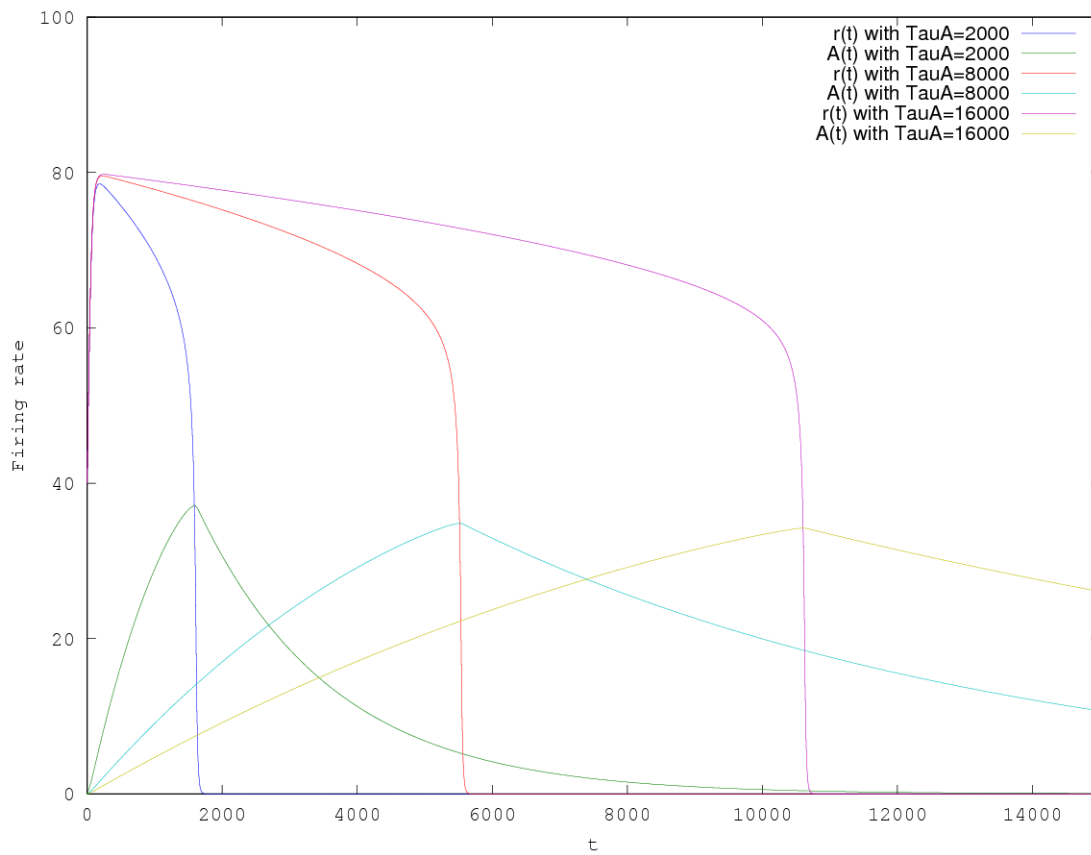
Short-Term Memory model with Adaptation: 1

I based my Matlab script (run in Octave) on STM_MF.m. For the first run, I used $\gamma = 2$ to match the graph in the homework description.



2

For the second set of trials, I changed γ to 1. As I increased τ_A , the system slowed down. $A(t)$ changed more slowly, so it took longer for $A(t)$ to increase to drive $R(t)$ down, and it took longer for $A(t)$ to decrease again after $R(t)$ plummeted. The shape of the curves was qualitatively similar, however.

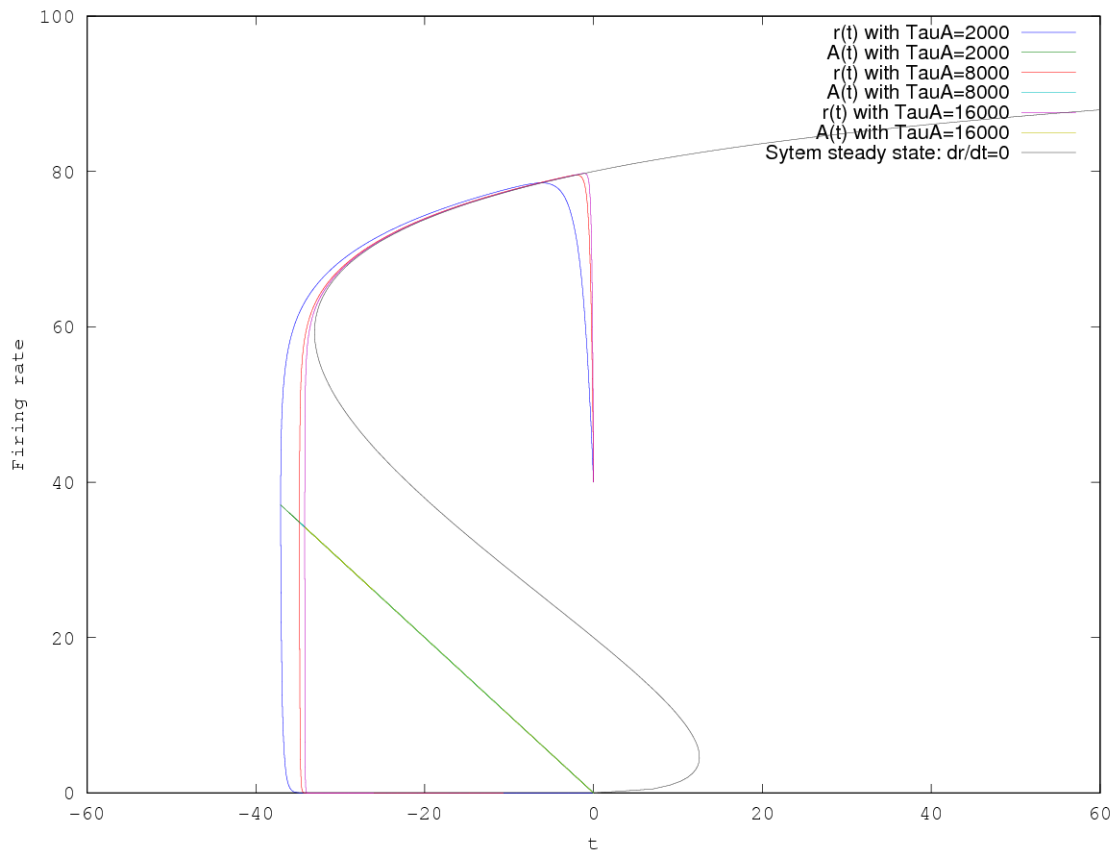


3

I approached finding the steady state curve analytically for individual values of r . Given: $\tau(dr/dt) = -r + S_{NR}(ar - A)$ ($I = 0$), we can set dr/dt to 0 and calculate from there.

$$\begin{aligned}
 r &= S_{NR}(ar - A) \\
 r &= \frac{M * (ar - A)^2}{\sigma^2 + (ar - A)^2} \\
 \delta &= (ar - A)^2 \\
 r &= \frac{M * \delta}{\sigma^2 + \delta} \\
 r\sigma^2 + r\delta &= M * \delta \\
 \frac{r\sigma^2}{\delta} &= M - r \\
 \frac{1}{\delta} &= \frac{M - r}{r\sigma^2} \\
 \delta &= \frac{r\sigma^2}{M - r} \\
 A^2 - 2arA + a^2r^2 - \frac{r\sigma^2}{M - r} &= 0 \\
 A &= \frac{\sigma}{\sqrt{M/r - 1}} - a * r
 \end{aligned}$$

Since everything other than A is constant for a given r , this is a quadratic in A , easily solved. In the graph below, we can see R jump to the upper part of the steady state, then fall to the bottom as the input disappears.



4

For varying the values of I , I set τ_A back to 2000. In these time courses, instead of the firing rate falling to nothing, the constant input current causes the neuron to reach a steady state solid firing rate. The steady state is about 62 for $I=30$, 72 for $I=50$, and 78 for $I=70$. For any given I , we could find what steady state it would go to by first checking the sign of dr/dt , to know whether it would go to a zero or positive steady state, then if $dr/dt > 0$, we can solve for r in $r = S_{NA}(ar - A(r))$.

