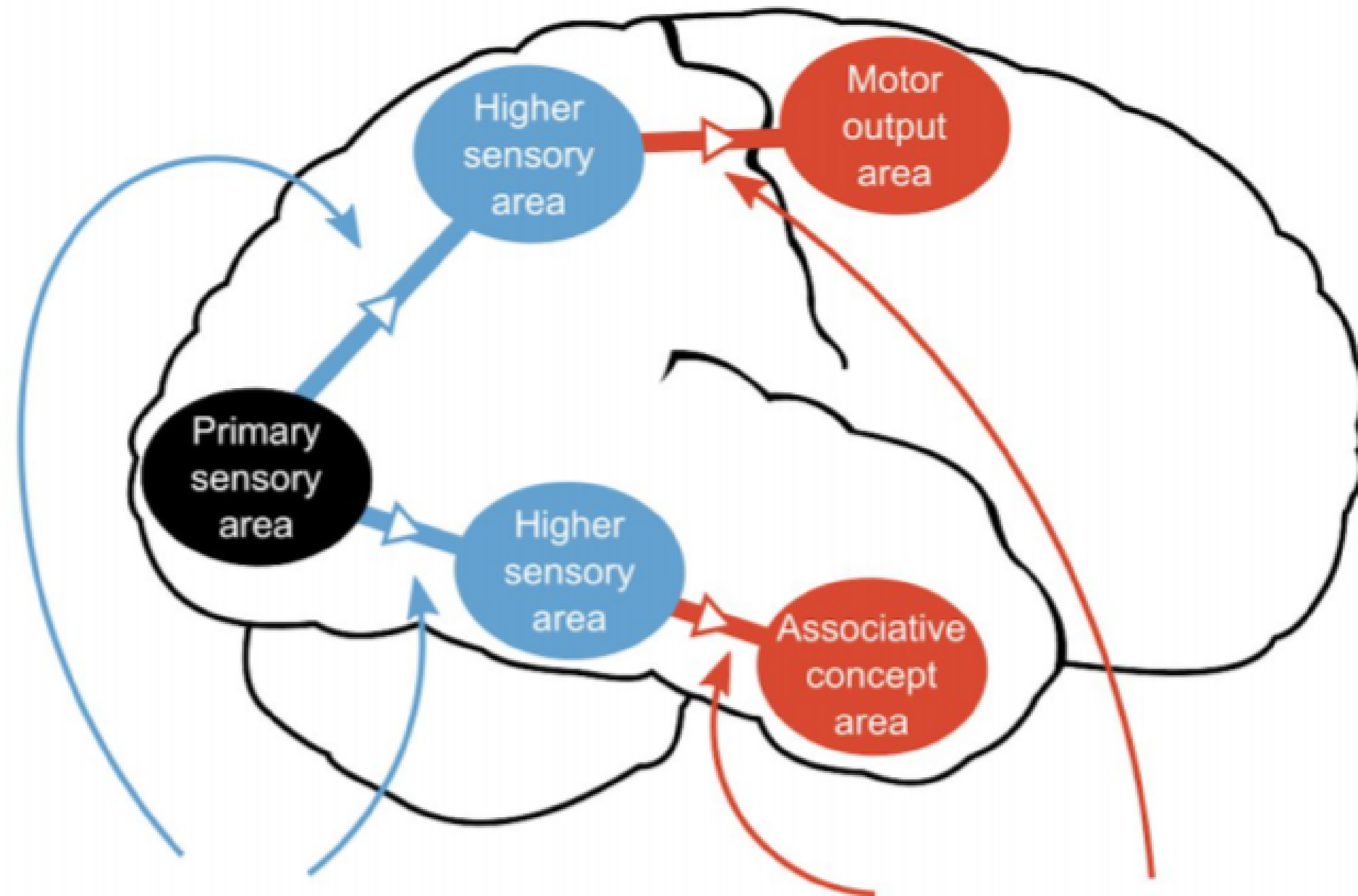


# **1 - Towards biological deep learning?**

# The credit assignment problem



The behavioral effects  
of changes to these  
synaptic connections...

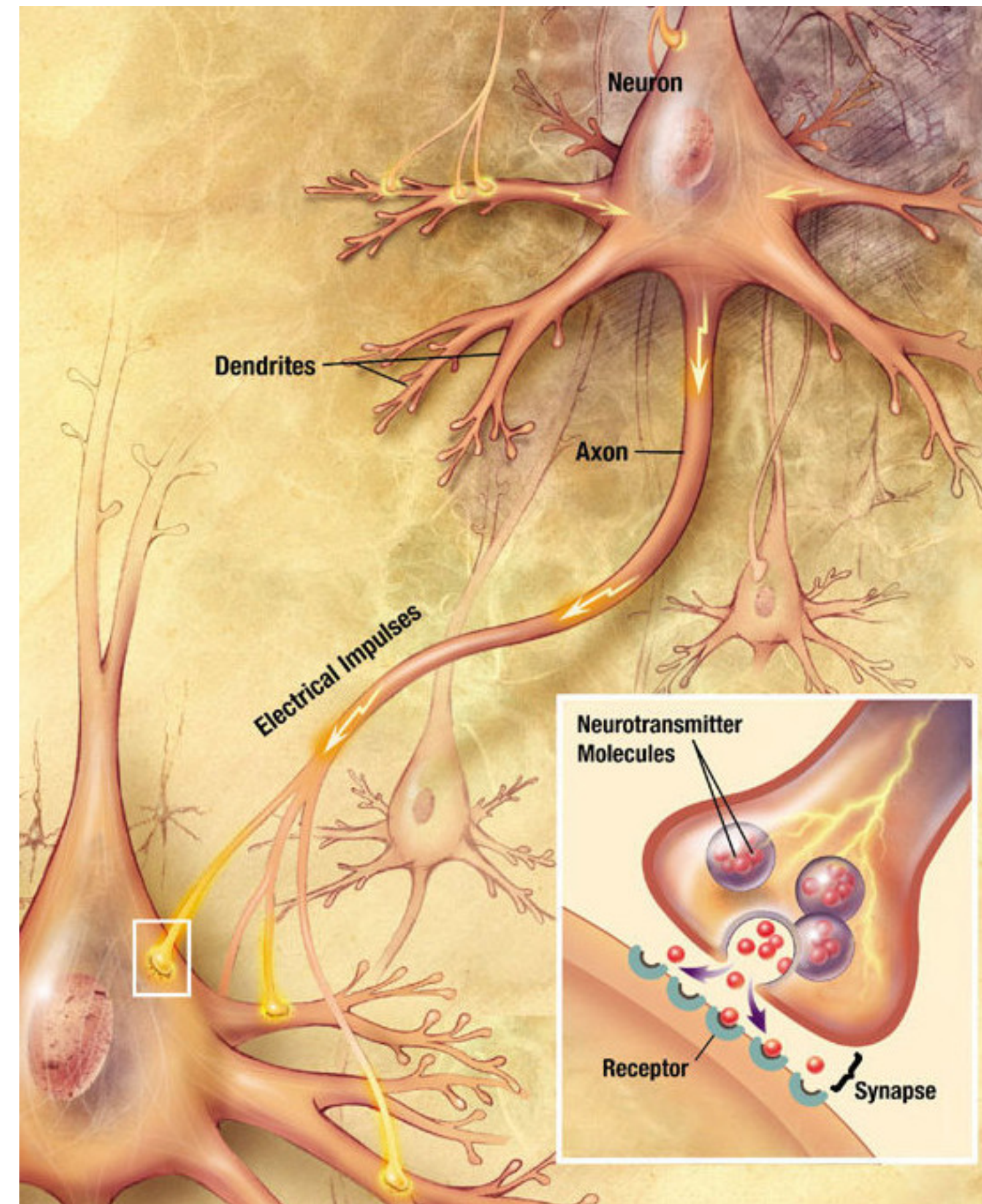
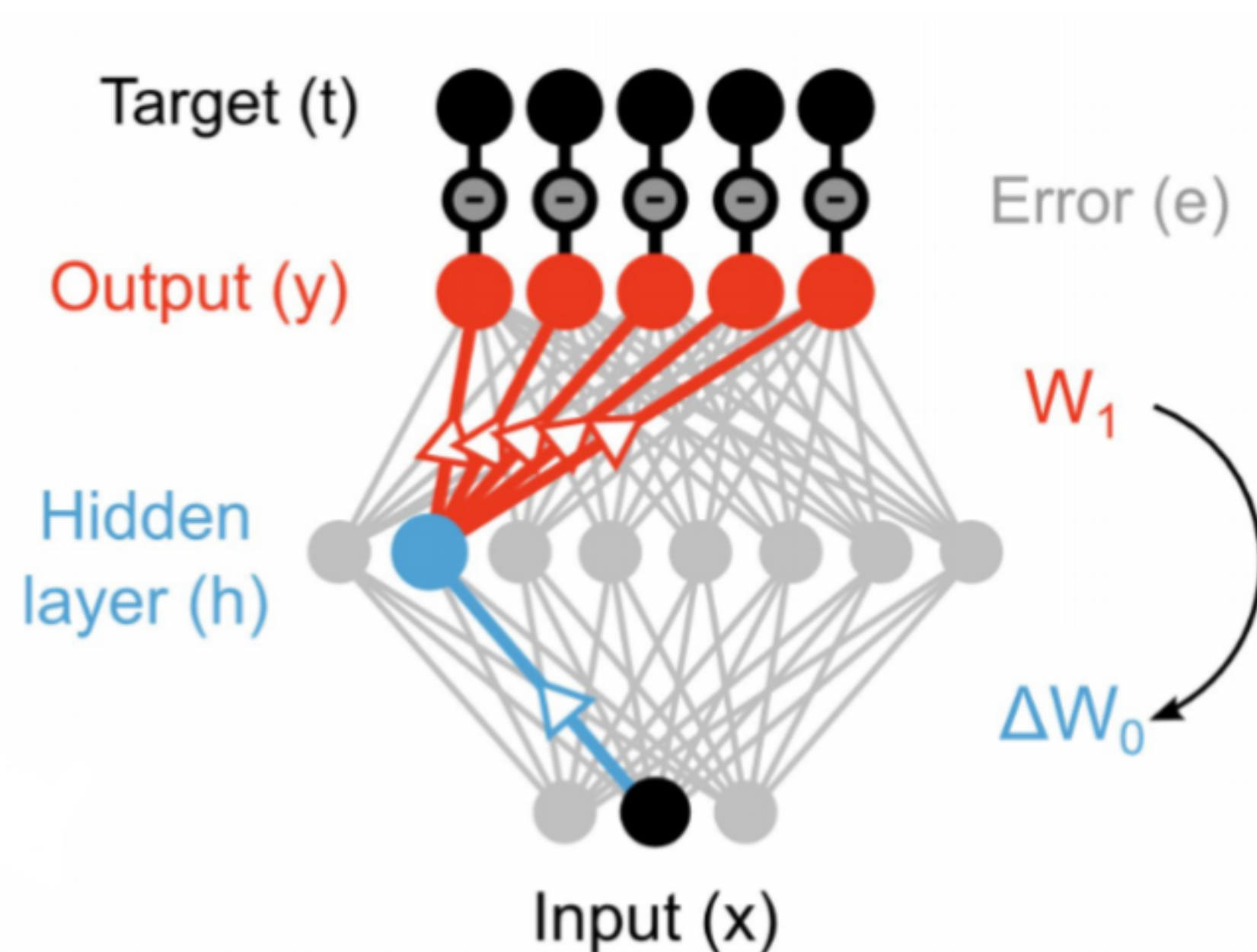
...depend on the  
status of these  
synaptic connections.



# Backpropagation is not biologically plausible

- Backpropagation solves the credit assignment problem by transmitting the error gradient **backwards** through the weights ( $\sim$  synapses).
- A synapse does know not the weight of other synapses and cannot transmit anything backwards.

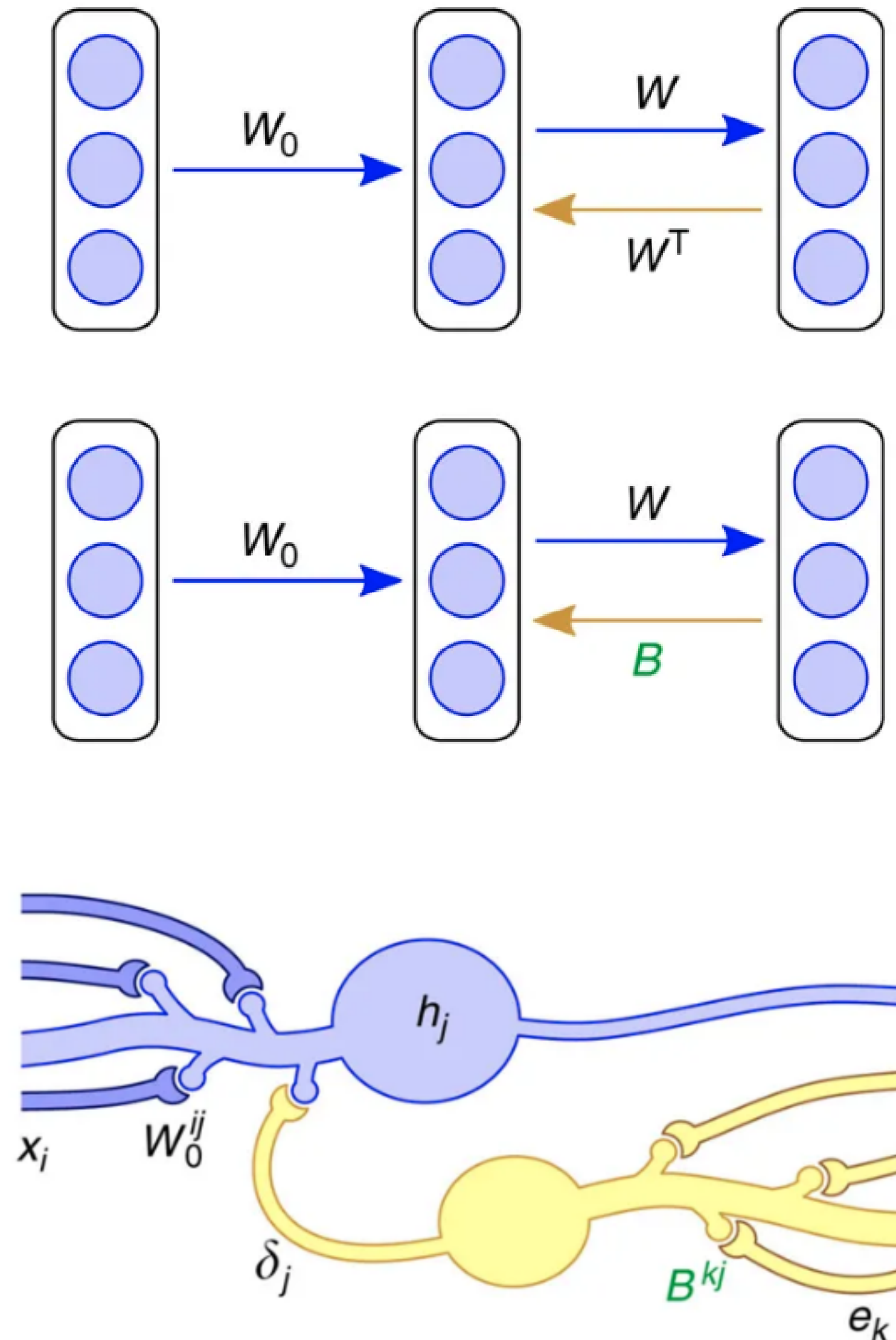
$$\Delta W_0 = \eta (\mathbf{t} - \mathbf{y}) \times W_1 \times \mathbf{x}^T$$



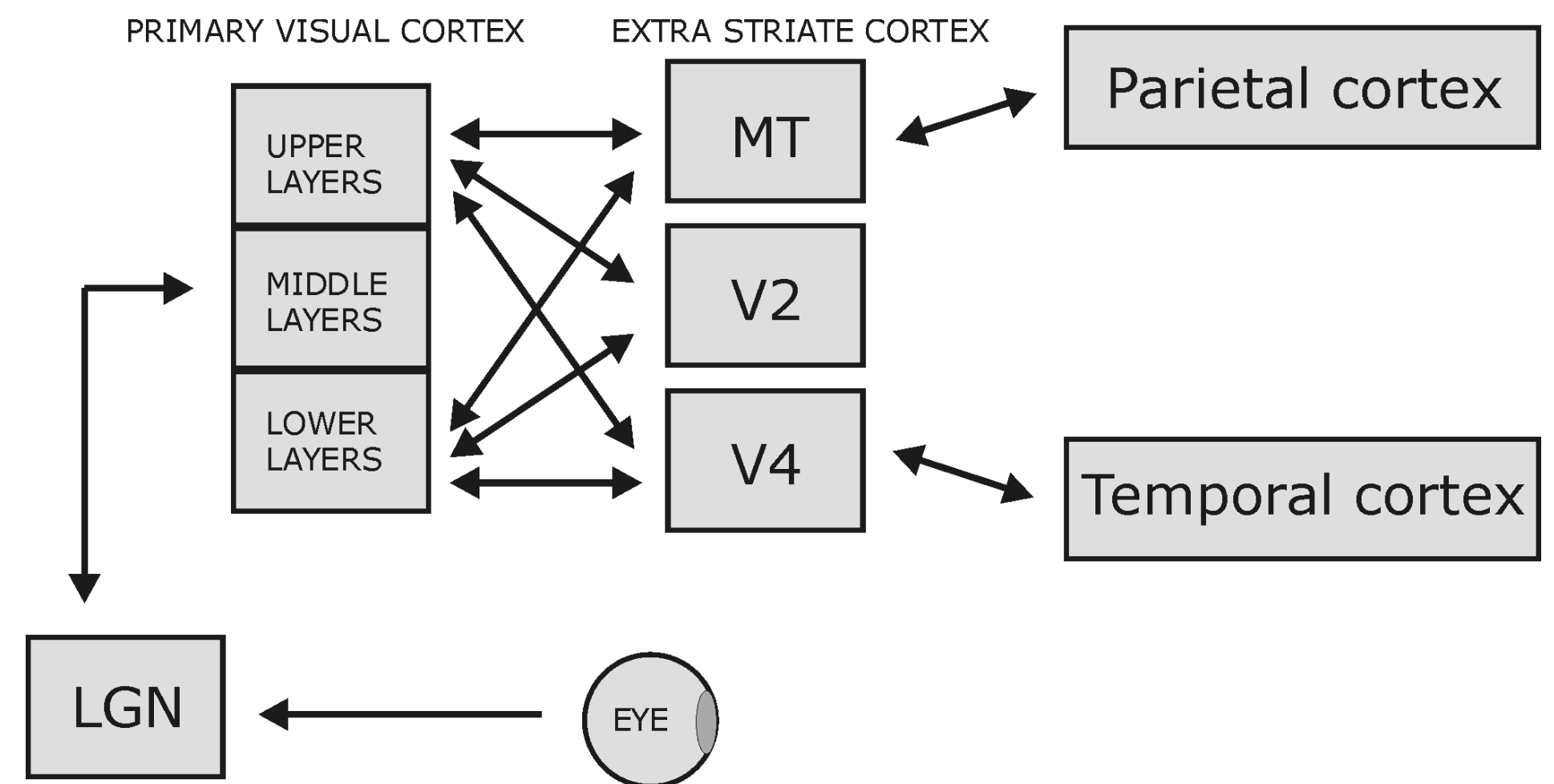
- But information only goes in one direction in the brain: from the presynaptic neuron to the postsynaptic one.



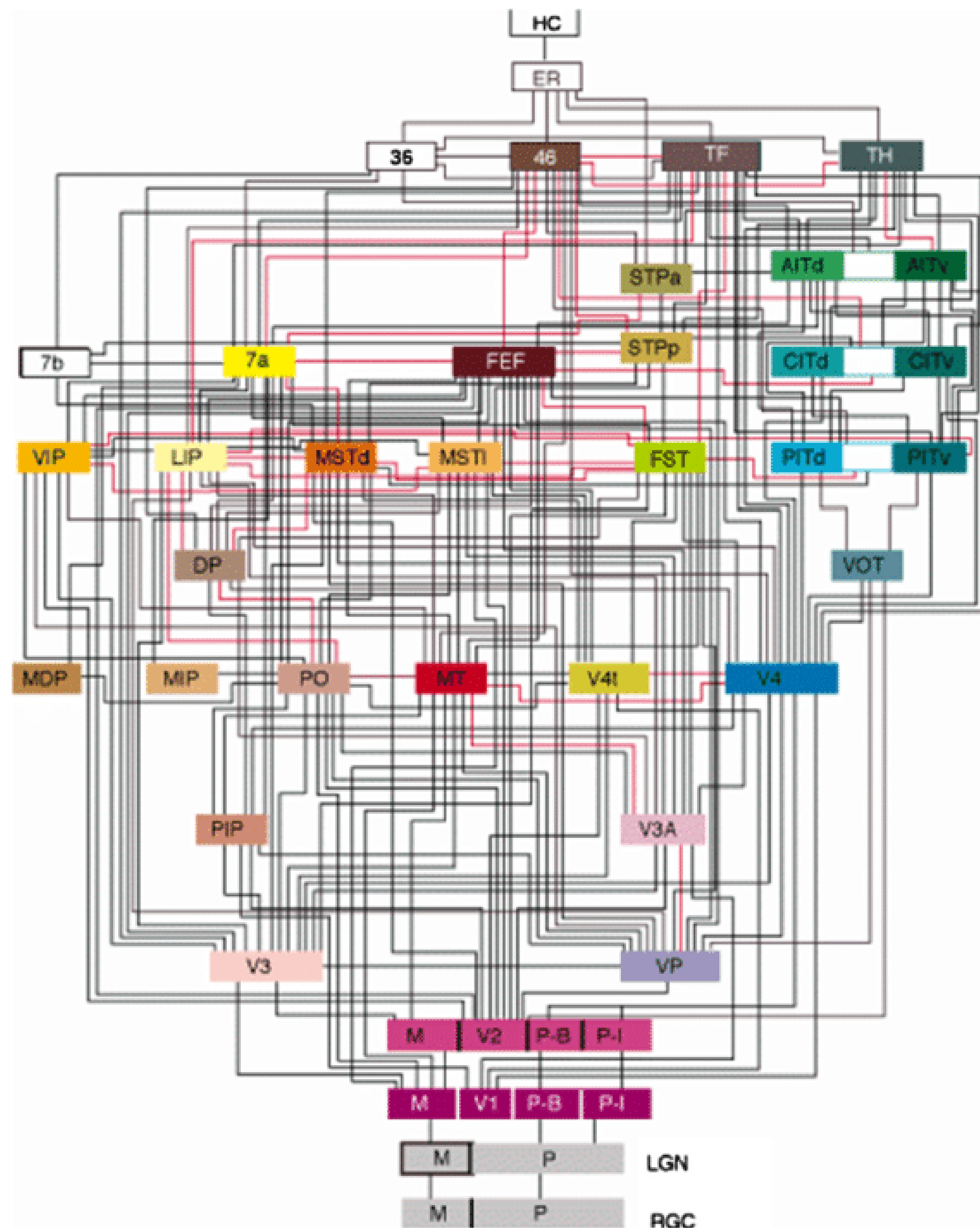
# Feedback alignment



- An alternative mechanism consists of backpropagating the error through another set of **feedback weights**.
- Feedback connections are ubiquitous in the brain, especially in the neocortex.
- The feedback weights do not need to learn: they can stay random.
- The mechanism only works for small networks on MNIST.



# Deep learning architectures are way too simple and unidirectional



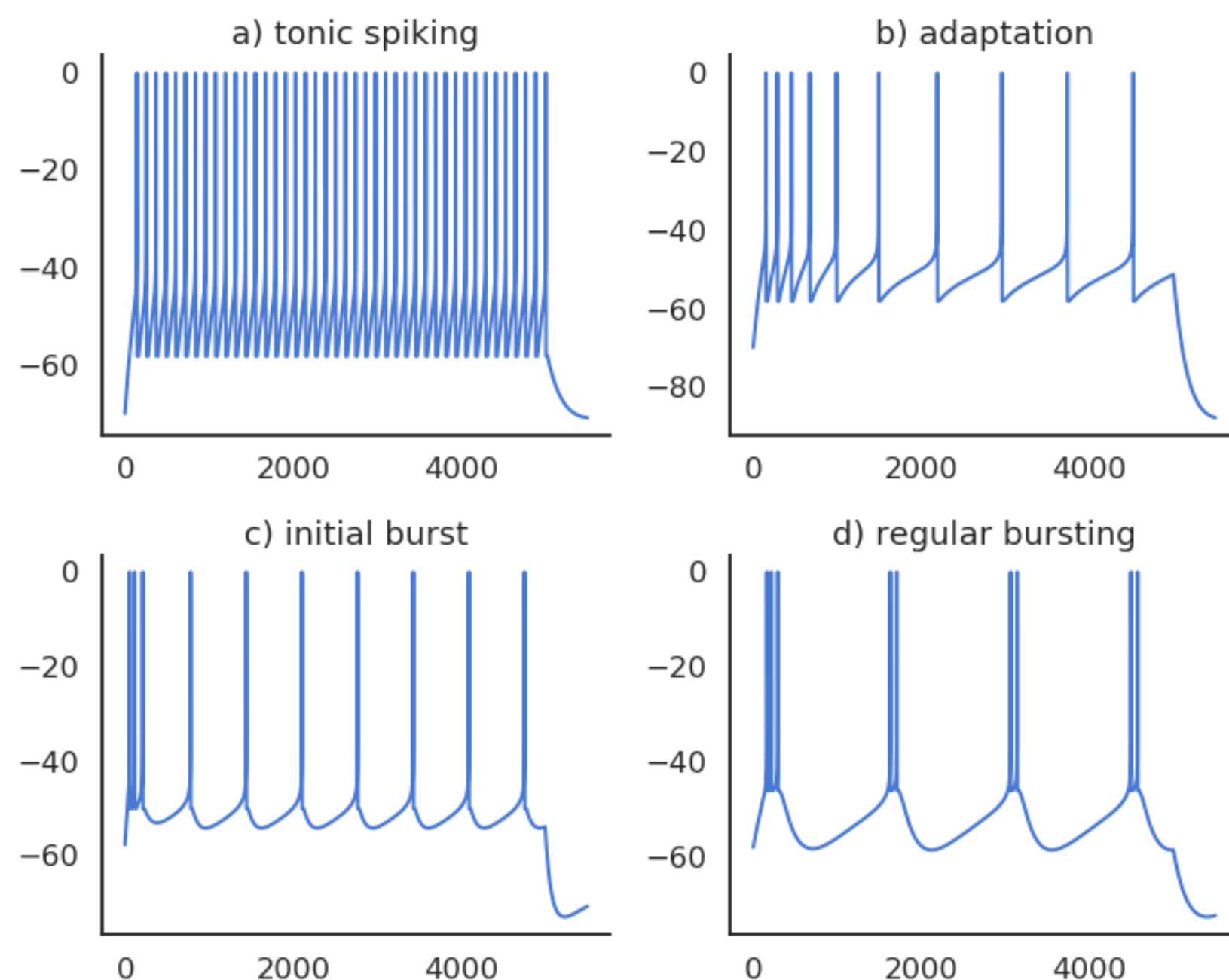
- Deep learning architectures are mostly unidirectional, from the input to the output, without feedback connections.
- The brain is totally differently organized: a big “mess” of interconnected areas processing everything in parallel.
- The figure on the left is only for vision, and only for the cerebral cortex: the thalamus, basal ganglia, hippocampus, cerebellum, etc, create additional shortcuts.
- Is the complex structure of the brain just a side effect of evolution, or is it the only possible solution?
- **Inductive bias:** the choice of the architecture constrains the functions it can perform / learn.

# Biological neurons have dynamics

- The **artificial neuron** has no dynamics, it is a simple mathematical function:

$$y = f\left(\sum_{i=1}^d w_i x_i + b\right)$$

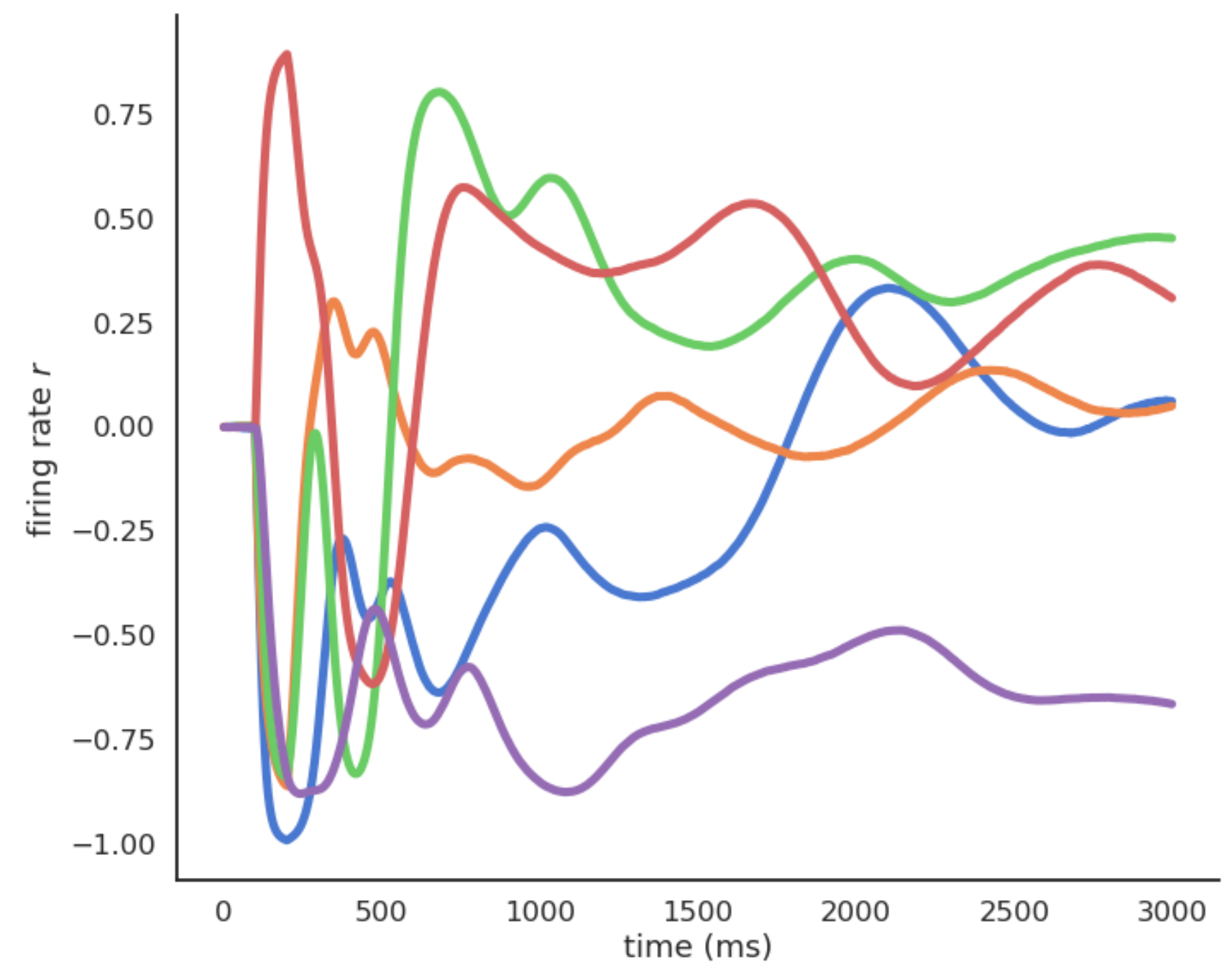
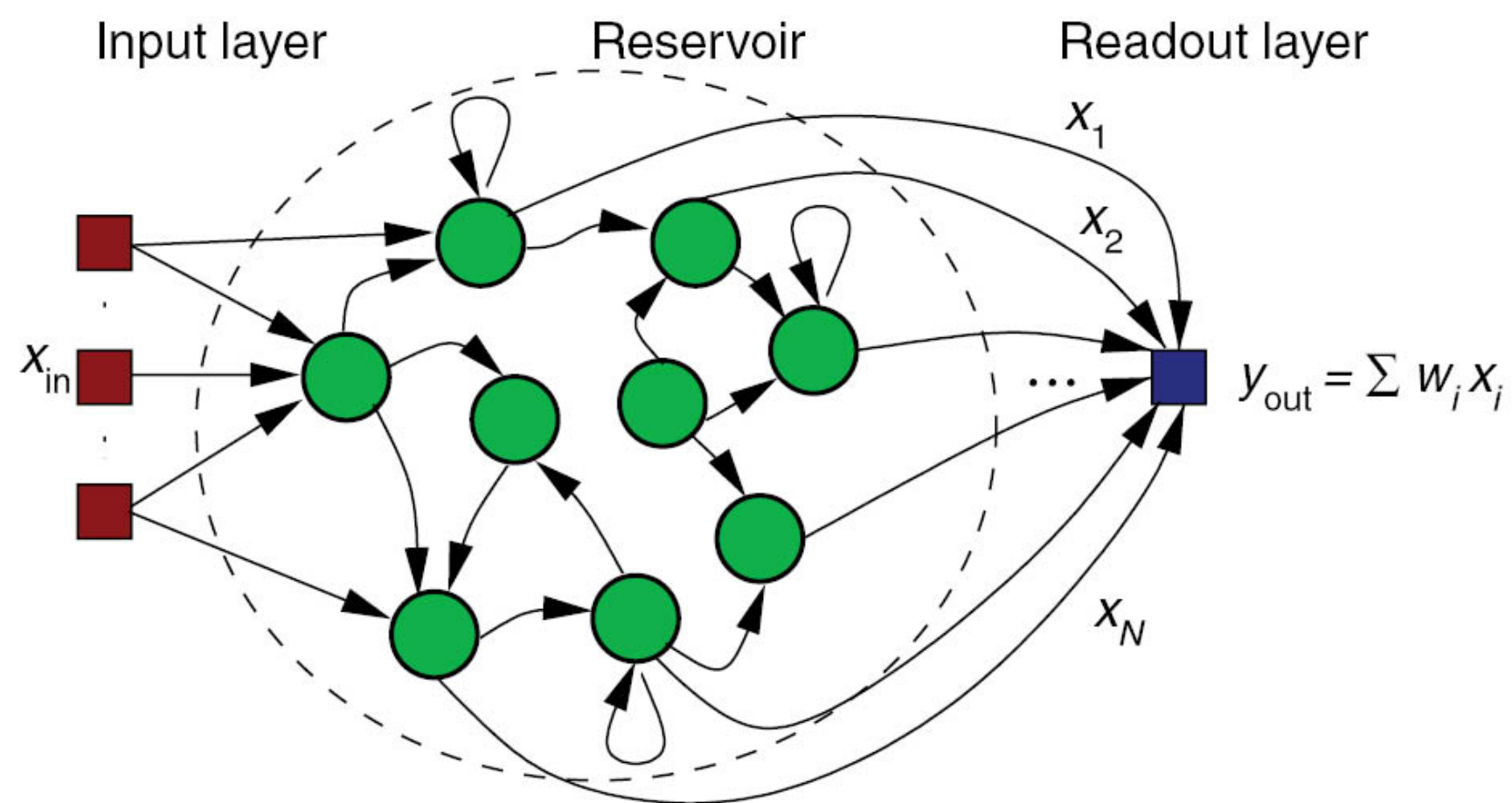
- If you do not change the inputs to an artificial neuron, its output won't change.
- Time does not exist, even in a LSTM: the only temporal variable is the frequency at which inputs are set.



- Biological neurons have **dynamics**:
  - They adapt their firing rate to constant inputs.
  - they continue firing after an input disappears.
  - they fire even in the absence of inputs (tonic).
- These dynamics are essential to information processing in the brain.

# Recurrent dynamics and emergence of functions

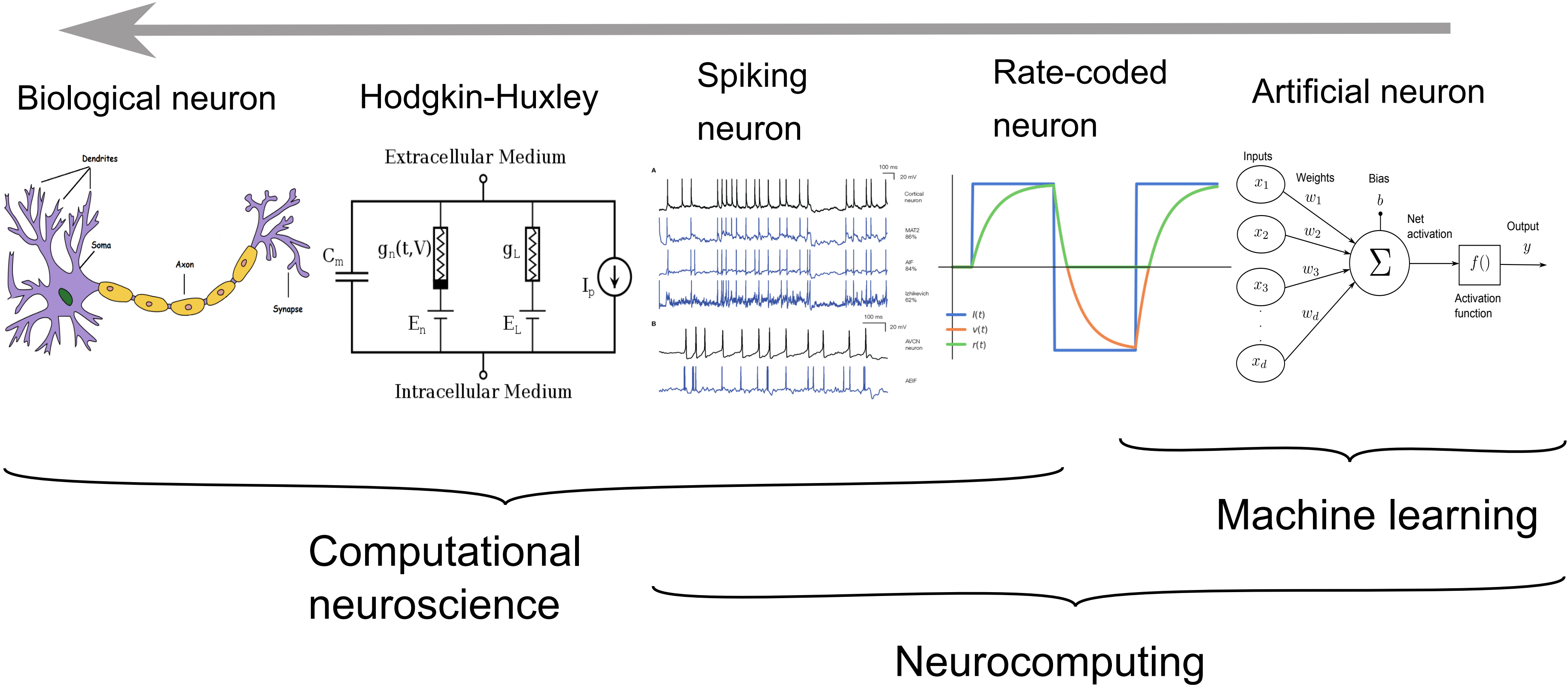
- Recurrent networks of dynamical neurons can exhibit very complex dynamics.
- Biological neural networks evolve at the **edge of chaos**, i.e. in a highly non-linear regime while still being deterministic.
- This allows the **emergence** of complex functions:
  - the whole is more than the sum of its parts.





# Overview of neuron models

Biological plausibility





# Self-organization



- There are two complementary approaches to unsupervised learning:
  - the **statistical approach**, which tries to extract the most relevant information from the distribution of unlabeled data (autoencoders, etc).
  - **self-organization**, which tries to understand the principles of organization of natural systems and use them to create efficient algorithms.
- Self-organization is a generic process relying on four basic principles: locality of computations, learning, competition and cooperation.

# Self-organization

- **Self-organization** is observed in a wide range of natural processes:
  - Physics: formation of crystals, star formation, chemical reactions...
  - Biology: folding of proteins, social insects, flocking behavior, brain functioning, Gaia hypothesis...
  - Social science: critical mass, group thinking, herd behavior...





# Self-organization : locality of computations and learning

Not self-organized:



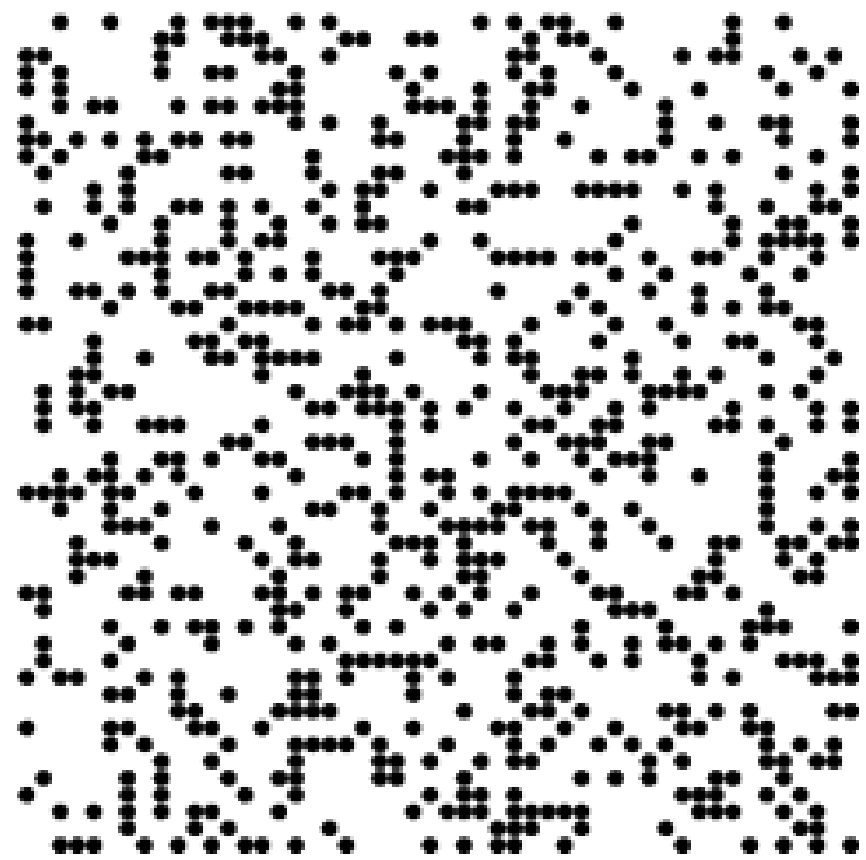
Self-organized:



- A self-organizing system is composed of elementary units (particles, cells, neurons, organs, individuals...) which all perform similar deterministic functions (rule of behavior) on a small part of the available information.
- There is **no central supervisor** or coordinator that knows everything and tells each unit what to do:
  - they have their own rule of behavior and apply it to the information they receive.
- The units are able to adapt their behavior to the available information: principle of **localized learning**.
- There is no **explicit loss function** specifying what the system should do: **emergence**.



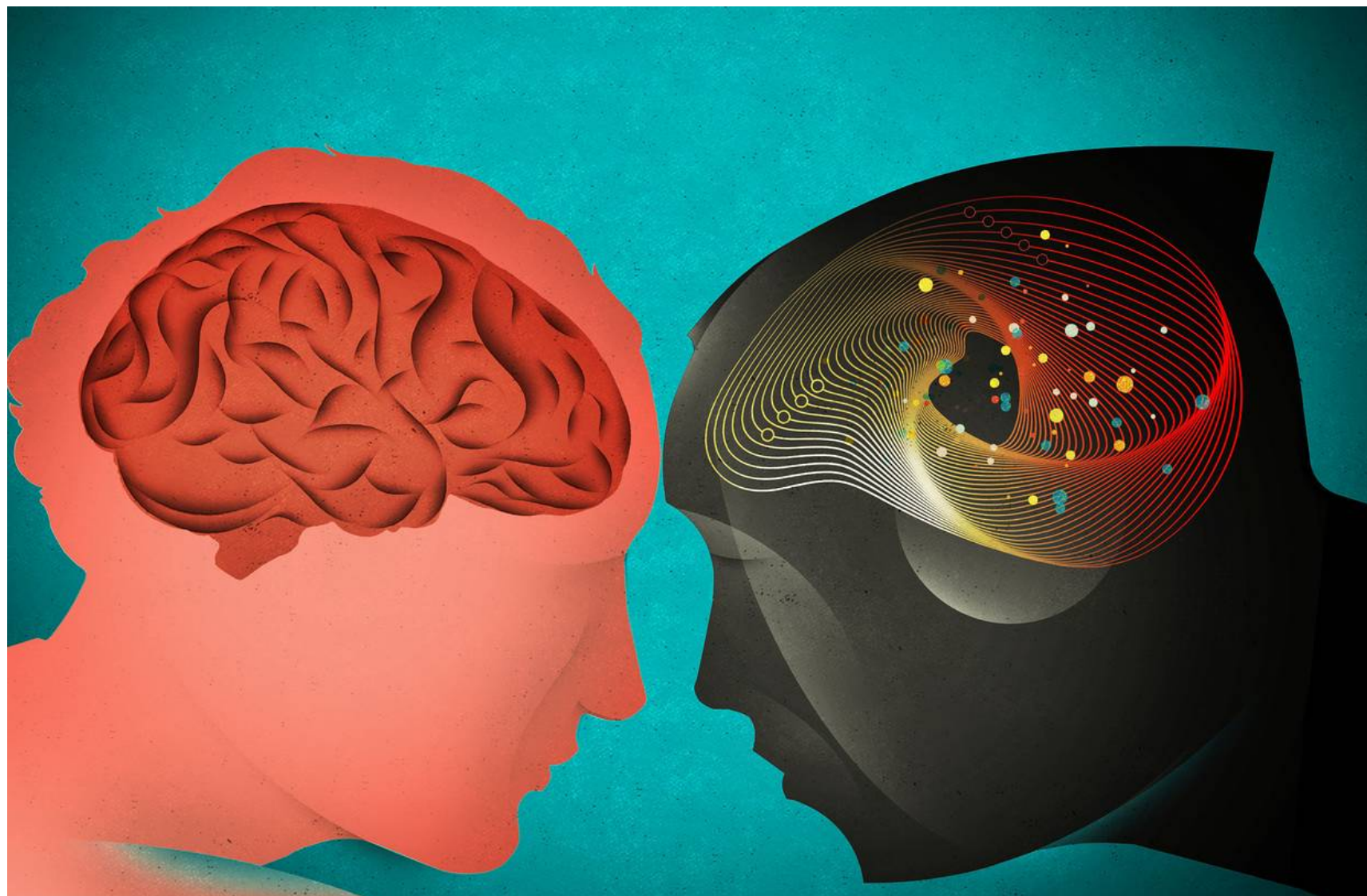
## Example: Conway's game of life.



- The rules of Conway's **Game of Life** (1970) are extremely simple:
  - A cell is either **dead** or **alive**.
  - A living cell with less than 1 neighbor dies.
  - A living cell with more than 4 neighbors dies.
  - A dead cell with 3 neighbors relives.

- Despite this simplicity, GoL can exhibit very complex patterns (fractals, spaceships, pulsars).
- The GoL is an example of self-organizing **cellular automata**.

# Key differences between deep networks and the brain



- **No backpropagation** in the brain, at least in its current form.
- Information processing is **local** to each neuron and synapse.
- Highly **recurrent** architecture (feedback connections).
- Neurons have **non-linear dynamics**, especially as populations (edge of chaos).
- **Emergence** of functions: the whole is more than the sum of its parts
- **Self-organization**. There is no explicit loss function to minimize: the only task of the brain is to ensure survival of the organism (homeostasis).