Computational Neuroscience Syllabus 10/14/2021 Charlia Burton, anhurton 18@carlham.edu

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COURSE DESCRIPTION

This independent study course will use mathematical methods and advanced knowledge of neurophysiology to develop theoretical and computational approaches to structural and functional organization in the brain. The course will cover (this is subject to change):

- 1. The basic biophysics of neural responses
- 2. Neural coding and decoding with an emphasis on sensory systems
- 3. Approaches to the study of networks of neurons
- 4. Models of adaptation, learning and memory
- 5. Models of decision making
- 6. Theoretical formulations of brain organization

This course is designed to be mathematically challenging and to push my ability to apply what I have learned from biology, psychology, and physics in learning how to create beautiful computational systems.

PRE-REQUISITES

Looking through various available syllabi for computational neuroscience courses, I have learned that knowledge in multi-variable calculus and differential equations are both important for coherent understanding of material. By the time I take this class, I anticipate being more than equipped mathematically to undergo taking this type of course. Additionally, technological (software and hardware) constraints are very visible in computational neuroscience and complex modeling, and I hope to circumvent this potential constraint by focusing on material and texts that use and explain modeling techniques so that I may have a sufficient grasp on how approach computationally heavy modeling that will otherwise be beyond the scope of this course, where my modeling will be restricted to what can be done using a laptop and open-source software.

TEXT

This course will be composed of both textbook and supplemental outside readings. By both reading theory and exploring the cutting-edge applications, I hope to gain a more immersive understanding of what it really means to be a computational neuroscientist. The textbook that will be used in this course is T, Trappenberg, "Fundamentals of Computational Neuroscience", OUP Oxford, 2009. I have chosen this text because it has high reviews among the computational neuroscience community in terms of content and readability. Additionally, I want to use sections of F. Rieke, D. Warland, R. de Ruyter van Steveninck, and W. Bialek, "Spikes: Exploring the Neural Code", MIT Press, 1997, because it is said to be a bit more advanced and might supplement sections of Trappenberg's text well. In addition to these textbooks, I want to add two or three outside journal articles or computational neuroscience papers per week as reading assignments.

ASSIGNMENTS

This course will be reading heavy, and the assignments will build off applying what I have learned in the reading, both in text and in papers. The primary weekly assignments will be composed of:

- 1. Annotated bibliographies of the 2/3 papers read per week: A thorough annotated bibliography will be due two days after reading a paper or publication on computational neuroscience. Concepts from the text should be incorporated into the summarization of the papers. Over the course of the term, annotated bibliographies should serve as an illustration of my learning via more thorough and technical understanding of the papers as seen in the reviews.
- 2. Final paper/project: By the end of the term, a 7-10 page review paper will be due. This paper should dive into a subdomain/method of computational neuroscience. It must explain the history of the method, explain the computational process in-depth mathematically and procedurally, and must discuss in-depth the implications of said modeling.

GRADES

My final grade will be weighted as follows:

- Annotated Biblographies: 40%

- Final paper/project: 30%

- Effort and Reading Completion: 30%

RESOURCES/REFERENCES

- Open-source version of MATLAB: https://www.gnu.org/software/octave/
- Sci-hub: https://sci-hub.tf/
- Anderson JR *The Architecture of Cognition*
- Donald O. Hebb *The Organization of Behavior*

READING LIST

Week	Paper Title	Authors	DOI
3	A quantitative description of membrane current and its application to conduction and excitation in nerve	Hodgkin and Huxley	https://dx.doi.org/10.1113%2Fjphysiol.1952 .sp004764
	A logical calculus of the ideas immanent in nervous activity	McCulloch and Pitts	https://justinmeiners.github.io/neural-nets-sim/papers/mcp.pdf
4	A Mathematical Theory of Communication	Shannon	https://cse.buffalo.edu/~hungngo/classes/20 03/Markov_Chains/papers/p3-shannon.pdf
5	Hierarchical models of object recognition in cortex	Riesenhuber and Poggio	https://www.hms.harvard.edu/bss/neuro/bor nlab/nb204/papers/riesenhuber-poggio- hierarchical-nn1999.pdf
6	The mechanism of directionally selective units in rabbit's retina.	Barlow and Levick	https://www.ncbi.nlm.nih.gov/pmc/articles/ PMC1357309/pdf/jphysiol01176-0094.pdf
7	A neural cocktail-party processor	Malsburg and Schneider	10.1007/BF00337113

	Emergence of simple-cell receptive field properties by learning a sparse code for natural images	Olshausen and Field	10.1038/381607a0
8	Predictive coding in the visual cortex: a functional interpretation of some extra-classical receptive-field effects	Rao and Ballard	https://www.nature.com/articles/nn0199_79
	Optimal feedback control as a theory of motor coordination	Todorov and Jordan	10.1038/nn963
9	Computing with Neural Circuits: A Model	Hopfield and Tank	https://www.jstor.org/stable/pdf/1698010.pd f
10	Parallel Models of Associated Memory	Hinton and Anderson	http://www.cs.toronto.edu/~hinton/absps/se mantic81.pdf
11	Biophysical Model of a Hebbian Synapse	Zador et al.	https://www.pnas.org/content/pnas/87/17/67 18.full.pdf
	Rethinking segregation and integration in the human brain: contributions of whole-brain computational modelling	Deco et al.	https://repositori.upf.edu/bitstream/handle/1 0230/27083/Deco_NatRevNeurosci_Reth.p df?sequence=1;Rethinking
12	Emerging concepts for the dynamical organization of resting-state activity in the brain	Deco et al.	http://www.ccnss.org/ccn_2014/materials/pdf/deco/NatRevNeur2011.pdf
13	Mind Games: Game Engines as an Architecture for Intuitive Physics	Ullman et al.	http://harvardlds.org/wp-content/uploads/2017/11/Ullman-Spelke-

			Battaglia-Tenenbaum_Mind-Games_2017.pdf
	Neural Dynamics as Sampling: A Model for Stochastic Computation in Recurrent Networks of Spiking Neurons	Buesing et al.	https://journals.plos.org/ploscompbiol/article?id=10.1371/journal.pcbi.1002211
14	Dropout as a Bayesian Approximation: Representing Model Uncertainty in Deep Learning	Gal and Gharamani	http://proceedings.mlr.press/v48/gal16.pdf
	Computational rationality: A converging paradigm for intelligence in brains, minds, and machines	Gershman et al.	https://www.science.org/doi/full/10.1126/science.aac6076
15	Building Machines That Learn and Think Like People	Lake et al.	https://arxiv.org/pdf/1604.00289.pdf?source =post_page