

*IAS 2015*

# Physical Principles in Dynamical Information Processing

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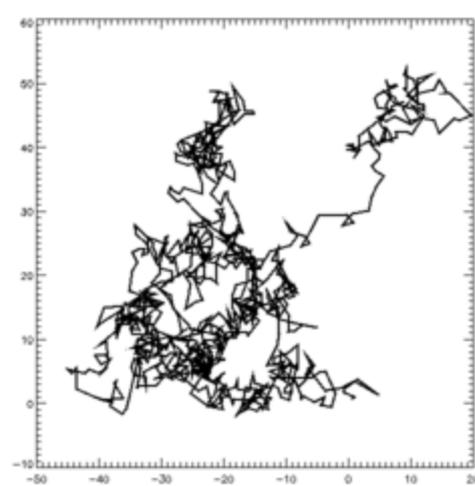
# A Bridge to AI

What are the principles  
common to both **biological**  
and **artificial** information  
processors?

# Clarkia Pulchella (Pink Fairies)



# Brownian Motion



- In 1827, Brown studied the fertilization process in *Clarkia pulchella*.
- He noticed a "rapid oscillatory motion" of the pollen grains suspended in water under the microscope.
- Initially, he believed that such activity was peculiar to the male sexual cells of plants.
- Pollen of plants dead for over a century showed the same movement.
- The same motion could be observed even with chips of glass or granite or particles of smoke.

# Einstein 1905

- The analysis of Brownian motion was done by Einstein in 1905.
- Einstein relation:

$$D = \frac{k_B T}{6\pi\eta a}$$

D = diffusion coefficient, measuring the fluctuation of the Brownian particles at equilibrium

$\eta$  = viscosity, measuring the response of the Brownian particles to an external driving force



# Fluctuation-response relations



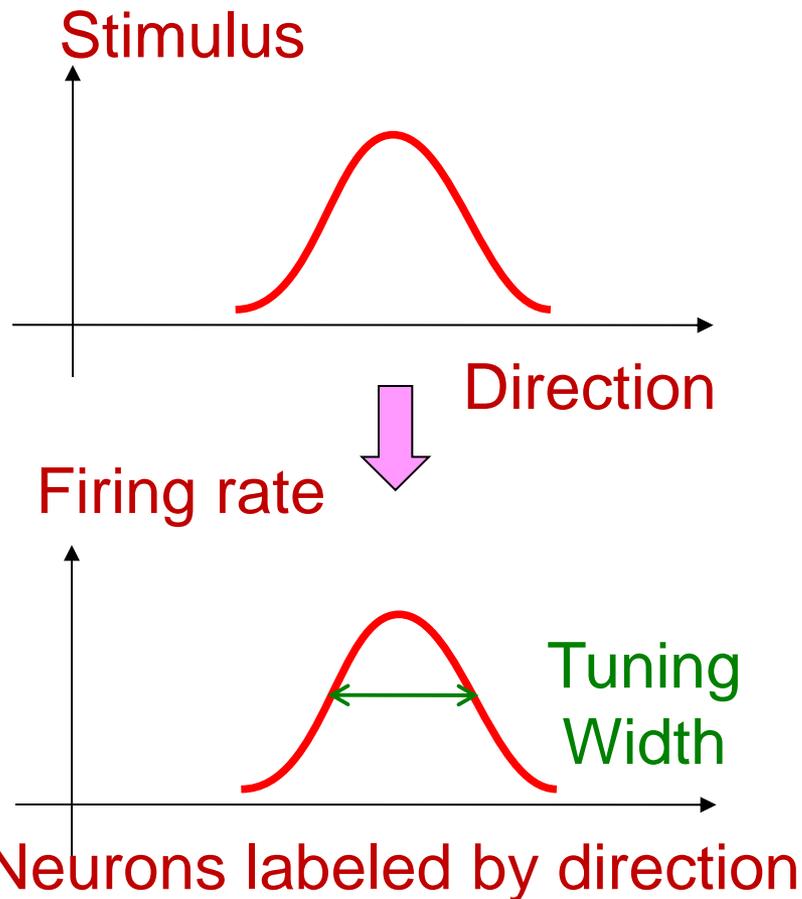
<b>System</b>	<b>Fluctuation (Intrinsic Behavior)</b>	<b>Response (Extrinsic Behavior)</b>
<b>Brownian particles</b>	<b>Mean square displacement</b>	<b>Diffusion</b>
<b>Electrons</b>	<b>Nyquist noise</b>	<b>Conductance</b>
<b>Solids</b>	<b>Fluctuation of Energy</b>	<b>Heat Capacity</b>

# How About Neural Systems?

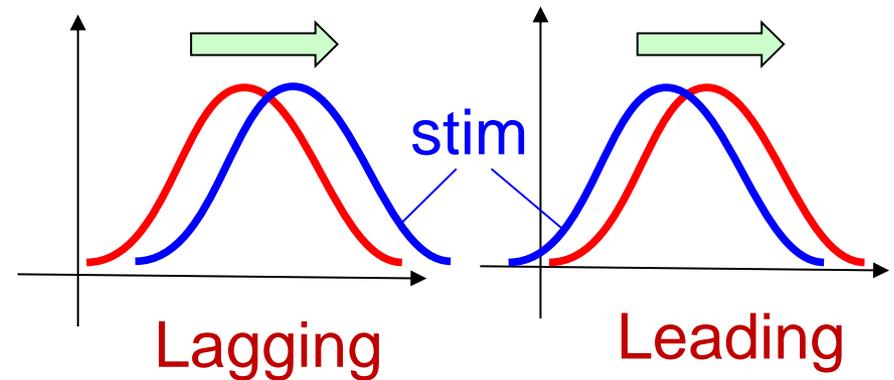


- How are the intrinsic (without stimuli) and extrinsic (with stimuli) properties related?
- What are the implications (esp. to neural responses)?
- Especially in the processing of continuous information, e.g. orientation, head-direction, spatial location

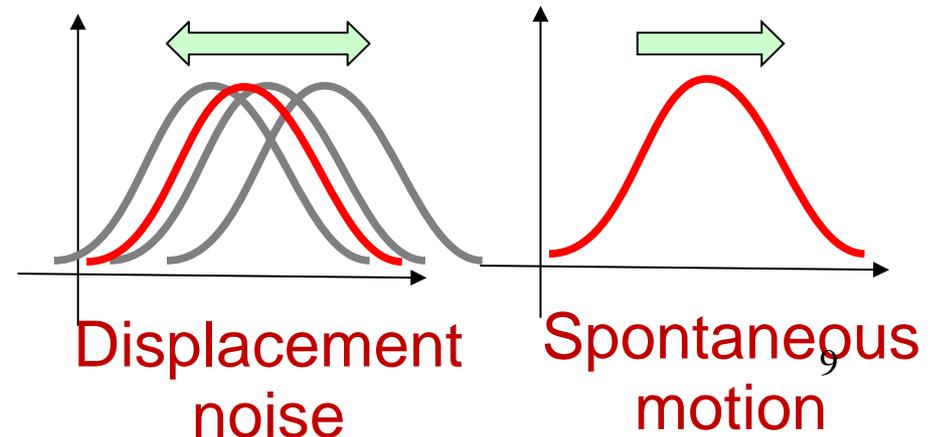
# Processing Continuous Information



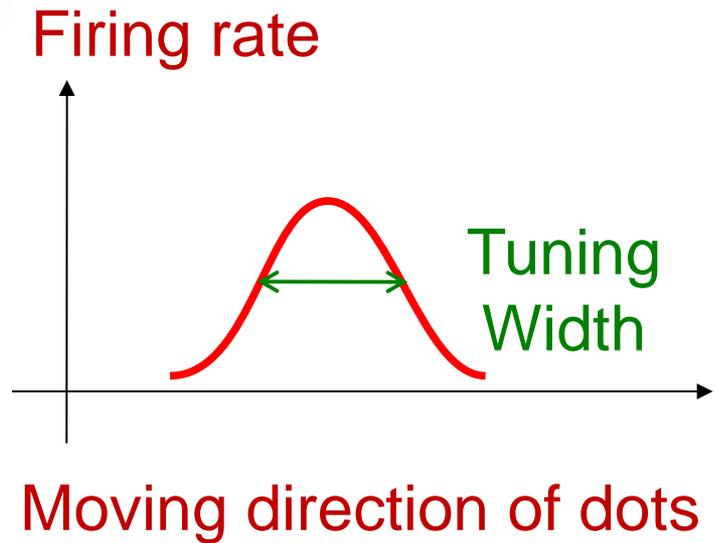
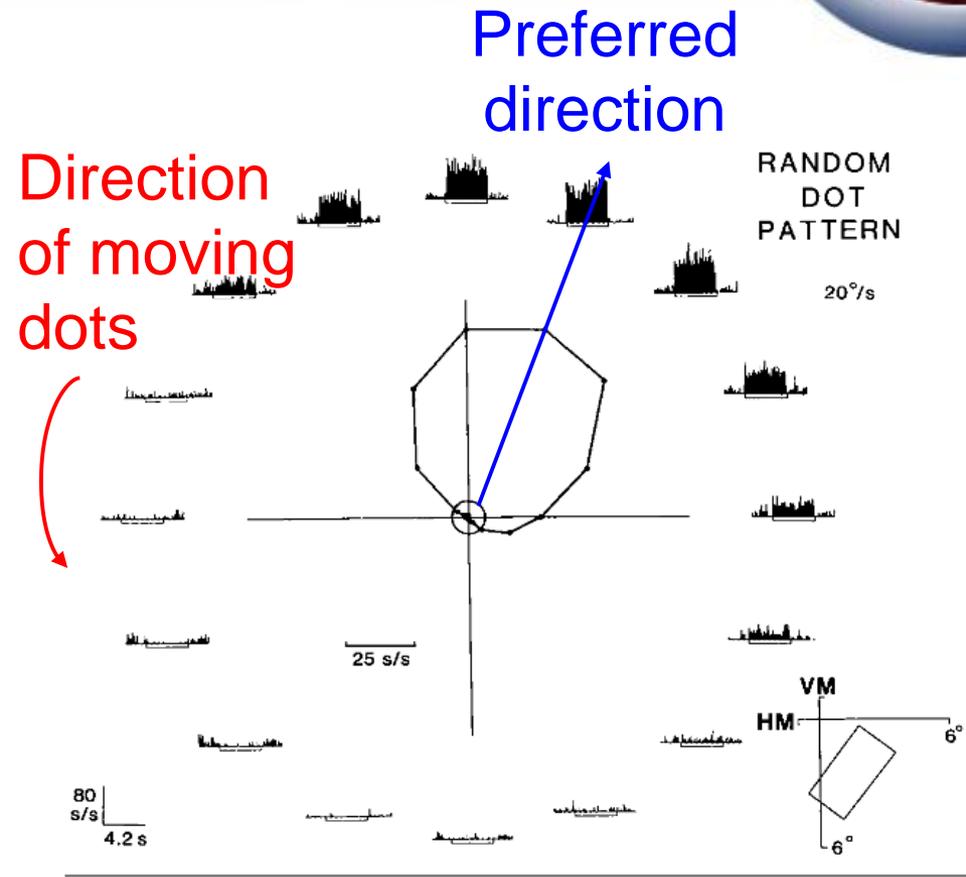
## Extrinsic properties



## Intrinsic properties



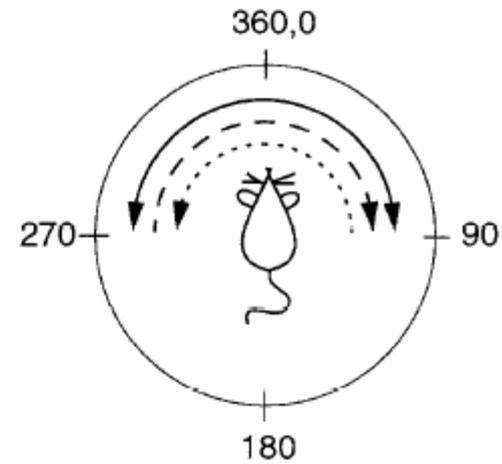
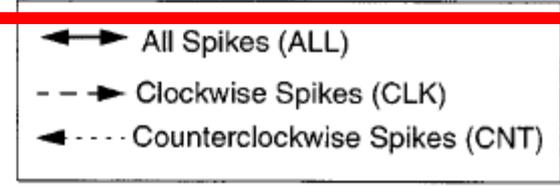
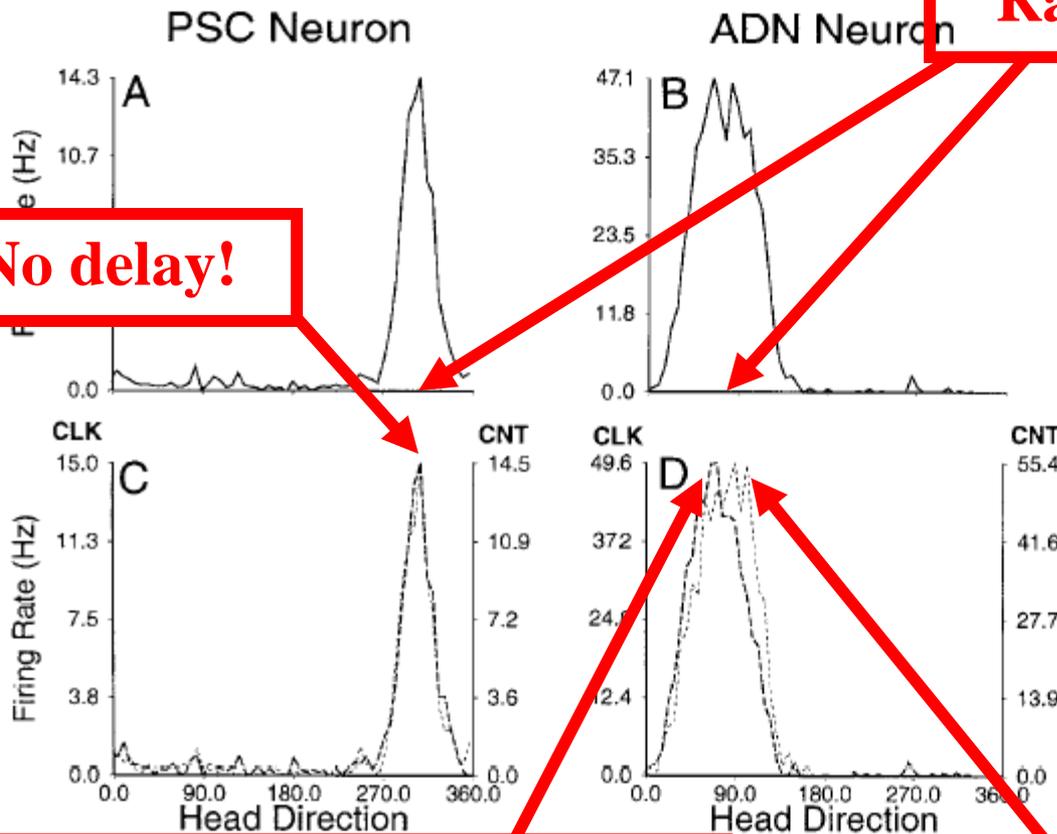
# Continuous Info in Monkeys



Activities of macaque  
Middle Temporal (MT)  
neurons (TD Albright 1984)

# HD Cells Predict

Rat facing this direction



No delay!

Turning clockwise: earlier!

Turning anticlockwise: earlier!

# Time Delays are Pervasive

- Why is prediction useful?
- Processing and transmission delays in neural systems: 50 to 100 ms
- Federer's fastest serve speed: 135 mph
- In 100 ms, displacement = 6 m!



# Life-and-Death Issue



- Catching a prey

- Escaping from a predator

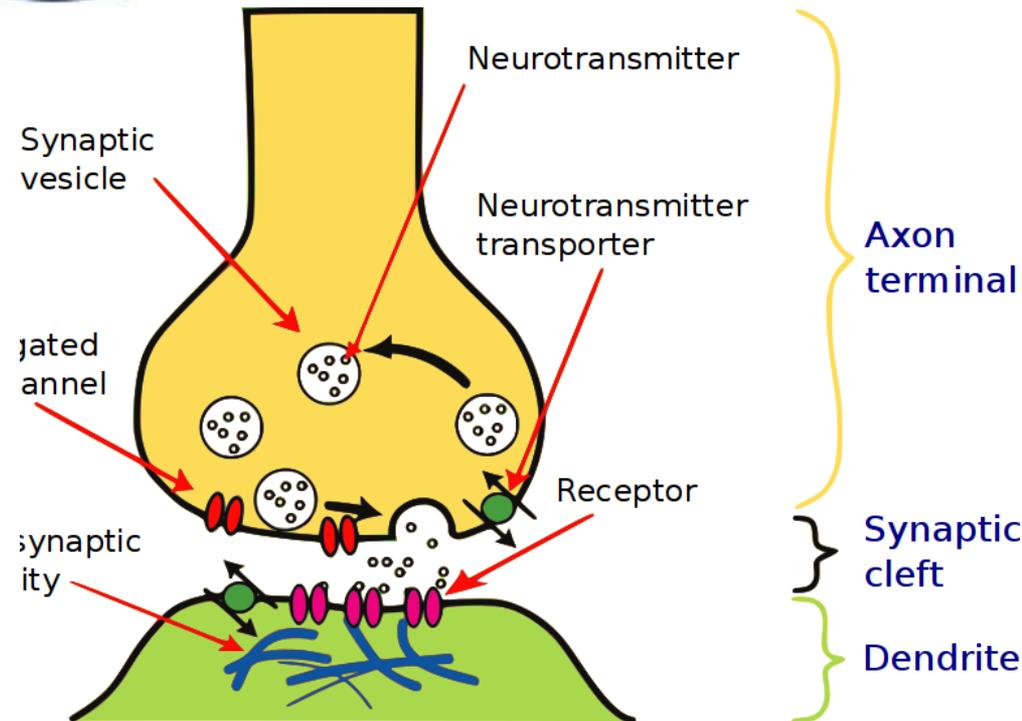
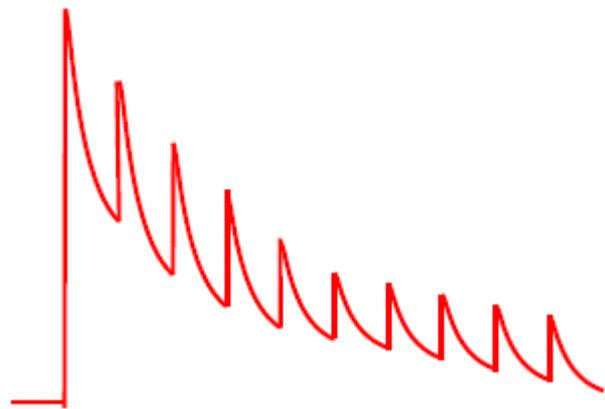


# Negative Feedback Mechanisms



- Short-term synaptic depression (STD)
  - Degradation of synaptic couplings due to consumption of neurotransmitters after prolonged firing
- Spike Frequency Adaptation (SFA)
  - Desensitization of firing threshold after prolonged firing
- Inhibitory Feedback Connection from higher layers (IFL)

# Short-term Depression (STD)



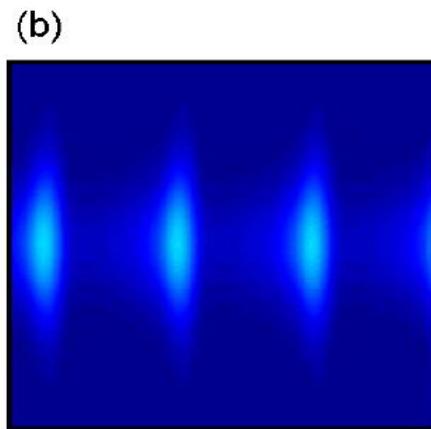
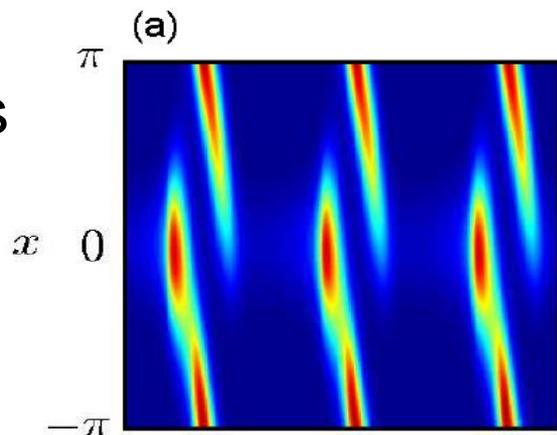
From Wikipedia

Tsodyks and Markram (1997)

Tsodyks, Pawelzik & Markram (1998)

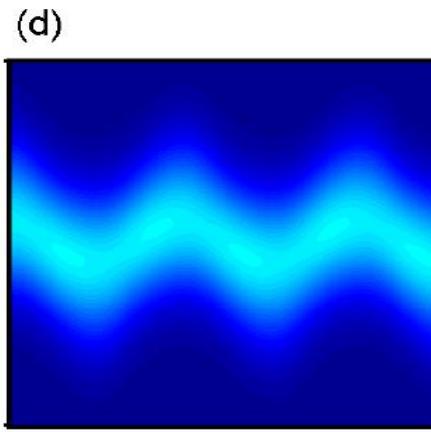
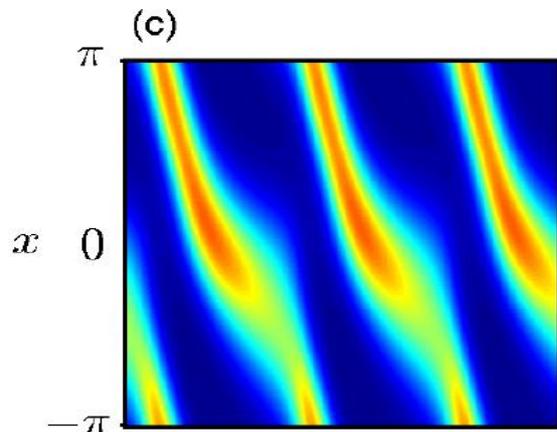
# In the Presence of Stimuli

Emitters

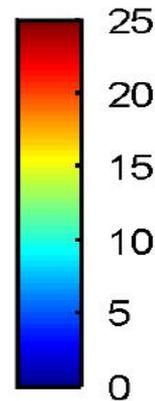


Population spikes

Moving bumps



Sloshers



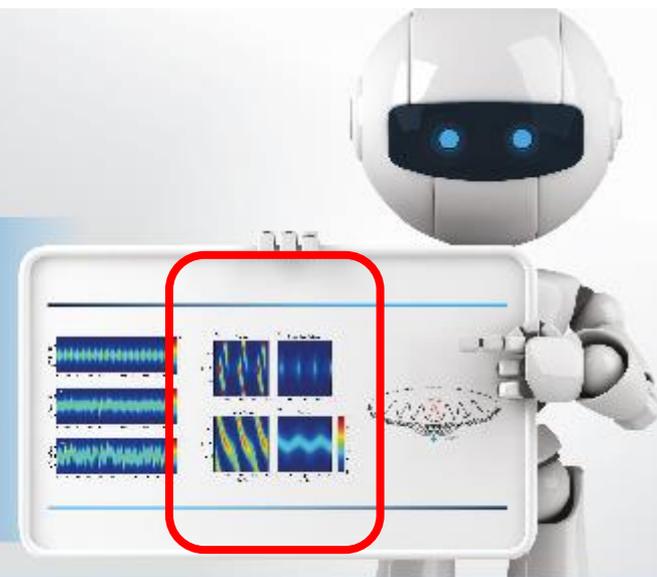


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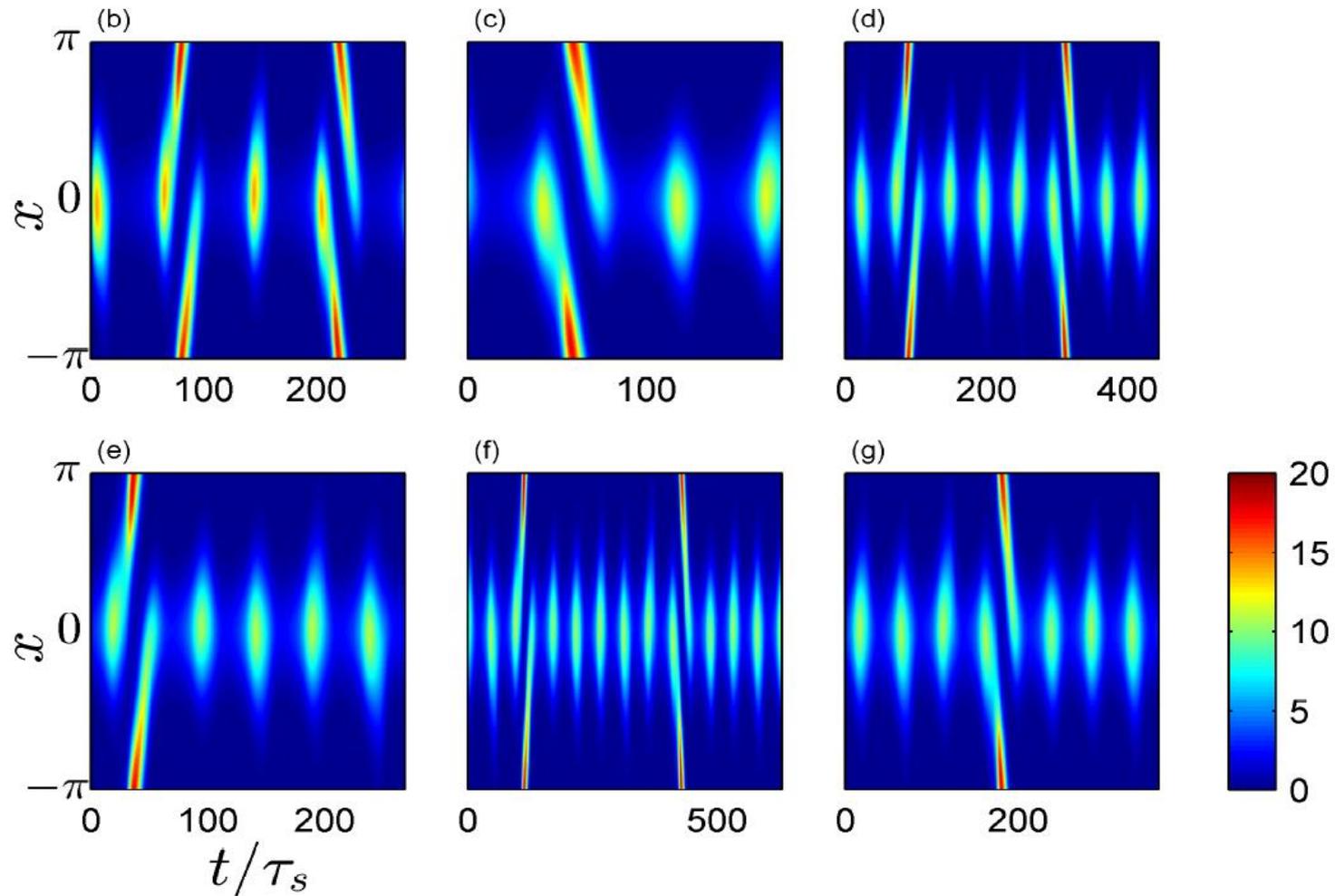
IAS Focused Program on

# Computational Neuroscience: A Bridge to Artificial Intelligence

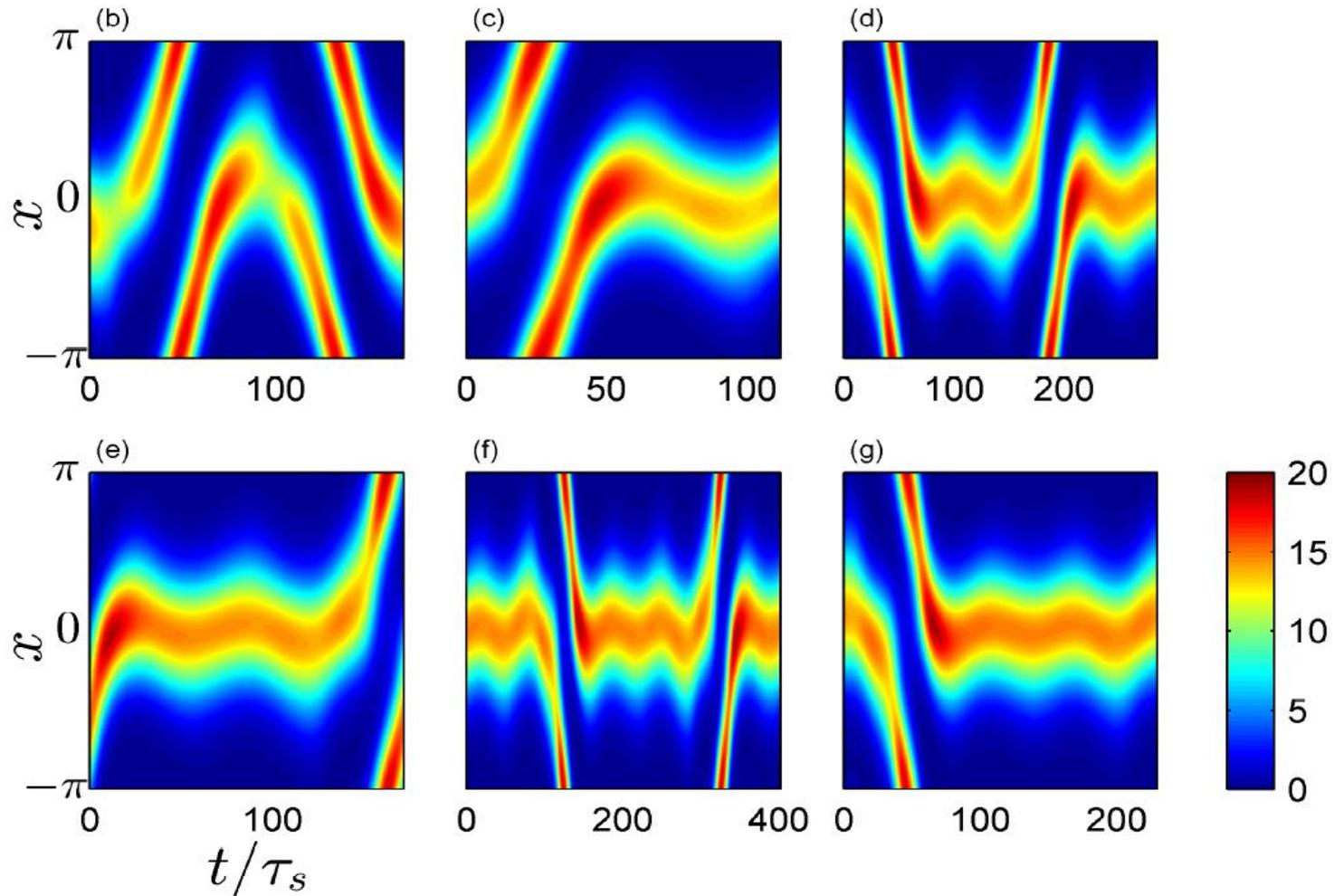
13 - 17 April 2015



# Mixtures of Emitters and Population Spikes



# Mixtures of Moving Bumps and Sloschers





- Now focus on **moving bumps**, most useful for tracking moving stimuli.
- In general, the moving bumps **lag behind** external stimuli, as shown in the **flash lag effect**.

# Flash-Lag Effect



next→

←prev

From Michael's "Visual Phenomena & Optical Illusions"

*Warning: this is a subtle effect.*

*What to do*

Fixate on the cross, but watch the moving ring. In other words: dissociate gaze direction and attention; this takes some practice.

*What to observe*

By now you will have noticed that the blue content of the ring is occasionally replaced by a yellow shape. Is it a full yellow disk or a yellow crescent? If you fixate on the cross, you should only see a crescent. If you follow the ring, you see the full disk. TLC (=tender loving cooperation) required ;-) [in other words: the effect can be somewhat subtle].

slow

start

slower

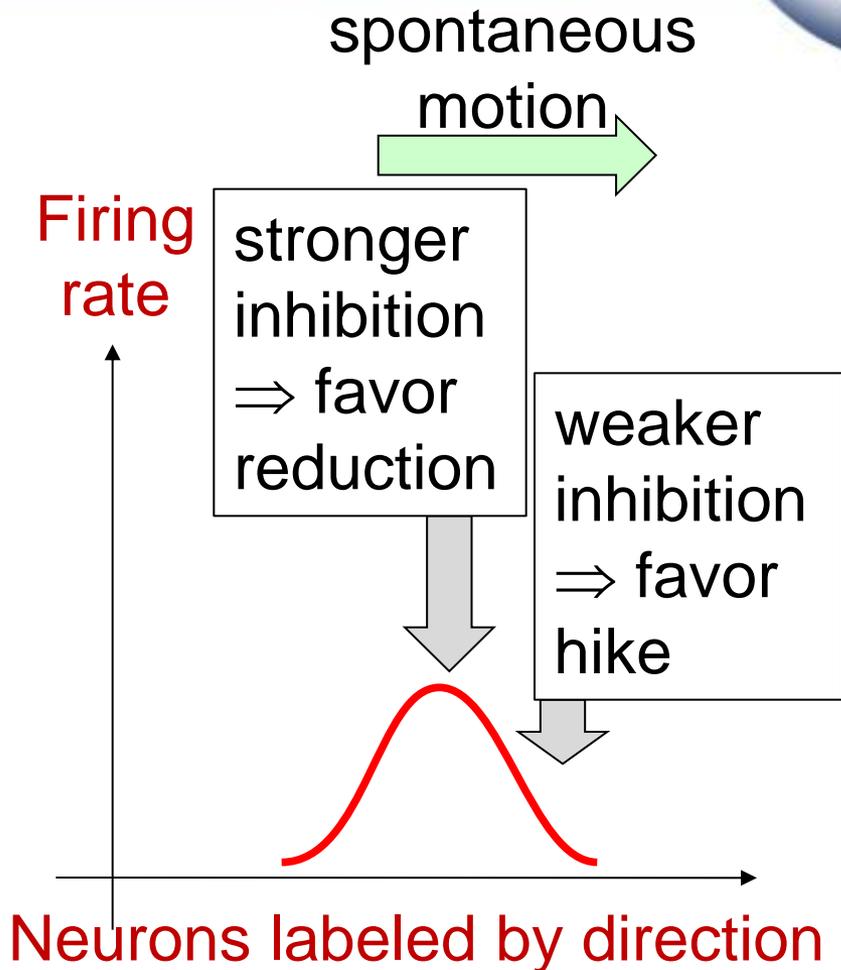
faster



After R Nijhawan. ©2004–8 M. Bach

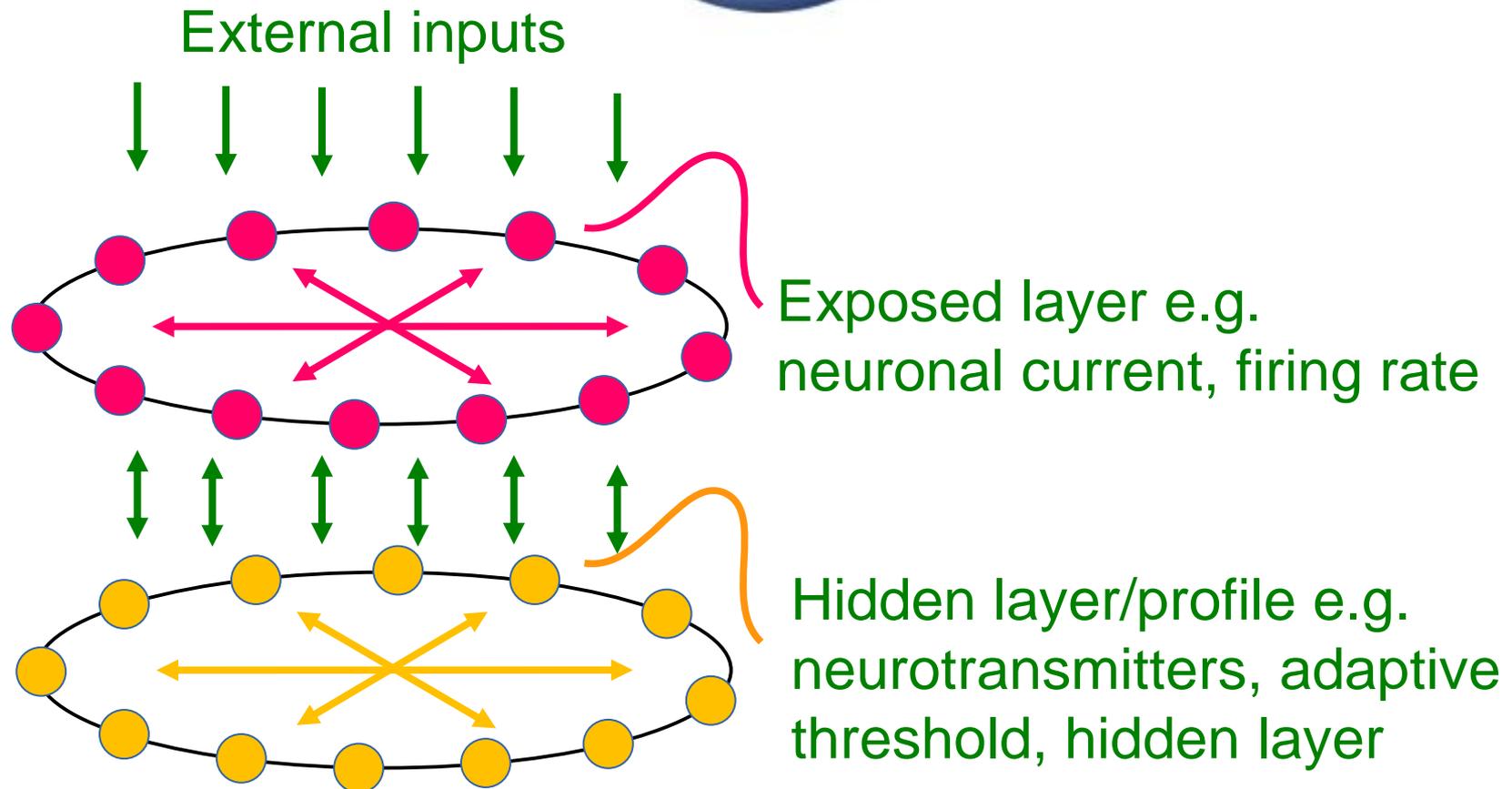
<http://www.michaelbach.de/ot/mot-flashLag/index.html>

# Intrinsic: Spontaneous Motion



- Spontaneous motion is caused by the presence of slow, localized, negative feedback (to be explained)
- Slow: the dynamics of building up the bump is not affected
- Localized: strong inhibition in active regions, weak inhibition in less active regions
- => increased mobility

# Neural Field Models



# General Applicability



- Our results (in the next few slides) are applicable to any network structure as long as they satisfy these conditions:
  - (1) The dynamical equation is the same when the coordinates are displaced (translationally invariant).
  - (2) The dynamical equation is the same when the coordinates are reflected about the origin (inversion symmetry).
  - (3) There exists a non-zero steady-state solution of the exposed and hidden profiles symmetric with respect to an axis of symmetry (even parity).

# Result 1: Lagging/leading ~ position stability/instability

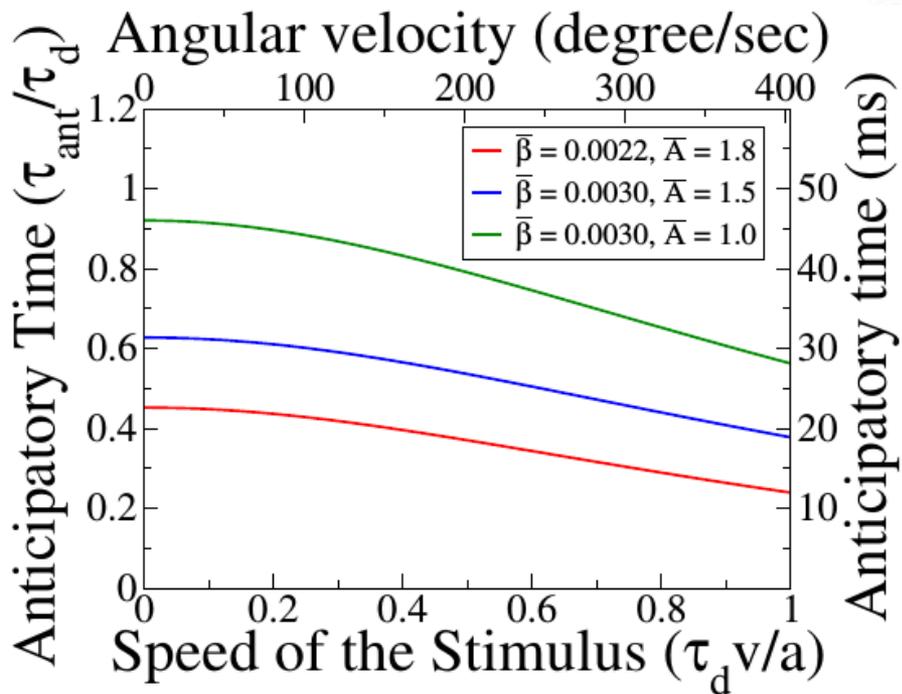
- When the bump leads/lags the moving stimulus, anticipation time is +/-.
- Anticipation time:  $\tau_{\text{ant}} = \tau_{\text{stim}} \tau_{\text{int}} \lambda$   
**extrinsic**                      **intrinsic**
- $\tau_{\text{stim}}$  = time scale for the stimulus to build the bump, proportional to (stimulus strength)/(bump height).
- $\tau_{\text{int}}$  = the time lag of the hidden profile behind the exposed profile
- $\lambda$  = instability eigenvalue of the profile separation between the exposed and hidden profiles
- In the static phase, the bump lags behind the moving stimulus; in the moving phase, the bump leads the moving stimulus for weak and slow stimulus.

# Result 2: Anticipation time = constant

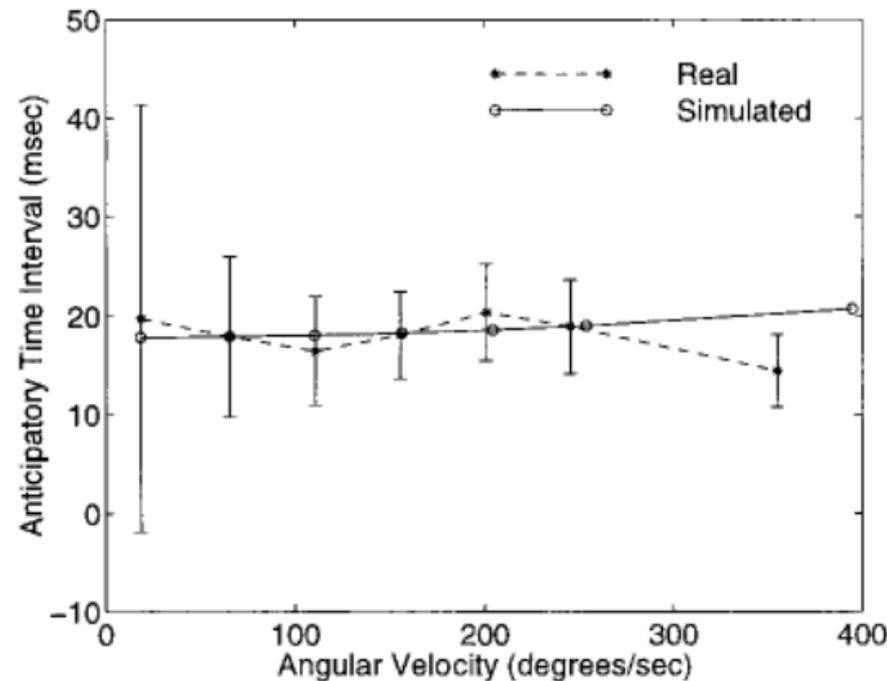


- Anticipation time:  $\tau_{\text{ant}} = \tau_{\text{stim}} \tau_{\text{int}} \lambda$
- Anticipation time is effectively independent of velocity

# Anticipation Observed in Neural Systems



Prediction  
Fung, Wong & Wu (2012)



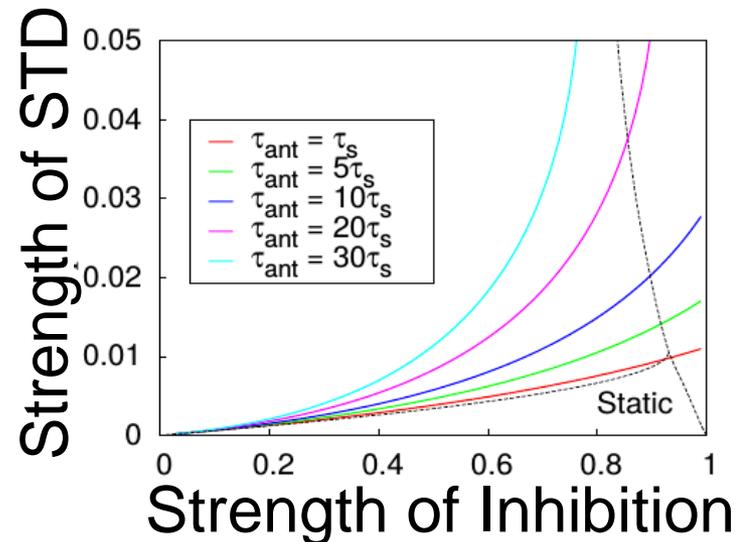
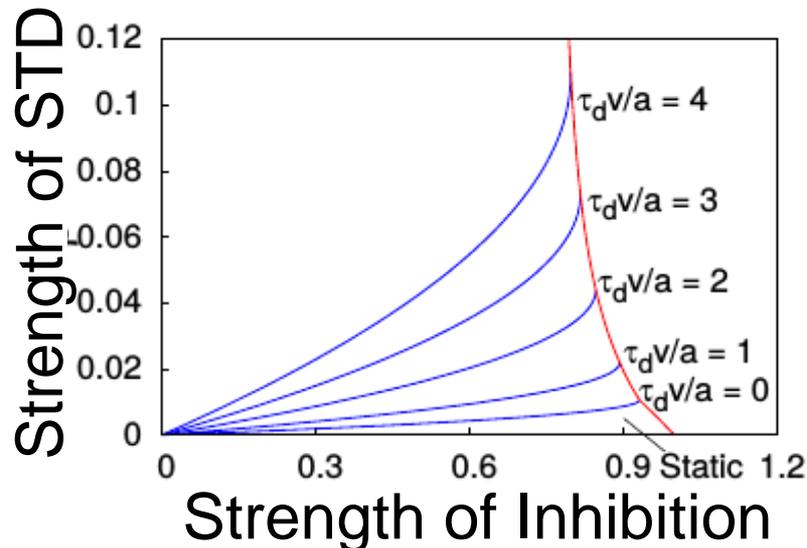
HD experiment in rodents  
Goodridge & Touretzky (2002)

# Result 3: Anticipation time $\sim$ intrinsic speed<sup>2</sup>

- In the moving phase,

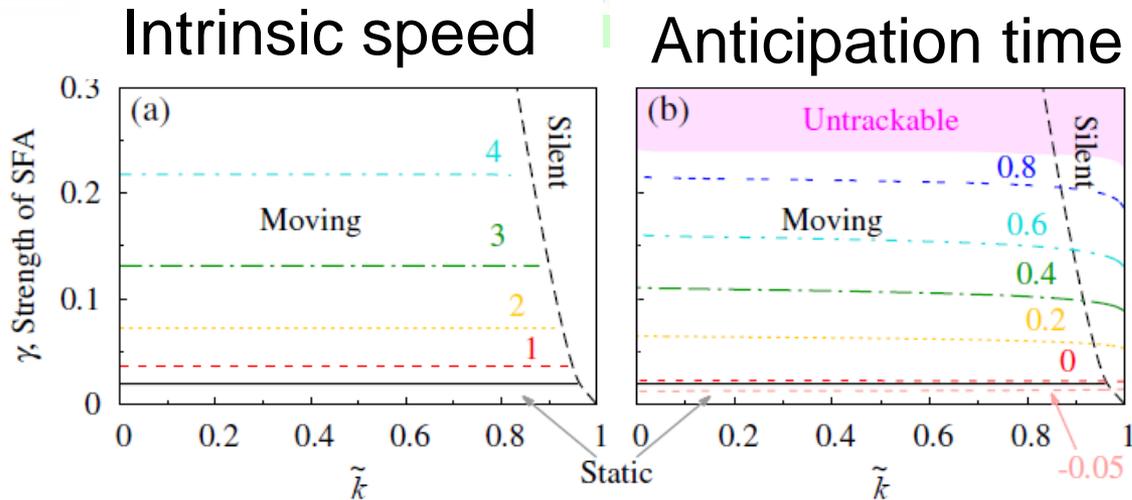
$$\tau_{\text{ant}} = \frac{\tau_{\text{stim}} \tau_{\text{int}}^3}{K} v_{\text{int}}^2$$

- The contours of constant anticipation time and constant intrinsic speed correspond to each other.

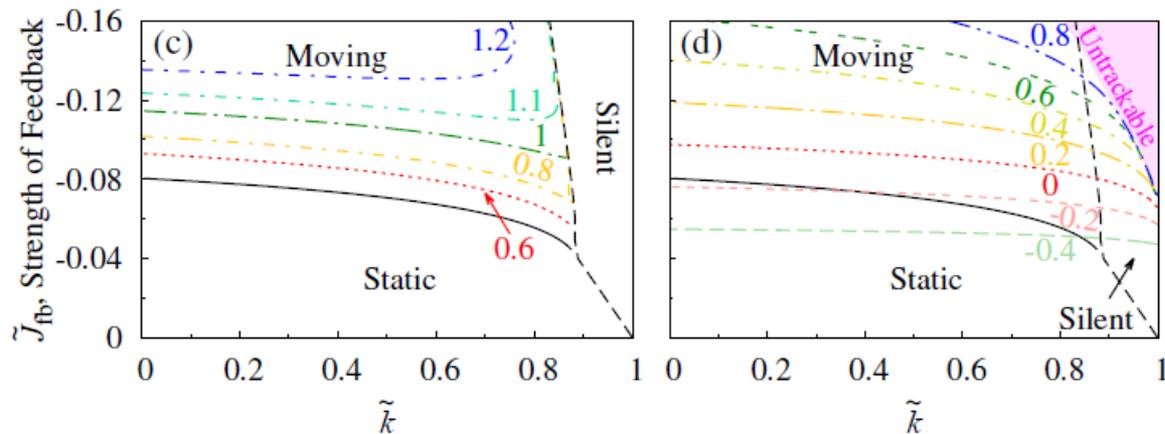


# Same for SFA and IFL

Spike  
Frequency  
Adaptation



Inhibitory  
Feedback  
Loop





# Conclusion

- The fluctuation-response relation relates the intrinsic and extrinsic behaviors in neural fields.
- Applicable to neural systems in general.
- Physical principles underlying both artificial and biological neural information processors.



**Thank You!**