

# Computational neuroscience Bionics Engineering

Spring 2016

# General Info

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- ▶ Applied brain science (12 CFU-ECTS)
  - ▶ Behavioral and cognitive neuroscience 6CFU SSD:M-PSI/02
  - ▶ Computational neuroscience 6CFU SSD:INF/01

CNS (Computational neuroscience) is part of *Applied Brain Science* - Master programme in Bionics Engineering

*AA2 - Machine Learning: neural networks and advanced models* (Corso di Laurea Magistrale in Informatica - Master programme in Computer Science) is borrowed from CNS for year 2016.

- ▶ **Instructors (2016):**
  - ▶ Alessio Micheli
  - ▶ Davide Bacciu
  - ▶ (assistant /seminars) Gaetano Valenza

# General info (2)

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- ▶ **Web page of the course:**

- ▶ [www.di.unipi.it/~micheli/DID/CNS](http://www.di.unipi.it/~micheli/DID/CNS)
- ▶ See **DIDAWIKI** link in that page

- ▶ **Time schedule: (Subjected to change)**

- ▶ Monday 11.30-13.30 in S13 → new
- ▶ Wednesday 14.30-17.30 in C44 → SI next week (15.30-18.30)

**TO BE FIXED!!!!**

# Who we are

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- ▶ **Alessio Micheli Prof. of CS/ML**

- ▶ micheli@di.unipi.it



- ▶ **Davide Bacciu Researcher of CS/ML**

- ▶ bacciu@di.unipi.it



**Computational Intelligence & Machine Learning**

<http://www.di.unipi.it/groups/ciml>



Dipartimento di Informatica  
Università di Pisa - Italy

- ▶ **Gateano Valenza Researcher of biomedical engineering**

- ▶ g.valenza@iet.unipi.it



**CENTRO E. PIAGGIO**

Bioengineering and Robotics Research Center

# Computational neuroscience

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- ▶ *Study of the information processing properties of the structures involved in the nervous system dynamics*
- ▶ **Interdisciplinary science that links the diverse fields of**
  - ▶ neuroscience, cognitive science, and psychology with
  - ▶ biomedical/electrical engineering, computer science, mathematics, and physics.
- ▶ Very large field of studies since beginning of last century
- ▶ Our path for an introduction to the field...

# Objectives of this class

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- ▶ Introduction to the basic knowledge of the CNS, according to the 3 main parts and considering both the bio-inspired neural modelling and computational point of view.
- ▶ Gain practical knowledge on simple CNS models by lab experience

# Objectives – 2 views

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- ▶ Introduction to the basic knowledge of the CNS, according to the 3 main parts and considering both the bio-inspired neural modelling and computational point of view.
- ▶ Gain practical knowledge on simple CNS models by lab experience
- ▶ to study and to model central nervous systems and related learning processes (*how NN works?*)
  - ▶ Biological realism is essential
- ▶ to introduce effective ML systems/algorithms (even losing a strict biological realism) (*what ANN can do?*)
  - ▶ Statistics, Artificial Intelligence, Physics, Math., Engineering, ...
  - ▶ Computational and algorithmic properties are essential

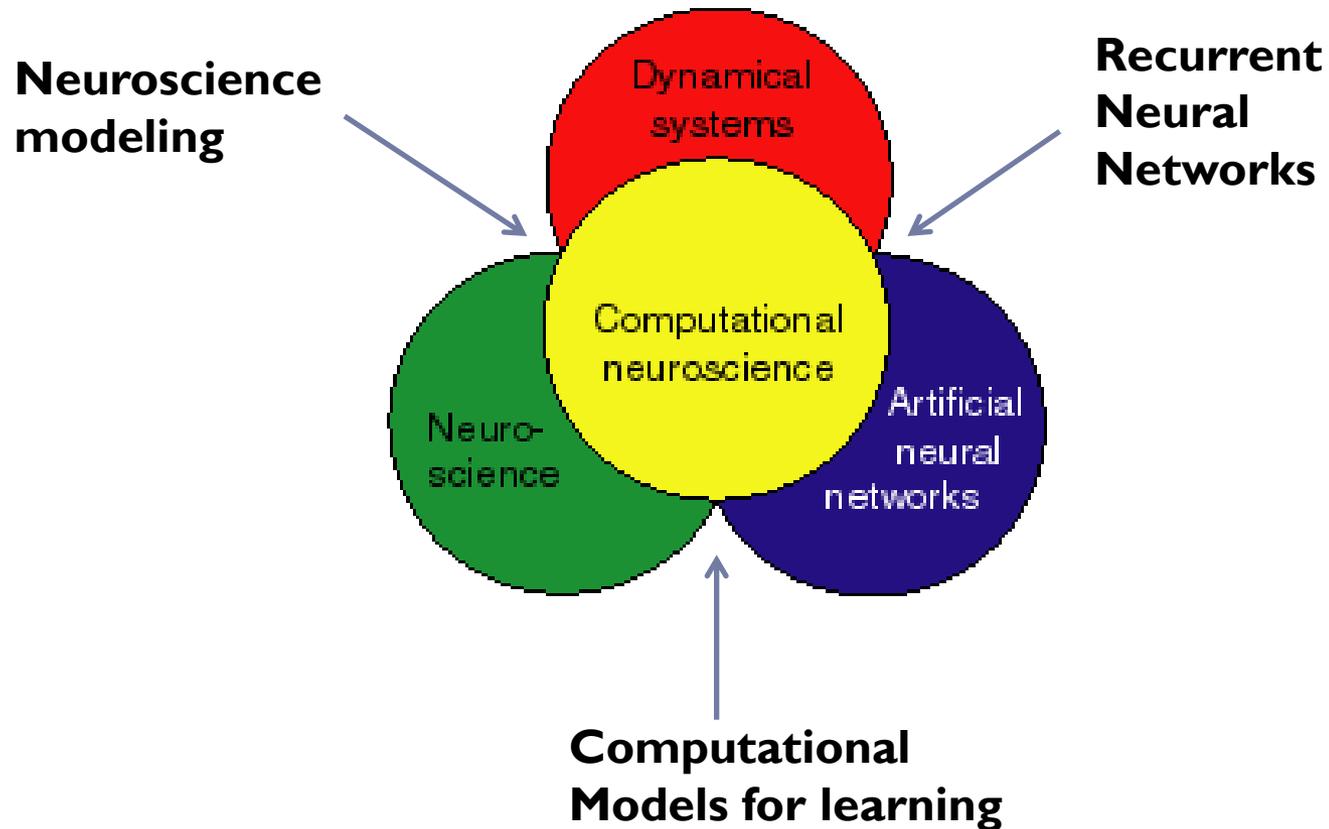
# Objectives – 3 parts

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- ▶ Introduction to the basic knowledge of the CNS, according to the 3 main parts and considering both the bio-inspired neural modelling and computational point of view.
- ▶ Gain practical knowledge on simple CNS models by lab experience
  
- ▶ Including, as for Syllabus,
  - ▶ bio-inspired neural modelling
  - ▶ computational learning models
  - ▶ recurrent neural networks

# Our approach to CNS

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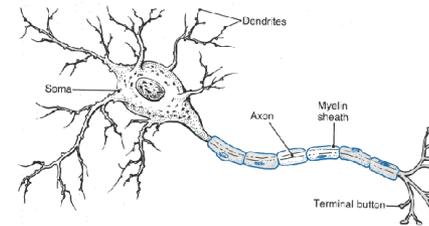


# Programme at a glance

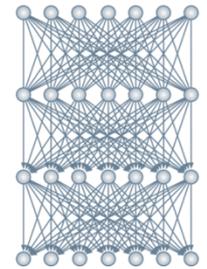
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▶ 3 main parts:

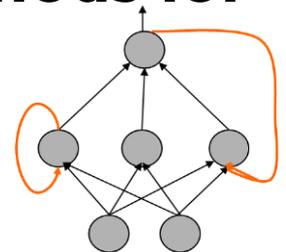
1. **Neuroscience modeling**



2. **Computational neural models for learning: Unsupervised and Representation learning**



3. **Advanced computational neural models for learning: Architectures and learning methods for dynamical/recurrent neural networks**



# Prerequisites:

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## ▶ **Math:**

- ▶ mathematical analysis (functions, differential calculus), multivariate calculus, differential equations
- ▶ linear algebra, matrix notation and calculus,
- ▶ elements of probability and statistics (advanced signal processing in parallel)

## ▶ **Basic knowledge of algorithms** and computational complexity

## ▶ **Basic of machine learning** (including Artificial Neural Networks with backpropagation)

## ▶ **Programming: MATLAB** for our lab.

# Toward brain science: biological and artificial motivations

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- ▶ **Advancements in the studies for “intelligence”:**
  - ▶ IT view – construct new intelligent systems + data science → success in current industry developments , e.g. *deep learning*
  - ▶ Brain understanding: e.g. brain’s projects
- ▶ **We will try to follow these two motivational approaches/objectives**



Nature, jan 2016



Self-driving cars



Brain’s projects

# A look ahead - BRAIN (USA)

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- ▶ Few words on the BRAIN's research projects
- ▶ An "instructive" current history for the interest and for the issues in research: USA versus EU
- ▶ **Brain Initiative USA**
  - ▶ <http://www.braininitiative.nih.gov/>
  - ▶ [https://en.wikipedia.org/wiki/BRAIN\\_Initiative](https://en.wikipedia.org/wiki/BRAIN_Initiative)
  - ▶ The White House **BRAIN Initiative (Brain Research through Advancing Innovative Neurotechnologies)**, is a collaborative, public-private research initiative announced by the Obama administration on April 2, 2013

*“Revolutionizing our understanding of the human brain”*

“Understanding how the brain works is arguably one of the greatest scientific challenges of our time.”



# A look ahead - HBP (EU)

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## ▶ Human Brain Project

- ▶ <https://www.humanbrainproject.eu/>
- ▶ [https://en.wikipedia.org/wiki/Human\\_Brain\\_Project](https://en.wikipedia.org/wiki/Human_Brain_Project)

HBP: overview: *”Understanding the human brain is one of the greatest challenges facing 21st century science.*

*... Today, for the first time, modern ICT has brought these goals within sight.”*



Human Brain Project

- ▶ AIM: simulation of millions of neurons (up to a whole brain) by supercomputer (within a single system model)

# HBP: Human Brain Project - 2013

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## ▶ Great potentiality:

- ▶ Medicine/neuroscience: diseases studies (e.g. Alzheimer), new drugs, ...
- ▶ Revolutionary new artificial intelligent systems (robotics etc.)

## ▶ Great interest:

- ▶ Neuroscience on the edge for a great advancement
- ▶ > 1 billion euro for 10 years research by EC (flagship project)

## ▶ Criticisms:

- ▶ Great risk (can we really simulate a brain?)
- ▶ Cooperation and management issues
- ▶ Highlight the necessity for *interdisciplinary approach* (see American BRAIN prj)

## ▶ Future: still open! E.g. integrate the two approaches:

- ▶ Data-driven/science computational approaches & cognitive/neurobiological analysis and approaches

# CNS mailing list

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- ▶ Please, send soon to me ([micheli@di.unipi.it](mailto:micheli@di.unipi.it)) an email:
  - ▶ **Subject:** [CNS-2016] student
  - ▶ **Corpus (email text):**
    - ▶ Name Surname
    - ▶ Master degree programme (Bionics eng. or Computer Science?)
    - ▶ Any note you find useful to us

Thank you.

# Exam modality

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## ▶ **Written exam:**

- ▶ **Corpus of lab exercises** – source code (10 days in advance)
- ▶ A **presentation** on a selected topic (\*)
- ▶ **or small project** on a selected topic (\*\*)
  - ▶ topic agreed with one of the instructors
  - ▶ deliberated to us 10 days in advance

## ▶ **Oral exam** (on all the course topics)

## ▶ **Joint** with first module of Applied brain science (BCN&CNS)

(\*) study of a topic by literature papers and 15 minutes slide presentation by the student (at oral exam)

(\*\*) for the projects groups of 2 people are allowed

# How to send to us exam material?

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## ▶ Email to us (Bacciu, Micheli, Valenza)

[micheli@di.unipi.it, bacciu@di.unipi.it, g.valenza@iet.unipi.it,]

- ▶ **Subject:** [CNS-2016] student Rossi exam material
- ▶ **Body (email text):**
  - ▶ Name Surname, email contact
  - ▶ Master degree programme (Bionics eng. or Computer Science?)
  - ▶ Material attachments (lab source code files, report for the project or slides for the presentation).
  - ▶ Any note you find useful to us
- ▶ Deadline: 10 days before the oral exam session (which is fixed in the formal Unipi web site for exams)
- ▶ Further details will be discussed during the course

# Bibliography

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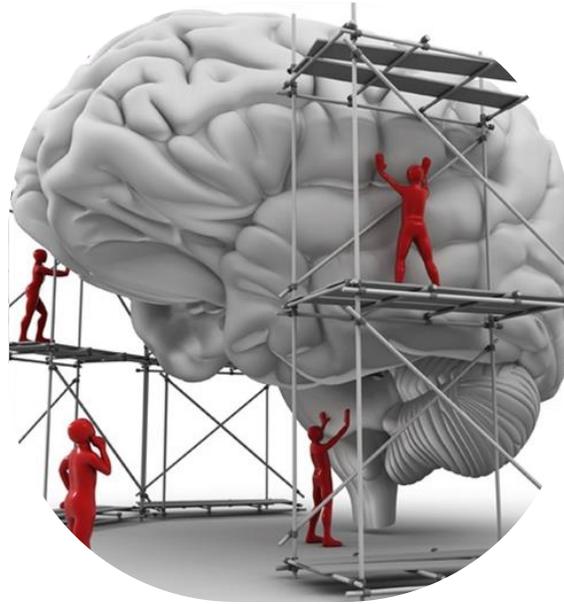
## ▶ Main textbook:

1. E.M. Izhikevich, *Dynamical Systems in Neuroscience: The Geometry of Excitability and Bursting*. The MIT press, 2007
2. P. Dayan and L.F. Abbott, *Theoretical Neuroscience*. The MIT press, 2001.
3. S. Haykin, *Neural Networks and Learning Machines (3rd Edition)*, Prentice Hall, 2009

▶ Further material: see details in the slides for each part of the course

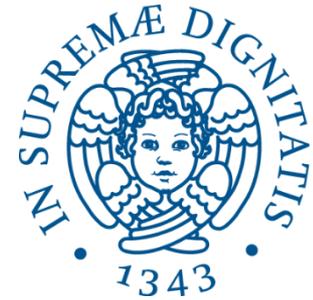
▶ The slides are a guide to select parts in these “big” books

▶ Slides: see Didawiki from  
[www.di.unipi.it/~micheli/DID/CNS](http://www.di.unipi.it/~micheli/DID/CNS)



# CNS Programme: details on each of the 3 parts

Spring 2016



# Part 1 - Neuroscience modeling

# Part 1

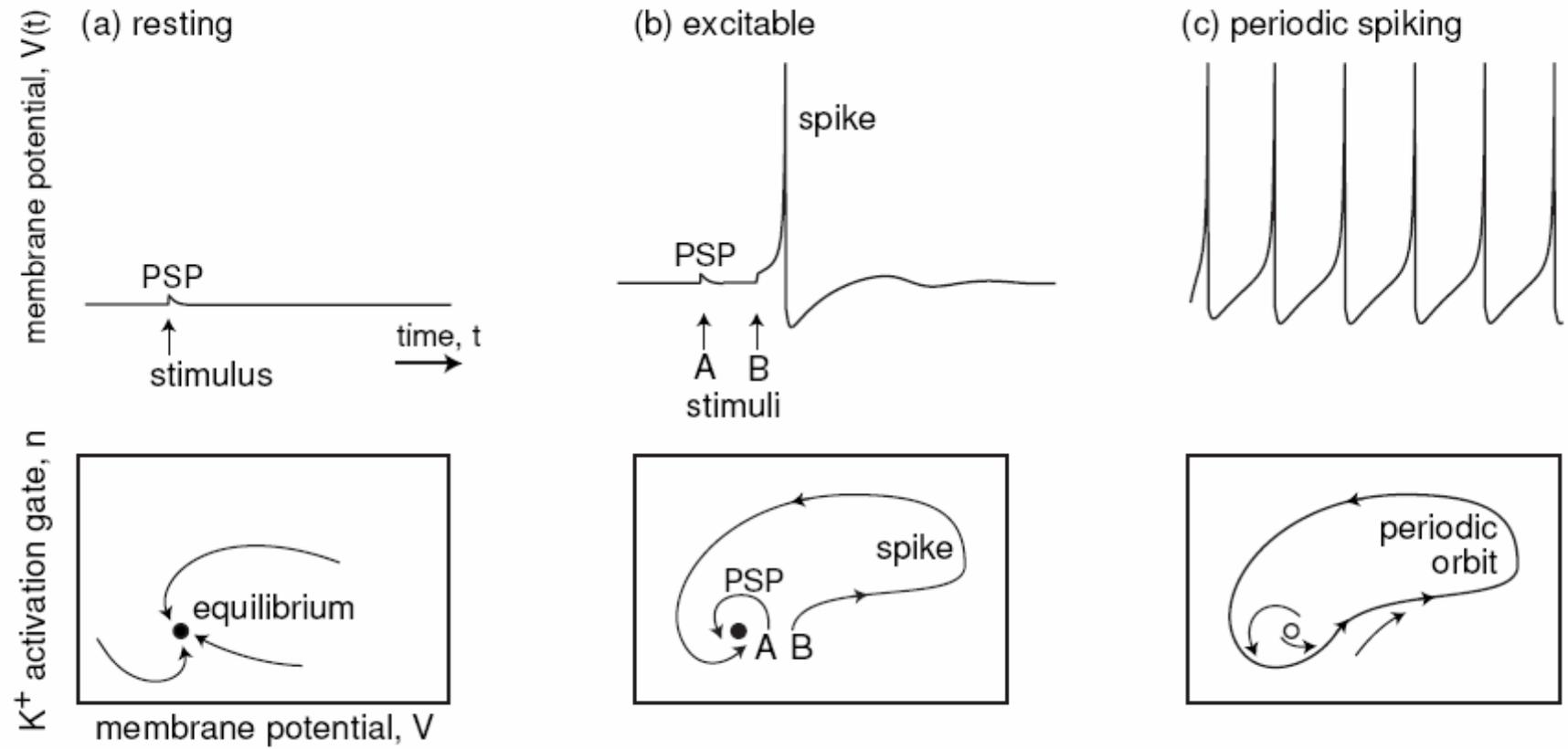
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## Neuroscience modeling

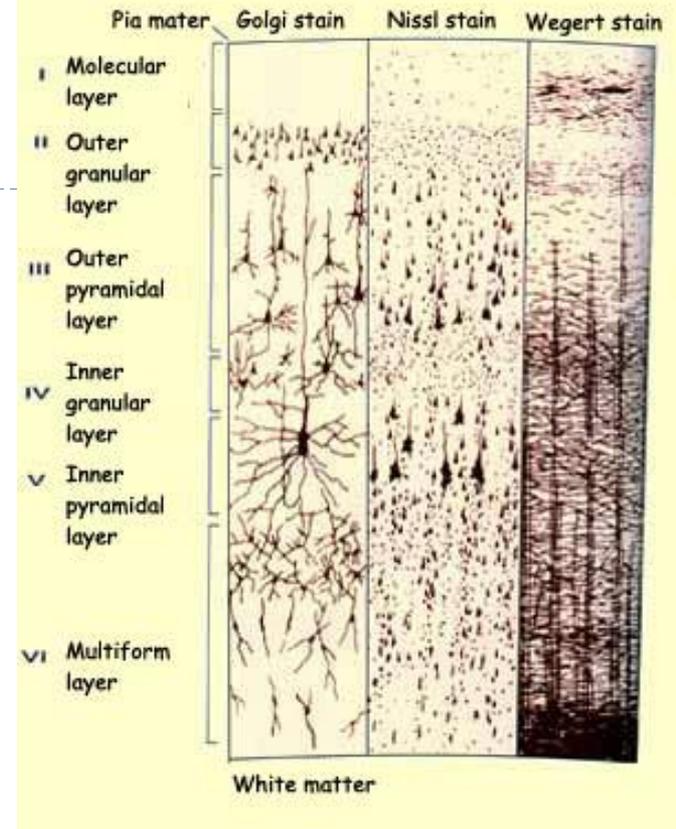
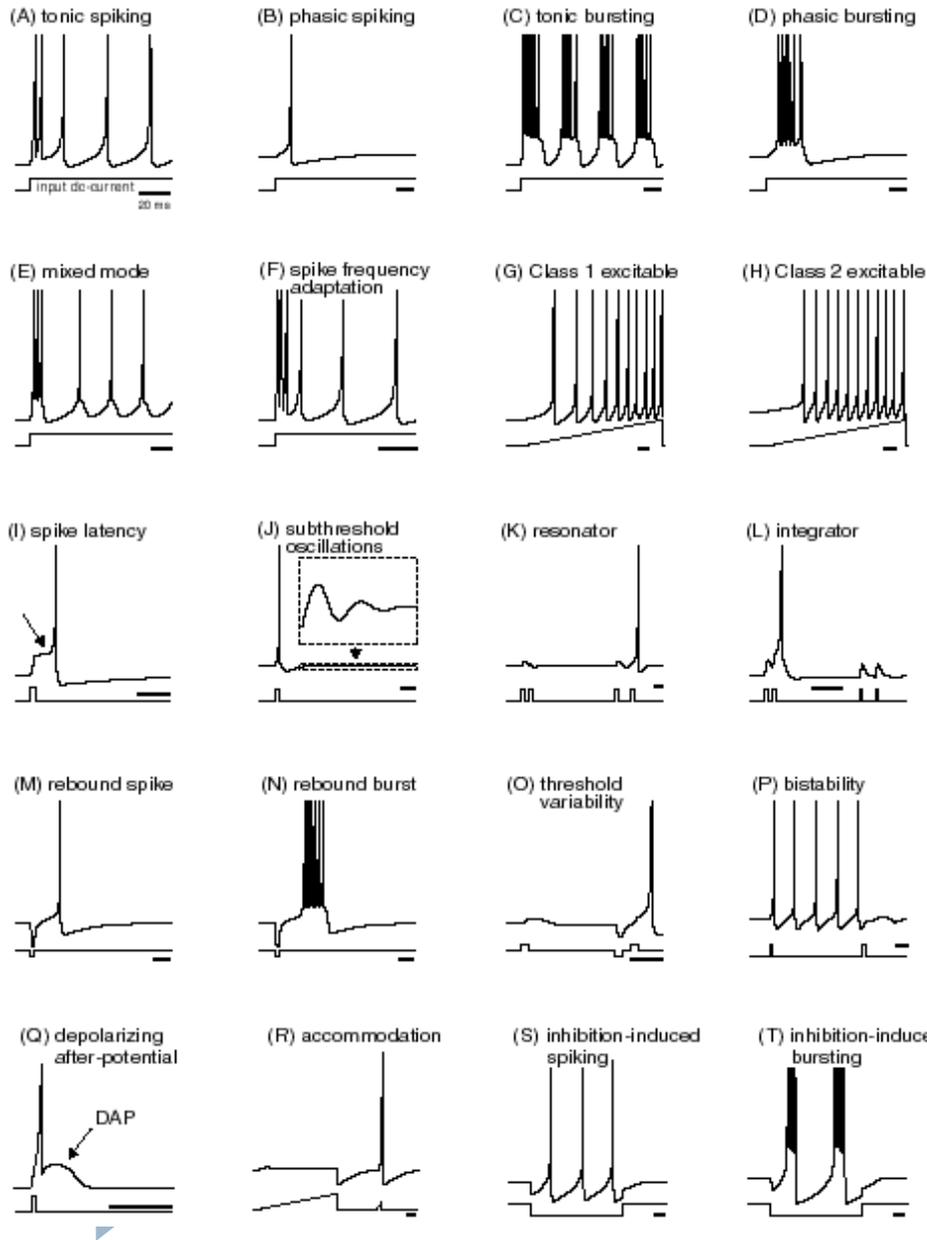
- ▶ Introduction to neurophysiology
- ▶ Neural organization and mapping in the brain
- ▶ Introduction to bio-inspired neural modeling
- ▶ Neural modeling:
  - ▶ From perceptron to hodgkin-huxley through Izhikevich,
  - ▶ Spiking neural networks,
  - ▶ The theory of neural group selection,
  - ▶ The role of synaptic delays in a computational brain,
  - ▶ Spike-timing dependent plasticity rule,
  - ▶ Neural memory,
  - ▶ Neural decoding and perception mirror neurons,
  - ▶ Modeling neural cell culture dynamics
- ▶ Introduction to glia and astrocyte cells, the role of astrocytes in a computational brain, modeling neuron-astrocyte interaction, neuron-astrocyte networks,
- ▶ The role of computational neuroscience in neuro-biology and robotics applications.

# Neural Modeling and Dynamics

## Neurons as dynamical systems: phase space



# Particular Neural Dynamics



$$v' = 0.04v^2 + 5v + 140 - u + I$$

$$u' = a(bv - u)$$

If  $v \geq +30 \text{ mV}$ , then  $\begin{cases} v \leftarrow c \\ u \leftarrow u + d. \end{cases}$

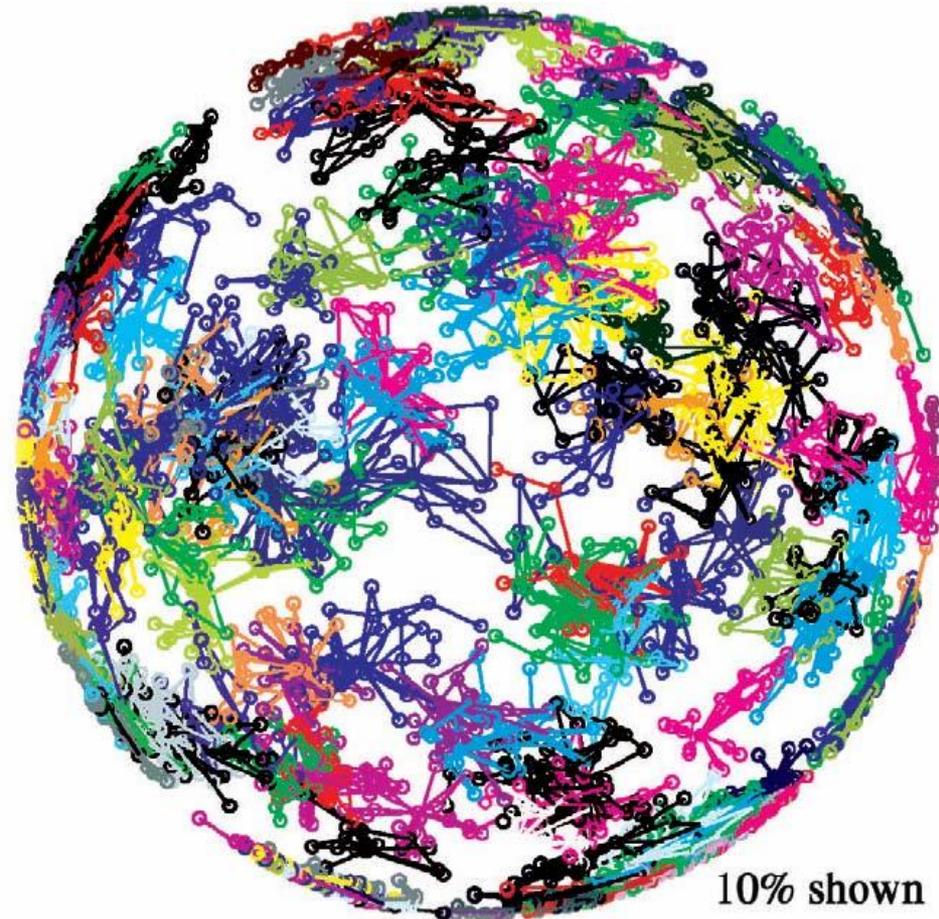
# The Neural Code

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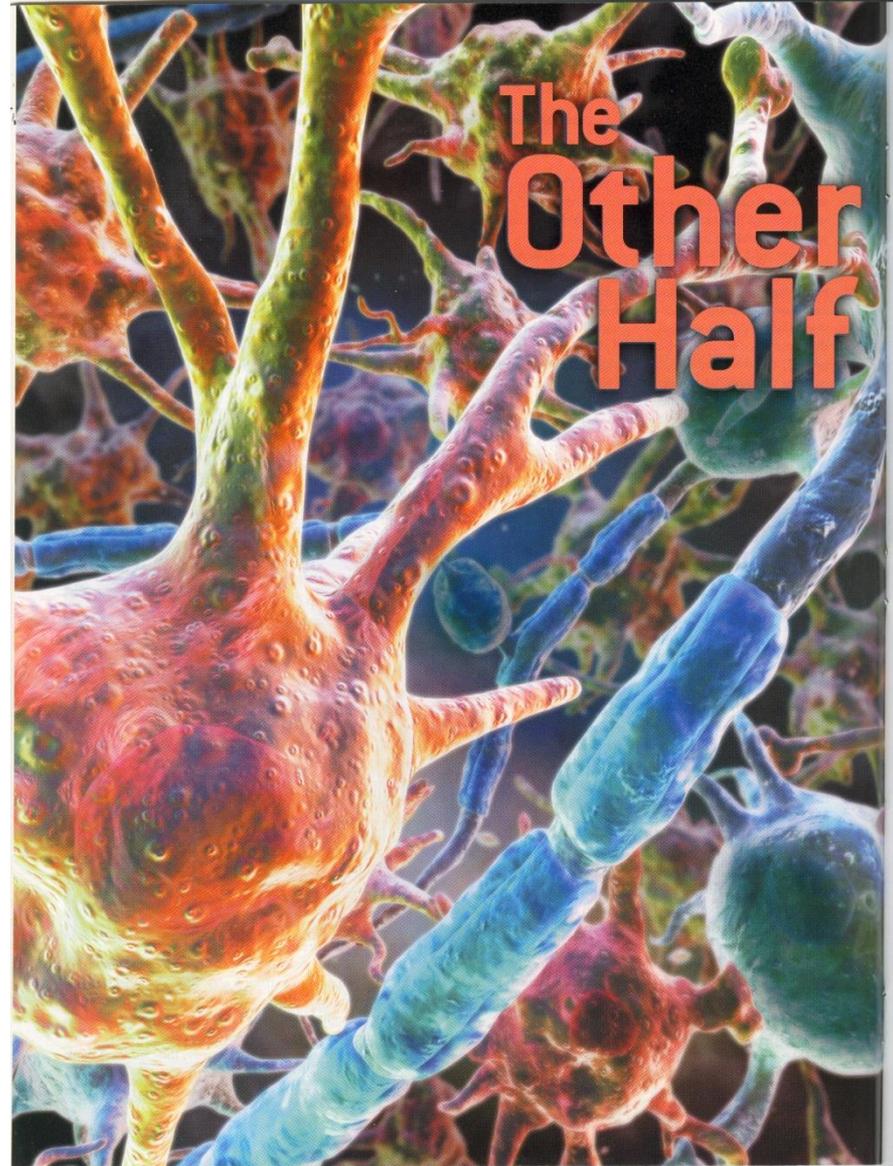
Neural Groups are often considered as the basic processing unit of the brain

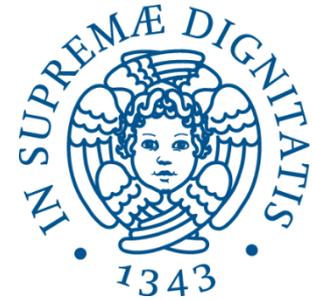
How to model Neural Groups in a Spiking Neural Network?

Should **Time** be taken into account?



# The other half of the brain

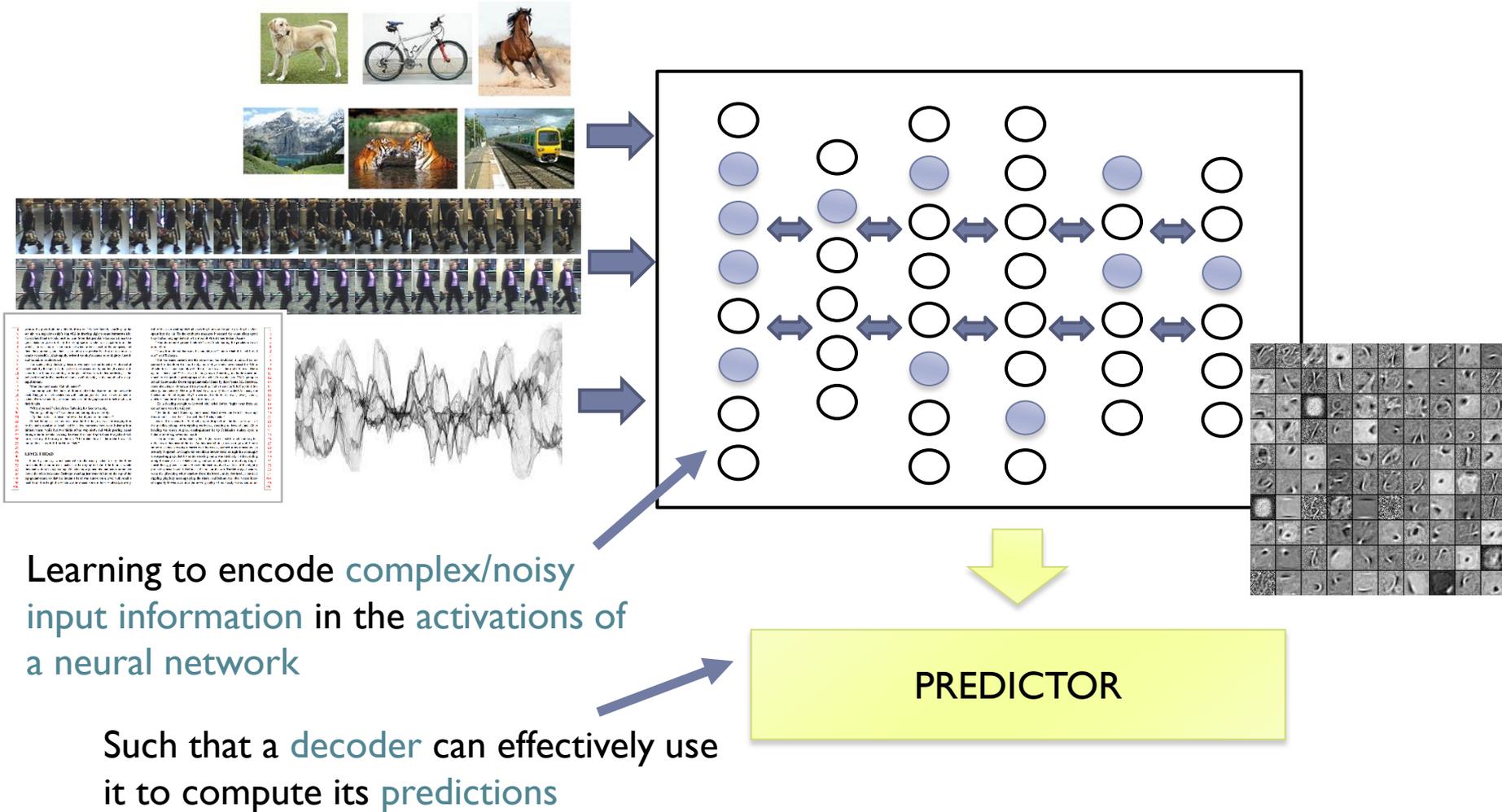




## Part 2 - Unsupervised and Representation Learning

Davide Bacciu

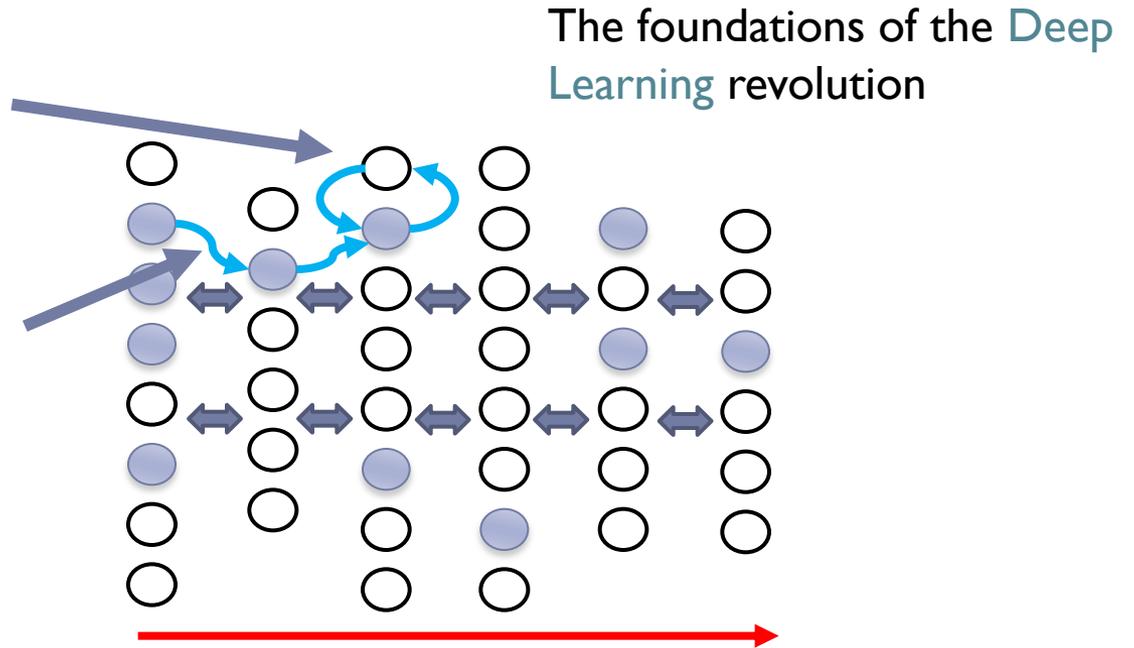
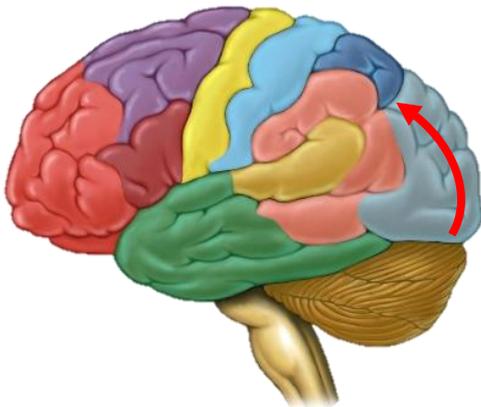
# Representation Learning



# The Approach



Parameter learning as a bio-inspired memory mechanism



Hierarchical information processing

Learning models whose structure is inspired by the organization of the sensory cortices

# Contents

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- ▶ **Synaptic plasticity, memory and learning**
  - ▶ Associative learning, competitive learning and inhibition
- ▶ **Associative memory models**
  - ▶ Hopfield networks
  - ▶ Boltzmann Machines
  - ▶ Adaptive Resonance Theory
- ▶ **Representation learning and hierarchical models**
  - ▶ Biological inspiration: sparse coding, pooling and information processing in the visual cortex
  - ▶ HMAX, CNN, Deep Learning

# Learning High-Level Human Skills from Scratch

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Learning to bridge neural encodings of **visual** and **textual** information



"black and white dog jumps over bar."



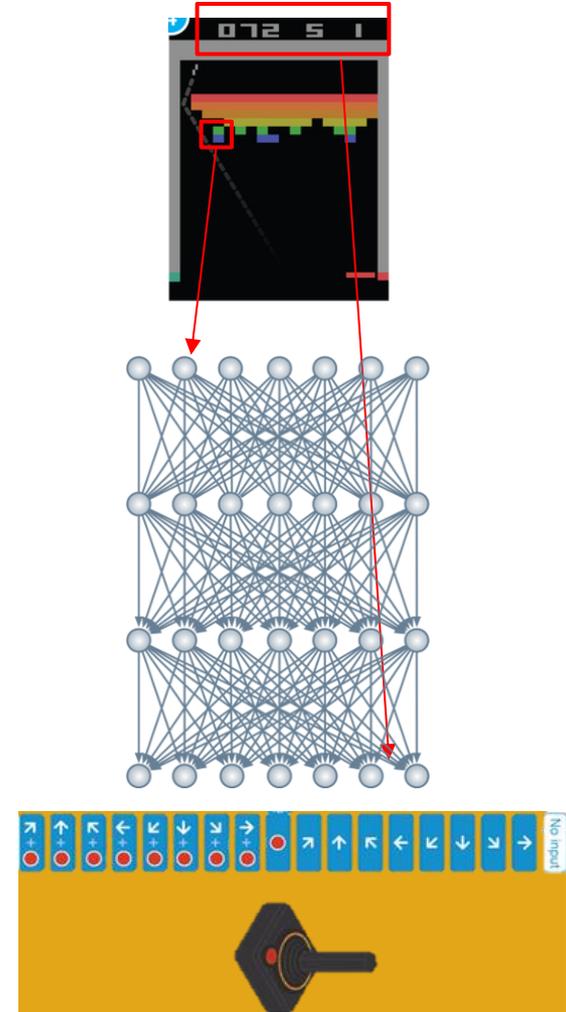
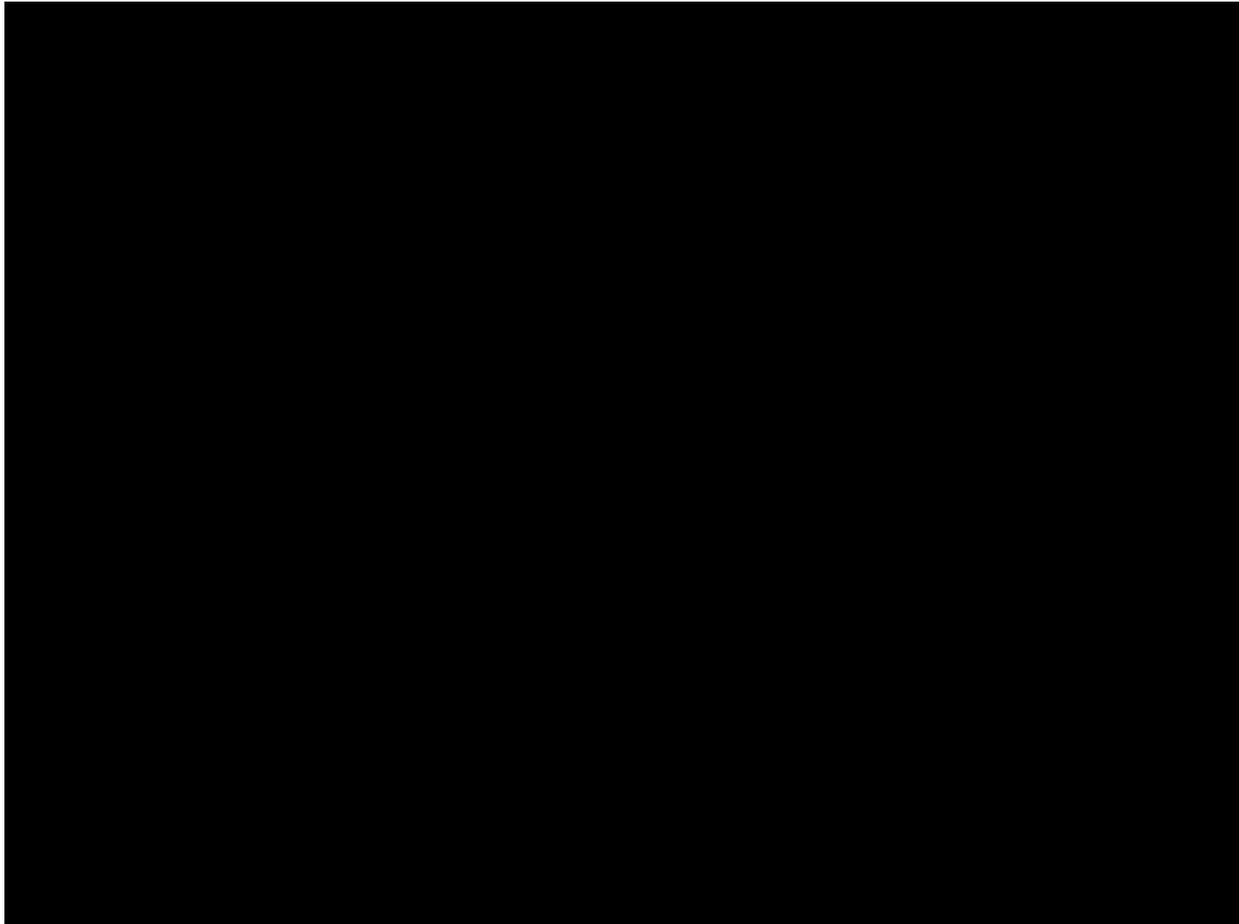
"a pizza with a lot of toppings on it"



"a young boy is holding a baseball bat."

A. Karpathy, Li Fei-Fei, Deep Visual-Semantic Alignments for Generating Image Descriptions, **CVPR 2015**

# Learning to Play 49 Atari Games



V Mnih *et al.* *Nature* **518**, 529-533 (2015) doi:10.1038/nature14236

# Instructor Information

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## ▶ Davide Bacciu

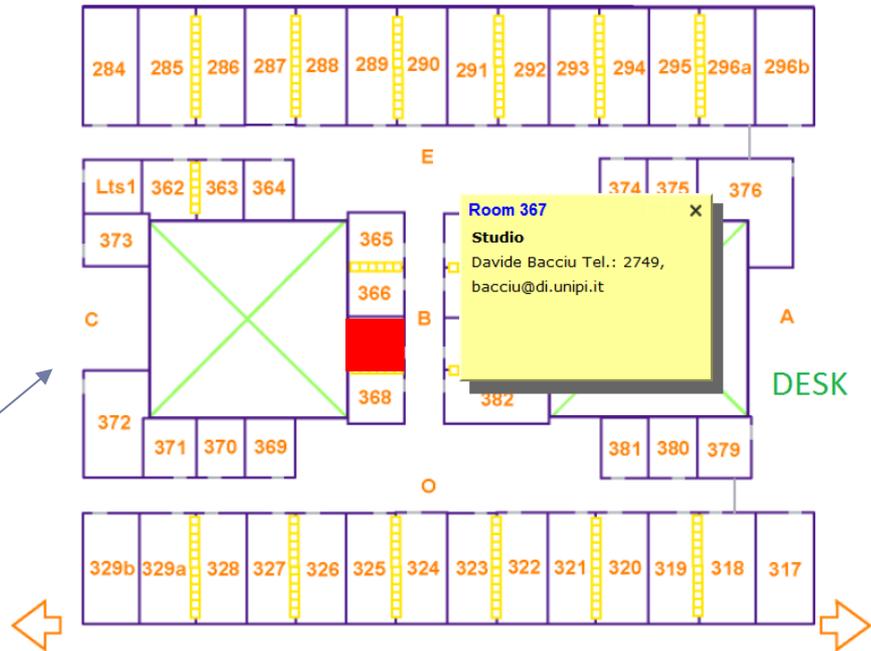
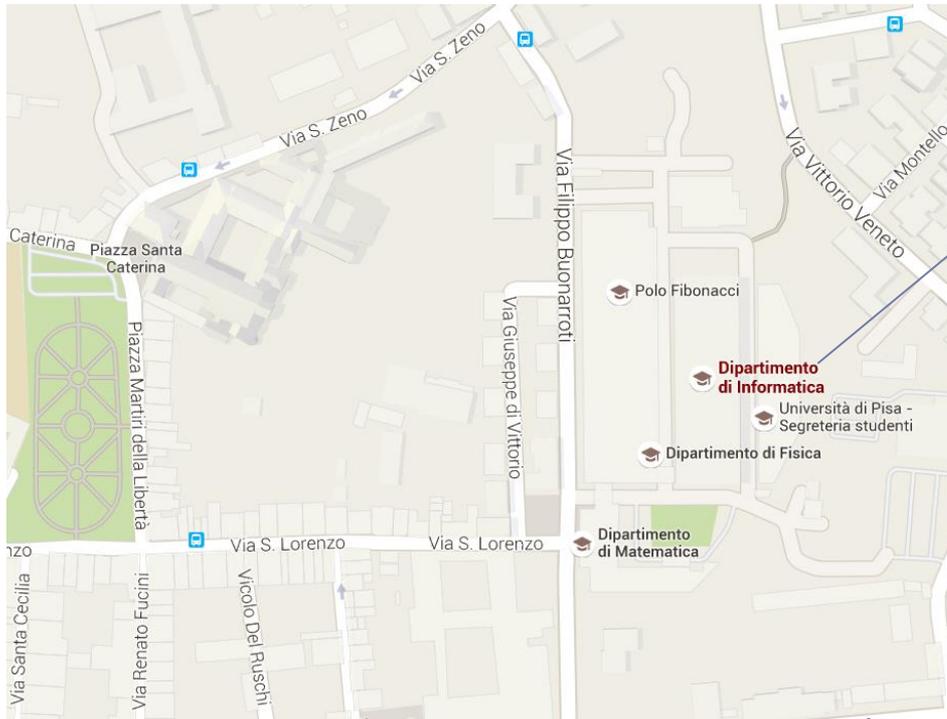
- ▶ Assistant Professor @ Computer Science Department
- ▶ Research keywords
  - ▶ Machine learning, neural networks, Bayesian learning, structured data processing, machine vision, bio-medical data, robotics, ambient intelligence

## ▶ Contacts

- ▶ Web - <http://pages.di.unipi.it/bacciu/>
- ▶ Email - [bacciu@di.unipi.it](mailto:bacciu@di.unipi.it)
- ▶ Tel - 050 2212749

# Find Me

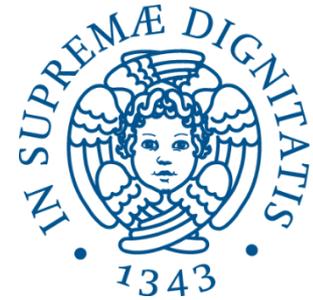
- ▶ **My office:**  
Room 367, Dipartimento di Informatica,  
Largo B. Pontecorvo 3, 56127 Pisa
- ▶ **Office hours:** Monday 17-19 (email me!)



# Module Calendar (Tentative)

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- ▶ **Lecture 1** - Unsupervised and representation learning
- ▶ **Lecture 2** - Associative Memories I - Hopfield networks
- ▶ **Hands-on Lab I**
- ▶ **Lecture 3** - Associative Memories II - Boltzmann Machines
- ▶ **Lecture 4** - Adaptive Resonance Theory
- ▶ **Hands-on Lab II**
- ▶ **Lecture 5** - Representation learning and hierarchical models
- ▶ **Lecture 6** - Deep Learning



## Part 3 - Recurrent Neural Networks

Alessio Micheli

# Part 3

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## **Advanced computational neural models for learning: Architectures and learning methods for *dynamical/recurrent neural networks***

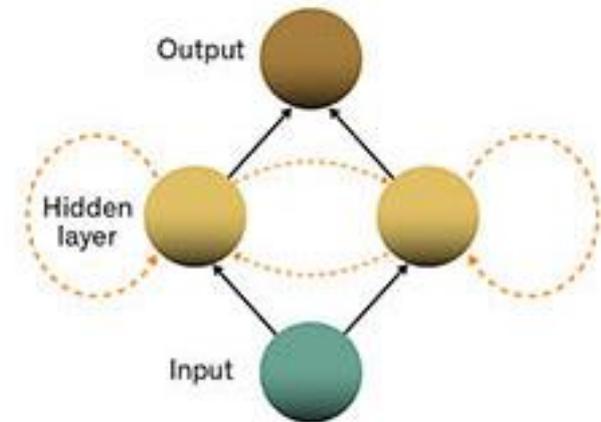
- ▶ Introduction to the problem and methodology:
  - ▶ Time representation in neural networks: explicit and implicit forms.
- ▶ Discrete and continuous Recurrent neural networks.
- ▶ Recurrent neural networks:
  - ▶ Models and architectures
  - ▶ Taxonomy
  - ▶ Properties (stationarity, causality, unfolding)
- ▶ Learning algorithms:
  - ▶ BPTT, RTRL, constructive approaches.
- ▶ Analysis: architectural bias.
- ▶ Reservoir Computing, ESN. Related approaches and extensions.
- ▶ (Applications in the area of Computational Neuroscience data analysis. Case studies.)

# Intro to RNN (A. Micheli)



- ▶ IEEE Spectrum (magazine) 26 Jan 2016
- ▶ **“The Neural Network That Remembers”**
  - ▶ **With short-term memory, recurrent neural networks gain some amazing abilities**

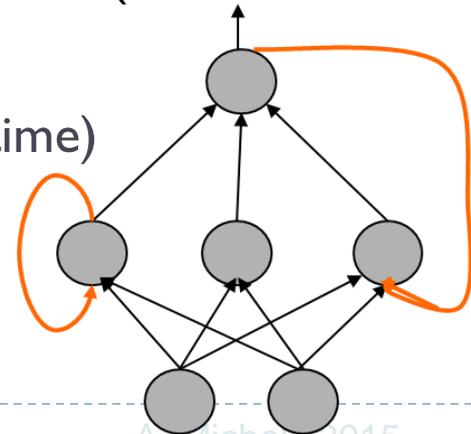
A recurrent neural network includes connections between neurons in the hidden layer [yellow arrows], some of which **feed back** on themselves.



# Why RNN?

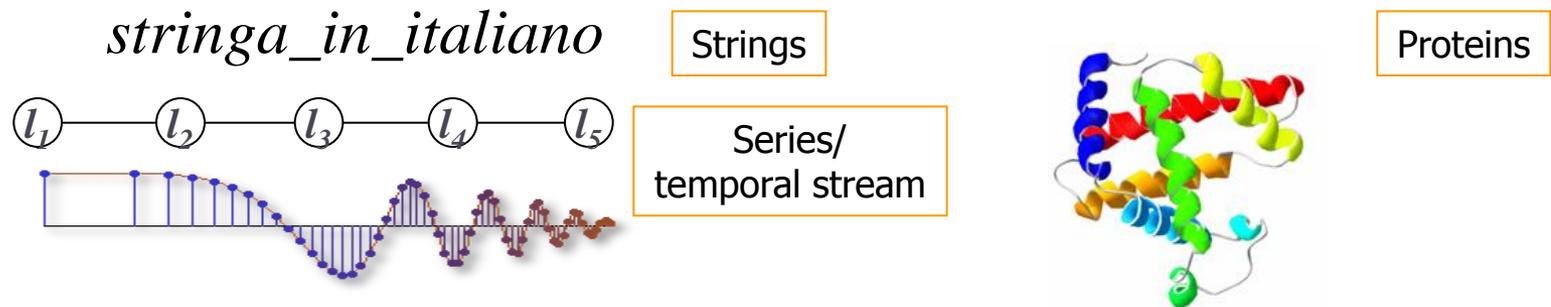
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- ▶ From *static* to *dynamical* neural network models
- ▶ The presence of **self-loop** connections provides the network with dynamical properties, letting a memory (**states**) of the past computations in the model.
- ▶ **Neurobiological** plausibility
  - ▶ nervous system/biological NN are recurrent NN!
- ▶ **Computational view**: extension of the *input domain* (and the representation capability of the model) from vectors to *sequences/streams/time-series* (and then structures)
  - ▶ many simplification/abstractions (e.g. discrete time)



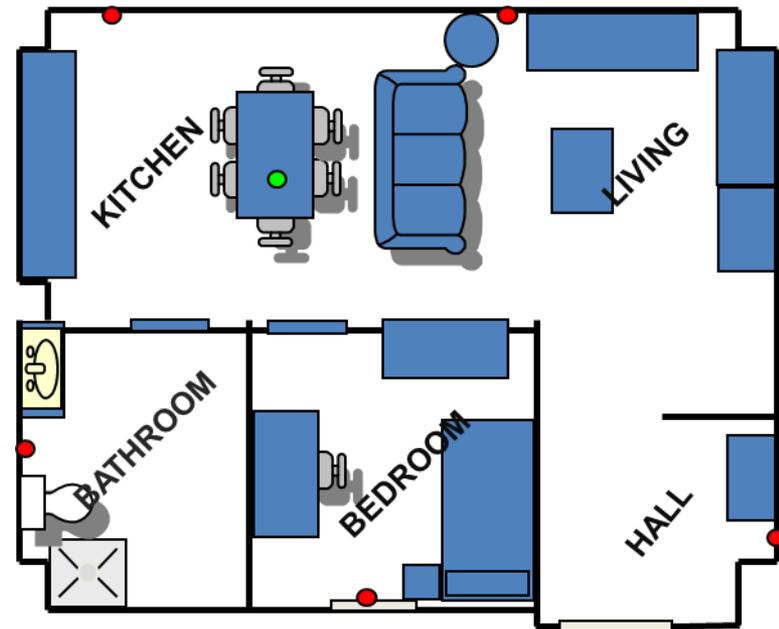
# Why sequential data?

- ▶ Whenever the output of the model depended on the history of the inputs – e.g. **time**: dynamical models
  - ▶ Dynamical processes. Signal processing (Filters, Control). Robotics\*
  - ▶ Language\* (Speech recognition, NLP, Formal languages, IR\*)
  - ▶ Vision, Reasoning (temporal events in IA):
  - ▶ Temporal series: financial forecasting, Signal processing \*
  - ▶ Genomics/Proteomics (Bioinformatics\*)



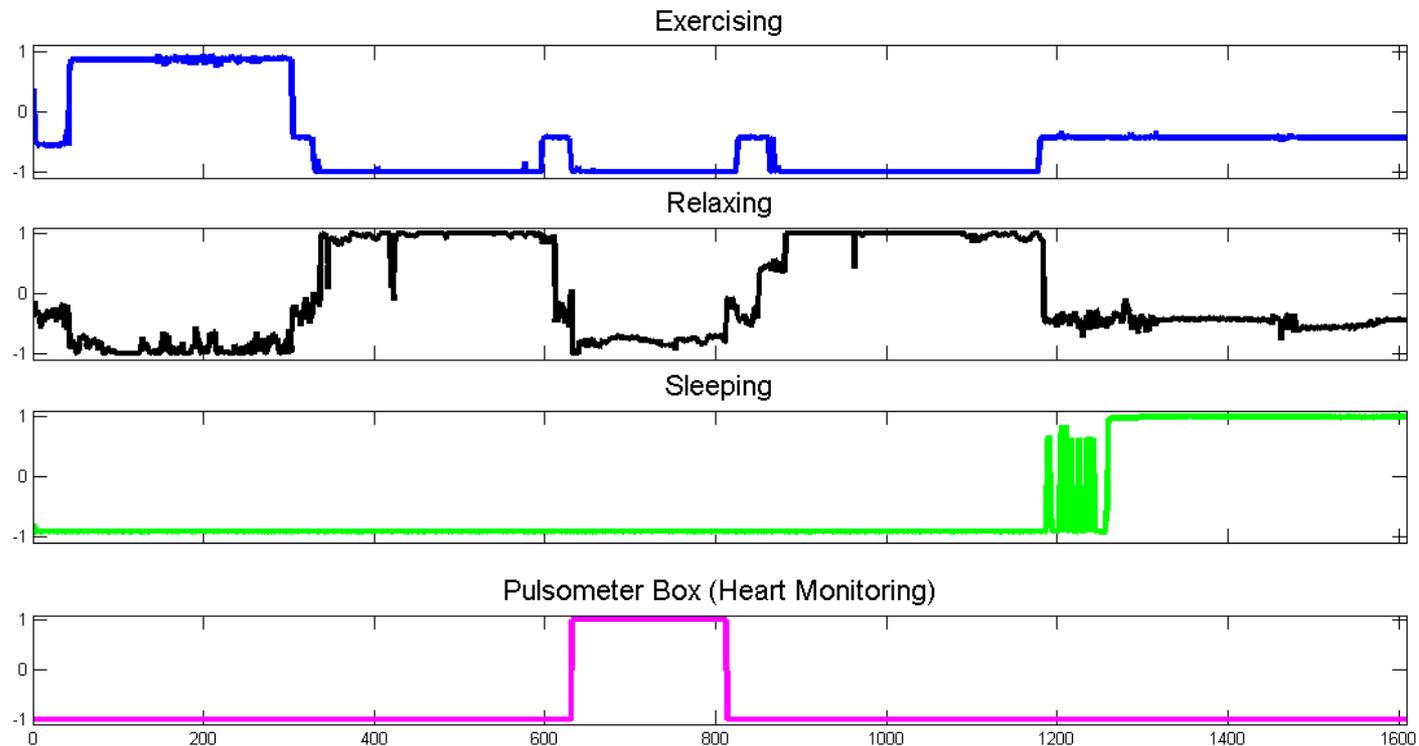
# Examples of applicative scenarios: Ambient Assisted Living

- Predicting **event occurrence** and confidence of Human activities (from cooking to sleeping) basing on local sensors (*streams of data*)



AAL scenario at TECNALIA HomeLab  
(Bilbao, Spain - 2014)

# Human Activity Recognition

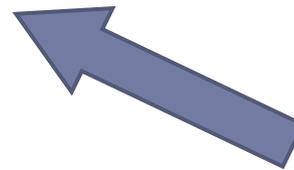


*Outputs of ESN Neural Networks (efficient models for temporal data)*

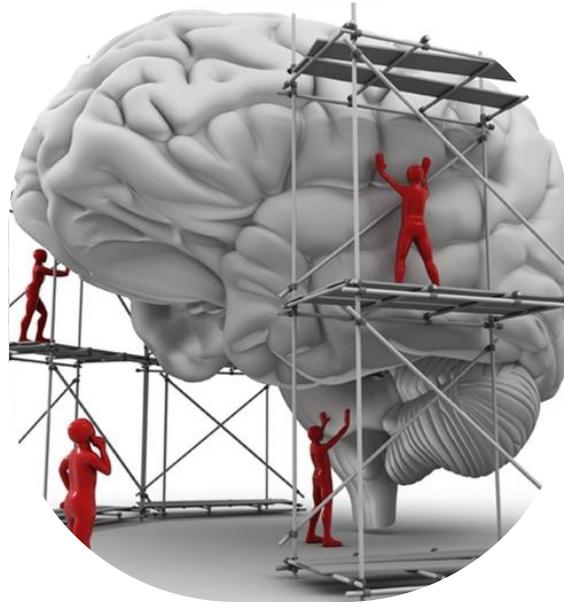
# Prof. Alessio Micheli: Where I am

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- ▶ **Office**
- ▶ Dipartimento di Informatica
- ▶ Largo B. Pontecorvo 3, Pisa, Italy
- ▶ Room 358 / DN
- ▶ Phone: +39 050 2212798
- ▶ E-mail: [micheli@di.unipi.it](mailto:micheli@di.unipi.it)



For appointment



# Computational neuroscience Bionics Engineering

Spring 2016