

# AUTOMATA COMPUTATION WITH HODGKIN-HUXLEY NEURAL NETWORKS COMPOSED OF SYNFIRE RINGS

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# INTRODUCTION

- ▶ This work focuses on the simulation of digital computers by biological neural networks.
- ▶ It is known that first-order discrete-time recurrent neural networks with integer, rational or real weights are computationally equivalent to automata (KLEENE 56, MINSKY 67), Turing machines (SIEGELMANN & SONTAG 95), and Turing machines with advices (super-Turing) (SIEGELMANN & SONTAG 94, CABESSA & SIEGELMANN 14), respectively.
- ▶ What about the possibility to simulate abstract machines with more biological neural networks?



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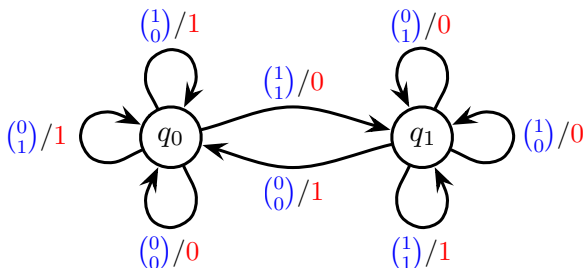


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$$\begin{array}{rcccccccc}
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 + & & 1 & 1 & 1 & 1 & 0 & 0 & 1 \\
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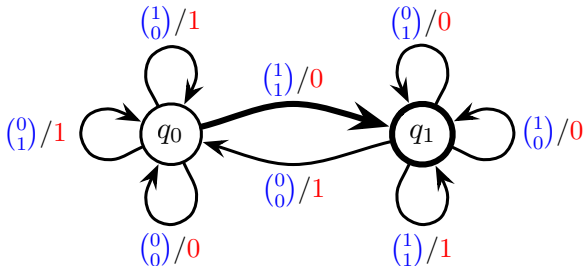
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JÉRÉMIE CABESSA



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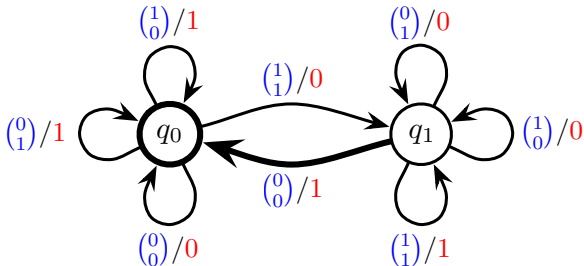


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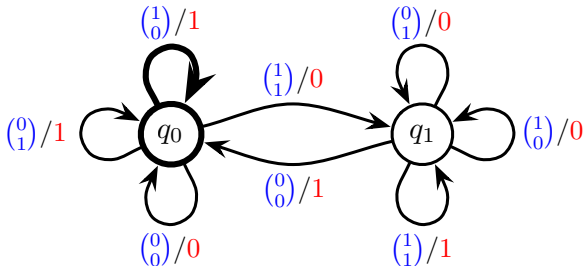
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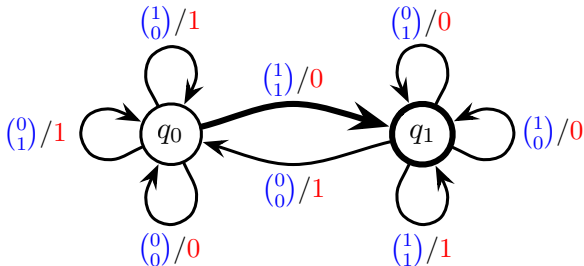
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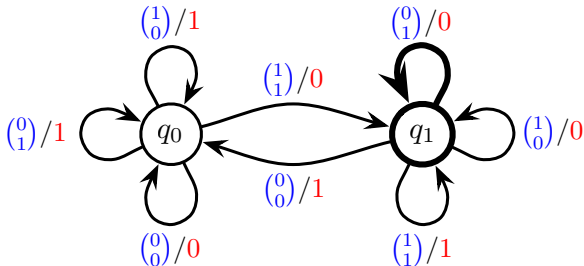
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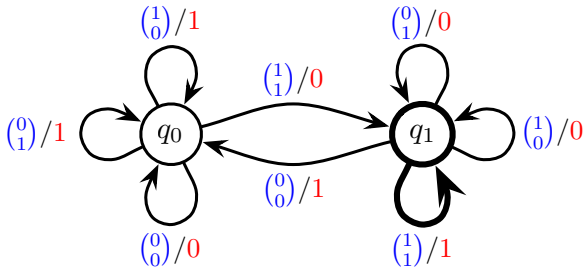


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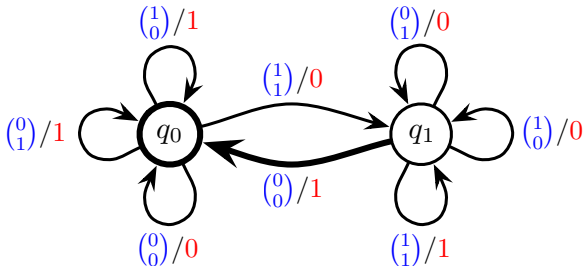
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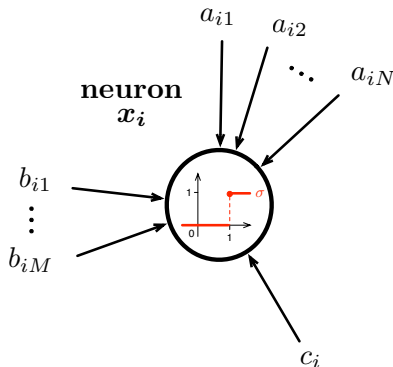
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# AUTOMATA & BOOLEAN RNNs

## THEOREM (MINSKY 1967)

*Any finite state automaton can be simulated by some Boolean recurrent neural network.*

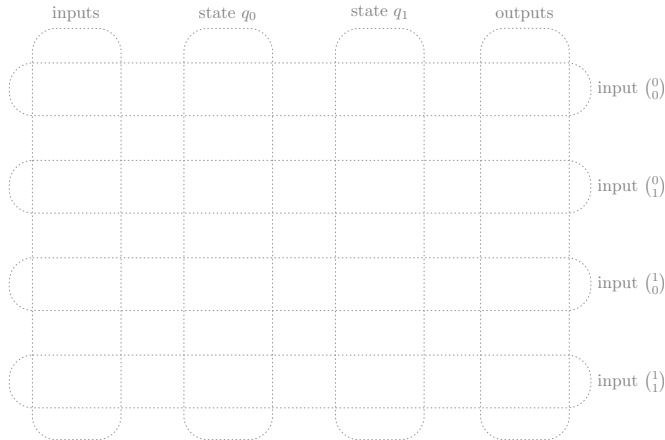
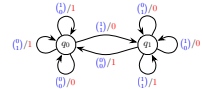
# BOOLEAN RECURRENT NEURAL NETWORKS



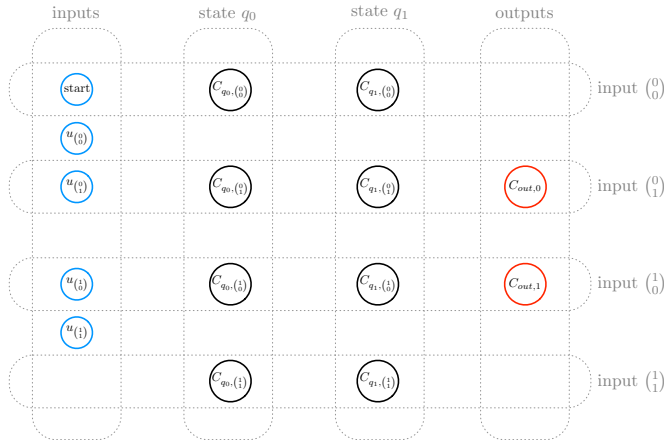
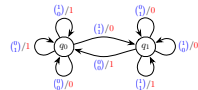
$$x_i(t+1) = \theta \left( \sum_{j=1}^N a_{ij} \cdot x_j(t) + \sum_{j=1}^M b_{ij} \cdot u_j(t) + c_i \right)$$



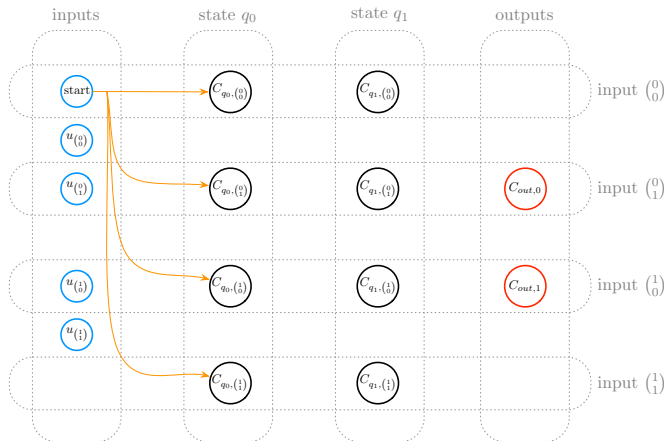
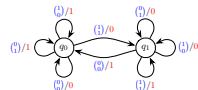
# BINARY ADDER BOOLEAN NEURAL NETWORK



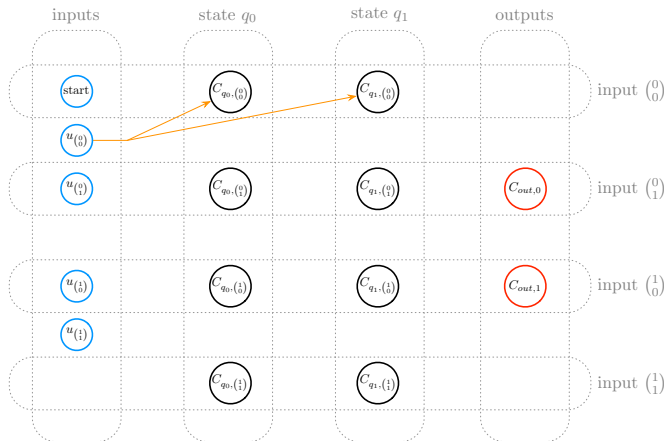
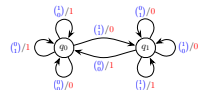
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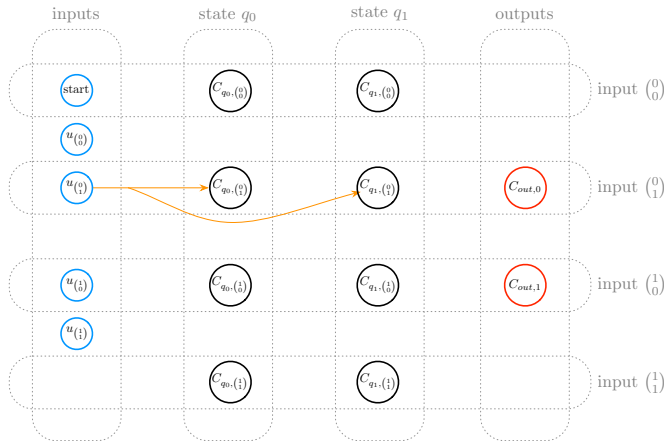
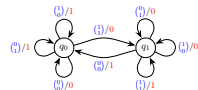
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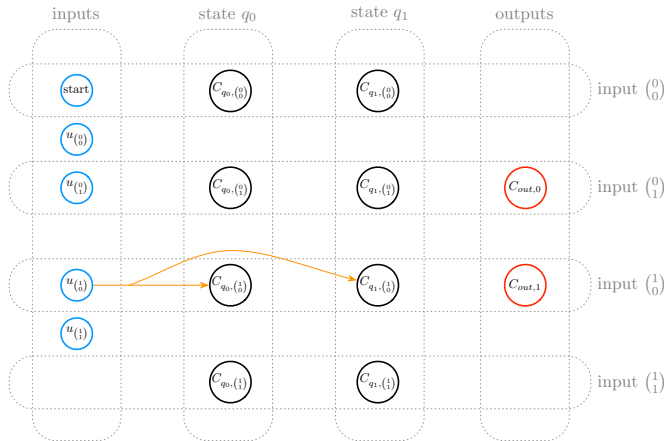
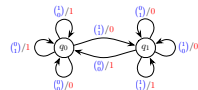
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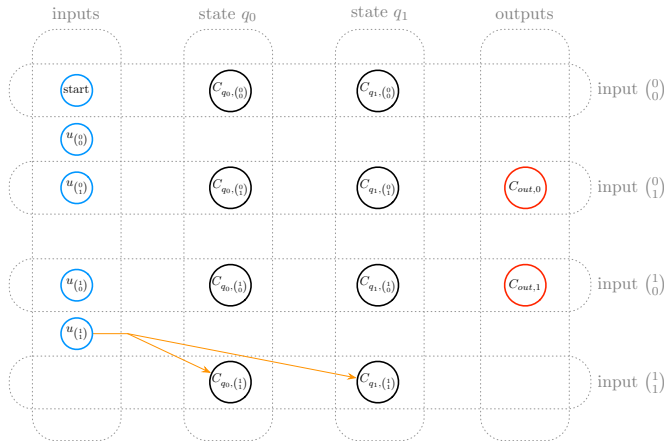
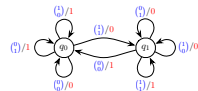
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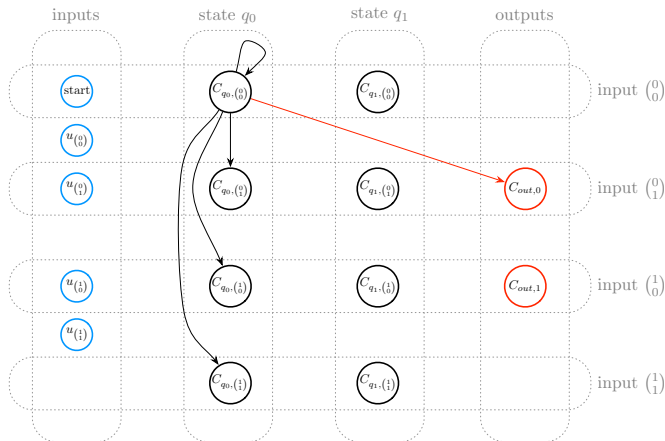
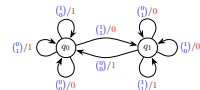
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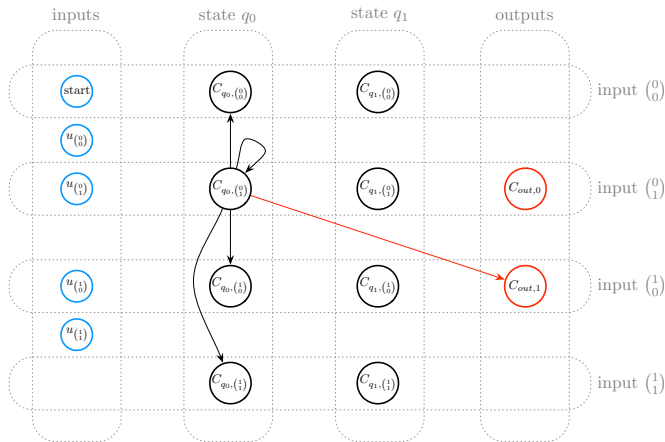
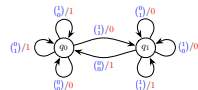


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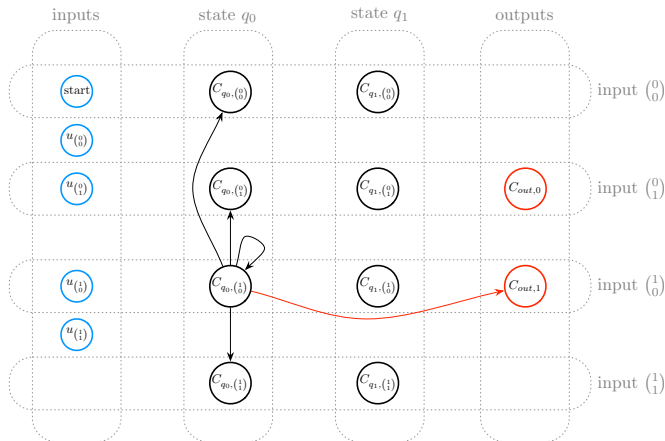
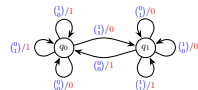




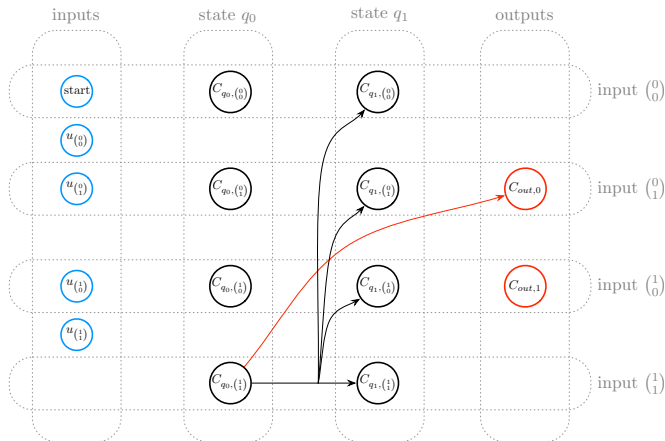
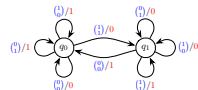
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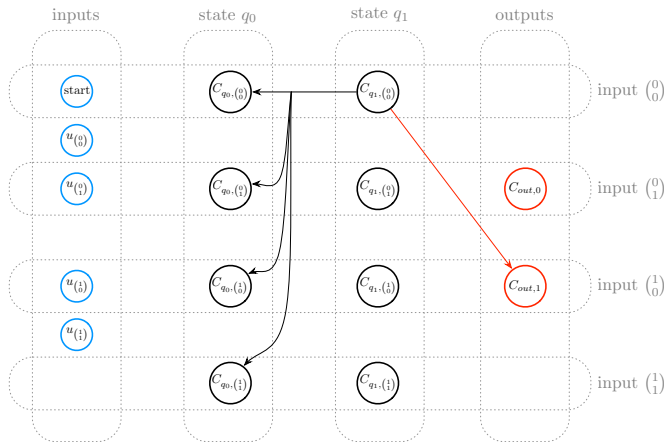
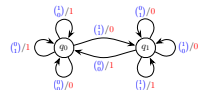
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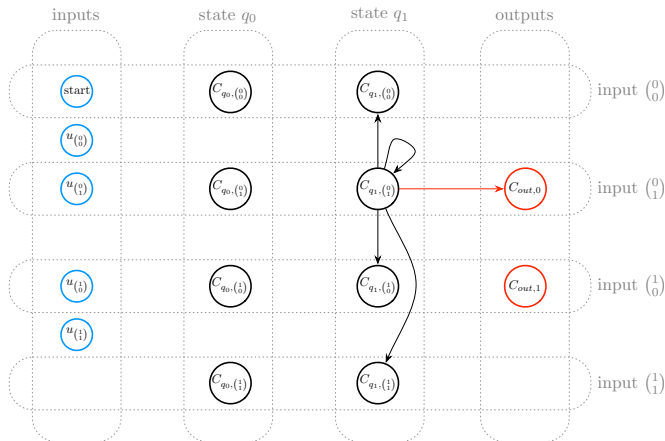
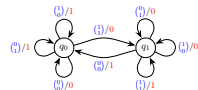
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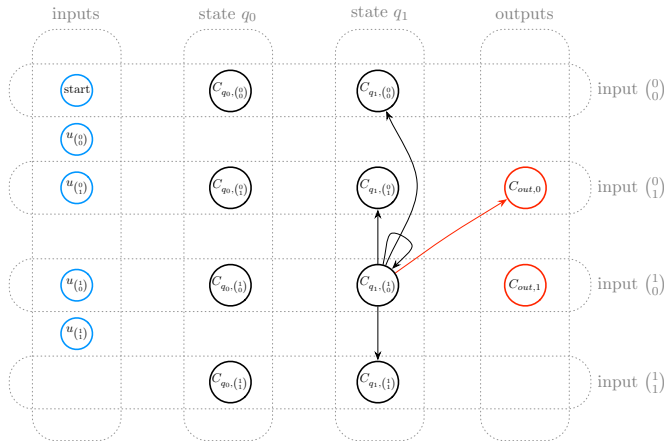
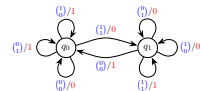
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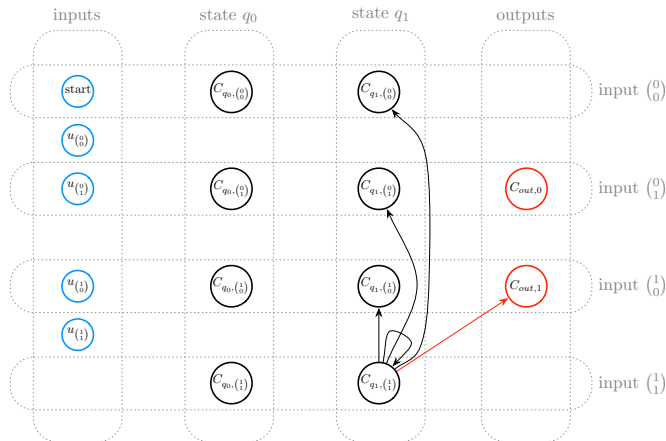
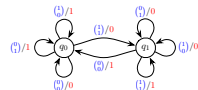
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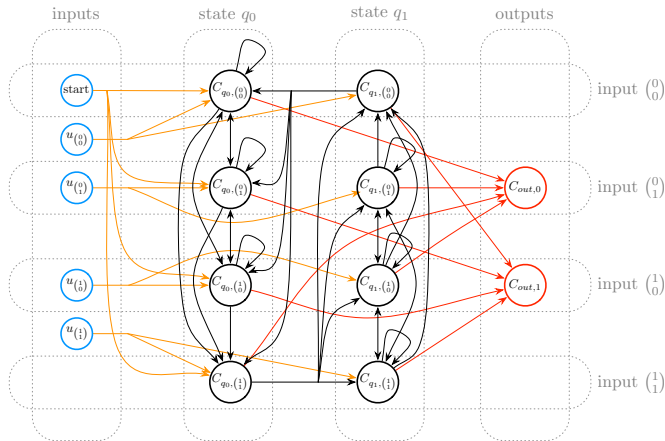
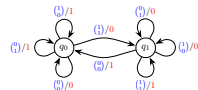
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## SIMULATION

time	0	1	2	3	4	5	6	7	8
states	$q_0$	$q_1$	$q_0$	$q_0$	$q_1$	$q_1$	$q_1$	$q_0$	–
inputs	$\begin{pmatrix} 1 \\ 1 \end{pmatrix}$	$\begin{pmatrix} 0 \\ 0 \end{pmatrix}$	$\begin{pmatrix} 1 \\ 0 \end{pmatrix}$	$\begin{pmatrix} 1 \\ 1 \end{pmatrix}$	$\begin{pmatrix} 0 \\ 1 \end{pmatrix}$	$\begin{pmatrix} 1 \\ 1 \end{pmatrix}$	$\begin{pmatrix} 0 \\ 0 \end{pmatrix}$	–	–
outputs	0	1	1	0	0	1	1	–	–
$start$	1	0	0	0	0	0	0	0	0
$u_{\begin{pmatrix} 0 \\ 0 \end{pmatrix}}$	0	1	0	0	0	0	1	0	0
$u_{\begin{pmatrix} 0 \\ 1 \end{pmatrix}}$	0	0	0	0	1	0	0	0	0
$u_{\begin{pmatrix} 1 \\ 0 \end{pmatrix}}$	0	0	1	0	0	0	0	0	0
$u_{\begin{pmatrix} 1 \\ 1 \end{pmatrix}}$	1	0	0	1	0	1	0	0	0
$C_{s,i}$	–	$q_0, \begin{pmatrix} 1 \\ 1 \end{pmatrix}$	$q_1, \begin{pmatrix} 0 \\ 0 \end{pmatrix}$	$q_0, \begin{pmatrix} 1 \\ 0 \end{pmatrix}$	$q_0, \begin{pmatrix} 1 \\ 1 \end{pmatrix}$	$q_1, \begin{pmatrix} 0 \\ 1 \end{pmatrix}$	$q_1, \begin{pmatrix} 1 \\ 1 \end{pmatrix}$	$q_1, \begin{pmatrix} 0 \\ 0 \end{pmatrix}$	–
$C_{out,0}$	0	0	1	0	0	1	1	0	0
$C_{out,1}$	0	0	0	1	1	0	0	1	1

# DRAWBACKS OF THE CONSTRUCTION

- ▶ Computational states of the automaton are represented as Boolean states, i.e., spiking configurations of the network.
- ★ Computational states should rather be represented by *sustained activities of neural assemblies*, e.g., by *cyclic attractors*.
- ▶ Network is not robust to cell death, synaptic plasticity, architectural plasticity in general.
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- ▶ We introduce a paradigm of neural computation based on *synfire rings*.
- ▶ Computational states are represented by sustained activities within synfire rings.
- ▶ Hence, the successive computational states are encoded into cyclic attractors.
- ▶ The transitions between such attractors are perfectly controlled by the inputs.
- ▶ The global computational process is robust to various kinds of architectural plasticities and noises.

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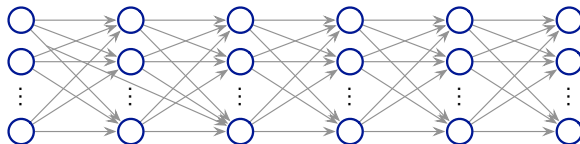
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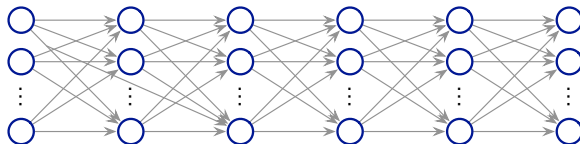
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- ▶ *Synfire chains* allow for robust and highly precise transmission of information in neural networks (ABELES 82).
- ▶ *Synfire chains* are likely to be crucially involved in the processing and coding of information in neural networks.



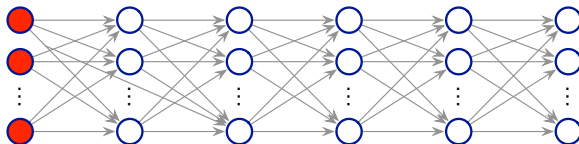
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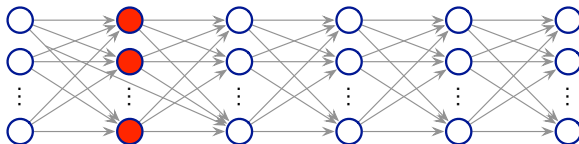
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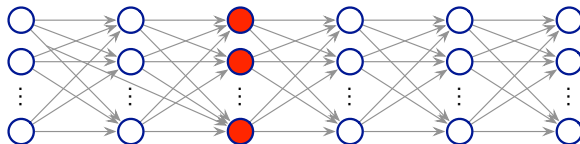
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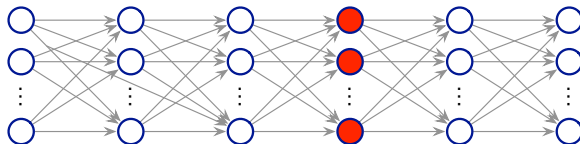
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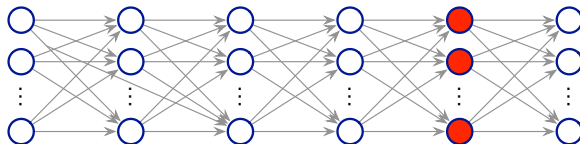
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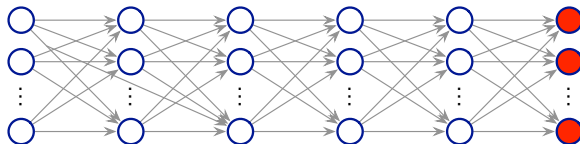
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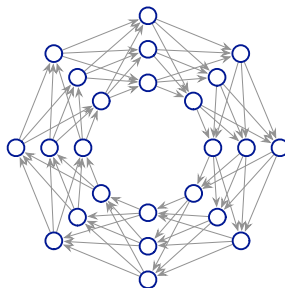
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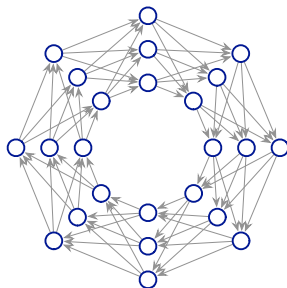
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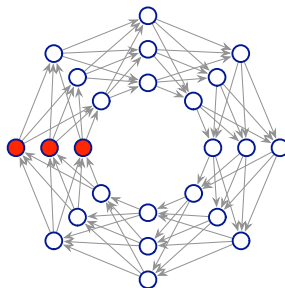
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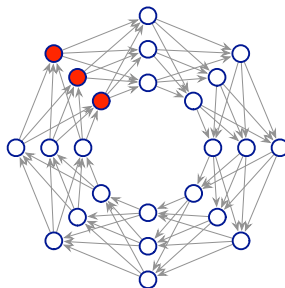
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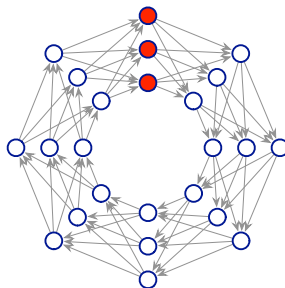
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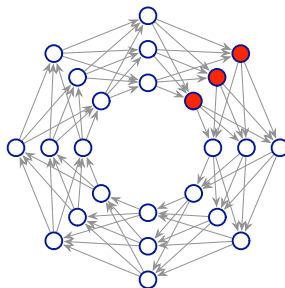
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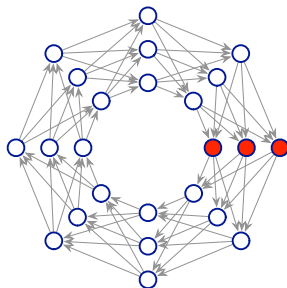
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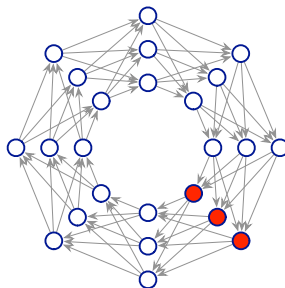
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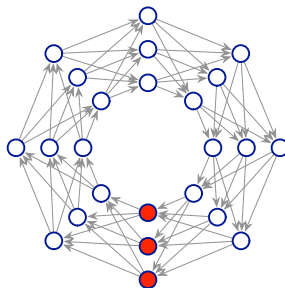
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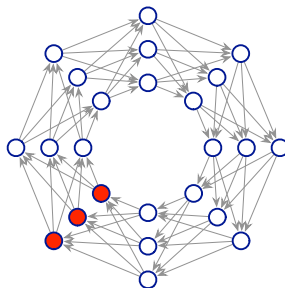
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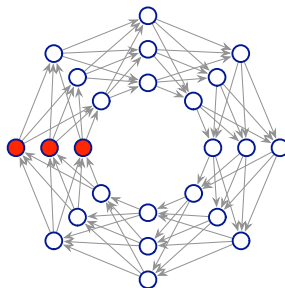
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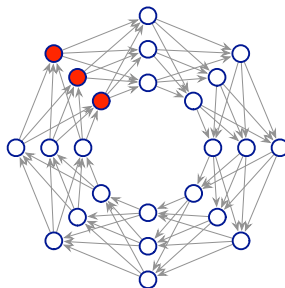
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# HODGKIN-HUXLEY NEURONS (SOFTWARE DEMO)

$$\alpha_n(V_m) = \frac{0.01(10 - V_m)}{\exp(\frac{10 - V_m}{10}) - 1}$$

$$\beta_n(V_m) = 0.125 \exp(\frac{-V_m}{80})$$

$$\alpha_m(V_m) = \frac{0.1(25 - V_m)}{\exp(\frac{25 - V_m}{10}) - 1}$$

$$\beta_m(V_m) = 4 \exp(\frac{-V_m}{18})$$

$$\alpha_h(V_m) = 0.07 \exp(\frac{-V_m}{20})$$

$$\beta_h(V_m) = \frac{1}{\exp(\frac{30 - V_m}{10}) + 1}$$

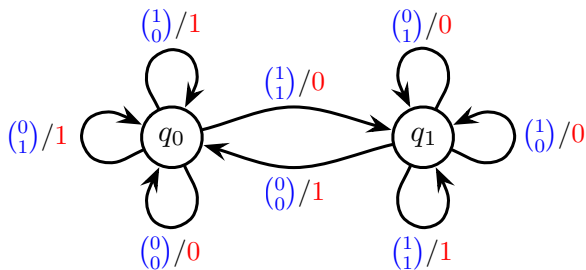
$$\frac{dn}{dt} = \alpha_n(V_m)(1 - n) - \beta_n(V_m)n$$

$$\frac{dm}{dt} = \alpha_m(V_m)(1 - m) - \beta_m(V_m)m$$

$$\frac{dh}{dt} = \alpha_h(V_m)(1 - h) - \beta_h(V_m)h$$

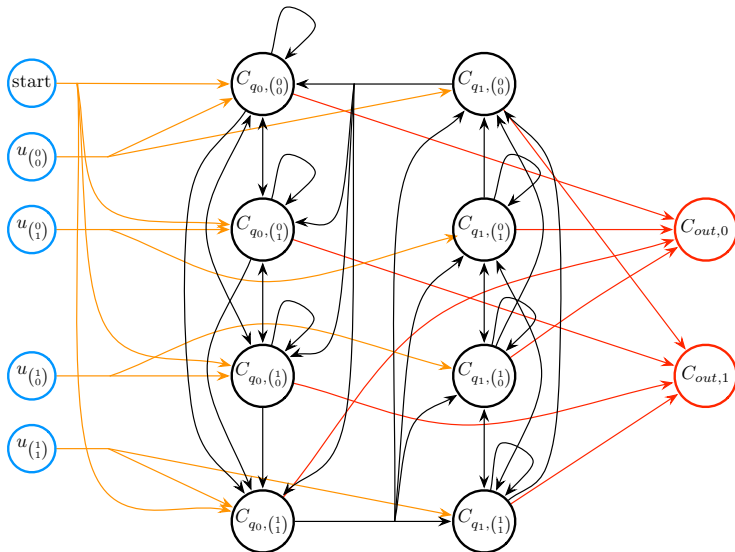
$$C_m \frac{dV_m}{dt} = I - \bar{g}_K n^4 (V_m - V_K) - \bar{g}_{Na} m^3 h (V_m - V_{Na}) - \bar{g}_l (V_m - V_l)$$

# GENERAL CONSTRUCTION

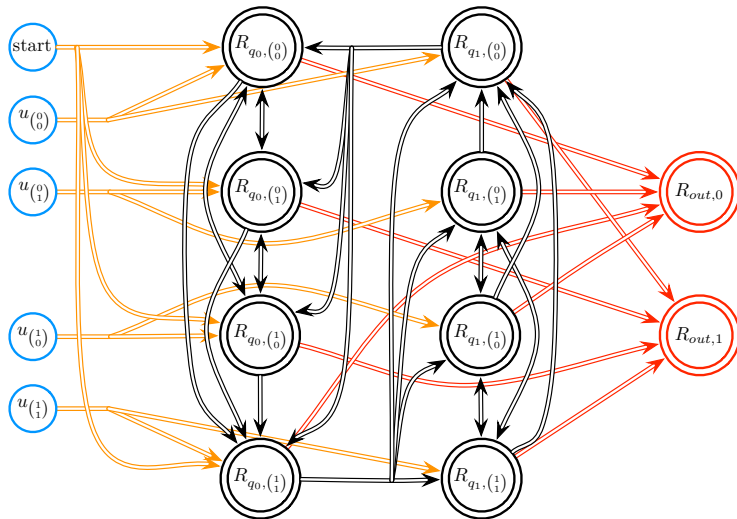




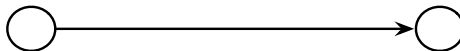
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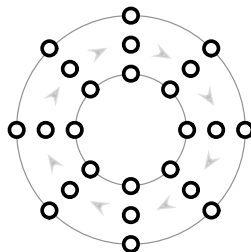
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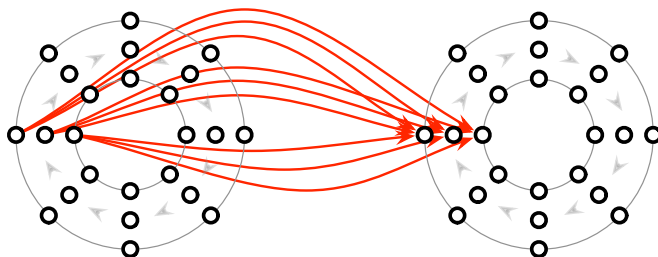
# FIBRES OF CONNECTIONS & INHIBITORY SYSTEM



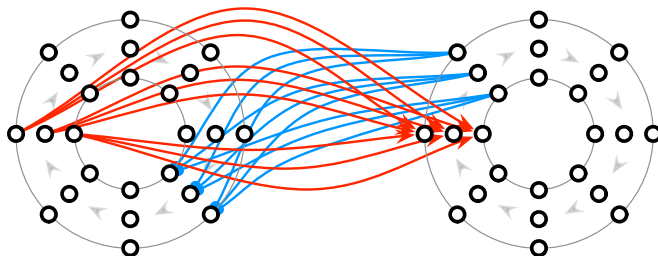
## JÉRÉMIE CABESSA

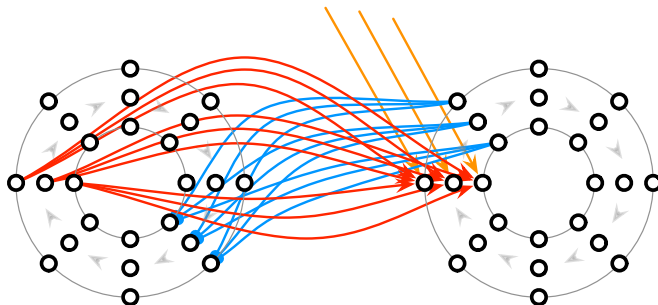


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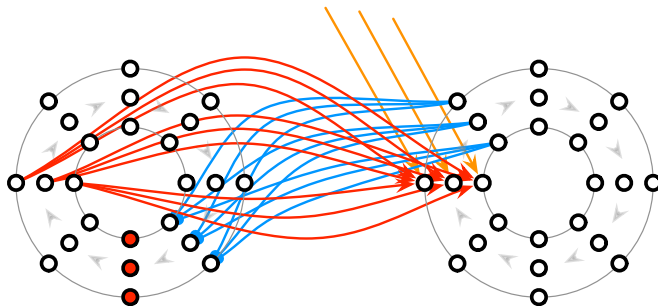


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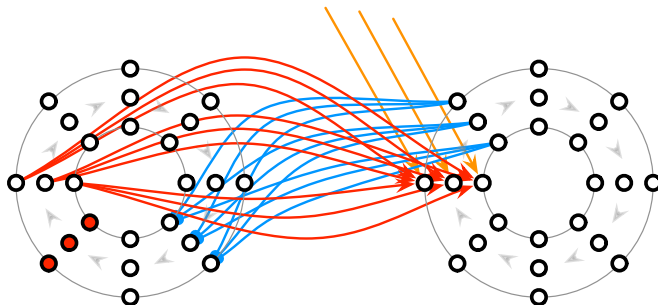


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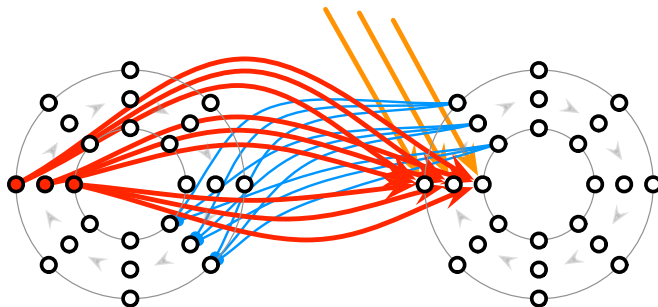




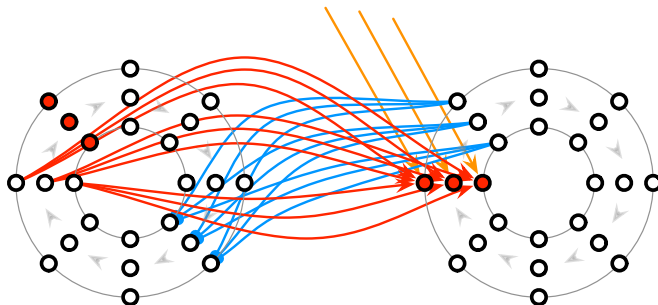
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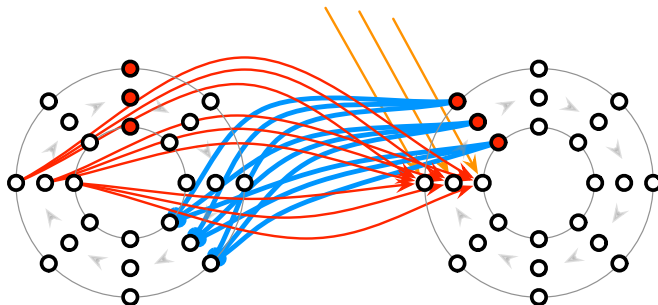
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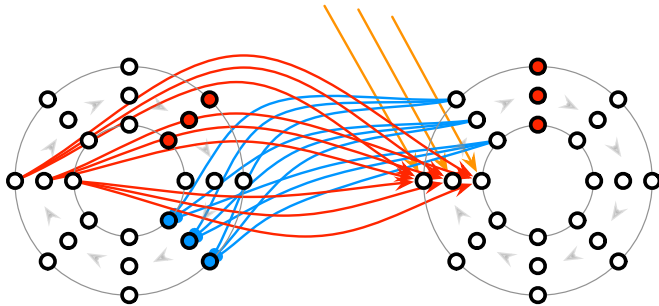
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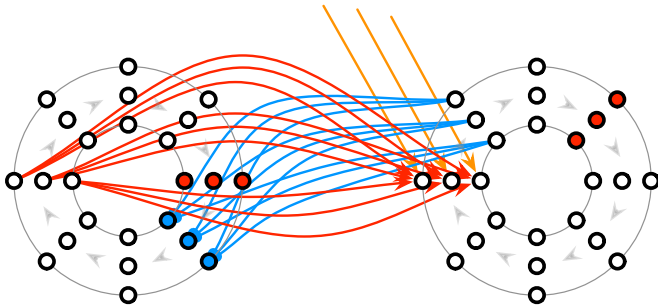
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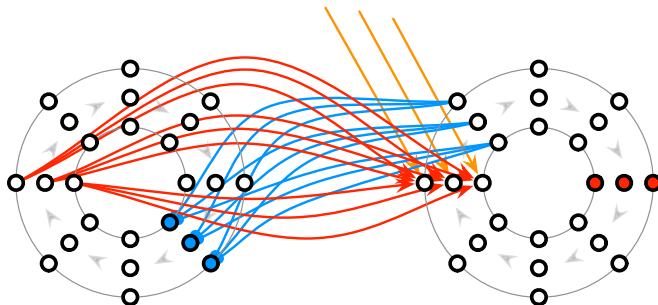
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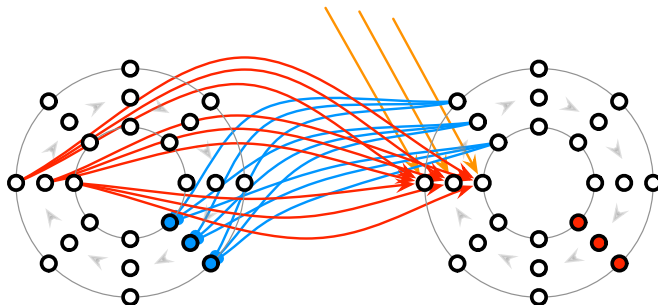
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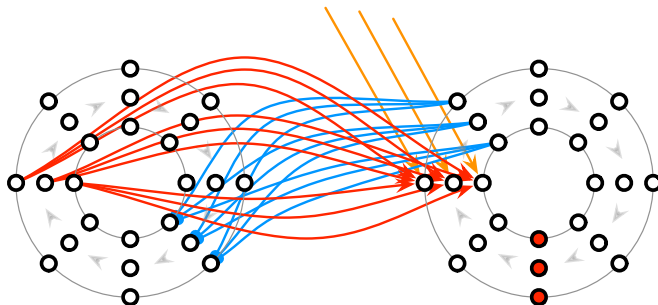


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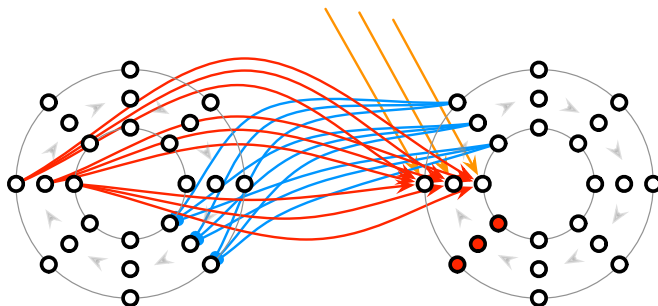




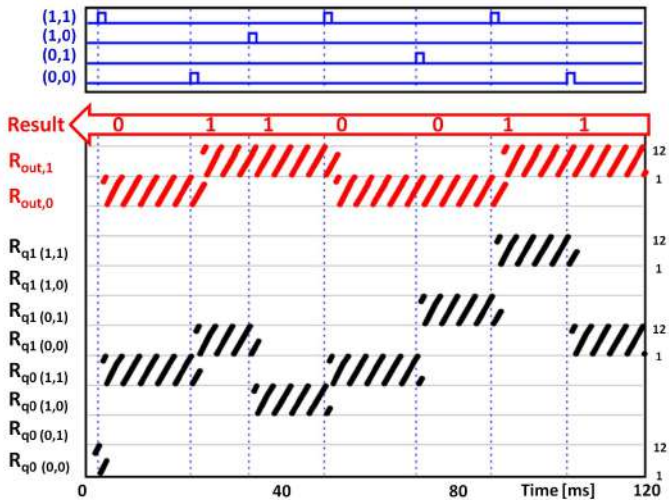
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# SIMULATION



# SIMULATION

Play movie...

# RESULTS

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## Algorithm 1

---

**Require:** DFSA  $\mathcal{A} = (Q, \Sigma, \delta_{\mathcal{A}}, q_0, F)$  (resp. DFST  $\mathcal{T} = (Q, \Sigma, \delta_{\mathcal{T}}, q_0)$ )

- 1: consider  $K$  input cells  $(u_a)_{a \in \Sigma}$ , where  $K = |\Sigma|$
  - 2: consider  $I \times J$  synfire rings  $(R_{q,a})_{q \in Q, a \in \Sigma}$ , where  $I = |\Sigma|$  and  $J = |Q|$
  - 3: consider  $K$  synfire rings  $(R_{out,a})_{a \in \Sigma}$ , where  $K = |\Sigma|$
  - 4: **for all** state  $q \in Q$  **do**
  - 5:     **for all** input symbol  $a \in \Sigma$  **do**
  - 6:         add a fibre of input connections from  $u_a$  to  $R_{q,a}$
  - 7:     **end for**
  - 8: **end for**
  - 9: **for all** transition  $(q, a, q') \in \text{graph}(\delta_{\mathcal{A}})$  (resp.  $(q, a, q', o) \in \text{graph}(\delta_{\mathcal{T}})$ ) **do**
  - 10:     **for all** input symbol  $a' \in \Sigma$  **do**
  - 11:         add a fibre of inter-ring connections from  $R_{q,a}$  to  $R_{q',a'}$
  - 12:         add a fibre of output connections from  $R_{q,a}$  to  $R_{out,o}$
  - 13:     **end for**
  - 14: **end for**
  - 15: set weights  $w_{input}^{exc}$ ,  $w_{inter}^{exc}$  and  $w_{output}^{exc}$  appropriately
  - 16: set weights  $w_{inter}^{inh}$  and  $w_{output}^{inh}$  appropriately
-

# AUTOMATA & HODGKIN-HUXLEY RNNs WITH SYNFIRED RINGS

Since the construction is generic, one has the following result:

## THEOREM

*Any finite state automaton can be simulated by some Hodgkin-Huxley based neural network composed of synfire rings.*

# CONCLUSIONS

- ▶ We introduced a *bio-inspired paradigm of neural computation* based on the concept of *synfire rings*.
- ▶ We intend to extend the results towards the simulation of *Turing machines*.
- ▶ We intend to study the issue of *learning* within the synfire ring architecture.
- ▶ Utopia: achieve the realization of *biological neural computers*.

Thank you!

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