


$y = \frac{r}{c} \psi$ recurrent weight + strength
 $c \leftarrow$ External input strength

$$\tau \frac{dy}{dt} = -y + \alpha (Jy + g)^+ \quad J = \frac{w}{\psi}$$

$$\begin{aligned} \alpha &= ((w)(\psi)) \\ c &= ((I_y)(\psi)) \\ \text{recurrently} &\quad \cancel{w} \cancel{c} \quad \alpha \gg 1 \\ \text{feed forward} &\quad \cancel{w} \cancel{c} \quad \alpha \ll 1 \\ r &= \frac{c}{\psi} y \end{aligned}$$

When balanced?

$$r = f(wc + cg)$$

$$\begin{aligned} f(x) &= 0 & \text{if } x \leq 0 \\ wJ &< w \\ cg &< r \end{aligned}$$

$$\frac{cy}{\psi} = f\left(\cancel{w} \cancel{c} \frac{cy}{\psi} + cg\right)$$

$$= f(c(Jy + g))$$

$$-g + \frac{1}{c} f'(c \frac{cy}{\psi}) = (Jy)$$

$$y = \underbrace{\left(-J^{-1}g\right)}_{\text{scale}} + J^{-1} \frac{1}{c} f^{-1}\left(\frac{cy}{\psi}\right)$$

(1) if scale $\subset \epsilon \psi$ together

(2) if scale $\subset \frac{1}{c} f'(c) \rightarrow 0$

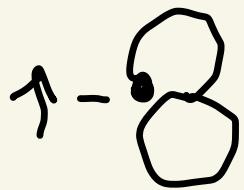
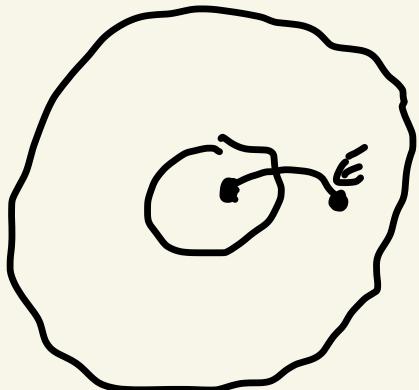
$$f^{-1}(c) \quad \swarrow$$

$$f(c) \quad \swarrow$$

SSN ① Explains all behaviors described previously

- sublinear summation
 \Rightarrow more linear for weak inputs

Szenes, ... , Brunel,



Histed

- Connectivity decreases w/ distance

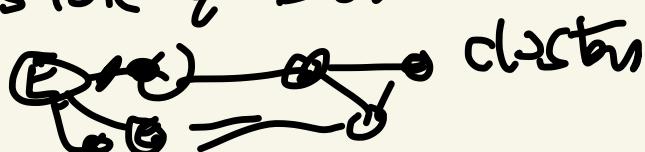
surround suppression / facilitation

chaotic
variability of neural response decreases w/ stimulus

- chaotic stimuli \rightarrow suppressed

Litwin - Turner chaos

- Aoshok & Doiron



Aksouni 2017

Attractors

fixed input
 $t \rightarrow \infty$

fixed point
 oscillations

multiple fixed point

chaos

Hopfield \underline{m}^i i.e. p

uncorrelated
 $(0, 0.01, \dots)$

"batch"

$$W = \sum_i \underline{m}^i \underline{m}^{iT}$$

$$W_r = \sum_i \underbrace{\underline{r}^i \underline{m}^{iT}}_{S_{ij}} \underline{m}_j \rightarrow \underline{m}_j$$

$N = \# \text{neurons}$

$\# \text{memories}$

"online" Stefanö $\rightarrow \# \text{memories} \approx N$
 assuming $\log N$
 finite # levels forget e^{-kt}
 synaptic strength

Lyapunov function
 "Energy" function

$f(\xi)$

$$\frac{df(\xi)}{dt} < 0$$

$$\mathcal{L} \frac{dr}{dt} = -r + W_r + h$$

ξ has a minimum value

$$L = \frac{1}{2} \underline{r}^T W \underline{r} + \underline{r}^T h - \frac{1}{2} r^2$$

$$\frac{dL}{dr} = \frac{1}{2} W \underline{r} + \frac{1}{2} \underline{r}^T W + h - r$$

$$\text{if } W_{ij} = W_{ji}$$

$$(W_r)_i = \sum_j w_{ij} r_j$$

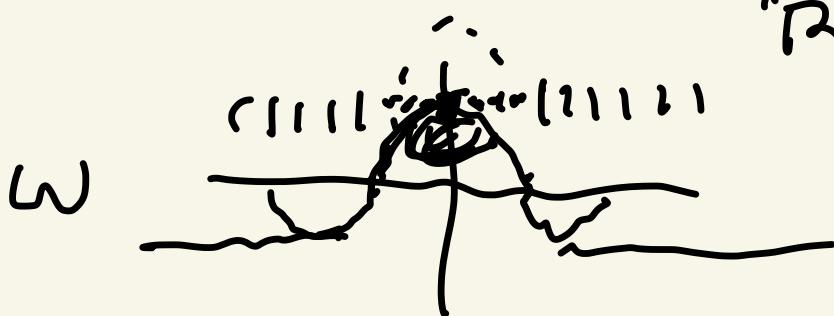
$$(\underline{r}^T W)_i = \sum_j r_j w_{ji}$$

$$\frac{dL}{dr} = \frac{dr}{d\xi} \approx W_r + h - r$$

$$\frac{dL}{dt} = \frac{d\xi}{dt} \frac{d\xi}{dr} = \left(\frac{dr}{dt} \right)^2$$

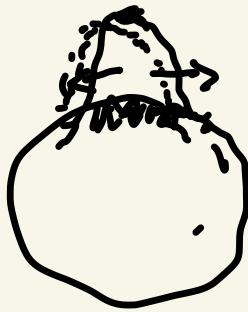
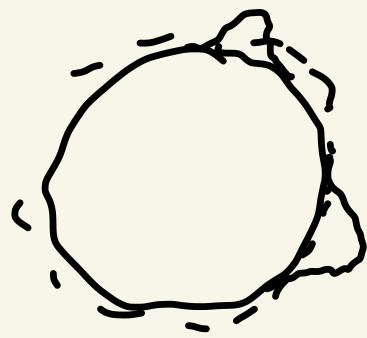
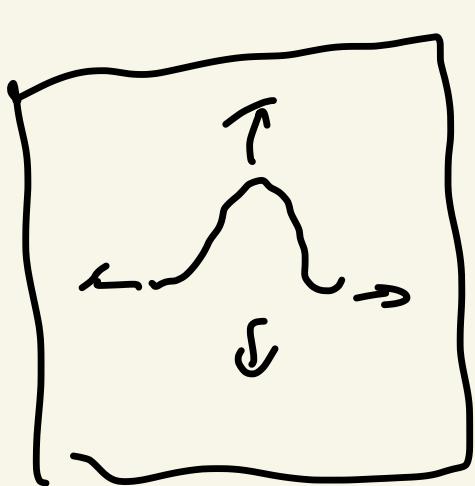
$$= \sum w_{ij} r_j$$

Attractors



"Bump" attractor
"Ring" attractor

continuous
attractor



$$\frac{dr}{dt} = -r + Wr + h$$

$\frac{dr_i}{dt} = h_i$

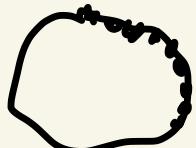
- working memory
- integration &
- path integration
- place - "grid"
- heading direction
- oculomotor integrator

Problem: fragile

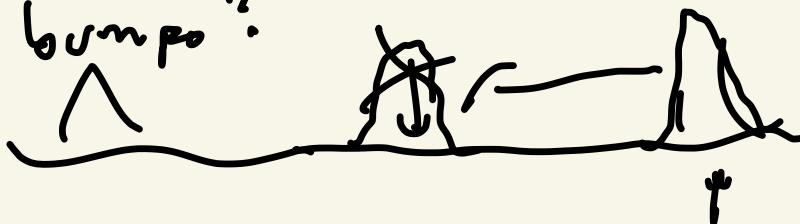
$$\lambda = 0$$

$\lambda > 0 \Rightarrow$ drift, explode

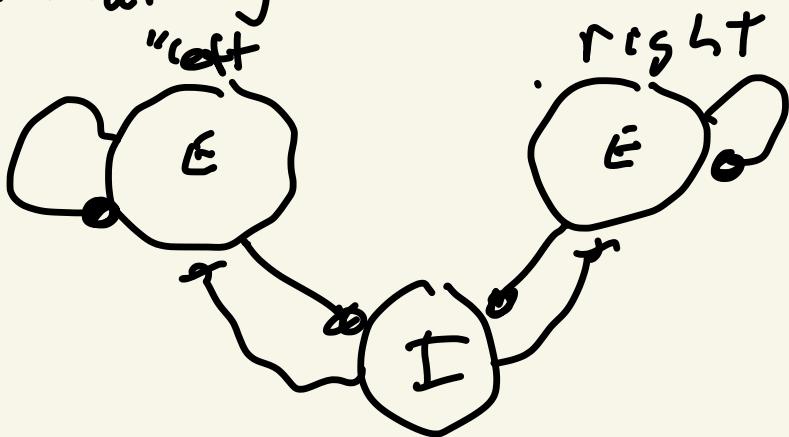
$\lambda < 0 \Rightarrow$ drift, diminish



two bumps?



~ decision making



Models of activity-dependent development
~ "learning"

Von der Malsburg '73

① Hebbian rule "synapses that fire together wire together"

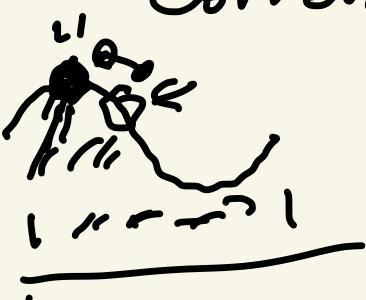
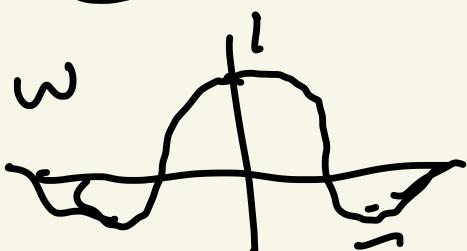
Correlation-based: ^{coausal} corr between pre & post

Competitive: if one corr pattern \neq
Others must go off

② Cortical \Rightarrow post all selective

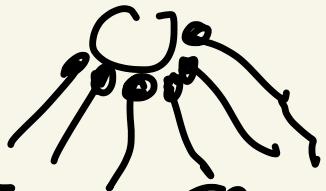
Activity spatially clustered

\Rightarrow nearby cells develop correlated RFs



Two approaches:

(1) "High D"



(2) "Feature-based"



Assume cells represent
n features



Fred Wolf

pattern formation

- pattern forming instability
selected period

$$\tilde{z} = r e^{i\omega t}$$

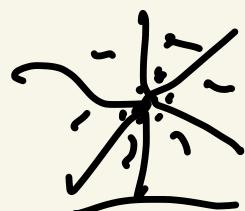
Θ = pref or

"universality classes"

r = strength of
ori selectivity

based on symmetries

- translation
 - rotation (spatial)
 - rotation (orientations)
- combined



when does solution
arise w/ stable
pinwheels?



Long-range suppressive interaction

\downarrow > 1 cycle of OR period

density of pinwheels pm^{-2}
 $\approx \pi$

20,000 pinwheels $\sim 1^{\circ}$

100 maps $\pi \pm 2^{\circ}$

Two primates

Carnivore