





BRAIN – NERVOUS SYSTEM

The biological neural networked systems (BNN) are highly interconnected adaptive structures composed of a vast number ($\sim 10^{12}$) of non-linear processing elements (PE), or units, or biological neurons (BN).

It is estimated that the total length of the brain connections are about 10⁹ meters, which is about 25 times the perimeter of the earth!

The PE **operate simultaneously** (parallel processing), directly or indirectly **influencing one another**, working **cooperatively** in a **concerted manner**.

Because of parallelism, the system exhibits characteristics of **robustness**, **fault-tolerance** and **fuzzy value processing**.

BRAIN – NERVOUS SYSTEM

The BNN have important capabilities such as the capacity for learning, memorizing and information retrieval.

The biological neural networked systems can easily execute tasks such as recognition, generalization, forecasting and many other higher cognitive, perceptive, emotional, behavioral and generally sentimental tasks (calculations, language, love, consciousness, ...).

These **emerge naturally** in manners that are largely unknown.

i.e complex behavioral systems and patterns arise out of simple interactions of a multiplicity of relatively simple units.

ARTIFICIAL – NERVOUS SYSTEM

The ANNs are structures that aim to mimic the operational characteristics of natural (biological) neural networks, and possibly (or hopefully) to improve on these.

They are composed of many **artificial neurons** (AN) connected in a system, usually of an organized pattern, in which there is direct or indirect communication and interaction among all its members.

There is usually provision for information **input** and for the desired **output**.

Groups of neurons may be organized into **layers** or **slabs**, or any other desired formalism.









BIOLOGICAL NEURONS (BN)

They are the **basic building blocks** of a biological neural system (brain).

They are **relatively slow** compared to modern silicon gates (slower by about 5 to 10 orders of magnitude).

The information transmission is largely done through **electrochemical** processes.



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There also exist electrical synapses, but these occur mainly in lower animals.

The systematic use of a synapse is believed to improve its efficacy.



Hebb's Rule







Some characteristics of the Action potential

Wavelength ≈12 cm

Amplitude $\approx 110 \text{ mV}$ above the resting potential (RP)

The **amplitude** of the AP does not diminish as it is propagated along the axon.

Speed of propagation $\approx 0.5 - 120 \text{ m/s}$ (1.8 - 432 Km/hour)

It depends mainly on the axon diameter and on the presence or not of the myelin sheath.

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The information transmission in synapses is done in parallel.

Because of this, the frequency of changes is about 10^{16} per second.

It was believed that synapses that are nearer an axon contribute more towards a generation of an Action Potential. Modern computer simulations though, indicate that this is not always true, mainly due to the non-linearity of processing.

Taking into consideration the fact that at each synapse many different kinds of neurotransmitters are also transferred, **the information transmission is impressive**.



They also help for the neurons.	e support and guidance of embryonic				
There are indications that they communicate with the neuron cells and among themselves (Stephen Smith, Yale U., 1993).					
There are five diffe	rent types of glial cells:				
Astrocytes:	Provide physical and nutritional support. Digest part of dead neurons. Regulate the extracelullar fluid.				
Microglia:	Digest part of dead neurons.				
Oligodendroglia:	Provides insulation for neurons (myelin).				
Satellate cells:	Provide physical support.				
Schwann cells:	Provide insulation for neurons (myelin).				

There are about 10 ¹⁰ – 10 ¹² neurons in the brain and about 10 ¹³ – 10 ¹⁶ synapses.OrganismleechWormFlyCockroachBeeManNumber of Synapses>104>10 ⁵ ~109<10 ¹¹ >10 ¹¹ ~10 ¹⁴	Comparisons						
and about 1013 – 1016 synapses.OrganismleechWormFlyCockroachBeeManNumber of Synapses>104>105~109<1011>1011~1014	There are	about 10	$0^{10} - 10^{12}$	neurons	in the br	ain	
OrganismleechWormFlyCockroachBeeManNumber of Synapses>104>105~109<1011>1011~1014	and about 10 ¹³ – 10 ¹⁶ synapses.						
Number of Synapses >10 ⁴ >10 ⁵ ~10 ⁹ <10 ¹¹ >10 ¹¹ ~10 ¹⁴	Organism	leech	Worm	Fly	Cockroach	Bee	Man
	Number of Synapses	>104	>10 ⁵	~109	<1011	>1011	~10 ¹⁴

































The Morris-Lecar model, (1981)Like the FitzHugh-Nagumo model, this is
also a two-dimensional model.They were originally formulated to describe
electrical activity in barnacle muscle fiber.The general mathematical form is given by: $C_m \frac{dV}{dt} = I_m - g_{Ca}m(V - V_{Ca}) - g_Kn(V - V_K) - g_L(V - V_L)$ $\frac{dn}{dt} = \alpha_n(1-n)$ Morris C., Lecar H. (1981). Voltage oscillations in the barnacle giant muscle fiber. Biophys. J., 35:193-213







Integrate and Fire models

Simple linear model:

Originally proposed by Lapique, back in 1907.

It have been extensively used by Grossberg, Hopfield and many other ANN researchers as it will be shown later.

Basic form of the equation:

$$\frac{dV}{dt} = k_1(V - k_2) + k_3$$

which is a simple 1D, linear approximation of the previous models.

Non-linear model:

 $\frac{dV}{dt} = f(V - k_2) + k_3$

Lapicque L. (1907). Recherches quantitatives sur l'excitation e'lectrique des nerfs traite'e comme une polarisation. *J Physiol Pathol. Gen* 9: 620–635. 48











Compartmental-based neuron models and simulations are usually
done with suitable computer programs such as:
NEURONhttp://www.neuron.yale.edu/neuron/papers/nc97/nctoc.htm
http://www.neuron.yale.edu/neuron/install/install.htmlGENESIS (GEneral NEural SImulation System)
http://www.genesis-sim.org/GENESIS/Ltp://www.genesis-sim.org/GENESIS/DYPAUT
http://www.math.pitt.edu/~bard/xpp/xpp.htmlMotors
http://www.tnb.ua.ac.be/SOFT/NODUS_info.shtmlLtp://www.tnb.ua.ac.be/SOFT/NODUS_info.shtmlLtp://www.neuralsimulationlanguage.org/







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A generic form of a single artificial neuron model Inputs from the environment Output to the environment or from other neurons or to other neurons SUBSYSTEM CONTROLLING THE ADAPTATION OF PARAMETERS PRE-ACCUMULATOR DISTRIBUTOR POST-ACCUMULATOR PROCESSING TUTT PROCESSING INPUT Subsystem of functional and MAIN Subsystem of functional and dynamical processors • ACCUMULATOR dynamical processors , p_2 including cross-correlation **√**0 p_1 SUBSYSTEM OF FEEDFORWARDS AND FEEDBACKS h 58









A comment on the distributor

The existing models do not accommodate the possibility for joint regulation and control of the synaptic signal, since each neuron operates locally, basing its action on the local information available.

The artificial neurons however could impose a **conditional processing** or some **joint preprocessing**, governed by the knowledge of the state of one on the other(s).

Such a system becomes more complicated but it may open the way for **new** computational paradigms.

The control of this distributor could even be exerted by an external agent, operating as an overall supervisor.

Such a prospect of course may deviate from the subsymbolic formality and hence weaken the autonomy of the unit. It could however be controlled by some other subsystem of the overall neural network.

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A comment on the distributor

The important issue being that any new scheme will be accepted if it results in more efficient, novel and useful neurocomputational processing.

To make this point clearer, two examples of possible schemes are presented here.

Suppose neuron *j* sends signals to neurons α , β , γ , δ . Example rule 1:

Neuron α accepts a signal from neuron *j* if the ratio of the activation of β to γ is greater than some suitable function of the activation of δ .

Example rule 2:

Neuron α accepts a signal from neuron *j* if the activation of β and γ is greater than the activation of δ .

Rules like these, (simpler or more complicated) could be used in order to help explore new neurocomputing paradigms.

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Continuous-time mathematical description $\frac{d\boldsymbol{u}}{dt} = f(\boldsymbol{u}(t), \, \boldsymbol{w}(t), \, \boldsymbol{x}(t)) \quad \text{and} \quad y(t) = f(\boldsymbol{u}(t))$ where, t = Time $t \in \mathbf{R}$ **u(t)** = Internal potential $u(t) \in \mathbb{R}^{m}$ w(t) = Synaptic weights $w(t) \in \mathbf{R}^q$ x(t) =Output state $x(t) \in \mathbb{R}^n$ y(t) = Neuron output $y(t) \in \mathbf{R}$ $\varphi(.)$ = Internal transfer functions $\varphi(t) \in \mathbf{R}^{m}$ f(.) = Activation function *f(.)* ∈ **R** 65

Discrete-time mathematical description $u[\kappa+1] = f(u[\kappa], w[\kappa], x[\kappa]) \text{ and } y[\kappa] = f(u[\kappa])$ where, κ = discrete time counter and all the other symbols are defined as per previous slide.



















The most common models of artificial single neurons In the following presentation, the most common single neuron models (SNM) as used in ANNs will be presented. The objective is to identify and present the most representative and most influential in a rather chronological manner. Obviously, this is not an exhaustive list, but it certainly helps in identifying the important features and enables an interested researcher to proceed to a rigorous comparative simulation if the need arises. The models will be given in a mathematical description (in an indicial and/or matrix formalism). Many of the models will also be presented as block diagrams.































Comparison of biological and artificial neurons and networks				
BIOLOGICAL NEURONS AND NETWORKS	ARTIFICIAL NEURONS AND NETWORKS			
Dense connections ~ (10 ¹² neurons)(10 ⁴ synapses) = = 10 ¹⁶ connections	Few connections			
Single neurons are different to one another	Mostly similar to one another			
Modular structures	Partly modular			
Autonomous local interaction	Non-autonomous Usually supervision is needed			
Parallel processing	Mostly serial processing			
Very little energy consumption	Much energy consumption			
Non-mathematical or algorithmic operation	Mostly mathematical or algorithmic description			