

Unsupervised Learning

Foundations of Neural Computation

Edited by

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Unsupervised Learning Foundations Of Neural Computation Computational Neuroscience

Michael A. Arbib, James J. Bonaiuto



Unsupervised Learning Foundations Of Neural Computation Computational Neuroscience:

Unsupervised Learning Geoffrey Hinton, Terrence J. Sejnowski, 1999-05-24 Since its founding in 1989 by Terrence Sejnowski Neural Computation has become the leading journal in the field Foundations of Neural Computation collects by topic the most significant papers that have appeared in the journal over the past nine years This volume of Foundations of Neural Computation on unsupervised learning algorithms focuses on neural network learning algorithms that do not require an explicit teacher The goal of unsupervised learning is to extract an efficient internal representation of the statistical structure implicit in the inputs These algorithms provide insights into the development of the cerebral cortex and implicit learning in humans They are also of interest to engineers working in areas such as computer vision and speech recognition who seek efficient representations of raw input data

Unsupervised Learning Geoffrey E. Hinton, Terrence Joseph Sejnowski, 1999 Since its founding in 1989 by Terrence Sejnowski Neural Computation has become the leading journal in the field Foundations of Neural Computation collects by topic the most significant papers that have appeared in the journal over the past nine years This volume of Foundations of Neural Computation on unsupervised learning algorithms focuses on neural network learning algorithms that do not require an explicit teacher The goal of unsupervised learning is to extract an efficient internal representation of the statistical structure implicit in the inputs These algorithms provide insights into the development of the cerebral cortex and implicit learning in humans They are also of interest to engineers working in areas such as computer vision and speech recognition who seek efficient representations of raw input data

Self-organizing Map Formation Klaus Obermayer, Terrence Joseph Sejnowski, 2001 This book provides an overview of self organizing map formation including recent developments Self organizing maps form a branch of unsupervised learning which is the study of what can be determined about the statistical properties of input data without explicit feedback from a teacher The articles are drawn from the journal Neural Computation The book consists of five sections The first section looks at attempts to model the organization of cortical maps and at the theory and applications of the related artificial neural network algorithms The second section analyzes topographic maps and their formation via objective functions The third section discusses cortical maps of stimulus features The fourth section discusses self organizing maps for unsupervised data analysis The fifth section discusses extensions of self organizing maps including two surprising applications of mapping algorithms to standard computer science problems combinatorial optimization and sorting Contributors J J Atick H G Barrow H U Bauer C M Bishop H J Bray J Bruske J M L Budd M Budinich V Cherkassky J Cowan R Durbin E Erwin G J Goodhill T Graepel D Grier S Kaski T Kohonen H Lappalainen Z Li J Lin R Linsker S P Luttrell D J C MacKay K D Miller G Mitchison F Mulier K Obermayer C Piepenbrock H Ritter K Schulten T J Sejnowski S Smirnakis G Sommer M Svensen R Szeliski A Utsugi C K I Williams L Wiskott L Xu A Yuille J Zhang

Graphical Models Michael Irwin Jordan, Terrence Joseph Sejnowski, 2001 This book exemplifies the interplay between the general formal framework of graphical models and the exploration of new algorithm

and architectures The selections range from foundational papers of historical importance to results at the cutting edge of research Graphical models use graphs to represent and manipulate joint probability distributions They have their roots in artificial intelligence statistics and neural networks The clean mathematical formalism of the graphical models framework makes it possible to understand a wide variety of network based approaches to computation and in particular to understand many neural network algorithms and architectures as instances of a broader probabilistic methodology It also makes it possible to identify novel features of neural network algorithms and architectures and to extend them to more general graphical models This book exemplifies the interplay between the general formal framework of graphical models and the exploration of new algorithms and architectures The selections range from foundational papers of historical importance to results at the cutting edge of research Contributors H Attias C M Bishop B J Frey Z Ghahramani D Heckerman G E Hinton R Hofmann R A Jacobs Michael I Jordan H J Kappen A Krogh R Neal S K Riis F B Rodriguez L K Saul Terrence J Sejnowski P Smyth M E Tipping V Tresp Y Weiss

An Introductory Course in Computational Neuroscience Paul Miller, 2018-10-02 A textbook for students with limited background in mathematics and computer coding emphasizing computer tutorials that guide readers in producing models of neural behavior This introductory text teaches students to understand simulate and analyze the complex behaviors of individual neurons and brain circuits It is built around computer tutorials that guide students in producing models of neural behavior with the associated Matlab code freely available online From these models students learn how individual neurons function and how when connected neurons cooperate in a circuit The book demonstrates through simulated models how oscillations multistability post stimulus rebounds and chaos can arise within either single neurons or circuits and it explores their roles in the brain The book first presents essential background in neuroscience physics mathematics and Matlab with explanations illustrated by many example problems Subsequent chapters cover the neuron and spike production single spike trains and the underlying cognitive processes conductance based models the simulation of synaptic connections firing rate models of large scale circuit operation dynamical systems and their components synaptic plasticity and techniques for analysis of neuron population datasets including principal components analysis hidden Markov modeling and Bayesian decoding Accessible to undergraduates in life sciences with limited background in mathematics and computer coding the book can be used in a flipped or inverted teaching approach with class time devoted to hands on work on the computer tutorials It can also be a resource for graduate students in the life sciences who wish to gain computing skills and a deeper knowledge of neural function and neural circuits

From Neuron to Cognition via Computational Neuroscience Michael A. Arbib, James J. Bonaiuto, 2016-11-04 A comprehensive integrated and accessible textbook presenting core neuroscientific topics from a computational perspective tracing a path from cells and circuits to behavior and cognition This textbook presents a wide range of subjects in neuroscience from a computational perspective It offers a comprehensive integrated introduction to core topics using computational tools to trace a path from

neurons and circuits to behavior and cognition Moreover the chapters show how computational neuroscience methods for modeling the causal interactions underlying neural systems complements empirical research in advancing the understanding of brain and behavior The chapters all by leaders in the field and carefully integrated by the editors cover such subjects as action and motor control neuroplasticity neuromodulation and reinforcement learning vision and language the core of human cognition The book can be used for advanced undergraduate or graduate level courses It presents all necessary background in neuroscience beyond basic facts about neurons and synapses and general ideas about the structure and function of the human brain Students should be familiar with differential equations and probability theory and be able to pick up the basics of programming in MATLAB and or Python Slides exercises and other ancillary materials are freely available online and many of the models described in the chapters are documented in the brain operation database BODB which is also described in a book chapter Contributors Michael A Arbib Joseph Ayers James Bednar Andrej Bicanski James J Bonaiuto Nicolas Brunel Jean Marie Cabelguen Carmen Canavier Angelo Cangelosi Richard P Cooper Carlos R Cortes Nathaniel Daw Paul Dean Peter Ford Dominey Pierre Enel Jean Marc Fellous Stefano Fusi Wulfram Gerstner Frank Grasso Jacqueline A Griego Ziad M Hafed Michael E Hasselmo Auke Ijspeert Stephanie Jones Daniel Kersten Jeremie Knuesel Owen Lewis William W Lytton Tomaso Poggio John Porrill Tony J Prescott John Rinzel Edmund Rolls Jonathan Rubin Nicolas Schweighofer Mohamed A Sherif Malle A Tagamets Paul F M J Verschure Nathan Vierling Claasen Xiao Jing Wang Christopher Williams Ransom Winder Alan L Yuille

Principles of Computational Modelling in Neuroscience David Sterratt, Bruce Graham, Andrew Gillies, Gaute Einevoll, David Willshaw, 2023-10-05 Learn to use computational modelling techniques to understand the nervous system at all levels from ion channels to networks

The Computational Neurobiology of Reaching and Pointing Reza Shadmehr, Steven P. Wise, 2004-10-28 An introduction to the computational biology of reaching and pointing with an emphasis on motor learning Neuroscience involves the study of the nervous system and its topics range from genetics to inferential reasoning At its heart however lies a search for understanding how the environment affects the nervous system and how the nervous system in turn empowers us to interact with and alter our environment This empowerment requires motor learning The Computational Neurobiology of Reaching and Pointing addresses the neural mechanisms of one important form of motor learning The authors integrate material from the computational behavioral and neural sciences of motor control that is not available in any other single source The result is a unified comprehensive model of reaching and pointing The book is intended to be used as a text by graduate students in both neuroscience and bioengineering and as a reference source by experts in neuroscience robotics and other disciplines The book begins with an overview of the evolution anatomy and physiology of the motor system including the mechanisms for generating force and maintaining limb stability The sections that follow Computing Locations and Displacements Skills Adaptations and Trajectories and Predictions Decisions and Flexibility present a theory of sensorially guided reaching and pointing that evolves organically based on

computational principles rather than a traditional structure by structure approach The book also includes five appendixes that provide brief refreshers on fundamentals of biology mathematics physics and neurophysiology as well as a glossary of relevant terms The authors have also made supplemental materials available on the Internet These web documents provide source code for simulations step by step derivations of certain mathematical formulations and expanded explanations of some concepts

Dynamical Systems in Neuroscience Eugene M. Izhikevich, 2010-01-22 Explains the relationship of electrophysiology nonlinear dynamics and the computational properties of neurons with each concept presented in terms of both neuroscience and mathematics and illustrated using geometrical intuition In order to model neuronal behavior or to interpret the results of modeling studies neuroscientists must call upon methods of nonlinear dynamics This book offers an introduction to nonlinear dynamical systems theory for researchers and graduate students in neuroscience It also provides an overview of neuroscience for mathematicians who want to learn the basic facts of electrophysiology Dynamical Systems in Neuroscience presents a systematic study of the relationship of electrophysiology nonlinear dynamics and computational properties of neurons It emphasizes that information processing in the brain depends not only on the electrophysiological properties of neurons but also on their dynamical properties The book introduces dynamical systems starting with one and two dimensional Hodgkin Huxley type models and continuing to a description of bursting systems Each chapter proceeds from the simple to the complex and provides sample problems at the end The book explains all necessary mathematical concepts using geometrical intuition it includes many figures and few equations making it especially suitable for non mathematicians Each concept is presented in terms of both neuroscience and mathematics providing a link between the two disciplines Nonlinear dynamical systems theory is at the core of computational neuroscience research but it is not a standard part of the graduate neuroscience curriculum or taught by math or physics department in a way that is suitable for students of biology This book offers neuroscience students and researchers a comprehensive account of concepts and methods increasingly used in computational neuroscience An additional chapter on synchronization with more advanced material can be found at the author s website www.izhikevich.com

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