

# Parsing sequentially presented commands in a large-scale biologically realistic brain model

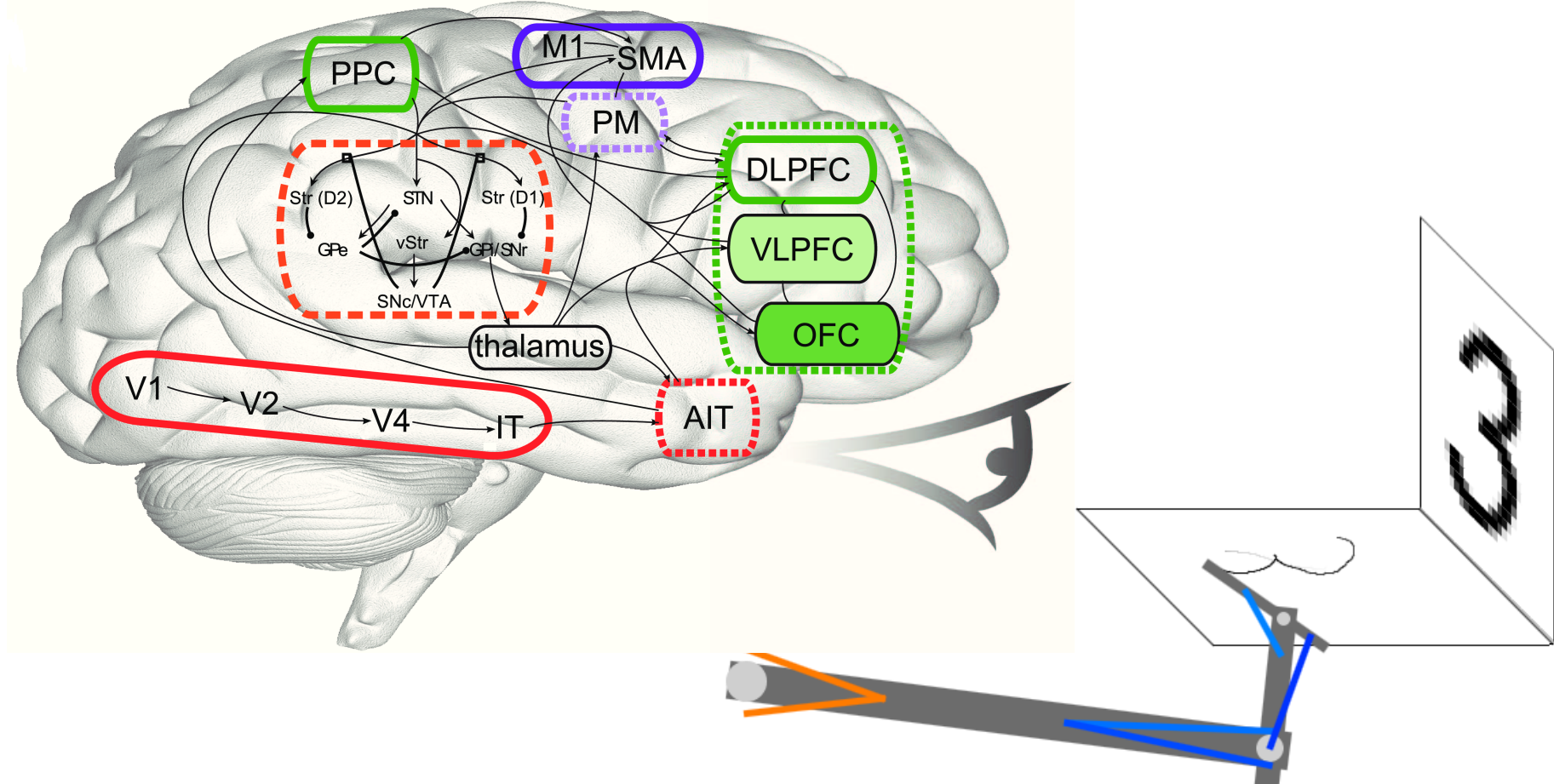
Terrence C. Stewart, Chris Eliasmith {tcstewar,celiasmith}@uwaterloo.ca

Centre for Theoretical Neuroscience, University of Waterloo <<http://compneuro.uwaterloo.ca>>

CNRG  
computational neuroscience  
research group  
[compneuro.uwaterloo.ca](http://compneuro.uwaterloo.ca)

## Overview

- Spaun: first large-scale functional simulation of the human brain (Eliasmith et al., 2012)



- We extend Spaun to respond to commands

**W 3** (write three)  
**R 4 W #** (remember four, write number)  
**S 2 W 9** (see two, write nine)

- Input is 28 x 28 pixel image
- Output is written numbers
- 2.5 million spiking LIF neurons

## The Neural Engineering Framework

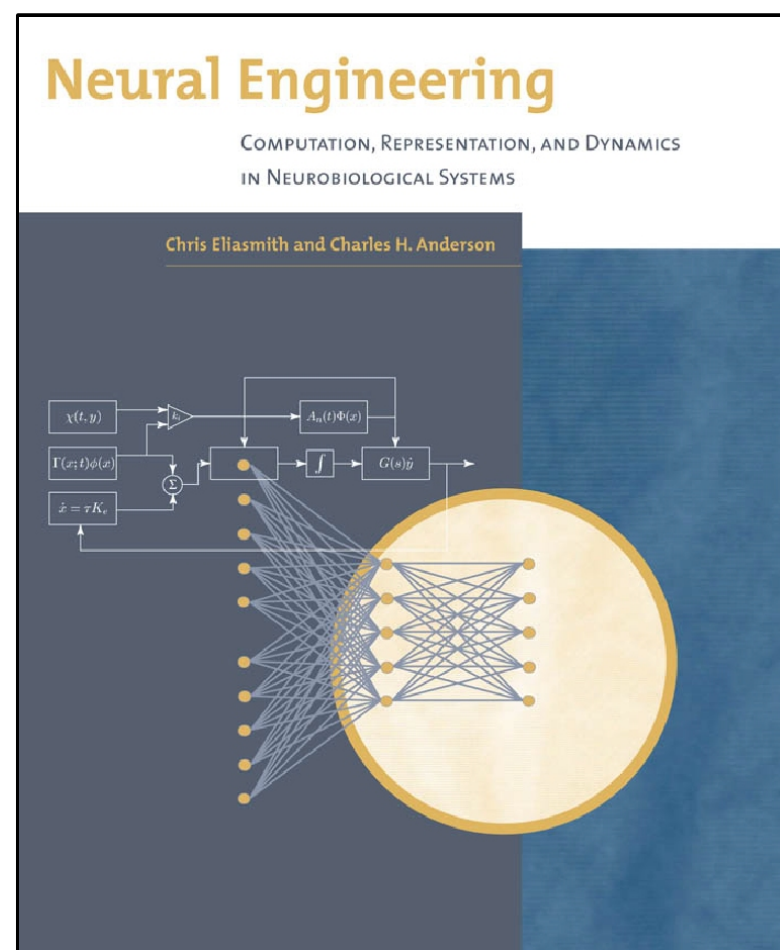
- General method for converting algorithms into neural models (Eliasmith & Anderson, 2003)
- Groups of neurons encode vectors

each neuron has random preferred vector (distributed representation)

- Connections between neurons compute functions on those vectors

find connection weights to best approximate given function

- Open-source neural compiler solves for connection weights: <http://nengo.ca>



## Symbol-Like Processing with Neurons

- Basic concepts are random 64-D vectors

**ONE TWO THREE WRITE SEE NUMBER**

- Resolve binding problem: circular convolution

**SEE@NINE + WRITE@EIGHT ≠ SEE@EIGHT + WRITE@NINE**

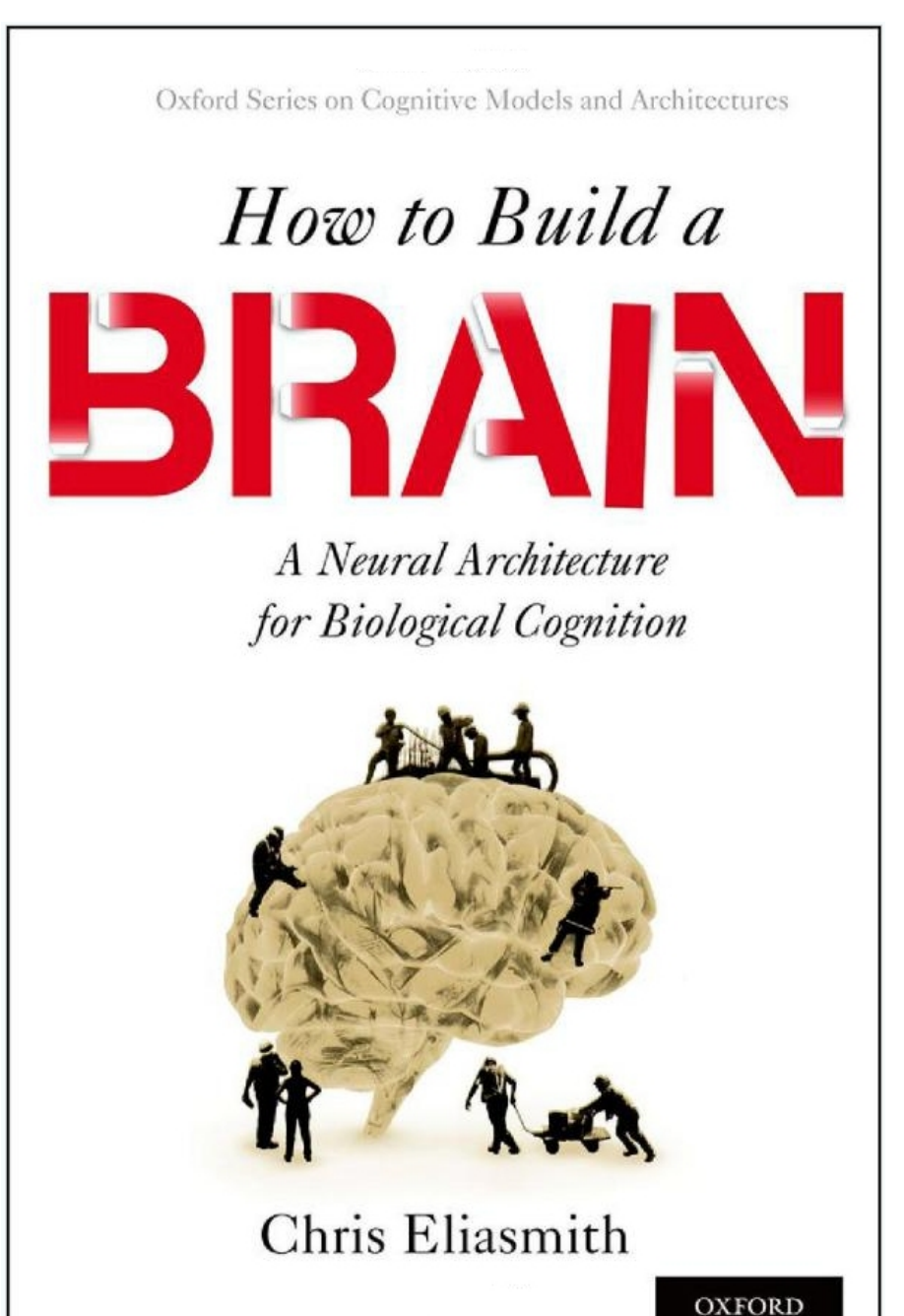
- Can do nested representations

**S = CONDITION@SEE@NINE + VERB@WRITE + NOUN@EIGHT**

- Can extract the original vectors

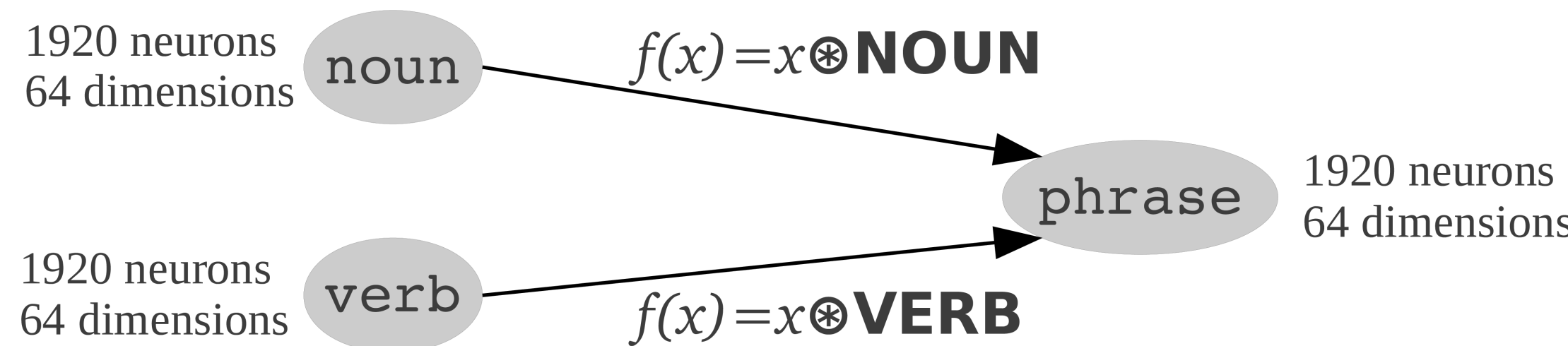
**S@inv(VERB) ≈ WRITE**

- A type of Vector Symbolic Architecture (HRR; Plate, 2003)
- Easy to implement in spiking neurons using the NEF
- Basis of the Semantic Pointer Architecture used for Spaun (Eliasmith, 2013)

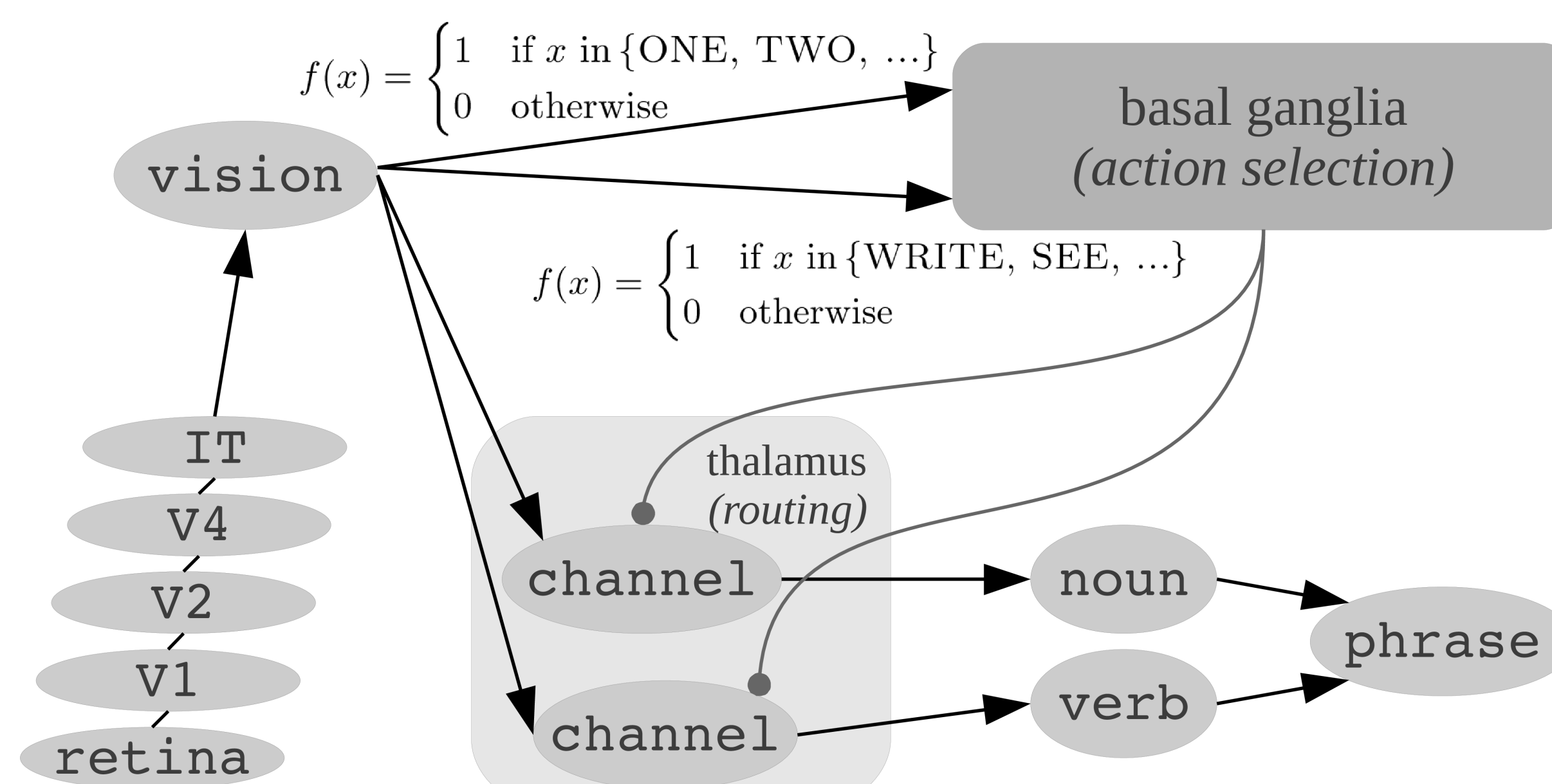


## Simple Parsing

- **Vision:** Deep Belief Network (Hinton, 2010) in LIF neurons
- **Phrase representation:** Combine noun/verb pairs

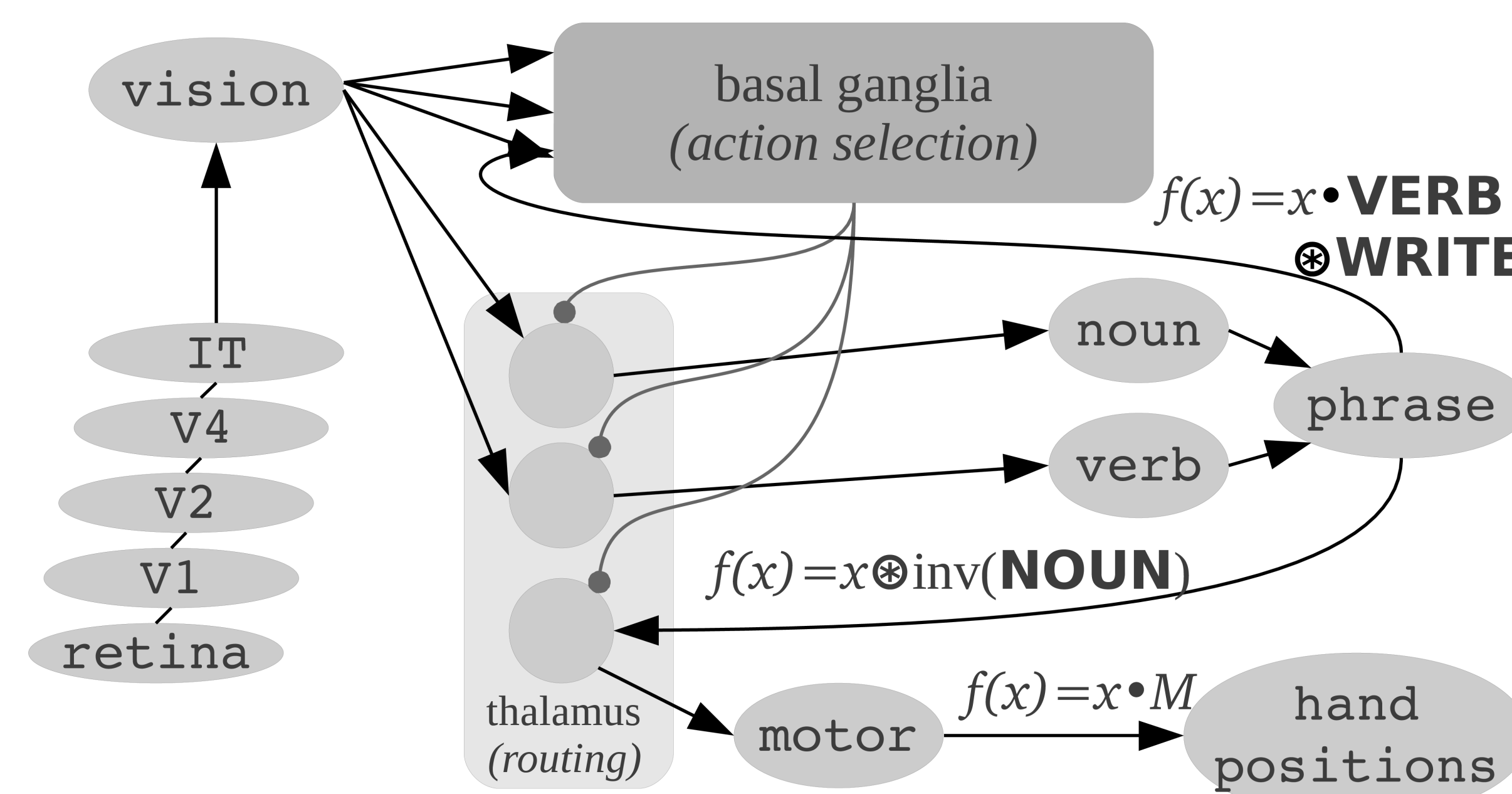


- **Control:** Route information appropriately as command appears sequentially
- Use existing basal ganglia model of action selection (Stewart et al., 2010)
- Inputs to basal ganglia are utilities of different actions, based on current state
- Output is which actions to inhibit (the action with highest utility is not inhibited)

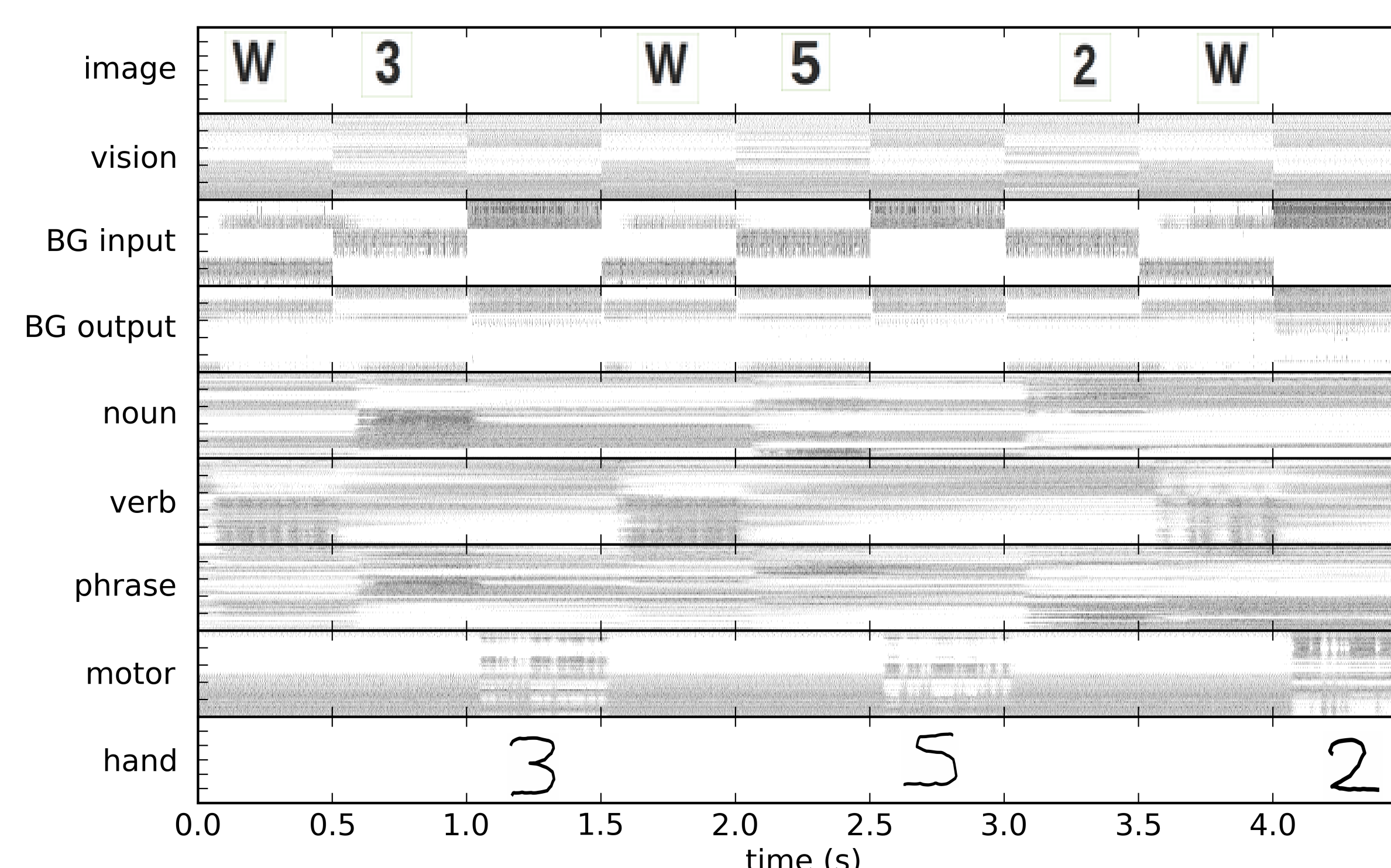


If **vision** is ONE or TWO or THREE...:  
send **vision** to **noun**  
If **vision** is WRITE or SEE or REMEMBER:  
send **vision** to **verb**

- **Executing Actions:** Use action selection system again

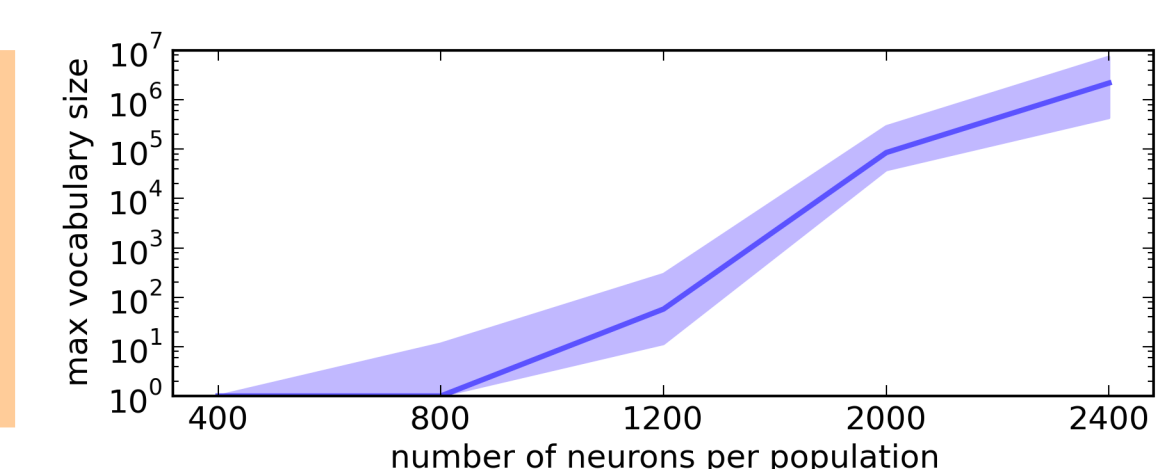


If **phrase** is VERB\*WRITE:  
send **phrase**\*inv(NOUN) to **motor**

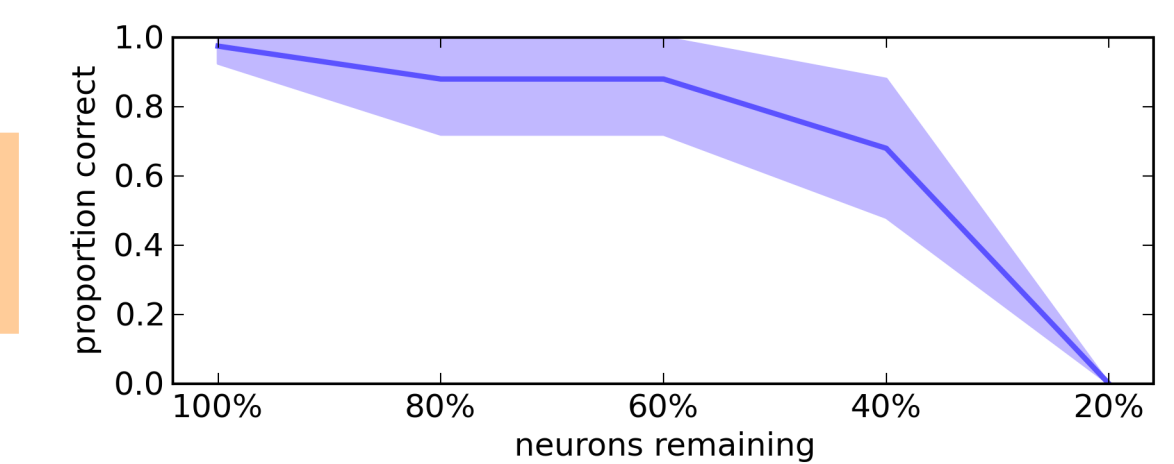


## Results

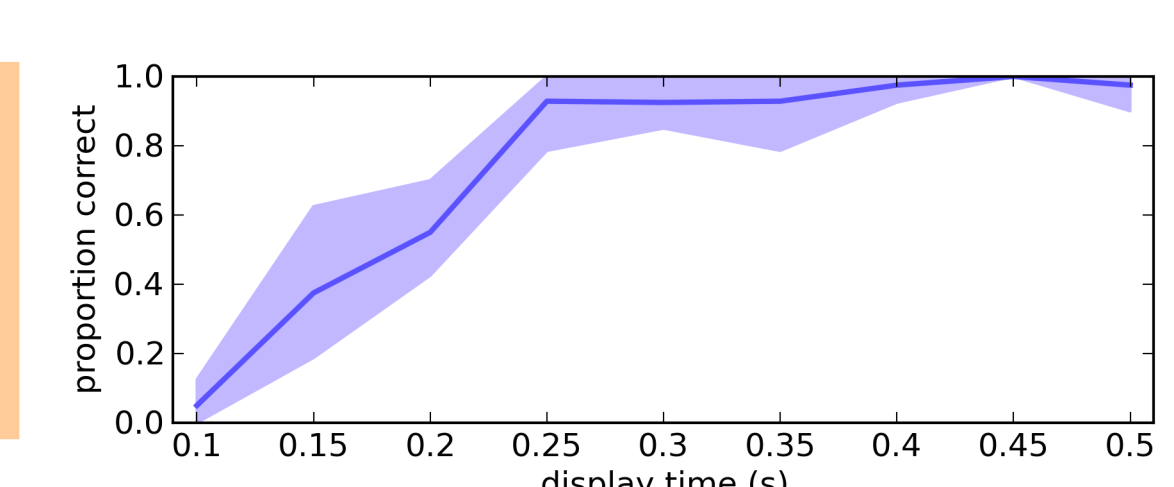
exponential growth in vocabulary size as number of neurons increases



robust to neural destruction

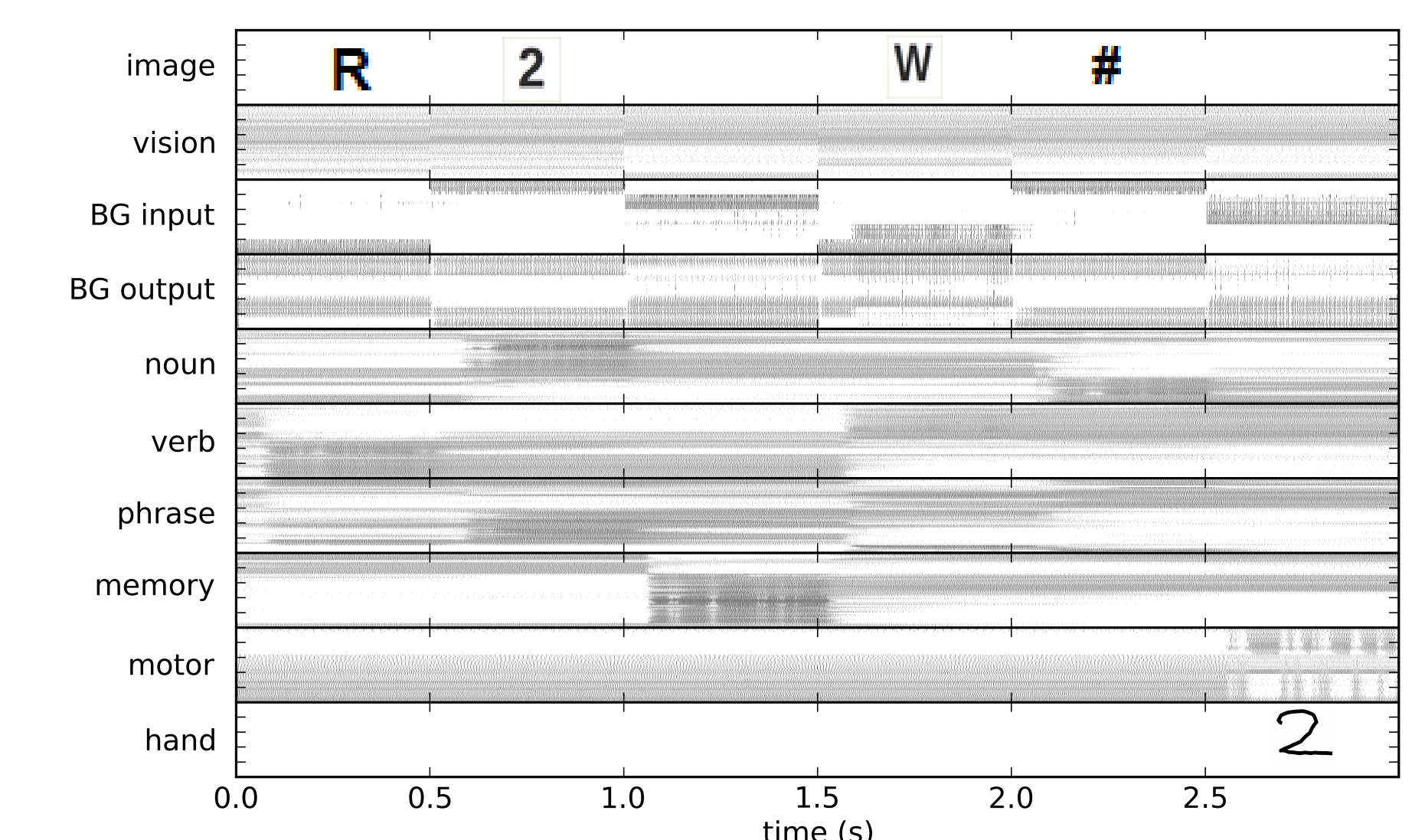
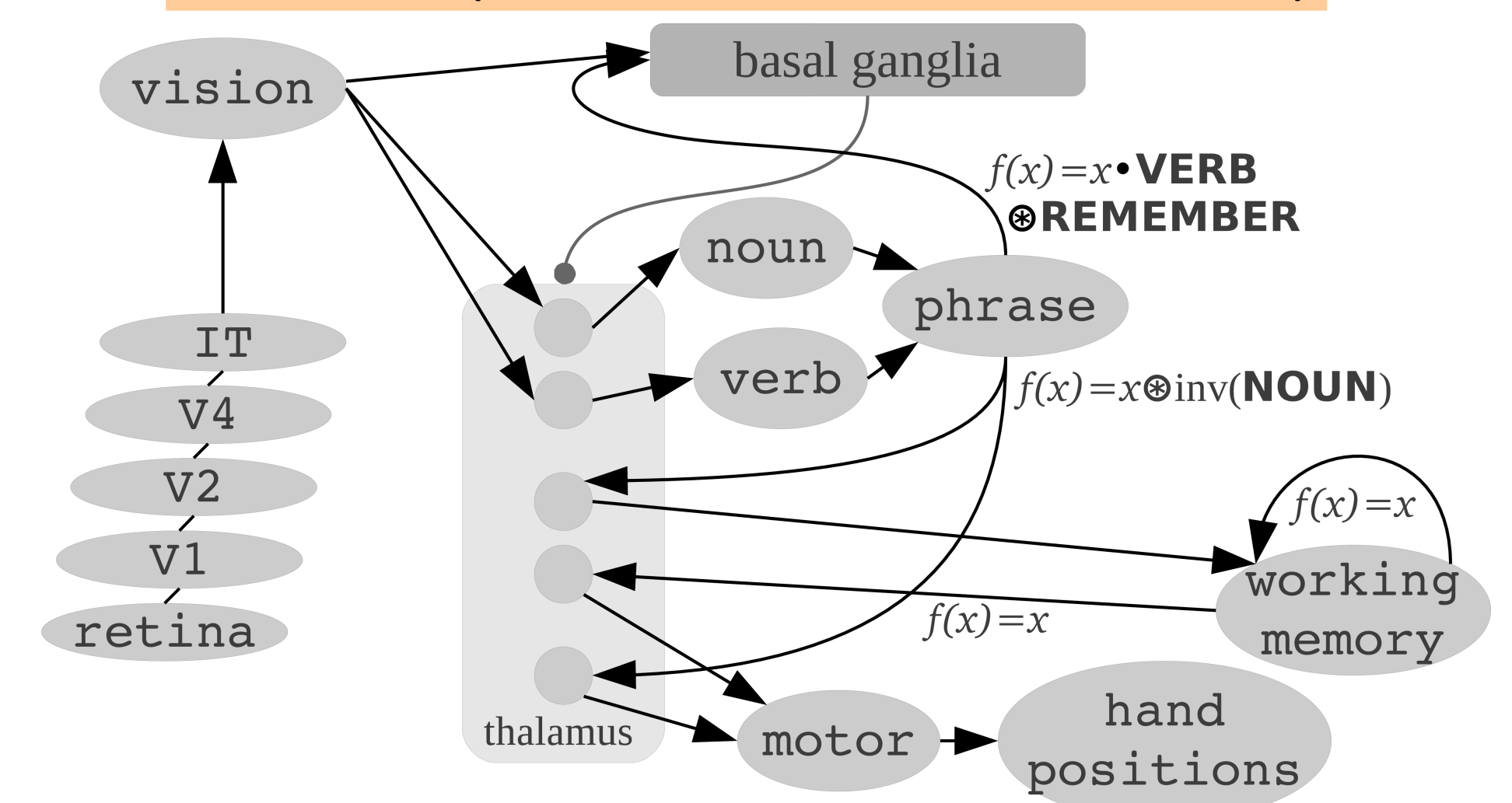


Requires ~250ms per visual stimulus for 95% response accuracy

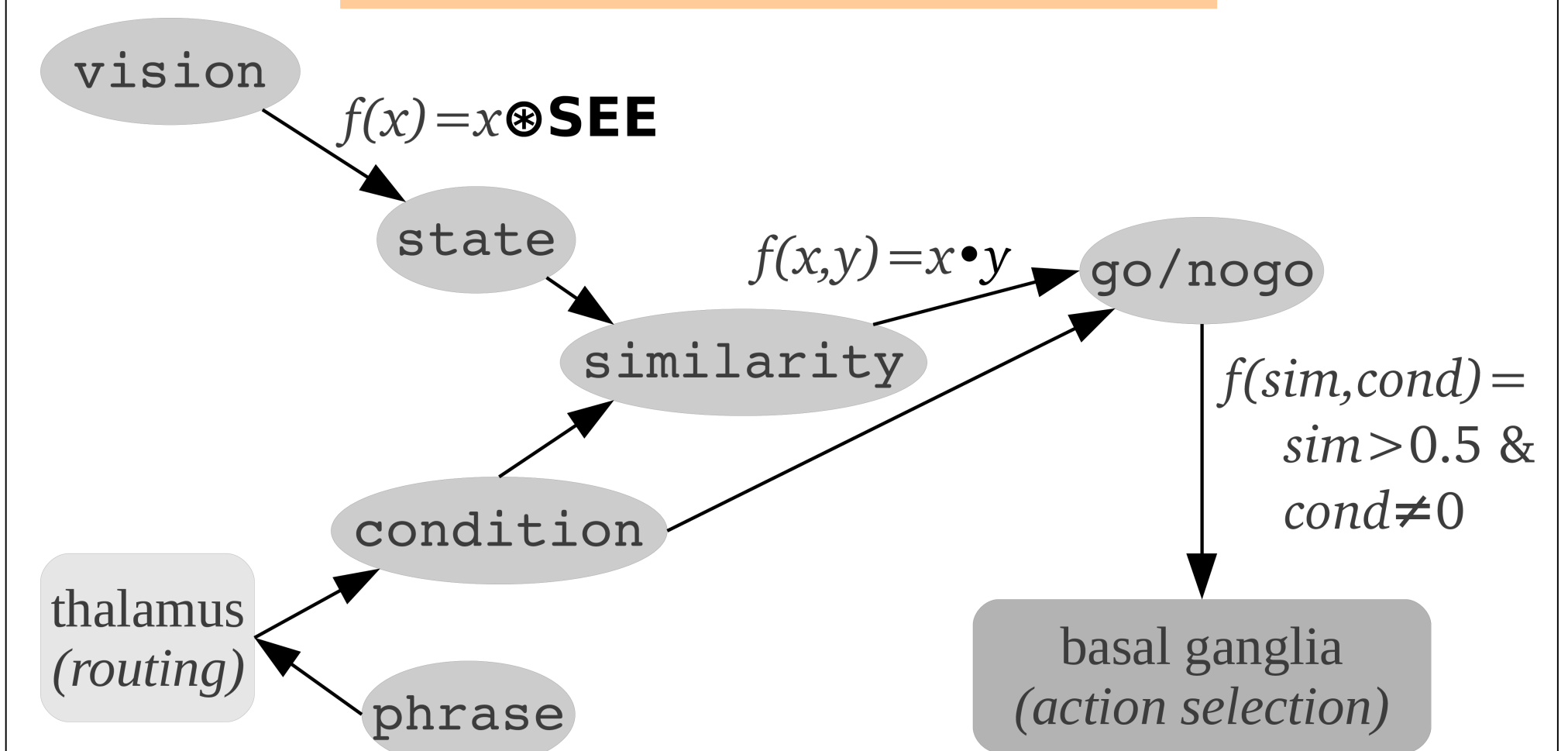


## More Complex Commands

**R 2 W #** (remember two, write number)



**S 2 W 9** (see two, write nine)



## Conclusions

- Biologically realistic brain model can be extended to follow commands
- Neural model of building up complex symbol structures in a realistic manner
- Robust to damage, scales up to human-sized vocabularies
- Timing is dependent on neural properties
- Basic grammatical capabilities (no center-embedding)
- Extensible to more complex grammars
- No token separation, no ambiguity
- No development/learning process