

Planning with Biological Neurons and Synapses - AAAI22 Poster

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Planning with Biological Neurons and Synapses Silvers Street

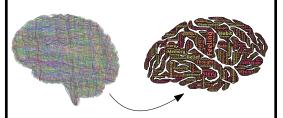




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Brain & Mind

- How does the **brain** beget the **mind**?
- How do intelligence, reasoning, languange (etc.) emerge from neurons and synapses?



"We do not have a logic for the transformation of neural activity to thought and action. I consider discerning [this logic] as the most important future direction in Neuroscience" [Nobel laureate Richard Axel, Neuron 2018]

The Assembly Calculus

Recently proposed formal computational system [Papadimitriou et al., PNAS 2020]

- explicit purpose to be Axel's logic
- tries to **bridge** through computation the gap between neurons and intelligence



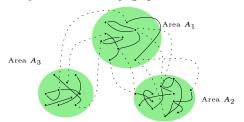
Full version of the work available at: https://arxiv.org/abs/2112.08186

Assemblies

- first hypothesized by [Hebb, 1949] to be densely interconnected sets of neurons whose loosely synchronized firing in a pattern is simultaneous with the subject thinking of a particular concept or idea
- confirmed by [Harris, Nat. Rev. Neurosci. 2005], [Buzsaki, Neuron 2010]

The model of the brain

- Interconnected areas, where each area A is an $Erd\ddot{o}s$ - $R\acute{e}nyi$ graph G_{n_A,p_A}
- areas are connected between each other like bipartite Erdös-Rényi graphs



- The idealized dynamics

- synchronous rounds
- k-WTA rule: neurons/nodes fire if they are among the k neurons that received the k highest inputs in the area
- input for a neuron x is the sum of incoming edge weights whose source has fired in the previous round
- weight updates when two endpoints fire in consequent rounds: $w_{\text{new}} = w_{\text{old}}(1+\beta), \beta >$ 0 Hebbian plasticity

Assembly = stable set of k neurons

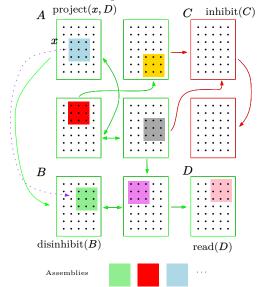
Primitives

- (dis)inhibit areas and fibers
- strong project • fire an assembly

• project an assembly

• read an area

Example of a brain



Our contribution

world in the Julia programming language modeling stylized neurons and synapses

• goal: to demonstrate that reasonably large and complex programs in the assembly calculus can run efficiently and reliably

— Operations —— — The blocks world planning task

Input:

Initial configuration Goal configuration

Output: • the sequence of moves

Constraint: possibility to move one top block at a time

Overview of the procedure -

- a way to represent the blocks world configuration in the brain: a parser
- implementation of actions and their representation in the brain: moving a top block to the table, moving a block to the top of a stack, compare two stacks
- combining the above functions to achieve the planning strategy
- efficiency: roughly 35 spikes per block for each action. If 50 Hz spikes for excitatory neurons in humans, it's around 1.5 sec per operation

The parser

Block

 $Node_0$

Head

We implement planning strategies in the blocks

Limits: the planning fails when the parsing fails. We found that it fails for very tall stacks (overlap of assemblies). Necessitates research on parameter ranges