Nengo and the Neural Engineering Framework: Connecting Cognitive Theory to Neuroscience

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Tutorial Objectives

As we learn more about the neural activity underlying cognitive function, there is an increasing demand to explicitly and quantitatively connect cognitive theories to neurological details. Bridging these levels provides benefits in both directions; aspects of the cognitive theory can predict and be constrained by neurological details, and the neurological details can identify important modifications to the overall cognitive theory.

This tutorial introduces the Neural Engineering Framework (NEF; Eliasmith and Anderson, 2003) and the associated open-source toolkit Nengo (<http://nengo.ca>), which offer a general method for implementing high-level cognitive theories using biologically realistic spiking neurons. The NEF allows researchers to 1) provide a high-level description of a cognitive theory (in terms of information being represented and transformed) and 2) identify relevant neural constraints (anatomical, neurophysiological, and so on) and then produces a detailed model of neural activity, including predicted spike patterns, firing rates, tuning curves, connectivity and high-level behaviour, among other properties.

These methods have been made more accessible by the construction of a software package (Nengo), which provides a graphical interface suitable for network construction. The tutorial will introduce the theory explaining how high-level function can be systematically related to single cell activity, as well as provide hands-on experience building the relevant kinds of models in Nengo. Our central objective is to allow participants to leave the tutorial with a method for constructing cognitive models with spiking neurons, and experience using that method in an intuitive software environment.

Tutorial Structure

The tutorial is structured so as to combine the theoretical bases of the Neural Engineering Framework with hands-on examples of practically applying these concepts. To do this, we make use of Nengo <nengo.ca>, an open-source Java-based neural simulator that supports the NEF. For example, the presentation of the theory for how a scalar value can be represented by the spiking pattern in a group of neurons is paired with a tutorial on using Nengo to generate such a neural group and simulate its behavior over time. Participants are encouraged to bring a laptop to follow along with these tutorials (Windows, OS X, and Linux are all supported, and software will be provided).

In particular, the tutorial covers using the NEF to represent scalars and vectors, perform linear and nonlinear transformations on these values, and store information over time. These are the basic mechanisms required for a wide range of algorithms, and form the basis for our models of sensorimotor systems and working memory. These will provide participants some basic building blocks for using Nengo to build novel neural implementations of cognitive models.

To supplement this, we more closely examine how the theory of Vector Symbolic Architectures can be implemented using the NEF. This involves using high-dimensional fixed-length vectors to represent symbols and symbol trees. The nonlinear operation of circular convolution is used to manipulate these symbol trees. This can be seen as a non-classical symbol system, capable of performing the operations required for symbolic cognition. The result is a scalable and efficient neural cognitive architecture, constructed from the basic approaches described in the first half of the tutorial.

Finally, a variety of other uses of the NEF will be provided. This includes learning rules for modifying synaptic connection weights (thus implementing an associative memory), a model of the Wason card task (symbol manipulation and generalization), a model of the basal ganglia-thalamus-cortex loop which implements a basic production system, and the transformation of coordinates for motor control. Together, these hands-on examples will introduce participants to many of the major components need to address a wide variety of cogntive behaviour.

A previous version of this tutorial was presented at ICCM 2009, with slides and step-by-step instructions available at <http://ctn.uwaterloo.ca/~cnrglab/>. To suit a broader audience at CogSci, we have integrated a set of interactive model manipulation and visualization tools built as part of our demonstrations at NIPS 2009. We have found that having direct control over the inputs of a running model gives a clearer indication of its representational, transformational, and dynamic aspects, especially for individuals new to neural modeling (see Figure 1).

Tutorial Justification

The Neural Engineering Framework provides a method to bridge the gap between cognitive and neural theories. Its earlier applications have been to sensory and motor systems, including the barn owl auditory system, rodent navigation (Conklin & Eliasmith, 2005), escape and swimming control in zebrafish (Kuo & Eliasmith, 2005), and the translational vestibular ocular reflex in monkeys (Eliasmith et al., 2002). However, these same principles are now being applied to higher-level cognitive models. A direct extension of the visual working memory model (Singh & Eliasmith, 2006) has led to a neural model of the ACT-R goal buffer. More crucially, the use of Vector Symbolic Architectures (Gayler, 2003) has allowed for the representation and manipulation of structured symbol trees by these neural models. This neurally realistic cognitive architecture (Stewart & Eliasmith, 2009) resulted in a model of the Wason card task (Eliasmith, 2005) and ongoing work on a neural production system (Stewart & Eliasmith, 2008).

While this work has produced a book and numerous publications, we have found that the mathematics underlying the Neural Engineering Framework, and a lack of familiarity with biologically realistic neural modeling have been a significant barrier to entry for new researchers. As a result, we feel that a full-day tutorial is most appropriate for introducing the necessary concepts from control theory, signal theory, and theoretical neuroscience.

We feel that the NEF provides an exciting new tool for cognitive science as it provides a technique for producing direct neural predictions from a given high-level algorithmic description of a cognitive theory. Furthermore, it leads to important theoretical results as to the relationships between neural properties and the high-level algorithms they are capable of implementing (e.g. the relationship between neurotransmitter re-uptake rate and the time constant of neural transformations).

These consequences are also very general, as the NEF provides techniques that can be applied to a wide variety of cognitive theories. It provides a structure for organizing a high-level description such that it can be implemented by realistic spiking neurons, providing meaningful data in terms of the expected spike patterns, time course, and accuracy. We have made use of it in a variety of contexts, and have developed tools that support the creation and analysis of these models. Tutorial participants will gain hands-on experience with a tool that can help generate new models as well as be applied to existing models. In both cases, these tools will help participants incorporate ever-more-abundant neural data into their research.

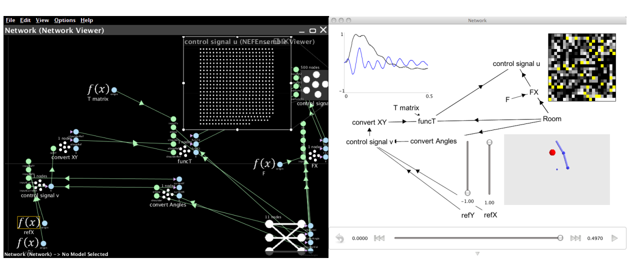

Figure 1: The Nengo interface. Network construction (left) is done either by point-and-click or by Python scripting. Visualization (right) provides on-the-fly control of inputs with plots of spiking activity, decoded representations, etc.

Audience

Participants are not expected to have any previous experience with neural modeling. All participants are encouraged to bring a laptop for installing Nengo (Linux, OS X, and Windows versions will be provided), allowing for hands-on interactions with the models discussed.

Presenters

Chris Eliasmith holds a Canada Research Chair in Theoretical Neuroscience, and is director of the new Centre for Theoretical Neuroscience at the University of Waterloo. He has over 50 publications spanning neuroscience, psychology, philosophy, computer science, and engineering, on topics including working memory, mental representation, population coding, neural dynamics, computation, automatic text classification, and cognitive architectures. His book, Neural Engineering, with Charles Anderson is now in paperback with MIT Press, and forms the basis for this tutorial.

Terry Stewart is a postdoc in the Centre for Theoretical Neuroscience, with a PhD in Cognitive Science examining the methodological issues surrounding the creation and evaluation of computational cognitive models. His current work applies the Neural Engineering Framework to develop a complete neural cognitive architecture.

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