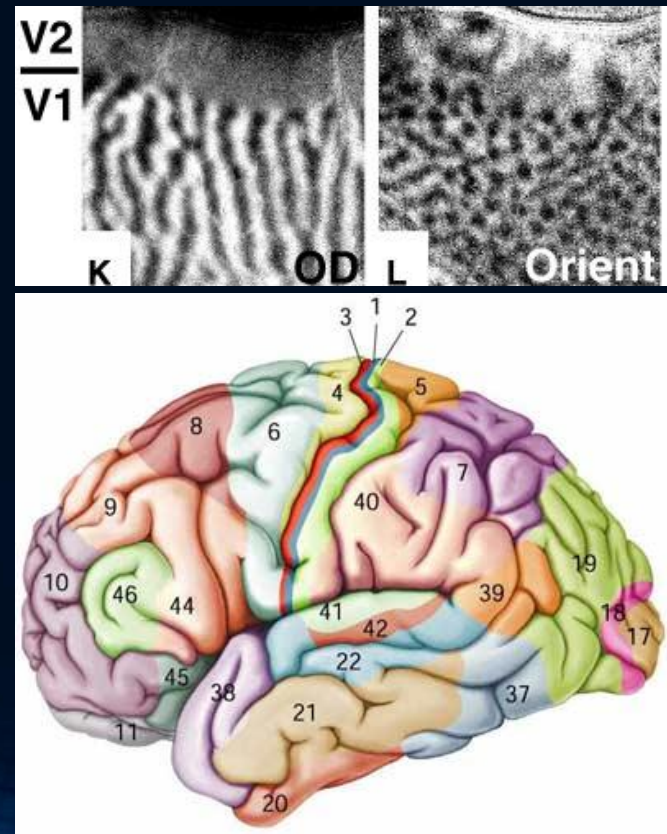
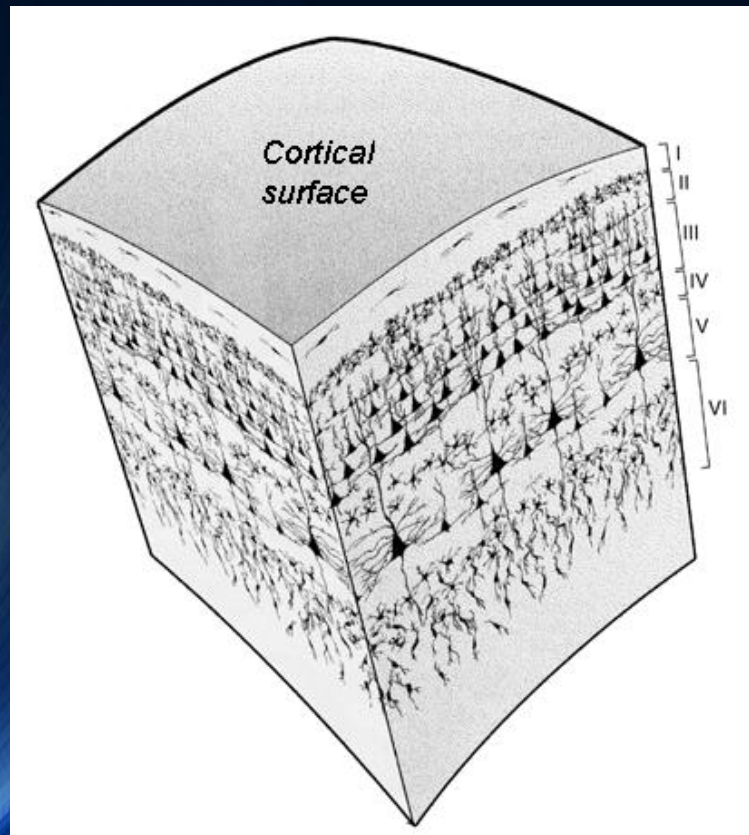


Big Data and the Brain

MICHAEL OLIVER
GALLANT LAB
UC BERKELEY

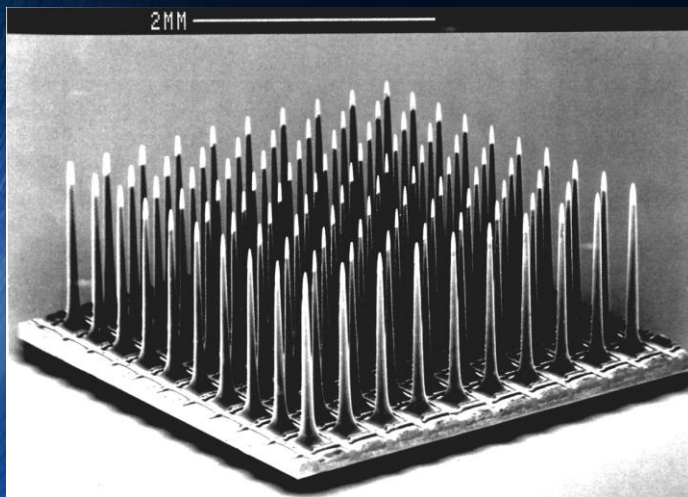
The brain is gigantic

- The human brain has ~100 billion neurons connected by ~100 trillion synapses
- Multiple levels of organization

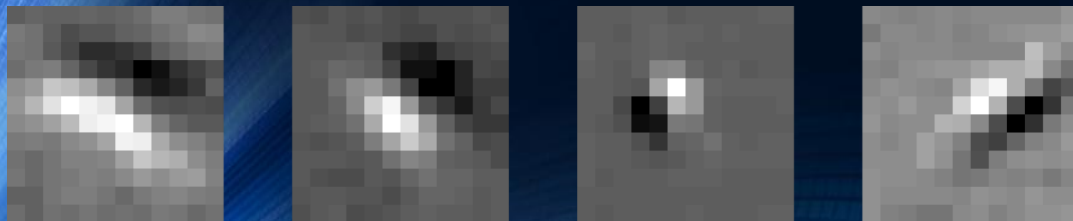
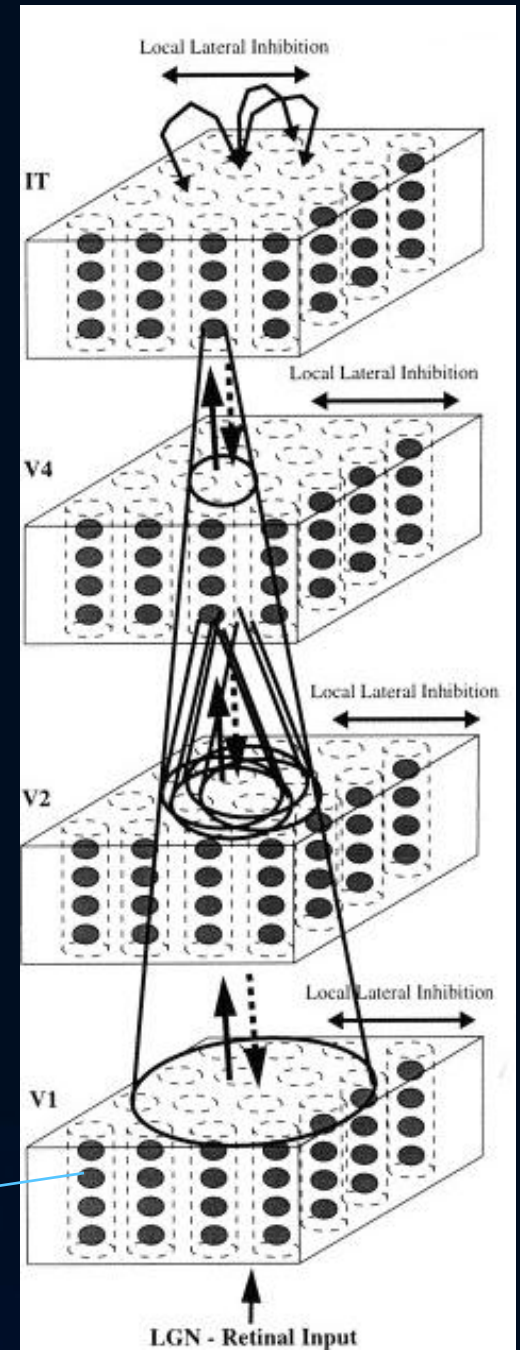
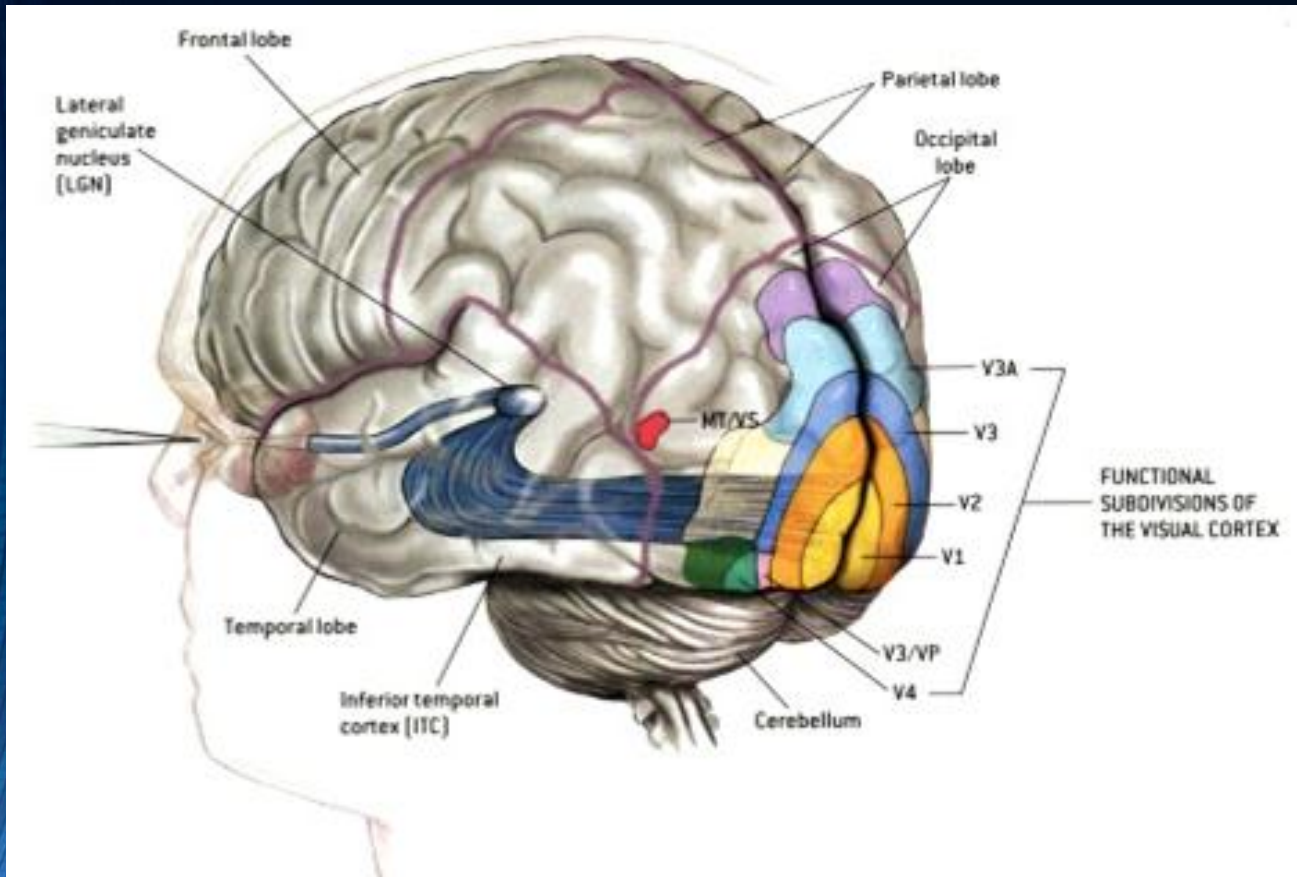


But our data is only “Big”

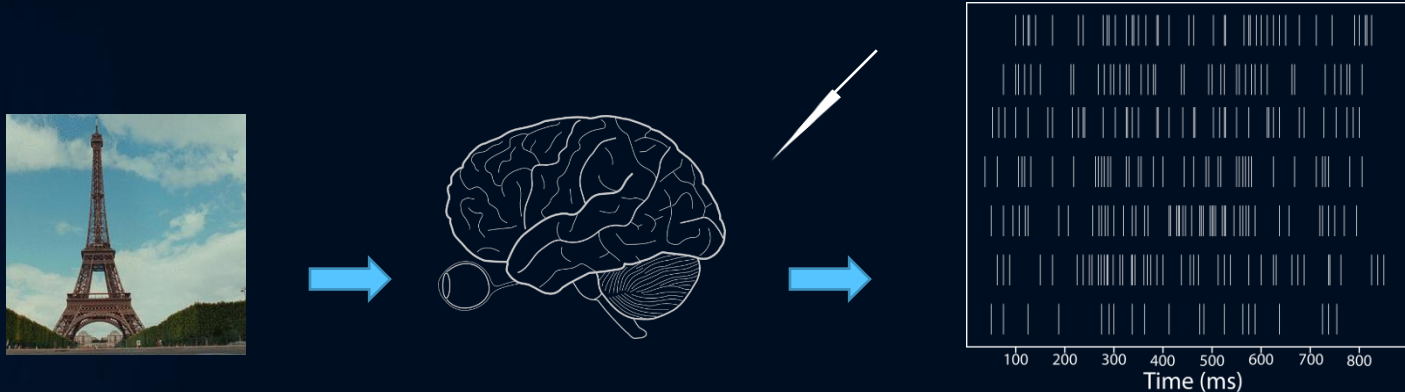
- Electrophysiology experiments can record from ~100 neurons simultaneously
- fMRI experiments we can record from ~90,000 voxels of about 20 mm³
 - There are over 2,000,000 neurons per voxel



The visual brain

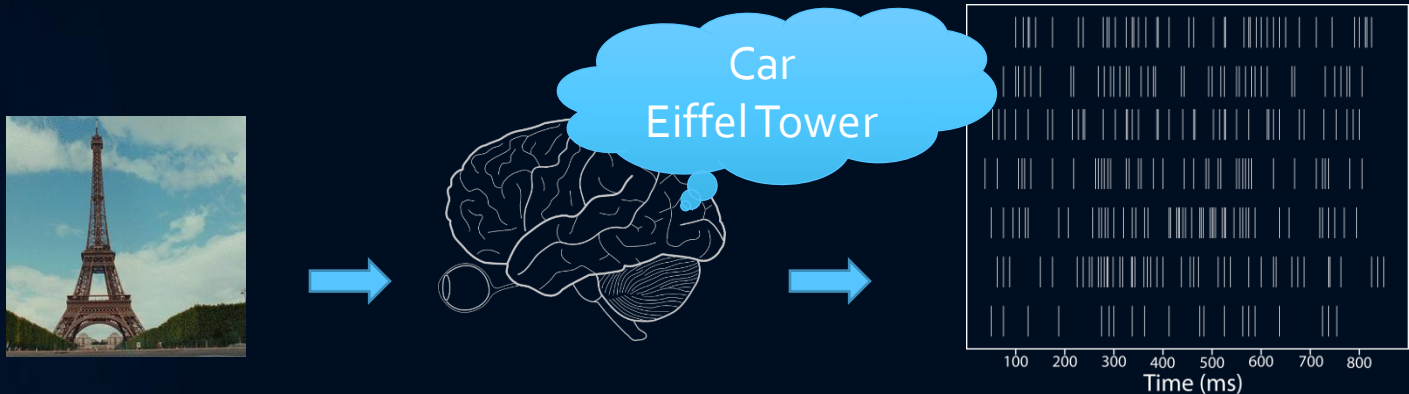


System identification and neuroscience



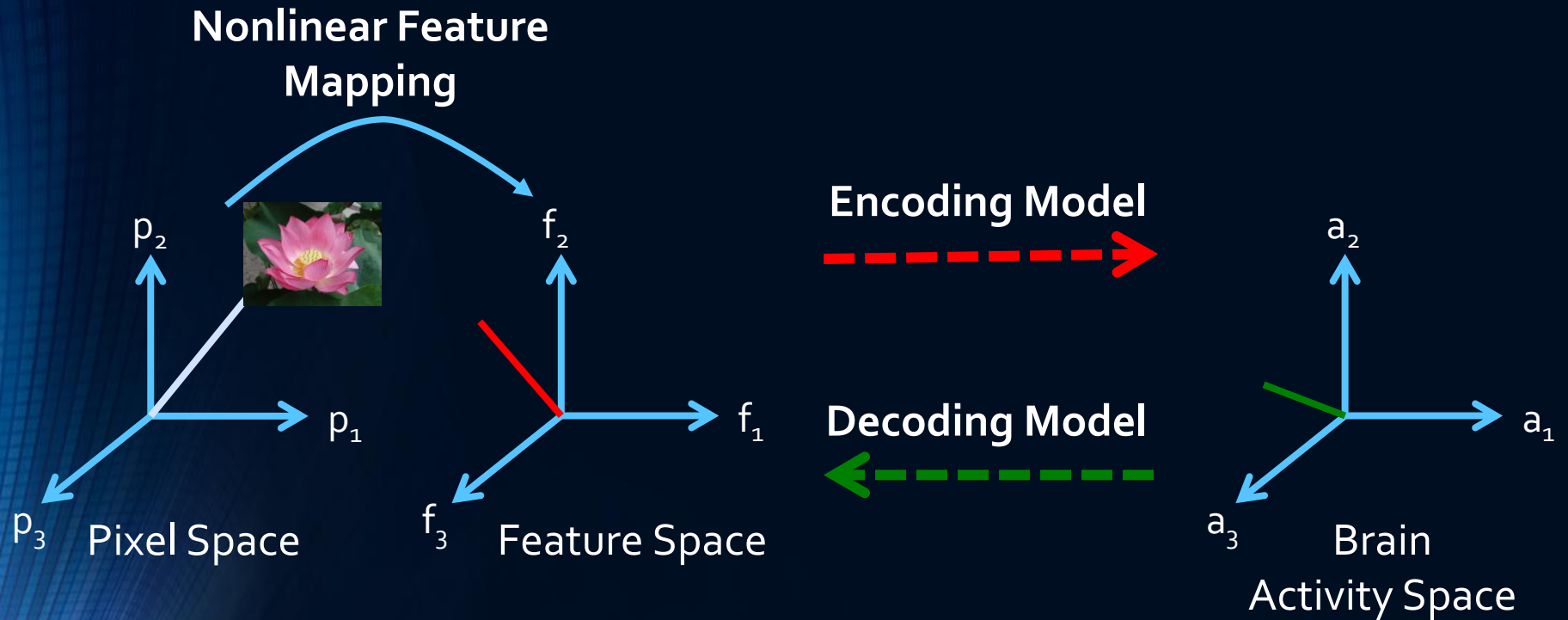
- Model each neuron based on relationship between stimulus and response
- Evaluate models based on their ability to predict responses to novel stimuli

Why system identification in visual cortex is hard

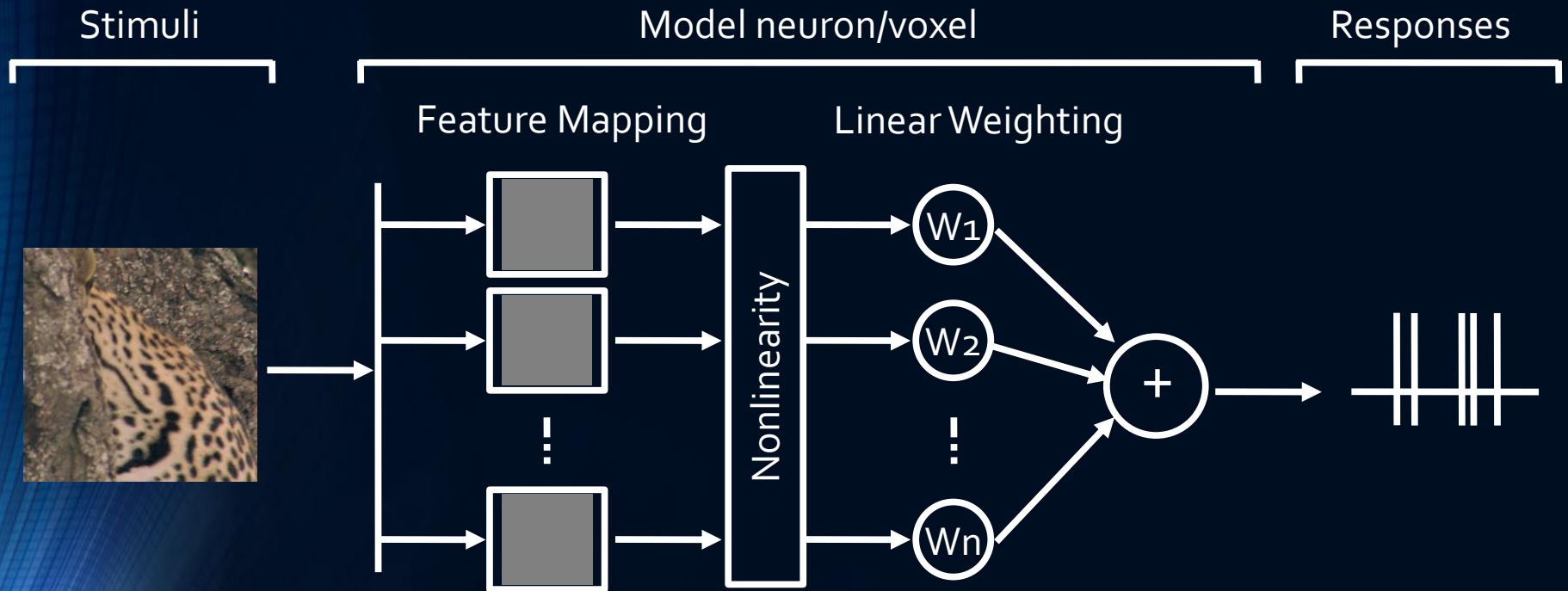


- Non-linear
- High dimensional
- Interpretability is important!

Linearized regression



Feature spaces



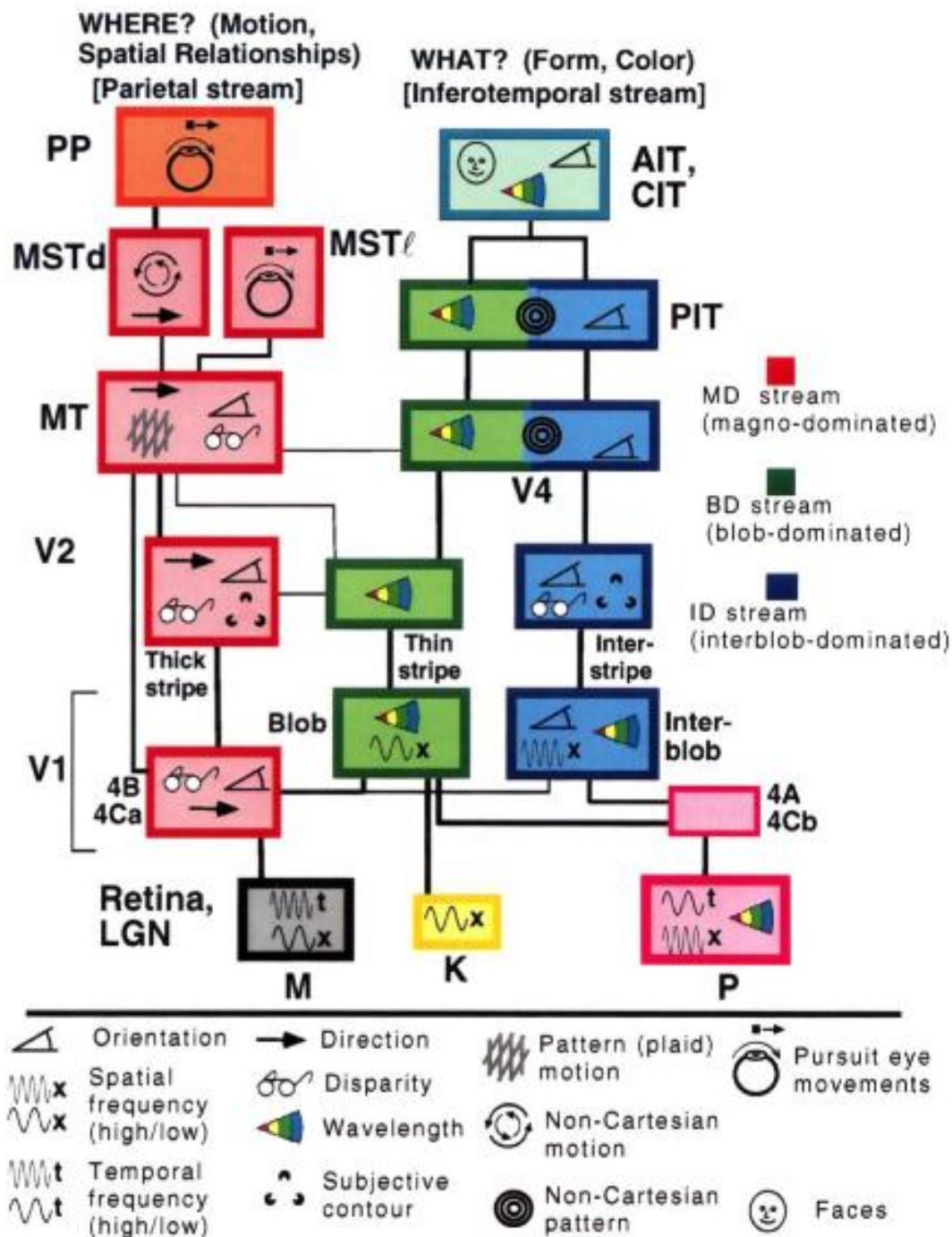
Movie reconstruction from fMRI data

Presented clip



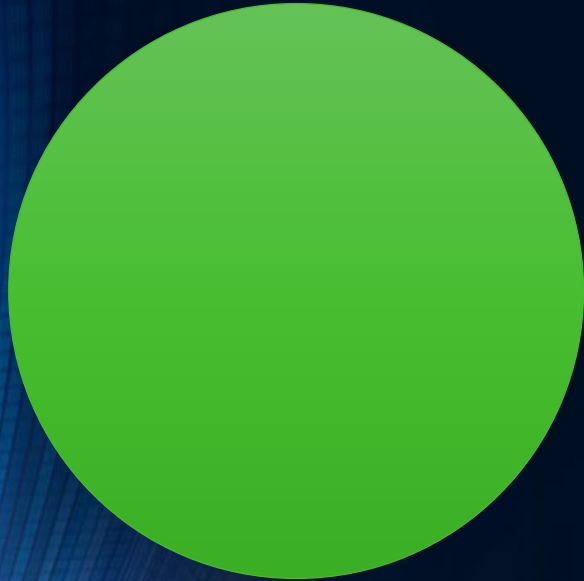
Clip reconstructed from brain activity





Van Essen DC,
Gallant JL.
Neuron. 1994
Jul;13(1):1-10.

Tuning in V₄

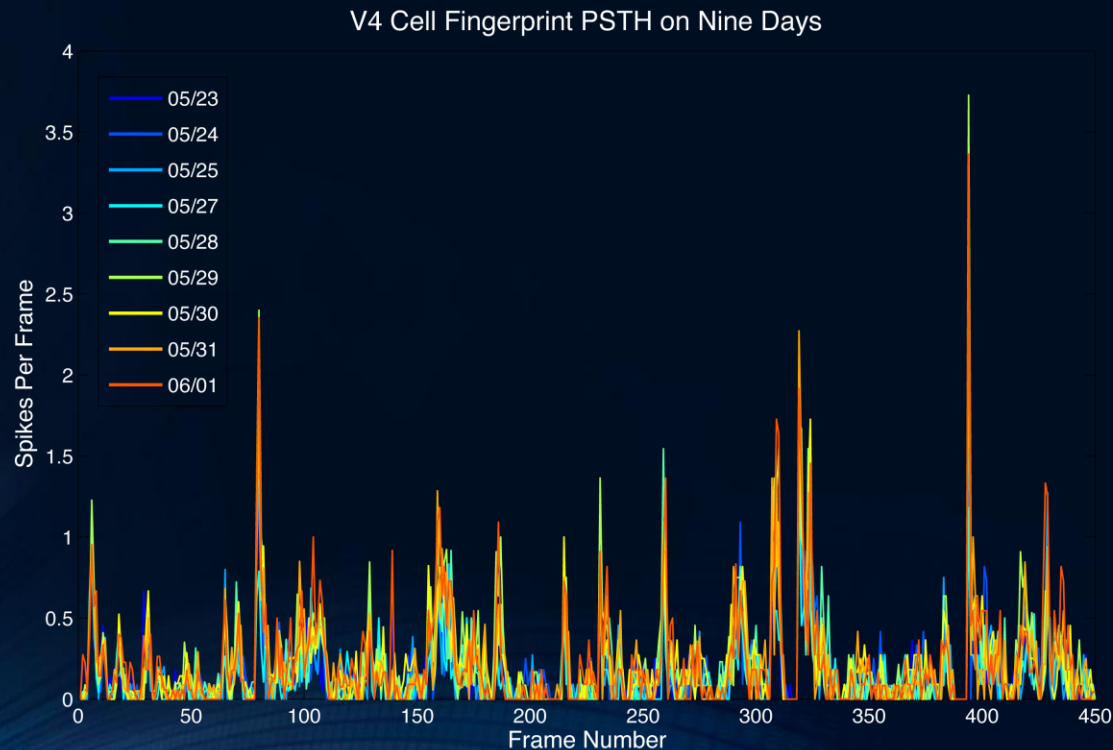


We need big data!

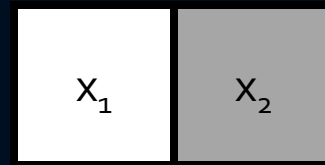
- V_4 receptive fields are moderately large
- Potential stimulus space is very large
- Natural images span the relevant space
- Response is highly nonlinear

How to get big data

- Implantable electrodes allow us to record from the same cell over many days
- We used over 1 million frames of natural movies, the largest ever stimulus set in V4



General nonlinear modeling

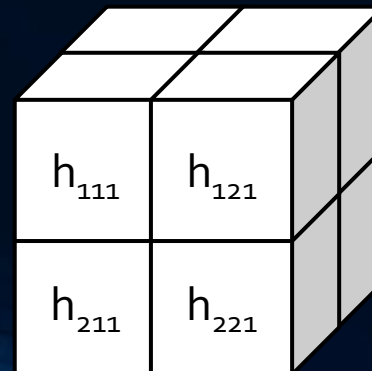
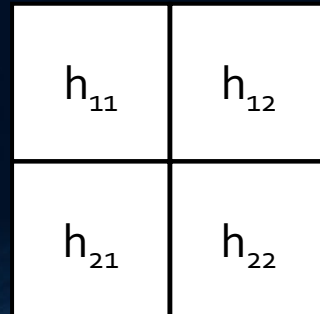


- The Volterra Series:

$$F(x(t)) = h_0 + \sum_{l=0}^{\infty} h_1(l)x_1(t-l) + \sum_{l=0}^{\infty} h_2(l)x_2(t-l) + \sum_{l_1=0}^{\infty} \sum_{l_2=0}^{\infty} h_{11}(l_1, l_2)x_1(t-l_1)x_1(t-l_2) +$$

$$\sum_{l_1=0}^{\infty} \sum_{l_2=0}^{\infty} h_{12}(l_1, l_2)x_1(t-l_1)x_2(t-l_2) + \sum_{l_1=0}^{\infty} \sum_{l_2=0}^{\infty} h_{22}(l_1, l_2)x_2(t-l_1)x_2(t-l_2) \dots$$

- Can control model flexibility by order choice
- Parameter space grows quickly with order

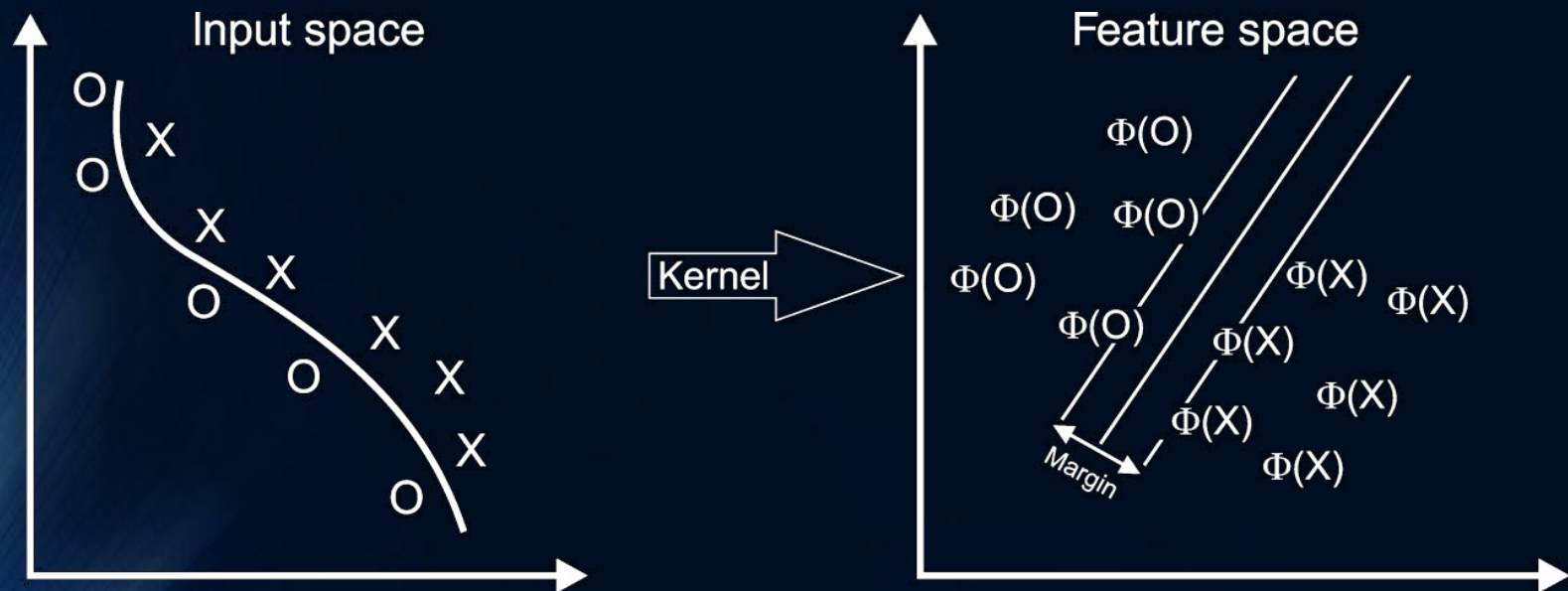
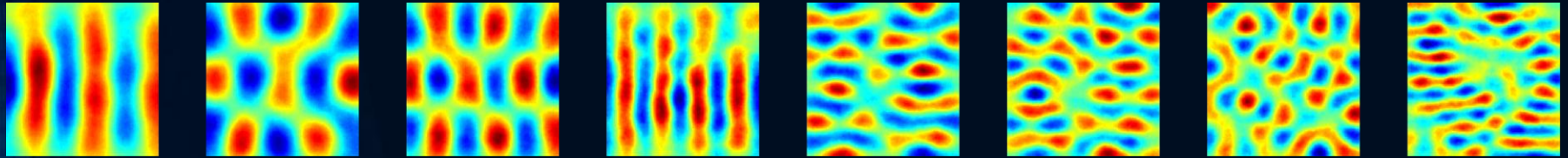


The scale of the problem

- If we have 1000 pixels
 - 2nd Order: 500,000+ coefficients
 - 3rd Order: 160 million+ coefficients
 - 4th Order: 40 billion+ coefficients
- But we actually have about 196,608 pixels...
 - 2nd Order: 19 billion+ coefficients
 - 3rd Order: 1.2 quadrillion+ coefficients
 - 4th Order: 62 quintillion+ coefficients

Pixels
 1.2×10^{15} →

Taming dimensionality



Kernel regression

$$K = k(x^i, x^j) \quad \text{For all } i, j = 1:n \text{ in training data}$$

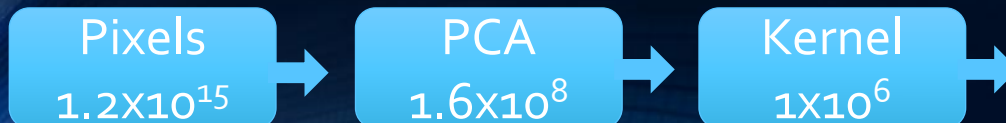
$$\alpha = K^{-1}y \quad \text{Calculate weights for kernel regression model}$$

Use weights to make predictions for new x

$$y(x) = \sum_i \alpha_i k(x, x^i)$$

$$y(x) = \sum_i \alpha_i \langle \phi(x), \phi(x^i) \rangle$$

Kernel function equivalent to dot product in feature space ϕ



The Inhomogeneous Polynomial Kernel

$$k(x, x') = (x \cdot x' + 1)^d$$

2nd Order IHP:

$$(x \cdot x' + 1)^2 = (x_1 x'_1 + x_2 x'_2 + 1)^2$$

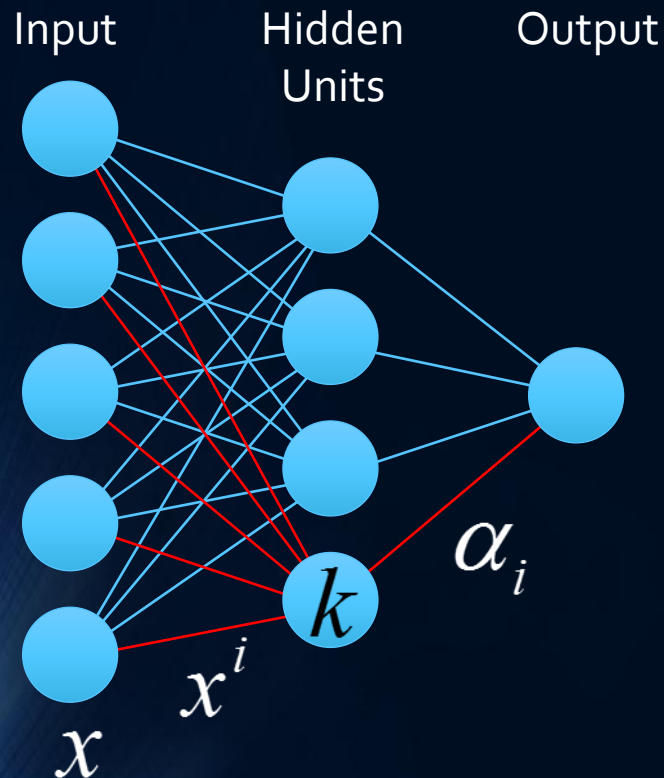
$$(x_1 x'_1 + x_2 x'_2 + 1)(x_1 x'_1 + x_2 x'_2 + 1)$$

$$(x_1 x'_1)^2 + (x_2 x'_2)^2 + 2x_1 x'_1 x_2 x'_2 + 2x_1 x'_1 + 2x_2 x'_2 + 1$$

$$\begin{pmatrix} (x_1)^2 \\ (x_2)^2 \\ \sqrt{2}x_1x_2 \\ \sqrt{2}x_1 \\ \sqrt{2}x_2 \\ 1 \end{pmatrix} \cdot \begin{pmatrix} (x'_1)^2 \\ (x'_2)^2 \\ \sqrt{2}x'_1x'_2 \\ \sqrt{2}x'_1 \\ \sqrt{2}x'_2 \\ 1 \end{pmatrix}$$

Implicitly
Maps to
feature space
containing all
first and
second order
terms

Neural networks as kernel machines



In a standard NN:

$$k(x, x^i) = \tanh(x \cdot x^i)$$

$$y(x) = \sum_i \alpha_i k(x, x^i)$$

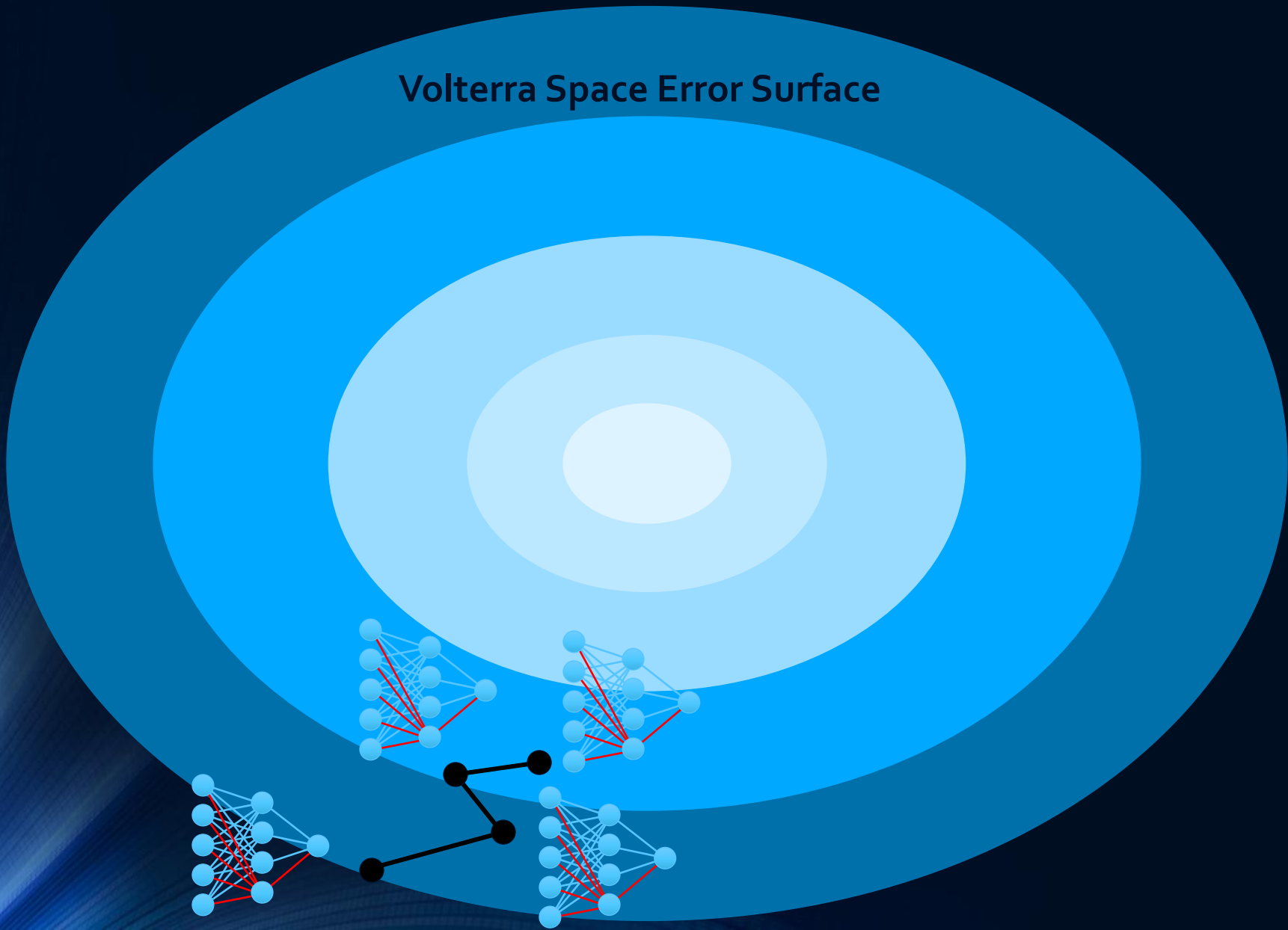
From NN perspective, kernel regression with a tanh kernel function is equivalent to a NN with hidden units = training samples



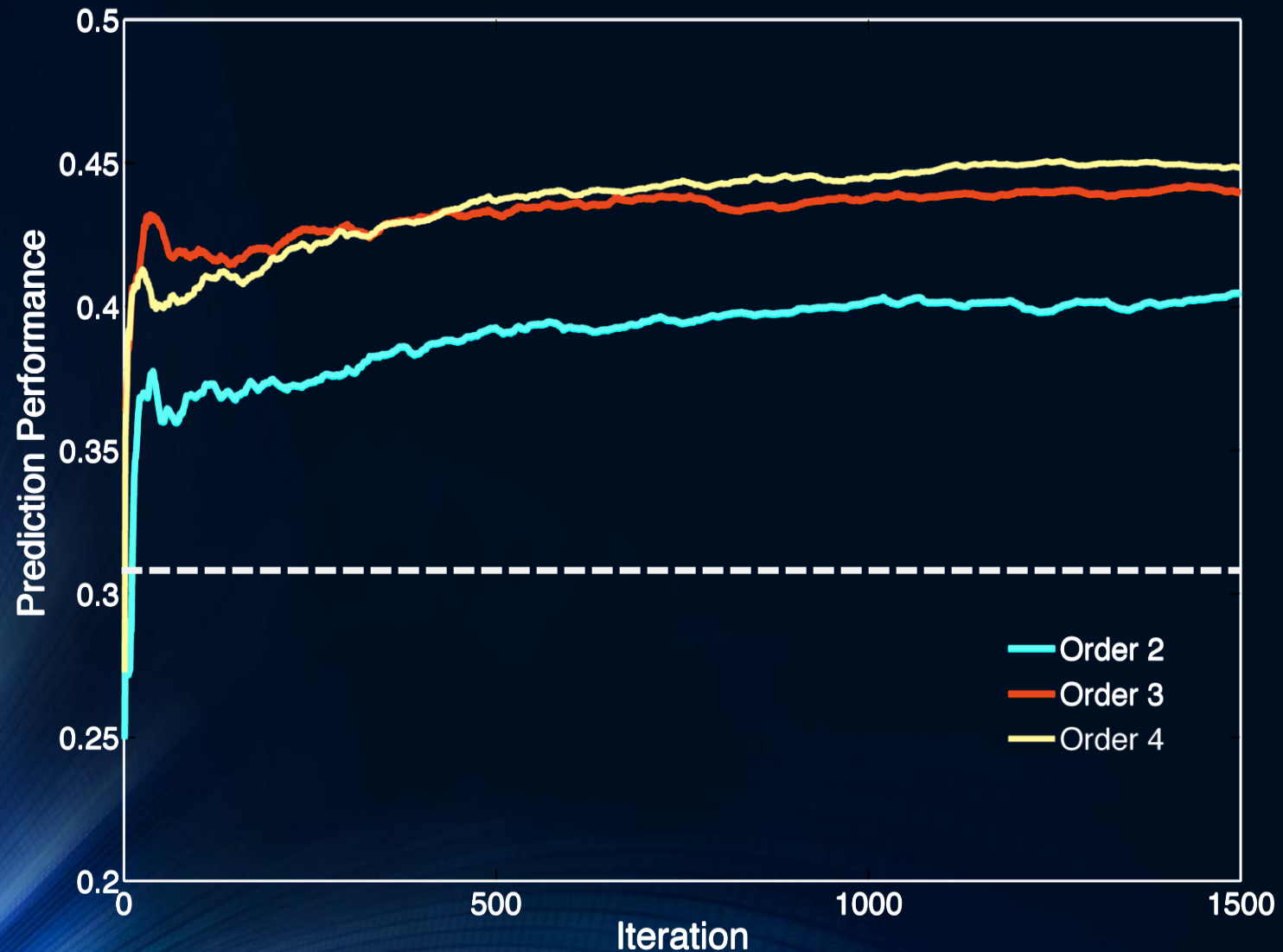
Stochastic gradient boosting

Data

Volterra Space Error Surface



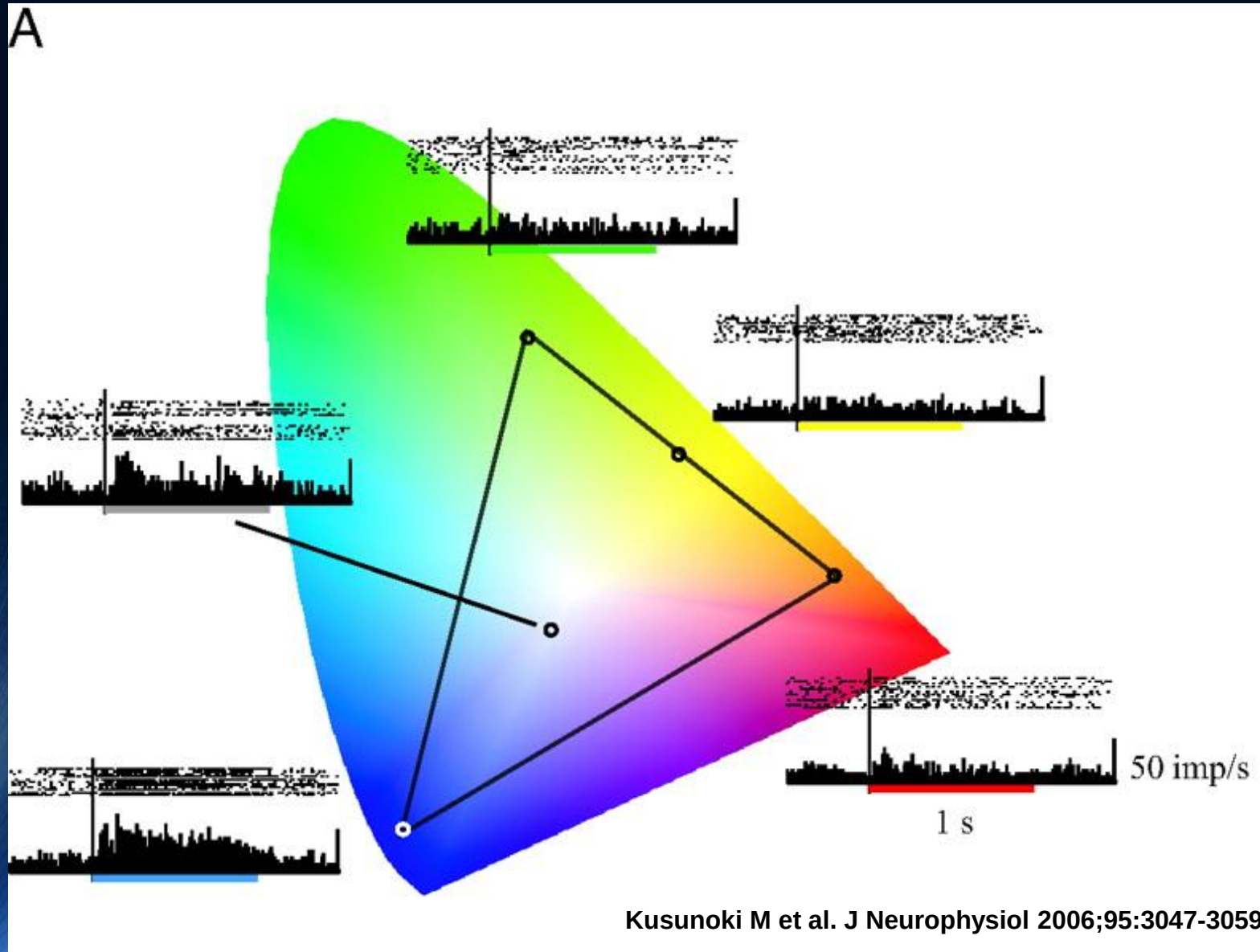
Prediction performance by model order



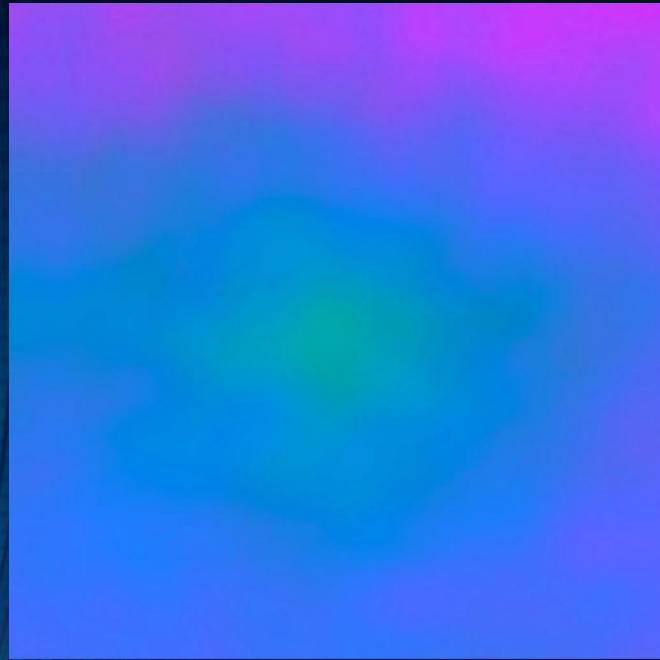
Color constancy in V₄



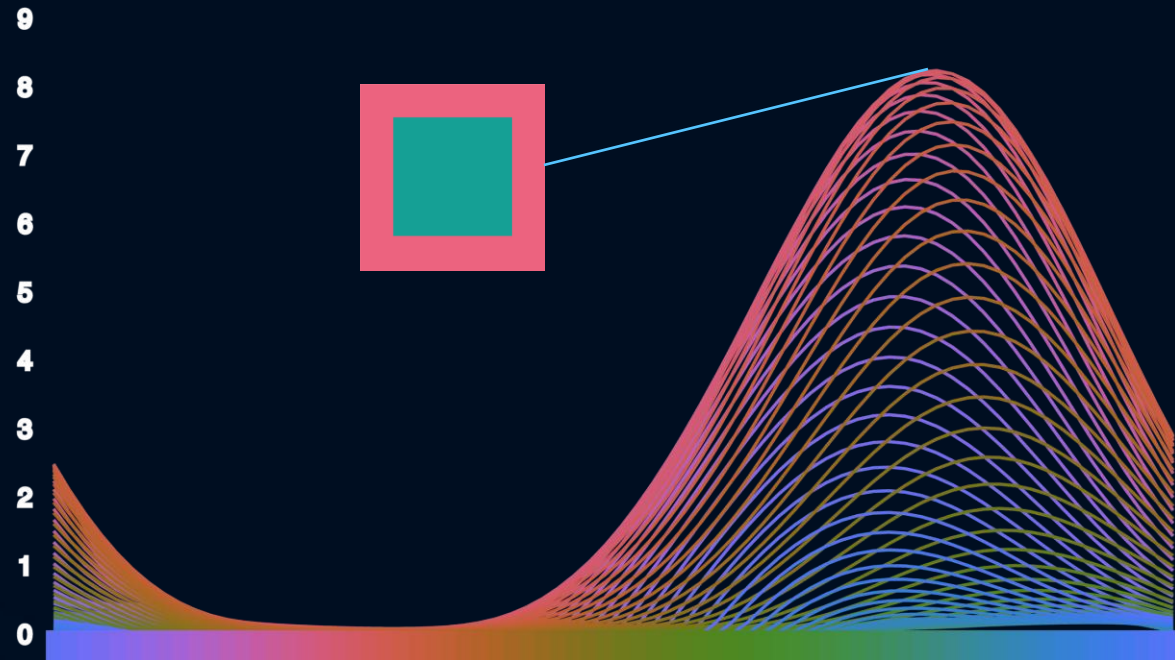
V₄ Tuning for Color



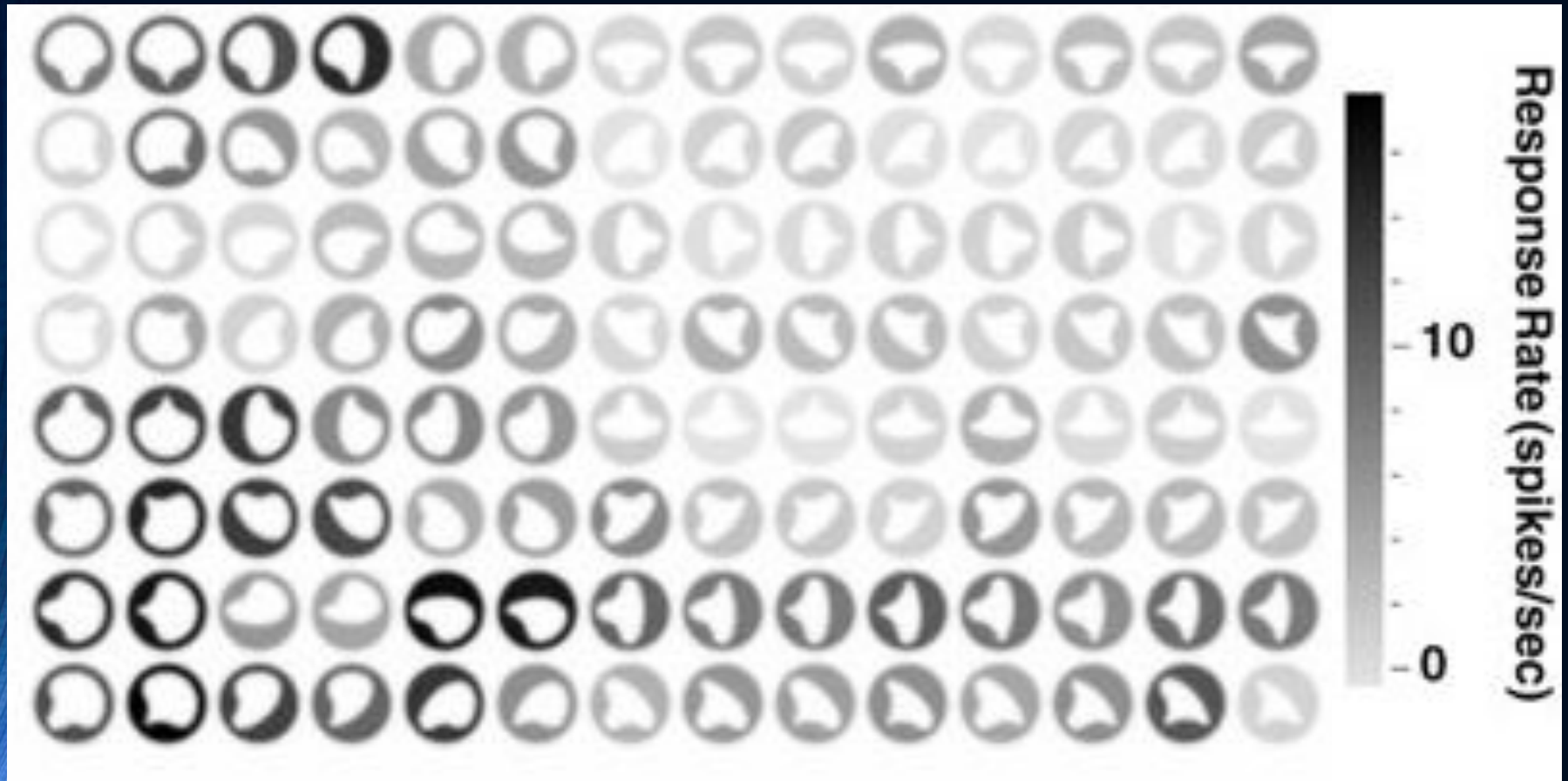
Color Tuning of V₄ Cells



First Order Color
Coefficients

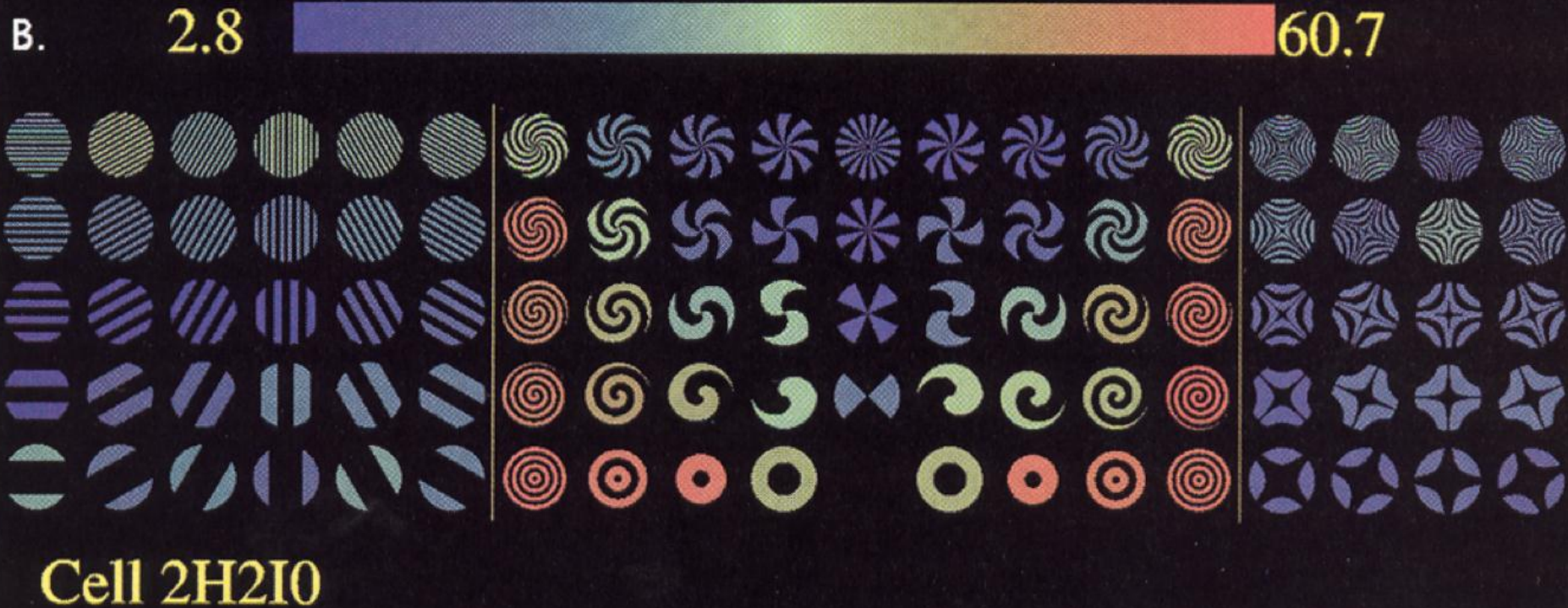


V₄ tuning to curvature

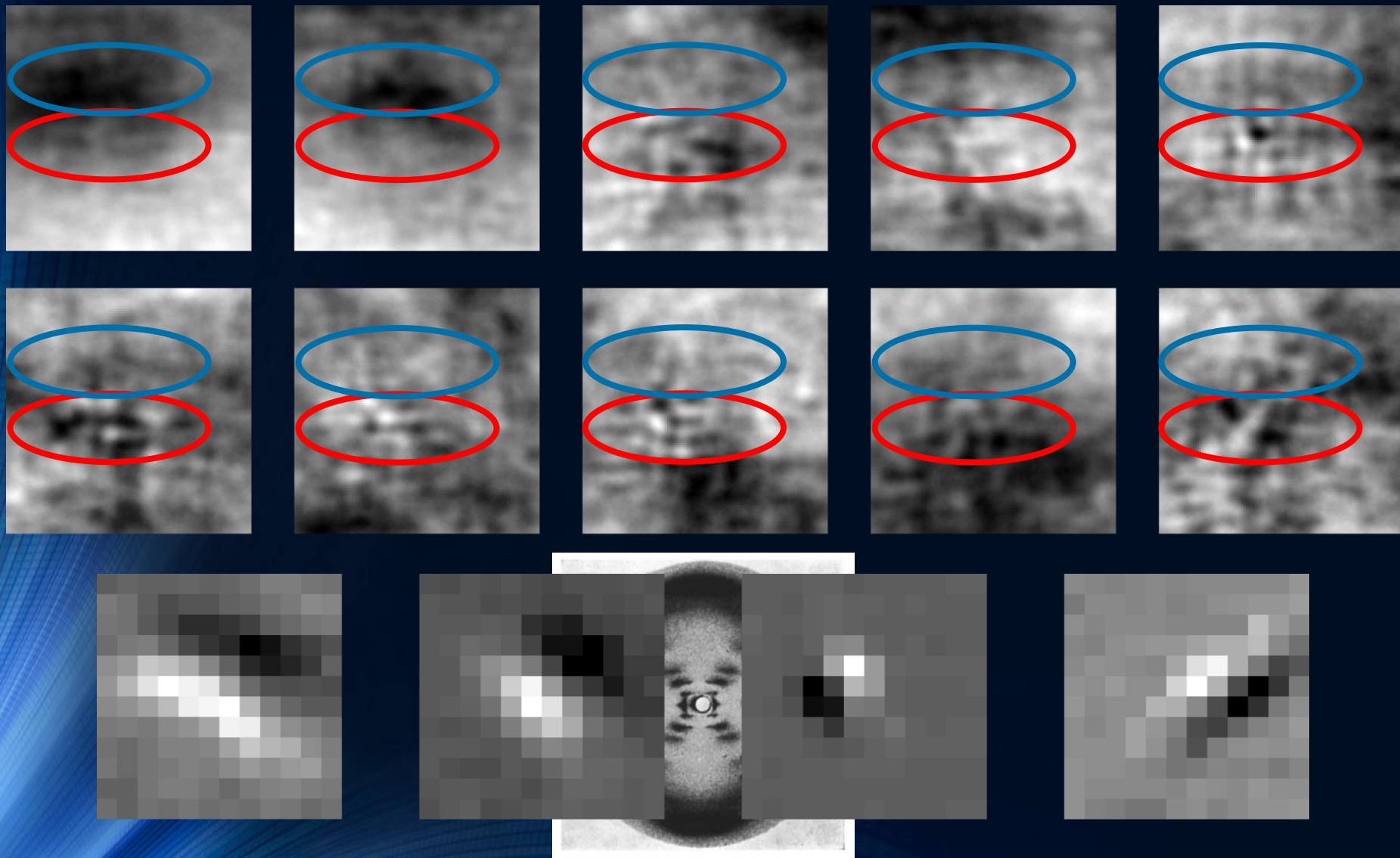


Pasupathy A , and Connor C E J
Neurophysiol 2001;86:2505-2519

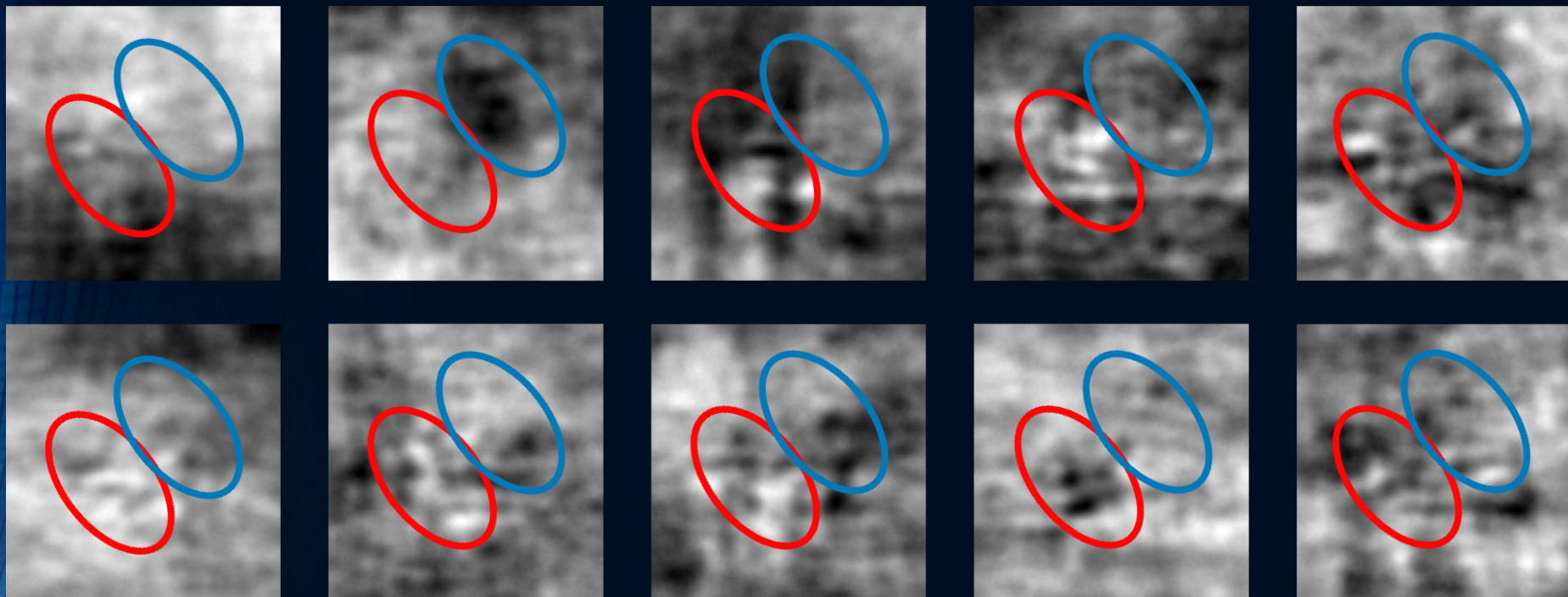
V₄ tuning to Non-Cartesian Gratings



Eigenvectors of second order V_4 receptive field model



Eigenvectors of second order V_4 receptive field model



Shape tuning of a V₄ cell's Volterra model



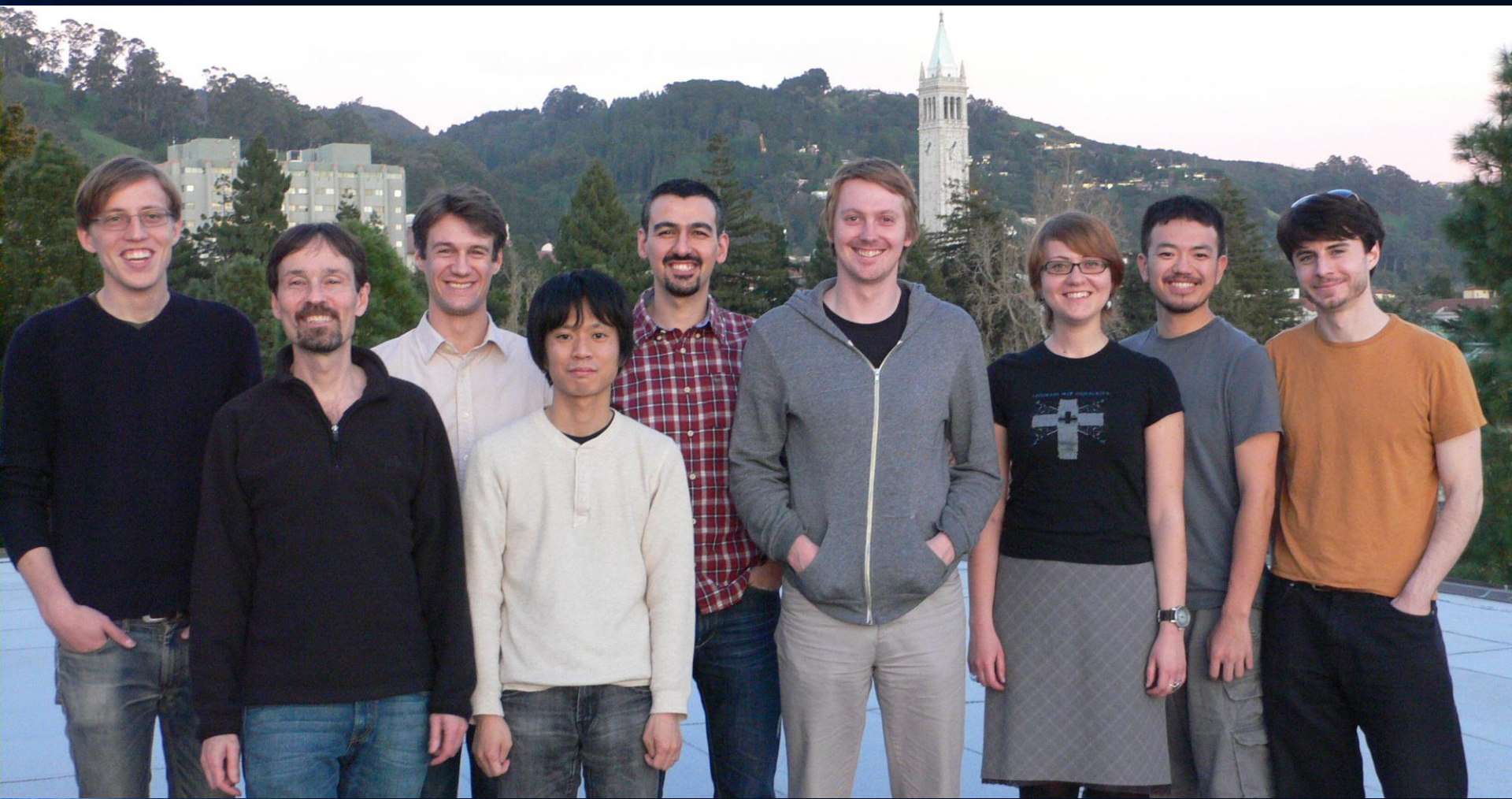
Shape tuning of a V_4 cell's Volterra model



Embracing the Complexity

- Demonstrated a way to make this big problem tractable
- Shown many reported features of V₄ tuning can exist in a single cell
- Interpretation of large models is still a major problem
- Need tensor libraries that exploit symmetry to decompose large models

Thank you!



V₄ High Response Movie Frames



Stochastic Gradient Boosted IPKNs

- Use IPKNs as the weak learners
- Fit to sample of data using backprop w/ a stopping set
- Perform line search to determine step size that minimizes error on sample
- Multiply step size by learning rate and update function
- Ensemble is equivalent to a single Volterra model!

Some Important Unanswered Questions

- What information are our models missing in V_2 , V_4 and beyond?
- Do we need nonlinear combinations of basis functions?
- Can we derive new basis functions?

Extracting Coefficients from Model

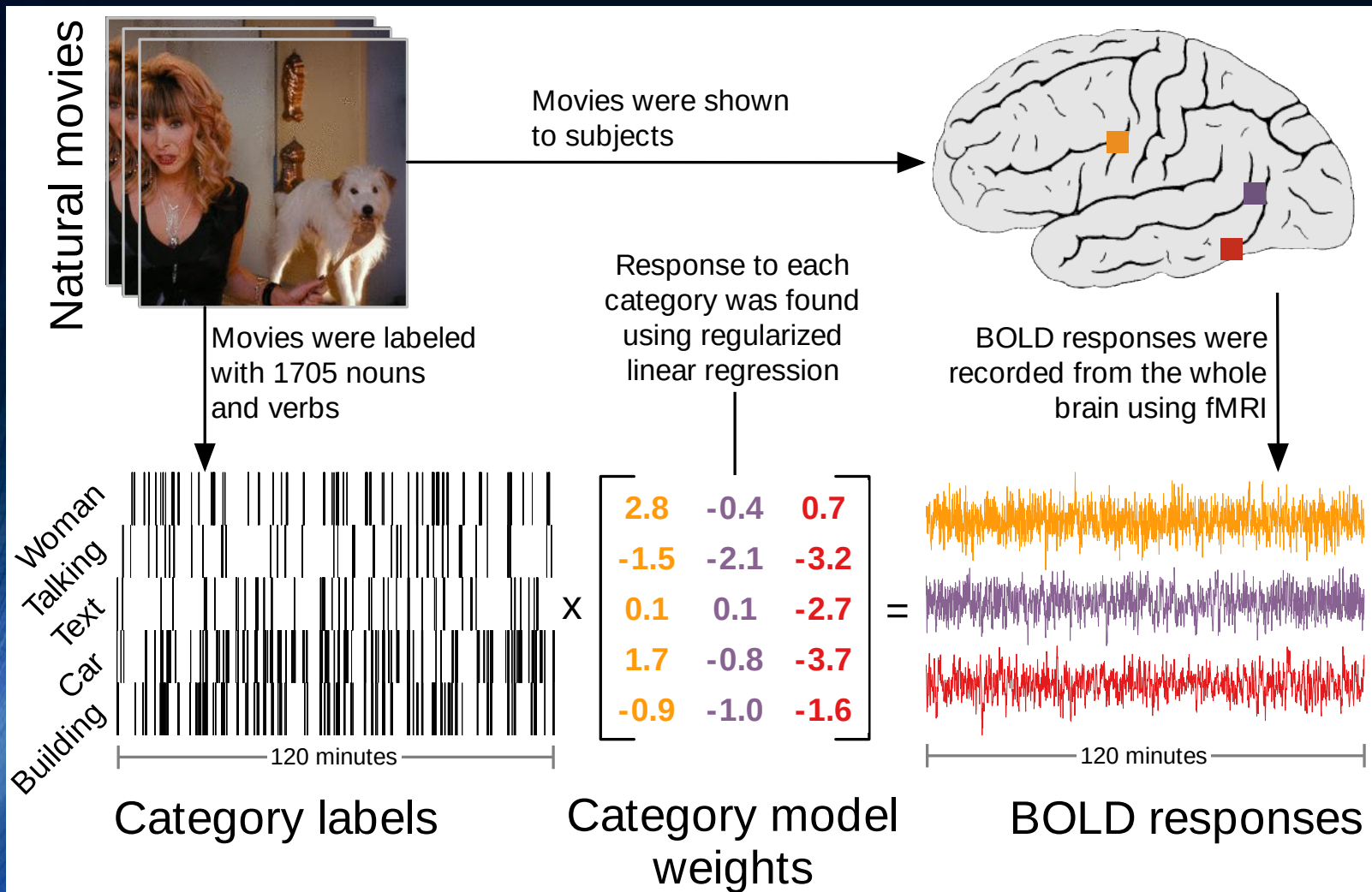
- Create a design matrix or the desired order of interactions from the support vectors/input weights
- Multiply by the output weights and weight by correction factor
- Extract coefficients from each iteration's network, weight by step size and sum to get final set of coefficients

$$\Phi_n = (\phi_n(x^1), \phi_n(x^2), \dots, \phi_n(x^i))$$

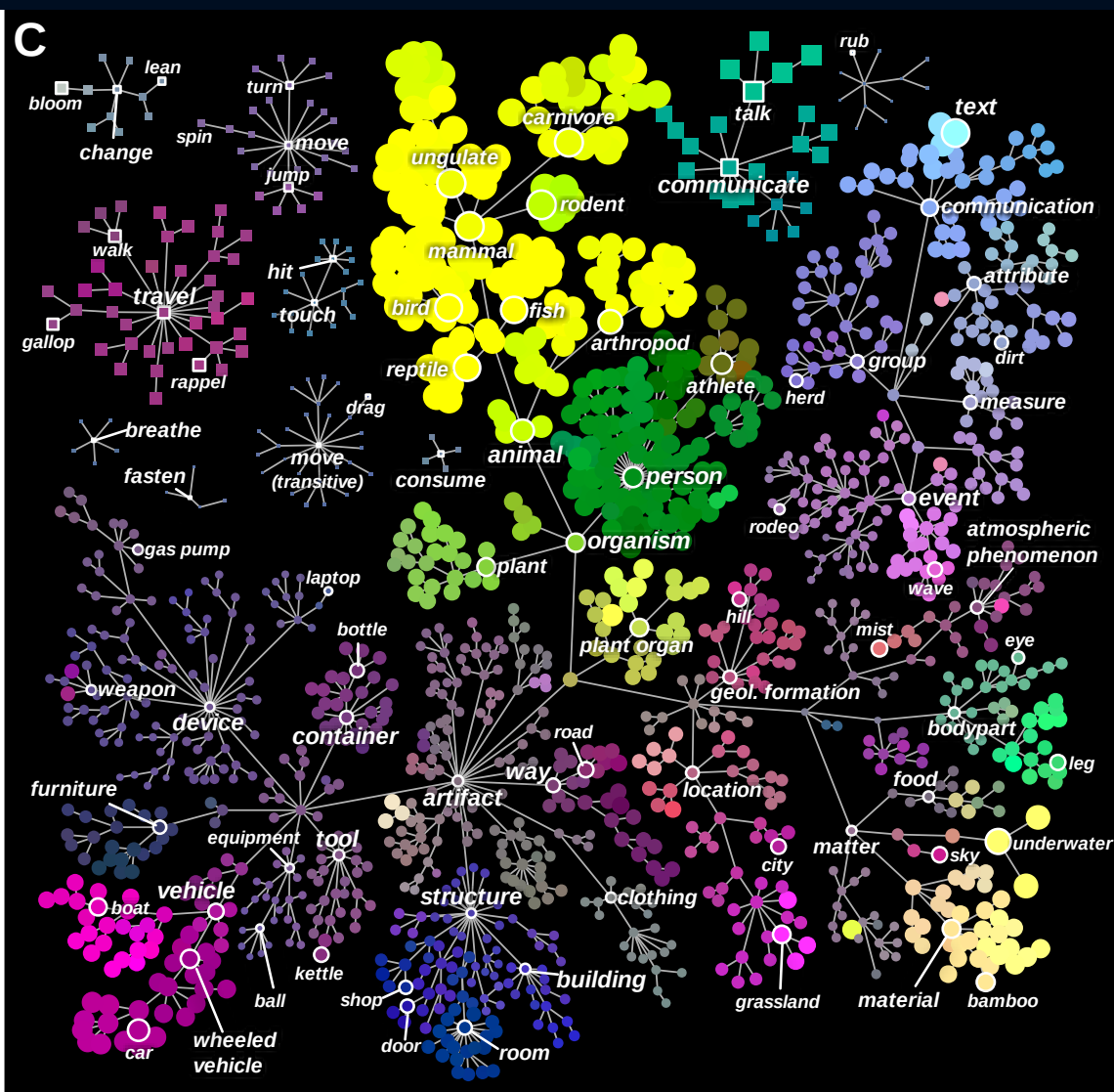
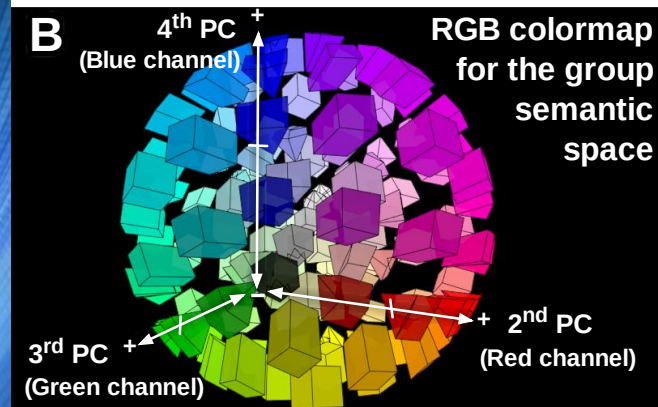
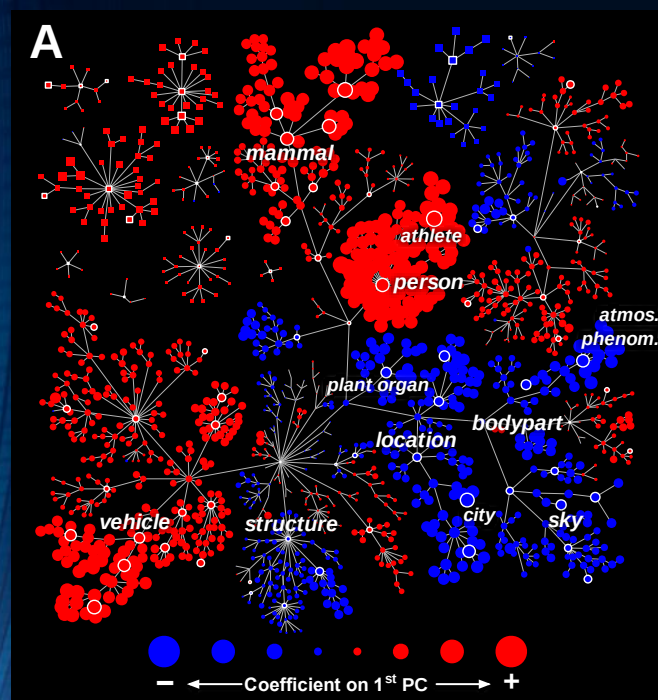
$$\eta_n = a_n \Phi_n^T K^{-1} y$$

$$\eta_n = a_n \Phi_n^T \alpha$$

Feature Spaces



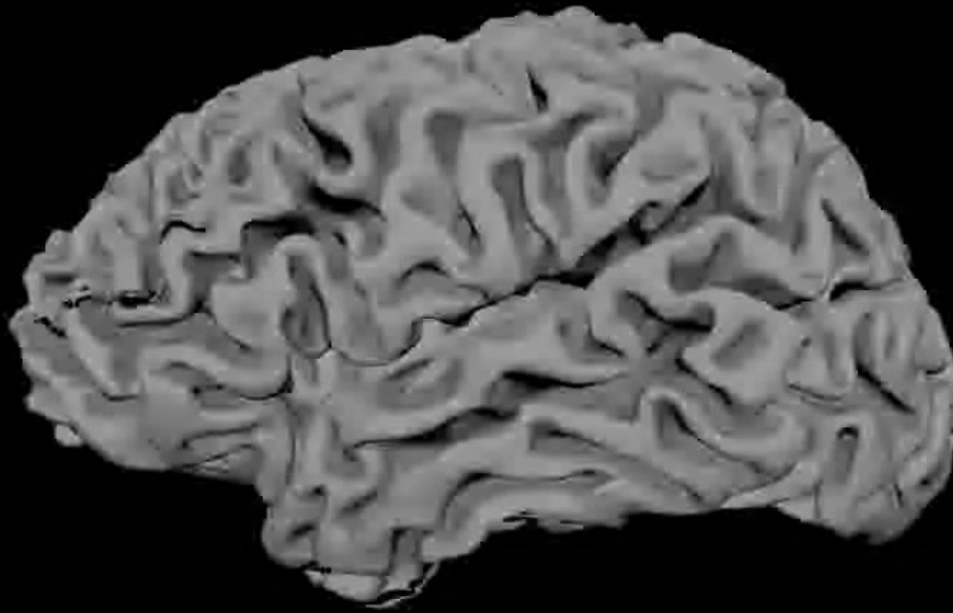
Constructing a Semantic Space



Semantic Decoding



Flattening the Brain



Visualizing Semantic Space

