#### The Neural Code



Part 2: Population coding Odelia Schwartz

#### Single neuron Encoding



Probability(Response | Stimulus)

#### Last time: encoding model



→ Linear, Nonlinear →

Poisson spiking

#### Last time: encoding model



# We talked about estimating the linear filter (What filters??)

#### Last time: encoding model



## We talked about estimating the linear filter (orientation filter, time filter)



#### This class: Populations



#### Probability(Responses | Stimulus)

#### This class: focus on **Decoding**



Decoding: the reverse problem...
Probability(Stimulus | Response)

#### **Population Coding**

Do brains use many or few neurons to represent the world and guide actions?

#### Population coding

#### **Sparse representation**

(Grandmother cells)





Selectivity leads to sparseness.



Example neuron in primary motor cortex (from Schwartz & Georgopoulos 1986)

#### Sparse vs. Distributed Representations

Disadvantages (Advantages)

Distributed

Sparse

#### Sparse vs. Distributed Representations

Disadvantages (Advantages)

Distributed

Metabolic cost Decoding/Links with other systems

Sparse

Cell Death Combinatorial explosion

## Why population codes

- Decoding properties of input (motion direction, color, warm day) likely involves neural population
- Linking between neural responses and perception/behavior





# Types of questions with population codes

- How well can we (or populations of neurons) decode a given stimulus (what do we want to decode?)
- What encoding (and decoding) schemes are optimal in allowing us to best estimate properties of the stimulus?

## **Population codes**

- Primary visual cortex (eg, orientation)
- Primary motor cortex (eg, arm movement)
- Higher areas...
- Hippocampus (self location)
- Cercal interneurons in cricket

## **Population codes**

- Primary visual cortex (eg, orientation)
- Primary motor cortex (eg, arm movement)
- Higher areas...
- Hippocampus (self location)
- Cercal interneurons in cricket



Decoding wind direction in the cricket cercal system



Neurons sensitive to wind angle

Decoding wind direction in the cricket cercal system (sensing direction of wind movement as warning against predators)

## Population coding example First look at one neuron



Is single neuron sufficient to "decode" wind direction?

## Population coding example First look at one neuron



Is single neuron sufficient to "decode" wind direction? How many neurons needed?

## Population coding example 4 neurons!



Wind orientation tuning curves include only four cardinal axes! (from Dayan and Abbott book)

## Population coding example 4 neurons!



Each of the 4 neurons has a cosine tuning curve:  $r_1 = \cos(\theta - \theta_1)$ 

(wind direction minus preferred; and firing rate made positive)

## Population coding example Geometric depiction:



Neurons sensitive to angle of wind

Decoding wind direction in the cricket cercal system with 4 interneurons (from Dayan and Abbott book); On the board...

 $\vec{V} = (V_1, V_2)$ Wind direction (we want to estimate) Assume unit length vector.

 $\overrightarrow{C_1}$ ,  $\overrightarrow{C_2}$ ,  $\overrightarrow{C_3}$ ,  $\overrightarrow{C_4}$  Preferred wind direction each neuron (unit length) (unit length)

 $r_1, r_2, r_3, r_4$ 

Firing rate each neuron to given wind direction stimulus

$$r_1 = \cos(\theta - \theta_1) = \overrightarrow{C_1} \overrightarrow{V}$$



 $\vec{V} = (V_1, V_2)$  Wind direction (want to estimate) Assume unit length vector.

 $\overrightarrow{C_1}$ ,  $\overrightarrow{C_2}$ ,  $\overrightarrow{C_3}$ ,  $\overrightarrow{C_4}$  Preferred wind direction each neuron





 $\vec{V} = (V_1, V_2)$  Wind direction (want to estimate) Assume unit length vector.

 $\overrightarrow{C_1}$ ,  $\overrightarrow{C_2}$ ,  $\overrightarrow{C_3}$ ,  $\overrightarrow{C_4}$ 

Preferred wind direction each neuron

$$\vec{V} = r_1 \overrightarrow{C_1} + r_2 \overrightarrow{C_2}$$



 $\vec{V} = (V_1, V_2)$ 

Wind direction (want to estimate) Assume unit length vector.

 $\overrightarrow{C_1}$ ,  $\overrightarrow{C_2}$ ,  $\overrightarrow{C_3}$ ,  $\overrightarrow{C_4}$ 

Preferred wind direction each neuron

$$\vec{V} = r_1 \overrightarrow{C_1} + r_2 \overrightarrow{C_2}$$

In principle, two neurons could be enough for all directions. Why not?



 $\vec{V} = (V_1, V_2)$ 

 $\overrightarrow{C_1}, \overrightarrow{C_2}, \overrightarrow{C_3}, \overrightarrow{C_4}$ 

Wind direction (want to estimate) Assume unit length vector.

Preferred wind direction each neuron

$$\vec{V} = r_1 \overrightarrow{C_1} + r_2 \overrightarrow{C_2}$$

In principle, two neurons could be enough for all directions. Why not? Firing rates not negative, Can't use  $C_1$  if wind direction were the other way



 $\vec{V} = (V_1, V_2)$ 

Wind direction (want to estimate) Assume unit length vector.

 $\overrightarrow{C_1}$ ,  $\overrightarrow{C_2}$ ,  $\overrightarrow{C_3}$ ,  $\overrightarrow{C_4}$ 

Preferred wind direction each neuron

$$\vec{V} = r_1 \overrightarrow{C_1} + r_2 \overrightarrow{C_2} - r_3 \overrightarrow{C_3} - r_4 \overrightarrow{C_4}$$

4 neurons = just right!



 $\vec{V} = (V_1, V_2)$ 

Wind direction (want to estimate) Assume unit length vector.

 $\overrightarrow{C_1}, \overrightarrow{C_2}, \overrightarrow{C_3}, \overrightarrow{C_4}$ 

Preferred wind direction each neuron

$$\vec{V} = r_1 \overrightarrow{C_1} + r_2 \overrightarrow{C_2} - r_3 \overrightarrow{C_3} - r_4 \overrightarrow{C_4}$$

4 neurons = just right!

This is known as population vector decoding



 $\vec{V} = (V_1, V_2)$ 

Wind direction (want to estimate) Assume unit length vector.

 $\overrightarrow{C_1}$ ,  $\overrightarrow{C_2}$ ,  $\overrightarrow{C_3}$ ,  $\overrightarrow{C_4}$ 

Preferred wind direction each neuron



This is known as population vector decoding (first used by Georgopoulos for motor system)



 $\vec{V} = (V_1, V_2)$ 

Wind direction (want to estimate) Assume unit length vector.

 $\overrightarrow{C_1}$ ,  $\overrightarrow{C_2}$ ,  $\overrightarrow{C_3}$ ,  $\overrightarrow{C_4}$ 

Preferred wind direction each neuron

$$\vec{V} = r_1 \overrightarrow{C_1} + r_2 \overrightarrow{C_2} - r_3 \overrightarrow{C_3} - r_4 \overrightarrow{C_4}$$

This is known as population vector decoding Simple estimation!



 $\vec{V} = (V_1, V_2)$ 

Wind direction (want to estimate) Assume unit length vector.

 $\overrightarrow{C_1}$ ,  $\overrightarrow{C_2}$ ,  $\overrightarrow{C_3}$ ,  $\overrightarrow{C_4}$ 

Preferred wind direction each neuron

$$\vec{V} = r_1 \overrightarrow{C_1} + r_2 \overrightarrow{C_2} - r_3 \overrightarrow{C_3} - r_4 \overrightarrow{C_4}$$

This is known as population vector decoding Cartesian coordinate system





Decoding wind direction in the cricket cercal system with 4 interneurons (from Dayan and Abbott book)



Decoding hand movement direction from primary motor cortex population (Georgopoulos et al. 1982)



Example neuron in primary motor cortex (from Schwartz & Georgopoulos 1986)
### Population coding example



Decoding hand movement direction from primary motor cortex population (from Georgopoulos et al., 1988) Population vector decoding

#### Population coding example



Decoding hand movement direction from primary motor cortex population of 17 neurons. Shoham et al., 2005

Let's look more generally at population decoding...

Let's look more generally at population decoding...

We have tuning curves, example: Gaussian-like

Cosine-like

#### Population coding Example tuning curve for one neuron:



(this is an idealized depiction of a tuning curve)

#### Population coding Example tuning curve for one neuron:



(this is an idealized depiction of a tuning curve)

Tuning curve for population of neurons...



From Pouget, Dayan, Zemel, 2000

(again, idealized tuning curves)



On the board...

What is the population response to the stimulus?





The activity is "noisy"... Why?

#### Poisson spike trains

Variability of neuronal spikes similar to a stochastic/random process,







Noisy neural activity



**Decoding**: estimate signal (here direction of motion) given population activity



Decode Readout Estimate Ŝ

How should we decode??



Decoding population activity: Center-of-mass (population vector)



#### Other decoding schemes?



Decoding population activity: Maximum (winner-take-all)



Decoding population activity: Different decoders can give different answers...

SStimulus we want to estimate $r_1, r_2, \dots, r_n$ Firing rate activity of each neuron $S_1, S_2, \dots S_n$ Preferred stimulus each neuron

Population vector: each neuron "votes" for its preferred stimulus

$$\hat{S} = \sum_{i=1}^{n} r_i S_i$$

Has been useful for: Cercal system Motor cortex



Population vector: each neuron "votes" for its preferred stimulus

$$\hat{S} = \sum_{i=1}^{n} r_i S_i$$

Has been useful for: Cercal system Motor cortex



Winner take all: neuron with highest response "wins"

$$\hat{S} = S_j$$
  
j=argmax  $r_i$ 

Based on Pouget, Dayan, Zemel, 2000

Population and Winner take all properties:

- Simple!
- Does not take noise into account!
- Not necessarily optimal

Other methods?

SStimulus we want to estimate $r_1, r_2, \ldots, r_n$ Firing rate activity of each neuron

Consider the distribution: prob(r|S)



SStimulus we want to estimate $r_1, r_2, \ldots, r_n$ Firing rate activity of each neuron

Maximum likelihood: Find S that maximizes prob(r|S)



SStimulus we want to estimate $r_1, r_2, \ldots, r_n$ Firing rate activity of each neuron

Maximum likelihood: Find S that maximizes prob(r|S)

We need to know or assume this distribution



- *S* Stimulus we want to estimate
- $r_1, r_2, \dots, r_n$  Firing rate activity of each neuron

Maximum likelihood:prob(r|S)Find S that maximizes

We can solve if we know noise distribution (eg, Poisson) and assume neurons independent (probabilities multiply); Set derivative to 0... Turns out similar to Population vector (see Dayan and Abbott book)

#### Population coding example





Dayan and Abbott book

### Population coding (distributed)

How do we judge quality of a decoder??

# Population coding (distributed)

#### How do we judge quality of a decoder?

If we estimate signal (e.g., direction of motion) many times given population response, desirable properties:

- unbiased estimate of stimulus (on average gets the right, e.g., direction)
- low variance
- (theoretical work on bounds)

#### Correlated variability

• Revisiting noise in population codes!

#### How to overcome noise?



#### How to overcome noise?



#### Response variability is correlated between cells



#### Correlated variability

- Revisiting noise in population codes!
- Noise and correlations affect how we read out neural populations (eg, independence assumption)
- Active area of research

Does pooling neuron outputs average noise and improve performance?

Thought experiment:

- Noisy machine that generates a number
- We want to estimate the number
- Unfortunately, it is corrupted by noise
- Generate number 10000 times and take average
- Lazy/biased machine: first sample independent of second; other 9998 same as second
- Assume independence and take average, when actually all 9998 numbers are not independent
- Good estimate?

from Averbeck et al. 2006

Thought experiment:

- Noisy machine that generates a number
- We want to estimate the number
- Unfortunately, it is corrupted by noise
- Generate number 10000 times and take average
- Lazy/biased machine: first sample independent of second; other 9998 same as second
- Assume independence and take average, when actually all 9998 numbers are not independent
- Good estimate?

from Averbeck et al. 2006

Optimal strategy: Weight first sample by half and all the rest by half
"Neurons face the same situation: they compute some function of the variables encoded in their inputs, and to perform this computation optimally they must know the correlations in the ~10,000 inputs that they receive. If they ignore the correlations, they may — or may not — pay a price in the form of suboptimal computations."

> Optimal strategy: Weight first sample by half and all the rest by half

from Averbeck et al. 2006

## Other computations: discrimination (population)



DiCarlo, Zocollan, Rust, 2012

## Other computations: discrimination (population)



DiCarlo, Zocollan, Rust, 2012

## Other computations: discrimination (population)



DiCarlo, Zocollan, Rust, 2012