

SYDE 556/750

**Simulating Neurobiological Systems**  
**Lecture 11: The Semantic Pointer Architecture**

Andreas Stöckel

March 24 & 26, 2020



UNIVERSITY OF  
**WATERLOO**

FACULTY OF  
ENGINEERING



## Administrative Notes – Remaining Deadlines

- ▶ **Assignment 4** – Due Tuesday, Mar. 24\* (today!)
  - ▶ Worth 10% of the final mark
- ▶ **Interim Project Report** – Due Thursday, Apr. 2\* (no late submission!)
  - ▶ One to two pages maximum; see the website for instructions
  - ▶ Not marked; either 0% (not submitted) or 100% (reasonable document submitted)
  - ▶ Worth 10 marks (25% of the final project) of the final project
- ▶ **Final Project** – Due Wednesday, Apr. 15\*
  - ▶ Worth 40% of the final mark

\* All deadlines are 11:59pm EDT

# Shallow Versus Deep Semantics

## TREE

0x54 0x52 0x45 0x45

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*Shallow semantics (relational)*

$\forall x \text{is\_a}(x, \text{PINE}) \rightarrow \text{is\_a}(x, \text{TREE}) \wedge \text{has}(x, \text{NEEDLES}) \wedge \text{is}(x, \text{EVERGREEN}),$

$\forall x \text{is\_a}(x, \text{TREE}) \rightarrow \text{is\_a}(x, \text{PLANT}),$

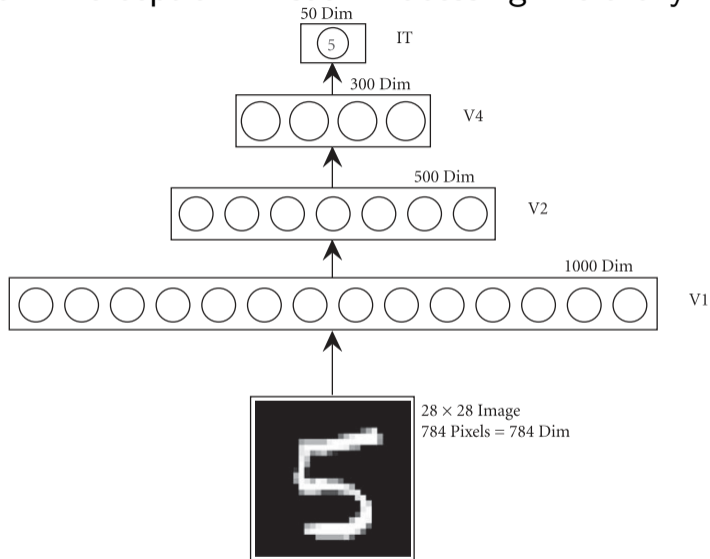
$\forall x \text{is\_a}(x, \text{PLANT}) \rightarrow \text{is}(x, \text{ALIVE}).$

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*Deep semantics (“subjective experience”)*



# Deep Semantic in Perception: Visual Processing Hierarchy



# Deep Semantic in Perception: Dereferencing

A.



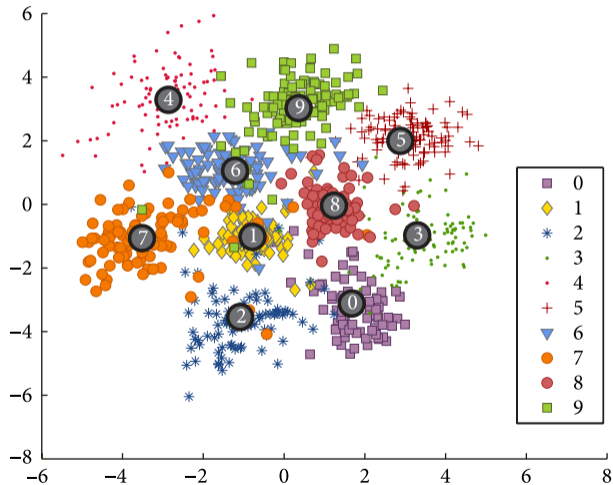
B.



C.

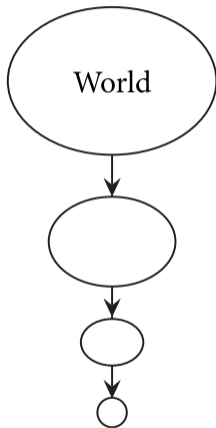


D.



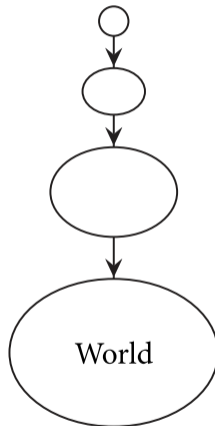
# Perception vs. Action

Perception



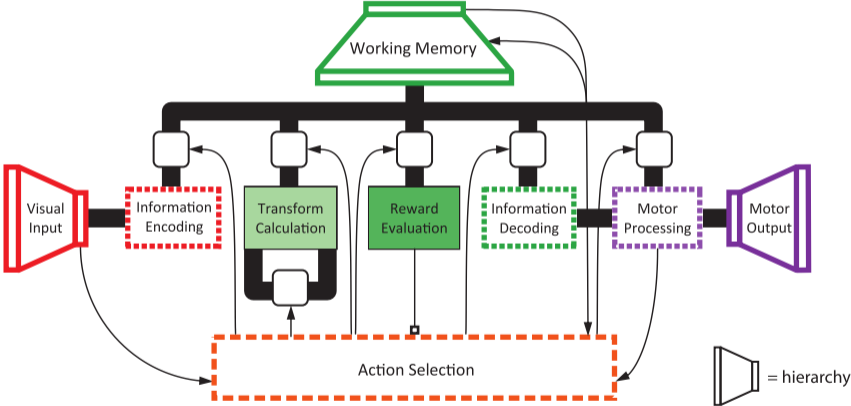
World  $\rightarrow$  Representation

Motor Control

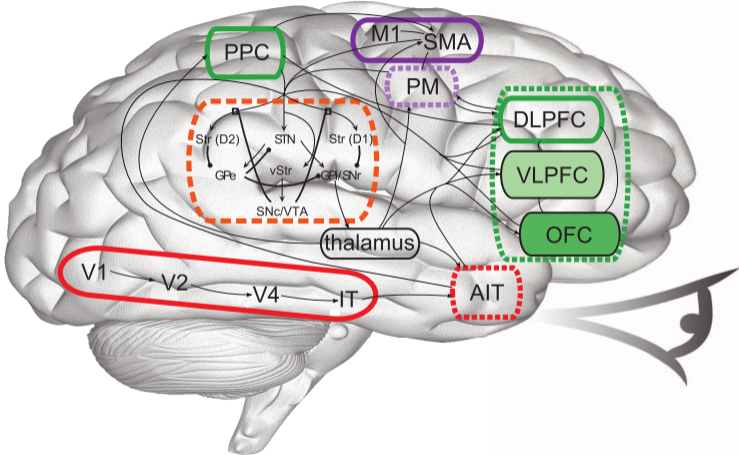


Representation  $\rightarrow$  World

# Spaun – Semantic Pointer Architecture Unified Network (I)



# Spaun – Semantic Pointer Architecture Unified Network (II)





# Nengo SPA Example (I)

colour\_in

**x**



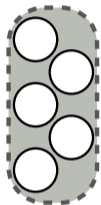
shape\_in

**y**



cue\_in

**z**

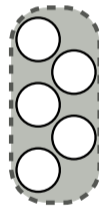


$\otimes$

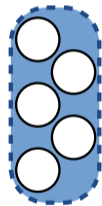
**conv**



**out**

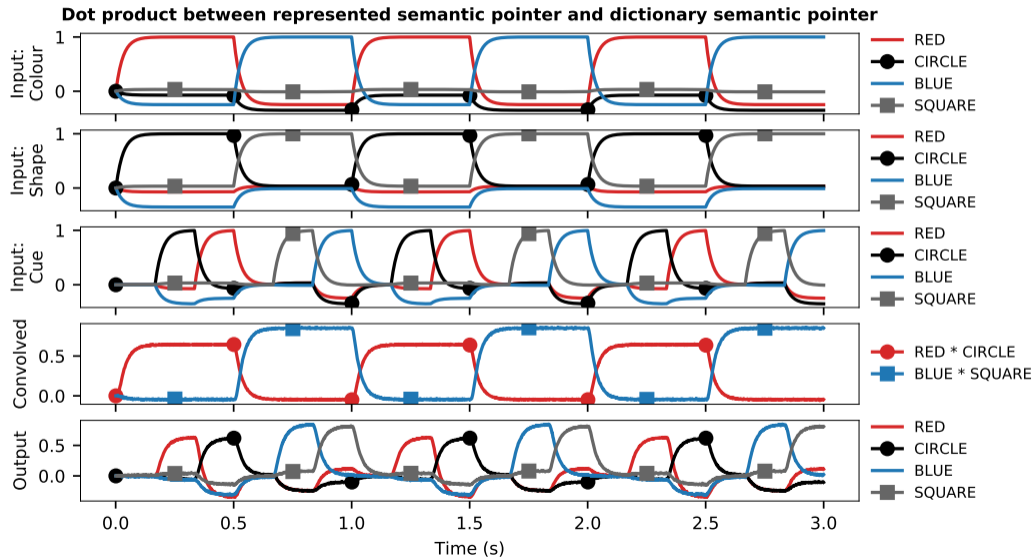


$\otimes$



$z^{-1}$

# Nengo SPA Example (II)

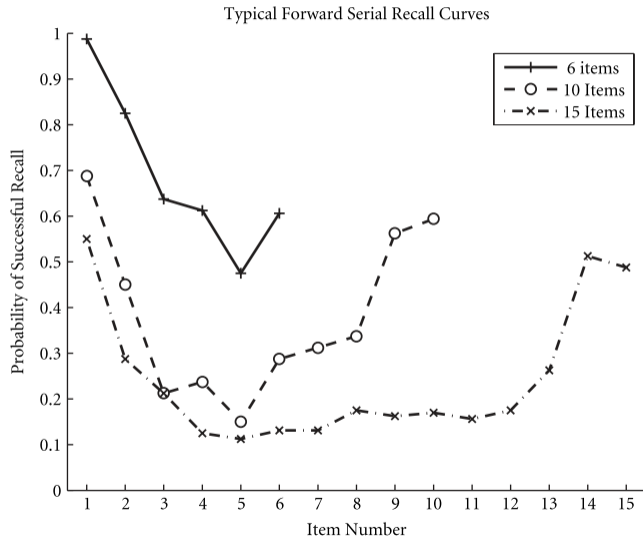


## Recency and Primacy Experiment

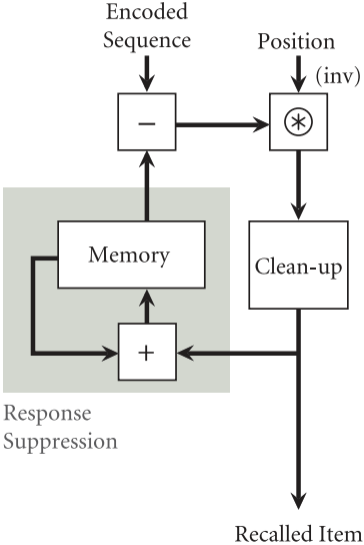
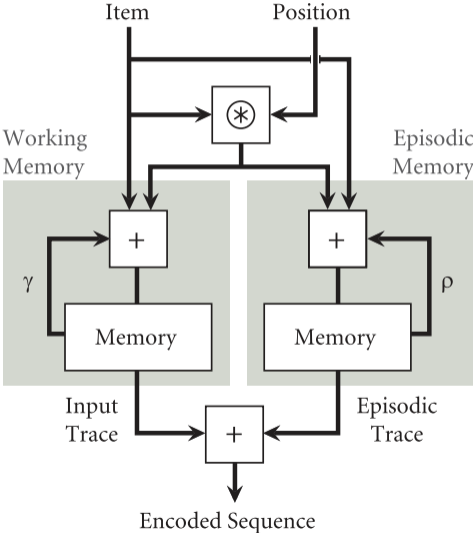
**Experiment:** Remember this list (presented one at a time)

1. robot
2. teflon
3. kettlemaking
4. big-league
5. troubleshooter
6. conglomerates
7. waxberries
8. electrograph
9. overjoyous
10. unquailing

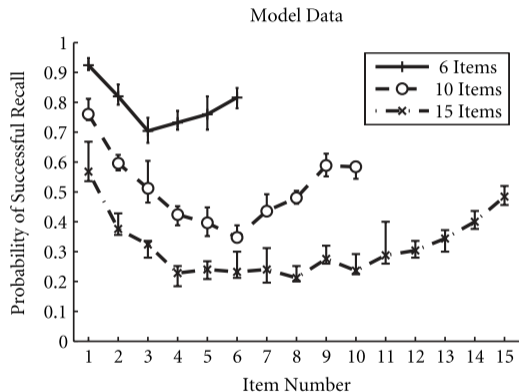
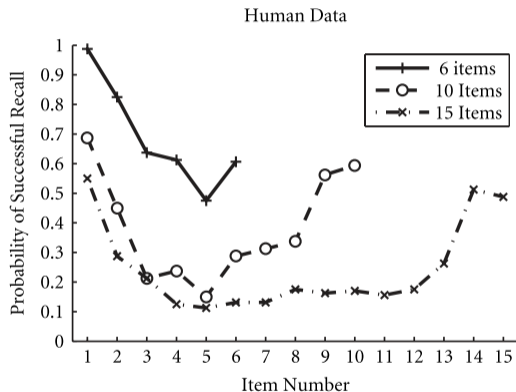
# Recency and Primacy Data



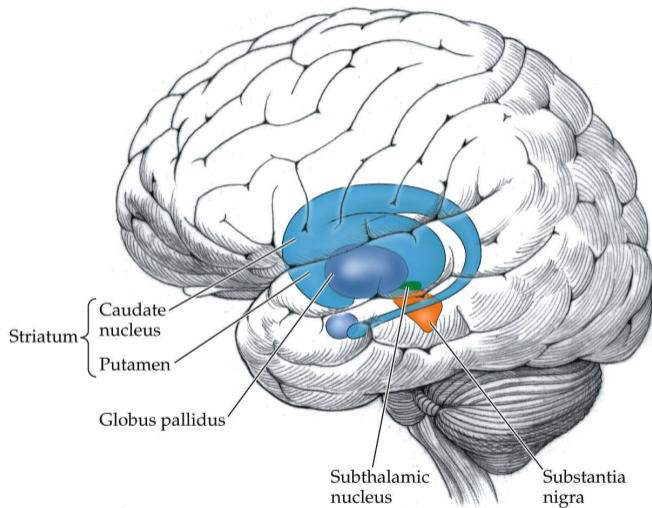
# Ordinal Serial Encoding (OSE) Model



# Ordinal Serial Encoding (OSE) Model: Experiment



# Basal Ganglia (BG)



**Biological Psychology 6e, Figure 11.18**

# Clinical Evidence for the Role of the BG in Action Selection

## Parkinson's disease

- ▶ Neurons in the substantia nigra die off
- ▶ Difficult to trigger actions to start
- ▶ Usually physical actions
- ▶ Cognitive effects in later stages

## Huntington's disease

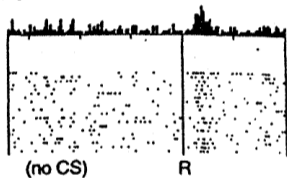
- ▶ Neurons in the striatum die off
- ▶ Actions triggered inappropriately
- ▶ Small uncontrollable movements
- ▶ Trouble sequencing cognitive actions



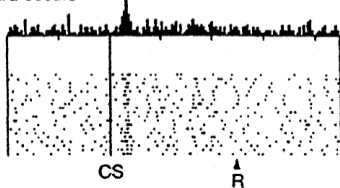
# Neurophysiological Evidence for the Role of the BG in Action Selection

- ▶ Role in reinforcement learning

No prediction  
Reward occurs

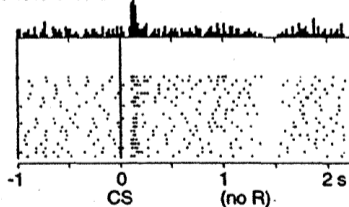


Reward predicted  
Reward occurs

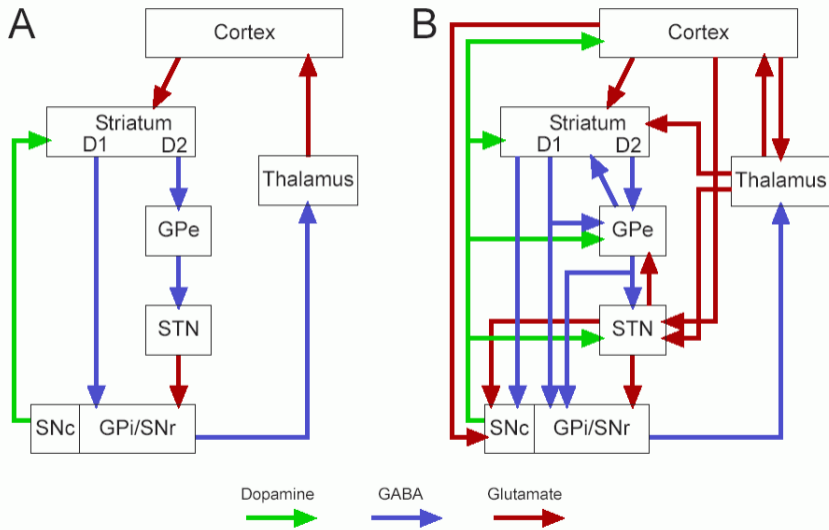


- ▶ Dopamine levels map onto reward prediction error

Reward predicted  
No reward occurs



# Microcircuitry of the Basal Ganglia



# Simplified Model

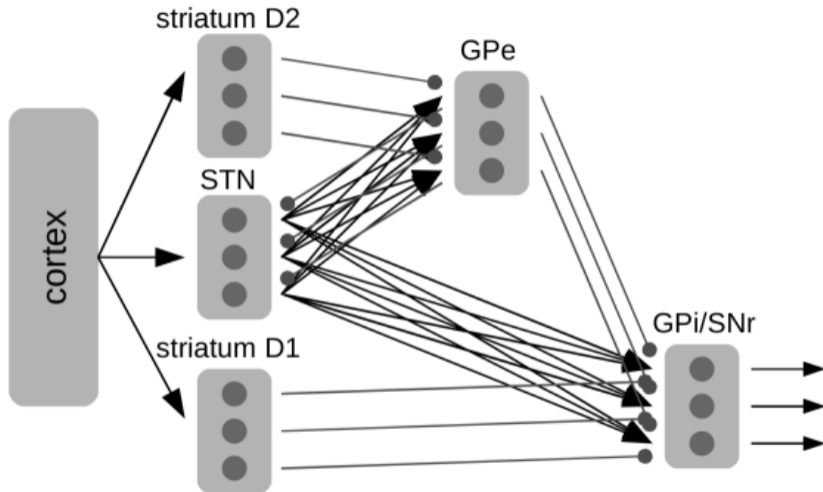
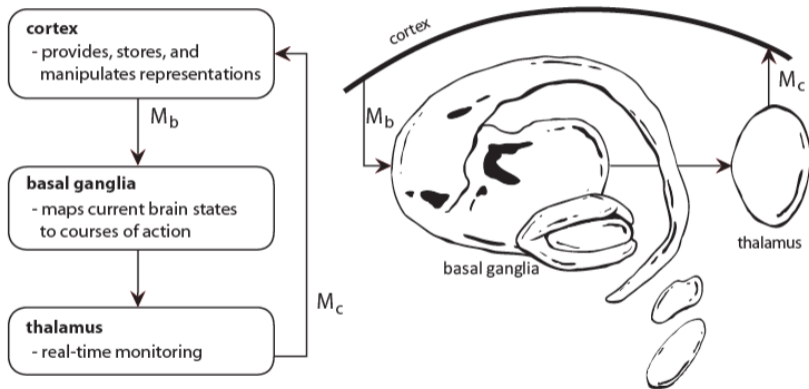
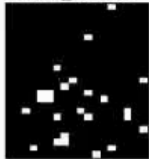


Image Sources. Gurney, Prescott, and Redgrave, *Model of Action Selection in the Basal Ganglia*, 2001

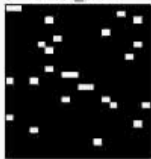
# The Cortex-Basal Ganglia-Thalamus loop



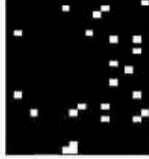
buffer\_selffocus



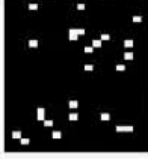
buffer\_focus



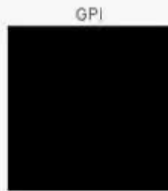
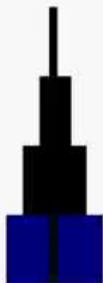
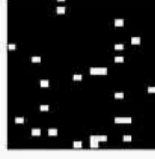
buffer\_goal



buffer\_goalpeg



buffer\_focuspeg



# Image sources

## **Title slide**

*Librarian (In a library)*, between 1850 and 1866, Georg Reimer  
Wikimedia.