

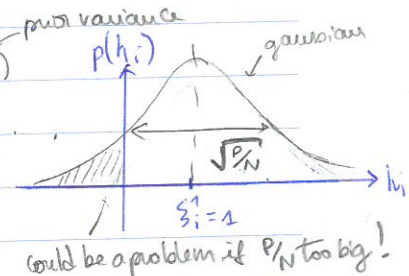
first pattern: $\xi_i^1 = \text{sgn} \left(\frac{1}{N} \sum_j \sum_{\mu=1}^P \xi_j^\mu \xi_j^1 \xi_i^1 \right)$

$$= \text{sgn} \left(\underbrace{\frac{1}{N} \sum_j \xi_i^1 \xi_j^1}_{\xi_i^1} + \underbrace{\frac{1}{N} \sum_{\mu=2}^P \sum_j \xi_j^\mu \xi_j^1 \xi_i^1}_{\text{interference of competing memories}} \right)$$

interference of competing memories

CLT $\sim W(0, \alpha)$

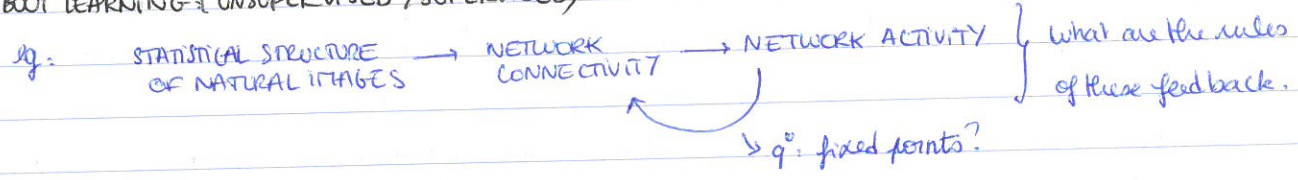
factor $\frac{1}{N^2} \times P \times N \times O(1)$
 nb terms



$\Rightarrow \xi_i^1 = \text{sgn} \left(\underbrace{\xi_i^1}_{h_i^1} + \underbrace{\eta_i^1}_{\text{noise}} \right)$ with $\eta_i \sim W(0, \frac{P}{N})$

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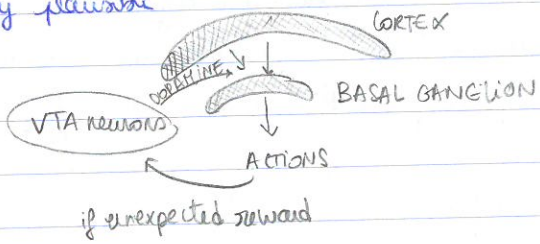
ABOUT LEARNING (UNSUPERVISED / SUPERVISED)



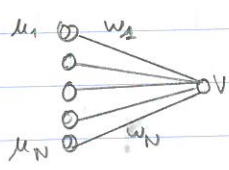
Different learning tasks:

- unsupervised learning
- supervised learning $\vec{x} \rightarrow \vec{y} \equiv \vec{y}^*$
- reinforcement learning not told \vec{y}^* , but tell you whether good/bad direction
- more biologically plausible

THE TRAINING OF LIFE:



UNSUPERVISED LEARNING: what is Hebbian learning doing?



a single neuron $v = \vec{w} \cdot \vec{u}$ linear

Imagine streaming input pattern \vec{u}^α $\alpha = 1 \dots n$

And having weights changing according to Hebb rule: $\Delta \vec{w} = \lambda \vec{u}^\alpha v^\alpha$

biological assumption to the behavior of a neuron.

small lambda (slow plasticity)

\hookrightarrow after n inputs: $\vec{w}(n) = \vec{w}(0) + \sum_{\alpha=1}^n \lambda \vec{u}^\alpha v^\alpha \rightarrow \tau \frac{d\vec{w}}{dt} = \langle \vec{u} v \rangle_P(\vec{u})$

\hookrightarrow plug-in $v = \vec{w}^T \vec{u} \rightarrow \tau \frac{dw_i}{dt} = \langle \sum_k w_k u_k u_i \rangle = \sum_k w_k \langle u_k u_i \rangle = \sum_k \frac{\tau dw_k}{dt} = P_{ki} \vec{w}$

learning driven by second order correlation for linear neurons!

\hookrightarrow of $P(u)$

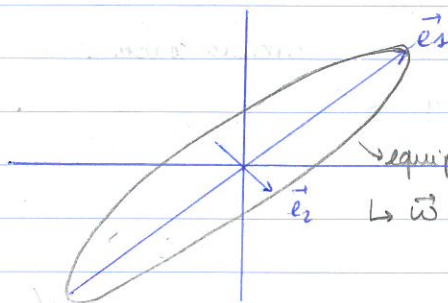
→ meaning that synapses become coupled as the inputs u are coupled.

↳ eigen decomposition of Q : $\vec{e}^i, \lambda^i \rightarrow \vec{w}(t) = C^i(t) \vec{e}^i$ $\lambda_i > 0 \rightarrow$ POSITIVE SEMI DEF

↳ $\tau_w \frac{dC^i(t)}{dt} = \lambda_i C^i(t) \Rightarrow C^i(t) = e^{\lambda_i t} C^i(0) \rightarrow$ exponential growth

neuron that fire together, wire together

geometrically:



assume $P(u) \propto e^{-\frac{1}{2} u^T Q u}$

→ equiprobability

↳ \vec{w} will align with \vec{e}_1 ($\lambda_1 > \lambda_2$) — PCA

PCA: which directions to keep to describe your data if we want to reduce dimensionality?

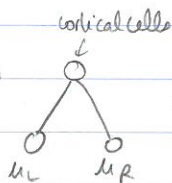
↳ reconstruction error with projection $\hat{u}(v)$: $\|u - \hat{u}(v)\|^2$ ($\hat{u}(v) = \vec{w} \cdot \vec{v}$) \rightarrow min for $\hat{u} = \vec{e}_1$

how to deal with the exponential growth? \rightarrow restrict to a constrained surface $\leftarrow \|w\| = \text{const}$
 $\leftarrow \|w\|^2 = \text{const} \rightarrow$ PCA
 projection during learning $\tau \frac{dw}{dt} = P(Qw)$
↑
projection

modification of Hebbian rule for l_1 -norm: $\frac{dw_i}{dt} = v_i (u_i - \frac{1}{N} \sum_i u_i)$ \rightarrow look at errors with the mean

l_2 -norm: $\frac{dw_i}{dt} = v_i u_i - \frac{v^2 w_i}{\sum_j w_j^2}$ homeostatic plasticity

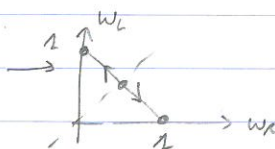
Eg.: right/left eyes



$$\frac{d}{dt} \begin{bmatrix} w_L \\ w_R \end{bmatrix} = \begin{bmatrix} u_L & u_R \\ u_L & u_R \end{bmatrix} \begin{bmatrix} w_L \\ w_R \end{bmatrix} \rightarrow \vec{e} \cdot \vec{v} \begin{bmatrix} 1 \\ 1 \end{bmatrix} \begin{bmatrix} 1 \\ -1 \end{bmatrix}$$

$$= \begin{bmatrix} q_0 & q_2 \\ q_1 & q_2 \end{bmatrix}$$

$q_2 < q_0$



LECTURE II HIGH DIMENSIONAL STATISTICS

what makes high dimensional statistics special?

$\alpha = \frac{N}{p}$ \rightarrow ∞ for classical data
 \rightarrow $O(1)$ for modern data
 take batch of data first, ask questions later

REGRESSION IN HIGH DIMENSIONS:

↳ planted problem of linear regression $y_u = x_u \cdot s + \epsilon_u \rightarrow \hat{s}?$

$(P(\epsilon))$
 $\alpha = N/p$ measurement

↳ optimization formulation: $\hat{s} = \underset{s}{\text{argmin}} \sum_u p(y_u - x_u \cdot s) + \sum_j c(s_j)$ \rightarrow which algorithm is the best?

↓ loss function ↓ regulariser ↓ sp. PRX

stat phys analogy $s = \text{thermal dof}$
data $X, y \equiv \text{quenched disorder}$
 $\hat{J} \equiv \text{ground state}$

TENSOR DECOMPOSITION: Figuring out how neural circuits learn.