

Lecture 3: Long Timescales & Hierarchy In Behavior

Last Time: Went from Images \rightarrow Time series

\rightarrow low-d embedding

\rightarrow Notion of behavioral space, with peaks & valleys, with peaks corresponding to stereotyped behaviors, & $\approx 1/2$ of all time spent doing stereotyped movements

\rightarrow Show space & stereotypy plots

Today: Talk about how we can use this representation to learn this about behavior, particularly how the animal moves within this space & how long times emerge

First: Two types of measurements

- 1) Repertoire (time-independent)
- 2) Sequence (time-dependent)

①

Slides → Show male/female, DV example

But the main topic today will be about how long time scale structures & patterns emerge in behavior & how we can characterize and/or model them.

Slides → Map → Transitions in Flies

→ Suggests a Markov Model: $T_{ij} = P(X_{t+1} = i | X_t = j)$

→ Very common in behavior literature (70s/80s)
(not much data) → Variants used commonly still

Can we take this seriously?

Idea: Test for memory in the data

$T(\tau) \equiv T^\tau$ → transition matrix between t & $t+\tau$

$T_{ij}(\tau) = P(X_{t+\tau} = i | X_t = j)$ → can measure from data

if Markov → $\sum_k P(X_{t+\tau} = i | X_{t+\tau-1} = k) P(X_{t+\tau-1} = k | X_t = j)$

Matrix multiplication
 $\sum_{k \in \mathcal{K}} P(X_{t+\tau} = i | X_{t+\tau-1} = k) \dots$
 $= T(i) \dots T(i) = T(i)^\tau$

$(X_{t+1} = k_{\tau-1} | X_t = j)$

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Perron-Frobenius Theorem:

For a transition matrix that is fully-connected

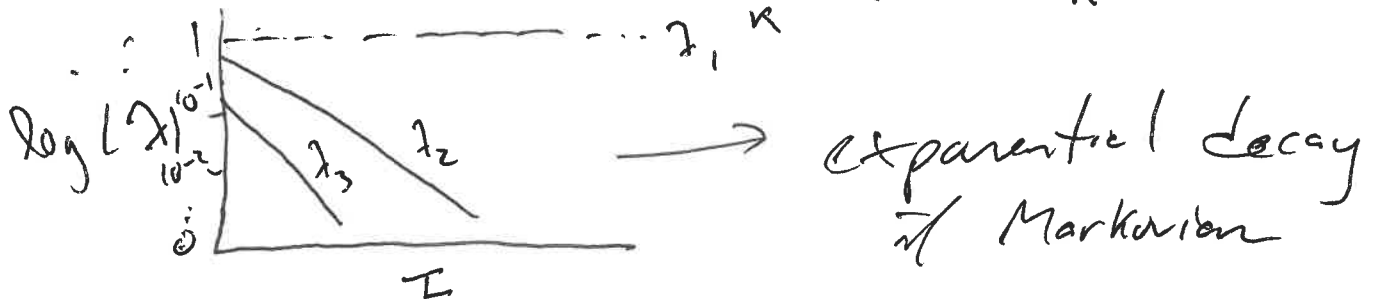
$$\lambda_1 = 1, |\lambda_2| \geq |\lambda_3| \geq |\lambda_4| \dots \geq |\lambda_n| \quad (\text{eigenvalues of } T)$$

→ corresponding eigenvector \sim steady-state distribution
(\hat{v}_1)

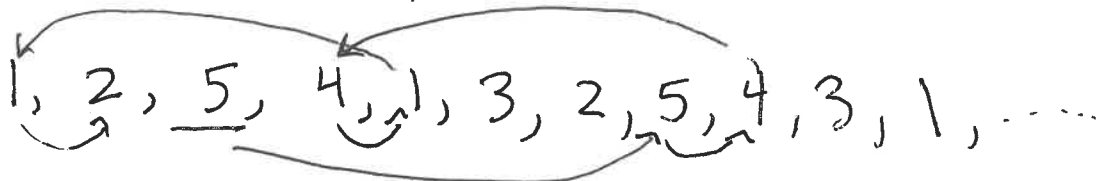
→ $\hat{v}_2, \hat{v}_3, \dots$ represent slow → fast decay directions

Markov: $T(t) = \sum_k \lambda_k U_k^{(l)} V_k^T(t)$ (left & right eigenvectors)

$T(1) \hat{v}_k = \lambda_k \hat{v}_k$
 $T(t) \hat{v}_k = \lambda_k T(t-1) \hat{v}_k$ → $T(t) = T(1)^t = \sum_k \lambda_k^t U_k^{(l)} V_k^T(t)$



In practice; because of finite data, use Sherrill shuffling trick

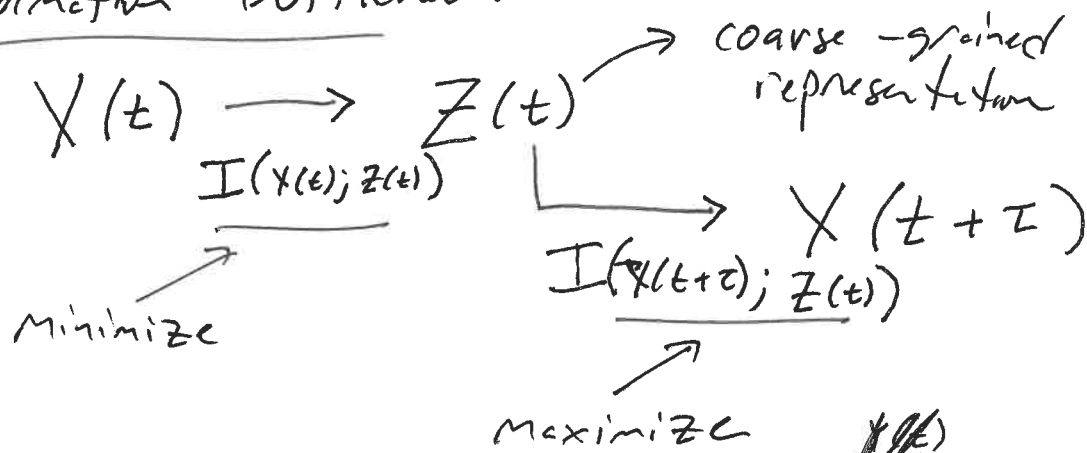


- 1) Pick random starting point 5
- 2) Find another random point in the data at this state
- 3) Take next & Add to list 5 4
- 4) Repeat 5 4 1 2

③

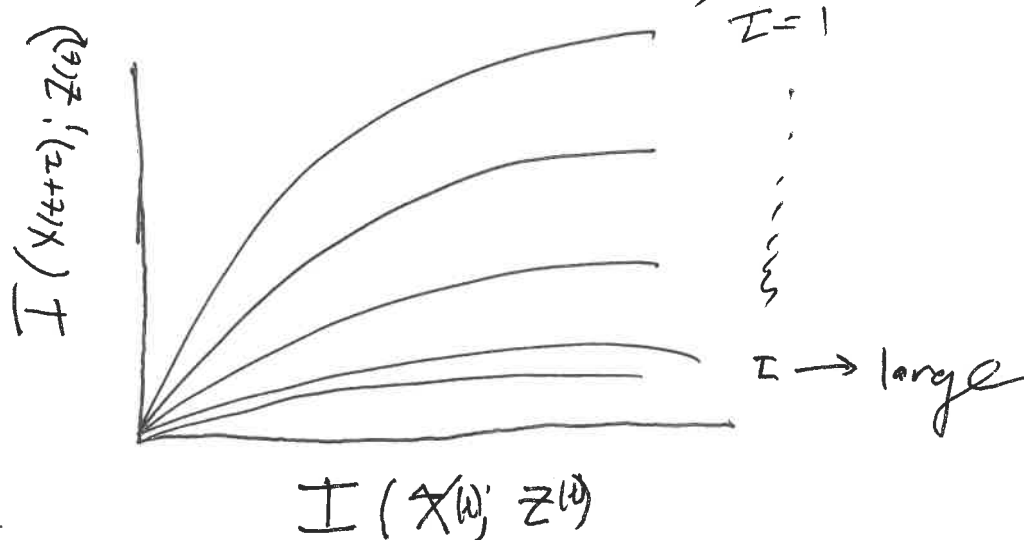
Can we use the notion of predictability to make sense out of long timescale data?

↳ Information Bottleneck



$$P^*(Z|X(t)) = \arg \max_{P(Z|X(t))} I(Z(t); X(t+\tau)) - \beta I(X(t); Z(t))$$

↳ Solve iteratively using Blahut-Arimoto



Blahut - Arimoto

$$J = I \overset{y}{\parallel} \overset{z}{\parallel} (x(t+z); z(t)) - \beta I \overset{x}{\parallel} \overset{z}{\parallel} (x(t); z(t))$$

$$1) p(z|x) = \frac{p(z)}{Z(\beta, x)} \exp\left[-\beta D_{KL}(p(y|x) \parallel p(y|z))\right]$$

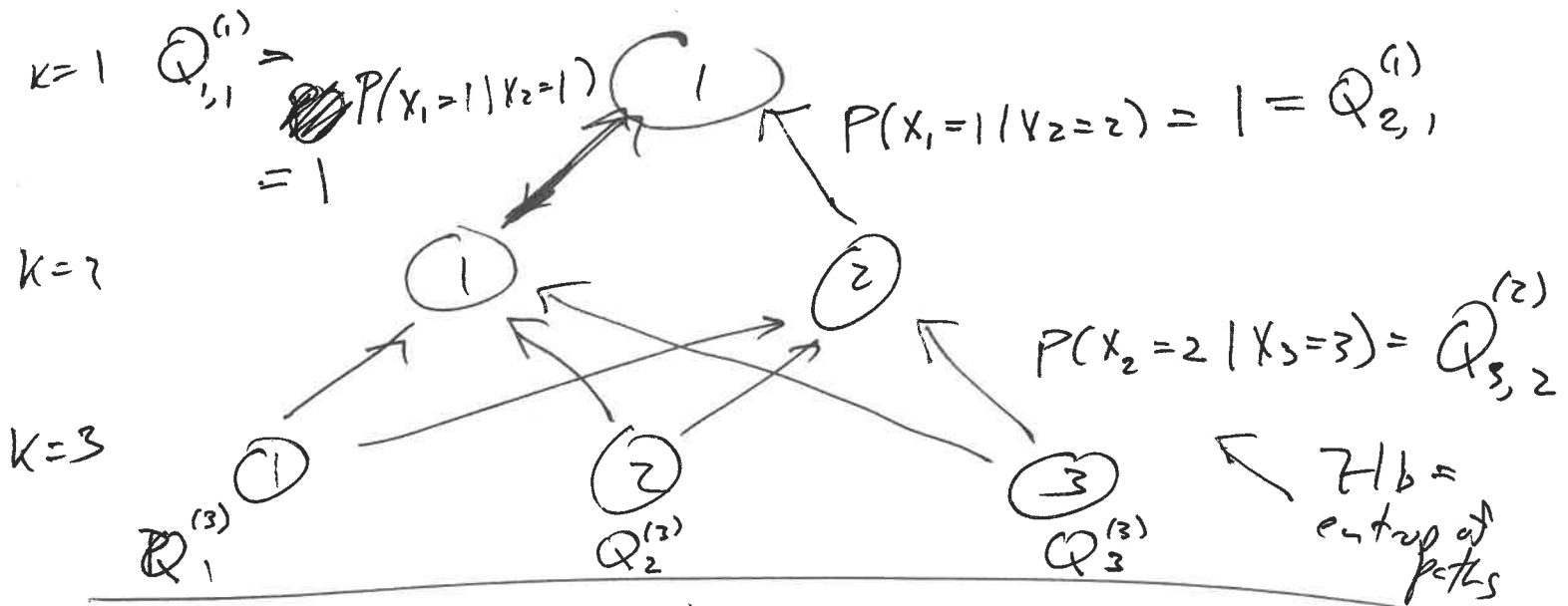
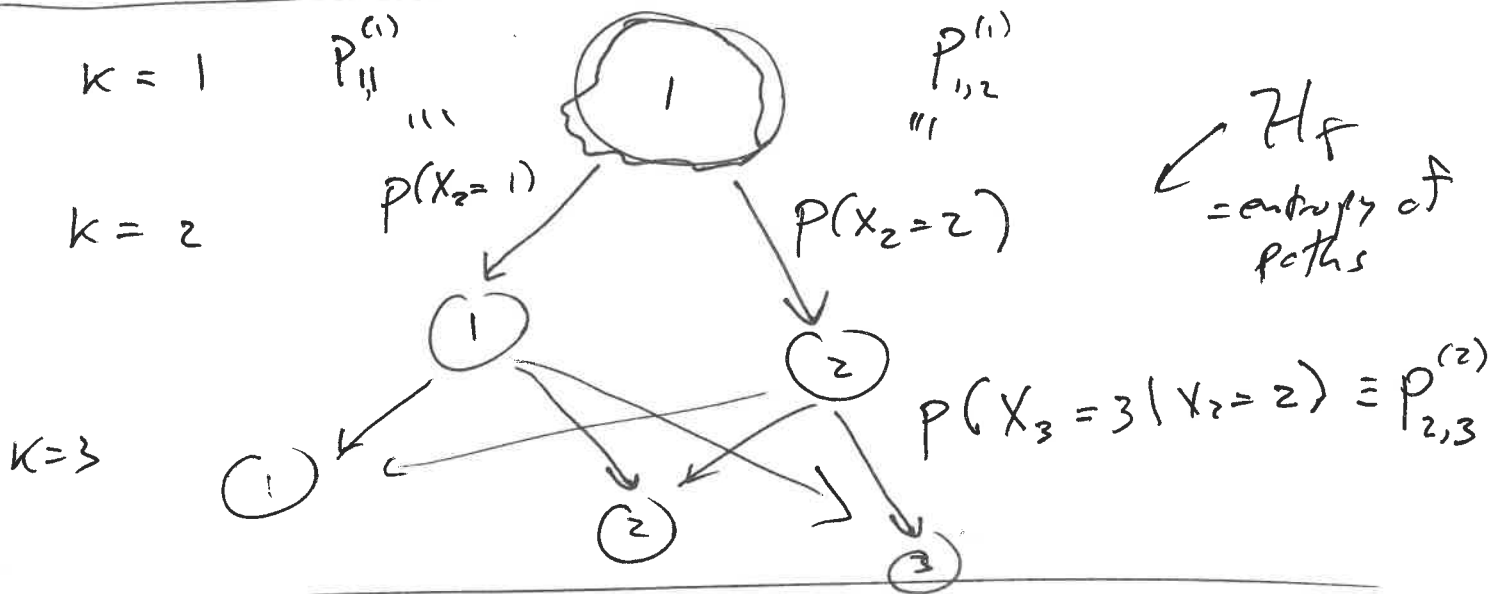
$$2) p(z) = \sum_x p(z|x) p(x)$$

$$3) p(y|z) = \sum_x p(y|x) p(z|x) p(x)$$

~~Assume~~ Assume: $p(x, y)$ known

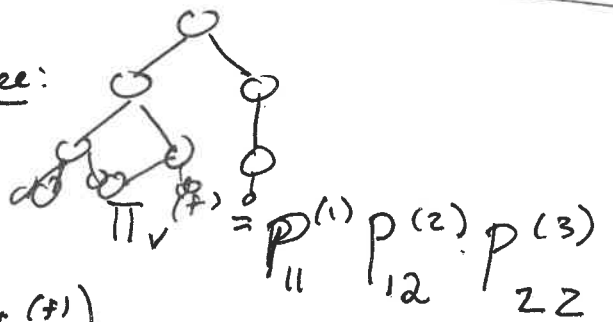
How to measure hierarchy?

→ Think about "freeness"



$$T = \frac{H_f - H_b}{H_f}$$

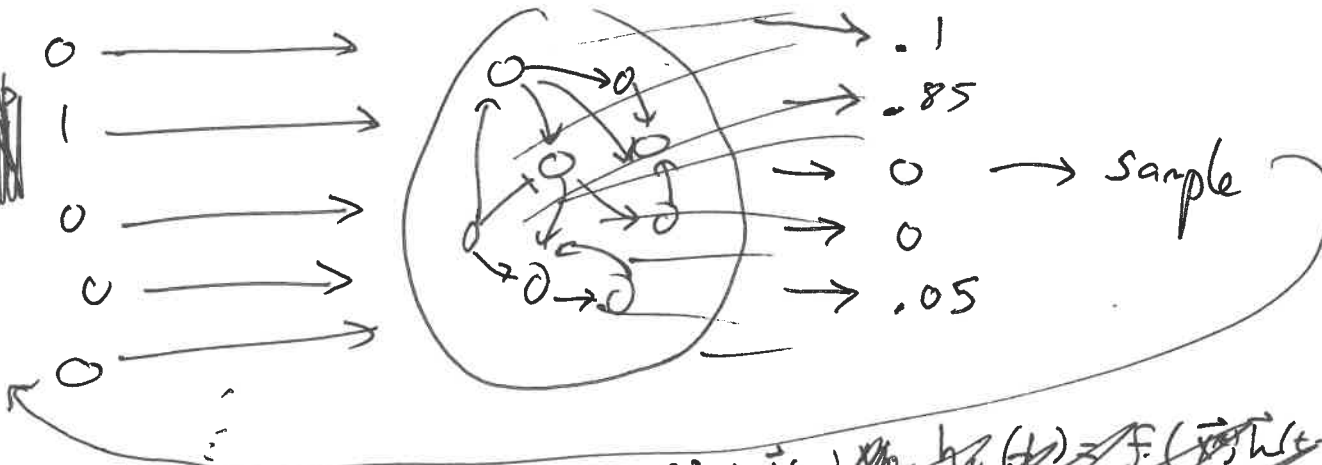
Tree:



$$H_f = - \sum_{v \in V} P(\pi_v^{(f)}) \log P(\pi_v^{(f)})$$

$$H_b = - \sum_j Q_j^{(end)} \cdot \sum_{w \in W_j} P(\pi_w^{(b)}) \log P(\pi_w^{(b)})$$

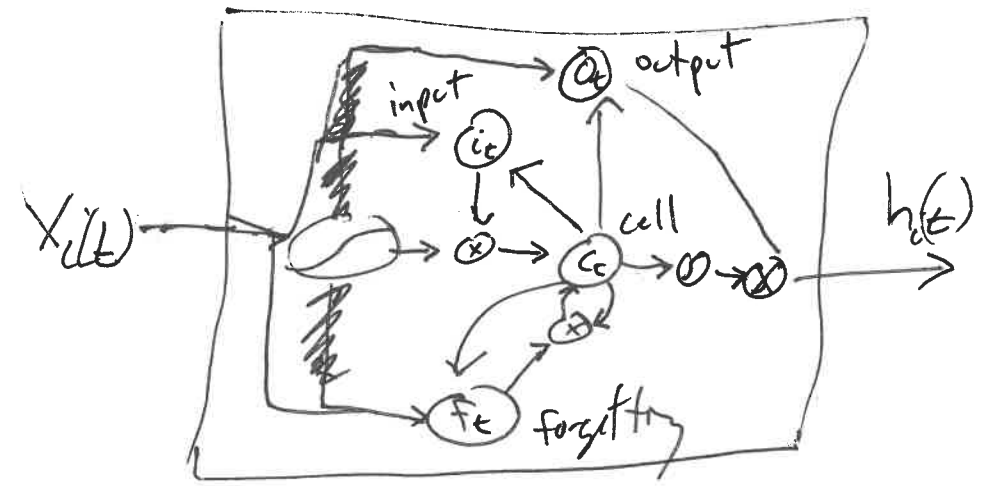
Long Short-Term Memory



$$h_i(t) = F(\vec{x}(t), \vec{h}(t-1), \vec{p}_i)$$

$$\vec{x}_i(t+1) = g_i(\vec{h}(t))$$

ReLU $\rightarrow h_i = \begin{cases} 0 & \vec{w}^{(i)} \cdot \vec{x}_i + b_i < 0 \\ \vec{w}^{(i)} \cdot \vec{x}_i + b_i & \text{o.w.} \end{cases}$



input \rightarrow controls flow
 output \rightarrow controls output value
 forgetting \rightarrow sets the scale of integration

GRU \rightarrow no output gate

Transition Field

$$F_{ij} = E[h_i(t) | B=j]$$

(7)