Computational Investigation of Visually Guided Learning of Spatially Aligned Auditory Maps in the Colliculus

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Aligning Auditory Maps of Space

- Sensory receptor surface for auditory inputs is tonotopically organized.
- Spatial location of a sound source derived from computed binaural cues.
- Association between cues and spatial locations needs to be learned.
 - → Vision serves as a guidance signal





Adapted from Pena, J. L., & Gutfreund, Y. (2014) Current opinion in neurobiology Knudsen, Eric I., & Phyllis F. Knudsen. (1989) Journal of Neuroscience

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- Randomly initiated connection creation.
- 3-Component-Learning-Rule [Gerstner2018]:



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Gerstner et. al (2018) Frontiers in Neural Circuits Oja, E (1989) International Journal of Neural Systems

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- Vision and audio inputs spatially aligned
- Temporal coincidence of stimuli
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Results - Prismatic Shift during rearing

- Visual input is prismatically shifted with different offsets (Rearing barn owls with a prismatic shift *[Knudsen1989]*)
- Auditory map alignment shifts according to visual shift (0°, 10°, 20°)



Knudsen, E. I. and Knudsen, P. F. (1989) Journal of Neuroscience

- "Incremental training increases the plasticity of the auditory space map in adult barn owls" [Linkenhoker2002]
- Single large prismatic (visual) shift does **not** induce a shift but unlearning. Shift of auditory map possible with incremental steps.

Single large shift

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Results - Model Prediction

Ability to shift the alignment of the auditory map correlates with the receptive field size of the auditory map neurons.

- Receptive field size large at learning onset
- Gradually shrinks until adult state is reached
- → Hypothesis: Relearning is only possible if shifted visual stimulus is still within receptive field of auditory neuron



Results - Temporally Shifted Inputs (1/3)

- Visual and auditory inputs are temporally shifted
- Stimulus locations are randomly chosen from a uniform distribution
 - → Low autocorrelation of stimulus locations





Results - Temporally Shifted Inputs (2/3)

- Visual and auditory inputs are temporally shifted
- Stimulus locations are randomly chosen from a Wiener process
 → High autocorrelation of stimulus locations





Results - Temporally Shifted Inputs (3/3)

Quality of map alignment depends on spatio-temporal correlation of inputs.

- Temporal coincidence is crucial for stimuli with low autocorrelation of stimulus locations
- Highly autocorrelated stimulus locations lead to successful map alignment even for large temporal offsets
- → Learning depends on the spatial autocorrelation of the inputs



Conclusion

- Ability of shifting auditory map in adult animals depends on the receptive field size of auditory neurons.
 - Large Receptive Fields → Large shifts are possible
 - Small Receptive Fields → Small, gradual shifts are need
- Spatial autocorrelation of inputs
 - Temporal offset between stimuli effects learning
 - Map alignment is still possible for highly autocorrelated inputs
- Model allows flexible and stable map formation
 - Suitable for real-world application in mobile robots



Thank you

Model Implementation - Equations

• Conductance based neuron population of ICx:

$$\pi \dot{r}_j = -lpha \cdot r_j + (eta - r_j) \cdot \sum_{j=0}^N w_{ji} \cdot s_i^A$$

- Randomly initiated connection creation.
- 3-Component-Learning-Rule [Gerstner2018]:

 $\Delta w_{ji} = \eta \cdot ((post_j(t) \cdot pre_i(t) \cdot fb_j(t) - stab_j(t)))$ with:

$$post_j(t) = \bar{r}_j(t)$$

 $pre_i(t) = s_i^A$ (auditory input)

Temporal Trace:

$$\bar{r}_j(t + \delta t) = (1 - \lambda) \cdot \bar{r}_j(t) + \lambda \cdot r_j(t)$$

- Eligibility (Controlled by Vision): $f b_j(t) = \hat{s}_j^V(t) \cdot E(t)$
- Stabilizer (leads to [Oja1989]): $stab_j(t) = \bar{r}_j^2 \cdot w_{ji}$

