

Methods in Neurosciences

Edited by

P. Michael Conn

Volume 10

**Computers and
Computations in
the Neurosciences**

Computers Computations In The Neurosciences

Rolf Eckmiller, Christoph v.d. Malsburg



Computers Computations In The Neurosciences:

Computers and Computations in the Neurosciences P. Michael Conn, 2013-10-22 Methods in Neurosciences Volume 10 Computers and Computations in the Neurosciences discusses the use of computers in the neurosciences The book deals with data collection analysis and modeling with emphasis on the use of computers Section I involves data collection using a personal microcomputer system One paper presents a tutorial on using a PC based motor control composed of an electronic circuit to adjust the motion of a light microscope stage through a software program Other papers discuss computer methods in nuclei cartography and a computer assisted quantitative receptor autoradiography in studying receptor density distribution Section II deals with data analysis and some computer programs for kinetic modeling of gene expression in neurons The book also discusses a computerized analysis of opioid receptor heterogeneity by ligand binding in test animals using computerized programs instead of employing manual or graphical methods Computerized curve fitting allows the researcher to utilize a more precise mathematical model to describe the binding of one ligand to one class of sites Section III evaluates data modeling and simulations and describes the practicality of using computers to design model ion channels Another paper discusses a graphical interaction program called MEMPOT to simulate an electrophysiological investigation of the properties of the membrane potential in stimulated cells The book also presents a quantitative data gathered from computer simulation of the factors that affect neuronal density per measured sections The book is suitable for microbiologists biochemists neuroscientists and researchers in the field of medical research as well as for advanced computer programmers in medical research work *From Computer to Brain* William W. Lytton, 2007-05-08 Biology undergraduates medical students and life science graduate students often have limited mathematical skills Similarly physics math and engineering students have little patience for the detailed facts that make up much of biological knowledge Teaching computational neuroscience as an integrated discipline requires that both groups be brought forward onto common ground This book does this by making ancillary material available in an appendix and providing basic explanations without becoming bogged down in unnecessary details The book will be suitable for undergraduates and beginning graduate students taking a computational neuroscience course and also to anyone with an interest in the uses of the computer in modeling the nervous system

Methods in Neurosciences: Computers and computations in the neurosciences P. Michael Conn, 1989

MATLAB for Neuroscientists Pascal Wallisch, Michael E. Lusignan, Marc D. Benayoun, Tanya I. Baker, Adam Seth Dickey, Nicholas G. Hatsopoulos, 2010-07-28 MATLAB for Neuroscientists An Introduction to Scientific Computing in MATLAB is the first comprehensive teaching resource and textbook for the teaching of MATLAB in the Neurosciences and in Psychology MATLAB is unique in that it can be used to learn the entire empirical and experimental process including stimulus generation experimental control data collection data analysis and modeling Thus a wide variety of computational problems can be addressed in a single programming environment The idea is to empower advanced undergraduates and

beginning graduate students by allowing them to design and implement their own analytical tools As students advance in their research careers they will have achieved the fluency required to understand and adapt more specialized tools as opposed to treating them as black boxes Virtually all computational approaches in the book are covered by using genuine experimental data that are either collected as part of the lab project or were collected in the labs of the authors providing the casual student with the look and feel of real data In some cases published data from classical papers are used to illustrate important concepts giving students a computational understanding of critically important research The first comprehensive textbook on MATLAB with a focus for its application in neuroscience Problem based educational approach with many examples from neuroscience and cognitive psychology using real data Authors are award winning educators with strong teaching experience

Emergent Neural Computational Architectures Based on Neuroscience Stefan Wermter,Jim Austin,David Willshaw,2003-05-15 It is generally understood that the present approaches to computing do not have the performance flexibility and reliability of biological information processing systems Although there is a comprehensive body of knowledge regarding how information processing occurs in the brain and central nervous system this has had little impact on mainstream computing so far This book presents a broad spectrum of current research into biologically inspired computational systems and thus contributes towards developing new computational approaches based on neuroscience The 39 revised full papers by leading researchers were carefully selected and reviewed for inclusion in this anthology Besides an introductory overview by the volume editors the book offers topical parts on modular organization and robustness timing and synchronization and learning and memory storage

Neuroscience, computing, performance, and benchmarks: Why it matters to neuroscience how fast we can compute Felix Schürmann,Omar Awile,James Courtney Knight,Thomas Nowotny,James B. Aimone,Markus Diesmann,2023-04-26

Emergent Neural Computational Architectures Based on Neuroscience Stefan Wermter,Jim Austin,David Willshaw,2001-07-25 It is generally understood that the present approaches to computing do not have the performance flexibility and reliability of biological information processing systems Although there is a comprehensive body of knowledge regarding how information processing occurs in the brain and central nervous system this has had little impact on mainstream computing so far This book presents a broad spectrum of current research into biologically inspired computational systems and thus contributes towards developing new computational approaches based on neuroscience The 39 revised full papers by leading researchers were carefully selected and reviewed for inclusion in this anthology Besides an introductory overview by the volume editors the book offers topical parts on modular organization and robustness timing and synchronization and learning and memory storage

Computational Neuroscience Eric L. Schwartz,1993-08-26 The thirty original contributions in this book provide a working definition ofcomputational neuroscience as the area in which problems lie simultaneously within computerscience and neuroscience They review this emerging field in historical and philosophical overviewsand in stimulating summaries of recent results Leading researchers address the

structure of the brain and the computational problems associated with describing and understanding this structure at the synaptic, neural, map, and system levels. The overview chapters discuss the early days of the field, provide a philosophical analysis of the problems associated with confusion between brain metaphor and brain theory, and take up the scope and structure of computational neuroscience. Synaptic level structure is addressed in chapters that relate the properties of dendritic branches, spines, and synapses to the biophysics of computation and provide a connection between real neuron architectures and neural network simulations. The network level chapters take up the preattentive perception of 3D forms, oscillation in neural networks, the neurobiological significance of new learning models, and the analysis of neural assemblies and local learning rules. Map level structure is explored in chapters on the bat echolocation system, cat orientation maps, primate stereo vision, cortical cognitive maps, dynamic remapping in primate visual cortex, and computer aided reconstruction of topographic and columnar maps in primates. The system level chapters focus on the oculomotor system, VLSI models of early vision schemas for high level vision, goal directed movements, modular learning, effects of applied electric current fields on cortical neural activity, neuropsychological studies of brain and mind, and an information theoretic view of analog representation in striate cortex. Eric L. Schwartz is Professor of Brain Research and Research Professor of Computer Science, Courant Institute of Mathematical Sciences, New York University Medical Center. Computational Neuroscience is included in the System Development Foundation Benchmark Series.

Computing the Brain Michael A. Arbib, Jeffrey S. Grethe, 2001-04-02. Computing the Brain provides readers with an integrated view of current informatics research related to the field of neuroscience. This book clearly defines the new work being done in neuroinformatics and offers information on resources available on the Web to researchers using this new technology. It contains chapters that should appeal to a multidisciplinary audience, with introductory chapters for the nonexpert reader. Neuroscientists will find this book an excellent introduction to informatics technologies and the use of these technologies in their research. Computer scientists will be interested in exploring how these technologies might benefit the neuroscience community. An integrated view of neuroinformatics for a multidisciplinary audience. Explores and explains new work being done in neuroinformatics. Cross disciplinary with chapters for computer scientists and neuroscientists. An excellent tool for graduate students coming to neuroinformatics research from diverse disciplines and for neuroscientists seeking a comprehensive introduction to the subject. Discusses in depth the structuring of masses of data by a variety of computational models. Clearly defines computational neuroscience, the use of computational techniques and metaphors to investigate relations between neural structure and function. Offers a guide to resources and algorithms that can be found on the Web. Written by internationally renowned experts in the field.

Brain Computation as Hierarchical Abstraction Dana H. Ballard, 2015-02-20. An argument that the complexities of brain function can be understood hierarchically in terms of different levels of abstraction as silicon computing is. The vast differences between the brain's neural circuitry and a computer's silicon circuitry might suggest that

they have nothing in common In fact as Dana Ballard argues in this book computational tools are essential for understanding brain function Ballard shows that the hierarchical organization of the brain has many parallels with the hierarchical organization of computing as in silicon computing the complexities of brain computation can be dramatically simplified when its computation is factored into different levels of abstraction Drawing on several decades of progress in computational neuroscience together with recent results in Bayesian and reinforcement learning methodologies Ballard factors the brain s principal computational issues in terms of their natural place in an overall hierarchy Each of these factors leads to a fresh perspective A neural level focuses on the basic forebrain functions and shows how processing demands dictate the extensive use of timing based circuitry and an overall organization of tabular memories An embodiment level organization works in reverse making extensive use of multiplexing and on demand processing to achieve fast parallel computation An awareness level focuses on the brain s representations of emotion attention and consciousness showing that they can operate with great economy in the context of the neural and embodiment substrates

Computation and Neural Systems Frank Eeckman, James M. Bower, 2013-09-13 Computational neuroscience is best defined by its focus on understanding the nervous systems as a computational device rather than by a particular experimental technique Accordingly while the majority of the papers in this book describe analysis and modeling efforts other papers describe the results of new biological experiments explicitly placed in the context of computational issues The distribution of subjects in Computation and Neural Systems reflects the current state of the field In addition to the scientific results presented here numerous papers also describe the ongoing technical developments that are critical for the continued growth of computational neuroscience Computation and Neural Systems includes papers presented at the First Annual Computation and Neural Systems meeting held in San Francisco CA July 26-29 1992

Library of Congress Subject Headings Library of Congress. Cataloging Policy and Support Office, 2000

Neural Computers Rolf Eckmiller, Christoph v.d. Malsburg, 2012-12-06 the outcome of a NATO Advanced Research Workshop ARW This book is held in Neuss near Dusseldorf Federal Republic of Germany from 28 September to 2 October 1987 The workshop assembled some 50 invited experts from Europe America and Japan representing the fields of Neuroscience Computational Neuroscience Cellular Automata Artificial Intelligence and Computer Design more than 20 additional scientists from various countries attended as observers The 50 contributions in this book cover a wide range of topics including Neural Network Architecture Learning and Memory Fault Tolerance Pattern Recognition and Motor Control in Brains versus Neural Computers Twelve of these contributions are review papers The readability of this book was enhanced by a number of measures The contributions are arranged in seven chapters A separate List of General References helps newcomers to this rapidly growing field to find introductory books The Collection of References from all Contributions provides an alphabetical list of all references quoted in the individual contributions Separate Reference Author and Subject Indices facilitate access to various details Group Reports following the seven chapters summarize the discussions regarding

four specific topics relevant for the state of the art in Neural Computers

Brain Computation as Hierarchical

Abstraction Dana Harry Ballard, 2015-02-20 An argument that the complexities of brain function can be understood hierarchically in terms of different levels of abstraction as silicon computing is. The vast differences between the brain's neural circuitry and a computer's silicon circuitry might suggest that they have nothing in common. In fact, as Dana Ballard argues in this book, computational tools are essential for understanding brain function. Ballard shows that the hierarchical organization of the brain has many parallels with the hierarchical organization of computing as in silicon computing. The complexities of brain computation can be dramatically simplified when its computation is factored into different levels of abstraction. Drawing on several decades of progress in computational neuroscience together with recent results in Bayesian and reinforcement learning methodologies, Ballard factors the brain's principal computational issues in terms of their natural place in an overall hierarchy. Each of these factors leads to a fresh perspective. A neural level focuses on the basic forebrain functions and shows how processing demands dictate the extensive use of timing-based circuitry and an overall organization of tabular memories. An embodiment level organization works in reverse, making extensive use of multiplexing and on-demand processing to achieve fast parallel computation. An awareness level focuses on the brain's representations of emotion, attention, and consciousness, showing that they can operate with great economy in the context of the neural and embodiment substrates.

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Fundamentals of Computational

Neuroscience Thomas P. Trappenberg, 2022-11-28 Computational neuroscience is the theoretical study of the brain to uncover the principles and mechanisms that guide the development, organization, information processing, and mental functions of the nervous system. Although not a new area, it is only recently that enough knowledge has been gathered to establish computational neuroscience as a scientific discipline in its own right. Given the complexity of the field and its increasing importance in progressing our understanding of how the brain works, there has long been a need for an introductory text on what is often assumed to be an impenetrable topic. The new edition of *Fundamentals of Computational Neuroscience* builds on the success and strengths of the previous editions. It introduces the theoretical foundations of neuroscience with a focus on the nature of information processing in the brain. The book covers the introduction and motivation of simplified models of neurons that are suitable for exploring information processing in large brain-like networks. Additionally, it introduces several fundamental network architectures and discusses their relevance for information processing in the brain, giving some examples of models of higher-order cognitive functions to demonstrate the advanced insight that can be gained with such studies. Each chapter starts by introducing its topic with experimental facts and conceptual questions related to the study of brain function. An additional feature is the inclusion of simple Matlab programs that can be used to explore many of the mechanisms explained in the book. An accompanying webpage includes programs for download. The book will be the essential text for anyone in the brain sciences who wants to get to grips with this topic.

MATLAB for Neuroscientists ,2014 *After Digital* James A. Anderson,2017-03-03 *After Digital* looks at where the field of computation began and where it might be headed and offers predictions about a collaborative future relationship between human cognition and mechanical computation

The Computing Neuron Richard Durbin,Christopher Miall,Graeme Mitchison,1989 This book provides an overview of recent developments in biological neuroscience and artificial neural networks Based on a selection of work presented to a meeting on The Neuron as a Computational Unit held in Cambridge in 1988 it brings together the work of leading scientists in neurophysiology and computational neuroscience

Computational Neuroscience J.M. Bower,2000-07-08 This volume includes papers originally presented at the 8th annual Computational Neuroscience meeting CNS 99 held in July of 1999 in Pittsburgh Pennsylvania The CNS meetings bring together computational neuroscientists representing many different fields and backgrounds as well as experimental preparations and theoretical approaches The papers published here range across vast levels of scale from cellular mechanisms to cognitive brain studies The subjects of the research include many different preparations from invertebrates to humans In all cases the work described in this volume is focused on understanding how nervous systems compute The research described includes subjects like neural coding and neuronal dendrites and reflects a trend towards forging links between cognitive research and neurobiology Accordingly this volume reflects the breadth and depth of current research in computational neuroscience taking place throughout the world

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