

Fundamentals Of Computational Neuroscience Thomas

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Computational neuroscience is the branch of neuroscience that uses mathematical models, theoretical analysis and abstractions, to understand the development, structure and information-processing of the nervous system. It also attempts to understand the principles that govern the physiology and cognitive abilities of the nervous system.

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Fundamentals of Computational Neuroscience 2nd edition ...
The new edition of Fundamentals of Computational Neuroscience build on the success and strengths of the first edition. 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

The new edition of Fundamentals of Computational Neuroscience build on the success and strengths of the first edition. 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 networkarchitectures 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.

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 build on the success and strengths of the first edition. 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.

A textbook for students with limited background in mathematics and computer coding, emphasizing computer tutorials that guide readers in producing models of neural behavior. This introductory text teaches students to understand, simulate, and analyze the complex behaviors of individual neurons and brain circuits. It is built around computer tutorials that guide students in producing models of neural behavior, with the associated Matlab code freely available online. From these models students learn how individual neurons function and how, when connected, neurons cooperate in a circuit. The book demonstrates through simulated models how oscillations, multistability, post-stimulus rebounds, and chaos can arise within either single neurons or circuits, and it explores their roles in the brain. The book first presents essential background in neuroscience, physics, mathematics, and Matlab, with explanations illustrated by many example problems. Subsequent chapters cover the neuron and spike production; single spike trains and the underlying cognitive processes; conductance-based models; the simulation of synaptic connections; firing-rate models of large-scale circuit operation; dynamical systems and their components; synaptic plasticity; and techniques for analysis of neuron population datasets, including principal components analysis, hidden Markov modeling, and Bayesian decoding. Accessible to undergraduates in life sciences with limited background in mathematics and computer coding, the book can be used in a flipped or inverted teaching approach, with class time devoted to hands-on work on the computer tutorials. It can also be a resource for graduate students in the life sciences who wish to gain computing skills and a deeper knowledge of neural function and neural circuits.

Provides an introduction to the neural network modeling of complex cognitive and neuropsychological processes. Over the past few years, computer modeling has become more prevalent in the clinical sciences as an alternative to traditional symbol-processing models. This book provides an introduction to the neural network modeling of complex cognitive and neuropsychological processes. It is intended to make the neural network approach accessible to practicing neuropsychologists, psychologists, neurologists, and psychiatrists. It will also be a useful resource for computer scientists, mathematicians, and interdisciplinary cognitive neuroscientists. The editors (in their introduction) and contributors explain the basic concepts behind modeling and avoid the use of high-level mathematics. The book is divided into four parts. Part I provides an extensive but basic overview of neural network modeling, including its history, present, and future trends. It also includes chapters on attention, memory, and primate studies. Part II discusses neural network models of behavioral states such as alcohol dependence, learned helplessness, depression, and waking and sleeping. Part III presents neural network models of neuropsychological tests such as the Wisconsin Card Sorting Task, the Tower of Hanoi, and the Stroop Test. Finally, part IV describes the application of neural network models to dementia: models of acetylcholine and memory, verbal fluency, Parkinsons disease, and Alzheimer's disease. Contributors J. Wesson Ashford, Rajendra D. Badgaiyan, Jean P. Banquet, Yves Burnod, Nelson Butters, John Cardoso, Agnes S. Chan, Jean-Pierre Changeux, Kerry L. Coburn, Jonathan D. Cohen, Laurent Cohen, Jose L. Contreras-Vidal, Antonio R. Damasio, Hanna Damasio, Stanislas Dehaene, Martha J. Farah, Joaquin M. Fuster, Philippe Gausser, Angelika Gissler, Dylan G. Harwood, Michael E. Hasselmo, J. Allan Hobson, Sam Leven, Daniel S. Levine, Debra L. Long, Roderick K. Mahurin, Raymond L. Oribly, Randolph W. Parks, Michael I. Posner, David P. Salmon, David Servan-Schreiber, Chantal E. Stern, Jeffrey P. Sutton, Lynette J. Tippett, Daniel Tranel, Bradley Wylie

Neural network research often builds on the fiction that neurons are simple linear threshold units, completely neglecting the highly dynamic and complex nature of synapses, dendrites, and voltage-dependent ionic currents. Biophysics of Computation: Information Processing in Single Neurons challenges this notion, using richly detailed experimental and theoretical findings from cellular biophysics to explain the repertoire of computational functions available to single neurons. The author shows how individual nerve cells can multiply, integrate, or delay synaptic inputs and how information can be encoded in the voltage across the membrane, in the intracellular calcium concentration, or in the timing of individual spikes.Key topics covered include the linear cable equation; cable theory as applied to passive dendritic trees and dendritic spines; chemical and electrical synapses and how to treat them from a computational point of view; nonlinear interactions of synaptic input in passive and active dendritic trees; the Hodgkin-Huxley model of action potential generation and propagation; phase space analysis; linking stochastic ionic channels to membrane-dependent currents; calcium and potassium currents and their role in information processing; the role of diffusion, buffering and binding of calcium, and other messenger systems in information processing and storage; short- and long-term models of synaptic plasticity; simplified models of single cells; stochastic aspects of neuronal firing; the nature of the neuronal code; and unconventional models of sub-cellular computation.Biophysics of Computation: Information Processing in Single Neurons serves as an ideal text for advanced undergraduate and graduate courses in cellular biophysics, computational neuroscience, and neural networks, and will appeal to students and professionals in neuroscience, electrical and computer engineering, and physics.

How does the brain work? After a century of research, we still lack a coherent view of how neurons process signals and control our activities. But as the field of computational neuroscience continues to evolve, we find that it provides a theoretical foundation and a set of technological approaches that can significantly enhance our understanding.

How powerful new methods in nonlinear control engineering can be applied to neuroscience, from fundamental model formulation to advanced medical applications. Over the past sixty years, powerful methods of model-based control engineering have been responsible for such dramatic advances in engineering systems as autolanding aircraft, autonomous vehicles, and even weather forecasting. Over those same decades, our models of the nervous system have evolved from single-cell membranes to neuronal networks to large-scale models of the human brain. Yet until recently control theory was completely inapplicable to the types of nonlinear systems being developed in neuroscience. The revolution in nonlinear control engineering in the late 1990s has made the intersection of control theory and neuroscience possible. In Neural Control Engineering, Steven Schiff seeks to bridge the two fields, examining the application of new methods in nonlinear control engineering to neuroscience. After presenting extensive material on formulating computational neuroscience models in a control environment—including some fundamentals of the algorithms helpful in crossing the divide from intuition to effective application—Schiff examines a range of applications, including brain-machine interfaces and neural stimulation. He reports on research that he and his colleagues have undertaken showing that nonlinear control theory methods can be applied to models of single cells, small neuronal networks, and large-scale networks in disease states of Parkinson's disease and epilepsy. With Neural Control Engineering the reader acquires a working knowledge of the fundamentals of control theory and computational neuroscience sufficient not only to understand the literature in this transdisciplinary area but also to begin working to advance the field. The book will serve as an essential guide for scientists in either biology or engineering and for physicians who wish to gain expertise in these areas.

This title includes the following features: An accessible introduction to the field of computational neuroscience; Aimed at graduate/postgraduates upwards in the cognitive and brain sciences; Accompanying webpage with MATLAB programmes to download; Affordable

Interest in machine learning is exploding worldwide, both in research and for industrial applications. Machine learning is fast becoming a fundamental part of everyday life. This book is a brief introduction to this area - exploring its importance in a range of many disciplines, from science to engineering, and even its broader impact on our society. The book is written in a style that strikes a balance between brevity of explanation, rigorous mathematical argument, and outlines principle ideas. At the same time, it provides a comprehensive overview of a variety of methods and their application within this field. This includes an introduction to Bayesian approaches to modeling, as well as deep learning. Writing small programs to apply machine learning techniques is made easy by high level programming systems, and this book shows examples in Python with the machine learning libraries 'sklearn' and 'Keras'. The first four chapters concentrate on the practical side of applying machine learning techniques. The following four chapters discuss more fundamental concepts that includes their formulation in a probabilistic context. This is followed by two more chapters on advanced models, that of recurrent neural networks and that of reinforcement learning. The book closes with a brief discussion on the impact of machine learning and AI on our society. Fundamentals of Machine Learning provides a brief and accessible introduction to this rapidly growing field, one that will appeal to students and researchers across computer science and computational neuroscience, as well as the broader cognitive sciences.

A comprehensive, integrated, and accessible textbook presenting core neuroscientific topics from a computational perspective, tracing a path from cells and circuits to behavior and cognition. This textbook presents a wide range of subjects in neuroscience from a computational perspective. It offers a comprehensive, integrated introduction to core topics, using computational tools to trace a path from neurons and circuits to behavior and cognition. Moreover, the chapters show how computational neuroscience methods for modeling the causal interactions underlying neural systems complements empirical research in advancing the understanding of brain and behavior. The chapters all by leaders in the field, and carefully integrated by the editors cover such subjects as action and motor control; neuroplasticity, neuromodulation, and reinforcement learning; vision; and language/the core of human cognition. The book can be used for advanced undergraduate or graduate level courses. It presents all necessary background in neuroscience beyond basic facts about neurons and synapses and general ideas about the structure and function of the human brain. Students should be familiar with differential equations and probability theory, and be able to pick up the basics of programming in MATLAB and/or Python. Slides, exercises, and other ancillary materials are freely available online, and many of the models described in the chapters are documented in the brain operation database, BODB (which is also described in a book chapter). Contributors Michael A. Arbib, Joseph Ayers, James Bednar, Andrej Bicanski, James J. Bonaiuto, Nicolas Brunel, Jean-Marie Cabelguen, Carmen Canavier, Angelo Cangelosi, Richard P. Cooper, Carlos R. Cortes, Nathaniel Daw, Paul Dean, Peter Ford Dominey, Pierre Enel, Jean-Marc Fellous, Stefano Fusi, Wulffram Gerstner, Frank Grasso, Jacqueline A. Griego, Ziad M. Hafed, Michael E. Hasselmo, Auke Ijspeert, Stephanie Jones, Daniel Kersten, Jeremie Knuesel, Owen Lewis, William W. Lytton, Tomaso Poggio, John Porrill, Tony J. Prescott, John Rinzel, Edmund Rolls, Jonathan Rubin, Nicolas Schweighofer, Mohamed A. Sherif, Malle A. Tagamets, Paul F. M. J. Verschure, Nathan Vierling-Chassen, Xiao-Jing Wang, Christopher Williams, Ransom Winder, Alan L. Yuille

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