Neuroinformatics 2018

February 22, 2018

Introduction

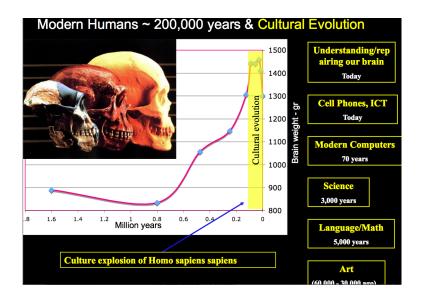
What is Computational Neuroscience?

Computational Neuroscience is the theoretical study of the brain to uncover the principles and mechanisms that guide the development, organization, information processing and mental abilities of the nervous system.

What is Neuroscience?

- How does the brain work?
- What are the biological mechanism involved?
- ▶ How is organised?
- ▶ How did evolve?
- How does it change during lifetime?
- What are the origins of the degenerative diseases and the possible rehabilitation?

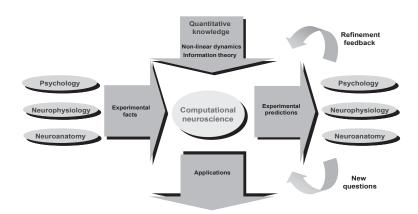
Brain r-evolution



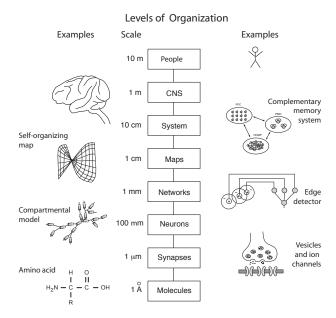
Tools in Neuroscince?

- Genetic manipulations
- Brain slices
- Optical imaging
- Functional brain imaging
- Psychophysiological measurement
- Computational simulations (analytic solutions & Numeric simulations !!!)

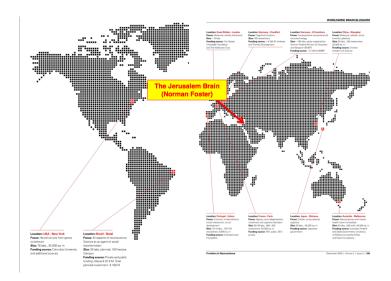
Computational/theoretical tools in context



Levels of organizations in the nervous system



Brain blossom



Jerulasem Brain



Jerulasem Brain - view from inside

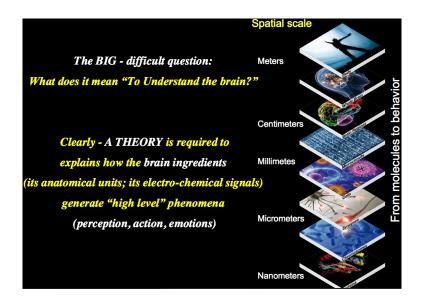


Projects

Perspective: Some new dramatic (\$ billions) projects for the brain

- 1. Allen Institute Seatle, USA (Mouse/Human brain atlas recently new focus on mouse vision)
- 2. Janelia farm DC, USA (Industrial scale Inst. for connecting network level anatomy and physiology to s specific behavior)
- 3. EU Human Brain Project EPFL, Lausanne Switzerland (ICT-based brain research platform, integrating data and knowledge from different disciplines, and catalyzing world-wide effort to achieve understanding of the brain, propose new treatments for brain diseases and new brain-like computing technologies) Lesson #7.
- 4. President Obama's "Brain Activity Map" initiative (Creating revolutionary tools to measure/stimulate millions or even billions or neurons simultaneously)

Scale

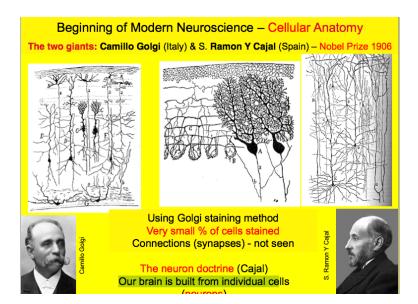


New-breaking methods

Recent Brain-Excitements

- 1. Connectomics Complete 3D road-map for the brain
- 2. Brainbow Colorful, genetically-designed, brains
- 3. Brain-machine/computer interface (BMI)
- 4. Optogenetics Light-activated brain circuits
- 5. Computer simulation of the brain "Blue Brain Project"

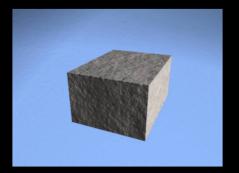
Begining



Begining

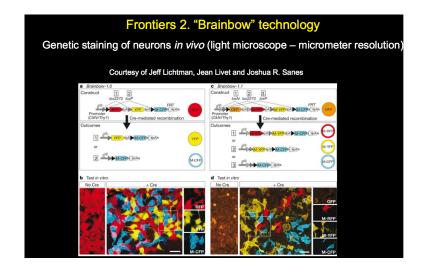
Frontiers 1: Connectomics - modern brain anatomy

Electron microscope (EM) reconstruction of a whole piece of brain (nanometers resolution). All neurons (and other cell types) and all connections (synapses)

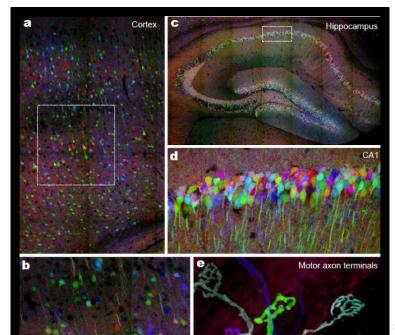


Courtesy of Mitya Chklovskii (Janelia Farm)
Based on hippocampus data from Kristen Harris (U. Texas, Austin)

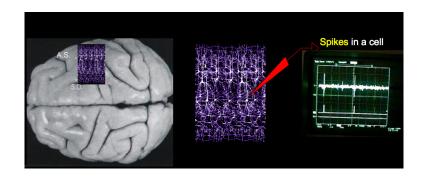
Brainbow



Brainbow

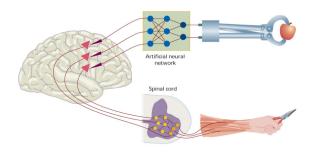


Brain Computer interface



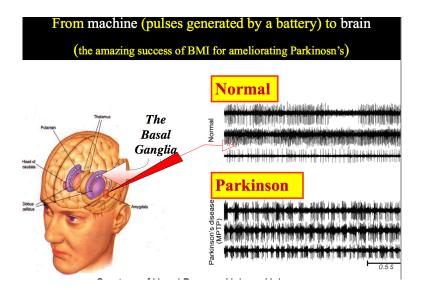
World Footbal Championship

Brain-activated robot arm

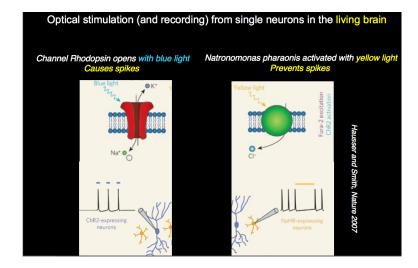


Courtesy of Miguel Nicolelis (Duke University)

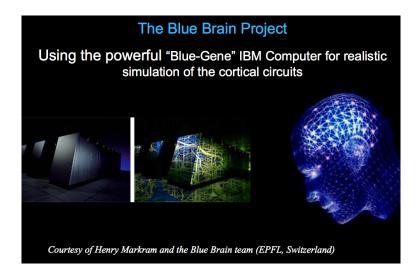
DBS



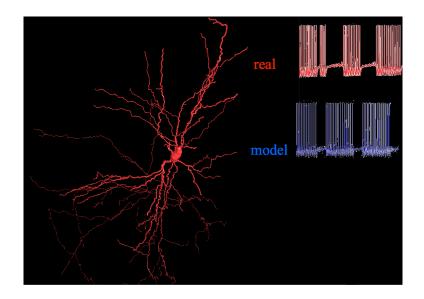
Optogenetics



Blue Brain Project



Modelling



Further Readings

- Patricia S. Churchland and Terrence J. Sejnowski, 1992, **The** computational Brain, MIT Press
- Peter Dayan and Laurence F. Abbott 2001, **Theoretical Neuroscience**, MIT Press
- Jeff Hawkins with Sandra Blakeslee 2004, On Intelligence, Henry Holt and Company
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 Silberman Books
- Paul W. Glimcher 2003, Decisions, Uncertainty, and the Brain: The Science of Neuroeconomics, Bradford Books

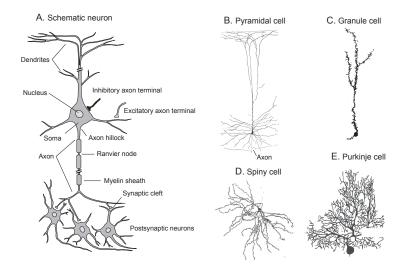
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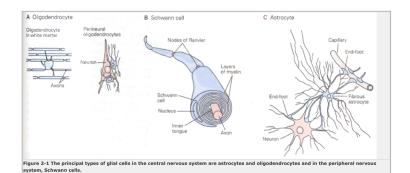
Basic physiology and conductance-based model



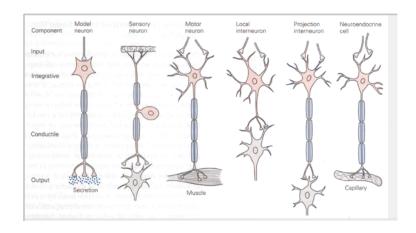
Biological background



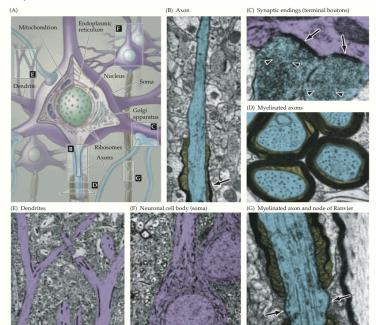
Gliall cells



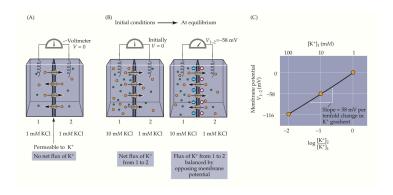
Four components of neurons



Microscopical features of neurons

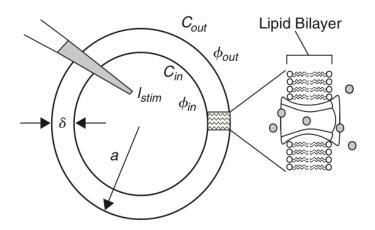


Nerst potential



Calculation of Nerst potential

▶ Nerst calculation for CI ion!, $V = \frac{kT}{ze} \log \frac{c_{out}}{c_{in}}$



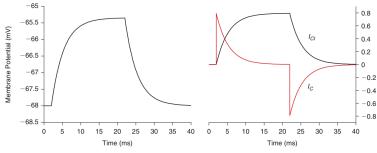
Membrane simulation

Simulation of membrane

$$I_{C}(t) = C_{m} \frac{dV}{dt}(t)$$

$$\tau \frac{dV}{dt} = V_{Cl} - V(t) + \frac{I_{stim}(t)}{Ag_{Cl}}$$

$$\tau = \frac{C_{m}}{g_{Cl}}$$



Further Readings

- Mark F. Bear, Barry W. Connors, and Michael A. Paradiso (2006), Neuroscience: exploring the brain, Lippincott Williams & Wilkins, 3rd edition.
- Eric R. Kandel, James H. Schwartz, and Thomas M. Jessell (2000), **Principles of neural science**, McGraw-Hill, 4th edition
- Gordon M. Shepherd (1994), **Neurobiology**, Oxford University Press, 3rd edition.
- Christof Koch (1999), **Biophysics of computation**; **information processing in single neurons**, Oxford University Press
- Christof Koch and Idan Segev (eds.) (1998), **Methods in neural** modelling, MIT Press, 2nd edition.
- C. T. Tuckwell (1988), Introduction to theoretical neurobiology, Cambridge University Press.
- Hugh R. Wilson (1999) **Spikes, decisions and actions: dynamical foundations of neuroscience**, Oxford University Press. See also his paper in J. Theor. Biol. 200: 375–88, 1999.