

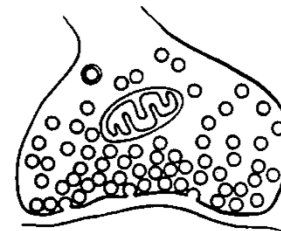
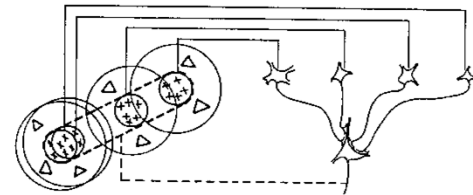
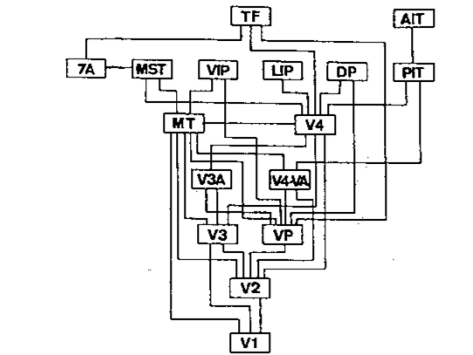
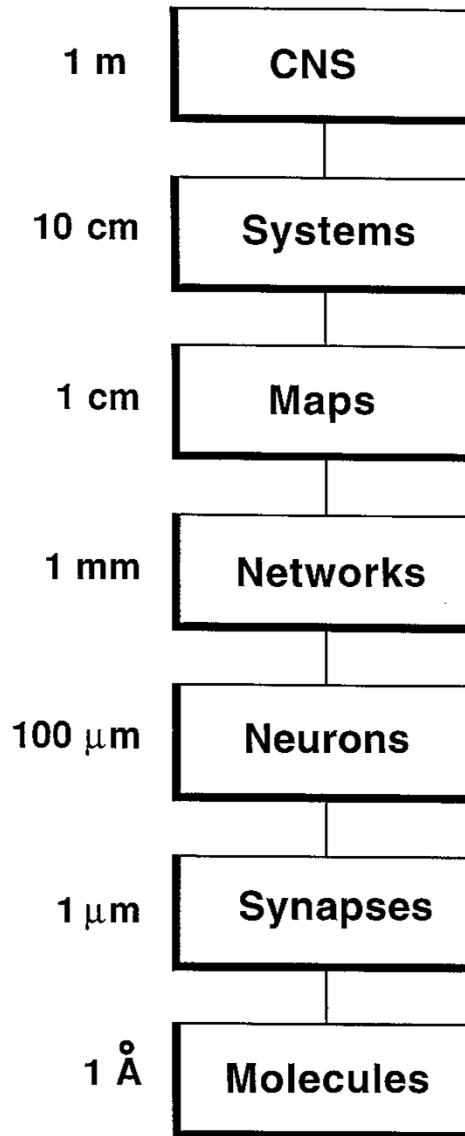
Layered Architectures for Distributed Control

Terrence Sejnowski

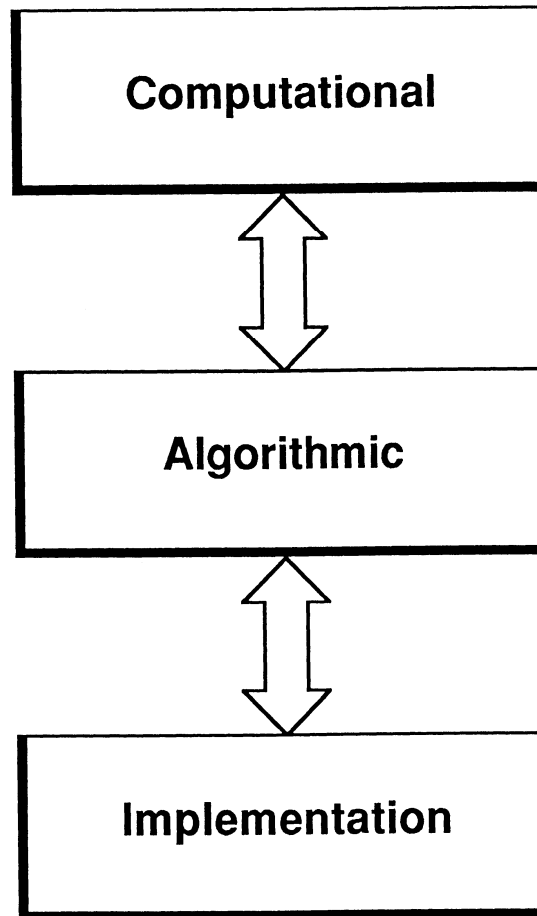
Salk Institute
University of California, San Diego



Levels of Investigation



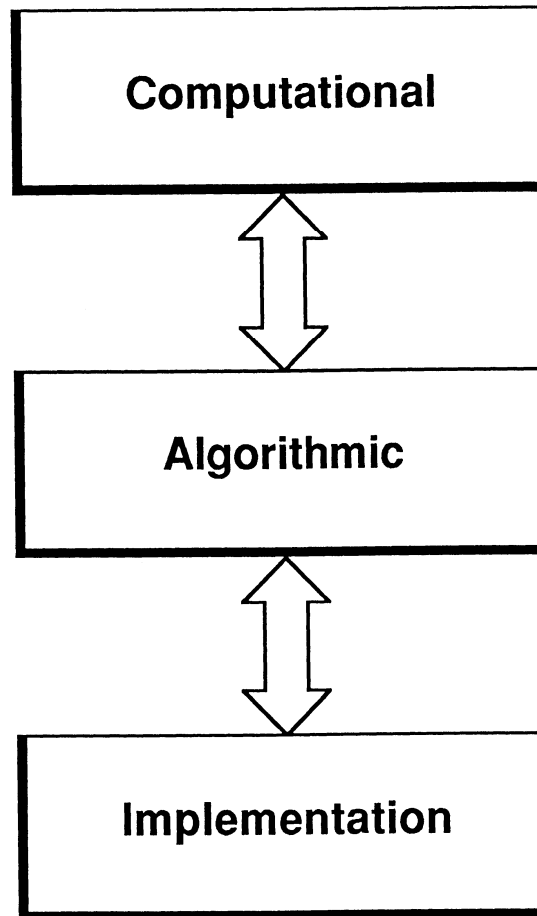
Marr's Levels of Analysis





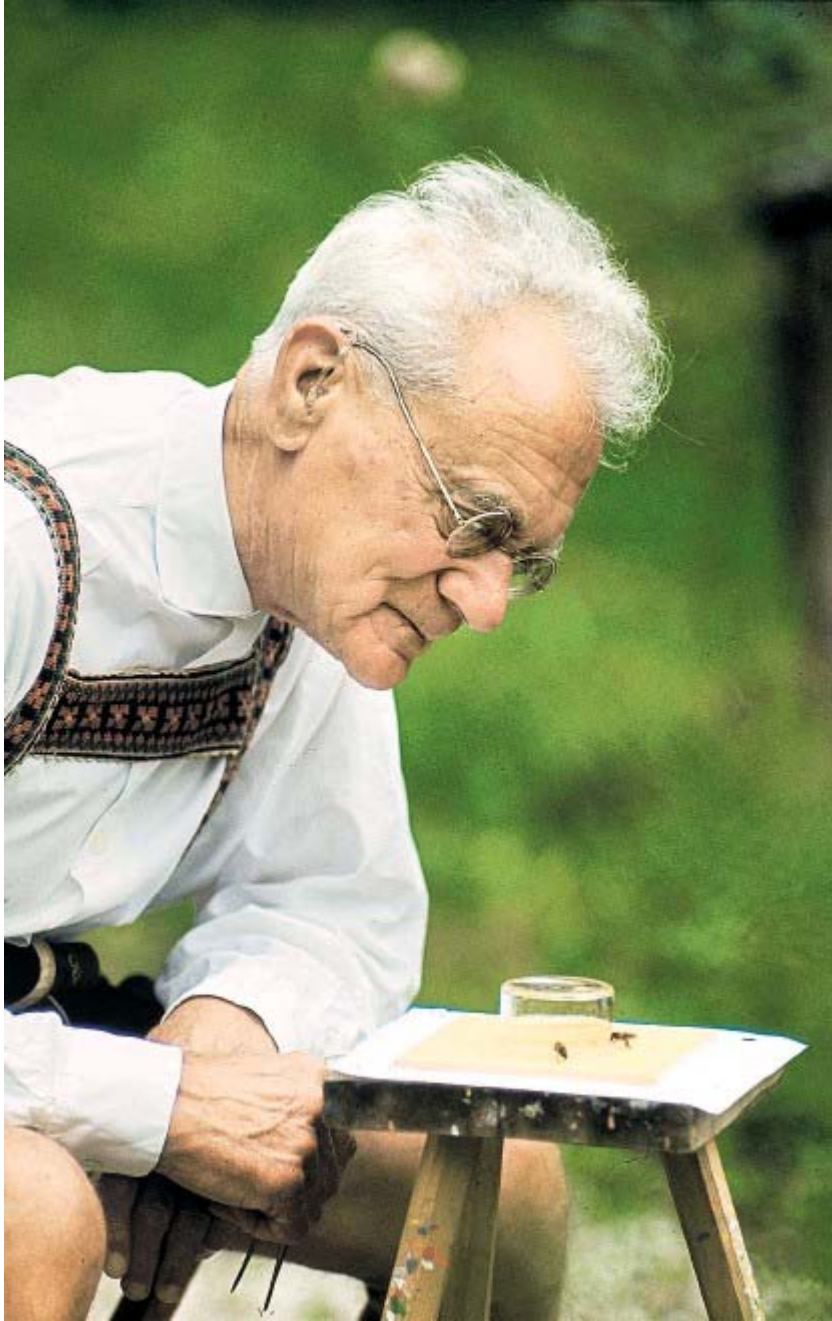
Churchland, Ramachandran and Sejnowski
A Critique of Pure Vision, 1994

Marr's Levels of Analysis

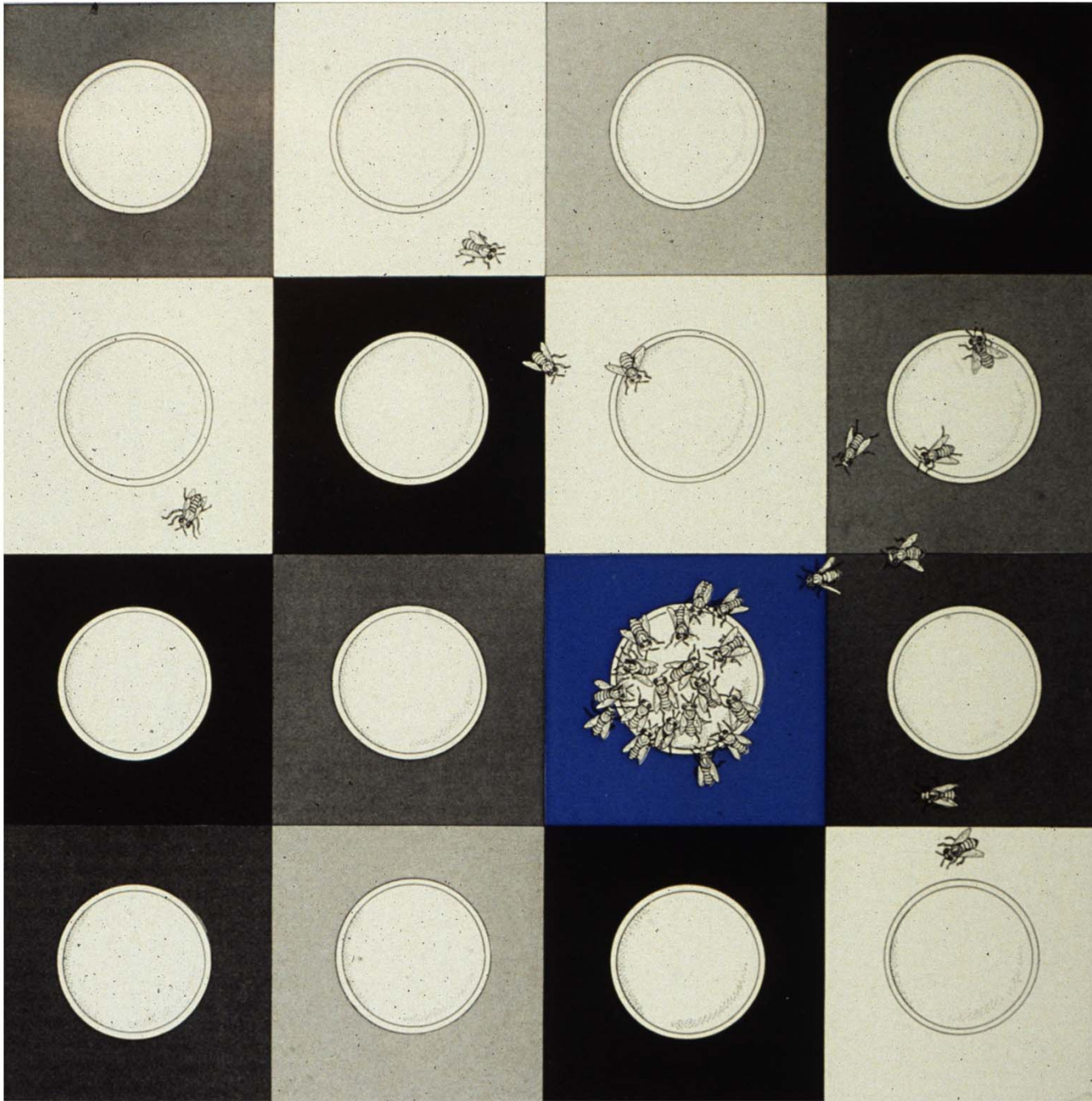




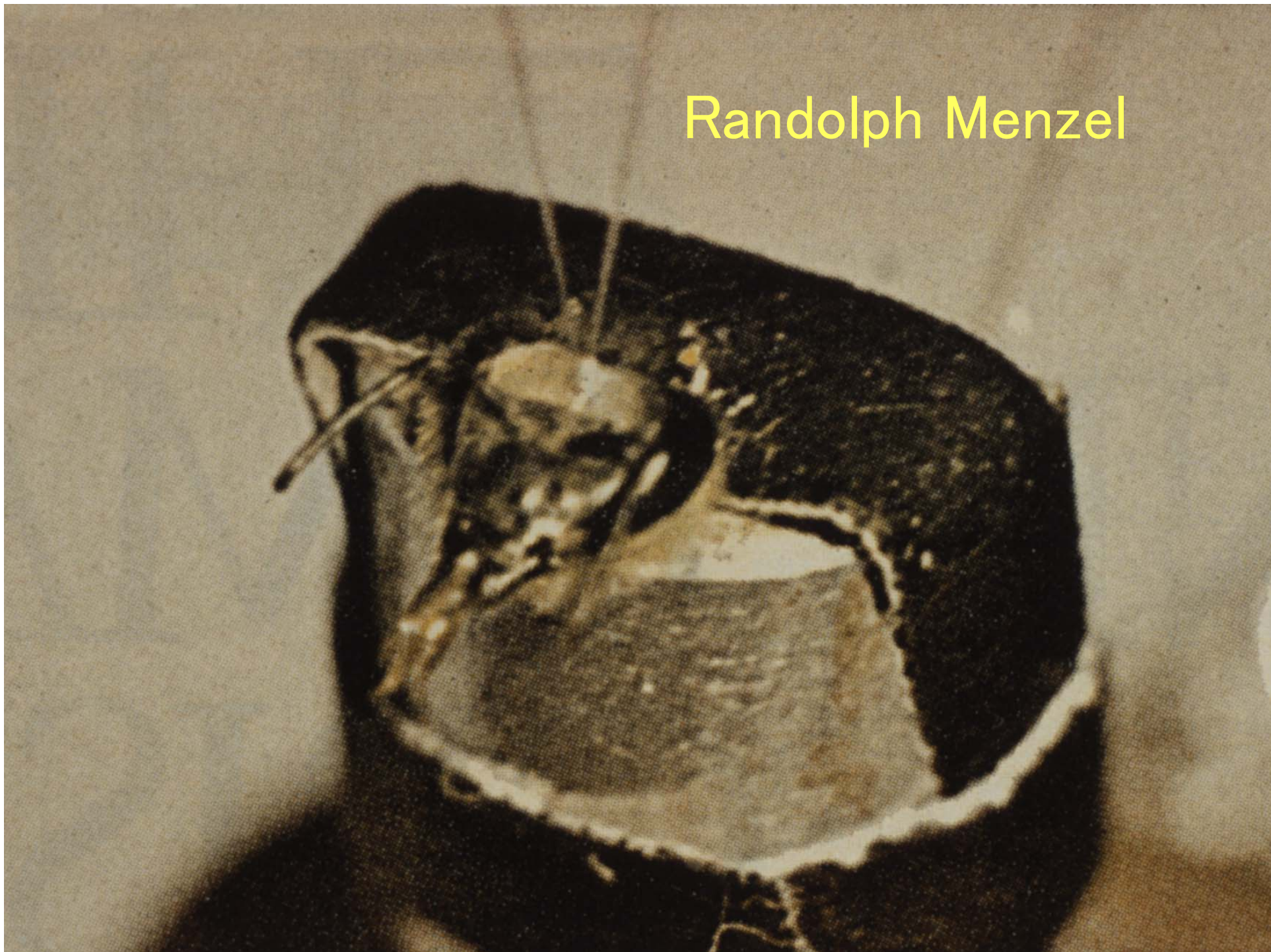
Time is Honey



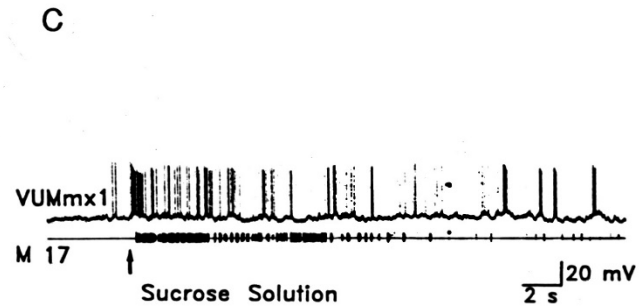
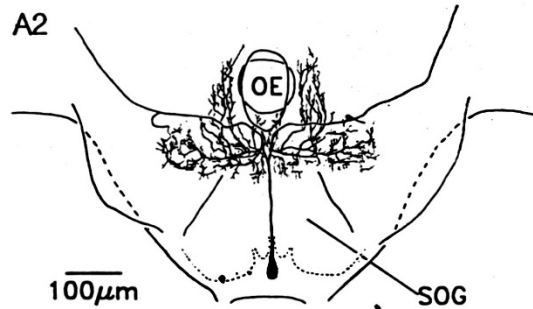
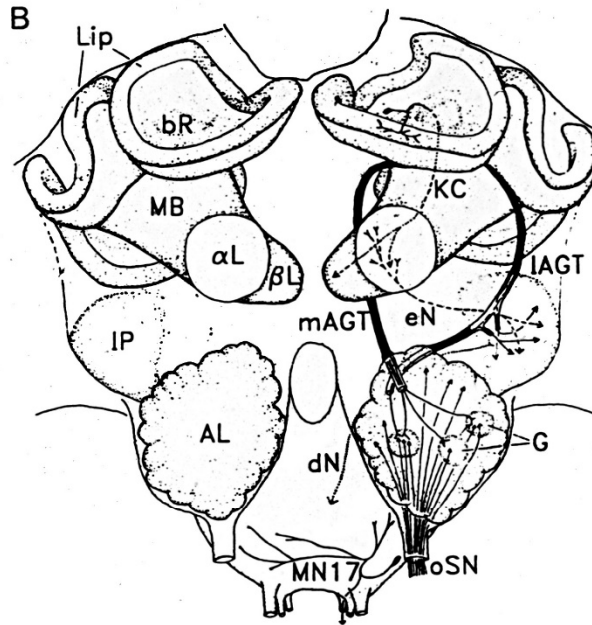
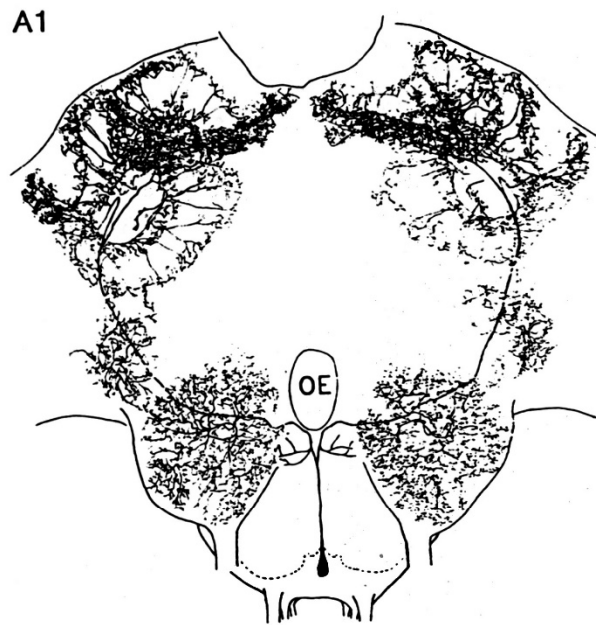
Karl von Frisch



Randolph Menzel

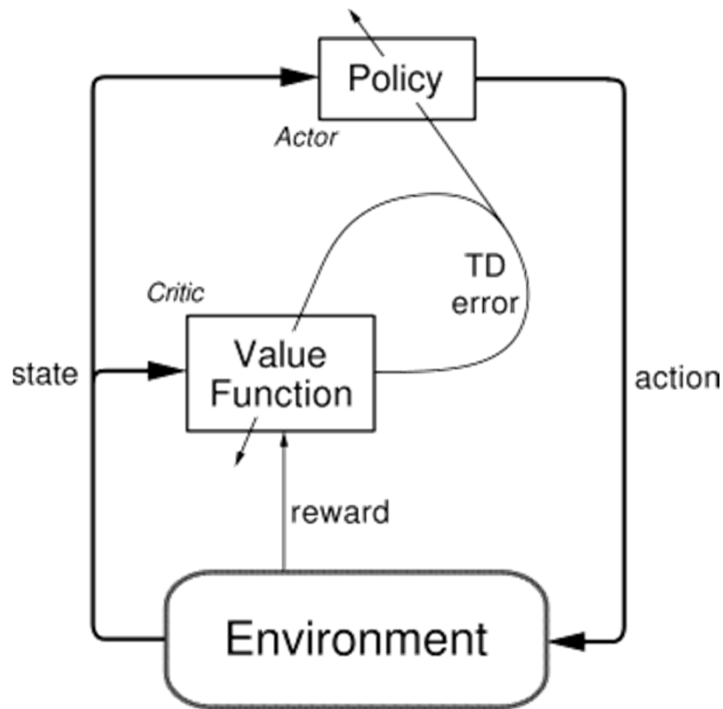


VUMmx1 - Octopamine



Hammer and Menzel, 1997

Temporal Difference Learning



Sutton and Barto, 1988

TD - error :

$$\delta_t = r_{t+1} + \gamma V(s_{t+1}) - V(s_t)$$

Actions are determined by preferences :

$$\pi_t(s, a) = \Pr\{a_t = a | s_t = s\} = \frac{e^{p(s,a)}}{\sum_b e^{p(s,b)}}$$

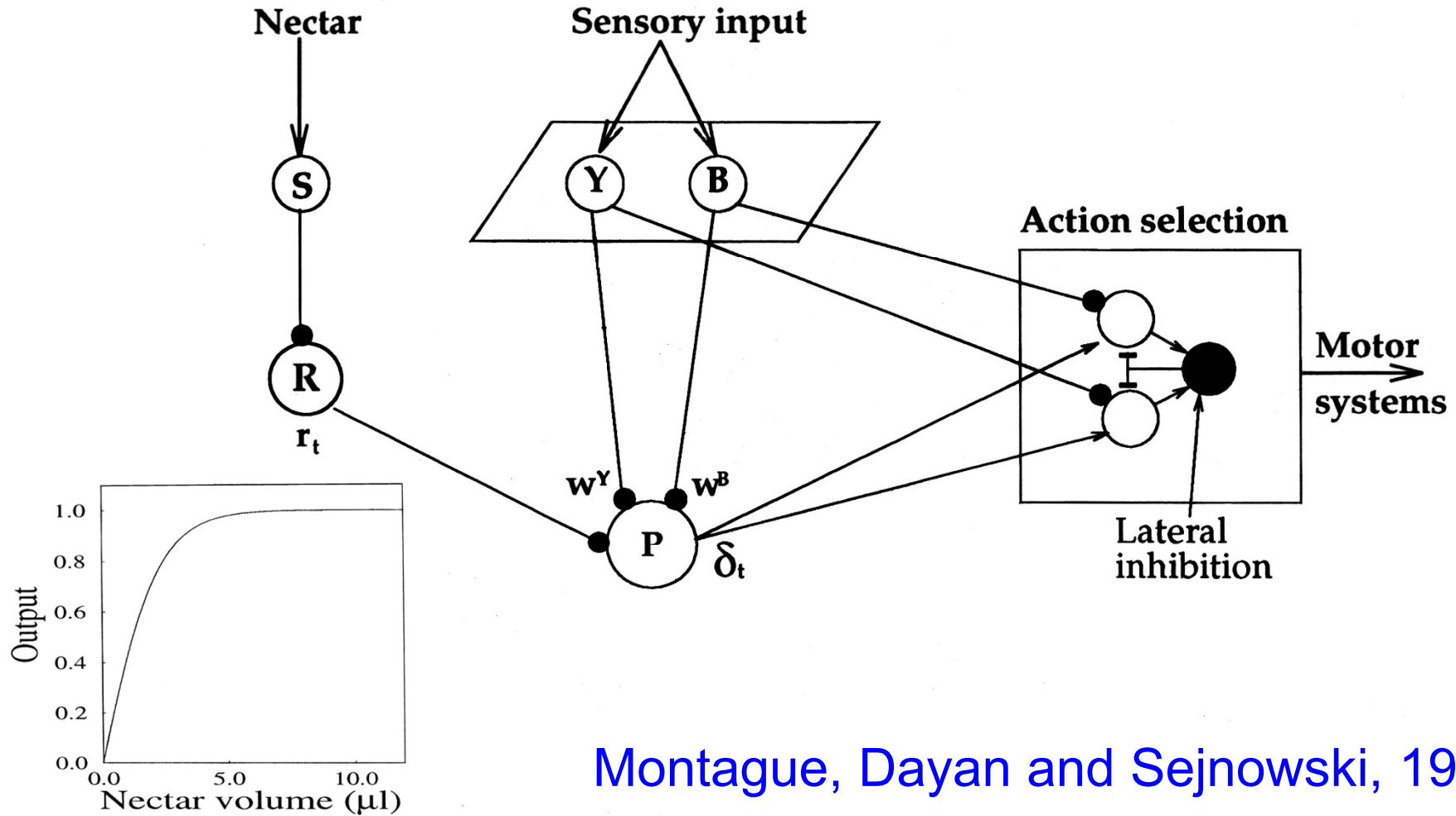
Update the preferences :

$$p(s_t, a_t) \leftarrow p(s_t, a_t) + \beta \delta_t$$

The value function update :

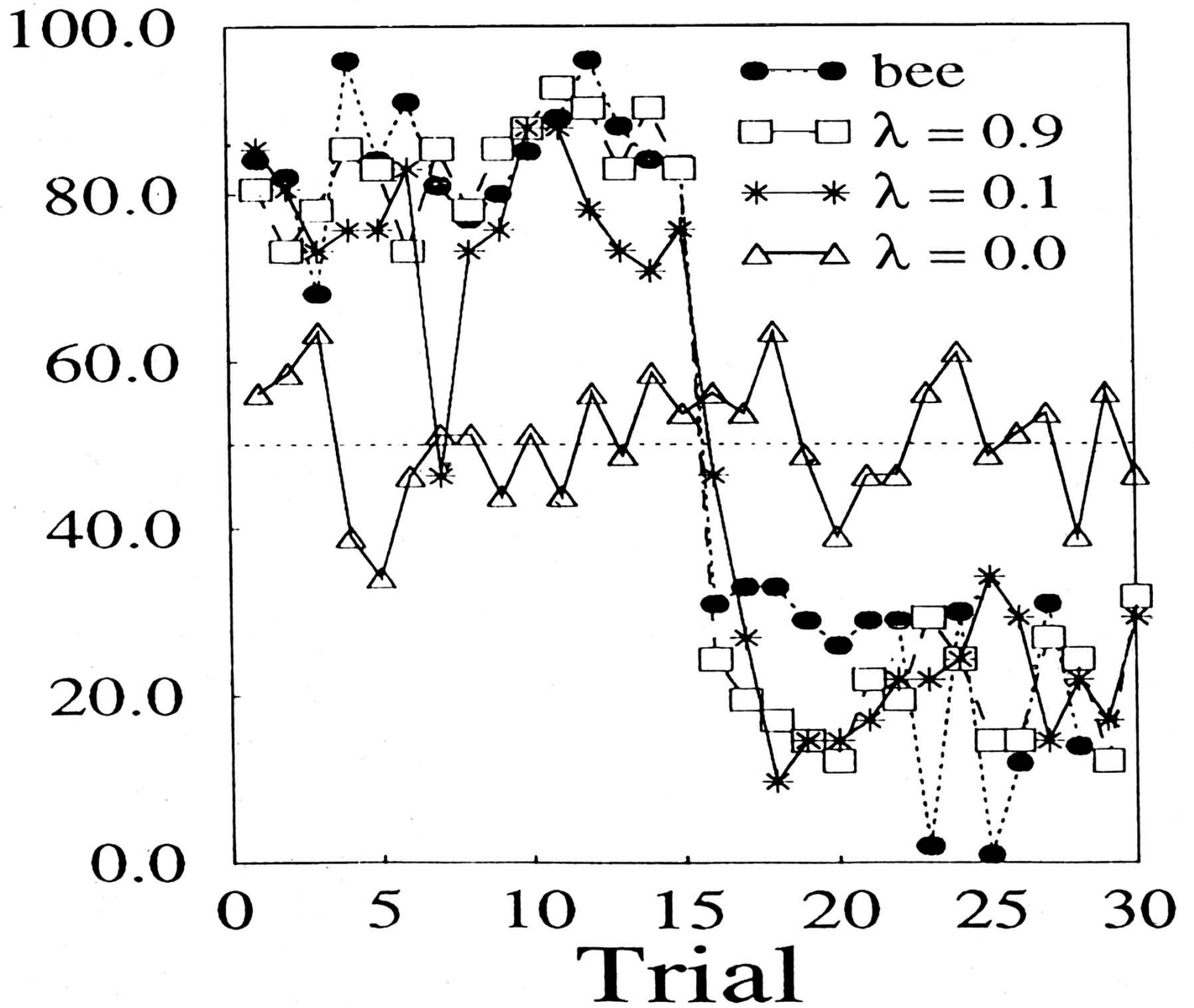
$$V(s_t) \leftarrow V(s_t) + \alpha \delta_t$$

Temporal Difference Learning



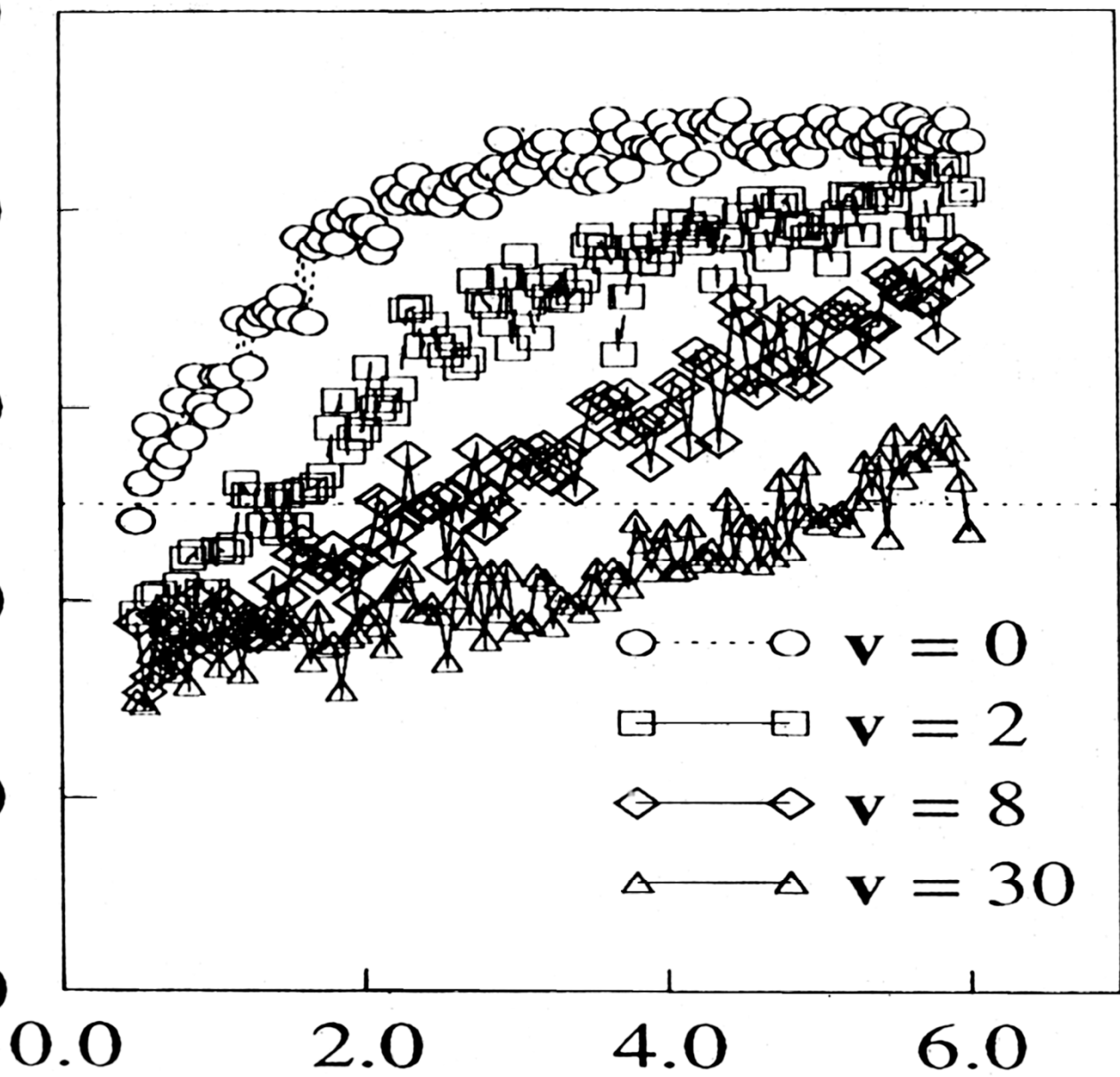
Montague, Dayan and Sejnowski, 1994

Visits to blue (%)

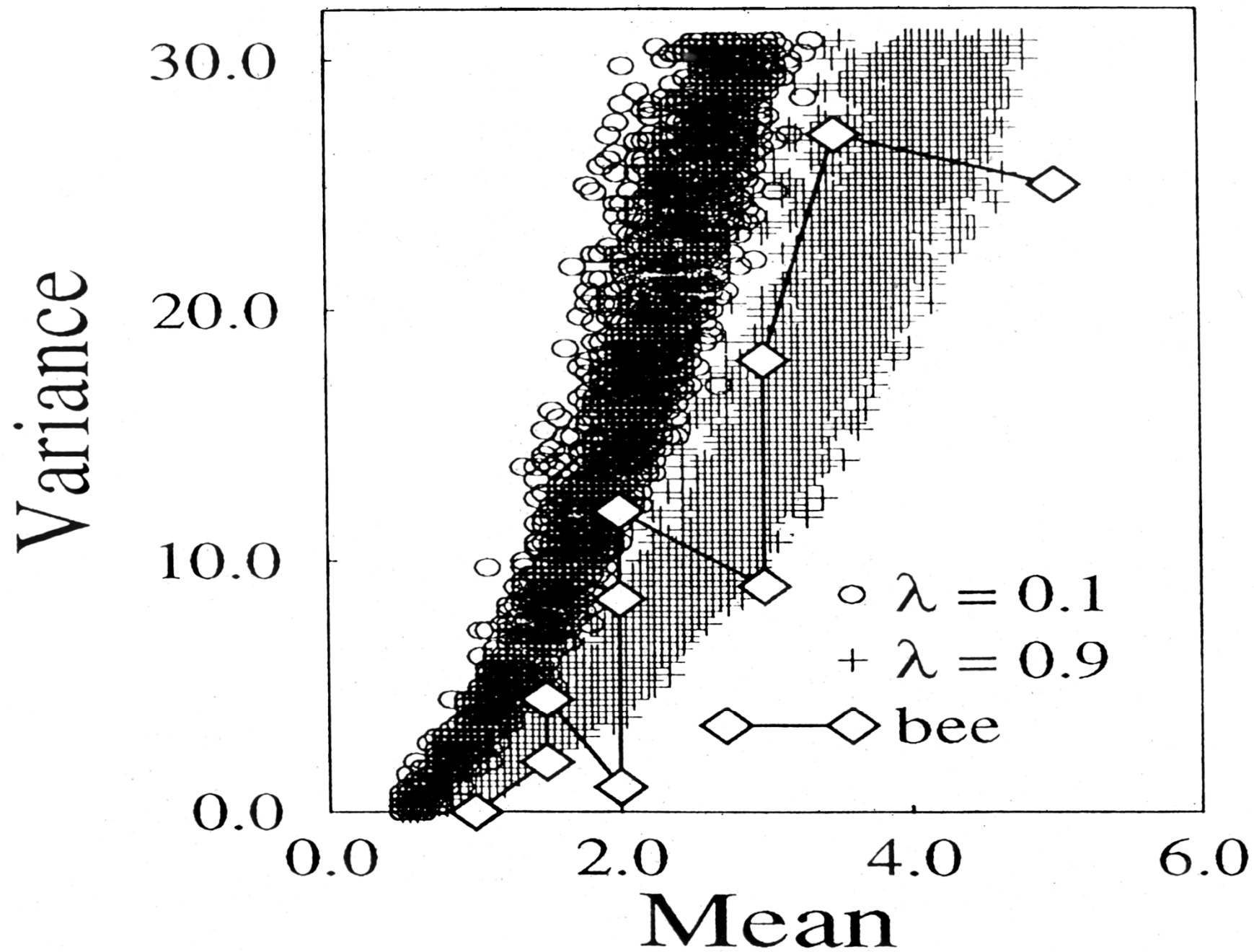


Visits to variable type (%)

100.0
80.0
60.0
40.0
20.0
0.0



Mean

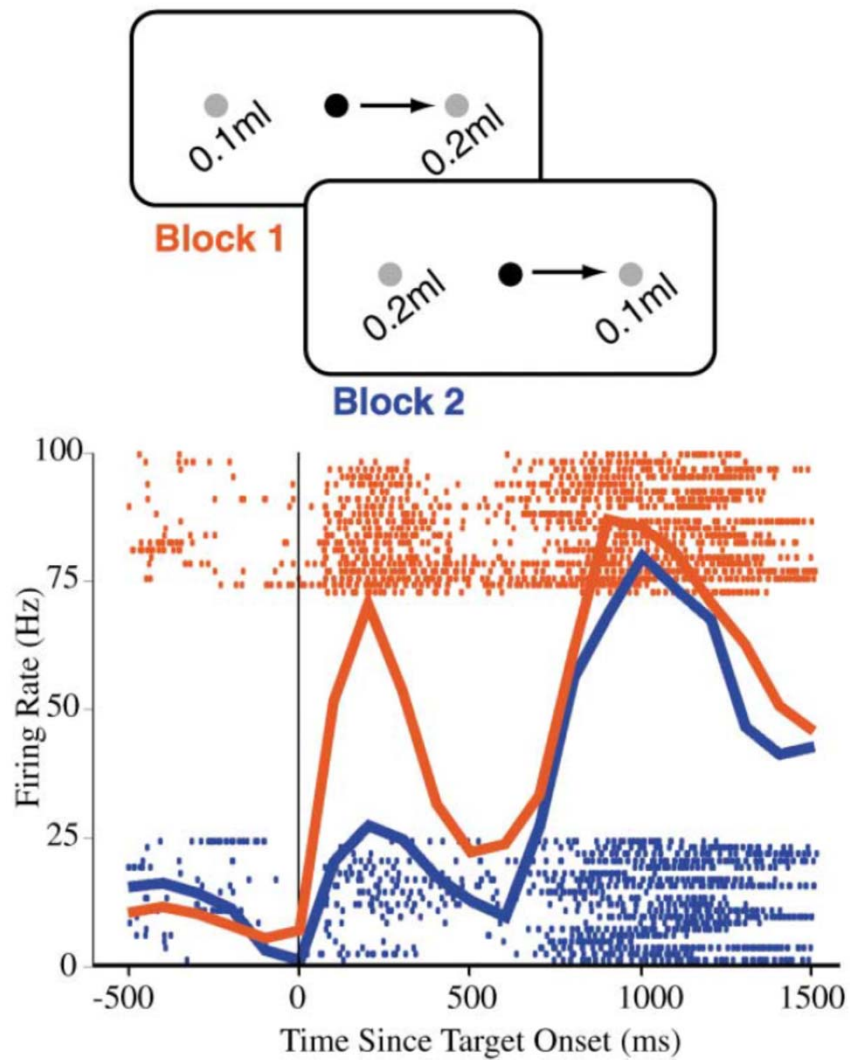


Decisions



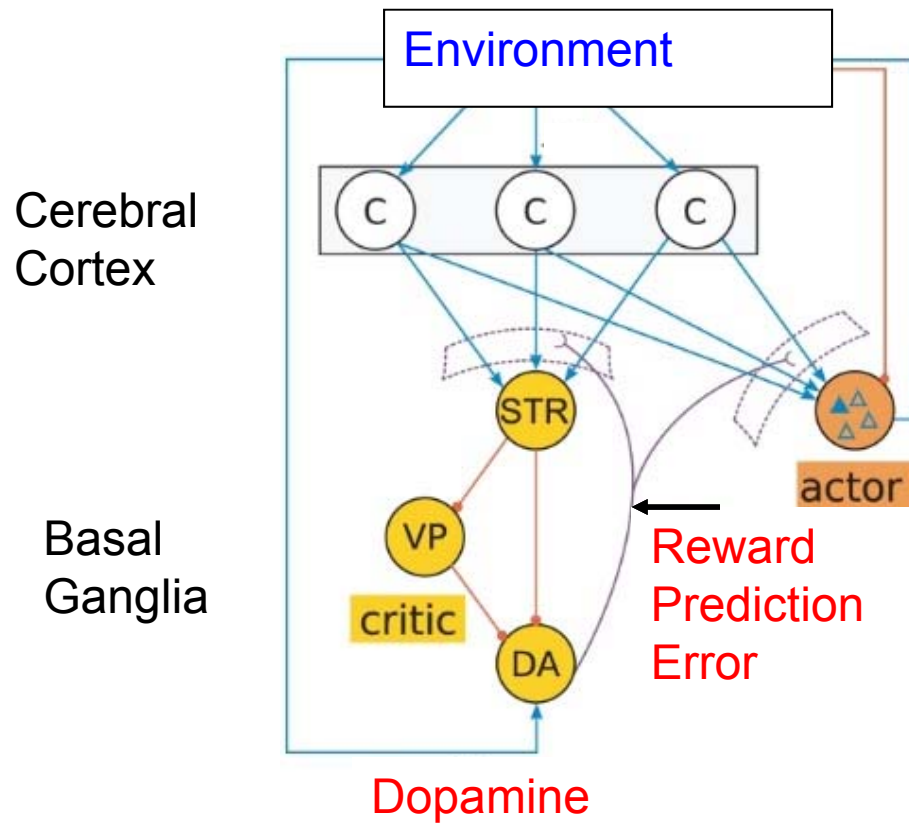
Decisions

Reward Modulates Visual Responses

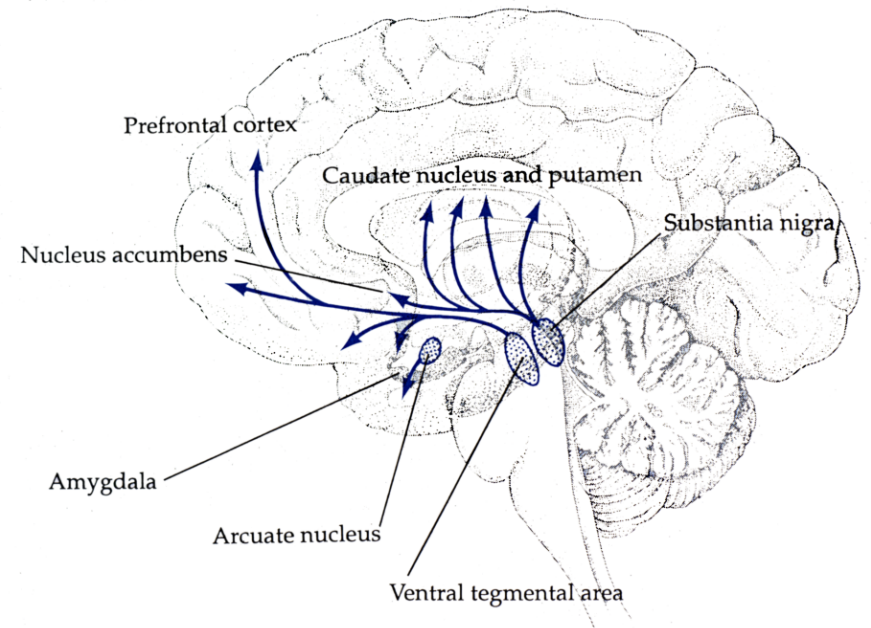


Glimcher, 2002

Actor Critic Model



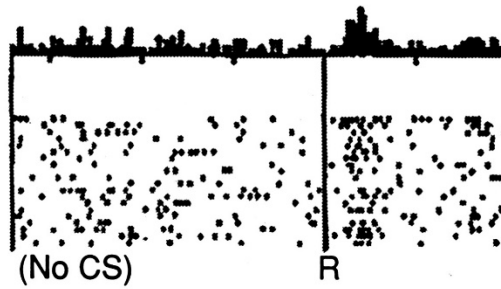
Dopamine Neurons



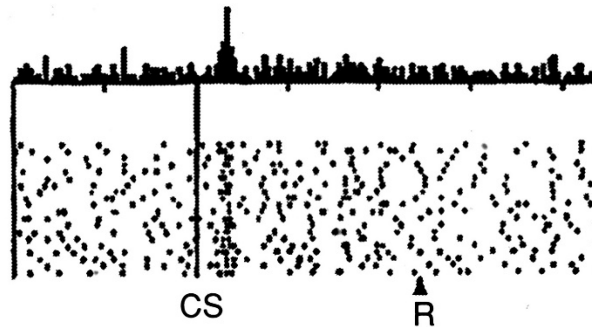
Montague, Dayan and Sejnowski, 1996

Temporal Differences Revealed

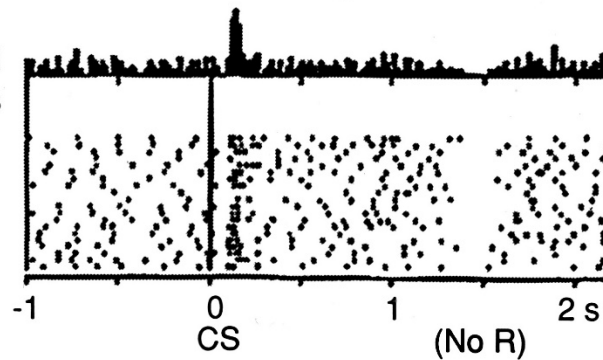
No prediction
Reward occurs



Reward predicted
Reward occurs

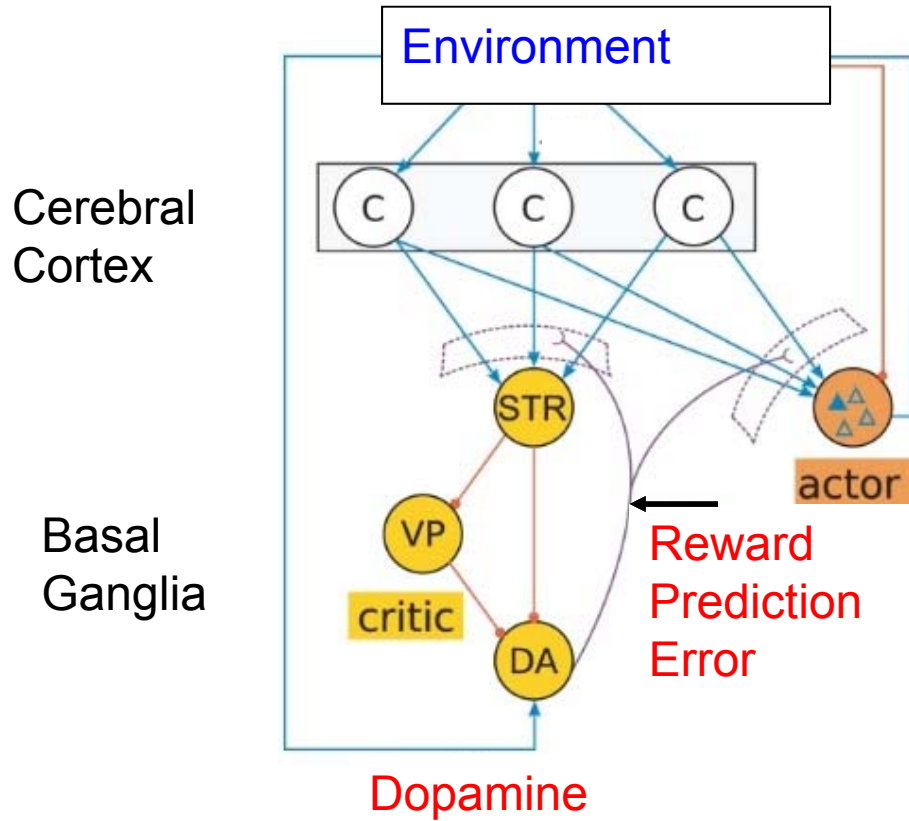


Reward predicted
No reward occurs



Schultz, Dayan, Montague, 1997

Temporal Difference Learning



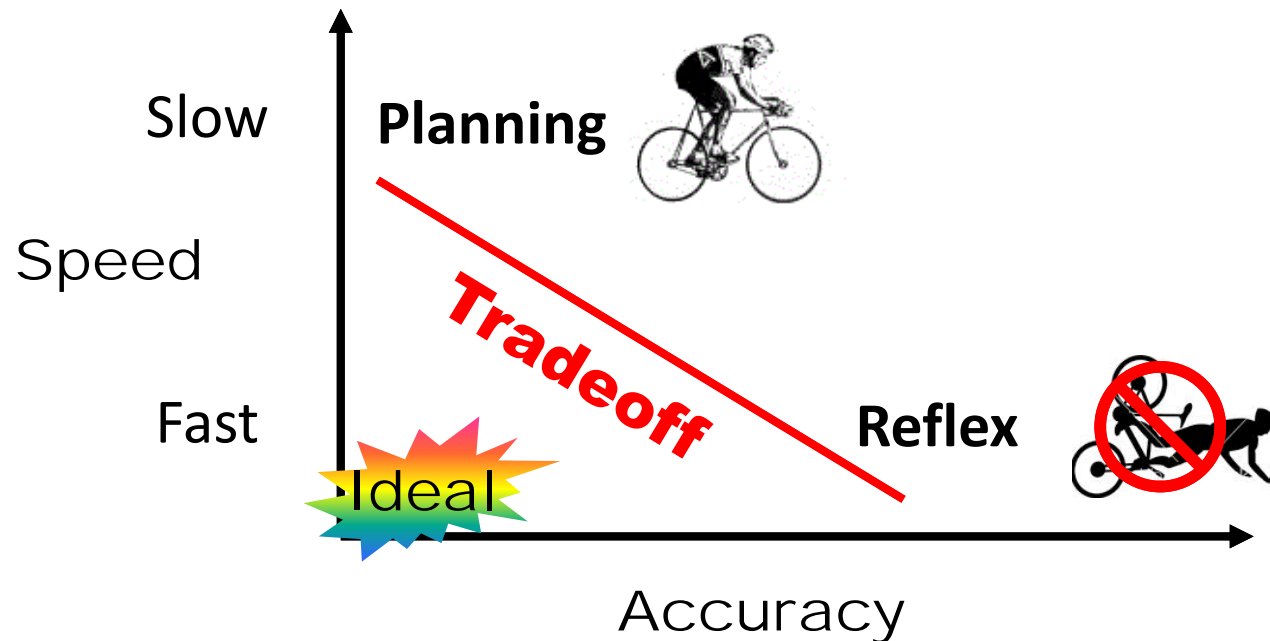
Go Defeat, 2017



DeepMind



Speed-Accuracy Tradeoff



Accurate

Flexible

Centralized

Conscious

Deliberate

Stable virtual

Inaccurate

Rigid

Localized, distributed

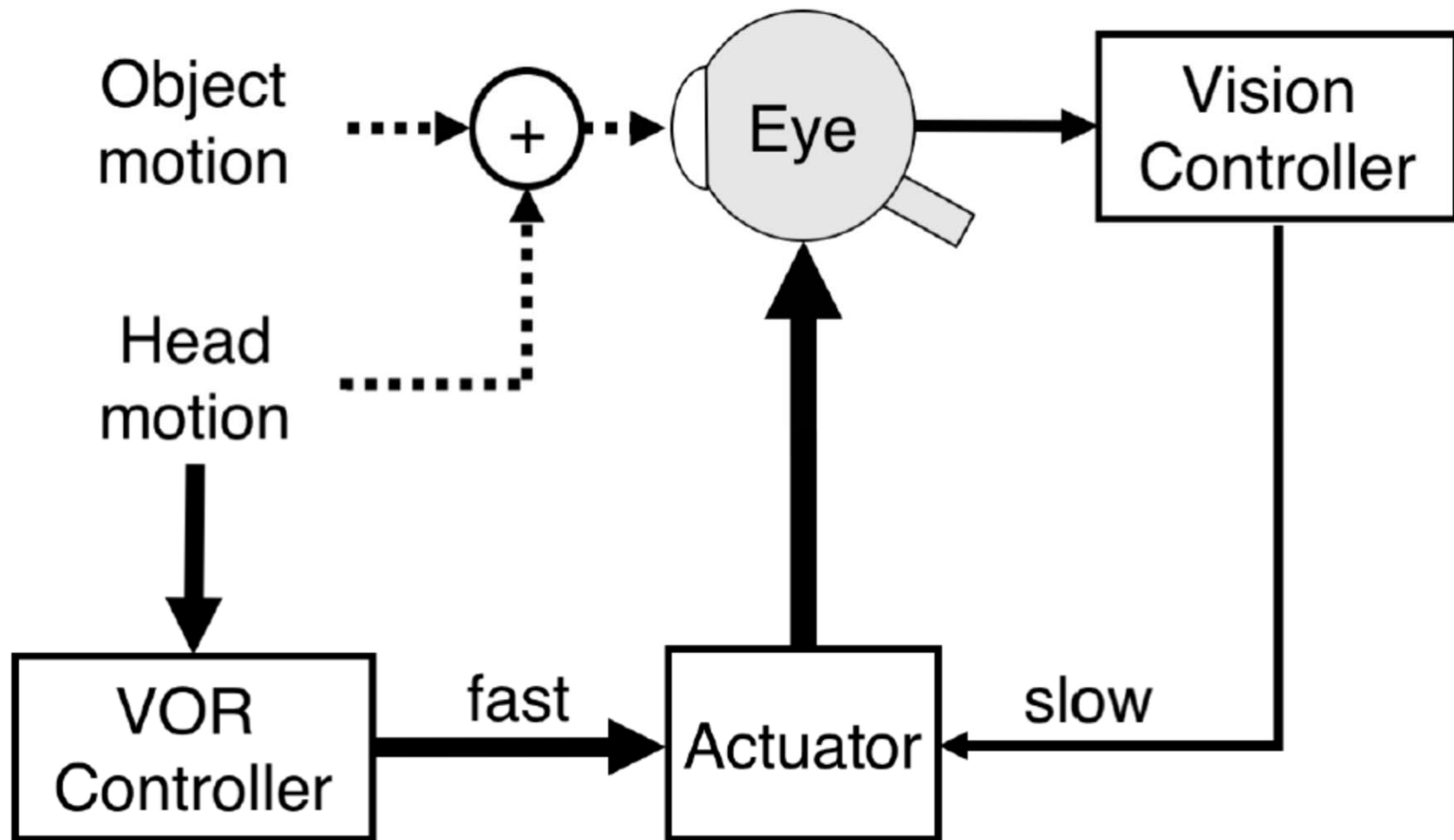
Unconscious

Automatic

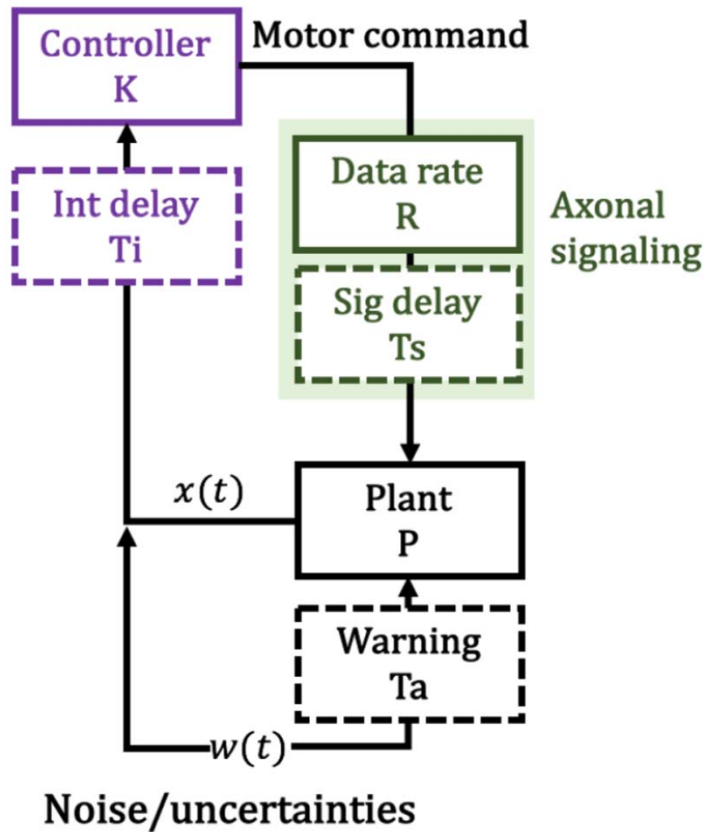
Unstable real dynamics

John Doyle

Controlling Smooth Eye Movements

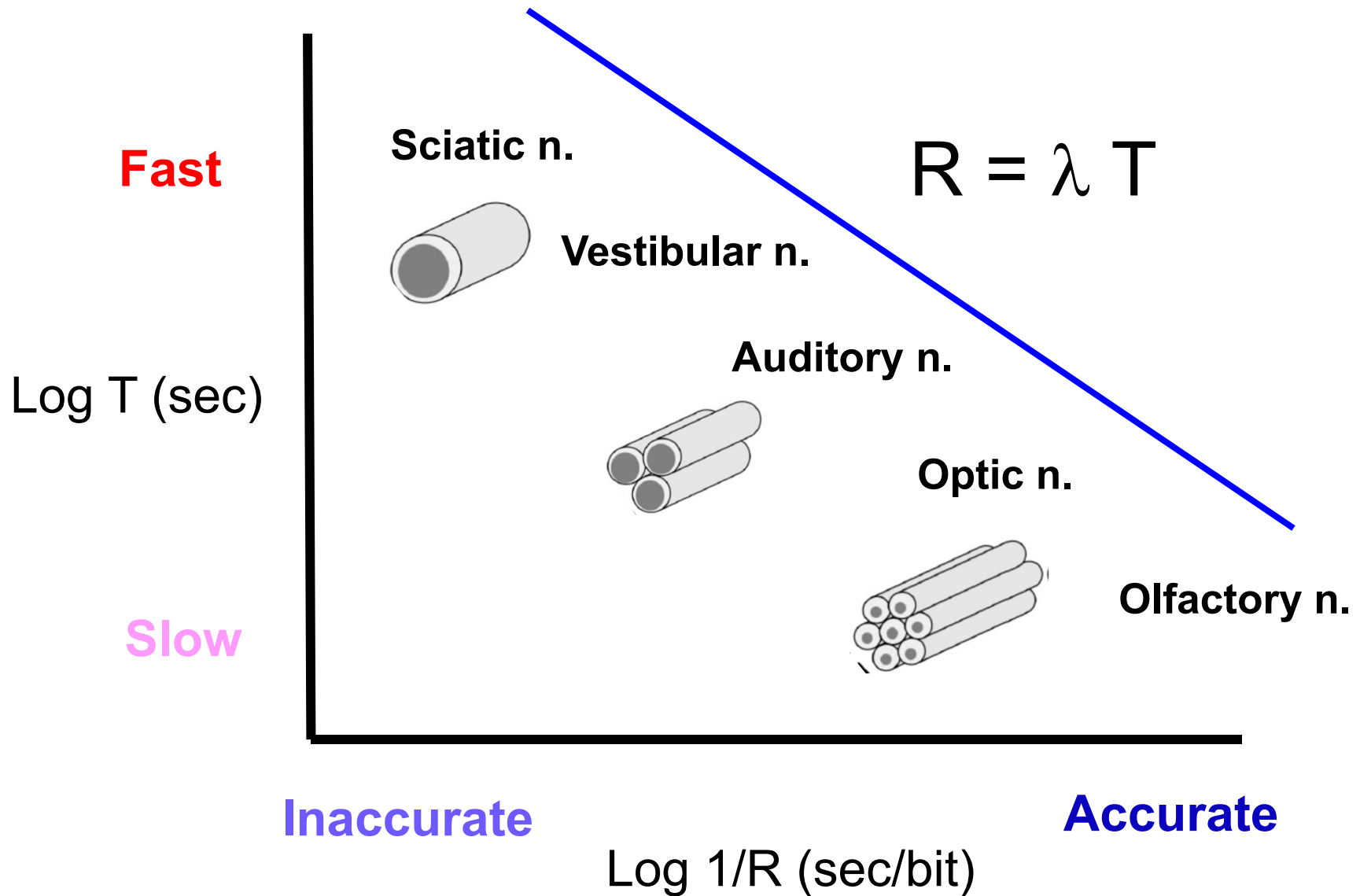


Sensorimotor Control System

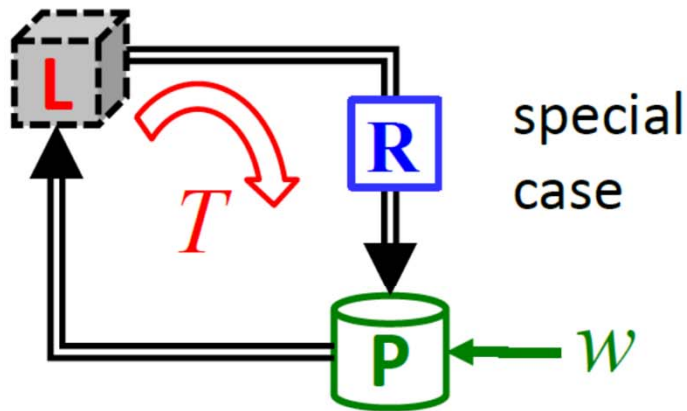


$x(t)$	error at time t
\mathcal{K}_R	A controller that uses the causal information of the state, disturbance and control input to compute a suitable control action
R	The maximum information (bits) that can be transmitted per unit time (referred to as the signaling rate)
$T_s \geq 0$	The signaling delay
$T_a \geq 0$	The advanced warning
$T_i \geq 0$	The internal delay
$T = T_s + T_i - T_a$	The net delay (when $T \geq 0$) or warning (when $T < 0$), representing the total time elapsed from the moment $w(t)$ is revealed to the controller until the moment a control action can act against it)

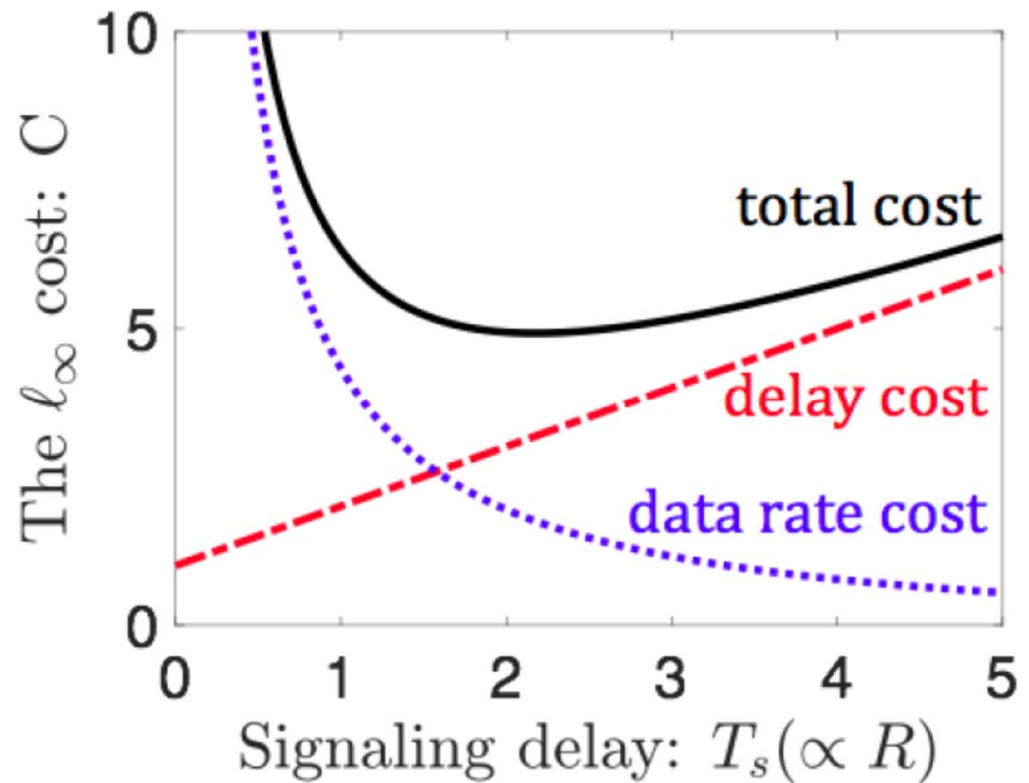
Speed-Accuracy Tradeoff



Controlling Smooth Eye Movements

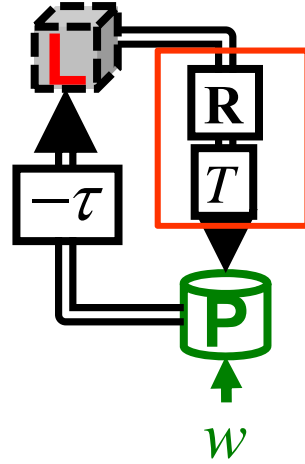


$$R = \lambda_{\alpha} T$$

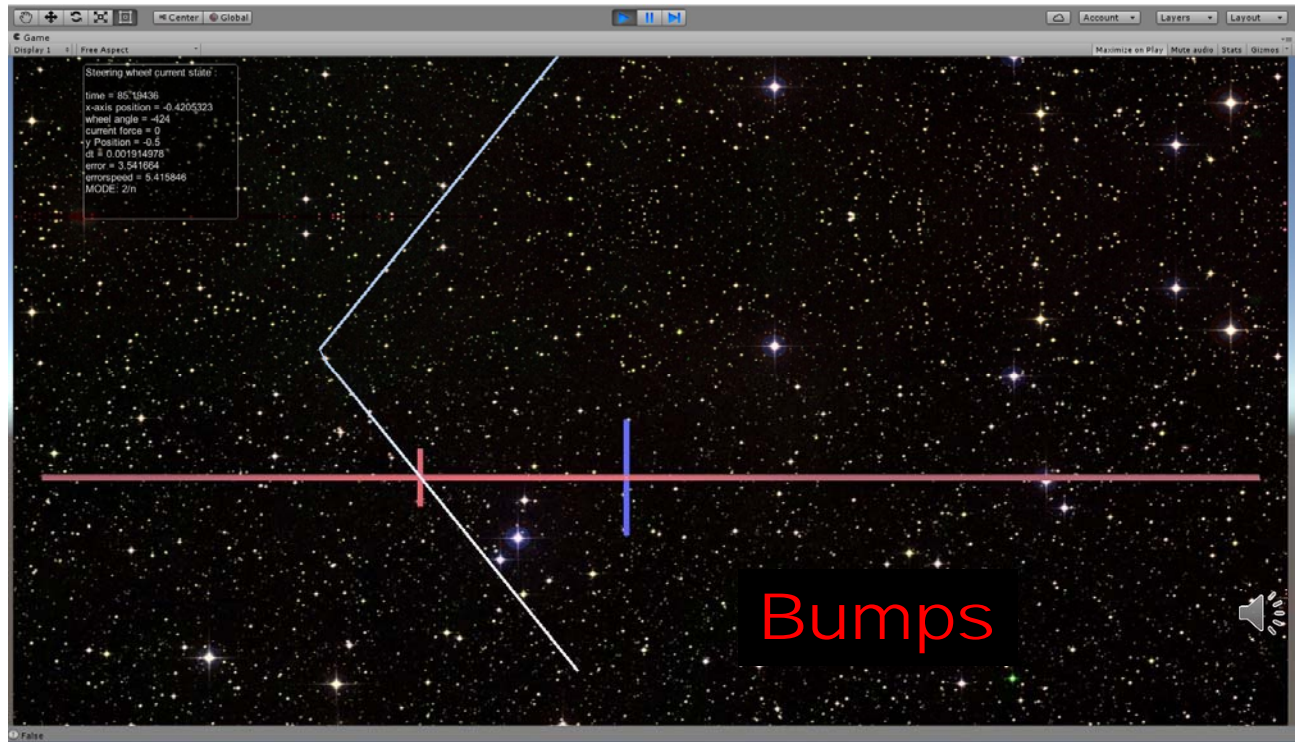
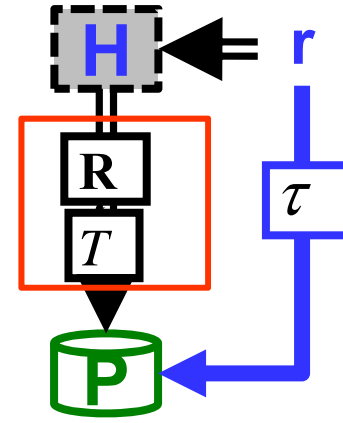




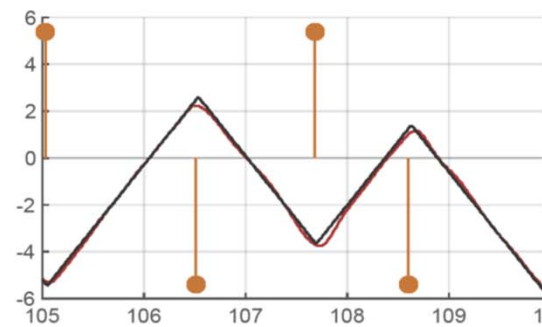
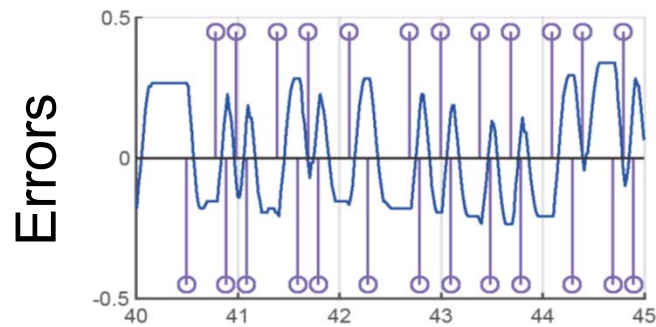
Delay



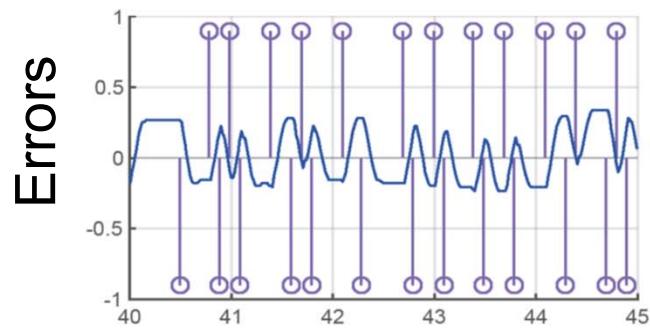
Advance



Bumps and Trails

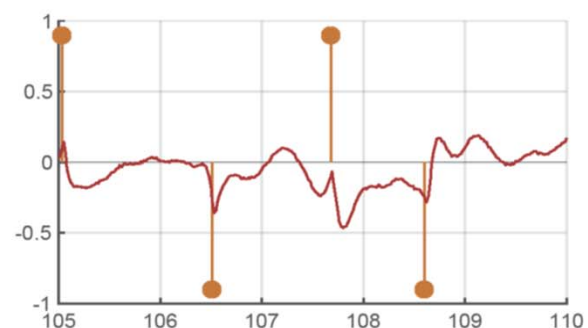


Bumps only



Sec

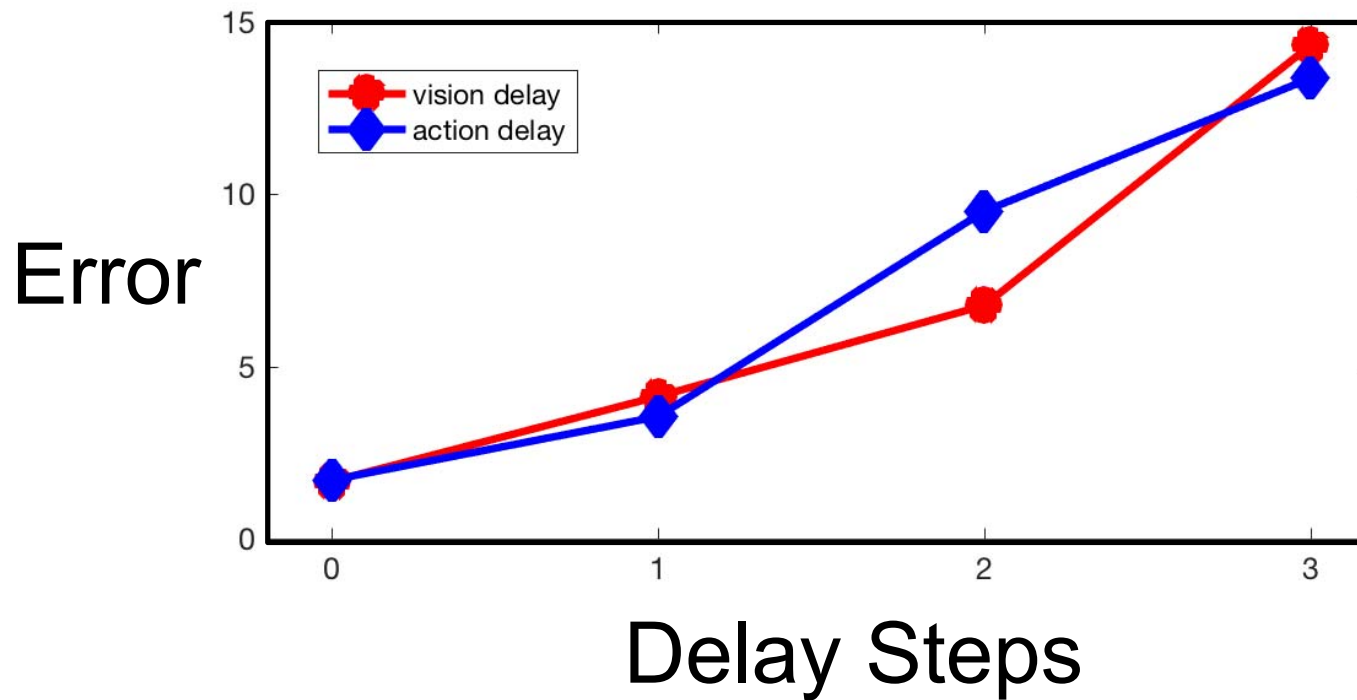
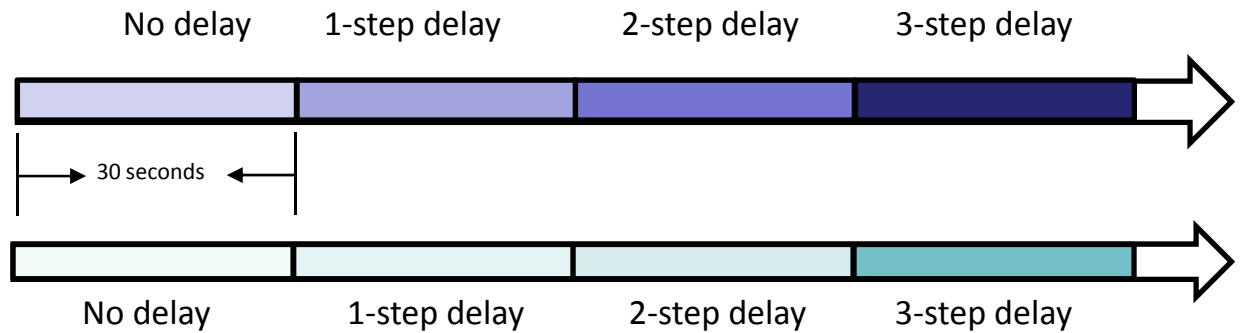
Trail only



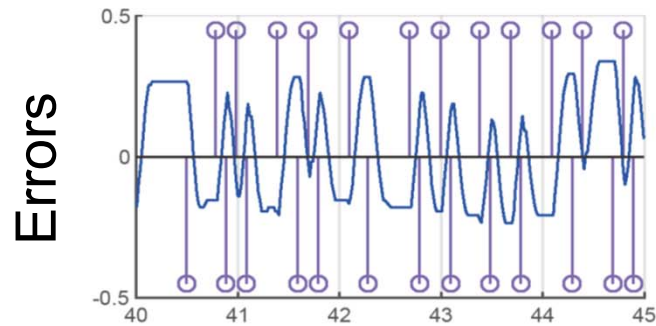
Sec

Delays in Vision and in Action

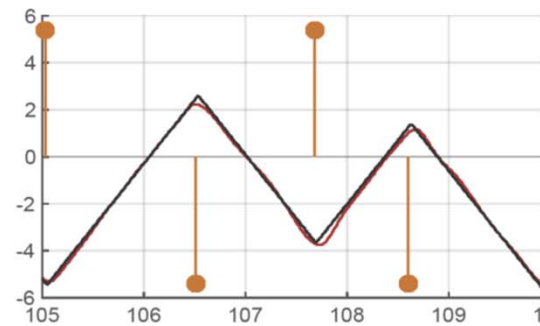
- Vision delay
- Action delay



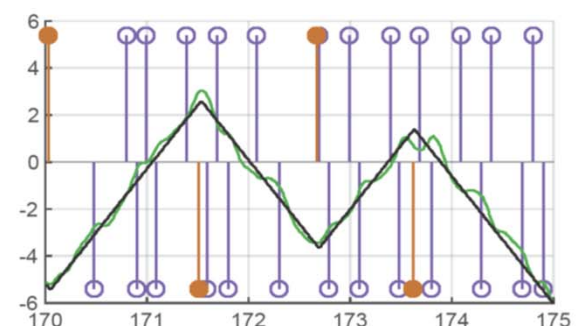
Combining Bumps and Trails



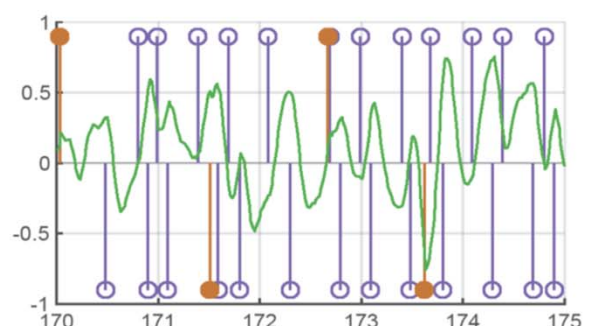
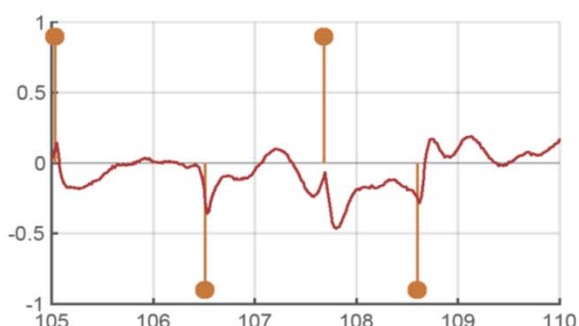
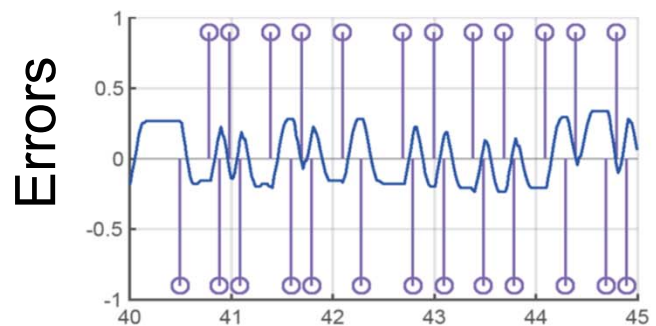
Bumps only



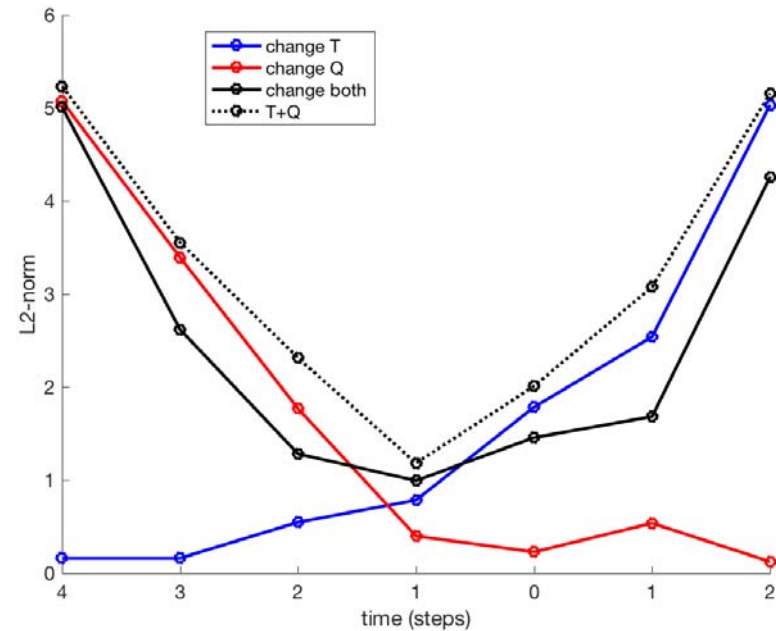
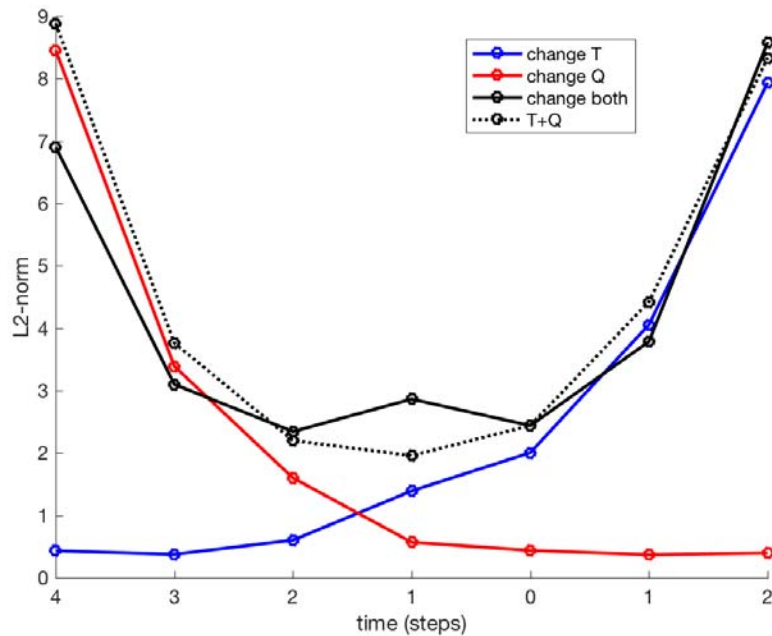
Trail only



Both

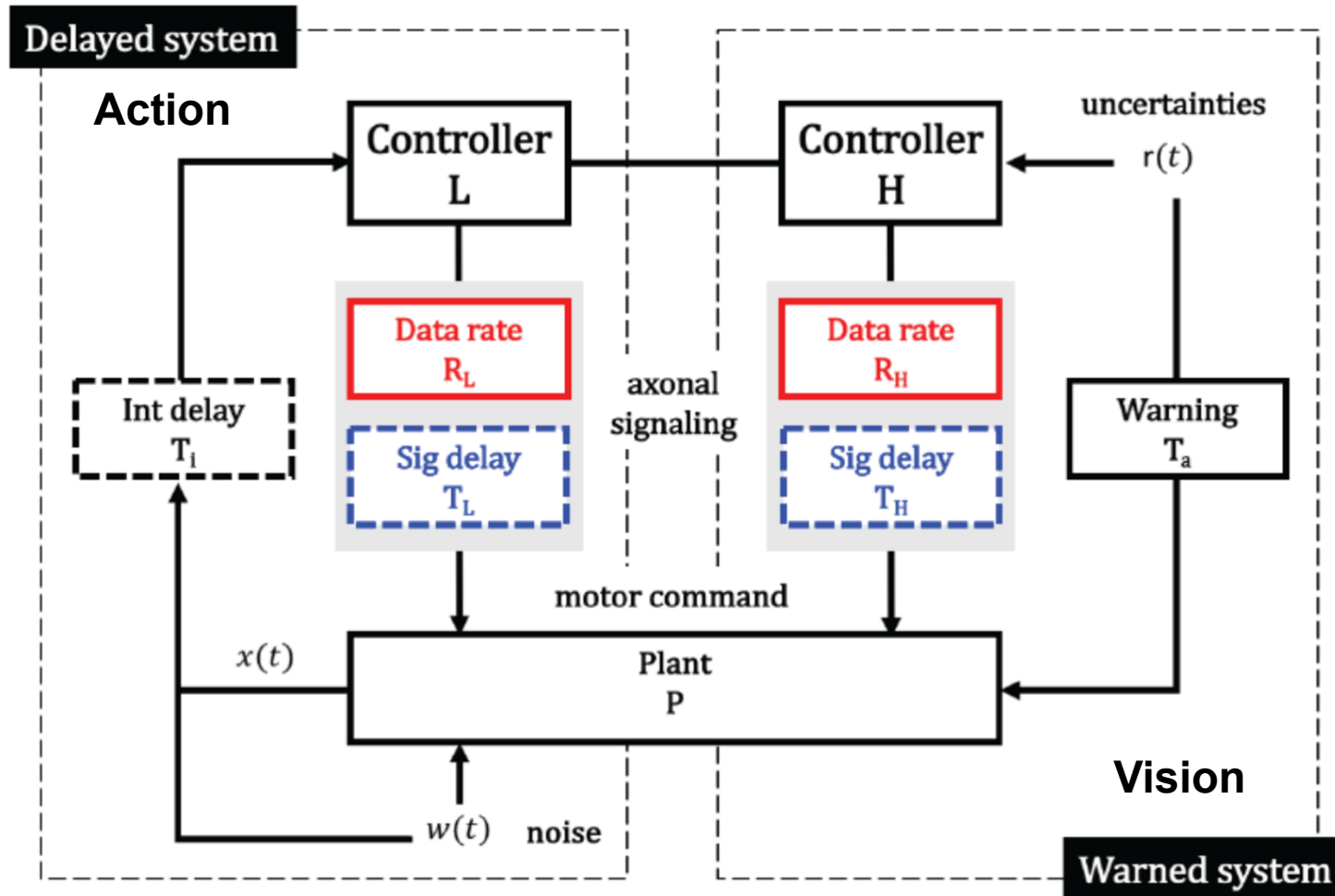


Speed-Accuracy Tradeoff



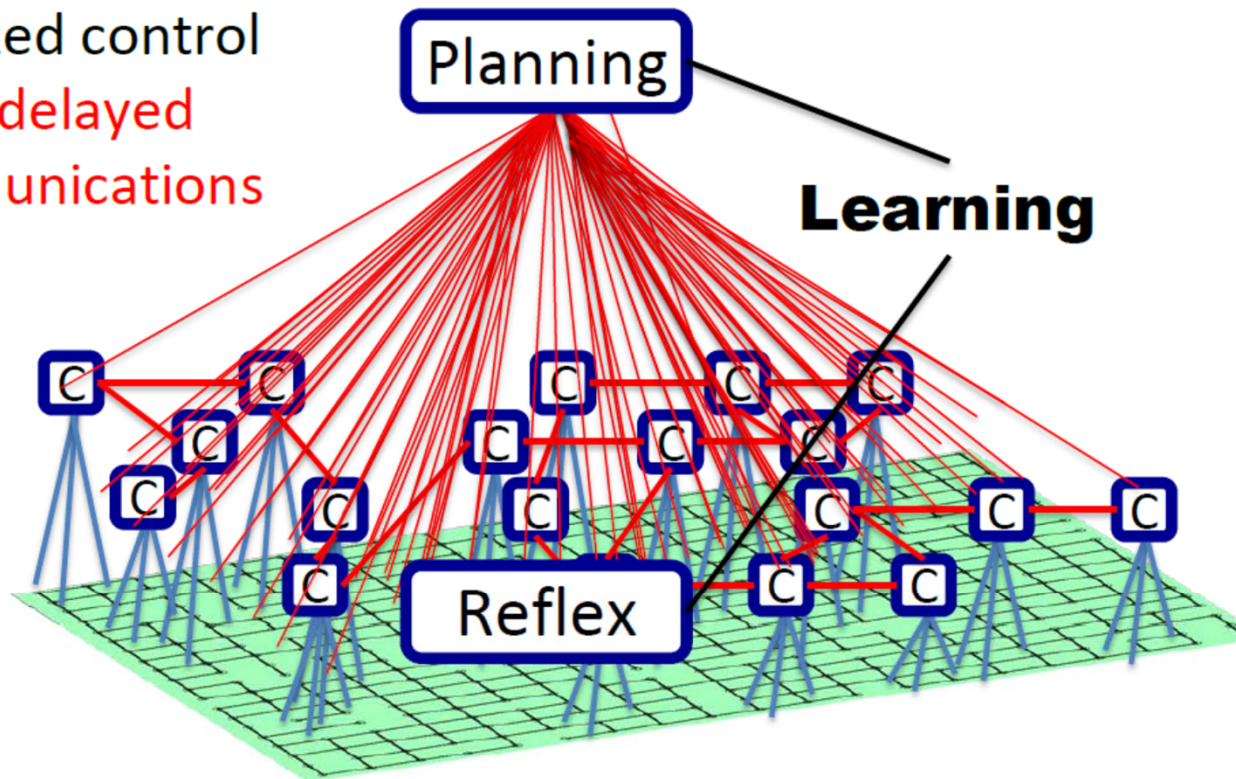
- **Delay session:** 30 second for each setting ($T = -4, -3, -2, -1, 0, 1, 2$)
- **Quantizer session:** 30 second ($L = 1, 2, \dots, 7$)
- **Delay and Quantizer session:** 30 second for each pair of settings

Parallel Control Systems



Scalability of Control Systems

Sparse,
distributed &
localized control
w/ delayed
communications



Physical plant
Sparsely connected

Peter Dayan
Read Montague

John Doyle
Yorie Nakahira

