

# Memory in DFT

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# What is memory?

- The influence of past experience on present perception, action, or thought

# Time scale and types of memory

- working memory
- short term memory
- long term memory
- semantic memory/skill learning

# Working memory

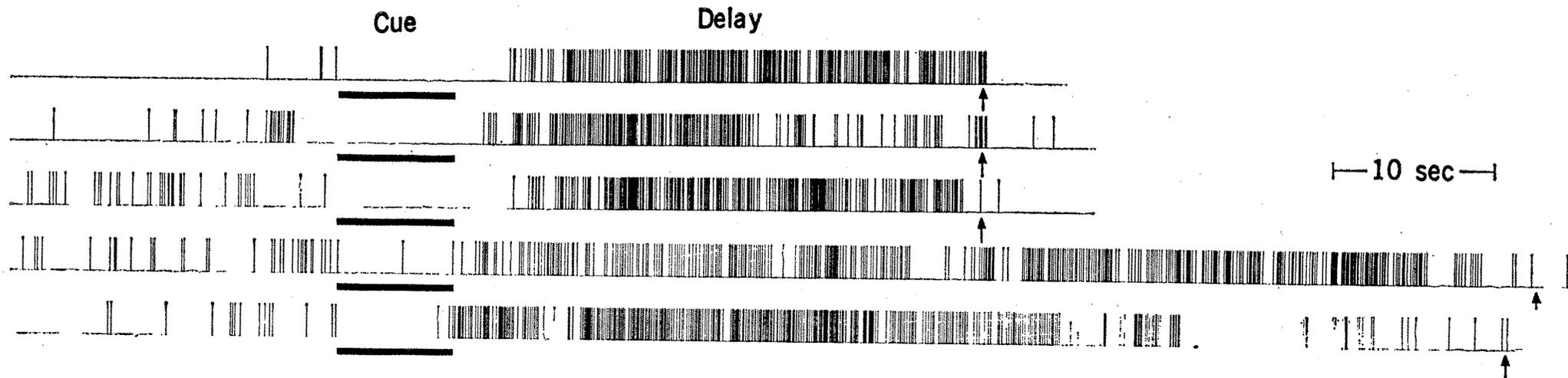
- perceptual, mental, or motor states that are immediately available to ongoing neural processes...
- arise on the time scale of perceiving, thinking, and acting...
- have strong capacity limits... 4 to 7 “items”
- are part of processing

# Working memory

- standard neural interpretation: activation induced by stimulation (a detection decision) is sustained once that input is removed

# Sustained activation

- monkey in a delayed response task
- neural recording from pre-frontal cortex

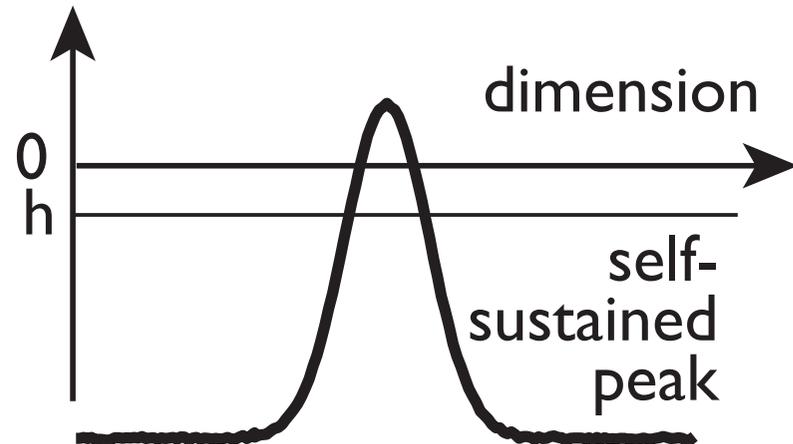
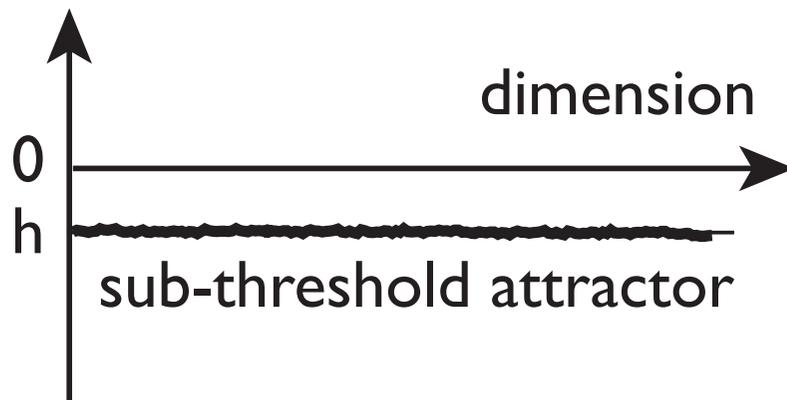
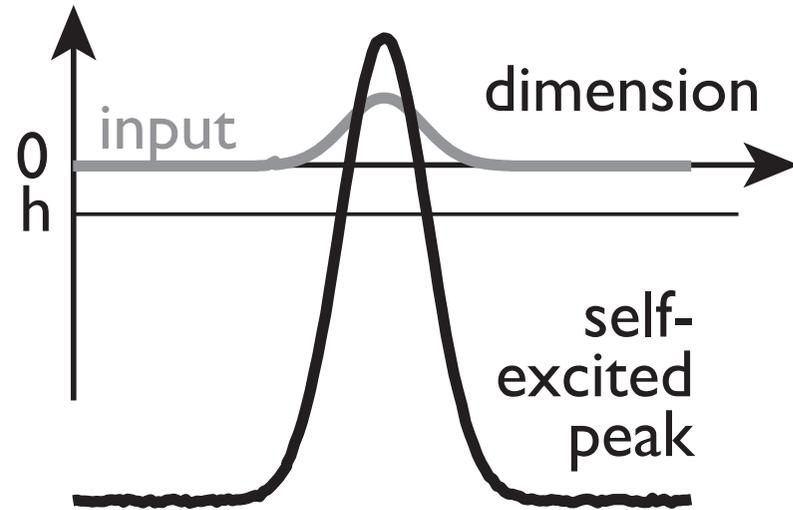
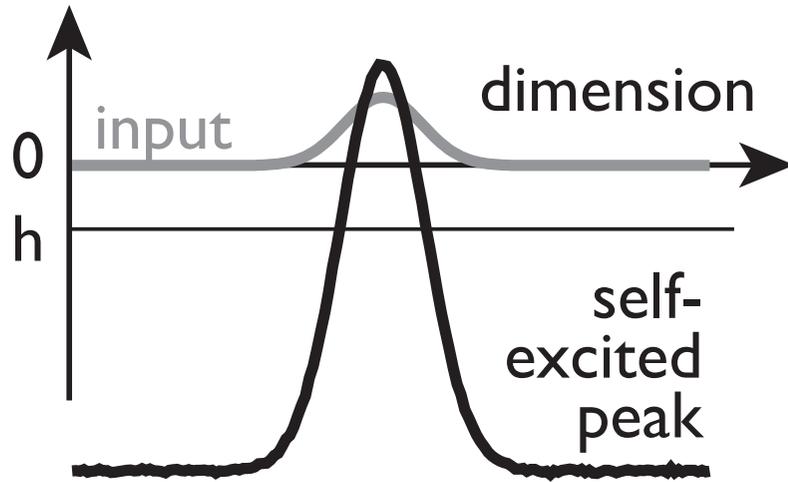


[Fuster 1971]

# Working memory

- a huge behavioral and neural literature
- with ongoing debates: resource allocation, re-activation of working memory etc

# DFT: Working memory emerges from the memory instability



# Time scale and types of memory

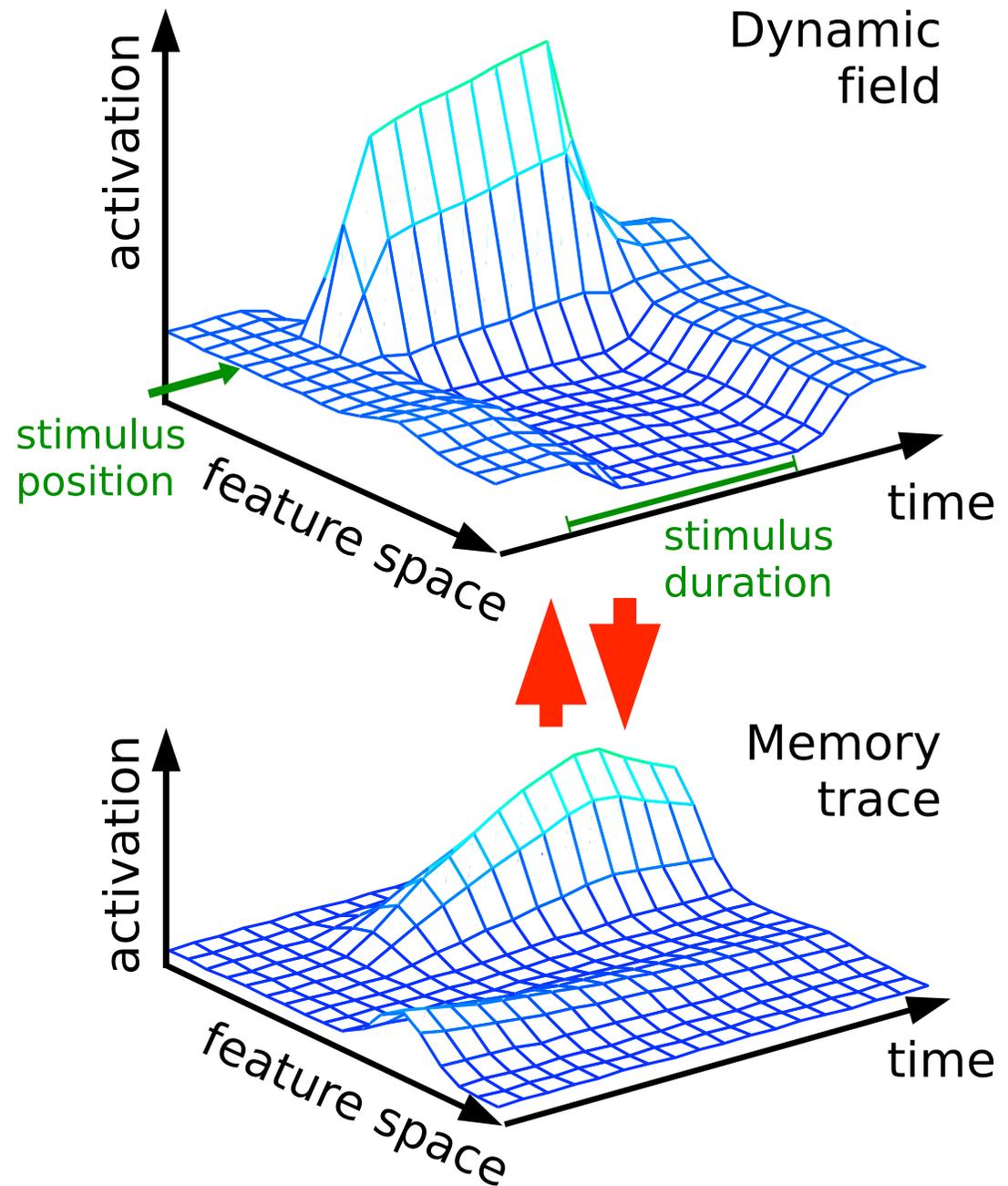
- working memory
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# STM/LTM

- defined by the need/capacity to “recall” the memory...
  - cued recall
  - free recall
- it's neural foundation is still actively researched
  - Hippocampus plays a role

# DFT: the memory trace

- postulate that peaks of activation lay down a memory trace
- that conversely pre-activates the field



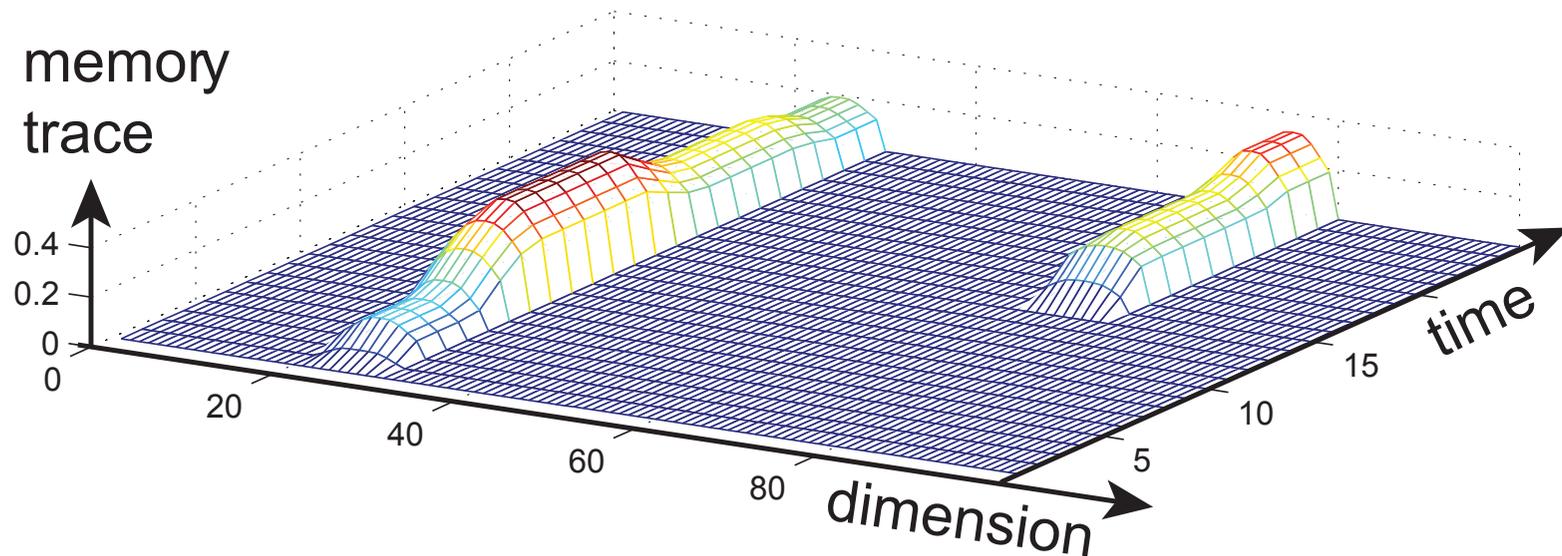
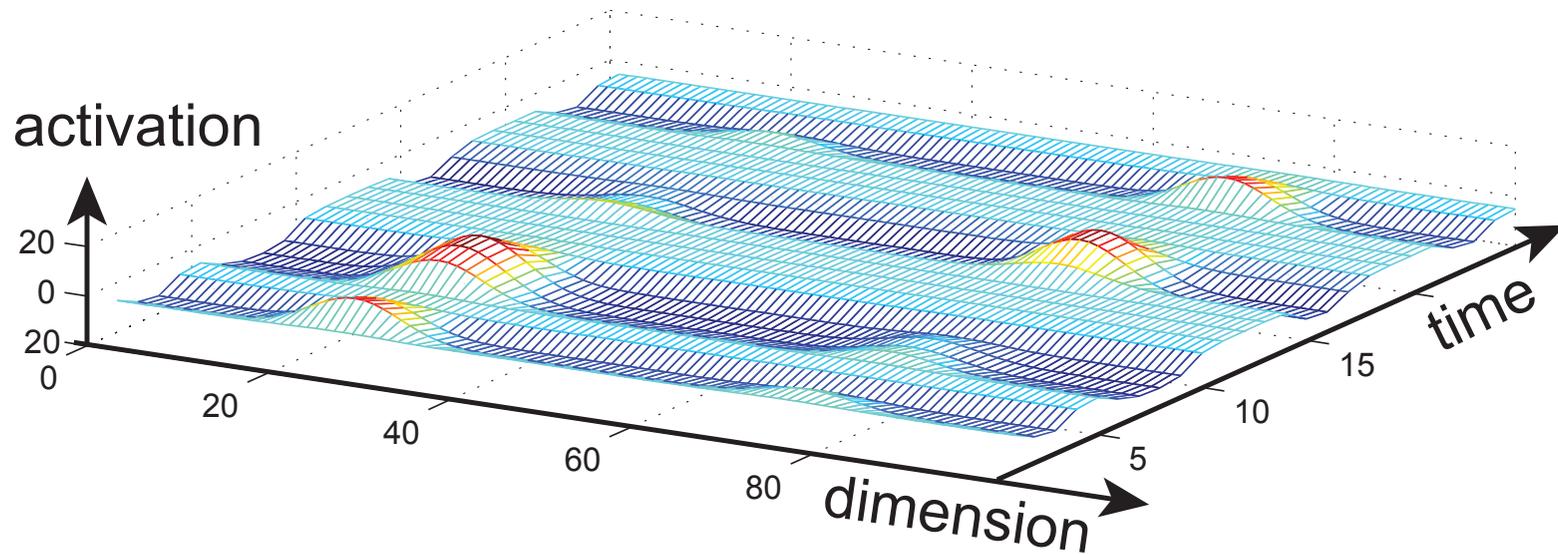
# Mathematics of the memory trace

$$\begin{aligned}\tau \dot{u}(x, t) &= -u(x, t) + h + S(x, t) + u_{\text{mem}}(x, t) \\ &+ \int dx' w(x - x') \sigma(u(x'))\end{aligned}$$

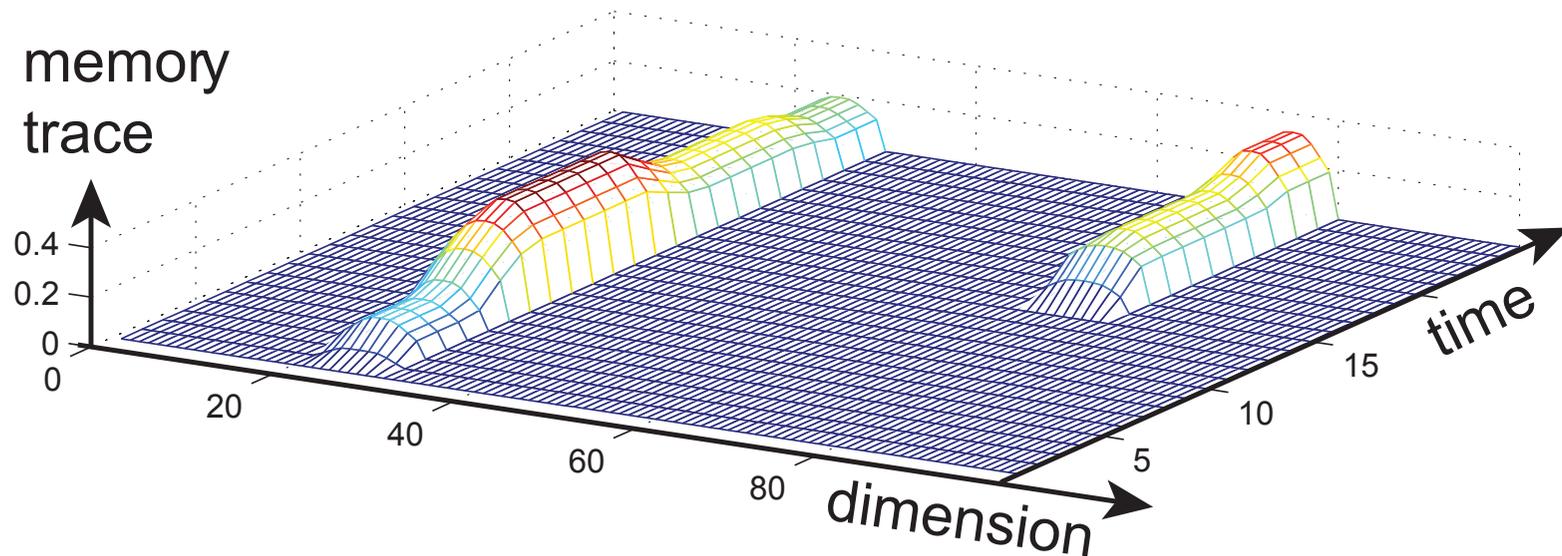
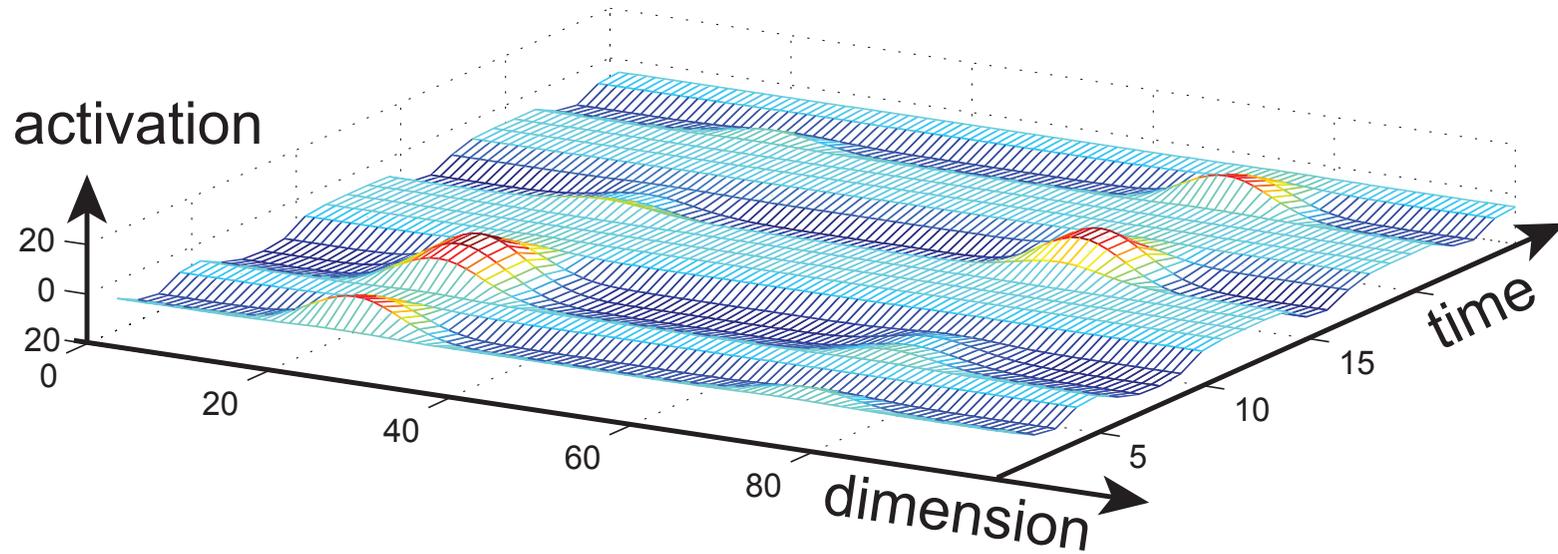
$$\begin{aligned}\tau_{\text{mem}} \dot{u}_{\text{mem}}(x, t) &= -u_{\text{mem}}(x, t) \\ &+ \int dx' w_{\text{mem}}(x - x') \sigma(u(x', t))\end{aligned}$$

- memory trace only evolves while activation is excited
- potentially different growth and decay rates

# The memory trace reflects the history of decisions

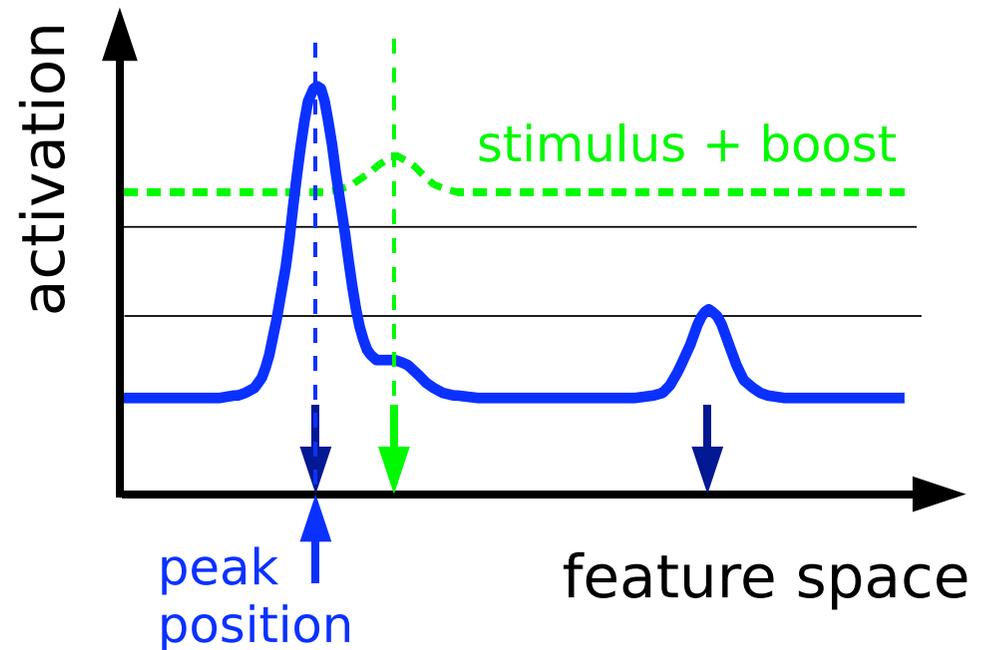
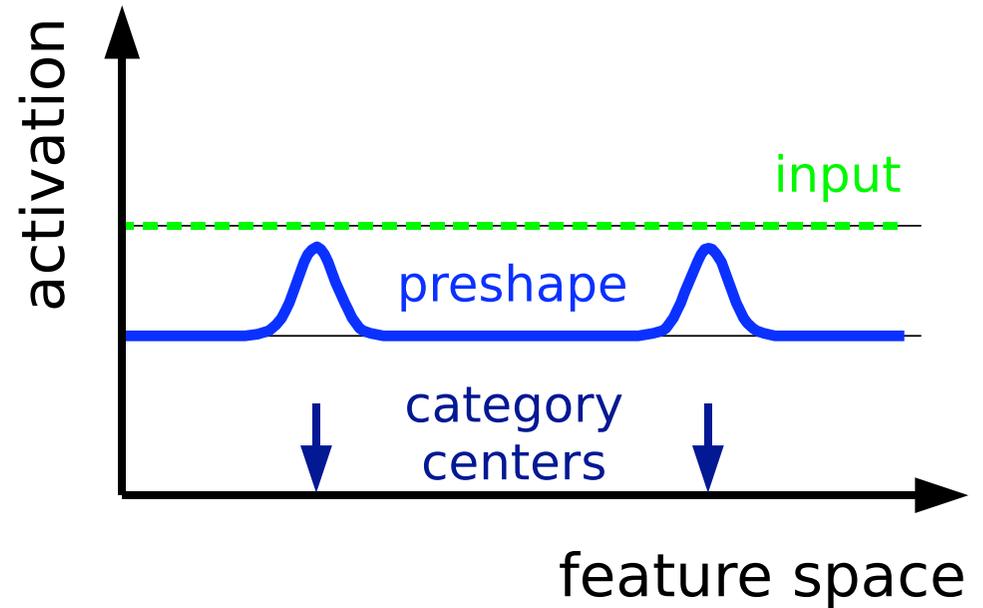


# The memory trace suffers from interference



# Cued recall: boost + localized input

- re-creates a peak at the location at which the memory trace pre-activates=preshapes the field



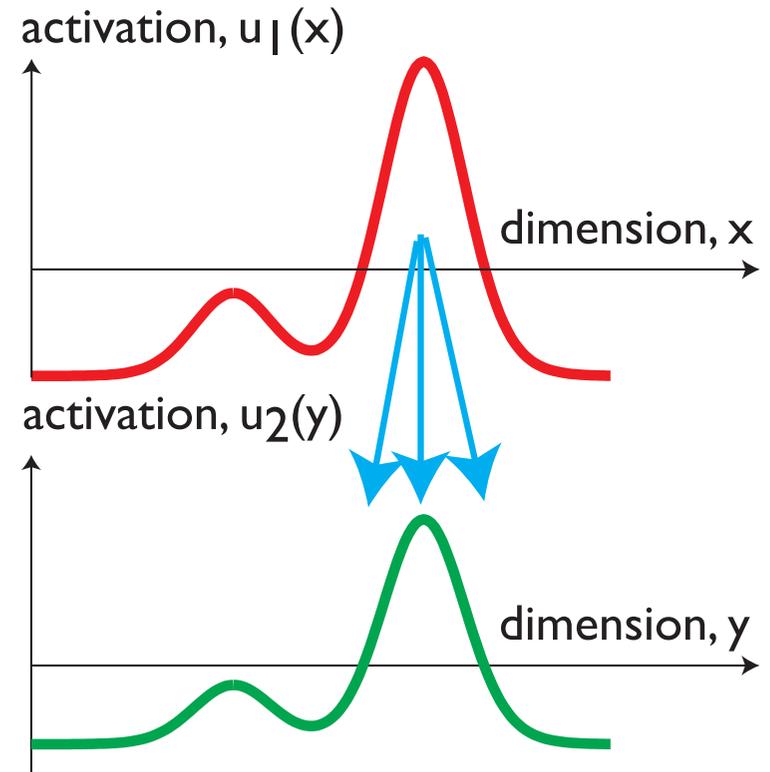
# Stable memory in DFT: Hebbian learning

## ■ Hebbian learning of projections

■ among fields

■ forward from sensory input to fields

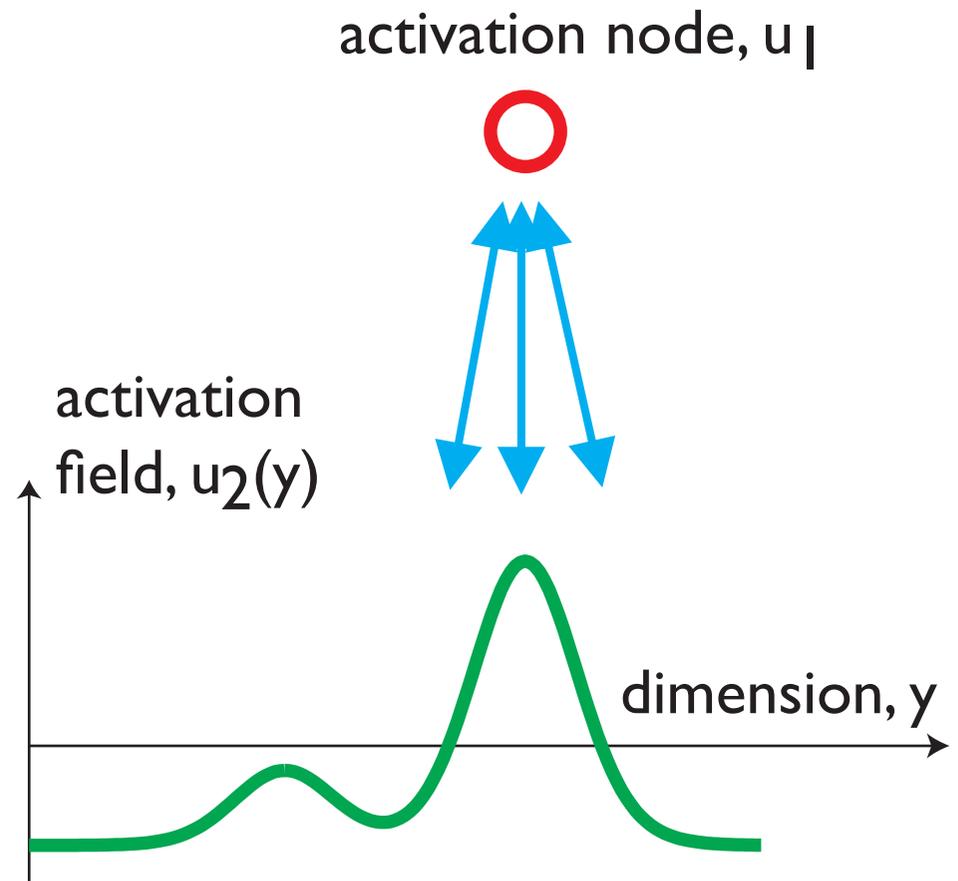
■ interaction leads to localized rather than distributed representations (SOM)



$$\tau \dot{W}(x, y, t) = \epsilon(t) \left( -W(x, y, t) + f(u_1(x, t)) \times f(u_2(y, t)) \right)$$

# Hebbian learning

- learning reciprocal connections between zero-dimensional nodes and fields
- => grounded concepts
- analogous to the output layer of DNN
- => ensembles of such nodes coupled inhibitorily form the basis for conceptual thinking...



# Cued recall

- with ridge/slice input in joint representations of different feature dimensions
- => module on higher-dimensional fields and binding

# Memory trace ~ first-order Hebbian learning

- increases local resting level at activated locations
- ~ the bias input in NN
- boost-driven detection instability amplifies small bias => important role in DFT

