

CONTENTS

Preface	xi
Acknowledgments	xv
1 The Science of Cognition	1
1.1 The Last 50 Years	1
1.2 How We Got Here	5
1.3 Where We Are	14
1.4 Questions and Answers	18
1.5 Nengo: An Introduction	25

PART I HOW TO BUILD A BRAIN

2 An Introduction to Brain Building	33
2.1 Brain Parts	33
2.2 A Framework for Building a Brain	40
2.2.1 Representation	43
2.2.2 Transformation	52
2.2.3 Dynamics	55
2.2.4 The Three Principles	60
2.3 Levels	62
2.4 Nengo: Neural Representation	66
3 Biological Cognition: Semantics	77
3.1 The Semantic Pointer Hypothesis	78
3.2 What Is a Semantic Pointer?	83
3.3 Semantics: An Overview	84
3.4 Shallow Semantics	87

3.5	Deep Semantics for Perception	90
3.6	Deep Semantics for Action	100
3.7	The Semantics of Perception and Action	107
3.8	Nengo: Neural Computations	111
4	Biological Cognition–Syntax	121
4.1	Structured Representations	121
4.2	Binding Without Neurons	122
4.3	Binding With Neurons	128
4.4	Manipulating Structured Representations	133
4.5	Learning Structural Manipulations	139
4.6	Clean-Up Memory and Scaling	141
4.7	Example: Fluid Intelligence	146
4.8	Deep Semantics for Cognition	152
4.9	Nengo: Structured Representations in Neurons	156
5	Biological Cognition–Control	163
5.1	The Flow of Information	163
5.2	The Basal Ganglia	164
5.3	Basal Ganglia, Cortex, and Thalamus	169
5.4	Example: Fixed Sequences of Actions	172
5.5	Attention and the Routing of Information	175
5.6	Example: Flexible Sequences of Actions	183
5.7	Timing and Control	187
5.8	Example: The Tower of Hanoi	191
5.9	Nengo: Question Answering	198
6	Biological Cognition–Memory and Learning	209
6.1	Extending Cognition Through Time	209
6.2	Working Memory	211
6.3	Example: Serial List Memory	215
6.4	Biological Learning	219
6.5	Example: Learning New Actions	226
6.6	Example: Learning New Syntactic Manipulations	230
6.7	Nengo: Learning	241
7	The Semantic Pointer Architecture	247
7.1	A Summary of the Semantic Pointer Architecture	247
7.2	A Semantic Pointer Architecture Unified Network	249
7.3	Tasks	258
7.3.1	Recognition	258
7.3.2	Copy Drawing	259
7.3.3	Reinforcement Learning	260
7.3.4	Serial Working Memory	263
7.3.5	Counting	264

7.3.6	Question Answering	267
7.3.7	Rapid Variable Creation	269
7.3.8	Fluid Reasoning	272
7.3.9	Discussion	274
7.4	A Unified View: Symbols and Probabilities	278
7.5	Nengo: Advanced Modeling Methods	284

PART II IS THAT HOW YOU BUILD A BRAIN?

8	Evaluating Cognitive Theories	295
8.1	Introduction	295
8.2	Core Cognitive Criteria	296
8.2.1	Representational Structure	296
8.2.1.1	Systematicity	297
8.2.1.2	Compositionality	297
8.2.1.3	Productivity	299
8.2.1.4	The Massive Binding Problem	300
8.2.2	Performance Concerns	301
8.2.2.1	Syntactic Generalization	301
8.2.2.2	Robustness	303
8.2.2.3	Adaptability	304
8.2.2.4	Memory	305
8.2.2.5	Scalability	306
8.2.3	Scientific Merit	308
8.2.3.1	Triangulation (Contact With More Sources of Data)	308
8.2.3.2	Compactness	309
8.3	Conclusion	310
8.4	Nengo Bonus: How to Build a Brain—a Practical Guide	311
9	Theories of Cognition	321
9.1	The State of the Art	321
9.1.1	Adaptive Control of Thought-Rational	323
9.1.2	Synchrony-Based Approaches	326
9.1.3	Neural Blackboard Architecture	329
9.1.4	The Integrated Connectionist/Symbolic Architecture	332
9.1.5	Leabra	335
9.1.6	Dynamic Field Theory	338
9.2	An Evaluation	340
9.2.1	Representational Structure	340
9.2.2	Performance Concerns	344

9.2.3	Scientific Merit	350
9.2.4	Summary	354
9.3	The Same...	355
9.4	...But Different	357
9.5	The SPA Versus the SOA	363
10	Consequences and Challenges	367
10.1	Representation	368
10.2	Concepts	372
10.3	Inference	374
10.4	Dynamics	376
10.5	Challenges	380
10.6	Conclusion	384
A	Mathematical Notation and Overview	387
A.1	Vectors	387
A.2	Vector Spaces	388
A.3	The Dot Product	389
A.4	Basis of a Vector Space	390
A.5	Linear Transformations on Vectors	392
A.6	Time Derivatives for Dynamics	393
B	Mathematical Derivations for the NEF	395
B.1	Representation	395
B.1.1	Encoding	395
B.1.2	Decoding	396
B.2	Transformation	397
B.3	Dynamics	398
C	Further Details on Deep Semantic Models	401
C.1	The Perceptual Model	401
C.2	The Motor Model	403
D	Mathematical Derivations for the Semantic Pointer Architecture	405
D.1	Binding and Unbinding Holographic Reduced Representations	405
D.2	Learning High-Level Transformations	407
D.3	Ordinal Serial Encoding Model	408
D.4	Spike-Timing Dependent Plasticity	408
D.5	Number of Neurons for Representing Structure	410
E	Semantic Pointer Architecture Model Details	413
E.1	Tower of Hanoi	413
	Bibliography	417
	Index	447