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The new edition of Fundamentals of Computational Neuroscience build on the success and strengths of the first edition. Completely redesigned and revised, it introduces the theoretical foundations of neuroscience with a focus on the nature of information processing in the brain.

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

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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.

Biology undergraduates, medical students and life-science graduate students often have limited mathematical skills. Similarly, physics, math and engineering students have little patience for the detailed facts that make up much of biological knowledge. Teaching computational neuroscience as an integrated discipline requires that both groups be brought forward onto common ground. This book does this by making ancillary material available in an appendix and providing basic explanations without becoming bogged down in unnecessary details. The book will be suitable for undergraduates and beginning graduate students taking a computational neuroscience course and also to anyone with an interest in the uses of the computer in modeling the nervous system.

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.

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.

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, Wulfram 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-Claasen, Xiao-Jing Wang, Christopher Williams, Ransom Winder, Alan L. Yuille

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 autolandings 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 models 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.

In order to model neuronal behavior or to interpret the results of modeling studies, neuroscientists must call upon methods of nonlinear dynamics. This book offers an introduction to nonlinear dynamical systems theory for researchers and graduate students in neuroscience. It also provides an overview of neuroscience for mathematicians who want to learn the basic facts of electrophysiology. *Dynamical Systems in Neuroscience* presents a systematic study of the relationship of electrophysiology, nonlinear dynamics, and computational properties of neurons. It emphasizes that information processing in the brain depends not only on the electrophysiological properties of neurons but also on their dynamical properties. The book introduces dynamical systems, starting with one- and two-dimensional Hodgkin-Huxley-type models and continuing to a description of bursting systems. Each chapter proceeds from the simple to the complex, and provides sample problems at the end. The book explains all necessary mathematical concepts using geometrical intuition; it includes many figures and few equations, making it especially suitable for non-mathematicians. Each concept is presented in terms of both neuroscience and mathematics, providing a link between the two disciplines. Nonlinear dynamical systems theory is at the core of computational neuroscience research, but it is not a standard part of the graduate neuroscience curriculum—or taught by math or physics department in a way that is suitable for students of biology. This book offers neuroscience students and researchers a comprehensive account of concepts and methods increasingly used in computational neuroscience. An additional chapter on synchronization, with more advanced material, can be found at the author's website, [www.izhikevich.com](http://www.izhikevich.com).

This book brings together the biology and computational features of the basal ganglia and their related cortical areas along with select examples of how this knowledge can be integrated into neural network models. Recent years have seen a remarkable expansion of knowledge about the anatomical organization of the part of the brain known as the basal ganglia, the signal processing that occurs in these structures, and the many relations both to molecular mechanisms and to cognitive functions. This book brings together the biology and computational features of the basal ganglia and their related cortical areas along with select examples of how this knowledge can be integrated into neural network models. Organized in four parts – fundamentals, motor functions and working memories, reward mechanisms, and cognitive and memory operations – the chapters present a unique admixture of theory, cognitive psychology, anatomy, and both cellular- and systems- level physiology written by experts in each of these areas. The editors have provided commentaries as a helpful guide to each part. Many new discoveries about the biology of the basal ganglia are summarized, and their impact on the computational role of the forebrain in the planning and control of complex motor behaviors discussed. The various findings point toward an unexpected role for the basal ganglia in the contextual analysis of the environment and in the adaptive use of this information for the planning and execution of intelligent behaviors. Parallels are explored between these findings and new connectionist approaches to difficult control problems in robotics and engineering. Contributors James L. Adams, P. Apicella, Michael Arbib, Dana H. Ballard, Andrew G. Barto, J. Brian Burns, Christopher I. Connolly, Peter F. Dominey, Richard P. Dum, John Gabrieli, M. Garcia-Munoz, Patricia S. Goldman-Rakic, Ann M. Graybiel, P. M. Groves, Mary M. Hayhoe, J. R. Hollerman, George Houghton, James C. Houk, Stephen Jackson, Minoru Kimura, A. B. Kirillov, Rolf Kotter, J. C. Linder, T. Ljungberg, M. S. Manley, M. E. Martone, J. Mirenowicz, C. D. Myre, Jeff Pelz, Nathalie Picard, R. Romo, S. F. Sawyer, E Scarnat, Wolfram Schultz, Peter L. Strick, Charles J. Wilson, Jeff Wickens, Donald J.

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Woodward, S. J. Young

Our perception of the world is driven by input from the sensory nerves. This input arrives encoded as sequences of identical spikes. Much of neural computation involves processing these spike trains. What does it mean to say that a certain set of spikes is the right answer to a computational problem? In what sense does a spike train convey information about the sensory world? Spikes begins by providing precise formulations of these and related questions about the representation of sensory signals in neural spike trains. The answers to these questions are then pursued in experiments on sensory neurons. The authors invite the reader to play the role of a hypothetical observer inside the brain who makes decisions based on the incoming spike trains. Rather than asking how a neuron responds to a given stimulus, the authors ask how the brain could make inferences about an unknown stimulus from a given neural response. The flavor of some problems faced by the organism is captured by analyzing the way in which the observer can make a running reconstruction of the sensory stimulus as it evolves in time. These ideas are illustrated by examples from experiments on several biological systems. Intended for neurobiologists with an interest in mathematical analysis of neural data as well as the growing number of physicists and mathematicians interested in information processing by "real" nervous systems, Spikes provides a self-contained review of relevant concepts in information theory and statistical decision theory. A quantitative framework is used to pose precise questions about the structure of the neural code. These questions in turn influence both the design and analysis of experiments on sensory neurons.

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