# Topological approach to modeling spatial cognition

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### How does brain represent space?



# Cognitive map concept



E. Tolman, 1947

**Cognitive map** – an <u>internalized</u> representation of the environment, that enables spatial navigation and spatial planning



# Cognitive map concept



E. Tolman, 1947

**Cognitive map** – an <u>internalized</u> representation of the environment, that enables spatial navigation and spatial planning



### Where is it located?

# Hippocampus and space coding







(D) Rat with hippocampus lesioned



# Hippocampus and space coding





(D) Rat with hippocampus lesioned





How a cognitive map is produced by the hippocampal network?





Cognitive representation of space emerges from spiking activity



# What is the mechanism?

## Properties of the cognitive map



1. What information is represented in the cognitive map?

Distances? Other metrics? Directions? Locations? Spatial order?

2. How this information is read out and processed by the downstream networks?

### In vivo recordings of neuronal activity





# How to proceed?

# Alexandrov-Čech theorem



# Alexandrov-Čech theorem



# Alexandrov-Čech theorem



# Alexandrov-Čech theorem: $H_*(X) = H_*(\mathcal{N})$



# Alexandrov-Čech theorem suggests how spiking information could be integrated



 $H_*(X) = H_*(\mathcal{N})$ 

Does it also suggest how hippocampus works?

### **Topological map**







### Geometric map





### **Topological map**

#### **Geometric invariance**





### **Topological map**

#### **Geometric invariance**





Dabaghian et al, eLife 2014

### 2D versus 1D spatial frame



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Čech's simplicial complex from spikes

















Spikes  $\rightarrow$  Space reconstruction













Temporal nerve simplicial complex

#### Topological information unfolds over time



Accumulation of spikes

#### **Temporal nerve complex**



Topology of  $\mathcal{T}$ represents topology of  $\mathcal{E}$ 

**Rat's environment** 

### Timelines of the topological loops



Persistent loops, persistent Betti numbers:  $b_0 = 1$ ,  $b_1 = 1$ ,  $b_{n>1} = 0$ 



Individual cell's firing rates:  $f_1, f_2, ..., f_N$ Individual place field sizes:  $S_1, S_2, ..., S_N$ 



 $P_f(f,\sigma_F)$   $P_s(s,\sigma_s)$ 

2N parameters

mean firing rate, *f* mean place field size, *s* number of cells, *N*

3 parameters per ensemble

### Testing numerically simulated place cell ensembles



### Which place cell ensembles produce reliable maps?



0

Different neural ensembles acquire information with different efficiencies, depending on firing rate, place field sizes, and size of cell population: the most competent ensembles form the Learning Region

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#### Parameters recorded in healthy animals fall into the learning region



#### Spike trains

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Brain waves





#### Spike trains



Spike modulation by the brain waves is essential for successful space coding







#### Temporal pattern of neuronal co-firing





$$\sigma_3 = [c_1, c_2, c_4, c_5]$$





How can this structure be implemented in the brain?

Readout neuron



#### Temporal pattern of neuronal co-firing

#### **Temporal nerve complex**



$$\boldsymbol{\sigma}_2 = \left[c_2, c_4, c_5, c_7\right]$$

<b>c</b> _	110100
$\mathbf{U}_1$	
$C_2 -$	
$C_{4} -$	
$C_{5} -$	



Readout neuron



#### **Temporal nerve complex**



#### Temporal pattern of neuronal co-firing

 $\sigma_1 = [c_1, c_3, c_5, c_7]$ 

C	110100
<b>U</b> <sub>1</sub>	
<b>C</b> .	
- 3	
<b>C</b> <sub>5</sub> ·	
C .	
$\mathbf{v}_7$	



The pool of coactive place cell combinations is huge, but the number of readout neuron is limited.

$$\begin{array}{l} \# \ coactive \\ combinations \end{array} \sim \begin{pmatrix} \# \ cells \\ \# \ coactive \ cells \end{pmatrix}$$

Readout neuron

- 1. High dimensionality  $\overline{D} \sim 20$
- 2. Low ignition rate  $f_{\sigma}$
- 3. Irregularity
- 4. etc.





# coactive combinations





- 1. Cell assemblies correspond to maximal simplexes  $\sigma \in T_{CA}$ , high ignition rate  $f_{\sigma}$ , low dim( $\sigma$ )
- 2.  $N_{\text{cell assemblies}} = N_{\text{readout neurons}} \approx N_{\text{place cells}}$ , hence  $N_{\text{max simplexes}} \approx N_{\text{vertexes}}$ 3. Maximize "contiguity of simplexes,"  $\xi_i = \frac{\dim(\sigma_i \cap \sigma_{i+1})}{\sqrt{\dim(\sigma_i)\dim(\sigma_{i+1})}}$
- 4.  $\mathcal{T}_{CA}$  should correctly represent the topology of the environment,  $H_*(\mathcal{T}_{CA}) = H_*(\mathcal{T}) = H_*(\mathcal{E})$
- 5. Learning times,  $T_{min}$ , should be reasonable

Cover



#### Place cell coactivity



 $\begin{array}{c} \text{Temporal nerve complex } \mathcal{T} \\ \hline \end{array}$ 

Cover



#### Place cell coactivity







#### Coactivity graph G



#### **Clique** coactivity complex T(G)

Temporal nerve complex  ${\mathcal T}$ 



#### Cover



#### Place cell coactivity







 $f_{ij}$ 



**Pairwise** coactivity

#### Coactivity graph G



#### **Clique** coactivity complex T(G)

Temporal nerve complex  ${\mathcal T}$ 









 $f_{ij} > \theta$ 

#### Coactivity graph G



Clique coactivity complex  ${\cal T}$ 



### Select the most active *combinations* of place cells





# Navigation in cell assembly complex



### **Rewiring cell assembly network**

Cell assemblies are unstable
Cognitive maps are stable

How can that work?

### **Transient (finite time) cell assemblies**



### Transient (flickering) cell assembly complex $\mathcal{F}(t)$



### Rewiring cell assembly network encodes a stable map



### Rewiring cell assembly network encodes a stable map



#### Rewiring cell assembly network encodes a stable map



Andrey Babichev (Rice University/BCM)

#### Acknowledgements

- NSF grant 1422438
- W. M. Keck Foundation grant for pioneering research, collaborative NRI/BCM award
- Houston Bioinformatics Endowment Fund

