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## Brain Modelling and Cognition

Frank van der Velde

Cognitive Psychology

Leiden University

vdvelde@fsw.leidenuniv.nl

Neuro-IT Roadmap:

#### Of high value for the interface between NS and IT !!

#### Personal favourite (but not exclusively):

The 'constructed' brain (chapter 7)

Constructed brain

Core problem:

Computational architecture of the brain

Derives from:

 Basic structure provided by genetic information and

- Interaction with outside world (learning)

#### Thus:

#### Basic structure with learning abilities

#### produces complex computational architecture

Robust process:

with every new individual:

e.g., globally same structure visual cortex (see monkey studies)

e.g., globally same language ability (despite genetic differences)

Language ability:

structural similarities between individuals (same language)

and between languages

E.g., child from X can learn language in Y without any difficulty if exposed early on

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# a development process with 'strong' dynamical constraints Aim Neuro-IT: implement this process in hardware Requires understanding of this process (theory, simulations)

Bottom-up approach:

begin with genetic make-up of the brain,

and continue upward

disadvantage: severely unconstrained

Trial-and-error approach:

begin with a more or less arbitrary initial structure and learning algorithms

disadvantage: could result in a dead-end, even halfway

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develop theory of brain-cognition relation

and use it as a target to see how it could have emerged

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and use it as a target to see how it could have emerged

i.e. use it to discover the dynamic constraints that produce the computational architecture of the brain

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*Advantage:* multiple constraints on different levels of the computational architecture of the brain

## Project for Neuro-IT