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The Physical Structure of Perception and Computation

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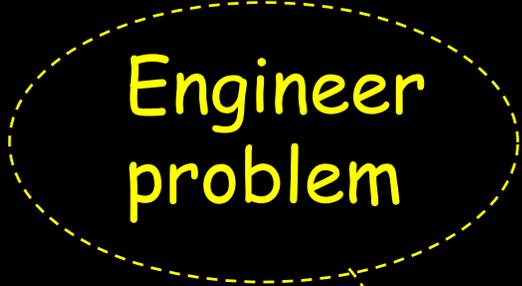


Efficient solutions to complex perceptual problems can be found by adopting novel forms of processing based on structural computational paradigms

Computation proceeds by constructing internal “model structures” of the observed dynamic environment

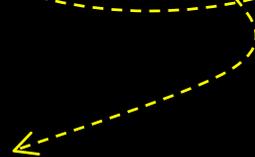
Neuroscience

IT



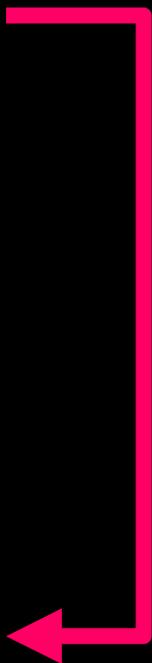
Available data

First principles



Predictions

Algorithm and systems



What can IT do for Neuroscience?

☐ Infrastructure

Databases

Interoperability
across different
disciplines

☐ Tools

Recording
techniques

Descriptive
models

Interpretative
models

Interpretative *vs* descriptive models

Descriptive models:

- Character: **data-driven**
- Primary purpose: **to describe phenomena NOT explaining them**

Interpretative models:

- Character: **problem-driven**
- Primary purpose: **testable hypotheses on why the nervous system operates as it does**

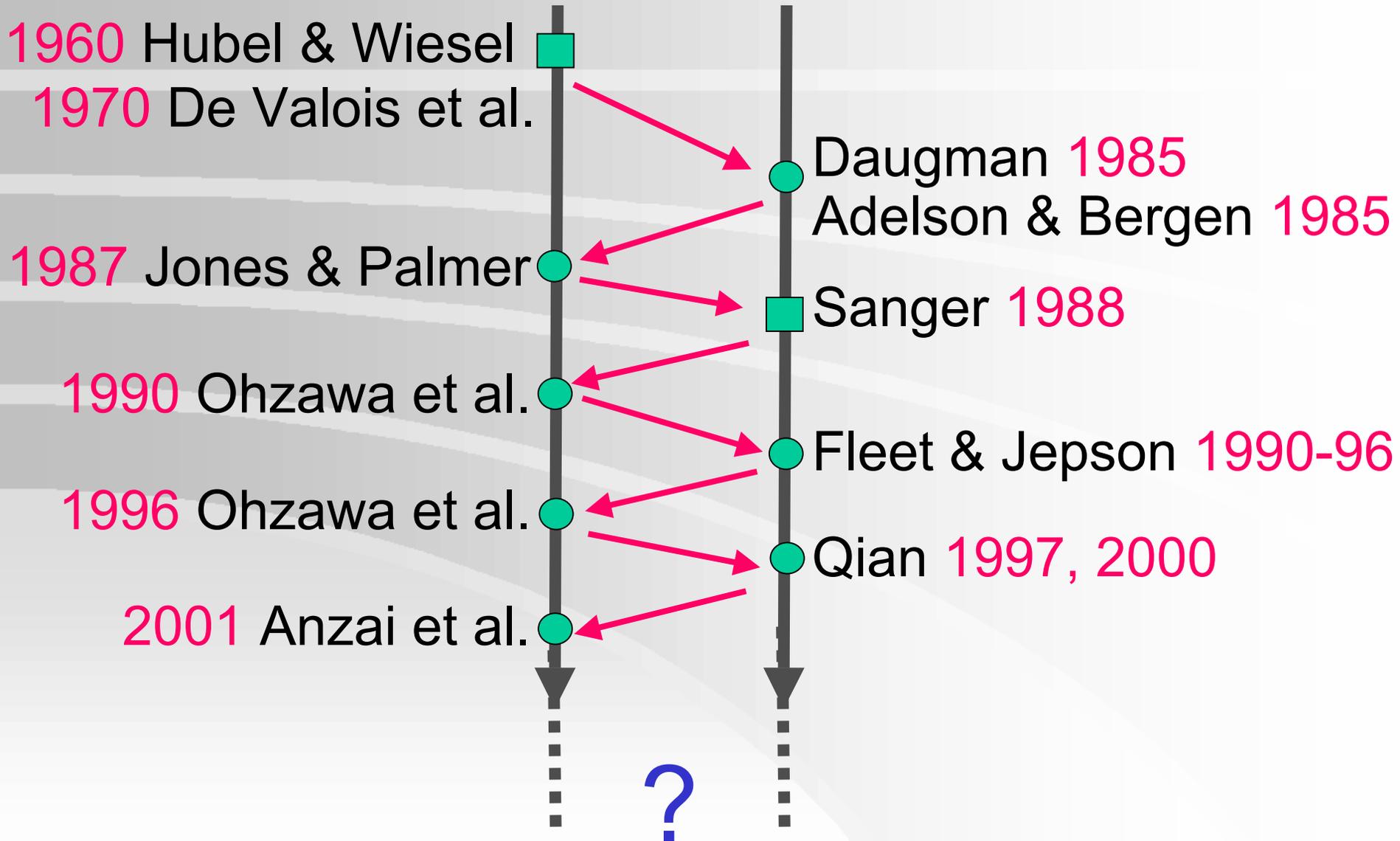
New interpretative models at supraneural scale of observation

traditional *inductive* analysis of the exp. data

+ *deductive* analysis, which starts from the task

- A solution to the problem is formulated through computational resources we expect to be available in the brain
- The “dynamics” of processing of such models would be more directly comparable with the neural observables of the “brain-in-action”

Example: binocular stereopsis



Concluding remarks

Focus on concrete instances of a more general problem

(e.g., understanding/emulating cognitive functions)

1. start from a concrete problem
2. define reachable objectives
3. avoid mere methodological research for which it is difficult to define criteria to measure the success in achieving the goals