







Topologically Autoencoding Cognitive Maps

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4th Workshop on Topological Methods in Data Analysis **21 September 2023, Heidelberg University**



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Place Cells





Environment

Image from: L Wagatsuma, Hiroaki, and Yoko Yamaguchi. "Neural dynamics of the cognitive map in the hippocampus." Cognitive Neurodynamics 1 (2007): 119-141:

O'Keefe, John, and Jonathan Dostrovsky. "The hippocampus as a **spatial map**: preliminary evidence from unit activity in the freely-moving rat." Brain research (1971). (~70k citations)

2014 Nobel Prize in Physiology or Medicine



John O'Keefe



Image from Wiki

† place fields

May-Britt Moser, Edvard I. Moser

The work of Curto, Itskov, Dabaghian et al.



Curto, Carina, and Vladimir Itskov. "Cell groups reveal structure of stimulus space." *PLoS computational biology* 4.10 (2008): e1000205.



Yury Dabaghian



Dabaghian, Y., F. Memoli, L. Frank, and G. Carlsson. "A topological paradigm for hippocampal spatial map formation using persistent homology." PLoS Computational Biology 8, no. 8 (2012).



Our experiments (conducted by V. Sotskov)





We've had: several mice; arenas with 1, 2, 3 holes; ~100-300 visible neurons (calcium imaging)

Autoencoders

Classic Autoencoder is a neural network that learns to map X to Z (lowerdimensional **latent** space) and then Z to X', minimizing the **reconstruction** loss

$$\hat{w} = \underset{w}{\operatorname{argmin}} \|X - \operatorname{dec}(\operatorname{enc}(X))\|^{2}$$

$$= X'$$

(Some regularization term on Z should be added, of course)



 $\operatorname{enc}_{W}: X \to Z \qquad \operatorname{dec}_{W}: Z \to X'$

Autoencoding cognitive maps







Autoencoding with a metric reconstruction penalty



3 layers were enough for this (This in on test set, unseen on training ofc)

We forced the AE to learn the true coordinates with an additional metric dissimilarity loss:

Total loss = |X - dec(end)|Reconstruction



$$c(X)) ||^2 + \lambda || d_{ij}(Y) - d_{ij}(Z) ||$$

on loss

Topological Autoencoders

Moor, Michael, Max Horn, Bastian Rieck, and Karsten Borgwardt "Topological autoencoders" In International conference on machine learning, pp. 7045-7054. PMLR, 2020. https://arxiv.org/abs/1906.00722



(Image from M. Moor's blogpost on the topic – <u>https://michaelmoor.ml/blog/topoae/main/</u>)

Topological Autoencoders: details

PH is stored as a collection of $\{D_0, D_1, I\}$ diagrams - pairs of (birth_scale, death_sc and **pairings** $\{\pi_0, \pi_1, \ldots, \pi_d, \ldots\}$ as j-th simplex s_j appears

In present work, authors only track 0-homology – that is, AE tries to preserve the number (and structure) of connected components! (tracking 1-homology was also tried) To do that, they only need A^{S} – the **distance matrix** of the point cloud, and the

0-pairings – that is, edges

Under the hood, they compute the minimum spanning tree, which is $O(n^2 \alpha(n))$ complexity

$$D_2, \ldots D_d, \ldots$$

pairs of (s_i, s_j) where each d-dimensional feature is born in i-th simplex s_i and dead



Topological Autoencoders: details

The topological loss is "two-sided" in X and Z

$$\mathscr{L}_{topo} = \mathscr{L}_{X \to Z} + \mathscr{L}_{Z \to X}$$
$$\mathscr{L}_{X \to Z} = \frac{1}{2} \| \mathbf{A}^{X} [\pi^{X}] - \mathbf{A}^{Z} [\pi^{X}] \|^{2} \text{ and }$$

Now, for each batch, the AE parameters are encoded to minimize the loss, the gradient is quite simple:

$$\frac{\partial}{\partial \theta} \mathscr{L}_{X \to Z} = \frac{\partial}{\partial \theta} \left(\frac{1}{2} \| \mathbf{A}^{X} [\pi^{X}] - \mathbf{A}^{Z} [\pi^{X}] \|^{2} \right) = - \left(\mathbf{A}^{X} [\pi^{X}] - \mathbf{A}^{Z} [\pi^{X}] \right)^{\top} \left(\frac{\partial \mathbf{A}^{Z} [\pi^{X}]}{\partial \theta} \right)$$
$$= - \left(\mathbf{A}^{X} [\pi^{X}] - \mathbf{A}^{Z} [\pi^{X}] \right)^{\top} \left(\sum_{i=1}^{|\pi^{X}|} \frac{\partial \mathbf{A}^{Z} [\pi^{X}]_{i}}{\partial \theta} \right)$$

For L to be differentiable, **pairwise distances** (entries of A) should be **unique!** (Otherwise the pairing provides a discontinuity)



$$\mathscr{L}_{Z \to X} = \frac{1}{2} \| \mathbf{A}^{Z} [\pi^{Z}] - \mathbf{A}^{X} [\pi^{Z}] \|^{2}$$



Topologically autoencoding 1.0 -

0.8

0.6

This is still work in progress!

0.4





Stay tuned! :)

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Thank you for your attention!

