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# Late Breaking News: Bio Theory

# Switching Dynamics of Working Memory

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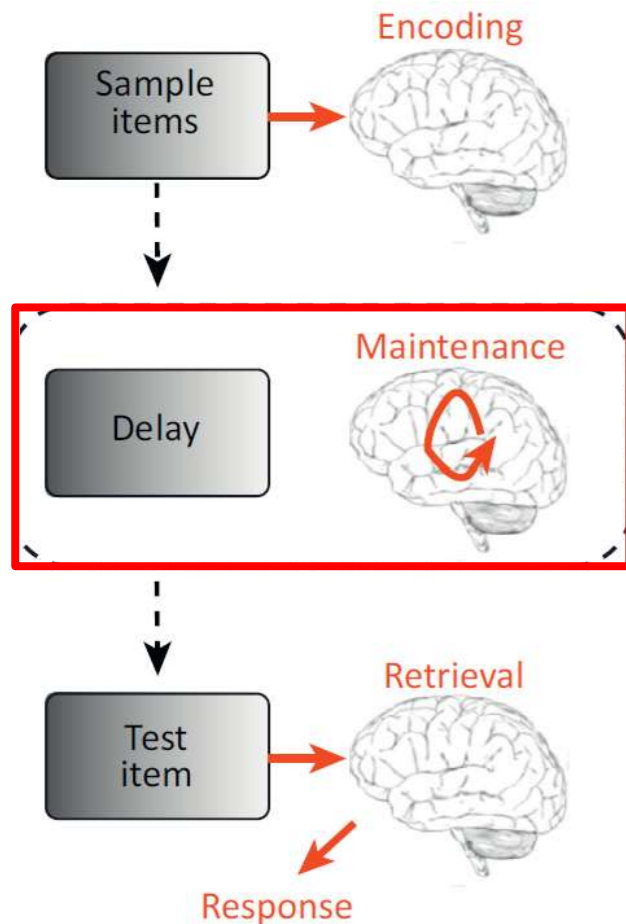
Heidelberg, Germany

27.03.25

<https://niceworkshop.org/>

## Highlights

### Stages of WM



- **Working Memory (WM):** To temporarily store and manipulate information.
- **Persistent activity:** Exists during the maintenance phase of WM.
- **Memory States:** Persistent and silent states exist during WM maintenance.
- **Existing Models:** Consider persistent & silent phase operate at same time scale.

**Proposal:** Transition occurs between these two phases at different time scales which might be required for an (efficient) maintenance of WM.

# Memory Views

## Classical View

Persistent activity underlies WM maintenance.

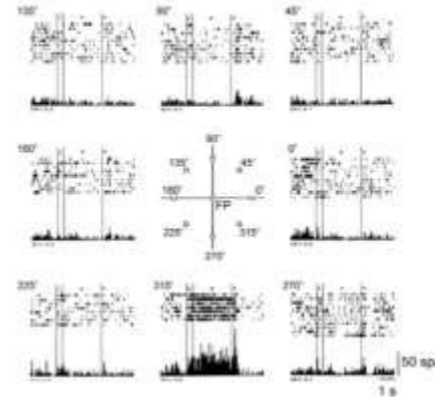
- (Persistent spikes are metabolically expensive)

Does WM depend on neurons firing persistently or in brief, coordinated bursts?

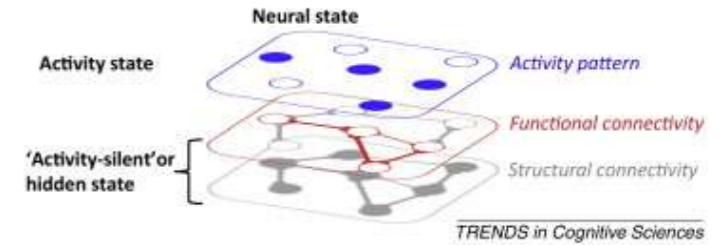
## Current View

- WM are held between spiking by spiking-induced changes in synaptic weights, **“impressions”** left in the network. Sparse bursting activity optimize information not persistent activity (Naud et al., 2018).
- Interplay between persistent and activity-silent dynamics exist in WM (Barbosa et al., 2020)

C. Delay cell with persistent firing

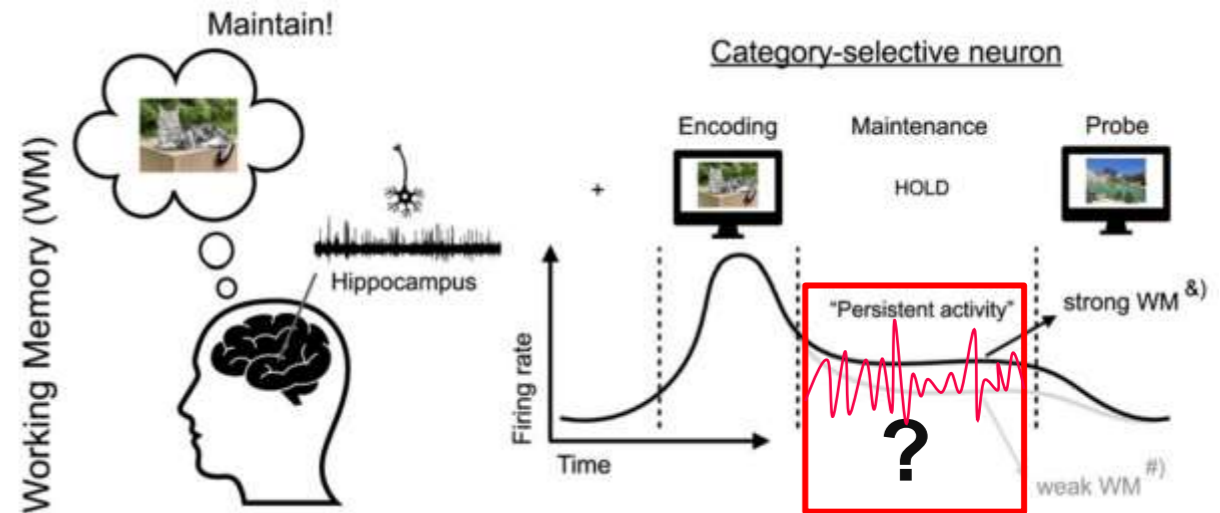


Constantinidis et al., 2018



Stokes, Cell 2015

The neural state comprises **‘activity state’**: measured in typical experiments, **‘silent state or hidden states’**: functional and structural connectivity. *Changes in these states play an important role in WM.*



Daume et al, Neuron 2024

# Background

Roux et al., Cell 2014,  
Kopell et al., PNAS, 2011,  
Champion et al., 2023

**The brain saves energy (spikes cost energy) by keeping memory ensembles in an active state with help of impressions instead of continual spiking.**

### Observation:

- Self sustained activity occurs during WM tasks despite stimulus removal indicating existence of attractor dynamics.

### Question:

- How does persistent and silent activity together encodes information?
- What is the nature of such mechanisms during WM maintenance?

### Motivation:

- For efficient hardware implementation of WM using SNN.

# Mean Field Model

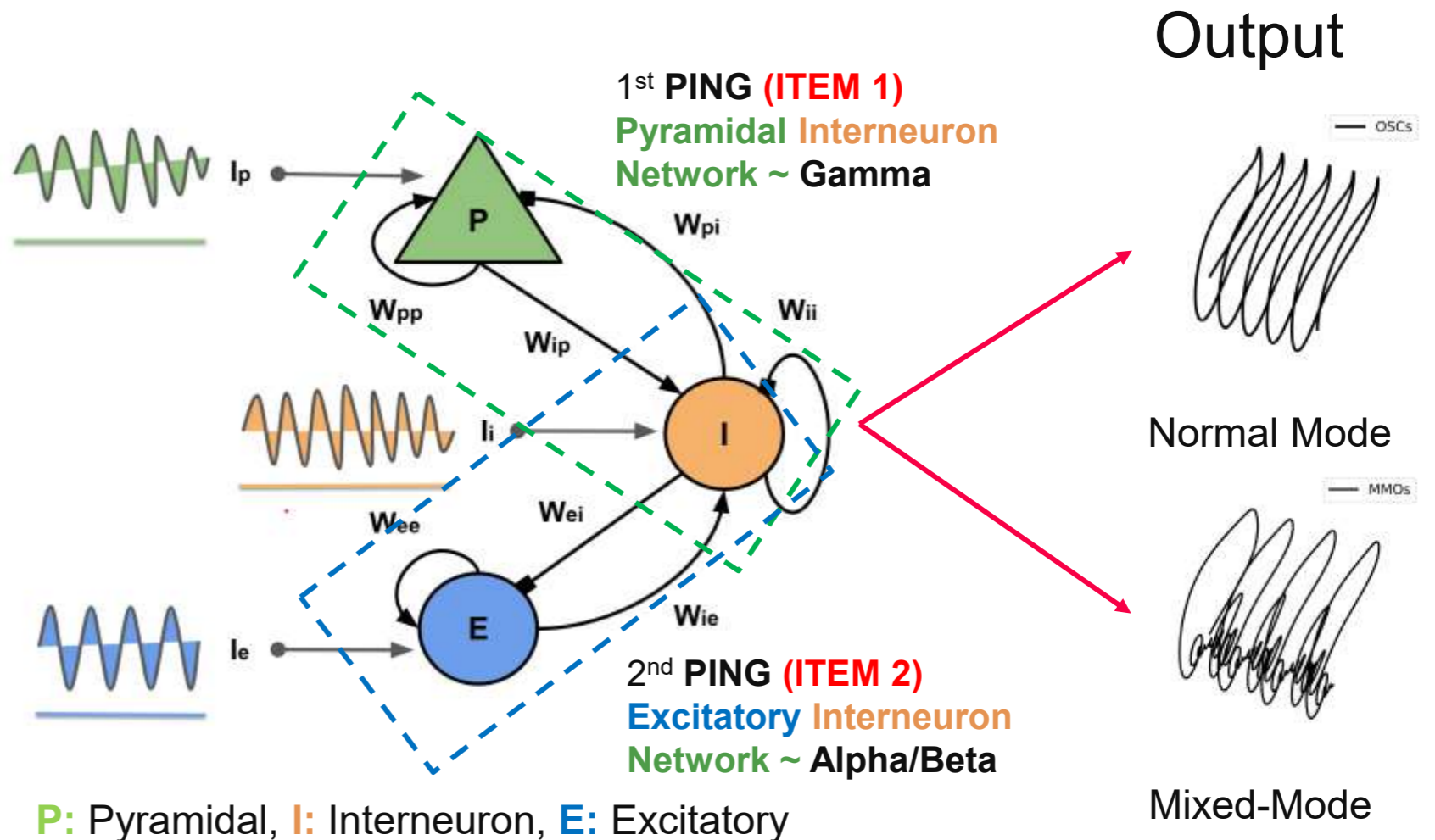
Based on Wilson-Cowan dynamics.  
 Consists of pyramidal neurons, interneurons and an excitatory neurons forming 2 PING networks coupled by Interneuron.

### Equation

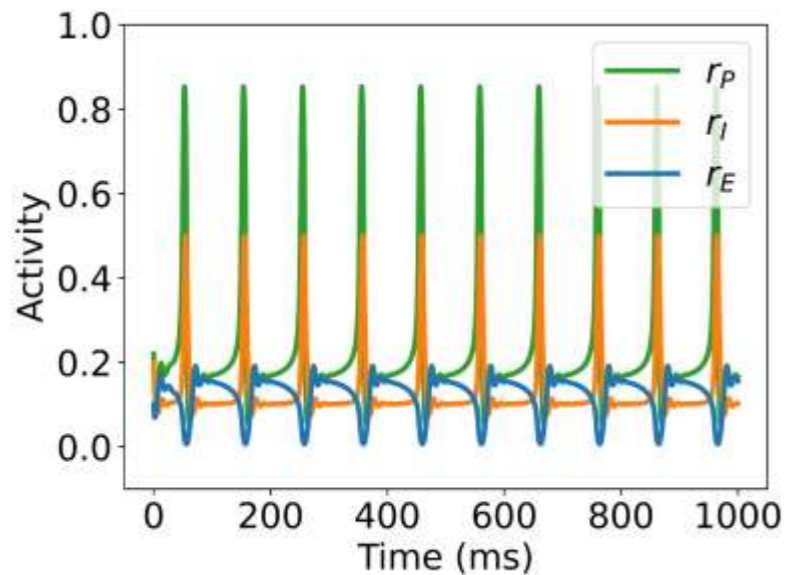
$$\tau_i \frac{dr_i}{dt} = -r_i + \phi_i(a_i, \theta_i, \sum w_{ij} r_j + I_i)$$

$\tau$ : time constant,  
 $r$ : mean rate  
 $\phi$ : activation,  
 $a$ : gain,  
 $\theta$ : threshold  
 $w$ : weights,  
 $I$ : external current

$$\phi_i = \frac{1}{1 + e^{-a_i(I_t - \theta_i)}}$$

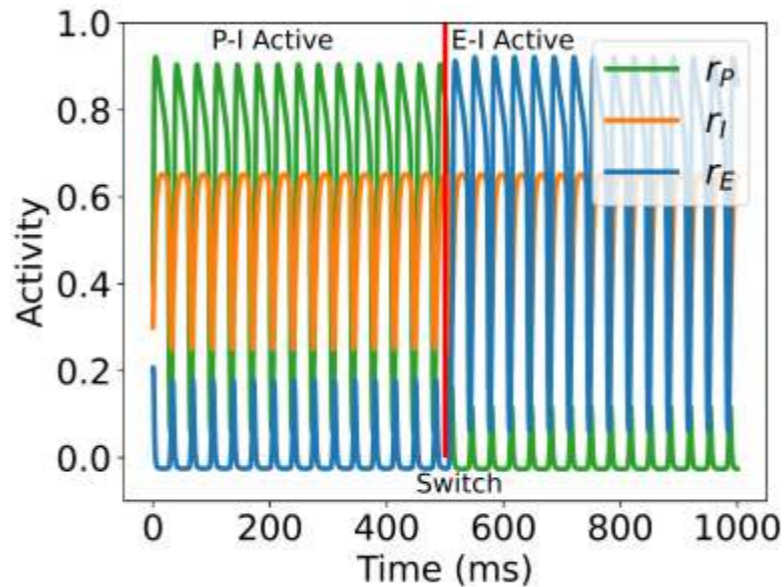


## Persistent Activity (Normal mode)



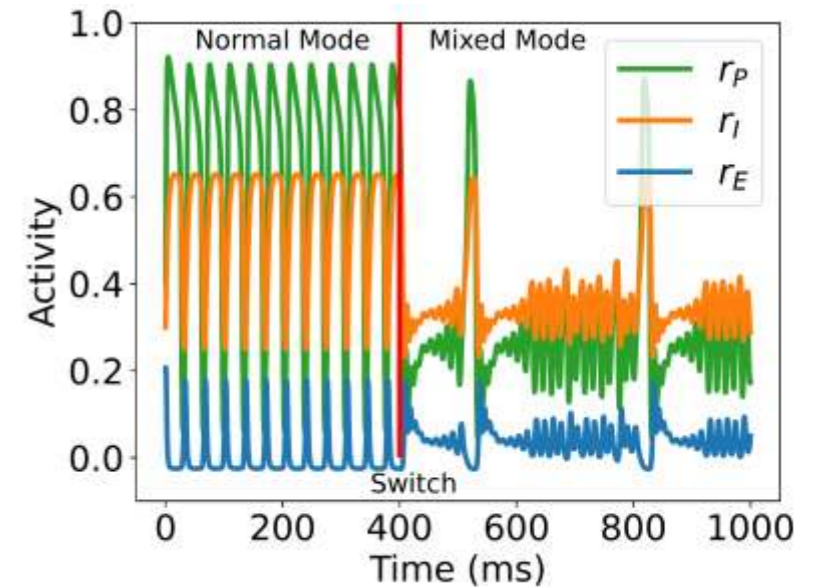
- 1<sup>st</sup> PING (P-I) network activity is high and 2<sup>nd</sup> PING (E-I) network activity is low.

**Mean** firing rate: ~ 10 (Alpha range)



- Switching from 1<sup>st</sup> PING network (P-I) to 2<sup>nd</sup> (E-I) for current change at t=500.

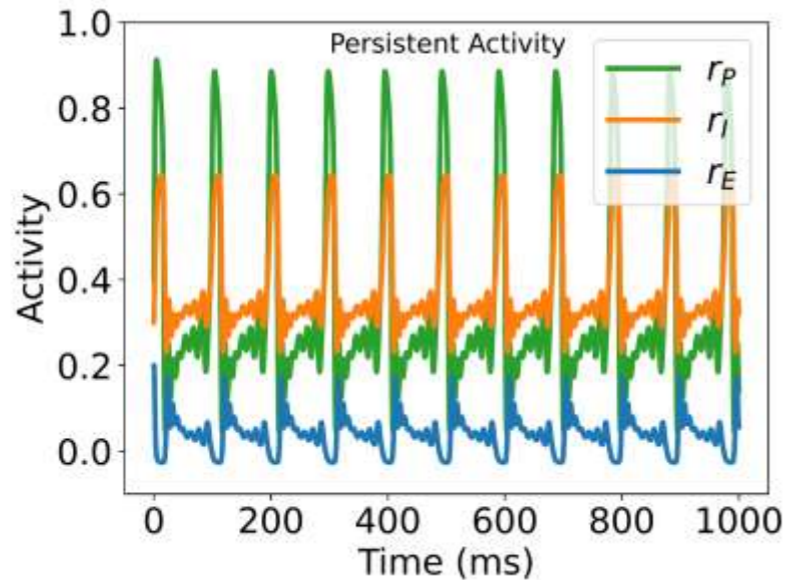
**Mean** firing rate: ~ 30 (Gamma)



- Transition from normal mode oscillations to mixed-mode oscillations at t=400.

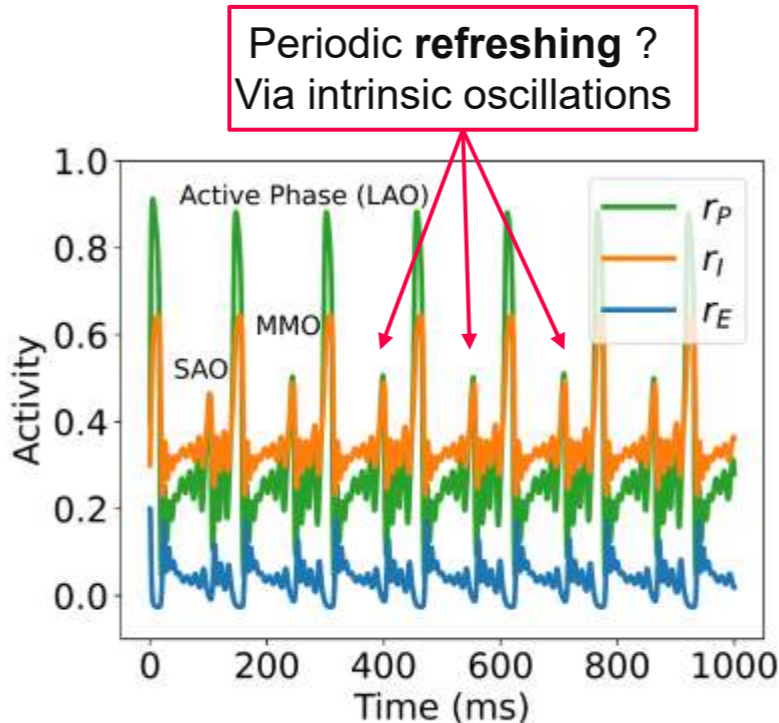
firing rate transition: ~ (30 to 4)

## Persistent Activity (Mixed mode)



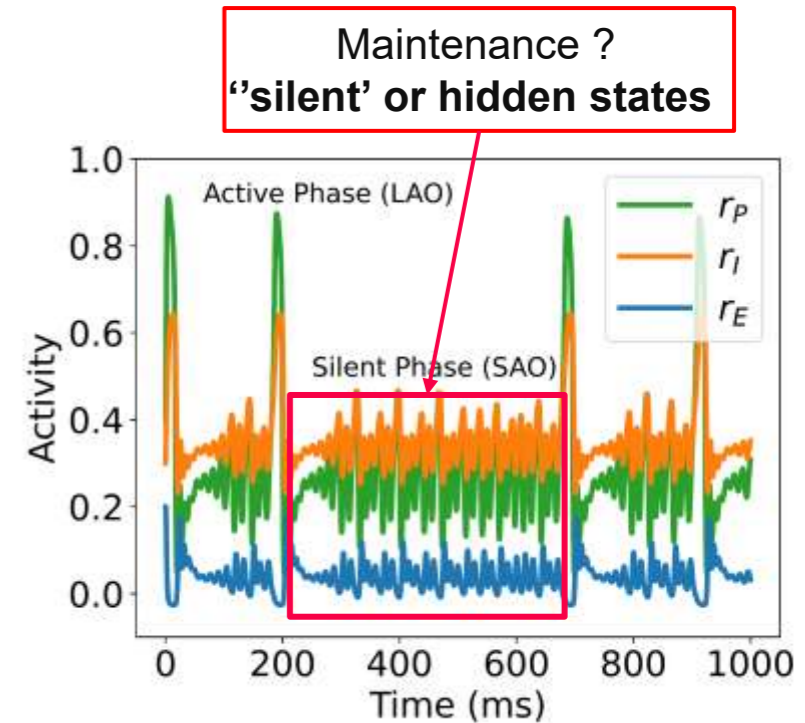
- Persistent activity with regular mixed mode oscillations.

**Mean firing rate:** ~ 10



- Active phase with large amplitude oscillation (LAO) and silent phase with small amplitude oscillations (SAO).

**Mean firing rate:** ~ 6-7 (Theta)



- Persistent activity with short duration active phase (LAO) and with long duration silent phase (SAO) periods.

**Mean firing rate:** ~ 4

# Summary

### **Relevance:**

- *A simple rate-based model to explain the WM dynamics using MMOs.*

### **Limitations:**

- *Dynamics is sensitive to small parameter variations for MMOs.*
- *Improve robustness of the underlying mechanisms.*
- *Synaptic plasticity mechanisms are not considered.*

### **Key Takeaways**

- *Both persistent and quiescent firing dynamics are required for efficient storage and retrieval of memories.*
- *WM may utilize such mixed mode oscillations (MMO) regime for robust and efficient encoding of information at different time scales.*



# Thank You.

Visit **Poster 1<sup>st</sup> floor** for more details.

Questions?