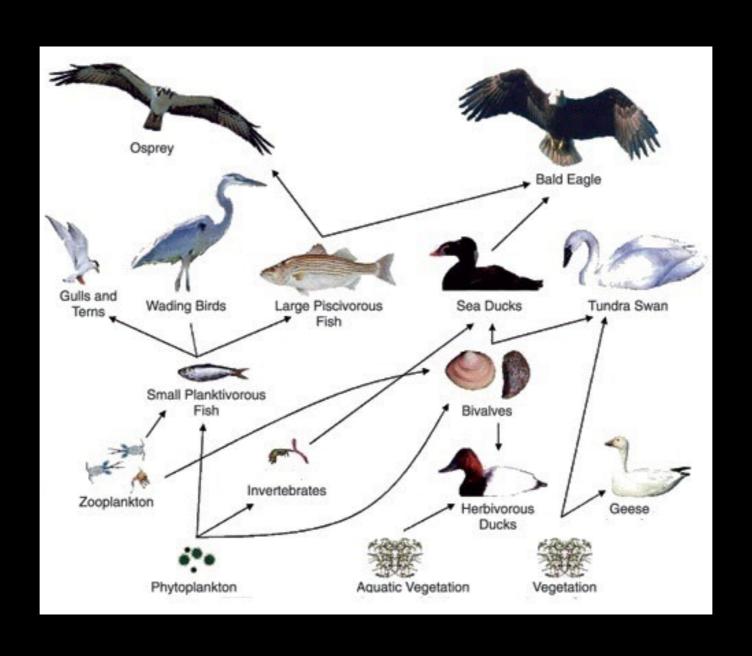
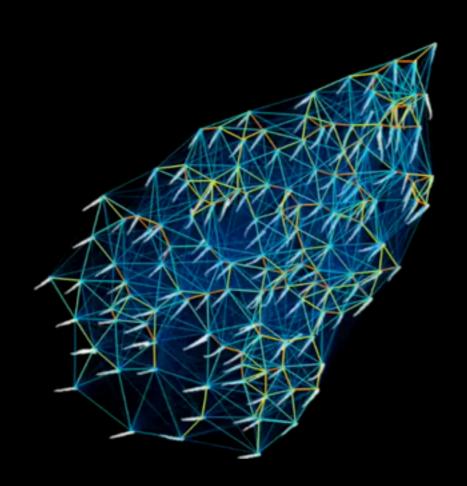


Sensory systems evolved and operate in the context of ecosystems

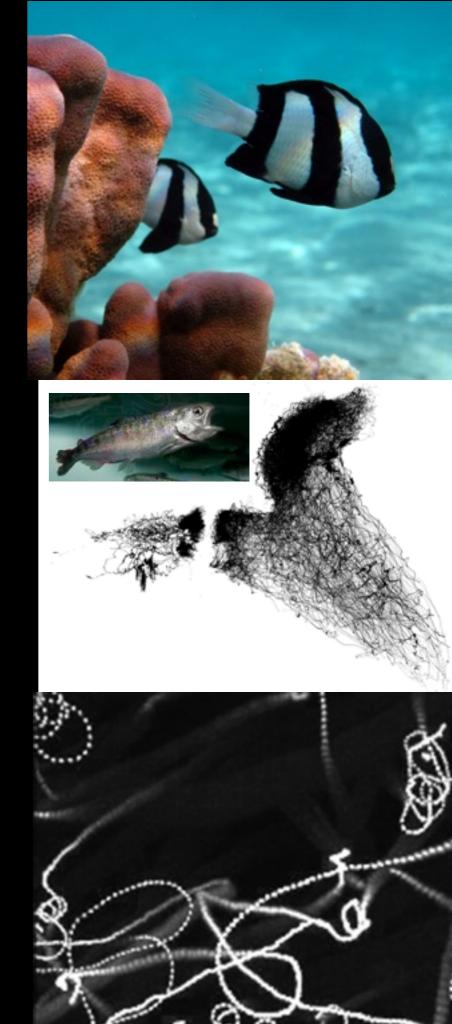


Sensory feedbacks -> interactions with other individuals Individual and collective computation are simultaneous



Decision-making in ecological systems

Navigation, attack, and evasion: robust behavioral control



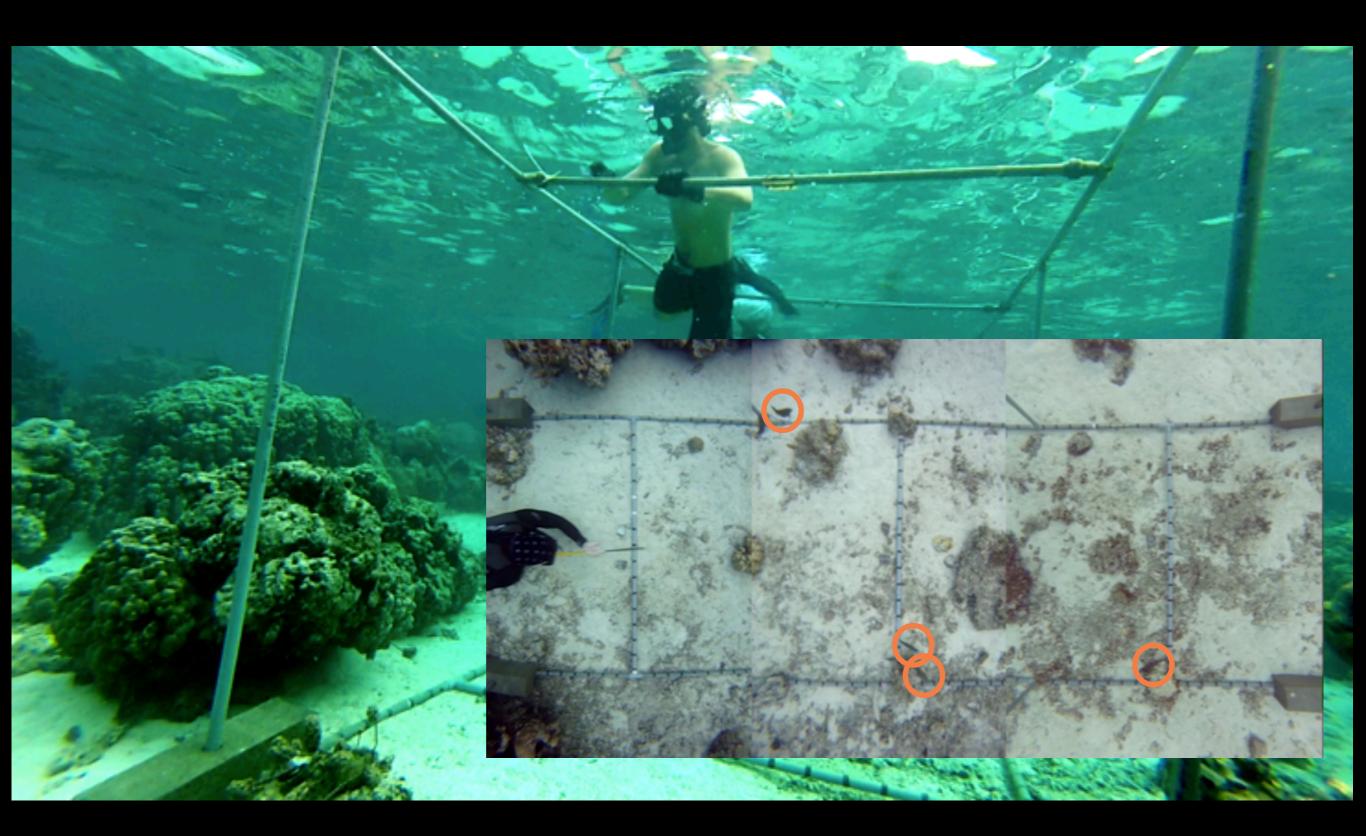
Decision-making in the wild: taking the lab into the sea

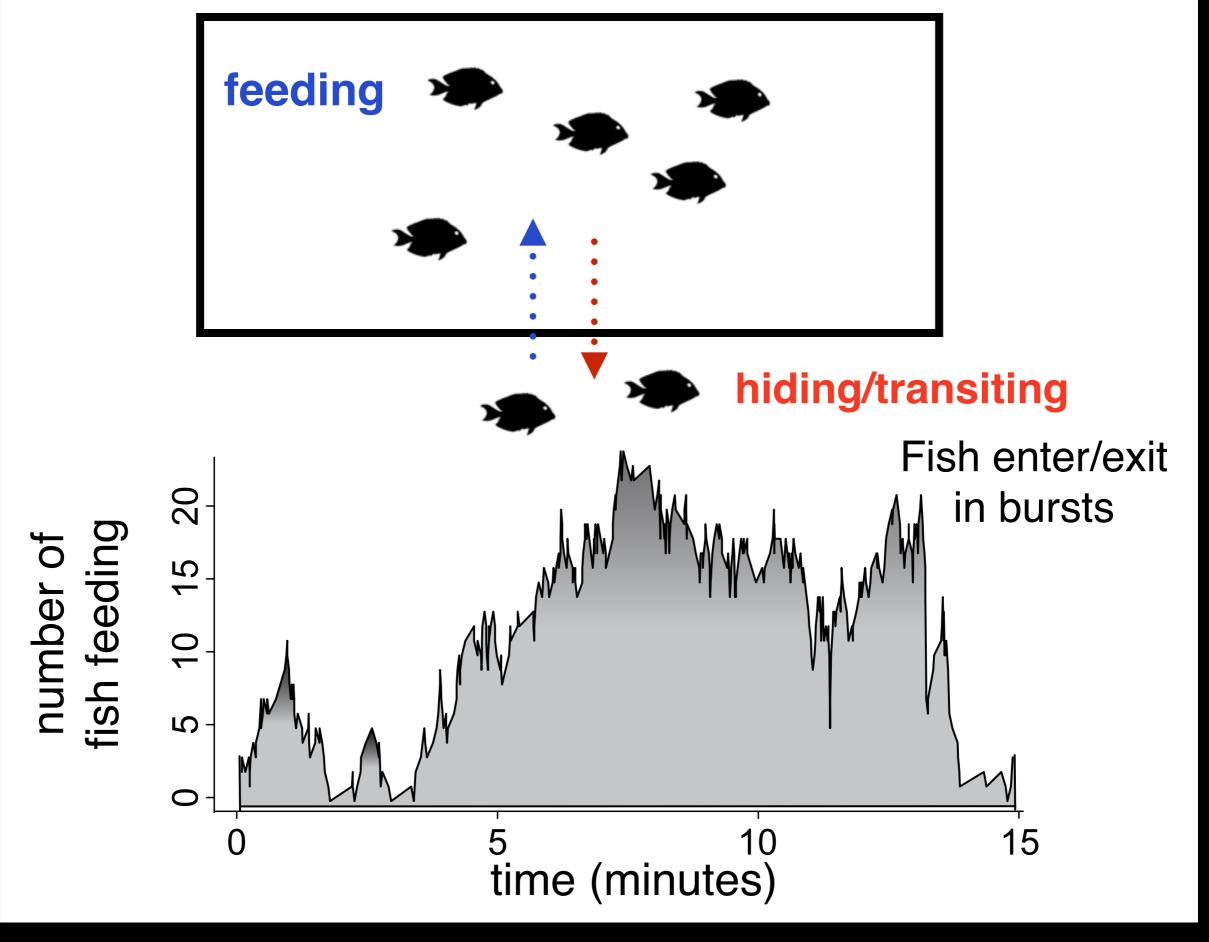


Mike Gil (Postdoc, UCSC) Colin Twomey (U Penn)

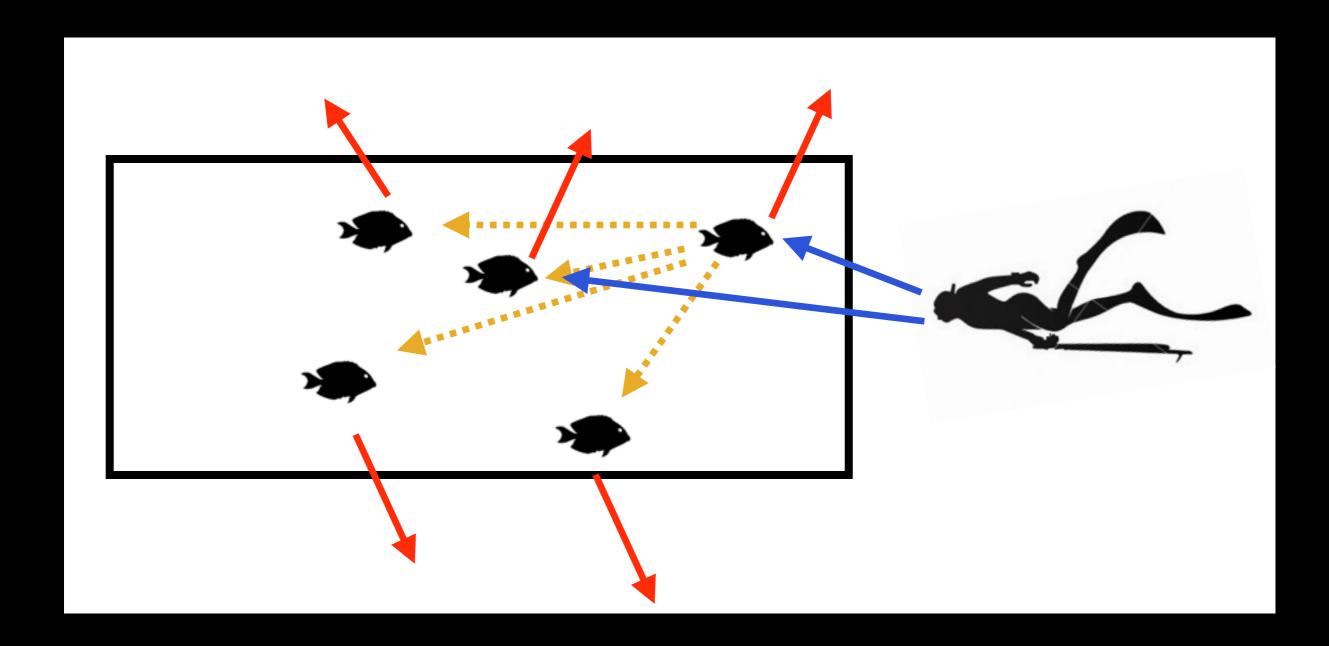




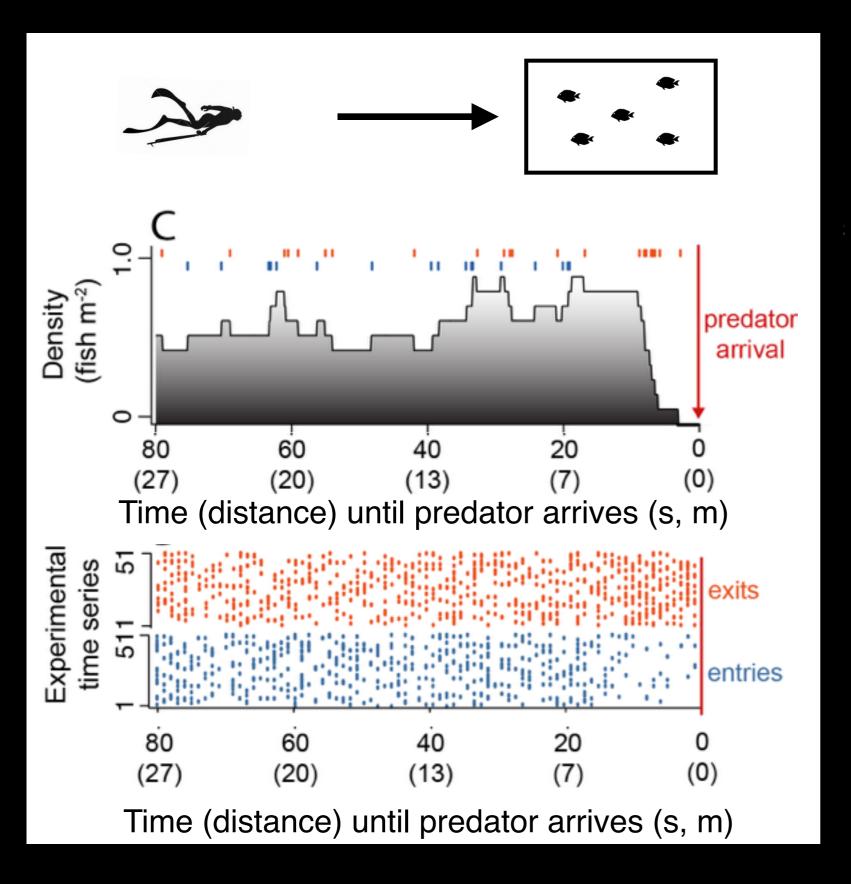




Role of sensory information?



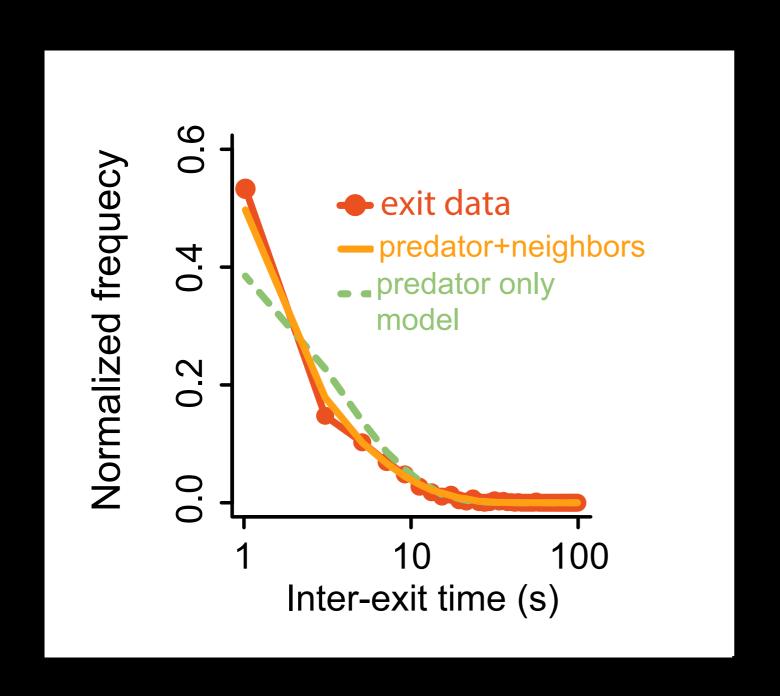
Could generate observed "bursty" behavior



Formulate as self-exciting birth-death model

Likelihood-based method for comparing models

Fish respond to both predators and other fish



Two important effects of neighbor density:

spontaneous

social excitation

$$\mathrm{rate} = \lambda(t) + \theta(t) + \psi(t)$$

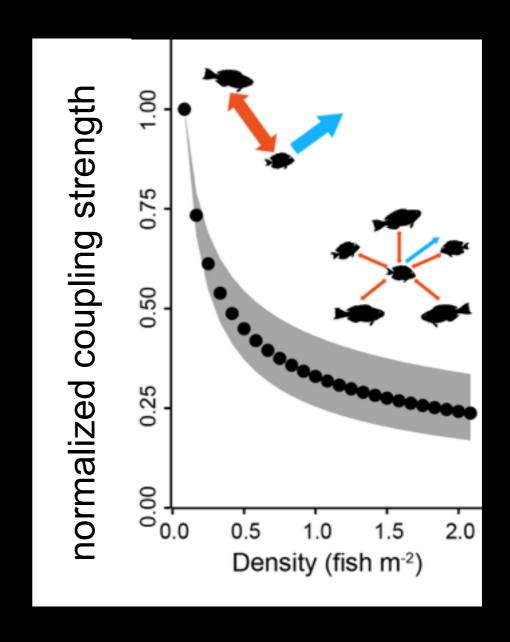
predator forcing

Lower spontaneous exit rate when more neighbors present

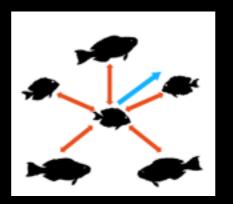
$$\lambda(t) = \lambda_0 N(t)^{-\eta}$$

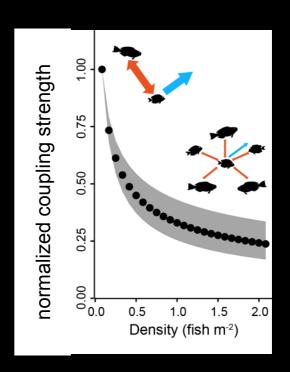
Less responsive to exits when more neighbors present

$$\psi(t) = \psi_0 N(t)^{-\gamma} \sum_{t_i < t} e^{-\alpha(t - t_i)}$$



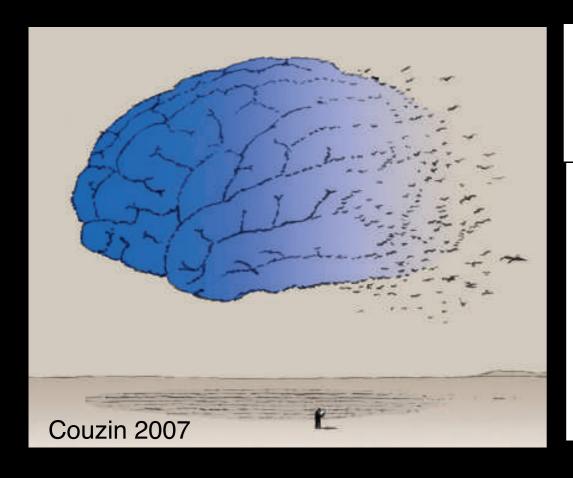
simulation experiment





Lowered responsiveness prevents hypersensitivity

Hypersensitivity/Hyposensitivity in collective systems



INTERFACE

Social information use and the evolution of unresponsiveness in collective systems

rsif.royalsocietypublishing.org

Anim. Behav., 1995, 50, 1097-1108

Collective detection of predatory attack by social foragers: fraught with ambiguity?

Potential disadvantages of using socially acquired information

Luc-Alain Giraldeau^{1*}, Thomas J. Valone² and Jennifer J. Templeton³



RESEARCH ARTICLE

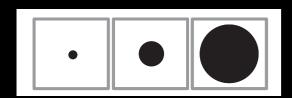




The evolution of distributed sensing and collective computation in animal populations

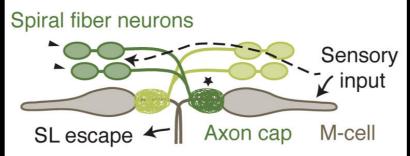
Andrew M Hein^{1*†}, Sara Brin Rosenthal^{2,3†}, George I Hagstrom^{1†}, Andrew Berdahl⁴, Colin J Torney⁵, Iain D Couzin^{3,6*}

What is the neural basis of these phenomena?

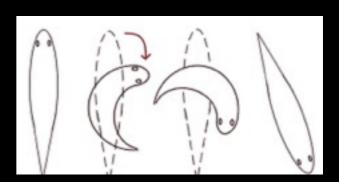


looming visual stimulus





threat detection

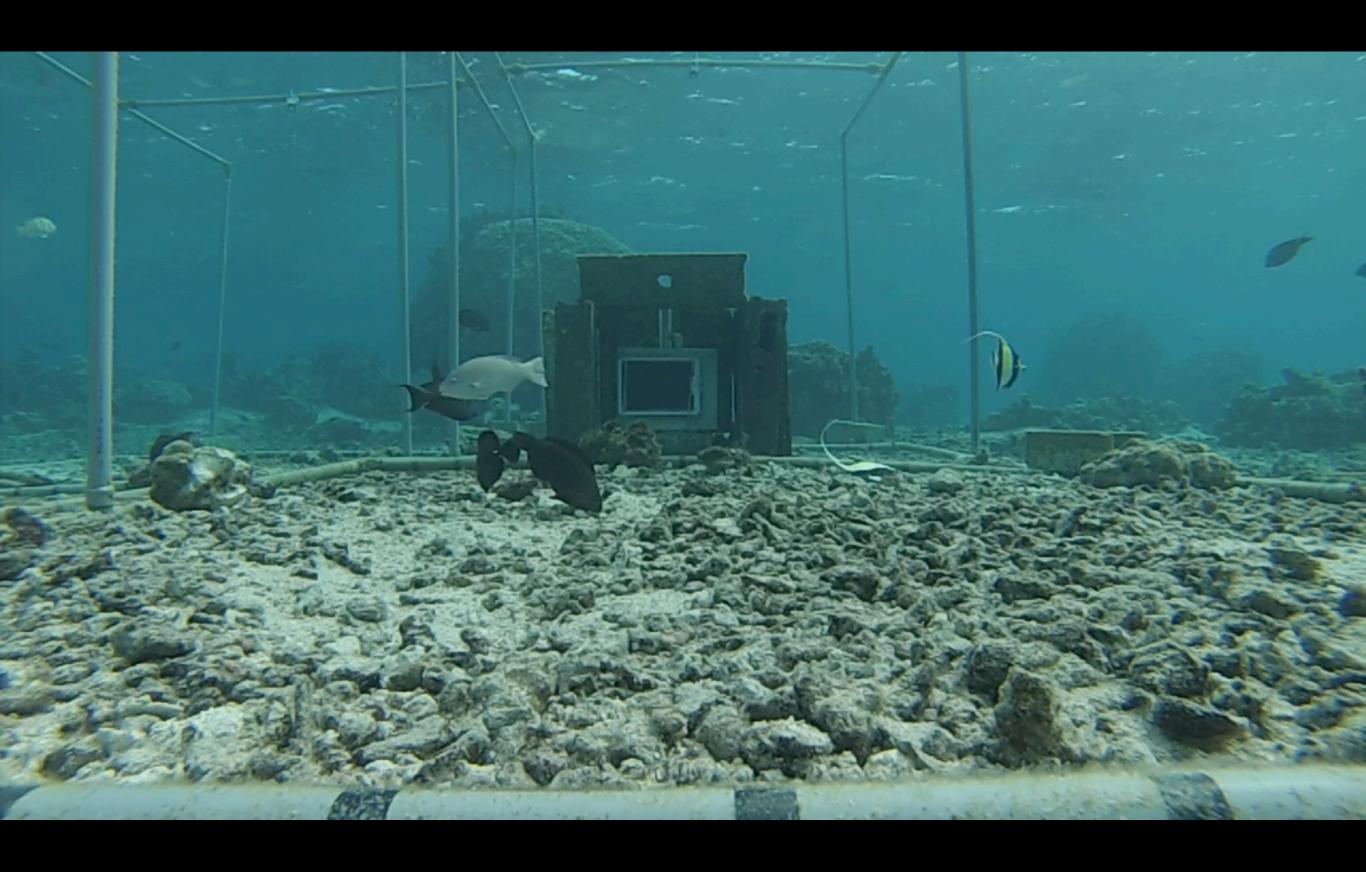


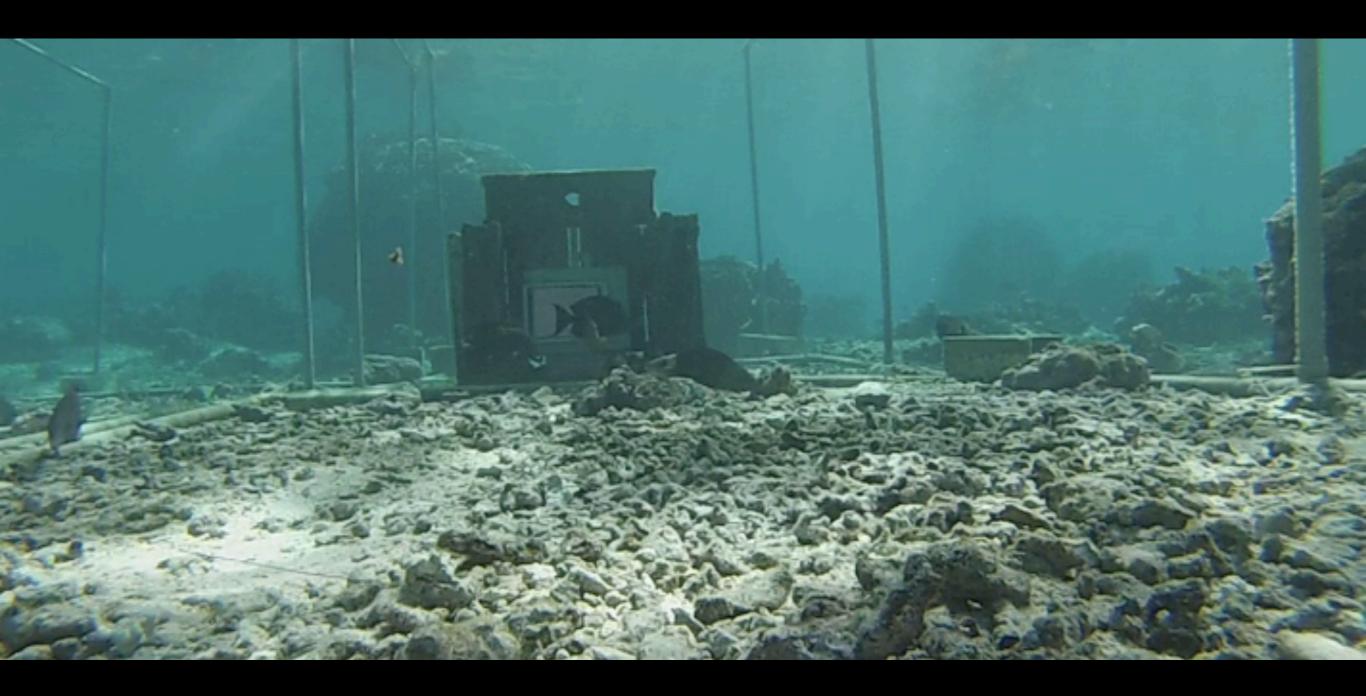
triggers escape response









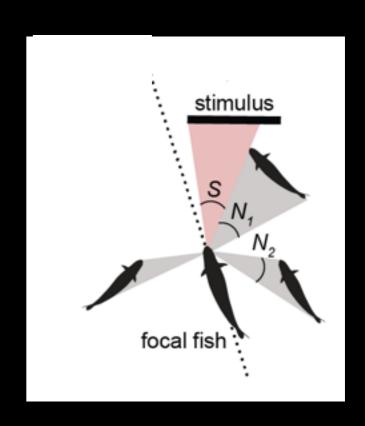


The nature of information flow

Data about threat transmitted through visual cues

What is the processing algorithm (decision rule) that transforms data into action?

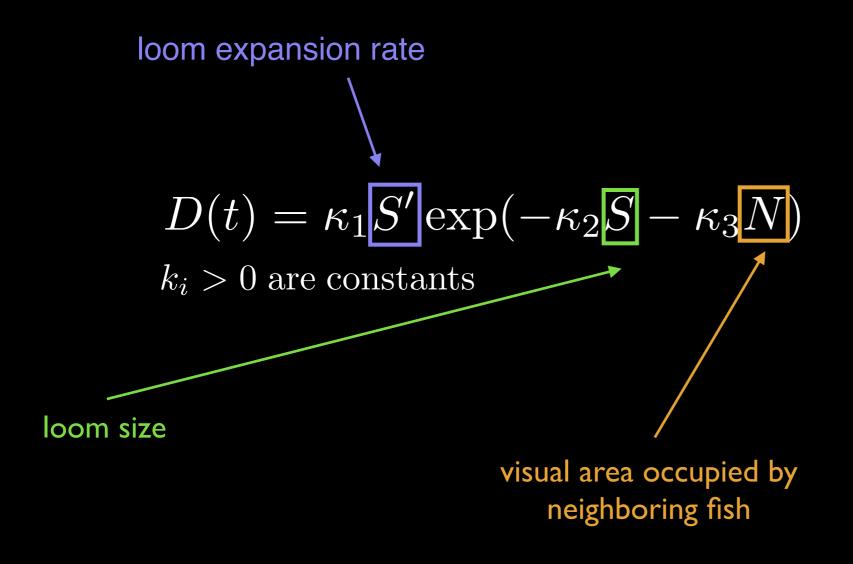
Need to know exactly what fish saw

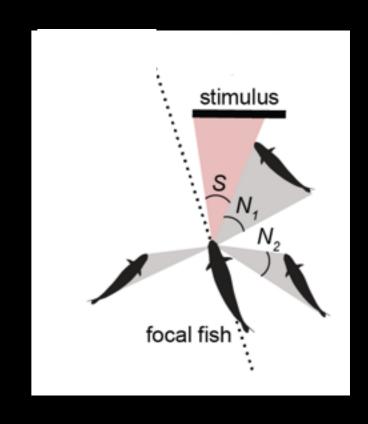


Sensory reconstruction



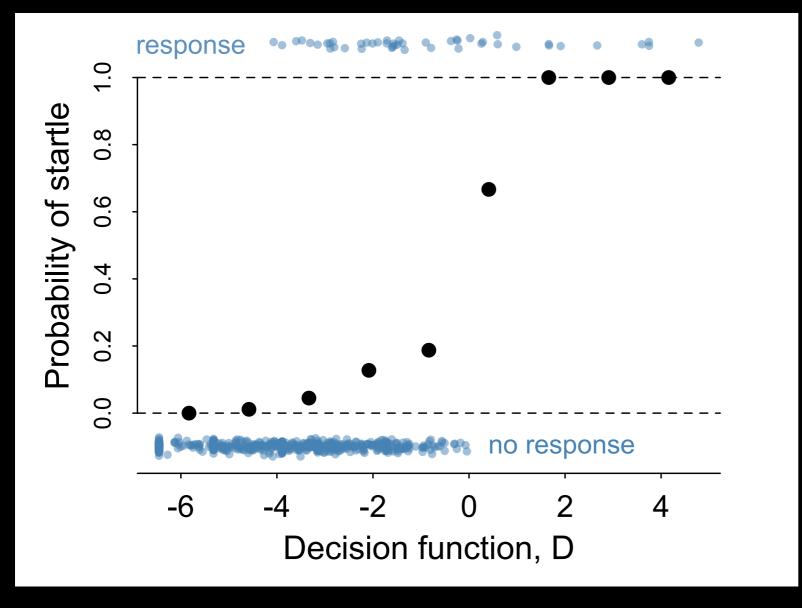
A decision-making circuit for threat response





Mechanism for response rescaling from previous experiment

A decision-making circuit for threat detection



Correctly classifies 82-97% of responses out of sample

$$D(t) = \kappa_1 S' \exp(-\kappa_2 S - \kappa_3 N)$$

Same rule applies to 12 species in 9 families



We weren't the first to find this decision rule

$$D(t) = k_1 S' \exp(-k_2 S)$$

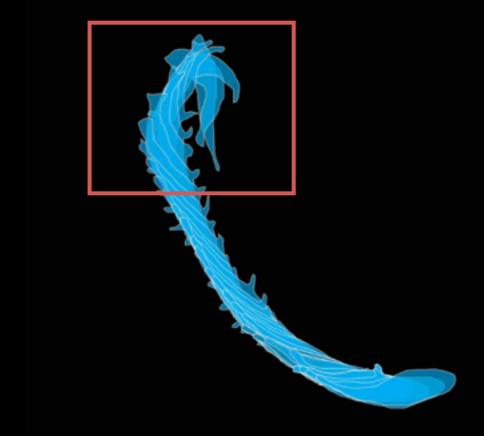


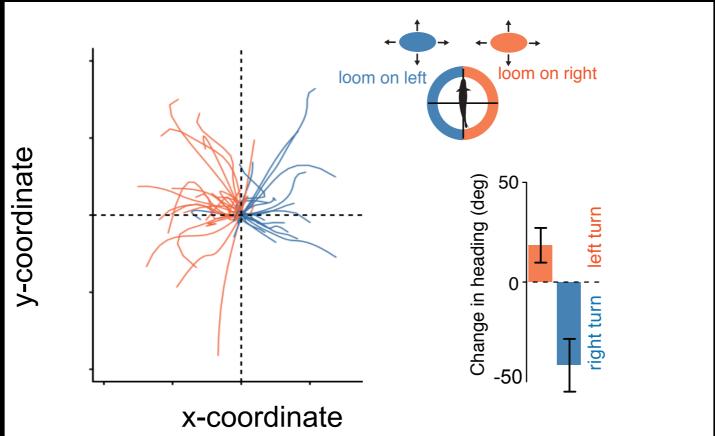
Conserved algorithm translates data into escape responses

Hatsopolous et al. 1995, Fotowat & Gabbiani 2011, Peek & Card 2016



A nod to Navigation

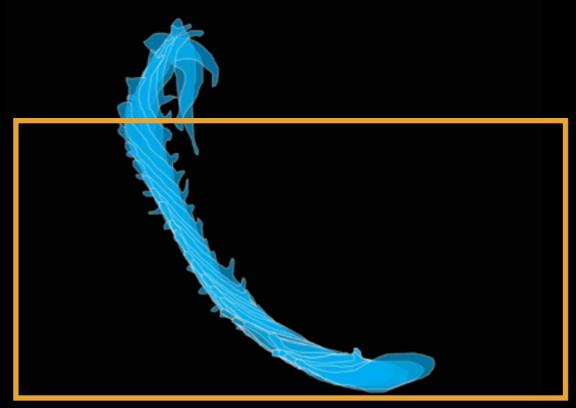


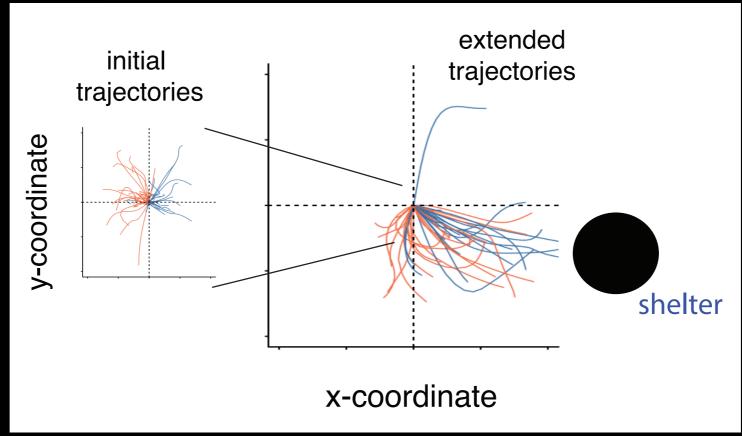


Dunn et al. 2016 Neuron

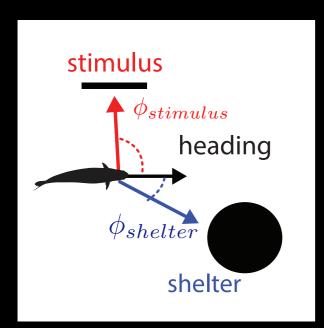


Transition in trajectory control

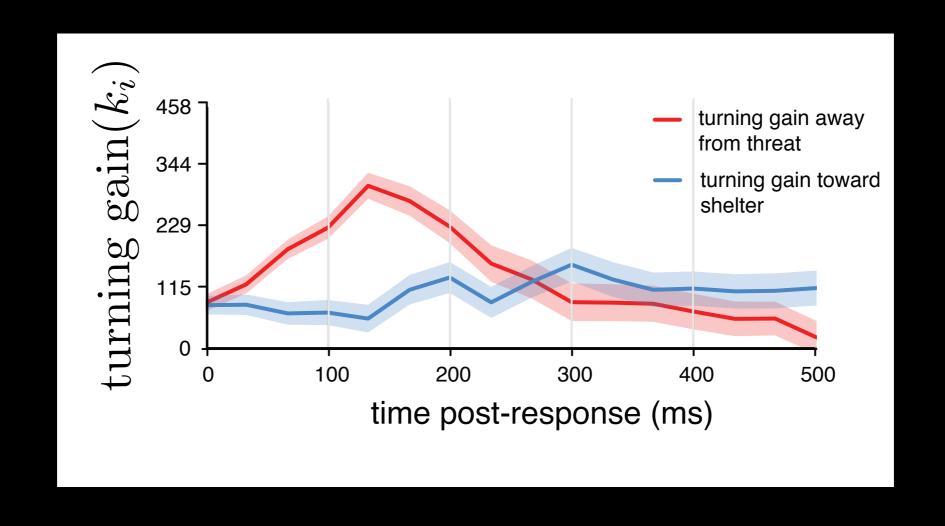




Dynamic gain control



$$\frac{d\theta}{dt} = k_0(t)\phi_{shelt}(t) - k_1(t)\phi_{stim}(t)$$

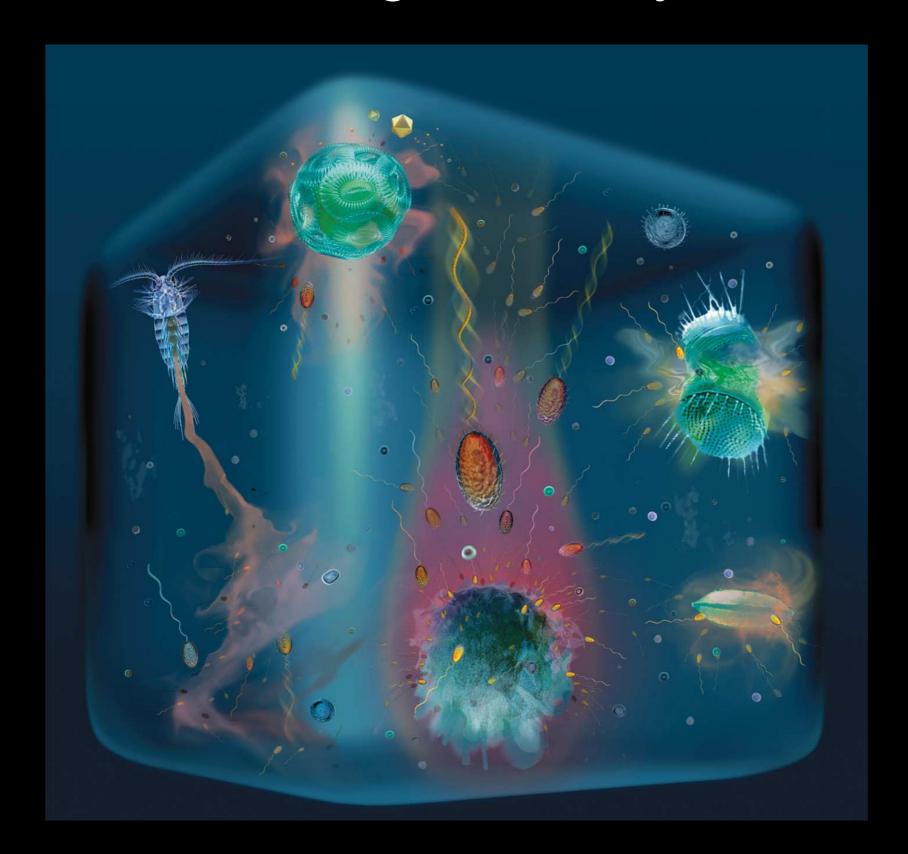


Decision-making in an ecological system

- Individual and collective computations simultaneous
- Multi-objective navigation
- Response rescaling, gain control
- Specific neural circuits implicated (M-cell)



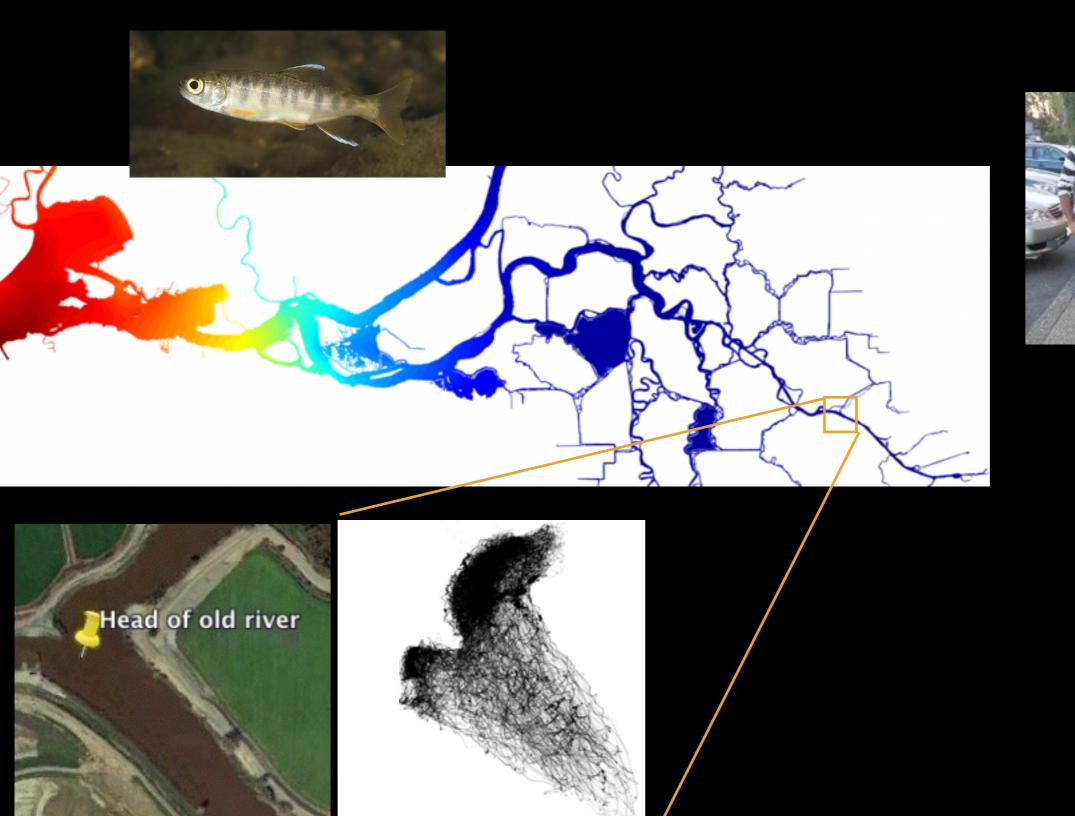
Bacterial navigation in dynamic seascapes





Simon Levin Roman Stocker Francesco Carrara Doug Brumley

Fish navigation through rivers and estuaries



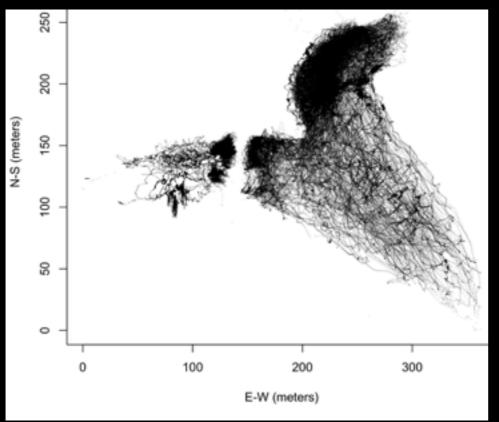


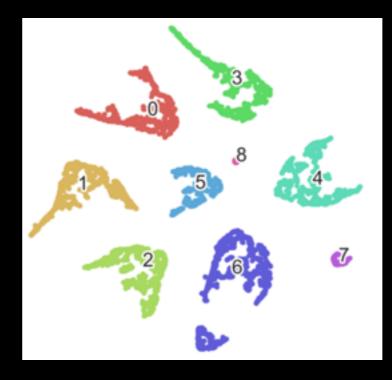
Natnael Hamda Vamsi Sridharan



Fish navigation through rivers and estuaries: behavioral repertoire mapping









Natnael Hamda Vamsi Sridharan

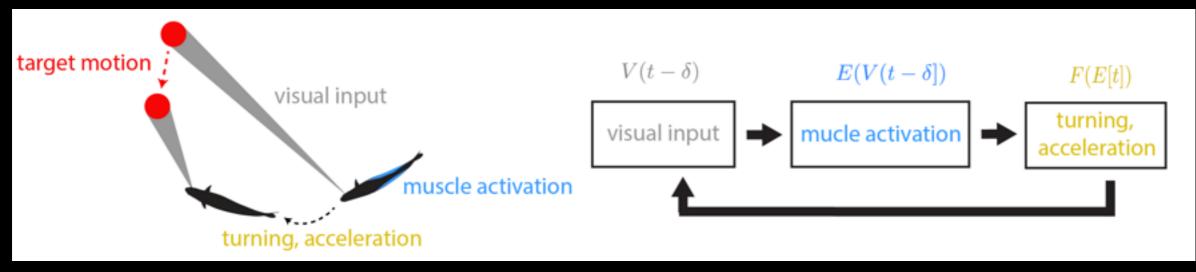
Berman et al. 2014, 2016



Behavioral control during attack and evasion in turbulence



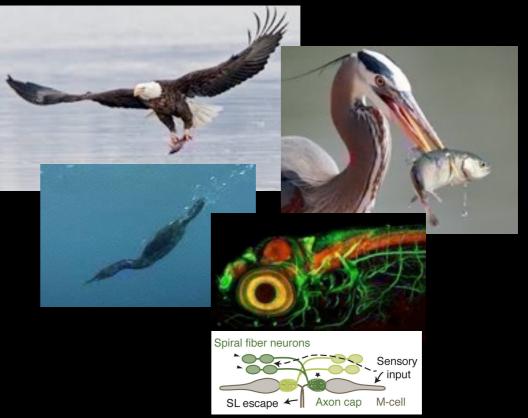
Jimmy Liao Ben Martin Steve Munch



Untangling the bank



behavior, decision-making, information processing



Algorithms

