# Advances toward substrate-independent minds

Neural Interfaces, Neural Prostheses and Whole Brain Emulation

Randal A. Koene carboncopies.org Self-directed evolution to SIM

via Whole Brain Emulation, neural prostheses & neural interfaces

methodology at carboncopies. org

most significant development: a true Neural Interfacing Platform for BMI, cognitive neural prostheses and WBE

## What and Why



Objective: Substrate-Independent Mind (SIM)

Feasible method: Whole Brain Emulation (WBE)

Bio to WBE transfer: "Mind Uploading"





Generate in other substrate:

Supporting evidence from neuro-prosthetic development

Mind independent of substrate (or platform)



Exceeding personal limitations

A most Adaptable Species beyond this tiny sliver of Space & Time

#### Whole Brain Emulation (WBE): See: http://koene.carboncopies.org **Reverse Engineering of an** Big black box Individual's Mind **STRUCTURE** -Connectome emulation prosthetic function Black box I/O System Identification simulation of pieces: FUNCTION $\delta(t)$ axone w sU(k) Unknown System $\overline{w}$ Integration Non-linear $\rightarrow u$ Contributio Berger ŷ(k) Adaptive Model Dendritic tree section or dendrite Synaptic efficiencies Test & Improve: 4-----Analysis ITERATE system identification **Representations &** Platforms: EMULATE ROADMAP Spike Prediction

### My work through Carboncopies.org



materials /Matu Calentis

#### Maintain & Update ROADMAP

Publish & Inform about ROADMAP

#### Main purpose: Whatever the Trends,

#### insure the Goal of SIM is achieved

- developments Bottom-Up combined Feasibly & Robustly for Solutions to Top-Down problems
- Encourage solution that Meet Requirements
- Identify and Fill Gaps
- Involve Experts, find Common
   Interests, create New Collaborations,
   find People & Resources for projects



#### STRUCTURE

### 2013 Key Focus on FUNCTION: Wireless Micro Neural Interfaces

→ Safe & Effective: biocompatible (selfcontained), no surgery, too small to break tissue

→ Cellular scale & Many regions: wireless, 1-100um devices, anywhere (tens, thousands,...) = high bandwidth

→ Predictable development: IC-based, mature industry & talent, integrated on-chip (one piece), Moore's Law

> Guy Paillet (CogniMem)





### Revolutionary Brain Machine Interfaces, A New Network

A NeuraLink PLATFORM

- → backbone of the next network revolution ("routers of Internet")
- → become the standard at that point in neurotechnology stack
- → first-mover benefit inside demand & development feedback cycle
- → at <10um micro neuro interfaces meet requirement for Whole Brain Emulation

Same tech. req. as WBE! Need Platform for wide use & rapid iteration Roman Beletskiy (Melbourne) Nanoparticle





**ProBAM** consortium goals: 1ms sample rate record/stimulate at every neuron (Marblestone et al. white papers, 2013)

Brain Re

Enginee

Quantitative Biology > Neurons and Cognition

Library

Ken Havworh

Physical Principles for Scalable Neural Recording

Adam H. Marblestone, Bradley M. Zamft, Yael G. Maguire, Mikhail G. Shapiro, Thaddeus R. Cybuiski, Joshua I. Glaser, Ben Stranges, Reza Kalhor, David A. Dalrympie, Dongjin Seo, Elad Alon, Michel M. Maharbiz, Jose Carmena, Jan Rabeey, Edward S. Boyden, George M. Church, Korrad P. Kording

(Submitted on 24 Jun 2013 (v1), last revised 25 Jun 2013 (this version, v2))

Simultaneously measuring the activities of all neurons in a mammalian brain at milliscond resolution is a challenge beyond the limits of existing techniques in neuroscience. Entirely new approaches may be required, motivating an analysis of the fundamental physical constraines on the problem. We outline the physical principles governing brain activity mapping using optical, electrical magnetic resonance, and molecular modalities of neural recording. Focusing on the mouse brain, we analyze the scalability of each method, concentrating on the limitations imposed by spatiotemporal resolution, nergy dissipation, and volume displacement. We also study the physics of powering and communicating with microscale devices embedded in train tissue.

STRUCT

### Micro neural interfaces development program

Platform is component in existing tool stack

- above: data stream handling, analysis software, results target (DBS, sensory prosthetic, diagnostic monitor, communication for locked-in/ALS, prosthetic limb control, BCI, smart drugs)
- → same level: micro wireless, (opto-) electrical arrays (e.g. BrainGate), deep electrodes (e.g. DBS), ECog/uECog

Iower stack: signal choice/detection









First-stage program (first year)

- v1.0 based on existing 100um prototype, built with lab infrastructure
- → platform for research market partners become 1st users/customers
- → encourage use in similar labs

#### Micro neural interfaces development program

#### Second-stage program (third year)

- → shrink to 10-20um
- → combine with infrared high-bandwidth hub
- → active delivery system
- → redesigned for IC industry standard high volume production





#### New markets

- demo applications explore horizontal & vertical tool-stack expansion of efforts
- → translational approach to clinical market:
  - product-companies (e.g. DBS, cochlear implants) replace component of tool-stack with micro neural interfaces
     they do the heavy lifting with existing motivation, experience & resources in FDA markets

### Significance from Brain PROCESS Perspective

Long-term operational interfaces
 To a very large number of neurons
 Without harm to the brain

Structural map of anatomical pathways



Functional map of changes in activity





MRI, EEG, etc. impractical

low resolution

cannot distinguish events

unable to see single cell activity

BCI electrodes access few neurons Electrodes break down, inflammation &

infection



# Significance from APPLICATION Perspective High Bandwidth within the Brain-Loop

Low-res BCI (locked-in patients) behavioral training, neurofeedback

But is EEG > eye-tracking for narrow BCI?

#### **BCI in-loop:**

**out**: use data otherwise hard to get **in**: deliver data otherwise impossible to generate

e.g. parameter fitting, super object-recognition, super memory-retrieval, selective super memory acquisition, trajectory prediction, special senses (UV, stock market)

Needs large-scale high resolution interfacing

Low-res BCI: Brain does heavy lifting

High-res BCI: **Device needs to understand brain circuit** signals (e.g. Berger)

### **Products & Application Areas**

Small & High Bandwidth

→ wireless record/stimulate at cell, ensemble, region level

#### Patients first

- → Diagnostic
- → Treatment



#### Non-Harmful -- Not just for Patients!

→ The interfaces increase capabilities without doing harm

A New Network shift in the world!



#### Trans-human enhancement

 $\rightarrow$ 

→

→

- → emotion communication
  - "telepathic" communication
  - retina record/playback
  - auditory record/playback
- → library record/sort/stimulate of episodic memory cues (hippocampus)
- → knowledge portal (Internet, Wikipedia, etc)
- → BCI for full-experience
- → data access & transition for whole brain emulation

(Most apps unimaginable, like Google etc was unimaginable to 1980s Internet.)





### **Time-Line from APPLICATION Perspective**

(2-3 years) hippocampus prosthesis in Human trials - experimental treatment of stroke & neurological damage

(5-8 years) prosthesis enables "library of memory" collect/identify/tag

(5-10 years) brain circuit analyses enable machine learning products (AI, compare "deep learning")

(8-12 years) motor control prostheses - treatments for paralysis

(10-14 years) sensory prostheses - treatments for blindness, deafness, etc (compare cochlear implants)



(10-14 years) augmented sensation via prosthetic

(10-20 years) mental co-processors (database-like memory, faster recognition/reflexes, etc)





(10-25 years) prosthetic treatments for deficits in many brain regions

(25+ years) all parts of Whole Brain Emulation with mind transfer protocol (robust & failsafe mind, substrate-independent, long lasting)





### **Step 3: New Interfaces make** prosthesis of any part possible

- $\rightarrow$ ProBAM results: new interface platform extends prosthetic development to systems with personal memories
- Enables Extension Tech: memory  $\rightarrow$ capture, off-line memory sorting, sight & sound capture / stimulation





STRUP



## 2014

Government, Google, Facebook: Machine learning, Robotics **Machine-centric** -- not self-directed evolution

Futures: human/machine vs human&machine

SIM network: apply study of life, brain & mind to improve human condition



GOALS, not same as following TRENDS

- → where are we in 20, 40, 60 years?
- → carboncopies.org & partners: Ensure Goals of SIM

#### Probability of Success for Complex Long-Term Objective - Monitor & Nurture explicitly

- → grass-roots among scientists
- → awareness of concrete roadmap WBE to public
- bring together experts around common interest in WBE (they didn't even know they shared)
- → repurpose a chip foundry to shrink neural interfaces on fab
- ★ 10 years ago: WBE in academia, unmentionable (now accepted goal)
- ★ 6 years ago: Connectomics starts (now proof-of-principle + ramping up)
- ★ 3 years ago: Activity recording Gap! (now ProBAM & BRAIN)
- ★ proto.neural prosthesis
- ★ proto.high-res interface

2014 milestones:

- → WBE Coffee Table Book
- Roadmap Iteration & Visualization + add people
- → High-res Interface PLATFORM (NeuraLink)
- → No single point of failure Robust financial support
  YOU CAN HELP!