

The Logic Behind LIF

- Water coming I_{in} = input current
Higher current = faster filling
- Water level = membrane voltage
Voltage rises as current enters
- Hole at the bottom = leakage
Voltage slowly leaks out
- If water reaches the top = spike
Voltage hits threshold \rightarrow neuron fires
- After firing, bucket empties instantly
Voltage resets.

Key Terms

- Membrane Potential (V)
The internal voltage of the neuron starts low, builds up then spikes
- Threshold
A voltage level at which the neuron fires.
- Reset Voltage
After spike, voltage returns here.
- Input Current (I)
External stimulation (like sensory input)
- Leakage
Voltage naturally decay over time.

How a Computational Neuron Works Internally (LIF model)

Equation

$$\frac{dV}{dt} = -(V/\tau) + I$$

$-(V/\tau)$ is the neuron is losing some of its voltage over time.
 $+I$ is the neuron is receiving input current that increases voltage.

④ The loop (every millisecond)

Step A: Add Input

Voltage $+ =$ input voltage

Step B: Apply leakage

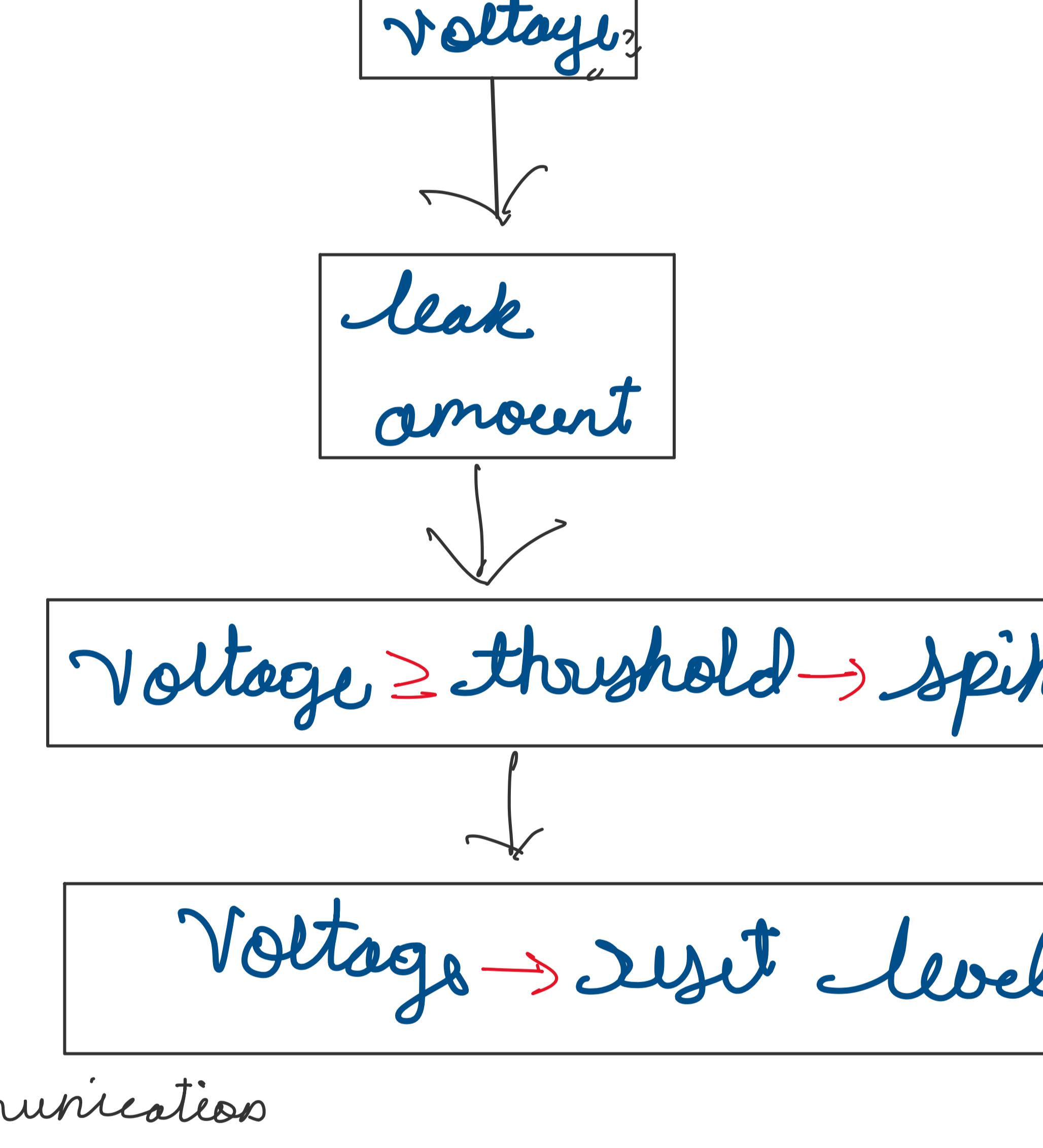
Voltage $- =$ leak amount

Step C: Compare the threshold

If voltage \geq threshold \rightarrow spike

Step D: After spike

Voltage \rightarrow reset level



Spike Train = Brain Communication

- Rapid spike \rightarrow "urgent signal"
- slow spike \rightarrow "calm state"
- Bursts \rightarrow "fear or attention"
- Random patterns \rightarrow "Exploration or noise"

3 Parts of Spike Train

Spike Train

