Spiking Paths: Maze=M0 **Goal Location** 1.5 **Starting Locations** 1.0 0.5 0.0 -0.5-1.0-1.5 \_o.5 0.0 0.5 1.0 -1.034 68 102 0 136 Path 2

34

68

Path 1

102

136