Spiking Paths: Maze=M0 **Goal Location** 1.5 **Starting Locations** 1.0 0.5 0.0 -0.5-1.0-1.5 0.5 -0.5 0.0 1.0 -1.025 50 , 75 0 100 Path 2 25 50 75

100

Spiking Paths: Maze=M0 **Goal Location** 1.5 **Starting Locations** 1.0 0.5 0.0 -0.5-1.0-1.5 0.5 -0.5 0.0 -1.01.0 25 , 75 50 0 100 Path 2 25 50 75 100

Spiking Paths: Maze=M0 **Goal Location** 1.5 **Starting Locations** 1.0 0.5 0.0 -0.5-1.0-1.5 -0.5 0.0 0.5 1.0 -1.031 62 93 0 124 Path 2 31 62 93

124

Spiking Paths: Maze=M0 **Goal Location** 1.5 **Starting Locations** 1.0 0.5 0.0 -0.5-1.0-1.5 -0.5 0.0 0.5 1.0 -1.031 62 93 0 124 Path 2 31 62 93 124

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

34

68

Path 1

102

136

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

34

68

Path 1

102

136