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  $-\dot{1}.0$ 1.0 25 -75 50 0 100 Path 2 25 50 75 100

Path 1