

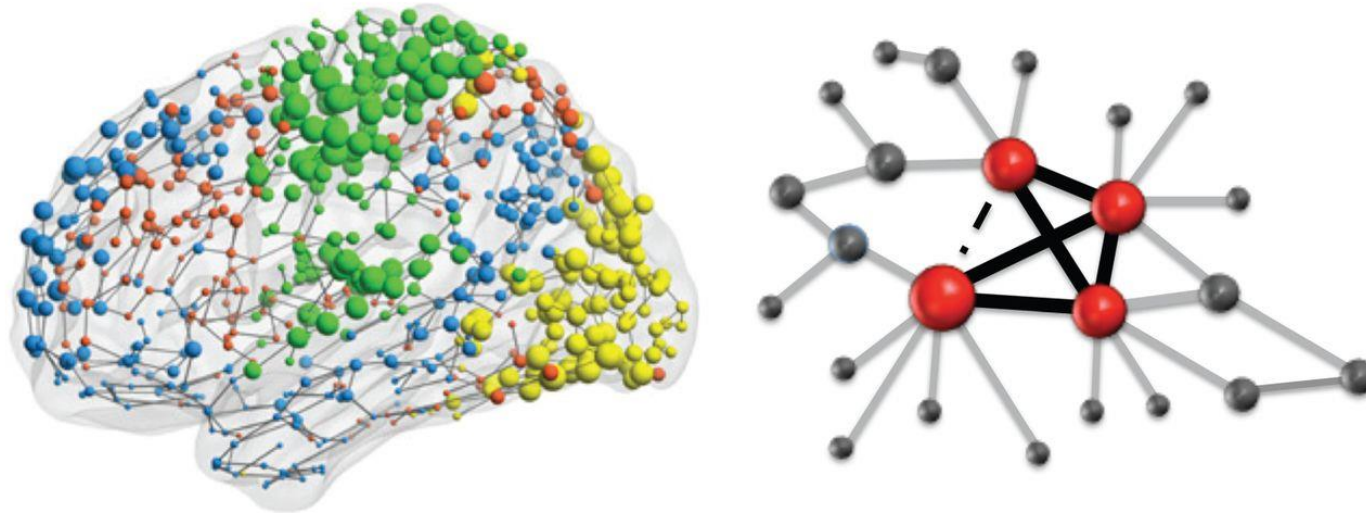
2020 PDC Project - Hines

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Contents

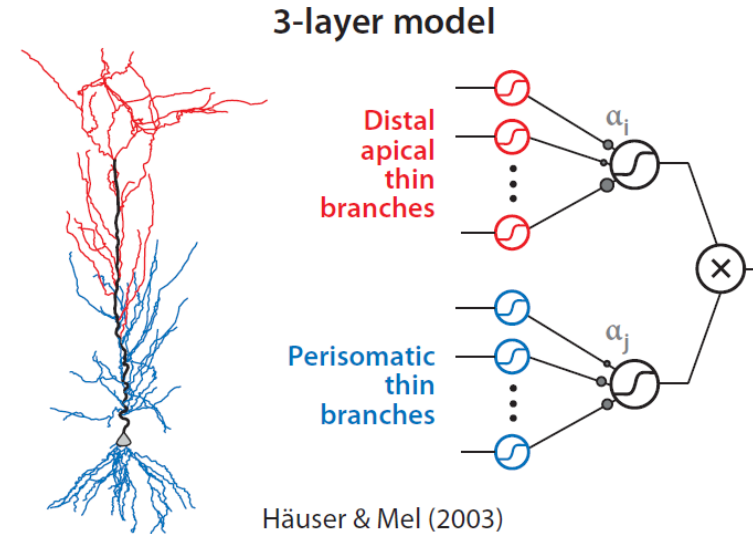
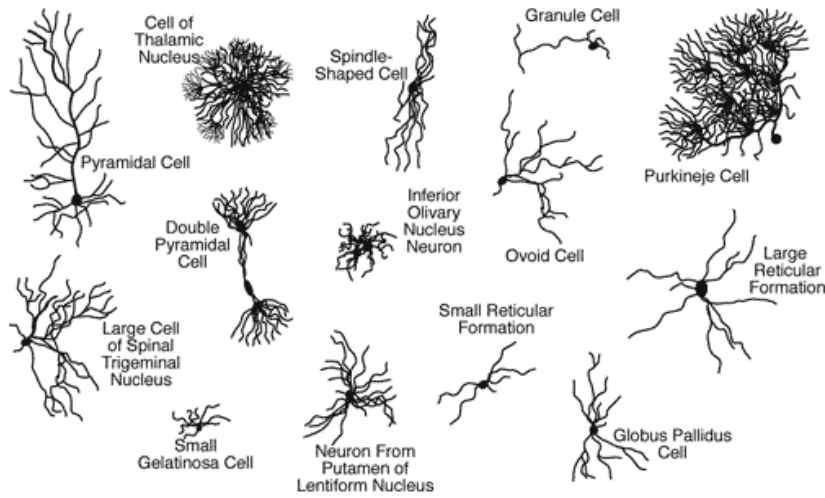
- **Brief Introduction**
 - **Overview of brain simulation**
 - **Neuroscience Basics**
- Neuron Simulator and Related Works
 - Mathematic Basics
 - Neuron Simulator

How the brain computes information?



Simulating the whole brain with “point” neurons. e.g. IBM simulated a cat brain with 1.6 billions point neurons and 9 trillion synapses.

Towards better understanding the brain

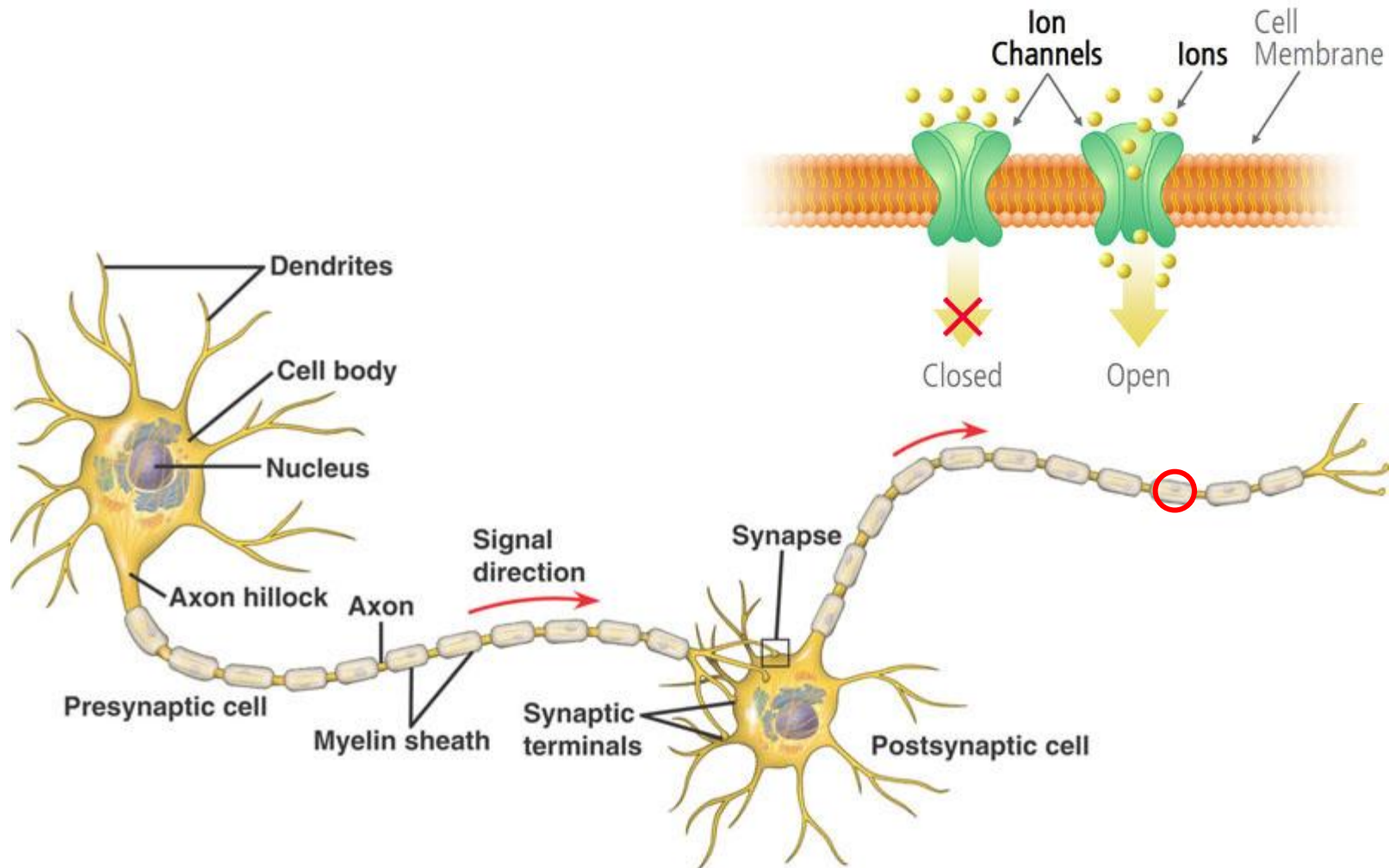


Towards better understanding the brain



EU Human Brain Project

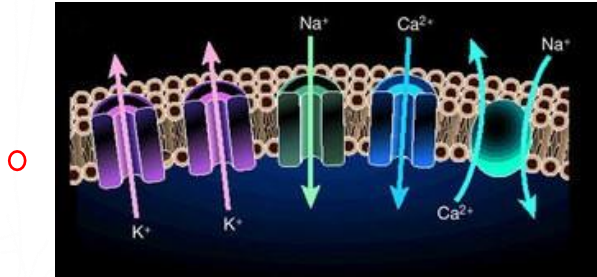
Neuron



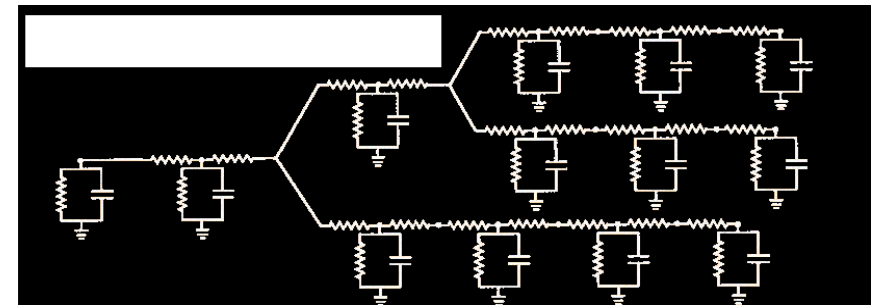
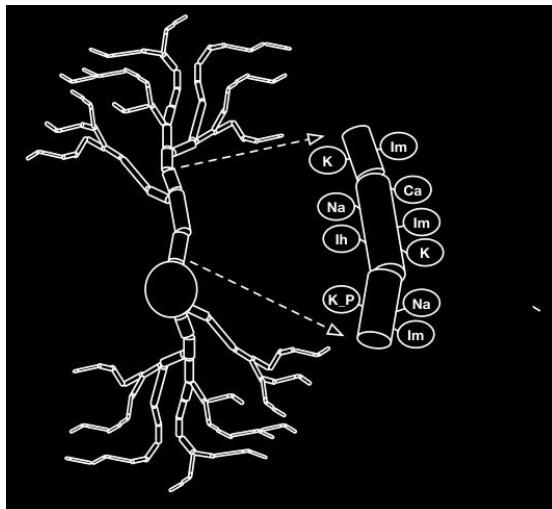
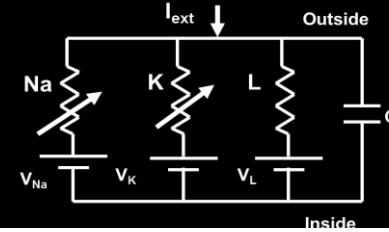
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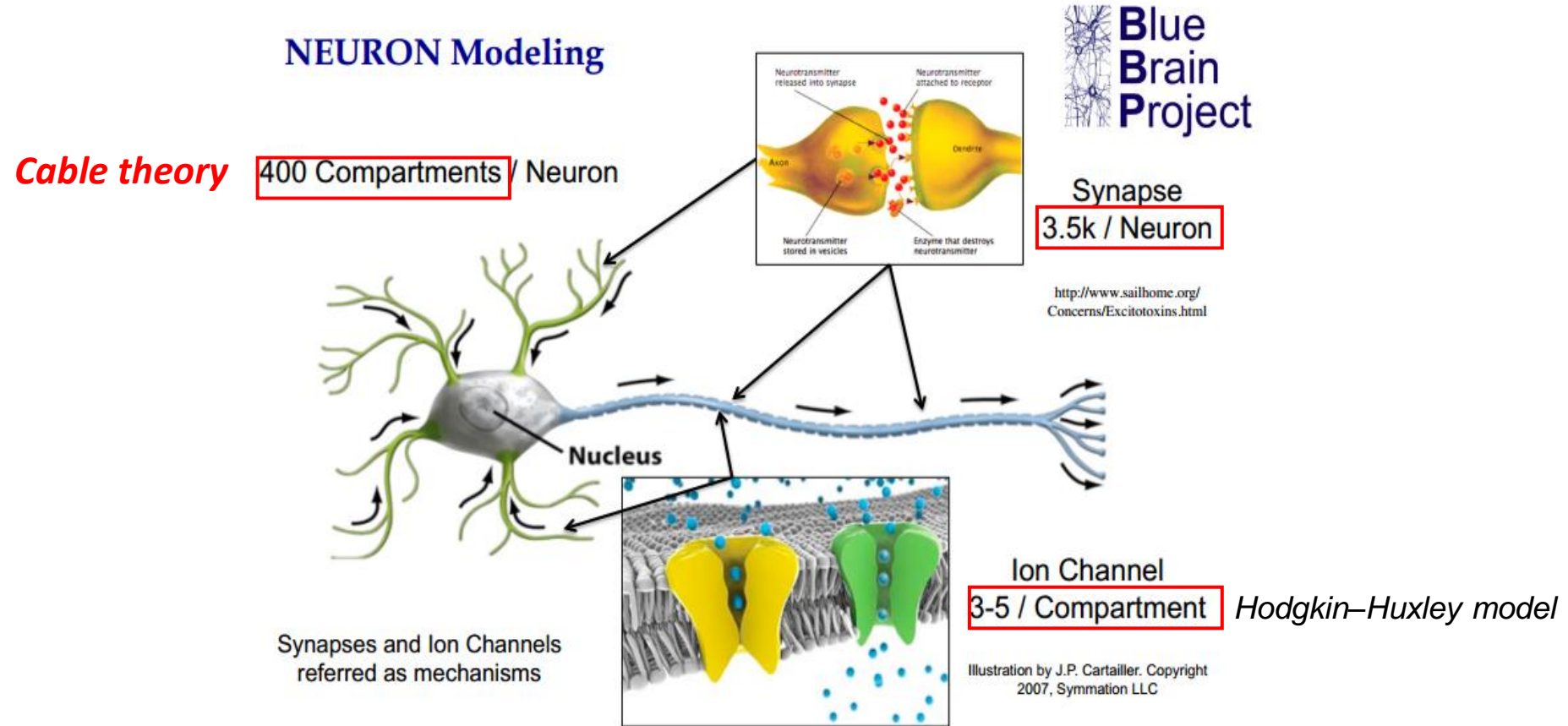
How to model a biologically detailed neuron?



$$\begin{aligned}
 C \frac{dV}{dt} &= [I_{inj} - \bar{g}_{Na} m^3 h (V - V_{Na}) - \bar{g}_K n^4 (V - V_K) - g_L (V - V_L)] \\
 \frac{dn}{dt} &= \alpha_n(V)(1 - n) - \beta_n(V)n \\
 \frac{dm}{dt} &= \alpha_m(V)(1 - m) - \beta_m(V)m \\
 \frac{dh}{dt} &= \alpha_h(V)(1 - h) - \beta_h(V)h
 \end{aligned}$$



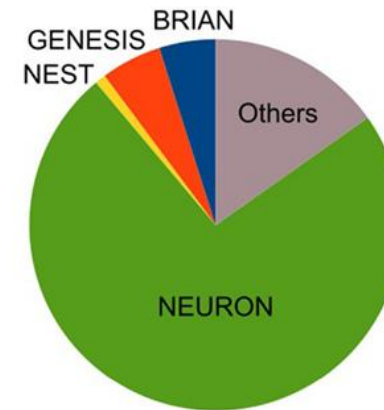
Computational Complexity of Detailed Model



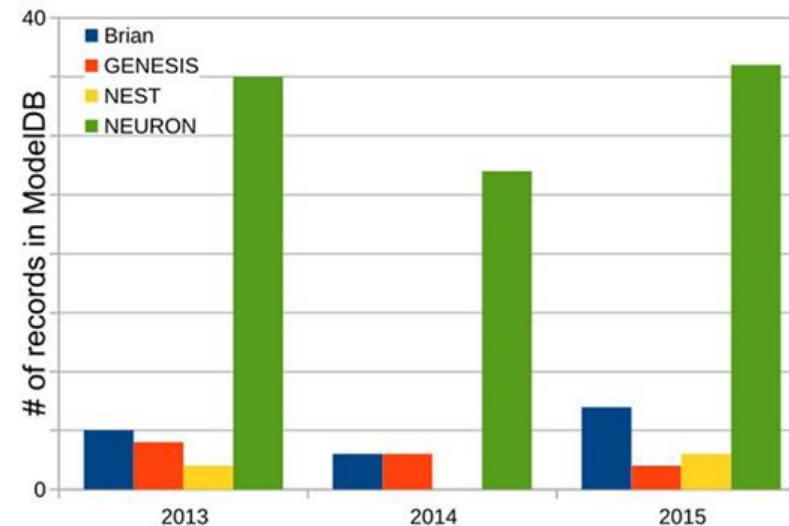
“Leveraging heterogeneous systems and deep memory hierarchies for brain tissue modeling”, Blue Brain Project

Most Popular Simulators in Neuroscience

- NEURON
 - More than 1900 papers build models on NEURON
- GENESIS
 - Classical simulator for detailed model
- CoreNEURON
 - Optimized compute engine of NEURON
 - Support single GPU simulation

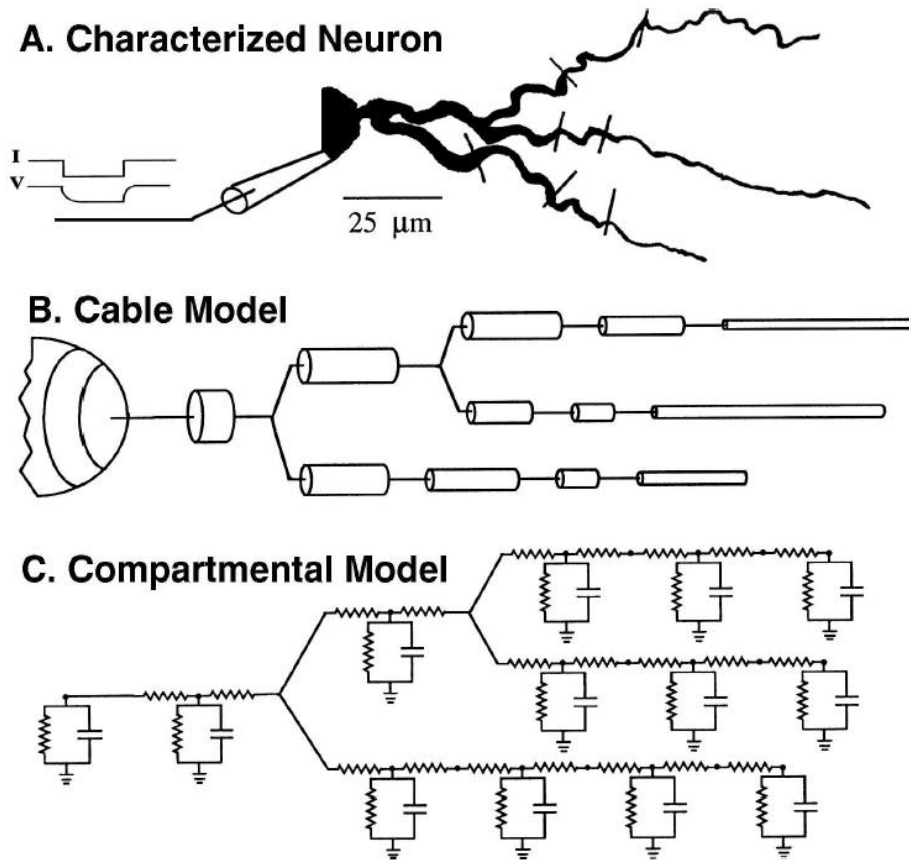


ModelDB index



Tikidji-Hamburyan R A, Narayana V, Bozkus Z, et al. Software for brain network simulations: a comparative study[J]. Frontiers in neuroinformatics, 2017, 11: 46.

Cable Equation



$$\boxed{\frac{\partial V}{\partial T}} + F(V) = \boxed{\frac{\partial^2 V}{\partial X^2}}$$

↓
Membrane voltage
changes with time

↓
Membrane voltages at
different positions
influence each other

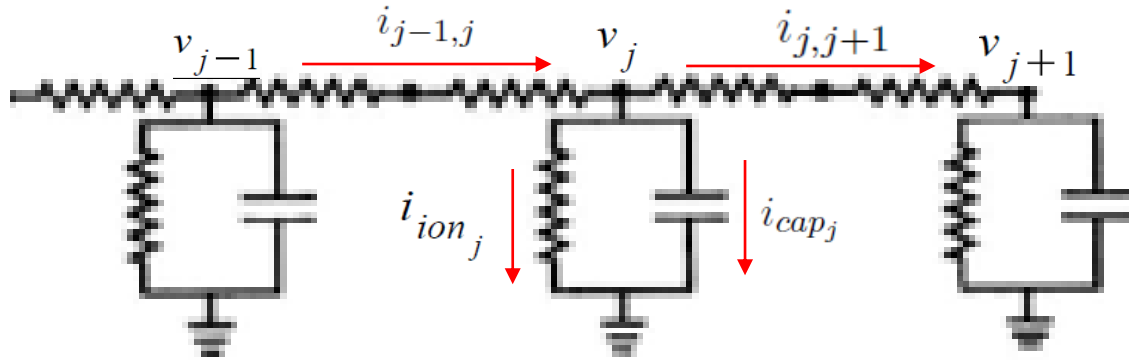
Cable Theory, Rall, 1962

Detailed Model with HH Channels

$$\frac{\partial V}{\partial T} + F(V) = \frac{\partial^2 V}{\partial X^2}$$

$$F(V) = -\bar{g}_{Na}m^3h(V - V_{Na}) - \bar{g}_Kn^4(V - V_K) - g_L(V - V_L)$$
$$\frac{dn}{dt} = \alpha_n(V)(1 - n) - \beta_n(V)n$$

Cable Equation



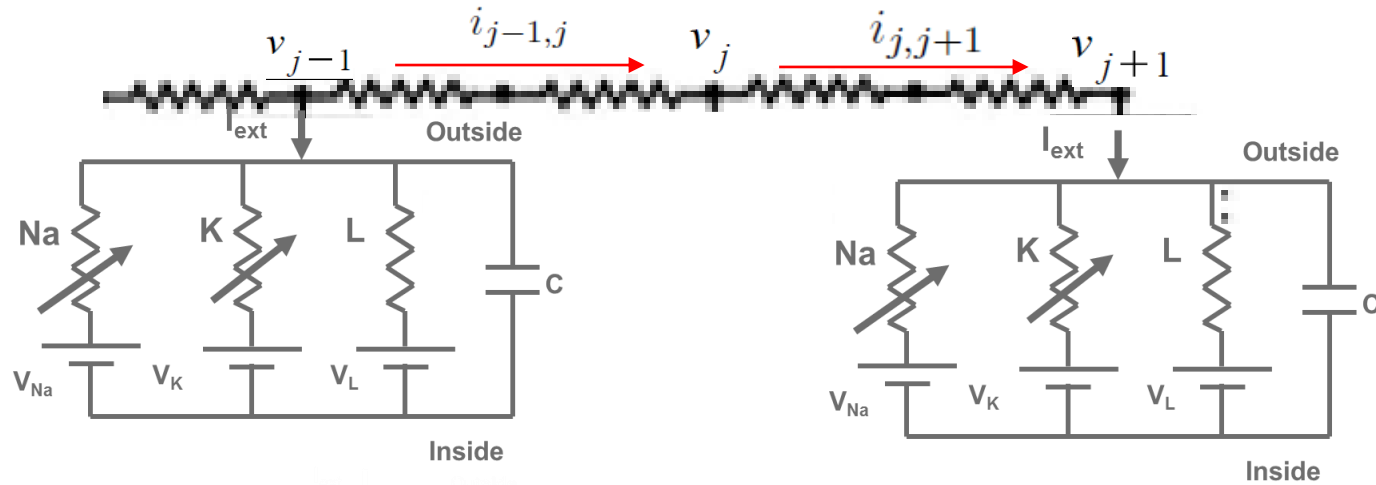
$$c_j \frac{dv_j}{dt} + i_{ion_j}(v_j, t) = \frac{v_{j-1} - v_j}{r_{j-1, k}} + \frac{v_{j+1} - v_j}{r_{j+1, k}}$$

If each compartment has length Δx and diameter d .
 its capacitance is $C_m \pi d \Delta x$
 axial resistance is $R_a \Delta x / \pi (d/2)^2$

$$C_m \frac{dv_j}{dt} + i_j(v_j, t) = \frac{d}{4 R_a} \frac{v_{j+1} - 2v_j + v_{j-1}}{\Delta x^2}$$

Finite difference method
for PDE

Cable Equation

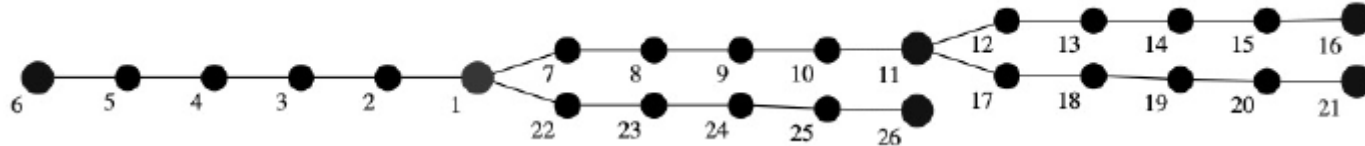


$$c_j \frac{dv_j}{dt} + i_{ion_j}(v_j, t) = \frac{v_{j-1} - v_j}{r_{j-1, k}} + \frac{v_{j+1} - v_j}{r_{j+1, k}}$$

$$i_{ion_j} = -\bar{g}_{Na} m^3 h (v_j - V_{Na}) - \bar{g}_K n^4 (v_j - V_K) - g_L (v_j - V_L)$$

$$\frac{dn}{dt} = \alpha_n(v_j)(1 - n) - \beta_n(v_j)n$$

Branched Neuron Model



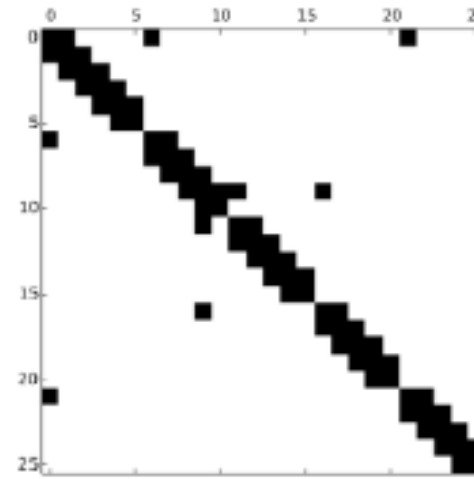
$$c_j \frac{dv_j}{dt} + i_{ion_j}(v_j, t) = \sum_k (v_k - v_j) / r_{jk}$$

Backward Euler Method

$$(\mathbf{I} - \psi \mathbf{B}' - \mathbf{G}) \mathbf{V}_j^{t+1} = \mathbf{V}_j^t$$

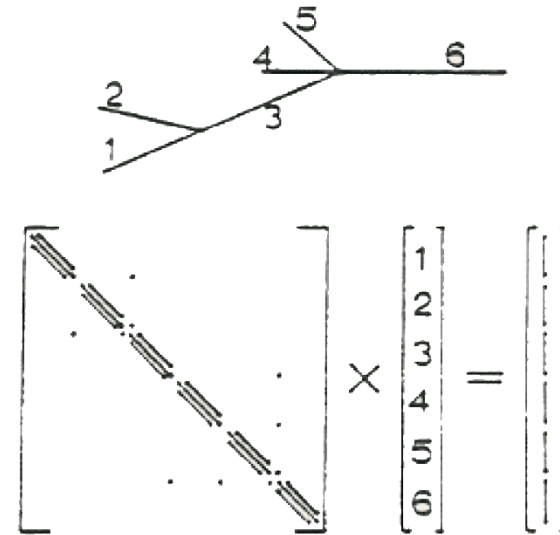
$$\mathbf{V}_j^{t+1} = (\mathbf{I} - \psi \mathbf{B}' - \mathbf{G})^{-1} \mathbf{V}_j^t$$

$\mathbf{B}' =$



Operations in single step

- Deliver events
- Setup matrix
- Solve linear equations
- Update values
- Update states



Setup matrix

```

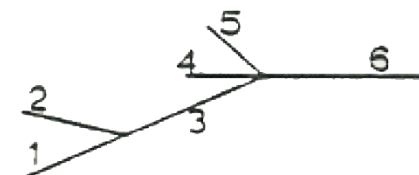
for ( _iml = 0; _iml < _cntml_actual; ++_iml) {
#else /* LAYOUT > 1 */ /*AoSoA*/
#error AoSoA not implemented.
for (;;) { /* help clang-format properly indent */
#endif
    int _nd_idx = _ni[_iml];
    _v = _vec_v[_nd_idx];
    _PRCELLSTATE_V
    ena = _ion_ena;
    ek = _ion_ek;
    _g = _nrn_current(_threadargs_, _v + .001);
    { double _dik;
double _dina;
    _dina = ina;
    _dik = ik;
    _rhs = _nrn_current(_threadargs_, _v);
    _ion_dinadv += (_dina - ina)/.001;
    _ion_dikdv += (_dik - ik)/.001;
    }
    _g = (_g - _rhs)/.001;
    _ion_ina += ina;
    _ion_ik += ik;
    _PRCELLSTATE_G
    _vec_rhs[_nd_idx] -= _rhs;
    _vec_d[_nd_idx] += _g;
}

```

```

static double _nrn_current(_threadargsproto_, double _v){double _current=0.;v=_v;{ {
    gna = gnabar * m * m * m * h ;
    ina = gna * ( v - ena ) ;
    gk = gkbar * n * n * n * n ;
    ik = gk * ( v - ek ) ;
    il = gl * ( v - el ) ;
    }
    _current += ina;
    _current += ik;
    _current += il;
} return _current;
}

```



$$\begin{bmatrix} \cdot & & & & & \\ & \cdot & & & & \\ & & \cdot & & & \\ & & & \cdot & & \\ & & & & \cdot & \\ & & & & & \cdot \end{bmatrix} \times \begin{bmatrix} 1 \\ 2 \\ 3 \\ 4 \\ 5 \\ 6 \end{bmatrix} = \begin{bmatrix} \cdot \\ \cdot \\ \cdot \\ \cdot \\ \cdot \\ \cdot \end{bmatrix}$$

Solve equations

Algorithm 1 Hines algorithm.

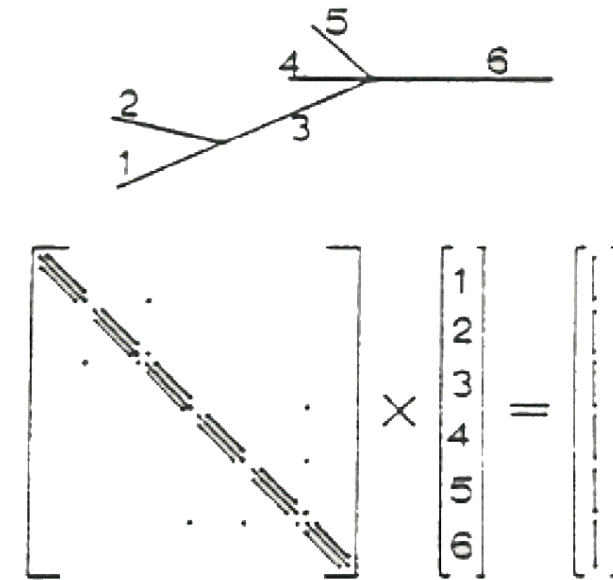
```

1: void solveHines(double *u, double *l, double *d,
2:                double *rhs, int *p, int cellSize)
3: // u → upper vector, l → lower vector
4: int i;
5: double factor;
6: // Backward Sweep
7: for  $i = \text{cellSize} - 1 \rightarrow 0$  do
8:   factor =  $u[i] / d[i]$ ;
9:    $d[p[i]] -= \text{factor} \times l[i]$ ;
10:   $\text{rhs}[p[i]] -= \text{factor} \times \text{rhs}[i]$ ;
11: end for
12:  $\text{rhs}[0] /= d[0]$ ;
13: // Forward Sweep
14: for  $i = 1 \rightarrow \text{cellSize} - 1$  do
15:    $\text{rhs}[i] -= l[i] \times \text{rhs}[p[i]]$ ;
16:    $\text{rhs}[i] /= d[i]$ ;
17: end for

```

Kernel of NEURON simulator

Similar to Thomas Method



Update values

```
static void update(NrnThread* _nt) {
    int i, i1, i2;
    i1 = 0;
    i2 = _nt->end;
#ifdef _OPENACC
    int stream_id = _nt->stream_id;
#endif
    double* vec_v = &(VEC_V(0));
    double* vec_rhs = &(VEC_RHS(0));

    /* do not need to worry about linmod or extracellular*/
    if (secondorder) {
        #pragma acc parallel loop present(vec_v[0 : i2], \
                                         vec_rhs[0 : i2]) if (_nt->compute_gpu) async(stream_id)
        for (i = i1; i < i2; ++i) {
            vec_v[i] += 2. * vec_rhs[i];
        }
    } else {
        #pragma acc parallel loop present(vec_v[0 : i2], \
                                         vec_rhs[0 : i2]) if (_nt->compute_gpu) async(stream_id)
        for (i = i1; i < i2; ++i) {
            vec_v[i] += vec_rhs[i];
        }
    }

    // update_matrix_to_gpu(_nt);

    if (_nt->tml) {
        assert(_nt->tml->index == CAP);
        nrn_cur_capacitance(_nt, _nt->tml->m1, _nt->tml->index);
    }
}
```

Update states

```
static int states ( _threadargsproto_ ) { {  
    rates ( _threadargscomma_ v ) ;  
    m = m + (1. - exp(dt*(( ( - 1.0 ) ) / mtau)))*(- ( ( ( minf ) ) / mtau ) / ( ( ( ( - 1.0 ) ) / mtau ) - m) ;  
    h = h + (1. - exp(dt*(( ( - 1.0 ) ) / htau)))*(- ( ( ( hinf ) ) / htau ) / ( ( ( ( - 1.0 ) ) / htau ) - h) ;  
    n = n + (1. - exp(dt*(( ( - 1.0 ) ) / ntau)))*(- ( ( ( ninf ) ) / ntau ) / ( ( ( ( - 1.0 ) ) / ntau ) - n) ;  
}  
    return 0;  
}
```

Solution: Backward Euler Method

$$C_m \frac{v_j^{t+1} - v_j^t}{\Delta t} = \frac{d}{4R_j} \frac{v_{j+1}^{t+1} - 2v_j^t + v_{j-1}^{t+1}}{2\Delta x^2} - g_m v_j^{t+1} \quad C_m \frac{\partial v}{\partial t} + i(v, t) = \frac{d}{4R_a} \frac{\partial^2 v}{\partial x^2}$$

$$(\mathbf{I} - \psi \mathbf{B}' - \mathbf{G}) \mathbf{V}_j^{t+1} = \mathbf{V}_j^t$$

$$\mathbf{V}_j^{t+1} = (\mathbf{I} - \psi \mathbf{B}' - \mathbf{G})^{-1} \mathbf{V}_j^t$$

$$\mathbf{B}' = \begin{bmatrix} -2 & 1 & & & \\ 1 & -2 & 1 & & \\ & \ddots & \ddots & \ddots & \\ & & 1 & -2 & 1 \\ & & & 1 & -2 \end{bmatrix}$$

Thomas Algorithm: More Efficiency

- Matrix inverse: time-consuming

$$(\mathbf{I} - \psi \mathbf{B}' - \mathbf{G}) \mathbf{V}_j^{t+1} = \mathbf{V}_j^t : \text{tridiagonal matrix equations}$$

- Thomas Algorithm: solve tridiagonal matrix equations with $O(n)$ operations

Thomas Algorithm: More Efficiency

Triangularize

$$\begin{pmatrix} b_1 & c_1 & 0 & 0 & 0 & 0 \\ a_2 & b_2 & c_2 & 0 & 0 & 0 \\ 0 & a_3 & b_3 & c_3 & 0 & 0 \\ 0 & 0 & a_4 & b_4 & c_4 & 0 \\ 0 & 0 & 0 & a_5 & b_5 & c_5 \\ 0 & 0 & 0 & 0 & a_6 & b_6 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \\ x_5 \\ x_6 \end{pmatrix} = \begin{pmatrix} r_1 \\ r_2 \\ r_3 \\ r_4 \\ r_5 \\ r_6 \end{pmatrix}$$



row2 - a2/b1 * row1

$$\begin{pmatrix} 1 & \gamma_1 & 0 & 0 & 0 & 0 \\ 0 & 1 & \gamma_2 & 0 & 0 & 0 \\ 0 & a_3 & b_3 & c_3 & 0 & 0 \\ 0 & 0 & a_4 & b_4 & c_4 & 0 \\ 0 & 0 & 0 & a_5 & b_5 & c_5 \\ 0 & 0 & 0 & 0 & a_6 & b_6 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \\ x_5 \\ x_6 \end{pmatrix} = \begin{pmatrix} \rho_1 \\ \rho_2 \\ r_3 \\ r_4 \\ r_5 \\ r_6 \end{pmatrix}$$



rowi - ai/b(i-1) * row(i-1)

$$\begin{pmatrix} 1 & \gamma_1 & 0 & 0 & 0 & 0 \\ 0 & 1 & \gamma_2 & 0 & 0 & 0 \\ 0 & 0 & 1 & \gamma_3 & 0 & 0 \\ 0 & 0 & 0 & 1 & \gamma_4 & 0 \\ 0 & 0 & 0 & 0 & 1 & \gamma_5 \\ 0 & 0 & 0 & 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \\ x_5 \\ x_6 \end{pmatrix} = \begin{pmatrix} \rho_1 \\ \rho_2 \\ \rho_3 \\ \rho_4 \\ \rho_5 \\ \rho_6 \end{pmatrix}$$

Back-Substitute

$$x_6 = \rho_6.$$

$$x_5 = \rho_5 - \gamma_5 x_6.$$

$$x_4 = \rho_4 - \gamma_4 x_5.$$

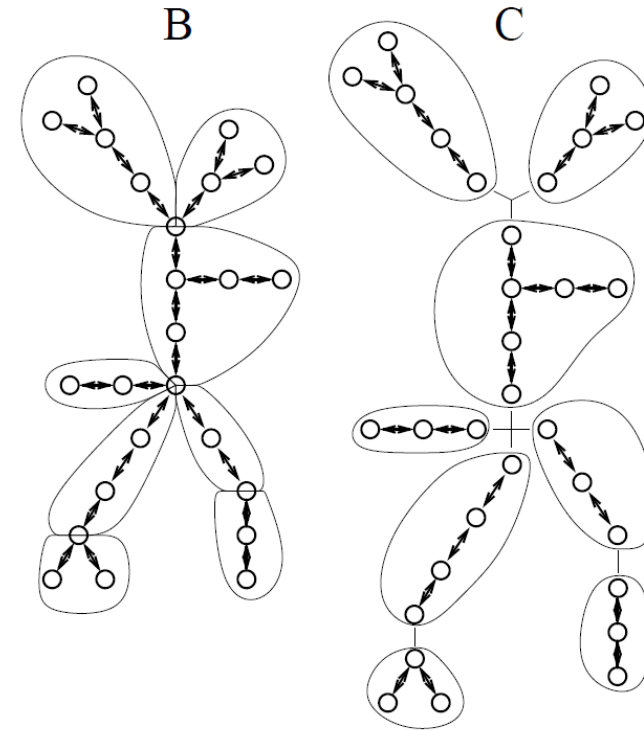
$$x_3 = \rho_3 - \gamma_3 x_4.$$

$$x_2 = \rho_2 - \gamma_2 x_3.$$

$$x_1 = \rho_1 - \gamma_1 x_2.$$

Current Progress to Speedup Simulation

- Network level:
 - Use multiple processes / threads to parallelize the computation of different neurons
- **Cell level:**
 - **Parallelize single cell computation**
 - **Main idea: parallelize computation on different branches**



Multisplit -- Hines M L et al. 2005

Related Works of Cell Parallelism

- “A parallelizing algorithm for computing solutions to arbitrarily branched cable neuron models” Michael Mascagni, Journal of Neuroscience, 1990
- solve two tridiagonal systems per branch.
 - One with the original right hand side but with the "branch point" voltage assumed zero,
 - The other with the a zero right hand side and with the "branch point" voltage assumed one.
 - Combine the results

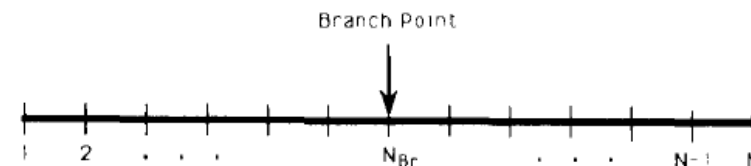


Fig. 2. The simplest branching structure with the 'branch point' identified.

Related Works of Cell Parallelism

- Multi-split: used in NEURON
 - Divide a tree into subtrees
 - Triangularize each subtree as much as possible
 - Transform tridiagonal submatrix into a submatrix in which only two end compartments affects
 - Each subtree sends equations that still contain interaction terms
 - Back substitute

