

SBML Model Report

Model name:
“Izhikevich2004_SpikingNeurons_resonator”



May 6, 2016

1 General Overview

This is a document in SBML Level 2 Version 4 format. This model was created by Enuo He¹ at July 16th 2007 at 9:41 a. m. and last time modified at February 25th 2015 at 11:16 a. m. Table 1 shows an overview of the quantities of all components of this model.

Table 1: Number of components in this model, which are described in the following sections.

Element	Quantity	Element	Quantity
compartment types	0	compartments	1
species types	0	species	0
events	4	constraints	0
reactions	0	function definitions	0
global parameters	8	unit definitions	0
rules	2	initial assignments	0

Model Notes

This a model from the article:

Which model to use for cortical spiking neurons?

Izhikevich EM. IEEE Trans Neural Netw. 2004 Sep;15(5):1063-70. [15484883](#) ,

Abstract:

We discuss the biological plausibility and computational efficiency of some of the most useful

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models of spiking and bursting neurons. We compare their applicability to large-scale simulations of cortical neural networks.

The model is according to the paper *Which Model to Use for Cortical Spiking Neurons?* Figure1(K) resonator has been reproduced by MathSBML. The ODE and the parameters values are taken from the a paper *Simple Model of Spiking Neurons* The original format of the models are encoded in the MATLAB format existed in the ModelDB with Accession number 39948

Figure1 are the simulation results of the same model with different choices of parameters and different stimulus function or events. $a=0.1$; $b=0.26$; $c=-60$; $d=-1$; $V=-62$; $u=b*V$;

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2 Unit Definitions

This is an overview of five unit definitions which are all predefined by SBML and not mentioned in the model.

2.1 Unit substance

Notes Mole is the predefined SBML unit for substance.

Definition mol

2.2 Unit volume

Notes Litre is the predefined SBML unit for volume.

Definition l

2.3 Unit area

Notes Square metre is the predefined SBML unit for area since SBML Level 2 Version 1.

Definition m²

2.4 Unit length

Notes Metre is the predefined SBML unit for length since SBML Level 2 Version 1.

Definition m

2.5 Unit time

Notes Second is the predefined SBML unit for time.

Definition s

3 Compartment

This model contains one compartment.

Table 2: Properties of all compartments.

Id	Name	SBO	Spatial Dimensions	Size	Unit	Constant	Outside
cell			3	1	litre	<input checked="" type="checkbox"/>	

3.1 Compartment cell

This is a three dimensional compartment with a constant size of one litre.

4 Parameters

This model contains eight global parameters.

Table 3: Properties of each parameter.

Id	Name	SBO	Value	Unit	Constant
a			0.10		<input checked="" type="checkbox"/>
b			0.26		<input checked="" type="checkbox"/>
c			−60.00		<input checked="" type="checkbox"/>
d			−1.00		<input checked="" type="checkbox"/>
Vthresh			30.00		<input checked="" type="checkbox"/>
i			0.00		<input type="checkbox"/>
v			−62.00		<input type="checkbox"/>
u			−16.12		<input type="checkbox"/>

5 Rules

This is an overview of two rules.

5.1 Rule u

Rule u is a rate rule for parameter u :

$$\frac{d}{dt}u = a \cdot (b \cdot v - u) \quad (1)$$

5.2 Rule v

Rule v is a rate rule for parameter v :

$$\frac{d}{dt}v = 0.04 \cdot v^2 + 5 \cdot v + 140 - u + i \quad (2)$$

6 Events

This is an overview of four events. Each event is initiated whenever its trigger condition switches from `false` to `true`. A delay function postpones the effects of an event to a later time point. At the time of execution, an event can assign values to species, parameters or compartments if these are not set to constant.

6.1 Event `event_0000001`

Trigger condition

$$v > V_{\text{thresh}} \quad (3)$$

Assignments

$$v = c \quad (4)$$

$$u = u + d \quad (5)$$

6.2 Event `event_0000003`

Trigger condition

$$((\text{time} > 280) \wedge (\text{time} < 284)) \vee ((\text{time} > 60) \wedge (\text{time} < 64)) \quad (6)$$

Assignment

$$i = 0.65 \quad (7)$$

6.3 Event `event_0000004`

Trigger condition

$$((\text{time} \geq 44) \wedge (\text{time} \leq 60)) \vee ((\text{time} \geq 64) \wedge (\text{time} \leq 280)) \quad (8)$$

Assignment

$$i = 0 \quad (9)$$

6.4 Event `event_0000005`

Trigger condition

$$((\text{time} \geq 284) \wedge (\text{time} \leq 320)) \vee (\text{time} \geq 324) \quad (10)$$

Assignment

$$i = 0 \quad (11)$$

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