



# NEST Modeling Language: A modeling language for spiking neuron and synapse models for NEST

I.Blundell, D.Plotnikov, J.M.Eppler

Software Engineering RWTH Aachen FZ Jülich

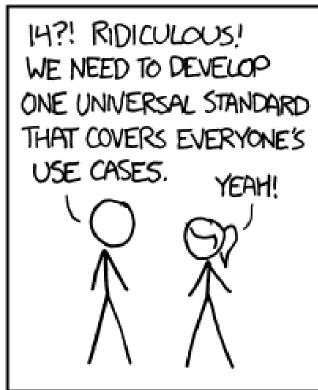


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Wait, yet another modeling language?

HOW STANDARDS PROLIFERATE: (SEE: A/C CHARGERS, CHARACTER ENCODINGS, INSTANT MESSAGING, ETC.)

SITUATION: THERE ARE 14 COMPETING STANDARDS.



S∞N:

SITUATION: THERE ARE 15 COMPETING STANDARDS.

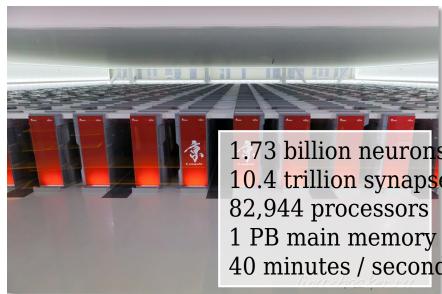
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Wait, yet another modeling language?



### The neural simulation tool NEST

- NEST is a hybrid parallel (OpenMP+MPI) simulator for spiking neural networks, written in C++, but with a Python frontend
- Neuron models are mainly point neurons and phenomenological synapse models (STDP, STP, neuromodulation)
- NEST supports large-scale models on the largest supercomputers
- Still the code also runs fine on laptops and workstations
- Get publication and source code on http://nest-simulator.org



### The zoo of models

NEST 2.10.0 has 36 neuron models built in

19 are simple integrate-and-fire models

2 are based on the Hodgkin&Huxley formalism

11 have alpha-shaped post-synaptic responses

10 use exponentially decaying post-synaptic responses

15 with current-based dynamics solved exactly

9 conductance-based neurons using different solvers plus some more exotic specimen

... and the situation gets worse each release and each new modelling study

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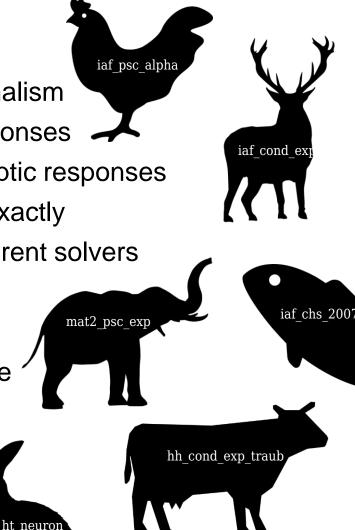
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plus some more exotic specimen

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## Creating neuron models

```
d iaf_psc_alpha::update(Time const & origin, const long_t from, const long_t to)
assert(to >= 0 && (delay) from < Scheduler::get min delay());
for ( long_t lag = from ; lag < to ; ++lag )
  // neuron not retractory

S_y3 = (V_930 *(S_y0_+ P__!e_)
+ V_P31 ex * S_y1_ex + V_P32_ex * S_y2_ex
+ V_P31_in_* S_y1_in_+ V_P32_in_* S_y2_in_
+ V_expm1_tau_m_* S_y3_+ S_y3_;
  S_y3_ = (S_y3_ < P_.LowerBound_? P_.LowerBound_: S_y3_);
  else // neuron is absolute refractory
 .. upono direpto CPSUS
S_y2_ex_ = V_.P21_ex_ * S_.y1_ex_ + V_.P22_ex_ * S_.y2_ex_;
S_.y1_ex_ *= V_.P11_ex_;
 S_.y2_in_ = V_.P21_in_ * S_.y1_in_ + V_.P22_in_ * S_.y2_in_;
S_.y1_in_ *= V_.P11_in_;
 // Apply spikes delivered in this step; spikes arriving at T+1 have
 // an immediate effect on the state of the neuron

V .weighted spikes in = B .in spikes .get value(lag);

S .y1 in += V .IPSCInitialValue * V .weighted spikes in ;
  If ( S_.y3_ >= P_.Theta_)
  set spiketime(Time::step(origin.get steps()+lag+1));
   network()->send(*this, se, lag);
 // set new input current
S_.y0_ = B_.currents_.get_value(lag);
 B_.logger_.record_data(origin.get_steps() + lag);
```

- 1. Copy & paste
- 2. Modify parts of the code
- 3. Ideally adapt the comments ;-)
- 4. Add to Makefiles
- 5. Re-compile and test
- 6. Goto 2...

```
void nest;:laf cond alpha::update(Time const & origin, const long t from, const long t to)
 assert(to >= 0 && (delay) from < Scheduler::get_min_delay());
assert(from < to);
 for (long t lag = from; lag < to; ++lag)
  double t = 0.0;
   // numerical integration with adaptive step size control:
     // gsl_odeiv_evolve_apply performs only a single numerical
    // integration step, starting from t and bounded by step;
// the while-loop ensures integration over the whole simulation
     / step (0, step) if more than one integration step is needed due
   // step (U. step) if more than one integration step is needed due 
// to a small integration step size; // note that (t-integrationStep > step) leads to integration over 
// to, step) and afterwards setting t to step, but it does not 
// enforce setting integrationStep to step-t this is of advantage 
// for a consistent and efficient integration across subsequent
    // simulation intervals while ( t < B_.step_ )
      const int status = gsl_odely_evolve_apply(B_,e_,B_,c_,B_,s_,
&B__sys____//system of ODE
&t.____// from t
B__step___// to t<= step
&B__integrationStep__// integration step size
$_.yl; // neuronal state
     if ( status != GSL SUCCESS )
          hrow GSLSolverFailure(get_name(), status);
  if ( S_.r )
{// neuron is absolute refractory
        S_y[State_::V_M] = P_.V_reset; // clamp potential
      // neuron is not absolute refractory if ( S_.y[State_::V_M] >= P_.V_th )
    {
S_.r = V_.RefractoryCounts;
S_.y[State_::V_M] = P_.V_reset;
     // Iog spike with Archiving Node
     set_spiketime(Time::step(origin.get_steps()+lag+1));
  S_y[State ::DG_INH] += B_.spike_exc_.get_value(lag) * V_.PSConlnit_E;
S_y[State ::DG_INH] += B_.spike_inh_.get_value(lag) * V_.PSConlnit_I;
  // set new input current
B_.I_stim_ = B_.currents_.get_value(lag);
   B_logger_record_data(origin.get_steps() + lag);
```

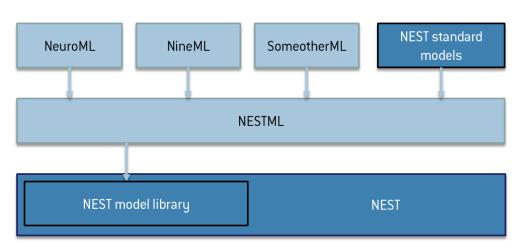
## **NESTML**

The current process for model creation and the diversity leads to problems

- Copy & paste leads to errors and bad maintainability
- Implementation by non-programmers, often by trial and error

### Basic NESTML features

- Semantic model checking and automatic choice of solver
- Automatic adaptation to new API versions
- Library for commonly used neuron dynamics and synaptic responses
- Ease of use



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end

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# Introductory Example: An IaF PSC model with alpha shape

Fist class domain neuron iaf neuron: concepts state: y0, y1, y2, V m mV [V m >= -99.0]# Membrane potential alias V rel mV = V m + E L end function set V rel (v mV): SI Units V m = v - E Lend parameter: # Capacity of the membrane. C mpF = 250 [Cm > 0]end Gaurds internal: = resolution() h ms P11 real = exp(-h / tau syn)P32 real = 1 / C m \* (P33 - P11)/ (-1/tau m - -1/tau syn)

```
input:
    spikeInh <- inhibitory spike</pre>
    spikeExc <- excitatory spike</pre>
    currentBuffer <- current</pre>
  end
  output: spike
  dynamics timestep(t ms):
    if r == 0: # not refractory
      V m = P30 * (y0 + I e) + P31 *
            v1 + P32 * y2 + P33 * V m
    else:
      r = r - 1
    end
    # alpha shape PSCs
    V m = P21 * y1 + P22 * y2
    v1 = v1 * P11
    v0 = currentBuffer.getSum(t);
  end
end
```

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## Major Building blocks Blocks 1/2

### State block

- Variables describing the neuron's state
- alias to express a dependency (also in another block possible)

### Parameter block

- Values adjustable during instantiation
- Guard checks

#### Internal

Capture helper variables

# state: V\_m mV [V\_m >= -99.0] # Membrane potential alias V\_rel mV = V\_m + E\_L

```
internal:
```

end

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# Major Building blocks Blocks 2/2

- Neuron's dynamic is modelled in a predefined dynamics function
  - timestamp, event based

- Auxiliary helper functions
- Buffers:
  - First-order language concept
  - Semantic checks

```
end
end

function set_V_rel(v mV):
    V_m = v - E_L
end

input:
    spikeInh <- inhibitory spike
    spikeExc <- excitatory spike
    cur <- current
end</pre>
```

dynamics timestep(t ms):

else:

r = r - 1

output: spike

ODE:

if r == 0: # not refractory

V m = P30 \* (y0 + I e) ...

ODE Blocks

Dynamics can be defined declaratively

G := E/tau\_syn) \* t \* exp(-1/tau\_syn\*t)
d/dt V := -1/Tau \* V + 1/C\_m \* G + I\_e + cur
end

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# An IaF PSC model with alpha shape ODE Approach

end

```
neuron iaf neuron:
  internal:
        ms = resolution()
    P11 real = exp(-h / tau syn)
    P32 real = 1 / C m * (P33 - P11)
               / (-1/tau m - -1/tau syn)
  end
  dynamics timestep(t ms):
    if r == 0: # not refractory
      V m = P30 * (y0 + I e) + P31 *
            z1 + P32 * v2 + P33 * v3
    else:
      r = r - 1
    end
    # alpha shape PSCs
    V m = P21 * y1 + P22 * V m
    v1 = v1 * P11
  end
end
```

```
neuron iaf neuron ode:
internal:
            = resolution()
  h
       ms
end
                              Current equations
dynamics timestep(t ms):
  if r == 0: # not refractory
     ODE:
       G := E/tau syn) * t * exp(-1/tau syn*t)
       d/dt V:=-1/Tau * V + 1/C m * G + I e_ +cur
     end
                      Membran potential
  else:
    r = r - 1
  end
 end
```

# Model cross-referencing

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```
Imports a component
import PSPHelpers
                                                 component PSPHelpers:
                                                   state:
                                                     - y0, y1, y2, V m mV [V m >= -99]
neuron iaf neuron:
                             Uses/imported
                                                     alias V rel mV = y3 + E L
  use PSPHelpers as PSP
                                                   end
                             component
  dynamics timestep(t ms):
                                                   function computePSPStep(t ms):
                                                     if r == 0: # not refractory
    PSP.computePSPStep(t)
                                                       y3 = P30 * (y0 + I e) + P31 *
    # alpha shape PSCs
                                                             v1 + P32 * v2 + P33 * v3
    y2 = P21 * y1 + P22 * y2
    y1 = y1 * P11
                                                     else:
  end
                                                       r = r - 1
                                                     end
  . . .
                                                   end
end
                                                 end
```

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## MontiCore Language Workbench

- Opensource and free github project
- Grammar based
- Definition of modular language fragments
- Assistance for analysis, transformations
- Generates: parsers, symbol tables, language processing infrastructure



- independent language development
- composition of languages and tools
- Language extension
- Language inheritance (allows replacement)
- Quick definition of domain specific languages (DSLs)
  - by reusing existing languages
  - variability in syntax, context conditions, generation, semantics



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# Language Architecture of NESTML

NESTML
Nest Modeling Language
Description of the neuron models



# Precedural Language:

Description of the imperative parts (e.g. definition of the dynamics function)

### **ODEDSL**

Definition of Ordinary Differential Equations

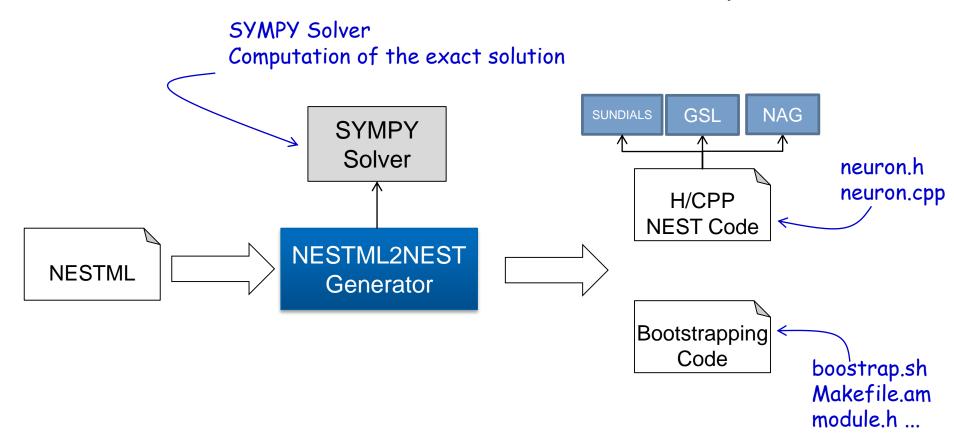
#### UnitDSL:

definition and automatic conversion of physical units

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## Generator Architecture for NEST

- Templated based code generation
  - Based on well founded mathematical theory
- Traceable model transformations
  - After transformations altered NESTML model is produced



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# For Comfort: Editor in Eclipse for NESTML

👄 iaf\_neuron.nestml 🛭 🕽 🗐 📵 Resource - NEST/iaf\_neuron package codegeneration.iaf cond alpha implicit module: neuron iaf cond alpha implicit neuron: Resource - NEST/iaf\_neuron.nestml - Eclipse Platform Project Explorer 

□ state: V m real = 0DGI real = 1**▼** NEST Project Explorer 

□ iaf\_neuron.nestml ⊠ GI real = 1iaf neuron.nestml neuron iaf\_cond\_alpha\_implicit neuron: DGE real = 1▼ DEST GE real = 1V m real = 0iaf\_neuron.nestml  $\overline{DGI}$  real = 1 - r integer GI real = 1 DGE real = 1GE real = 1- r integer V th mV = -55.0# Threshold Potential in mV V reset mV = -60.0# Reset Potential in mV t ref ms = 2.0 # Refractory period in ms  $g_L ms = 16.6667$ # Leak Conductance in nS C = pF = 250.0# Membrane Capacitance in pF ■ Outline 
 □ Task List alias Tau ms = (1 / g L) \* C mV reversalE mV = 0 # Excitatory reversal Potential in mV V reversalI mV = -85.0 # Inhibitory reversal Potential in mV # Leak reversal Potential (aka resting potential) in mV E L mV = -70.0tau synE ms = 0.2 # Synaptic Time Constant Excitatory Synapse in ms state tau synI ms = 2.0 # Synaptic Time Constant for Inhibitory Synapse in ms parameter # Constant Current in pA I e pA = 0set\_Tau internal function set Tau(v ms): input dynamics internal: ⊞ Outline 
☐ Task List h ms = resolution() # Impulse to add to DG EXC on spike arrival to evoke unit-amplitude  $\nabla$ iaf cond alpha implicit neuron state parameter set Tau internal input dynamics

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## **Current State and Future Work**

- Open-source github project
- First evaluation during a community workshop
  - Participant wrote NESTML models and ran them in NEST under 30 minutes
  - Also without preliminary experience with NEST or NESTML
- Publication: NESTML: a modeling language for spiking neurons
  - (to appear in spring 2016)
- Support for:
  - Explicit solvable models
    - E.g. PSC models in the NEST context
  - Numerical solvers
    - For now the GSL solver is already integrated
- New modeling concepts and optimisations
  - E.g. struct of arrays
  - Multi-compartment models
- Targeting new platforms
  - GPU
  - SpiNNaker

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Backup

# **ODE Processing Workflow**

d/dt V === -1/Tau \* V + 1/C m \* G

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```
G ===(E/tau_syn) * t * exp(-1/tau_syn*t)
```

```
Text

...

h*exp(-h/tau_in)# P10

exp(-h/tau_in)# P11

...
```

SymPy

For the ODE a SymPy-Solver is generated and executed.

internal:

**NESTML** 

The matrix is parsed and a new NESTML Model with the solution matrix is created

P10 = h\*exp(-h/tau\_in)
P11 = exp(-h/tau\_in)
...
end



## SI Units Specification

Größen-Name	Größen-Zeichen	Einheiten-Name	Einheiten-Zeichen
Länge	l	Meter	m
Masse	$\mathbf{m}$	Kilogramm	kg
$\operatorname{Zeit}$	t	Sekunde	S
Stromstärke	I	Ampere	A
Temperatur	${ m T}$	Kelvin	K
Stoffmenge	n	$\operatorname{Mol}$	$\operatorname{mol}$
Lichtstärke	$I_V$	Candela	$\operatorname{cd}$

Every another unit is defined as a combination of base units:

$$Q = L^{\alpha} \cdot M^{\beta} \cdot T^{\gamma} \cdot I^{\delta} \cdot \Theta^{\varepsilon} \cdot N^{\zeta} \cdot J^{\eta}$$

E.g. volt is defined as.

$$V = m^2 \cdot kg \cdot s^{-3} \cdot A^{-1} \cdot K^0 \cdot mol^0 \cdot cd^0$$