

INTRODUCTION TO ARBOR What's new and demonstration

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WHAT IS ARBOR?

Arbor is a library for implementing performance portable network simulations of multi-compartment neuron models.

- Simulate large networks of morphologically-detailed, spiking neurons
- Library: you control your program/workflow. Interoperable.
- Portable: scientific description is separate from execution instructions.
 E.g. run one scientific description on laptop CPU, GPU cluster or future hardware.
- Performance portable: add optimized backends for new computer architectures. Currently supported:
 - Distributed parallelism using MPI
 - CUDA backend for NVIDIA and AMD GPUs
 - Vectorized backends for x86-64 (KNL, AVX, AVX2) and Arm64 (NEON, SVE) intrinsics
- Executes on all HPC systems in the HBP (and outside).





WHO IS ARBOR?

Open development style through Github

- Issues, PR workflow, Discussions, Slack/Gitter
- Code quality: PR review, unit testing, CI at Github and CSCS

Core contributors

- Ben Cumming
- Nora Abi Akar
- Fabian Bösch
- Simon Frasch
- Lukas Drescher
- Anne Küsters
- Thorsten Hater
- Brent Huisman

Website: arbor-sim.org









ARBOR STATUS

- Latest release: v0.6
- 48 Github forks, 69 Github stars
- 1400+ commits to main branch
- loc: C++: 157k, Python: 13k, reStructuredText: 21k
- 26 contributors, from 9+ institutions

Ongoing collaborations:

- FIPPA extend Arbor by key plasticity processes to simulate and analyze the long-term adaptive dynamics of large-scale, morphologically-detailed neuronal networks
- Arborio large-scale model of the inferior olive of the cerebellar complex as a case study
- LFPy Arbor as backend
- Co-simulation Nest, Elephant, TVB

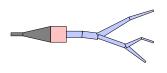




BUILDING ARBOR

begins with the computational model of neurons

- Arbor simulates networks of multicompartment neurons
- Neurons: approximated by axonal delay, synaptic functions and a set of cables connected in a tree.



- Cables: characterized as electrical compartments (frustums) composed of ion channels, cable resistance and capacitance.
- Neurons represented as sparse, close-to-band matrices to be solved (e.g. by Hines solver) against known current states due to synaptic conductance.
- Network and spike exchange between neurons at synapses are represented by concatenations of matrices.





USER DESIGN

Describe the neuroscience first ...

Cells

- Cells represent the smallest model to be simulated
- Cells are the smallest unit of work distributed across processes
- Types:
 - Cable cells
 - Leaky integrate-and-fire cells
 - Spiking cells
 - (Benchmark cells)

Recipes

- Recipes describes models in a cell-oriented manner and supplies methods to:
 - Map global cell identifier gid to cell type
 - Describe cells (Cable cell 123, what is it's morphology?)
 - List all connections from other cells that terminate on a cell
- Advantage: parallel instantiation of cell data





USER DESIGN

... then translate it into execution.

Cell groups

- Cell groups represent a collection of cells of the same type together with implementation of their simulation
- Partitioning into cell groups provided by decomposition
- A simulation manages instantiation of model and scheduling of spike exchange as well as integration for each cell group

Mechanisms

 In a recipe, mechanisms are specifications of ion channel and synapse dynamics. Advantage: parallel instantiation of cell data.

Implementations of mechanisms:

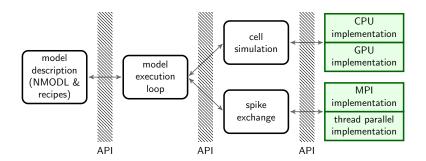
- Hand-coded for CPU/GPU execution
- A translator (modcc) compiles a subset of NMODL to architecture-optimized vectorized C++ or CUDA
- Soon: Arblang





INTERNAL DESIGN

Programming interface ensures extensibility



Components can be substituted according to the internal API.





DESIGN

Summary

Arbor internal model:

- Internal API decouples model description, execution, spike exchange and cell simulation
- Computational work is hidden in pluggable backends, allowing automatic generation for different architectures

User models are composed of:

- Cells representing the smallest unit of computation
- Recipes representing a parallelizable set of neuron construction and connections
- Mechanisms representing ion channel and synapse dynamics





INTEROPERABILITY, PORTABILITY AND EXTENSIBILITY

Why are they relevant to a computational neuroscientist?

- Why a library?
 - Makes Arbor interoperable with other tools and your way of working.
- What is portability?
 - Write your science and let Arbor worry about how to efficiently execute it.
- What is performance portability?
 - You can extend Arbor to take advantage of new hardware without having to modify your scientific description. Your scientific description will continue to work.





WHAT'S NEW?

- Expanded set of tutorials
- CI significantly expanded
 - Automated building of Python and Spack packages
 - Soon: Ebrains CD
- File format compatibility: cell morphologies
 - SWC
 - NeuroML
 - Neurolucida ASCII.
 - Arbor Cable Cell
- Arbor GUI github.com/arbor-sim/gui
 - Focussed on cell design, decoration
 - Can run single cell model simulations





WHAT'S COOKING?

- nmlcc: use NeuroML mechanisms, networks and cell descriptions.
- Arbor mechanism description language (codename ARBLANG)
 - Declarative
 - Simple, extendable and maintainable
- Crack the nut of distributed gap junctions
 - MSc investigates Wave Relaxation method
 - Arborio is investigating multi-GPU cell groups
- Implement synaptic plasticity, synaptic scaling, and structural plasticity
 - FIPPA
- LFP estimation
 - Arborio





WRAP UP

Questions?

Web: arbor-sim.org

Docs: docs.arbor-sim.org

■ Community: github.com/arbor-sim/arbor/discussions

Chat: gitter.im/arbor-sim/community

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DEMO TIME!

We'll be doing the network ring tutorial:

```
docs.arbor-sim.org/en/latest/tutorial/network_ring.html
```

- You can follow along locally
 - pip install arbor pandas seaborn
 - wget
 https://github.com/arbor-sim/arbor/raw/v0.6/python/example,
- or connect at Google Colab / Ebrains Lab
 - Right click on Raw, choose Save As:
 - https://gist.github.com/brenthuisman/7cbe4ddd43af5816d6d1a
 - Import into Colab/Lab



