

SpiNNaker-based implementation of visual systems

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Chapter 1

Introduction

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1.1 Neural codes and vision

1.2 Common cameras as spike train sources

Chapter 2

Neural models and spike codes

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2.1 Introduction

2.2 Neurons and responses

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Chapter 3

Retinal models and their implementation

3.1 Introduction

3.2 Retinal structure

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Chapter 4

Neuromorphic hardware/SpiNNaker

- 4.1 Introduction**
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Rank-ordered encoded image benchmarking

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Chapter 6

Conclusions and plans

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6.1 Conclusion

6.2 Further work

6.3 Plans for second and third year

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