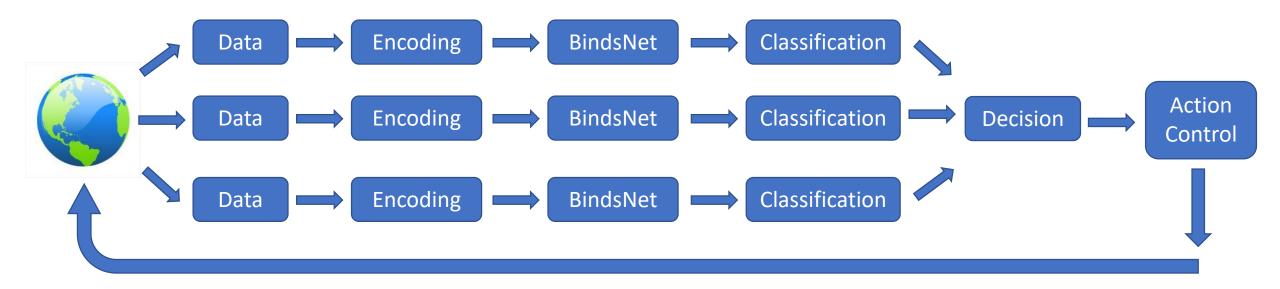
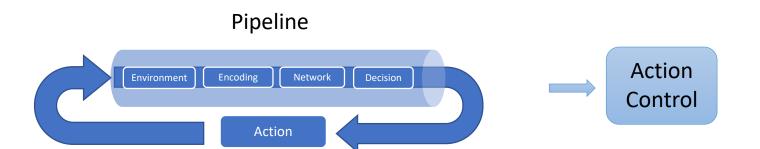


BindsNet Control of the Control of t		
•	Interface	Collection of functions that transmit commands and retrieve information from the platform below:
	• SEGA	SEGA
	• ATARI	ATARI
•	Datasets	Collection of function that can interface to various of datasets
	• MNIST	Interface to a MNIST dataset
	 Other dynamic time driven data 	Interface to other dynamic time driven data
•	Encoding	Function related to encode given data in different time domain distribuends
	• Poisson	Encode data in a Poisson distribution
	Bernoulli	Encode data in a Bernoulli distribution
•	Network	Contain the objects that require to create a spiking neuronal network
	• Nodes	Basic unit object
	• Input	Input unit
	Mcculloch pitts	Mcculloch pitts unit that summarize the input and spike according to a threshold
	IF and LIF	(Leaky and fire) and (Leaky integrate and fire) units
	• Izhikevich	Izhikevich style neuron
	Izhikevich + Metabolism	Izhikevich style + Metabolism equation for energy consumption.
	• Connection	Connection between the basic units
	• Simple	Group of simple connections type
	One to one	Simple one to one
	Adaptive Learning	Group of adaptive learning connections type
	• STDP	Adaptive connection using STDP rule
	Hebbian	Adaptive connection using Hebbian rule
	Gradient Descent	Adaptive connection using Gradient Decent rule
	• Monitor	Object that monitor any requested parameters and variable that under the network object
•	Analysis	Contains functions that analysis the results statistically and display the activity of the network
	• Plots	Function related to plot activity of the network
	Statistical function	Statistical function that can be apply on every object
•	Evaluation	Contains functions that evaluate the spikes train and classified the activity of the network
	Confidence level	Decision based on history of voting for each cell
	N gram	Decision based on the N order of spikes in the spike train







BindsNET	
—network	contains the Network object and submodules for network components
Network	spiking neural network; responsible for coordination of neurons and connections
—nodes	groups of neurons of arbitrary size and dimensionality
—Input	neurons with user-specified spiking activity
—McCullochPittsNodes	implements the McCulloch-Pitts neuron model
—- IFNodes	implements the integrate-and-fire (IF) neuron model
—LIFNodes	implements the leaky integrate-and-fire (LIF) neuron model
IzhikevichNodes	implements the Izhikevich neuron model
—topology	connectivity between groups of neurons
—Connection	all-to-all connectivity between neurons (dense weight matrix)
—SparseConnection	sparse connectivity between neurons (sparse weight matrix)
Conv2dConnection	two-dimensional convolution of presynaptic neurons (convolutional weight kernels)
monitors	record time-varying state variables of arbitrary objects.
—Monitor	record state variable(s) from a single BindsNET object
—Network Monitor	record state variable(s) from all components of a Network
—environment	reinforcement learning environments
GymEnvironment	thin wrapper of the gym RL environments library
—DatasetEnvironment	thin wrapper around arbitrary dataset for use in pipeline
—datasets	downloading, pre-processing, and iteration over popular ML datasets
MNIST	handwritten digits dataset (28x28, 60K train, 10K test)
CIFAR-10	10-class natural image dataset (32x32x3, 50K train, 10K test)
CIFAR-100	100-class natural image dataset (32x32x3, 50K train, 10K test)
encoding	conversion of numerical data into binary spikes
bernoulli	conversion of non-negative data into Bernoulli-distributed spikes
—poisson	conversion of non-negative data into spikes with exponentially-distributed inter-arrival times
rank_order_coding	conversion of non-negative data into one spike per neuron with times inversely proportional to intensity
—learning	methods for updating connection parameters of topology objects
hebbian	methods for updating connection parameters of topology objects
post_pre	simple STDP rule based on pre- and post-synaptic neural activity
m_stdp	reward-modulated STDP rule
└─m_stdp_et	reward-modulated STDP rule with eligibility trace
—pipeline	contains Pipeline object and feedback functions
Pipeline	smoothly integrates a network, environment, and encoding and feedback functions
action	functions for mapping network activity to actions in an environment
—select_random	selects random action in action space
select_multinomial	samples an action from a probability distribution parametrized by a vector of spikes
—evaluation	quantification of SNNs as machine learning models
assign_labels	assign data labels to neurons based on their spiking activity on trainin data
—all_activity	classify data using spikes and labels from all neurons
proportion_weighting	weigh spikes from neurons by the proportion of spiking activity per data label
	tools for assessing state and evolution of network components
—plotting	online (during simulation) plotting functions
-visualization	offline (after simulation) plotting functions
models DiehlAndCook2015	network architectures from the spiking neural networks literature
— DienianaCookzu15	SNN trained to classify data using STDP and a competitive mechanism

