

# MIIND : A Model-Agnostic Simulator of Neural Populations

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## 2 ABSTRACT

3 MIIND is a software platform for easily and efficiently simulating the behaviour of interacting  
4 populations of neurons governed by any 1D or 2D dynamical system. The simulator is entirely  
5 agnostic to the underlying neuron model of each population and provides an intuitive method for  
6 controlling the amount of noise which can significantly affect the overall behaviour. A network  
7 of populations can be set up quickly and easily using MIIND's XML-style simulation file format  
8 describing simulation parameters such as how populations interact, transmission delays, post-  
9 synaptic potentials, and what output to record. During simulation, a visual display of each  
10 population's state is provided for immediate feedback of the behaviour and population activity  
11 can be output to a file or passed to a Python script for further processing. The Python support  
12 also means that MIIND can be integrated into other software such as The Virtual Brain. MIIND's  
13 population density technique is a geometric and visual method for describing the activity of each  
14 neuron population which encourages a deep consideration of the dynamics of the neuron model  
15 and provides insight into how the behaviour of each population is affected by its neighbourhood.  
16 By utilising GPU architecture, MIIND performs comparably or better than current direct simulation  
17 solutions for large population networks. It can be used to build neural systems that bridge the  
18 scales between an individual neuron model and a population network. This allows researchers  
19 to maintain a plausible path back from mesoscopic to microscopic scales while minimising the  
20 complexity of managing large numbers of interconnected neurons. In this paper, we introduce the  
21 MIIND system, its usage, and provide implementation details where appropriate.

22 **Keywords:** Simulator, Neural Population, Population Density, Software, Python, Dynamical Systems, Network, GPU

## 1 INTRODUCTION

### 23 1.1 Population-Level Modeling

24 Structures in the brain at various scales can be approximated by simple neural population networks based  
25 on commonly observed neural connections. There are a great number of techniques to simulate the behavi-  
26 our of neural populations with varying degrees of granularity and computational efficiency. Techniques  
27 which simulate the individual behaviour of neurons such as in NEST (Gewaltig and Diesmann, 2007),  
28 or the neuromorphic system SpiNNaker (Furber et al., 2014), can simulate the most granular population  
29 models because neurons can be individually parameterised and connections can be heterogeneous. This  
30 is particularly useful for analysing information transfer such as edge detection in the visual cortex. They  
31 can also be used to analyse so called finite-size effects where population behaviour only occurs as a result  
32 of a specific realisation of individual neuron behaviour. There are, however, performance limitations on  
33 very large populations in terms of both computation speed and memory requirements for storing the spike  
34 history of each neuron.

35

36 At a less granular level, rate-based techniques are a widely used practice of modeling neural activity with  
37 a single variable, whose evolution is often described by first-order ordinary differential equations, which  
38 goes back to Wilson and Cowan (1972). The Virtual Brain (TVB) uses these types of models to represent  
39 activity of large regions (nodes) in whole brain networks to generate efficient simulations (Sanz Leon et al.,  
40 2013; Jirsa et al., 2014). TVB demonstrates the benefits of a rate based approach with the Epileptor neural  
41 population model yielding impressive clinical results (Proix et al., 2017). The Epileptor model is based  
42 on the well known Hindmarsh-Rose neuron model (Hindmarsh and Rose, 1984). However, the behaviour  
43 of this and other rate based models is defined at the population level instead of behaviour emerging from  
44 a definition of the underlying neurons. Therefore, these models have less power to explain simulated  
45 behaviours at the microscopic level.

46

47 Between these two extremes of granularity is a research area which bridges the scales by deriving popula-  
48 tion level behaviour from the behaviour of the underlying neurons. So called population density techniques  
49 (PDTs) have been used for many years (Knight et al., 1996; Omurtag et al., 2000). Recent work by Carlu  
50 et al. (2020) shows how the transfer function of a neuron model or even an experimental neural recording  
51 can be used to approximate the response from a population. The response can be calculated analytically  
52 (although a numerical pre-processing step is required) so the approach is highly efficient. Because of the  
53 reliance on the transfer function, however, populations of neurons with more complex behaviours, such as  
54 bursting, require a different technique. The software we present here, MIIND, enables the simulation of  
55 population dynamics for large groups of individual objects driven by deterministic dynamics which are  
56 also subject to noise. The noise is usually assumed to be shot noise, but can be non-Markovian (Lai and  
57 de Kamps, 2017). It contains a number of features that make it particularly suitable for dynamical systems  
58 representing neuronal dynamics, such as an adequate handling of boundary conditions that emerge from the  
59 presence of thresholds and reset mechanisms, but is not restricted to neural systems. The dynamical systems  
60 can be grouped in large networks, which can be seen as the model of a neural circuit at the population level.

61

62 The key idea behind MIIND is shown in Fig. 1A. Here, a population of neurons is simulated. In this case,  
63 the neurons are defined by a conductance based leaky-integrate-and-fire neuron model with membrane  
64 potential and state of the conductance as the two variables. A neuron's evolution through state space is  
65 given by a two-dimensional dynamical system. The positions of individual neurons change in state space,

both under the influence of the neuron's endogenous dynamics as determined by the dynamical system and of spike trains arriving from neurons in other populations, which cause rapid transitions in state space that are modeled as instantaneous jumps. For the simulation techniques mentioned earlier involving a large number of individual model neuron instances, a practice that we will refer to as Monte Carlo simulation, the population can be represented as a cloud of points in state space. The approach in MIIND, known as a population density technique (PDT) models the probability density of the cloud, shown in Fig. 1 as a heat map, rather than the behaviour of individual neurons. The threshold and reset values of the underlying neuron model are visible in the hard vertical edges of the density in Fig. 1A. In Fig. 1B, the same simulation approach is used for a population of Fitzhugh-Nagumo neurons (Nagumo et al., 1962; FitzHugh, 1961). The Fitzhugh-Nagumo model has no threshold-reset mechanism and so there are no vertical boundaries to the density. As well as being informative in themselves, common population metrics such as average firing rate and average membrane potential can be quickly calculated from these density functions.

## 1.2 The Case for Population Density Techniques

Why use this technique? Omurtag et al. (2000); Nykamp and Tranchina (2000); Kamps (2003); Iyer et al. (2013) have demonstrated that PDTs are much faster than Monte Carlo simulation for 1D models; De Kamps et al. (2019) have shown that while speed is comparable between 2D models and Monte Carlo, memory usage is orders of magnitude lower because no spikes need to be buffered, which accounts for significant memory use in large-scale simulations. In practice, this may make the difference between running a simulation on an HPC cluster or a single PC equipped with a general purpose graphics processing unit (GPU).

Apart from simulation speed, PDTs have been important in understanding population level behaviour analytically. Important questions, such as ‘why are cortical networks stable?’ (Amit and Brunel, 1997), ‘how can a population be oscillatory when its constituent neurons fire sporadically?’ (Brunel and Hakim, 1999), ‘how does spike shape influence the transmission spectrum of a population?’ (Fourcaud-Trocmé et al., 2003) have been analysed in the context of population density techniques, providing insights that cannot be obtained from merely running simulations. A particularly important question, which has not been answered in full is: ‘how do rate-based equations emerge from populations of spiking neurons and when is their use appropriate?’. There are many situations where such rate-based equations are appropriate, but some where they are not and their correspondence to the underlying spiking neural dynamics is not always clear (Montbrió et al., 2015; de Kamps, 2013). There is a body of work that suggests that rate-based equations can be seen as the lowest order of perturbations of the stationary state, and much of this work is PDT-based (Mattia and Del Giudice, 2002, 2004; Gerstner, 1998; Wilson and Cowan, 1972; Montbrió et al., 2015). MIIND opens the possibility to incorporate these theoretical insights into large-scale network models.

## 1.3 Population-level Modeling

The time evolution of the technique’s probability density function is described by a partial integro-differential equation. We give it here to highlight some of its features, but for an in depth introduction to the formalism and a derivation of the central equations we refer to Omurtag et al. (2000).

$$\frac{\partial \rho}{\partial t} + \frac{\partial}{\partial \vec{v}} \cdot \left( \frac{\vec{F}(\vec{v})\rho(\vec{v}, t)}{\tau} \right) = \int_M d\vec{v}' \left\{ W(\vec{v} \mid \vec{v}')\rho(\vec{v}') - W(\vec{v}' \mid \vec{v})\rho(\vec{v}) \right\}, \quad (1)$$

106  $\rho$  is the probability density function defined in terms of time,  $t$ , and time-dependent variables,  $\vec{v}$ , under  
 107 the assumption that the neuronal dynamics of a point model neuron is given by:

$$\tau \frac{d\vec{v}}{dt} = \vec{F}(\vec{v}), \quad (2)$$

108 where  $\tau$  is the neuron's membrane time constant. Simple models are one-dimensional (1D). For the  
 109 leaky-integrate-and-fire (LIF) neuron:

$$F(v) = -v, \quad (3)$$

110 For a quadratic-integrate-and-fire (QIF) neuron:

$$F(v) = v^2 + I, \quad (4)$$

111 where  $I$  can be interpreted as a bifurcation parameter. More complex models require a higher dimensional  
 112 state space. Since such a space is hard to visualise and understand, considerable effort has been invested  
 113 in the creation of effective models. In particular two-dimensional (2D) models are considered to be a  
 114 compromise that allows considerably more biological realism than LIF or QIF neurons, but which remain  
 115 amenable to visualisation and analysis, and can often be interpreted geometrically (Izhikevich, 2007).  
 116 Examples are the Izhikevich simple neuron (Izhikevich, 2003), the Fitzhugh-Nagumo neuron (FitzHugh,  
 117 1961; Nagumo et al., 1962), and the adaptive-exponential-integrate-and-fire neuron (Brette and Gerstner,  
 118 2005), incorporating phenomena such as bursting, bifurcations, adaptation, and others that cannot be  
 119 accounted for in a one dimensional model.

120  $W(v' | v)$  in Eq. 1 represents a transition probability rate function. The right hand side of Eq. 1 makes it  
 121 a Master equation. Any Markovian process can be represented by a suitable choice of  $W$ . For example, for  
 122 shot noise, we have

$$W(v' | v) = \nu(\delta(v' - v - h) - \delta(v - v')), \quad (5)$$

123 where  $\nu$  is the rate of the Poisson process generating spike events. The delta functions reflect that an  
 124 incoming spike causes a rapid change in state space, modeled as an instantaneous jump. It depends on the  
 125 particular neural model in what variable the jumps take place. Often models use a so-called delta synapse,  
 126 such that the jump is in membrane potential. In conductance based models, the incoming spike causes a  
 127 jump in the conductance variable (Fig. 1A), and the influence of the incoming spike on the potential is then  
 128 indirect, given by the dynamical system's response to the sudden change in the conductance state.

129 MIIND produces a numerical solution to Eq. 1 for arbitrary 1D or 2D versions of  $\vec{F}(\vec{v})$  (support for 3D  
 130 versions is in development), under a broad variety of noise processes. Indeed, the right hand side of Eq. 1  
 131 can be generalised to non-Markov processes which cannot simply be formulated in terms of a transition  
 132 probability rate function  $W$ . It is possible to introduce a right hand side that entails an integration over a  
 133 past history of the density using a kernel whose shape is determined by a non-Markov process (Lai and  
 134 de Kamps, 2017).

135

## 136 1.4 Quick Start Guide

137 Before describing the implementation details of MIIND, this section demonstrates how to quickly  
 138 set up a simulation for a simple E-I network of populations of conductance based neurons using the  
 139 MIIND Python library. A rudimentary level of Python experience is needed to run the simulation. In  
 140 most cases, MIIND can be installed via Python pip. Detailed installation instructions can be found in

141 the *README.md* file of the MIIND repository (De Kamps et al., 2020). For this example, we will use a  
 142 pre-written script, *generateCondFiles.py*, to generate the required simulation files which can be found in  
 143 the *examples/quick\_start* directory of the MIIND repository or can be loaded into a working directory using  
 144 the following python command.

145 \$ python -m miind.loadExamples

146 In the *examples/quick\_start* directory, the *generateCondFiles.py* script generates the simulation files,  
 147 *cond.model* and *cond.tmat*.

148 \$ python generateCondFiles.py

149 The contents of *generateCondFiles.py* is given in Listing 1. The two important parts of the script  
 150 are the neuron model function, in this case named *cond()*, and the call to the MIIND function  
 151 *grid\_generate.generate()* which takes a number of parameters which are discussed in detail later.

### **Listing 1. *generateCondFiles.py***

```
152 import miind.grid_generate as grid_generate
153
154 def cond(y,t):
155     E_r = -65e-3
156     tau_m = 20e-3
157     tau_s = 5e-3
158
159     v = y[0];
160     h = y[1];
161
162     v_prime = ( -(v - E_r) - (h * v) ) / tau_m
163     h_prime = -h / tau_s
164
165     return [v_prime, h_prime]
166
167 grid_generate.generate(
168     func = cond,
169     timestep = 1e-04,
170     timescale = 1,
171     tolerance = 1e-6,
172     basename = 'cond',
173     threshold_v = -55.0e-3,
174     reset_v = -65e-3,
175     reset_shift_h = 0.0,
176     grid_v_min = -72.0e-3,
177     grid_v_max = -54.0e-3,
178     grid_h_min = -1.0,
179     grid_h_max = 2.0,
180     grid_v_res = 200,
181     grid_h_res = 200,
182     efficacy_orientation = 'h')
```

183 The *cond()* function should be familiar to those who have used Python numerical integration frameworks  
 184 such as *scipy.integrate*. It takes the two time dependent variables defined by *y[0]* and *y[1]* and a placeholder  
 185 parameter, *t*, for performing a numerical integration. In the function, the user may define how the derivatives  
 186 of each variable are to be calculated. The *generate()* function requires a suitable time step, values for a

187 threshold and reset if needed, and a description of the extent of the state space to be simulated. With this  
 188 structure, the user may define any two dimensional neuron model. The generated files are then referenced  
 189 in a second file which describes a network of populations to be simulated. Listing 2 shows the contents of  
 190 *cond.xml* describing an E-I network which uses the generated files from *generateCondFiles.py*.

**Listing 2.** *cond.xml*

```

191 <Simulation>
192     <WeightType>CustomConnectionParameters</WeightType>
193     <Algorithms>
194         <Algorithm type="GridAlgorithm" name="COND" modelfile="cond.model" tau_refractive="0.0"
195             ↪ transformfile="cond_0_0_0_0_.tmat" start_v="-0.065" start_w="0.0" >
196             <TimeStep>1e-04</TimeStep>
197         </Algorithm>
198         <Algorithm type="RateFunctor" name="ExcitatoryInput">
199             <expression>800.</expression>
200         </Algorithm>
201     </Algorithms>
202     <Nodes>
203         <Node algorithm="ExcitatoryInput" name="INPUT_E" type="EXCITATORY_DIRECT" />
204         <Node algorithm="ExcitatoryInput" name="INPUT_I" type="EXCITATORY_DIRECT" />
205         <Node algorithm="COND" name="E" type="EXCITATORY_DIRECT" />
206         <Node algorithm="COND" name="I" type="INHIBITORY_DIRECT" />
207     </Nodes>
208     <Connections>
209         <Connection In="INPUT_E" Out="E" num_connections="1" efficacy="0.1" delay="0.0"/>
210         <Connection In="INPUT_I" Out="I" num_connections="1" efficacy="0.1" delay="0.0"/>
211         <Connection In="E" Out="I" num_connections="1" efficacy="0.1" delay="0.001"/>
212         <Connection In="E" Out="E" num_connections="1" efficacy="0.1" delay="0.001"/>
213         <Connection In="I" Out="E" num_connections="1" efficacy="-0.1" delay="0.001"/>
214         <Connection In="I" Out="I" num_connections="1" efficacy="-0.1" delay="0.001"/>
215     </Connections>
216     <Reporting>
217         <Display node="E" />
218         <Display node="I" />
219         <Rate node="E" t_interval="0.001" />
220         <Rate node="I" t_interval="0.001" />
221     </Reporting>
222     <SimulationRunParameter>
223         <SimulationName>EINetwork</SimulationName>
224         <t_end>0.2</t_end>
225         <t_step>1e-04</t_step>
226         <name_log>einetwork.log</name_log>
227     </SimulationRunParameter>
228 </Simulation>
```

229 The full syntax documentation for MIIND XML files is given in section 4. Though more compact or  
 230 flexible formats are available, XML was chosen as a formatting style due to its ubiquity ensuring the  
 231 majority of users will already be familiar with the syntax. The *Algorithms* section is used to declare specific  
 232 simulation methods for one or more populations in the network. In this case, a GridAlgorithm named  
 233 *COND* is set up which references the *cond.model* and *cond.tmat* files. A RateFunctor algorithm produces a  
 234 constant firing rate. In the *Nodes* section, two instances of *COND* are created: one for the excitatory and  
 235 inhibitory populations respectively. Two *ExcitatoryInput* nodes are also defined. The *Connections* section

236 allows us to connect the input nodes to the two conductance populations. The populations are connected to  
 237 each other and to themselves with a 1ms transmission delay. The remaining sections are used to define how  
 238 the output of the simulation is to be recorded, and to provide important simulation parameters such as the  
 239 simulation time. By running the following python command, the simulation can be run.

**Listing 3.** Run the cond.xml simulation.

240 \$ python -m miind.run cond.xml

241 The probability density plots for both populations will be displayed in separate windows as the simulation  
 242 progresses. The firing rate of the excitatory population can be plotted using the following commands. Fig.  
 243 2 shows the probability density plots for both populations and average firing rate of population E.

**Listing 4.** Load the cond.xml simulation and plot the average firing rate of population E.

244 \$ python -m miind.miindio sim cond.xml  
 245 \$ python -m miind.miindio rate E

246 Finally, the density function of each population can be plotted as a heat map for a given time in the  
 247 simulation.

**Listing 5.** Plot the probability density of population I at time 0.12s.

248 \$ python -m miind.miindio plot-density I 0.12

249 Later sections will show how the MIIND simulation can be imported into a user defined Python script  
 250 so that input can be dynamically set during simulation and population activity can be captured for further  
 251 processing.

## 2 THE MIIND GRID ALGORITHM

252 MIIND allows the user to simulate populations of any 1D or 2D neuron model. Although much of MIIND's  
 253 architecture is agnostic to the integration technique used to simulate each population, the system is primarily  
 254 designed to make use of its novel population density techniques, grid algorithm and mesh algorithm. Both  
 255 algorithms use a discretisation of the underlying neuron model's state space such that each discrete "cell",  
 256 which covers a small area of state space, is considered to hold a uniform distribution of probability mass.  
 257 In both algorithms, MIIND performs three important steps for each iteration. First, probability mass is  
 258 transferred from each cell to one or more other cells according to the dynamics of the underlying neuron  
 259 model in the absence of any input. The probability mass is then spread across multiple other cells due to  
 260 incoming random spikes. Finally, if the underlying neuron model has a threshold-reset mechanic, such as  
 261 an integrate and fire model, probability mass which has passed the threshold is transferred to cells along  
 262 the reset potential. As it is the most practically convenient method for the user, we will first introduce the  
 263 grid algorithm. We will discuss its benefits and weaknesses, indicating where it may be appropriate to use  
 264 the mesh algorithm instead.

265

### 2.1 Generating the Grid and Transition Matrix

266 To discretise the state space in the grid method, the user can specify the size and  $M \times N$  resolution of  
 267 a rectangular grid which results in  $MN$  identical rectangular cells, each of which will hold probability  
 268 mass. In the grid algorithm, a transition matrix lists the proportion of mass which moves from each cell to  
 269 (usually) adjacent cells in one time step due to the deterministic dynamics of the underlying neural model.  
 270 To pre-calculate the transitions for each cell, MIIND first translates the vertices of every cell by integrating  
 271 each point forward by one time step according to the dynamics of the underlying neuron model as shown

273 in Fig. 3A. As the time step is small, a single Euler step is usually all that is required to avoid large errors.  
 274 However, to improve the accuracy, multiple smaller Euler steps can be made (or some other integration  
 275 technique can be used) as long as the final position of the vertex represents the distance in state space  
 276 travelled during one time step of the resulting simulation. Each transformed cell is no longer guaranteed to  
 277 be a rectangle and is compared to the original non-transformed grid to ascertain which cells overlap with  
 278 the newly generated quadrilateral. An overlap indicates that some proportion of neurons in the original  
 279 cell will move to the overlapping cell after one time step. In order to calculate the overlap, the algorithm  
 280 in Listing 6 is employed. This algorithm is also used in the geometric method of generating transition  
 281 matrices for the mesh algorithm shown later.

**Listing 6.** A pseudo-code representation of the algorithm used to calculate the overlapping areas between transformed grid cells and the original grid (or for translated cells of a mesh). The proportion of the area of the original cell gives the proportion of probability mass to be moved in each transition.

```
282 For each transformed cell, A, in the grid:  

283   Translate all four vertices according to a single Euler step.  

284   Split A into two triangles and add them to a triangle list.  

285 For each non-transformed cell, B:  

286   Set the overlapping area sum to 0.  

287   While the triangle list has changed:  

288     For each triangle in the list:  

289       If the triangle is entirely outside B: add 0 to the sum.  

290       If the triangle is entirely within B: add the triangle's area to the sum.  

291       If B is entirely within the triangle: add B's area to the sum.  

292       Else: For each edge in B:  

293         Calculate any intersection points with the edges of the triangle.  

294         Triangulate the polygon produced by the original triangle points plus the new intersection  

295         ↛ points.  

296         Remove the original triangle from the list.  

297         Add the newly generated triangles to the list.  

298       Calculate the proportion of A taken by the sum.  

299       Add the transition from A to B with the proportion to the transition matrix.
```

300 Though the pseudo-code algorithm is order  $N^2$ , there are many ways that the efficiency of the algorithm is  
 301 improved in the implementation. The number of non-transformed cells checked for overlap can be limited  
 302 to only those which lie underneath each given triangle. Furthermore, the outer loop is parallelisable. Finally,  
 303 as the non-transformed cells are axis-aligned rectangles, the calculation to find edge intersections is trivial.  
 304 Fig. 3A shows a fully translated and triangulated cell at the end of the algorithm. Once the transition matrix  
 305 has been generated, it is stored in a file with the extension *.tmat*. Although the regular grid can be described  
 306 with only four parameters (the width, height, X, and Y resolutions), to more closely match the behaviour of  
 307 mesh algorithm, the vertices of the grid are stored in a *.model* file. To simulate a population using the grid  
 308 algorithm, the *.tmat* and *.model* files must be generated and referenced in the XML simulation file.  
 309

310 As demonstrated in the quick start guide (section 1.4), to generate a *.model* and *.tmat* file, the user must  
 311 write a short Python script which defines the underlying neuron model and makes a call to the MIIND API  
 312 to run the algorithm in listing 6. In the *python* directory of the MIIND source repository (see section 1  
 313 in the supplementary material), there are a number of examples of these short scripts. The script used to  
 314 generate a grid for the Izhikevich simple model is listed in the supplementary material section 9.1. The  
 315 required definition of the neuron model function is similar to those used by many numerical integration  
 316 libraries. The function takes a parameter, *y*, which represents a list which holds the two time dependent

variables and a parameter,  $t$ , which is a placeholder for use in integration. The function must return the first time derivatives of each variable as a list in the same order as in  $y$ . Once the function has been written, a call to `grid_generate.generate` is made which takes the parameters listed in Table 1.

When the user runs the script, the required `.model` and `.tmat` files will be generated for use in a simulation. In the quick start guide, the conductance based neuron model requires that `efficacy_orientation` is set to 'h' because incoming spikes cause an instantaneous change in the conductance variable instead of the membrane potential. By default, however, this parameter is set to 'v'. When choosing values for the grid bounds (`grid_v_min`, `grid_v_max`, `grid_h_min`, and `grid_h_max`), the aim is to estimate where in state space the population density function might be non-zero during a simulation. In the conductance based neuron model, because of the threshold-reset mechanic, the `grid_v_max` parameter need only be slightly above the threshold to ensure that there is at least one column of cells on or above threshold to allow probability mass to be reset. The `grid_v_min` value should be below the resting potential and reset potential. However, we must also consider that the neurons could receive inhibitory spikes which would cause the neurons to hyperpolarise. `grid_v_min` should therefore be set to a value beyond the lowest membrane potential expected during the simulation. Similarly for the conductance variable, space should be provided for reasonable positive and negative values. If it is known beforehand that no inhibition will occur, however, then the state space bounds can be set tighter in order to improve the accuracy of the simulation using the same grid resolution (`grid_v_res` and `grid_h_res`). If, during the simulation, probability mass is pushed beyond the lower bounds of the grid, it will be pinned at those lower bounds which will produce incorrect behaviour and results. If the probability mass is pushed beyond the upper bounds, it will be wrapped around to the lower bounds which will also produce incorrect results.

## 2.2 The Effect of Random Incoming Spikes

The transition matrix in the `.tmat` file describes how probability mass moves to other cells due to the deterministic dynamics of the underlying neuron model. The transition matrix is sparse as probability mass is often only transferred to nearby cells. Solving the deterministic dynamics is therefore very efficient. The mesh algorithm is even faster and, as demonstrated later, is significantly quicker than direct simulation for this part of the algorithm. Another benefit to the modeler is that by rendering the grid with each cell coloured according to its mass, the resultant heat map gives an excellent visualisation of the state of the population as a whole at each time step of the simulation as shown in Fig. 2. This provides particularly useful insight into the sub-threshold behaviour of neurons in the population.

The second step of the grid algorithm, which must be performed every iteration, is to solve the change in the probability density function due to random incoming spikes. It is assumed that a spike causes an instantaneous change in the state of a neuron, usually a step wise jump in membrane potential corresponding to a constant synaptic efficacy. In the conductance based neuron example, this jump is in the conductance. When considering each cell in the grid, a single incoming spike will cause some proportion of the probability mass to shift to at most, two other cells as shown in Fig. 3. Because all cells in the grid are equally distributed and the same size, the relative transition of probability mass caused by a single spike is the same for them all. As with many other population density techniques, MIIND assumes that incoming spikes are Poisson distributed, although it is possible to approximate other distributions. MIIND calculates the relative transition of the grid cells based on the user defined instantaneous jump, which we refer to as the efficacy, of each incoming connection to the population. The transition is then used to solve the master equation of the Poisson process (Eq. 5) which describes the change to the probability density function due

361 to an average rate of incoming spikes with each efficacy. In the mesh algorithm, the relative transitions are  
362 different for each cell and so a transition matrix (similar to that of the *.tmat* file) is required to describe the  
363 effect of a single spike. More information covering this technique can be found in De Kamps et al. (2019);  
364 de Kamps (2013).

365

### 366 2.3 Threshold-Reset Dynamics

367 Many neuron models include a “threshold-reset” process such that neurons which pass a certain mem-  
368 brane potential value are shifted back to a defined reset potential to approximate repolarisation during an  
369 action potential. To facilitate this in MIIND, after each iteration, probability mass in cells which lie across  
370 the threshold potential is relocated to cells which lie across the reset potential according to a pre-calculated  
371 mapping. Often, a refractory period is used to hold neurons at the reset potential before allowing them to  
372 again receive incoming spikes. In MIIND this is implemented using a queue for each threshold cell as  
373 shown in Fig. 4. The queues are set to the length of the refractory period divided by the time step, rounded  
374 up to the nearest integer value. During each iteration, probability mass is shifted one position along the  
375 queue. A linear interpolation of the final two places in the queue is made and this value is passed to the  
376 mapped reset cell. The interpolation is required in case the refractory period is not an integer multiple of  
377 the time step. The total probability mass in the threshold cells each iteration is used to calculate the average  
378 population firing rate. For models which do not require threshold-reset dynamics, setting the threshold  
379 value to the maximal membrane potential of the grid, and the reset to the minimal membrane potential  
380 ensures that no resetting of probability mass will occur.

381

### 382 2.4 How MIIND Facilitates Interacting Populations

383 The grid algorithm describes how the behaviour of a single population is simulated. The MIIND software  
384 platform as a whole provides a way for many populations with possibly many different integration algo-  
385 rithms to interact in a network. The basic process of simulating a network is as follows. The user must  
386 write an XML file which describes the whole simulation. This includes defining the population nodes of  
387 the network and how they are connected; which integration technique each population uses (grid algorithm,  
388 mesh algorithm etc.); external inputs to the network; how the activity of each population will be recorded  
389 and displayed; the length and time step of the simulation. As shown in the quick start guide, the XML file  
390 can be passed as a parameter to the *miind.run* module in Python. When the simulation is run, a population  
391 network is instantiated and the simulation loop is started. For each iteration, the output activity of each  
392 population node is recorded. By default, the activity is assumed to be an average firing rate but other options  
393 are available such as average membrane potential. The outputs are passed as inputs to each population node  
394 according to the connectivity defined in the XML file. Each population is evolved forward by one time  
395 step and the simulation loop repeats until the simulation time is up. The Python front end, *miind.miindio*,  
396 provides the user with tools to analyse the output from the simulation. A custom *run* script can also be  
397 written by the user to perform further analysis and processing.

398

399 The simplicity of the XML file means that a user can set up a large network of populations with very  
400 little effort. The model archive in the code repository holds a set of example simulations demonstrating the  
401 range of MIIND’s functionality and includes an example which simulates the Potjans-Diesmann model  
402 of a cortical microcircuit (Potjans and Diesmann, 2014), which is made up of eight populations of leaky  
403 integrate and fire neurons. Fig. 5 shows a representation of the model with embedded density plots for each

404 population.

## 405 406 2.5 Running MIIND Simulations

407 The quick start guide demonstrated the simplest way to run a simulation given that the required *.model*,  
408 *.tmat*, and *.XML* files have been generated. The *miind.run* script imports the *miind.miindsim* Python  
409 extension module which can also be imported into any user written Python script. Section 6 details the  
410 functions which are exposed by *miind.miindsim* for use in a python script. The benefit of this method is  
411 that the outputs from populations can be recorded after each iteration and inputs can be dynamic allowing  
412 the python script to perform its own logic on the simulation based on the current state.

413 There is also a command line interface (CLI) program provided by the Python module, *miind.miindio*. The  
414 CLI can be used for many simple work flow tasks such as generating models and displaying results. Each  
415 command which is available in the CLI, can also be called from the MIIND Python API, upon which the  
416 CLI is built. A full list of the available commands in the CLI is given in section 9.3 of the supplementary  
417 material and a worked example using common CLI commands is provided in section 7.

## 418 419 2.6 When not to use the Grid Algorithm

420 For many underlying neuron models, the grid algorithm will produce results showing good agreement  
421 with direct simulation to a greater or lesser extent depending on the resolution of the grid (see Fig. 6).  
422 However, for models such as exponential integrate and fire, a significantly higher grid resolution is required  
423 than might be expected because of the speed of the dynamics across the threshold (beyond which, neurons  
424 perform the action potential). When the input rate is high enough to generate tonic spiking in an exponential  
425 integrate and fire model, the rate of depolarisation of each neuron reduces as it approaches the threshold  
426 potential then once it is beyond the threshold, quickly increases producing a spike. Because the grid  
427 discretises the state space into regular cells, if cells are large due to a low resolution, only a small number  
428 of cells will span the threshold, as shown in Fig. 7A. When the transition matrix is applied each time  
429 step, probability mass is distributed uniformly across each cell. Probability mass can therefore artificially  
430 cross the threshold much faster than it should leading to a higher than expected average firing rate for the  
431 population. Using the grid algorithm for such models where the firing rate itself is dependent on sharp  
432 changes in the speed of the dynamics should be avoided if high accuracy is required. Other neuron models,  
433 like the bursting Izhikevich simple model, also have sharp changes in speed when neurons transition from  
434 bursting to quiescent periods. However, the bursting firing rate is unaffected by these dynamics and the  
435 oscillation frequency is affected only negligibly due to the difference in timescales. The grid algorithm  
436 is therefore still appropriate in cases such as this. For exponential integrate and fire models, however,  
437 MIIND provides a second algorithm which can more accurately capture the deterministic dynamics: mesh  
438 algorithm.

## 3 THE MIIND MESH ALGORITHM

439 Instead of a regular grid to discretise the state space of the underlying neuron model, the mesh algorithm  
440 requires a two dimensional mesh which describes the dynamics of the neuron model itself in the absence  
441 of incoming spikes. A mesh is constructed from strips which follow the trajectories of neurons in state  
442 space (Fig. 8). The trajectories form so-called characteristic curves of the neuron model from which this  
443 method is inspired (De Kamps et al., 2019; de Kamps, 2013).

444 These trajectories are computed as part of a one-time preprocessing step using an appropriate integration  
445 technique and time step. Strips will often approach or recede from nullclines and stationary points and

446 their width may shrink or expand according to their proximity to such elements. Each strip is split into  
447 cells. Each cell represents how far along the strip neurons will move in a single time step. As with the  
448 width of the strips, cells will become more dense or more sparse as the dynamics slow down and speed up  
449 respectively. The result of covering the state space with strips is a precomputed description of the model  
450 dynamics such that the state of a neuron in one cell of the mesh is guaranteed to be in the next cell along  
451 the strip after a single time step. Depending on the underlying neuron model, it can be difficult to get full  
452 coverage without cells becoming too small or shear. However, once built, the deterministic dynamics have  
453 effectively been “pre-solved” and baked into the mesh.  
454

455 As with the grid algorithm, when the simulation is running, each cell is associated with a probability  
456 mass value which represents the probability of finding a neuron from the population with a state in that  
457 cell. When a probability density function (PDF) is defined across the mesh, computing the change to the  
458 PDF due to the deterministic dynamics of the neurons is simply a matter of shifting each cell’s probability  
459 mass value along its strip. In the C++ implementation, this requires no more than a pointer update and is  
460 therefore quicker than the grid algorithm for solving the deterministic dynamics as no transition matrix is  
461 applied to the cells.  
462

463 Mesh algorithm does, however, still require a transition matrix to implement the effect of incoming spikes  
464 on the PDF. This transition matrix describes how the state of neurons in each cell are translated in the event  
465 of a single incoming spike. Unlike the grid algorithm, cells are unevenly distributed across the mesh and  
466 are different sizes and shapes. What proportion of probability mass is transferred to which cells with a  
467 single incoming spike is, therefore, different for all cells. During simulation, the total change in the PDF is  
468 calculated by shifting probability mass one cell down each strip and using the transition matrix to solve the  
469 master equation every time step. The combined effect can be seen in Fig. 9. The method of solving the  
470 master equation is explained in detail in de Kamps (2013).  
471

### 472 3.1 When not to use the Mesh Algorithm

473 Just as with the grid algorithm, certain neuron models are better suited to an alternative algorithm. In  
474 the mesh algorithm, very little error is introduced for the deterministic dynamics. Probability mass flows  
475 down each strip as it would without the discretisation and error is limited only to the size of the cells.  
476 When the master equation is solved, however, probability mass can spread to parts of state space which  
477 would see less or no mass. Fig. 7B demonstrates how in the mesh algorithm, as probability mass is pushed  
478 horizontally, very shear cells can allow mass to be incorrectly transferred vertically as well. In the the  
479 grid algorithm, error is introduced in the opposite way. Solving the master equation pushes probability  
480 mass along horizontal rows of the grid and error is limited to the width of the row. The grid algorithm is  
481 preferable over the mesh algorithm for populations of neurons with one fast variable and one slow variable  
482 which can produce very shear cells in a mesh, e.g. in the Fitzhugh-Nagumo model (De Kamps et al., 2019).  
483 In both algorithms, the error can be reduced by increasing the density of cells (by increasing the resolution  
484 of the grid, or by reducing the timestep and strip width of the mesh). However, better efficiency is achieved  
485 by using the appropriate algorithm.  
486

### 487 3.2 Building a Mesh for the Mesh Algorithm

488 Before a simulation can be run for a population which uses the mesh algorithm, the pre-calculation steps  
489 of generating a mesh and transition matrices must be performed. Fig. 10 shows the full pre-processing

490 pipeline for mesh algorithm. The mesh is a collection of strips made up of quadrilateral cells. As mentioned  
491 earlier, probability mass moves along a strip from one cell to the next each time step which describes  
492 the deterministic dynamics of the model. Defining the cells and strips of a 2D mesh is not generally a  
493 fully automated process and the points of each quadrilateral must be defined by the mesh developer and  
494 stored in a *.mesh* file. When creating the mesh, the aim is to cover as much of the state space as possible  
495 without allowing cells to get too small or misshapen. An example of a full mesh generation script for  
496 the Izhikevich simple neuron model (Izhikevich, 2003) is available in section 9.1 of the supplementary  
497 material. MIIND provides *miind.miind.api.LifMeshGenerator*, *miind.miind.api.QifMeshGenerator*, and  
498 *miind.miind.api.EifMeshGenerator* scripts to automatically build the 1D leaky integrate and fire, quadratic  
499 integrate and fire, and exponential integrate and fire neuron meshes respectively. They can be called from  
500 the CLI. The scripts generate the three output files which any mesh generator script must produce: a *.mesh*  
501 file, a *.stat* file which defines extra cells in the mesh to hold probability mass that has settled at a stationary  
502 point, and a *.rev* file which defines a “reversal mapping” indicating how probability mass is transferred  
503 from strips in the mesh to the stationary cells. More information on *.mesh*, *.stat*, and *.rev* files is provided  
504 in the supplementary material section 6.  
505

506 Once the *.mesh*, *.stat*, and *.rev* files have been generated by the user or by one of the automated 1D  
507 scripts, the Python command line interface, *miind.miindio*, provides commands to convert the three files  
508 into a single *.model* file and generate transition matrices stored in *.mat* files. The model file is what will be  
509 referenced and read by MIIND to load a mesh for a simulation. To generate this file, use the CLI command,  
510 **generate-model**. The command parameters are shown in Table 2. All input files must have the same base  
511 name, for example: *lif.mesh*, *lif.stat*, and *lif.rev*. If the command runs successfully, a new file will be created:  
512 *basename.model*. A number of pre-generated models are available in the *examples* directory of the MIIND  
513 repository to be used “out of the box” including the adaptive exponential integrate and fire and conductance  
514 based neuron models.

#### Listing 7. Generate a Model in the CLI

515 > generate-model lif -60.0 -30.0

516 The generated *.model* file contains the mesh vertices, some summary information such as the time step  
517 used to generate the mesh and the threshold and reset values, and a mapping of threshold cells to reset cells.  
518

519 In the the mesh algorithm, transition matrices are used to solve the Poisson master equation which  
520 describes the movement of probability mass due to incoming random spikes. In the mesh algorithm, one  
521 transition matrix is required for each post synaptic efficacy that will be needed in the simulation. So if a  
522 population is going to receive spikes which cause jumps of 0.1mV and 0.5mV, two transition matrices are  
523 required. It is demonstrated later how the efficacy can be made dependent on the membrane potential or  
524 other variables. Each transition matrix is stored in a *.mat* file and contains a list of source cells, target cells,  
525 and proportions of probability mass to be transferred to each. For a given cell in the mesh, neurons with a  
526 state inside that cell which receive a single external spike will shift their location in state space by the value  
527 of the efficacy. Neurons from the same cell could therefore end up in many other different cells, though  
528 often ones which are nearby. It is assumed that neurons are distributed uniformly across the source cell.  
529 Therefore, the proportion of neurons which end up in each of the other cells can be calculated. MIIND  
530 performs this calculation in two ways, the choice for which is given to the user.  
531

532 The first method is to use a Monte Carlo approach such that a number of points are randomly placed in  
533 the source cell then translated according to the efficacy. A search takes place to find which cells the points  
534 were translated to and the proportions are calculated from the number of points in each. For many meshes,  
535 a surprisingly small number of points, around 10, is required in each cell to get a good approximation  
536 for the transition matrix and the process is therefore quite efficient. As shown in Fig. 10, an additional  
537 process is required when generating transition matrices using Monte Carlo which includes two further  
538 intermediate files, *.fid* and *.lost*. All points must be accounted for when performing the search and in cases  
539 where points are translated outside of the mesh, an exhaustive search must be made to find the closest cell.  
540 The **lost** command allows the user to speed up this process which is covered in detail in section 6.1 of the  
541 supplementary material.

542

543 The second method translates the actual vertices of each cell according to the efficacy and calculates the  
544 exact overlapping area with other cells. The method by which this is achieved is the same as that used to  
545 generate the transition matrix of the grid algorithm, described in section 2.1. This method provides much  
546 higher accuracy than Monte Carlo but is one order of magnitude slower (it takes a similar amount of time  
547 to perform Monte Carlo with 100 points per cell). For some meshes, it is crucial to include very small  
548 transitions between cells to properly capture the dynamics which justifies the need for the slower method.  
549 It also benefits from requiring no additional user input in contrast to the Monte Carlo method.

550

551 In *miind.miindio*, the command **generate-matrix** can be used to automatically generate each *.mat*  
552 file. In order to work, there must be a *basename.model* file in the working directory. The **generate-**  
553 **matrix** command takes six parameters which are described in Table 3. Listing 8 shows an example of the  
554 **generate-matrix** command. If successful, two files are generated: *basename.mat* and *basename.lost*.

**Listing 8.** The *miind.miindio* command to generate a matrix using the *adex.model* file with an efficacy of  
0.1 in *v* and a jump of 5.0 in *w* when a neuron spikes. The Monte Carlo method has been chosen with 10  
points per cell.

555 > generate-matrix adex 0.1 10 0.0 5.0 false

556 Once **generate-matrix** has completed, a *.mat* file will have been generated and the *.model* file will have  
557 been amended to include a *<Reset Mapping>* section. Similar to the reversal mapping in the *.rev* file,  
558 the reset mapping describes movement of probability mass from the cells which lie across the threshold  
559 potential to cells which lie across the reset potential. If the threshold or reset values are changed but no  
560 other change is made to the mesh, it can be helpful to re-run the mapping calculation without having  
561 to completely re-calculate the transition matrix. *miind.miindio* provides the command **regenerate-reset**  
562 which takes the base name and any new reset shift value (0 if not required) as parameters. This will quickly  
563 replace the reset mapping in the *.model* file.

**Listing 9.** The user may change the *<Threshold>* and *<Reset>* values in the *.model* file (or re-call  
**generate-model** with different threshold and reset values) then update the existing Reset Mapping. In this  
case, the *adex.model* was updated with a reset *w* shift value of 7.0.

564 > regenerate-reset adex 7.0

565 With all required files generated, a simulation using the mesh algorithm can now be run in MIIND.

566

567 **3.3 Jump Files**

568 In some models, it is helpful to be able to set the efficacy as a function of the state. For example,  
 569 to approximate adaptive behaviour where the post synaptic efficacy lowers as the membrane potential  
 570 increases. Jump files have been used in MIIND to simulate the Tsodyks-Markram (Tsodyks and Markram,  
 571 1997) synapse model as described in De Kamps et al. (2019). In the model, one variable/dimension is  
 572 required to represent the membrane potential,  $V$ , of the post-synaptic neuron and the second to represent  
 573 the synaptic contribution,  $G$ .  $G$  and  $V$  are then used to derive the post-synaptic potential caused by an  
 574 incoming spike. Before generating the transition matrix, each cell can be assigned its own efficacy for  
 575 which the transitions will be calculated. During generation, Monte Carlo points will be translated according  
 576 to that value instead of a constant across the entire mesh. When calling the **generate-matrix** command, a  
 577 separate set of three parameters is required to use this feature. The base name of the model file, the number  
 578 of Monte Carlo points per cell, and a reference to a *jump* file which stores the efficacy values for each cell  
 579 in the mesh.

**Listing 10.** Generate a transition matrix with a jump file in the CLI

580 > generate-matrix adex 10 adex.jump

581 As with the files required to build the mesh, the jump file must be user generated as the efficacy values may  
 582 be non-linear and involve one or both of the dimensions of the model. The format of a jump file is shown  
 583 in listing 11. The *<Efficacy>* element of the XML file gives an efficacy value for both dimensions of the  
 584 model and is how the resulting transition matrix will be referenced in the simulation. The *<Translations>*  
 585 element lists the efficacy in both dimensions for each cell in the mesh.

**Listing 11.** The format of the jump file. Each line in the *<Translations>* block gives the strip,cell  
 coordinates of the cell followed by the  $h$  efficacy then the  $v$  efficacy. The *<Efficacy>* element gives a  
 reference efficacy which will be used to reference the transition matrix built with this jump file. It must  
 therefore be unique among jump files used for the same model.

```
586 <Jump>
587   <Efficacy>0.0 0.1</Efficacy>
588   <Translations>
589     0,0    0.0    0.1
590     1,0    0.0    0.1
591     1,1    0.0    0.10012
592     1,2    0.0    0.10045
593     ...
594   </Translations>
595 </Jump>
```

596 After calling **generate-matrix**, as before, the *.mat* file will be created with the quoted values in the  
 597 *<Efficacy>* element of the jump file. As with the vanilla Monte Carlo generation, the additional process of  
 598 tracking lost points must be performed.

599

## 4 WRITING THE XML FILE

600 MIIND provides an intuitive XML style language to describe a simulation and its parameters. This includes  
 601 descriptions of populations, neuron models, integration techniques, and connectivity as well as general  
 602 parameters such as time step and duration. The XML file is split into sections which are sub elements of

603 the XML root node, *<Simulation>*. They are Algorithms, Nodes, Connections, Reporting, and Simulation-  
 604 RunParameter. These elements make up the major components of a MIIND simulation.

605  
 606 **4.1 Algorithms**

607 An *<Algorithm>* in the XML code describes the simulation method for a population in the network. The  
 608 nodes of the network represent separate instances of these algorithm elements. Therefore, many nodes can  
 609 use the same algorithm. Each algorithm has different parameters or supporting files but as a minimum, all  
 610 algorithms must declare a type and a name. Each algorithm is also implicitly associated with a “weight  
 611 type”. All algorithms used in a single simulation must be compatible with the weight type as it describes the  
 612 way that populations interact. The *<WeightType>* element of the XML file can take the values, “double”,  
 613 “DelayedConnection”, or “CustomConnectionParameters”. Which value the weight type element takes  
 614 influences which algorithms are available in the simulation and how the connections between populations  
 615 will be defined. The following sections cover all Algorithm types currently supported in MIIND. Table 4  
 616 lists these algorithms and their compatible weight types.

617  
 618 **4.1.1 RateAlgorithm**

619 RateAlgorithm is used to supply a Poisson distributed input (with a given average firing rate) to other  
 620 nodes in the simulation. It is typically used for simulating external input. The *<rate>* sub-element is used  
 621 to define the activity value which is usually a firing rate.

**Listing 12.** A RateAlgorithm definition with a constant rate of 100Hz.

```
622 <Algorithm name="Cortical Background Algorithm" type="RateAlgorithm">
623   <rate>100.0</rate>
624 </Algorithm>
```

625 **4.1.2 MeshAlgorithm and MeshAlgorithmCustom**

626 In section 3.2, we saw how to generate *.model* and *.mat* files. These are required to simulate a population  
 627 using the mesh algorithm. Algorithm type=MeshAlgorithm tells MIIND to use this technique. The model  
 628 file is referenced as an attribute to the Algorithm definition. The *TimeStep* child element must match that  
 629 which was used to generate the mesh. This value is quoted in the model file. As many *MatrixFile* elements  
 630 can be declared as are required for the simulation, each with an associated *.mat* file reference.

**Listing 13.** A MeshAlgorithm definition with two matrix files.

```
631 <Algorithm type="MeshAlgorithm" name="ALG_ADEX" modelfile="adex.model" >
632   <TimeStep>0.001</TimeStep>
633   <MatrixFile>adex_0.05_0_0_.mat</MatrixFile>
634   <MatrixFile>adex_-0.05_0_0_.mat</MatrixFile>
635 </Algorithm>
```

636 MeshAlgorithm provides two further optional attributes in addition to *modelfile*. The first is *tau\_refractive*  
 637 which enables a refractory period and the second is *ratemethod* which takes the value “AvgV” if the activity  
 638 of the population is to be represented by the average membrane potential. Any other value for *ratemethod*  
 639 will set the activity to the default average firing rate. The activity value is what will be passed to other  
 640 populations in the network as well as what will be recorded as the activity for any populations using this  
 641 algorithm.

642 When the weight type is set to CustomConnectionParameters, the type of this algorithm definition should  
 643 be changed to MeshAlgorithmCustom. No other changes to the definition are required.

644

#### 645 4.1.3 GridAlgorithm and GridJumpAlgorithm

646 For populations which use the grid algorithm, the following listing is required. Similar to the MeshAl-  
 647 gorithm, the model file is referenced as an attribute. However, there are no matrix files required as the  
 648 transition matrix for solving the Poisson master equation is calculated at run time. The transition matrix  
 649 for the deterministic dynamics, stored in the *.tmat* file, is referenced as an attribute as well. Attributes for  
 650 *tau\_refractive* and *ratemethod* are also available with the same effects as for MeshAlgorithm.

**Listing 14.** A GridAlgorithm definition using the AvgV (membrane potential) rate method.

```
651 <Algorithm type="GridAlgorithm" name="GRIDALG_FN" modelfile="fn.model" tau_refractive="0.0"
652   ↪ transformfile="fn_0_0_0_0_.tmat" start_v="-1.0" start_w="-0.3" ratemethod="AvgV">
653 <TimeStep>0.00001</TimeStep>
654 </Algorithm>
```

655 GridAlgorithm also provides additional attributes *start\_v* and *start\_w* which allows the user to set the  
 656 starting state of all neurons in the population which creates an initial probability mass of 1.0 in the  
 657 corresponding grid cell at the start of the simulation.

658 GridJumpAlgorithm provides a similar functionality as MeshAlgorithm when the transition matrix is  
 659 generated using a jump file. That is, the efficacy applied to each cell when calculating transitions differs  
 660 from cell to cell. In GridJumpAlgorithm, the efficacy at each cell is multiplied by the distance between  
 661 the central *v* value of the cell and a user defined “stationary” value. The initial efficacy and the stationary  
 662 values are defined by the user in the XML *<Connection>* elements. GridJumpAlgorithm is useful for  
 663 approximating populations of neurons with a voltage dependent synapse.

**Listing 15.** A GridJumpAlgorithm definition and corresponding Connection with a “stationary” attribute.  
 The efficacy at each grid cell will equal the original efficacy value (-0.05) multiplied by the difference  
 between each cell’s central *v* value and the given stationary value (-65)

```
664 <Algorithm type="GridJumpAlgorithm" name="ALG_ADEX" modelfile="adex.model" tau_refractive="0.0"
665   ↪ transformfile="adex_0_0_0_0_.tmat" start_v="-65.0" start_w="0.0">
666 <TimeStep>0.0001</TimeStep>
667 </Algorithm>
668 ...
669 <Connection In="BG_NOISE" Out="ADEX_NODE" num_connections="1" efficacy="-0.05" delay="0.0" stationary=
670   ↪ -65.0"/>
```

#### 671 4.1.4 Additional Algorithms

672 MIIND also provides OUAlgorithm and WilsonCowanAlgorithm. The OUAlgorithm generates an  
 673 Ornstein–Uhlenbeck process (Uhlenbeck and Ornstein, 1930) for simulating a population of LIF neurons.  
 674 The WilsonCowanAlgorithm implements the Wilson–Cowan model for simulating population activity  
 675 (Wilson and Cowan, 1972). Examples of these algorithms are provided in the examples directory of the  
 676 MIIND repository (*examples/twopop* and *examples/model\_archive/WilsonCowan*).

677 One final algorithm, RateFunctor, behaves similarly to RateAlgorithm. However, instead of a rate value, the  
 678 child value defines the activity using a C++ expression in terms of variable, *t*, representing the simulation  
 679 time.

**Listing 16.** A RateFunctor algorithm definition in which the firing rate linearly increases to 100Hz over 0.1 seconds and remains at 100Hz thereafter.

```
680 <Algorithm type="RateFunctor" name="ExternalInput">
681   <expression><! [CDATA[ t < 0.1 ? (t/0.1)*100 : 100 ]]></expression>
682 </Algorithm>
```

683 A CDATA expression is not permitted when using MIIND in Python or when calling *miind.run*. However,  
 684 RateFunctor can still be used with a constant expression (although this has no benefit beyond what RateAl-  
 685 gorithm already provides). CDATA should only be used when MIIND is built from source (not installed  
 686 using pip) and the MIIND API is used to generate C++ code from an XML file.  
 687

## 688 4.2 Nodes

689 The *<Node>* block lists instances of the Algorithms defined above. Each node represents a single  
 690 population in the network. To create a node, the user must provide the name of one of the algorithms  
 691 defined in the algorithm block which will be instantiated. A name must also be given to uniquely identify  
 692 this node. The type describes the population as wholey inhibitory, excitatory, or neutral. The type dictates  
 693 the sign of the post synaptic efficacy caused by spikes from this population. Setting the type to neutral  
 694 allows the population to produce both excitatory and inhibitory (positive and negative) synaptic efficacies.  
 695 For most algorithms, the valid types for a node are *EXCITATORY*, *INHIBITORY*, and *NEUTRAL*. *EXCITA-*  
*696 TORY\_DIRECT* and *INHIBITORY\_DIRECT* are also available but mean the same as *EXCITATORY* and  
 697 *INHIBITORY* respectively.

**Listing 17.** Three nodes defined in the Nodes section using the types *NEUTRAL*, *INHIBITORY*, and *EXCITATORY* respectively.

```
698 <Nodes>
699 ...
700 <Node algorithm="GRIDALG_FN" name="POP_1" type="NEUTRAL" />
701 <Node algorithm="ALG_ADEX" name="ADEX_NODE" type="INHIBITORY" />
702 <Node algorithm="RATEFUNC_BACKGROUND" name="BG_NOISE" type="EXCITATORY" />
703 ...
704 </Nodes>
```

705 Many nodes can reference the same algorithm to use the same population model but they will behave  
 706 independently based on their individual inputs.  
 707

## 708 4.3 Connections

709 The connections between the nodes are defined in the *<Connections>* sub-element. Each connection  
 710 can be thought of as a conduit which passes the output activity from the “In” population node to the “Out”  
 711 population node. The format used to define the connections is dependent on the choice of *WeightType*.  
 712 When the type is *double*, connections require a single value which represents the connection weight. This  
 713 will be multiplied by the output activity of the In population and passed to the Out population. The sign of  
 714 the weight must match the In node’s type definition (*EXCITATORY*, *INHIBITORY*, *NEUTRAL*).

**Listing 18.** A simple double WeightType Connection with a single rate multiplier.

```
715 <WeightType>double</WeightType>
716 <Connections>
717 ...
718 <Connection In="RATEFUNC_BACKGROUND" Out="WC_POP">0.1</Connection>
```

719 ...  
 720 </Connections>

721 Many algorithms use the *DelayedConnection* weight type which requires three values to define each  
 722 connection. The first is the number of incoming connections each neuron in the Out population receives  
 723 from the In population. This number is effectively a weight and is multiplied by the output activity of the In  
 724 population. For example, if the output firing rate of an In population is 10Hz and the number of incoming  
 725 connections is set to 10, the effective average incoming spike rate to each neuron in the Out population  
 726 will be 100 Hz. The second value is the post synaptic efficacy whose sign must match the type of the In  
 727 population. If the Out population is an instance of MeshAlgorithm, the efficacy must also match one of the  
 728 provided .mat files. The third value is the connection delay in seconds. The delay is implemented in the  
 729 same way as the refractory period in the mesh and grid algorithms. The output activity of the In population  
 730 is placed at the beginning of the queue and shifted towards the end of the queue over subsequent iterations.  
 731 The input to the Out population is taken as the linear interpolation between the final two values in the  
 732 queue.

**Listing 19.** A DelayedConnection with number of connections = 10, efficacy = 0.1, and delay of 1ms.

733 <WeightType>DelayedConnection</WeightType>  
 734 <Connections>  
 735 ...  
 736 <Connection In="RATEFUNC\_BACKGROUND" Out="BURSTER">10 0.1 0.001</Connection>  
 737 ...  
 738 </Connections>

739 With the addition of GridAlgorithm, there was a need for a more flexible connection type which would  
 740 allow custom parameters to be applied to each connection. When using the *CustomConnectionParameters*  
 741 weight type, the key-value attributes of the connections are passed as strings to the C++ implementation.  
 742 By default, custom connections require the same three values as *DelayedConnection*: *num\_connections*,  
 743 *efficacy*, and *delay*. *CustomConnectionParameters* can therefore be used with mesh algorithm nodes as  
 744 well as grid algorithm nodes although MeshAlgorithm definitions must have the type attribute set to  
 745 MeshAlgorithmCustom instead.

**Listing 20.** A MeshAlgorithmCustom definition for use with WeightType=CustomConnectionParameters  
 and a Connection using the num\_connections, efficacy, and delay attributes.

746 <WeightType>CustomConnectionParameters</WeightType>  
 747  
 748 <Algorithms>  
 749 ...  
 750 <Algorithm type="MeshAlgorithmCustom" name="ALG\_ADEX" modelfile="adex.model" >  
 751 <TimeStep>0.001</TimeStep>  
 752 <MatrixFile>adex\_0.05\_0\_0\_0\_.mat</MatrixFile>  
 753 <MatrixFile>adex\_-0.05\_0\_0\_0\_.mat</MatrixFile>  
 754 </Algorithm>  
 755 ...  
 756 </Algorithms>  
 757  
 758  
 759 <Connections>  
 760 ...  
 761 <Connection In="ALG\_ADEX" Out="RG\_E" num\_connections="1" efficacy="0.05" delay="0.0"/>  
 762 ...

763 </Connections>

764 Other combinations of attributes for connections using CustomConnectionParameters are available for  
 765 use with specific specialisations of the grid algorithm which are discussed in section 4 of the supplemen-  
 766 tary material. Any number of attributes are permitted but they will only be used if there is an algorithm  
 767 specialisation implemented in the MIIND code base.

768

#### 769 4.4 SimulationRunParameter

770 The *<SimulationRunParameter>* block contains parameter settings for the simulation as a whole. The  
 771 sub-elements listed in Table 5 are required for a full definition. Although all four sub-elements are fairly  
 772 self explanatory, *t\_step* has the limitation that it must match or be an integer multiple of all time steps  
 773 defined by any MeshAlgorithm and GridAlgorithm instances.

774

#### 775 4.5 Reporting

776 The *<Reporting>* block is used to describe how output is displayed and recorded from the simulation.  
 777 There are three ways to record output from the simulation: Density, Rate, and Display. The *<Rate>*  
 778 element takes the node *name* and *t\_interval* as attributes and creates a single file in the output directory.  
 779 *t\_interval* must be greater than or equal to the simulation time step. At each *t\_interval* of the simulation, the  
 780 output activity of the population is recorded on a new line of the generated file. Although the element is  
 781 called “Rate”, if average membrane potential has been chosen as the activity of this population, this is what  
 782 will be recorded here. *<Density>* is used to record the full probability density of the given population node.  
 783 As density is only relevant for the population density technique, it can only be recorded from nodes which  
 784 instantiate the mesh or grid algorithm types. The attributes are the node *name*, *t\_start*, *t\_end*, and *t\_interval*  
 785 which define the simulation times to start and end recording the density at the given interval. A file which  
 786 holds the probability mass values for each cell in the mesh or grid will be created in the output directory  
 787 for each *t\_interval* between *t\_start* and *t\_end*. Finally, the *<Display>* element can be used to observe the  
 788 evolution of the probability density function as the simulation is running. If a *Display* element is added in  
 789 the XML file for a specific node, when the simulation is run, a graphical window will open and display the  
 790 probability density for each time step. Again, display is only applicable to algorithms involving densities.  
 791 Enabling the display can significantly slow the simulation down. However, it is useful for debugging the  
 792 simulation and furthermore, each displayed frame is stored in the output directory so that a movie can be  
 793 made of the node’s behaviour. How to generate this movie is discussed later in section 7.1.

**Listing 21.** A set of reporting definitions to record the probability densities and rates of two populations, S and D. The densities will also be displayed during simulation.

794 <Reporting>  
 795 ...  
 796   <Density node="S" t\_start="0.0" t\_end="6.0" t\_interval="0.01" />  
 797   <Density node="D" t\_start="0.5" t\_end="1.5" t\_interval="0.001" />  
 798   <Display node="S" />  
 799   <Display node="D" />  
 800   <Rate node="S" t\_interval="0.0001" />  
 801   <Rate node="D" t\_interval="0.0001" />  
 802 ...  
 803 </Reporting>

804 **4.6 Variables**

805 The `<Simulation>` element can contain multiple `<Variable>` sub-elements each with a unique name  
 806 and value. Variables are provided for the convenience of the user and can replace any values in the XML  
 807 file. For example, a variable named `TIME-END` can be defined to replace the value in the `t_end` element of  
 808 the `SimulationRunParameter` block. When the simulation is run, the value of `t_end` will be replaced with  
 809 the default value provided in the Variable definition. Using variables makes it easy to perform parameter  
 810 sweeps where the same simulation is run multiple times and only the variable's value is changed. How  
 811 parameter sweeps are performed is covered in the supplementary material section 8. All values in a MIIND  
 812 XML script can be set with a variable name. The type of the Variable is implicit and an error will be thrown  
 813 if, say, a non-numerical value is passed to the `tau_refractive` attribute of a `MeshAlgorithm` object.  
 814

**Listing 22.** A Variable definition. `TIME-END` has a default value of 18.0 and is used in the `t_end` parameter definition.

```
815 <Variable Name='TIME-END'>18.0</Variable>
816 ...
817 <t_end>TIME-END</t_end>
```

## 5 MIIND ON THE GPU

818 The population density techniques of the mesh and grid algorithms rely on multiple applications of the  
 819 transition matrix which can be performed on each cell in parallel. This makes the algorithms prime  
 820 candidates for parallelisation on the graphics card. In the CPU versions, the probability mass is stored  
 821 in separate arrays, one for each population/node in the simulation. For the GPGPU version, these are  
 822 concatenated into one large probability mass vector so all cells in all populations can be processed in parallel.  
 823 From the user's perspective, switching between CPU and GPU implementations is trivial. In the XML file  
 824 for a simulation which uses `MeshAlgorithm` or `GridAlgorithm`, to switch to the vectorised GPU version, the  
 825 Algorithm types must be changed to `MeshAlgorithmGroup` and `GridAlgorithmGroup`. All other attributes  
 826 remain the same. Only `MeshAlgorithmGroup`, `GridAlgorithmGroup`, and `RateFunctor/RateAlgorithm`  
 827 types can be used for a vectorised simulation. When running a MIIND simulation containing a group  
 828 algorithm from a Python script, instead of importing `miind.miindsim`, `miind.miindsimv` should be used. The  
 829 Python module `miind.run` is agnostic to the use of group algorithms so can be used as shown previously.

**Listing 23.** A `MeshAlgorithmGroup` definition is identical to a `MeshAlgorithm` definition except for the type.

```
830 <Algorithm type="MeshAlgorithmGroup" name="ALG_ADEX" modelfile="adex.model" >
831   <TimeStep>0.001</TimeStep>
832   <MatrixFile>adex_0.05_0_0_0_.mat</MatrixFile>
833   <MatrixFile>adex_-0.05_0_0_0_.mat</MatrixFile>
834 </Algorithm>
835 <Algorithm type="GridAlgorithmGroup" name="OSC" modelfile="fn.model" tau_refractive="0.0" transformfile=
836   ↳ "fn_0_0_0_0_.tmat" start_v="-1.0" start_w="-0.3" ratemethod="AvgV">
837   <TimeStep>0.00001</TimeStep>
838 </Algorithm>
```

839 In order to run the vectorised simulations, MIIND must be running on a CUDA enabled machine and have  
 840 CUDA enabled in the installation (CUDA is supported in the Windows and Linux python installations).  
 841 Section 3 in the supplementary material goes into greater detail about the systems architecture differences  
 842 between the CPU and GPU versions of the MIIND code. Using the “Group” algorithms is recommended if

843 possible as it provides a significant performance increase. Benchmarking details for MIIND compared to  
844 direct simulation are available in De Kamps et al. (2019).  
845

## 6 RUNNING A MIIND SIMULATION IN PYTHON

846 As demonstrated in the quick start guide, the command **python -m miind.run** takes a simulation XML file  
847 as a parameter and runs the simulation. A similar script may be written by the user to give more control  
848 over what happens during a simulation and how output activity is recorded and processed. It even allows  
849 MIIND simulations to be integrated into other Python applications such as the Virtual Brain (Sanz Leon  
850 et al., 2013) so the population density technique can be used to solve the behaviour of nodes in a brain-scale  
851 network (see section 9). To run a MIIND simulation in a Python script, the module *miind.miindsim* must be  
852 imported (or *mind.miindsimv* if the simulation uses MeshAlgorithmGroup or GridAlgorithmGroup and  
853 therefore requires CUDA support). Listing 24 shows an example script which uses the following available  
854 functions to control the simulation.  
855

**Listing 24.** A simple python script for running a MIIND simulation and plotting the results.

```
856 import matplotlib.pyplot as plt
857 import miind.miindsim as miind
858
859 miind.init(1, "lif.xml")
860
861 timestep = miind.getTimeStep()
862 simulation_length = miind.getSimulationLength()
863 print('Timestep from XML : {}'.format(timestep))
864 print('Sim time from XML : {}'.format(simulation_length))
865
866 miind.startSimulation()
867
868 constant_input = [2500]
869 activities = []
870 for i in range(int(simulation_length/timestep)):
871     activities.append(miind.evolveSingleStep(constant_input)[0])
872
873 miind.endSimulation()
874
875 plt.figure()
876 plt.plot(activities)
877 plt.title("Firing Rate.")
878
879 plt.show()
```

### 880 6.1 init(node\_count,simulation\_xml\_file,...)

881 The *init* function should be called first once the MIIND library has been imported. This sets up the  
882 simulation ready to be started. The *node\_count* parameter allows for multiple instantiations of the simulation  
883 to be run simultaneously. The Nodes, Connections, and Reporting blocks from the simulation file will be  
884 duplicated, effectively running the same model *node\_count* times simultaneously in the same simulation.  
885 This functionality was included to allow the Virtual Brain to run the simulation defined in the XML file  
886 multiple times (see section 9). The *simulation\_xml\_file* parameter gives the name of the simulation xml file  
887 to be run. If the file has any variables defined, these are made available in Python as additional parameters

888 to the *init* function. In this way, the use of XML variables can be used for parameter sweeps. All variables  
 889 must be passed as strings. If a variable is not set in the call to *init*, the default value defined in the XML file  
 890 will be used.

**Listing 25.** Calling *init* for a MIIND simulation lif.xml with the Variable SIM\_TIME set to 0.4.

```
891 miind.init(1, "lif.xml", SIM_TIME="0.4")
```

## 892 6.2 **getTimeStep() and getSimulationLength()**

893 Once *init* has been called, the functions *getTimeStep* and *getSimulationLength* can be used to extract the  
 894 time step and simulation length in seconds from the simulation respectively. The Python script controls  
 895 when each iteration of the MIIND simulation is called and so it needs to know the total number of iterations  
 896 to make. Furthermore, it can be useful for integration with other systems to know these values.

## 897 6.3 **startSimulation()**

899 *startSimulation* indicates in the Python script that the simulation should be initialised ready for the  
 900 simulation loop to be called.

## 901 6.4 **evolveSingleStep(input)**

903 By calling *evolveSingleStep* in the Python script, the MIIND simulation will move forward one time step.  
 904 This function takes a list of numbers as a parameter. The list corresponds to inputs to the population nodes  
 905 in the MIIND simulation. In this way, the user may control the behaviour of the simulation from the Python  
 906 script during the simulation. The *evolveSingleStep* function also returns a list of numbers which are the  
 907 output activities of the population nodes. Section 6.6 provides more information about how to use the input  
 908 and output of this function. *evolveSingleStep* should be called in a loop which will run the same number of  
 909 iterations as would be expected if the XML file were run in MIIND directly, that is, the simulation length  
 910 divided by the time step.

## 911 6.5 **endSimulation()**

913 It is good practice to call *endSimulation* once all iterations of the simulation have been performed. This  
 914 allows MIIND to clean up and to print the performance statistics to the console.

## 915 6.6 **Additional XML Code for Python Support**

917 Although it is still possible to use *RateFunctor* or *RateAlgorithm* to set input rates to populations in a  
 918 Python MIIND simulation, *evolveSingleStep()* provides a means to pass the input rates as a parameter so  
 919 that more complex input patterns can be used. In order to indicate that a population will receive input  
 920 externally from the Python script (via the list input to *evolveSingleStep()*) a special connection type must  
 921 be defined in the <Connections> section of the XML.

**Listing 26.** Special connection types for use in Python.

```
922 <Connections>
923 ...
924 <IncomingConnection Node="E">1 0.01 0</IncomingConnection>
925 <OutgoingConnection Node="E"/>
926 ...
927 </Connections>
```

928 Listing 26 defines an input to node E which will be interpreted as a DelayedConnection with the number  
929 of connections equal to 1 and a post synaptic efficacy of 0.01. No delay is defined here although it is  
930 permitted. OutgoingConnections are used to declare which nodes in the population network will pass their  
931 activity back to the Python script after each iteration. If the two connections in the listing are the only  
932 instances of IncomingConnection and OutgoingConnection, then the *evolveSingleStep* function will expect  
933 as a parameter, a list with one numeric value to represent the incoming rate to node E. *evolveSingleStep*  
934 will return a list with a single numeric value representing the activity of node E. In cases where there are  
935 more than one IncomingConnection, the order of values in the Python list parameter to *evolveSingleStep* is  
936 the same as the order of IncomingConnections defined in the XML. Similarly with OutgoingConnections,  
937 the order of the list of activities returned from *evolveSingleStep* is the same as the order of declaration in  
938 the XML file.

## 7 USING THE CLI TO QUICKLY VIEW RESULTS

939 Once a simulation has been run, either using *miind.run* or from a user written Python script, the  
940 *miind.miindio* CLI can be used to quickly plot the recorded results. As mentioned, the commands used  
941 in *miindio* are based on the module *miind.miind\_api* and are reproducible in a Python script. However, it  
942 can be convenient to be able to run them directly from the command line to aid fast prototyping and bug  
943 fixing of models and simulations. The following section lists some common commands in the CLI and  
944 their usage. The accompanying files for this example are in the *examples/cli\_plots* directory. The following  
945 command starts the CLI and presents the user with a prompt:

### **Listing 27.** Run the CLI.

946 \$ python -m miind.miindio

947 When *miind.miindio* is called for the first time in a working directory, the user must identify the XML file  
948 which will describe the current working simulation. MIIND stores a reference to this file in a settings file in  
949 the working directory so that all subsequent commands will reference this simulation. Even if *miind.miindio*  
950 is quit and restarted, the current working simulation will be used as the context for commands until a new  
951 current working simulation is defined or if it is called in a different directory. The user can set the current  
952 working simulation with the **sim** command.  
953

### **Listing 28.** Load a simulation file in the CLI.

954 > sim example.xml

955 Calling **sim** without a parameter will list information about the current working simulation such as the  
956 output directory, XML file name and provide a list of the defined variables and nodes.  
957

958 During the simulation, MIIND generates output files according to the requirements of the *<Recording>*  
959 object of the XML file which could include the average firing rate of population nodes or their densities at  
960 each time interval. The average firing rate can be plotted from the CLI using the **rate** command followed by  
961 the name of the population node. To be reminded of the node names, the user can call **sim** or **rate** without  
962 parameters.  
963

### **Listing 29.** Plot the rate of population POP1 in the CLI.

964 > rate POP1

965 Even while a simulation is running, calling **rate** in the CLI will plot the recorded activity up to the latest  
 966 simulated time point. This is useful to keep an eye on the simulation as it progresses without waiting for  
 967 completion. An example of the plots produced by **rate** is shown in Fig. 11A.  
 968 For populations using the grid or mesh algorithms, the user can call the **plot-density** command with  
 969 parameters identifying the required node name and simulation time.  
 970

**Listing 30.** Plot the probability density of population POP1 at time 0.42s in the CLI.

971 > `plot-density POP1 0.42`

972 This command renders the mesh or grid and its population density at the given simulation time. When  
 973 reading the simulation time parameter in the command, MIIND expects the time to be an integer multiple  
 974 of the time step and to be expressed up to its least significant figure (for example, 0.1 instead of 0.10).  
 975 Again, this command can be run during a simulation providing the time has been simulated. An example of  
 976 a density plot is shown in Fig. 11B.  
 977

978 Similar to **plot-density**, **plot-marginals** can be used to display the marginal densities of a given popula-  
 979 tion at a given time. Both marginals are plotted next to each other. The details of how marginal densities are  
 980 calculated are explained in the supplementary material section 5. Fig. 11C shows an example of a marginal  
 981 density plot.  
 982

**Listing 31.** Plot the marginal distributions of population POP1 at time 0.42s in the CLI.

983 > `plot-marginals POP1 0.42`

## 984 7.1 Generate a Density Movie

985 If, in the XML file *<Recording>* section, the *<Display>* element is added for a given population, the  
 986 output directory will be populated with still images of density plots at each time step. Once the simulation  
 987 is complete, calling **generate-density-movie** in the CLI will produce an MP4 movie file made from the  
 988 still images. The parameters are the node name followed by the size of the square video frame in pixels.  
 989 The third parameter is the desired time to display each image (every time step of the simulation) in seconds.  
 990 If the video should be the same length as the simulation time, then this parameter should match the time  
 991 step of the simulation. By changing the value, the video time can be altered. For example, if the parameter  
 992 is set to 0.01 for a simulation with time step 0.001, then the video length will be 10 times the length of the  
 993 simulation. Finally, a name for the video file must be given.

**Listing 32.** Generate a movie from the display images of population POP1 with a size of 512 pixels at a  
 simulation replay time step of 0.1s.

994 > `generate-density-movie POP1 512 0.1 pop1_mov`

995 The movie file will be created in the working directory of the simulation. A movie of the marginal density  
 996 plots can also be created using the **generate-marginal-movie** command which takes the same parameters.  
 997 As each marginal plot must be generated from the density output, this takes a considerably longer time  
 998 than for the density movie.

**Listing 33.** Generate a marginals movie from the density files of population POP1 with a size of 512  
 pixels at a simulation replay time step of 0.1s.

999 > `generate-marginal-movie POP1 512 0.1 pop1_marginal_mov`

## 8 DESCRIPTION OF MIIND'S ARCHITECTURE AND FUNCTIONALITY

The main architectural concerns in MIIND relate to the two C++ libraries, MPILib and TwoDLib. MPILib is responsible for instantiating and running the simulation. TwoDLib contains the CPU implementations of the grid and mesh algorithms. It is also responsible for generating transition matrices. Of the remaining libraries, GeomLib contains a population density technique implementation of neuron models with one time dependent variable, although it is also possible and indeed preferable to use the TwoDLib code for one dimensional models. EPFLLib and NumtoolsLib contain helper classes and type definitions. Fig. 12 shows a reduced UML diagram of the MIIND C++ architecture. The aim of this section is to give a brief overview of the C++ MIIND code as a starting point for developers. The CUDA implementation of MIIND is similar in structure to the CPU solution and is available in the CudaTwoDLib and MiindLib libraries. A description of the differences is given in section 3 of the supplementary material.

### 8.1 MPILib

The MPINetwork class in MPILib represents a simulation as a whole and is instantiated in the *init* function of the SimulationParserCPU class which is a specialisation of MiindTvbModelAbstract. *init* is called from the Python module and, as the name suggests, MiindTvbModelAbstract was originally written with the aim of Python integration into TVB. MPINetwork exposes member functions for building a network of nodes where each node is an instance of a neuron population which can be connected together so that the output activity from one population is input to another. The class also contains all of the simulation parameters such as the simulation length and time step. Finally, the MPINetwork class exposes a function to run the simulation in its entirety or take a single evolve step for use in an external control loop.

1020

Each node in the population network is represented by an instance of the MPINode class. A node has a name and an ID which is used to uniquely identify it in the simulation. A node also contains an implementation of AlgorithmInterface performing the integration technique required for this population (for example, GridAlgorithm or MeshAlgorithm). The *NodeType* describes whether a population should be thought of as excitatory or inhibitory. As discussed earlier, MIIND performs a validation check that the synaptic efficacy from a node is positive or negative respectively (or neutral). During each iteration, each node is responsible for consolidating the activity of all input connections, calling the integration step in the AlgorithmInterface implementation, and reporting the density and output activity (the average firing rate or membrane potential).

1030

In MPILib, a number of implementations of AlgorithmInterface are defined which can be instantiated in a node. Implementations of AlgorithmInterface are responsible for the lion's share of the computation in MIIND as this is where the integration of the model is performed. The interface is extremely simple, providing a function to set parameters, an optional function for a preamble before each iteration, and the *evolveNodeState* function to be called every time step. GridAlgorithm and MeshAlgorithm are implementations of this interface defined in TwoDLib. MPILib and GeomLib hold the implementations of the remaining algorithms available to the user which were discussed in section 4. Finally, the weight types, DelayedConnection and CustomConnectionParameters are also defined in MPILib. All classes are C++ templates which take the weight type as a parameter to avoid code duplication and to enforce that only algorithms with the same weight type can be used together.

1041

## 1042 8.2 TwoDLib

1043 As with the population models in MPILib and GeomLib, GridAlgorithm and MeshAlgorithm are imple-  
1044 mentations of the AlgorithmInterface. We will focus here on the grid algorithm implementation although  
1045 the mesh algorithm uses the same structures or specialisations of those structures to perform similar tasks  
1046 as set out in section 3. GridAlgorithm is supported by two important classes. **Ode2DSys** transfers  
1047 probability mass according to the reset mapping of the *.model* file and calculates the average firing rate of  
1048 the population. In MeshAlgorithm, Ode2DSys also performs the pointer update for shifting probability  
1049 mass down the strips of the mesh. **MasterGrid** is responsible for solving the Poisson master equation using  
1050 a transition matrix calculated at simulation time based on the desired efficacy and grid cell size. For each  
1051 iteration, the function *evolveNodeState* is called which performs the main steps of the population density  
1052 algorithm.

1053

1054 First, in GridAlgorithm, the deterministic dynamics are solved by applying the pre-generated transition  
1055 matrix once. The second step is a call to *Ode2DSys.RedistributeProbability()* to perform any reset  
1056 mappings for probability mass which appeared in the threshold cells last iteration. This step is useful for  
1057 neuron models, such as leaky integrate and fire, which contain an instruction to reset one or more variables  
1058 to a different value upon reaching a threshold.

1059

1060 The third step calls on the MasterGrid class to solve the master equation for the incoming Poisson spike  
1061 rates from every incident node. MasterGrid begins with the current state of the probability mass distribution  
1062 across the grid, that is, the probability mass values of each cell in the grid. As described in section 2, every  
1063 cell has the same relative transition of probability mass due to a single incoming spike. For the whole  
1064 grid, this single transition is duplicated into a transition matrix which can be applied to the full probability  
1065 mass vector. Because there are at most two cells into which probability mass is transferred, this matrix  
1066 is extremely sparse and can be stored efficiently in a compressed sparse row (CSR) matrix. In the mesh  
1067 algorithm, this matrix is loaded from the *.mat* file. The change to the probability mass distribution,  $\rho$ , is  
1068 defined as

1069

$$1070 \quad d\rho/dt = \lambda M \rho$$

1071

1072 where  $\lambda$  is the incoming Poisson firing rate and  $M$  is the transition matrix. The boost numeric library  
1073 is used to integrate  $d\rho/dt$ . The solution to this equation describes the spread of the population due to  
1074 Poisson spikes. This ‘master process’ step is where the majority of time is taken computationally. However,  
1075 OpenMP is available in MIIND to parallelise the matrix multiplication. If multiple cores are available, the  
1076 OpenMP implementation significantly improves performance of the master process step.

1077

1078 MeshAlgorithm requires a fourth step to transfer probability mass from the ends of strips to stationary  
1079 cells subject to a reversal mapping generated during the pre-processing phase. This is discussed in the  
1080 supplementary material section 6.

1081

1082 Finally, SimulationParserCPU is an extension of the MiindTvbModelAbstract class used to parse the  
1083 simulation XML file and instantiate an MPINetwork object with the appropriate nodes and connections. Its

1084 extensions of the functions declared in MiindTvbModelAbstract are exposed to the Python module to be  
1085 called from a Python script.

## 9 DISCUSSION

### 1086 MIIND fulfills a need for insight into neural behaviour at mesoscopic scales.

1087 The MIIND population density technique allows researchers to simulate population level behaviour by  
1088 defining the behaviour of the underlying neurons. This is in contrast to many rate based models which  
1089 describe the population behaviour directly. An example of how population behaviour can differ from the  
1090 underlying neuron model can be seen in the behaviour of a population of bursting neurons such as the  
1091 Izhikevich simple model. A single Izhikevich neuron with a constant input current or input spike rate  
1092 oscillates between a bursting period of repeated firing and a quiescent period of no firing. The average  
1093 behaviour of a population of Izhikevich neurons is different. Initially, all neurons are synchronised, they  
1094 burst and quiesce at the same time producing an oscillatory pattern of average firing rate in the population.  
1095 However, due to the random nature of Poisson input spikes, the neurons de-synchronise over time and the  
1096 average firing rate of the whole population damps to a constant value because only a subset of neurons  
1097 are bursting at any one time. Fig. 11A shows the damping of the output firing rate oscillations and the  
1098 ‘desynchronised’ density of a population of Izhikevich simple neurons.

1099

### 1100 TVB Integration

1101 The Virtual Brain (Sanz Leon et al., 2013) and MIIND are both systems which facilitate the development  
1102 of neural mass or mean field population models with explicit descriptions of how multiple populations are  
1103 connected. Using these systems, the complex dynamics arising from the interaction of populations can be  
1104 studied.

1105 TVB provides a framework to describe a network of nodes (the connectivity) which, while it can be abstract,  
1106 generally represents regions of the human or primate brain. Connections between nodes represent white  
1107 matter tracts which transfer signals from one node to the next based on length and propagation speed. TVB  
1108 also allows the description of “coupling” functions which modulate these signals as they pass from one  
1109 node to another. Typically, the number of nodes is in the order of 100 or so. However, TVB also allows for  
1110 the definition of a “surface” which can be associated with 10s of thousands of nodes to simulate output  
1111 from common medical recording techniques such as EEG and BOLD fMRI. TVB has impressive clinical  
1112 relevance as well as supporting more theoretical neuroscience research. Users can build simulations using  
1113 the graphical user interface or directly using the Python source code.

1114

1115 While MIIND and TVB have many functional similarities, both have differing strengths with respect to  
1116 the underlying simulation techniques and surrounding infrastructure. It was therefore clear that integrating  
1117 the smaller system, MIIND, into the more developed infrastructure of TVB might yield benefits from both.

1118

1119 Although it is possible to model delayed connections and synaptic dynamics between populations in  
1120 MIIND, TVB provides a comprehensive method of defining such structures and behaviours through the  
1121 connectivity network and coupling functions. Some users of MIIND may find it useful and appropriate to  
1122 house their simulations in such a structure.

1123

1124 TVB uses a number of model classes to describe the behaviour of the nodes in a network. When the  
1125 simulation is run, an instantiation of a specified model class takes the signals which have passed through

1126 the network to arrive at each node and integrates forward by one time step (depending on the integration  
1127 method). In order to use MIIND nodes in TVB, a specialised model class was created to import the MIIND  
1128 Python library, instantiate it, then make a call to *evolveSingleStep()* in place of the integration function. The  
1129 inputs and outputs of *evolveSingleStep()* are treated by TVB as any other model. As the MIIND Python  
1130 library takes a simulation file name as a parameter to its *init* function, a single additional model class is all  
1131 that is required to expose any MIIND simulation to TVB. Fig. 13 shows the results from a simulation of  
1132 the TVB default whole-brain connectivity with populations of Izhikevich simple neurons in MIIND. The  
1133 script and simulation files are available in the *examples/miind\_tvb* directory of the MIIND repository. Both  
1134 TVB and MIIND must be installed to sucessfully run the example.

1135 **1136 Reasoning about probability density instead of populations of individual neurons  
1137 simplifies output analysis.**

1138 The output firing rate or membrane potential of a MIIND population which uses the the mesh algorithm  
1139 or grid algorithm is devoid of any variation which you would see from a population of individual neurons.  
1140 This is because the effect of Poisson generated input spike trains is applied to a probability density function,  
1141 effectively an infinite population of neurons. Spike train inputs to a finite population of neurons produces  
1142 variation in how individual neurons move through state space resulting in noisy output rates at the popula-  
1143 tion level. While this can be mitigated using a larger number of neurons, the use of smoothing techniques,  
1144 or curve fitting, MIIND requires none of these methods to produce an output which is immediately clear to  
1145 interpret. For example, MIIND was used to build and simulate a spinal circuit model using populations  
1146 of integrate and fire neurons (York et al., 2019). The average firing rates of the populations were used to  
1147 compare patterns of activity with results from an EMG experiment. As the patterns to be observed were  
1148 on the order of seconds, there was no need to capture faster variation in activity from the simulation and  
1149 indeed, a direct simulation would have produced output which may have obscured these patterns.  
1150

1151 MIIND has also been used to simulate central pattern generator models which rely on mutually inhibiting  
1152 populations of bursting neurons. The interaction of the two populations significantly influences their sub-  
1153 threshold dynamics. In particular, it can be difficult to identify the dynamics responsible for the swapping  
1154 of states from bursting to quiescent (escape or release). Observing the changing probability density function  
1155 during the simulation makes it very clear how the two populations are behaving.

1156 **Handling Noise**

1158 A major benefit of MIIND's population density technique is the ability to observe the effect of noise on a  
1159 population, and to manipulate noise in an intuitive way. For a given simulation, the Poisson distributed  
1160 input to a population causes a spread of probability mass across the state space as some neurons receive  
1161 many spikes, and some receive fewer. It is explained in de Kamps (2013) how the Poisson input causes a  
1162 mean increase in membrane potential equal to the product of the post synaptic efficacy,  $h$ , and the average  
1163 input rate,  $\nu$ . It causes a variance equal to  $\nu h^2$ .  $h$  and  $\nu$  can therefore be set such that the mean remains the  
1164 same but the variance changes to observe the effect of noise on the population.  
1165

1166 Another simple way to increase the variance of the population is to introduce two additional inputs with  
1167 equal rates and opposite post-synaptic efficacies. Again, the mean increase caused by the input remains  
1168 unchanged but the variance can be increased significantly and this requires only a small change to the XML

1169 simulation file.  
1170

## 1171 **A model agnostic system at the population level makes prototyping quick and intuitive.**

1172 Because MIIND provides insight of how a neuron model produces behaviour at the population level, it is  
1173 beneficial that the grid algorithm enables the user to quickly reproduce the *.model* and *.tmat* files if the  
1174 underlying neuron model needs to be changed. An example of this can be observed in a half-centre oscillator  
1175 made of a pair of mutually inhibiting populations of bursting neurons. The frequency of oscillation can be  
1176 made dependent or independent of the input spike rate by including a limit on the slow excitability variable  
1177 of the underlying neuron model. To make this change, the user can alter the neuron model then rebuild the  
1178 *.model* and *.tmat* file and no change to the population level network is required.  
1179

## 1180 **DiPDE**

1181 DiPDE (DiPDE, 2015; Iyer et al., 2013) is an alternative implementation of the population density  
1182 technique for one dimensional neuron models. It does not employ the “mesh” discretisation method used  
1183 in the MIIND mesh algorithm and has primarily been used with populations of leaky integrate and fire  
1184 neurons. DiPDE can be used to simulate the Potjans-Diesmann microcircuit model (Cain et al., 2016)  
1185 which shows good agreement with MIIND (Fig. 5). MIIND is a much larger application than DiPDE  
1186 because it allows users to design their own underlying neuron models for each population using either the  
1187 mesh or grid algorithms.  
1188

## 1189 **Future Work**

1190 A limitation on the MIIND population density technique is that a maximum of two time-dependent  
1191 variables can be used to describe the underlying neuron model of each population. In the mesh algorithm,  
1192 for higher dimensions, mesh building would need to be automated but this is not a trivial problem to solve.  
1193 The grid algorithm, however, is entirely automated and work has been done to extend MIIND for 3D  
1194 neuron models. Fig. 14 shows the 3D density plot of a population of Hindmarsh-Rose neurons in MIIND.  
1195 The technique used to generate the 2D transition matrices outlined in section 2 extends to N dimensions so  
1196 there is theoretically no limit to the dimensionality of the underlying neuron model in the grid algorithm.  
1197 However, both the grid algorithm and mesh algorithm suffer from “the curse of dimensionality” such that  
1198 with each additional variable, the number of cells to cover the state space increases to the point where the  
1199 memory and processing requirements are too high. Luckily, a great number of neuron behaviours can be  
1200 captured with only two or three time-dependent variables with appropriate approximations.  
1201

1202 Large networks can be built up quickly in MIIND. To add a node to a simulation file requires just a  
1203 single line. Integrating the node into the rest of the network with requisite connections is equally convenient.  
1204 As mentioned, the Potjans-Diesmann model has been implemented as a single cortical column but this is  
1205 by no means the limit of the size of network which can be built. It is feasible that a patch of cortex made of  
1206 perhaps hundreds of cortical columns can be simulated efficiently in MIIND. The benefit of such a network  
1207 would be to demonstrate how cortical columns interact together under different connectivity regimes and  
1208 inputs as well as providing the ability to quickly and easily “swap out” the underlying neuron model of  
1209 each population. Typically, LIF is used but adaptive integrate and fire would be a closer approximation to  
1210 pyramidal neurons in cortex.  
1211

## 1212 Conclusion

1213 We have reintroduced MIIND’s population density techniques for simulating populations of neurons  
1214 and given a full account of the features available to users. While the mesh algorithm was developed some  
1215 time ago, the grid algorithm which was added to MIIND recently has precipitated a more accessible, user  
1216 friendly software package. We hope that the explanations given here along with a lower technical barrier to  
1217 entry will encourage researchers to make use of the tool.

## CONFLICT OF INTEREST STATEMENT

1218 The authors declare that the research was conducted in the absence of any commercial or financial  
1219 relationships that could be construed as a potential conflict of interest.

## AUTHOR CONTRIBUTIONS

1220 The Author Contributions section is mandatory for all articles, including articles by sole authors. If an  
1221 appropriate statement is not provided on submission, a standard one will be inserted during the production  
1222 process. The Author Contributions statement must describe the contributions of individual authors referred  
1223 to by their initials and, in doing so, all authors agree to be accountable for the content of the work. Please  
1224 see here for full authorship criteria.

## FUNDING

1225 This project received funding from the European Union’s Horizon 2020 research and innovation programme  
1226 under Grant Agreement No. 720270 (HBP SGA1) and Specific Grant Agreement No. 785907 (Human  
1227 Brain Project SGA2) (MdK; YML). HO is funded by EPSRC. The funders had no role in study design,  
1228 data collection and analysis, decision to publish, or preparation of the manuscript.

## ACKNOWLEDGMENTS

1229 The authors wish to thank Frank van der Velde and Martin Perez-Guevara for their continued support of  
1230 the MIIND project.

## DATA AVAILABILITY STATEMENT

1231 The MIIND source code and installation packages are available as a github repository at <https://github.com/dekamps/miind>.  
1232 MIIND can be installed for use in Python using “pip install miind” on many Linux, MacOS, and Windows  
1233 machines with python versions  $\geq 3.6$ .  
1234 Documentation is available at <https://miind.readthedocs.io/>.

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## TABLES

**Table 1.** Parameters for the `grid-generate.generate` function.

Parameter Name	Notes
<code>func</code>	The underlying neuron model function.
<code>timestep</code>	The desired time step for the neuron model
<code>timescale</code>	A scale factor for the timescale of the underlying neuron model to convert the time step into seconds.
<code>tolerance</code>	An error tolerance for solving a single time step of the neuron model.
<code>basename</code>	The base name with which all output files will be named.
<code>threshold_v</code>	The spike threshold value for integrate and fire neuron models.
<code>reset_v</code>	The reset value for integrate and fire neuron models.
<code>reset_shift_h</code>	A value for increasing the second variable during reset for integrate and fire neuron models with some adaptive shift or similar function.
<code>grid_v_min</code>	The minimum value for the first dimension of the grid (usually membrane potential).
<code>grid_v_max</code>	The maximum value for the first dimension of the grid.
<code>grid_h_min</code>	The minimum value for the second dimension of the grid.
<code>grid_h_max</code>	The maximum value for the second dimension of the grid.
<code>grid_v_res</code>	The number of columns in the grid.
<code>grid_h_res</code>	The number of rows in the grid.
<code>efficacy_orientation</code>	The direction, ‘v’ or ‘h’, in which incoming spikes cause an instantaneous change.

**Table 2.** Parameters for the `generate-model` command in the CLI.

Parameter Name	Notes
<code>basename</code>	The shared name of the <code>.mesh</code> , <code>.stat</code> , <code>.rev</code> and generated <code>.model</code> files.
<code>reset</code>	The value (usually representing membrane potential) which probability mass will be transferred to having passed the threshold.
<code>threshold</code>	The value (usually representing membrane potential) beyond which probability mass will be transferred to the reset value.

**Table 3.** Parameters for the `generate-matrix` command in the CLI.

Parameter Name	Notes
<i>basename</i>	The shared name of the <code>.model</code> , <code>.fid</code> (if required), and generated <code>.mat</code> files.
<i>v_efficiency</i>	The efficacy value in the <i>v</i> (membrane potential) direction. If the parameter <i>h_efficiency</i> is used, this should be zero.
<i>points / precision</i>	For Monte Carlo, this gives the number of points per cell to use for approximating the transition matrix. For the geometric method, transitions are stored in the <code>.mat</code> file to the nearest $\frac{1}{precision}$ .
<i>h_efficiency</i>	The efficacy value in the <i>h</i> direction. If the parameter <i>v_efficiency</i> is used, this should be zero.
<i>reset-shift</i>	The shift in the <i>h</i> direction which neurons take when being reset.
<i>use_geometric</i>	A boolean flag set to “true” if the geometric method is used and “false” for Monte Carlo.

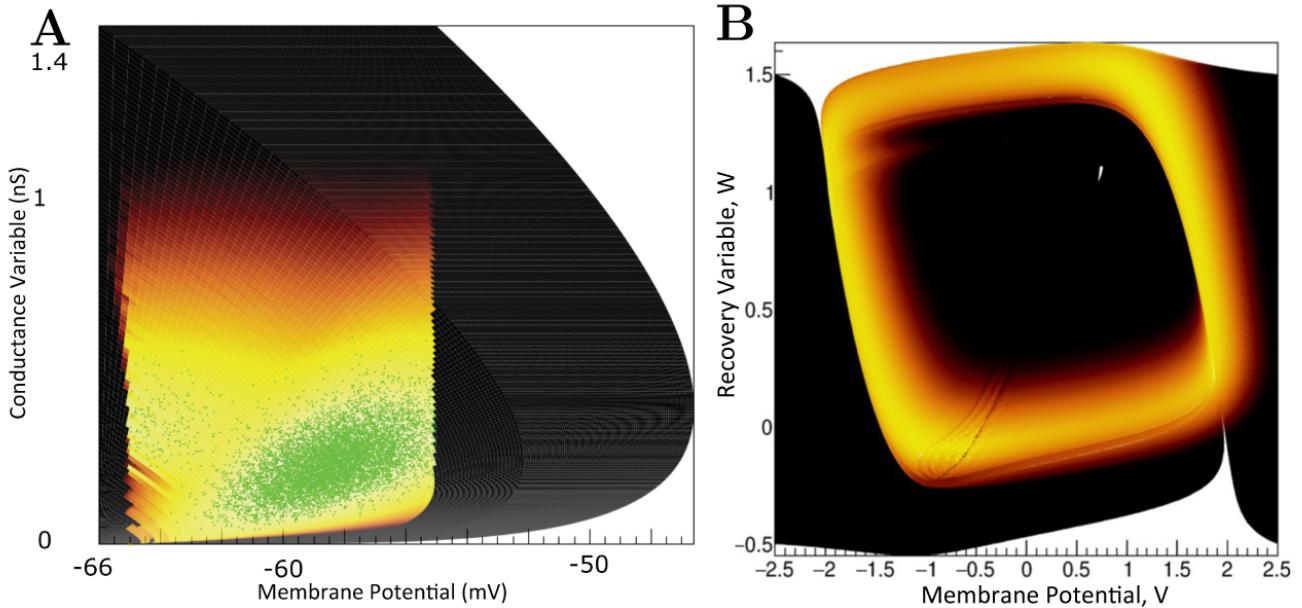
**Table 4.** Compatible weight types for each algorithm type defined in the simulation XML file.

Algorithm Name	double	DelayedConnection	CustomConnectionParameters
<i>RateAlgorithm</i>	✓	✓	✓
<i>MeshAlgorithm</i>		✓	
<i>MeshAlgorithmCustom</i>			✓
<i>GridAlgorithm</i>			✓
<i>GridJumpAlgorithm</i>		✓	✓
<i>OUAlgorithm</i>			✓
<i>WilsonCowanAlgorithm</i>	✓	✓	
<i>RateFunctor</i>	✓		✓

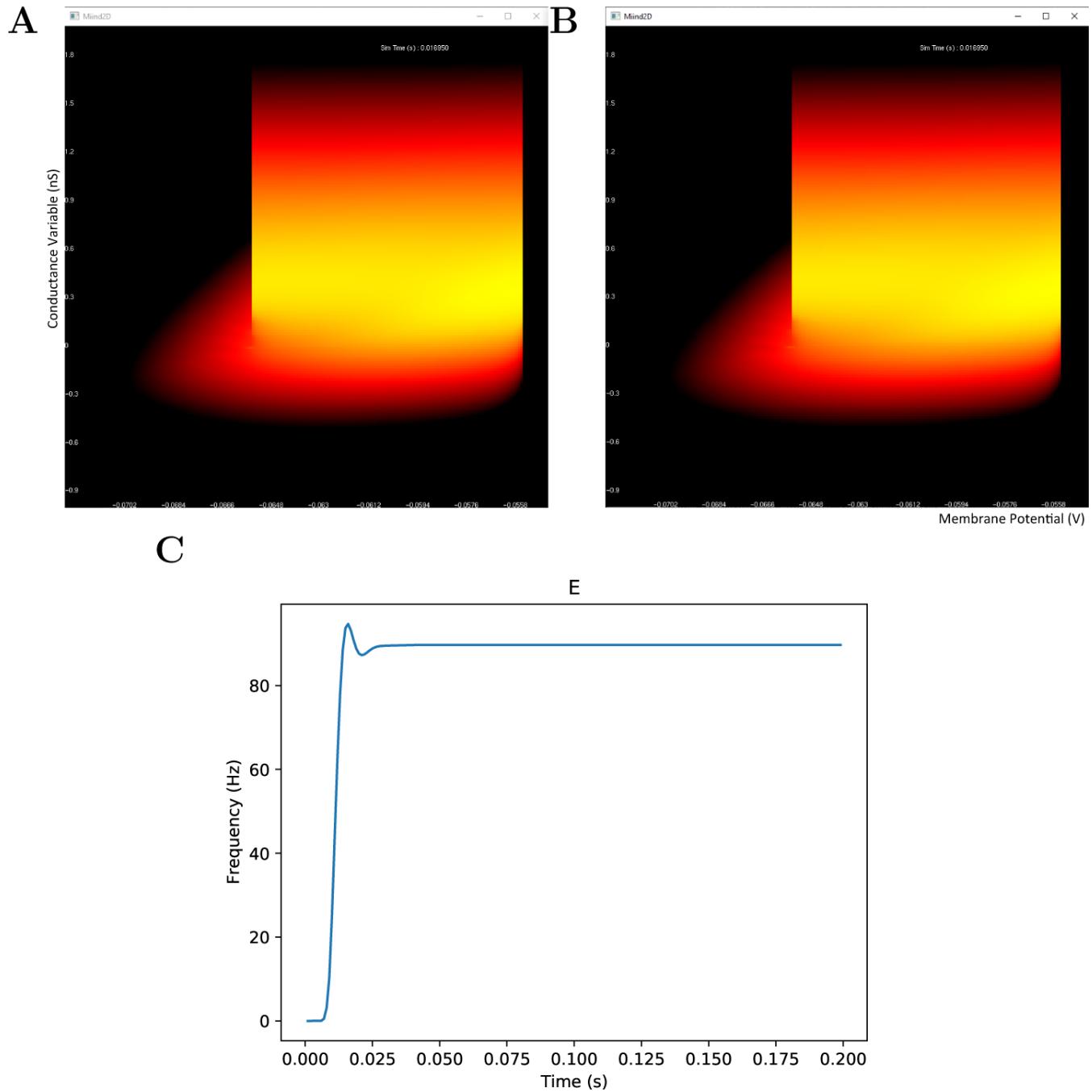
**Table 5.** The required sub-elements for the `SimulationRunParameter` section of the XML simulation file.

Element	Notes
<i>SimulationName</i> <i>t_end</i> <i>t_step</i> <i>name_log</i>	The name of the simulation. The simulation end time. The time step of the simulation. A file name for logging. The file is stored in the output directory of the simulation.

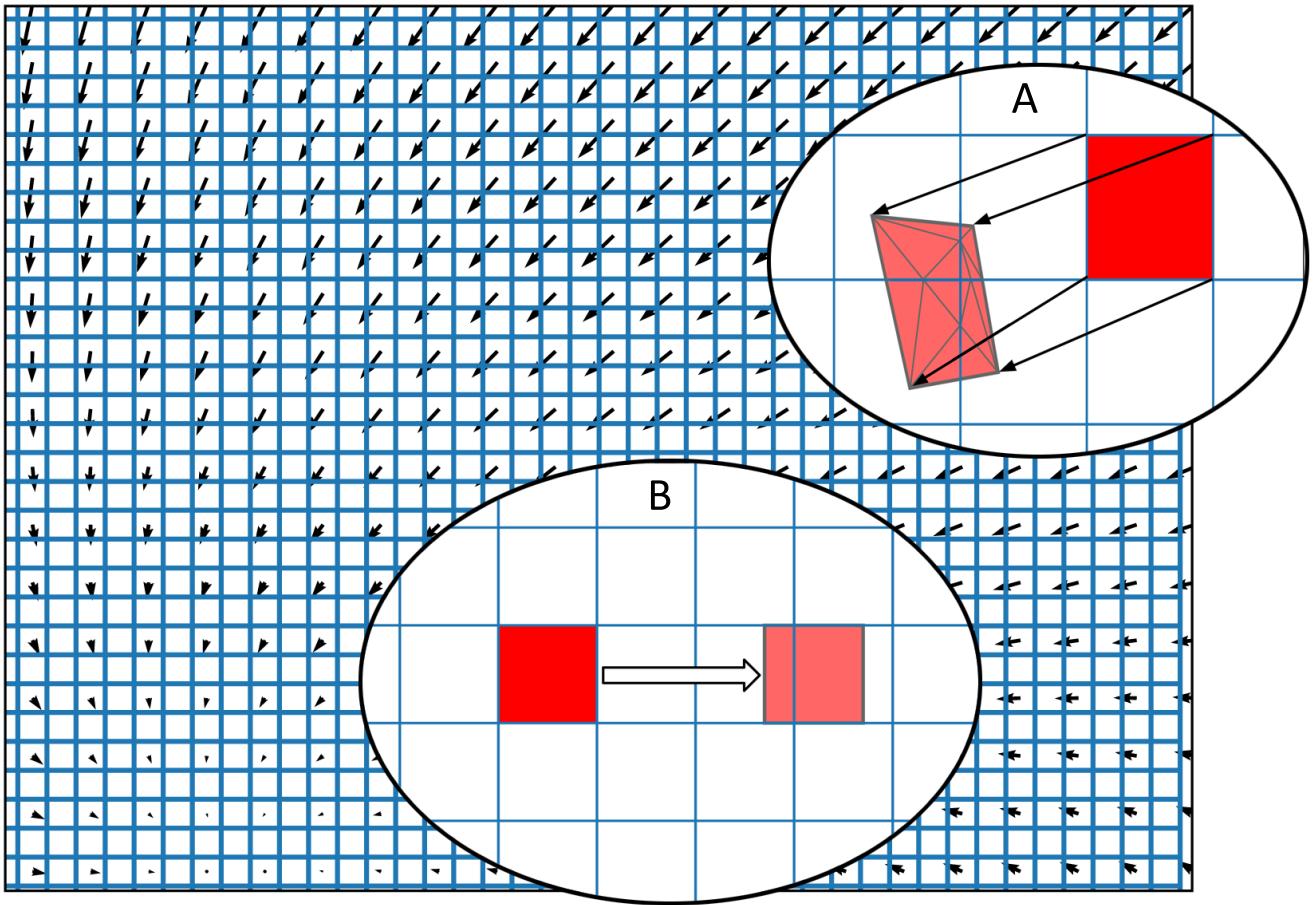
## FIGURES



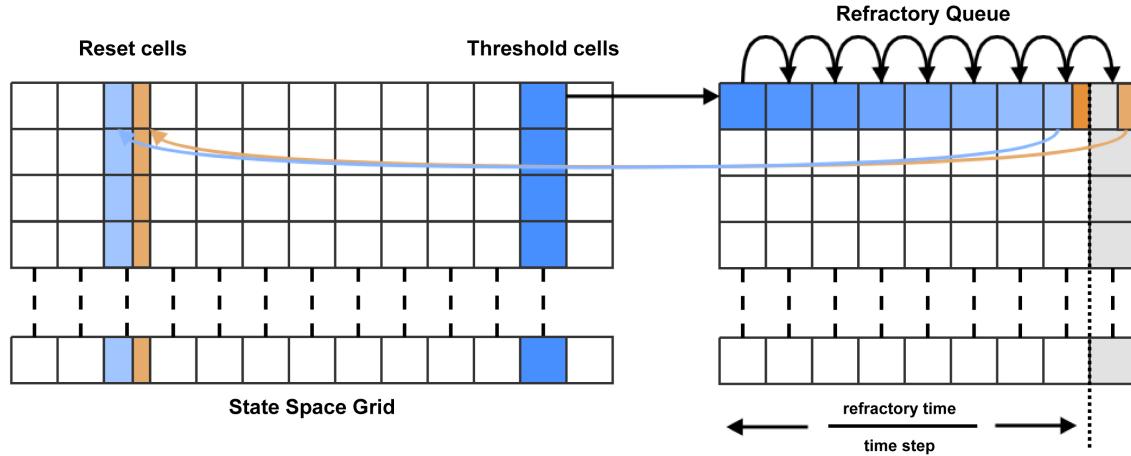
**Figure 1.** (A) The state space of a conductance based point model neuron. It is spanned by two variables: the membrane potential and a variable representing how open the channel is. This channel has an equilibrium potential that is positive. The green dots represent the state of individual neurons in a population. They are the result of the direct simulation of a group of neurons. MIIND, however, produces the heat plot representing a density which predicts where neurons in the population are likely to be: most likely in the white areas, least likely in the red areas and not at all in the black areas. The sharp vertical cut of the coloured area at -55mV represents the threshold at which neurons are removed from state space. They are subsequently inserted at the reset potential, at their original conductance state value. (B) The state space of a Fitzhugh-Nagumo neuron model. The axes have arbitrary units for variables  $V$  and  $W$ . There is no threshold-reset mechanism and the density follows a limit cycle. After a certain amount of simulation time, neurons can be found at all points along the limit cycle as shown here by a consistently high brightness.



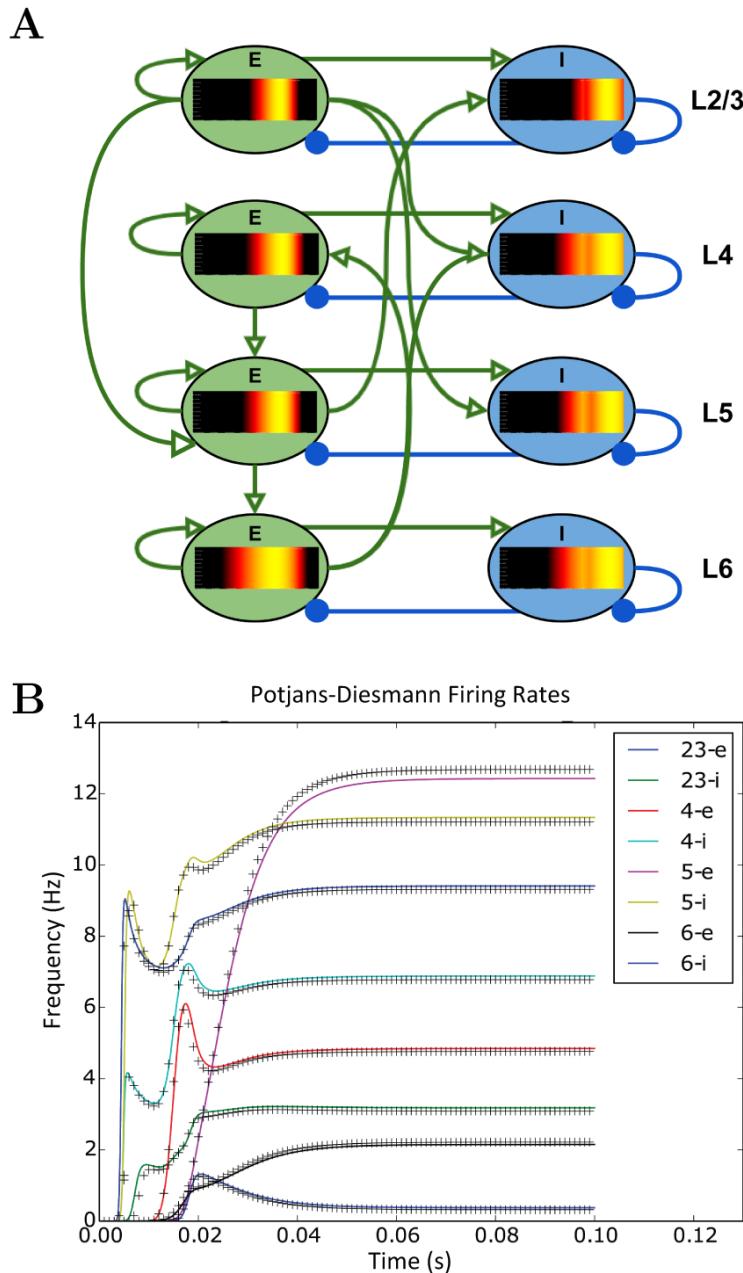
**Figure 2.** The display output of a running E-I population network simulation of conductance based neurons. (A) The probability density heat map of the excitatory population. (B) The probability density heat map of the inhibitory population. Brighter colours indicate a larger probability mass. The axes are unlabelled in the simulation windows as the software is agnostic to the underlying model. However, the membrane potential and conductance labels have been added for clarity. (C) The average firing rate of the excitatory population.



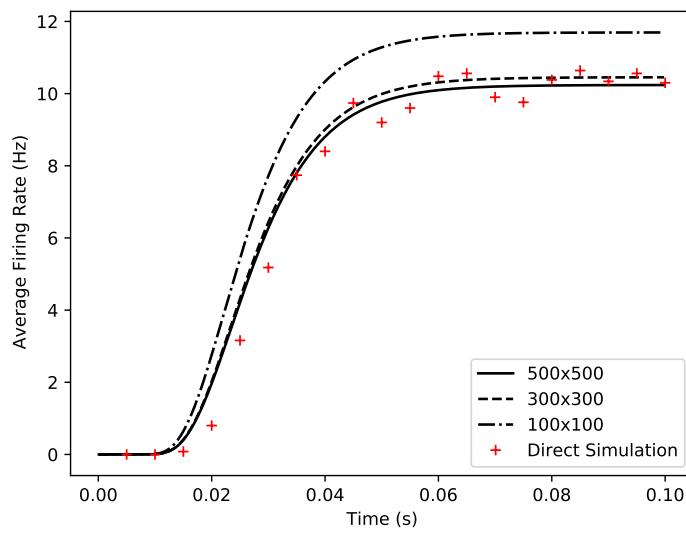
**Figure 3.** The state space of a neuron model (shown here as a vector field) is discretised into a regular grid of cells. (A) The transition matrix for solving the deterministic dynamics of the population is generated by applying a single time step of the underlying neuron model to each vertex of each cell in the grid and calculating the proportion by area to each overlapping cell. Once the vertices of a grid cell have been translated, the resulting polygon is recursively triangulated according to intersections with the original grid. Once complete, all triangles can be assigned to a cell and the area proportions can be summed. (B) For a single incoming spike (with constant efficacy), all cells are translated by the same amount and therefore have the same resulting transition which can be used to solve the Poisson master equation. In fact, the transition will always involve at most two target cells and the proportions can be calculated knowing only the grid cell width and the efficacy.



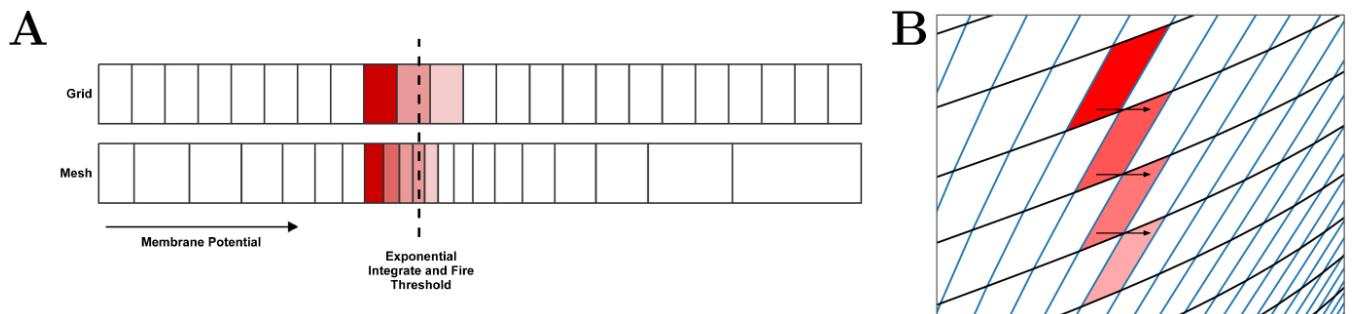
**Figure 4.** For each time step, probability mass in the cells which lie across the threshold (threshold cells) is pushed onto the beginning of the refractory queue. There is one queue per threshold cell. During each subsequent time step, the probability mass is shifted one place along the queue until it reaches the penultimate place. A proportion of the mass, calculated according to the modulo of the refractory time and the time step, is transferred to the appropriate reset cell. The remaining mass is shifted to the final place in the queue. During the next time step, that remaining mass is transferred to the reset cell.



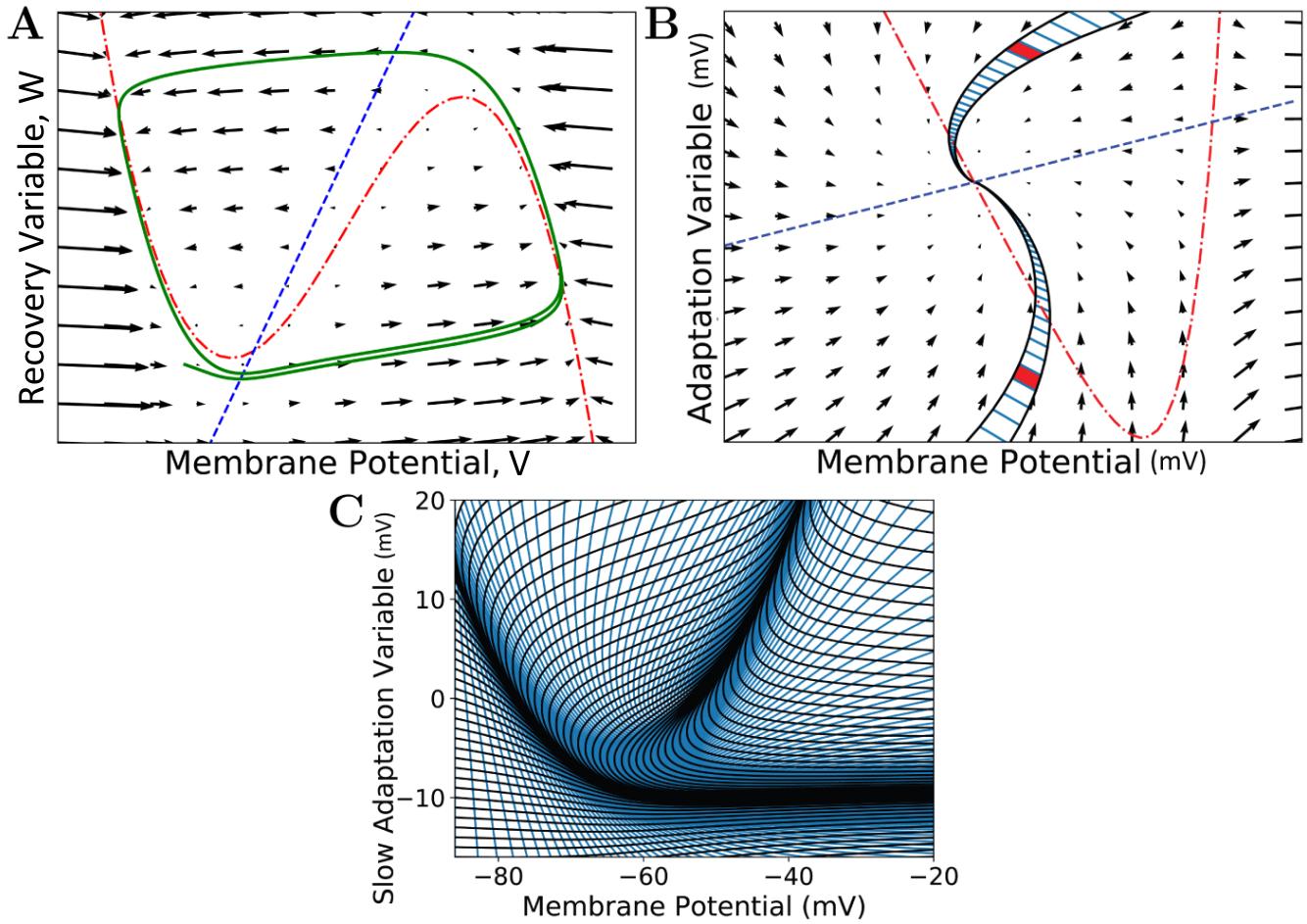
**Figure 5.** (A) A representation of the connectivity between populations in the Potjans-Diesmann microcircuit model. Each population shows the probability density at an early point in the simulation before all populations have reached a steady state. All populations are of leaky-integrate-and-fire neurons and so the density plots show membrane potential in the horizontal axis. The vertical axis has no meaning (probability mass values are the same at all points along the vertical). (B) The firing rate outputs from MIIND (crosses) in comparison to those from DiPDE for the same model (solid lines).



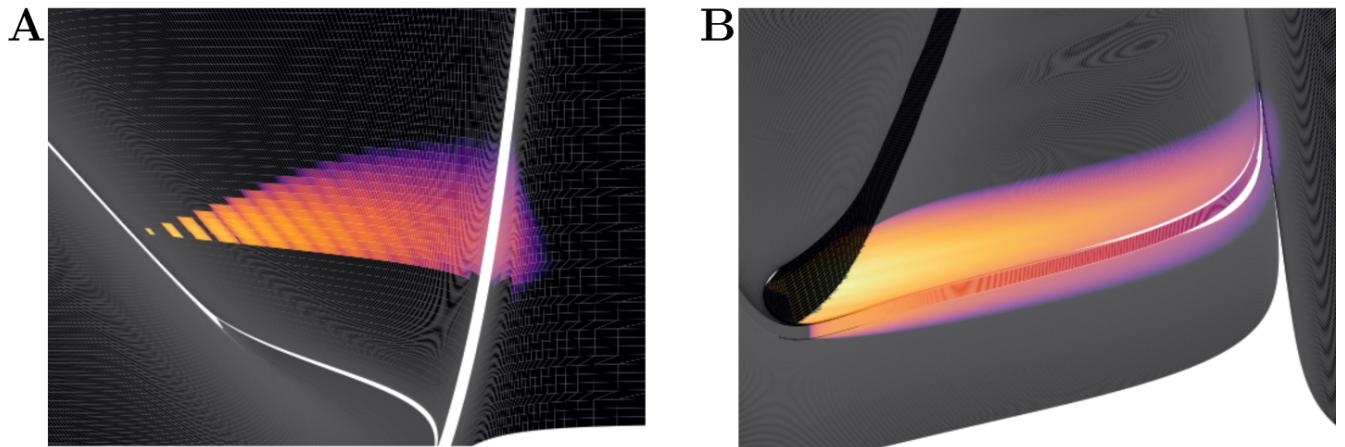
**Figure 6.** Comparison of average firing rates from four simulations of a single population of conductance based neurons. The black solid and dashed lines indicate MIIND simulations using the grid algorithm with different grid resolutions. The red crosses show the average firing rate of a direct simulation of 10,000 neurons.



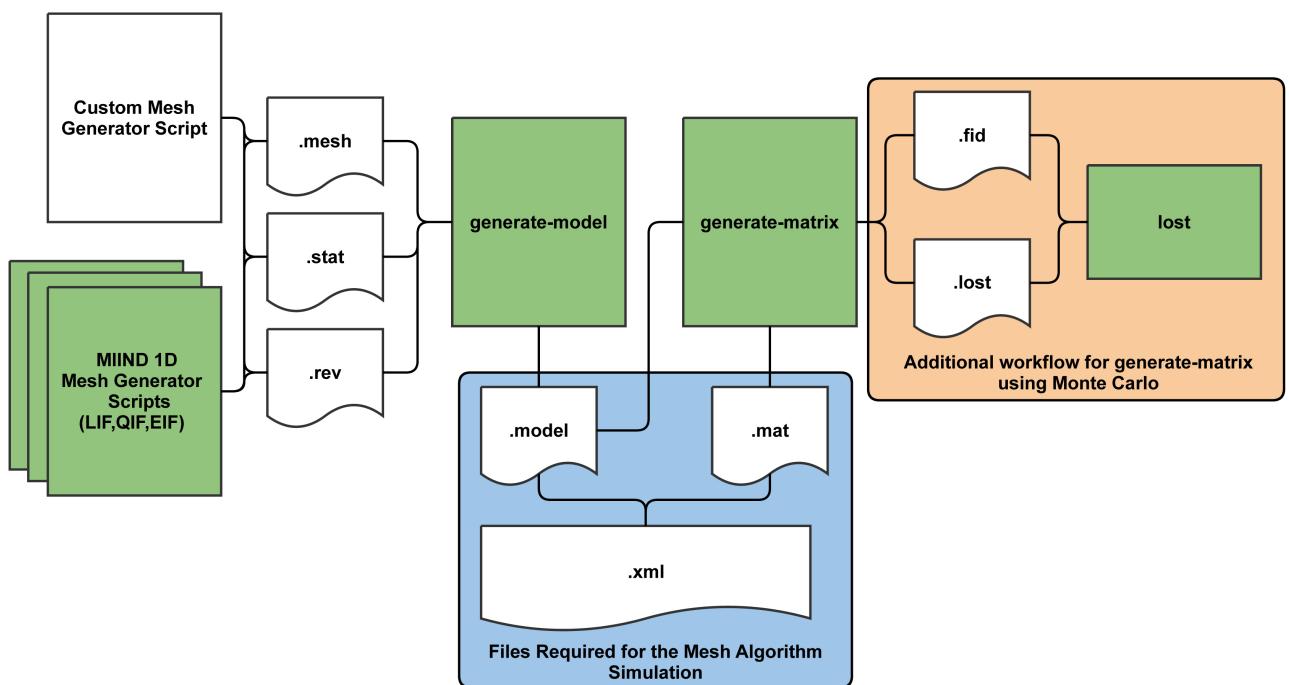
**Figure 7.** (A) In the grid algorithm, large cells cause probability mass to be distributed further than it should. This error is expressed most clearly in models where the average firing rate of the population is highly dependent on the amount of probability mass passing through an area of slow dynamics. (B) In the mesh algorithm, when cells become shear, probability mass which is pushed to the right due to incoming spikes also moves laterally (downwards) because it is spread evenly across each cell.



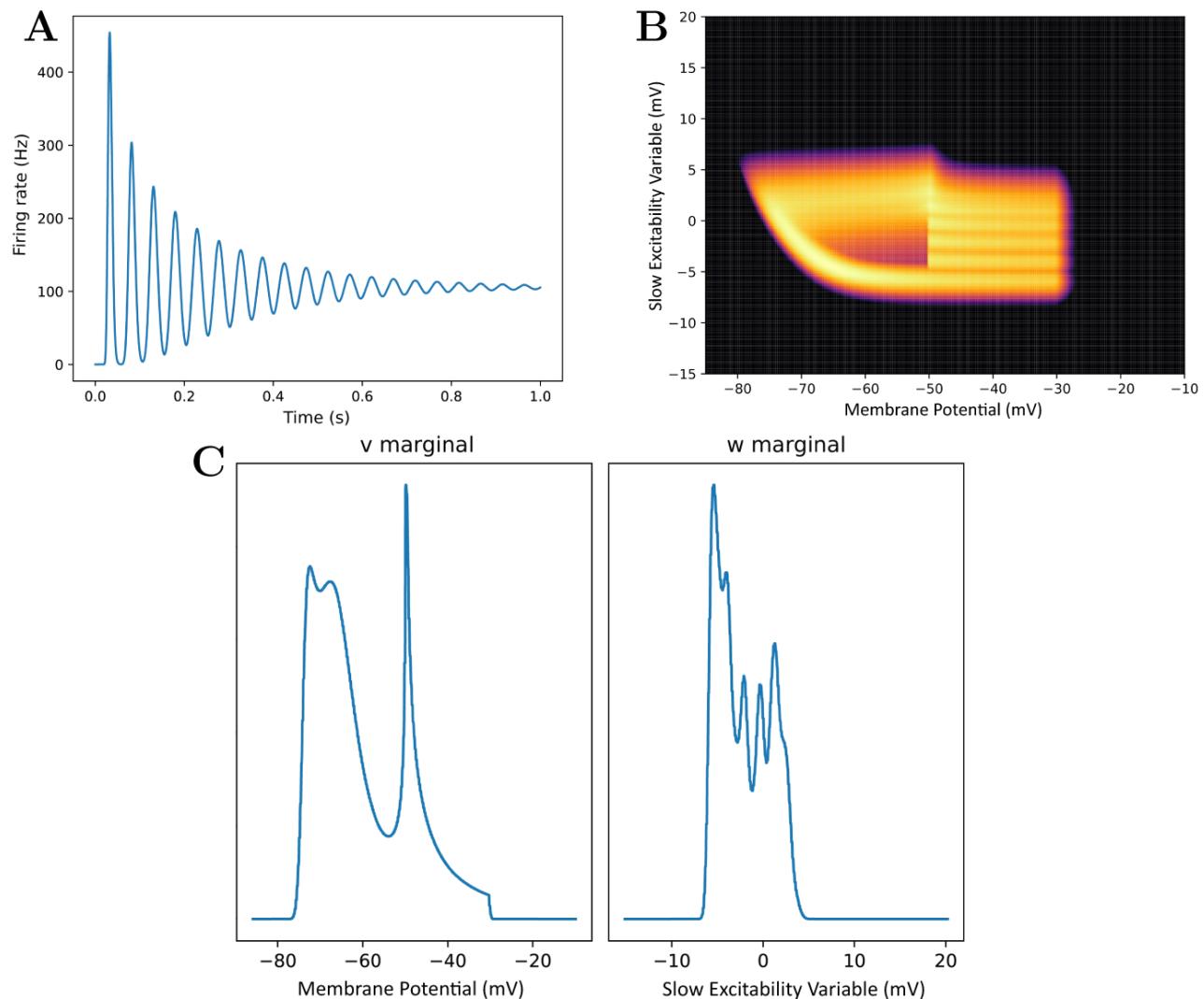
**Figure 8.** (A) A vector field of the FitzHugh-Nagumo neuron model (FitzHugh, 1961). Arrows show the direction of motion of states through the field according to the dynamics of the model. The red broken dashed nullcline indicates where the change in  $V$  is zero. The blue dashed nullcline indicates where the change in  $W$  is zero. The green solid line shows a potential path (trajectory) of a neuron in the state space. (B) A vector field for the adaptive exponential integrate and fire neuron model (Brette and Gerstner, 2005). Two strips are shown which follow the dynamics of the model and approach the stationary point where the nullclines cross. A strip is constructed between two trajectories in state space. Each time step of the two trajectories is used to segment the strip into cells. Because the strips approach a stationary point, they get thinner as the trajectories converge to the same point and cells get closer together as the distance in state space travelled reduces per time step (neurons slow down as they approach a stationary point). Per time step, probability mass is shifted from one cell to the next along the strip. (C) The state space of the Izhikevich simple neuron model (Izhikevich, 2003) which has been fully discretised into strips and cells.



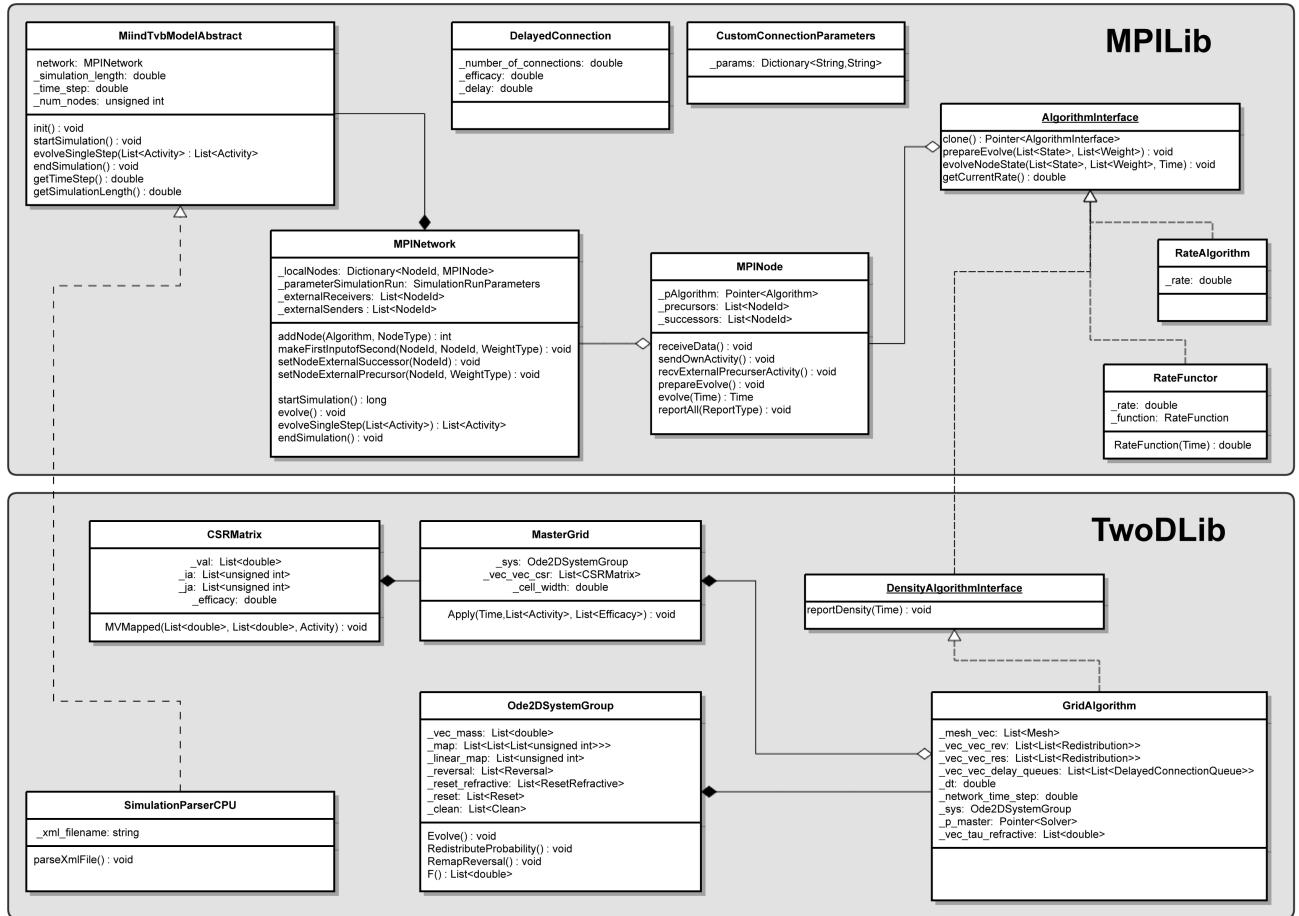
**Figure 9.** Heat plots for the probability density functions of two populations in MIIND. Brightness (more yellow) indicates a higher probability mass. (A) When the Poisson master equation is solved, probability mass is pushed to the right (higher membrane potential) in discrete steps. As time passes, the discrete steps are smoothed out due to the movement of mass according to the deterministic dynamics (following the strip). (B) A combination of mass travelling along strips and being spread across the state space by noisy input produces the behaviour of the population.



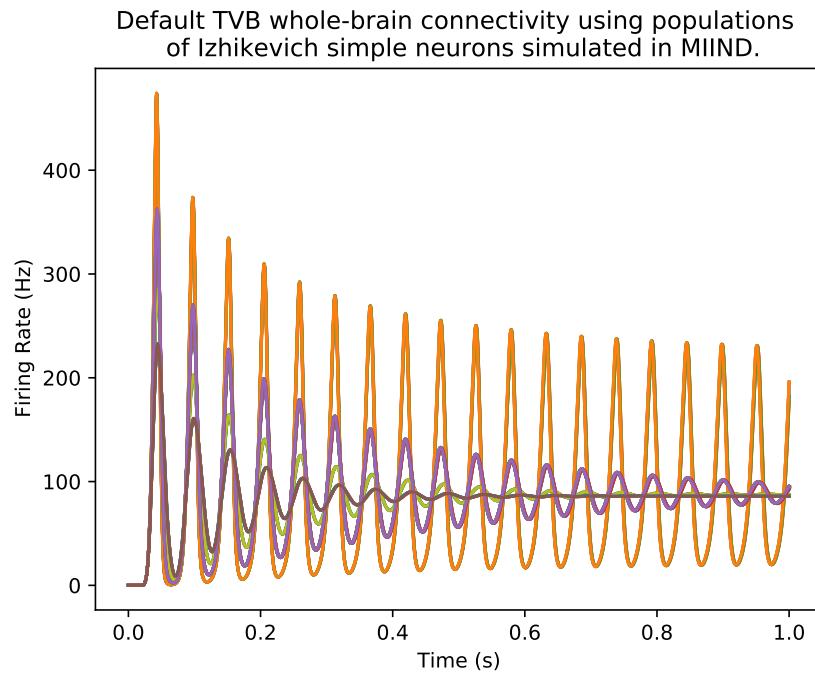
**Figure 10.** The MIIND processes and generated files required at each stage of pre-processing for the mesh algorithm. The shaded green rectangles represent automated processes run via the MIIND CLI.



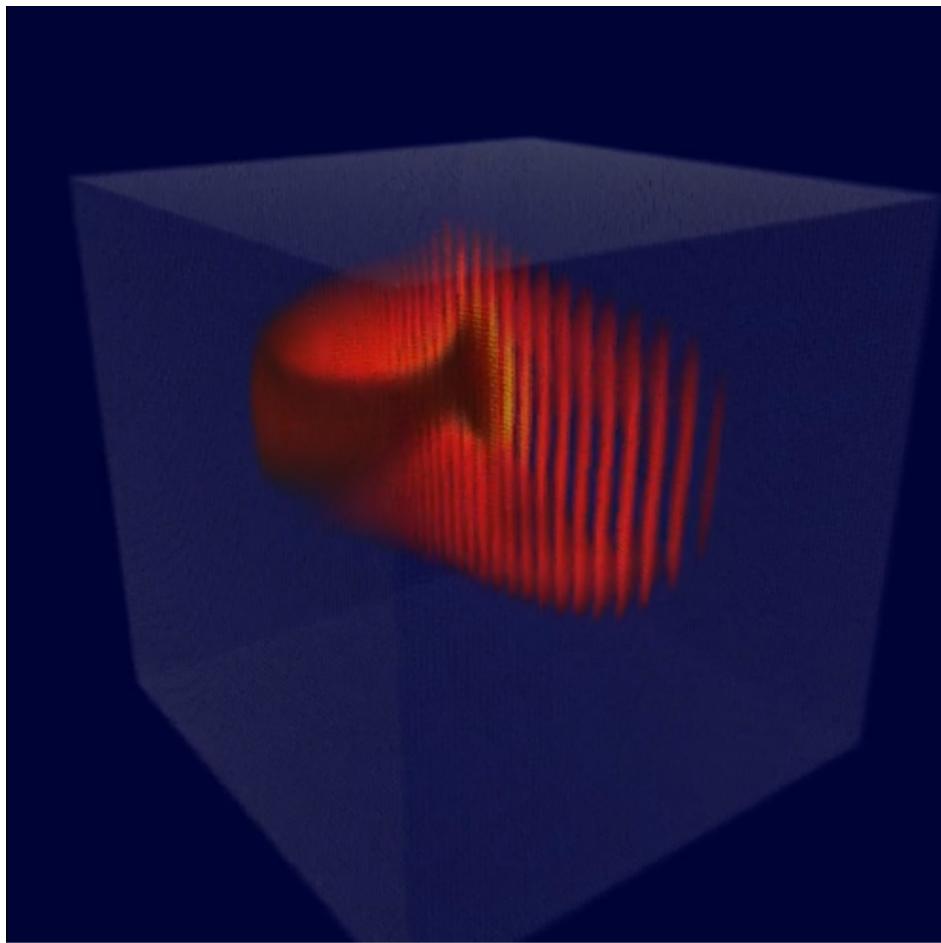
**Figure 11.** (A) The average firing rate of a population produced by calling the **rate** command. (B) A density plot of the population produced by calling the **plot-density** command. (C) The marginal density plots produced by calling the **plot-marginals** command.



**Figure 12.** A minimal UML diagram of MIIND. The two major libraries, MPILib and TwoDLib, are represented.



**Figure 13.** The firing rates of 76 nodes from the default TVB connectivity simulation. Each node is a population of Izhikevich simple neurons simulated using MIIND. The majority of nodes produce oscillations which decay to a constant average firing rate. However, a subset of nodes remain in an oscillating state.



**Figure 14.** (A) A density plot of a population of Hindmarsh-Rose neurons. The density is contained in a three dimensional volume such that each axis represents one of the time-dependent variables of the model. The volume has been rendered from a rotated and elevated position to more easily visualise the density.