

Introduction to NEURON(90 Mins):

- 30 mins presentation
 - Who am I? (1 minute)
 - Why use NEURON? (5-10 mins)
 - Use-cases: What does it do?
 - What do i need to use it?
 - Resources
 - Basics of NEURON (20-25 mins):
 - 2 Parts: HOC and .mod files
 - GUI vs HOC
 - Example simulation: Single Compartment HH with current injection
 - Representing cell morphology

- Using channels
 - Stimuli
 - Running the simulation
 - Plotting the results
- 45 mins exercise
 - Based on David Sterrat and Andrew Gillies tutorial
- 15 mins Wrap up
 - nrnivmodl
 - More things with NEURON: ccode,
 - Interfacing with Python (limitations)
 - other simulators - GENESIS, MOOSE
 - other options; morphforge, neuroml, nineml, neuronvisio, pynn;
 - Links to other tools

Why use NEURON (5-10 mins)

From the NEURON website (my bold type):

- is a flexible and powerful **simulator of neurons and networks**
- has important advantages over general-purpose simulators helps users **focus on important biological issues** rather than purely computational concerns
- has a convenient user interface
- has a **user-extendable** library of biophysical mechanisms
- has many enhancements for **efficient network modeling**
- offers customizable initialization and simulation flow control
- is widely used in neuroscience research by experimentalists and theoreticians
- is well-documented and **actively supported**
- is **free, open source**, and runs on (almost) everything

Use-cases - What does it do? I

- **Modelling of multicompartmental neurons**
 - keeps track of ion movements
- Connections between cells through synapses
- Defining your own channels & synapses
- If you are interested in large networks of 'simple', single compartment neurons, there are other options.

Use-cases - What does it do? II

- For a single compartment cell with simple HH dynamics, you can probably write your own solver using ODE solvers in matlab/python.
- As your models develop more complexity:
 - Current dependancies e.g. intracellular Ca^{2+} dependant K channels
 - Solving of Cable Equations for multicompartmental neurons
 - Connections via synapses & gap junctions
- You may find that you are reimplementing lots of mathematical solving, which has been already been done efficiently in NEURON.
- MOD files provide a standard for exchanging channel descriptions (e.g. modeldb)
- There is a python interface
- Highly parallelisable (e.g. BBP) for large networks

What do i need to use it?

- It runs on most operating systems (Windows/Linux/Mac). On the NEURON website:
 - Windows installer
 - Mac package
 - Linux .deb, .rpm package
- Eilif Muller has a precompiled binaries including Python support
<http://neuralensemble.org/people/eilifmuller/software.html>

Resources

- Active questions board
- ModelDB
- The NEURON Book

Basics of NEURON (20-25 mins)

2 Parts: HOC and NMODL files

- Two main types of language:
 - Interpreted languages (Python/matlab) are interactive, but slow
 - Compiled languages (Fortran/C/C++/...) are fast
- NEURON uses both:
 - 'HOC' - which controls the 'structure' of the simulation
 - 'NMODL' - a compiled language for specifying the dynamics of channels/synapses mathematically (e.g. Hodgkin-Huxley type channels).

HOC Interpreter

- HOC is an interactive interpreter which controls the 'structure' of the simulation:
 - creating morphologies
 - defining which channels to apply and changing certain parameters (channel densities)
 - creating stimuli: current clamps, voltage clamps
 - defining what you want to record: voltages, internal states
 - setting simulation parameters: stimulation time-steps,
 - running the simulation

NMODL

- We will discuss NMODL later...

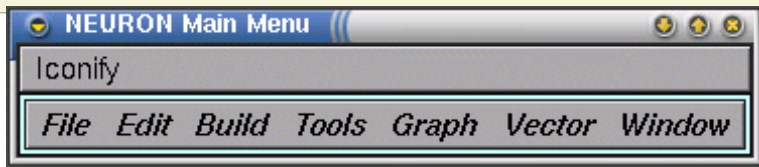
HOC - Graphical User Interface

- NEURON can be used entirely from the commandline and with 'scripts':

```
$ nrnoc  
$ oc>
```

- NEURON also has a graphical user interface:

```
$ nrngui
```



Overview of all the components



Example Simple simulation: Soma + Axon Compartment HH with current injection

TODO: Image:

Representing cell morphology

- In NEURON, neuron morphologies are represented as a tree of 'unbranched cylinders'

todo: Image of this:

Example1

Using channels

Stimuli

Running the simulation

Plotting the results