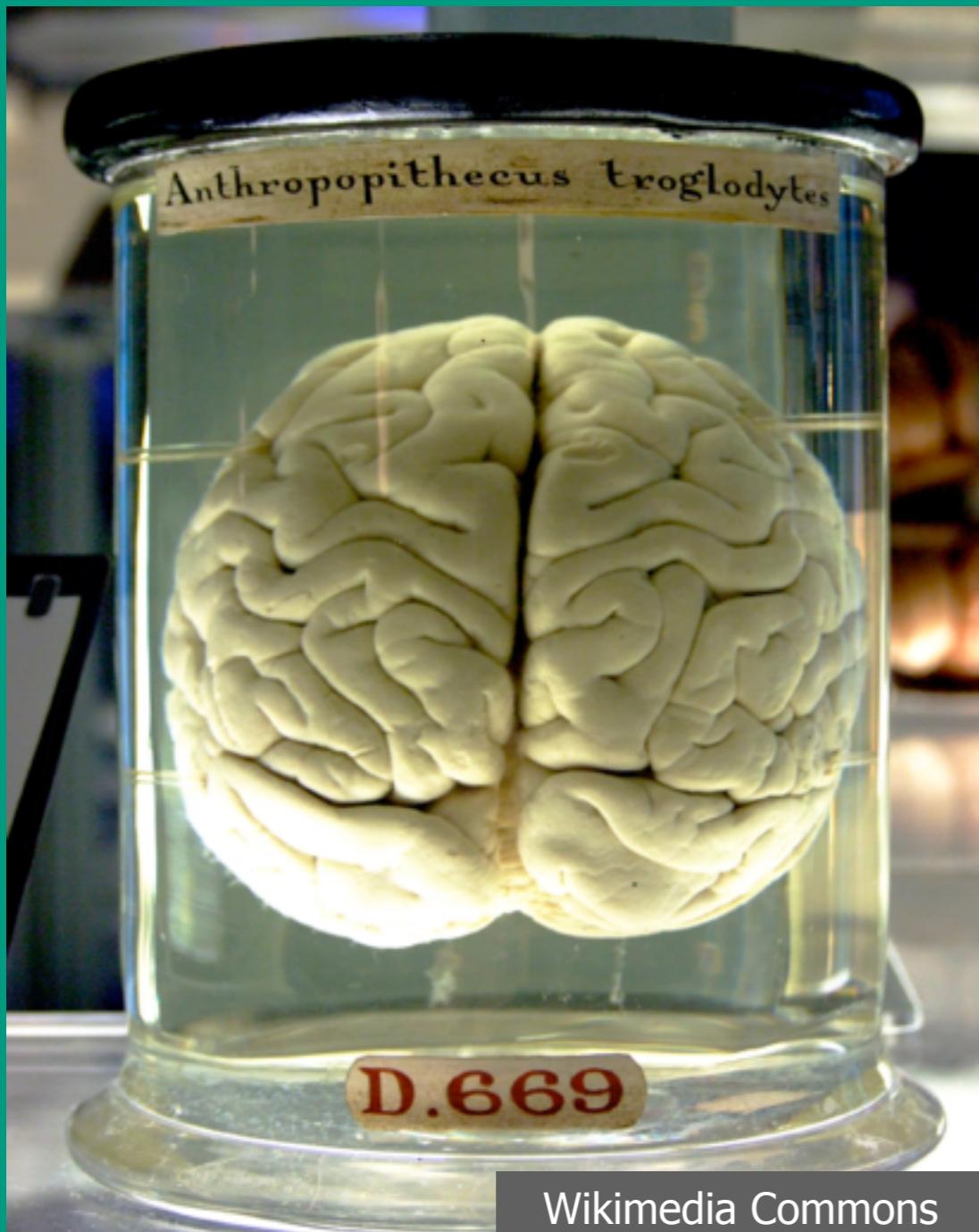


# NEST

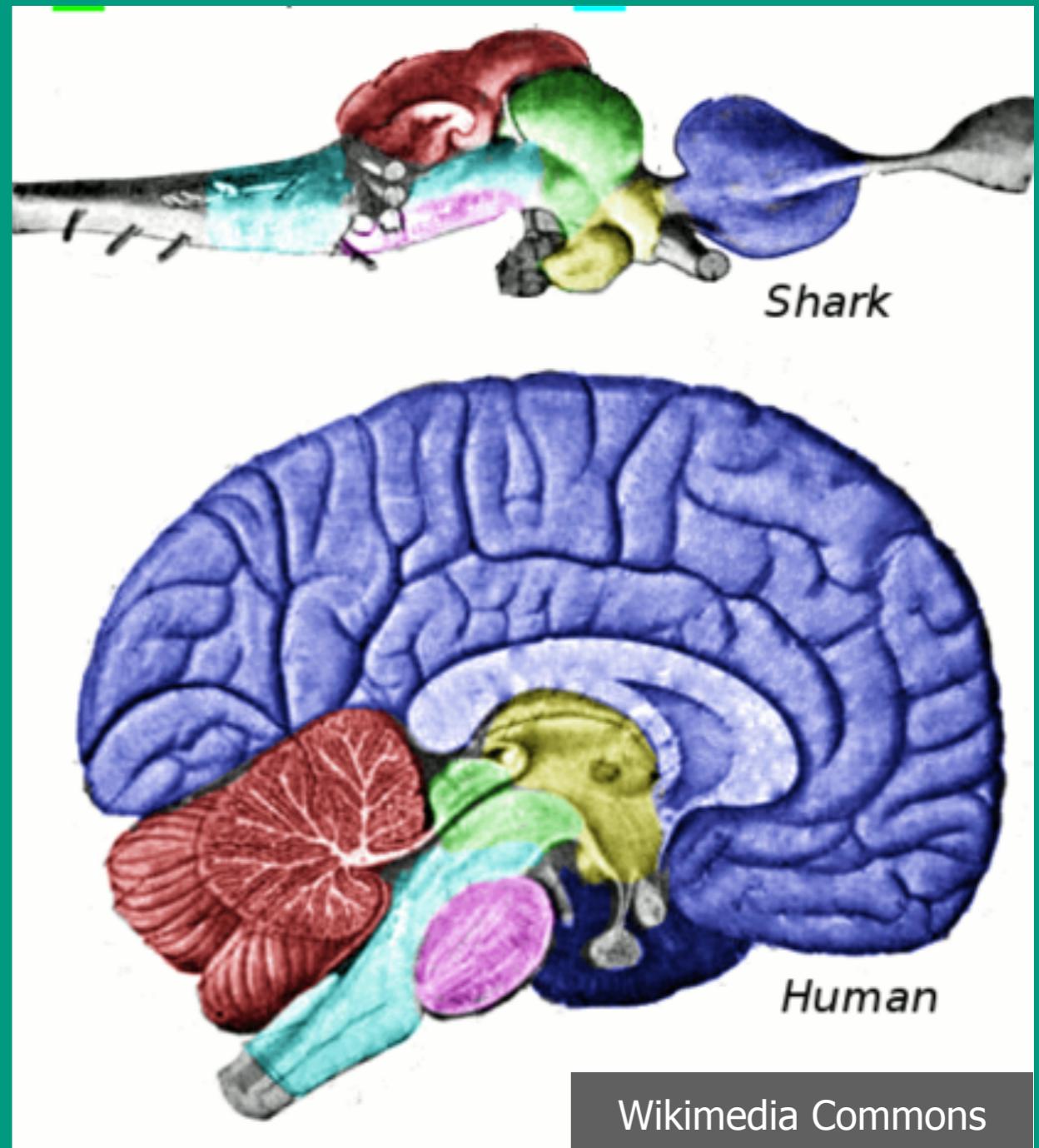
## A Simulator for the Brain Scale

Hans Ekkehard Plessner, NMBU

# What to do we want to simulate?

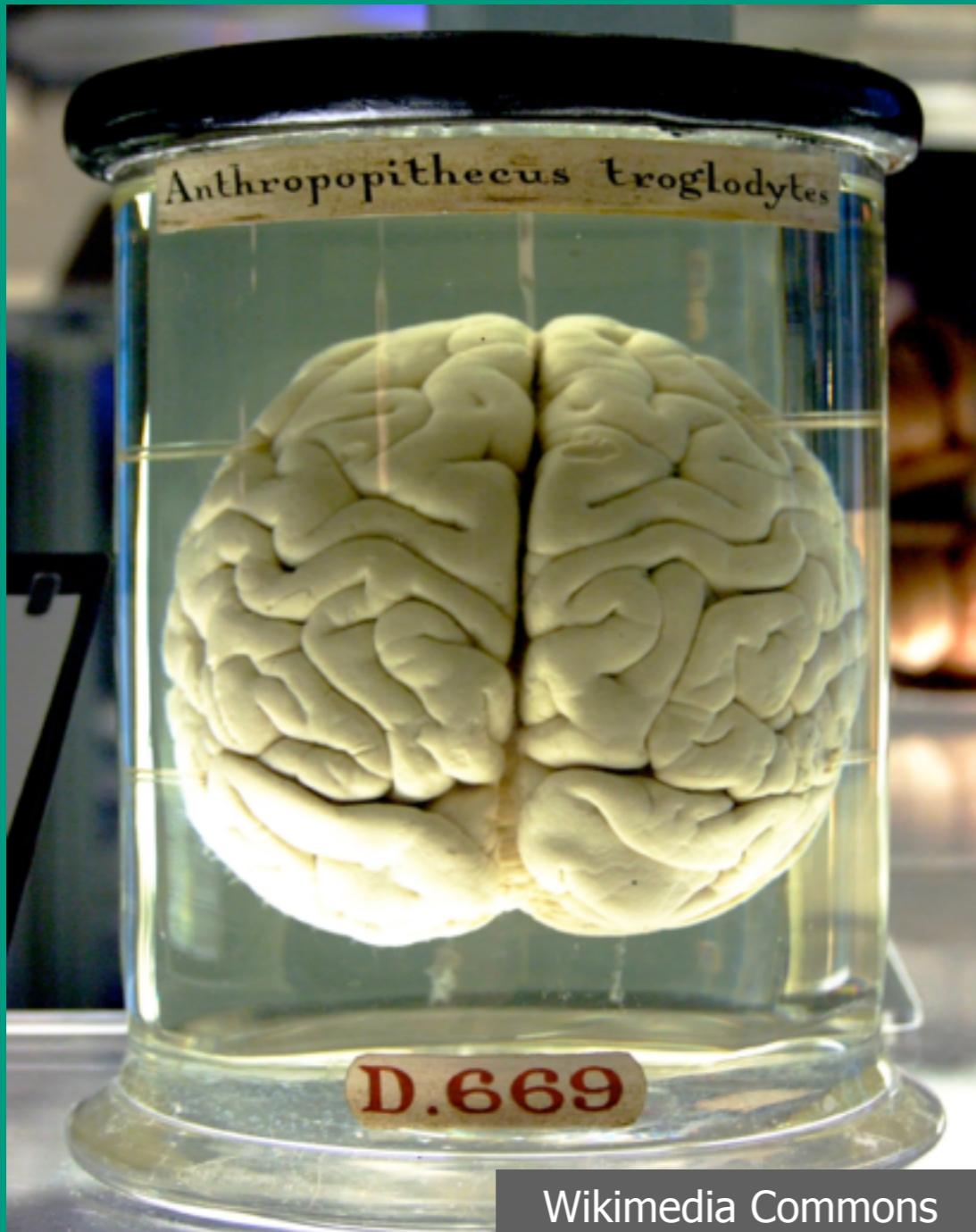


Wikimedia Commons

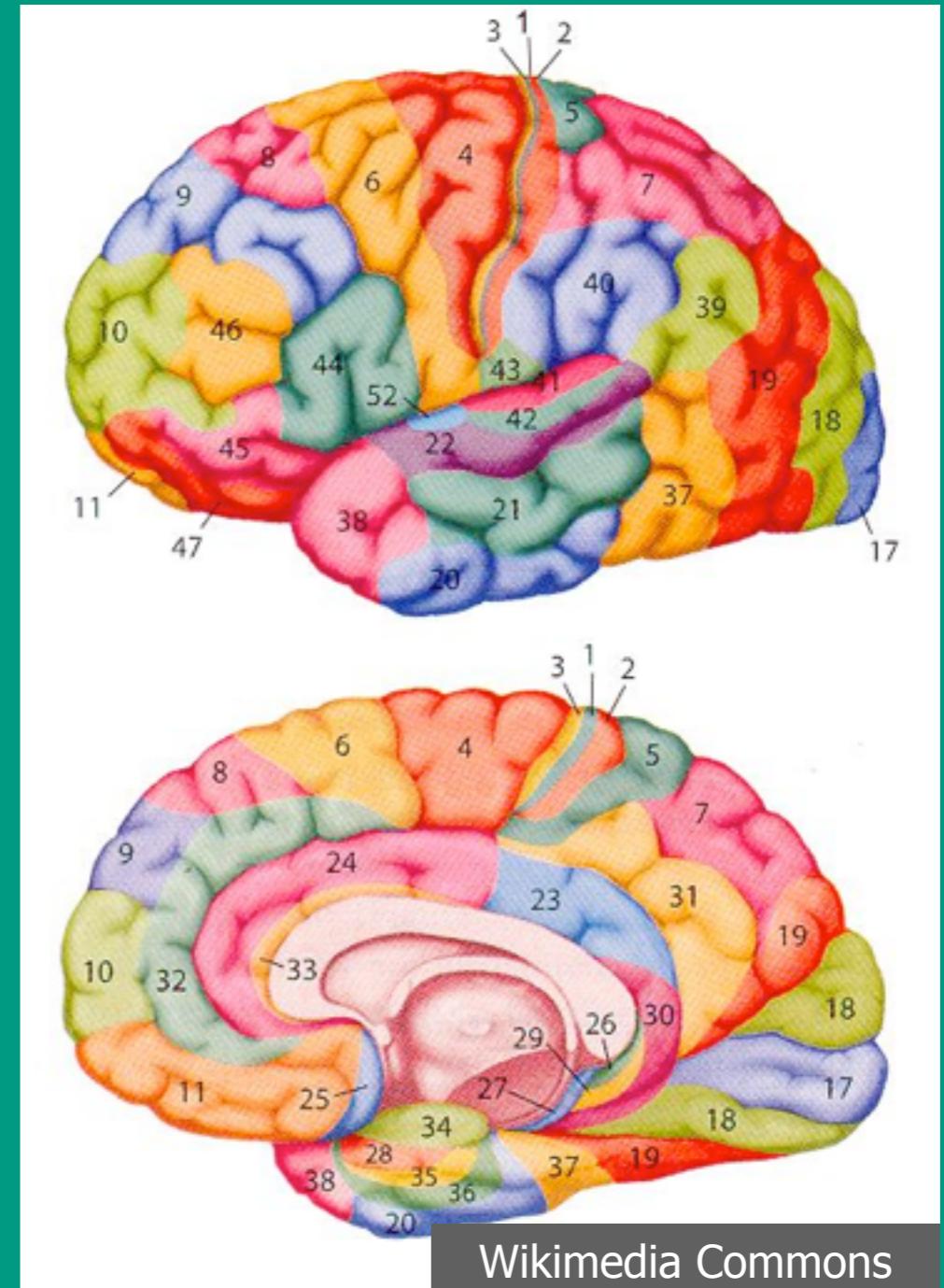


Wikimedia Commons

# What to do we want to simulate?

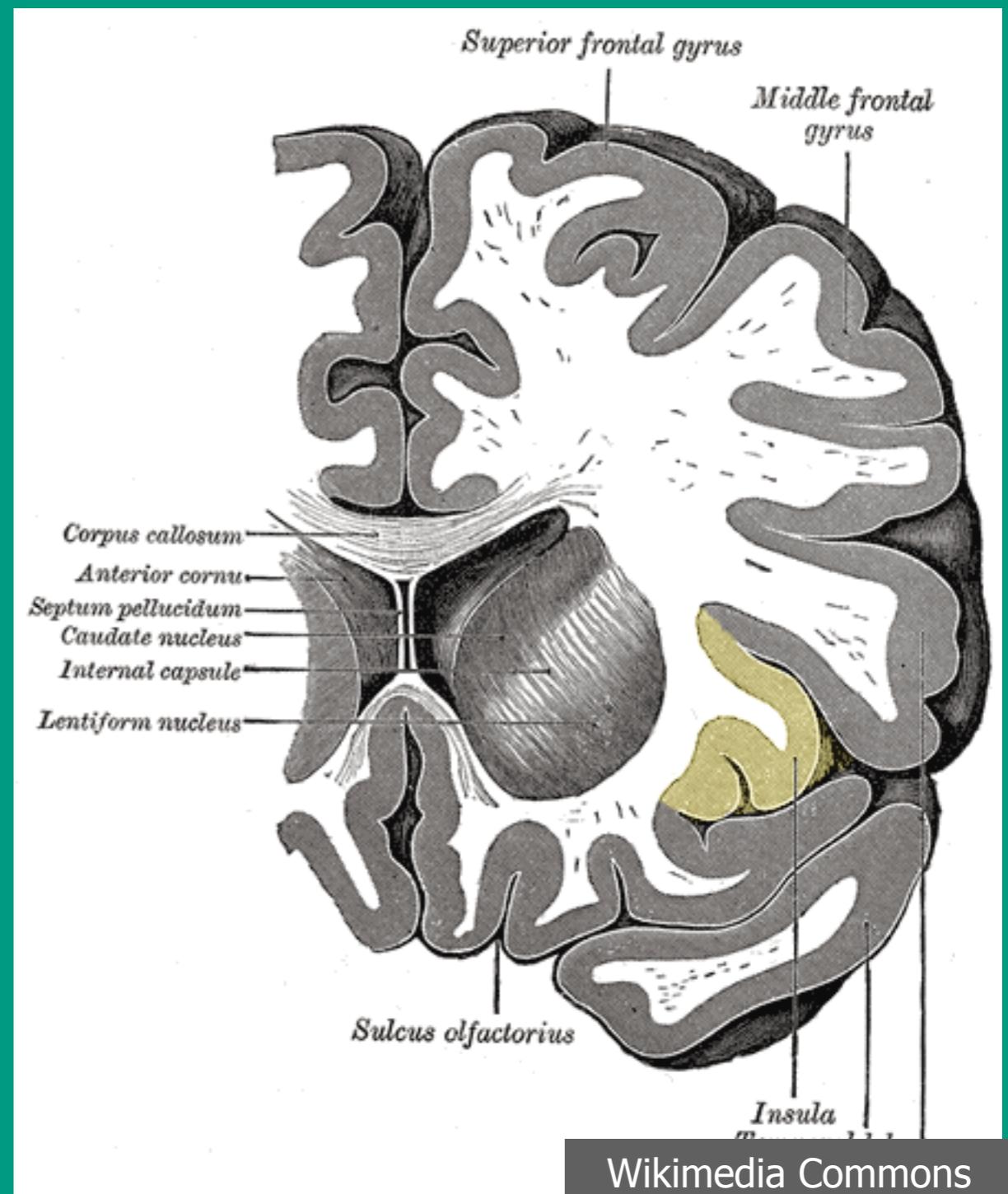
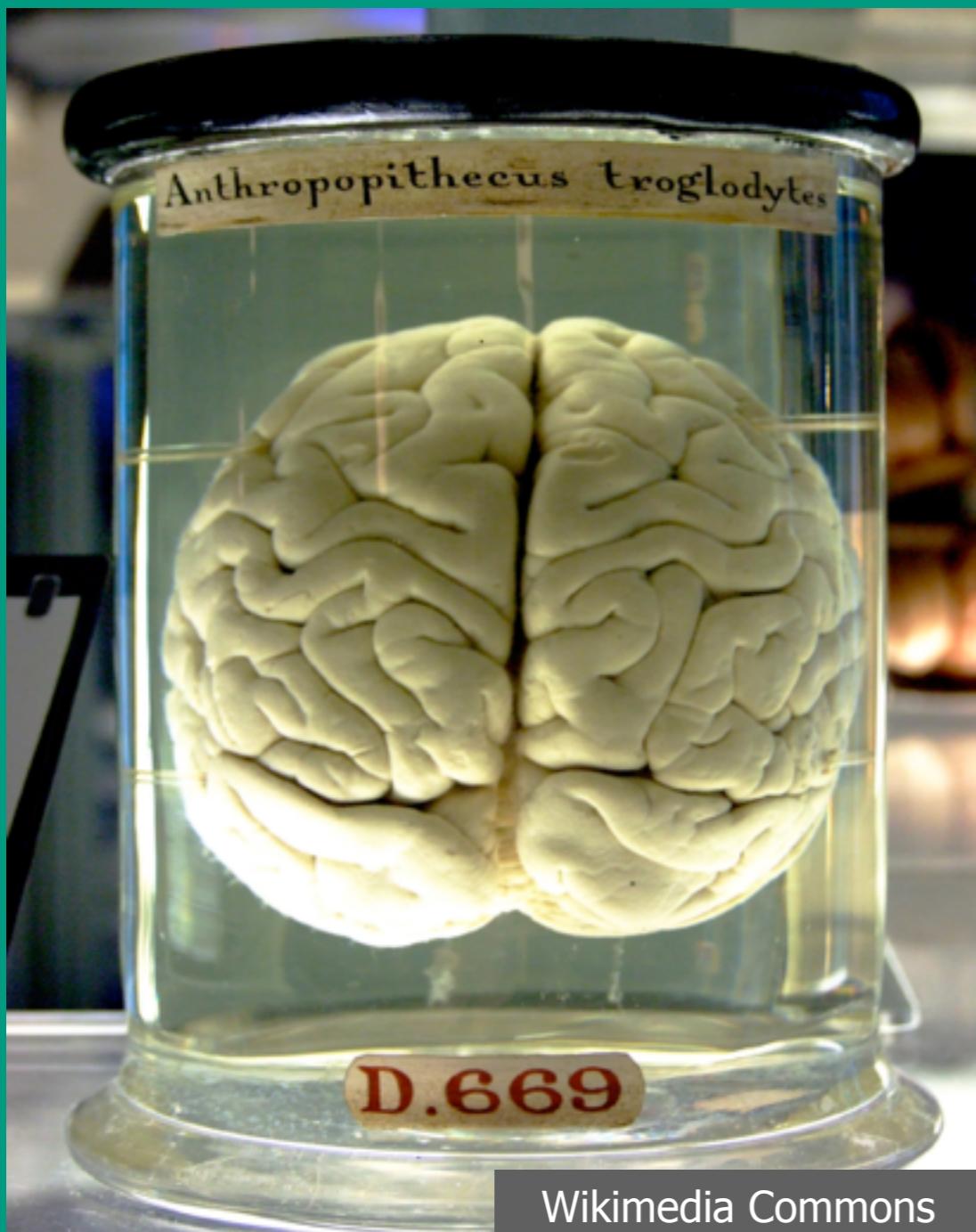


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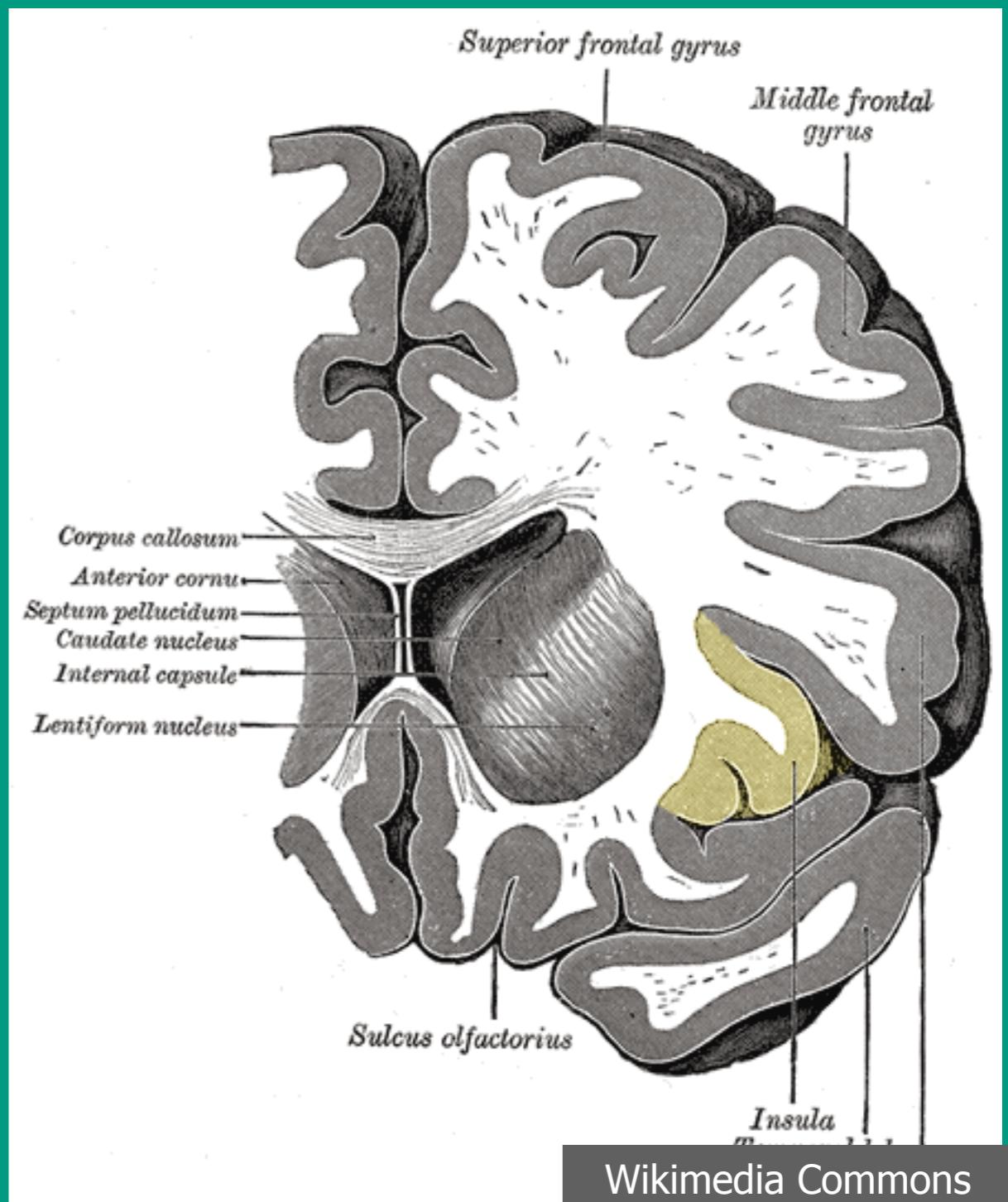


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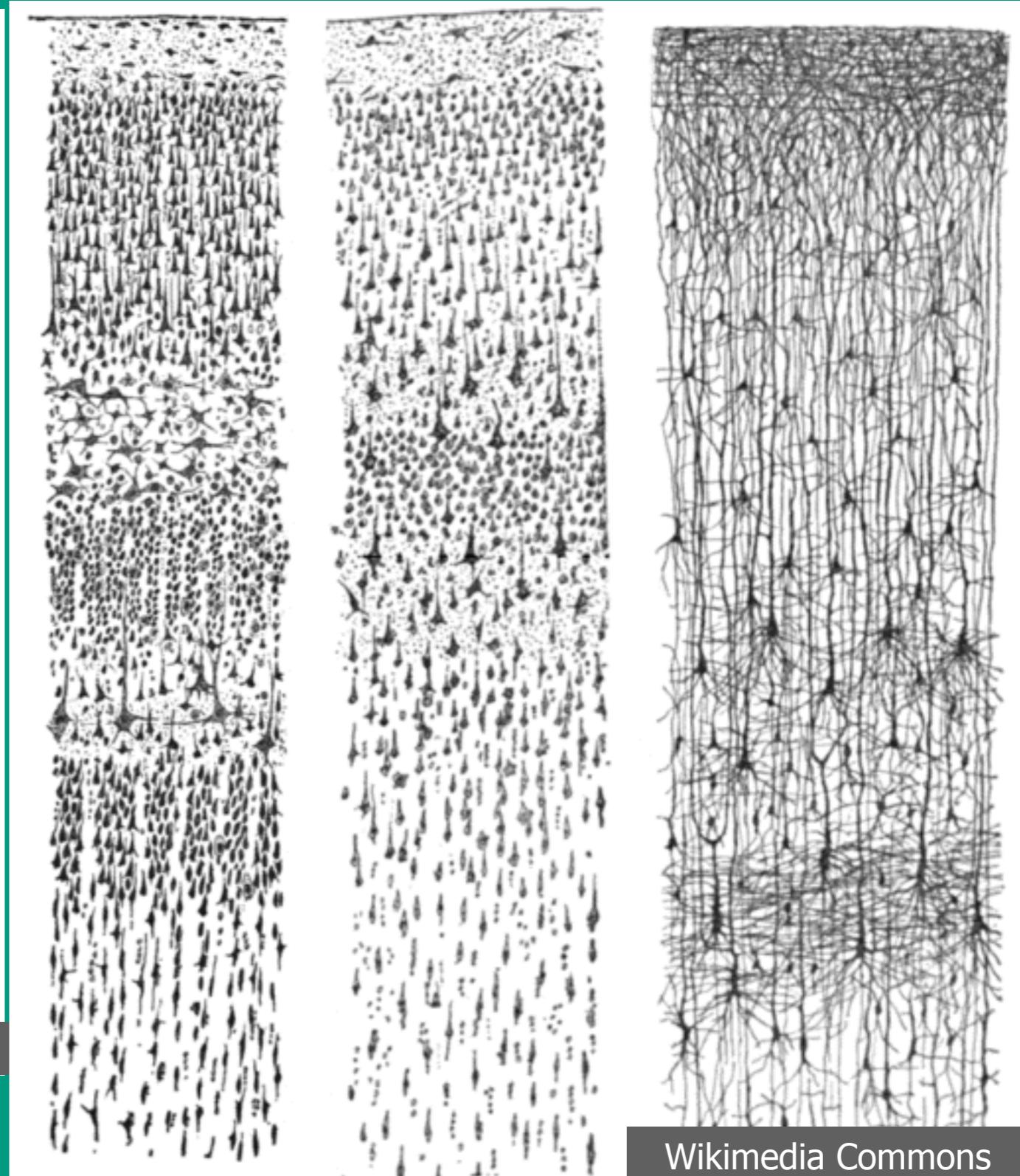
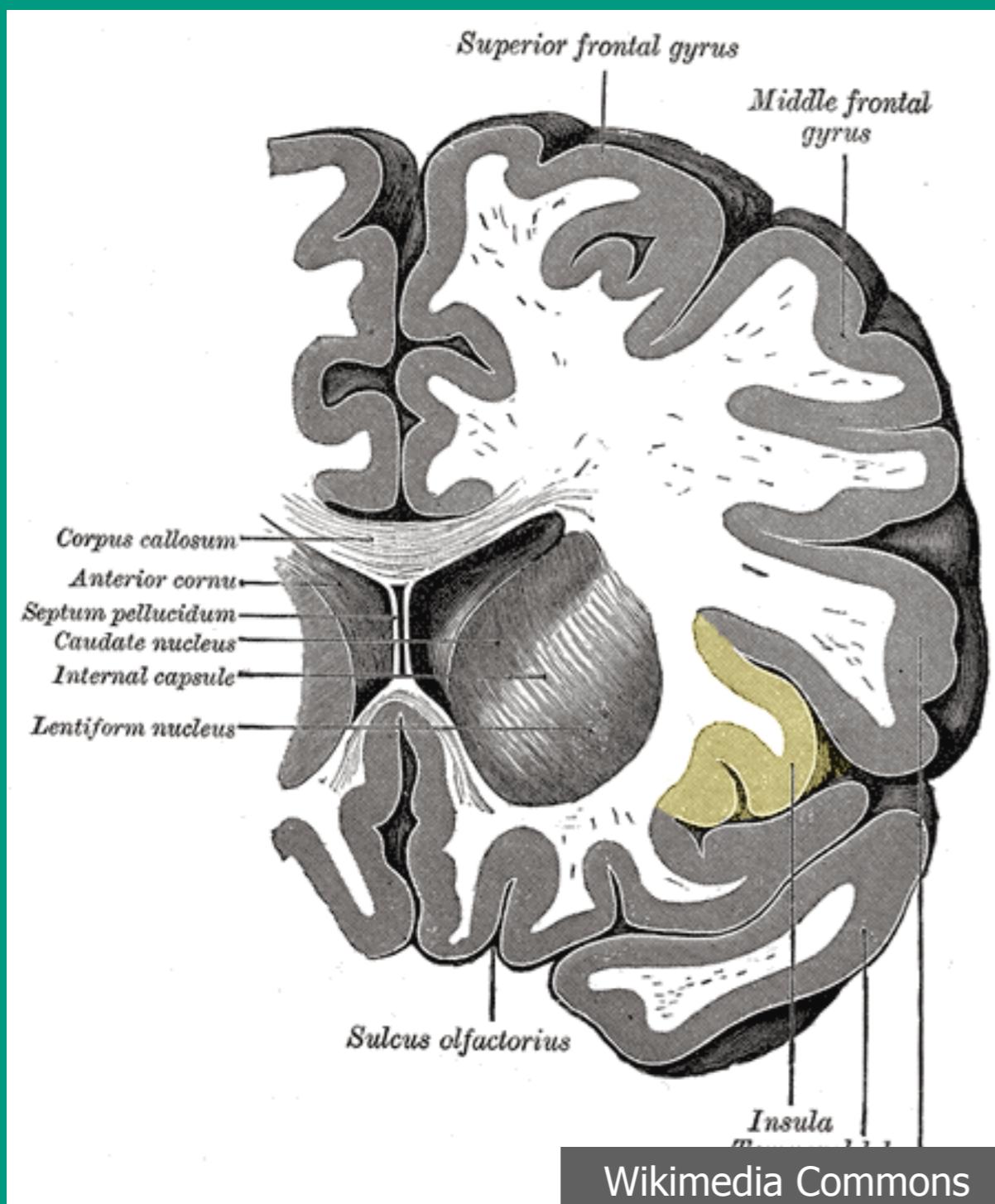
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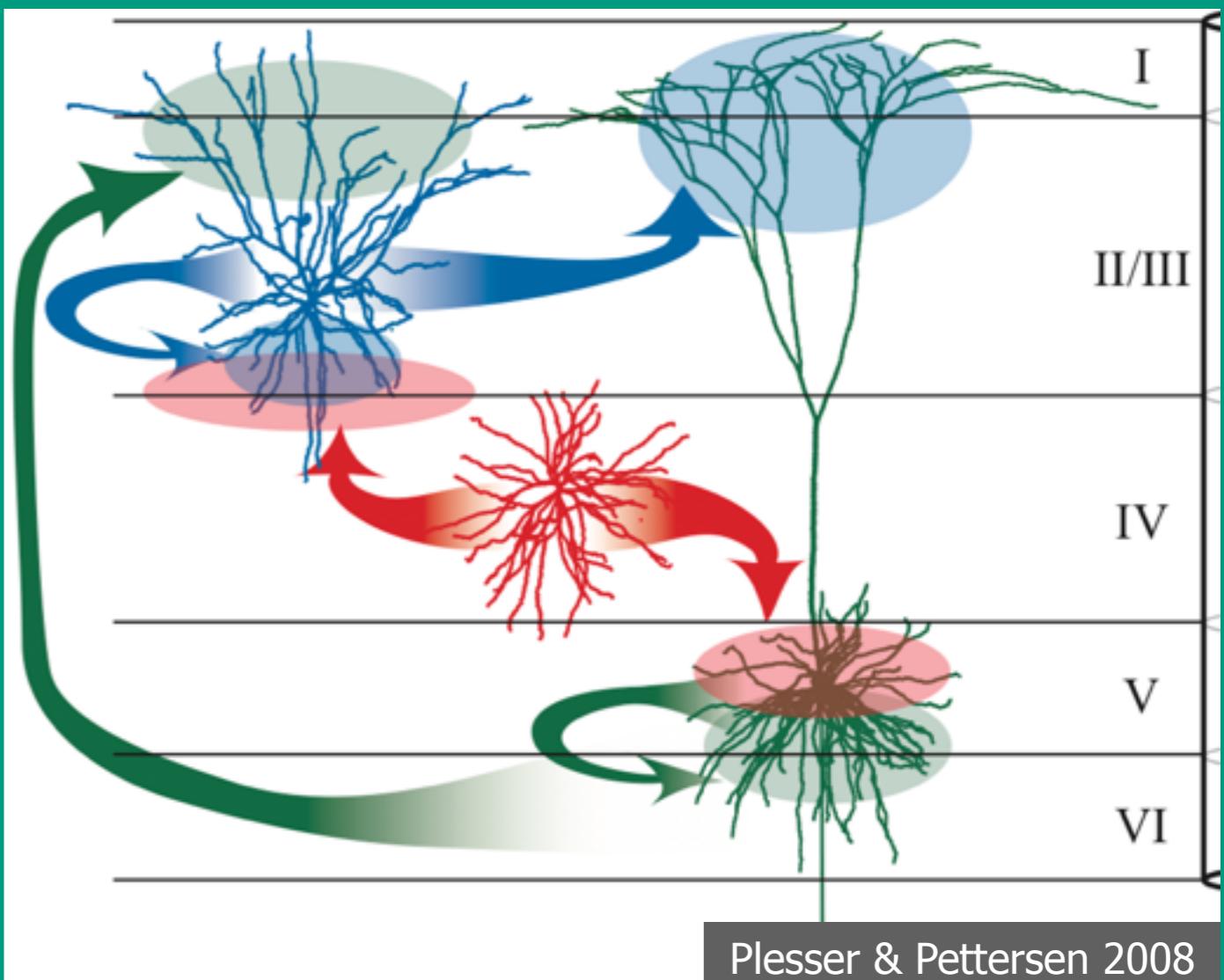
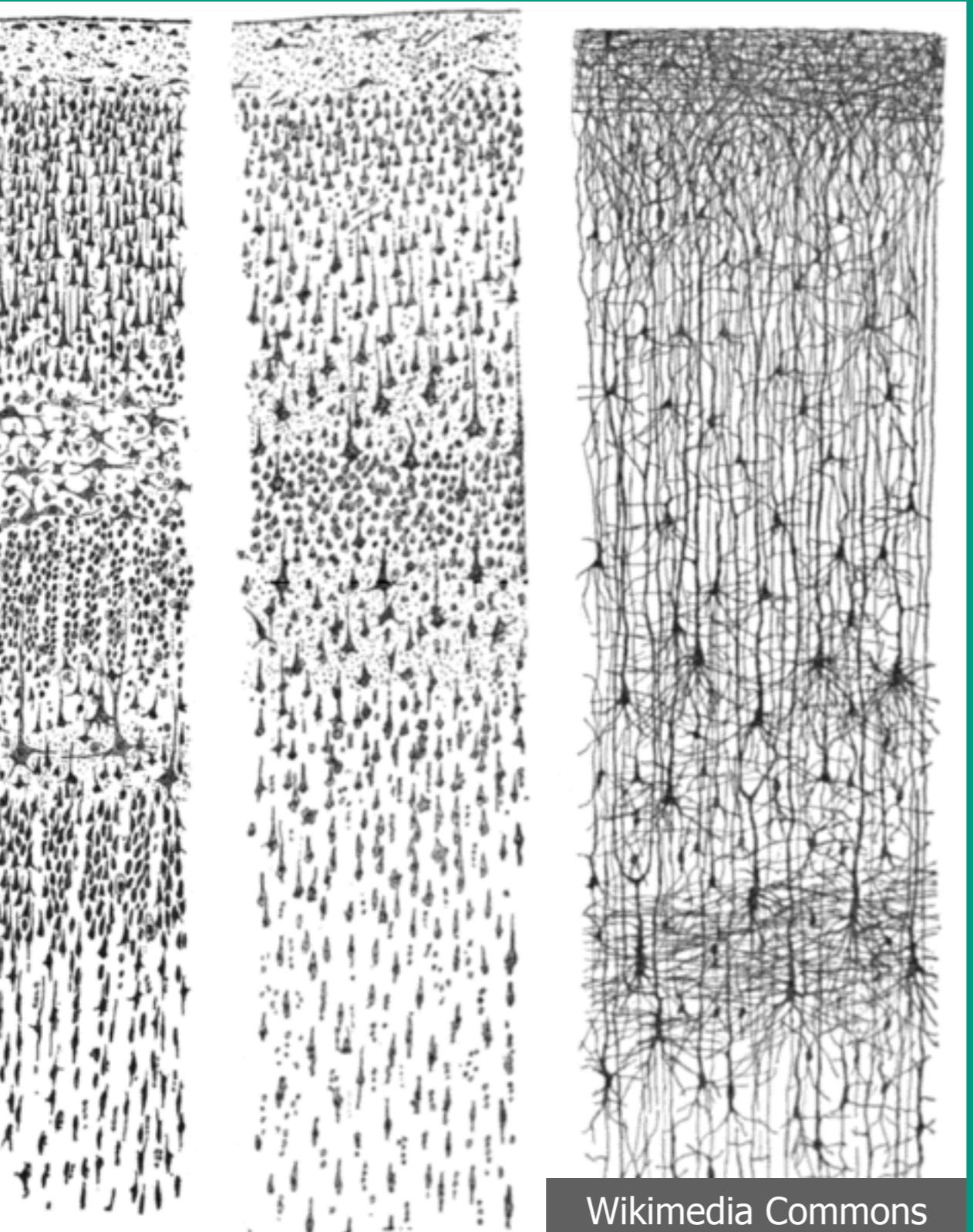
# What to do we want to simulate?



# What to do we want to simulate?

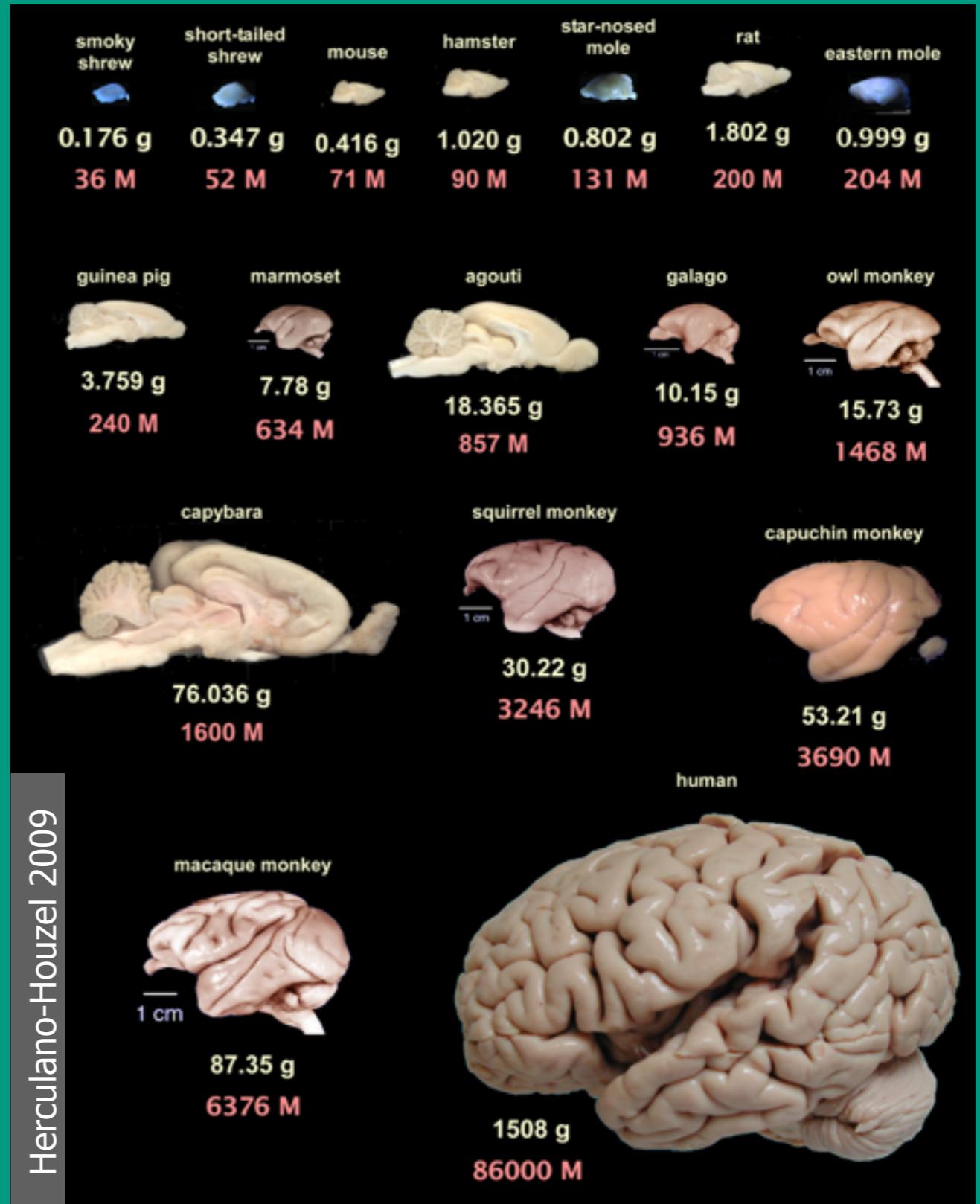


# What to do we want to simulate?

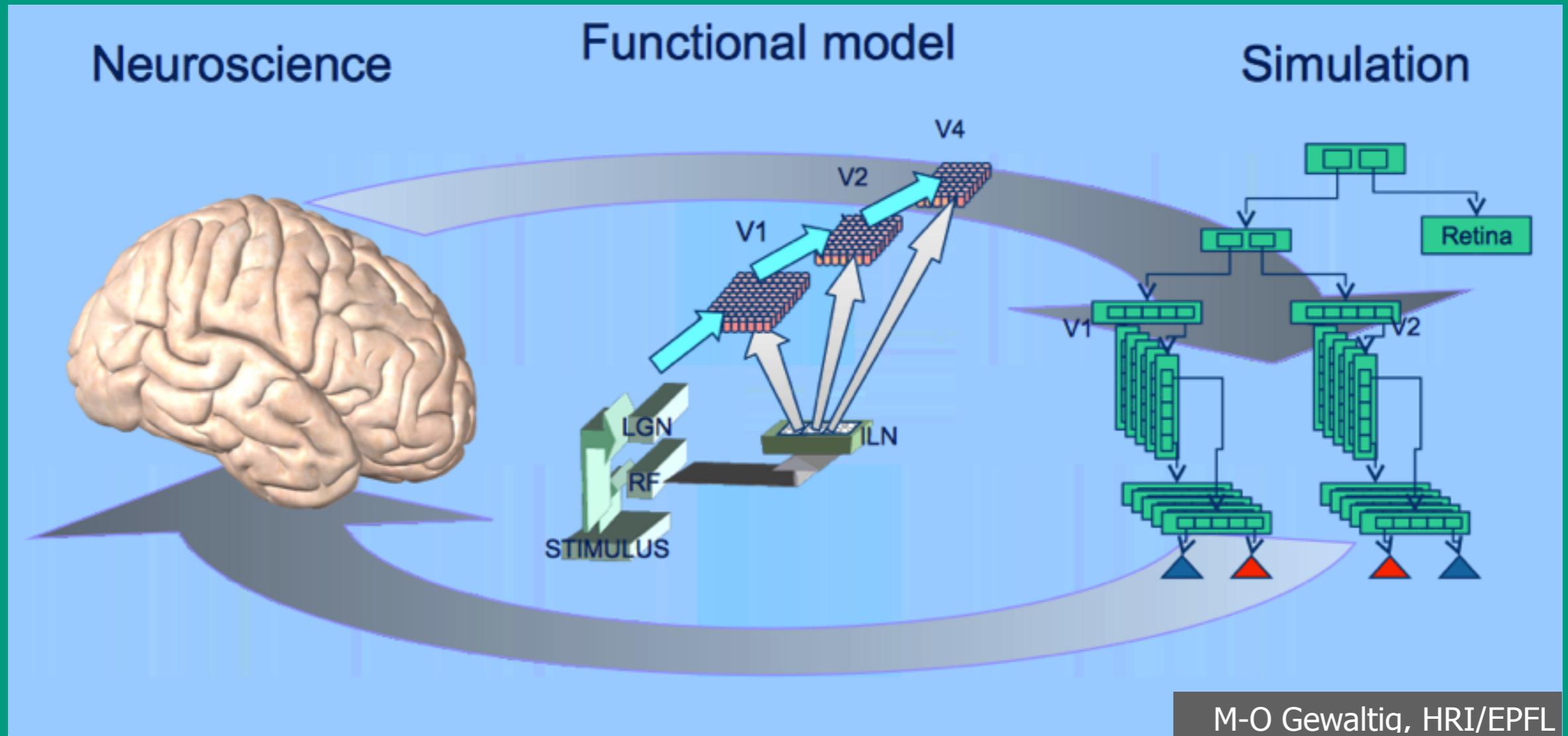


# Some numbers

|                |                    |                           |
|----------------|--------------------|---------------------------|
|                | Human brain        |                           |
| Total neurons  | $1 \times 10^{11}$ |                           |
| Cortex neurons | $2 \times 10^{10}$ |                           |
| Total Synapses | $1 \times 10^{15}$ | <a href="#">Wikipedia</a> |



# Functional Network Modeling

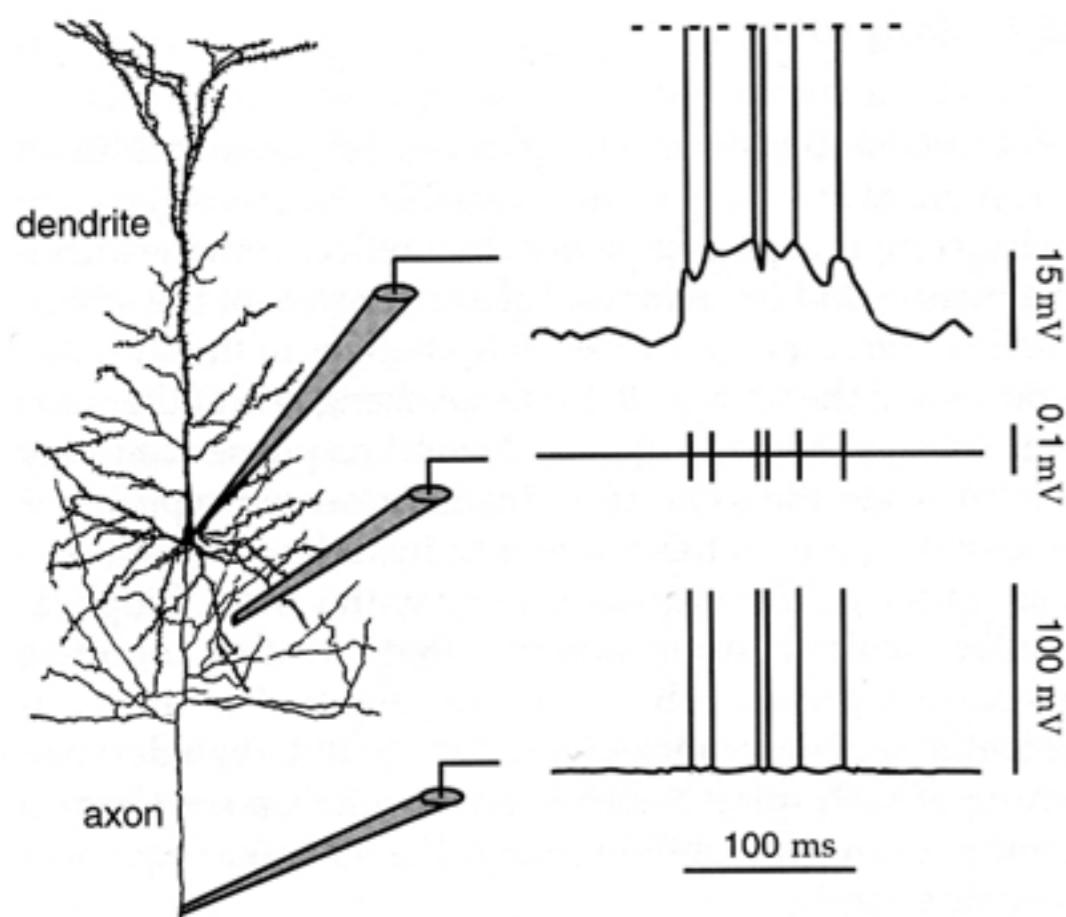


*The goal of neural modeling is to relate, in nervous systems, function to structure on the basis of operation.*

MacGregor & Lewis, 1977

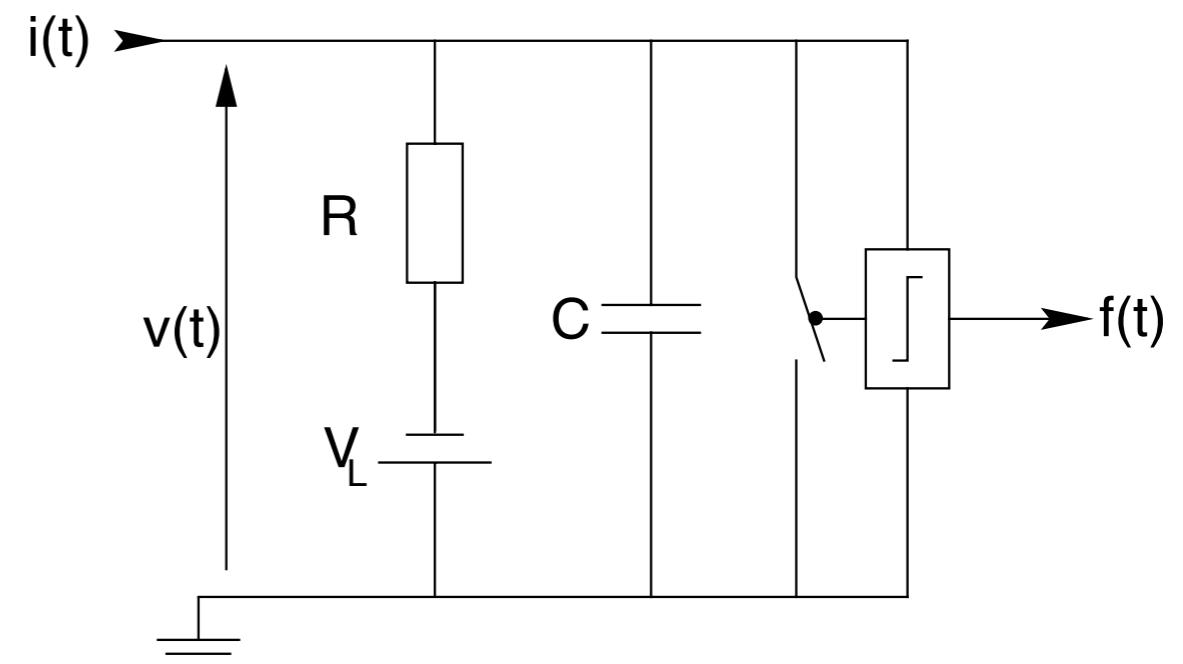
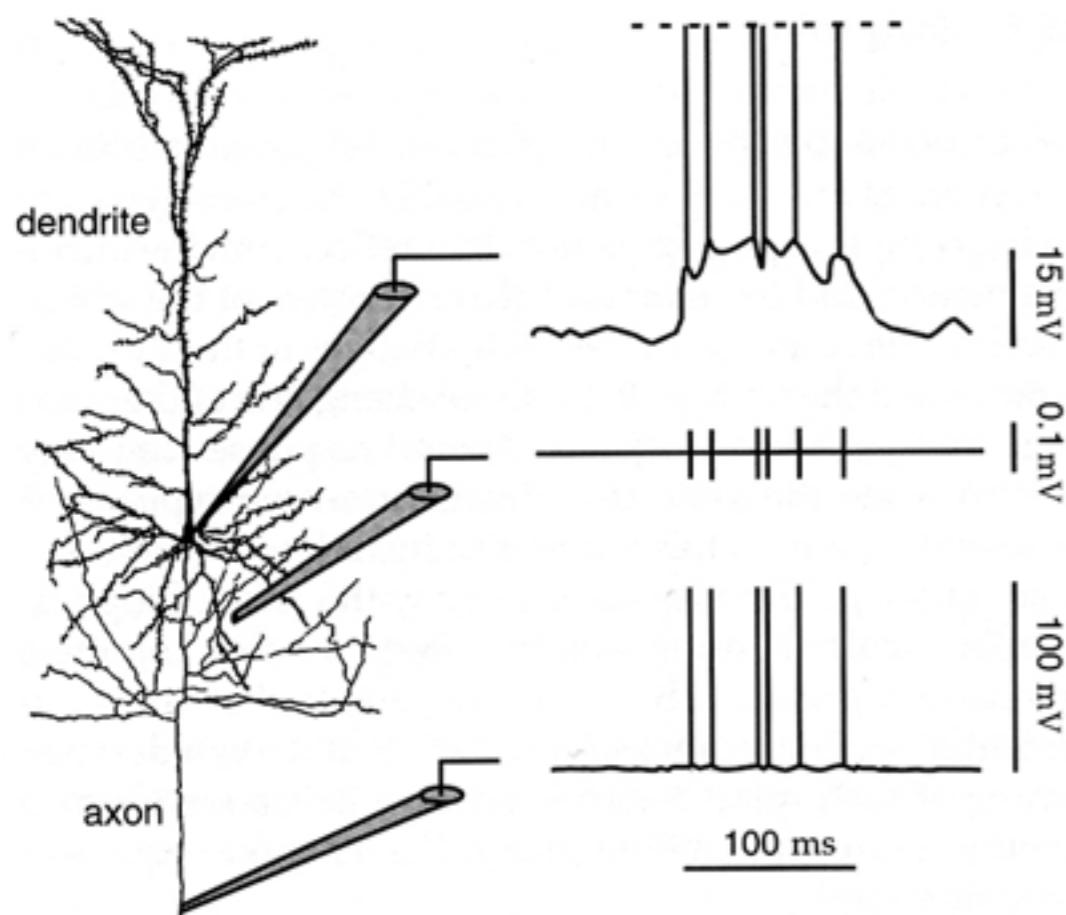
# Keeping it simple: point neurons

## Complexity of the neuron

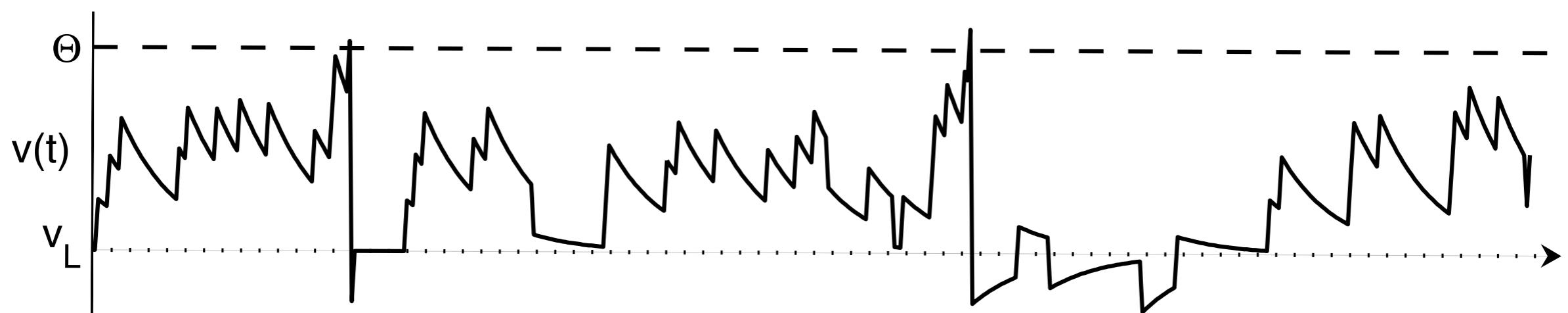


# Keeping it simple: point neurons

Complexity of the neuron ... abstracted as simple RC-circuit

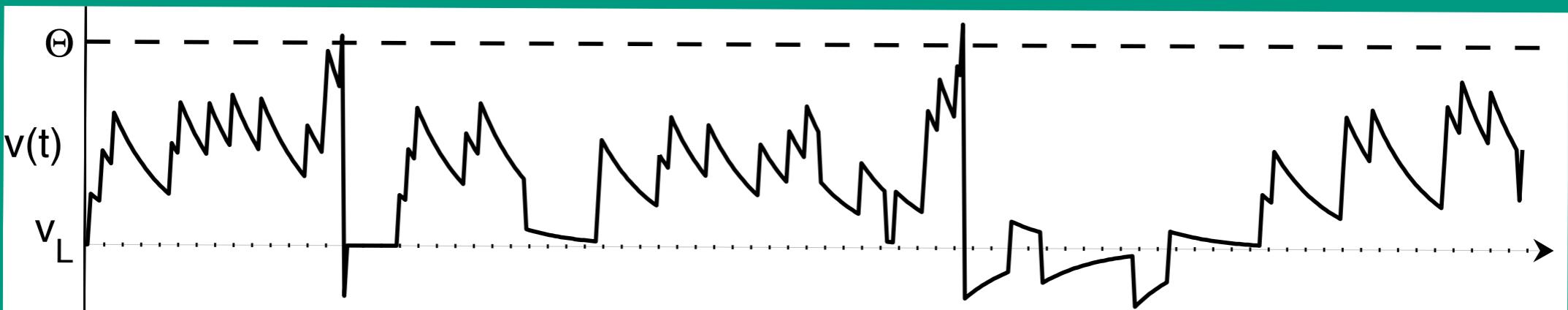
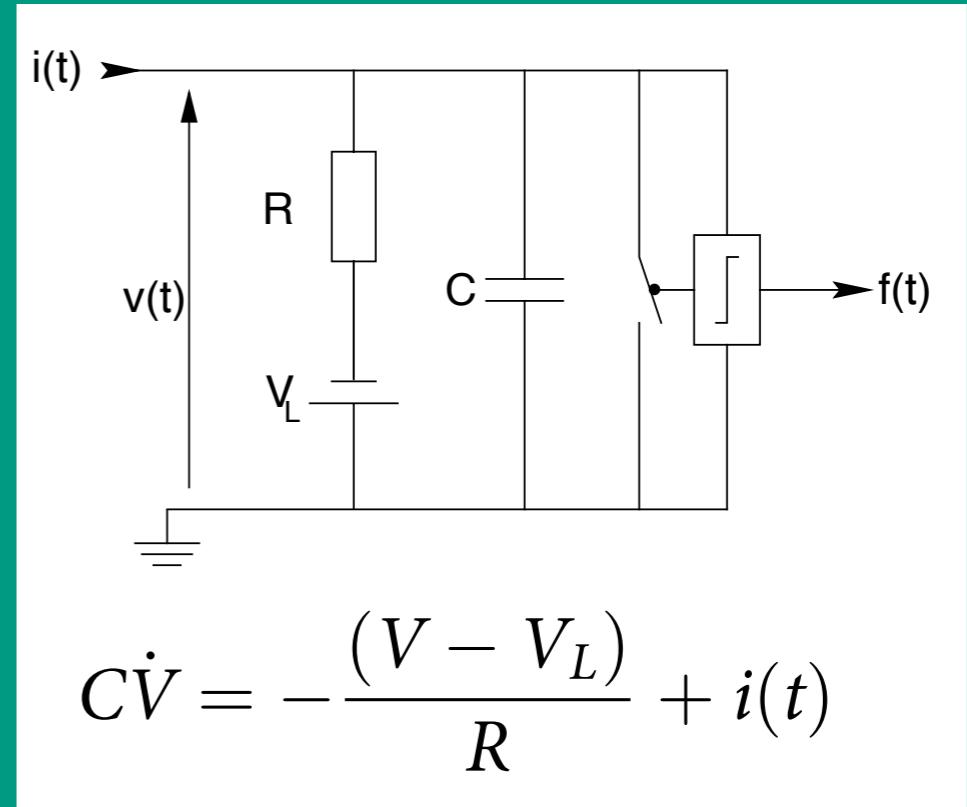
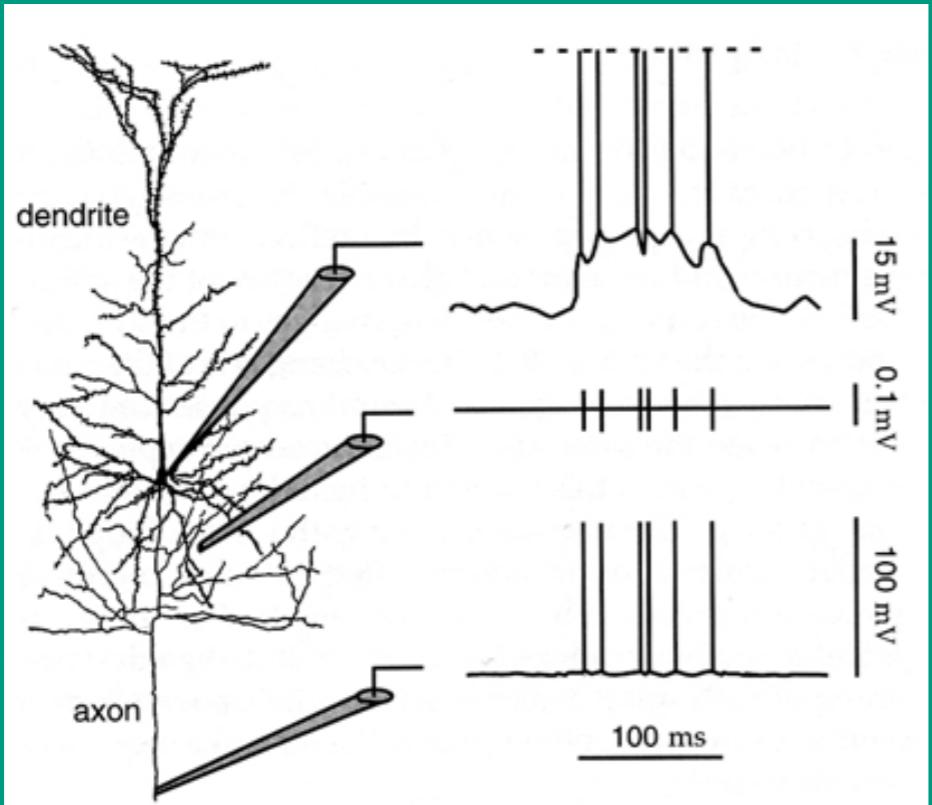


$$C\dot{V} = -\frac{(V - V_L)}{R} + i(t)$$



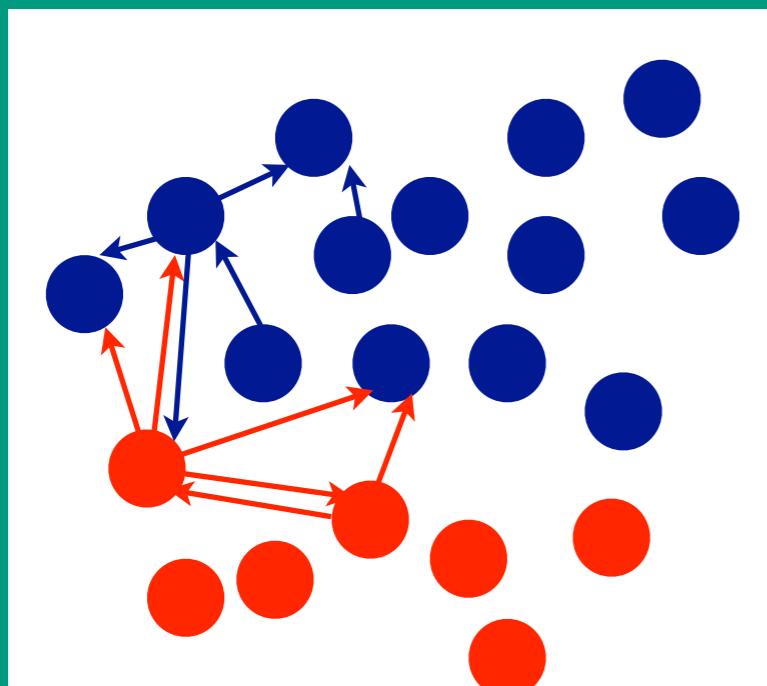
# Network Modeling 101

- Simple nodes, “The music is in the edges”
- Analog signal integration in nodes



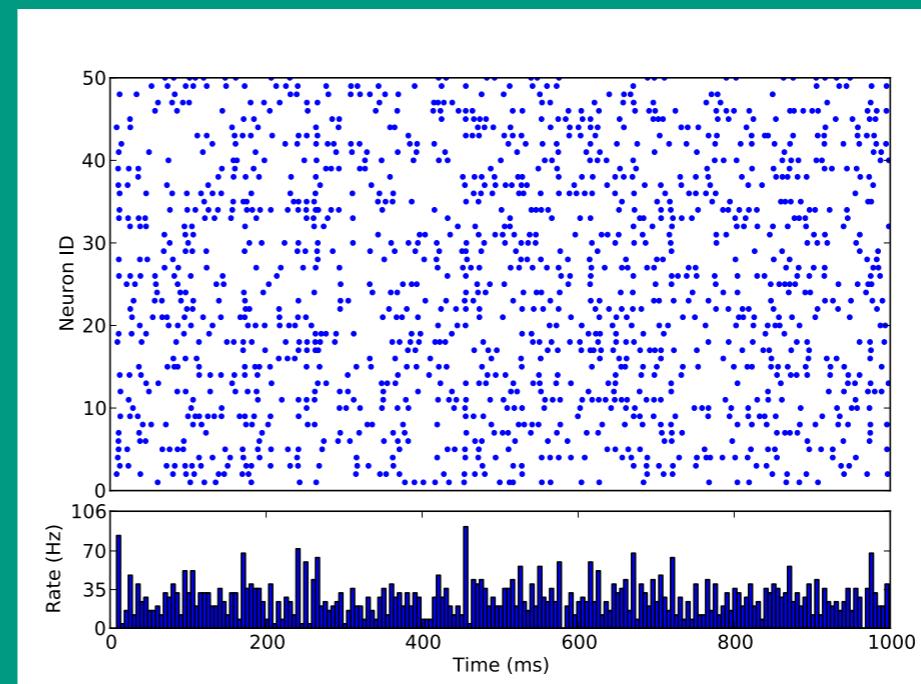
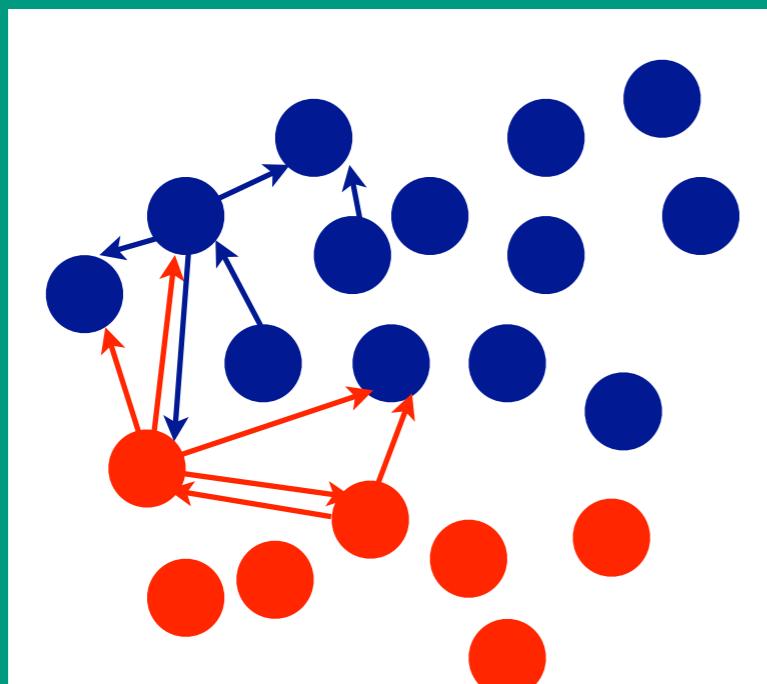
# Network Modeling 101

- Simple nodes, “The music is in the edges”
- Analog signal integration in nodes
- Pulse-based signaling between nodes (*spikes*, approx 10 per sec per node)
- Fan-in/out:  $O(10^4)$ , essentially random
- $O(10^5)$ –  $O(10^{11})$  nodes,  $O(10^9)$ –  $O(10^{15})$  edges

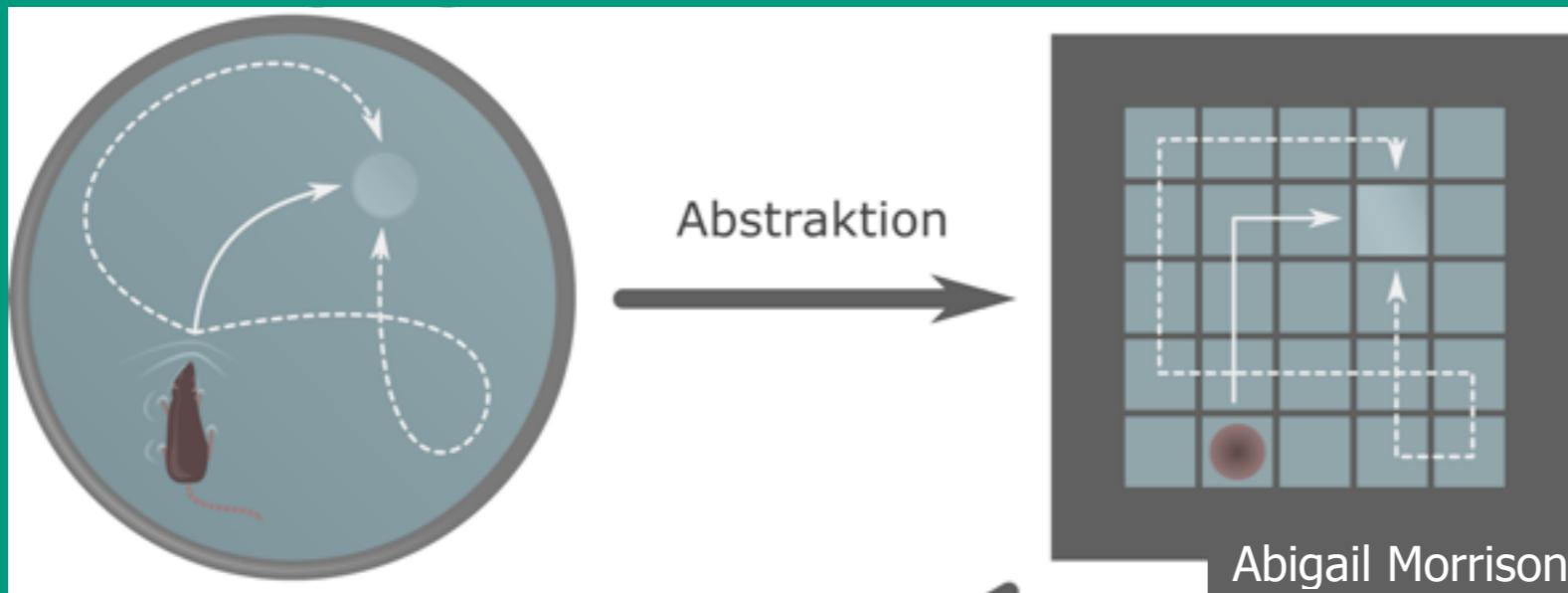


# Network Modeling 101

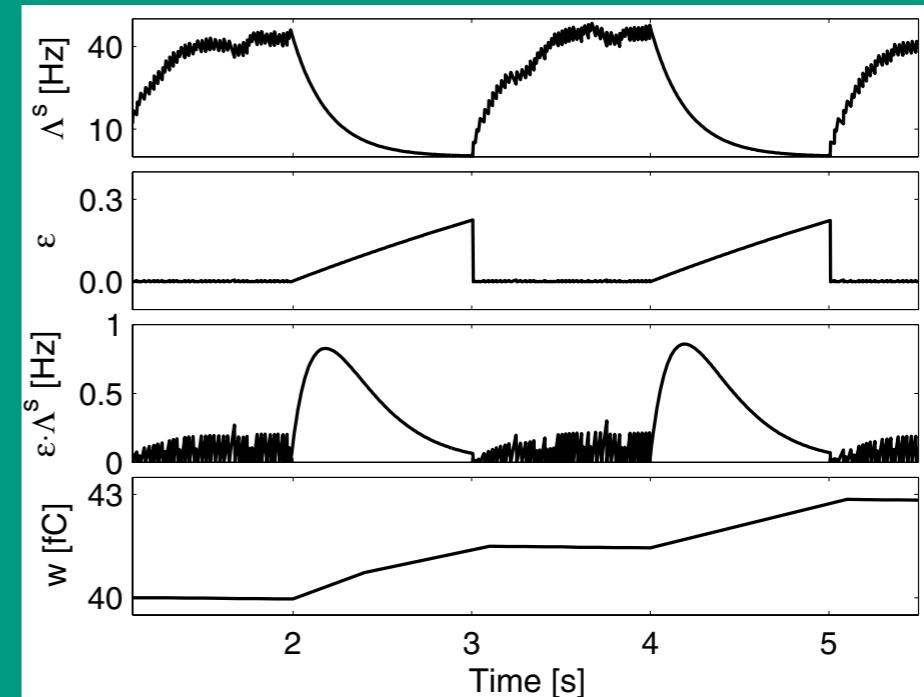
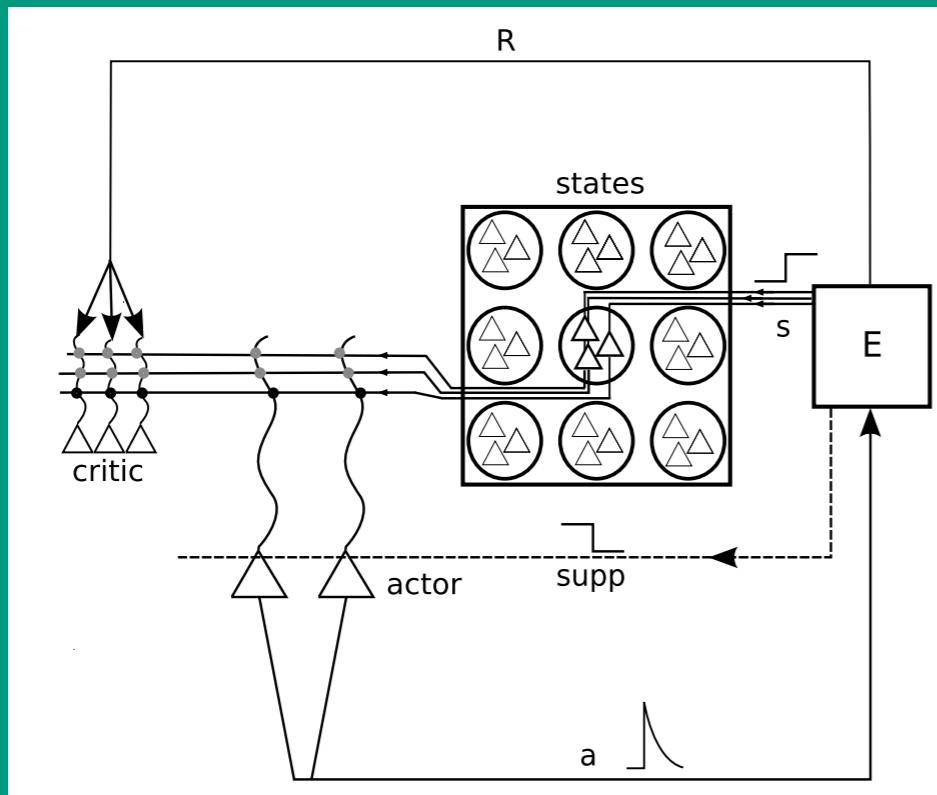
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# How do rats learn?



Abigail Morrison



[W Potjans et al, Neural Computing 2009](#)  
[W Potjans et al, Front Neuroinform 2010](#)

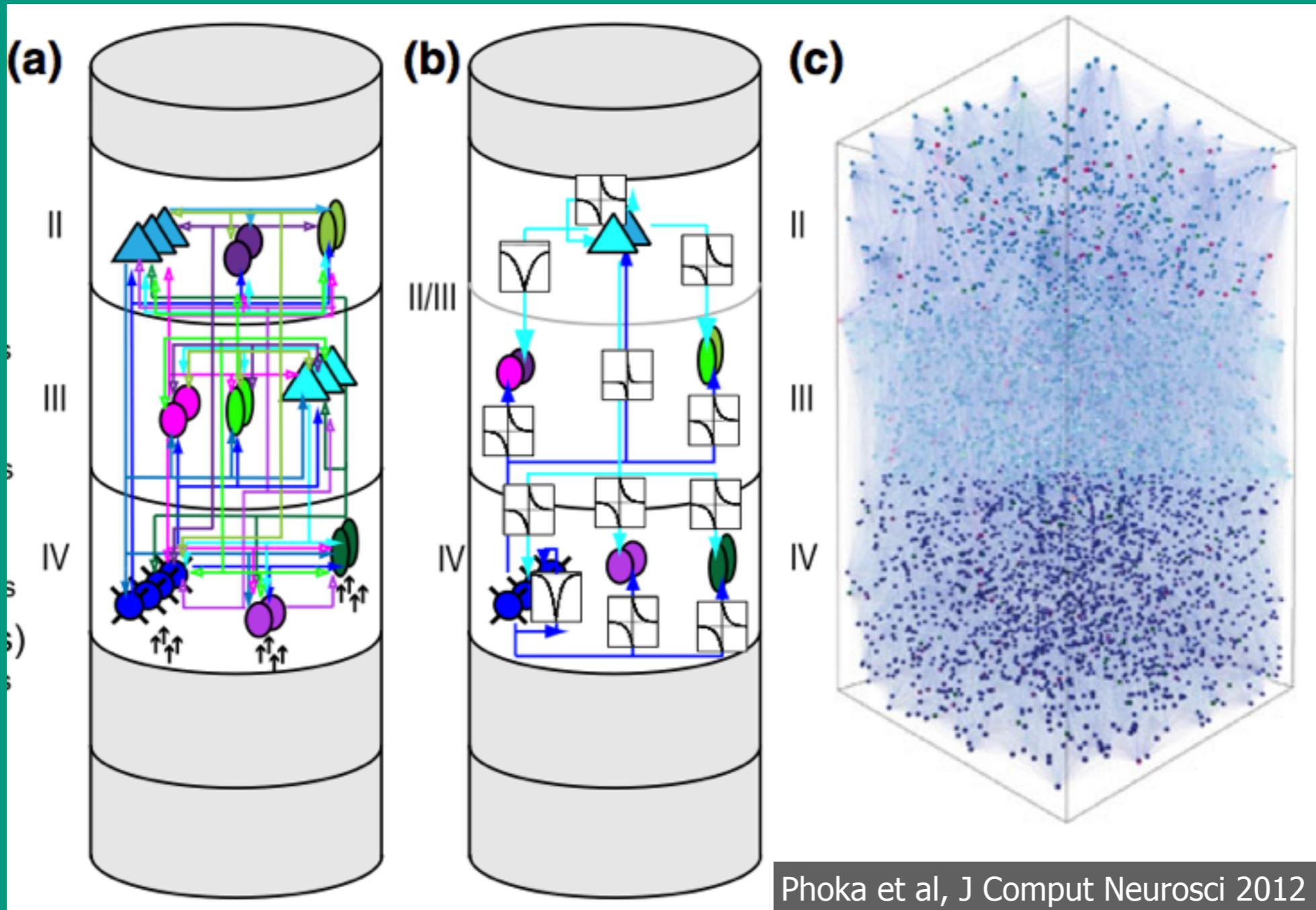
**nest::**  
simulated()

# How do connections change?

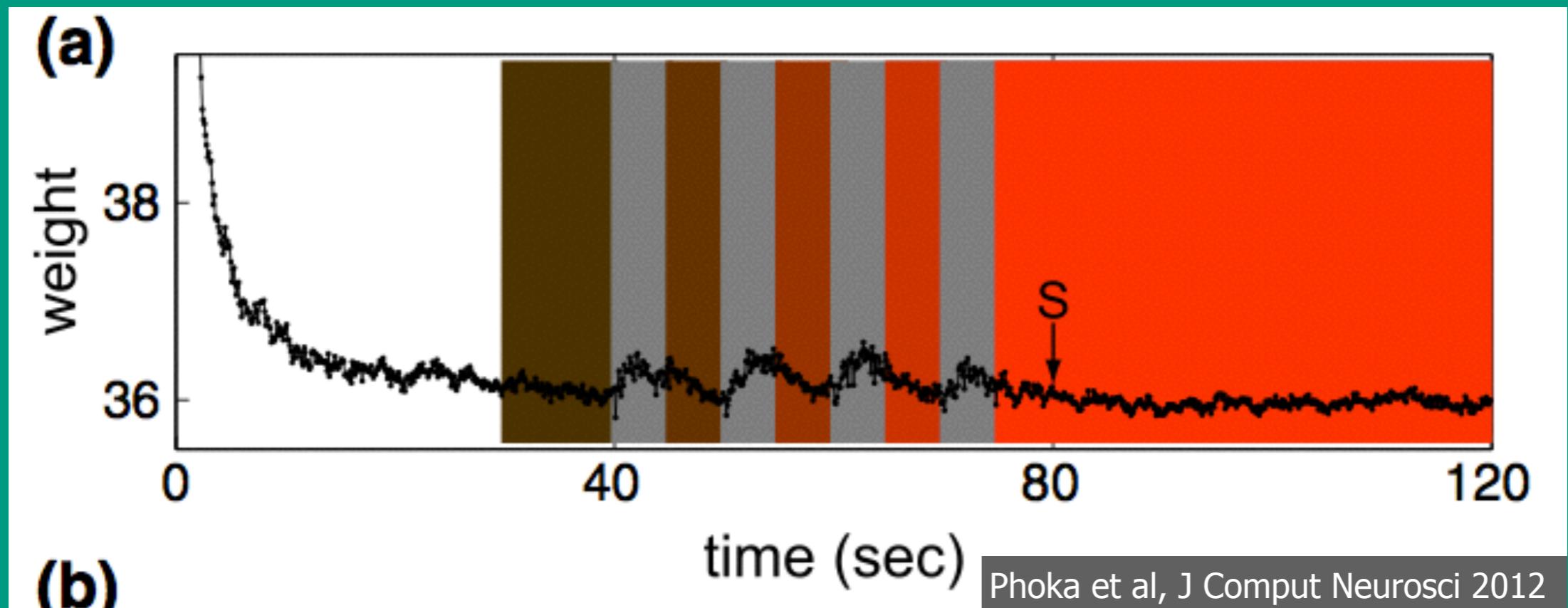


Scholarpedia

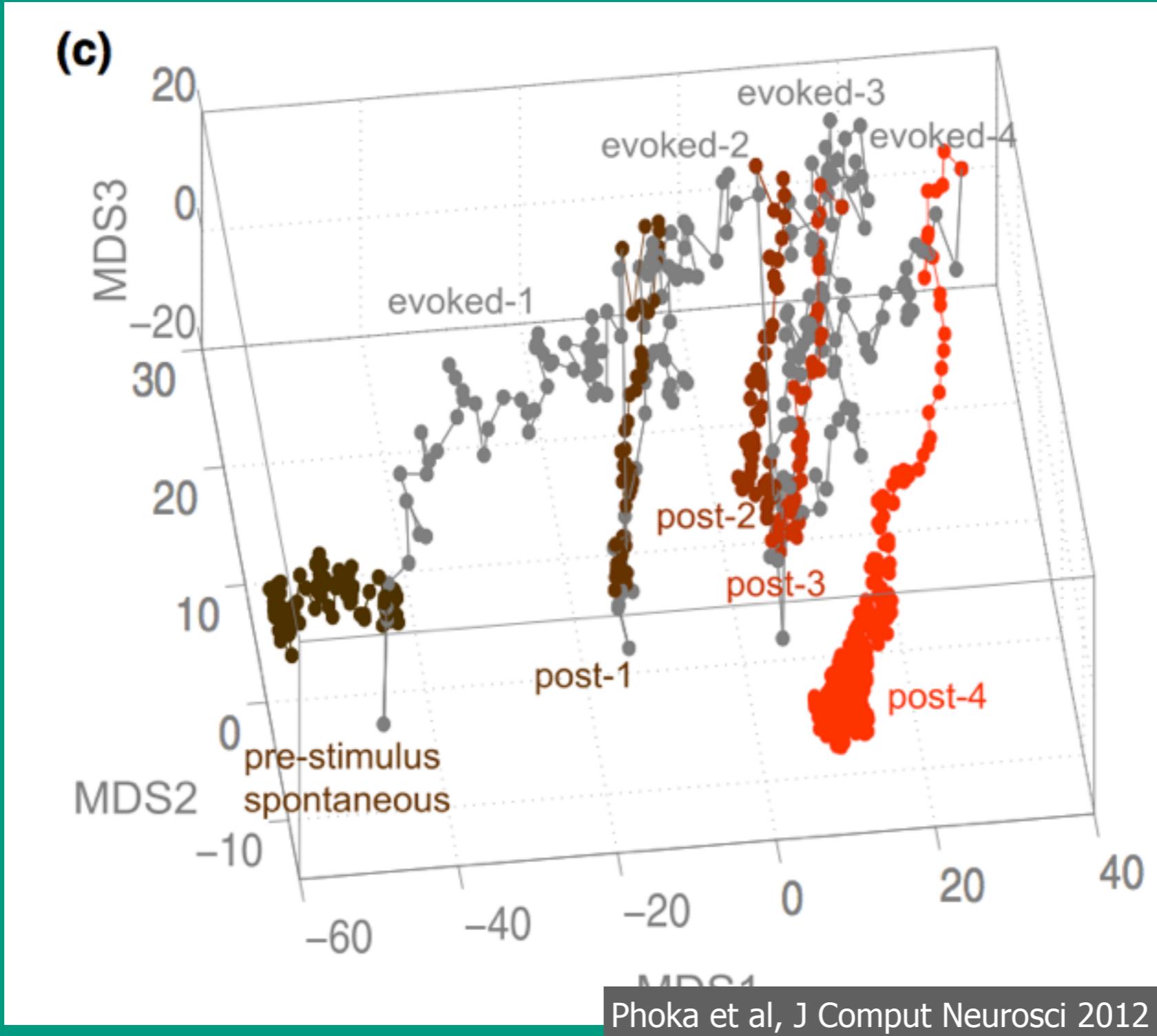
# How do connections change?



# How do connections change?

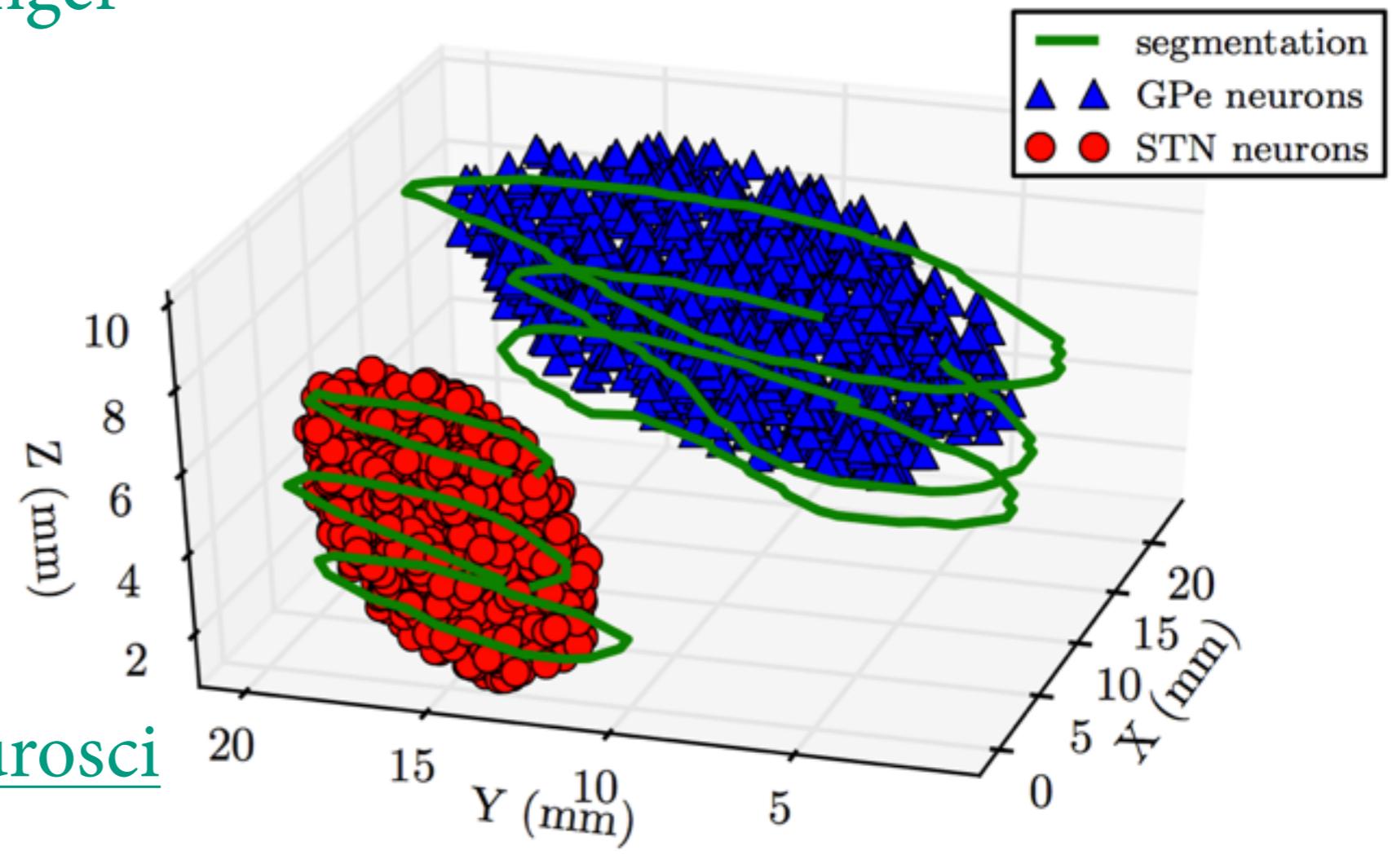


# How do connections change?



# Networks with Spatial Structure

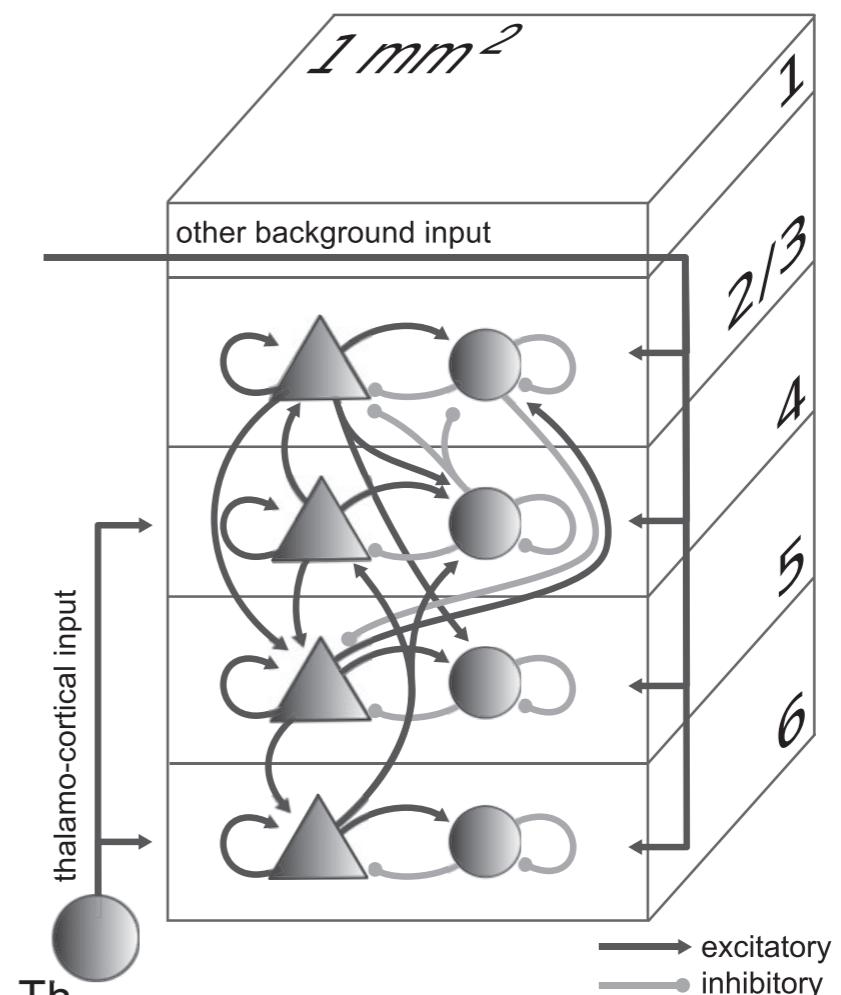
- Topology Module
- Plessner/Austvoll/Enger
- Full 3D-Support
- Applied to models of deep-brain stimulation (Tass Group, FZ Jülich)
- Ebert et al,  
Front Comput Neurosci  
8:154 (2014)



Martin Ebert, PhD Thesis, 2012

# Cortical Microcircuit

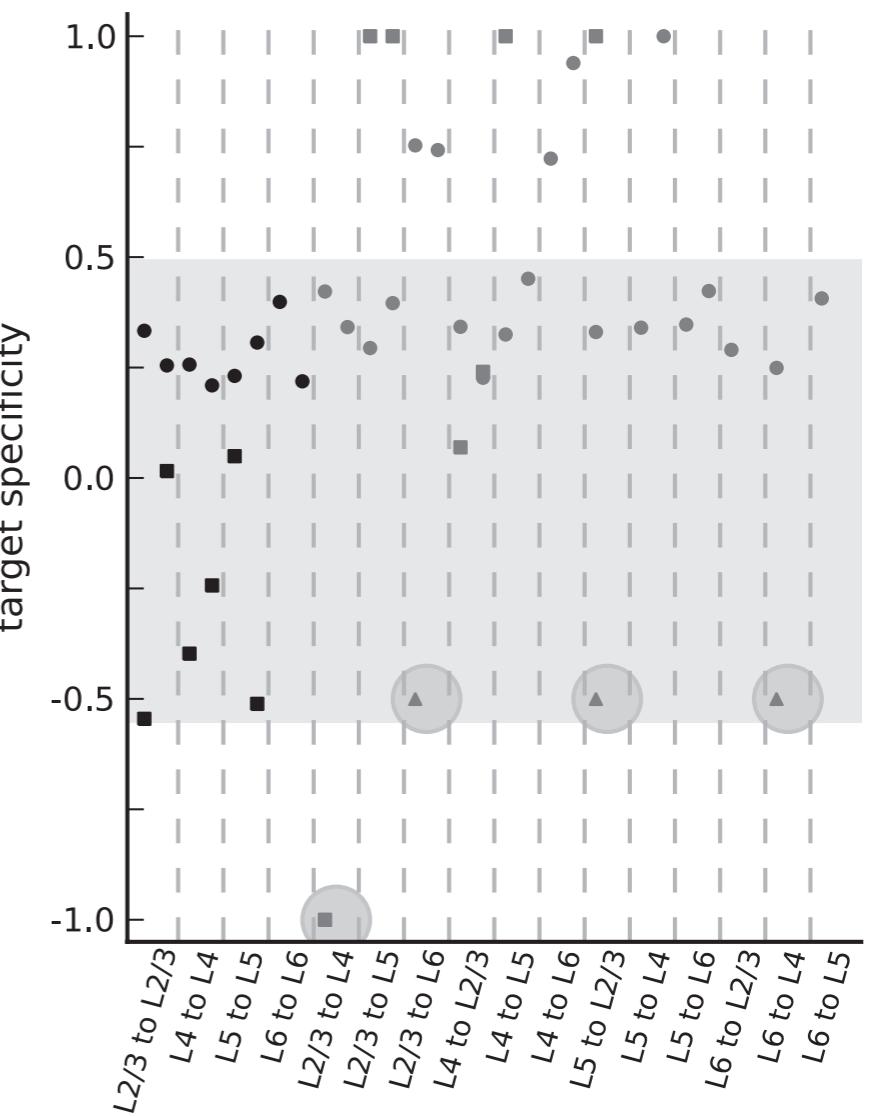
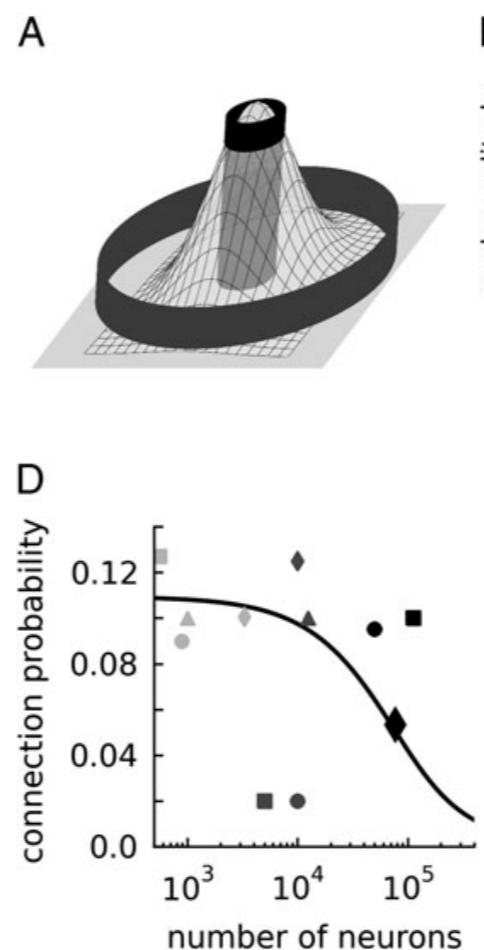
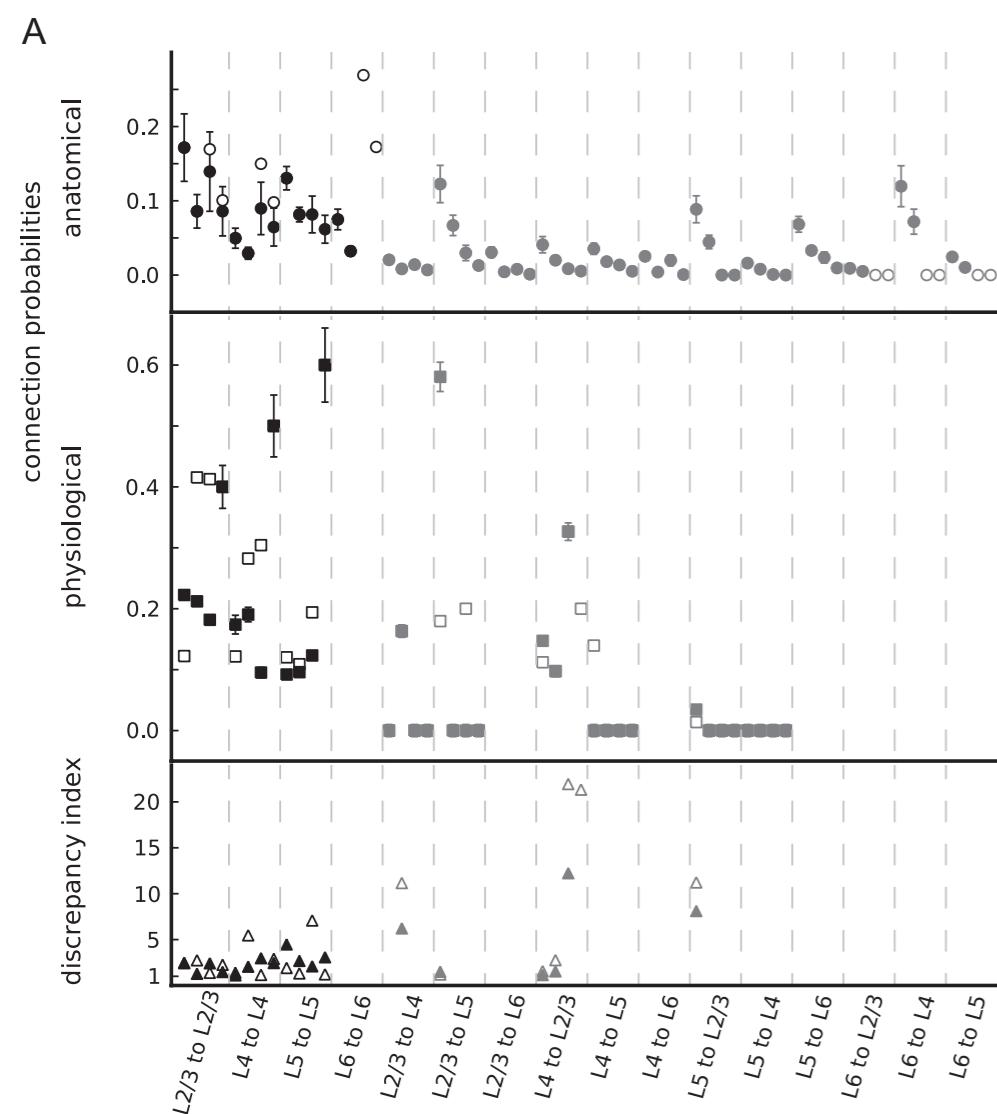
- Model of  $1\text{mm}^3$  of neocortex
- T Potjans & Diesmann,  
Cereb Cortex 24:785 (2014)
- Detailed analysis of anatomical and physiological connectivity data
- Included in NEST 2.4
- Avail. on OpenSourceBrain
- Current lead scientist:  
Sacha van Albada, FZ Jülich



Potjans & Diesmann, 2014

# Connectivity & Specificity

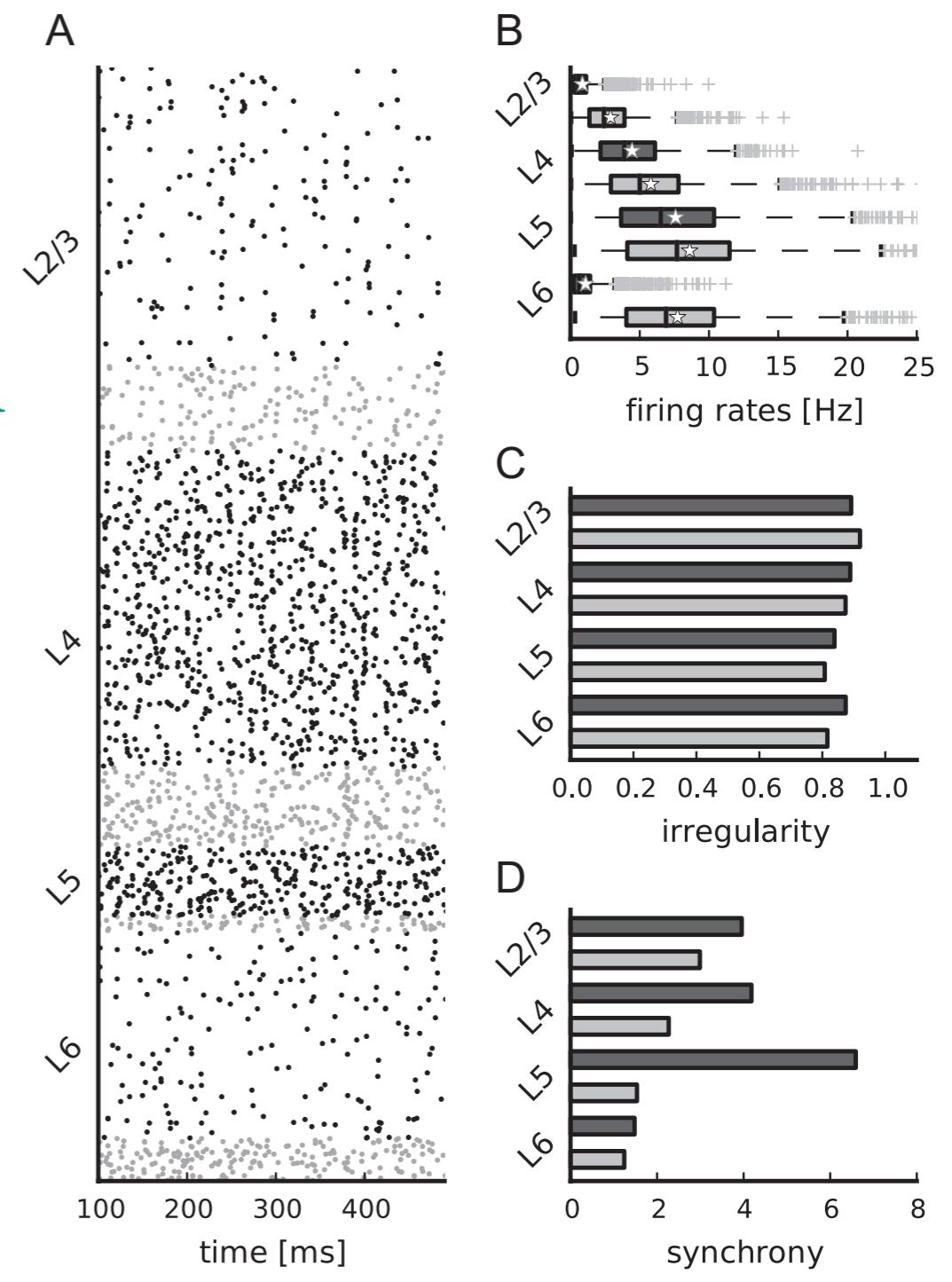
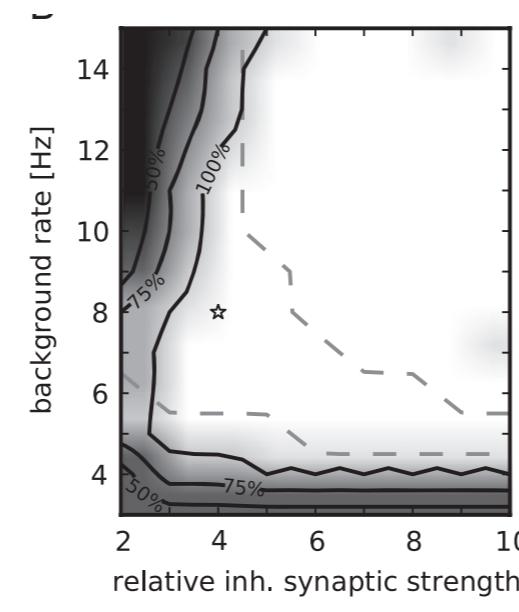
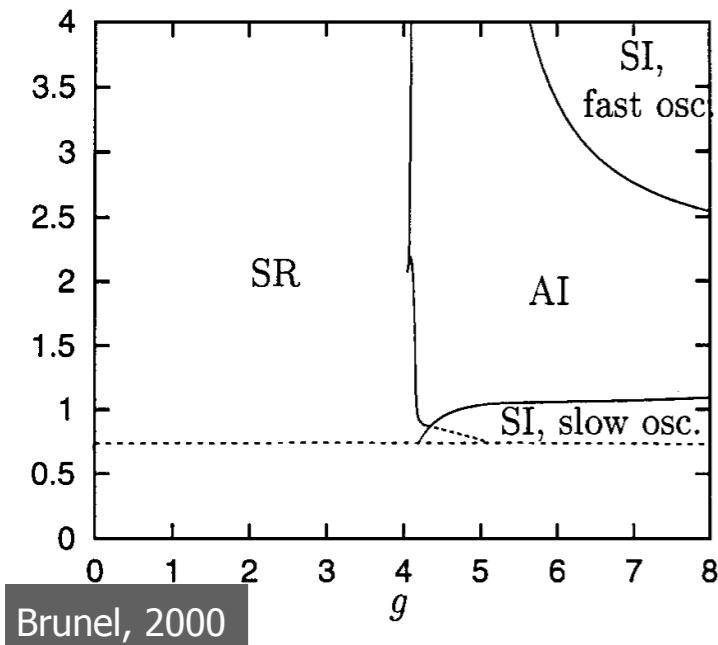
## Anatomy vs Physiology



Potjans & Diesmann, 2014

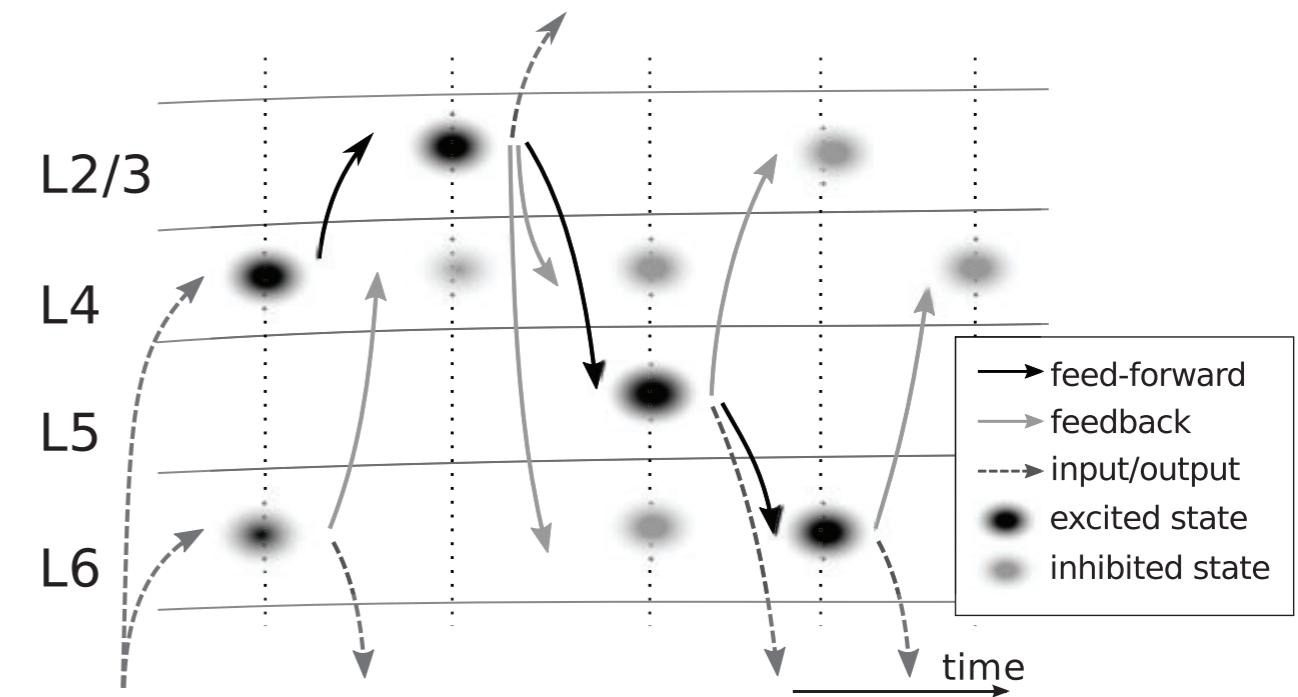
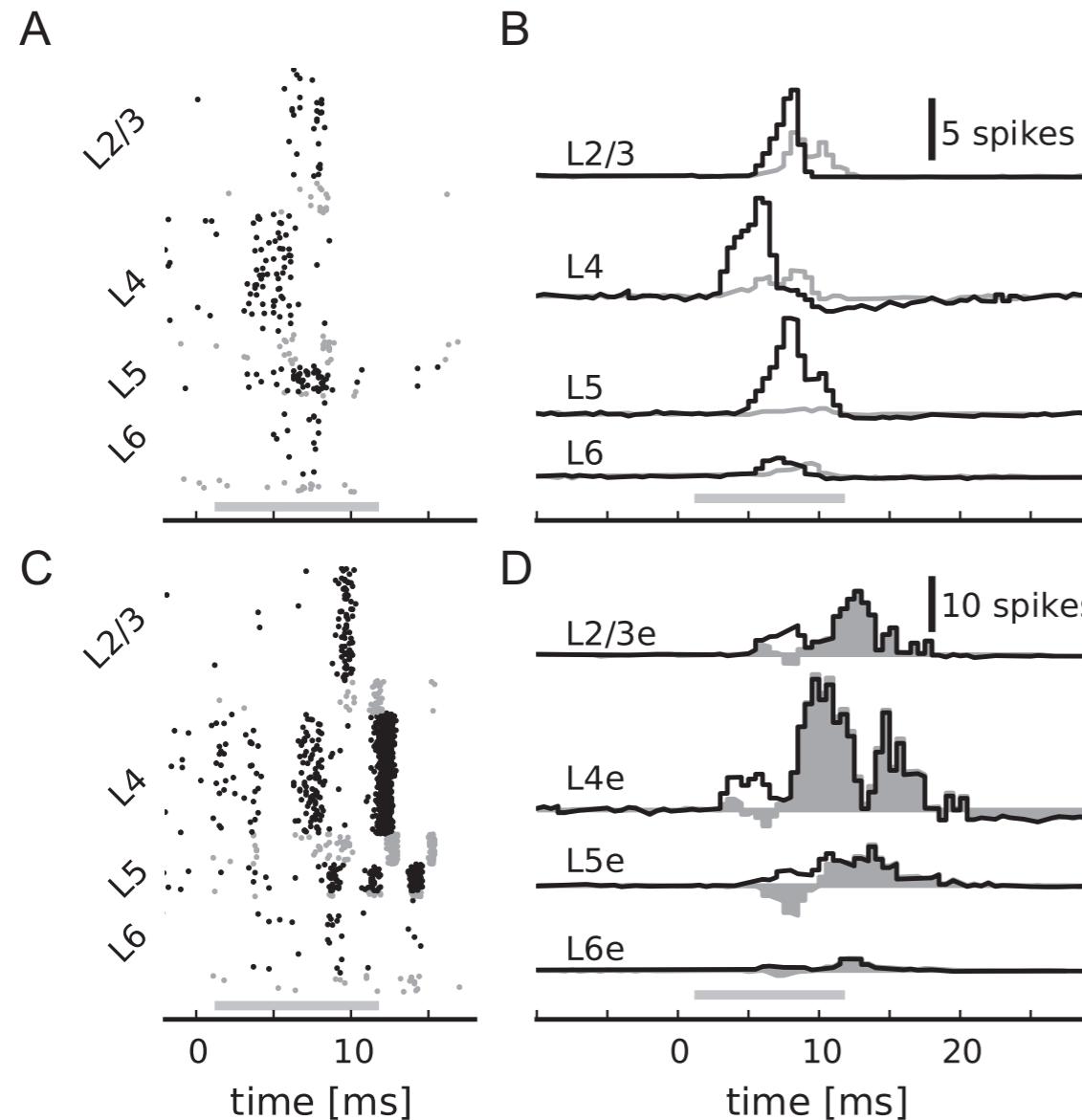
# Model properties

- 77.169 neurons
- 217 million excitatory synapses
- 82 million inhibitory synapses
- Leaky-integrate and fire neurons with current-based synapses
- No plasticity
- Reproduces Brunel-like spontaneous activity



Potjans & Diesmann, 2014

# Propagation of thalamic input



Potjans & Diesmann, 2014

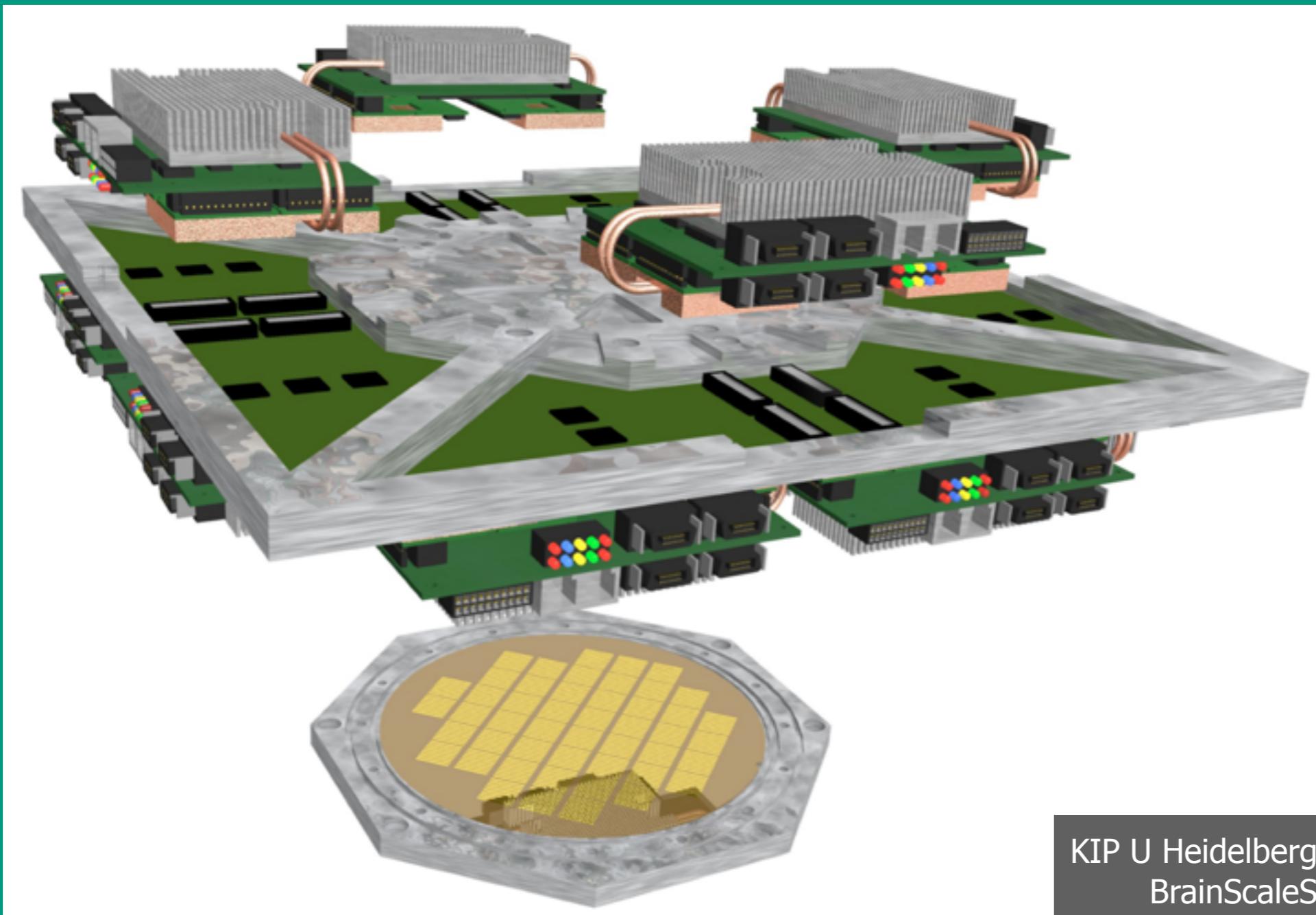
Specific inter-layer E -> I projections are essential

# How to simulate networks?

- Neuromorphic hardware
- Specialized hardware
- Software for von Neumann machines

# FACETS / BrainScaleS / HBP

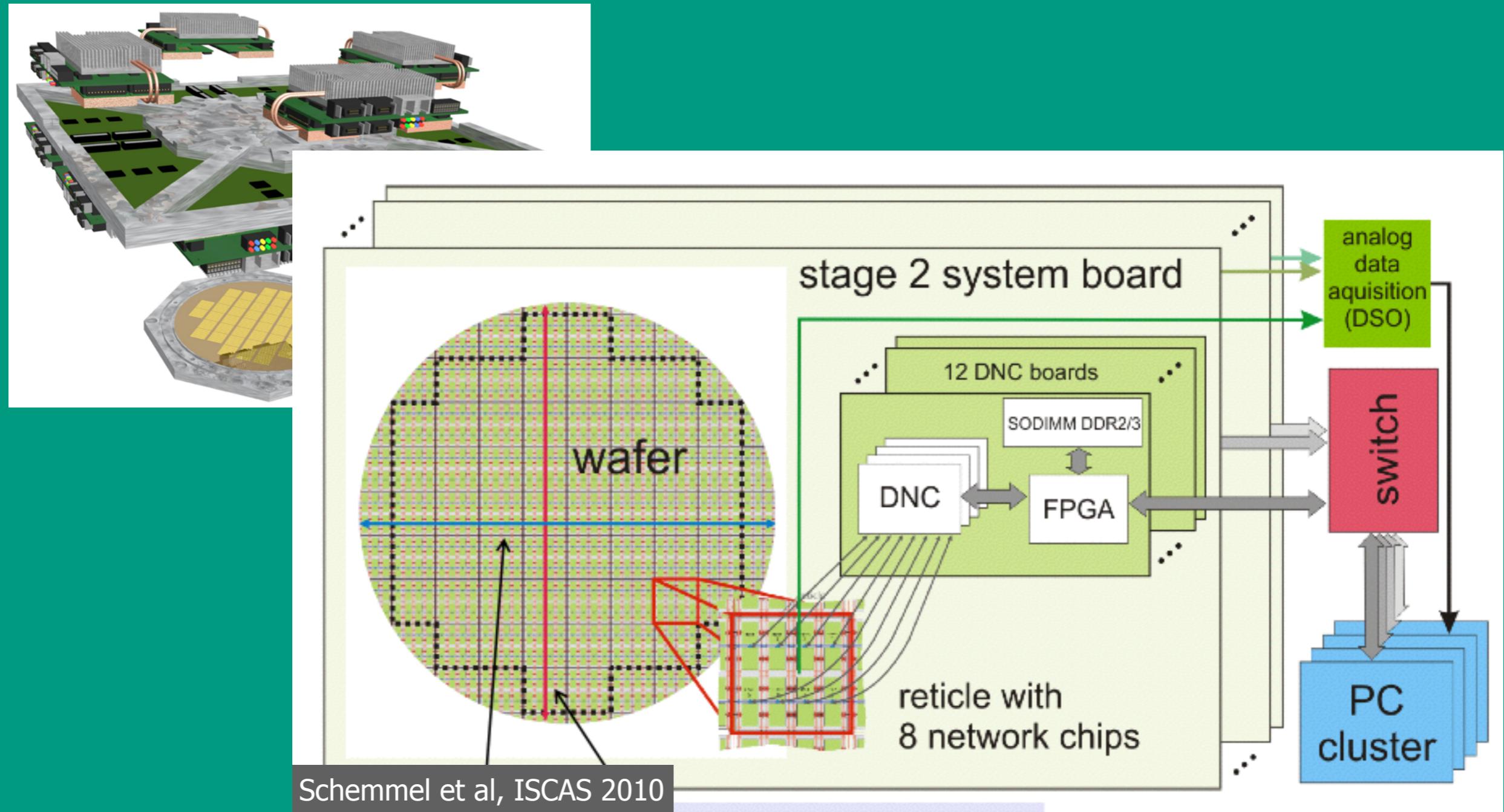
## Neuromorphic Hardware



KIP U Heidelberg  
BrainScaleS

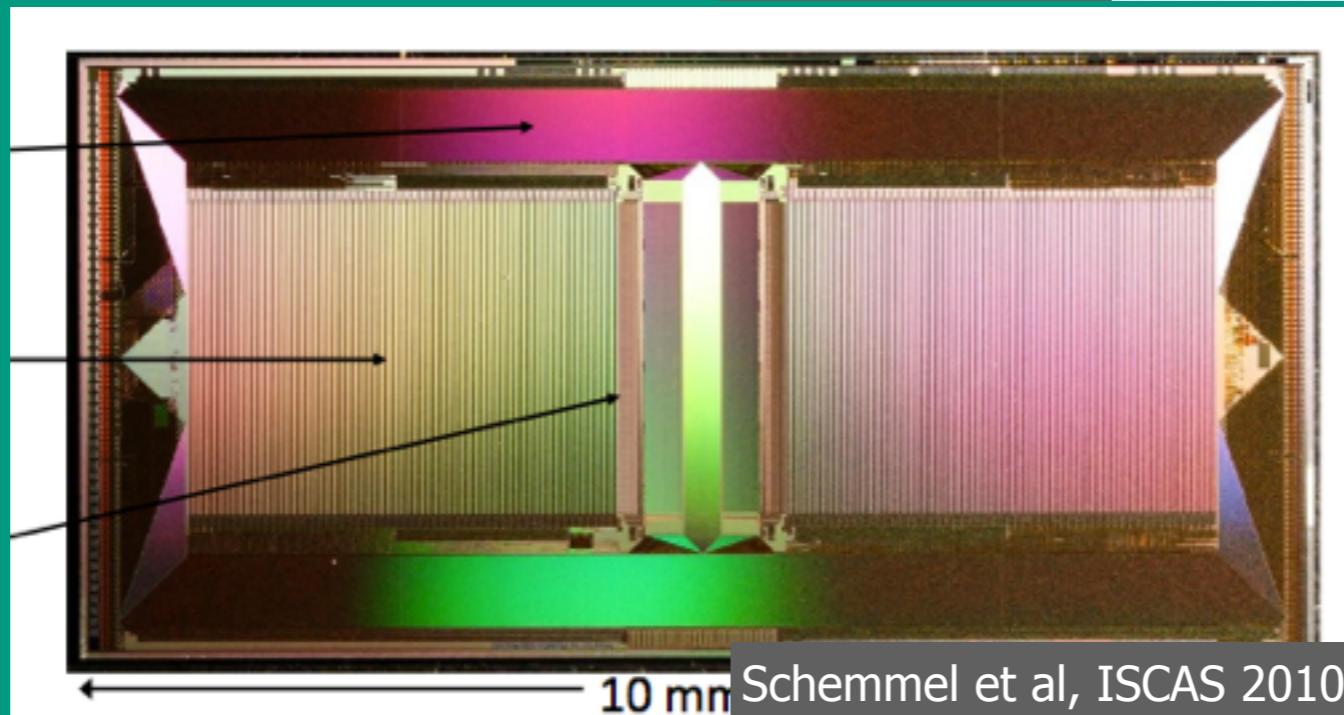
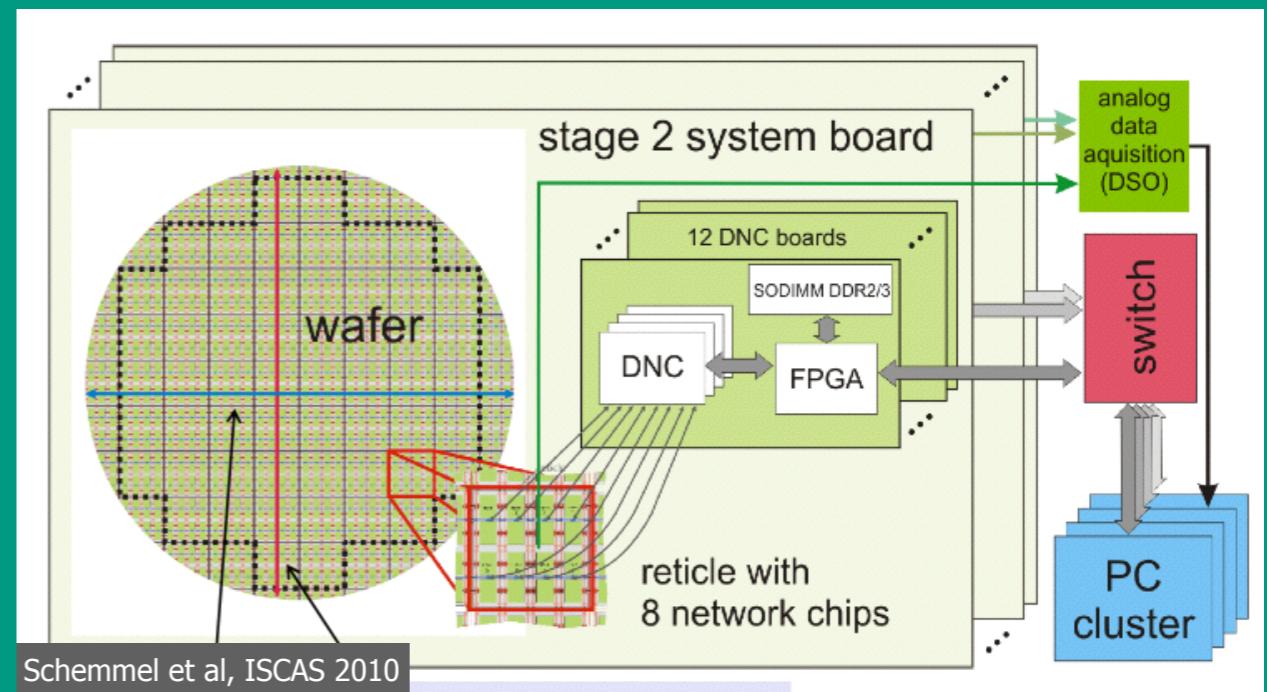
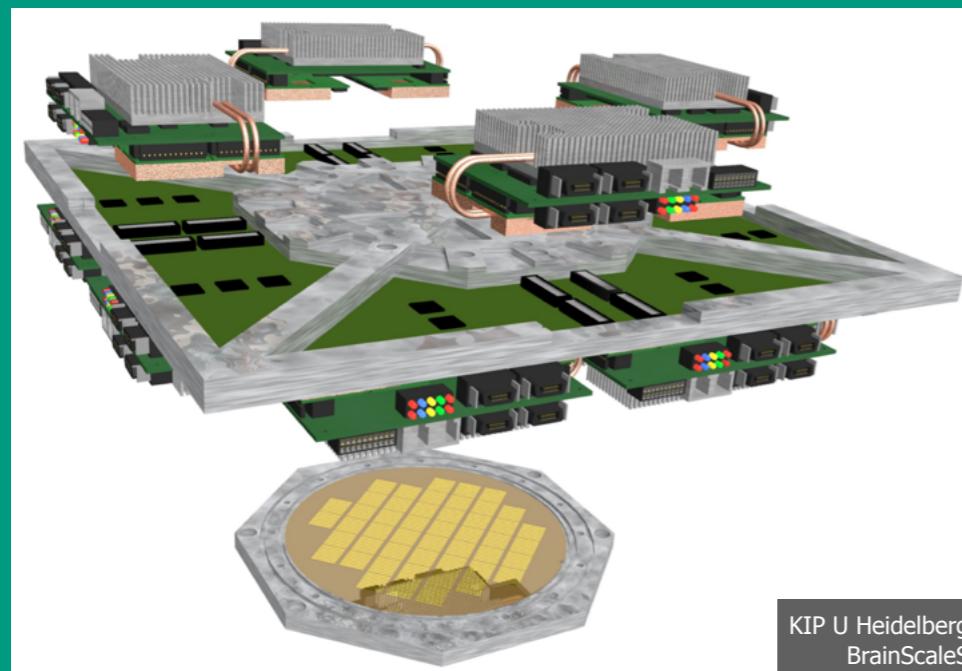
# FACETS / BrainScaleS / HBP

## Neuromorphic Hardware



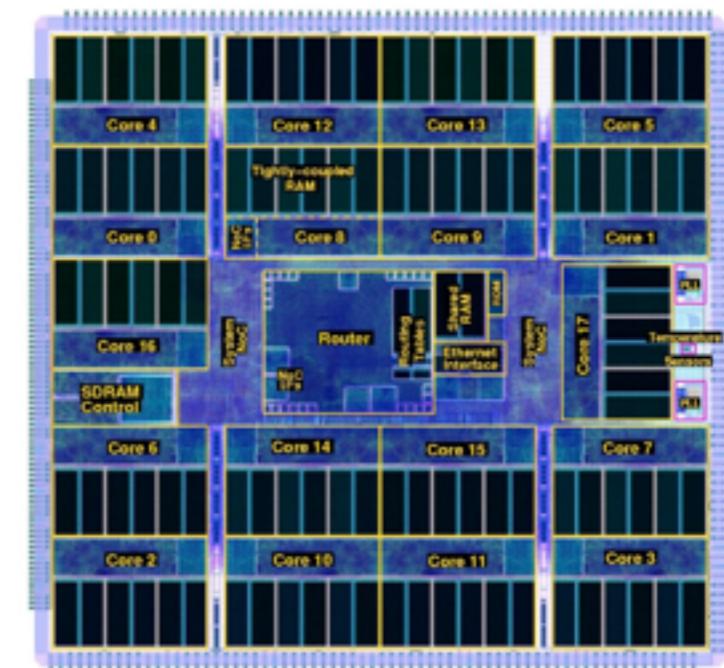
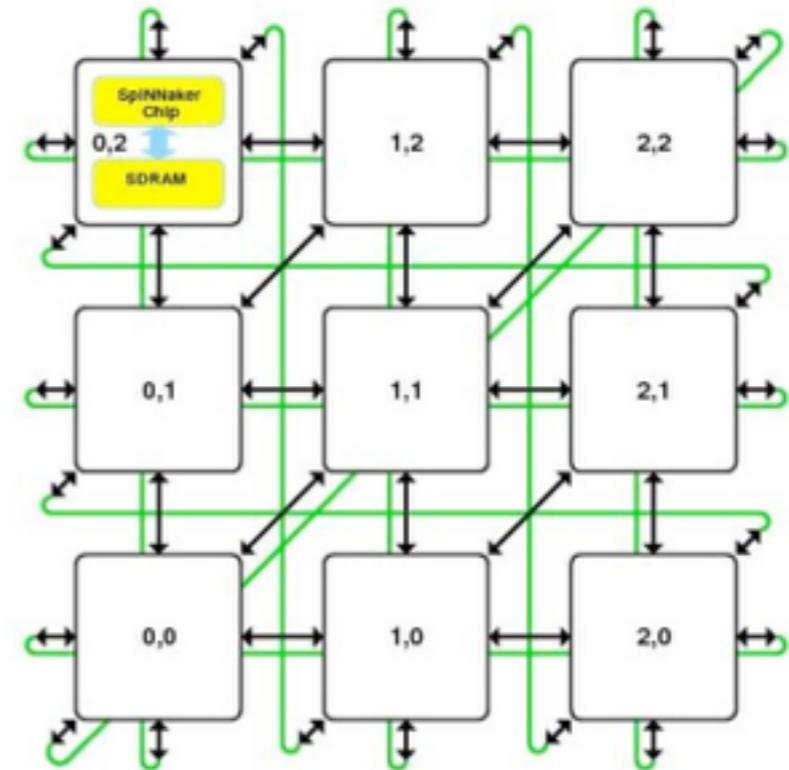
# FACETS / BrainScaleS / HBP

## Neuromorphic Hardware



# SpiNNaker

- 1 million ARM9 cores
- 7 TB RAM
- integrated on 57k SiP nodes
- torus, specialized routers
- 5 billion packets/s bandwidth
- < 100kW
- programmable neuronal dynamics
- 1 billion neurons
- Steve Furber / U Manchester & Co.
- Part of BrainScaleS & HBP
- Cortical Microcircuit is currently being ported to SpiNNaker

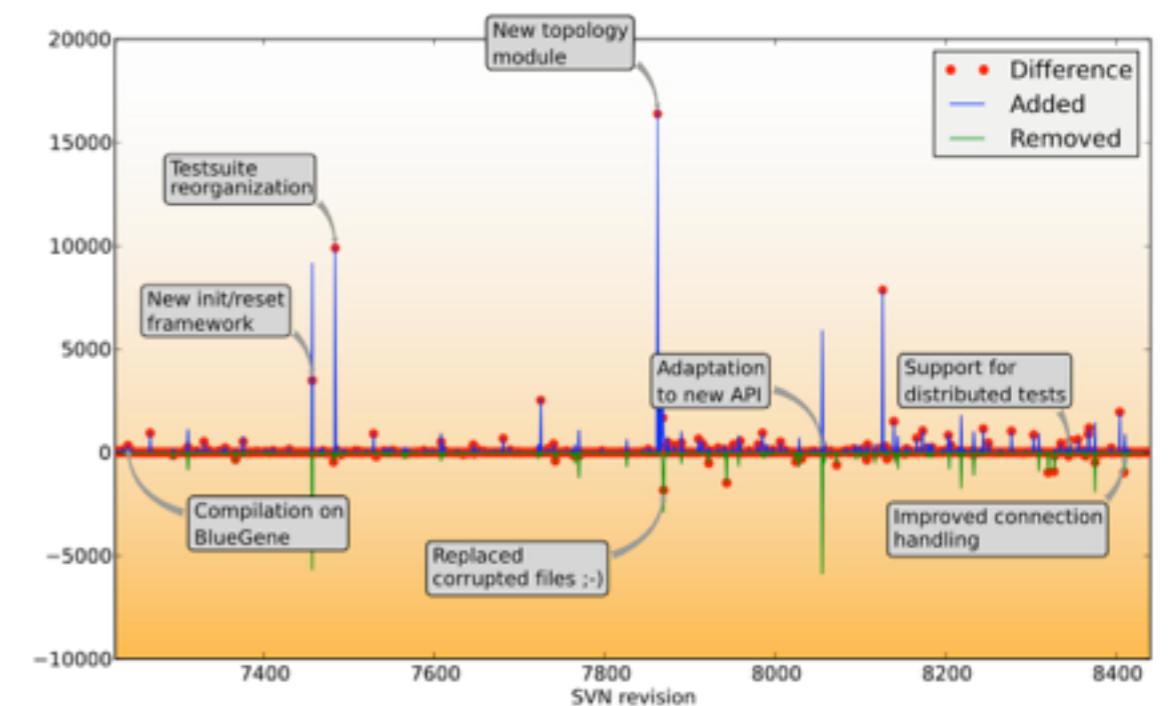
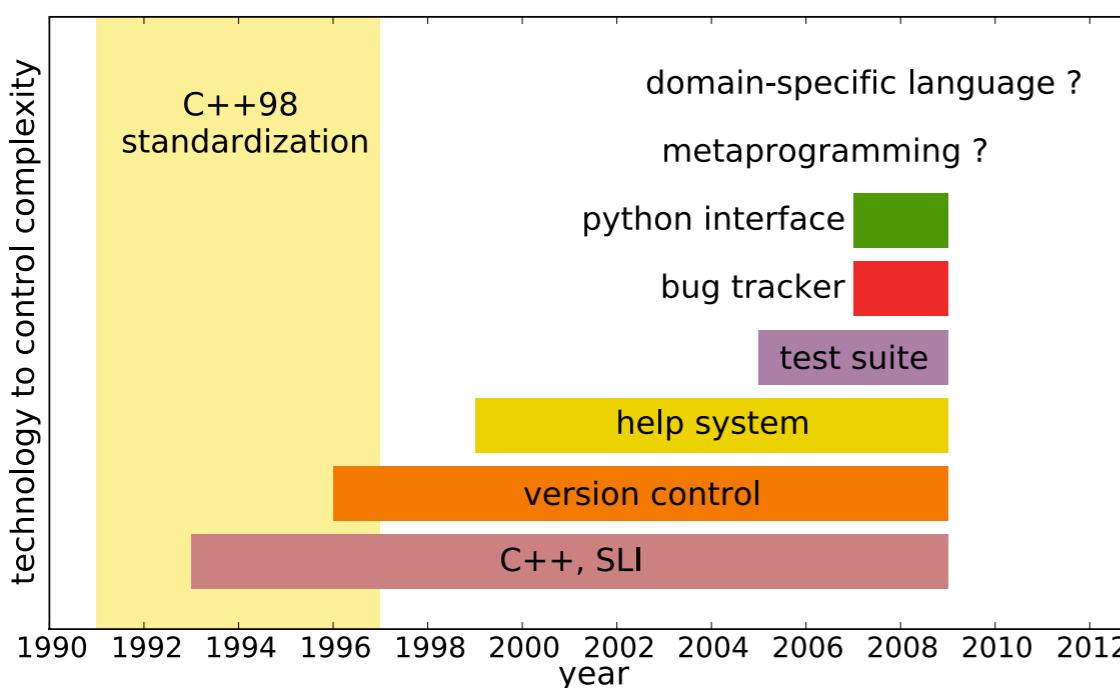
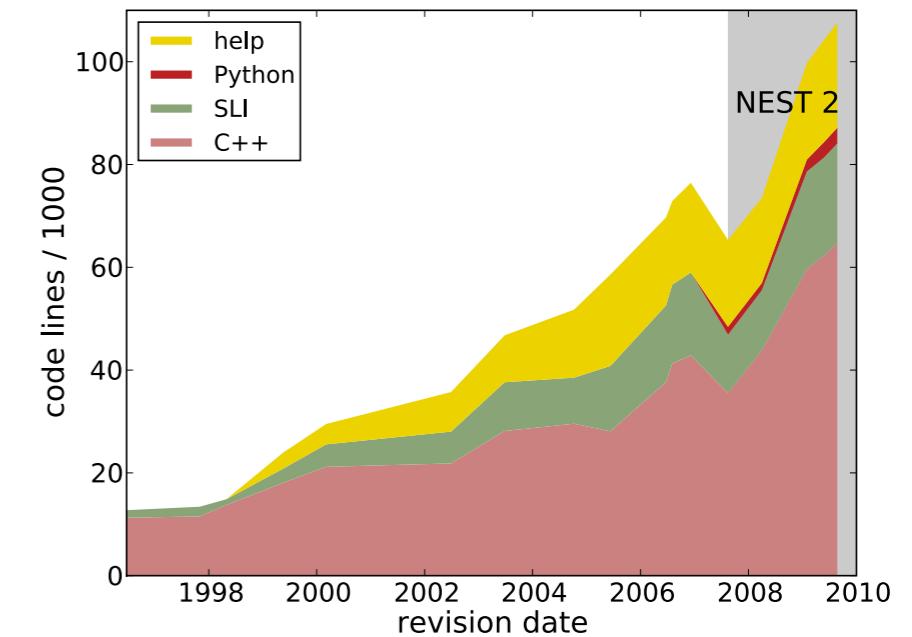


# The NEST Simulator



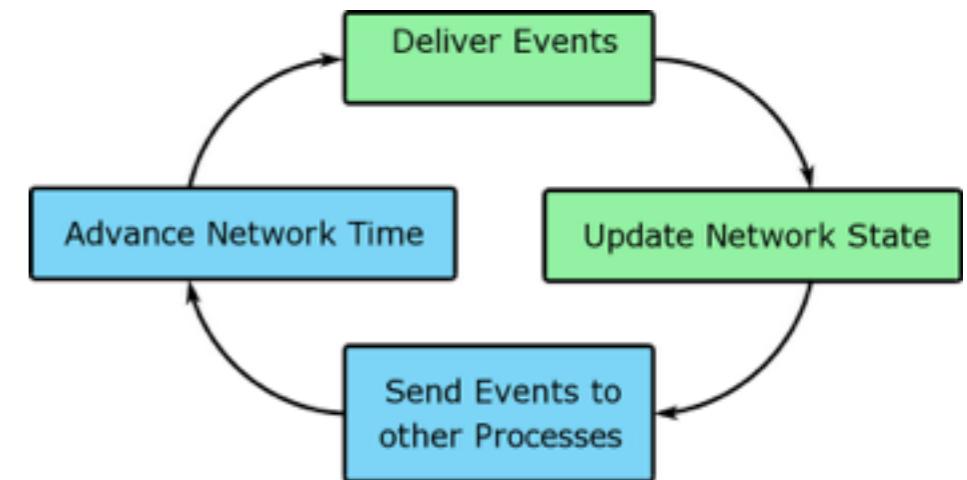
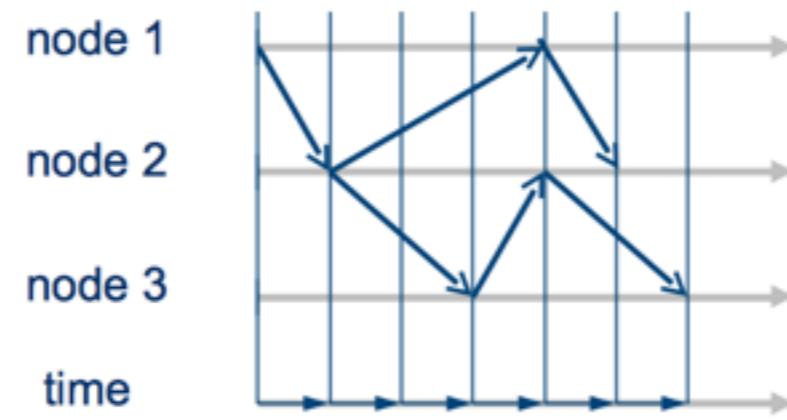
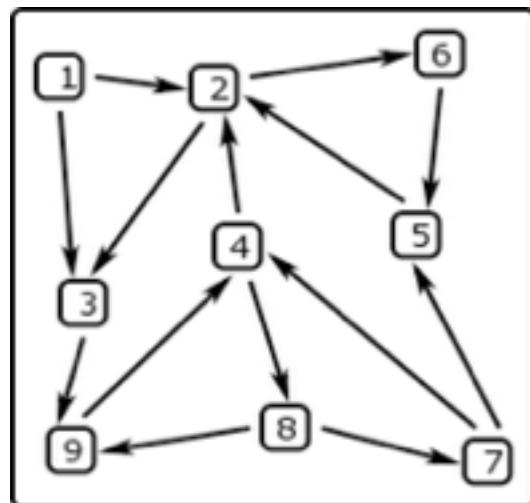
# Development history

- SYNOD
- SYNOD2
- BKernel/BLISS/ParaSynod/Paranel
- NEST
- NEST2
- Currently: NEST 2.6.0



# NEST History

- Simulator for large spiking networks
- C++-kernel controlled by PostScript-based interpreter
- 1995: Serial simulator (SYNOD, Diesmann & Gewaltig)
- 1999: Nature paper on synfire chains (Diesmann et al)
- 2001:
  - MPI parallelization (Paranel; Mehring, Morrison)
  - Thread-parallelization (NEST 1; Gewaltig)
- 2005: Hybrid MPI-Thread parallelization (Plessner, Eppler)
- 2008: Python interface



# Going Brain Scale: The Memory Crunch

- Ultimate goal:  $10^{11}$  neurons,  $10^{15}$  synapses
- Memory for neurons
  - 1 kB / neuron, incl recent spike history  
→ 100 PB
- Memory for synapses
  - 10 B / synapse (optimistic)  
→ 10 EB
- Memory for adjacency tables and other infrastructure????

# K in Kobe

- 88,128 compute nodes
- 8 cores per node
- 705,024 cores
- 2GB RAM per core
- Fujitsu Sparc64 Vlllfx @ 2GHz
- Tofu interconnect (ID-3D, OpenMPI)
- 9.89 MW
- 8.2 PFlops

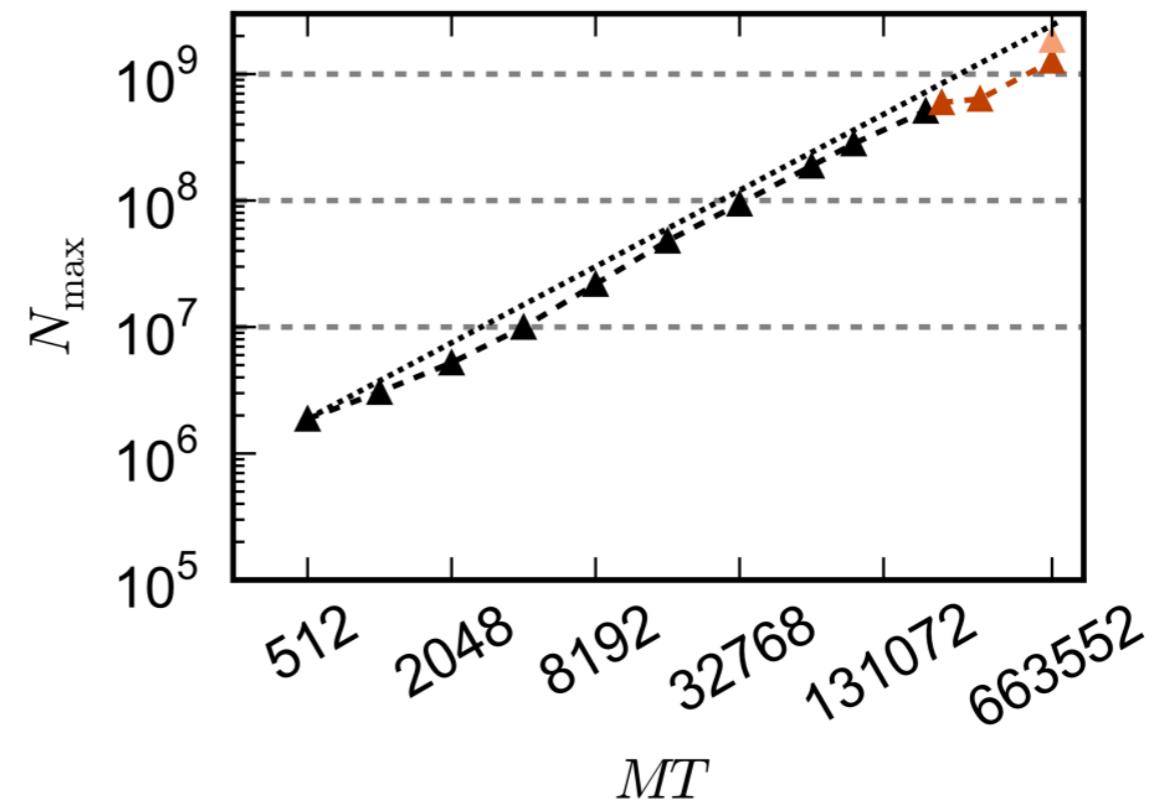


# JuQueen

- IBM BlueGene/Q
- 24.576 nodes @ 16 cores
- 393.216 cores in total
- 1GB RAM per node
- IBM PowerPC A2, 1.6 GHz
- 5D Interconnect

# Maximum network size

- up to  $5.73 \times 10^8$  neurons on 229,376 cores of JUQUEEN
- up to  $1.27 \times 10^9$  neurons on 663,552 cores of K
- 11,250 synapses per neuron (exc-exc STDP)



- largest general network simulation performed on K in July 2013  
 $(1.73 \times 10^9$  neurons, 6000 synapses per neuron)

# Status & Perspective

- Well-scaling simulator from laptop to world's largest machines
- Record-holder for very large simulations
- Selected as Network Simulator Component for the HBP
- Active developer community
- Available Github since Spring 2015
- [www.nest-simulator.org](http://www.nest-simulator.org)

# The People

