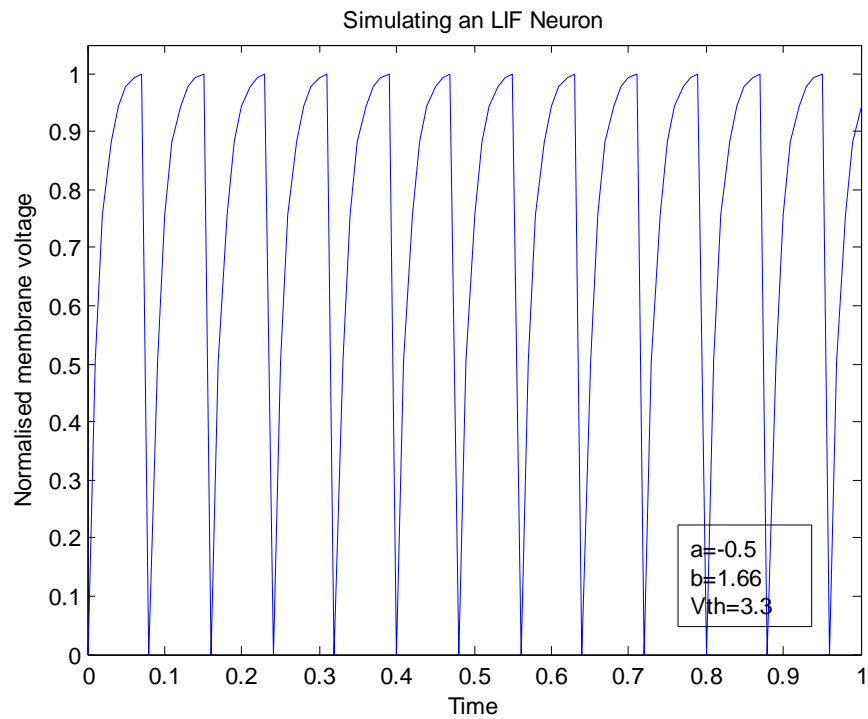
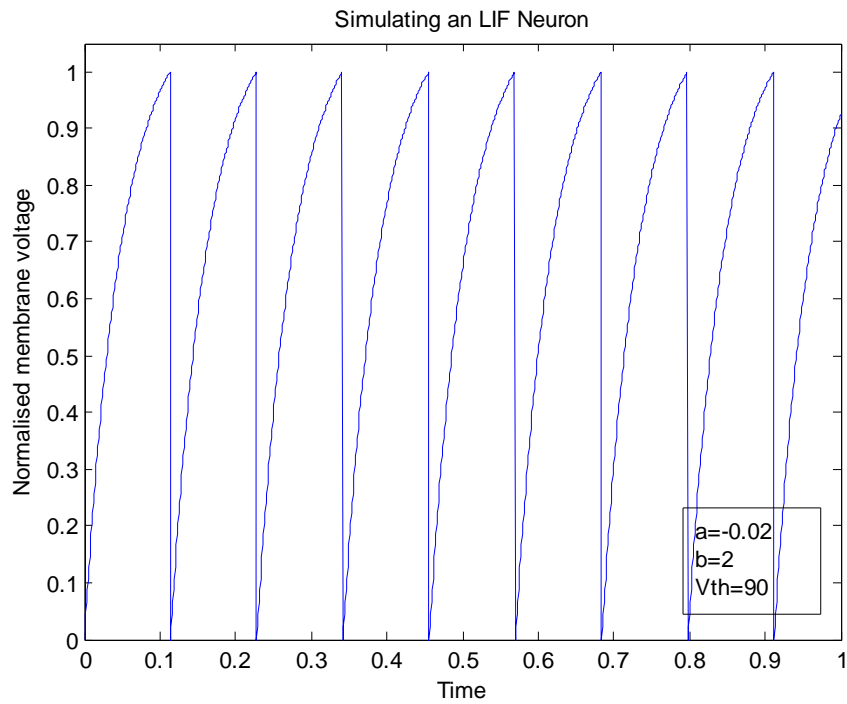


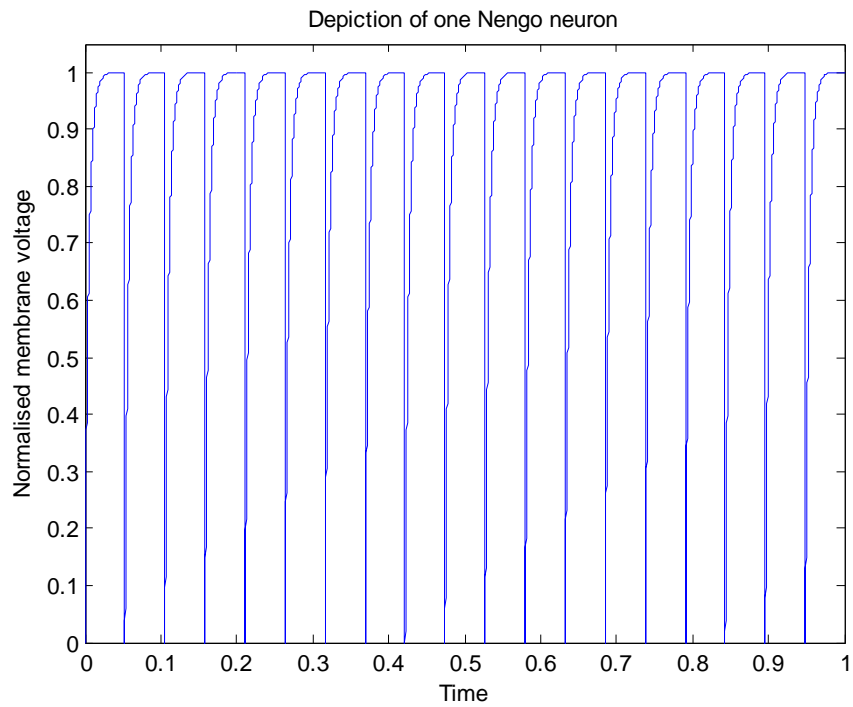
REPORT

An LIF Neuron

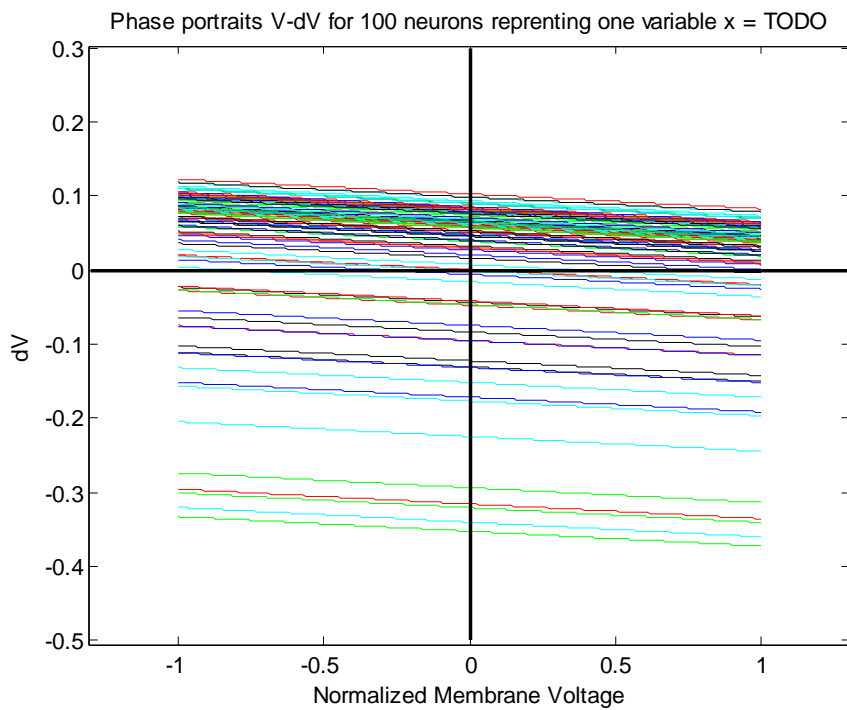
Simulating an LIF Neuron in Matlab



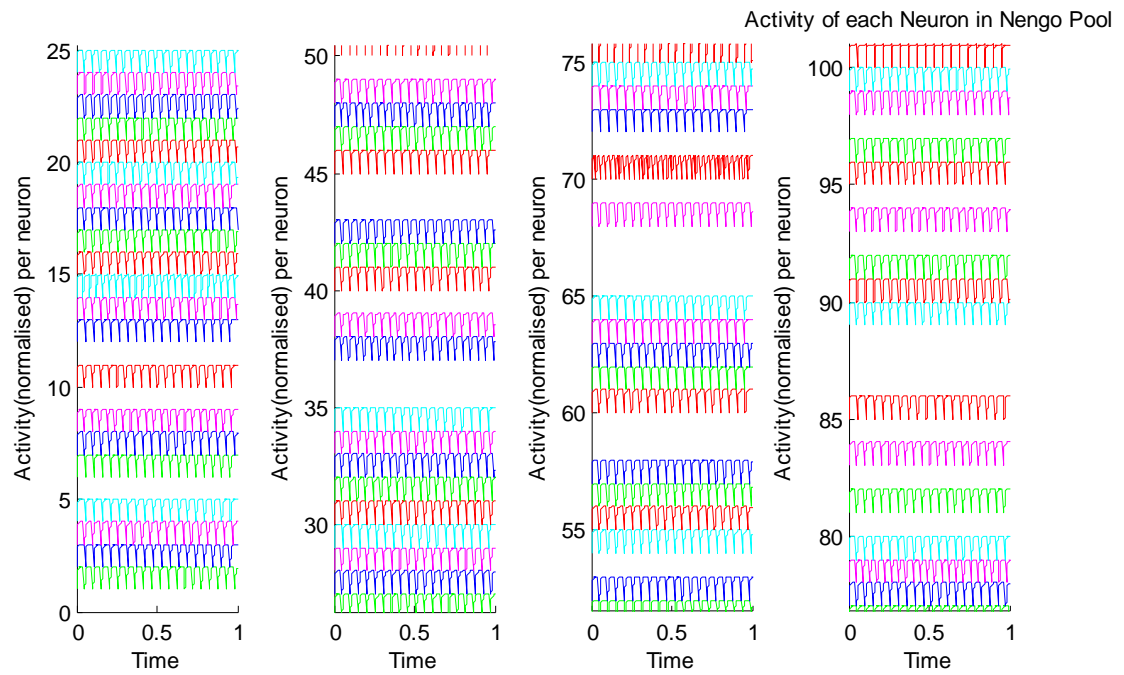
A Nengo LIF neuron using actual parameter values



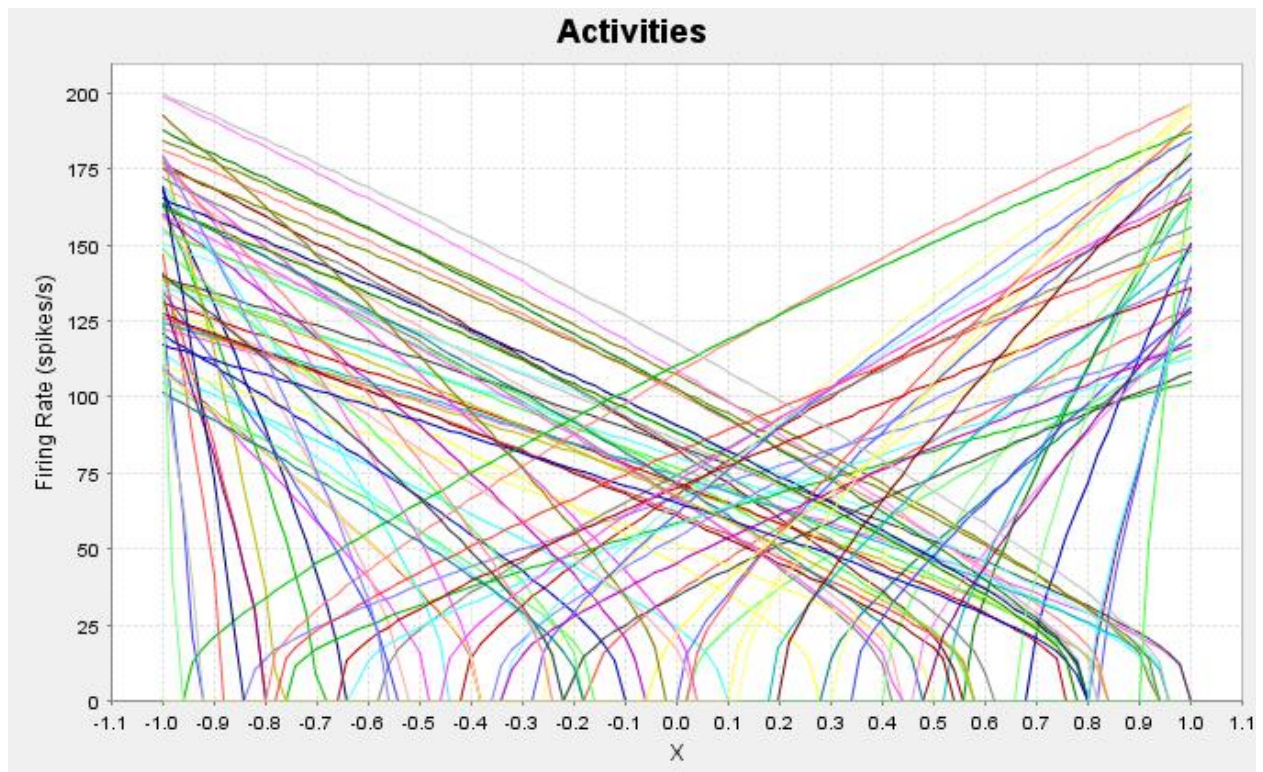
Phase portrait of a pool of 100 Nengo Neurons



Activity of all neurons in a Nengo pool



Firing rates of all neurons in a Nengo Pool



3X3 Matrix Multiplication through Nengo

Matrix A

A= Input Matrix

Order: 3 X 3

0.5	0	1
0	1	0.4
0.5	0.5	0

Matrix B

B=Input Matrix

Order: 3X3

0.4	1	0
0	0.4	1
0.5	0	0

Matrix R: Stores result

$R = A * B$

Order: 3 X 3

0.7	0.5	0
0.2	0.4	1
0.4	0.7	0.5

These are the expected values after multiplication.

PARAMETER VALUES USED:

TauPSC: 100 ms

TauRef= 2 ms

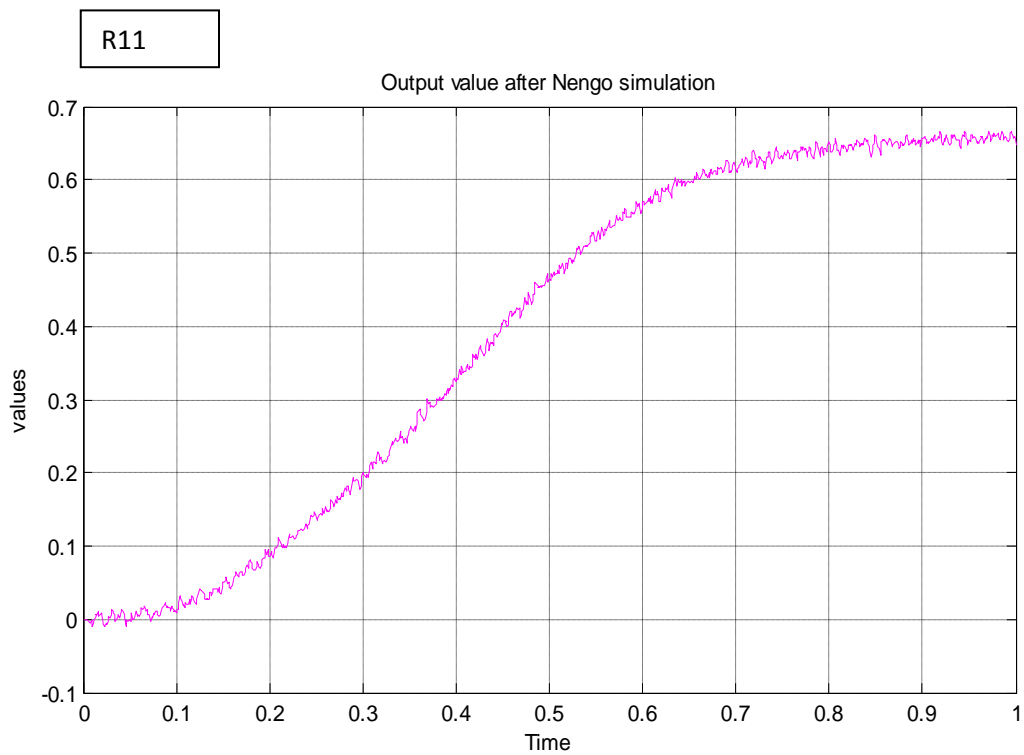
TauRC= 20 ms

Number of neurons in each pool: 100

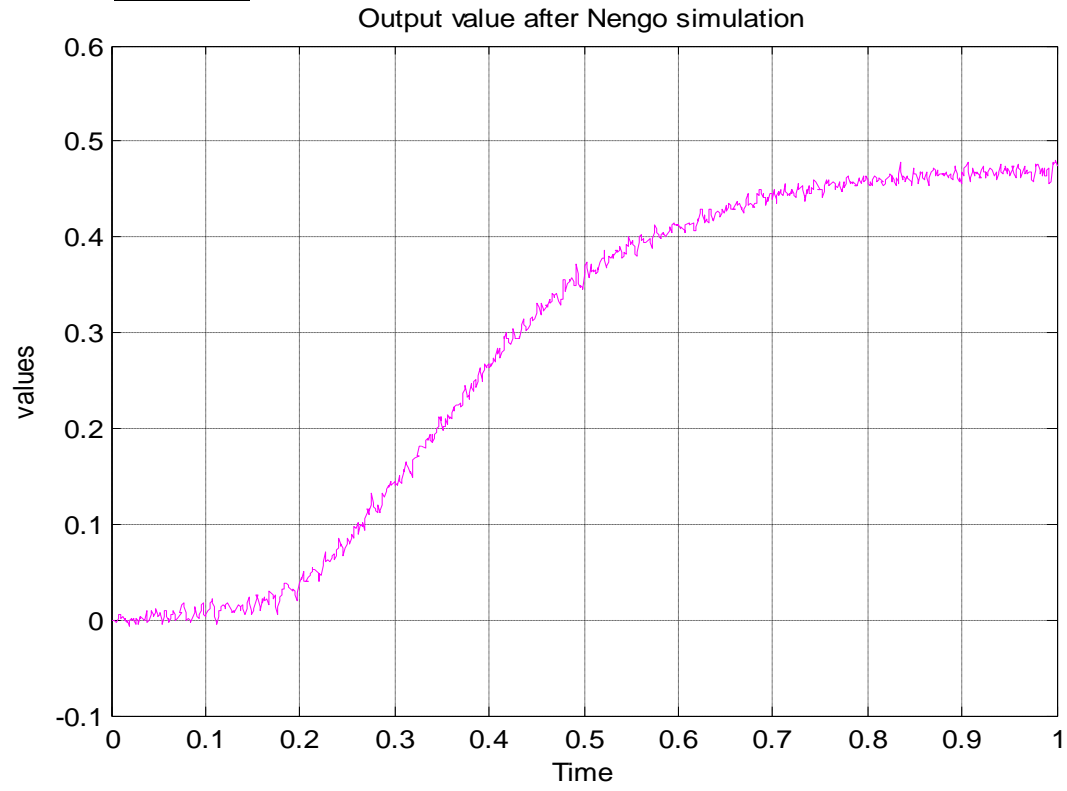
Filter = 0.02

Simulation for: 0 to 1 sec, timestep: 0.001

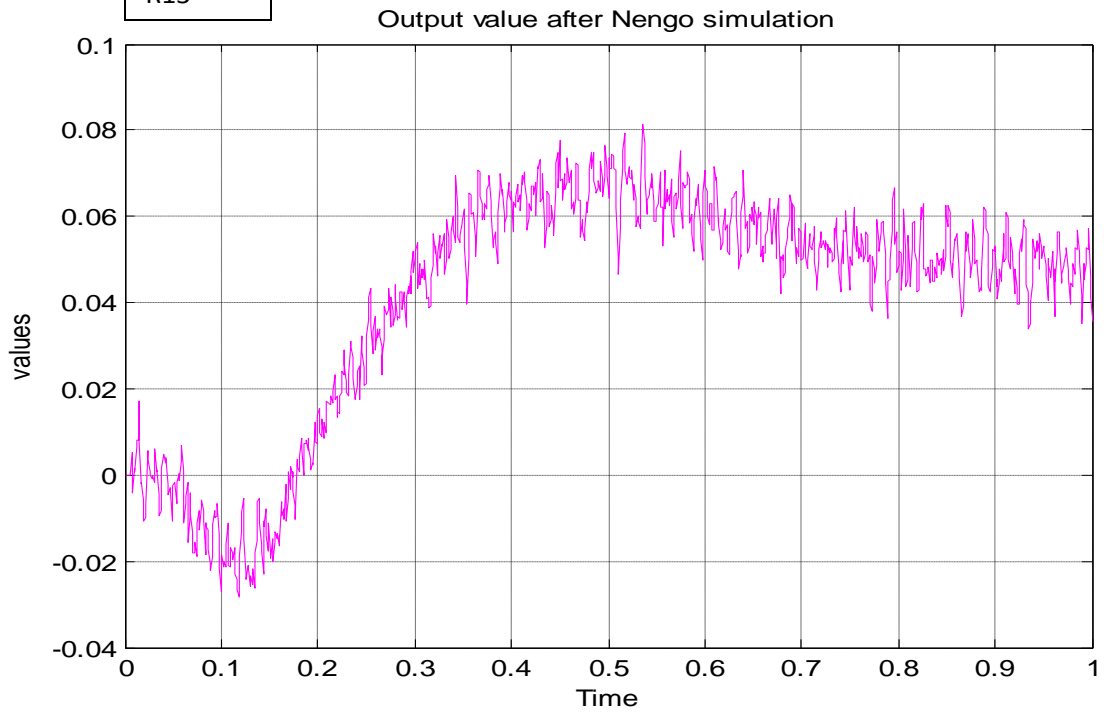
OBTAINED OUTPUT OF MULTIPLICATION



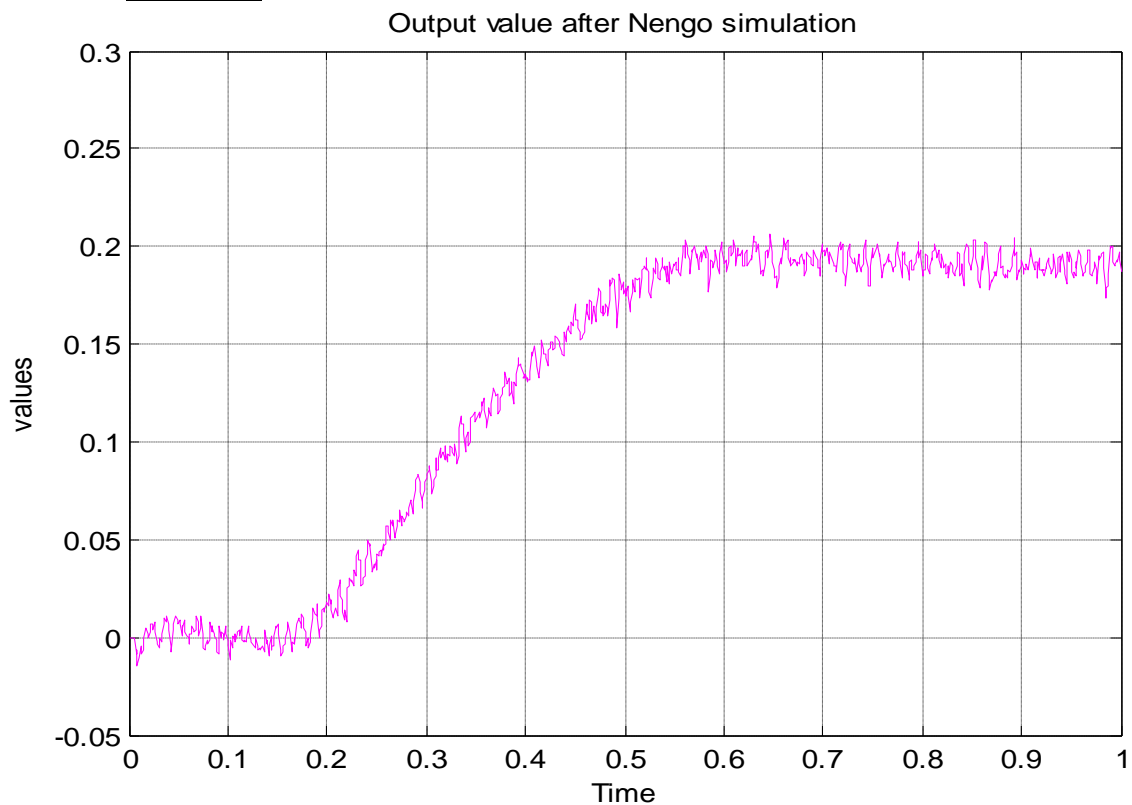
R12:



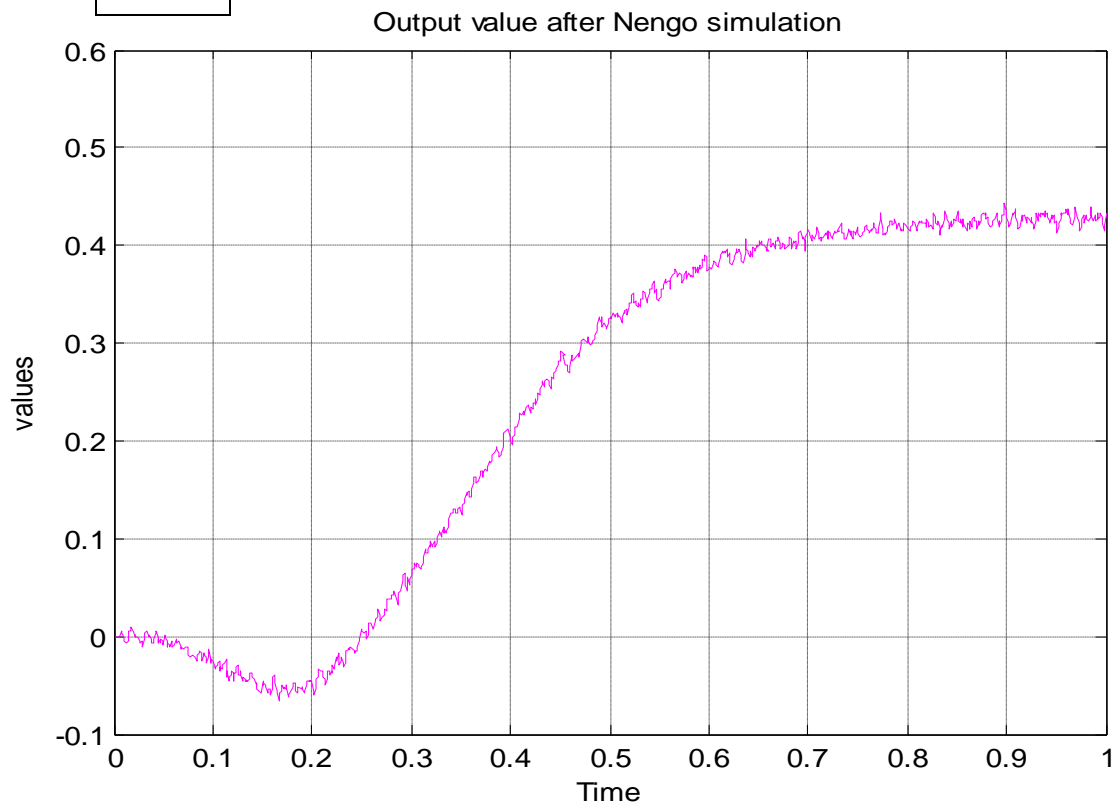
R13



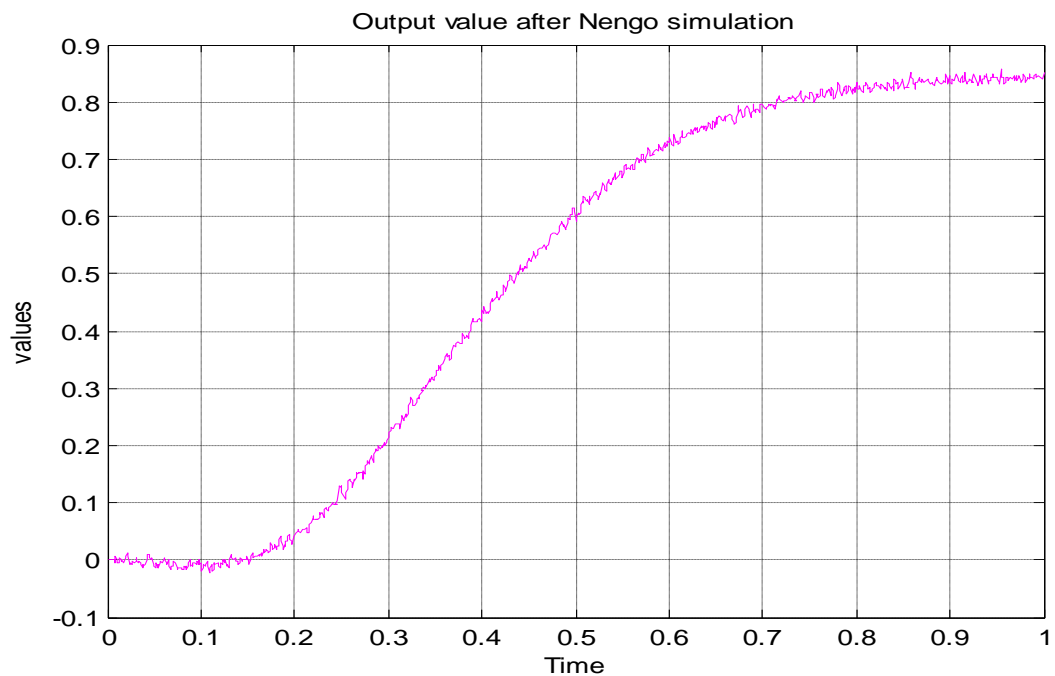
R21



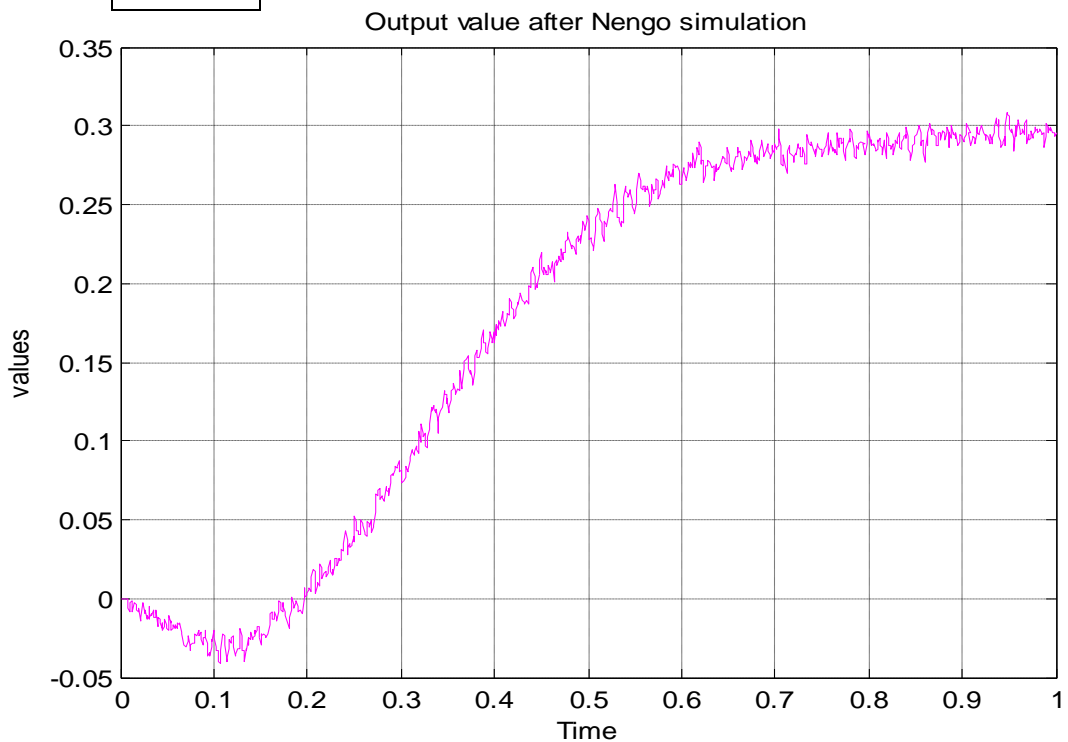
R22



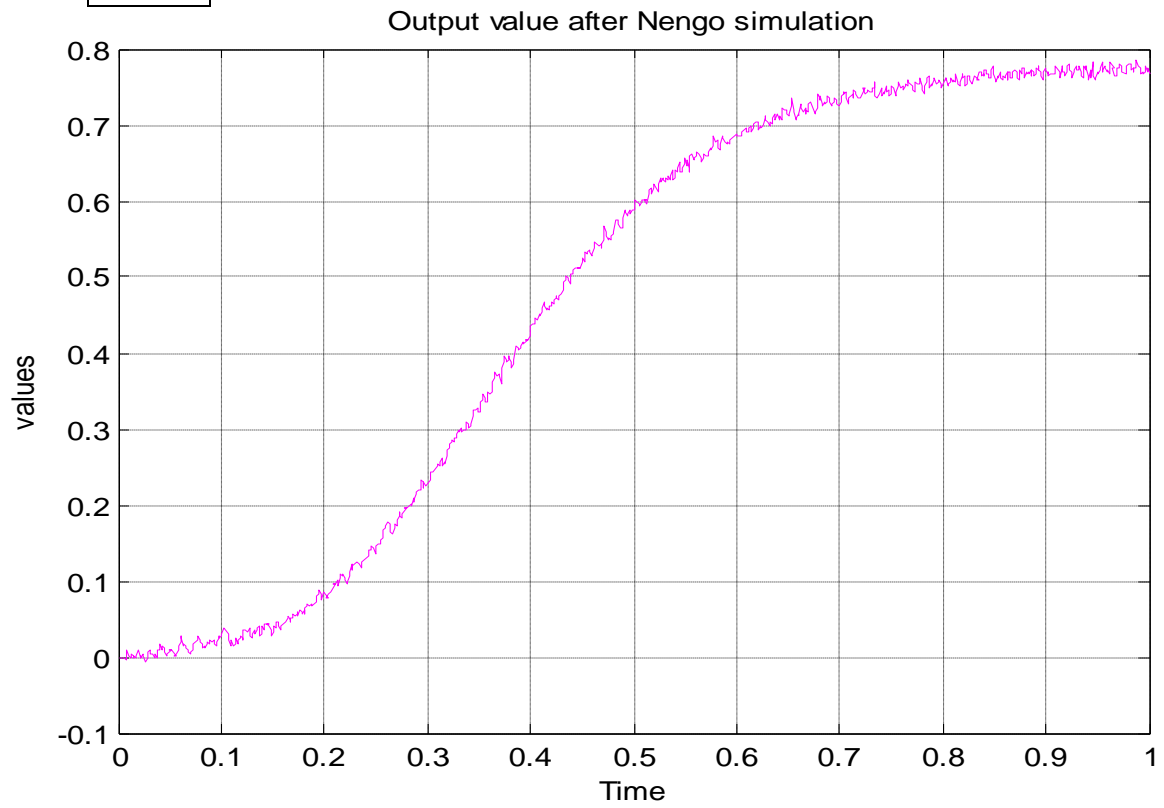
R23



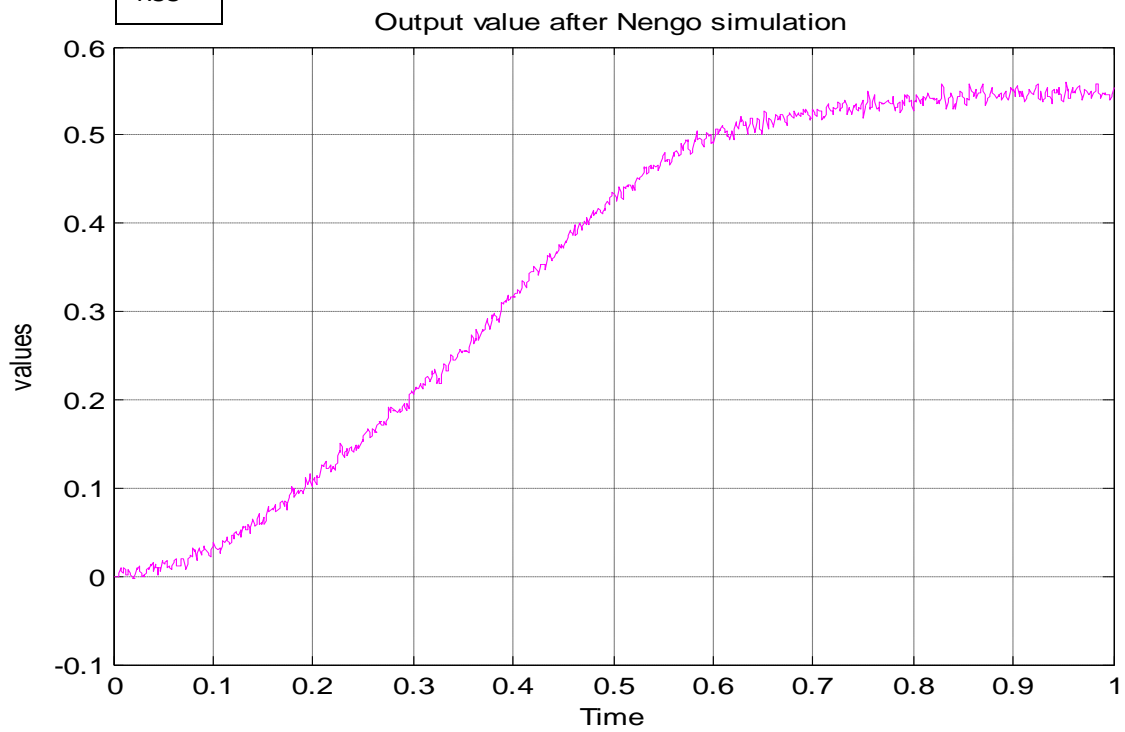
R31



R32

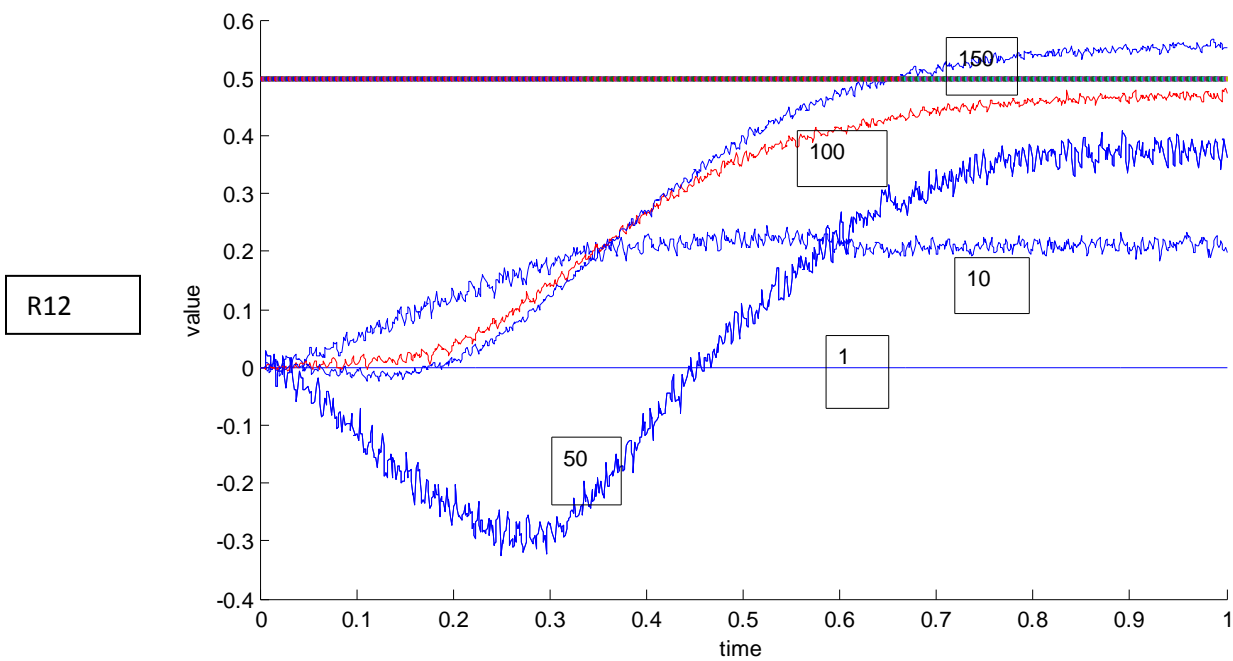
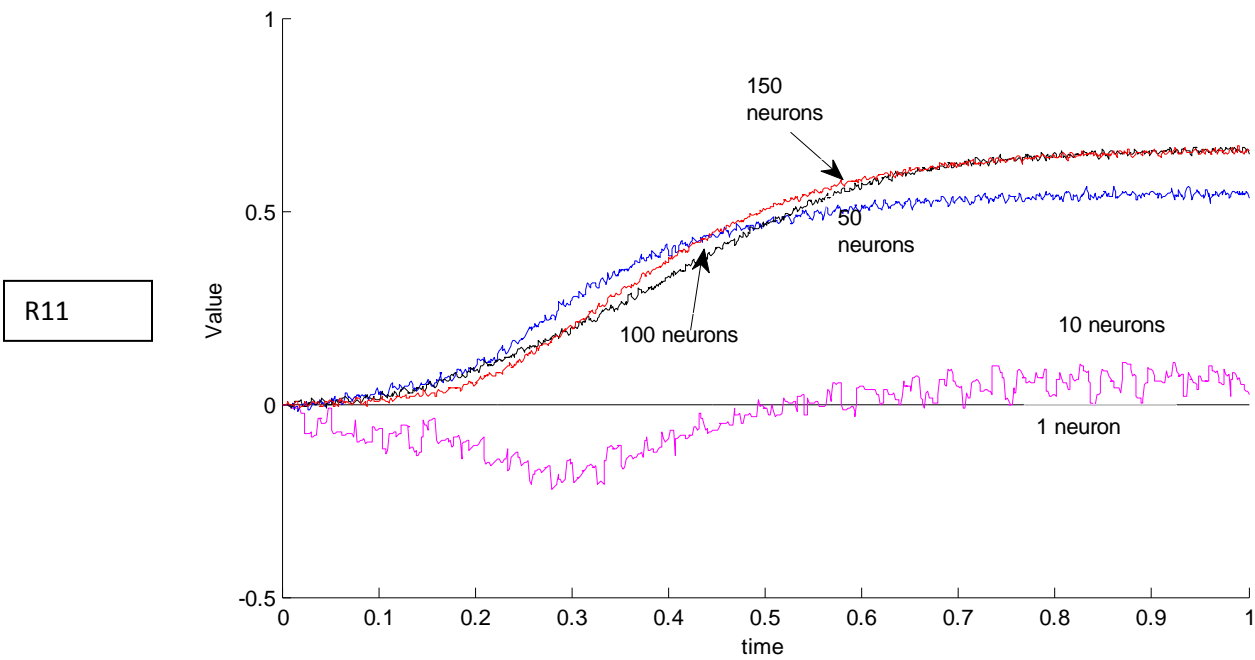


R33

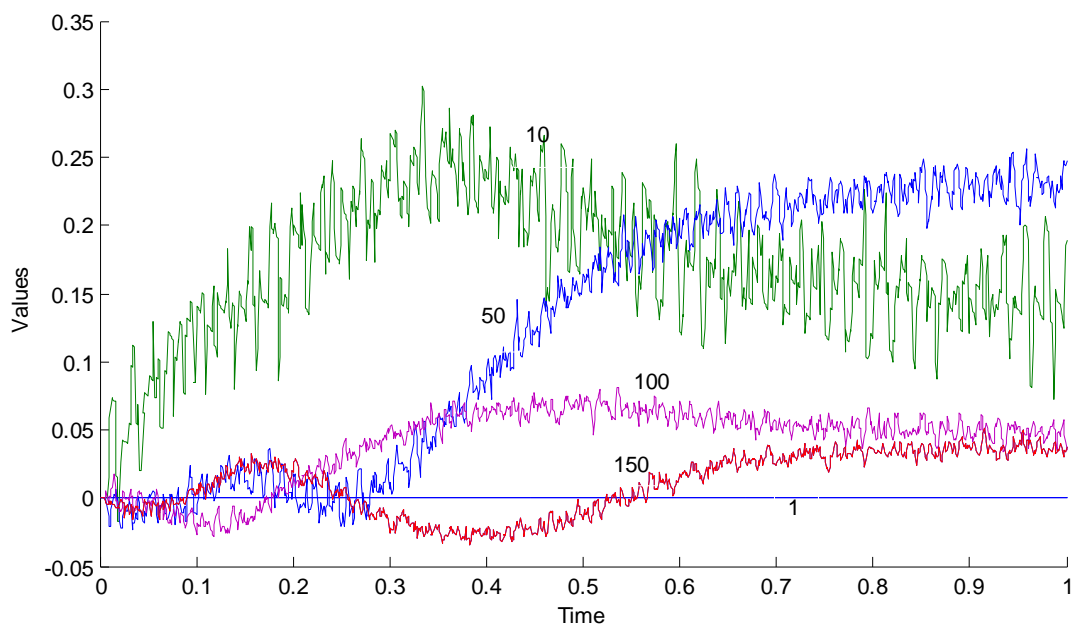


ANALYSING AFFECT OF VARIOUS PARAMETERS ON OUTPUT VALUES

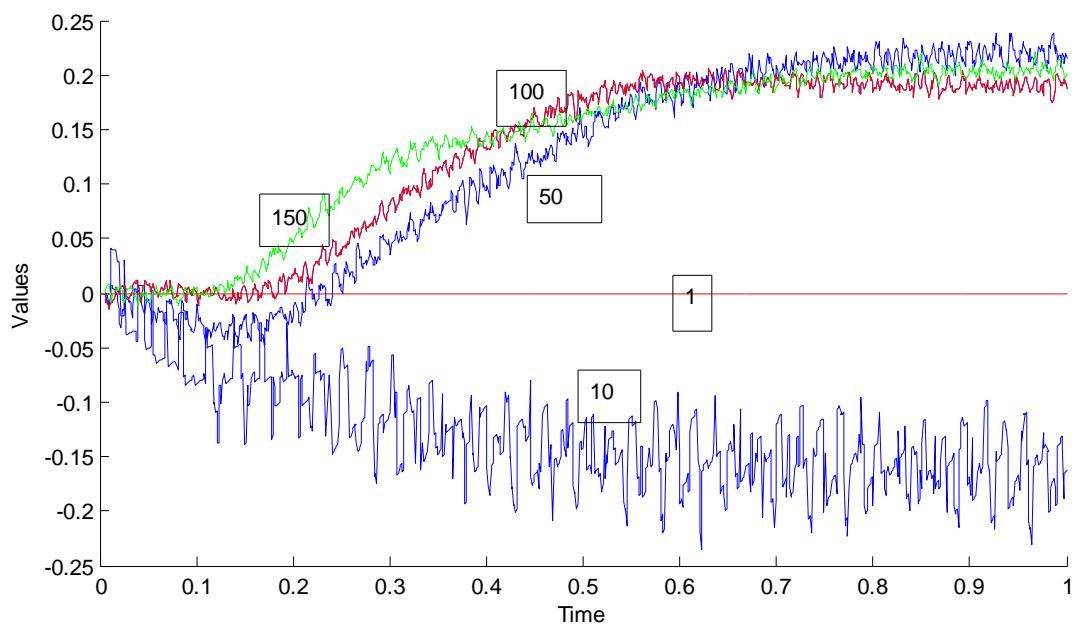
1. Number of neurons

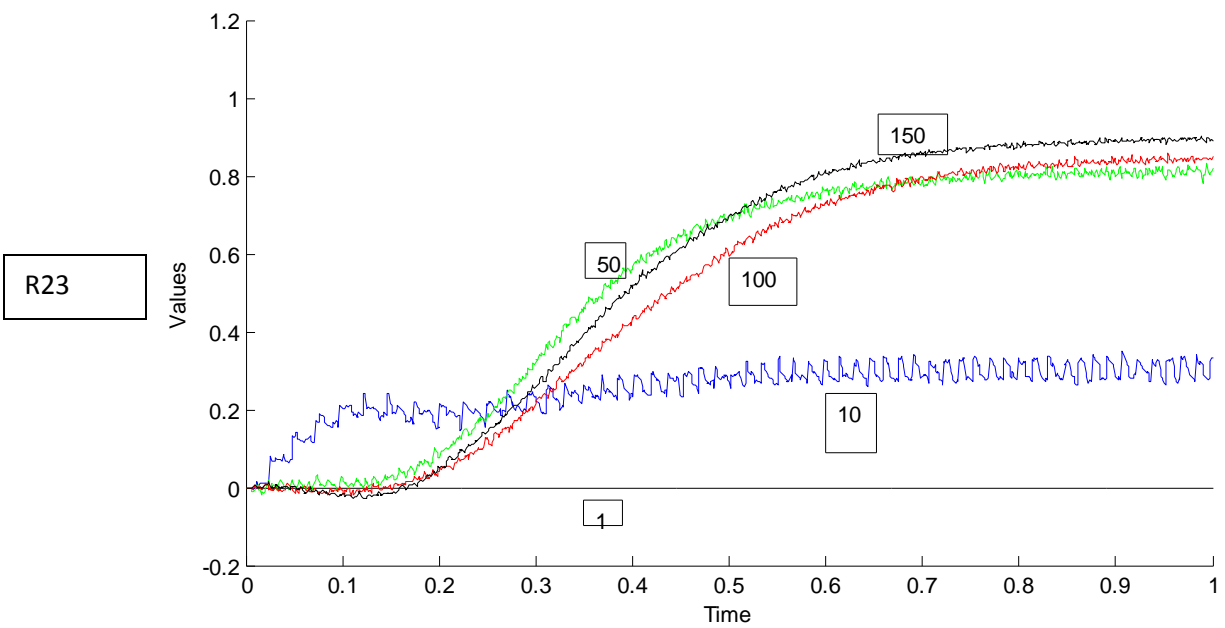
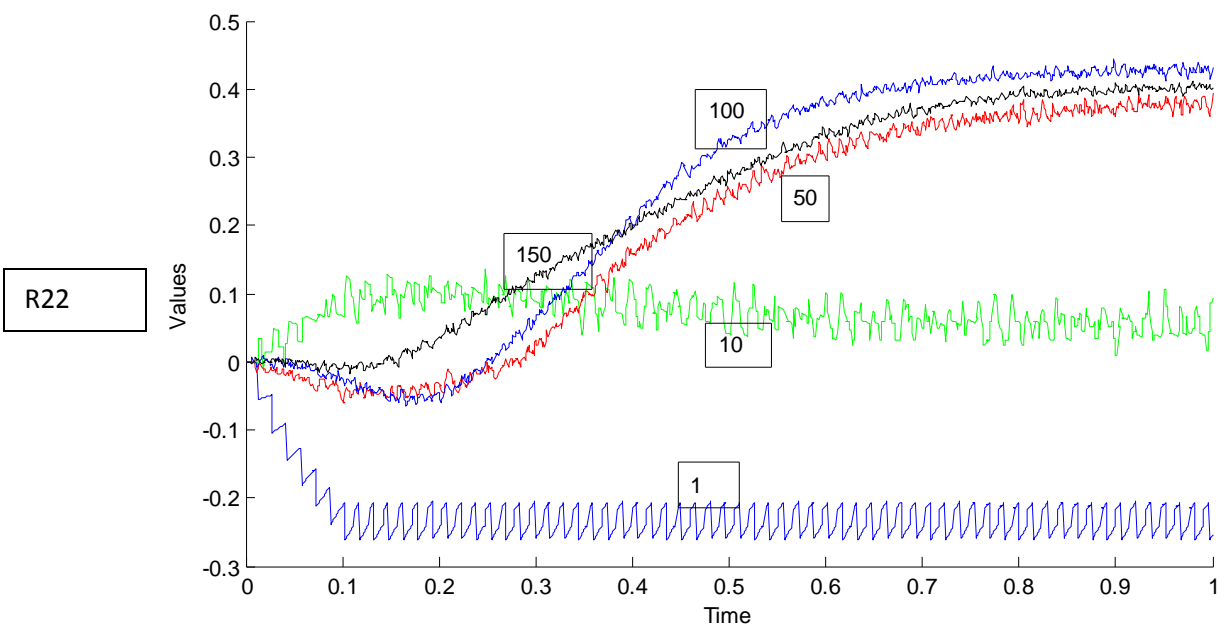


R13

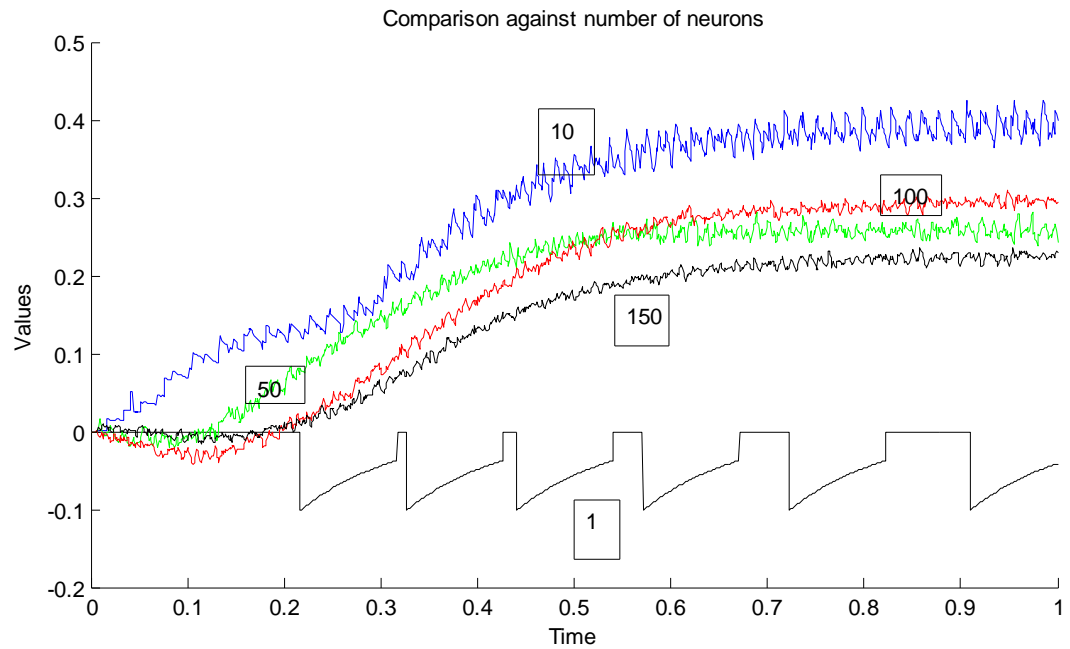


R21

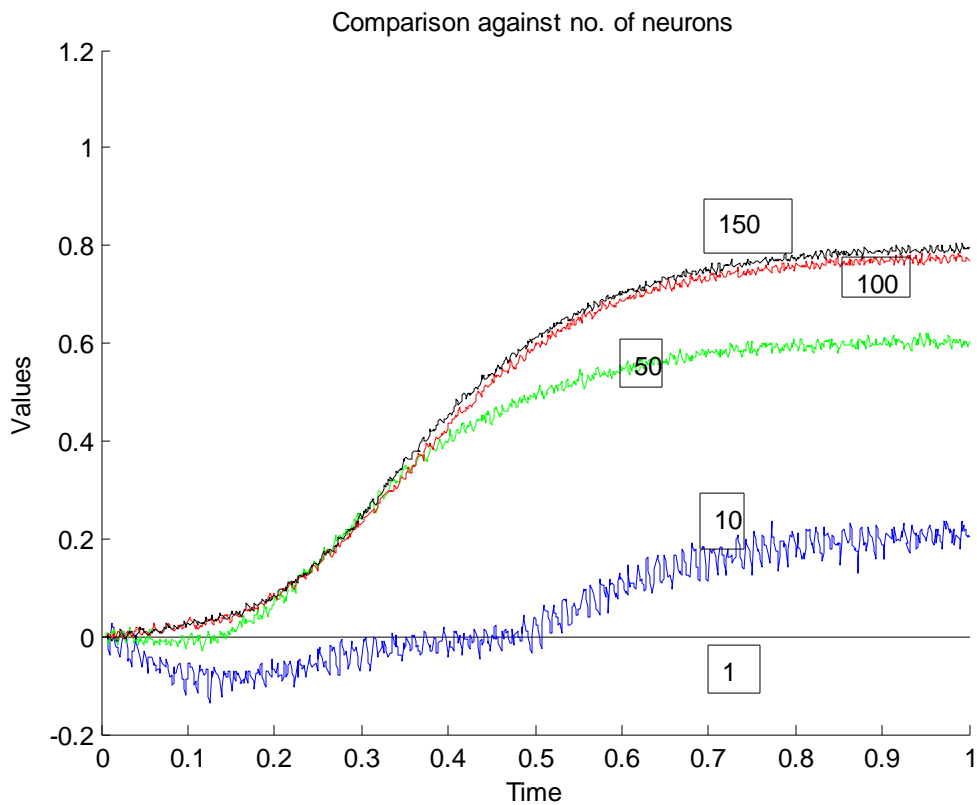


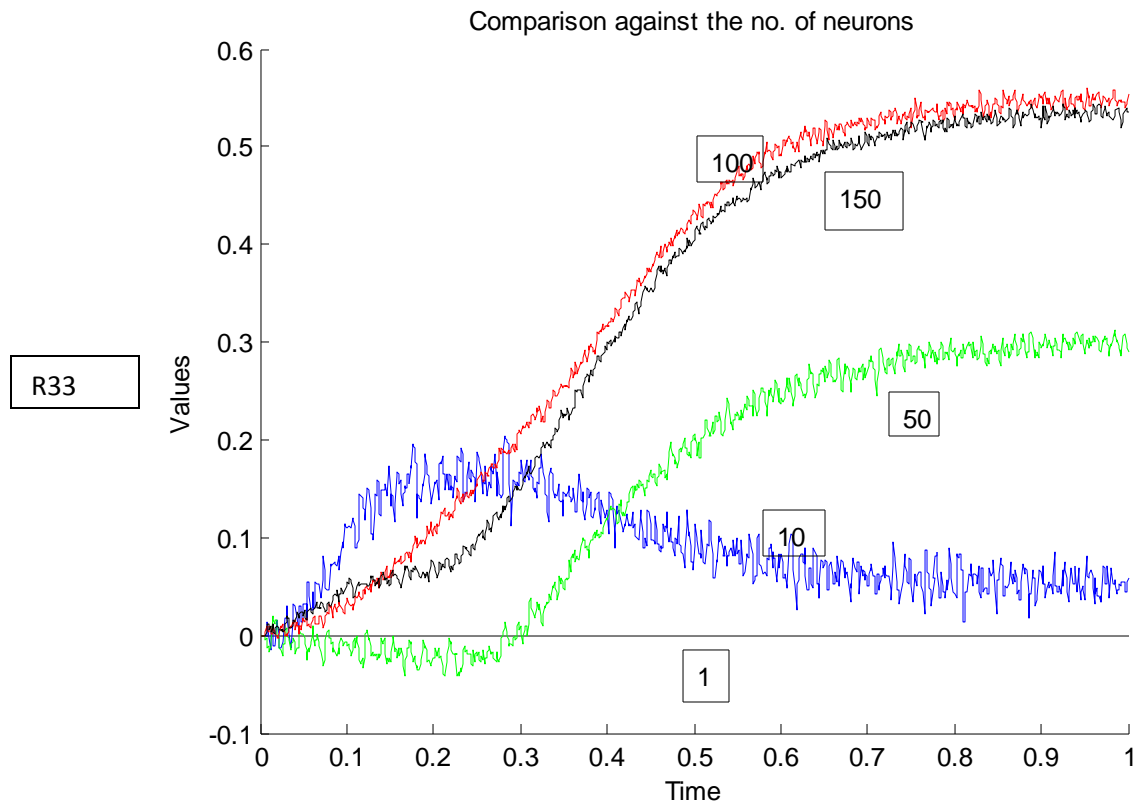


R31

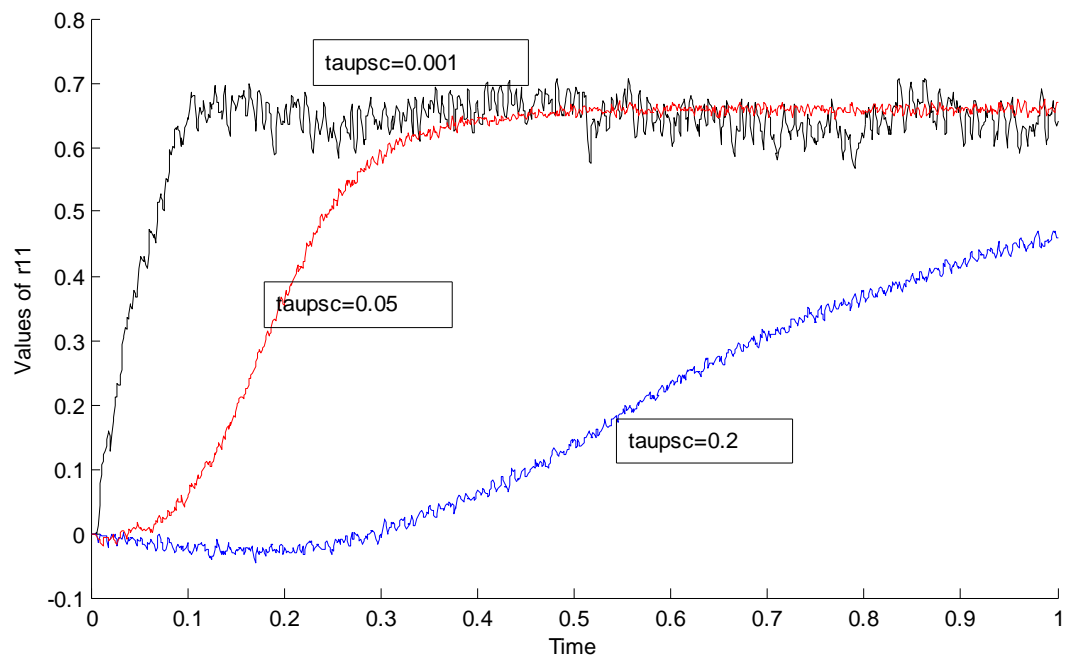


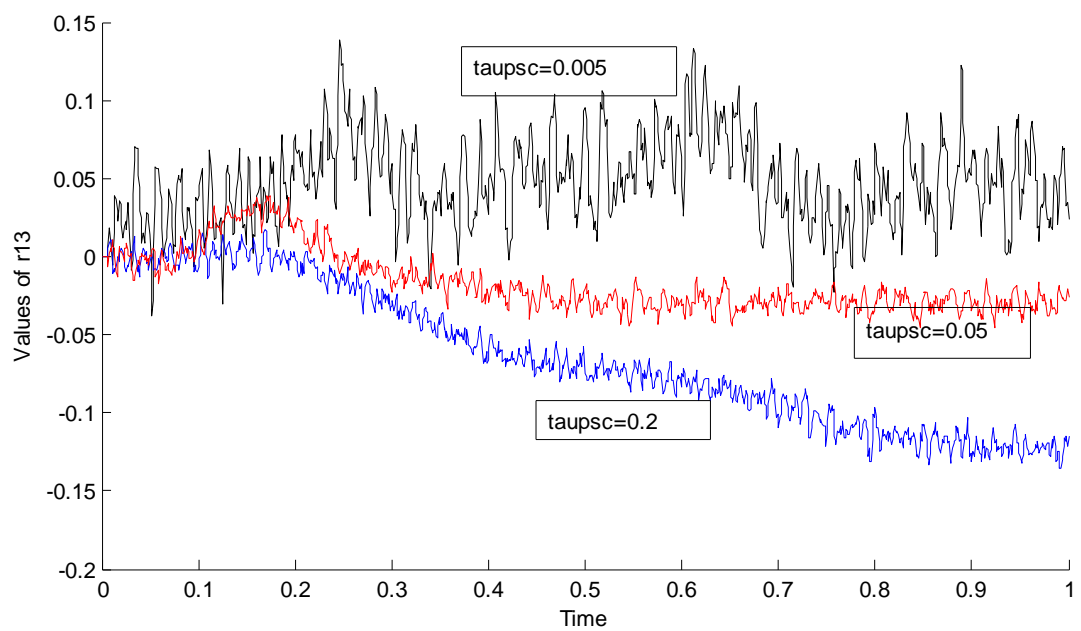
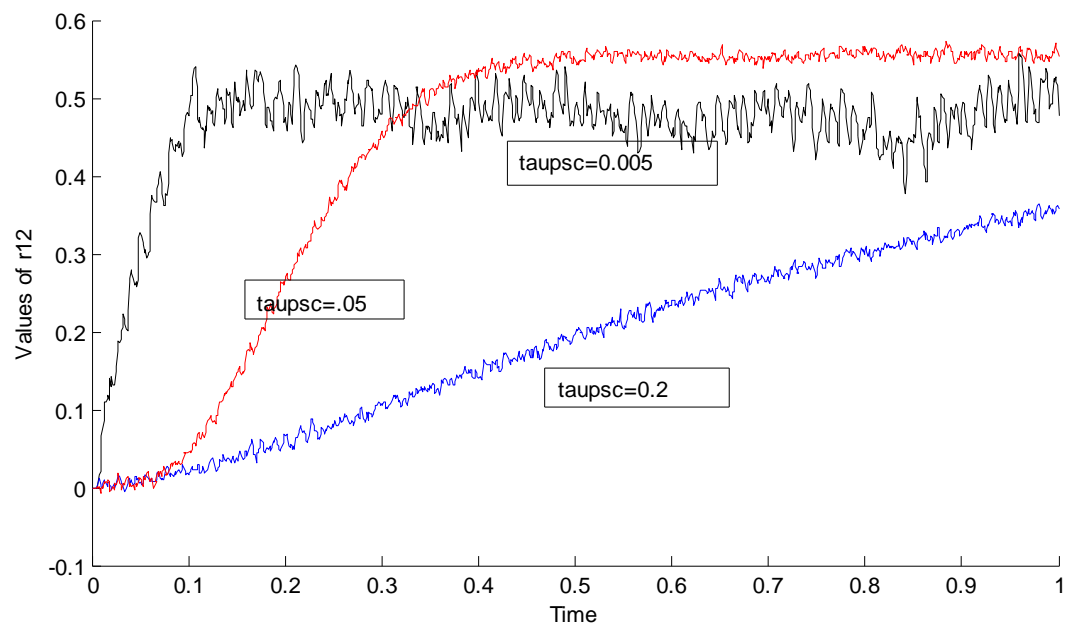
R32

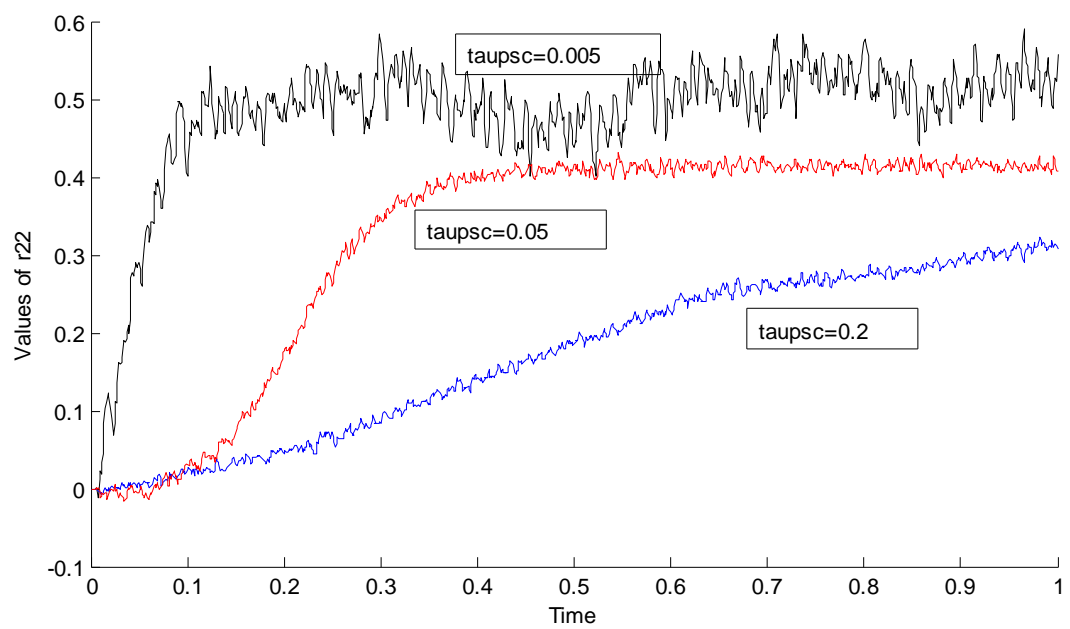
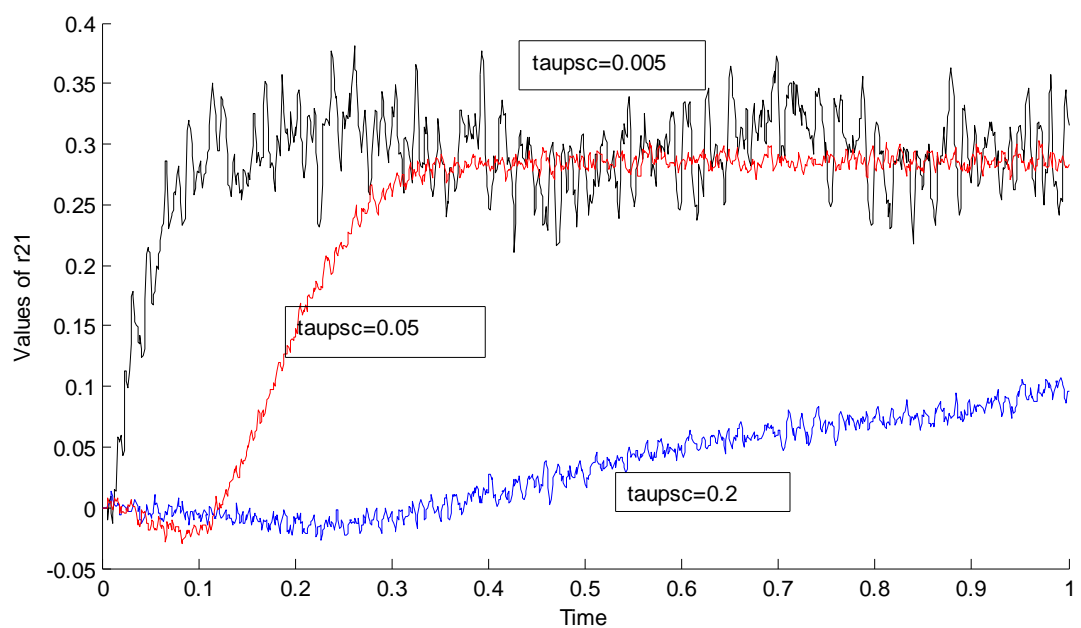


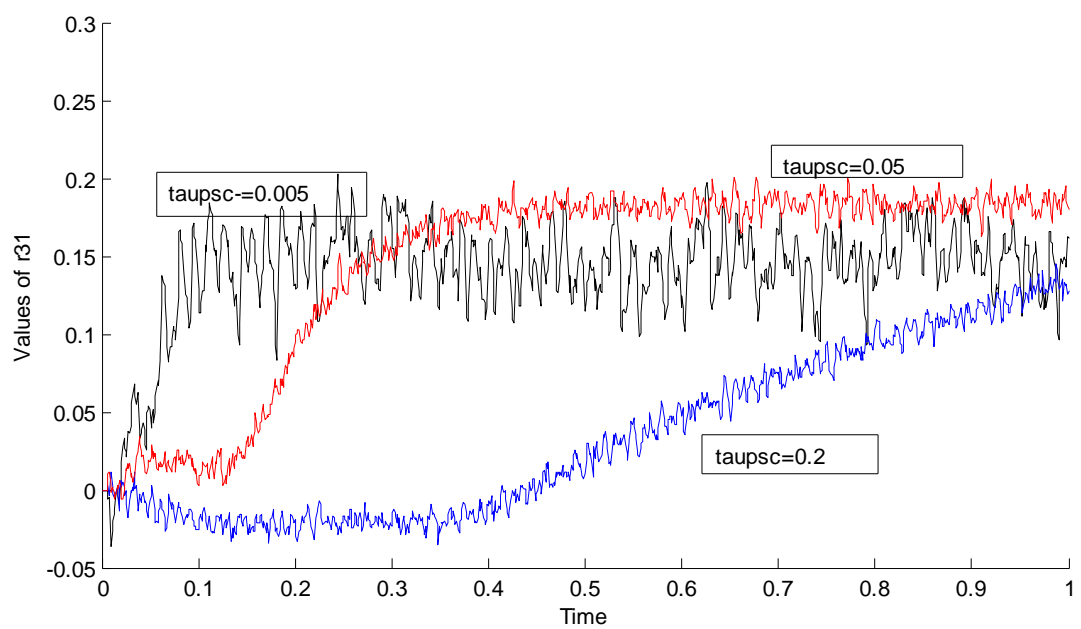
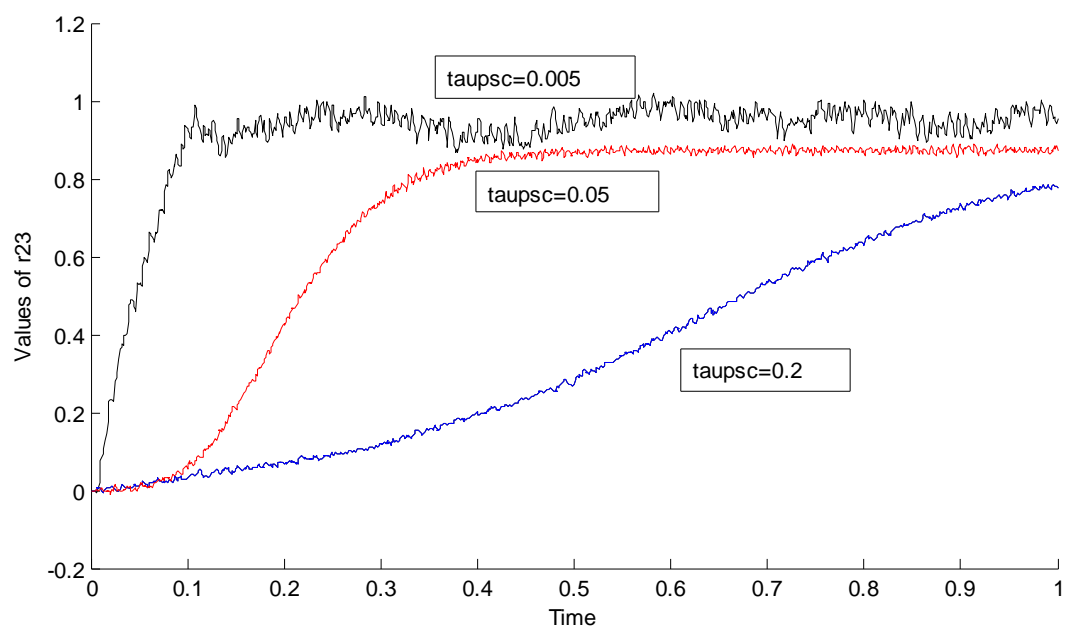


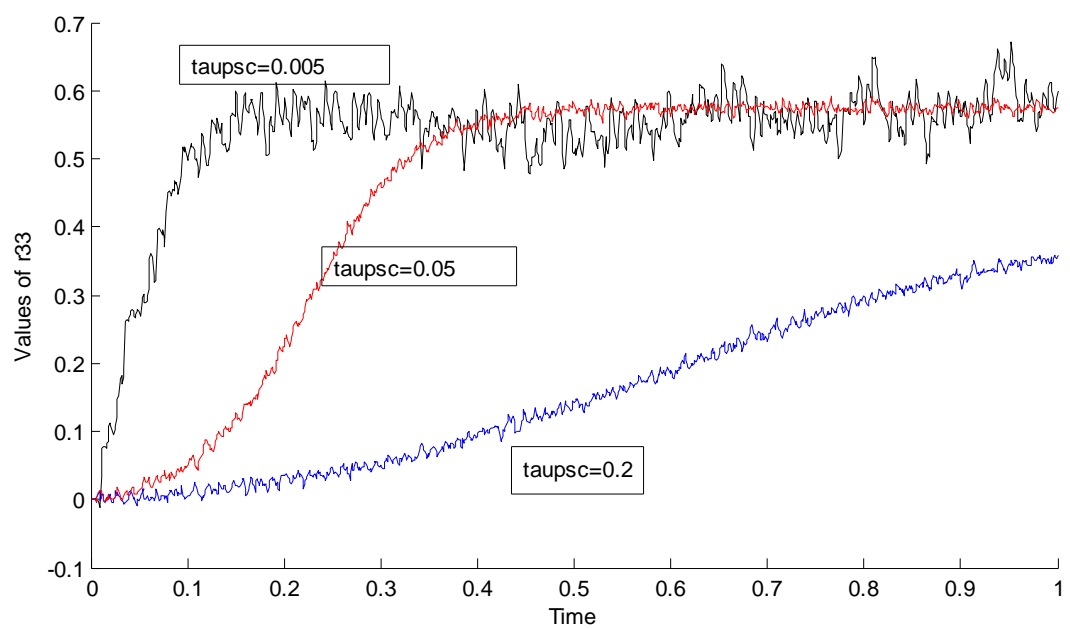
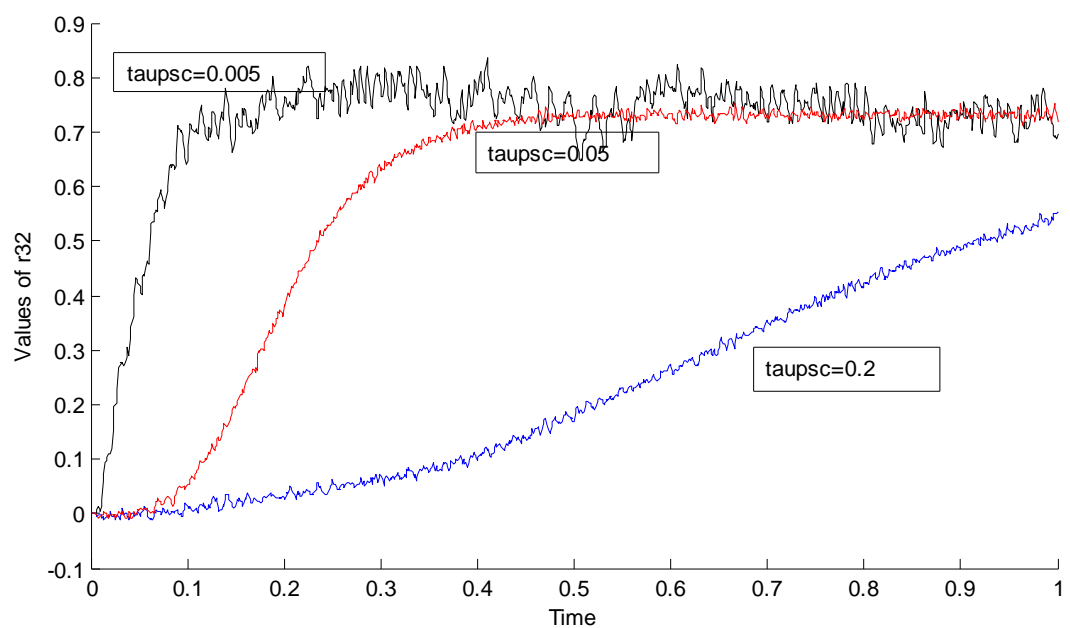
2. TauPSC : POST SYNAPTIC TIME CONSTANT



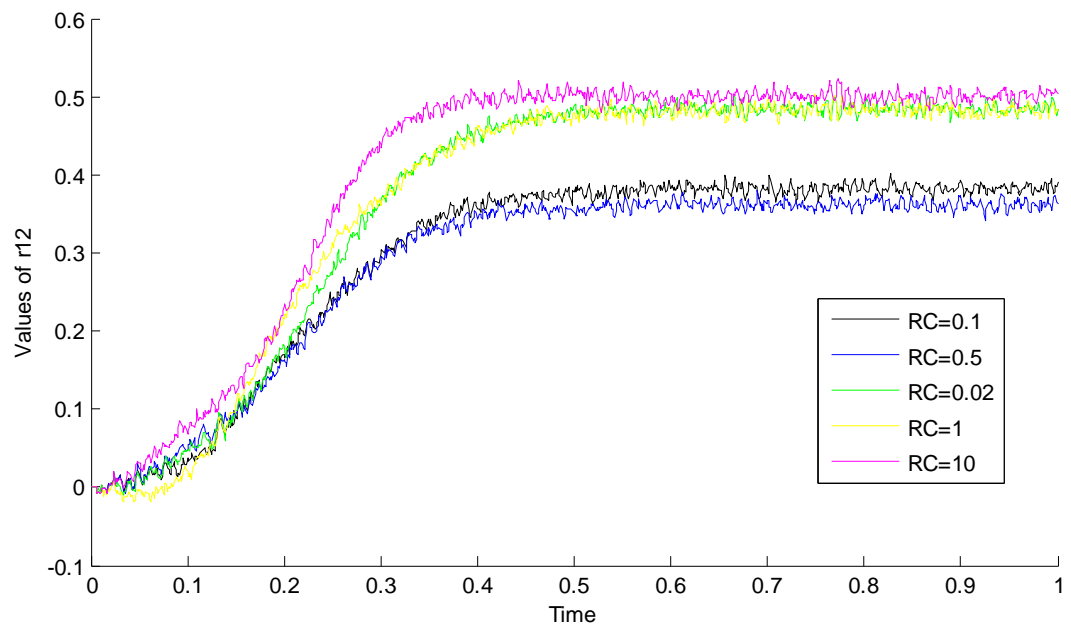
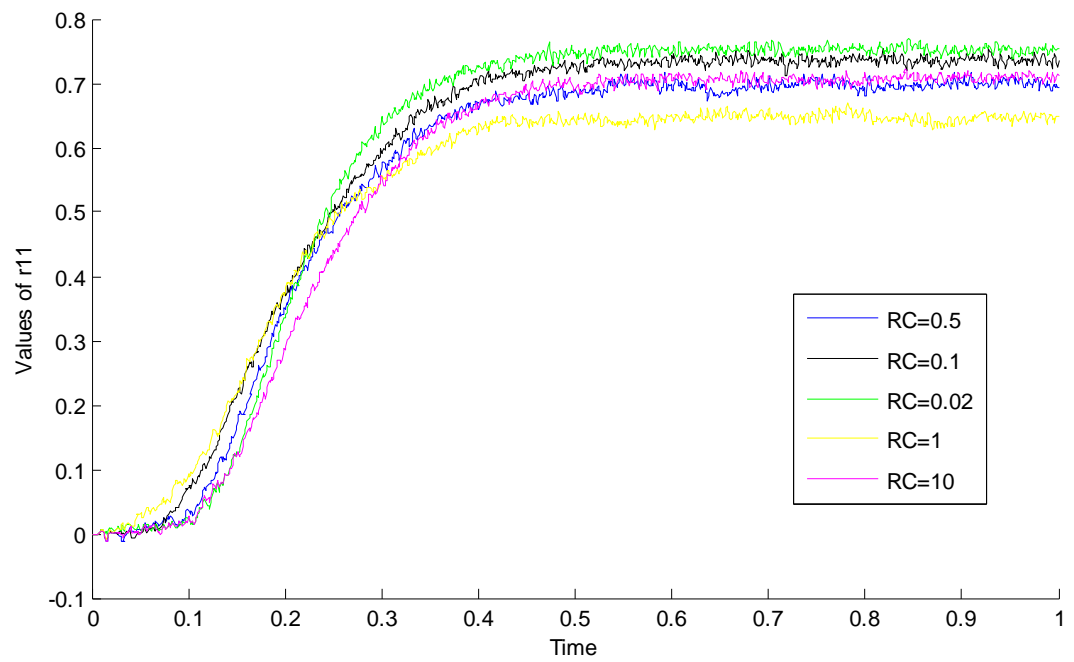


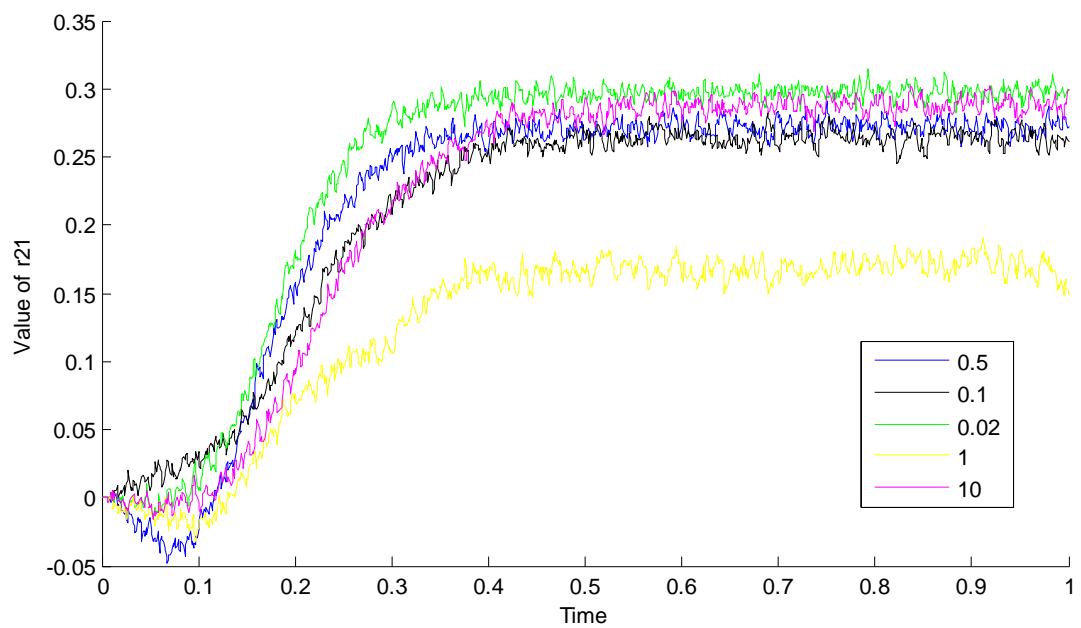
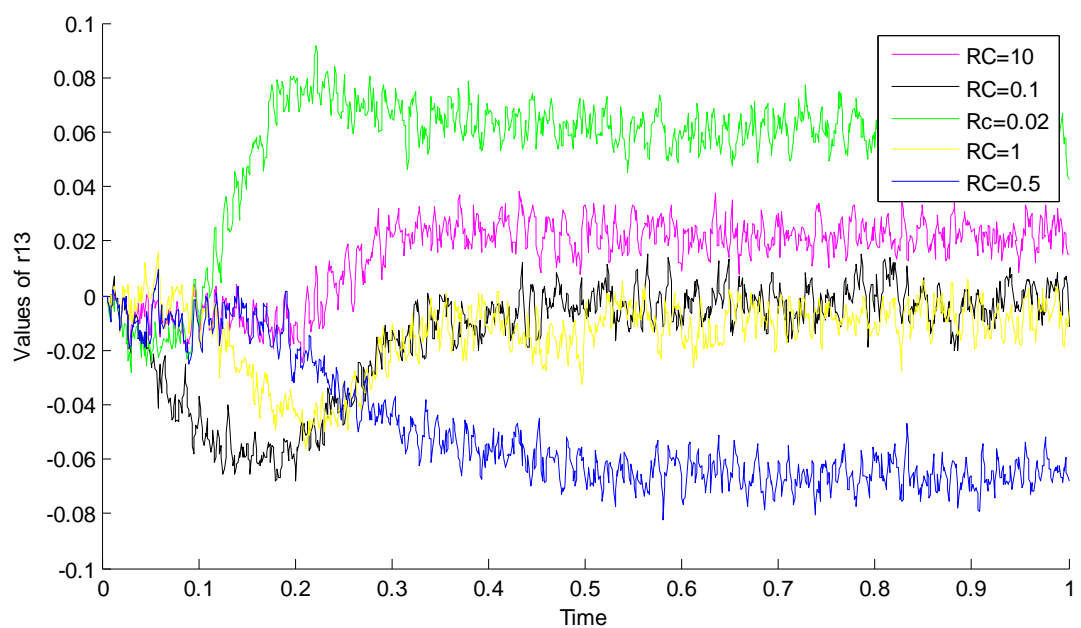




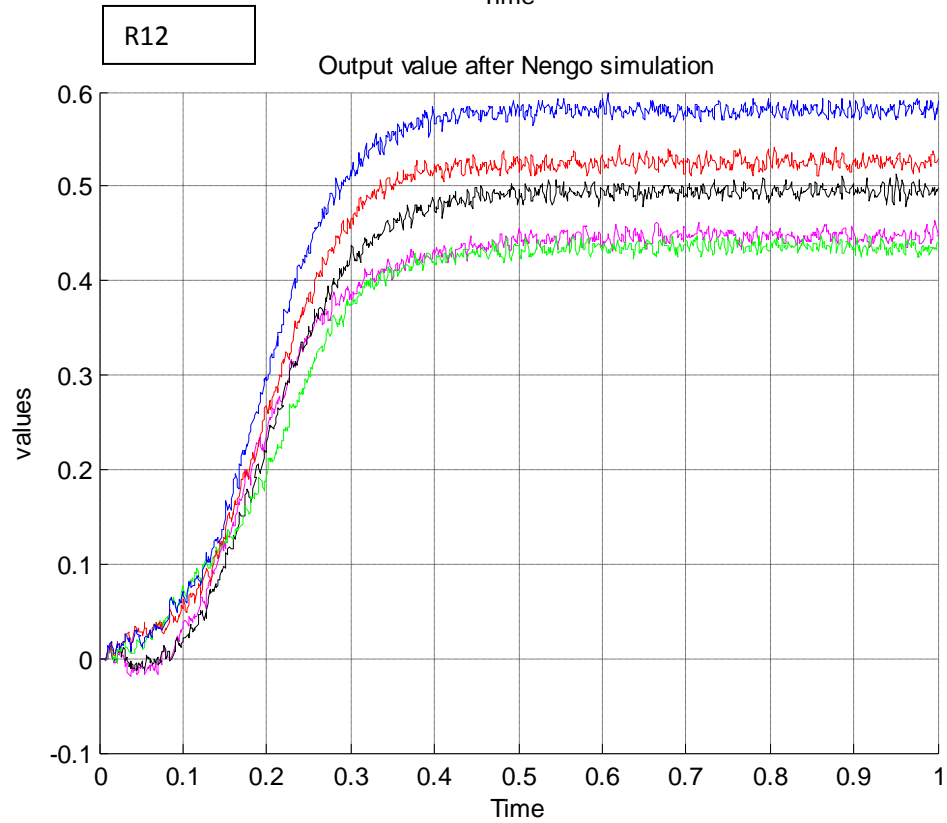
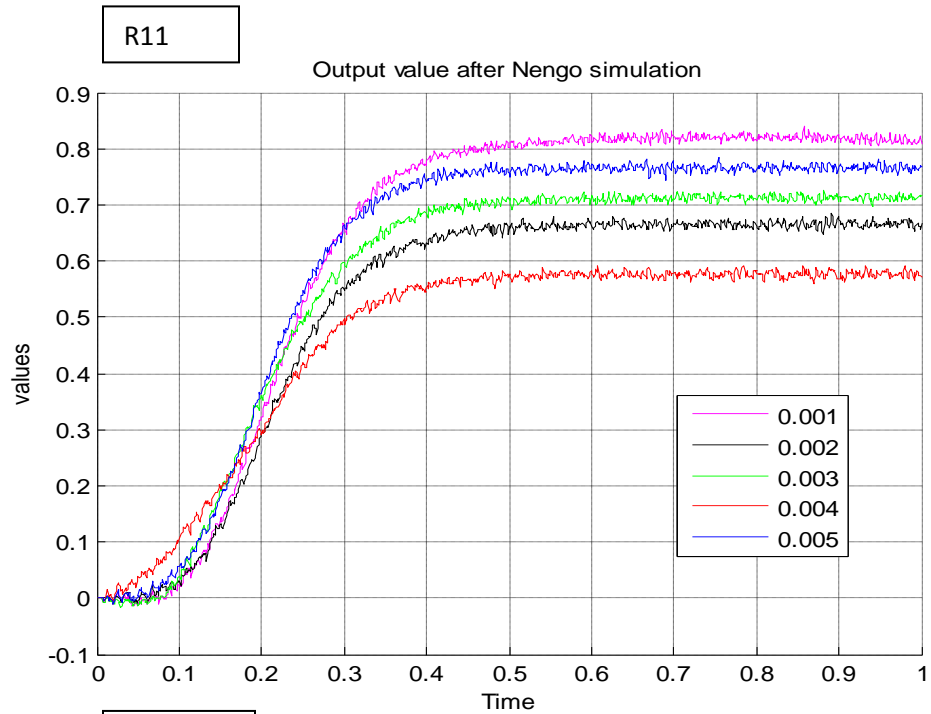


3. TauRC

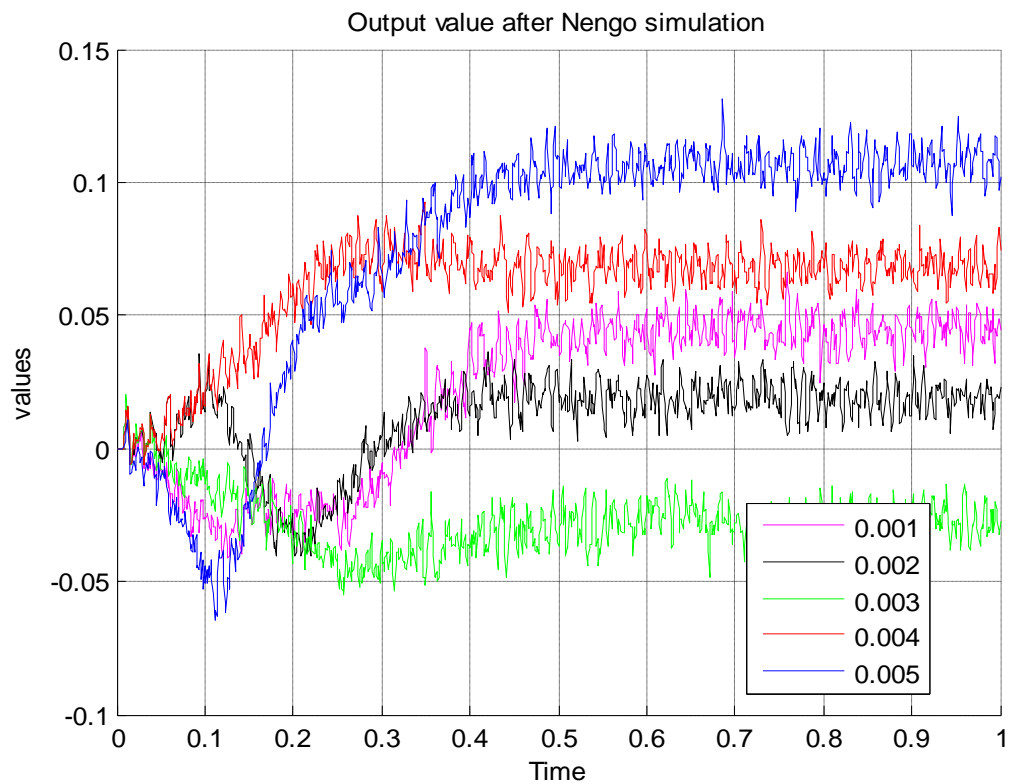




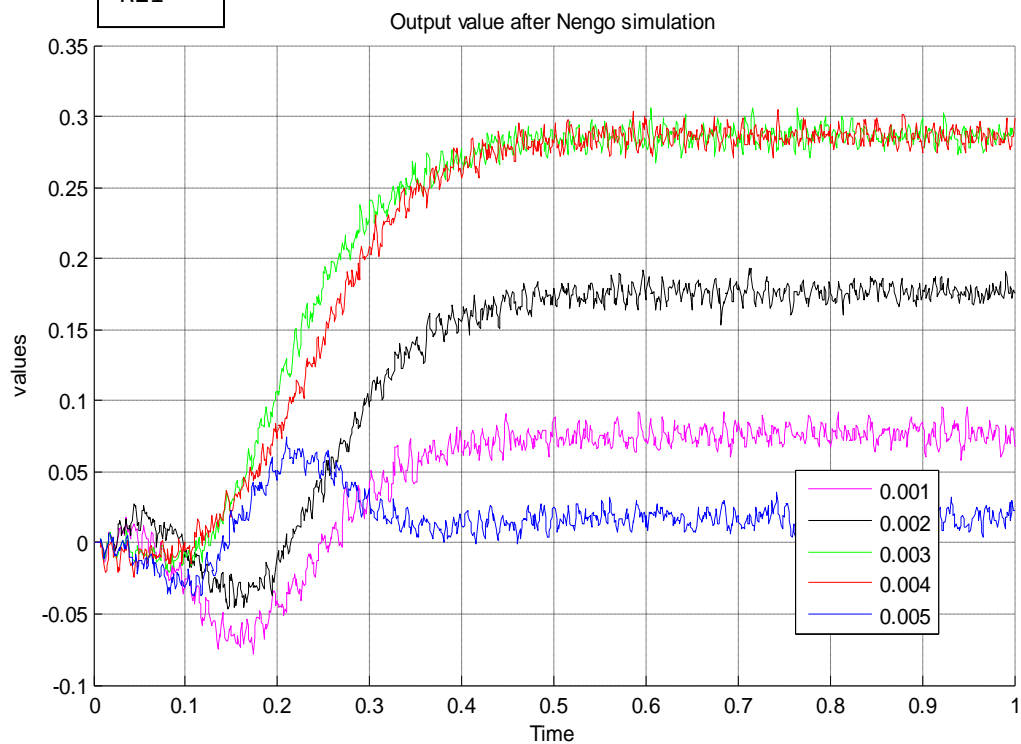
4. TauRef



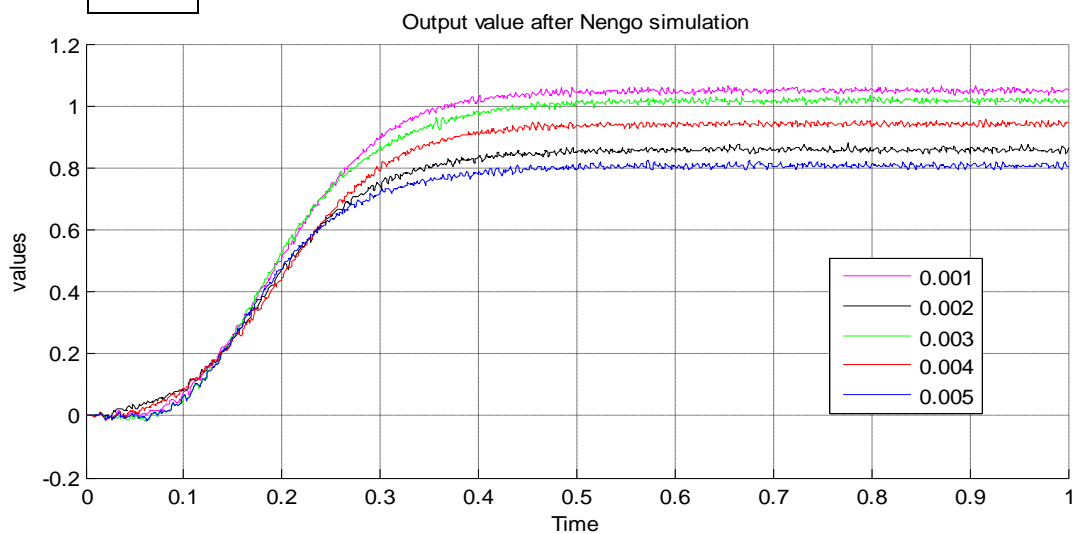
R13



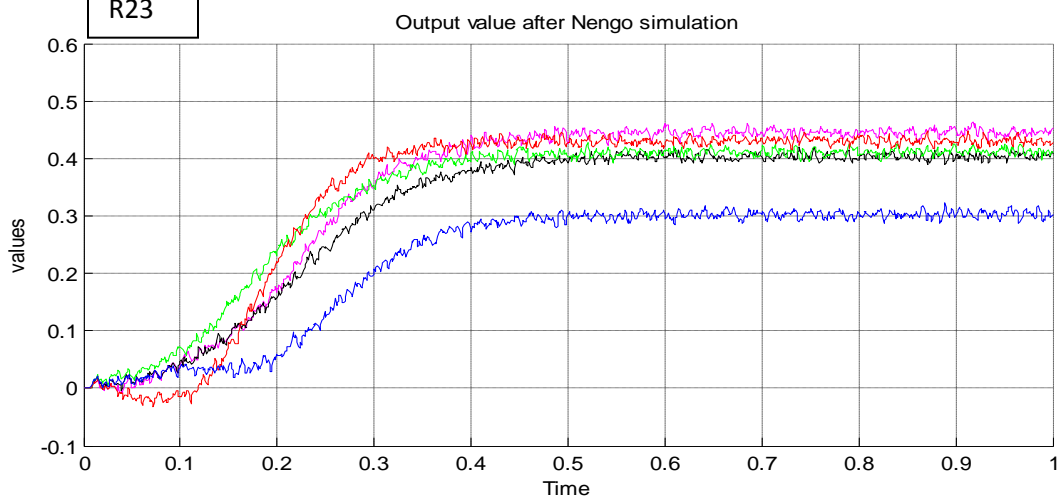
R21



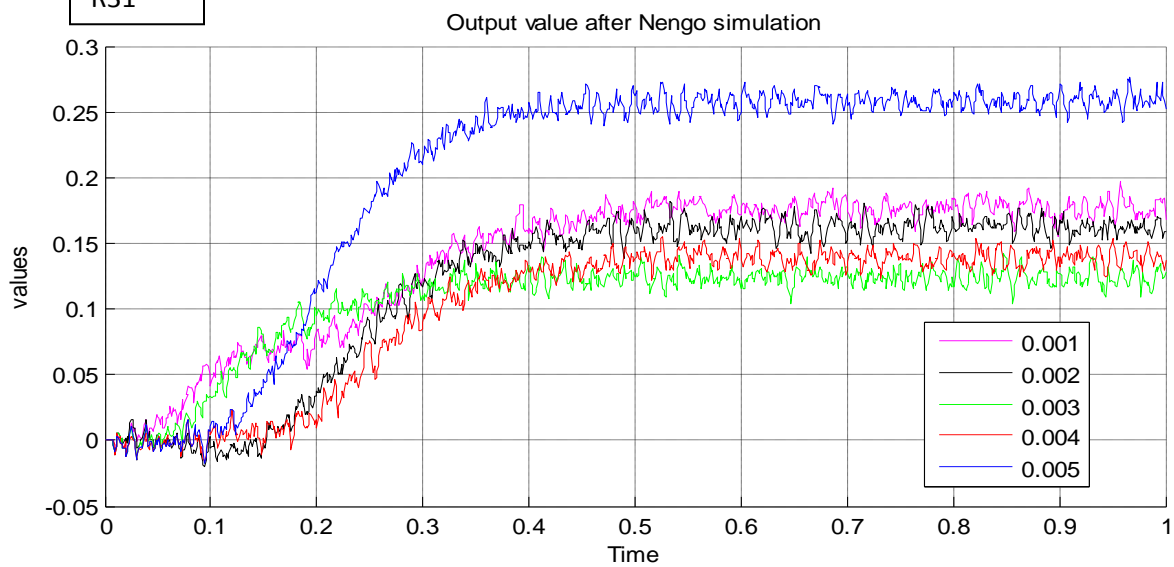
R22



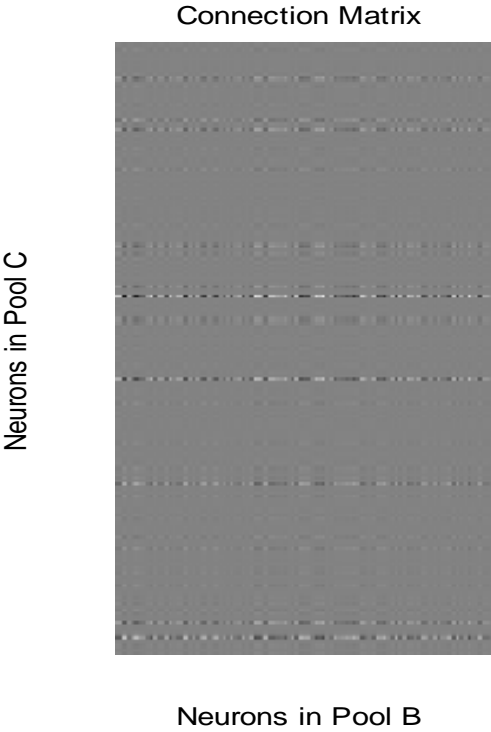
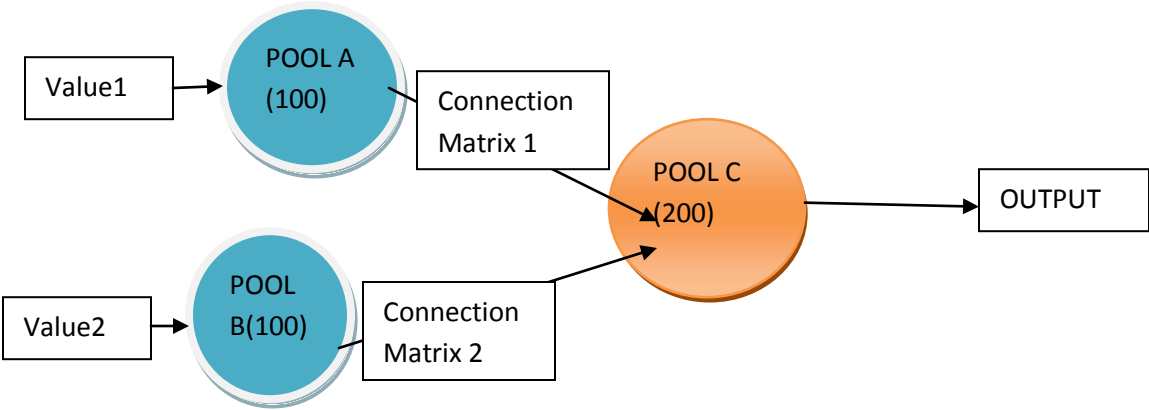
R23

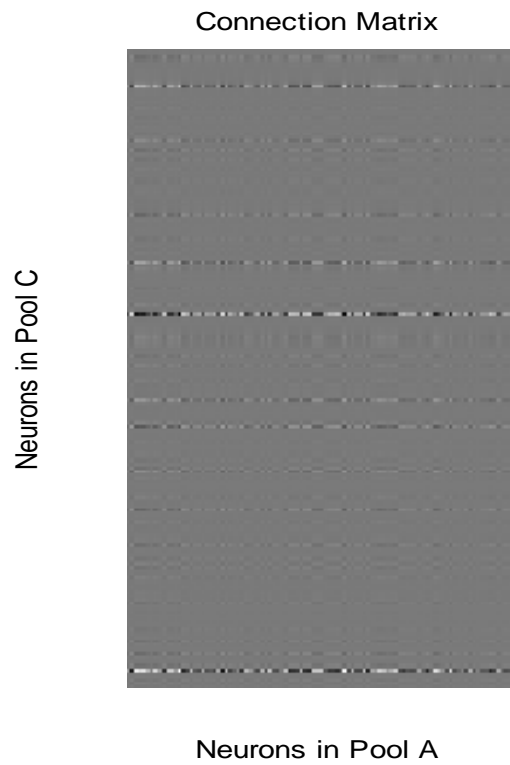


R31



CONNECTION MATRICES IN A NETWORK MULTIPLYING TWO VARIABLES





Other operations:

Matrix X Vector

0.5	0	1
0	1	0.4
0.5	0.5	0

×

0
0.4
0.5

=

0.5
0.6
0.2

Vector X Matrix

0	0.4	0.5
---	-----	-----

×

0.5	0	1
0	1	0.4
0.5	0.5	0

=

0.25	0.65	0.16
------	------	------

Vector X Vector

0	0.4	0.5
---	-----	-----

x

0
0.4
0.5

=

0.9

Vector X Matrix X Matrix X Vector

0	0.4	0.5
---	-----	-----

x

0.5	0	1
0	1	0.4
0.5	0.5	0

x

0.5	0	1
0	1	0.4
0.5	0.5	0

x

0
0.4
0.5

=

0.547
