Checkpoint #2 Harkley

The main challenge I encountered at this checkpoint was focusing too much on research and not enough time trying to implement the code to get multiple pulses. For this checkpoint I was able to use a single pulse representing a traumatic event, but I would like to show how traumatic events decrease over time as traumatic events repeat. In order to do this, I am thinking about implementing a feedback into my current block diagram of inputs so that the ensemble continues to multiply by .75 of the result until the brain reaches “safety”, no longer being affected by a traumatic event that is repetitive but is not resolved by the brain’s response. My ideas for implementing this are creating a loop in connections that makes the .75 times output the new input into the same learning rule, or using a for loop that continues to run the .75 function until the overall output becomes negative.

My ideas for checkpoint #3 are to create a piecewise that decreases over time, but is somehow connected to another set of plots that represent the region of the brain responsible for speech or voluntary movement and using that connection to retrain the part that registers traumatic events which is the “emotional memory of the amygdala”.