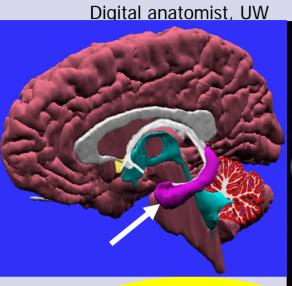
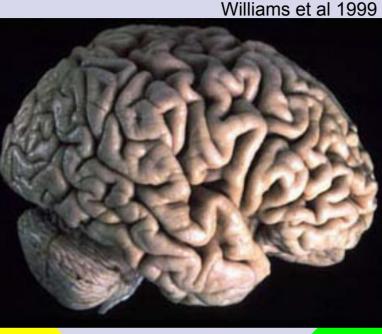
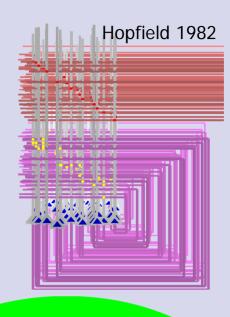
# Neuromorphic VLSI Tutorial

john arthur

#### Studying the brain





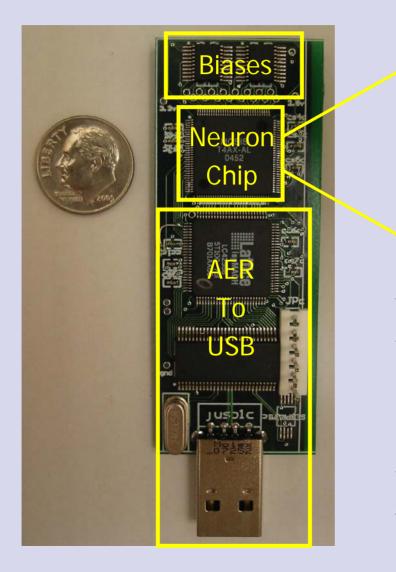


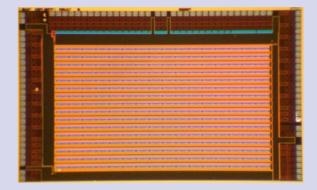
**Experiment** 

Theory

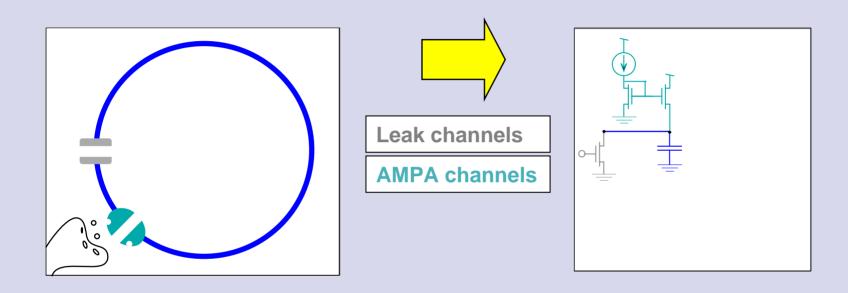
Simulation/ Emulation

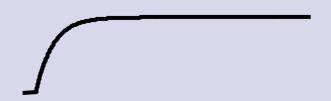
#### **A Neuron Chip**

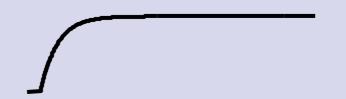


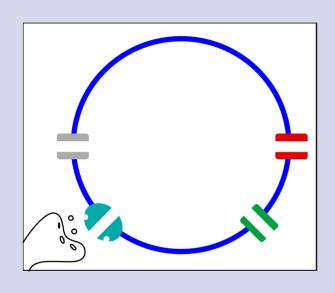


- → 256 inhibitory neurons
- → 1024 excitatory neurons
  - →21 plastic synapses each
- → ~750,000 transistors
- → 1-5mW









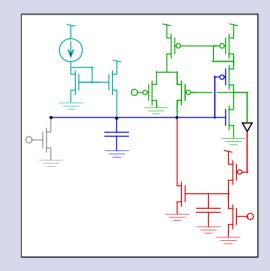


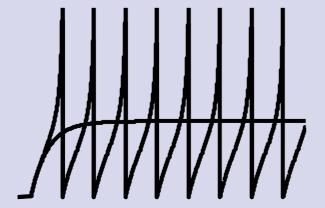
Leak channels

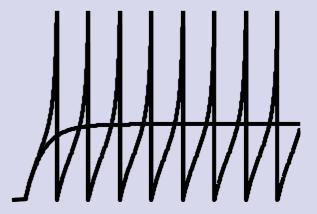
**AMPA** channels

Na channels

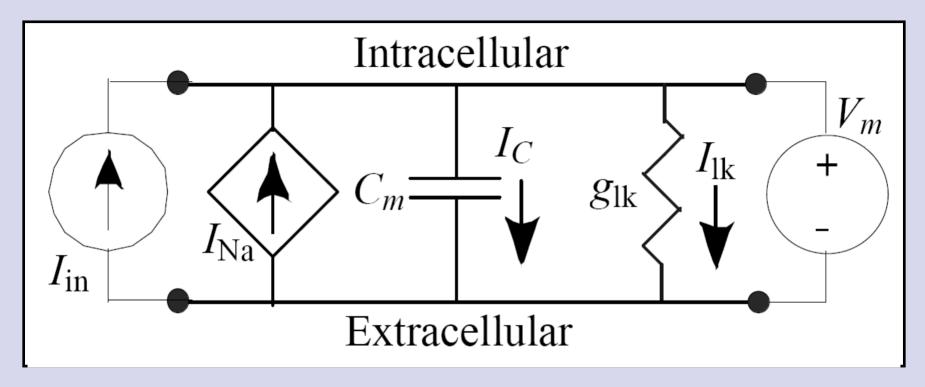
K channels

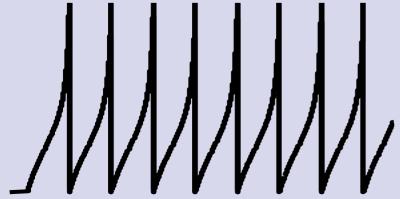






#### **Spiking neuron**

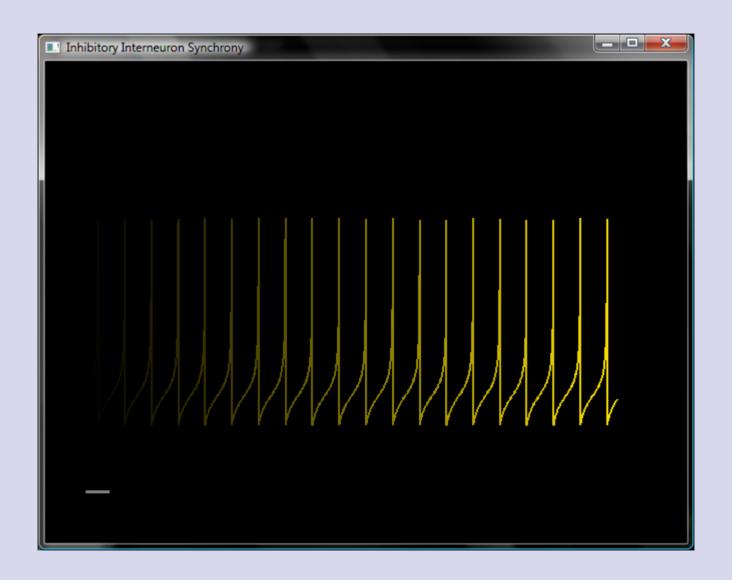


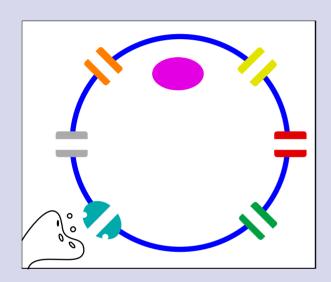


$$\tau \frac{dv}{dt} = -v + r + \frac{v^3}{3}$$

### Run Neuron Lab – neuron.exe

- 'r' key increases current to neuron
- → 'shift' + 'r' decreases current
- 't' key increases neuron time constant
- 'shift' + 't' decreases time constant
- Try 'f4' if nothing happens (big board)







Leak channels

**AMPA** channels

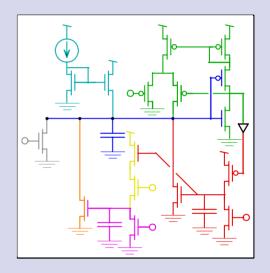
Na channels

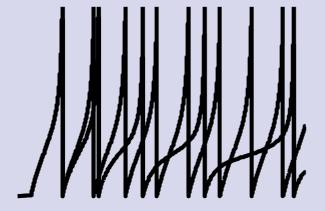
K channels

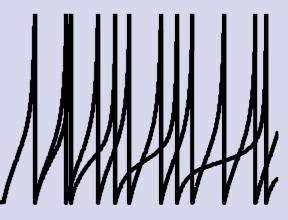
Ca channels

Ca buffers

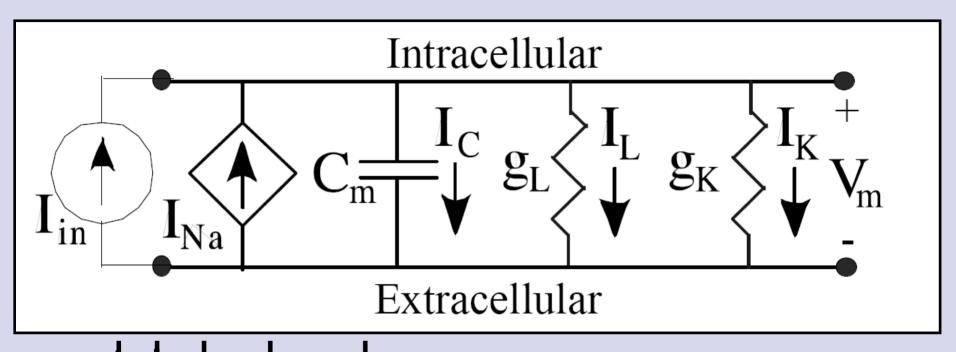
K(Ca) channels







#### **Adaptive neuron**

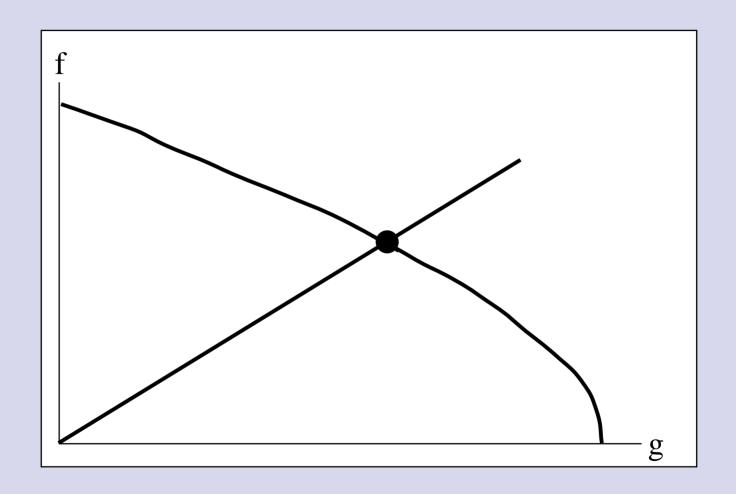


$$\tau \frac{dv}{dt} = -v(1+g) + r + \frac{v^3}{3}$$

$$\tau_{g} \frac{dg}{dt} = -g$$

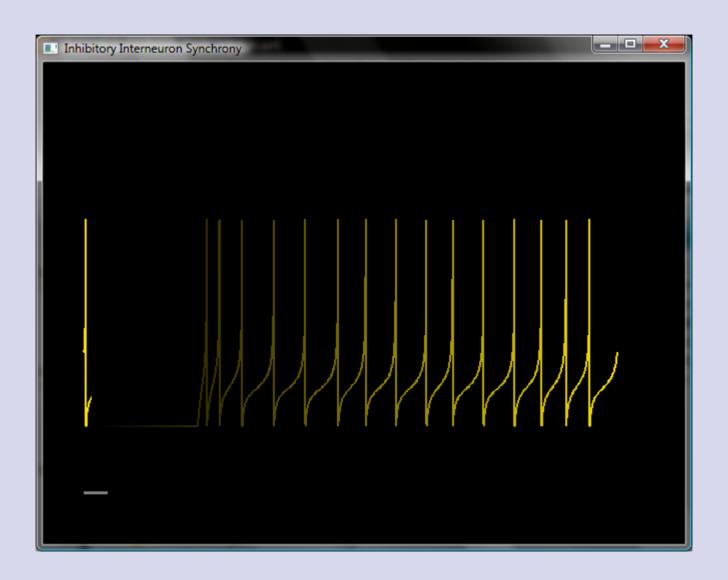
$$g \to g + \Delta g, t \to t_{spk}$$

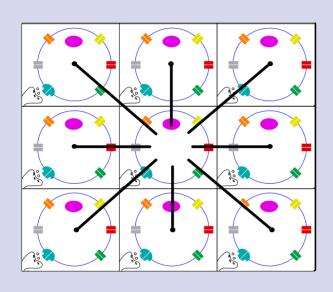
#### Adaptive neuron frequency

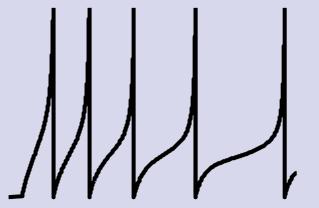


### Run Adapting Lab – adapting.exe

- +'s' key turns on current step to neuron
- 'shift' + 's' turns off current
- → 'g' key increases K+ strength
- 'shift' + 'g' key decreases K+
- Try 'f4' if nothing happens (big board)









Leak channels

**AMPA** channels

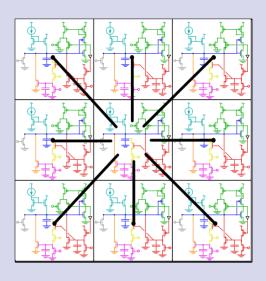
Na channels

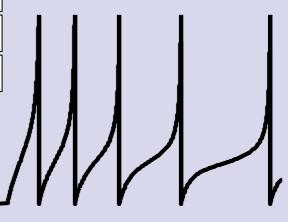
K channels

Ca channels

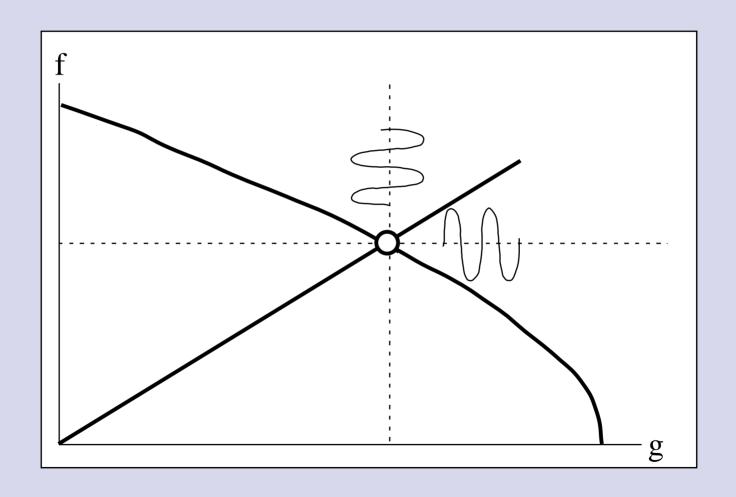
Ca buffers

K(Ca) channels



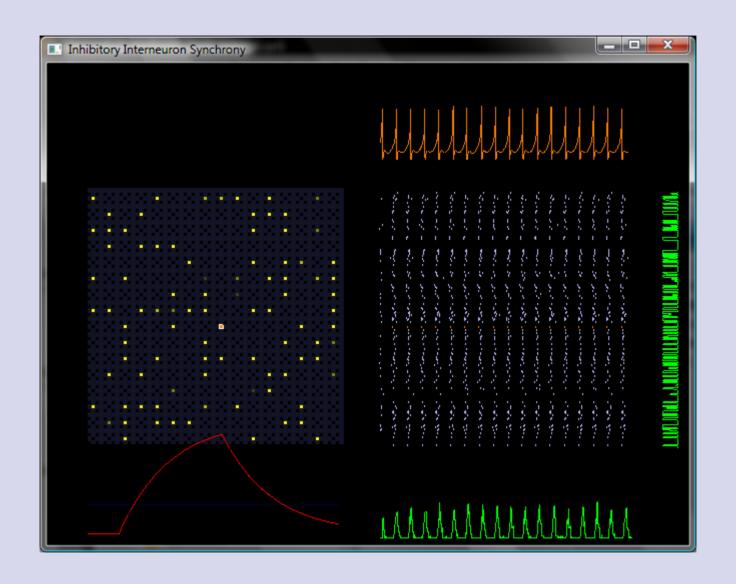


### **Synchrony**



## Run Synchrony Lab – synchrony.exe

- +'+' key turns up inhibition
- '-' key turns downs inhibition
- → '→ ' key increases decay time
- → '←' key decreases decay time
- →'↑' key increases rise time
- →'↓' key decreases rise time



#### A future chip: Neurogrid

