# brian2tools Documentation *Release*

**Brian authors** 

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The brian2tools package is a collection of useful tools for the Brian 2 simulator. The project is still in its infancy but it already provides helpful functions for plotting. In the future it will be extended to also provide analysis and export/import functions.

Please contact us at brian-development@googlegroups.com(https://groups.google.com/forum/#!forum/brian-development) if you are interested in contributing.

Please report bugs at the github issue tracker or to briansupport@googlegroups.com (https://groups.google.com/forum/#!forum/briansupport).

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## **Contents**

#### 1.1 Release notes

#### 1.1.1 brian2tools 0.1

This is the first release of the <code>brian2tools</code> package (a collection of optional tools for the <code>Brian 2 simulator</code>), providing several plotting functions to plot model properties (such as synapses or morphologies) and simulation results (such as raster plots or voltage traces). It also introduces a convenience function <code>brian\_plot</code> which takes a Brian 2 object as an argument and produces a plot based on it. See Plotting tools for details.

#### **Contributions**

The code in this first release has been written by Marcel Stimberg (@mstimberg).

# 1.2 User's guide

#### 1.2.1 Installation instructions

The <code>brian2tools</code> package is a pure Python package that should be installable without problems most of the time, either using the Anaconda distribution or using <code>pip</code>. However, it depends on the <code>brian2</code> package which has more complex requirements for installation. The recommended approach is therefore to first install <code>brian2</code> following the instruction in the <code>Brian2</code> documentation and then use the same approach (i.e. either installation with <code>Anaconda</code> or installation with <code>pip</code>) for <code>brian2tools</code>.

#### Installation with Anaconda

Since brian2tools (and brian2 on which it depends) are not part of the main Anaconda distribution, you have to install it from the brian-team channel. To do so use:

```
conda install -c brian-team brian2tools
```

You can also permanently add the channel to your list of channels:

```
conda config --add channels brian-team
```

This has only to be done once. After that, you can install and update the brian2 packages as any other Anaconda package:

```
conda install brian2tools
```

#### Installing optional requirements

The 3D plotting of morphologies (see *Morphologies in 2D or 3D*) depends on the mayavi package. You can install it from anaconda as well:

```
conda install mayavi
```

#### Installation with pip

If you decide not to use Anaconda, you can install brian2tools from the Python package index: https://pypi.python.org/pypi/brian2tools

To do so, use the pip utility:

```
pip install brian2tools
```

You might want to add the --user flag, to install Brian 2 for the local user only, which means that you don't need administrator privileges for the installation.

If you have an older version of pip, first update pip itself:

```
# On Linux/MacOsX:
pip install -U pip

# On Windows
python -m pip install -U pip
```

If you don't have pip but you have the easy\_install utility, you can use it to install pip:

```
easy_install pip
```

If you have neither pip nor easy\_install, use the approach described here to install pip: https://pip.pypa.io/en/latest/installing.htm

#### Installing optional requirements

The 3D plotting of morphologies (see *Morphologies in 2D or 3D*) depends on the mayavi package. Follow its installation instructions to install it.

## 1.2.2 Plotting tools

The brian2tools package offers plotting tools for some standard plots of various brian2 objects. It provides two approaches to produce plots:

- 1. a convenience method brian\_plot that takes an object such as a SpikeMonitor and produces a useful plot out of it (in this case, a raster plot). This method is rather meant for quick investigation than for creating publication-ready plots. The details of these plots might change in future versions, so do not rely in this function if you expect your plots to stay the same.
- 2. specific methods such as plot\_raster or plot\_morphology, that allow for more detailed settings of plot parameters.

In both cases, the plotting functions will return a reference to the matplotlib Axes object, allowing to further tweak the code (e.g. setting a title, changing the labels, etc.). The functions will automatically take care of labelling the plot with the names of the plotted variables and their units (for this to work, the "unprocessed" objects have to be used: e.g. plotting neurons.vcan automatically state the name v and the unit of v, whereas neurons.v[:] can only state its unit and np.array (neurons.v) will state neither name nor unit).

#### Overview

- Plotting recorded activity
  - Spikes
  - Rates
  - State variables
- Plotting synaptic connections and variables
  - Connections
  - Synaptic variables (weights, delays, etc.)
  - Multiple synapses per source-target pair
- Plotting neuronal morphologies
  - Dendograms
  - Morphologies in 2D or 3D

#### Plotting recorded activity

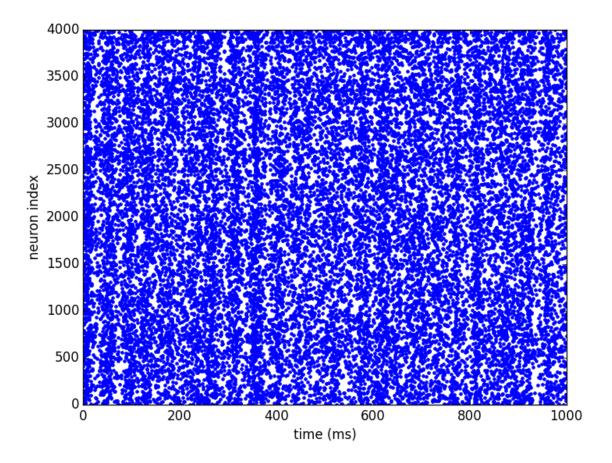
We'll use the following example (the CUBA example from Brian 2) as a demonstration.

```
from brian2 import *
eqs = '''dv/dt = (qe+qi-(v + 49*mV))/(20*ms) : volt (unless refractory)
        dqe/dt = -qe/(5*ms) : volt
        dqi/dt = -qi/(10*ms) : volt
P = NeuronGroup(4000, eqs, threshold='v>-50*mV', reset='v = -60*mV', refractory=5*ms,
                method='linear')
P.v = 'Vr + rand() * (Vt - Vr)'
P.ge = 0*mV
P.gi = 0*mV
we = (60*0.27/10)*mV \# excitatory synaptic weight (voltage)
wi = (-20*4.5/10)*mV # inhibitory synaptic weight
Ce = Synapses (P[:3200], P, on_pre='ge += we')
Ci = Synapses(P[3200:], P, on_pre='gi += wi')
Ce.connect (p=0.02)
Ci.connect (p=0.02)
spike_mon = SpikeMonitor(P)
rate_mon = PopulationRateMonitor(P)
state_mon = StateMonitor(P, 'v', record=[0, 100, 1000]) # record three cells
run(1 * second)
```

#### **Spikes**

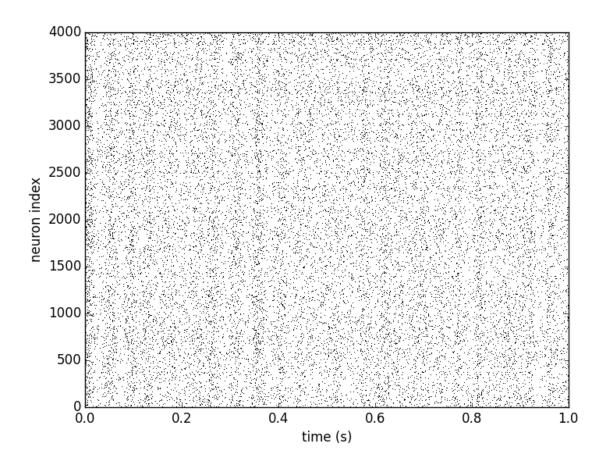
To plot a basic raster plot, you can call brian plot with the SpikeMonitor as its argument:

brian\_plot(spike\_mon)



To have more control over the plot, or to plot spikes that are not stored in a SpikeMonitor, use plot\_raster:

plot\_raster(spike\_mon.i, spike\_mon.t, time\_unit=second, marker=',', color='k')



#### Rates

Calling brian\_plot with the PopulationRateMonitor will plot the rate smoothed with a Gaussian window with 1ms standard deviation.:

```
brian_plot(rate_mon)
```

To plot the rate with a different smoothing and/or to set other details of the plot use plot\_raster:

#### State variables

Finally, calling brian\_plot with the StateMonitor will plot the recorded voltage traces:

```
brian_plot(state_mon)
```

Again, for more detailed control you can directly use the plot\_state function. Here we also demonstrate the use of the returned Axes object to add a legend to the plot:

```
ax = plot_state(state_mon.t, state_mon.v.T, var_name='membrane potential', lw=2)
ax.legend(['neuron 0', 'neuron 100', 'neuron 1000'], frameon=False, loc='best')
```

```
plot_state()
```

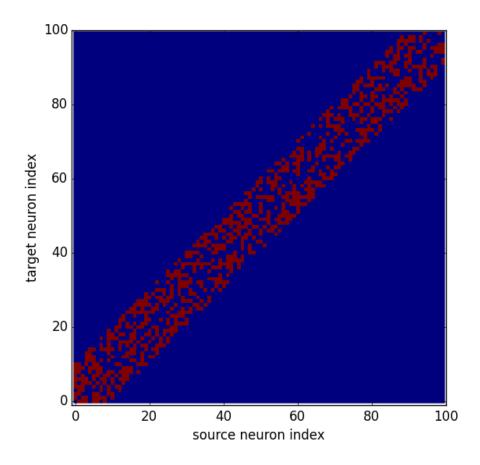
#### Plotting synaptic connections and variables

For the following examples, we create synapses and synaptic weights according to "distances" (differences between the source and target indices):

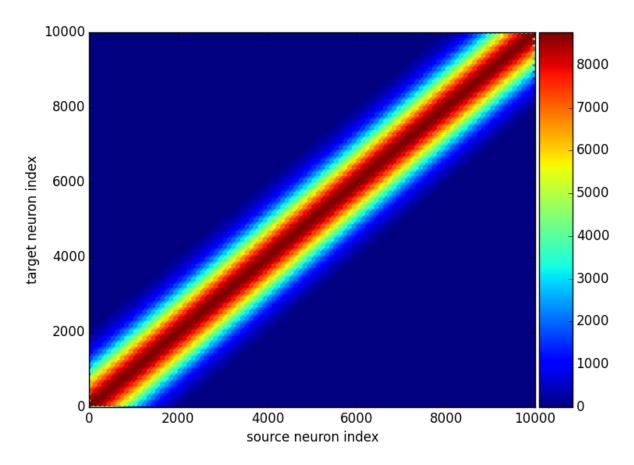
#### Connections

A call of brian\_plot with a Synapses object will plot all connections, plotting either the matrix as an image, the connections as a scatter plot, or a 2-dimensional histogram (using matplotlib's hexbin function). The decision which type of plot to use is based on some heuristics applied to the number of synapses and might possibly change in future versions:

```
brian_plot(synapses)
```



As explained above, for a large connection matrix this would instead use an approach based on a hexagonal 2D histogram:



Under the hood brian\_plot calls plot\_synapses which can also be used directly for more control:

```
plot_synapses(synapses.i, synapses.j, plot_type='scatter', color='gray', marker='s')
```

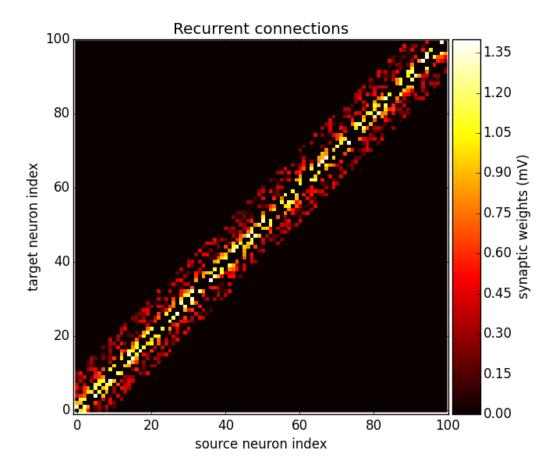
#### Synaptic variables (weights, delays, etc.)

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The plot\_synapses function can also be used to plot synaptic variables such as synaptic weights or delays:

```
subplot(1, 2, 1)
plot_synapses(synapses.i, synapses.j, synapses.w)
subplot(1, 2, 2)
plot_synapses(synapses.i, synapses.j, synapses.delay)
tight_layout()
```

These plots can be customized using additional keyword arguments:

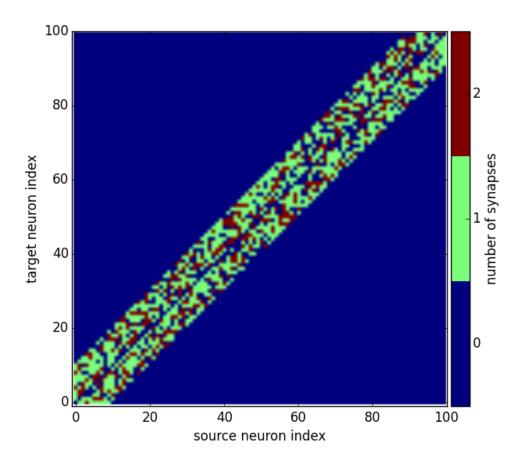


#### Multiple synapses per source-target pair

In Brian, source-target pairs can be connected by more than a single synapse. In this case you cannot plot synaptic state variables (because it is ill-defined what to plot) but you can still plot connections which will show how many synapses exists. For example, if we make the same connect from above a second time, the new synapses will be added to the existing ones so some source-target pairs are now connected by two synapses:

Calling brian\_plot or plot\_synapses will now show the number of synapses between each pair of neurons:

brian\_plot(synapses)



#### Plotting neuronal morphologies

In the following, we'll use a reconstruction from the Destexhe lab (a neocortical pyramidal neuron from the cat brain <sup>1</sup>) that we load into Brian:

```
from brian2 import *
morpho = Morphology.from_file('51-2a.CNG.swc')
```

#### **Dendograms**

Calling brian\_plot with a Morphology will plot a dendogram:

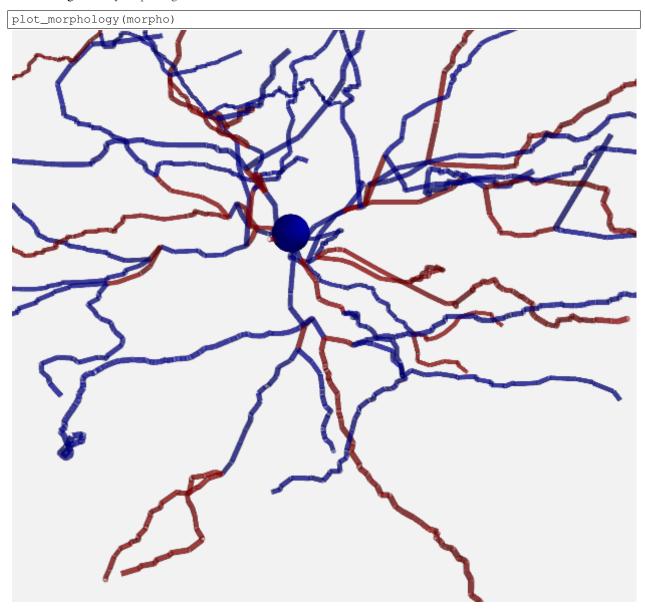
```
brian_plot(morpho)
```

The plot\_dendrogram function does the same thing, but in contrast to the other plot functions it does not allow any customization at the moment, so there is no benefit over using brian\_plot.

 $<sup>^1 \ \</sup>textbf{Available at http://neuromorpho.org/neuron\_info.jsp?neuron\_name=} 51\text{-}2a$ 

#### Morphologies in 2D or 3D

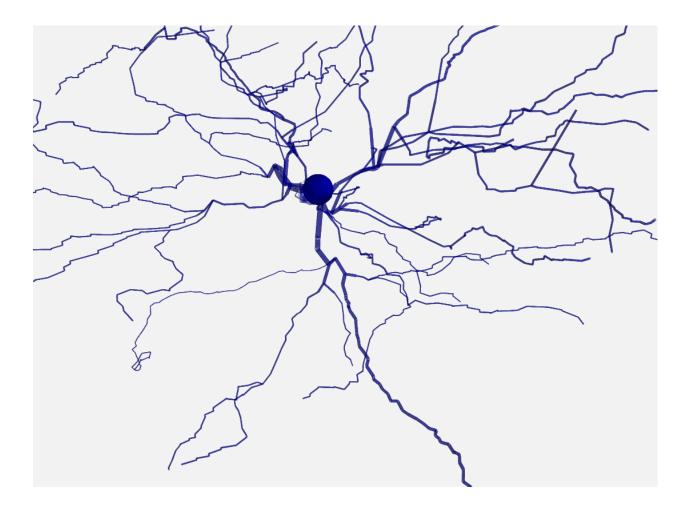
In addition to the dendogram which only plots the general structure but not the actual morphology of the neuron in space, you can plot the morphology using plot\_morphology. For a 3D morphology, this will plot the morphology in 3D using the Mayavi package



For artificially created morphologies (where one might only use coordinates in 2D) or to get a quick view of a morphology, you can also plot it in 2D (this will be done automatically if the coordinates are 2D only):

```
plot_morphology(morpho, plot_3d=False)
```

Both 2D and 3D morphology plots can be further customized, e.g. they can show the width of the compartments and do not use the default alternation between blue and red for each section:



# 1.3 Developer's guide

### 1.3.1 Coding guidelines

The coding style should mostly follow the Brian 2 guidelines, with one major exception: for brian2tools the code should be both Python 2 (for versions >= 2.7) and Python 3 compatible. This means for example to use range and not xrange for iteration or conversely use list (range) instead of just range when a list is required. For now, this works without from \_\_future\_\_ imports or helper modules like six but the details of this will be fixed when the need arises.

#### 1.3.2 Release procedure

In brian2tools we use the setuptools\_scm package to set the package version information, the basic release procedure therefore consists of setting a git tag and pushing that tag to github. The test builds on travis will then automatically push the conda packages to anaconda.org.

The dev/release/prepare\_release.py script automates the tag creation and makes sure that no uncommitted changes exist when doing do.

In the future, we will probably also push the pypi packages automatically from the test builds; for now this has to be done manually. The prepare\_release.py script mentioned above will already create the source

distribution and universal wheel files, they can then be uploaded with twine upload  $\texttt{dist}/\star$  or using the  $\texttt{dev/release/upload\_to\_pypi.py}$  script.

# **API** reference

# 2.1 brian2tools package

# 2.1.1 Subpackages

brian2tools.plotting package

**Submodules** 

brian2tools.plotting.base module

brian2tools.plotting.data module

 $brian 2 tools. plotting. morphology\ module$ 

 $brian 2 tools. plotting. synapses\ module$ 

# CHAPTER 3

# Indices and tables

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- modindex
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