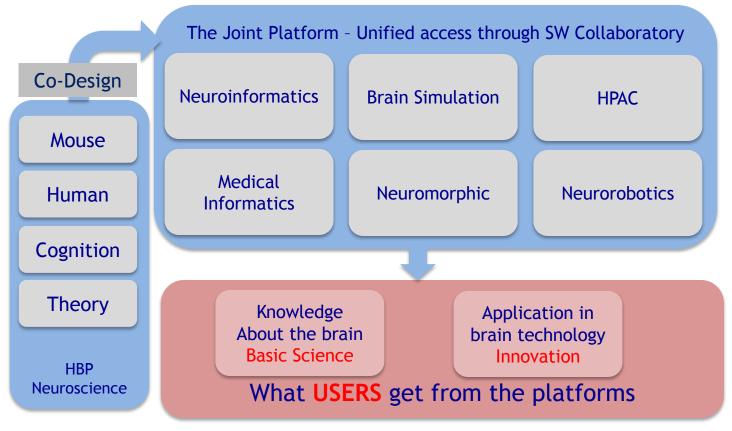
The European HBP Karlheinz Meier NICE2018 Portland OR

Programmatic Panel

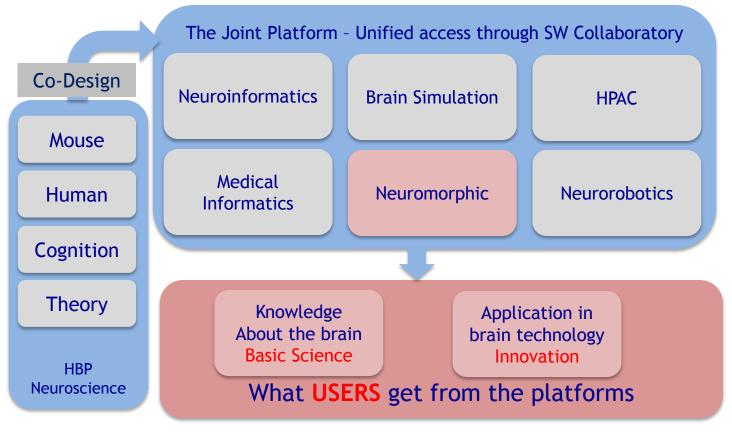


The basic idea of the Human Brain Project From Science to Infrastructures to Science and Innovation

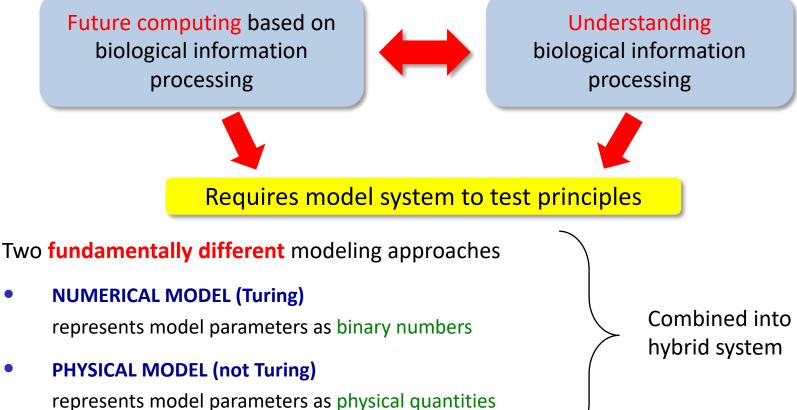




The basic idea of the Human Brain Project From Science to Infrastructures to Science and Innovation



Why and how neuromorphic?



 \rightarrow voltage, current, charge (like the biological brain)



The HBP Neuromorphic Computing Strategy ScaleS





Many-core system 0.5 (1.0) Million ARM cores **Real-time simulator**

BrainScaleS-1 machine

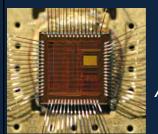


Physical model system 4M neurons, 1B plastic syn. Accelerated emulator



144 Cortex M4F per chip 36 GIPS/Watt per chip x10 with constant power

BrainScaleS-2 prototype



On-chip plasticity processor Flexible hybrid plasticity Active dendritic spatial structure

Common software ecosystem, remote access, open user facility Very collaboration with theoretical neuroscience



The HBP Neuromorphic Computing Strategy ScaleS





Steve Furber

BrainScaleS-1 machine

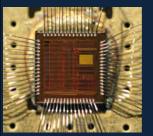


Sebastian Schmitt



Sebastian Höppner

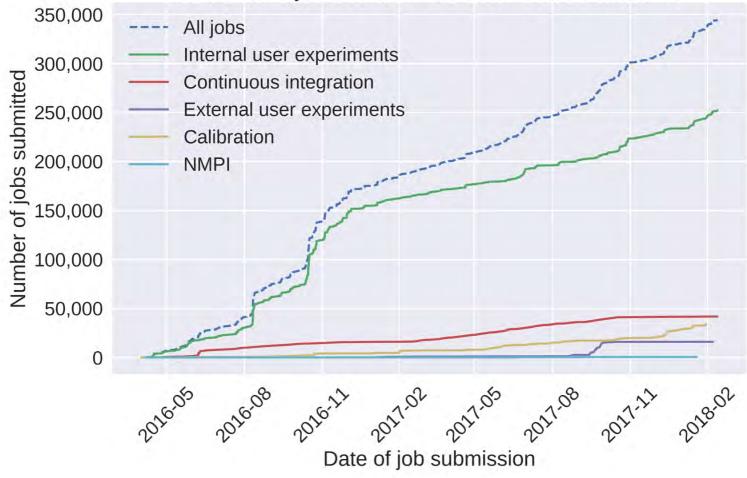
BrainScaleS-2 prototype



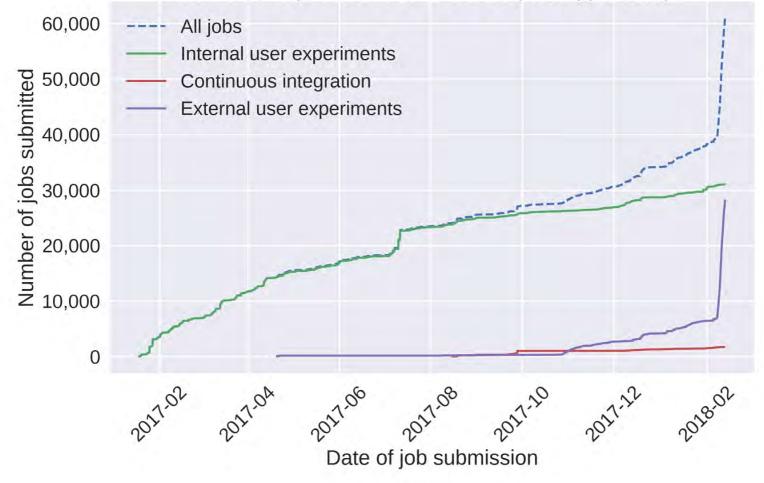
Johannes Schemmel Eric Müller (Demo)

Common software ecosystem, remote access, open user facility Very collaboration with theoretical neuroscience Wolfgang Maass

Cumulative job count on the BrainScaleS machine



Cumulative job count on the DLS prototype setups







Groundbreaking Ceremony European Institute for Neuromorphic Computing (EINC) Heidelberg (Germany), May 5th 2017





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HBP Neuromorphic Computing Platform Guidebook

next: Getting started

The HBP Neuromorphic Computing Platform

Living document version:

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The Neuromorphic Computing Platform allows neuroscientists and engineers to perform experiments with configurable neuromorphic computing systems. The platform provides two complementary, large-scale neuromorphic systems built in custom hardware at locations in Heidelberg, Germany (the "BrainScaleS" system, also known as the "physical model" or PM system) and Manchester, United Kingdom (the "SpiNNaker" system, also known as the "many core" or MC system). Both systems enable energy-efficient, large-scale neuronal network simulations with simplified spiking neuron models. The BrainScaleS system is based on physical (analogue) emulations of neuron models and offers highly accelerated operation (10⁴ x real time). The SpiNNaker system is based on a digital many-core architecture and provides real-time operation.

- Getting started
 - Request a compute time allocation
 - Run a simulation
 - Copy data to longer-term storage
- Building models
 - The PyNN model description API
 - A simple example
 - Using different backends
 - "Physical model" (BrainScaleS) system
 - "Many core" (SpiNNaker) system
- Running simulations
 - Earmat of a lab

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