

# CLONES: a closed-loop simulation framework for body, muscles and neurons

Thomas Voegtlin

#### ▶ To cite this version:

Thomas Voegtlin. CLONES: a closed-loop simulation framework for body, muscles and neurons. BMC Neuroscience, 2011, 12 (Suppl 1), pp.P363. 10.1186/1471-2202-12-S1-P363. hal-00784419

### HAL Id: hal-00784419 https://inria.hal.science/hal-00784419

Submitted on 4 Feb 2013

HAL is a multi-disciplinary open access archive for the deposit and dissemination of scientific research documents, whether they are published or not. The documents may come from teaching and research institutions in France or abroad, or from public or private research centers. L'archive ouverte pluridisciplinaire **HAL**, est destinée au dépôt et à la diffusion de documents scientifiques de niveau recherche, publiés ou non, émanant des établissements d'enseignement et de recherche français ou étrangers, des laboratoires publics ou privés.



#### **POSTER PRESENTATION**

**Open Access** 

# CLONES: a closed-loop simulation framework for body, muscles and neurons

Thomas Voegtlin

From Twentieth Annual Computational Neuroscience Meeting: CNS\*2011 Stockholm, Sweden. 23-28 July 2011

The activity of neurons does not only reflect cognitive states, it is also highly constrained by mechanical properties of the body: sensors, muscles, tendons, and their interaction with the environment. Thus, in order to model the activity of neurons, it seems necessary to take a holistic approach, where the behavior of an animal is modeled through the interaction between neurons, muscles and the environment. This involves knowledge in both neurophysiology and biomechanics. It also requires the development of software that can simulate the interaction between neurons and muscles efficiently.

In order to achieve this, we have developed an opensource library called CLONES (Closed Loop Neural Simulation). CLONES is a communication interface between the BRIAN neural simulator [1], and SOFA, a physics engine for biomedical applications [2]. BRIAN and SOFA are both intuitive and high performance simulation environments.

Communication between BRIAN and SOFA is achieved through shared memory and semaphores. A single step of simulation typically takes place on different CPU cores. Once a simulation step has been completed in both simulators, sensory inputs to the neurons and motor outputs to the muscles are updated. SOFA uses an interpreted XML description of a physical scene. The scene can be modified without interrupting the simulation.

CLONES contains a SOFA plugin and a PYTHON module. The Python module provides a function to be called after each step of the simulation. The Sofa plugin provides components for the simulation of muscles, sensors, drag forces. In addition, several demonstration examples are provided with the library. In particular, a

neuro-mechanical model of undulatory locomotion in the worm *caenorhabditis elegans*[3] is available.

Published: 18 July 2011

#### References

- Goodman DF, Brette R: Brian: a simulator for spiking neural networks in Python. Front Neuroinform 2008. 2:5.
- Allard J, Cotin S, Faure F, Bensoussan PJ, Poyer F, Duriez C, Delingette H, Grisoni L: SOFA - an Open Source Framework for Medical Simulation. Medecine Meets Virtual Reality (MMVR'15) 2007, 13-18.
- Boyle JH: C. elegans locomotion: an integrated approach. PhD thesis university of Leeds: 2009.

doi:10.1186/1471-2202-12-S1-P363

Cite this article as: Voegtlin: CLONES: a closed-loop simulation framework for body, muscles and neurons. *BMC Neuroscience* 2011 12 (Suppl 1):P363.

## Submit your next manuscript to BioMed Central and take full advantage of:

- Convenient online submission
- Thorough peer review
- No space constraints or color figure charges
- Immediate publication on acceptance
- Inclusion in PubMed, CAS, Scopus and Google Scholar
- Research which is freely available for redistribution

Submit your manuscript at www.biomedcentral.com/submit



Correspondence: voegtlin@inria.fr INRIA Lorraine, Campus Scientifique, F-54506 Vandoeuvre-les-Nancy, France

