The Department of Computer Science and Engineering

University of Nevada, Reno

cordially invites you to a Master's colloquium

Brain Communication Server: A Dynamic Data Transferal System for A Parallel Brain Simulator

A thesis submitted in partial fulfillment of the
requirements for the degree of Master of Science
with a major in Computer Science.

by

James G. King

Abstract: An ongoing research project at the University of Nevada, Reno has been the development of a biologically realistic brain simulator called the NeoCortical Simulator (NCS). As NCS has evolved, it has become desirable to have other applications interact with the simulated brain in order to perform a greater range of experiments. The Brain Communication Server (BCS) allows separate applications to exchange data with NCS. This creates an interactive system where information goes into NCS as stimulus to affect the network of simulated neurons and a response returns from NCS to indicate the reactions generated within the simulation. By using BCS as a bridge to NCS, a variety of applications may be developed to work with the simulator to achieve greater experimentation results and learning.

4:00 pm, Tuesday, April 26^{th}, 2005

Access Grid Node, Scrugham Engineering and Mines (SEM) room 201

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