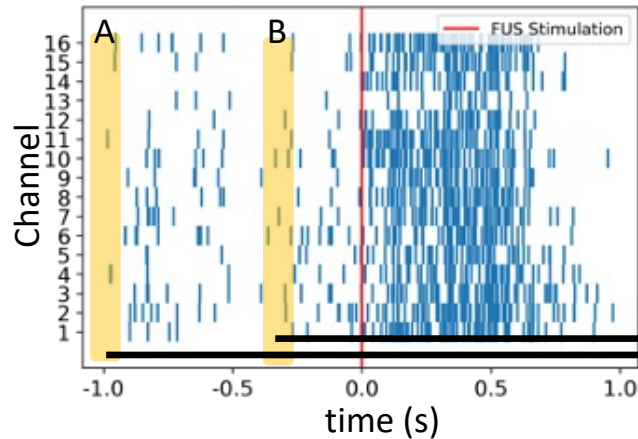


Count all spikes within sliding window (e. g window A: 1 B: 3)

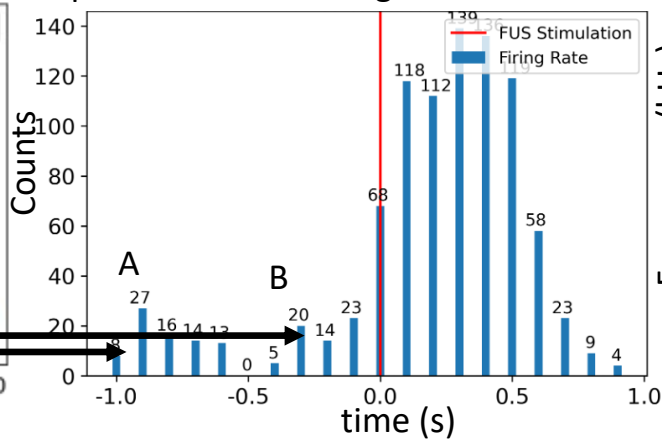
Divide Count number by window length

Fire Rate (Hz)

Spike Raster Plot



Spike Counts in Sliding window 0.1 s



Fire Rate Plot

