## CORRECTION



## Correction to: Testing an Explicit Method for Multi-compartment Neuron Model Simulation on a GPU

Taira Kobayashi<sup>1</sup> · Rin Kuriyama<sup>1</sup> · Tadashi Yamazaki<sup>1</sup>

Published online: 2 March 2022

© Springer Science+Business Media, LLC, part of Springer Nature 2022

## Correction to: Current Psychology https://doi.org/10.1007/s12559-021-09942-6

The article "Testing an Explicit Method for Multi-compartment Neuron Model Simulation on a GPU", written by Taira Kobayashi, Rin Kuriyama, Tadashi Yamazaki, was originally published online on the publisher's internet portal on 4 December 2021 with Open Access under a Creative Commons Attribution 4.0 International License.

With the author's/authors' decision to cancel Open Access the copyright of the article changed on 18 March 2022 to ©

Springer Science+Business Media, LLC, part of Springer Nature 2022 with all rights reserved.

The original article has been corrected.

**Publisher's Note** Springer Nature remains neutral with regard to jurisdictional claims in published maps and institutional affiliations.

The original article can be found online at https://doi.org/10.1007/ $\pm$ 12559-021-09942-6.

□ Tadashi Yamazaki contact21@numericalbrain.org
Rin Kuriyama rin.kuriyama@uec.ac.jp

Graduate School of Informatics and Engineering, The University of Electro-Communications, 1-5-1 Chofugaoka, Chofu, 182-8585, Tokyo, Japan

