



UNIVERSITY OF TECHNOLOGY  
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CHEMNITZ

# Neurocomputing

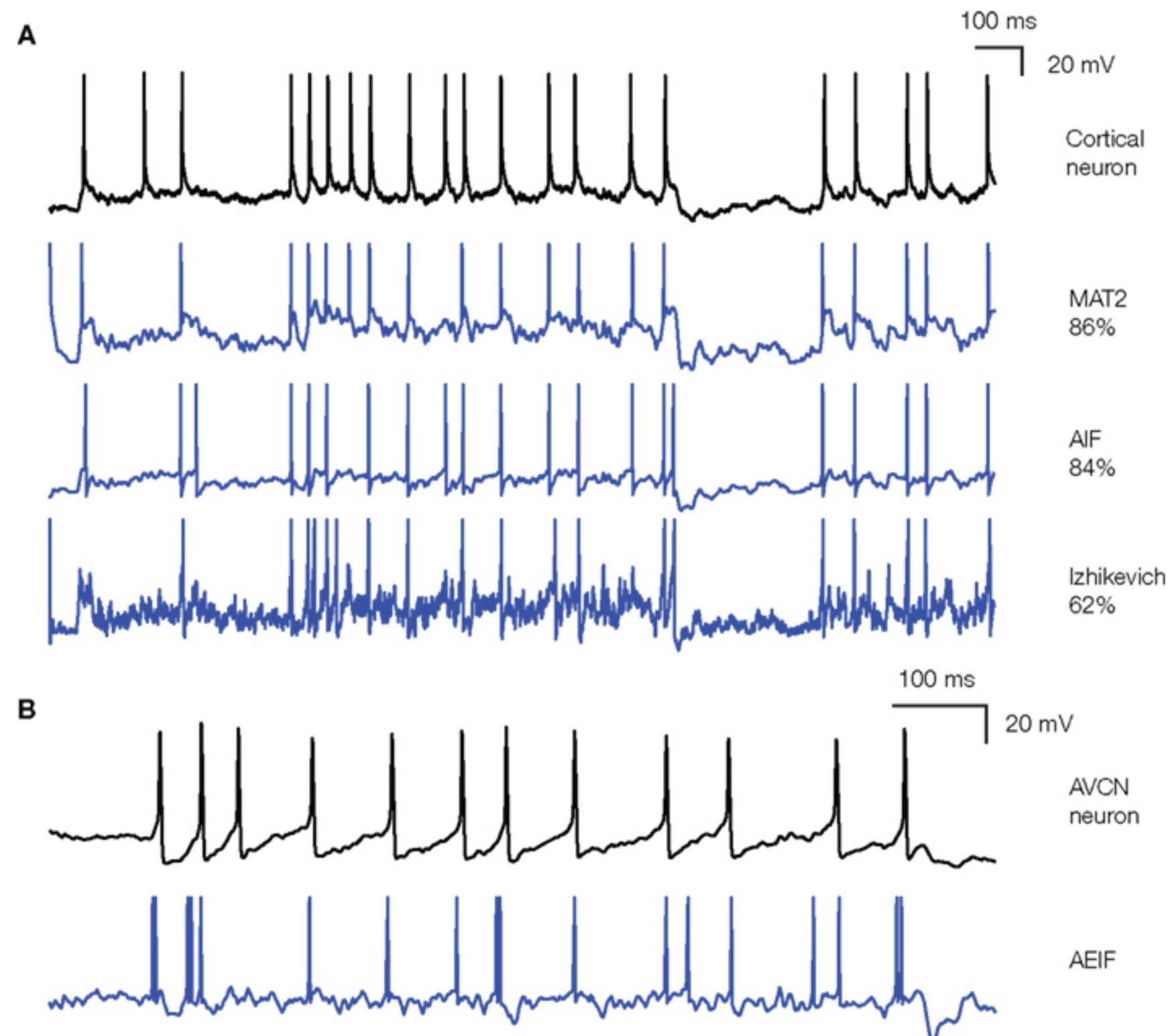
Spiking networks

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# 1 - Spiking neurons

# Biological neurons communicate through spikes



- The two important dimensions of the information exchanged by neurons are:
  - The instantaneous **frequency** or **firing rate**: number of spikes per second (Hz).
  - The precise **timing** of the spikes.
- The shape of the spike (amplitude, duration) does not matter much.
- Spikes are binary signals (0 or 1) at precise moments of time.
- **Rate-coded neurons** only represent the firing rate of a neuron and ignore spike timing.
- **Spiking neurons** represent explicitly spike timing, but omit the details of action potentials.

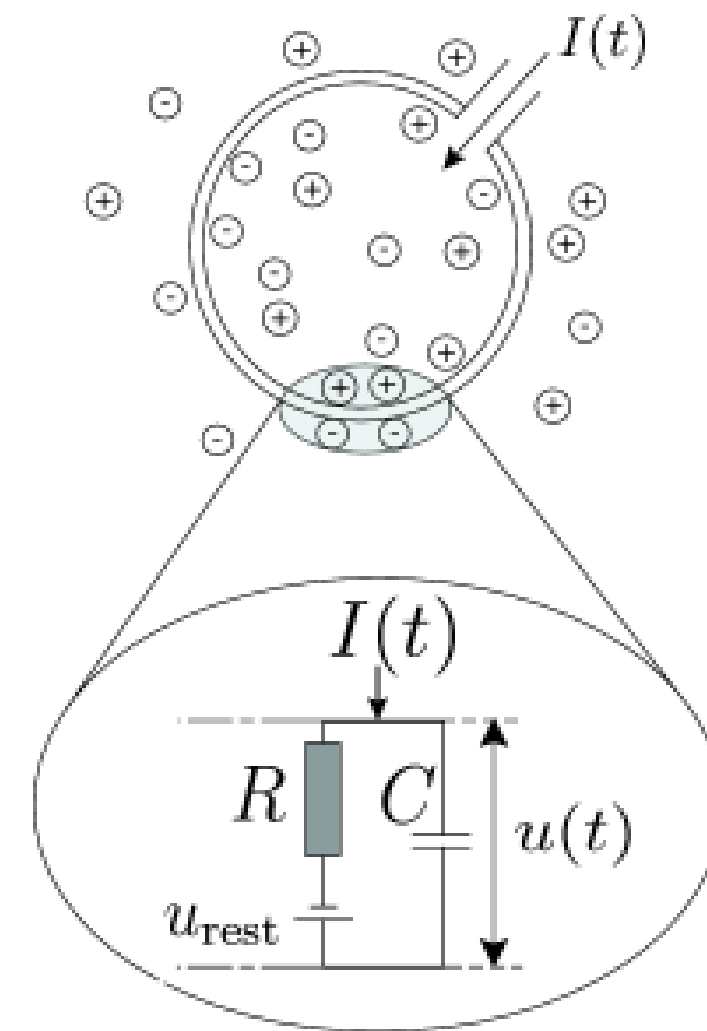
# The leaky integrate-and-fire neuron (Lapicque, 1907)

- The **leaky integrate-and-fire** (LIF) neuron has a **membrane potential**  $v(t)$  that integrates its input current  $I(t)$ :

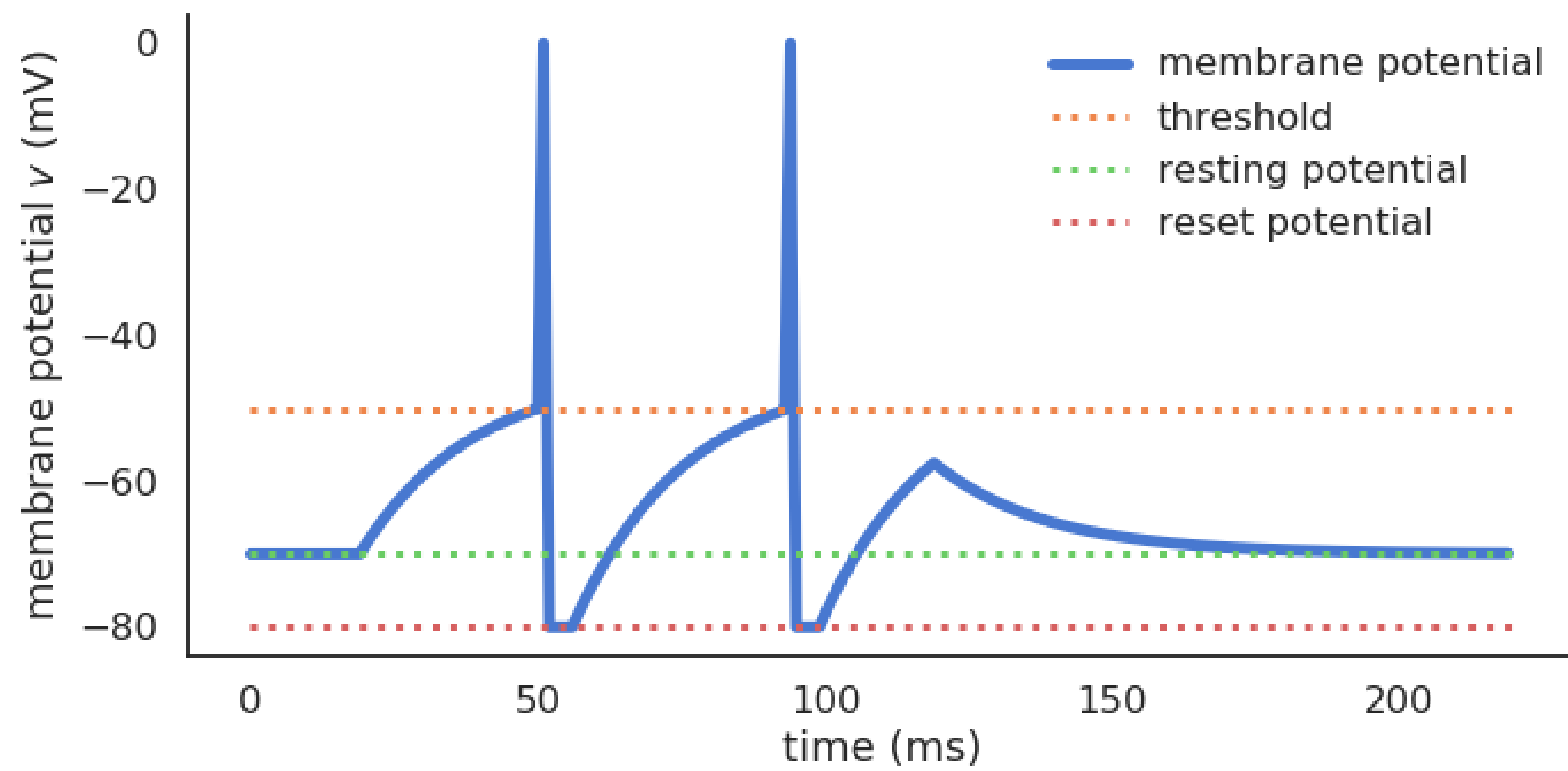
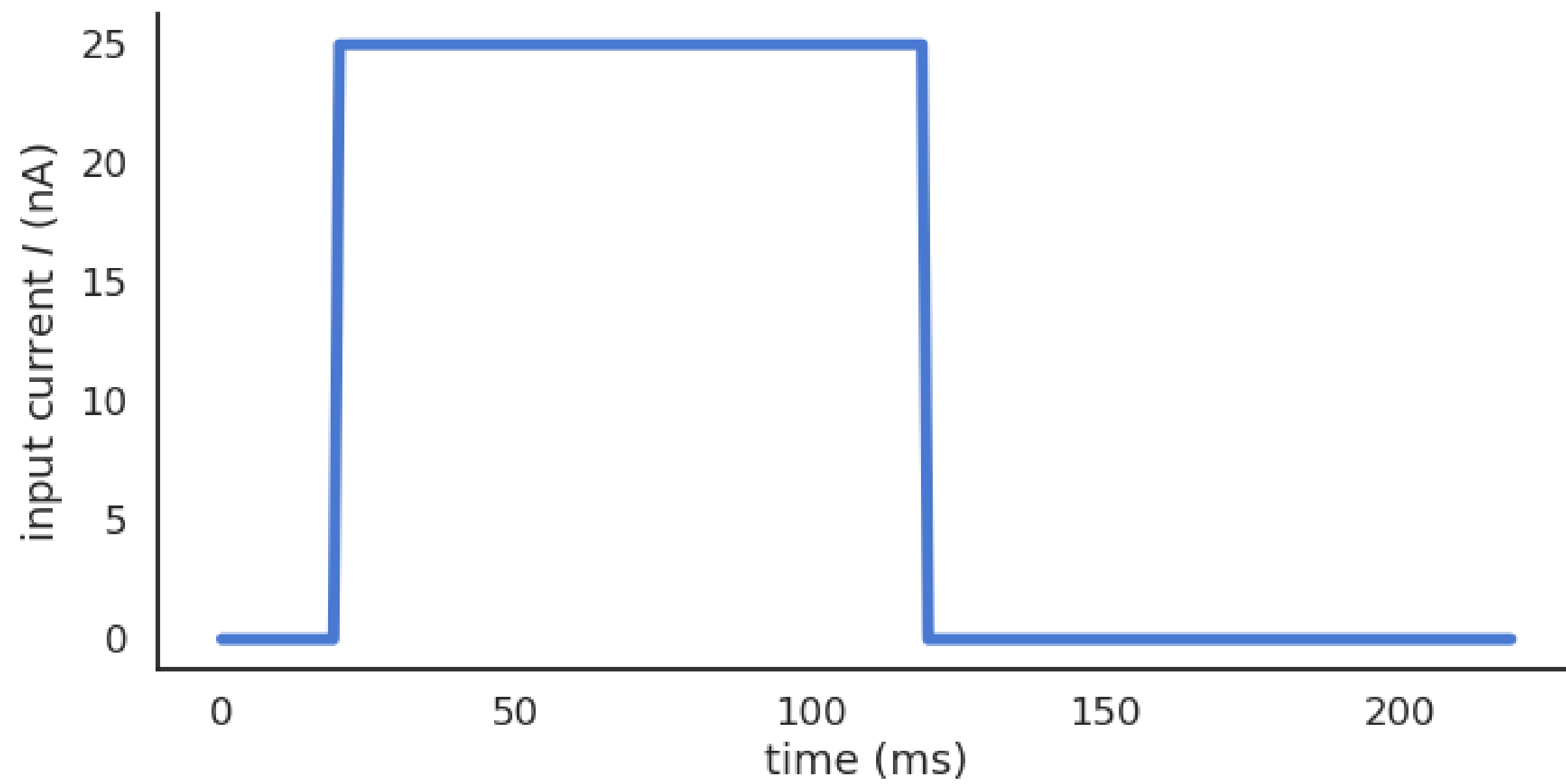
$$C \frac{dv(t)}{dt} = -g_L (v(t) - V_L) + I(t)$$

- $C$  is the membrane capacitance,  $g_L$  the leak conductance and  $V_L$  the resting potential.
- In the absence of input current ( $I = 0$ ), the membrane potential is equal to the resting potential.
- When the membrane potential exceeds a threshold  $V_T$ , the neuron emits a spike and the membrane potential is reset to the reset potential  $V_r$  for a fixed refractory period  $t_{\text{ref}}$ .

if  $v(t) > V_T$  : emit a spike and set  $v(t) = V_r$  for  $t_{\text{ref}}$  ms.



Source: <https://neurondynamics.epfl.ch/online/Ch1.S3.html>

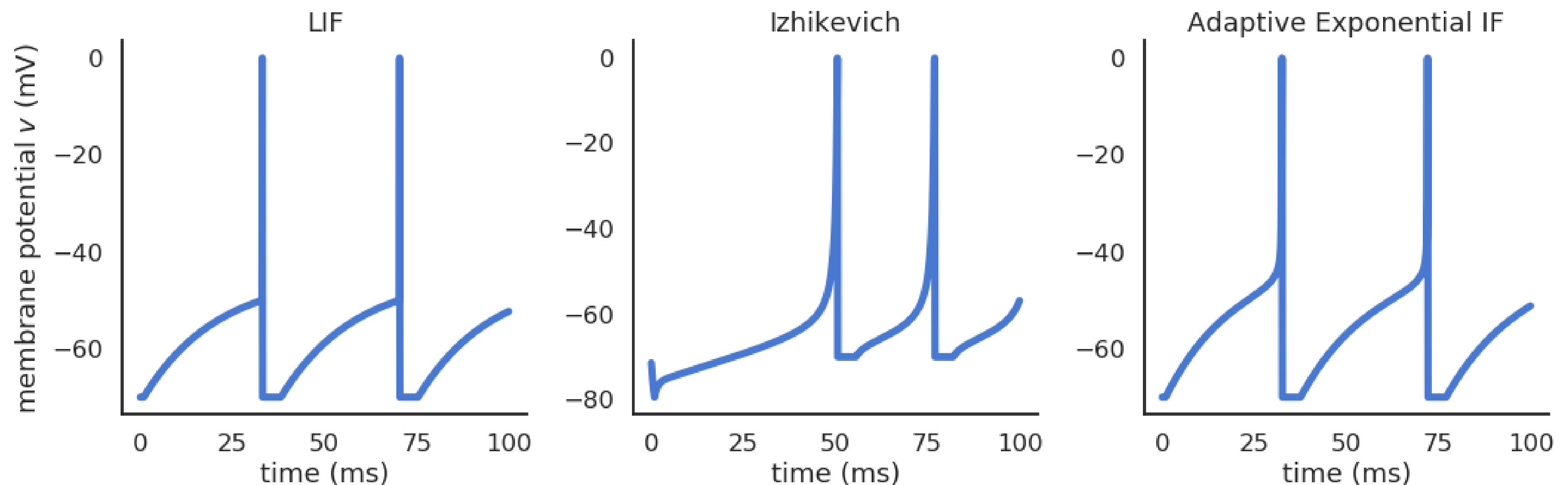


# Different spiking neuron models are possible

- Izhikevich quadratic Integrate-and-fire.

$$\frac{dv(t)}{dt} = 0.04 v(t)^2 + 5 v(t) + 140 - u(t) + I(t)$$

$$\frac{du(t)}{dt} = a (b v(t) - u(t))$$

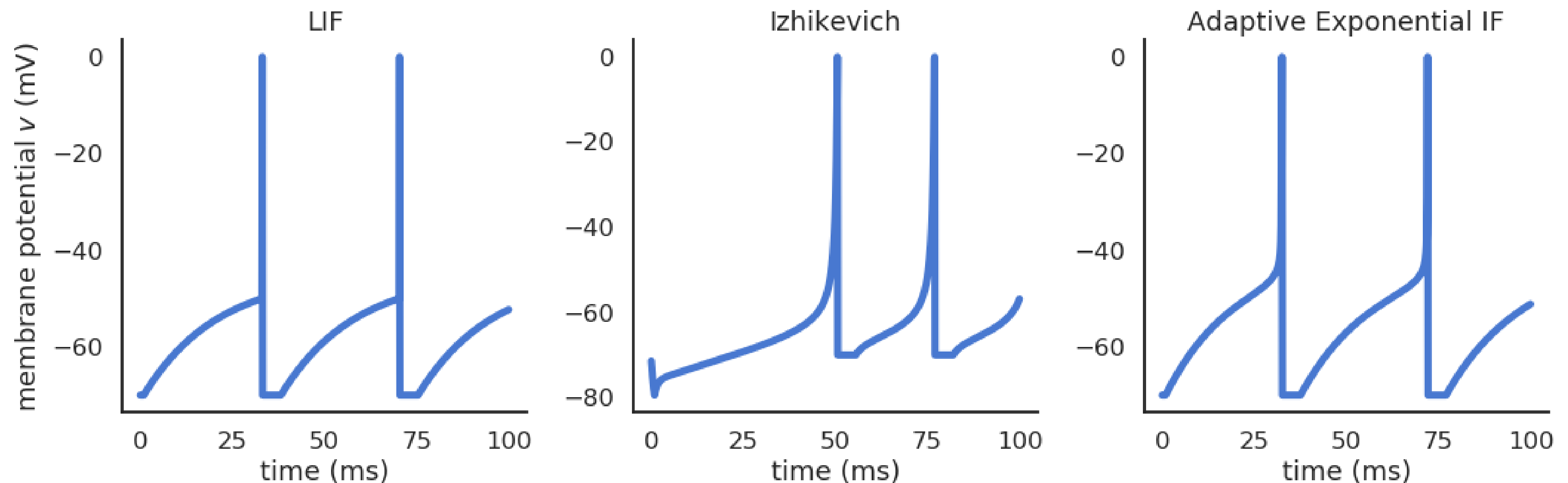


# Different spiking neuron models are possible

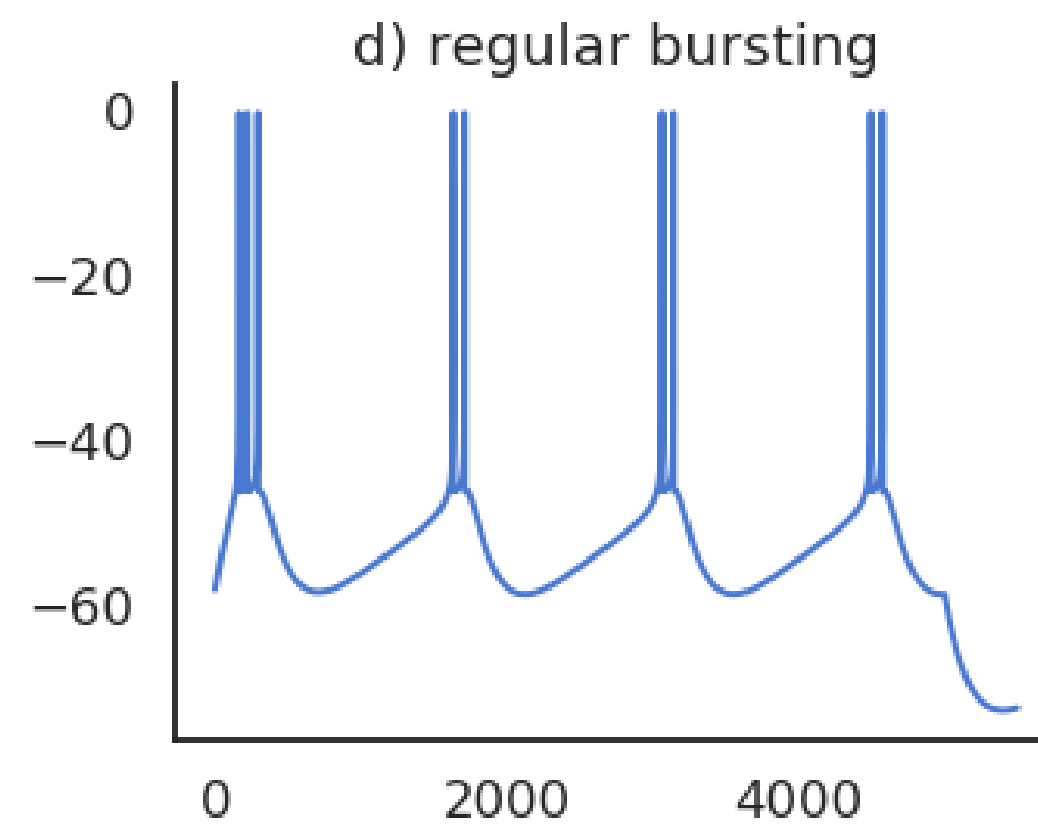
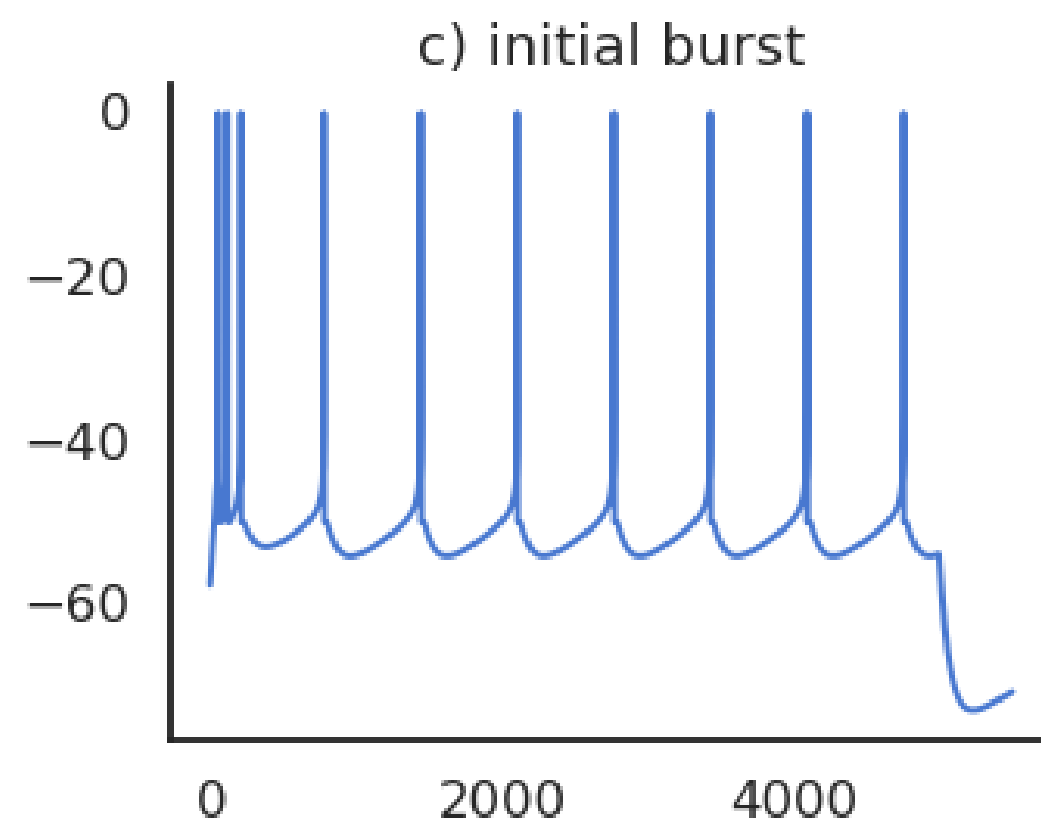
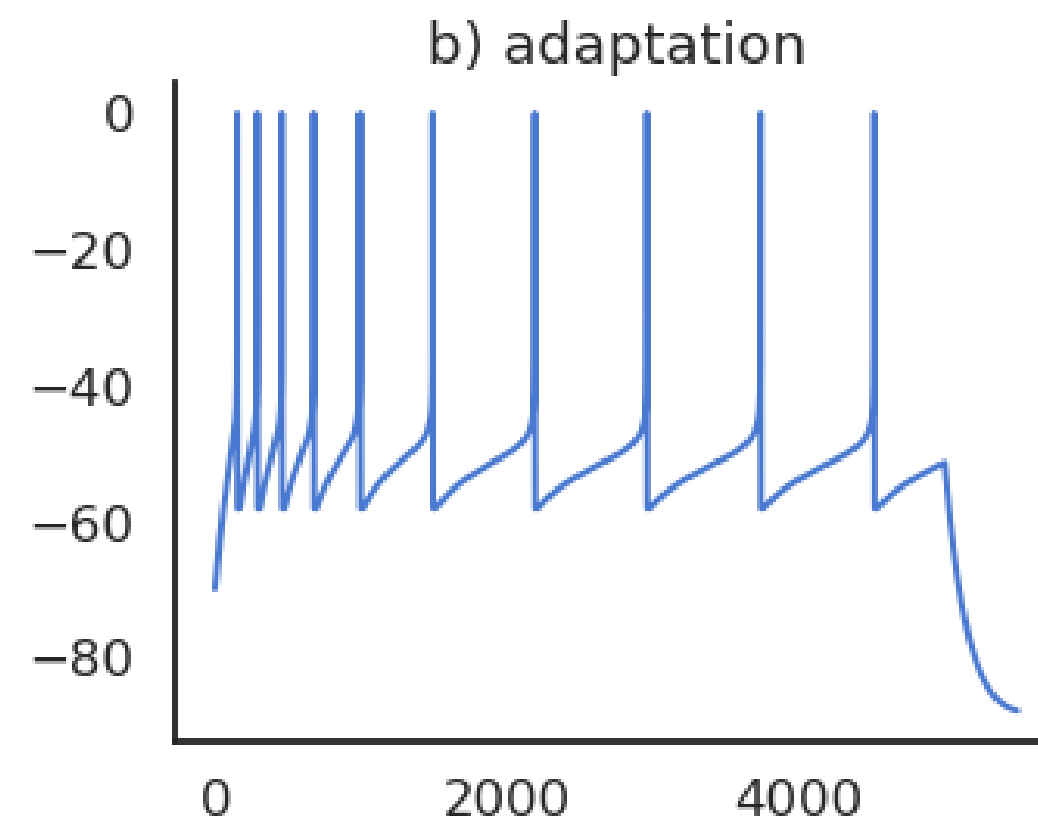
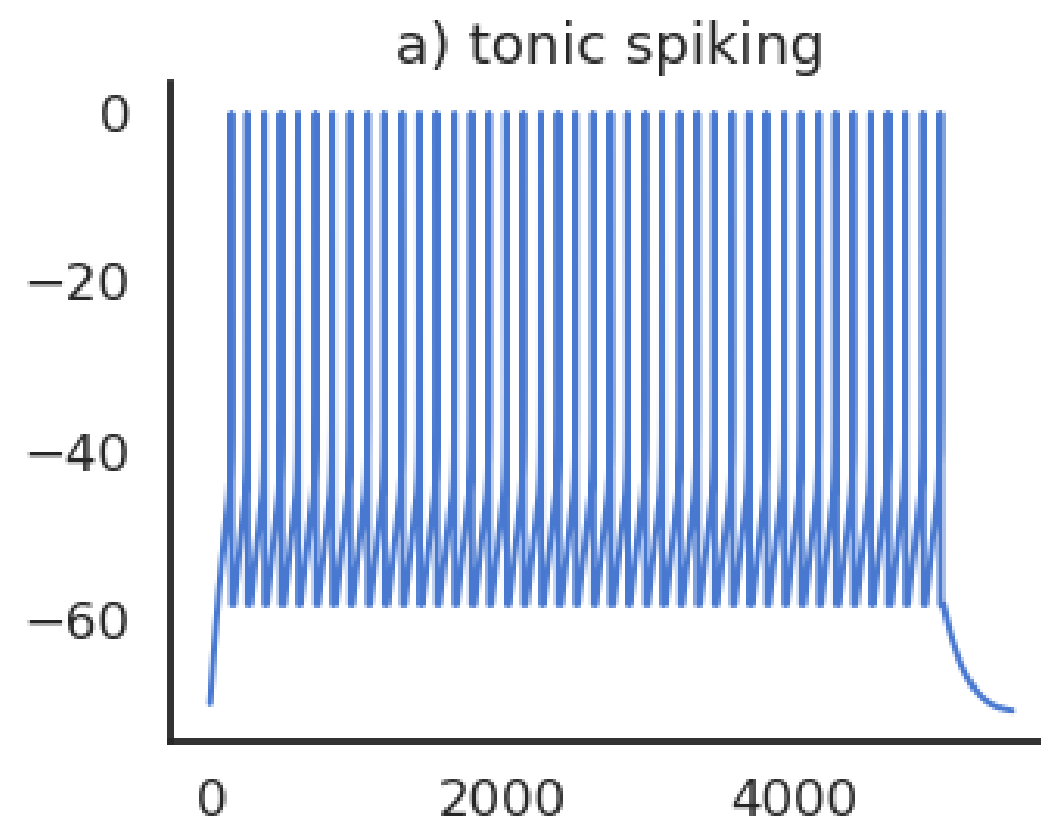
- Adaptive exponential IF (AdEx).

$$C \frac{dv(t)}{dt} = -g_L (v(t) - E_L) + g_L \Delta_T \exp\left(\frac{v(t) - v_T}{\Delta_T}\right) + I(t) - w$$

$$\tau_w \frac{dw}{dt} = a (v(t) - E_L) - w$$



# Realistic neuron models can reproduce a variety of dynamics



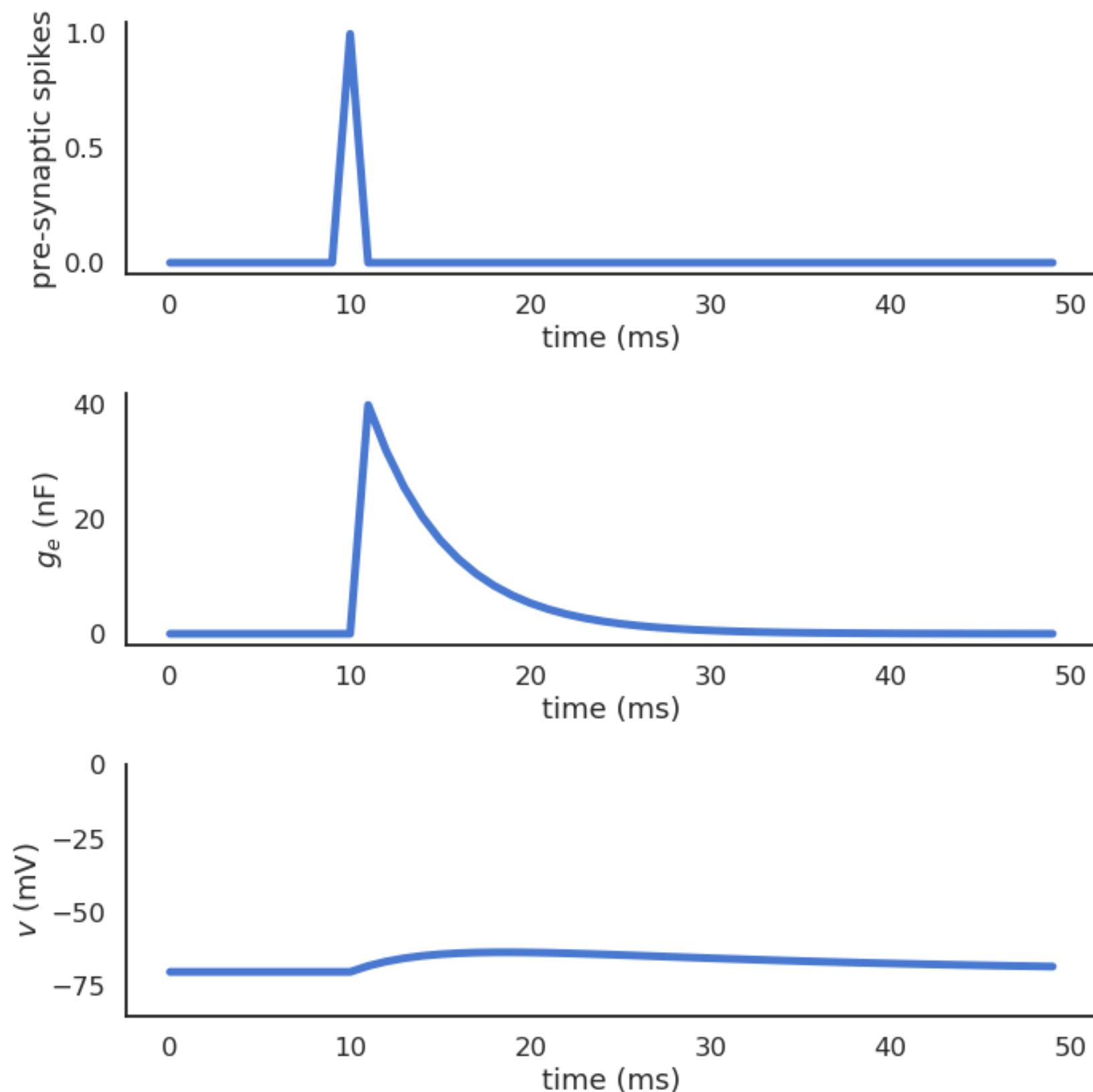
- Biological neurons do not all respond the same to an input current.
  - Some fire regularly.
  - Some slow down with time.
  - Some emit bursts of spikes.
- Modern spiking neuron models allow to recreate these dynamics by changing a few parameters.



# Synaptic transmission

- Spiking neurons communicate by **increasing the conductance**  $g_e$  of the postsynaptic neuron:

$$C \frac{dv(t)}{dt} = -g_L (v(t) - V_L) - g_e(t) (v(t) - V_E) + I(t)$$



- Incoming spikes increase the conductance from a constant  $w$  which represents the synaptic efficiency (or weight):

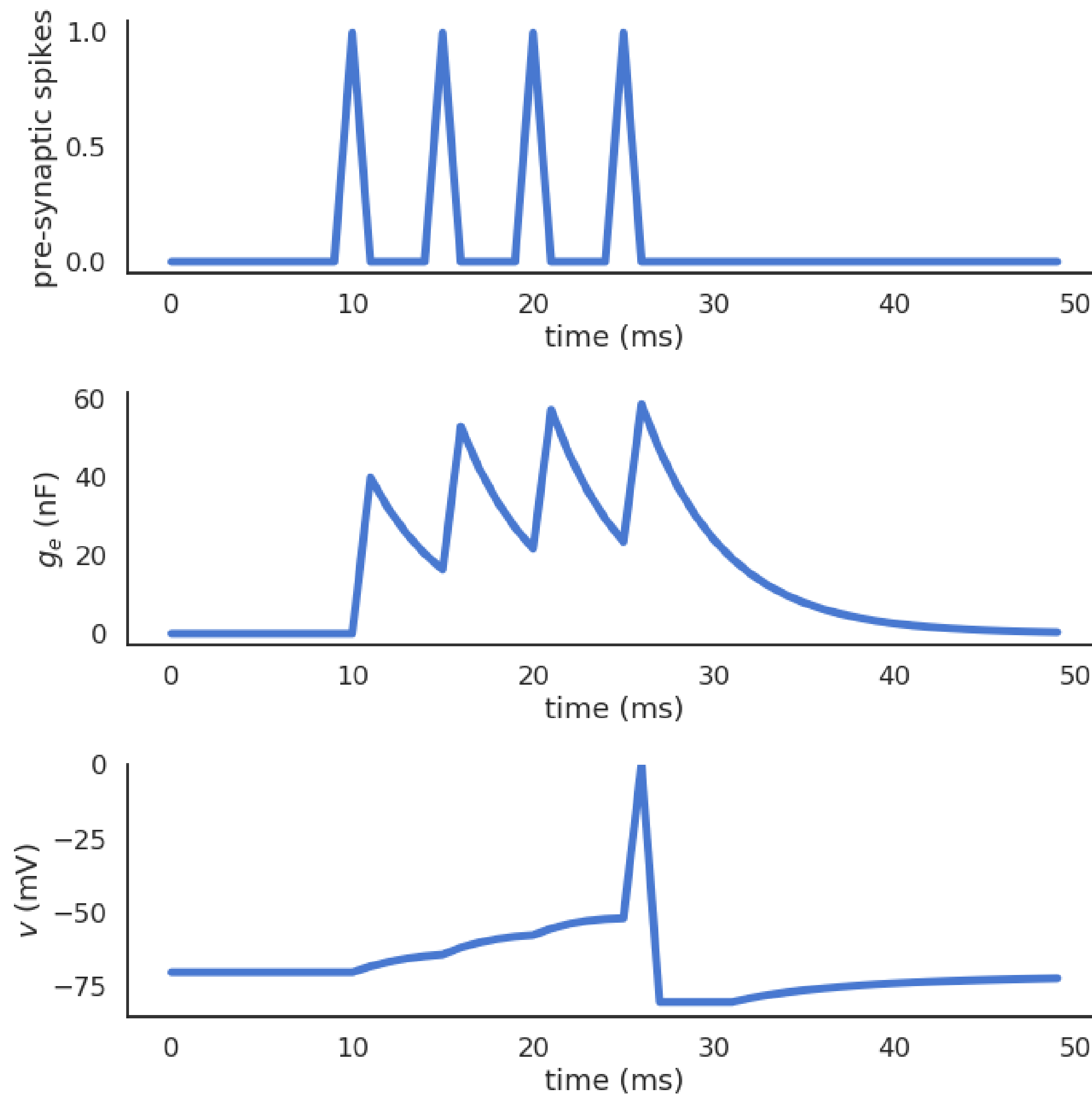
$$g_e(t) \leftarrow g_e(t) + w$$

- If there is no spike, the conductance decays back to zero:

$$\tau_e \frac{dg_e(t)}{dt} + g_e(t) = 0$$

- An incoming spike temporarily increases (or decreases if the weight  $w$  is negative) the membrane potential of the post-synaptic neuron.

# Synaptic transmission



- When enough spikes arrive at the post-synaptic neuron close in time:

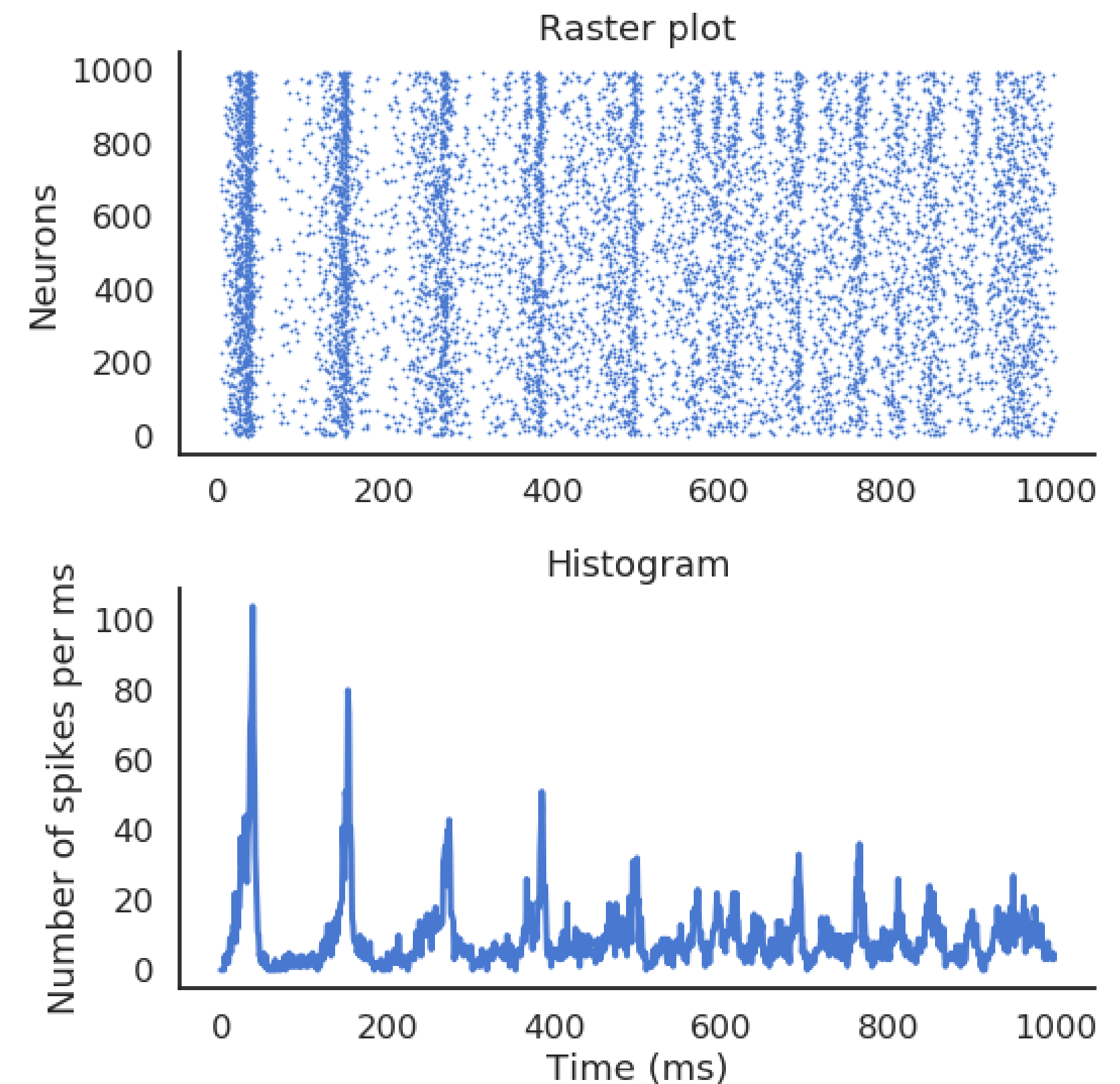
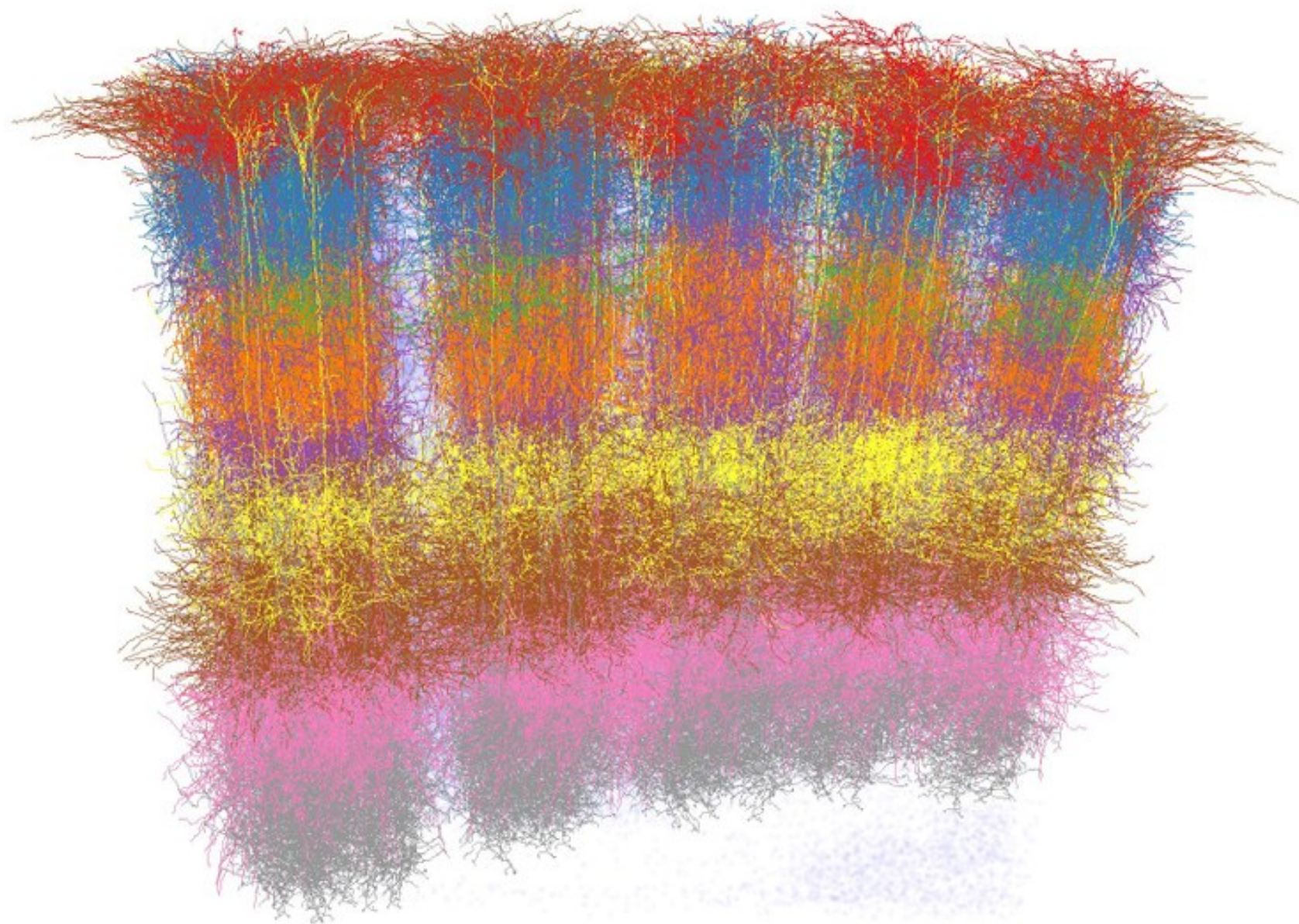
- either one pre-synaptic fires very rapidly,
- or many different pre-synaptic neurons fire in close proximity,

this can be enough to bring the post-synaptic membrane over the threshold, so that it it turns emits a spike.

- This is the basic principle of **synaptic transmission** in biological neurons.
  - Neurons emit spikes, which modify the membrane potential of other neurons, which in turn emit spikes, and so on.

# Populations of spiking neurons

- **Recurrent networks of spiking neurons** exhibit various dynamics.
- They can fire randomly, or tend to fire synchronously, depending on their inputs and the strength of the connections.
- **Liquid State Machines** are the spiking equivalent of echo-state networks.



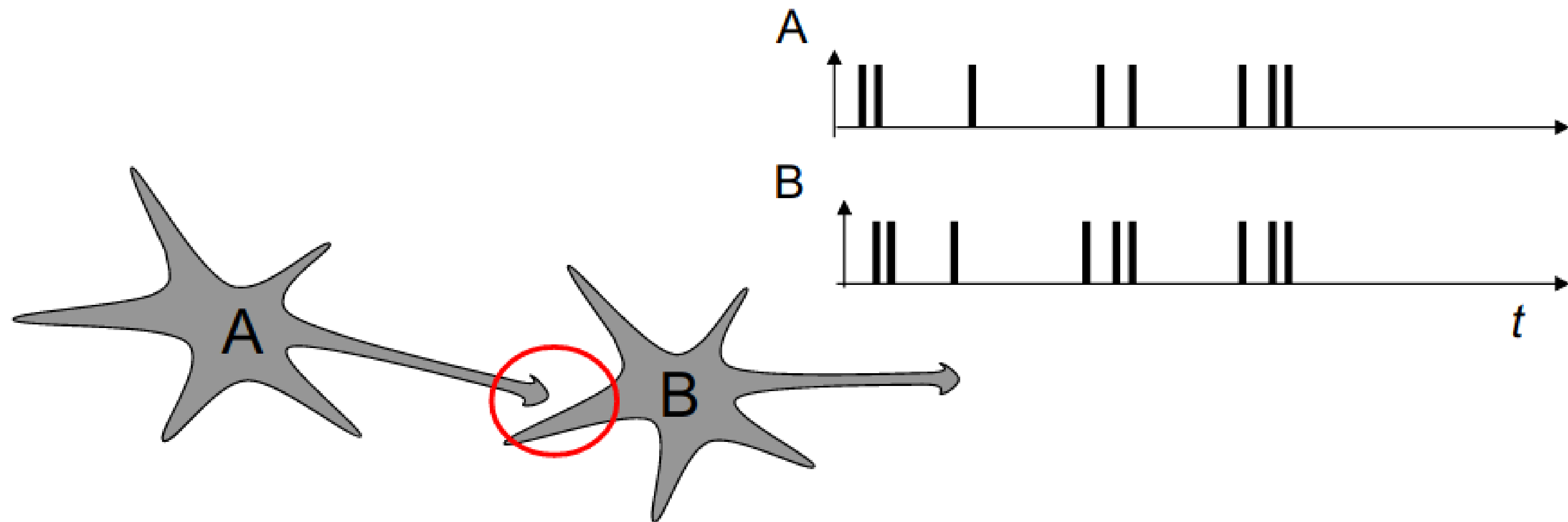
Source: <https://www.pnas.org/content/110/47/19113>



# Hebbian learning

- **Hebbian learning** postulates that synapses strengthen based on the **correlation** between the activity of the pre- and post-synaptic neurons:

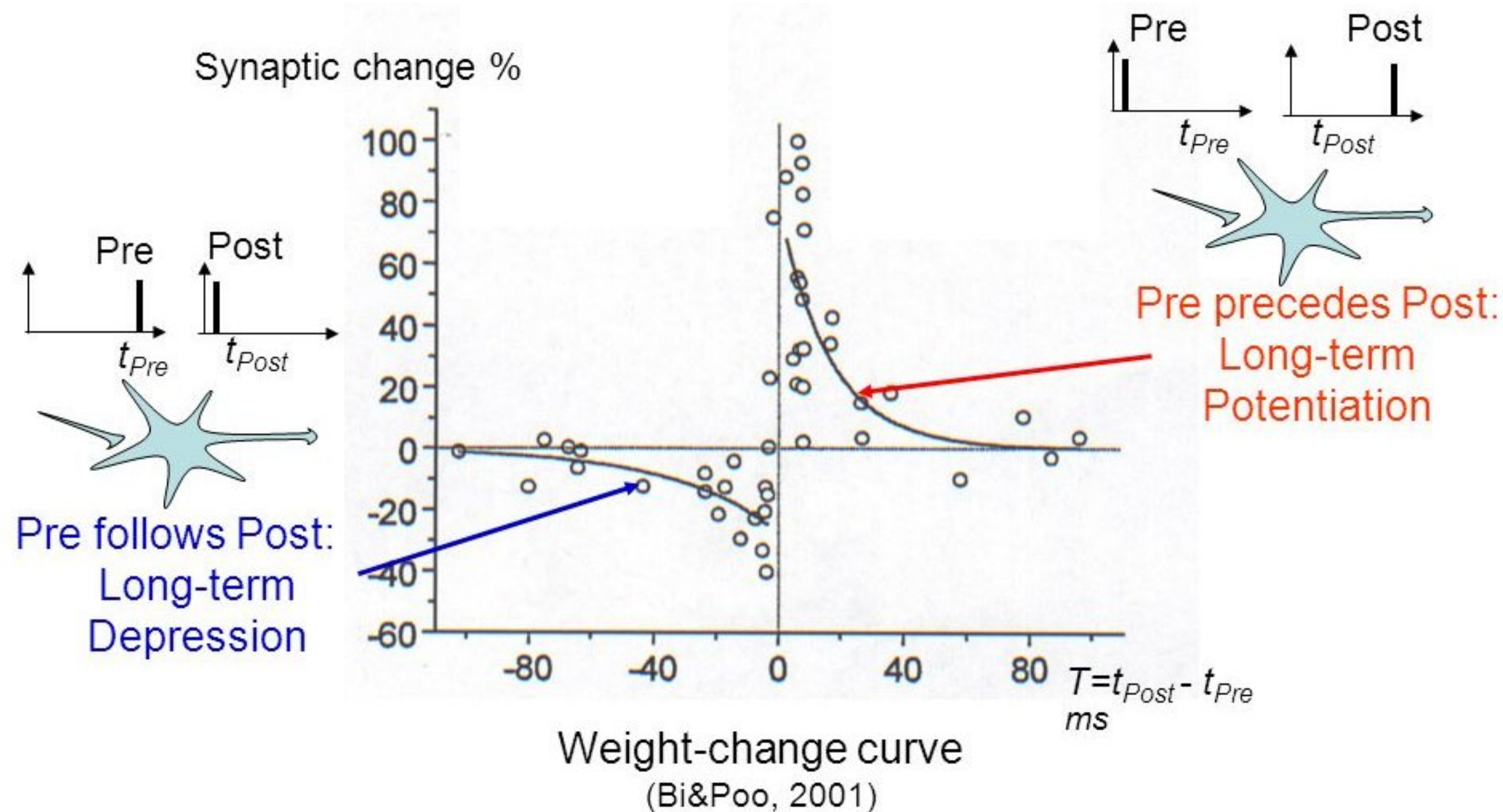
When an axon of cell A is near enough to excite a cell B and repeatedly or persistently takes part in firing it, some growth process or metabolic change takes place in one or both cells such that A's efficiency, as one of the cells firing B, is increased. **Donald Hebb, 1949**



Source: <https://slideplayer.com/slide/11511675/>

# STDP: Spike-timing dependent plasticity

- Synaptic efficiencies actually evolve depending on the the **causation** between the neuron's firing patterns:
  - If the pre-synaptic neuron fires **before** the post-synaptic one, the weight is increased (**long-term potentiation**). Pre causes Post to fire.
  - If it fires **after**, the weight is decreased (**long-term depression**). Pre does not cause Post to fire.

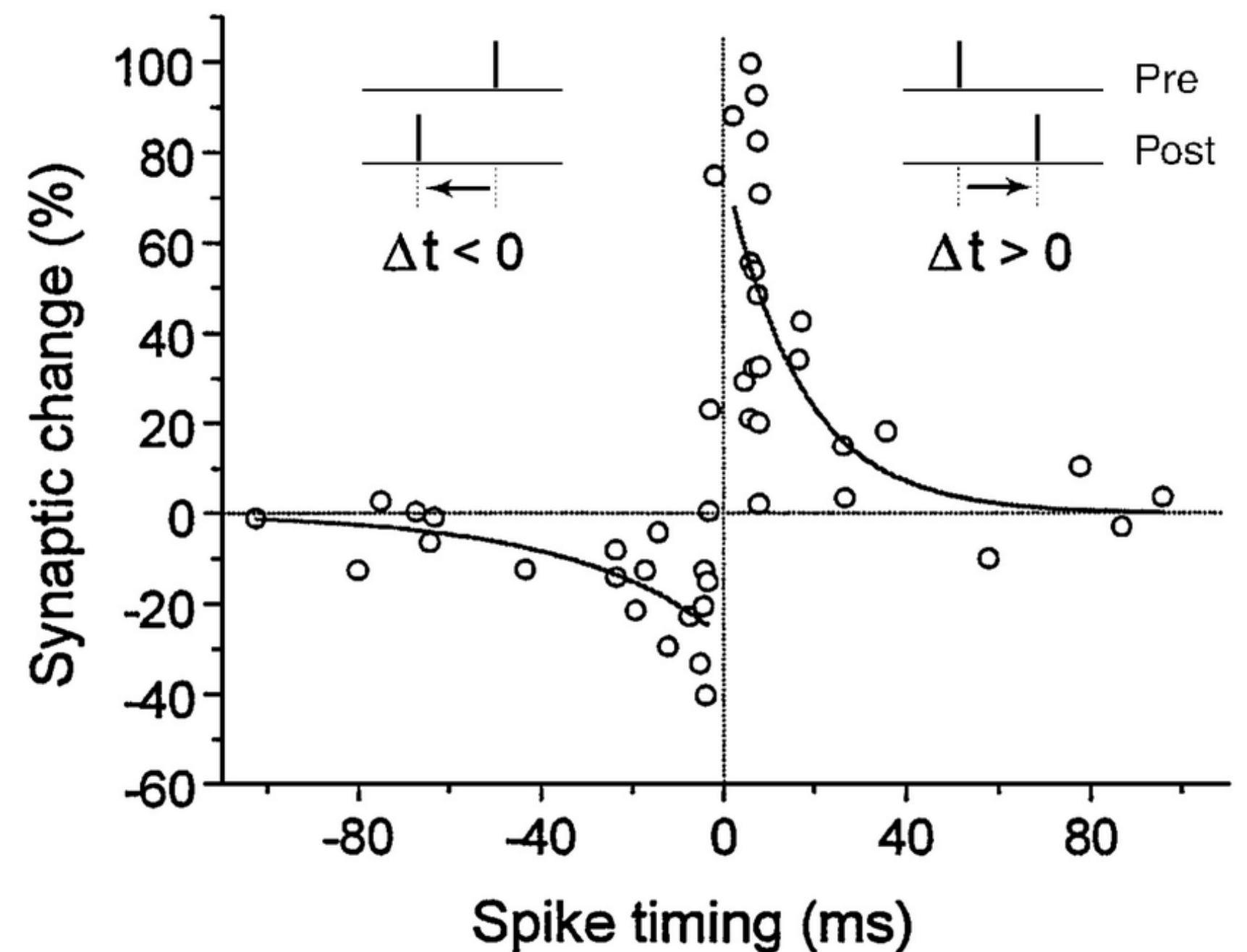


# STDP: Spike-timing dependent plasticity

- The STDP (spike-timing dependent plasticity) plasticity rule describes how the weight of a synapse evolves when the pre-synaptic neuron fires at  $t_{\text{pre}}$  and the post-synaptic one fires at  $t_{\text{post}}$ .

$$\Delta w = \begin{cases} A^+ \exp\left(-\frac{t_{\text{pre}} - t_{\text{post}}}{\tau^+}\right) & \text{if } t_{\text{post}} > t_{\text{pre}} \\ A^- \exp\left(-\frac{t_{\text{pre}} - t_{\text{post}}}{\tau^-}\right) & \text{if } t_{\text{pre}} > t_{\text{post}} \end{cases}$$

- STDP can be implemented online using traces.
- More complex variants of STDP (triplet STDP) exist, but this is the main model of synaptic plasticity in spiking networks.

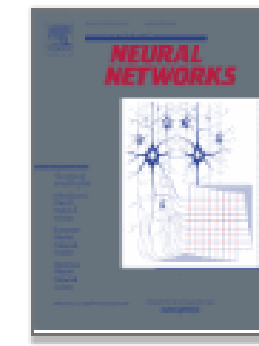


## 2 - Deep convolutional spiking networks




Neural Networks

Volume 99, March 2018, Pages 56-67



### STDP-based spiking deep convolutional neural networks for object recognition

Saeed Reza Kheradpisheh <sup>a, b</sup>  , Mohammad Ganjtabesh <sup>a</sup> , Simon J. Thorpe <sup>b</sup> , Timothée Masquelier <sup>b</sup> 

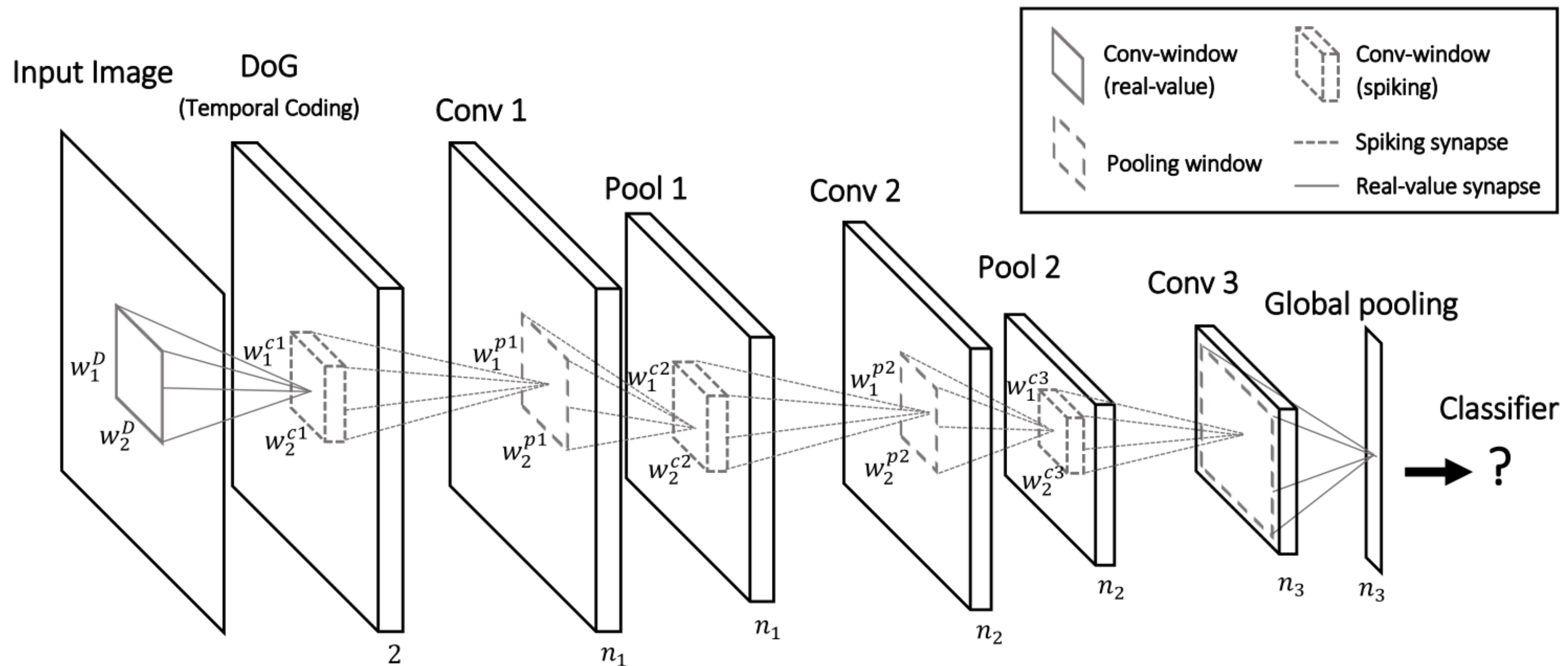
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# Deep convolutional spiking networks

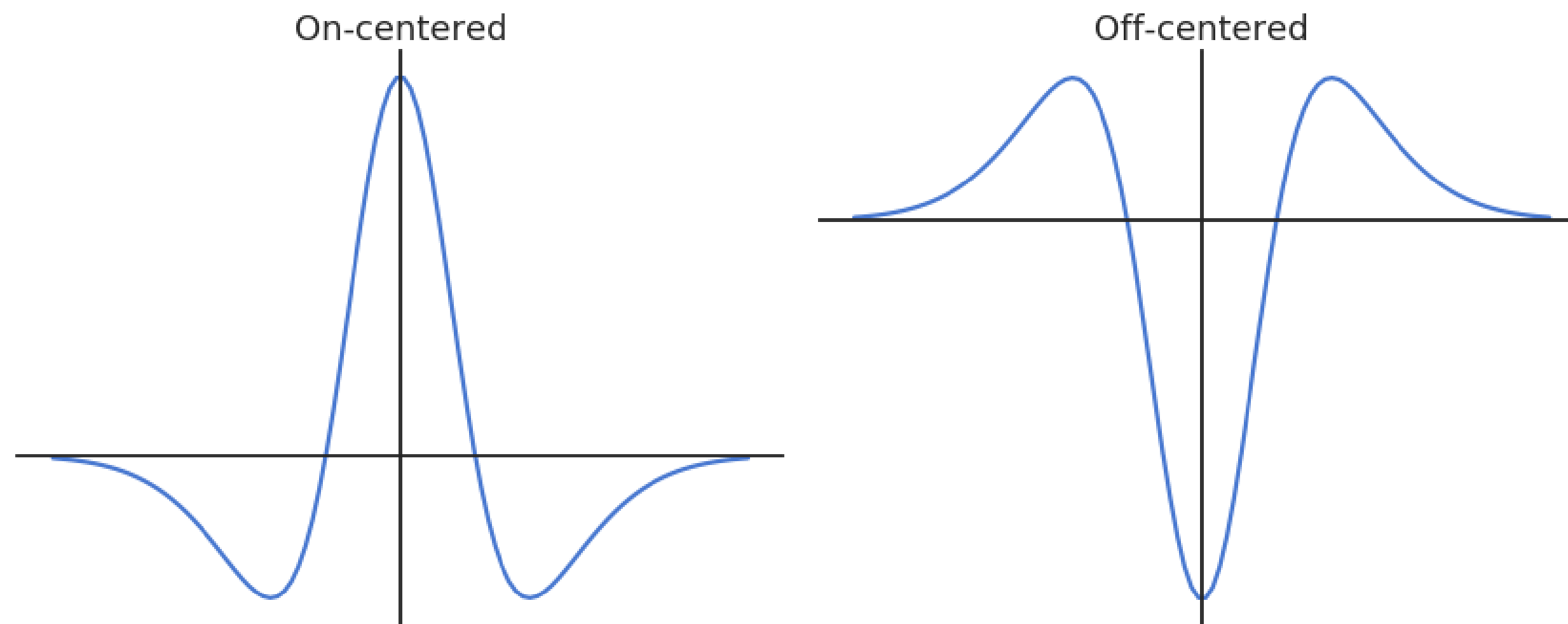


- A lot of work has lately focused on deep spiking networks, either using a modified version of backpropagation or using STDP.
- The Masquelier lab has proposed a deep spiking convolutional network learning to extract features using STDP (**unsupervised learning**).
- A simple classifier (SVM) then learns to predict classes.

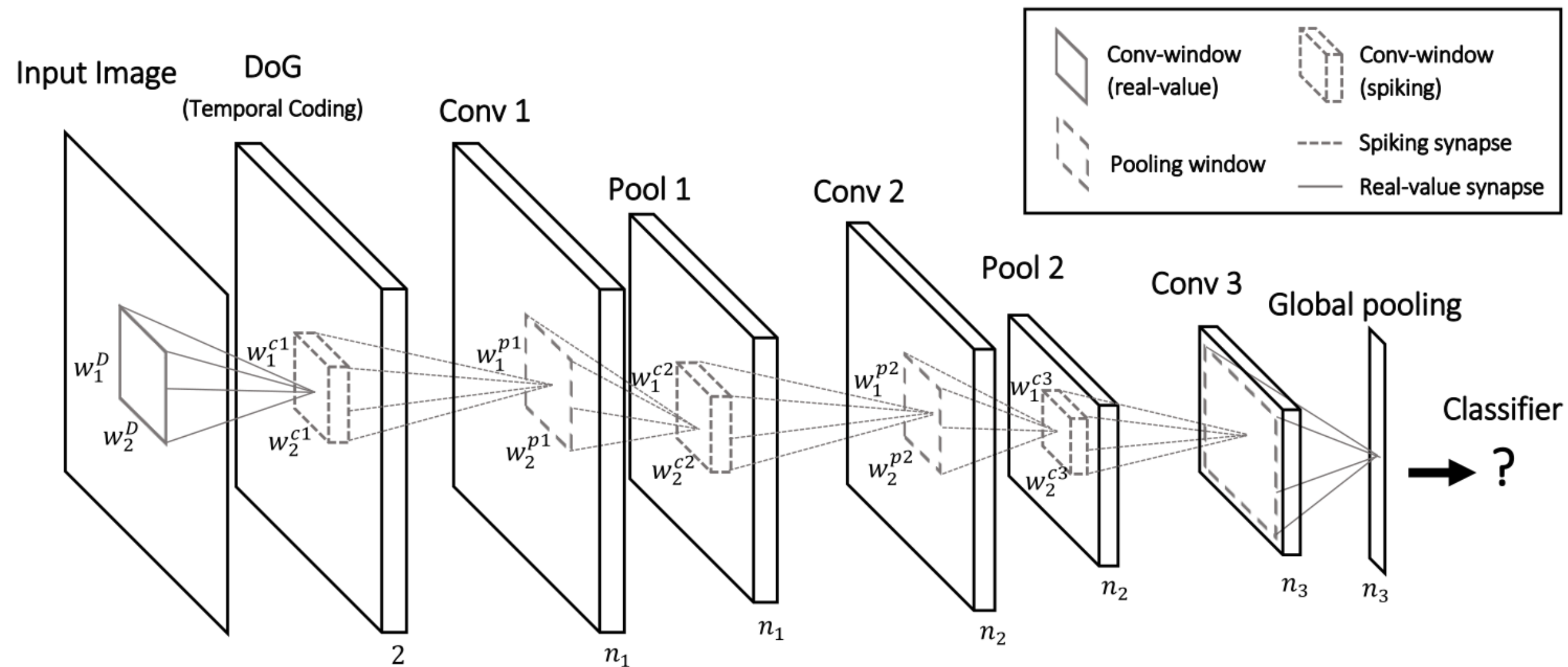


# Deep convolutional spiking networks

- The image is first transformed into a spiking population using **difference-of-Gaussian** (DoG) filters.
- **On-center** neurons fire when a bright area at the corresponding location is surrounded by a darker area.
- **Off-center** cells do the opposite.



# Deep convolutional spiking networks

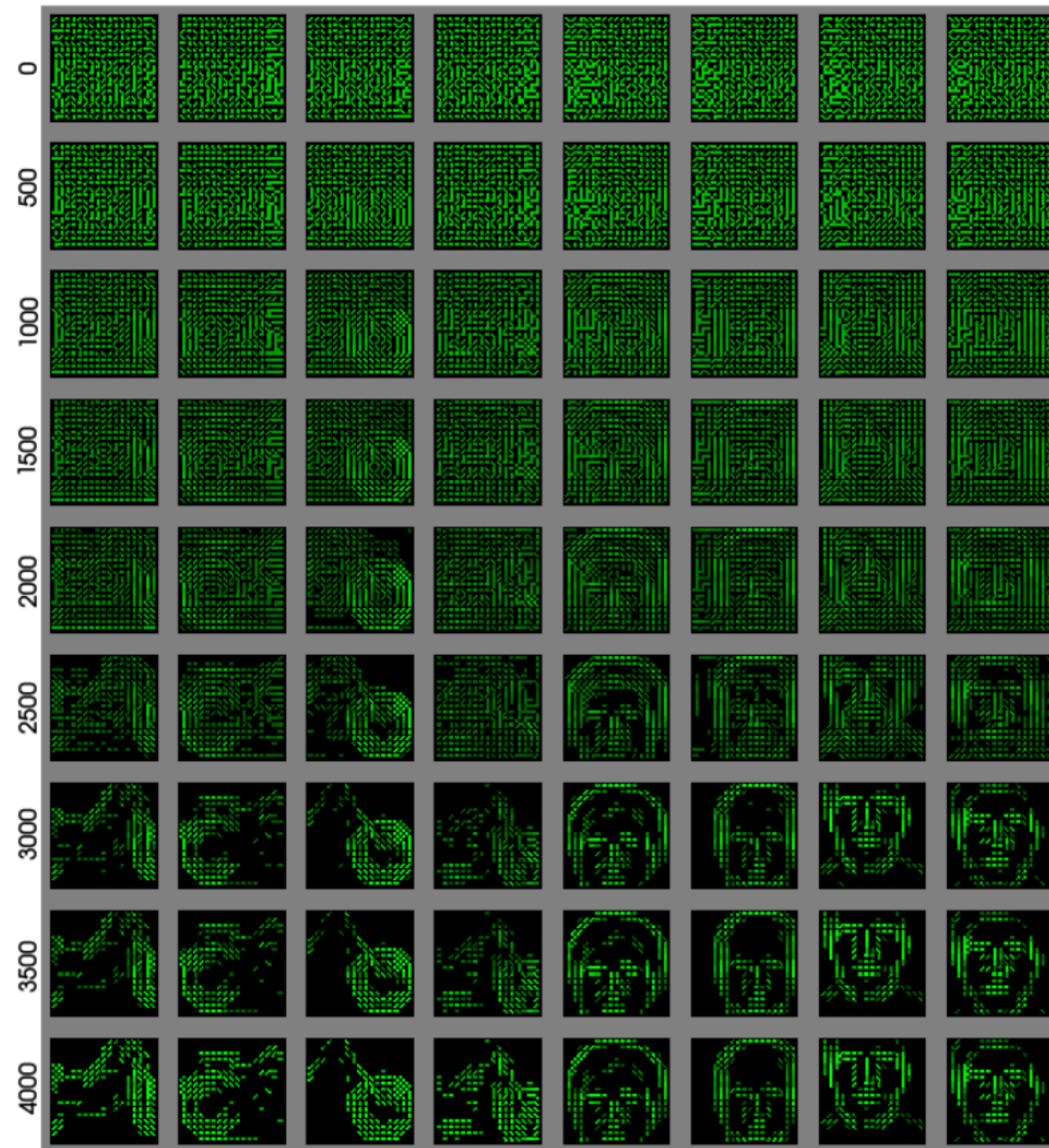


- The convolutional and pooling layers work just as in regular CNNs (shared weights), except the neurons are **integrate-and-fire (IF)**.
- There is additionally a **temporal coding scheme**, where the first neuron to emit a spike at a particular location (i.e. over all feature maps) **inhibits** all the others.
- This ensures selectivity of the features through **sparse coding**: only one feature can be detected at a given location.
- STDP allows to learn **causation** between the features and to extract increasingly complex features.

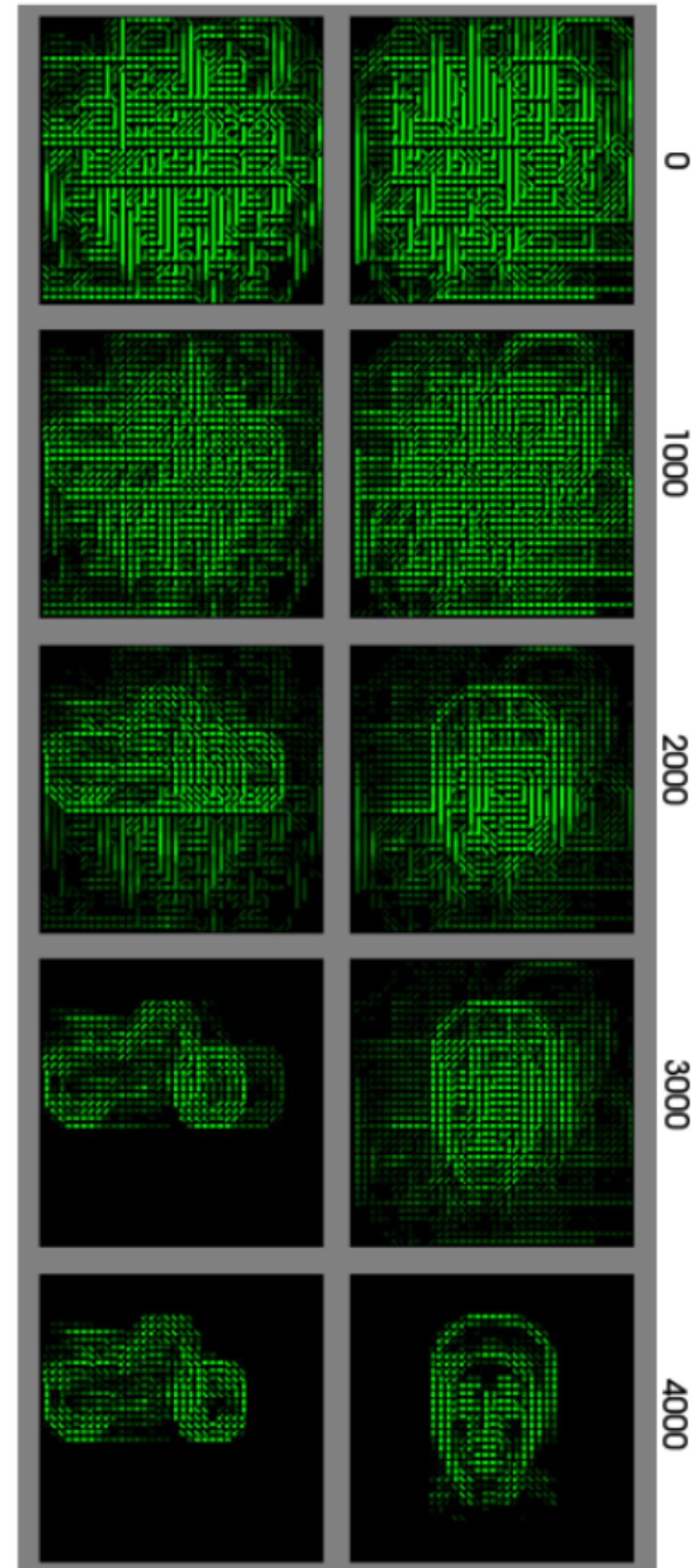


# Deep convolutional spiking networks

B. Conv 2



C. Conv 3





# Deep convolutional spiking networks

STDP-based spiking deep convolutional neural networks for object recognition

Share

**1st Layer**

**Preferred Stimuli**

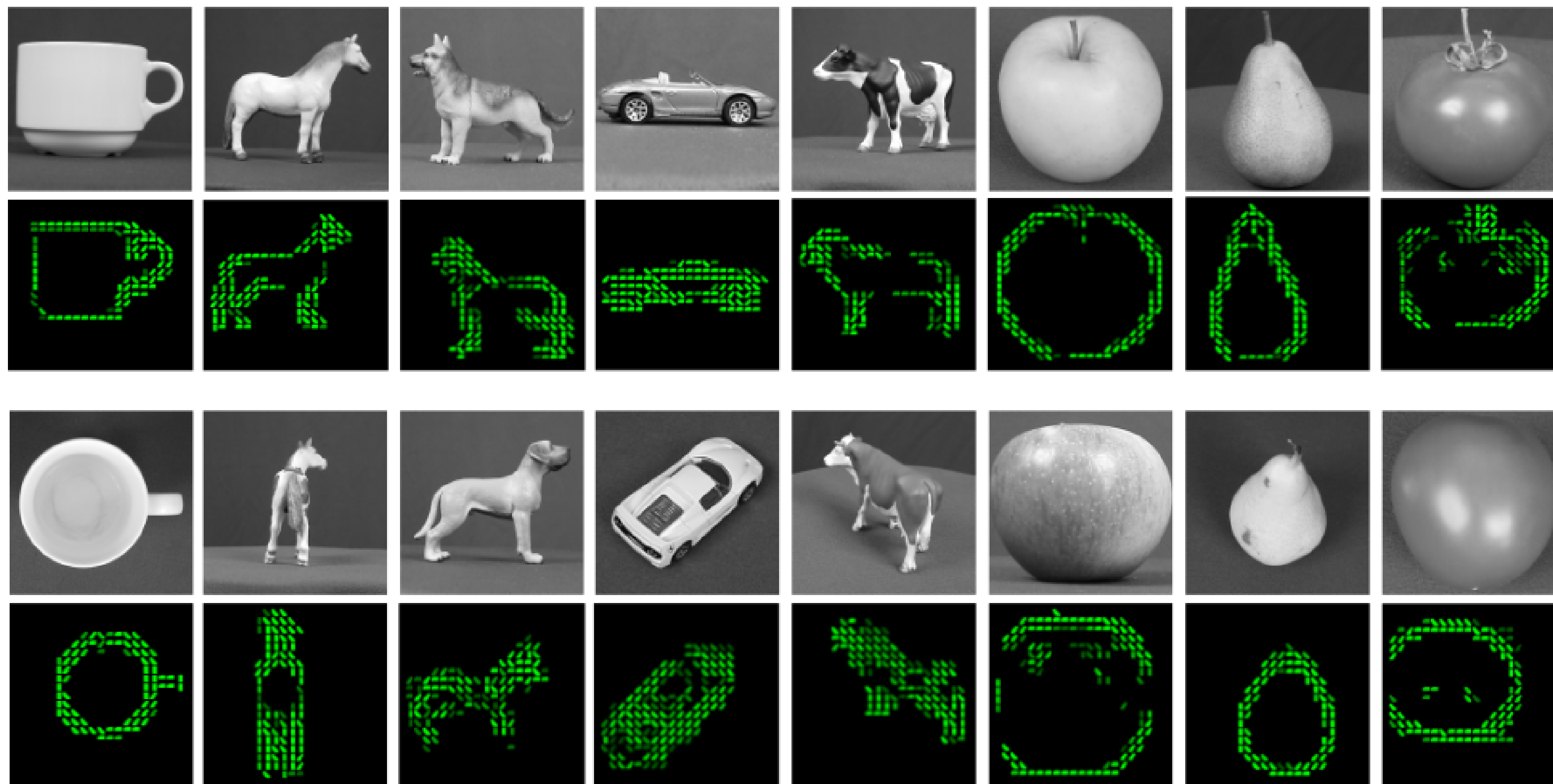
**2nd Layer**

**3rd Layer**

Watch on YouTube

# Deep convolutional spiking networks

- The network is trained **unsupervisedly** on various datasets and obtains accuracies close to the state of the art:
  - Caltech face/motorbike dataset.
  - ETH-80
  - MNIST



## Deep convolutional spiking networks

- The performance on MNIST is in line with classical 3-layered CNNs, but without backpropagation!

Architecture	Neural coding	Learning-type	Learning-rule	Accuracy (%)
Dendritic neurons [21]	Rate-based	Supervised	Morphology learning	90.3
Convolutional SNN [59]	Spike-based	Supervised	Tempotron rule	91.3
Two layer network [44]	Spike-based	Unsupervised	STDP	93.5
Spiking RBM [39]	Rate-based	Supervised	Contrastive divergence	94.1
Two layer network [11]	Spike-based	Unsupervised	STDP	95.0
Convolutional SNN [12]	Rate-based	Supervised	Back-propagation	<b>99.1</b>
Proposed SDNN	Spike-based	Unsupervised	STDP	98.4

## **3 - Neuromorphic computing**

# Event-based cameras

only informative pixels are provided

Event-Based Camera vs Standard Camera

Standard Camera

Event Camera

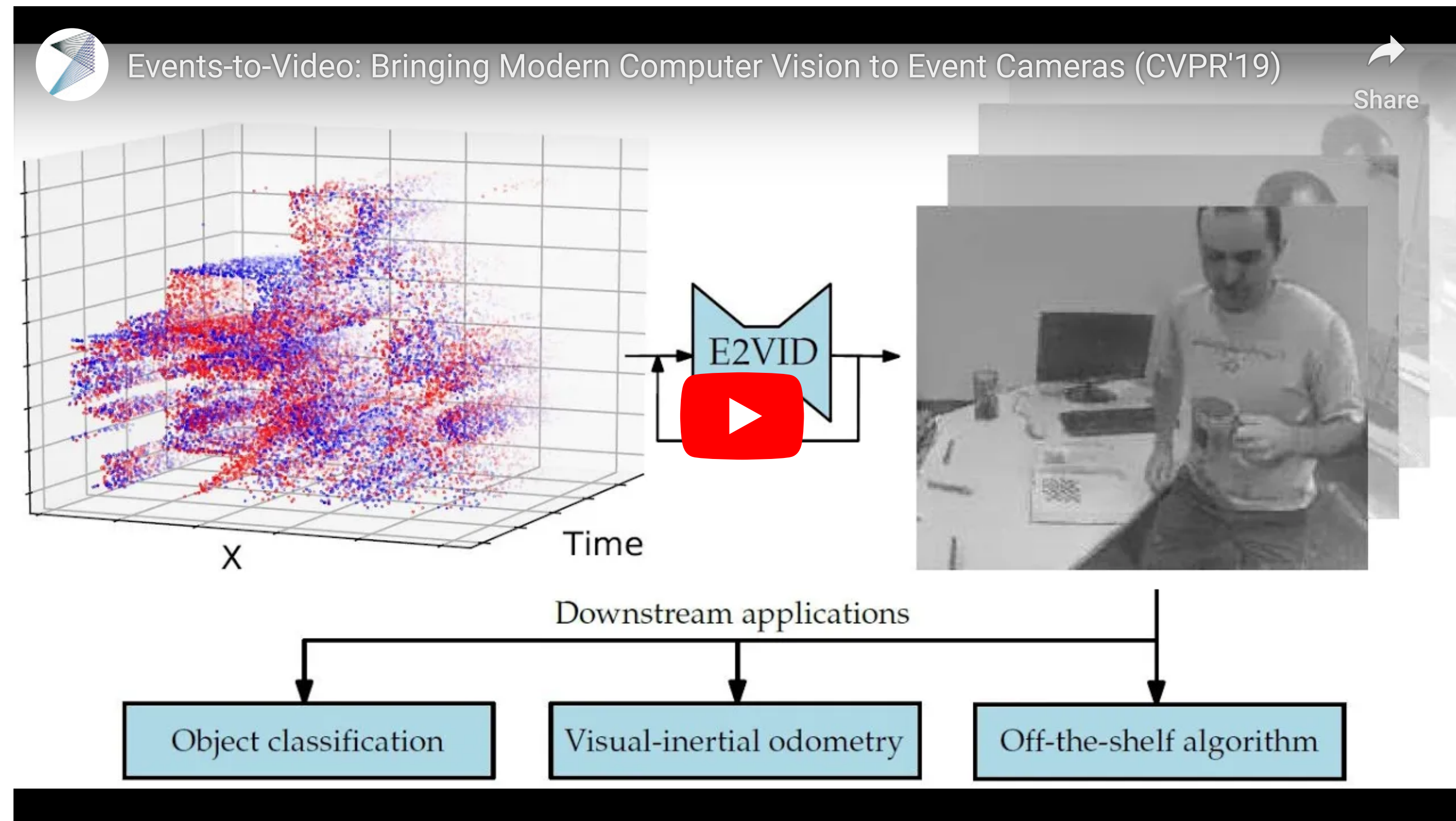
Share

The diagram illustrates the difference between a standard camera and an event-based camera. On the left, a 'Standard Camera' is shown as a circle with a central dot and a black dot on the right, with a curved arrow indicating rotation. Below it, an 'Event Camera' is shown as a circle with a central dot and a black dot on the right, with a curved arrow indicating rotation. On the right, a sequence of six frames shows a scene with a black dot moving across a white background. The top row shows the full frame for each time step, with the black dot moving from left to right. The bottom row shows the event-based representation, where only the pixels that change (the black dot) are highlighted in red and blue, with the rest of the frame being white. A red play button is overlaid on the bottom row. The x-axis is labeled 'time' and the y-axis is labeled 'y'.

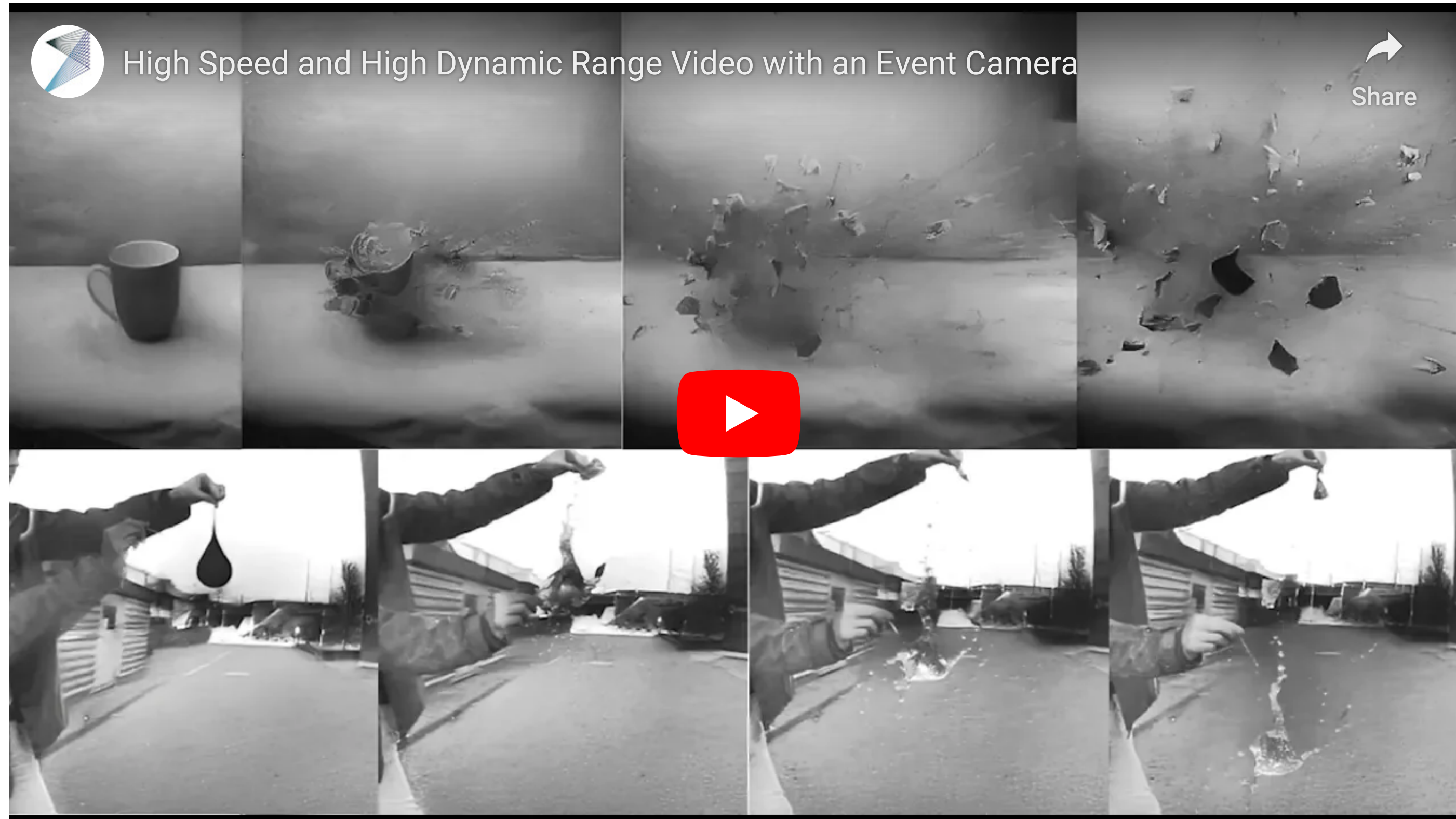
We recreated this animation inspired by the associated animation of Mueggler, Huber, and Scaramuzza, "Event-based, 6-DOF Pose Tracking for High-Speed Maneuvers", IROS, 2014: <https://youtu.be/LauQ6LWTkxM?t=35s>.



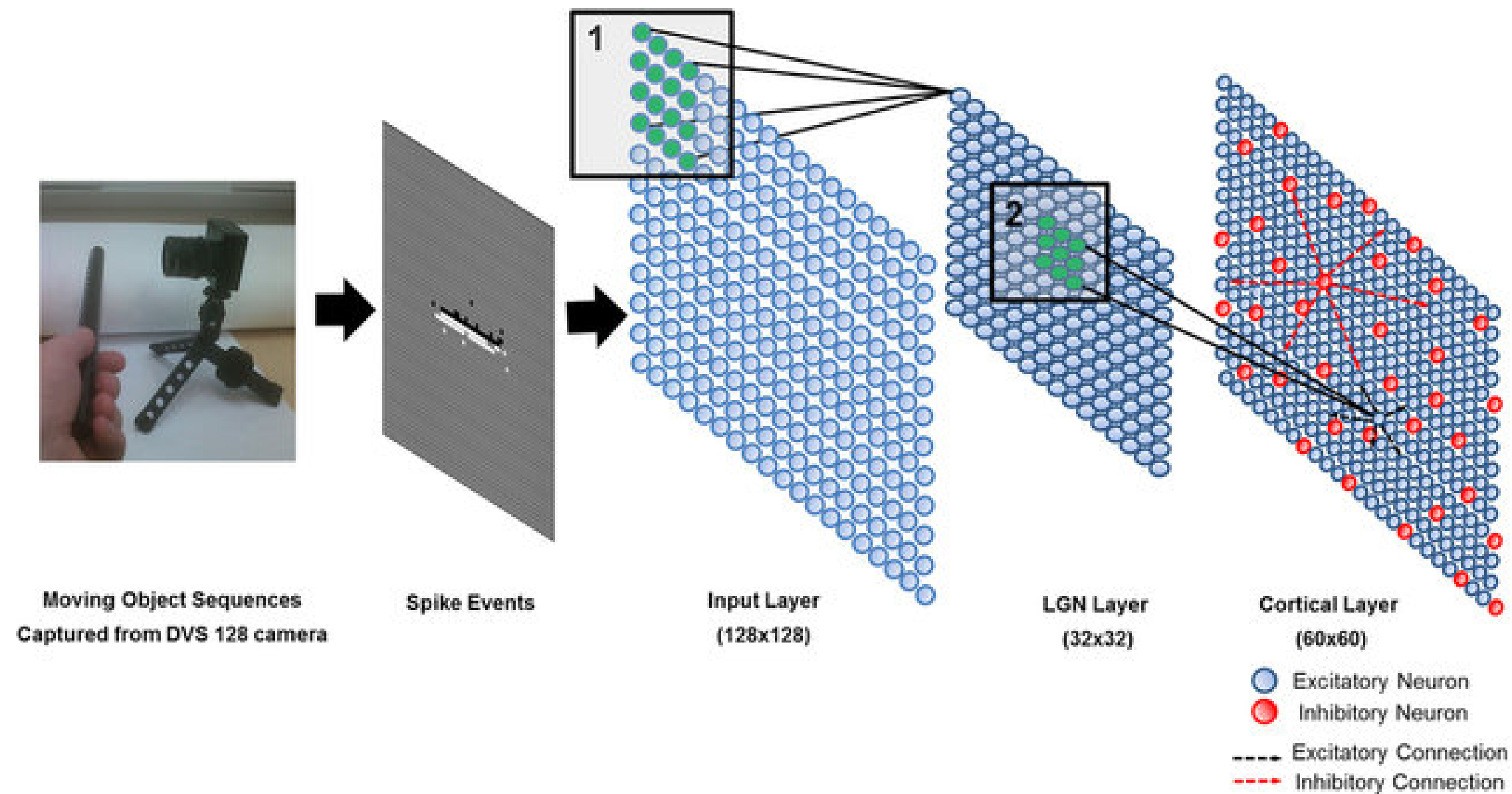
# Event-based cameras



# Event-based cameras



# Neuromorphic computing



Source: [https://www.researchgate.net/publication/280600732\\_A\\_Computational\\_Model\\_of\\_Innate\\_Directional\\_Selectivity\\_Refined\\_by\\_Visual\\_Experience](https://www.researchgate.net/publication/280600732_A_Computational_Model_of_Innate_Directional_Selectivity_Refined_by_Visual_Experience)

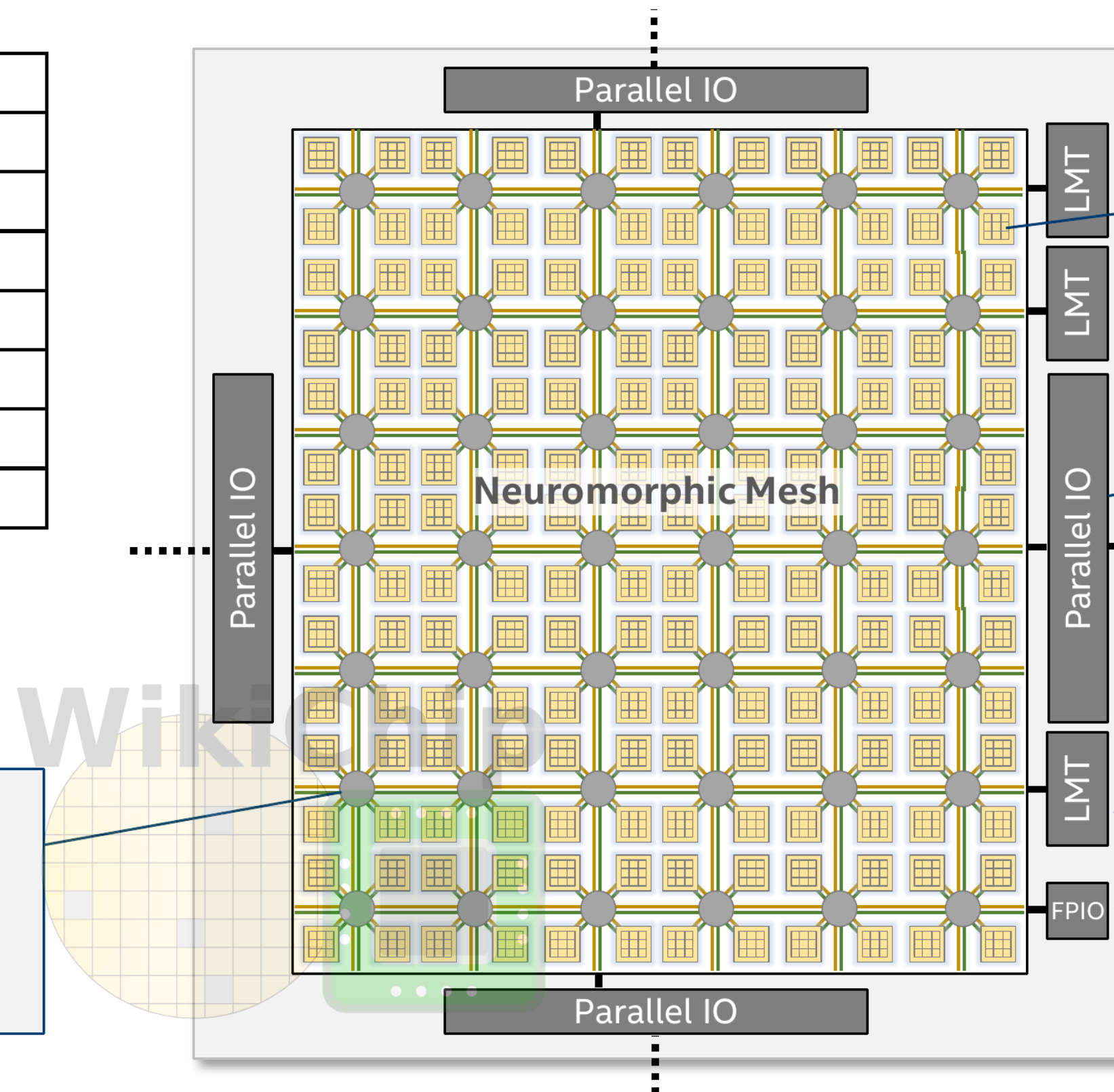
- Event-based cameras are inspired from the retina (**neuromorphic**) and emit spikes corresponding to luminosity changes.
- Classical computers cannot cope with the high fps of event-based cameras.
- Spiking neural networks can be used to process the events (classification, control, etc). But do we have the hardware for that?



# Intel Loihi

## Chip Architecture

Technology:	14nm
Die Area:	60 mm <sup>2</sup>
Core area:	0.41 mm <sup>2</sup>
NmC cores:	128 cores
x86 cores:	3 LMT cores
Max # neurons:	128K neurons
Max # synapses:	128M synapses
Transistors:	2.07 billion



### Neuromorphic core

- LIF neuron model
- Programmable learning
- 128 KB synaptic memory
- Up to 1,024 neurons
- Asynchronous design

### Parallel off-chip interfaces

- Two-phase asynchronous
- Single-ended signaling
- 100-200 MB/s BW

### Embedded x86 processors

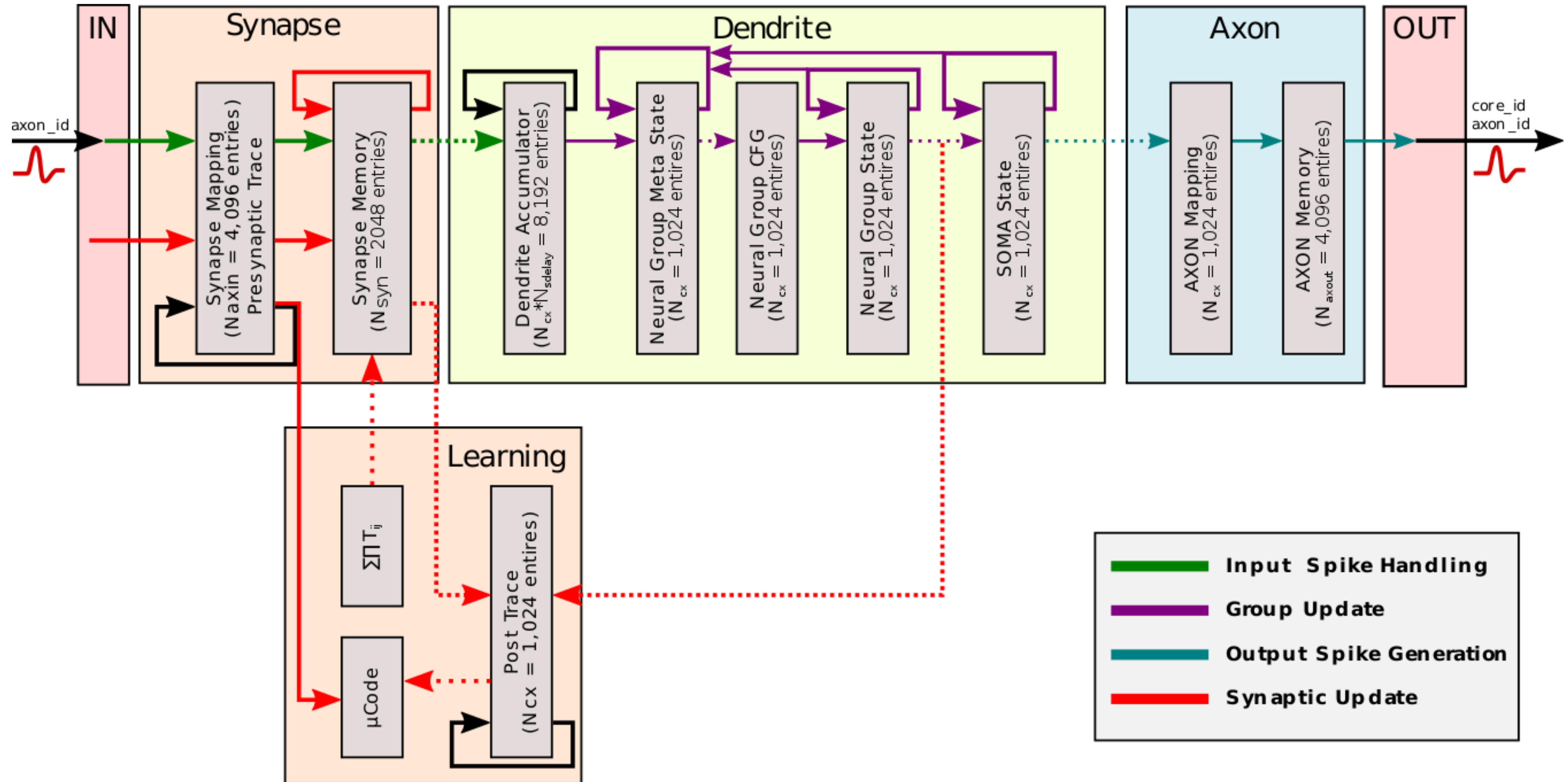
- Efficient spike-based communication with neuromorphic cores
- Data encoding/decoding
- Network configuration
- Synchronous design

### Low-overhead NoC fabric

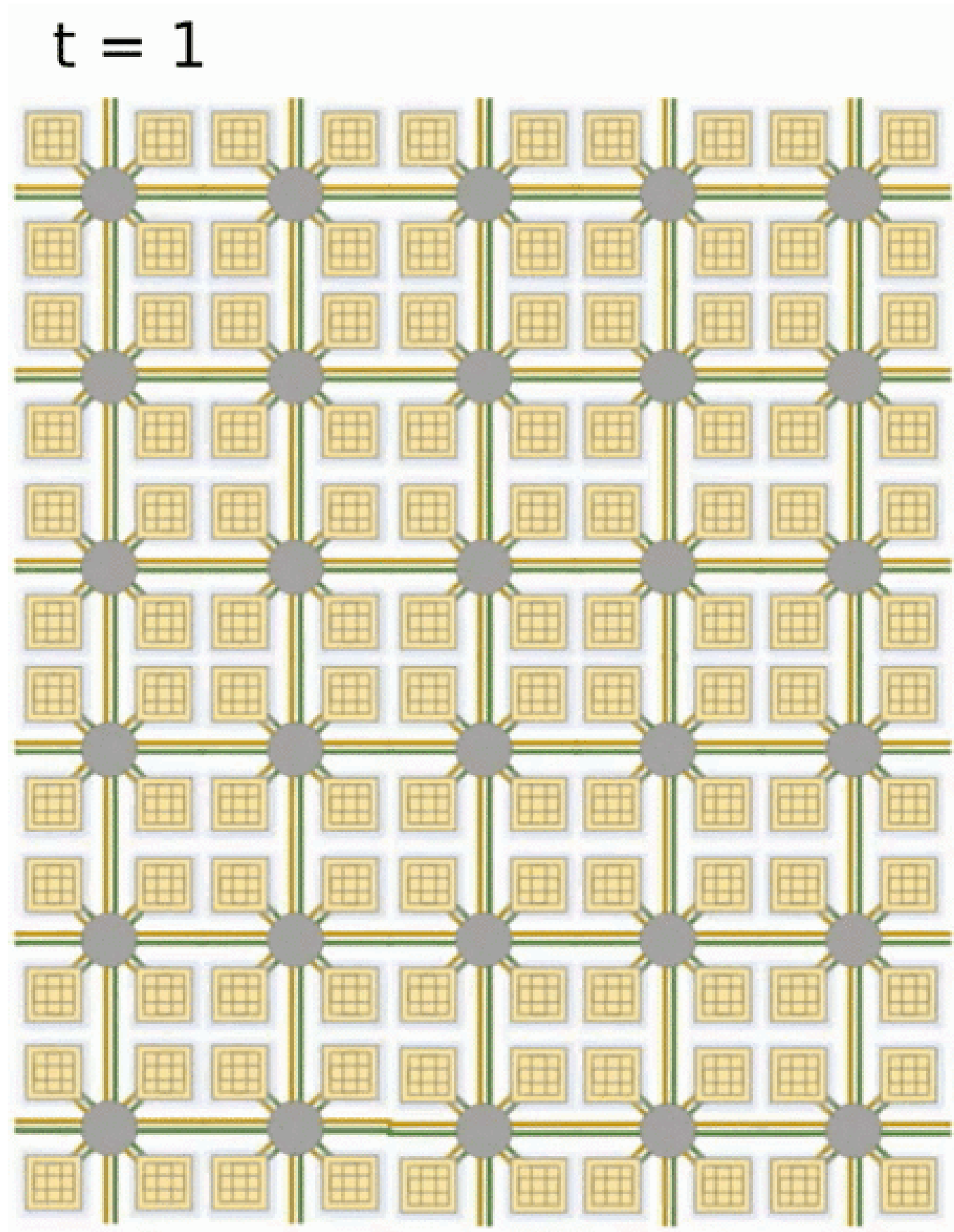
- 8x16-core 2D mesh
- Scalable to 1000's cores
- Dimension order routed
- Two physical fabrics
- 8 GB/s per hop

# Intel Loihi

- Loihi implements 128 neuromorphic cores, each containing 1,024 primitive spiking neural units grouped into tree-like structures in order to simplify the implementation.

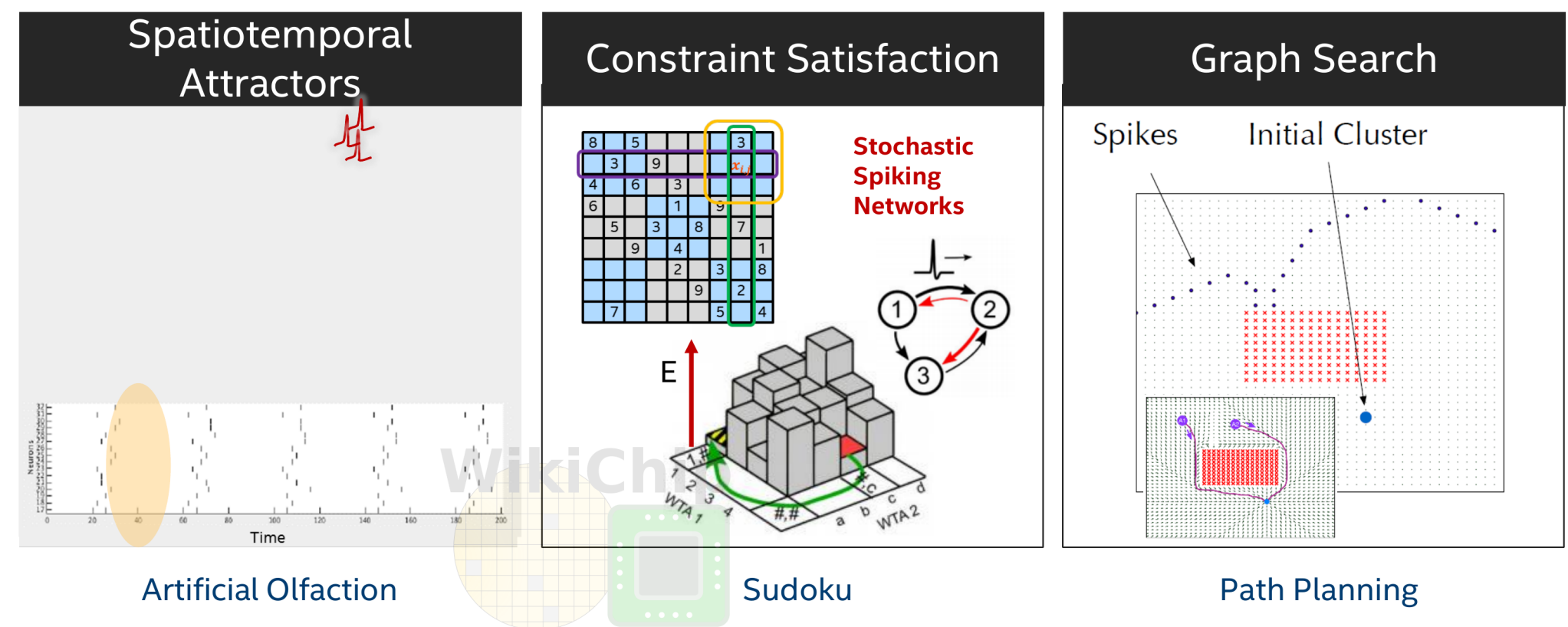


# Intel Loihi



- Each neuromorphic core transmits spikes to the other cores.
- Fortunately, the firing rates are usually low (10 Hz), what limits the communication costs inside the chip.
- Synapses are **learnable** with STDP mechanisms (memristors), although offline.

## Example Novel Algorithms Supported by Loihi

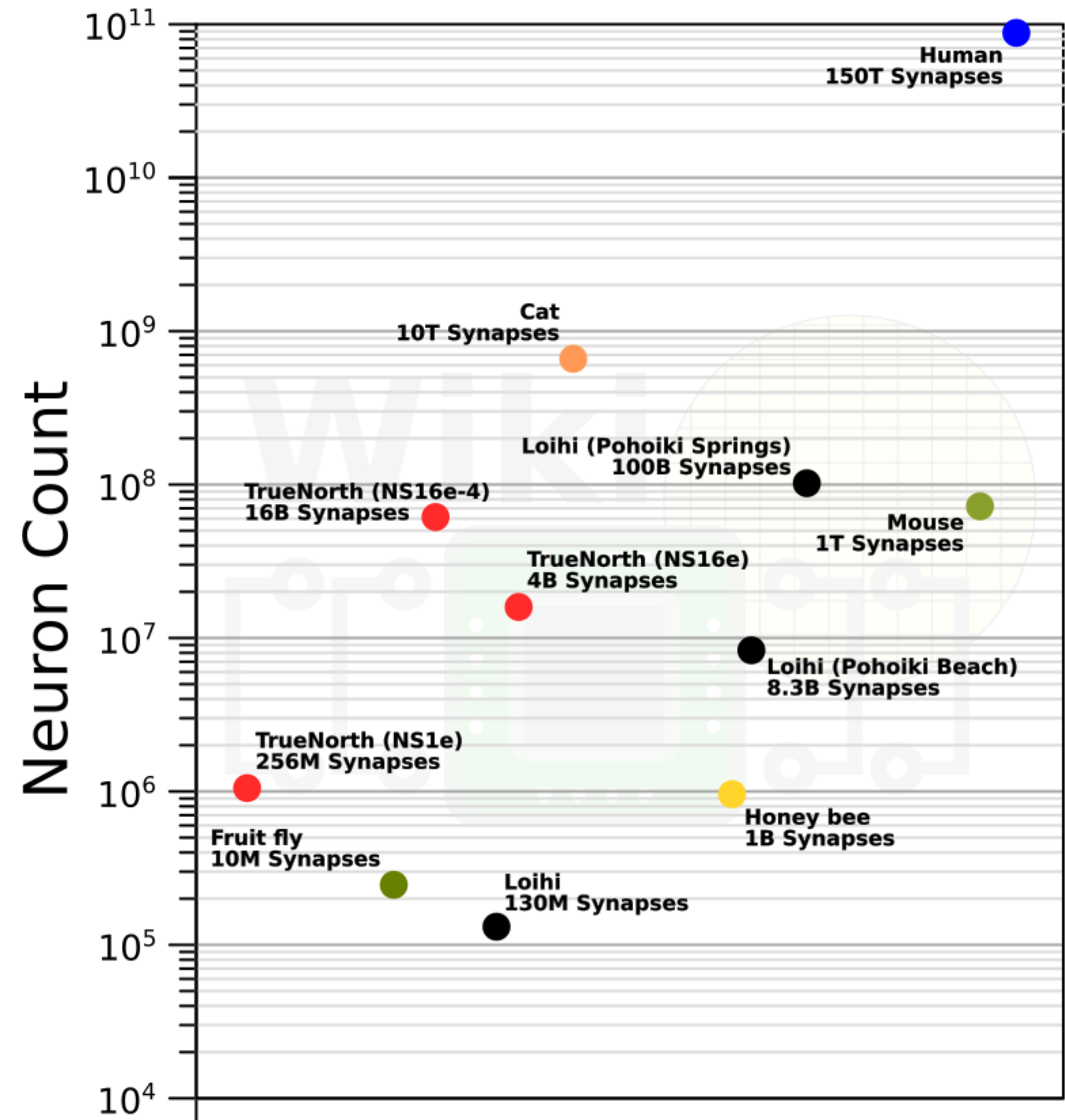




# Neuromorphic computing

- Intel Loihi consumes 1/1000th of the energy needed by a modern GPU.
- Alternatives to Intel Loihi are:
  - IBM TrueNorth
  - Spinnaker (University of Manchester).
  - Brainchip
- The number of simulated neurons and synapses is still very far away from the human brain, but getting closer!

## Neuron and Synapse Counts



# References

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