

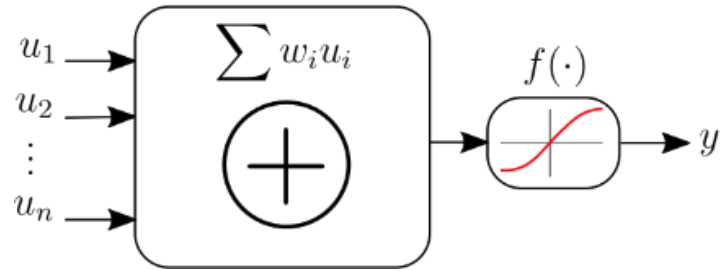


dynoNet: linear dynamical blocks in deep learning

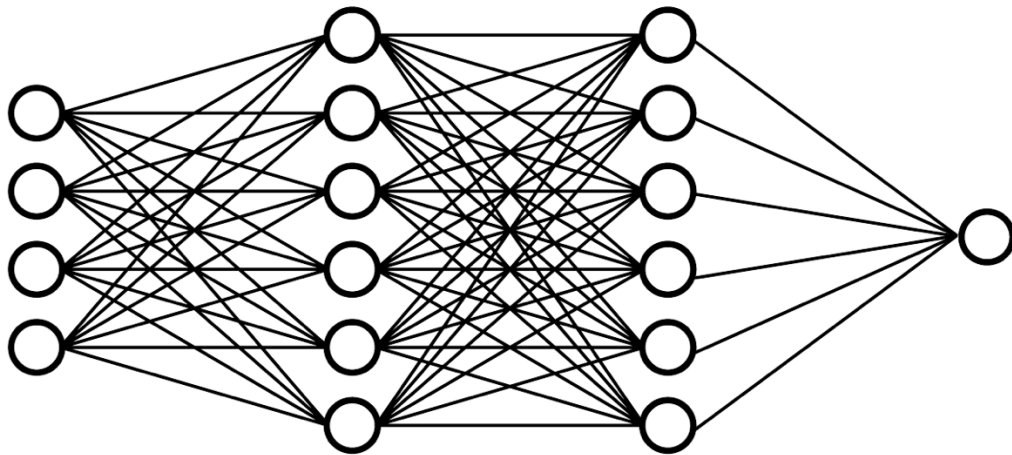
Dario Piga, Marco Forgione, Dalle Molle Institute for Artificial Intelligence, Lugano, Switzerland

dynoNet: main idea

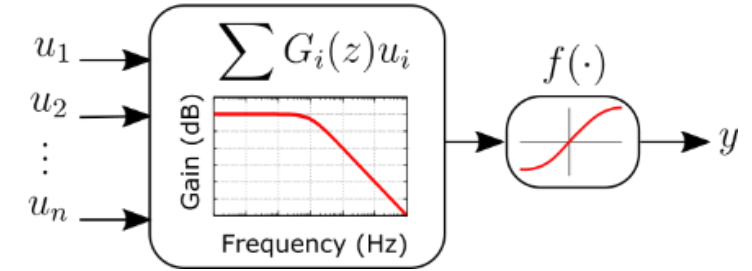
Static neuron (feedforward)



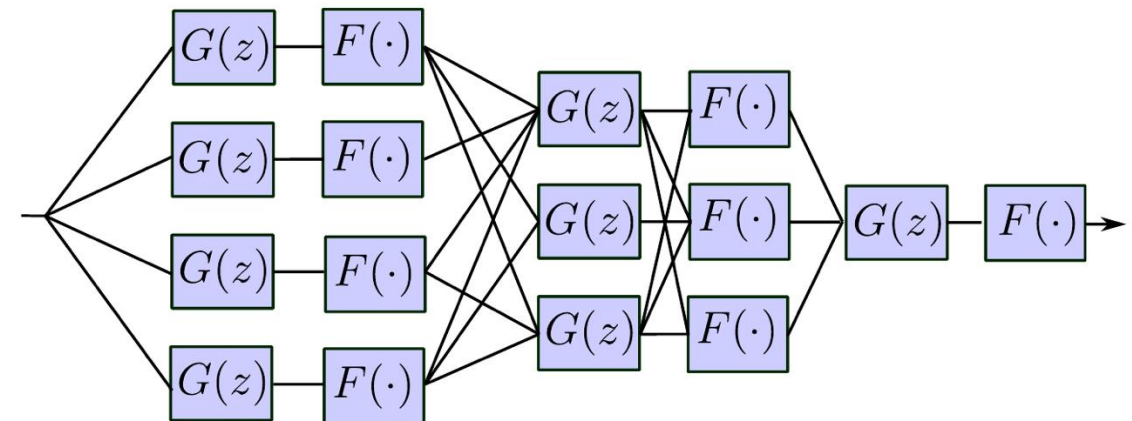
feedforward NN



Dynamical neuron (dynoNet)



dynoNet



dynoNet: LTI operator

LTI linear operator



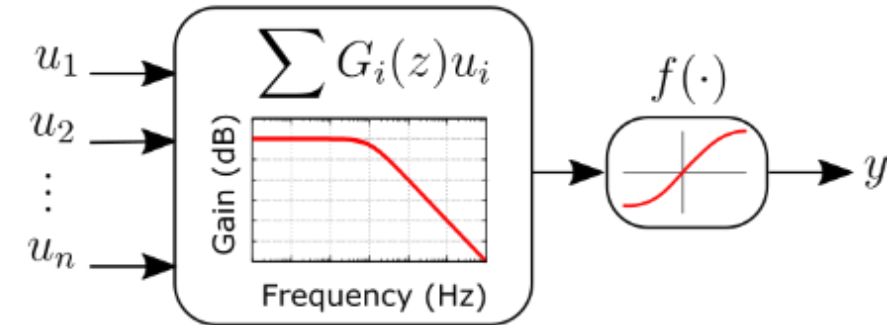
$$\mathbf{y}_t = \frac{B(q^{-1}, \mathbf{b})}{A(q^{-1}, \mathbf{a})} \mathbf{u}_t$$

$G(q^{-1}, \boldsymbol{\theta})$
 $q^{-1} \mathbf{y}_t = \mathbf{y}_{t-1}$

$$\underbrace{(1 - \mathbf{a}_1 q^{-1} - \dots - \mathbf{a}_{n_a} q^{-n_a})}_{A(q^{-1}, \mathbf{a})} \mathbf{y}_t = \underbrace{(\mathbf{b}_0 + \mathbf{b}_1 q^{-1} - \dots - \mathbf{b}_{n_b} q^{-n_b})}_{B(q^{-1}, \mathbf{b})} \mathbf{u}_t$$

$$\mathbf{y}_t = \mathbf{a}_1 \mathbf{y}_{t-1} + \dots + \mathbf{a}_{n_a} \mathbf{y}_{t-n_a} + \mathbf{b}_0 \mathbf{u}_t + \mathbf{b}_1 \mathbf{u}_{t-1} + \dots + \mathbf{b}_{n_b} \mathbf{u}_{t-n_b}$$

Dynamical neuron (dynoNet)



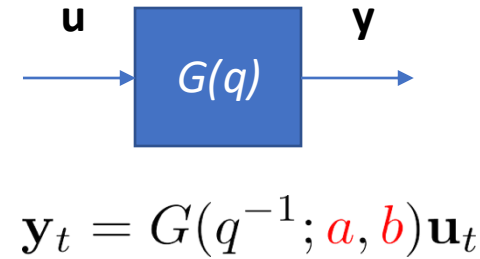
recurrence equation

Integration in a DL framework

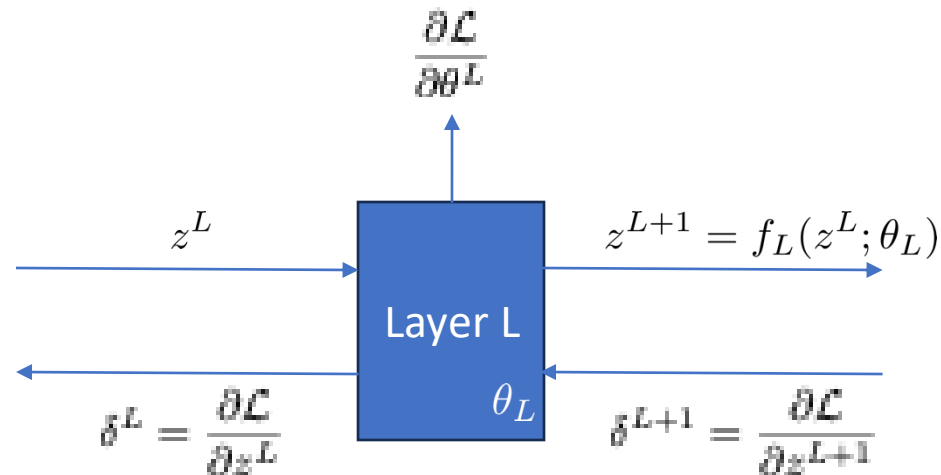
What do we need to integrate the LTI dynamic block in a neural network architecture?

We need derivatives!

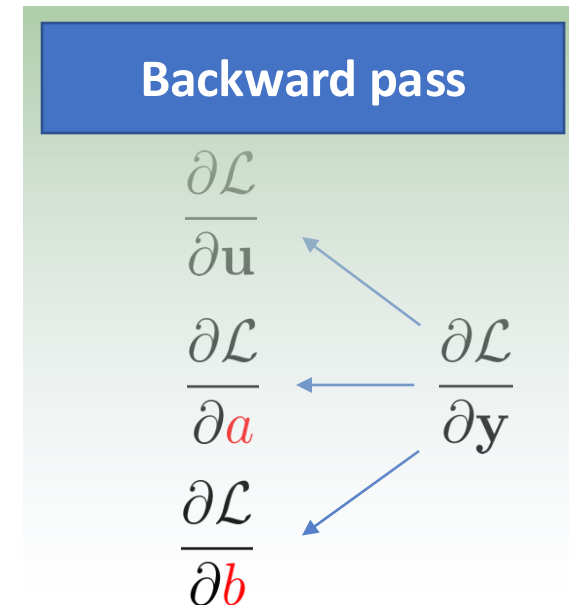
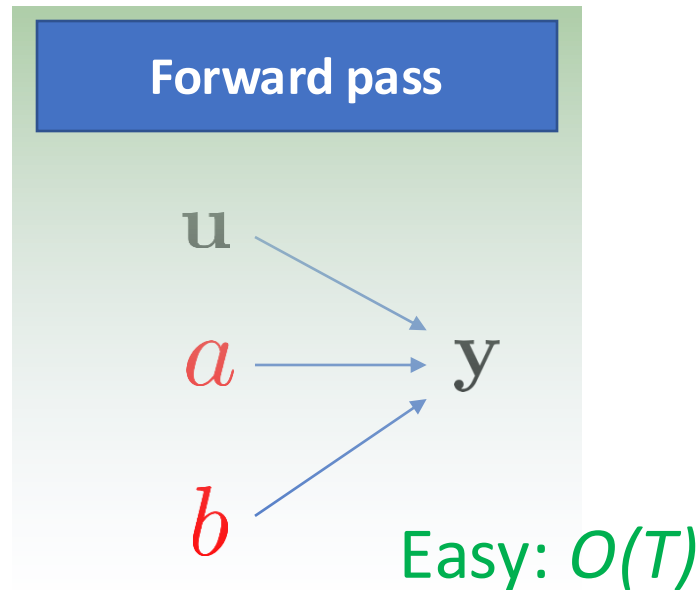
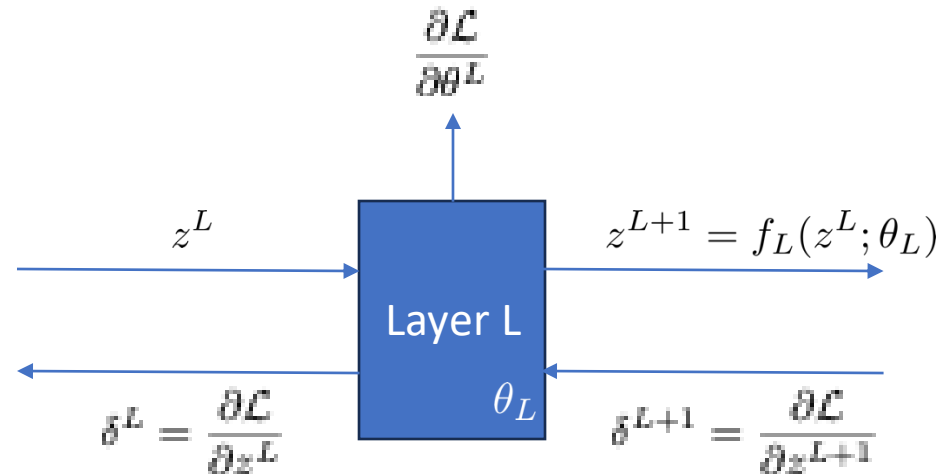
$$\frac{\partial \mathcal{L}}{\partial a} \quad \frac{\partial \mathcal{L}}{\partial b}$$



More in general, we need to transform the G operator into a differentiable layer!



Transforming G into a differentiable layer



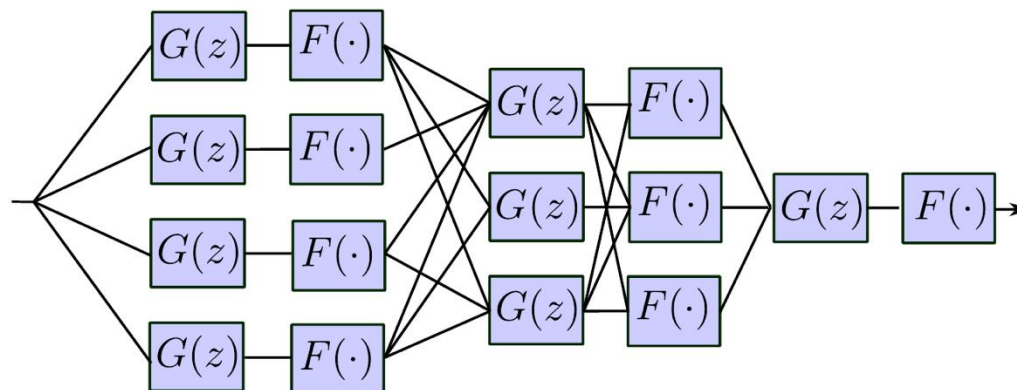
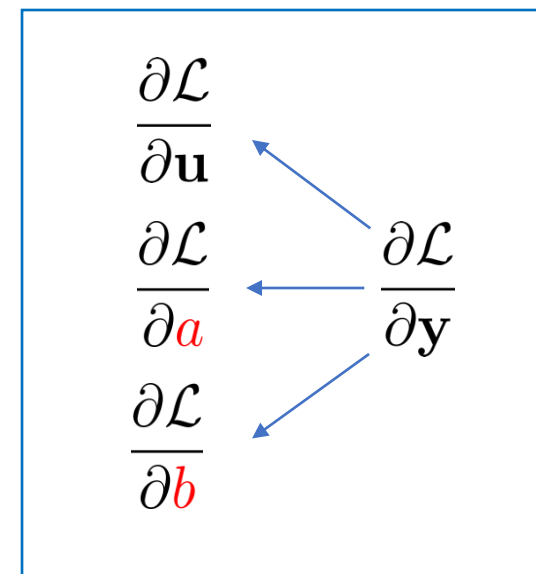
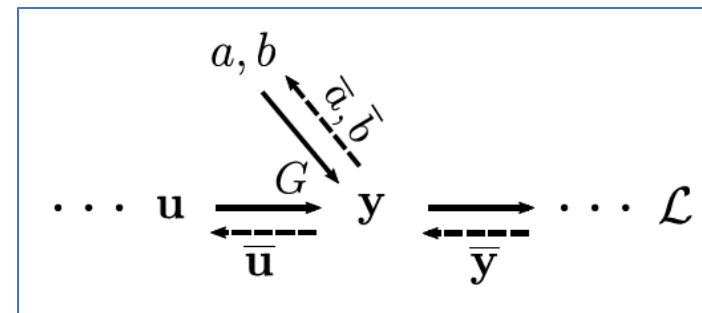
$$y_t = a_1 y_{t-1} + \dots + a_{n_a} y_{t-n_a} + b_0 u_t + b_1 u_{t-1} + \dots + b_{n_b} u_{t-n_b}$$

Differentiating dynamical blocks

Backward pass

$$\begin{aligned}\frac{\partial \mathcal{L}}{\partial \mathbf{a}} &= \sum_{t=0}^T \frac{\partial \mathcal{L}}{\partial \mathbf{y}_t} \frac{\partial \mathbf{y}_t}{\partial \mathbf{a}} \\ \frac{\partial \mathcal{L}}{\partial \mathbf{b}} &= \sum_{t=0}^T \frac{\partial \mathcal{L}}{\partial \mathbf{y}_t} \frac{\partial \mathbf{y}_t}{\partial \mathbf{b}} \\ \frac{\partial \mathcal{L}}{\partial \mathbf{u}_\tau} &= \sum_{t=0}^T \frac{\partial \mathcal{L}}{\partial \mathbf{y}_t} \frac{\partial \mathbf{y}_t}{\partial \mathbf{u}_\tau}\end{aligned}$$

here's what we really need



Backward pass

$$\frac{\partial \mathbf{y}_t}{\partial a_1} = ???$$

$$\mathbf{y}_t = a_1 \mathbf{y}_{t-1} + \cdots + a_{n_a} \mathbf{y}_{t-n_a} + b_0 \mathbf{u}_t + b_1 \mathbf{u}_{t-1} + \cdots + b_{n_b} \mathbf{u}_{t-n_b}$$

$$\frac{\partial \mathbf{y}_t}{\partial a_1} = \mathbf{y}_{t-1} + a_1 \frac{\partial \mathbf{y}_{t-1}}{\partial a_1} + \cdots + a_{n_a} \frac{\partial \mathbf{y}_{t-n_a}}{\partial a_1}$$

recurrence equation

Complexity: $O(T)$

Well-known derivation, see e.g. the classic book:

Backward pass

$$\frac{\partial \mathbf{y}_t}{\partial \mathbf{u}_\tau} = ???$$

$$\mathbf{y}_t = \frac{B(q^{-1}, b)}{A(q^{-1}, a)} \mathbf{u}_t = G(q^{-1}) \mathbf{u}_t$$

$$\mathbf{y}_t = a_1 \mathbf{y}_{t-1} + \cdots + a_{n_a} \mathbf{y}_{t-n_a} + b_0 \mathbf{u}_t + b_1 \mathbf{u}_{t-1} + \cdots + b_{n_b} \mathbf{u}_{t-n_b}$$

$$\mathbf{y}_t = \sum_{\tau=0}^t \mathbf{g}_{t-\tau} \mathbf{u}_\tau$$

Impulse response

$$\frac{\partial \mathbf{y}_t}{\partial \mathbf{u}_\tau} = \begin{cases} \mathbf{g}_{t-\tau} & \text{if } t \geq \tau \\ 0 & \text{if } t < \tau \end{cases}$$

$$\mathbf{y}_0 = b_0 \mathbf{u}_0$$

$$\mathbf{y}_1 = a_1 \mathbf{y}_0 + b_0 \mathbf{u}_1 + b_1 \mathbf{u}_0 = a_1 b_0 \mathbf{u}_0 + b_0 \mathbf{u}_1 + b_1 \mathbf{u}_0 = (a_1 b_0 + b_1) \mathbf{u}_0 + b_0 \mathbf{u}_1$$

$$\mathbf{y}_2 = a_1 \mathbf{y}_1 + a_2 \mathbf{y}_0 + b_0 \mathbf{u}_2 + b_1 \mathbf{u}_1 + b_2 \mathbf{u}_0 = (a_1(a_1 b_0 + b_1) + a_2 b_0 + b_2) \mathbf{u}_0 + (a_1 b_0 + b_1) \mathbf{u}_1 + b_0 \mathbf{u}_2$$

\vdots

Backward pass: computational complexity

$$\frac{\partial \mathbf{y}_t}{\partial \mathbf{u}_\tau} = \begin{cases} \mathbf{g}_{t-\tau} & \text{if } t \geq \tau \\ 0 & \text{if } t < \tau \end{cases}$$

$$\frac{\partial \mathcal{L}}{\partial \mathbf{u}_\tau} = \sum_{t=0}^T \frac{\partial \mathcal{L}}{\partial \mathbf{y}_t} \frac{\partial \mathbf{y}_t}{\partial \mathbf{u}_\tau}$$

Complexity: $O(T), \tau=0, \dots, T$ ← $O(T^2)$

$$\frac{\partial \mathcal{L}}{\partial \mathbf{u}_\tau} = \sum_{t=\tau}^T \frac{\partial \mathcal{L}}{\partial \mathbf{y}_t} \mathbf{g}_{t-\tau}$$

Change of notation

$$\bar{\mathbf{u}}_t = \sum_{\tau=t}^T \bar{\mathbf{y}}_\tau \mathbf{g}_{\tau-t}$$

The latter looks a lot like a convolution product involving \mathbf{g} and $\bar{\mathbf{y}}$, which would be easy to compute...
It is equivalent to filtering through G !

Backward pass: computational complexity

Can we also compute $\bar{\mathbf{u}}_t = \sum_{\tau=t}^T \bar{\mathbf{y}}_{\tau} \mathbf{g}_{\tau-t}$ recursively?

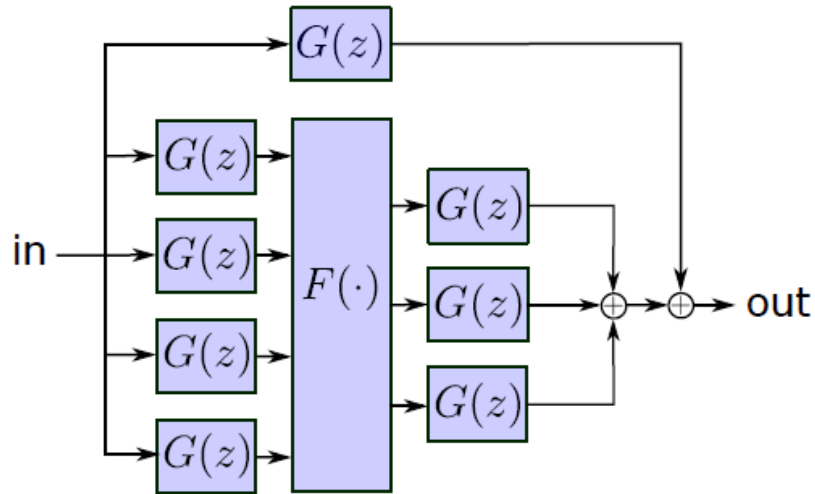
$$\bar{\mathbf{u}}_t = \sum_{\tau=t}^T \bar{\mathbf{y}}_{\tau} \mathbf{g}_{\tau-t} \quad \longleftrightarrow \quad \text{flip}(\bar{\mathbf{u}})_t = \sum_{h=0}^t \text{flip}(\bar{\mathbf{y}})_h \mathbf{g}_{t-h}$$
$$\text{flip}(\bar{\mathbf{u}})_t = \frac{B(q^{-1}, \textcolor{red}{b})}{A(q^{-1}, \textcolor{red}{a})} \text{flip}(\bar{\mathbf{y}})_t = G(q^{-1}) \text{flip}(\bar{\mathbf{y}})_t$$

Complexity: $O(T)$

PyTorch implementation

PyTorch implementation of the G-block in the repository: <https://github.com/forgi86/dynonet>

dynoNet architecture



Python code

```
class CustomDynonet(torch.nn.Module):
    def __init__(self):
        super().__init__()
        self.G1 = MIMOLinearDynamicalOperator(in_channels=1, out_channels=4, n_a=2, n_b=2, n_k=1)
        self.F = MIMOStaticNonLinearity(in_channels=4, out_channels=3)
        self.G2 = MIMOLinearDynamicalOperator(in_channels=3, out_channels=1, n_a=2, n_b=3)
        self.Glin = MIMOLinearDynamicalOperator(in_channels=1, out_channels=1, n_a=2, n_b=2, n_k=1)

    def forward(self, u):
        x = self.G1(u)
        x = self.F(x)
        x = self.G2(x)
        y = x + self.Glin(u)
        return u

model = CustomDynonet()
batch_u = torch.randn(32, 1000, 1)
batch_y = model(batch_u)
batch_y.shape

torch.Size([32, 1000, 1])
```

Any **gradient-based** optimization algorithm can be used to train the network, with gradients readily obtained through **back-propagation**

TORCHAUDIO.FUNCTIONAL.LFILTER



TorchAudio

```
torchaudio.functional.lfilter(  
    waveform: Tensor,  
    a_coeffs: Tensor,  
    b_coeffs: Tensor,  
    clamp: bool = True,  
    batching: bool = True  
) → Tensor [SOURCE]
```

Perform an IIR filter by evaluating difference equation, using differentiable implementation developed independently by *Yu et al.* [Yu and Fazekas, 2023] and *Forgione et al.* [Forgione and Piga, 2021].

Devices CPU, CUDA Properties Autograd, TorchScript

Other architectures with linear layers

Several new models with linear dynamical blocks: S4, S5, LRU, Mamba, ...

- Flexible and expressive
- Fast to train and simulate
- Stability almost for free
- Potential for analysis and explainability

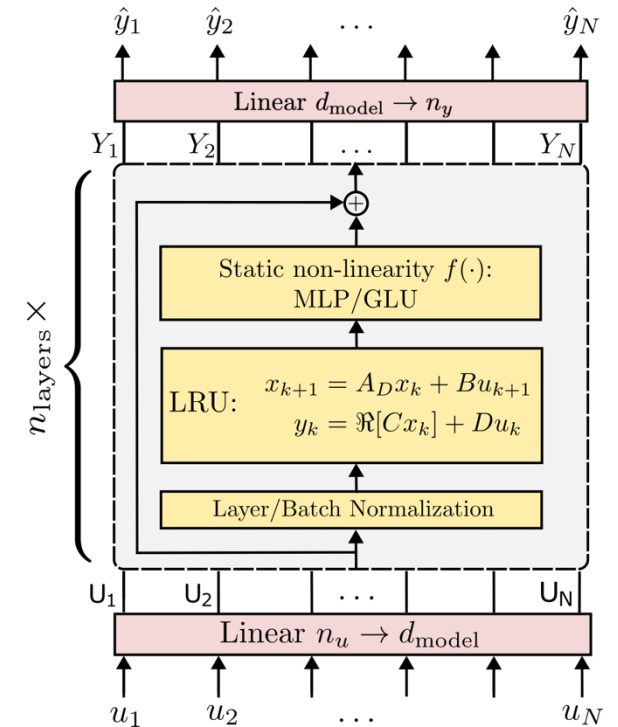
Keyword: structured state-space sequence models (S4).

Variations in the linear dynamical block:

- Continuous/discrete-time
- State-space/transfer function
- Time-domain/frequency-domain
- Time-invariant/time-varying

There's room to apply system theory!

M. Forgione, M. Mejari, and D. Piga [Model order reduction of deep structured state-space models: A system-theoretic approach](#), CDC 2024



dynoNet: conclusions

Key takeaways

- Differentiable **dynamic neuron**
- Extension of block-oriented models with **arbitrary interconnections**
- Training through **back-propagation at a cost $O(T)$** . No specialized algorithm required

Current work

- System analysis and model reduction through linear tools



M. Forgione, D. Piga, *dynoNet: A neural network architecture for learning dynamical systems*, IJACSP, 2021



<https://github.com/forgi86/dynonet>