# Machine learning to efficiently linearize system for control

# Outline

Partial observation

RSNN + framework

Efficiency

#### Partial observation

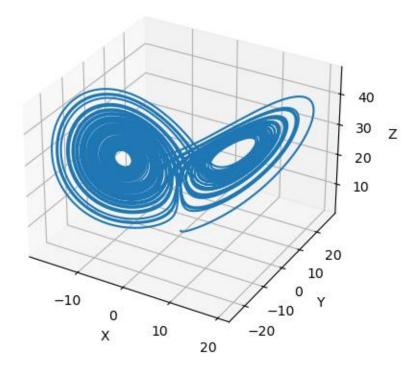
System 3 dimension

-> observe 1st dimension

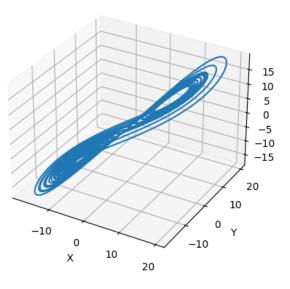
• Exemple : lorentz  $/ \dot{x} = -\lambda x + W \tanh(x)$ 

# Observation

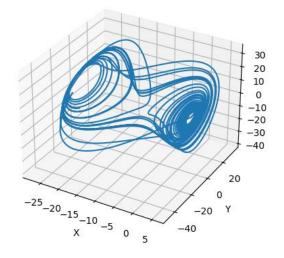
#### Attracteur de Lorenz



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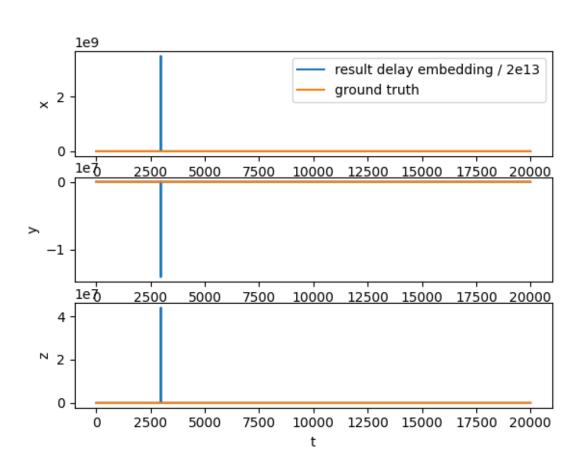
Attracteur de Lorenz



 Suppose the dimensional state vector xt evolves according to an unknown but continuous and (crucially) deterministic dynamic. Suppose, too, that the one-dimensional observable y is a smooth function of x, and "coupled" to all the components of x. Now at any time we can look not just at the present measurement y(t), but also at observations made at times removed from us by multiples of some lag  $\tau$ : yt- $\tau$ , yt- $2\tau$ , etc. If we use k lags, we have a kdimensional vector. One might expect that, as the number of lags is increased, the motion in the lagged space will become more and more predictable, and perhaps in the limit  $k \rightarrow \infty$  would become deterministic. In fact, the dynamics of the lagged vectors become deterministic at a finite dimension; not only that, but the deterministic dynamics are completely equivalent to those of the original state space! (More exactly, they are related by a smooth, invertible change of coordinates, or diffeomorphism.) The magic embedding dimension k is at most 2d + 1, and often less.

Shalizi, Cosma R. (2006). "Methods and Techniques of Complex Systems Science: An Overview"

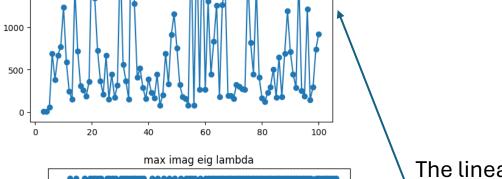
#### Results



• Problem -> explode

# Test dimension

$$\dot{x} = -\lambda x + W \tanh(x)$$



3000 - 2500 - 1500 - 1000 - 500 - 0 20 40 60 80 100

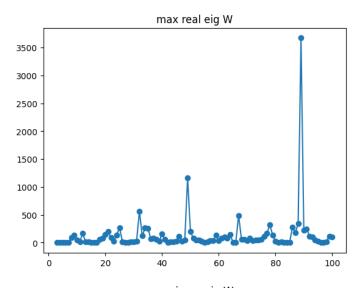
max real eig lambda

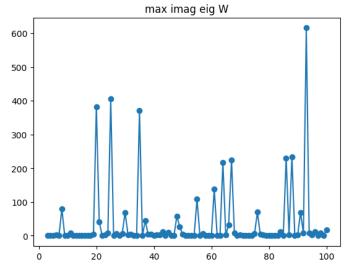
2500

2000

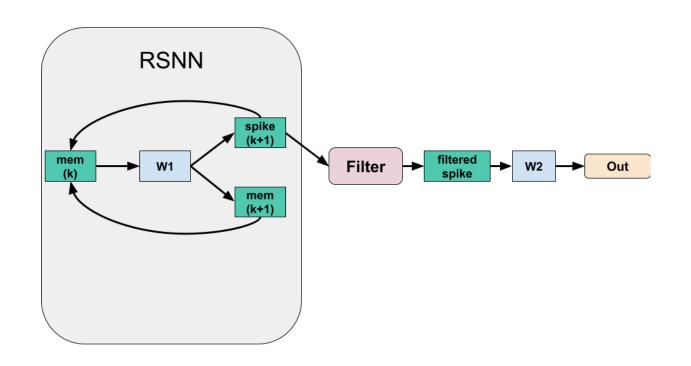
1500

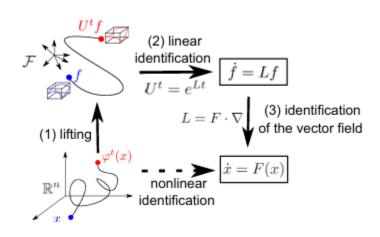
The linear part creates oscillations and explosions!!





# RSNN + framework





# Equations

Membrane potential RSNN

(1) 
$$\dot{v}_1 = -\frac{v_1}{\tau_1} + W_1 f(v_1)$$

• Membrane potential filtered spikes

(2) 
$$\dot{v}_2 = -\frac{v_2}{\tau_2} + f(v_1)$$

f:spike

Output

(3) 
$$x = W_2 v_2$$

# **Equations transformation**

• (2) and (3)

(4) 
$$\dot{x} = -\frac{x}{\tau_2} + W_2 f(v_1)$$

• (1) and (4)

$$\dot{X} = -\frac{X}{\tau} + Wf(X)$$

$$X = \begin{pmatrix} v_1 \\ x \end{pmatrix} \qquad W = (W_1 \ W_2)$$

$$W = (W_1 \ W_2)$$

$$f(X) = \begin{pmatrix} f(v_1) \\ f(v_1) \end{pmatrix}$$

### **Problems**

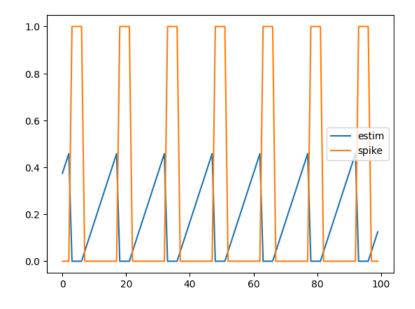
• Data ??? Need to give data for  $v_1$  and dimension ?

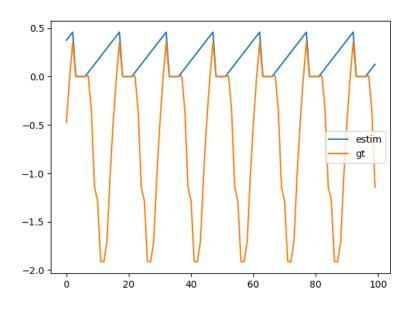
Partial observation ??

# **Inversion SNN**

• Finding  $v_1$  from  $v_2$ 

•  $spike[t] = v_2[t] > \beta[v_2[t-1]]$ 





# **Inversion SNN**

• Finding  $v_2$  from x

$$v_2 = W_2^{\dagger} x$$

#### **Problems**

Equation are decoupled

• Potential only positive (really a problem? only spike matter)

# Efficiency

- Efficiency in data size/sampling http://arxiv.org/abs/1709.02003v4 (lifting method)
- Efficiency in frequency learning On the Activation Function Dependence of the Spectral Bias of Neural Networks (2022)
- Efficiency in dimension
- Efficiency in learning (amount of computation) http://arxiv.org/abs/1709.02003v4 (lifting method)/Nonlinear computations in spiking neural networks through multiplicative synapses (2021)

Efficiency in computation

• ...

# Questions?

# To do

- Control multiplicative synapse?
- SNN learn Lorentz?