SpikeLLM: Scaling up Spiking Neural Network to Large Language Models via Saliency-based Spiking

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Abstract

The recent advancements in large language models (LLMs) with billions of parameters have significantly boosted their performance across various real-world applications. However, the inference processes for these models require substantial energy and computational resources, presenting considerable deployment challenges. In contrast, human brains, which contain approximately 86 billion biological neurons, exhibit significantly greater energy efficiency compared to LLMs with a similar number of parameters. Inspired by this, we redesign 7~70 billion parameter LLMs using bio-plausible spiking mechanisms, emulating the efficient behavior of the human brain. We propose the first spiking large language model termed SpikeLLM. Coupled with the proposed model, spike-driven quantization framework named Optimal Brain Spiking is introduced to reduce the energy cost and accelerate inference speed via two essential approaches: first (second)-order differentiation-based salient channel detection, and per-channel salient outlier expansion with Generalized Integrate-and-Fire neurons. The necessity of spike-driven LLM is proved by comparison with quantized LLMs. In the OmniQuant pipeline, SpikeLLM significantly reduces 25.51% WikiText2 perplexity and improves 3.08% average accuracy of common scene reasoning on a LLAMA2-7B 4A4W model. In the GPTQ pipeline, SpikeLLM realizes a sparse ternary LLM, achieving fully additive in linear layers. Compared with PB-LLM with similar operations, SpikeLLM also exceeds significantly. We will release our code on GitHub.

1 Introduction

Recent Artificial Neural Networks (ANNs) have shown scaling up Large Language Models (LLMs) [4, 48, 56, 22] can be one of the most potential techniques to access Artificial General Intelligence. However, despite these unprecedented and promising achievements, steering LLMs imposes a tremendous burden in terms of energy costs and computational requirements. For instance, running inference on the LLAMA-2 70B model requires three A100-80 GPUs, and each energy consumption is 400W. This creates a significant obstacle for generalizing LLMs to real-world applications, especially where limited battery capacity and memory size are critical, such as in mobile devices. To lower these barriers and broaden the applications of LLMs, we focus on energy-efficient artificial intelligence.

Compared with ANN-based LLMs, human brain nervous systems achieve superior intelligence with much less energy consumption [16, 21] and a comparable number of neurons, approximately 86 billion. For several decades, the brain-inspired computing (BIC) field [35, 58] focuses on mimicking the biological nature of the human brain to develop more efficient and general AI algorithms [34] and physical platforms [44, 42, 39]. Among these, spiking neural networks (SNNs) [34, 16] are particularly notable for their biological plausibility and binary event-driven efficiency [54, 44]. Despite their potential efficiency advantage, recent SNNs face two significant bottlenecks: (i) Firing

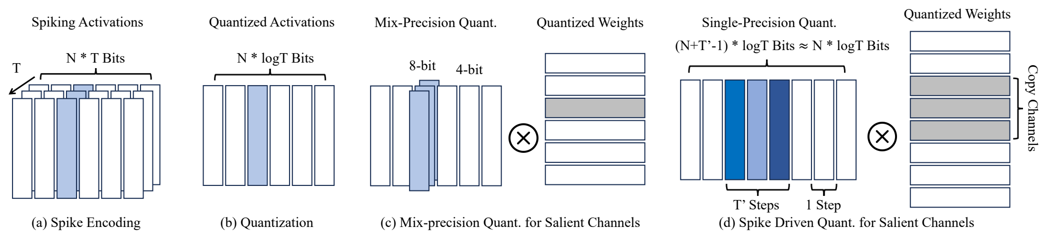


Figure 1: Different encoding methods. In (a, b), the activation has N channels; each value has T quantization levels. Given salient channels (in blue), mix-precision methods (c) are deployment unfriendly. In spike-driven methods (d), we expand salient channels by spiking dynamics to realize single precision quantization, where T' is spiking steps in salient channels.

Table 1: Comparason of encoding efficiency. L indicates quantization levels in each step, where $L \in [1, T]$. The accuracy and perplexity are evaluated in the common scene reasoning and WikiText with the LLAMA2-7B, 4A4W setting (Appendix B).

method	Steps	Bits/Step	Bits	Quant-Levels	Acc. ↑	PPL ↓
IF-SNN	T	1	T	T	–	–
GIF-SNN	T/L	log_2L	T/Llog_2L	T	–	–
Quant-ANN	1	log_2T	log_2T	T	47.58	15.25
SpikeLLM	≈ 1	$\approx log_2$T	$\approx log_2$T	T	50.65	11.36

Rate Encoding [6, 24, 9] in existing SNNs is inefficient in capturing adequate semantic information. As shown in Table 1 and Fig. 1, to express T quantization levels, a typical Integrate-and-Fire (IF) [28, 2] neuron requires T time steps to encode full information, while quantization methods only require log_2T bit digits in one step. (ii) Inefficient Optimization. Direct training [37, 49] SNNs need gradient estimation in backpropagation through time (BPTT) because of non-differentiable spiking dynamic; the ANN-SNN conversion [17, 18, 6, 24] often requires much more inference steps to simulate ANNs, both of which are impractical for scaling up to LLMs. These challenges have kept SNNs relatively small (under 1 B parameters) and hinder their ability to scale to the complexity of the human brain.

This work aims to scale up SNNs to large language models or even part of the human brain nervous system with 86B neurons. Towards this goal, we propose both micro designs to improve spike encoding efficiency and a macro design to drive spiking neurons. Currently, the primary approach to encode full-precision features to binary digits is model quantization. Given T quantization levels, quantization functions can efficiently encode into $log_2 T$ binary digits in one step but encounter significant quantization errors for outliers or salient values in low-bit conditions [50, 25]. Inspired by both quantized ANNs and SNNs, we introduce a hybrid encoding method of quantization and spike firing rate encoding, termed Generalized Integrate-and-Fire (GIF) neurons. In each spiking step, we apply the binary encoding as quantization with multiple bits; across different steps, we keep the auto-regressive spiking dynamics. As shown in Fig. 1 (d), a saliency-based spiking mechanism is proposed to divide and conquer salient channels and almost non-salient ones in LLMs, which allocates multistep spiking to encode salient channels and one-step spiking for others. As shown in Table 1, compared with IF neurons, GIF neurons efficiently compress binary code length from T bits to T/Llog_2L and saliency-based spiking further compresses to approximate log_2T bit overall channels. Compared with traditional quantization, GIF neurons maintain auto-regressive encoding advantages to accurately quantize salient channels with multisteps. At the same time, it can be implemented by expanding salient channels to multiple to avoid mix-precision matrix multiplication in Fig. 1 (c).

To drive spiking neurons, we propose a macro framework named Optimal Brain Spiking to detect salient channels, which is a weight-activation generalization of the classic Optimal Brain Surgeon (OBS) [19] for model pruning. The key concept of our method is distinguished approximations of weight and activation Taylor expansion to calculate their saliency. In detail, the first-order gradient and second-order Hessian metrics are leveraged for activations and weights respectively. For every matrix multiplication in LLMs, GIF neurons can be viewed as generalized quantizers to quantize salient and other channels based on the saliency rank generated by the Optimal Brain Spiking framework.

To evaluate the necessity of the Spiking LLMs, we integrate the proposed spiking mechanism with the most classic LLM quantization pipelines including the Omniquant [46] and GPTQ, named SpikeLLM.

For weight-activation quantization [46], we observe significant performance improvements in generation and common scene reasoning. To further achieve fully additive linear layers like previous SNNs, we quantize weights to ternary with the GPTQ [15] pipeline. Compared with PB-LLM [45] in similar cost, SpikeLLM exceeds dramatically. Our contributions are summarised as follows:

- We first scale up spiking neuronal dynamics to 7~70 billion parameters, promoting SNNs to the era of LLMs. The necessity of introducing a spiking mechanism to LLMs is proved by the comparison with classic quantization methods.
- We propose a Generalized Integrate-and-Fire (GIF) neuron as a general alternative to traditional quantizers. The firing rate encoding efficiency issue in traditional SNNs is conquered by encoding T steps into approximate log_2T steps.
- We propose an Optimal Brain Spiking framework to drive the GIF neurons. Per-channel saliency is efficiently detected with the first (second)-order differentiation-based metrics.

2 Related Works

Brain-Inspired Computing. The Brain-Inspired Computing (BIC) [35, 58] field focuses on building up bio-plausible and general fundamental theories, algorithms, software [12], and hardware platforms [44, 42, 39] inspired by the structures and functions of biological nervous systems like the human brain. Spiking neural network (SNN) [42, 34] is one of the most popular BIC algorithms which embeds biological spiking neural dynamics in each single neuron [54, 44]. Promoted by the development of both deep learning and advanced biological neuron science, recent SNNs focus on the deep residual learning [13], self-attention [53, 60], normlization [59], as well as biological learning rules [38], structures [40] and energy efficiency [44]. In optimization, recent SNNs apply ANN-SNN conversion [17, 18, 6, 24] or directly training [37, 49] techniques. Most SNNs focus on the computation vision field; language-oriented SNNs are almost less than 1 billion parameters, for example, SpikeLM [51], SpikingBERT [1], SpikeBERT [32], and SpikeGPT [61].

Model Quantization. Model quantization aims at reducing the bit-width of weights or activations to accelerate network inference. Recent quantization includes Post-Training Quantization (PTQ) [50, 15], Quantization Aware Training (QAT) [30], and calibration training methods [46]. For small models, QAT methods achieve higher performance because of training from scratch, for example, LSQ [11], U2NQ [29]. For LLM quantization, PTQ methods including GPTQ [15], GPTQ-ada [20], SpQR [10], OWQ [23], AWQ [26], and PB-LLM [45] are weight-only quantization; SmoothQuant [50] and RPTQ [55] achieve weight-activation quantization. Besides, LLM-QAT [30], QA-LORA [52], and calibration based methods including Omniquant [46], QLLM [27], and AffineQuant [33] achieve higher performance.

3 Problem Formulation

In this section, we first introduce the bio-inspired SNNs and then discuss the possibility of alternating traditional quantized LLMs with spiking LLMs. Further, we discuss the outlier and salient value quantization issue, which becomes the evidence to introduce the spiking mechanism.

3.1 Spiking Neuronal Dynamics

SNNs can be considered ANNs by adding biological spiking neuronal dynamics in each neuron. Without loss of generality, the biological soma dynamics are approximately modeled by the first- or higher-order differential equations. The IF neuron is a first-order approximation of soma dynamics, combining the advantages of bio-plausibility and efficiency, which can be represented by:

$$\mathbf{v}(t) = \mathbf{v}(t-1) + \mathbf{x}^{(\ell-1)}(t) - \mathbf{s}^{(\ell)}(t-1)V_{th}, \tag{1}$$

$$\mathbf{s}^{(\ell)}(t) = \begin{cases} 0, & \text{if } \mathbf{v}(t) < V_{th} \\ 1, & \text{if } \mathbf{v}(t) \geq V_{th} \end{cases}, \tag{2}$$

$$\mathbf{x}^{(\ell-1)}(t) - \min\left(\mathbf{x}^{(\ell-1)}\right)^{\top} = \mathbf{s}^{(\ell)\top}(t)V_{th}, \tag{3}$$

where the IF neuron encodes a binary spike in each step t for a duration of T. In Eq.1, the membrane potential $\mathbf{v}(t)$ accumulates current input $\mathbf{x}^{(\ell-1)}(t)$ to the last time step $\mathbf{v}(t-1)$ to simulate the charging process in soma. A subjection reset is applied to subtract the spiking values from the membrane potential $\mathbf{v}(t)$. In Eq.2, if $\mathbf{v}(t)$ exceeds a certain firing threshold V_{th}, the neuron is fired and encodes the spike $\mathbf{s}^{(\ell)}(t)$ as 1; otherwise, encodes as 0. Thus, previous SNNs take the IF neuron as an activation quantizer, which encodes full-precision activation as 1-bit output per spiking step in Eq. 3. Different from SNNs with ReLU activations, to encode the negative values in transformers, we encode $\mathbf{x}^{(\ell-1)}(t) - \min\left(\mathbf{x}^{(\ell-1)}\right)^\top$ by spike firing rate, where $\min\left(\mathbf{x}^{(\ell-1)}\right)^\top$ can be viewed as the zero-point of the quantizer.

As shown in Table 1, compared with the asymmetric uniform quantization (Appendix A) that encodes T levels via log_2T bits, IF neurons auto-regressively encode per spike via total T bits, because firing rate encoding directly makes an average of spiking steps, which missing the numerical carry. In ANN-SNN conversion [5, 24], IF neuron equals uniform quantization, where SNNs expand T steps of their log_2T bit quantized ANN counterpart. By summation over spiking steps, the IF neuron encodes the input into log_2T bit integer values, where $\bar{\mathbf{s}}$ is the spike firing rate:

$$\mathbf{x}^{\text{INT}} = \texttt{Clip}\left(\texttt{Round}\left\lceil T\bar{\mathbf{s}}^{(\ell)}\right\rfloor, 0, T\right). \tag{4}$$

3.2 Limitations of Traditional Quantization

Traditional quantization is an ill-posed problem between bit-width and quantization error, especially for post-training LLMs. In low-bit cases, the performance drop is often caused by quantization errors of outliers and salient values. Previous work has shown that outliers in activations have magnitudes over 100 $\times$ larger than most values, and salient values in weight matrices significantly impact the results. To more accurately quantize these values, previous methods such as AWQ [26], SpQR [10], SmoothQuant [50], and Omniquant [46] have proposed corresponding mitigation strategies. However, these methods are constrained by the limitations of traditional quantization frameworks:
(i) weight-activation quantization makes it hard to avoid quantization errors in outliers. AWQ [26] uses per-channel quantization step sizes to smooth outlier channels; however, it can only be applied to weight-only quantization, which is often insufficient for LLM compression.
(ii) Per-channel quantization is unfriendly to deployment. Since matrix multiplication is calculated per-token, per-channel quantization cannot be directly used to accelerate. As mitigation, SmoothQuant [50] and OmniQuant [46] rebalance the quantization difficulty of activations and weights; however, they do not directly eliminate the impact of outliers.
(iii) Mix-precision quantization is hardware unfriendly. SpQR [10] and PB-LLM [45] use mixed-precision quantization to avoid quantizing salient weights; however, mix-precision introduces difficulties in hardware deployment.
Based on these observations, there is an urgent requirement to explore weight-activation quantized LLMs and avoid the drawbacks of traditional quantization caused by outlier and salient values.

4 Spike-Driven Quantization

To avoid inefficient spike encoding in previous SNNs and significant quantization error in Quantized ANNs, we propose the first spiking large language model with two techniques: Generalized Integrate-and-Fire neurons for spike code length comparison and Optimal Brain Spiking framework for accurate saliency-based spike encoding. Compared with IF-SNNs, SpikeLLM compresses binary code length from T to approximate log_2 and can infer with both the low-bit matrix multiplication workload on GPUs and the per-bit computation workload on BIC chips at the same time.

4.1 Generalized Integrate-and-Fire Neuron

Because of the inefficiency of IF neurons, recent SNNs are almost less than 1 billion parameters and are hard to train with long-time backpropagation through time (BPTT). On the other hand, traditional quantization encodes all binary digits in one step, which makes it hard to quantize outliers. Based on both aspects, we make a balance between auto-regressive steps and code length in each step. This is achieved by merging L spiking steps and encoding each step as low-bit digits with log_2L bit length. We define this L-step merged IF neuron as the Generalized Integrate-and-Fire (GIF) neuron:

$$\mathbf{s}_{GIF}(t) = \frac{1}{L}\sum_{t=1}^{L}\mathbf{s}_{IF}(t),\ \mathbf{s}_{GIF}(t) = \begin{cases} \frac{k}{L}, & \text{if } kV_{th} \le L\mathbf{v}(t) < (k+1)V_{th}, k = 0, 1, ..., L-1 \\ 1, & \text{if } \mathbf{v}(t) \ge V_{th} \end{cases}, \tag{5}$$

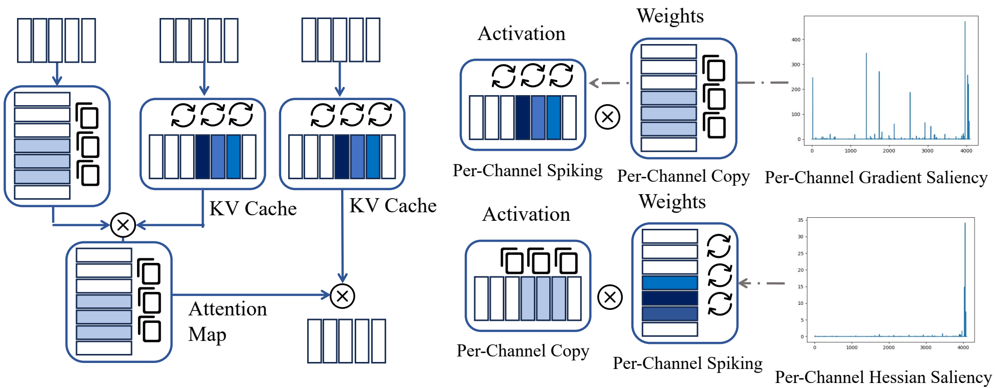


Figure 2: saliency-Aware spiking mechanisms in SpikeLLM. (Left) Spiking self-attention. Salient channels in the KV caches are encoded by multi-step spikes. (Right) Spiking activations or weights in a linear layer, where saliency is detected by gradient or Hessian metric respectively.

where there are L quantization levels in each spiking step. After merging, the auto-regressive steps T' become T/L, and each step has been encoded by $log_2 L$ bit quantization.

Remark 1. Ternary Spike. *The ternary spike $\mathbf{s}_{Ter}(t)$ proposed by SpikeLM [51] is a special case of GIF, which is formulated by merging a positive IF neuron $\mathbf{s}^+_{IF}(t)$ and a negative $\mathbf{s}^-_{IF}(t)$. Ternary spike not only increases quantization levels but also keeps additive in SNNs.*

$$\mathbf{s}_{Ter}(t) = \mathbf{s}^+_{IF}(t) + \mathbf{s}^-_{IF}(t), \quad \mathbf{s}_{Ter}(t) = \begin{cases} -1, & \text{if } \mathbf{v}(t) < -V_{th} \\ 0, & \text{if } \mathbf{v}(t) \in (-V_{th}, +V_{th}) \\ +1, & \text{if } \mathbf{v}(t) > +V_{th} \end{cases}. \tag{6}$$

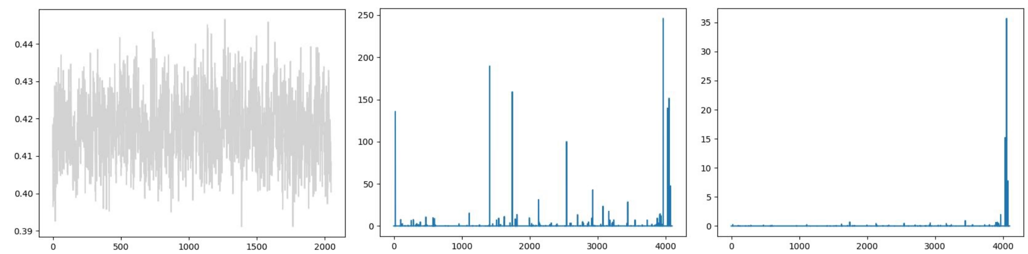
According to Eq.5, if simulating 32 (T=32) quantization levels (or spiking steps), we can set the merged spiking step T'=2 and spiking level L=16 in each step. After merging, each step is encoded by 4 {0, 1} digits and the total 32 quantization levels can be represented by 8 {0, 1} digits. Although GIF neuron still has longer code than traditional quantization, we can flexibly adjust spiking steps according to channel saliency in LLMs and achieve higher performance with similar cost.

4.2 Saliency-Aware Spiking Steps

Based on the fact that not all channels are equally important in LLMs, a saliency-aware spiking mechanism is proposed to address salient value quantization in Section 3.2. This is addressed by expanding salient channels in activations or weights with more spiking steps compared with unimportant channels. Given the GIF neuron to quantize activations, we first detect salient channels C' and the other channels C, and then allocate T'-step spikes to encode channels in C' and one-step for others in C, which can be represented by:

$$\begin{aligned} \mathbf{x}^{(\ell)} &= \frac{V_{th}}{T'} \sum_{t=1}^{T'} \mathbf{s}^{(\ell)}(t) + \min(\mathbf{x}^{(\ell-1)}) \\ &\simeq \frac{V_{th}}{T'} \sum_{t=1}^{T'} \mathbf{s}^{(\ell)}(t)|_{\mathbf{s}\in C'} + \mathbf{s}^{(\ell)}(1) V_{th}|_{\mathbf{s}\in C} + \min(\mathbf{x}^{(\ell-1)}), \end{aligned} \tag{7}$$

where $V_{th} = \frac{\max(\mathbf{x})}{T}$ is per-channel spiking thresholds, which confirms not clipping max values (as Eq.4). As shown in Fig. 2, this per-channel spiking mechanism can apply to KV-caches, activations, and weights. For weight-activation quantization, salient channels in KV-caches and activations have T spiking steps, while the other side of the matrix multiplication keeps one-step quantization, and copies corresponding channels for the same T steps. For weight-only quantization, the salient channels in weights have T spiking steps, while the corresponding channels in activations are copied. Following, it is essential to detect the salient channels in both weights and activations.



(a) Per-Token Gradient Saliency (b) Per-Channel Gradient Saliency (c) Per-Channel Hessian Saliency

Figure 3: Comparisons of different saliency metrics in the first linear layer. (a) Insignificant per-token gradient saliency in activations. (b) Significant per-channel gradient saliency in activations. (c) Significant per-channel Hessian saliency in weights.

4.3 Optimal Brain Spiking

Our Optimal Brain Spiking is a weight-activation generalization of the classic Optimal Brain Surgeon (OBS) framework [19]. Different from OBS which focuses on weight pruning with only the second-order differentiation, we focus on detecting salient channels in both activations and weights via both first and second-order differentiation. Given a post-training model well-optimized under a loss function $\mathcal{L}$, any weights or activations $\mathbf{x}$ in the model can be expressed by a second-order Taylor expansion around its optimal value $\mathbf{x}^*$:

$$\mathcal{L}(\mathbf{x}) \simeq \mathcal{L}(\mathbf{x}^*) + (\mathbf{x}-\mathbf{x}^*)^\top \nabla\mathcal{L}(\mathbf{x}^*) + \frac{1}{2}(\mathbf{x}-\mathbf{x}^*)^\top \mathbf{H}_{\mathcal{L}}(\mathbf{x}^*)(\mathbf{x}-\mathbf{x}^*), \tag{8}$$

where $\nabla\mathcal{L}(\mathbf{x}^*)$ and $\mathbf{H}_{\mathcal{L}}(\mathbf{x}^*)$ is the first-order differentiation and the second-order Hessian matrixes under the final loss $\mathcal{L}$ and we define $\delta\mathcal{L}(\delta\mathbf{x}) = \mathcal{L}(\mathbf{x}) - \mathcal{L}(\mathbf{x}^*)$. Specifically, for a linear layer with weights $\mathbf{W}$ and activations $\mathbf{X}$, we donate the quantization function as $\mathcal{Q}(.)$ and we have:

Theorem 1. Optimal Brain Spiking. *Given the layerwise objective to minimize the squared error, argmin*$||\mathbf{W}\mathbf{X} - \mathcal{Q}(\mathbf{W})\mathcal{Q}(\mathbf{X})||_2^2$, *the activation saliency is* $\mathbf{X} \circ \mathbf{W}^\top\mathbf{W}\mathbf{X}$, *and the weight saliency is* $\frac{\mathbf{W}_{ij}^2}{[\mathbf{H}_{ii}^{-1}]^2}$, *where the* $\circ$ *is Hadamard product.*

Proof. For activations, the gradient is not zero in a well-optimized model in Eq. 8, and we use the first-order Taylor expansion to approximate the effect of activation perturbations $\delta\mathbf{x}$: $\delta\mathcal{L}(\delta\mathbf{x}) \simeq \delta\mathbf{x}^\top\nabla\mathcal{L}(\mathbf{x}^*)$. Thus, the activation salient matrix is directly calculated according to $\delta\mathcal{L}(\delta\mathbf{x})$:

$$\text{Saliency}(\mathbf{X}) = \mathbf{X} \circ \mathbf{W}^\top \frac{\partial\mathcal{L}}{\partial\mathbf{W}\mathbf{X}} = \mathbf{X} \circ \mathbf{W}^\top\mathbf{W}\mathbf{X} \tag{9}$$

For weights, the gradient is zero because the optimizer directly optimizes weights to the local minimum after pretraining. Thus, the first-order term is zero in Eq.8 and $\delta\mathcal{L}(\delta\mathbf{w})$ has to approximate via the second-order term in Taylor expansion: $\delta\mathcal{L}(\delta\mathbf{w}) \simeq \frac{1}{2}\delta\mathbf{w}^\top\mathbf{H}_{\mathcal{L}}(\mathbf{w}^*)\delta\mathbf{w}$, which is proved in OBS [19]. And we apply the same weight saliency metric as OBS-based methods [45, 15, 14]:

$$\text{Saliency}(\mathbf{W}_{ij}) = \frac{\mathbf{W}_{ij}^2}{[\mathbf{H}_{ii}^{-1}]^2}, \quad \mathbf{H} = \mathbf{X}\mathbf{X}^\top. \tag{10}$$

□

Remark 2. Per-Channel Spiking Mechanism. *Given saliency matrixes Saliency*$(\mathbf{X})$ *and Saliency*$(\mathbf{W})$ *from Optimal Brain Spiking, per-channel means of first- (or second-) order differentation-based saliency are significant enough to divide salient channels in Eq.7.*

In implentation, the saliency matrix Saliency$(\mathbf{X})$ and Saliency$(\mathbf{W})$ have the same shape with activations $\mathbf{X}$ and weights $\mathbf{W}$, which are inefficient to store. As shown in Fig.3, we calculate per-channel or per-token means of the saliency matrix. We observe that both the per-channel saliency in activations and weights are robust enough to detect salient channels while per-token is insignificant. Based on *Remark 2*, we first compute per-channel saliency with calibration data and generate their rank to select the salient channels in Eq.7. Then, we store these lightweight masks for inference.

Table 2: Spiking settings to simulate quantized ANNs. We set 10% or 5% salient channels for 2 or 4 spiking steps respectively. Attention, Act. and Weight indicate where to apply GIF neurons.

Quantized-ANN	Step T	Spike-Level L	Salient Channels	Attention	Act.	Weight
4W4A	2 / 4	16	10% / 5%	✓	✓	–
2W8A	2 / 4	4	10% / 5%	–	–	✓
2W16A	2 / 4	4	10% / 5%	–	–	✓

Table 3: Weight-activation quantization results of LLaMA Models. OmniQuant† indicates we retrain the OmniQuant of the LLAMA-1 model with the unified scheme (see Appendix B).

Method	Saliency	#Bits	ACEs	PIQA	ARC-e	Arc-c	BoolQ	HellaSwag	Winogrande	**Avg.**
LLAMA-1-7B	–	FP16	1×	77.47	52.48	41.46	73.08	73.00	67.07	64.09
SmoothQuant	–	W4A4	0.0625×	49.80	30.40	25.80	49.10	27.40	48.00	38.41
LLM-QAT	–	W4A4	0.0625×	51.50	27.90	23.90	61.30	31.10	51.90	41.27
LLM-QAT+SQ	–	W4A4	0.0625×	55.90	35.50	26.40	62.40	47.80	50.60	46.43
OS+	–	W4A4	0.0625×	62.73	39.98	30.29	60.21	44.39	52.96	48.43
OmniQuant†	–	W4A4	0.0625×	63.28	46.38	27.56	62.23	40.24	52.49	48.70
SpikeLLM$_{T=2}$	0.10	W4A4	0.0687×	65.83	47.98	27.82	64.22	43.49	53.28	**50.44**
LLAMA-2-7B	–	FP16	1×	78.45	69.32	40.02	71.07	56.69	67.25	63.80
OmniQuant	–	W4A4	0.0625×	62.19	45.62	25.43	60.89	39.15	52.17	47.58
SpikeLLM$_{T=2}$	0.10	W4A4	0.0687×	64.47	48.74	27.30	63.27	43.29	56.83	**50.65**
OmniQuant	–	W2A8	0.0625×	51.90	27.82	19.97	38.26	25.85	50.36	35.69
SpikeLLM$_{T=4}$	0.05	W2A8	0.075×	54.62	30.89	20.90	53.91	30.75	53.12	**40.70**
OmniQuant	–	W2A16	0.125×	57.13	35.02	21.16	53.46	29.32	50.36	41.08
SpikeLLM$_{T=2}$	0.10	W2A16	0.138×	65.61	48.15	27.39	60.46	39.01	52.80	**48.90**
LLAMA-2-13B	–	FP16	1×	78.78	73.36	45.56	68.99	59.73	69.61	66.01
OmniQuant	–	W4A4	0.0625×	67.03	53.96	30.55	62.91	44.83	53.91	52.20
SpikeLLM$_{T=2}$	0.10	W4A4	0.0687×	66.49	55.30	30.12	64.16	47.43	51.54	**52.49**
OmniQuant	–	W2A8	0.0625×	57.51	35.27	19.11	61.31	29.95	49.41	42.09
SpikeLLM$_{T=4}$	0.05	W2A8	0.075×	64.09	48.74	24.23	62.29	40.38	52.49	**48.70**
OmniQuant	–	W2A16	0.125×	63.55	45.16	23.55	62.45	39.84	53.12	47.95
SpikeLLM$_{T=2}$	0.10	W2A16	0.138×	67.63	53.70	28.33	63.64	45.10	57.22	**52.60**
LLAMA-2-70B	–	FP16	1×	81.07	77.74	51.11	76.70	63.99	77.03	71.27
OmniQuant	–	W2A16	0.125×	62.57	43.86	22.78	56.42	39.60	52.49	46.29
SpikeLLM$_{T=2}$	0.10	W2A16	0.138×	76.44	66.92	38.31	66.88	51.86	59.19	**59.93**

5 Experiments

We evaluate the necessity to introduce SpikeLLM by comparison with quantized ANNs (because there are no spiking LLMs previously). Experiments are set from two aspects: (i) general weight-activation quantization in very low-bits; (ii) ternary quantized LLM towards fully additive linear layers.

Training Details. As shown in Table 2, SpikeLLM can simulate 4W4A (4-bit activation, 4-bit weight), 2W8A, or 2W16A quantization with different hyper-parameters, spiking step T and spike-level L, in GIF neurons. We follow main streams of post-training quantization (PTQ) [15] and calibration [46] pipelines. (i) For the low-bit quantization setting, our primary baseline is OmniQuant [46] and we report the detailed pipeline in Appendix B. We select LLAMA-1 (7B) [47] and LLAMA-2 (7B, 13B, 70B) [48] as full-precision models. (ii) For the additive SpikeLLM setting, we follow the GPTQ [15] framework and report training details in Appendix C.

Evaluation Tasks. We follow the same evaluation methods as the primary baselines, OmniQuant [46] and PB-LLM [45]. We evaluate perplexity (PPL) of language generation in WikiText2 [36] and C4 [41] benchmarks. We also evaluate zero-shot common scene reasoning tasks including PIQA [3], ARC-easy [8], ARC-challenge [8], BoolQ [7], HellaSwag [8], and Winogrande [43] datasets. For quantized ANNs and SNNs, ACE metric [57] is applied to evaluate operations (Appendix A).

5.1 Main Results

Comparison with quantized-ANNs. As shown in Table 3, we compare SpikeLLM with state-of-the-art weight-activation quantization methods including SmoothQuant, LLM-QAT, and OmniQuant,

Table 4: Comparisons between SpikeLLM and OmniQuant in the same pipeline with the Wikitext2 and C4 PPL metrics. We do not evaluate the W4A4 and W2A8 settings for LLAMA2-70B because the grouped-query attention (GQA) makes training unstable in the OmniQuant pipeline.

			LLAMA-2-7B		**LLAMA-2-13B**		**LLAMA-2-70B**	
Method	Saliency	#Bits	Wikitext2	C4	Wikitext2	C4	Wikitext2	C4
OmniQuant	–	W4A4	15.25	19.35	12.40	15.87	–	–
SpikeLLM$_{T=2}$	0.10	W4A4	**11.36**	15.87	**9.71**	**12.10**	–	–
SpikeLLM$_{T=4}$	0.05	W4A4	11.41	**14.34**	9.75	12.17	–	–
OmniQuant	–	W2A8	287.64	445.21	53.87	72.33	–	–
SpikeLLM$_{T=2}$	0.10	W2A8	**22.13**	**30.45**	13.56	18.73	–	–
SpikeLLM$_{T=4}$	0.05	W2A8	28.78	44.80	**12.80**	**17.05**	–	–
OmniQuant	–	W2A16	38.05	98.74	17.14	27.12	10.04	19.31
SpikeLLM$_{T=2}$	0.10	W2A16	**14.16**	**19.73**	9.45	13.86	6.35	9.62
SpikeLLM$_{T=4}$	0.05	W2A16	14.50	19.82	**9.17**	**12.37**	–	–

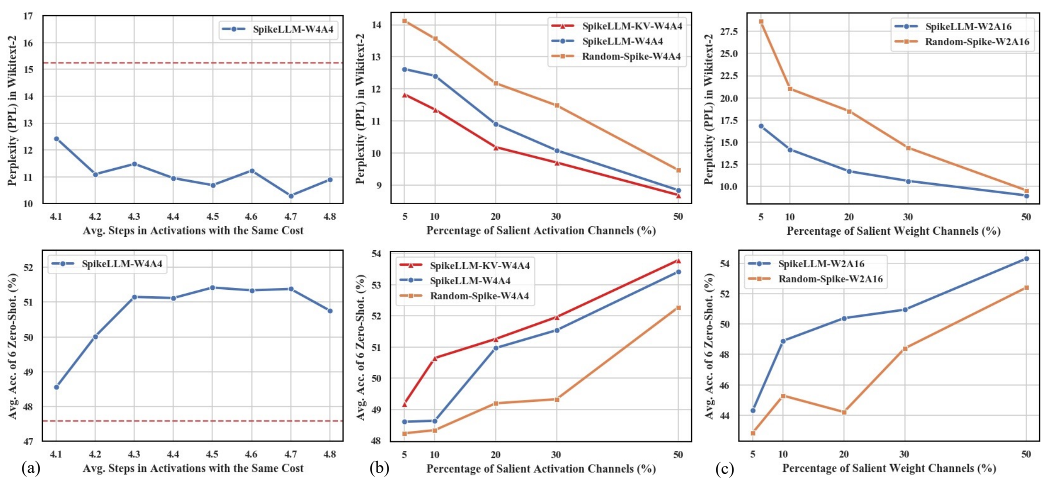


Figure 4: Ablation studies of GIF neurons and Optimal Brain Spiking in LLAMA-2-7B. (a) Comparison between SpikeLLM and Quantized-ANN with the same operations. (b) Ablations on spiking salient channels in activations and KV-Caches. (c) Ablations on spiking salient channels in weights.

which shows SpikeLLM improves significantly based on OmniQuant with a few additional spikes to enhance salient channels. For LLAMA-2-7/13B in Table 3, this performance enhancement is dramatic: for example, for the 2W8A and 2W16A quantization of 7B, improvements are 5.01% and 7.82% respectively with 20% and 10% additional spikes. In Table 4, their WikiText2 PPL of SpikeLLM$_{T=2}$ also significantly decrease 92.31% and 62.79% compared with baselines.

Efficiency of GIF neurons. We evaluate the efficiency of GIF neurons by comparison with OmniQuant-4A4W with almost the same operations. This is achieved by applying GIF neurons in both weights and activations. To confirm the same operations, we increase salient channels in activations and accordingly decrease spiking steps T and spike-level L in non-salient channels in weights. As shown in Fig.4 (a), given different percentages of salient channels in activations, SpikeLLM always exceeds the Omniquant-4W4A baseline (in red).

Ablations on Optimal Brain Spiking. To evaluate the efficiency of the Optimal Brain Spiking (OBSpiking) framework, we compare SpikeLLM with equal-operation baselines with randomly selected spiking channels, termed Random-Spike. In Fig. 4 (b), we compare OBSpiking in activations of linear layers alone, OBSpiking in both activations of linear layers and KV caches of self-attentions, and Random-Spike. With different percentages of salient channels, OBSpiking in both KV chches and activations helps to improve performance. In Fig. 4 (c), we compare Random-Spike and OBSpiking in weight quantization, which proves the effectiveness for weights.

Table 5: Comparisons between SpikeLLM and PB-LLM in LLAMA-2-7B towards additive linear layers. $\text{SpikeLLM}_{\texttt{Ter,x:y:z}}$ indicates using the ternary GIF neurons in Eq.6 as weight quantizers, where `x:y:z` is percentages of 1, 2, 4 spiking steps in weights (details in Appendix C).

Method	ACs	Equal Steps	PIQA	ARC-e	Arc-c	BoolQ	HellaSwag	Winogrande	**Avg.**
$\text{PB-LLM}_{80\%}$	80%	2.4	60.77	43.9	22.18	64.16	33.75	56.83	46.93
$\text{PB-LLM}_{90\%}$	90%	1.7	54.03	27.9	19.37	57.09	27.12	48.38	38.98
$\text{PB-LLM}_{95\%}$	95%	1.35	53.43	26.6	19.28	51.87	26.51	49.01	37.78
$\text{SpikeLLM}_{\texttt{Ter,70:25:5}}$	100%	1.4	65.83	51.89	25.17	68.47	40.48	60.77	52.10
$\text{SpikeLLM}_{\texttt{Ter,80:15:5}}$	100%	1.3	60.88	42.26	24.23	68.65	34.02	54.38	47.40
$\text{SpikeLLM}_{\texttt{Ter,85:10:5}}$	100%	1.25	55.44	31.99	20.99	61.83	30.02	52.01	42.05
$\text{SpikeLLM}_{\texttt{Ter,90:5:5}}$	100%	1.2	53.75	28.83	19.2	37.92	28.46	48.38	36.09

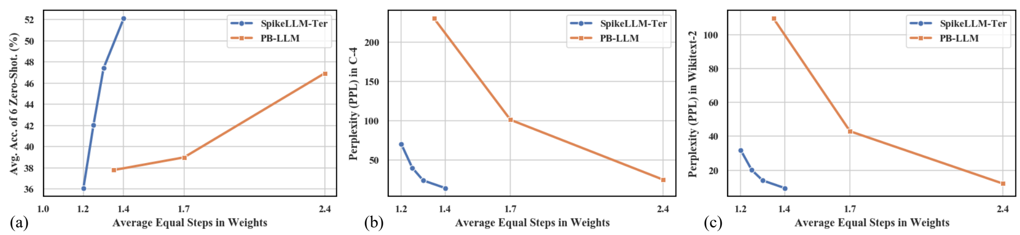


Figure 5: Effiency comparisons of $\text{SpikeLLM}_{\texttt{Ter}}$ and PB-LLM in Wikitext-2, C4 and 6 zero-shot benchmarks. We use the average of equal steps as the operation metric of SNNs and BNNs.

5.2 Additive Spiking LLMs

To maintain the additive nature and event-driven sparsity as previous SNNs, we additionally build $\text{SpikeLLM}_{\texttt{Ter}}$ based on the ternary GIF neuron in Eq.6 as the spiking weight quantizer. After weight quantization as Eq.6, linear layers in the LLM can be implemented by ACcumulation (AC). The detailed model setting, operation evaluation, and training pipeline are reported in Appendix C.

Comparison with binary LLM. We select PB-LLM for comparison since binary weight neural networks (BNNs) can be implemented by ACs. As shown in Table 5, SpikeLLM achieves full AC operations in linear layers by saliency-based spiking neuronal dynamics, instead of the deployment-unfriendly mixed-precision quantization in PB-LLM.

Efficiency of additive SpikeLLM. In Table 5, we evaluate the AC operations in a linear layer by equal-steps. For PB-LLM, we view the average bit-width as the equal steps; for SpikeLLM, the equal steps are calculated by the average spiking steps of salient and other values. As shown in Table 5, SpikeLLM is able to exceed PB-LLM with similar equal-steps. Further, in Fig 5, we evaluate the Pareto front about equal-steps and performance, which shows SpikeLLM exceeds PB-LLM (BNN) in both effectiveness and efficiency.

6 Conclusion

This work proposes the first spiking large language models with 7~70 billion parameters, promoting SNNs to the era of LLMs. This is achieved by significant improvement of spike encoding efficiency, where the GIF neurons compress the code length from T to T/Llog_2L bits; the saliency-based spiking further compresses to log_2T bits. Different from ANN-SNN conversions that rely on quantization, this work exceeds quantization with the hybrid encoding of both SNNs and quantized-ANNs, which we think could become an interesting topic in the future.

Limitations

A primary limitation of this paper is the lack of deployment on neuromorphic chips. Recent studies [31] have shown that SNNs obtained through quantization training can maintain event-driven sparsity, making them directly usable for inference on neuromorphic chips. This theoretically ensures the feasibility of the potential deployment.

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A Low-Bit Quantization

Low-bit quantization typically maps full-precision value to fewer quantization levels. We first focus on the most widely used asymmetric uniform quantization. Given the full-precision value $\mathbf{x}$, the quantizer first maps $\mathbf{x}$ to a `INT` value by linear translation and `Round` functions, and then maps the discrete `INT` value back to its original range, which the former translation can be expressed as:

$$\mathbf{x}^{\text{INT}} = \texttt{Round}\lceil \frac{\mathbf{x}^{\text{FP16}} - \min(\mathbf{x}^{\text{FP16}})}{\Delta} \rfloor, \quad \Delta = \frac{\max(\mathbf{x}) - \min(\mathbf{x})}{2^N - 1}. \tag{11}$$

In linear layers, quantized weights w^q or activations a^q can be represented as binary digits in M or N bits: $a^q = \sum_{i=0}^{M-1} \mathbf{a}_i 2^i$, $w^q = \sum_{j=0}^{N-1} \mathbf{w}_j 2^j$. Therefore, the Multiply-ACcumulate (MAC) can be implemented by bit level `AND` and `PopCount` operations:

$$a^q \cdot w^q = \sum_{i=0}^{M-1} \sum_{j=0}^{N-1} 2^{i+j} \texttt{PopCount}[\texttt{AND}(\mathbf{a}_i, \mathbf{w}_j)]. \tag{12}$$

This indicates the complexity and energy consumption of MAC operations are proportional to $M \times N$. Therefore, the number of operations in a quantized model can be measured using the arithmetic computation effort (ACE) metric [57], which is defined as $M \times N$ for a MAC operation between the M-bit weight and N-bit activation. Recent LLMs contain more than 10B ~100B parameters, making it an essential requirement to push not only weights but also activations to lower bit-width.

B Training Details of the OmniQuant Pipeline.

B.1 Training Details.

We use a unified training config as shown in all of our experiments. We train LLAMA-1 (7B), and LLAMA-2 (7B, 13B, 70B) for both OmniQuant baselines and SpikeLLMs according to this training scheme. Compared with the original OmniQuant, we do not apply loss augmentation methods except for 70B models for training stability and we set the quantization group number as 1 in all of the experiments. Therefore, this scheme can be viewed as a simplified version without bells and whistles to focus on the influence of the quantization method itself.

In SpikeLLM, we compute the saliency metric for activations layer by layer during the OmniQuant pipeline. Different from activations, we compute the saliency metric for weights directly using the features from the first embedding layer. Because we find this can make the computation of the inverse Hessian matrix more stable compared with computing layer by layer.

Table 6: Training settings on the OmniQuant scheme. LET and LWC indicate learnable equivalent transformation and learnable weight clipping.

config	4W4A	2W8A	2W16A
LET	True	True	False
LWC	True	True	True
learning rate of LET	0.001	0.001	N/A
learning rate of LWC	0.01	0.01	0.01
activation smooth	0.75	N/A	N/A
batch size	1	1	1
loss augmentation	False	False	True
epochs	20	20	40
group	1	1	1

B.2 Training Data.

Following OmniQuant [46], we randomly select 128 calibration data from WikiText2, which are 2048-token chunks. We further investigate the influence of different training samples to confirm the robustness of the proposed methods. In the OmniQuant pipeline, training samples are randomly cropped from the Wikitext2 dataset. To compare the performance of SpikeLLM and the OmniQuant baseline, we use a set of random seeds to sample different training data each time. In Fig. 6, we sample data and train 40 times, using the same seed for both OmniQuant and SpikeLLM each time. SpikeLLM achieves higher average accuracy on 6 zero-shot datasets and lower Wikitext2 or C4 perplexity at the same time, showing consistently better performance. For the same training data, SpikeLLM always performs better. In other experiments in this paper, we keep the random seed as 2.

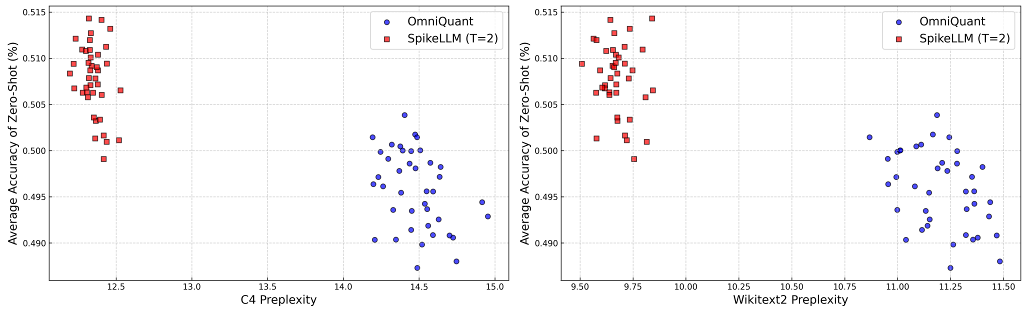

Figure 6: Comaprison of different training data for LLAMA-1-7b 4W4A models. In SpikeLLMs, 10% activation channels are set to 2 spiking steps.

C Training Details of the Ternary SpikeLLM.

C.1 Model Definition.

In additive SpikeLLM, we apply the ternary spike level {-1,0,+1} to encode weights according to Eq. 6. After weight ternarization, the matrix multiplication in the linear layer can be implemented by full ACcumulation (AC). As shown in Table 7, we have 3 spiking-step settings. For example, for the SpikeLLM$_{\texttt{Ter,70:25:5}}$ model, we allocate the most salient 5% values in weights with 3 spiking steps, the following 25% with 2 spiking steps, and the rest 70% with 1 spiking steps. The unstructured spiking steps are applied, which is different from the experiment in the Main Result Section. As the following section, this is because of more accurate quantization in ultra-low bit quantization and fair comparison with PB-LLM [45].

Table 7: Model settings in additive SpikeLLM. 1,2,3-Steps indicate the percentages of 1, 2, and 3 spiking-step encoding in weights respectively.

Model	1-Step	2-Step	3-Step	Avg. Step	Spike-Level
SpikeLLM$_{\texttt{Ter,70:25:5}}$	70%	25%	5%	1.4	{-1,0,+1}
SpikeLLM$_{\texttt{Ter,80:15:5}}$	80%	15%	5%	1.3	{-1,0,+1}
SpikeLLM$_{\texttt{Ter,85:10:5}}$	85%	10%	5%	1.25	{-1,0,+1}
SpikeLLM$_{\texttt{Ter,90:5:5}}$	90%	5%	5%	1.2	{-1,0,+1}

C.2 Structured vs. Unstructured Spiking in Weights.

For weight quantization, as shown in Table 8, unstructured spiking steps usually achieve higher performance compared with structured ones. Our per-channel spiking scheme can achieve higher performance by setting per-channel spiking steps as elementwise spiking steps. However, unstructured conditions need additional masks and are less friendly to deployment. Therefore, we keep structured settings in low-bit quantization. But for additive LLMs, the performance is more important in the extreme case, and we choose the unstructured settings. Moreover, the PB-LLM baselines are also unstructured, so that, it can also confirm the fair comparison.

C.3 Training Details.

The same as PB-LLM [45], we follow the GPT-Q [15] pipeline for the post-training weight quantization. In quantization, we keep the same block size of 128. We apply the same 128 calibration data as

Table 8: Comaprison between structured and unstructured weight quantization in the OmniQuant pipeline.

Method	Saliency	#Bits	ACEs	PIQA	ARC-e	Arc-c	BoolQ	HellaSwag	Winogrande	**Avg.**
LLAMA-2-7B	–	FP16	1×	78.45	69.32	40.02	71.07	56.69	67.25	63.80
OmniQuant	–	W2A16	0.125×	57.13	35.02	21.16	53.46	29.32	50.36	41.08
SpikeLLM$_{\mathrm{T=2}}$-Structured	0.10	W2A16	0.138×	65.61	48.15	27.39	60.46	39.01	52.80	48.90
SpikeLLM$_{\mathrm{T=2}}$-Unstructured	0.10	W2A16	0.138×	72.63	60.06	30.89	65.05	48.52	59.51	56.11

PB-LLMs. Each data is randomly selected from WikiText2 and tokenized to formulate a 2048-token chunk.

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