

Circuits and System Technologies for Energy-Efficient Edge Robotics

Zishen Wan, Ashwin Lele, Arijit Raychowdhury

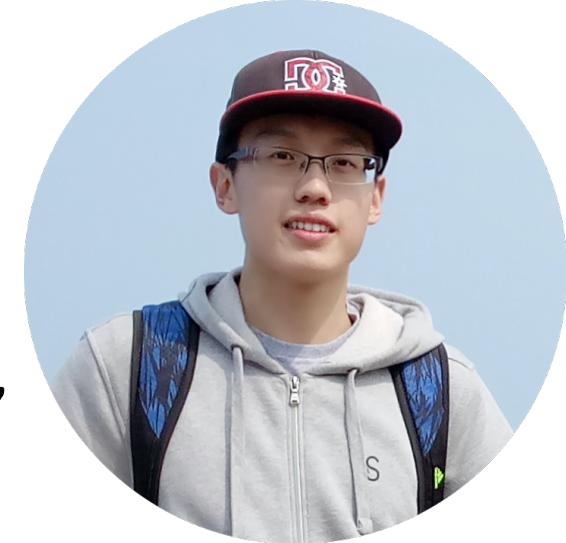
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Biography

Zishen Wan is an ECE Ph.D. student at Georgia Tech. He received M.S. from Harvard University in 2020 and B.S. from Harbin Institute of Technology in 2018, both in electrical engineering.



He has general research interests in VLSI, computer architecture, and edge intelligence, with a focus on designing efficient and reliable compute for autonomous machines.

He has received the Best Paper Award in DAC 2020 and CAL 2020, and selected as 2021 DAC Young Fellow.

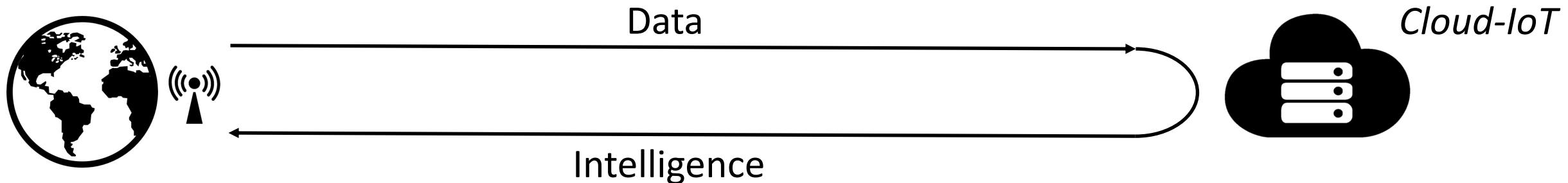
Outline

- Motivation
- Reinforcement Learning on the Edge
- Swarm Intelligence on the Edge
- Neuro-inspired SLAM on the Edge
- Challenges and Conclusions

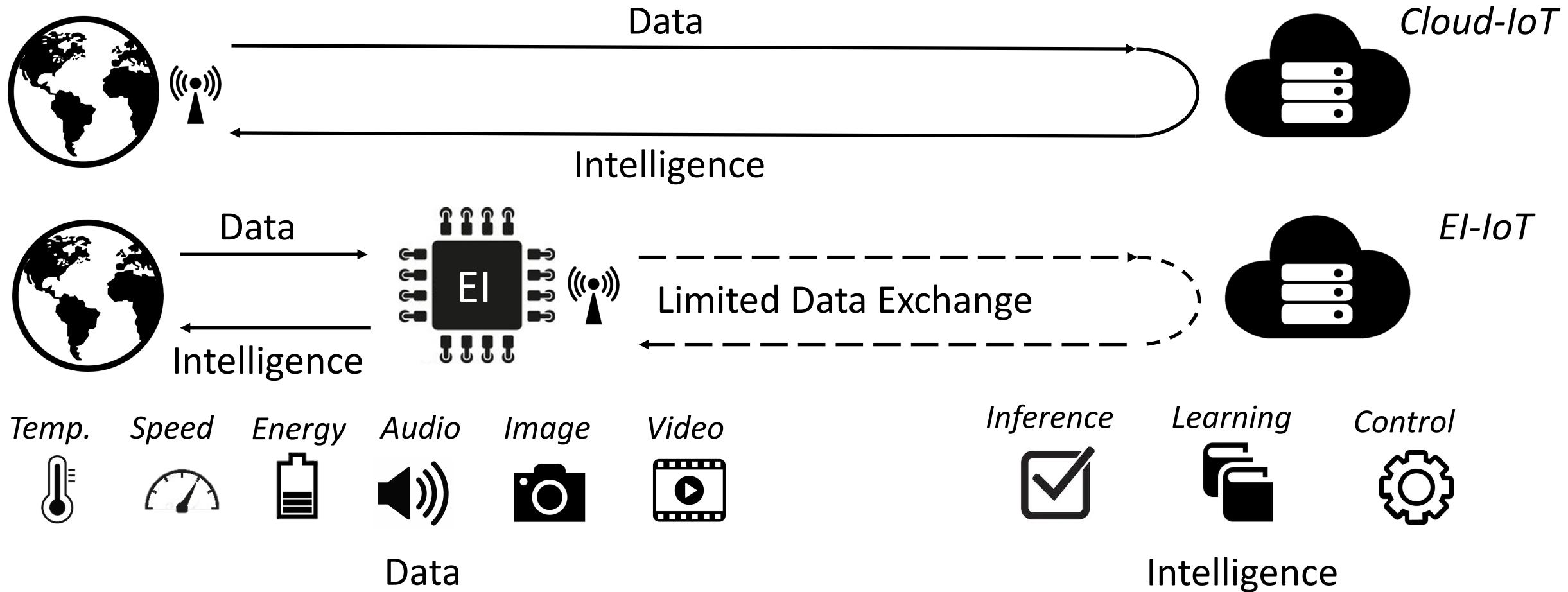
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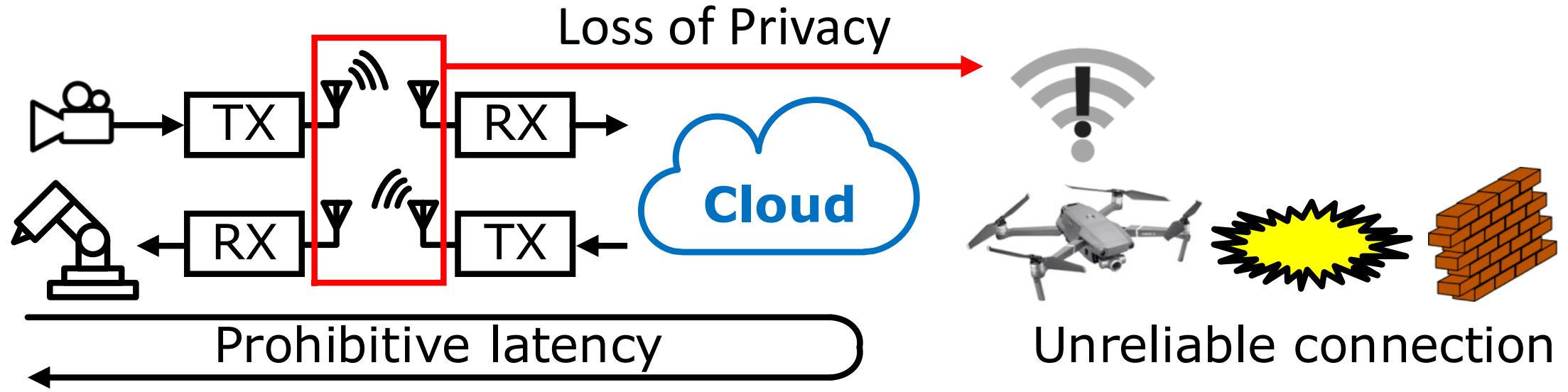
Intelligence at the Edge of the Cloud



Intelligence at the Edge of the Cloud

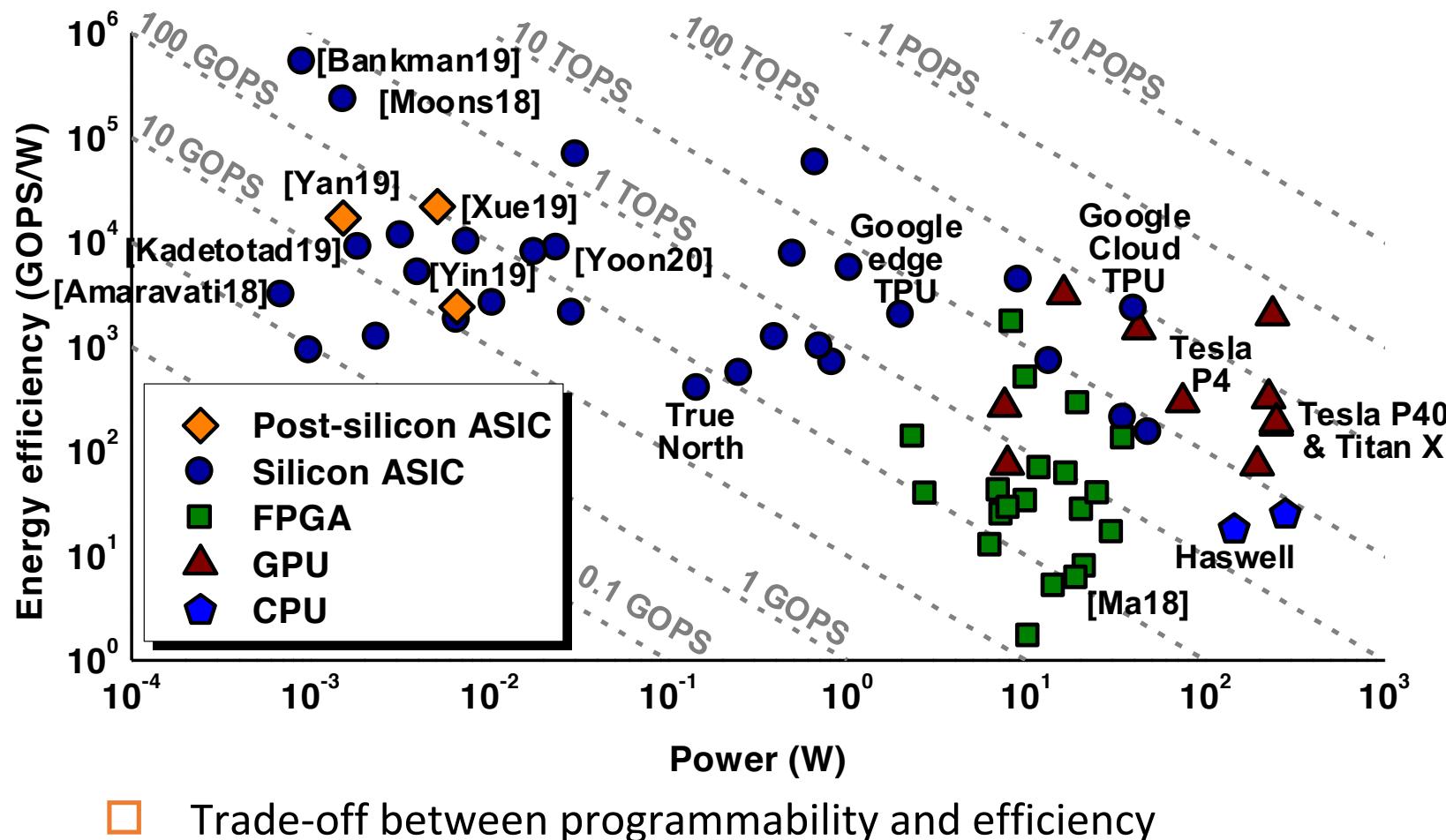


Importance of EI for Autonomous Systems



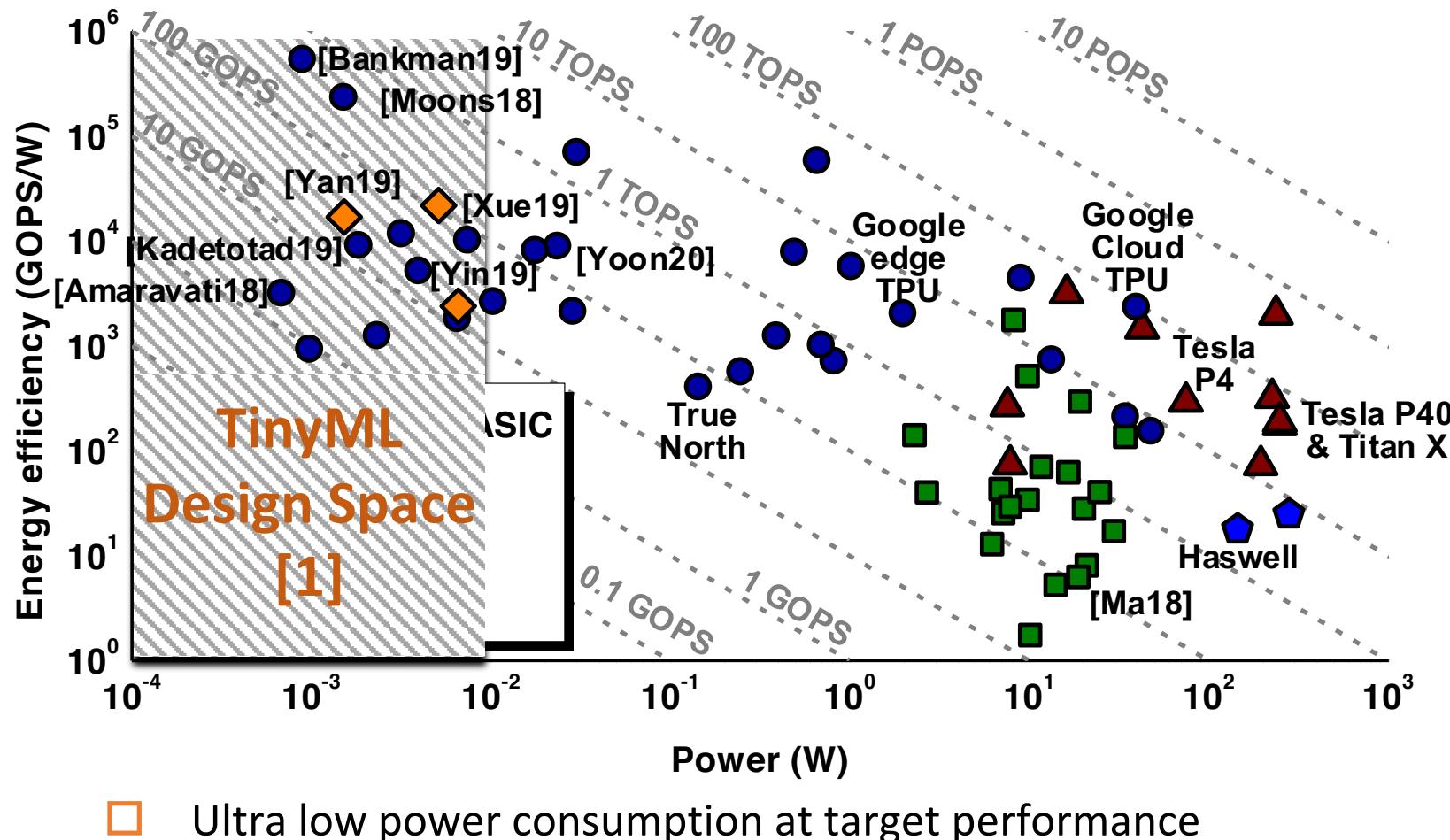
- Large latency
- Lack of *always-on* communication link
- GPS-denied environments
- Limited privacy for reconnaissance and security related mission

Power-Performance Design Space



- Fully programmable
 - Low efficiency and high power
- High efficiency
 - Low configurability
- Solution for tinyML?

Approaches of TinyML Startups



- Startups in the area
 - Mythic
 - Wave computing
 - Syntiant
 - Eta Compute
 - XNOR.ai
 - ...
- ULP processors
 - Cortex
 - MIPS
 - GPUs
 - ...

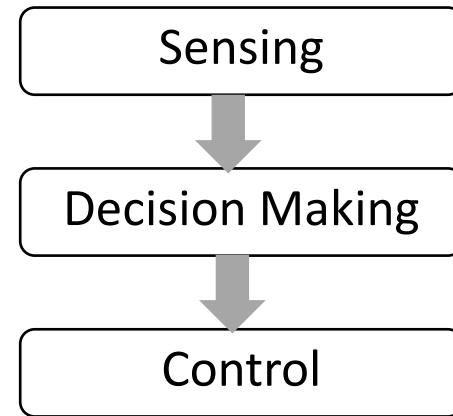
EI and Micro-Robotics



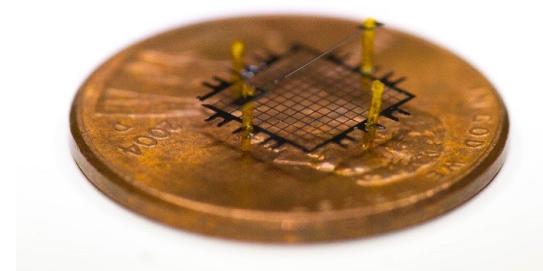
Palm-sized Drones



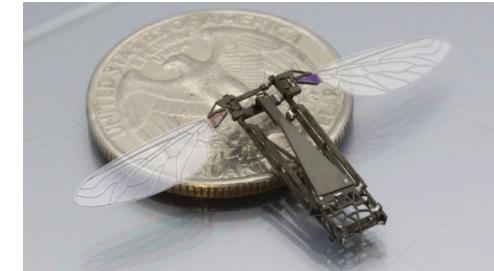
Intelligent Autonomous Cars



Jasmine microrobots



Berkeley Microrobots



Harvard Bee Microrobots

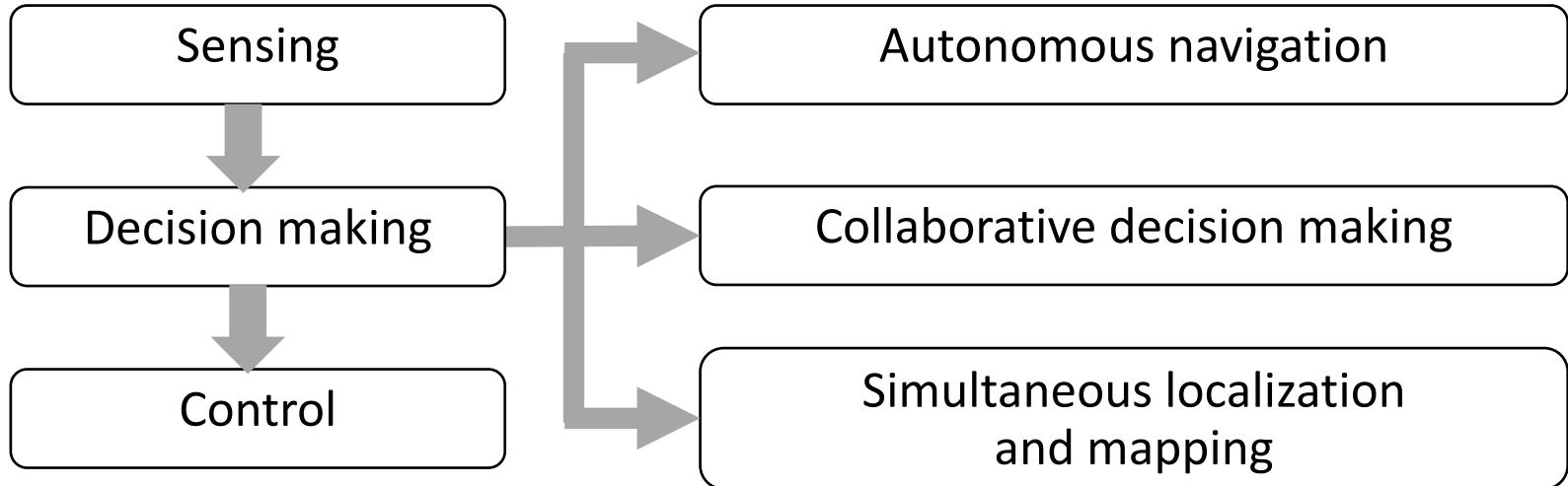


Georgia Tech Microrobot

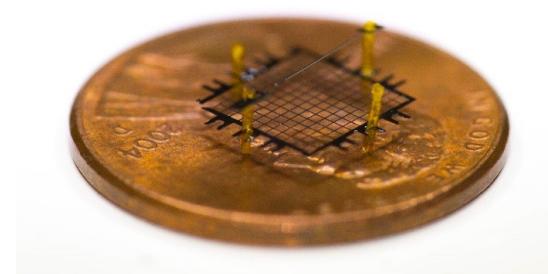
EI and Micro-Robotics



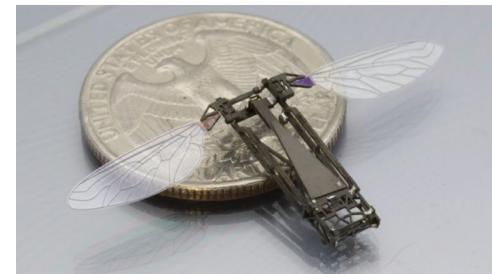
Palm-sized Drones [2]



Jasmine microrobots [4]



Berkeley Microrobots [5]



Harvard Bee Microrobots [6]

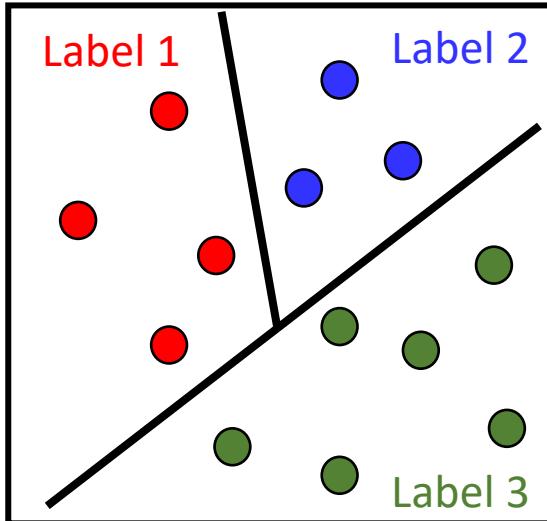


Georgia Tech Microrobot [7]

Outline

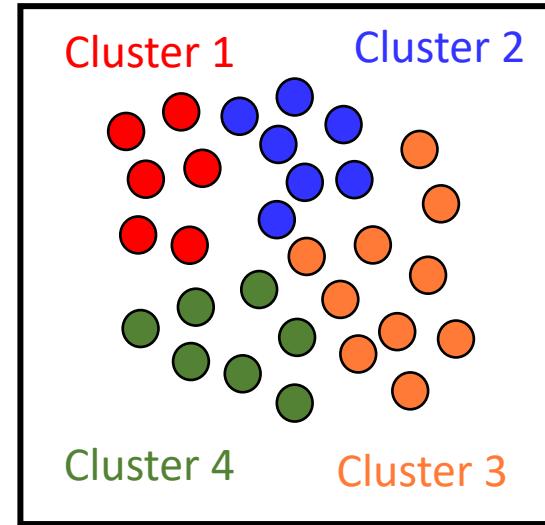
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Learning with Streaming Data



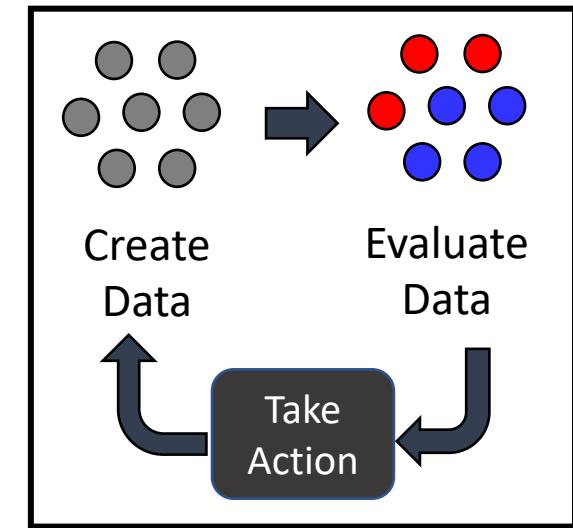
Supervised Learning

- Learning known patterns over labeled data
- Expert supervision required
- Enjoys large success with Deep Neural Networks



Unsupervised Learning

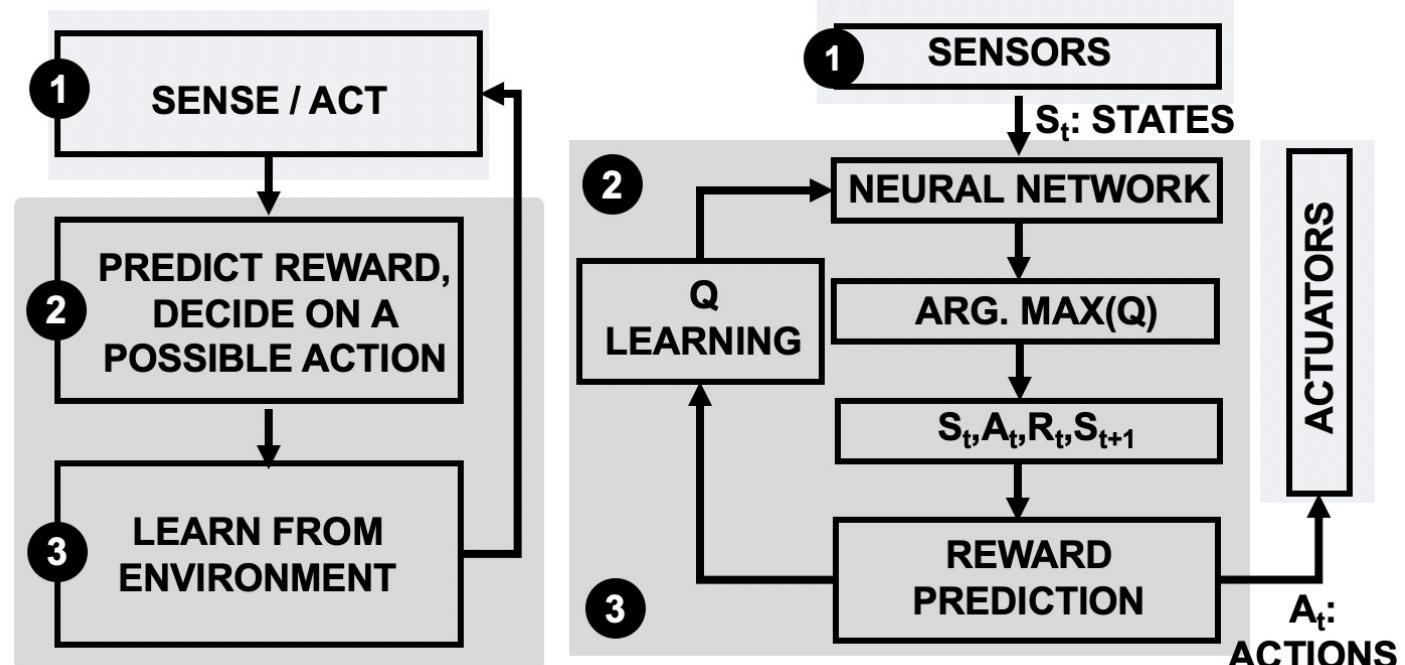
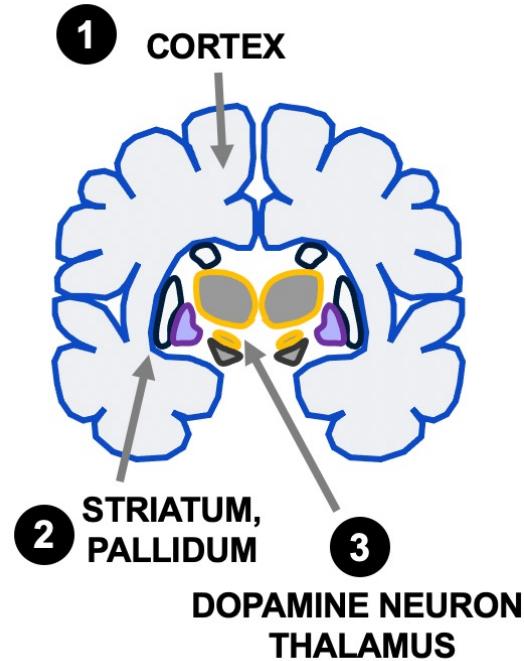
- Learning unknown patterns over unlabeled data
- No supervision required
- Creates clusters on high-dimensional data



Reinforcement Learning

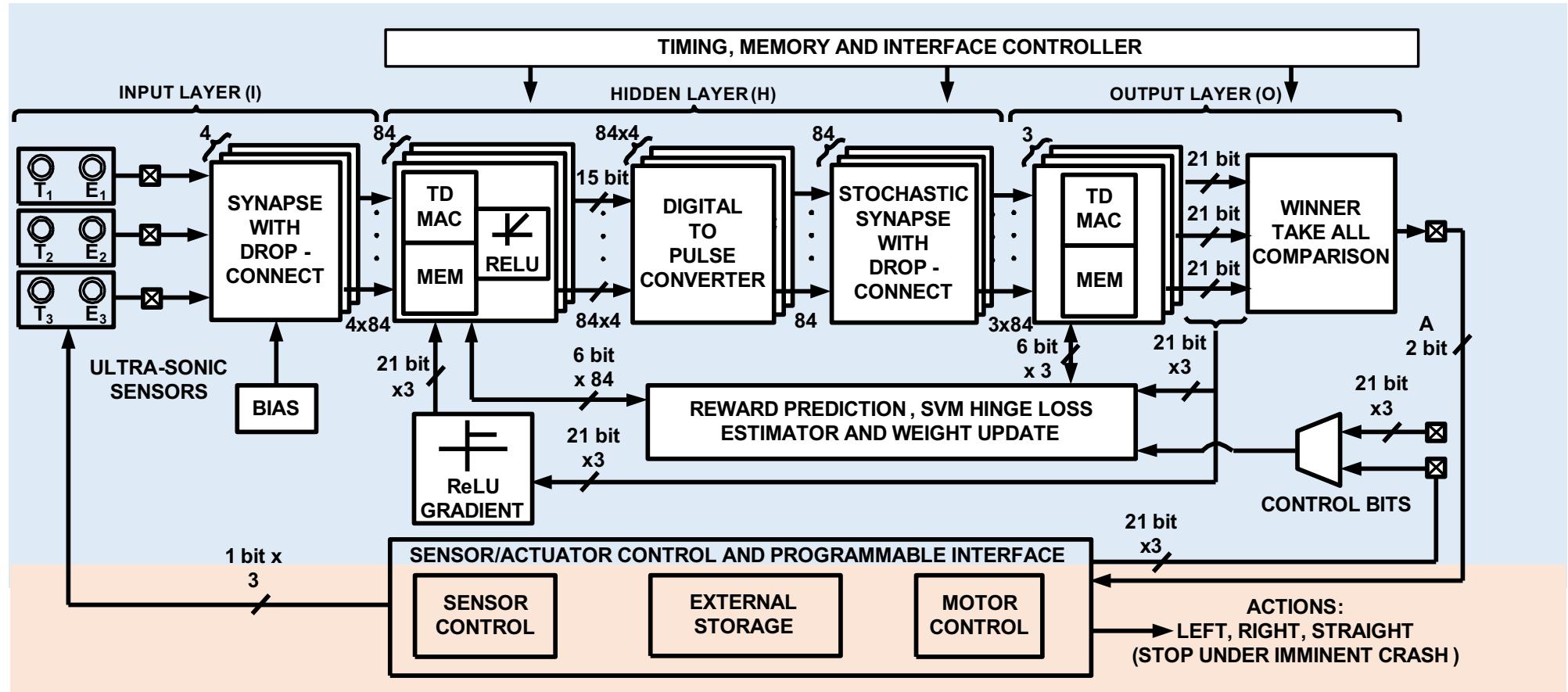
- Generating data through exploration
- Gathering and exploiting knowledge
- Fully autonomous [8]

Providing Autonomy to Edge Devices



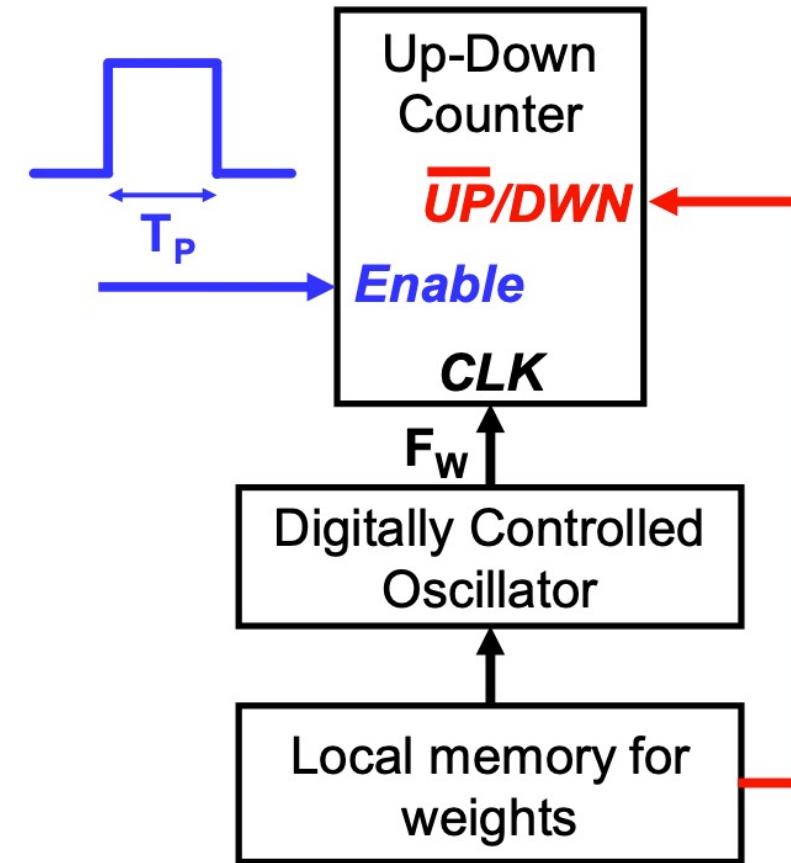
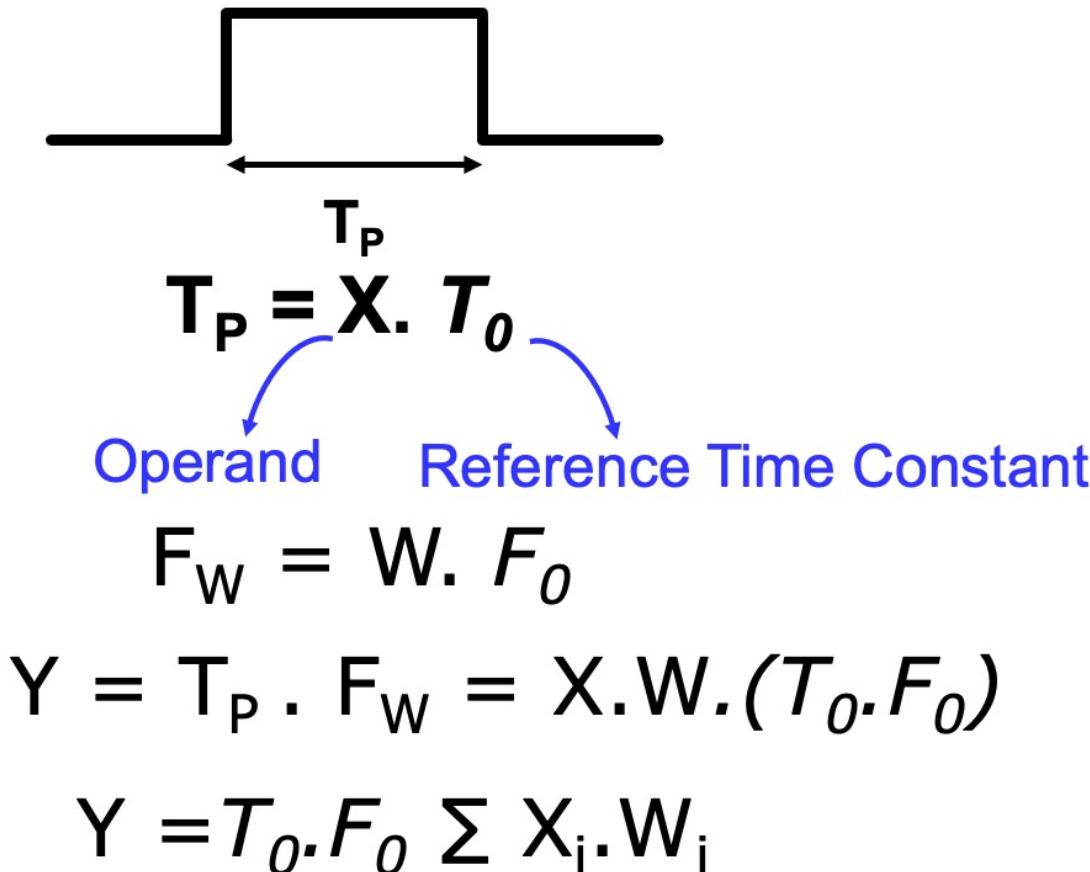
- Reinforcement Learning can maximize a set reward through exploration of the state-space and taking actions.
- A neural network maps the state-space to the action space optimally.

Time-Based Design for Online RL



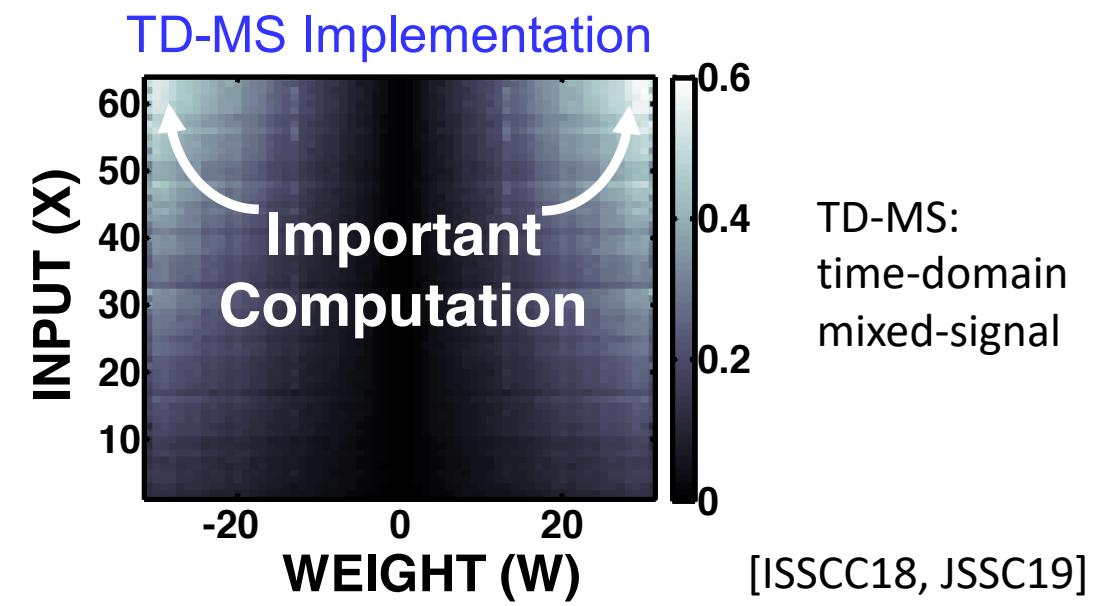
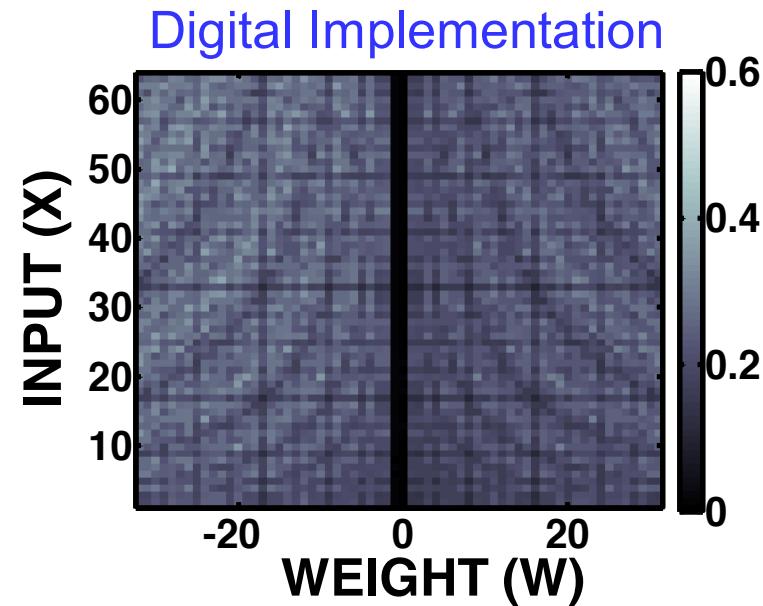
[ISSCC18, JSSC19]

Processing with Time-Encoded Pulses



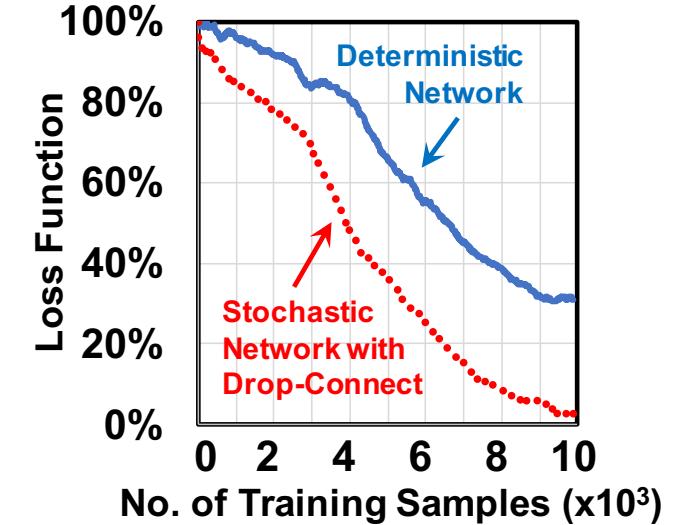
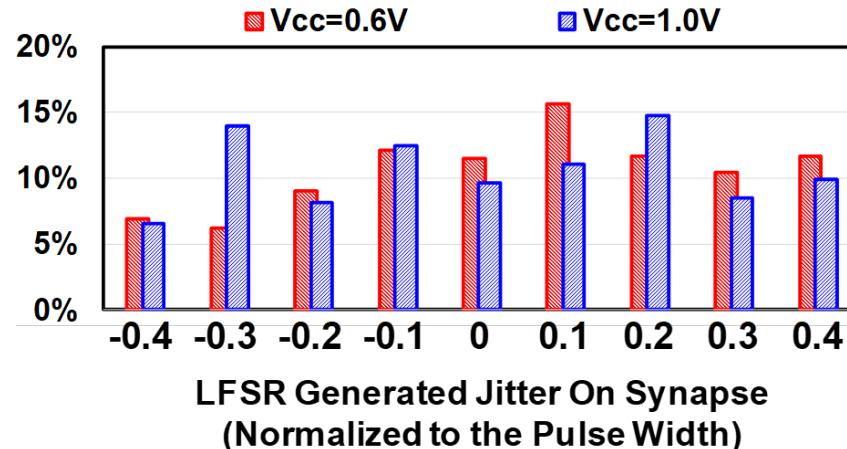
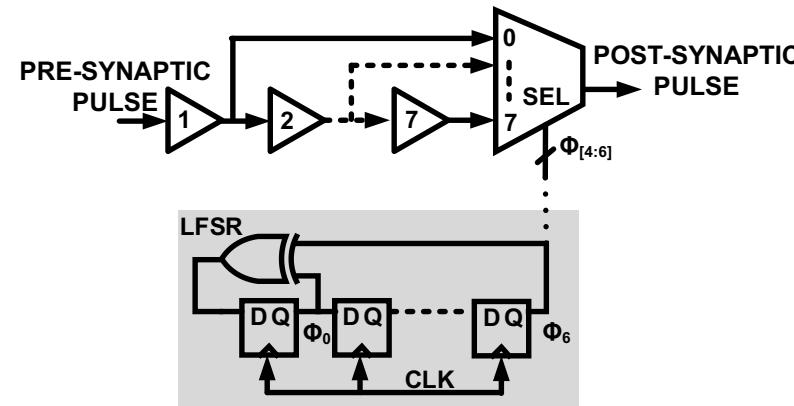
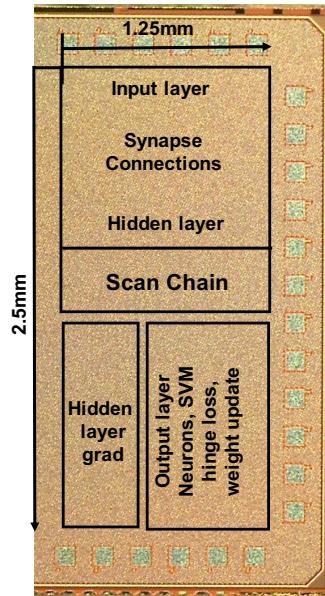
[ISSCC18, JSSC19]

Energy Efficiency of Time-Domain Processing



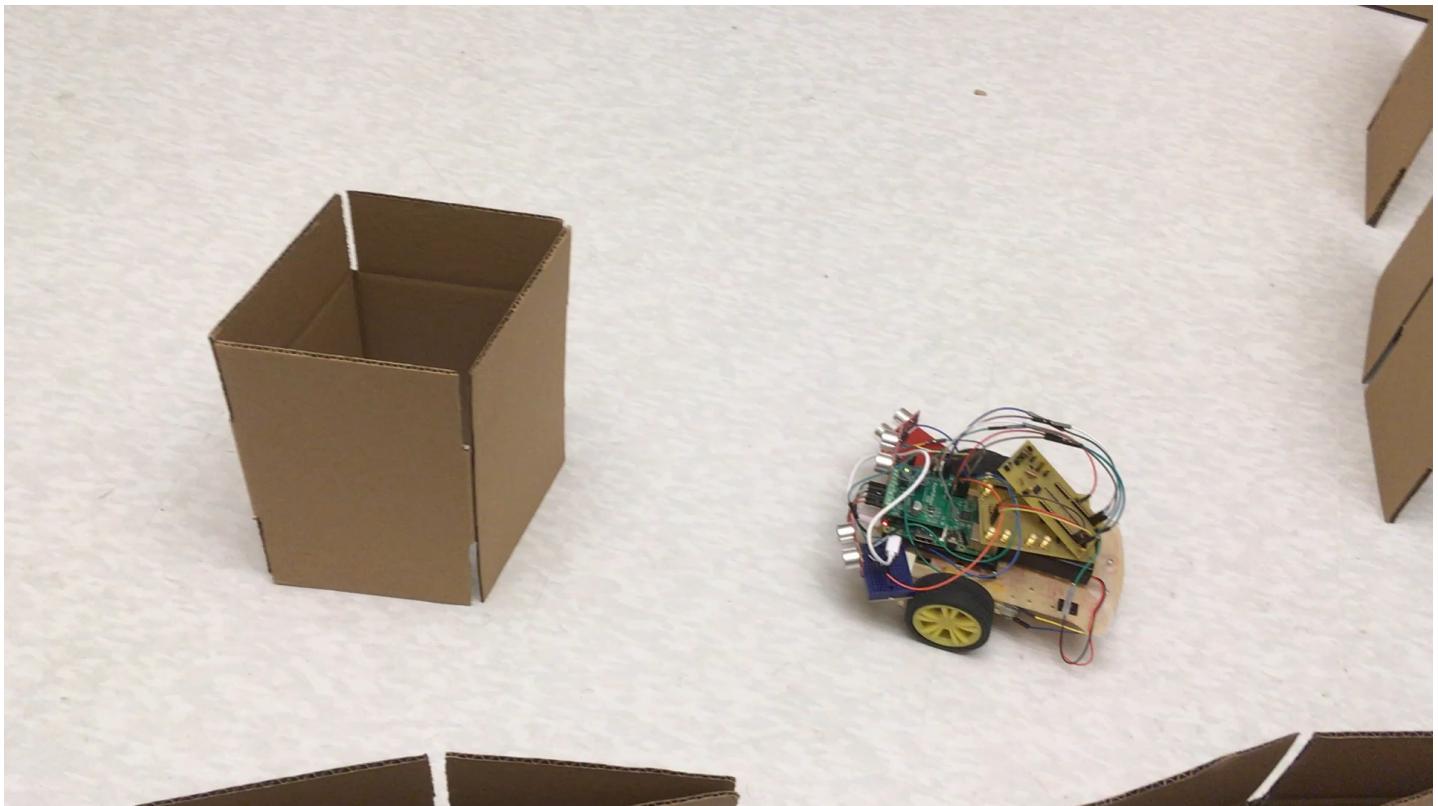
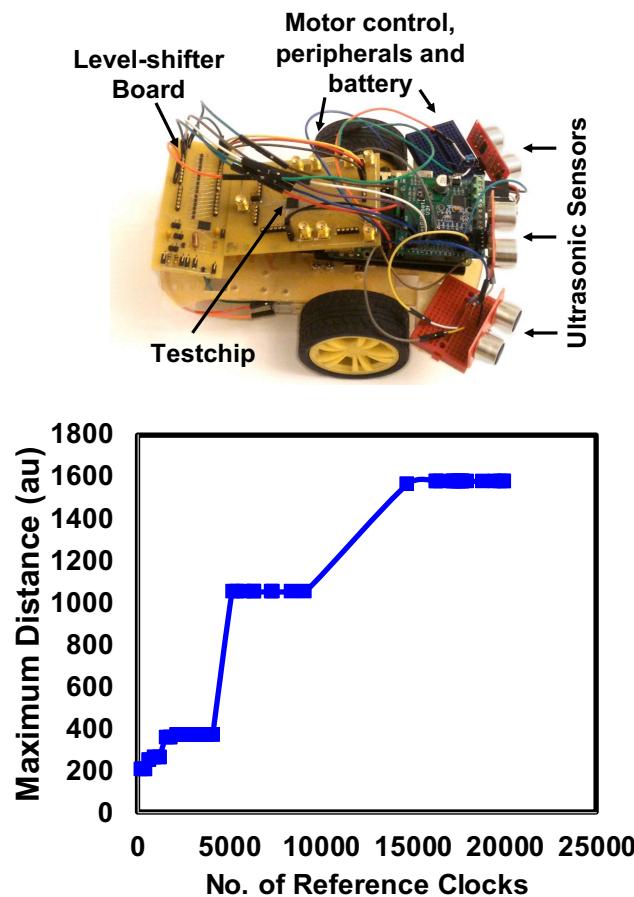
- Number of switching events (and hence, energy/op) in TD neuron is proportional to the value of the operands (and hence, the importance of the computation)
- Bio-mimetic and takes advantage of inherent sparsity in the network
- An average of 42% reduction in energy/op
- 45% lower area, 47% lower interconnect power and 16% lower leakage

Enabling Regularization via Stochasticity



- Measured stochasticity of $\pm 40\%$ for a mean pulse width is measured
- Stochasticity in the synaptic weights allow the system to achieve convergence faster for a prototypical robotic application

RL Chip in Action



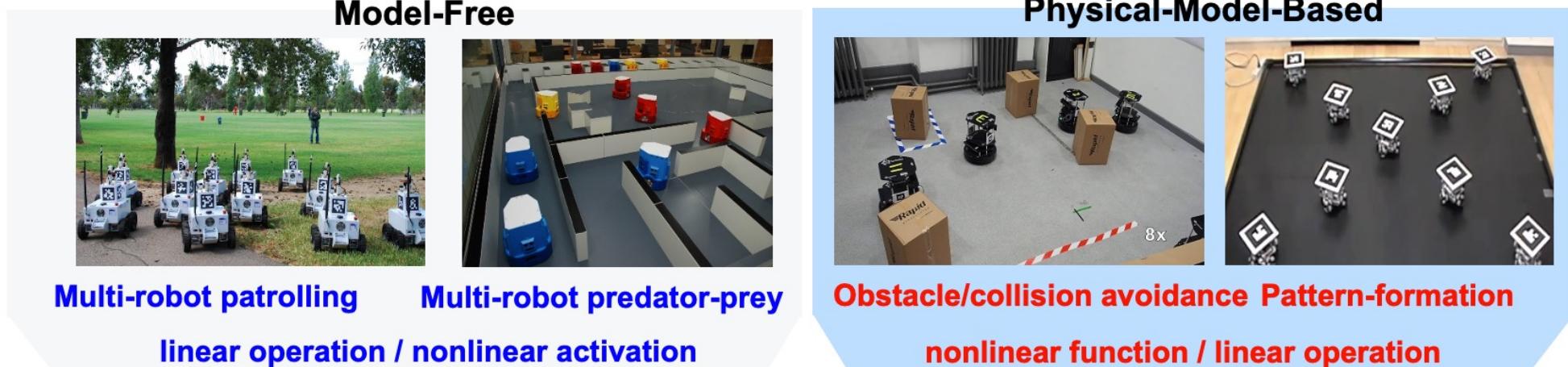
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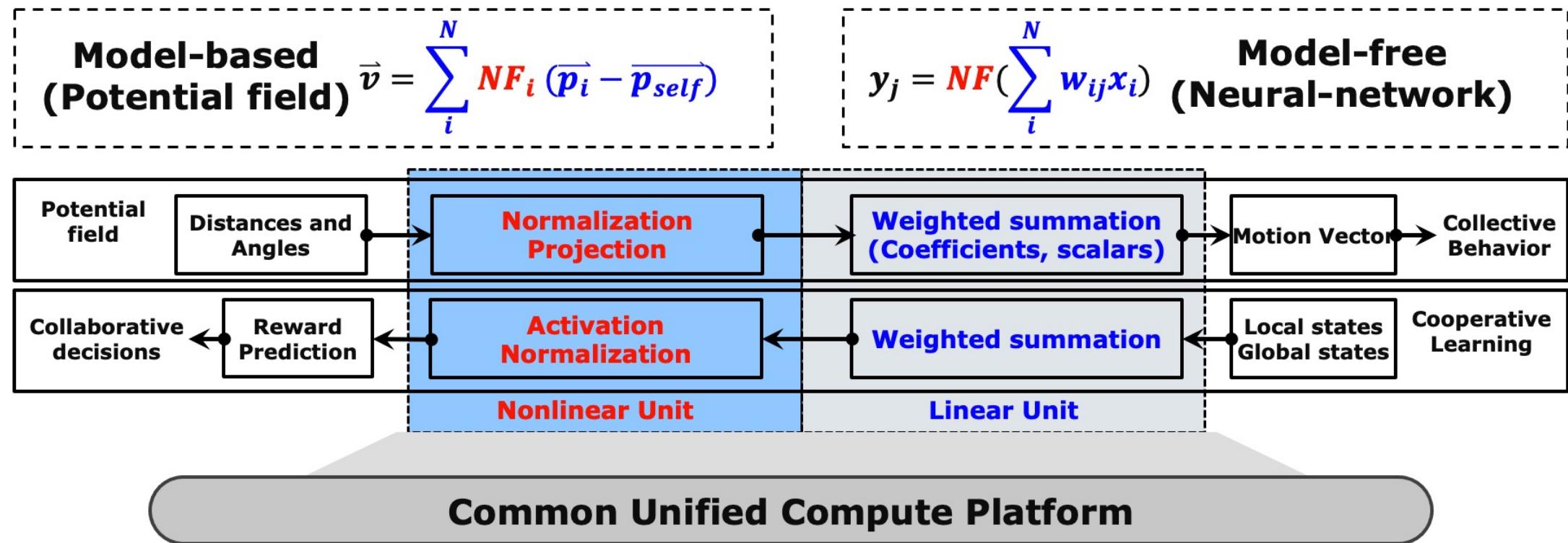
Collaborative Intelligence in Swarms

Applications



Algorithms	Algorithm Type	Application Support	Mathematical Structure	Nonlinear Functions	Linear Operations
Cooperative reinforcement learning	Model-Free (Neural Network based)	1. Multi-robot predator-prey [9] 2. Multi-robot patrolling [10]	$\text{ReLU}(\sum x_i w_i)$	ReLU	$x, +, \Sigma$
		3. Cooperative exploration [11]	$\tanh(\sum x_i w_i)$	tanh	
Potential field approach	Model-based	4. Path planning [12] 5. Collision avoidance [12]	$\sum x_i \cos(y_{id})$	cosine	$x, +, -, \Sigma$
		6. Pattern-formation [13]	$\sum x_i \tanh\left(\frac{\sqrt{y^2 - y_1^2}}{\zeta}\right)$	tanh, reciprocal, square, sqrt	

A Common Platform to Support Swarm EI



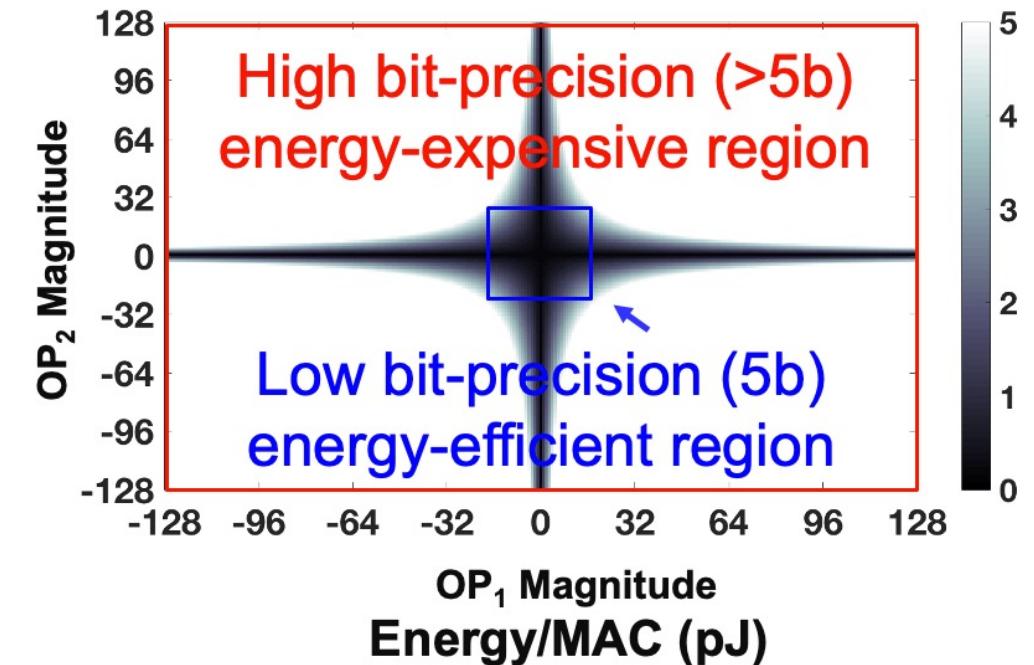
- Unified compute platform with dedicated nonlinear / linear unit for both model-based and learning-based swarm applications.

[ISSCC19, JSSC19]

Swarm Size vs Bit-Width Requirement

Swarm size	Algorithms			
	Path-planning	Formation	Predator-prey	Cooperative exploration
2	3	3	5	4
5	4	4	7	4
10	5	5	7	5
15	5	6	8	5
20	6	7	8	6

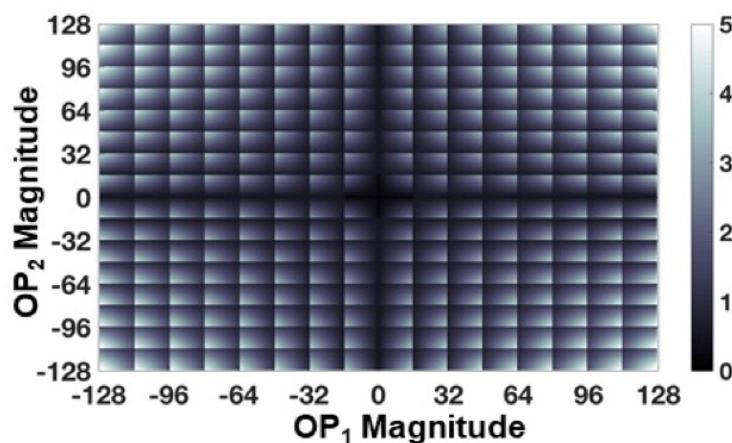
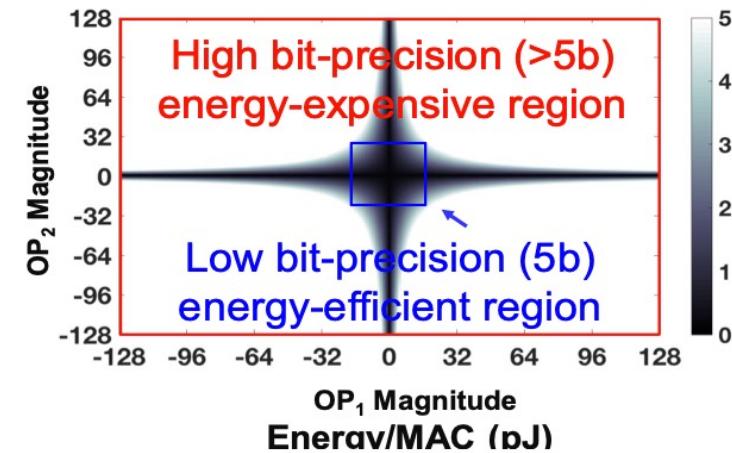
Required bit-precision vs. Swarm size



- ❑ Increasing swarm size requires higher bit-precision
- ❑ Energy efficiency of TD-MS decreases at higher bit-precisions

[ISSCC19, JSSC19]

From TD-MS to Hybrid Designs



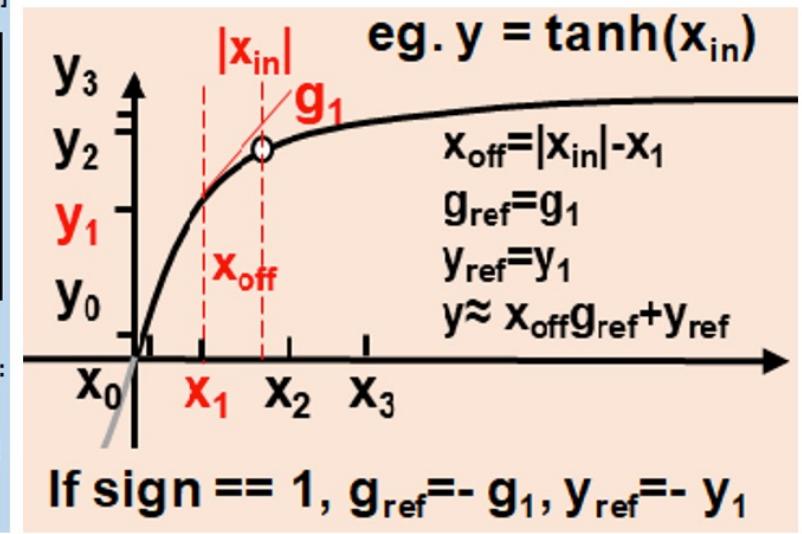
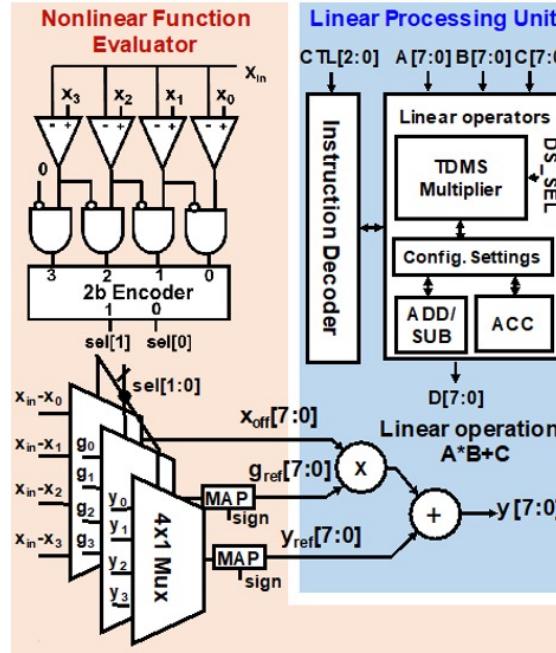
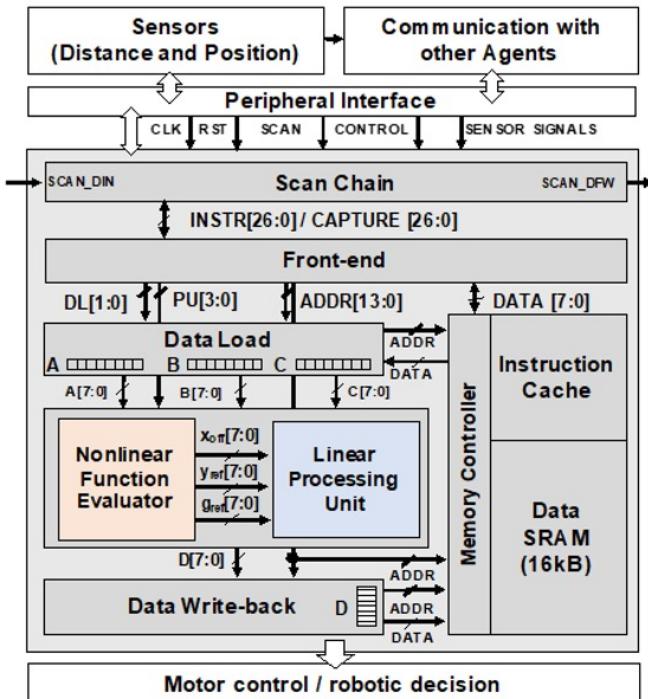
No. Bits	TD-MS		HDMS	
	Average	Worst	Average	Worst
3	0.10	0.49	0.16	0.52
4	0.14	0.56	0.19	0.61
5	0.28	0.72	0.29	0.74
6	0.64	1.74	0.69	0.94
7	2.21	3.86	0.70	1.02
8	5.82	9.32	0.69	1.27

Energy/MAC (Normalized to Digital)

- Analog techniques are energy-efficient for low bit-widths
- Smarter designs are required when bit-widths need to scale
- The break-even point between digital and analog compute is around 5-6 bits

[ISSCC19, JSSC19]

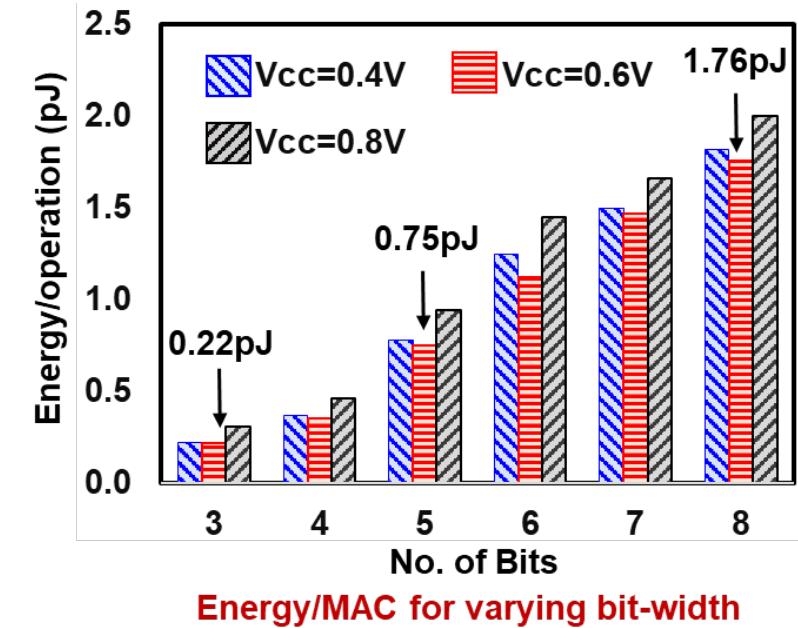
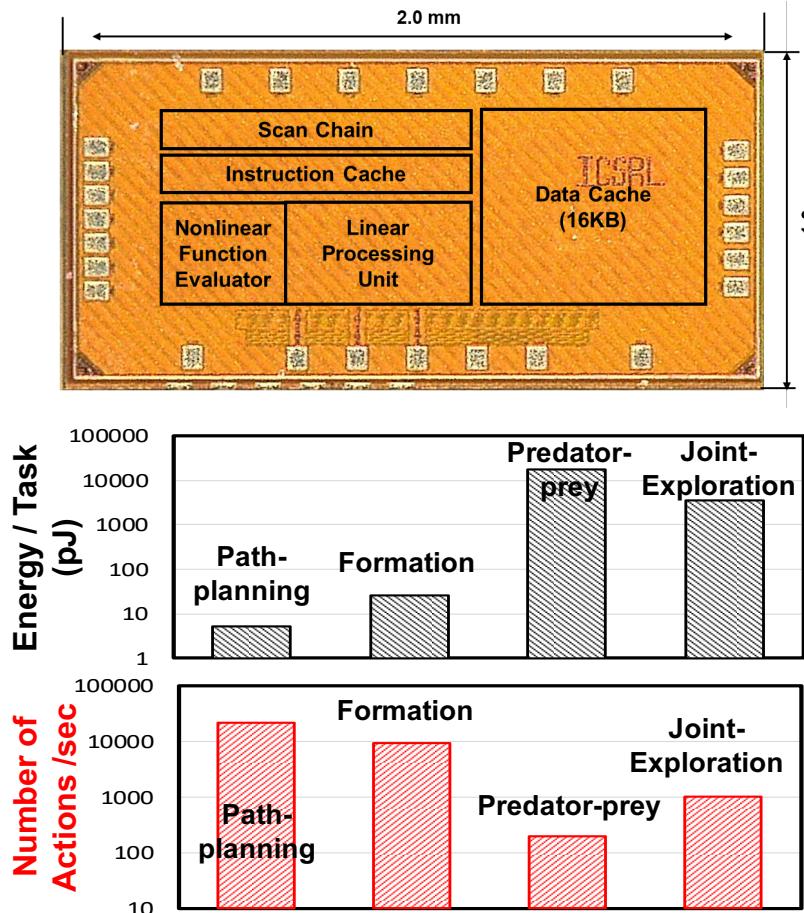
System Architecture



[ISSCC19, JSSC19]

- A unified processor that can provide scalability as well as support for model-based and learning-based tasks
- It provides high efficiency across a wide range of program and environmental settings

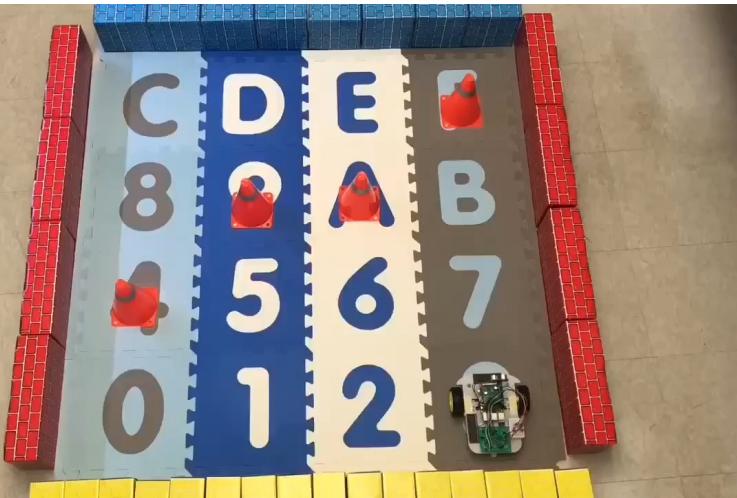
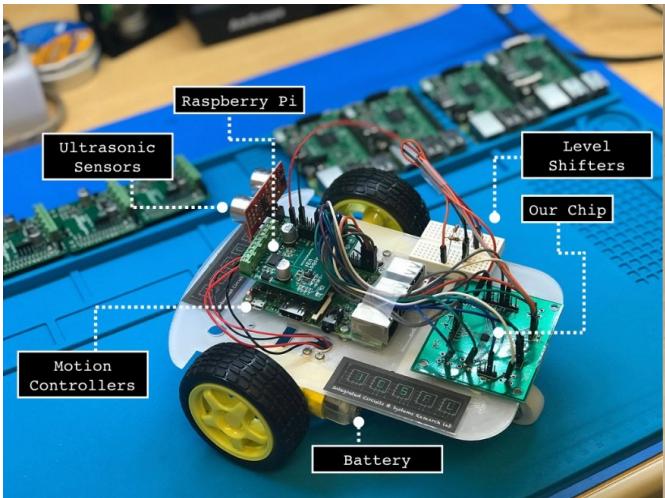
65nm Test-Chip and Measured Results



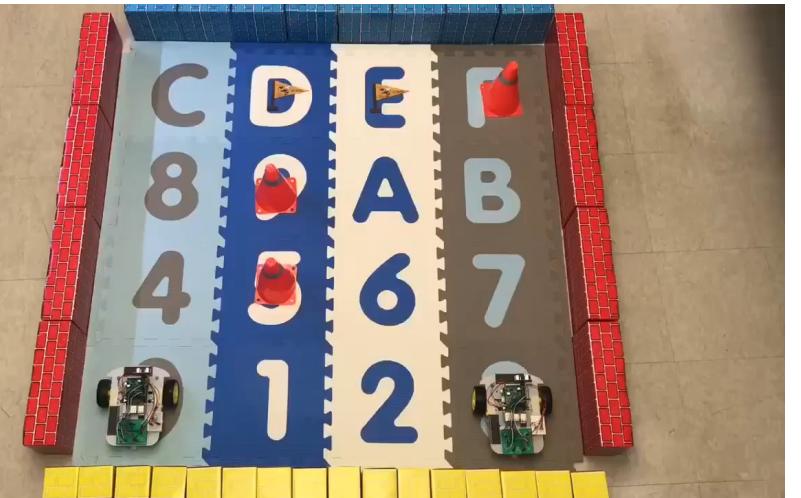
- 0.22-1.76 pJ/operation at 0.6V
- Maximum arithmetic energy efficiency 9.1 TOPS/W @ 3b, 0.6V, 1.1 TOPS/W @ 8b, 0.6V

[ISSCC19, JSSC19]

Swarm Intelligence in Action



Exploration 16X real time



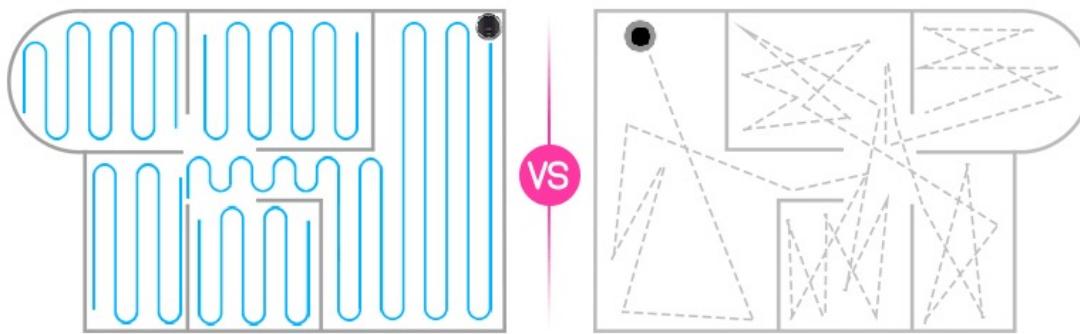
Collaborative RL in real time

[ISSCC19, JSSC19]

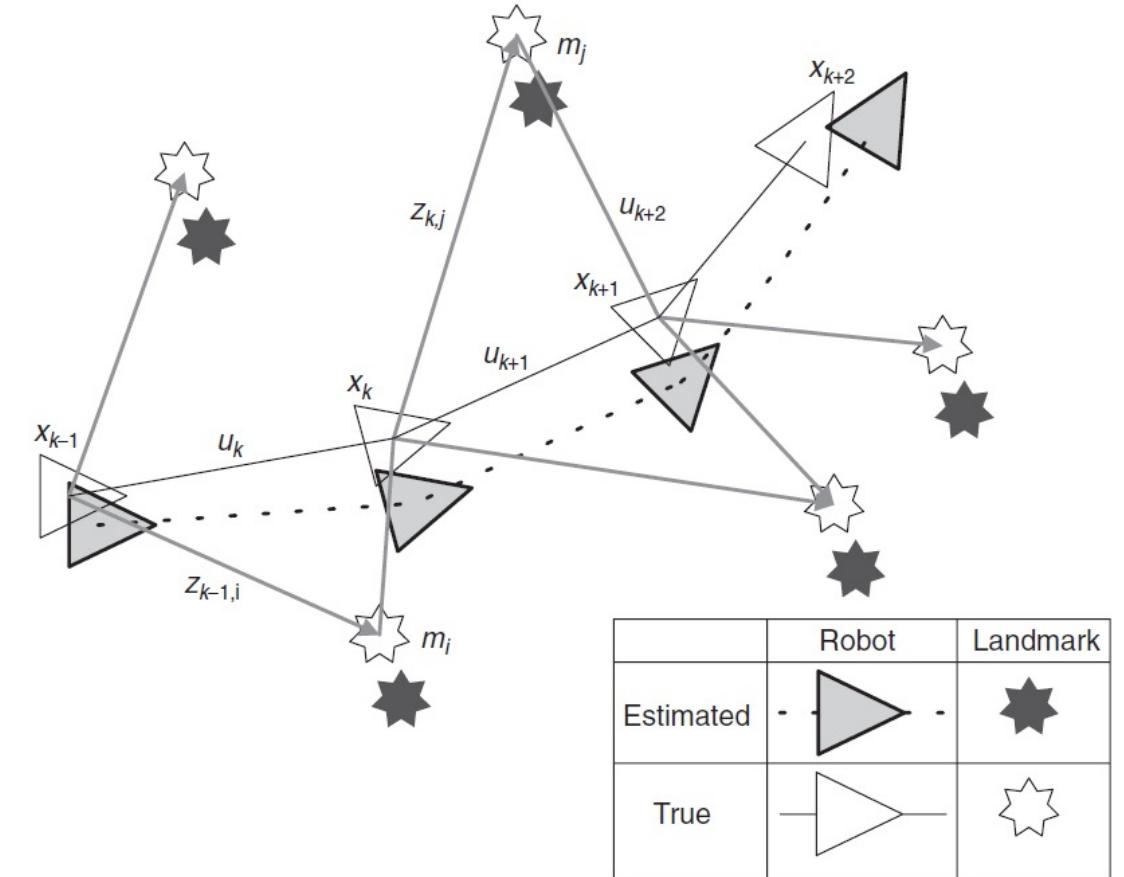
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Simultaneous Localization and Mapping (SLAM)



Path planning considering the result of SLAM

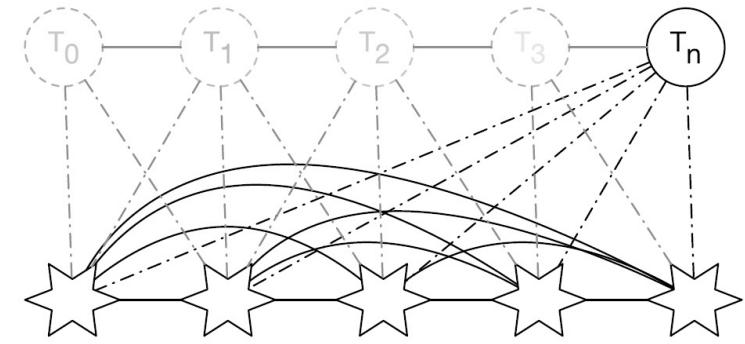


Landmark-based pose estimation

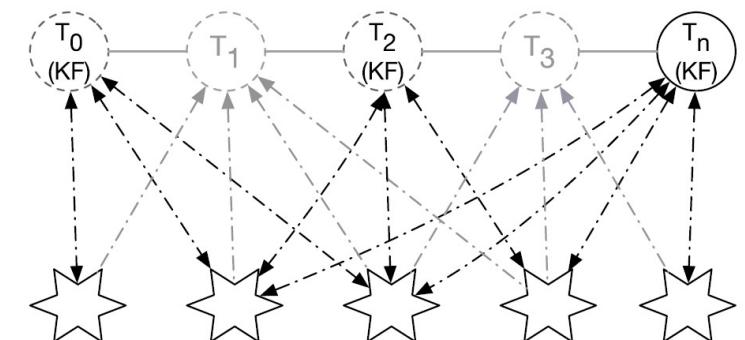
SLAM Algorithms Towards Edge-AI

	Probabilistic SLAM	Keyframe-based SLAM	NeuroSLAM
Algorithm of data association	Direct method, feature-based method (SIFT, SURF, CNN, etc.)	Direct method with maxpooled images & SNN-based pose-cell activities	
Sensor	Monocular, stereo, RGB-D camera, etc.	Monocular camera	
Odometry	Visual odometry, inertia sensor	Visual odometry	
Map maintenance	Every frame	Keyframe	VT-matched frame
Application	High-performance AR, VR, UAVs		Ultra low power Microrobotics

- Smaller number of computations in a frame
- Map maintenance in a certain frame, not every frame

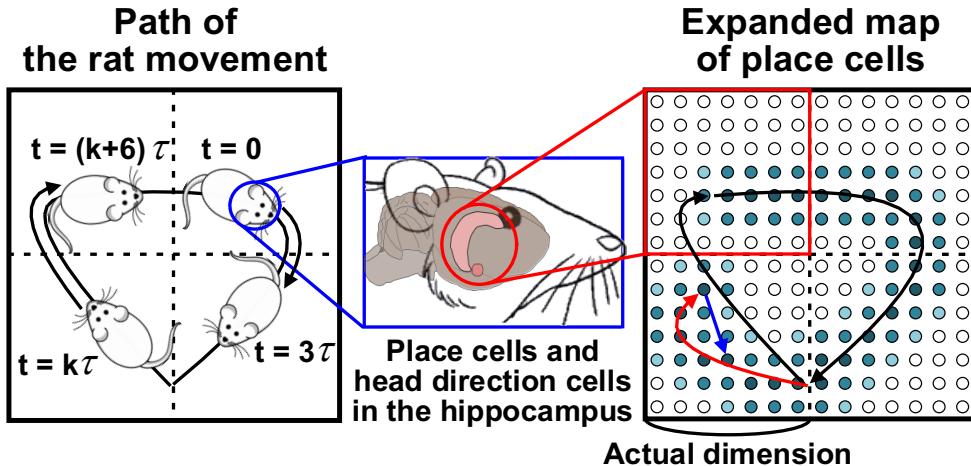


Probabilistic SLAM



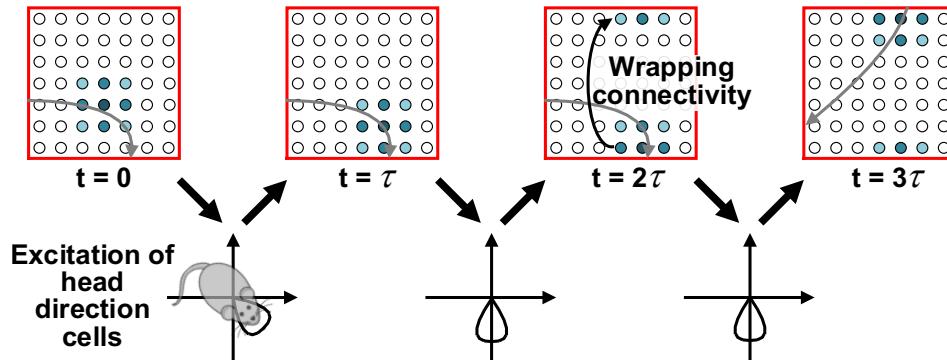
Keyframe-based SLAM

Spatial Cognition in the Rodent Brain

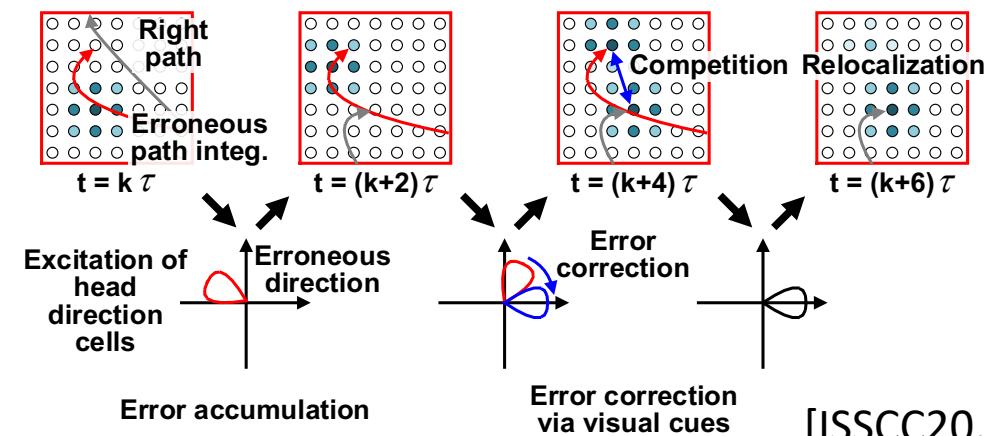


- SLAM in edge-robotics requires power-efficient circuit solutions
- Biological approaches can solve SLAM with extreme energy efficiencies
- Neuromorphic vision-based SLAM algorithm is a promising solution

Path integration in place cells based on head direction cells

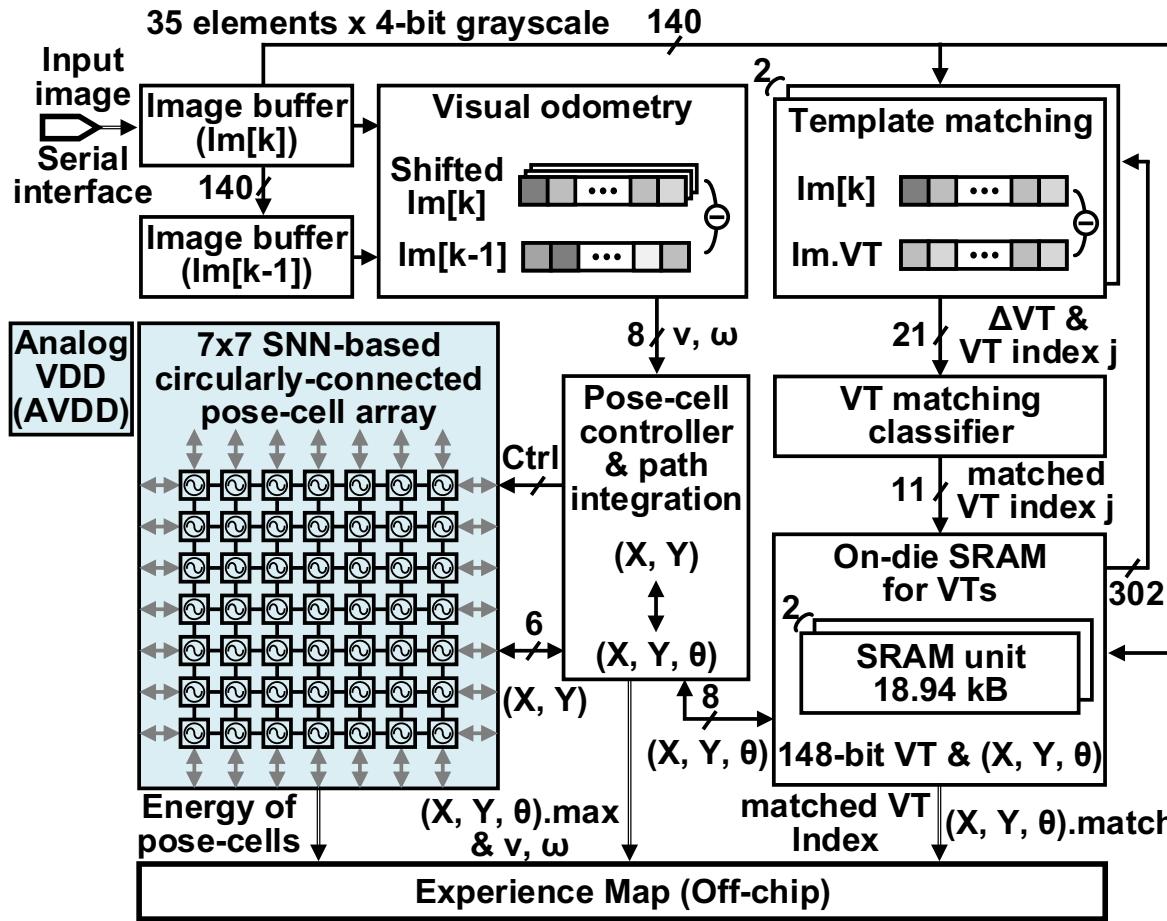


Error correction in place cells and head direction cells



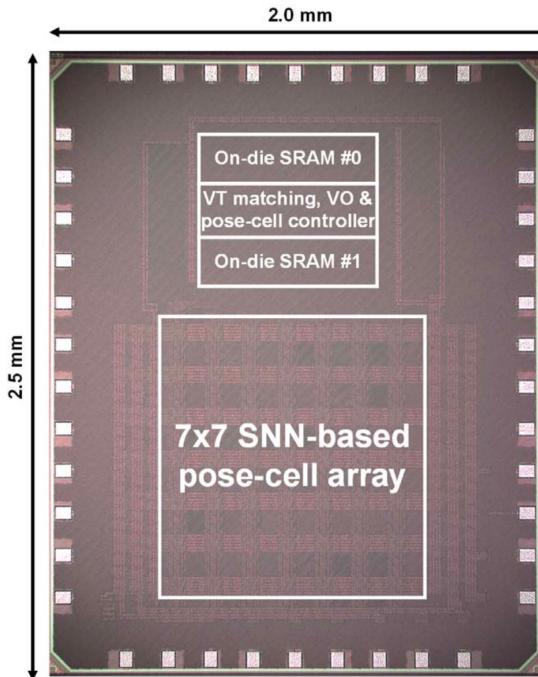
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NeuroSLAM Accelerator

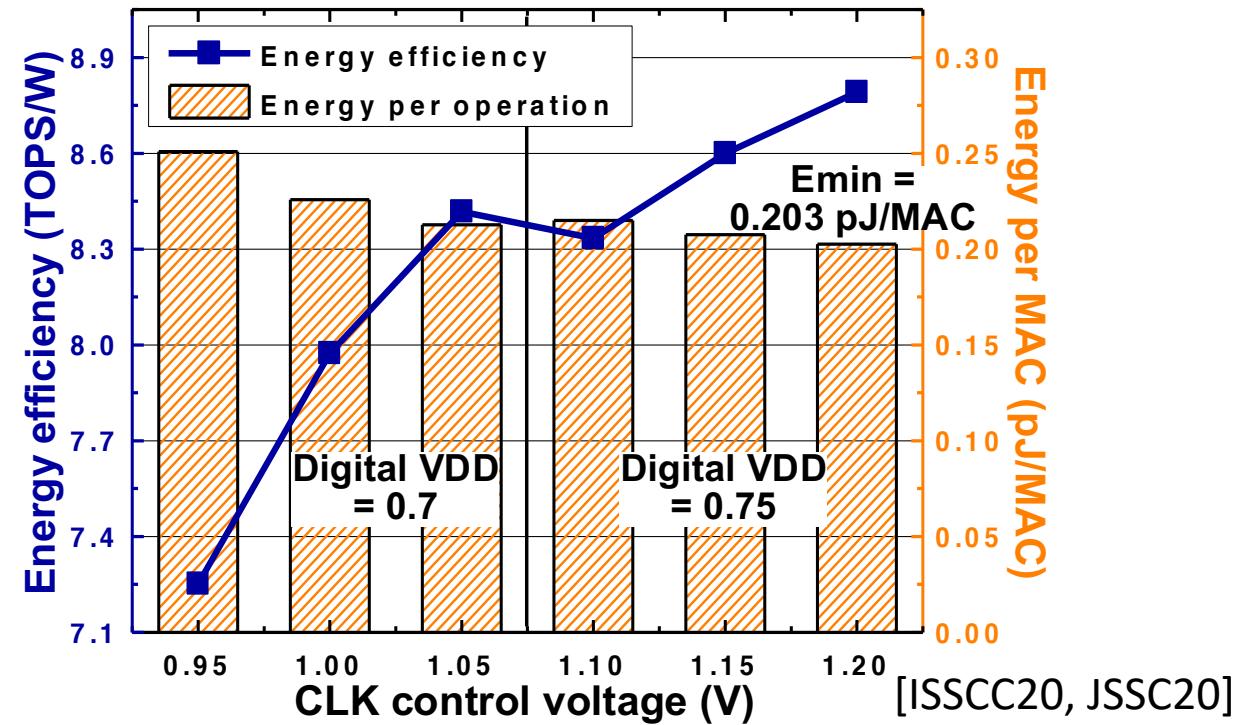


- Mixed-signal oscillator-based NeuroSLAM accelerator
 - Spiking neural network-based pose-cell array enables power-efficient SLAM operation
 - Competition between visual cues and self-motion allows an autonomous agent to perform loop closure
 - This is a continuous time dynamical system implementing a SNN version of RatSLAM
- [ISSCC20, JSSC20]

Measured Results on 65nm Test-chip

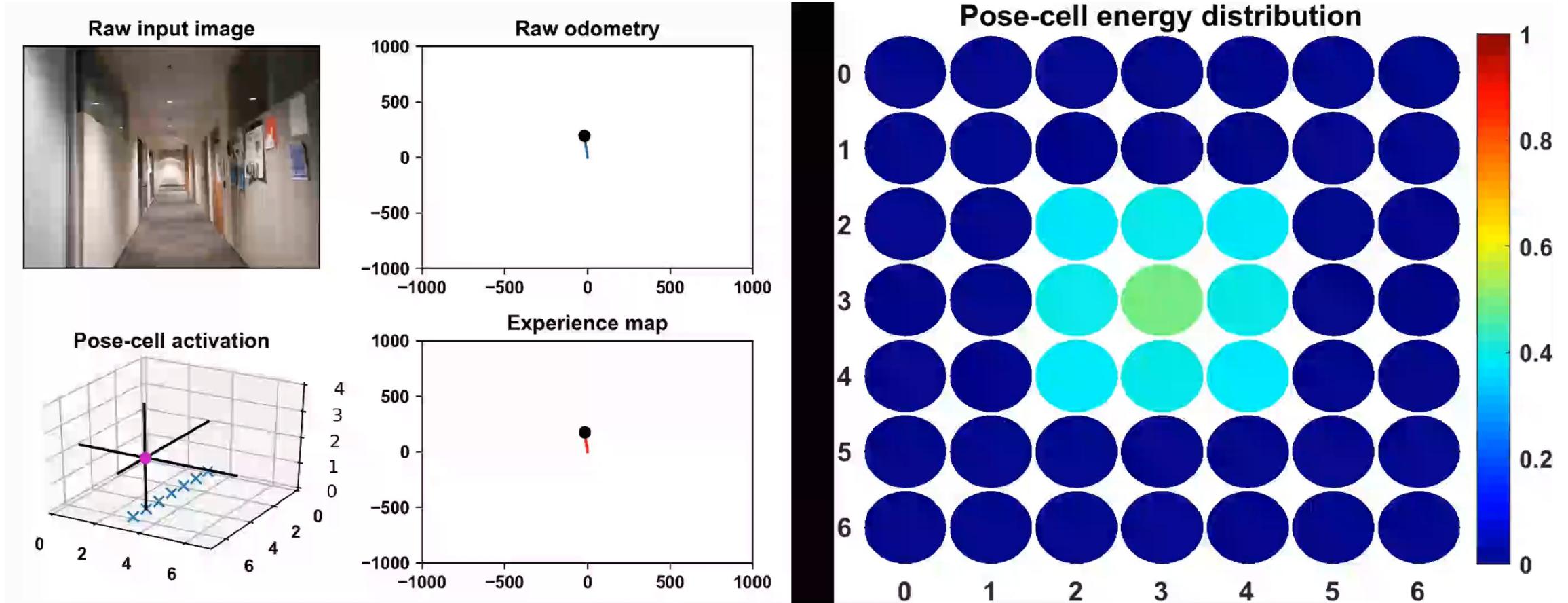


Technology	65 nm 1P9M CMOS
Die area	2.0 mm x 2.5 mm
On-chip memory	37.9 kB
Frequency	78.22-130.8 MHz
Digital VDD	0.7-0.75 V
Analog VDD	0.95-1.2 V
I/O VDD	2.5 V
Power	17.27-23.82 mW
Energy efficiency	7.25-8.79 TOPS/W
Package	QFN48



- 0.203-0.251 pJ/MAC at 0.95-1.2V
- Arithmetic energy efficiency (8.79 TOPS/W @ 4b, 1.2V), (7.25 TOPS/W @ 4b, 0.95V)

NeuroSLAM Operation in Action



□ SLAM operation and pose-cell energy distribution over streaming input frames

[ISSCC20, JSSC20]

Benchmarking and Software Infrastructure

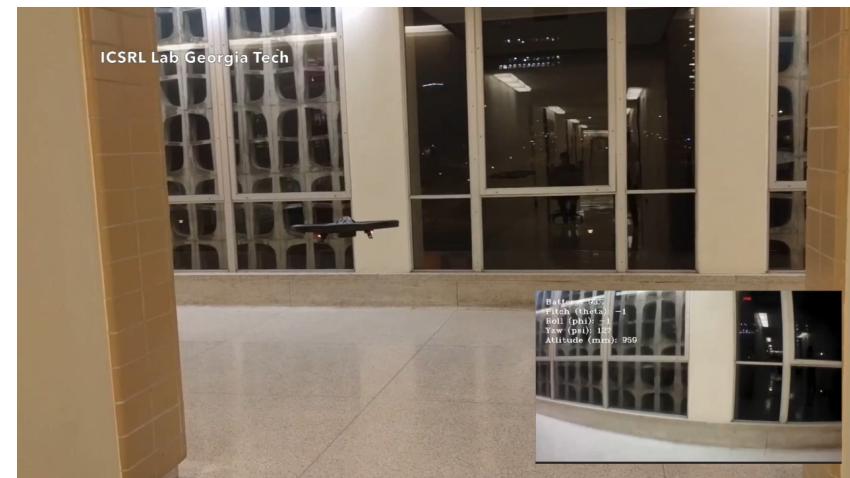
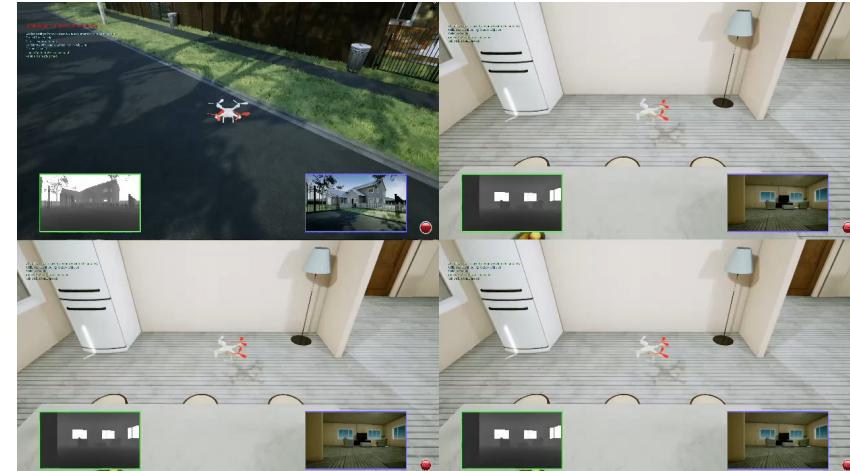
- Simulation of actual physics of motion and flight
- VR frontend with ML backend
- Rich set of virtual worlds including indoor and outdoor environments
- End-to-end infrastructure from VR to Tensor Flow and python APIs



Transfer Learning

- Trained models can be deployed to the real world
- Limited Training on real world is required
- Enables end-to-end benchmarking

<https://github.com/aqeelanwar/DRLwithTL>



[DATE19]
[DAC21]

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Challenges and Opportunities

- Device and Circuit level:
 - Embedded non-volatile memory (e.g., RRAM, STT-MRAM, FeRAM, etc)
 - 3d integration
- Architecture level:
 - Be adaptive and reconfigurable to various scenarios and applications
- System level:
 - Holistic benchmark and generic hardware platform
- Algorithm level:
 - Lifelong learning, learning with limited data
 - Effective and robust swarm learning

Conclusion

- Next generation of autonomy will be all-pervasive and ubiquitous
- Autonomy requires sensing, decision making, learning from actions and actuation.
- TinyML in micro-robotics will enable exciting new features in remote sensing, reconnaissance and disaster relief.
- Analog and mixed-signal compute can be augmented with digital techniques for seamless scalability of bit-precision.
- Smart algorithms need to be married to smart hardware design to enable intelligence at high energy efficiency.
- Golden age for hardware design...!!

References

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