

# Efficient Neuromorphic Computing with the Feedforward Inhibitory Motif

**<sup>1</sup>Yu (Kevin) Cao, <sup>2</sup>Maxim Bazhenov,**

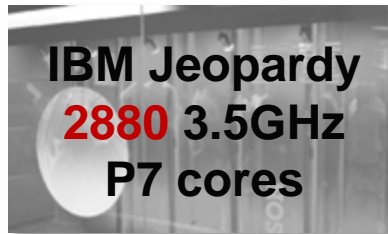
**<sup>1</sup>Jae-sun Seo, <sup>1</sup>Shimeng Yu, <sup>3</sup>Visar Berisha**

**<sup>1</sup>School of ECEE, ASU; <sup>2</sup>School of Medicine, UCSD;**

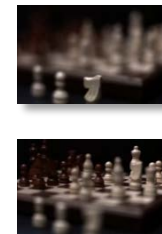
**<sup>3</sup>Dept. of SHS, ASU**

# Machine Learning Today

- A **top-down** approach: better for CPU/GPU
  - *Pros*: mathematical, accurate, scalable
  - *Cons*: **computation** cost, energy **efficiency**, off-line learning

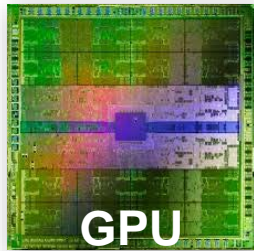


- **Edge computing** needs novel hardware/algorithms
  - **Local** to the sensor, **real-time**, **reliable**, low-power
  - **On-line**, personalized learning with continuous data

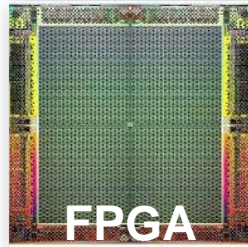


# Acceleration Needs

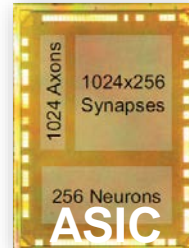
- $10^3 - 10^5$  speedup required to achieve real-time training of HD images at 30 frames/second



10 – 30 X



10 – 50 X

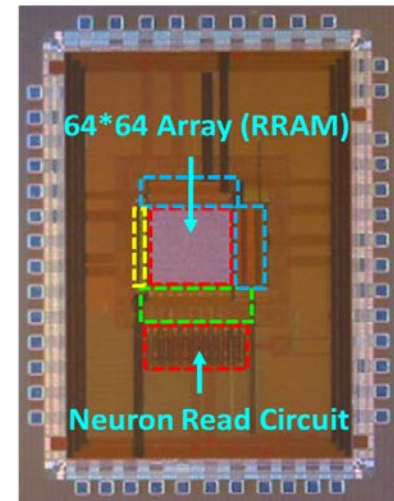
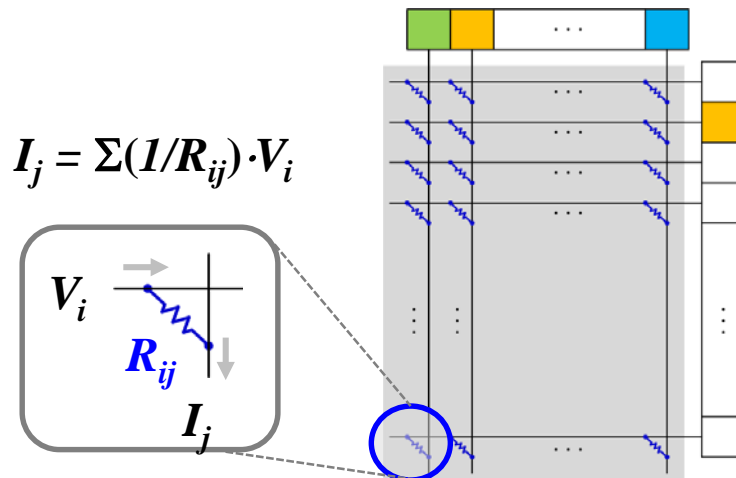


$10^2 - 10^3$  X



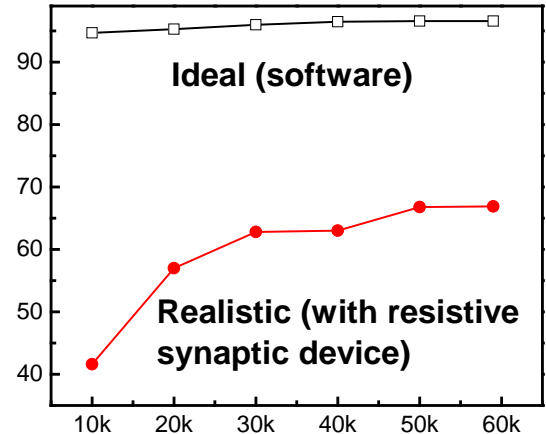
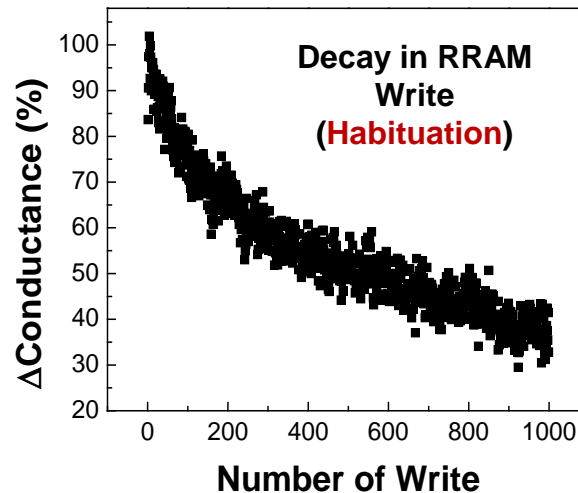
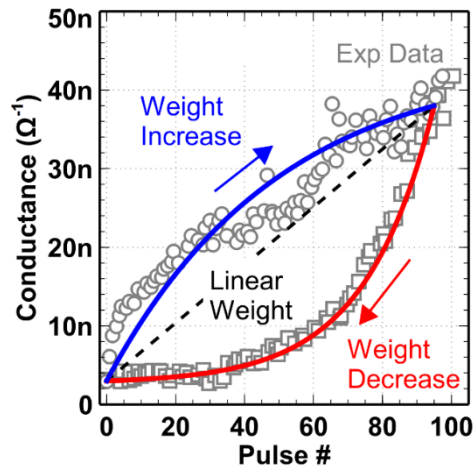
$>10^3$  X

- Resistive Crossbar Architecture



# Physical Challenges

- **Nonlinear**, **noisy**, poor endurance (**habituation** in programming)



- These hardware problems (variations, unreliable synapse) and application demands (real time, on-line learning, and mobile) exist in **biological** cortical and sensory systems!

**A bio-plausible hardware-algorithm solution:**  
robust, low-power, low-precision, accurate, on-line

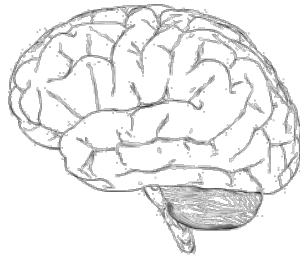
# Brain-inspired Computing

- A **bottom-up** approach: better integration with sensors
  - Pros: **energy efficiency**, simpler computing, real time, reliable
  - Cons: complicated dynamics, limited scale and **accuracy**

## Neuron

4-100 $\mu$ m

[22nm]



## Microcircuit

FO = 1K-100K

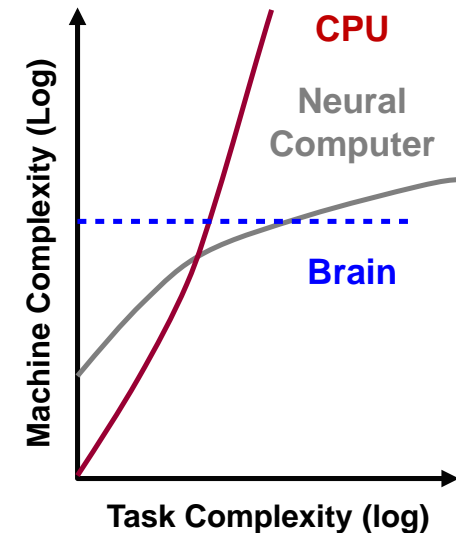
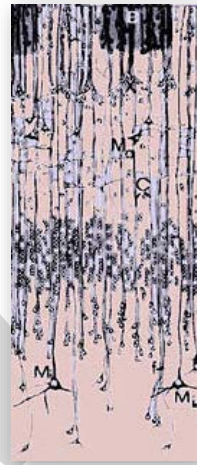
[FO = 4]



## System

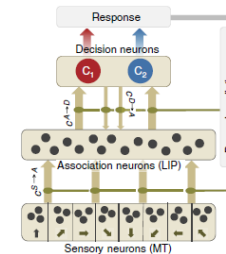
100B, 100Hz, 20W, 30% ER/neuron

[1.4B, 3.7GHz, 45W, <10<sup>-9</sup> BER]

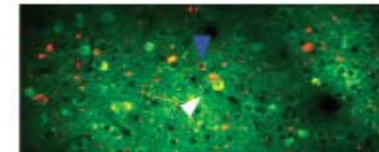
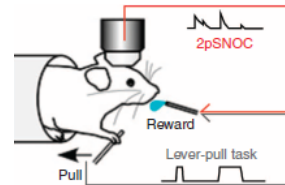


# Neurobiological Basis of Learning

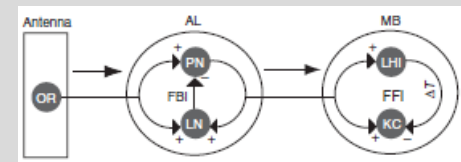
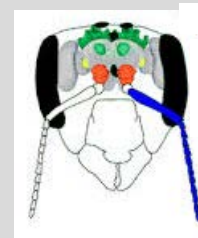
- **Reward** (supervision): global feedback signal
- **Inhibition**: unsupervised sparse feature extraction
- Synapse: non-linear, **habituation** (local), **noisy**
- Neurons: continuous leaky-integrate-fire
- Learning: local, feed forward STDP or SRDP on each plastic synapse



Monkey, Parietal cortex, *Nature Communications*, 2015



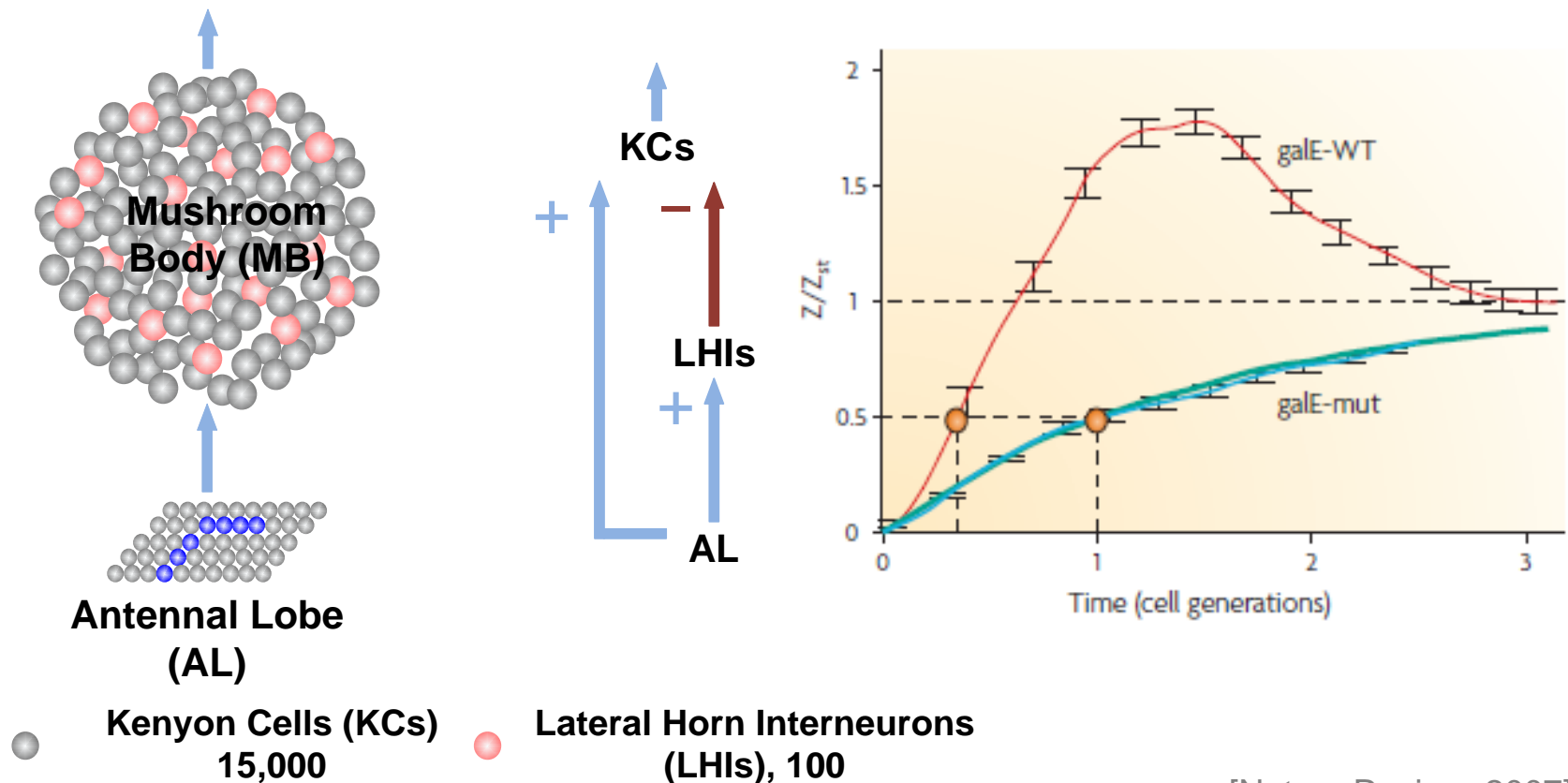
Mouse, Motor cortex, *Nature Communications*, 2014



Insect, olfactory system, *Nature Neuroscience*, 2007

# RHINO: A Biomimetic Solution

- Reward, Habituation, Inhibition, Noise
- **Motif**: a recurring network element; general in biological process

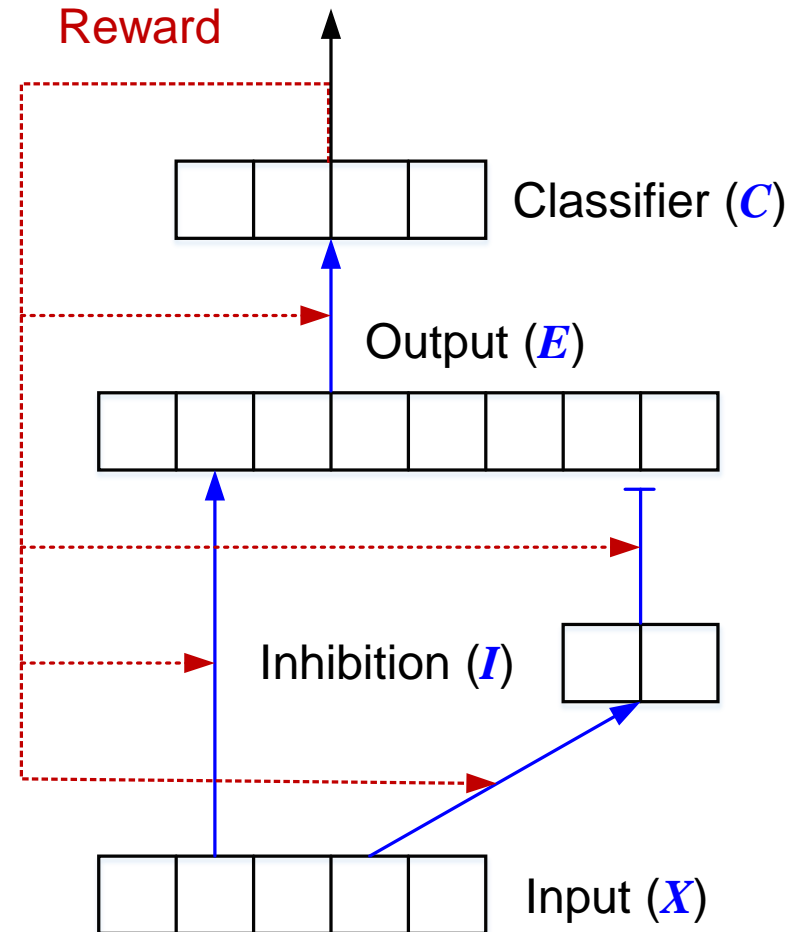


[Nature Review, 2007]



# Network Structure

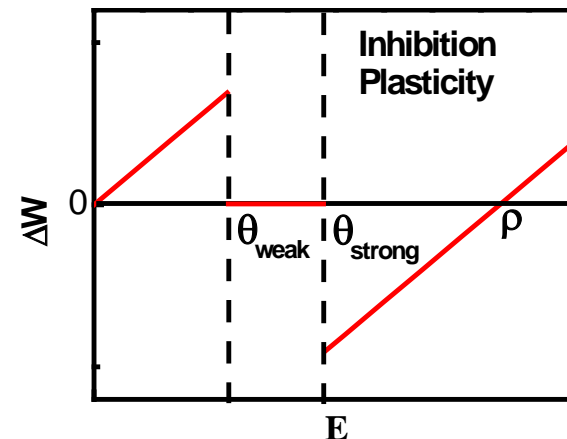
- Rewarding for associative (supervised) learning
- Inhibition to speed up the formation of sparsity
- Habituation (decay in learning rate) to achieve the convergence
- **Non-gradient** based: no backward propagation
- **Local adaptation**: no crosstalk among synapses





# Learning Rules

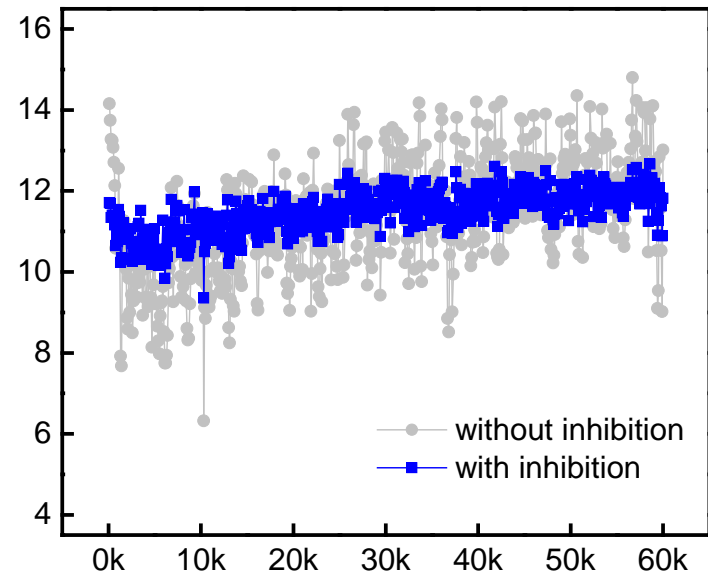
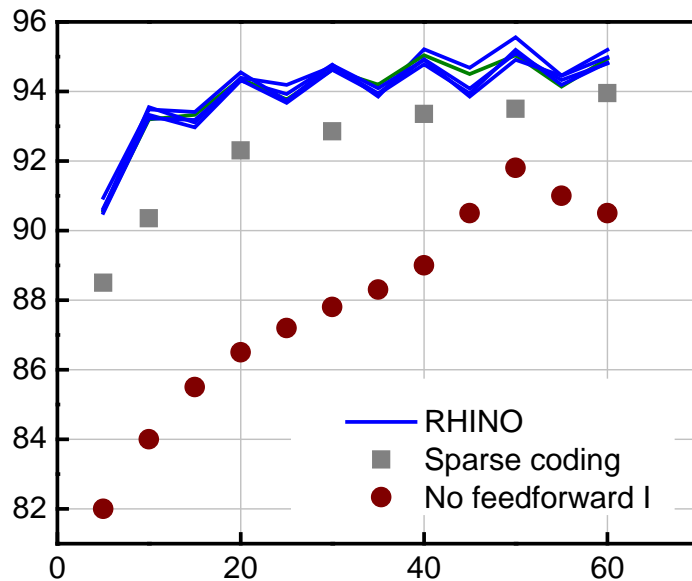
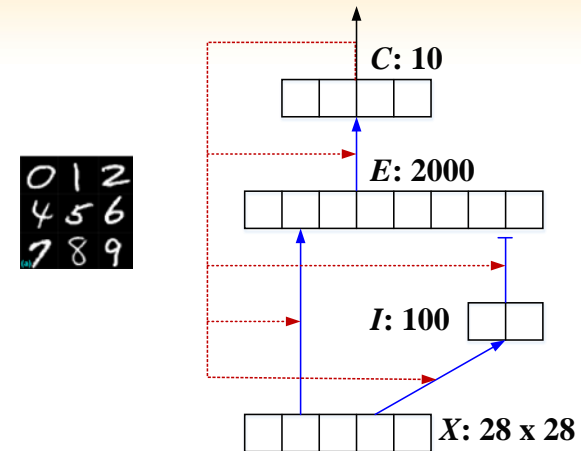
- Reward: A global feedback to all  $W$ 's
  - $C$ : classification score
  - Correct:  $|C - C_{th}|$ ; Punish:  $-|C - C_{th}|$ ; If  $|C - C_{th}| < \theta_C$ , no reward feedback
- Classification: Punish only
  - $\Delta W \propto -(C - C_{th})E/\eta$  for wrong classification
- Excitation: Hebbian learning rule with **habituation**
  - $\Delta W \propto \text{Reward} \cdot E \cdot (X - \theta_{XE})/\eta$
  - $\eta$ : learning rate decays with training, i.e., habituation per synapse
- Inhibition: **positive feedback** on  $E$ 
  - If  $E < \theta_{weak}$ ,  $\Delta W \propto \text{Reward} \cdot E \cdot I/\eta$
  - If  $E > \theta_{strong}$ ,  $\Delta W \propto \text{Reward} \cdot (E - \rho) \cdot I/\eta$
- Neuron: spiking leaky-integrate-fire



# Demonstration: MNIST

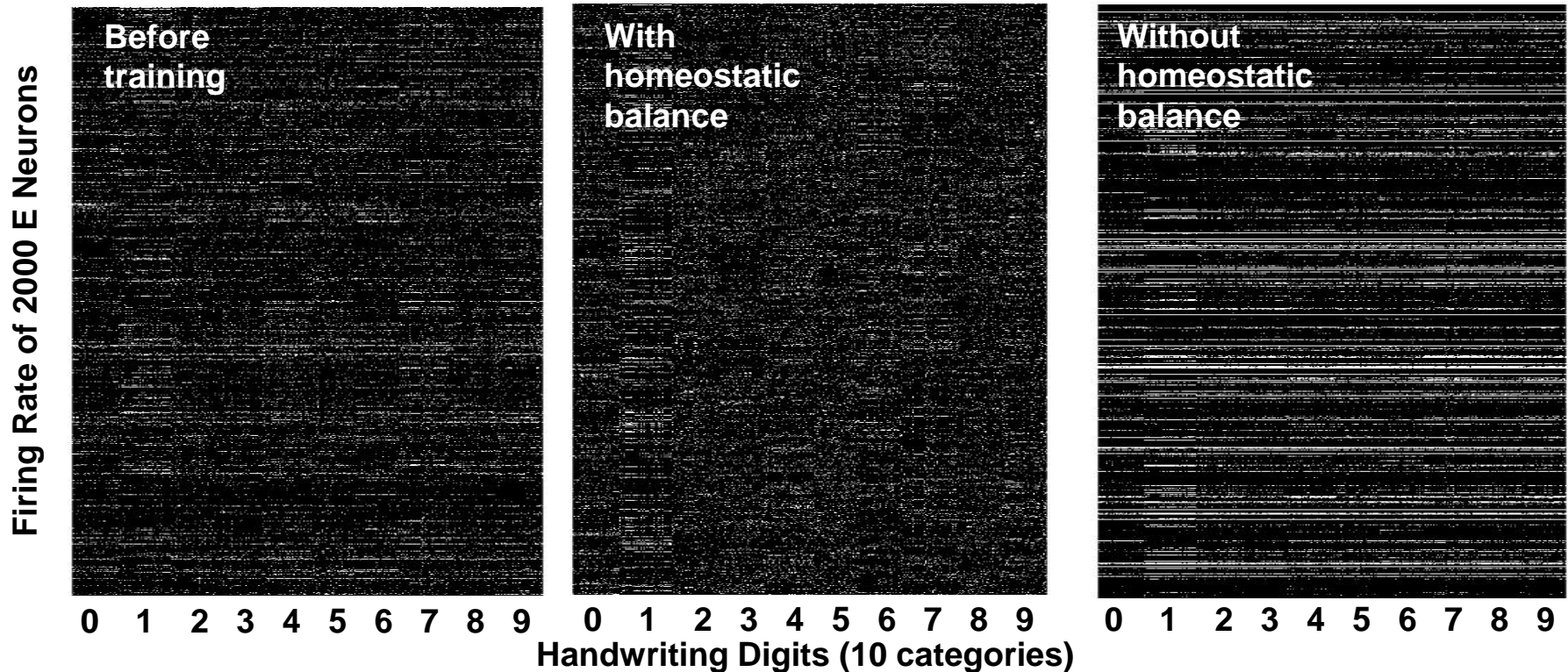
## ■ MNIST for handwriting recognition

- Data represented by 0 – 50 spikes
- Full image 28 x 28
- No pooling or normalization
- 50% connectivity of  $W_{X2E}$  and  $W_{X2I}$



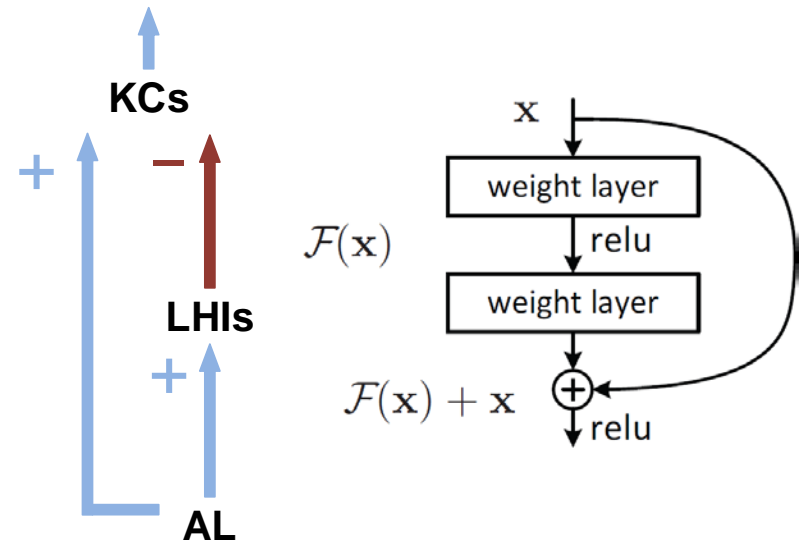
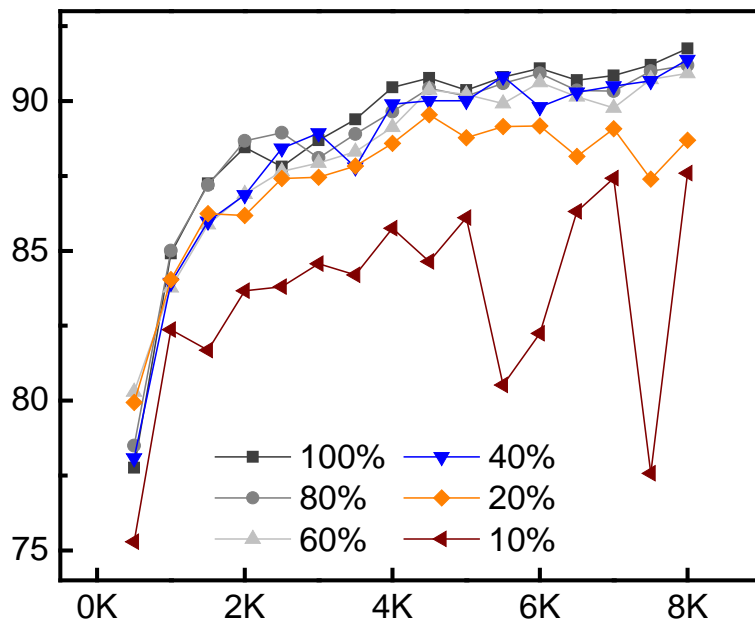
# Neuron Firing Rate

- **Sparsity**: an appropriate range (5-15%) is critical
- Homeostatic **balance**, which controls overfiring of the output neurons, is essential for learning



# Factors for Learning Accuracy

- Initial **randomness**: without noise, learning cannot start
- With 100 Is, the network size of E is reduced by **3X** at the same accuracy of **95%**; **~50X** speedup over gradient-based approaches



[Microsoft, 2015]

# Results Comparison

Reference	Input	Data format and precision	Learning rules	Number of neurons	Number of parameters	Number of images	Accuracy
Mushroom body	28x28	Spike	Rewarded STDP	50000	5E5	60000	87%
Two layer SNN	28x28	Spike	STDP	300	2.4E5	60000x3	93.5%
Unsupervised SNN	28x28	Spike	STDP	6400	4.6E7	200000	95.0%
This work	28x28	Spike rate in a 50 window	Rewarded SRDP	2100	8.4E5	60000	95.0%
This work	28x28	Spike rate in a 50 window	Rewarded SRDP	6000	2.4E6	60000	96.2%
Spiking RBM	28x28	Spike rate	Contrastive divergence	500	3.9E5	20000	92.6%
Sparse Coding	10x10 patch	3-bit number	Gradient	300	3E4	60000x10	94.0%
Two layer NN	28x28	Floating number	Gradient descent	1000	7.8E5	60000	95.5%
Spiking CNN	28x28	Spike timing	Regenerative learning	5.6E4	1.2E5	60000	99.08%

# Summary

- RHINO: A bio-plausible spiking NN
  - Feedforward **inhibitory motif**
  - Reward + **Local** adaptation
- What matters to **efficiency**: spiking, precision, motif,...?
- Algorithms
  - Multi-layer, hierarchical
  - **Low-precision learning**
  - On-line learning
- Hardware
  - Implementation with resistive synaptic array
  - Reliable learning

