Tutorial: BrainScaleS Neuromorphic Hardware

HBP CodeJam Workshop #8

UHEI

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Introduction

Information

Wifi:

ESSID: DemoBrainScaleS

Password: BrainScaleS

Jupyter notebook hub:

http://192.168.124.1:8000

(GitHub account required)

Spikey school:

https://goo.gl/D6i3nA

Analog Neuromorphic Hardware

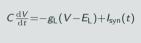


observations



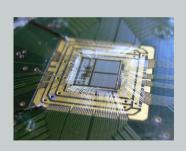


mathematical model





hardware realization



Roadmap



2010 **HICANN** 180 nm **CMOS**

512 AdEx

neurons

2015

20 Wafer

System

4 million

neurons

0.9 billion

synapses

2017

HICANN

DLS

32 neurons

integrated

CPU for pro-

grammable plasticity

65 nm CMOS

2018 **HICANN DLS-SR** O(512)neurons

2022

500 Wafer

System

500 million

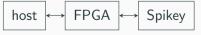
130 billion

synapses

neurons

System overview





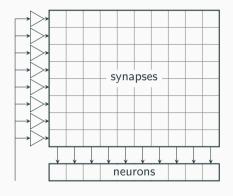
FPGA:

- Field-programmable gate array
- reconfigurable logic gates
- experiment control and communication

Spikey:

- \bullet 384 neurons, 384 \times 256 synapses
- speedup of 10⁴

The analog core



Synapses:

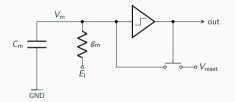
- 4 bit weights (015)
- STDP and STP

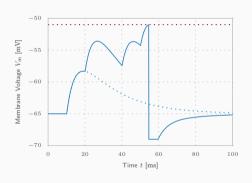
Neurons:

- Leaky-integrate-and-fire model (LIF)
- analog parameters can be configured freely

Leaky-integrate-and-fire neurons

$$C_{\rm m} rac{{\sf d} \ V_{
m m}}{{\sf d} \ t} = -g_{
m I} (V_{
m m} - E_{
m I}) + I_{
m syn} + I_{
m ext}$$





Working with Spikey

PyNN API documentation

https://neuralensemble.org/docs/PyNN/0.7/api/api-0.7.html

Look out for:

- pynn.Population
- pynn.Projection
- pynn.*Connector

Creating (groups of) neurons

Create populations of neurons:

```
params = {
    "v_thresh": -60.0
    }
neurons = pynn.Population(42, pynn.IF_facets_hardware1, cellparams=params)
```

Get a list of default neuron parameters:

```
\verb|print pynn.IF_facets_hardware1.default_parameters|\\
```

Generating stimuli

Create a stimulus from a spike train:

```
spike_train = np.arange(10.0, 101.0, 10.0)
stimulus = pynn.Population(1, pynn.SpikeSourceArray, {"spike_times": spike_train})
```

There is also a Poisson spike source:

```
poisson_params = {
    "start": 10.0,
    "duration": 100.0,
    "rate": 5.0
    }
stimulus = pynn.Population(1, pynn.SpikeSourcePoisson, poisson_params)
```

Synaptic connections

Connect all pre-synaptic to all post-synaptic neurons:

```
weight = 15 * pynn.minExcWeight()
conn = pynn.AllToAllConnector(weights=weight)
proj = pynn.Projection(pre, post, conn)
```

Specify connections in a list:

```
conn = pynn.FromListConnector([(7, 13, w, d), (42, 0, w, d)])
```

Other connectors (look at specification):

FixedNumberPreConnector

 ${\tt FixedNumberPostConnector}$

 ${\tt Fixed Probability Connector}$

Recording observables

Spike times:

```
neurons.record()
...
spikes = neurons.getSpikes()
```

Analog membrane traces:

```
pynn.record_v(neurons[0], "")
```

only one analog-to-digital converter (ADC)
 one can record a single neuron at a time

Tasks

Task 1: a single neuron



- create a spike source
- create a single LIF neuron
- connect these two populations with maximum weight
- record spikes and the membrane trace of the stimulated neuron

- 1. vary the synaptic weight and observe the membrane trace
- play around with the inter-spike interval of the stimulating spike train
- 3. observe how the PSPs stack up and eventually cause the neuron to fire

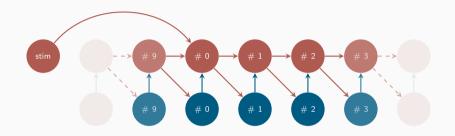
Task 2: passing spikes



- extend the network by adding another neuron
- record and plot the spikes of both neurons

- 1. think about different possibilities of creating and connecting the neurons
- 2. check that the stimulation is passed to the second neuron

Task 3: a closed synfire chain



- create ten excitatory and ten inhibitory populations of neurons and connect them as depicted
- create a transient stimulus to the zeroth excitatory population
- record and plot the spikes of the neurons
- record the membrane potential of a neuron of your choice

Task 3: a closed synfire chain

- 1. evaluate the stability of the chain by tweaking the weight parameters
- 2. what happens if you disconnect the inhibitory neurons?
- 3. modify the chain length

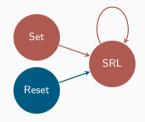
Task 4: a neural SR latch

Think about how to create a simple SR latch (set/reset latch).

S	R	Q
0	0	0
0		Q=0, reset state
1		Q=1, set state
1	1	undefined



Task 4: a neural SR latch



- create a population of latch neurons and project them onto themselves
- create a transient excitatory and a transient inhibitory stimulus to the latch neurons
- set the stimuli such that the latch is switched on and off consecutively
- record and plot the spikes of the neurons
- record the membrane potential of a latch neuron