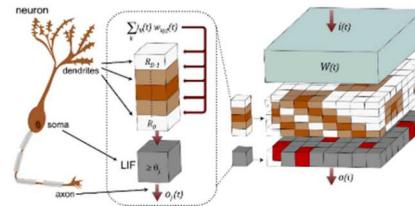
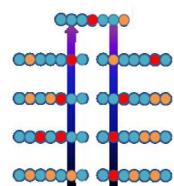
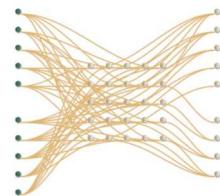
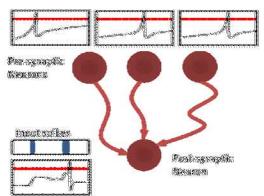
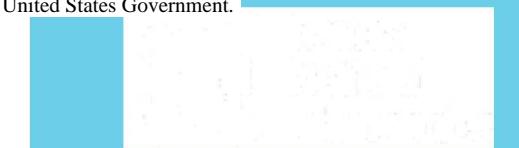


Neural Inspired Approaches to Enabling Autonomy



PRESENTED BY

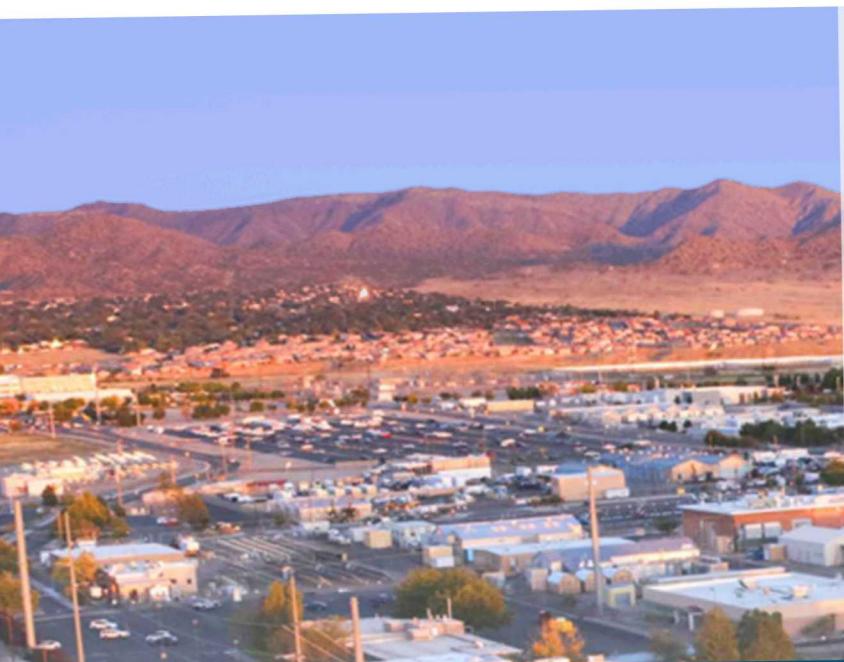
Srideep Musuvathy



SAND2019-8625C



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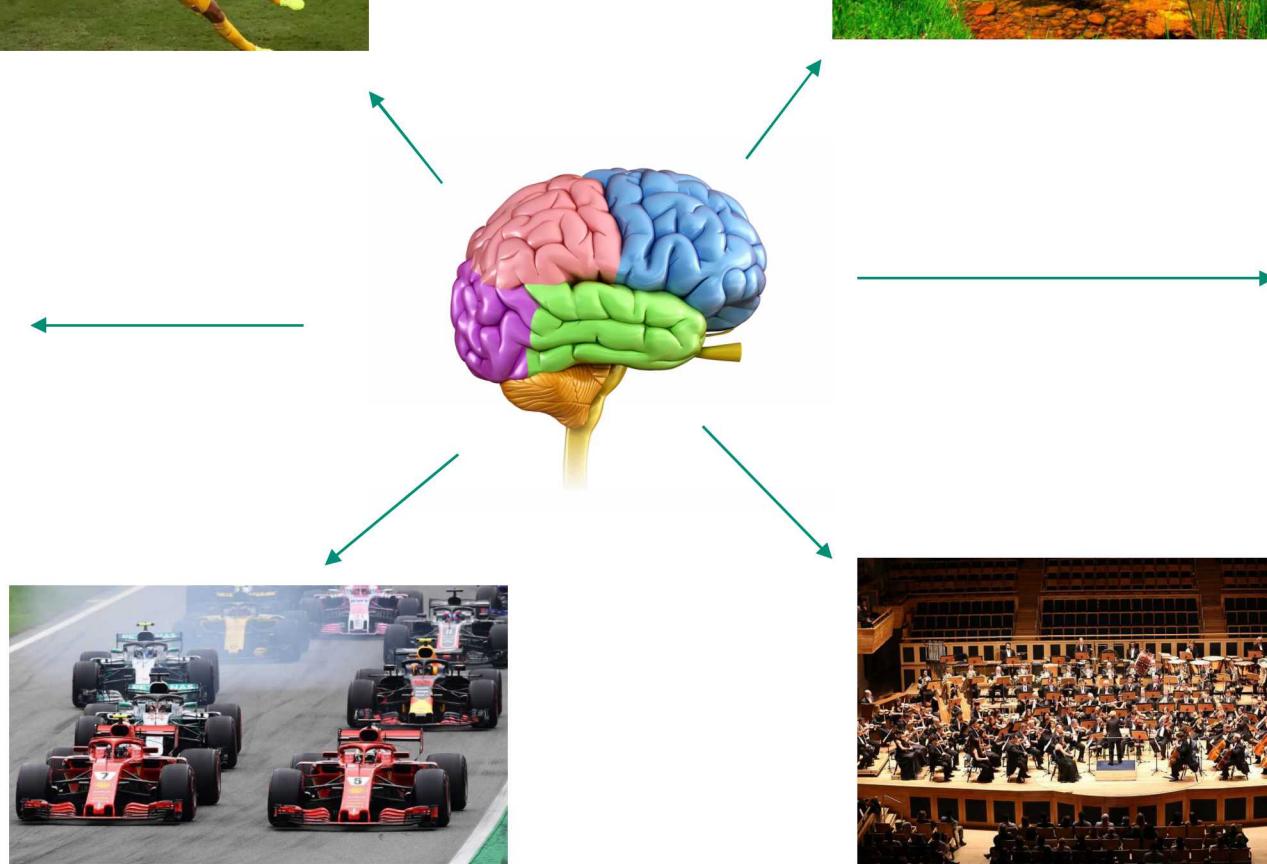


Autonomy



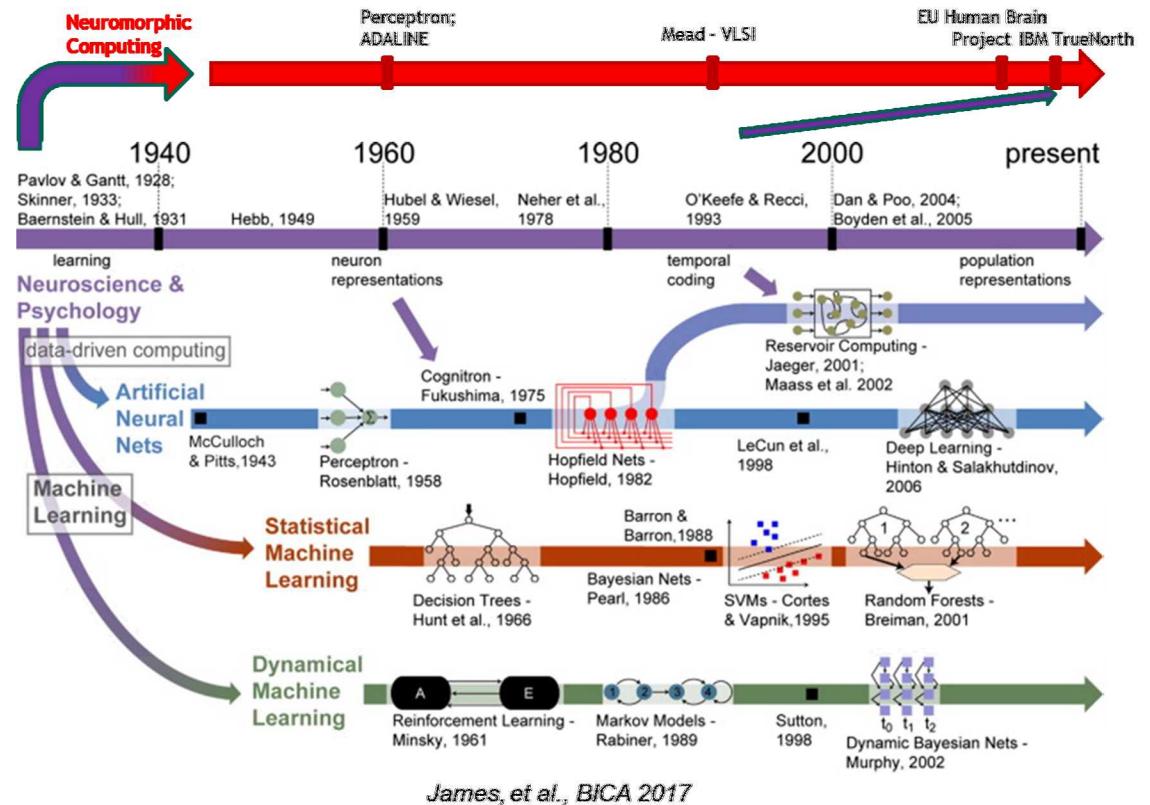
Introduction

3 Perception, Navigation, and Control



What is neural-inspired?

- Inspired by neural architectures in the brain
- Non von Neumann
 - Co-located memory and processing
- May be spiking
- Parallel processing by simple elements
- Low power, robust, adaptive
- No definition!



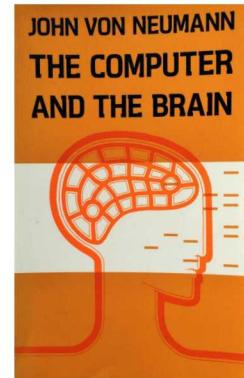
Not a New idea...

BULLETIN OF
MATHEMATICAL BIOPHYSICS
VOLUME 5, 1943

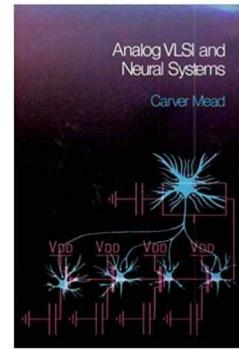
A LOGICAL CALCULUS OF THE
IDEAS IMMANENT IN NERVOUS ACTIVITY
WARREN S. McCULLOCH AND WALTER PITTS
FROM THE UNIVERSITY OF ILLINOIS, COLLEGE OF MEDICINE,
DEPARTMENT OF PSYCHIATRY AT THE ILLINOIS NEUROPSYCHIATRIC INSTITUTE,
AND THE UNIVERSITY OF CHICAGO

Because of the "all-or-none" character of nervous activity, neural events and the relations among them can be treated in terms of propositional logic. It is shown that the behavior of every net can be expressed in these terms, with the addition of more complicated logical means for nets containing circles; and that for any logical expression satisfying certain conditions, one can find a net behaving in the fashion it describes. It is shown that many particular classes among possible nervous nets are logically equivalent, in the sense that for every net behaving under one assumption, there exists another net which behaves under the other and gives the same results, although perhaps not in the same time. Various applications of the calculus are discussed.

McCulloch & Pitts, 1943



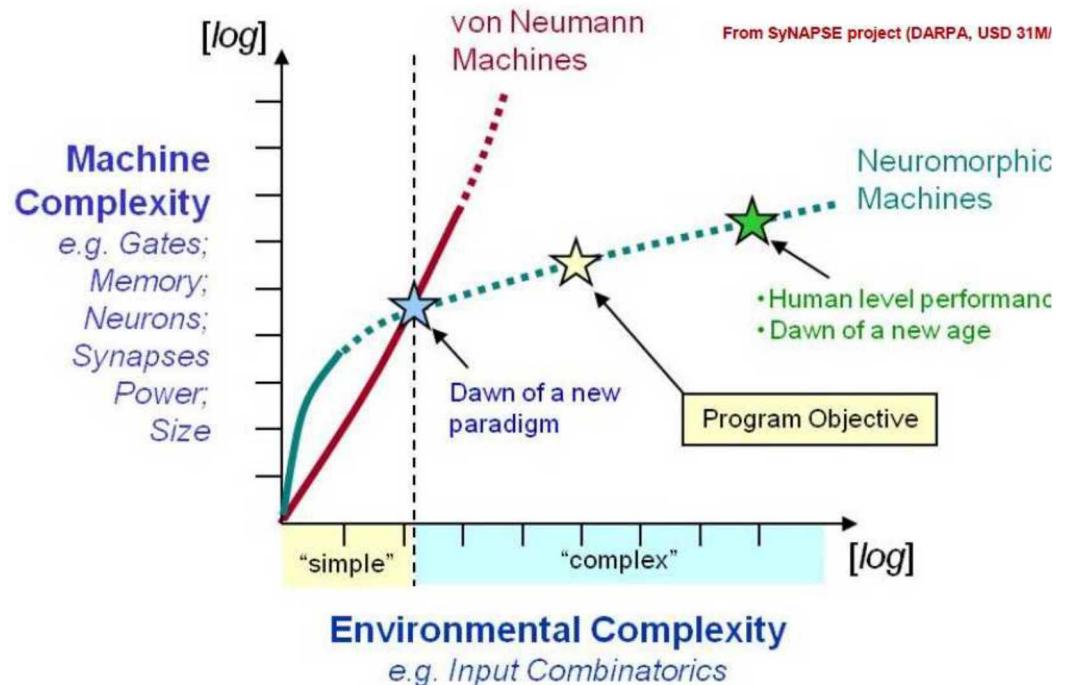
Neumann, 1958



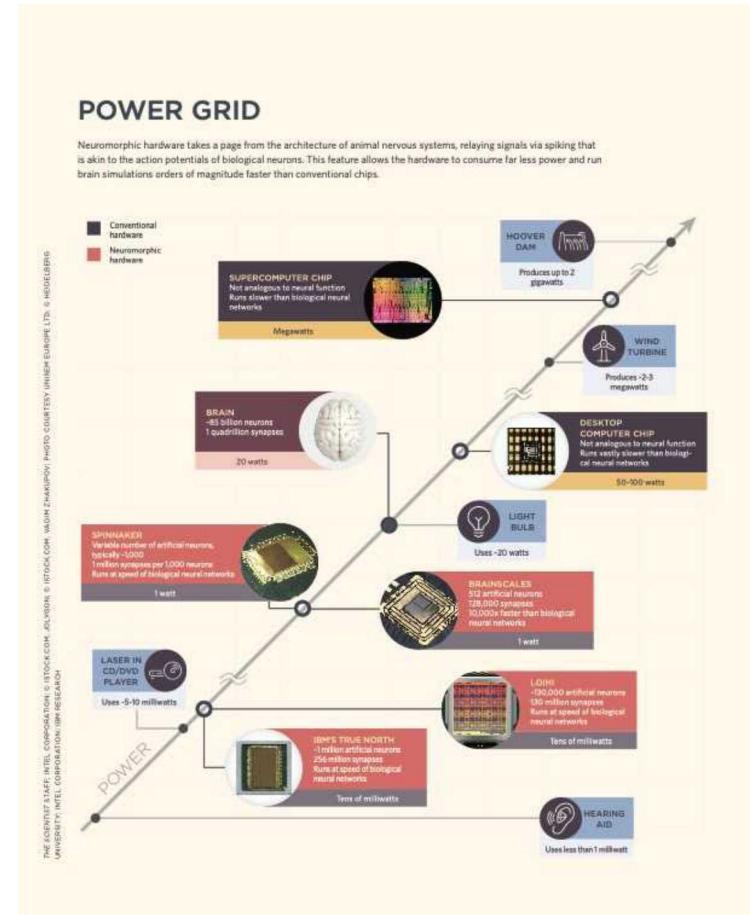
Mead, 1989



Neural Inspired hardware



The Register, August 2011

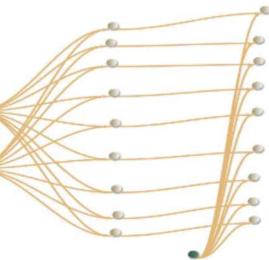


The Scientist, May 2019

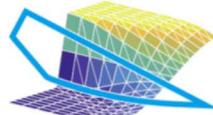
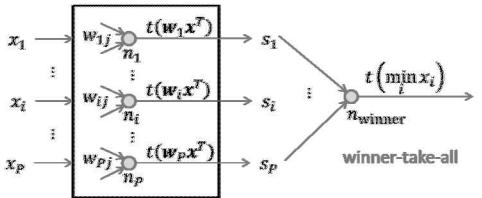
Impacting Broad Areas of Computation



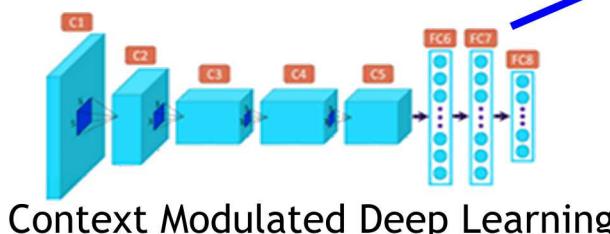
Pattern Matching



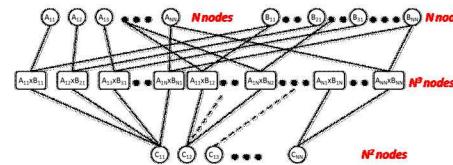
Optimizations



WHETSTONE



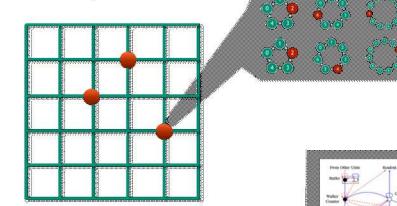
Linear Algebra



Scientific Computing

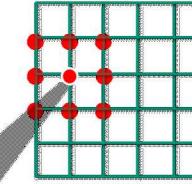
Particle Method

Circuit per walker



Density Method

Circuit per position

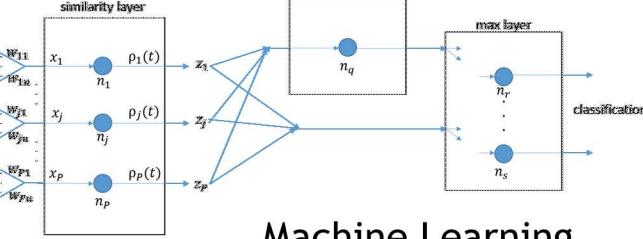


SNN

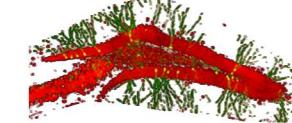
Neural
Algorithms

NN

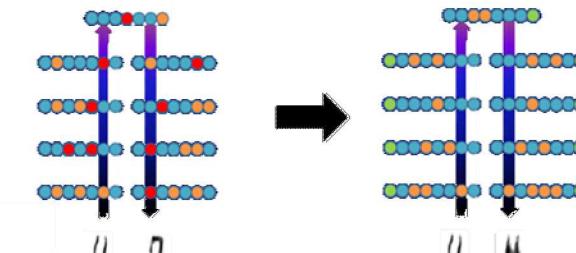
ANN



Machine Learning



Intelligent Storage



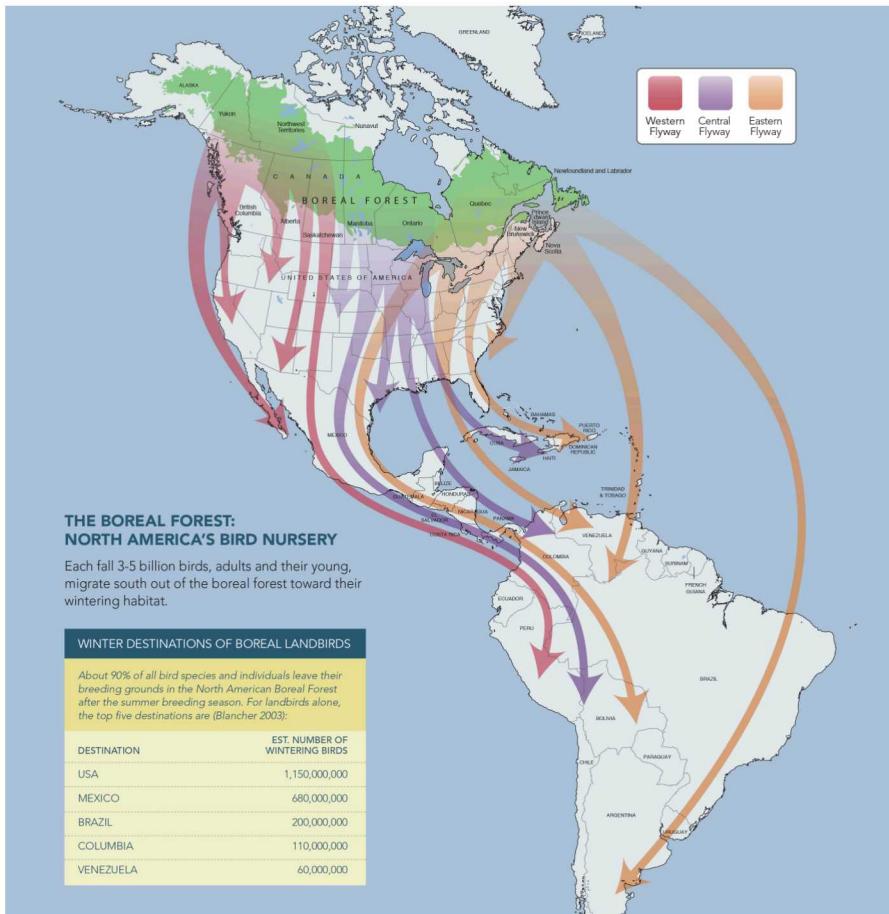
Adaptive Deep Learning



SLAM

A Neural Inspired Approach

Bird Migration



Radio Canada and boreal songbird initiative, 2014

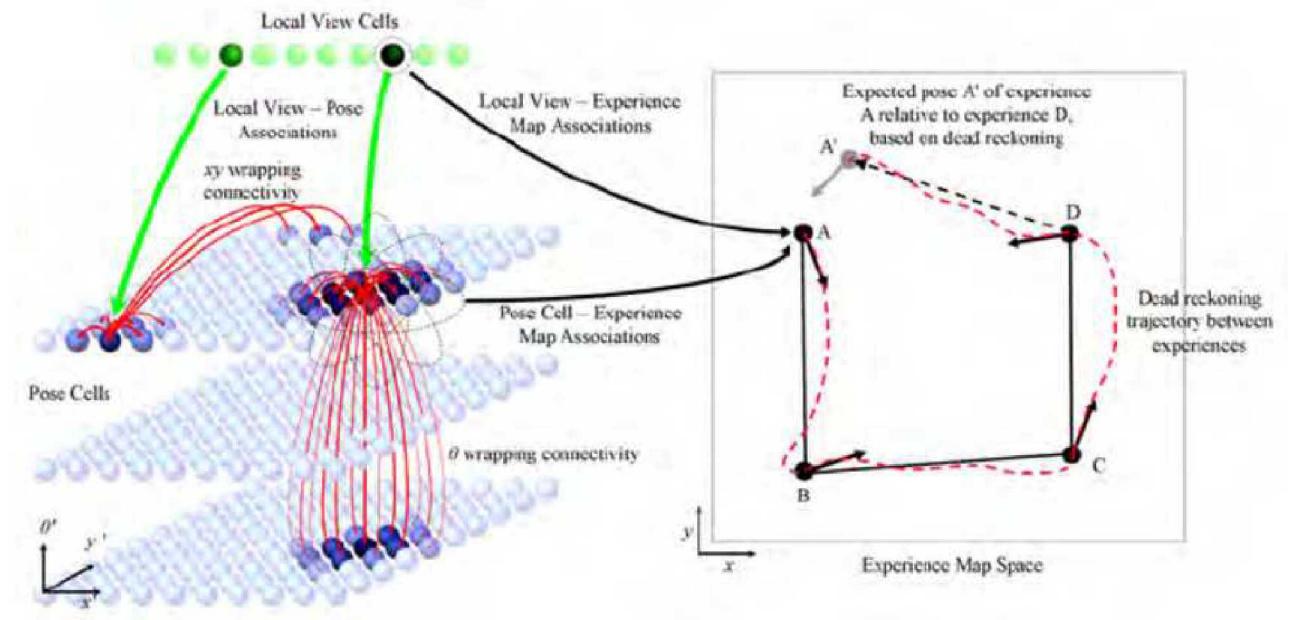
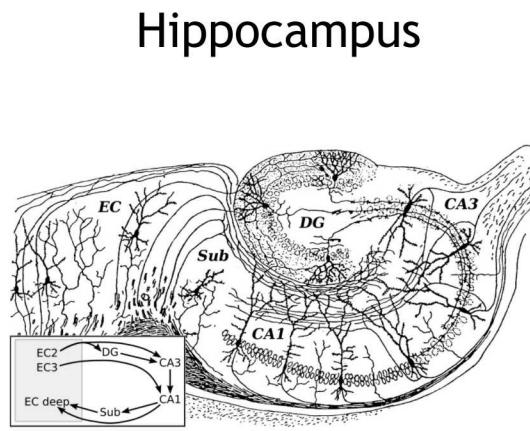


No GPS!

Rodent Navigation

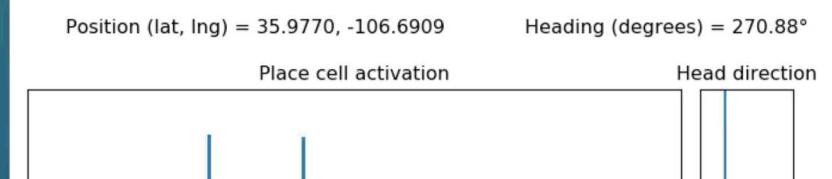
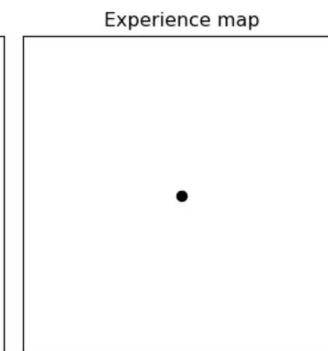
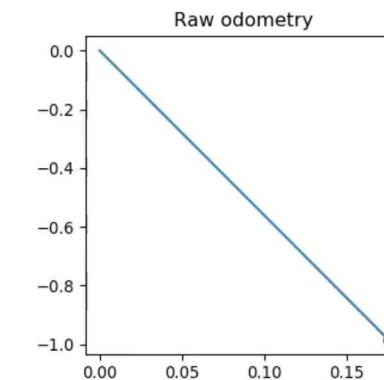
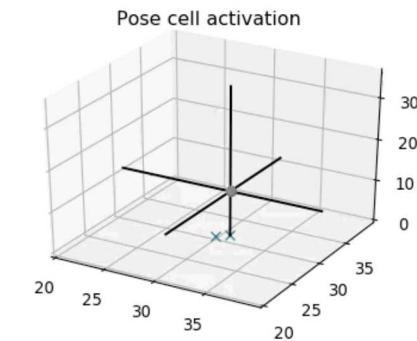
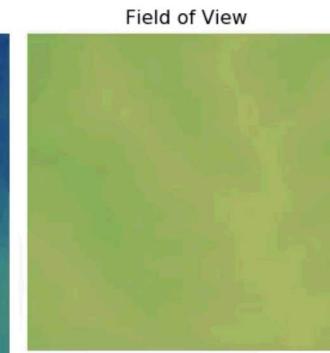
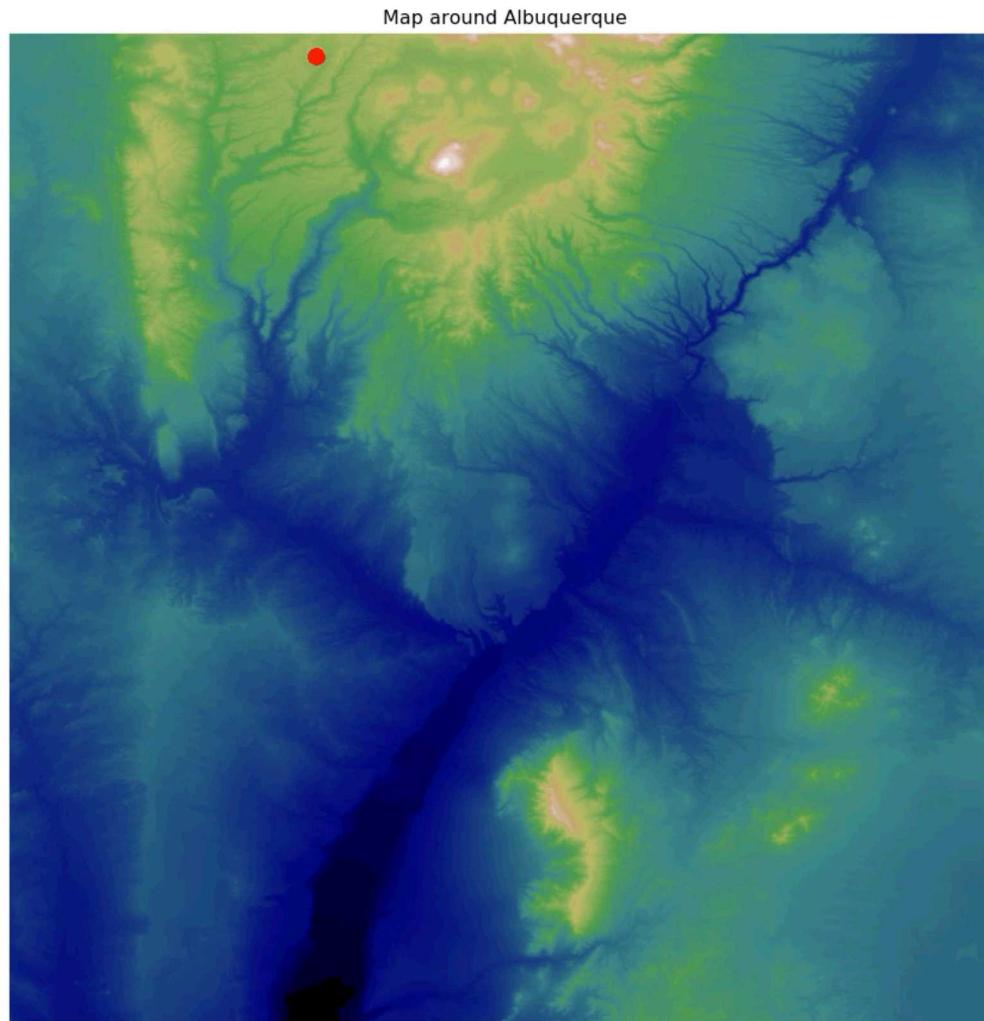


Milford and team, University of Queensland



Santiago Ramón y Cajal (1852-1934)

Milford and Weyth, IJRR 2010

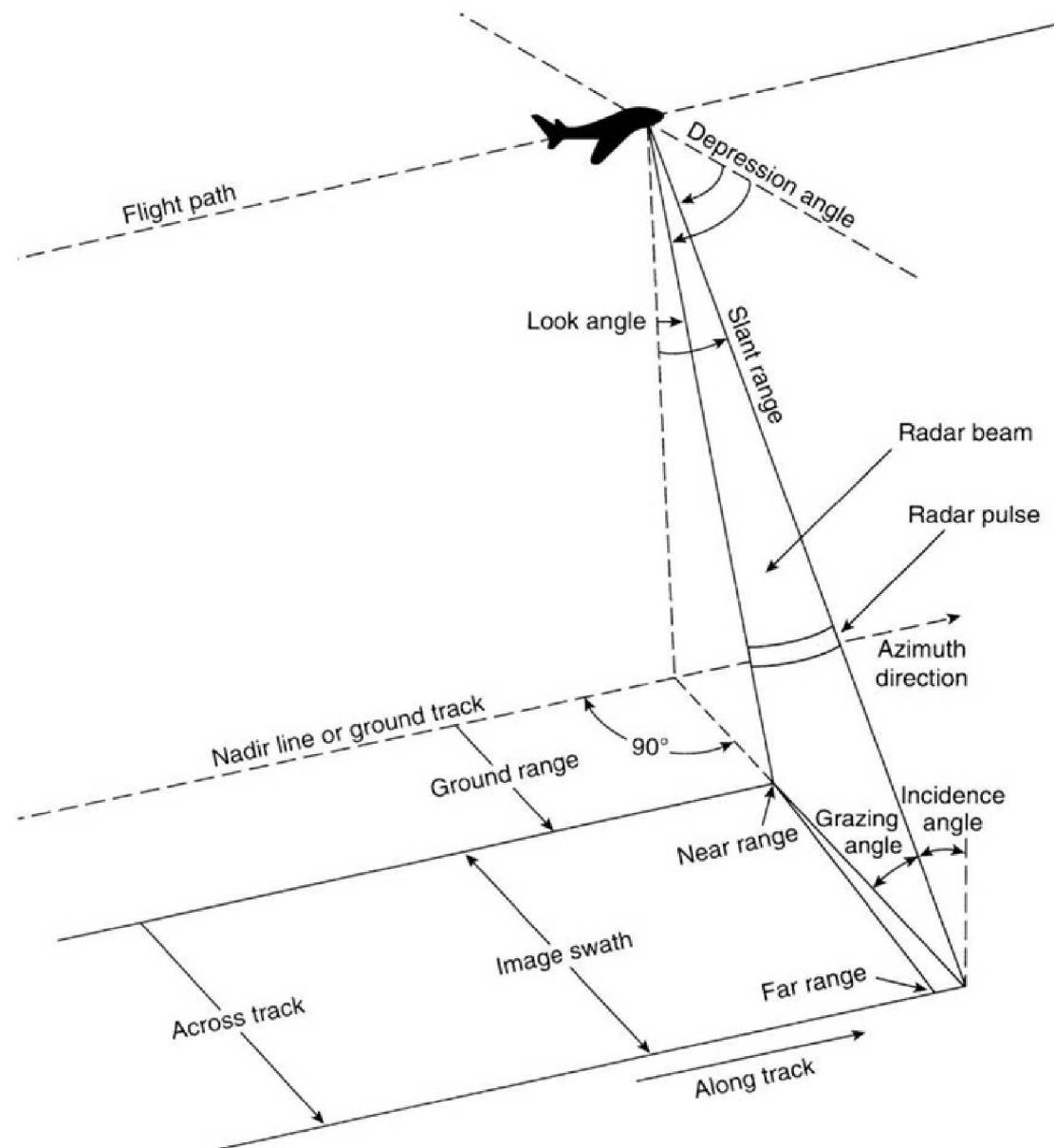


Heading (degrees) = 270.88°



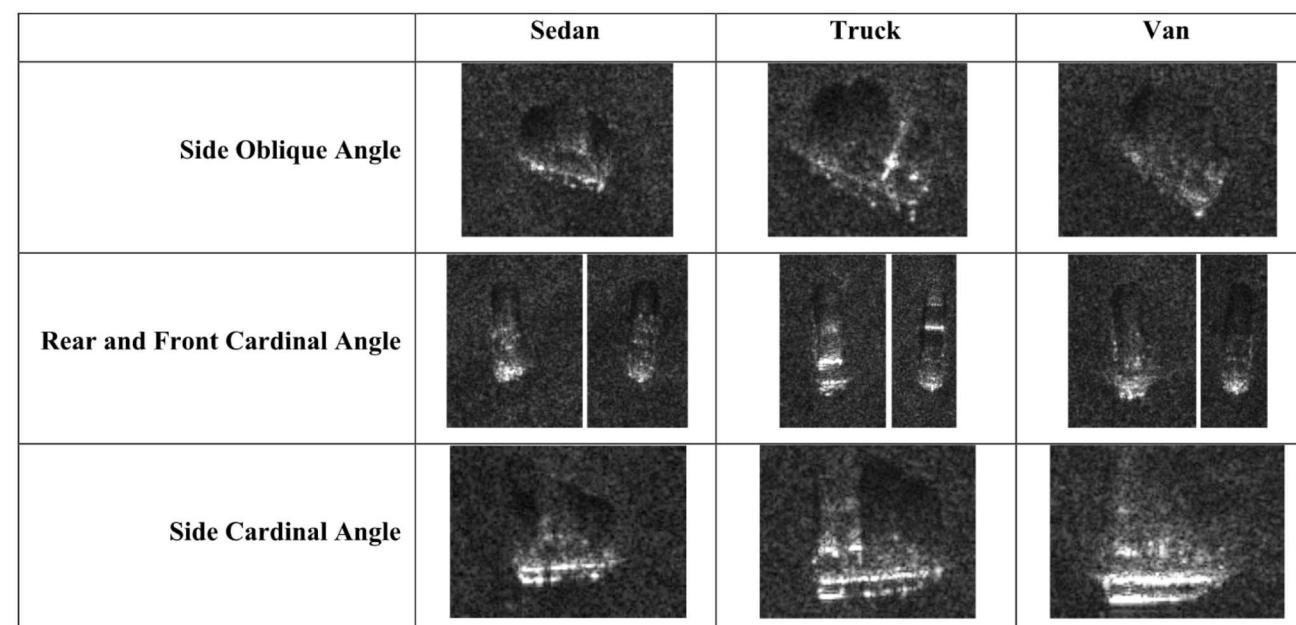
Object recognition in SAR data

Using Template Matching

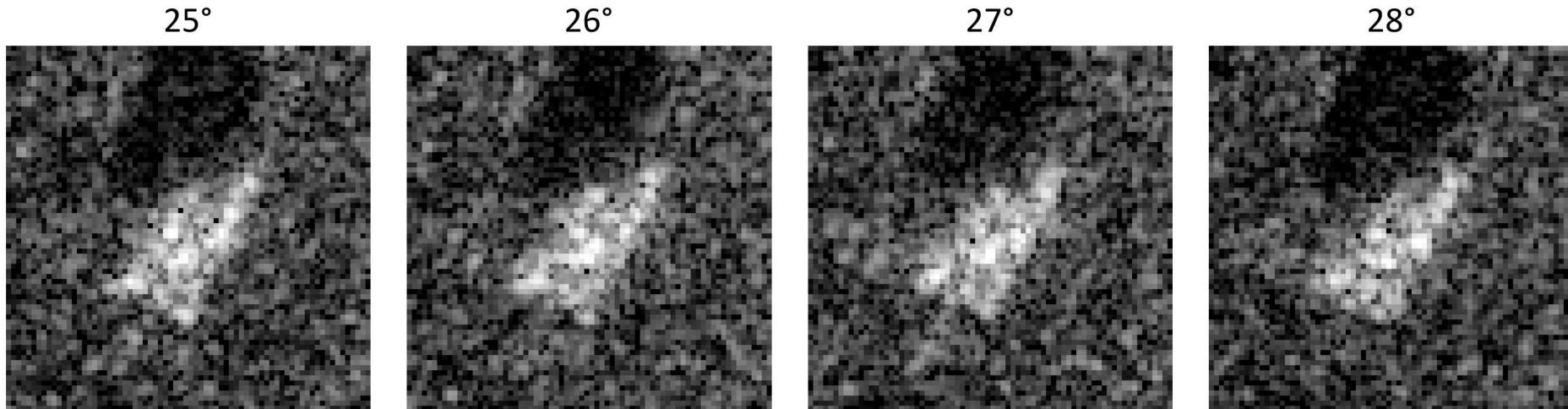




Vehicle	Location 1	Location 2	Location 3	Location 4	Location 5
	Chevrolet Express	Ford F350	Pontiac Grand Am	Dodge Caravan	Dodge Ram
	Large Van	Large Truck	Mid-size Sedan	Mid-size Van	Mid-size Truck
					



Radar Cross Section Statistics of Ground Vehicles at Ku-band
Raynal et al., 2011

SAR chips (25° – 28°)

Signal variability due to -

- Coherence: complex valued measurements encompassing magnitude and phase
- Specularity: radar energy is scattered directionally instead of diffusely as a consequence of the wavelength and size of objects
- Speckle: multiplicative noise process due to the coherent interaction between multiple scatters in individual cells

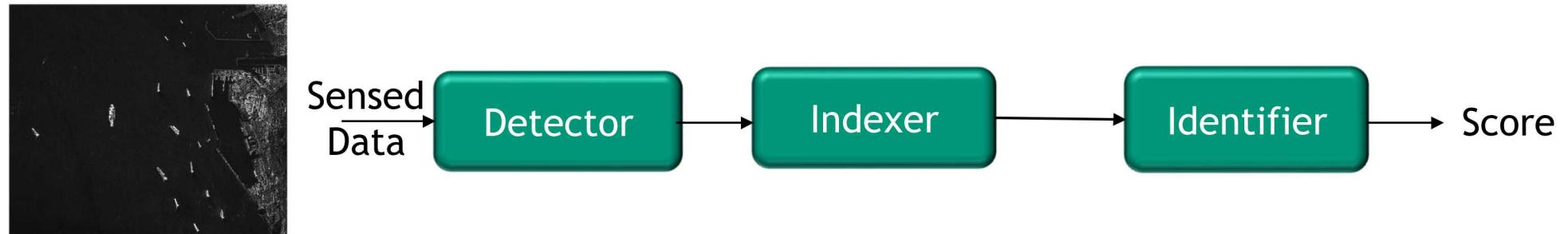


Deng et al., 2018

EURASIP Journal of Wireless Communication and Networking

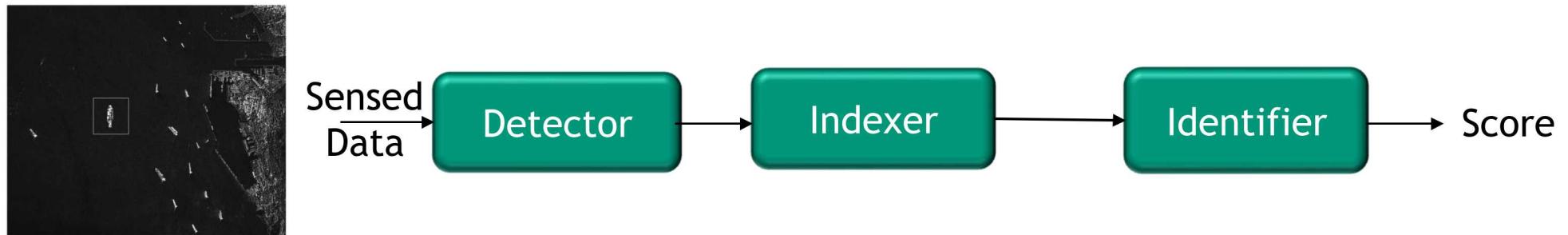
Object recognition

Not a brain inspired Approach!!

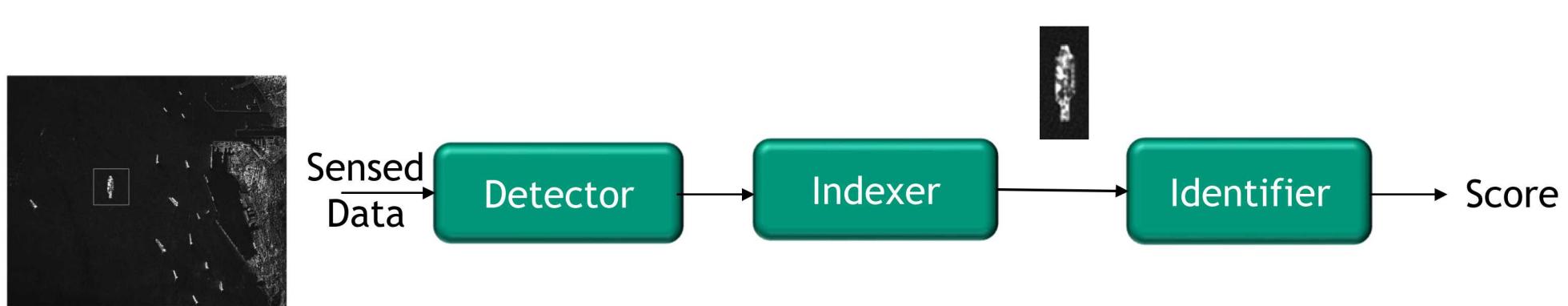


Koudelka et al., SPIE 2007

Object recognition



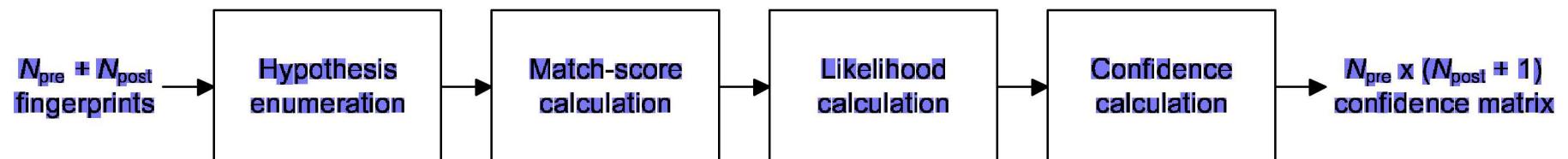
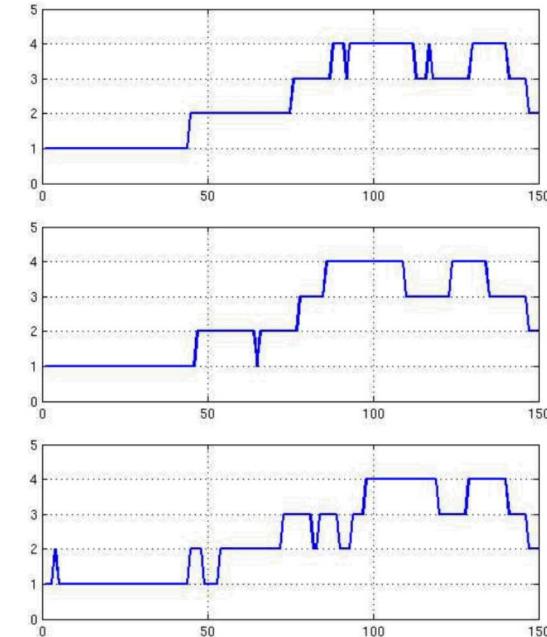
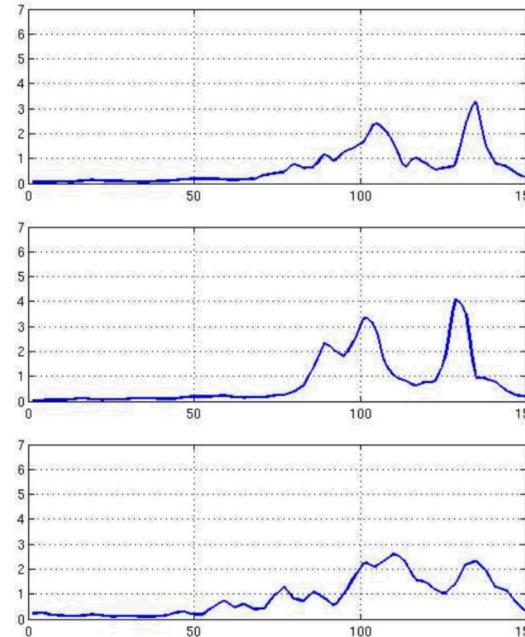
Object recognition



Multinomial Pattern Matching



Koudelka et al., SPIE 2007



Algorithm composition

- Bitwise And
- Matrix Multiplications
- Shifts
- Rotations
- Sorting
- Thresholding
- Easily implemented in neuromorphic hardware!



Fugu



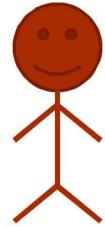
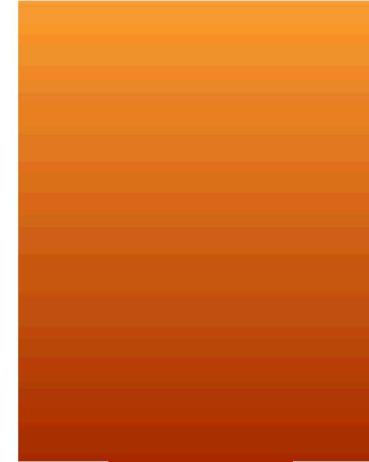
Neural Inspired Algorithm Development

Fugu aims to bring neuromorphic solutions to general computing world



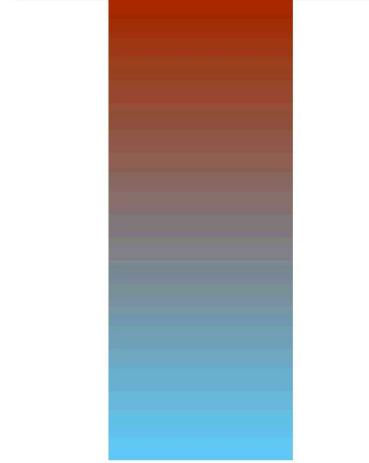
Typical Computer
Scientists

Wants to program with libraries



Neural Algorithm
Researcher

Wants to program with neurons

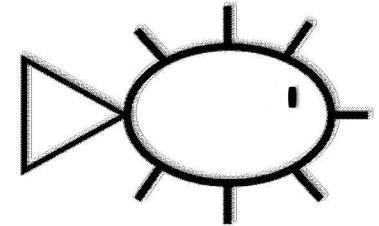


Neural
Architecture
Developer

Wants to program hardware directly

Challenges

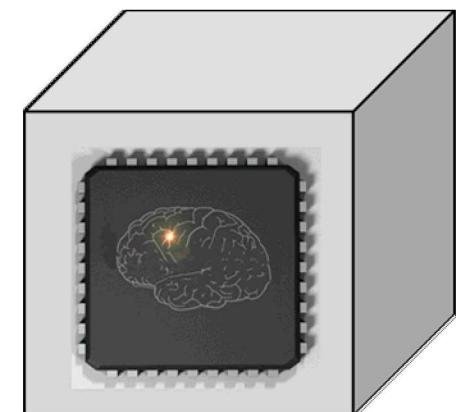
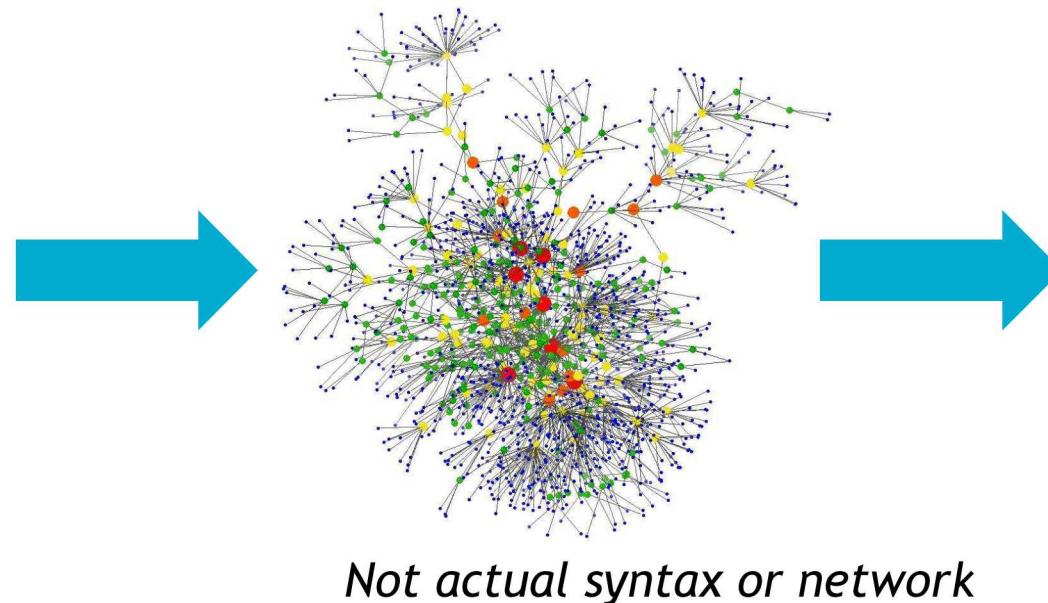
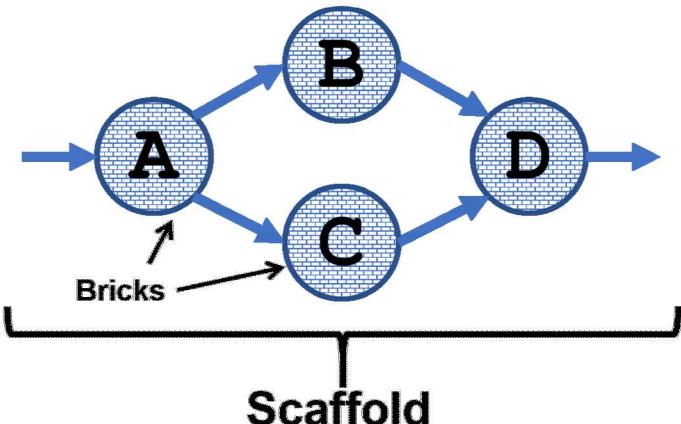
- For spiking neural networks, it is (very) hard to
 - Implement someone else's network
 - Integrate multiple kernels into an algorithm
 - Port networks designed for one platform to another

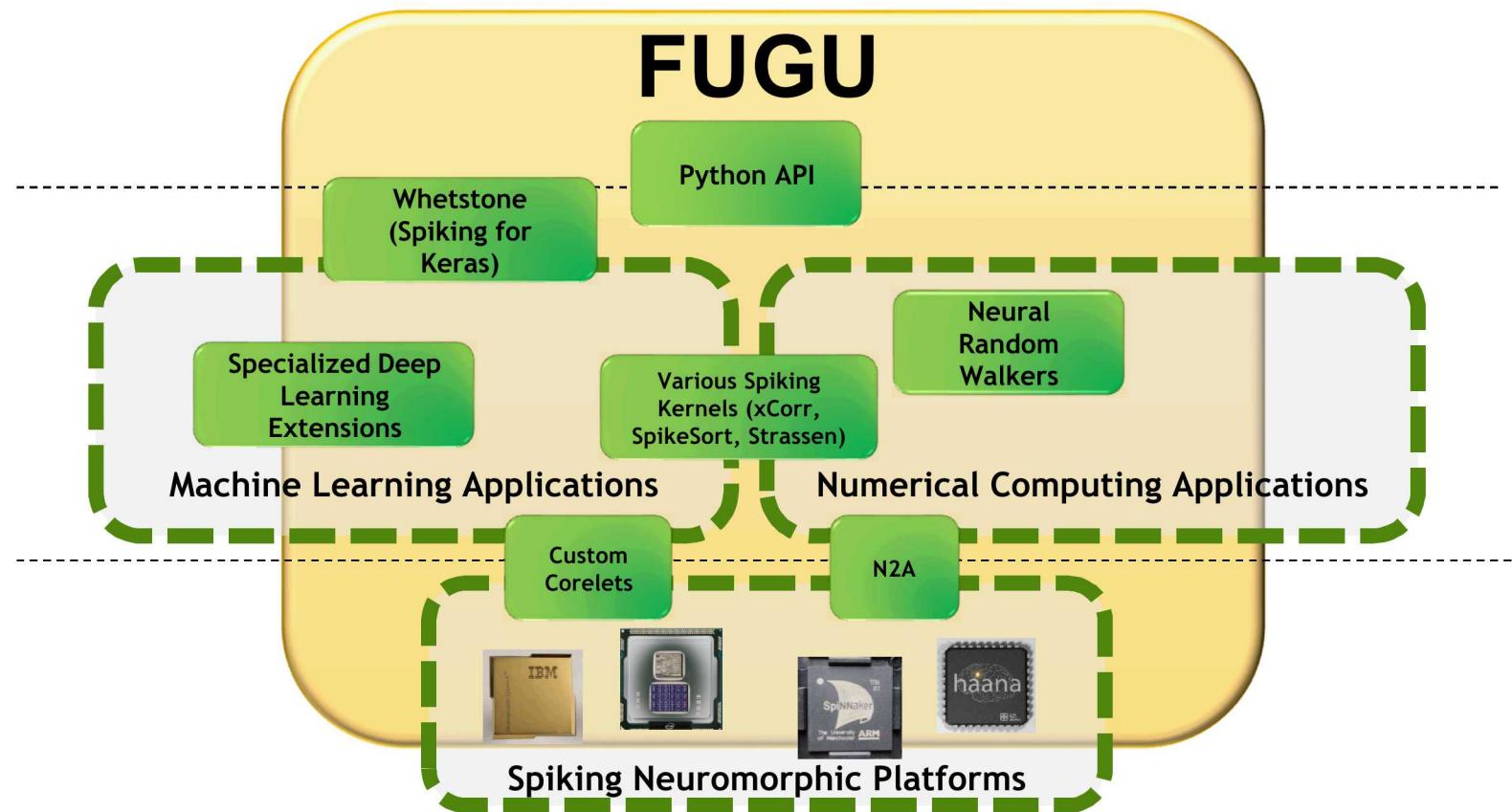
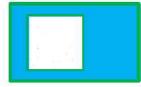


Algorithm

```

Insert Brick A, input IN    //A=fA(in)
Insert Brick B, input A    //B=fB(A)
Insert Brick C, input A    //C=fC(A)
Insert Brick D, input B, C //D=fD(B, C)
  
```





Under development
Collaborators welcome!

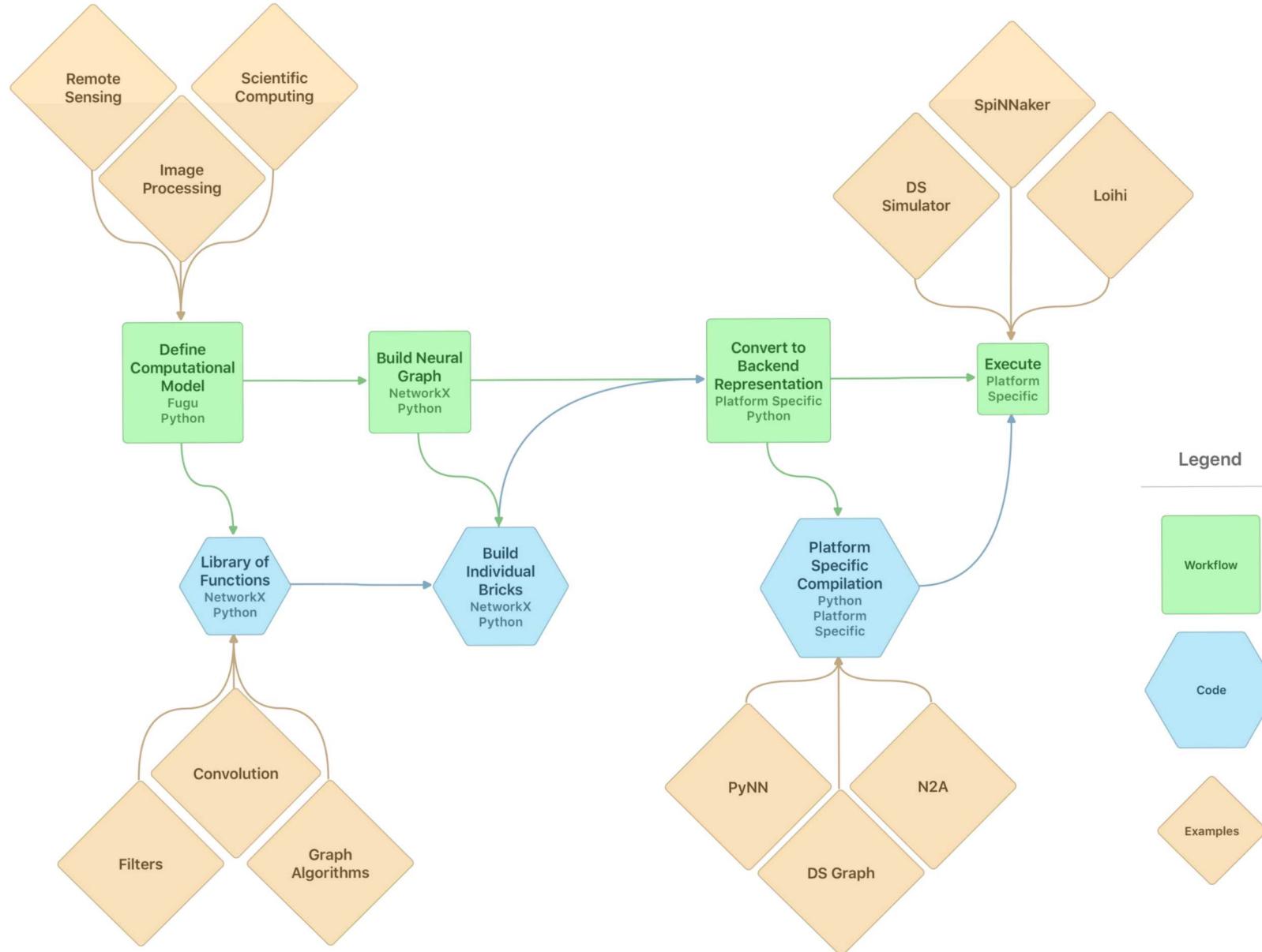
- Fugu is a linking framework
 - It's "easy" to build spiking circuits for a single computation
 - It's hard to do application-level computation on neuromorphic
 - We provide a mechanism to combine small computational kernels (Bricks) into large computational graphs
- Fugu is a spec
 - For the Bricks to transfer information, we need to agree on data formatting
 - For computation to be consistent, we need to agree on neuron behavior (lowest common denominator*)
 - For this to be useful, we need a hardware independent intermediate representation

*Usually, for most cases

Fugu Overview – What Fugu is not

- Fugu includes but is NOT a simulator
 - Uses reference simulators which can quickly run small-medium sized spiking networks
 - Simulators instantiates the fugu neuron model (discrete time, point synapses)
 - Fugu is designed to support a variety of backends including hardware platforms
- Fugu includes but is NOT a spiking algorithm
 - The goal of Fugu is to have a library of Fugu Bricks for many kernels
 - *We're hoping that the community will help contribute*
- Fugu includes but is NOT a graph utility
 - NetworkX provides (nearly) all of our graph functionality
 - Node and edge properties are inherent in NetworkX and only become meaningful when interpreted by a backend

Fugu Overview





Questions?