

Spiking Neural Networks for Control

Max Schaufelberger February 10, 2024 — KTH Royal Institute of Technology



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Simulation

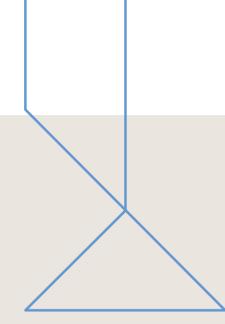
Control

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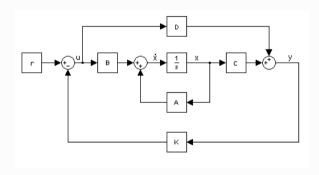


Introduction

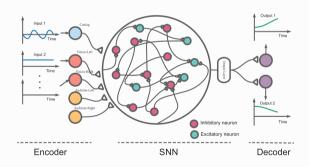


What are we talking about

Control a Linear system



Use Spiking neural networks



[Xue+22]



What are we talking about

Control a Linear system

Tracking of reference trajectory

$$\dot{x} = Ax + Bu$$

$$y = Cx$$
(1)

Only stable systems

Use Spiking neural networks

- Third Generation of NN
- Working with discrete spikes
- Inherently fit for temporal data



Goal / Motivation

Artificial SNN can already solve various cognitive task such as

- Memorization
- Basic Logic
- Simulation of Dynamic Systems
- Control

Although with varying levels of biologic plausibility. We set out to build a controlled dynamic system based on SNN using learning and biologic plausibility

- Allow for black-box deployment without manual parameter tuning
- "Limit ourselves to use the brains capabilities to design a controller"



Method

1. Simulate

Use a spiking network to simulate a dynamic system

2. Control

Devise a control scheme to control the network output

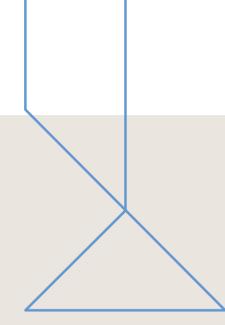
3. Learn

Apply biologically plausible learning rules to our network

4. Combine

Integrate all three steps into a single controller

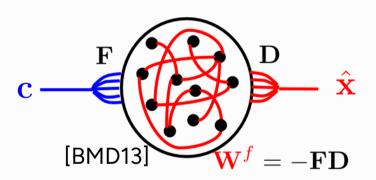




Simulation



Simulation of Linear systems

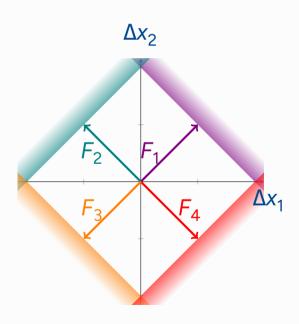


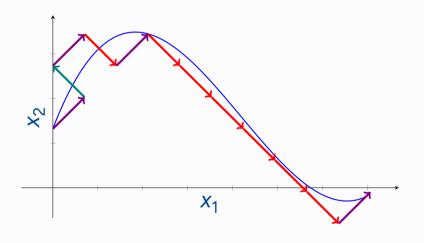
- Build NN that outputs \hat{x} from the system $\dot{x} = Ax + c$ given c
- Group of LIF neurons with with intrinsic Voltage, tracking the projected error $V_i = F(x \hat{x}) + \mu r_i$
- Network decoding $\hat{x} = F^T r$

$$\dot{V} = -\lambda_V V + Fc + W^f o(t) + W^s r(t) + \sigma_V \eta(t)$$



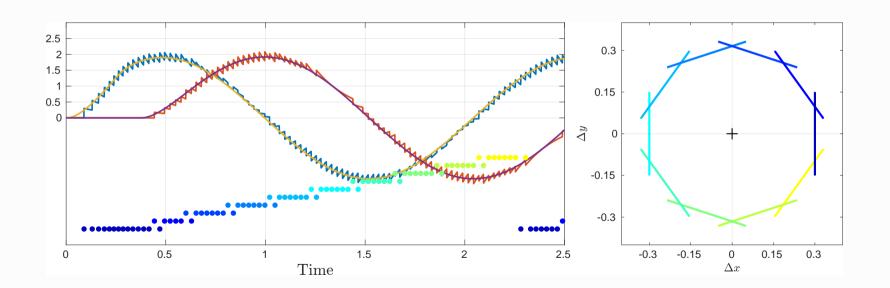
Geometric



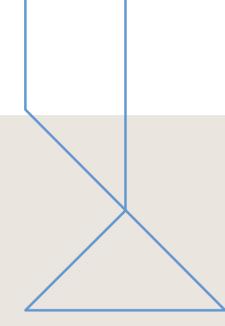




Example Simulation

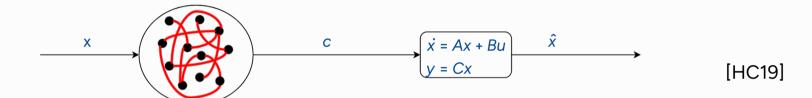






Control

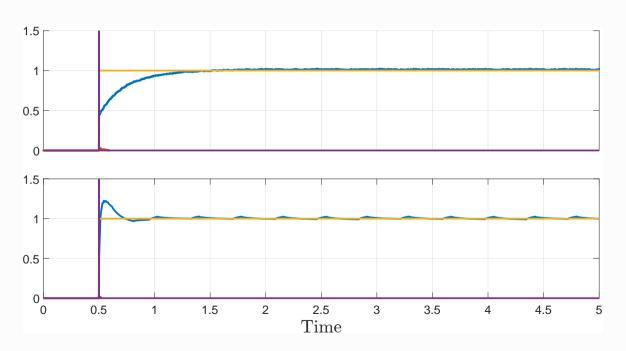




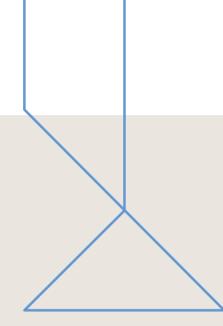
- (Almost) identical network architecture
- Network output is external input into (previous) simulating network ←→ Network state contains control signal
- Governed by PD-control as $c = \dot{x} Ax$
- In presence of output matrix $C \neq I \leftrightarrow \operatorname{rank}(B^T C^T) = \operatorname{rank}(B^T)$



Example







Learning



Learning rules [BD15]

Slow Learning rule $W^s = F(A + \lambda_d \mathbf{I})F^T$

- Online Learning of Student teacher dynamics $\hat{x} = M\hat{x} + c$
- Error Feedback Ke during Training
- $\delta M \propto e\hat{x}^T \longrightarrow \delta W^s \propto F(e\hat{x}^T)F^T \approx Fer^T$
- Supervised Learning rule

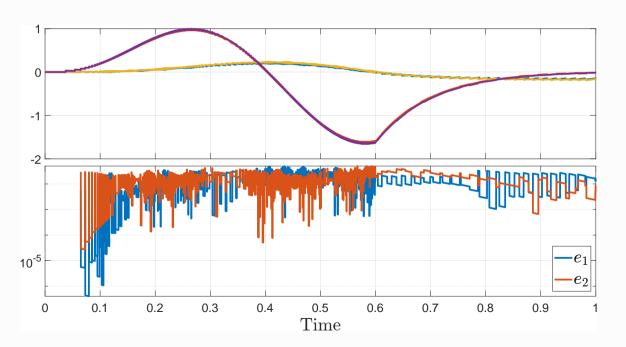
$V_i = F_i(x-\hat{x}) - \mu r_i$

Fast Learning rule $W^f = FF^T + \mu I$

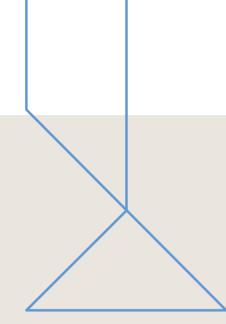
- Voltage measures system error
- Minimize average Voltage outside of Neuron Threshold
- Biologically plausible pre × post locally
- Unsupervised Learning Rule



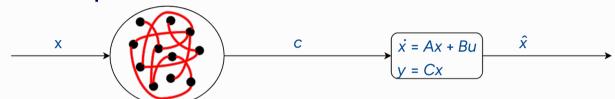
Example





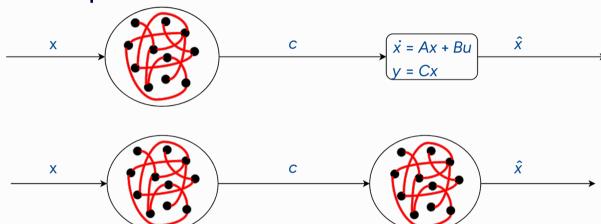


Combined Learning

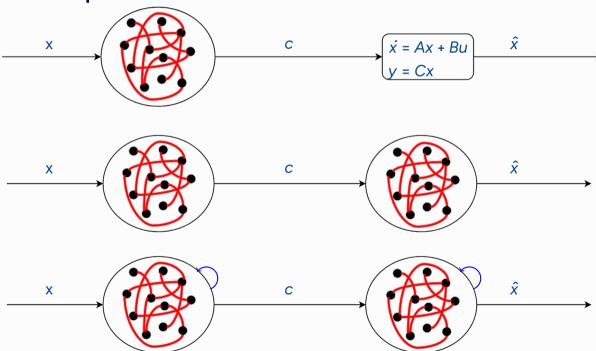


[HC19]

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[HC19]



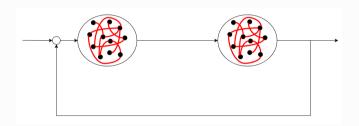
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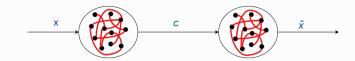




Problems

In conjunction, problems can arise:

- Divergence in Learning
- Control with Noise
- Reliance on analytic results
- Biologically implausible Learning



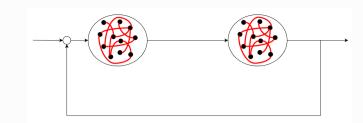
Dual Network

No Learning rule for control network available Open Loop Control:

- Incapable of noise detection or correction
- No Compensation of Training error

Highly dependent on governing dynamics from $c_{contr} = \dot{x_{ref}} - Ax_{ref}$





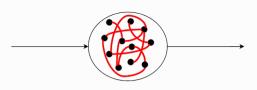
Dual Network with Feedback

No Learning rule for control network available Open loop Control:

- Incapable of noise detection or correction
- No Compensation of Training error

Highly dependent on governing dynamics from $c_{contr} = \dot{x_{ret}} - Ax_{ret}$





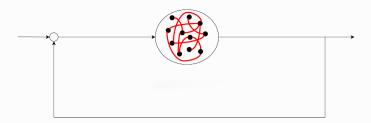
Single Network

No Learning rule for control network available Open Loop Control:

- Incapable of noise detection or correction
- No Compensation of Training error

Highly dependent on governing dynamics from $c_{\text{contr}} = \dot{x}_{\text{ref}} - Ax_{\text{ref}}$ Orthonormality restriction on Input Matrix $B \in \mathbb{B} := \{M \mid MM^T = \mathbf{I}\}$





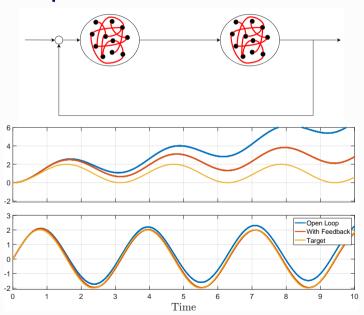
Single Network with Feedback

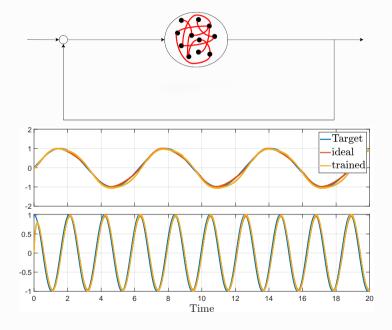
No Learning rule for control network available Open loop Control:

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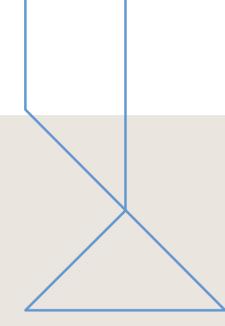
Highly dependent on governing dynamics from $c_{\text{contr}} = \dot{x_{\text{ref}}} - Ax_{\text{ref}}$ Orthonormality restriction on Input Matrix $B \in \mathbb{B} := \{M \mid MM^T = \mathbf{I}\}$

Examples









Conclusion



Conclusion

- Open loop and inaccurate learning of slow weights W^s need to be addressed.
- Highly dependent on initial conditions in learning
- Impressive accuracy

- In ideal conditions useable results achievable
- Limited Applicability → Only of theoretical Interest
- Results are somewhat translatable to NEF and LSMs

Choice between biologic plausibility or and Input Matrix Restriction for accurate results



Future Work

- Enable non-linear dynamics
- Obey Dale's Law for neuron excitation and inhibition
- Optimize Control
- Learning of En- and Decoder F
- Allow for synaptic delays



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[BD15] Ralph Bourdoukan and Sophie Denève. "Enforcing balance allows local supervised

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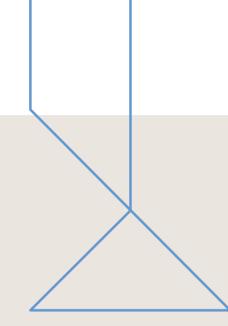
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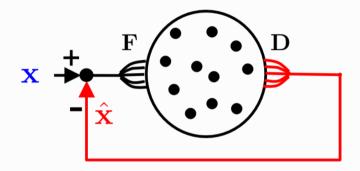


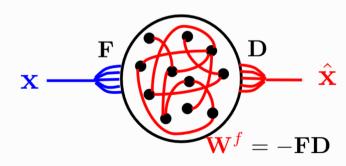


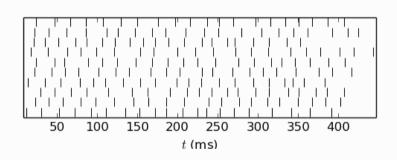
BackupSlides



Autoencoder







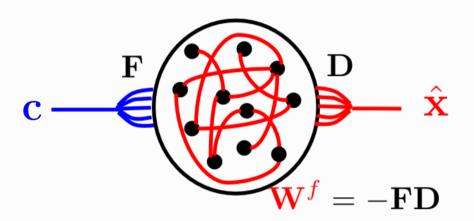
$$\hat{x} = Do(t)$$

$$\dot{r} = -\lambda r + o(t)$$
(2)



$$\dot{r} = -\lambda r + \sigma(t)$$

Autoencoder II



$$\dot{x} = -\lambda x + c$$

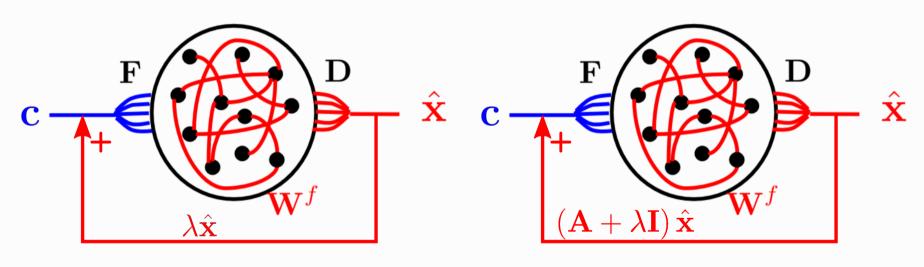
$$\hat{x} = Dr$$
(3)



$$\dot{r} = -\lambda r + o(t)$$

$$\hat{x} = Dr$$

Autoencoder III

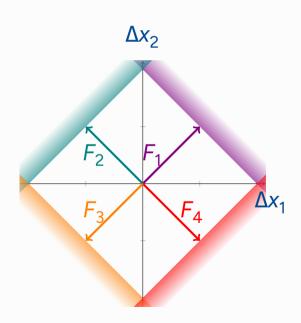


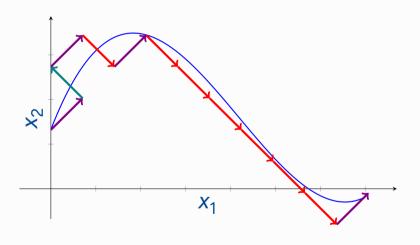
$$\dot{x} = C \tag{4}$$

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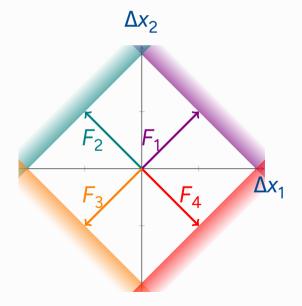
Geometric







Geometric



Minimize the cost J (Greedy)

$$J = \int_0^T \|x - \hat{x}\|_2^2 + C(r) dt$$
 (6)

$$V_{i} = F_{i}(x - \hat{x}) - \mu r_{i}$$

$$\dot{V_{i}} = -\lambda_{V}V_{i} + F_{i}c(t)$$

$$+ W^{f}o(t) + W^{s}r(t) + \sigma_{V}\eta(t)$$

$$W^{f} = FF^{T} + \mu I$$

$$W^{s} = F(A + \lambda_{d}I)F^{T}$$

$$(7)$$



Example Simple

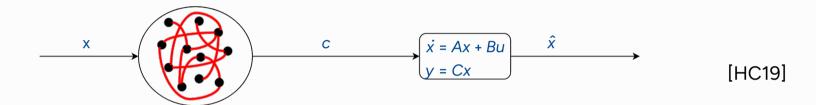


Example Big



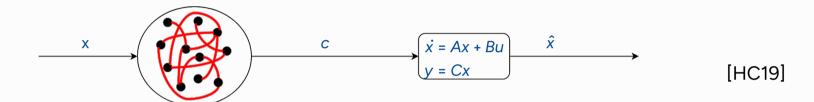


Control Concept

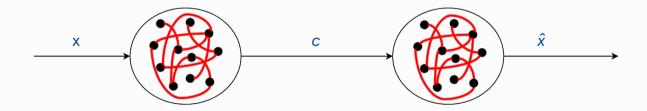


Add a separator here

Control Concept



Add a separator here





Control with SNN

$$u = F^{\mathsf{T}} r + \Omega o(t) \tag{8}$$

Slow and Instantaneous decoding

$$\dot{V}(t) = -\lambda_V V(t) + \Omega^T B^T A e(t) + \Omega^T B^T c(t) + W^s r(t) + W^f o(t) + \sigma_V \eta(t)$$
(9)

Requires full state information on x and \hat{x}

$$c = \dot{x} - Ax \tag{10}$$

It is necessary on $B \in \mathbb{R}^{n \times p}$

$$rank(B^TC^T) = p (11)$$



Example in Ideal Conditions

works fine+ add plot



Example with 2 networks

works bad+ add plot





• Acceptable results in ideal conditions



- Acceptable results in ideal conditions
- Rank condition is limiting factor



- Acceptable results in ideal conditions
- Rank condition is limiting factor
- Network noise is invisible to the control



- Acceptable results in ideal conditions
- Rank condition is limiting factor
- Network noise is invisible to the control
- Simple open loop controller in the definition of c



Fast Learning rule

Slow Learning rule

Online Teacher-Student Scheme

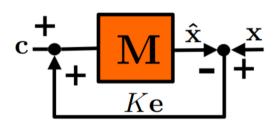
Fast Learning rule

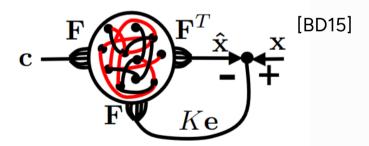


$$\dot{\hat{x}} = (M - K\mathbf{I})\hat{x} + c + Kx$$

$$W^{s} = F(A + \lambda_{d}\mathbf{I})F^{T}$$

Slow Learning rule





Online Teacher-Student Scheme for M under $\dot{x} = Mx + c$ Matrix update under squared loss

$$\delta M \propto e\hat{x}^T \longrightarrow \delta W^s \propto F^T (e\hat{x}^T) F \approx F^T er$$
(12)



- Very limited applicability
- Open loop + rank condition limiting factor
- Too inaccurate learning of slow weights W^s
- Too dependent on initial conditions in learning

- In ideal conditions useable results achievable
- Only of theoretical interest
- Impressive accuracy
- Results are somewhat translatable to NEF and LSMs

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• Enable non-linear dynamics



- Enable non-linear dynamics
- Obey Dale's Law for neuron excitation and inhibition



- Enable non-linear dynamics
- Obey Dale's Law for neuron excitation and inhibition
- Optimize Control



- Enable non-linear dynamics
- Obey Dale's Law for neuron excitation and inhibition
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- Learning of En- and Decoder F



- Enable non-linear dynamics
- Obey Dale's Law for neuron excitation and inhibition
- Optimize Control
- Learning of En- and Decoder F
- Allow for synaptic delays



Frame title

Block

Lorem ipsum!



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