

Architectures for Neuromorphic Computing

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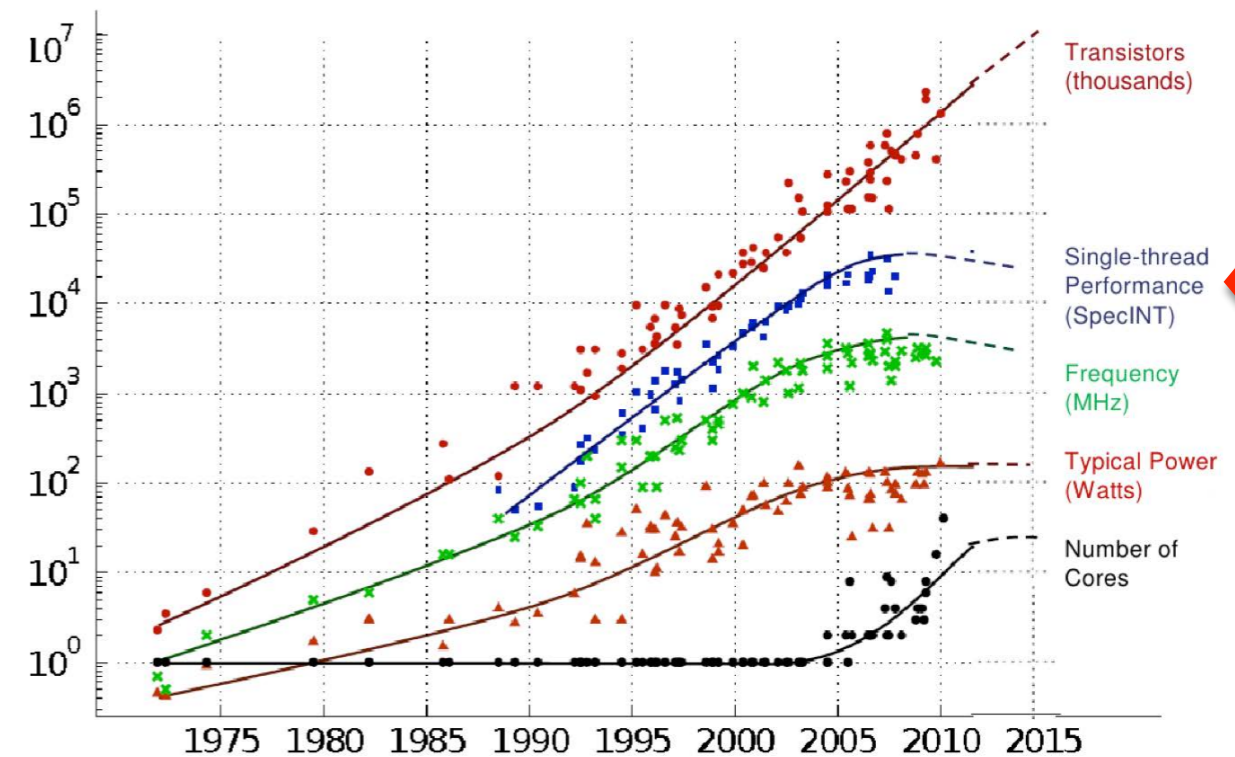
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The context: microelectronics scaling

- It's been a great ride...
 - ❖ ... but sequential programs don't speed up each year like they used to in the "good old days."
- Computation demand is growing!
 - ❖ Massive amounts of data being collected by cheap, ubiquitous sensors.
 - ❖ ~ 1.5B smartphones (with cameras) shipped in 2017.*
 - ❖ ~ 0.75B monthly active users on Instagram in 2017.*
 - ❖ Modern machine learning depends on massive amounts of data.



Data collected by: M. Horowitz, F. Labonte, O. Shacham, K. Olokutun and others; extrapolations by C. Moore

Parallelism to the rescue?

- Some **algorithms** just aren't parallel
 - ❖ “Unfortunately, for most interesting algorithms, [...] no architecture is scalable [...]” -- Agarwal et al. (CACM 1991)

Validity of the single processor approach to achieving large scale computing capabilities¹

Gene M. Amdahl

IBM Sunnyvale, California

1967

- But maybe we're going about this the wrong way...
 - ❖ Physical systems, by their very nature, are massively parallel.
 - ❖ ***Can we build computing systems inspired by physical ones?***

Neuromorphic computing*

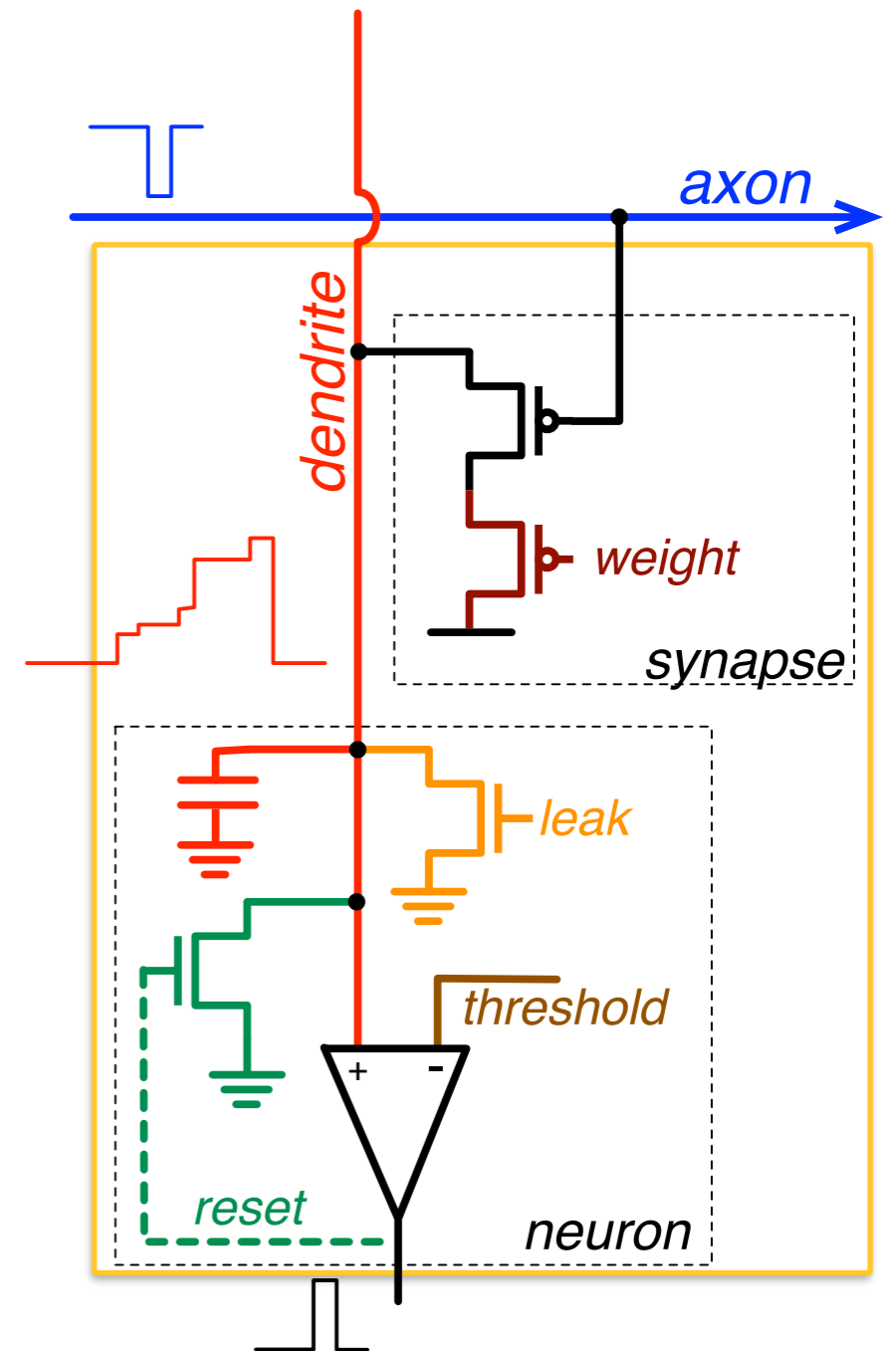
- Philosophical motivation
 - ❖ Understand thought, consciousness
- Biological motivation
 - ❖ Understand the brain through engineering
- Computational motivation
 - ❖ Real-time vision, speech, pattern recognition, ...

“Neuro” = neural

“-morphic” = “having the shape, form, or structure”

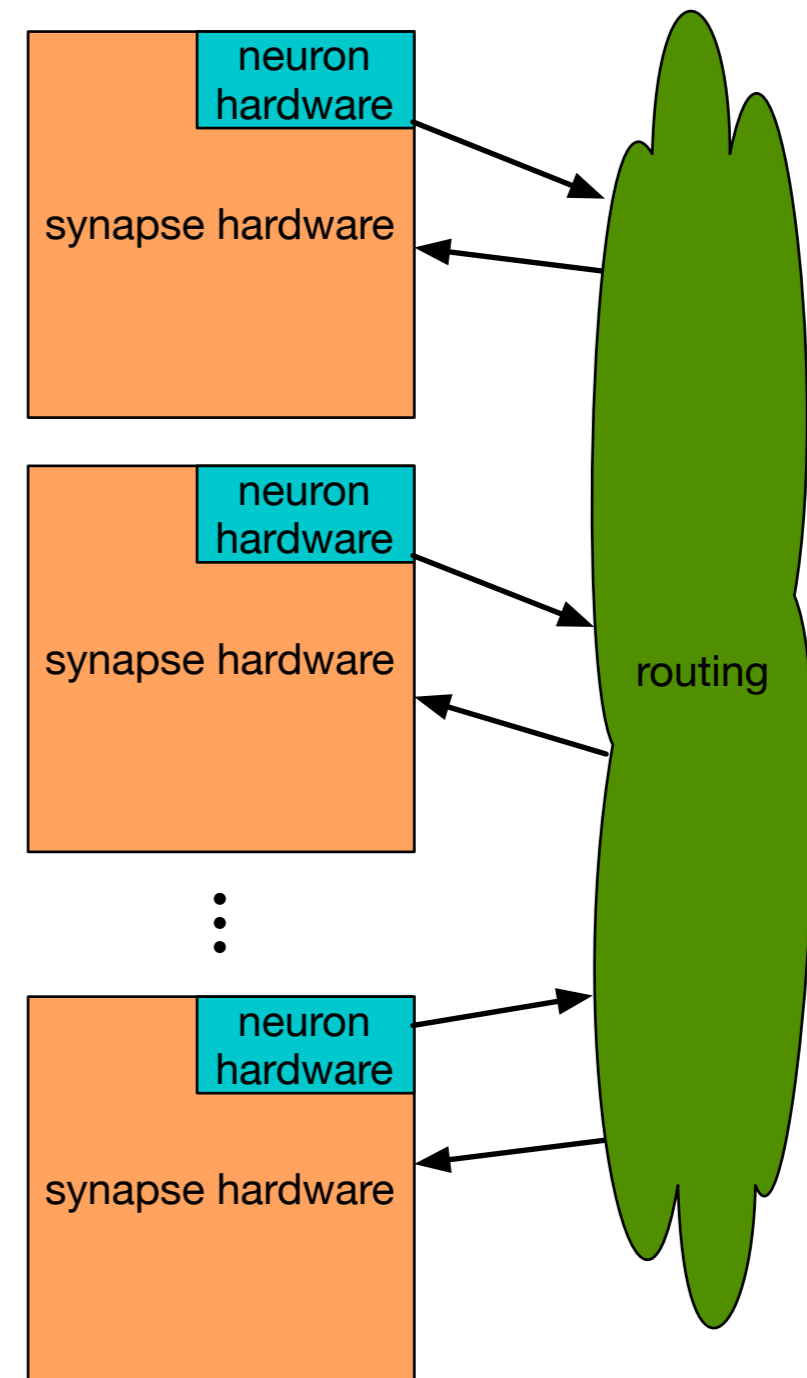
Neuromorphics 101

- Basic computation
 - ❖ Weighted input spikes are accumulated on a capacitor
 - ❖ The neuron is implemented as a “threshold detector”
 - ❖ On an output spike, the state of the neuron is reset (with a refractory period)
- ~1,000 to 10,000 synapses per neuron
- **Classical approach**
 - ❖ Mixed-signal design: analog neurons and synapse circuits, digital asynchronous communication



General purpose neuromorphic systems

- Core components
 - ❖ Set of neurons + synapses from the network being modeled mapped to hardware
 - ❖ Synapses can be made “superposable”
 - ❖ Routing network handles spike communication between hardware elements
- Time-multiplexing
 - ❖ Common hardware for computation
 - ❖ Per-neuron/per-synapse *state*

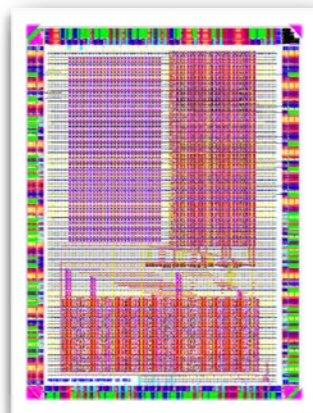


SyNAPSE project: 2008 to 2015

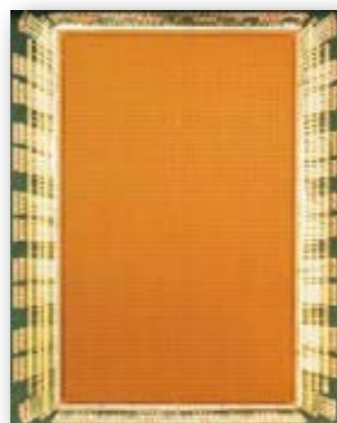
- ❖ Analog neurons, digital spikes and routing
- ❖ Special materials for synapses (oxides, phase change memory, magnetic tunneling junctions, nanotraps)
- ❖ Embrace uncertainty in manufacturing technology, no compensation for variability
- ❖ Errors in communication/neuron okay because the system will compensate

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2008

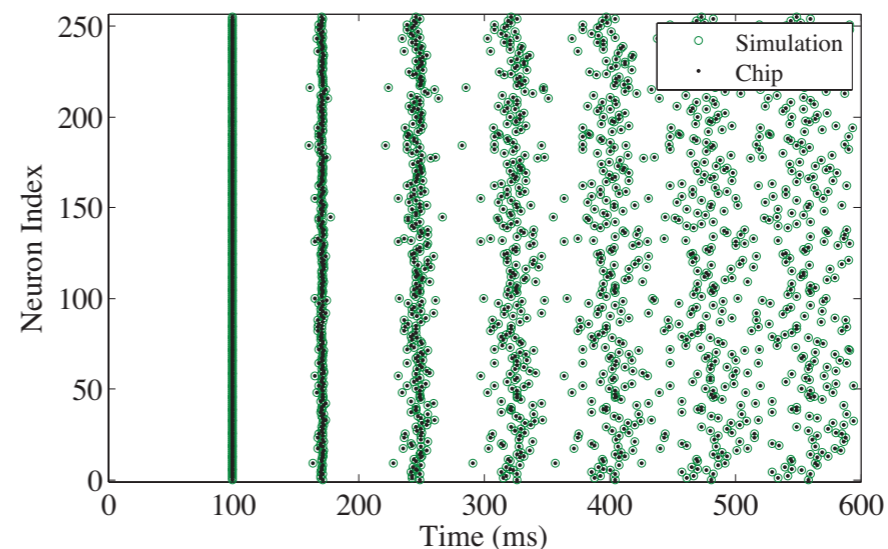


GoldenGate



TrueNorth

2014



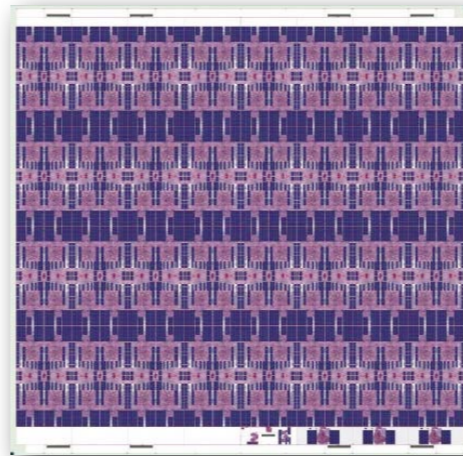
Current state-of-the-art

2014



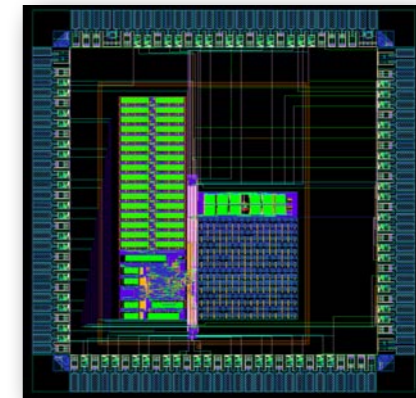
- IBM/Cornell “TrueNorth” chip
 - ❖ ~25 pJ/synaptic operation
 - ❖ 65mW for 1M neurons, 256M synapses
- 28nm technology
- QDI + bundled data asynchronous digital logic

2018



- Intel “Loihi” chip
 - ❖ ~24 pJ/synaptic operation
 - ❖ Integrated on-chip learning support
 - ❖ Microprocessors for management
- 14nm technology
- QDI + bundled data asynchronous digital logic

2019



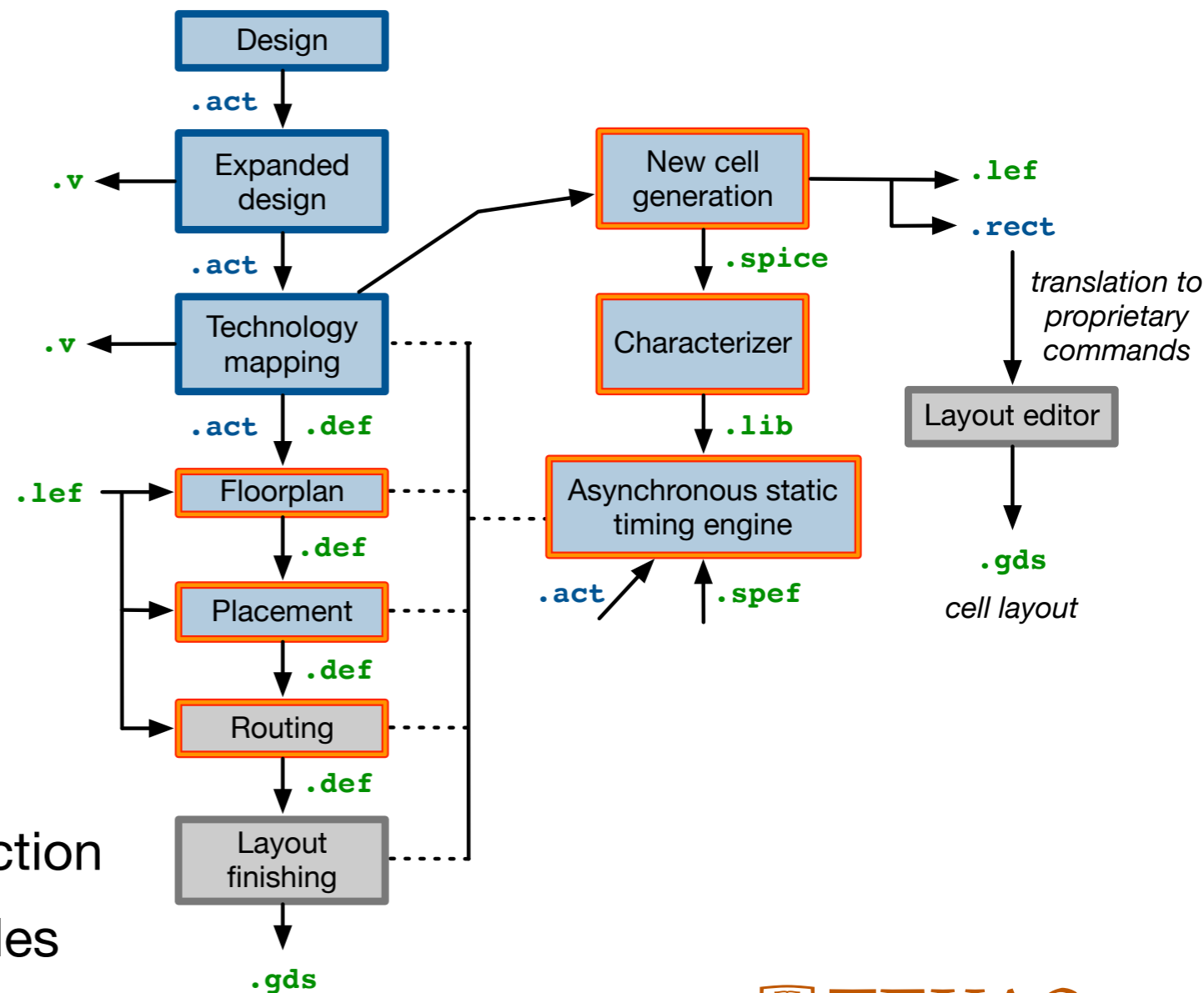
- Stanford/Yale “Braindrop”
 - ❖ ~0.4 pJ/effective synaptic operation
 - ❖ Support for “NEF” programming model
- 28nm FDSOI
- QDI digital logic, synchronous I/O, and analog circuits for neurons and synapses

Challenges: energy-efficiency

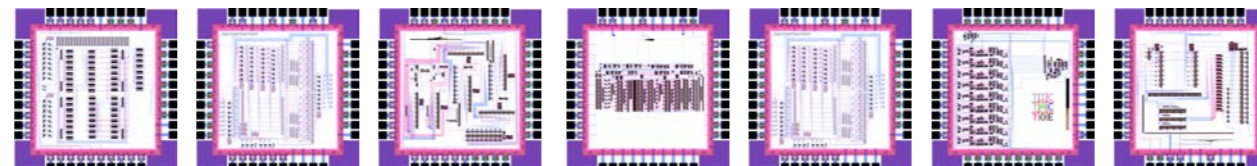
- Biological neural systems
 - ❖ ~ 20 **fJ**/synaptic operation
- TrueNorth/Loihi
 - ❖ ~ 20 **pJ**/synaptic operation
- How do we close the gap?
 - ❖ Many, many proposals (new devices, materials, etc...) for better synapses and neurons
 - ❖ Reality
 - ▶ ~30-50% power is in spike communication/storage— Amdahl strikes again!
 - ▶ Best case: reduce to 7-10 pJ, even after overcoming all the technical obstacles!
 - ❖ Many proposals with significantly lower energy reported
 - ▶ ... *but not for a system, just for small devices/components*

Challenges: design and simulation

- ACT open-source language
 - ❖ Integrated representation of
 - ▶ properties
 - ▶ functional model
 - ▶ behavioral description
 - ▶ gates
 - ▶ transistors
 - ▶ geometry
 - ❖ Type system
 - ▶ relates different levels of abstraction
 - ▶ inheritance for extensible modules
- Integrated commercial event-based and custom asynchronous digital simulator

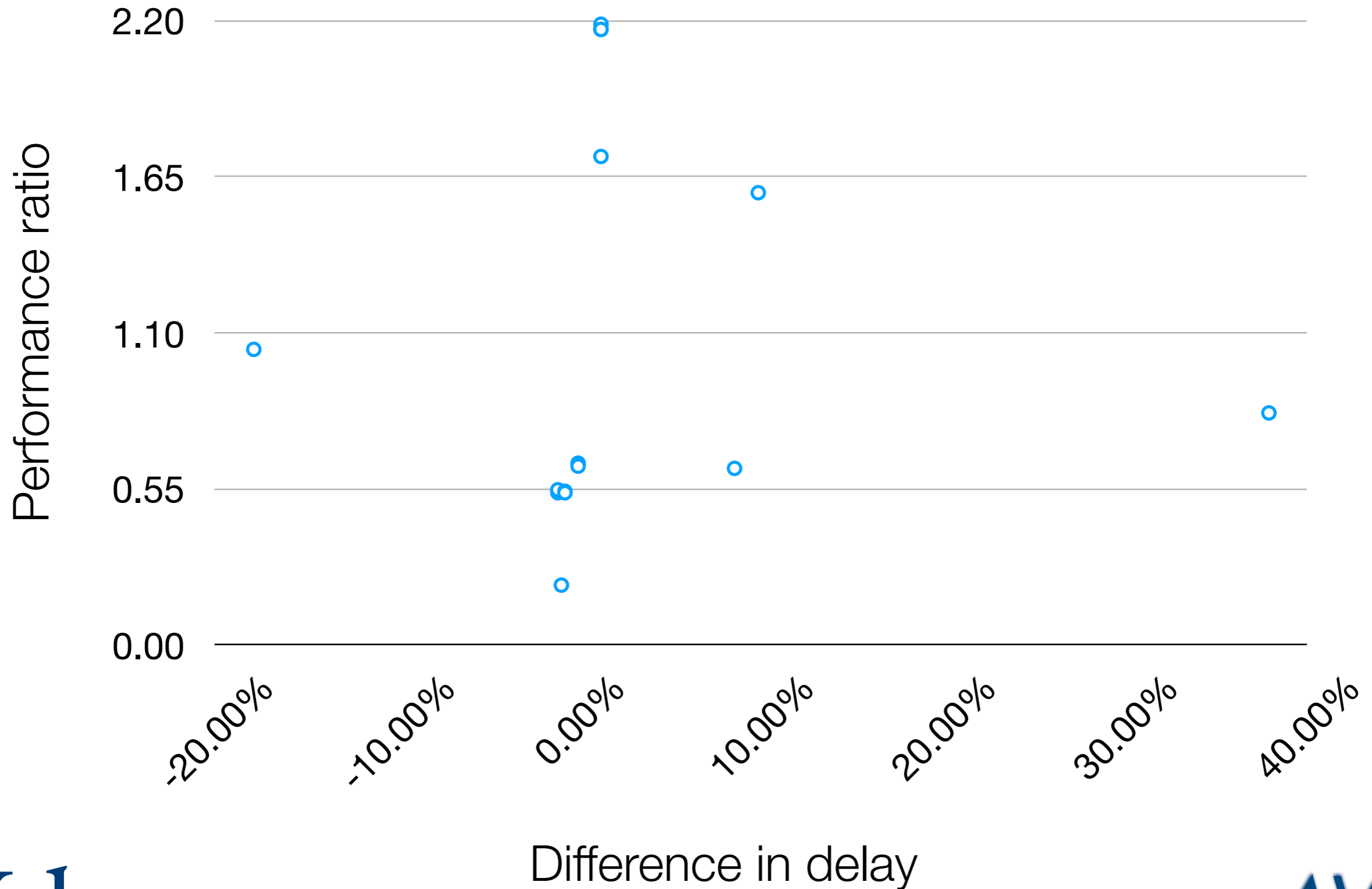


Prof. Keshav Pingali



part of the DARPA ERI initiative

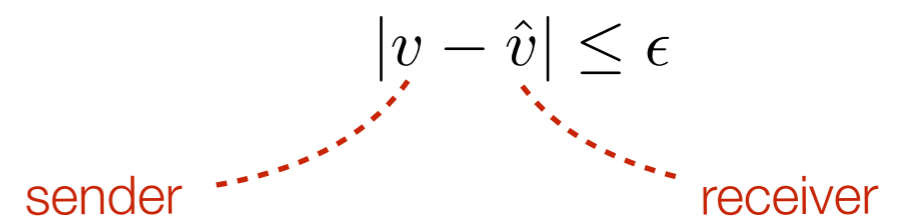
Comparison of two commercial circuit simulators



Challenges: programmability and algorithms

- How do we best utilize this computation model?
 - ❖ ... in a general-purpose framework?
- What's the right “programming language”?
- Current solutions
 - ❖ Use learning/training and artificial neural networks
 - ❖ Use hand-crafted solutions
 - ❖ Time-averaged spike rate is used to represent a value

ϵ (bits)	Number of “spike slots”		
	$\delta=0.05$	$\delta=0.10$	$\delta=0.25$
1	28	20	8
2	176	126	56
3	848	592	288
4	3670	2582	1248
5	15211	10731	5227



$$\max_{v \in [0,1]} \{\Pr_{\hat{v}}[|v - \hat{v}| > \epsilon]\} \leq \delta$$

Summary

- Neuromorphic systems
 - ❖ Biologically inspired, naturally parallel approach
 - ❖ Various attempts to create programmable platforms
- Biological systems are an existence proof
 - ❖ ... we need to better understand *how* they compute
- Challenges
 - ❖ What are efficient ways to compute in this framework?
 - ❖ How do we reduce the cost of communication and storage?
 - ❖ Is there a *different abstraction*, beyond simply emulating Biology?

Acknowledgments

- Major project collaborators
 - ❖ TrueNorth: Dharmendra Modha, John Arthur, Paul Merolla, ...
 - ❖ Braindrop: Kwabena Boahen, Alex Neckar, Sam Folk, Ben Benjamin, ...
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