

Lessons from Loihi for the Future of Neuromorphic Computing

Mike Davies, Director of Intel's Neuromorphic Computing Lab
March 16, 2021

Neuro-Inspired Computing Elements (NICE) 2021

intel
labs

Consider autonomous drone racing



2018 IROS Drone Racing Competition

Other names and brands may be claimed as the property of others

Brains remain unrivaled computing devices

COCKATIEL PARROT



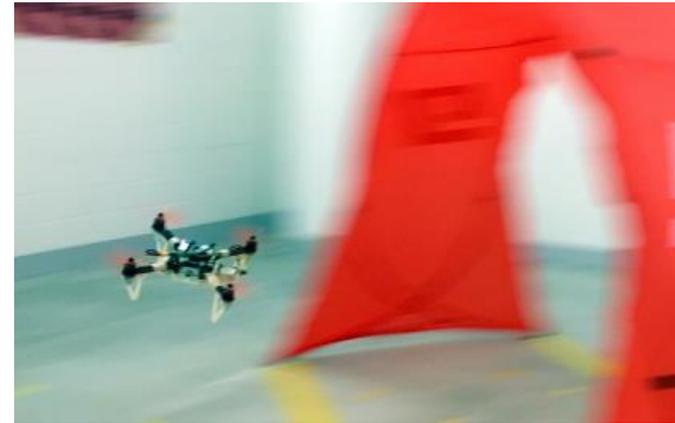
Brain
Power: 50 mW
Mass: 2.2 grams

Navigates and learns
unknown environments
at 35 km/h

Can learn to speak
English words

Can learn to
manipulate cups
for drinking

AUTONOMOUS DRONE



CPU/GPU controller
Power: 18,000 mW
Mass: ~40 grams

Pre-trained to fly
between known
gates at walking
pace

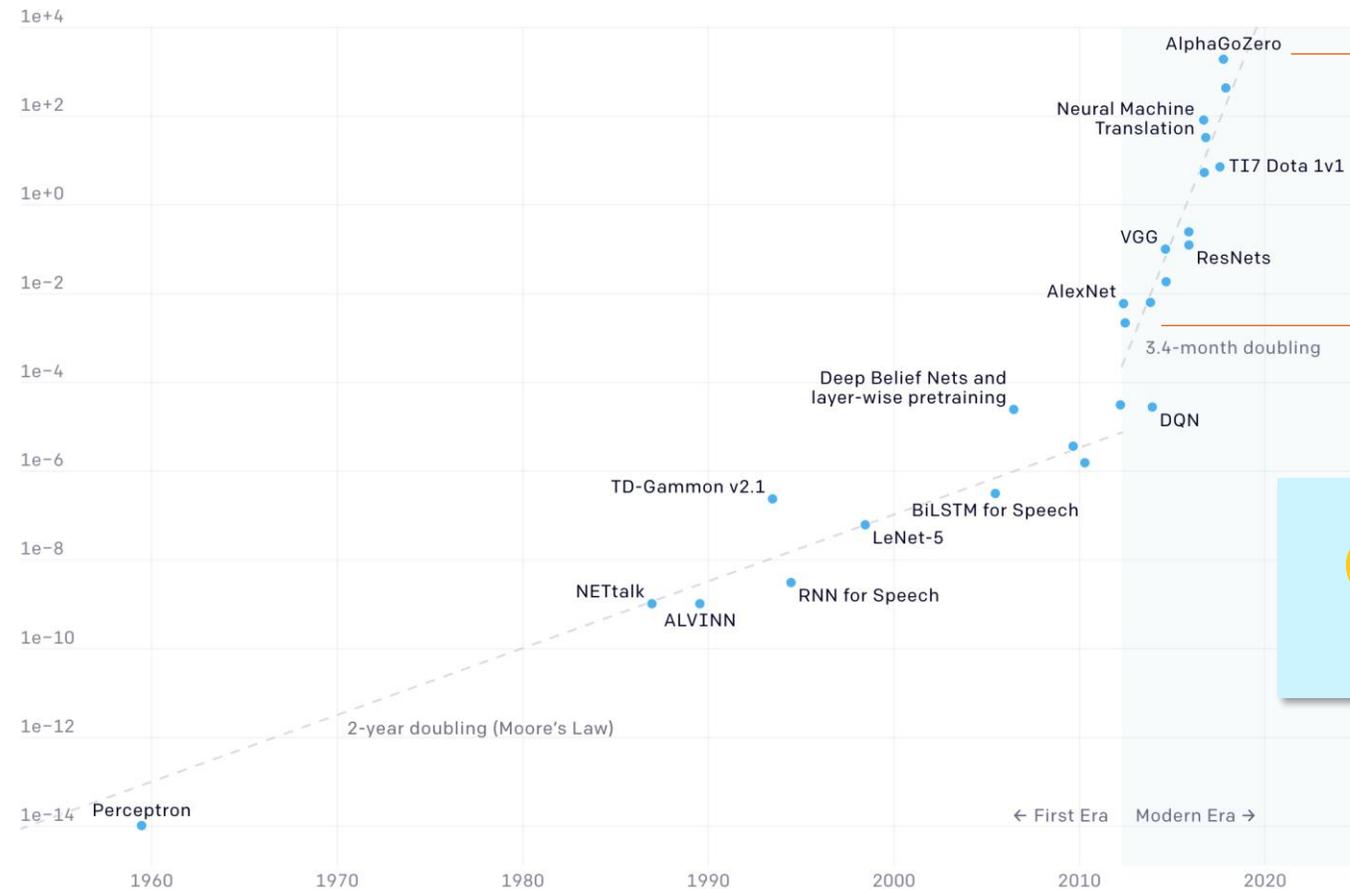
Can't learn anything
online

Sources: PNAS, June 13, 2016; <https://link.springer.com/article/10.1007/s00360-011-0603-1>; Davide Scaramuzza, ETH Zurich and A. Loquercio et al, "Deep Drone Racing: From Simulation to Reality with Domain Randomization," IEEE Trans. Robotics, 2020.

Deep learning models are increasingly power hungry

Two Distinct Eras of Compute Usage in Training AI Systems

Petaflop/s-days



300,000x increase in required training computation over 6 years ... versus 8x provided by Moore's Law



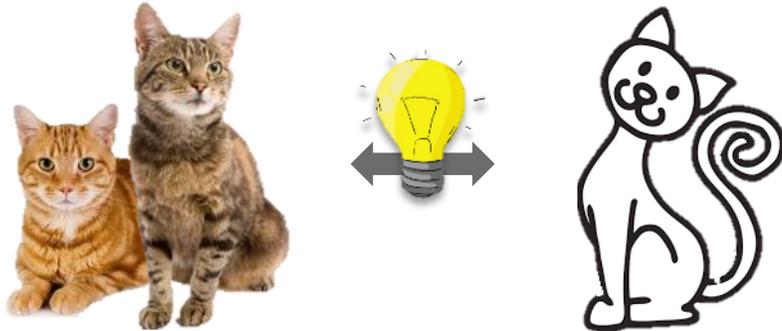
Not on a trajectory to close the efficiency gap with nature!

Source: OpenAI <https://openai.com/blog/ai-and-compute/>

Deep learning is fundamentally limited in other respects

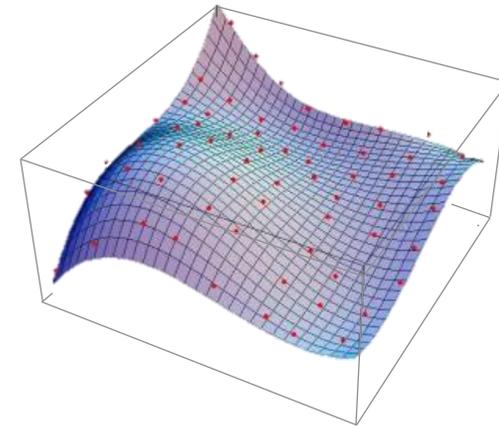
Natural Learning

- Fast generalization with few examples
- Online and incremental
- Automatic abstraction



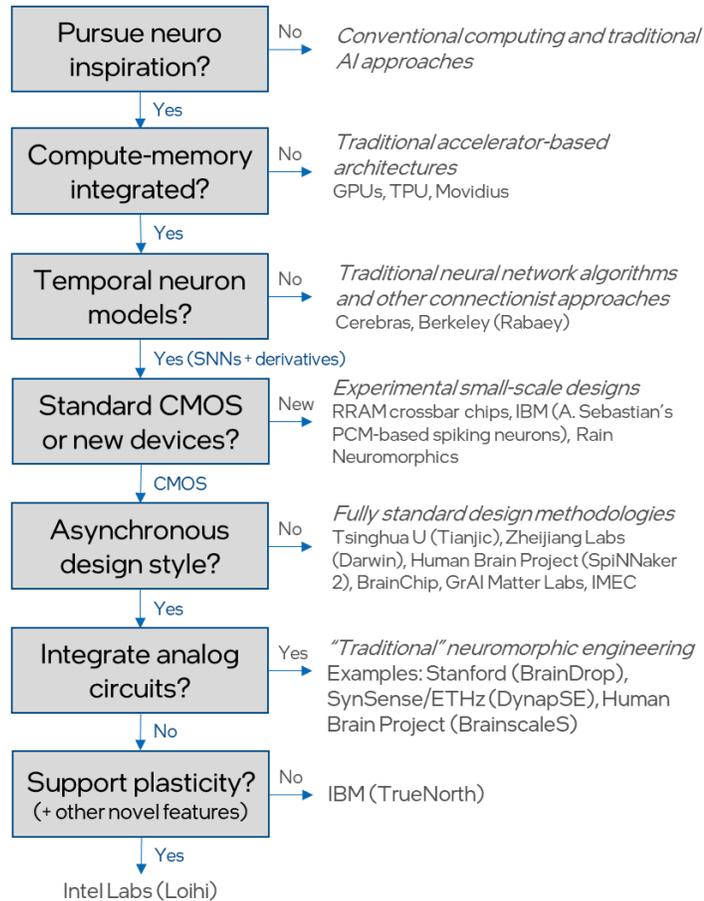
Deep Learning

- Slow generalization with massive data
- Offline and batched
- “Curve fitting”



Our Approach: Look to the brain, co-design the architecture and algorithms

Neuro-Inspired Silicon

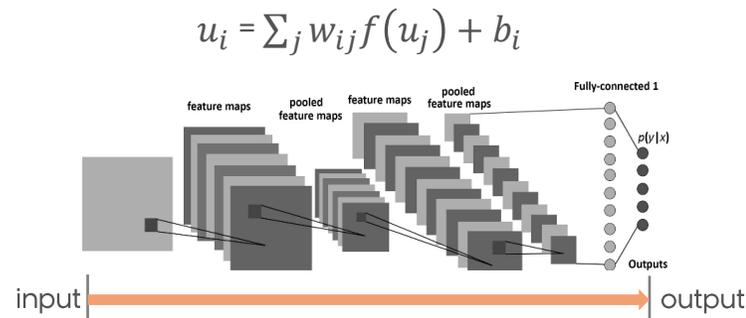


Novel Neuro-Inspired Algorithms

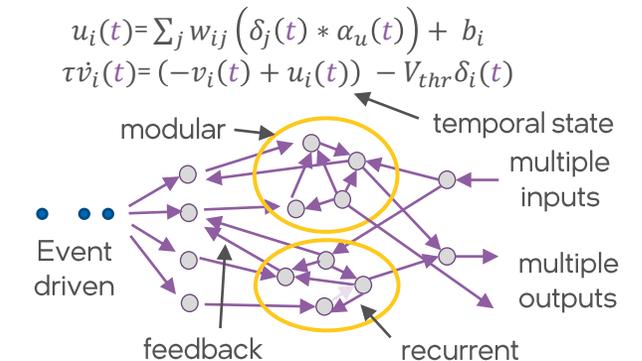
Category	Example applications
Deep learning: backprop-trained event-based DNNs	Object and gesture recognition for event-based vision sensors, slip detection for event-based tactile sensors, ANNs with sparsely changing input data
Deep learning: DNNs with online adaptation	Few-shot new gesture learning, Adaptive control,
Vector Symbolic Architectures (VSA), aka Hyperdimensional Computing (HDC)	Semantic factorization, relational reasoning, symbolic and analogical reasoning
Neural Engineering Framework (NEF)	Adaptive control systems, state machines
Dynamic Neural Fields (DNF)	SLAM, object tracking, dynamic control, attention
Neural sampling e.g. spiking Boltzmann machines	Constraint satisfaction, probabilistic inference
Oscillatory computation	Optimization, event-based spectral transforms, optic flow, audio spectral normalization
Recurrent Excitation/Inhibition-balanced networks	LASSO regression, sparse feature coding
Event-based networks with temporally coded information	Graph search, similarity search

Co-design

Conventional Deep Networks



Neuromorphic Networks

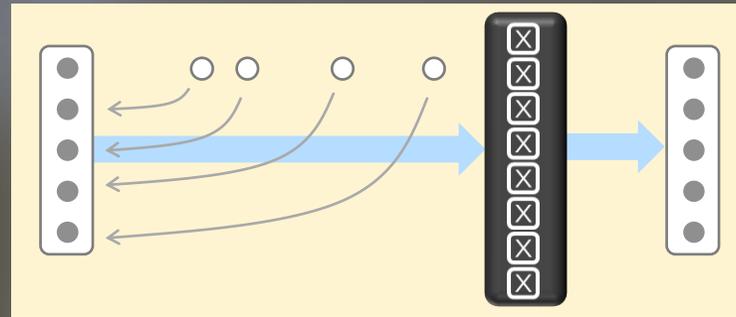


Motivates a fundamentally different kind of computing

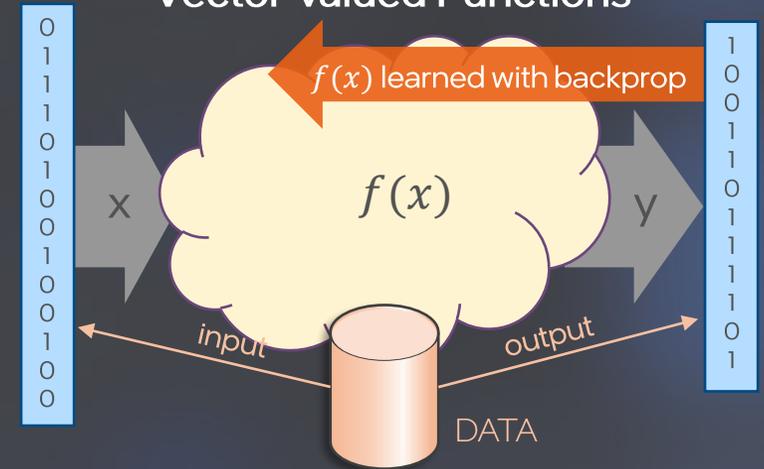
Parallel Computing



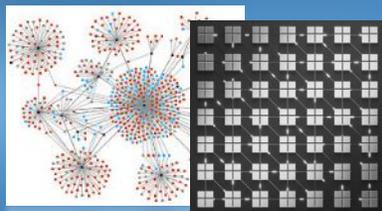
Batched + Vectorized Processing



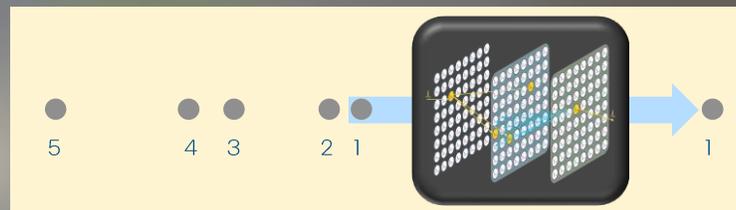
Vector-valued Functions



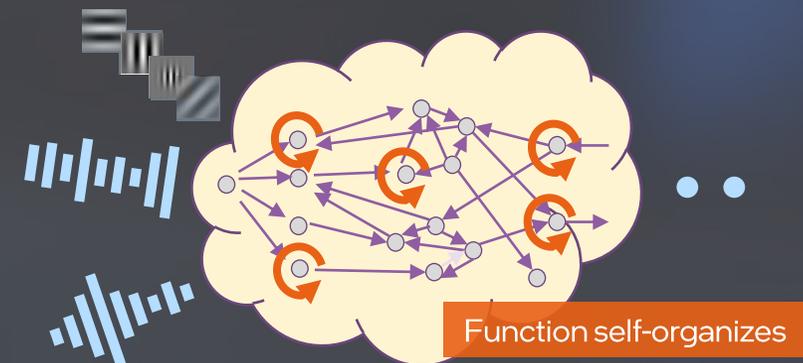
Neuromorphic Computing



Unbatched + Sparse Processing



Event-Driven Dynamical Systems



Our **Loihi** chip

KEY PROPERTIES

Compute and memory integrated
to spatially embody programmed networks

Temporal neuron models (LIF)
to exploit temporal correlation

Spike-based communication
to exploit temporal sparsity

Sparse connectivity
for efficient dataflow and scalability

On-chip learning
without weight movement or data storage

Digital asynchronous implementation
for power efficiency, scalability, and fast prototyping

Yet...

No floating-point numbers
No multiply-accumulators
No off-chip DRAM

Fundamental to
deep learning hardware



Intel Neuromorphic Research Community

Collaborating to
Accelerate the
Research

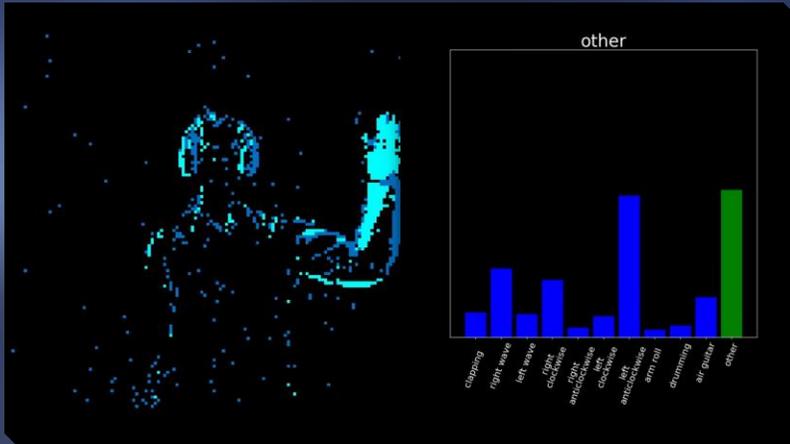
INRC includes
over 120
groups



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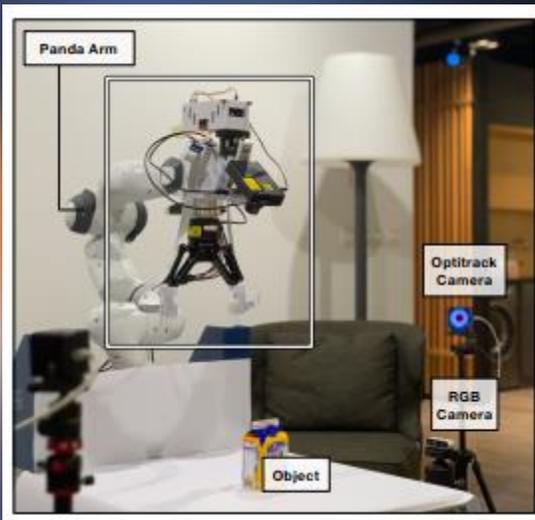
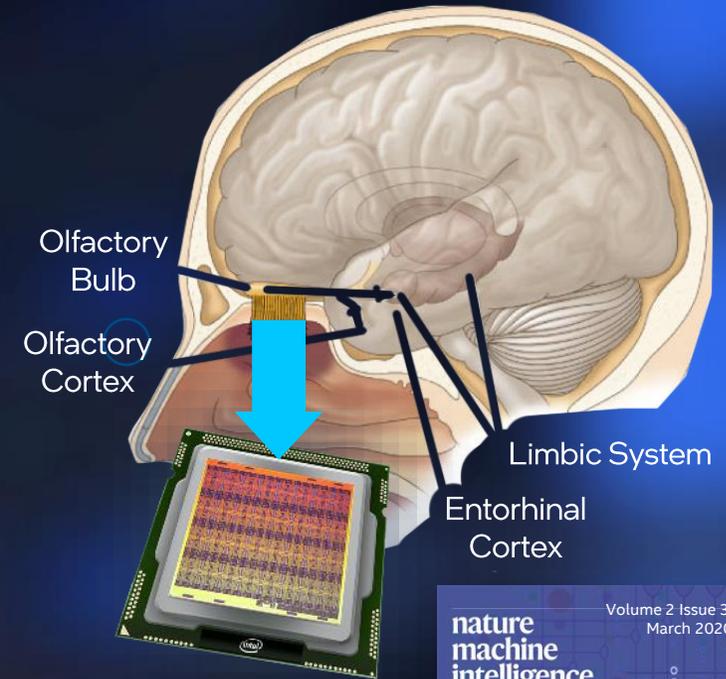
Loihi Results

Efficient Sensing



Gesture recognition + learning

Loihi + DAVIS 240C camera
 60 mW total power, 15 mW dynamic [Task 5]
 G. Orchard and SB Shrestha,
 with K. Stewart, E. Neftci (UCI)



Visual-Tactile Sensing

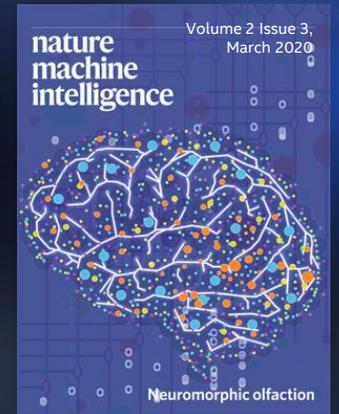
45x lower power
 20% faster vs GPU [Task 6]
 T. Taunyazov et al (NUS)

Audio keyword spotting

>100x lower energy per inference vs GPU [Task 1]
 P. Blouw et al (ABR)

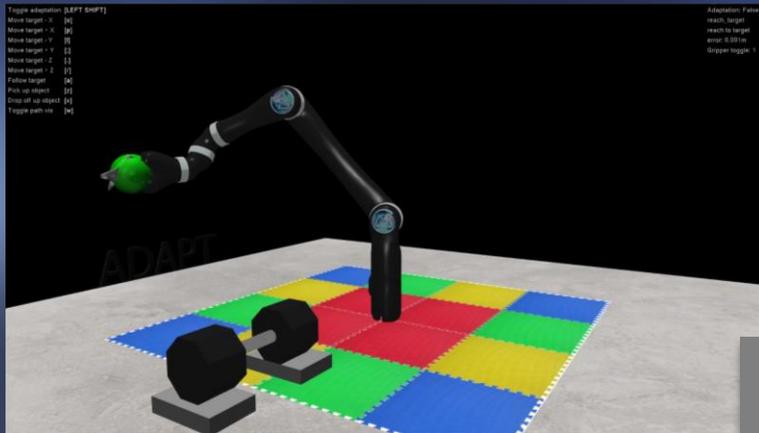
Olfaction-inspired odor
 recognition and learning
 3000x more data efficient learning
 than a deep autoencoder

Nabil Imam and Thomas Cleland,
 Nature Machine Intelligence, March 2020



See backup for references and configuration details.
 Results may vary.

Compelling results for robotic and drone workloads



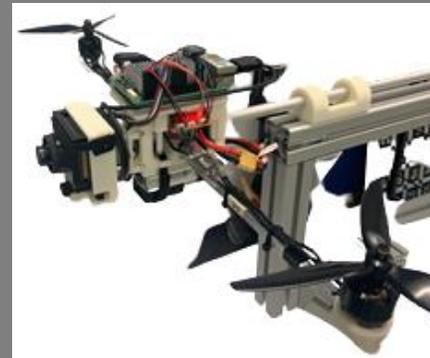
Adaptive robotic arm control
40x lower power, 50% faster vs GPU [Task 8]
Applied Brain Research

iCub scene understanding
Integrated behaviors: Object
recognition, tracking, learning
with A. Glover, C. Bartolozzi (IIT)



Event-based UAV horizon tracking

DVS Hough transform
+
Adaptive PID
controller
2ms latency,
22x faster vs CPU
[Task 14]
Intel/ETHz



Micro Aerial Vehicle Landing

Evolutionary design of a 35-neuron network that
achieves smooth MAV landings with Loihi on board
J. Dupeyroux et al, [arXiv:2011.00534v1](https://arxiv.org/abs/2011.00534v1) (TU Delft)



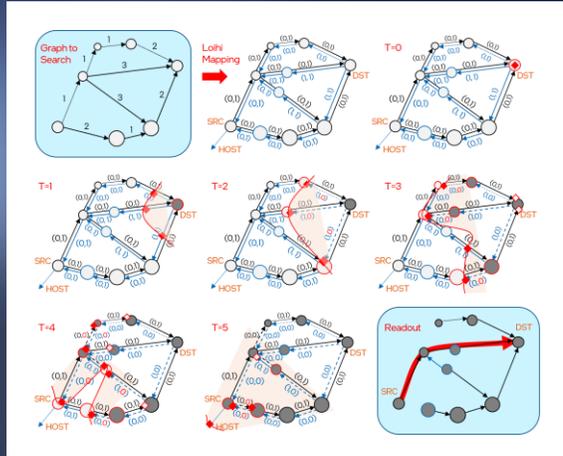
See backup for references and configuration details.
Results may vary.



Head Direction Localization and Learning

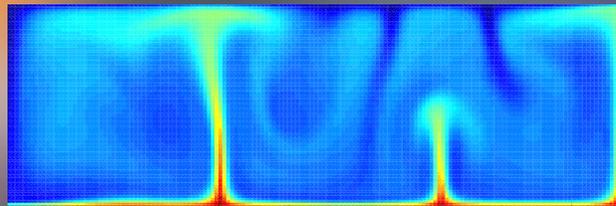
- 100x lower power vs CPU [Task 10]
G. Tang, K. Michmizos (Rutgers)
Y. Sandamirskaya et al (Intel/ETHz/INI)

Even greater gains for sparse computational studies



Graph Search

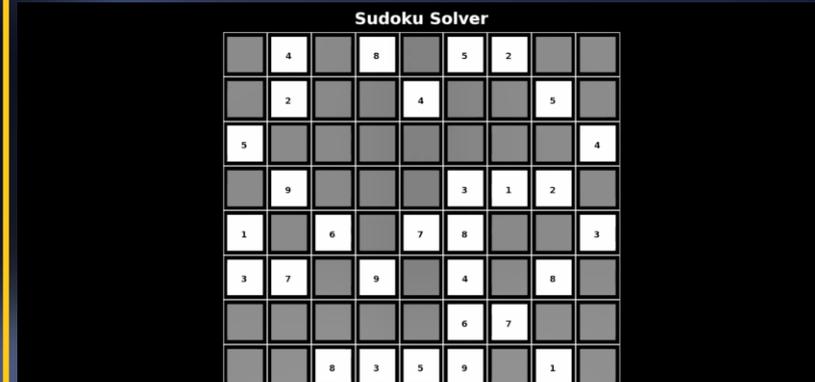
With temporally coded spike wavefronts
100x faster vs CPU [Task 12]



Source: Wikipedia, H. Schmeling, Uni Frankfurt

See backup for references and configuration details. Results may vary.

Combinatorial optimization
(CSP, SAT, sudoku, train scheduling)
2,000x lower energy and 40x faster vs CPU [Task 13]



Hear more at the Loihi tutorial!

Heat diffusion modeling

Scaled to 100+ chips and 300k mesh points
B. Aimone et al (Sandia)

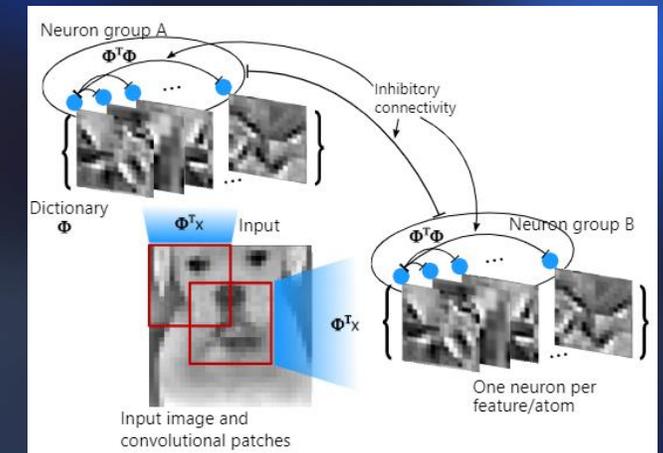
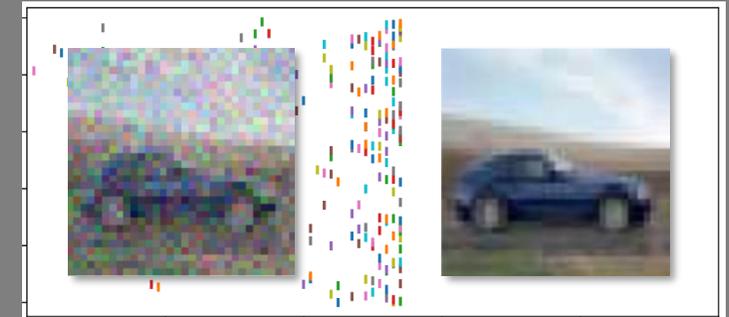
LASSO / sparse reconstruction

(Locally Competitive Algorithm)

10^3 x faster, 10^4 x lower energy vs CPU [Task 9]

Similarity Search

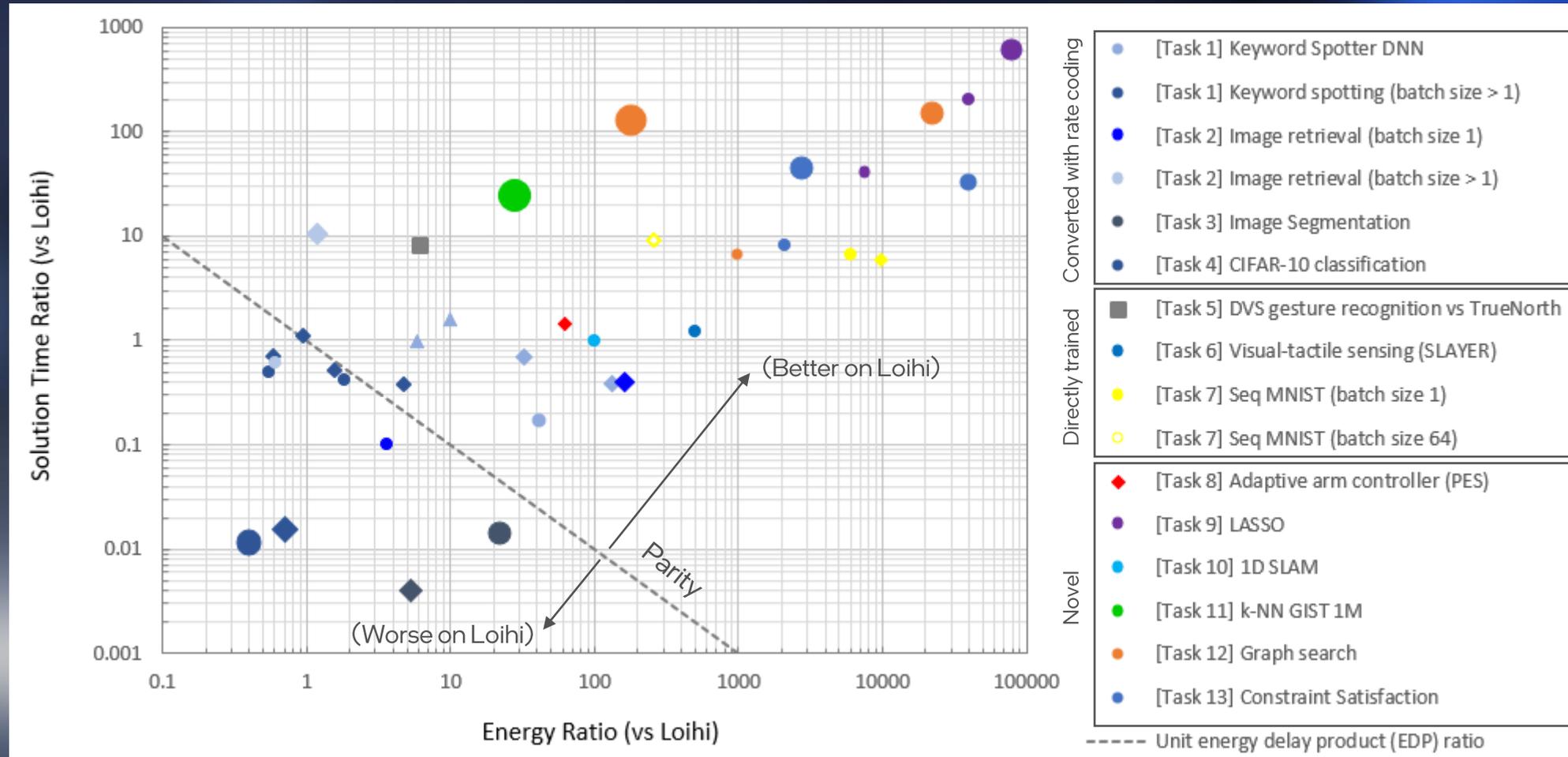
24x faster and 30x lower energy (vs CPU) [Task 11]



For the Right Workloads, Loihi Provides Orders of Magnitude Gains in Latency and Energy

Reference architecture

- CPU (Intel Core/Xeon)
- ◆ GPU (Nvidia)
- ▲ Movidius (NCS)
- TrueNorth

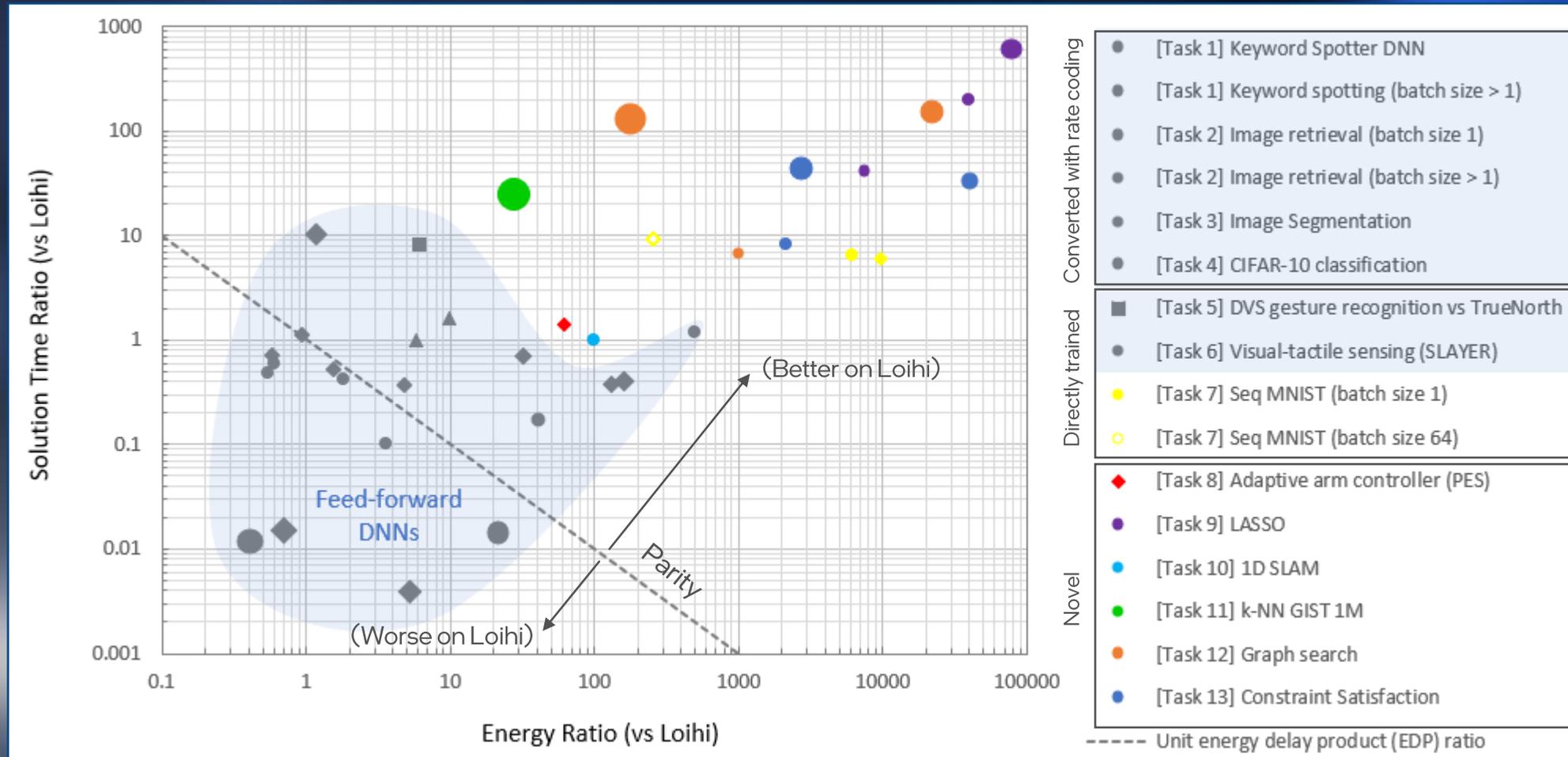


See backup for references and configuration details. Results may vary.

Standard feed-forward deep neural networks give the **least** compelling gains (if gains at all)

Reference architecture

- CPU (Intel Core/Xeon)
- ◆ GPU (Nvidia)
- ▲ Movidius (NCS)
- TrueNorth

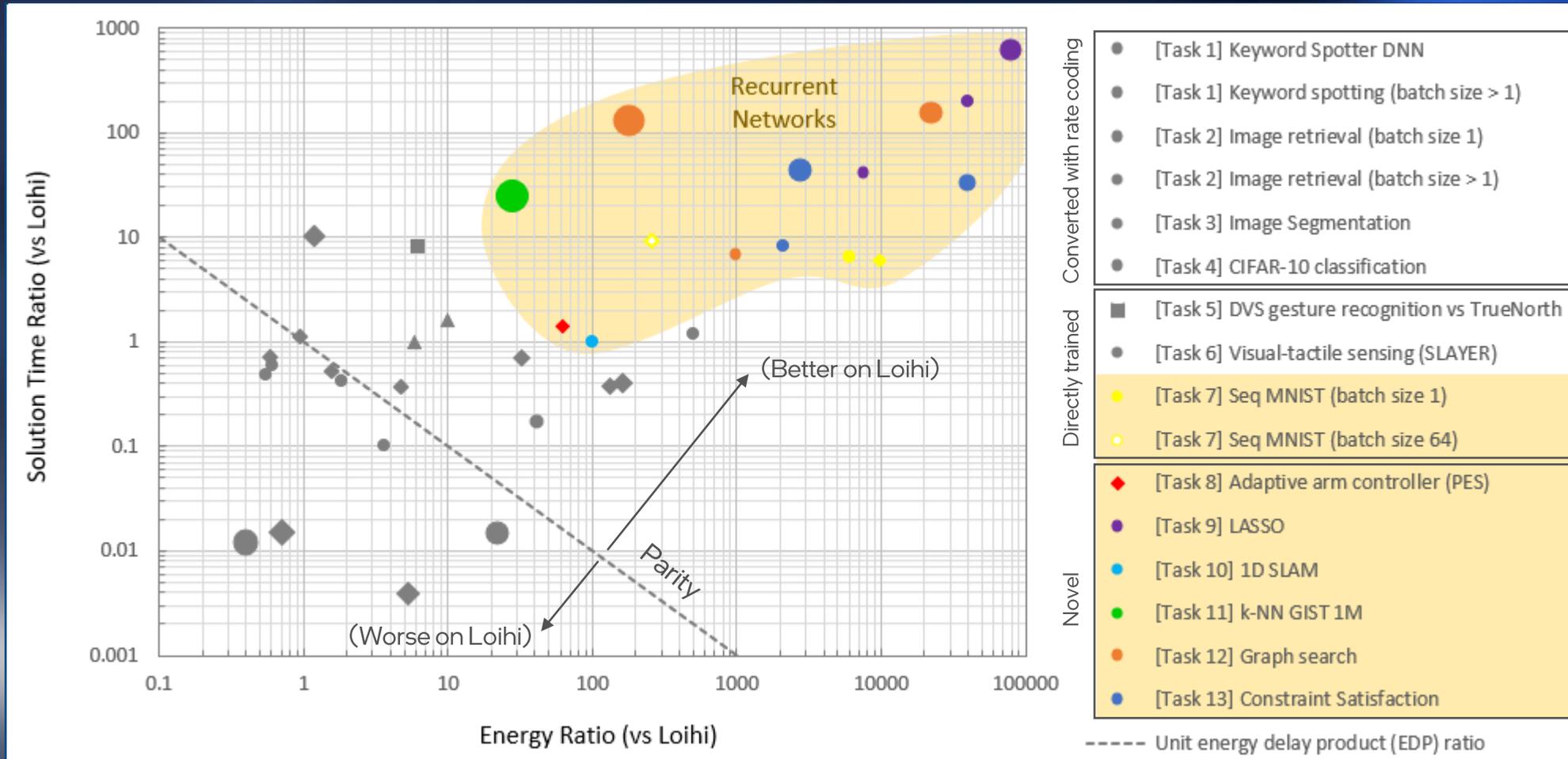


See backup for references and configuration details. Results may vary.

Recurrent networks with novel bio-inspired properties give the **best** gains

Reference architecture

- CPU (Intel Core/Xeon)
- ◆ GPU (Nvidia)
- ▲ Movidius (NCS)
- TrueNorth

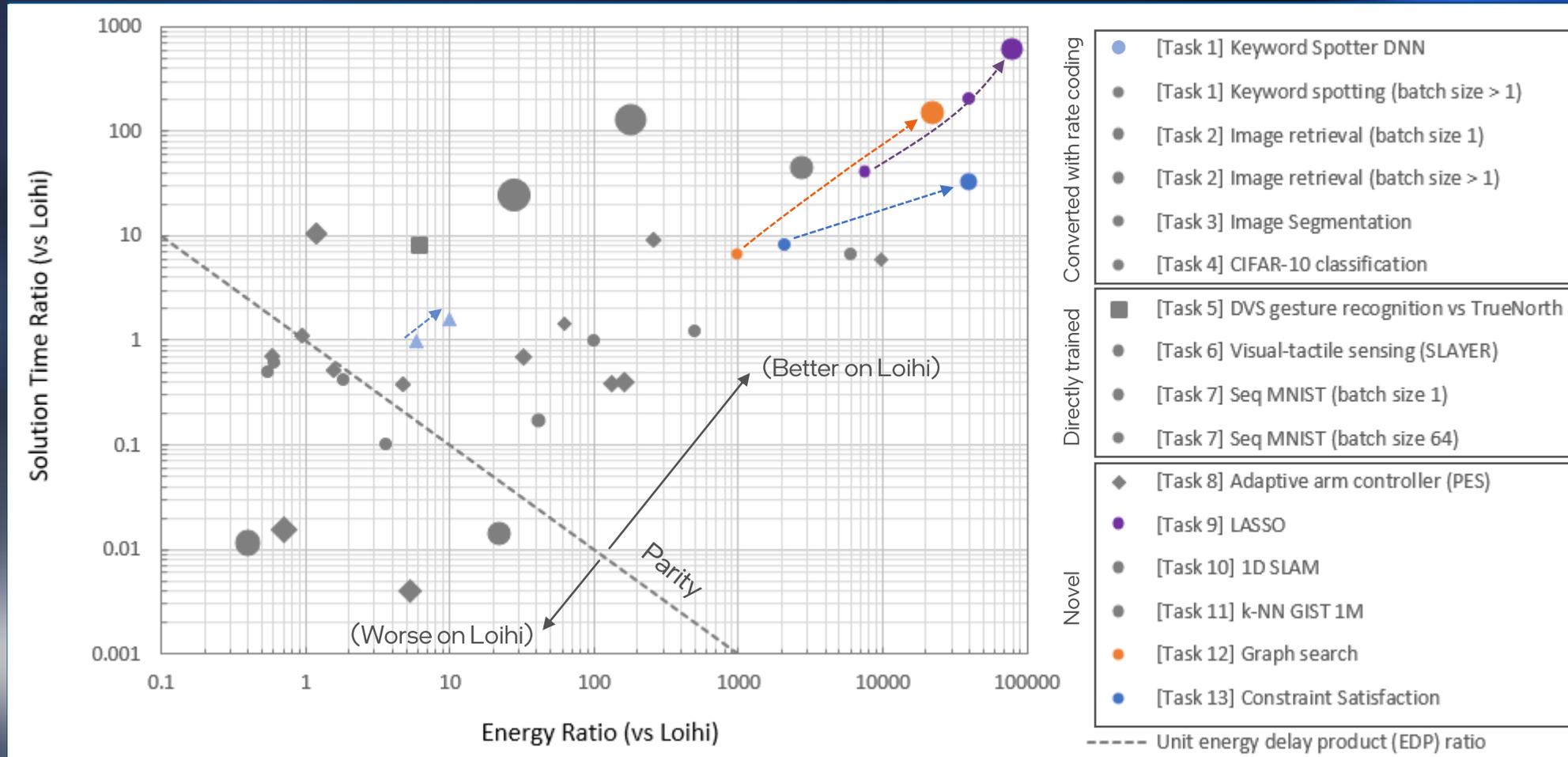


See backup for references and configuration details. Results may vary.

Compelling scaling trends: Larger networks give greater gains

Reference
architecture

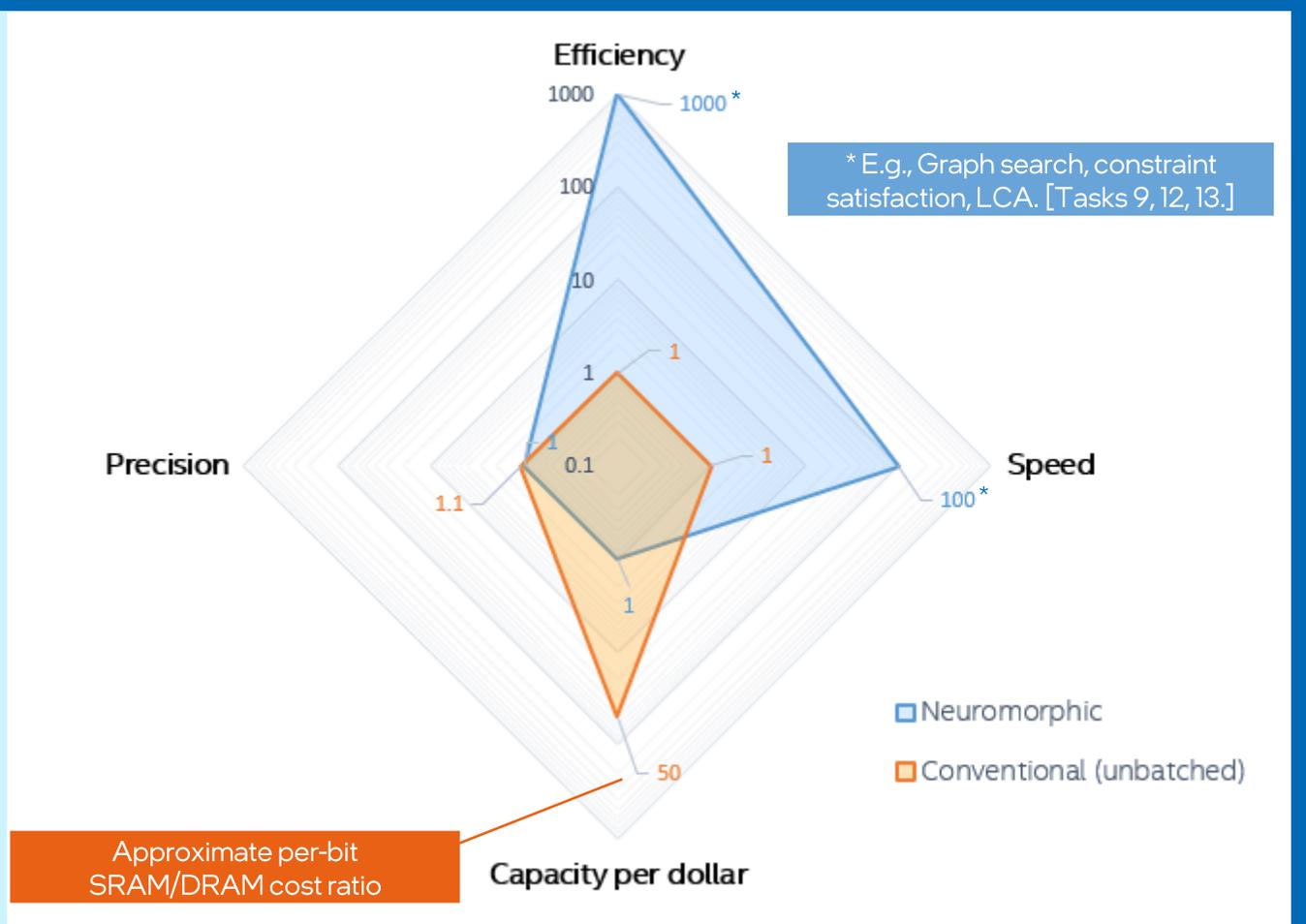
- CPU (Intel Core/Xeon)
- ◆ GPU (Nvidia)
- ▲ Movidius (NCS)
- TrueNorth



See backup for references and configuration details. Results may vary.

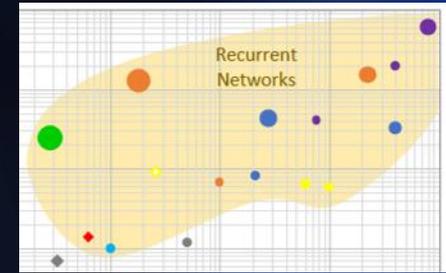
Loihi shows order of magnitude gains are possible

- In energy efficiency
- In speed of processing data – especially signals arriving in real time
- In the data efficiency of learning and adaptation
- With programmability to span a wide range of workloads and scales
- Long term, we will need to reduce cost with process technology innovations



See backup for references and configuration details.
Results may vary.

Computing with Collective Dynamics



Gradient Descent

Non-Gradient Based Approaches

Plastic Weights

Backprop (offline)

Online Backprop approximations

Olfaction-inspired learning

Associative learning (e.g. SLAM)

Graph Search

Static Weights

Locally Competitive Algorithm

Winner Take All

Dynamic Neural Fields

Combinatorial optimization

Nearest Neighbor Search

Neuromorphic Learning Perspectives

Gradient-Based Learning

- DNN scaling possible^(?), not yet proven
- Data hungry – slow to learn
- Data samples need to be uniformly distributed during learning
- Learning activity is not sparse

Limited today to shallow networks that run relatively slowly

Examples: feedback alignment, e-prop, delta

Good for **fine-tuning and adapting**

Non-Gradient Based Learning

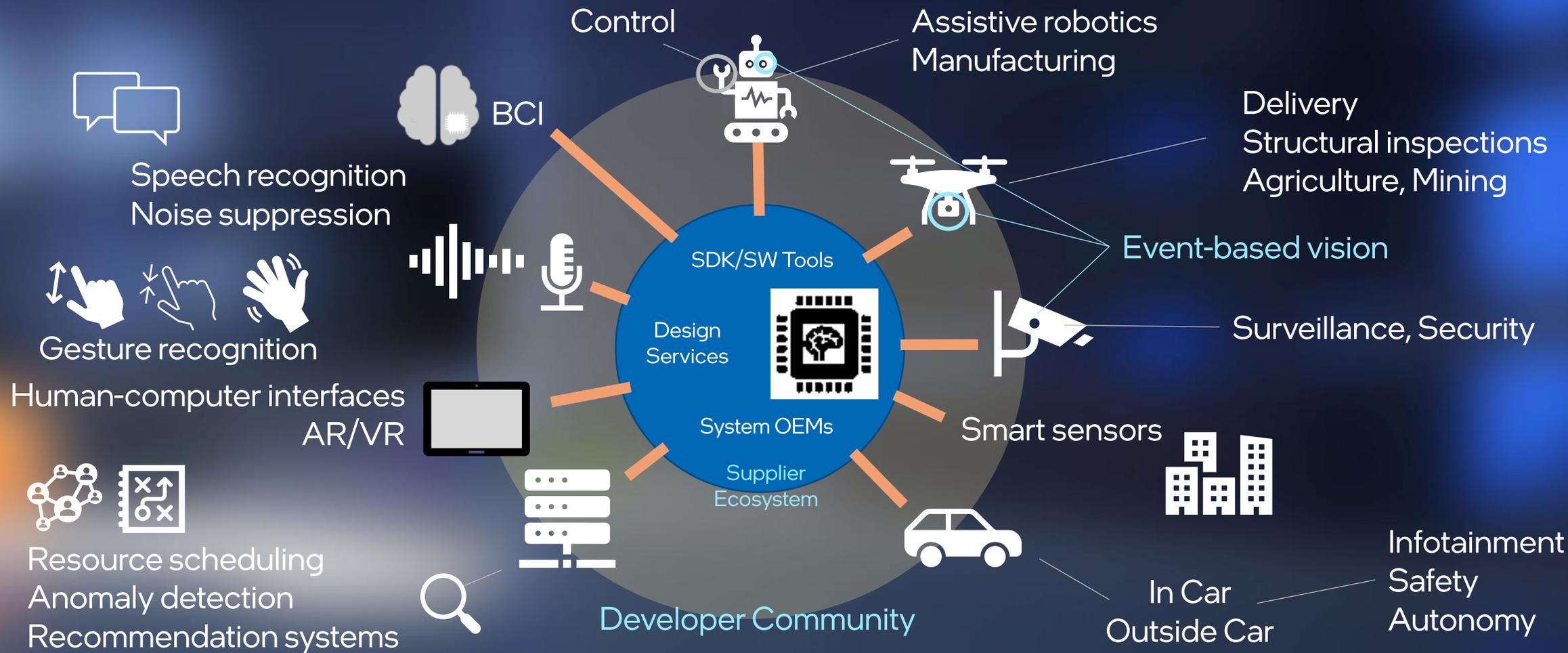
- No “deep” examples to date
- Fast to learn from few examples
- Networks mostly need to be hand engineered and tuned
- Learning activity is sparse

Limited today to interesting examples, but with narrow scope

Example: olfactory model

Good for **associative learning**

Outlook to Commercialization



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Thank You!



Learn more at the Loihi tutorial tomorrow

References and System Test Configuration Details

[Task 1] P Blouw et al, 2018. arXiv:1812.01739

[Task 2] TY Liu et al, 2020, arXiv:2008.01380

[Task 3] KP Patel et al, "A spiking neural network for image segmentation," *submitted, in review, Aug 2020.*

[Task 4] **Loihi**: Nahuku system running NxSDK 0.95. CIFAR-10 image recognition network trained using the SNN-Toolbox (code available at <https://snntoolbox.readthedocs.io/en/latest>). **CPU**: Core i7-9700K with 32GB RAM, **GPU**: Nvidia RTX 2070 with 8GB RAM. OS: Ubuntu 16.04.6 LTS, Python: 3.5.5, TensorFlow: 1.13.1. Performance results are based on testing as of July 2020 and may not reflect all publicly available security updates.

[Task 5] **Loihi**: Nahuku system running NxSDK 0.95. Gesture recognition network trained using the SLAYER tool (code available at <https://github.com/bamsumit/slayerPytorch>). Performance results are based on testing as of July 2020 and may not reflect all publicly available security updates. **TrueNorth**: Results and DVS Gesture dataset from A. Amir et al, "A low power, fully event-based gesture recognition system," in IEEE Conf. Comput. Vis. Pattern Recog. (CVPR), 2017.

[Task 6] T. Taunyazov et al, 2020. RSS 2020

[Task 7] Bellec et al, 2018. arXiv:1803.09574. **Loihi**: Loihi: Wolf Mountain system running NxSDK 0.85. **CPU**: Intel Core i5-7440HQ, with 16GB running Windows 10 (build 18362), Python: 3.6.7, TensorFlow: 1.14.1. **GPU**: Nvidia Telsa P100 with 16GB RAM. Performance results are based on testing as of December 2018 and may not reflect all publicly available security updates.

[Task 8] T. DeWolf et al, "Nengo and Low-Power AI Hardware for Robust, Embedded Neurorobotics," *Front. in Neurorobotics*, 2020.

[Task 9] Loihi Lasso solver based on PTP Tang et al, "Sparse coding by spiking neural networks: convergence theory and computational results," arXiv:1705.05475, 2017. **Loihi**: Wolf Mountain system running NxSDK 0.75. **CPU**: Intel Core i7-4790 3.6GHz w/ 32GB RAM running Ubuntu 16.04 with HyperThreading disabled, SPAMS solver for FISTA, <http://spams-devel.gforge.inria.fr/>.

[Task 10] G Tang et al, 2019. [arXiv:1903.02504](https://arxiv.org/abs/1903.02504)

[Task 11] EP Frady et al, 2020. arXiv:2004.12691

[Task 12] Loihi graph search algorithm based on *Ponulak F., Hopfield J.J. Rapid, parallel path planning by propagating wavefronts of spiking neural activity. Front. Comput. Neurosci. 2013.* **Loihi**: Nahuku and Pohoiki Springs systems running NxSDK 0.97. **CPU**: Intel Xeon Gold with 384GB RAM, running SLES11, evaluated with Python 3.6.3, NetworkX library augmented with an optimized graph search implementation based on Dial's algorithm. See also http://rpg.ifi.uzh.ch/docs/CVPR19workshop/CVPRW19_Mike_Davies.pdf

[Task 13] **Loihi**: constraint solver algorithm based on *G.A. Fonseca Guerra and S.B. Furber, Using Stochastic Spiking Neural Networks on SpiNNaker to Solve Constraint Satisfaction Problems. Front. Neurosci. 2017.* Tested on the Nahuku 32-chip system running NxSDK 0.98. **CPU**: Core i7-9700K with 32GB RAM running Coin-or Branch and Cut (<https://github.com/coin-or/Cbc>). Performance results are based on testing as of July 2020 and may not reflect all publicly available security updates.