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ACTIVITY-SPARSE INFERENCE AND LEARNING IN RECURRENT NEURAL NETWORKS

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Looking beyond biology based models for neuromorphic computing

- Spiking neural networks (SNNs) were developed as models of biological neurons
- SNNs have become the canonical model for neuromorphic computing
- BUT, focus of neuromorphic devices is shifting further towards deep learning applications with higher expectations of task performance
- Are these biologically inspired spiking neural networks optimal for neuromorphic computing?
- **We need to design deep learning architectures *ab initio* for neuromorphic computing**
 - By distilling the essential advantageous properties of these biological models

What are the key properties of SNNs?

aka desiderata for neuromorphic architectures

- **Sparsity** – can be in both time (activity) and space (parameters)
 - Activity sparsity – activity transmitted only when needed
 - Parameter sparsity – activity transmitted only to units that need them
- **Event based communication** – communication happens only through discrete events between units
 - Combined with activity sparsity, units only need to update state on incoming event
- Asynchrony – no shared clock signal
- Other properties?

Event-based Gated Recurrent Unit (EGRU)

Based on GRU, a very performant recurrent architecture for deep learning.

GRU Equations:

Update gate $\mathbf{u}^{(t)} = \sigma(\mathbf{W}_u [\mathbf{x}^{(t)}, \mathbf{y}^{(t-1)}] + \mathbf{b}_u)$, Reset gate $\mathbf{r}^{(t)} = \sigma(\mathbf{W}_r [\mathbf{x}^{(t)}, \mathbf{y}^{(t-1)}] + \mathbf{b}_r)$,

$$\mathbf{z}^{(t)} = g(\mathbf{W}_z [\mathbf{x}^{(t)}, \mathbf{r}^{(t)} \odot \mathbf{y}^{(t-1)}] + \mathbf{b}_z), \quad \mathbf{y}^{(t)} = \mathbf{u}^{(t)} \odot \mathbf{z}^{(t)} + (1 - \mathbf{u}^{(t)}) \odot \mathbf{y}^{(t-1)},$$

Output

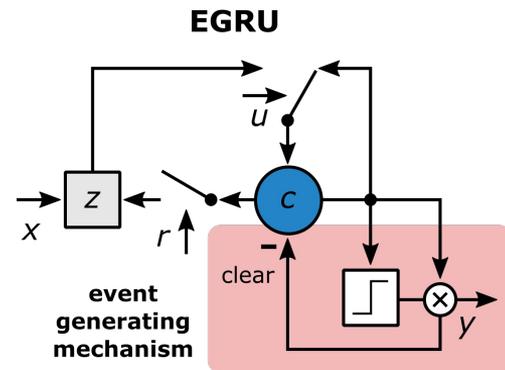
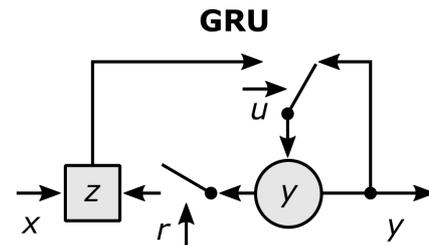
Add event-generating mechanism:

$$y_i^{(t)} = c_i^{(t)} H(c_i^{(t)} - \vartheta_i) \quad \text{with} \quad c_i^{(t)} = u_i^{(t)} z_i^{(t)} + (1 - u_i^{(t)}) c_i^{(t-1)} - y_i^{(t-1)},$$

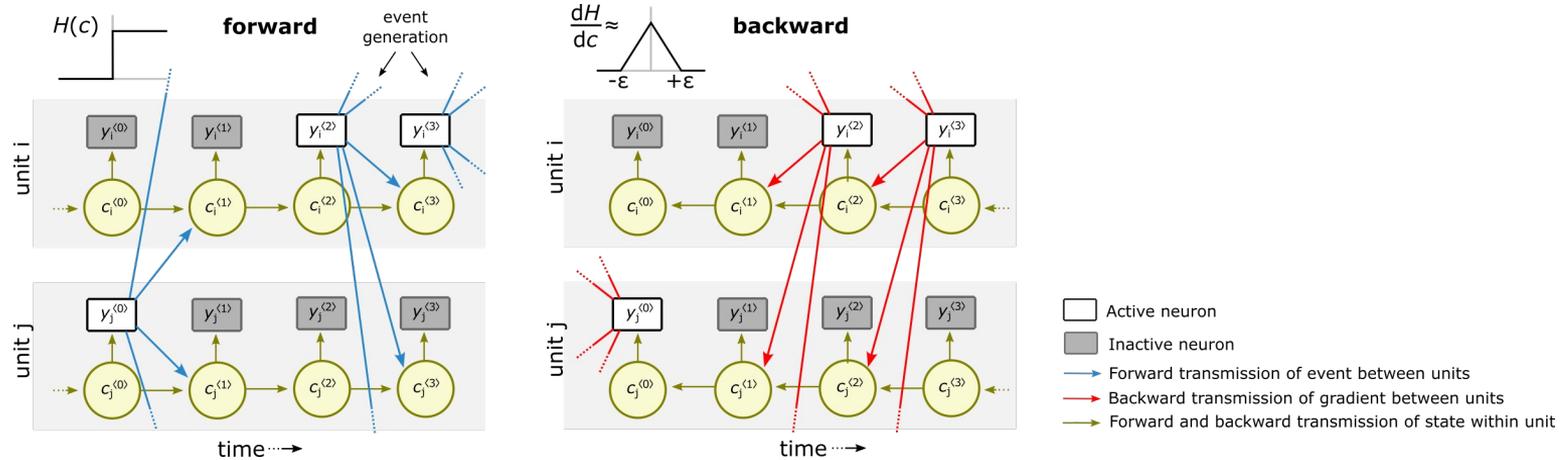
Heaviside step function

Threshold

Reset



Learning in EGRU

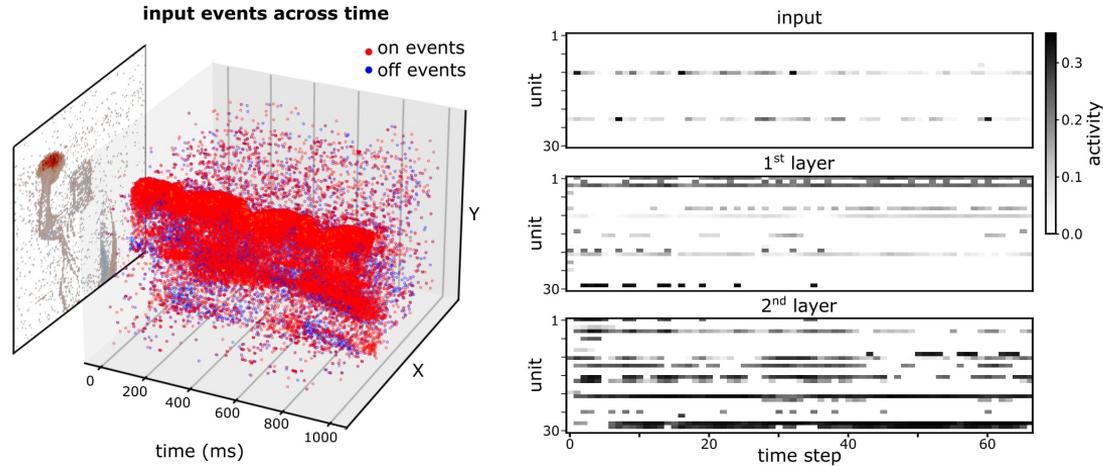


- Use a pseudo-derivative for the non-differentiable threshold function
- Choosing appropriate pseudo-derivative makes BPTT backward pass sparse
- Beyond the support of the pseudo-derivative, gradients are not backpropagated.

Parameter updates from backpropagation-through-time (BPTT) also sparse!

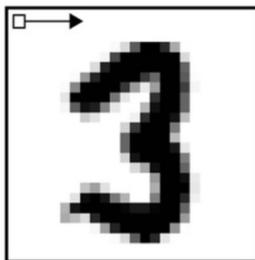


Results: DVS 128 gesture recognition



reference	architecture (# units)	para- meters	effective MAC	accu- racy	activity sparsity	backward sparsity
He et al. [23]	LSTM (512)	7.35M	7.34M	86.81%	-	-
Innocenti et al. [31]	AlexNet+LSTM+DA	9.99M	638.25M	97.73%	-	-
ours	GRU (1024)	15.75M	15.73M	88.07%	0%	-
ours	EGRU (512)	5.51M	4.19M	88.02%	83.79%	53.55%
ours	EGRU (1024)	15.75M	10.54M	90.22%	82.53%	56.63%
ours	EGRU+DA (1024)	15.75M	10.77M	97.13%	78.77%	58.20%

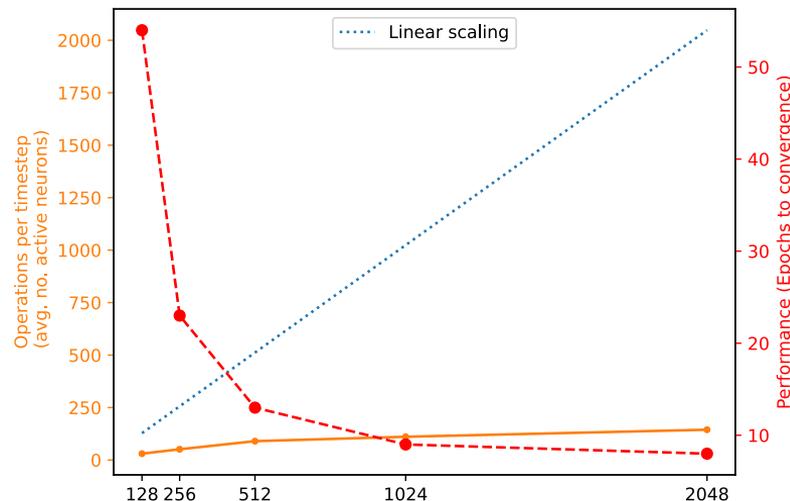
Results: sequential MNIST image classification



Scaling:

- Operations per timestep remains almost constant with network size for given task
- Larger networks converge faster

reference	architecture (# units)	parameters	effective MAC	test accuracy	activity sparsity
Rusch and Mishra [55]	coRNN (256)	134K	262K	99.4%	-
Gu et al. [22]	LSTM (512)	1M	1M	98.8%	-
ours	GRU (590)	1M	1M	98.8%	-
ours	EGRU (590)	1M	226K	98.3%	72.1%



Results: Language Modelling

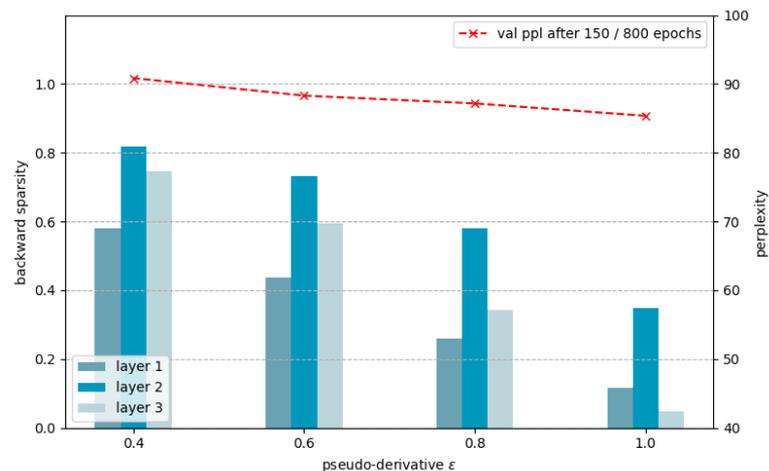


$$\frac{dH}{dc} \approx \begin{array}{c} \text{---} \\ \diagup \quad \diagdown \\ -\epsilon \quad +\epsilon \end{array}$$

Dataset: PennTreeBank

Metric: Perplexity (lower is better)

reference	architecture (# units)	para- meters	effective MAC	validation	test	activity sparsity
Gal et al. [18]	Variational LSTM	24M	-	77.3	75.0	-
Melis et al. [45]	1 layer LSTM	24M	-	61.8	59.6	-
Merity et al. [46]	AWD-LSTM	24M	24M	60.0	57.3	-
ours	GRU (1350)	24M	24M	75.1	71.1	-
ours	EGRU (1350)	24M	5.4M	68.6	65.6	87.3%
ours	EGRU (2700)	76M	8.4M	69.7	66.6	91.2%



EGRU can also be written in continuous time

GRU equations are forward Euler equations of a continuous time model

$$\begin{aligned} & \mathbf{y}^{\langle t \rangle} = \mathbf{u}^{\langle t \rangle} \odot \mathbf{z}^{\langle t \rangle} + (1 - \mathbf{u}^{\langle t \rangle}) \odot \mathbf{y}^{\langle t-1 \rangle} \\ \iff & \mathbf{y}^{\langle t \rangle} - \mathbf{y}^{\langle t-1 \rangle} = -\mathbf{u}^{\langle t \rangle} \odot \mathbf{y}^{\langle t-1 \rangle} + \mathbf{u}^{\langle t \rangle} \odot \mathbf{z}^{\langle t \rangle} \\ \xrightarrow{\text{limit}} & \dot{\mathbf{y}}(t) = -\mathbf{u}(t) \odot (\mathbf{y}(t) - \mathbf{z}(t)) \end{aligned}$$

Adding activations ("synaptic currents") \mathbf{a} and separating internal state \mathbf{c} from output \mathbf{y} , we get:

$$\tau_m \dot{\mathbf{c}}(t) = \mathbf{u}(t) \odot (\mathbf{z}(t) - \mathbf{c}(t)) = F(t, \mathbf{a}_u, \mathbf{a}_r, \mathbf{a}_z, \mathbf{c}),$$

With the gates defined as:

$$\mathbf{u}(t) = \sigma(\mathbf{a}_u(t)), \quad \mathbf{r}(t) = \sigma(\mathbf{a}_r(t)), \quad \mathbf{z}(t) = g(\mathbf{a}_z(t)),$$

$$\text{with dynamics } \tau_s \dot{\mathbf{a}}_X = -\mathbf{a}_X - \mathbf{b}_X, \quad X \in \{u, r, z\}$$

Events in continuous time EGRU

Internal event no. k is triggered when $c_{n_k}(s_k)$ reaches threshold ϑ_{n_k} at time s_k (\cdot^- and \cdot^+ denote *before* and *after* event)

$$c_{n_k}^-(s_k) = \vartheta_{n_k}, \quad c_{n_k}^+(s_k) = 0$$
$$c_m^+(s_k) = c_m^-(s_k)$$

Activations (“synaptic currents”) are updated as:

$$a_{x,m}^+(s_k) = a_{x,m}^-(s_k) + v_{x,mn_k} \times r_{n_k} \times c_{n_k}^-(s_k)$$

for $x \in \{u, r, z\}$.

Input events have comparable updates

Event-based gradient descent rule

similar to event-prop

Writing the loss as: $\mathcal{L} = \int_0^T \left[\underbrace{\ell_{\mathbf{c}}(\mathbf{c}(t), t)}_{\text{loss}} + \underbrace{\lambda_{\mathbf{c}} \cdot (\tau_m \dot{\mathbf{c}}(t) - F(t, \mathbf{a}_u, \mathbf{a}_r, \mathbf{a}_z, \mathbf{c}))}_{\text{cell state adjoint}} + \sum_{x \in \{u, r, z\}} \underbrace{\lambda_{a_x} \cdot (\tau_s \dot{\mathbf{a}}_x + \mathbf{a}_x + \mathbf{b}_x)}_{\text{activation adjoints}} \right] dt .$

$x \in \{u, r, z\}$

The adjoint dynamics are ODEs:

$$\tau_m \dot{\lambda}_{\mathbf{c}} = \left(\frac{\partial F}{\partial \mathbf{c}} \right)^T \lambda_{\mathbf{c}} \quad \text{with } \lambda_{\mathbf{c}}(T) = 0$$

$$\tau_s \dot{\lambda}_{a_x} = \left(\frac{\partial F}{\partial \mathbf{a}_x} \right)^T \lambda_{\mathbf{c}} + \lambda_{a_x} \quad \text{with } \lambda_{a_x}(T) = 0$$

And gradient updates (**event-based**) can be written as:

$$\Delta w_{x,ij} = \frac{\partial}{\partial w_{x,ij}} \mathcal{L}(\mathbf{W}) = \sum_k \xi_{x,ijk} \cdot \xi_{X,k} = -\tau_s \left(\mathbf{r}_X^-(s_k) \odot \mathbf{c}^-(s_k) \right) \otimes \lambda_{a_x}^+(s_k),$$

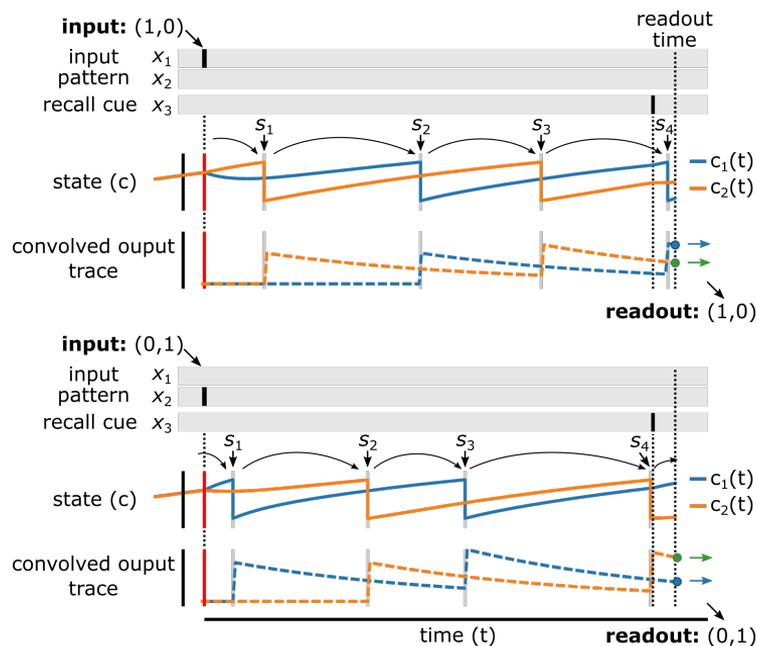
Preliminary results: Delay-copy

Delay copy task:

- Binary input pattern shown
- Output read out after recall cue

Network events convolved into trace for output

Trained with cross entropy loss to reach perfect recall



Summary

EGRU:

- Is a general event-based recurrent neural network architecture
- Exhibits high activity-sparsity as well as sparse learning updates
- Can be written in continuous time form that
 - supports event-based gradient descent updates
 - lends itself to rigorous mathematical analysis
- Can potentially replace SNNs for challenging and complex tasks

Outlook

- Explore other unit dynamics that is appropriate to different use-cases based on architectures that are
 - known to work well
 - a good fit for neuromorphic devices
 - E.g. non-binary packets for communication
- More efficient software implementations of such general event-based models
- Implementation on SpiNNaker 2 (and others?) and hopefully scale up to way more parameters and units

Joint work with



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Subramoney, A., Nazeer, K.K., Schöne, M., Mayr, C., Kappel, D., 2022.
EGRU: Event-based GRU for activity-sparse inference and learning.
<https://doi.org/10.48550/arXiv.2206.06178>

Thank you.
Questions?