

# Late breaking news: Distributed Neural State Machines on Loihi 2

April 24 | Alpha Renner | NICE Conference 2024

## New preprint

Cotteret, Madison, Hugh Greatorex, Alpha Renner, Junren Chen, Emre Neftci, Huaqiang Wu, Giacomo Indiveri, Martin Ziegler, and Elisabetta Chicca. "Distributed Representations Enable Robust Multi-Timescale Computation in Neuromorphic Hardware." arXiv preprint arXiv:2405.01305 (2024).

<https://arxiv.org/abs/2405.01305>

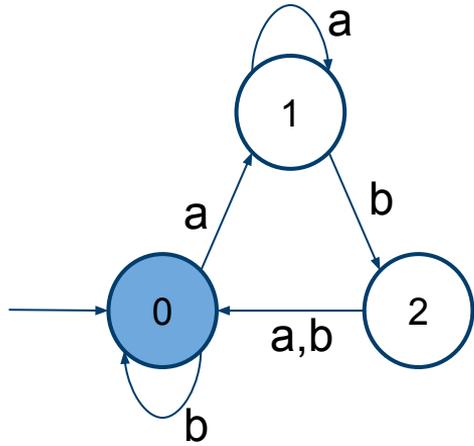


# Motivation for stable attractors in RSNN

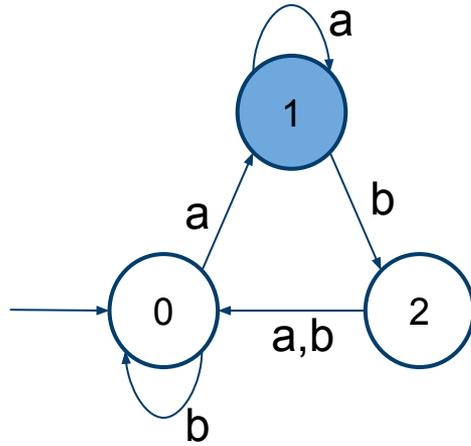
- Robust state transitions for decision making
- Context dependent routing and control flow
- Motor planning and execution

→ Training RSNNs to achieve stable dynamics on arbitrary time-scales is non-trivial

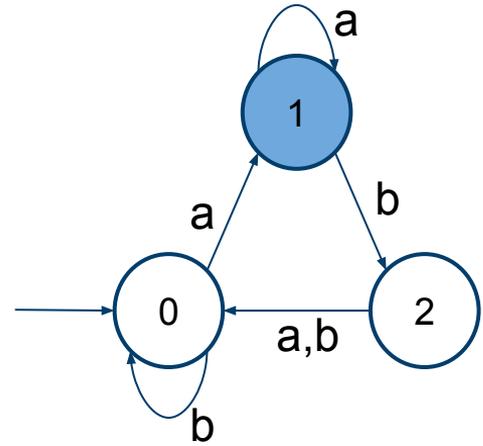
# Intuition: State machine



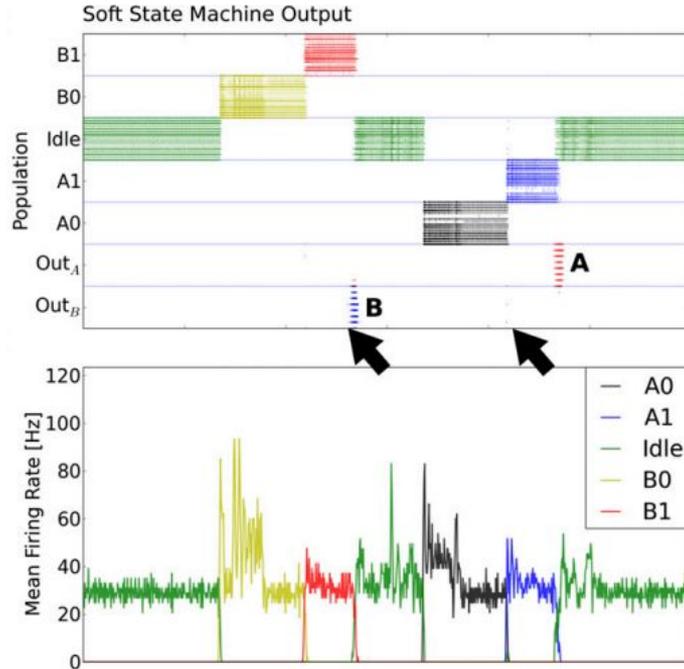
Input:  
"a"



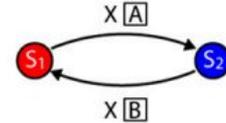
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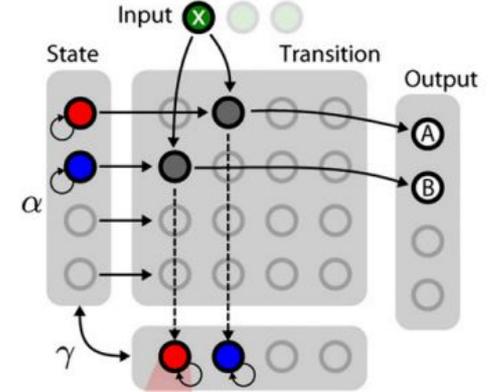
# Neural state machines on hardware



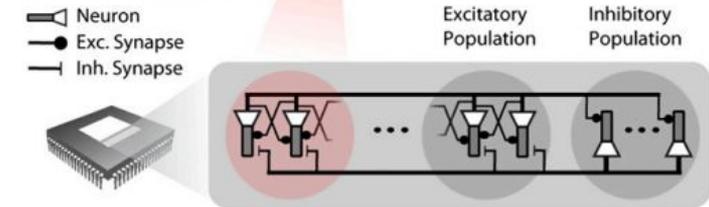
A High-Level Behavioral Model



B Abstract Computational Layer



C Neuronal Hardware



Neftci, E., Binas, J., Rutishauser, U., Chicca, E., Indiveri, G., & Douglas, R. J. (2013). Synthesizing cognition in neuromorphic electronic systems. *Proceedings of the National Academy of Sciences*.

# Distributed neural state machines

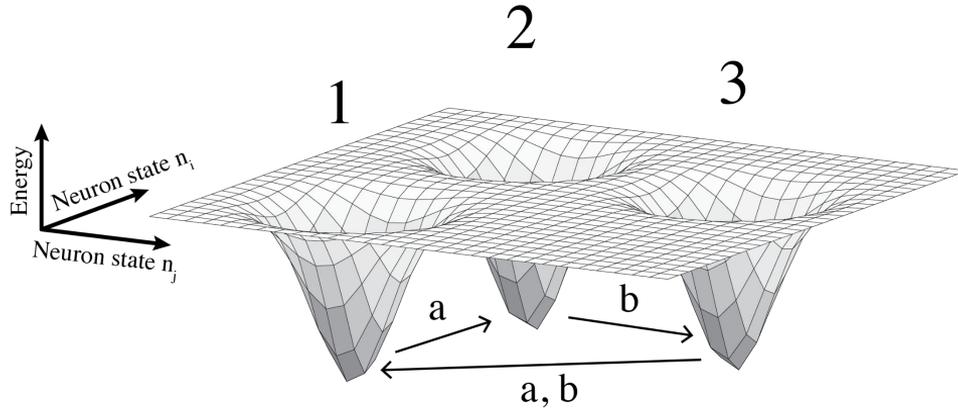
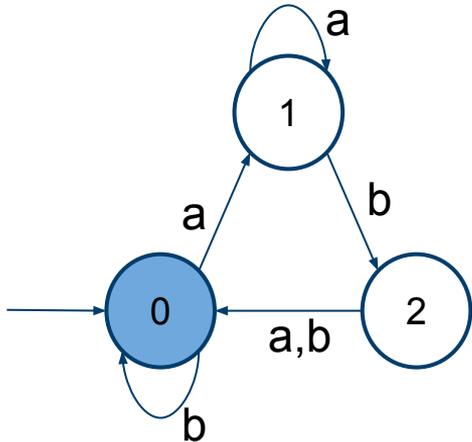
More **robust**, **flexible** and **scalable**

Store nodes and transitions in an associative memory rather than using distinct populations.

→ Connection terms are programmed in a Hebbian way

→ Nodes are auto-associative, state transitions are hetero-associative

→ Transitions are “protected” and only activated when an inhibitory input acts on the network

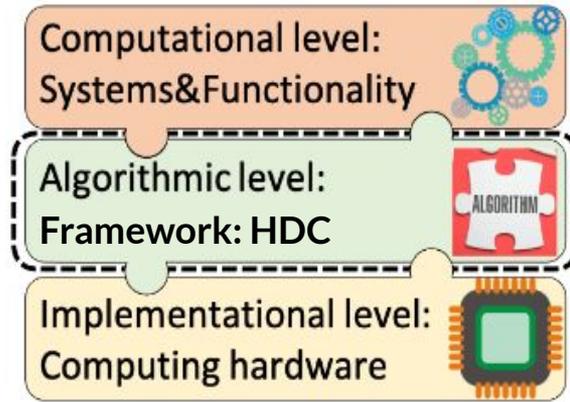


# Distributed neural state machines inspired by HDC

Encoding and connectivity is inspired by Hyperdimensional Computing (HDC).

HDC was proposed as a framework for computation on neuromorphic hardware.

→ Provides an abstraction layer or “instruction set” of a few operations that allows universal computation.

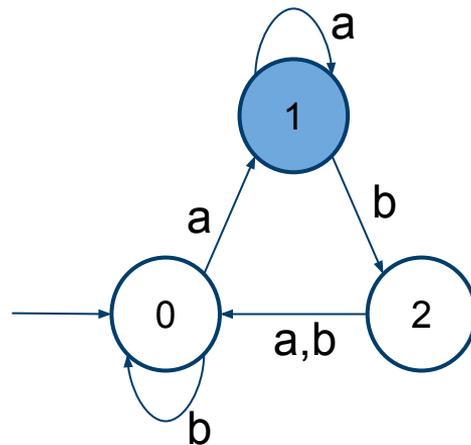


# Intuition:

## State encoding

Nodes/states are encoded as sparse activation patterns in a block-structured vector

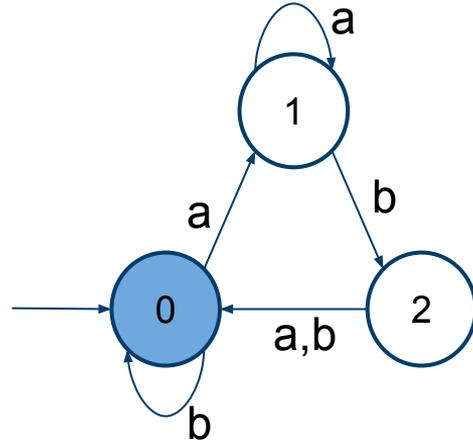
$$\vec{x}_v = \begin{bmatrix} 0 \\ 0 \\ 1 \\ 0 \\ 0 \\ 1 \\ 0 \\ 0 \\ 0 \\ \vdots \end{bmatrix} \begin{array}{l} \left. \vphantom{\begin{bmatrix} 0 \\ 0 \\ 1 \\ 0 \\ 0 \\ 1 \\ 0 \\ 0 \\ 0 \\ \vdots \end{bmatrix}} \right\} \text{Block 1} \\ \left. \vphantom{\begin{bmatrix} 0 \\ 0 \\ 1 \\ 0 \\ 0 \\ 1 \\ 0 \\ 0 \\ 0 \\ \vdots \end{bmatrix}} \right\} \text{Block 2} \end{array}$$



# Intuition:

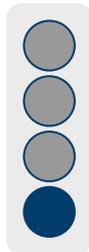
## State encoding

Nodes/states are encoded as sparse activation patterns in a block-structured vector



# Intuition: Connectivity

Each block only allows  
one active neuron (WTA)



# Intuition: Connectivity

Each state is a stable  
fixed point attractor.

→ Hopfield-like auto-associative  
connectivity

Hebbian outer-product weights:  
“Neurons that fire together  
wire together”

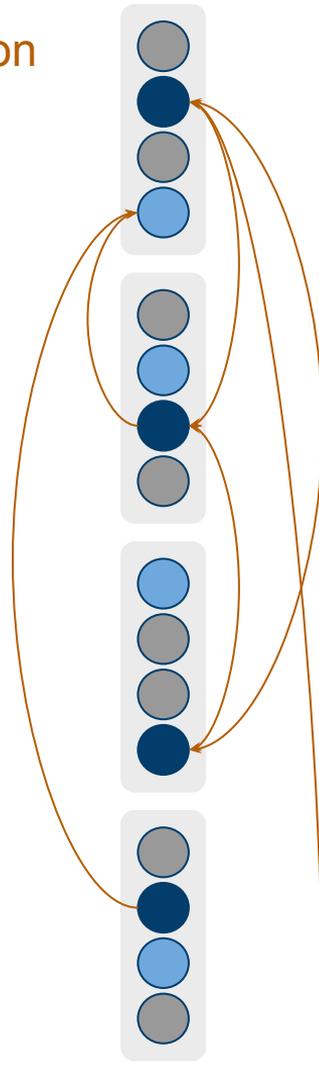


# Intuition: Connectivity

Asymmetric connections for state transitions are present, but have no effect due to the WTA.

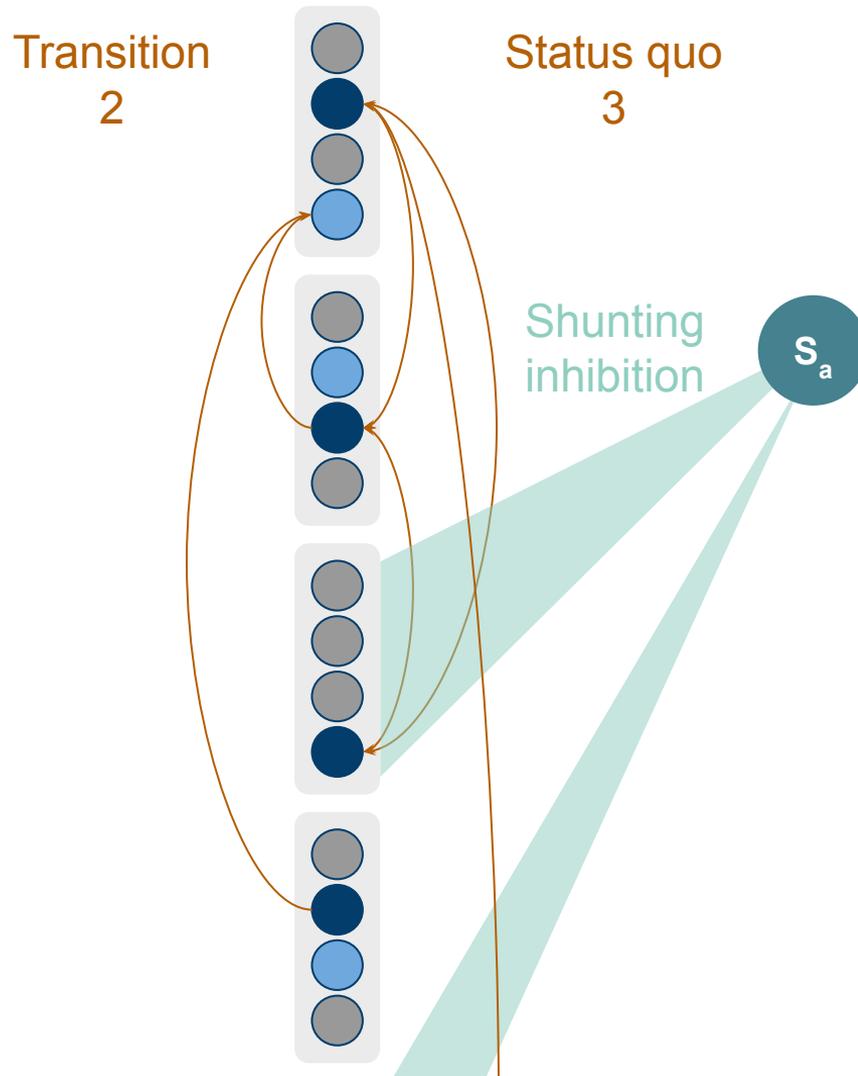
Transition  
2

Status quo  
3



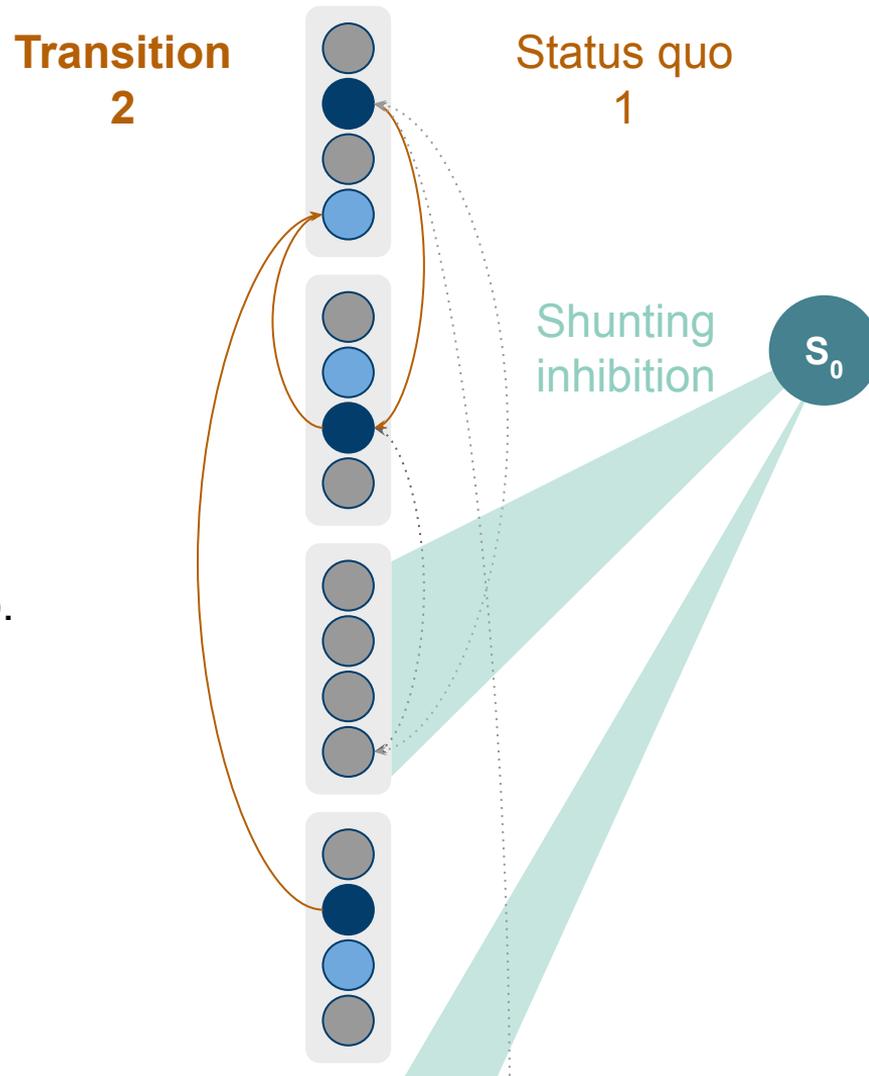
# Intuition: Connectivity

Block-wise masking  
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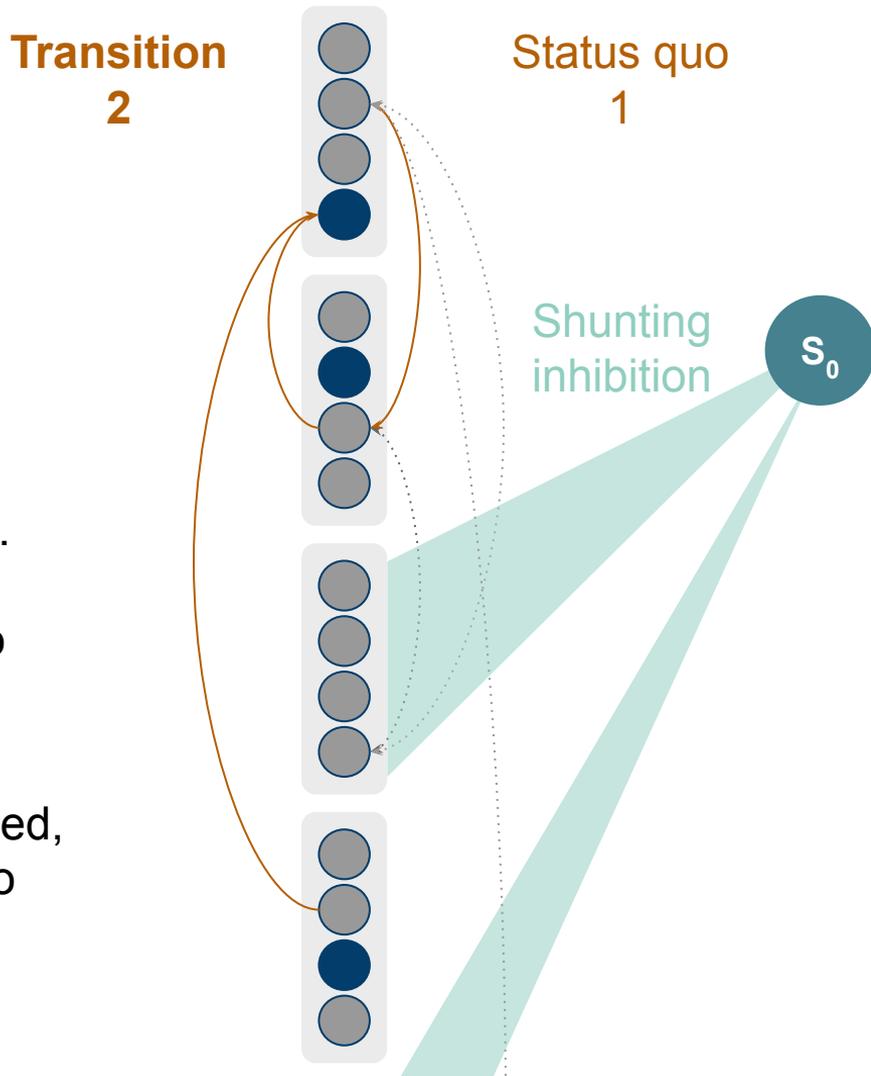


# Intuition: Connectivity

Block-wise masking removes the effect of a subset of connections that favor the status quo.

→ Network transitions to transitory “bridge” state

When the input is removed, the network transitions to the stable state.



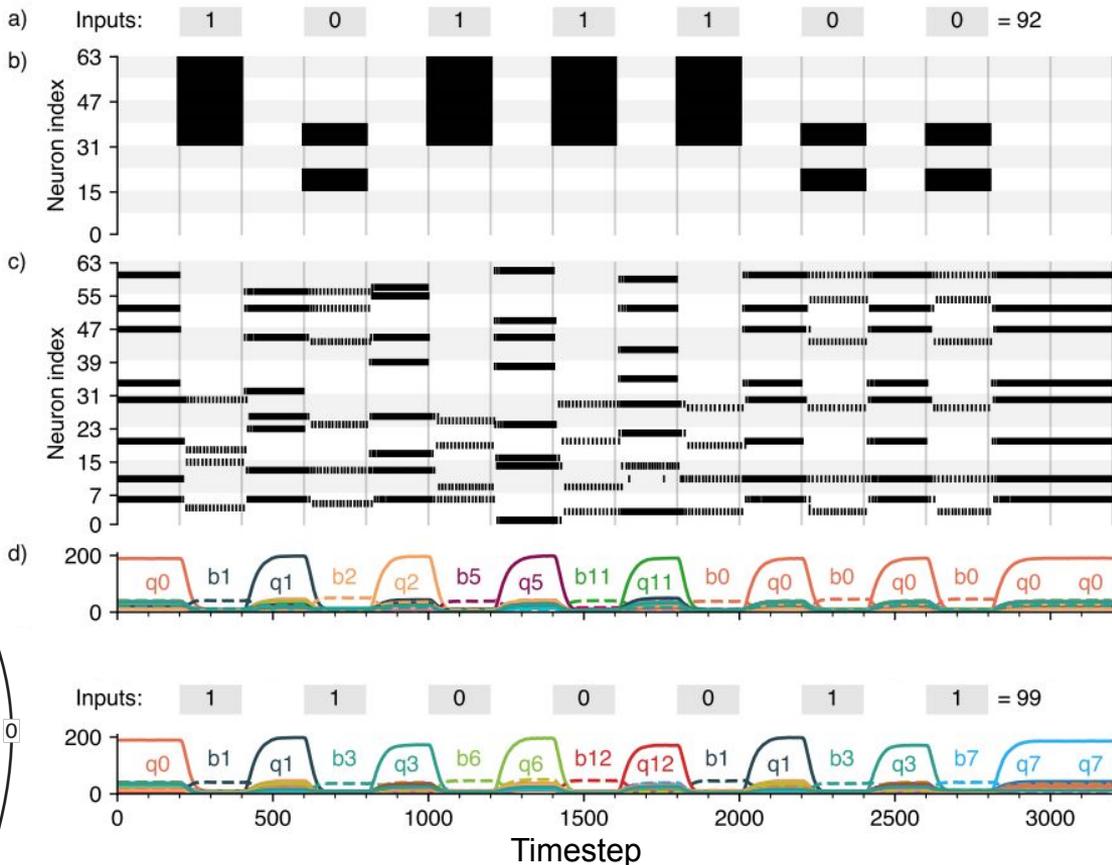
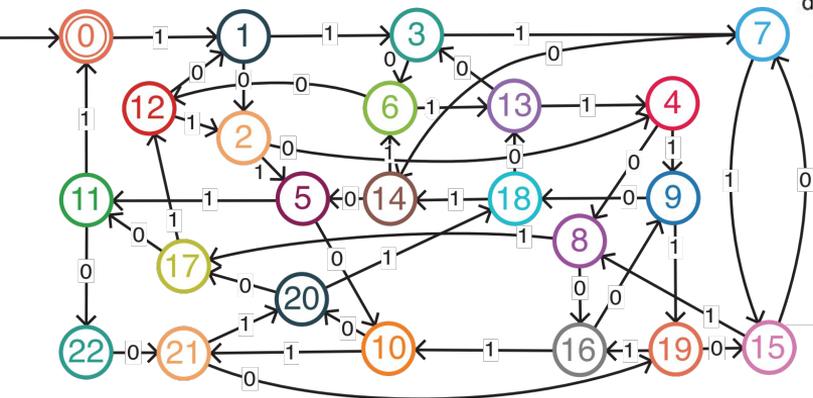
# Results on Loihi 2

State machine with 23 states

Computes “x mod 23”

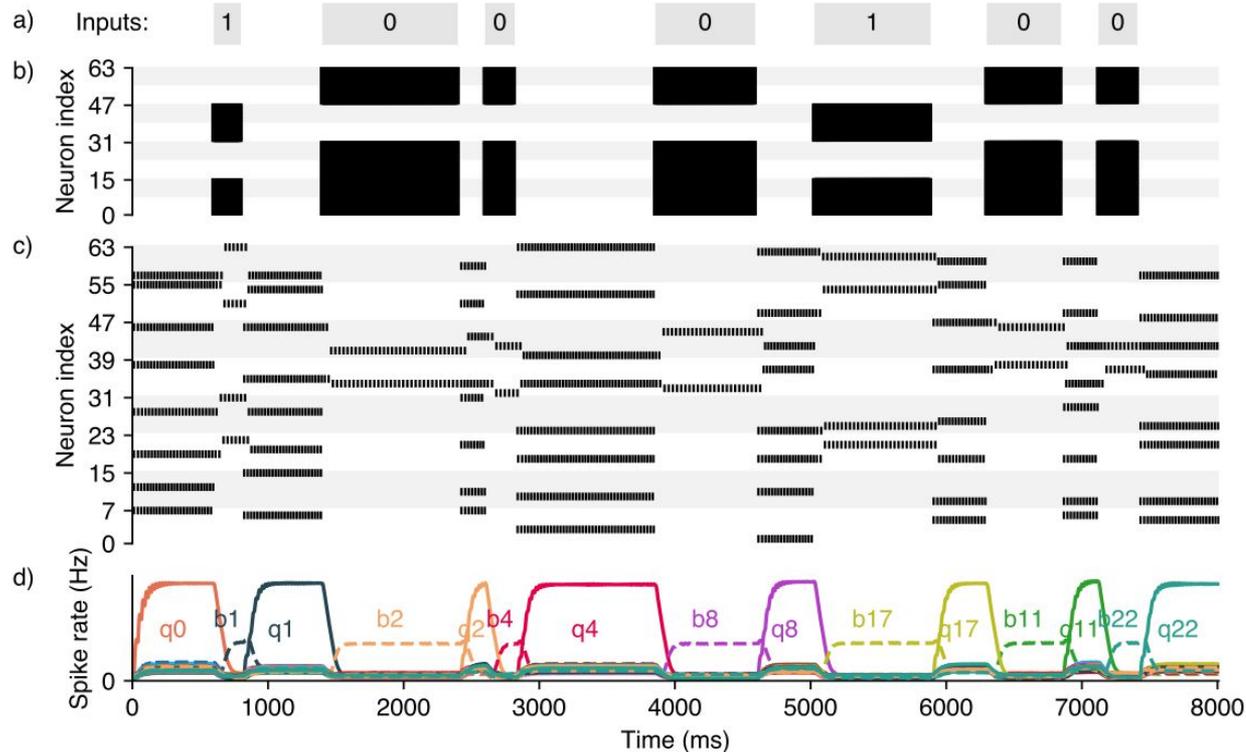
1024 neurons, 8 neurons per block

Using Loihi2’s custom neuron microcode.



100% reliable if the network is large enough

# Arbitrary timing and length of input signals



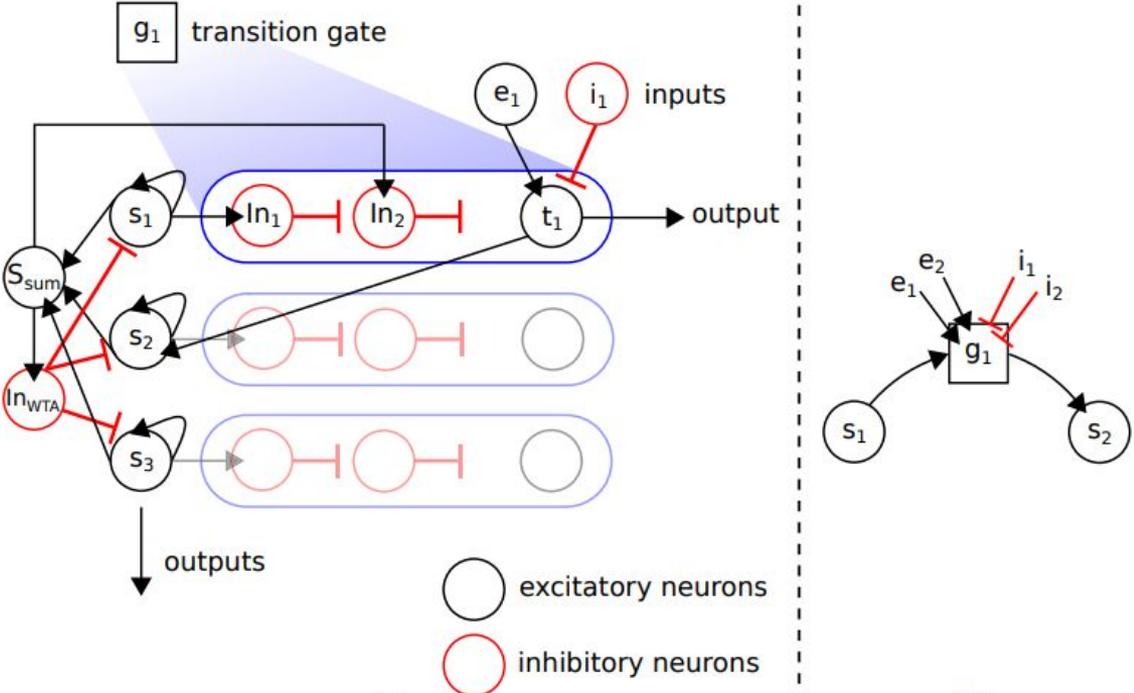
## Discussion and future work

- Robust to mismatch, noise and neuron failures
  - suitable for implementation on analog and memristive hardware (shown in simulation and on RRAM device in the preprint)
- States and transitions are added in a Hebbian way, no need to add neurons or restructure the network
- Can be used to coordinate information flow in complex neuromorphic algorithms
- Can be generalized to other than fixed point attractors → continuous manifolds

# Thank you!

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# Neural state machines on hardware



Liang, D., & Indiveri, G. (2017). Robust state-dependent computation in neuromorphic electronic systems. In *2017 IEEE Biomedical Circuits and Systems Conference (BioCAS)*

# Papers

Cotteret, Madison, Hugh Grotto, Alpha Renner, Junren Chen, Emre Neftci, Huaqiang Wu, Giacomo Indiveri, Martin Ziegler, and Elisabetta Chicca. "Distributed Representations Enable Robust Multi-Timescale Computation in Neuromorphic Hardware." arXiv preprint arXiv:2405.01305 (2024).

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Cotteret, Madison, Hugh Grotto, Martin Ziegler, and Elisabetta Chicca. "Vector symbolic finite state machines in attractor neural networks." *Neural Computation* 36, no. 4 (2024): 549-595.

[https://doi.org/10.1162/neco\\_a\\_01638](https://doi.org/10.1162/neco_a_01638)