

Introductory Course in Neuroscience
Neuromorphic Engineering I

Neuromorphic Engineering

Tobi Delbruck
Inst. of Neuroinformatics
<http://www.ini.uzh.ch/~tobi/wiki/doku.php?id=introneuro>

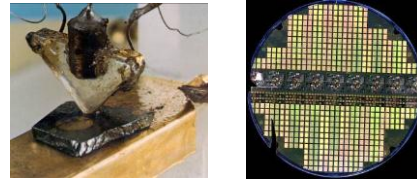
What is neuromorphic engineering?

Electronics that embody brain-like organizing principles of neural computation

- Part 1: Motivation & history
- Part 2: Organizing principles
- Part 3: The dynamic vision sensor silicon retina

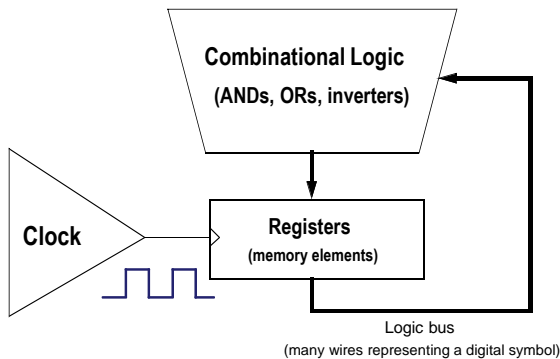
Artificial computation has been enabled by immense gains in silicon technology

1947 1 transistor 1997 10⁹ transistors



1. Moore's law: Number of transistors per chip doubles every 1.5 to 2 years
2. Cost/bit drops 29%/year
3. True for last 45 years! Will continue at least another ~15y.

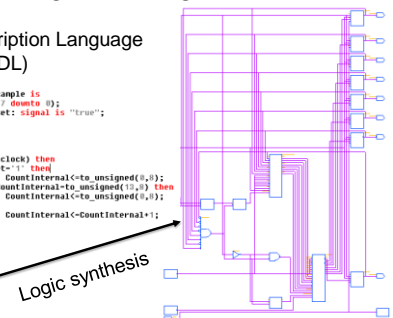
Synchronous logic is ubiquitous



How logic is designed now

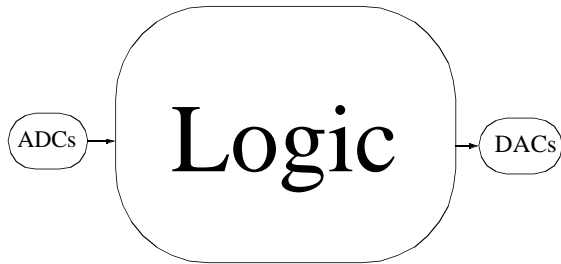
Hardware Description Language (HDL)

```
architecture example_arch of example is
  signal CountInternal: unsigned(7 downto 0);
  attribute sncm_set_reset of reset: signal is "true";
begin
  process(clock)
  begin
    if rising_edge(clock) then
      if reset='1' then
        CountInternal<=to_unsigned(0,0);
      elsif CountInternal=to_unsigned(10,0) then
        CountInternal<=to_unsigned(0,0);
      else
        CountInternal<=CountInternal+1;
      end if;
    end if;
  end process;
  count<=CountInternal;
end example_arch;
```



By using HDLs, industry can design complex chips with >100 million logic elements

How industry uses analog processing



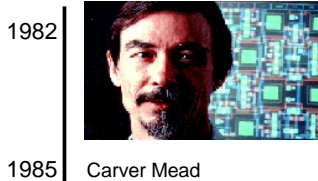
Natural computation



Flies acrobatically
Recognizes patterns
Navigates
Forages
Communicates

At least a million times as efficient as digital silicon

Physics of Computation Course



1982 | 1985 | Carver Mead

Dick Feynman

John Hopfield

Computer vs. Brain

At the system level, brains are at least 1 million times more power efficient than computers. Why?	
Cost of elementary operation (turning on transistor or activating synapse) is about the same. It's not some magic about physics.	
Computer	Brain
Fast global clock	Self-timed, data driven
Bit-perfect deterministic logical state	Synapses are stochastic! Computation dances digital→analog→digital
Memory distant to computation	Synaptic memory at computation
Fast, high resolution, constant sample rate analog-to-digital converters	Low resolution adaptive data-driven quantizers (spiking neurons)
Mobility of electrons in silicon is about 10⁷ times that of ions in solution.	

10/30

Types of neuromorphic systems

- **Neuromorphic Sensors** —electronic models of retinas and cochleas
- **Smart sensors** (e.g. tracking chips, motion sensors, presence sensors, auditory classification and localization sensors)
- **Networks of spiking neurons** – with self-modifying adaptive synapses
- **Central pattern generators** – for locomotion or rhythmic behavior
- **Models of specific systems:** e.g. bat sonar echolocation, lamprey spinal cord for swimming, lobster stomatogastric ganglion, electric fish lateral line
- **Multi-chip systems** that use the *address-event representation* (spikes) for inter-chip communication

Part 1: Motivation, history

Part 2: Organizing principles

Part 3: The dynamic vision sensor silicon retina

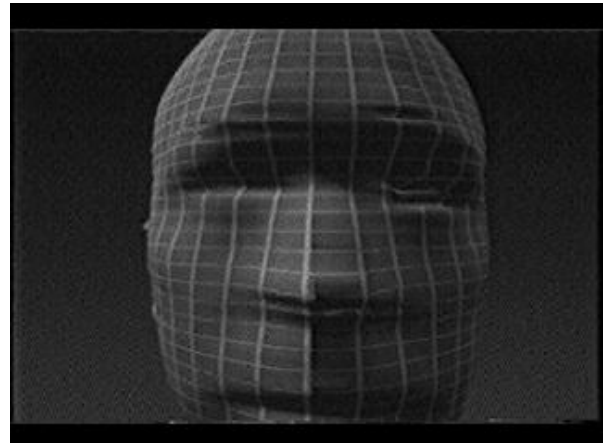
Part 2:
Some "organizing principles" as applied in neuromorphic engineering

The fact that we can build devices that implement the same basic operations as those the nervous system uses leads to the inevitable conclusion that we should be able to build entire systems based on the **organizing principles** used by the nervous system.

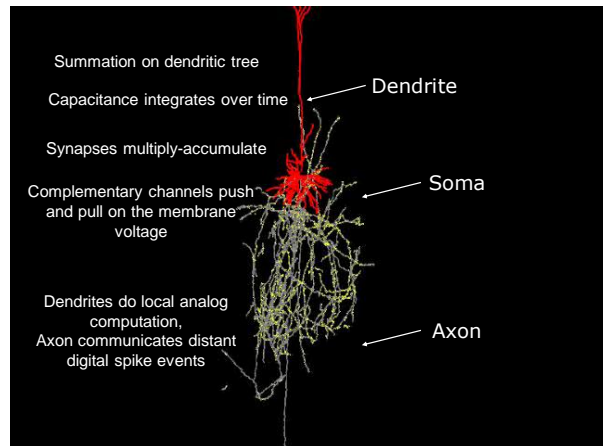
Carver Mead, 1990

Examples of these organizing principles

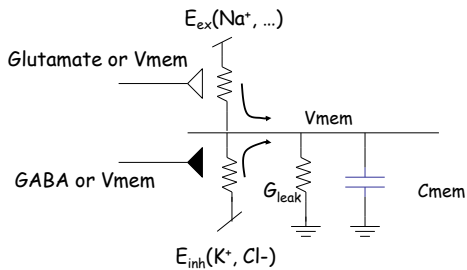
1. **Using device physics for computation**
 1. Using charge to add and subtract by summing currents onto nodes
 2. Using capacitance to integrate over time
 3. Using controlled energy barriers to amplify
2. **Using complementary devices to avoid burning static power**
3. **Averaging over space & time** to control noise and find signal context
4. **Using context to normalize** signals
5. **Representing signed quantities by rectifying** into ON and OFF channels
6. Using **adaptation** to amplify novelty
7. Computing **locally in analog** and **communicating remotely using events**



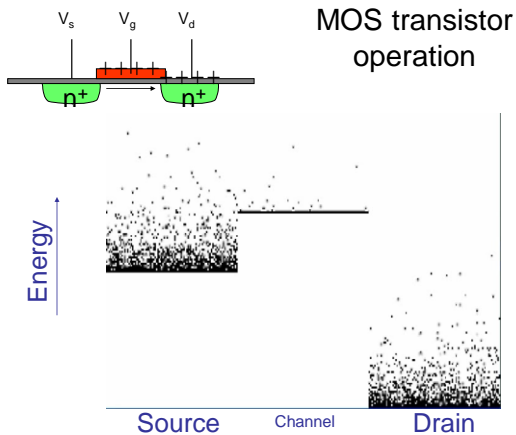
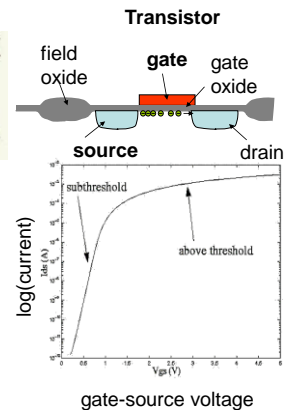
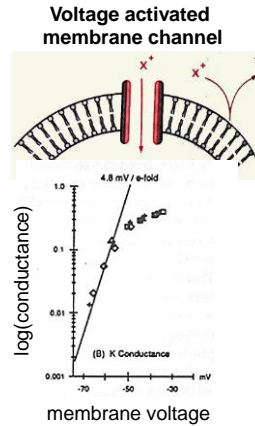
Complementary devices, amplification



The membrane voltage is controlled by complementary voltage and neurotransmitter gated channels

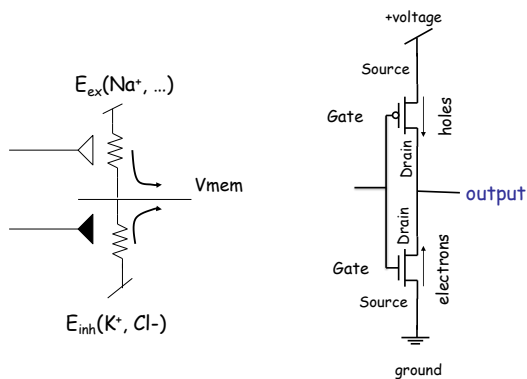


Little power is burned when both channels are off.

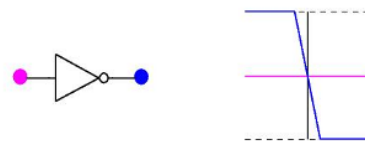


Mechanism of gain

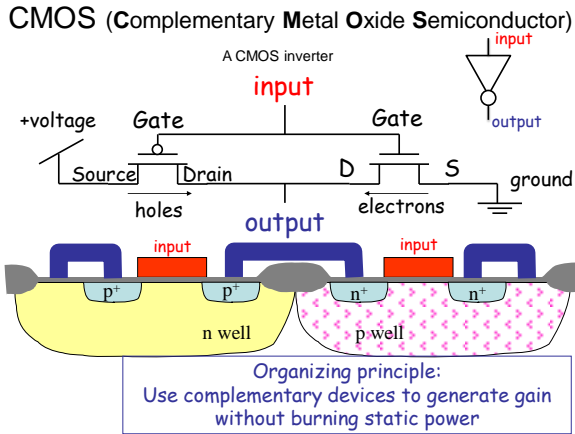
Voltage sensitive channel conductance is exponential in membrane voltage	Transistor current is exponential function of gate voltage
<p>Organizing principle: Use controlled energy barriers (with Boltzmann energy distributions) to amplify</p>	



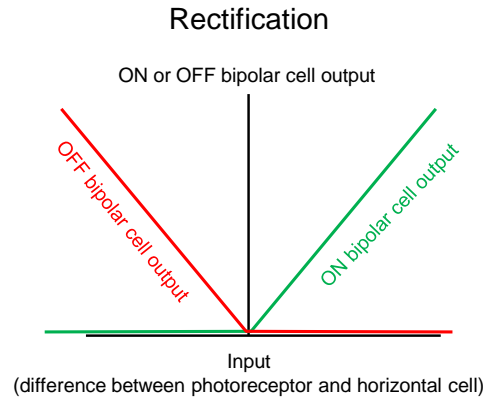
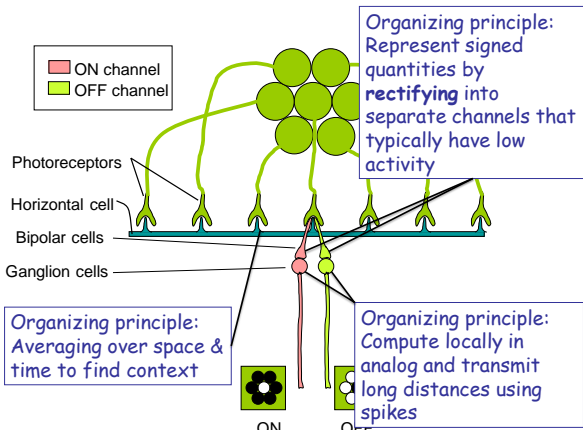
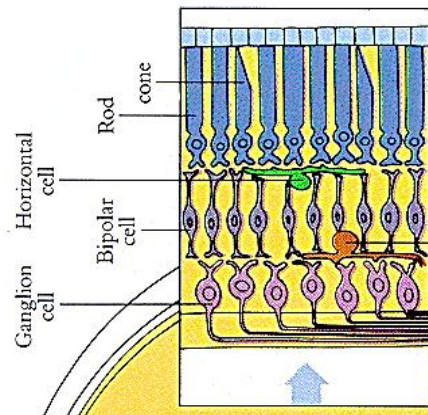
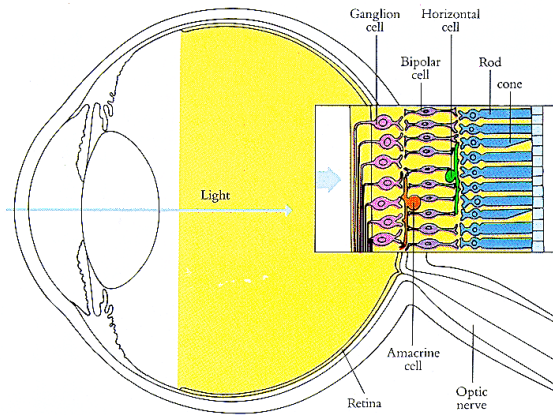
A digital inverter



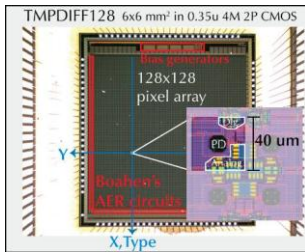
Combinational logic (AND, OR etc) built the same way



- Part 1: Motivation, history, community
- Part 2: Organizing principles
- Part 3: The dynamic vision sensor silicon retina



Dynamic vision sensor

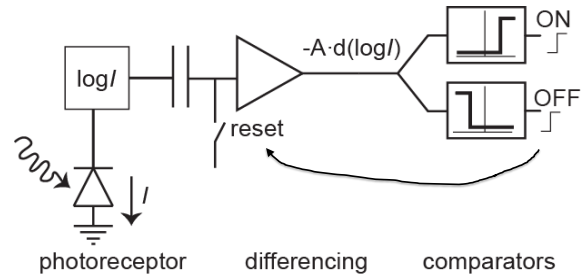


1. This silicon retina **asynchronously** outputs **address-events**.
2. The events represent to **temporal contrast**, like transient ganglion cells.



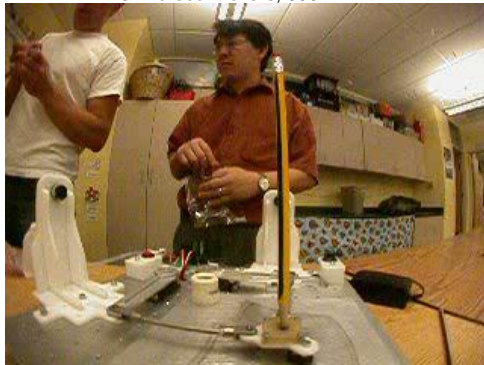
Lichtsteiner et al. ISSCC 2006

Simplified DVS pixel architecture



Embedded DVS Pencil Balancer

Jorg Conradt, Matt Cook
3 microcontrollers, 600mW



Review of "organizing principles" in neural and neuromorphic electronic systems

1. **Using device physics for computation**
 1. Using charge to add and subtract by summing currents onto nodes
 2. Using capacitance to integrate over time
 3. Using controlled energy barriers to amplify
2. **Using complementary devices to avoid burning static power**
3. **Averaging over space & time** to control noise and find signal context
4. **Using context to normalize** signals
5. **Representing signed quantities by rectifying** into ON and OFF channels
6. Using **adaptation** to **amplify novelty**
7. Computing **locally in analog** and **communicating remotely using events**

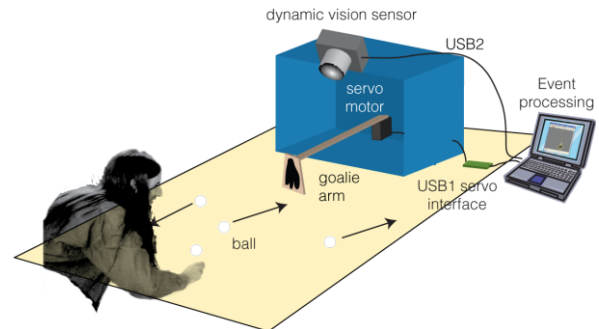
Your exam question will be based on this lecture

Additional reading background

1. Mead, **Neuromorphic Electronic Systems**, Proc. IEEE, 1990
2. Liu and Delbruck, **Neuromorphic Sensory Systems**, Curr. Opinions in Neurobiology, 2011
3. [Web page](#) on the silicon retina DVS

You can find [this material](#) via the ZNZ Neuroscience Course web page.

Robot Goalie



Achieves 550 "FPS" and 3 ms reaction time at
4% processor load



Resources

Background reading for the material:

- C. Mead (1990) [Neuromorphic Electronic Systems](#), Proceedings of the IEEE, vol 78, No 10, pp 1629-1636 - Carver Mead's summary paper on the rationale and state of the art in 1990 for neuromorphic electronics.
- S.C. Liu, T. Delbruck (2010) [Neuromorphic Sensory Systems](#), Curr. Opinions in Neurobiology - Our recent review paper on neuromorphic sensors.
- [Dynamic Vision Sensor](#) - Describes the dynamic vision sensor silicon retina demonstrated in the lecture.

Yet more historical material:

- [Original silicon retina paper from Scientific American, Misha Mahowald and Carver Mead, 1991](#)

Yet more background:

- K. Boahen (2005) [Neuromorphic Microchips](#), Scientific American, May 2005, pp. 56-63 - Kwabena Boahen's paper on the state of the art (in his lab) in 2005 in neuromorphic multi-chip systems.
- T. Delbruck, S.C. Liu., [A silicon visual system as a model animal](#), (2004). Vision Research, vol. 44, issue 17, pp. 2083-2089 - About the electronic model of the early visual system demonstrated in the some class lectures (not in 2011).
- [The Physiologist's Friend Chip](#) - The electronic model of the early visual system demonstrated in the lecture (not in 2011).
- [Jorg Conradt's Pencil Balancing Robot](#)