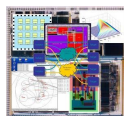


# Implementing STDP on SpiNNaker

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Sergio Davies, Steve Furber

APT group  
The University of Manchester



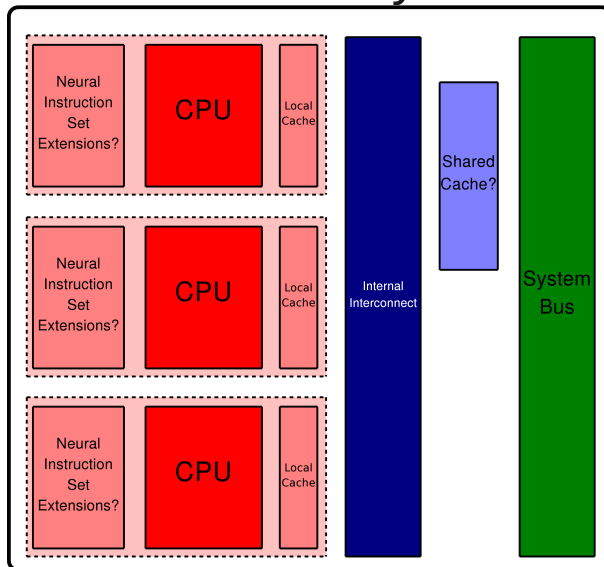
# Overview of the topics

- Neural network chip architectures
- Features of the SpiNNaker chip
- Neural simulation
- Spike Timing Dependent Plasticity
- Implementation in SpiNNaker
- Future learning algorithm

# Neural network chip architectures

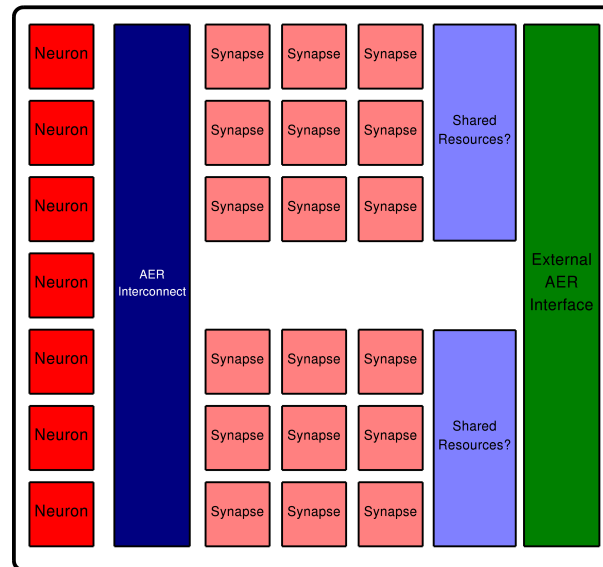
## NEUROPROCESSOR

- Domain-specific multiprocessors
- High programmability
- Limited biological fidelity
- Minimal exploitation of intrinsic neurodynamics



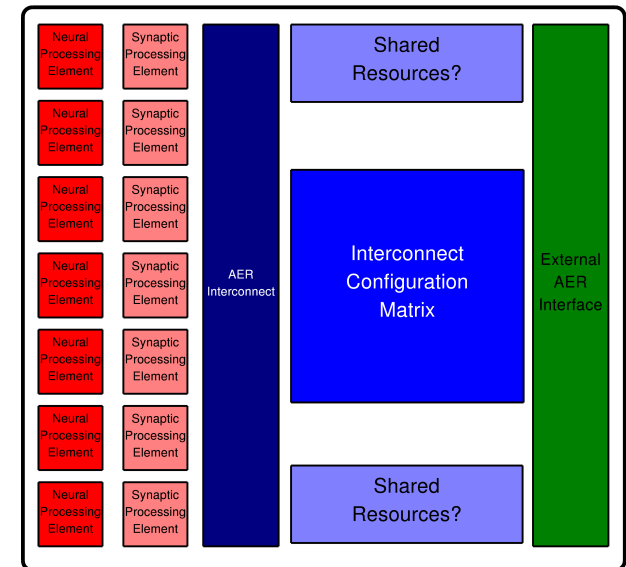
## NEUROMORPHIC

- Application-specific neuroprocessors
- Limited model support
- High biological fidelity
- Minimum exploitation of configuration



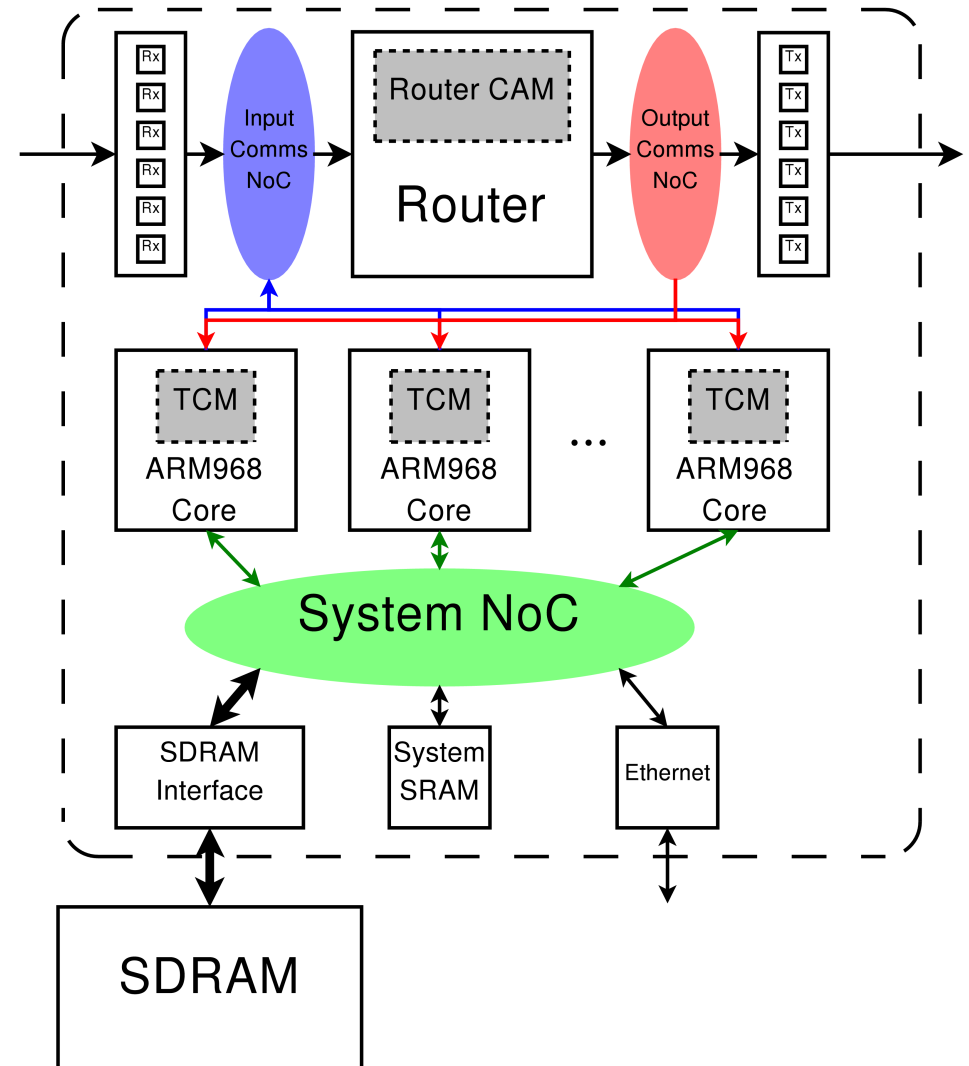
## NEUROMIMETIC

- Universal neuromorphic chip
- Dynamic configurability
- Tunable biological fidelity
- Balance neurocomputing and programmability

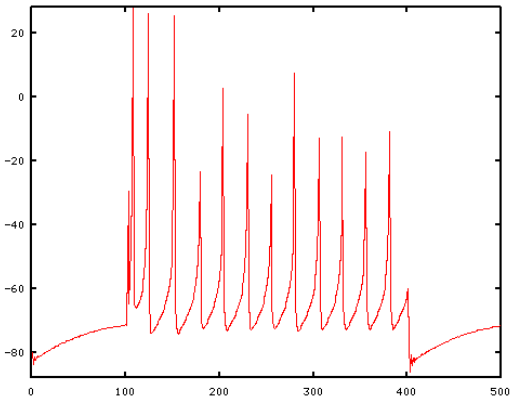


# Features of the SpiNNaker chip

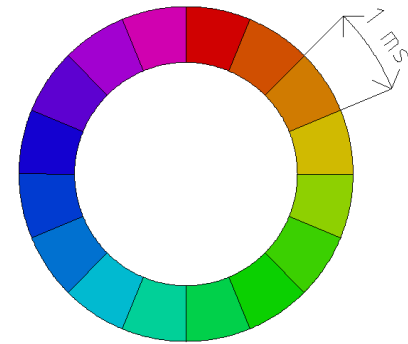
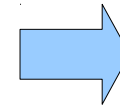
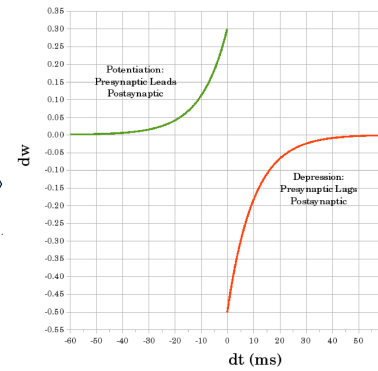
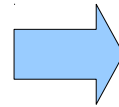
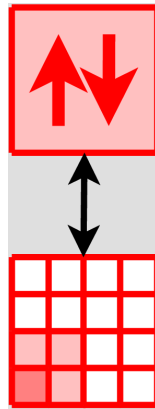
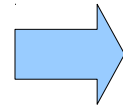
- Native parallelism
- Event-driven processing
- Incoherent memory
- Incremental reconfiguration



# Incoming spikes



172.495, 7.97723



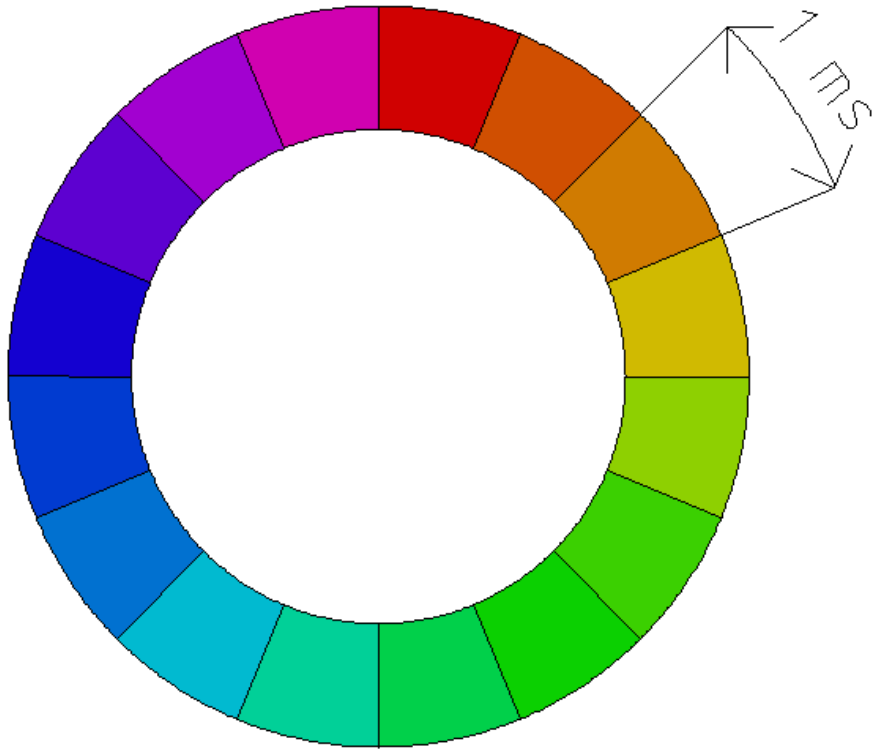
Spike incoming  
(interrupt received)

Retrieving  
synaptic  
weights

Synaptic  
plasticity  
(STDP)

Adding the  
new input in  
the delay  
buffer

# The delay buffer

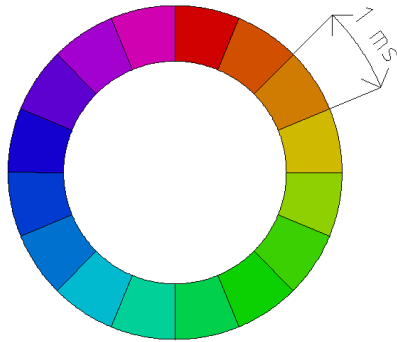
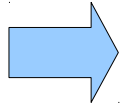


- 1 millisecond each slot (a.k.a. bin);
- 16 slots for a maximum delay of 16 millisecond;
- Incoming spikes adds synaptic weights in the correspondent slot;

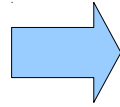
# Neural simulation



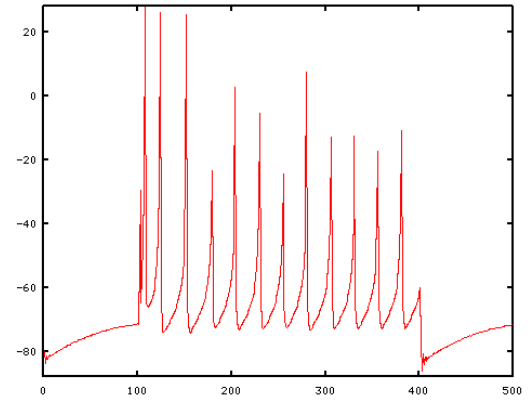
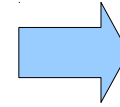
Timer  
interrupt



Neuron  
input

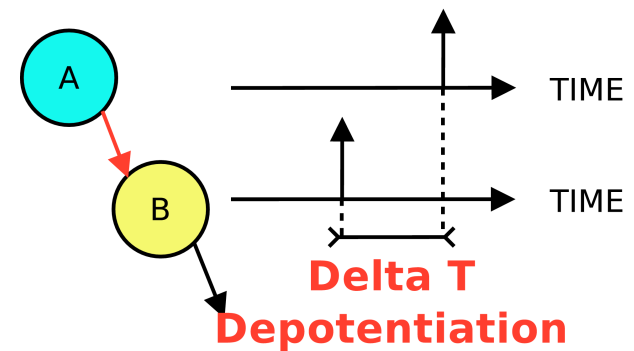
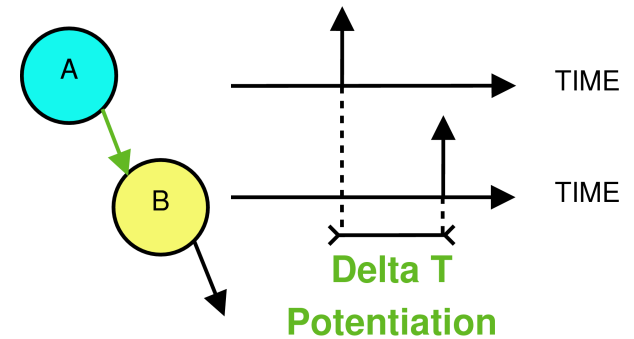
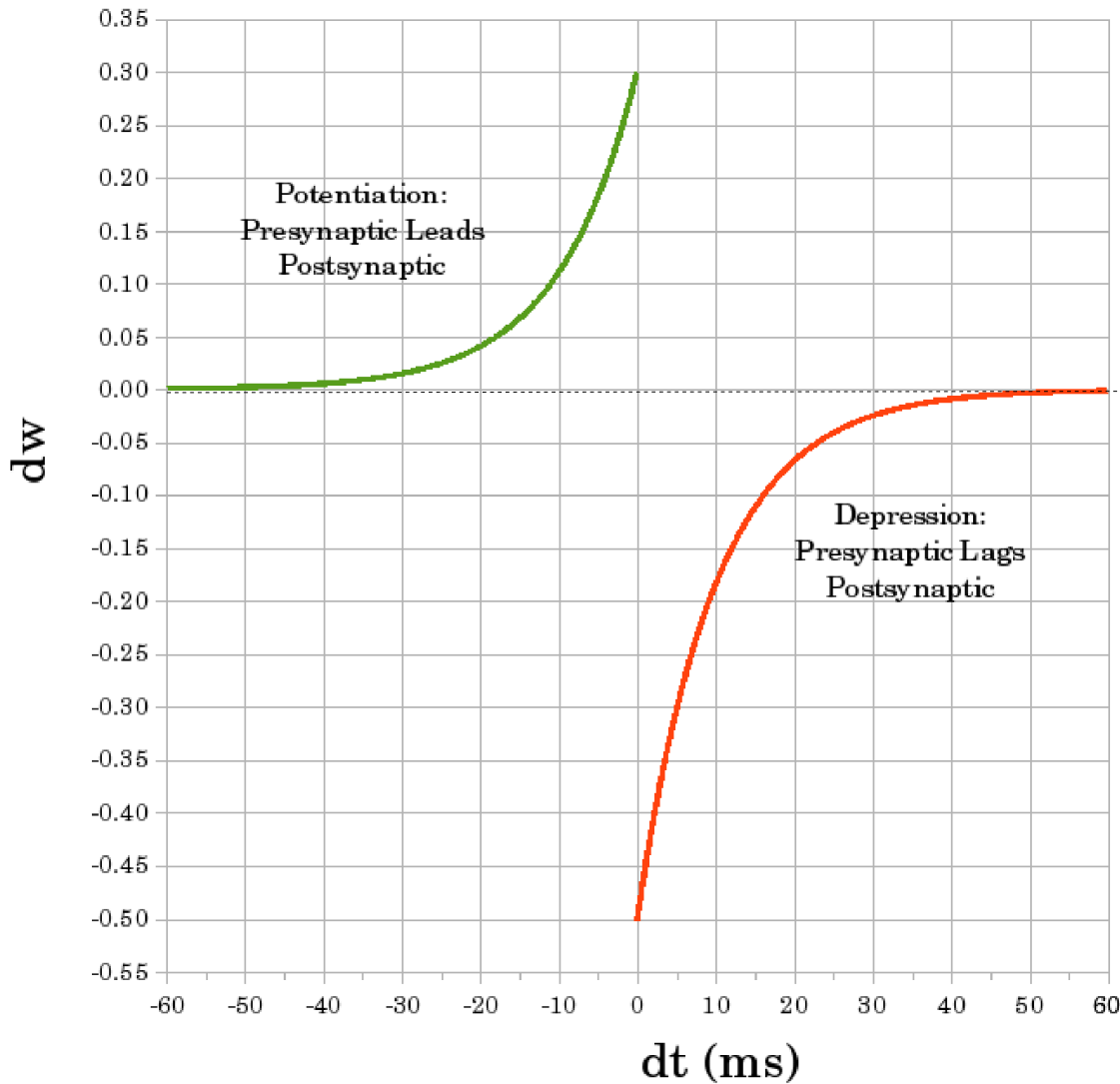


Differential  
equation  
computation



Spike emission

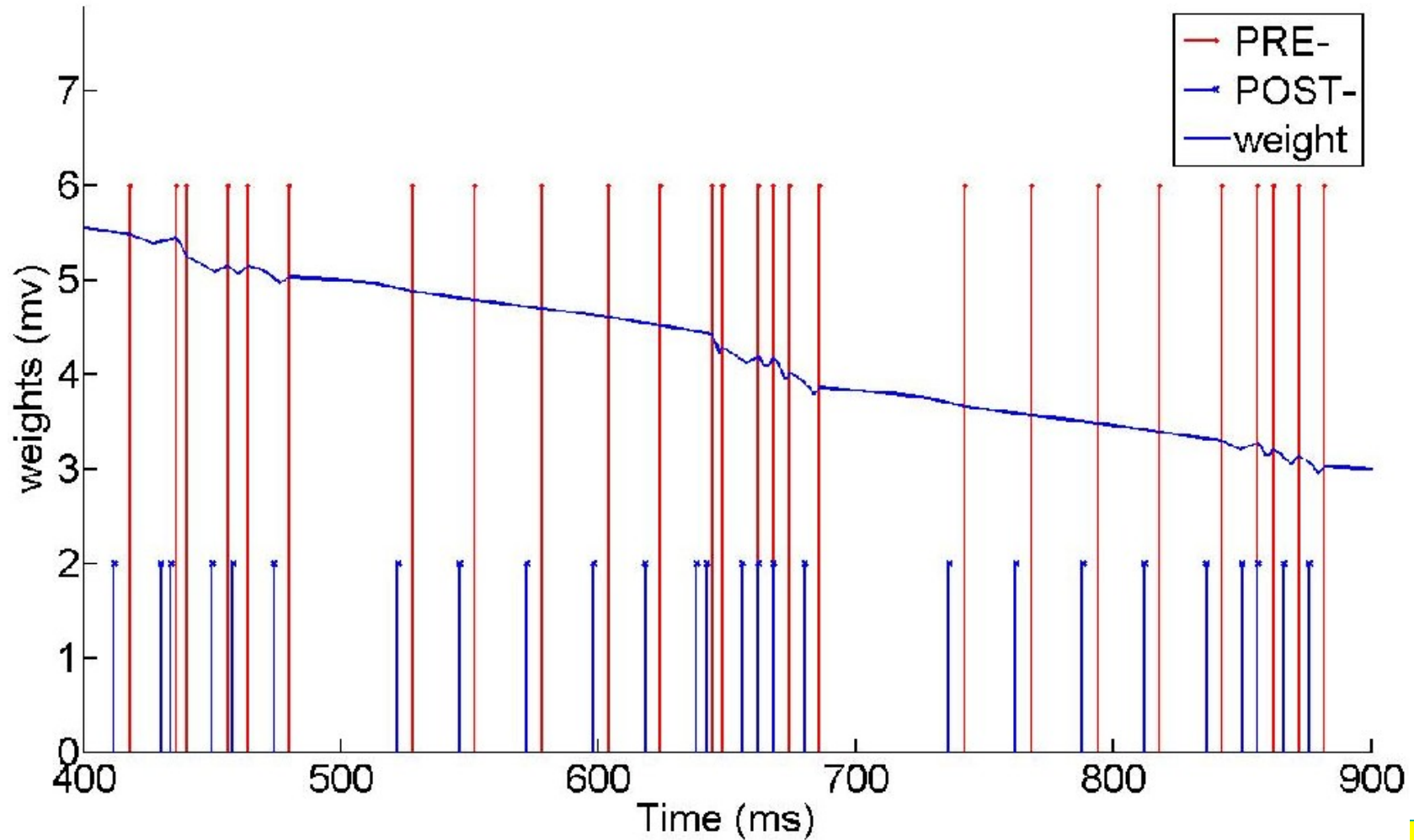
# Spike Timing Dependent Plasticity





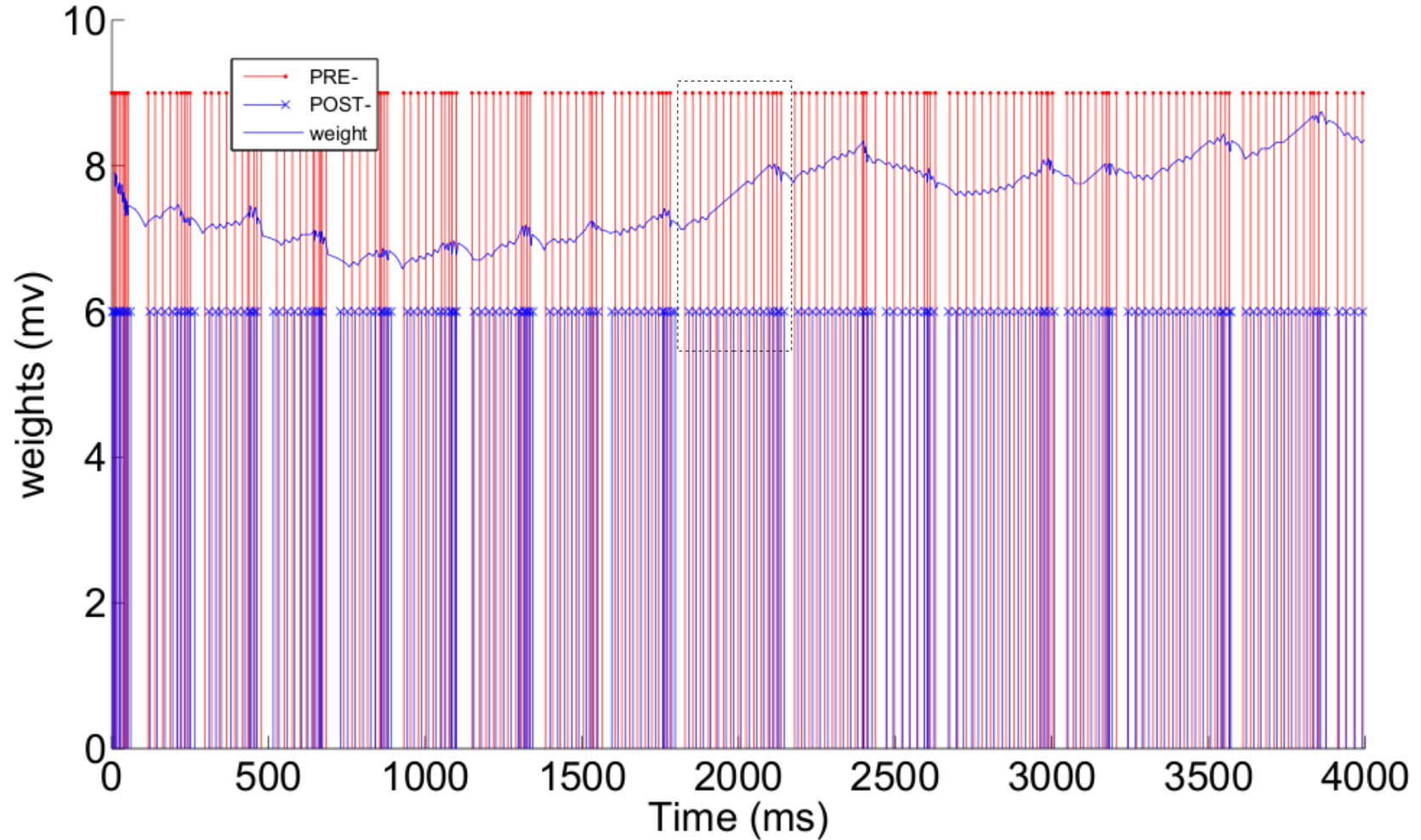
# LTD - example

Weight curve, from neuron 6 to 6, time window: [-32ms, 32ms]

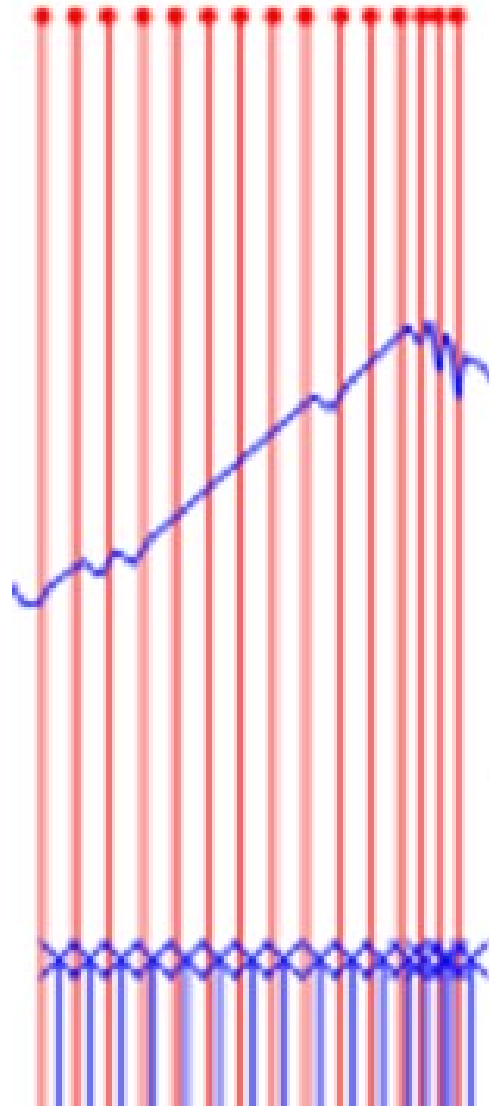
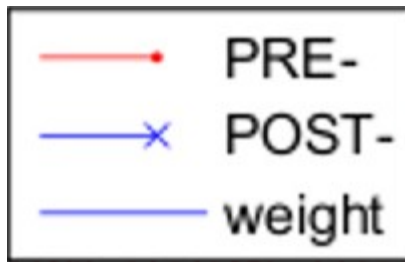


# LTP - example

Weight curve, from neuron 6 to 26, time window: [-32ms, 32ms]



# LTP – example – details

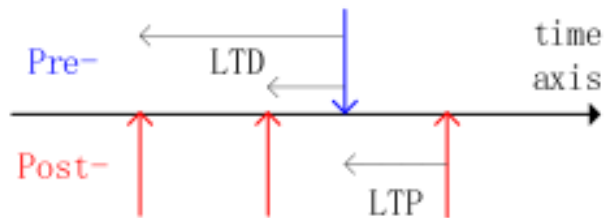


- Each sequence of pre-post synaptic spike generates an increase in the synaptic weight.
- When the pre-synaptic and the post-synaptic spikes are too close, the weight starts to oscillate rapidly

# Implementation

## Triggering the STDP algorithm

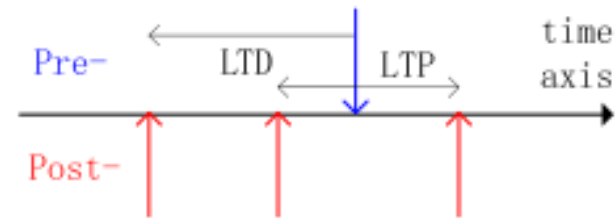
The usual way:



STDP is triggered on:

- Pre-synaptic spike arrival (LTD)
- Post-synaptic spike emission (LTP)

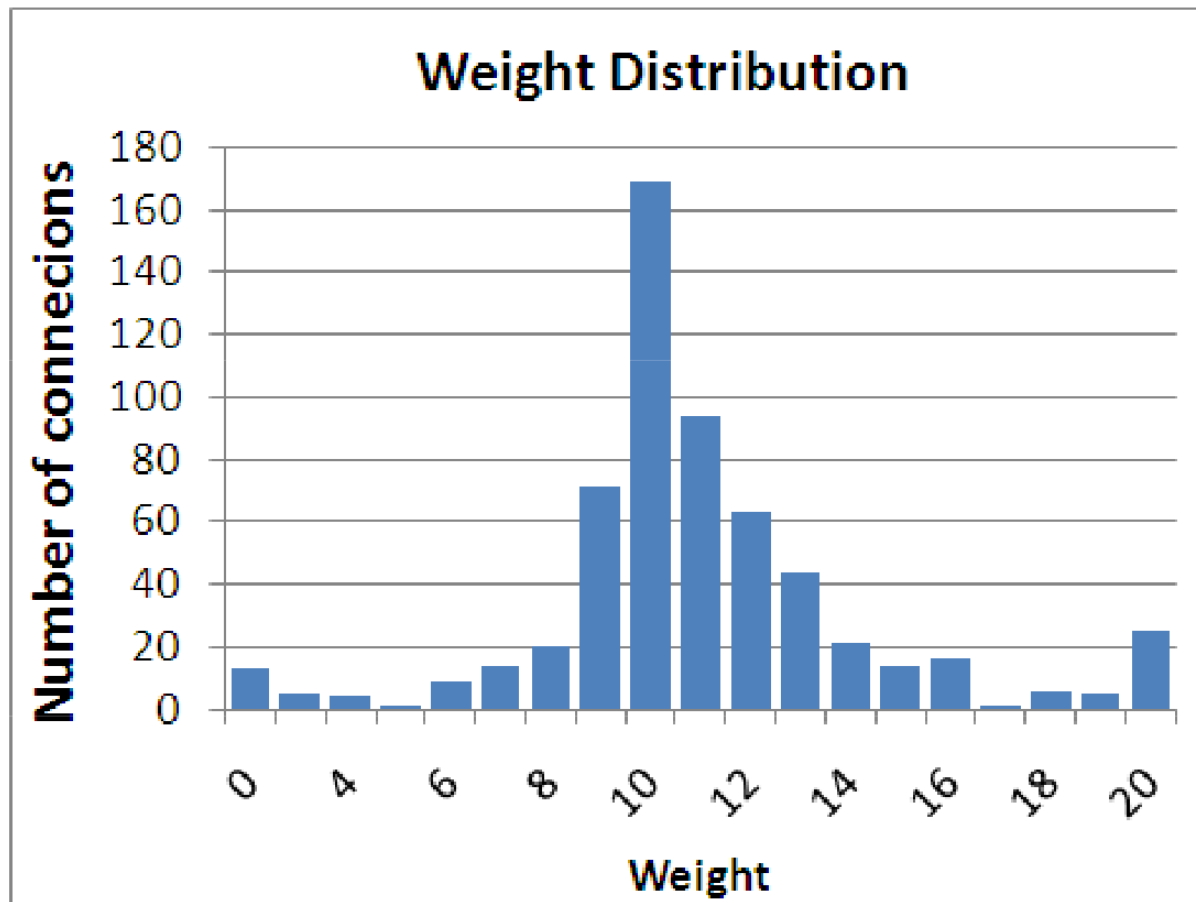
The SpiNNaker way:



- STDP is triggered only on pre-synaptic spike arrival (LTD and LTP)
- Weights are available only at pre-synaptic spike arrival.
- Since LTP needs future information, the algorithm needs to be deferred until the time window is filled

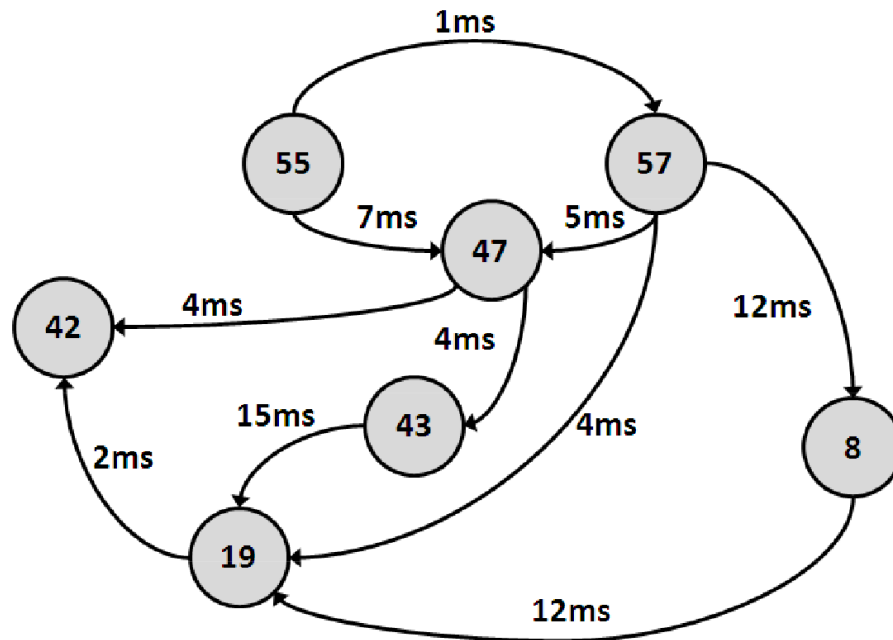
# Network parameters

- Number of neurons: 76 – 60 excitatory, 16 inhibitory
- Type of neuron: Izhikevich model – exc: TS, inh: FS
- Simulation time: 30 seconds
- Starting weights: exc weights set at 10, inh set at -8;  
(inspired by Izhikevich, “Polichronization”)



# Results

In a simulation we run there were a group of 7 neurons which were strongly interconnected at the end of the simulation



Three circuits with converging delays:

- 57 → 8 → 19 and  
57 → 47 → 43 → 19
- 55 → 57 → 47 and  
55 → 47
- 55 → 57 → 19 → 42 and  
55 → 47 → 42

These connections are systematically reinforced due to the converging delays which makes the neurons fire in a pattern.

# Future work

- Rate – based plasticity
- Propagation delay plasticity
- Homoeostasis
- Rewiring

# Thank you!!!





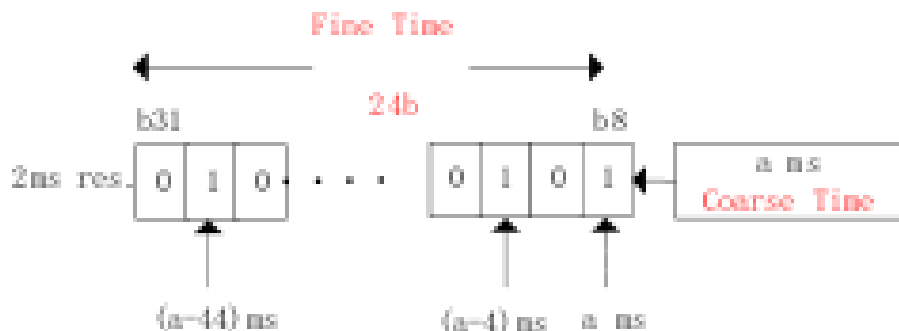
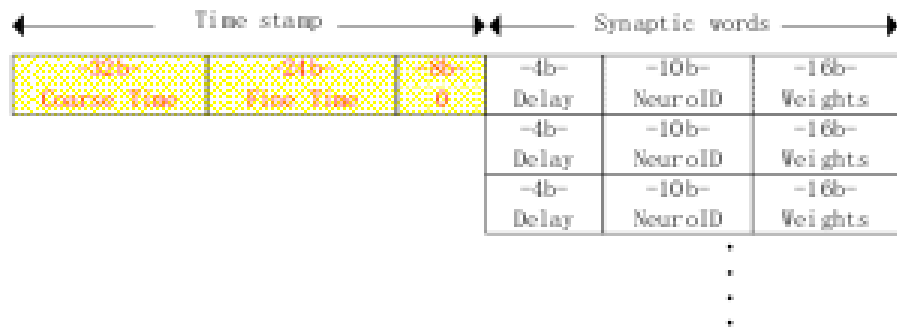
# Back-up slides

# Implementation

## Representation of spike timestamp

### Pre-synaptic timestamp

Needed only when a pre-synaptic spike arrives. Stored as header of the synaptic weight block



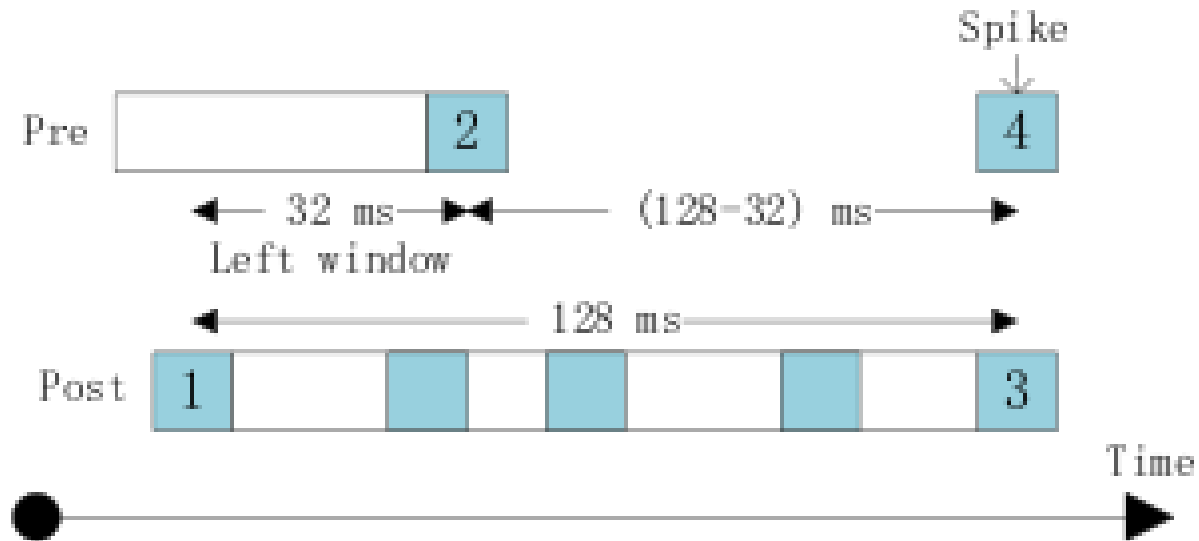
### Post-synaptic timestamp

Needed at all time. Stored in processor's local memory

Neuron 0	32b Coarse Time	64b Fine Time
Neuron 1	32b Coarse Time	64b Fine Time
Neuron 2	32b Coarse Time	64b Fine Time
		⋮
		⋮
		⋮

# Implementation

## Length of timing records



The STDP is triggered when an incoming spike pushes an old input record into the carry bit

However, if the input arrives at very low rate the output generated pushes forward the previous records and the history will be lost.