

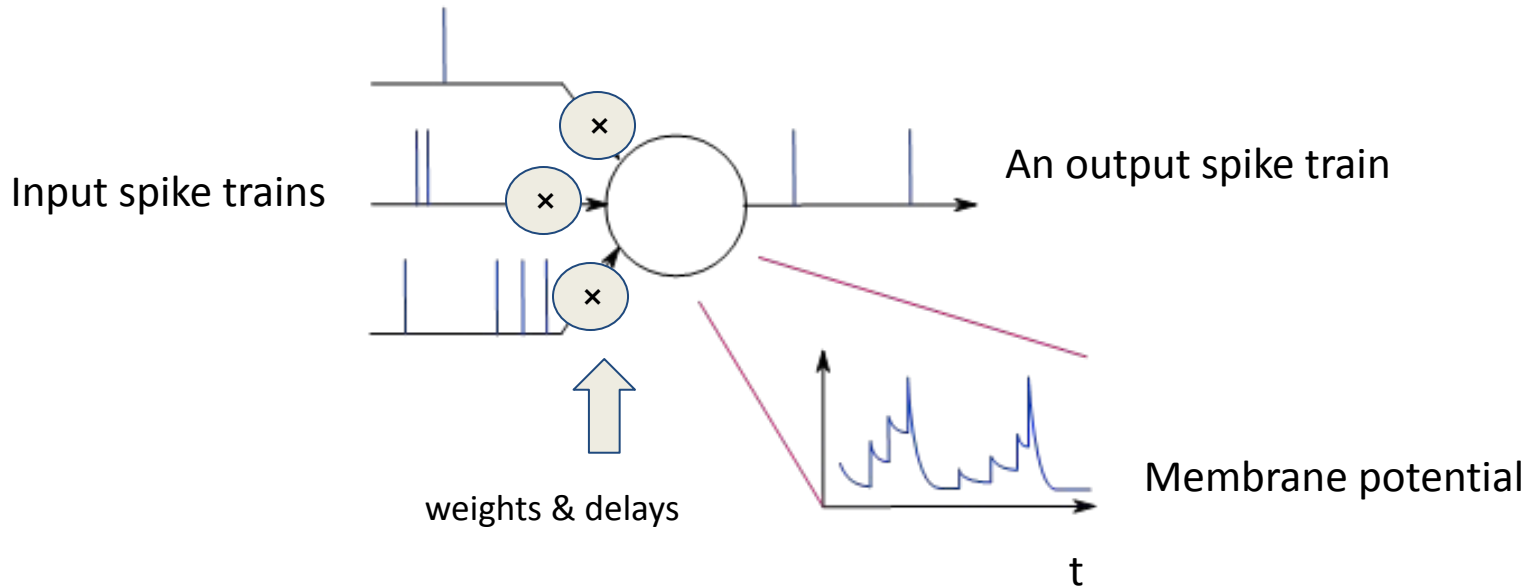


Mini-Batch Training along Convolution Windows for Representation Learning Based on Spike Time Dependent Plasticity Rule

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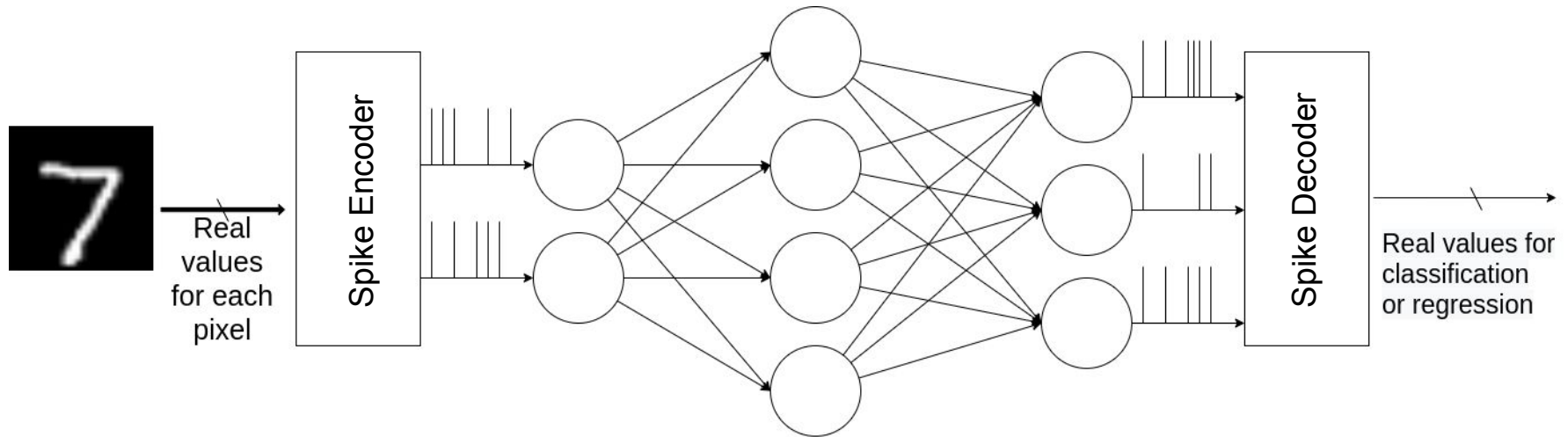
Spiking Neural Network (SNN)



- An accurate neuron model
 - Voltage impulses (called 'spikes') represents analog values
 - An internal parameter (membrane potential) excited by input spikes
- In contrast to ANN, SNN uses temporal processing



How SNN Applied



- Neurons work independently
- The neuron input/output are spikes
 - The function between neuron input and output is indifferentiable
 - Conventional backpropagation is difficult



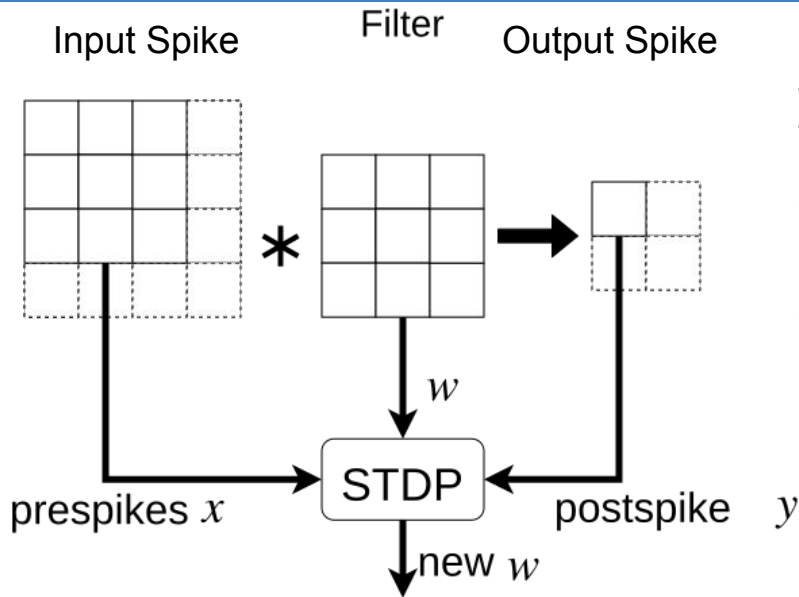
SNN Features Compared to ANN

- Asynchrony neurons
- Effective inference when in an external circuit (Painkras *et al.*, 2013)
 - Power consumption
 - Circuit area
- Complex dynamics
- Difficulty of training a network due to differentiability
 - ANN-SNN conversion
 - Backpropagation approximation
 - **Spike time dependent plasticity (STDP)**

Painkras, Eustace, et al. "SpiNNaker: A 1-W 18-core system-on-chip for massively-parallel neural network simulation." *IEEE Journal of Solid-State Circuits* 48.8 (2013): 1943-1953.



Convolutional SNN and STDP



If postspike happened,

$$w_i \leftarrow w_i + \Delta w$$

$$\Delta w = \begin{cases} a \cdot (1 - w_i) & \text{if corresponding prespike happened} \\ a \cdot (-w_i) & \text{otherwise} \end{cases}$$

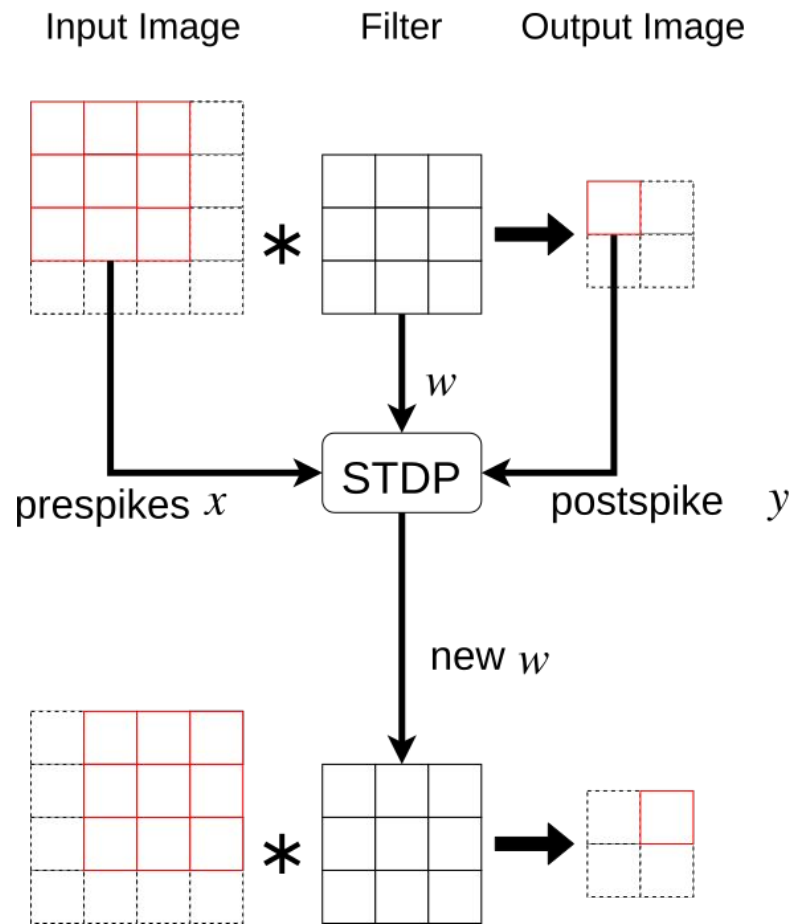
w : a pixel of a filter, a : learning rate

- STDP rule trains a sparse code for natural images by spike timings in unsupervised manner (Zylberberg *et al.*, 2011)
- Combination with backpropagation approximation achieved 98.60% MNIST classification accuracy (Tavanaei *et al.*, 2018a)

Zylberberg, Joel, Jason Timothy Murphy, and Michael Robert DeWeese. "A sparse coding model with synaptically local plasticity and spiking neurons can account for the diverse shapes of V1 simple cell receptive fields." *PLoS computational biology* 7.10 (2011): e1002250.
 Tavanaei, Amirhossein, Zachary Kirby, and Anthony S. Maida. "Training spiking convnets by stdp and gradient descent." 2018 International Joint Conference on Neural Networks (IJCNN). IEEE, 2018a.



Computation Dependency of STDP



Conventional STDP implementation (Zylberberg et al., 2011, Tavanaei 2018b) assumes computation dependency.

Computation dependency prevents effective parallel computation by such as GPUs & biologically implausible

Conv. STDP was bottleneck in the work by (Tavanaei *et al.*, 2018a) rather than dense layers' BPA

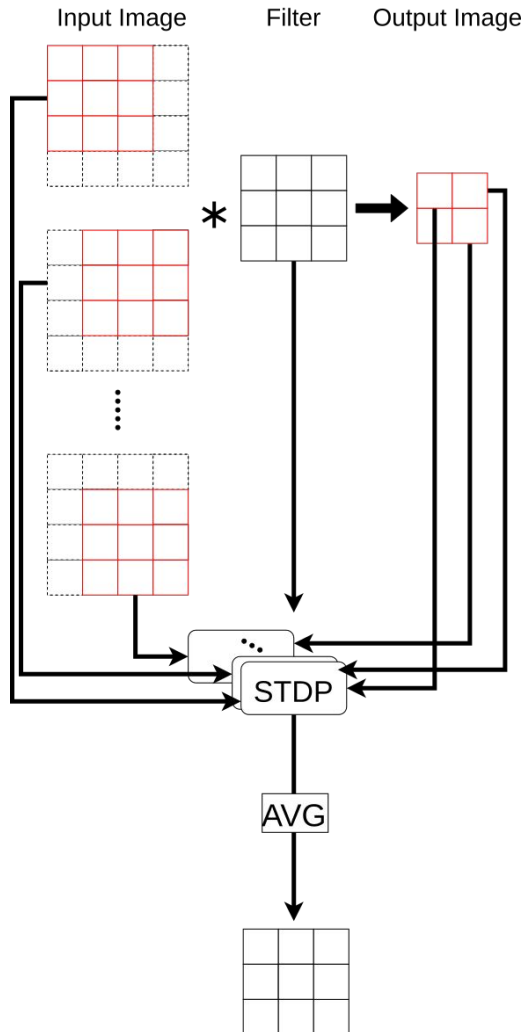


Goal

- We developed a mini-batch processing for STDP to train effectively on GPUs.
- Experiments showed larger batch sizes reduced execution time and accuracy degradation, due to inequivalent calculation order, was little



Reduction of Training Time by Mini-Batch Processing



Calculate weight updates for several convolution windows at once (mini-batch along convolution windows)

Average of their weight is applied to the next conv. filter
(Calculation result differs)

To the next training example



Implementation

Experiment measured execution time.

Implementation:

- Python 3.8.8
- Numpy 1.20.2
- Cupy 8.6.0
- CUDA 10.1

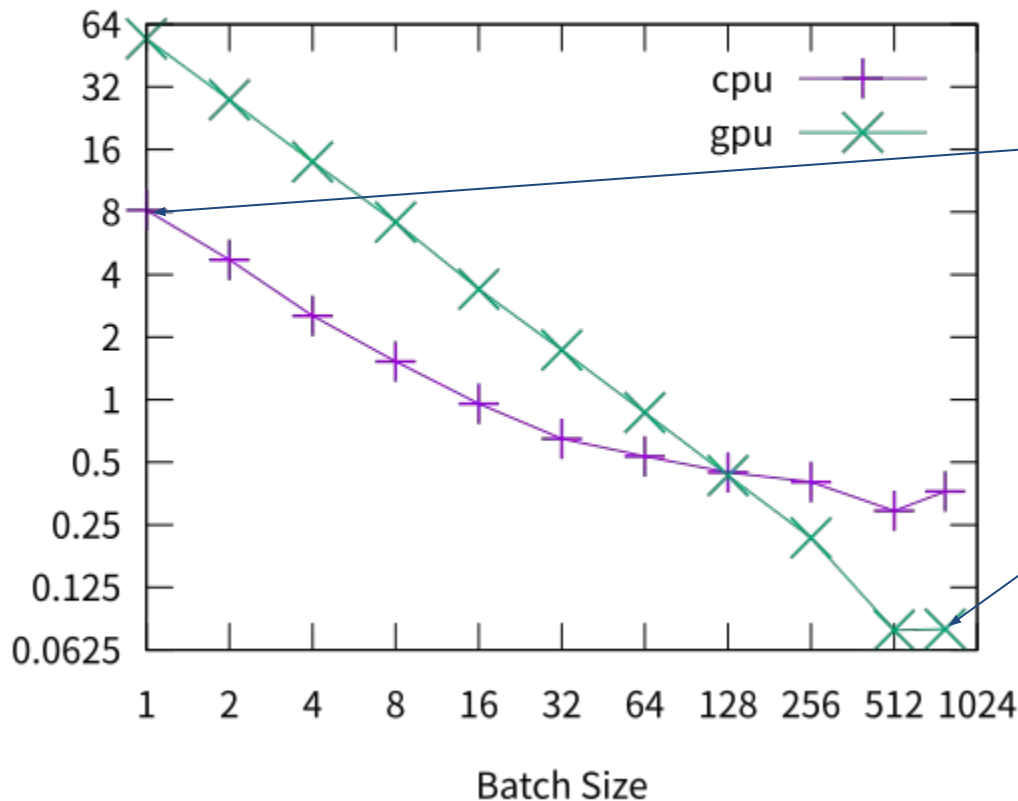
On a computer with

- Intel(R) Core(TM) i7-8700 CPU @ 3.20GHz
- GeForce GTX 1060 6GB VRAM



Execution Speed to Train MNIST

Execution Time to Train a Convolutional Layer



Conventional sequential processing by CPU

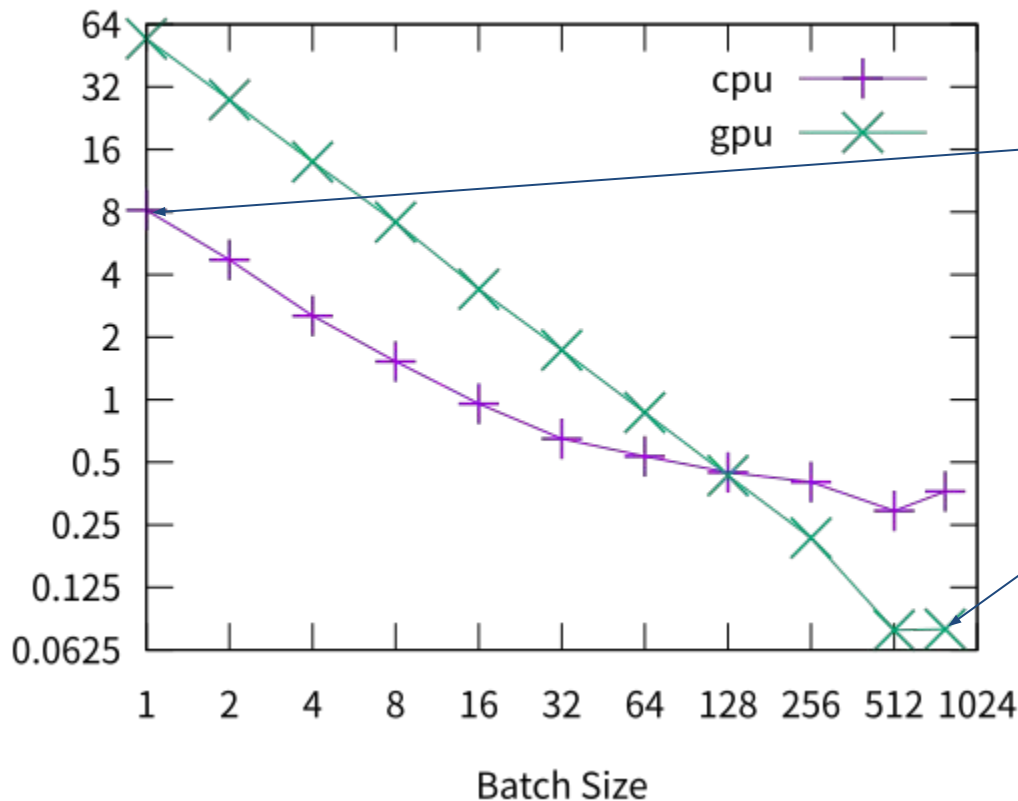
Proposed result with mini-batch processing (All image pixels $28 \times 28 = 784$ as the batch size)

- Larger batch sizes contribute to speed especially with GPU ($\times 120$ faster)
- GPU reaches a peak around 512 batch size (no need to mini-batch over images)



Execution Speed to Train MNSIT

Execution Time to Train a Convolutional Layer



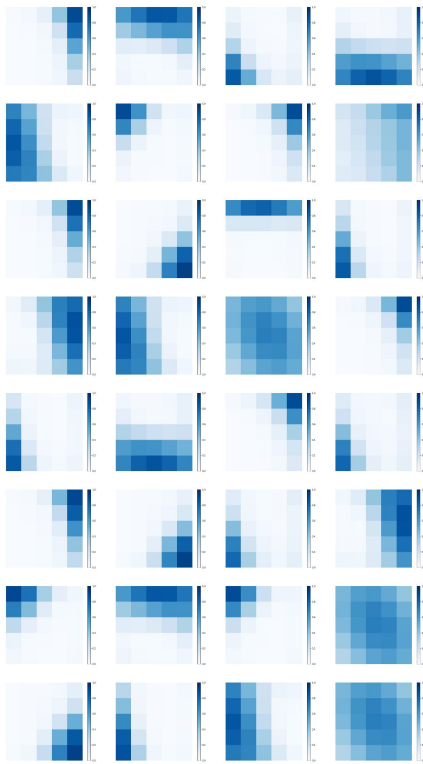
80 hours to train SNN MNIST classification (Tavanaei, *et al.*, 2018a)

4.7 hours to train MNIST

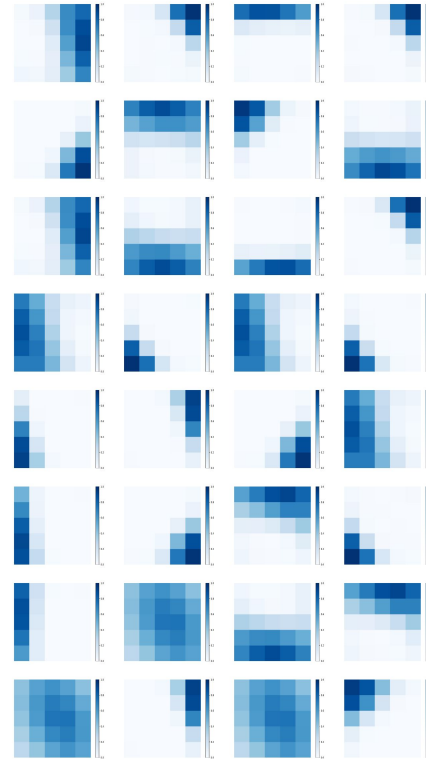
- Larger batch sizes contribute to speed especially with GPU ($\times 200$ than conventional 1 batch processing)
- GPU reaches a peak around 512 batch size (no need to mini-batch over images)



Qualitative Evaluation of Convolution Filters



Batch size
1



Batch size
784

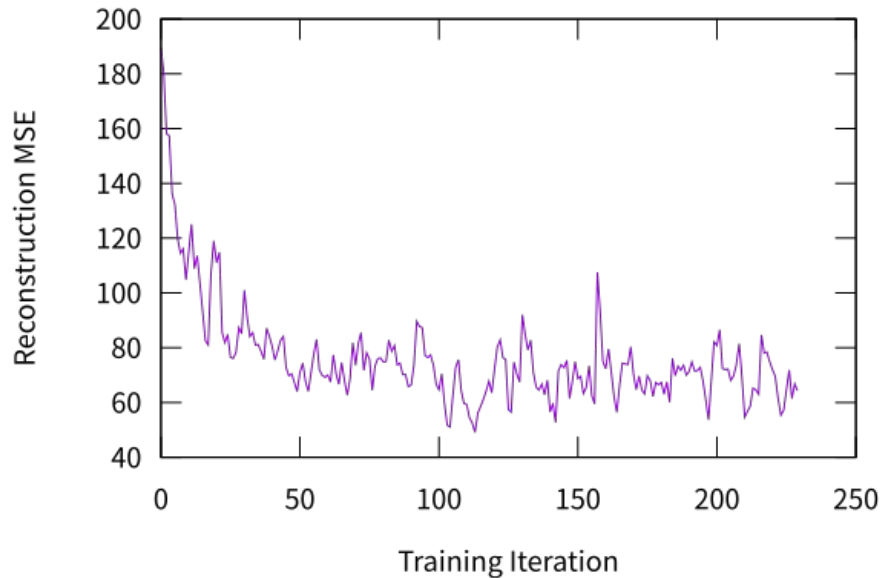
- Convolution filters after training by MNIST images for batch size 1 and 784.
- Both consist of similar components: horizontal line, vertical line, chunk on the edge and flat filters.
- Similar filter components suggests little effects due to mini-batch training



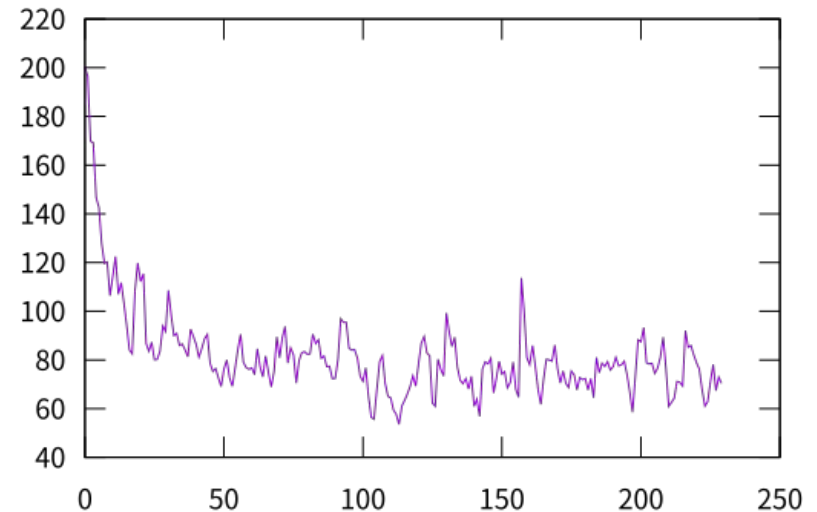
Reconstruction Degradation for MNIST

- Reconstruction MSE of MNIST during training

Reconstruction MSE in Training a Convolutional Layer
(Batch Size 1, Averaged at Length 64)



Reconstruction MSE in Training a Convolutional Layer
(Batch Size 784, Averaged at Length 64)



- Similar transition suggests no significant effects
- Less than 10% Reconstruction MSE degradation around the final training epochs



Conclusion

- STDP trains indifferntiable spiking neural network for sparse coding in unsupervised manner.
- We proposed mini-batch processing of convolutional STDP over convolution windows
- Evaluation by MNIST showed mini-batch processing enabled effective GPU computation with slight degradation of reconstruction MSE.
 - Processing several convolution windows at once