# Spiking Neuron Networks A Survey

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- Motivation
- Biology
- SNN Models
- Temporal Coding
- ESN's and LSM's
- Computational Power of SNNs
- Training/Learning with SNNs
- Software/Hardware Implementation
- Applications
- Discussion

### **Neural Network Classification**

#### ● 1<sup>st</sup> Generation:

- Perceptrons, Hopfield Networks, MLP with threshold units
- 2<sup>nd</sup> Generation:
  - Networks with non-linear activation units and real-valued, continuous set of output units
- 3<sup>rd</sup> Generation:
  - Spiking neuron networks, using firing times of neurons for information encoding

### The Biological Neuron



#### **Traditional Spike Representation**

Alpha Function
Integrator
Coincidence Detector



Time (ms)



# Hodgkin-Huxley Model

#### Models membrane potential

- Conductance-based
- Defined in 1952 (Note: Na-K Pump disc. in 1957)

$$C\frac{du}{dt} = -g_{Na}m^{3}h(u - E_{Na}) - g_{K}n^{4}(u - E_{K}) - g_{L}(u - E_{L}) + I(t)$$



### Leaky Integrate & Fire Model

# Considers spike as event Ions leak out, requiring time constant, τ

$$\tau_m \frac{du}{dt} = u_{rest} - u(t) + RI(t)$$

u membrane potential

$$C\frac{d\mathbf{u}}{dt} = -\frac{1}{R}\mathbf{u}(t) + I(t)$$

spike emission time  $t^{(f)}$  is defined by

$$\mathbf{u}(t^{(f)}) = \vartheta$$
 with  $\mathbf{u}'(t^{(f)}) > 0$ 



# Izhikevhich's Firing Behaviors

20 Possible Neuron Firing Behaviors
 LIF can only accommodate 3 (A,G, & L)



### Izhikevich Neuron Model

#### • Two variables

- Voltage Potential (v)
- Membrane Recovery (activation of K currents and inactivation of Na currents) (*u*)
- W is the weighted input(s), a, b, c & d are abstract parameters of the model

$$\frac{du}{dt} = a(bv - u) \qquad \qquad \frac{dv}{dt} = .04v^2 + 5v + 140 - u + W$$

• When (v > threshold), v and u are reset:

$$\begin{array}{l} v \rightarrow c \\ u \rightarrow u + d \end{array}$$

### Spike Response Model

#### Adds a refractory period



# Model Advantages

#### Hodgkin-Huxley

- Accurate Modeling
- Predicts membrane potentials due to pharmacological blocking of ion channels
- Integrate & Fire
  - Easy implementation
  - Computation-light
- Spike Response Model
  - Includes refractory phase

#### Rate Coding v. Temporal Coding

#### Rate Coding

- Information transmitted by rates
- I.E. number of spikes per unit time

#### Temporal Coding

The exact timing of spikes matter

### Rate Coding v. Temporal Coding



# (Trad.) Temporal Computing

$$u_j(t) = \sum_{t_j^{(f)} \in \mathcal{F}_j} \eta_j \left( t - t_j^{(f)} \right) + \sum_{i \in \Gamma_j} \sum_{t_i^{(f)} \in \mathcal{F}_i} w_{ij} \epsilon_{ij} \left( t - t_i^{(f)} \right)$$

$$\sum_{i \in \Gamma_j} w_{ij} \epsilon_{ij} \left( t_j - t_i \right) = \sum_{i \in \Gamma_j} w_{ij} \lambda_{ij} \left( t_j - t_i - \Delta_{ij} \right) = \vartheta$$



Figure 9: Shapes of postsynaptic potential (EPSP or IPSP) for computing a weighted sum in temporal coding. Right: Example variation of neuron  $N_j$  membrane potential for computing  $\sum_{i \in \Gamma_j} \alpha_{ij} x_i$  and resulting firing time  $t_j$ . All the delays  $\Delta_{ij}$  have been set equal to  $\Delta$ . Neuron  $N_4$  (third firing) is inhibitory whereas the other three are excitatory. The slopes of the PSPs are modulated by the synaptic efficacies  $w_{ij}$ .

#### Network Topology and Dynamics

 Reviewed models describe single neurons, still need to create networks
 Traditional Architectures

- Use temporal coding to reduce SNN to NN
- Refer to previous slide
- Echo State Networks & Liquid State Machines

### Echo State Networks

- Produce an echo state network
- Sample network training dynamics
- Compute output weights, use any linear regression algorithm
- SNs implemented in ESN outperform traditional ESNs



# Liquid State Machines

- Turns time varying input into a spatiotemporal pattern of activation
- Large number of non-linear activation states
- Activations go into readout neuron(s) (linear discriminate units)



Figure 11: Architecture of a "Liquid State Machine". A continuous stream of values u(.) is injected as input into the liquid filter  $L^M$ . A sufficiently complex excitable "liquid medium" creates, at time t, the *liquid state*  $x^M(t)$ , which is transformed by a memoryless *readout map*  $f^M$  to generate output y(t).

## **Cell Assemblies**

- "A group of neurons with strong mutual excitatory connections."
- Excite one, excite all (many)
- "Grandmother Neural Groups"
- Synfire chain: pool of in-sync neurons
- Transient synchrony
  - Leads to collective sync. event; computational building block, "many variables are cur. ~equal"
- Polychronization
  - "reproducible time-locked but not synchronous firing patterns"

# Learning Rules

# Traditional Methods New SNN Methods



## Applying Traditional Learning Rules to SNN

- Hopfield Networks (Maass & Natschlager)
- Kohonen SOMs (Ruf & Schmitt)
- RBF Networks (Natschlager & Rug)
- ML RBF Networks (Bohte, La Poutre & Kok)
- SNN shown to be universal function

approximaters



encode a real-valued vector X into spike trains

### Hebbian-based Learning

- "When a pre-synaptic neuron repeatedly fires right before a post-synaptic neuron fires, the weight between the two neurons increases."
- Hebbian Properties
  - Synaptic Scaling
  - Synaptic Redistribution
  - Spike-timing dependent synaptic plasticity

# Spike-timing Dependent Synaptic Plasticity (STDP)





# **SNN Learning Theory Models**

- Maximization of mutual information
   BCM model
- Minimization of entropy
  - Minimize the response variability in the postsynaptic neuron given a particular input pattern

# Software & Hardware Implementation

#### • Event-driven Simulation

- Vs. time-driven simulation
- Most of the time neurons aren't firing, so
- Calculate when firing events occur, not what every neuron is doing at every time step
- Delayed firing problem
- Parallel
  - SpikeNET
  - DAMNED simulator

# Applications

#### • Hopfield and Brody, Digit Recognition

- Generalize from small number of examples
- Robust to noise
- Uses temporal integration of transient synchrony
- Time warp invariant
- A set of neurons fire synchronously to a particular input (transient synchrony)

• Many examples in

- Speech processing
- Computer Vision

### Discussion

#### Spiking Neuron Networks

- Biologically motivated
- Computationally difficult without simplification
- Traditional learning rules don't take advantage of timing sequencing
- New learning rules will have to be forthcoming before SNN show their potential