

δ Multiplexed Gradient Descent: Perturbative Learning with Astrocytes

Nick Skuda¹, Ryan O'Loughlin^{1,2}, Bakhrom Oripov¹, Noah Chongsiriwatan³, Ian Whitehouse³, Wolfgang Losert³, Bradley Hayes², Adam McCaughan¹, Sonia Buckley¹

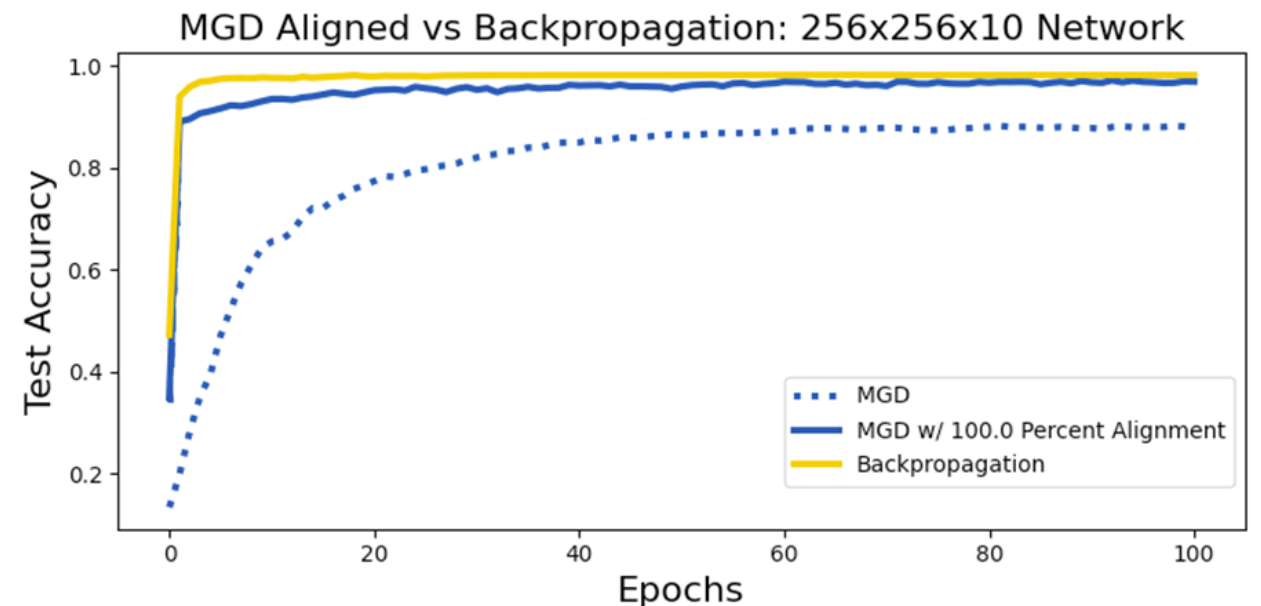
1 National Institute of Standards and Technology

2 University of Colorado Boulder

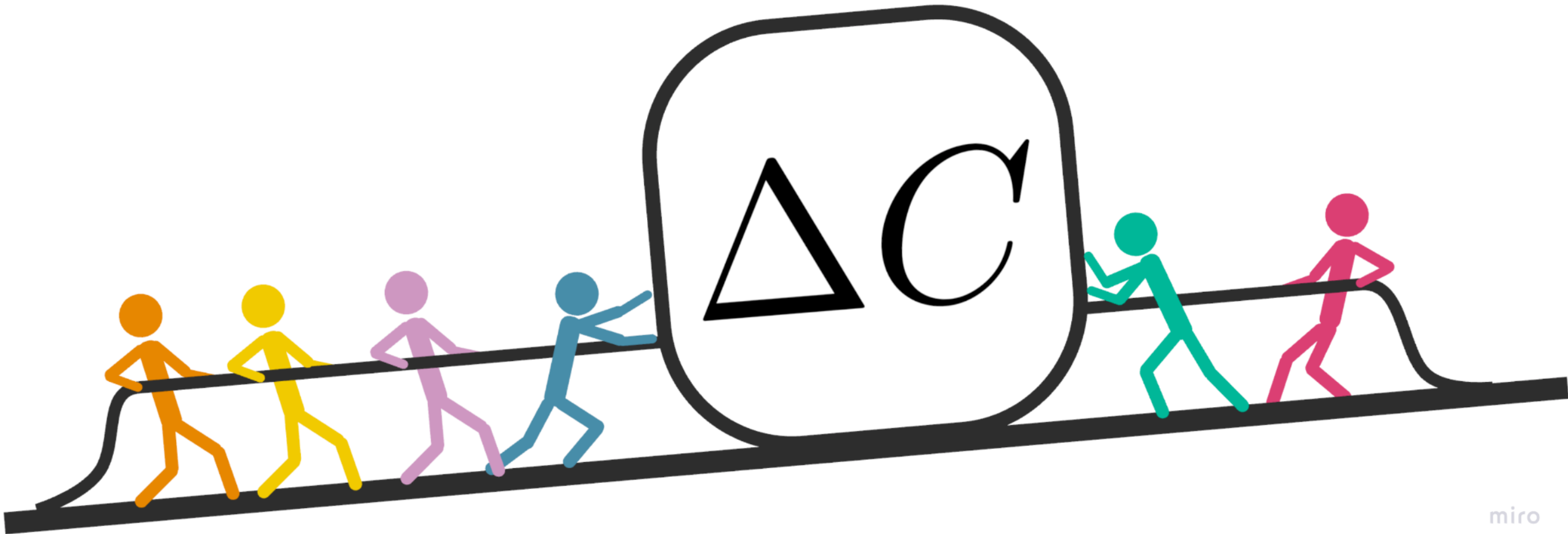
3 University of Maryland

Improving Hardware Friendly Training

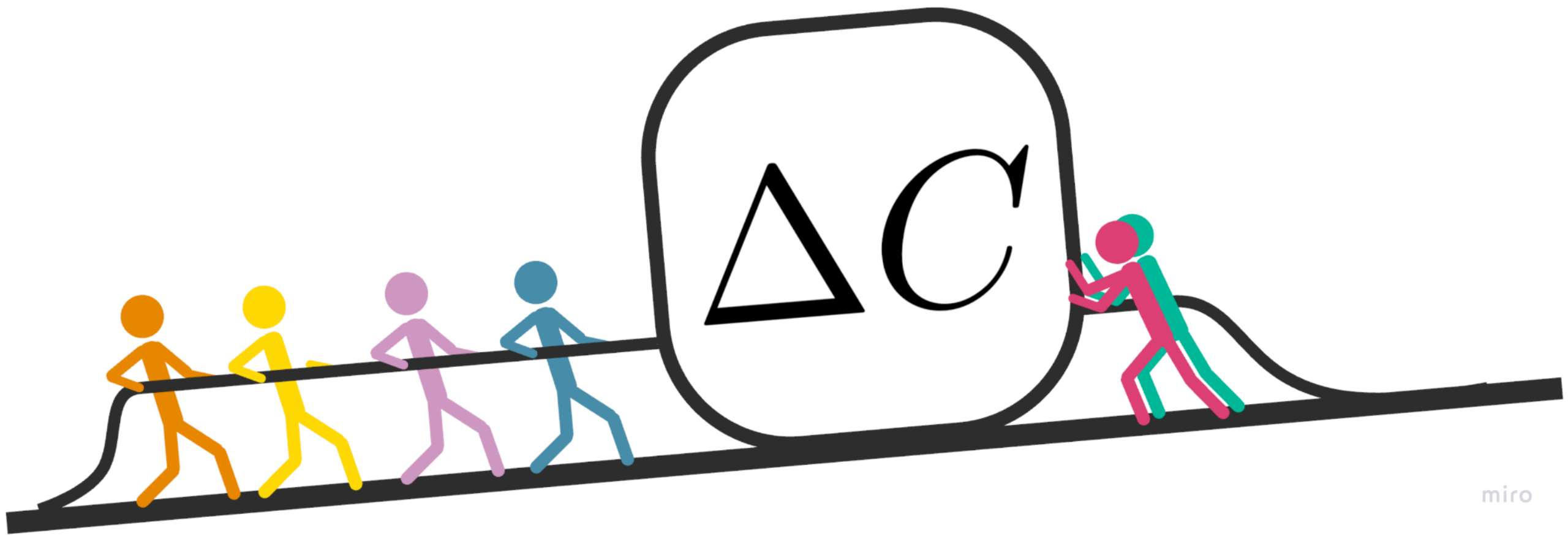
- Neuromorphic hardware is important for better efficiency
- Hardware based training is challenging
- Perturbative algorithms like SPSA or MGD are hardware friendly
 - It'd be good if faster (iterations)
- 60x Speedup in iterations



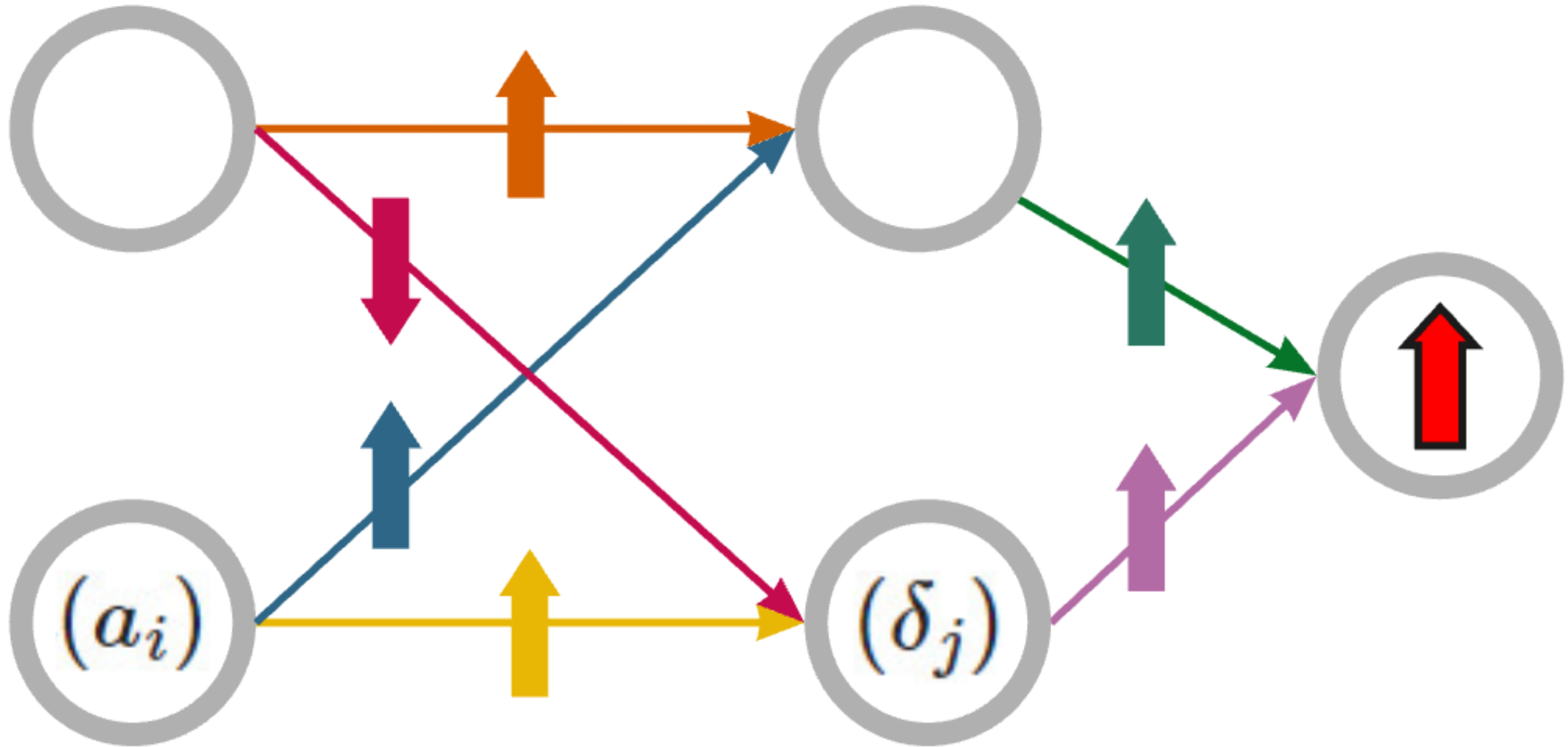
MGD w/ Random Perturbations



MGD w/ Aligned Direction Perturbations

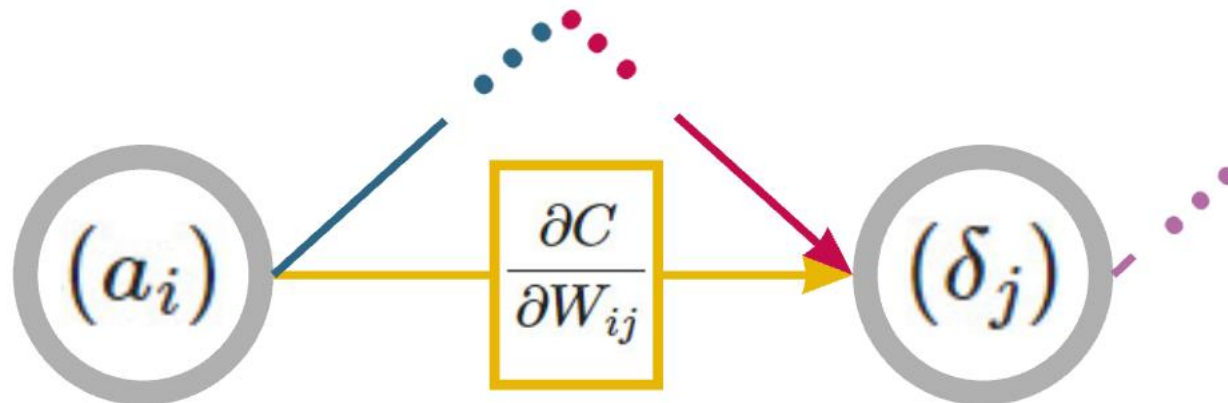


How to get correct signs?



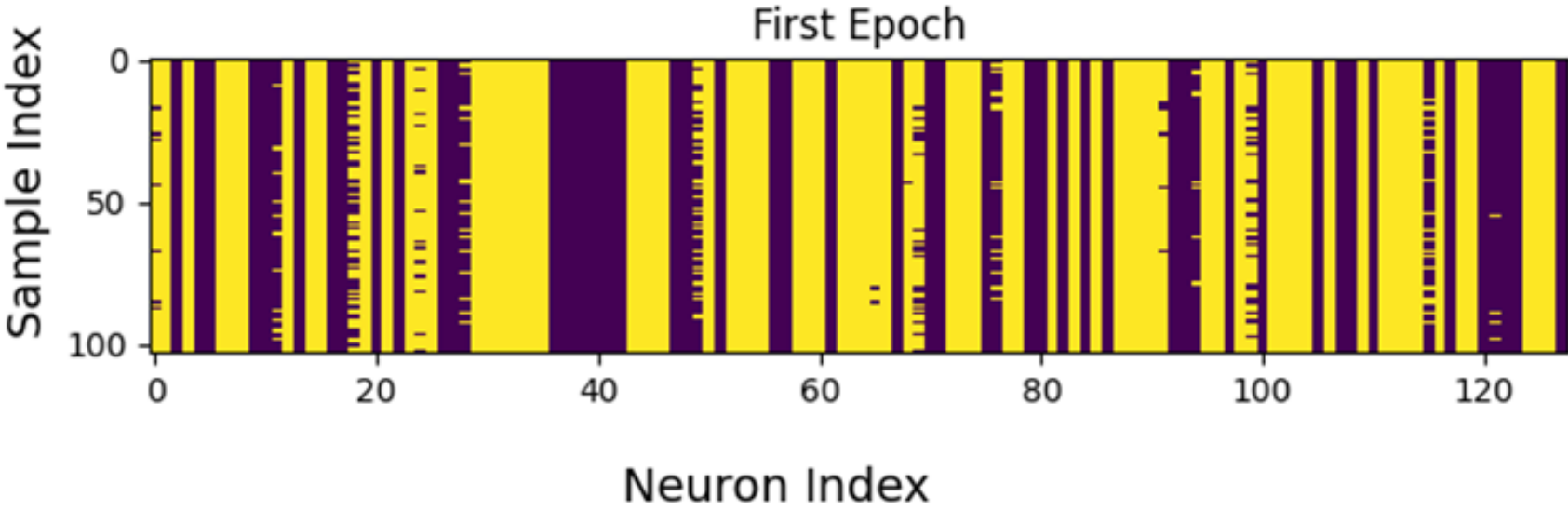
Neuron Bias Gradient Estimation

- Would like correct signs
 - If know activations from one layer
 - and bias gradient from next layer
 - can get a good guess of direction
- Know activations locally for free
- Without backprop how to get those bias gradients?
 - And ideally not estimate constantly

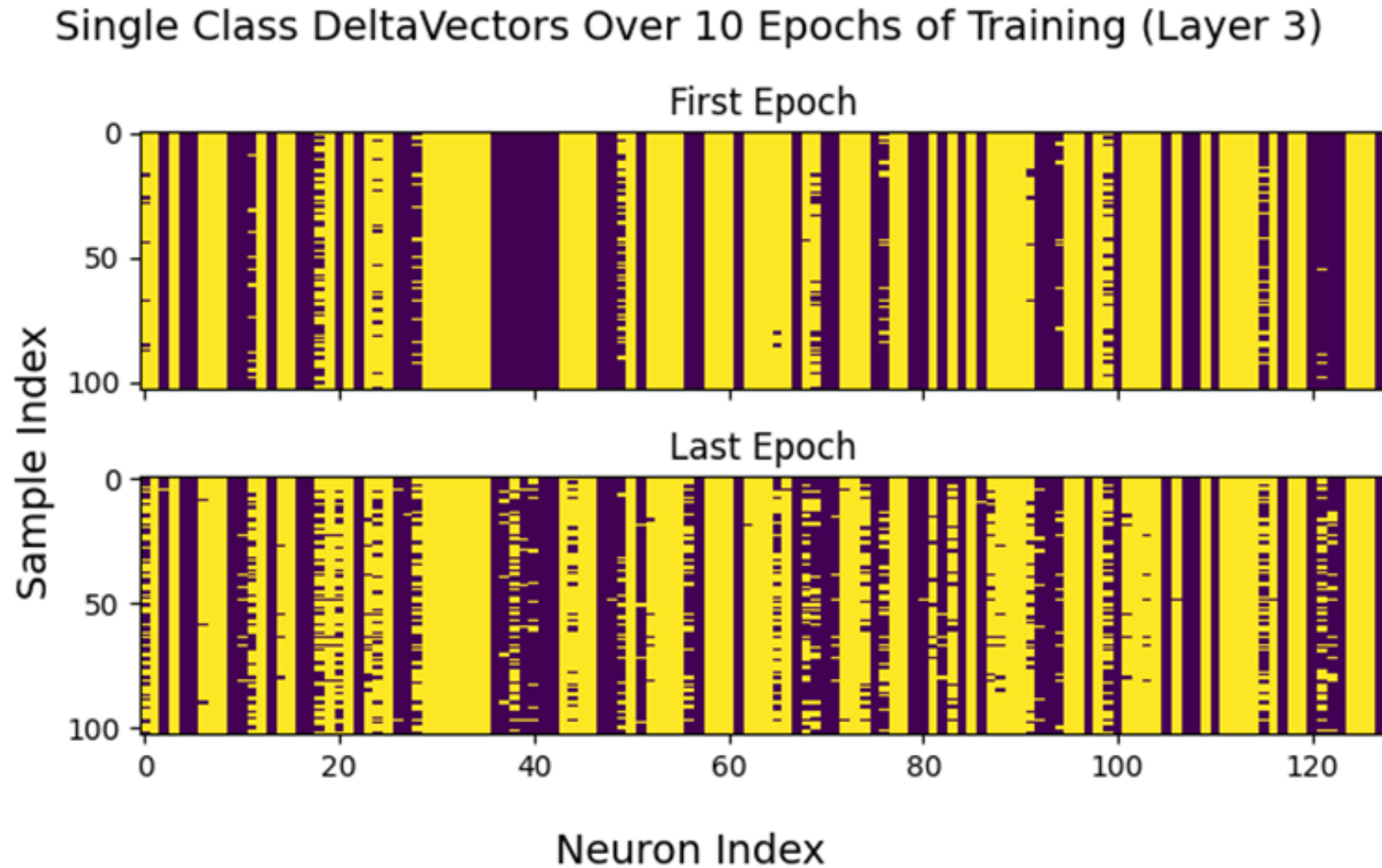


How to get correct signs? Estimate from class

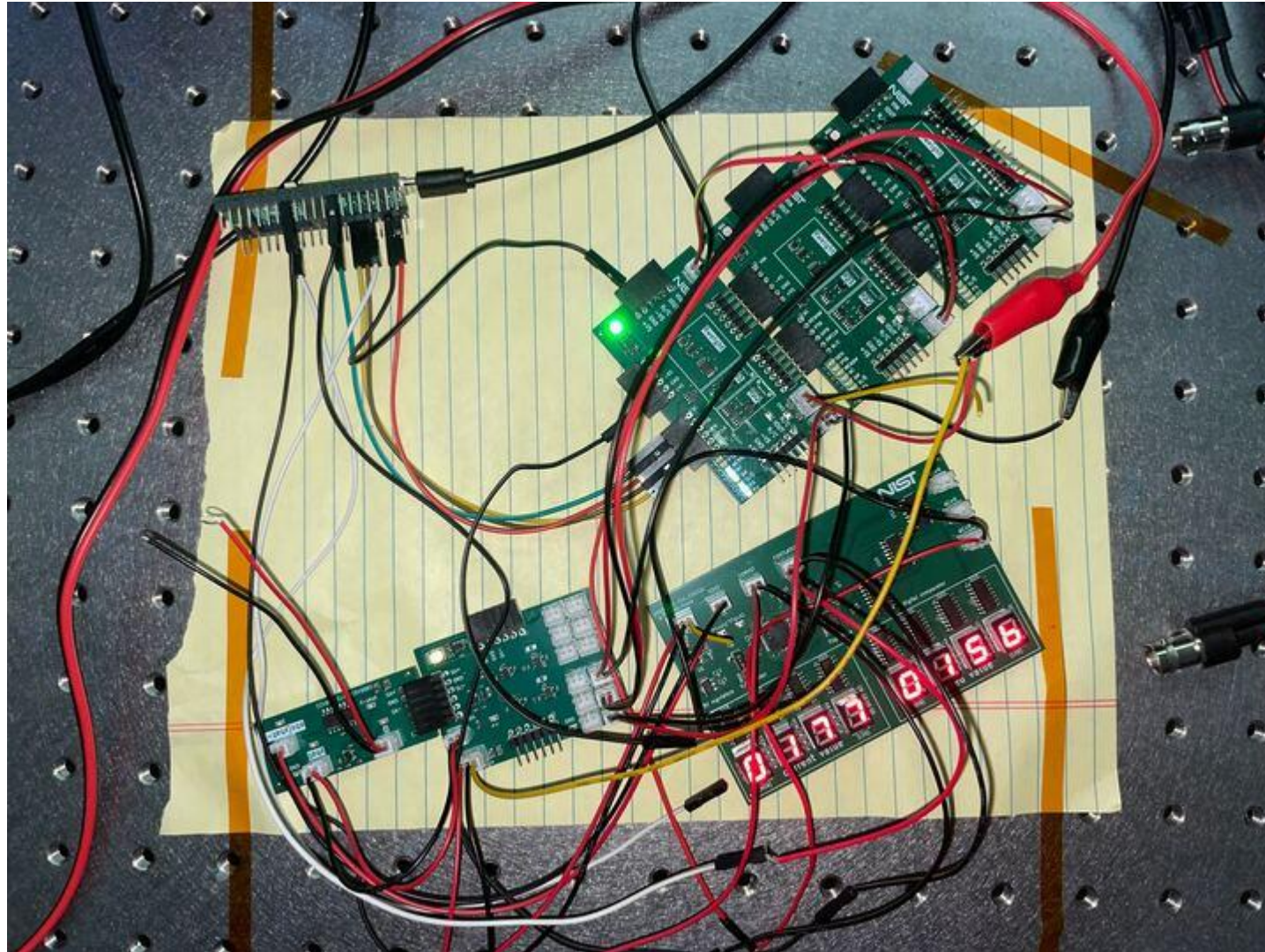
Single Class DeltaVectors Over 1 Epoch of Training (Layer 3)



How to keep correct signs? Rare updates

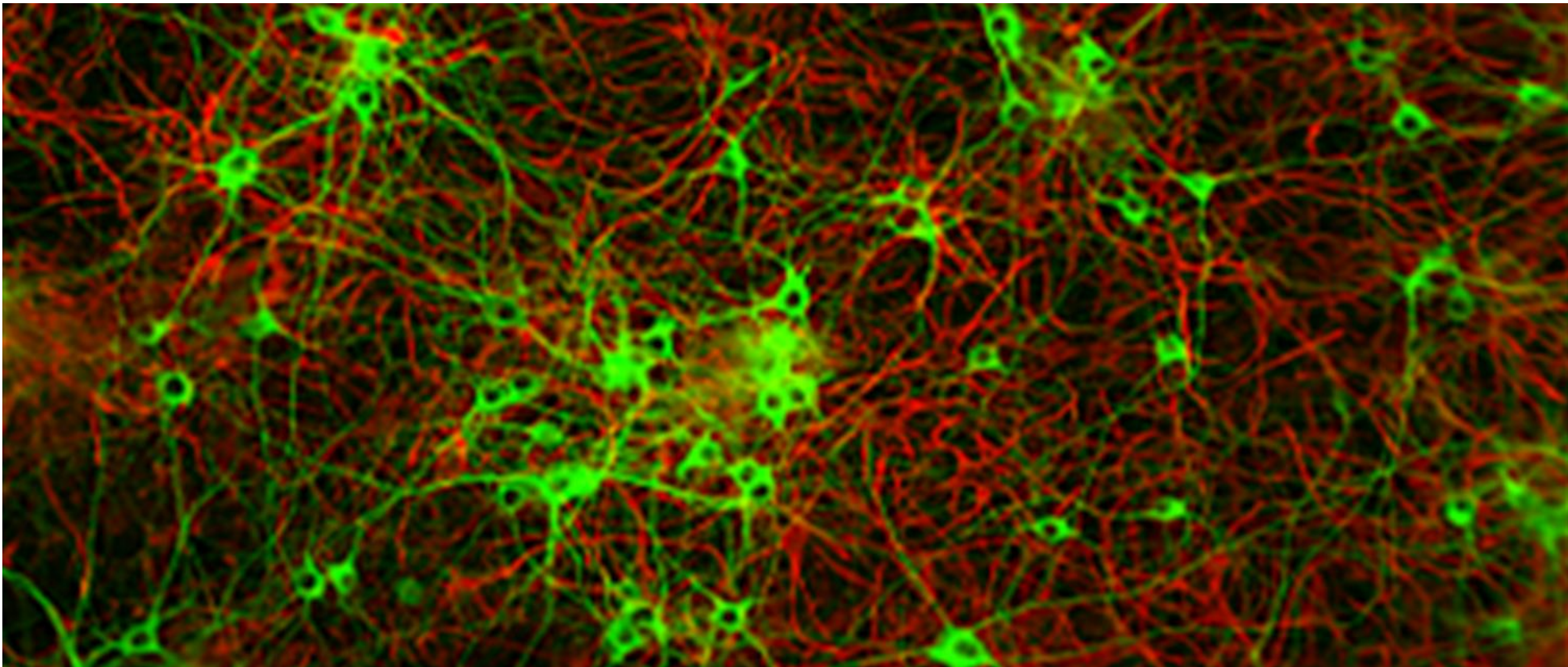


How can we do this in hardware?



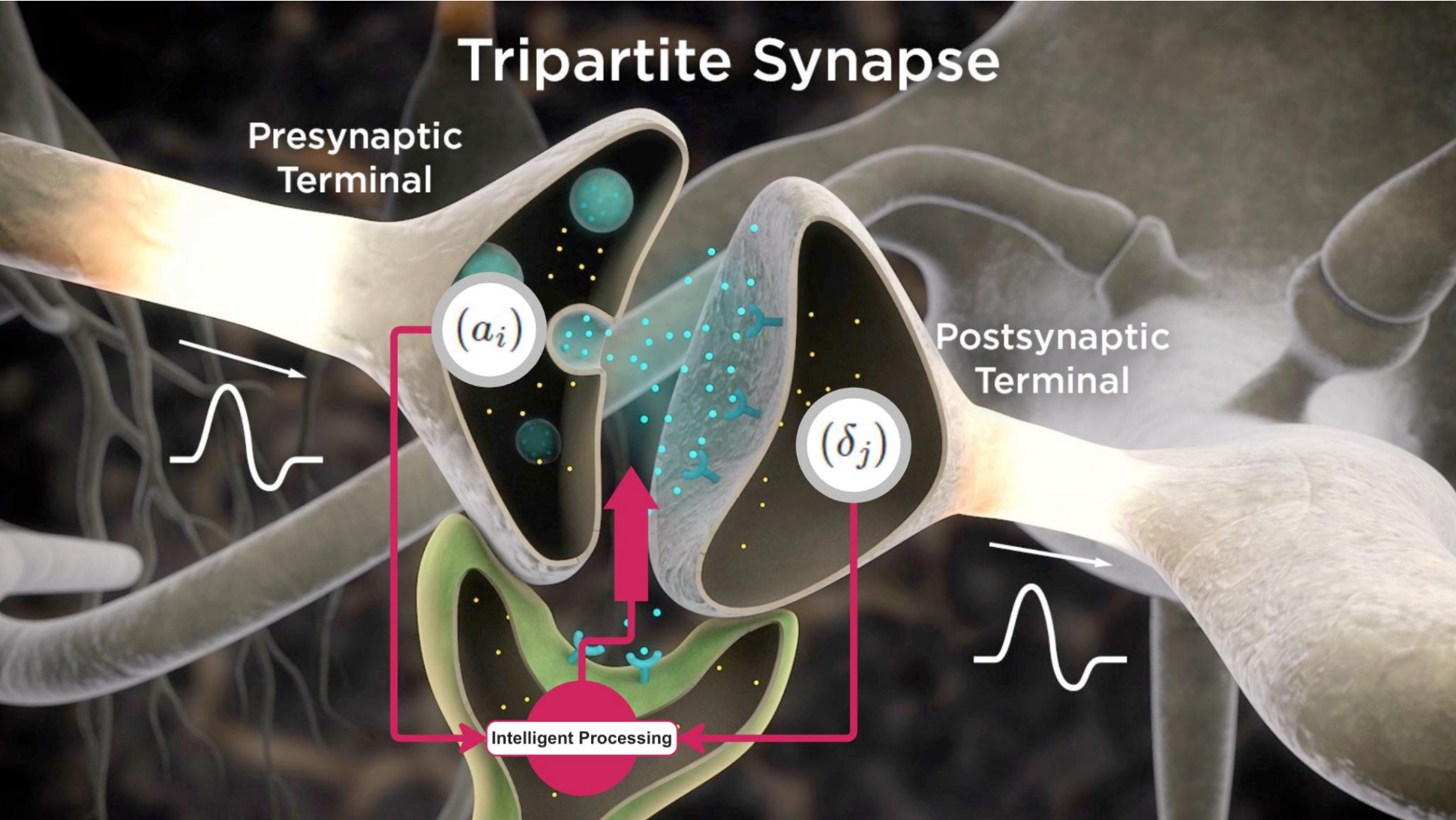
How can we do this in hardware?

Brain Inspiration!



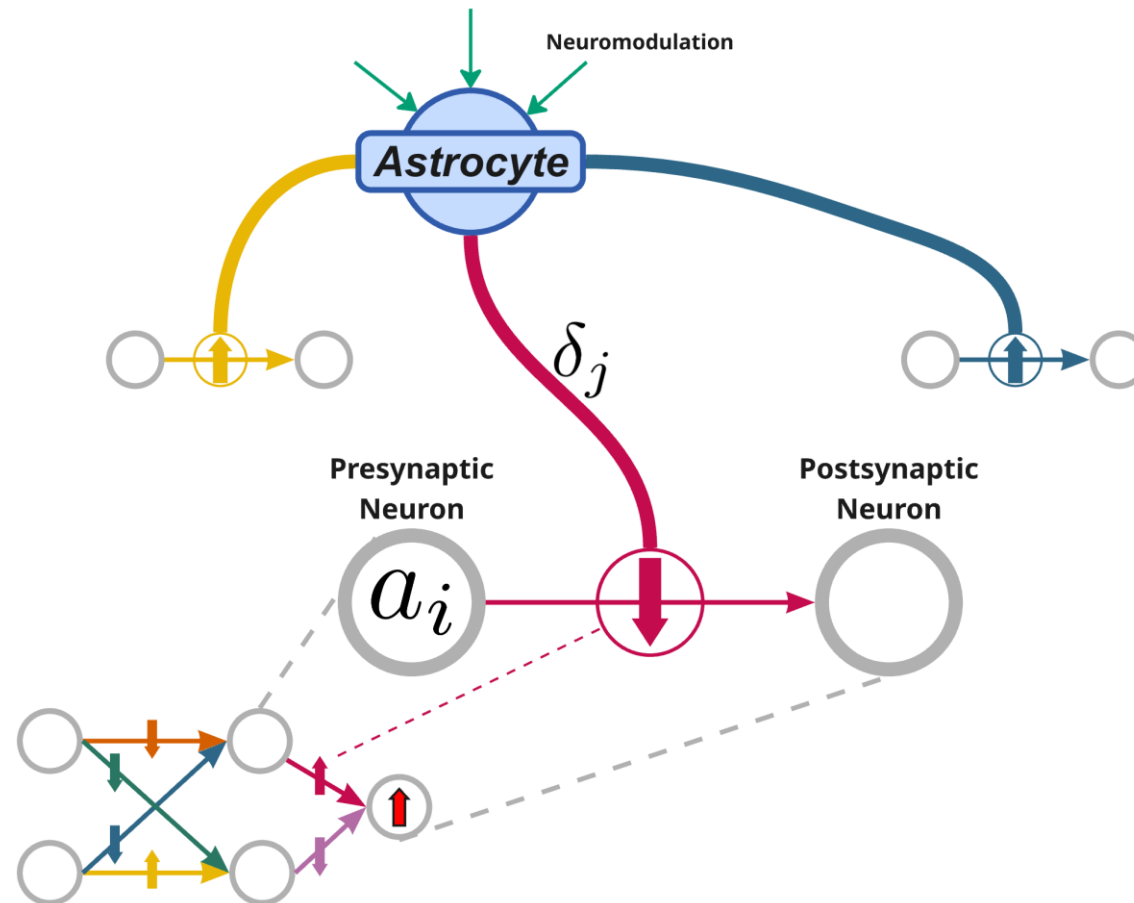
Red astrocytes, green neurons. Credit: Losert Lab Biocomputing Team

Astrocytes

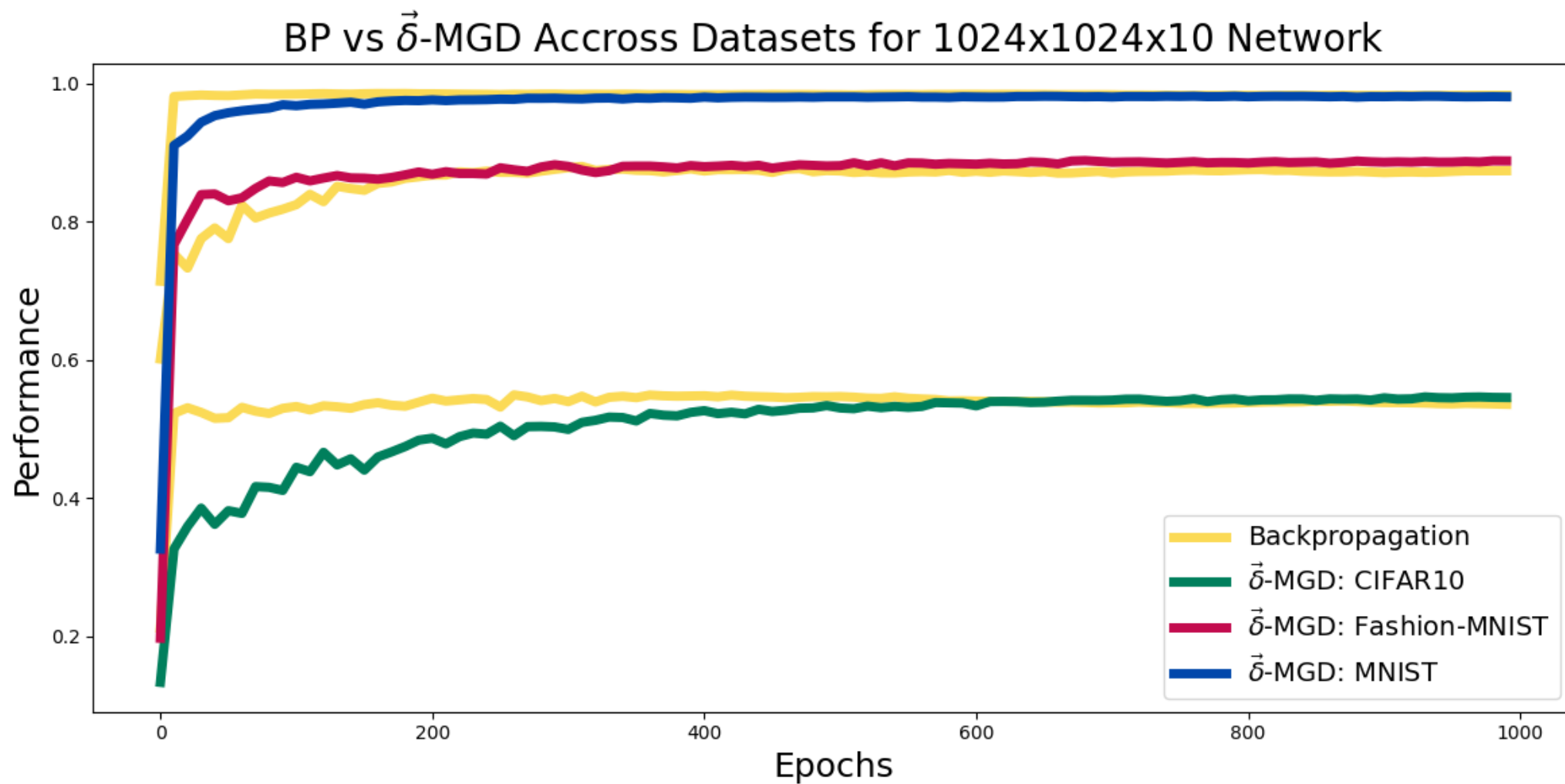


Astro-inspired δ Subnetworks

Astrocytic Model for Driving Perturbation



DNN Results



Questions?

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