

# Spiking Control Systems

*Reconciling physics and algorithmics ?*

Rodolphe Sepulchre  
"Jacques Morgenstern" Colloquium  
Nice, October 2024

**KU LEUVEN**



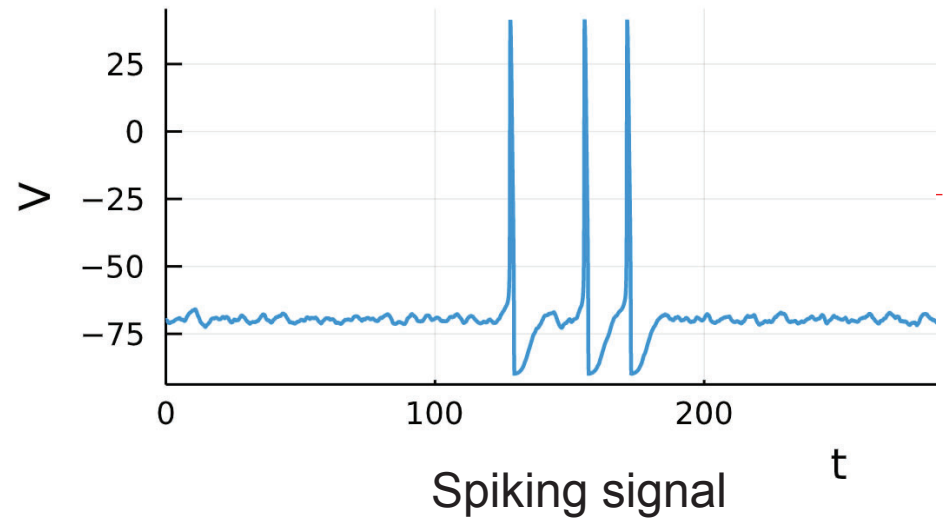
UNIVERSITY OF  
CAMBRIDGE

# Spiking intelligence



Bit stream

Substrate of machine intelligence



Substrate of animal intelligence

Does it matter ?

# Spiking technology

## Science & technology

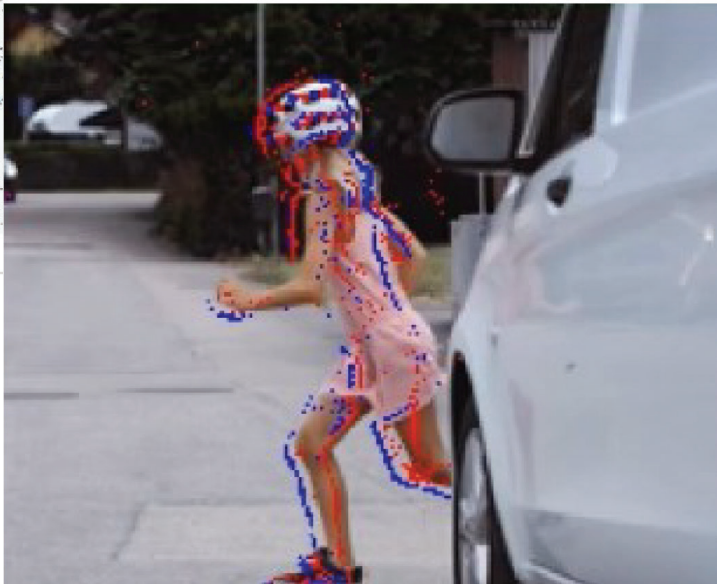
Photography

### A new type of camera

It could prove invaluable for robots, drones and driverless cars



Jan 26th 2022



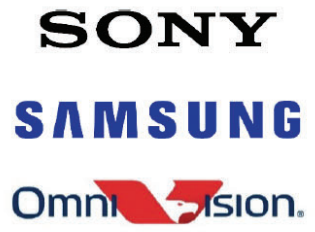
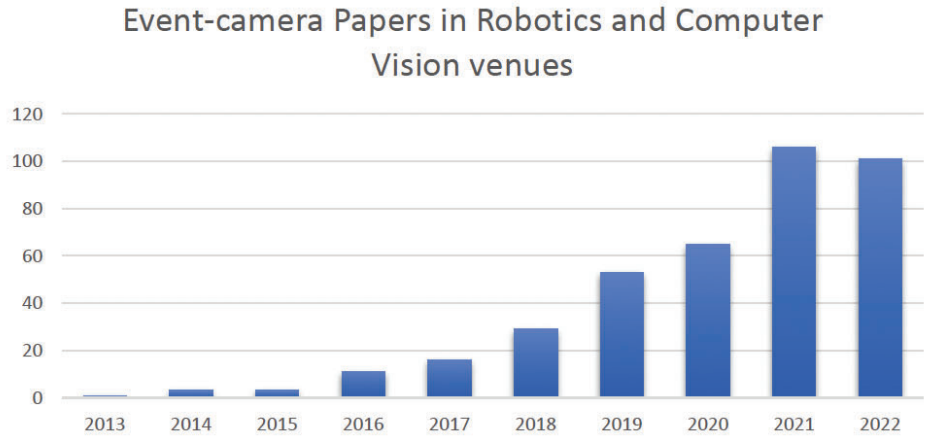
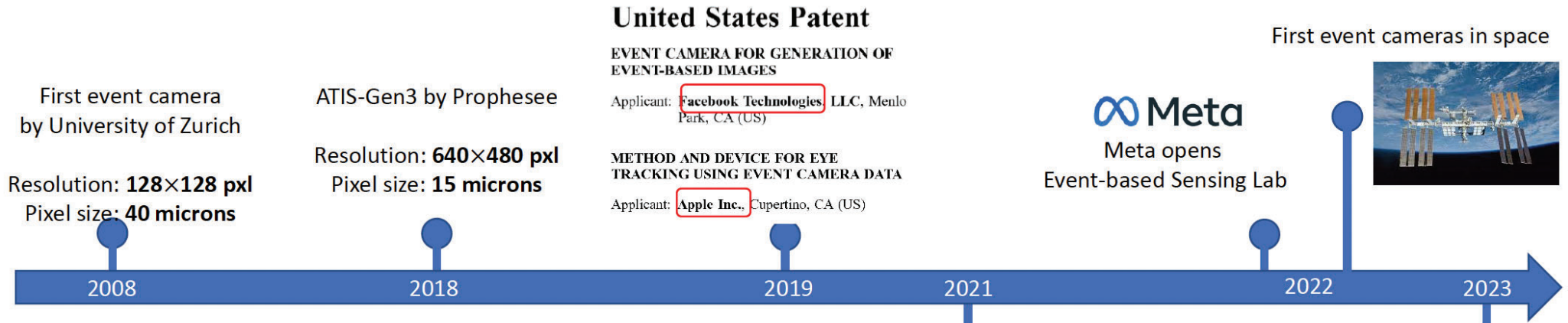
University of Zurich, Switzerland

new medium to preserve an  
over the years from plates

*Gehrig, Scaramuzza, Low Latency Automotive Vision with Event Cameras, Nature, 2024*



# The Evolution of Event Cameras



First Full-HD event sensors:  
Resolution: **1280×720 pxl**  
Pixel size: **5 microns**





# Spiking Neural Networks

Perspective

## Towards spike-based machine intelligence with neuromorphic computing

<https://doi.org/10.1038/s41586-019-1677-2>

Kaushik Roy<sup>1\*</sup>, Akhilesh Jaiswal<sup>1</sup> & Priyadarshini Panda<sup>1</sup>

Received: 23 July 2018



## Spiking Neural Networks: The next “Big Thing” in AI?



Dean S Horak · Follow

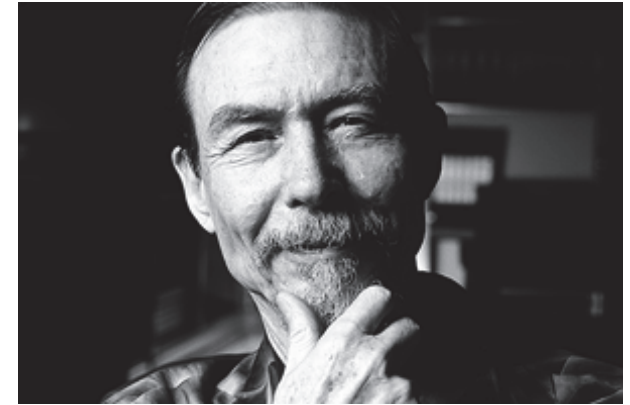
7 min read · Feb 22, 2024

“For the first time, we are seeing a quantitative picture emerge that validates this promise. Together, with our research partners, we plan to build on these insights to enable wide-ranging disruptive commercial applications for this nascent technology.”

—Mike Davies

Director of Intel's Neuromorphic Computing Lab

An early prediction of  
the bottleneck of  
digital technology...



# Neuromorphic Electronic Systems

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CARVER MEAD

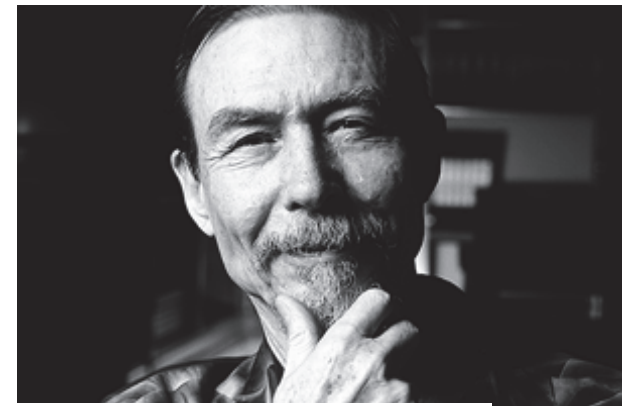
*Invited Paper*

(IEEE Proceedings, 1990)

*Biological information-processing systems operate on completely different principles from those with which most engineers are familiar. For many problems, particularly those in which the input data are ill-conditioned and the computation can be specified in a relative manner, biological solutions are many orders of magnitude more effective than those we have been able to implement using digital methods. This advantage can be attributed principally to the use of elementary physical phenomena as computational primitives, and to the organization of information processing*

*does. We have seen that the cost of computation does not begin to do the work performed by the brains of insects to the point where it is easy. Multiplying*

# A radical proposal



# Neuromorphic Electronic Systems

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CARVER MEAD

*Invited Paper*

~~Clocks~~

Events

~~Bits~~

Spikes

technology: make the transistor a *mixed* device  
(by exploiting its analog range)

# Digital computation: a broken model ?

ENERGY

## The Environmental Impact of ChatGPT: A Call for Sustainable Practices In AI Development

BY SOPHIE

GLOBAL COMMONS

APR 28TH 2023

4 MINS

## Cybercrime To Cost The World \$9.5 Trillion USD Annually In 2024



Cybersecurity Facts, Figures, Predictions and Statistics [Sponsored by eSentire](#)

- [Steve Morgan](#), Editor-in-Chief

Sausalito, Calif. - Oct. 25, 2023 / [Press Release](#)

Cybercrime is predicted to cost the world \$9.5 trillion USD in 2024, according to Cybersecurity Ventures. If it were measured as a country, then cybercrime would be the world's third largest economy after the U.S. and China. [Download the Report](#)



May 13, 2021

12:45 PM CEST

Last Updated a month ago

## Factbox: How big is Bitcoin's carbon footprint?

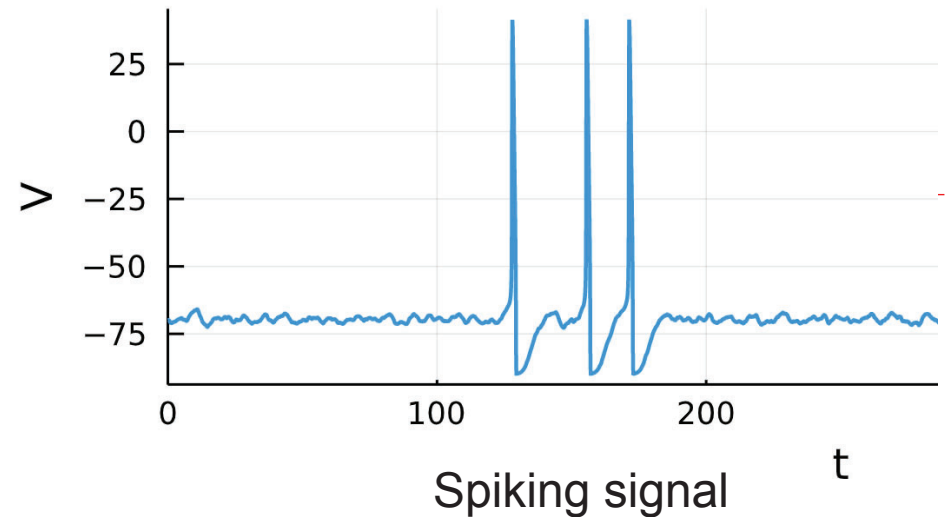


# Spiking intelligence: a control problem ?



Bit stream

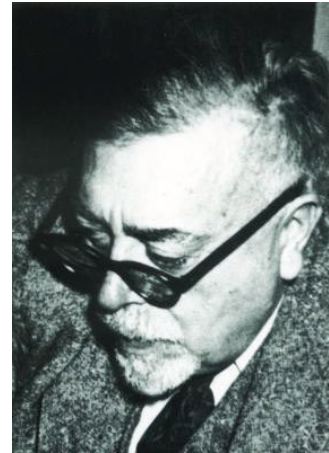
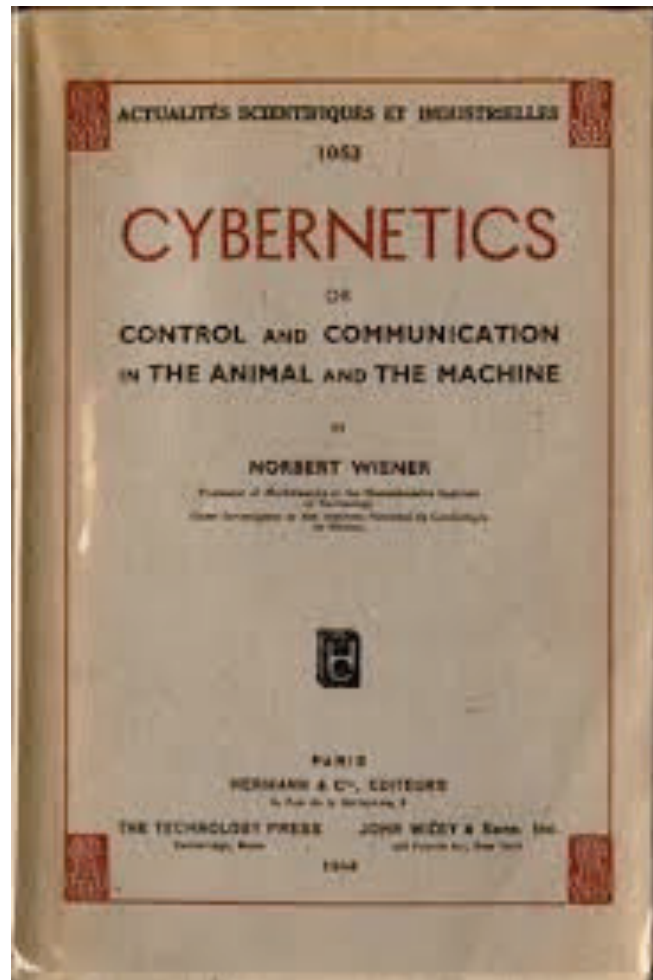
Substrate of machine intelligence



Substrate of animal intelligence

What makes it a *control* question ?

# Animal vs Machine Intelligence: the central question of cybernetics



We have decided to call the entire field of control and communication theory, whether in the machine or in the animal, by the name *Cybernetics*, which we form from the Greek κυβερνήτης or *steersman*. In choosing this term, we wish to recognize that the first significant paper on feedback mechanisms is an article on governors, which was published by Clerk Maxwell in 1868, and that *governor* is derived from a Latin corruption of κυβερνήτης.<sup>1</sup>

—NORBERT WIENER

# Adaptation



# Computation



A laptop computer resembles the human brain in volume and power use—but it is stupid. Deep Blue, the IBM supercomputer that crushed Grandmaster Garry Kasparov at chess, is 100,000 times larger and draws 100,000 times more power (figure I.1). Yet, despite Deep Blue's excellence at chess, it too is stupid, the electronic equivalent of an idiot savant. The computer operates at the speed of light whereas the brain is slow. So, wherein lies the brain's advantage? Principles of Neural Design, Sterling & Laughlin, MIT Press, 2017





# Control system

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From Wikipedia, the free encyclopedia

*For other uses, see [Control system \(disambiguation\)](#).*

A **control system** manages, commands, directs, or regulates the behavior of other devices or systems using [control loops](#). It can range from a single home heating controller using a [thermostat](#) controlling a domestic boiler to large [industrial control systems](#) which are used for controlling [processes](#) or machines.

For continuously modulated control, a [feedback controller](#) is used to automatically control a process or operation. The control system compares the value or status of the [process variable](#) (PV) being controlled with the desired value or [setpoint](#) (SP), and applies the difference as a control signal to bring the process variable output of the plant to the same value as the setpoint.

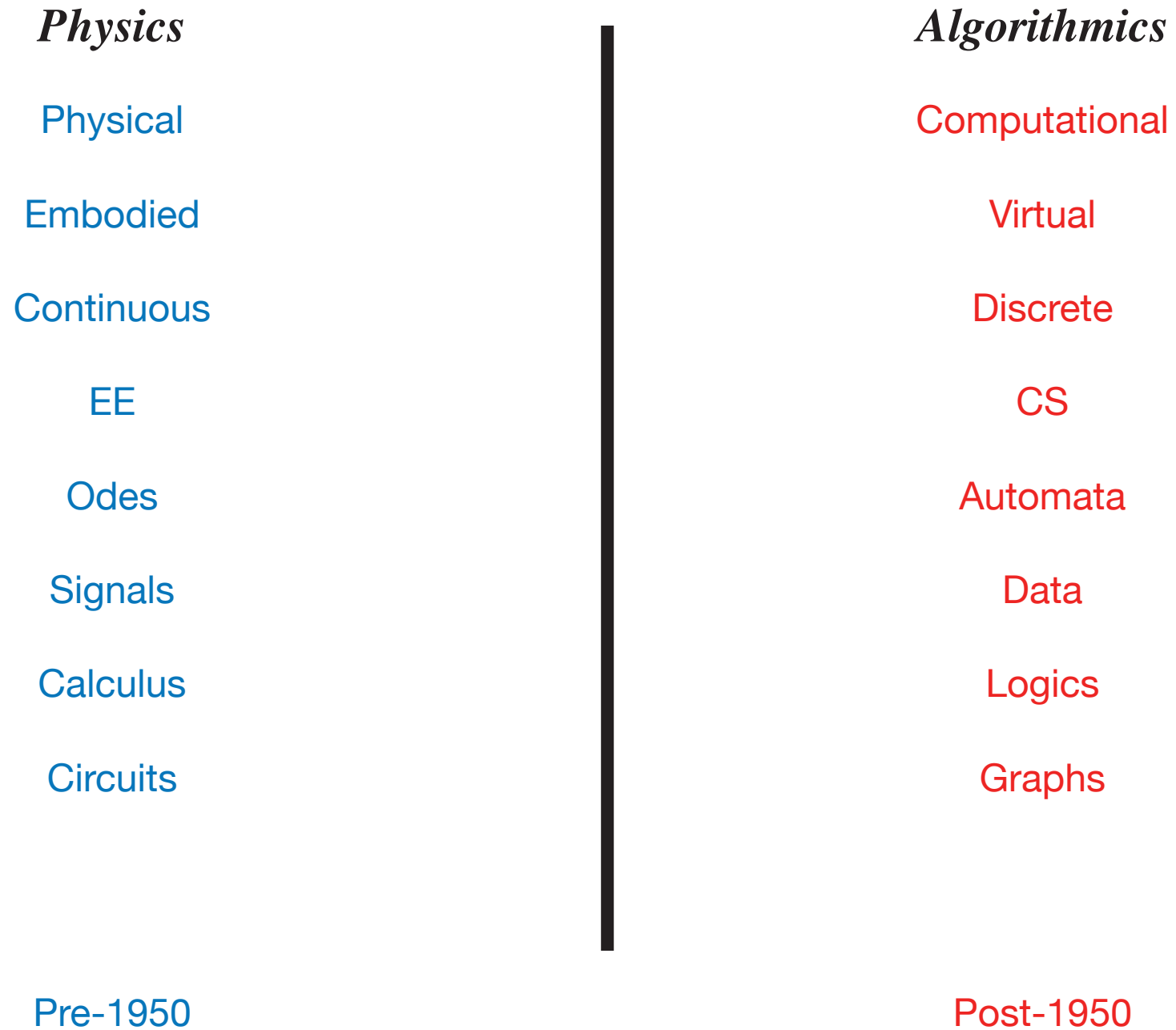
For [sequential](#) and [combinational logic](#), [software logic](#), such as in a [programmable logic controller](#), is used.

Choose your world: physics OR algorithmics

*Different courses, different languages, distinct worlds ...*



# The AI gap



# Reconciling physics and algorithmics

## *Physics*

continuous

physical

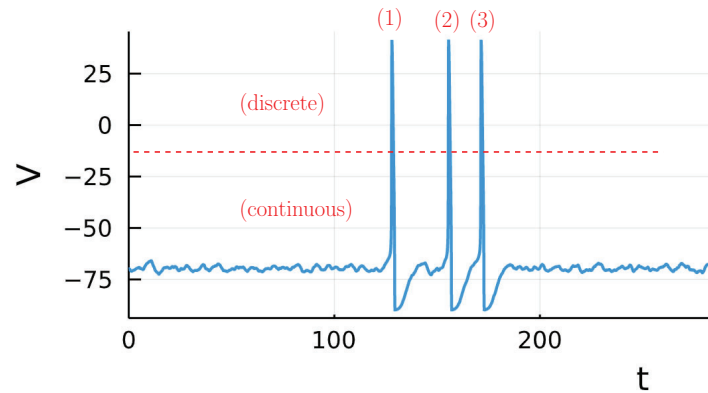
regulation

adaptation



*adaptive but unreliable*

## *Neuromorphics*



(a) The Dynamic Vision Sensor (DVS).

*adaptive and reliable*

## *Algorithmics*

discrete

computational

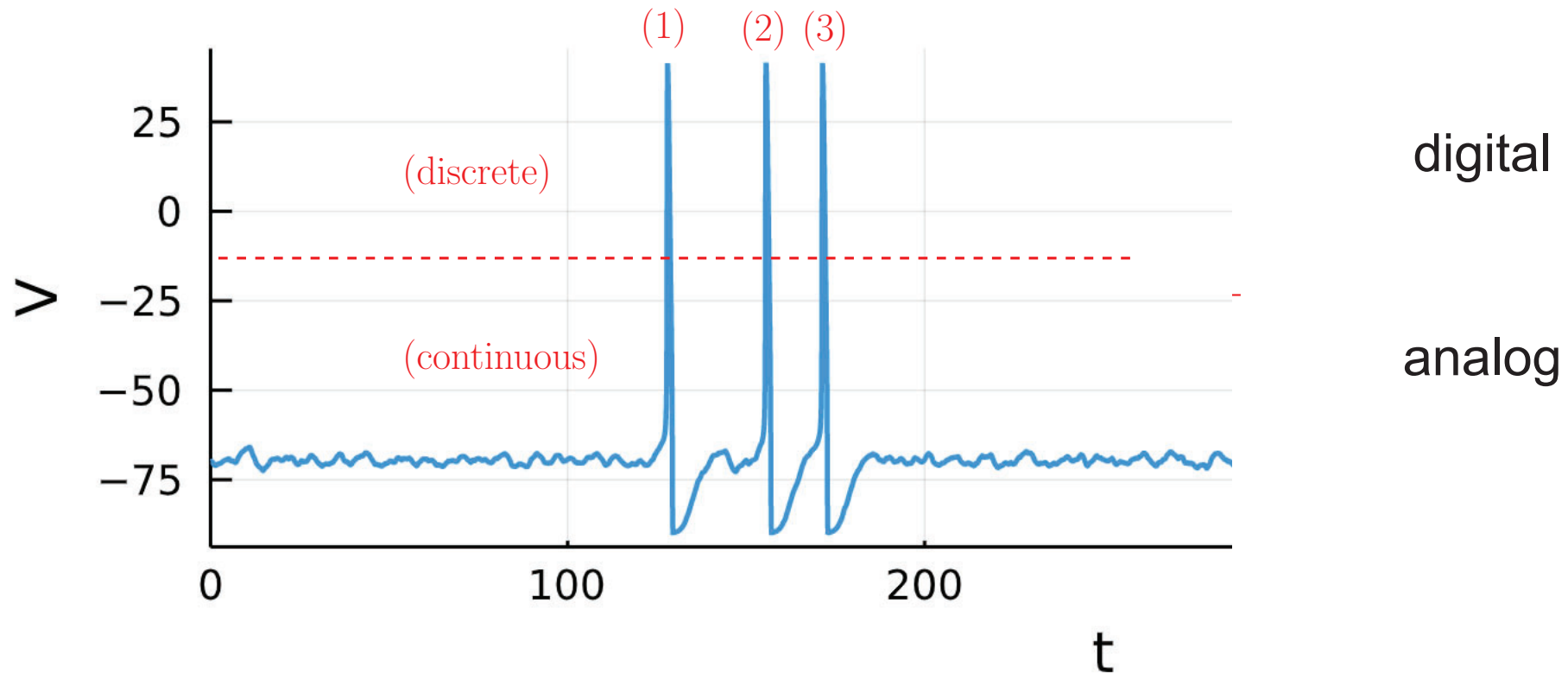
automation

decision-making



*reliable but inefficient*

# Spiking signals and systems

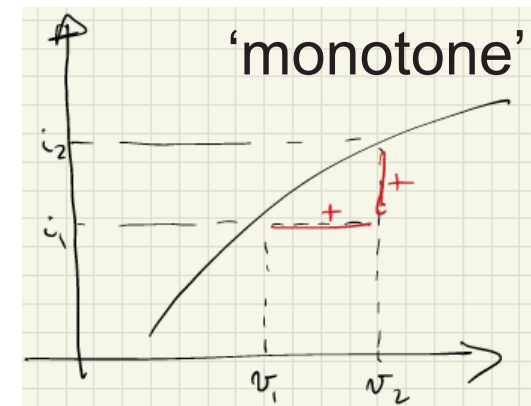
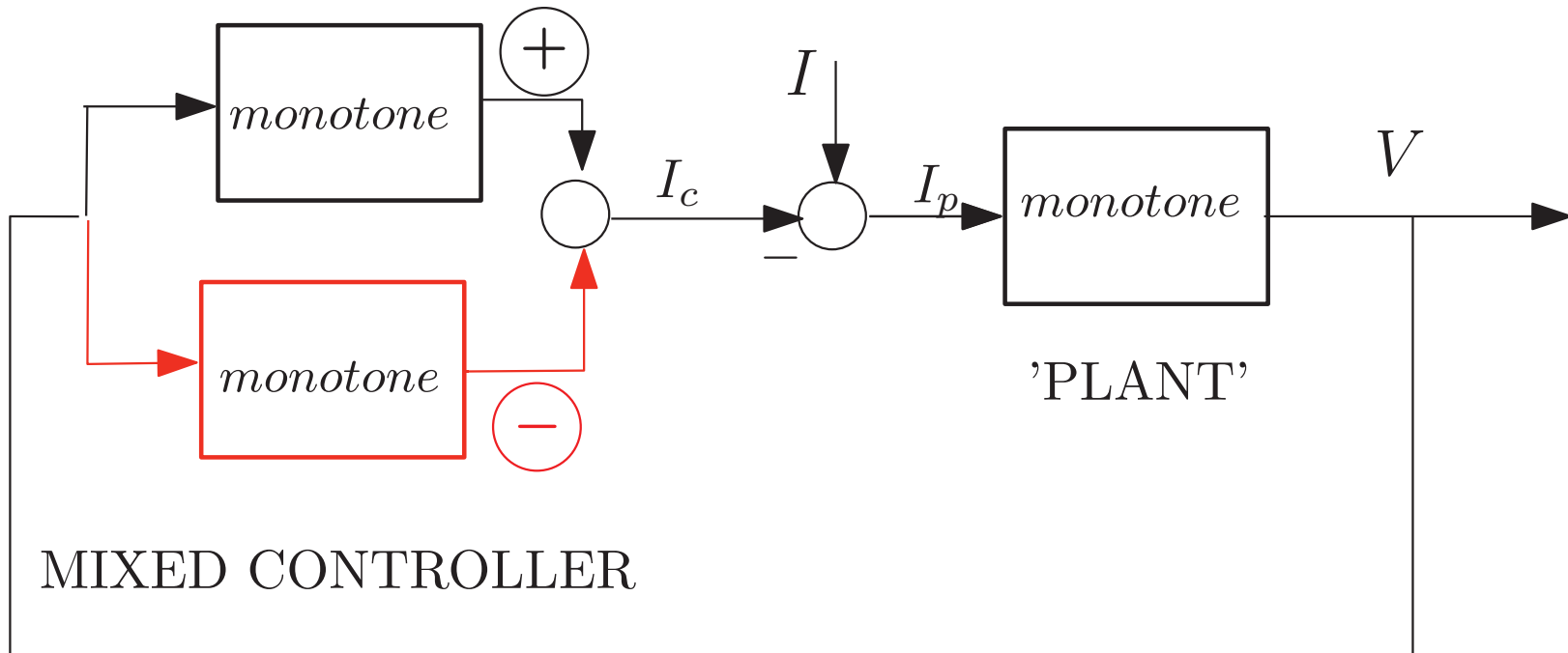


Do we have a theory for

computing / processing / controlling

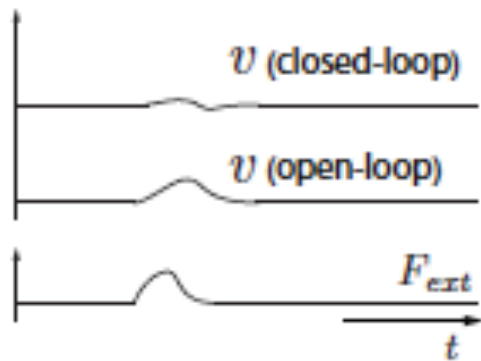
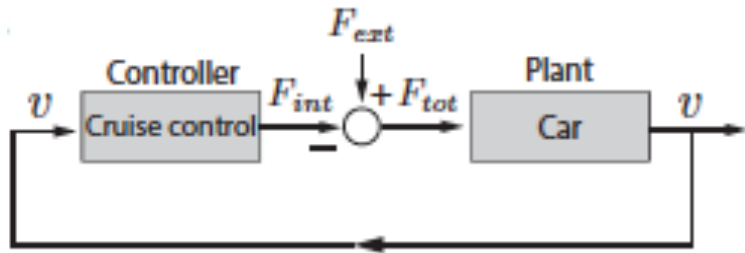
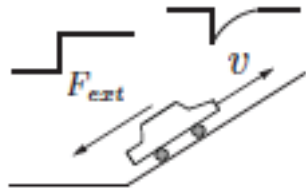
with *spiking* signals ?

# A mixed feedback principle

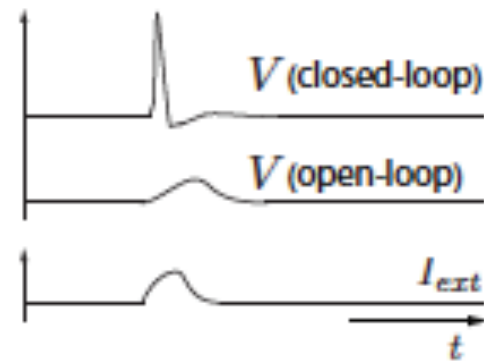
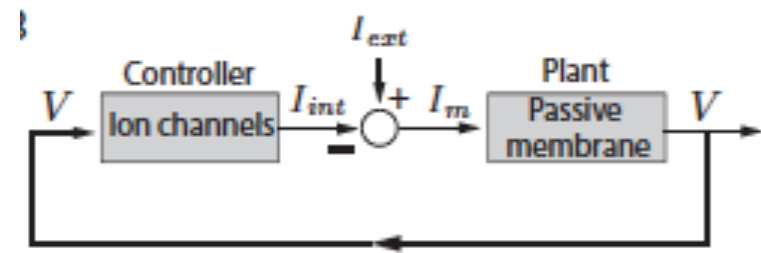
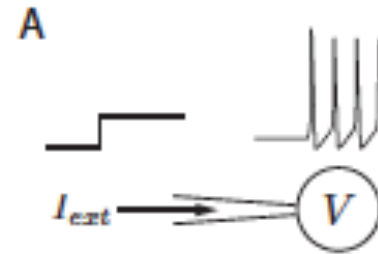




# Classical control vs mixed control

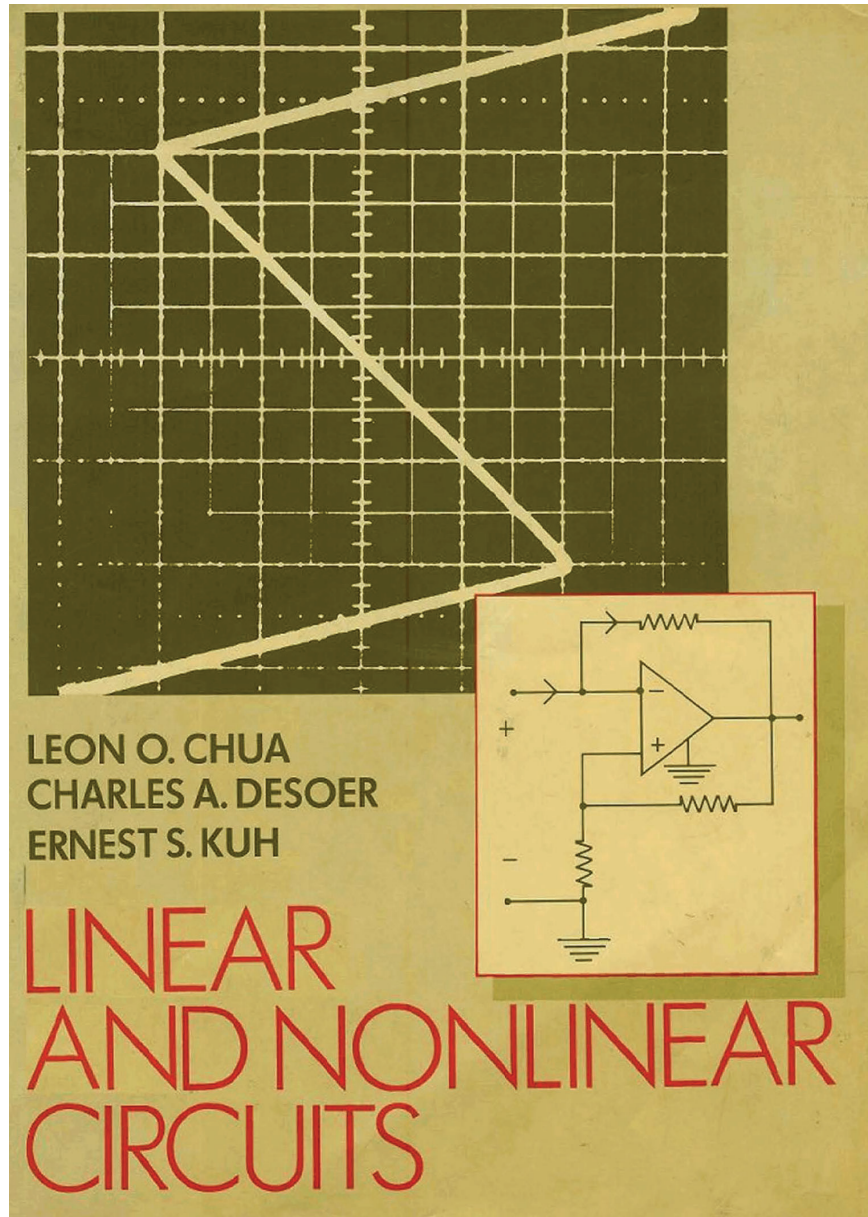


monotone controller (“lead-lag”)  
*reduces* sensitivity



mixed-monotone controller  
*shapes* ultra-sensitivity

# The mixed feedback amplifier



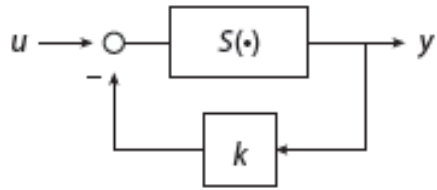
The fundamental device  
for switches and oscillations  
in the pre-digital age

(1988)

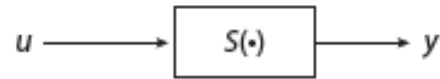
# Why do we care ?

(Tedx Talk, 2014,  
Annual Reviews 2018)

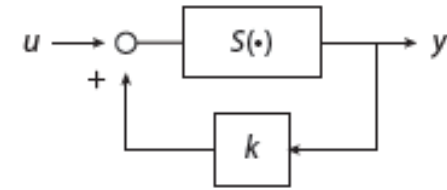
## a Negative feedback



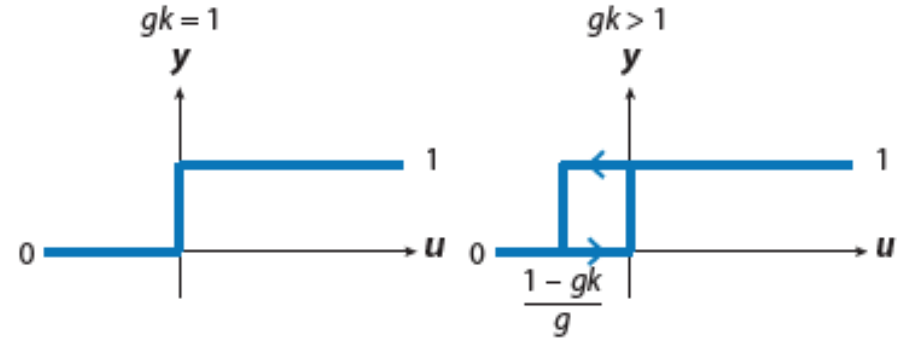
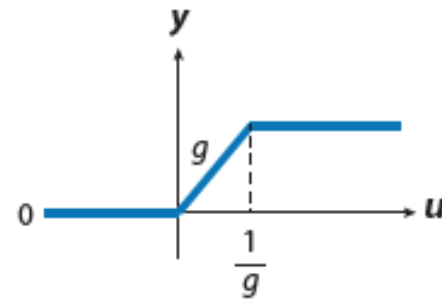
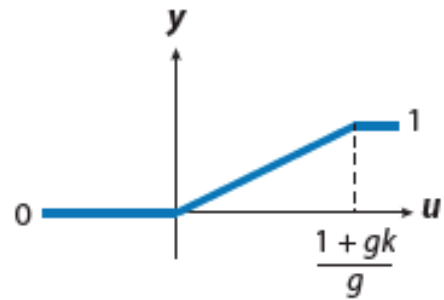
## Open loop



## Positive feedback



## b



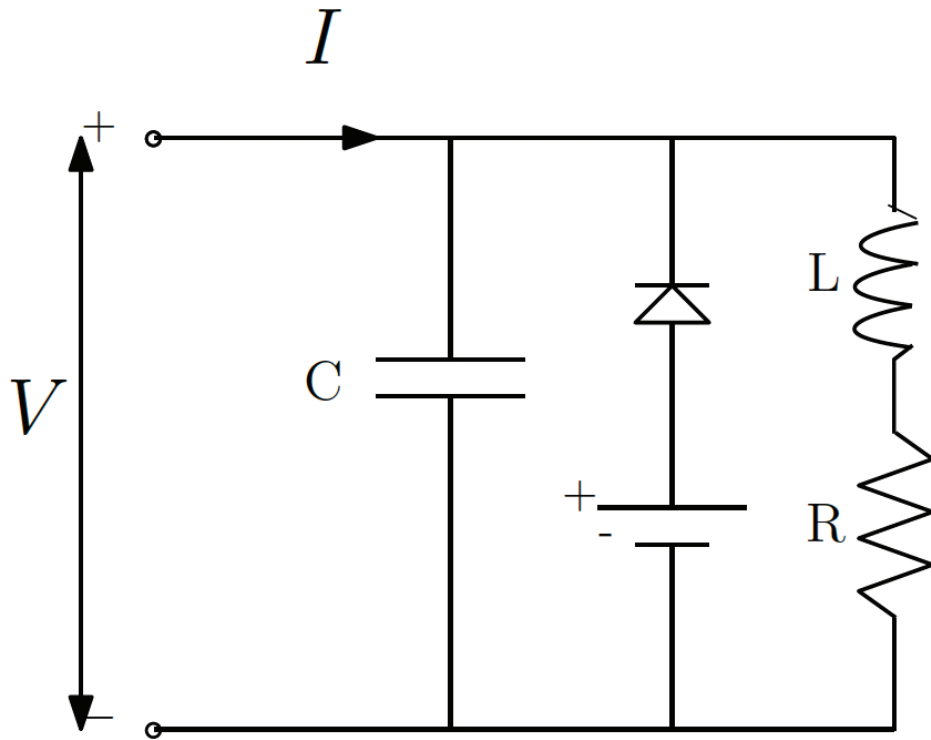
analog  
tuning  
processing



digital  
switching  
memory

Mixed feedback acknowledges the mixed nature of spiking

# Fitzhugh Nagumo circuit



$$\begin{aligned} C\dot{V} &= kV - \frac{V^3}{3} - I_L + I_{ext} \\ L\dot{I}_L &= -I_L + RV \end{aligned}$$

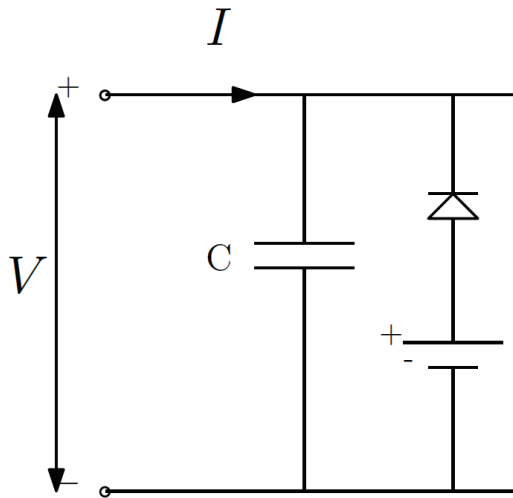
A circuit that reproduces the mechanism of nerve impulse:

R. FitzHugh, "Impulses and physiological states in theoretical models of nerve membrane," *Biophysical journal*, vol. 1, no. 6, p. 445, 1961.

J. Nagumo, S. Arimoto, and S. Yoshizawa, "An active pulse transmission line simulating nerve axon," *Proceedings of the IRE*, vol. 50, no. 10, pp. 2061–2070, 1962.

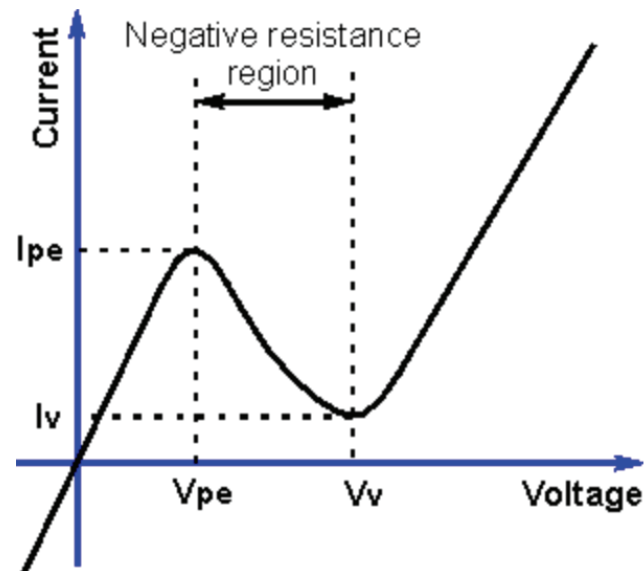
Referred to as "Bonhoeffer-van der Pol model" by FitzHugh after Van der Pol (1926).

# The memory of FN circuit

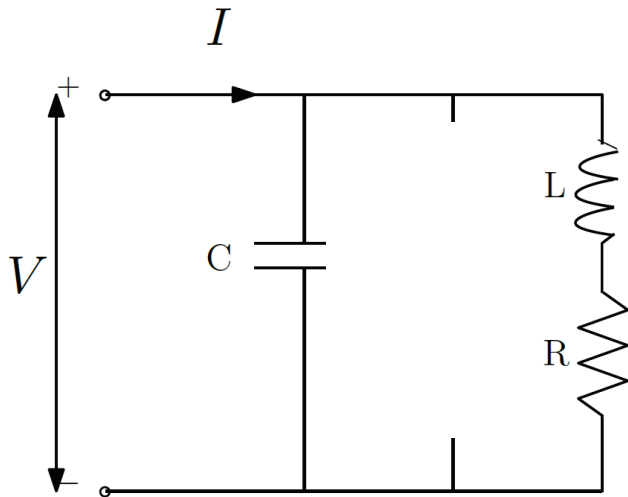


$$C\dot{V} = kV - \frac{V^3}{3} + I_{ext}$$

For a range of constant current, bistable memory made of a capacitor (physical storage) and a negative resistance device



# The fading memory of FN circuit



$$C\dot{V} = -I_L + I_{ext}$$
$$L\dot{I}_L = -I_L + RV$$

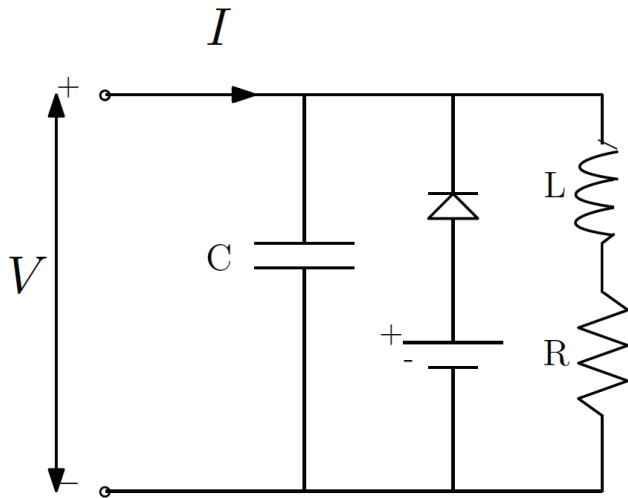
A RLC circuit has fading memory:  
the effect of a current impulse fades out with time.

The elements R, L, and C, shape the fading memory

If the ration  $C/L$  is small, a current impulse charges the capacitor almost instantaneously, and the time constant  $L/R$  dictates the fading memory.

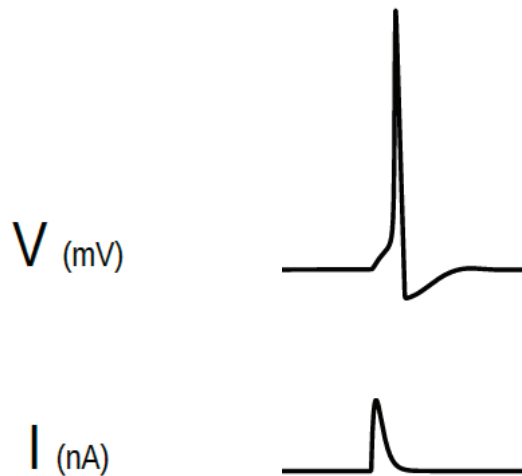


# Spiking is a mixed mechanism



$$C\dot{V} = kV - \frac{V^3}{3} - I_L + I_{ext}$$

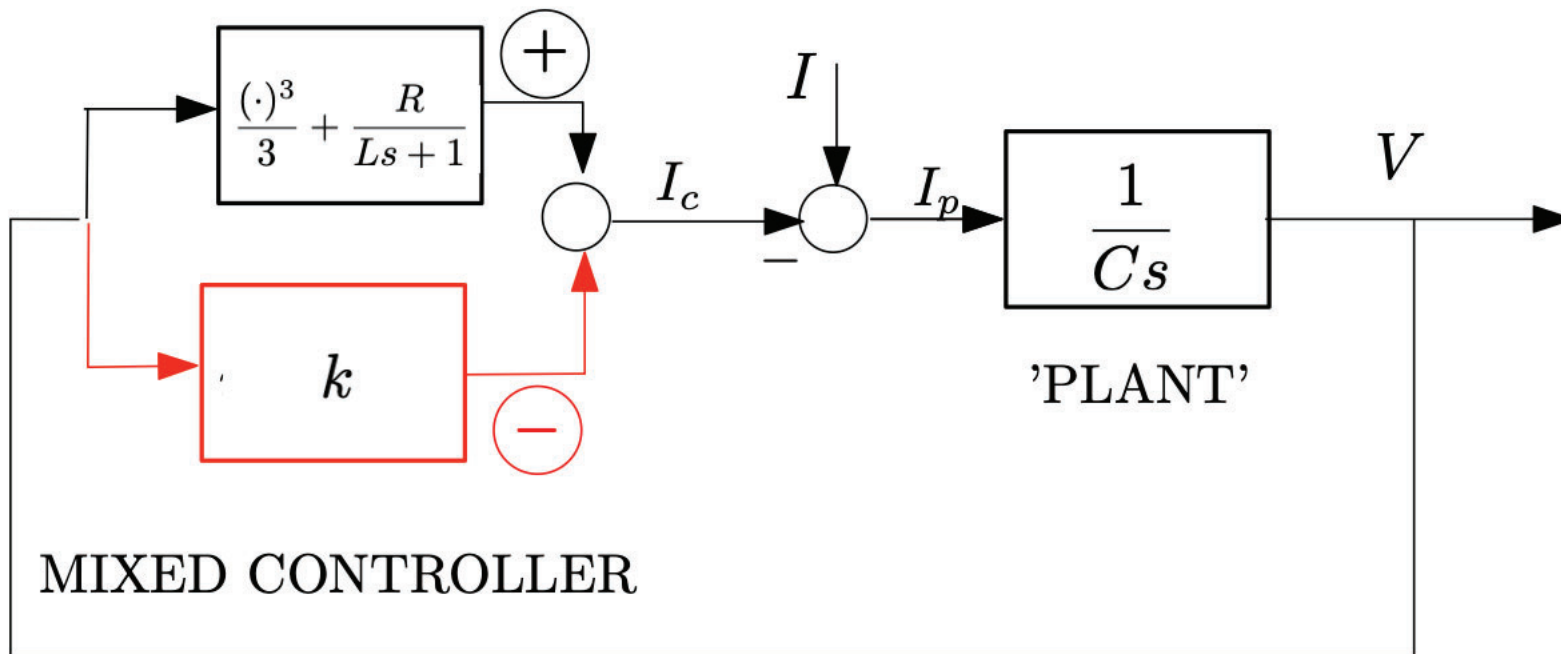
$$L\dot{I}_L = -I_L + RV$$



Transient switch =  
 Memory at 'fine' scale  
 Fading memory at 'coarse' scale

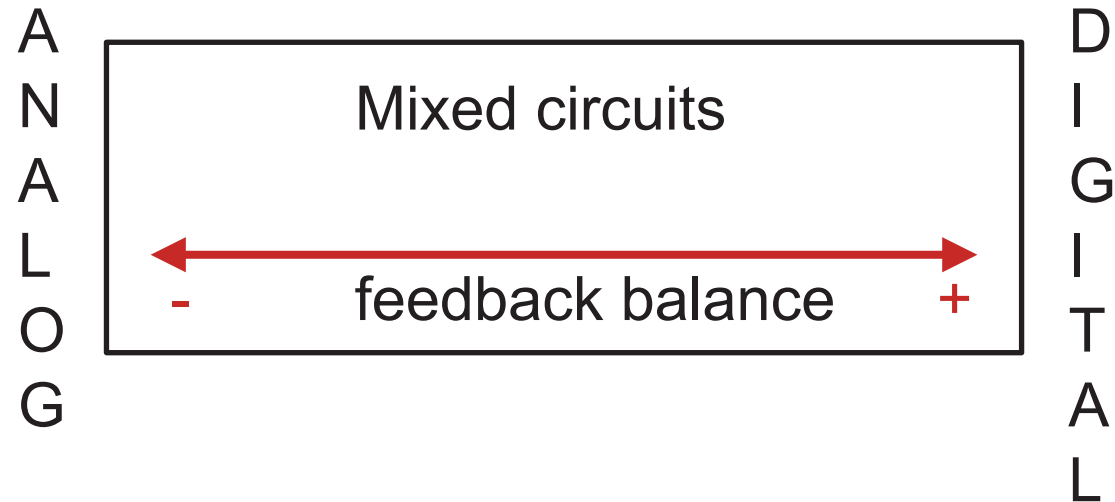
What is 'scale' ? A mixture of amplitude and time ...

# A mixed feedback representation of Fitzhugh Nagumo circuit



The negative feedback circuit has fading memory  
The negative resistance = positive feedback = memory  
The mixed feedback circuit has memory at fine scale  
and fading memory at coarse scale

# The neuromorphic promise

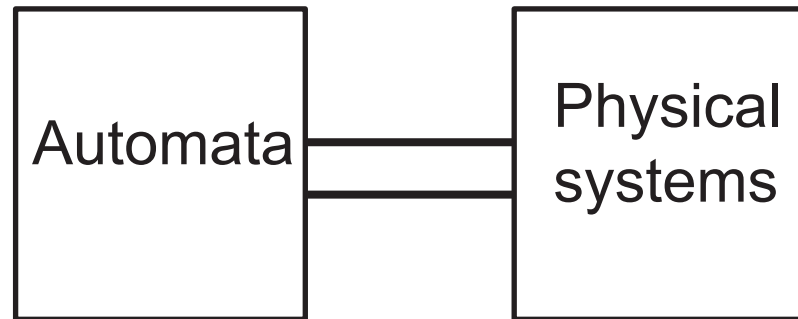


The mixed feedback amplifier is not the concatenation of an automaton and a physical system. It is a mixture of both.

Mixed feedback enables the combined reliability of the digital and adaptation of the analog

Mixed feedback enables control across scales.

# Cyber-physical systems in the digital age



Cyberphysical systems interconnect elements that are *either* automata *or* physical systems

Added complexity of automata and physical systems.

Instead, spiking control systems interconnect *mixed* elements, that are *both* physical and algorithmic.

Mixed control systems inherit the tractability of classical control theory.

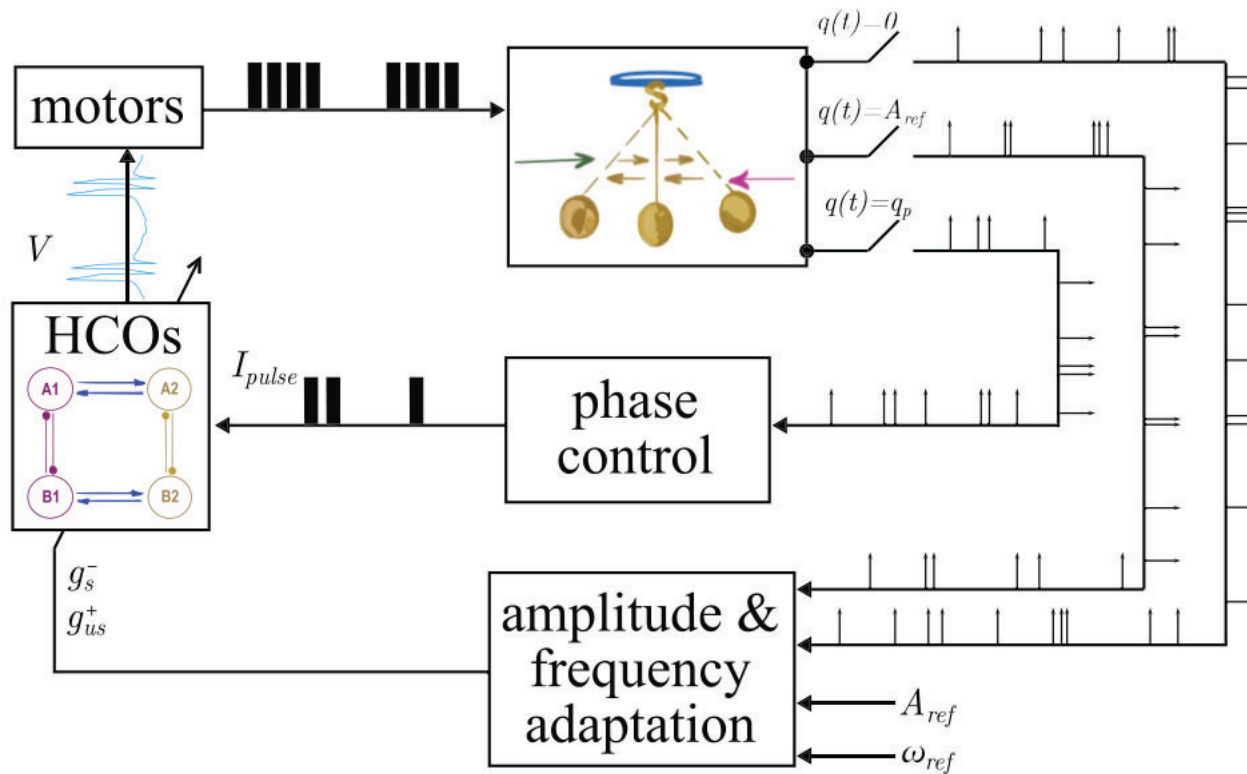
# Today's talk

- An academic example of spiking control
- Event-based automation
- Event-based regulation



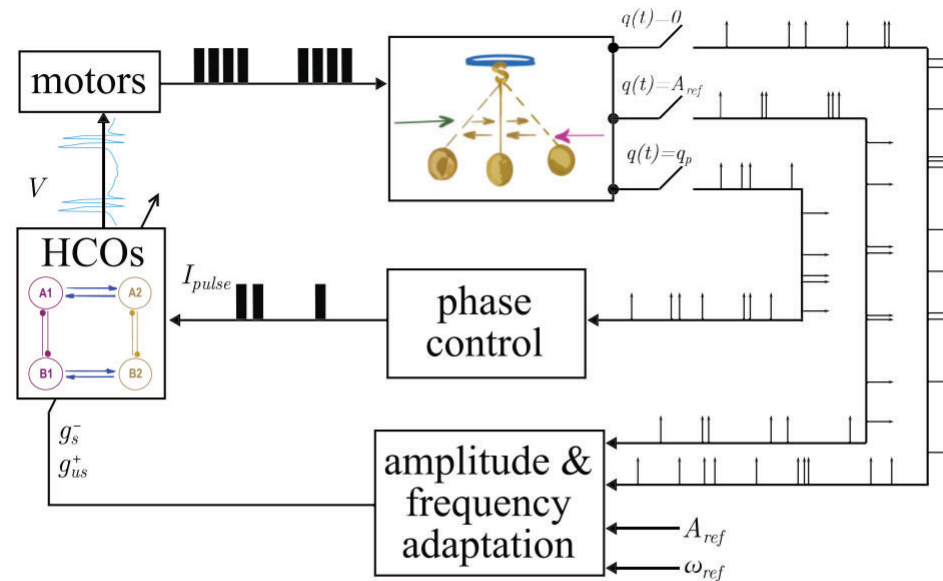
# Neuromorphic Control of a Pendulum

Raphael Schmetterling<sup>ID</sup>, *Graduate Student Member, IEEE*, Fulvio Forni<sup>ID</sup>, *Senior Member, IEEE*,  
Alessio Franci<sup>ID</sup>, and Rodolphe Sepulchre<sup>ID</sup>, *Fellow, IEEE*



**Fig. 4.** Block diagram of the complete architecture, including the event-based feedback loops introduced in Sections VI and VII. Small arrows over signal transmission lines indicate event-based communication as described in Section III. The HCO block architecture is described in Sections III and IV.

# Controlling when and where needed ...



**Fig. 4.** Block diagram of the complete architecture, including the event-based feedback loops introduced in Sections VI and VII. Small arrows over signal transmission lines indicate event-based communication as described in Section III. The HCO block architecture is described in Sections III and IV.

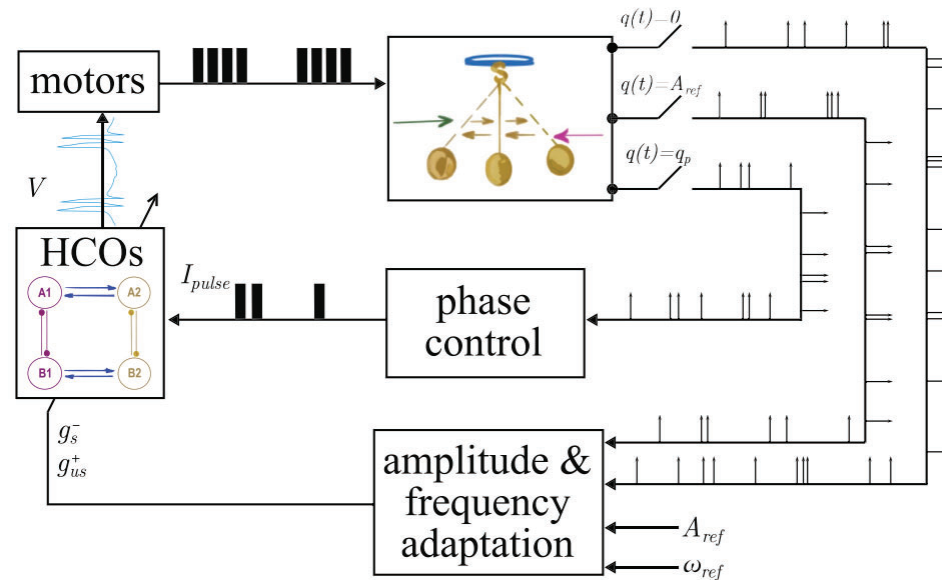
How *often* do you need to interact with a pendulum to control it ?

How *energy efficient* can you make a control system ?

How to make a control law *soft* yet *accurate* ?

How to make control design inherently *distributed* and *redundant* ?

# Ingredients of a neuromorphic design



**Fig. 4.** Block diagram of the complete architecture, including the event-based feedback loops introduced in Sections VI and VII. Small arrows over signal transmission lines indicate event-based communication as described in Section III. The HCO block architecture is described in Sections III and IV.

Feedforward module : a rhythmic automaton

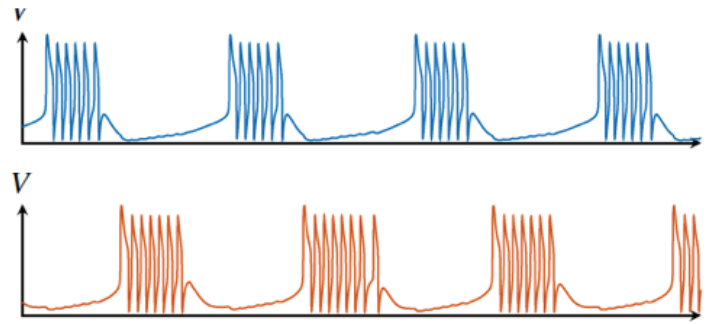
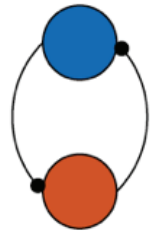
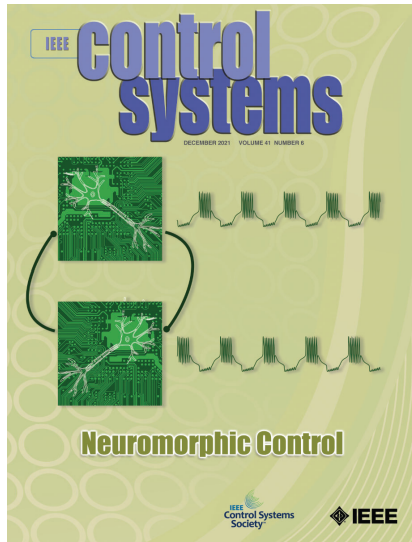
Adaptation module : a tunable automaton

Key feature: *co-design* of the automaton and the regulator

# Today's talk

- An academic example of spiking control
- Event-based automation
- Event-based regulation

# The automaton of a periodic sequence



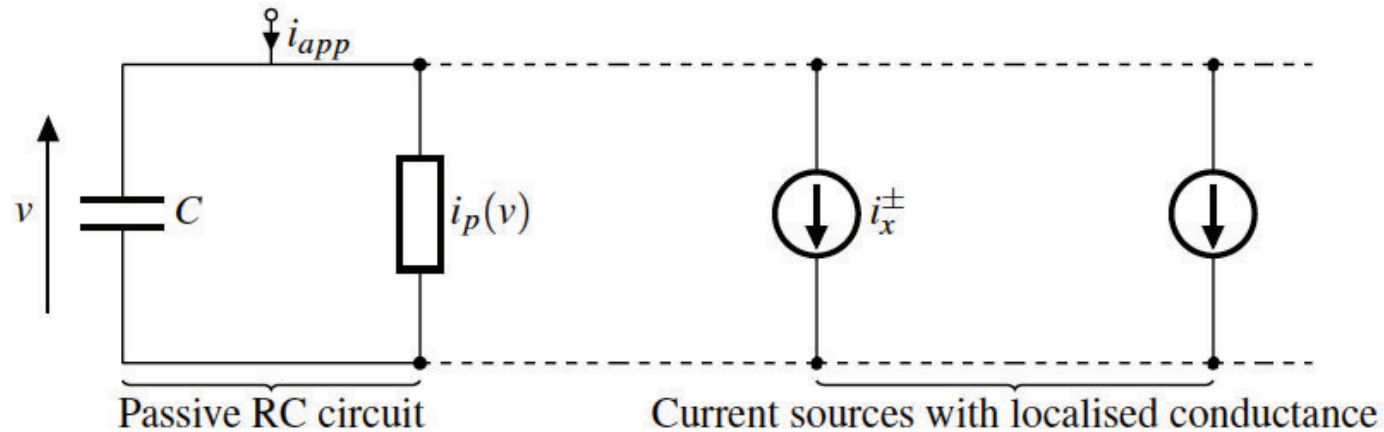
The Half-Center-Oscillator: the harmonic oscillator of biology

Inter-burst frequency determines the frequency of the oscillator

Intra-burst frequency determines the energy of the events



# Biological inspiration



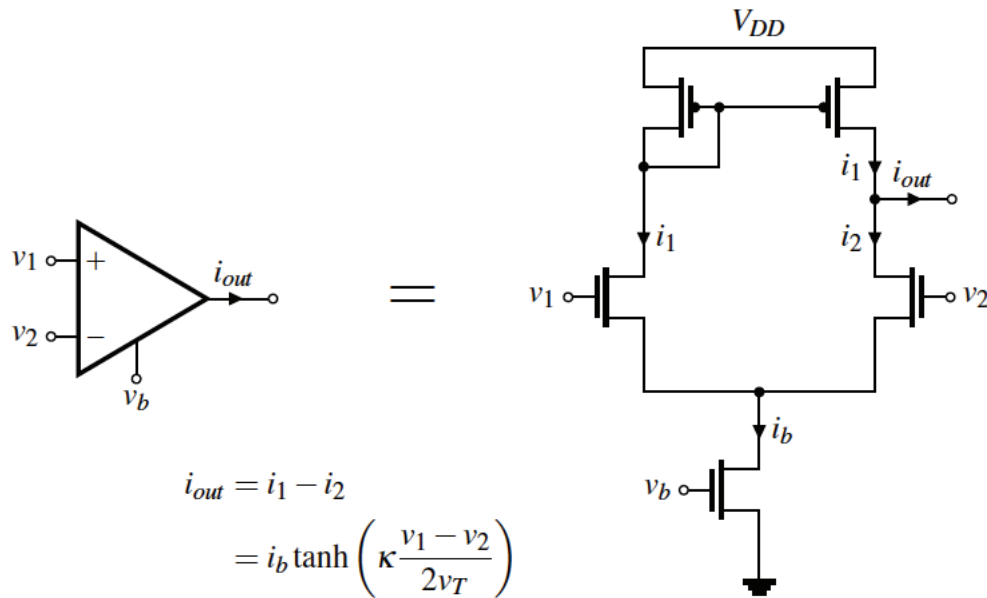
A neuron is modelled as a “two-terminal one port” electrical circuit.

A leaky memory (RC) in parallel with a bank of current sources

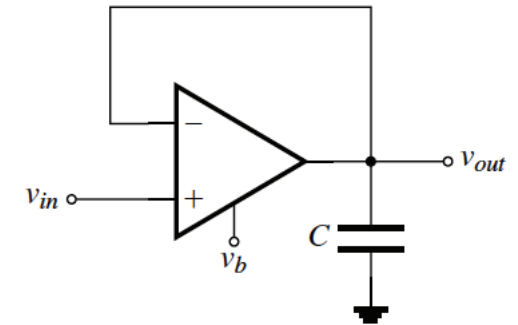
Each current source has localised conductance

Current sources are mixed : they come by pairs

# Neuromorphic circuit primitives

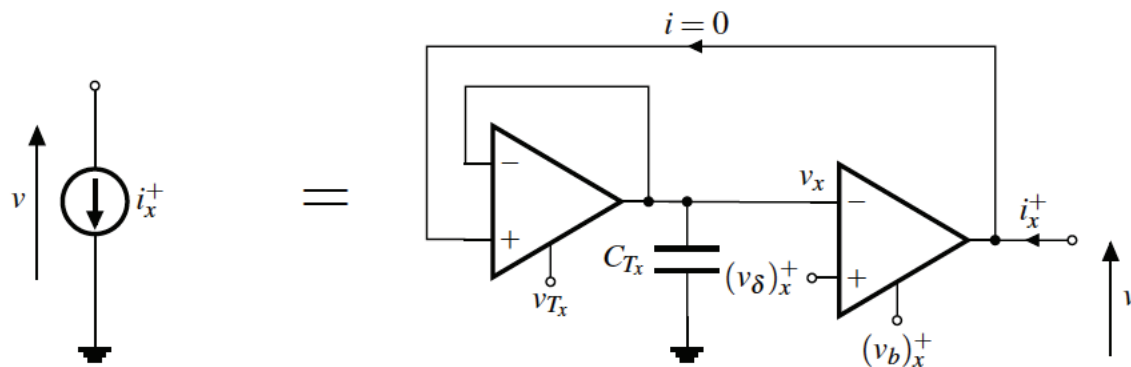


localisation in amplitude



$$C \frac{dv_{out}}{dt} \approx \frac{i_b \kappa}{2v_T} (v_{in} - v_{out})$$

localisation in time

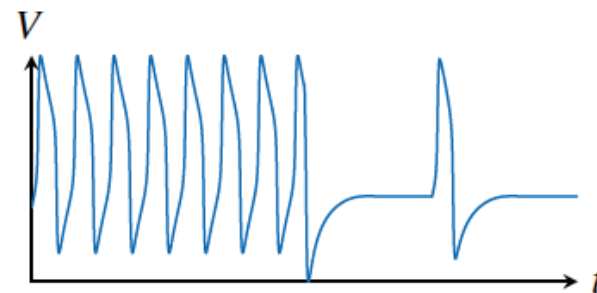
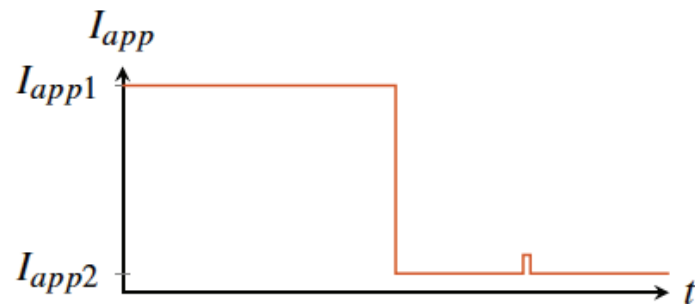
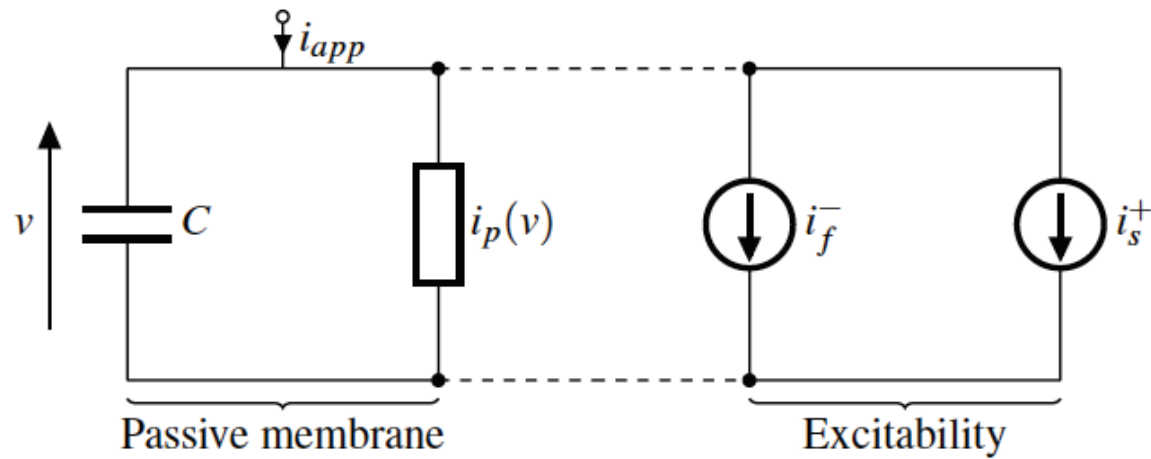


$$i_x^\pm = \pm (i_b)_x^\pm \tanh\left(\kappa \frac{v_x - (v_\delta)_x^\pm}{2v_T}\right)$$

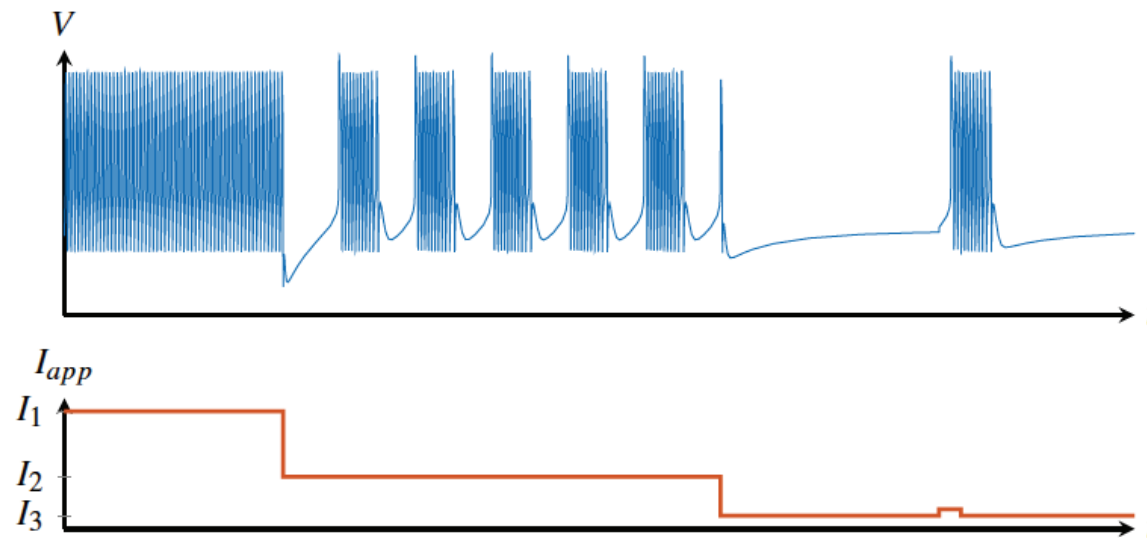
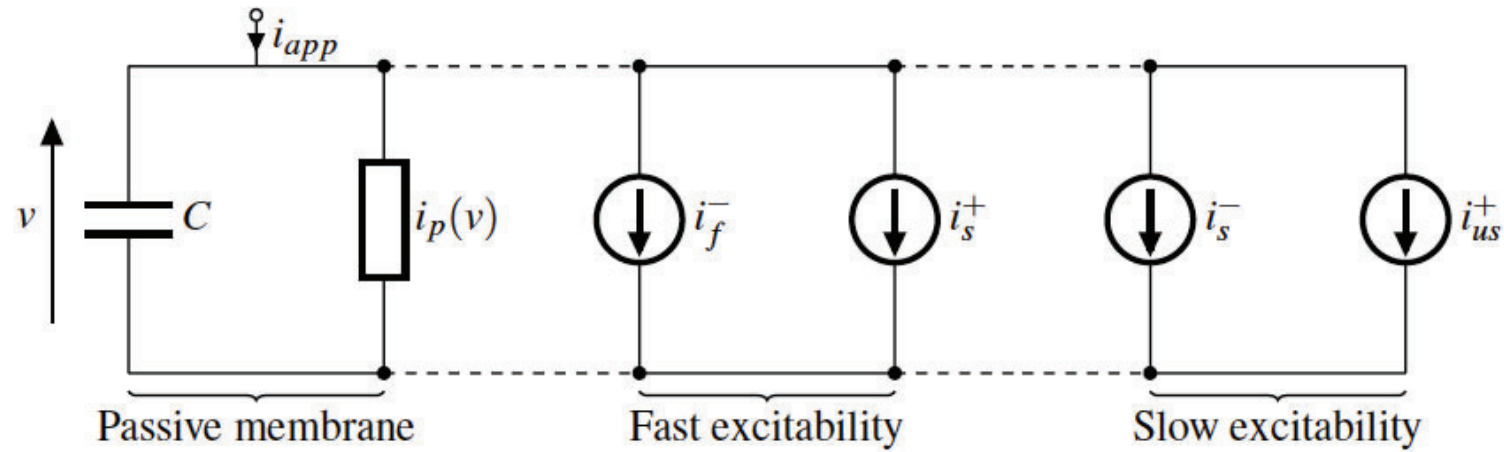
$$C_{T_x} \dot{v}_x = i_{T_x} \tanh\left(\kappa \frac{v - v_x}{2v_T}\right)$$

localisation in amplitude and time

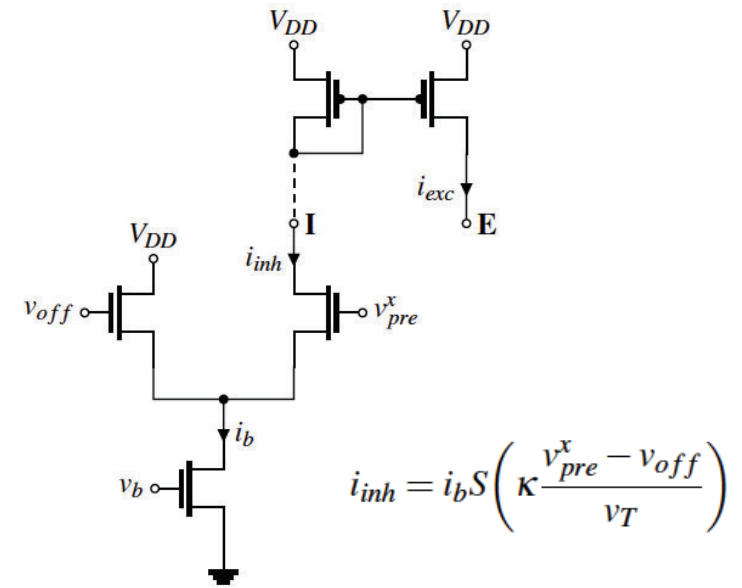
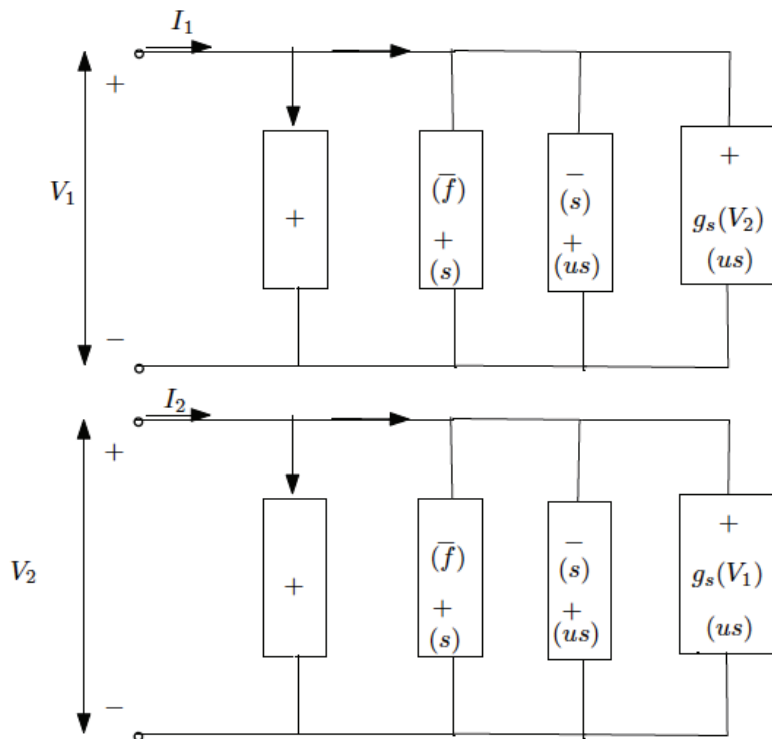
# Spiking neuron



# Bursting circuit

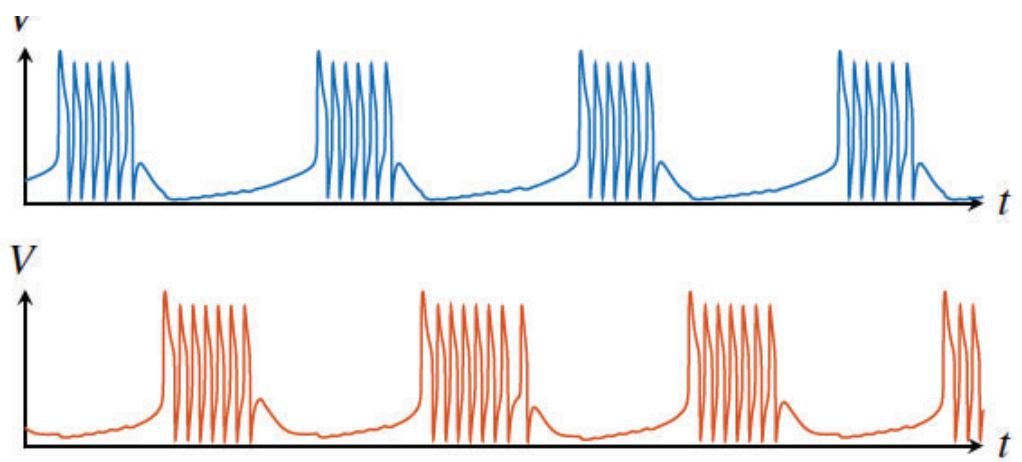
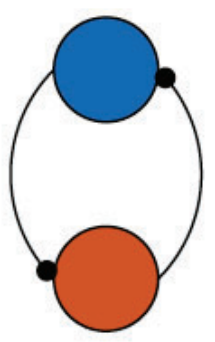


# Oscillator circuit



$$i_{inh} = i_b S \left( \kappa \frac{v_{pre}^x - v_{off}}{v_T} \right)$$

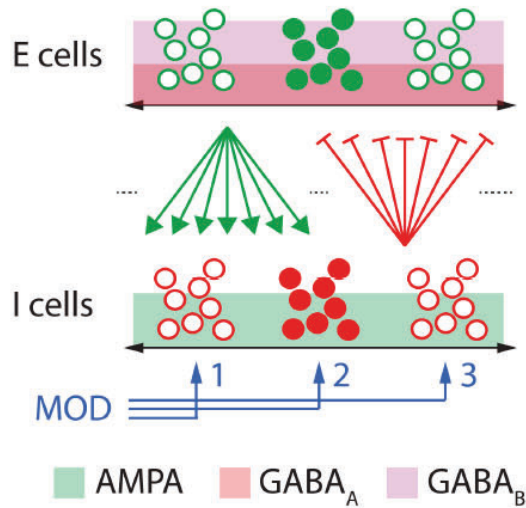
synaptic current source



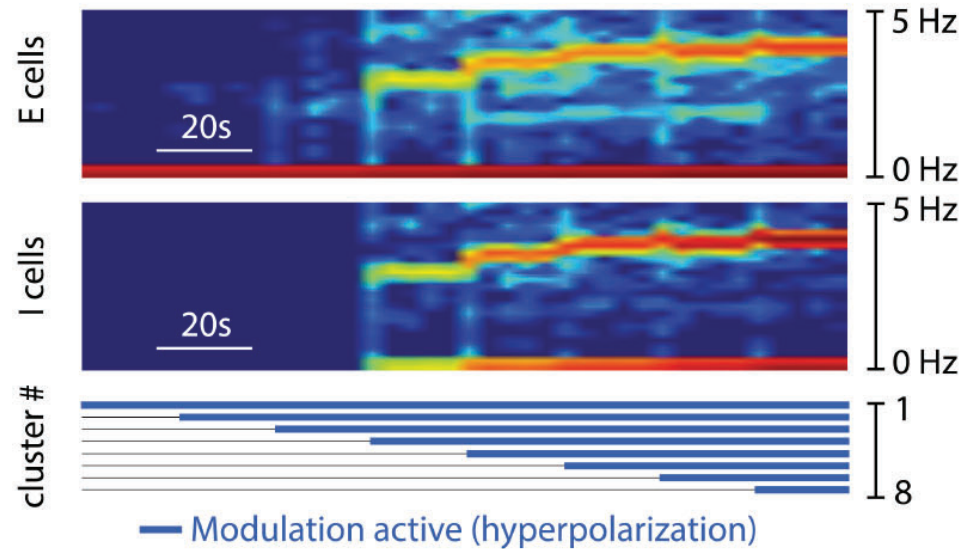


# Spatio-temporal network 'states'

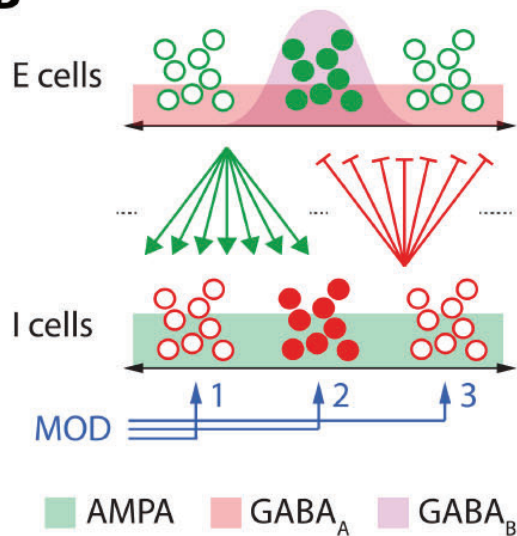
**A**



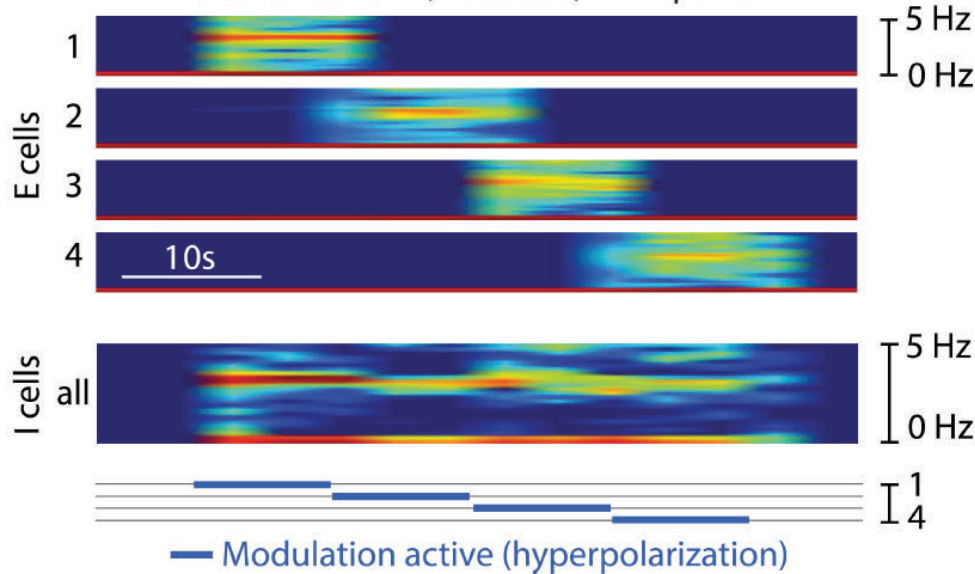
160 cells network (8 clusters) - LFP power



**B**



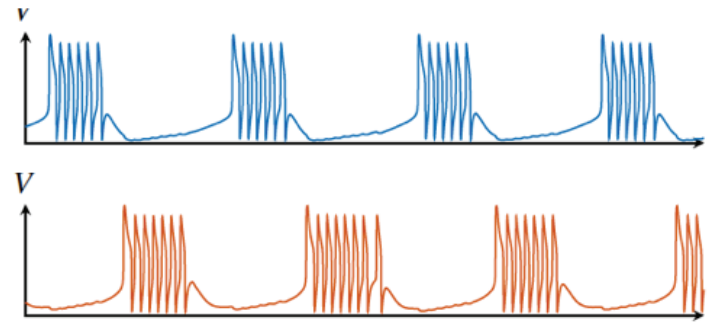
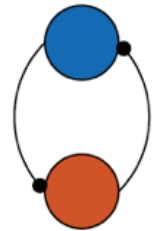
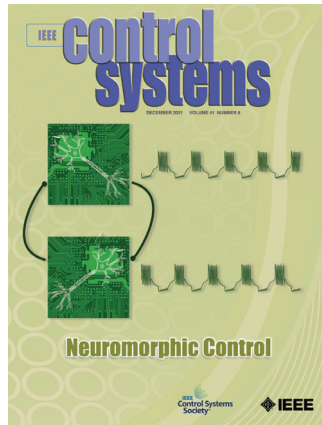
40 cells network (4 clusters) - LFP power



# Today's talk

- An academic example of spiking control
- Event-based automation
- Event-based regulation

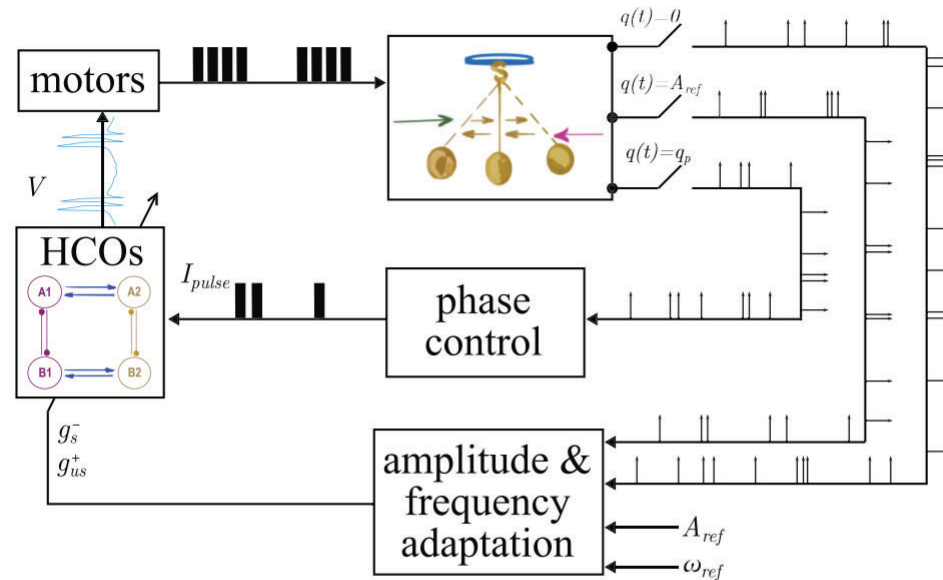
# The regulation of a periodic sequence



Inter-burst frequency determines the frequency of the oscillator

Intra-burst frequency determines the energy of the events

# Neuromodulation of an oscillator



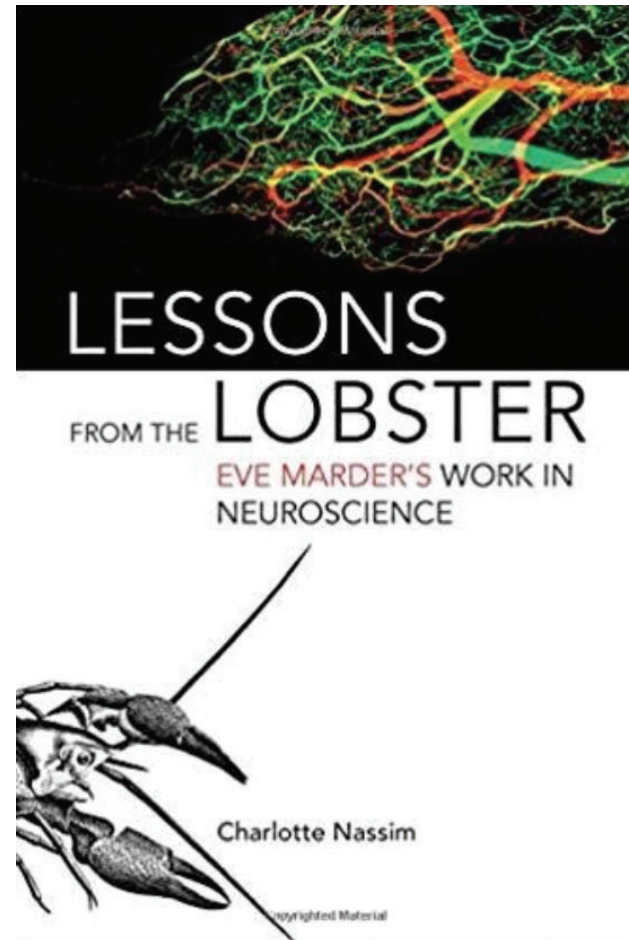
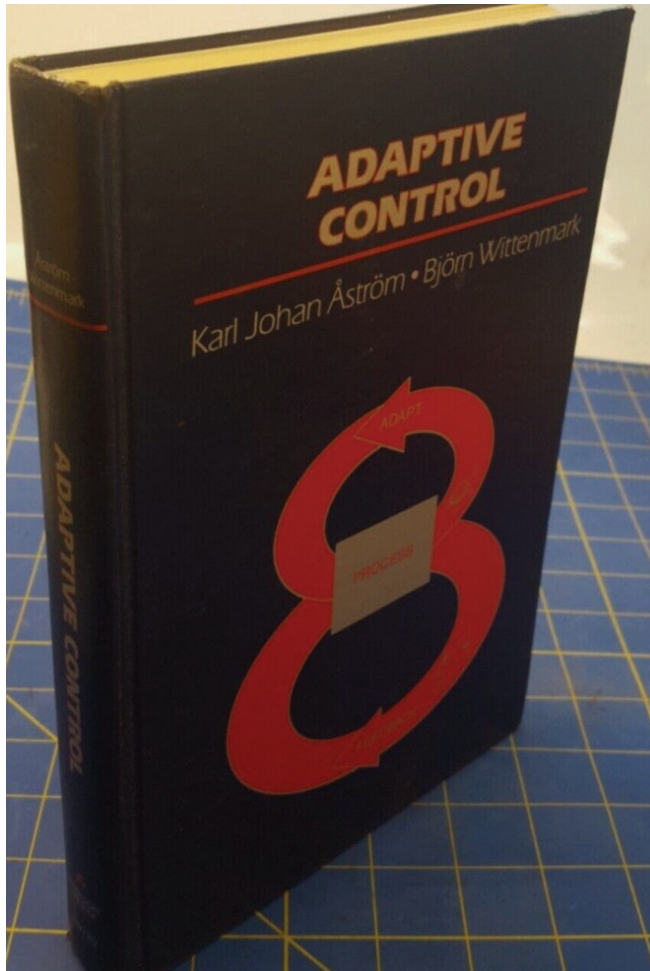
**Fig. 4.** Block diagram of the complete architecture, including the event-based feedback loops introduced in Sections VI and VII. Small arrows over signal transmission lines indicate event-based communication as described in Section III. The HCO block architecture is described in Sections III and IV.

Modulate the intra-burst or inter-burst frequency by adaptive control

= 'integral' feedback of classical control

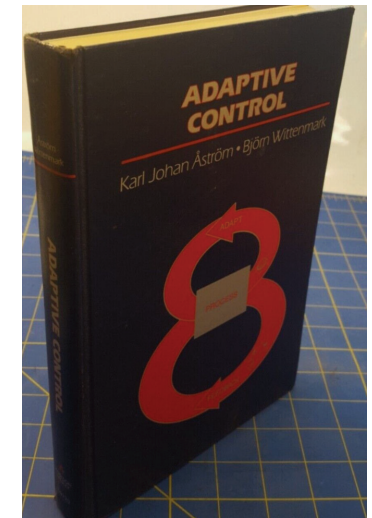
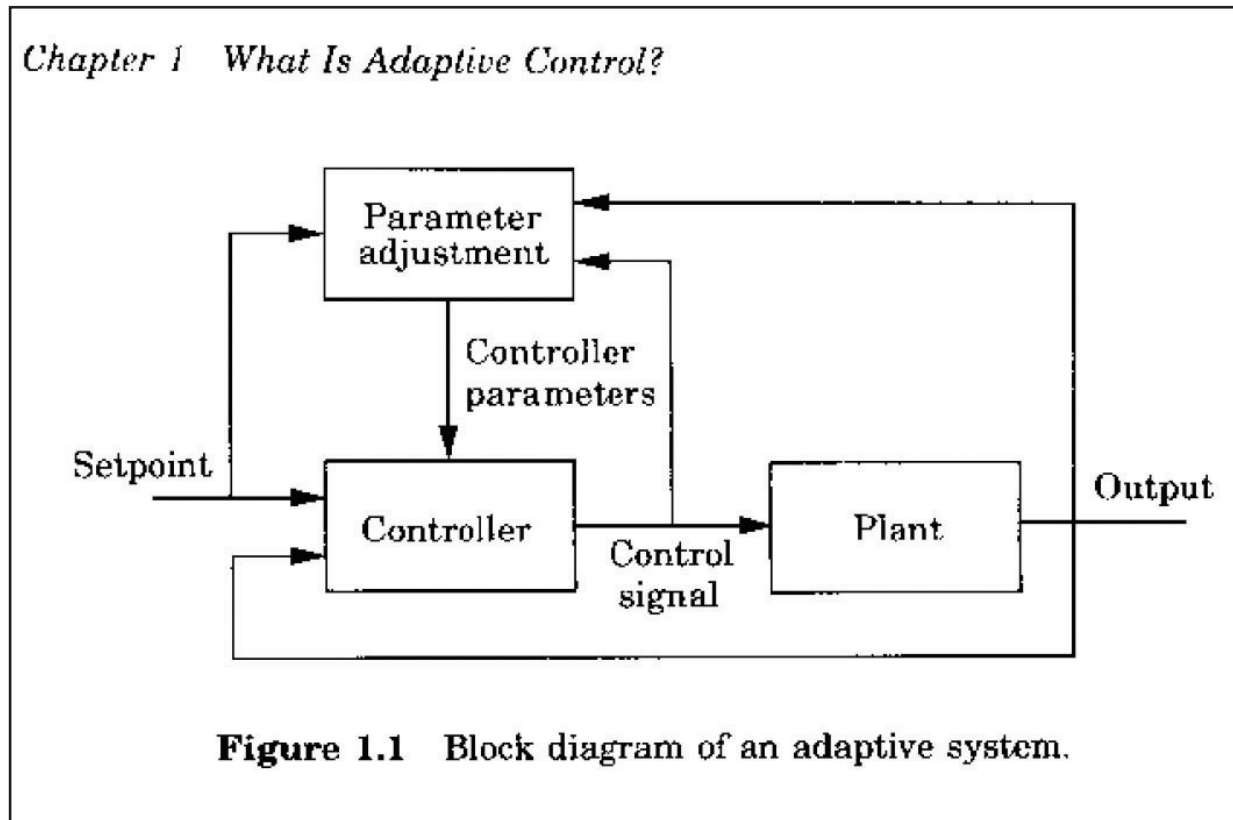
# Neuromorphic Learning: Opportunities

Neuromorphic learning = adaptive control = neuromodulation



50 years of research in engineering and in neuroscience to leverage from ...

# Adaptive Control



A theory developed in the 70s for linear systems.

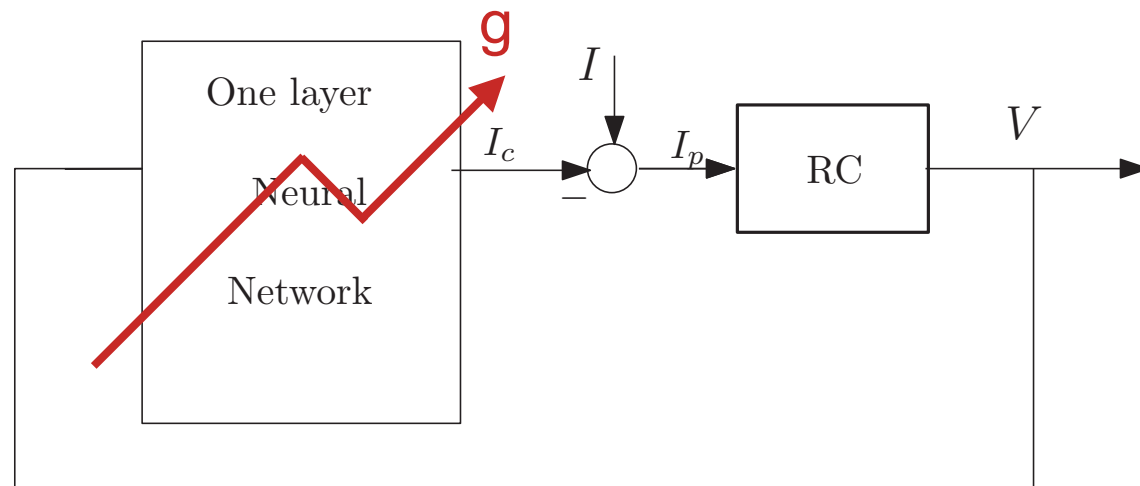
The starting point :

*Adaption (= Learning) is 'easy' under three conditions :*

*(i) linear parametrisation (ii) stable inverse (iii) relative degree one*



# Mixed feedback circuits are “easy” to adapt



The starting point :

*Adaption (= Learning) is ‘easy’ under three conditions :*

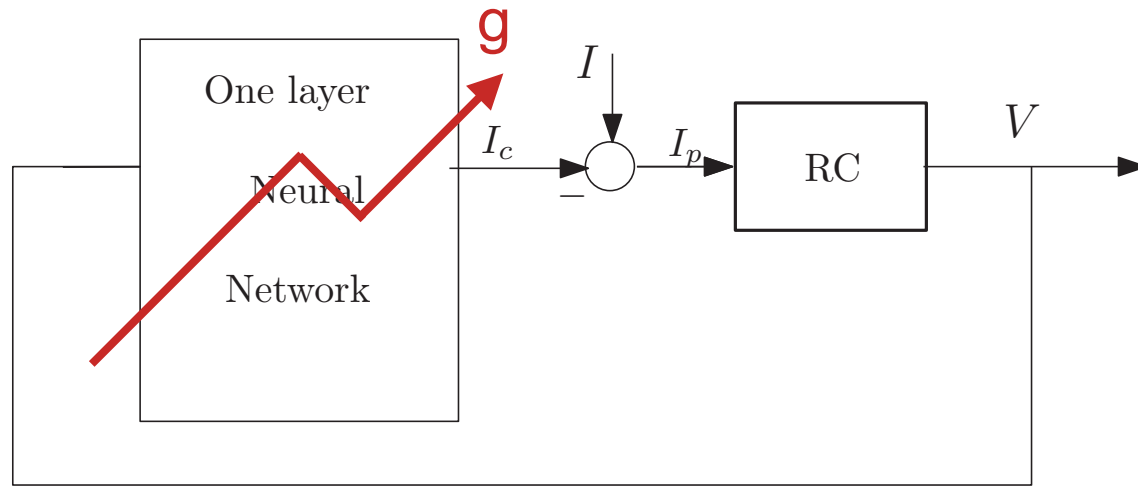
*(i) linear parametrisation : maximal conductances*

*(ii) stable inverse :  $I = \text{difference of monotone } (V)$*

*(iii) relative degree one: RC has relative degree one !*



# Model reference Adaptive Control



Consider a reference trajectory  $(I(\cdot), V_{ref}(\cdot))$   
generated by a reference conductance  $g_{ref}$

The learning rule is a linear regressor driven by the prediction error

$$e(t) = V_{ref}(t) - V(t)$$

# A realm of learning rules

Recursive Least Squares estimation (RLS)

Least Mean Square estimation (LMS)

Stochastic gradient

MIT rule

Hebbian learning

...

*All those learning rules proceed from (approximately) regressing the linear parameters from the residual error.*

*Simplifications rely on time-scale separation and distributed computation.*

# 'Continuous' regulation is *unreliable*

*A pillar of regulation theory is the internal model principle:*

An external signal can be *robustly* asymptotically regulated only if the regulator can generate this signal *internally*.

For 'continuous' regulation, the internal model principle is a calibration principle: exact regulation requires exact calibration of the internal model.

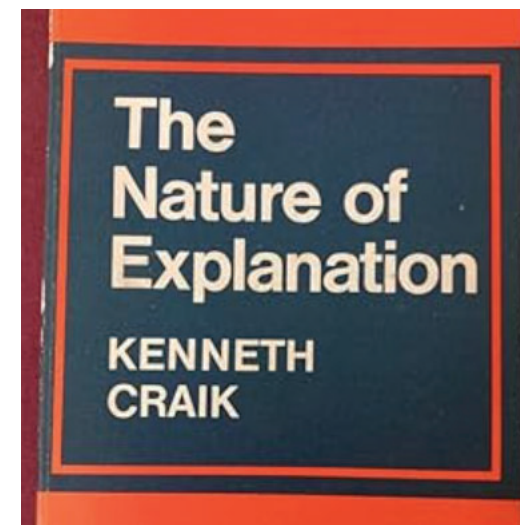
Regulation is good for adaptation, but continuous regulation is *unreliable*

# An event-based internal model principle

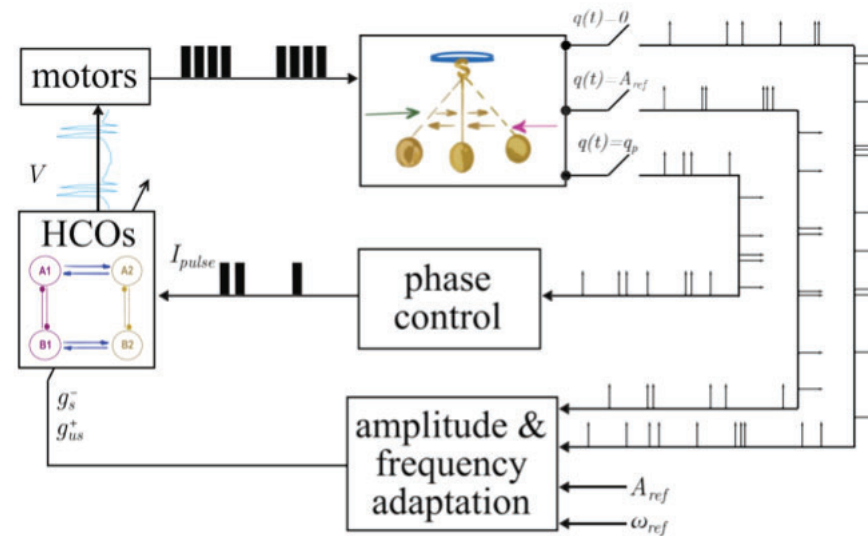
The original formulation of the internal principle refers to “events”, NOT to “continuous trajectories”:

*Only an internal model of reality - this working model in our minds- enables us to predict **events** which have not yet occurred in the physical world, a process which saves time, expense, and even life. In other words the nervous system is viewed as a calculating machine capable of modelling or paralleling external **events**, and this process of paralleling is the basic feature of thought and of explanation*

Kenneth Craik's, The Nature of Explanation (1943)



# An academic example of event-based regulation



- The internal model does not need to generate the external trajectories, but only the external events
- The generator of events is a physical neuromorphic circuit. Easily calibrated.
- A possible reconciliation between control theory and neuroscience...

# Synchrony without calibration

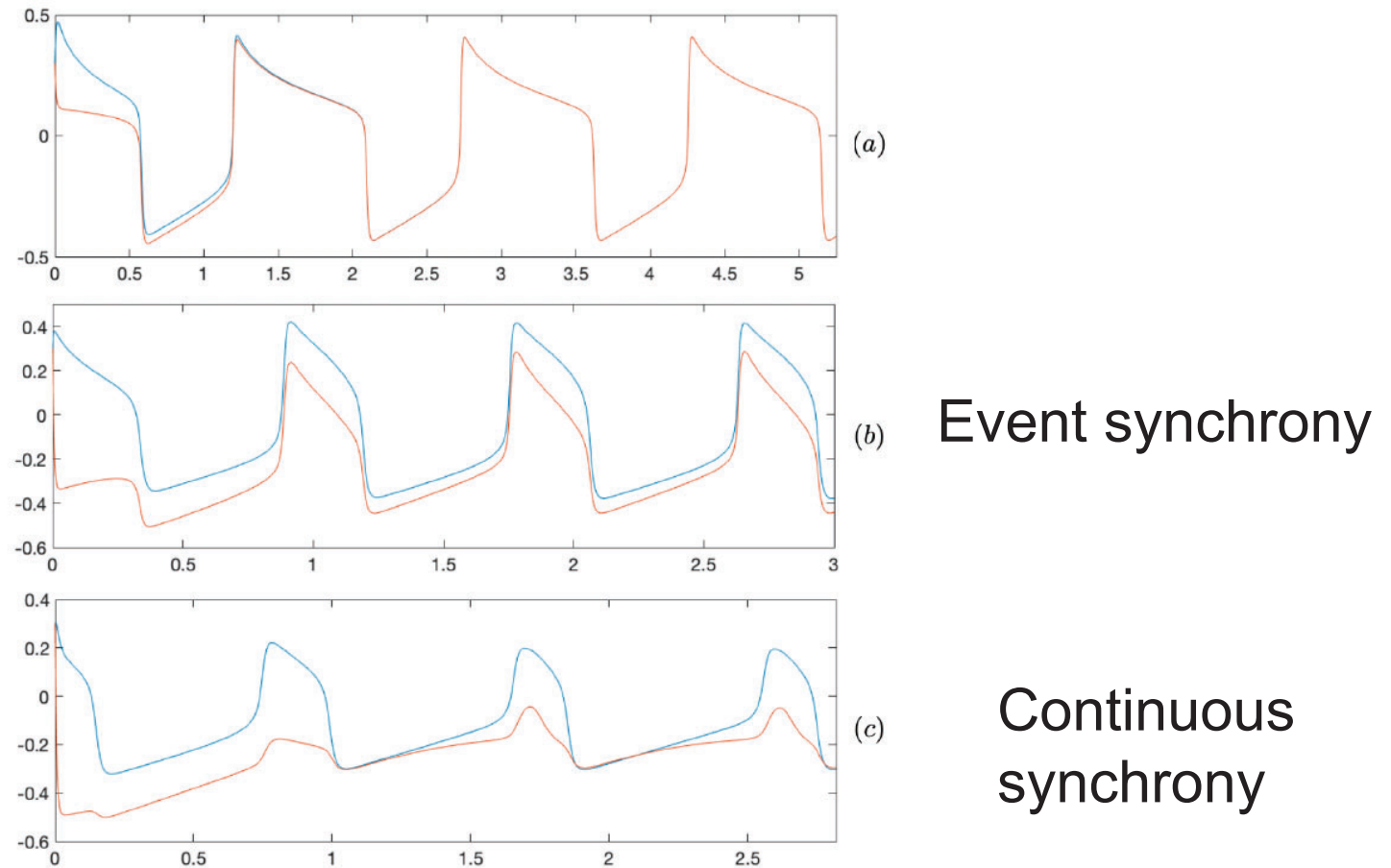
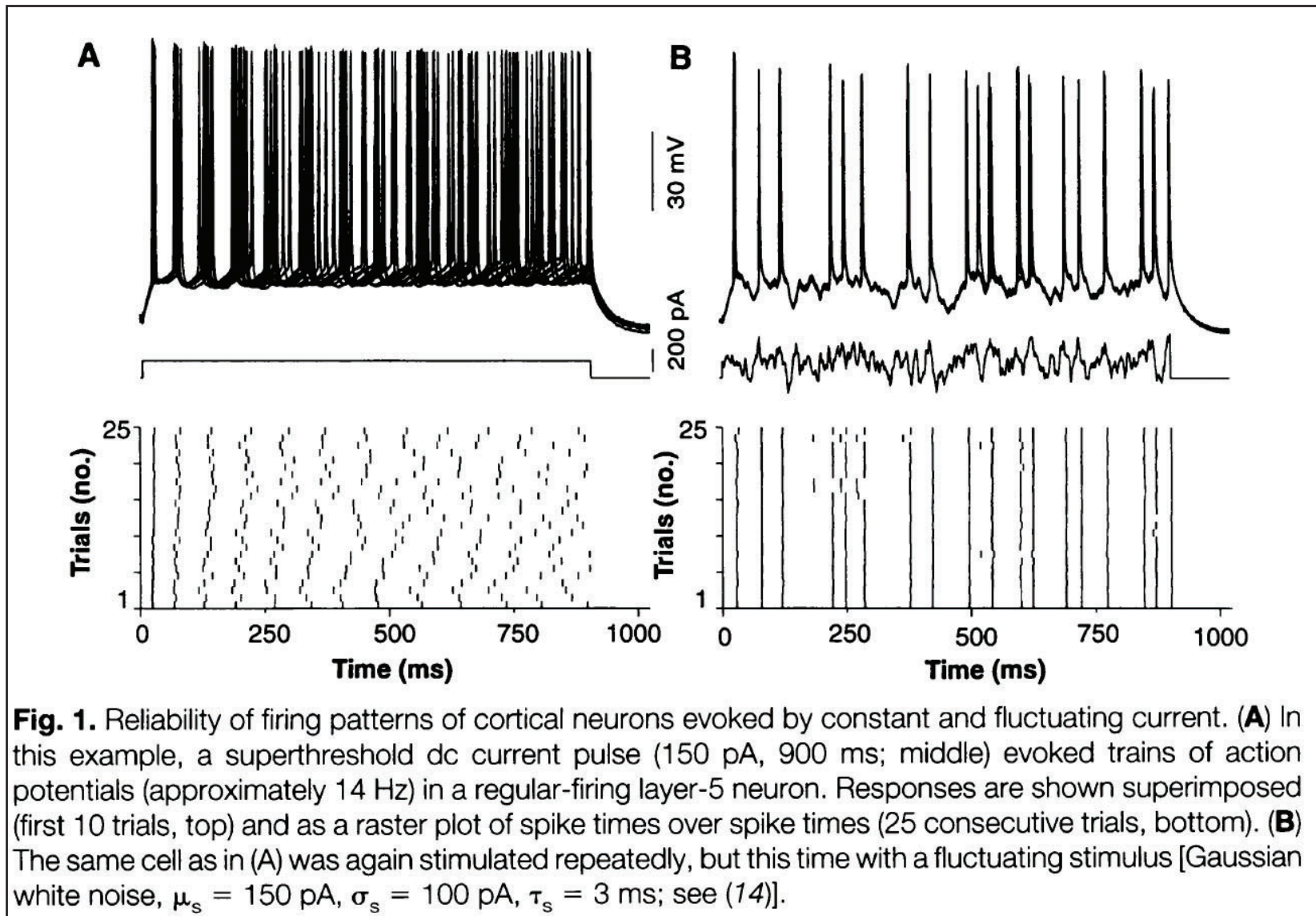


Fig. 1. Rapid synchronization of two identical (a) and non-identical (b) excitable systems under weak excitatory synaptic coupling. (c) Poor synchronization of the same non-identical excitable systems under strong diffusive coupling.

*Rapid and robust synchronization via weak synaptic coupling, J.-G. Lee, RS, Automatica, 2024*

Event-based learning = regulation without calibration !

# The reliability experiment

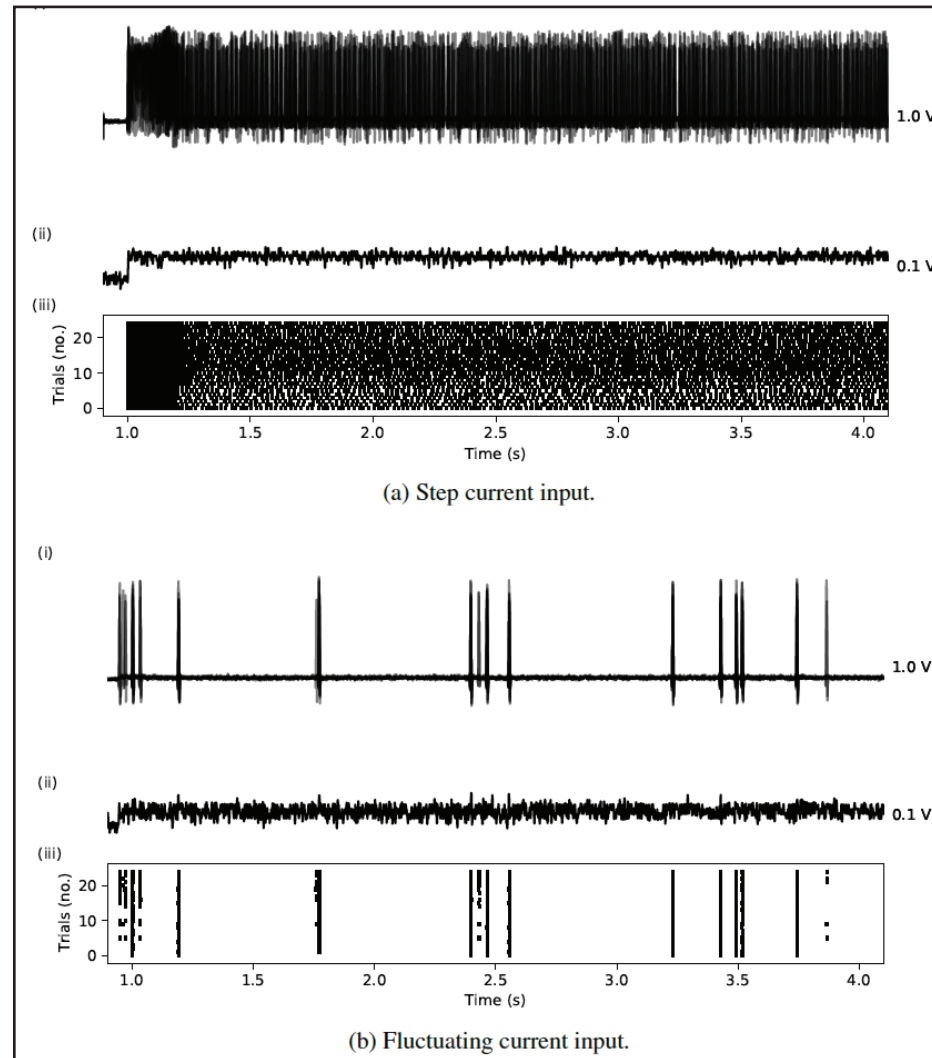


*Mainen & Sejnowski, Science, 1995*

Event-regulation can be made reliable !



# The reliability experiment in silico



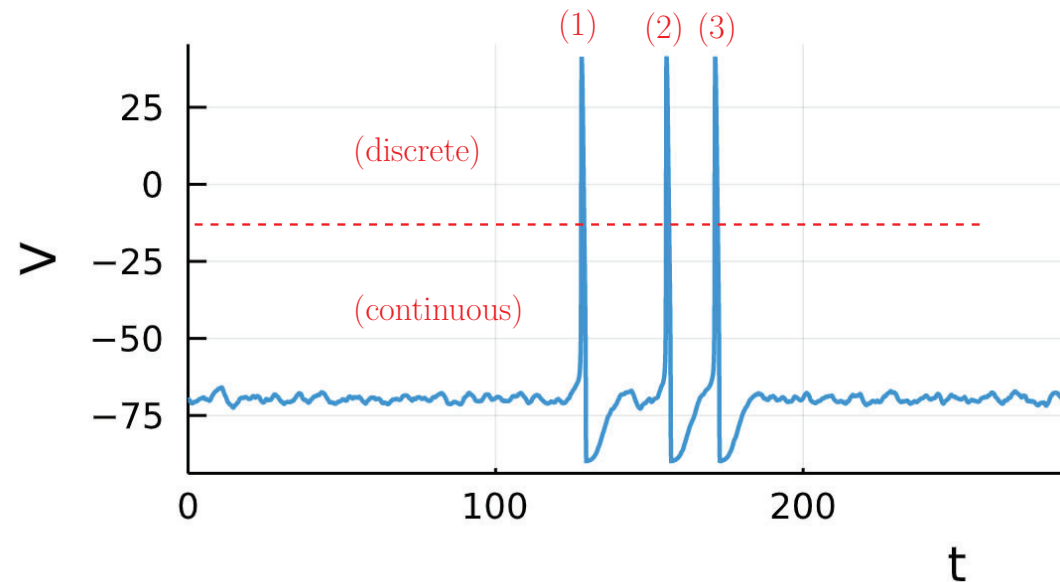
*Kirby, Ribar & Sepulchre, unpublished, 2022*

Neuromorphic regulation can be made reliable !

# Today's talk

- An academic example of spiking control
- Event-based automation
- Event-based regulation
- Concluding remarks

# Spiking Control Systems

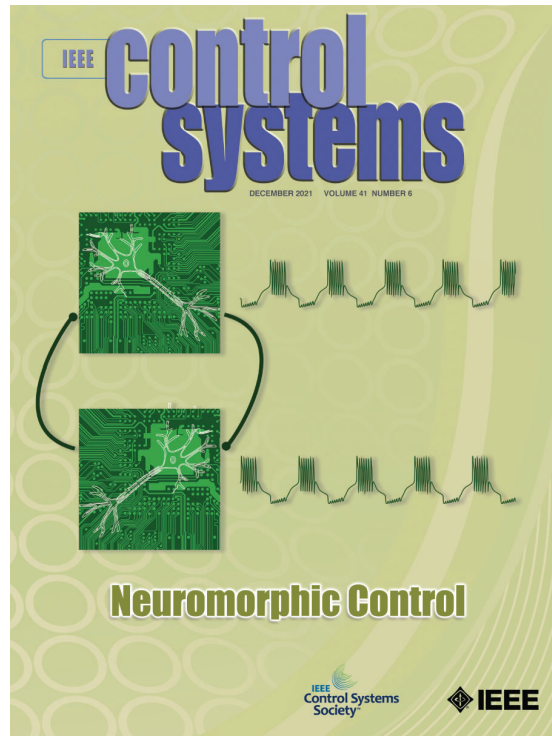


Spiking is the result of *mixed* feedback control.

Positive feedback is necessary for automation: memory, decision-making.

Negative feedback is necessary for regulation: fading memory, adaptation.

Mixed feedback enables reliability AND adaptation



# Neuromorphic control

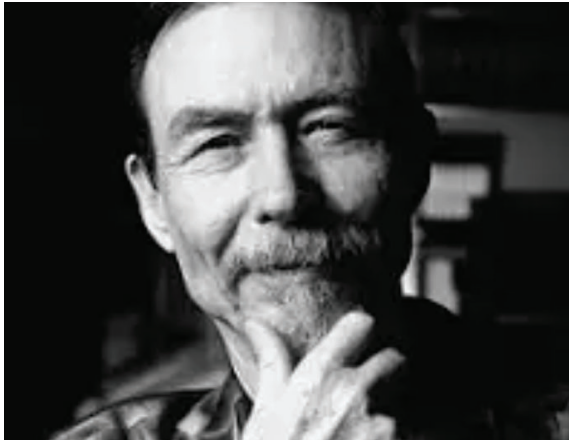
- Neuromorphic control is mixed: co-design of automation and regulation
- The *automaton* is a physical circuit that generates discrete *events*
- The *regulator* is a feedback loop that endows the automaton with adaptation and learning capabilities

# Reconciling physics and algorithmics ?

<i>Physics</i>	<i>Physical Computation</i>	<i>Algorithmics</i>
Physical	Neuromorphic	Computational
Continuous	Event-based	Discrete
EE	Bio-inspired	CS
Odes	Spiking	Automata
Analysis	Convex-concave	Logics
Signals	Events	Data
Circuits	Interactions	Graphs
19th century	21th century ?	20th century

# Physical computation

Carver Mead



Neuromorphic computing

*A machine that awaits  
a theory*

Richard Feynman



Quantum computing

*A theory that awaits  
a machine*

John Hopfield



Collective computing

*A theory that awaits  
a theory*

# Spiking Intelligence

- There is no intelligence without feedback.
- Spiking is the result of mixed feedback.
- Mixed feedback technology aims at addressing the AI gap.

