



# COINFLIPS: CO-designed Improved Neural Foundations Leveraging Inherent Physics Stochasticity

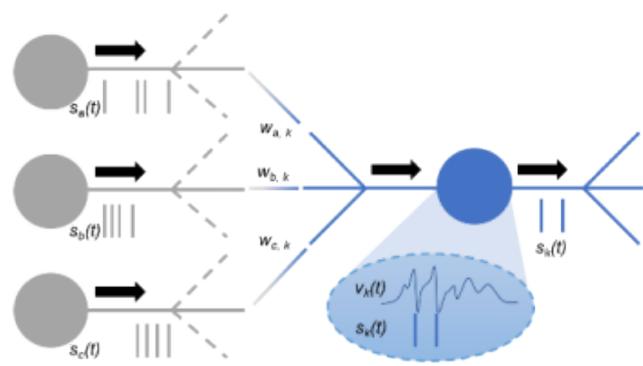
Brad Aimone

[jbaimon@sandia.gov](mailto:jbaimon@sandia.gov)

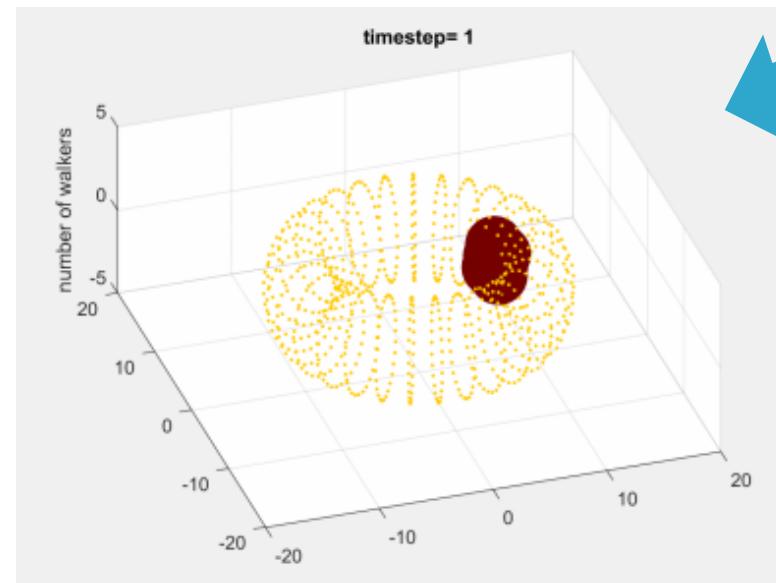
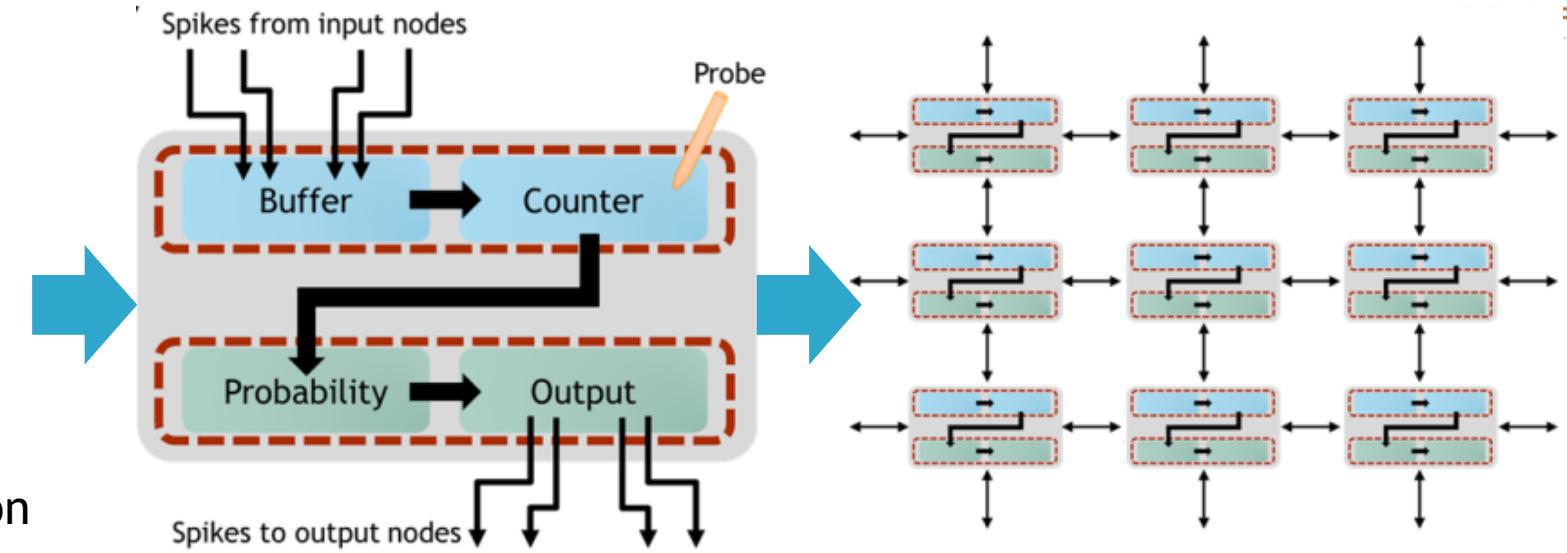


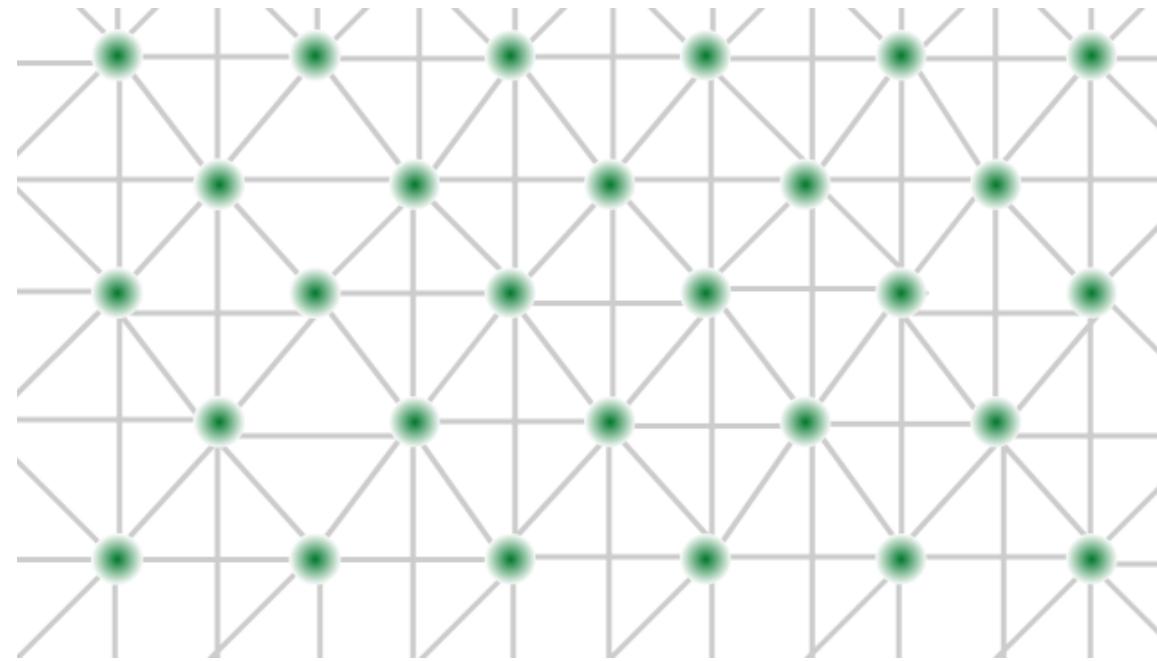
Neuromorphic hardware is advantageous on  
probabilistic algorithms

# Neuromorphic algorithm can simulate random walks



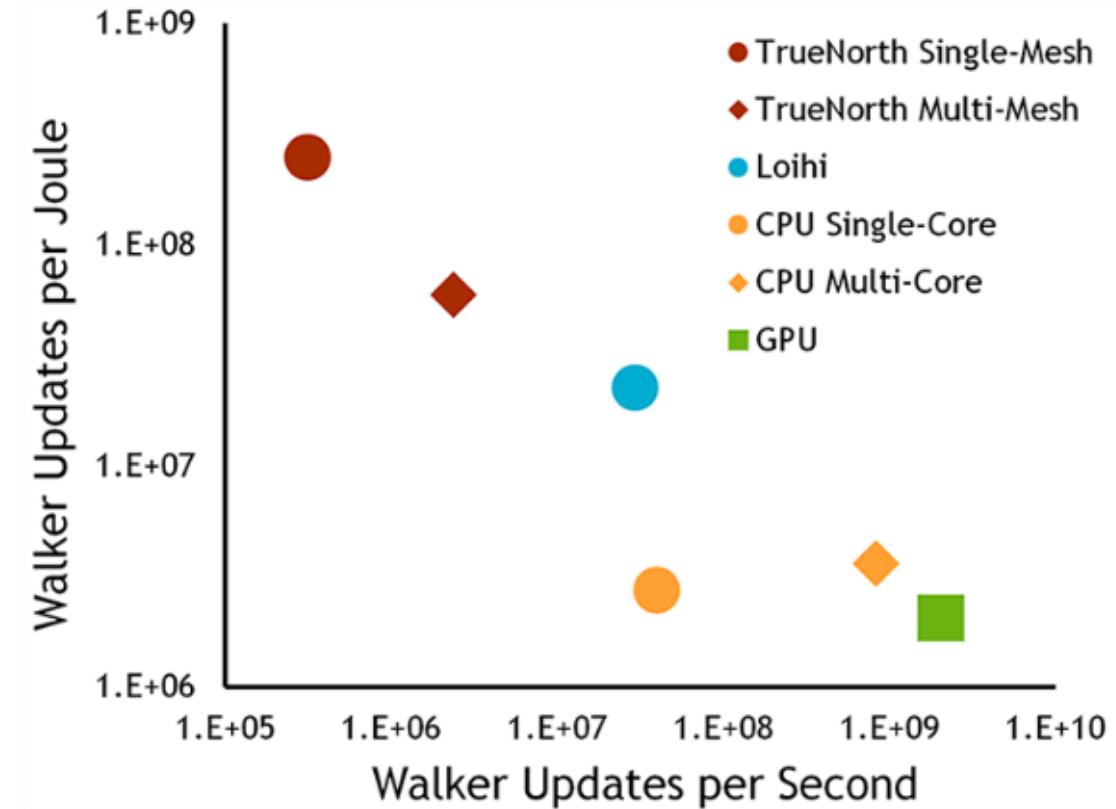
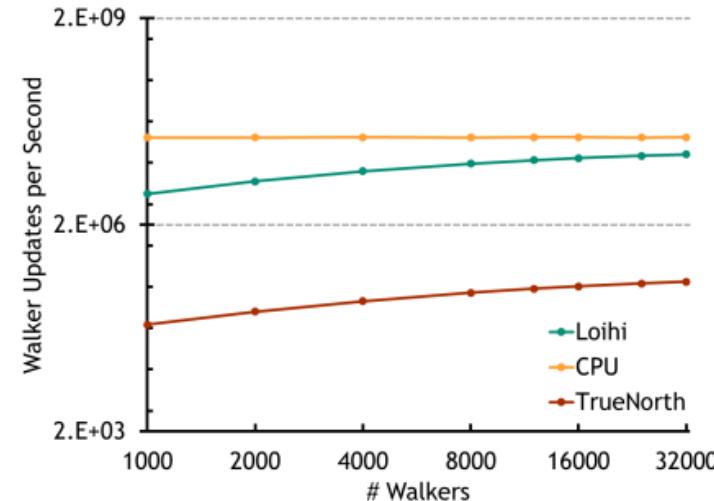
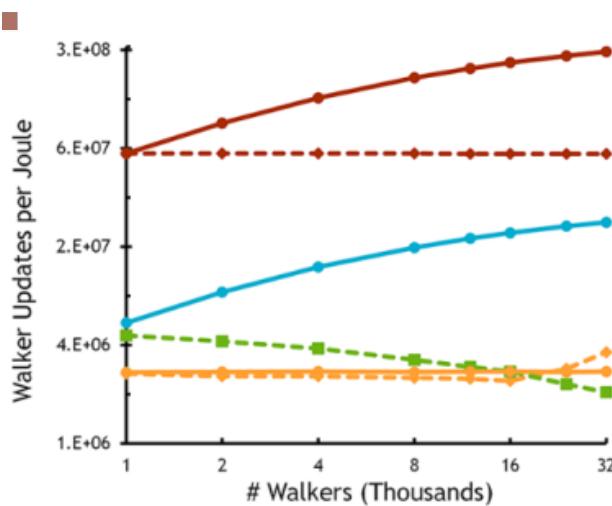
Leaky Integrate and Fire Neuron





# We can identify a neuromorphic advantage for simulating random walks

We define a *neuromorphic advantage* as an algorithm that shows a demonstrable advantage in terms of one resource (e.g., energy) while exhibiting comparable scaling in other resources (e.g., time).



# Where does this advantage come from?

- Extreme parallelism of neuromorphic hardware  
*plus*  
Embarrassingly parallel nature of Monte Carlo random walks
- Many simple calculations in parallel  
vs  
Single complex calculation
- Limiting factor going forward will likely be probabilistic component
  - Quality and form of random numbers
  - Quantity and location of random number generation



What happens if we build a neuromorphic chip  
centered on probabilistic sampling?

# What constitutes brain inspiration?

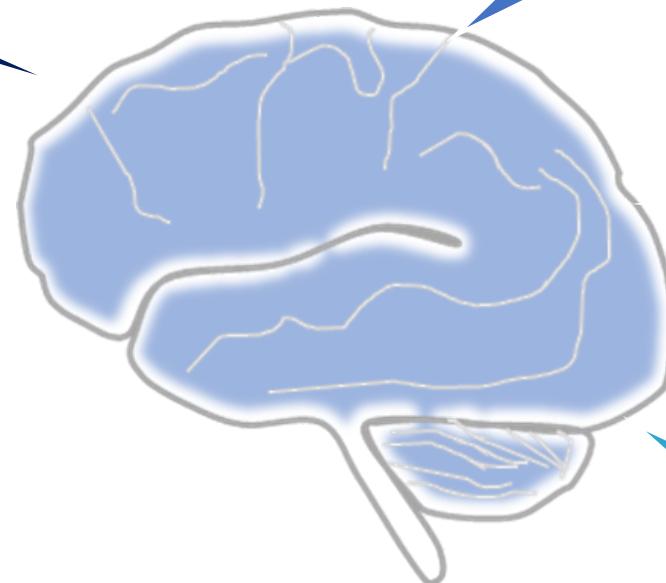
Analog computing!

High fan-in connectivity!

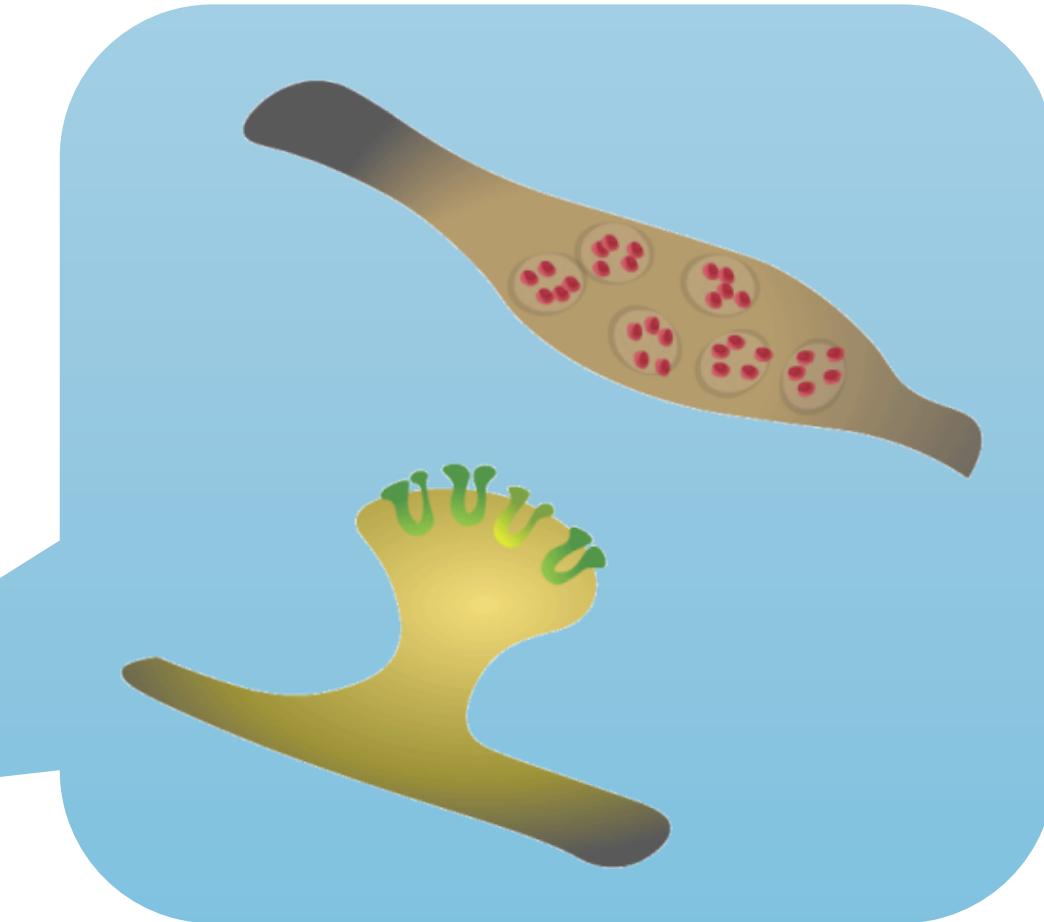
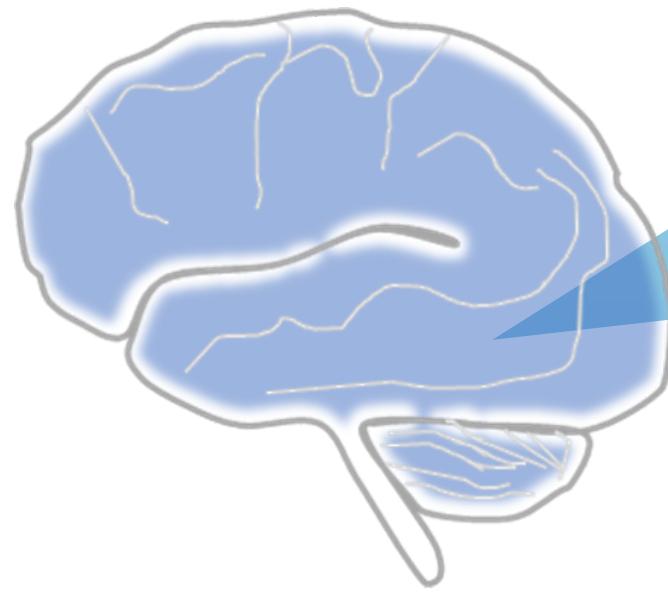
Spiking!

Learning!

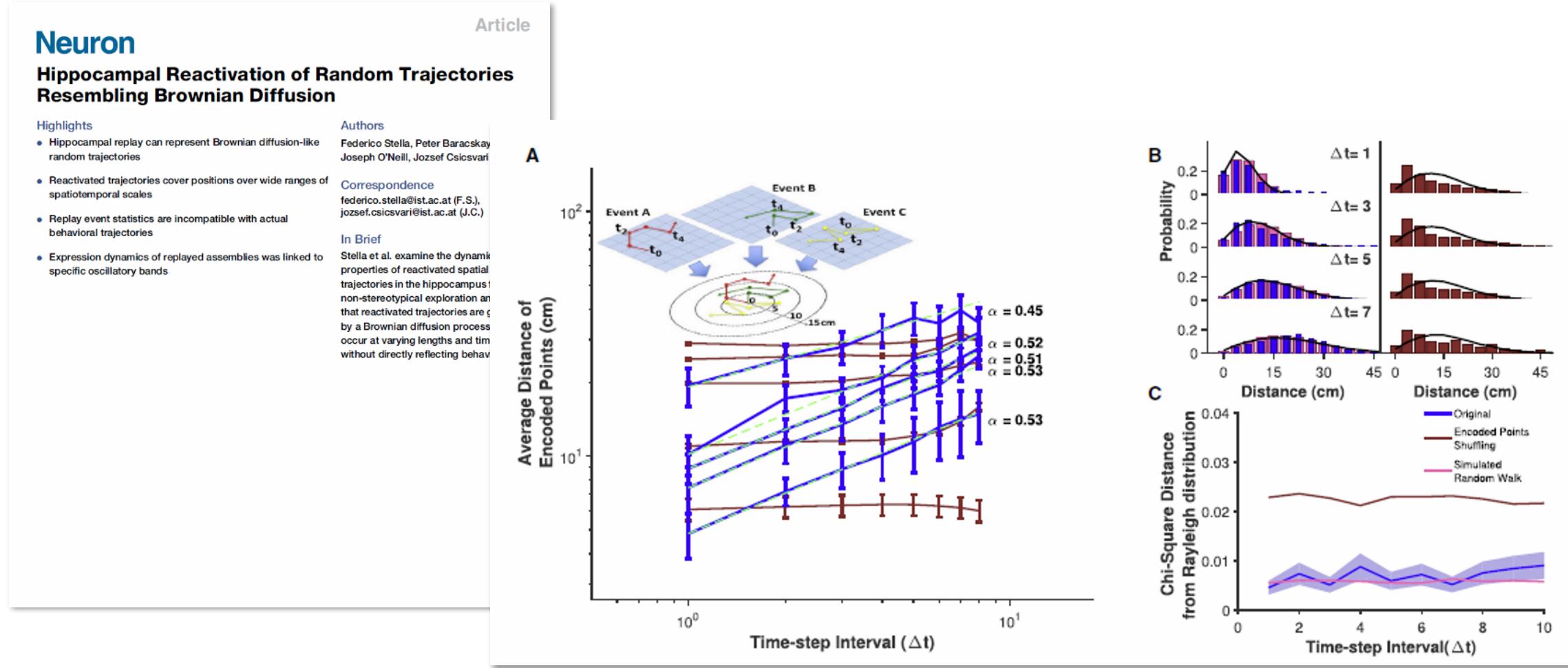
Stochasticity!



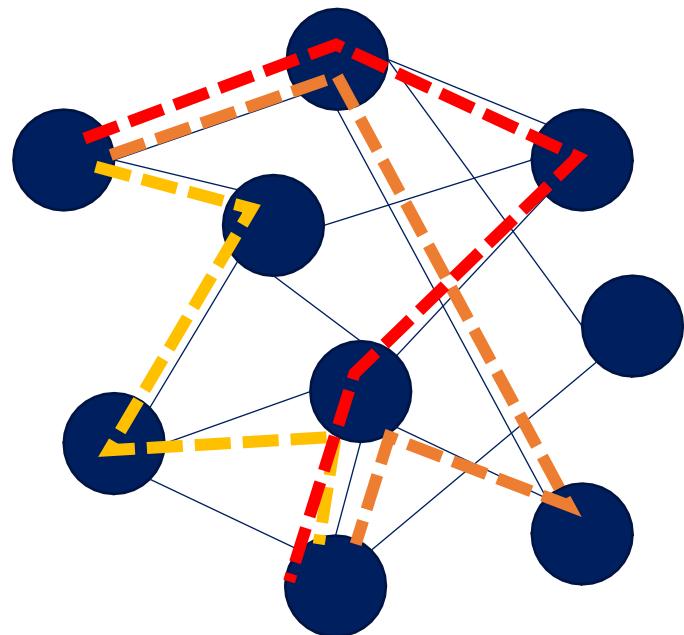
The brain's trillions of synapses exhibit considerable stochasticity



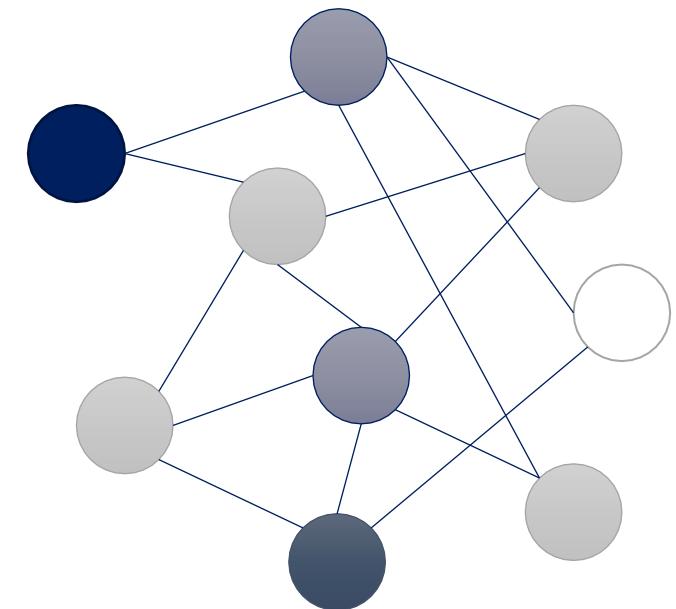
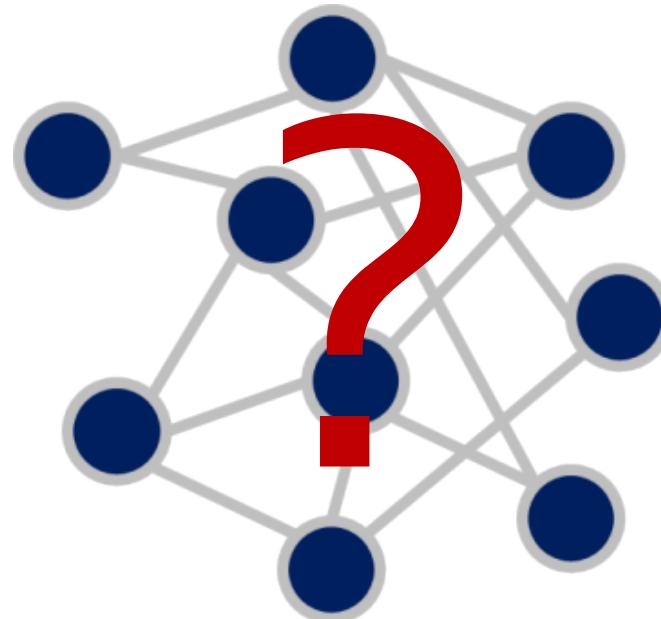
# The brain appears to use probabilistic sampling of populations



# How does brain use this ubiquitous stochasticity?



DTMC random walks  
(sampling network)

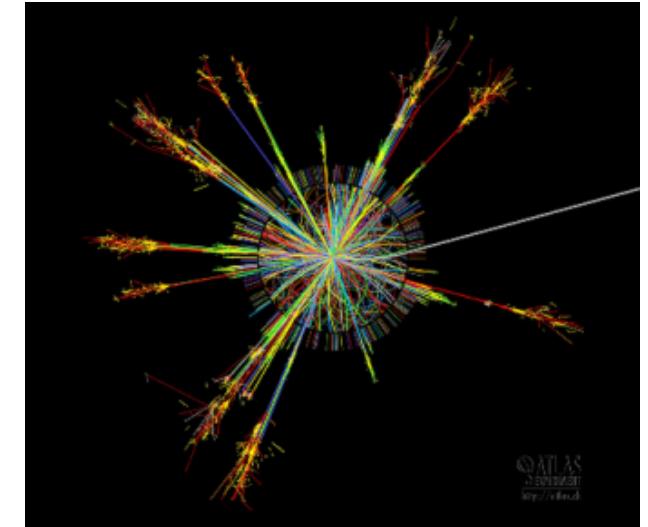
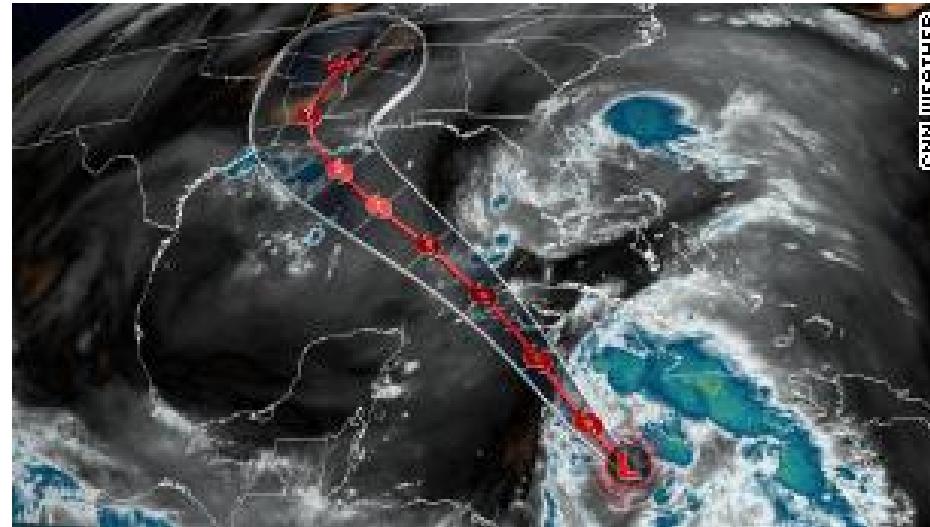


Expected value  
(average over stochasticity)

Many applications of computing have inherent uncertainty



# Many applications of computing have inherent uncertainty



## Two main use cases:

- ❖ Mod-Sim --- Generating the random number *you need*
- ❖ Artificial Intelligence --- Effective and efficient sampling of algorithms

# So what would a probabilistic neuromorphic computer look like?

Goal: *1 billion RNs per microsecond*

- $\sim 10^{11}$  neurons  $\times 10^4$  synapses / neuron  $\times 1$  Hz =  $10^{15}$  RNs per second in human

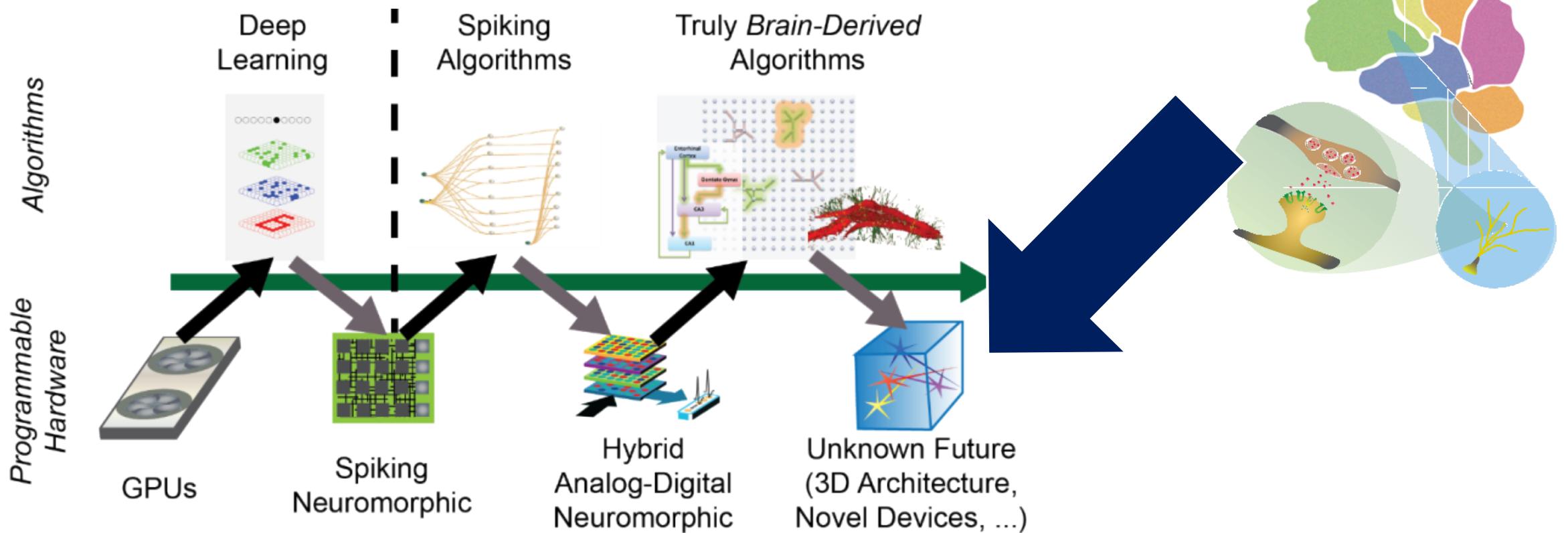
Why?

- Numerical computing
- Artificial Intelligence

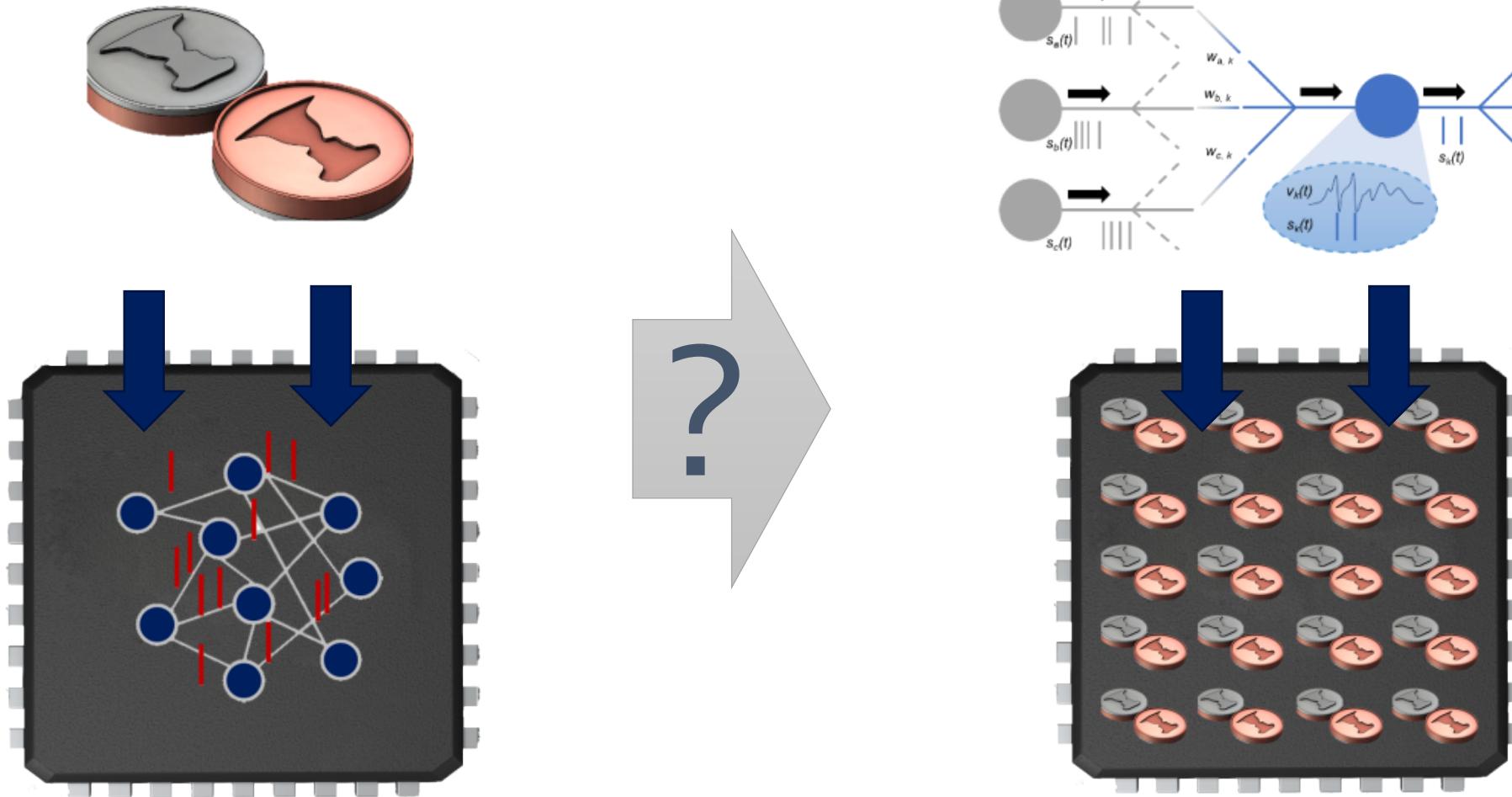
How?

- Stochastic devices
- Neuromorphic architecture

One possibility is to inject ubiquitous stochasticity into existing neuromorphic technologies

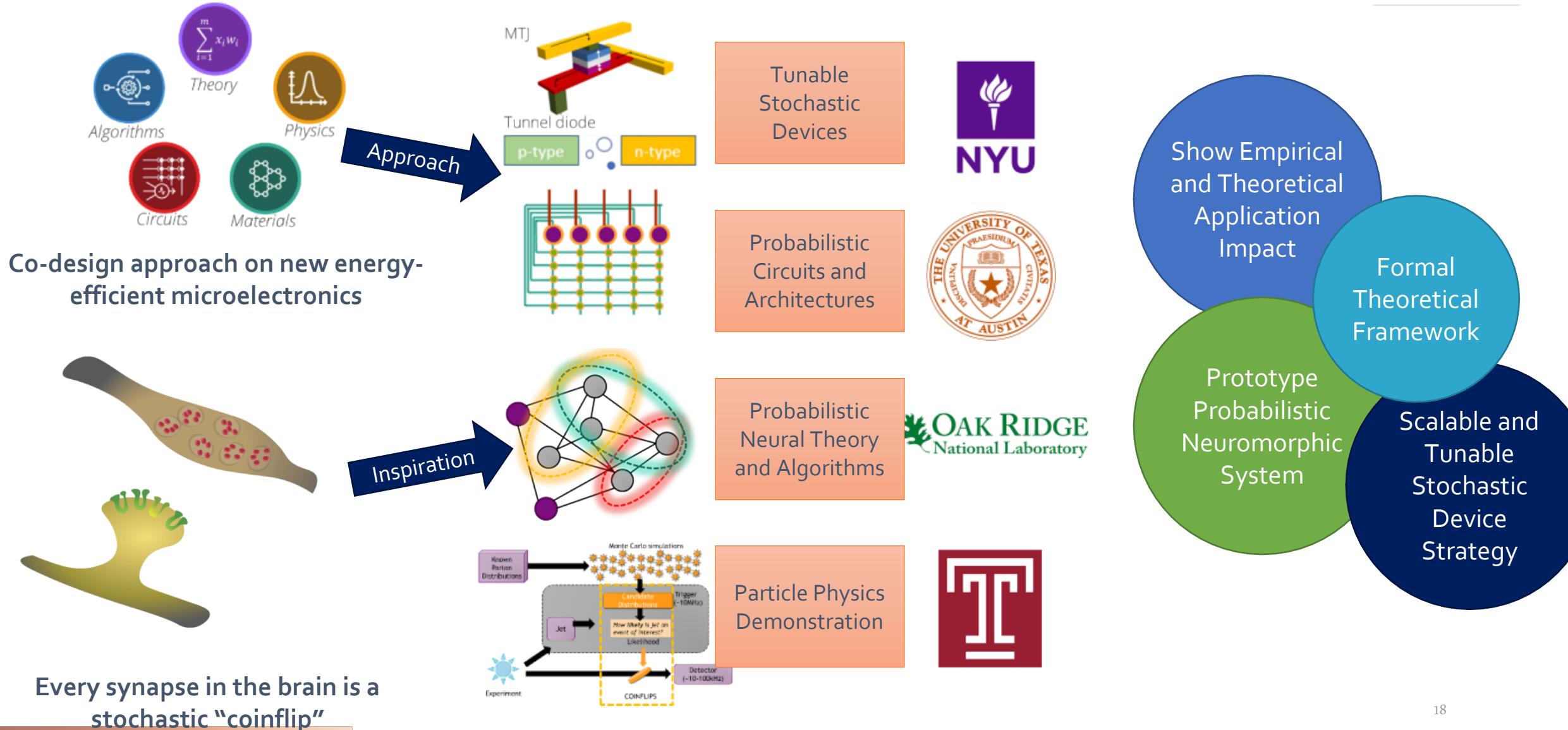


Making stochasticity ubiquitous may require that we revisit how we design neuromorphic hardware



# COINFLIPS

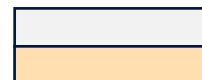
# CO-designed Improved Neural Foundations Leveraging Inherent Physics Stochasticity (COINFLIPS)



# Tunable RNG – magnetic tunnel junctions & tunnel diodes



## Tunable random number generator



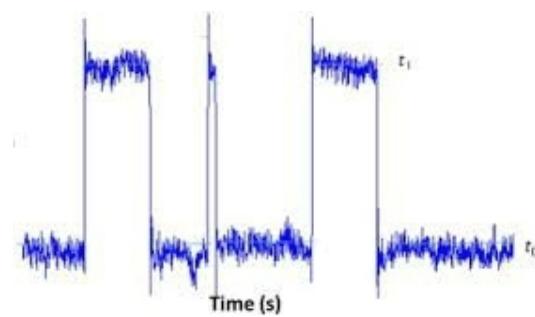
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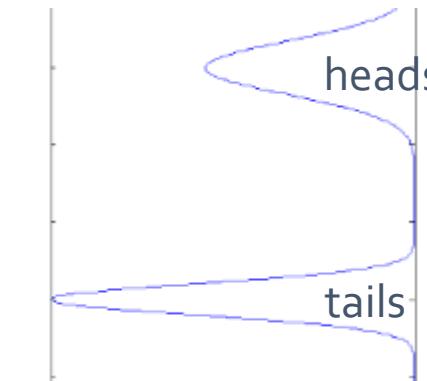
20:80

## Why did we pick the devices we picked?

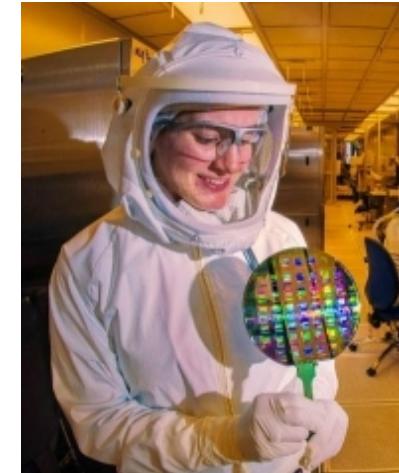
### Large signals



### Tunable



### Integration



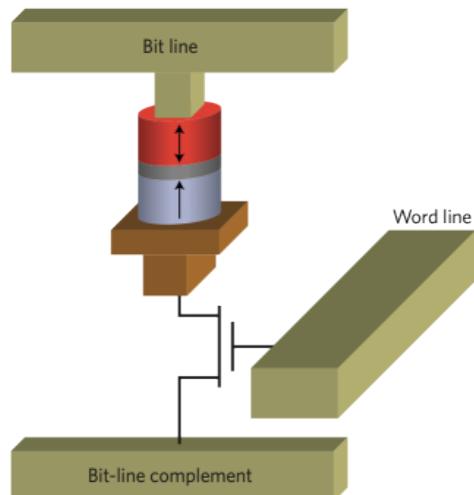
## I. Magnetic tunnel junctions



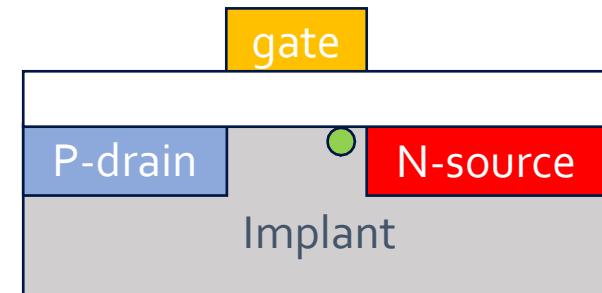
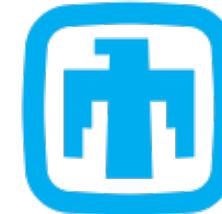
Jean Anne  
Incorvia



Andy Kent

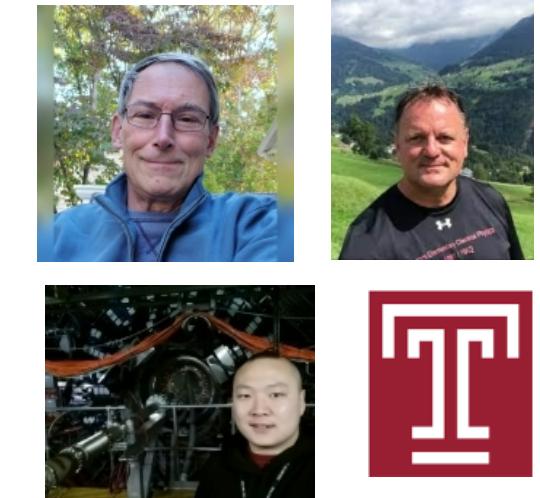
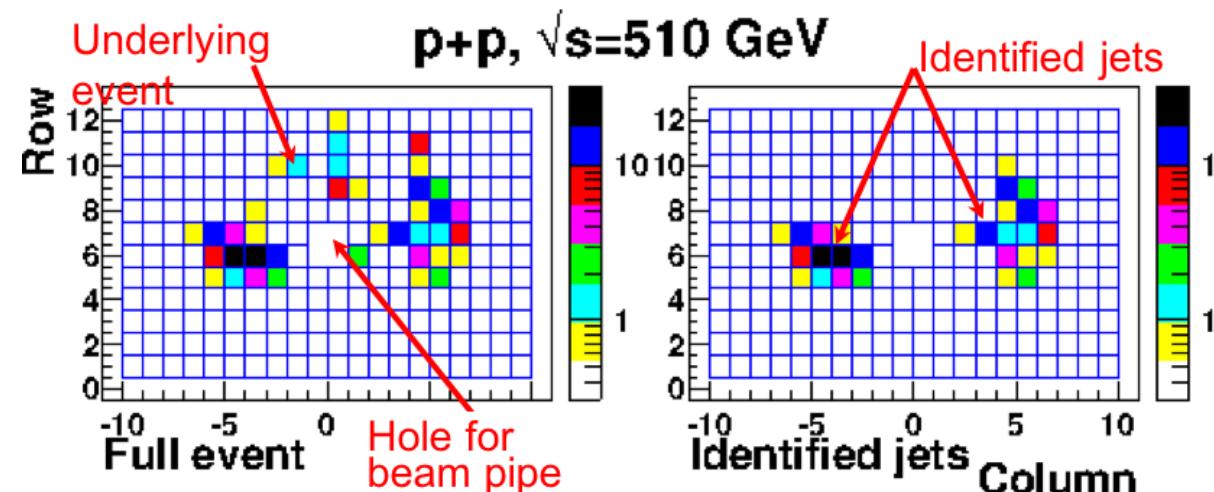
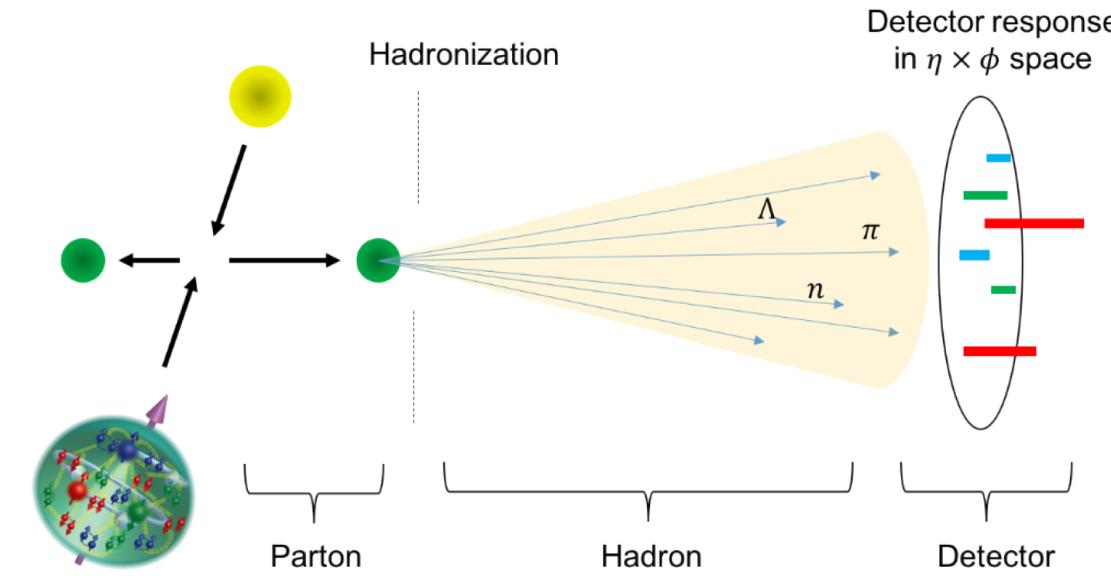


## II. Tunnel diodes



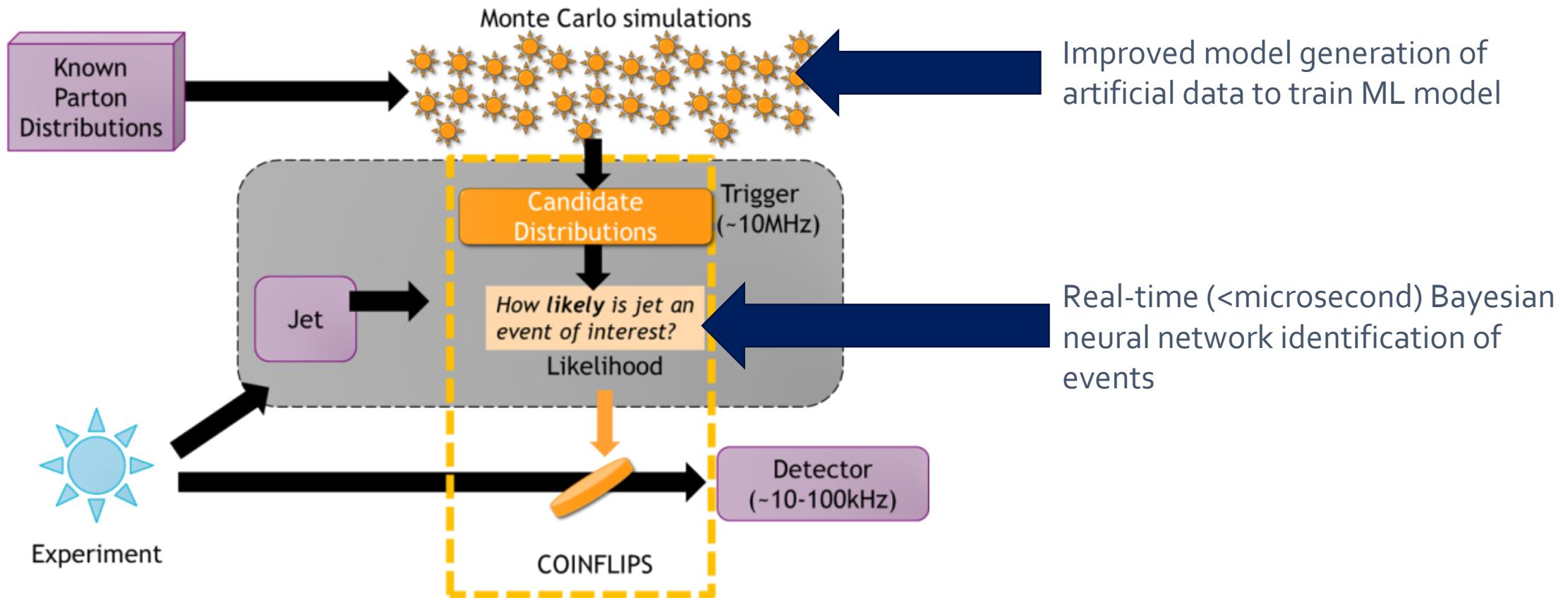
Shashank Misra & Tzu-Ming Lu

# Jet detection in particle physics



Les Bland, Bernd Surrow, Jae Nam

# Opportunities for probabilistic neuromorphic computing in physics jet identification



# How do we use coinflips to sample from arbitrary distributions?

Biased random source to  
approximate uniform  
random numbers

Some literature  
here

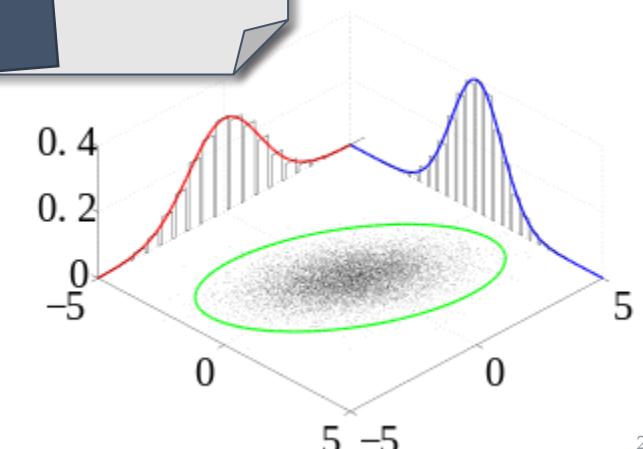


Biased random source to  
sample an arbitrary  
probability distribution

*Relatively unexplored*

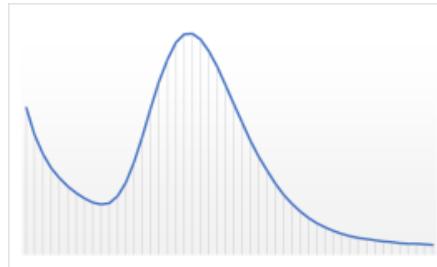


Uniform random numbers to  
arbitrary distributions



A major focus of  
numerical methods  
community

# Random numbers are a non-trivial computational cost today



Draw uniform  
RNG



Convert to  
desired PDF

We want a RN pulled from some physics distribution

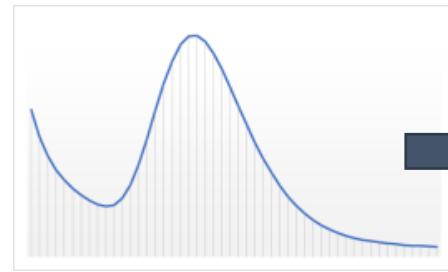
Software uses pseudo-RNG to pull uniform random number

- This is simple, but can be costly for volume and quality

Numerical methods convert uniform RN to desired distribution

- Some distributions are easy (simple inverse CDF)
- Some distributions are challenging

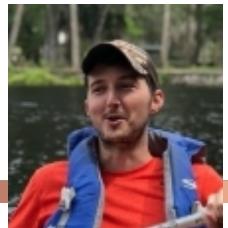
It is possible to generate a random number from a desired statistical distribution



Draw uniform RNG

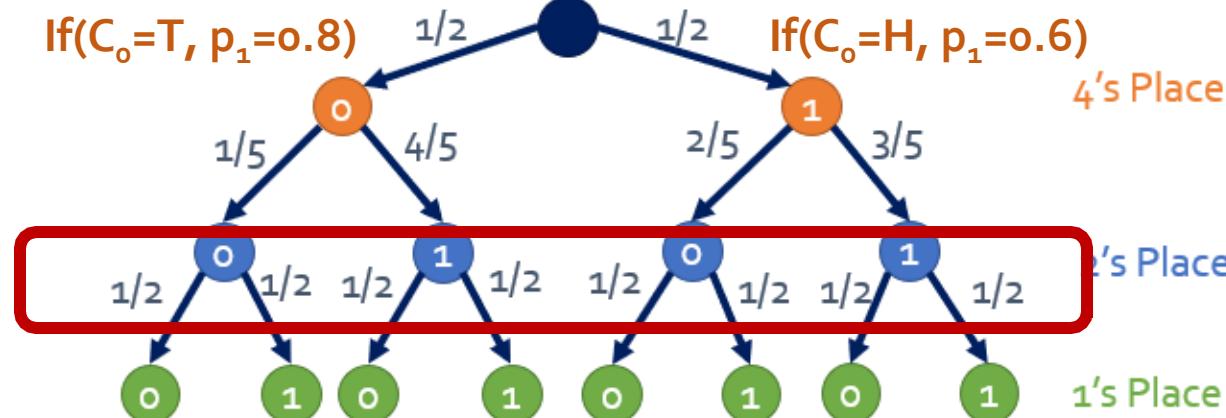


Convert to desired PDF



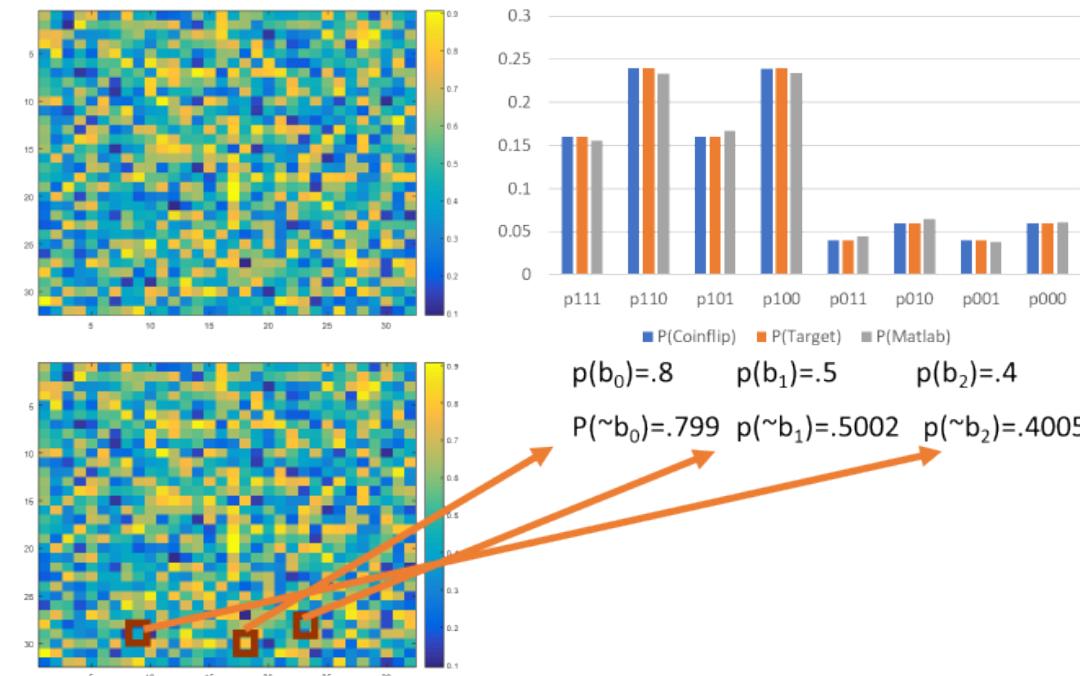
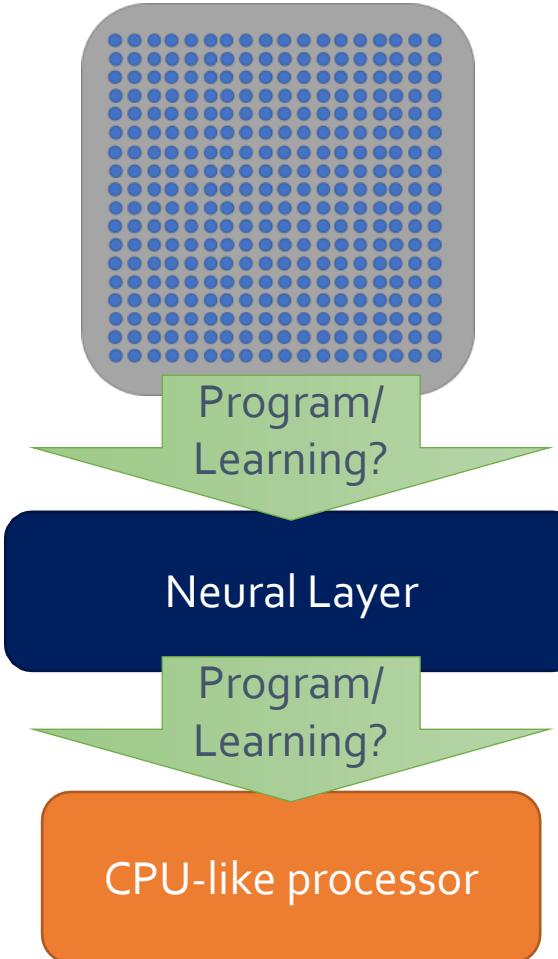
Darby Smith

Expand Boolean tree of PDF and flip many coins for all branches in parallel



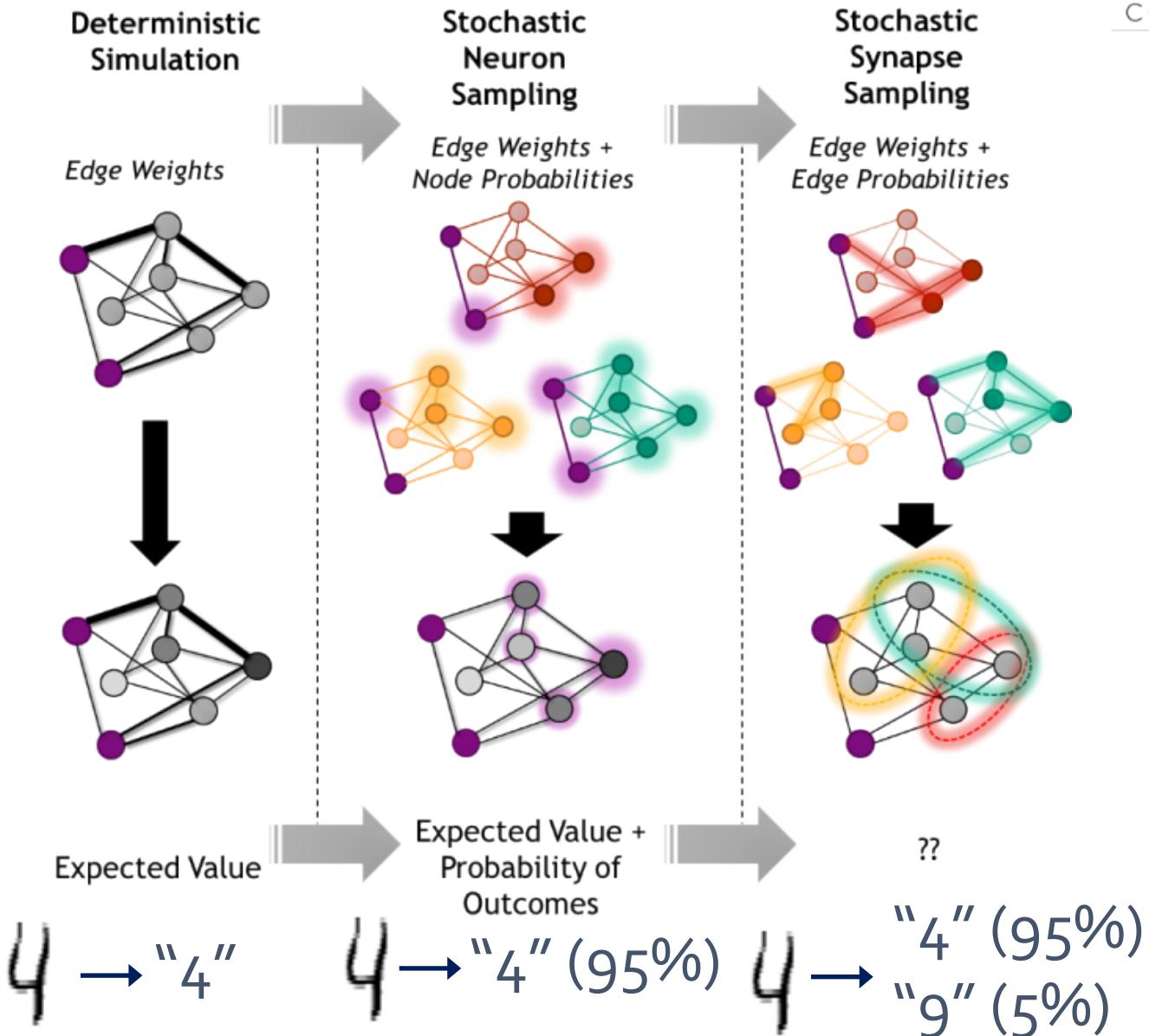
- Worst case, this is a exponentially large number of coins
- PDFs have structure and redundancies that can be leveraged
- Correlations from devices or built into neural circuits can similarly compress tree

# A potential COINFLIPS architecture for generating random numbers



# Establish a paradigm of computation around synaptic sampling

Can novel neural sampling algorithms be leveraged to provide more efficient and more powerful AI capabilities?

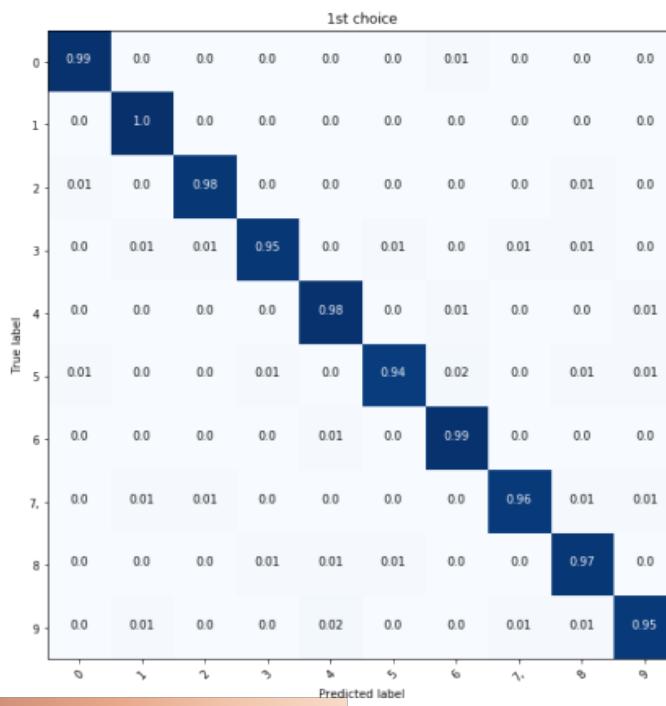


# Sampling ANNs with stochastic synapses provides estimate of uncertainty

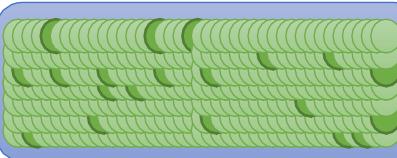
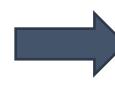


## ➤ Approach

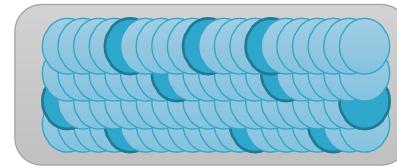
- Train simple neural network with only minor modifications
- Simple network can achieve decent performance



4

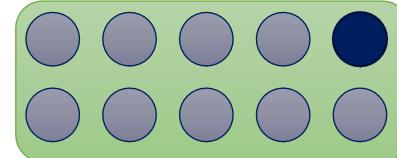


784 X 400

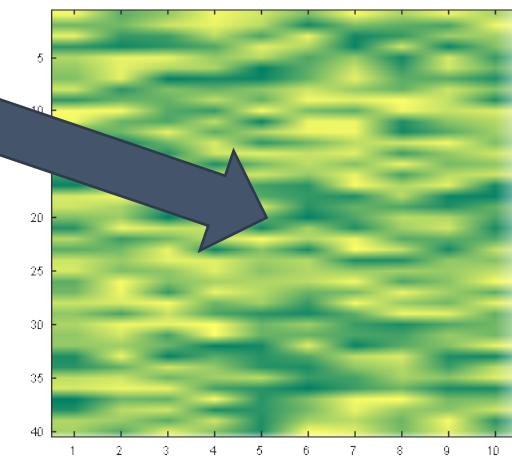
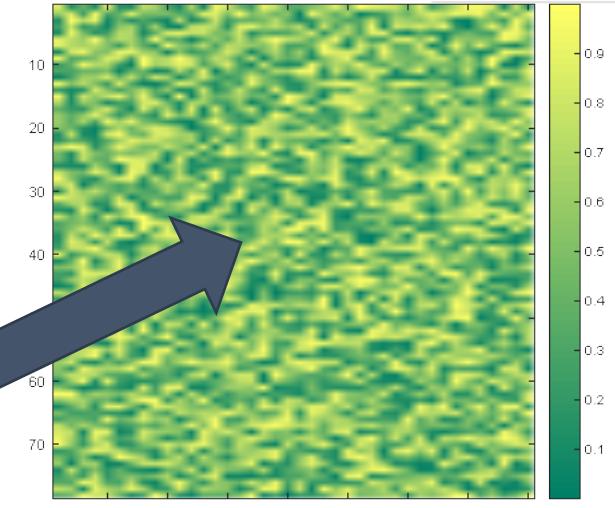


400 X 10

“4”



Weights continuous between 0 and 1

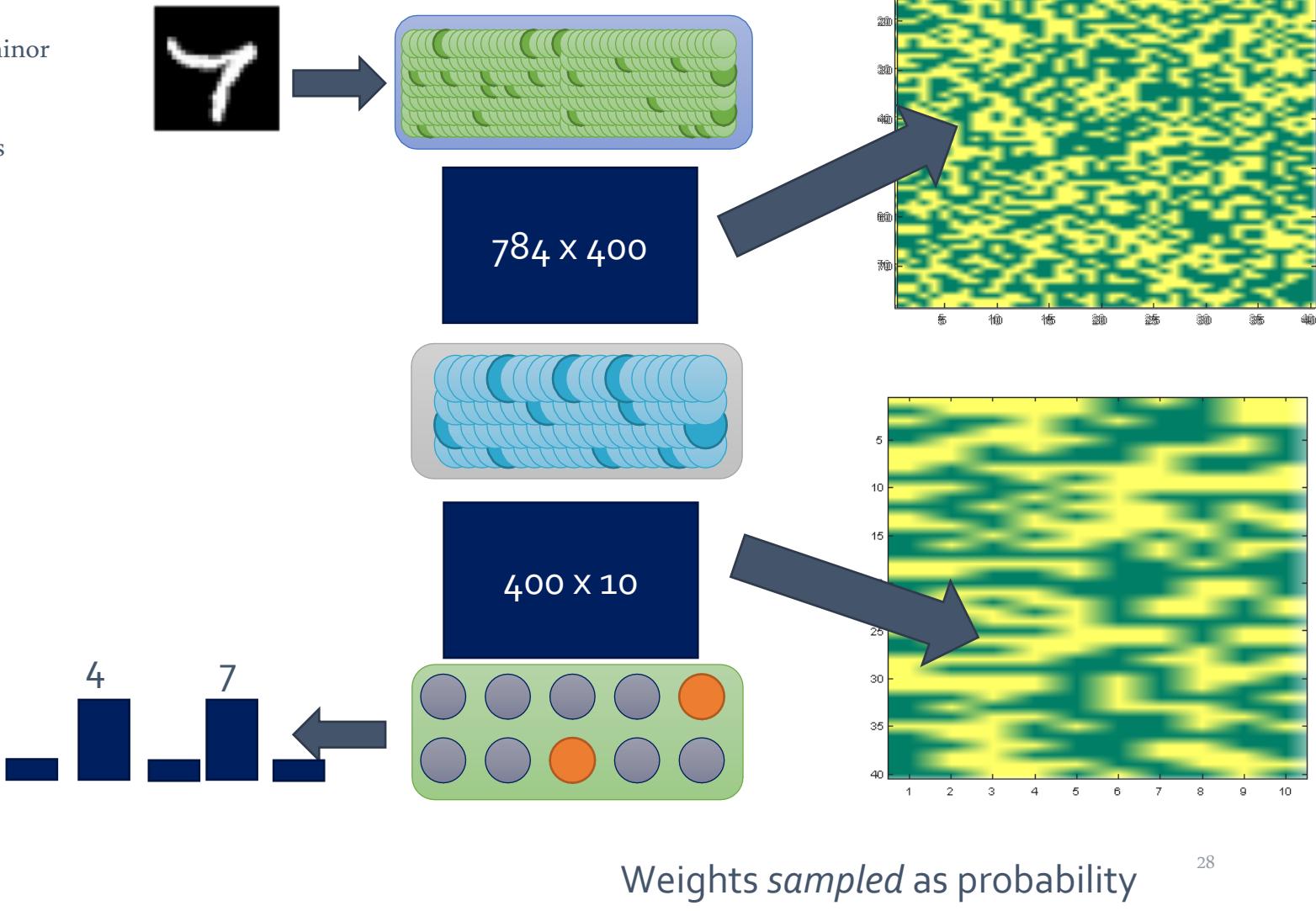
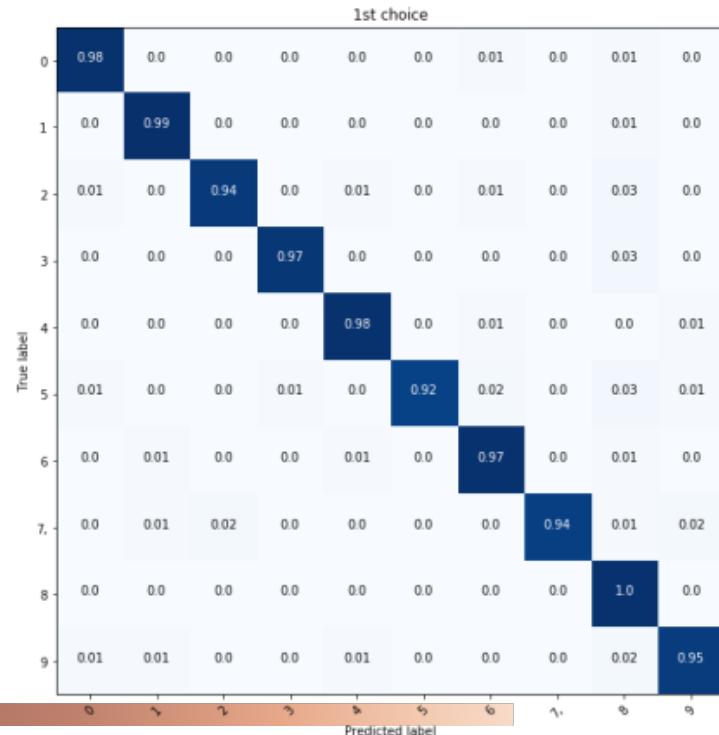


# Sampling ANNs with stochastic synapses provides estimate of uncertainty



## ➤ Approach

- Train simple neural network with only minor modifications
- Convert weights to Bernoulli probabilities (weighted coinflips)
- Sample network to identify what classes



2<sup>nd</sup> choice of stochastic sampled networks is often the ‘right’ answer for misclassified results



6 – 0.38

5 – 0.17



9 – 0.31

4 – 0.28



4 – 0.36

7 – 0.35



9 – 0.26

2 – 0.20



3 – 0.23

9 – 0.20



6 – 0.26

2 – 0.25

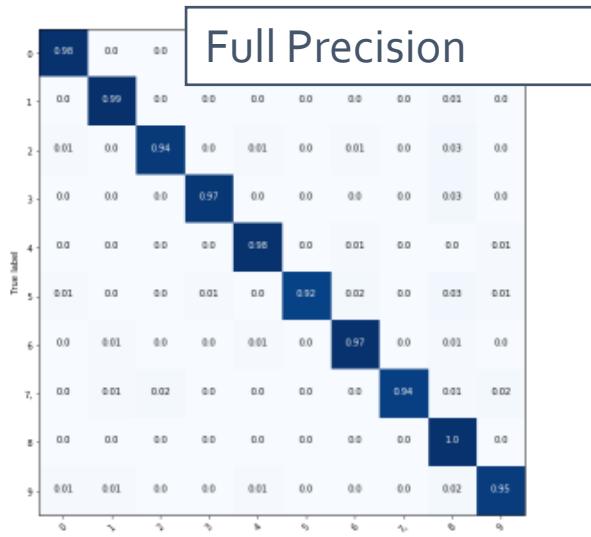


0 – 0.39

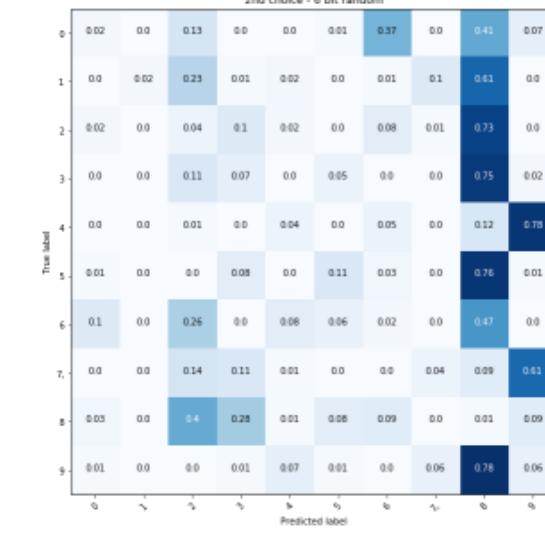
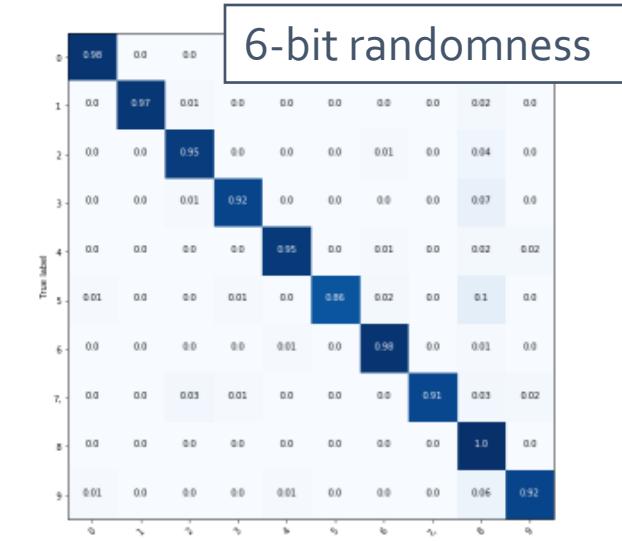
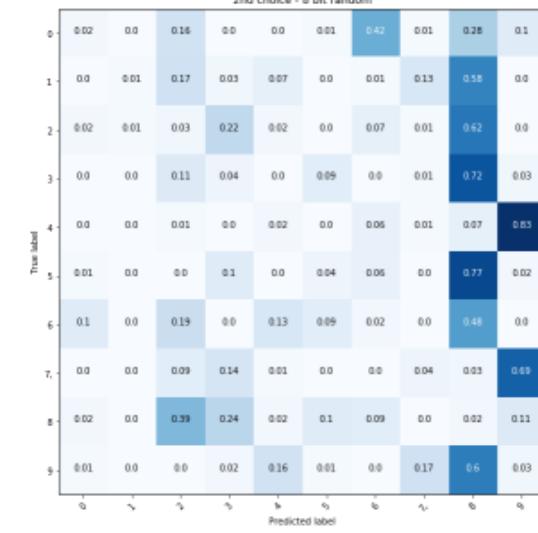
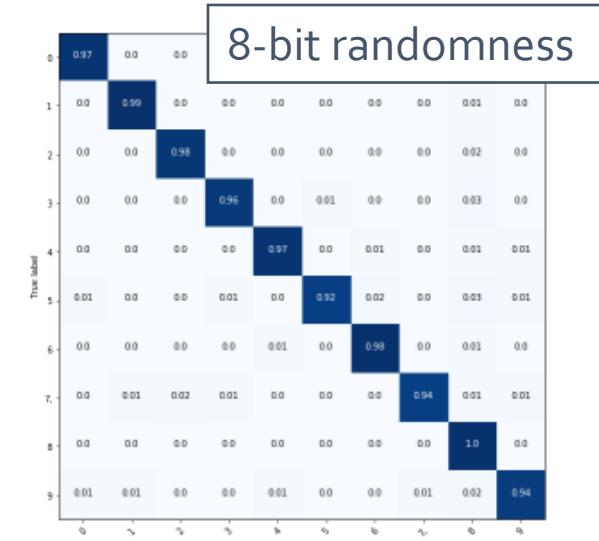
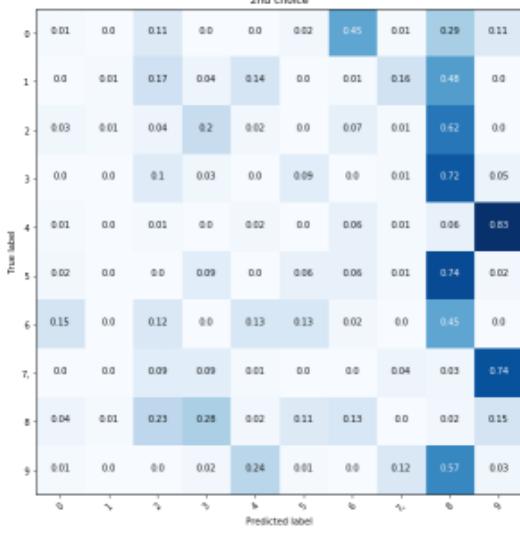
6 – 0.27

# Sampling ANNs with stochastic synapses is robust to low precision synapses

1<sup>st</sup>  
choice



2<sup>nd</sup>  
choice



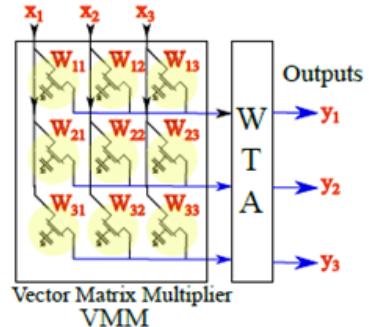
# Next step: using AI to guide COINFLIPS neural circuit design



## Data and Models

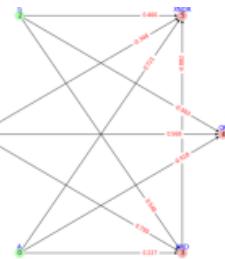
- Data Sweeps
- Device Models
- ASIC behavior models

## Topological Analysis

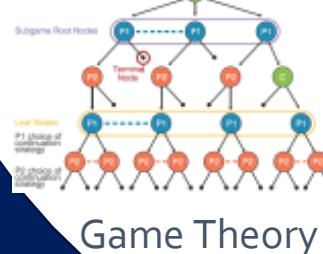


- Size constraints
- Discover novel circuit topologies

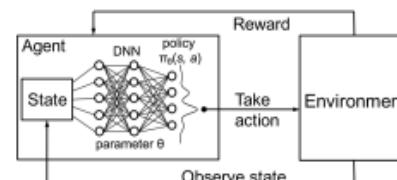
## Neural Circuits & Architectures



## Machine Learning



## Game Theory



## Reinforcement Learning

## Hyper Parameters

- Learning Rate
- # of Epochs
- Hardware based constraints in architecture search

## Device and Architectural Constraints

- Charge time
- Energy efficiency
- SWaP
- Connectivity
- Extreme Temperature environments

Our AI-enhanced framework would need inputs from algorithms, devices, architectures and ML-based hyper-parameters. The framework will enable new capabilities.



Katie Schuman (Tenn)  
Suma Cardwell (Sandia)

# COINFLIPS presents an opportunity to develop a *community of interest* to create a new computing paradigm

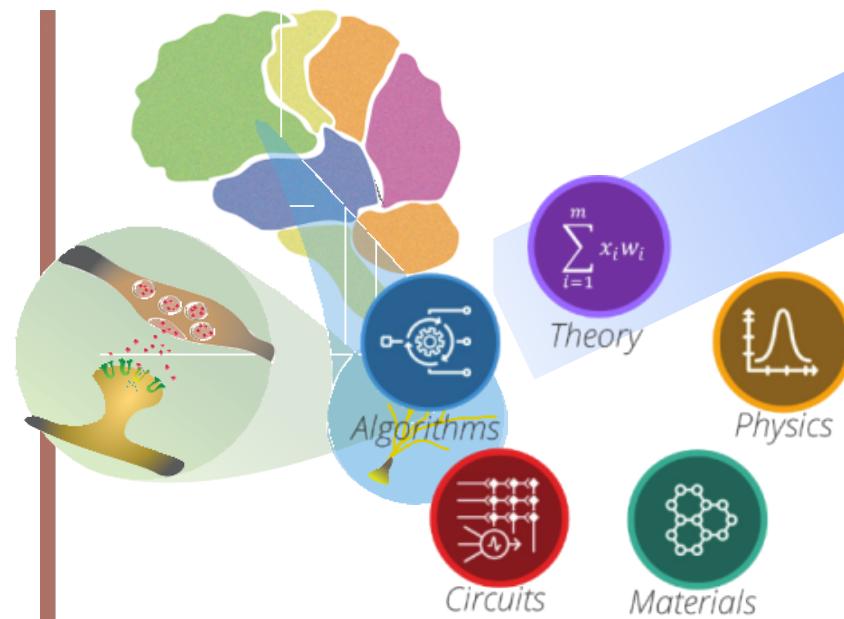


Jointly develop a programming model and theoretical framework with an emerging technology

Opportunity for computing to prioritize impact on different classes of applications

Factor in integration and system design from the onset of a new approach

Optimize non-CMOS devices for scalability and cost of reliability



Thanks!

