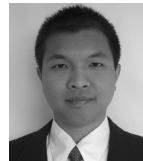
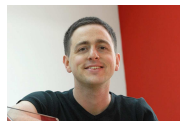
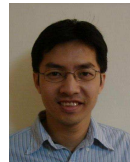




Biologically Inspired Neuromorphic Systems

Katherine Cameron and Leena Patel

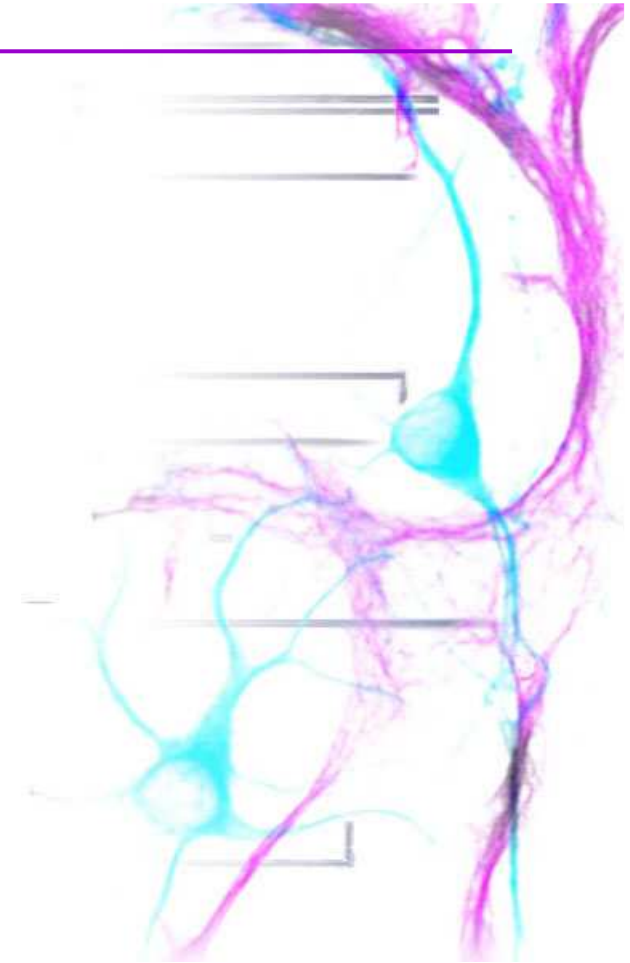
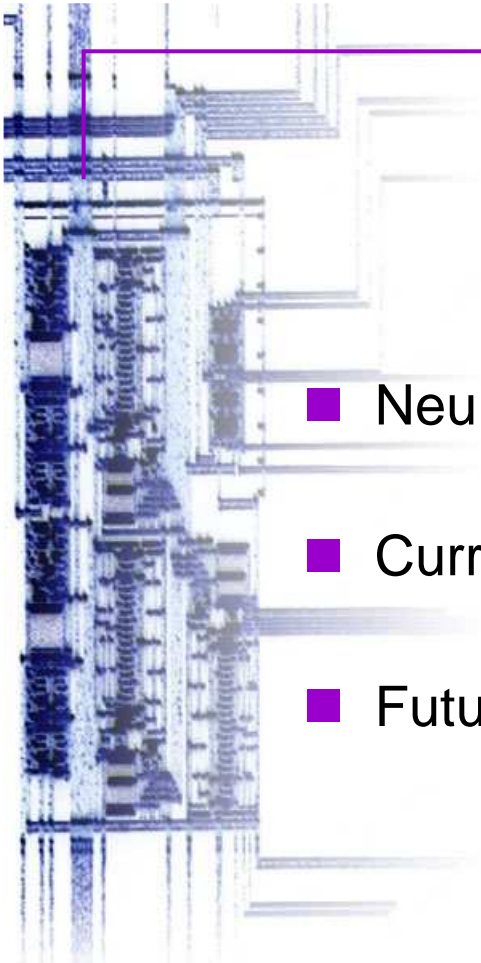
The Neural Group



Alan Murray
Katherine Cameron
Leena Patel
Tong-Boon Tang
Zhijun Yang
Simeon Bamford
Vasin Boonsobhak
Tom Clayton
Andrew Cogman
Juna Huo
Alex Kourkoulas-Chondrorizos
Hugo Monteiro

Overview

- Neuromorphic Engineering
- Current projects – some examples
- Future directions



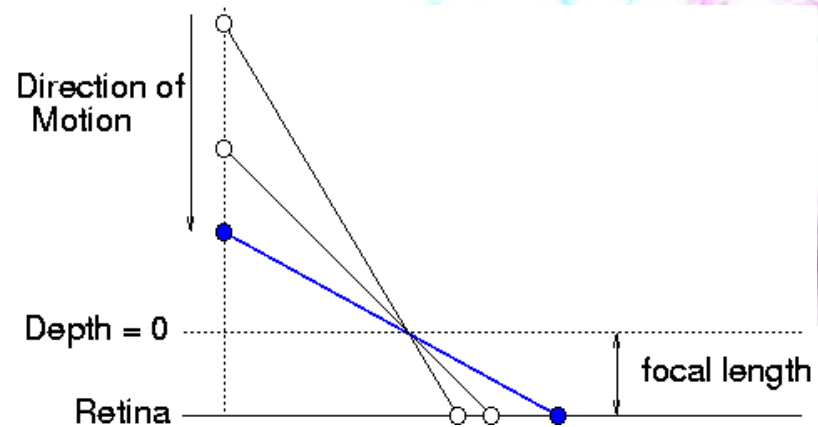
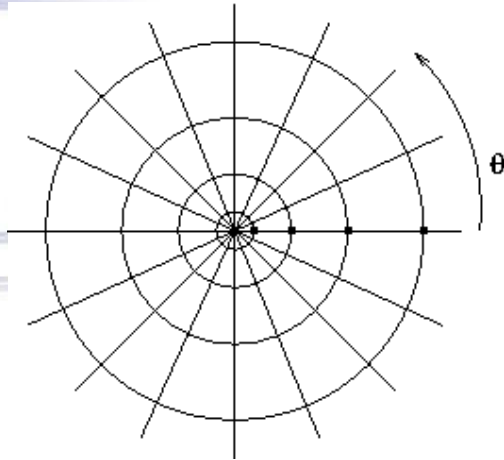
Neuromorphic Engineering

- Neuromorphic Electronics are those where the design principles are inspired by the biological nervous system
- Aims
 - Low power
 - Better interaction with the environment
 - Learn about some aspect of the nervous system
 - Interact with the nervous system
 - Use the brain's inherent robustness to inspire new design avenues

NSILL

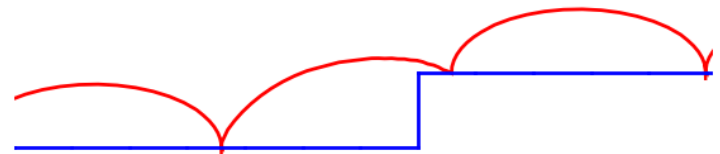
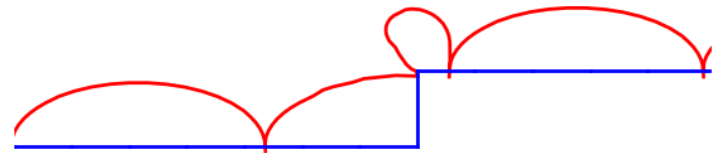
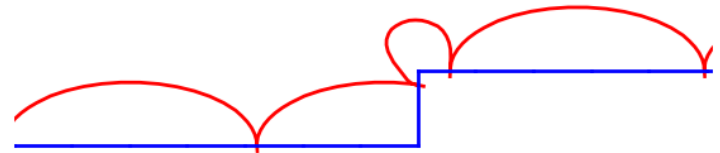
Zhijun Yang & Hugo Monteiro

- Neuromorphic Sensorimotor Integration for Legged Locomotion (with IPAB)
- Working on a vision chip to extract depth from motion



NSILL

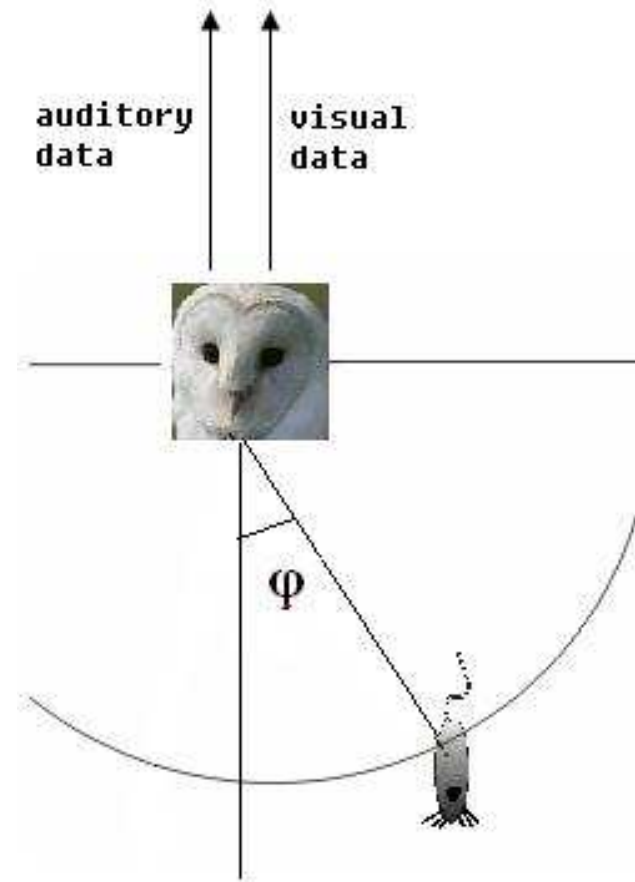
- Depth information to be used as input to the 6 legged robot
- Robot being designed by William Lewinger
- Control System implemented by Hugo using ISO learning



Sensory Map Realignment

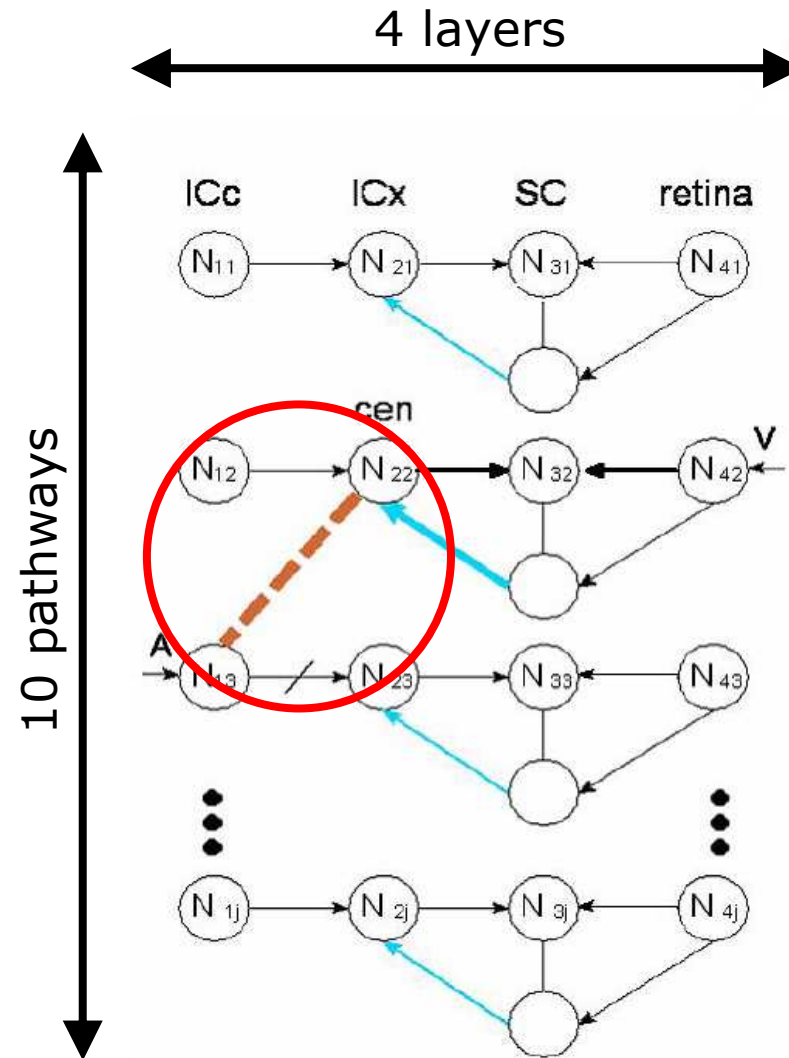
Juan Huo

- Model of Barn owl auditory and visual system
- Prism experiment to misalign correlated visual and auditory stimulus
- Allow axon growth to realign map



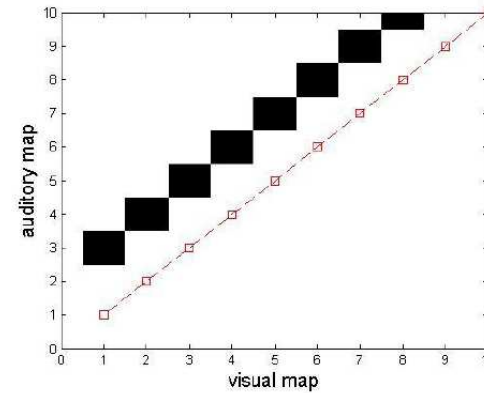
Sensory Map Realignment

- Integrate and Fire neuron
- Network
 - 4 layers
 - 10 pathways
 - each pathway represents 18° in azimuth
- Reconfigurable axon connection
 - Using neurotrophin model
 - Electrical growth signal



Sensory Map Realignment

- Map can be successfully realigned
- Model has been integrated into a robotics application using an E-puck robot



Topographic Map Formation

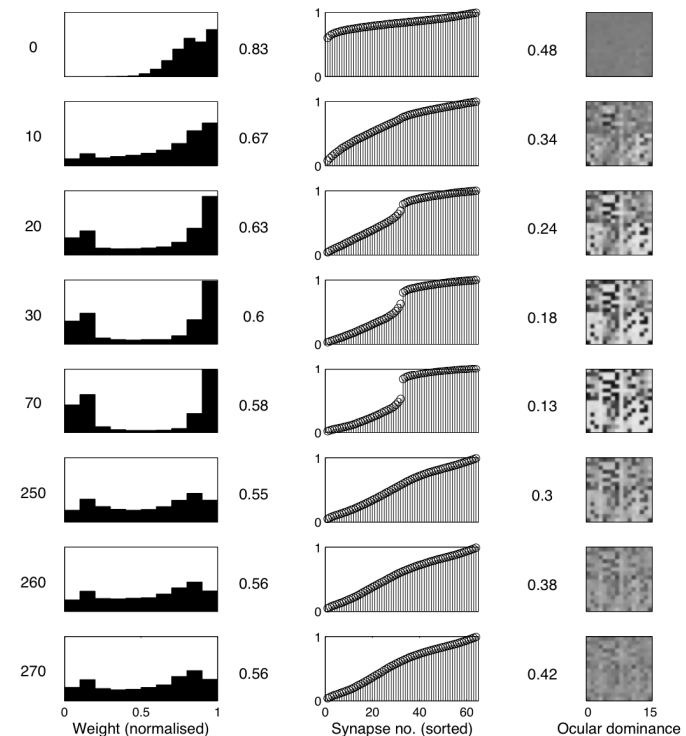
Simeon Bamford

- Topographic Map Formation can be observed from the retina to the optic tectum in the African Clawed Toad
- A neuromorphic VLSI chip with two methods for formation was designed
 - STDP
 - Synaptic Rewiring
- A new version of AER protocol was also designed



Topographic Map Formation

- Two highly correlated inputs flashed at input layer for 240s
- Weight Change only
- Weight distribution tends to bipolar
- Ocular dominance patterns form
- Input turned off
- Over 30s weights return to random distribution



Topographic Map Formation

- STDP and Synaptic rewiring
- After 240s of learning
- Combined ocularity measure better than STDP alone



0.17



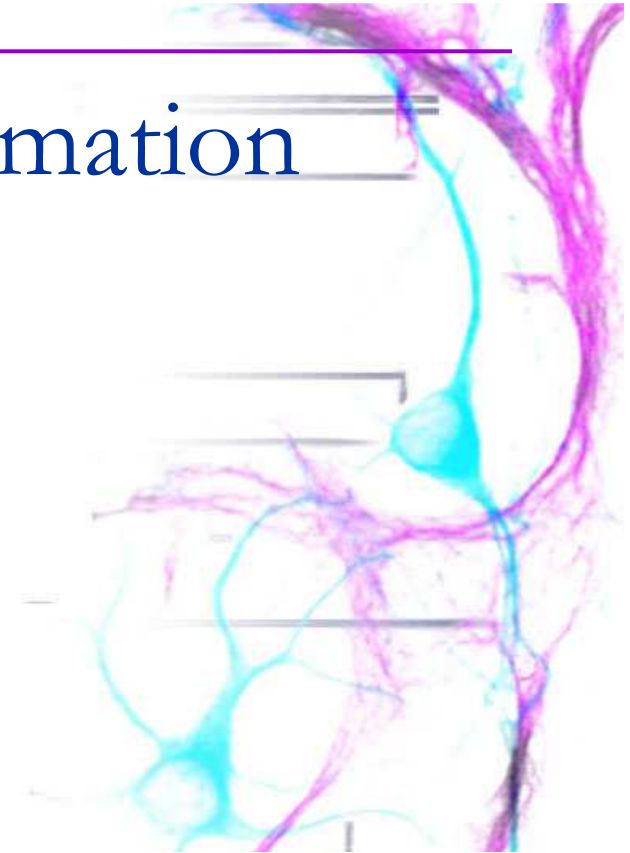
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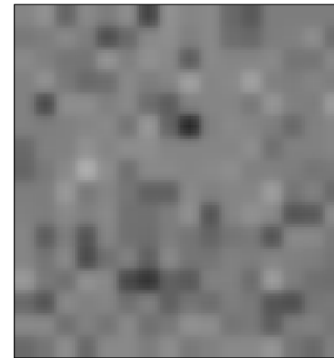
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Topographic Map Formation

- After 30s with no input
 - STDP weight shows no preference
 - Combined map still shows preference



0.2

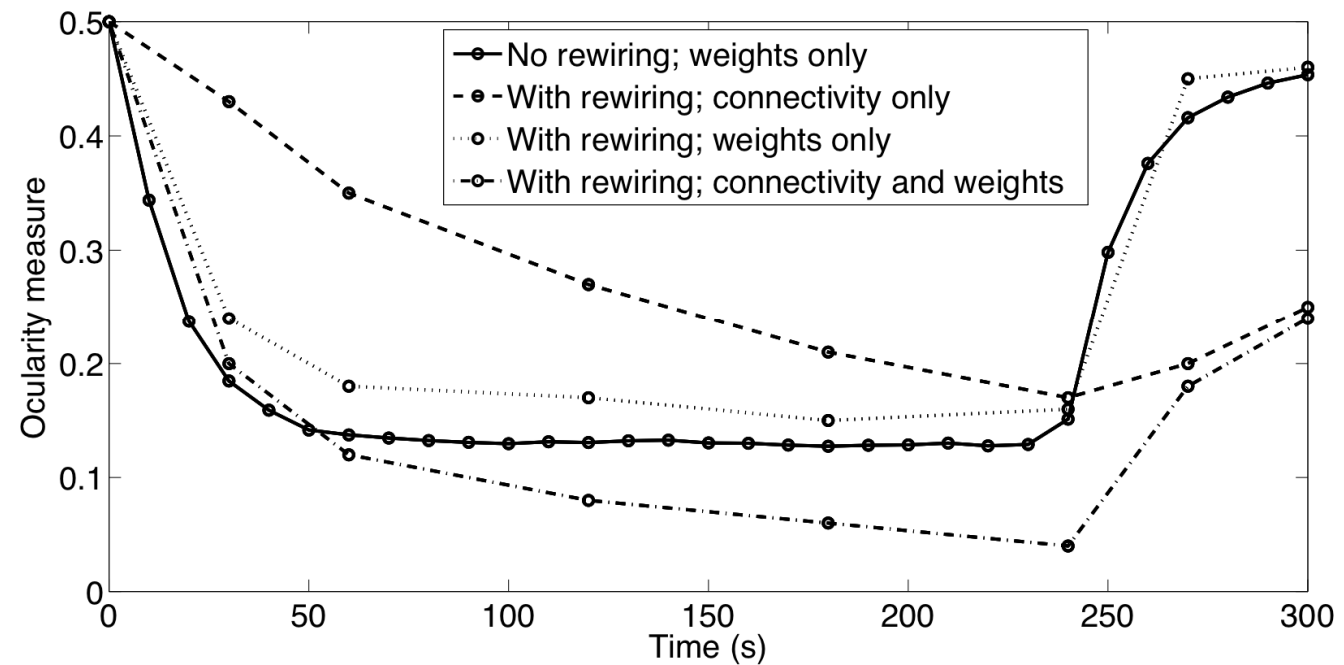


0.45



0.18

Topographic Map Formation



- STDP allows fast learning
- Synaptic re-wiring aids remembering

Other Projects

- Rapid Evaluation and Evolution of Neural Models
 - Tom Clayton
- Optimising power output of wave devices using GAs
 - Leena Patel
- Investigating the effect of noise in neural networks
 - Can intrinsic nano-scale noise be used to enhance performance?
 - Andrew Cogman & Tong-Boon Tang
 - How do you measure the performance enhancement?
 - Alex Kourkoulas-Chondrorizos

Future

- Self-assembling structures for processing and control
- Applications of adaptive spiking computation
- Reliable, robust computation using unreliable and faulty devices

Acknowledgements

- Neural Group
- EPSRC Funding

