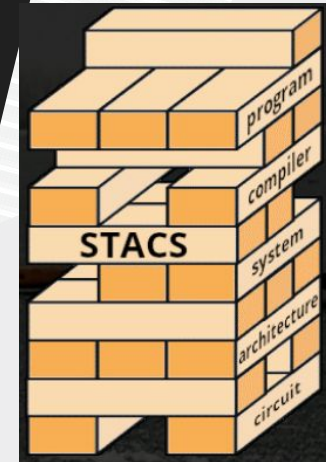


Working from Both Ends to Bridge the Gap Between Silicon and Human Cognition

High Throughput Computing - July 2024

Ranganath (Bujji) Selagamsetty
Robert Klock
Joshua San Miguel
Mikko Lipasti



Outline



- Neuromorphic computing: the bridge between silicon and biology
- Top-down: Drawing inspiration from the auditory cortex for DNS
 - Broad design exploration of network parameters (CHTC GPUs)
- Bottom-up: Improving current CPU architectures for stochastic workloads
 - Characterisation of Random Number Generation schemes (CHTC CPUs)
- Future Work and Opinions

Neuromorphic Computing

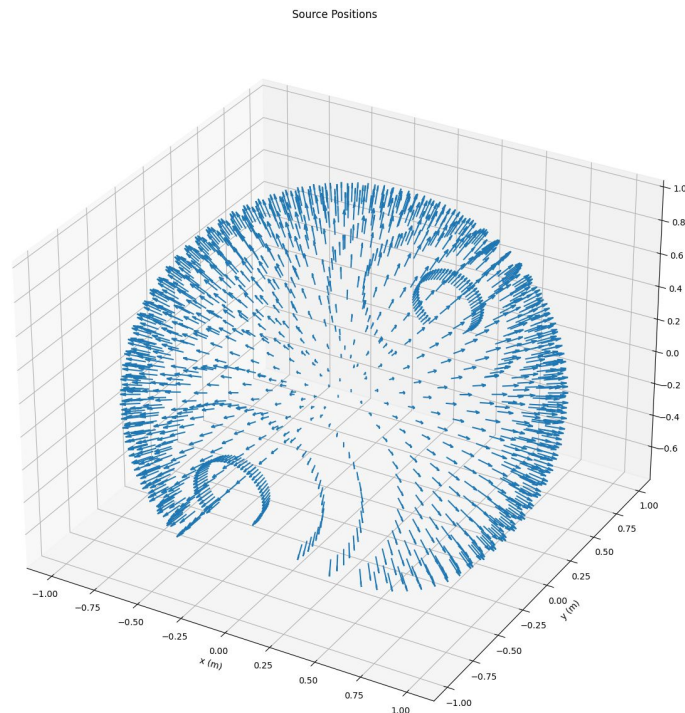
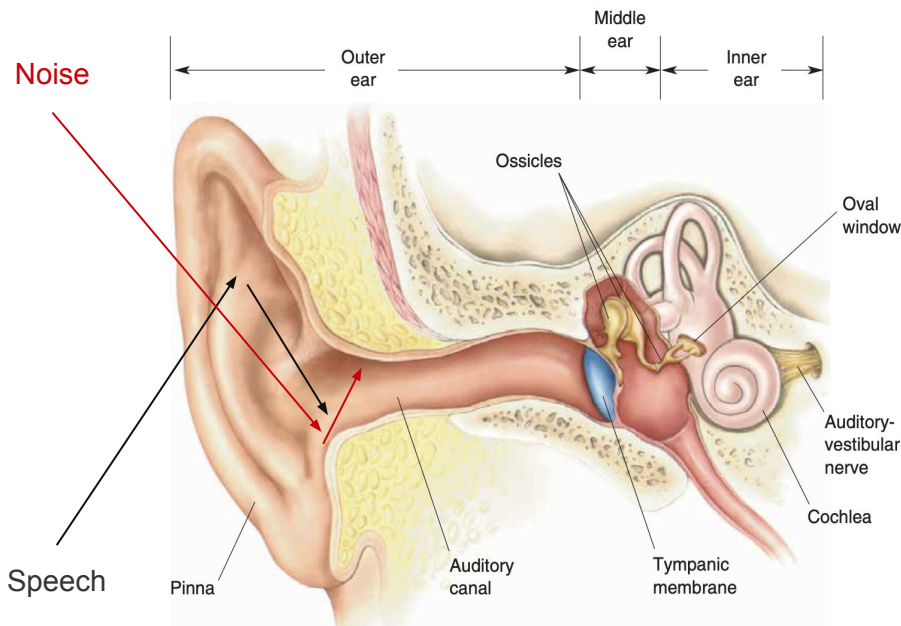
- “The opportunity lies in combining the best of biology and silicon”
- Approaches from different directions:
 - Top-down: understand the brain for better algorithms
 - Bottom-up: accelerate existing computing systems for cognitive programs

	Biology	Silicon
Speed	1 msec	1 nsec
Size	1 μ m - 10 μ m	10nm - 100nm
Voltage	\sim 0.1V	V _{dd} \sim 1.0V
Neuron Density	100K/mm ²	5k/mm ²
Reliability	80%	< 99.9999%
Synaptic Error Rate	75%	\sim 0%
Fan-out (-in)	10 ³ -10 ⁴	3-4
Dimensions	Pseudo 3D	Pseudo 3D
Synaptic Op Energy	\sim 2 fJ	\sim 10pJ
Total Energy	10 Watt	\gg 10 ³ Watt
Temperature	36C - 38C	5C - 60C
Noise effect	Stochastic Resonance	Bad
Criticality	Edge	Far

Top-down: Study Auditory Cortex for DNS

- Speech denoising is a non-trivial, popular task
 - Microsoft DNS
 - Intel N-DNS
- ANNs struggle, ears are proficient
 - Look to human anatomy for inspiration
- What inspiration can we glean from the brain?
 - Rich data encoding from the pinna...
 - Energy efficiency from temporal computing in spiking neural networks...

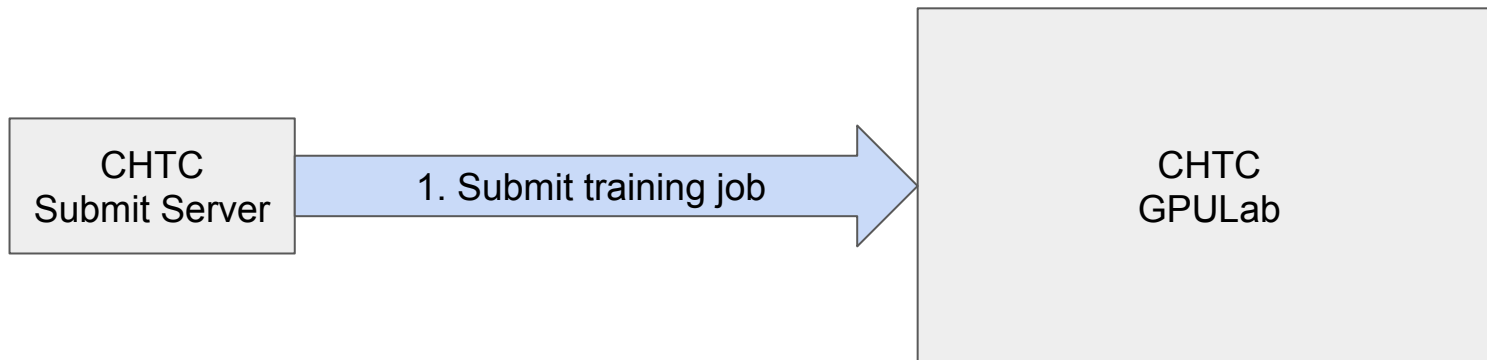
Speech & Noise Position for Denoising



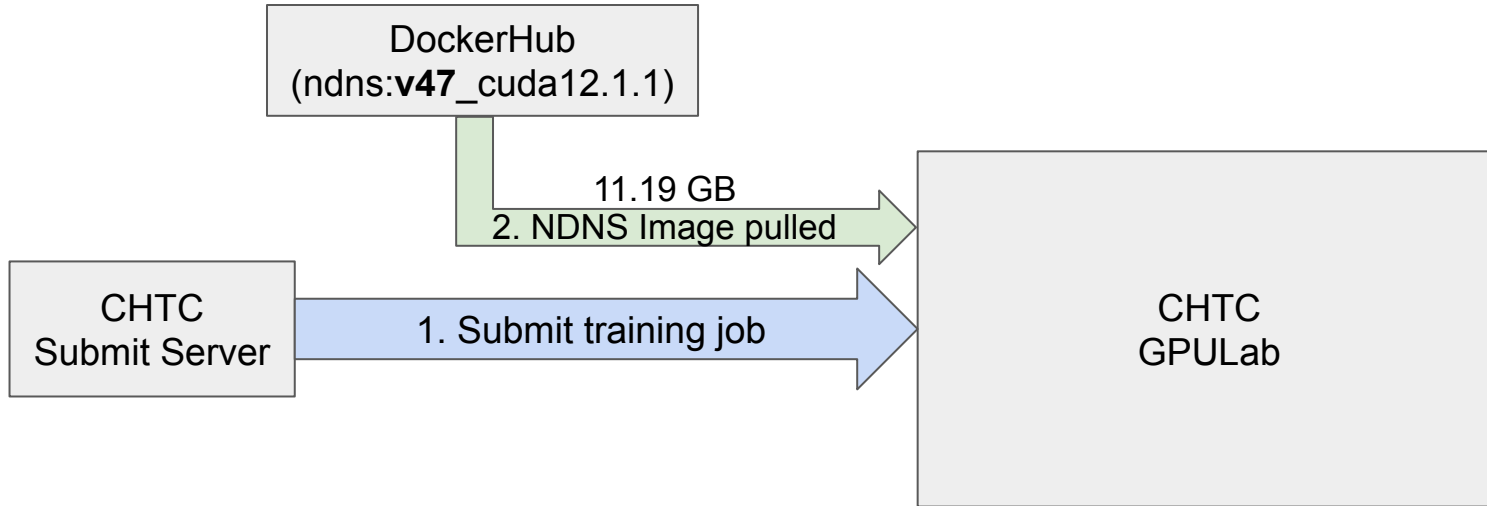
CIPIC dataset allowed us to analyze 1250 possible sound source orientations



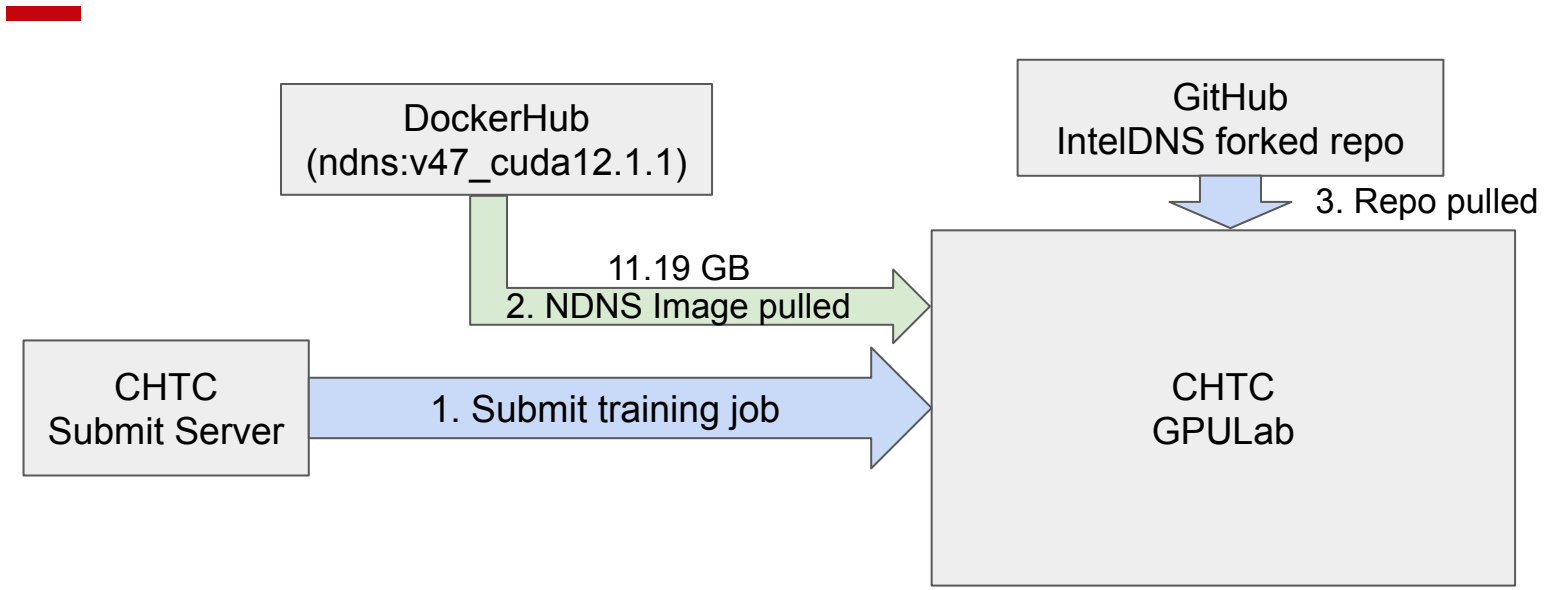
Developing the GPU Workflow (1)



Developing the GPU Workflow (2)

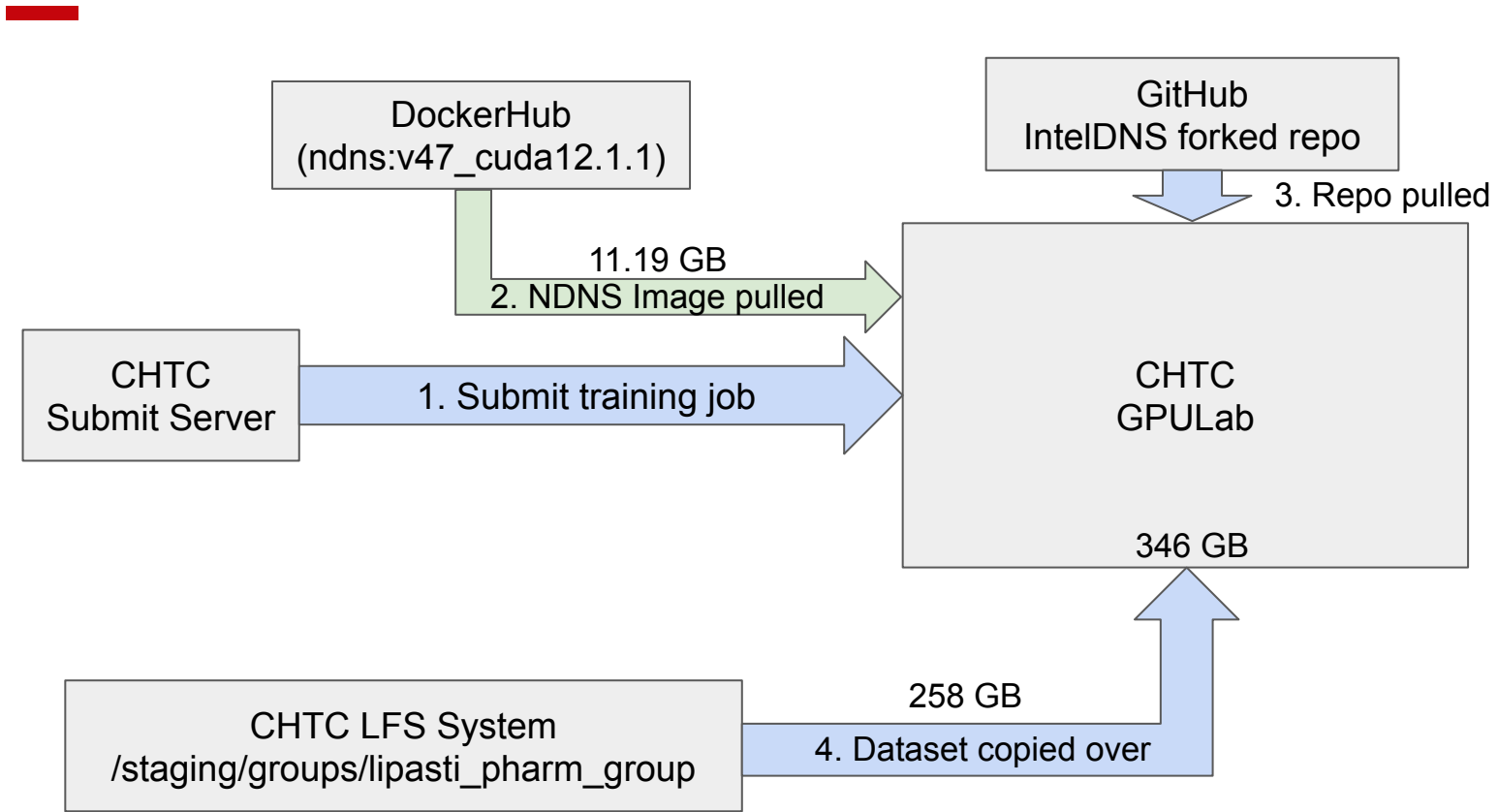


Developing the GPU Workflow (3)



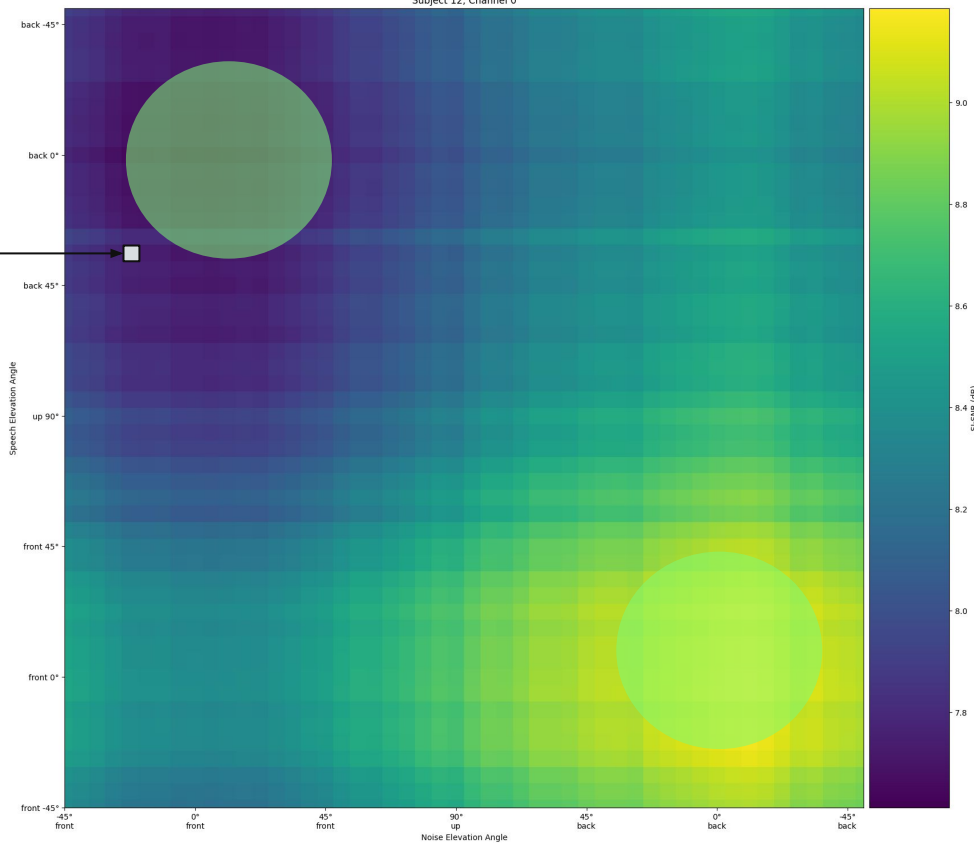


Developing the GPU Workflow (4)



Pinna Results (Baseline)

Effect of Elevation on Speech Denoising
Subject 12, Channel 0

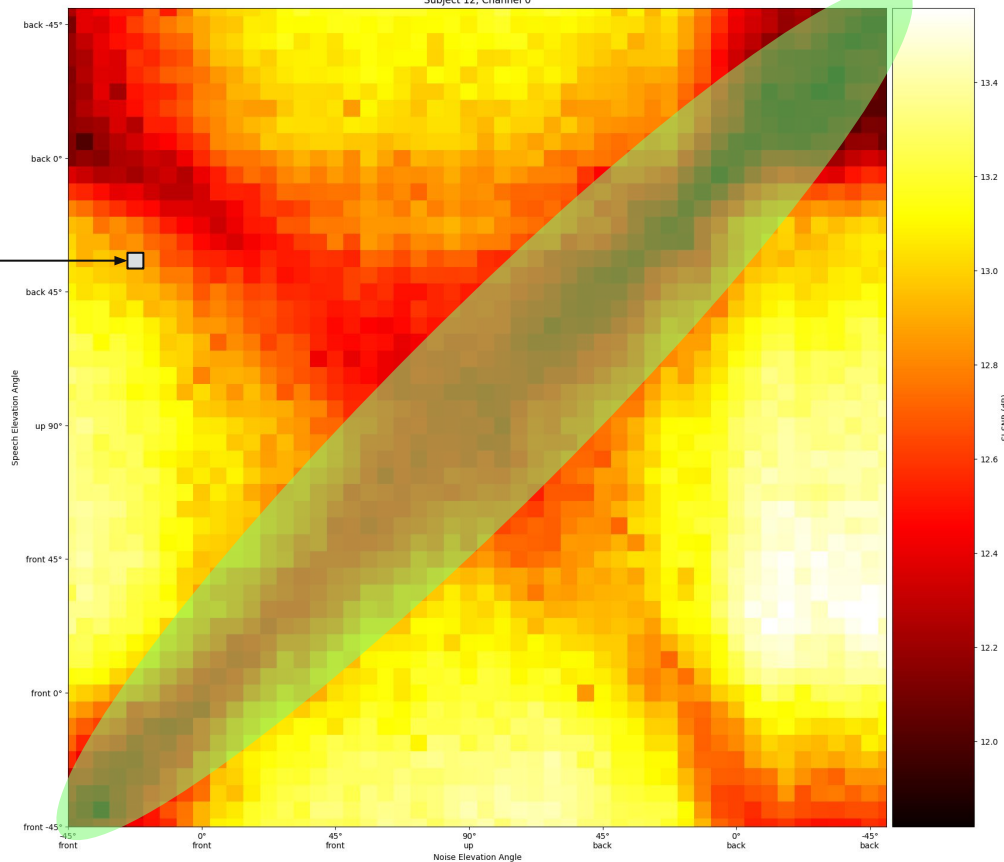


Each trial took
~ 1 hour

Macro scale
patterns
impossible to
view without
the computing
scale that
CHTC provides

SNN Results (Development)

Effect of Elevation + SNN on Speech Denoising
Subject 12, Channel 0

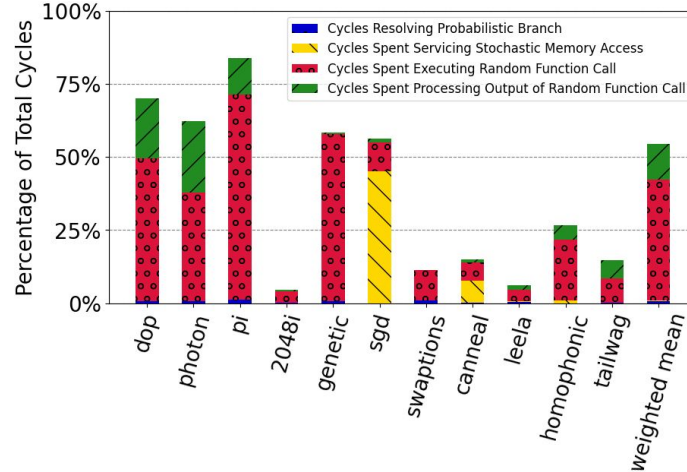


Each trial took
~ 4 hours

Macro scale
patterns
impossible to
view without
the computing
scale that
CHTC provides

Bottom-up: Neuromorphic Workloads are Stochastic

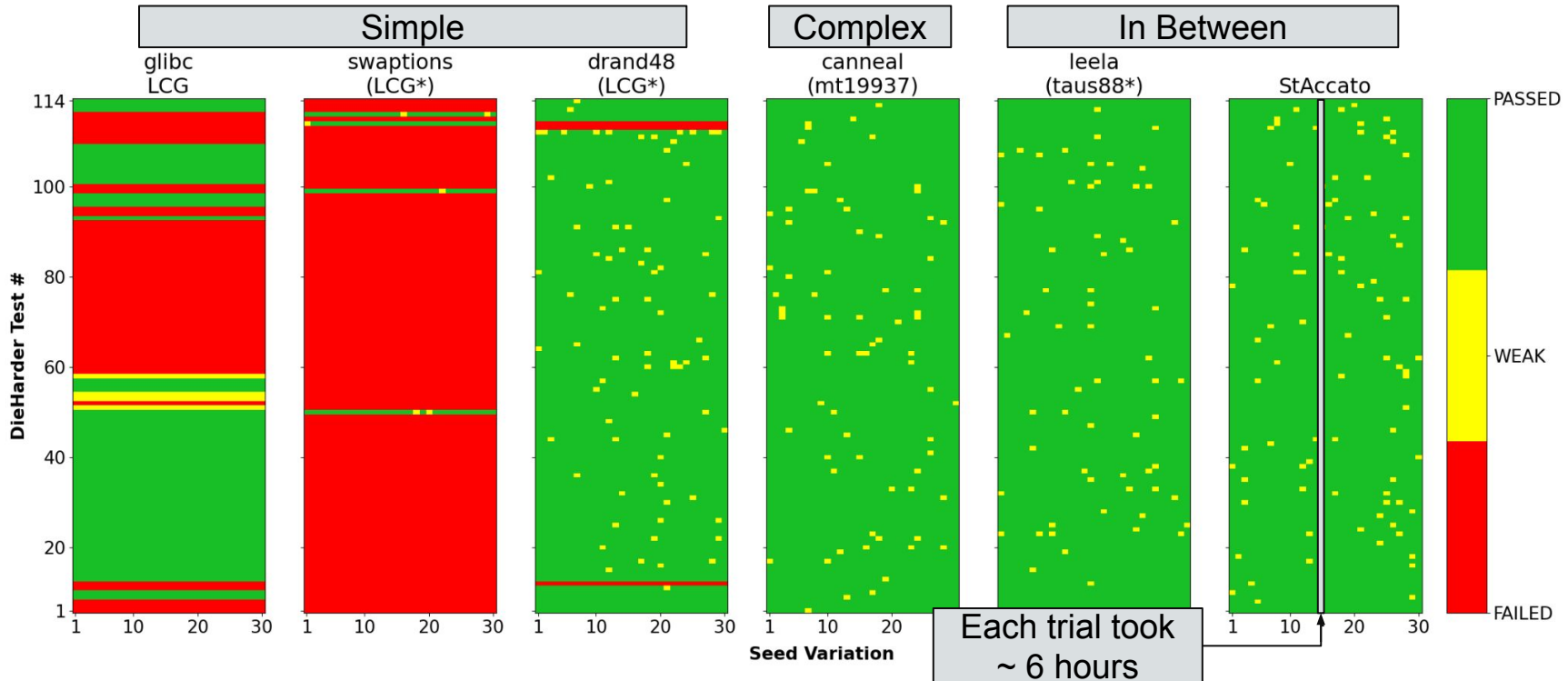
- Key Insight: random number generation and downstream, dependent operations are expensive



- To develop StAccato, a hardware **accelerator** for **stochastic** workloads, how can we compare RNG quality?

Dieharder

- Great, StAccato is better than simple RNG, but by how much?



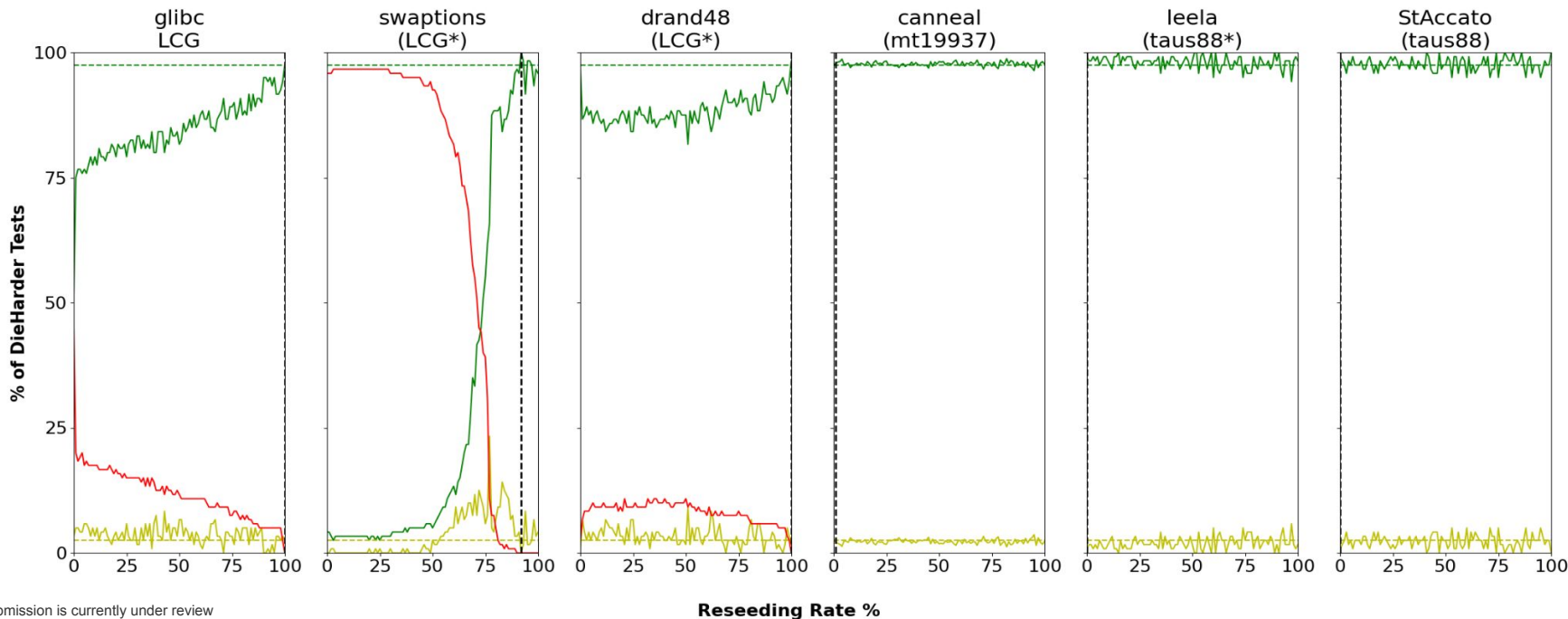
Scaling the Problem

- Throughput problem demanding large amounts of CPU hours, but minimal restrictions:
 - Lightweight docker image with Dieharder installed
 - Single requested CPU, 512MB memory, 1MB storage
 - ~need CPUs past 2011
- Workload is ideal for CHTC's ~40K CPU cores
 - Problem well defined in a single 34 line submit file (+config list)
 - Launched 6 RNGs x 5 trials per rate x 100 different rates from
 - ~2.1 compute years completed in ~3 weeks!

Comparative Dieharder Results

- StAccato is as good as the best of them!

The timeliness of this analysis was only possible via CHTC



Current Outlook and Next Steps

- Current Outlook:
 - CHTC fairly easy to use and very flexible for a wide variety of studies
 - Minor pain points using the GPU system
 - simultaneous profiling during GPU sim (resolved in an update)
 - non-deterministic crashes (only in < 6% of runs)
 - runtime variability for repeat tasks
- Next CHTC features to explore
 - Checkpointing to support long running GPU sims (> a week)
 - Thorough sweep of model hyper-parameters (width, depth, fft bins, etc.)
 - Better coordination of job resources in allocation request and during runtime
- Desirable features from CHTC in the future
 - Vendor variety (AMD GPUs)



Thank You!