

Efficient Training of Spiking Neural Networks

with Multi-Parallel Implicit Stream Architecture

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1 The Dilemma of Training SNNs Page 2

① Non-differentiability

Due to the spiking process of neurons being a step function, the derivative at the spike is infinite, which prevents the direct use of backpropagation for training SNNs.

The SG method uses a smooth function, similar to the step function, to replace the step function for differential calculations during the backward process. However, this approach introduces surrogate errors, which accumulate over time steps.

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② Memory Overhead

As the number of simulation time steps increases during the training of SNNs, the memory consumption also increases. Specifically, each simulation time step requires storing all the activation values of the current model, leading to a linear increase in memory consumption as the number of simulation time steps rises. However, it is essential to explore different simulation time step lengths.

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① Only One Layer of Activation Values Needs to Be Stored

Forward Process:

Since the output of the weight-tied network ultimately converges to a fixed point, the forward process of the network can be transformed into the process of solving a fixed point equation. Define a single-layer network $f_{\bm{\theta}}$ with the network output $\ h^*.$ By solving the equation $f_{\theta}(h^*; x) = h^*$, we can obtain the output of f_{θ} stacked with infinite layers.

Backward Process:

Since the network's forward process is solved through root-finding methods for the network output, there is no explicit path in the forward process. We utilize the implicit function theorem on the fixed point equation $f_{\theta}(h^*; x) = h^*$ to replace the backpropagation calculation of the derivative of the network output h^* with respect to any parameter $(·)$, denoted as ∂h ∗ ⋅ $\partial(\cdot$.

2 Deep Equilibrium Model Page 5

② Integrating Deep Equilibrium Theory with SNNs

A Single Time Step Simulation Is Equivalent to an Arbitrarily Long Simulation Time.

By treating SNNs as a weight-tied block and applying the equilibrium model theory, we can separate the forward and backward processes of SNNs.

This allows for error propagation without explicit backpropagation over time, facilitating SNN training with constant memory overhead.

However, **both SNNs and the equilibrium model encounter time delay issues**, including simulation time and fixed point solving time, which we address through a shallower parallel structure.

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① MPIS-SNNs

The main idea of MPIS is to **reduce the simulation time of a single time step** in SNNs by **decomposing their vertical complexity**. Additionally, it **accelerates model convergence** by **merging feature maps** from various implicit streams (IS), thus reducing the number of iterations required for fixed point solving and shortening the forward process time. Although shallower IS can lower the time cost of the forward process, a clear issue arises from the reduced model complexity. To address this, we parallelly **increase model parameters and inject input only into the top layer of the IS** to ensure the model's capacity.

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② Double-Bounded Rectified Linear Unit (DBReLU)

We observe that when SNNs have a multi-layer structure, even when using a single time step equivalent to T time steps for gradient computation, the presence of the step function (neuron spikes) within SNNs prevents direct calculation of derivatives. Inspired by the conversion of ANNs to SNNs and the implicit differentiation in equilibrium SNNs, we derive the Double-Bounded Rectified Linear Unit (DBReLU) as a firing rate calculation function for SNNs when reaching equilibrium states.

② Double-Bounded Rectified Linear Unit (DBReLU)

Firing Rate Curves of Neurons with Different Thresholds

DBReLU:

$$
r_i^l = Min\left(Max\left(0, \frac{\left(\sum_{j=1}^{M^{l-1}} W_{ij}^l r_j^{l-1}\right)}{V_{th}}\right), 1\right)
$$

In ANNs-SNNs, neurons simulate the ReLU function, with performance positively correlated to the number of simulation time steps. However, hardware limitations prevent indefinite increases in simulation steps. In MPIS-SNNs, the final output represents the model's fixed point, equivalent to the firing rate after infinite time steps. At this stage, Integrate-and-Fire (IF) neurons serve as unbiased estimators of the linear rectifier over time, but since firing rates cannot exceed 1, 1 is set as the upper bound.

① Comparison with the BPTT Training Method

② Comparison with Conventional Equilibrium SNNs

In terms of accuracy, MPIS-SNNs achieve higher accuracy with fewer simulation time steps. Regarding speed, MPIS-SNNs, despite having more parameters, are still faster than IDE-Net.

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③ Convergence Speed of MPIS-SNNs

Time Steps

Time Steps

Time Steps

SingleRes represents the convergence curve of conventional equilibrium SNNs, while MulRes*n* denotes the convergence curve of the n-th implicit stream branch of MPIS-SNNs. The convergence rate and final stability of each branch in MPIS-SNNs are superior to those of conventional equilibrium SNNs.

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④ Comparing with the Latest Efficient Training Methods for SNNs

