Nanotechnology Perceptions
ISSN 1660-6795
www.nano-ntp.com

Neuromorphic Computing: Advancing Energy-Efficient AI Systems through Brain-Inspired Architectures

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Neuromorphic computing represents a transformative approach to artificial intelligence, leveraging brain-inspired architectures to enhance energy efficiency and computational performance. This paper explores the principles and innovations underlying neuromorphic systems, which mimic the neural structures and processes of biological brains. We discuss the advantages of these architectures in processing information more efficiently than traditional von Neumann models, particularly in tasks involving pattern recognition, sensory processing, and adaptive learning. By integrating concepts from neuroscience with cutting-edge hardware developments, such as spiking neural networks and memristors, neuromorphic computing addresses the critical challenges of power consumption and scalability in AI applications. This review highlights recent advancements, ongoing research efforts, and potential future directions, illustrating how neuromorphic computing can redefine the landscape of AI by enabling systems that are not only faster and more efficient but also capable of real-time learning and decision-making in dynamic environments.
Keywords: Neuromorphic Computing,Energy-Efficient AI,Brain-Inspired Architectures,Artificial Intelligence,Neural Networks,Spiking Neural Networks,Low-Power Computing,Brain-Like Processing,Cognitive Computing,Hardware Acceleration,Machine Learning,Analog Computing,Parallel Processing,Adaptive Learning,Edge Computing,Bio-inspired Systems,Smart Sensors,Computational Neuroscience,Synaptic Processing,Robotic Applications,Event-Driven Computing,Neuromorphic Chips,Efficient Algorithms,Resilient Systems,Self-Organizing Networks.

1. Introduction

Over the past two decades, computing capabilities have experienced tremendous growth with the proliferation of hardware accelerators and machine learning applications. Recently, internet-scale language and multimodal models underpinning AI-powered search engines, targeted advertising, social media, and recommender systems have pushed these trends even further, increasing computational requirements to new levels. The high energy costs associated with this growing computational demand make energy efficiency a pressing issue for AI systems. An AI algorithm's energy efficiency is influenced not only by its software implementation but also by the hardware architecture supporting its execution. New advances in hardware architecture are instrumental in making high-throughput AI programming more energy-efficient. The human brain handles a considerable amount of information with high energy efficiency, yet there is a need for dedicated specialized hardware to be developed based on biologically plausible learning rules and architectures to support machine learning algorithms processing in real-time with low energy overhead. This stimulates the modern AI community with novel hardware advances. The question is now less about whether neuromorphic computing has a place in AI and whether it will replace symbolic systems, but rather, about when and how progress will be made. In the next few years, will neuromorphic computing provide practical prototyping for AI algorithms, real-time processing capabilities, or both? This paper aims to address these crucial questions by providing an overview of neuromorphic hardware, the underlying computational principles, and their relation to the needs of AI. It provides some specific examples of ready-to-use neuromorphic systems and the directions to look for future R&D focusing on AI applications.

Fig 1 : Neuromorphic computing

1.1. Background and Significance

The burgeoning field of neuroscience and the accumulation of data over time have largely augmented our understanding of the neural systems of the brain, which operate in parallel and are, hence, ultra-fast and energy-efficient. This fiber of knowledge and information could be imbibed into hardware systems for the end-users as 'actionable knowledge.' This is, in fact, the essence of neuromorphic computing, which lies at the interface of computer systems design and the study of how the human brain processes and handles the core logic of life. Neuromorphic computing uses the current knowledge of neuroscience and utilizes various architectures to design computer systems that can process, infer, and predict in an energy-efficient manner. Human brains are unique, and there are billions of brains in the world, but everyone and, essentially, every brain can relate to one another and be able to perform cognitive tasks. These cognitive tasks could be broken down or could have been broken down using knowledge gained from the study of the science and art of neuroscience and formulated on an algorithmic level, which could then be coded and executed on a computer system. This novel insight has led to the development of computers with specialized architectures that are designed to perform a specific type of task, such as understanding natural languages, comprehending audio-visual scenes, detecting objects and enhancing images, and identifying patterns and anomalies in data to predict conflict and solve physics equations. Neuromorphic hardware, or in short, neuromorphics, tries to model and simulate the structure and, in a way, behavior of the human brain on a biologically realistic timescale from the level of single nerve cells to large networks. This neuromorphic technique is intended to address the issues that are intrinsic to the classical technique of computing.

1.2. Purpose of the Paper

The primary aim of this paper is to analyze and discuss the field of neuromorphic computing. Specifically, we aim to explore how brain-inspired architectures can contribute to enhancing the performance and efficiency of contemporary artificial intelligence systems, which rely heavily on deep neural networks. Our goal is to provide a thorough overview of the principles underlying neuromorphic computing and the applications it supports. This comprehensive overview is dedicated to 1) exploring the key advantages of such systems, such as their ability to be implemented in energy-efficient and scalable ways, 2) detecting current challenges and bottlenecks and offering future research directions, and 3) discussing the potential for neuromorphic hardware to be seamlessly integrated and co-processed within AI systems so that they can bring additional benefits in terms of learning capabilities and efficient information exchange.

Today’s advanced AI and machine learning applications are primarily based on conventional computation with von Neumann architectures that separate the processing of data from memory. These systems are energy-hungry, and hence they are rapidly reaching the full capacity of technological and sustainable power budgets. Therefore, there is an urgent need to develop alternative computing paradigms. Neuroscience reveals that the human brain is more energy efficient than today’s von Neumann architectures. Neuromorphic computing, an emerging interdisciplinary field, aims to design AI systems inspired by the human brain, emphasizing energy efficiency and improved computational properties in hardware design. There is growing enthusiasm about neuromorphic computing and its principles due to its potential to enable the design of power-efficient systems that can, in addition, be both scalable and robust. This paper is designed to offer an up-to-date overview of the reasons why neuromorphic computing should be developed and achieve widespread use. A list of standard approaches to neuromorphic computing is presented, as well as their strengths and limitations. The paper is primarily targeted at AI practitioners aiming to expand neuromorphic computing techniques in research and at researchers to generate new ideas for developing innovative and practical neuromorphic devices. We conclude with various possible directions and problems that need to be solved in future research.

Equ 1: Phenomenological Model of STP

$$\begin{aligned}
\frac{du}{dt} &= \frac{-u}{STP_tau_u} + STP_U(1-u^-)\delta(t-t_{spk}) \\
\frac{dx}{dt} &= \frac{1-x}{STP_tau_x} - u^+x^-\delta(t-t_{spk}) \\
\frac{dI}{dt} &= \frac{-I}{\tau_S} + Au^+x - \delta(t-t_{spk})
\end{aligned}$$

2. Neuroscience and Neuromorphic Computing

The burgeoning field of neuromorphic computing steeps its roots in the science of the brain. This intersection of neuroscience and computing attempts to leverage insights from the neural architecture of brains to embed cognition and cognition-inspired functionalities into artificial systems. Researchers in neuromorphic computing argue that identifying and understanding the mechanistic details of neural controllers can provide avenues for advancing cognitive systems significantly. Brains achieve impressive computational and cognitive functions using weak and spiking synthetic neurons and preserving information via electrical activities between synaptic connections. The features of propagation of weak-range signals and favorable computing for twin-vector multiplication of real values are similar to the hardware implementation of artificial neural networks. Neuromorphic computing technologies harness the principles of advanced neuromorphic systems to advance embedded and edge computing with considerations of high fundamental power reduction. Synaptic activities on the millisecond temporal scale will shape the information evolving in the brain. In line with these principles, neuromorphic processing is fault- and noise-tolerant and self-adapts to input and output data changes. Therefore, neuromorphic computing requires minimal computational resources and human intervention and is responsive to data dynamism. From machine learning to neuromorphic computing, neuromorphic computing emulates the parallel, distributed learning and cognitive structures of the neural activities in brains. Neuromorphic computing attempts to design more biological-like neural activities into hardware and software. Using these engineered devices to replace digital and virtual von Neumann computing will require further technical advances. Simultaneously, these technologies promise to build responsive embedded, and secure systems that can handle complex and open-world data with minimal human intervention. Both adaptive and secure features can be accompanied by a reduction in computation loads and power. Given functional and technological advancements in these directions, neuromorphic computing can be featured in a wide variety of applications in logistics, IoT, and intelligent systems. Its applications can seamlessly characterize industry deployment, combining reliable and trustworthy system operations and fault-immune performance with open-ended adaptive functionality. Advances in our understanding of comparative neuroscience continuously permit further applications for such technologies.

2.1. Neural Networks in the Brain

Human brains consist of billions of nerve cells (neurons) that process and transmit information. Neurons are organized in the cortex in morphologically characteristic layers and columns. Neurons communicate through synapses, which connect an axon of one neuron to the dendrites or cell bodies of other neurons. Synaptic connections are subject to change according to the recent history of their activity, and synaptically interconnected neurons form a network that processes information. Neural networks are characterized by certain "connectivity principles" and by certain "plasticity" rules that change the strength of synaptic connections.

In cognitive neuroscience, it is generally assumed that our cognitive abilities and learning processes are implemented by the structure and function of our brains. Thus, to make progress in AI, it might be important to gain a better understanding of the networks of the brain. Artificial neural networks are inspired by this biological neural network architecture. They consist of an arbitrary number of input units, which interact with each other via weights, and aim to calculate an output. There is some evidence that the rate of change of connectivity also has a strong effect on the function of the neural system. Researchers have focused on understanding long-range connectivity, which is abundant in the brain, and have tried to model neural data using neural networks with brain-like connectivity. The results showcasing progress in decoding neural functions will also be useful in devising constitutional constraints for multi-scale neuro-based computational models.

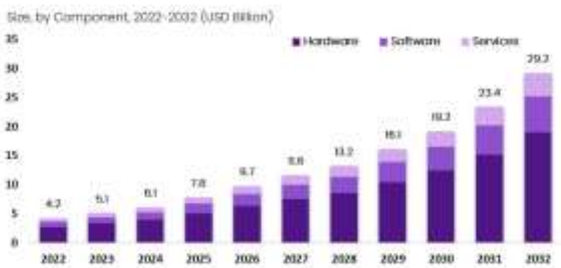

Fig : Global Neuromorphic Computing Market By Component

2.2. Basic Principles of Neuromorphic Computing

Neuromorphic harmonizes two words, "neuro" inspired by "nervous system" and "morph" meaning "shape." Neuromorphic traits originate from the physiological, behavioral, and psychological functionalities of the mammalian brain. Neuromorphic computing is based on principles related to the structure and logical functioning of biological neurons and neural networks, which are the building blocks of the human brain. The origin of neuromorphic computing is traced to Carver Mead, who is regarded as the "father of neuromorphic engineering." Mead's neuromorphic computers have begun to dominate the field of sensory perception and motor control, while his vision is to encapsulate even more cognitive functions of the nervous system. Mead has introduced very basic principles of neuromorphic computing and neuromorphic engineering.

The neuromorphic computing paradigms are primarily based on irregular sporadic data and on/off states. Sparsely connected large networks are primarily implemented. This is done to leverage the advantage of the minimally wired neural network architecture of the brain. Synaptic strengths are typically communicated using several bits as communication distance within the chip decreases. The predictive power of SNNs has led to several temporal coding strategies. Brain-inspired neural architectures and computational parsimony of biological neurons are the two key principles incorporated in neuromorphic computing. Event-driven processing, rather than a clock, is the basis for signal processing in neuromorphic processors. Rather than a bit-wise discrete state of computation, neuromorphic computing is based on spiking neural networks, which process information using real-valued signals rather than discrete values between binary states. Hardware that is newly designed is considered neuromorphic as long as it is architected according to the above neuromorphic principles; otherwise, it is not acknowledged as neuromorphic. Recently, devices based on real-valued CMOS circuits have also been recognized as neuromorphic hardware. These neuromorphic hardware implementations use mixed-signal CMOS devices, often referred to as "neural-analog circuits" or "neural-analog hardware." Components of neuromorphic computing were initially proposed and executed to recognize spatio-temporal spikes like the human brain using spiking networks. These devices operate asynchronously using an "event-driven" scheme, making them adaptable to operate in real-time and further enhancing power and efficiency. These devices not only model the brain but also perform cognitively. The strong framework for neuromorphic devices provided here will offer better insights and trends for SNN-compatible neuromorphic computing in the context of recent biological research and community needs.

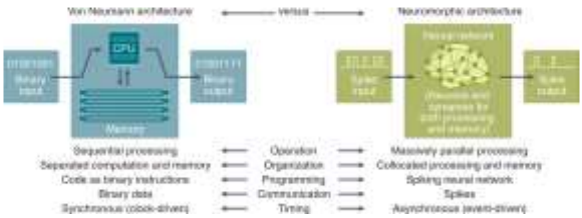

Fig 2 :Principles of neuromorphic computing

3. Advantages of Neuromorphic Computing

Neuromorphic computing offers several advantages compared to traditional von Neumann computers for certain application domains. Most prominent are energy efficiency capabilities, stemming from architectures whose design mimics to some part the organization and operation of the brain's neural activities. This is especially powerful when it comes to AI workloads, as it facilitates an energy reduction of orders of magnitude compared to hardware with conventional designs. Spiking neural networks abstract the most inefficient parts of brain-inspired computation away, delivering AI functionalities at significantly reduced power consumption. Further advantages of the architecture are high scalability, low-latency real-time computation, adaptivity, and parallelism of operations that support high computational throughput for large data sets as well as distributed sensory information processing in real time. These features make neuromorphic computing ideal for efficient event-based sensing and analytics, as well as applications that need to effect immediate actions on or to interact with the environment. The computational capabilities of these architectures have indeed shown promise in performance improvements in machine learning algorithms and cognitive tasks, despite the early stage of development.

Given these advantages, a significant amount of investment has been made by the hardware industry to turn neuromorphic computing into a reality, and a large number of conceptual and hardware neuromorphic platforms have been developed. While some of these architectures have been available in the research domain for more than two decades, there are new neuromorphic hardware efforts stemming from academia and industry that have evolved to target application domains that leverage the unique properties of spiking neural networks for AI workloads. An open challenge remains, however, to move these architectures and their design and programming paradigms into mainstream application environments to unleash the true power and potential of neuromorphic computing for a large spectrum of AI systems.

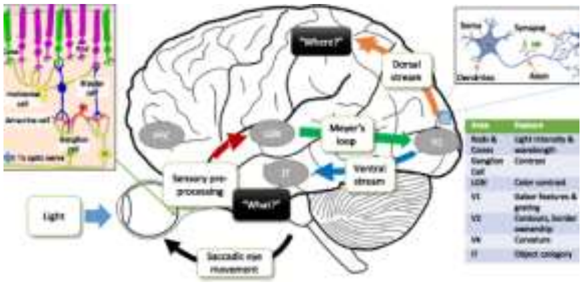

Fig 3 : High-level overview of key steps of neuromorphic computing

3.1. Energy Efficiency

Neuromorphic computing, also known as brain-inspired computing systems, attempts to function using energy-efficient principles and circuits in the brain. This is the essential premise behind neuromorphic computing: being able to accomplish complex computational operations while drawing less power. For example, a neuromorphic system, known as a microprocessor, equipped with 16 million spiking neurons, accomplished several of the vision model tasks from a popular dataset by very carefully apportioning how much power was drawn from its photonic and electronic components. Unlike neuromorphic processing, relocating the necessary data to a CPU or GPU in a von Neumann system is difficult and results in additional power usage. As a result, the von Neumann system's power usage would most likely be several orders of magnitude higher than that of DYNAPs, rendering it unsuitable for outside deployment.

Currently, neuromorphic computing is being seen as a way to reduce the staggering carbon emissions generated by training AI models at data centers. While some might question this audacious goal, researchers continue to optimize neuromorphic designs that use even less electrochemical energy; the performances of these research designs are getting better, their circuit footprints are getting smaller, and they are still drawing infinitesimal amounts of power. Finally, the low-power draw of neuromorphic systems solves the von Neumann bottleneck problem; while von Neumann systems routinely squander significantly more power, the neuromorphic system will have more power to run more sophisticated models or run an equal model more accurately. Given these impressions of computers that work like the brain, it should be no surprise that some of the most promising applications for neuromorphic computing have to do with vision.

Equ 2: Modeling short-term plasticity (STP)

$$
\begin{aligned}
\frac{du^-}{dt} &= -\frac{u^-}{\tau_f} + U(1-u^-)\delta(t-t_{sp}) \\
u^+ &= u^- + U(1-u^-) \\
\frac{dx}{dt} &= \frac{1-x}{\tau_{rec}} - u^+ x^- \delta(t-t_{sp}) \\
\frac{dg^s}{dt} &\propto B^s u^+(t_{sp}) x^-(t_{sp})
\end{aligned}
$$

3.2.Scalability and Parallelism

Scalability is an important feature of the proposed neuromorphic computing paradigm. It emits a graceful degradation in performance as PPA systems gradually surpass the limits for which they were efficiently pre-designed. Scalability in terms of computation and memory ensures a smooth influx in power requirements without resulting in the quick obsolescence of the system. Such designs render themselves accessible and reasonable without dangerous circuitry scaling in terms of supply voltages or the physical layout of processing elements. This kind of innovation undoubtedly stands on the footing of sustainability, accepting and adopting contemporary semiconductor engineering capabilities for years ahead without flooding the atomic size scales.

Neuromorphic hardware is significantly parallel compared to its semiconductor counterparts but is inherently different. The ACPI is power-hungry, especially neural processing, which involves vector-to-matrix and matrix-to-matrix operations for perception, including sensors; when precision applications such as machine learning come into play. The strategy of parallelism, when applied properly, possesses inherent capabilities to handle immense data compaction, such as the style of neural accelerators usually encountered in the literature. Once a certain appropriate precision is achieved, the backbone should be trifurcated in a real-time operative: first, a perception portfolio for energy harvesters or passive RFIDs; second, a real-time B-scan for automotive applications and other applications in the commercial and defense sectors. The proposed approach is appropriate, intelligent, and energy-efficient for many cognitive radio applications specifically, and for ambient ubiquitous computing applications generally. Many diverse domains, such as adversarial AI, explainable AI, neuromorphic inference, and others, have missing links that could be efficiently addressed.

4. Challenges and Limitations

Neuromorphic computing systems can be subject to limitations that can restrict the broader use and implementation of such systems. The development, simulation, and selection of constituent hardware designs can present challenges that have the potential to slow or hinder development progress. Fabricating large-scale systems requires that proven prototype designs sufficiently emulate the computational and communication capabilities of neurons, synapses, and networks. Non-volatile memristive materials that have been demonstrated to sufficiently emulate short- and long-term plasticity require complex device design and fabrication. Component and system-level variability exceeds the range of biological values, and this may present additional challenges for implementing some neuromorphic hardware systems. While custom-designed hardware offers favorable power and performance, the physical integration and layout of memristive and hardware are complex and can introduce significant electro-thermal anomalies. During the development of simulation, software, and algorithmic development may need to be adapted to ensure capabilities are compatible and can effectively leverage neuromorphic architectures. Existing learning algorithms require substantial time and sorting to run native neural simulations. Using existing surplus data to characterize performance, feasibility, and any differences in learning with pure analog simulations requires an appropriate conversion strategy. If the same functionality is available in hybrid or digital neuromorphic architectures, an additional comparison must be made. Address events are compact and efficient but have unwound fan-out and a limited range of support. Compatibility with existing spiking networks and events in circulating spiking components have different electrical invariants at the system level. Legal, social, and economic standardization and the diversity of hardware have the potential to introduce division and fragmentation within the community. Regulatory standards have been developed or are under development. Mandatory and voluntary regulatory drivers and the time and expense for board-appointed deans to stay current on the latest neuromorphic hardware developments and demonstrate compliance with standards can potentially exclude developers and neuromorphic solutions. Residence standards enable customers to protect proprietary information and protect revenue and market share gains in a rapidly evolving niche field. Regulatory standard violation attempts can reduce legal and socio-economic costs and reduce existing and potential competitors by including an influential industrial advisory group. In the interest of private enterprises and investors, this can reduce competition and inflate the market value and limited supply of compatible and compliant hardware. Understand the challenges and limitations and allow the existing and potential neuromorphic community to address issues and work in the most productive areas within the community.

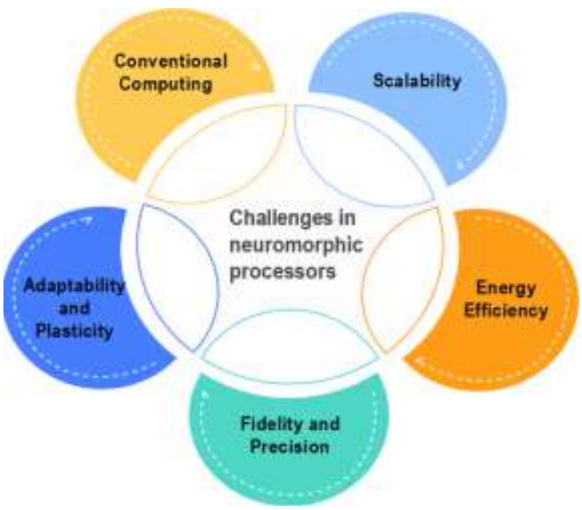

Fig 4 : Challenges in neuromorphic processors

4.1. Hardware Design Challenges

While we are continuously exploring the potential of neuromorphic systems, it is important to understand that there are several hardware design challenges in developing these systems. Neurons and brain circuits are highly complex, requiring several decades of research to gain a deeper insight into these basic building blocks of the human brain. New data have shown much richer dynamics in biological systems. These complex, varied, and rich behaviors require vastly different design choices. Hence, designing circuits to behave as reliably and diversely as the astronomical number of biological neurons in the brain is extremely arduous.

Neurons cannot operate using the standard transistor-based digital technologies. Instead, many involve the development of new materials or novel manufacturing techniques to reliably capture the highly complex and diverse functionality of biological neurons for creating the hardware that represents their behavior. Traditional logic is made of digital circuits using binary states, which makes it infeasible to capture real-time processing, learning, and other operations of neurons. In addition, logical elements—which all behave in a rectifier way—have static power consumption, adding up to their exorbitant power usage during computation, also limiting performance and efficiency. This has made researchers experiment with analog computing approaches for neuromorphic computing through neurons that possess highly extensive nonlinear behavior, leading to efficient synapse emulation by enabling analog memory.

While these analog memristive devices have been created to realize synapses, designing circuits that simulate biological neurons is alarmingly complex, as each artificial neuron circuit should be able to incorporate various synaptic inputs, operate non-linearly, and have its irrefutable spike pattern among numerous imitation neurons. Furthermore, these circuits should be able to integrate seamlessly with specific computational units from traditional computing frameworks. This is because an extensive amount of real-world computations in AI incorporates a diverse range of techniques using standard architectures. Finally, while integrating memristive neurons can result in a high degree of computational superiority, it also vastly complicates physical integration. In summary, developing hardware to support neuromorphic systems in the actual world requires expertise in different dimensions including neuroscience, material science, semiconductor electronics, and computer science. By recognizing these analog peripheral hardware constraints, researchers can envision more feasible design solutions for neurons.

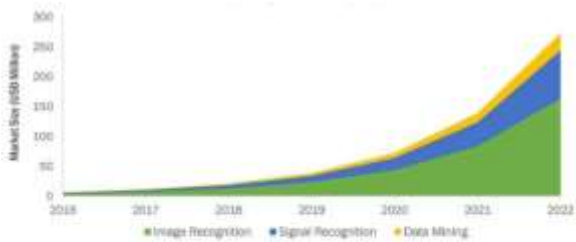

Fig : Neuromorphic Computing market

4.2. Software Compatibility Issues

Software compatibility and existing software libraries and tools that have been developed for hardware using von Neumann architecture are indeed a great challenge for neuromorphic computing systems. The reason is that there is a mismatch in terms of algorithms and techniques used in software between von Neumann computers and the new neuromorphic architecture.

There have been attempts to create languages and tools that facilitate the development of software specifically designed for neuromorphic hardware. Creating software tools and environments is a difficult challenge, and like the development of appropriate hardware artifact systems above, a very interdisciplinary collaboration between computer science, neuroscience, and other fields of expertise can be very helpful. An ongoing challenge is identifying which algorithms should be modified and how they need to be altered to get the same performance on neuromorphic-based systems. If software issues are not addressed, neuromorphic hardware cannot be worn and will not fulfill efficiency goals.

In addition, no standard environment for programming neuromorphic hardware has been agreed upon. The most popular neuromorphic hardware has its programming frameworks. This adds to the overhead of utilizing neuromorphic computing in real-world applications and complicates the compatibility of the software written for each of these neuromorphic systems. Collaboration between software and hardware experts is expected to overcome the issue of software compatibility. Addressing this issue is very important for the wide adoption of neuromorphic computing.

5. Applications of Neuromorphic Computing

Edge computing implementations, such as IoT devices, enable sensing, actuation, and control at the endpoints of a distributed network instead of a centralized location. This approach requires real-time, low-power signal and data processing since constrained-device endpoints are often battery-powered and have a high degree of resource constraints. Only a limited amount of information from endpoints can be wirelessly transmitted due to spectrum availability and power constraints. Neuromorphic capabilities are an excellent fit for edge use cases due to their spatiotemporal processing. Moreover, they can be used to efficiently execute deep networks without as much training data as conventional deep systems, and they operate well in a small footprint. Robotics and autonomous systems are use cases where significant data processing is required at the edge: for example, a single robot may produce petabytes of data each day. Robots that interact with dynamic environments can benefit from neuromorphic decision-making and sensory processing. Additionally, neuromorphic vision enables better decision-making when dealing with occlusions and dynamic scenes. In the health sector, neuromorphic computing can bring a revolution in healthcare robotics and the use of micro-implants that sense and report on physiological status. Security and defense systems can also leverage neuromorphic information security techniques that enable pattern recognition in encrypted data. The sensory systems that react wirelessly can be used, for example, in smart cities to gather data on pollution, illegal activities, parking availability, and more.

5.1. Edge Computing and IoT

Edge computing has been an ongoing trend due to the increasing amount of data to be processed along with its time constraints. A wide range of scenarios available in the context of IoT, such as smart homes, environmental monitoring, on-body health monitoring, and critical scenarios in public transport and aircraft, rely on the immediate processing of data to identify potential risks associated with the environment and relevant individuals. Such systems are composed of smart sensors and devices that are often limited in terms of energy resources and capable of hosting large computing platforms due to their constrained form factor. Neuromorphic systems have found their prominence in such a space because of their inherent property of faster computation, lower latency, and considerable reduction in the number of operations.

Neuromorphic systems can be effectively used with computational offloading in the context of fog/edge computing to make real-time decisions without any dependency on the central decision-making system. A neuromorphic system on the edge can be potentially used in a wide range of IoT applications. A smart sensor can generate a relevant event that is processed in the neuromorphic system. This event can be communicated to an object, and in the case of an emergency, the system can turn on the lights and, when the temperature data crosses the threshold, open or close the windows. Similarly, in smart homes, an individual's actions can be predicted based on facial expressions. These neuromorphic platforms on the edge can complement cloud systems by reducing resource reliance.

Fig 5 : Edge Computing Architecture for IoT

5.2.Robotics and Autonomous Systems

The way neuromorphic computing has the potential to transform the research around robotics and autonomous systems can be classified into three categories. Robots can essentially benefit from real-time sensory processing, present in smaller biological organisms. This would help in navigating unstructured and dynamic environments and develop adaptive and improved behavior. Neuromorphic designs would allow the robots to exhibit human-like decision-making and increase their safety as compared to traditional algorithms. Finally, these designs can be used as simulators and synthetic data generators for testing new perception algorithms.

Artificial autonomous systems are already being revolutionized using neuromorphic designs. Autonomous terrestrial vehicles can be found in self-driving cars and micro air vehicles such as drones. Similarly, natural artificial systems inspired by the brain help autonomous agents perform tasks, optimizing the robot's or system's operations. For example, neuromorphic agents can learn to perform sequential decision-making tasks, games in simulated environments, and real-world environments, control robotic manipulators, play complex board games, and predict human actions in social situations, fallible predictions, and vehicle-navigation-based human interactions. In general, they develop their perceptual layers to downstream perception layers, moving from neuromorphic to neuromorphic. These applications, although not heterogeneous in use, provide proof of concept that neuromorphic computing in real-time can be applied to solve real-world challenging perception tasks, learning-based robotic manipulations, social interactions between humans and robots, and scale outdoors in low-power AI systems. The lower energy consumption of neuromorphic systems offers a longer operating time for battery-supported devices and thus larger independence for greater areas can be achieved.

The perception capabilities of neuromorphic hardware are likely to further aid in perception-based tasks in AI and machine learning. Current software-based machine learning and AI algorithms can benefit from neuromorphic event-based data to perform learning tasks in a more bio-inspired way by integrating event-based algorithms, event-based spiking convolutional networks, or spiking neural networks for tasks in the field of automotive and health potential threshold predictors, applied to neuromorphic datasets. Hardware-based neuromorphic computing can thus help with performant low-power event-based and time-based vision sensors for correct and early prediction of incipient failure, assist in decision making, capture more usage profiles for condition-based maintenance tasks, and more. However, the application of neuromorphic technologies to other fields of robotics systems still poses challenges. The process of actually integrating neuromorphic hardware and software, which is available as specialized hardware that is often proprietary, into existing robotic software frameworks and technologies faces significant challenges in achieving this goal. Furthermore, machine control will require more predictable system behavior of robotic neural networks. It is currently not suitable for high-reliability systems where the underlying hardware and software need to be verified and validated for safety-critical tasks. This is one of the most common challenges identified in this area and an open field for future research. Neuromorphic computer architectures have the potential to be transformative for robotics and autonomous systems. It is commonly agreed throughout the community that there are three ways in which such systems could be transformative: 1. Transmit sensory information to help robots operate in more dynamic and adapt to challenging environments. 2. Allow robots to make decisions in a human- or animal-like way, thus engendering greater safety and autonomy. 3. Enable a new generation of machine learning and AI algorithms.

Equ 3: Neural Network Backward Propagation and Parameters

$$
\begin{array}{l|l}
dz^{[2]} = a^{[2]} - y & dZ^{[2]} = A^{[2]} - Y \\
dW^{[2]} = dz^{[2]} a^{[1]^T} & dW^{[2]} = \frac{1}{m} dZ^{[2]} A^{[1]^T} \\
db^{[2]} = dz^{[2]} & db^{[2]} = \frac{1}{m} np.sum(dZ^{[2]}, axis = 1, keepdims = True) \\
dz^{[1]} = W^{[2]T} dz^{[2]} * g^{[1]\prime}(z^{[1]}) & dZ^{[1]} = W^{[2]T} dZ^{[2]} * g^{[1]\prime}(Z^{[1]}) \\
dW^{[1]} = dz^{[1]} x^T & dW^{[1]} = \frac{1}{m} dZ^{[1]} X^T \\
db^{[1]} = dz^{[1]} & db^{[1]} = \frac{1}{m} np.sum(dZ^{[1]}, axis = 1, keepdims = True)
\end{array}
$$

6. Conclusion

In this white paper, we introduce neuromorphic computing, which brings brain-inspired architectures for AI systems into hardware design. By imposing these architectures, the neuromorphic computing system demonstrates three essential advantages of energy efficiency that closely resemble the biological brain. The features are an intrinsic low-power consumption system with lower operation voltage, which enables scaling down the system roughly to 1kx less power consumption; scalability since brain-inspired spiking neurons and plastic synapses can be mimicked into an ultra-low power devices level; and real-time processing capability from the full parallel computation between neurons and synapses. We also indicate the availability of commercial neuromorphic chips and open-source spiking neural network frameworks. Furthermore, this white paper provides insights from both hardware and software developers for a more hybrid system making neuromorphic computing ready for future AI designs. However, more research and development particularly in hardware is still needed to unleash the potential of neuromorphic computing.

The Board of Funding is expected to provide more comprehensive strategies and funding regarding this development. In the end, we will explore several possible applications of neuromorphic computing. While the potential for neuromorphic computing has been shown in many domains of computational intelligence, it is still nascent and not quite mature. Unlike ill-defined software-based systems, the primary barrier that hinders the progress of this technology is the challenges to NPU’s system design, as well as performance scaling. The pace of research will highly depend on the efforts of the international academic community and government. The interdisciplinary collaboration including computer science, engineering, neuroscience, and allied fields could cultivate niche areas for research and application in the areas mentioned earlier. At present, with various research and industry started exploring further neuromorphic cores integrated chips and their potential applications, it certainly opens new avenues for the future. Therefore, exploring neuromorphic computing in more depth and detail is still intriguing for the time to come.

6.1. Future Trends

Neuromorphic technology will be shaped by emerging memory and device technologies. Emerging materials and fabrication capabilities will boost the performance of stand-alone neuromorphic technologies. In the next few years, scalable systems will emerge from these neuromorphic elements, demonstrating brain-like performance. Neuromorphic technology will establish itself as an essential accelerator for mainstream AI applications. While regular algorithmic updates keep making headway in machine learning benchmarks, training these models remains too time-consuming. Neuromorphic components can serve as spiking processors that directly encode spiking pattern dynamics of large neural networks. When combined with standard deep learning software frameworks, they result in faster training in biological community benchmarks and even speedups for standard benchmarks. Within neuromorphic machines, memory side effects—typically seen as a problem—enhance the performance of machine learning algorithms. Future research in this direction is expected to deliver more performance improvements. Efforts to include these devices in generally applicable neurorobotics simulators will accelerate the development of robot controllers, putting such biologically plausible artificial models a step closer to real-world applications.

Two projects are advancing research on photonic neuromorphic computing where light provides fast, low-latency communication between many nodes. Additionally, integration with conventional neuromorphic chips is being explored to provide optimal performance for brain-inspired cognitive applications. Academia and industry are working toward a deeper understanding of silicon and other neuromorphic devices, solving engineering problems to commercialize the technologies. Techniques are being explored to solve challenges associated with event-driven, spiking neural networks and complex machine learning algorithms to enable low-power neuromorphic computing for edge devices. While some researchers remain reserved on how long it will take for spiking neural networks to become a leading method for all types of lightweight edge AI solutions, there is an overall optimistic outlook toward the advances of neuromorphic computing in the upcoming years.

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