

LABORATORY FOR INTELLIGENT SYSTEMS AND CONTROLS

## Neuromorphic Sensing and Control of Bio-Inspired Robots

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## Neuromorphic Systems Background



#### **Neuromorphic Vision Sensors**

- Produce asynchronous events based on pixel-level changes in brightness
- Pixels are sensitive to log of brightness, resulting in high dynamic range (~120 dB)
- Eliminates redundant data, allowing high temporal resolution (1 µs precision) and low latency (at most 1 ms)
- Sparse output: reduced computational cost
- Low power consumption (~3 mW)
- Does not measure absolute brightness

Brandli, C., et al. (2014). IEEE J. Solid-State Circ. (2014)
Lichtsteiner, P., et al. (2008). IEEE J. Solid-State Circ. (2008)
M. Mahowald, Springer Science & Business Media. (1994)
E. Culurciello and A. G. Andreou, Analog Integrated Circuits and Signal Processing (2006)
K. A. Zaghloul and K. Boahen, IEEE Transactions on Biomedical Engineering (2004)







#### **Neuromorphic Vision Sensors**

- Neuromorphic cameras generate asynchronous events instead of frames
- An event at (*x*, *y*) is generated at time *t<sub>i</sub>*, with polarity

$$p_{i} = \begin{cases} 1, & \text{if } \ln(I(x, y, t_{i-1})) - \ln(I(x, y, t_{i})) = -\theta \\ -1, & \text{if } \ln(I(x, y, t_{i-1})) - \ln(I(x, y, t_{i})) = \theta \end{cases}$$

• The *i*th event  $\mathbf{e}_i$  is described by the tuple  $\mathbf{e}_i = (x, y, t, p)_i$ 

 $x, y \in \mathbb{N}^+$   $t \in \mathbb{R}^+$   $p \in \{-1, 1\}$ 

• The set of all events is

$$\mathcal{E} = \{\mathbf{e}_i \mid i = 1, \dots, N\}$$



#### **Cornell University**

#### Neuromorphic Chips: Digital and Analog

• Neuromorphic chips compute with networks of spiking neurons connected through synapses



• Many neuromorphic chip designs are more power efficient than alternatives across 5 decades of precision [Boahen, 2017]





DARPA SyNAPSE Board with IBM TrueNorth Chips



Neurogrid [Benjamin, 2014]

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Images: K. Boahen https://web.stanford.edu/group/brainsinsilicon/neurogrid.html#Choices; DARPA http://www.darpa.mil/NewsEvents/Releases/2014/08/07.aspx

#### **Neuromorphic Chips: Memristors**

- Memristors (memory + resistor) are devices whose resistance can be modulated by the charge passing through them
- Memristors mimic Spike-Timing Dependent Plasticity (STDP) in biological synapses, which can be used to train neural networks [Hu, 2014]
- Memristor-based neuromorphic chips have been used to demonstrate control of a walking insect on simulated hardware [Mazumder, 2016]





D. Hu, X. Zhang, Z. Xu, S. Ferrari, and P. Mazumder, "Digital implementation of a spiking neural network (SNN) capable of spike-timingdependent plasticity (STDP) learning," *Proc. of the IEEE 14th International Conference on Nanotechnology (IEEE NANO)*, 2014.

P. Mazumder, D. Hu, I.Ebong, X. Zhang, Z. Xu, and S. Ferrari, "Digital implementation of a virtual insect trained by spike-timing dependent plasticity," *IEEE Transactions on Very Large Scale Integration (VLSI) Systems*, 2016.

#### Small Autonomous Robots



#### **Small Bio-inspired Autonomous Robots**

- Safer: weigh a few grams or less and thus are safe to operate near humans
- Smaller: can access narrow or confined spaces inaccessible to other vehicles
- Efficient: flapping flight is more efficient at this scale than in larger vehicles



- Available sensors limited by total vehicle weight of less than a few grams
- Sensitive to environmental disturbances and physical parameter variations

#### The RoboBee

- Thrust and body torques controlled by modulating wing stroke angle
- Several biologically-inspired sensors have been developed for autonomous flight





Video and images courtesy of the Harvard Microrobotics Lab

## Neuromorphic Sensing and Control



#### Single-layer SNN Controller

- SNN function approximation by connection weights **M**, **W**, and **b**
- Output connection weights **W** determined offline by supervised learning
- Training data set  $\mathcal{D}$  generated by a stabilizing target control law (e.g. optimal PIF controller)



$$\left\{ \begin{array}{c} \\ \\ \\ \end{array} \right\}$$

$$\mathbf{y}(t) = \mathbf{W}\mathbf{s}(t) = \mathbf{W}F(\mathbf{M}\mathbf{x}(t) + \mathbf{b})$$

$$\mathbf{W} = \underset{\mathbf{V}}{\operatorname{arg\,min}} \sum_{j} \left\| \mathbf{f}(\mathbf{x}_{j}) - \mathbf{V}F(\mathbf{M}\mathbf{x}_{j} + \mathbf{b}) \right\|^{2}$$

$$\mathcal{D} = \left\{ \left( \mathbf{x}_{j}, \mathbf{f}(\mathbf{x}_{j}) \right) \mid j = 1, \dots, M \right\}$$

Μ	Input Connection Weights	
W	Output Connection Weights	
b	Input bias	
$\mathbf{s}(t)$	Post-synaptic current	
F	Nonlinear activation function	
$\mathbf{f}(\mathbf{x}_j)$	Target control law data	
М	Number of training data points	

#### **SNN Control Model**

- Neurons generate spike trains  $\rho(t)$  based on input current I(t)
- Synapses filter the spikes and generate postsynaptic current *s*(*t*)
- Synapses modeled as first-order low-pass filters *h*(*t*)



$$\rho(t) = \sum_{k=1}^{M} \rho_k(t) = \sum_{k=1}^{M} \delta(t - t_k)$$

$$s(t) = \int_0^t h(t-\tau)\rho(\tau)d\tau$$

$$h(t) = \frac{1}{\tau_s} e^{-t/\tau_s}$$

δ	Dirac delta
$t_k$	Time of k <sup>th</sup> spike
М	Spike count
$ au_s$	Synaptic time constant

### **PIF Compensator**

- PIF control law is used as the target function for training an SNN offline
- Optimal linear controller guaranteed to stabilize linear system

 $\dot{\mathbf{x}}(t) = \mathbf{A}\mathbf{x}(t) + \mathbf{B}\mathbf{u}(t)$  $\mathbf{y}(t) = \mathbf{C}\mathbf{x}(t) + \mathbf{D}\mathbf{u}(t)$ 

Control law proportional to error in state x, control u, and integral of output ξ

 $\mathbf{v}(t) \stackrel{\Delta}{=} \mathbf{u}(t) = -\mathbf{K}\boldsymbol{\chi}(t)$  $= -\mathbf{K}_1\mathbf{x}(t) - \mathbf{K}_2\mathbf{u}(t) - \mathbf{K}_3\boldsymbol{\xi}(t)$ 

• The control law minimizes the quadratic cost J

$$J = \lim_{t_f \to \infty} \frac{1}{2t_f} \int_0^{t_f} \{ \boldsymbol{\chi}^T(t) \mathbf{Q}' \boldsymbol{\chi}(t) + \mathbf{v}^T(t) \mathbf{R}' \mathbf{v}(t) \} dt$$



$\mathbf{x}^{*}$	State set point	
$\mathbf{u}^*$	Control set point	
χ	Augmented state vector	
V	Control rate of change	

## Adaptive SNN Controller (Hovering Only)





- First step towards full flight envelope control
- Control signal **u**(*t*) provided entirely by spiking neural networks

$$\mathbf{u}(t) = \mathbf{u}_0(t) + \mathbf{u}_{adapt}(t)$$

- Non-adaptive term  $\mathbf{u}_0(t)$  trained offline by supervised learning to approximate PIF control law
- Adaptive term  $\mathbf{u}_{adapt}(t)$  adapts online to minimize output error

<b>X</b> <sub>ref</sub>	Reference state	
$\mathbf{u}_0$	Non-adaptive control input	
<b>u</b> <sub>adapt</sub>	Adaptive control input	
$\Delta \mathbf{x}$	State error	
<i>u</i> <sub>a</sub>	Amplitude input	
$u_p$	Pitch input	
<i>u</i> <sub>r</sub>	Roll input	

## Adaptive SNN Controller (Hovering Only)

• Adaptive term  $\mathbf{u}_{adapt}$  comprised of inputs for flapping amplitude  $u_a$ , pitch  $u_p$ , roll  $u_r$ 

$$\mathbf{u}_{adapt}(t) = \begin{bmatrix} u_a(t) & u_p(t) & u_r(t) \end{bmatrix}^T$$

• Output weights adapt online to minimize output error

 $E(t) = \mathbf{\Lambda}^{T} (\Delta x(t) + \alpha \Delta \mathbf{x}(t))$ 

• Every element of  $\mathbf{u}_{adapt}$  computed from a single network of 100 neurons, e.g.

 $\boldsymbol{u}_a = \mathbf{W}_a \mathbf{s}_a(t)$ 

• The connection weights are updated online to minimize output error

 $\dot{\mathbf{W}}_{a}(t) = \gamma \mathbf{s}_{a}(t) E(t)$ 

[T. S. Clawson, T. C. Stewart, C. Eliasmith, S. Ferrari "An Adaptive Spiking Neural Controller for Flapping Insect-scale Robots," 15 *IEEE Symposium Series on Computational Intelligence (SSCI)*, Honolulu, HI, December 2017]









# Adaptive SNN Controller (Hovering Only)

#### Comparison:

- SNN initialized with PIF
- SNN controller quickly adapts to asymmetries in the wings to stabilize hovering flight
- PIF compensator maintains stability, but drifts significantly from the origin







[T. S. Clawson, T. C. Stewart, C. Eliasmith, S. Ferrari "An Adaptive Spiking Neural Controller for Flapping Insect-scale Robots," 16 *IEEE Symposium Series on Computational Intelligence (SSCI),* Honolulu, HI, December 2017]

### SNN Controller – Full Flight Envelope

- SNN trained to approximate steady-state gain of gain-scheduled PIF
- PIF Gain matrices dependent on scheduling variables **a**

 $\mathbf{u}(t) = -\mathbf{K}_1(\mathbf{a})\mathbf{x}(t) - \mathbf{K}_2(\mathbf{a})\mathbf{u}(t) - \mathbf{K}_3(\mathbf{a})\boldsymbol{\xi}(t)$ 

• Steady-state gain computed using transfer function and final value theorem

 $\mathbf{G}(s) \triangleq -(s\mathbf{I} + \mathbf{K}_2(\mathbf{a}))^{-1}\mathbf{K}_1(\mathbf{a})$ 

 $\mathbf{G}(0) = -\mathbf{K}(\mathbf{a})_2^{-1}\mathbf{K}_1(\mathbf{a}) \stackrel{\text{\tiny def}}{=} \mathbf{K}_{ss}(\mathbf{a})$ 

• Network output weights computed to approximate steady-state gain matrix **K**<sub>ss</sub>

$$\mathbf{W} = \underset{\mathbf{V}}{\operatorname{argmin}} \sum_{j} \left\| \mathbf{K}_{ss}(\mathbf{a}) - \mathbf{V}F(\mathbf{M}\mathbf{a}_{j} + \mathbf{b}) \right\|^{2}$$

• SNN Control input is a linear transformation of post-synaptic current

 $\mathbf{u}(t) = \mathbf{W}(\mathbf{a})\mathbf{s}(t)$ 



$\mathbf{K}_{i}$	PIF gain matrices	X	State deviation
u	Control deviation	ξ	Integral of output error
a	Scheduling variables	$\mathbf{G}(s)$	Transfer function
S	Laplace variable	$\mathbf{K}_{ss}$	Steady-state gain matrix
W	Output connection weights	S	Post-synaptic current

#### SNN Control – Climbing Turn





#### **Exteroceptive Sensing**



#### **Exteroceptive Sensing Motivation**

- Onboard exteroceptive sensors required for full flight autonomy
- Fast dominant time scales of insect-scale flight require high sensing rate and low latency
  - Traditional sensors consume large amounts of power for high sensing rate (e.g. ~100 watts for high speed camera)
  - High data rate requires additional data processing
- Neuromorphic vision sensors have 1µs temporal resolution and require at most a few milliwatts of power [Lichtsteiner, '08], [Brandli, '14]

![](_page_19_Picture_7.jpeg)

![](_page_19_Picture_8.jpeg)

#### The Optical Flow Problem

Standard Optical Flow Problem

- Assume:  $\frac{dI(x, y, t)}{dt} = 0$
- Determine horizontal and vertical flow  $(v_x, v_y)$  from

$$\frac{dI(x, y, t)}{dt} = \begin{bmatrix} I_x(x, y, t) & I_y(x, y, t) \end{bmatrix} \begin{bmatrix} v_x(x, y, t) \\ v_y(x, y, t) \end{bmatrix} + I_t(x, y, t) = 0$$

#### Neuromorphic Optical Flow

• Coordinates of some point  $\mathbf{r} = \begin{bmatrix} r_x & r_y \end{bmatrix}^T$  in the image plane determined by optical flow

$$\begin{bmatrix} r_x(t_2) - r_x(t_1) \\ r_y(t_2) - r_y(t_1) \end{bmatrix} = \int_{t_1}^{t_2} \mathbf{v}(\tau) d\tau \approx \begin{bmatrix} v_x dt \\ v_y dt \end{bmatrix}, \qquad \mathbf{v}(\tau) = \begin{bmatrix} v_x(\tau) \\ v_y(\tau) \end{bmatrix}$$

- Scattered events are generated by motion of the point
- Determine optical flow by estimating the motion of points in the scene using the scattered events

![](_page_20_Picture_11.jpeg)

![](_page_20_Figure_12.jpeg)

(pixels)

#### **Neuromorphic Optical Flow**

- Existing neuromorphic optical flow methods rely on optimization [Benosman, '14], [Rueckauer, '16]
- Estimate continuous motion from discrete events
- Introduce continuous event rate *f* through convolution of events with continuous kernel *K*

$$f(x, y, t) = K(x, y, t) * E(x, y, t) \qquad E(x, y, t) = \sum_{i=1}^{N} \delta(x - x_i, y - y_i, t - t_i)$$

- Assume gradient **n** of event rate is normal to the motion of points in the scene
- Speed of the motion is inversely proportional to magnitude of gradient
- Optical flow is written directly in terms of the event rate gradient

$$t_i)$$

$$\mathbf{n} = \begin{bmatrix} a & b & c \end{bmatrix}^T$$

$$\mathbf{w} = \begin{bmatrix} \frac{\partial t}{\partial x} & \frac{\partial t}{\partial y} \end{bmatrix}^T = \begin{bmatrix} -\frac{a}{c} & -\frac{b}{c} \end{bmatrix}^T$$

$$\begin{bmatrix} v_x \\ v_y \end{bmatrix} = \left(\frac{1}{\|\mathbf{w}\|}\right) \frac{\mathbf{w}}{\|\mathbf{w}\|} = -\frac{c}{a^2 + b^2} \begin{bmatrix} a \\ b \end{bmatrix}$$

#### **Neuromorphic Optical Flow Results**

![](_page_22_Picture_2.jpeg)

![](_page_22_Figure_3.jpeg)

#### **Independent Motion Detection**

Detect motion relative to the environment using a rotating and translating neuromorphic camera

![](_page_23_Figure_3.jpeg)

- Known camera motion
- Total derivative of pixel intensity is zero

![](_page_23_Figure_6.jpeg)

![](_page_23_Picture_7.jpeg)

#### Motion Detection: Known Camera Motion

- By previous assumptions, depth of the point can be estimated if image-plane motion field  $(v_x, v_y)$  is known
- For some stationary point in the environment Q, its projection P onto the image plane will move with velocity  $\dot{\mathbf{p}} = \dot{p}_x \mathbf{e}_1^c + \dot{p}_y \mathbf{e}_2^c$  where

$$\dot{p}_{x}(x, y, t) = \frac{1}{d} (\lambda v_{x}(t) - xv_{z}(t)) + y\omega_{z}(t) - \lambda\omega_{y}(t) - \frac{1}{\lambda} (x^{2}\omega_{y}(t) + xy\omega_{x}(t))$$
$$\dot{p}_{y}(x, y, t) = \frac{1}{d} (\lambda v_{y}(t) - yv_{z}(t)) - x\omega_{z}(t) + \lambda\omega_{x}(t) + \frac{1}{\lambda} (y^{2}\omega_{x}(t) - xy\omega_{y}(t))$$

• With an additional constraint on the velocity of *P*, it is possible to solve for the depth *d* 

λ	Focal length	x	x-coordinate of <i>P</i>
ω	Camera angular rate	У	y-coordinate of P
v	Camera velocity	d	Depth of point $Q$

 $\mathbf{e}_{2}^{c}$ 

#### Motion Detection and Depth Estimation

- Events can be visualized 1. by their spatio-temporal coordinates
- 2. Depth d is computed from the events using known camera motion
- 3. Events are transformed into the world frame using estimated depth
- 4. A temporal low-pass filter separates moving and stationary objects

![](_page_25_Figure_6.jpeg)

#### **Conclusion and Future Work**

![](_page_26_Picture_1.jpeg)

#### Conclusions

- Small-scale robots provide many potential benefits, including safety, access to confined spaces, and power efficiency
- Enabling autonomy in small-scale robots requires high frequency sensing and control loops that operate on only a few milliwatts of power
- Adaptive spiking neural networks can control complex systems and can be directly implemented on power efficient hardware
- Neuromorphic cameras can effectively detect motion and depth from moving platforms to enable efficient autonomous flight

![](_page_27_Figure_6.jpeg)

![](_page_27_Figure_7.jpeg)

#### Future Work

- Demonstrate control of maneuvers on the physical RoboBee using adaptive SNN controllers
- Use neuromorphic depth estimation and motion detection to perform obstacle avoidance and target tracking with the RoboBee in simulation
- Verify motion detection and depth estimation results with experiments on small quadcopters in flight
- Hardware-in-the-loop experiments with the physical RoboBee and simulated neuromorphic cameras to demonstrate autonomous target tracking and obstacle avoidance
- Control quadcopter flight using adaptive SNN flight control implemented on neuromorphic chips

![](_page_28_Picture_8.jpeg)

![](_page_28_Picture_9.jpeg)

![](_page_29_Picture_0.jpeg)

# TOLINDED A.D. 19

#### Neuromorphic Sensing and Control of Autonomous Micro-Aerial Vehicles

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#### Related Work

T. S. Clawson, S. Ferrari, S. B. Fuller, R. J. Wood, "Spiking Neural Network (SNN) Control of a Flapping Insect-scale Robot," *Proc. of the IEEE Conference on Decision and Control*, Las Vegas, NV, December 2016.

T. S. Clawson, S. B. Fuller, R. J. Wood, S. Ferrari "A Blade Element Approach to Modeling Aerodynamic Flight of an Insect-scale Robot," *American Control Conference (ACC)*, Seattle, WA, May 2017.

T. S. Clawson, T. C. Stewart, C. Eliasmith, S. Ferrari "An Adaptive Spiking Neural Controller for Flapping Insect-scale Robots," *IEEE Symposium Series on Computational Intelligence (SSCI)*, Honolulu, HI, December 2017.