### intel labs

## Lava Software Framework INRC Spring Workshop 2022

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Neuromorphic Computing Lab





What motivates Lava's design goal?

Design goals

**Real-world applications** 

Multi-Paradigm

**Multi-Abstraction** 

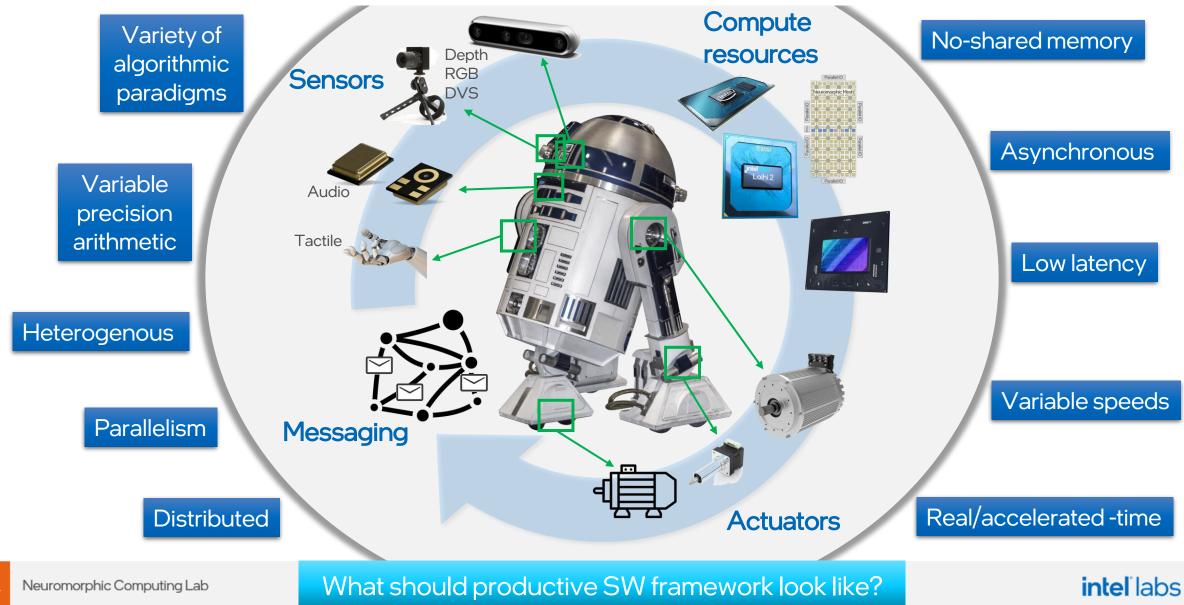
Multi-Platform



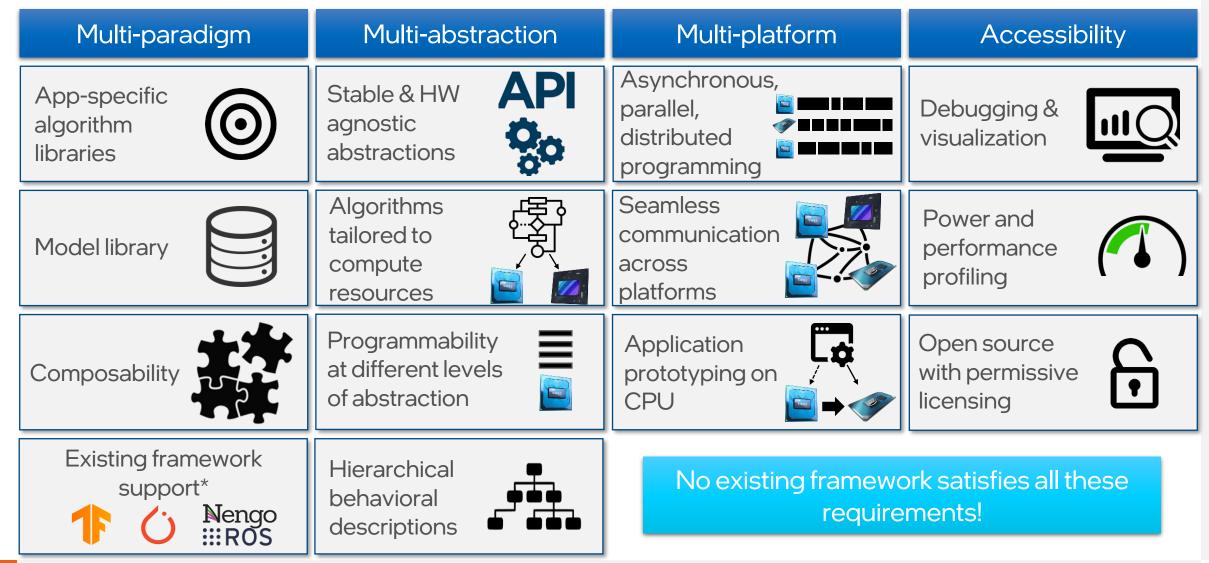


### Characteristics of real-world applications

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### Design goals and requirements for Lava



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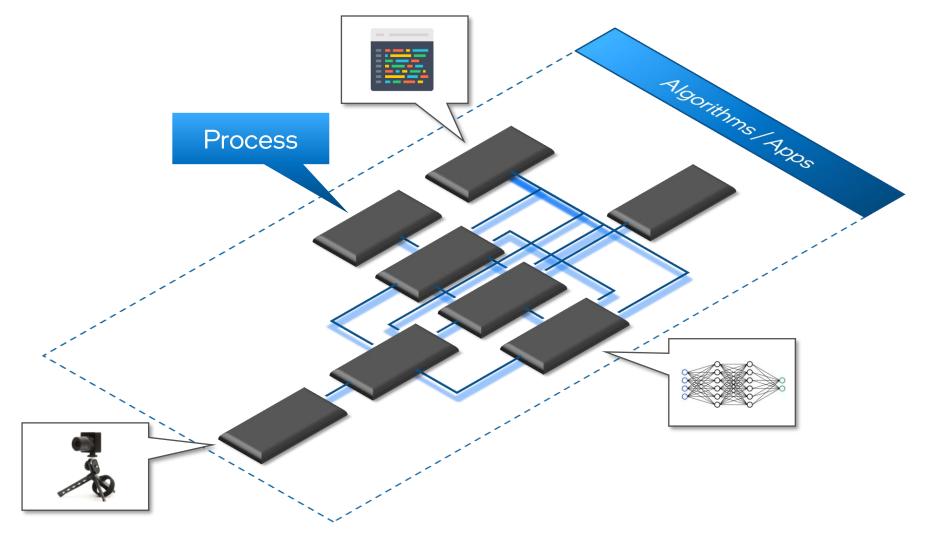


A new SW framework for neuromorphic computing

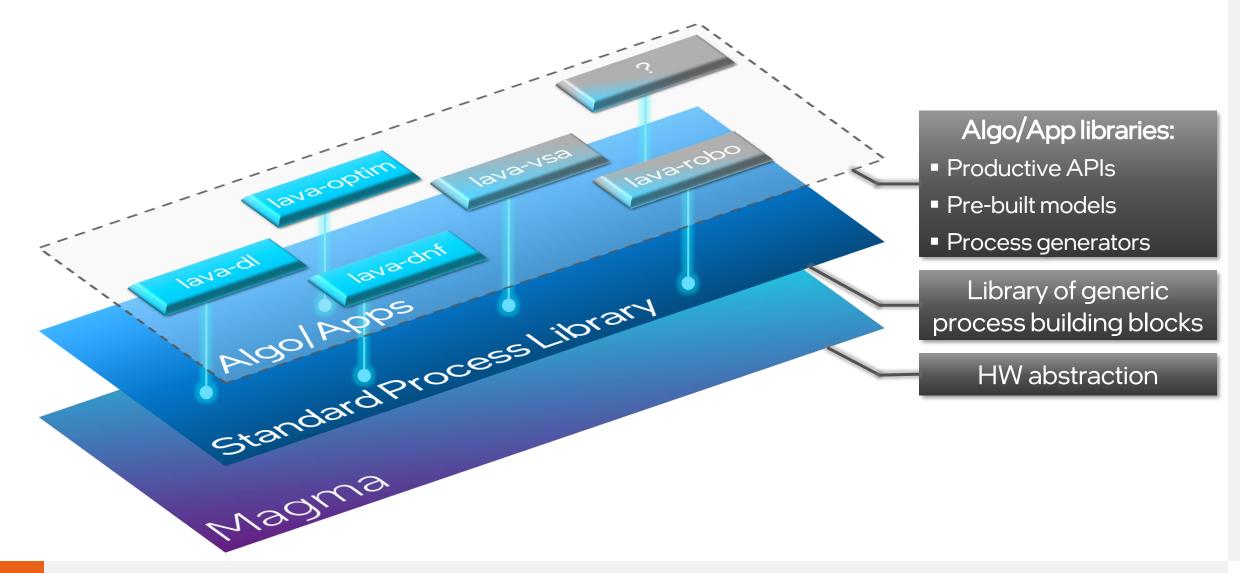
Vision: Enable mainstream adoption of neuromorphic technologies!

Mental model for thinking about computing SW tools for developing algorithms

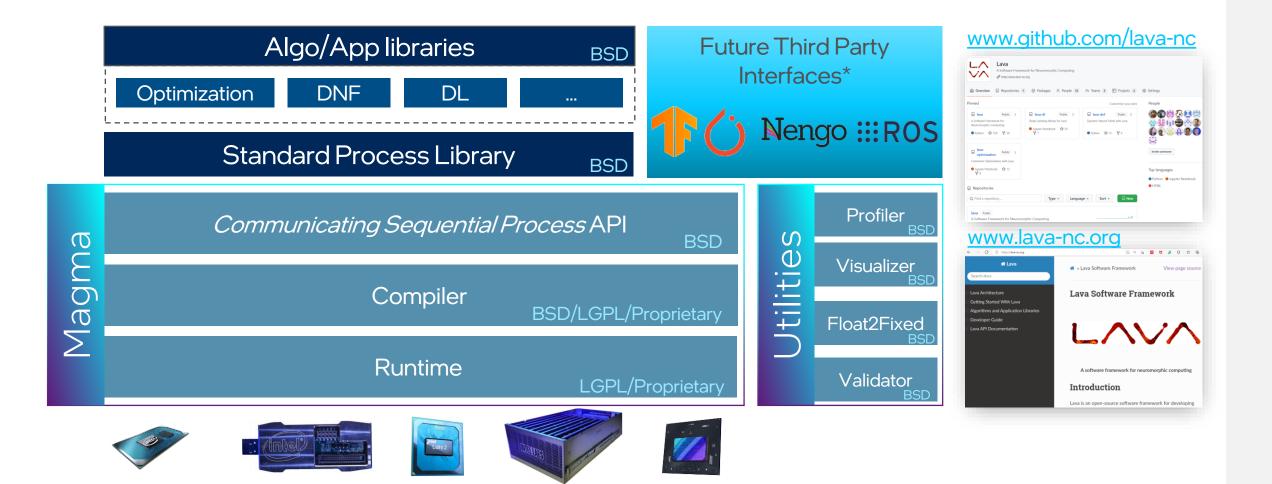
### Processes: Lava's most fundamental abstraction



### What does Lava do for you?



### The Lava Software stack

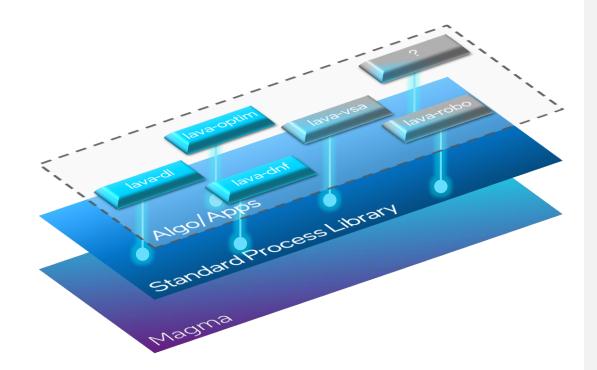


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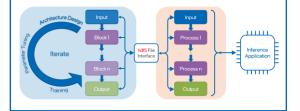
# Lava's 3 layers of abstraction



### Lava algorithm libraries

#### lava-dl

- Direct & HW-aware training of event-based DNNs
- Rich neuron model library (feed-forward & recurrent)



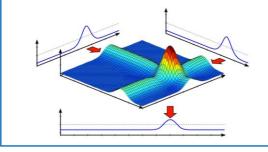
#### lava-optim

- Family of constraint optimization solvers
- Today: QP, CSP, QUBO
- Future: MPC, LCA, ILP, ...
- Standalone use or as part of Al applications



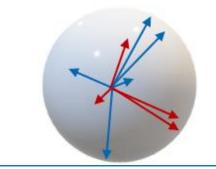
#### lava-dnf

- Design models with attractor dynamics
- Stabilize temporal data
- Selective data processing
- Dynamic working memories



#### lava-vsa(WIP)

- API for algebraic model description for VSAs
- Library of data types and operations (composition, binding, factorization, ...)



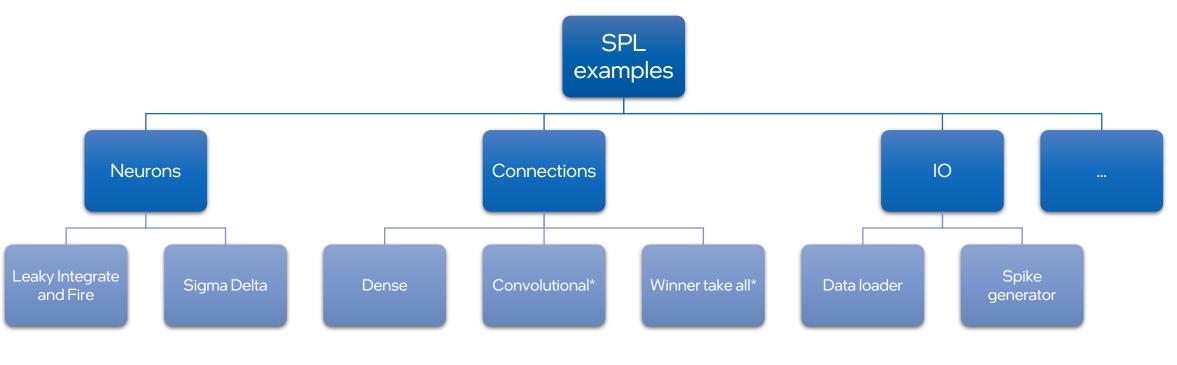
#### **Future directions**

- lava-io (sensor/actuator interfaces)
- lava-robotics (control, planning, simulator/ROS/YARP interfaces)
- lava-evolve (evolutionary training methods)
- lava-continual (continual online learning methods)
- lava-ui (graphical network creation, visualization, debugging)

- Signal processing
- Off-the-shelf apps (segmentation, tracking, keyword detection, ...)

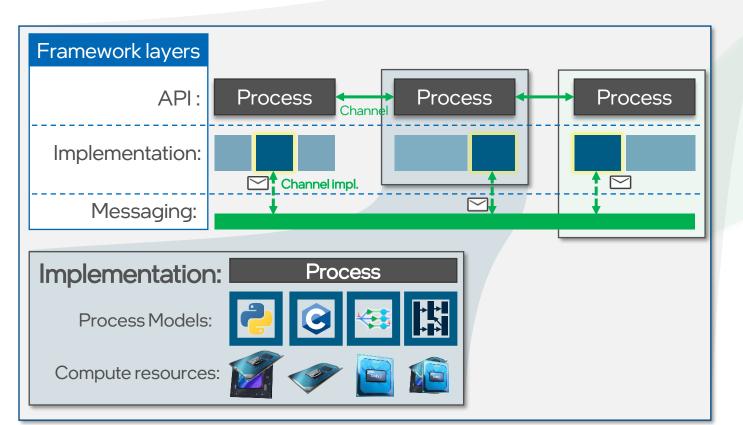
### **Standard Process Library**

- Library of generic processes
- Used by other processes and libs
   Quickly expanding
- HW-agnostic API



\*WIP

### Magma

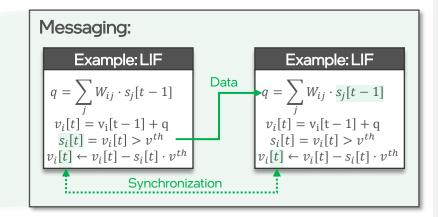


#### Processes

Communicating Sequential Process API

Compiler

Runtime



#### Multi-platform:

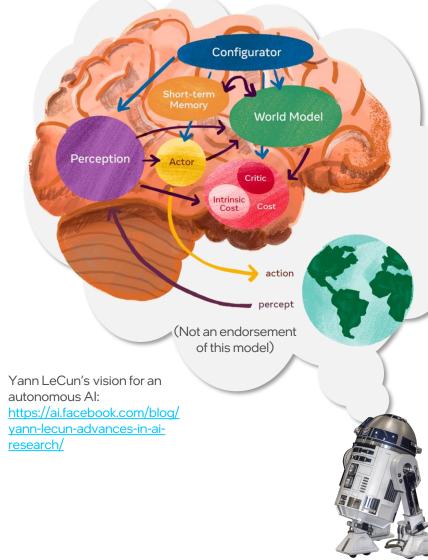
- Asynchronous, distributed computational Processes communicating via channels
- Universal message passing-backend:
  - Data exchange
  - Synchronization

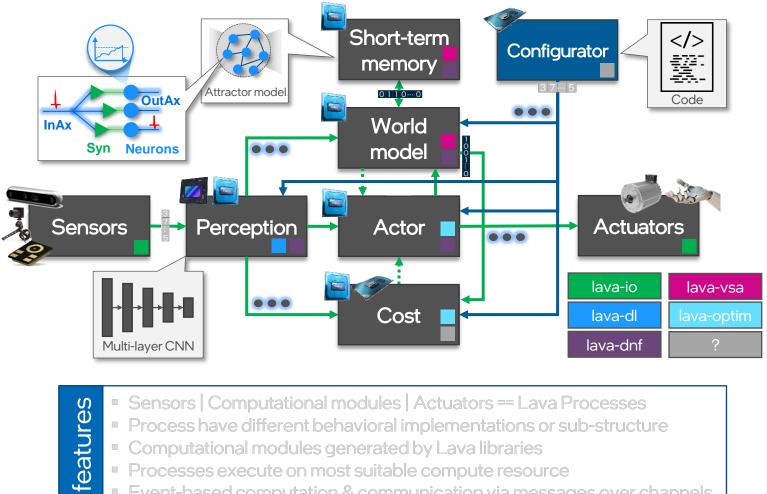
#### Multi-abstraction:

- HW-agnostic Process APIs
- HW-specific or hierarchical implementations
- Extensible at HW, Process and App level

### Application development with Lava

### Future example: A cognitive app in Lava

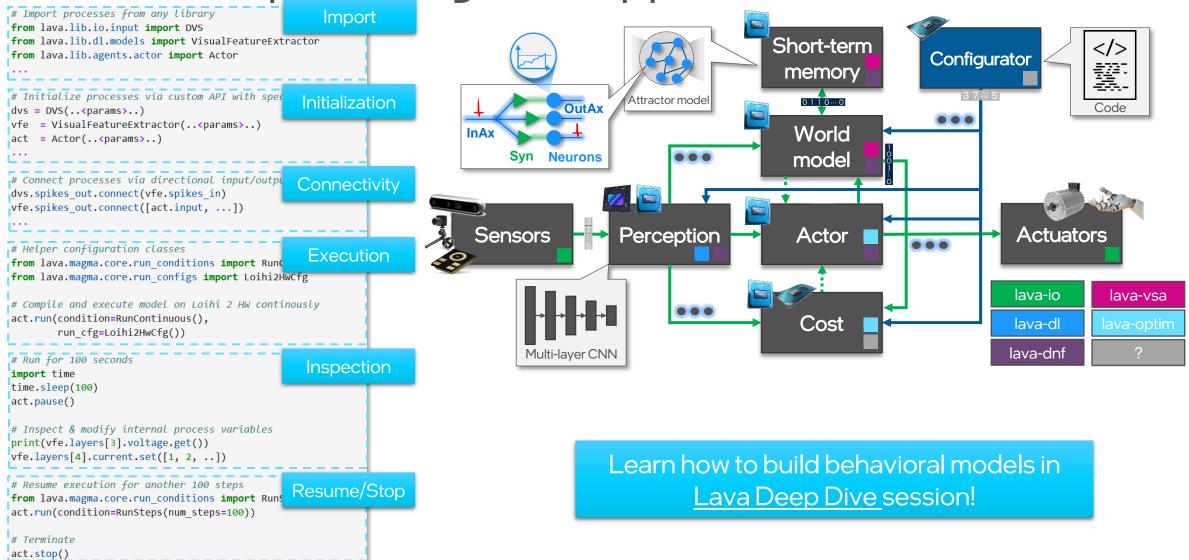




- Process have different behavioral implementations or sub-structure
- Computational modules generated by Lava libraries
- Processes execute on most suitable compute resource
- Event-based computation & communication via messages over channels
- Automatic conversion between coding strategies
- Interoperable with other frameworks

Key

### Future example: A cognitive app in Lava



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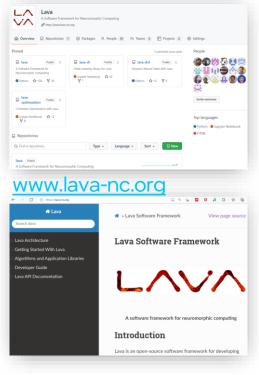
### How to Contribute to Lava

Join the Lava working group for further discussion!

You can help just by using Lava and sharing your code.

- Build models with Lava and share your code
- Port common models and algorithms to Lava
- Connect Lava to other frameworks and tools
- Help us support more neuromorphic devices
- Extend lava-dl training with additional methods
- Work on new Lava libraries (e.g. lava-evolve, lava-robotics)
- Or help optimize and extend Lava's compiler & runtime infrastructure...





### Lava roadmap

### Announcement: Lava soon available on Loihi 2!



Upcoming v0.5.0 features:

Extends support from CPU to Loihi 1 & 2
Program NeuroCores (Py) & embedded CPUs (C)
Extended standard process library
NeuroCore compiler now fully automated
First end-to-end Deep Learning app examples

Join Lava Deep Dive tomorrow to learn more!

### Lava Roadmap for 2022\*

#### First Quarter

- Execute on CPUs and GPUs
- Provide access to
   Loihi 2 Kapoho Point
   systems
- Iava-dl: Train deep
   SNNs with SLAYER

#### Second Quarter

- Execute on Loihi 1&2
- On-chip learning
- Real-time sensor input from RGB and DVS
- lava-vsa: Enable building VSAs in Lava
- lava-optim: Add CSP, QUBO & QP solver
- lava-dnf: Add visual search

#### Third Quarter

- Execute on embedded systems
- Compiler memory & performance optimizations
- Cross-platform power
   & performance Profiler
- lava-dl: Improve support for recurrent SNNs
- lava-vsa: Add resonator for factorization

### Fourth Quarter

- Execute on multi-node systems
  - lava-vsa: Add continual learning & attention

\* Lava is an agile project. Features are tentative and subject to change.

### Lava-focused workshop sessions

- Leverage Lava libraries for app development
- Develop your own processes
- Lava architecture
- Emerging community projects

Lava Community Working Group:

- Ensure Lava solves your problems
- Lava Community launch
- Discussion
- Getting started with Lava
- Running elementary models

Time	April 19	April 20	April 21	April 22 Loihi for Robotics		
06:00 PDT 09:00 EDT 15:00 CET		Loihi 2 Deep Dive Option 2 Engaged INRC Members	<b>Lava Basics</b> Tutorial Option 2			
07400 PDT 10400 EDT 16:00 CET		Signal Processing	Lava Deep SNN Tutorial Option 1	_		
08:00 PDT 11:00 EDT 17:00 CET	New Tools for a New Era of Neuromorphic	Lava Deep Dive	Continual Learning	Working Groups #2	Aerospace Apps & Tech	
09:00 PDT 12:00 EDT 18:00 CET	Computing		Offline Training	Working Groups #3		and and
10:00 PDT 13:00 EDT 19:00 CET	Q&A / Break Featured Community Results	Application Frontiers	Optimization	Ecosystem Development		
11:00 PDT 14:00 EDT 20:00 CET		Working Groups #1	Vector Symbolic Architectures	Conclusion		1
12:00 PDT 15:00 EDT 21:00 CET						The second
17:00 PDT 20:00 EDT 02:00 CET	Loihi 2 Deep Dive Option 1 Engaged INRC Members	<b>Lava Basics Tutorial</b> Option 1	<b>Lava Deep SNN</b> Tutorial Option 2			

 Getting started with lava-dl using DNN example

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