

Effects of Clock Skew in Iterative Neural Network and Optical Feedback Processors

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Abstract:

Although optical processor implementations of artificial neural networks promise algorithmic convergence at the speed of light, little attention is normally given to the consequences of different optical path lengths required within the processor on the resulting performance. Such clock skew can have significant degrading effects on the predicted accuracy and speed of the processor. A similar problem occurs in iterative electronic asynchronous artificial neural networks when, for example, the time delay between two neurons is proportional to their physical separation. In this paper, we show that, in the absence of temporal dispersion, certain iterative algorithms have steady state solutions which are independent of clock skew. Examples include stable linear feedback and feedback using soft (slowly varying) nonlinearities. Both are special cases of using a contractive mapping in the feedback path. Feedback using hard nonlinearities, on the other hand, can result in a steady state solution which depends on the clock skew.

Introduction:

A number of analog [1-5] and discrete [6-12] optical processors have been proposed that use feedback. Shamir [13] has noted that in such systems, the time required for feedback can vary significantly due to the variation of optical path lengths. In certain cases, disregarding this *clock skew* in processor analysis can lead to drastically different implementation results. A similar problem occurs in iterative asynchronous artificial neural networks where the communication time delay between two neurons is proportional to their physical separation.

In this paper, we show that, in certain feedback algorithms, clock skew does not affect the steady state solution of the processor. When an iterative algorithm uses a (possibly nonlinear) contractive operation in the feedback path, the resulting steady state solution is shown to be unaffected by clock skew. Clock skew is shown, however, to have an effect on the steady state result when hard nonlinearities are used in the feedback path [14-16].

Preliminaries:

In this section, we develop a general description for temporally non-dispersive clock skew in an feedback processor and then show specific instances where that model can be used to determine whether the steady state solution is affected by the skew. We consider only a discrete model, although our approach can be readily applied to analog processors.

Let a field of N states, $\{S_n \mid 1 \leq n \leq N\}$, be altered by feedback in a skewed processor. Let ϑ_n denote the instantaneous operator that maps the previous states into the current n th state at time t . We can then write:

$$S_n(t) = \vartheta_n[\{S_m(t-\tau_{nm}) \mid 1 \leq m \leq N\}] ; 1 \leq n \leq N \quad (1)$$

where τ_{nm} is the clock skew corresponding to the time required for the state S_m to make a contribution to the state S_n . If we let $t \rightarrow \infty$ and assume a stable steady state, then (1) becomes:

$$S_n(\infty) = \vartheta_n[\{ S_m(\infty) \mid 1 \leq m \leq N\}] ; 1 \leq n \leq N \quad (2)$$

Although not explicitly indicated, this steady state solution is, in general, a function of the clock skew. If, however, (2) has only a single solution for all $S_n(\infty)$, then the clock skew has no effect on the steady state solution.

Some specific examples of iterations unaffected by clock skew will now be given.

Solution of Simultaneous Equations:

Let S_n denote a vector of states at time n , f a like dimensioned forcing vector and A an square matrix. The linear difference equation

$$S_{n+1} = f + AS_n \quad (3)$$

is known to converge to the steady state solution

$$S_\infty = [I - A]^{-1} f \quad (4)$$

if the spectral radius (magnitude of the maximum eigenvalue) of A does not exceed one [17]. With reference to (1), if performed on a skewed processor, (3) would be

implemented as*

$$S_n(t) = \sum_{m=1}^N a_{nm} S_m(t - \tau_{nm}) + f_n \mu(t - \gamma_n); \quad 1 \leq n \leq N \quad (5)$$

where γ_n denotes the time skew of the input's contribution, $\mu(\cdot)$ is the unit step function and f_n is the n th element of f . Letting $t \rightarrow \infty$ and assuming a stable result gives

$$S_n(\infty) = \sum_{m=1}^N a_{nm} S_m(\infty) + f_n; \quad 1 \leq n \leq N \quad (6)$$

or, equivalently, in matrix- vector form

$$S_\infty = A S_\infty + f \quad (7)$$

If $I - A$ is not singular, then the solution to this equation is (4). Clock skew therefore does not effect the solution. The *alternating projection neural network* (without the sigmoid nonlinearity) when interpreted either homogeneously [18-21] or, in layered form [20-21] from the hidden to output layer, is a special case of this example.

Contractive Operators:

In this section, we explore a more general criterion for which clock skew does not affect steady state results. We may write (2) in vector form as

$$S(\infty) = \vartheta S(\infty) \quad (8)$$

If the vector operator ϑ is a *contractive* operator, then

$$|| \vartheta x - \vartheta y || \leq r || x - y || \quad (9)$$

where

$$|| a ||^2 = a^T a$$

and $0 \leq r < 1$. If $0 \leq r \leq 1$, then ϑ is said to be *nonexpansive*. If ϑ is contractive, then the solution of (8) is unique [17-19] and there is no contribution of clock skew to the steady state result. When ϑ is nonexpansive, (8) can have a number of solutions.

* Alternately, the forcing vector can be time varying due to, say, the source's rise time. If the forcing vector approaches a steady state value of f_n and the system remains stable, then the steady state result remains the same.

Example:

Our previous example is a special case of a contractive mapping since, from (6),

$$\vartheta S(\infty) = A S(\infty) + f$$

The operator is contractive if

$$\| (A x - f) - (A y - f) \| = \| A(x-y) \| < r \| x-y \|$$

This is clearly true if the spectral radius of A does not exceed one.

Example:

We can nonlinearly generalize (7) to

$$S_\infty = \eta(A S_\infty + f_1) + f_2 \quad (10)$$

where both f_1 and f_2 are forcing functions and η is a pointwise nonlinearity. By a pointwise nonlinearity, we mean that, if $z = \eta w$, then the n th element of z is equal to $\eta_n(w(n))$ where η_n is a given function. In the parlance of neural networks, η would be referred to as a *sigmoid* operator [25-26]. Using (9), the corresponding operator is contractive if

$$\| \eta(Ax + f_1) - \eta(Ay + f_1) \| \leq r \| x - y \| \quad (11)$$

We will show that the operator is contractive if the spectral radius of A does not exceed one and η contains *soft nonlinearities*. A nonlinearities is said to be soft if

$$\left| d \eta_n(\phi) / d\phi \right| \leq 1 ; 1 \leq m \leq N$$

for all ϕ . As is illustrated in Figure 1, this constraint has the property that

$$\left| \eta_n x - \eta_n y \right| \leq \left| x - y \right|$$

As a result,

$$\| \eta(Ax + f_1) - \eta(Ay + f_1) \| \leq \| (Ax + f_1) - (Ay + f_1) \|$$

Using the results of the previous example, the operator corresponding to (10) is clearly contractive and clock skew has no effect on the final result.

This unique convergence constraint can be generalized to the requirement that

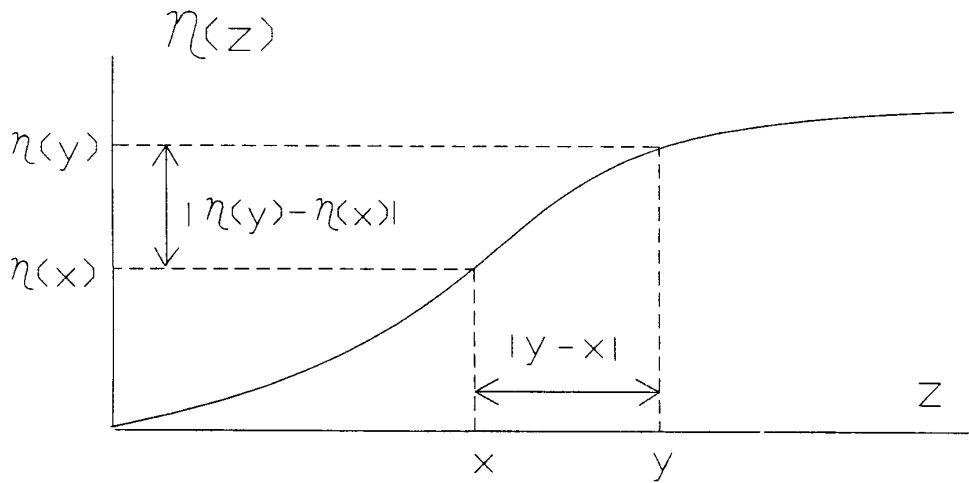


Figure Caption:

Figure 1: An example of a soft nonlinearity. Any interval on the z axis maps to a smaller interval.

$$\left| \frac{d \eta_m(\phi)}{d \phi} \right| < \rho(\mathbf{A}) ; 1 \leq m \leq N$$

where $\rho(\mathbf{A})$ is the spectral radius of \mathbf{A} .

Hard Nonlinearities:

Clock skew can be a factor when implementing an iterative algorithm with hard nonlinearities. Conwell [22] discusses such effects in certain neural networks which use no forcing functions and a unit step nonlinearity:

$$\eta_m(\phi) = \begin{cases} 1 & ; \phi \geq 0 \\ 0 & ; \text{otherwise} \end{cases}$$

Different clock skews produced different steady state results.

Conclusions:

We have shown that clock skew does not affect the steady state solution of iterative algorithms when the feedback operation is contractive. Such skew can occur in in asynchronously operated neural networks and in optical processors with feedback.

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