

Classical Digital Switch, Quantum information processing, and a Single Synapse

Part 1: *Energy Estimates*

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Energy Efficiency Scaling (EES2): Roadmap Meeting #8

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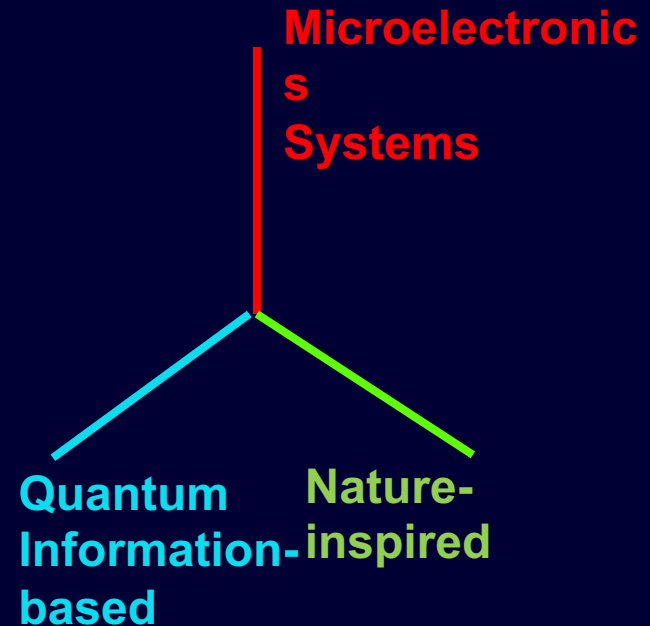
July 19, 2023

Information Processing:
Similarities and Differences

Three Different Dimensions for Computing

(Sep 14, 2022, EES2 Presentation)

- Microelectronics Systems: The current trajectories, using scaling and specialized architectures are on the Microelectronics Basis
- Nature-inspired represents all the information processing in nature from neuron synapses to photosynthesis
- Quantum Information-based is based on using quantum representations as units of computation and finding algorithms that can simulate quantum and classical processes



Questions to be Addressed

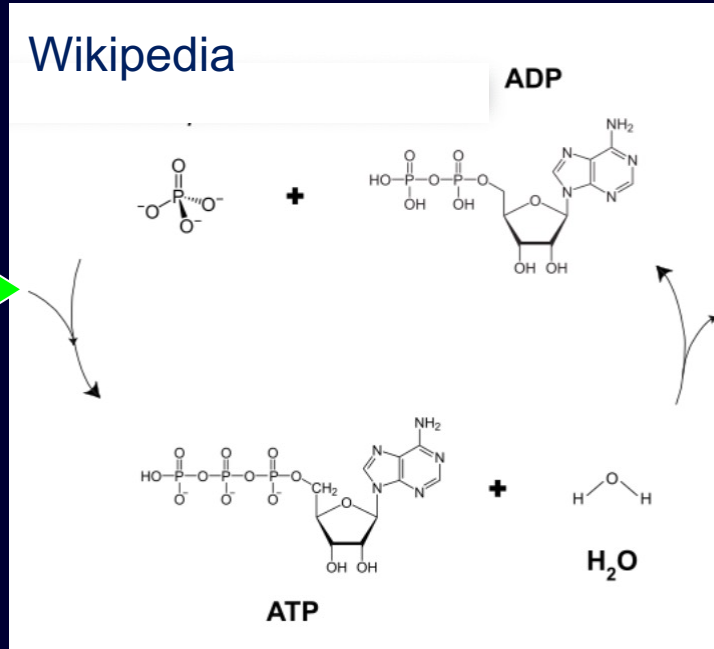
- Top-down estimates have shown > 24 orders of magnitude in energy as a **bit** is translated to an *instruction* for *simulation of an Application*
- What are can be learned from biological and quantum systems?
- How can we use this to help design energy efficient computing?
- Two parts:
 - **Part 1**: Estimate Energy for elemental information processing on the other different dimensions
 - **Part 2**: Quantify and Identify Pathways for using the lessons from Nature and Quantum Information Processing

Outline

- Recap Biochemistry and Thermodynamical aspects
- **Biological System:** Single Synapse Processing
- **Quantum Information Processing:** Quantum Chemistry
 - Simulation in a Classical Digital Computer
 - Emulation in a Quantum System
- Summary and Future Work

Biochemical System: ATP Hydrolysis

Chemical Energy



Mechanical Work



Heat
Energy



Chemical
Energy



Change in Free Energy = $\sim 31.55 \pm 1.27 \text{ kJ}\cdot\text{mol}^{-1}$

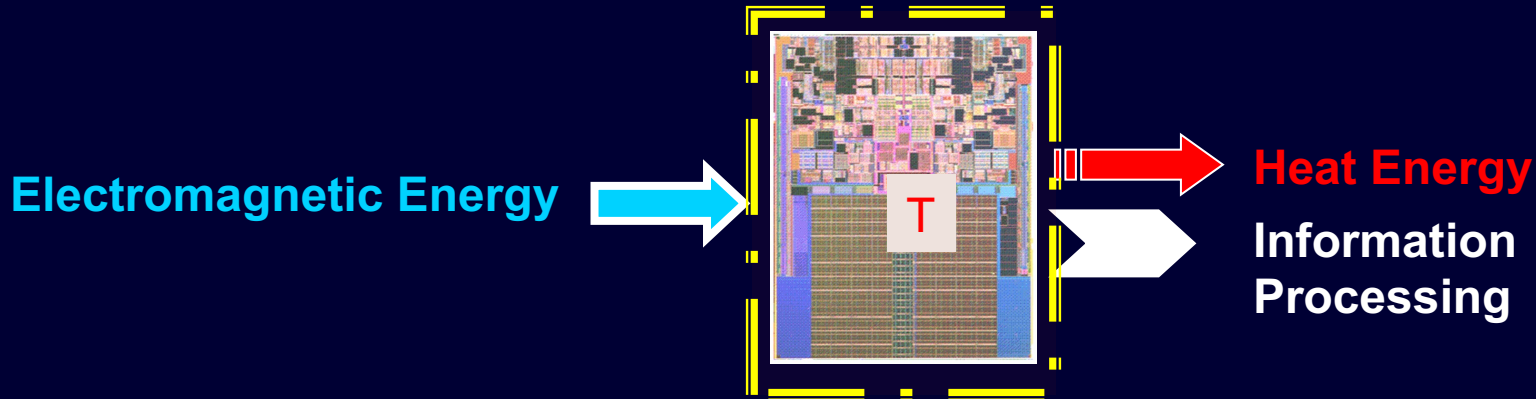
F. Meurer, et al, 2017

Computer as a Thermodynamic System

(a). Heat Engine

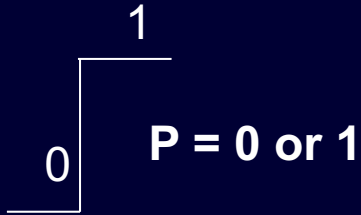


(b). Information Processing Engine



Computing: *Digital* vs *Quantum*

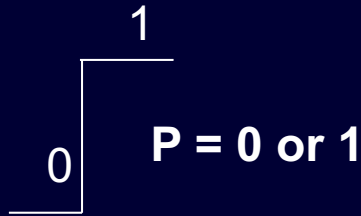
Classical Digital Representation



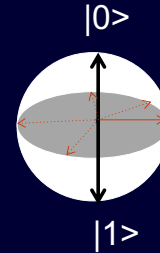
- **Discrete, Measurable States, Control**
 - A scalable physical system with well characterized bits
 - The ability to initialize and transport bits to one of the two specific fiducial state s
 - Clock synchronization across the system

Computing: *Digital* vs *Quantum*

Classical Digital Representation



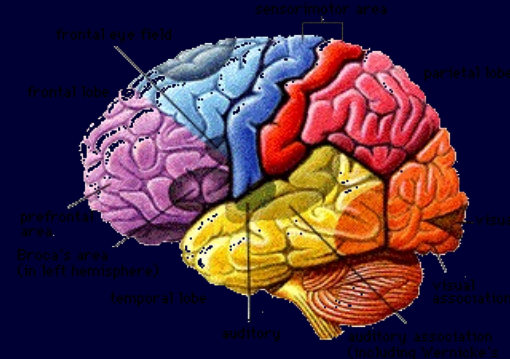
Quantum Real Space Representation



$$|\psi\rangle = \alpha |0\rangle + \beta |1\rangle$$

- **Discrete, Measurable States, Control**
 - A scalable physical system with well characterized bits
 - The ability to initialize and transport bits to one of the two specific fiducial state s
 - Clock synchronization across the system
- **Superposition, Entanglement, Control**
 - A scalable physical system with well characterized qubits
 - The ability to initialize and transport qubits to specific fiducial state
 - Long relevant decoherence times “much” longer than gate & system operation time

Computing: *Digital* vs *Brain*



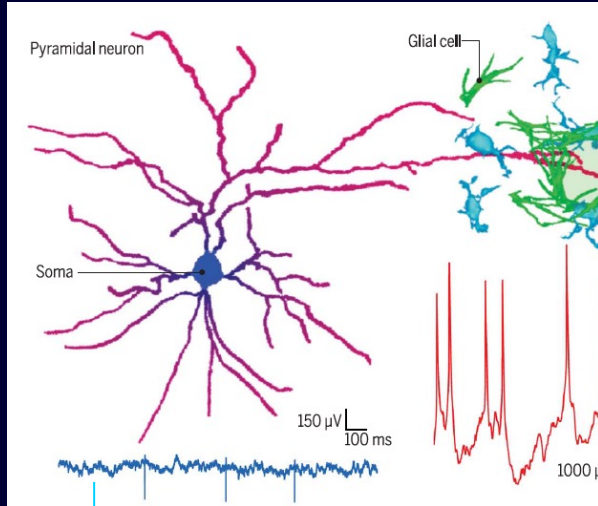
- Mostly 2 dimensional
 - Regular Geometry
 - Software upgrades
 - Assembly: Top-down lithography
 - Number of Switching elements: ~10 Billion
- Intrinsically 3 dimensional
 - Irregular Geometry
 - **Plastic:** Both “hardware” and “software”
 - Assembly: Bottoms-up
 - Number of switching elements: > ~80 Billion neurons or 400 Trillion synapses

Circuits are efficiently embedded, in a higher dimensional topological dimension (4.54 vs 3.81) (Bassett, 2010)

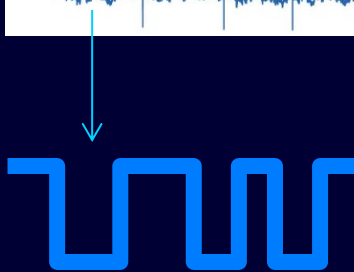
Single Synapse Processing:
Where a "bit" is more than a bit

Brain and Computing Element: *Information Processing*

J. J. Moore et al. (2017)

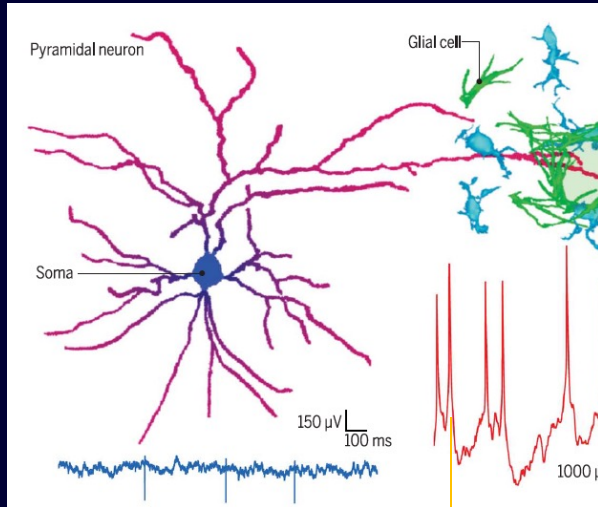


- Large sub-threshold voltage fluctuations



Brain and Computing Element: *Information Processing*

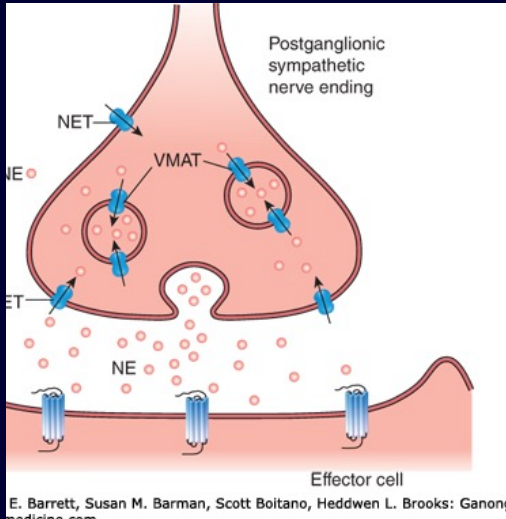
J. J. Moore et al. (2017)



- Large sub-threshold voltage fluctuations
- In dendrites, indicate a hybrid analog-digital code



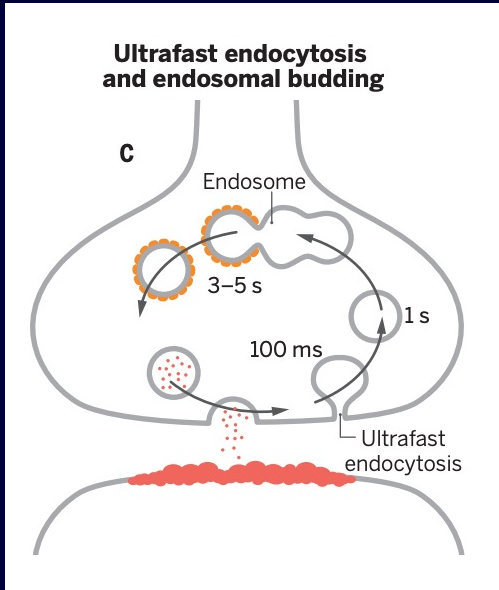
Brain and Computing Element: *Information Processing*



- Large sub-threshold voltage fluctuations
- In dendrites, indicate a hybrid analog-digital code in the dendrite
- Multi-state Processing
 - ~90 genes for neuro modulators
 - Number of neuromodulations are higher
 - Chemical diffusional transport

Ganong's Rev. of Medical
Physiology, 25e

Brain and Computing Element: *Information Processing*



Watanabe,
2015

- Large sub-threshold voltage fluctuations
- In dendrites, indicate a hybrid analog-digital code in the dendrite
- Multi-state Processing
 - ~90 genes for neuro modulators
 - Chemical diffusional transport
- Recycling molecules

Single Synapse Processing: *Quantifying Energy*

Energy of a synapse (1)

| Biological Entity | Gross Power (W) | Net Power, assuming 70% utilitarian (W) | 0.5 millisecond | Frequency of State Switching (Hz) | Energy/Switching (Joules/switching) | Energy/Switching (eV/switching) | Number of Transistors or Switches | Energy/State Switching/Neuron (Joules/switching) |
|------------------------|-----------------|---|-----------------|-----------------------------------|-------------------------------------|---------------------------------|-----------------------------------|--|
| Human Brain (Synapses) | 20 | 14 | 6.00E-04 | 1.67E+03 | 8.40E-03 | 5.25E+16 | 8.00E+14 | 1.05E-17 |

- Synapse Switching is using 8.75-10.5 atto joules (*top-down*)

Energy of a synapse (2)

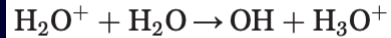
- Synapse Switching is using ~ 0.77 atto joules (*bottom-up*)

| | |
|---|--------------|
| Weight of the brain (gram) | 1400 |
| Synapses/gm | $7.14E+10$ |
| Molecules of glucose metabolized/synapse/sec | $8.84E+02$ |
| Molecules of glucose metabolized/synapse/millisecond | $8.84E-01$ |
| ATP produced by glycolysis oxidation/synapse/millisecond | 28 |
| Total ATP/synapse/millisecond | 29.8 |
| Synaptic transmission from presynaptic action potential arrival to postsynaptic evoked current 0.6 ms | 0.6 |
| Total ATP/synapse (ATP) | 17.88 |
| Total J/synapse (Joules/synapse) | $7.72E-19$ |
| Ratio of Synapse to Thermodynamic Limit | 96.25 |

Quantum Information Processing

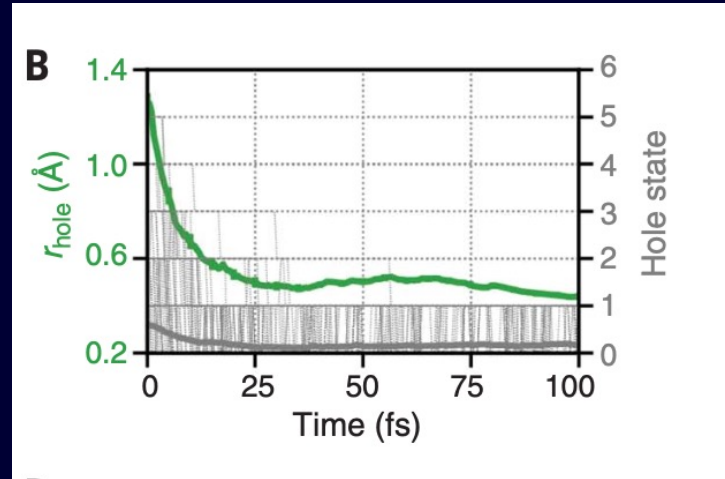
*Simulating Chemistry on a Classical Digital
Computer*

Energy Estimate for a Chemical Reaction



Radiolysis of Water

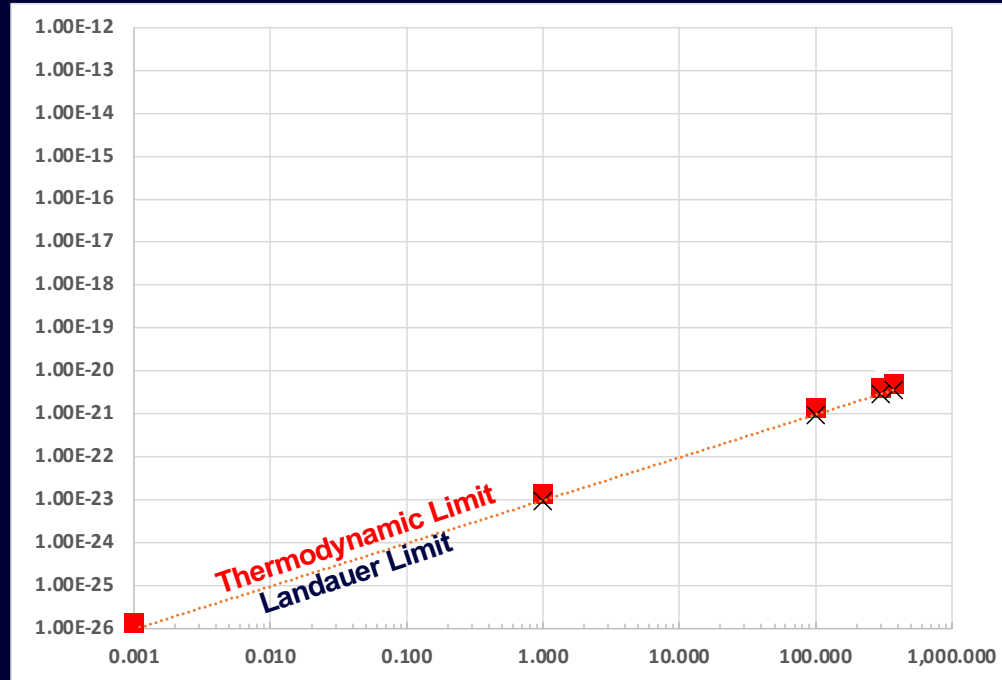
Loh et al, 2020



- **Fastest chemical reaction (experimental):**
 - 46 ± 10 fs, tentatively assigned to the decay of the H_2O^+ radical cation via proton transfer
- **Energy for Proton Transfer 1.33×10^{-20} Joules**

Energy Estimates

Energy in
Joules

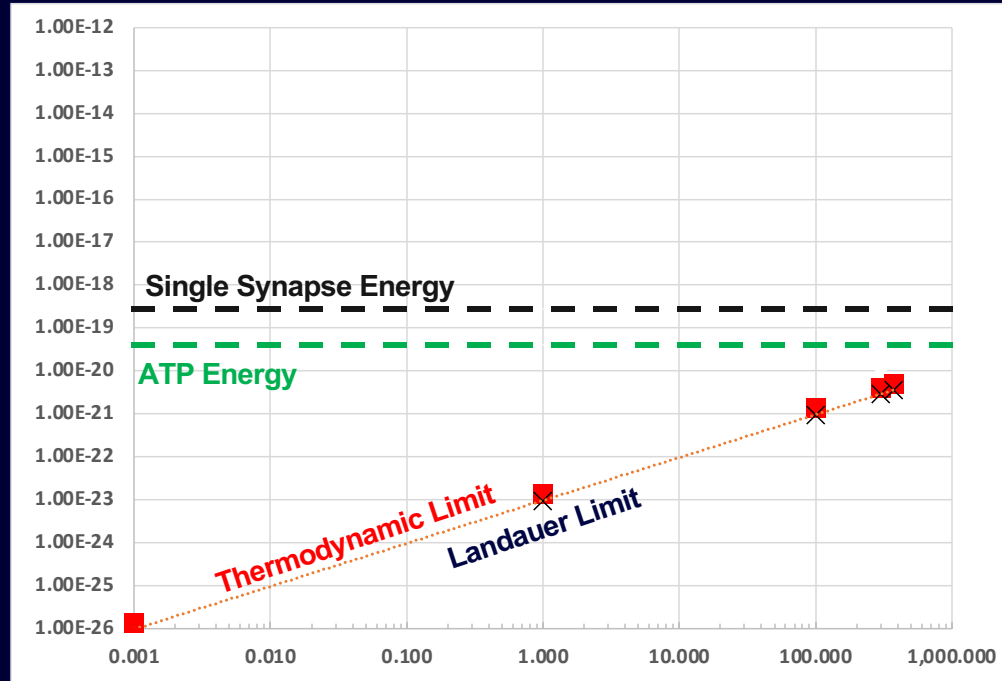


Temperature in *Kelvin*

- Limits of system in equilibrium with surroundings

Energy Estimates

Energy in
Joules

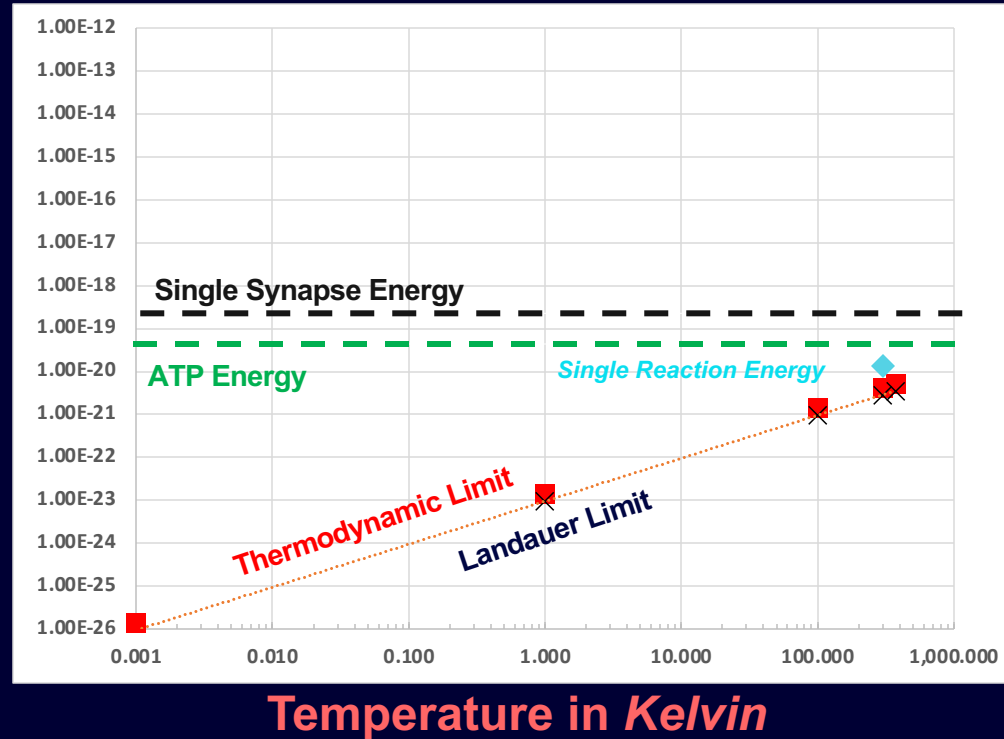


Temperature in Kelvin

- Biological energy in living systems (complex and thermodynamic non-equilibrium)

Energy Estimates

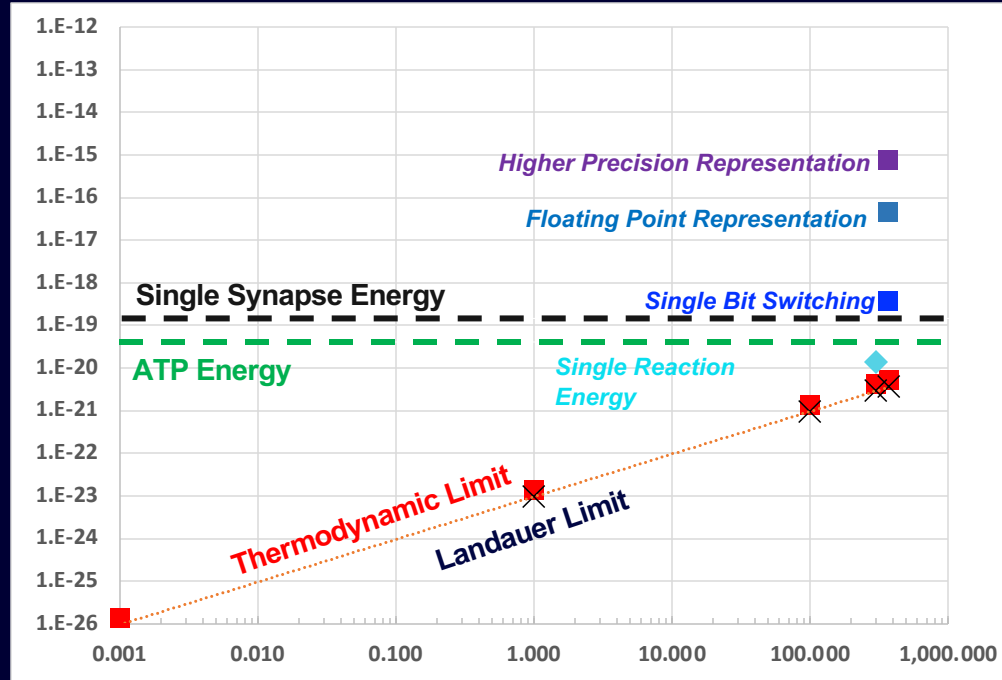
Energy in
Joules



- Energy at the quantum level for the fastest measured reaction

Energy Estimates

Energy in
Joules

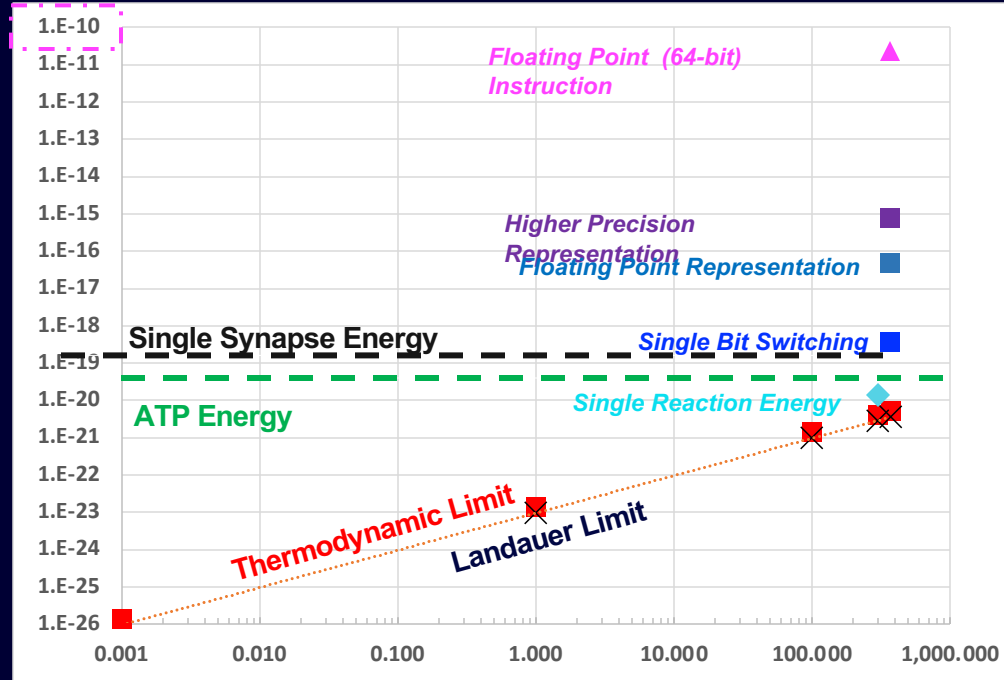


Temperature in Kelvin

- Increasing energy as information processing is reaching into digital domain

Energy Estimates

Energy in
Joules



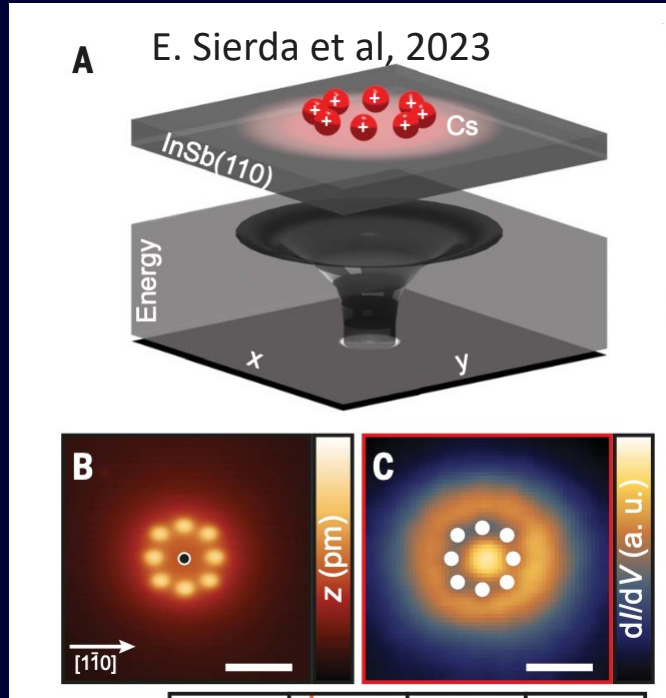
Temperature in Kelvin

- Increasing energy as information processing is reaching into digital domain at instructional level

Quantum Information Processing

*Quantum Chemistry Emulation
on a Quantum Computer*

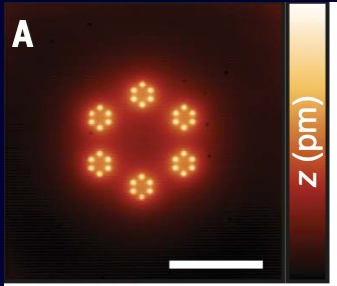
Quantum Chemistry: *Setup*



- An artificial atom from Cs atoms on InSb(110) and bonding/antibonding orbitals of coupled artificial atoms
- 42 layers of InSb and Clusters of Cs Atoms
- Clusters of Cesium Atoms put together to mimic synthetic atoms and molecules
- Constant Current Scanning Tunneling Microscopy
 - 200 mV and 20 pA

Quantum Chemistry: **Setup**

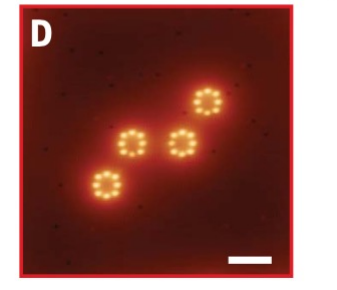
E. Sierda et al, 2023



- **Benzene**: Six Cesium Atoms-cluster per benzene CH molecule leading to total 36 Cesium atoms



- **Butadiene**: Eight Cesium Atoms-cluster per C-H molecule leading to total 32 Cesium atoms



Quantum Chemistry: *Emulation*

- System variables

- 93.5 nm² X 27.2 nm
- 100 electrons per InSb atom
- ~9400 Atoms

| | |
|--|----------|
| <i>Potential for Stabilizing STM Tip (V)</i> | 2.00E-01 |
| <i>Current (Amp)</i> | 2.00E-11 |
| <i>Max Time (Second)</i> | 100 |
| <i>Min Time (Second)</i> | 8.30E-03 |
| <i>Max Energy (Joules)</i> | 4.00E-10 |
| <i>Minimum Energy (Joules)</i> | 3.32E-14 |

- Energy to emulate Benzene and Butadiene varies from 3.3×10^{-14} to 4×10^{-10} Joules

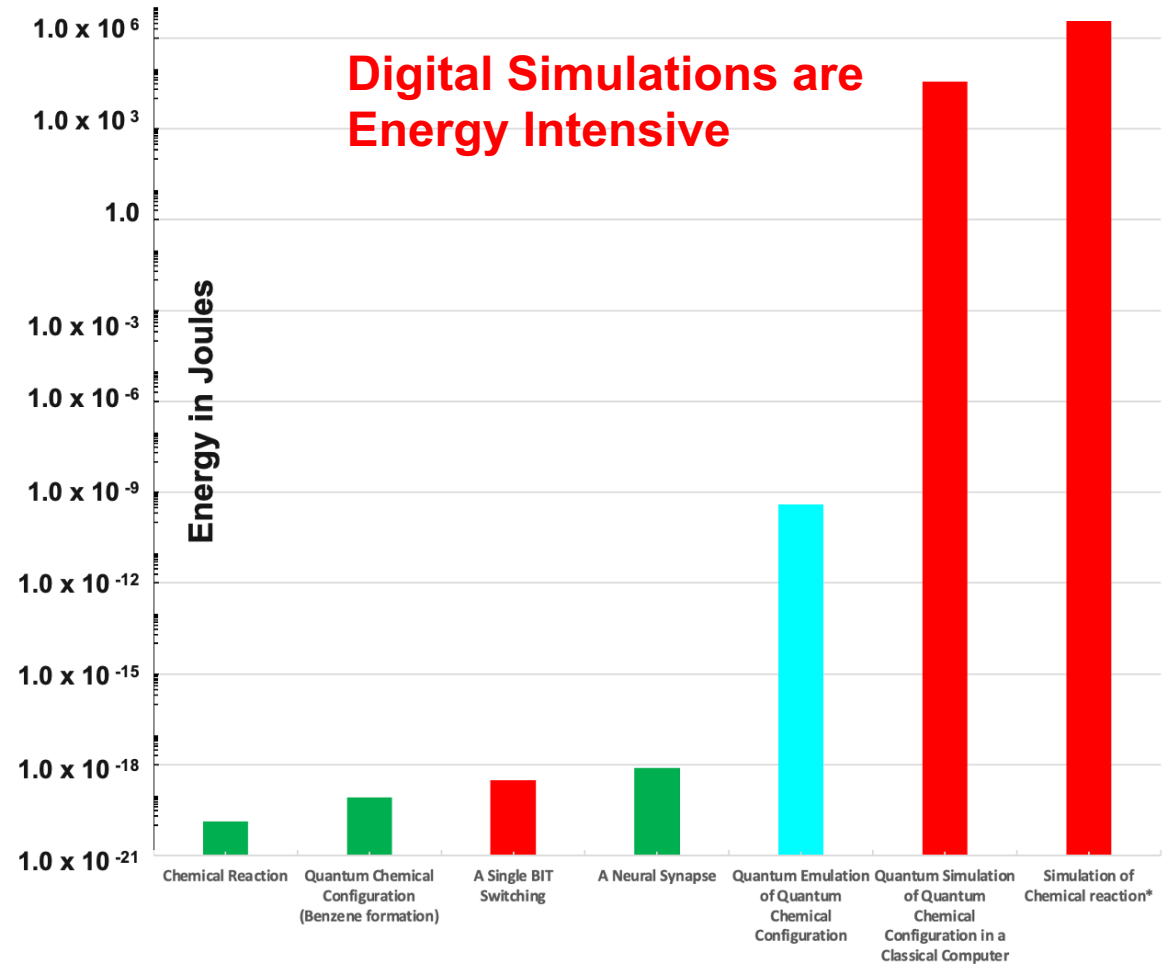
Quantum Chemistry: *Simulation*

- Energy to **simulate** Benzene and Butadiene $\sim 3.7 \times 10^4$ to Joules

Ack: C. Musgrave, W.A. Goddard@Caltech

| | Time to Compute (Seconds) | Power (Watts) | Energy (Joules) |
|------------------|------------------------------|------------------|--------------------|
| Benzene | 294 | 125 | 3.68E+04 |
| Butadiene | 295 | 125 | 3.69E+04 |

Digital Simulations are Energy Intensive



Summary

- Translation from Bit to Instruction to Simulation leads to energy efficiency loss
 - BIT Utilization gives a clue
 - Intrinsic thermodynamics associated with energy transduction in computing
- Chemical Reactions and Biological Entities are energy efficient
 - BIT is more than a bit
- Quantum Emulation of a **quantum system** is less energy intensive than Digital Simulation of the same system
- Ongoing
 - **Part 2:** Developing methodology for quantifying complexity in different computing systems
 - Energy Estimates for different Neural Networks & Neuromorphic Architectures

Acknowledgements and References

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- R. Zare (Stanford), C. Musgrave Jr., W. Goddard (Caltech)
- A. Reuther (MIT-LL)

Papers in Progress

1. Shankar, S. 2021 "*Lessons from Nature for Computing: Looking beyond Moore's Law with Special Purpose Computing and Co-design*", 2021 IEEE High Performance Extreme Computing Conference (HPEC) (pp. 1-8).
2. Shankar, S, Reuther, A, 2022, "*Trends in Energy Estimates for Computing in AI/Machine Learning Accelerators, Supercomputers, and Compute-Intensive Applications*", 2022 IEEE High Performance Extreme Computing Conference (HPEC)
3. Shankar, S., *Energy Estimates Across Layers of Computing: From Devices to Large-Scale Applications in AI/Machine Learning in Natural Language Processing, Scientific Computing, and Crypto coin Mining* (in preparation)
4. *A Logical Framework for Information Processing* (in preparation)
5. *Energy-based Scaling for Computing* (in preparation)