Supplementary Information: Surrogate gradients for analog neuromorphic computing

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Aloha Keyword Spotting Benchmark

To compare our network models with other neuromorphic systems and ANN accelerators we used the Aloha keyword spotting benchmark dataset [\(1\)](#page-1-0).

Audio preprocessing and conversion to currents. To convert raw audio to spikes, we preprocessed the raw audio signal $x(t)$ by first applying a pre-emphasis filter by computing $y(t) = x(t) - 0.95x(t - 1)$. We then extracted 25ms frames with a 10ms stride from $y(t)$ to which we applied a Hamming window before computing 512-point fast Fourier transform. On the resulting power spectrum we further applied 40 triangular filters on a Mel-scale [\(2\)](#page-1-1) and cropped and padded to a total of 80 time steps by repeating the last frame.

Current to spike conversion. To convert the resulting spectrograms into input spikes for our models, we interpreted the spectrogram channels as currents I_i which were fed into two adaptive leaky integrate-and-fire (LIF) neurons per input channel $(k = \{1, 2\})$. To that end, we simulated the following dynamics for synaptic currents G_i^k , membrane potentials U_i^k , and the adaptation variable A_i^k in discrete time:

$$
G_i^k[t+1] = \alpha G_i^k[t] + w^k I_i\left[\left[\zeta t\right]\right] - b^k\tag{1}
$$

$$
U_i^k[t+1] = \beta U_i^k[t] + (1-\beta) \left(G_i^k[t] - aA_i^k[t] \right) \left(1.0 - S_i^k[t] \right) \tag{2}
$$

$$
A_i^k[t+1] = \gamma A_i^k[t] + S_i^k \tag{3}
$$

where S_i^k is the output spike train, $w^k = \{0.02, 0.15\}$ is the input gain, $b^k = \{0.35, 0.2\}$ a bias term, $a = 0.1$ the adaptation strength, and $\zeta = 2.5$ a conversion factor that converts between the input current time grid to the LIF simulation time grid which was fixed at 200 time steps. An output spike S_i^k was generated whenever the corresponding voltage variable U_i^k crossed the firing threshold of 1. Moreover, we set the scaling variables $\alpha = \exp(-\Delta t/\tau_{syn})$, $\beta = \exp(-\Delta t/\tau_{mem})$, and $\gamma = \exp(-\Delta t/\tau_{ada})$ with $\Delta t = 2$ ms,

Supplementary Figure 1. Four example inputs from the Aloha keyword spotting benchmark. Input currents (top) and spike raster plots (bottom). Note that we plotted the encoder neurons sorted by $k = \{1, 2\}$.

 $\tau_{syn} = 5 \text{ms}, \tau_{mem} = 10 \text{ms}, \text{ and } \tau_{ada} = 100 \text{ms}.$ Finally, the resulting sparse spiking activity was compressed in time by the $1000\times$ hardware acceleration factor (Supplementary Fig. [1\)](#page-0-0) prior to feeding them into the BrainScaleS-2 system.

Training and regularization. We trained our recurrent spiking neural networks (SNNs) in analogy to the ones optimized for the spiking Heidelberg digits (SHD) dataset. To improve the network's ability to generalize on unseen data, input spikes were dropped with a probability of 8 % during training. While Blouw et al. [\(1\)](#page-1-0) paired letter recognition in the spiking network with a subsequent in-software pattern matching on the following allowed strings ['loha', 'alha', 'aloa', 'aloh', 'aoha', 'aloha'], we trained our system end-to-end on recognizing the entire "aloha" keyword directly.

Keyword spotting results. On the Aloha keyword spotting benchmark, our trained networks reached a true positive rate of (89.6 ± 3.3) % and a true negative rate of (97.9 ± 0.8) %, measured across ten networks trained on different sets of initial conditions (Supplementary Table [1\)](#page-1-2). Our best network classified the test data with a true positive rate of 92.7 % and a true negative rate of 99.0 %. These results are comparable with the error rates reported by Blouw et al. (1) . The raw energy efficiency and throughput figures are, unfortunately, not directly comparable due to the dramatic differences in architecture and benchmarking methodology. For once, Blouw et al. [\(1\)](#page-1-0) based their energy figures only on the systems' dynamic power; in our case, we also included the idle consumption, as it dominated the total numbers. For the throughput measurements, the authors included the overheads introduced by the Python-based host software and the communication to the respective devices. We instead measured the throughput of our ASIC instead, since in our case, the final classification was obtained on the embedded processor instead of the host system. The largest discrepancy, however, stems from the vastly different network architectures. While Blouw et al. [\(1\)](#page-1-0) used a feedforward architecture with a CTC loss, we rely on a SNN with a standard Softmax cross entropy loss [\(3\)](#page-1-3). In their measurement, [\(1\)](#page-1-0), considered a single forward pass of their network, which corresponds to the classification of a single 10 ms time frame, whereby each keyword/phrase consists of 65 time windows on average. These measurements thus have to be understood as energy and throughput per frame. In contrast, we measured inference on complete keywords/phrases using our recurrent architecture and, consequently, report energy and throughput per inference.

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Supplementary Table 1. Comparison of the Aloha Keyword Spotting Benchmark results across neuromorphic and conventional platforms.

Inference involves additional post-processing on the host system to obtain the final classification result. II We observed strong fluctuations in performance for different initial conditions. Our best network evaluated to a true positive rate of 92.7% and a true negative rate of 99.0%. ⁱⁱⁱ Calculated from dynamic power consumption. ^{iv} Calculated from total power consumption.

Supplementary Table 2. Comparison of MNIST results across spike-based neuromorphic platforms and ANN accelerators.

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Supplementary Table 3. Parameters for the neuromorphic substrate and learning framework.