



Towards Chip-on-Chip Neuroscience: Fast Mining of Neuronal Spike Streams Using Graphics Hardware

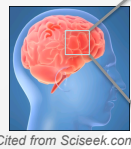
Y. Cao, D. Patnaik, S. Ponce, **W. Feng**, and N. Ramakrishnan



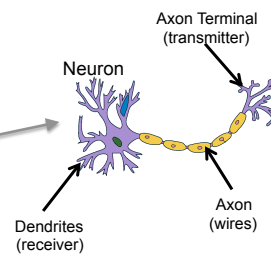
Motivation



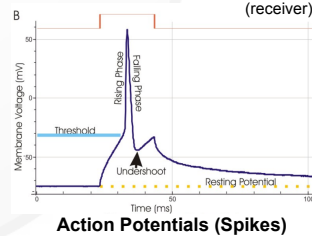
- Reverse-Engineer the Brain



Cited from Sciseek.com

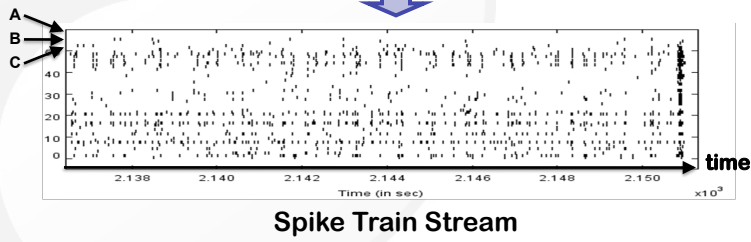
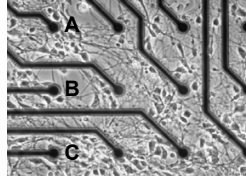


Question:
How are the neurons
connected?

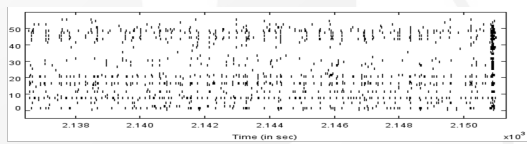


Motivation

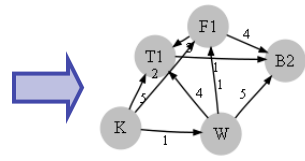
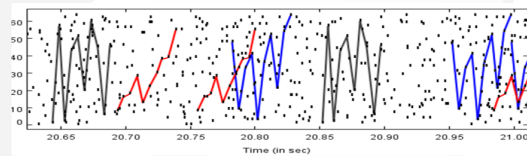
Multi-Electrode Array (MEA) Neurons grown on MEA Chip



Motivation



Find Repeating Patterns



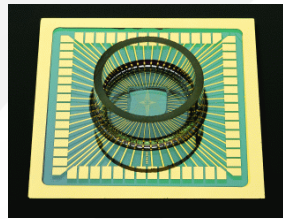
Infer Network Connectivity



Contributions

- Fast data mining of spike train stream on a graphics processing unit (GPU)

MEA Chip



Multi-Electrode Array
(MEA)



GPU Chip



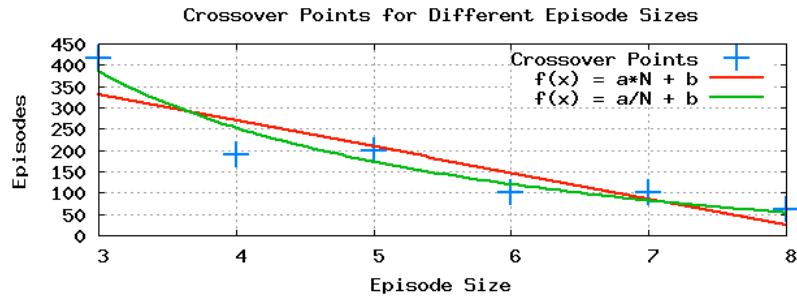
NVIDIA GTX 280
Graphics Card

Contributions

- Fast data mining of spike train stream on a graphics processing unit (GPU)
- Two key algorithmic strategies to address scalability problem on GPU
 - A hybrid mining approach
 - A two-pass elimination approach

Results

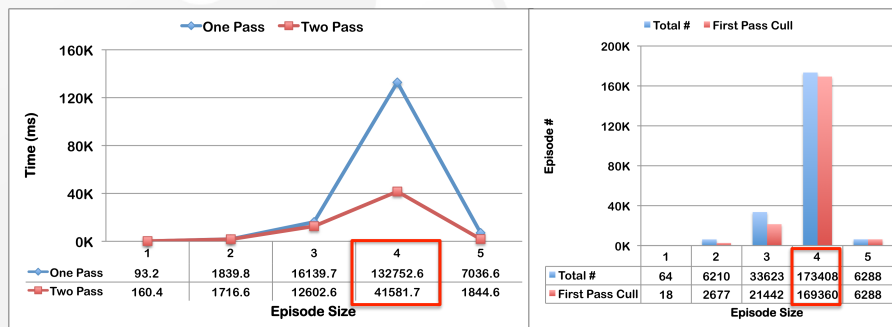
- Crossover point estimation



- $f(size) = \frac{a}{size} + b$ is a better fit.
- A least square fit is performed.

Results

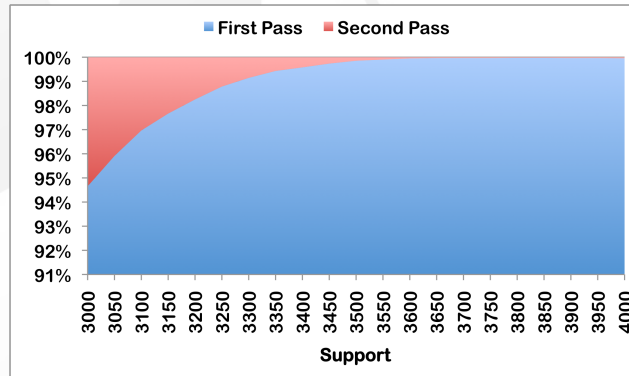
- Performance of the two-pass approach



2-1-35 dataset, Support = 3150

Results

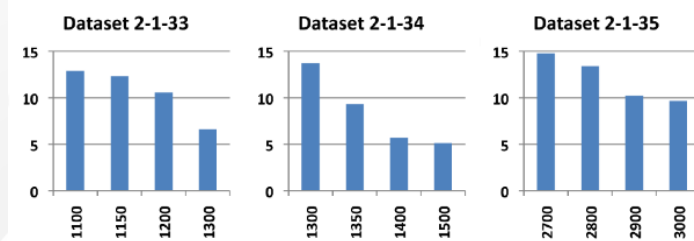
- Percentage of episodes eliminated by each pass



2-1-35 dataset, episode size = 4

Results

- GPU vs CPU



- GPU is always faster than CPU
 - 5x - 15x speedup
 - Fair comparison
 - Two-pass algorithm used
 - Maximum threading for both

Conclusion

- A fast temporal data mining framework on GPUs
 - Commoditized system
 - Massive parallel execution architecture
- Two programming strategies
 - A hybrid approach
 - Increase level of parallelism
(data segmentation + map-reduce)
 - Two-pass elimination approach
 - Decrease algorithm complexity
(Task decomposition)