#### Computing with oscillations and waves

#### Retinal oscillations carry information to cortex (Koepsell, Wang, Hirsch & Sommer 2009)



#### The Hippocampal Theta Rhythm (Agarwal, Sommer & Buzsaki 2013)



Foster & Knierim 2012

Buzsaki 2002

### **Experimental Setup**



### **Oscillatory descriptors**



# Demodulation reveals behaviorally relevant signal components



## ICA reveals 'place components' PCA ICA phase Trial # amplitude 88 250 Position (cm) 0 0

## FFP's tile space



#### Coupled oscillator models



#### Kuramoto model

$$\dot{\theta}_i = \omega_i + K \sum_j \sin(\theta_j - \theta_i)$$

Oscillation-based Ising machines for solving combinatorial optimization problems (Wang & Roychowdhury 2019)

min 
$$H \triangleq -\sum_{1 \le i < j \le n} J_{ij} s_i s_j - \sum_{i=1}^n h_i s_i$$
, such that  $s_i \in \{-1, +1\}$ 



#### Lyapunov function and dynamics

$$E(\vec{\phi}(t)) = -K \cdot \sum_{i,j, i \neq j} J_{ij} \cdot \cos(\phi_i(t) - \phi_j(t)) - K_s \cdot \sum_{i=1}^n \cos\left(2\phi_i(t)\right)$$

$$\frac{d}{dt}\phi_i(t) = -K \cdot \sum_{j=1, j \neq i}^n J_{ij} \cdot \sin(\phi_i(t) - \phi_j(t)) - K_s \cdot \sin(2\phi_i(t))$$

#### Implementation



Fig. 8. A simple oscillator-based Ising machine solving size-8 cubic graph MAX-CUT problems: (a) breadboard implementation with 8 CMOS LC oscillators; (b) illustration of the connections; (c) oscilloscope measurements showing waveforms of oscillator  $1\sim4$ .



Fig. 9. A size-32 oscillator-based Ising machine: (a) photo of the implementation on perfboards; (b) illustration of the connectivity; (c) a typical histogram of the energy values achieved in 200 runs on a random size-32 Ising problem; the lowest energy level is -88 and is achieved once in this case.

#### Graph cut



Fig. 10. Coupled oscillators solving MAX-CUT benchmark problem G1 [43] to its best-known cut size 11624.



#### Graph coloring



**Energy function** 

$$E(\mathbf{z}) = -\frac{1}{2} \sum_{ij} W_{ij} z_i z_j^* + \Theta \|\mathbf{z}\|_1 \qquad z_i = |z_i| e^{j\phi_i}$$

Dynamics

$$u_i(t) = \sum_j W_{ij} z_j(t)$$
 Initial

$$z_i(t+1) = g(u_i(t), \Theta(t)) := \frac{u_i(t)}{|u_i(t)|} H(|u_i(t)| - \Theta(t))$$

$$\Theta(t) = \theta \sum_{i} |z_i(t)| = \theta |\mathbf{z}(t)|$$



#### Implementation in spiking neurons



## Physics successfully implements Lagrange multiplier optimization

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**Fig. 6.** Maximization of function f(x, y) subject to the constraint g(x, y) = 0. At the constrained local optimum, the gradients of f and g, namely  $\nabla f(x, y)$  and  $\nabla g(x, y)$ , are parallel.

#### Fermat's principle of least-time (Feynman lectures, chapter 26)

Summary Lect 27. Principle of Least Time in Optics. Electromagnetic radiation ranges from radio waves to Y-rays with only one number (eg. wave length) varying Light is somewhore in the middle It is described by quantum theory, but various approx. exist: a) Long wave lengths - classical theory of electro-magnetic waves. b) Short were lengths - goes like particles (photons) long compared to wave length & Chergies high compared photon geometrical oplice: Rays, ite Light takes bath such that nearby pathe take some time another time on all rutes are equil red is C where m = index of rep. = 3×10° m/sec. M SmO = M2 Sus

 $\gamma$ 

I Ch. 26: Optics: The Principle of Least

reflection

refraction





 $80^{\circ}$   $48^{\circ}$ 

#### **26–3Fermat's principle of least time**

Now in the further development of science, we want more than just a formula. First we have an observation, then we have numbers that we measure, then we have a law which summarizes all the numbers. But the real *glory* of science is that *we can find a way of thinking* such that the law is *evident*.



B'

B $\boldsymbol{A}$ Fermat's principle of least time DB

*light* decides which is the shortest time, or the extreme one, and chooses that path. But *what* does it do, *how* does it find out? Does it *smell* the nearby paths, and check them against each other? The answer is, yes, it does, in a way.



Take any path and find the time for that

path; then make a complex number, or draw a little complex vector,  $\rho e^{i\theta}$ , whose angle  $\theta$  is proportional to the time. The number of turns per second is the frequency of the light. Now take another path; it has, for instance, a different time, so the vector for it is turned through a different angle—the angle being always proportional to the time. Take *all* the available paths and add on a little vector for each one; then the answer is that the chance of arrival of the photon is proportional to the square of the length of the final vector, from the beginning to the end!



AEB ACB

.CM

C

Fig. 26–14.The summation of probability amplitudes for many neighboring paths. *ADB ADB AEB*