# Reusing GEMM Hardware for Efficient Execution of Depthwise Separable Convolution on ASIC-based DNN Accelerators

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- Motivation and background
- ASIC hardware platform
- Methodology for GEMM-based DwC
- Implementation flow
- Results
- Conclusion

# **Lightweight CNNs**

- Lightweight versions of CNN offer competitive accuracy
- Wide range of applications:
  - object detection
  - image classification
- semantic segmentation
  - geo-localization



Very suitable for mobile and embedded platforms

- Significantly lower parameter counts and computational requirements as compared to standard convolution (Conv2D)
- Limited scope for leveraging data reuse and parallelism
- Maps poorly to general ASIC-based DNN accelerators which are primarily optimized for standard convolution



### Conv2D vs. DwC



### **Standard convolution**

### **Depthwise convolution**

Summation across all input channels

➢ 4D filter, ample data reuse opportunity

- No summation across channel, each channel operates individually
- ➢ 3D filter, limited scope for data reuse

## Conv2D vs. DwC



### **Standard convolution**

**Depthwise convolution** 

**General ASIC-based DNN accelerators:** 

#### **Multiplier rich 2D GEMM core**

Executes Conv2D and FC as general matrix-vector multiplication (GEMM) operation

#### **Generic 1D ALU core**

- Executes DwC, activation, pooling, etc.
- DwC cannot be directly mapped as GEMM operation

# Value of Accelerating DwC

MobileNet-v1: Operations per layer type*
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Layer type	#of MAC	Parameters
Conv2D	96.05%	74.61%
DwC	3.06%	1.06%
FC	0.18%	24.33%

**Percentage of cycles** for DwC and other layers wrt. total network cycles

ASIC accelerator	DwC cycles	Conv2D + Other cycles
Hardware1	60.28%	39.72%
Hardware2	62.69%	37.31%

**DwC layers present significant** performance bottleneck

### **Our proposed solution:**

> Algorithmically map **DwC as channel-wise parallel matrix-vector multiplication** 

Reuse the resourceful GEMM core to execute DwC along with Conv2D

> A simple and practical solution to substantially accelerate DwC computation

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## **ASIC Hardware Platform\***



A general ASIC-based platform with vector dot-product style hardware

#### **Full-stack evaluation on TVM-VTA<sup>+</sup>**

### **GEMM core:**

- In each clock cycle:
  - □ MAC operations between
    - 1×*J* ifmap vector and
    - $J \times K$  filter matrix
  - **Outputs a**  $1 \times K$  vector of psums
- ifmap vector: shared horizontally
- psums: reduced vertically

#### **ALU core:**

- K ALUs parallelly perform a single type of operation (i.e., mul, add, min, max, shift, etc.)
- Limited resources

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# Mapping Conv2D to GEMM



**Computation in one cycle** 



- Vector from ifmap using data from J ifmap channels (shared across columns)
- Matrix from weight using data from K 3D filters (each column operates on one 3D filter)
- Computation produces ofmap/ psum vector in K ofmap channels

## **DwC as Matrix-Vector Multiplication**



Channel-wise mapping to matrix-vector multiplication

Same mapping is applied to all channels

# Mapping DwC to GEMM: One Column

### **Computation in one channel**



- Matrix-vector multiplication in one channel is performed in one column of the PE array over multiple cycles
- Weight vector is reused over multiple cycles
- One column of the ifmap matrix is supplied by an Im2Col module every cycle

Im2Col modules: supply data from ifmap buffer in the right sequence

Mapping in one column over multiple cycles

# Mapping DwC to GEMM: 2D PE Array



**Channel-wise parallel matrix-vector multiplication in the GEMM core** 

#### **ifmap**

- Each column is equipped with an Im2Col module
- ifmap buffer feeds Im2Cols instead of the PE array directly
- Multiplexer logics to switch between Conv2D and DwC

#### weight and ofmap

Same datapaths for Conv2D and DwC

# Im2Col Hardware



### Line buffers:

- hold  $(K_h 1)$  if map rows at a time
- dual port SRAMs to read and write data every cycle
- FIFO like functionality
- **Initial stall cycles** to fill the buffer lines

### Window buffer:

Produces vectorized output

Produces one column of the ifmap matrix every cycle

• A key hardware module to enable GEMM-based DwC mapping

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### **End-to-End Implementation Flow**



## **Hardware Design Trade-offs**

### Analytical models

- Conv2D and FC in the GEMM core
- Our GEMM-based or traditional ALU-based execution of DwC
- ReLU, bias addition, shift, min, and pooling in the ALU core
- Stalls due to off-chip data communication is ignored for this first order estimation.

#### Key design decisions for the Im2Col-augmented GEMM core

> Q1: Should Im2Col induced stalls be hidden?

> Q2: Should dedicated stride-2 Im2Col hardware be built?

- Modified connectivity among the SRAM lines and shift registers in the window buffer
- 4× higher data rate between the ifmap buffer and Im2Col module to generate one column of the ifmap matrix every cycle

### Im2Col-Induced Stall Cycles

### MobileNet-v1: Execution on various hardware configurations



The number of stall cycles to fill the Im2Col buffer lines  $(CY_{fill})$  is a small fraction (< 0.8%) of the total network cycles  $(CY_{Net})$ 

## **Stride-2 Im2Col Hardware**

### Network performance on three different engines for MobileNet-v1

Hardware configurations*		Gain of Engine-1	Gain of Engine-1		
$J \times K$	ifmap buffer	output buffer	w.r.t. Engine-2	w.r.t. Engine-3	
16×16	32 kB	64 kB	2.09%	7.24%	
32×32	64 kB	128 kB	2.80%	9.54%	
64×64	128 kB	256 kB	3.05%	11.10%	

### **Dedicated stride-2 Im2Col**

- **Engine-1: (extra hardware cost)** 
  - Stride-1: 8 bits/cycle
  - Stride-2: 32 bits/cycle

Faster execution of stride-2 DwC at the expense of more hardware cost provides small (2-11%) performance gain

\* Bitwidth of ifmap = 8; Size of each Im2Col line buffer = 58 byte

**Use stride-1 Im2Col for stride-2 DwC** 

- **Engine-2:** 
  - Stride-1 and 2: 8 bits/cycle
  - Stride-2 computation is ~4× slower

### **Engine-3**:

- Stride-1 and 2: 4 bits/cycle
- Stride-1 computation is  $\sim 2 \times$  slower
- Stride-2 computation is ~8× slower

# **Defining New DwC-GEMM Opcode**

- GEMM mapping of DwC is quite different than the GEMM mapping of Conv2D
- A Conv2D-GEMM instruction cannot be used directly for DwC-GEMM

#### A new DwC-GEMM opcode:

#### VTA<sup>+</sup> ISA: Affine function to express deep learning operator\*

	GEMM Instruction Fields						
pt flag	Reset	$\mu_{begin}$	$\mu_{end}$	L <sub>out</sub>	L <sub>in</sub>	Unused	
0 <sup>th</sup> bit 63 <sup>rd</sup> bit							
o,in	f <sub>i,out</sub>	f <sub>i,in</sub>	f <sub>w,out</sub>	f <sub>w,in</sub>	Unu	ised	
64 <sup>th</sup> bit 127 <sup>th</sup> bit						127 <sup>th</sup> bit	
Arguments for DwC-GEMM Opcode							
pt flag	Reset	0	1	IH <sub>tile</sub>	IW <sub>tile</sub>	Unused	
0 <sup>th</sup> bit 63 <sup>rd</sup> bit							
1	<i>IW<sub>tile</sub></i>	1	0	0	Unı	ısed	
64 <sup>th</sup> bit 127 <sup>th</sup> bit							
	o,in for Dw pt flag	pt flag Reset o,in <i>fi,out</i> for DwC-GEM pt flag Reset 1 <i>IW<sub>tile</sub></i>	pt flagReset $\mu_{begin}$ o,in $f_{i,out}$ $f_{i,in}$ for DwC-GEMMOpcopt flagReset01 $IW_{tile}$ 1	pt flagReset $\mu_{begin}$ $\mu_{end}$ o,in $f_{i,out}$ $f_{i,in}$ $f_{w,out}$ for DwC-GEMM Opcodept flagReset011 $IW_{tile}$ 10	pt flagReset $\mu_{begin}$ $\mu_{end}$ $L_{out}$ o,in $f_{i,out}$ $f_{i,in}$ $f_{w,out}$ $f_{w,in}$ for DwC-GEMM Opcodept flagReset01 $IH_{tile}$ 1 $IW_{tile}$ 100	pt flagReset $\mu_{begin}$ $\mu_{end}$ $L_{out}$ $L_{in}$ o,in $f_{i,out}$ $f_{i,in}$ $f_{w,out}$ $f_{w,in}$ Unufor DwC-GEMM Opcodept flagReset01 $IH_{tile}$ $IW_{tile}$ 1 $IW_{tile}$ 100Unu	

- Expresses functionality of the Im2Col-augmented DwC-GEMM operation
- Ensures data layout compatibility between consecutive Conv2D and DwC layers
- Computes appropriate indices to access weight, ifmap, and ofmap data
- Reuses the fields from an existing generic GEMM instruction

# **Hardware Design and Verification**



- All implementation are done in Chisel HDL
- Module level parameterizable testbenches to verify functionality

### **System-level Python-based testbench:**

- □ **Tiles and schedules** GEMM-based DwC computation
- Performs functional verification of the end-to-end hardware stack

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### **Results: Performance Comparison**





- Evaluation\*1 on VTA<sup>+</sup> accelerator platform
- Data obtained by a cycle-accurate simulator: extracts end-to-end performance metric from signal traces of the RTL hardware\*<sup>2</sup>

# GED offers substantial speed-up and lower off-chip communication for DwC layers

<sup>\*&</sup>lt;sup>1</sup> Hardware specifications:  $J \times K = 32 \times 32$ , 8-bit ifmap/weight, 32-bit psum/ofmap, 32kB, 32kB, 128kB of SRAMs, 256 bits/cycle off-chip bandwidth \*<sup>2</sup> https://github.com/pasqoc/incubator-tvm-vta.

## **Results: Performance Comparison**



### **Results: Area Comparison**

### Post SP&R results for GED and AED using Intel 22FFL

### Evaluation on two hardware configurations

DwC in		Total	Normalized wrt. AED	
GEMM vs ALU	$J \times K$	SRAM size	Total area	Hardware overhead for GED
AED			1	
GED	16 × 16	24 kB	1.06	6%
AED			1	
GED	$32 \times 32$	96 kB	1.04	4%

Area cost of the supplementary hardware modules of GED is a small fraction of the accelerator area

## **Results: Comparison with CPU and GPU**

### **GED vs. {CPU, GPU} performance for MobileNet-v1**

Hardware platform	Runtime per inference (ms)	Speed-up of GED		
<b>GED:</b> 64×64 PE array 396kB SRAMs, @1GHz, Off-chip bandwidth: 512 bits/cycle	0.87	1.00×		
<b>CPU:</b> Intel(R) Xeon(R) Gold 6132 @2.60GHz, Memory: 768GB DDR4	64.26	73.86×		
<b>GPU:</b> NVIDIA Tesla V100S-PCI, Memory: 32GB HBM2	1.23	1.41×		

Significant speed-up over a modern CPU

### **Outperforms even a power-hungry GPU**

- built for ML acceleration
- ~16× higher on chip memory than GED

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# Conclusion

- A new methodology is proposed to execute DwC on general ASIC-based DNN accelerator:
  - Reuses the fast GEMM core
  - Pre-RTL hardware choices are guided by careful analytical study
  - Incurs very small supplementary hardware cost
  - Developed instruction-level support and system-level testbenches to perform end-to-end evaluation on a full hardware stack

### Substantial performance gain:

- Up to 7× speed-up and 1.8× lower off-chip communication over a conventional DL accelerator for MobileNet-v1
- **74× speed-up** over a CPU and **1.4× speed-up** over a GPU

# **THANK YOU**

# **Questions?**