



# Hardware-Software Co-Design of a Collaborative DNN Accelerator for 3D Stacked Memories with Multi-Channel Data

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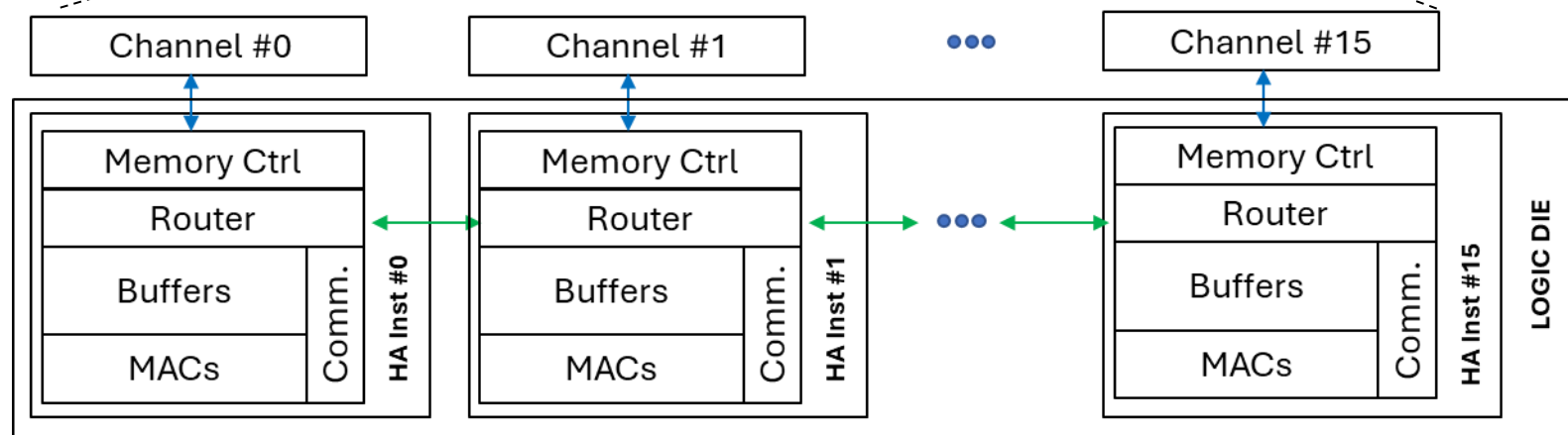
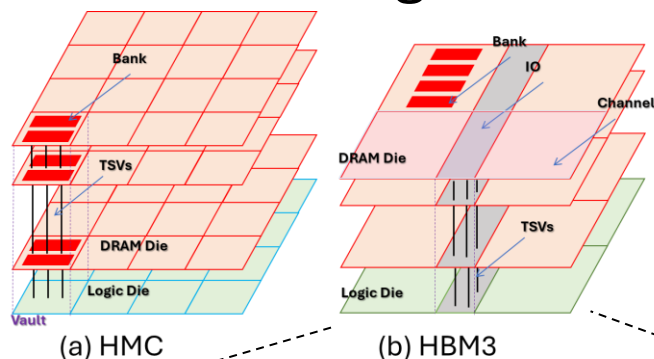
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# Proposal: 18x FoM

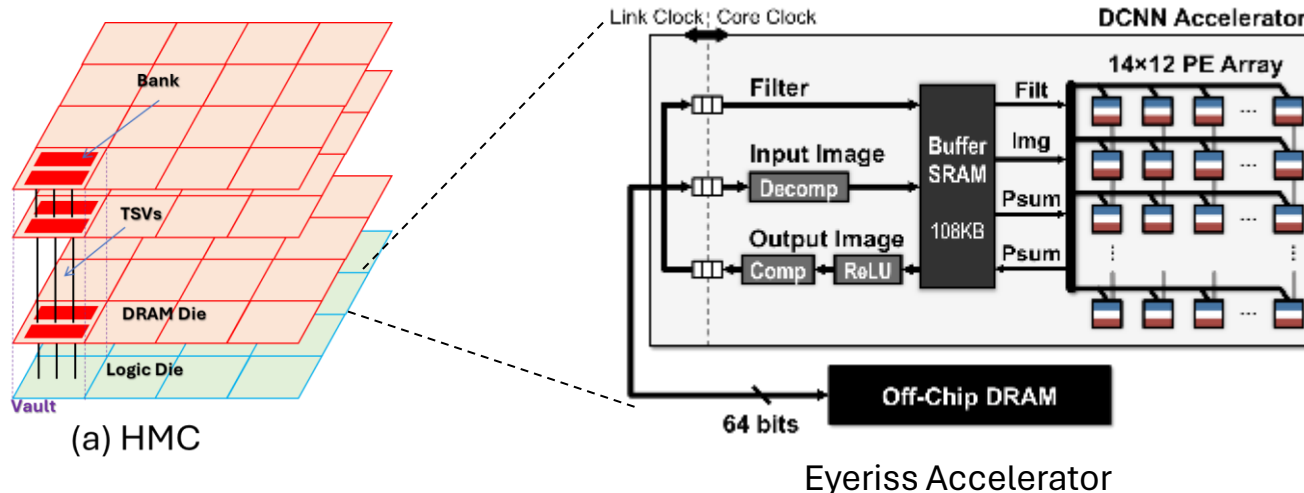
- EnX3D Architecture for ML acceleration
  - 3D memory based architecture with compute in logic layer
  - Hardware-software design and collaborative design paradigm



(3D stacked memory based NDP Accelerator)

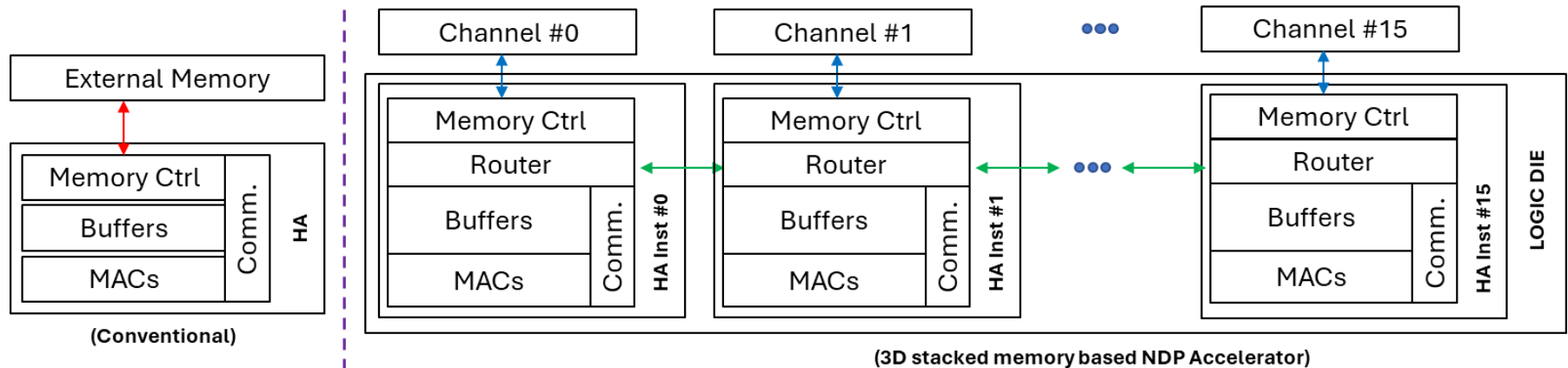
# Motivation

- 3D memories
  - Vacant area in logic die ( $\sim 50 \text{ mm}^2$ )
  - High bandwidth ( $\sim 10\times$  more than DDR4 DRAM)
  - Low access energy ( $12\times$  less than DDR4 DRAM)
- Constraints:
  - TDP (9W, 15W), Area
- Current designs are not constraint optimized



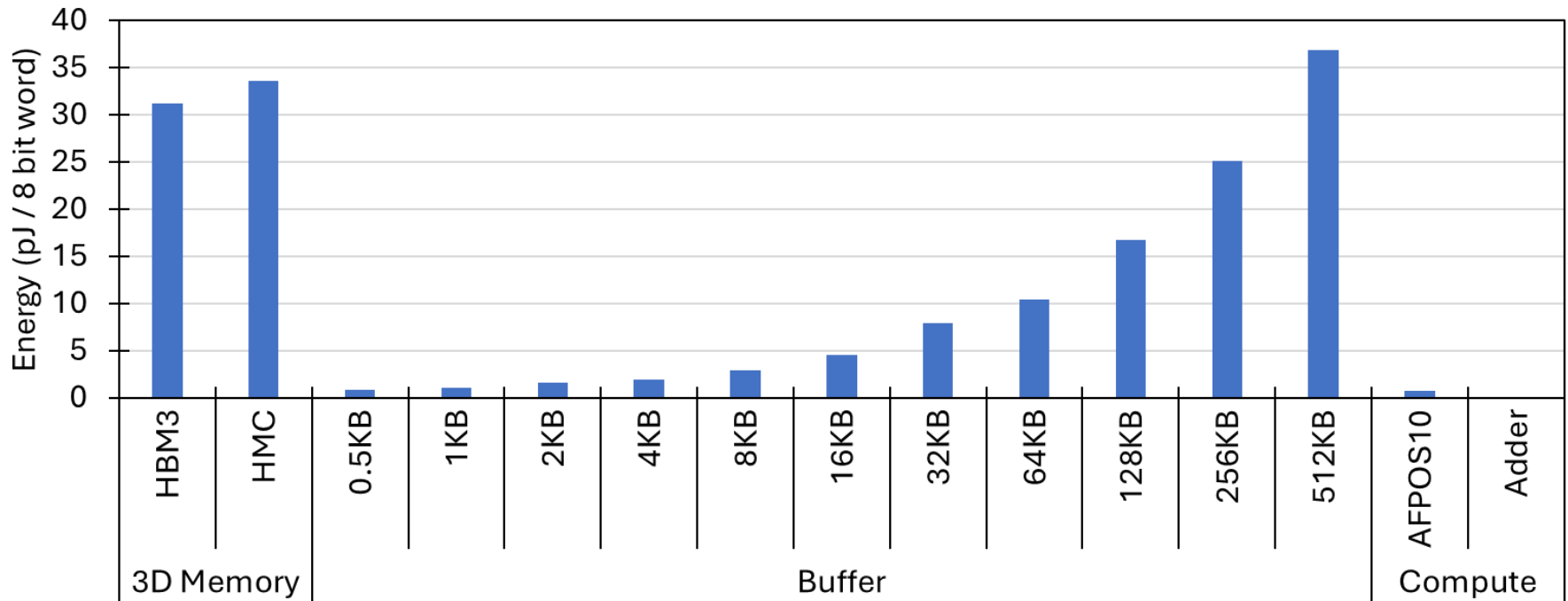
# Collaborative Design

- Channel Aware
- Distributed Instances
- Optimized Mapping
  - Timeloop + Accelerergy Framework



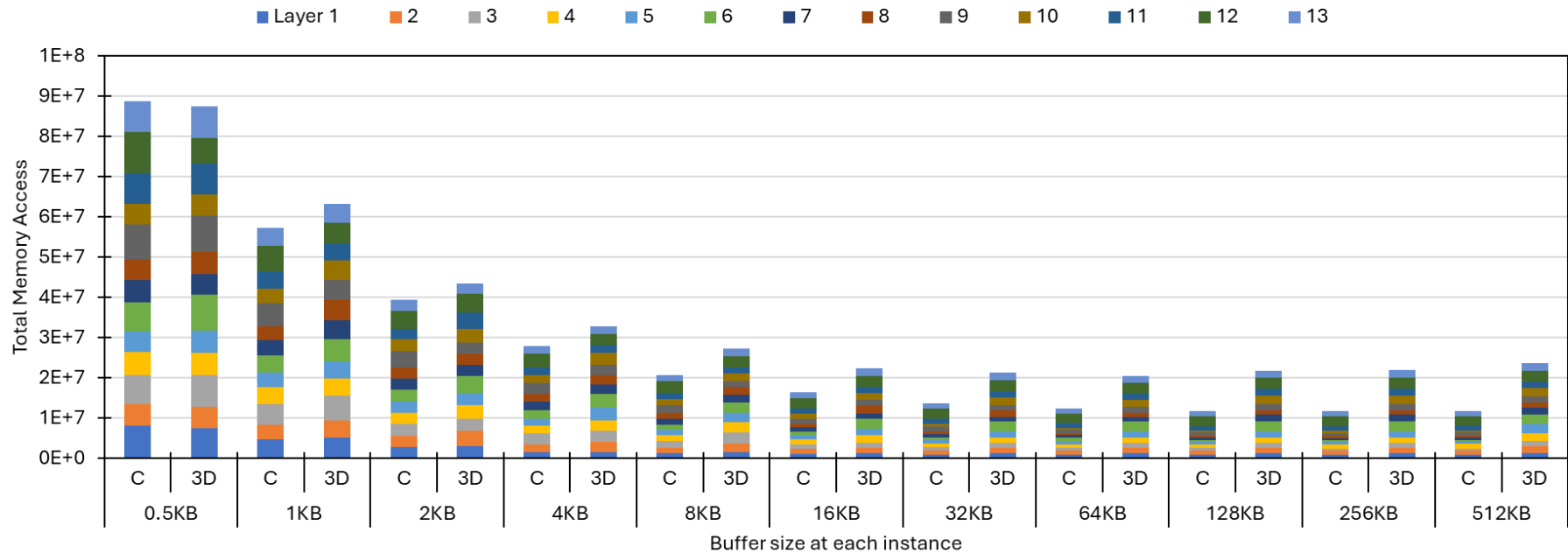
# Collaborative Design: Components

- Approximate Fixed Posit Number system
  - No loss of accuracy at 8bit precision (without retraining)
  - No loss of accuracy at 6bit precision (with retraining)



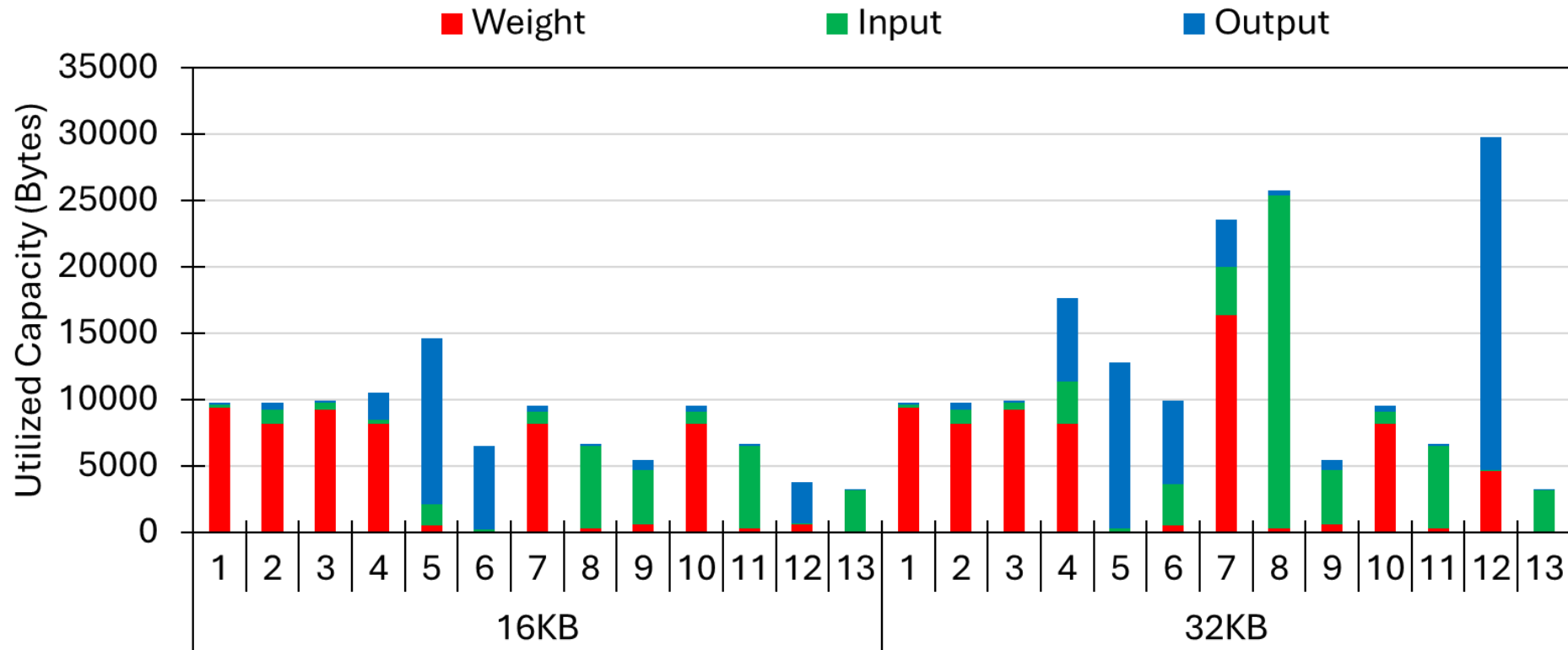
# Collaborative Design: Ideal Buffer Capacity

## ■ Distribution create redundancy

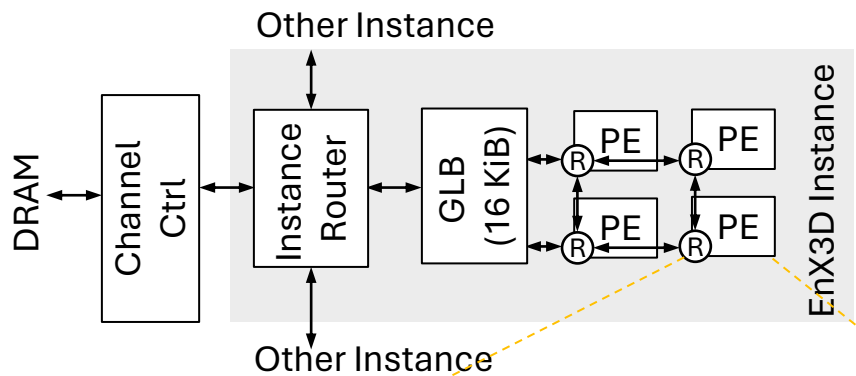


# Collaborative Design: Ideal Buffer Capacity

- 16 KB Capacity per instance handles most cases.



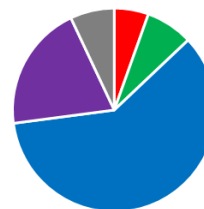
# Design of EnX3D Instance



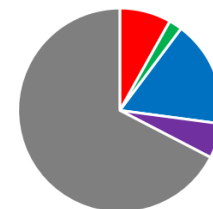
- Vector MAC Architecture
- Shared Input

Total Area = 0.112 mm<sup>2</sup>

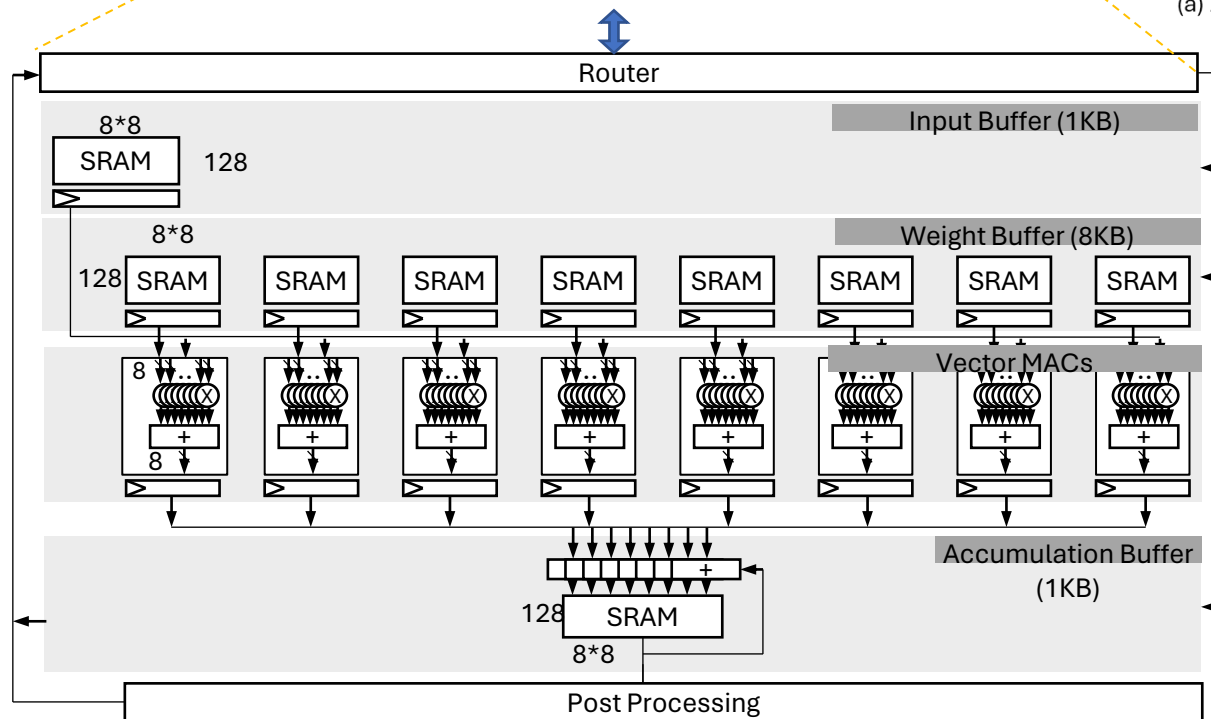
Peak Energy = 110pJ



(a) Area



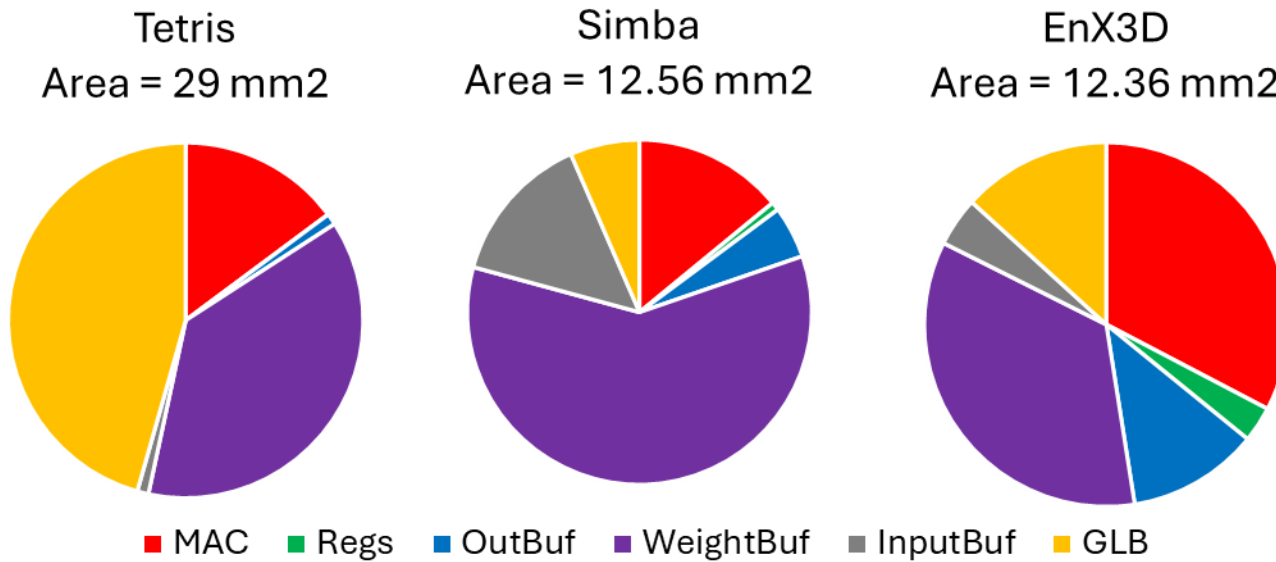
(b) Energy





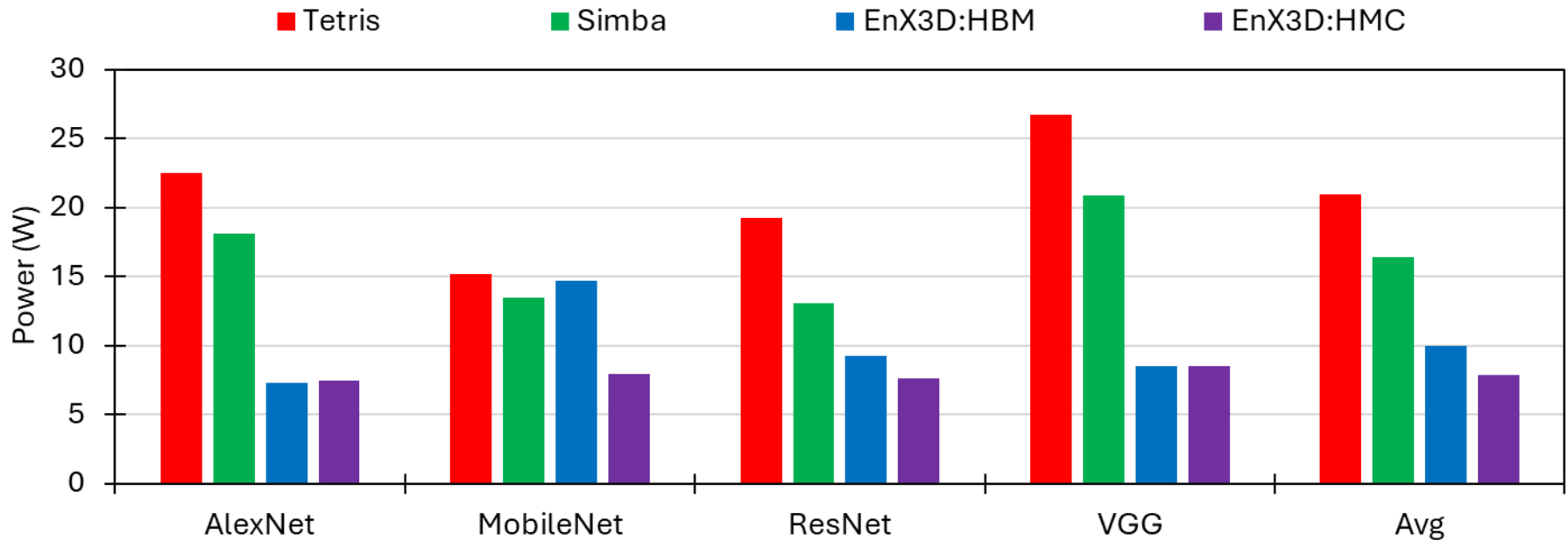
# Results: Constraint: Area

## ■ 2.3x reduction in Area



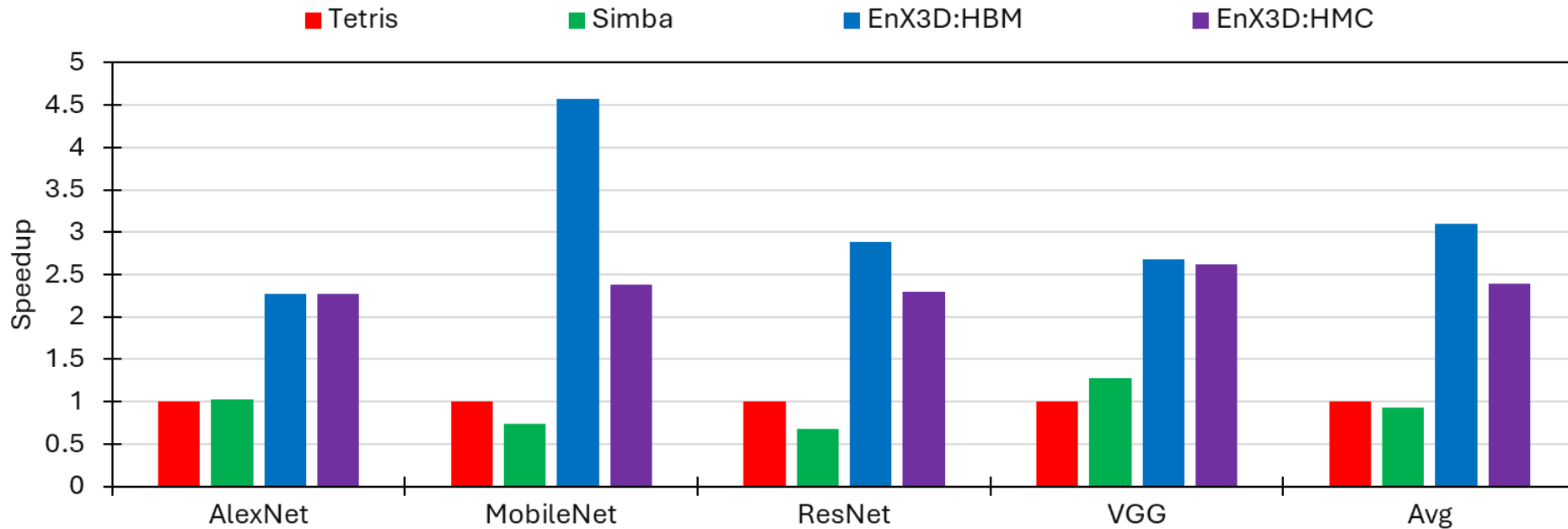
# Results: Constraint: Power

- Power within envelope for passive cooling



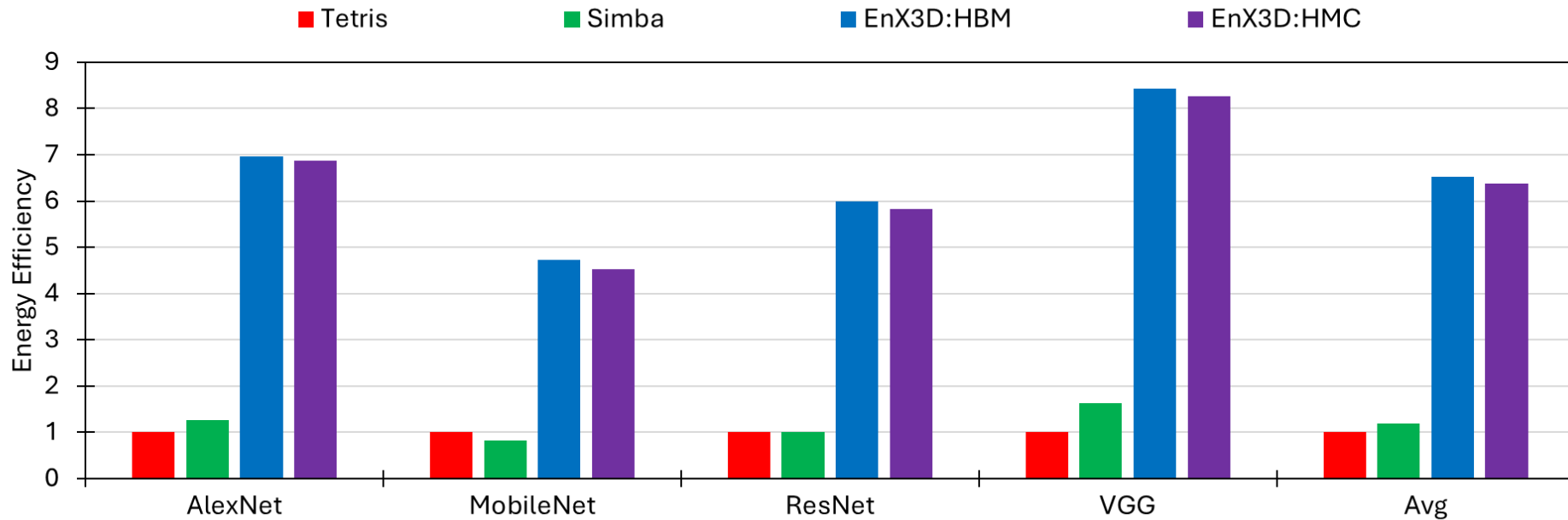
# Results: Speedup

## ■ 2.5x to 3x speedup



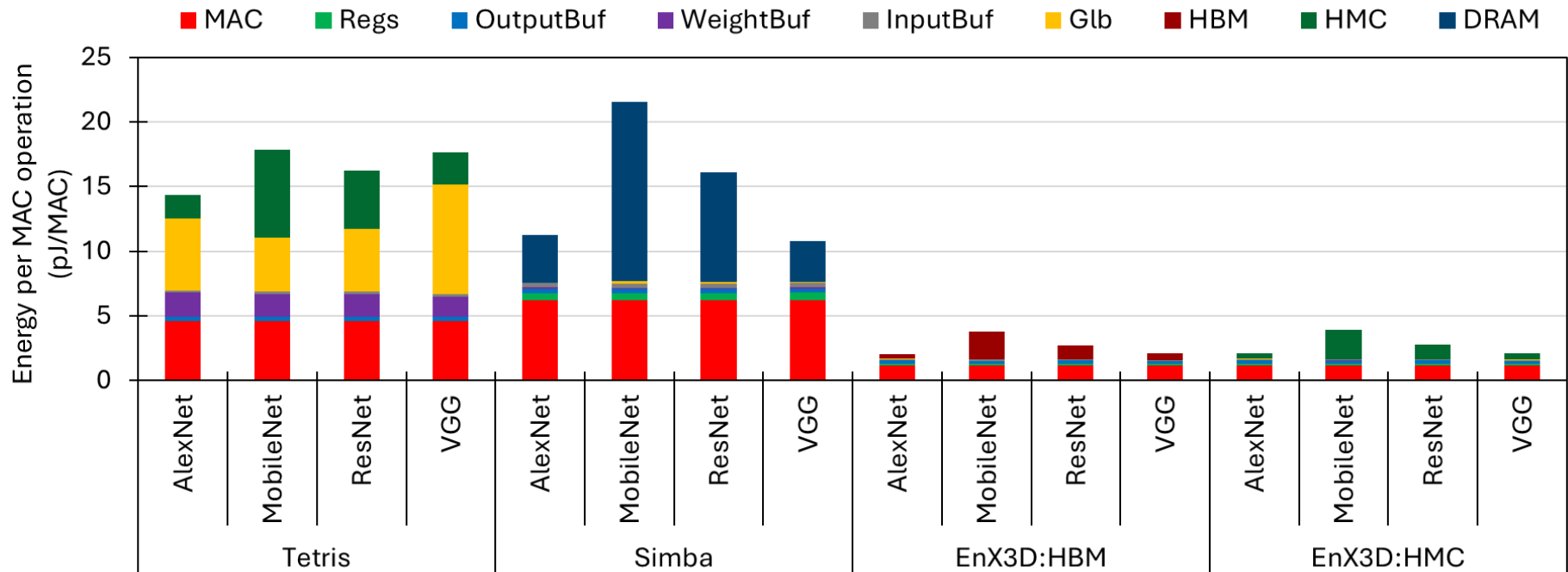
# Results: Energy Efficiency

- 6x increase in energy efficiency



# Results: RAW energy cost

- Improvements across compute, buffer and RAM access



# Key Observations and takeaway

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- Multiple Channels of data constraint
  - Collaborative Design
  - DRAM access reduction
- Area and thermal constraint
  - Hardware-software co-design
    - With and without retraining
    - Approximate compute with POSIT number system
- Buffer optimization is critical
- 3x speedup
- 6x reduction in energy
- 2x reduction in area
- No loss of accuracy



# QUESTIONS



**THANK YOU**