

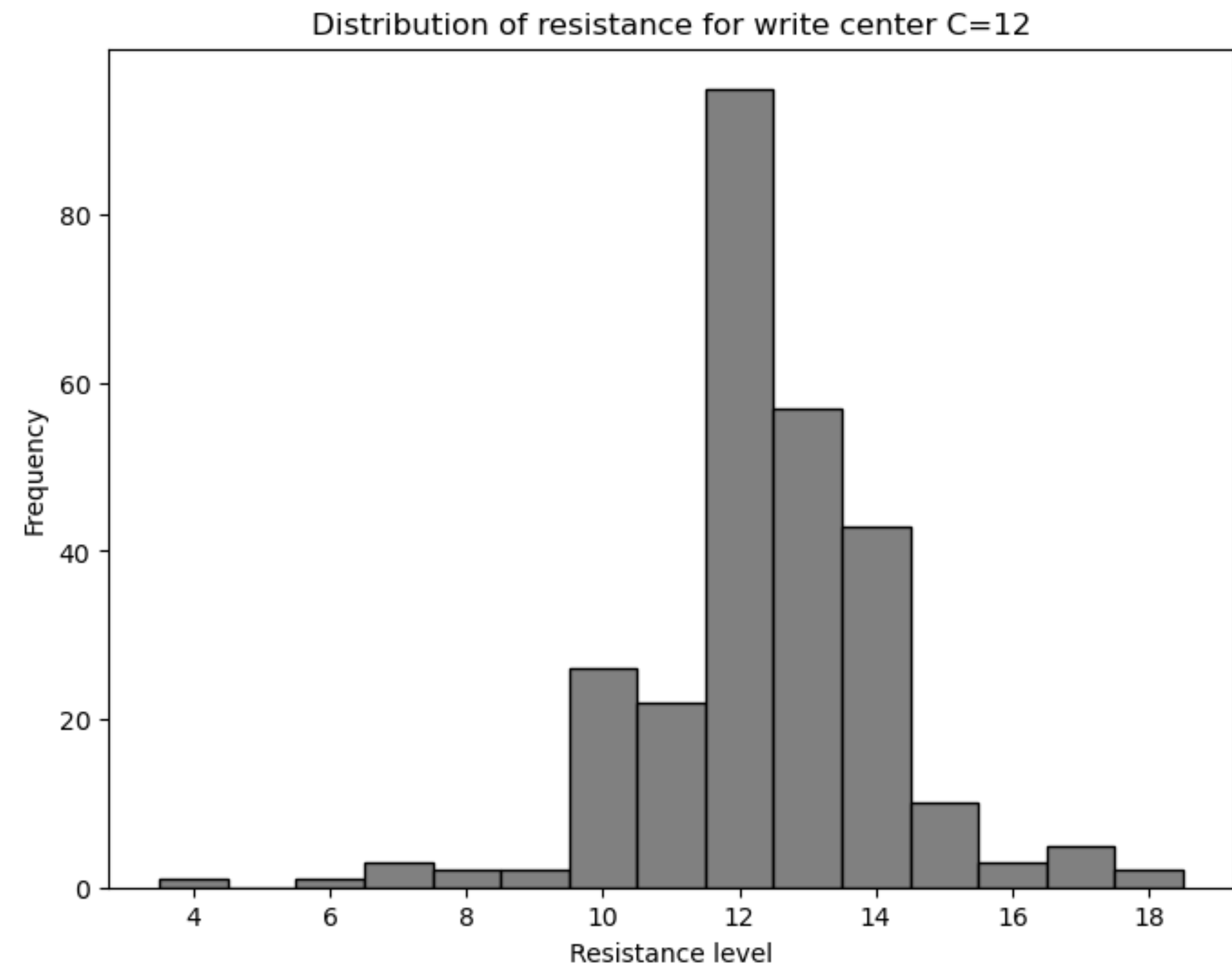
# **FPBA: Flexible Percentile-Based Allocation** for Multiple-Bits-Per-Cell RRAM

**Junfei Liu** and Anson Kahng  
University of Rochester



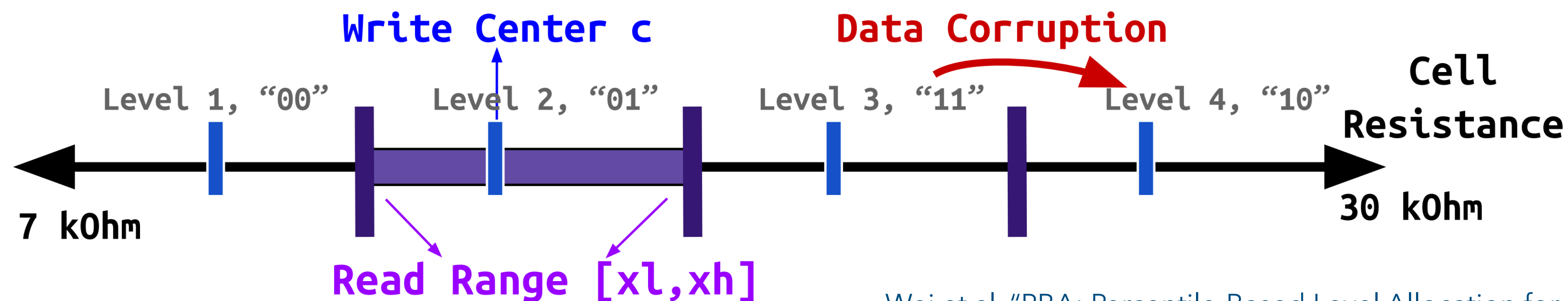
# Resistive Random Access Memory (RRAM)

- Non-volatile memory technology
- Stores data by changing resistance with voltage
- Resistance value set at write operation ("write center")
- Smaller voltage used to measure the resistance multiple times to characterize the resistance distribution
- Allows for multiple-bits-per-cell (MBPC)



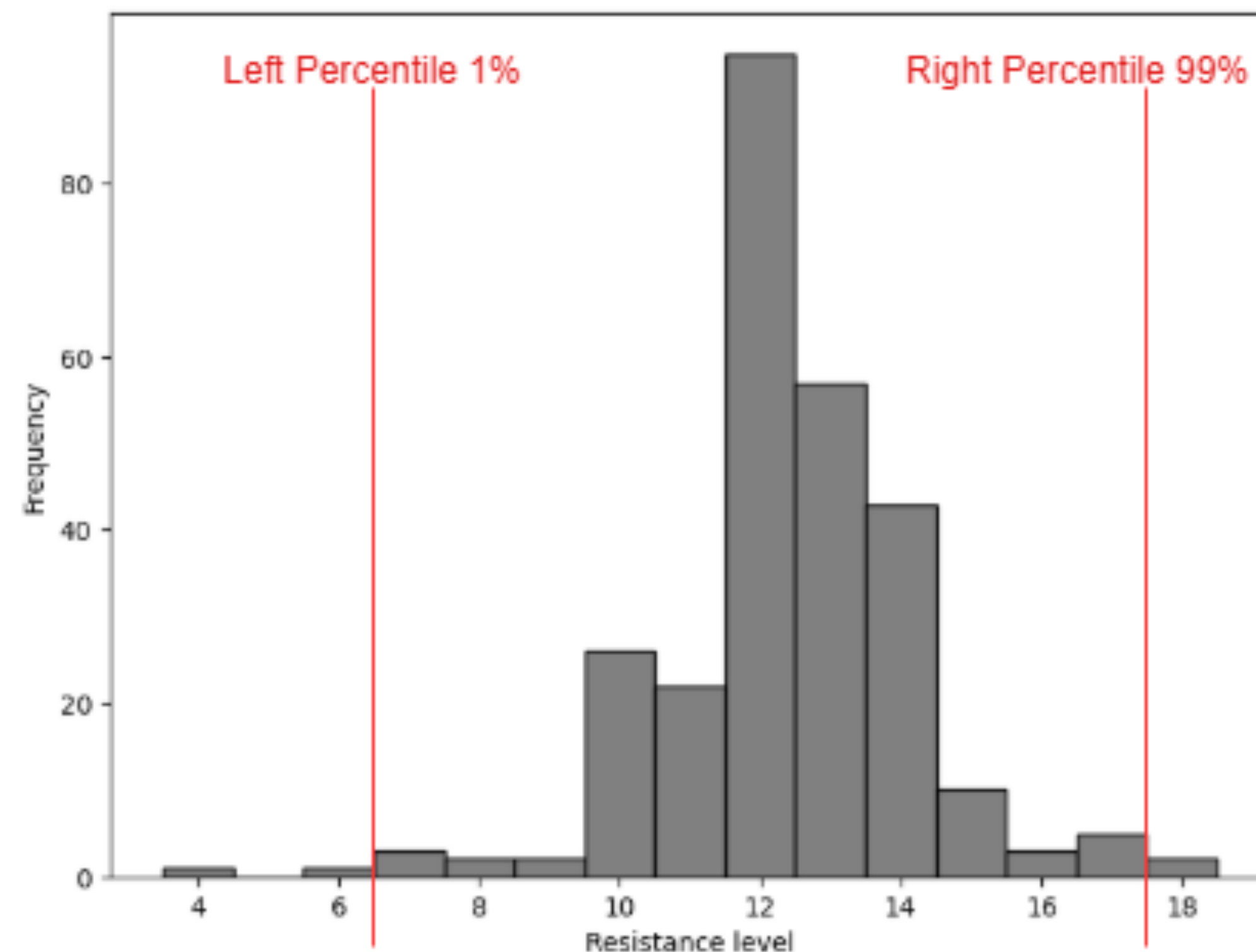
# Multiple-Bit-Per-Cell (MBPC) Level Allocation

- Central question:  
**How to partition MBPC RRAM cells into non-overlapping levels with low error?**
- Level allocation algorithm:
  - Map bit combinations to resistance ranges
  - Write center  $c$ , read range  $[x_l, x_h]$
  - *Data corruption*: Write to level 3 ("11"), read from level 4 ("10") → one bit flip



# Core Concepts

- Error probability ( $\gamma$ ): Maximum allowable probability of a bit error of an allocated level
- Example:  $\gamma = 2\%$  with a level  $xl = 7$  (inclusive),  $xl = 18$  (exclusive)



# Core Concepts

- *Gray coding*: Encoding that ensures one bit flip between adjacent levels

- *Bit error rate (BER)*:

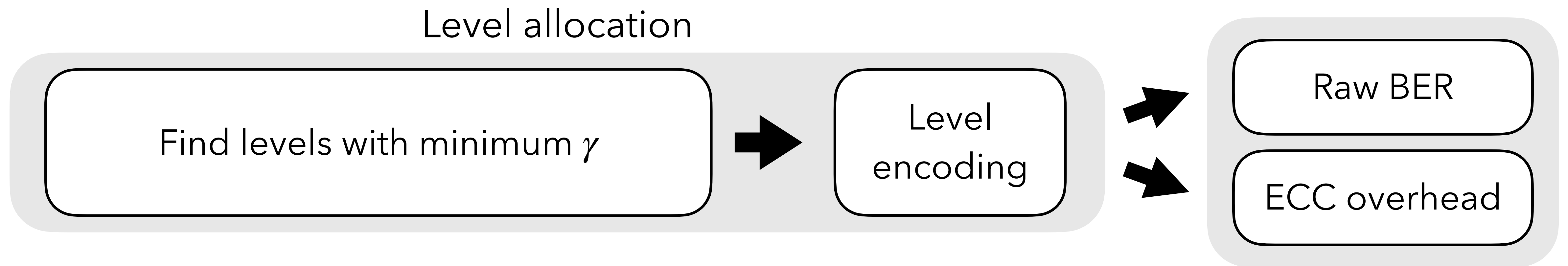
$$\frac{\text{Number of bit flips}}{\text{Total bits}} \times 100 \%$$

- *Error-correcting code overhead (ECC)*: Fraction of additional bits needed to protect against errors (Reed-Solomon, BCH, or Hamming encoding) – related to BER

Resistance state	Gray-coded bit value
R1 (highest)	"00"
R2	"01"
R3	"11"
R4 (lowest)	"10"

# Objectives

- Minimize  $\gamma$  during level allocation
- Minimize BER and ECC overhead in the end
- Overall flow:



# Related Literature

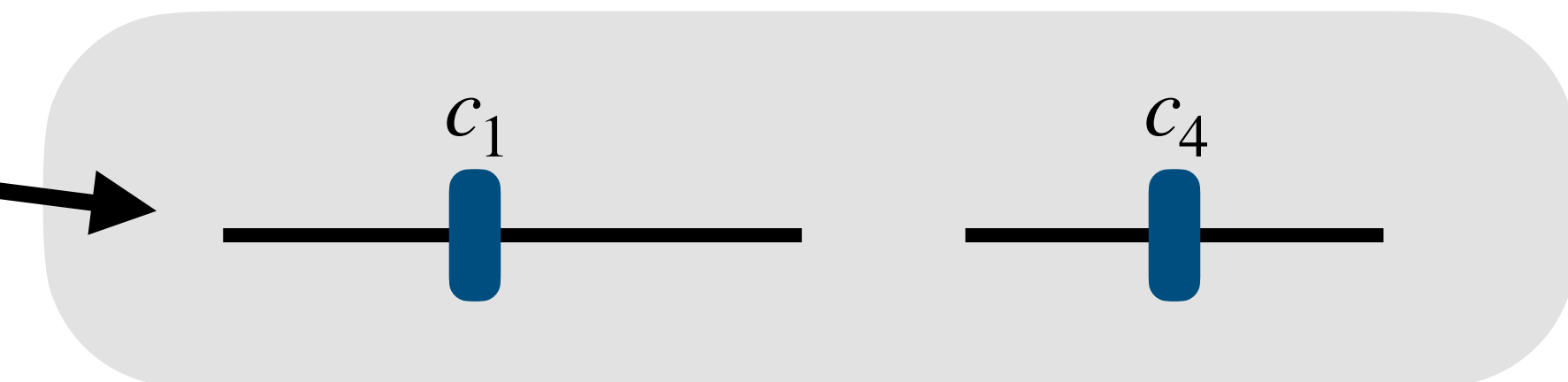
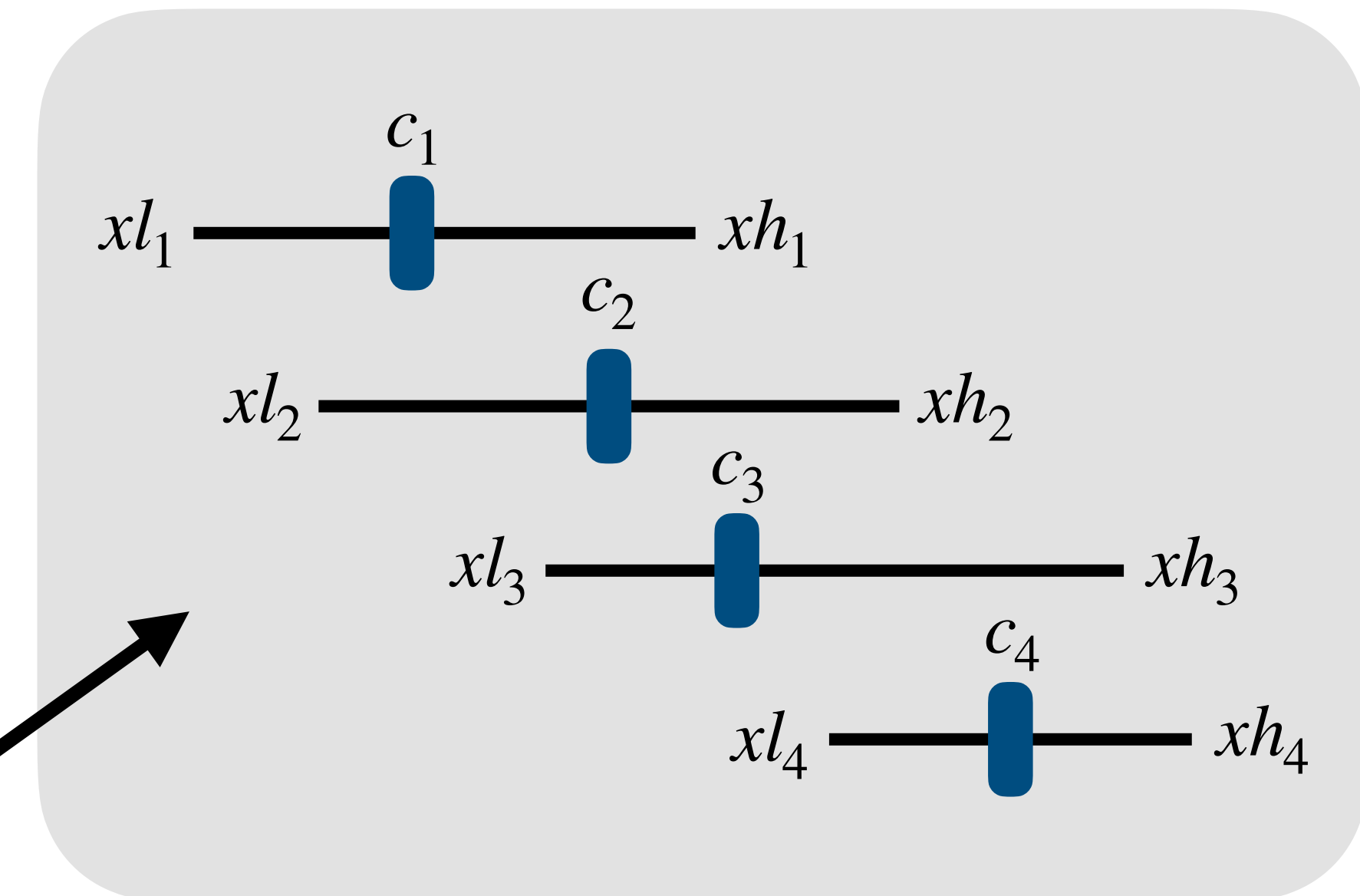
- Sigma-Based Allocation (SBA)<sup>1</sup>:
  - Fit distributions to characterization data
  - Parameterization not always applicable
- Percentile-Based Allocation (PBA)<sup>2</sup>:
  - State-of-the-art
  - Directly work with characterization data
  - Capture analog behaviors present in the data
  - Great improvement over SBA

<sup>1</sup>: Le et al. "RADAR: A fast and energy-efficient programming technique for multiple bits-per-cell RRAM arrays". IEEE Transactions on Electron Devices. 2021.

<sup>2</sup>: Wei et al. "PBA: Percentile-Based Level Allocation for Multiple-Bits-Per-Cell RRAM". ICCAD 2023.

# Percentile-Based Allocation (PBA)

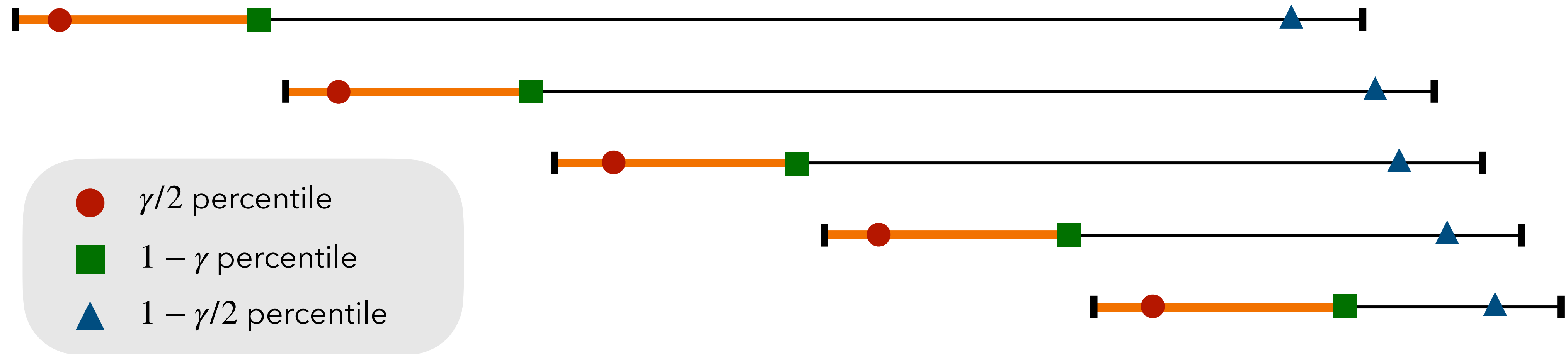
- Level Allocation (LA) subroutine:
  - **Input:**  $n$  (target number of levels in cell) and characterization dataset
  - **Goal:** Find minimum  $\gamma$  (error probability)
  - Get candidate levels:  $[\gamma/2, 1 - \gamma/2]$  (cut off ends symmetrically)
  - Sort and find first  $n$  non-overlapping candidate levels
  - If a solution exists, return



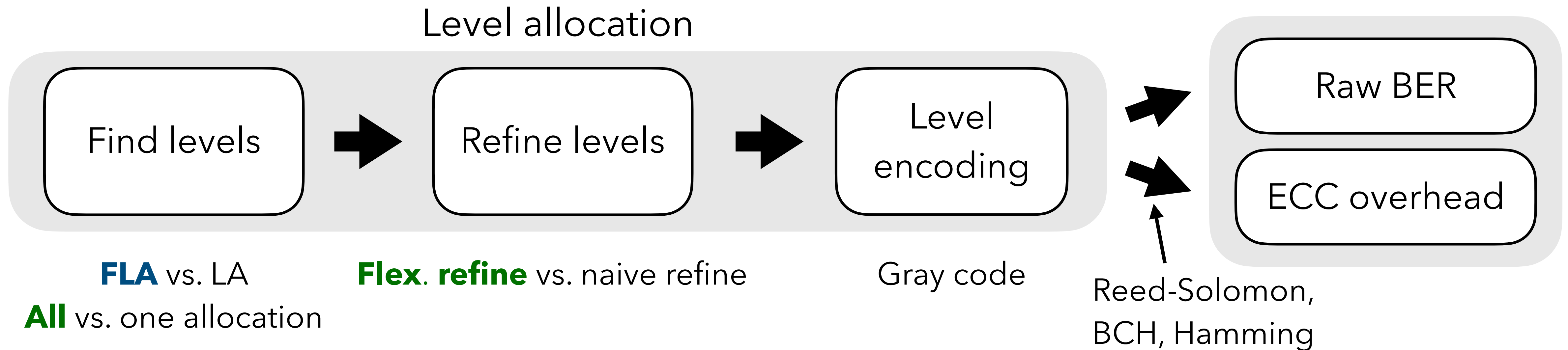


# PBA Limitations

- **Theorem** (informal): For any error probability  $\gamma$ , target number of levels  $n$ , and number of write centers  $c \geq n$ , in the worst case, LA finds an arbitrarily poor approximation of the optimal level allocation
- "Proof by picture":

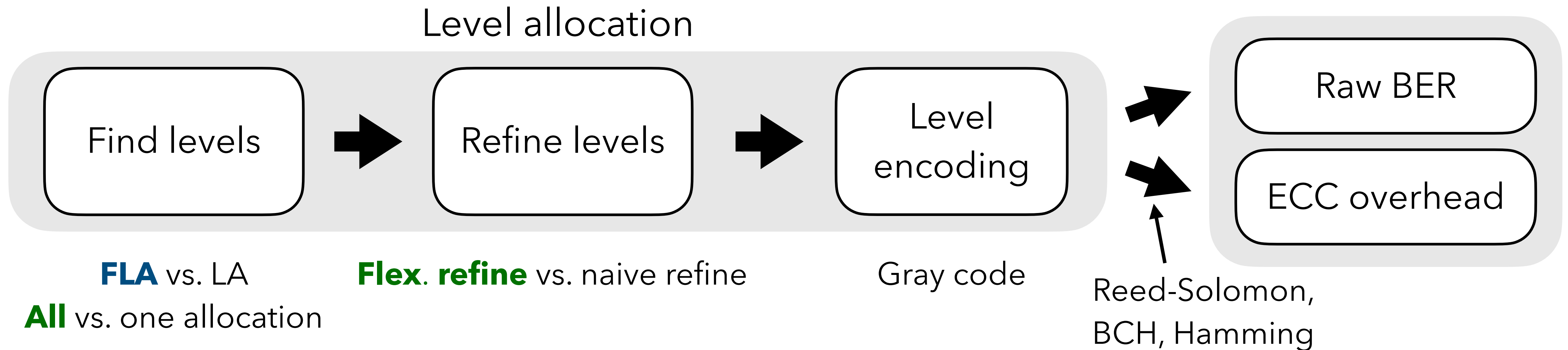


# FPBA: Flexible Percentile-Based Allocation



- **Flexible level allocation (FLA)**: finds *provably optimal*  $\gamma$
- Heuristic optimizations:
  - **Find all cliques (AC), flexible level refinement (FR)**

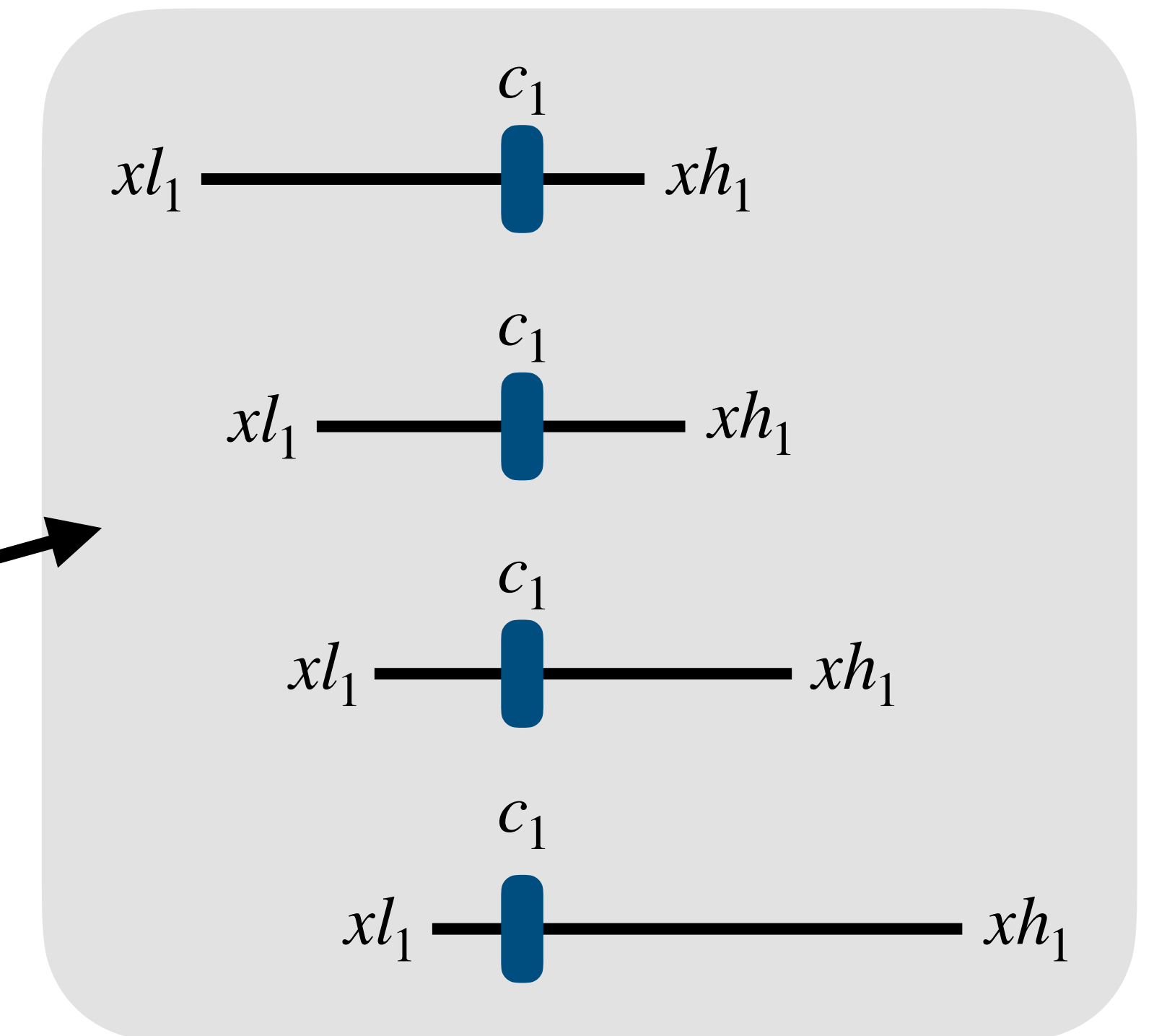
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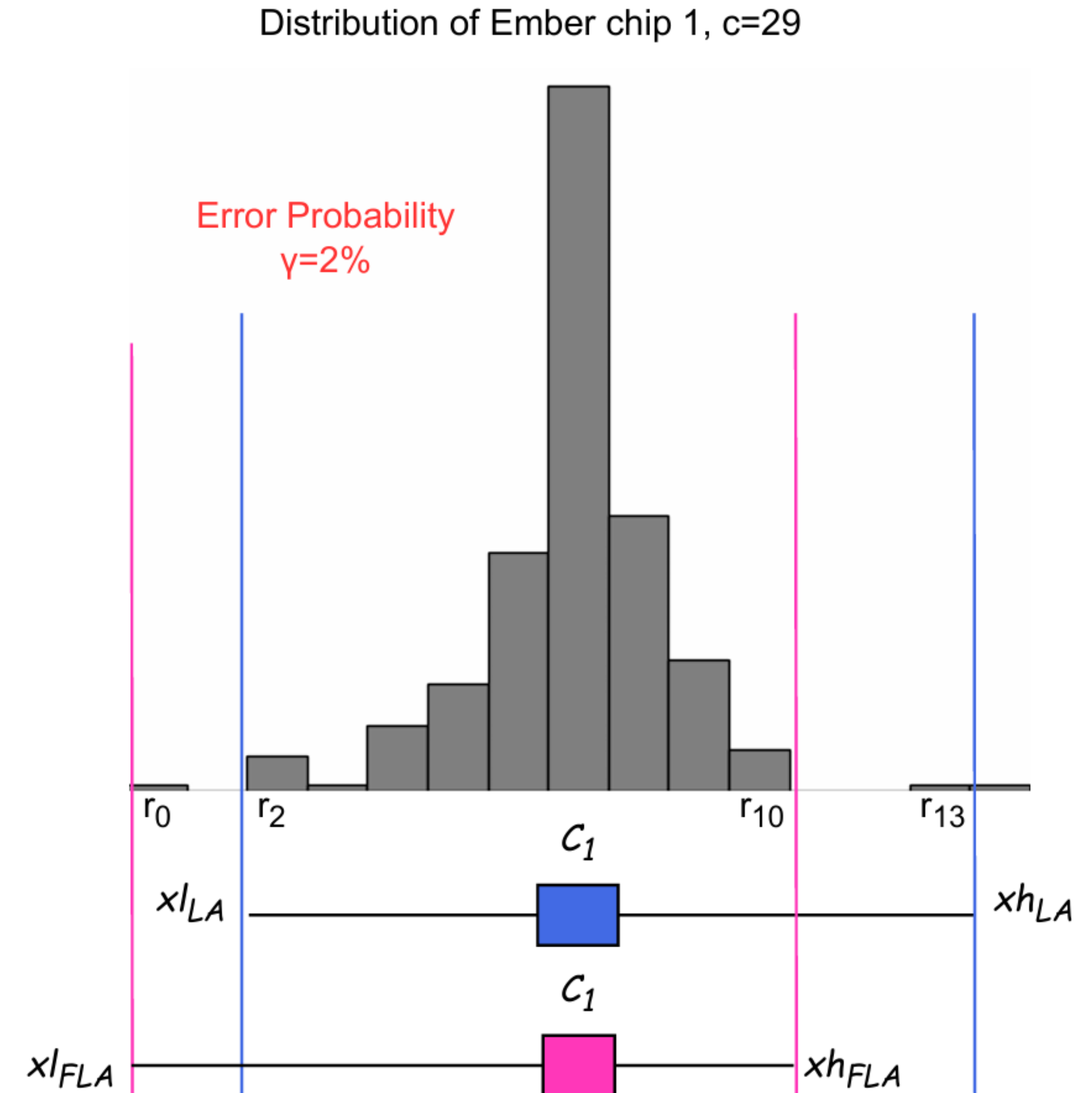
# FPBA: Flexible Level Allocation (FLA)

- **Input:**  $n$  (target number of levels in cell) and characterization dataset
- **Goal:** Find minimum  $\gamma$  (error probability)
- Get candidate levels:  $[0, 1 - \gamma]$  through  $[\gamma, 1]$  (cut off ends *asymmetrically*)
- Sort and find first  $n$  non-overlapping candidate levels *and update candidate levels' ranges*
- If a solution exists, return



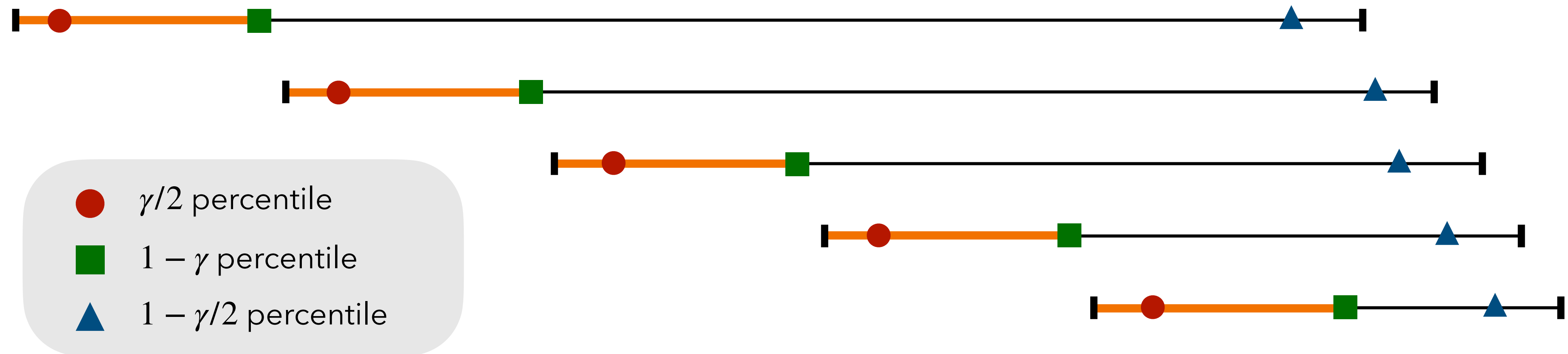
# Flexible Level Allocation (FLA) vs. Level Allocation (LA)

- FLA strictly generalizes LA
- Sometimes leads to better performance



# Flexible Level Allocation (FLA) Optimality

- **Theorem** (informal): For any error probability  $\gamma$  and input characterization dataset, **FLA returns an allocation with the optimal number of levels**
- Proof idea: "Greedy stays ahead"
- Example:



# $\gamma$ vs. BER: Error Probability $\neq$ Bit Flips

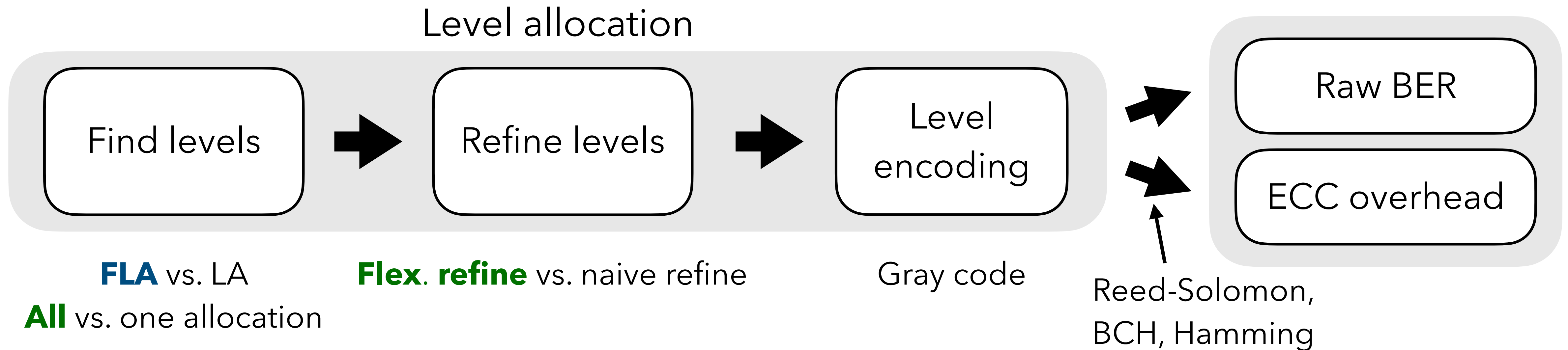
- $\gamma$ : maximum error probability
- Bit error rate (BER): penalize errors by number of bit flips between levels

$$BER = \frac{\text{Number of bit flips}}{\text{Total bits}} \times 100 \%$$

- BER is bounded by  $\gamma$ , yet smaller  $\gamma$  does not necessarily mean smaller BER

$$\frac{\gamma}{\lceil \log_2(n) \rceil} \leq BER \leq \gamma$$

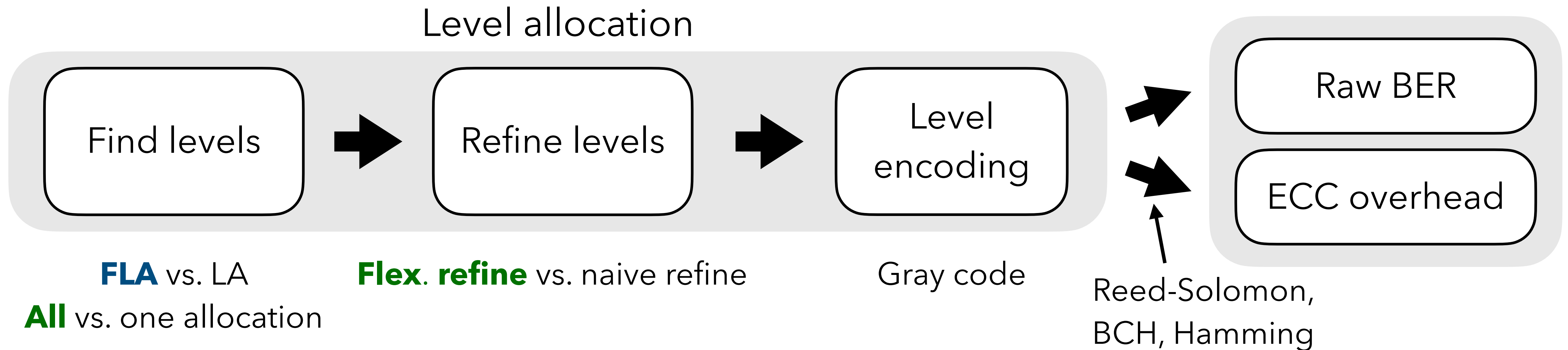
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# FPBA: Flexible Percentile-Based Allocation



- **Flexible level allocation (FLA)**: finds *provably optimal*  $\gamma$

- Heuristic optimizations:

- **Find all cliques (AC), flexible level refinement (FR)**

# FPBA Heuristic #1: Flexible Refinement (FR)

- An allocation that satisfies a minimum error probability  $\gamma$  may have gaps
- Question: *How should we distribute elements in the gaps to optimize BER and ECC?*
- **Flexible refinement (FR):** Try all possible distributions



# FPBA Heuristic #2: Find All Cliques (AC)

- Both LA and FLA find the lexicographically *first* allocation satisfying the minimum  $\gamma$  requirement
- Insight: Sometimes it's better to find a different allocation! Being first likely means that the solution has some "skew"
- **Find all cliques (AC):** Choose among different level allocations that all achieve the same  $\gamma$  to optimize BER and ECC
  - Define an equivalent graph to the level allocation problem (vertices = candidate levels given  $\gamma$ , edges = non-overlap between levels)
  - Find all admissible level allocations == find all cliques

# Experiments

- Evaluate FPBA (FLA + FR + AC) on two fabricated RRAM storage arrays
  - EMBER cells with 64 resistance levels and write centers

Chip	# Total Cells	Readout	Resistance	# Tested Write Centers	# Test Cells
Ember 1	3M	On-chip ADC	1 - 64 levels	64	16K
Ember 2	3M	On-chip ADC	1 - 64 levels	64	16K

# Experimental Setup

- Baseline: PBA (LA on its own)
- Metrics:
  - Error probability ( $\gamma$ )
  - Bit error rate (BER)
  - Error-correcting code overhead (ECC)
- Allocations: 8-level (3 bits-per-cell) and 16-level (4 bits-per-cell)
  - PBA and FPBA both do perfectly on 4-level (2 bits-per-cell) allocations

# Results: FLA vs. LA

- Reductions in  $\gamma$ : over 30% for 3 bits-per-cell, over 27% for 4 bits-per-cell
- However, this results in BER reductions only for 3 bits-per-cell, and BER increases for 4 bits-per-cell ( $\gamma$  is only an upper bound on BER)

Chip	bpc	Max Error Prob $\gamma$				Bit Error Rate (BER)				ECC Overhead			
		LA	FLA	$\Delta\gamma$	% $\Delta\gamma$	LA	FLA	$\Delta\text{BER}$	% $\Delta\text{BER}$	LA	FLA	$\Delta\text{ECC}$	% $\Delta\text{ECC}$
Ember1	3	2.2%	<b>1.6%</b>	-0.68%	-30%	0.38%	<b>0.35%</b>	-0.03%	-7.8%	<b>9.1%</b>	<b>9.1%</b>	0%	0%
Ember2	3	3.0%	<b>1.9%</b>	-1.2%	-39%	0.37%	<b>0.35%</b>	-0.015%	-4.2%	<b>9%</b>	<b>9%</b>	0%	0%
Ember1	4	26%	<b>19%</b>	-7.0%	-27%	<b>3.6%</b>	3.7%	0.015%	0.4%	<b>32%</b>	<b>32%</b>	0%	0%
Ember2	4	30%	<b>21%</b>	-9.2%	-30%	<b>3.7%</b>	4.0%	0.36%	9.9%	<b>32%</b>	<b>32%</b>	0%	0%

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Chip	bpc	Max Error Prob $\gamma$				Bit Error Rate (BER)				ECC Overhead			
		LA	FLA	$\Delta\gamma$	% $\Delta\gamma$	LA	FLA	$\Delta\text{BER}$	% $\Delta\text{BER}$	LA	FLA	$\Delta\text{ECC}$	% $\Delta\text{ECC}$
Ember1	3	2.2%	<b>1.6%</b>	-0.68%	-30%	0.38%	<b>0.35%</b>	-0.03%	-7.8%	<b>9.1%</b>	<b>9.1%</b>	0%	0%
Ember2	3	3.0%	<b>1.9%</b>	-1.2%	-39%	0.37%	<b>0.35%</b>	-0.015%	-4.2%	<b>9%</b>	<b>9%</b>	0%	0%
Ember1	4	26%	<b>19%</b>	-7.0%	-27%	<b>3.6%</b>	3.7%	0.015%	0.4%	<b>32%</b>	<b>32%</b>	0%	0%
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# Results: FLA + AC vs. LA

- Improvements in all cases
- Exponential complexity
- Fewer possible level allocations at the minimum possible  $\gamma$  at 4 bits-per-cell, therefore smaller room for improvements

Chip	bpc	Bit Error Rate (BER)						ECC Overhead					
		LA	LA+AC	% $\Delta$ BER	FLA	FLA+AC	% $\Delta$ BER	LA	LA+AC	% $\Delta$ ECC	FLA	FLA+AC	% $\Delta$ ECC
Ember1	3	0.38%	<b>0.29%</b>	-24%	0.35%	<b>0.29%</b>	-18%	9.1%	<b>8.1%</b>	-11%	9.1%	<b>8.1%</b>	-11%
Ember2	3	0.37%	0.26%	-29%	0.35%	<b>0.25%</b>	-30%	9.0%	7.7%	-15%	9.0%	<b>7.6%</b>	-16%
Ember1	4	3.6%	3.5%	-1.2%	3.7%	-	-	32%	31%	-1.4%	32%	-	-
Ember2	4	3.7%	3.5%	-3.1%	4.0%	-	-	32%	31%	-2.1%	32%	-	-



# Results: FLA + AC vs. LA

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Chip	bpc	Bit Error Rate (BER)						ECC Overhead					
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Ember2	3	0.37%	0.26%	-29%	0.35%	<b>0.25%</b>	-30%	9.0%	7.7%	-15%	9.0%	<b>7.6%</b>	-16%
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Ember2	4	3.7%	3.5%	-3.1%	4.0%	-	-	32%	31%	-2.1%	32%	-	-

# Results: FLA + AC + FR vs. LA

- Best performance: entire pipeline of theoretical and empirical optimizations
- Format: BER, ECC overhead

Method	Ember1 (3 bpc)	Ember2 (3 bpc)	Ember1 (4 bpc)	Ember2 (4 bpc)
LA	0.38%, 9.1%	0.37%, 9.0%	3.6%, 32%	3.7%, 32%
LA+FR	0.38%, 9.1%	0.34%, 9.0%	<b>3.5%</b> , 32%	3.7%, 32%
FLA	0.35%, 9.1%	0.35%, 9.0%	3.7%, 32%	4.0%, 32%
FLA+FR	0.33%, 9.1%	0.34%, 9.0%	3.7%, 32%	3.9%, 32%
LA+AC	<b>0.29%</b> , <b>8.1%</b>	0.26%, 7.7%	3.6%, 31%	<b>3.5%</b> , <b>31%</b>
<b>LA+AC+FR</b>	<b>0.29%</b> , <b>8.1%</b>	<b>0.25%</b> , <b>7.6%</b>	<b>3.5%</b> , <b>30%</b>	<b>3.5%</b> , <b>31%</b>
<b>FLA+AC</b>	<b>0.29%</b> , <b>8.1%</b>	<b>0.25%</b> , 7.7%	—	—
<b>FLA+AC+FR</b>	<b>0.29%</b> , <b>8.1%</b>	<b>0.25%</b> , 7.7%	—	—

# Takeaways

- FLA produces provably optimal  $\gamma$
- Heuristic steps (AC, FR) meaningfully optimize toward optimal BER / ECC
- Empirical results at a glance:
  - 27 - 39% lower  $\gamma$
  - 2.8 - 32.4% lower BER
  - 3.1 - 15.6% lower ECC overhead

# Limitations and Future Work

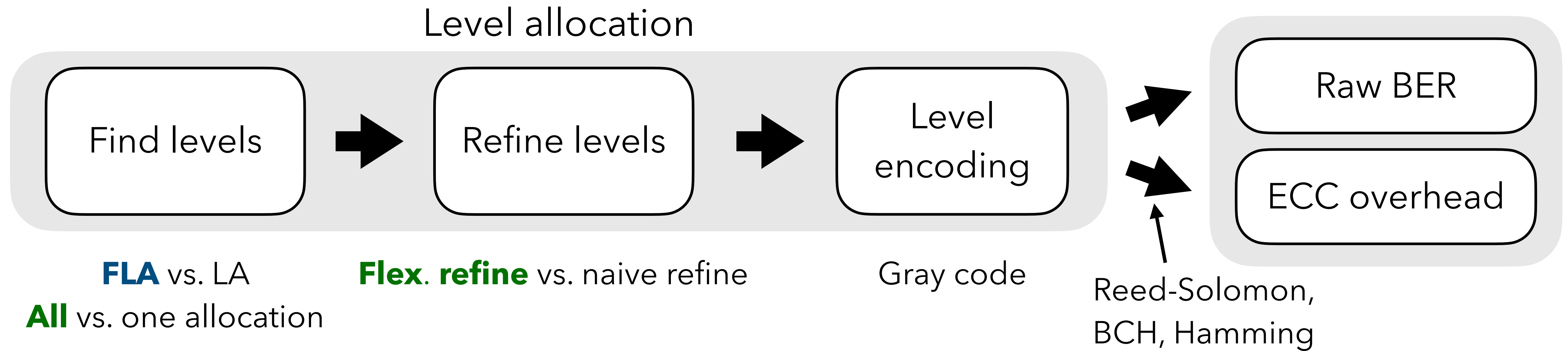
- Limitations:
  - Find all cliques (AC) is prohibitively computationally expensive
  - High dependency on characterization data
- Future Work:
  - Find all cliques (AC): approximation / sampling
  - Relax  $\gamma$  during BER / ECC optimization
    - Initial experiments up to 300%  $\gamma$ : BER increases as  $\gamma$  increases
  - Go beyond Gray coding (tailor coding scheme to be purely data-driven?)

# Acknowledgments

- Anjiang Wei and Akash Levy: helpful correspondence about PBA
- Andrew Kahng: bringing this problem to our attention

# Questions

- Thank you!



# Appendix: Partial Dataset

Size	Ember1 Bit Error Rate			
	LA	FLA	LA+AC	FLA+AC
25%	$0.58 \pm 0.16$	$0.58 \pm 0.16$	<b><math>0.57 \pm 0.17</math></b>	<b><math>0.57 \pm 0.15</math></b>
50%	$0.52 \pm 0.10$	$0.47 \pm 0.07$	$0.41 \pm 0.05$	<b><math>0.39 \pm 0.05</math></b>
75%	$0.42 \pm 0.07$	$0.41 \pm 0.04$	$0.34 \pm 0.04$	<b><math>0.32 \pm 0.04</math></b>
90%	$0.38 \pm 0.04$	$0.37 \pm 0.04$	<b><math>0.29 \pm 0.01</math></b>	<b><math>0.29 \pm 0.01</math></b>
100%	0.38	0.35	<b>0.29</b>	<b>0.29</b>

Size	Ember2 Bit Error Rate			
	LA	FLA	LA+AC	FLA+AC
25%	$0.5 \pm 0.12$	$0.5 \pm 0.12$	<b><math>0.47 \pm 0.11</math></b>	$0.55 \pm 0.12$
50%	$0.58 \pm 0.09$	$0.53 \pm 0.08$	<b><math>0.36 \pm 0.09</math></b>	$0.41 \pm 0.09$
75%	$0.43 \pm 0.06$	$0.46 \pm 0.06$	$0.29 \pm 0.04$	<b><math>0.27 \pm 0.03</math></b>
90%	$0.46 \pm 0.10$	$0.38 \pm 0.06$	<b><math>0.26 \pm 0.03</math></b>	$0.27 \pm 0.04$
100%	0.37	0.35	0.26	<b>0.25</b>

# Appendix: Interchip Dataset

Mix	Ember1 Bit Error Rate							
	LA	LA+FR	FLA	FLA+FR	LA+AC	LA+AC+FR	FLA+AC	FLA+AC+FR
100/0	0.38	0.38	0.35	0.33	<b>0.29</b>	<b>0.29</b>	<b>0.29</b>	<b>0.29</b>
50/50	0.46	0.39	0.56	0.51	0.46	<b>0.38</b>	0.44	0.41
10/90	0.65	<b>0.63</b>	0.78	0.71	0.69	0.67	0.67	0.67
0/100	<b>0.64</b>	<b>0.64</b>	0.71	0.71	0.69	0.67	0.67	0.67

Mix	Ember2 Bit Error Rate							
	LA	LA+FR	FLA	FLA+FR	LA+AC	LA+AC+FR	FLA+AC	FLA+AC+FR
100/0	0.37	0.34	0.35	0.34	0.26	<b>0.25</b>	<b>0.25</b>	<b>0.25</b>
50/50	0.49	0.51	0.52	0.54	0.47	0.47	0.35	<b>0.32</b>
10/90	0.64	0.66	0.81	0.81	<b>0.55</b>	0.63	0.77	0.63
0/100	0.72	0.72	0.8	0.8	<b>0.67</b>	<b>0.67</b>	<b>0.67</b>	<b>0.67</b>