

RAELLA

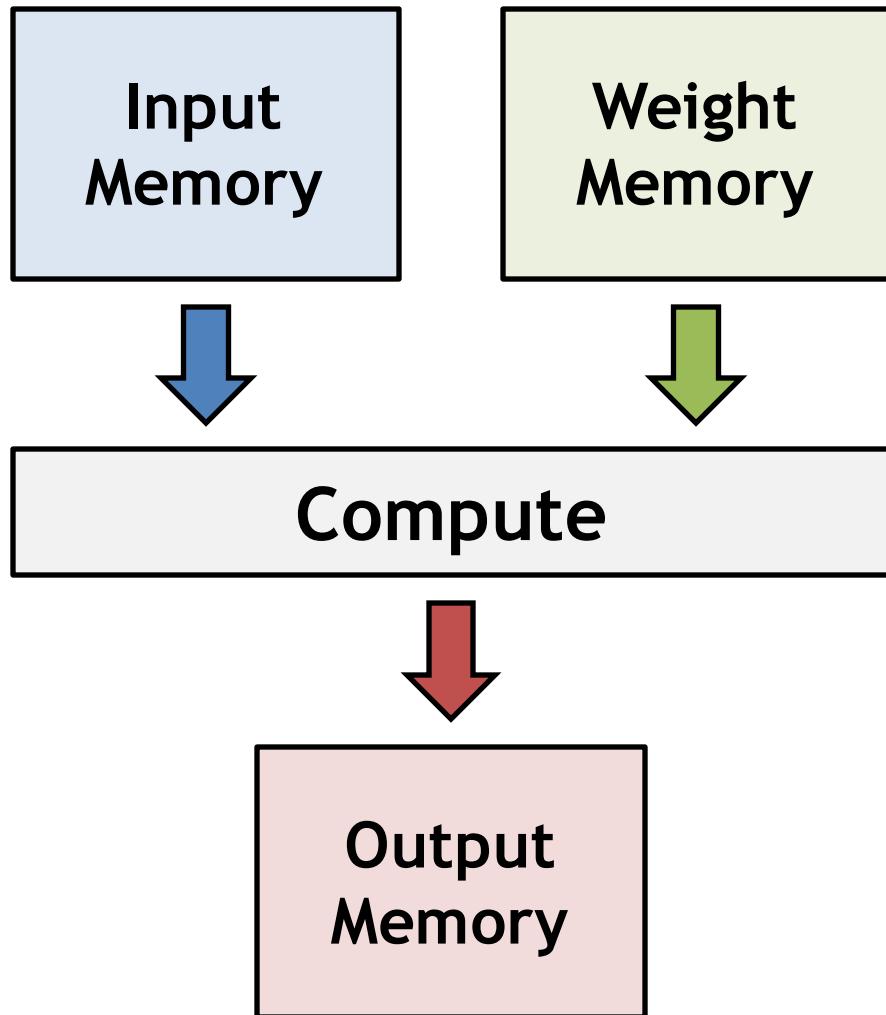
Reforming the Arithmetic for Efficient, Low-Resolution,
and Low-Loss Analog PIM: No Retraining Required!

Tanner Andrulis, Joel S. Emer, Vivienne Sze

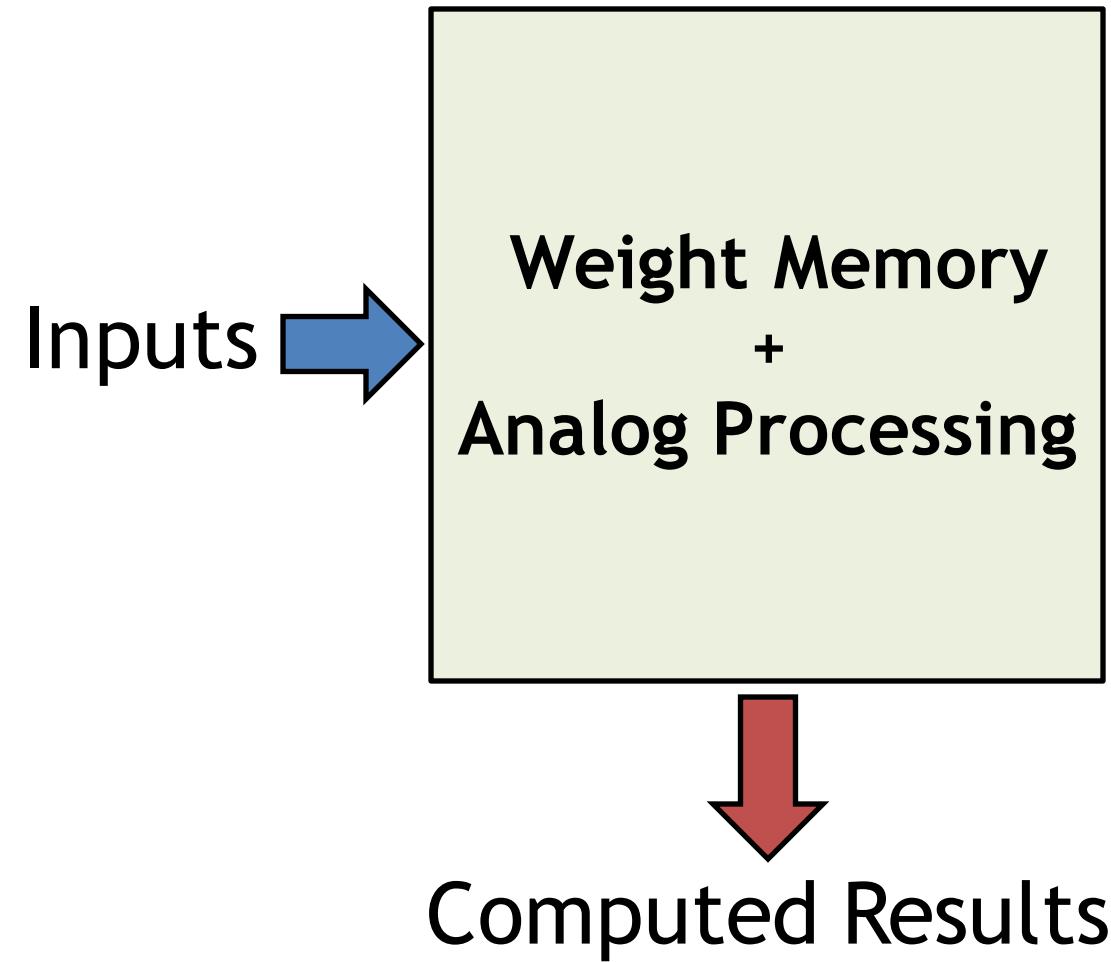
International Symposium on Computer Architecture (ISCA) 2023

Processing In Memory (PIM) Accelerators

Conventional



Processing In Memory



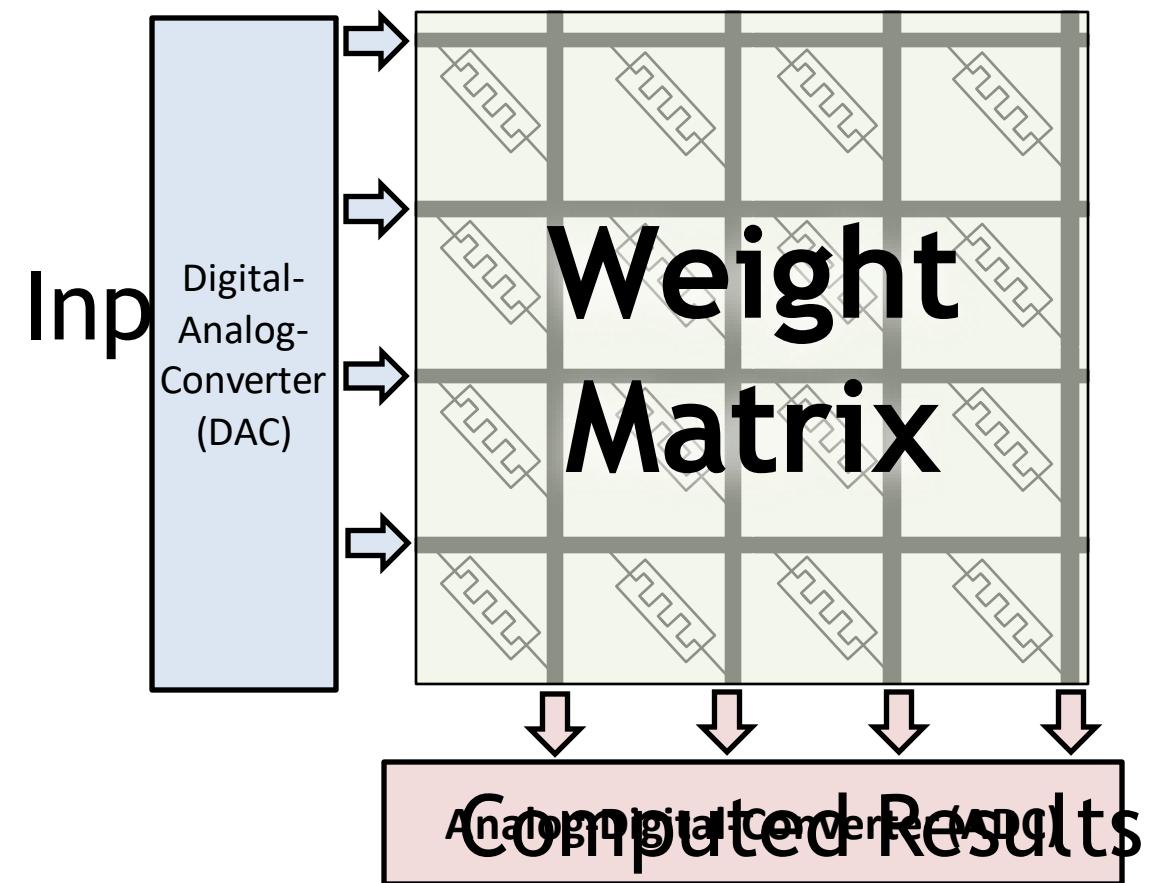
Processing In Memory (PIM) Accelerators

Weight matrix stored in crossbar
as analog conductance values

Input vector applied to rows
as analog temporal values

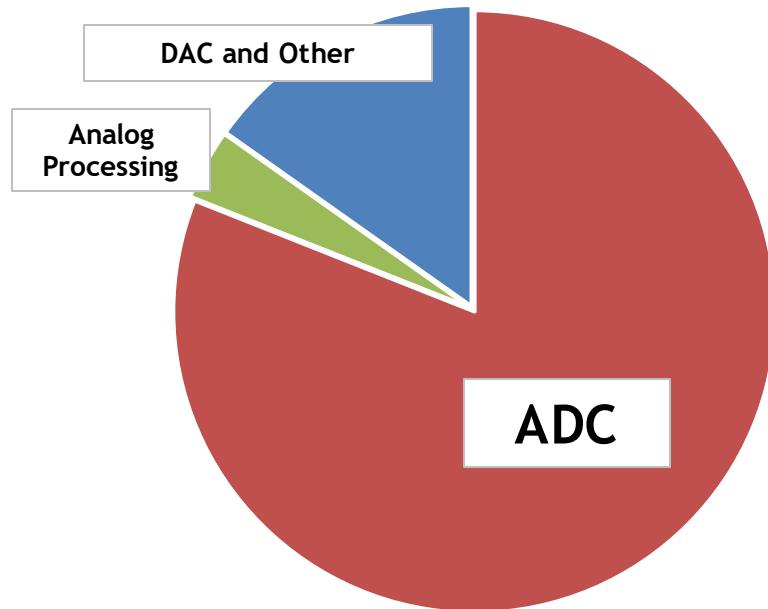
Analog matrix-vector multiply
Charge \sim Conductance \times Time

Results appear on columns
As analog charge values

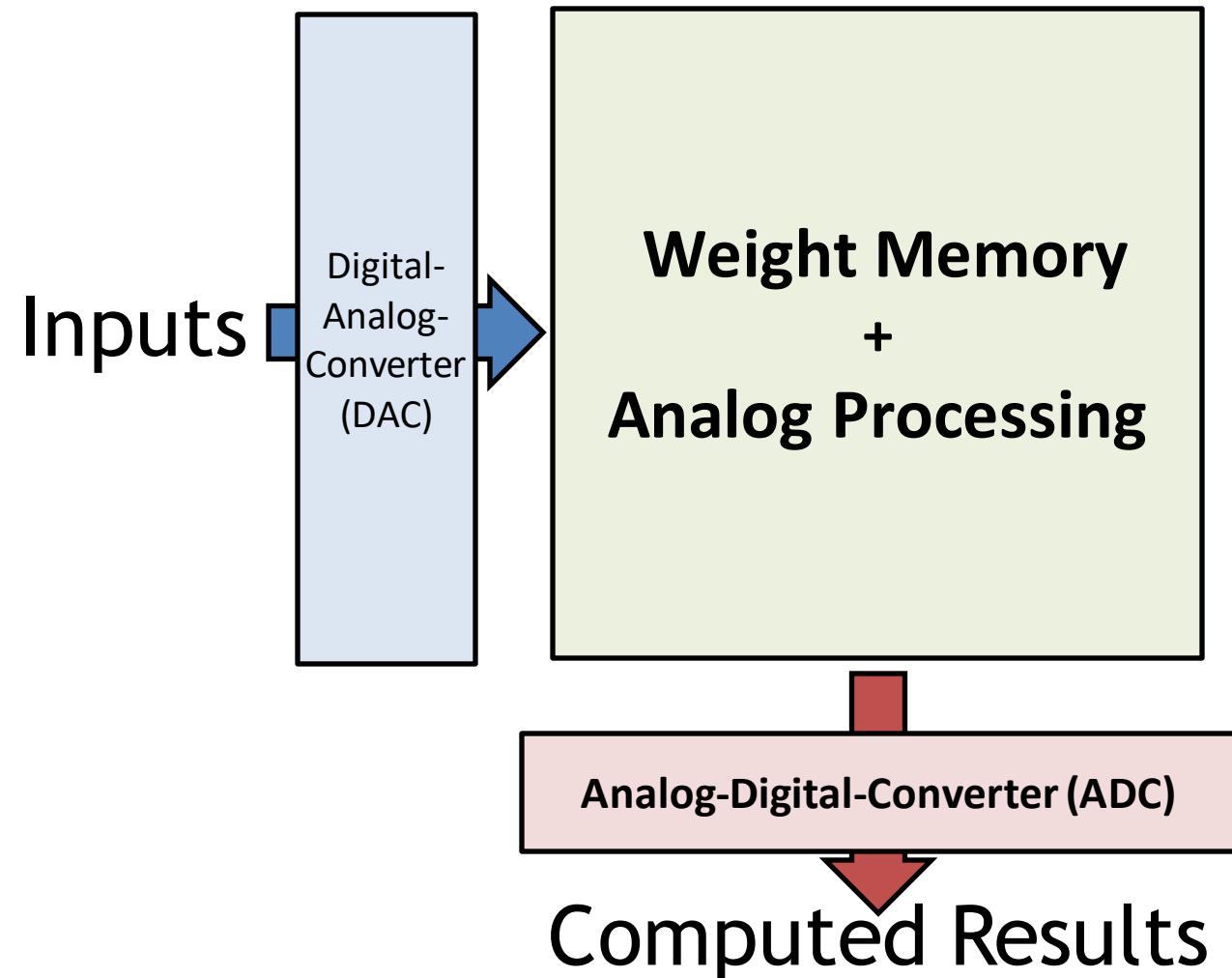


Processing In Memory (PIM) Accelerators

Energy Breakdown



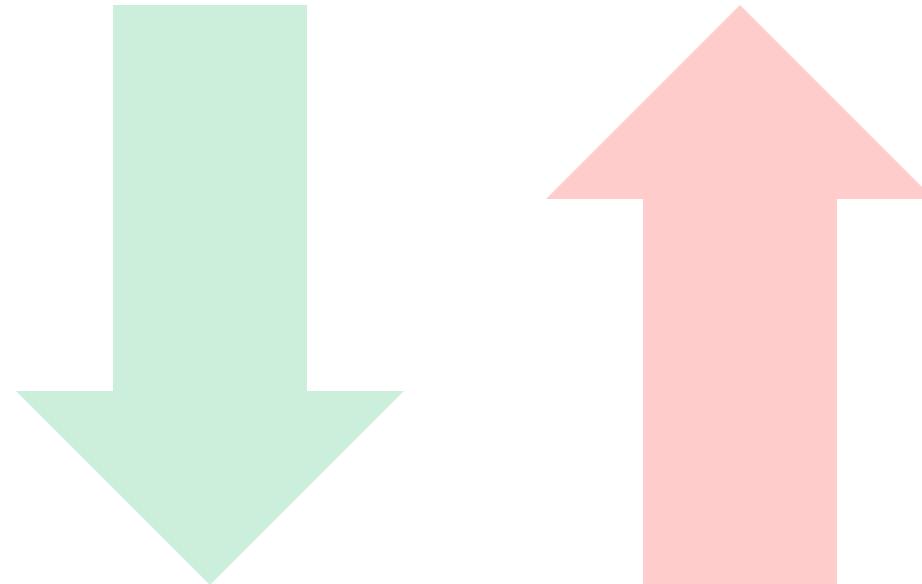
ADCs can consume a significant amount of energy



The Titanium Law of ADC Energy

Titanium Law Helps Us Understand ADC Energy Tradeoffs

$$\frac{\text{ADC Energy}}{\text{DNN}} =$$

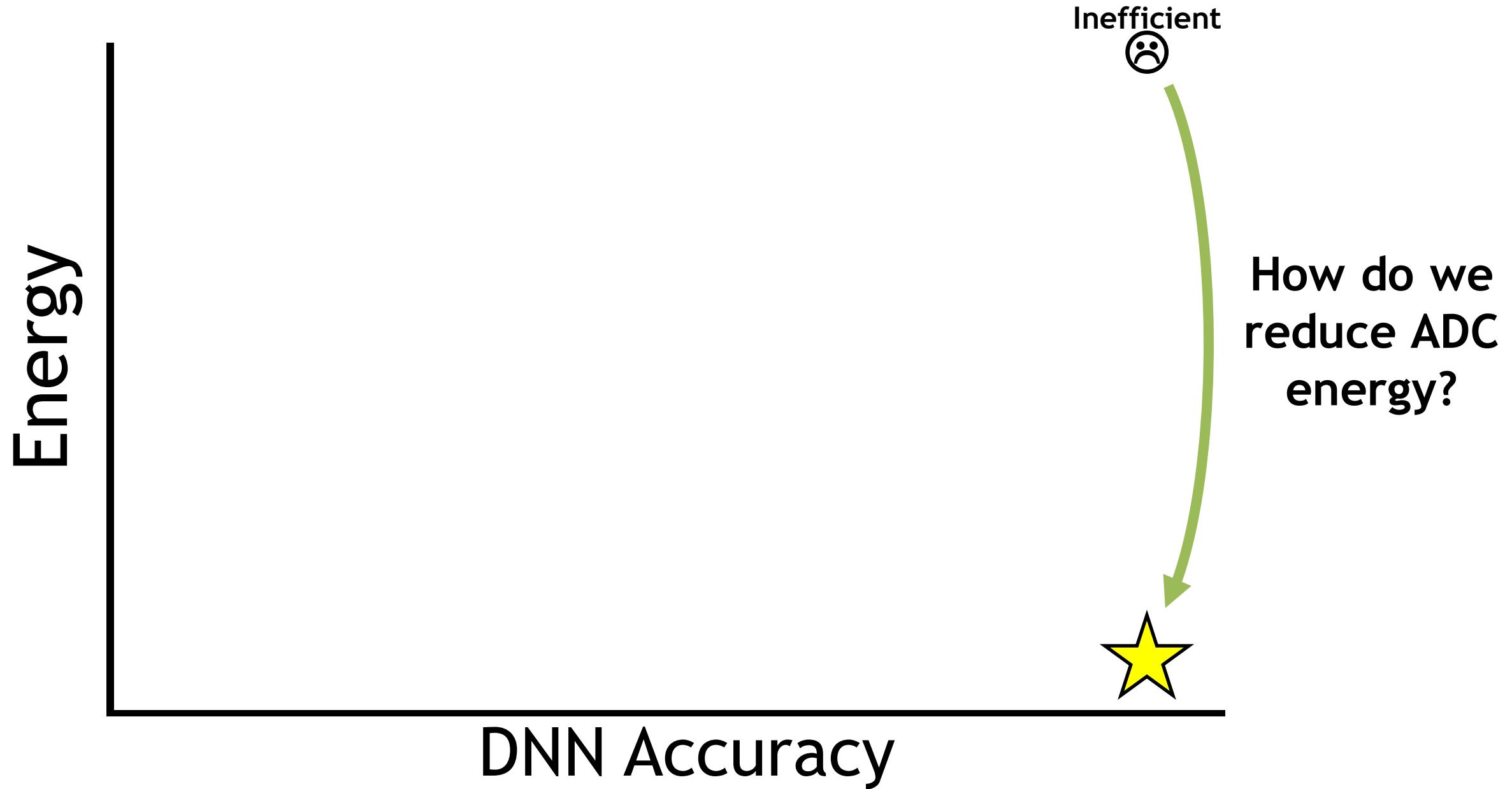


Idea: Break computation into smaller pieces

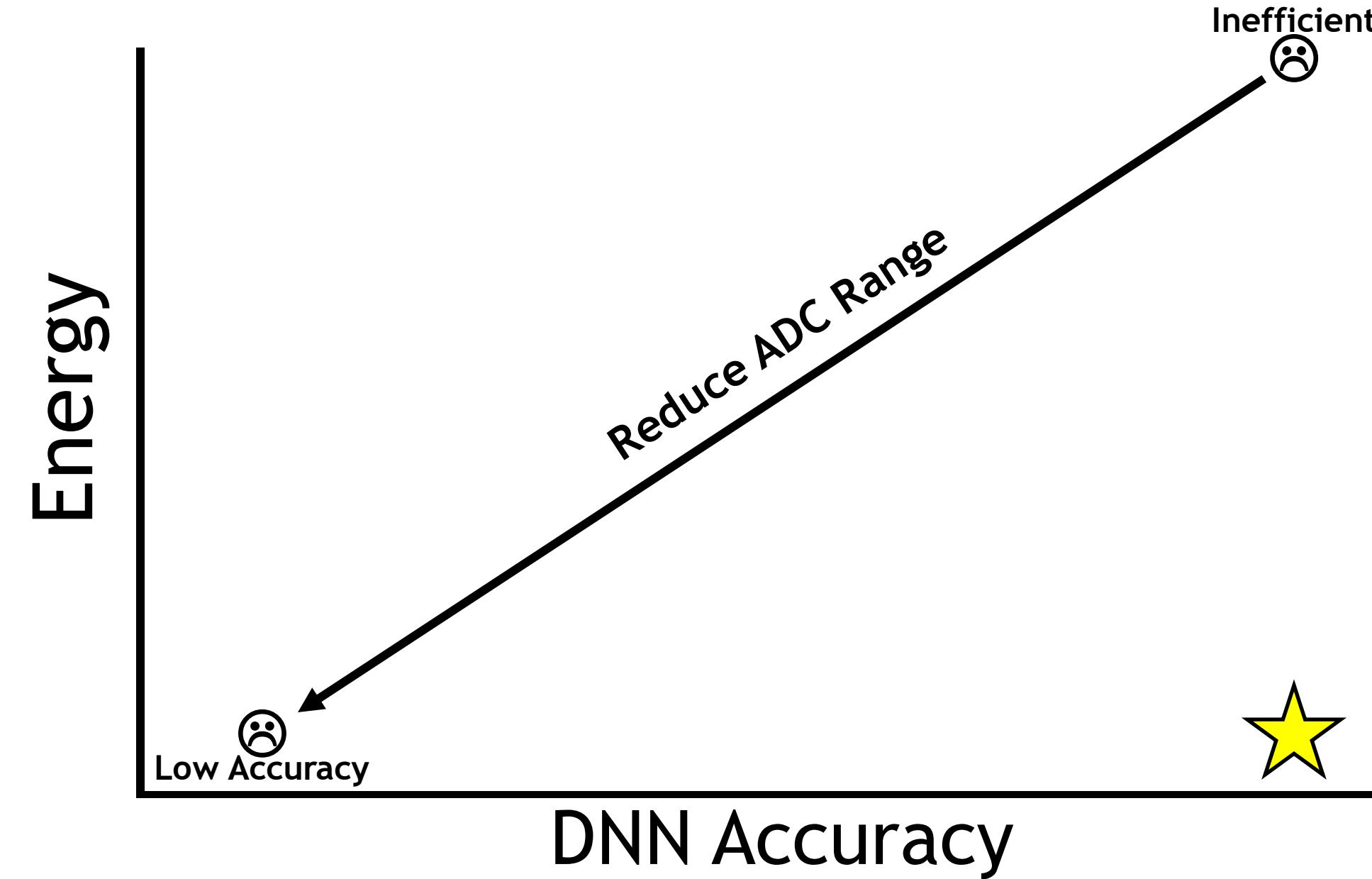
Benefit: Smaller result from each piece, \downarrow Energy/Convert

Tradeoff: More pieces to process, \uparrow Converts/MAC

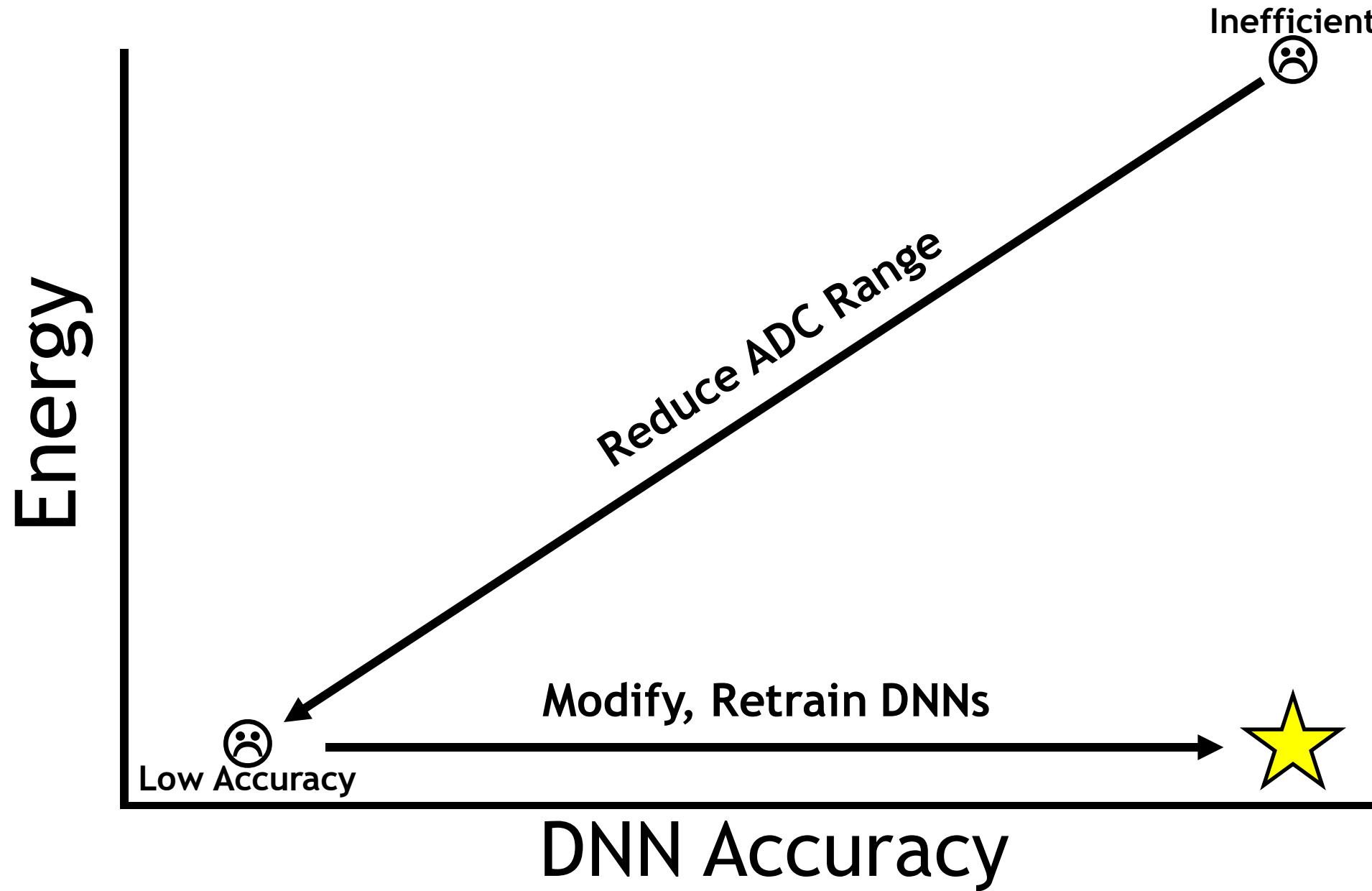
Reducing ADC Energy



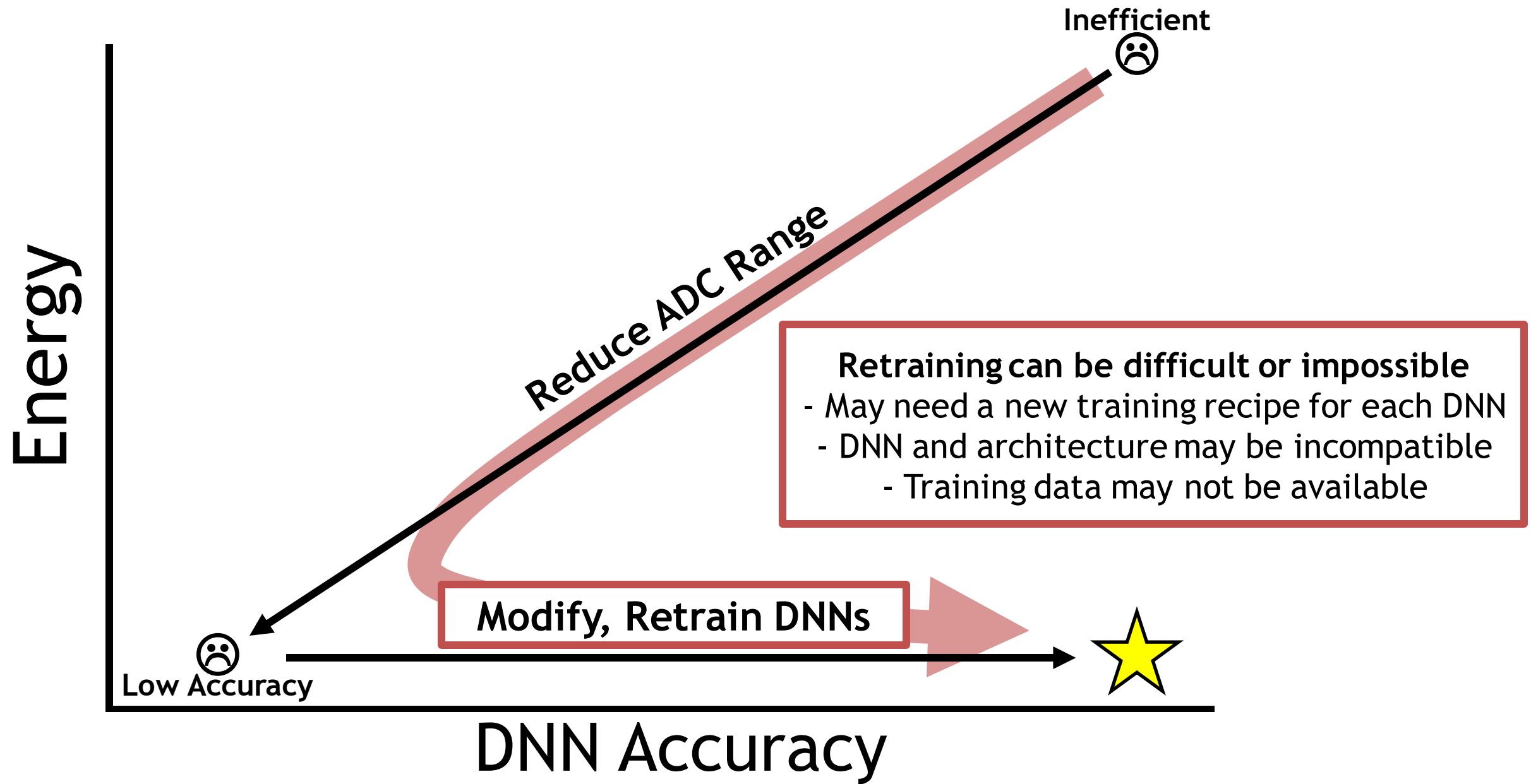
Reducing ADC Energy



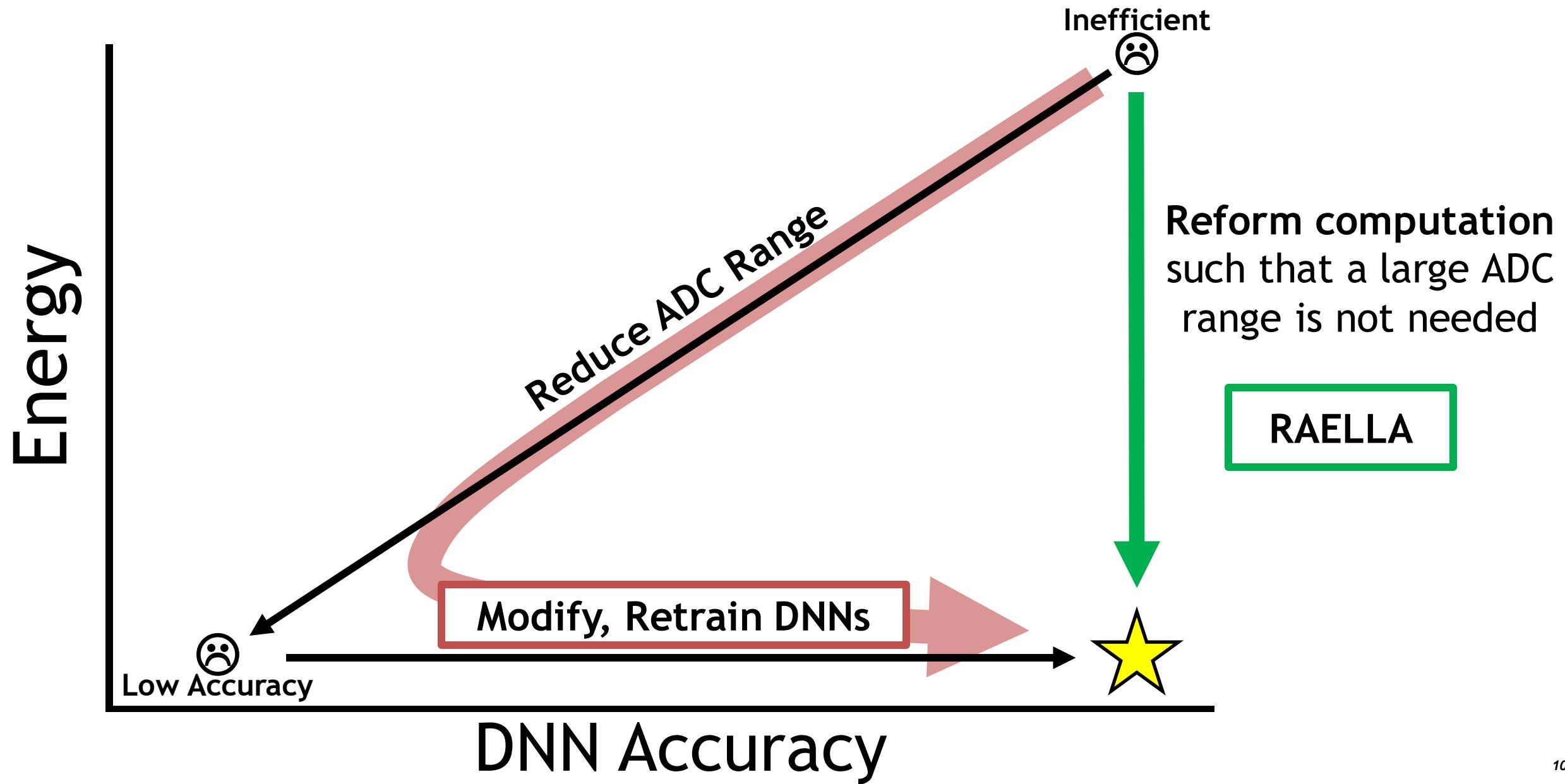
Reducing ADC Energy



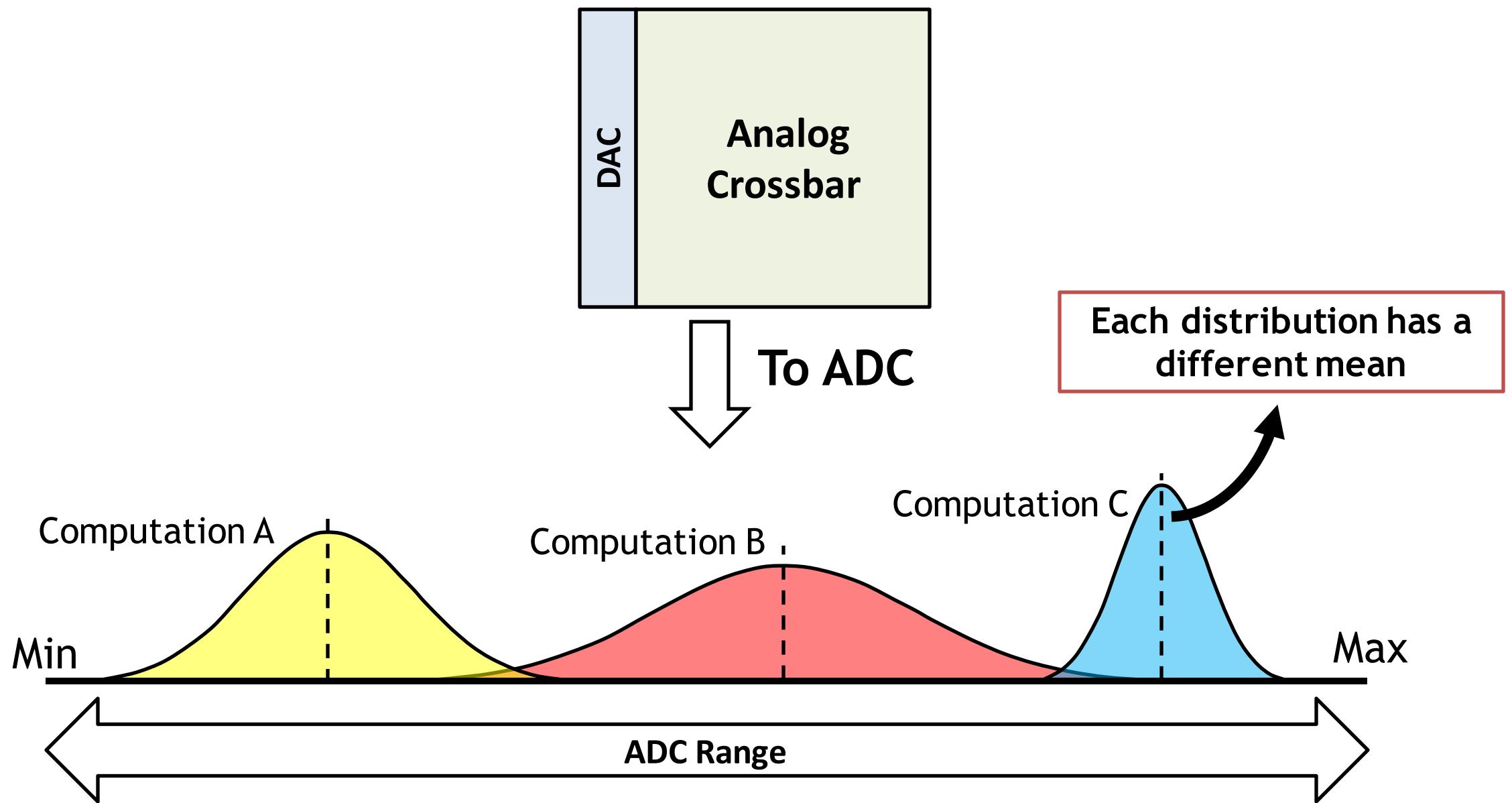
Reducing ADC Energy



Reducing ADC Energy

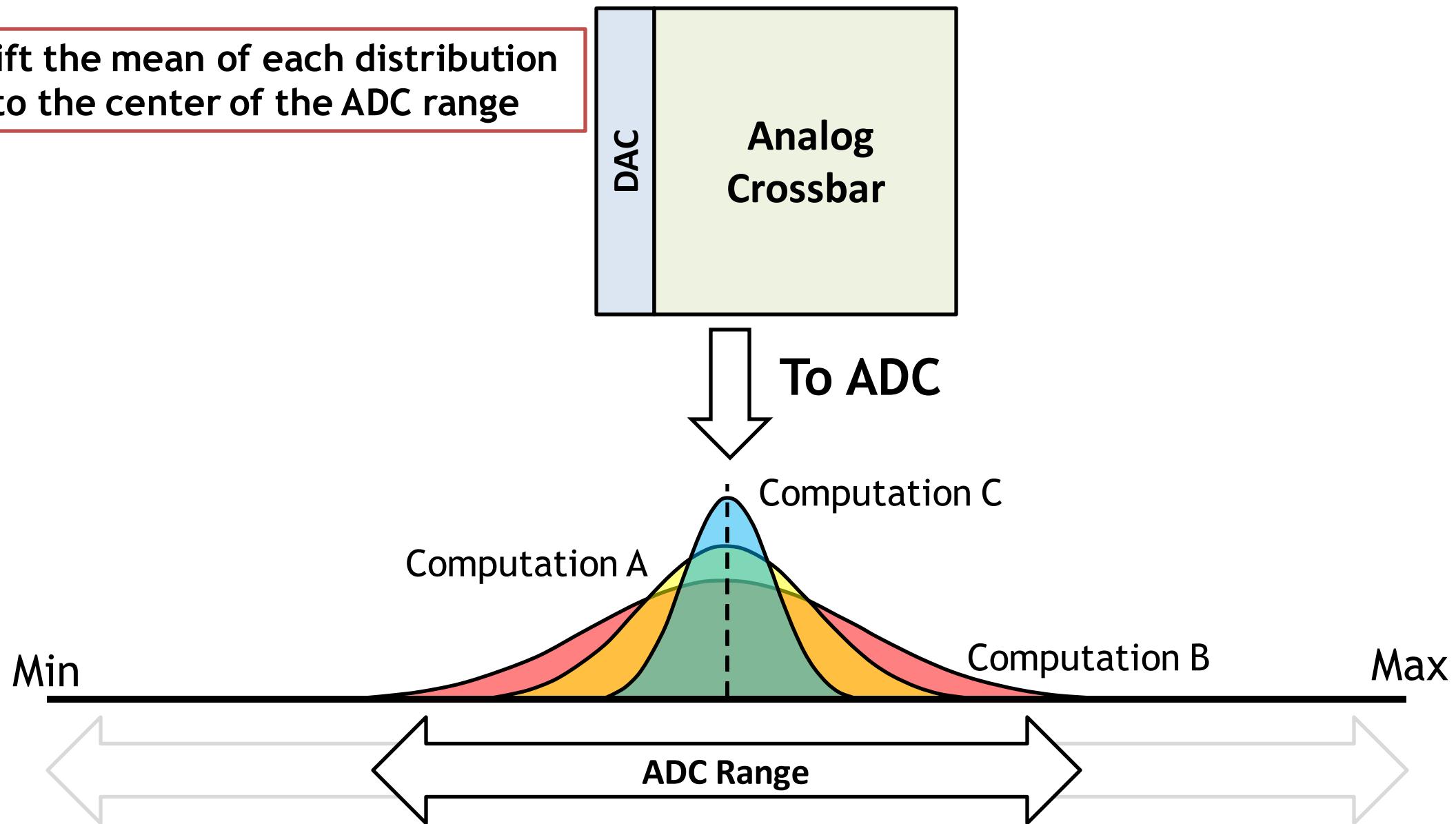


Shifting Distributions



Shifting Distributions

1. Shift the mean of each distribution to the center of the ADC range



Center+Offset: Zero-Average Analog Results

$$\begin{array}{c} \text{Weights} \\ \begin{matrix} + \\ + \\ + \\ + \\ + \end{matrix} \end{array} \cdot \begin{array}{c} \text{Inputs} \\ \begin{matrix} + \\ + \\ + \\ + \\ + \end{matrix} \end{array} = \boxed{++++}$$

$$\begin{array}{c} \text{Weights} \\ \begin{matrix} + \\ - \\ + \\ - \end{matrix} \end{array} \cdot \begin{array}{c} \text{Inputs} \\ \begin{matrix} + \\ + \\ + \\ + \end{matrix} \end{array} = \boxed{\text{Near-Zero}}$$

Computations with zero-average weights produce near-zero results

Center+Offset: Zero-Average Analog Results

$$\begin{array}{c} \text{Weights} \\ \begin{matrix} + \\ + \\ + \\ + \\ + \end{matrix} \end{array} \cdot \begin{array}{c} \text{Inputs} \\ \begin{matrix} + \\ + \\ + \\ + \\ + \end{matrix} \end{array} = \boxed{++++}$$

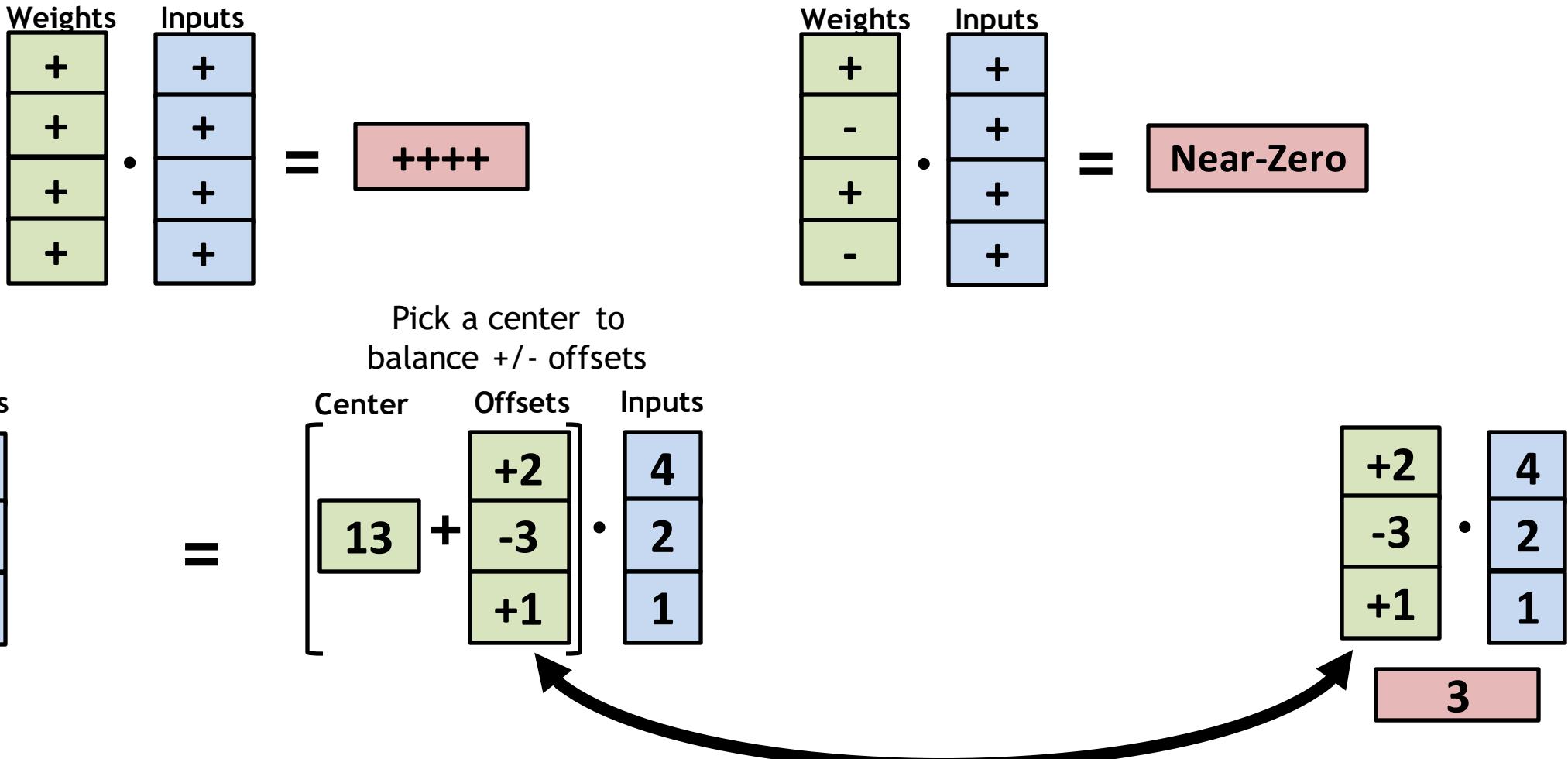
$$\begin{array}{c} \text{Weights} \\ \begin{matrix} + \\ - \\ + \\ - \end{matrix} \end{array} \cdot \begin{array}{c} \text{Inputs} \\ \begin{matrix} + \\ + \\ + \\ + \end{matrix} \end{array} = \boxed{\text{Near-Zero}}$$

$$\begin{array}{c} 15 \\ 10 \\ 14 \end{array} \cdot \begin{array}{c} 4 \\ 2 \\ 1 \end{array} = \boxed{94}$$

Change representation

$$\begin{array}{c} +2 \\ -3 \\ +1 \end{array} \cdot \begin{array}{c} 4 \\ 2 \\ 1 \end{array} = \boxed{3}$$

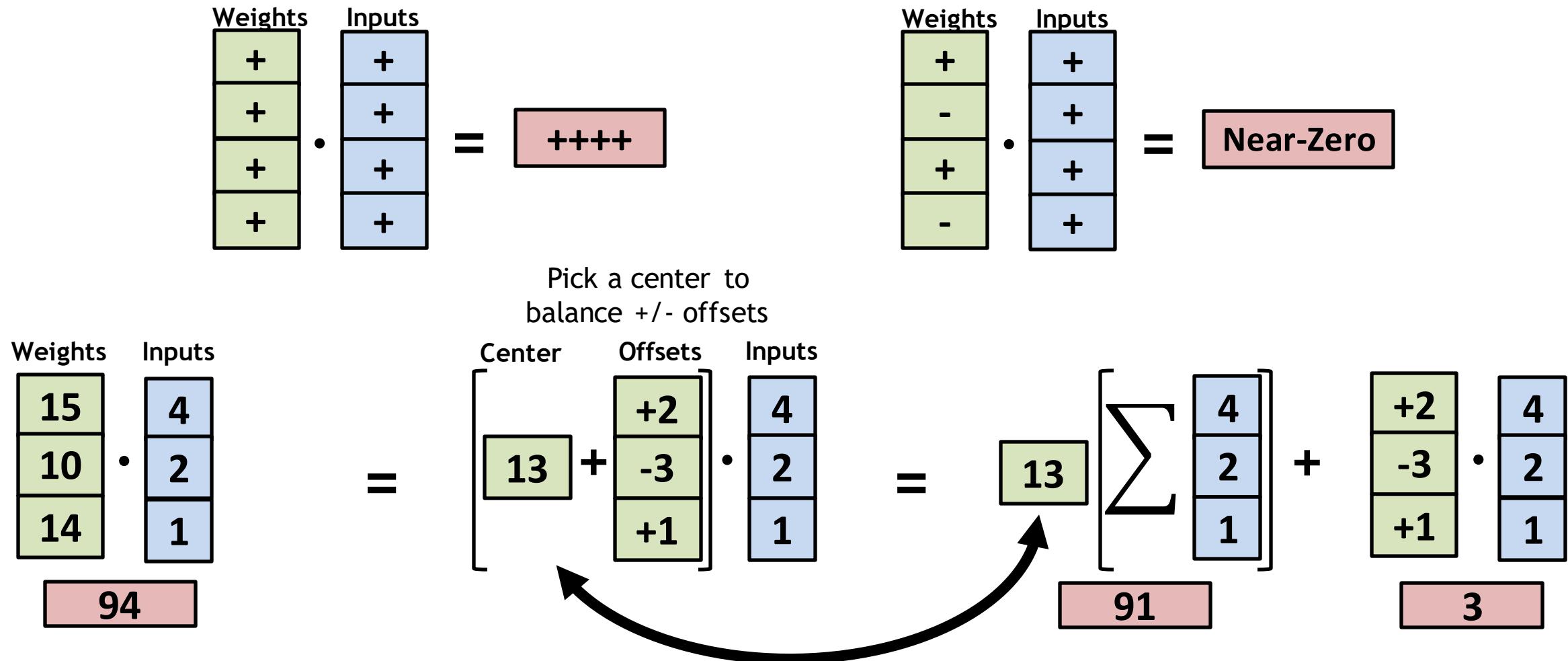
Center+Offset: Zero-Average Analog Results



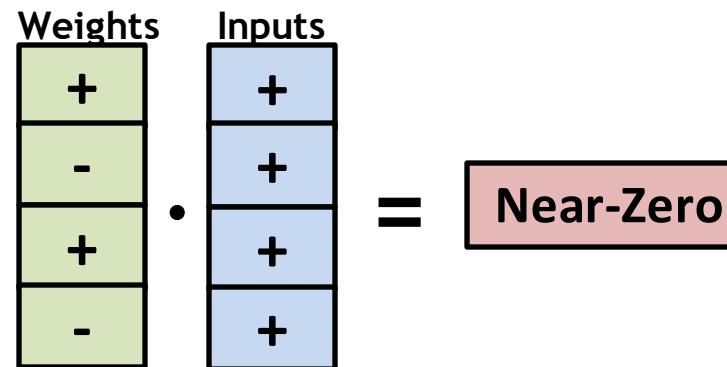
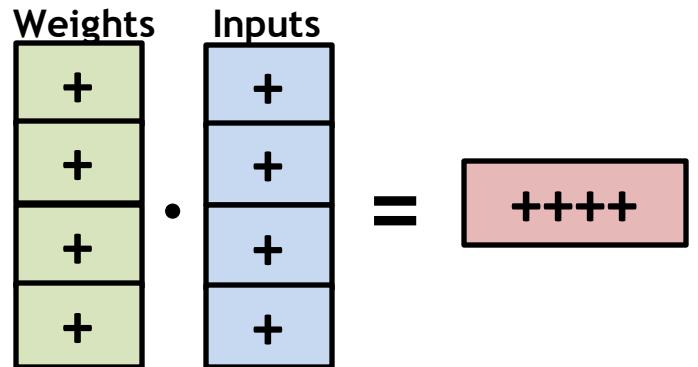
Extract a center value

Weights are center +/- zero-average offsets

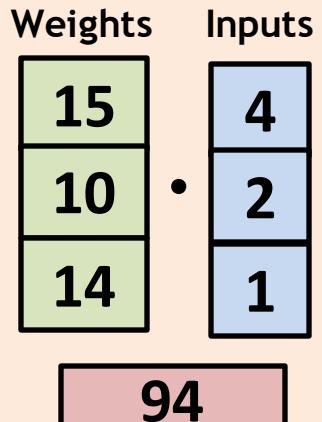
Center+Offset: Zero-Average Analog Results



Center+Offset: Zero-Average Analog Results



Baseline Analog



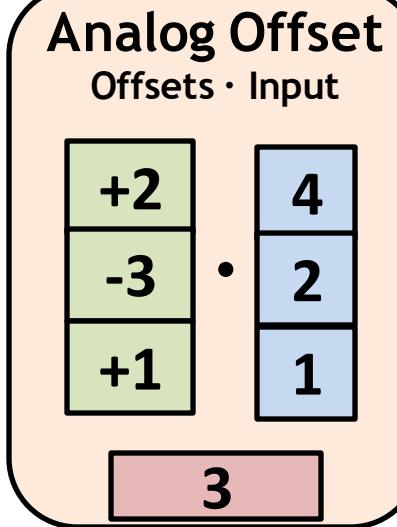
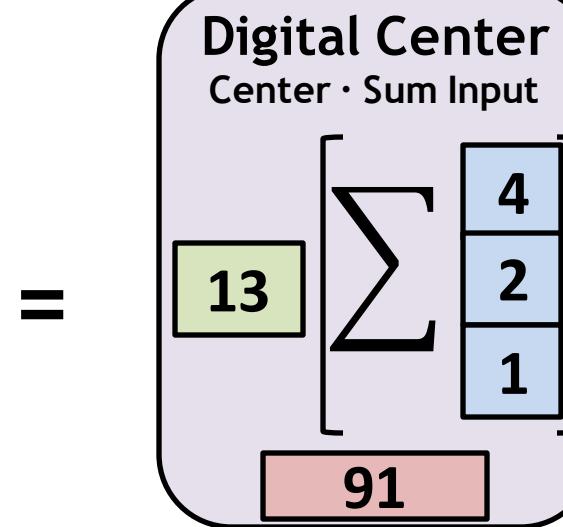
Pick a center to balance +/- offsets

Center Offsets Inputs

13	+2 -3 +1	4 2 1
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=

13	+2 -3 +1	4 2 1
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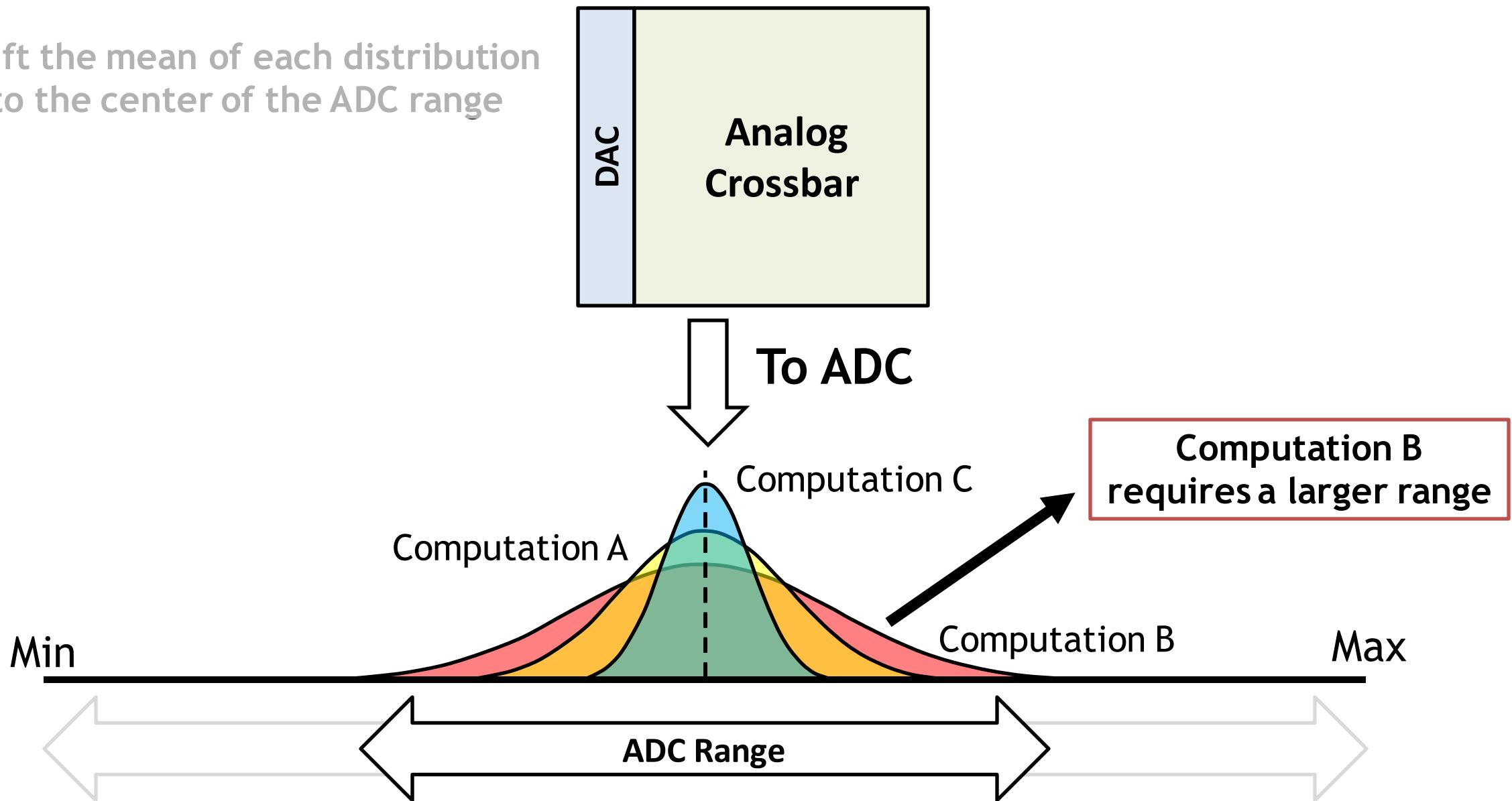
Key Takeaway: Partition computation

Digital calculates high-resolution center operations

Analog calculates parallel offset operations

Shifting Distributions

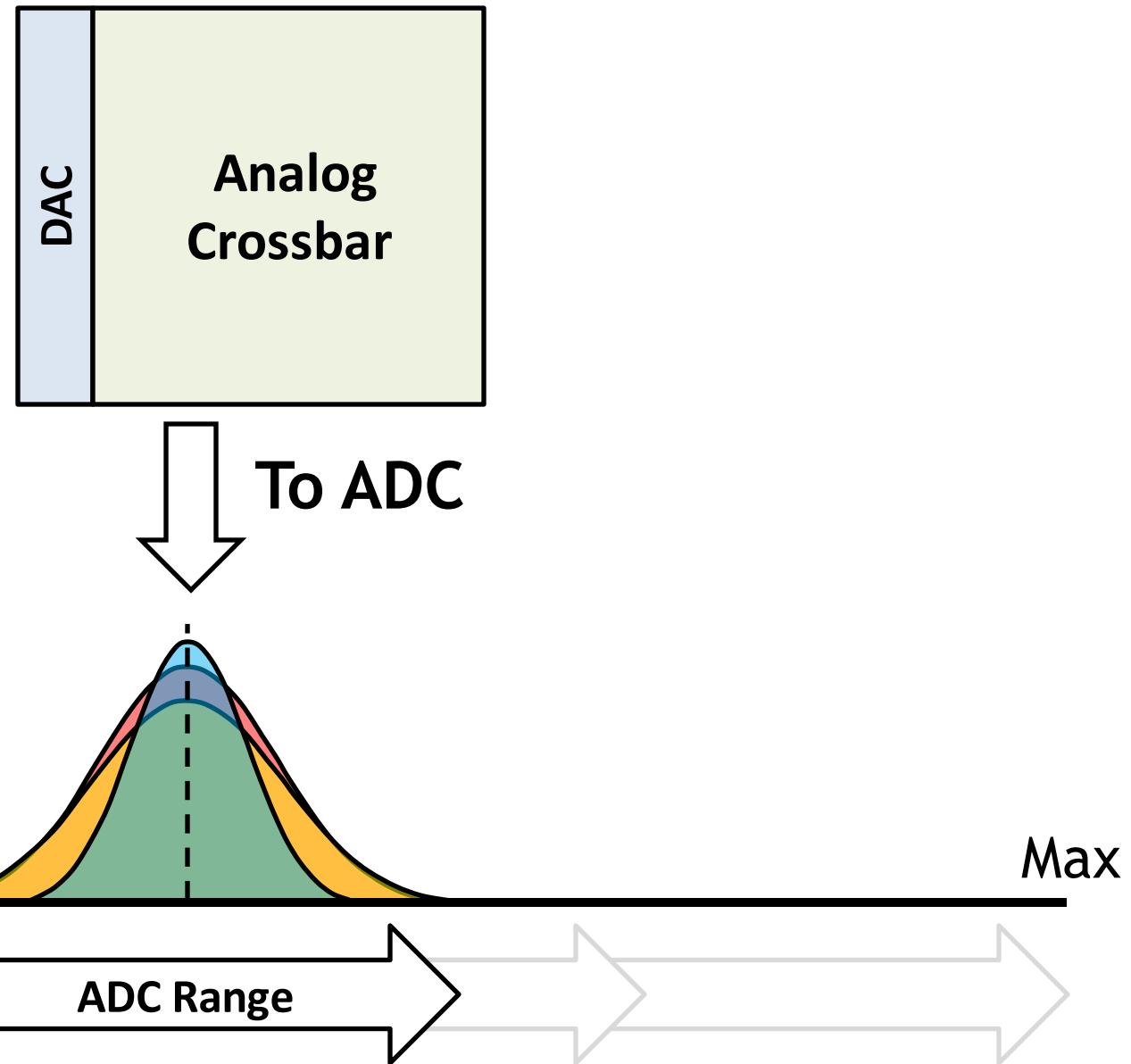
- Shift the mean of each distribution to the center of the ADC range



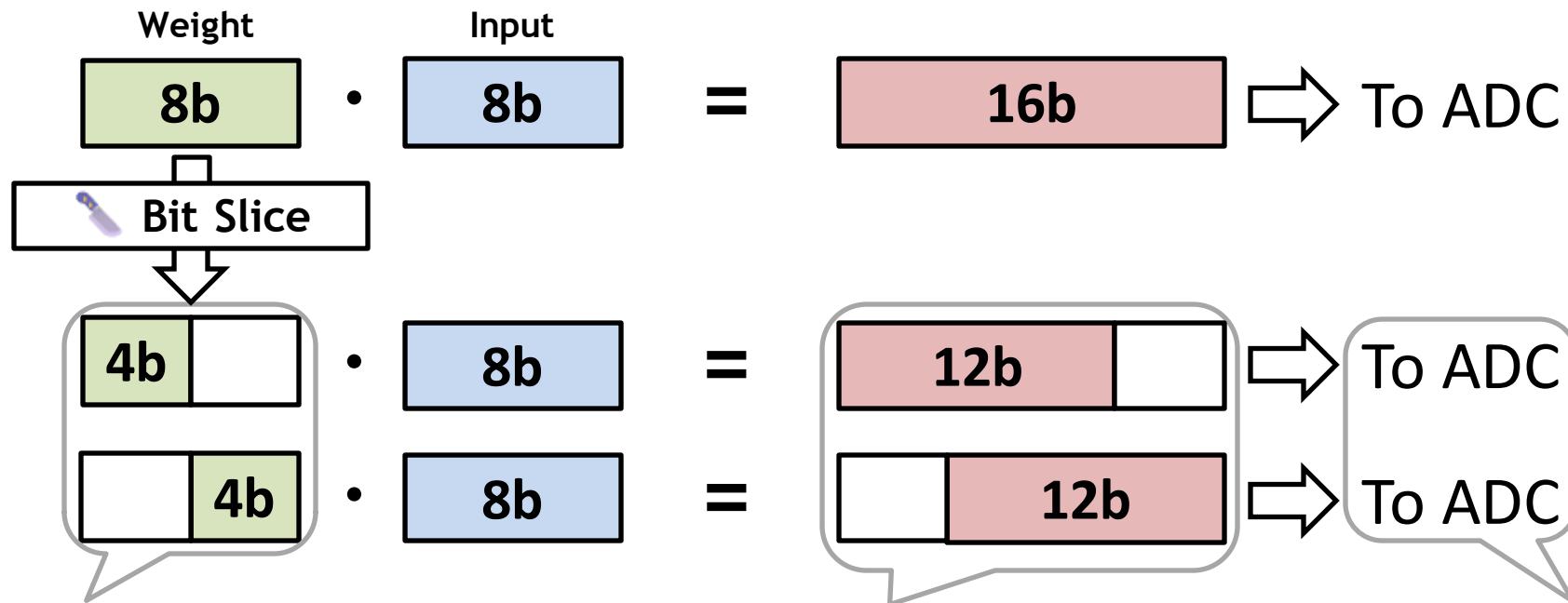
Shifting Distributions

1. Shift the mean of each distribution to the center of the ADC range

2. If a computation produces large results, slice it into smaller pieces



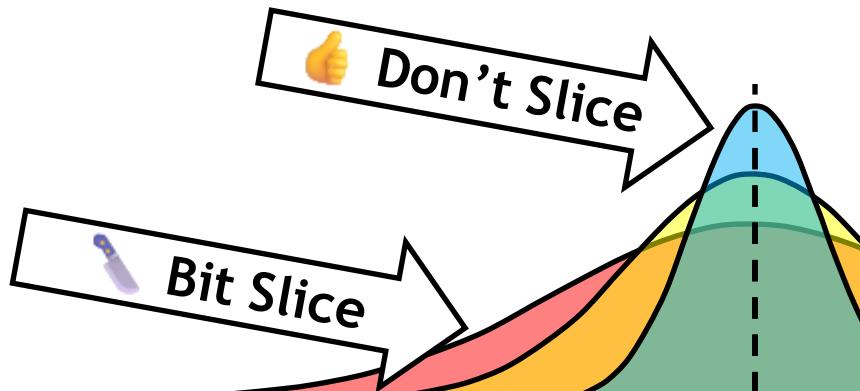
Adaptive Weight Slicing: Slice Large-Result Computations



😢 More Memory (Area)

😊 Smaller Range

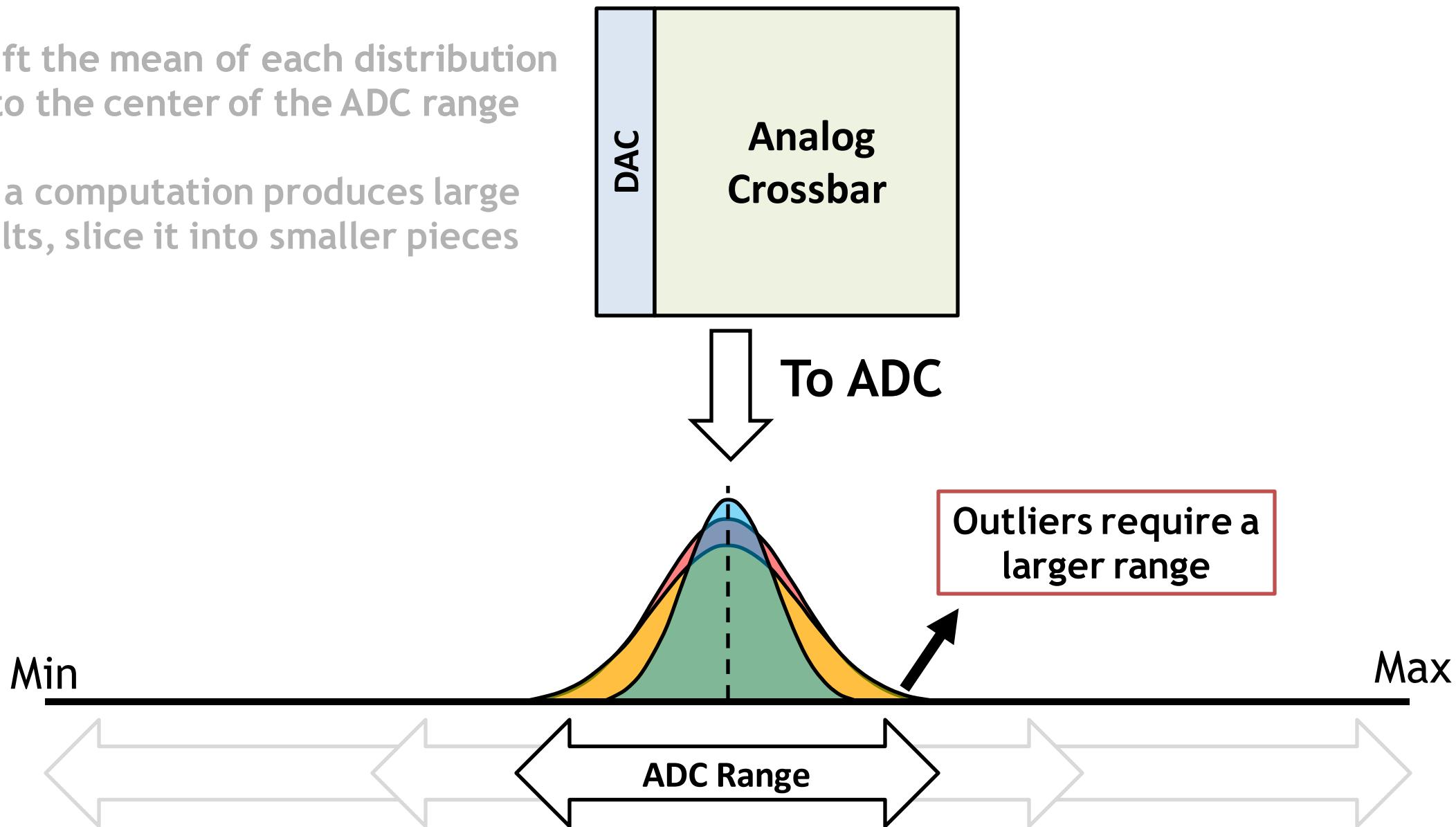
😢 More ADC Converts (Energy)



Adaptively Slice Weights:
Only use more slices if computed
values are out of range

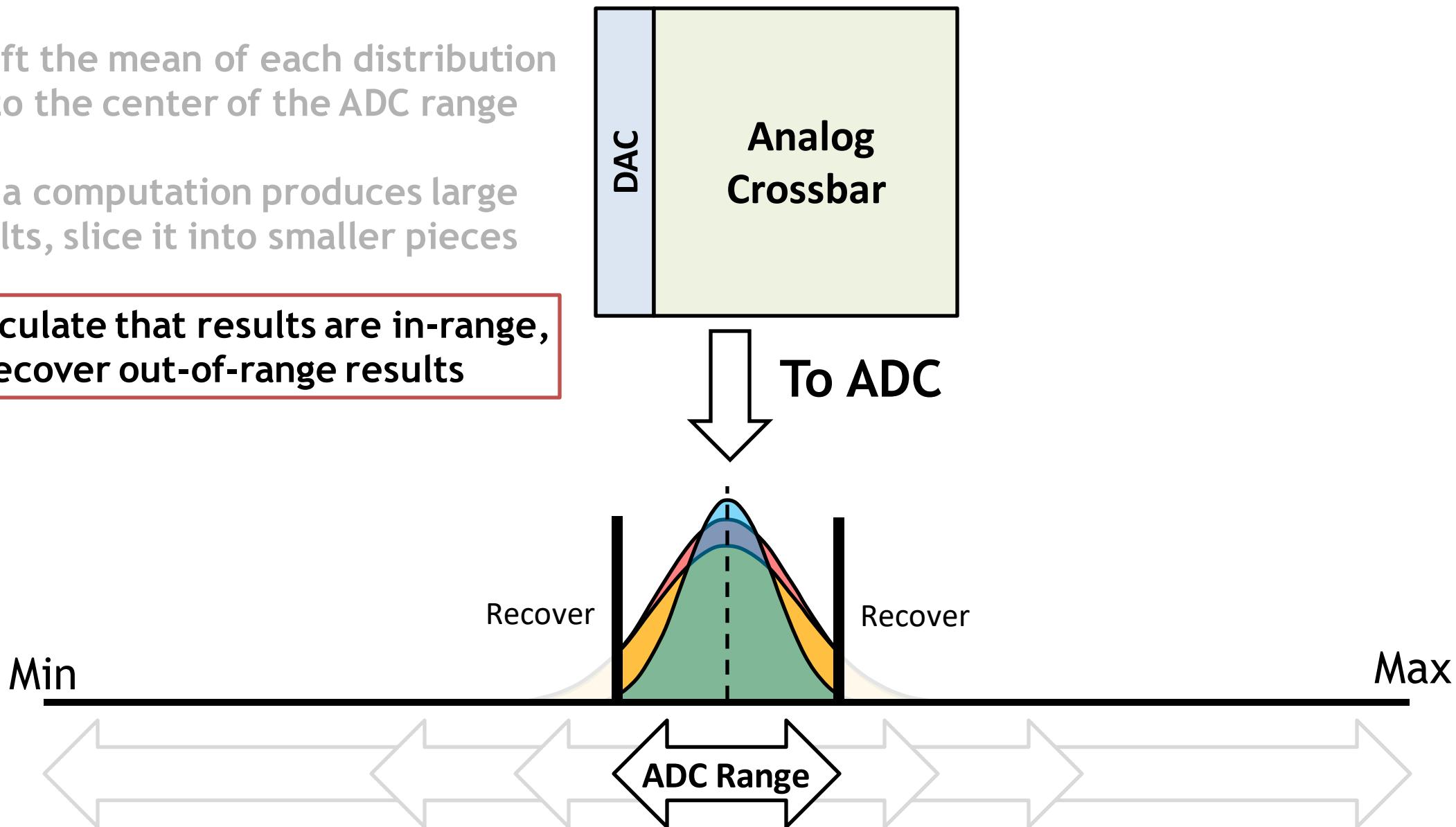
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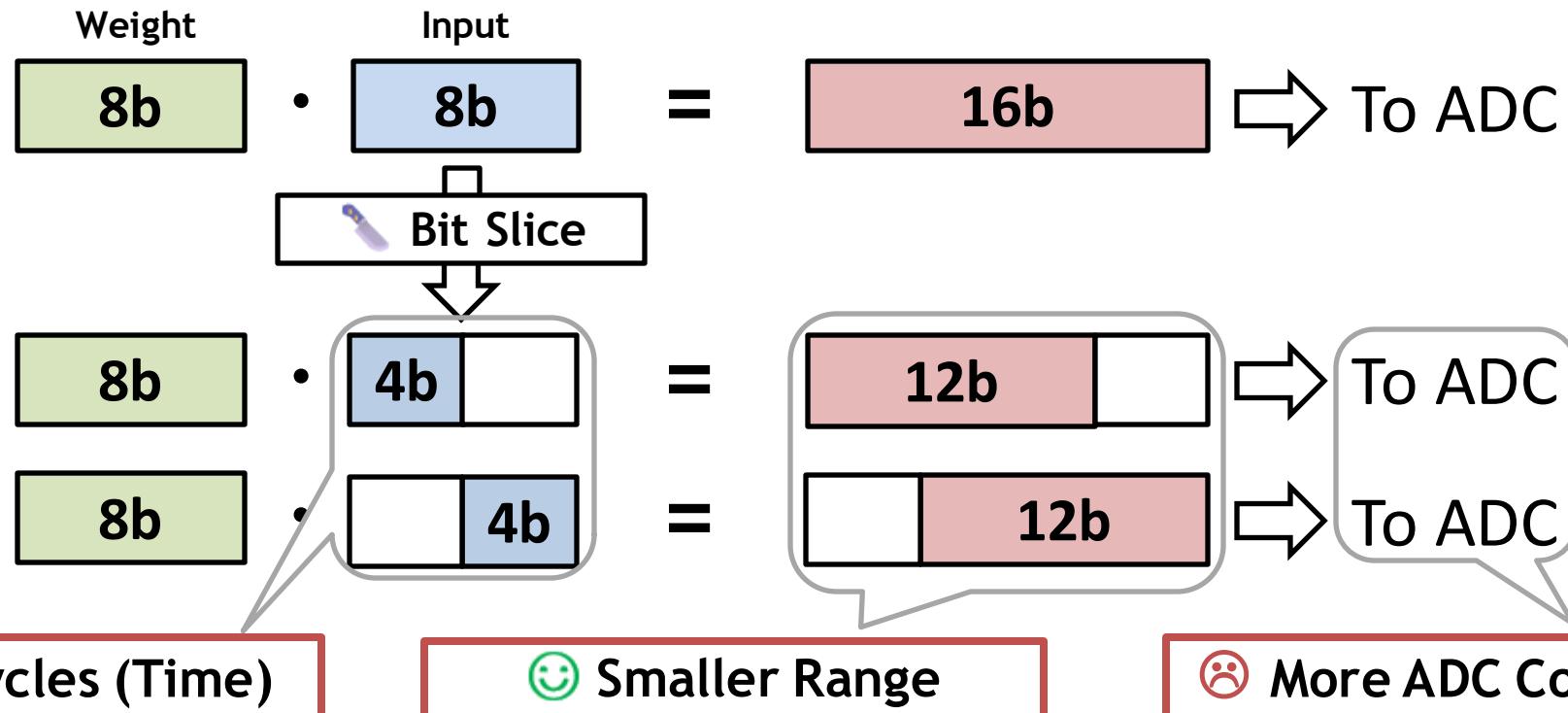


Shifting Distributions

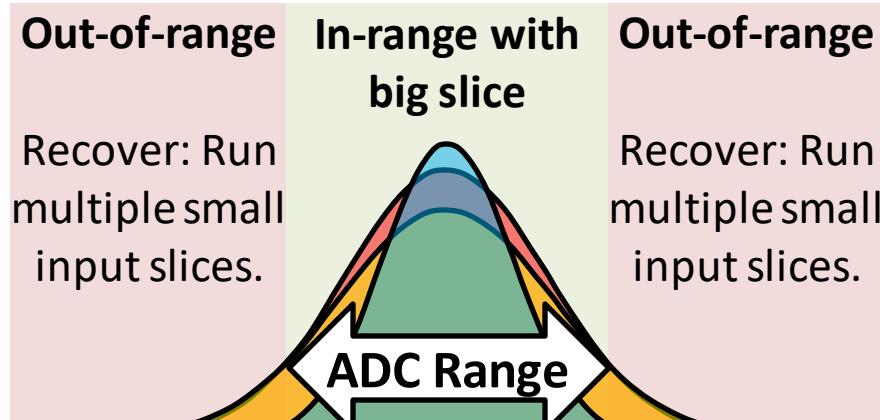
1. Shift the mean of each distribution to the center of the ADC range
2. If a computation produces large results, slice it into smaller pieces
3. Speculate that results are in-range, recover out-of-range results



Dynamic Input Slicing: Try Again with Smaller Slices

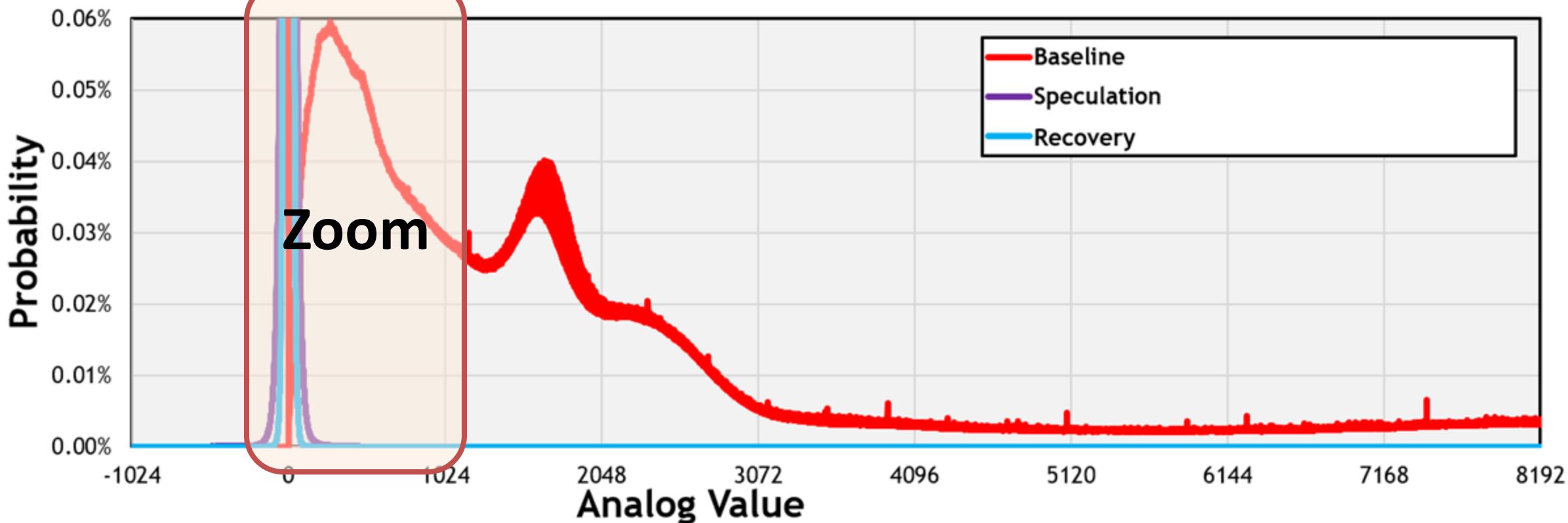


1. Speculate with big input slice
2. Recover out-of-range results with multiple smaller input slices



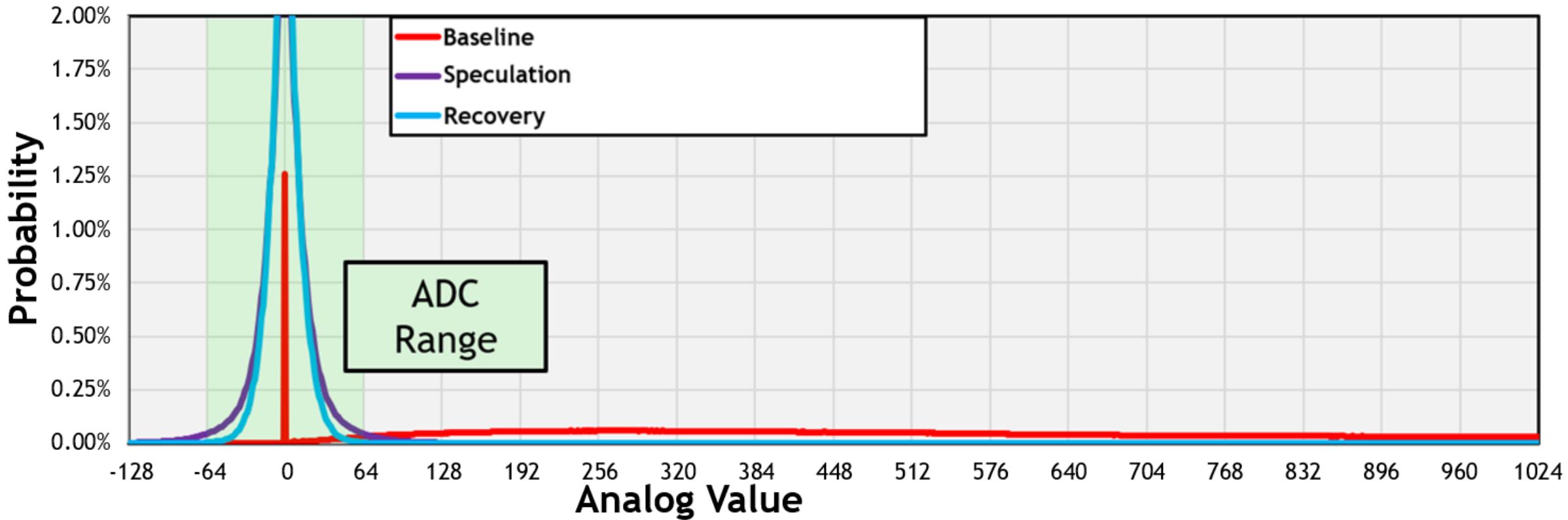
Reshaping the Distributions of Analog Values

1024x reduction in required ADC range



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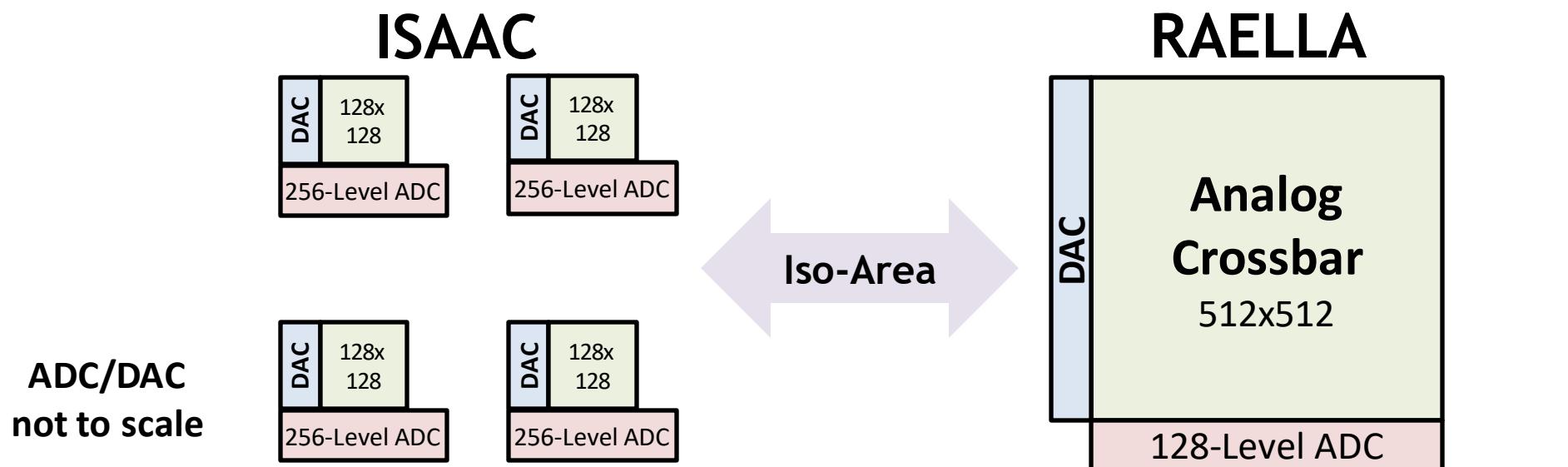
- Lower Energy ADC (\uparrow Efficiency) and/or
- More computations per ADC convert (\uparrow Efficiency, Throughput)

Evaluation

- Full System Simulation comparing accelerators ISAAC and RAELLA
- Both low-accuracy-loss, run DNNs without modification/retraining

Green = Compute

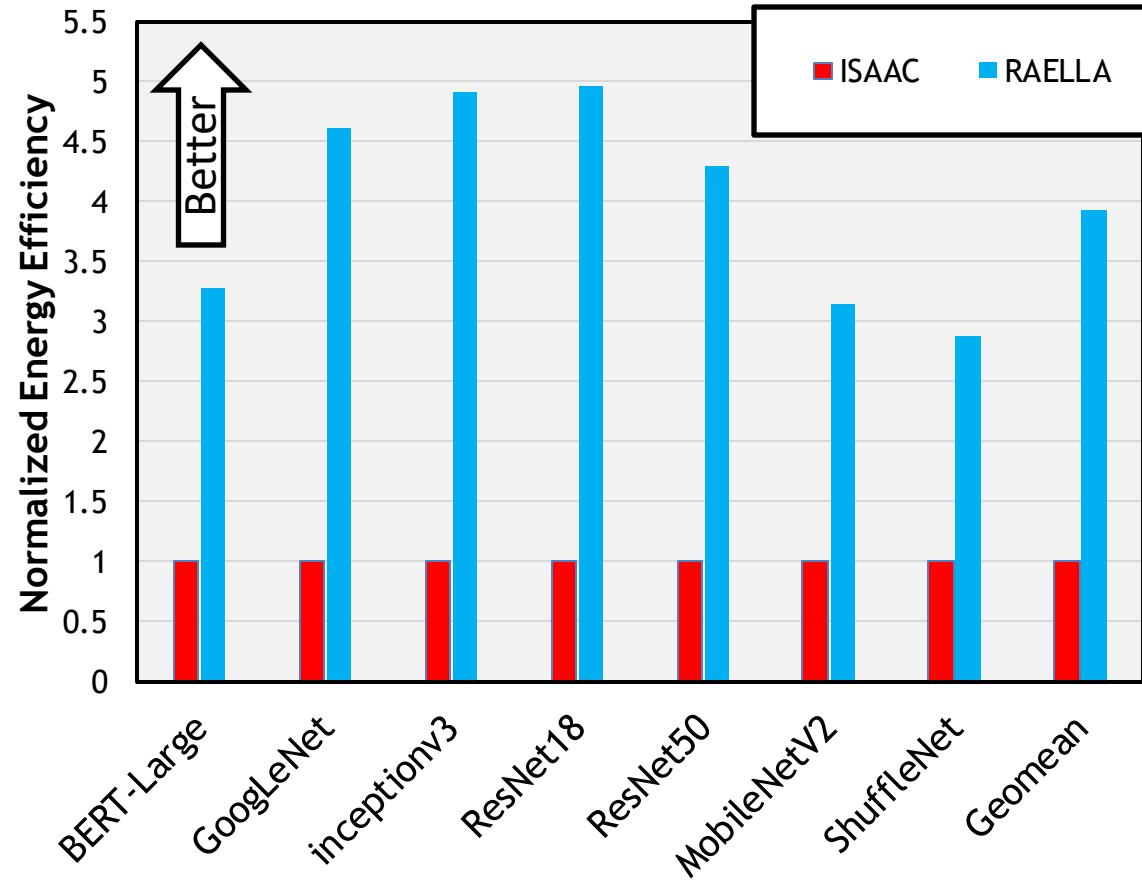
RAELLA gets more compute per unit area, more compute per ADC convert



Evaluation: ISAAC and RAELLA

RAELLA improves efficiency by 3.9x geomean

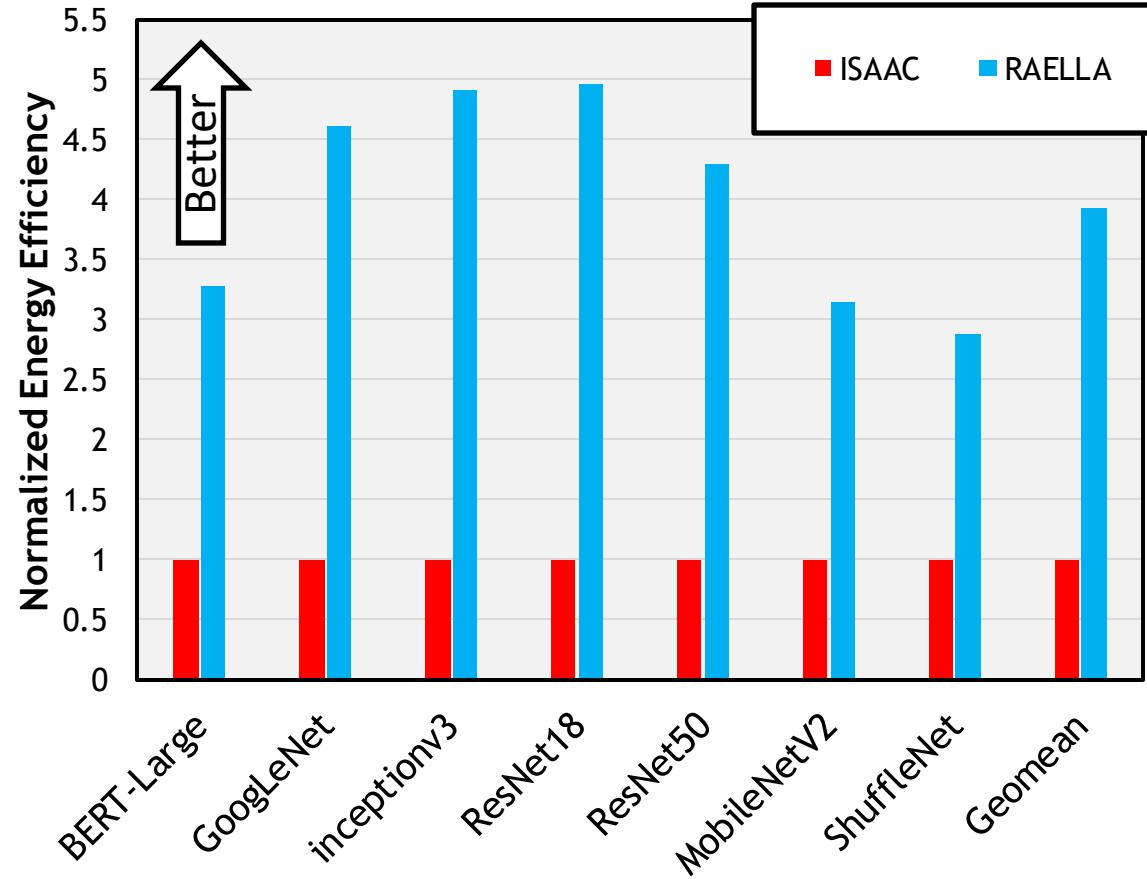
Efficiency



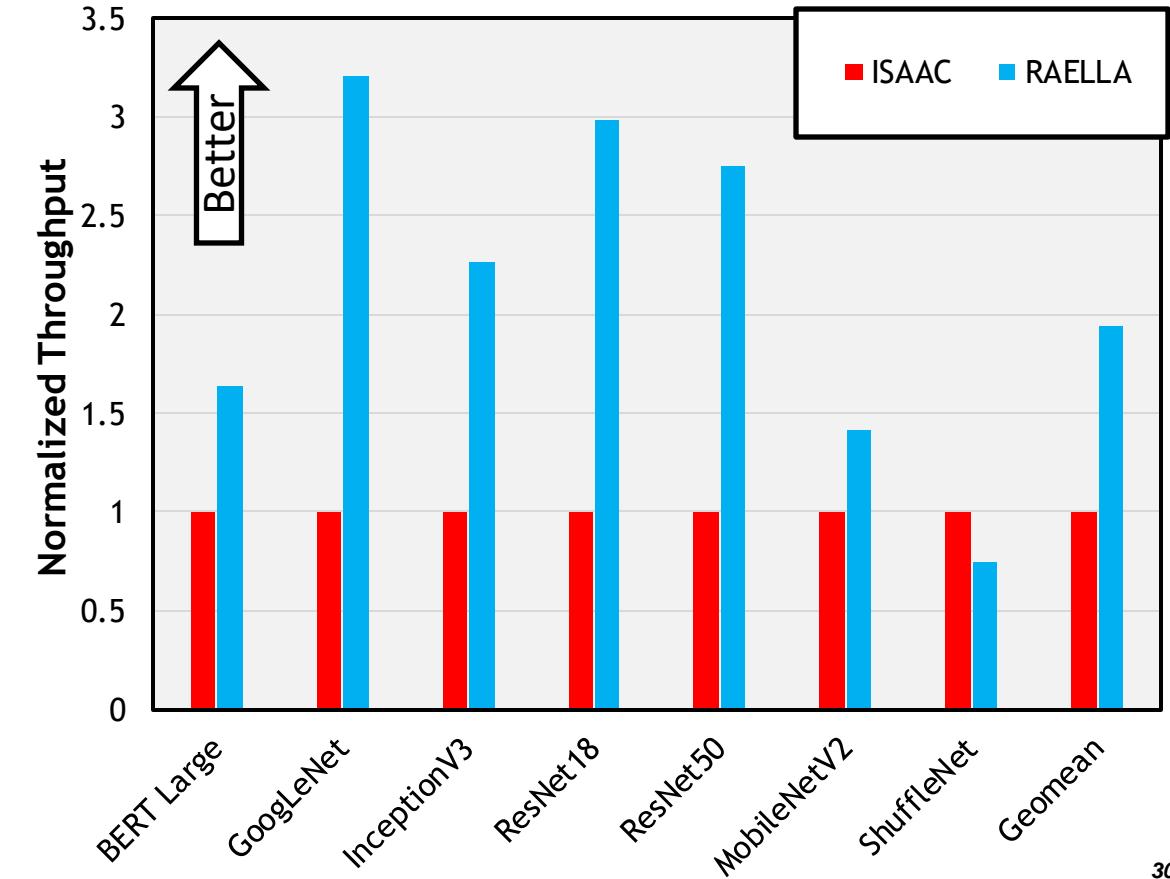
Evaluation: ISAAC and RAELLA

RAELLA improves efficiency by 3.9x geomean
RAELLA improves throughput by 1.8x geomean

Efficiency



Throughput



Key Takeaways

- High ADC energy is a challenge in PIM architectures:
 - Titanium Law can be used to analyze ADC energy tradeoffs
- Reduce ADC energy; make analog computations produce small results:
 - **Center+Offset:** Shift the mean of each computed distribution to the center of the ADC range
 - **Adaptive Weight Slicing:** If a computation produces large results, slice it into smaller pieces
 - **Dynamic Input Slicing:** Speculate that results are in-range, recover out-of-range results
- Small-result analog computation enables:
 - **Lower-energy ADC and/or more analog compute with the same ADC range**
 - **Up to 5x higher efficiency and 3x higher throughput**
 - **Without modifying or retraining DNNs!**

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- High ADC energy is a challenge in PIM architectures:
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