

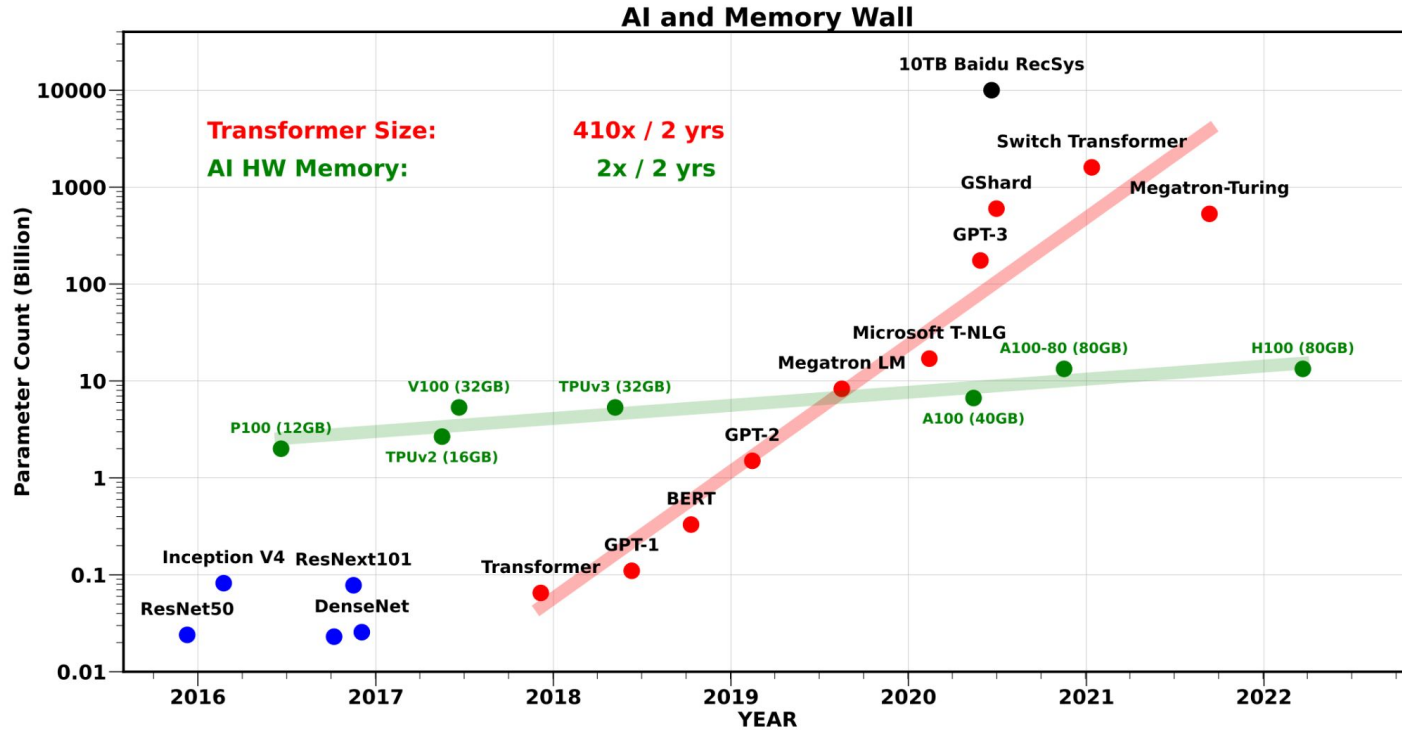
# **GainSight:** fine-grained profiler for designing heterogeneous on-chip memories for AI accelerators

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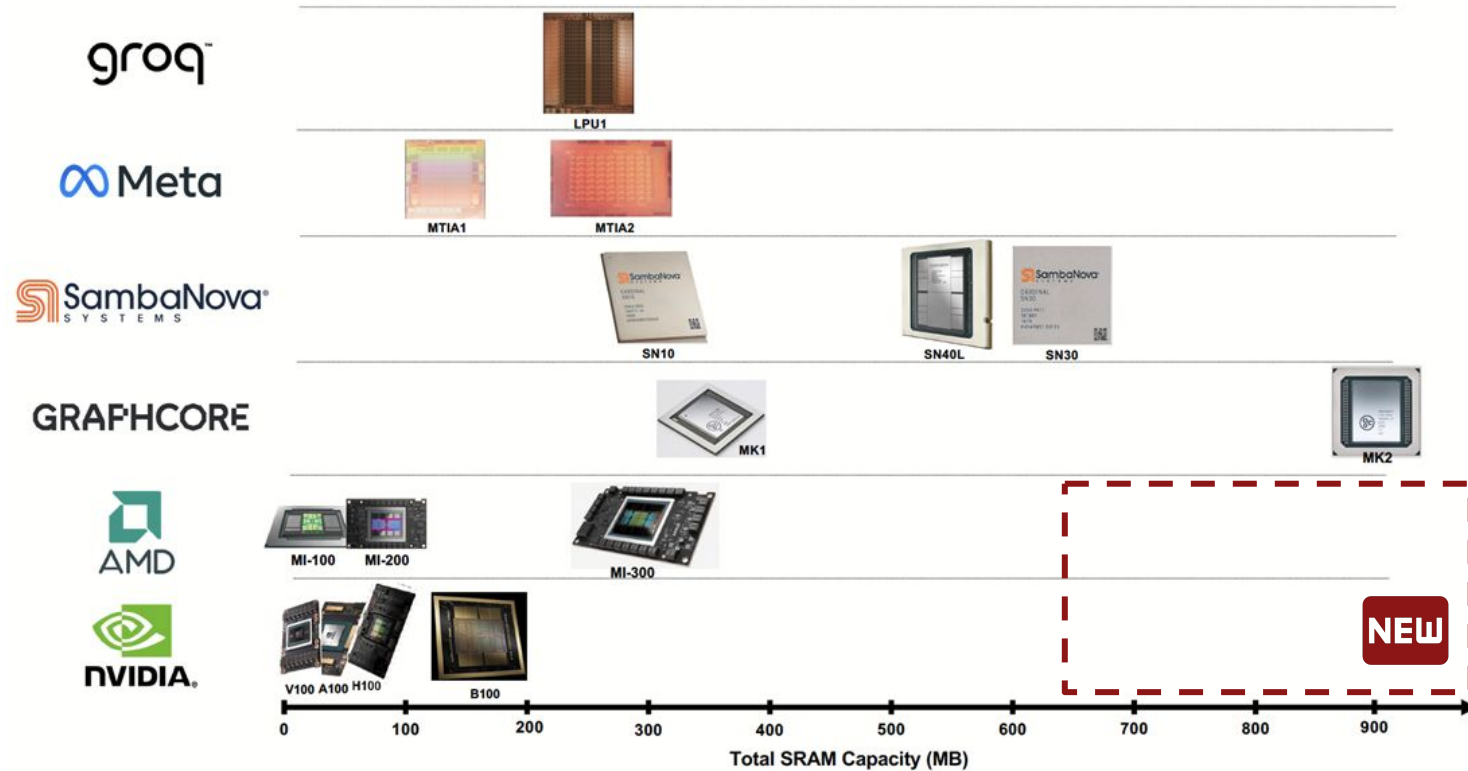
*January 10, 2025*

# AI and the Memory Capacity Wall

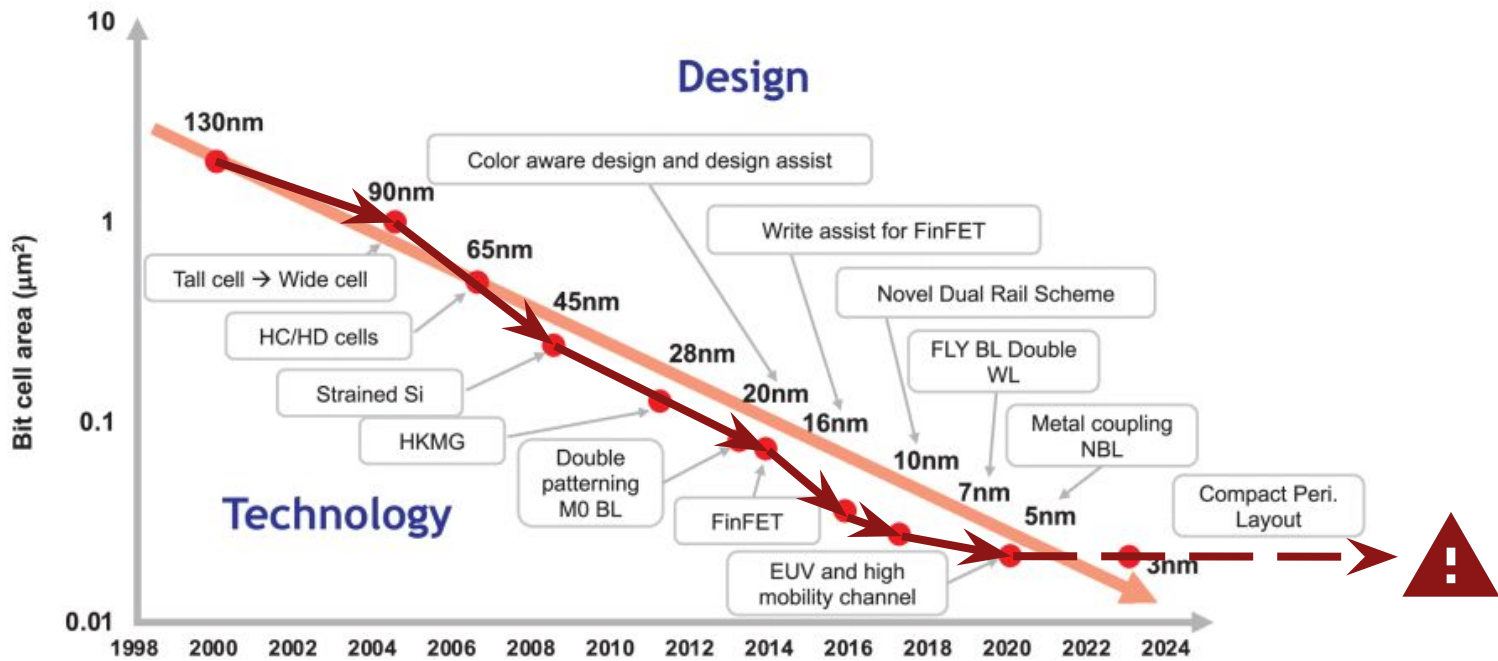


Source: [1] A. Gholami, Z. Yao, S. Kim, C. Hooper, M. W. Mahoney, and K. Keutzer, “AI and Memory Wall,” Mar. 21, 2024, arXiv: arXiv:2403.14123. doi: 10.48550/arXiv.2403.14123.

# Trend towards Increasing On-Chip SRAM



# SRAM Scaling is Ending



Source: [1] K. Zhang, "1.1 Semiconductor Industry: Present & Future," in 2024 IEEE International Solid-State Circuits Conference (ISSCC), Feb. 2024, pp. 10–15. doi: 10.1109/ISSCC49657.2024.10454358.

# At a Glance

1

Motivation for non-SRAM On-Chip Memories and Fine-Grained Data Cache Access Pattern Profiling

2

Methodologies: Profiler with Retargetable Hardware Backend and Flexible Frontend

3

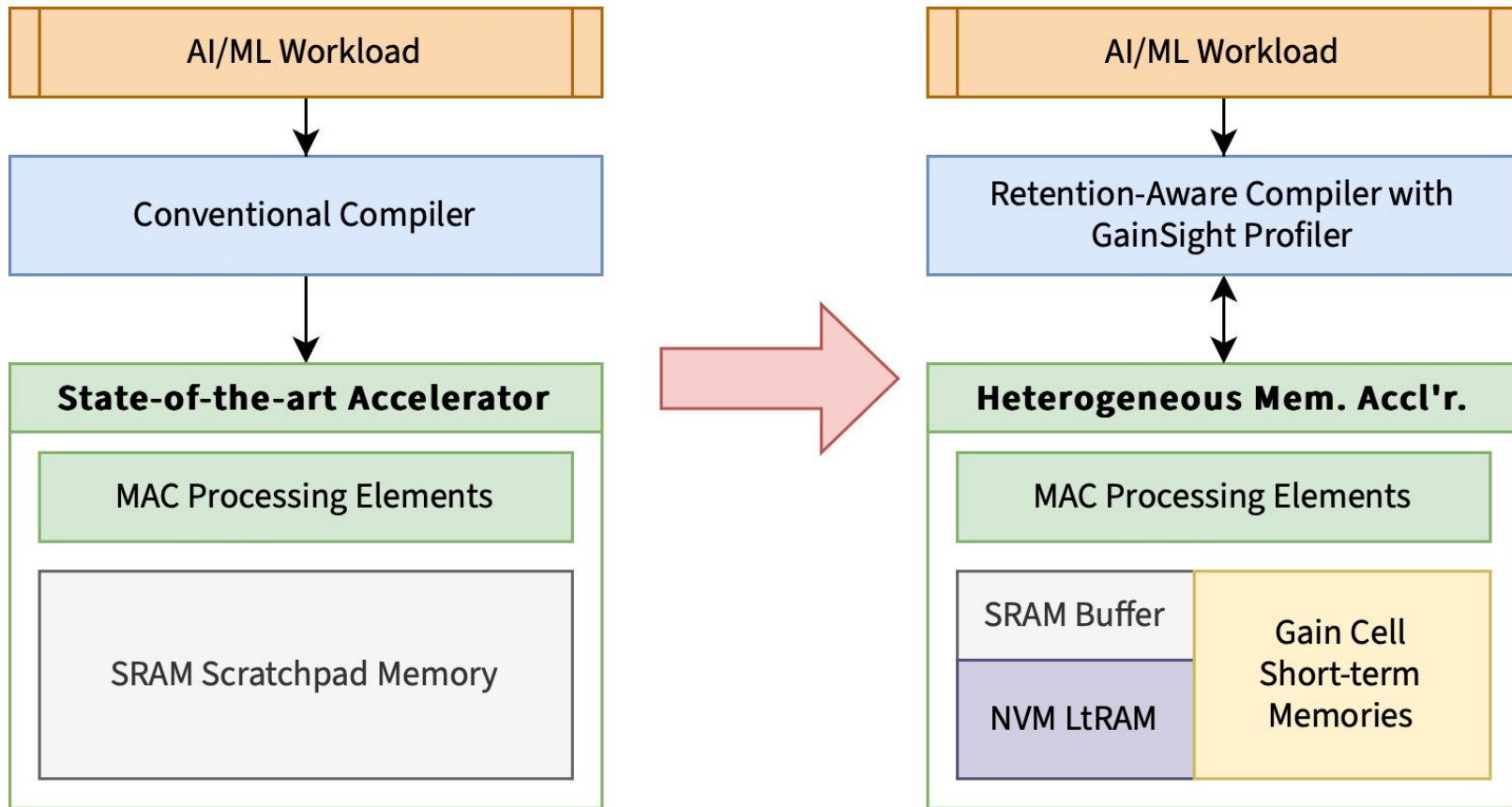
Preliminary Experiments and Next Steps

# Motivations for Fine-Grained On-Chip Memory Profiling

# Alternative On-Chip Memories

	<b>SRAM</b>	<b>DRAM</b>	<b>Block Flash</b>	<b>Long-term RAM</b>	<b>Short-term RAM</b>
<b>Structure</b>	6T	1T1C	1G	FeRAM, MRAM, RRAM, FRAM	2T or 3T gain cells
<b>Benefits</b>	Fast, easy to integrate, low static power	Dense	Huge capacity	Dense, low read energy	Dense, low energy
<b>Drawbacks</b>	Sparse	No logic, high power	No logic, low endurance, expensive & slow erases, block access only, low bandwidth	Expensive & slow writes, limited endurance	Short retention times, expensive refreshes, active research
<b>Uses</b>	Fast R/W caches	Large, random access R/W data	Large, mostly read data	Rare writes, static data caches	Fast write-and-read operations

# Our Vision





# Our Vision

- **Breaking the memory wall** with alternative on-chip memory
  - Replace SRAM with devices 3x capacity and 0.3x leakage power
- The tuning of memory components affect performance
- **“Memory profile-guided HW-SW codesign”**
- Build a **profiler** that can measure **lifetimes** and other **fine-grained** memory access **patterns** to guide DSE
- Each DSA for each different memory-bound workload can be optimized and aligned with the ideal heterogeneous memory configuration and tuning

# GainSight Organization

# Requirements for Profiler Tool

The profiler tool should be able to work for different processing elements for DSE.

- Off-the-shelf GPGPUs
- Systolic arrays
- Dataflow architectures
- ... & More!

**“Retargetable backend”**



The profiler tool should be able to offer a variety of DSE insights based on domain knowledge.

- Raw lifetime and R/W freq
- What kind of gain cell to use
- Projected # of refreshes
- Comparison between gain cell design and SRAM

**“Flexible frontend”**

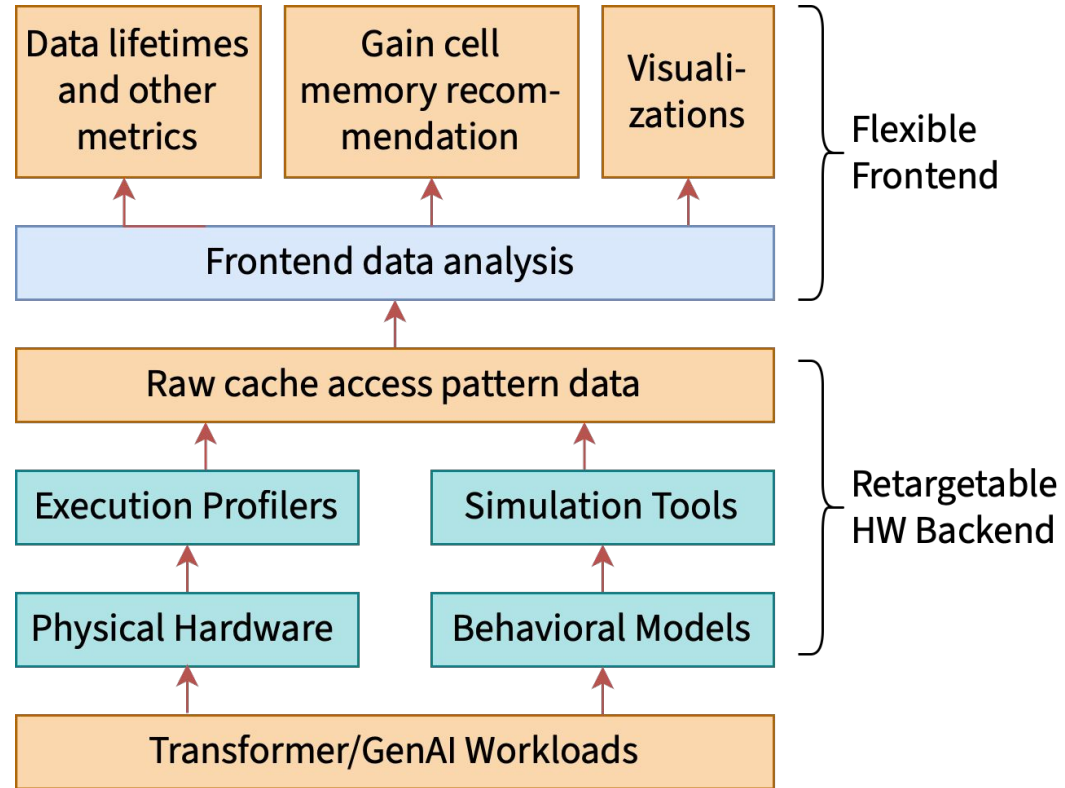
# GainSight High-Level Organization

- **Retargetable Backend**

- Work for different processing elements.

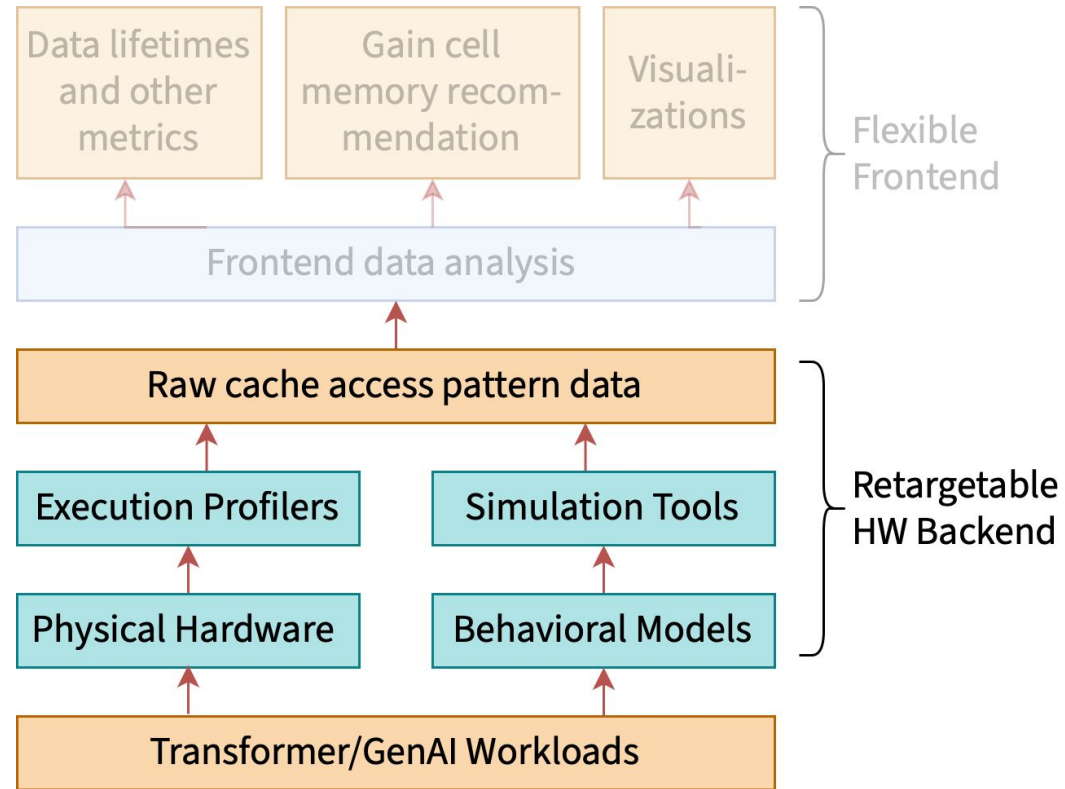
- **Flexible Frontend**

- Offer a variety of DSE insights based on domain knowledge.



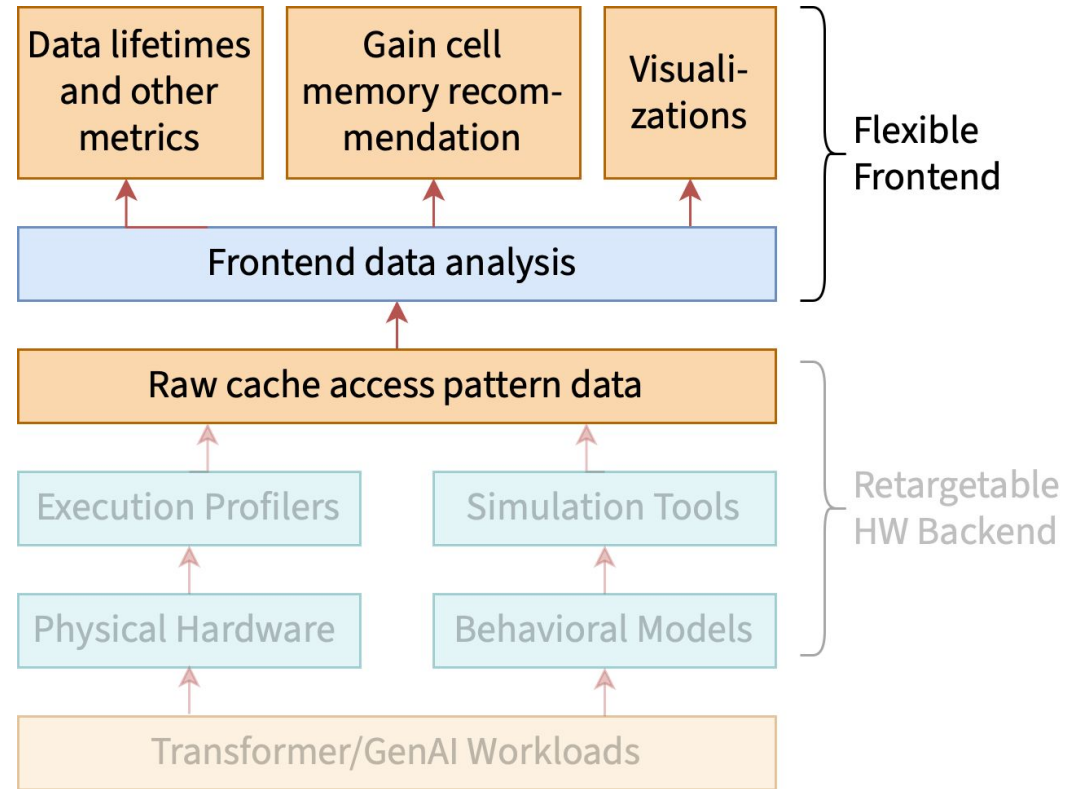
# Retargetable Hardware Backends

- **Execution-based profilers** on physical hardware
  - NVIDIA Hopper GPU
  - Faster execution times for larger workloads
- **Simulators** for C++/SystemC/RTL models
  - GPGPU-Sim/Accel-Sim
  - NVDLA
  - ESP Systolic Array
  - Gemmini
  - More accurate results for smaller workloads



# Flexible Frontend

- Numerical results for **data lifetimes and R/W freq.** and visualizations
- Analytical **models of memory arrays**, compare measured results with KPIs from model
- Recommend ideal heterogeneous config and tune
- Report KPI **improvements** over SRAM array



# Preliminary Experiments

# Understanding Workload Behavior

## 1. Task description

- a. Hypothetically replace cache in NVIDIA GPUs with gain cell RAM and other heterogenous memories
- b. Measure **lifetimes** and estimate number of **refreshes** needed

## 2. Methodology

- a. *Execution based backend* – run entire transformer workloads
- b. Inspect results and isolate “interesting” outlying kernels
- c. Rerun kernels in *simulation based backend* for more precise results
- d. Design choices on heterogeneous memory configurations

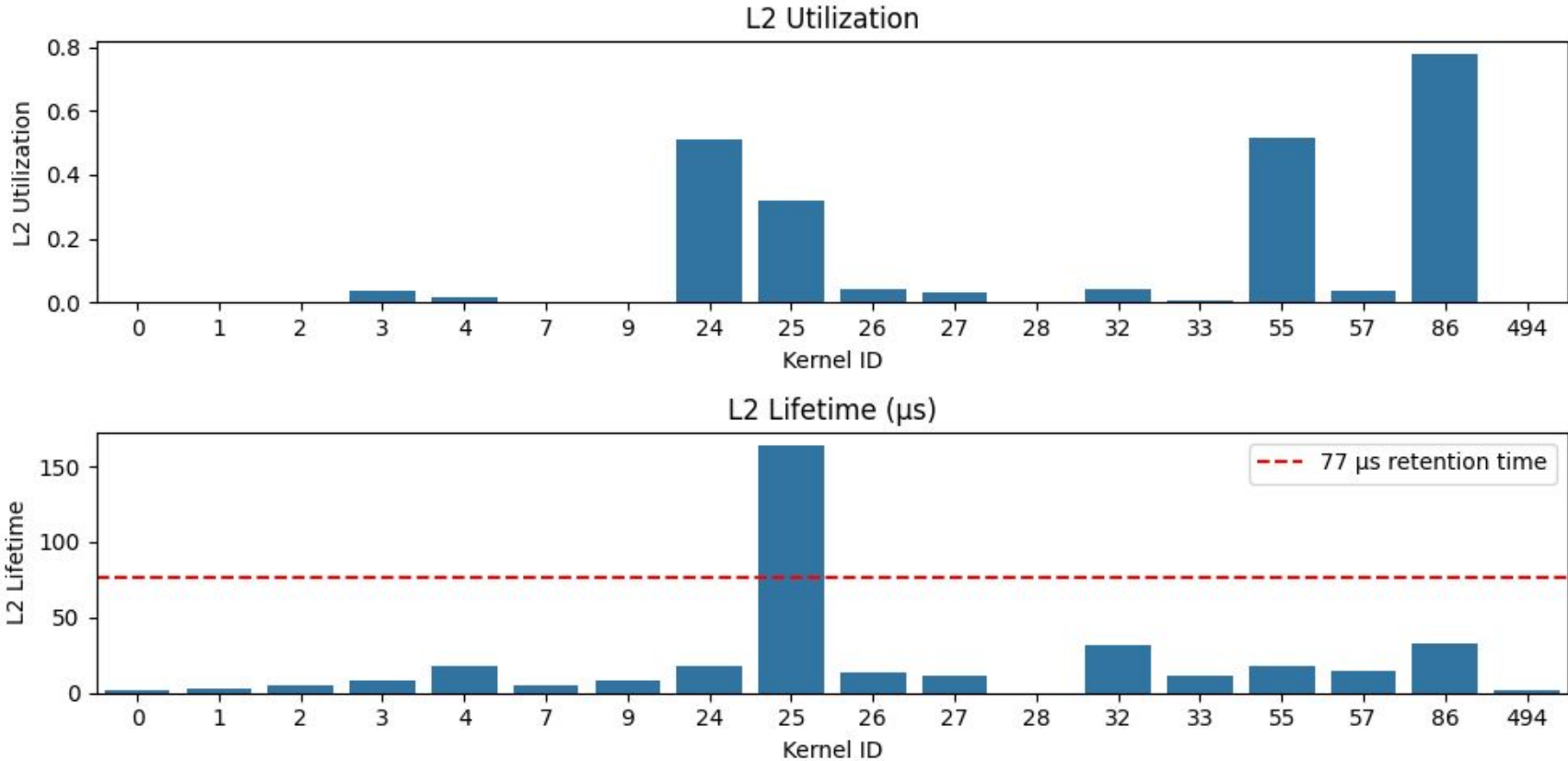
## 3. Demonstration on how this may be able to work...



# Experiment 1: Transformer on NVIDIA GPU

- Workload: Simple **word prediction model** inference
  - Two **transformer** layers with two attention heads each
  - 13 million parameters
- Backend: Physical NVIDIA Hopper H100 GPU
  - Custom profiling **execution** with NVBit and NVIDIA Nsight Compute
  - Approximate per-kernel data lifetimes and R/W frequencies
- Frontend: *per-kernel* visualizations
  - Cache utilization: % of cache lines used by data in the kernel
  - L1/L2 read/write frequencies
  - L1/L2 lifetimes and required refreshes (based on 77  $\mu$ s retention time from Gitterman et al. (2020)'s CMOS gain cells)

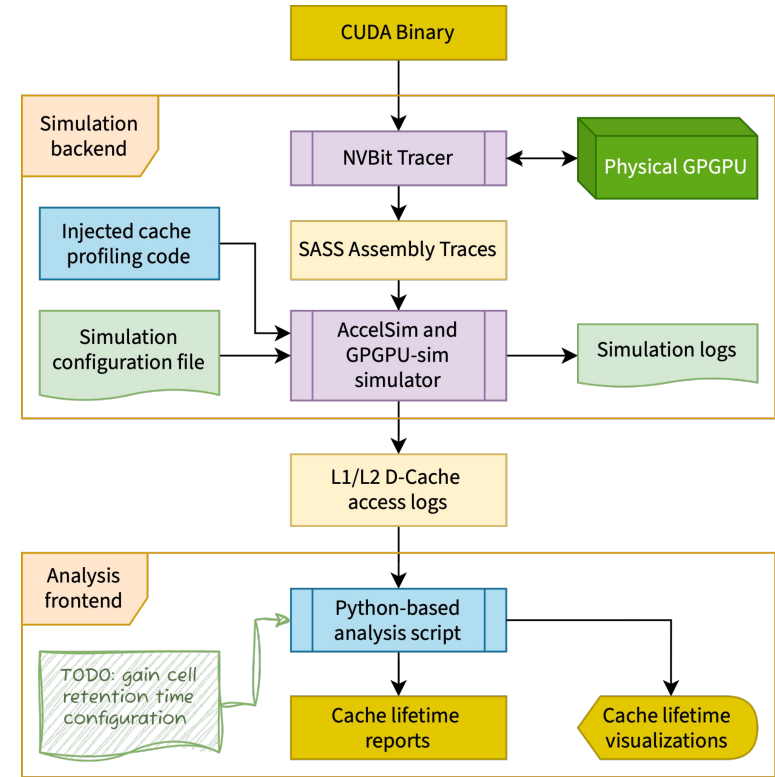
# Experiment 1 L2 Results



Retention time reference: R. Giterman, A. Shalom, A. Burg, A. Fish, and A. Teman, "A 1-Mbit Fully Logic-Compatible 3T Gain-Cell Embedded DRAM in 16-nm FinFET," IEEE Solid-State Circuits Letters, vol. 3, pp. 110–113, 2020, doi: 10.1109/LSSC.2020.3006496.

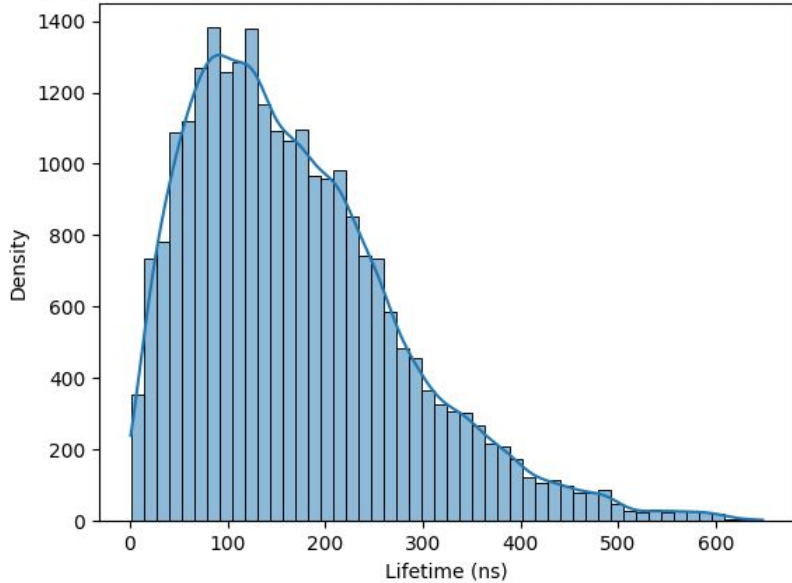
# Experiment 2: PolyBench on GPGPU-Sim

- Workload: benchmarks consisting of **single-kernel test programs**
  - 2D convolution kernel, 3D convolution kernel, GEMM kernel
- Backend: Accel-Sim and GPGPU-Sim
  - Modded **simulator** of NVIDIA GPUs
  - Captures cycle-accurate cache access information for each instruction
- Frontend: *per-address* visualizations
  - L1 and L2 lifetime distributions for *each cache line*

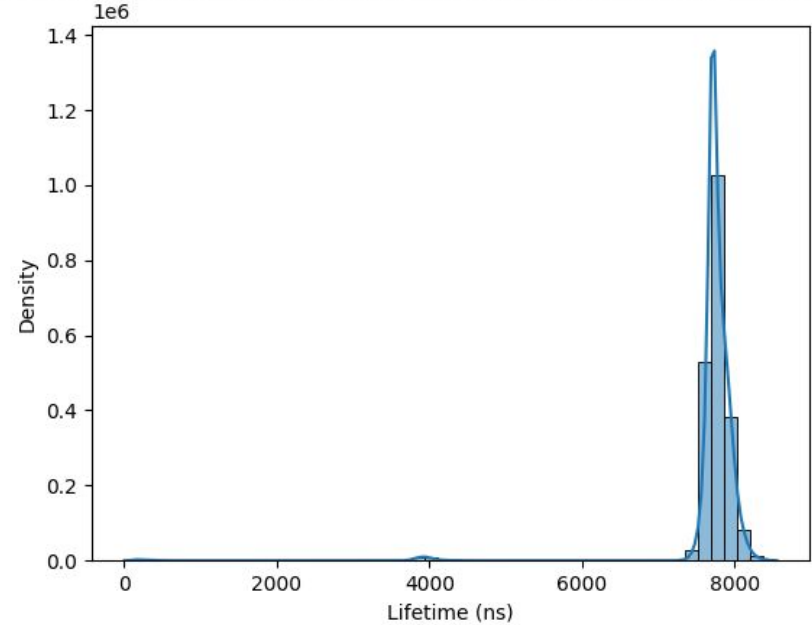


# Execution Results – 3D Convolution

The Lifetime Histogram for polybench-3DConvolution\_2024-12-02\_13-35-50.c



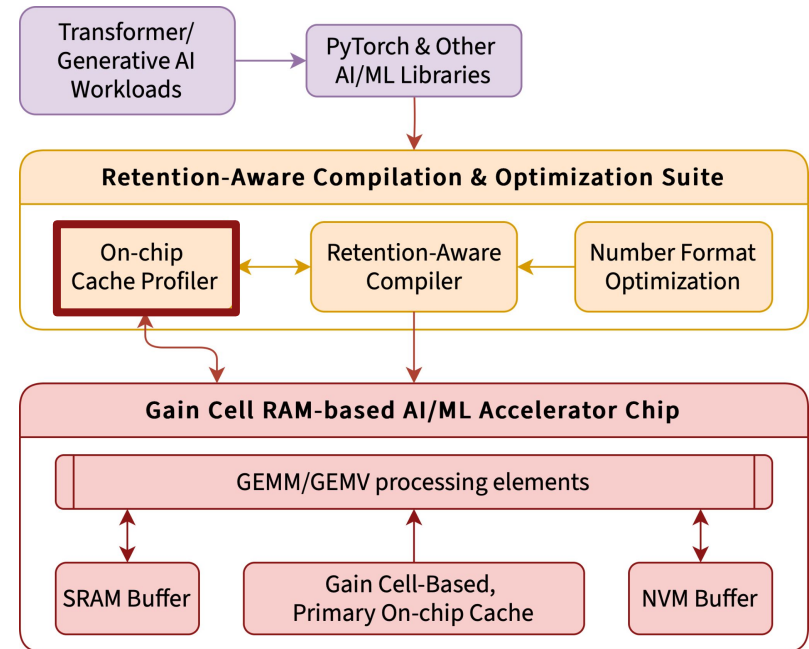
The Lifetime Histogram for polybench-3DConvolution\_2024-12-02\_13-35-50.c



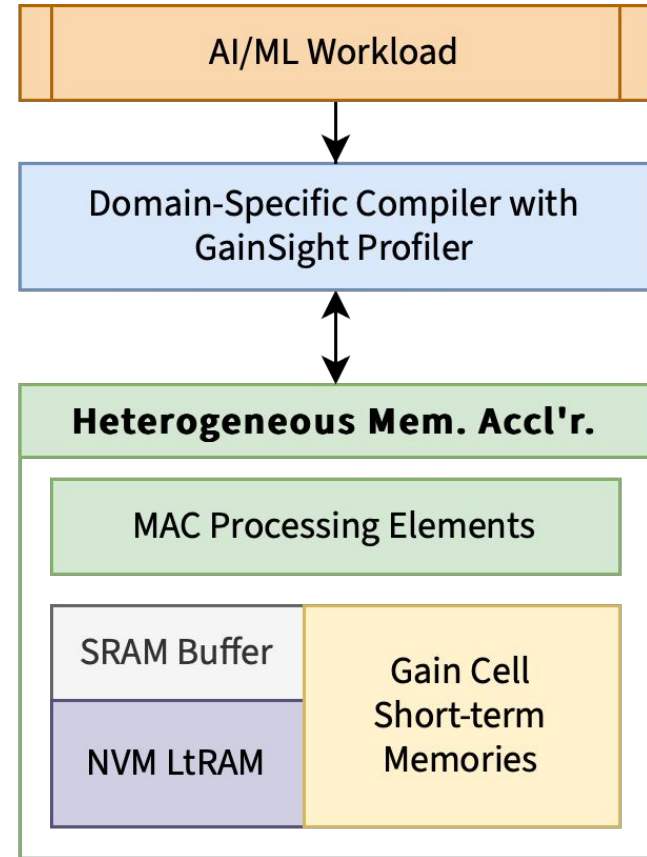
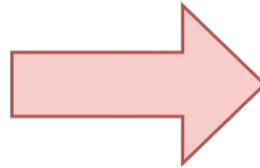
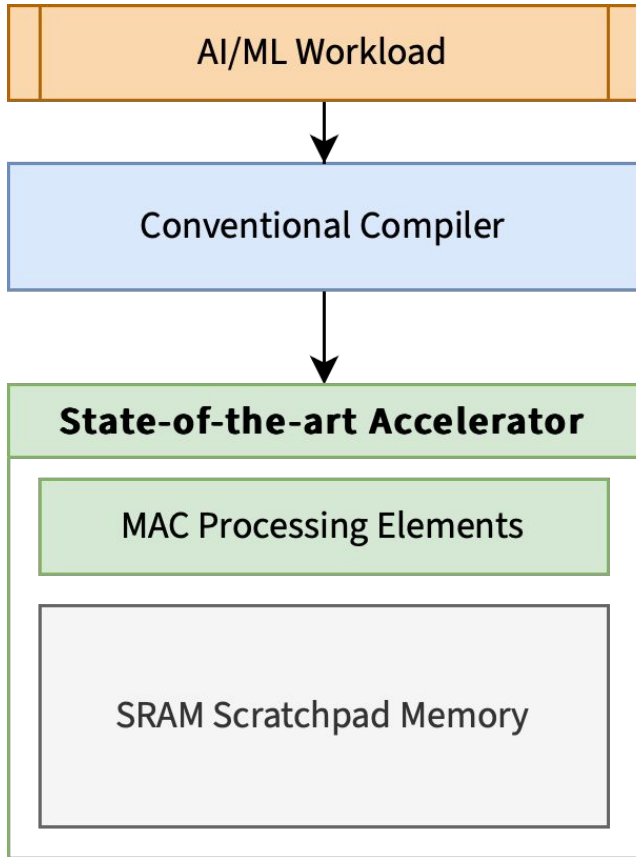
# Next Steps

# Next Steps for Proof-of-Concept Design

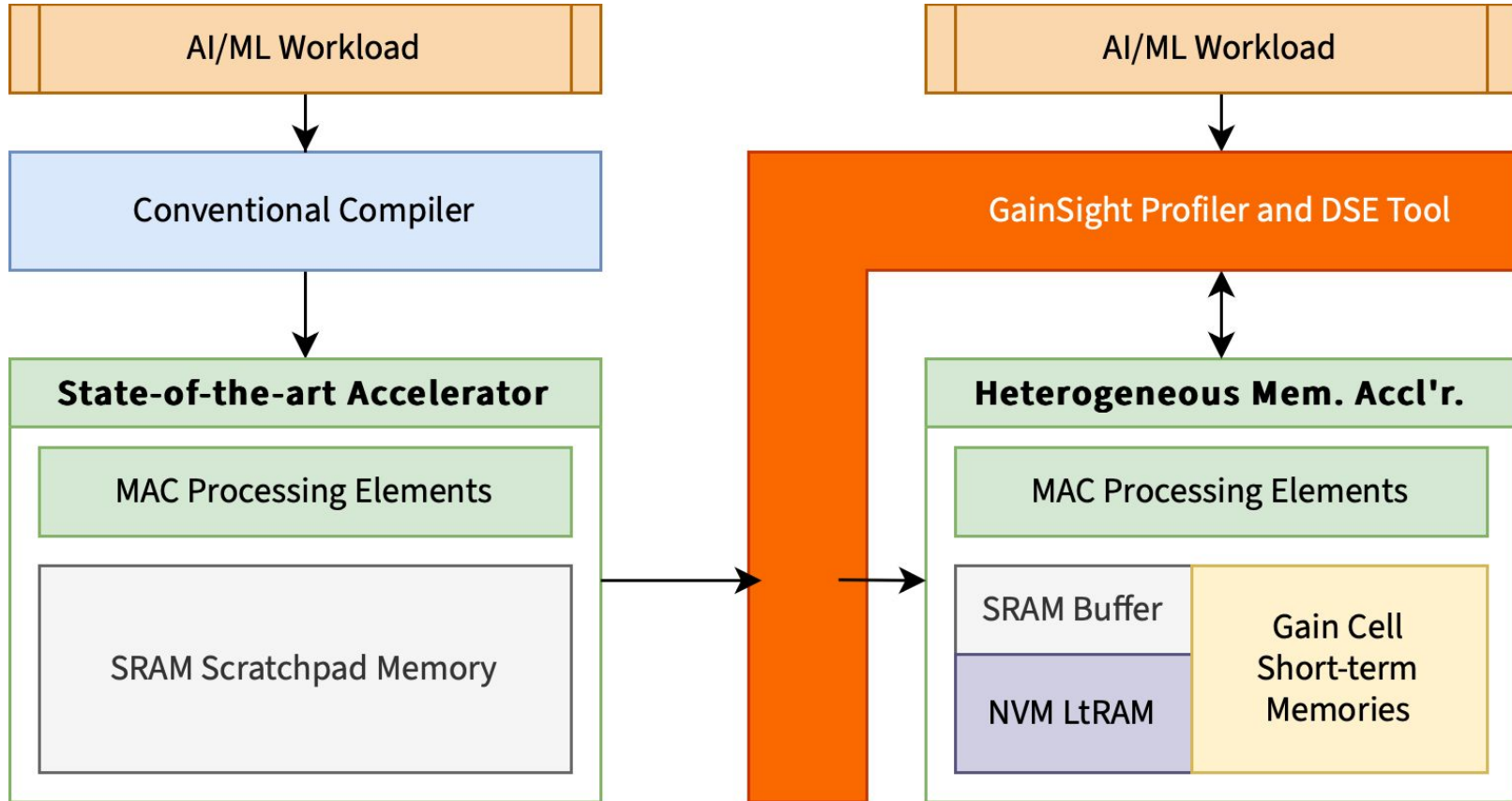
- Implement more HW backends (e.g., systolic array, dataflow accelerators)
- Frontend analytical models
- Goal: build a **proof of concept AI accelerator chip** using gain cells as primary on-chip, short term memory
  - 3x cell density, <0.3x leakage power
- First in a series of SW tools for retention aware compilation suite



# Rounding Out Our Vision



# Rounding Out Our Vision







# Thank You!