ECE284 Fall 21 W2S2

Low-power VLSI Implementation for Machine Learning

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HW1 Graded & HW2 Posted & Typo in Slides

HW1 graded

- Sign extension
- Unused wire
- Parallel if loop
- Reset use case

HW2 posted

- gedit, and using 4 spaces
- PDF download from jupyter notebook

Typo corrected

- W2S1 slides with purple box

Batch Size Choice

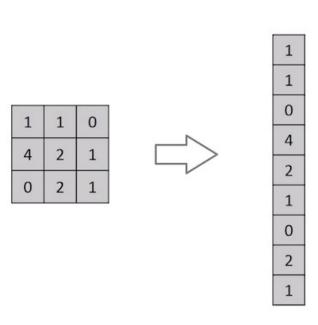
Software

- Pros: fast run-time
- Cons: Large memory consumption -> cause memory fault error (check with "nvidia-smi" command)

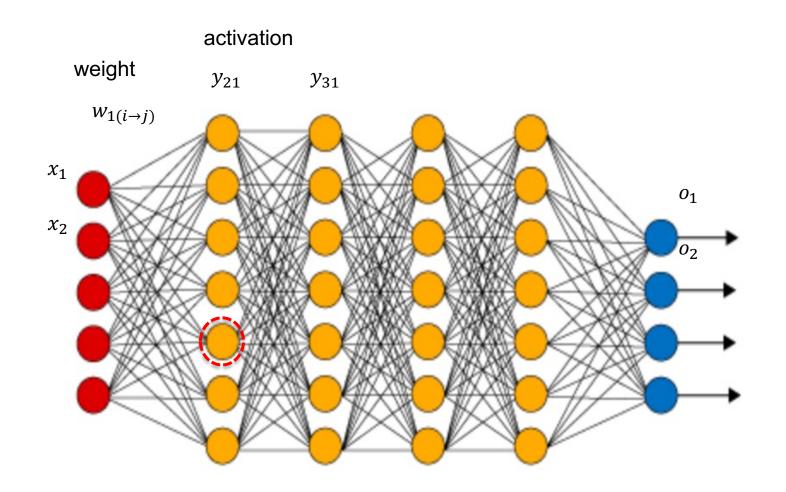
Hardware

- More data re-use opportunity
- Large latency

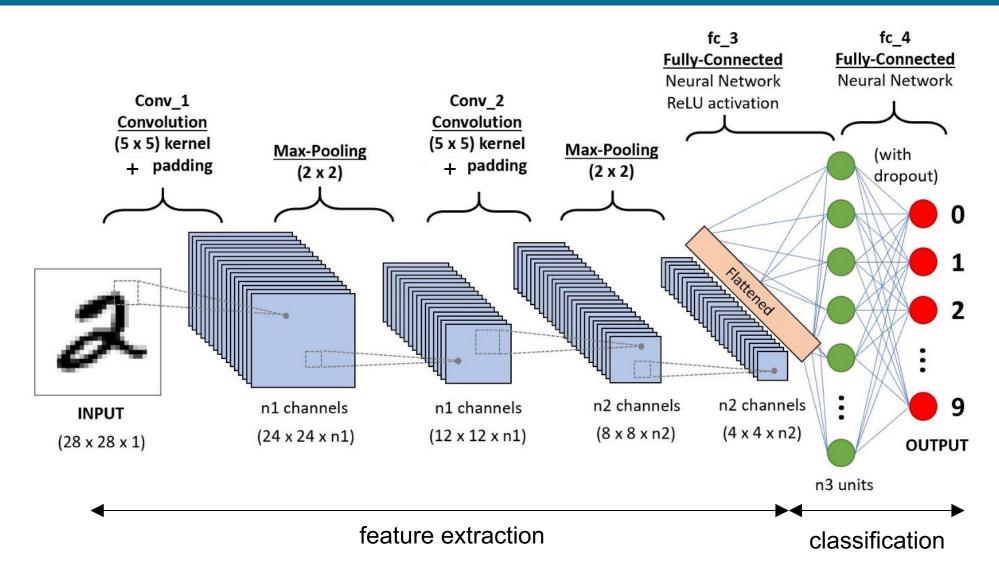
Multi layer Perceptron



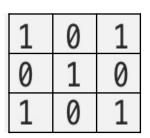
Input layer generation from 2D image



Convolutional Neural Network



Convolution Layer within Single Channel

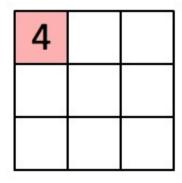


Kernel Filter

1,	1,0	1,	0	0
0,0	1,	1,0	1	0
0,,1	O _{×0}	1,	1	1
0	0	1	1	0
0	1	1	0	0

Image

Stride = 1

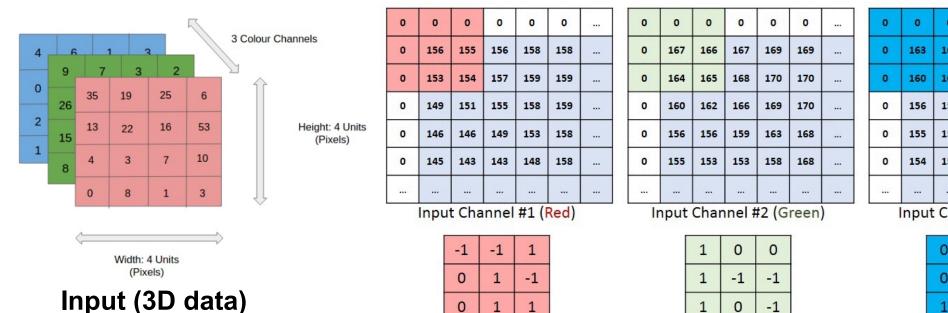


Convolved Feature

Why convolution?

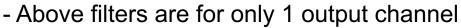
- capture the Spatial or temporal dependency well
- reduced the data volume in kernel

Convolution Layer across Channels (Color Image)

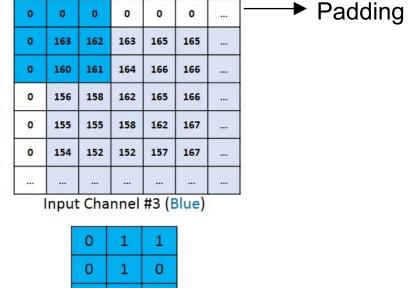


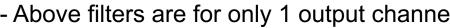
Kernel Channel #1

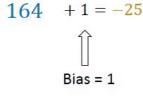
308



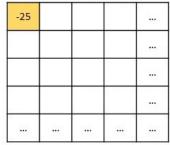
- We need "num out ch" such sets of filters







Kernel Channel #3



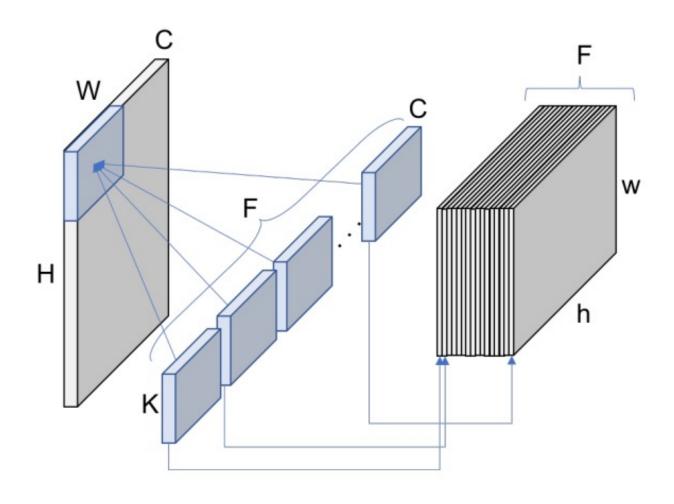
Output

Convolution calculation across channel

Kernel Channel #2

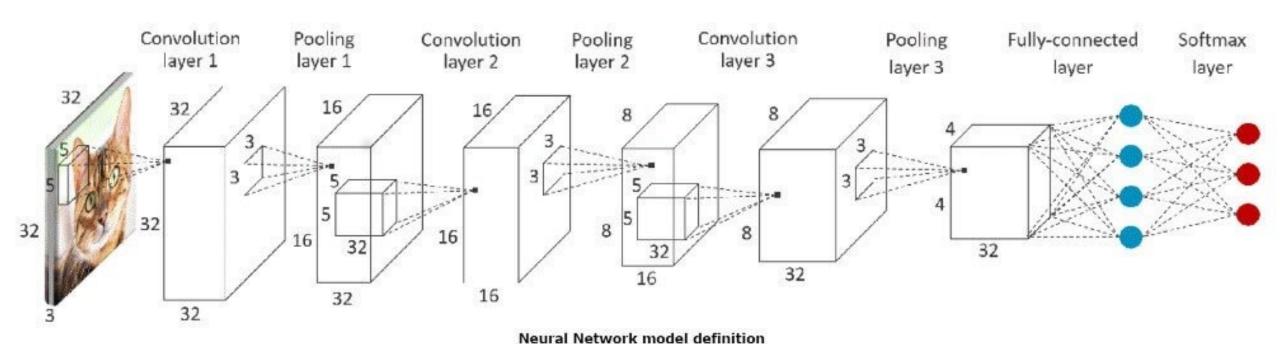
-498

3D Representation of Convolution



- C: number of input channels, F: number of output channels
- For each output channel, different kernel filters are required

Convolutional Neural Network for Color Image



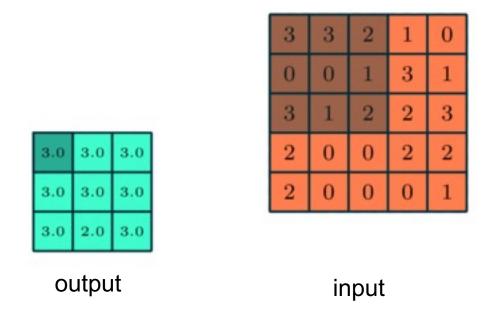
Three Data Reuse Opportunities

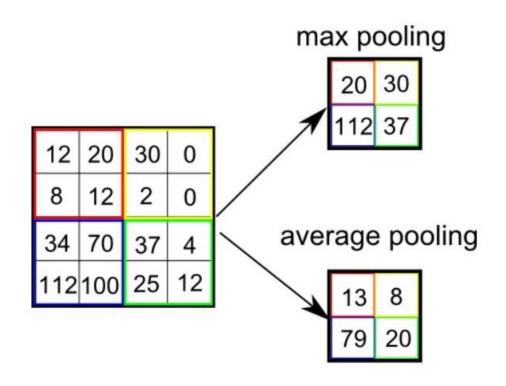
- 1. Filter (kernel) reuse across input feature map coordinate in convolution
- 2. Input feature map reuse across output channels
- 3. Filter (kernel) reuse across data points in the batch

Y.Chen, "Eyeriss: A Spatial Architecture for Energy-Efficient Dataflow for Convolutional Neural Networks", JSSC16

- Still has difficulty as:
- 1. Convolution kernel is compute-intensive whereas
- 2. Fully-connected layer is memory-bounded

Pooling Layer



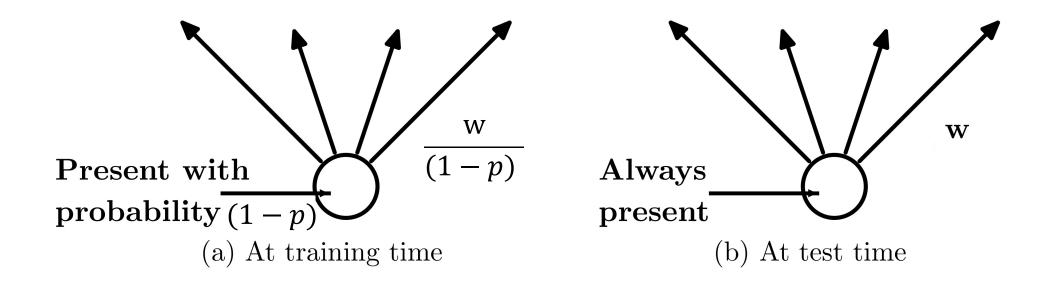


Max pooling operation

Why max or average pooling?

- extract dominant feature
- reduce the computation power by reducing dimension

(Optional Layers) Dropout Layer



Dropout layer

- makes a certain node zero with a probability of p during training
- helps the "overfitting" and co-adaptation problems
- only during training

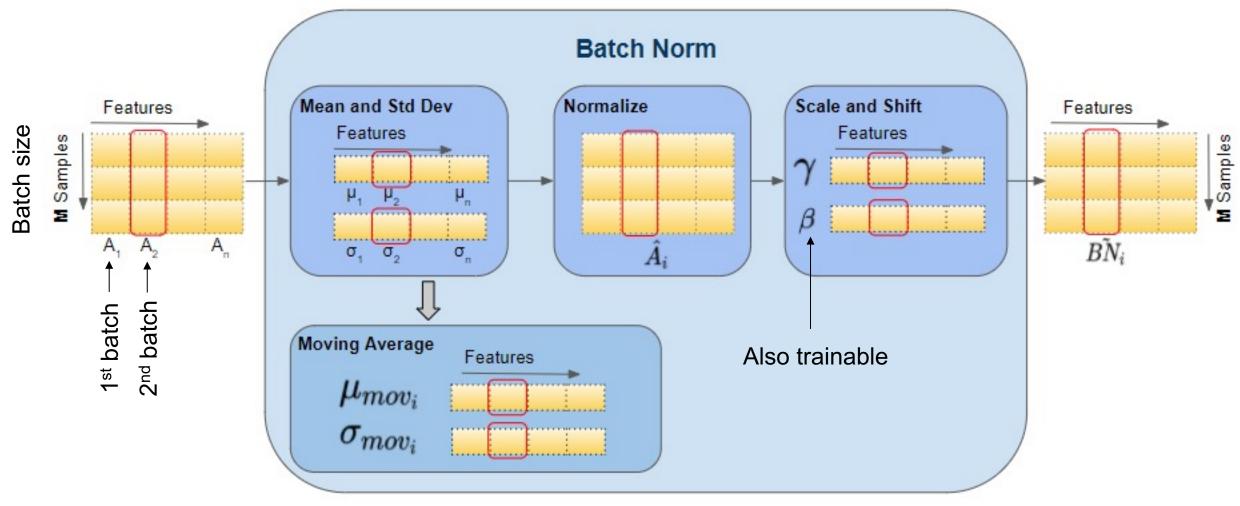
(Optional Layers) Batch Normalization

$$y = rac{x - \mathrm{E}[x]}{\sqrt{\mathrm{Var}[x] + \epsilon}} * \gamma + eta$$

Batchnorm layer

- The mean and standard-deviation are calculated per-channel over the mini-batches during training
- γ (default: 1) and β (default: 0) are learnable parameter
- does not update during inference, but just calculate with fixed mean and var

Batchnorm Visualization



- The last value during the training is used for inference

[CODE] Batch-normalization Demo (Example 1)

- Input is 2D data
- Check the mean with manual calculation
- Difference during training vs. inference

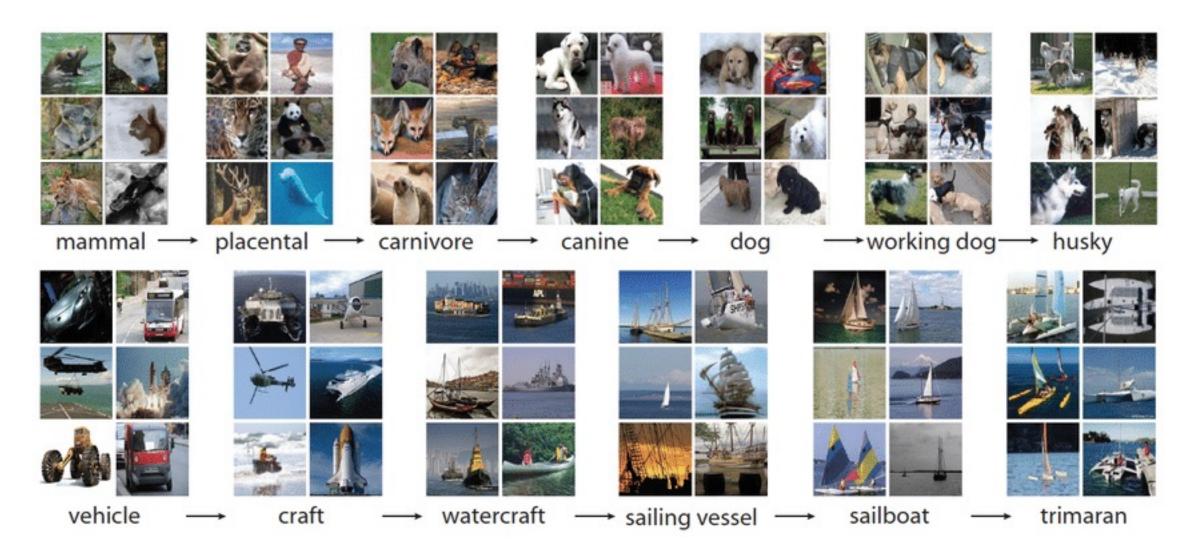
[CODE] CNN for MNIST (Example 2)

- Introducing GPU use-case
- padding option in conv
- dropout
- Check point save and load
- Network size calculation
 - 1st conv output size = 28 (3 1) = 26
- 2^{nd} conv output size = $26 (3 1) = 24 \rightarrow \text{max pool} \rightarrow 12$
- fc1 input = 12² * input channel (64) = 9216 (Analyze page 5 as well in the same way)
- Pre-hook use-case

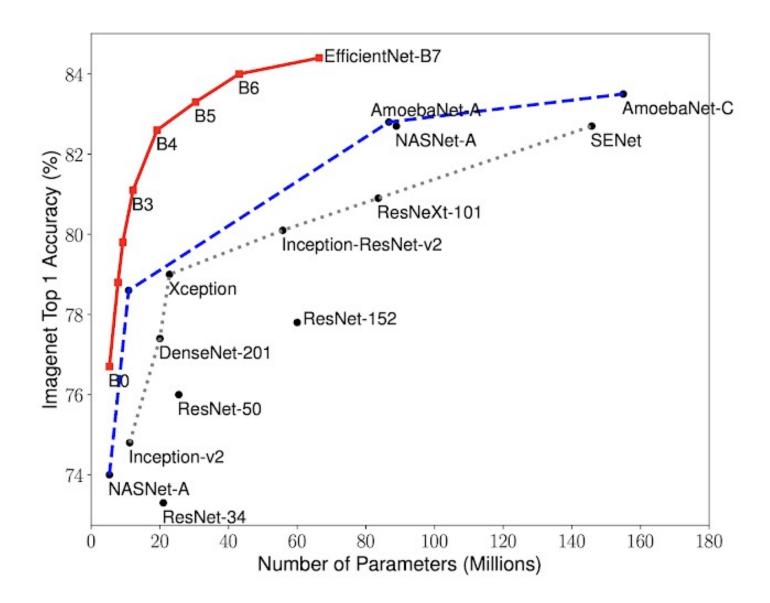
CIFAR10 Dataset

airplane automobile bird cat deer dog

ImageNet Dataset



ImageNet Accuracy Trend



- Total 1000 classes:

Full list of classes Link

[CODE] CNN Training for CIFAR10 (Example3)