

# 3D Crossbar Algorithms

## 1 Original

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**INPUT:**  $N \times M$  Crossbar (NN-chip), AM, IB,  $P_{th}$  and  $S_{th}$   
**OUTPUT:** Weighted NN-chip

```
1:  $i \leftarrow [0 \text{ to } M - 1]$ 
2:  $j \leftarrow [1 \text{ to } K]$ 
3:  $inp \leftarrow [1 \text{ to } p]$ 
4:  $AM_c \leftarrow \text{column of } AM$ 
5: for each  $i$  in IB do
6:    $C_i \leftarrow i^{th}$  column of NN-chip
7:   for each  $j$  in IB[i] do
8:     for each  $inp$  in IB[i][j] do
9:        $AM \leftarrow \text{Weight\_Update}(AM, inp, S_{th}, AM_c)$ 
10:    end for
11:     $W_{AM} \leftarrow \text{weights of } AM$ 
12:    NN-chip  $\leftarrow \text{Weight\_Update}(\text{NN-chip}, W_{AM}, P_{th}, C_i)$ 
13:    RESET AM
14:  end for
15: end for
16: return Weighted NN-chip
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## 2 Approach: Distribution Of Features

Following the 6th section of the previous paper, each one of the  $k$  layers of the 3D crossbar will be of  $i \times M$  size such that  $i \times k = N$ . We can use an AM crossbar of dimensions  $i \times 1$ . Complexity:  $p \times$

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**INPUT:**  $i \times k \times M$  Crossbar (NN-chip),  $i \times M$   $AM_1$  Crossbar,  $AM_2$  Crossbar ( $i \times 1$ ), IB,  $P_{th}$  and  $S_{th}$   
**OUTPUT:** Weighted NN-chip

```
1:  $inp \leftarrow [1 \text{ to } p]$ 
2:  $AM_c \leftarrow \text{column of } AM$ 
3: for  $b$  from 0 to  $k-1$  do
4:    $L_b \leftarrow b^{th}$  layer/plane of NN-chip
5:    $C_b \leftarrow b^{th}$  column of  $AM_1$ 
6:   for each  $q$  in IB do
7:     for each  $j$  in IB[q] do
8:       for each  $inp$  in IB[q][j] do
9:          $AM \leftarrow \text{Weight\_Update}(AM, inp[i \times b : i \times (b+1)], S_{th}, AM_2)$ 
10:      end for
11:       $W_{AM2} \leftarrow \text{weights of } AM_2$ 
12:       $AM_1 \leftarrow \text{Weight\_Update}(AM_1, W_{AM2}, P_{th}, C_b)$ 
13:      RESET  $AM_2$ 
14:    end for
15:  end for
16:   $W_{AM1} \leftarrow \text{weights of } AM_1$ 
17:  NN-Chip  $\leftarrow \text{Weight\_Update2D}(\text{NN-Chip}, W_{AM1}, P_{th}, L_b)$ 
18: end for
19: return Weighted NN-chip
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### 3 Approach: Distribution Of Classes

We can do the same distribution with classes instead of features. each one of the k layers of the 3D Crossbar will be of  $i \times N$  size such that  $i \times k = M$ . Here the dimensions of the AM Crossbar remain the same i.e.  $N \times 1$ .

Note: 'K' is number of sub-batches and 'k' is the distribution factor.

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```
INPUT :  $i \times k \times N$  Crossbar (NN-chip), AM Crossbar, IB,  $P_{th}$  and  $S_{th}$ 
OUTPUT : Weighted NN-chip

1:  $j \leftarrow [1 \text{ to } K]$ 
2:  $AM_c \leftarrow \text{column of } AM$ 
3: for b from 0 to k-1 do
4:   for a from 1 to i do
5:      $c \leftarrow b * i + a$ 
6:      $C_c \leftarrow c^{th}$  column of NN-chip
7:     for each j in IB[c] do
8:       for each inp in IB[c][j] do
9:          $AM \leftarrow \text{Weight\_Update}(AM, \text{inp}, S_{th}, AM_c)$ 
10:      end for
11:       $W_{AM} \leftarrow \text{weights of } AM$ 
12:       $NN\text{-chip} \leftarrow \text{Weight\_Update}(NN\text{-chip}, W_{AM}, P_{th}, C_c)$ 
13:      RESET AM
14:    end for
15:  end for
16: end for
17: return Weighted NN-chip
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**Algorithm 1** Weight\_Update2D(Crossbar, Weight, threshold, layer)

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1: r  $\leftarrow$  number of rows in Crossbar
2: c  $\leftarrow$  number of columns in Crossbar
3: for i  $\leftarrow$  0 to r-1 do
4:   for j  $\leftarrow$  0 to c-1 do
5:     if Weight[i][j]  $\geq$  threshold then
6:       Crossbarlayer(x).append(i,j)
7:     end if
8:   end for
9: end for
10: Crossbarlayer(x)  $\leftarrow V_{sc}$ 
11: layer(y)  $\leftarrow$  GND
12: return Crossbar
```

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