# Advancing Energy Efficient Al Communication

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Fellow

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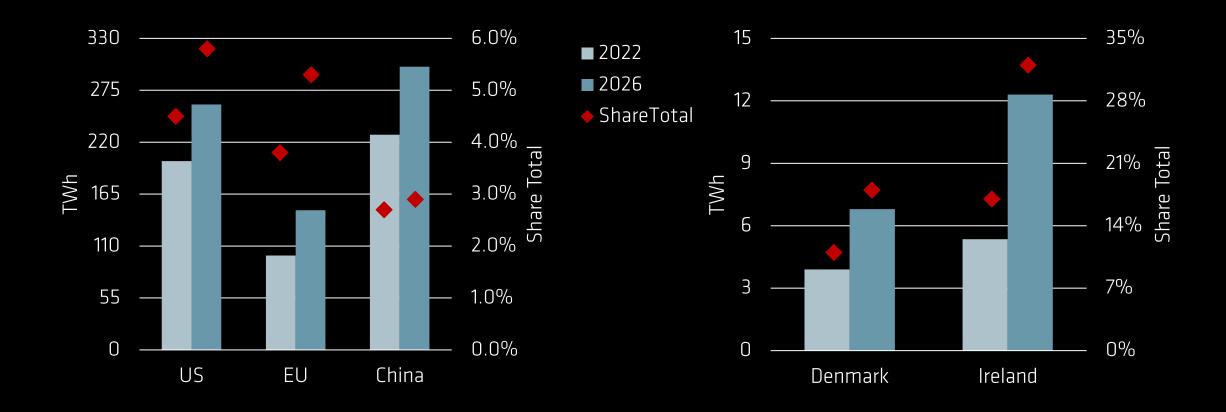
February 14, 2025



# The Challenge



# **Data Center Power Consumption**

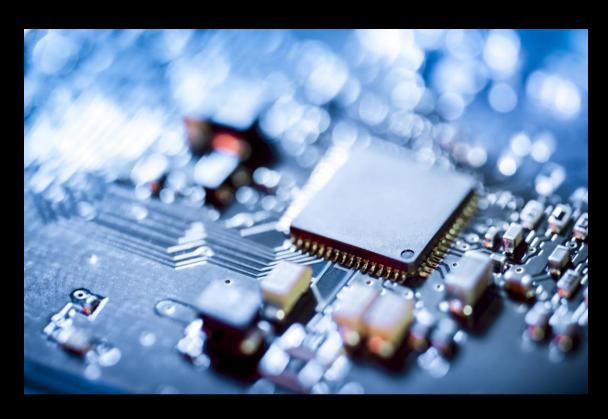




# **How We Got Here – 5 Decades of Innovations**



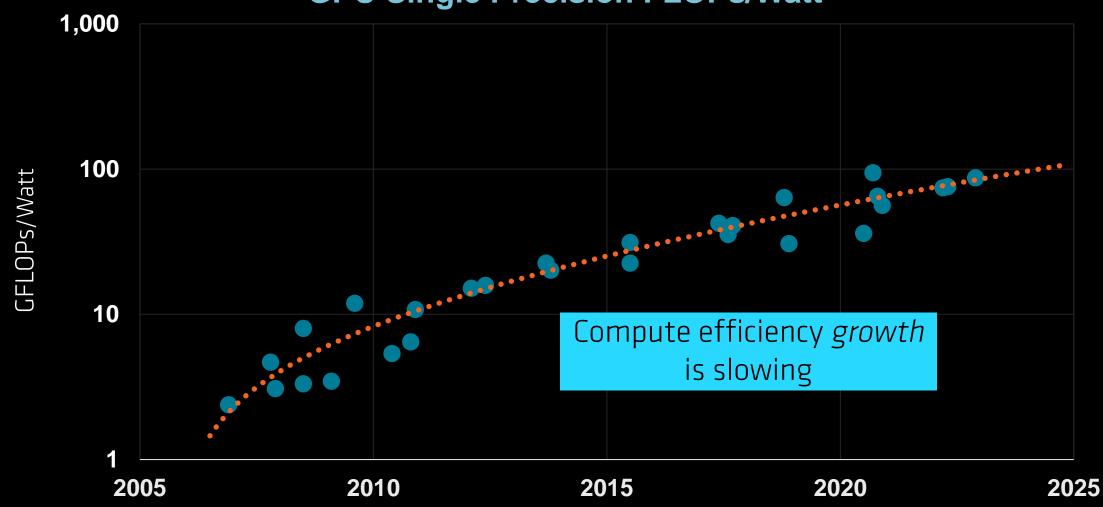
> 2000 times faster



> 3000 times smaller

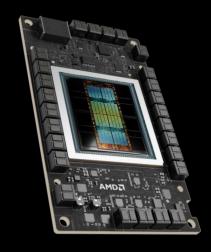
### **Trends – GPU Power Efficiency**





# Instinct™ MI300 ACCELERATOR OVERVIEW

Architected to deliver maximum HPC and AI capabilities from the latest silicon and advanced packaging technology



**304 CDNA 3 CUs** 

256 GB HBM3E Memory

6 TB/s Memory Bandwidth



228 CDNA 3 CUs | 24 "Zen 4" CPU cores

128 GB HBM3 Memory

5.3 TB/s Memory Bandwidth

AMD Instinct™ MI325X
CPU hosted PCle® accelerator

AMD Instinct™ MI300A

Self-hosted accelerated processing unit (APU)

## **AMD Instinct™ MI300 Series Accelerators**

### **Key Innovations**

### I/O Die (IOD)

256MB AMD Infinity Cache™ Infinity Fabric Network-on-Chip

AMD Infinity Fabric™ AP Interconnect

#### 8/12 stacks of HBM3/3E

MI300A: 128 GB (8H) MI300X: 192 GB (12H) MI325X: 256 GB (12H)

# Accelerator Complex Die (XCD)

6 x 38 AMD CDNA™ 3 Compute die

#### **CPU Complex Die (CCD)**

3 x 8 "Zen 4" Cores

#### 3.5D Package

3D hybrid bonding 2.5D silicon interposer



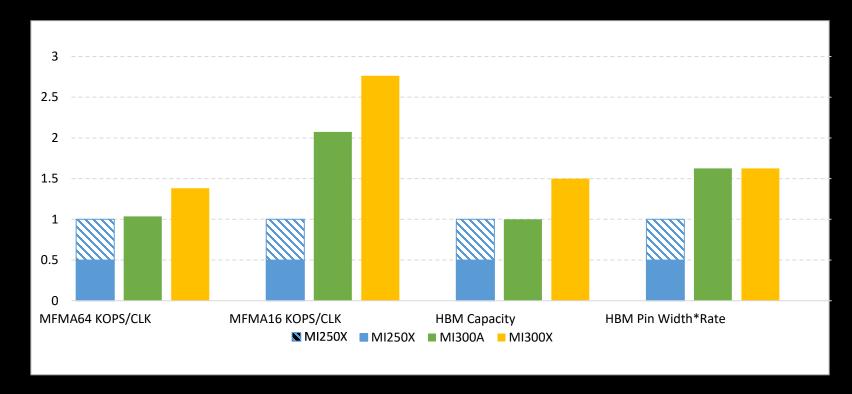
# **Generational Scaling**

#### MI300 Enhancements

- Chiplet technologies
- Advanced packaging
- 5nm and 6nm process nodes
- Single GPU accelerator device
- Unified 8-stack HBM3 memory

### MI300X improvements over MI250X

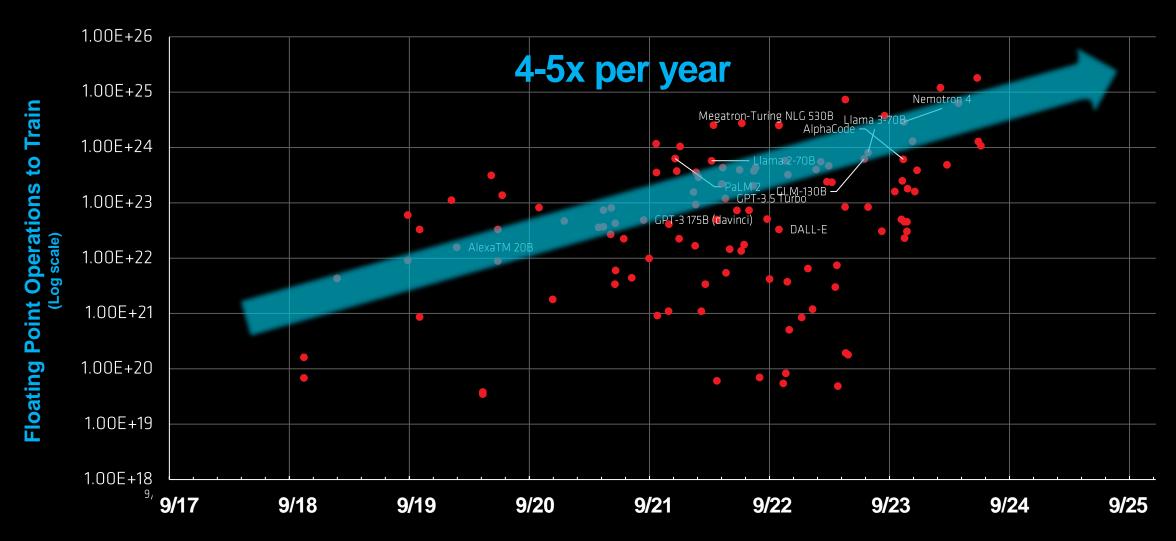
- 2.75X matrix FMA FP16 OPS/CLK
- 1.5X HBM capacity and peak BW
- 1.2X higher peak engine clocks



Product	AMD Instinct™ MI250X	AMD Instinct™ MI300A	AMD Instinct™ MI300X
GPU Architecture	AMD CDNA™ 2	AMD CDNA™ 3	AMD CDNA™ 3
Lithography	TSMC 6nm FinFET	TSMC 6nm, TSMC 5nm	TSMC 6nm, TSMC 5nm
Power	560W	760W	750W
Peak Engine Clock	1700 MHz	2100 MHz	2100 MHz
Peak DP (FP64) Performance	47.9 TFLOPS	61.3 TFLOPS	81.7 TFLOPS
Peak DP Matrix (FP64) Performance	95.7 TFLOPS	122.6 TFLOPS	163.4 TFLOPS
Peak bfloat16 Matrix Performance	383 TFLOPS	980.6 FLOPS	1307.4 FLOPS
Memory Type	HBM2e	HBM3	HBM3
Memory Clock	1.6 GHz	2.6 GHz	2.6 GHz
Memory Interface	8192-bit	8192-bit	8192-bit
Peak Memory Bandwidth	3276.8 GB/sec	5324.8 GB/sec	5324.8 GB/sec



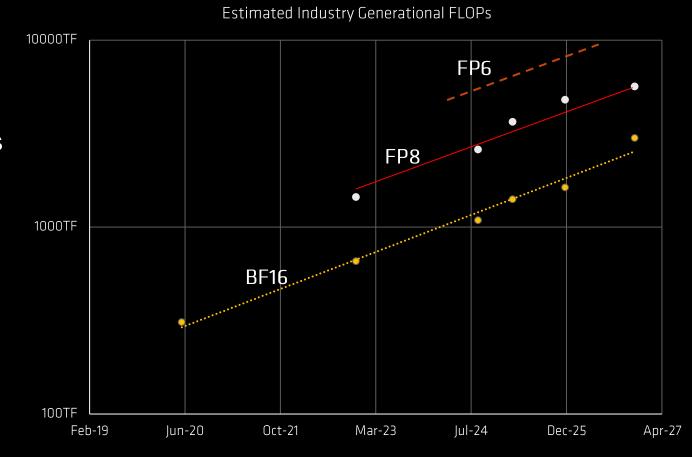
# Al is Driving Massive Compute Demand





# **FLOP Trends and Requirements**

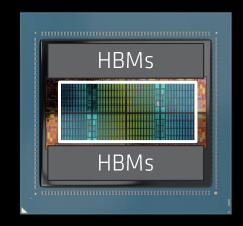
- FLOPs increasing ~2X/2 years
- Dedicated matrix-math datapaths
- AI FLOPs: Reduced precision formats
- With AI FLOPs, get ~2x/1.3 years
- Architectural advancements complement technology advancements



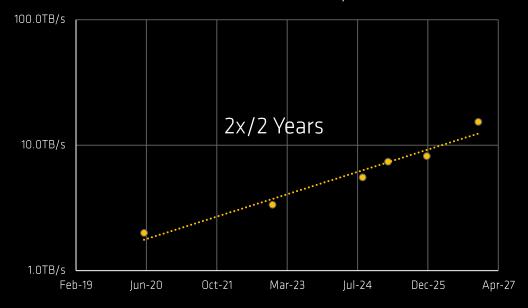


# **Memory Bandwidth**

- Memory Bandwidth must also double every ~2 years to maintain a consistent bytes/FLOP ratio
- HBM bandwidth doubling only every ~4 years
  - Power per stack has been increasing
- To keep up with demand, HBM stacks per GPU must increase driving ever-larger modules
- We must find ways to reduce energy/bit



#### Estimated Generational Memory Bandwidth



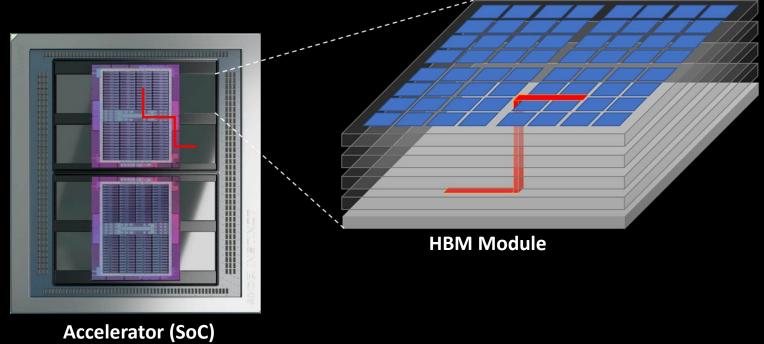
Estimated HBM BW/stack





### **Datacenter Memory**

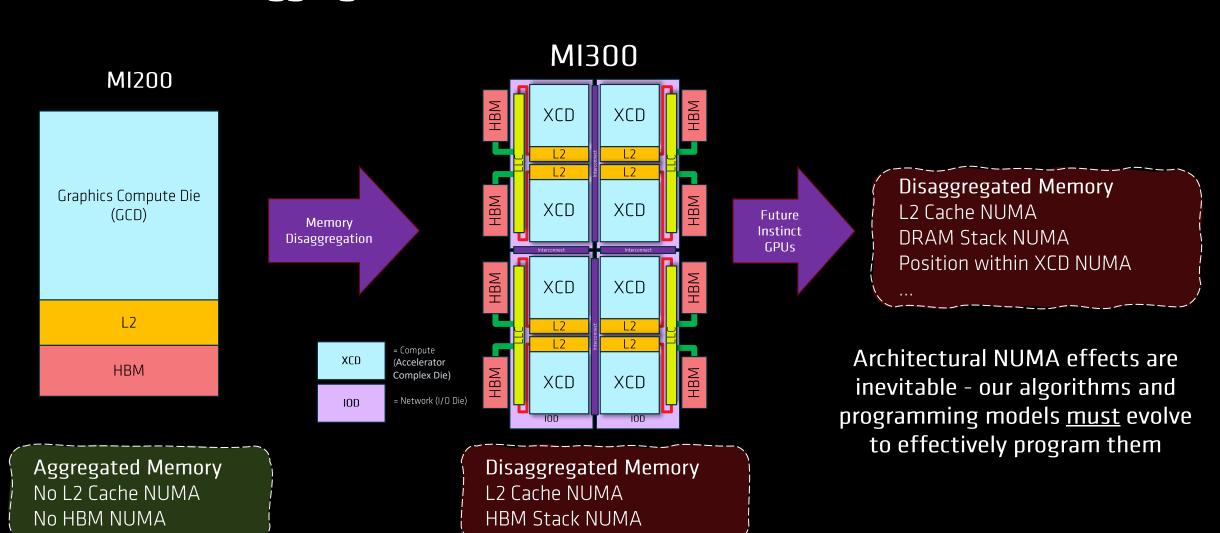
- 2.5D memory (HBM) is the norm
  - Expensive, but maximizes TCO
- Reaching the limits of current HBM organization with centralized TSVs
  - As much as 90% of HBM power can be (largely horizontal) data movement



# The Opportunity



### **Continual Disaggregation**



## MI300X - Compute and Memory Partitioning

### **Compute Partitioning**

CPX: 8 Partitions => Each XCD (chiplet) exposed as separate GPU to software

### **Memory Partitioning**

NPS4: 4 Partitions => One partition per IOD (2 HBM channels)

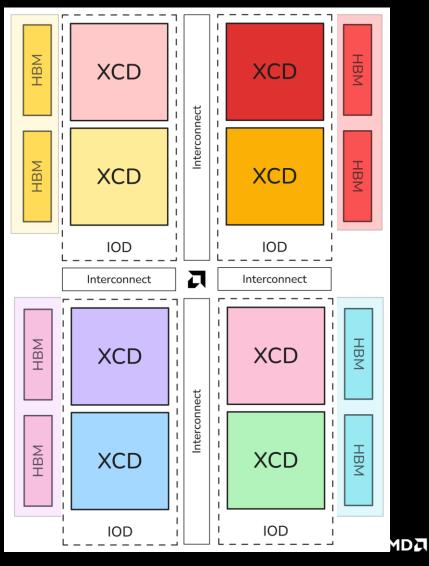
#### **Benefits**

- Reduced kernel launch times
- Reducing cross IOD data movement can reduce power consumption
   => more power available for XCD (compute)

### More Details (including performance numbers)

 https://rocm.blogs.amd.com/software-tools-optimization/computememory-modes/README.html

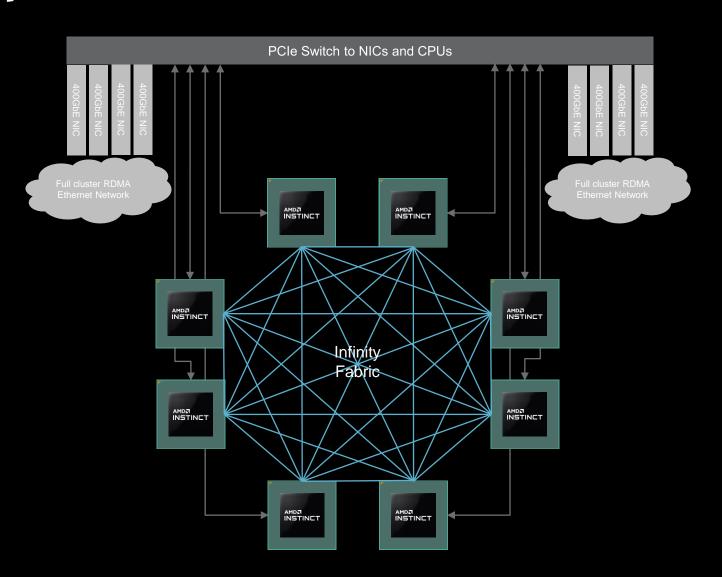
### CPX & NPS4



# Today's MI300X Scale-up Network based on XGMI

 Low-latency point-to-point XGMI "Infinity Fabric" interconnect

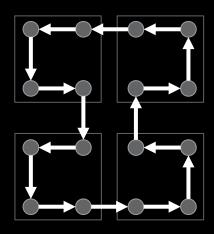
 LD/ST for communication within a GPU and across the 8-GPU hive



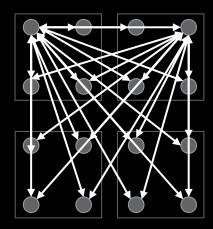
### **Customizing Collective Kernels for the Hierarchical Network**

Microsoft's Collective Communication Library (MSCCL++)\* for GPUs allows for customized collectives

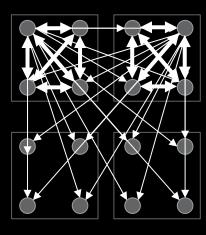
- Addresses overheads in the P2P communication of the original two-sided MSCCL implementation
- New one-sided API on top of which collectives can be implemented in C++ or MSCCLang
  - MSCCLang is Python-based DSL to write collective algorithms and exported in JSON
  - Simplifies the customization of collectives to specific hardware



Non-hierarchical Ring



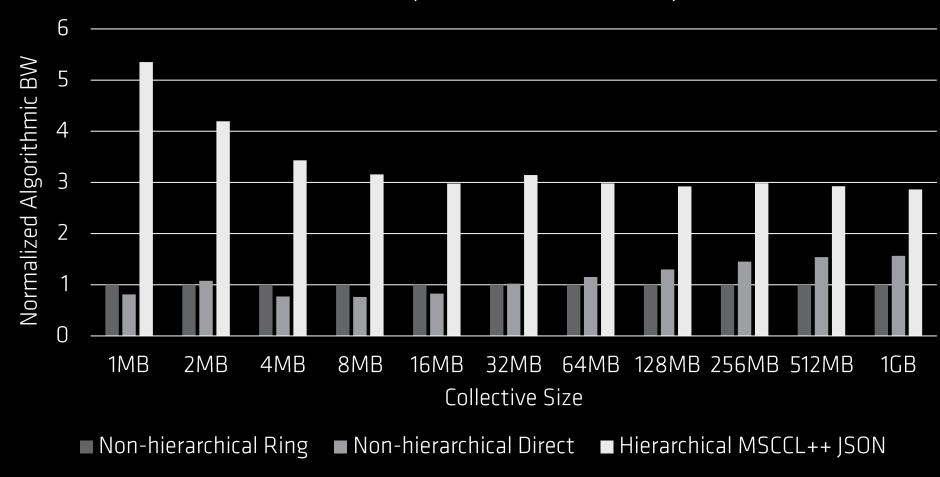
Non-hierarchical Direct



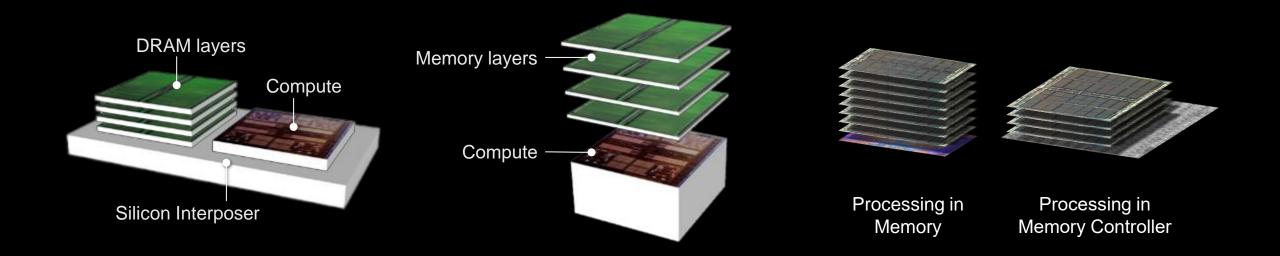
Hierarchical MSCCL++ JSON

### **HW Evaluation**

AllReduce BW Normalized to Non-hierarchical Ring 64 vGPUs (MI300X CPX NPS-4)



# **Even Tighter Integration of Compute and Memory**



#### Higher Levels of Integration Enables Higher Bandwidth at Lower Power

	On Board Memory	2.5D Micro-bumps (HBM)	3D Hybrid Bond
pJ/bit	~12	~3.5	~0.2

Invest in scaling new logic-memory architectures

# Conclusion: Meeting the Challenge Requires Holistic Innovation

- Math innovation
- Advanced packaging
- New interconnects and memory
- System level integration
- Spatial computing architectures
- NUMA aware programming models
- Algorithm-software-hardware co-design

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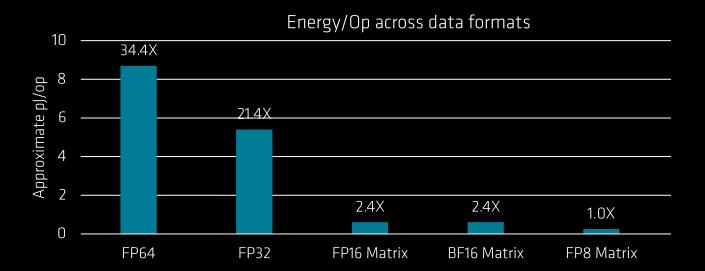
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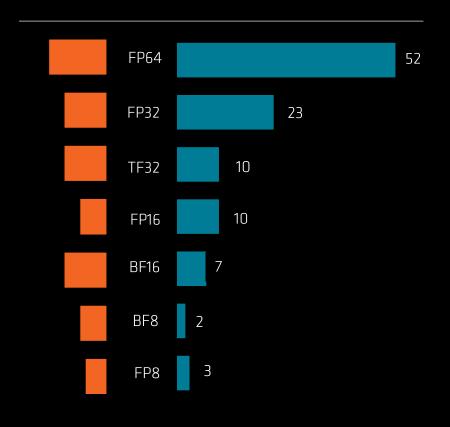


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### **Compute Power and Reduced Precision**

- New Al algorithms that exploit reduced precision arithmetic offer orders improved compute efficiency
  - 64b → 32b → 16b → 8b → 4b
- Dedicated matrix math datapaths increase efficiency further







# **OCP Microscaling MX Formats**

