



# *Processing-in-Flash: Accelerating Training for On-Device Machine Learning*

*Mobile and Ubiquitous Computing  
Midterm Presentation*

Yoona Kim †, Dusol Lee †, Geonhee Cho †  
† Team 3 (SysMo)

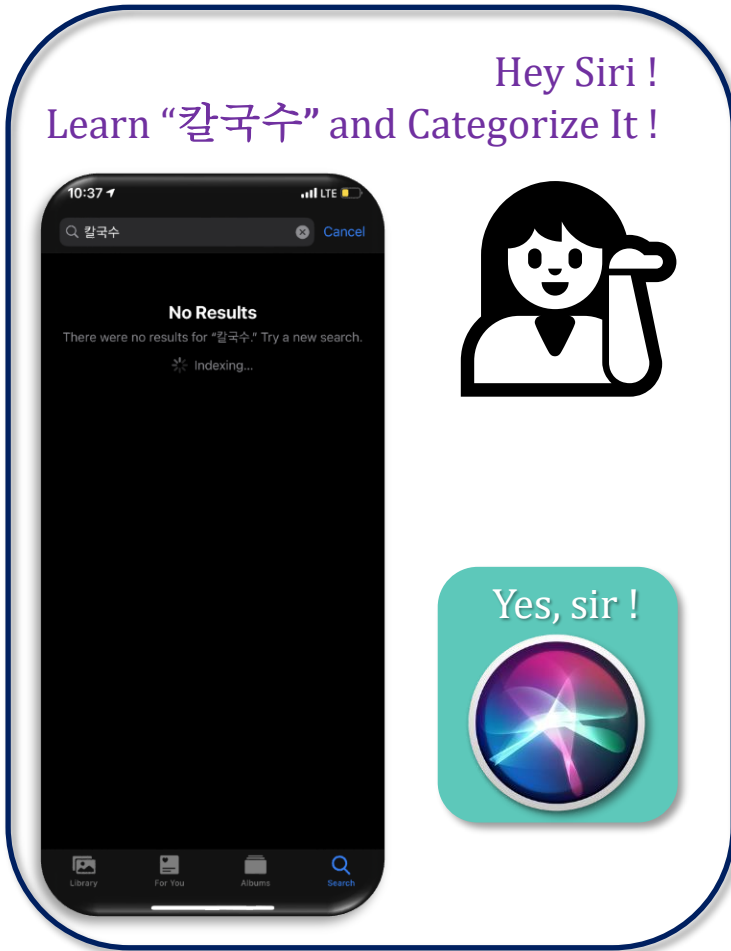


# Contents

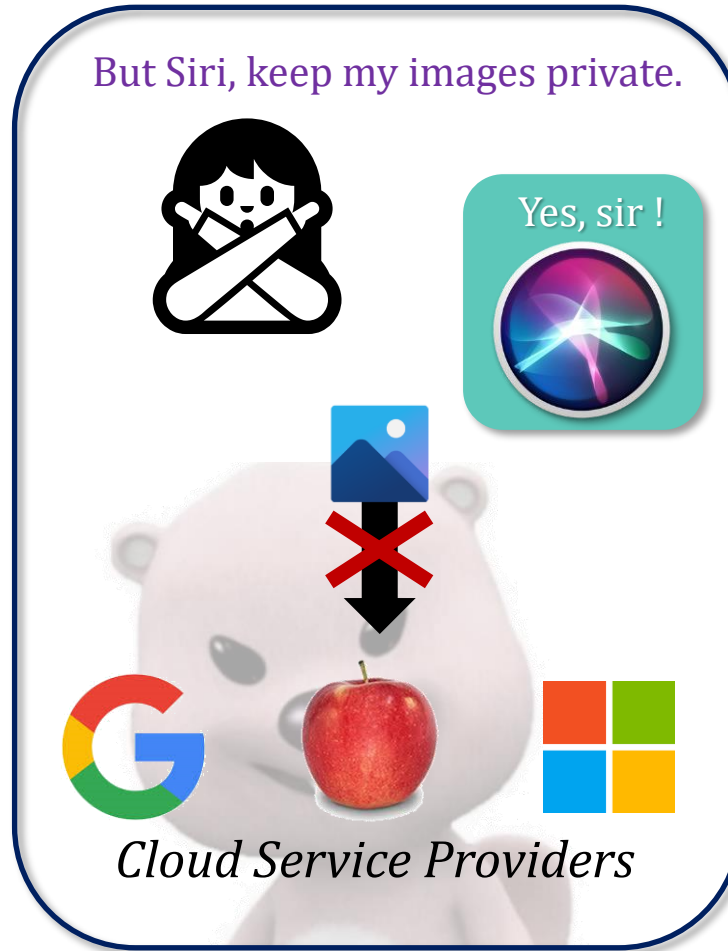
- **Project Idea**
- Preliminary Investigation
- Project Schedule
- Deliverables and Success Criteria

# Remind Our Project Idea

*Future mobile application ?*  
*User-definable ML services !*



*On-device training*  
*will being essential !*

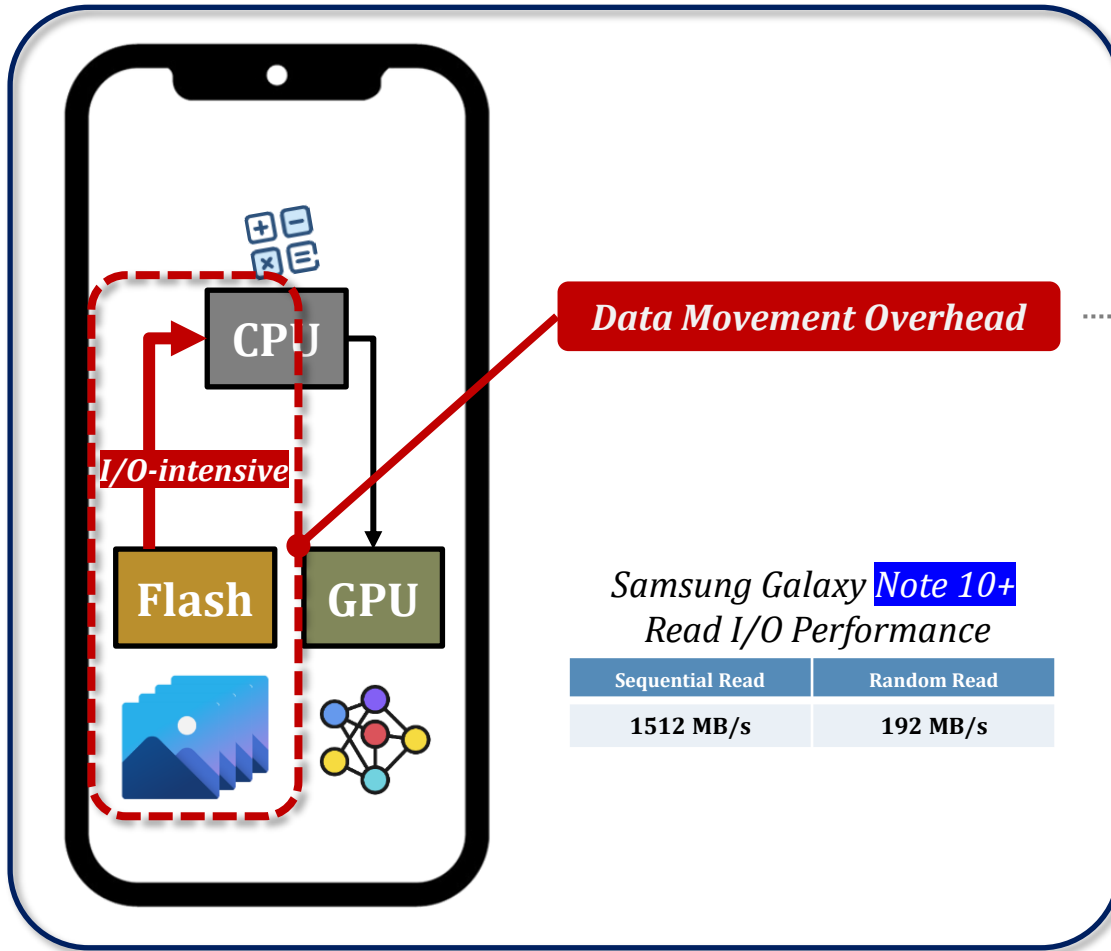


*Can we do on-device training quickly ?*  
*No, because of poor performance !*

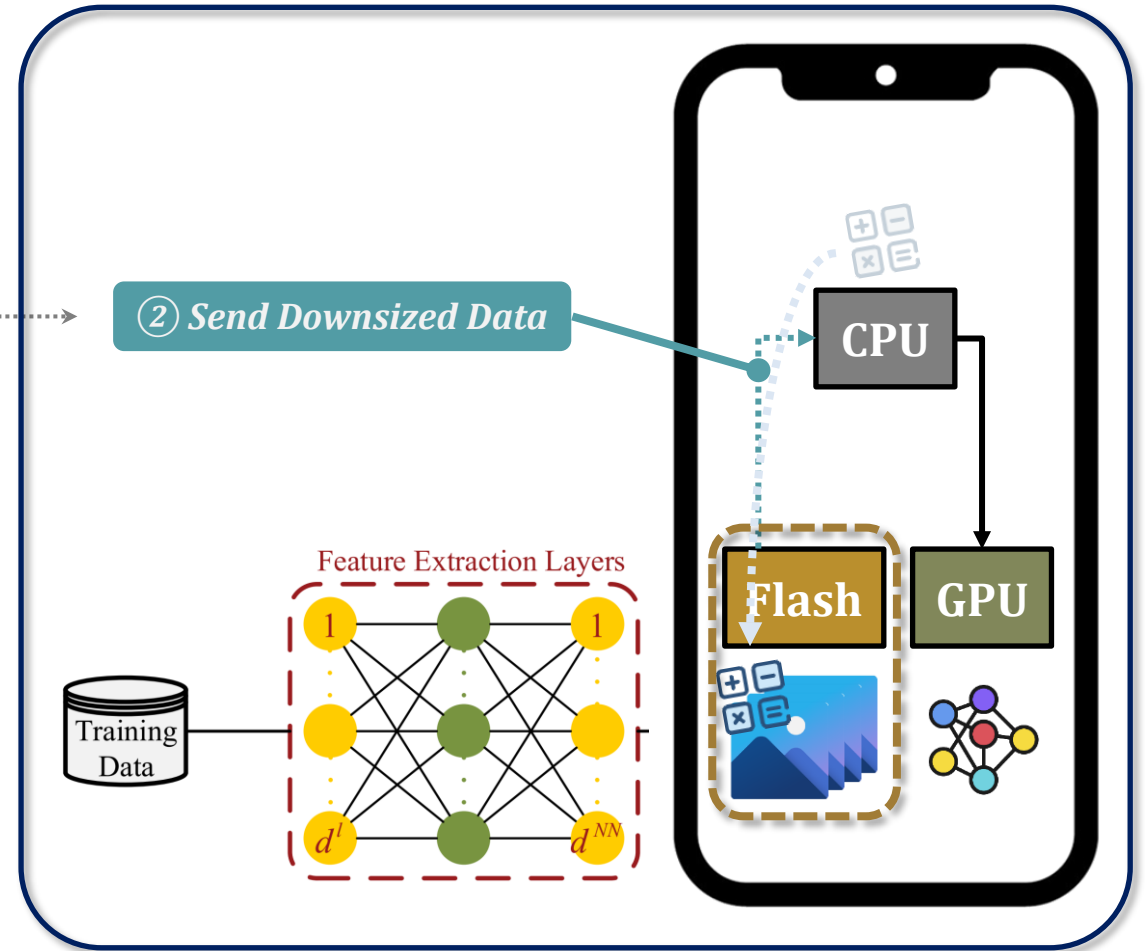


# Remind Our Project Idea (Cont.)

*We focus on ...*  
***Data Movement Bottleneck !***



*Our approach is ...*  
***Processing-in-Flash (PiF) !***



# Questions We Need to Answer for *PiF*

- ① Is our hypothesis (data movement will be the bottleneck !) valid ?
- ② Is it possible to combine accelerator with the mobile flash chip ?
- ③ If possible, how to derive the specification of a suitable accelerator ?
- ④ Can *PiF* really do better than baseline system ?

# Questions We Need to Answer for *PiF*

- ① Is our hypothesis (data movement will be the bottleneck !) valid ?
- ② **Is it possible to combine accelerator with the mobile flash chip ?**
- ③ **If possible, how to derive the specification of a suitable accelerator ?**
- ④ Can *PiF* really do better than baseline system ?

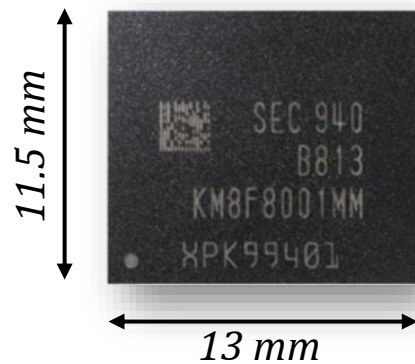
*In this midterm-presentation, we will address the questions ② & ③.*

# Contents

- Project Idea
- **Preliminary Investigation**
- Project Schedule
- Deliverables and Success Criteria

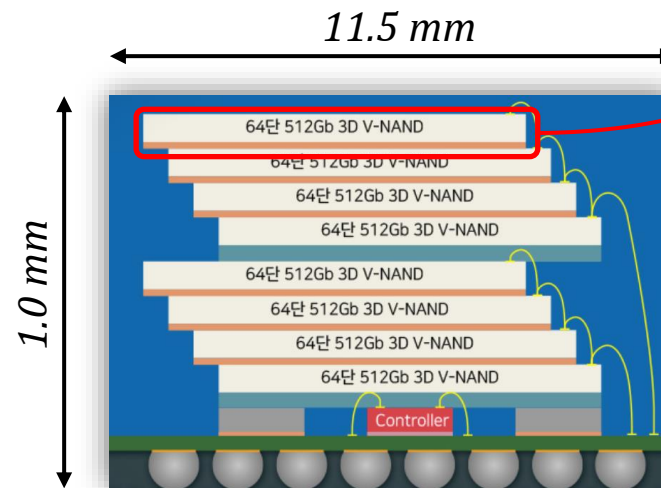
# Is it possible to combine accelerator with the mobile flash chip ?

*State-of-the Art  
Mobile Flash Package*



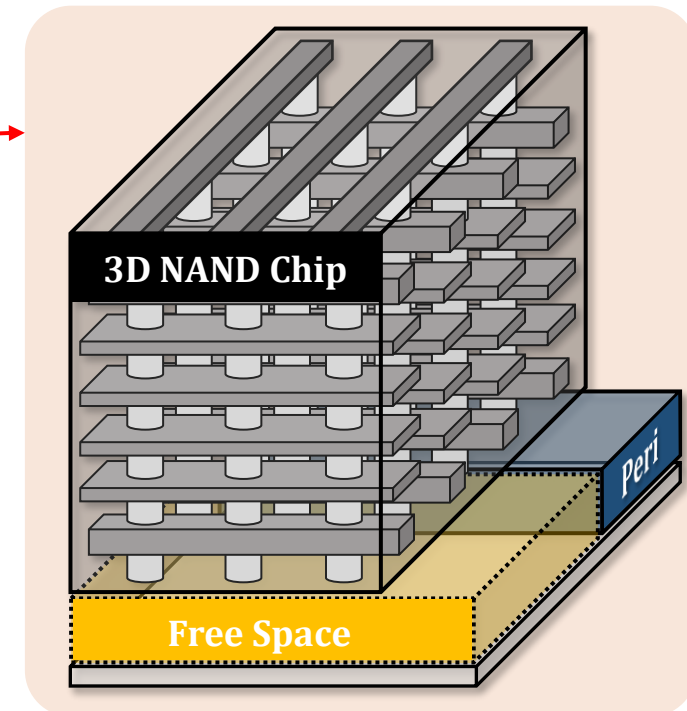
$\approx 150 \text{ mm}^2$

*Inside the Flash Package:  
The Array of Flash Chips*



*512 GB eUFS Package*

*Inside the Flash Chip:  
Cell-over-Peri (CoP) Structure*

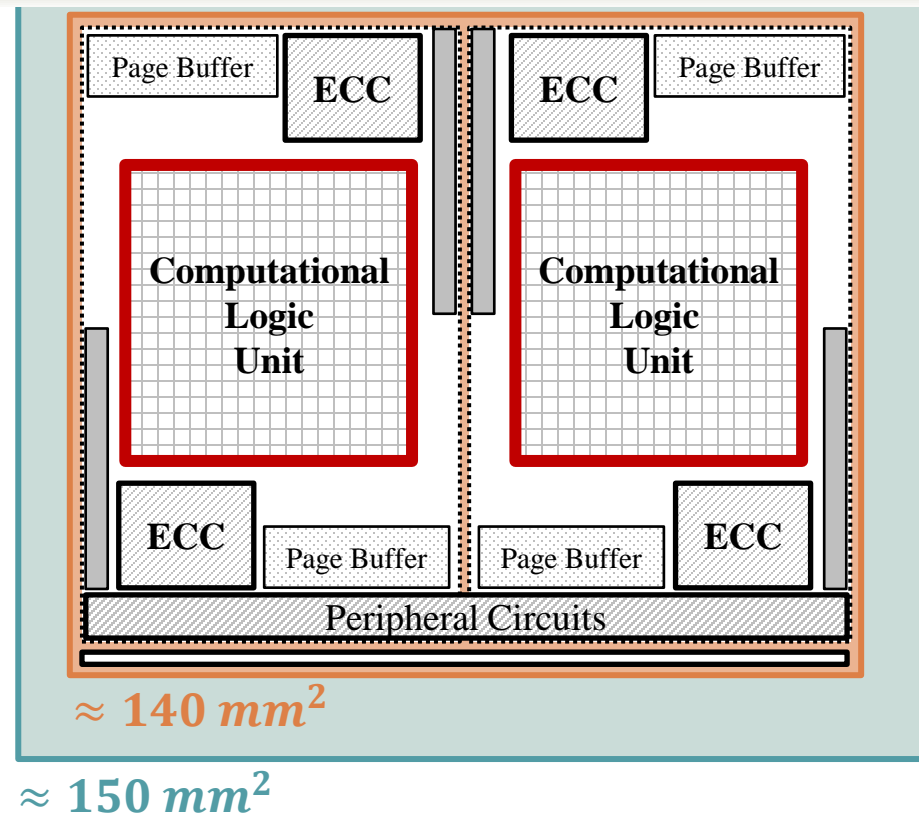
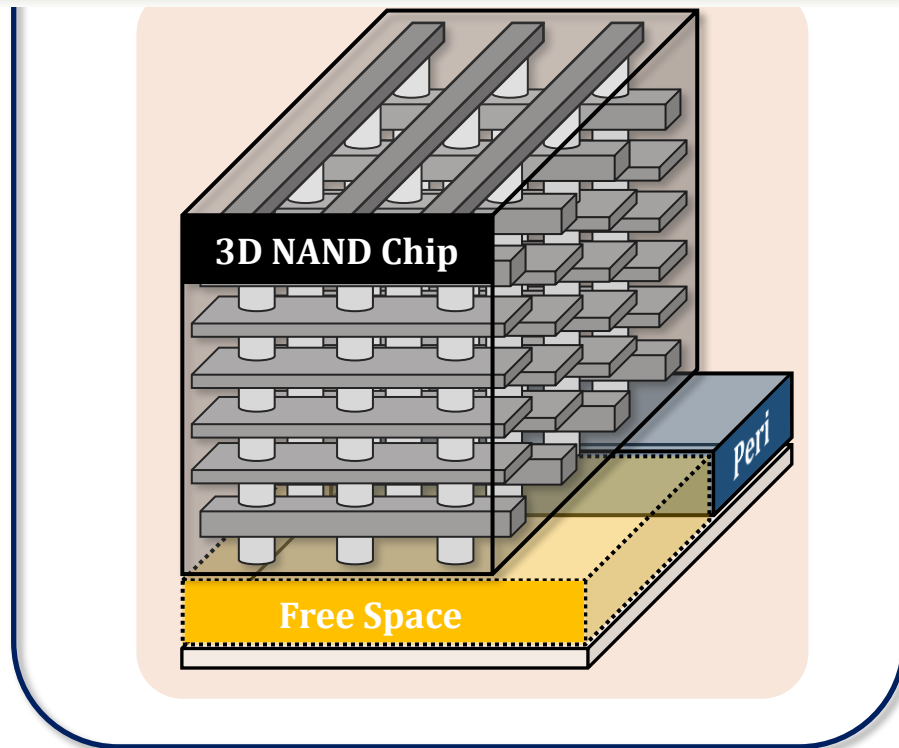




Is it possible to combine accelerator with the mobile flash chip ?

Is it possible to combine accelerator with the mobile flash chip ?

*Answer: "Yes. There is enough free space"*

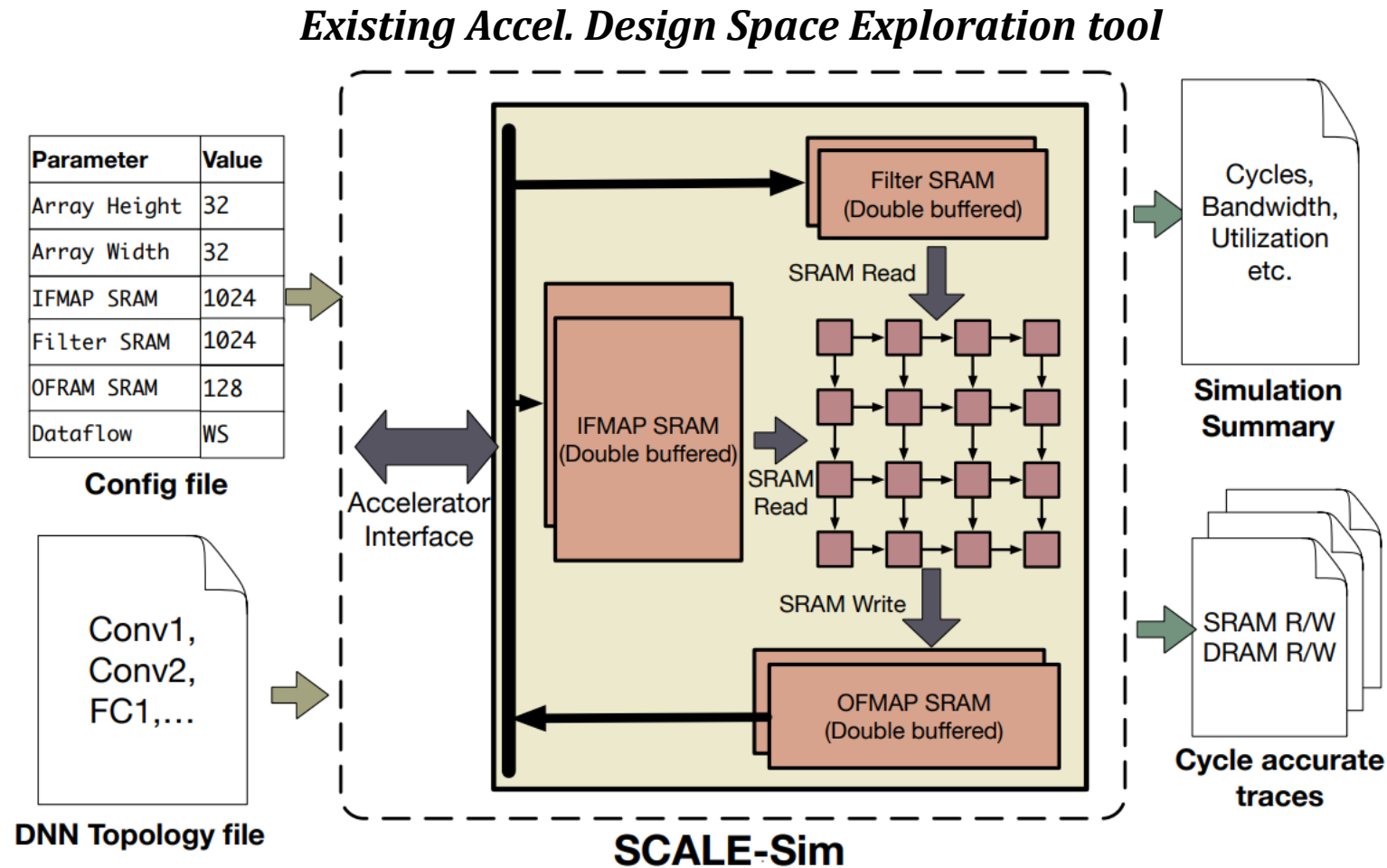


$\approx 100 \text{ mm}^2$  (70%)

	Apple A12 GPU Die Size
Size	$< 15 \text{ mm}^2$

# How to derive the specification of a suitable accelerator ?

## How to derive the specification of a suitable accelerator ?

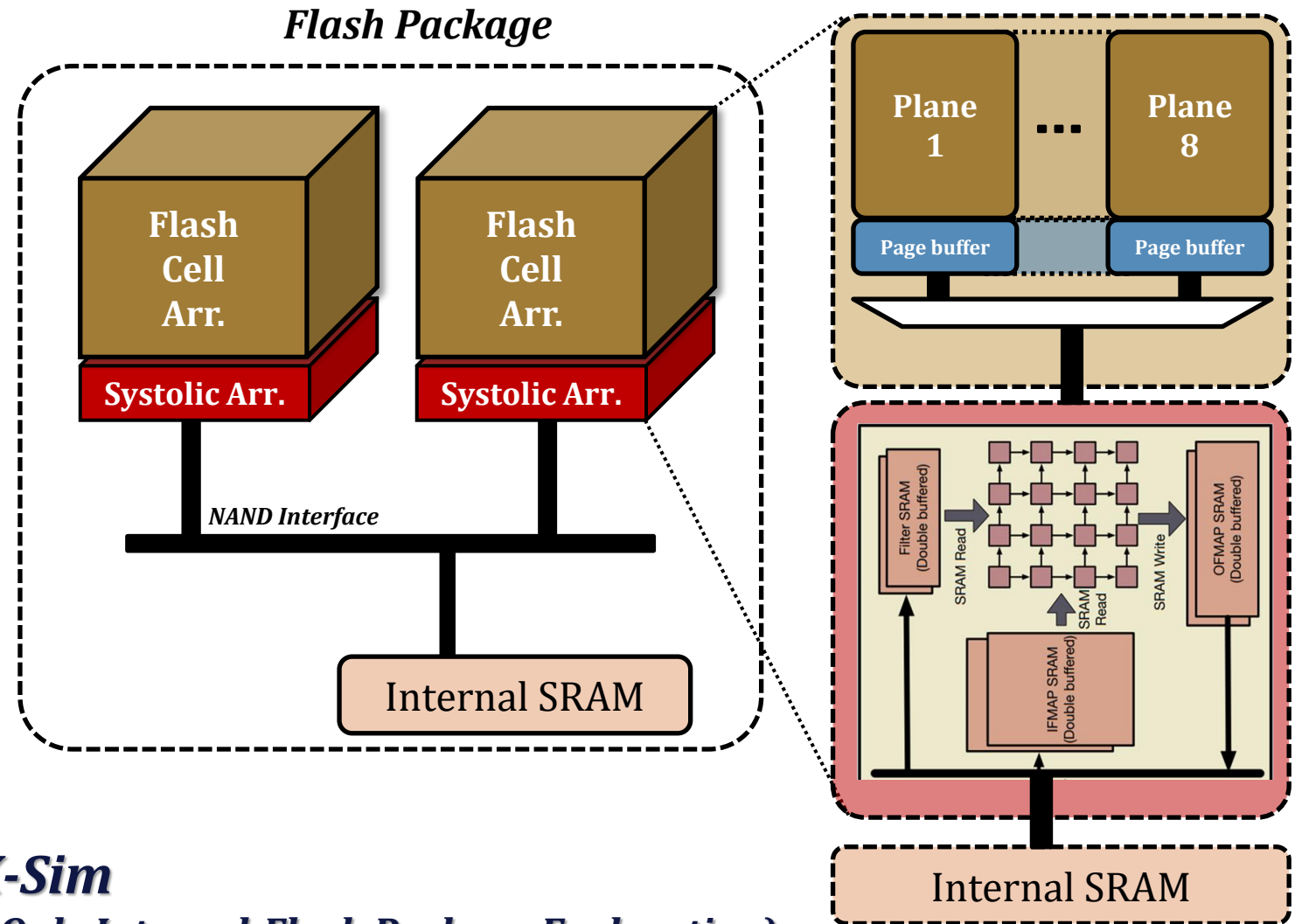


"SCALE Sim: Systolic CNN Accelerator", arXiv:1811.02883, 2018

# How to derive the specification of a suitable accelerator ?

Memory Specification	
Memory Spec	BW
SRAM	15 GB
NAND Interface	1.2 GB
Flash Property	value
Page Size	16 KB
Cell Type	SLC
# of Plane	8
# of Chip	4
...	

Accel. Data Path	
Data	Data path
Input	Page Buf. Interface
Weight	Page Buf. Interface
Medium Result	SRAM Interface
Final Result	SRAM Interface



**CoX-Sim**  
(For Only Internal-Flash Package Exploration)

# Contents

- Project Idea
- Preliminary Investigation
- **Project Plan**
- Deliverable and Success Criteria



# Overall Project Plan

- ① **Is our hypothesis (data movement will be the bottleneck !) valid ?**
  - ▶ Android Reference Board (HiKey 960, etc.) or Pixel Phone
- ② Is it possible to combine accelerator with the mobile flash chip ?
- ③ How to derive the specification of a suitable accelerator ?
- ④ **Can *PiF* really do better than baseline system ?**
  - ▶ Micro Benchmark w/ Flash Chip Simulator (CoX-Sim)
  - ▶ Macro Benchmark w/ Whole System Simulator (T.B.D.)

*In Final-presentation, we will answer all the questions.  
(Especially focused on ④)*

# Contents

- Project Idea
- Preliminary Investigation
- Project Schedule
- **Deliverable and Success Criteria**

# Deliverables and Success Criteria

<i>Deliverables</i>	<i>Success Criteria</i>
<i>On-Device Training Benchmark Results</i>	<i>Verify that data movement is the bottleneck</i>
<del><i>Quantitative investigation of mobile flash packages and flash chips</i></del>	<del><i>Verification of whether it is possible to mount an accelerator on the flash chip</i></del>
<i>Flash Chip Simulator (a.k.a. CoX-Sim)</i> $\approx 80\%$	<i>Proving that the PiF performs better</i>
<i>Whole System Simulator (or Emulator)</i>	
<i>Macro &amp; Micro Benchmark Results</i>	



The background is a digital illustration of a server room. It features long, symmetrical aisles of server racks on both sides. The racks are dark with glowing blue light patterns and small circular lights. The floor is a light blue-grey. The ceiling has a series of rectangular light fixtures. The overall atmosphere is high-tech and digital, with a color palette dominated by blues and greys. The text 'Thank You!' is centered in a large, white, serif font.

# Thank You !

*Any questions or feedback are welcome.*