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

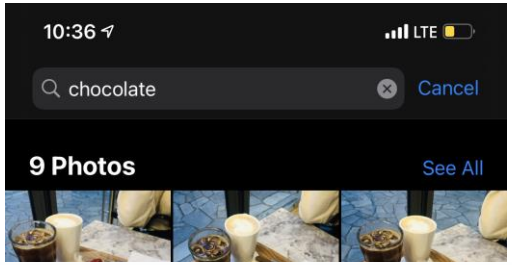
Yoona Kim †, Dusol Lee †, Geonhee Cho †

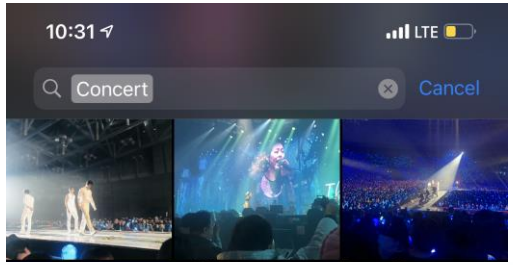
† *Team 3 (SysMo)*

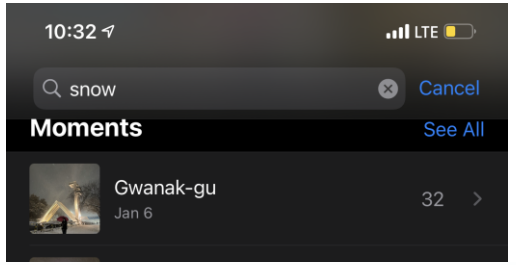
Contents

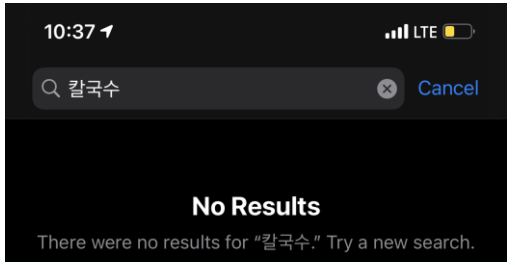
- Motivation & Problem
- Related Works
- Key Idea & System Overview
- Expected Challenges
- Evaluation Strategy
- Overall Plan
- Deliverable

Motivation



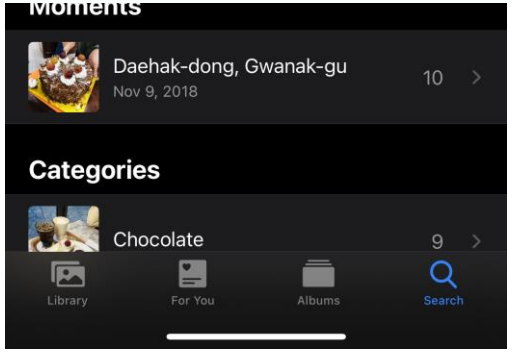


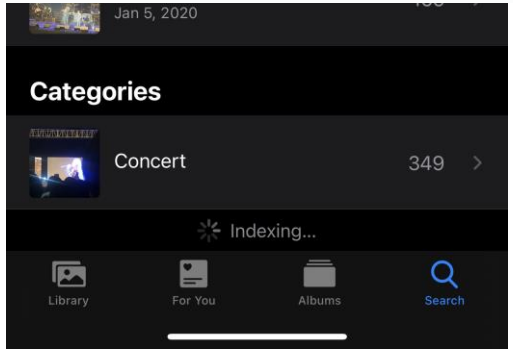


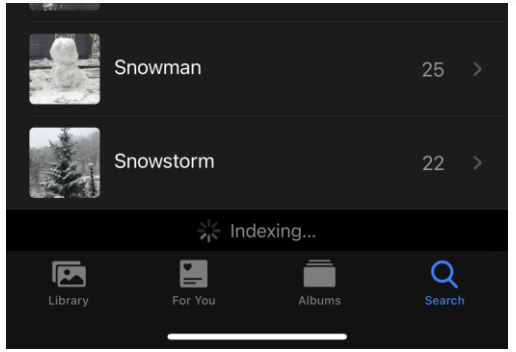


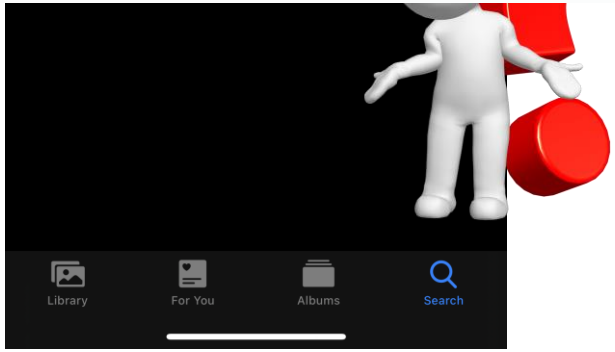
What if a user wants to add a new category… ?

The system needs to read the whole data to re-train in order to add a new category





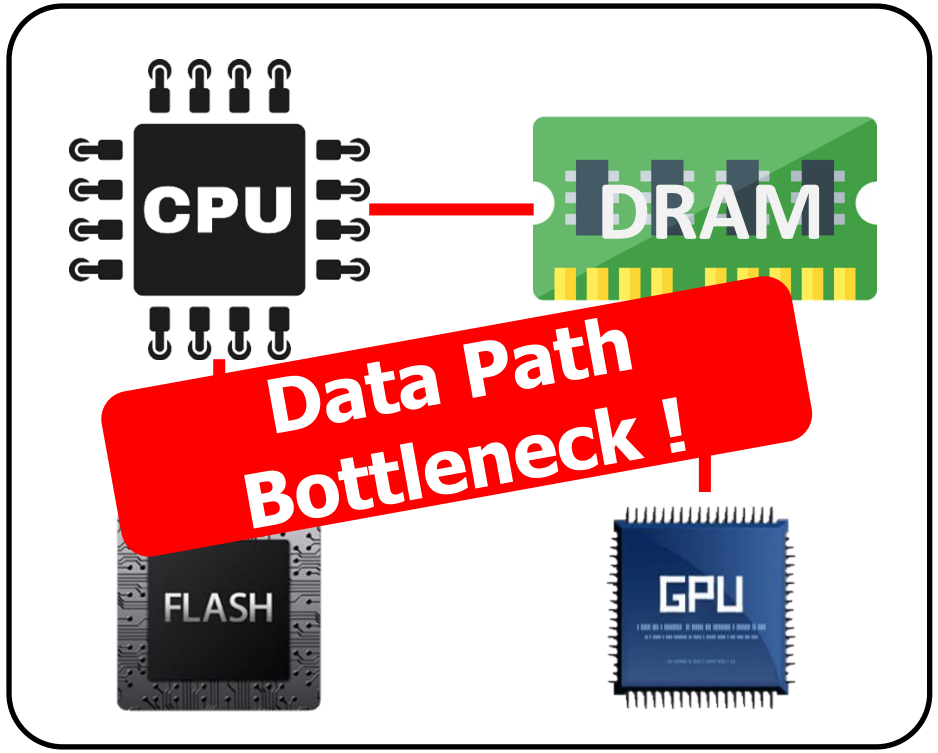




Problem

- **On-device training takes too long !**
- **User wants to keep its data private !**

Mobile Device



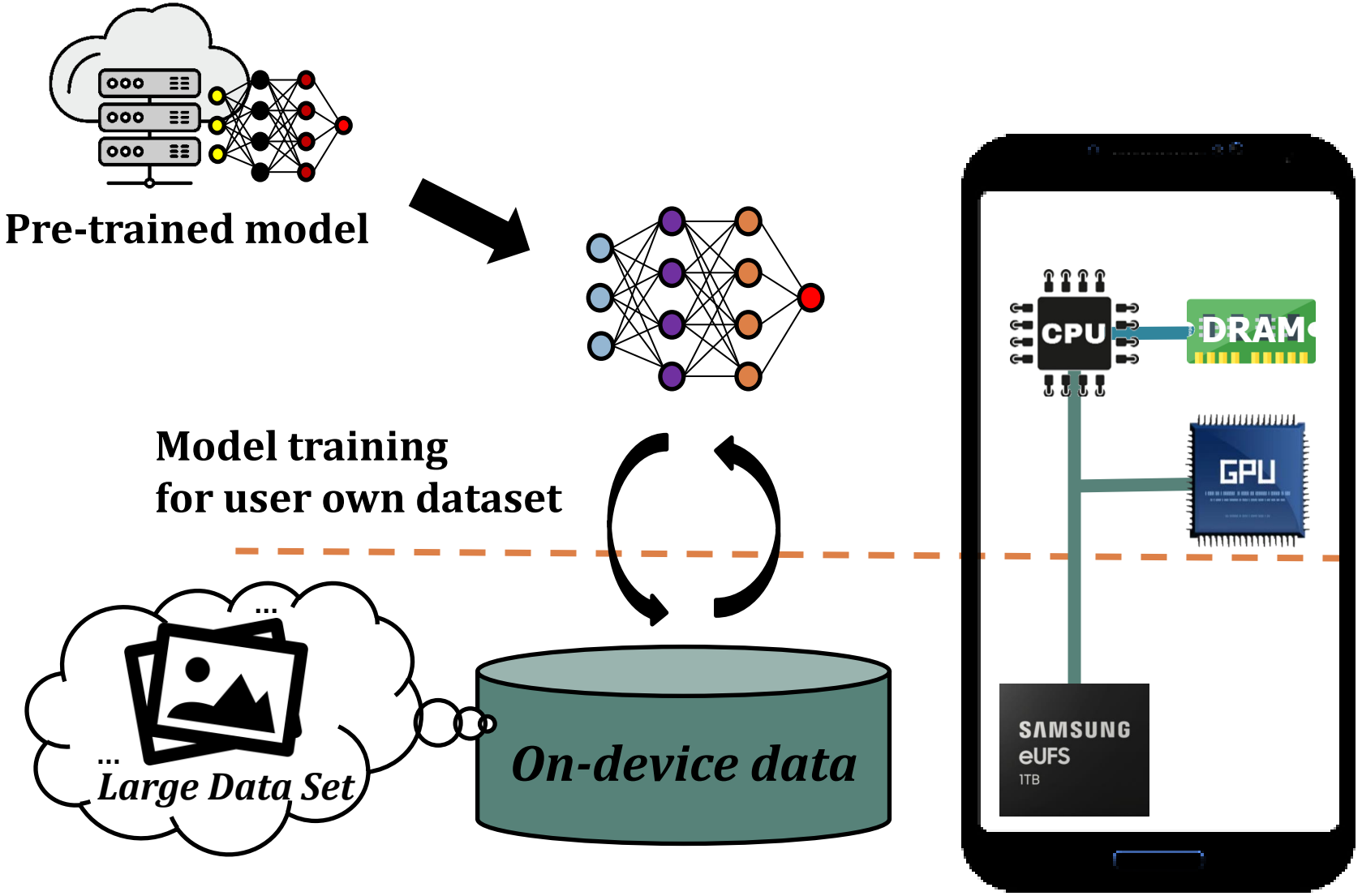
Cloud Service Providers

Related Works

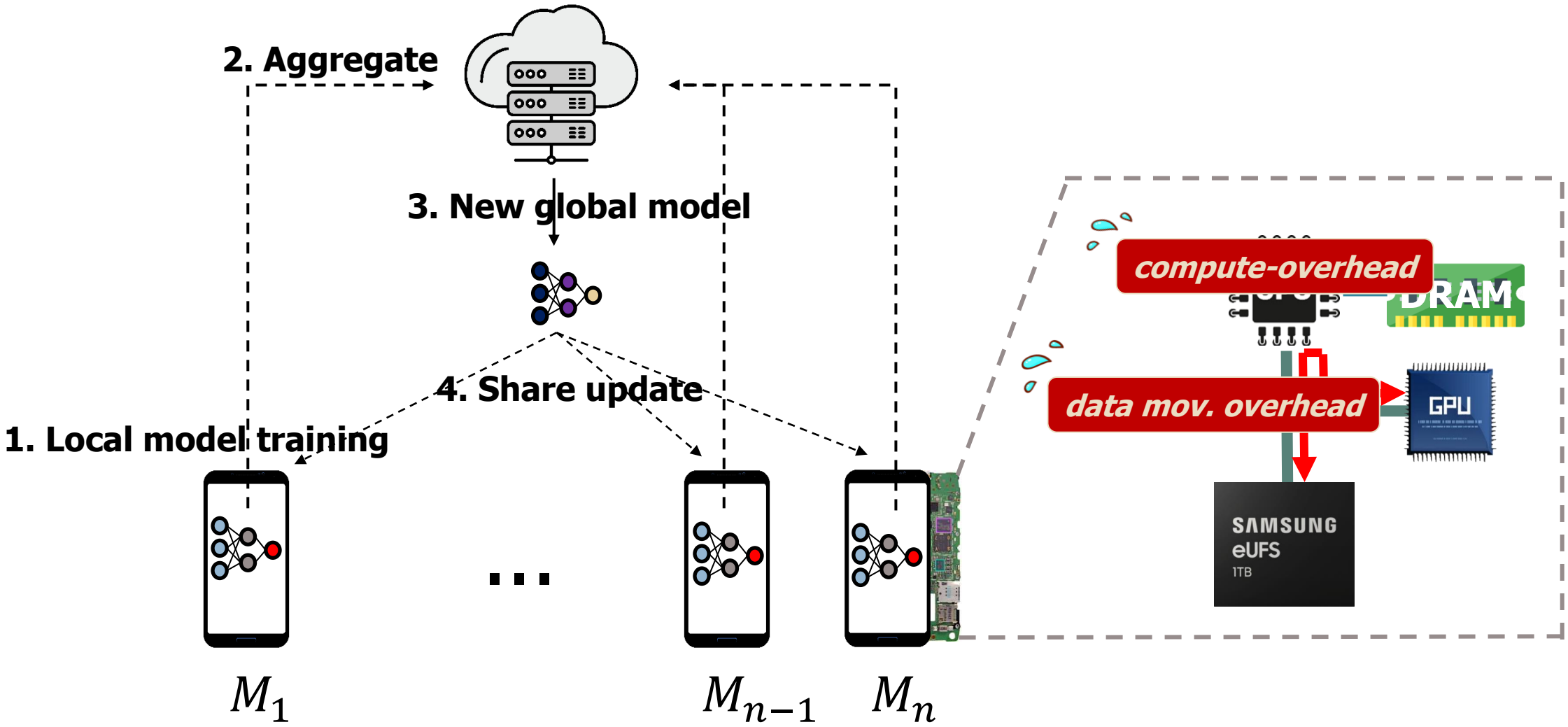
- **Mobile**
  - On-Device Machine Learning
  - Federated Learning

- **Server Computers**
  - Processing-in-Memory
  - Processing-in-Storage

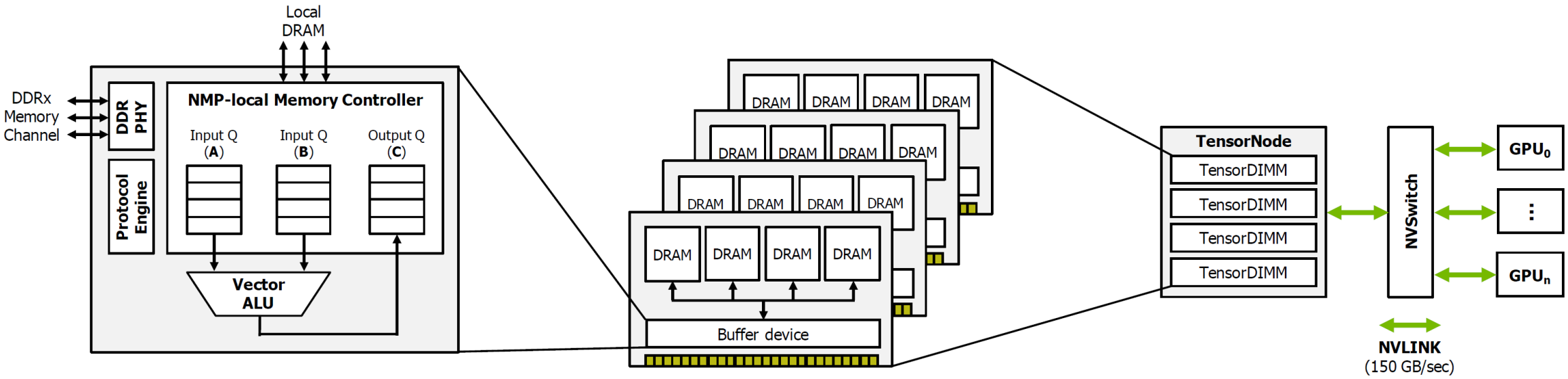
On-Device Machine Learning



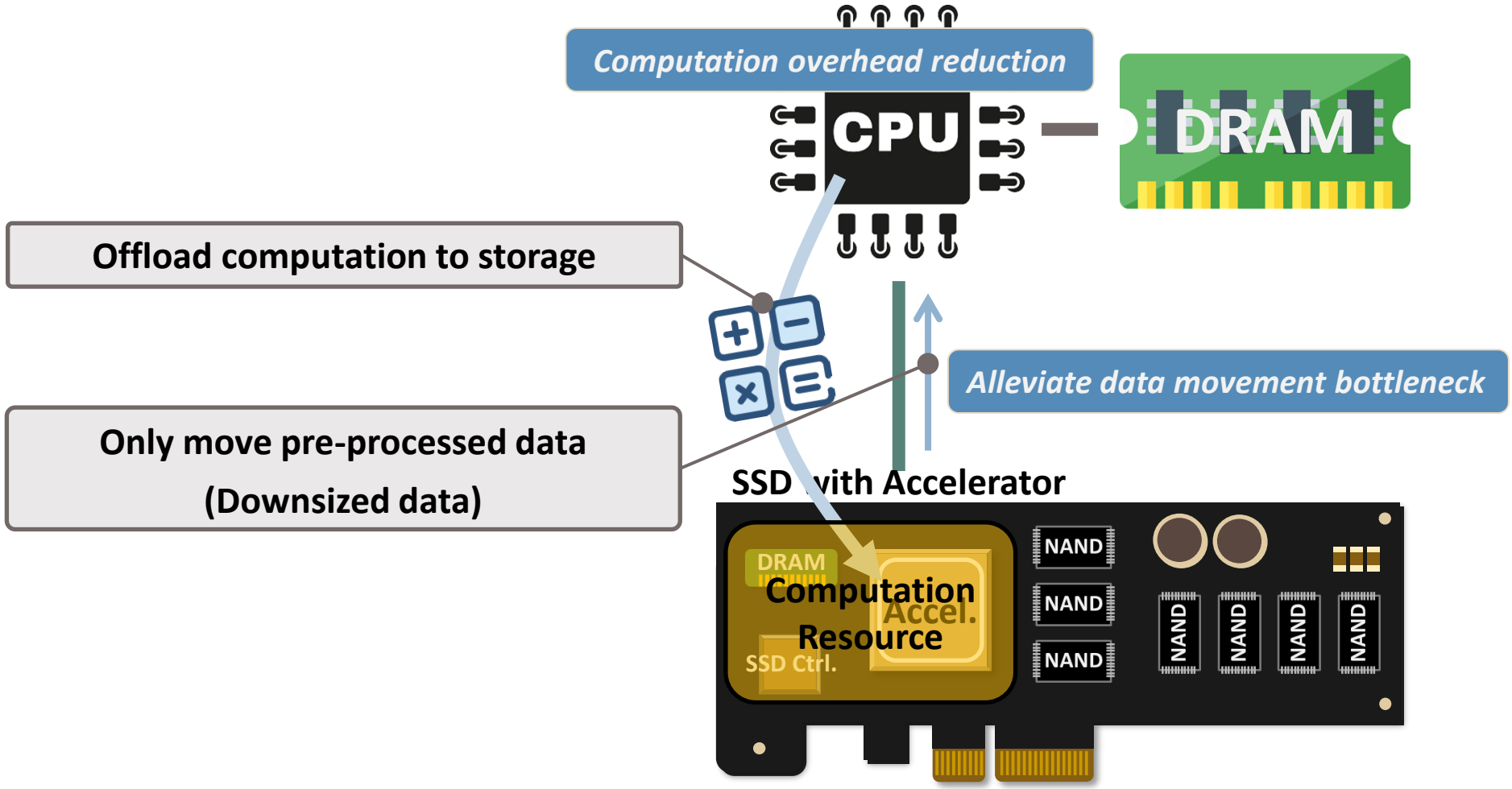
Federated Learning



Processing-in-Memory (PiM)

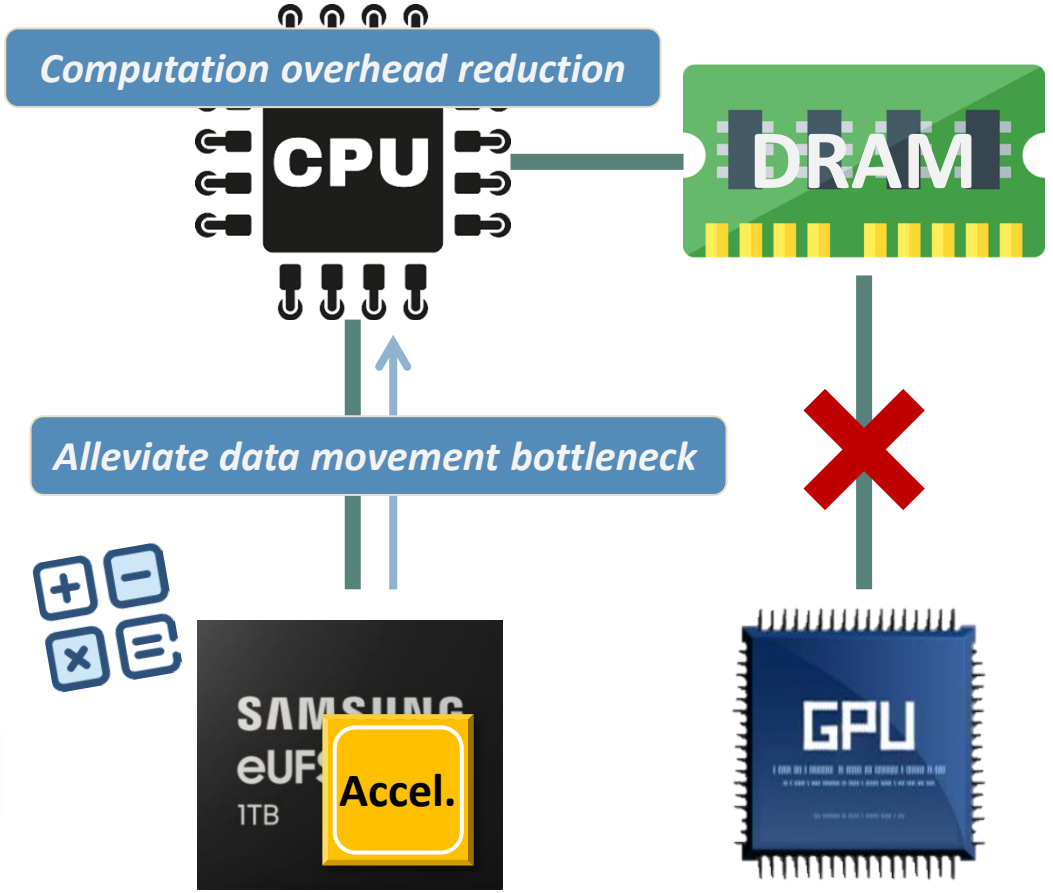


Processing-in-Storage (PiS)

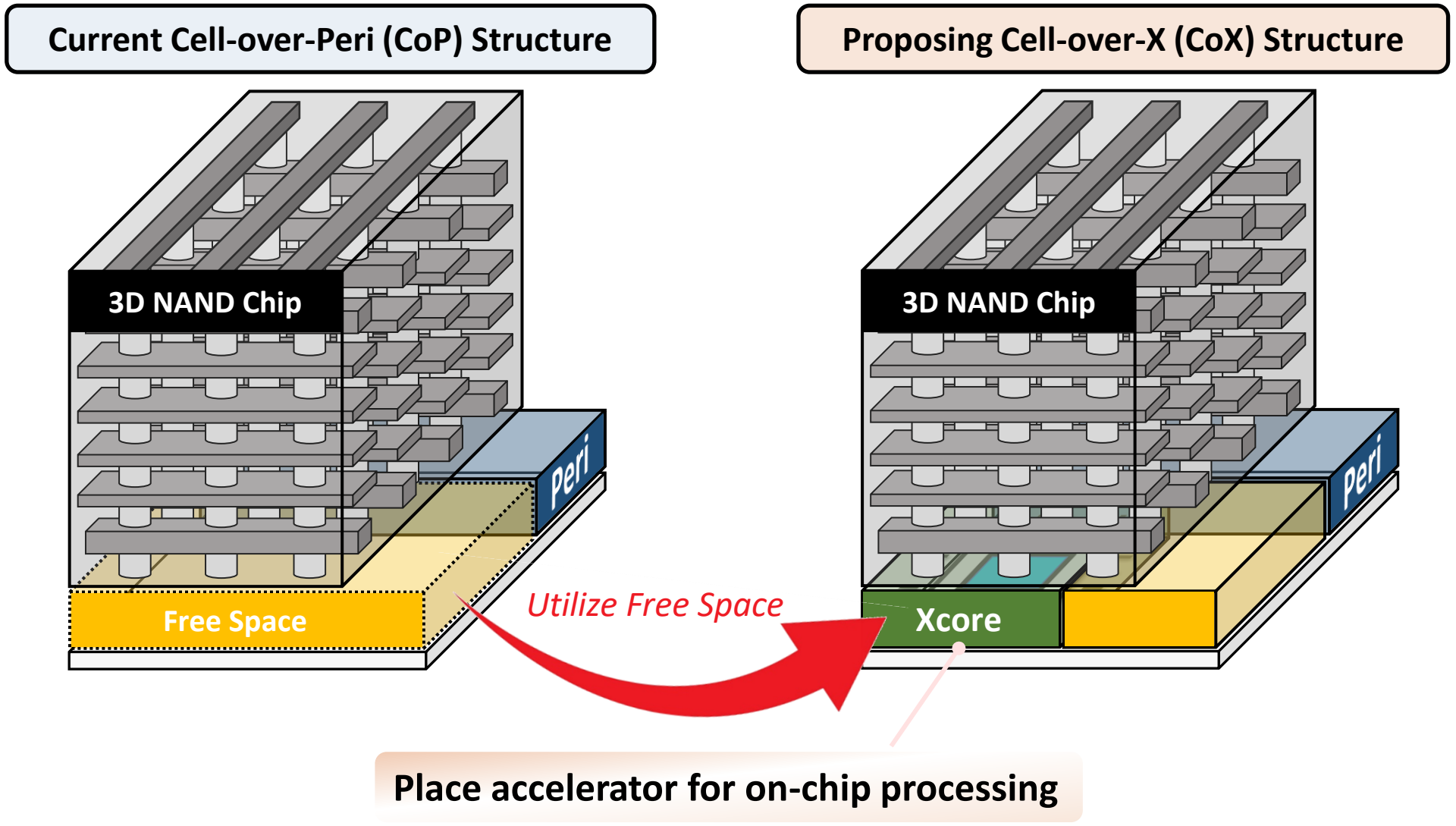


Key Idea & System Overview

➢ Processing-in-Flash (PiF)



Cell-over-X (CoX)



Expected Challenges

- **Physical Formulation Difficulty**
  - It is difficult to implement real NAND Flash chip
  - It is difficult to integrate the whole system on real device

Evaluation Strategy

- **Metric**
  - Scalability
  - Performance
  - Power Consumption
- **Benchmarks**
  - TBD

Overall Project Plan

#Iter.	*Objective*	*Duration*	*Misc.*
1	**Ideation & Proposal validation** Literature Review, Proposal Feedback	03/16 – 03/30	03/22 proposal (week 4)
2	**Build project environment & Design system** Build Env. for project, Design Arch. and techniques.	03/31 - 04/14	
3	**Implement Techniques & System** Implement techniques and Integrate all into system	04/15 – 05/25	05/04 demo (week 10)
4	**Evaluation** Evaluate system with training Algorithms	05/26 – 06/08	06/08 final (week 15)

Deliverable

Midterm Deliverable	*Final Deliverable*
Reasoning over project topic	*Technical Report regarding evaluations*
Design of CoX Flash chip (including tool code for design space exploration)	*Simulator (or Emulator) code for Proof-of-Concept*

Success Criteria

Performance(Processing-in-Flash) ≥ Performance (Traditional On-Device Processing)

15


Thank You !
Any questions or feedback are welcome.