



AOC Proposal Systolic Tensor Array

Group | 把家齊高中還給家齊

Member

電機所114 張育誠 N26121892

工科系113 劉子齊 E94096209

電機系113 洪翊碩 E24091027

電機系113 陳喬雅 E14093140

電機系113 鄭喆嚴 E14096724



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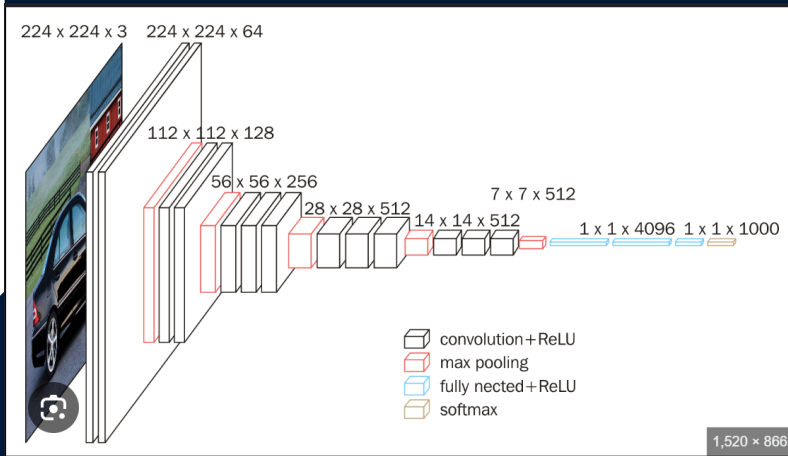


01

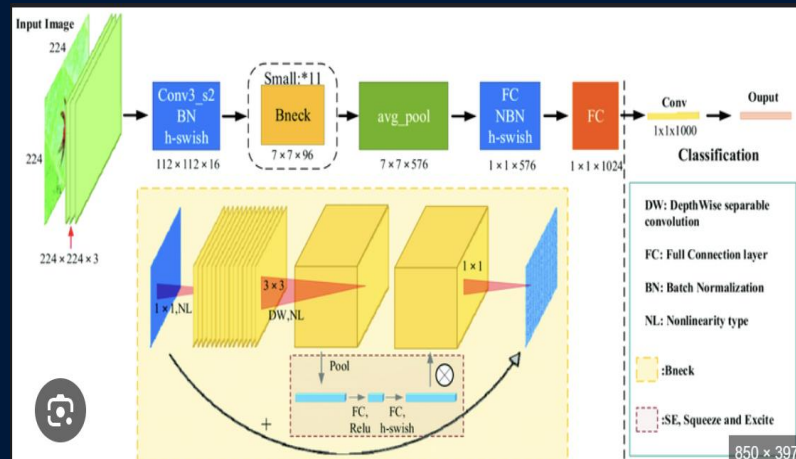
Model, Quantization and Pruning

Model

VGG16:

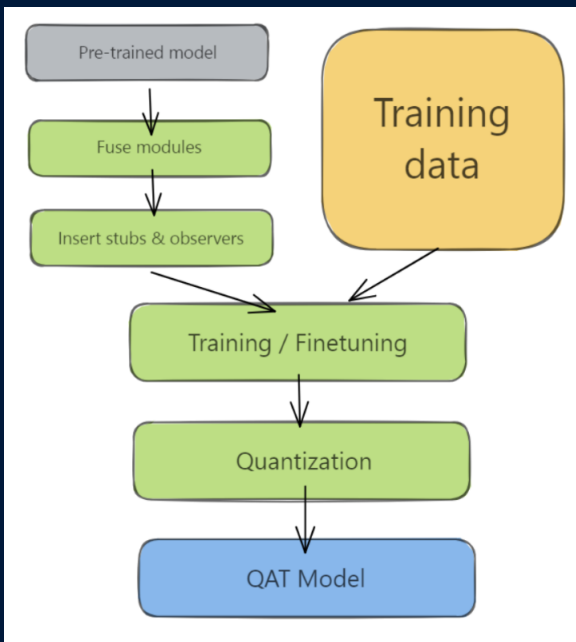


Mobile NetV3:

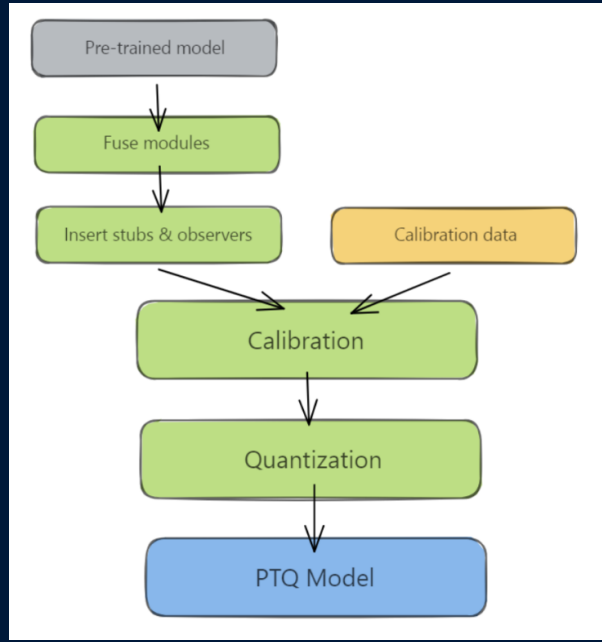


Quantization

QAT:

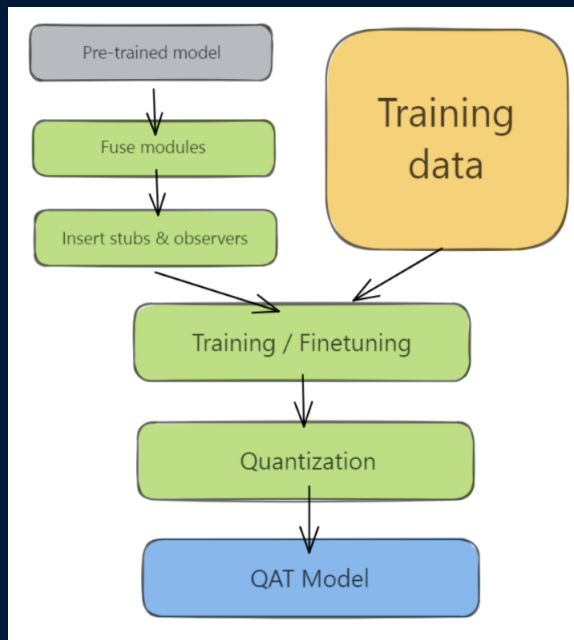


PTQ:

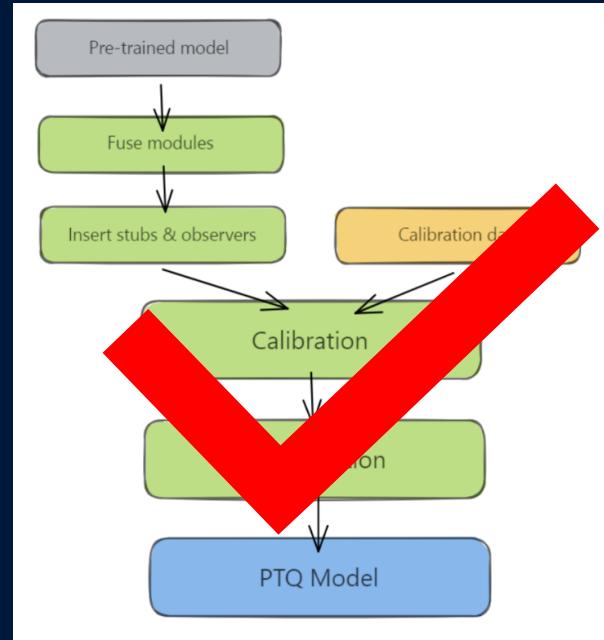


Quantization

QAT:



PTQ:





Pruning

Fix position pruning:

```
if SPARSITY:
    # updateConv2D()
    # train(1)
    test(sparsity_model)
    maskConv2D()
    test(model)
    test(sparsity_model)
```



Pruning

Original

```
[[[-1.2915e-04, -9.6068e-04, -1.1363e-03],  
  [ 2.1713e-02,  7.5816e-03,  5.7231e-03],  
  [ 2.7600e-03,  2.2870e-02,  3.2581e-03]],  
  
[[ 1.3669e-04,  3.5387e-02,  3.6681e-04],  
 [-8.6679e-04,  3.6982e-03,  3.2041e-02],  
 [ 5.4913e-03, -5.7838e-03,  1.4623e-03]],  
  
[[[-9.4173e-04,  2.0093e-04,  6.6950e-04],  
  [ 4.0101e-03, -1.5172e-02, -9.6157e-03],  
  [ 5.9197e-03, -1.0201e-03, -1.6133e-02]]], device='cuda:0')
```

Test set: Average loss: 0.3102, Accuracy: 9279/10000 (92.8%)

Test set: Average loss: 0.3081, Accuracy: 9283/10000 (92.8%)



Pruning

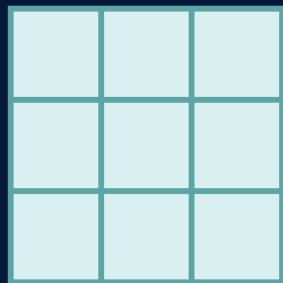
Saliency-based pruning:

```
if SPARSITY:  
    updateConv2D()  
    train(1)  
    test(sparsity_model)  
    maskConv2D()  
    test(model)  
    test(sparsity_model)
```

Pruning

Saliency-based pruning:

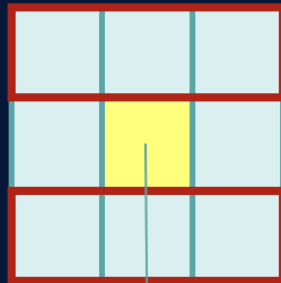
According to scaling factor
Only keep the largest value



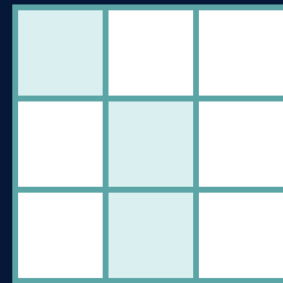
Sparsity



Prune



According to PatDNN
Center value is important, so it can't be pruned





02

PE Architecture and Dataflow

For Dense Matrix

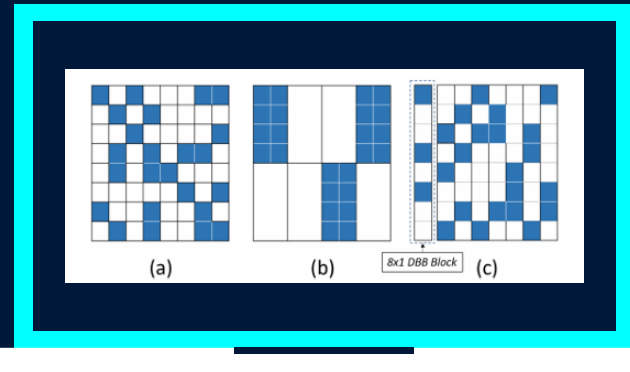


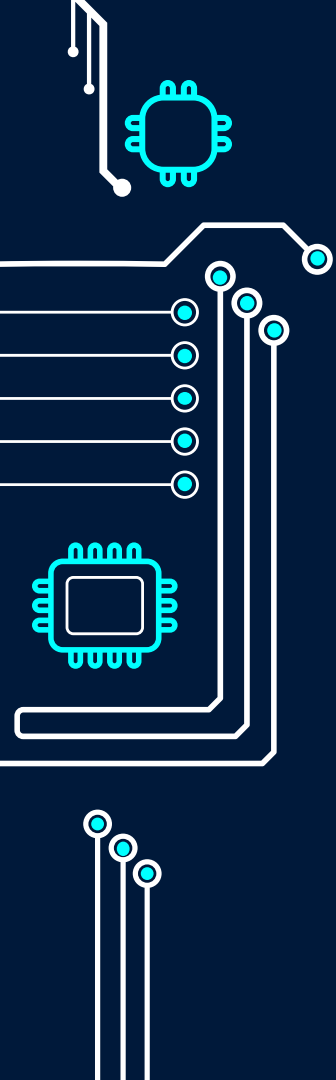
GEMM Accelerator

For Sparse Matrix

DBB | Density-Bound Block

Constraint mechanism for
the number of non-zero values
permissible in each block of a matrix.

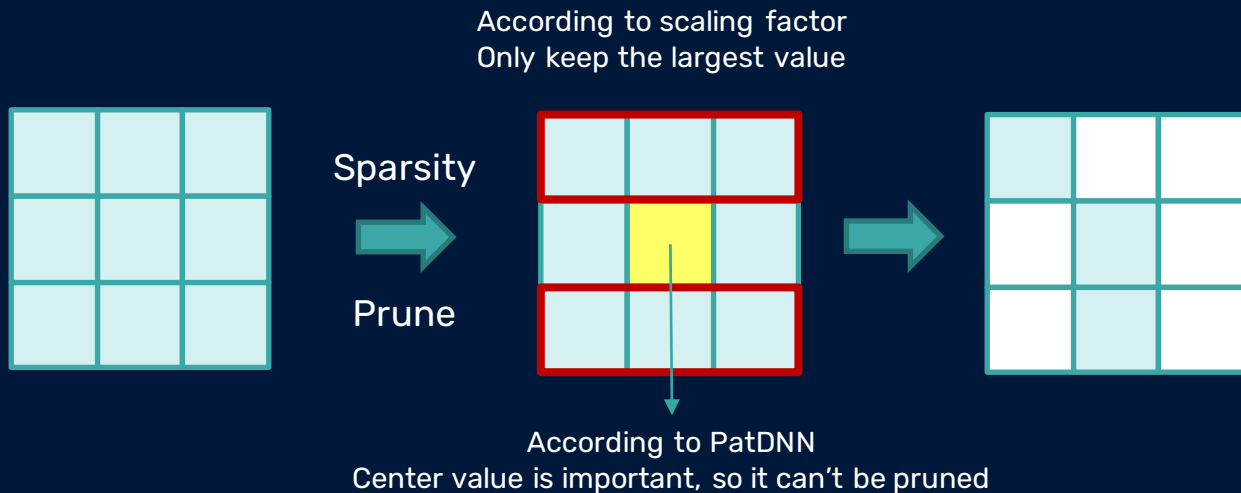




GEMM Accelerator

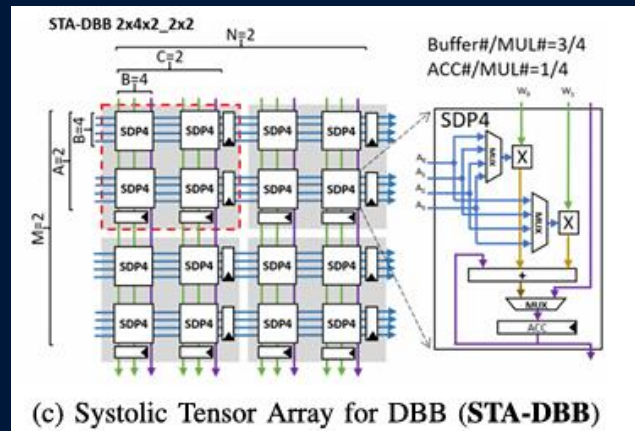
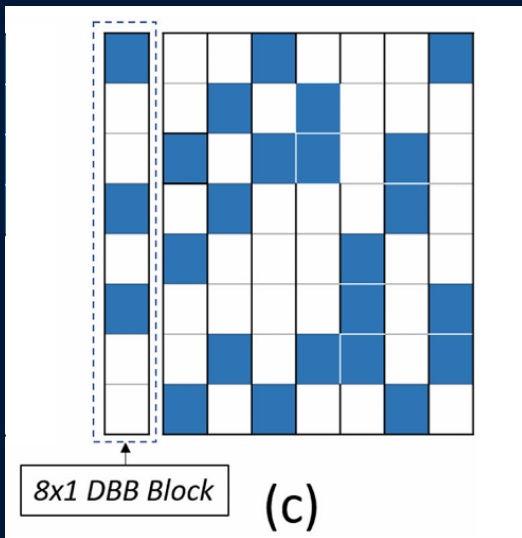
For Sparse Matrix

Our DBB Method



GEMM Accelerator

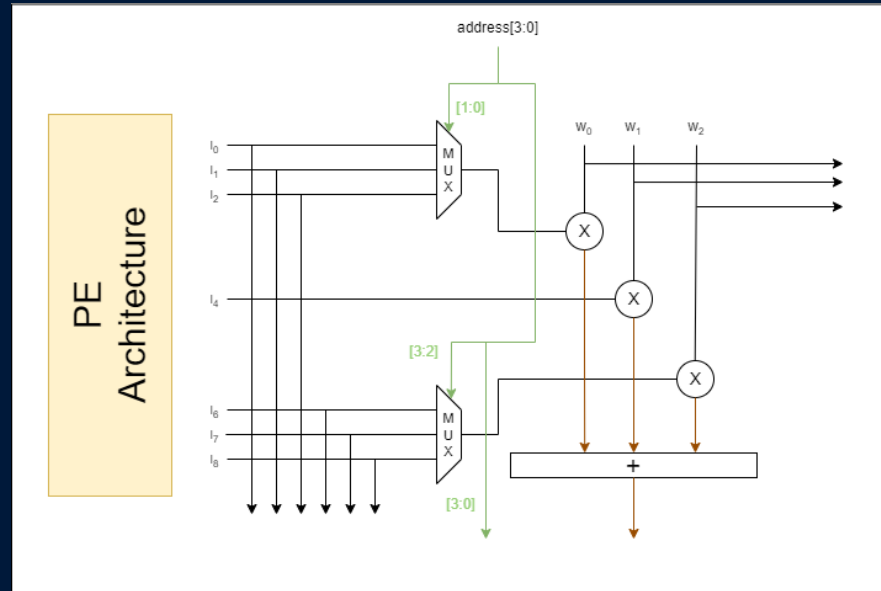
For Sparse Matrix



PE Architecture

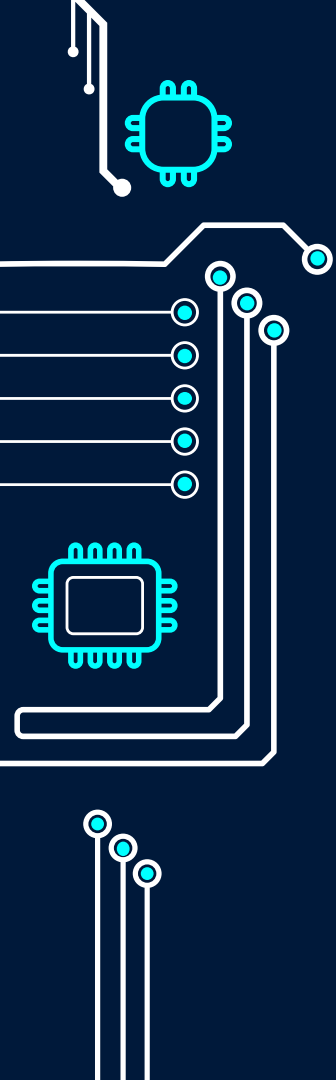
I_0	I_1	I_2
I_3	I_4	I_5
I_6	I_7	I_8

W_0	W_0	W_0
	W_1	
W_2	W_2	W_2



PE I/O Ports

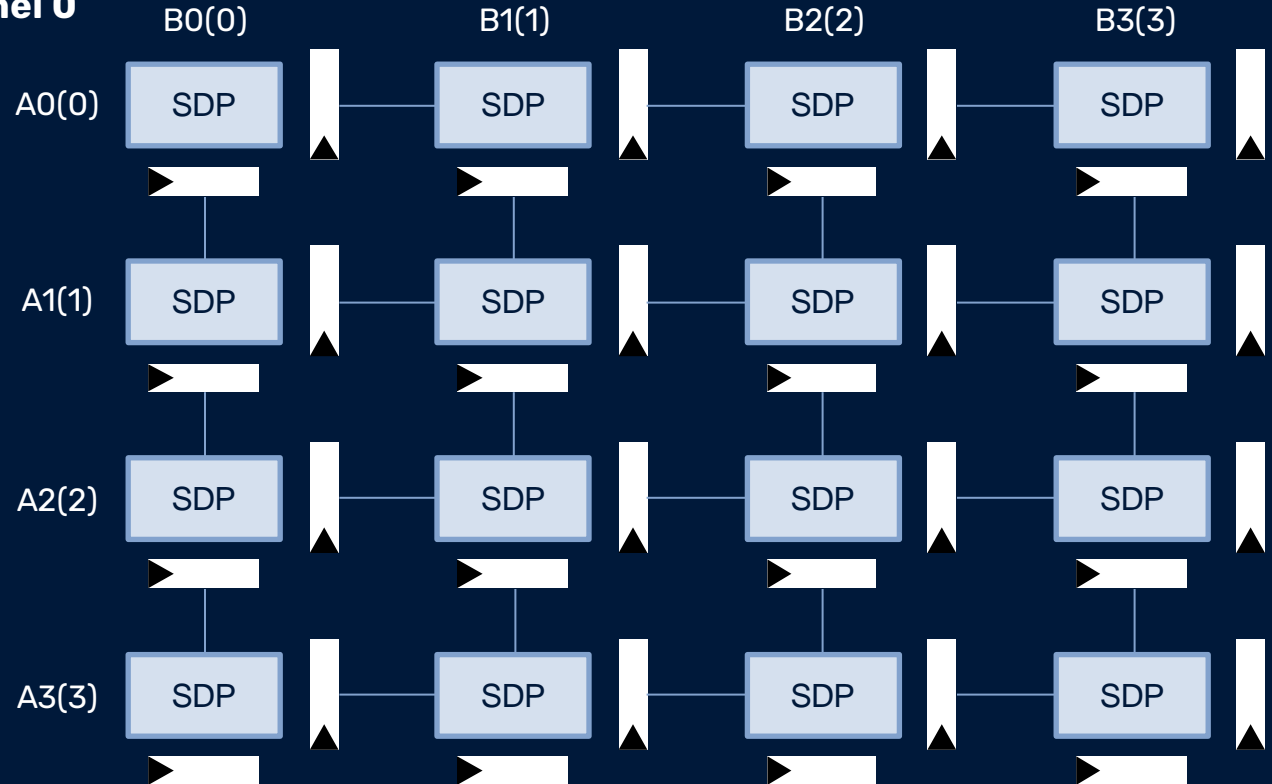
Signal	I/O	Bits	Function
ifmap_i	Input	56 bits	$I_0 \rightarrow [7:0]$ $I_0, I_1, I_2, I_4, I_6, I_7, I_8$
weight_i	Input	24 bits	$W_0 \rightarrow [7:0]$ W_0, W_1, W_2
address_i	Input	4 bits	[1:0] for upper weight [3:2] for lower weight
ifmap_o	Output	56 bits	
weight_o	Output	24 bits	
address_o	Output	4 bits	
result	Output	18 bits	Product and Add

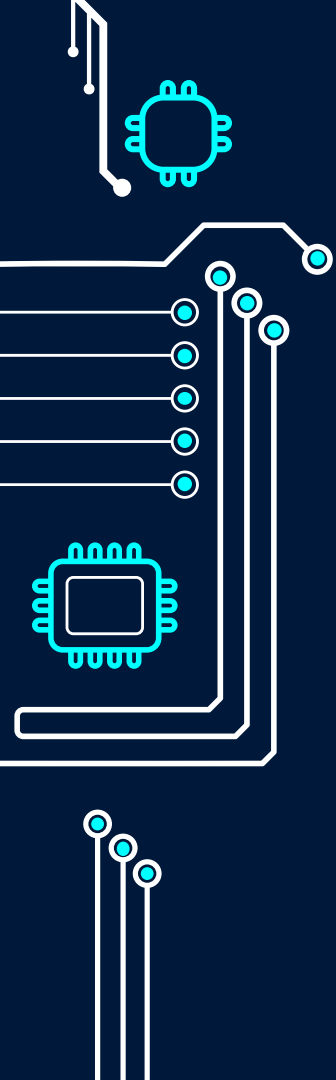


PE Array Architecture

A for 3*3 Ifmap Sliding Window
B for 3*3 Weight
(num) num :which clock to send

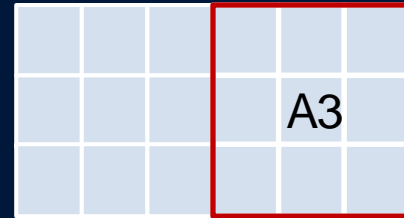
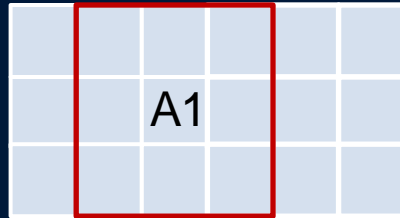
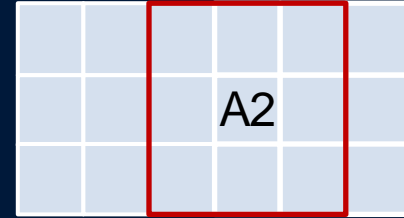
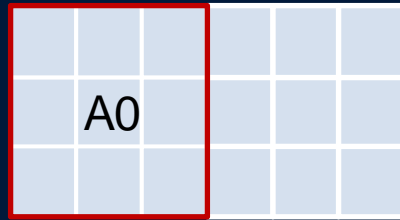
Channel 0





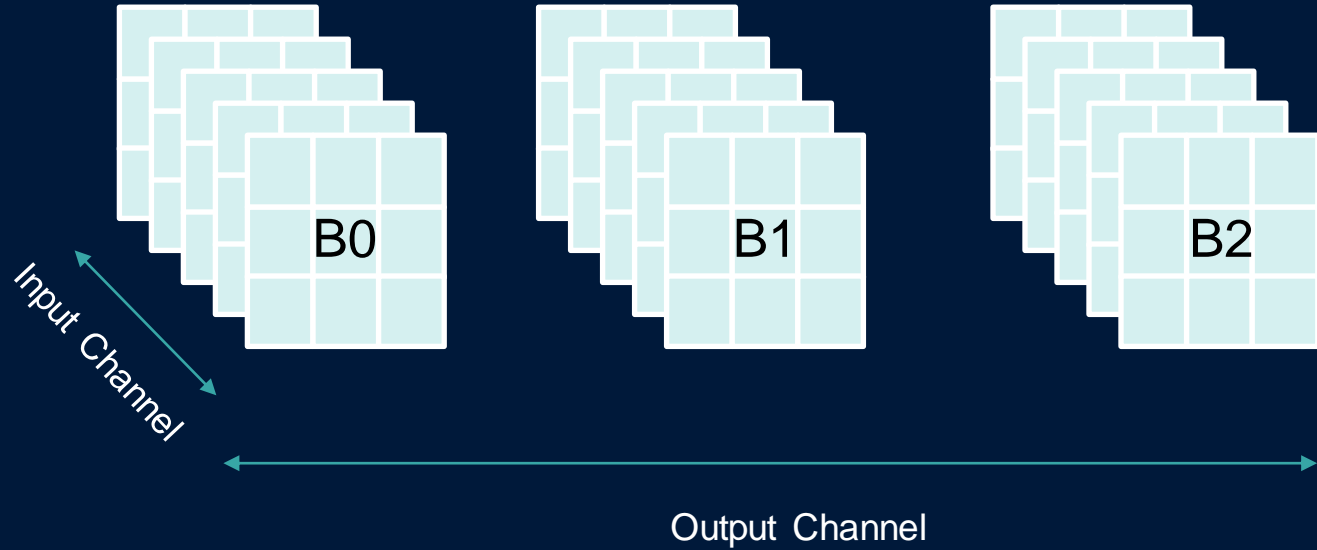
PE Array Architecture

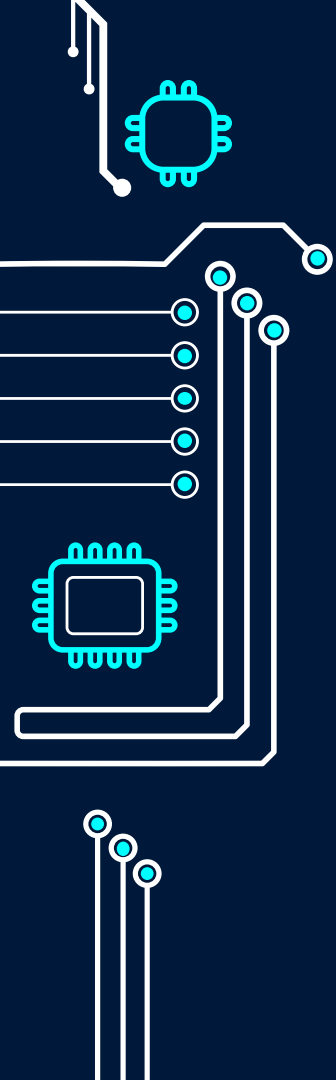
A for 3*3 Ifmap Sliding Window
B for 3*3 Weight
(num) num :which clock to send



PE Array Architecture

A for 3×3 Ifmap Sliding Window
B for 3×3 Weight
(num) num :which clock to send

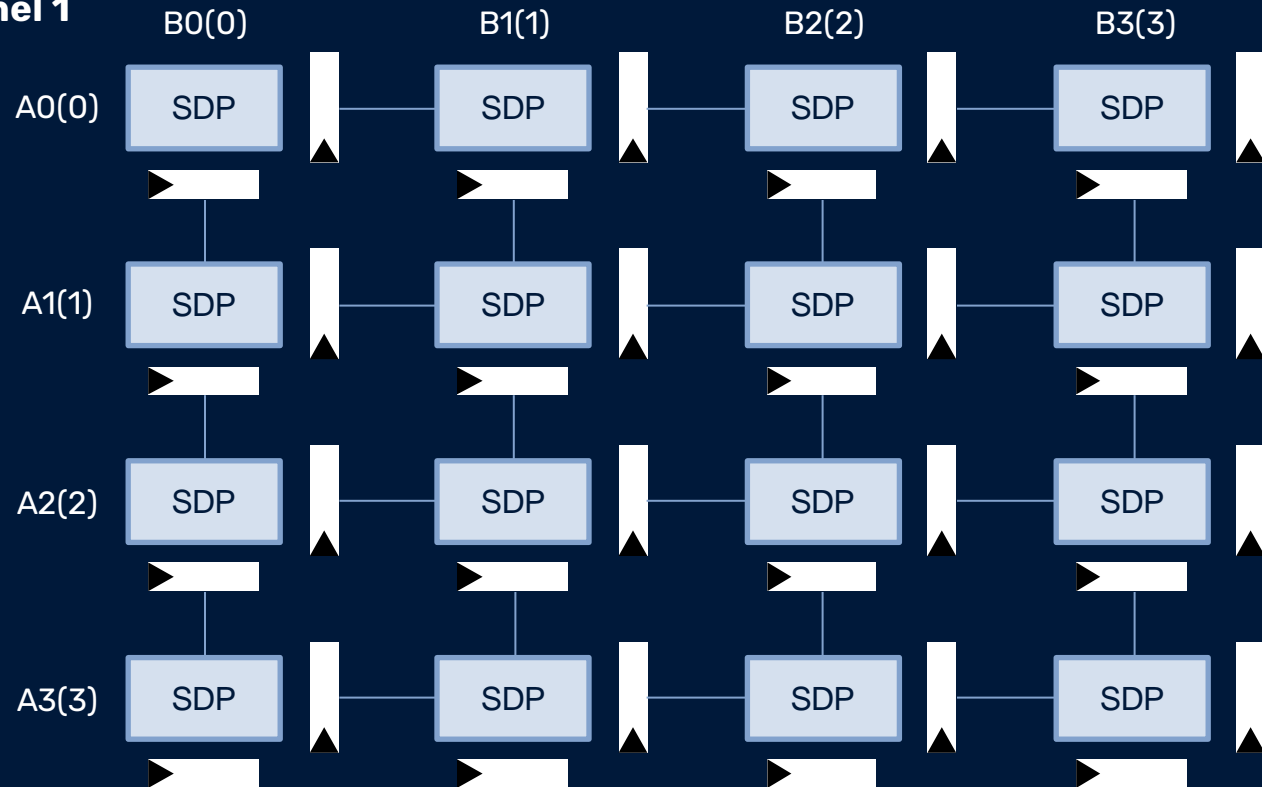


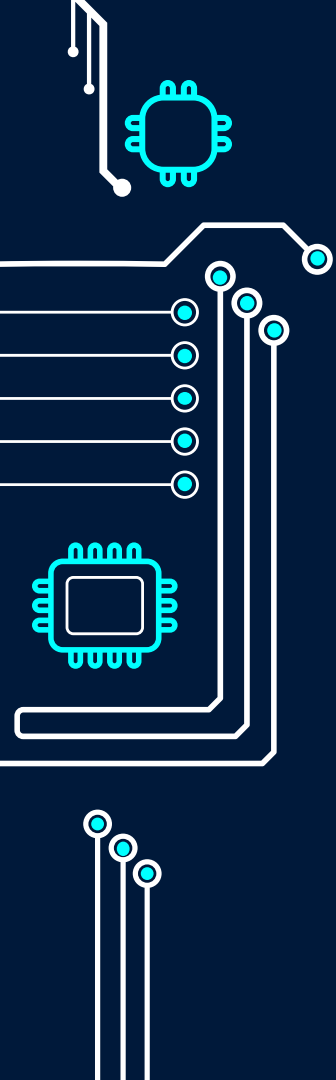


PE Array Architecture

A for 3*3 Ifmap Sliding Window
B for 3*3 Weight
(num) num :which clock to send

Channel 1

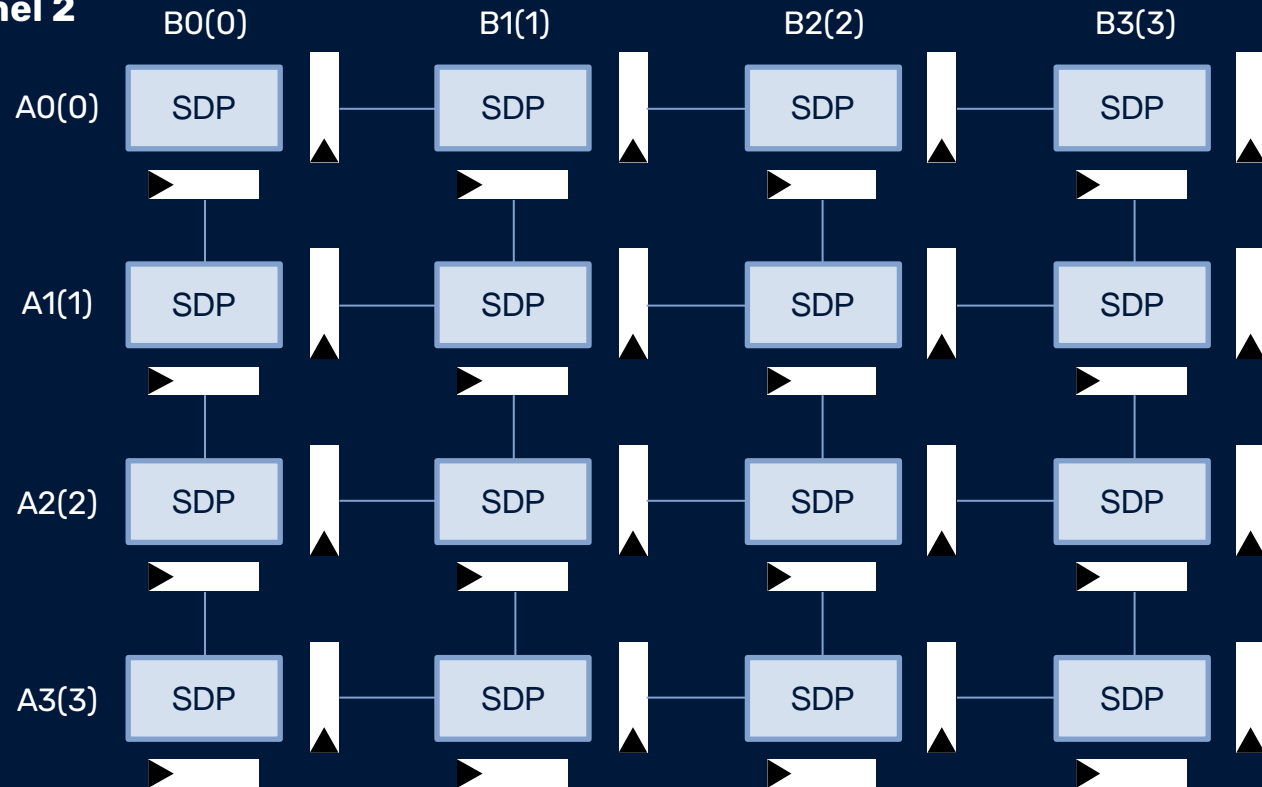


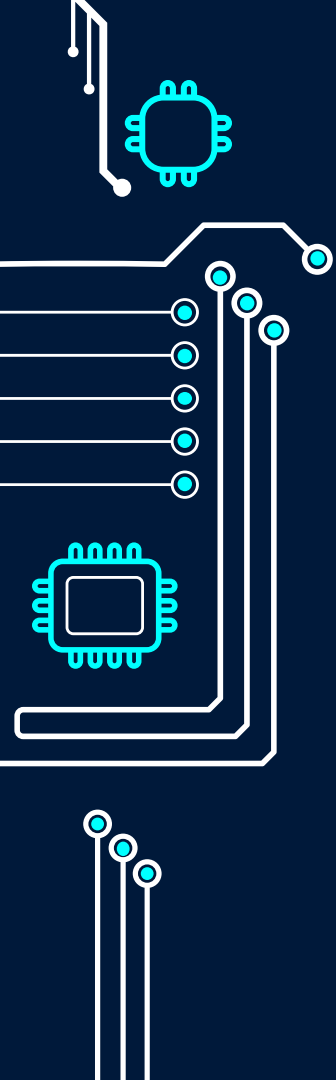


PE Array Architecture

A for 3*3 Ifmap Sliding Window
B for 3*3 Weight
(num) num :which clock to send

Channel 2

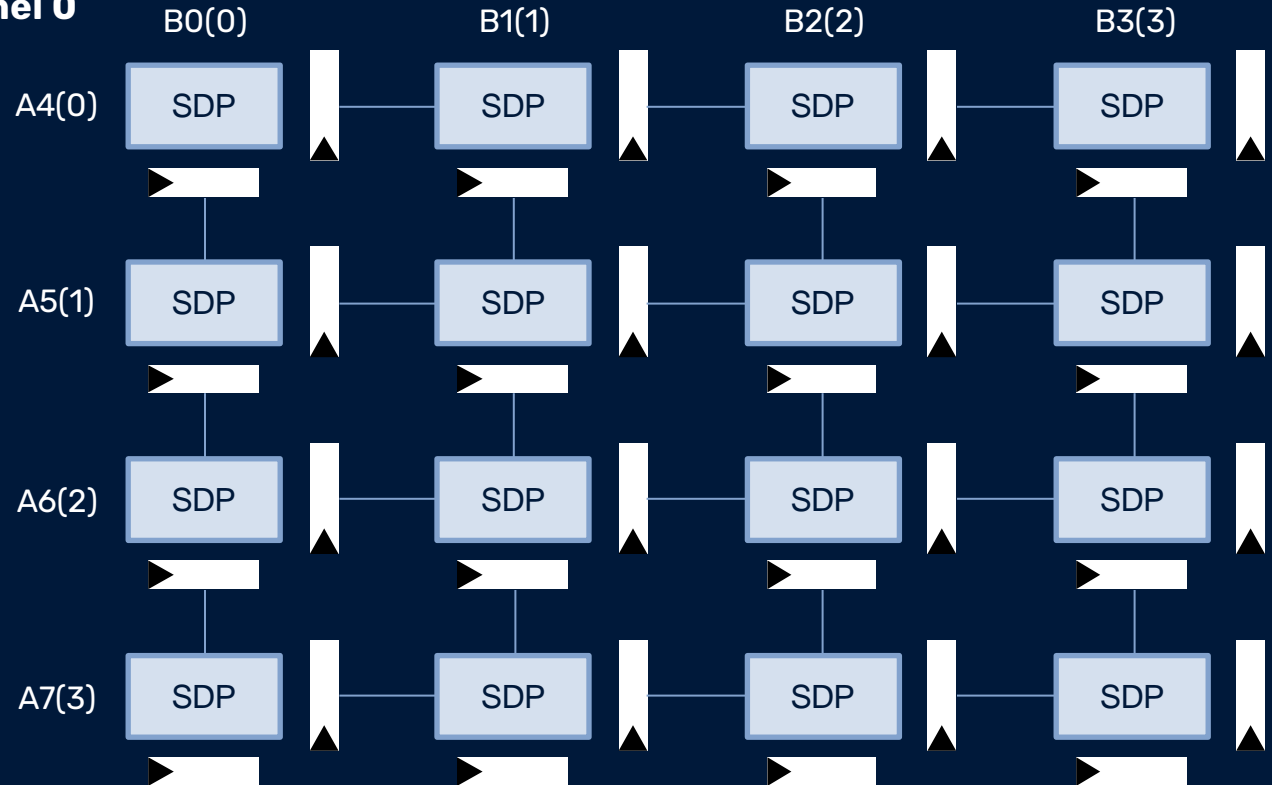


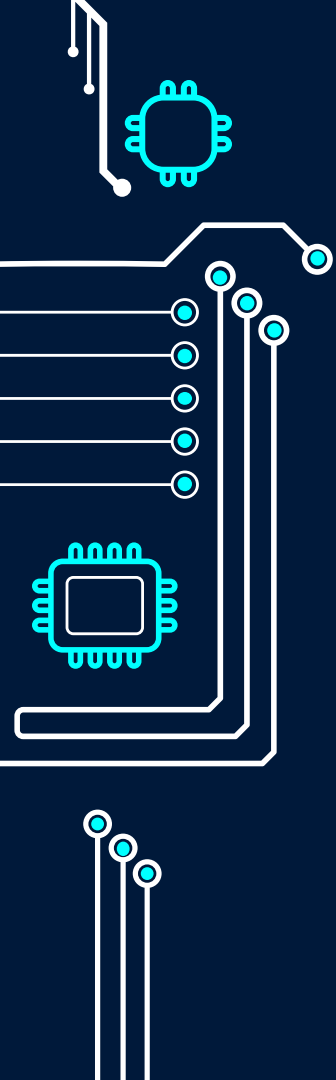


PE Array Architecture

A for 3*3 Ifmap Sliding Window
B for 3*3 Weight
(num) num :which clock to send

Channel 0

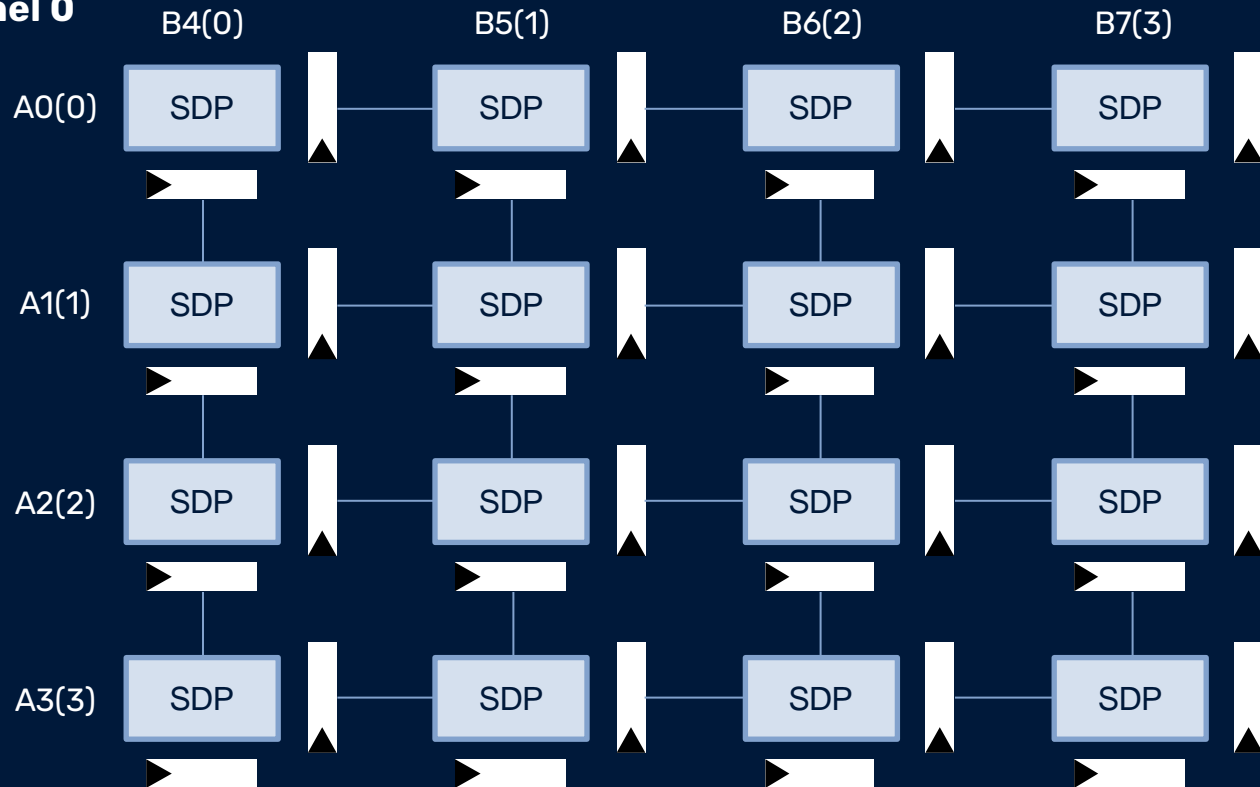


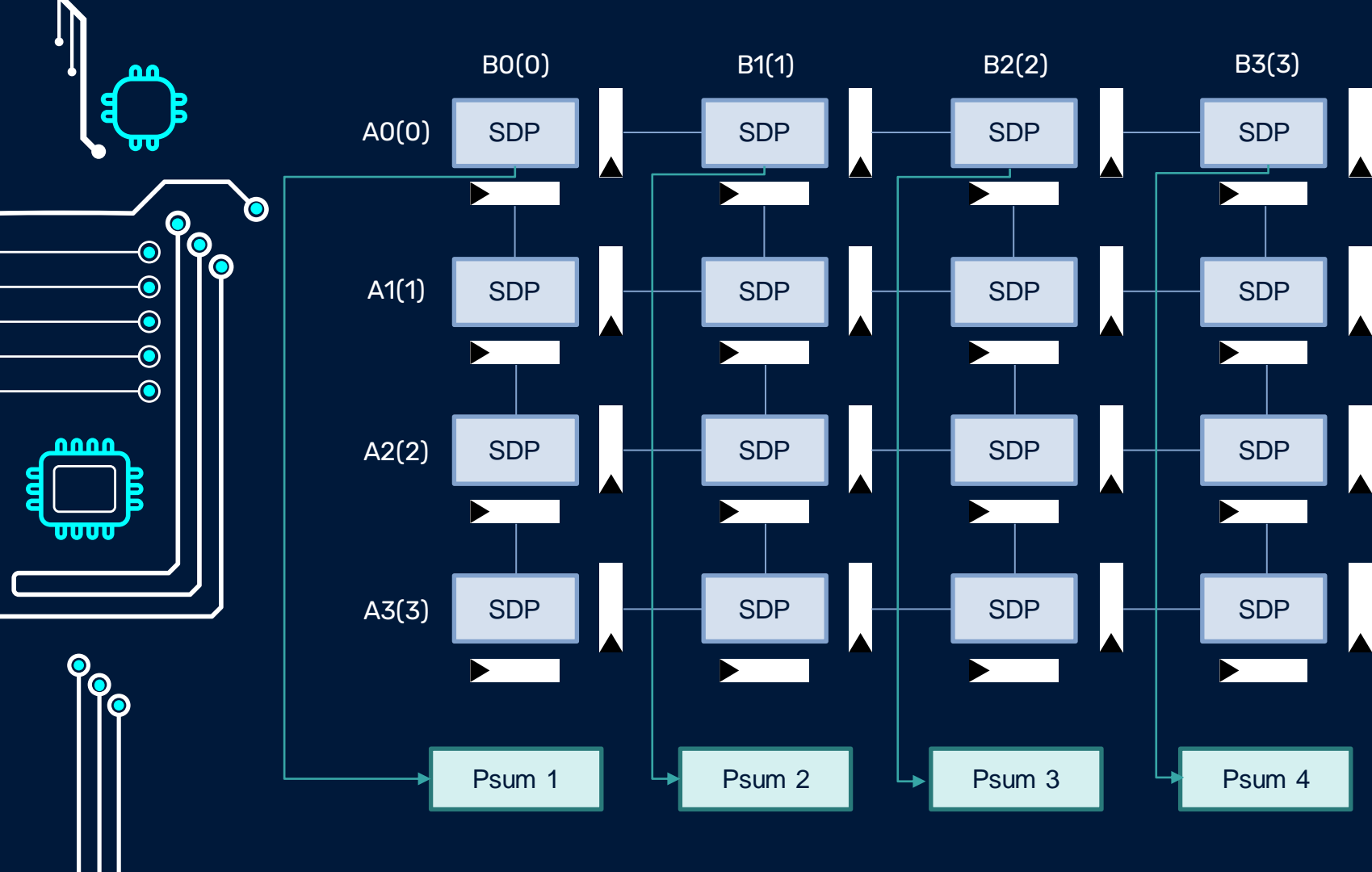


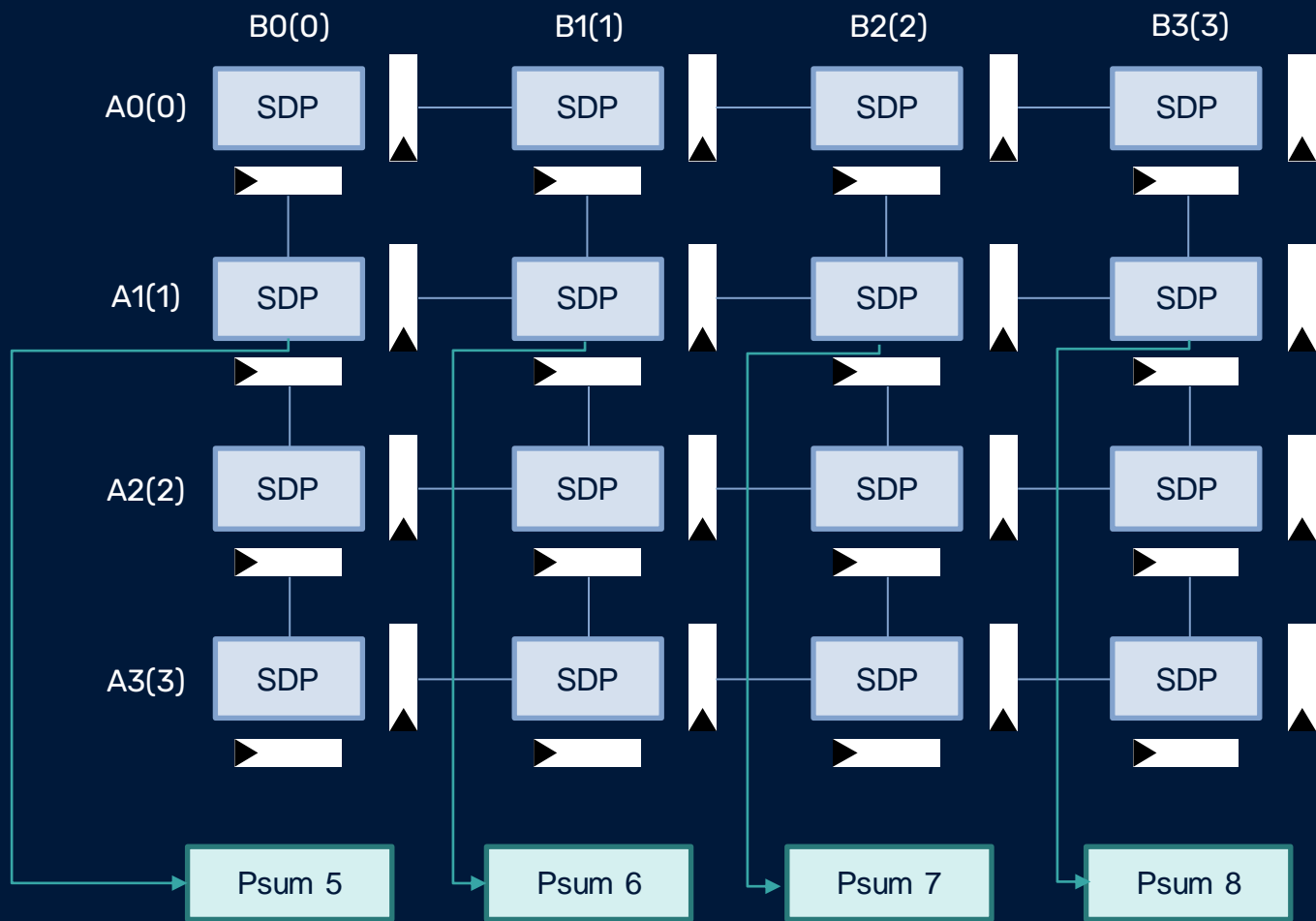
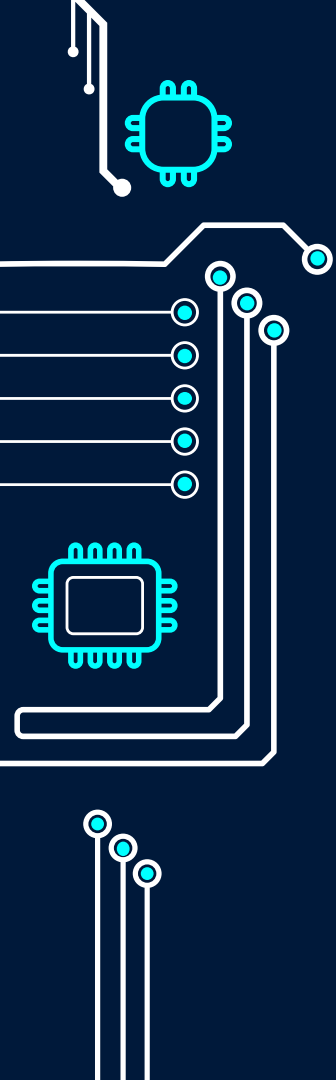
PE Array Architecture

A for 3*3 Ifmap Sliding Window
B for 3*3 Weight
(num) num :which clock to send

Channel 0





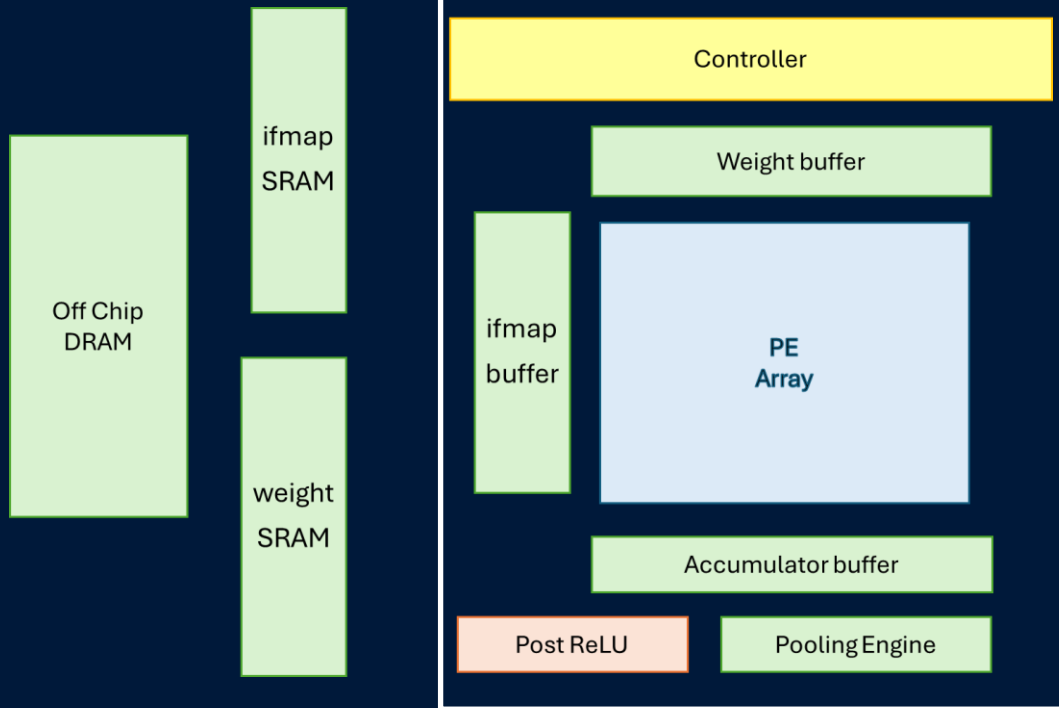




03

Our Accelerator Architecture and SPEC

Architecture




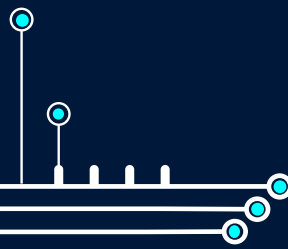


SPEC

SRAM



Type	Size	Why we use this size?
Ifmap SRAM	16KB	$512(\text{input channel}) * 3(\text{filter row})$ <ul style="list-style-type: none">$10(6+4) * 1\text{Byte} = 15\text{KB}$
Weight SRAM	16KB	$512(\text{input channel}) * 8(\text{output channel}) * 3(\text{NNZ}) * 10(\text{int8}+2 \text{ bit address})$ $= 15\text{KB}$




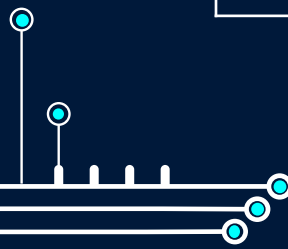


SPEC

On-Chip Buffer



Type	Size	Why we use this size?
Ifmap Buffer	576B	$32(\text{input channel}) * 3(\text{filter row}) * 6(\text{ifmap column}) * 1\text{Byte} = 576\text{B}$
Weight Buffer	480B	$32(\text{input channel}) * 3(\text{filter NNZ}) * 4(\text{PE a row}) * 10\text{bit} (\text{int8} + 2 \text{ bit address}) = 480\text{B}$
Accumulator Buffer	64B	$32 \text{ Bits} * 16 (\text{PE}) = 64\text{B}$




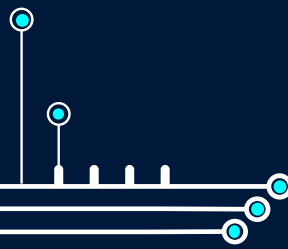


SPEC

Bandwidth



Type	Size	Why we use this size?
PE to Ifmap Buffer	28B	$7(\text{element}) * 4(\text{PE a row}) * 1\text{Byte} = 28\text{B}$
PE to Weight Buffer	15B	$3(\text{NNZ in a filter}) * 4(\text{PE a col}) * 10 \text{ bits} = 15\text{B}$
PE to Accumulator Buffer	64B	$4\text{Byte} * 16 = 64\text{B}$





04

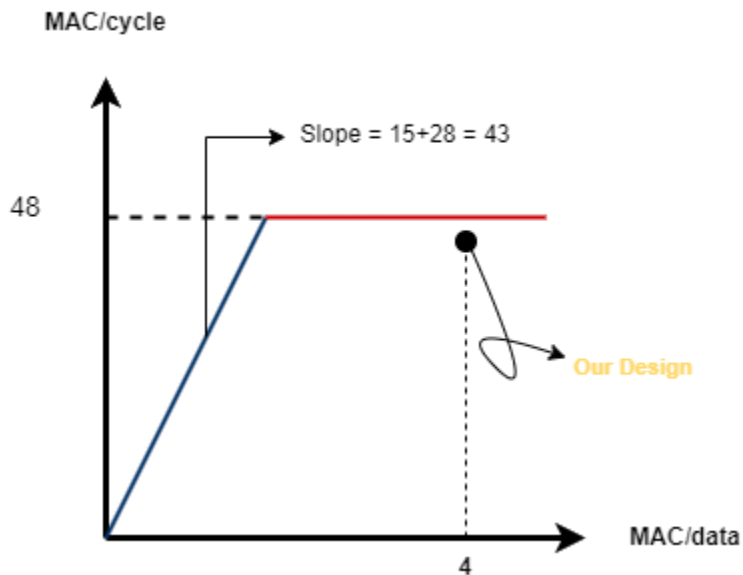
Analysis and Question



Advantages

- Increased Efficiency
- Enhanced Area and Power Efficiency
- Efficient Data Flow

Roofline Model





Problem Discussion

Q1: Is the Accumulator on-chip bandwidth (64B) too large?

Q2: Is the number of times data is fetched from DRAM too many?

(Up to 64 times per layer)

RESOURCES

Course

- AI on Chip NCKU by Professor Chia-Chi Tsai

Paper Reference

- Liu, Z. G., Whatmough, P. N., & Mattina, M. (2020). Systolic tensor array: An efficient structured-sparse GEMM accelerator for mobile CNN inference. *IEEE Computer Architecture Letters*, 19(1), 34-37.
- Niu, W., Ma, X., Lin, S., Wang, S., Qian, X., Lin, X., ... & Ren, B. (2020, March). Patdnn: Achieving real-time dnn execution on mobile devices with pattern-based weight pruning. In *Proceedings of the Twenty-Fifth International Conference on Architectural Support for Programming Languages and Operating Systems* (pp. 907-922).



THANKS!