



# 3D-TTP: Efficient Transient Temperature-Aware Power Budgeting for 3D-Stacked Processor-Memory Systems

Sobhan Niknam\*, Yixian Shen\*, Anuj Pathania, Andy D Pimentel

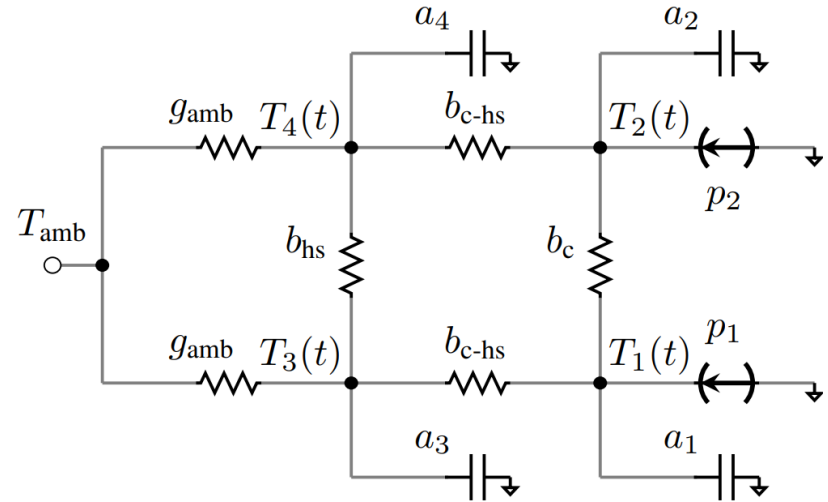
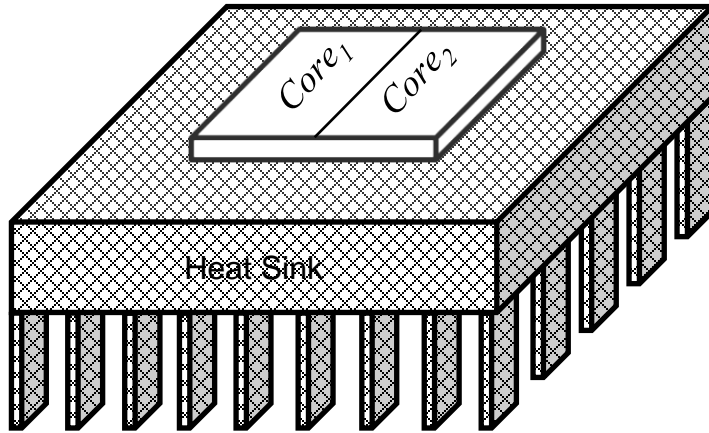


# Outline

- ***Research background***
- Dynamic Thermal management
- The key designs of our approach
- Experimental results
- Conclusion

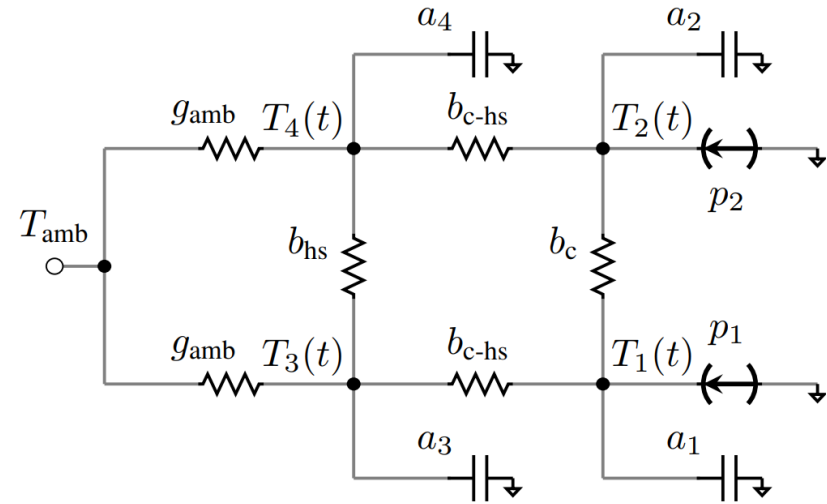
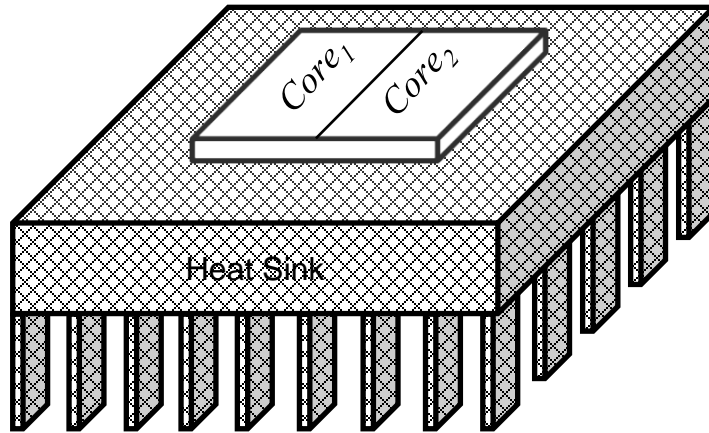
# R-C thermal model

- Thermal behavior is dual to electronic circuit.



# R-C thermal model

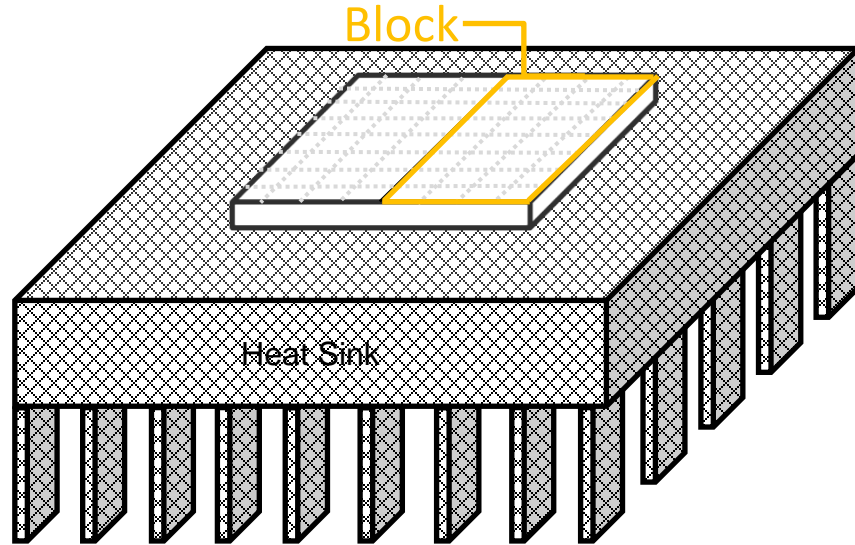
- Thermal behavior is dual to electronic circuit.



$$\mathbf{A}\mathbf{T}' + \mathbf{B}\mathbf{T} = \mathbf{P} + T_{amb}\mathbf{G}$$

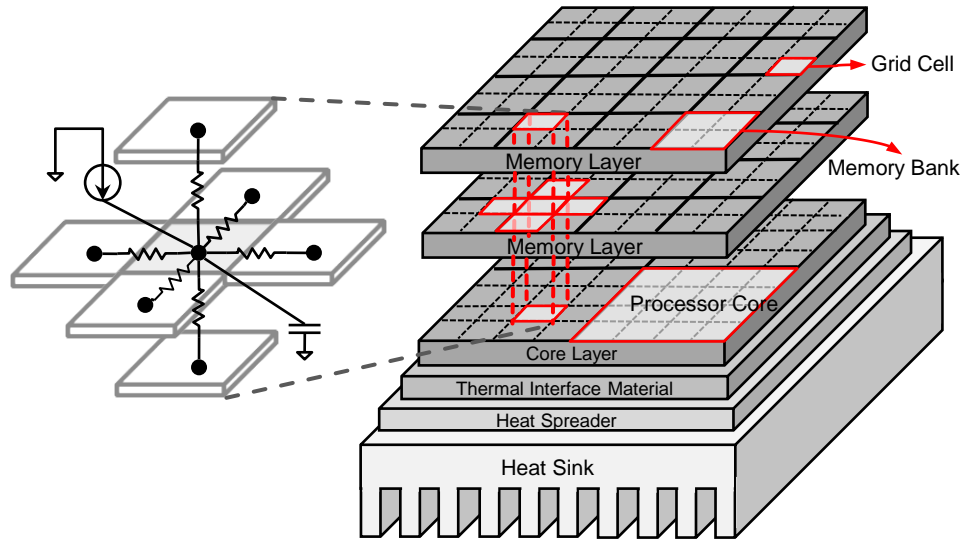
# Block Mode vs Grid Mode in HotSpot

- Block Mode: Thermal resistance and specific heat of each layer (i.e., silicon, TIM, package) is **uniform**.



# 3D-stacked Processors

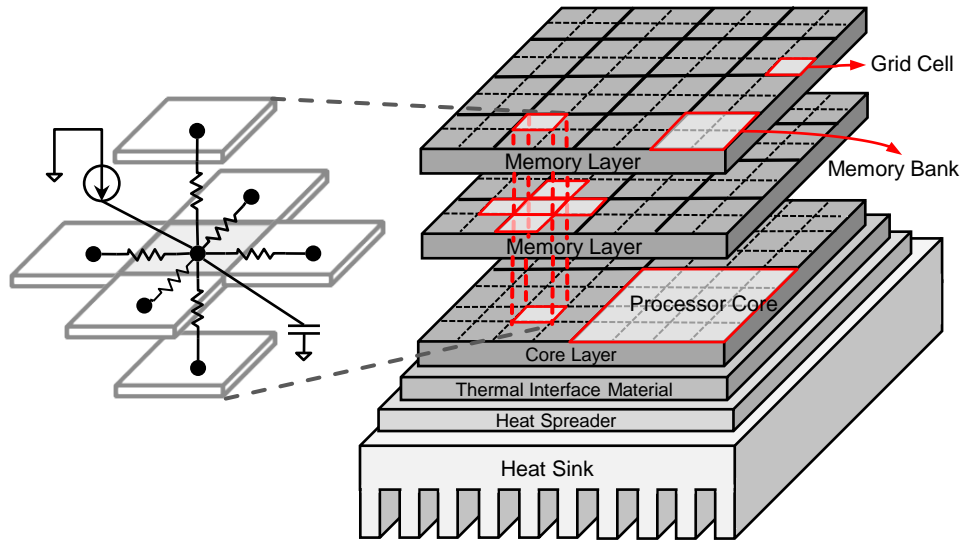
## ➤ Core and Memory stacked together



- ❑ Through-Silicon Vias (TSVs) are composed of **uniform material**
- ❑ Non-uniform Thermal Conducting Sheets

# 3D-stacked Processors

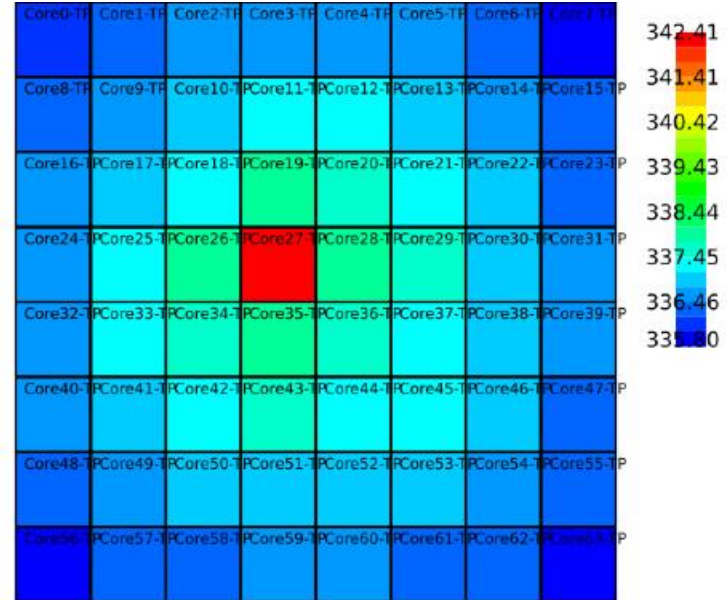
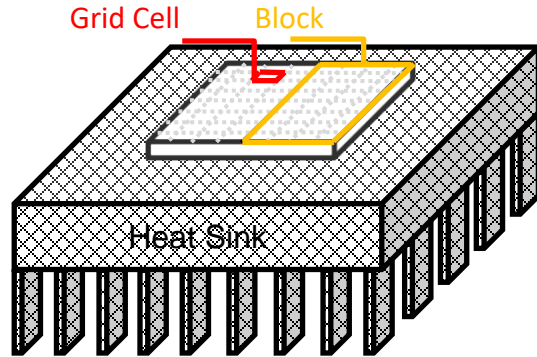
- Core and Memory stacked together



- ❑ Through-Silicon Vias (TSVs) are composed of **uniform material**
- ❑ Non-uniform Thermal Conducting Sheets

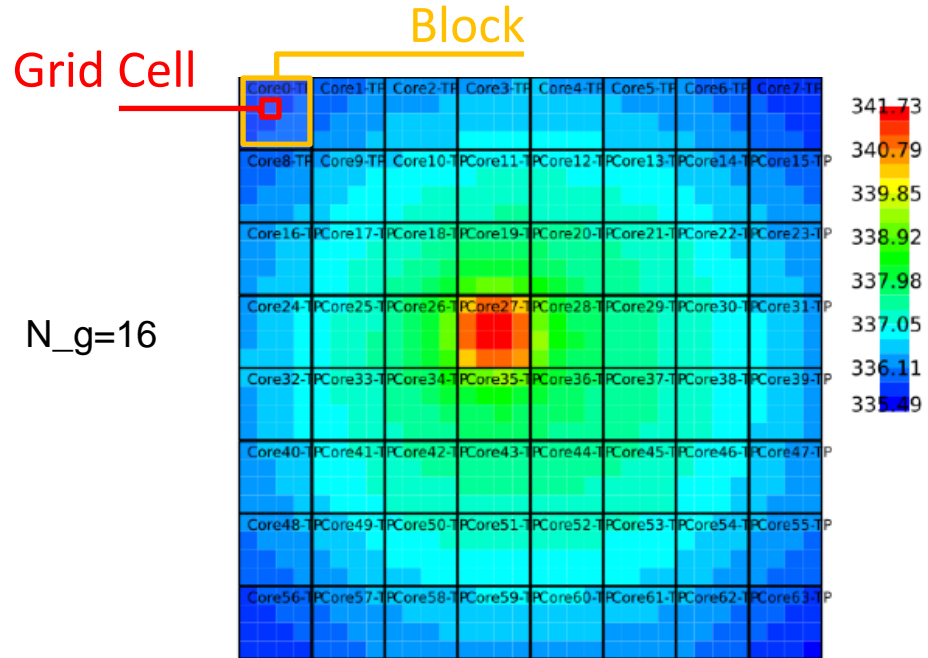
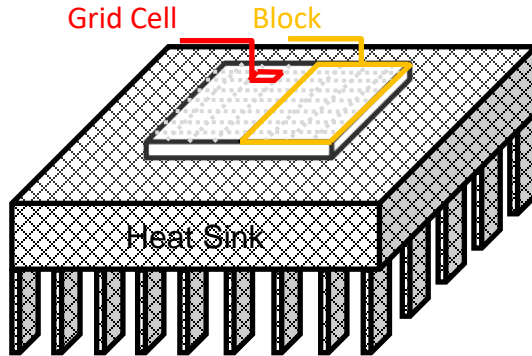
3D-stacked processors require the grid model for thermal modelling.

# Block Mode vs Grid Mode in HotSpot



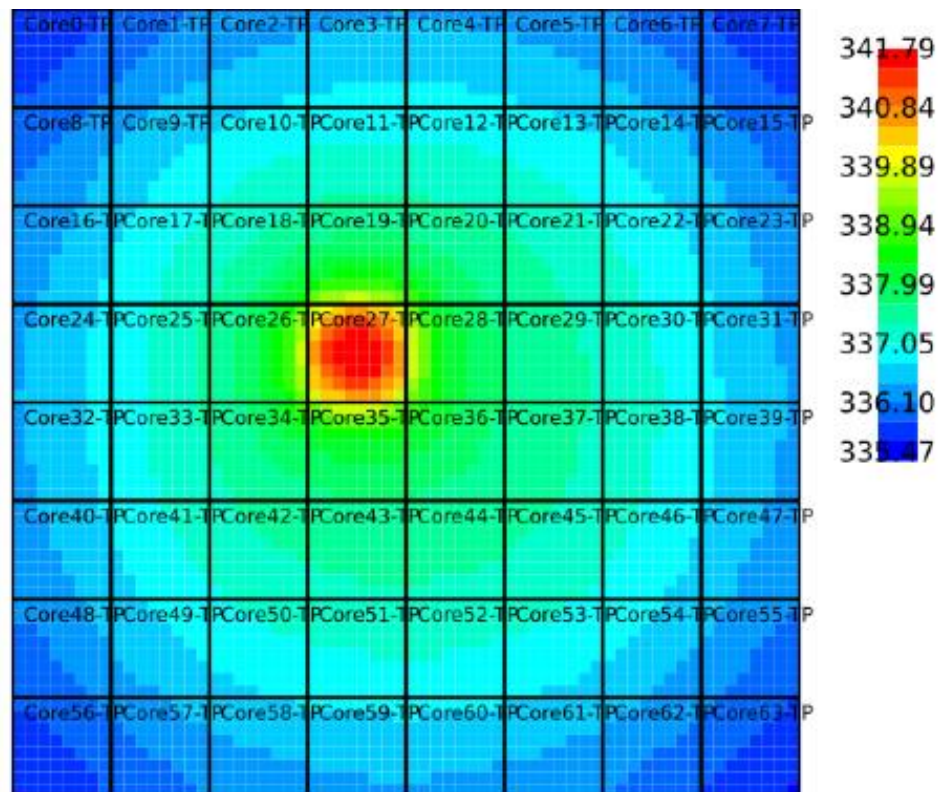


# Block Mode vs Grid Mode in HotSpot



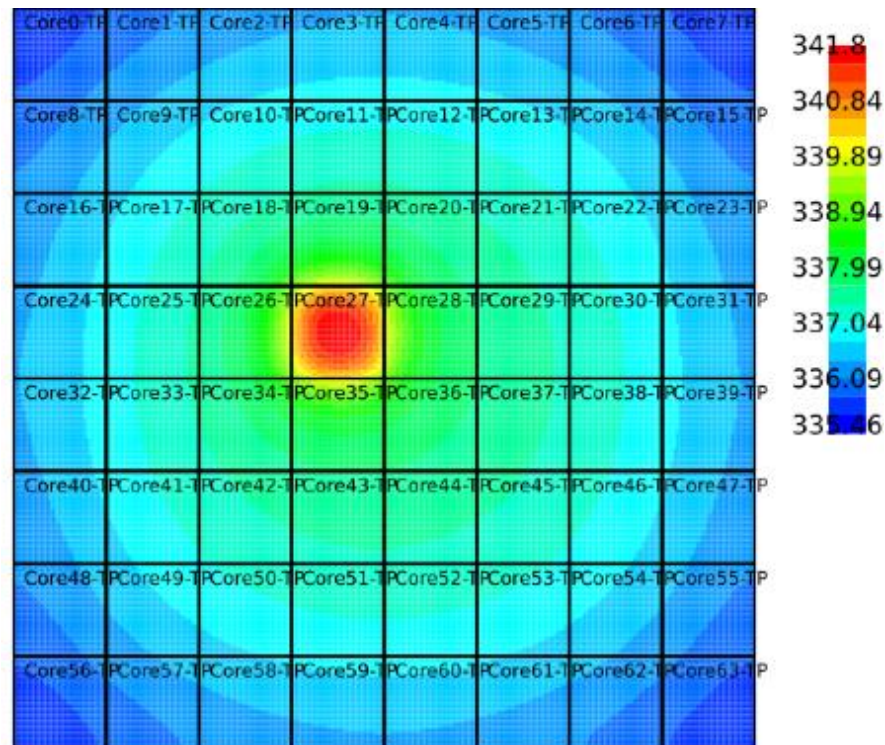
# Block Mode vs Grid Mode in HotSpot

N\_g=64



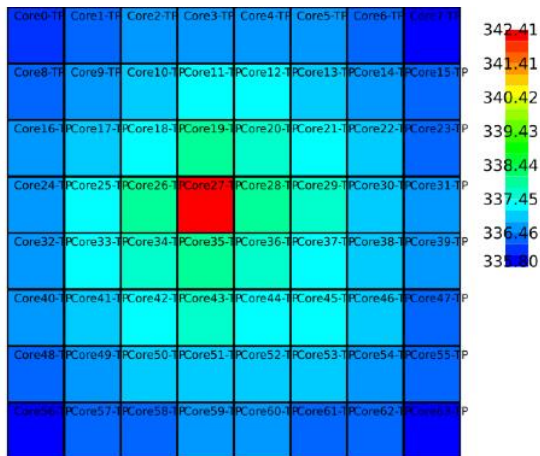
# Block Mode vs Grid Mode in HotSpot

N\_g=256

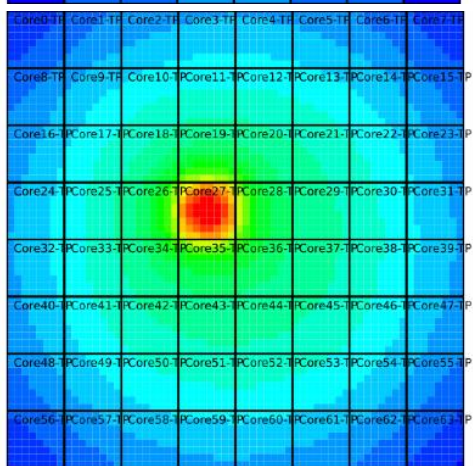


# Block Mode vs Grid Mode in HotSpot

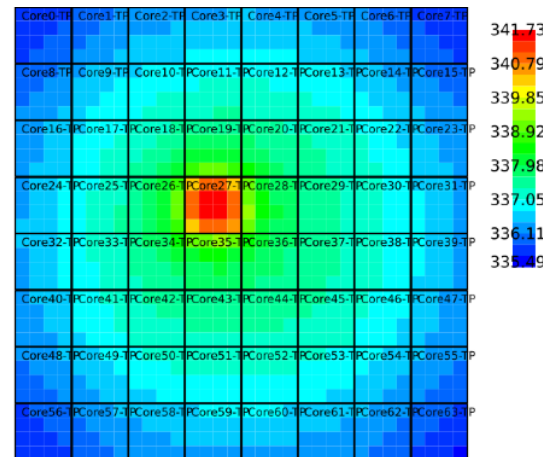
$N_g=1$



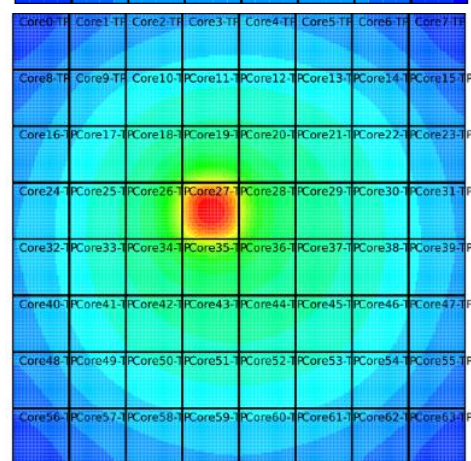
$N_g=64$



$N_g=16$



$N_g=256$

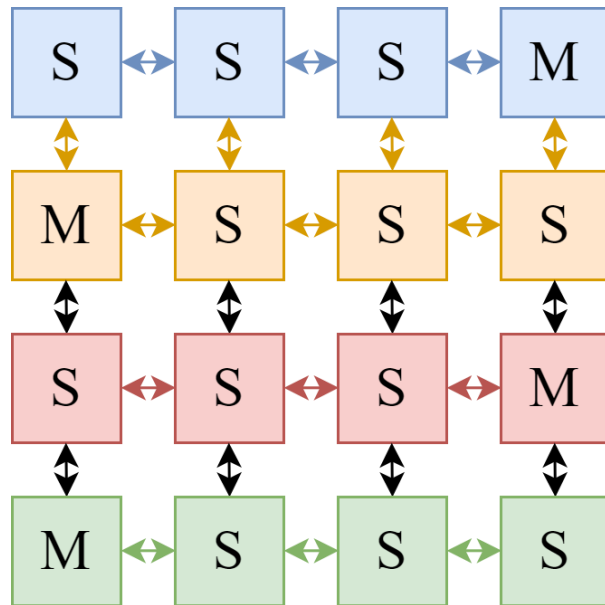


# Outline

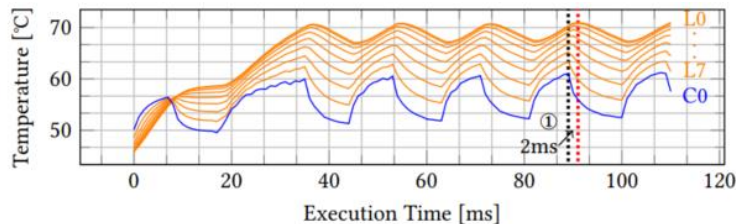
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## A motivational example

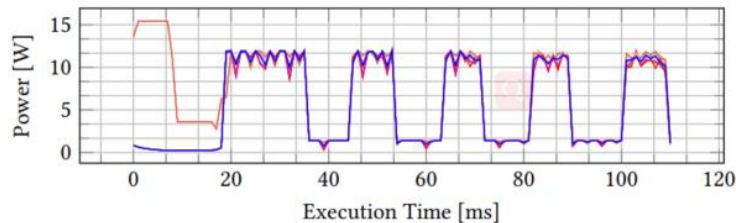
- Experimental platform: simulated 9-layer 16-core 3D-stacked system
- Experimental configuration
- Thermal threshold 70(°C)



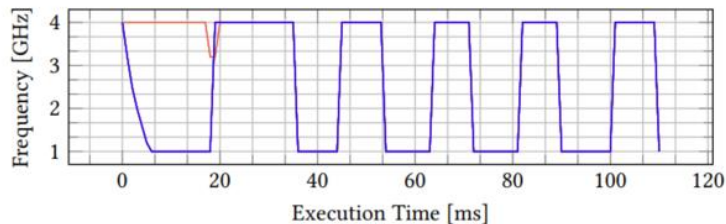
# A motivational example



(a) Peak Temperature per Layer



(b) Power Consumption per Core



(c) Frequency per Core

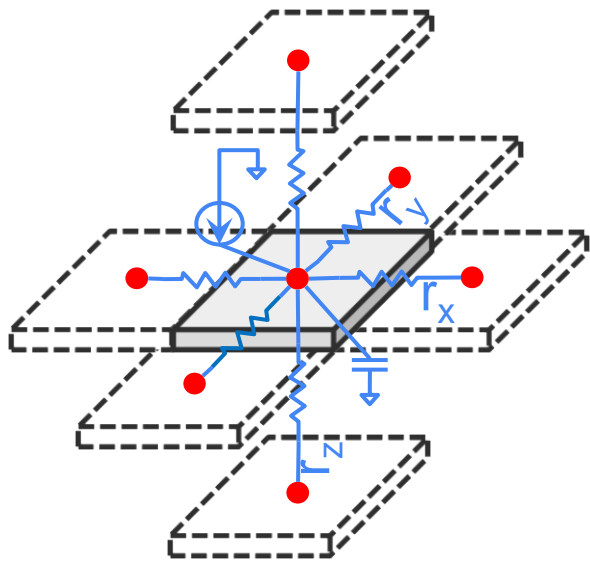
- ❑ DTM Passively reduces the frequency of cores
- ❑ Thermal transfer takes time from the bottom layer to the top layer

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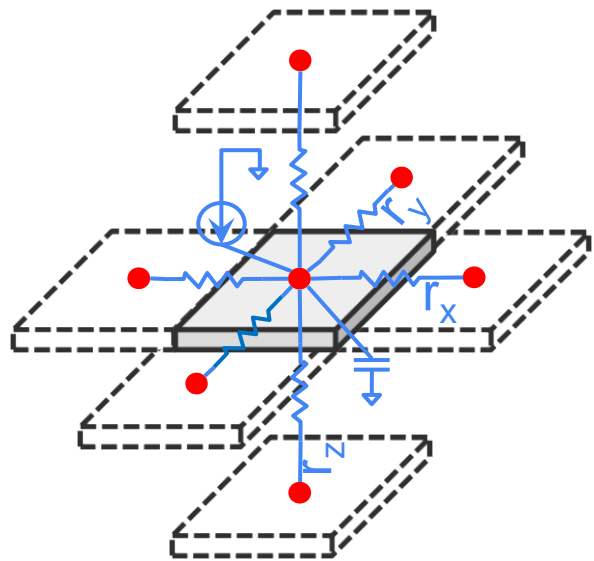
# Grid Model Challenges in Power Budgeting



$$\mathbf{A}\mathbf{T}' + \mathbf{B}\mathbf{T} = \mathbf{P} + T_{\text{amb}}\mathbf{G}$$

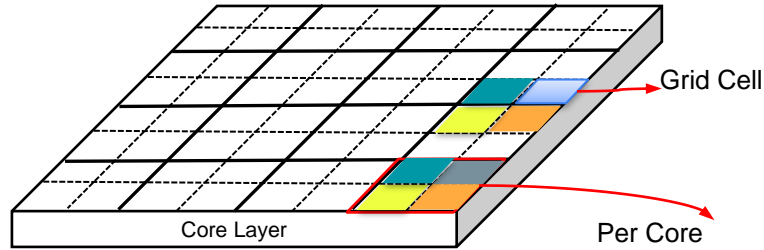
- ❑ The data structure of block model is not applicable
- ❑ DVFS operates per-core, not per-grid

# Power Budgeting Solutions for 3D-stacked Processors.



- ❑ Establish a data structure to track **per-grid-node thermal RC values** instead of per-layer RC
- ❑ Ingest per-block thermal resistance, specific heat conductance, and geometric data from the .flp file
- ❑ Calculate per-grid-node thermal RC based on the provided block-level thermal properties
- ❑ Solve the **heterogeneous** RC network

# Power Budgeting Solutions for 3D Processors.



- ❑ New data structure for tracking **per-grid-node thermal RC values**

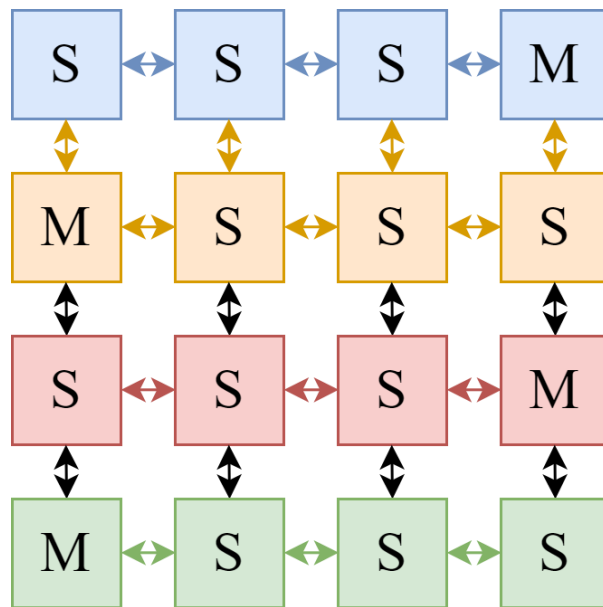
$$AT'_g + BT_g = P_g + T_{amb}G$$

- ❑ All grid nodes belonged to a certain block should have the same power budget

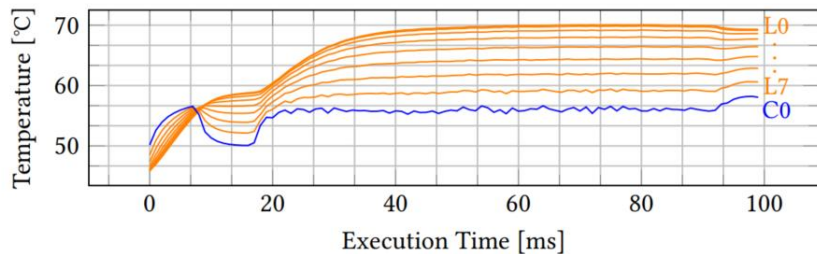
$$P_g = \text{Occupancy} \times P_b$$

# Case Study

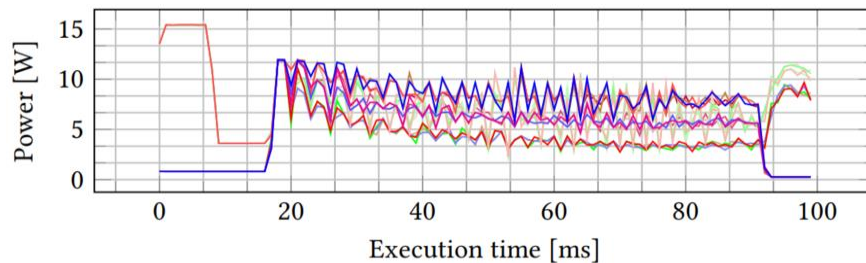
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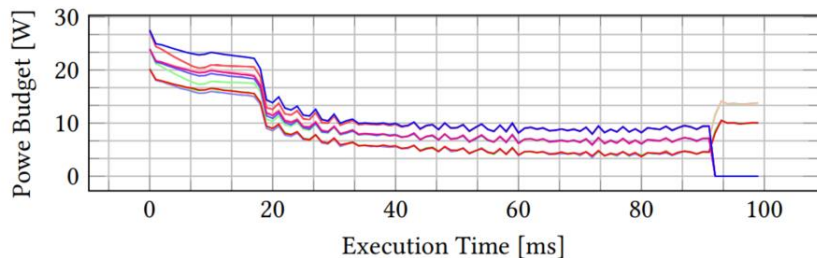
# Case Study



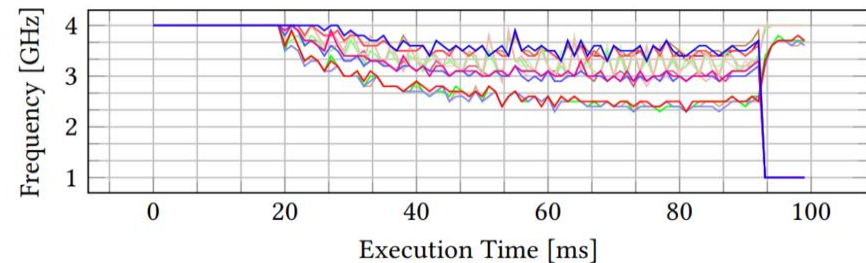
(a) Peak temperature per Layer



(c) Power Consumption per Core

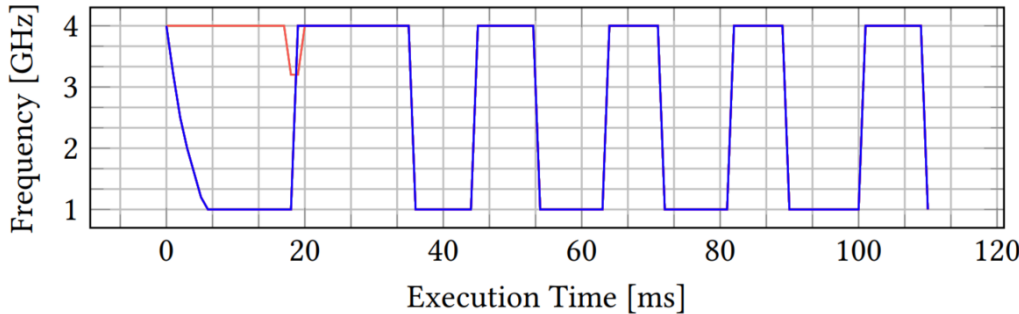


(b) Power Budget per Core

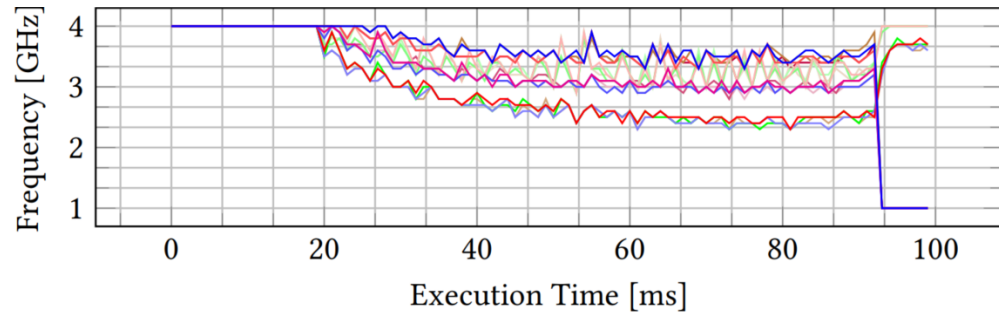


(d) Frequency per Core

# Case Study



(c) Frequency per Core



(d) Frequency per Core

□ 10% faster due to less performance loss compared with DTM

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# The experimental configuration

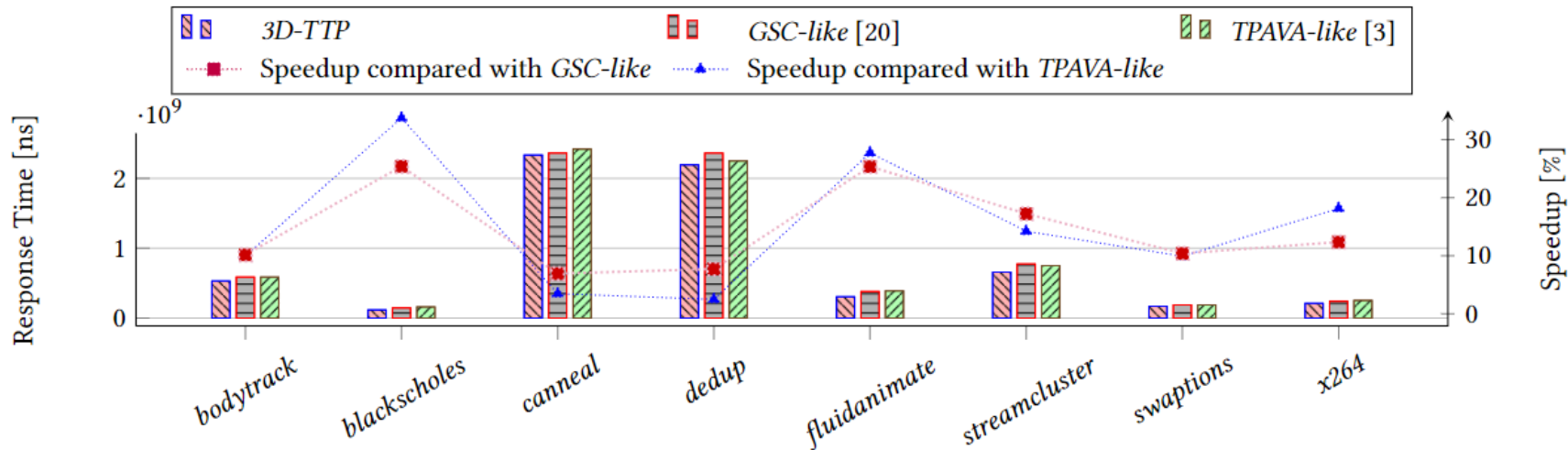
**Table 1: Parameters for the simulated 3D-stacked system.**

Core Parameters	
Number of Cores	16, 1 layer
Core Model	x86, 4.0 GHz, 22 nm, out-of-order
Core Area	$2.89 \text{ mm}^2$
L1 I/D cache	32/32 KB, 4/4-way, 64 B block
L2 cache	private, 512 KB, 8-way, 64 B block
L3 cache	512 KB, 16-way, 64B-block
Memory Parameters	
3D-stacked Memory	8 G, 8 layers, 16 channels, 128 banks
Memory Bank Area	$2.89 \text{ mm}^2$
Memory Bandwidth	25.6 GB/s



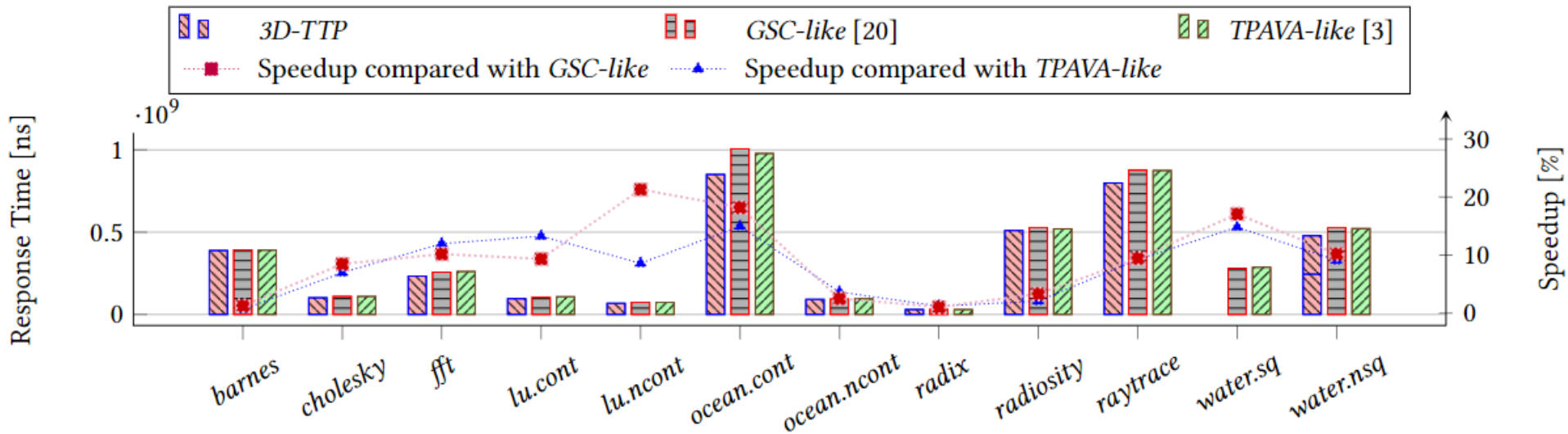
# The experimental results

## ➤ Comparison on PARSEC benchmark suite



# The experimental results

## ➤ Comparison on SPLASH-2 benchmark suite



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## The conclusion.

- Developed *a linear algebra-based method* for power budgeting in 3D systems.
- Introduced *a transient temperature-aware power budgeting* technique.
- Employed *a grid-level RC-thermal model* for accurate power budgeting in 3D systems.
- Integrated and evaluated 3D-TTP with the CoMeT thermal simulator using SPLASH and PARSEC benchmarks.

**Thanks for your attention**

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***Questions***