

# Introduction

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- Moore's Law enabled:
  - Deep memory hierarchy
  - Wide SIMD units
  - Deep pipelines
  - Branch prediction
  - Out-of-order execution
  - Speculative prefetching
  - Multithreading
  - Multiprocessing



# Whats the big deal ?

Figure 1. The historical virtuous cycle of universal processors (a) is turning into a fragmentation cycle (b).

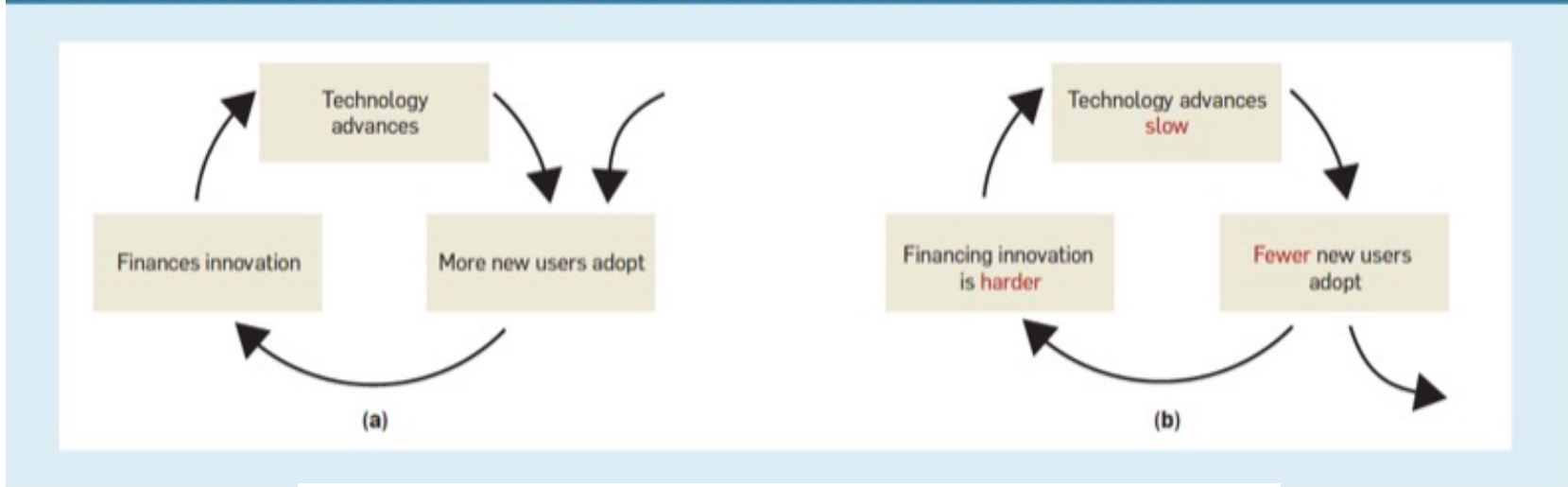
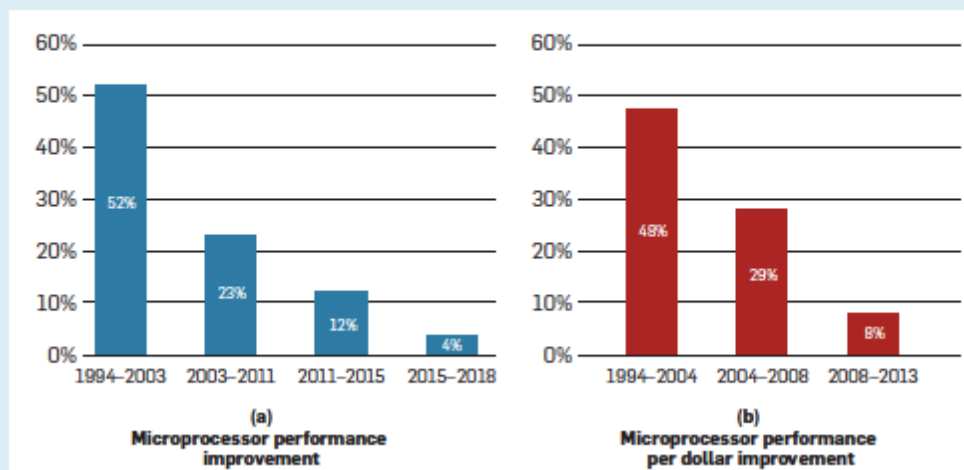
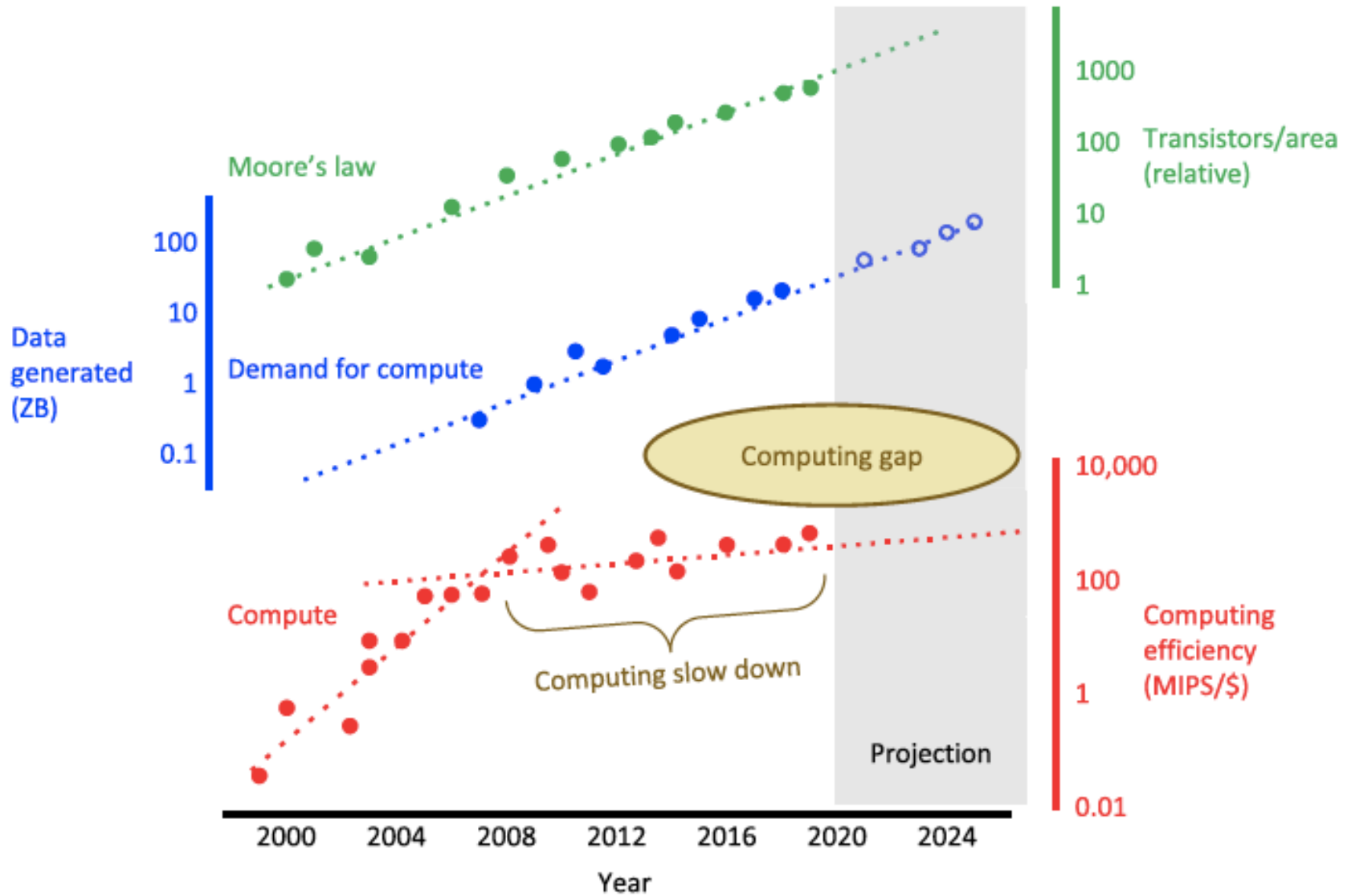


Figure 2. Rate of improvement in microprocessors, as measured by (a) Annual performance improvement on the SPECint benchmark,<sup>7-appx</sup> and (b) Annual quality-adjusted price decline.<sup>1-appx</sup>



# Whats the big deal ?



# DSA Philosophy 101.....

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- Use dedicated memories to minimize data movement
- Invest resources into more arithmetic units or bigger memories
- Use the easiest form of parallelism that matches the domain
- Reduce data size and type to the simplest needed for the domain
- Use a domain-specific programming language



# Examples from Textbook

Guideline	TPU	Catapult	Crest	Pixel Visual Core
Design target	Data center ASIC	Data center FPGA	Data center ASIC	PMD ASIC/SOC IP
1. Dedicated memories	24 MiB Unified Buffer, 4 MiB Accumulators	Varies	N.A.	Per core: 128 KiB line buffer, 64 KiB P.E. memory
2. Larger arithmetic unit	65,536 Multiply-accumulators	Varies	N.A.	Per core: 256 Multiply-accumulators (512 ALUs)
3. Easy parallelism	Single-threaded, SIMD, in-order	SIMD, MISD	N.A.	MPMD, SIMD, VLIW
4. Smaller data size	8-Bit, 16-bit integer	8-Bit, 16-bit integer 32-bit Fl. Pt.	21-bit Fl. Pt.	8-bit, 16-bit, 32-bit integer
5. Domain-specific lang.	TensorFlow	Verilog	TensorFlow	Halide/TensorFlow



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# DNN's: Today's Driving Application

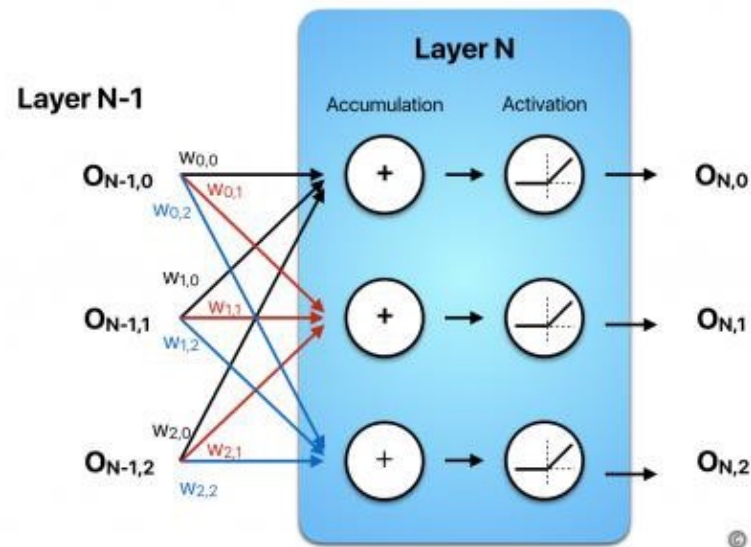
- Inspired by neuron of the brain
- Computes non-linear "activation" function of the weighted sum of input values
- Neurons arranged in layers

Name	DNN layers	Weights	Operations/Weight
MLP0	5	20M	200
MLP1	4	5M	168
LSTM0	58	52M	64
LSTM1	56	34M	96
CNN0	16	8M	2888
CNN1	89	100M	1750





# Multi-Layer Perceptrons



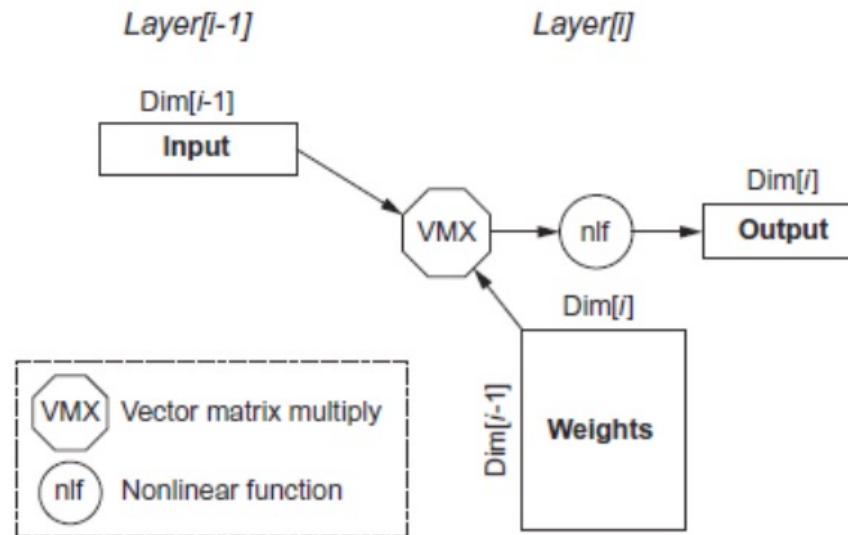
$$\max(0, [O_{N-1,0} \ O_{N-1,1} \ O_{N-1,2}] \cdot \begin{bmatrix} W_{0,0} & W_{0,1} & W_{0,2} \\ W_{1,0} & W_{1,1} & W_{1,2} \\ W_{2,0} & W_{2,1} & W_{2,2} \end{bmatrix}) = [O_{N,0} \ O_{N,1} \ O_{N,2}]$$





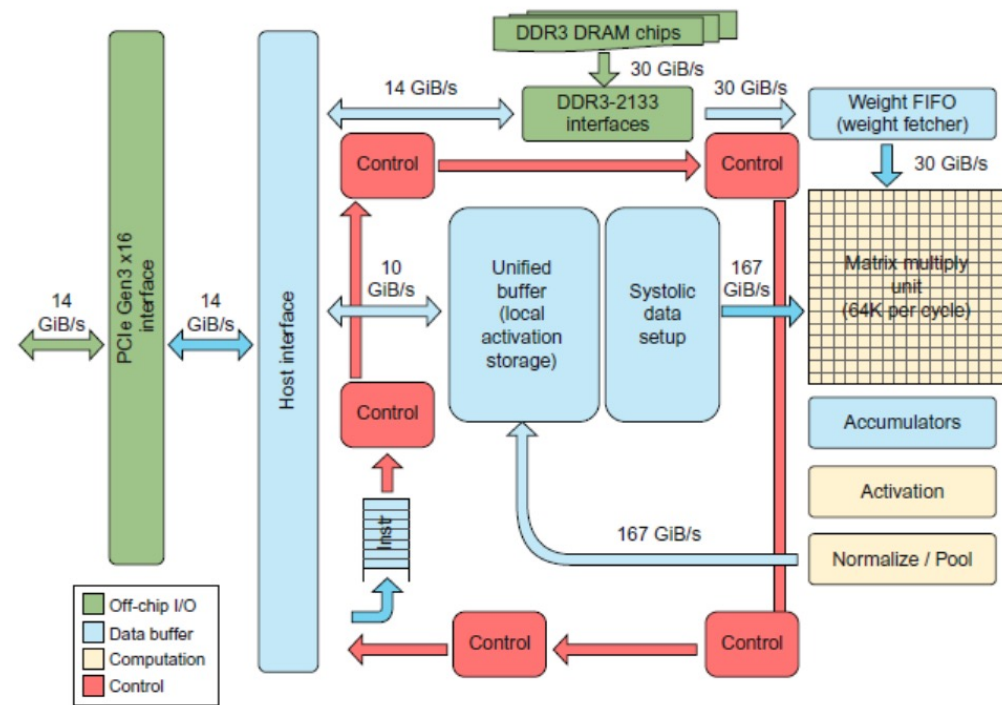
# Multi-Layer Perceptrons

- Parameters:
  - $\text{Dim}[i]$ : number of neurons
  - $\text{Dim}[i-1]$ : dimension of input vector
  - Number of weights:  $\text{Dim}[i-1] \times \text{Dim}[i]$
  - Operations:  $2 \times \text{Dim}[i-1] \times \text{Dim}[i]$
  - Operations/weight: 2



# Tensor Processing Unit

- Google's DNN ASIC
- 256 x 256 8-bit matrix multiply unit
- Large software-managed scratchpad
- Coprocessor on the PCIe bus



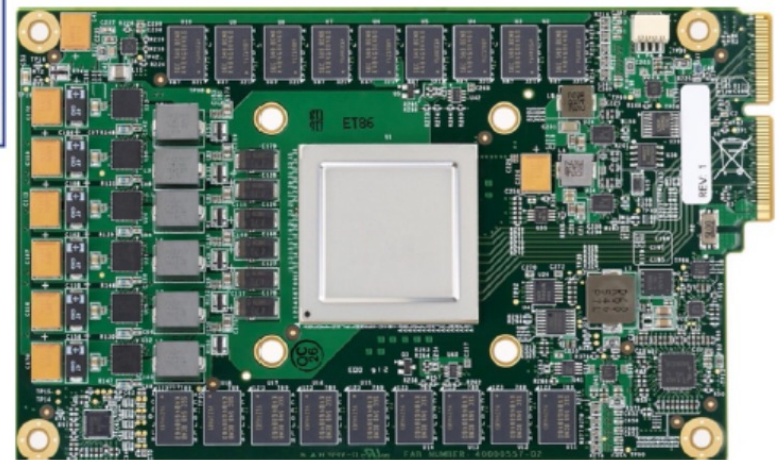
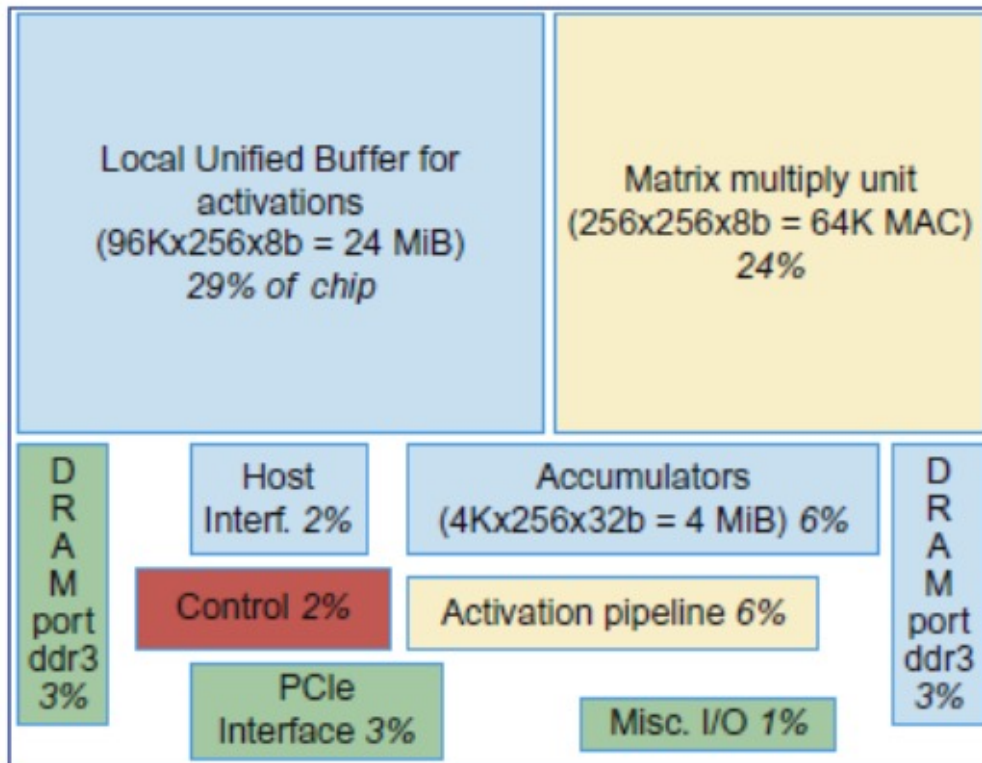
# TPU ISA

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- Read\_Host\_Memory
  - Reads memory from the CPU memory into the unified buffer
- Read\_Weights
  - Reads weights from the Weight Memory into the Weight FIFO as input to the Matrix Unit
- MatrixMatrixMultiply/Convolve
  - Perform a matrix-matrix multiply, a vector-matrix multiply, an element-wise matrix multiply, an element-wise vector multiply, or a convolution from the Unified Buffer into the accumulators
  - takes a variable-sized  $B \times 256$  input, multiplies it by a  $256 \times 256$  constant input, and produces a  $B \times 256$  output, taking  $B$  pipelined cycles to complete
- Activate
  - Computes activation function
- Write\_Host\_Memory
  - Writes data from unified buffer into host memory



# TPU ISA



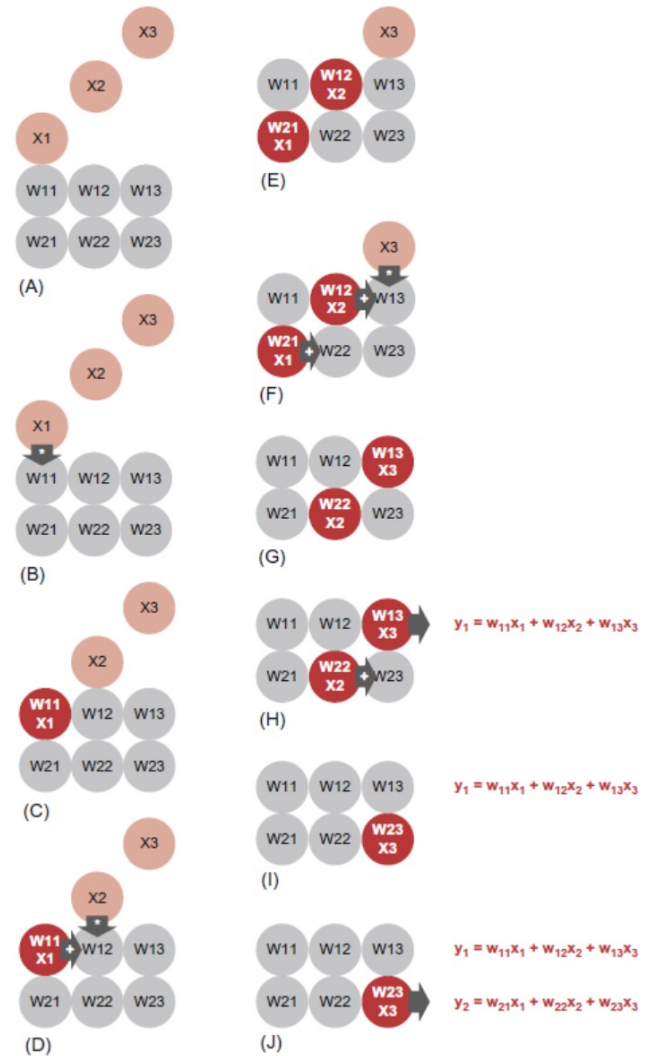
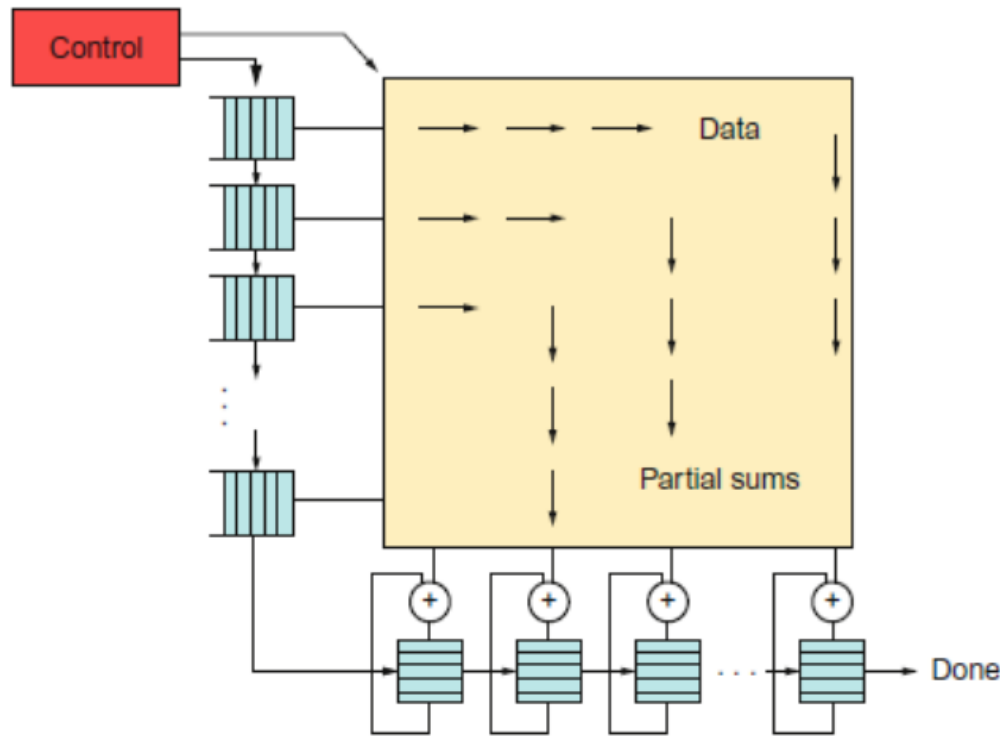
# TPU ISA

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- Matrix Multiply Unit (MPU) is a heart of TPU.
  - It contains 256x256 MACs(Multiply ACcumulate unit).
    - Performing 8-bit multiply and adds on signed or unsigned integers.
      - Output is 16-bit data.
    - 16-bit products are collected in the 4MiB of 32-bit accumulators.
    - The 4MiB represents 4096 node.
      - Each node has 256-element of 32-bit accumulators.
    - The matrix unit produces one 256-element partial sum per clock cycle
    - The matrix unit holds one 64KiB tile of weights plus one for double buffering. (To hide the 256 cycles it takes to shift a tile in)
      - Single weight is 8-Bit.



# Structured as a Systolic Array

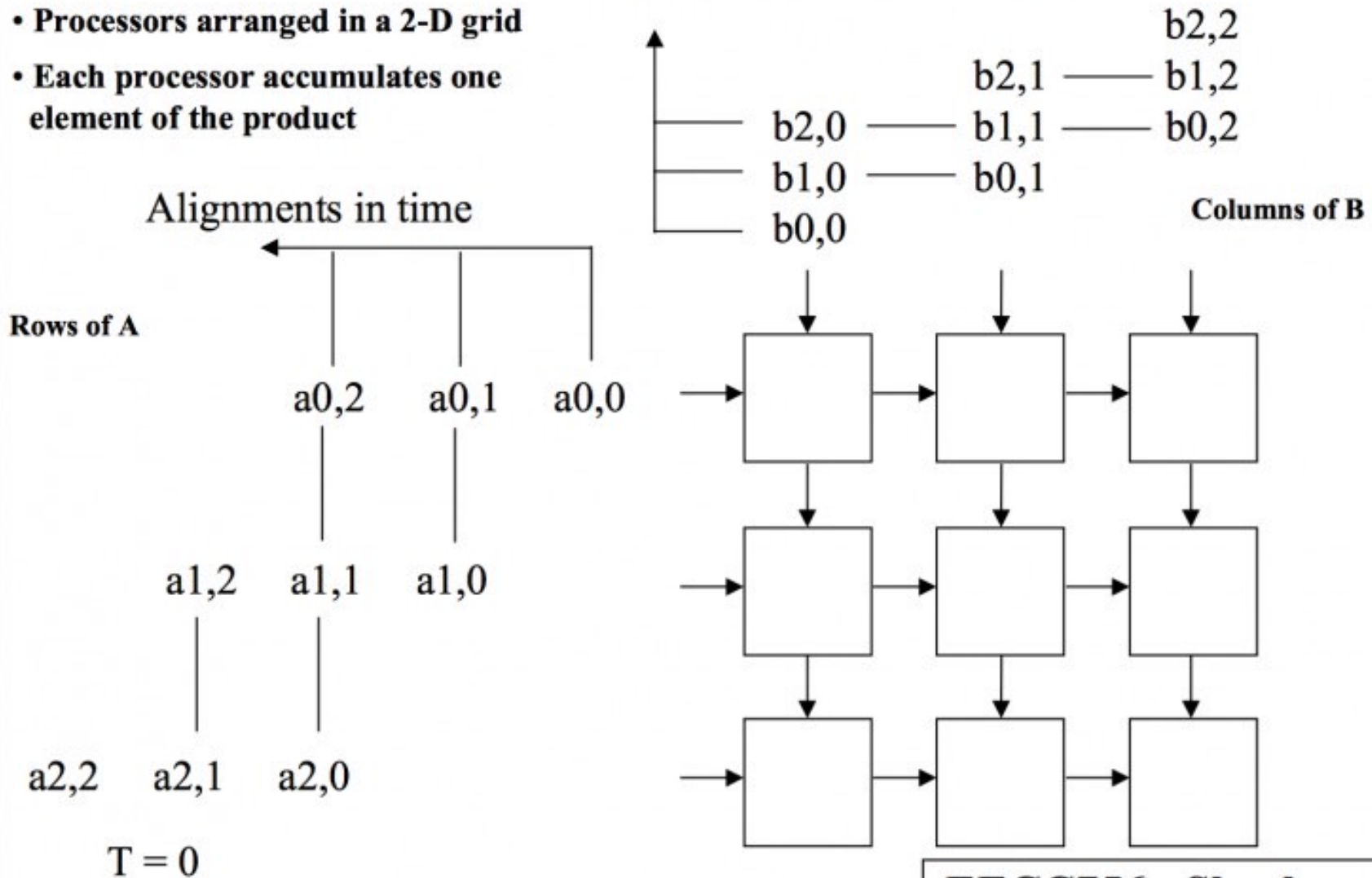




# Systolic Array Example:

## 3x3 Systolic Array Matrix Multiplication

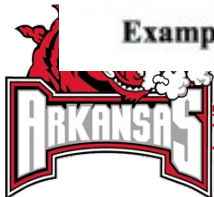
- Processors arranged in a 2-D grid
- Each processor accumulates one element of the product



**EECC756 - Shaaban**

Example source: <http://www.cs.hmc.edu/courses/2001/spring/cs156/>

#2 lec # 1 Spring 2003 3-11-2003



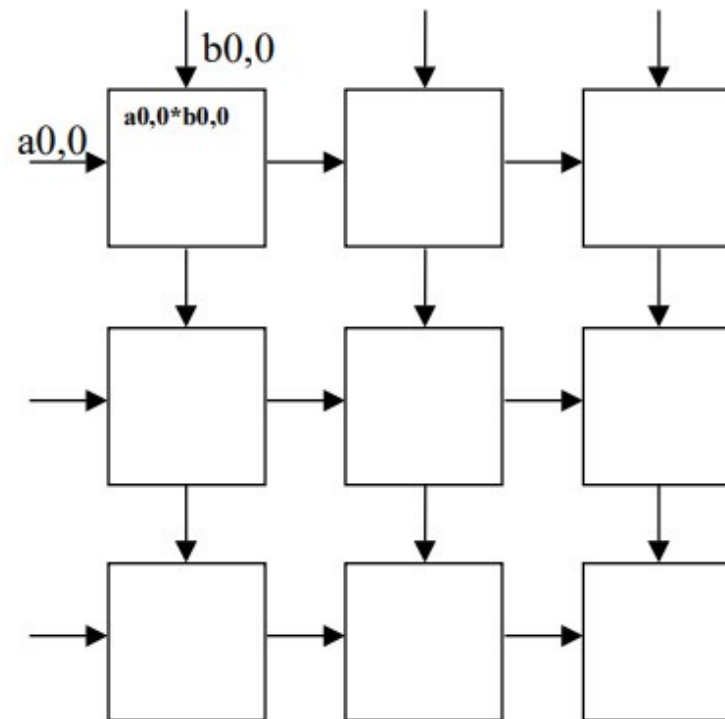
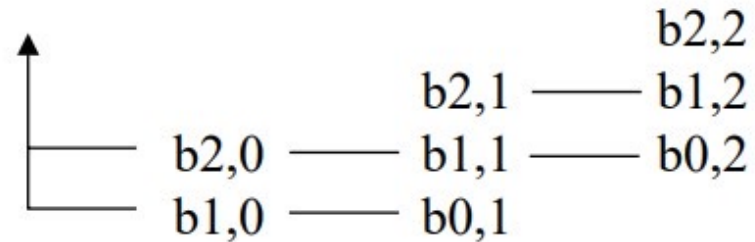
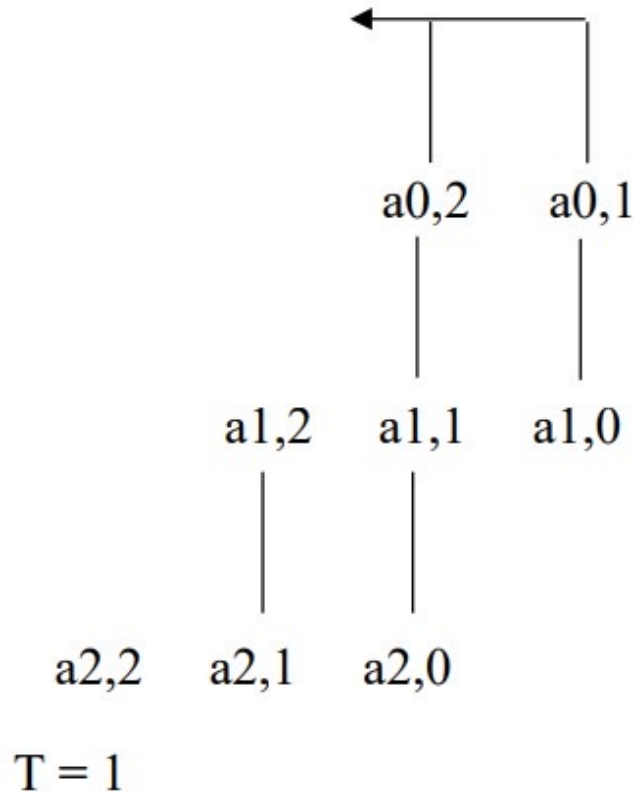


# Systolic Array Example:

## 3x3 Systolic Array Matrix Multiplication

- Processors arranged in a 2-D grid
- Each processor accumulates one element of the product

Alignments in time



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Example source: <http://www.cs.hmc.edu/courses/2001/spring/cs156/>

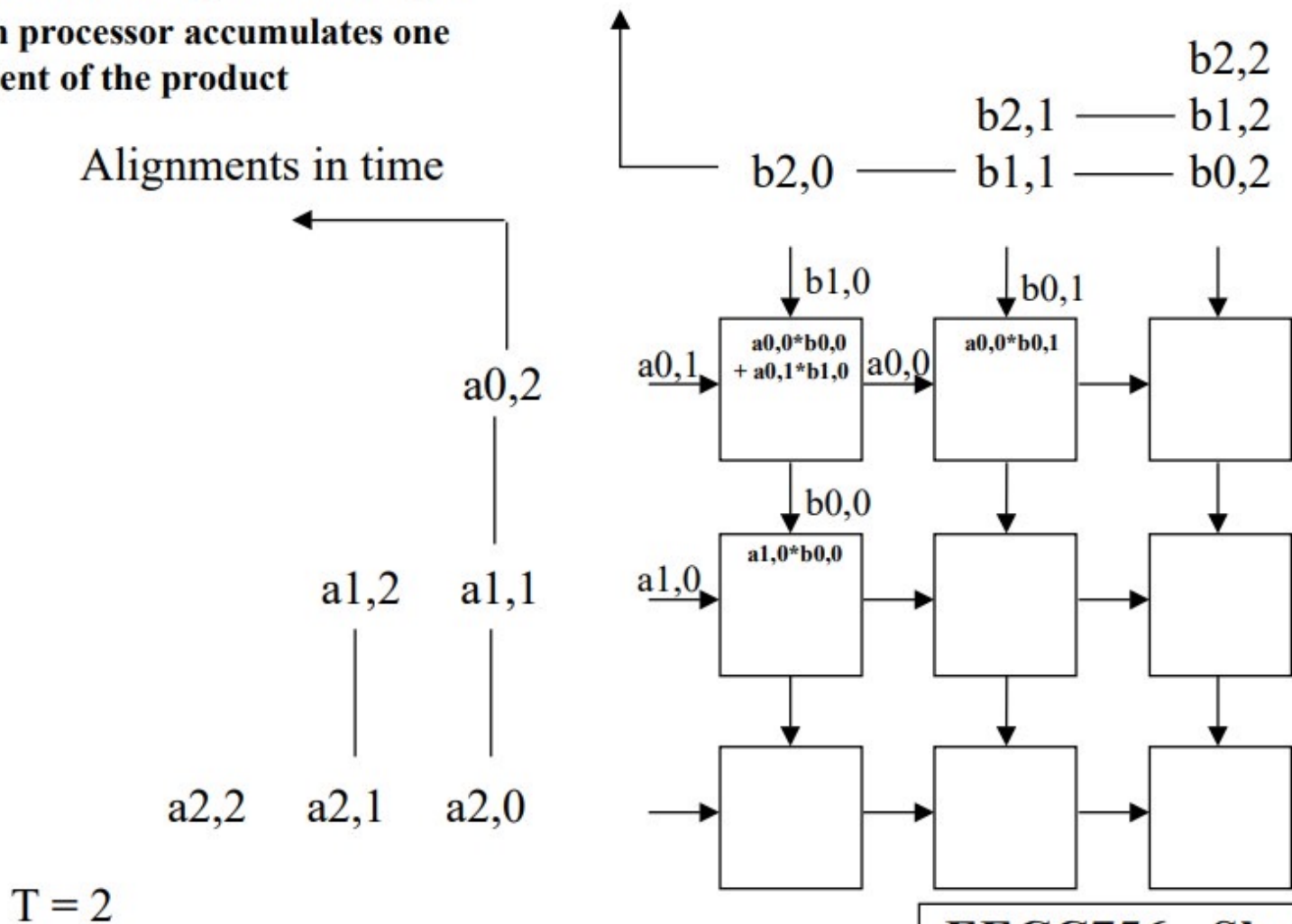
#3 lec # 1 Spring 2003 3-11-2003



# Systolic Array Example:

## 3x3 Systolic Array Matrix Multiplication

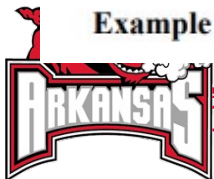
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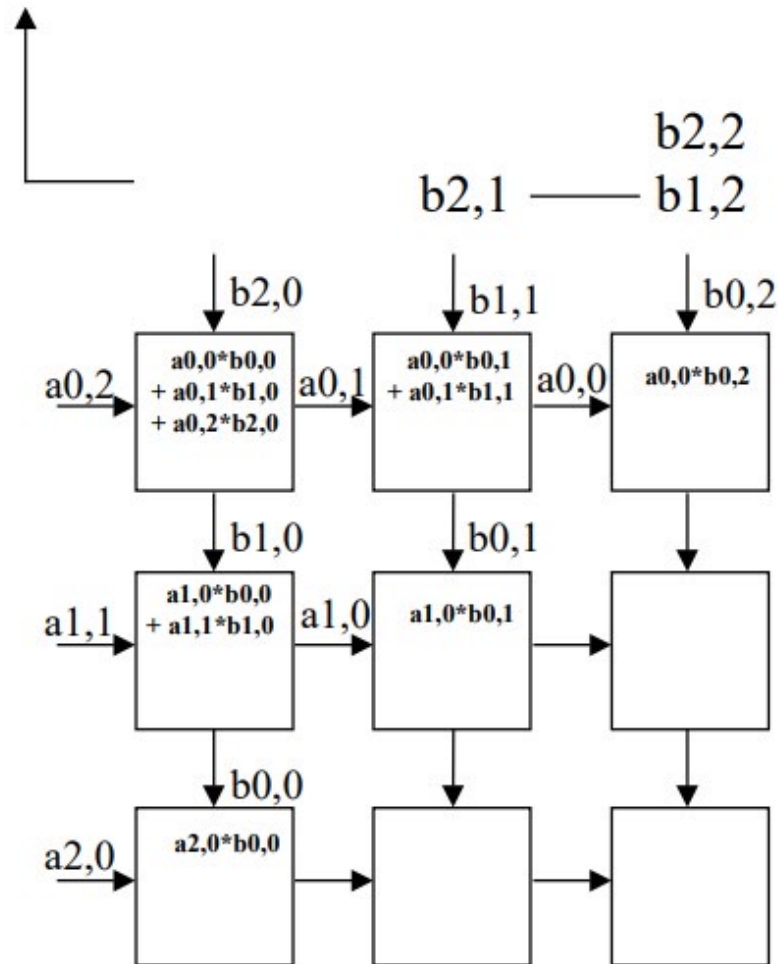
# Systolic Array Example:

## 3x3 Systolic Array Matrix Multiplication

- Processors arranged in a 2-D grid
- Each processor accumulates one element of the product

Alignments in time

$T = 3$



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Example source: <http://www.cs.hmc.edu/courses/2001/spring/cs156/>

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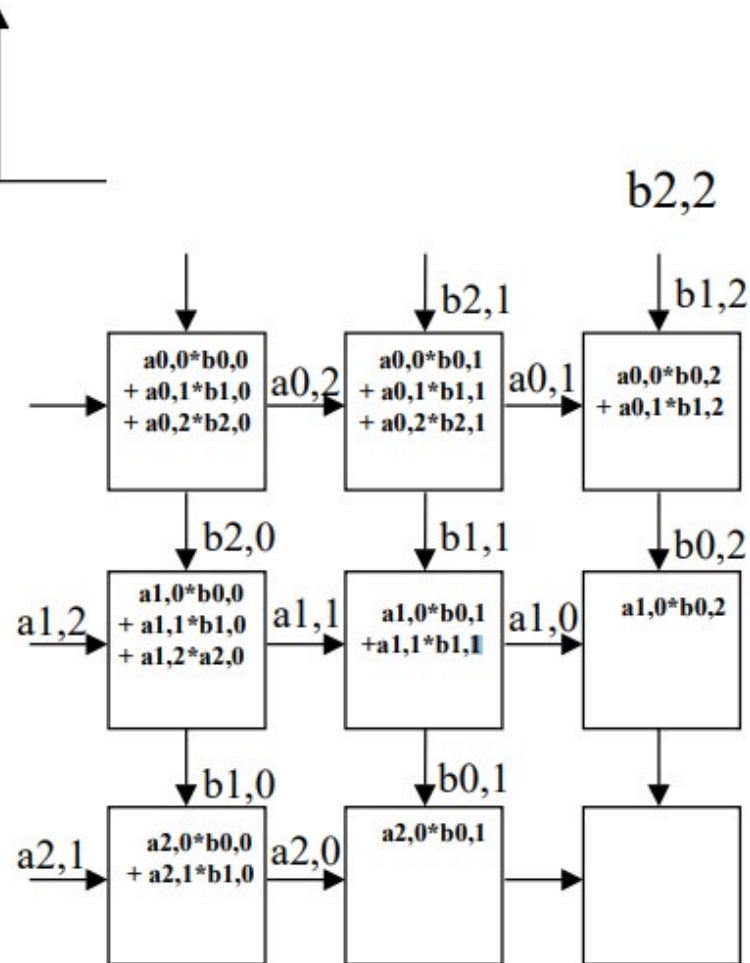


# Systolic Array Example:

## 3x3 Systolic Array Matrix Multiplication

- Processors arranged in a 2-D grid
- Each processor accumulates one element of the product

Alignments in time

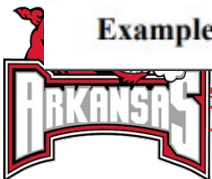


T = 4

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Example source: <http://www.cs.hmc.edu/courses/2001/spring/cs156/>

#6 lec # 1 Spring 2003 3-11-2003



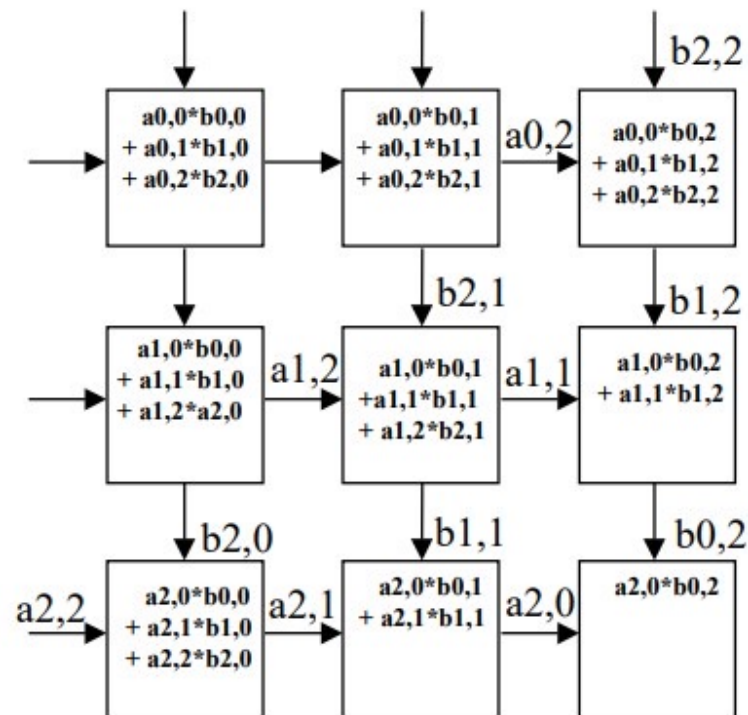


# Systolic Array Example:

## 3x3 Systolic Array Matrix Multiplication

- Processors arranged in a 2-D grid
- Each processor accumulates one element of the product

Alignments in time



$T = 5$

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Example source: <http://www.cs.hmc.edu/courses/2001/spring/cs156/>

#7 lec # 1 Spring 2003 3-11-2003

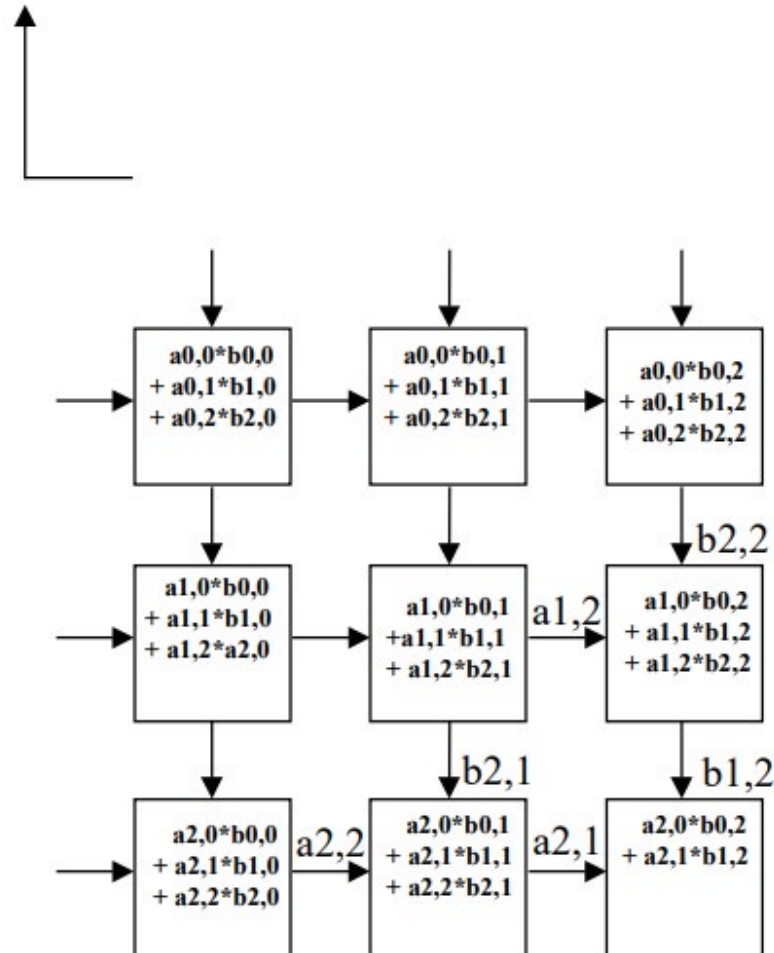


# Systolic Array Example:

## 3x3 Systolic Array Matrix Multiplication

- Processors arranged in a 2-D grid
- Each processor accumulates one element of the product

Alignments in time

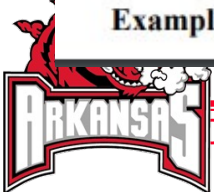


T = 6

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Example source: <http://www.cs.hmc.edu/courses/2001/spring/cs156/>

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# Systolic Array Example:

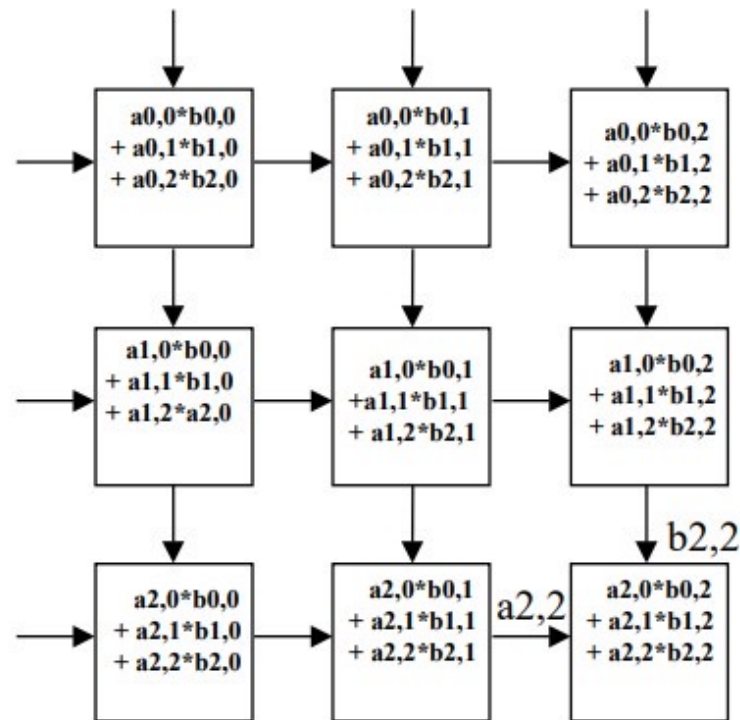
## 3x3 Systolic Array Matrix Multiplication

- Processors arranged in a 2-D grid
- Each processor accumulates one element of the product

Alignments in time

Done

$T = 7$



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Example source: <http://www.cs.hmc.edu/courses/2001/spring/cs156/>

#9 lec # 1 Spring 2003 3-11-2003





# The TPU and the Guidelines

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- Use dedicated memories
  - 24 MiB dedicated buffer, 4 MiB accumulator buffers
- Invest resources in arithmetic units and dedicated memories
  - 60% of the memory and 250X the arithmetic units of a server-class CPU
- Use the easiest form of parallelism that matches the domain
  - Exploits 2D SIMD parallelism
- Reduce the data size and type needed for the domain
  - Primarily uses 8-bit integers
- Use a domain-specific programming language
  - Uses TensorFlow

