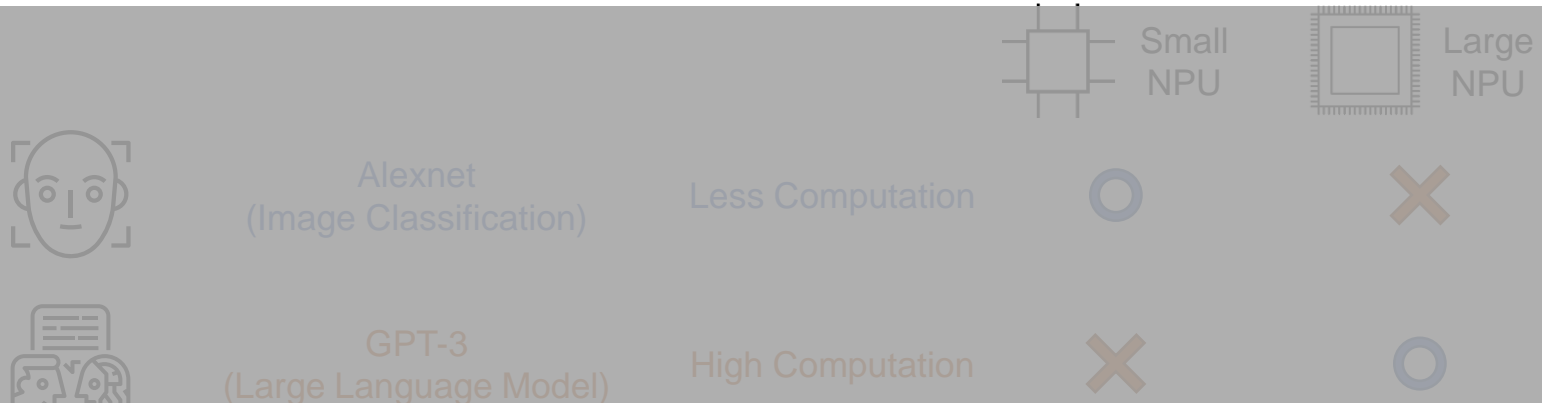

mNPU_{sim}: Evaluating the Effect of Sharing Resources in Multi-core NPUs

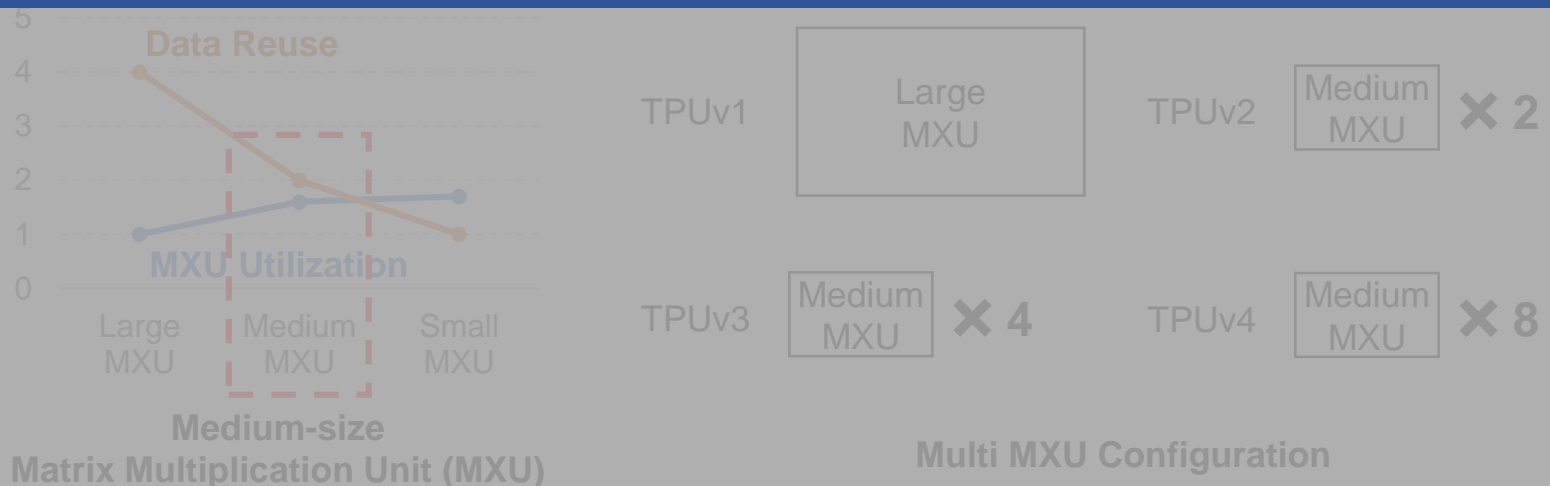
Soojin Hwang^{*}, Sunho Lee^{*}, Jungwoo Kim,
Hongbeen Kim, and Jaehyuk Huh



Emergence of Multi-core NPU

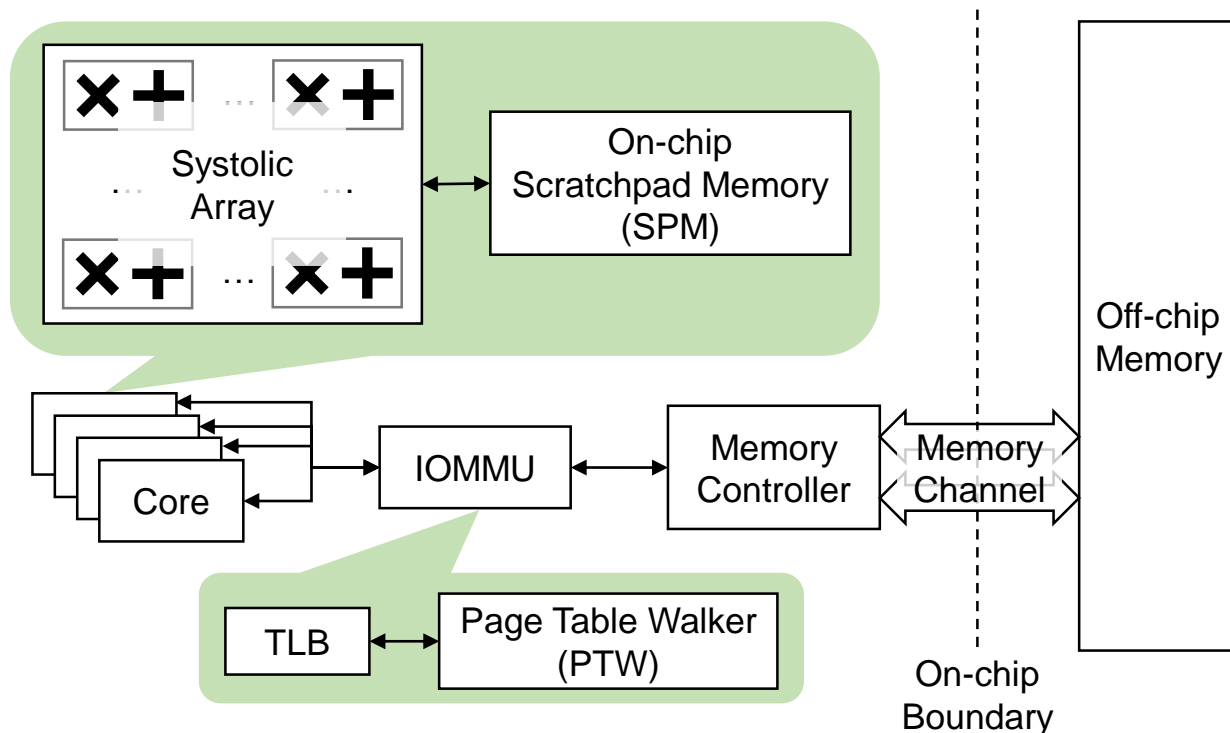


Multi-core NPU is necessary!

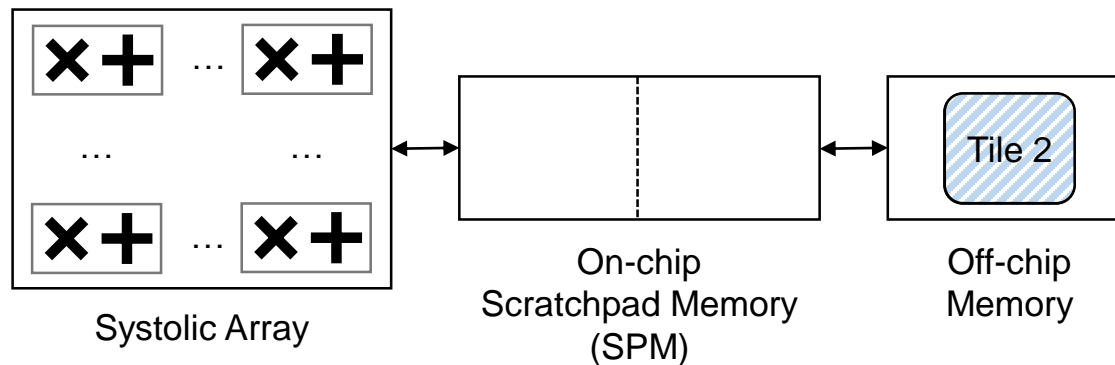
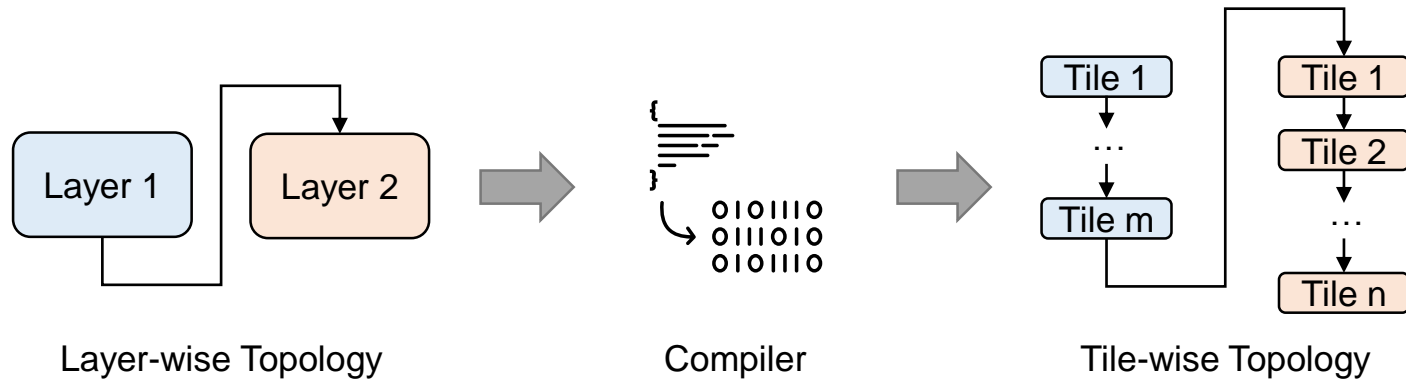


Multi-core NPU Architecture

- Computation
 - Per-core: Systolic array
- Memory
 - Per-core: On-chip scratchpad memory
 - Entire-core: IOMMU, memory controller/channel, off-chip memory

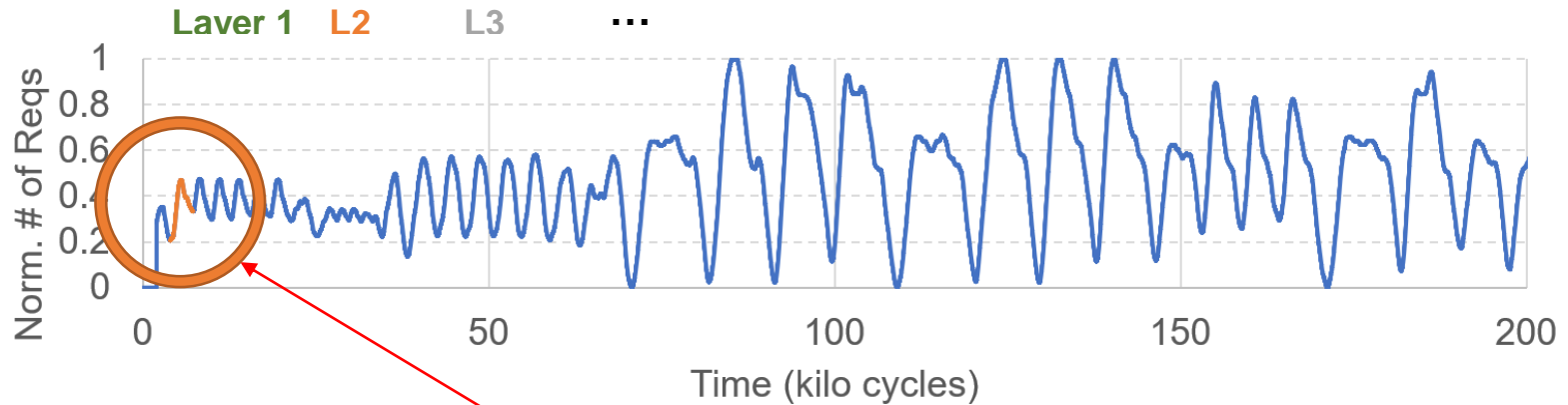


NPU Execution Model

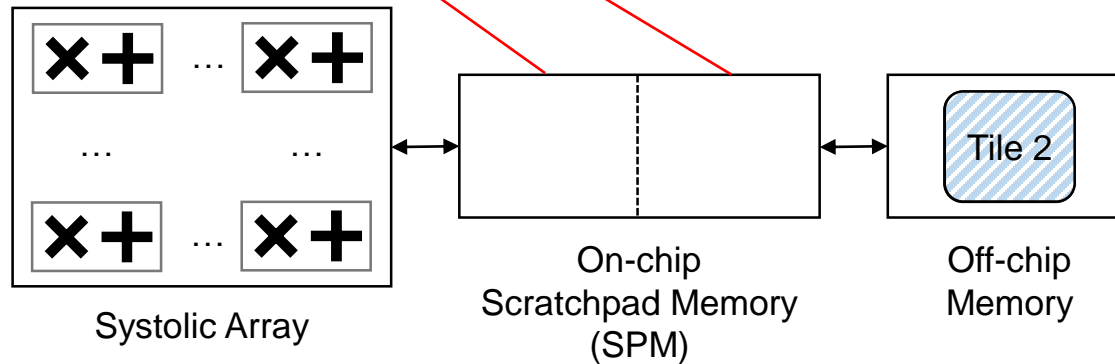


Tile & Double buffering → Memory Burstiness!

NPU Memory Requests Burstiness



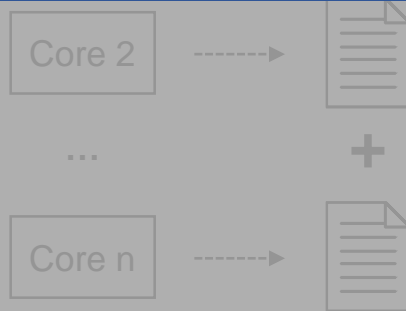
Normalized # of requests within 1000 cycles window (ncf)



Existing NPU Simulators

- Weakness: Ignore interference between cores
- Single-core iteration
 - Multi-core result = Naïve cycle sum of single-core results (w/o interference)
- Fixed-cycle based memory simulation
 - Adopting analytical modeling in off-chip memory access simulation

We propose the dynamic multi-core NPU simulator!



Single-core Iteration

Page Table Walk	100 (cycles/level)
...	...
Off-chip Memory Access	100 (cycles)

Fixed-cycle based Memory Simulation

mNPUsim: A Cycle-accurate Multi-core NPU Simulator

mNPUsim

umd-memsys/
DRAMsim3

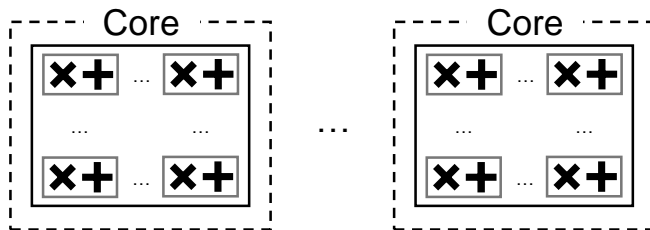
DRAMsim3: a Cycle-accurate, Thermal-Capable
DRAM Simulator

2 Contributors 26 Issues 212 Stars 106 Forks



**DRAMsim3¹⁾-integrated
dynamic off-chip memory simulation**

**Open-sourced &
Artifact-evaluated**



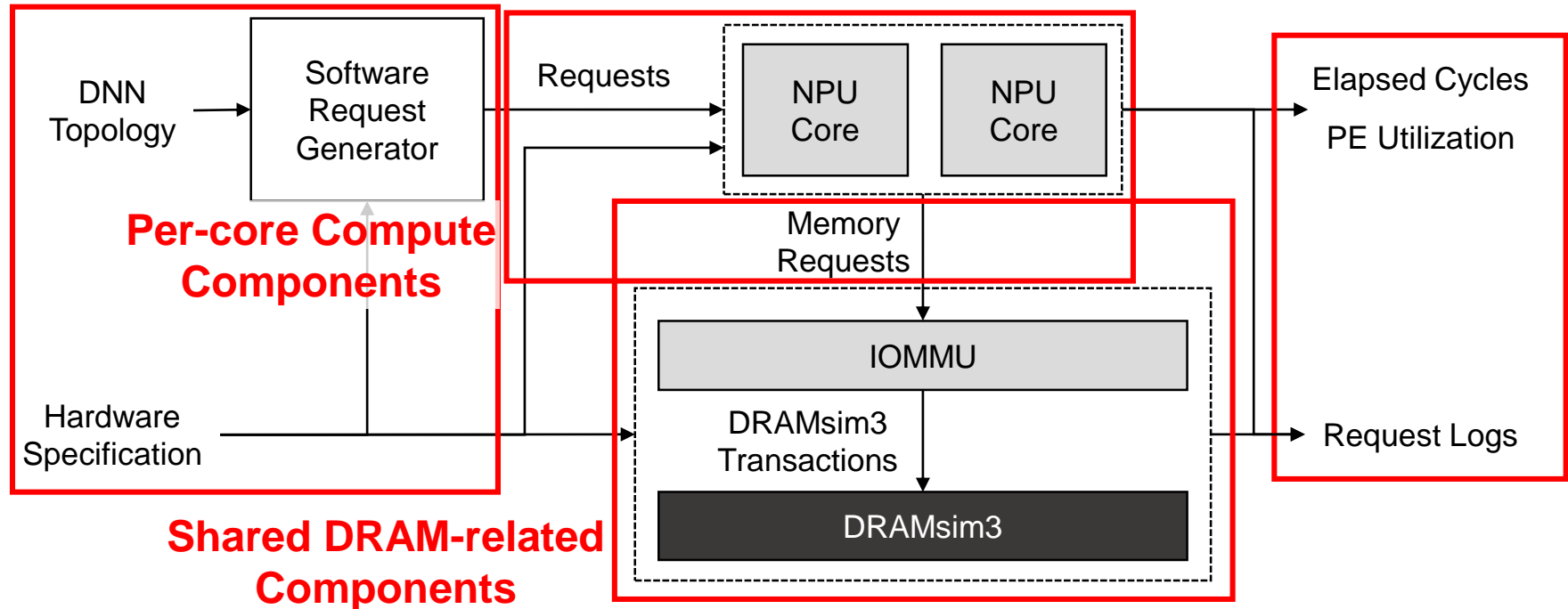
Multi-core simulation

1. Architecture
2. Network
3. Off-chip Memory
4. On-chip Memory
5. Execution Mode



Various configuration inputs

Execution Flow of mNPUsim



- 1) **Simulation starts when a request is sent to DRAMsim3**
- 1-1) **Memory address translation (optional)**
- 1-2) **Simulation starts when DRAMsim3 computation time**
- 1-3) **Request logs are written once finished**

Shared Resource Analysis with mNPUsim

Methodology

- Benchmarks: 8 machine learning workloads
- Simulator configuration
 - NPU: TPUv4 configuration¹⁾
 - Off-chip memory: HBM2

Type	Model
CNN	Resnet50 (res)
	Yolo-tiny (yt)
	AlexNet (alex)
RNN	Selfish-RNN (sfrnn)
	DeepSpeech2 (ds2)
Recommendation	DLRM (dlrm)
	NCF (ncf)
Attention	gpt2 (gpt2)

Benchmarks

Cloud-scale NPU (TPU-modeling)	
Systolic Array	128 x 128
On-chip SPM	36MB
Frequency	1GHz
TLB	8-way 2048 entry per NPU
# of PTW	8 per NPU
Off-chip Memory (HBM2-modeling)	
Bandwidth	128GB/s per NPU
Capacity	4GB per NPU
Frequency	1GHz

Simulator Configuration

Methodology

- Two metrics
 - Performance: relative speedup
 - Fairness¹⁾: balance of speedup between cores

$$\text{speedup}_k = \frac{\text{exec. time of baseline}}{\text{exec. time of } k^{\text{th}} \text{ core}}$$

performance_i = geometric mean of speedup for ith mix workload

$$\text{slowdown}_k = \frac{1}{\text{speedup}_k}$$

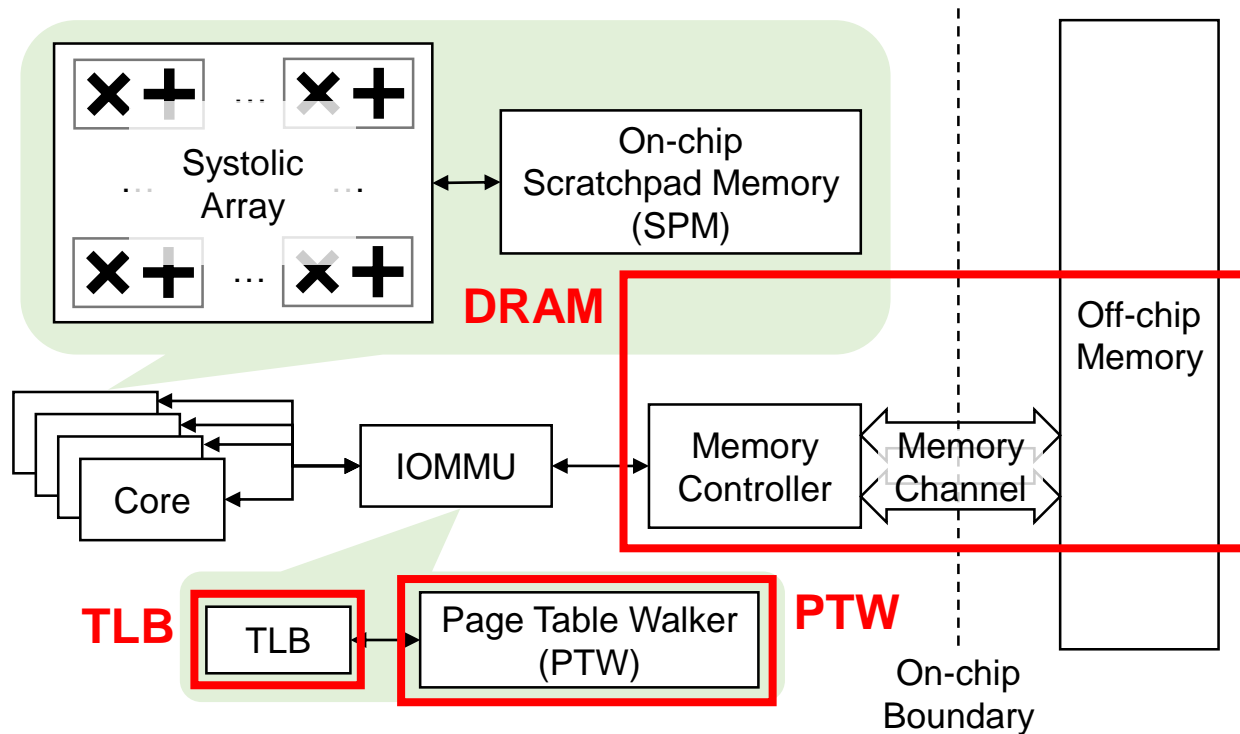
μ_i = average of slowdown for ith mix workload

σ_i = standard deviation of slowdown for ith mix workload

$$\text{fairness}_i = 1 - \frac{\sigma_i}{\mu_i}$$

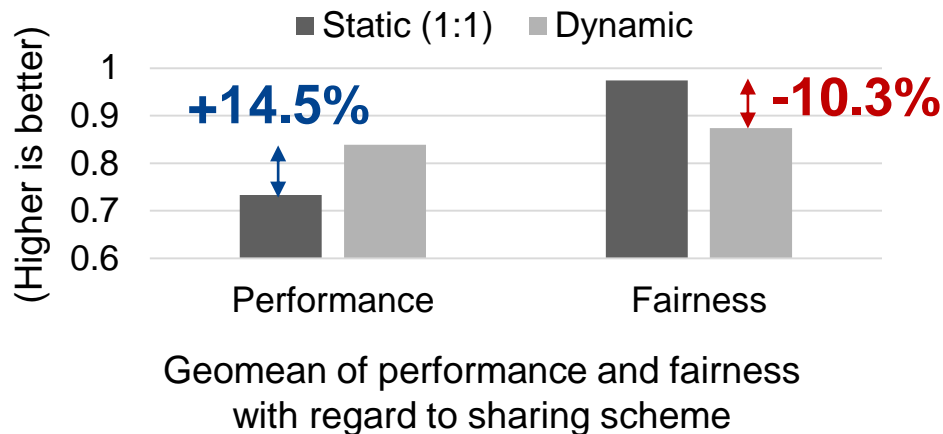
Design Space

- Three levels of resource sharing
 - DRAM-only sharing: DRAM components only sharing
 - DRAM & PTW sharing: Plus PTW sharing
 - DRAM & PTW & TLB sharing: Plus TLB sharing



Shared DRAM Bandwidth: Experiment

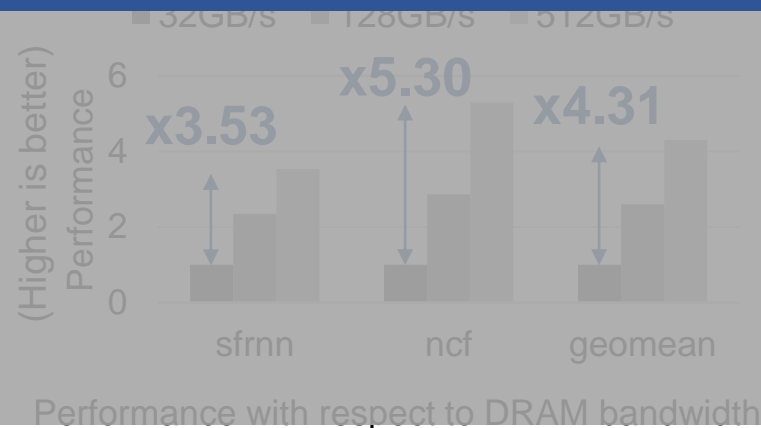
- Setup: DRAM-only sharing
 - No address translation, dual-core NPU
- Compares three sharing schemes
 - Baseline: Ideal (per-core monopolization)
 - Static: $\frac{1}{2}$ (for NPU 0), $\frac{1}{2}$ (for NPU 1)
 - Dynamic: Dynamically sharing whole resources
- Dynamic sharing improves **+14.5%** performance over static
 - By sacrificing fairness **-10.3%**



Shared DRAM Bandwidth: Analysis

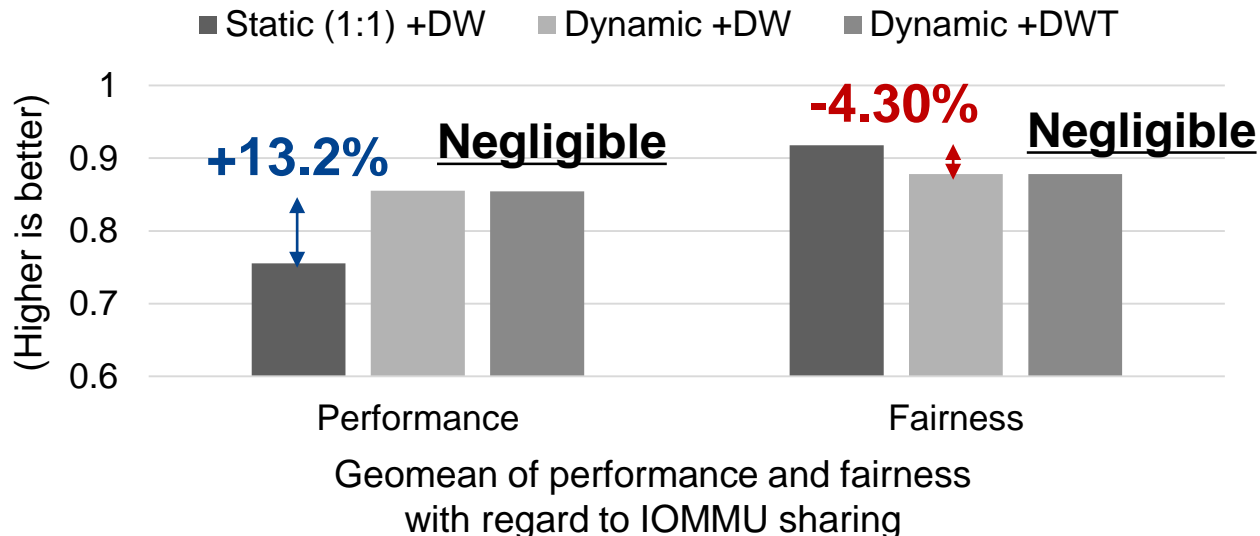
- Setup: DRAM-only sharing
 - No address translation, single-core NPU
- Result:
 - Higher bandwidth, better performance (geomean: **x4.31**)
 - Different workload, different sensitivity (sfrnn: **x3.53**, ncf: **x5.30**)
- Analysis:

1. DRAM bandwidth is a crucial resource
2. Dynamic DRAM bandwidth sharing is better



Shared IOMMU

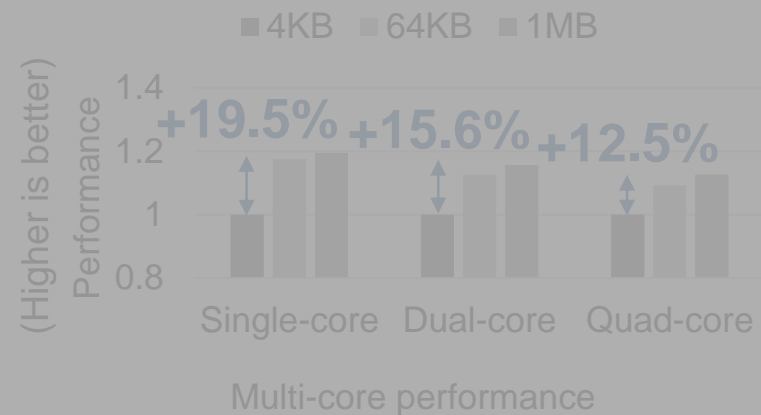
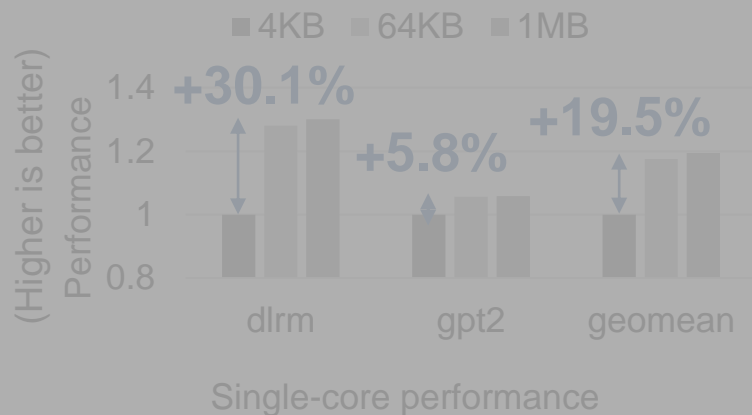
- Setup: Dual-core NPU
- Experiment 1. DRAM & PTW sharing
 - Performance improvement: **+13.2%**
 - Fairness drop: **-4.30%**
 - Reason: **Burstiness of requests**
- Experiment 2. DRAM & PTW & TLB sharing
 - **Negligible** difference due to negligible TLB capacity contention



Scalable Page Size

- Page size candidates from ARM64¹⁾
 - 4KB (Baseline), 64KB, 1MB
- Single-core: **+19.5%** performance improvement (dlrm: **+30.1%**, gpt2: **+5.8%**)
- Multi-core: Only **+12.5%** improvement in quad-core
 - Other contention between cores reduces PTW effect

Huge page is better choice (especially for less number of cores)



More Information on Paper

- Quad-core NPU experiment
- Off-chip memory utilization in single/dual-core evaluation
- Contention sensitivity
- Performance distribution affected by co-runners
- Workload mapping in multi-NPU
- Guideline of using mNPUsim

Conclusion

- Propose a cycle-accurate multi-core NPU simulator: **mNPUsim**
- Evaluate and compare shared resource management techniques

Management Techniques	Performance	Fairness
Dynamic sharing of DRAM bandwidth	+14.5%	-10.3%
Dynamic sharing of page table walker	+13.2%	-4.3%
Dynamic sharing of TLB	Negligible	Negligible
Scalable page size	+19.5% (single-core) +12.5% (quad-core)	Negligible

- Visit and enjoy <https://github.com/casys-kaist/mNPUsim>

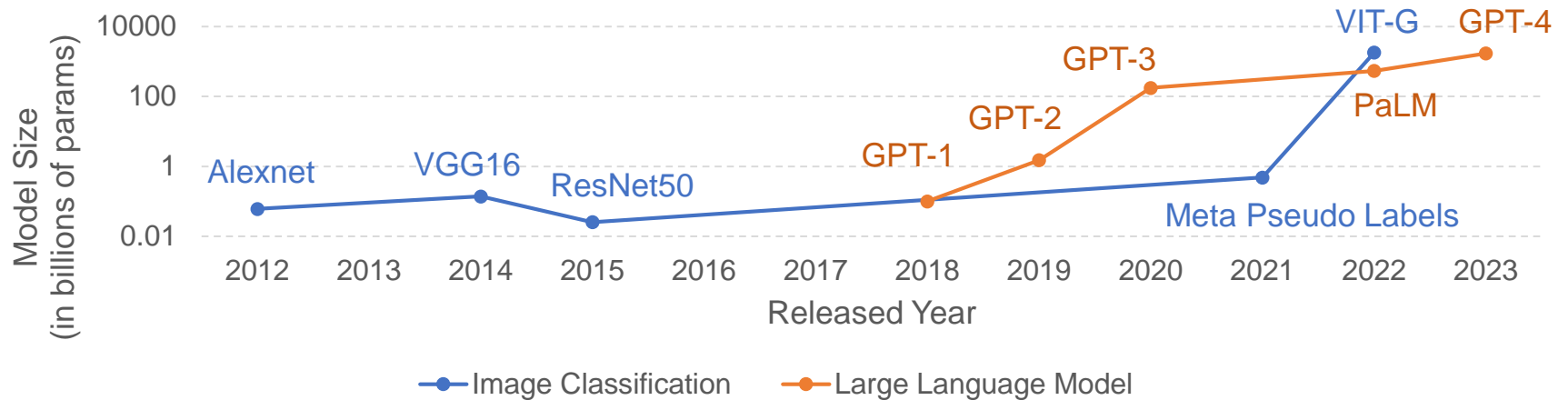
Backup

Discussion (# of PTW req → Scalable Page)

- Increasing total amount of shared resource
 - Not easy due to overhead
 - Can have similar effect by decreasing the demand
 - **Larger page size requires lower number of PTW requests**

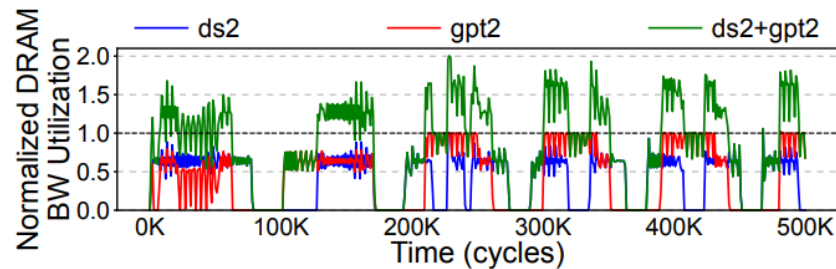
Suggestion. Scalable page size (huge page)

AI Model Size Variation



DRAM Memory Bandwidth Utilization

- Reason of advantages from dynamic sharing:
 - Current bandwidth cannot efficiently deal with NPU burstiness
 - Average bandwidth utilization is not high
 - Burstiness of memory request

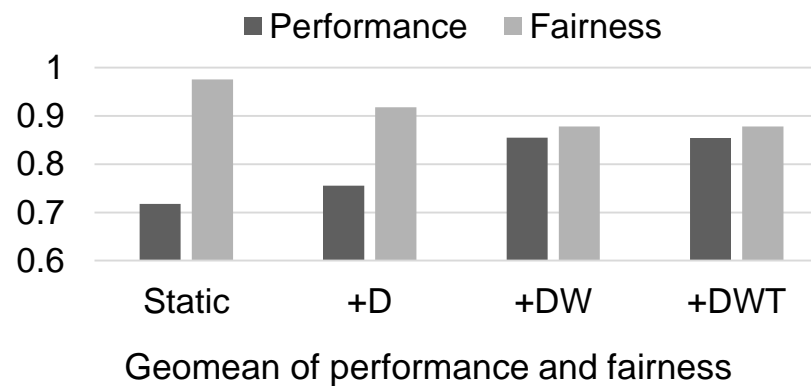


DRAM bandwidth utilization of single/dual-core

Final +DWT

- Effect of dynamic resource sharing (+DWT)
 - Offers **+19.1%** speedup above static sharing
 - Reaches **85.5%** of ideal performance
 - Shows fairness of **0.88**

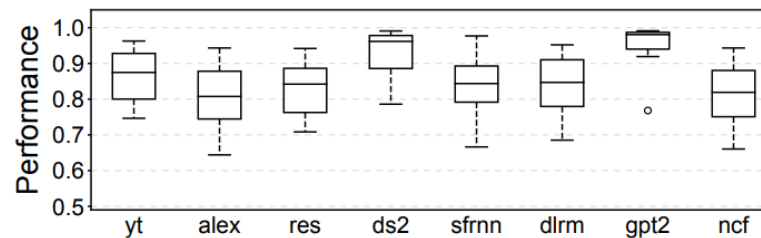
Total amount of bandwidth and PTW is important



Performance Distribution by Co-runners

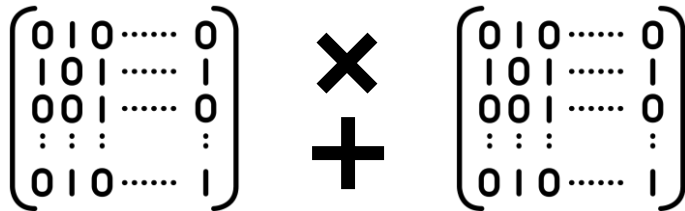
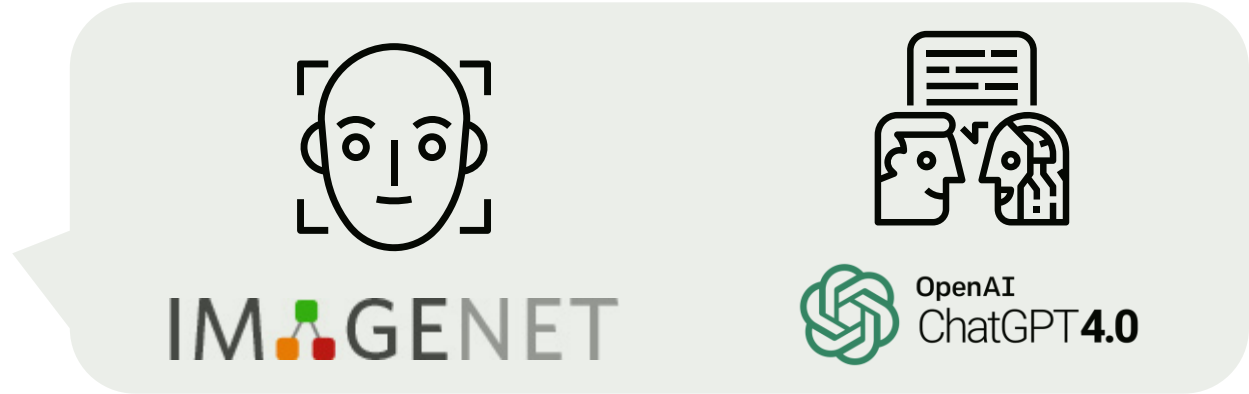
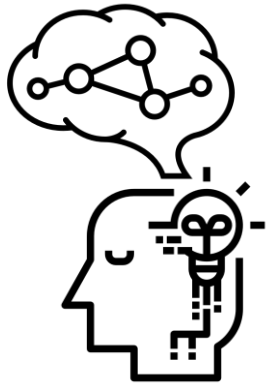
- Effect of co-runner contention
 - Standard deviation distribution: **0.072 ~ 0.106**
- Considering inter-core contention
 - Co-runner problem
 - **Contention-aware scheduling can be helpful**

Different workload, different amount of contention
Suggestion. Workload mapping

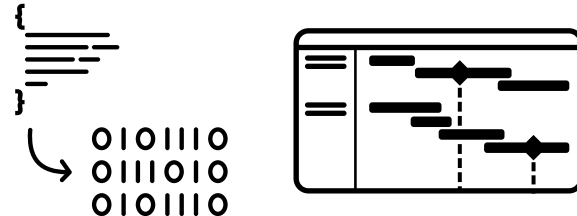


Performance distribution
affected by co-runners

Necessity of NPU Accelerator



Numerous Basic Operations



Compiler-level Predictable Operations