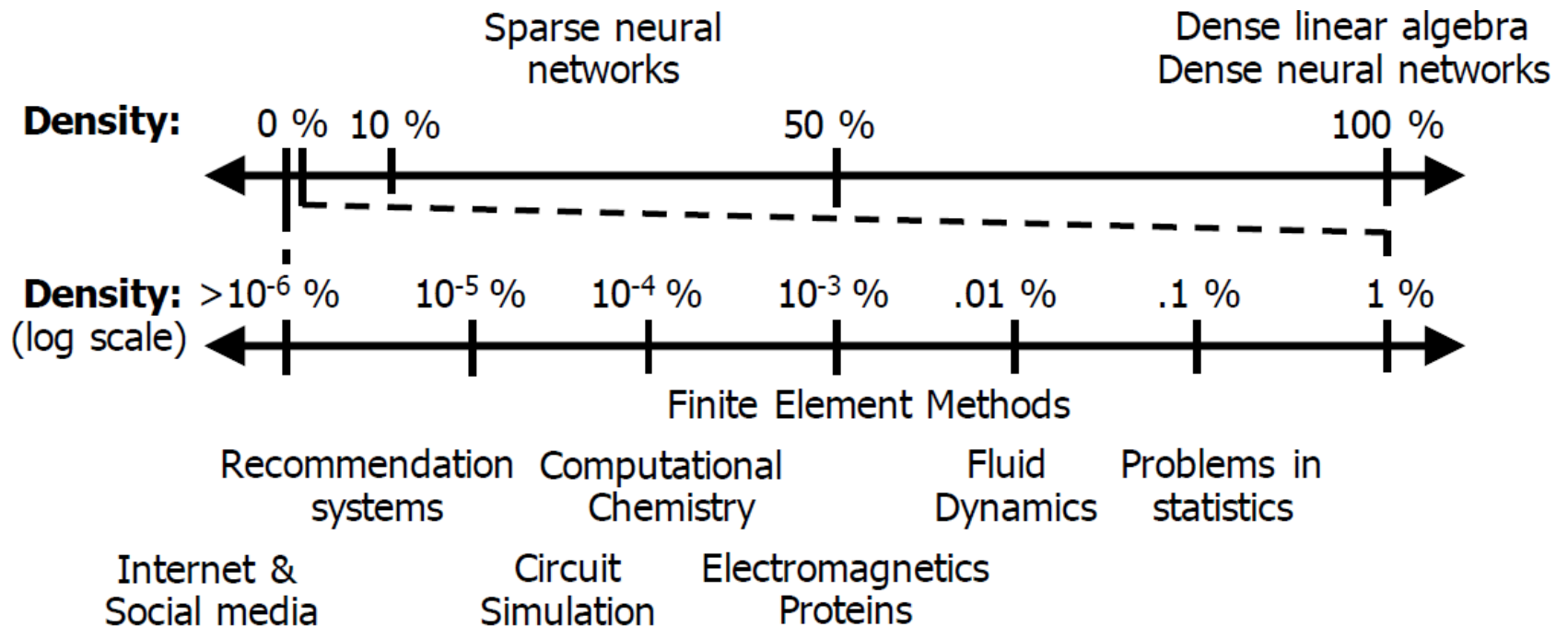


Accelerators (II)

Joel Emer

Massachusetts Institute of Technology
Electrical Engineering & Computer Science

Many problems use Sparse Tensors



[Extensor, Hegde, et.al., MICRO 2019]

Exploiting Sparsity

Exploiting Sparsity

Sparse data can be compressed

Exploiting Sparsity

Sparse data can be compressed



Can save space
and energy by
avoiding
manipulation of
zero values

Exploiting Sparsity

Sparse data can be compressed } Can save space and energy by avoiding manipulation of zero values

$$\mathbf{anything} \times \mathbf{0} = \mathbf{0}$$

Exploiting Sparsity

Sparse data can be compressed



Can save space
and energy by
avoiding
manipulation of
zero values

$$\mathbf{anything} \times \mathbf{0} = \mathbf{0}$$

$$\mathbf{anything} + \mathbf{0} = \mathbf{anything}$$

Exploiting Sparsity

Sparse data can be compressed



Can save space and energy by avoiding manipulation of zero values

$$\mathbf{anything} \times \mathbf{0} = \mathbf{0}$$

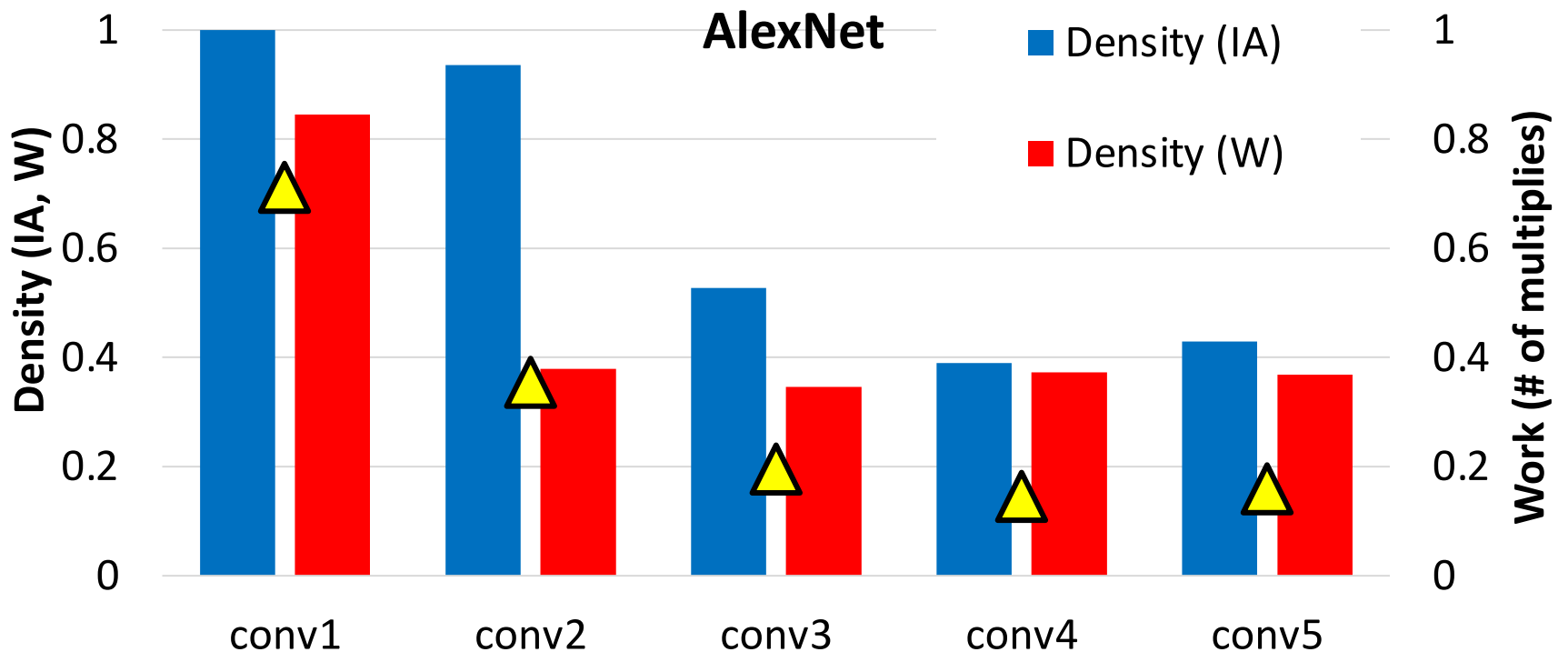
$$\mathbf{anything} + \mathbf{0} = \mathbf{anything}$$



Can save time and energy by avoiding fetching unnecessary operands and avoiding **ineffectual** computations

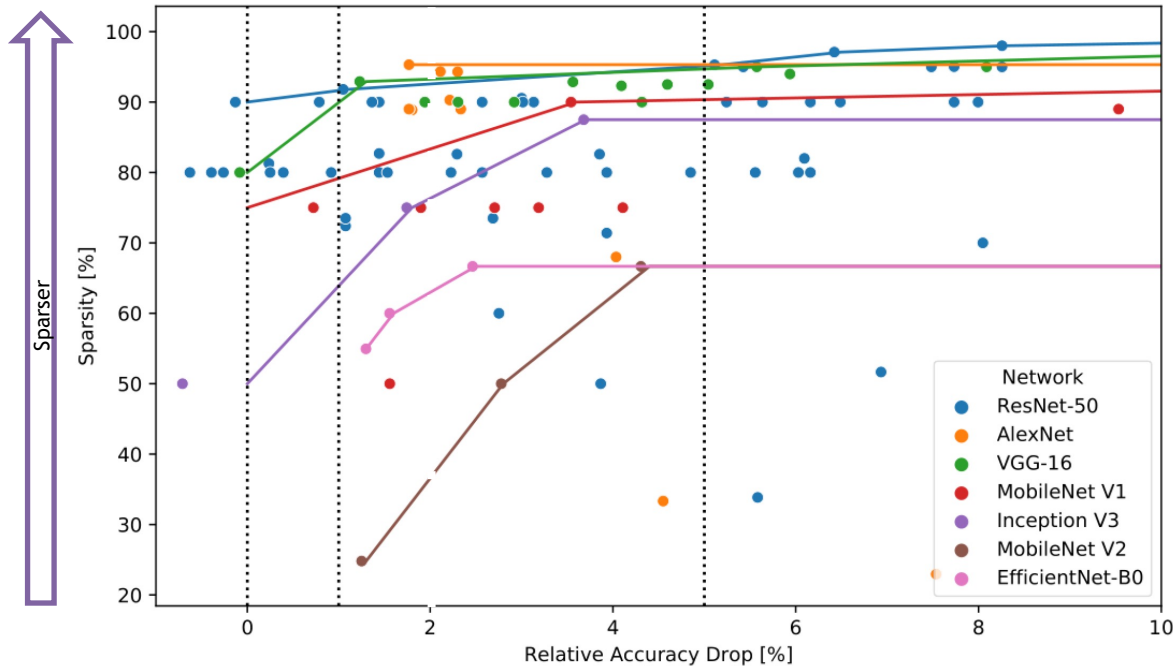
Motivation in DNNs

- Leverage CNN sparsity to improve energy-efficiency



Exploitable Sparsity

Acceptable sparsity depends on target task and error tolerance



Hoefler et al. arXiv, 2021

Error Tolerance

	$\leq 0\%$	$\leq 1\%^*$	$\leq 2\%$
ResNet-50	~90%	~90%	~91%
AlexNet			~93%
VGG-16	~80%	~88%	~92%
MobileNet V1	~72%	~79%	~82%
Inception V3	~50%	~62%	~73%
EfficientNet-B0			~52%
MobileNet V2			~25%

*MLPerf error tolerance

Hardware Sparse Acceleration Features

Hardware Sparse Acceleration Features

Format:



Choose tensor representations to save necessary storage spaces and energy associated zero accesses

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Explicitly eliminate ineffectual storage accesses and computes by letting the hardware unit staying idle for the cycle to save energy

Hardware Sparse Acceleration Features

Format:



Choose tensor representations to save necessary storage spaces and energy associated zero accesses

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Explicitly eliminate ineffectual storage accesses and computes by letting the hardware unit staying idle for the cycle to save energy

Skipping:



Explicitly eliminate ineffectual storage accesses and computes by skipping the cycle to save energy and time

Hardware Sparse Acceleration Features

Format:



Choose tensor representations to save necessary storage spaces and energy associated zero accesses

What is the chosen format?

Do all tensors share the same format?

Gating:



Explicitly eliminate ineffectual storage accesses and computes by letting the hardware unit staying idle for the cycle to save energy

When is a storage access gated?

How much is the compute able to skip ahead?

Skipping:



Explicitly eliminate ineffectual storage accesses and computes by skipping the cycle to save energy and time

At which storage level is the skipping performed?

What is the criteria for skipping?

Hardware Sparse Acceleration Features

Format:



Choose tensor representations to save necessary storage spaces and energy associated zero accesses

Gating:



Explicitly eliminate ineffectual storage accesses and computes by letting the hardware unit staying idle for the cycle to save energy

Skipping:



Explicitly eliminate ineffectual storage accesses and computes by skipping the cycle to save energy and time

1-D Output-Stationary Convolution



[†] Assuming: 'valid' style convolution

1-D Output-Stationary Convolution



[†] Assuming: 'valid' style convolution

1-D Output-Stationary Convolution



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[†] Assuming: 'valid' style convolution

1-D Output-Stationary Convolution



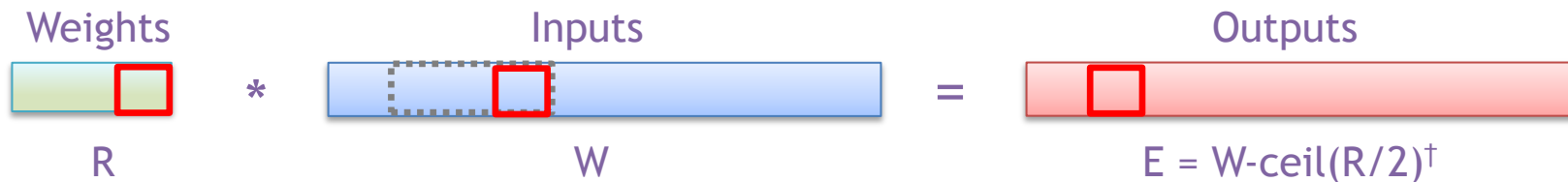
[†] Assuming: 'valid' style convolution

1-D Output-Stationary Convolution



[†] Assuming: 'valid' style convolution

1-D Output-Stationary Convolution

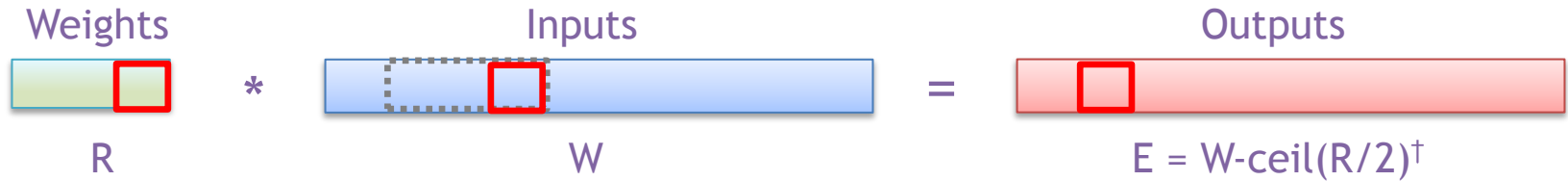


```
int i[W];      # Input activations
int w[S];      # Filter weights
int o[Q];      # Output activations

for q in [0..Q):
    for s in [0..S):
        o[q] += i[q+s]*f[s];
}}
```

[†] Assuming: 'valid' style convolution

1-D Output-Stationary Convolution



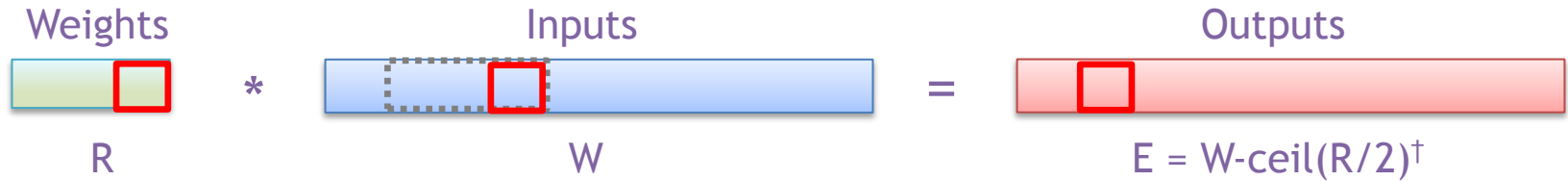
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}}
```

What opportunity(ies) exist if some of the filter weights are zero?

[†] Assuming: 'valid' style convolution

1-D Output-Stationary Convolution



```
int i[W];      # Input activations
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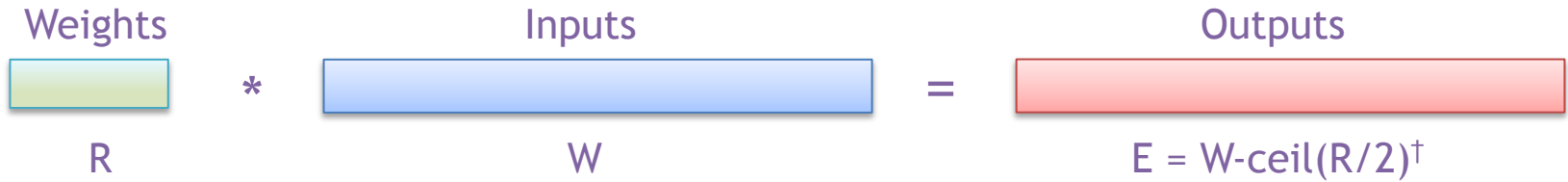
for q in [0..Q):
    for s in [0..S):
        o[q] += i[q+s]*f[s];
}}
```

What opportunity(ies) exist if some of the filter weights are zero?

Can avoid reading operands, doing multiply and updating output

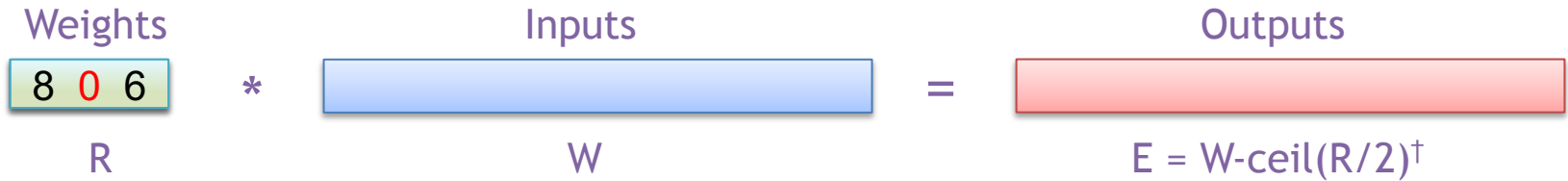
[†] Assuming: 'valid' style convolution

1-D Output-Stationary Convolution



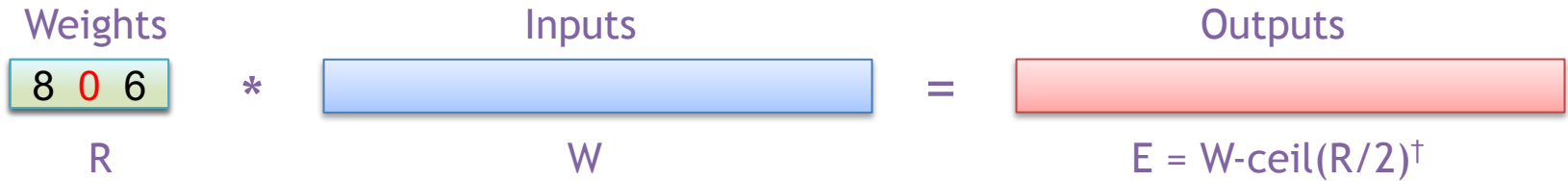
[†] Assuming: 'valid' style convolution

1-D Output-Stationary Convolution



[†] Assuming: 'valid' style convolution

1-D Output-Stationary Convolution



```
int i[W];      # Input activations
int f[S];      # Filter weights
int o[Q];      # Output activations

for q in [0..Q):
    for s in [0..S):
        o[q] = i[q+s]*w[r];
}}
```

[†] Assuming: 'valid' style convolution

1-D Output-Stationary Convolution

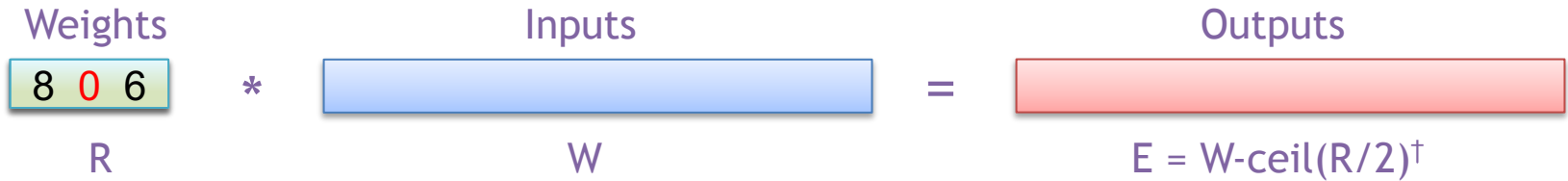


```
int i[W];      # Input activations
int f[S];      # Filter weights
int o[Q];      # Output activations

for q in [0..Q):
    for s in [0..S):
        if (!f[s]) o[q] += i[q+s]*f[r];
}}
```

[†] Assuming: 'valid' style convolution

1-D Output-Stationary Convolution



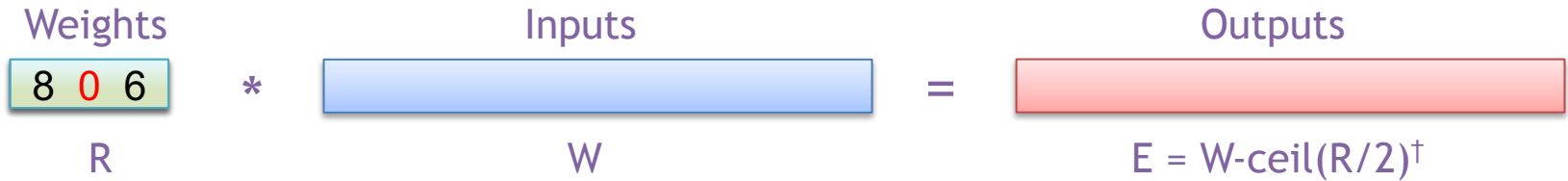
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for q in [0..Q):
    for s in [0..S):
        if (!f[s]) o[q] += i[q+s]*f[r];
}}
```

What did we save using the conditional execution?

[†] Assuming: 'valid' style convolution

1-D Output-Stationary Convolution



```
int i[W];      # Input activations
int f[S];      # Filter weights
int o[Q];      # Output activations

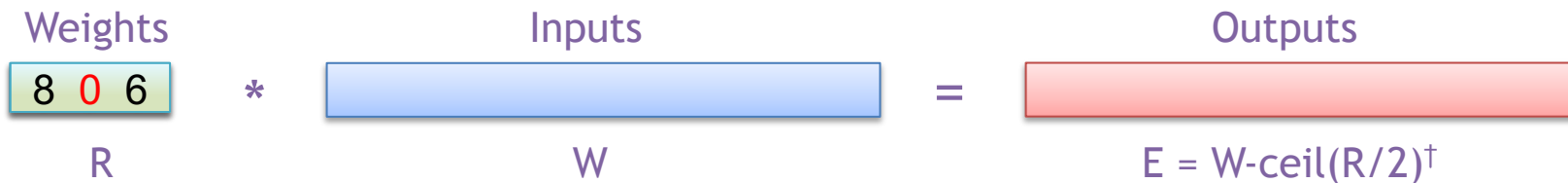
for q in [0..Q):
    for s in [0..S):
        if (!f[s]) o[q] += i[q+s]*f[r];
}}
```

What did we save using the conditional execution?

Energy

[†] Assuming: ‘valid’ style convolution

1-D Output-Stationary Convolution



```
int i[W];      # Input activations
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for q in [0..Q):
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        if (!f[s]) o[q] += i[q+s]*f[r];
}}
```

What did we save using the conditional execution?

Energy

What didn't we save using the conditional execution?

[†] Assuming: 'valid' style convolution

1-D Output-Stationary Convolution



```
int i[W];      # Input activations
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for q in [0..Q):
    for s in [0..S):
        if (!f[s]) o[q] += i[q+s]*f[r];
}}
```

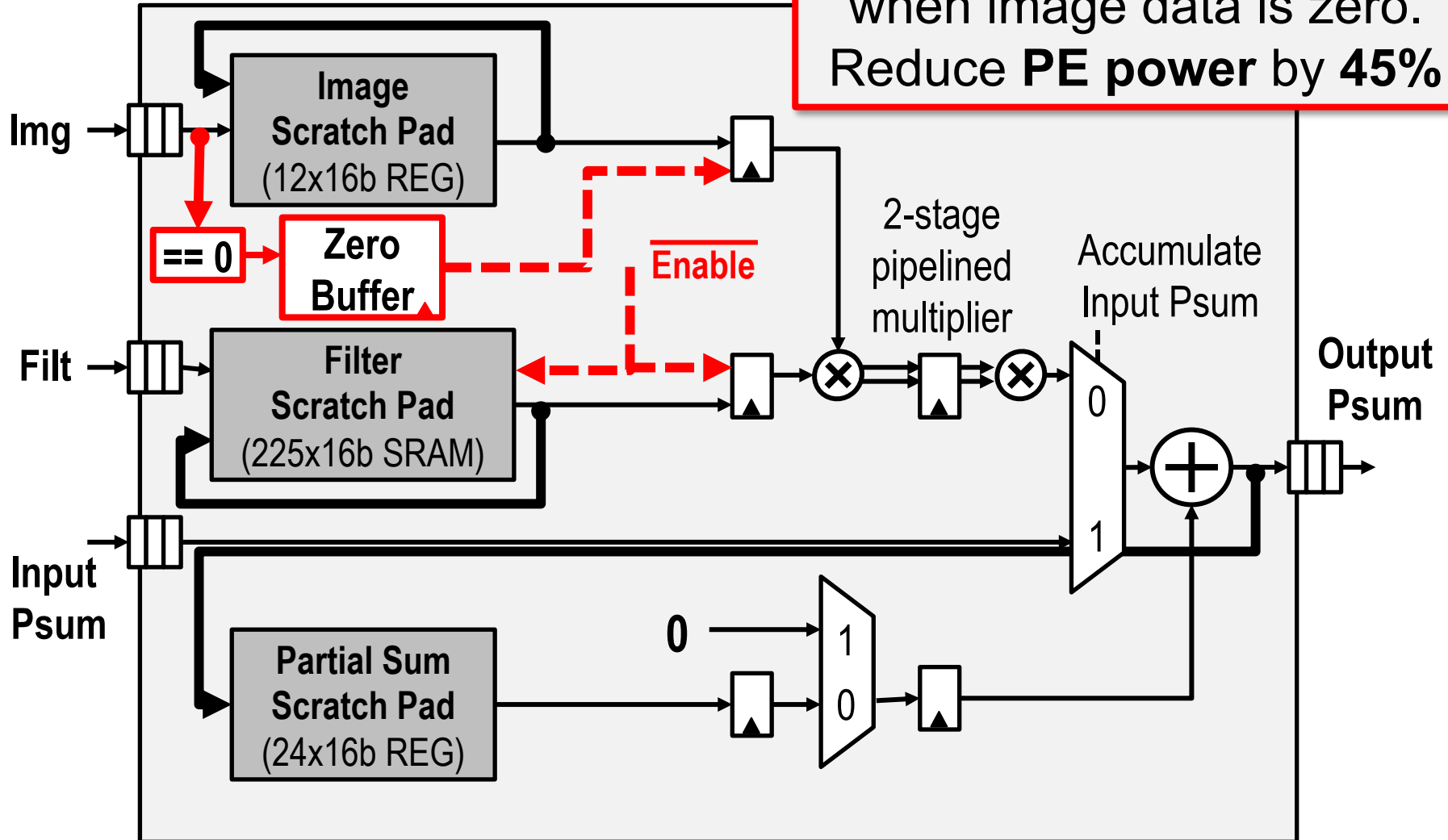
What did we save using the conditional execution? **Energy**

What didn't we save using the conditional execution? **Time**

[†] Assuming: 'valid' style convolution

Eyeriss – Clock Gating

Skip mult and mem reads when image data is zero.
Reduce **PE power** by **45%**



Sparse Tensor Representation

Hardware Sparse Acceleration Features

Format:



Choose tensor representations to save necessary storage spaces and energy associated zero accesses

Gating:



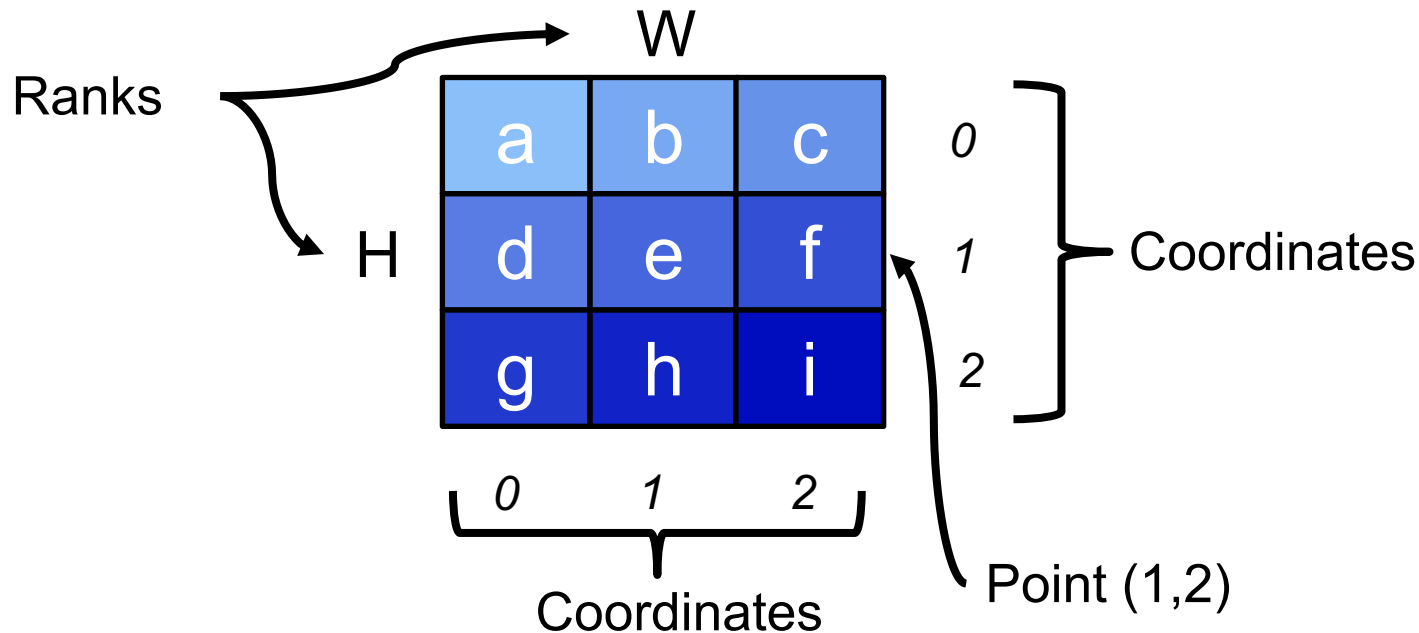
Explicitly eliminate ineffectual storage accesses and computes by letting the hardware unit staying idle for the cycle to save energy

Skipping:



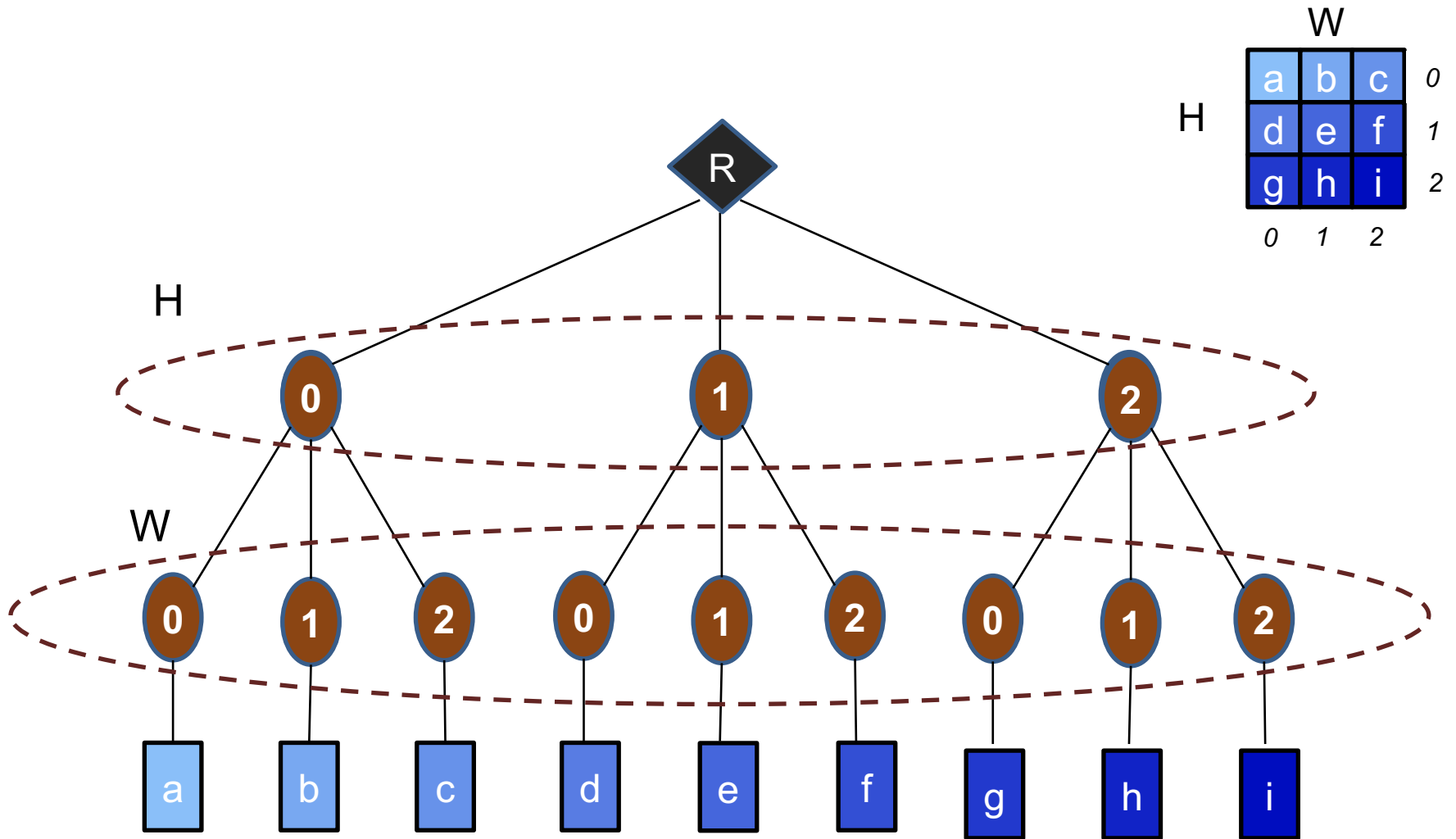
Explicitly eliminate ineffectual storage accesses and computes by skipping the cycle to save energy and time

Tensor Data Terminology

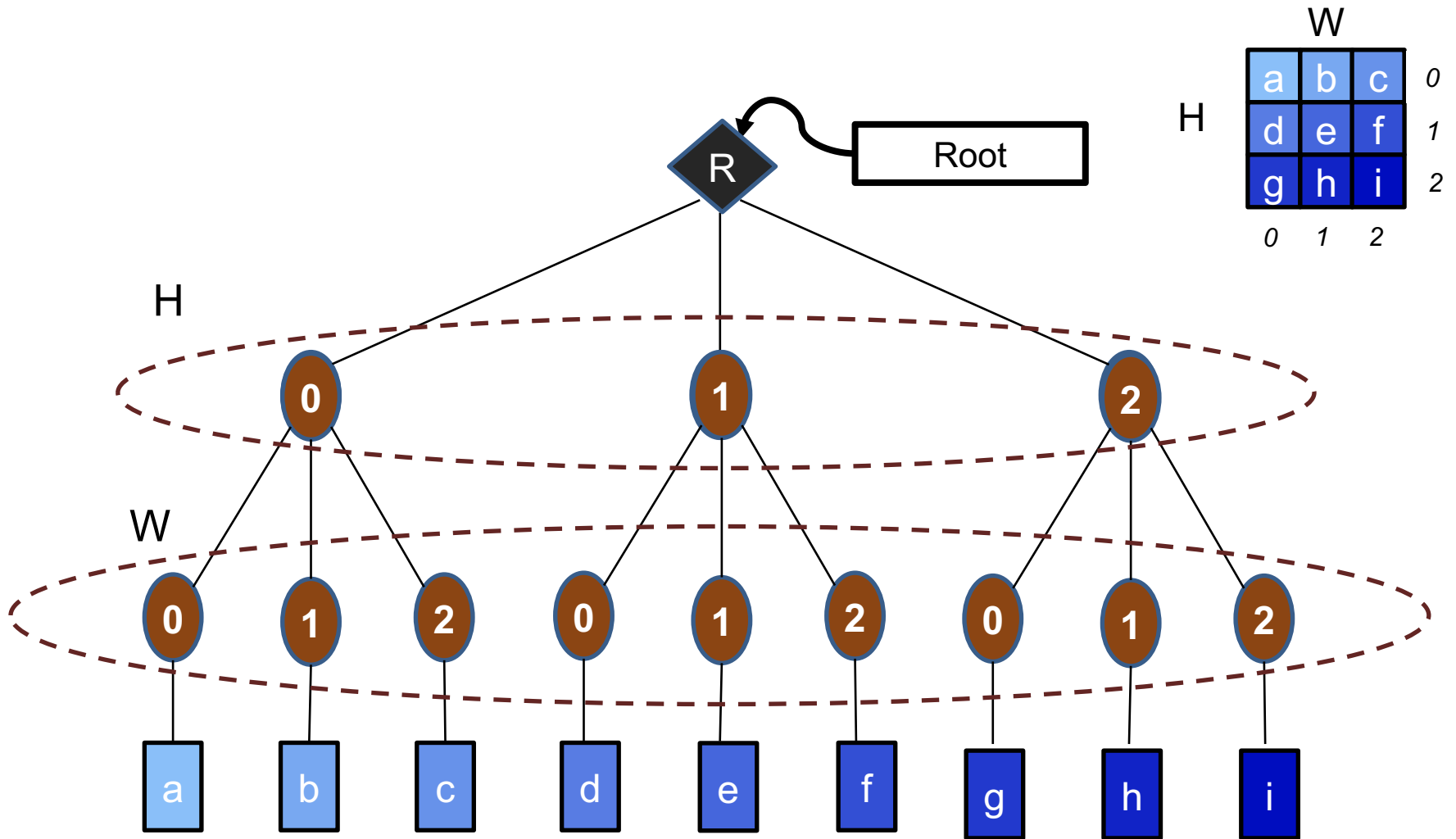


- The elements of each “rank” (dimension) are identified by their “coordinates”, e.g., rank H has coordinates 0, 1, 2
- Each element of the tensor is identified by the tuple of coordinates from each of its ranks, i.e., a “point”.
So (1,2) -> “f”

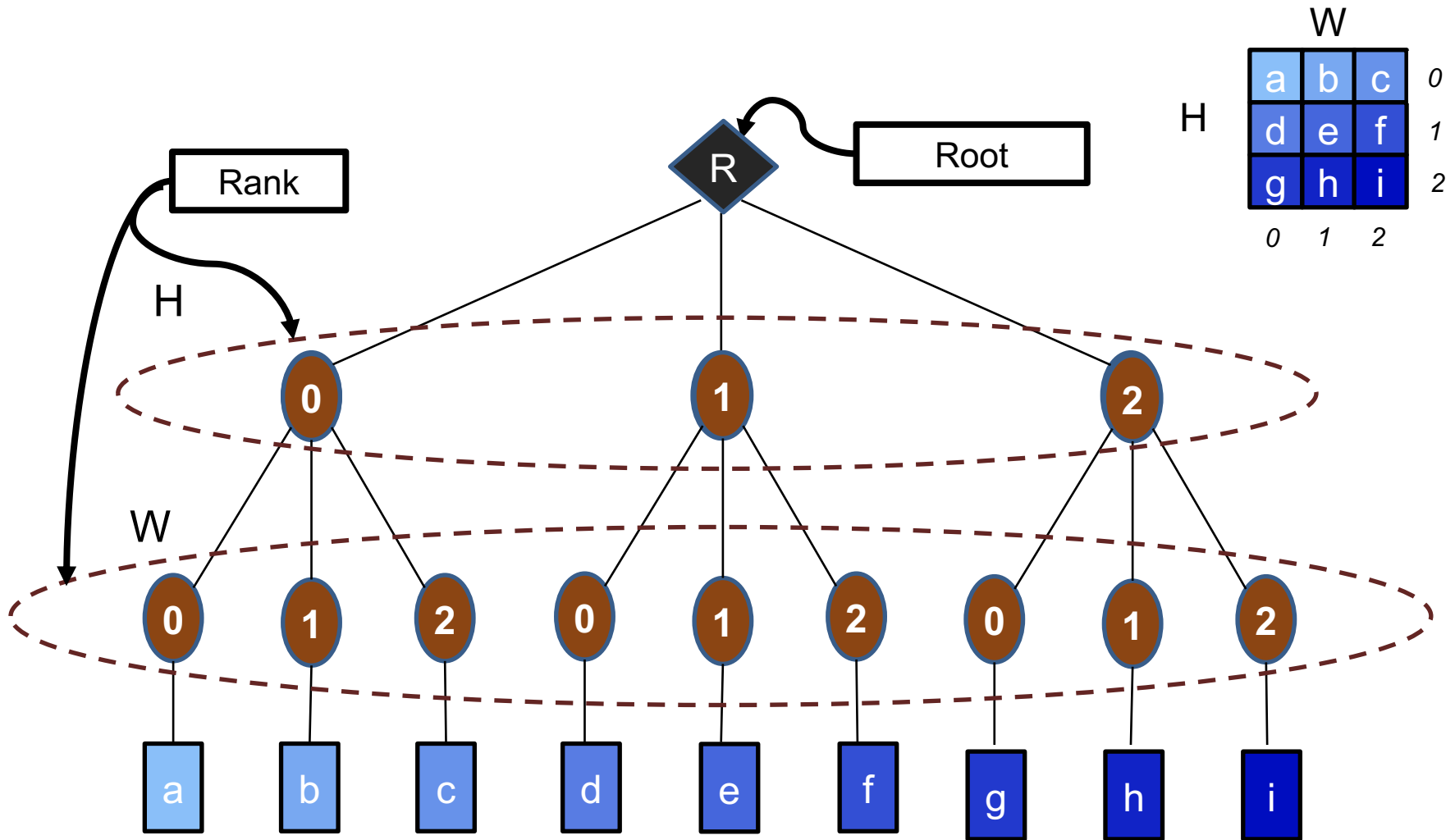
Tree-based Tensor Abstraction



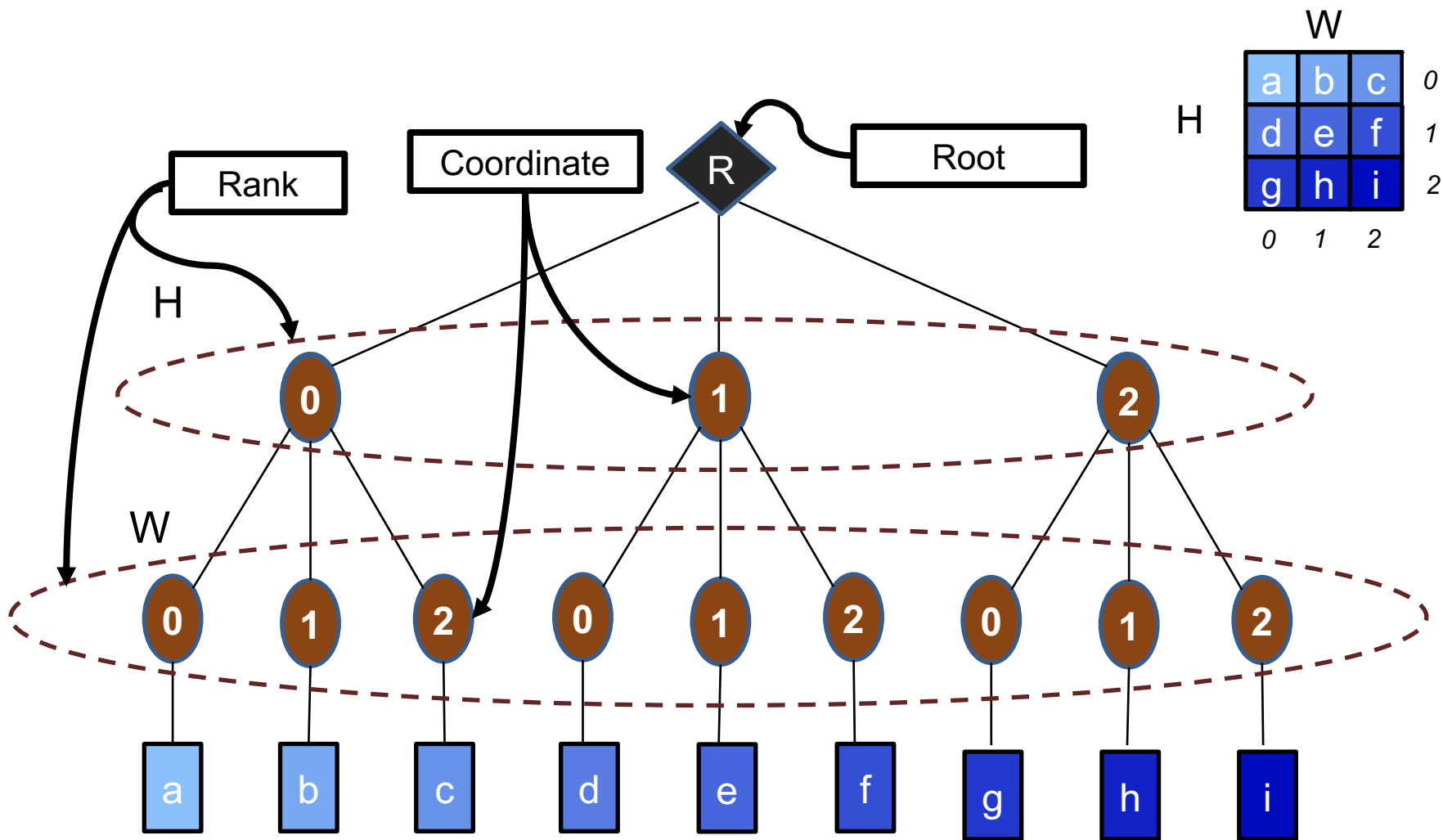
Tree-based Tensor Abstraction



Tree-based Tensor Abstraction

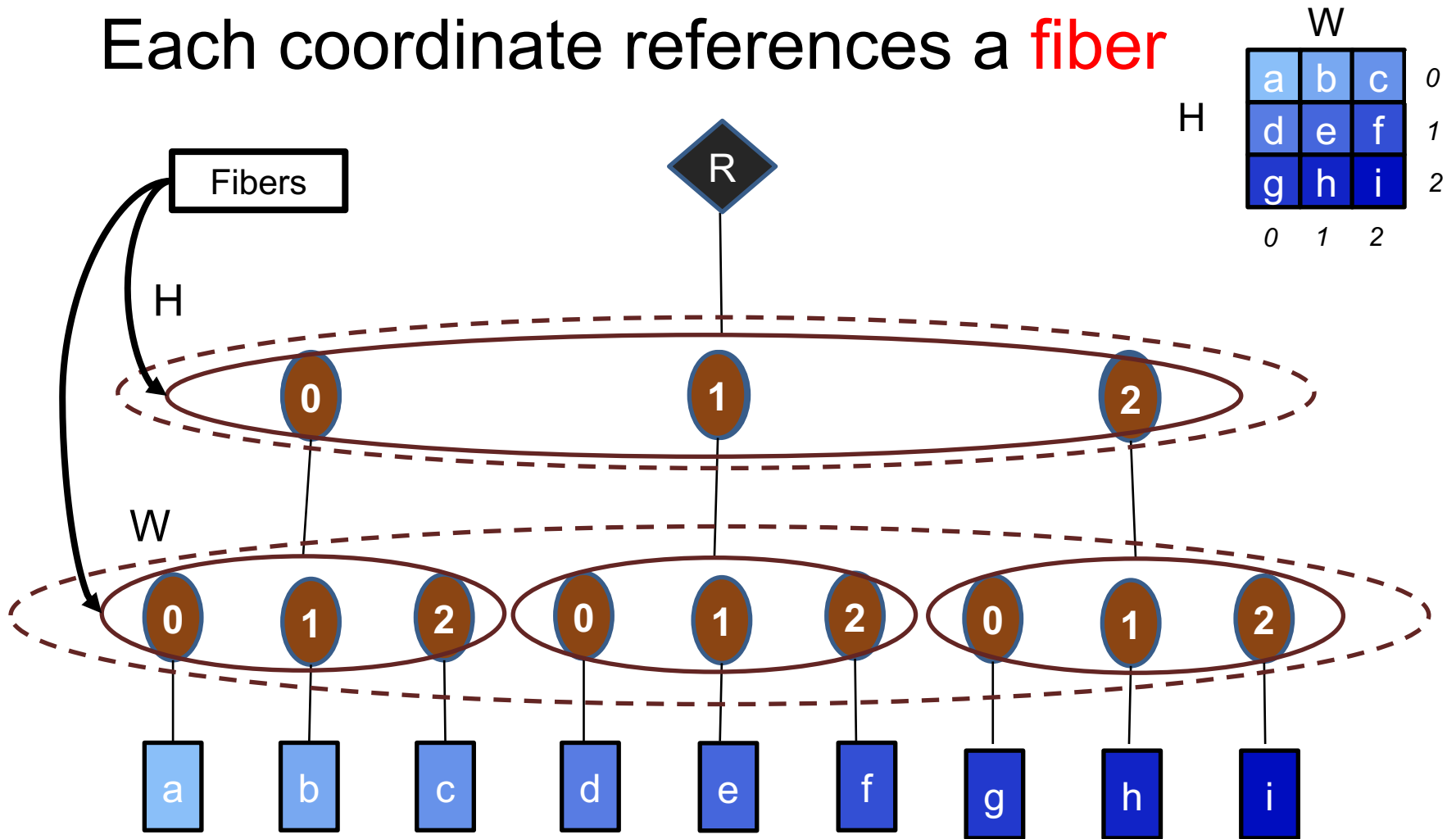


Tree-based Tensor Abstraction



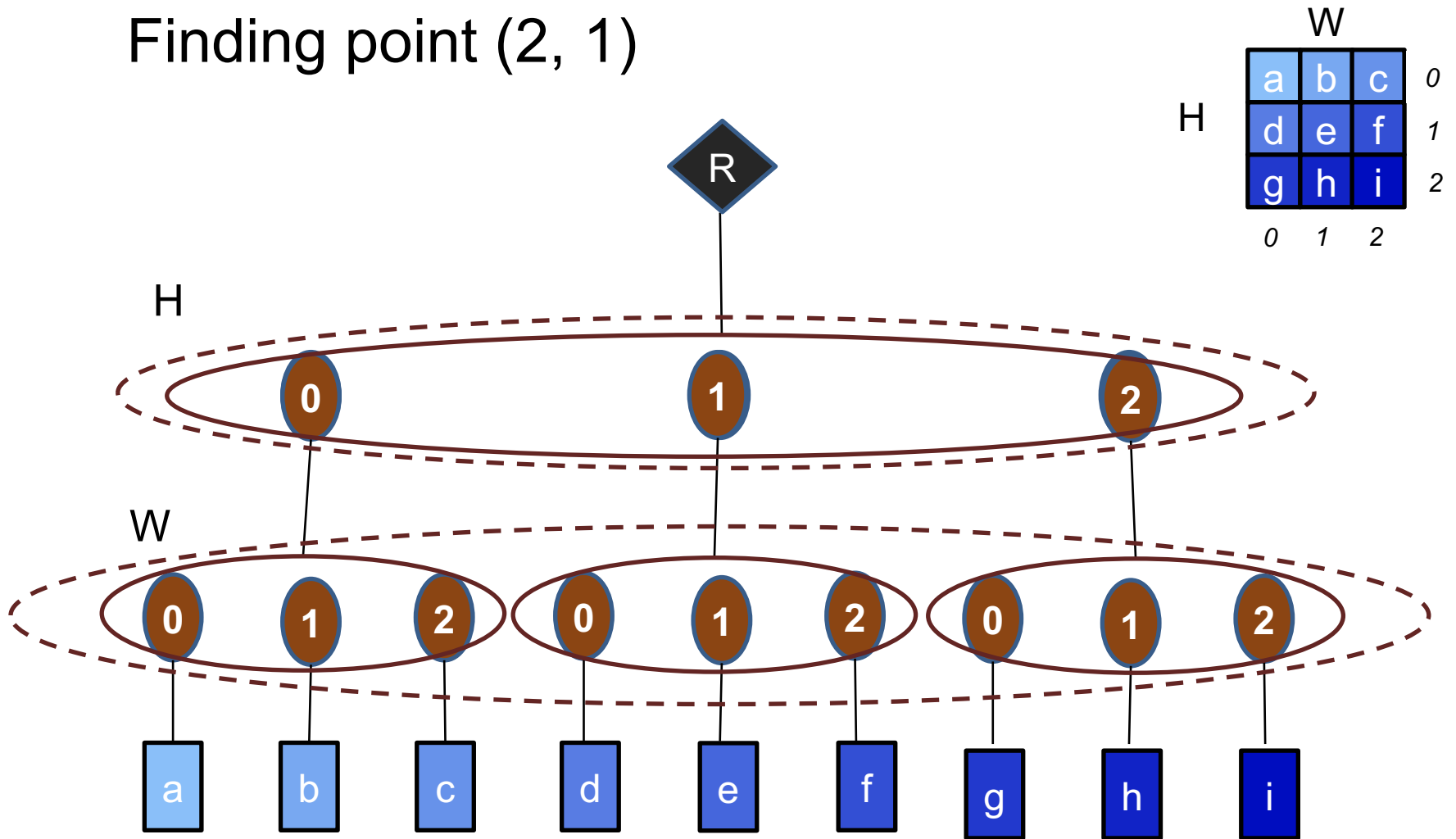
Fibertree Tensor Abstraction

Each coordinate references a **fiber**



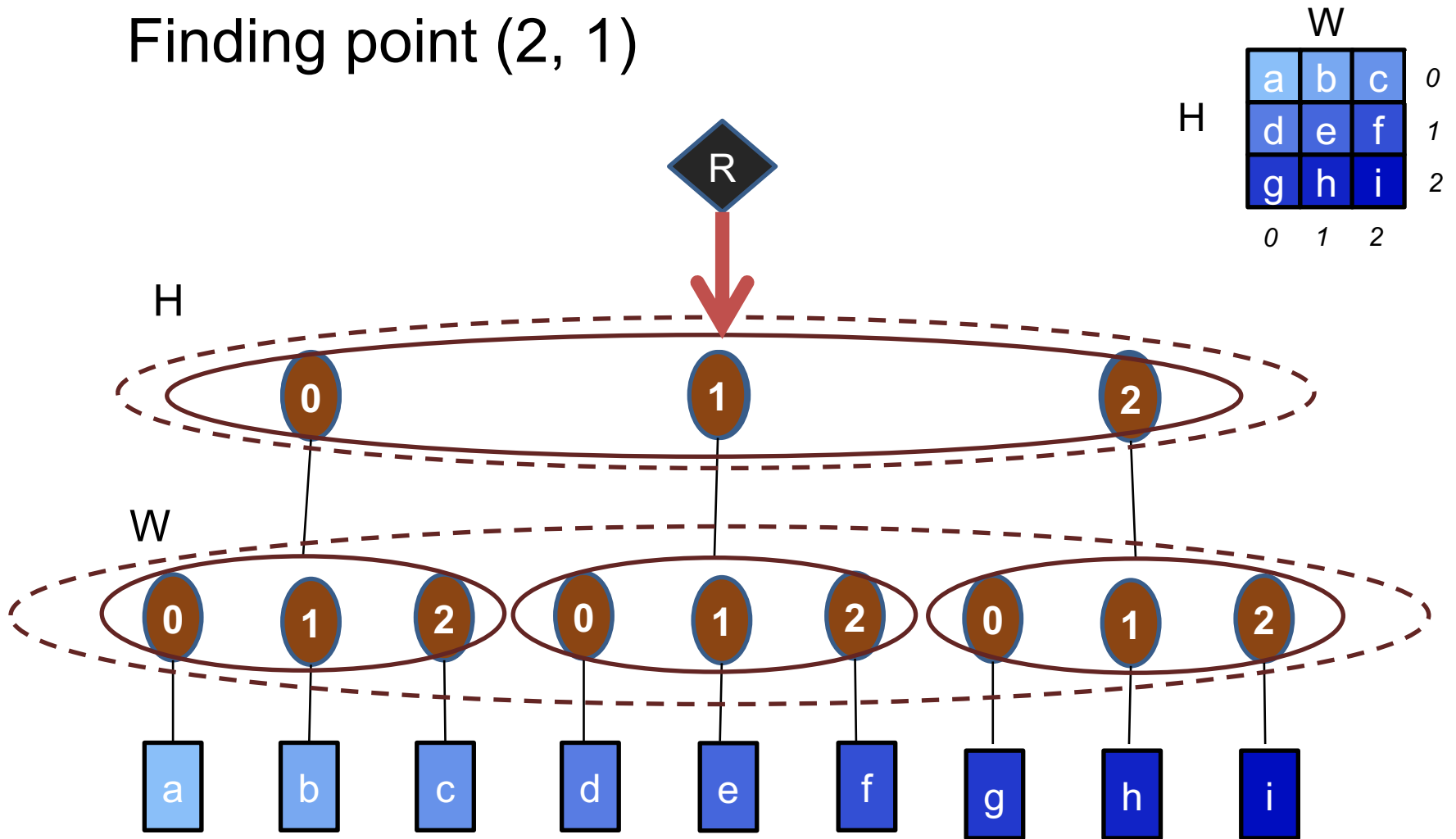
Fibertree Tensor Abstraction

Finding point (2, 1)



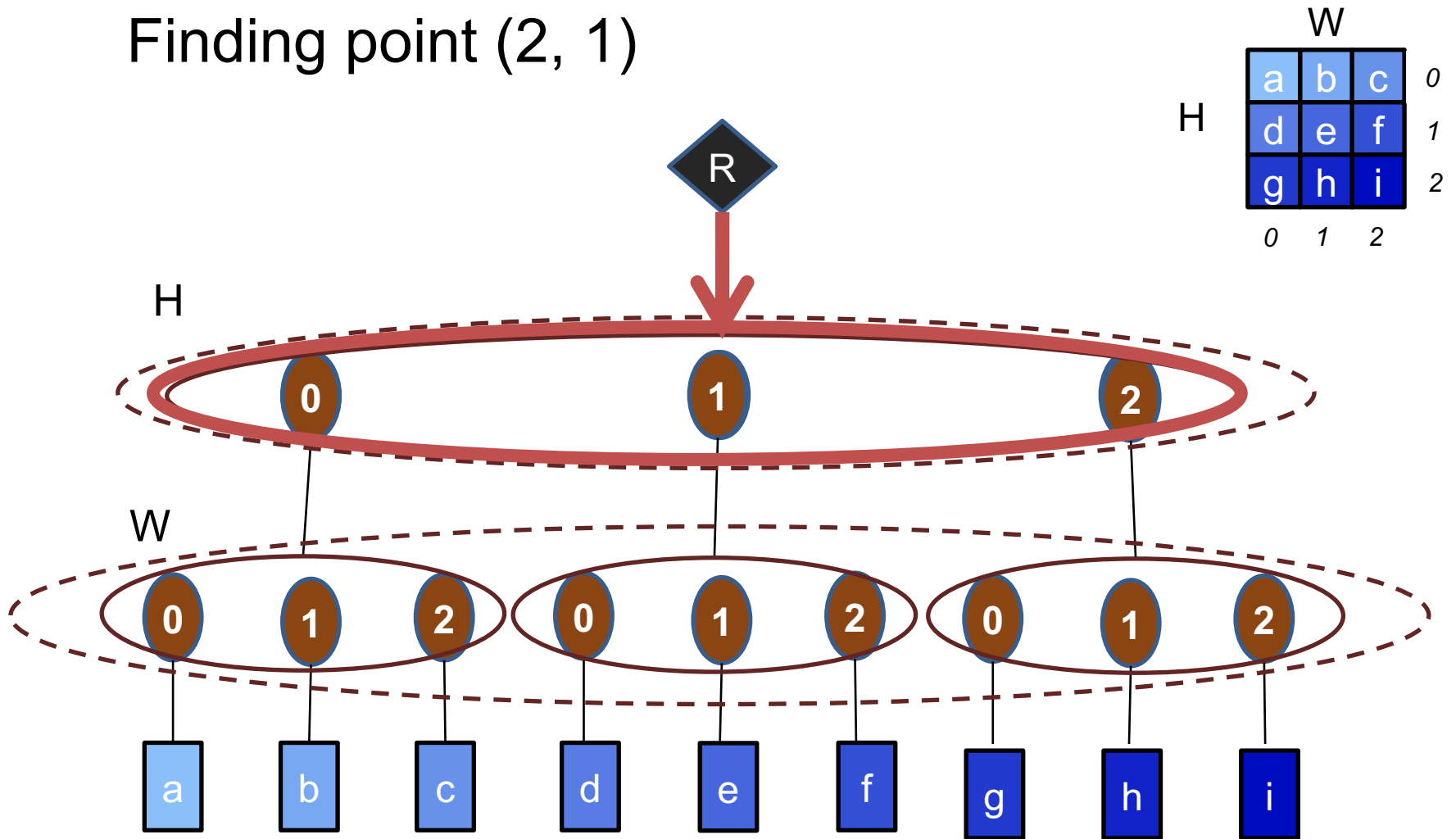
Fibertree Tensor Abstraction

Finding point (2, 1)



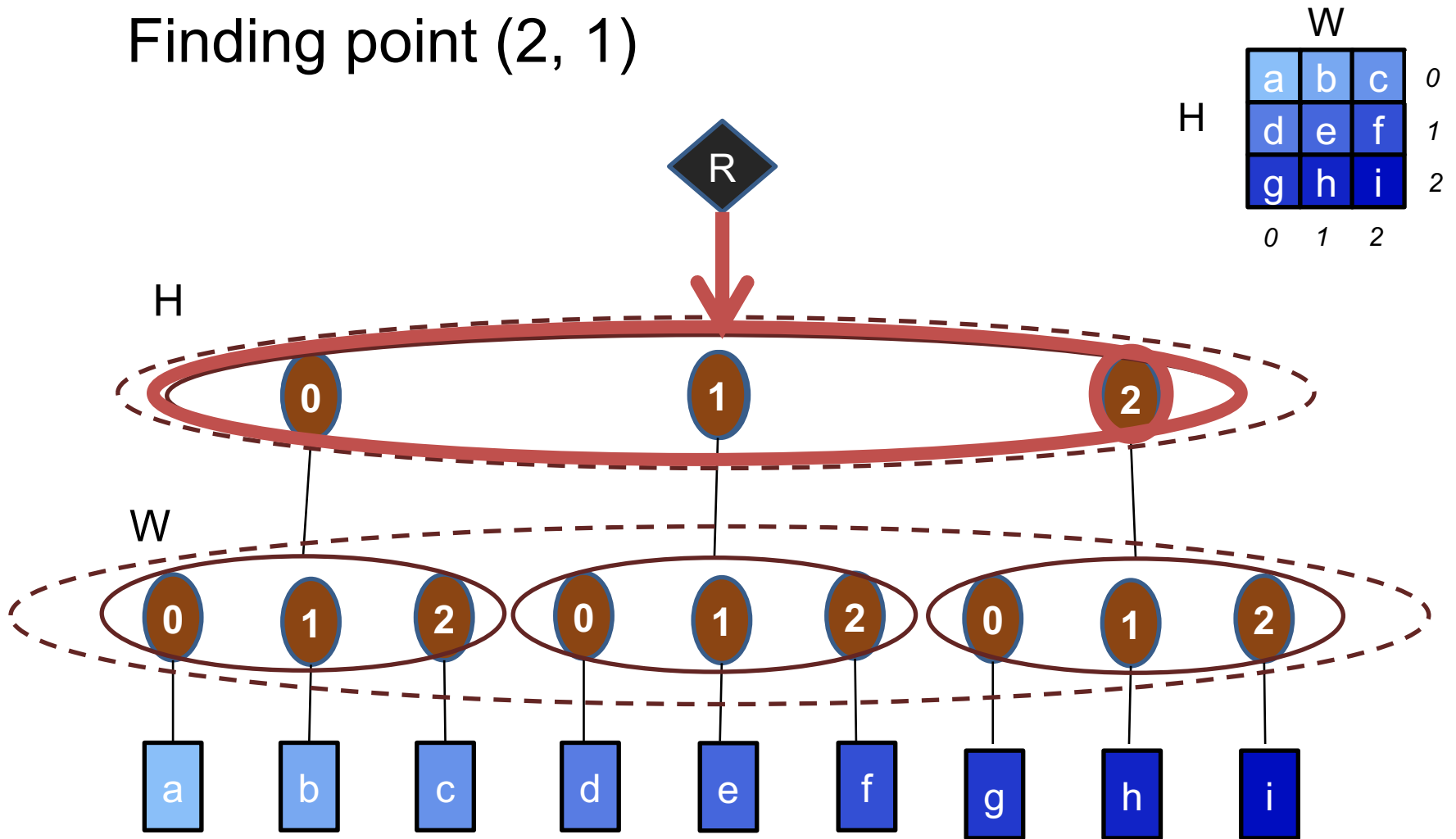
Fibertree Tensor Abstraction

Finding point (2, 1)



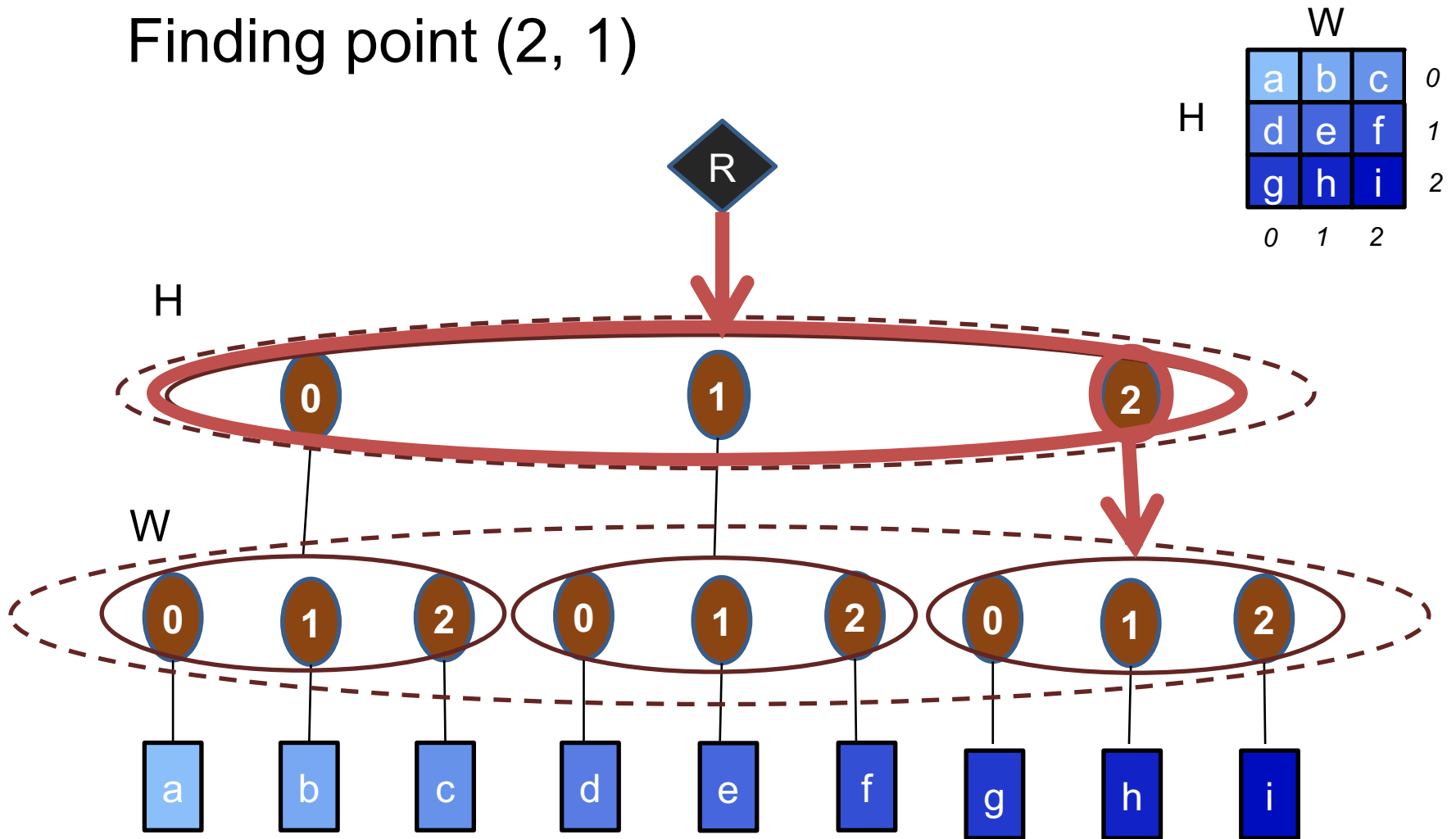
Fibertree Tensor Abstraction

Finding point (2, 1)



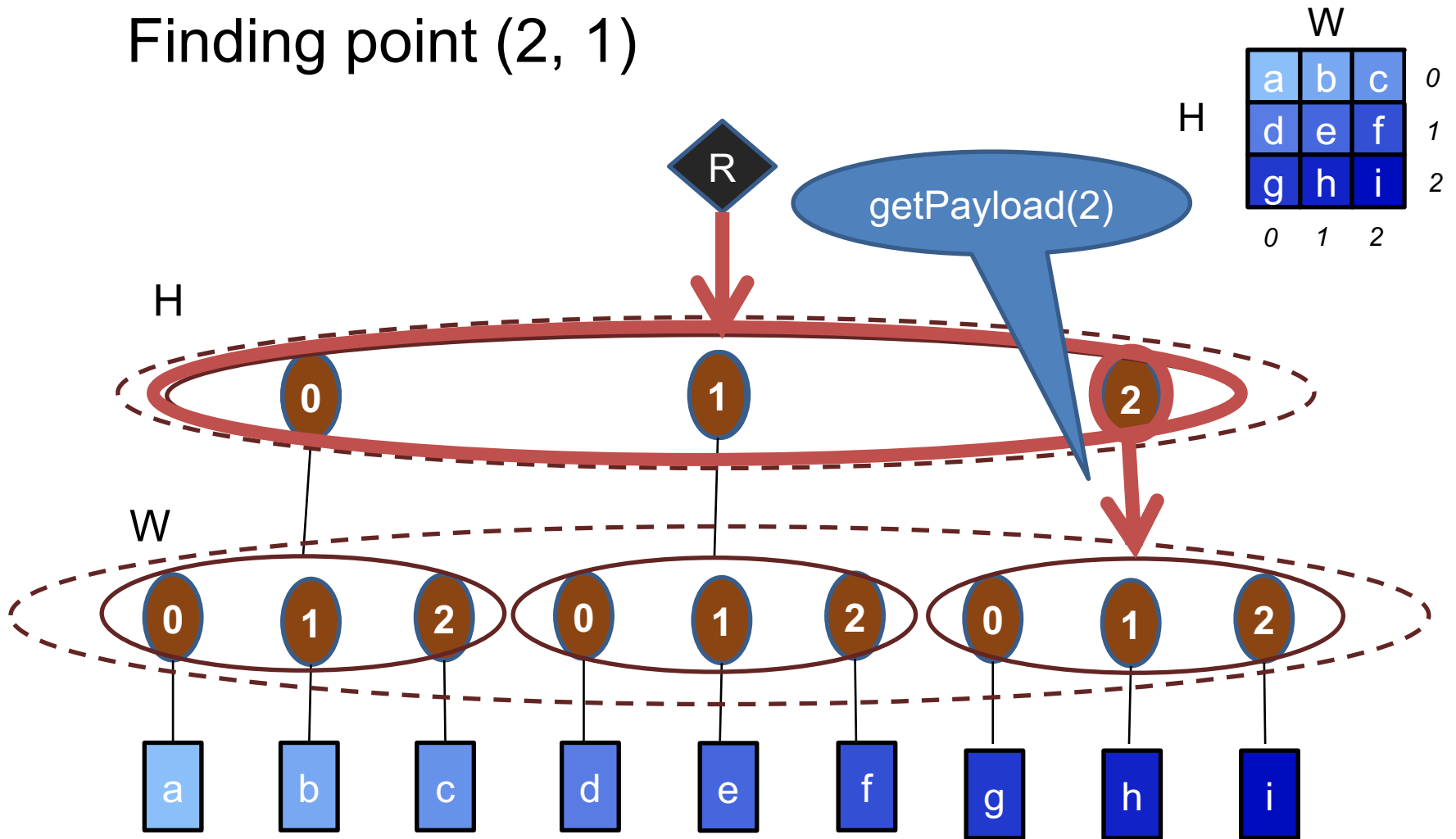
Fibertree Tensor Abstraction

Finding point (2, 1)



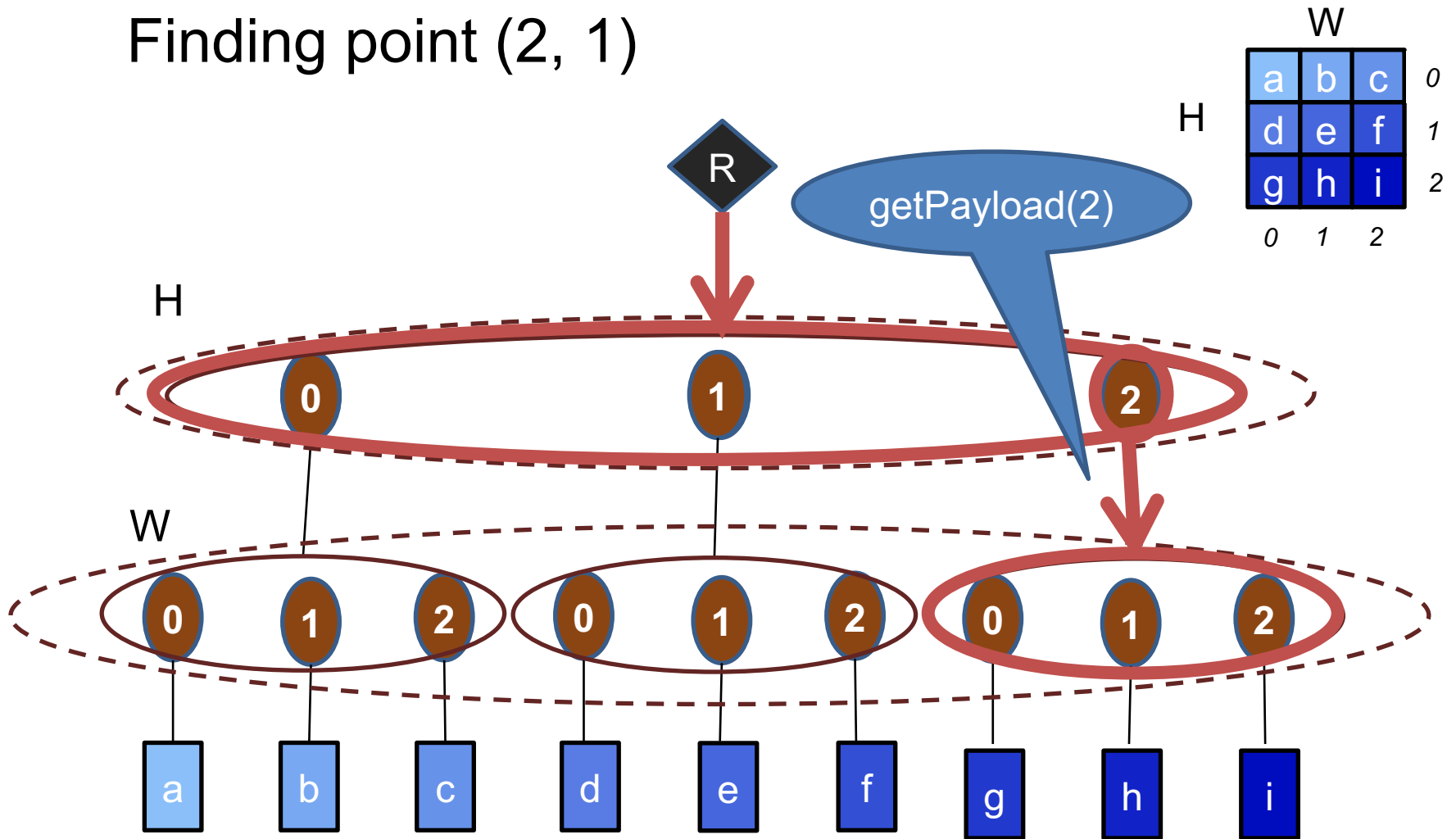
Fibertree Tensor Abstraction

Finding point (2, 1)



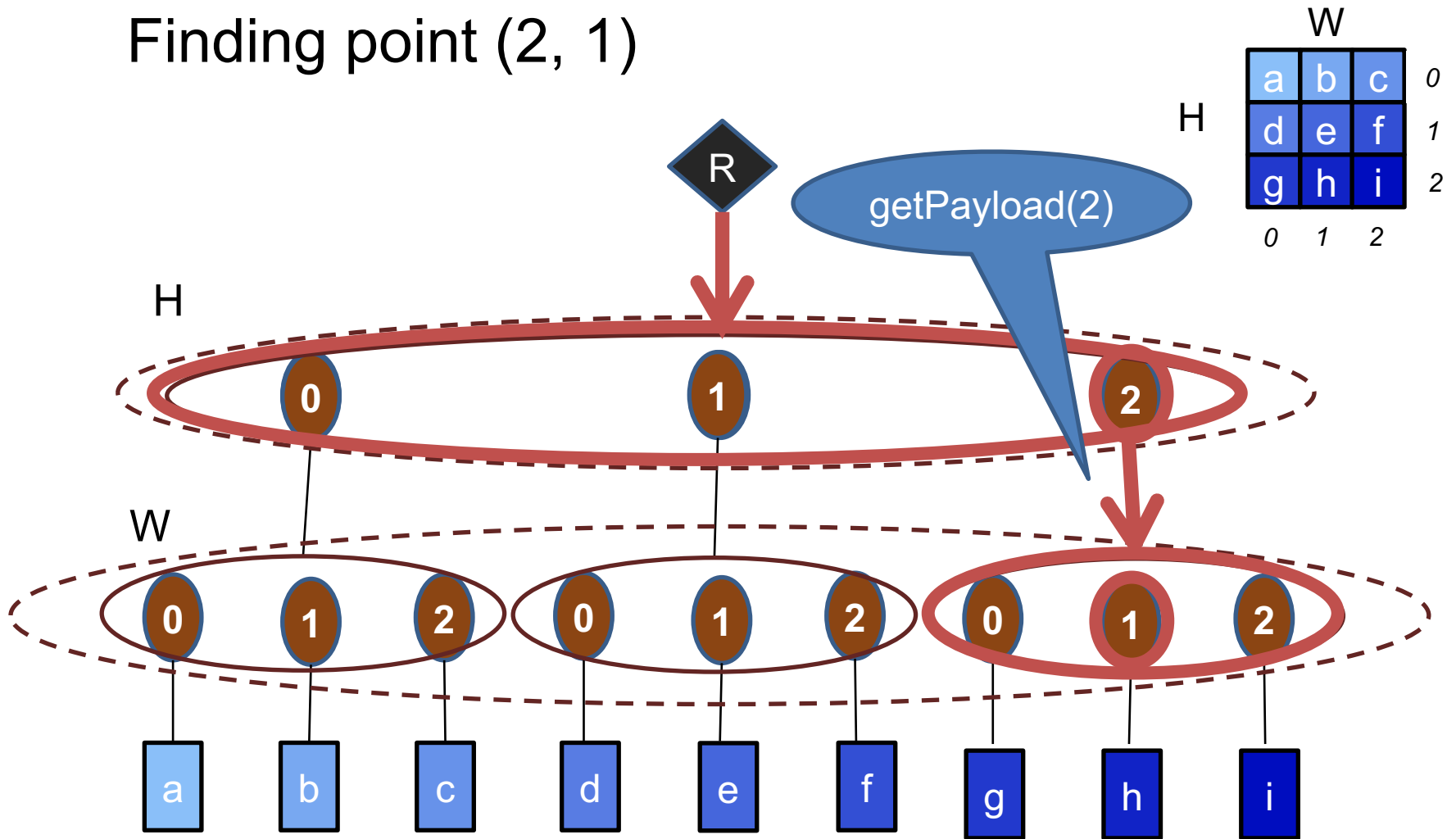
Fibertree Tensor Abstraction

Finding point (2, 1)



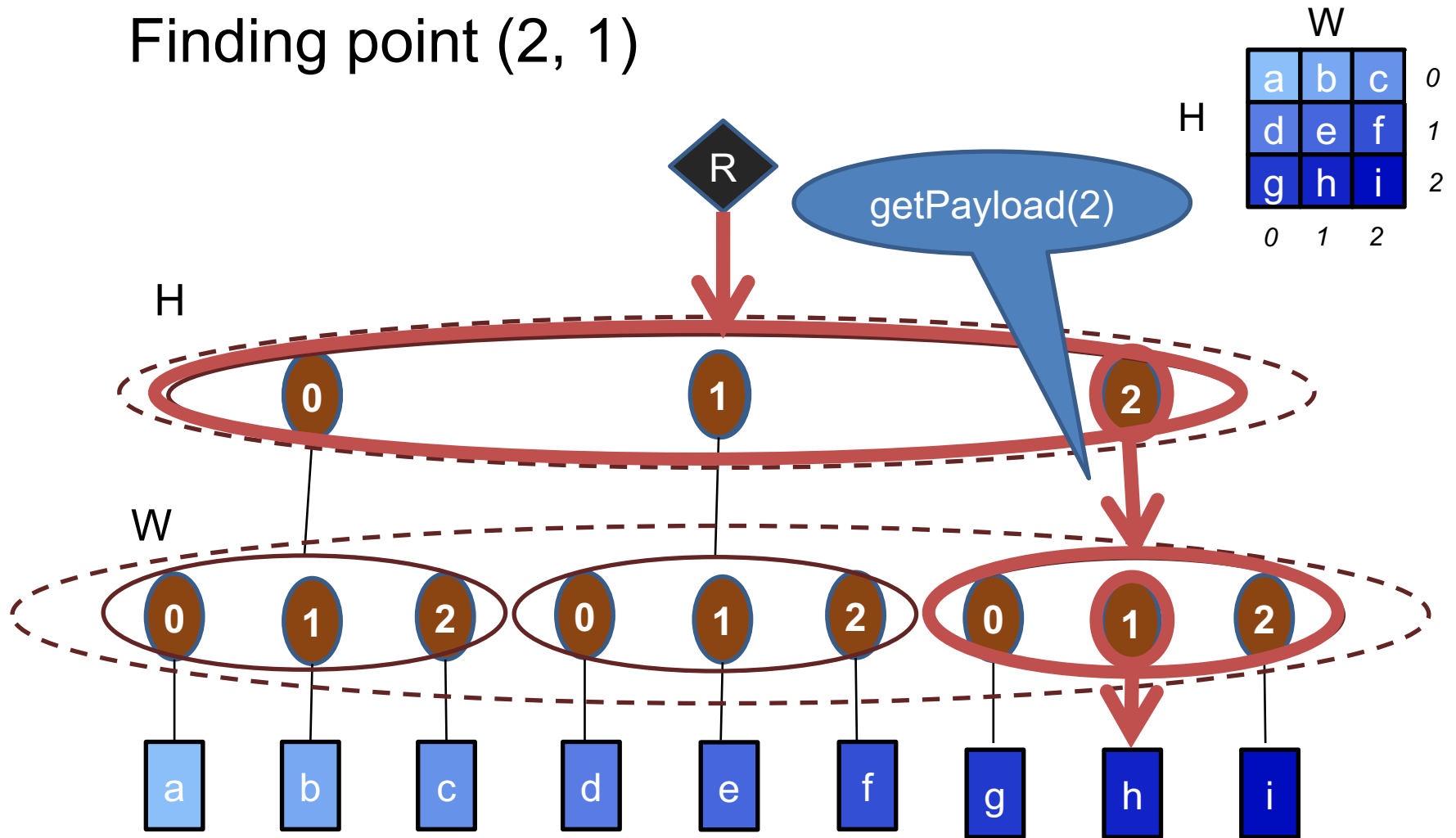
Fibertree Tensor Abstraction

Finding point (2, 1)



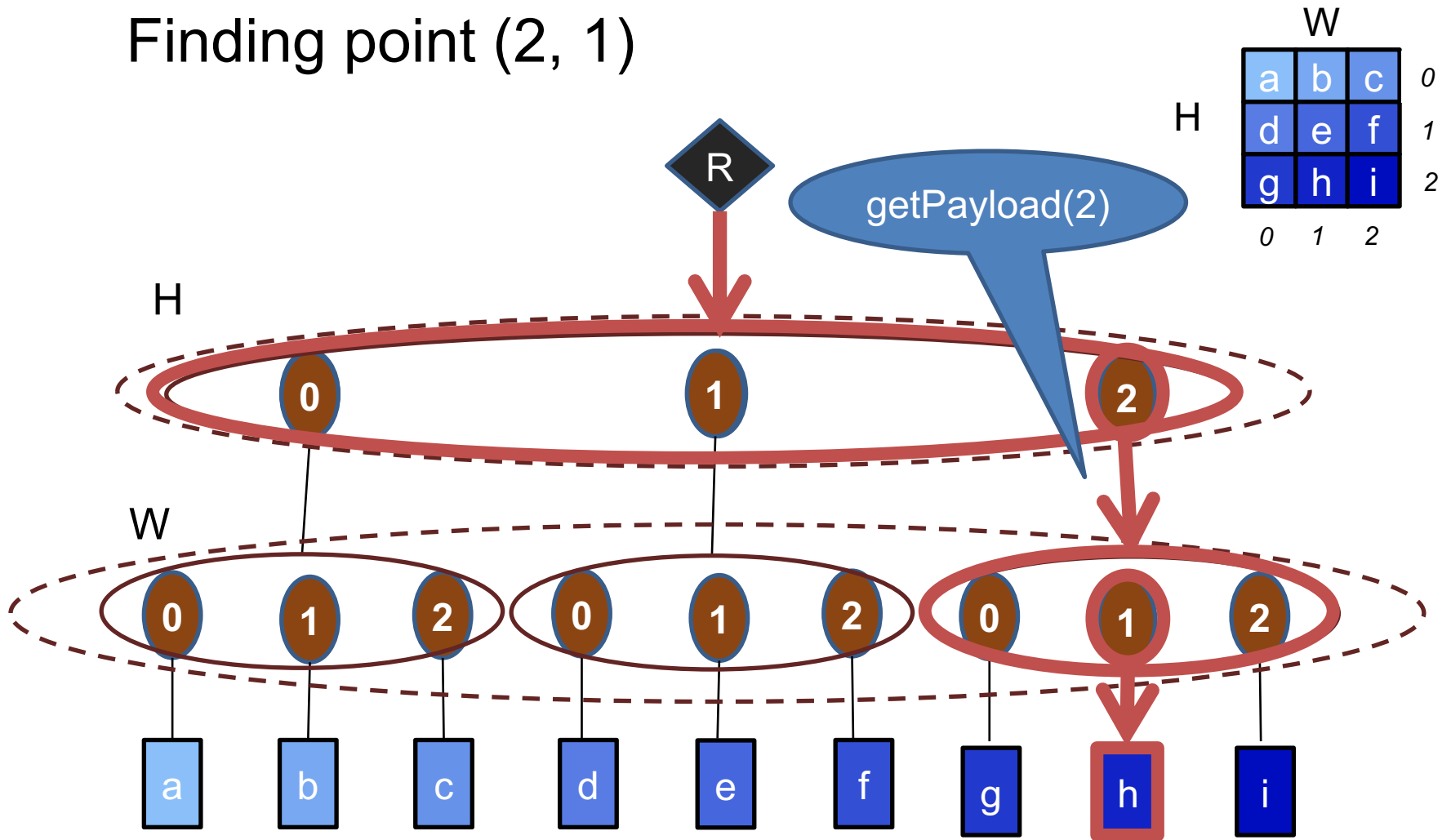
Fibertree Tensor Abstraction

Finding point (2, 1)



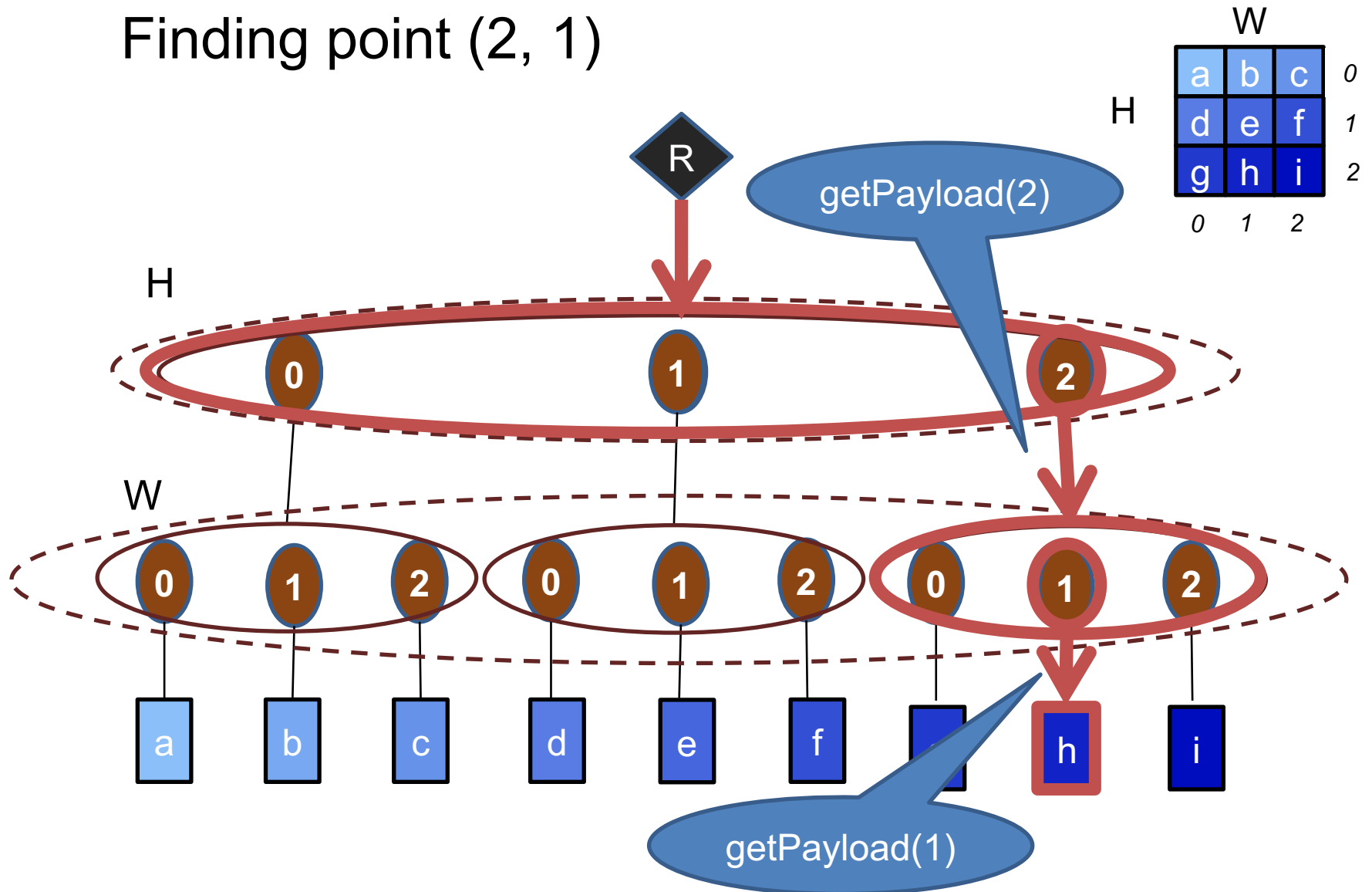
Fibertree Tensor Abstraction

Finding point (2, 1)

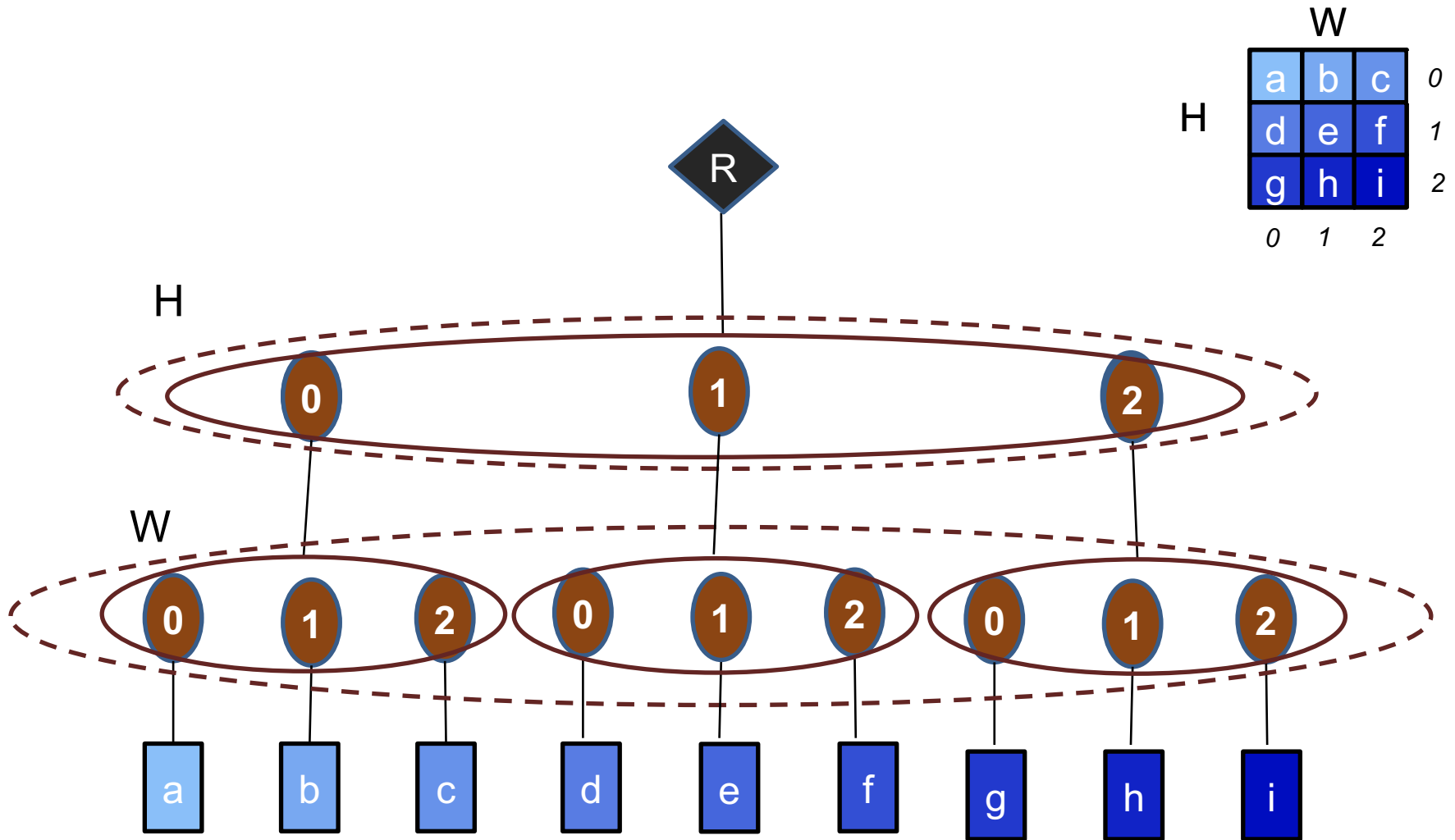


Fibertree Tensor Abstraction

Finding point (2, 1)



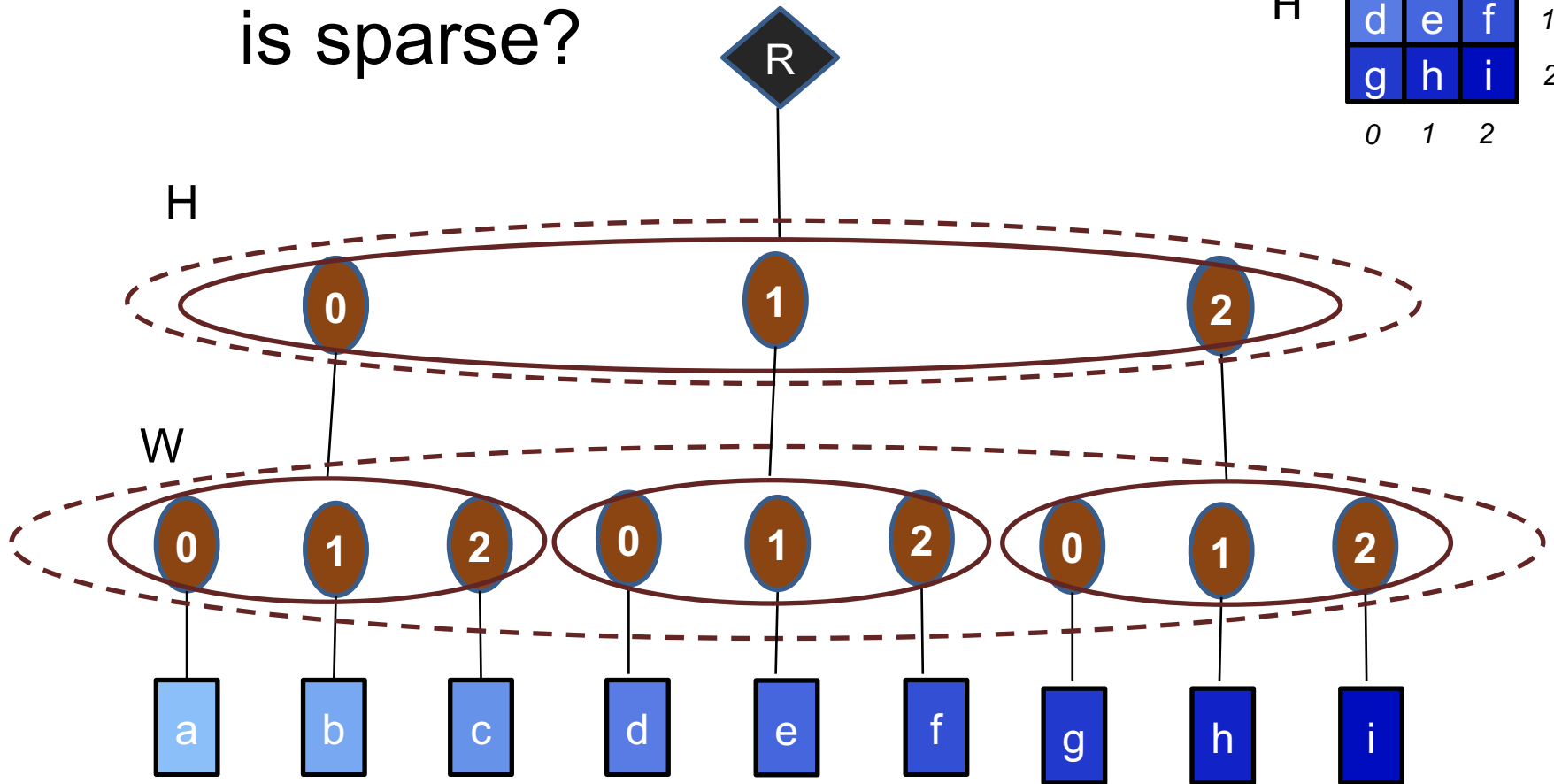
Fibertree Tensor Abstraction



Fibertree Tensor Abstraction

What if tensor
is sparse?

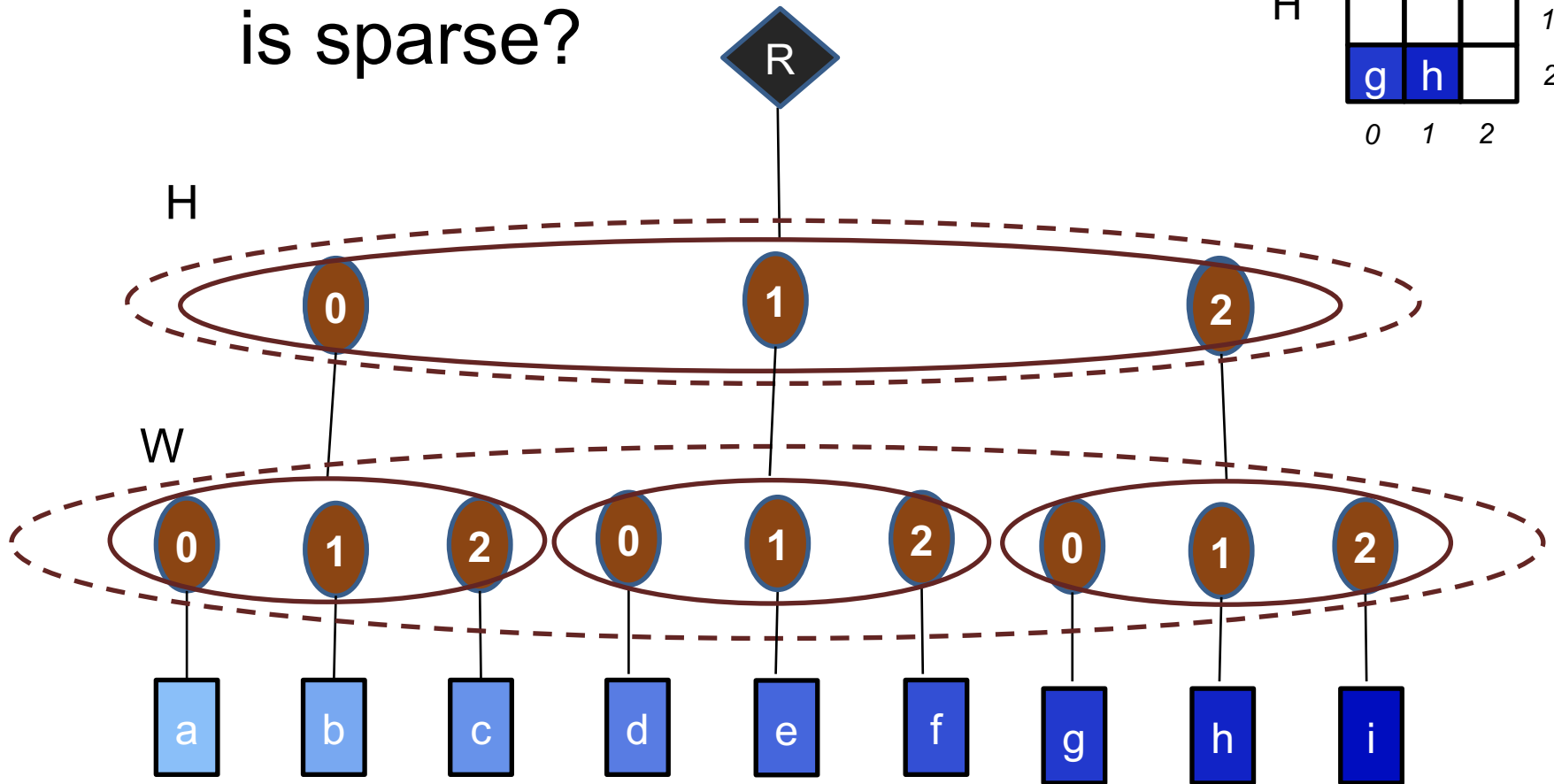
			W		
H	a	b	c	0	
	d	e	f	1	
	g	h	i	2	
			0	1	2



Fibertree Tensor Abstraction

What if tensor
is sparse?

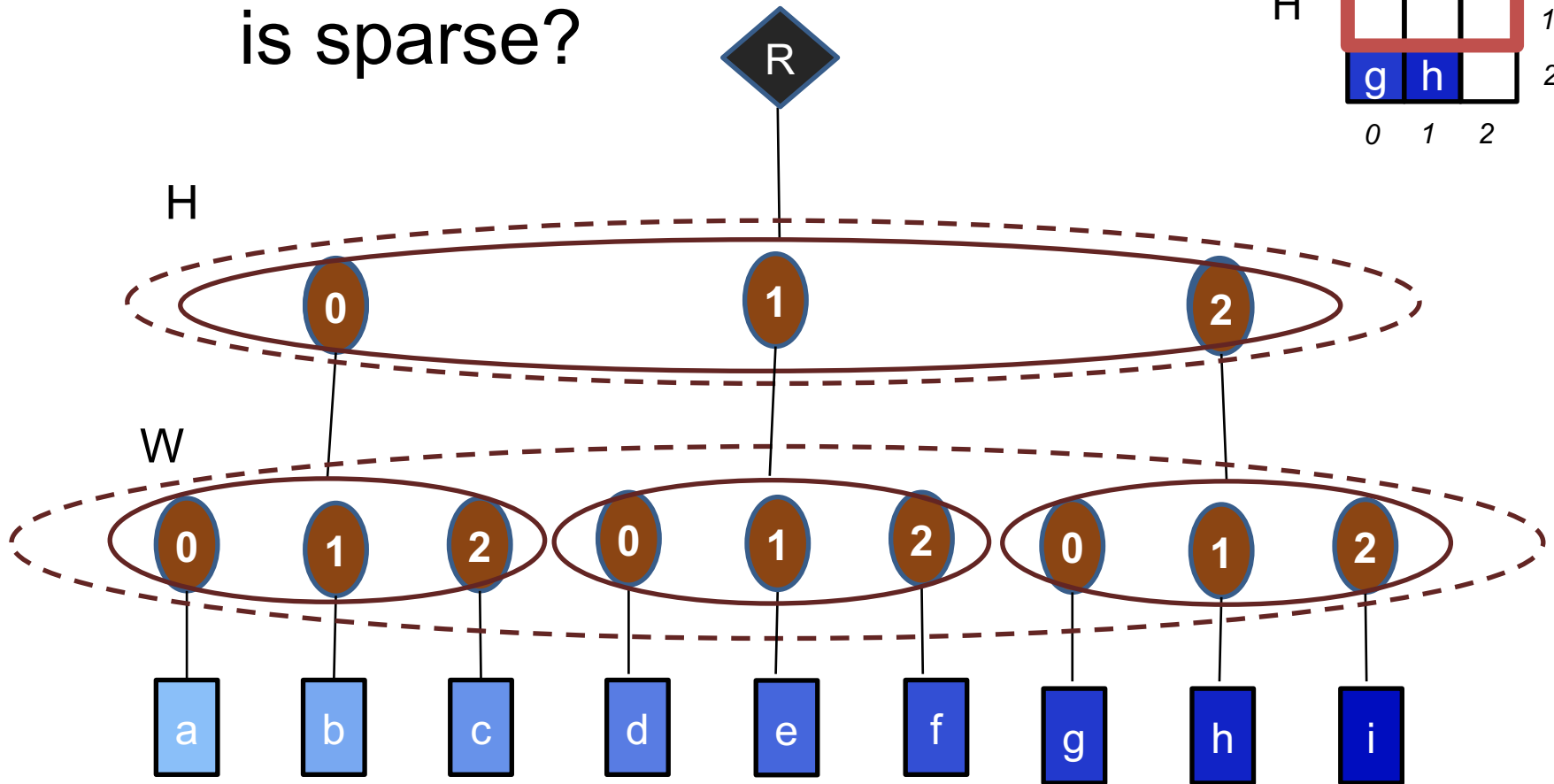
	W			
H	a		c	0
				1
	g	h		2
	0	1	2	



Fibertree Tensor Abstraction

What if tensor
is sparse?

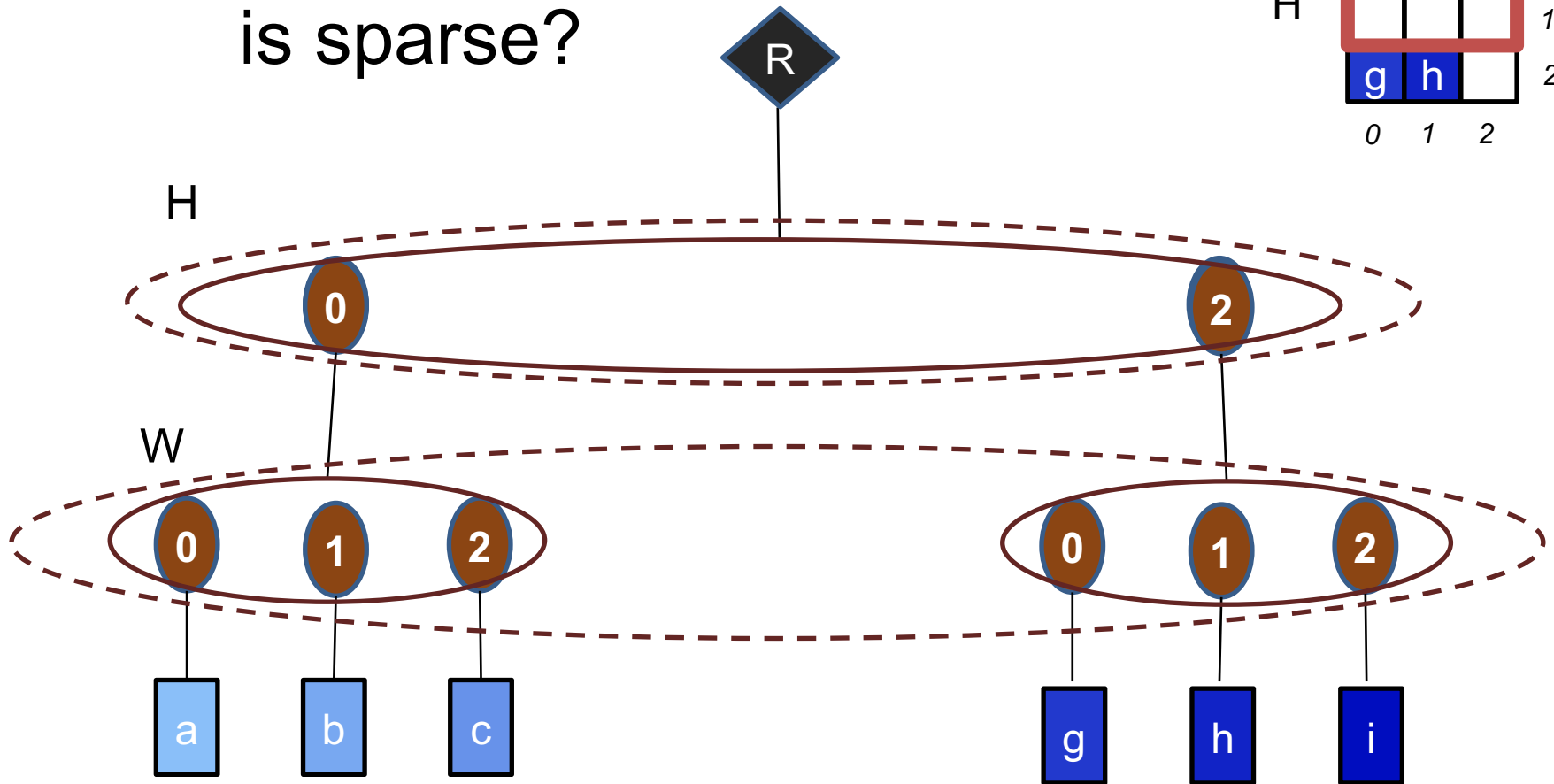
	W			
	a		c	0
H				1
	g	h		2
	0	1	2	



Fibertree Tensor Abstraction

What if tensor
is sparse?

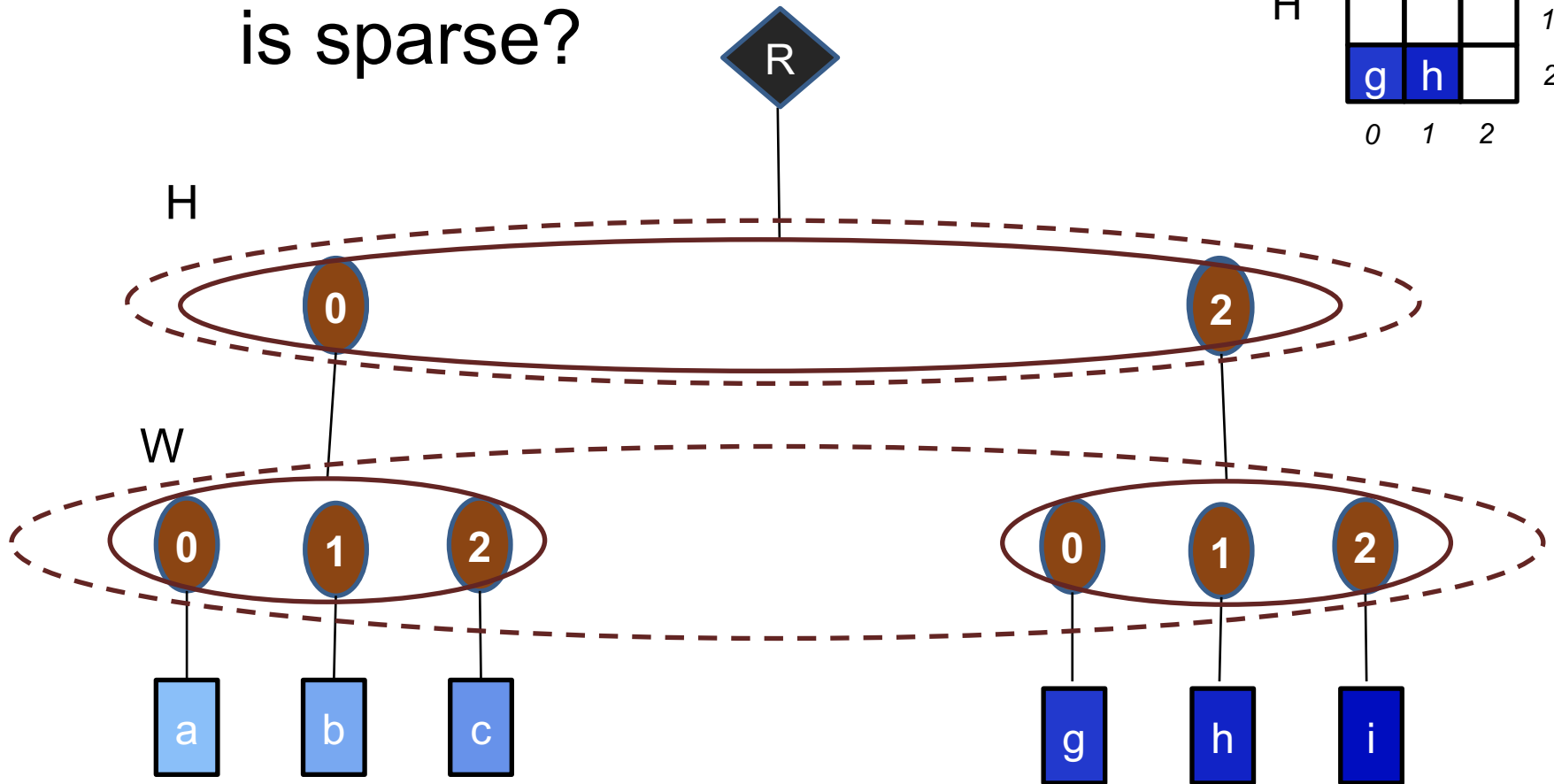
	W			
	a		c	0
H				1
	g	h		2
	0	1	2	



Fibertree Tensor Abstraction

What if tensor
is sparse?

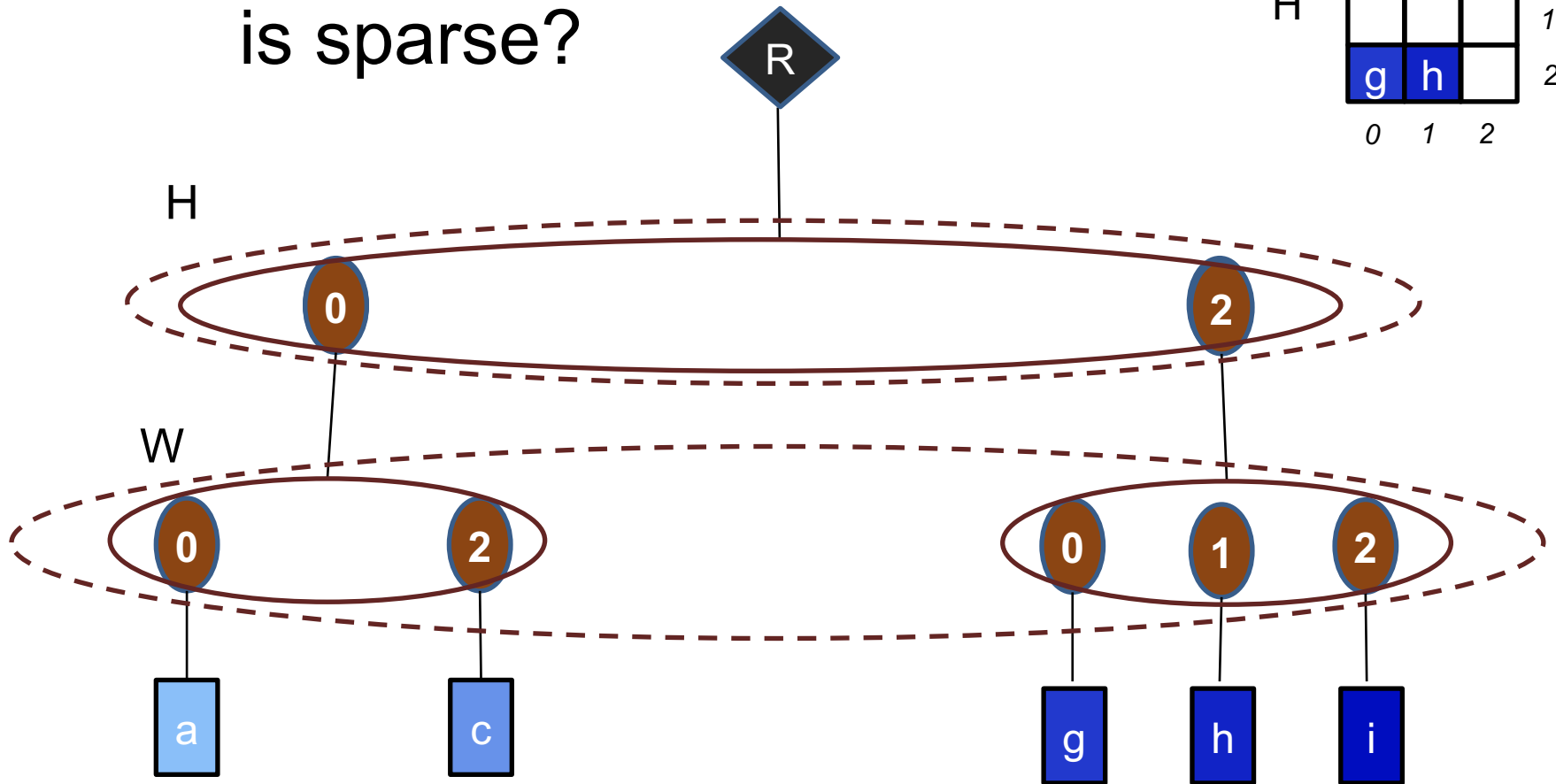
	W			
	a	□	c	0
H				1
	g	h		2
	0	1	2	



Fibertree Tensor Abstraction

What if tensor
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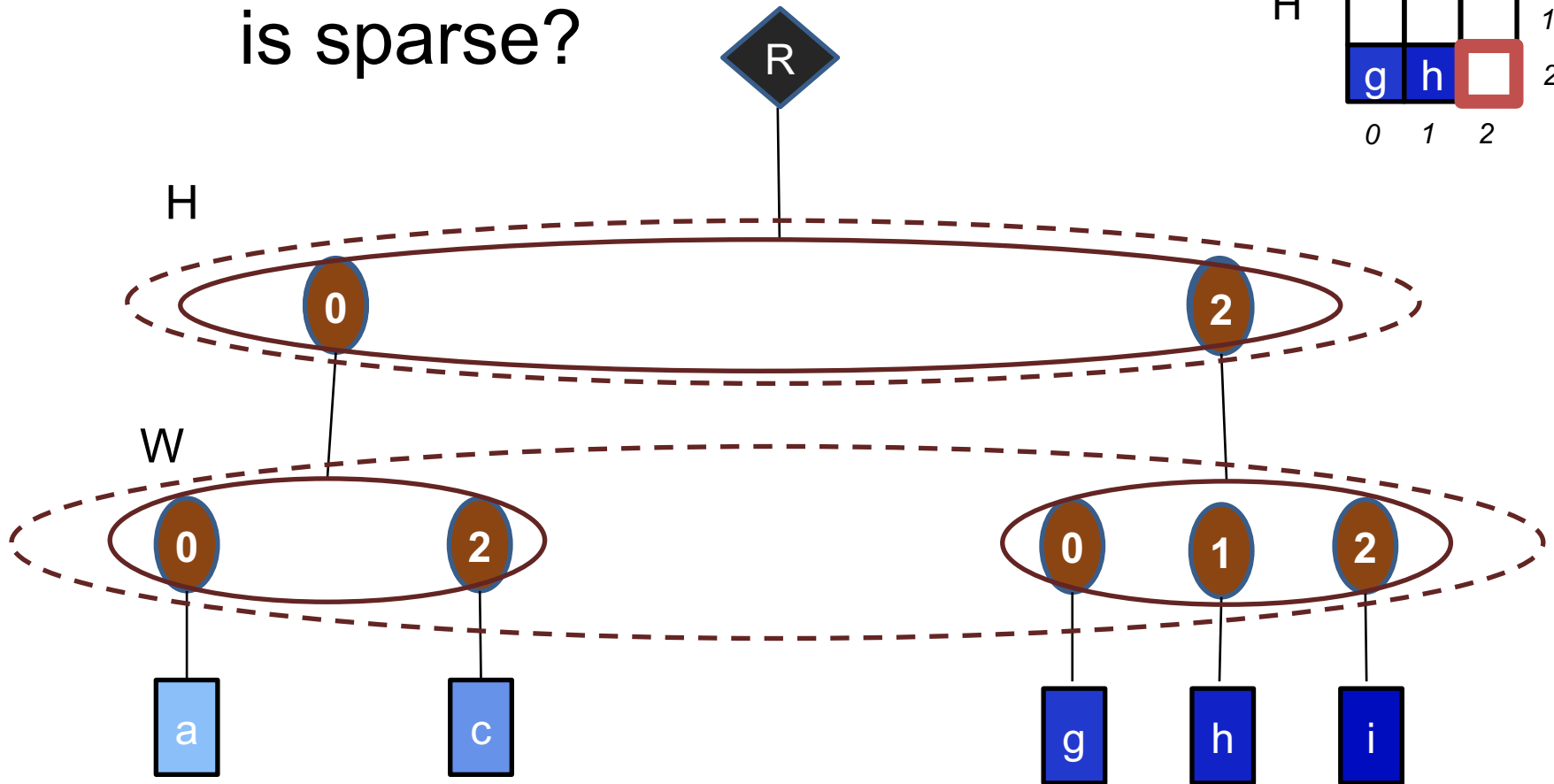
	W			
	a	□	c	0
H				1
	g	h		2
	0	1	2	



Fibertree Tensor Abstraction

What if tensor
is sparse?

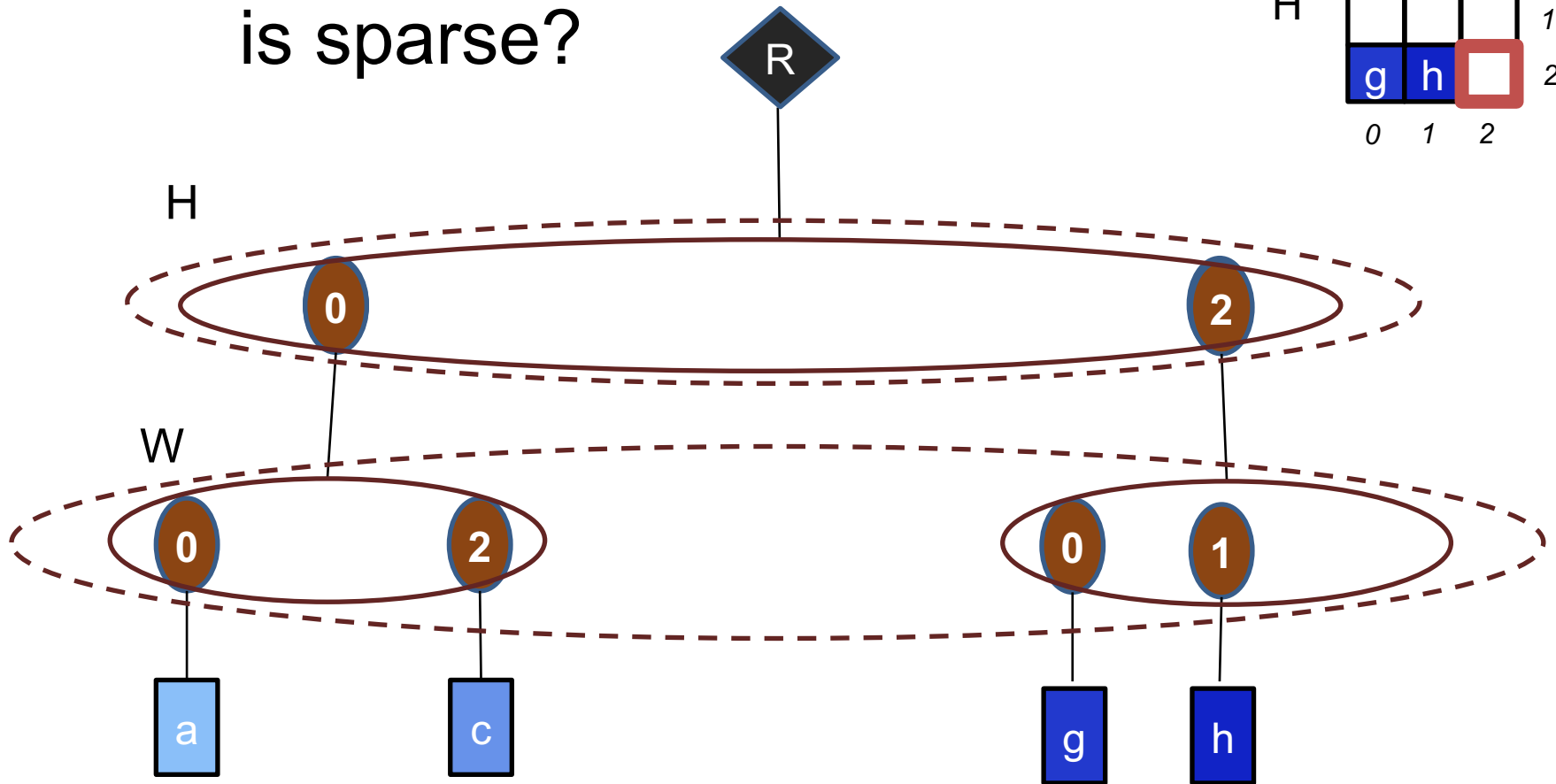
	W			
H	a		c	0
				1
	g	h		2
	0	1	2	



Fibertree Tensor Abstraction

What if tensor
is sparse?

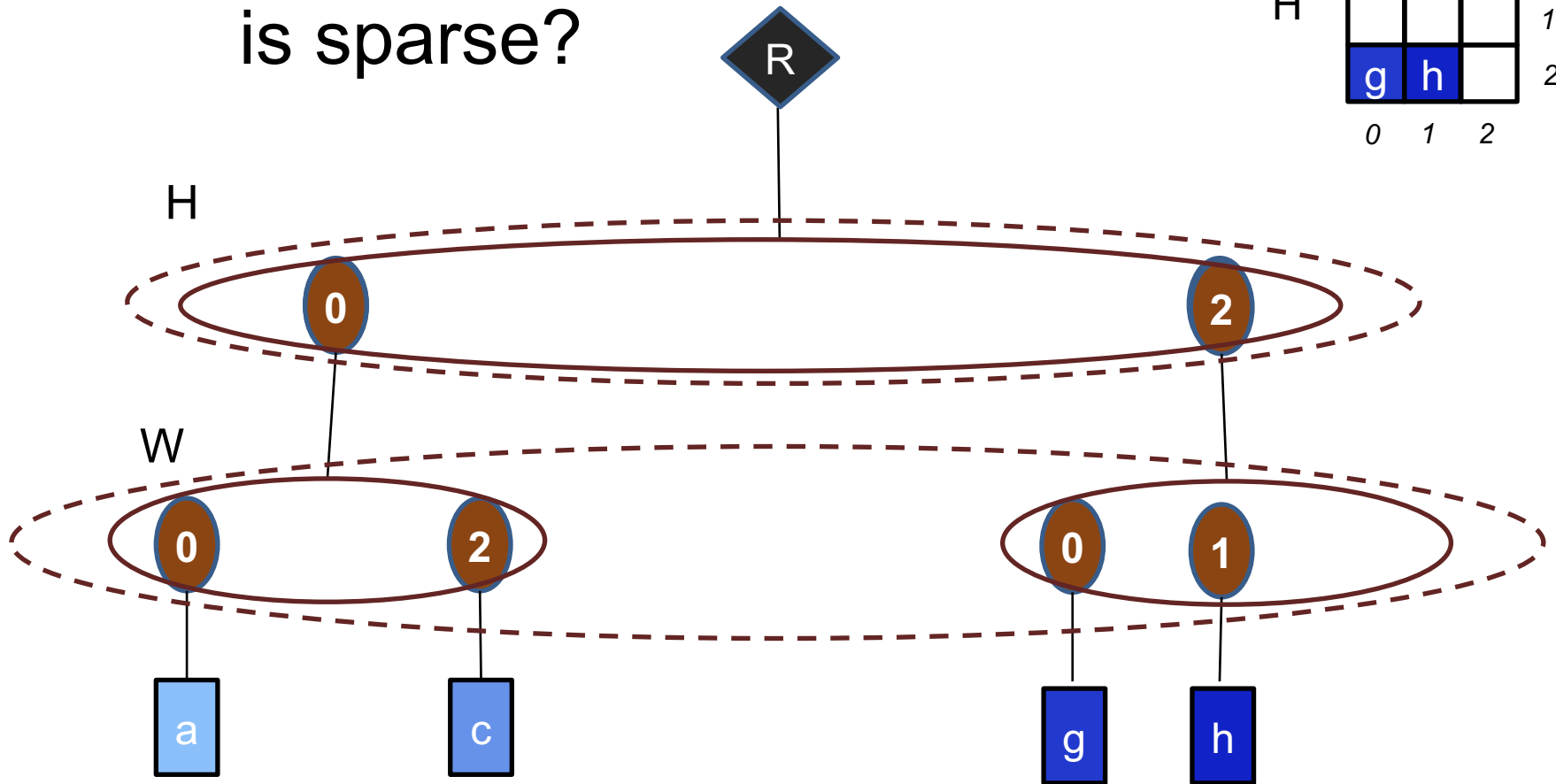
	W			
H	a		c	0
				1
	g	h		2
	0	1	2	



Fibertree Tensor Abstraction

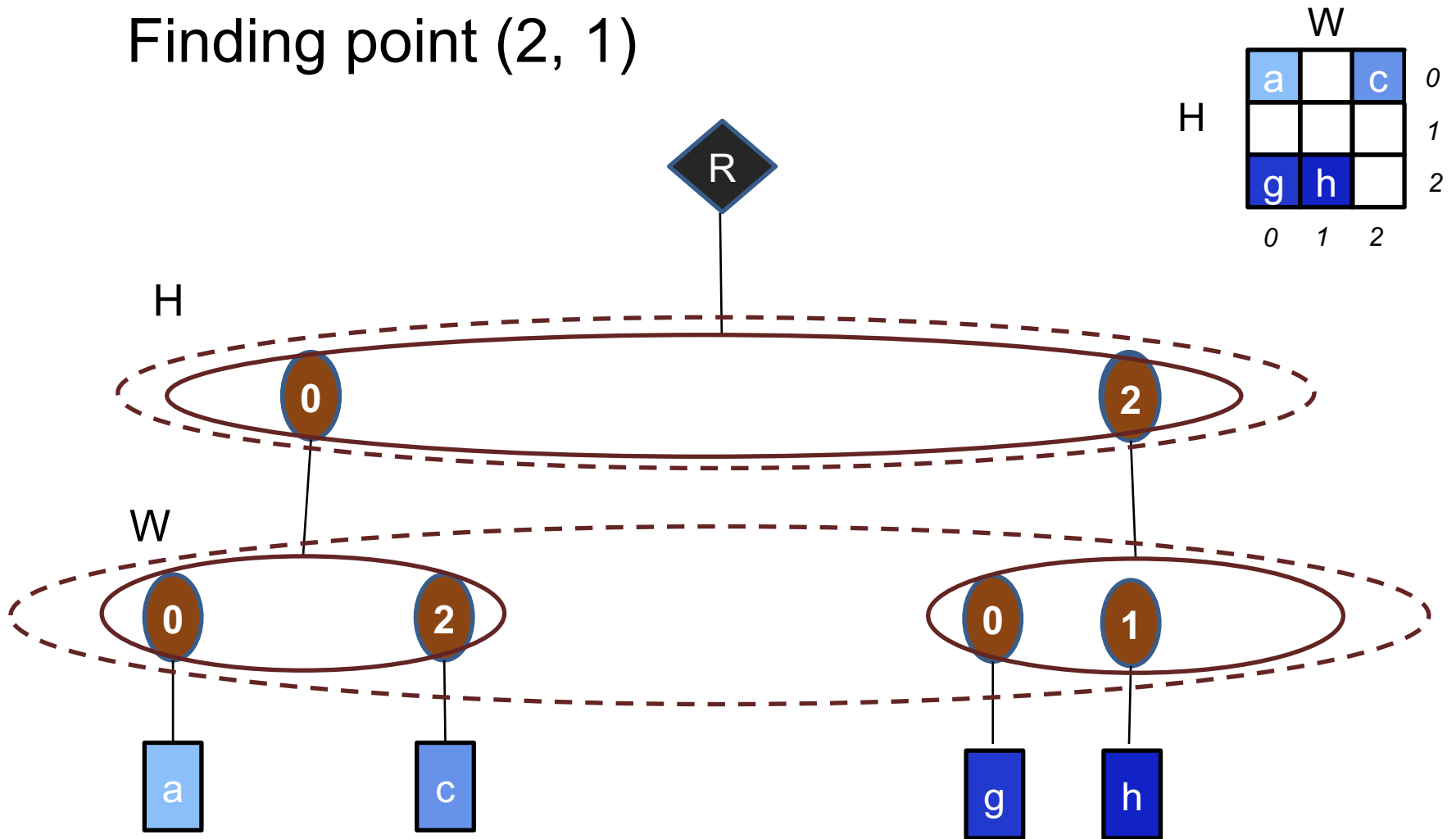
What if tensor
is sparse?

	W			
H	a		c	0
				1
	g	h		2
	0	1	2	



Fibertree Tensor Abstraction

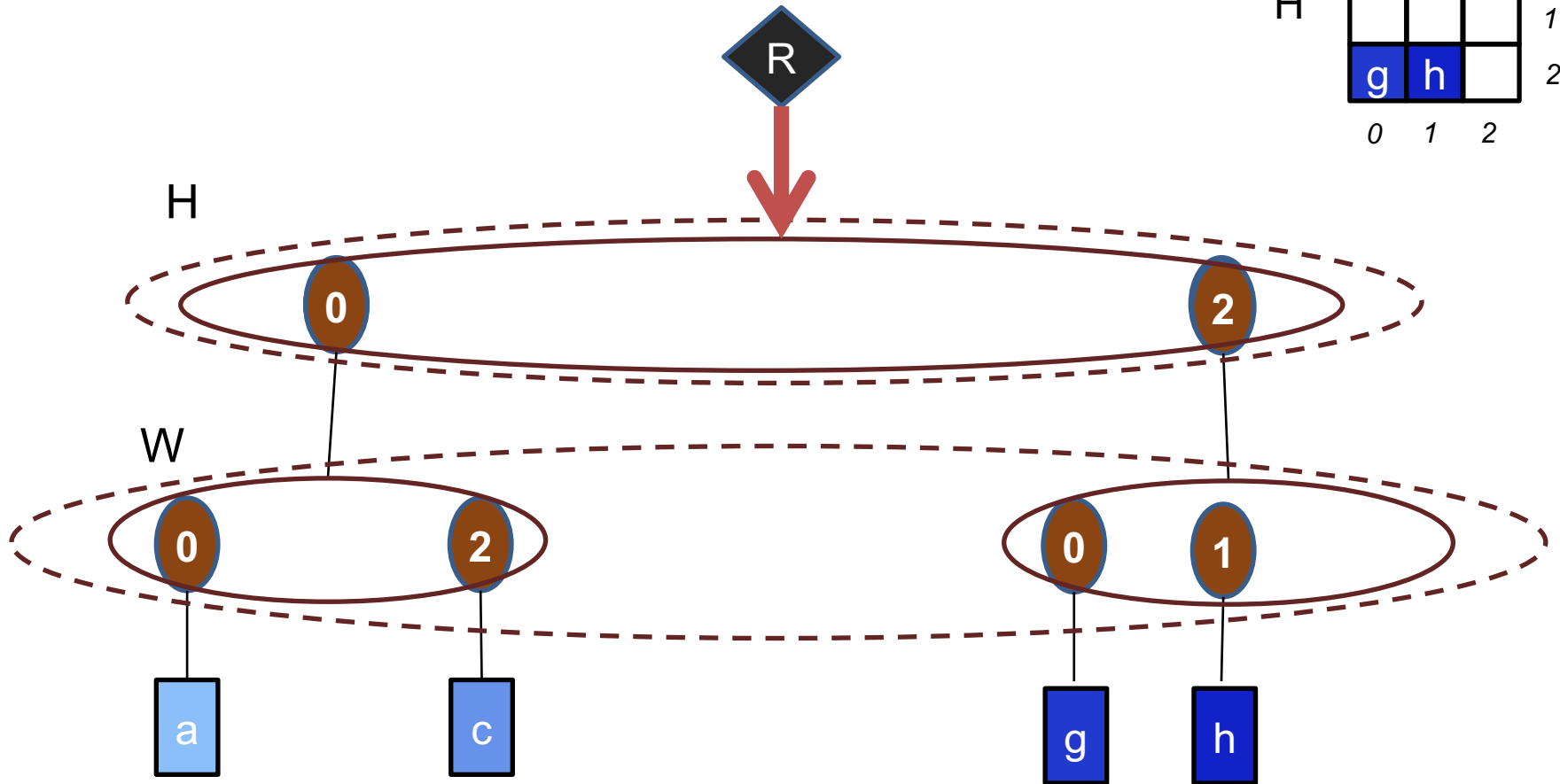
Finding point (2, 1)



Fibertree Tensor Abstraction

Finding point (2, 1)

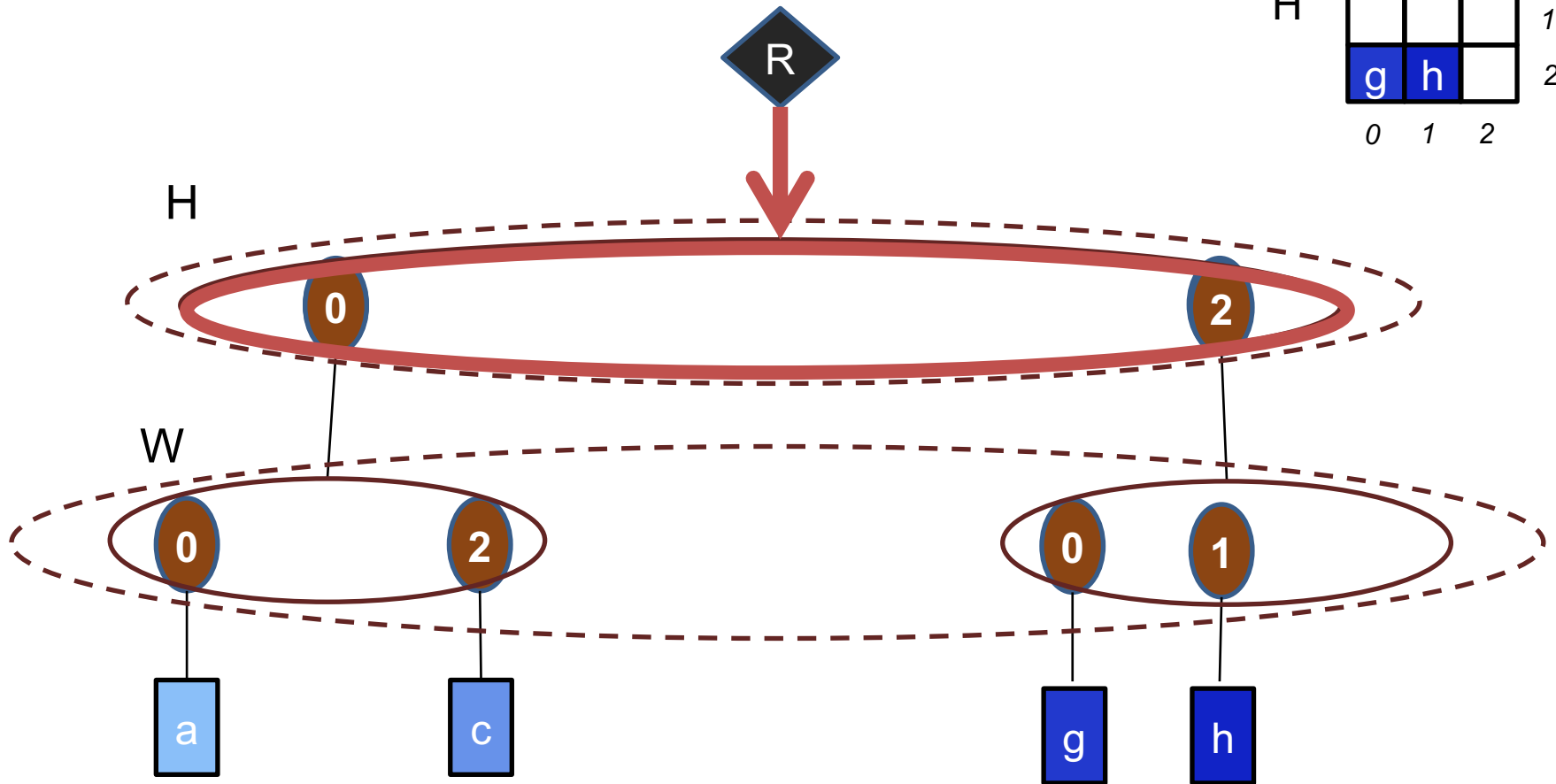
	W			
H	a		c	0
				1
	g	h		2
	0	1	2	



Fibertree Tensor Abstraction

Finding point (2, 1)

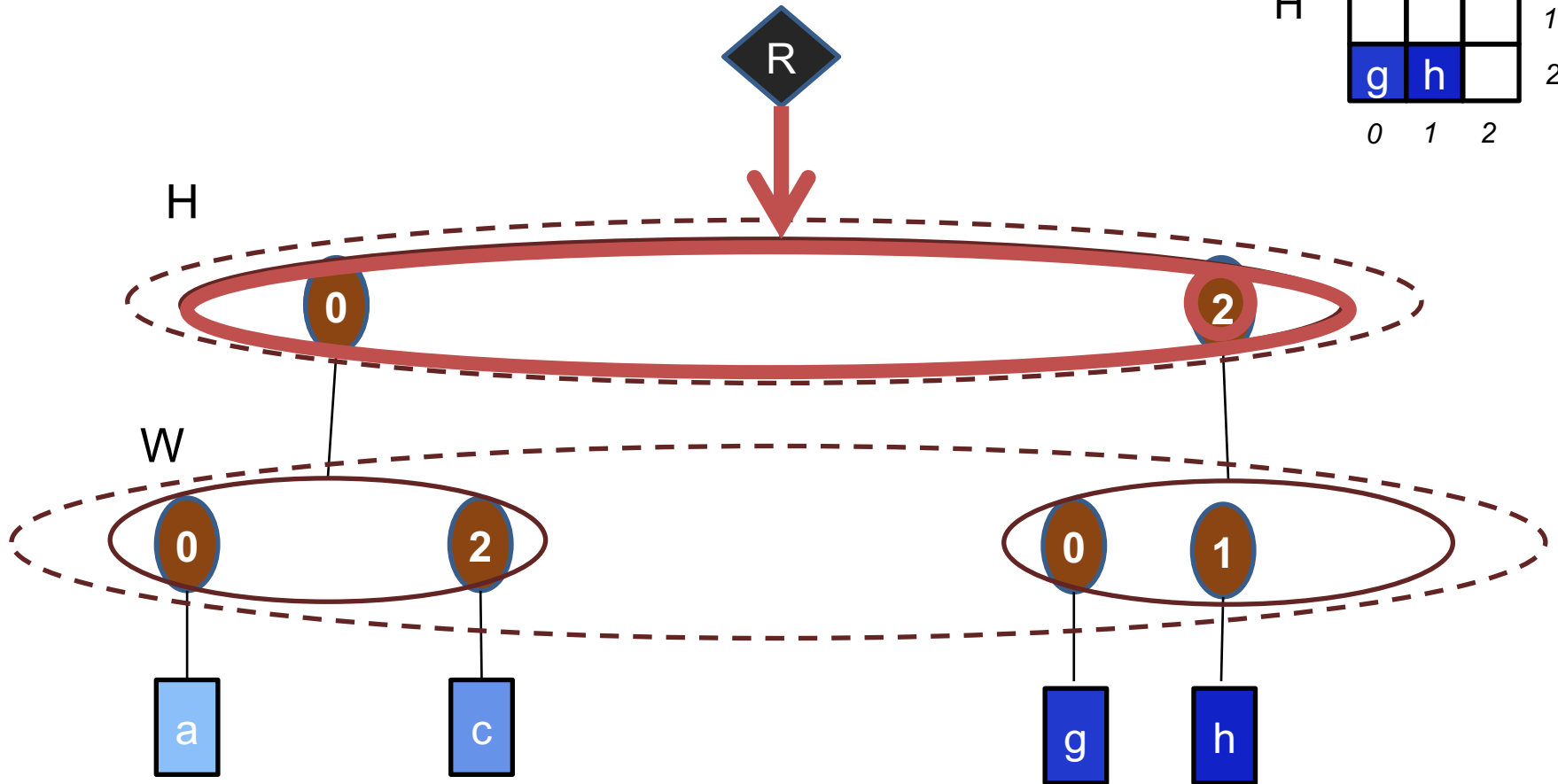
	W			
H	a		c	0
				1
	g	h		2
	0	1	2	



Fibertree Tensor Abstraction

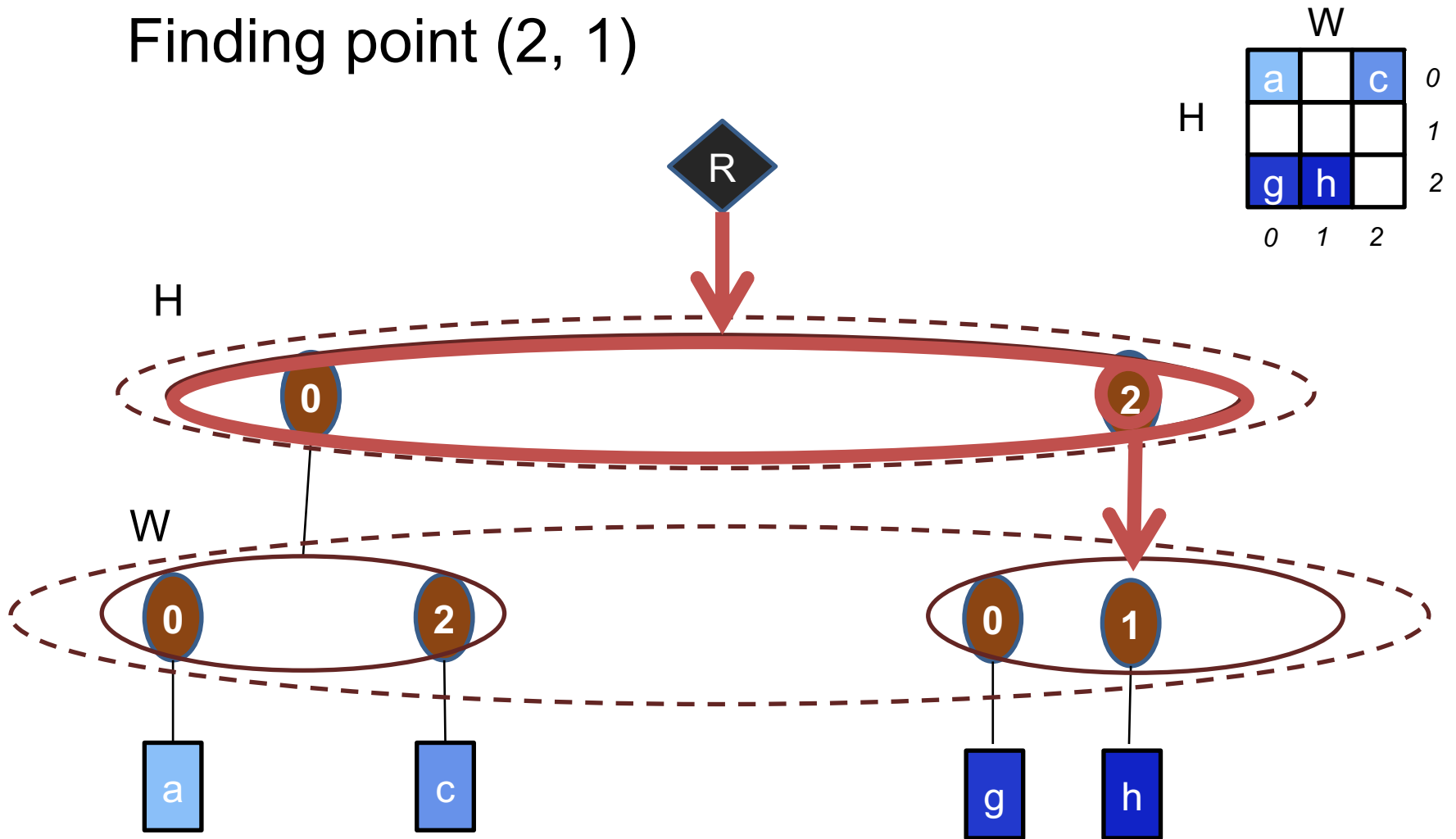
Finding point (2, 1)

	W			
H	a		c	0
				1
	g	h		2
	0	1	2	



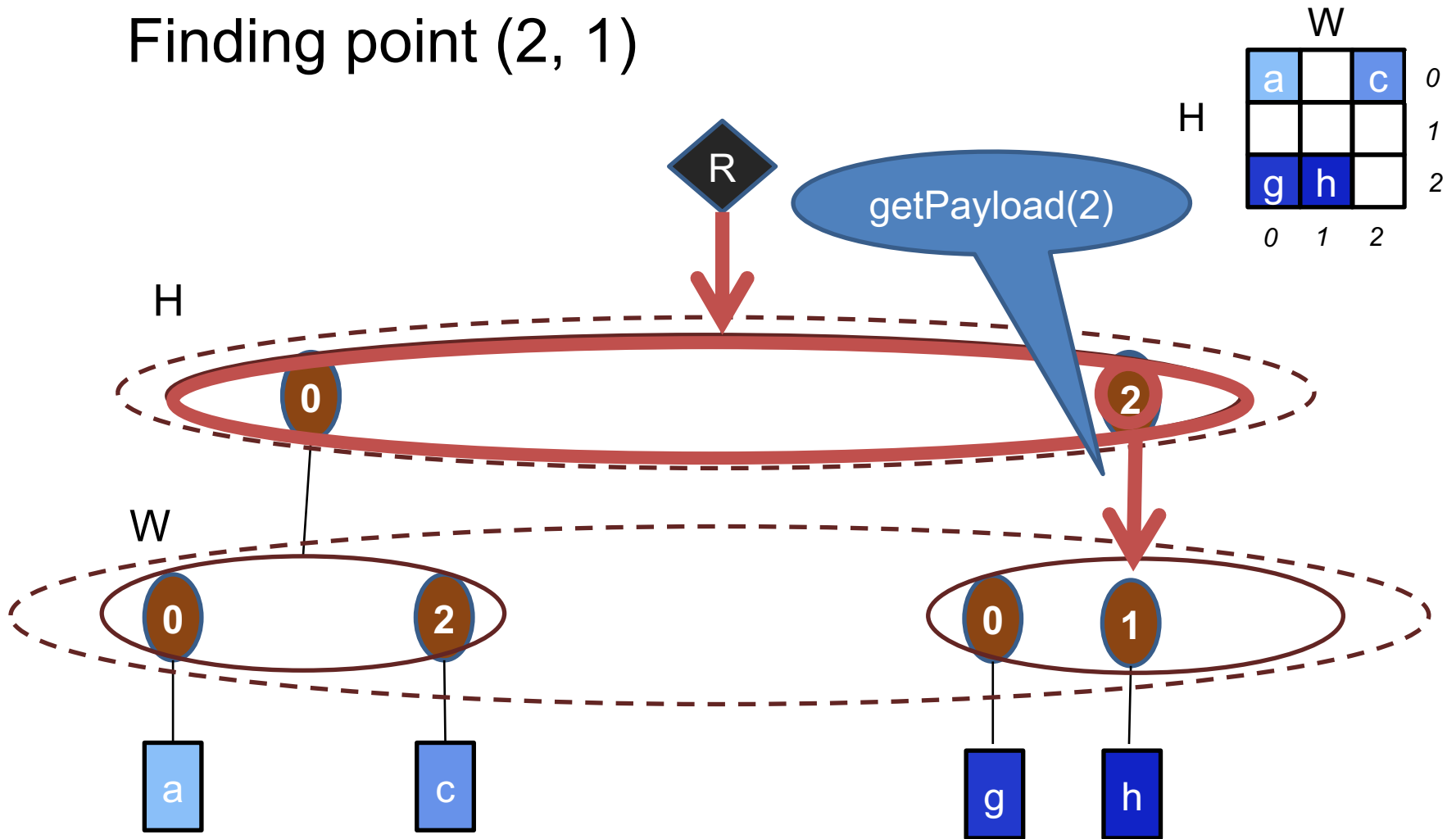
Fibertree Tensor Abstraction

Finding point (2, 1)



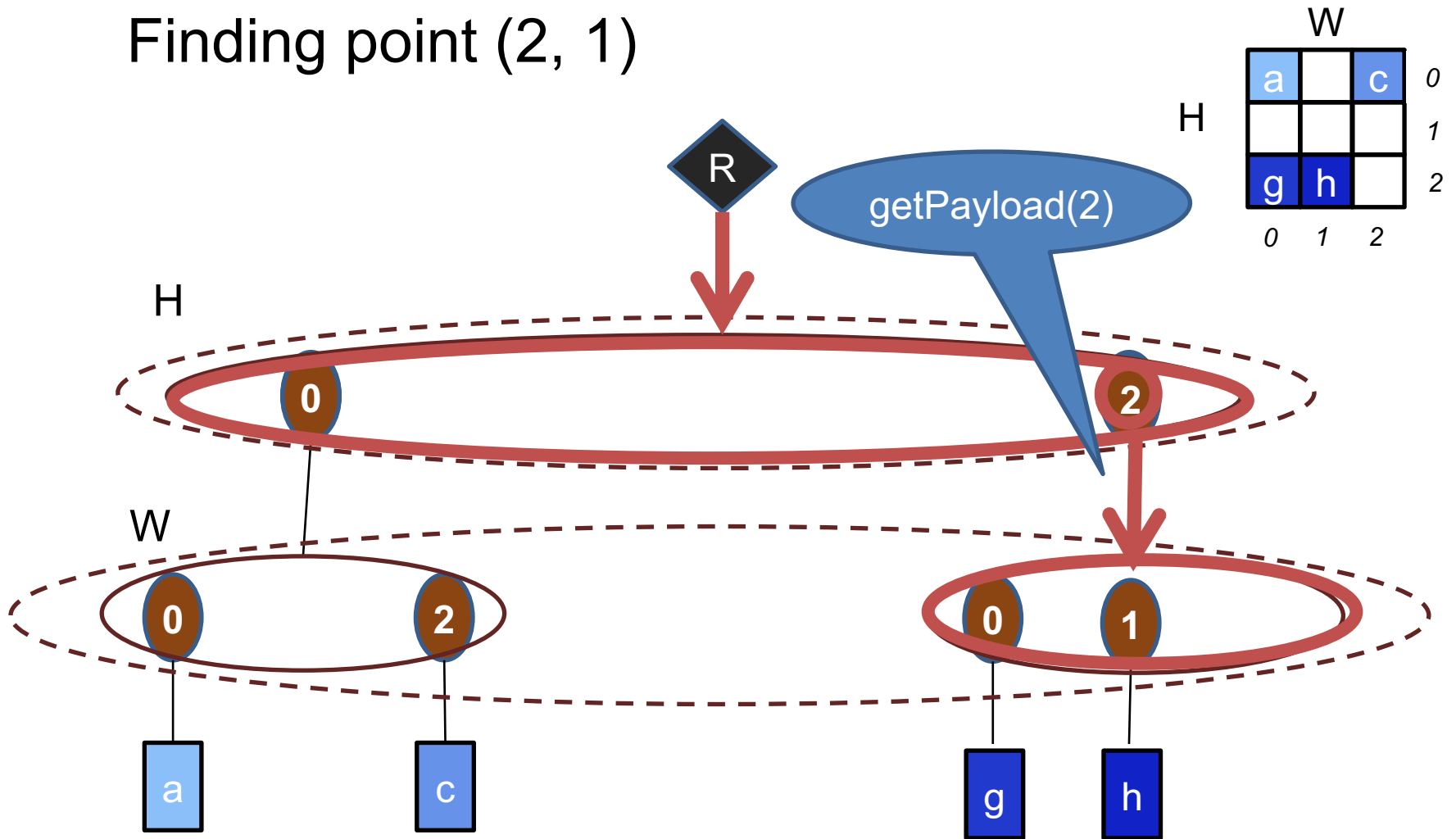
Fibertree Tensor Abstraction

Finding point (2, 1)



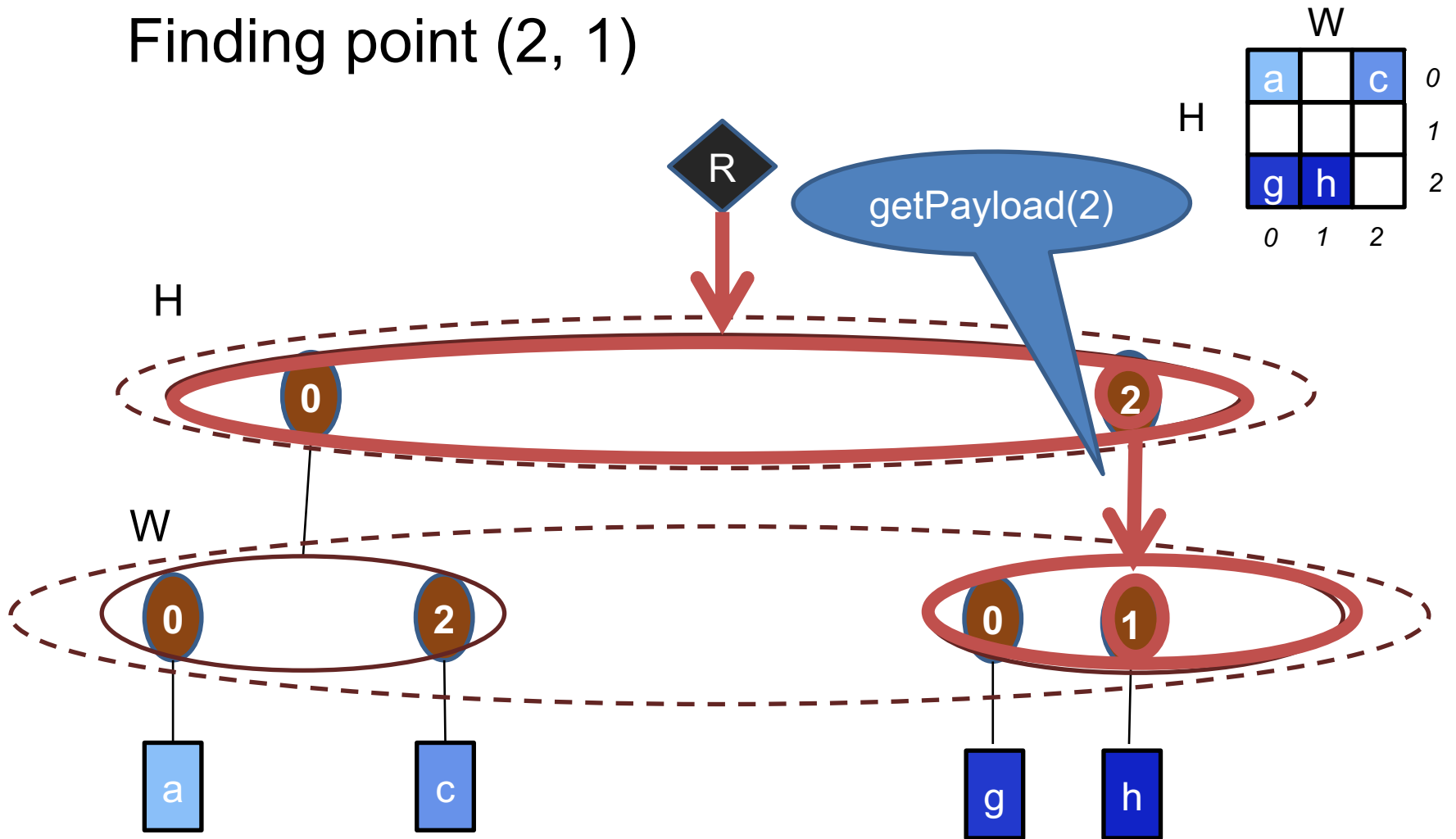
Fibertree Tensor Abstraction

Finding point (2, 1)



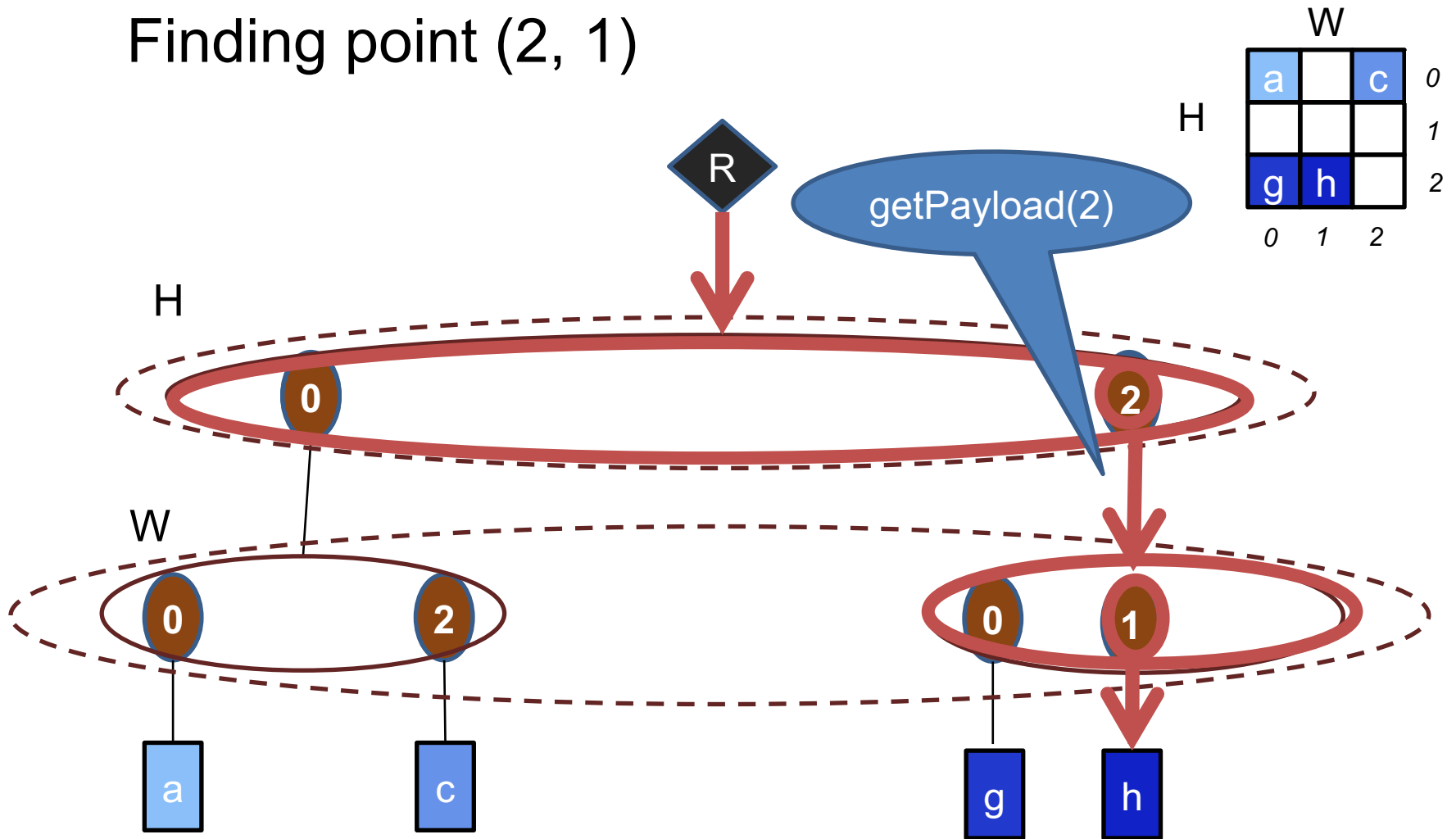
Fibertree Tensor Abstraction

Finding point (2, 1)



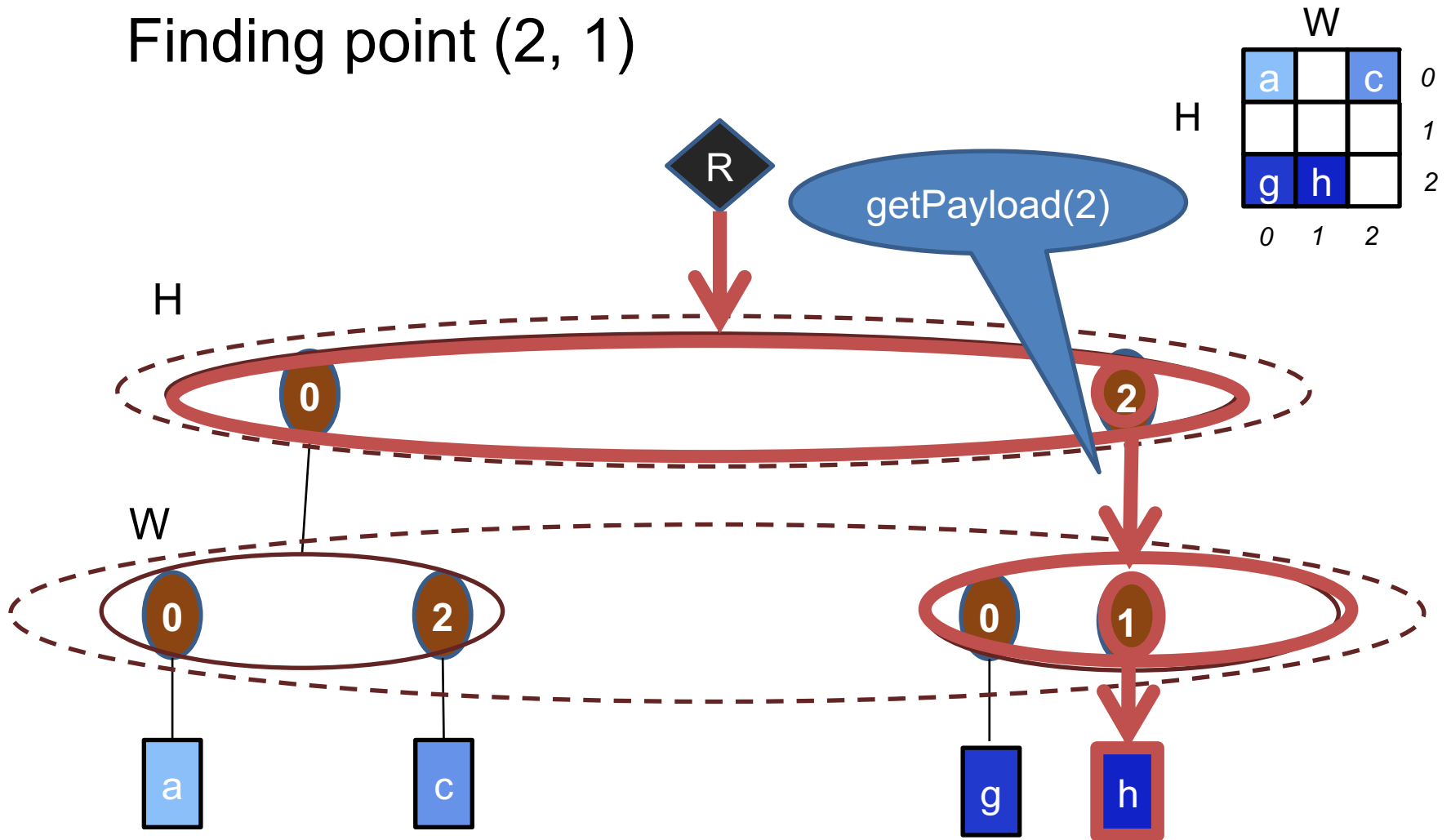
Fibertree Tensor Abstraction

Finding point (2, 1)



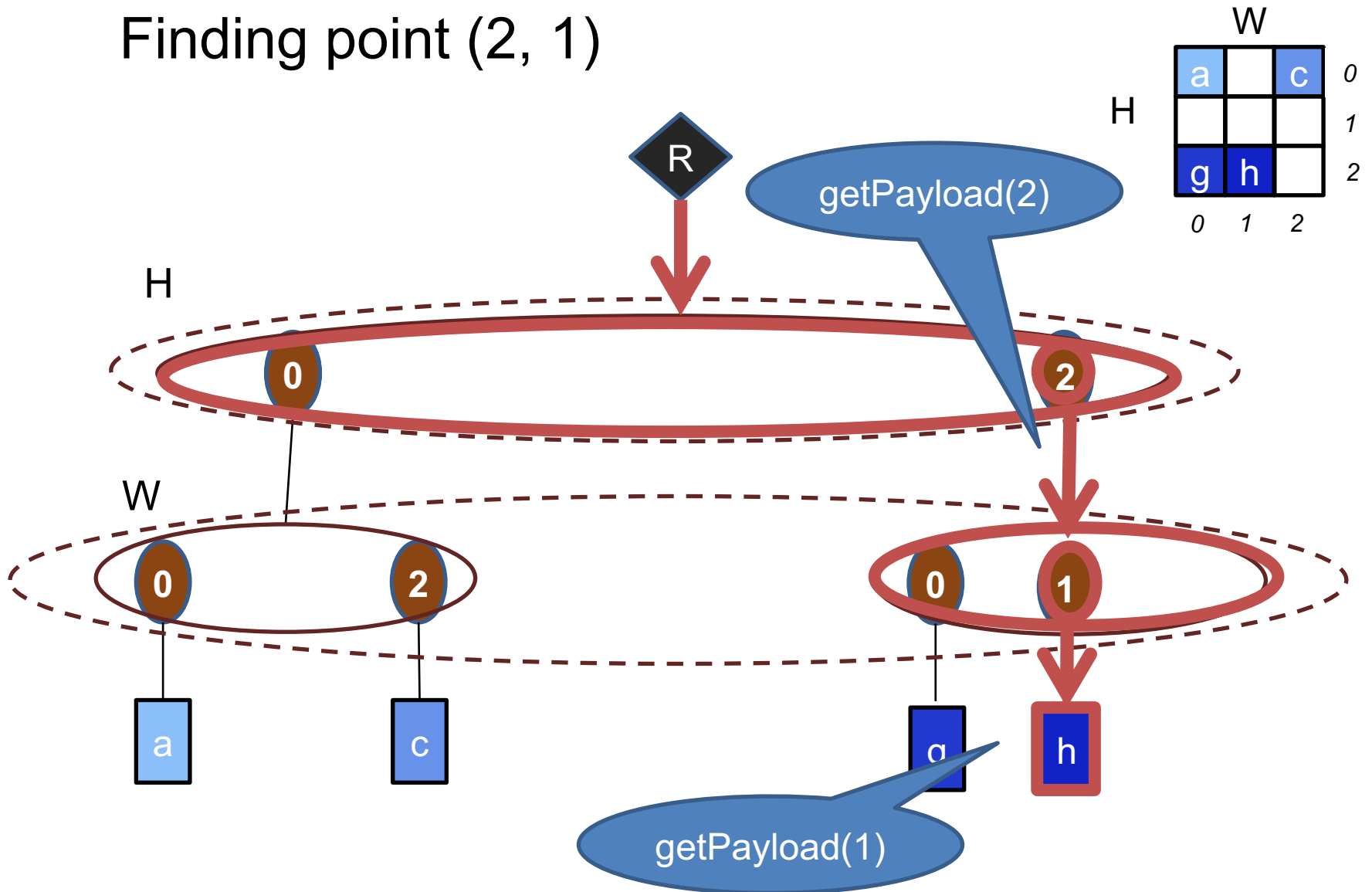
Fibertree Tensor Abstraction

Finding point (2, 1)



Fibertree Tensor Abstraction

Finding point (2, 1)



Tensor Traversal (2-D)

```
# 2-D Tensor Traversal
```

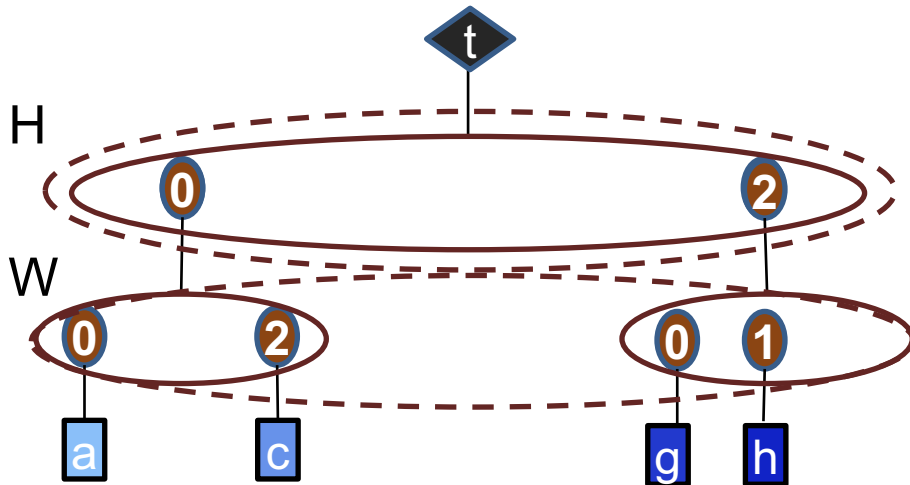
```
t = Tensor(H,W)
```

```
sum = 0
```

```
for (h, t_h) in t:
```

```
    for (w, t_val) in t_h:
```

```
        sum += t_val
```



Tensor Traversal (2-D)

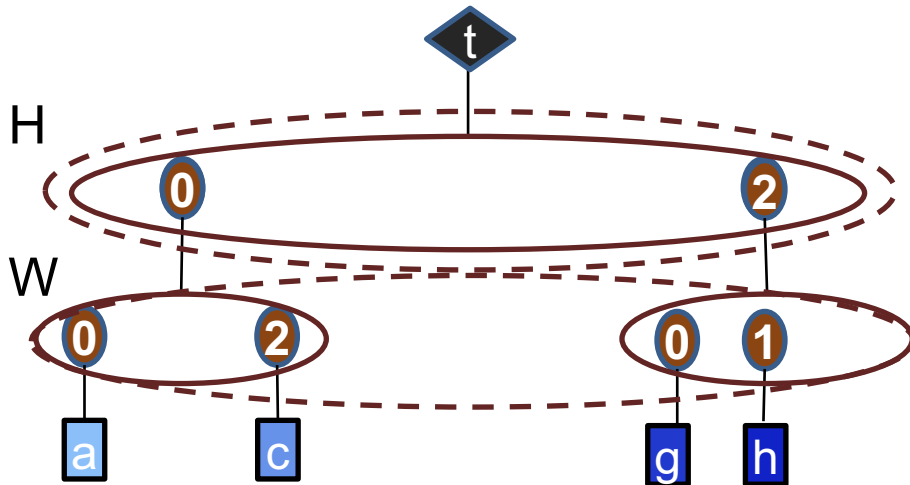
```
# 2-D Tensor Traversal
```

```
t = Tensor(H,W)
```

```
sum = 0
```

```
for (h, t_h) in t:  
    for (w, t_val) in t_h:  
        sum += t_val
```

Each iteration returns a
(coordinate, payload)
tuple



Tensor Traversal (2-D)

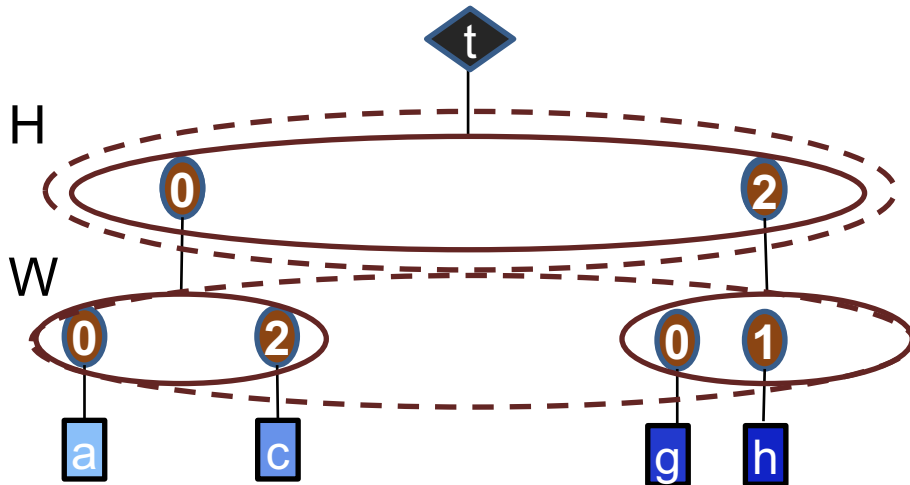
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Each iteration returns a
(coordinate, payload)
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t_pos	h	t_h_pos	w	t_val
0	0	?	?	?
0	0	0	0	a
0	0	1	2	c
1	2	?	?	?
...

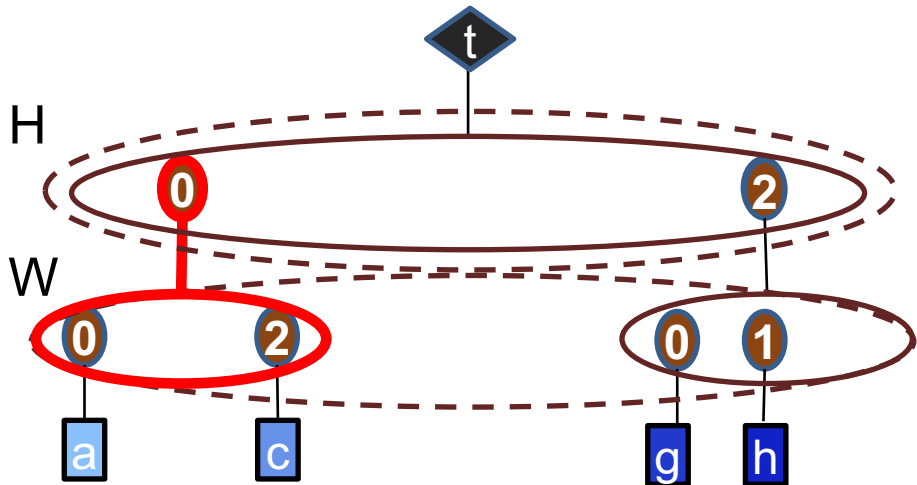
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t_pos	h	t_h_pos	w	t_val
0	0	?	?	?
0	0	0	0	a
0	0	1	2	c
1	2	?	?	?
...

Tensor Traversal (2-D)

```
# 2-D Tensor Traversal
```

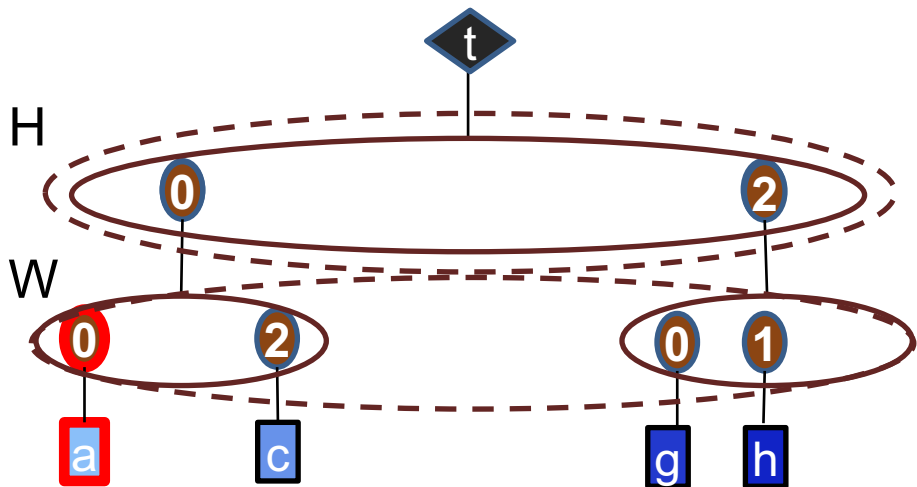
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```

```
sum = 0
```

```
for (h, t_h) in t:
```

```
    for (w, t_val) in t_h:
```

```
        sum += t_val
```



t_pos	h	t_h_pos	w	t_val
0	0	?	?	?
0	0	0	0	a
0	0	1	2	c
1	2	?	?	?
...



Tensor Traversal (2-D)

```
# 2-D Tensor Traversal
```

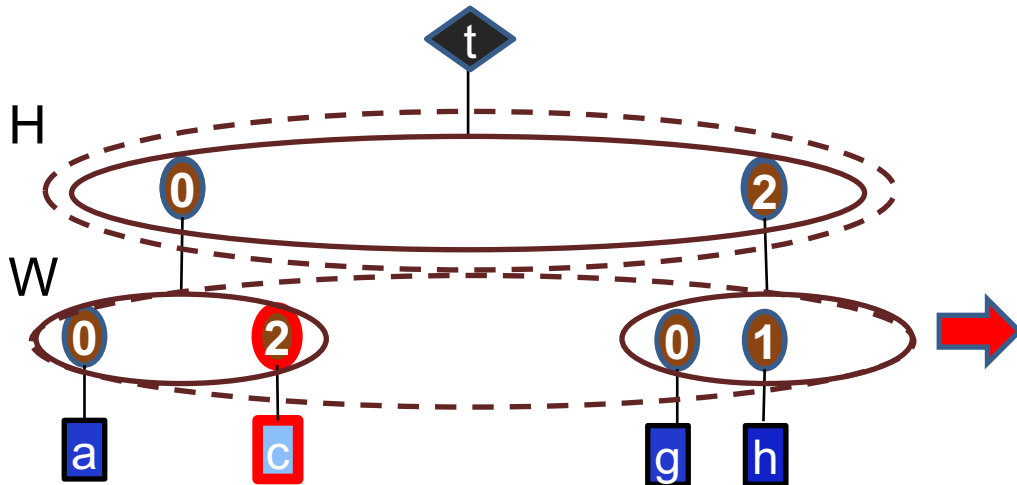
```
t = Tensor(H,W)
```

```
sum = 0
```

```
for (h, t_h) in t:
```

```
    for (w, t_val) in t_h:
```

```
        sum += t_val
```



t_pos	h	t_h_pos	w	t_val
0	0	?	?	?
0	0	0	0	a
0	0	1	2	c
1	2	?	?	?
...

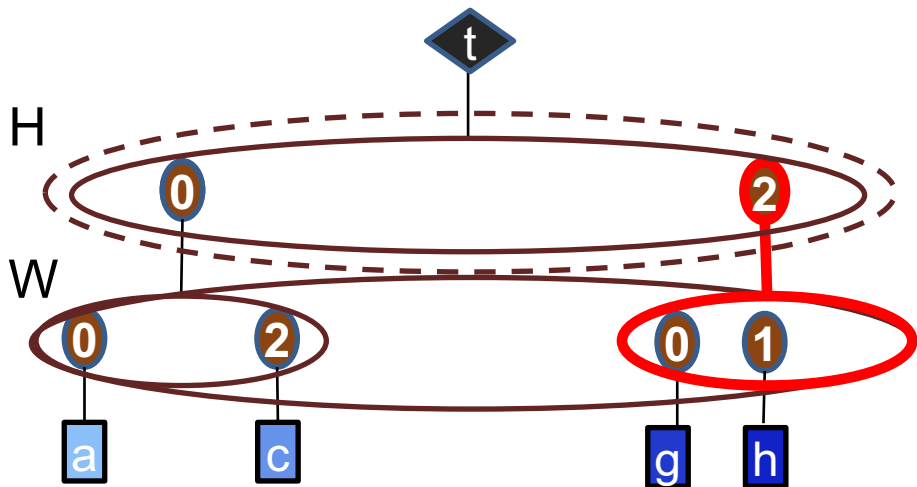
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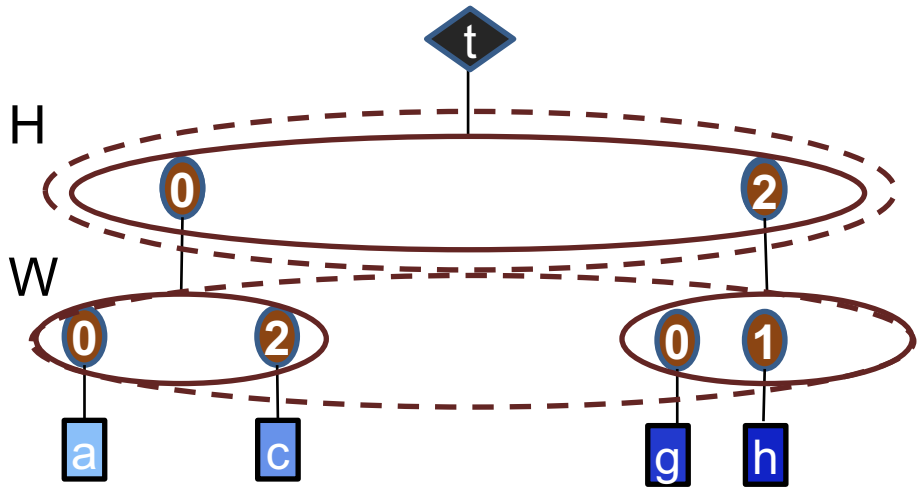
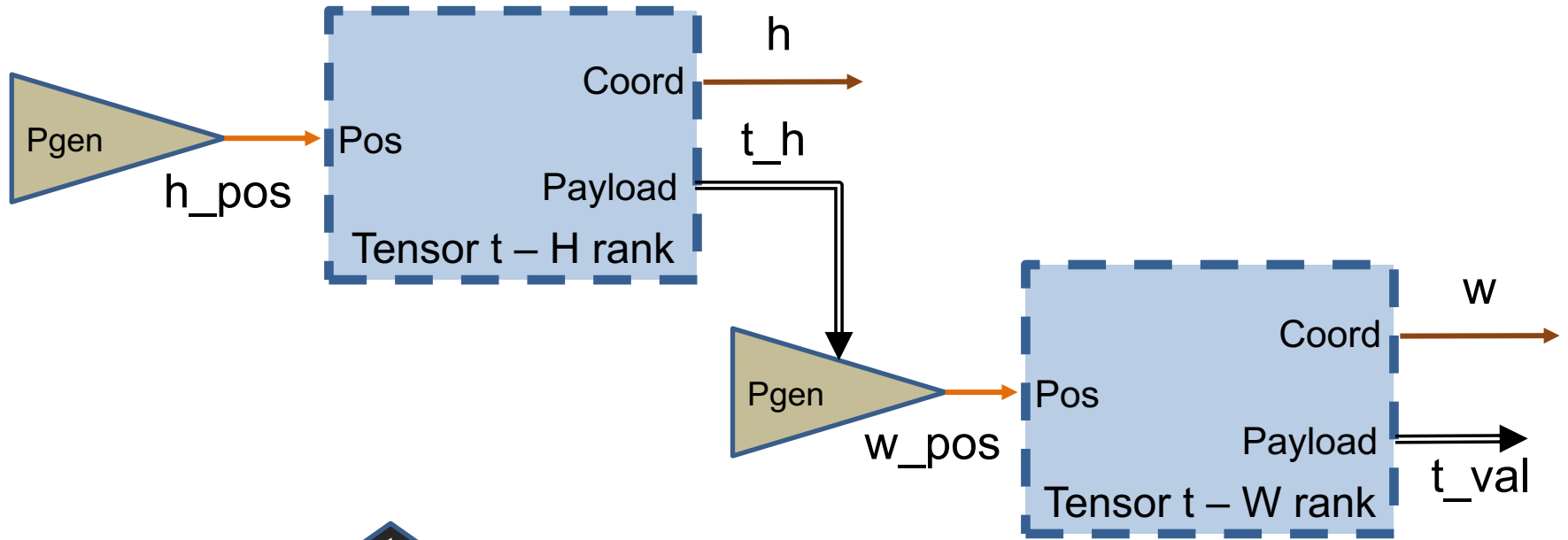
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for (h, t_h) in t:  
  for (w, t_val) in t_h:  
    sum += t_val
```



t_pos	h	t_h_pos	w	t_val
0	0	?	?	?
0	0	0	0	a
0	0	1	2	c
1	2	?	?	?
...



Tensor Traversal (2-D)

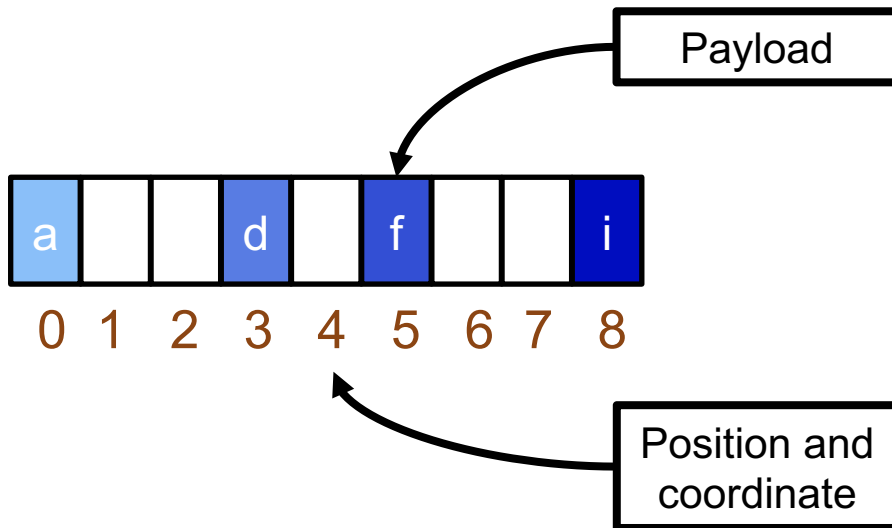


Concordant Traversal

Example Fiber Representations

Each fiber has a set of (coordinate, “payload”) tuples

Array

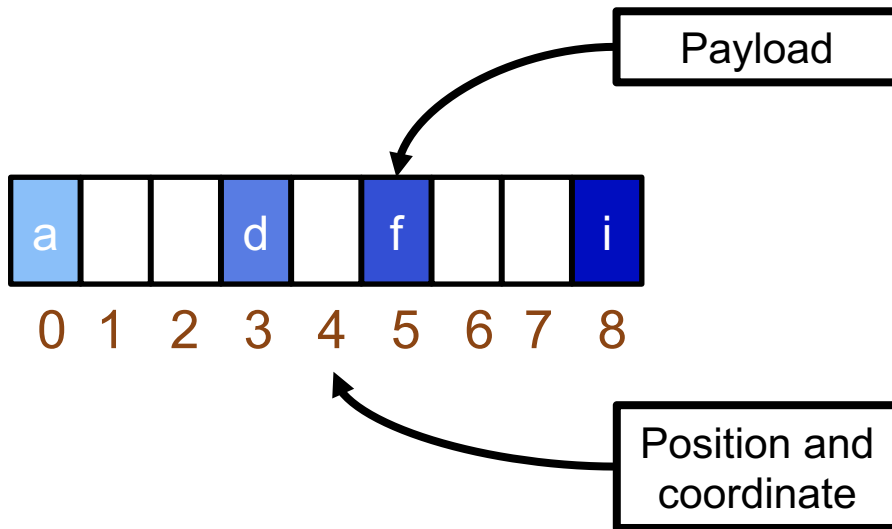


Data in a fiber is accessed by its **position** or offset in memory

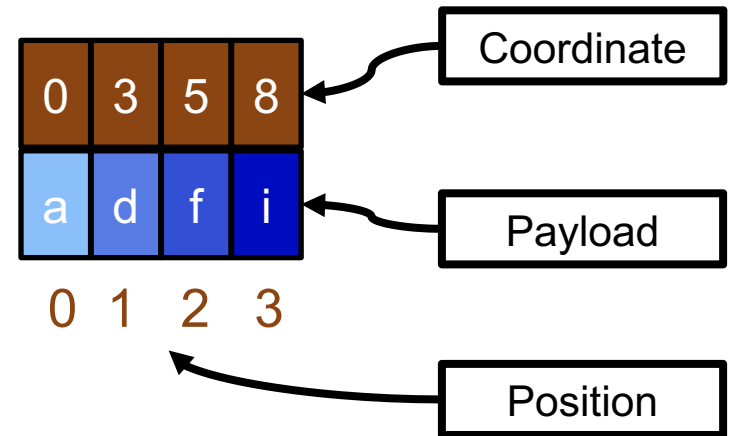
Example Fiber Representations

Each fiber has a set of (coordinate, “payload”) tuples

Array



Coordinate/Payload List



Data in a fiber is accessed by its **position** or offset in memory

Fiber Representation Choices

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- Implicit Coordinates
 - Uncompressed (no metadata required)
 - Compressed – e.g., run length encoded

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- Compressed vs Uncompressed
 - Compressed/uncompressed is an attribute of the representation*.
 - Uncompressed means size **is** proportional to maximum coordinate value
 - Compressed formats will have **metadata overhead** relative to uncompressed formats. For dense data, this may cost more than just using an uncompressed format.
 - Space efficiency of a representation depends on sparsity

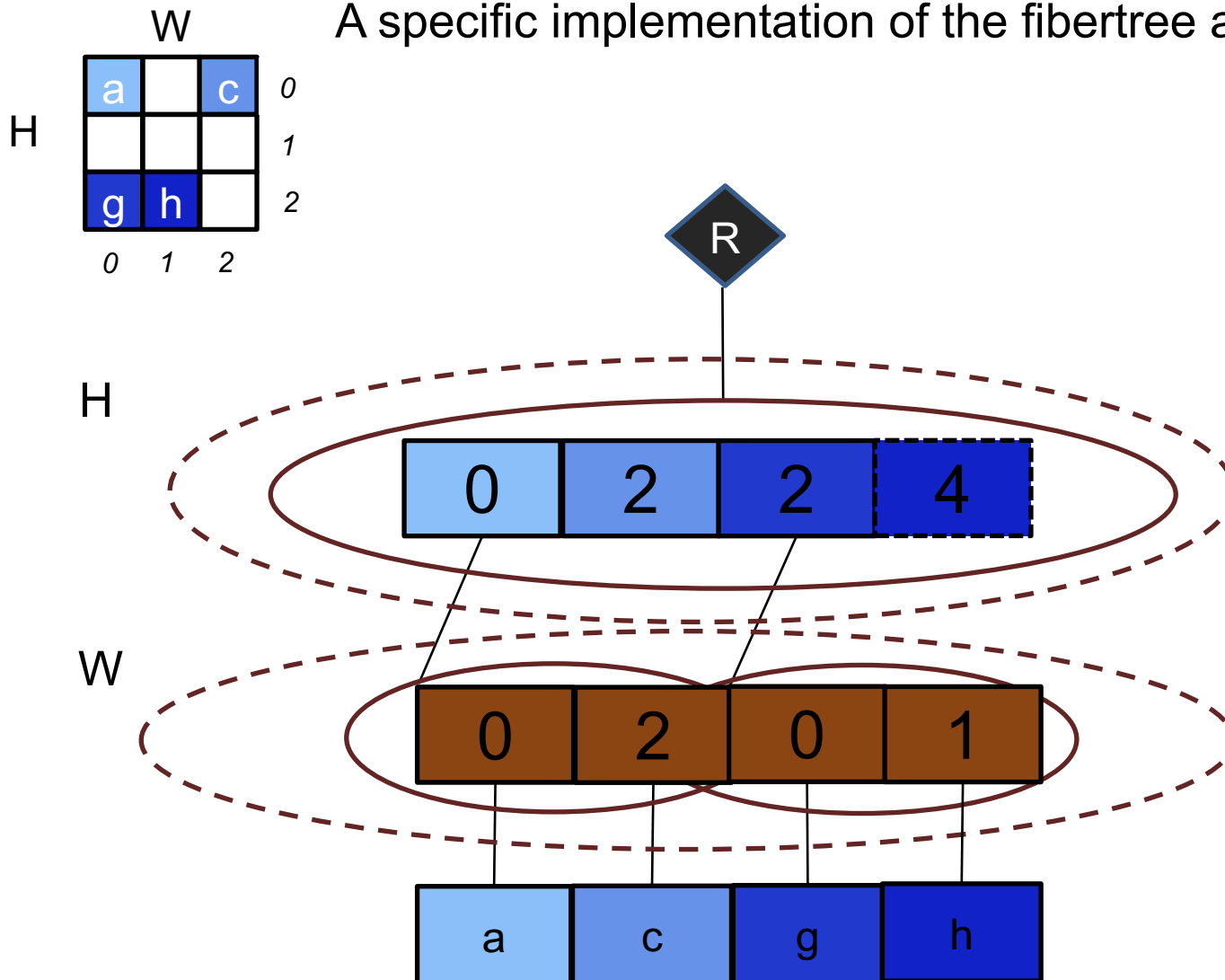
Fiber Representation Choices

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*Note: sparsity/density is an attribute of the data.

Uncompressed/Compressed Representation

A specific implementation of the fibertree abstract type

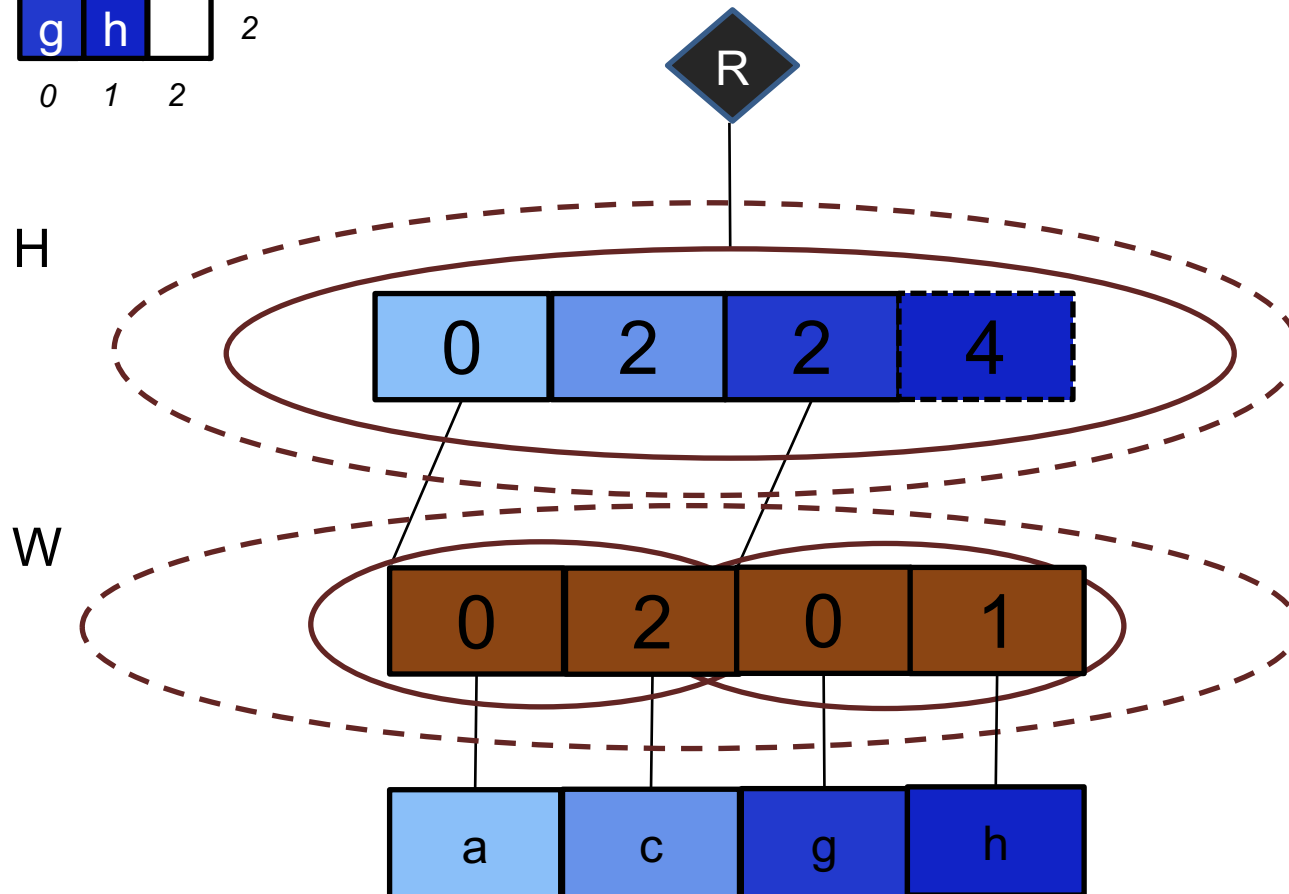


Uncompressed/Compressed Representation

	W			
H	a		c	0
				1
	g	h		2
	0	1	2	

A specific implementation of the fibertree abstract type

Compressed Sparse Row (CSR)

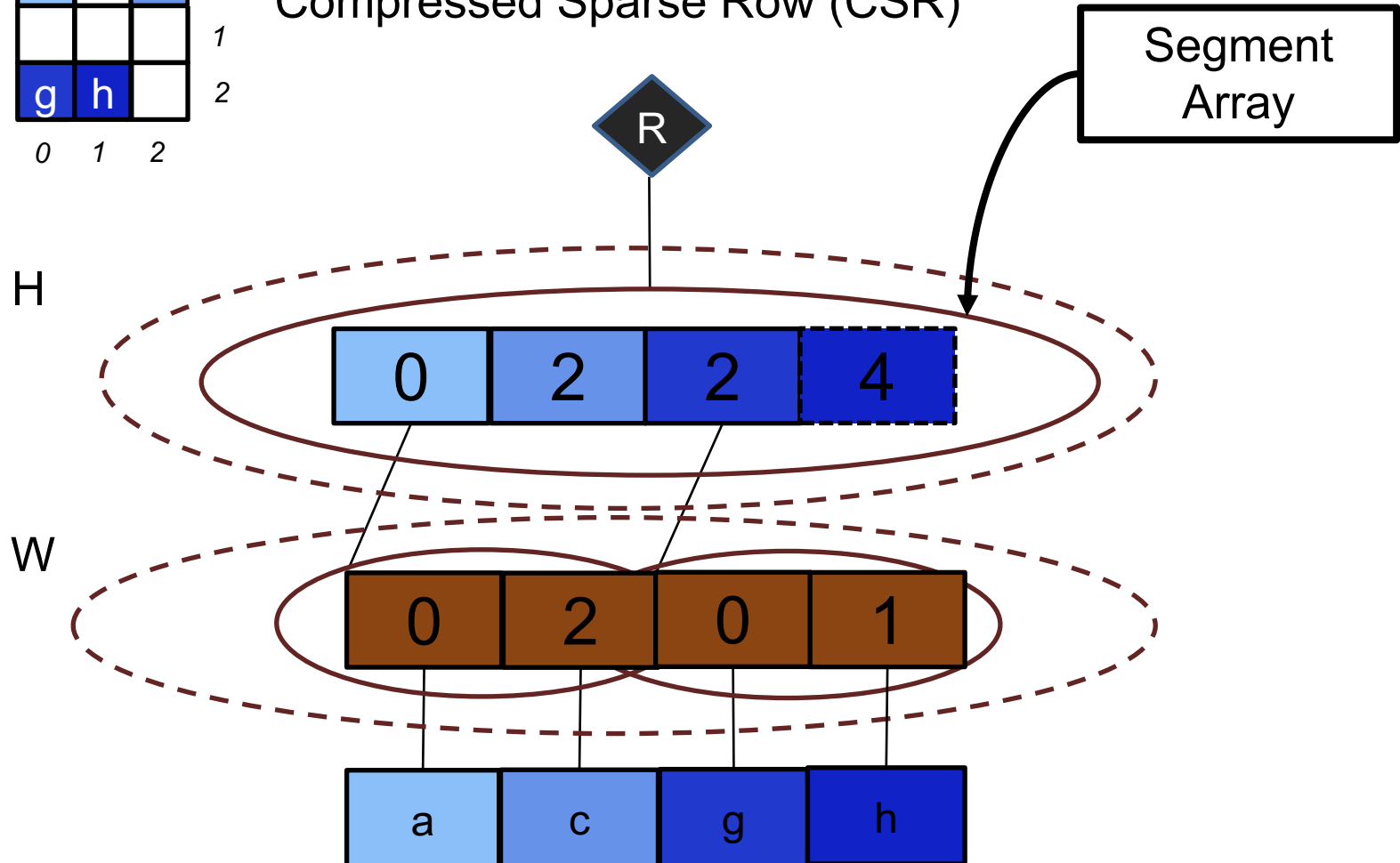


Uncompressed/Compressed Representation

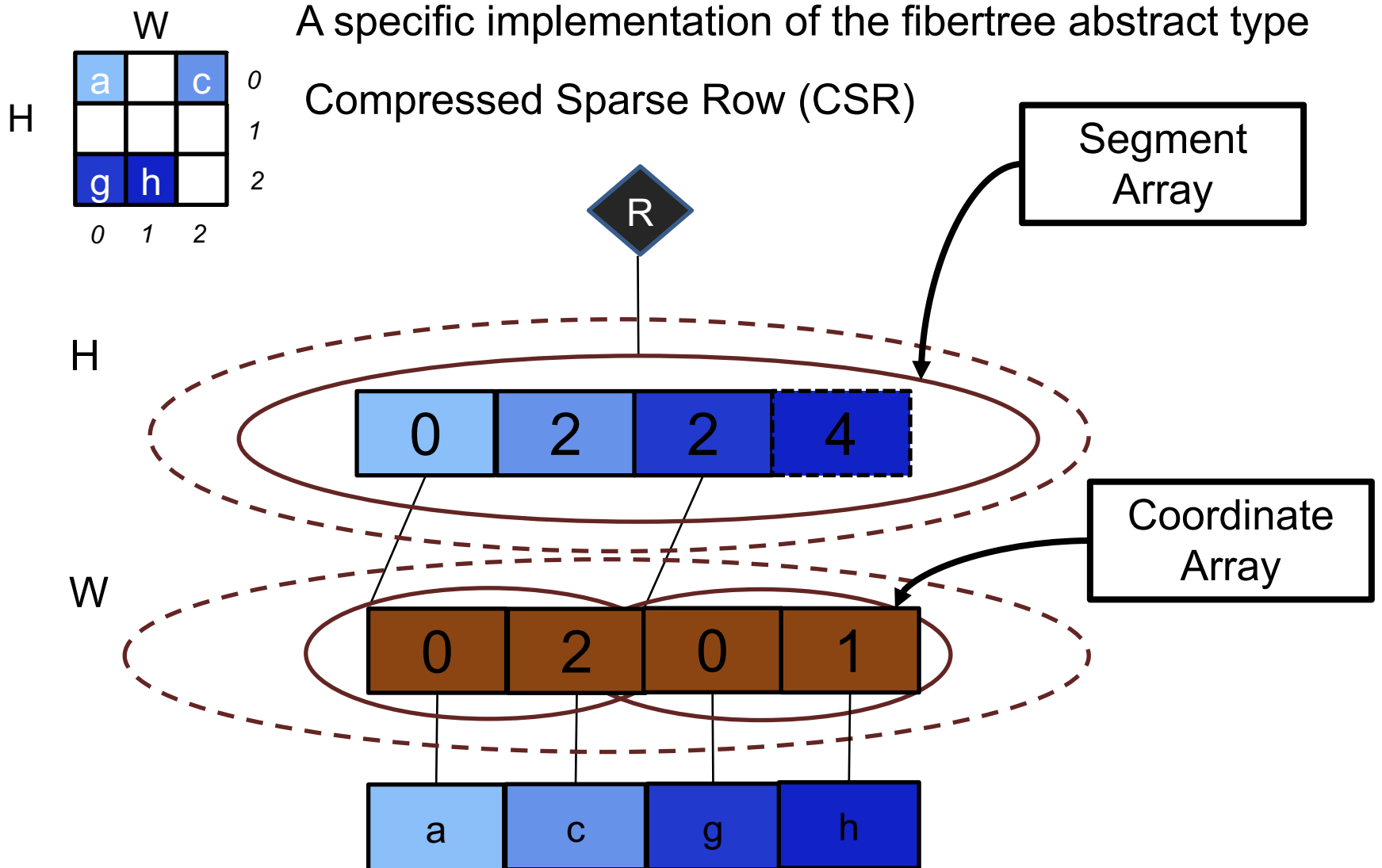
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A specific implementation of the fibertree abstract type

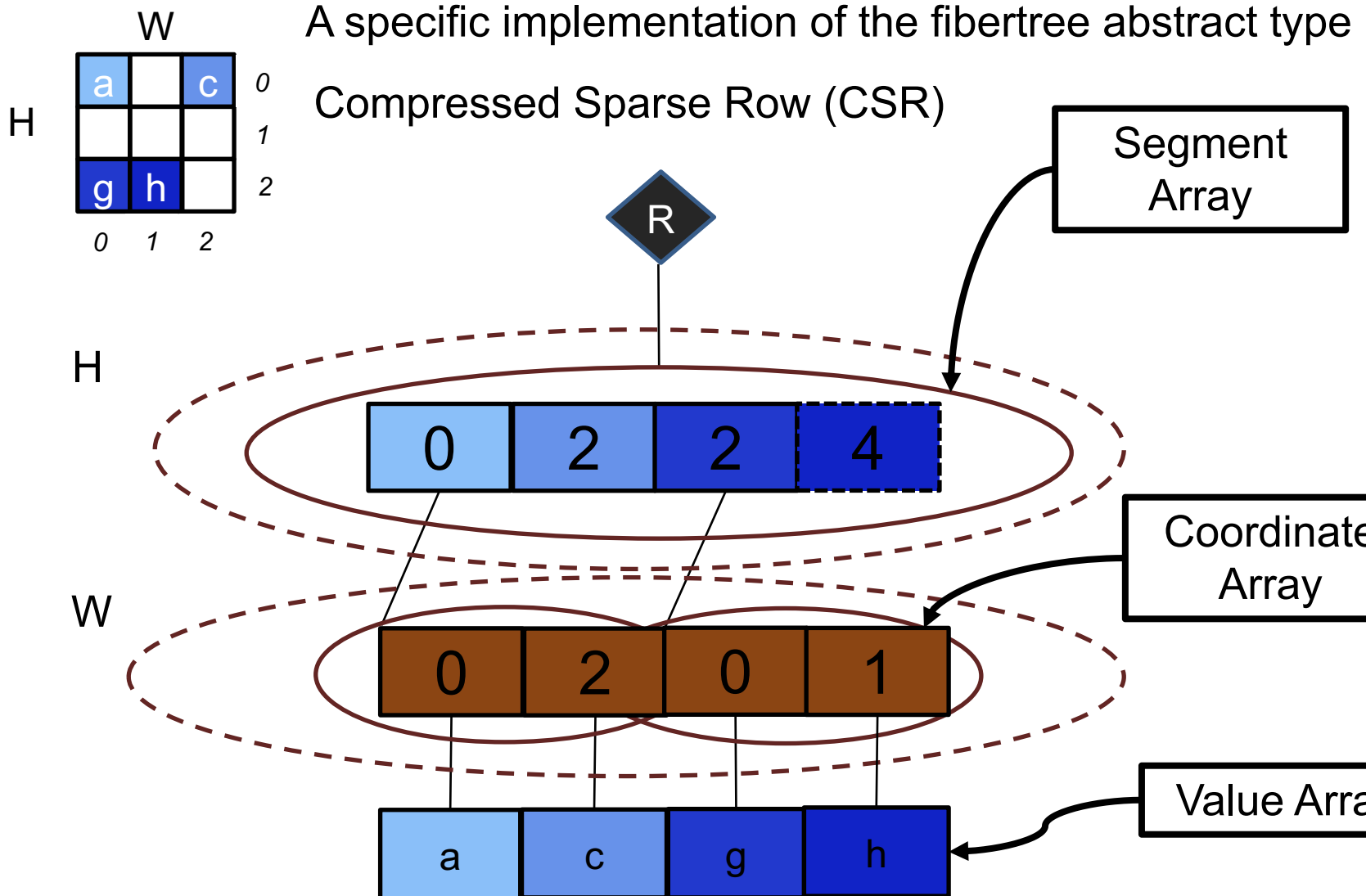
Compressed Sparse Row (CSR)



Uncompressed/Compressed Representation



Uncompressed/Compressed Representation



Tensor Traversal (CSR Style)

```
# 2-D Tensor Traversal (CSR)

t_segs = Array(H)
t_coords = Array(W)
t_vals = Array(W)

sum = 0
for t_h_pos in [0,H):
    h = t_h_pos
    t_w_start = t_segs[t_h_pos]
    t_w_len = t_segs[t_h_pos+1]-t_w_start
    for t_w_pos in [t_w_start, t_w_len):
        h = t_coords[t_w_pos]
        t_val = t_vals[t_w_pos]
        sum += t_val
```

Tensor Traversal (CSR Style)

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For uncompressed
rank coordinate
equals position

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    for t_w_pos in [t_w_start, t_w_len):
        h = t_coords[t_w_pos]
        t_val = t_vals[t_w_pos]
        sum += t_val
```

For uncompressed
rank coordinate
equals position

Coordinates not
actually used in this
example

CONV: Exploiting Sparse Weights

Hardware Sparse Acceleration Features

Format:



Choose tensor representations to save necessary storage spaces and energy associated zero accesses

Gating:



Explicitly eliminate ineffectual storage accesses and computes by letting the hardware unit staying idle for the cycle to save energy

Skipping:



Explicitly eliminate ineffectual storage accesses and computes by skipping the cycle to save energy and time

```
i = Array(W)           # Input activations
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for (s, f_val) in f:
    for q in [0, Q):
        w = q + s
        o[q] += i[w] * f_val
```

Weight Stationary - Sparse Weights

```
i = Array(W)           # Input activations
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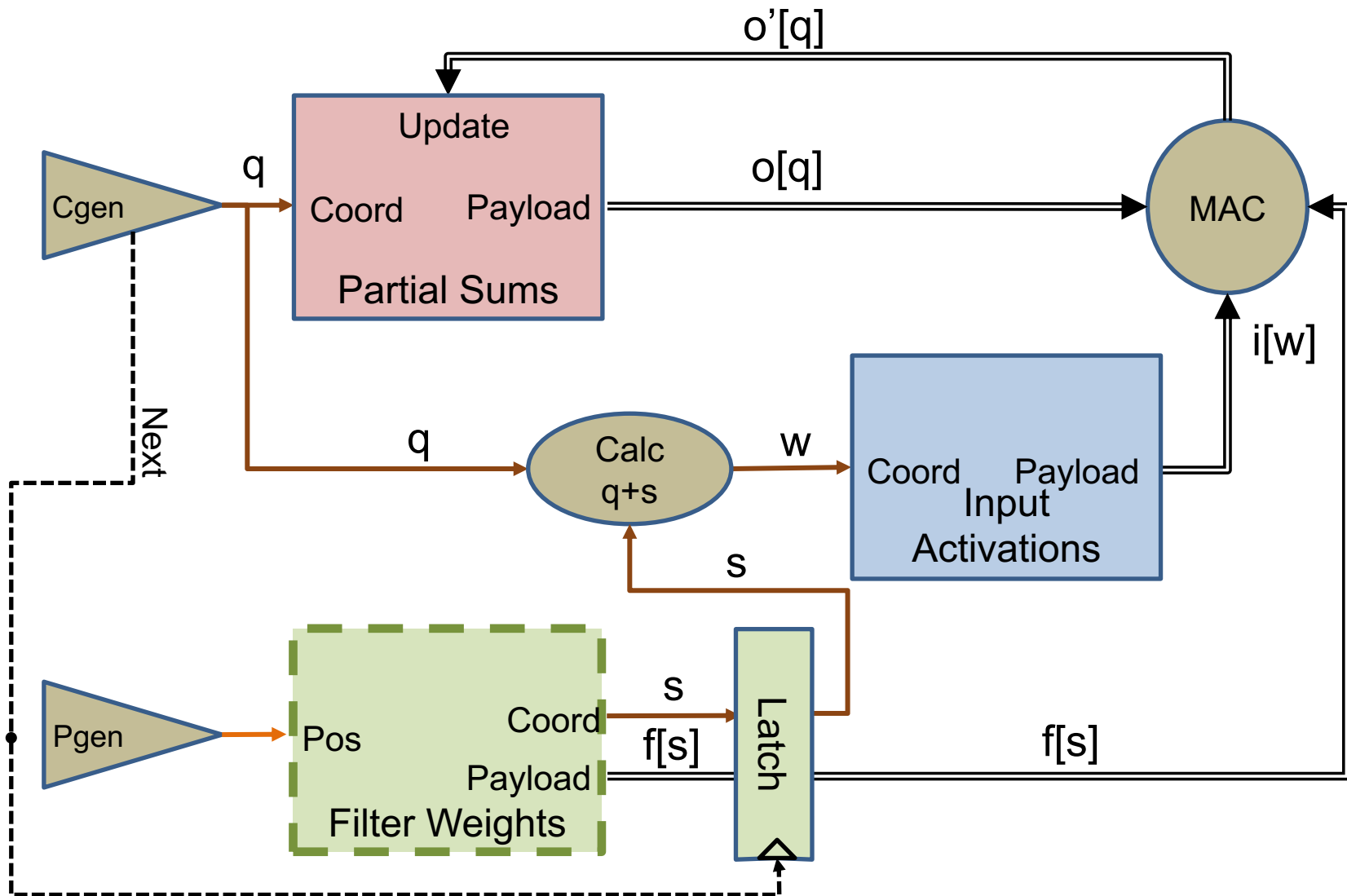
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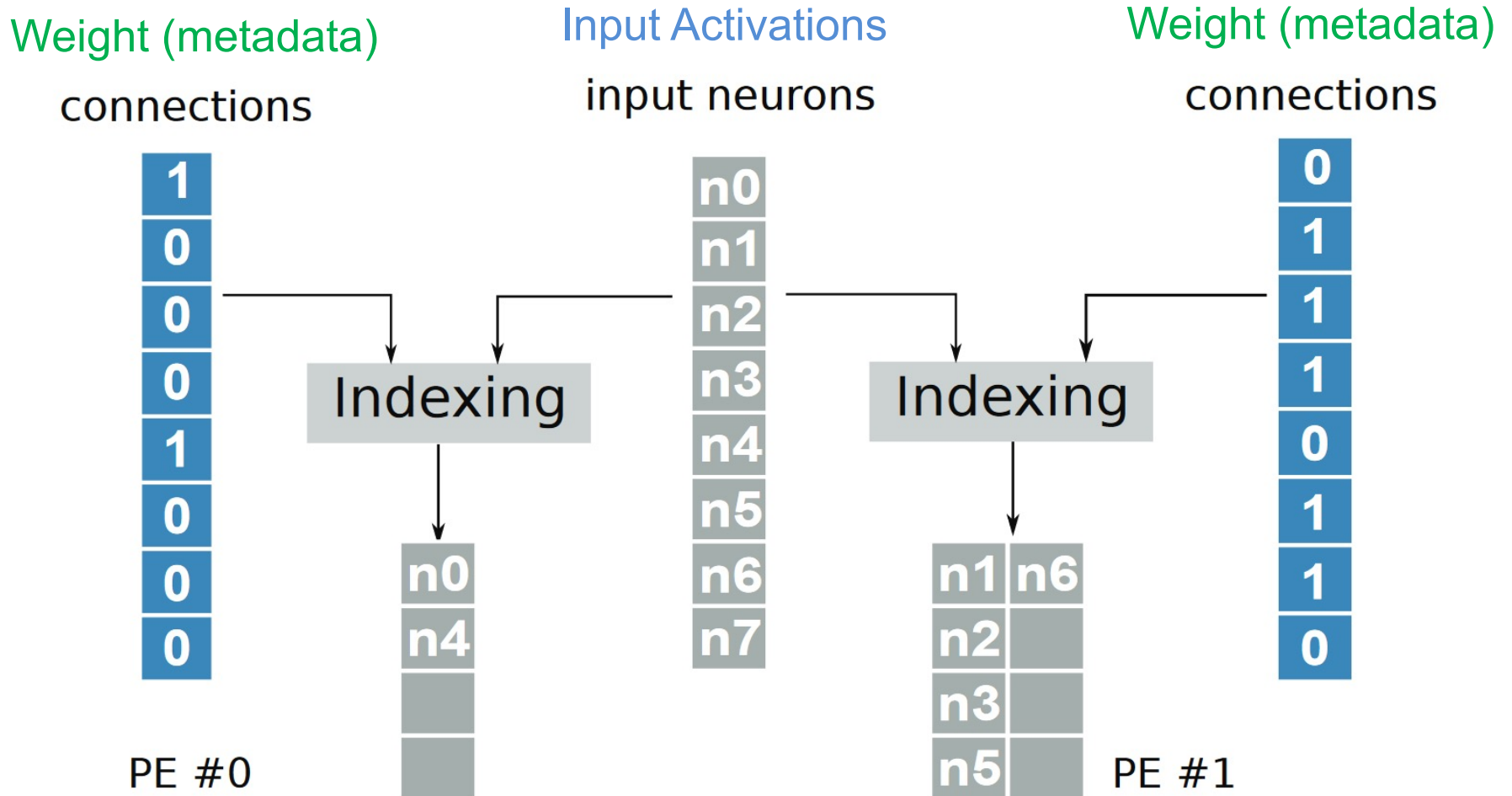
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Concordant traversal

Weight Stationary - Sparse Weights



Cambricon-X – Activation Access



Cambricon-X – Zhang et.al., Micro 2016

To Extend to Other Dimensions of DNN

- **Need to add loop nests for:**
 - **2-D input activations and filters**
 - **Multiple input channels**
 - **Multiple output channels**

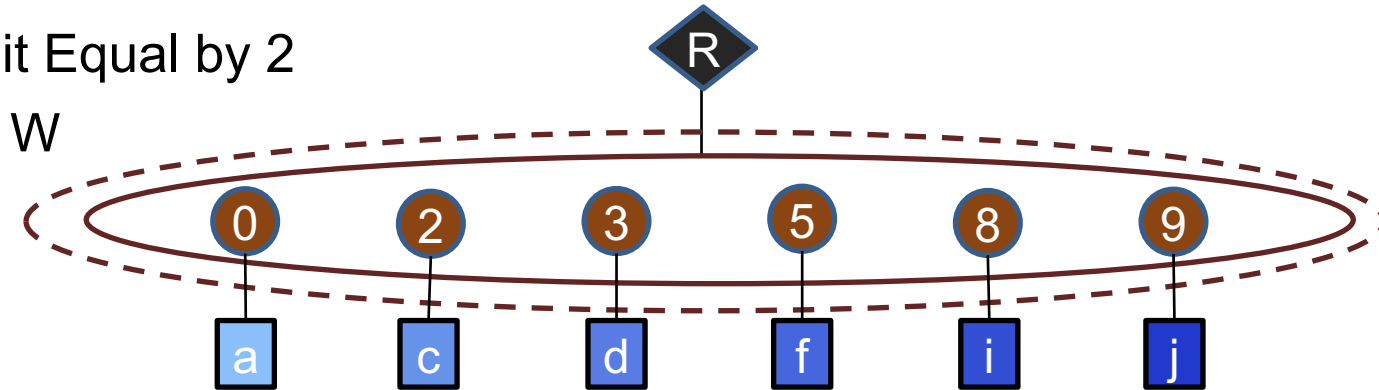
To Extend to Other Dimensions of DNN

- **Need to add loop nests for:**
 - **2-D input activations and filters**
 - **Multiple input channels**
 - **Multiple output channels**

- **Add parallelism...**

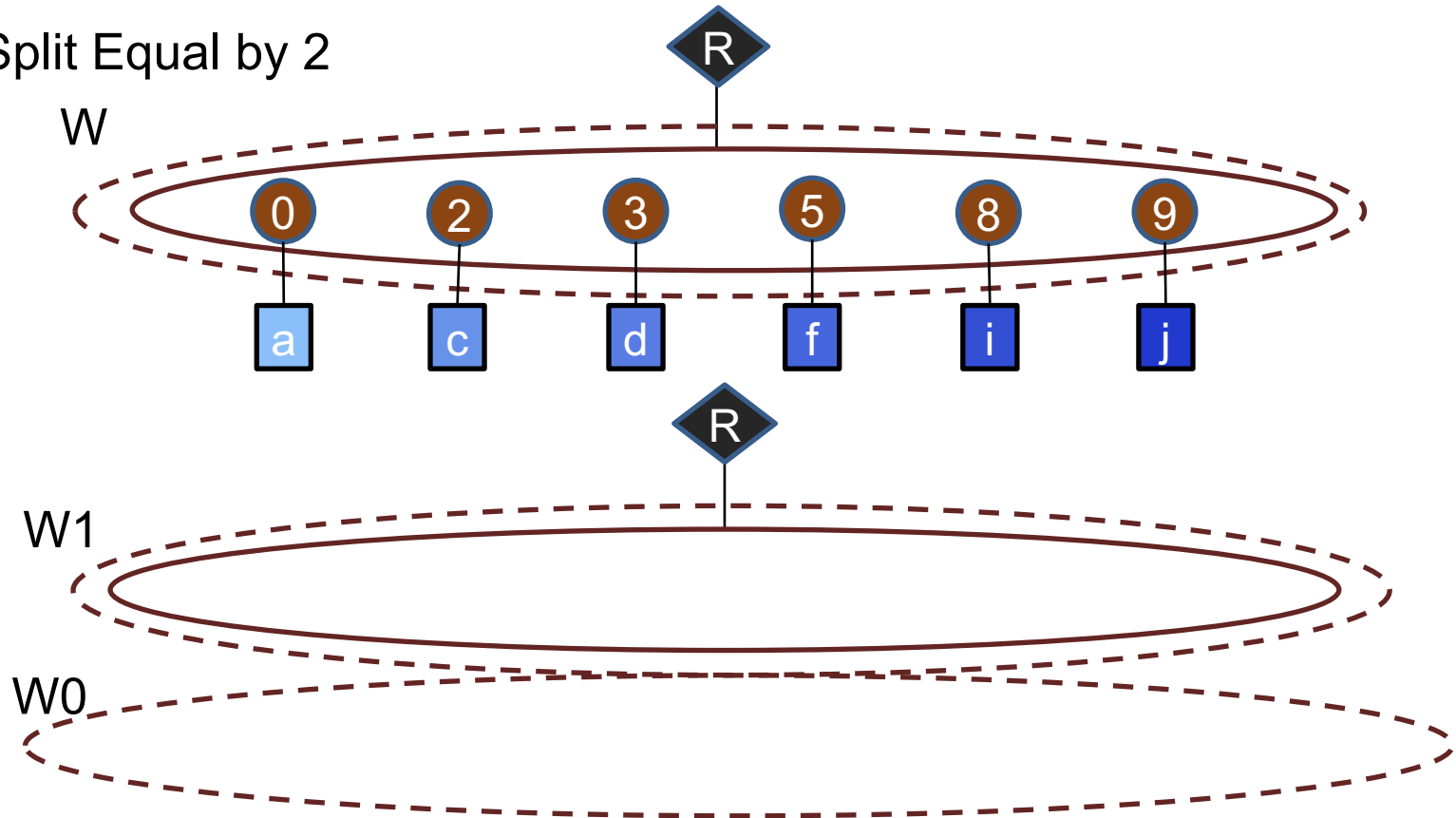
Fiber Splitting Equally in Position Space

Before Split Equal by 2



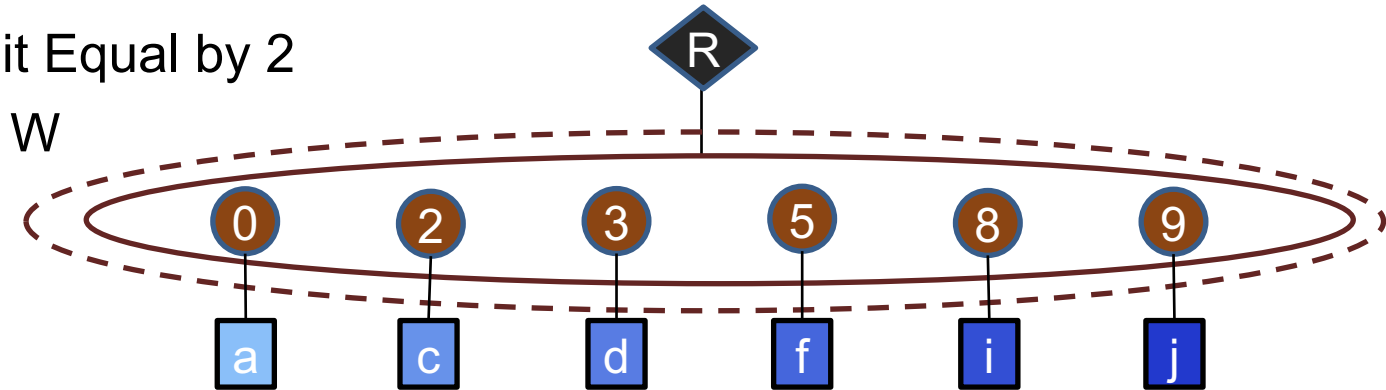
Fiber Splitting Equally in Position Space

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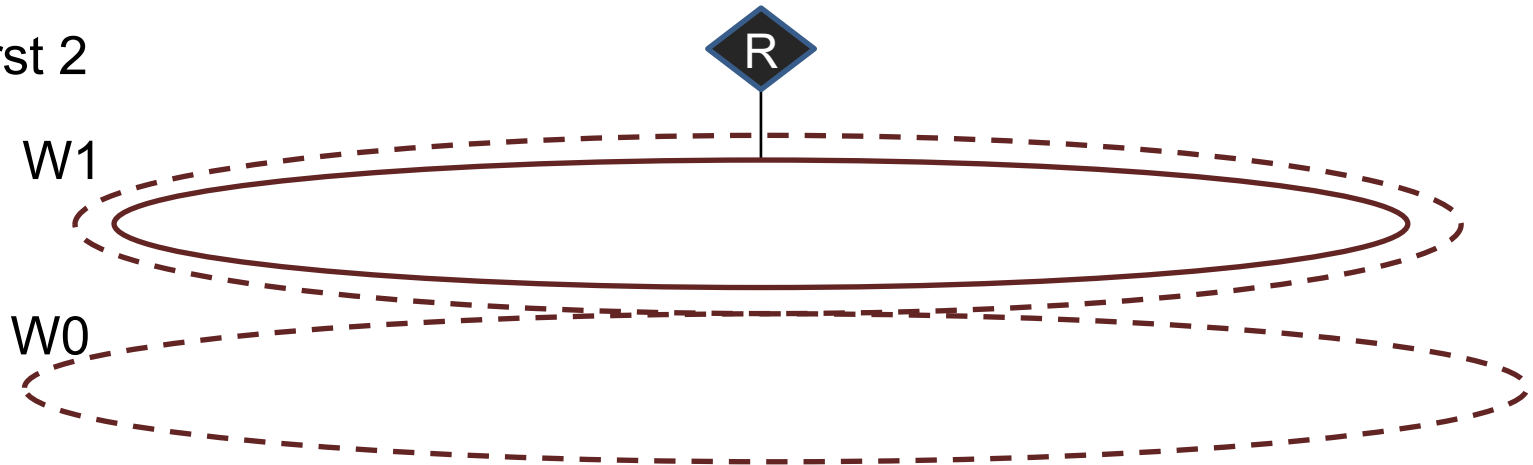


Fiber Splitting Equally in Position Space

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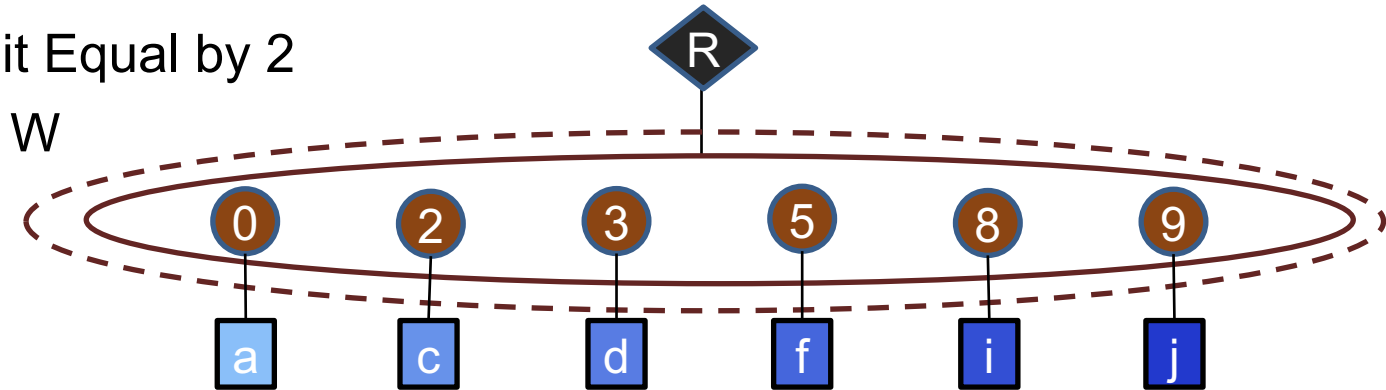


Grab first 2

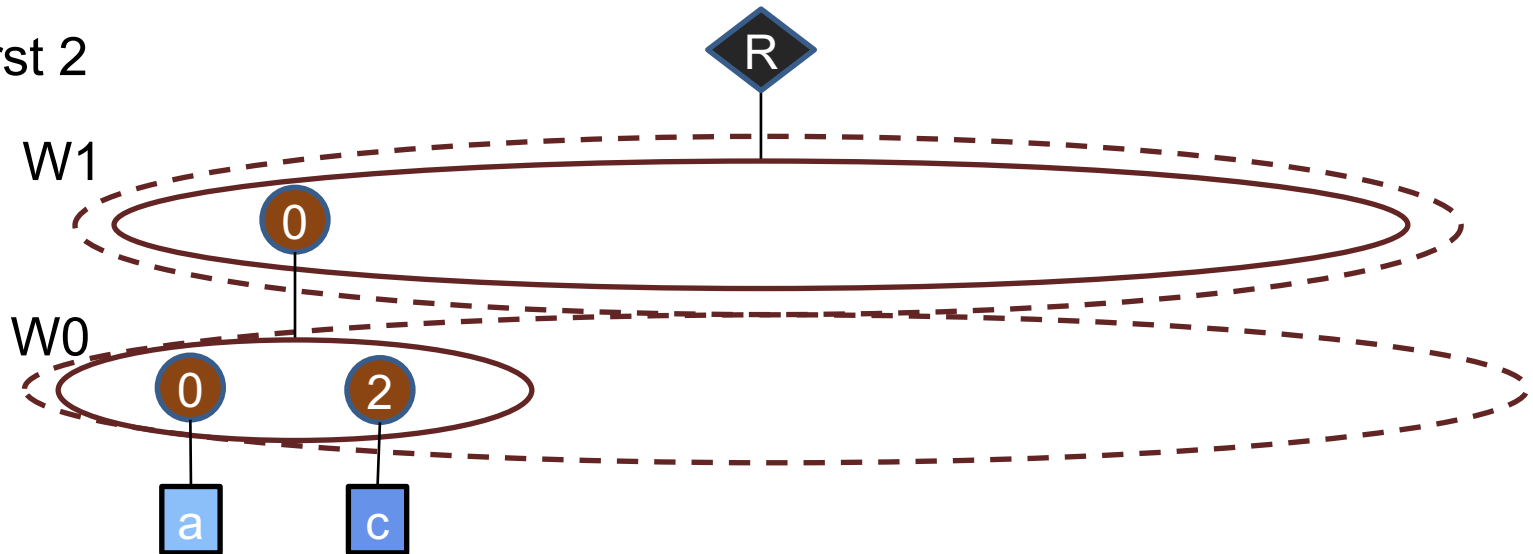


Fiber Splitting Equally in Position Space

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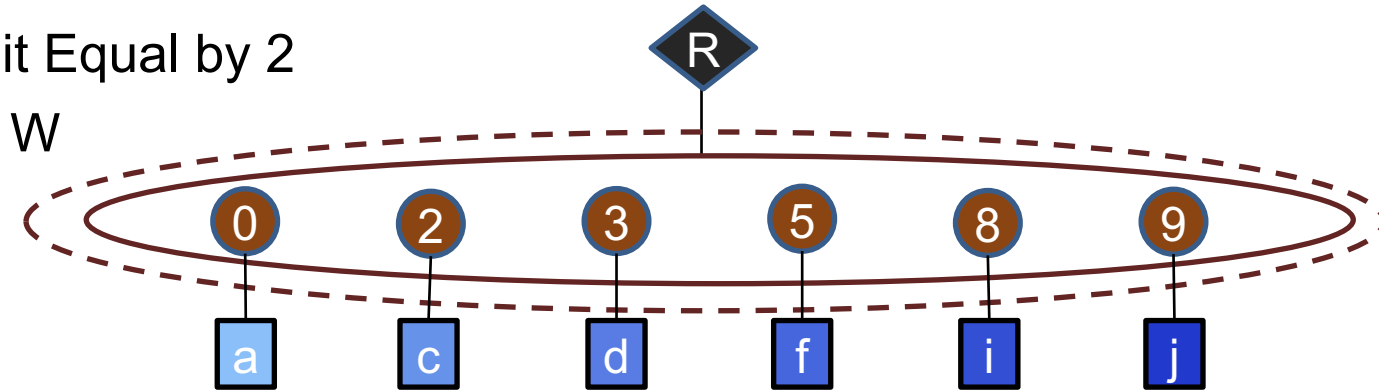


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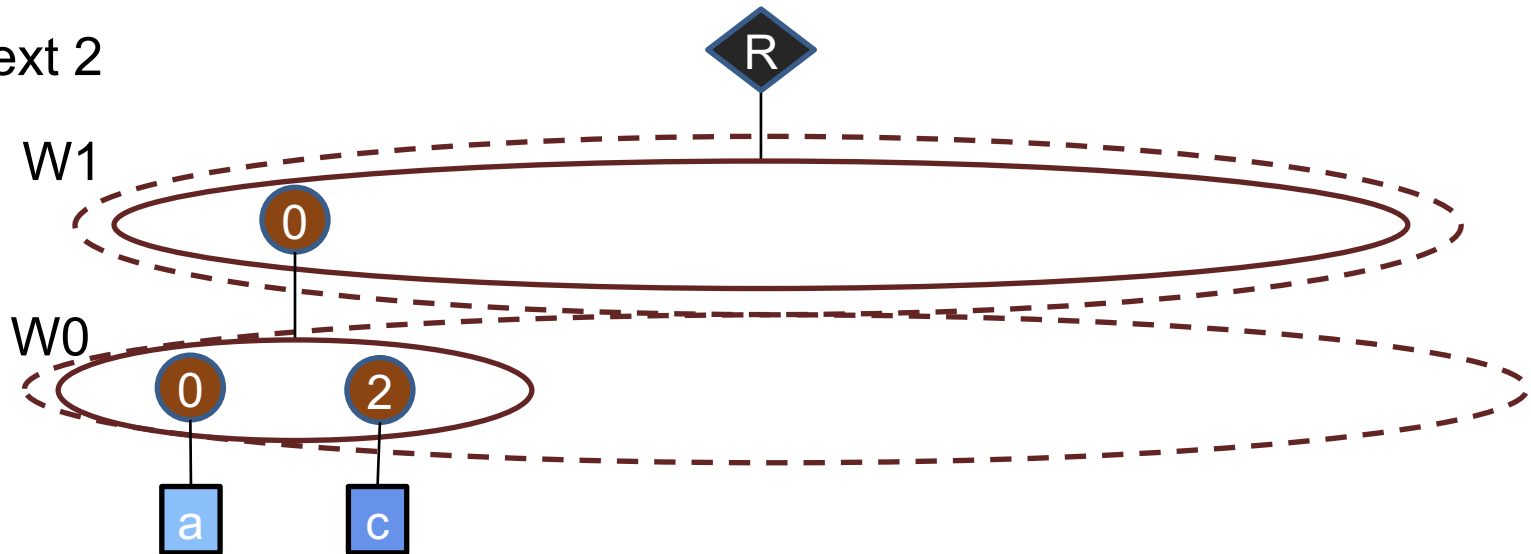


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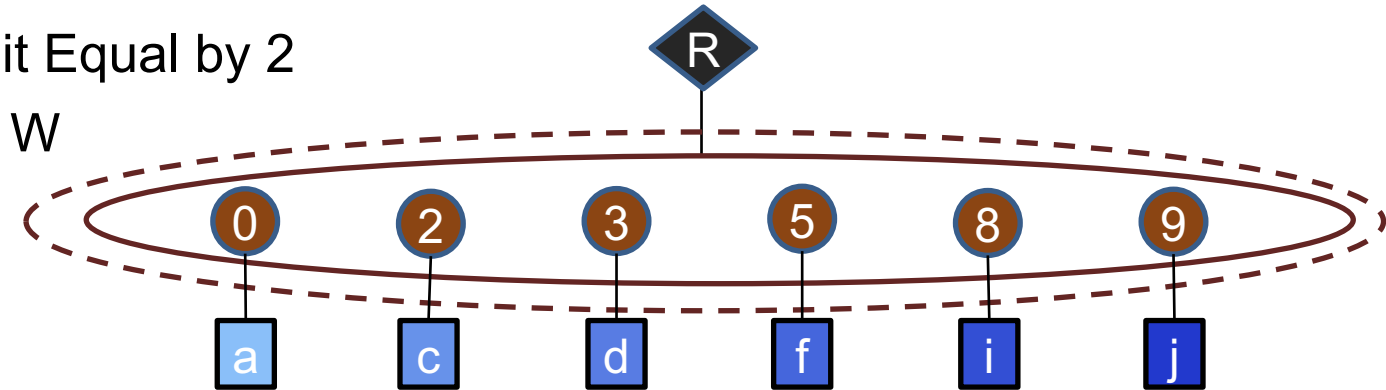


Grab next 2

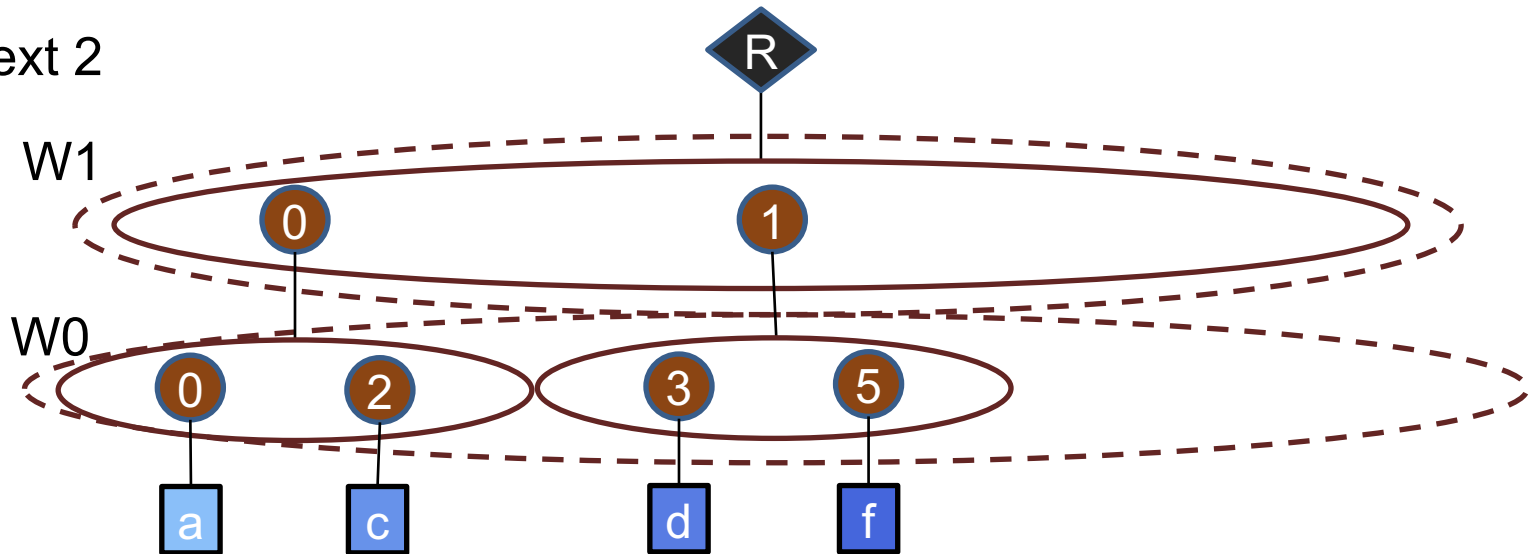


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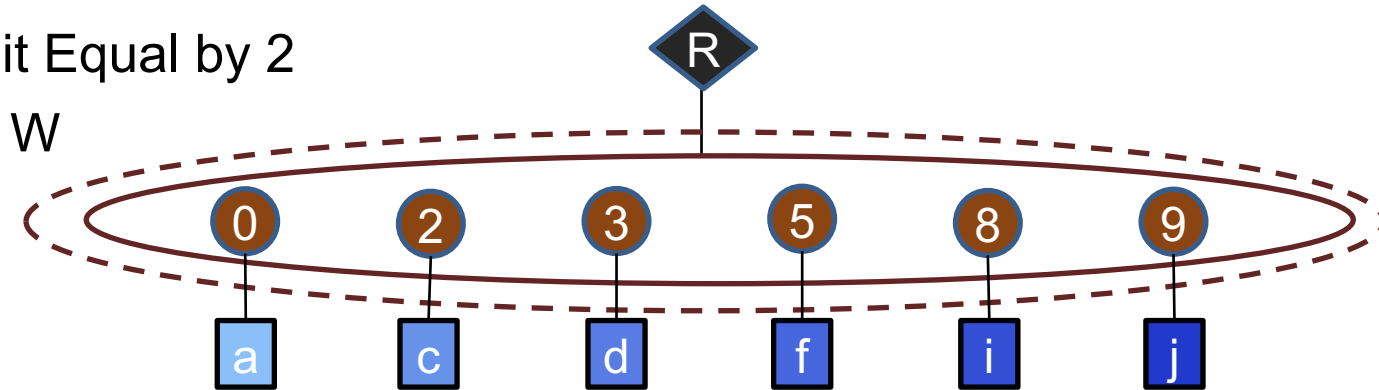


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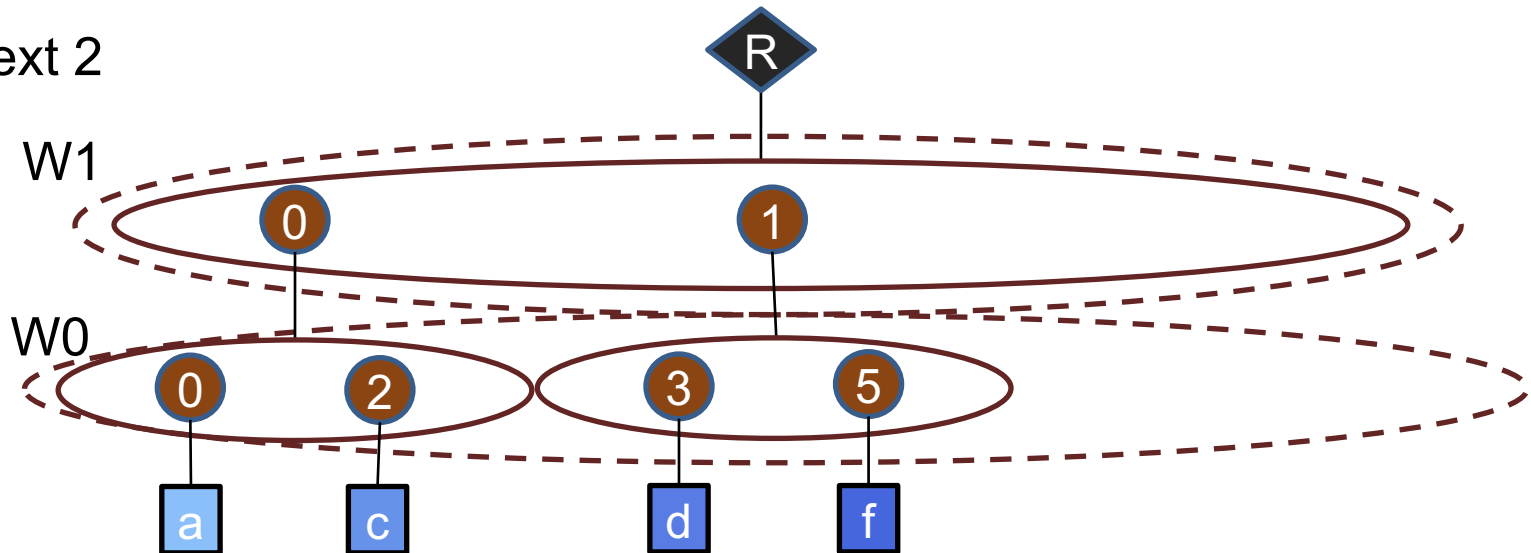


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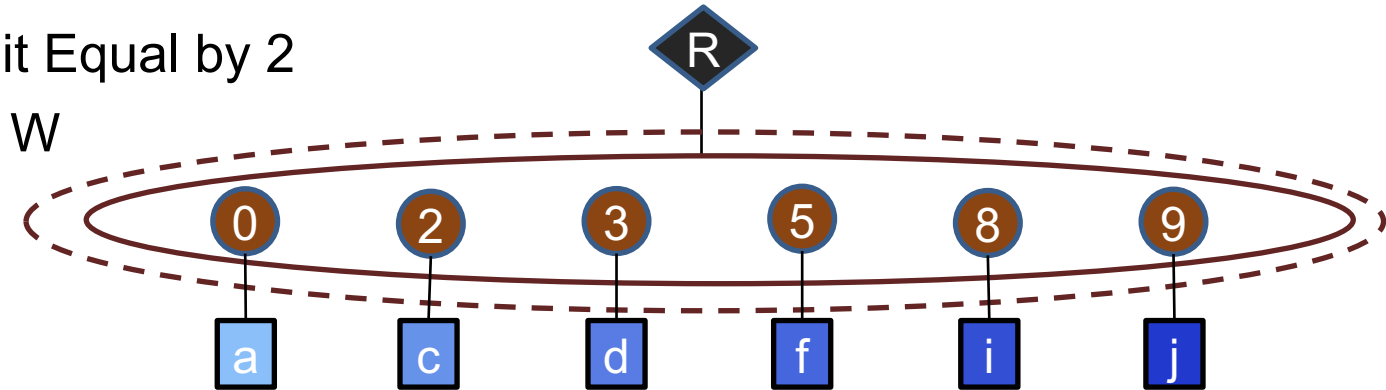


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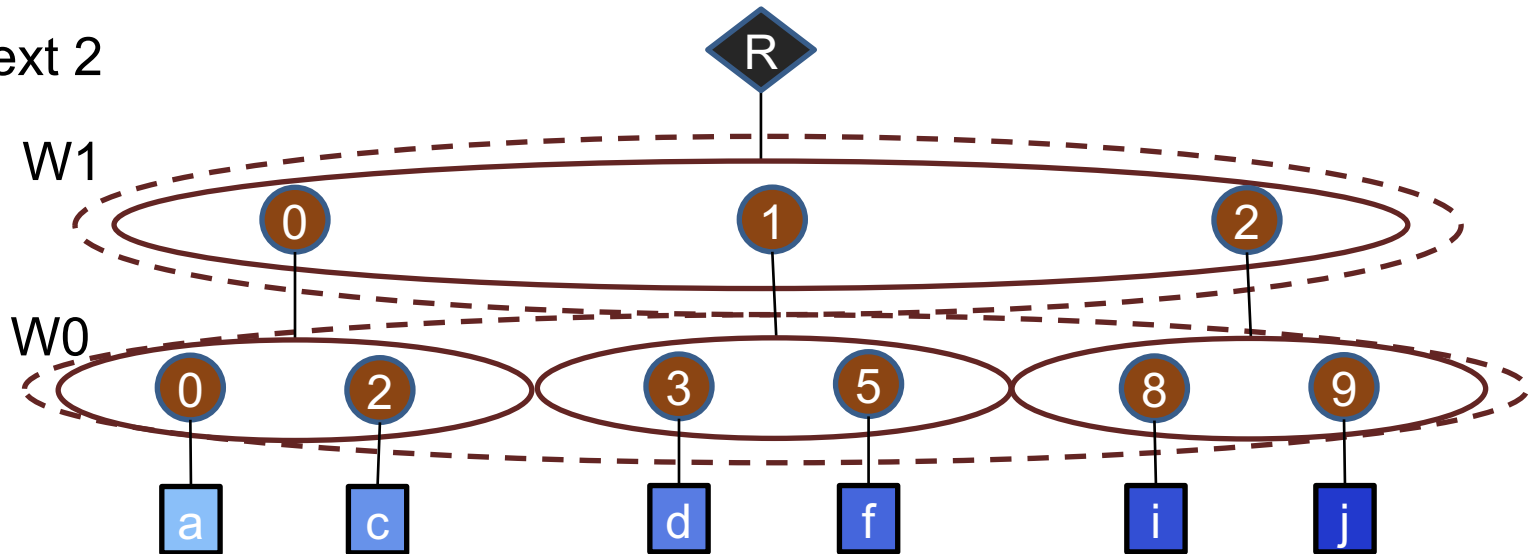


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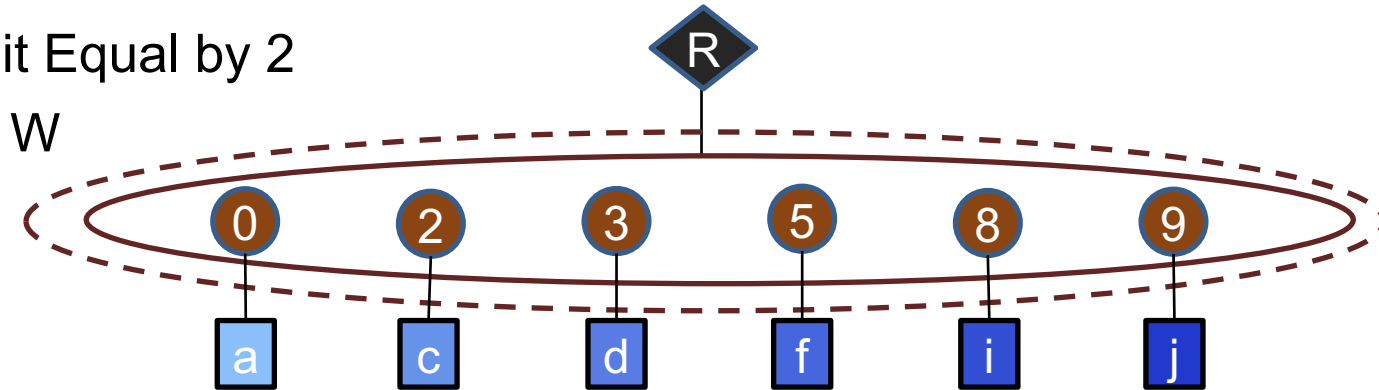


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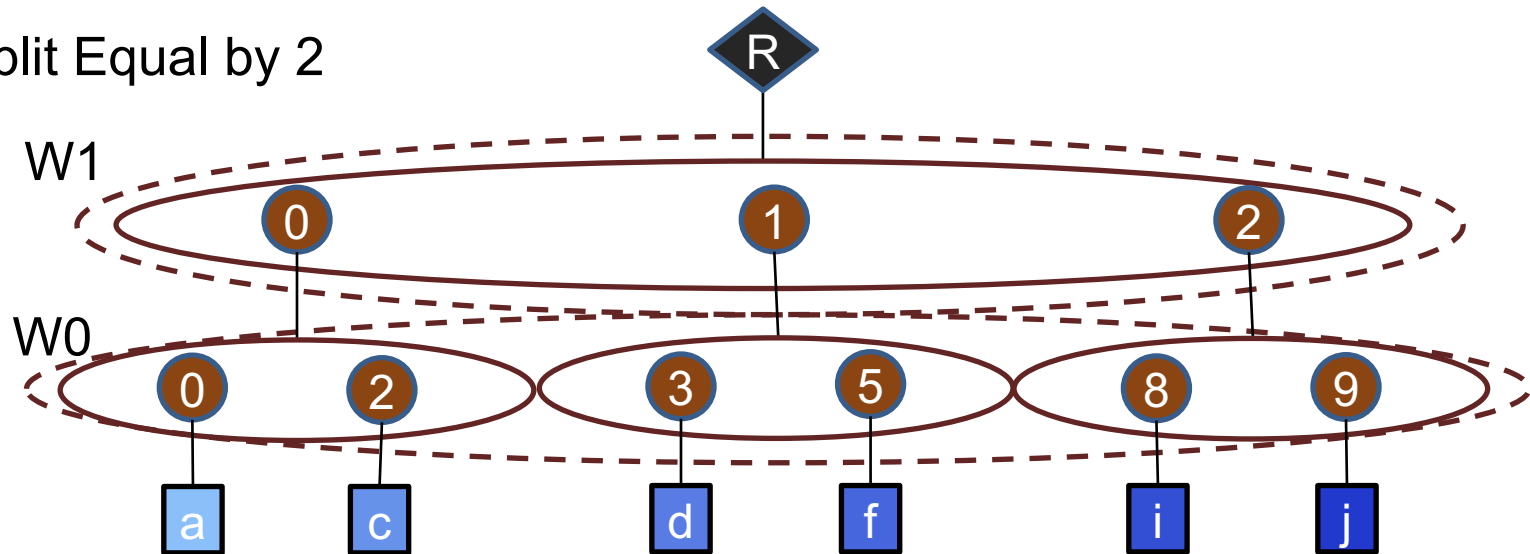


Fiber Splitting Equally in Position Space

Before Split Equal by 2



After Split Equal by 2



Parallel Weight Stationary - Sparse Weights

```
i = Array(W)           # Input activations
f = Tensor(S)          # Filter weights
o = Array(Q)           # Output activations

for (s1, f_split) in f.splitEqual(2):
    for q1 in [0, Q/4):
        parallel-for (s0, f_val) in f_split:
            parallel-for q0 in [0, 4):
                q = q1*4 + q0
                w = q + s
                o[q] += i[w] * f_val
```

Parallel Weight Stationary - Sparse Weights

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i = Array(W)           # Input activations
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Get groups of two weights

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Work on two weights in parallel

Parallel Weight Stationary - Sparse Weights

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    for q1 in [0, Q/4):  
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```

Get groups of two weights

Work on two weights in parallel

Work on four outputs at once

Parallel Weight Stationary - Sparse Weights

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```

Get groups of two weights

Work on two weights in parallel

Work on four outputs at once

Calculate coordinates

Parallel Weight Stationary - Sparse Weights

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                w = q + s
                o[q] += i[w] * f_val
```

Get groups of two weights

Work on two weights in parallel

Work on four outputs at once

Calculate coordinates

Look up input activation

Parallel Weight Stationary - Sparse Weights

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```

Get groups of two weights

Work on two weights in parallel

Work on four outputs at once

Calculate coordinates

Accumulate multiple outputs each spatially

Look up input activation

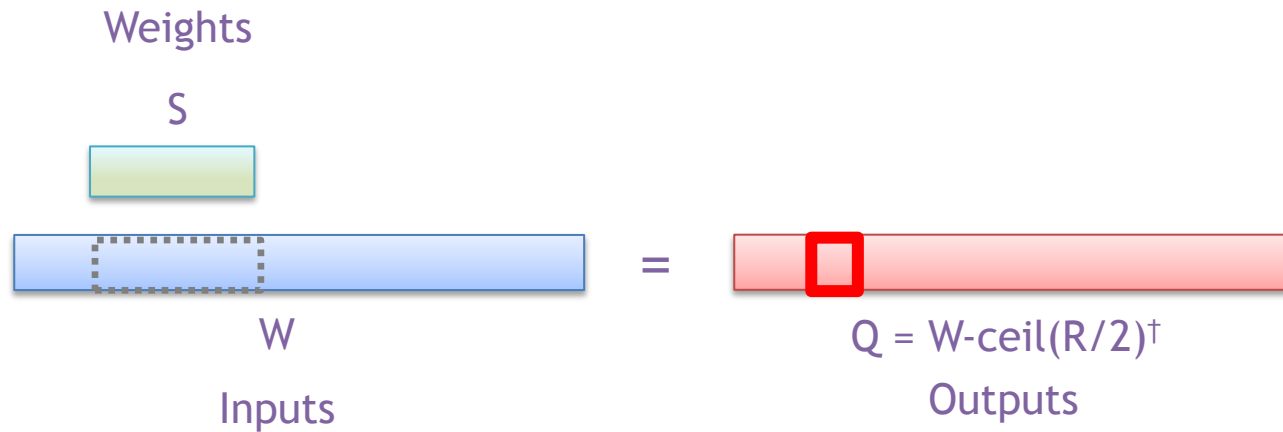
CONV: Exploiting Sparse Inputs & Sparse Weights

Output Stationary - Sparse Weights & Inputs

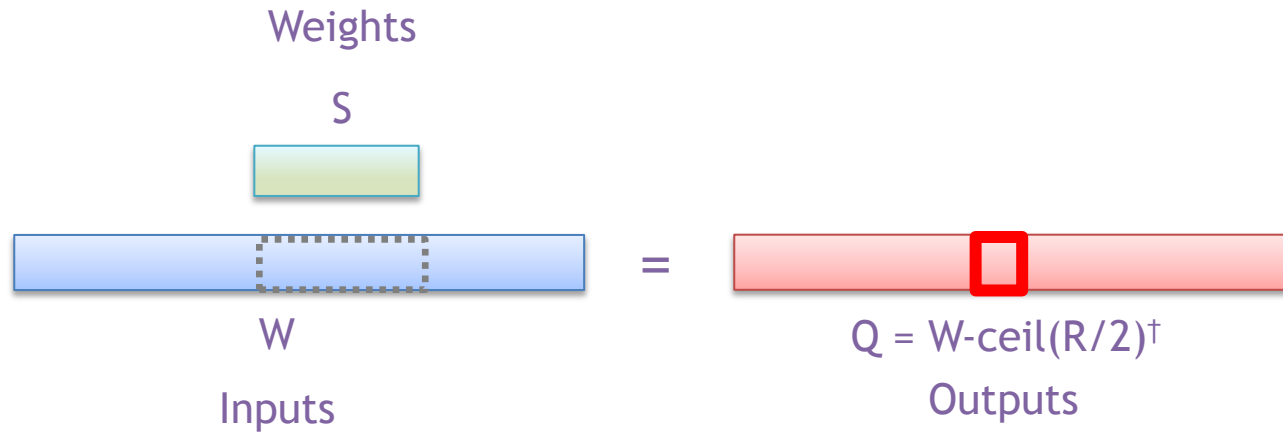
```
i = Tensor(W)           # Input activations
f = Tensor(S)           # Filter weights
o = Array(Q)            # Output activations

for q in [0,Q):
    for (s, (f_val, i_val)) in f.project(+q) & i:
        o[q] += i_val * f_val
```

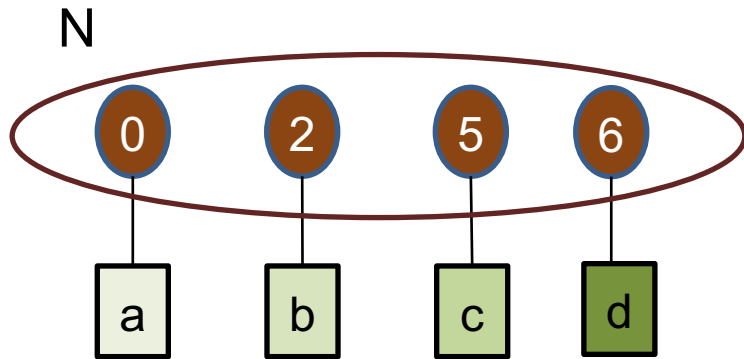
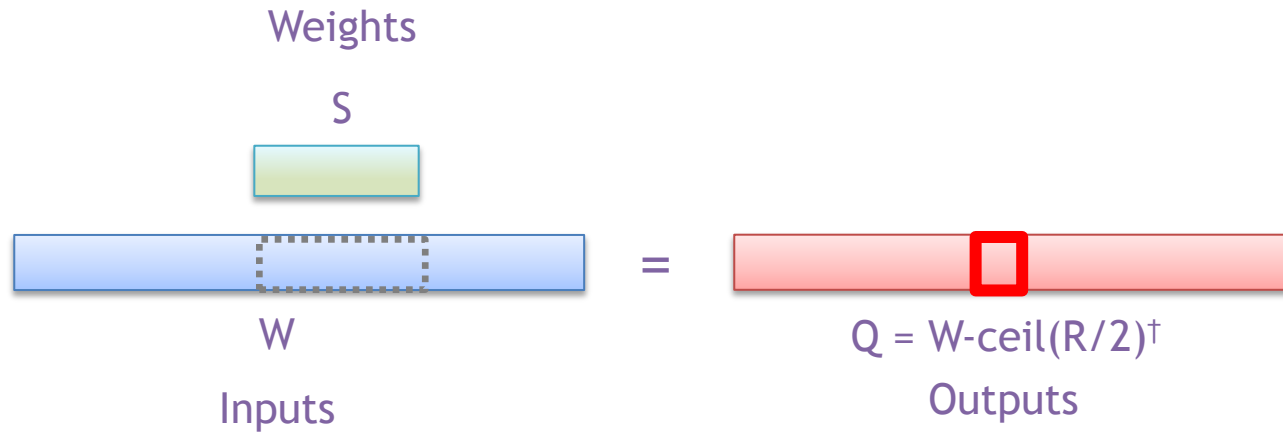
Fiber Coordinate Projection



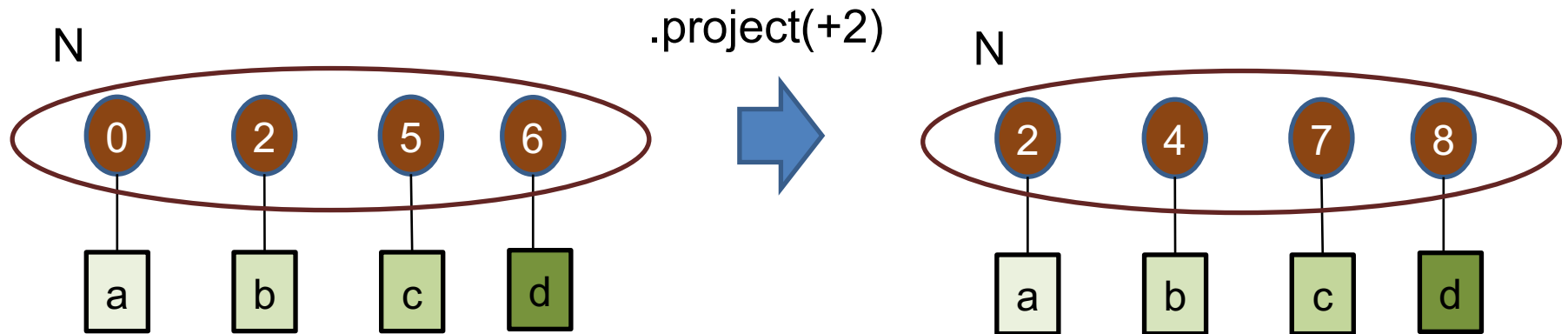
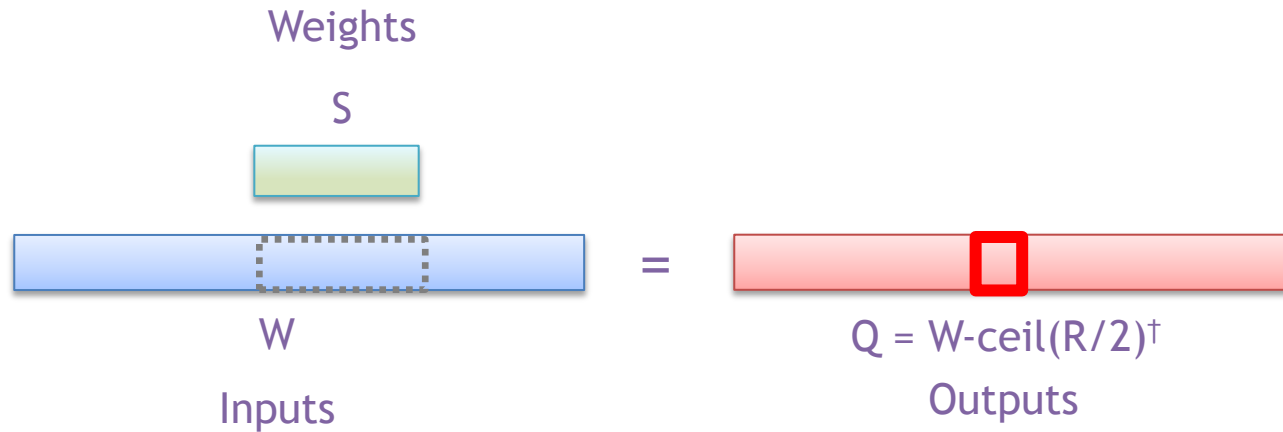
Fiber Coordinate Projection



Fiber Coordinate Projection

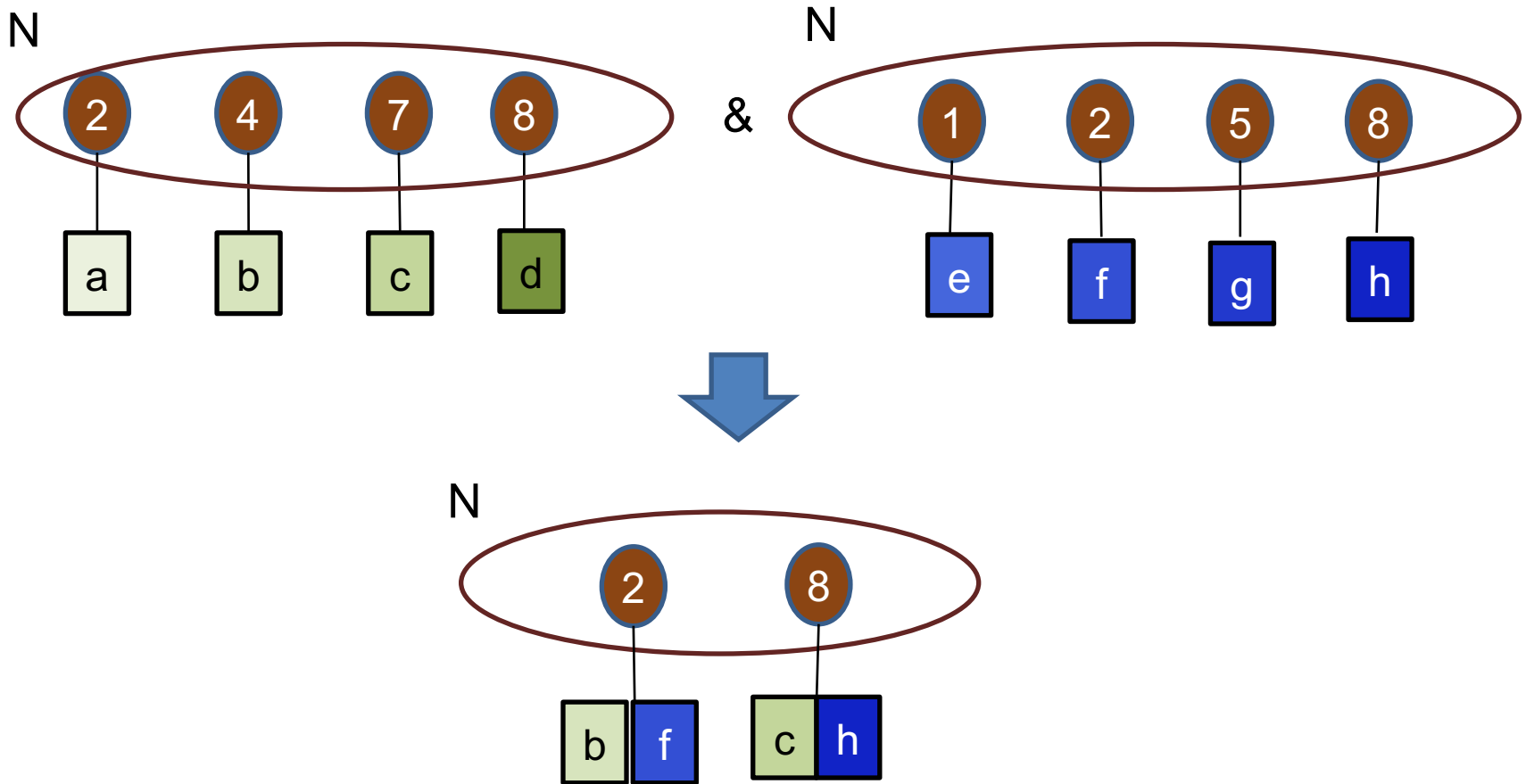


Fiber Coordinate Projection

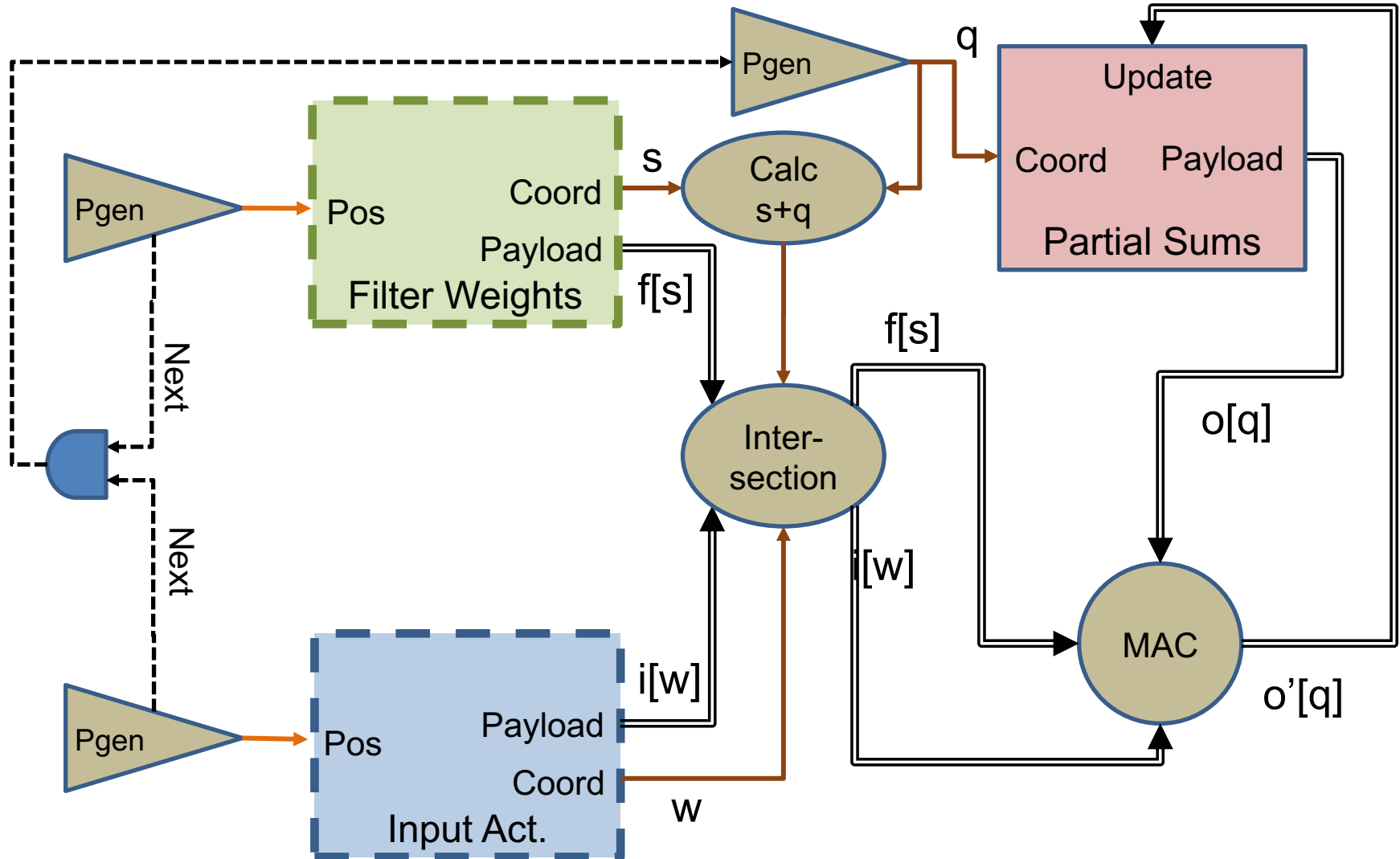


fiber-projection

Fiber Intersection

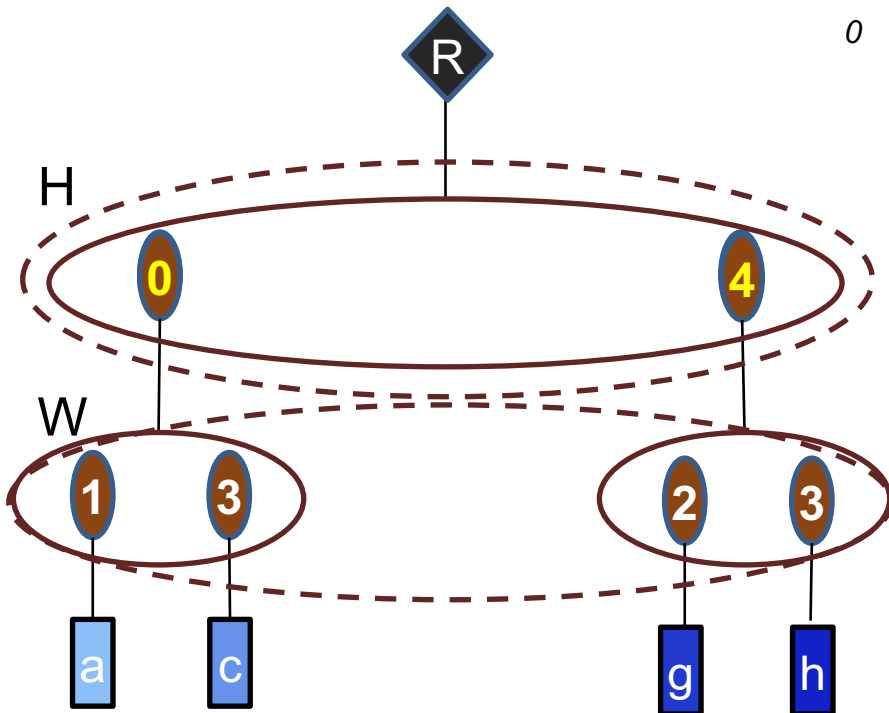
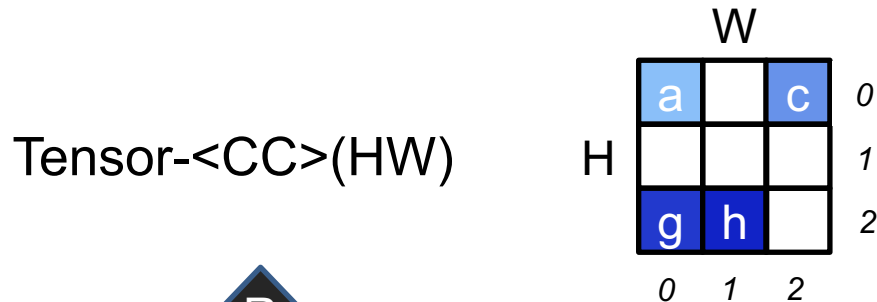


Output Stationary - Sparse Weights & Inputs



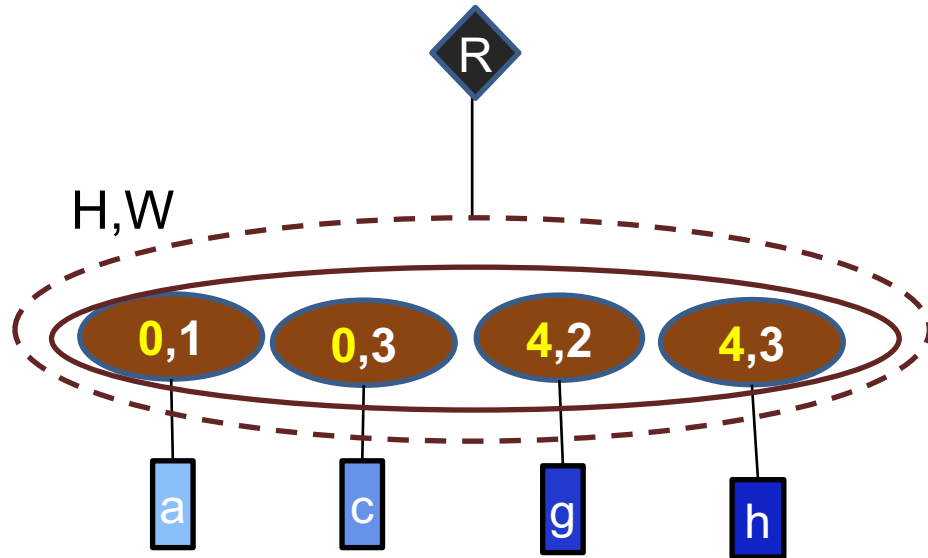
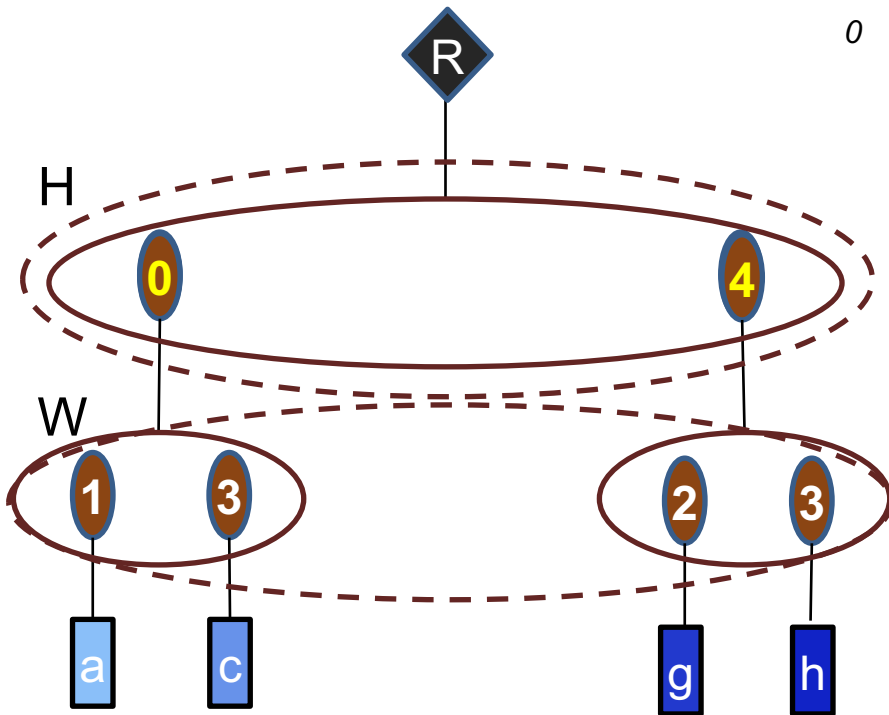
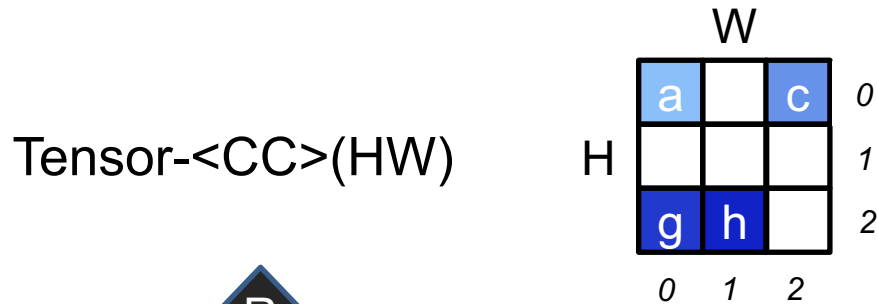
Flattening Ranks

For efficiency one can form new representations where the data structure for two or more ranks are combined.



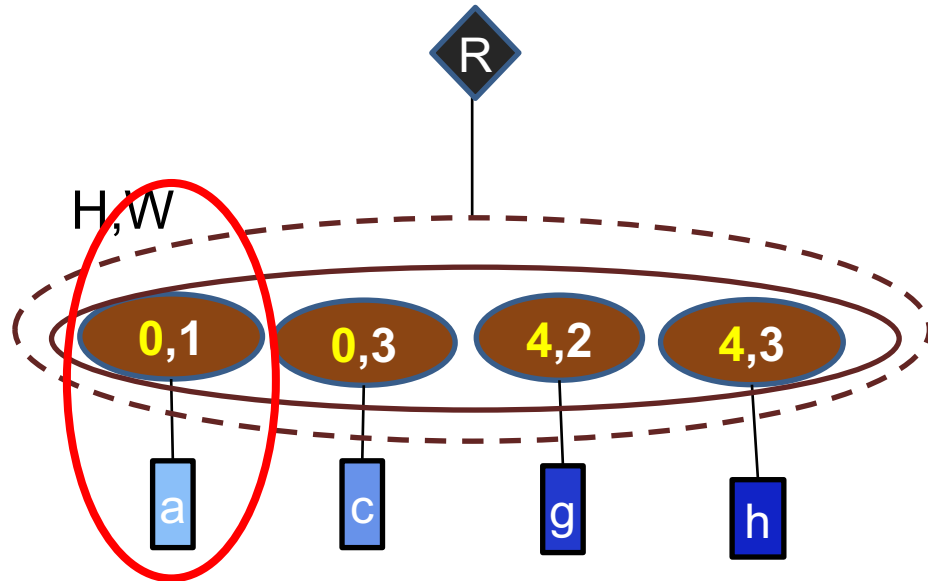
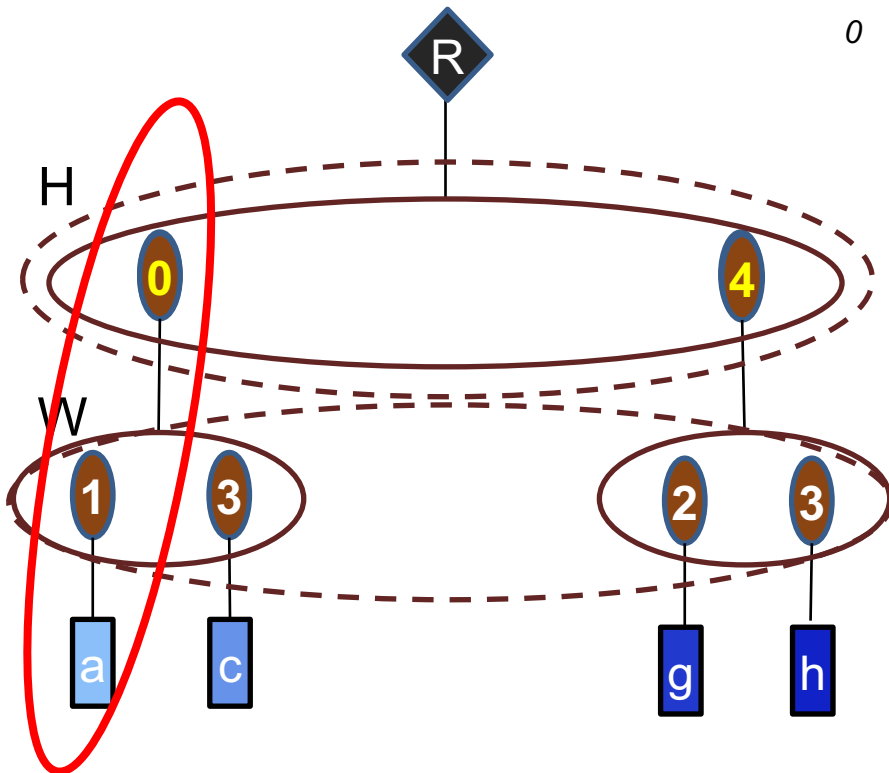
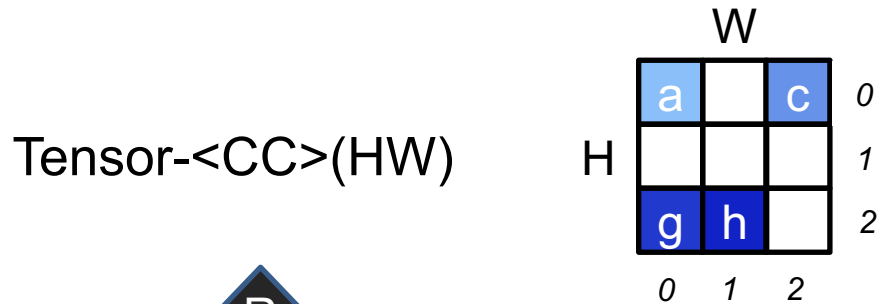
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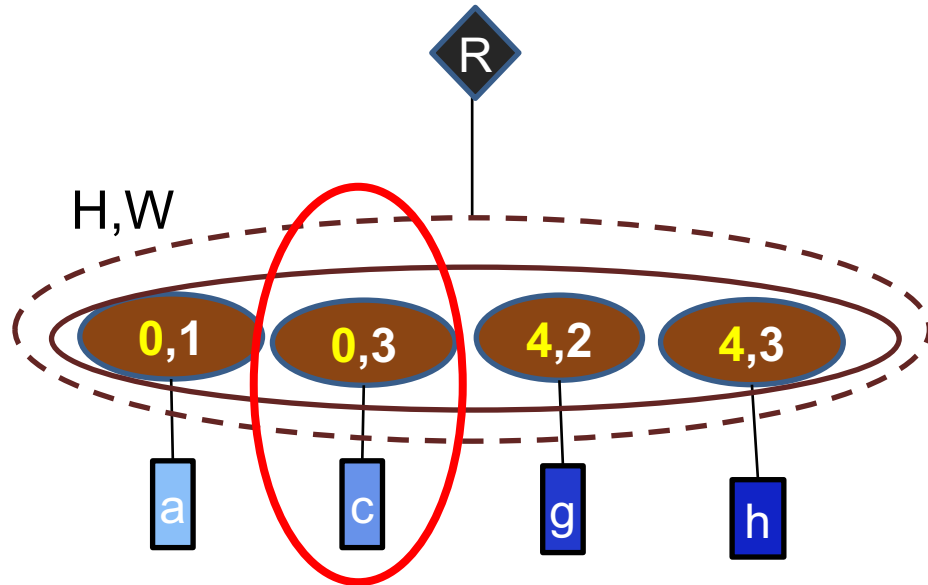
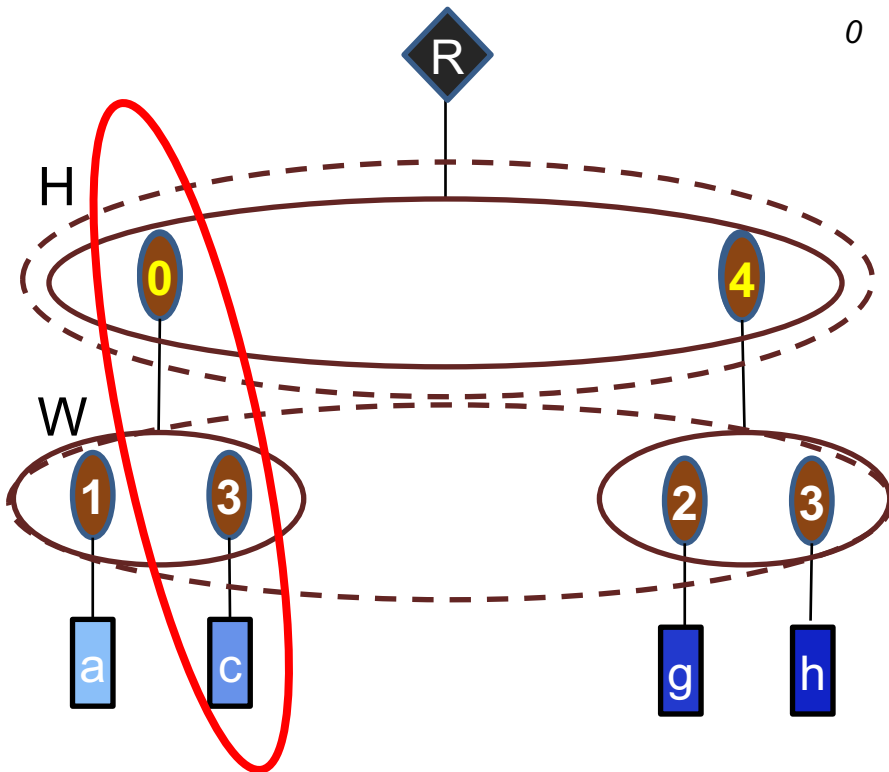
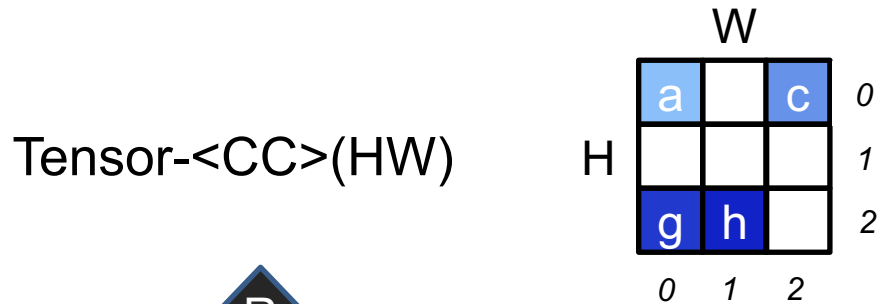
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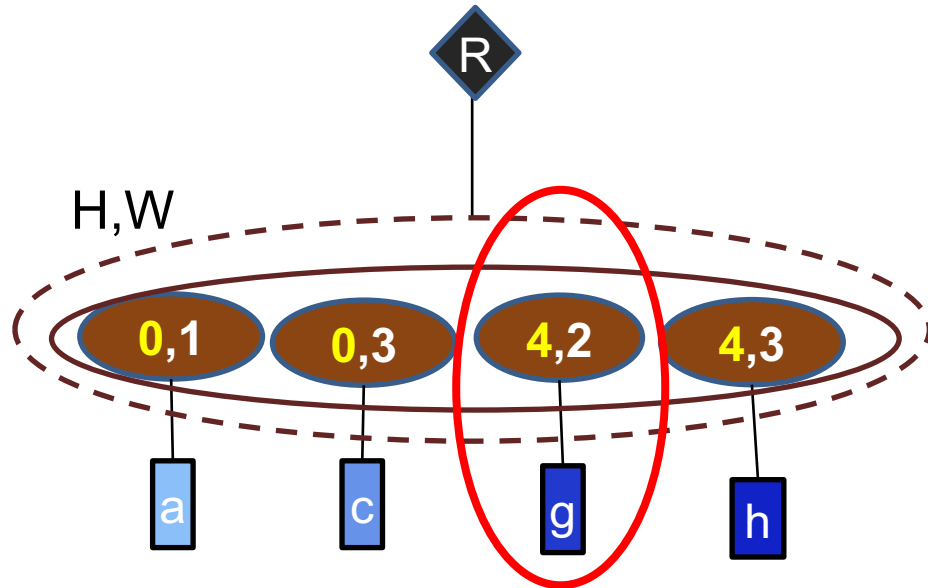
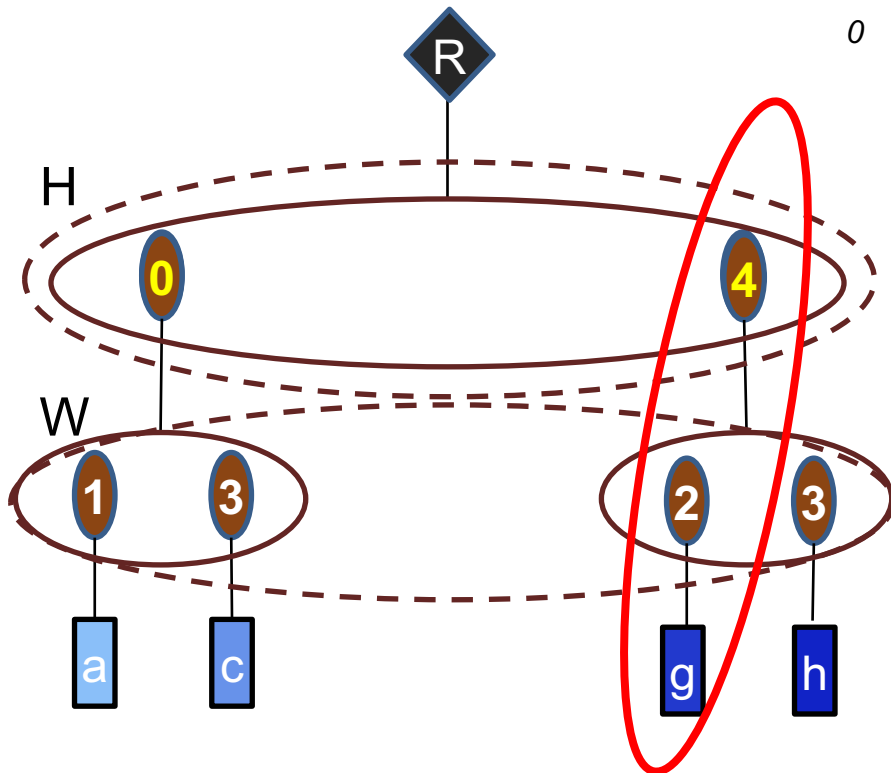
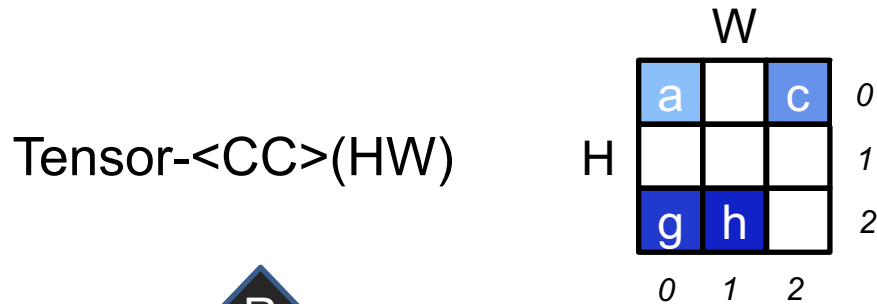
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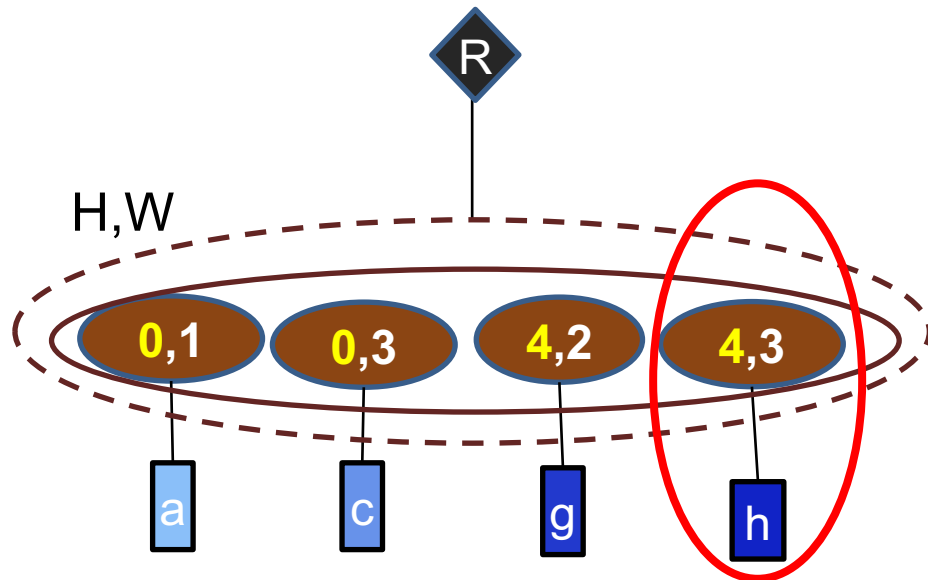
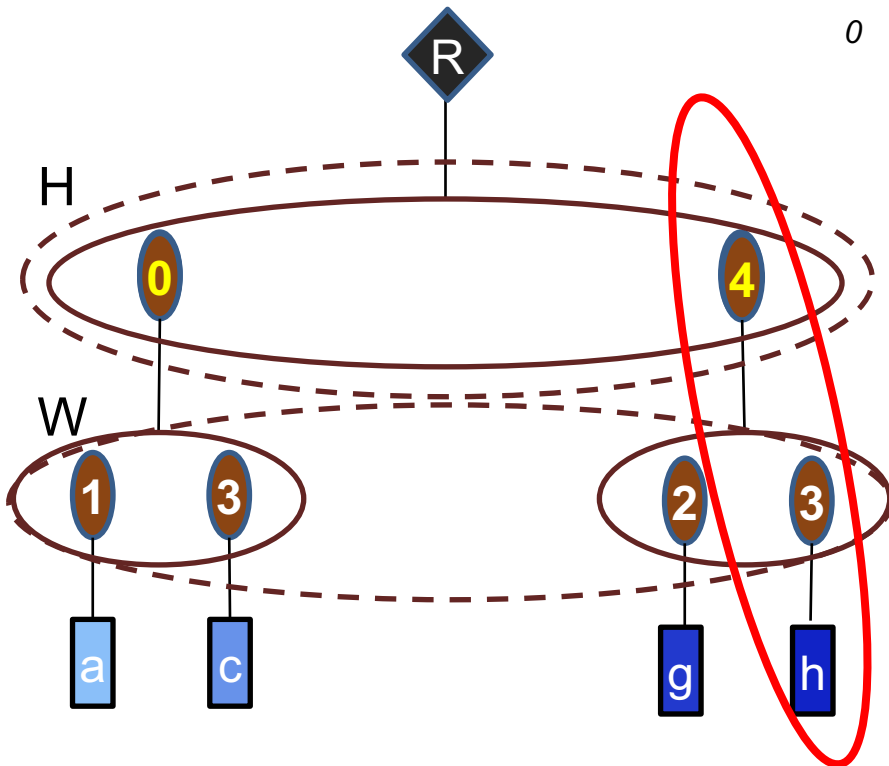
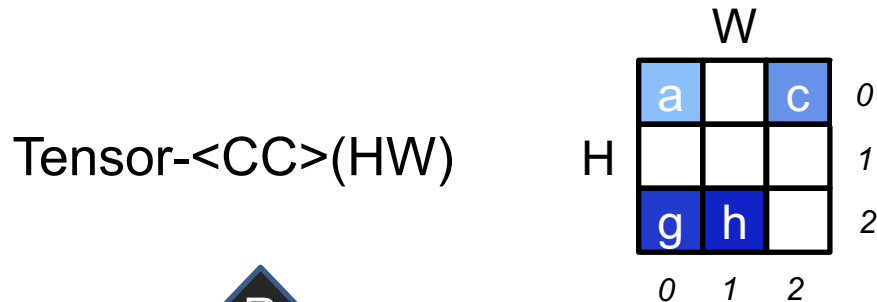
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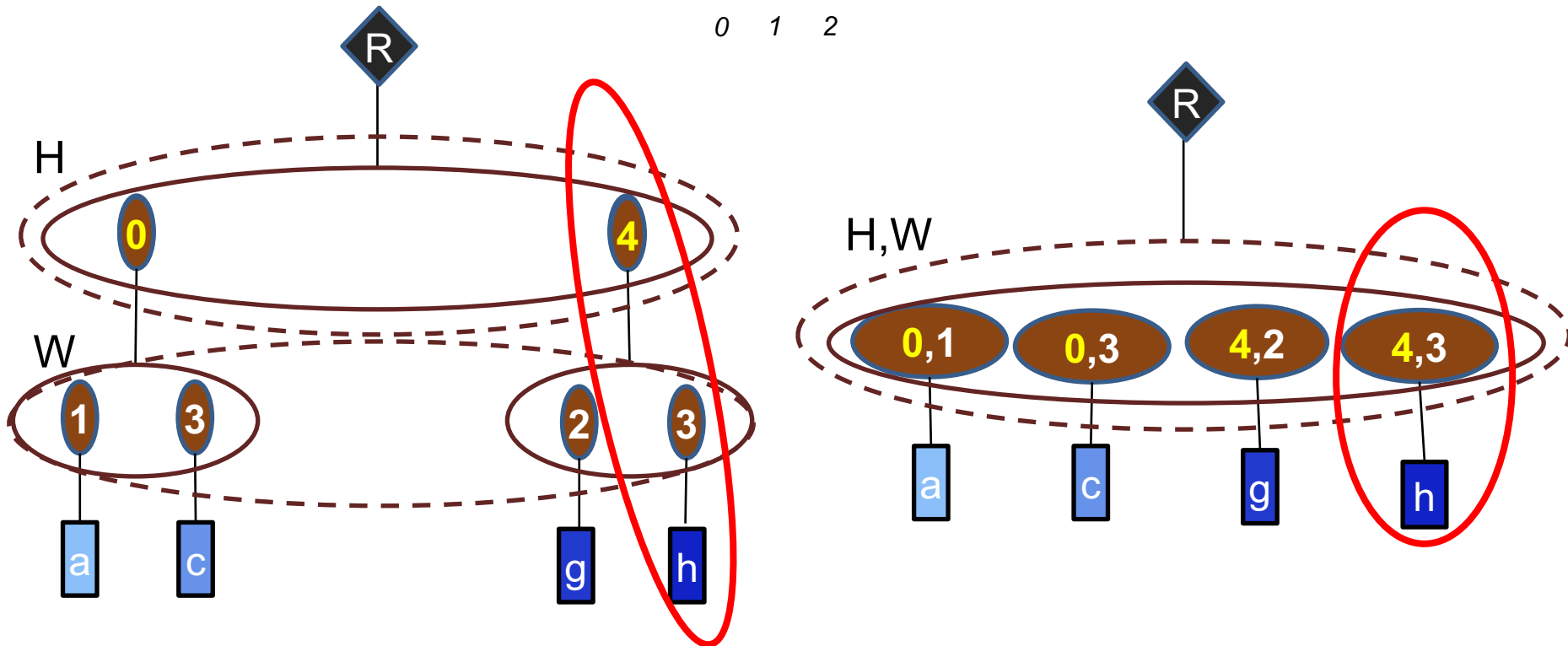
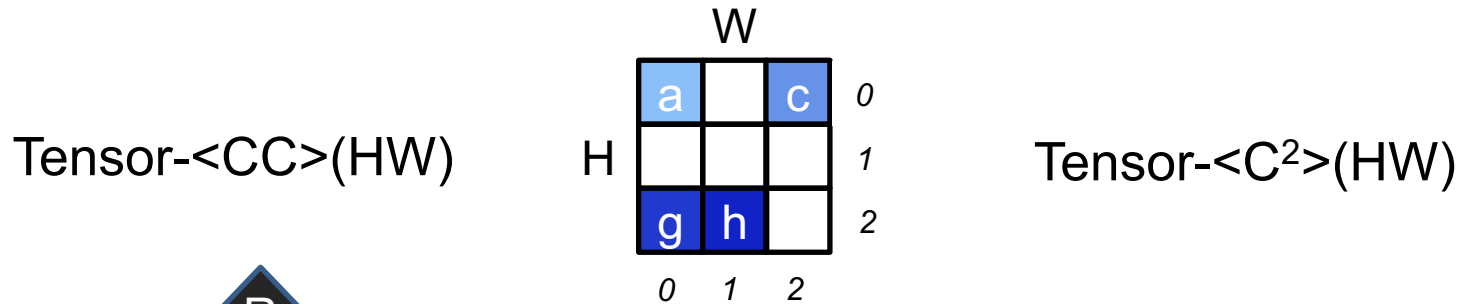
Flattening Ranks

For efficiency one can form new representations where the data structure for two or more ranks are combined.



Flattening Ranks

For efficiency one can form new representations where the data structure for two or more ranks are combined.



Row Stationary – Sparse Inputs & Activations

```
i = Tensor(CW)      # Input activations (CW flattened)
f = Tensor(C, SM)   # Filter weights (SM flattened)
o = Array(M, Q)     # Output activations

for ((c, w), i_val) in i:
    f_c = f.getPayload(c)
    f_c_split = f_c.splitEven(2)
    parallel-for (_, f_sm) in f_c_split:
        for ((s, m), f_val) in f_sm if w-Q <= s < w:
            q = w - s
            o[m, q] += i_val * f_val
```

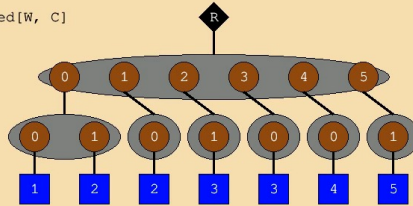
Eyeriss V2 – Chen et.al., JETCAS 2018

Row Stationary – Sparse Inputs & Activations

Tensor: I+swapped[W, C]

Rank: W

Rank: C

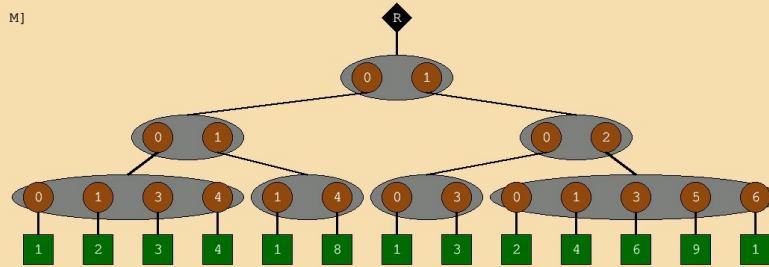


Tensor: F[C, S, M]

Rank: C

Rank: S

Rank: M



File:



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Thank you!

*Next Lecture:
Transactional Memory*