

Learning A Continuous and Reconstructible Latent Space for Hardware Accelerator Design

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<https://github.com/hqjenny/vaesa.git>

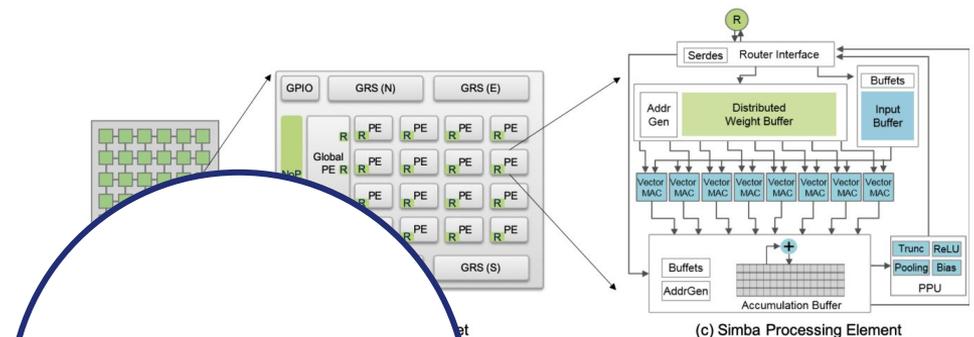


Motivation: Designing accelerators is challenging

Hardware design space exploration (DSE) challenges:

1. High-dimensional and discrete
2. Multi-objective and nonlinear
3. Costly

Challenge #1: High-dimensional and discrete

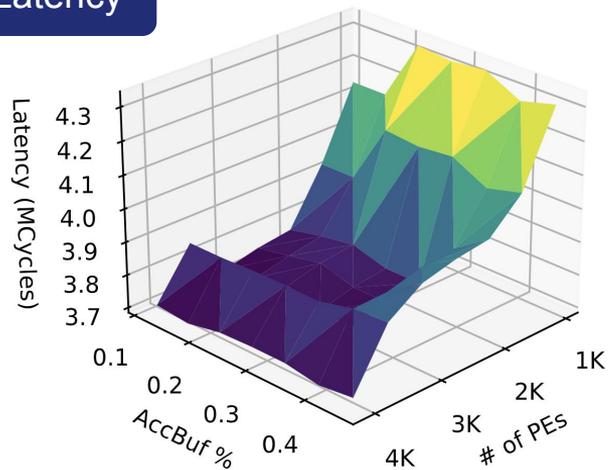


from package to processing element (PE).

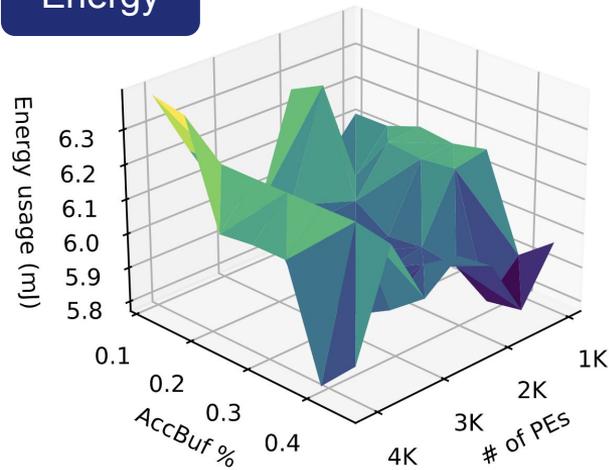
Parameter	Max	# of Possible Values
# of PEs	64	5
# of MAC units	4096	64
Accum. buffer size	96 KB	128
Weight buffer size	8 MB	32768
Input buffer size	256 KB	2048
Global buffer size	256 KB	131072

Challenge #2: Multi-objective and nonlinear

Latency



Energy



Performance of ResNet-50 as # of PEs and accumulation buffer size change

Challenge #3: Costly

Evaluation
Time

×

Hardware
Designs

=

>> 32M
years

$\sim 10^{17}$

Platform	Evaluation Time
Timeloop	0.01s
VCS	10 mins
FPGA	2 mins

Problem Statement

How can we efficiently navigate the accelerator design space for deep learning algorithms?

Prior work: Search strategy oriented

Heuristic-Driven

Interstellar

Black-box
Optimization

Bayesian Opt
Apollo
NAAS

Gradient-based
Optimization

EDD
DiffTune
Prime

Prior work: Search strategy oriented

**Original
Space**

Heuristic-Driven

Interstellar

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Existing work focuses on
developing **effective search
strategies**

Prior work: Search strategy oriented

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**Original
Space**

Interstellar

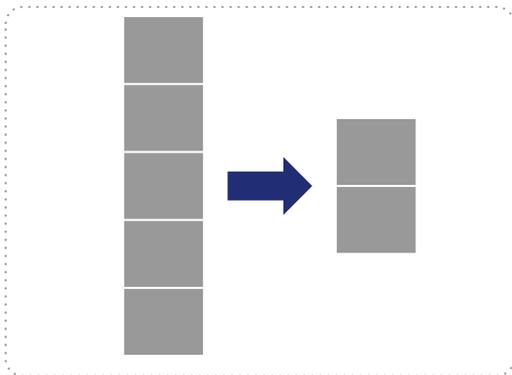
Bayesian Opt
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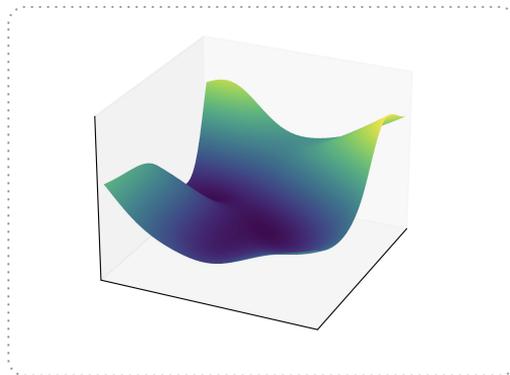
**New
Design
Space**

Desirable hardware design space properties

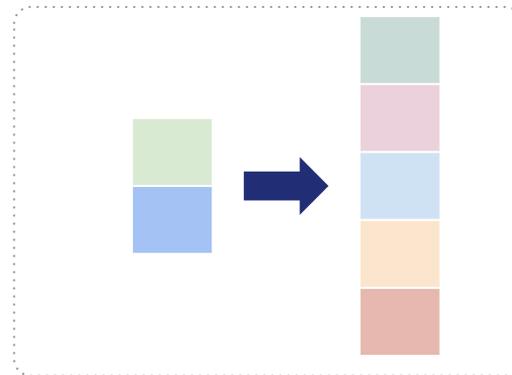
1. Reduced dimensionality



2. Smooth surface



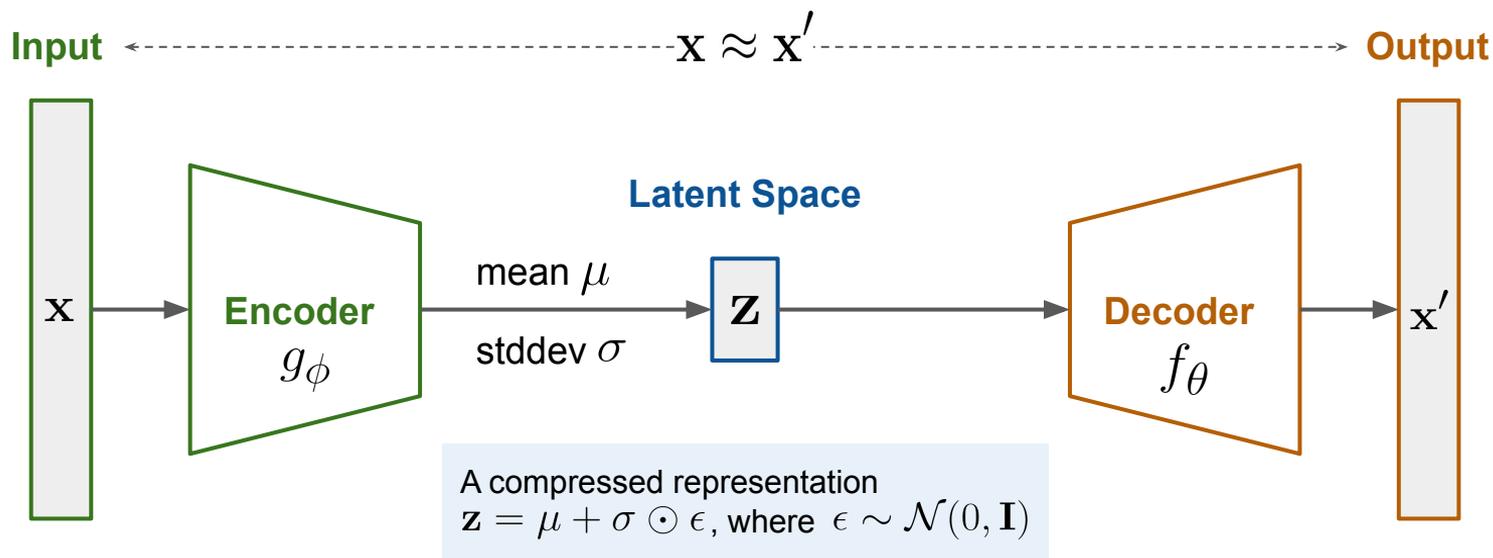
3. Reconstructible



Variational Autoencoder (VAE)

Background: Variational Autoencoder (VAE)

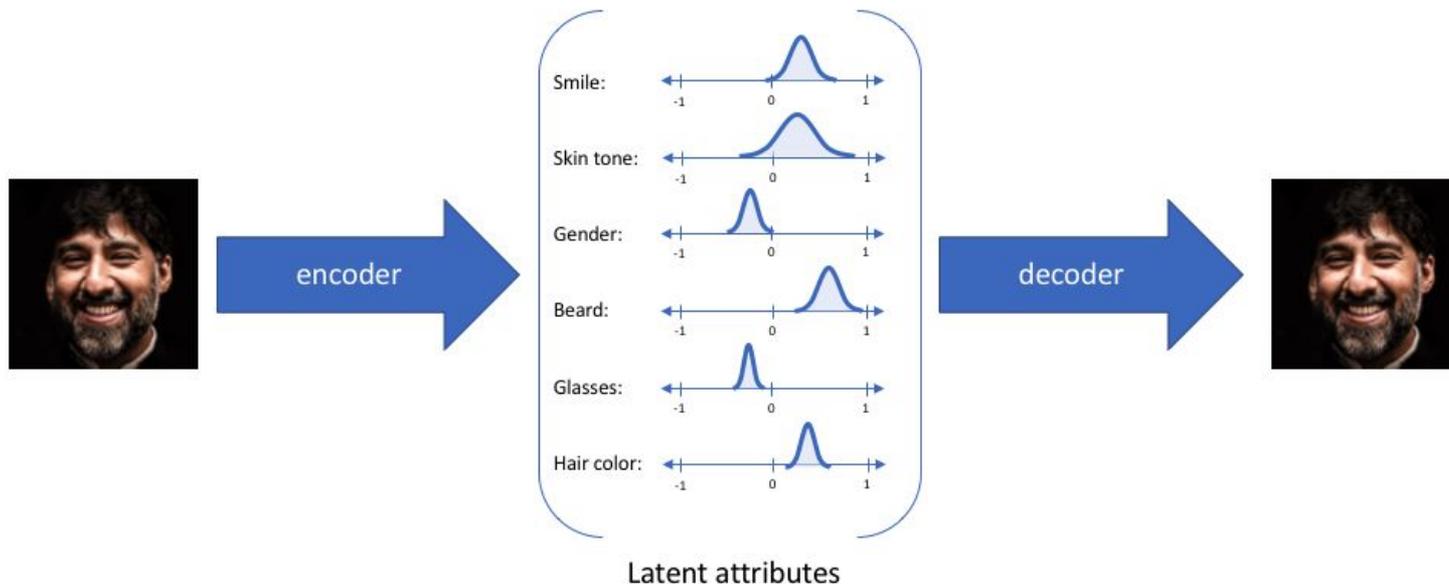
A **model** that learns a compressed representation z of input data x



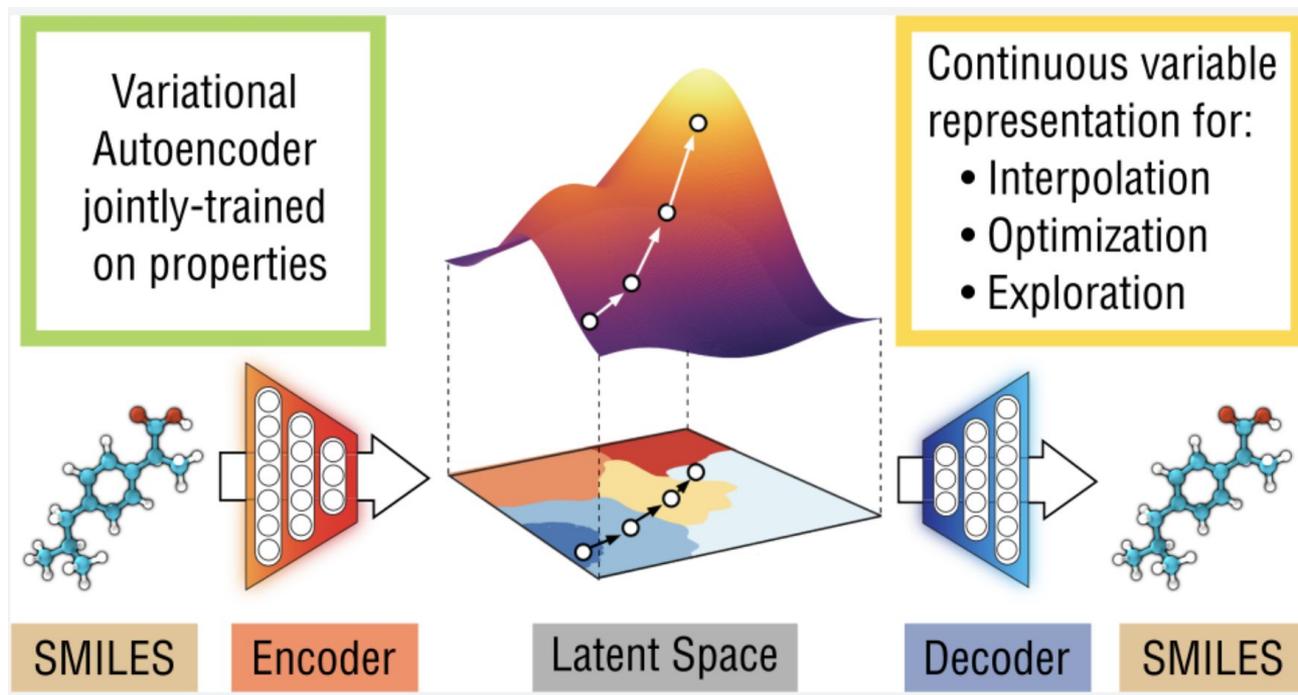
- Training minimizes reconstruction error, regularizes μ and σ towards the standard normal

Background: Variational Autoencoder (VAE)

- Learns underlying (latent) features by identifying structure in data



VAE Application: Chemical Design



Our work: Search space oriented

**Original
Space**

Heuristic-Driven

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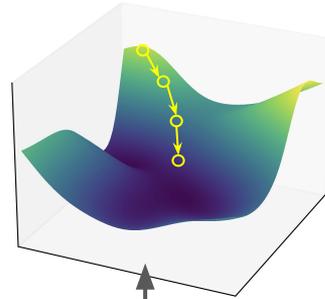
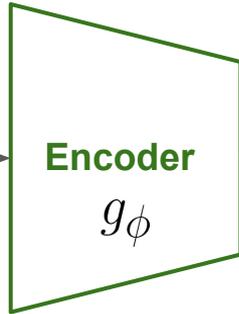
EDD
DiffTune
Prime

**Latent
Space**

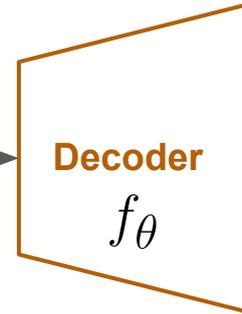
VAE for Spatial Accelerator Design (VAESA)

Our Framework - VAESA

Input
HW Design



Latent Design Space

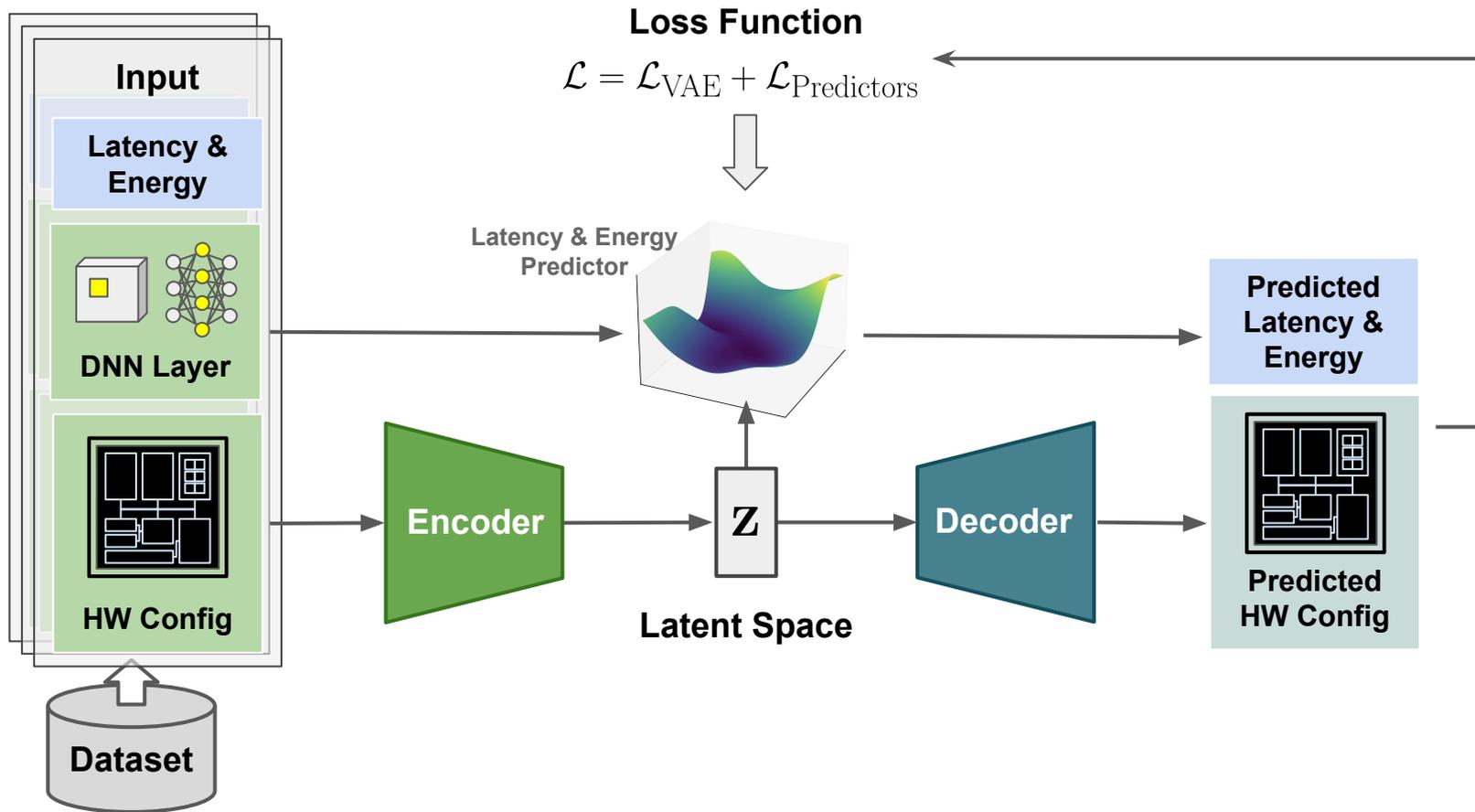


Output
HW Design



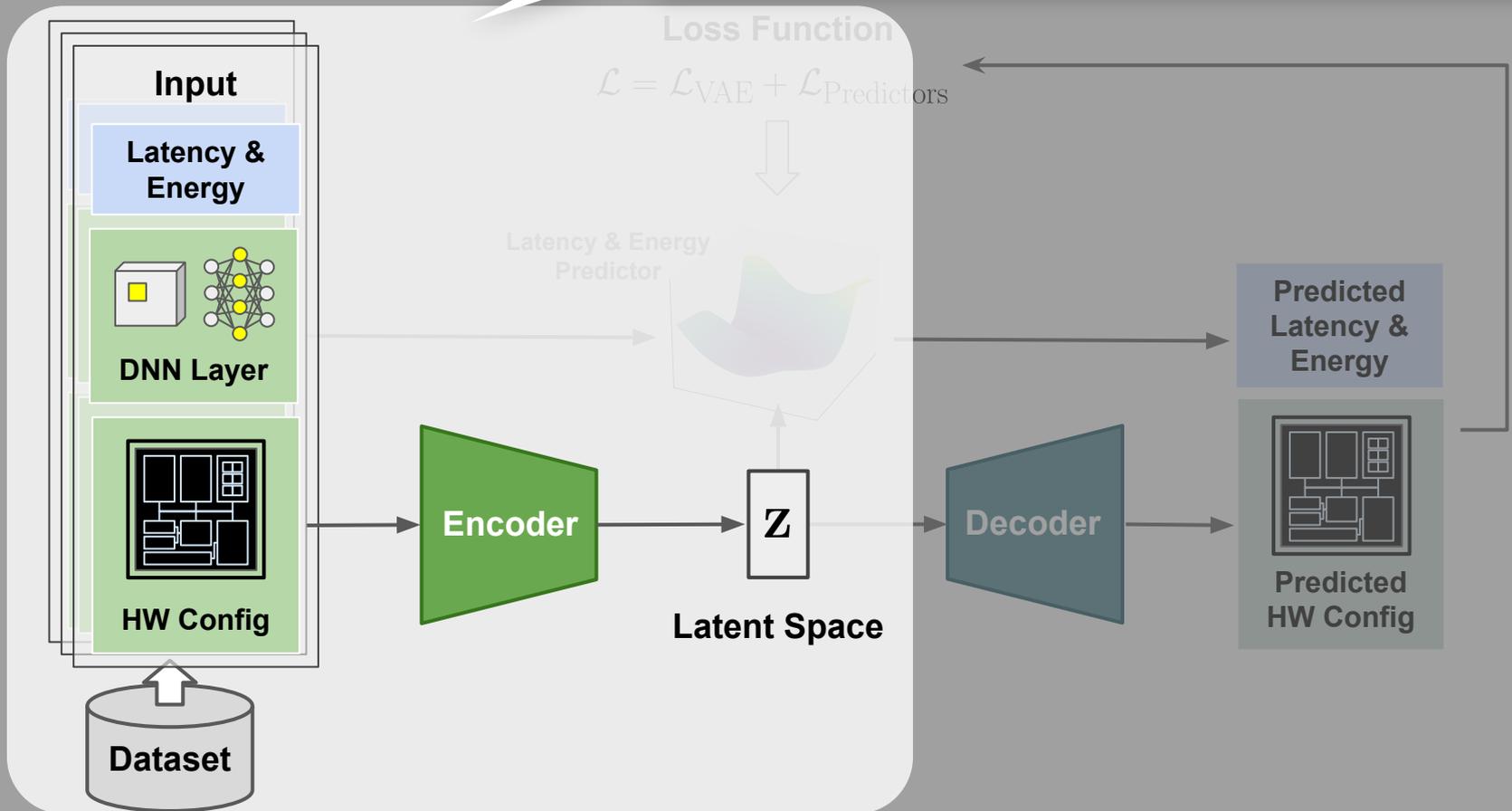
How do we train the VAE to obtain the latent design space?

VAESA Training

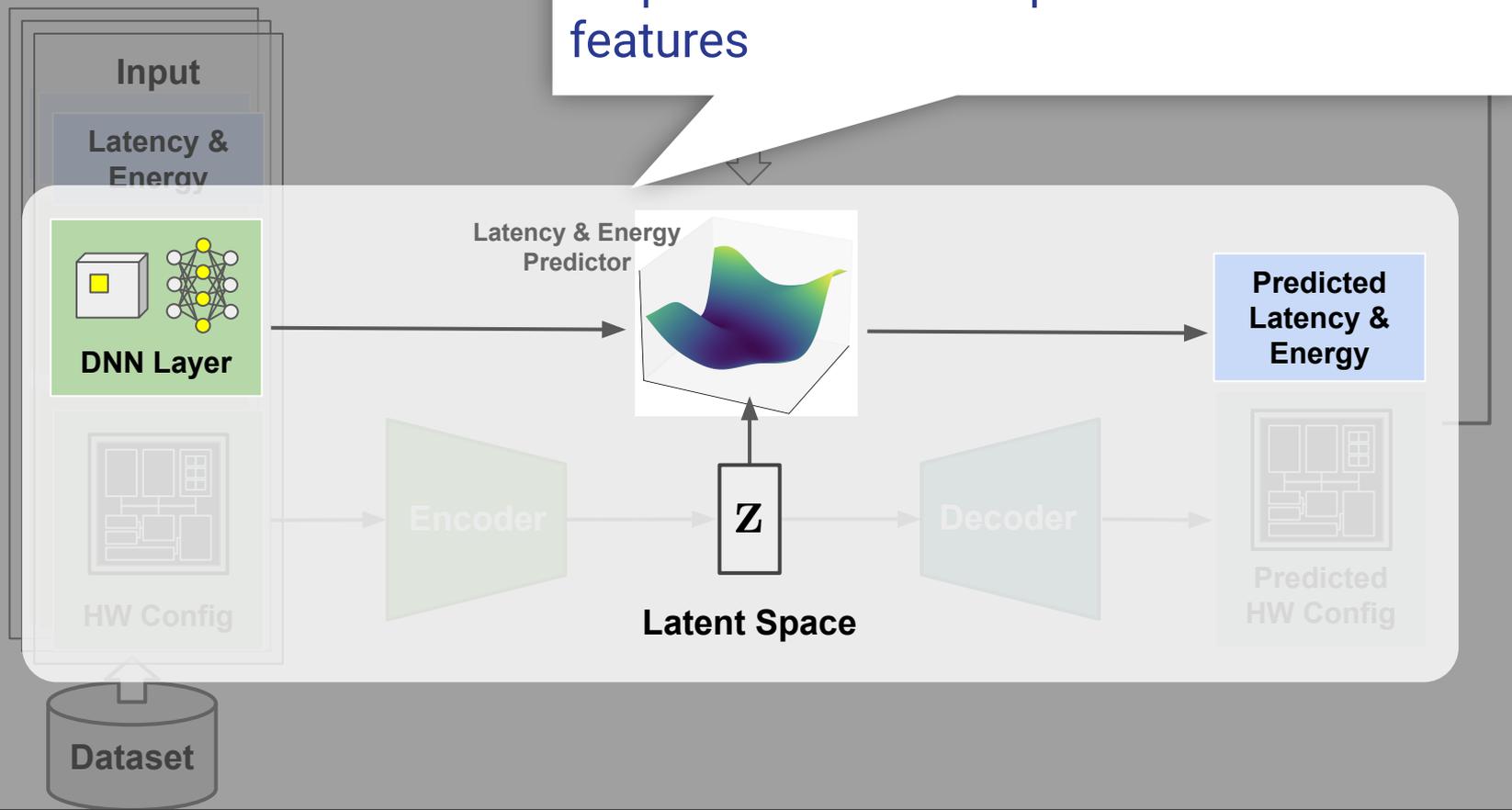


Step 1: Encode to a compact, continuous search space

VAESA Training

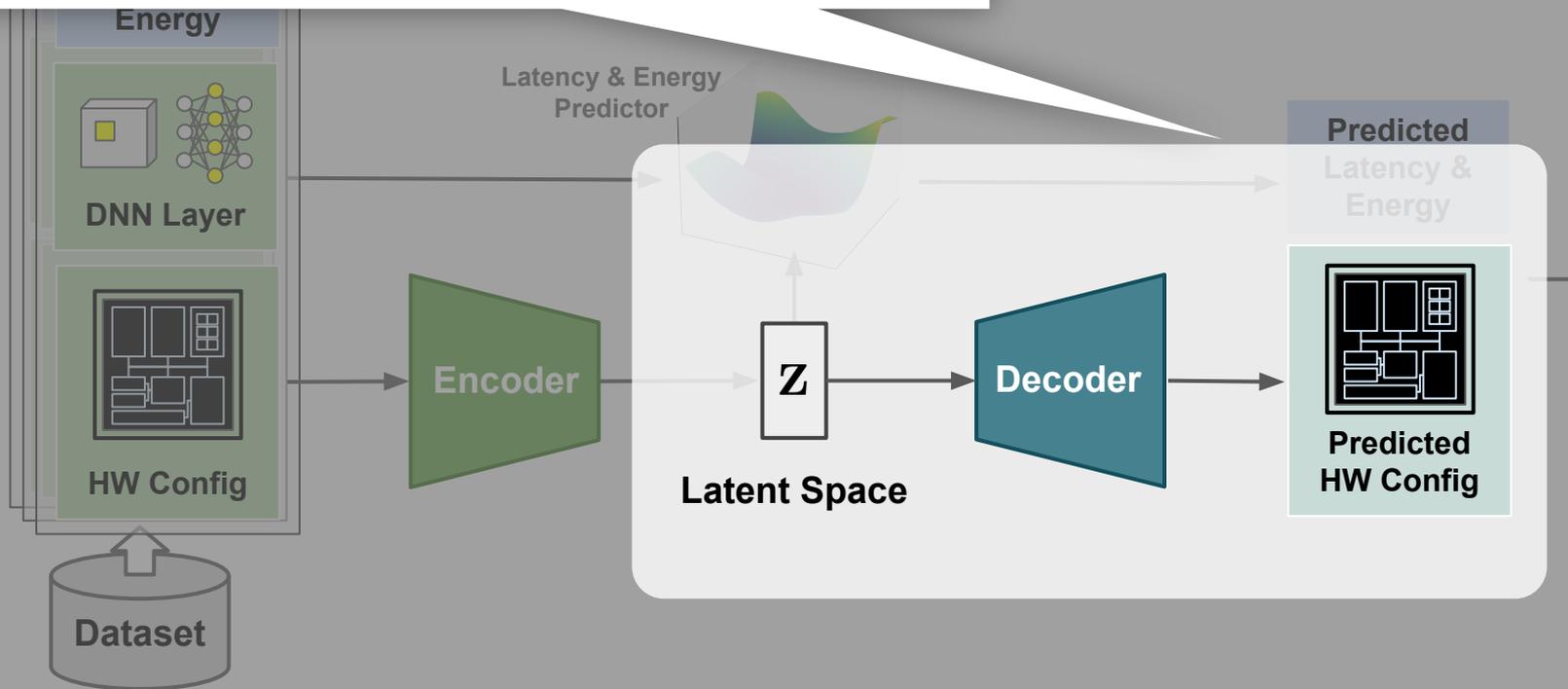


VAESA Training

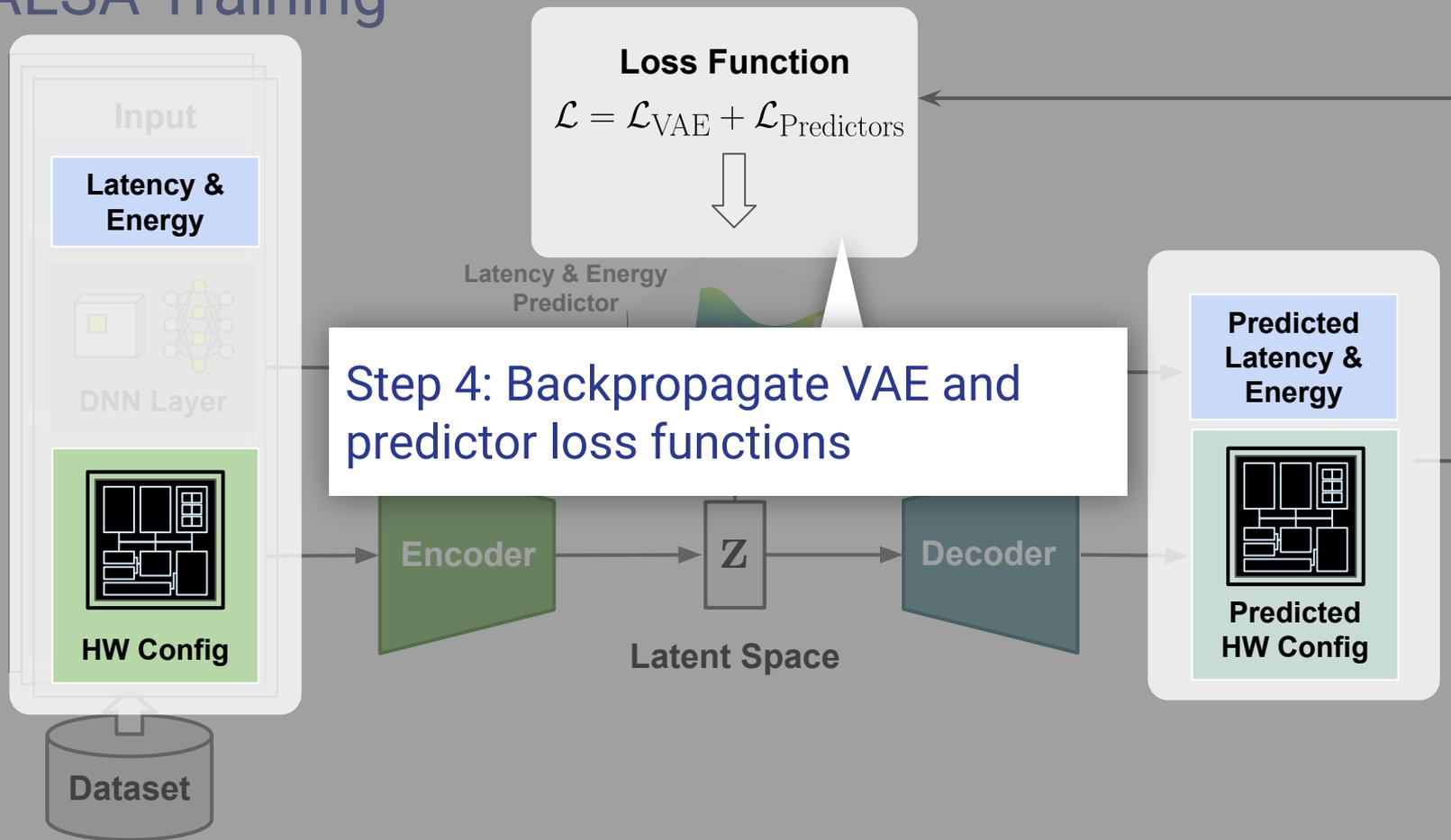


VAESA Training

Step 3: Reconstruct to actual hardware configurations



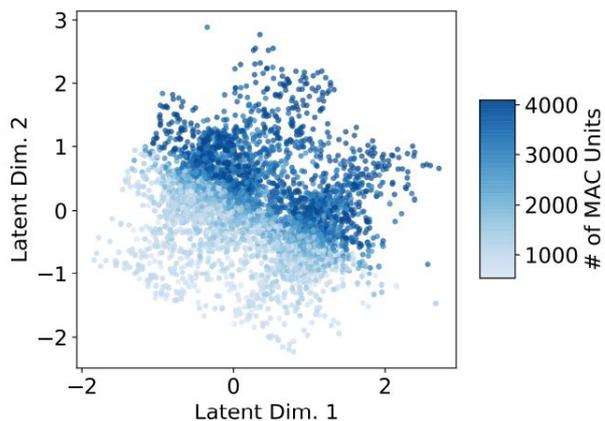
VAESA Training



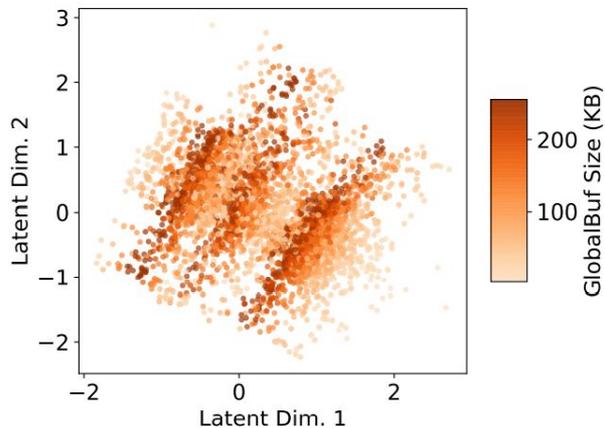
VAESA Visualization (2D)

Learned latent space

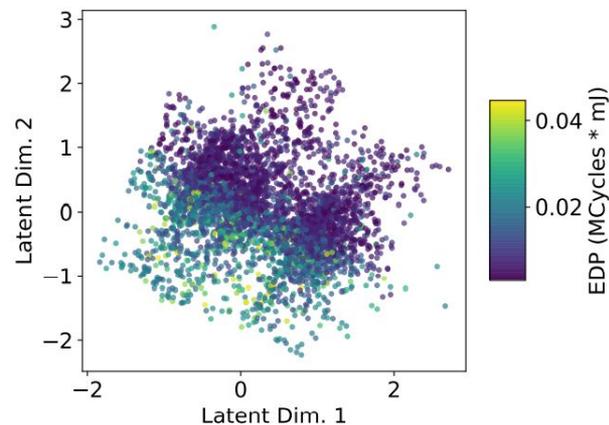
a) Number of MAC units



b) Global buffer size

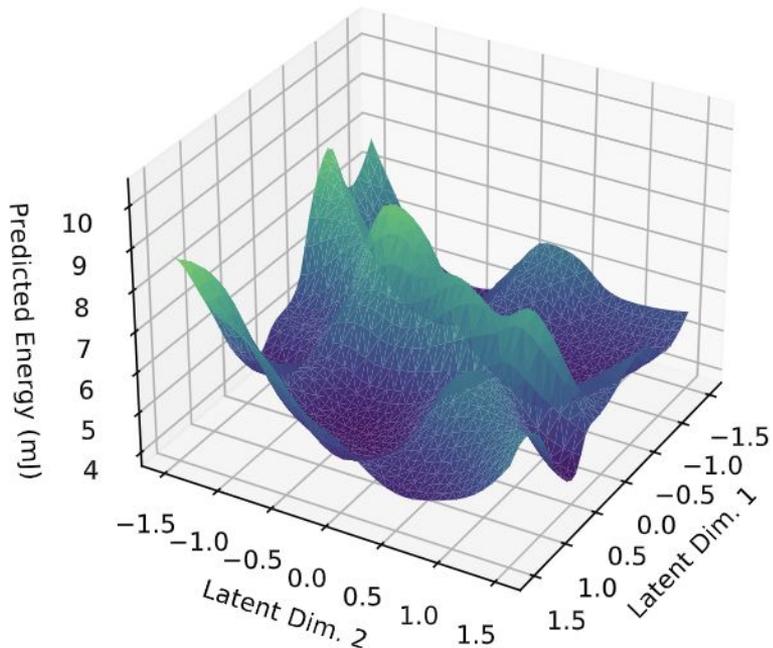


c) Energy-delay product*

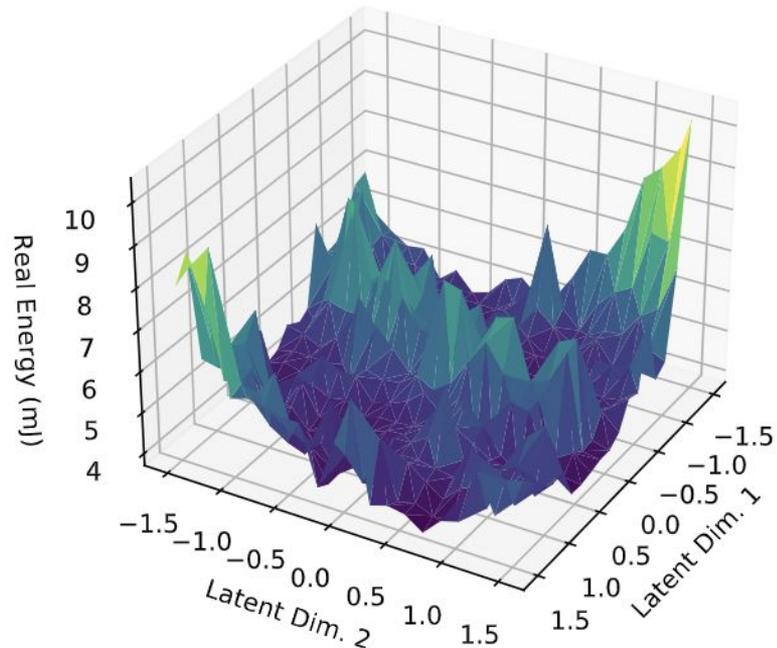


VAESA Visualization (2D)

Predicted performance: Energy

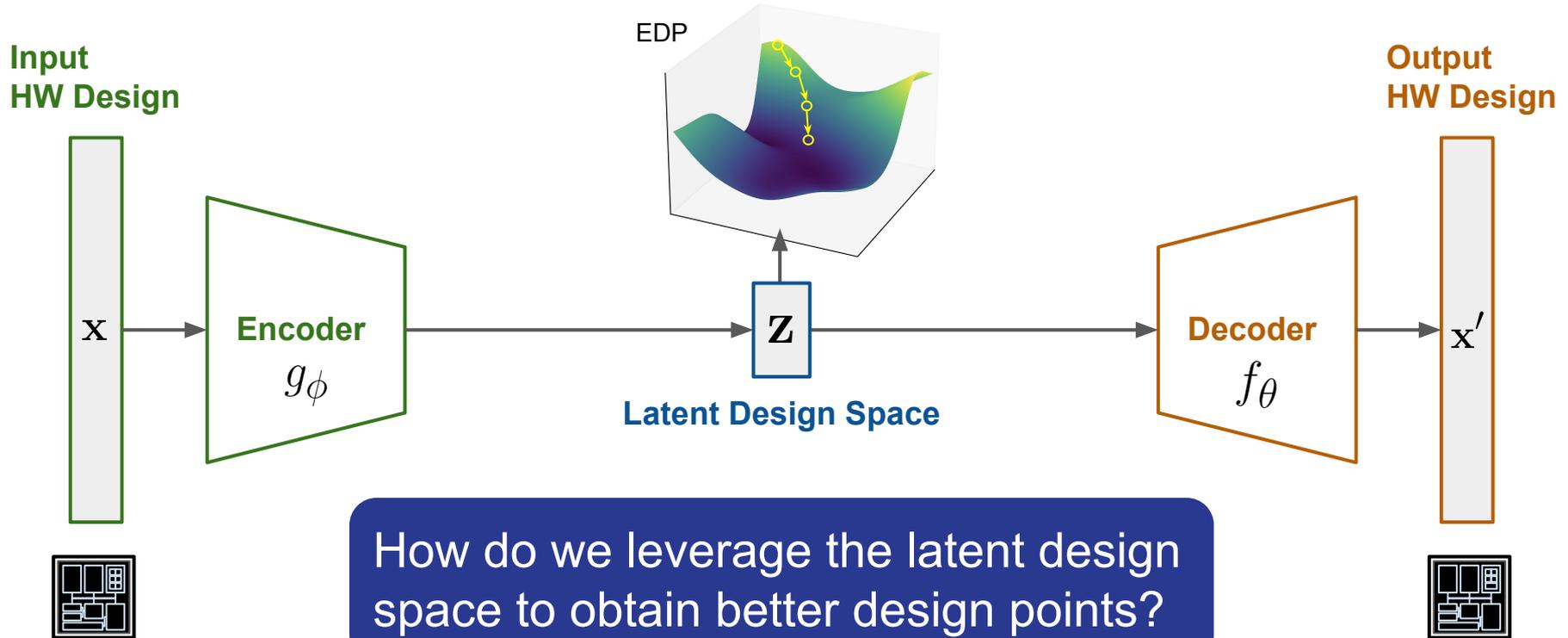


(c) Predicted energy usage

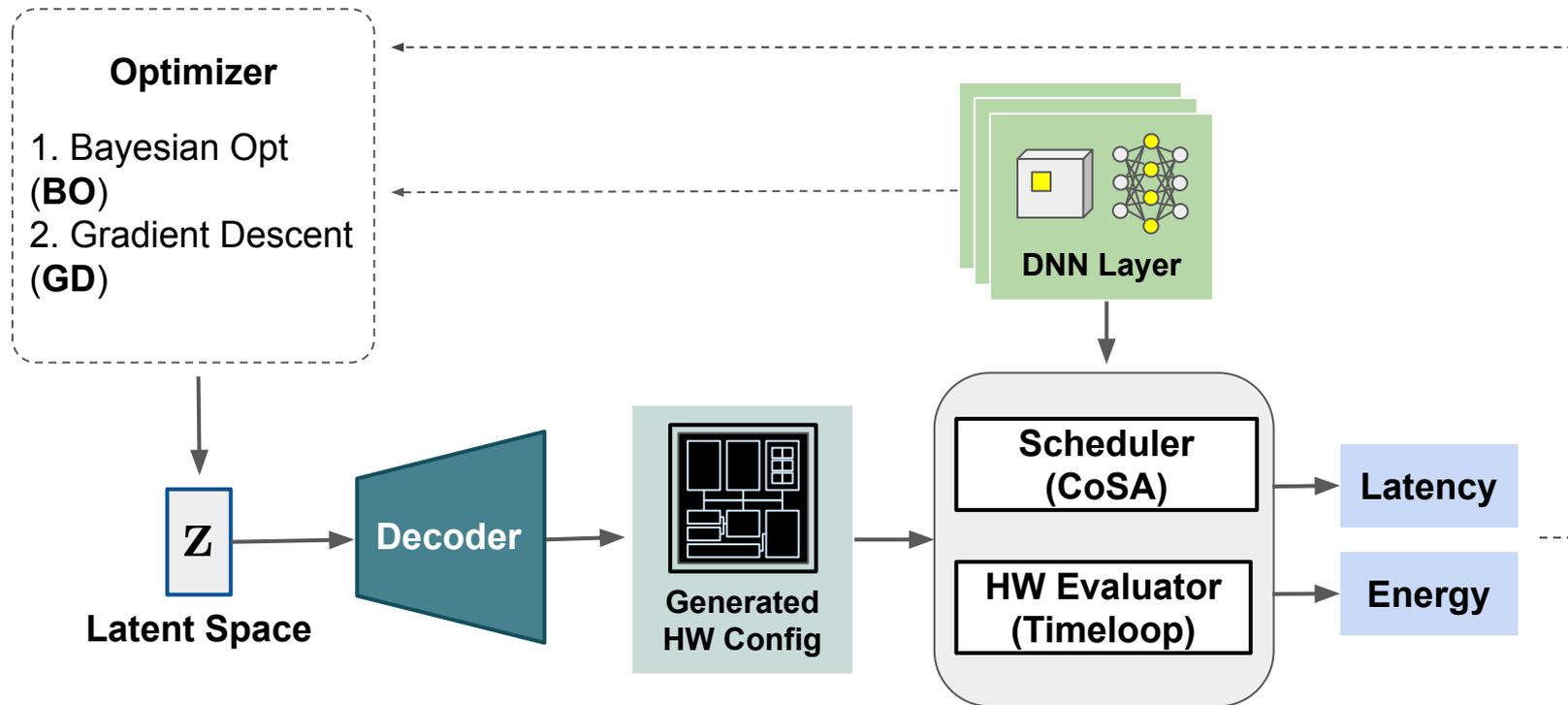


(d) Real energy usage of decoded accelerator

Our Framework - VAESA



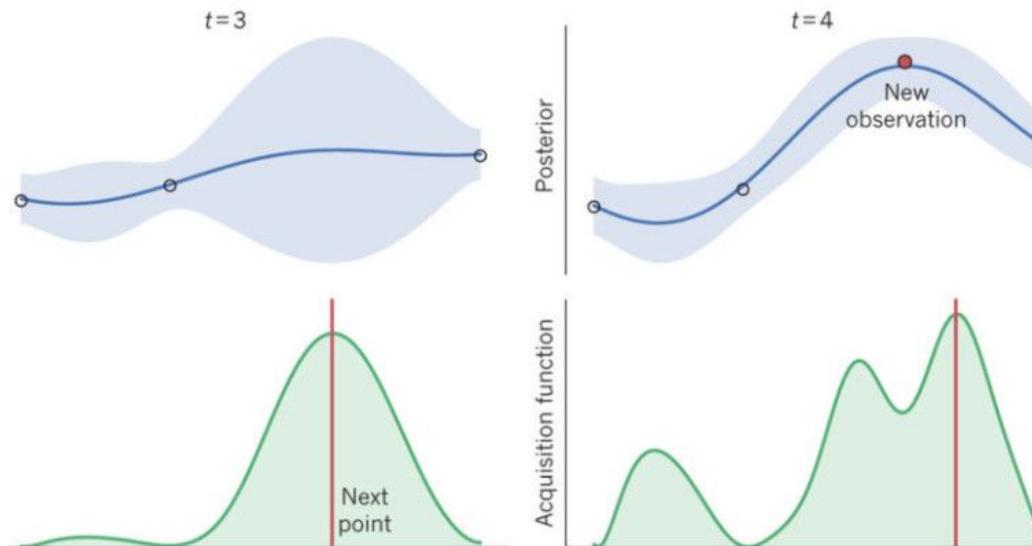
VAESA Inference



VAESA Inference

Bayesian Optimization (BO)

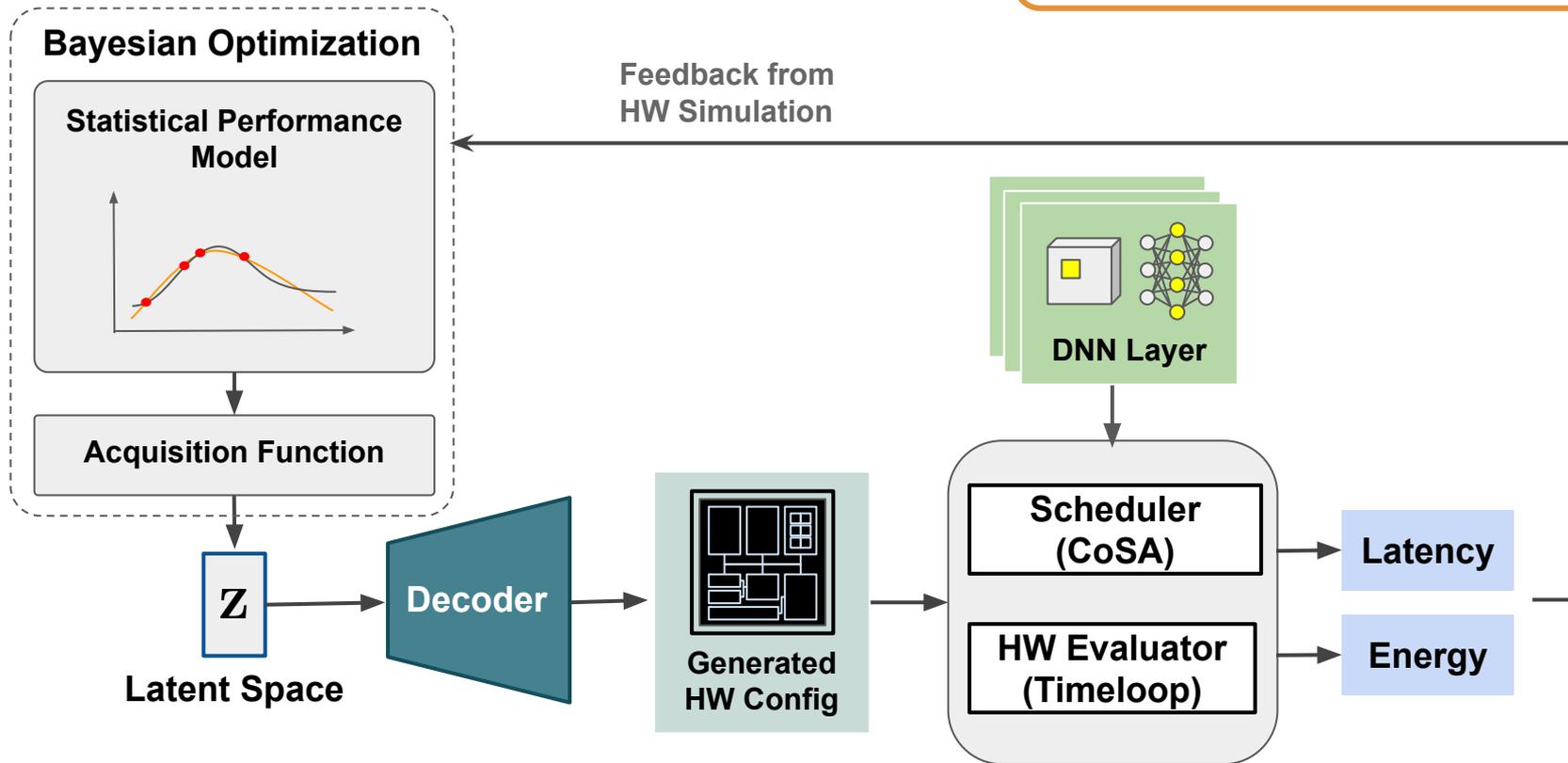
- BO iteratively updates a **statistical model** to approximate the unknown objective function and uses **an acquisition function** to decide which input to sample next.



VAESA Inference

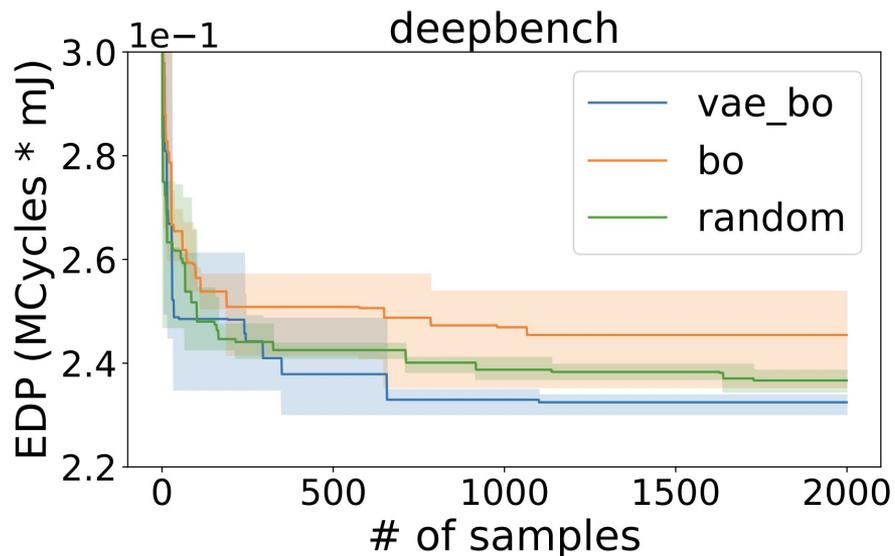
VAESA+BO

Black-box optimization
on the latent space

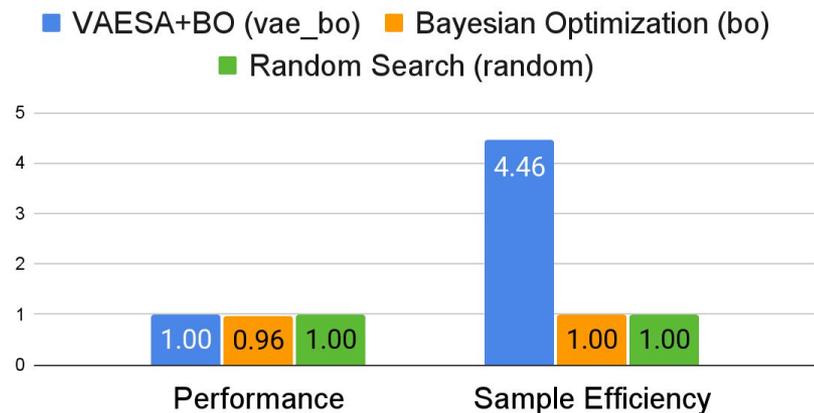


Results

VAESA+BO Comparison



DeepBench Optimization

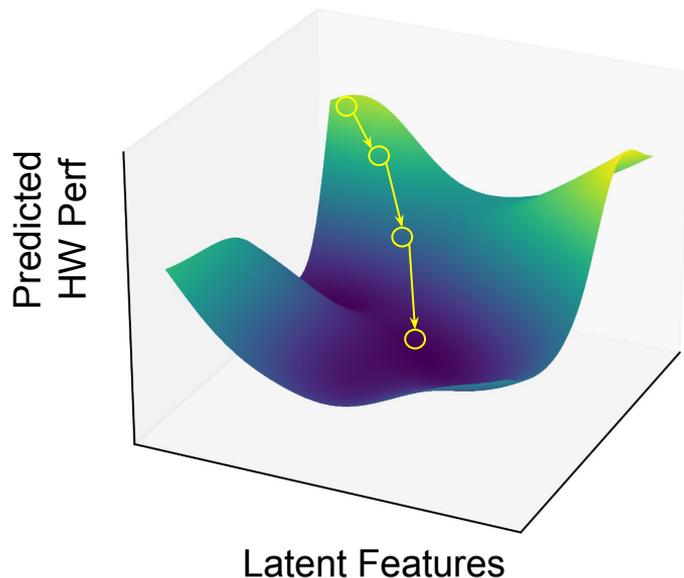


VAESA+BO improves the sample efficiency of BO and finds optimal accelerator designs.

VAESA Inference

Gradient Descent (GD)

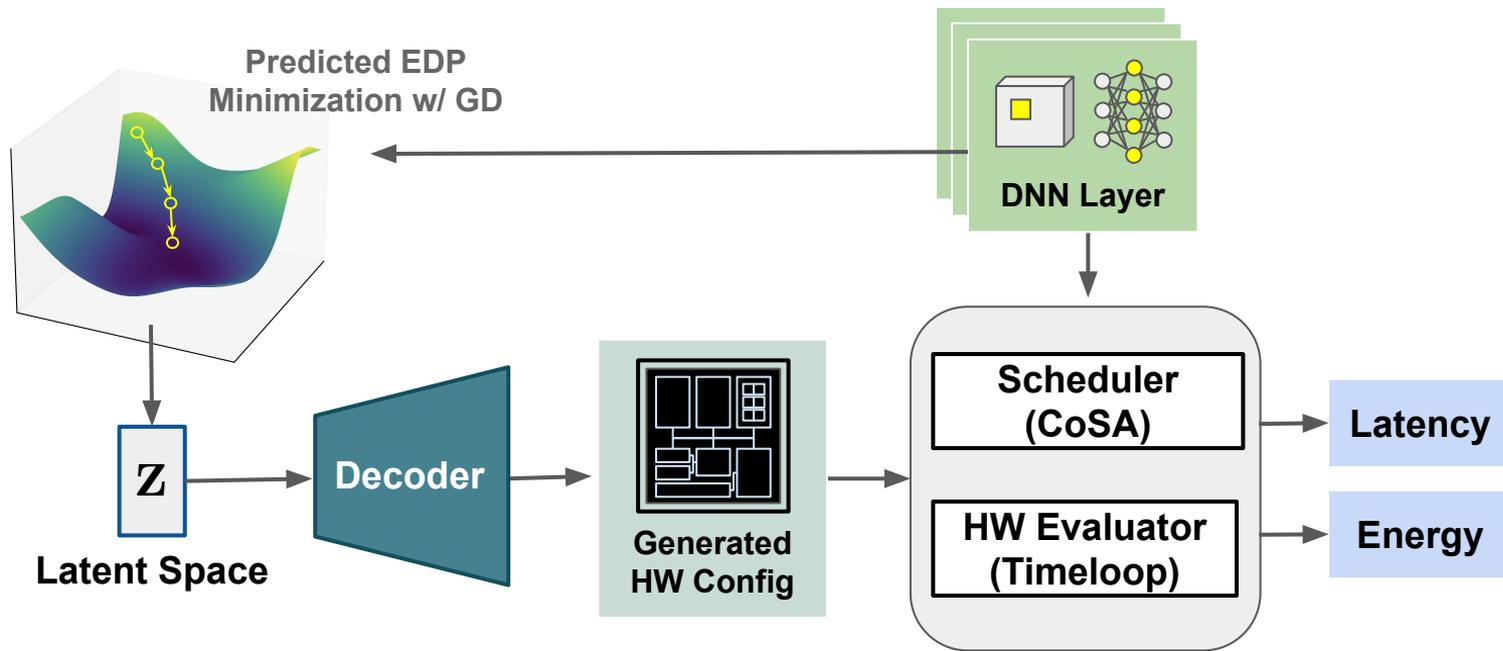
- GD is an iterative method for optimizing an objective function with suitable smoothness properties by take repeated steps **in the opposite direction of the gradient** of the function at the current point.



VAESA Inference

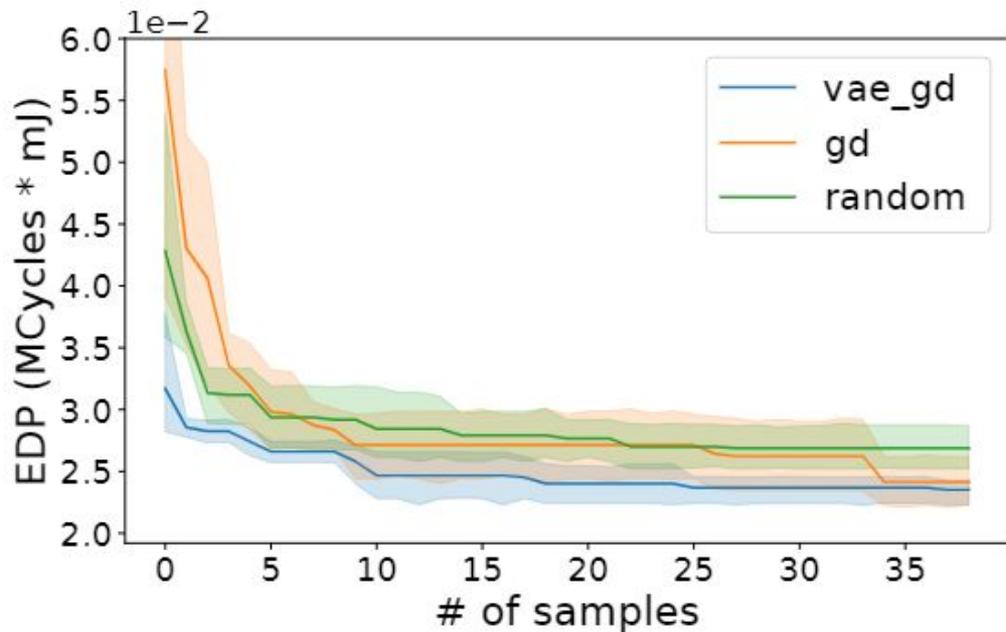
VAESA+GD

Predictor-based search
on the latent space



Results

VAESA+GD Comparison



Average EDP improvement of GD compared to random search over 12 test layers. Experiments repeated for 5 random seeds.

GD on the latent space achieves better design points faster than GD on the original space.

Conclusion

In VAESA,

- We introduce an DSE framework where the search is performed on a **continuous** and **reconstructible** latent space
- We train a rigorous VAE model and use the trained models to enhance two state-of-the-art algorithms: *the black-box BO* and *the predictor-based GD algorithm*

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Github: <https://github.com/hqjenny/vaesa.git>