# Flash-Cosmos

# In-Flash Bulk Bitwise Operations Using Inherent Computation Capability of NAND Flash Memory

Jisung Park, Roknoddin Azizi, Geraldo F. Oliveira, Mohammad Sadrosadati, Rakesh Nadig, David Novo, Juan Gómes Luna, Myungsuk Kim, and Onur Mutlu









# Talk Outline

- Problem, Goals & Key Idea
- Background
- Flash-Cosmos: <u>Computation with One-Shot Multi-Operand Sensing</u>
- Evaluation
- Summary



#### **Bulk Bitwise Operations**

Widely-used computation primitive in data-intensive applications



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Widely-used computation primitive in data-intensive applications



#### Data-Movement Bottleneck

Conventional systems: Outside-storage processing (OSP) that must move the entire data to CPUs/GPUs through the memory hierarchy



External I/O bandwidth of storage systems is the main bottleneck in conventional systems (OSP)

#### Near-Data Processing for Bitwise Operations

 Can effectively mitigate data movement by performing simple bitwise operations where the data resides



<sup>1</sup>Aga+, "Compute Caches," HPCA, 2017

<sup>2</sup>Seshadri+, "Ambit: In-Memory Accelerator for Bulk Bitwise Operations Using Commodity DRAM Technology," MICRO, 2017

<sup>3</sup>Li+, "Pinatubo: A Processing-in-Memory Architecture for Bulk Bitwise Operations in Emerging Non-Volatile Memories," DAC, 2016

<sup>4</sup>Gu+, "Biscuit: A Framework for Near-Data Processing of Big Data Workloads," ISCA, 2016

<sup>5</sup>Gao+, "ParaBit: Processing Parallel Bitwise Operations in NAND Flash Memory Based SSDs," MICRO, 2021

### Near-Data Processing for Bitwise Operations

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ISP can mitigate data movement overhead by reducing SSD-external data movement

 Uses in-storage compute units (embedded cores or FPGA) to send only the computation results



SSD-internal bandwidth becomes the new bottleneck in ISP

# In-Flash Processing (IFP)

Performs computation inside NAND flash chips



SSD internal I/O bandwidth: ~ 10 GB/s

# In-Flash Processing (IFP)

Performs computation inside NAND flash chips



IFP fundamentally mitigates data movement

#### ParaBit [Gao+, MICRO 2021]

• Performs bulk bitwise operations inside NAND flash chips by intelligently controlling the latching circuit of the page buffer





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#### NAND Flash Chip

#### ParaBit significantly reduces data movement out of NAND flash chips

#### Serial sensing operations

(e.g., 32 sensing operations for 32-operand AND) **bottleneck** performance and energy in ParaBit

- Limitations of ParaBit [Gao+, MICRO 2021]
  - Serial sensing operations become the new bottleneck
  - Erroneous computation results due to the high raw bit-error rate of NAND flash memory



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# Address the new bottleneck of IFP (serial sensing of operands)

# Make IFP reliable (provide accurate computation results)



## Our Proposal: Flash-Cosmos

#### Flash-Cosmos enables

- Computation on multiple operands with a single sensing operation
- Accurate computation results by eliminating raw bit errors in stored data



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#### NAND Flash Basics: A Flash Cell

• A flash cell stores data by adjusting the amount of charge in the cell



**Operates as a resistor** 

**Operates as an open switch** 

#### NAND Flash Basics: A NAND String

• A set of flash cells are serially connected, forming a NAND string



#### NAND Flash Basics: Read Mechanism

NAND flash memory reads data by checking the bitline current

**Bitline (BL) Non-Target Cells: Operate as resistors** regardless of stored data NAND String

#### NAND Flash Basics: Read Mechanism

NAND flash memory reads data by checking the bitline current



### NAND Flash Basics: Read Mechanism

NAND flash memory reads data by checking the bitline current



### NAND Flash Basics: A NAND Flash Block

NAND strings connected to different bitlines comprise a block



#### NAND Flash Basics: Block Organization

• A large number of blocks share the same bitlines



# Similarity to Digital Logic Gates

A large number of blocks share the same bitlines



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### Key Ideas



#### Multi-Wordline Sensing (MWS) to enable in-flash bulk bitwise operations via a single sensing operation



Enhanced SLC-Mode Programming (ESP) to eliminate raw bit errors in stored data (and thus in computation results)

#### Intra-Block MWS:

Simultaneously activates multiple WLs in the same block



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Intra-Block MWS:
 Simultaneously activates multiple WLs in the same block
 → Bitwise AND of the stored data in the WLs

Flash-Cosmos (Intra-Block MWS) enables bitwise AND of multiple pages in the same block via a single sensing operation





#### Inter-Block MWS:

Simultaneously activates multiple WLs in different blocks

 $\rightarrow$  Bitwise OR of the stored data in the WLs



#### Inter-Block MWS:

Simultaneously activates multiple WLs in different blocks





#### Inter-Block MWS:

Simultaneously activates multiple WLs in different blocks





 $\rightarrow$  Bitwise OR of the stored data in the WLs

Flash-Cosmos (Inter-Block MWS) enables bitwise OR of multiple pages in different blocks via a single sensing operation

BL<sub>2</sub> BL<sub>3</sub>



### **Other Types of Bitwise Operations**

Flash-Cosmos also enables other types of bitwise operations (NOT/NAND/NOR/XOR/XNOR) leveraging existing features of NAND flash memory

#### Flash-Cosmos: In-Flash Bulk Bitwise Operations Using Inherent Computation Capability of NAND Flash Memory

Jisung Park<sup>§∇</sup> Roknoddin Azizi<sup>§</sup> Geraldo F. Oliveira<sup>§</sup> Mohammad Sadrosadati<sup>§</sup> Rakesh Nadig<sup>§</sup> David Novo<sup>†</sup> Juan Gómez-Luna<sup>§</sup> Myungsuk Kim<sup>‡</sup> Onur Mutlu<sup>§</sup>

<sup>§</sup>ETH Zürich <sup>¬</sup>POSTECH <sup>†</sup>LIRMM, Univ. Montpellier, CNRS <sup>‡</sup>Kyungpook National University



https://arxiv.org/abs/2209.05566.pdf

#### Key Ideas





Enhanced SLC-Mode Programming (ESP) to eliminate raw bit errors in stored data (and thus in computation results)

# Enhanced SLC-Mode Programming (ESP)

- Goal: eliminate raw bit errors in stored data (and computation results)
- Key ideas
  - Programs only a single bit per cell (SLC-mode programming)
    - Trades storage density for reliable computation
  - Performs more precise programming of the cells
    - Trades programming latency for reliable computation

#### Maximizes the reliability margin between the different states of flash cells

## Enhanced SLC-Mode Programming (ESP)

To eliminate raw bit errors in stored data (and computation results)

Flash-Cosmos (ESP) enables reliable in-flash computation by trading storage density & programming latency

#### Storage & latency overheads affect only data used in in-flash computation

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# **Evaluation Methodology**

#### Real-device characterization

- To validate the feasibility and reliability of Flash-Cosmos
- Using 160 48-WL-layer 3D Triple-Level Cell NAND flash chips
  3,686,400 tested wordlines
- Under worst-case operating conditions
  - $_{\circ}$  Under a 1-year retention time at 10K P/E cycles
  - Worst-case data patterns

#### System-level evaluation

- Using the state-of-the-art SSD simulator (MQSim [Tavakkol+, FAST'18])
- Three real-world applications
  - Bitmap Indices (BMI): Bitwise AND of up to ~1,000 operands
  - Image Segmentation (IMS): Bitwise AND of 3 operands
  - K-clique Star Listing (KCS): Bitwise OR of up to 32 operands
- Baselines
  - Outside-Storage Processing (OSP): A multi-core CPU (Intel i7-11700K)
  - In-Storage Processing (ISP): An in-storage hardware accelerator
  - ParaBit [Gao+, MICRO'21]: State-of-the-art in-flash processing mechanism

Both intra- and inter-block MWS operations require no changes to the cell array of commodity NAND flash chips

Both MWS operations can activate multiple WLs (intra: up to 48, inter: up to 4) at the same time with small increase in sensing latency (< 10%)

ESP significantly improves the reliability of computation results (no observed bit error in the tested flash cells)

# **Results: Performance & Energy**



Flash-Cosmos provides significant performance & energy benefits over all the baselines

The larger the number of operands, the higher the performance & energy benefits

#### More in the Paper

- Support for other types of bitwise operations
  NOT/NAND/NOR/XOR/XNOR
- More detailed real-device characterization results
- Optimizations to improve bitwise operation performance
- Flash-Cosmos command interface
- System support
- Overhead analysis

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## Summary: Flash-Cosmos



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