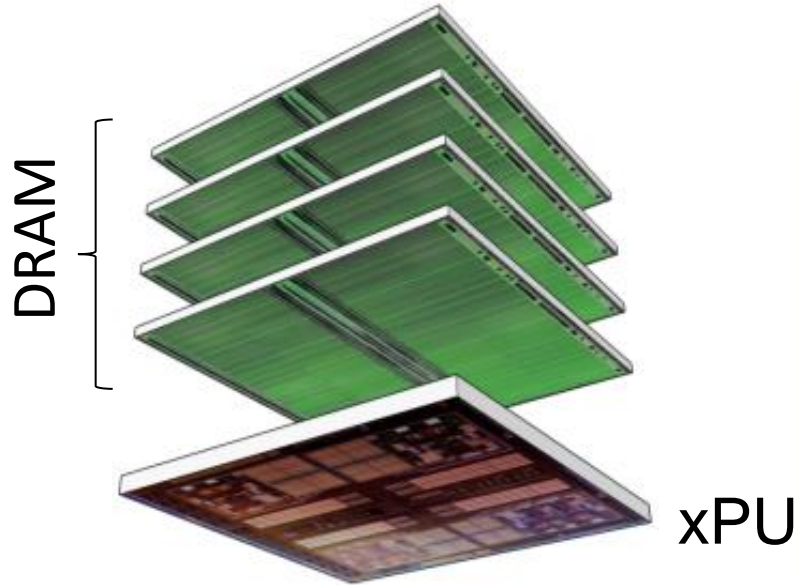


A photograph of a man in a purple striped shirt and glasses, looking upwards and pointing at a server rack in a data center. The server racks are black with yellow handles and have numbers like 24, 25, 26, 27, 28, 29, 30, 31, and 32 visible. The image is partially obscured by a white diagonal shape on the left and a teal shape at the bottom.

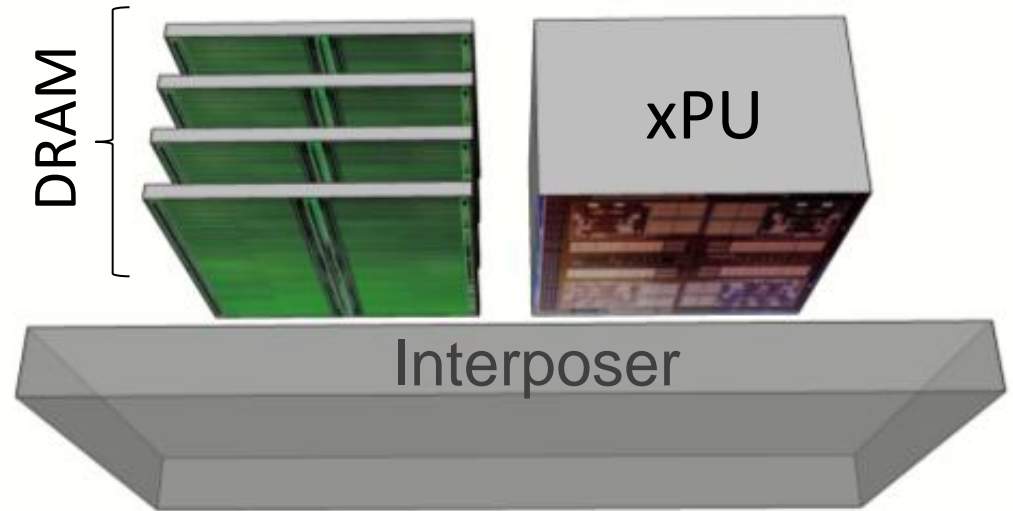
EMERGING TECH PANEL: 3D MEMORY INTEGRATION

Gabriel Loh
AMD Research

WHAT IS DIE-STACKING?



VERTICAL STACKING (3D)

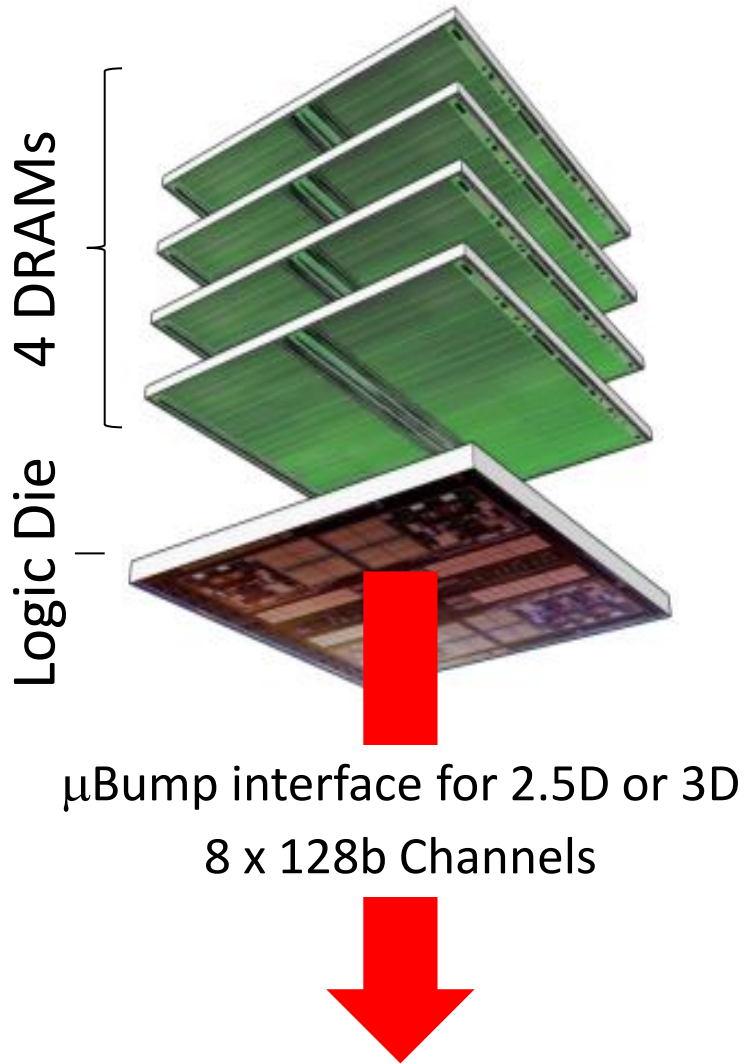


INTERPOSER STACKING (2.5D)

- ▲ Mix and match different technologies (e.g., CMOS, DRAM)
- ▲ Replace costly off-package interconnects with short, fast, low-energy in-package metal routes
- ▲ Increase integration density

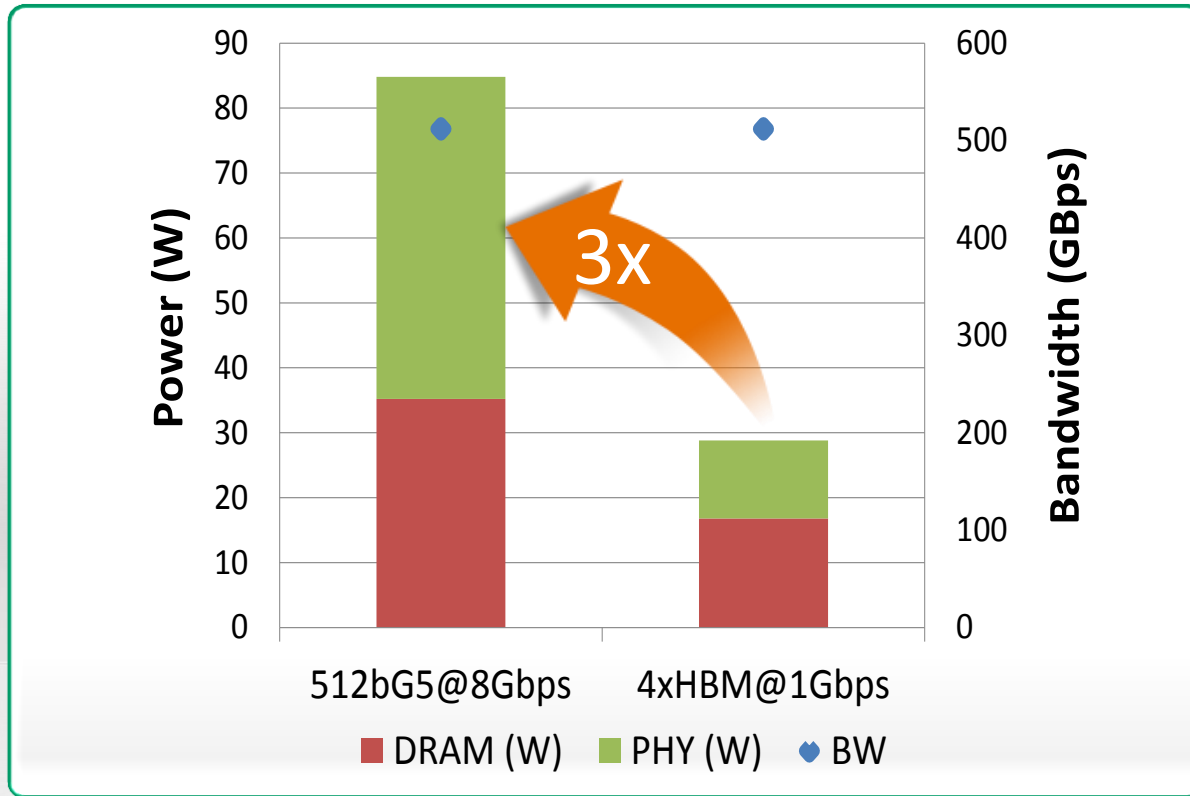
1ST GENERATION HBM IS SAMPLING!

[HTTP://WWW.JEDEC.ORG/STANDARDS-DOCUMENTS/DOCS/JESD235](http://www.jedec.org/standards-documents/docs/jesd235)



Voltage (I/O, VPP)	1.2V; 2.5V
Data Rate per pin	800 – 1.2 MT/s
DRAM Die Density	2Gb
DRAM Dies per Stack	4
Interface Width	1024
DQs/Channel	128
Channels/Die; Channels/Stack	2; 8
Address/Command Interface	DDR
Data Bus Clocking	Source synchronous; uni-directional/4byte
On Die DLL	No
Data Bus Termination – On die	No
Address/Cmd Termination – On die	No
DQ Training Mode	N/A
Page Size	2KB
Banks/Channel	8
DRAM Prefetch; Burst Length	256 bits; 2

IMPROVING BW/WATT WITH DIE-STACKED MEMORY



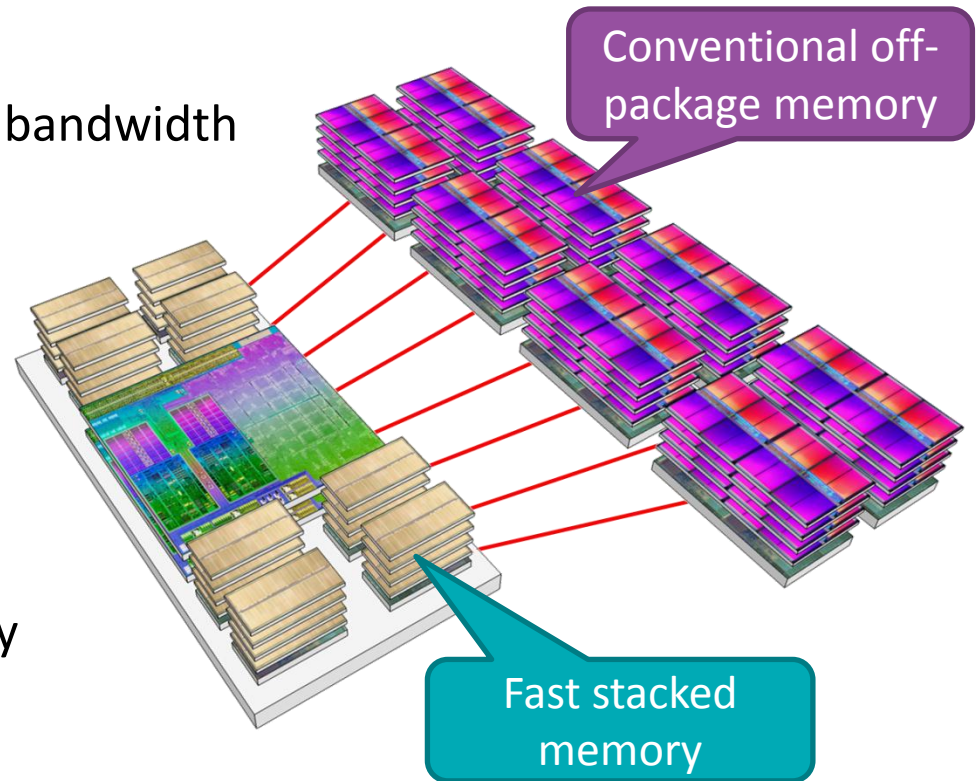
Source:
AMD

- ▲ Die stacking improves the proximity of the DRAM to Compute
- ▲ Dense and fine pitch interconnect enables simple low power interfaces as well as fine grain power control of the DRAM

WHAT THIS MEANS FOR HPC



- ▲ In-package memory to deliver high bandwidth at low power cost
- ▲ But... in-package memory does not provide enough capacity
 - Still need conventional memory for capacity
- ▲ Results in a heterogeneous memory organization/hierarchy
- ▲ How does one make small-fast + large-slow memory act like a single, uniform large+fast memory?
 - Hardware? Software? Combination?



- ▲ Q1: What is most needed to bring to market?
 - Hardware: technology is there, now need more volume to drive costs/risks down
 - Software: may be more evolutionary, multiple usage models
- ▲ Q2: What markets will use it first? Will it be mainstream?
 - Where bandwidth needs are the highest (GPU)
- ▲ Q3: What supporting technologies are required?
 - For wide adoption, software support needs to be there
 - System software development dependent on hardware availability
 - Applications optimization dependent on system software, runtimes, libraries, etc.
- ▲ Q4: What partners would help bring to market sooner?
 - SoC vendors using more stacked memory → volume
 - Enabled/enhanced by common standards (e.g., JEDEC HBM)
 - More platforms → more software development

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