



# ASPA: Reassigning DDR5 Parity Bandwidth

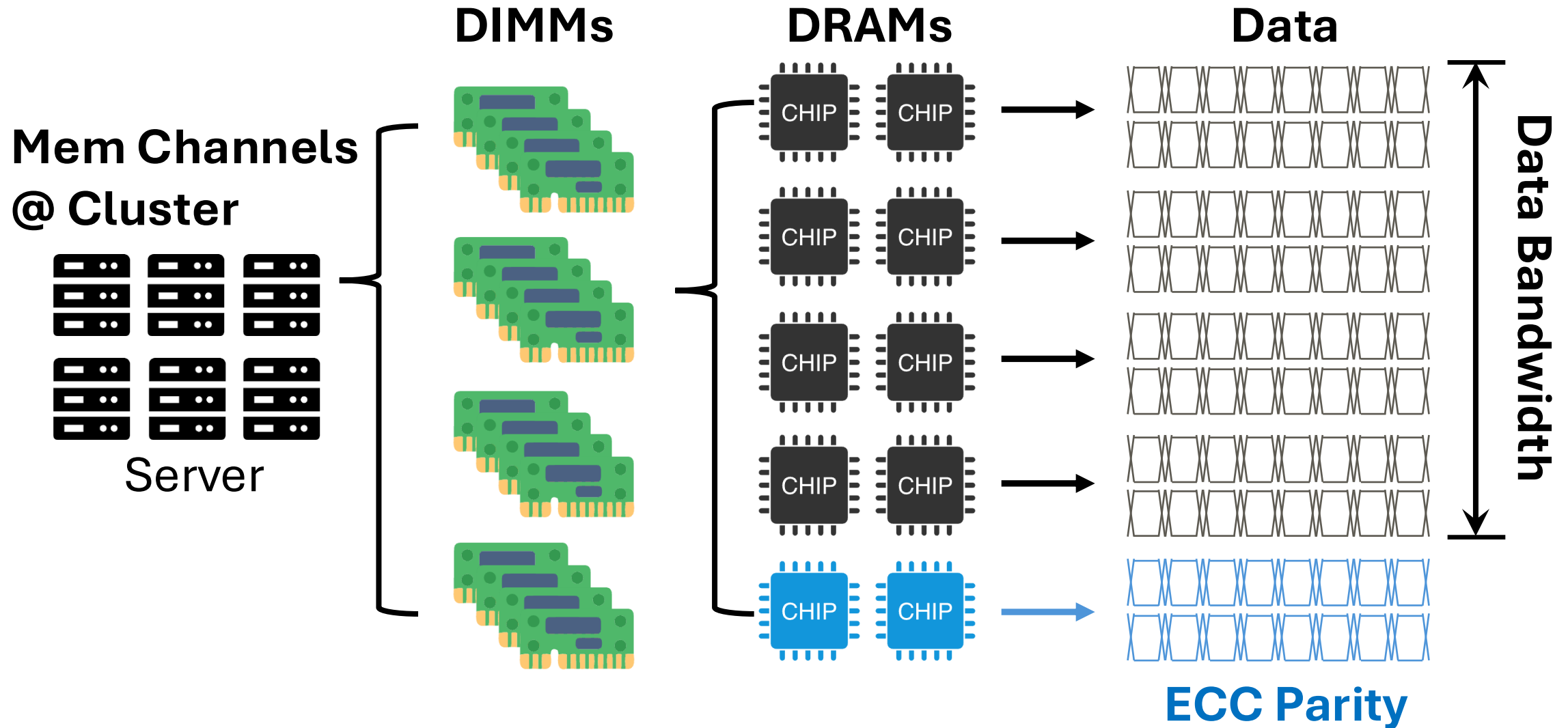
Fan Li<sup>†</sup>, Qiufeng Li<sup>‡</sup>, *YananGuo*<sup>§</sup>, Weidong Cao<sup>‡</sup>, Xin Xin<sup>†</sup>

<sup>†</sup>University of Central Florida, USA

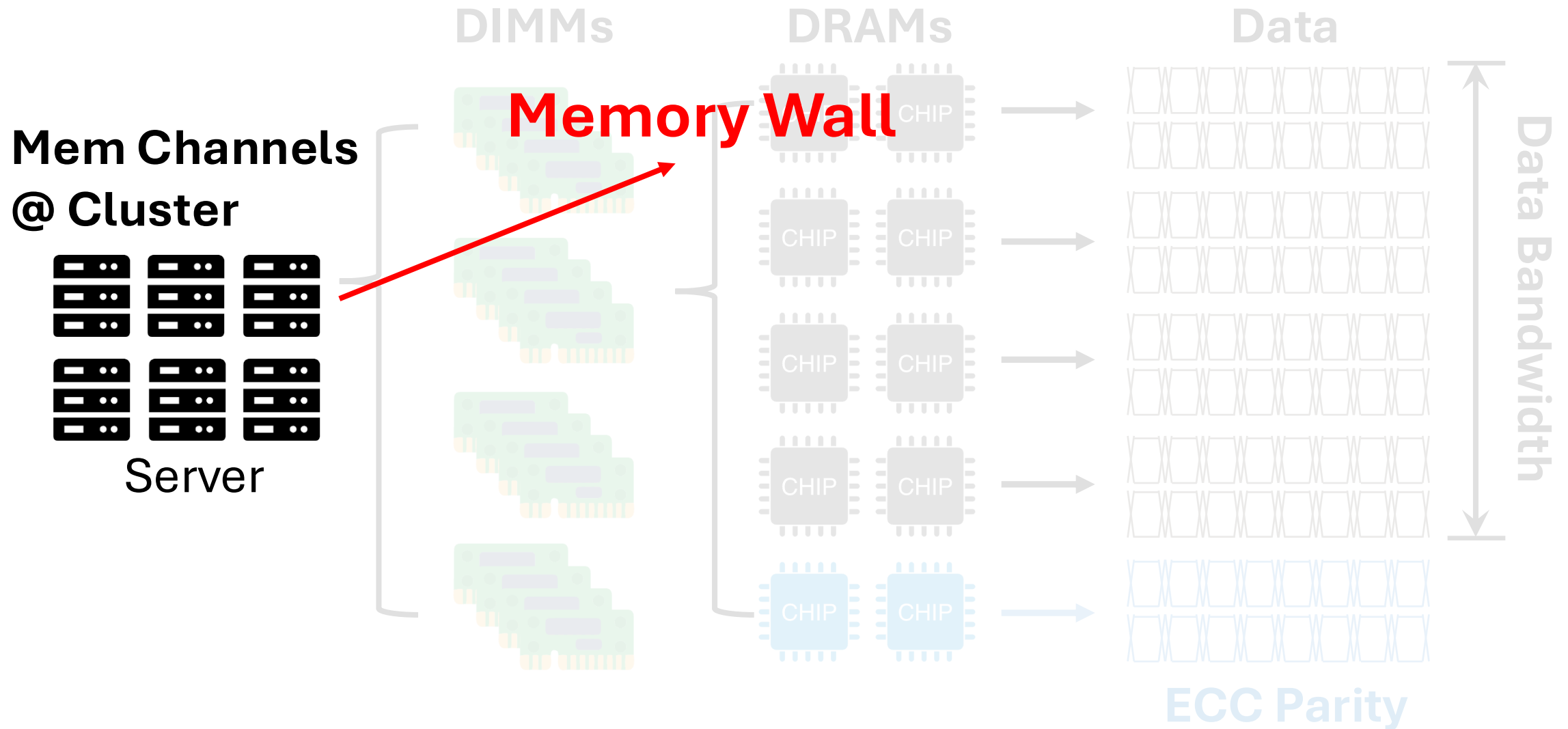
<sup>‡</sup>George Washington University, USA

<sup>§</sup>University of Rochester, USA

# DDR5 Memory Systems



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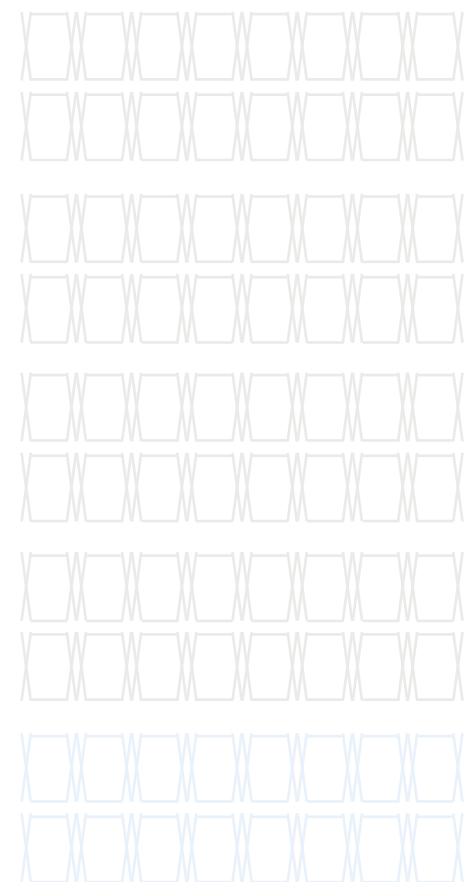
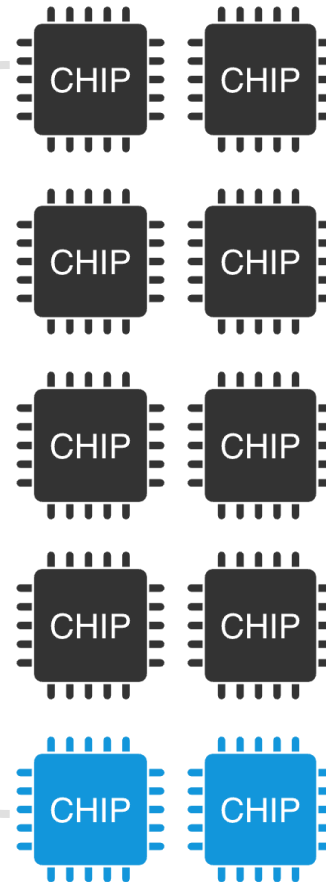
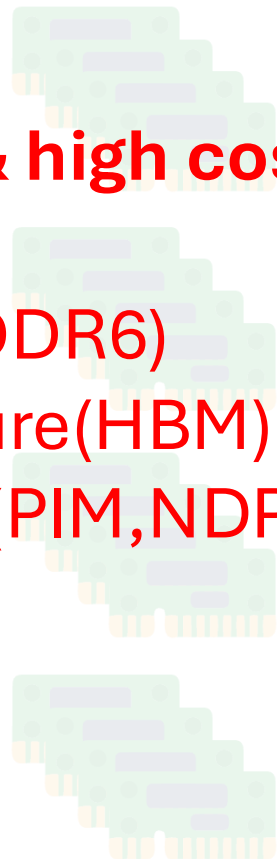
**Popular solutions  
(bandwidth extension & high cost)**

- New DDR generations(DDR6)
- New memory architecture(HBM)
- New memory paradigm(PIM,NDP)
- ...

DIMMs

DRAMs

Data

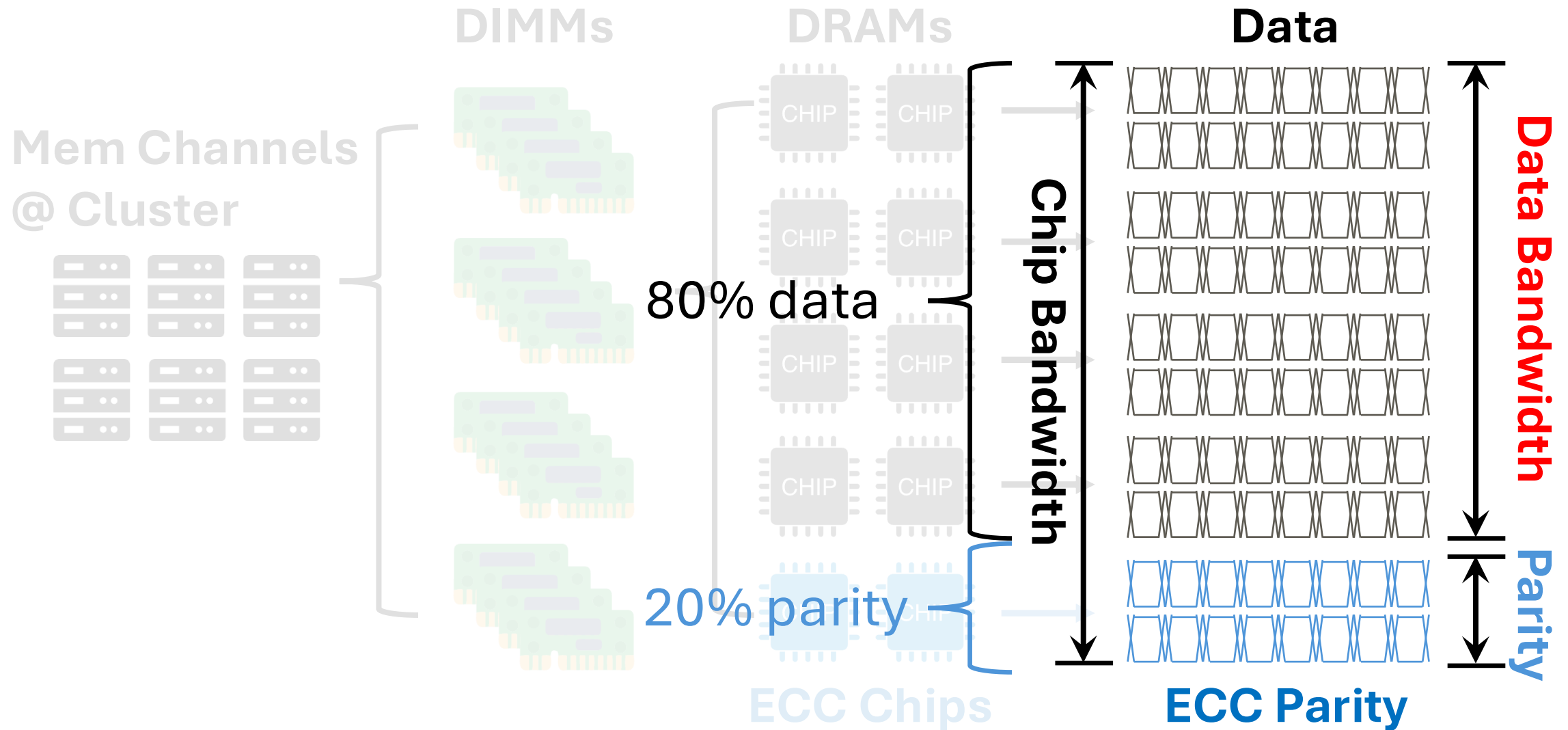


Bandwidth

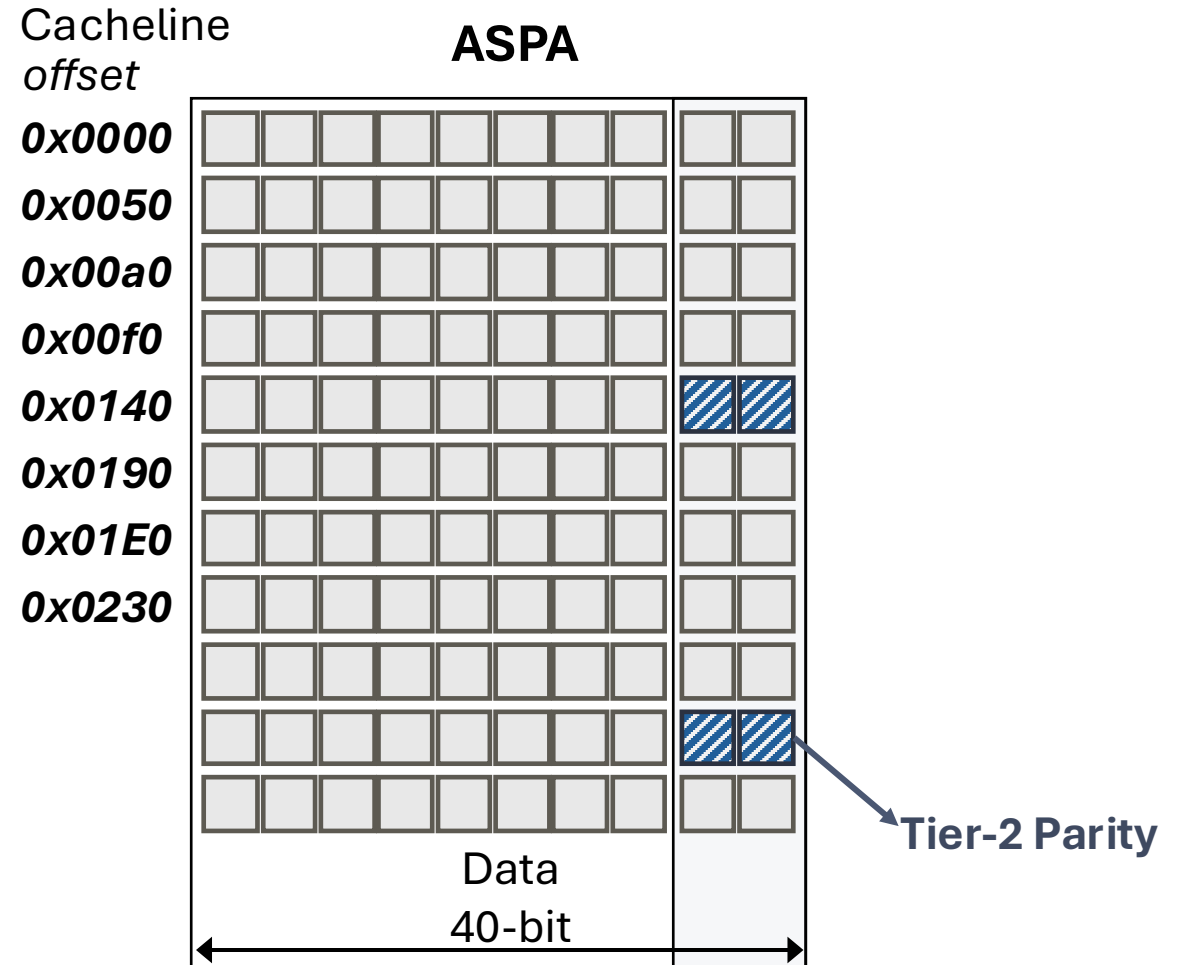
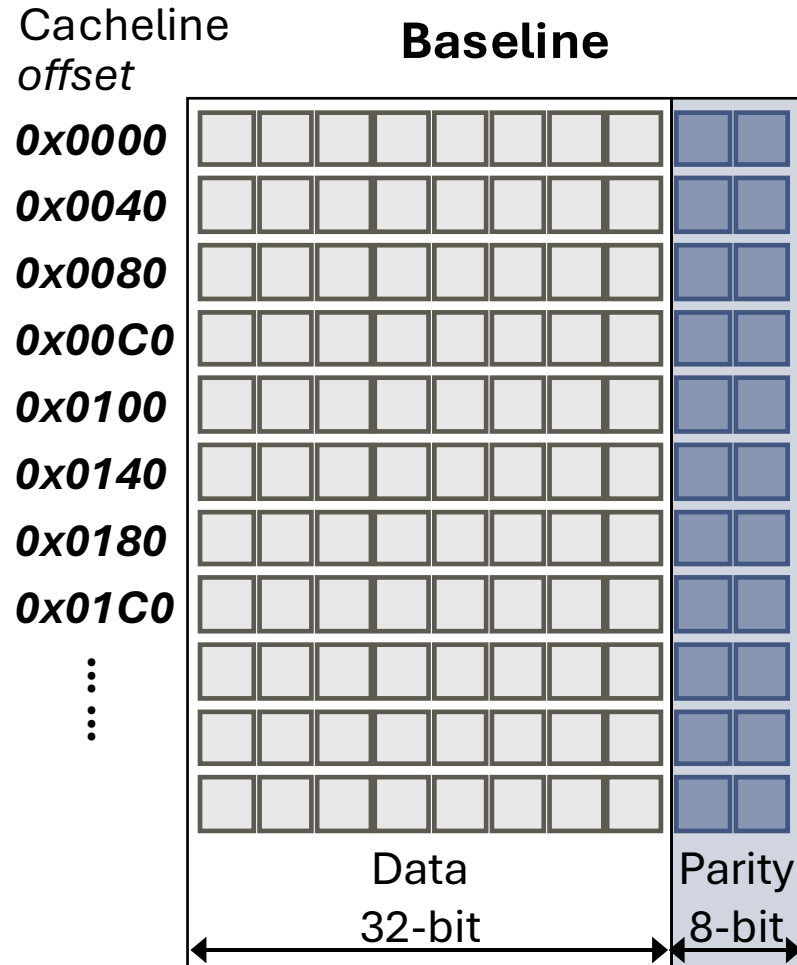
ECC Parity

Mem Channels @ Cluster

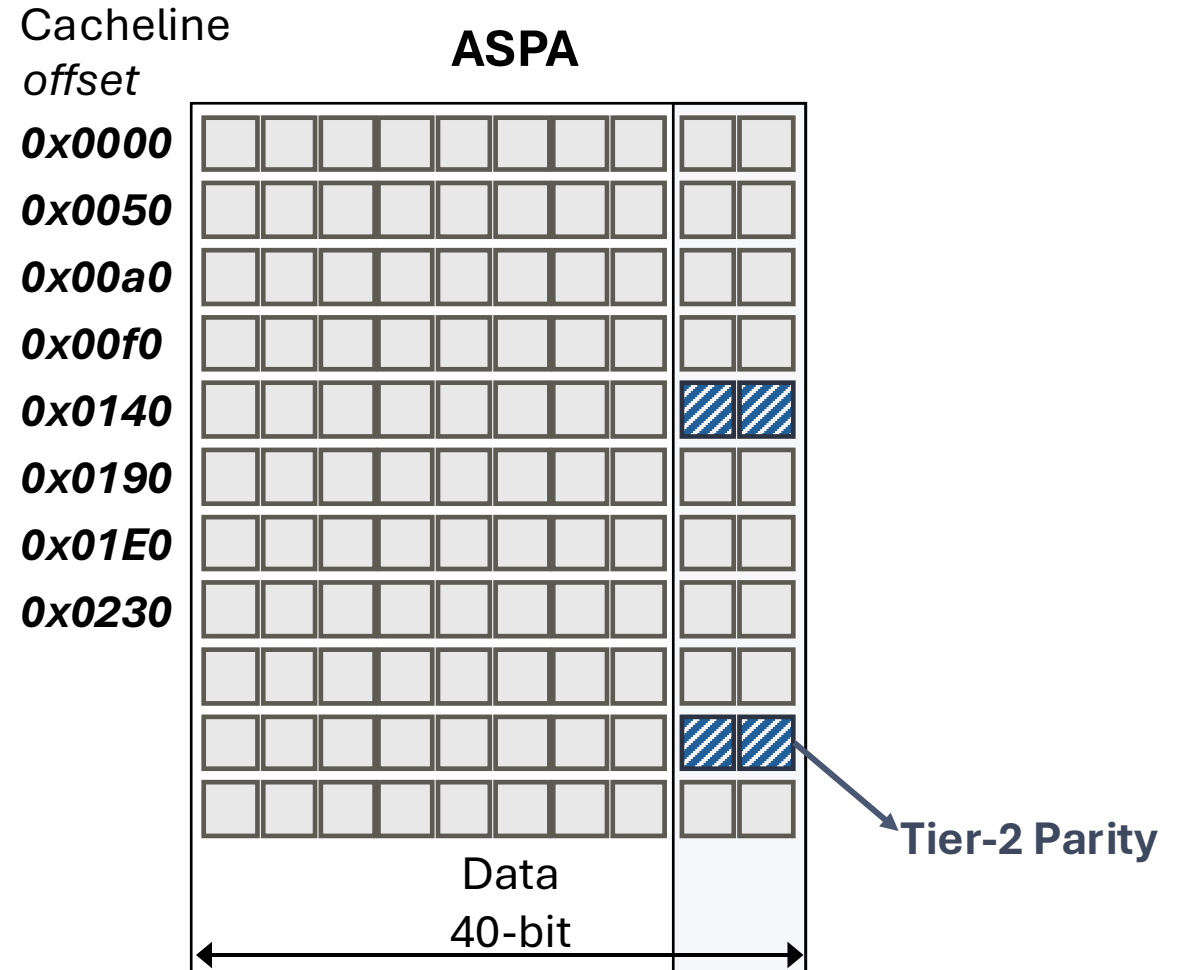
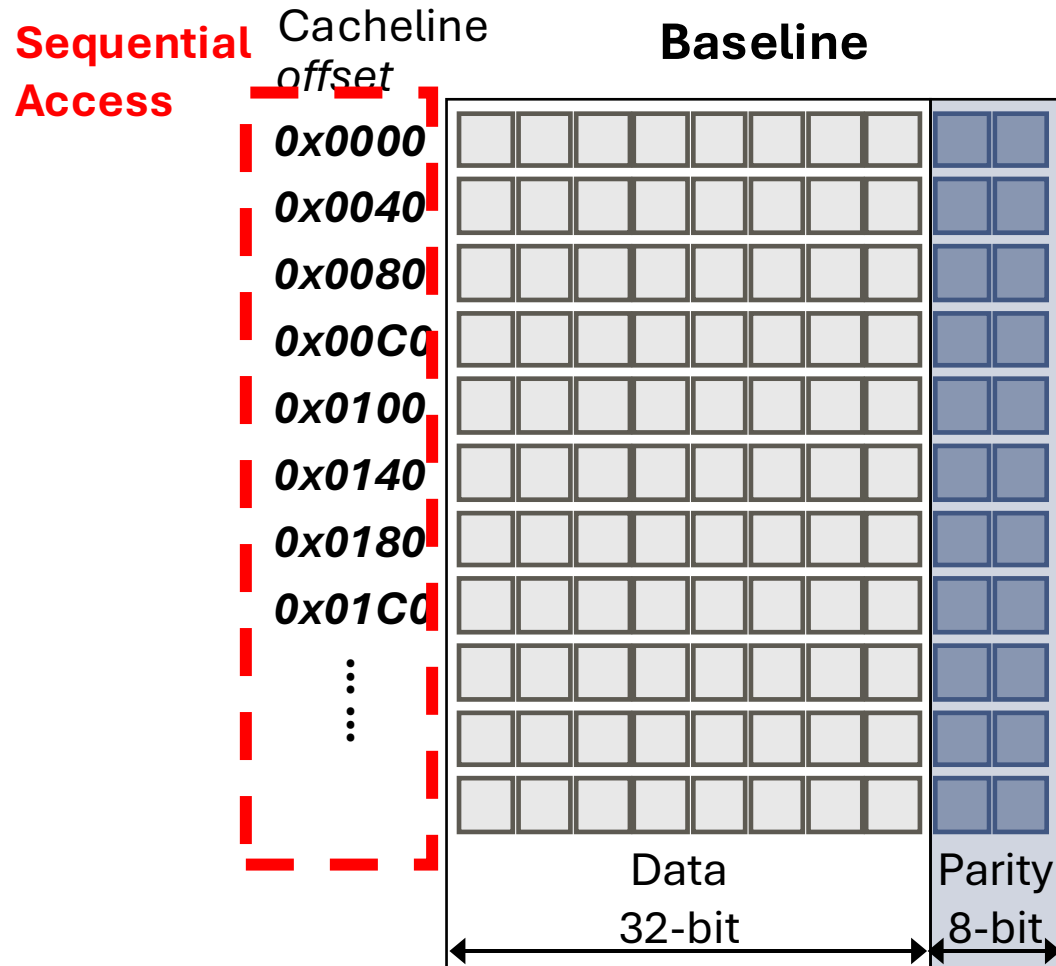
# DDR5 Memory Systems



# Design Overview



# Design Overview





# Design Overview

Cacheline offset  
0x0000

**Baseline**



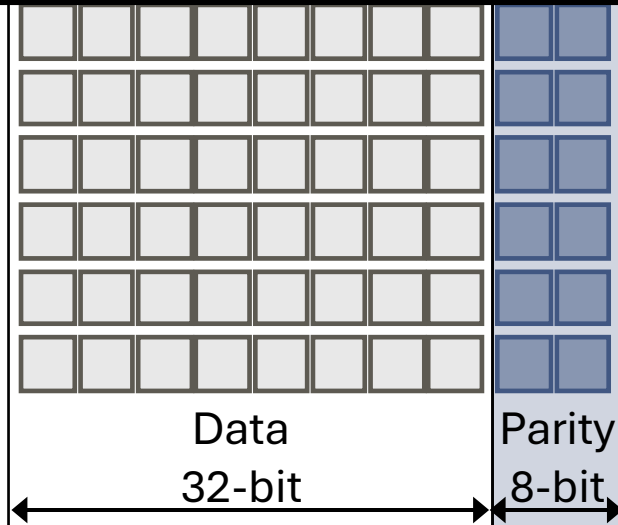
Cacheline offset  
0x0000

**ASPA**

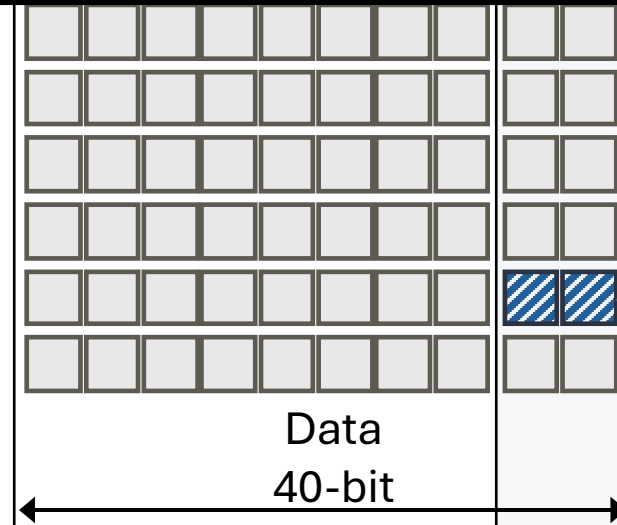


**Challenge I:** designing a new logic to effectively reassign the available bandwidth

0x0140  
0x0180  
0x01C0  
⋮  
⋮



0x0190  
0x01E0  
0x0230



Tier-2 Parity

# Design Overview

Cacheline  
offset  
0x0000

**Baseline**



offset  
0x0000

**ASPA**



**Challenge I:** designing a new logic to effectively reassign the available bandwidth

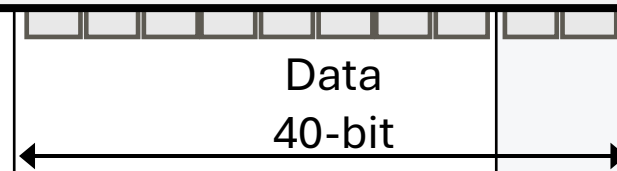
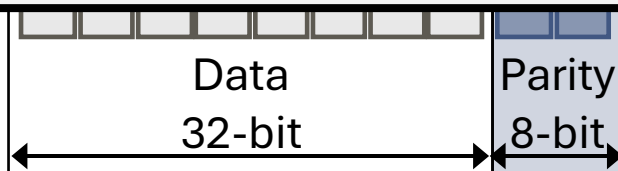
0x0140  
0x0180



0x0190  
0x01E0

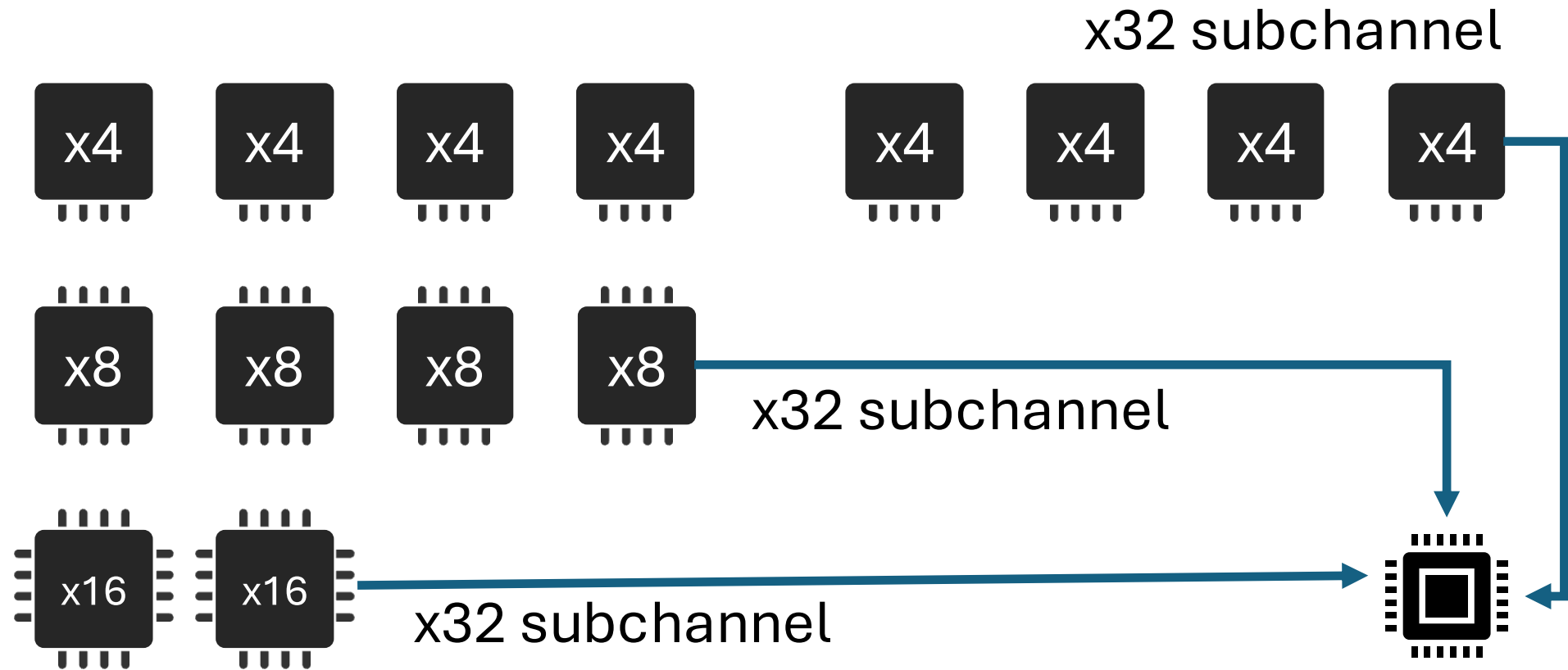


**Challenge II:** achieving enhanced ECC capabilities while maintaining the original ECC detection strength.



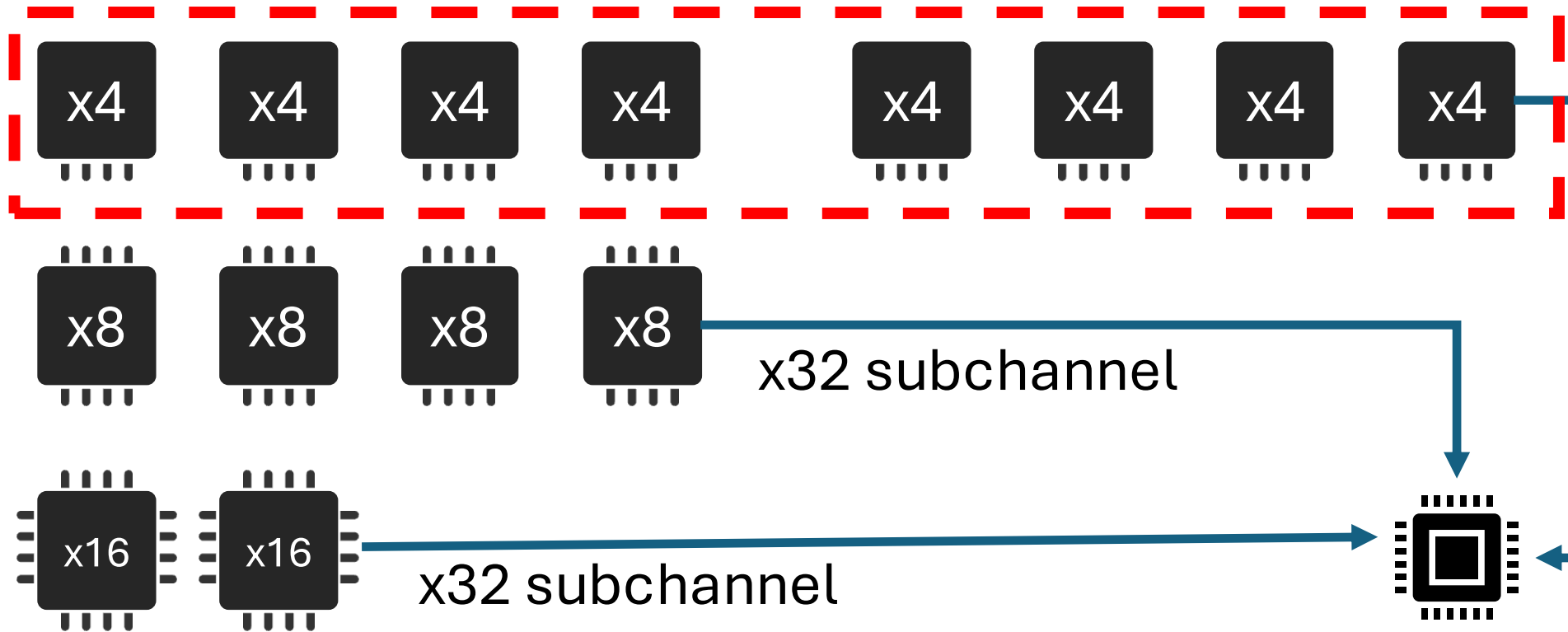
Tier-2 Parity

# DRAM I/O Configurations

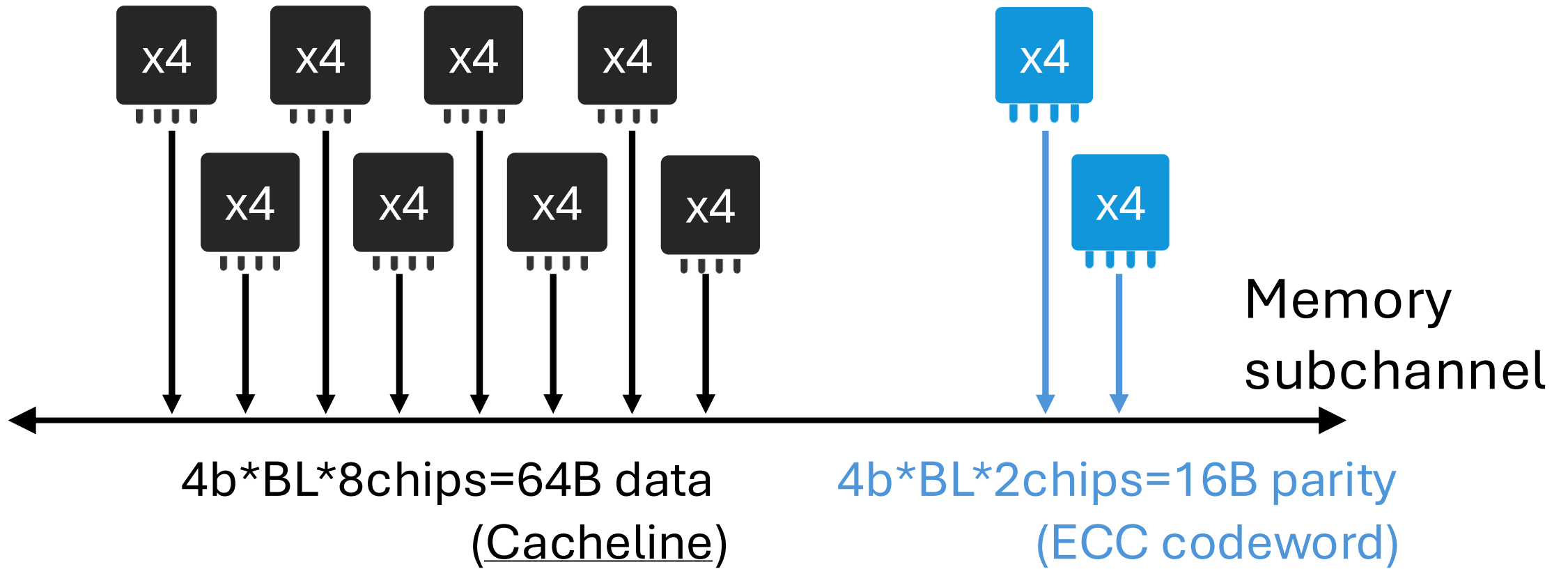


# DRAM I/O Configurations

Typical server choice

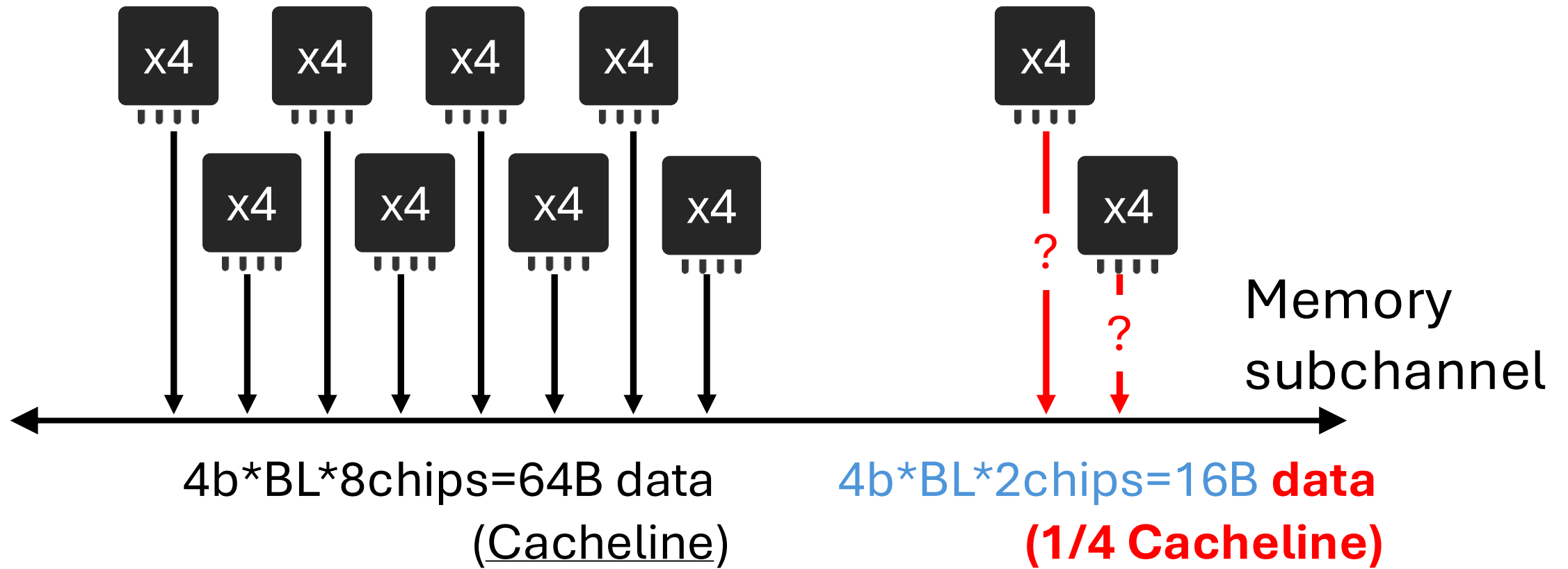


# Bandwidth Distribution



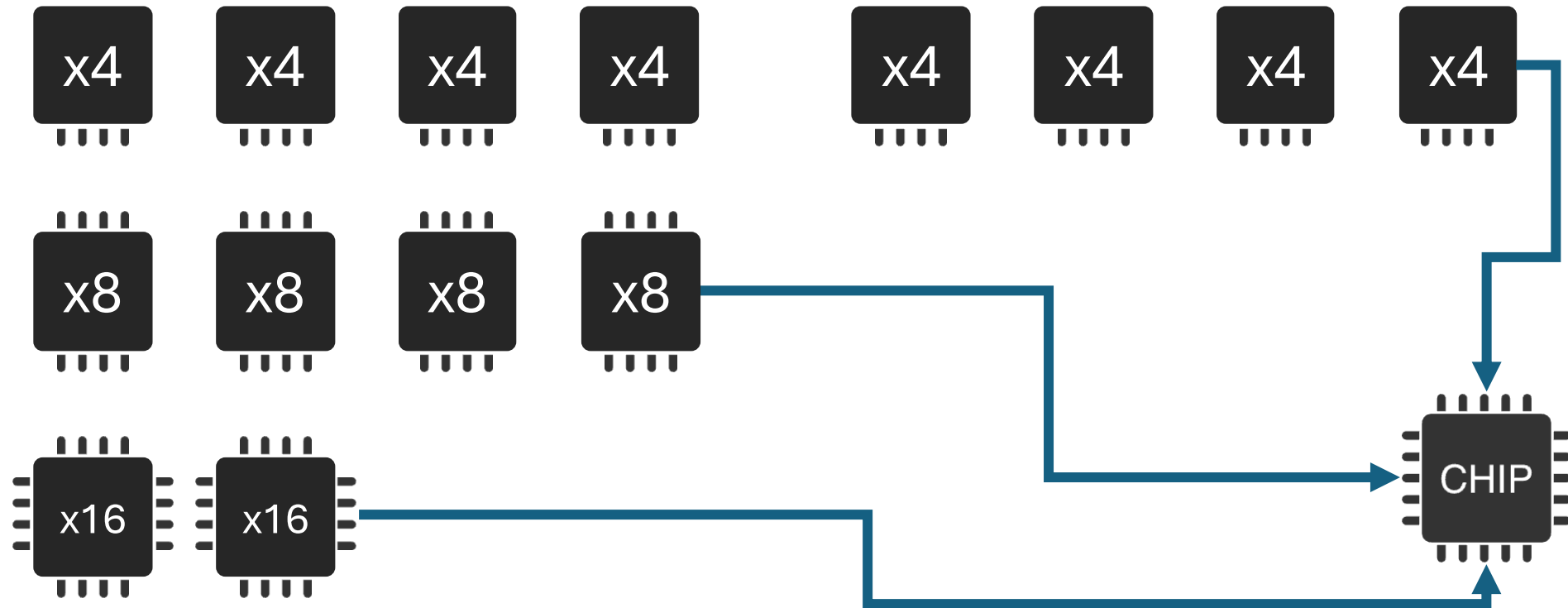
BL(Burst Length)=16

# Bandwidth Distribution



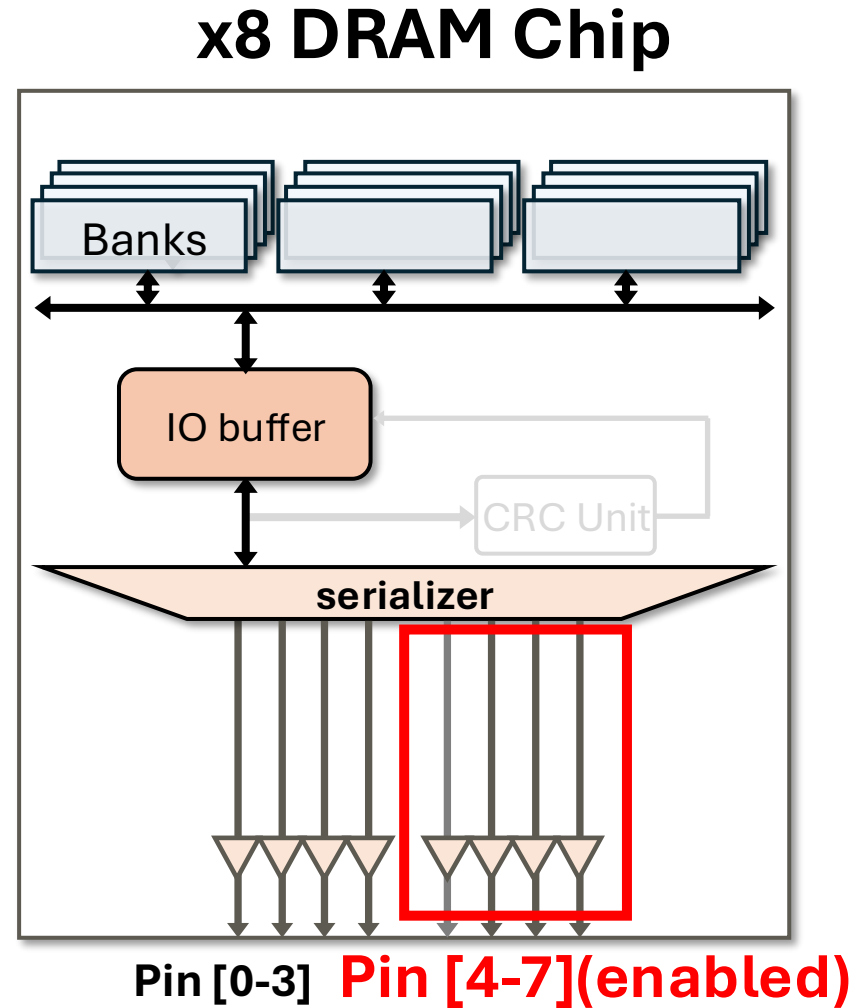
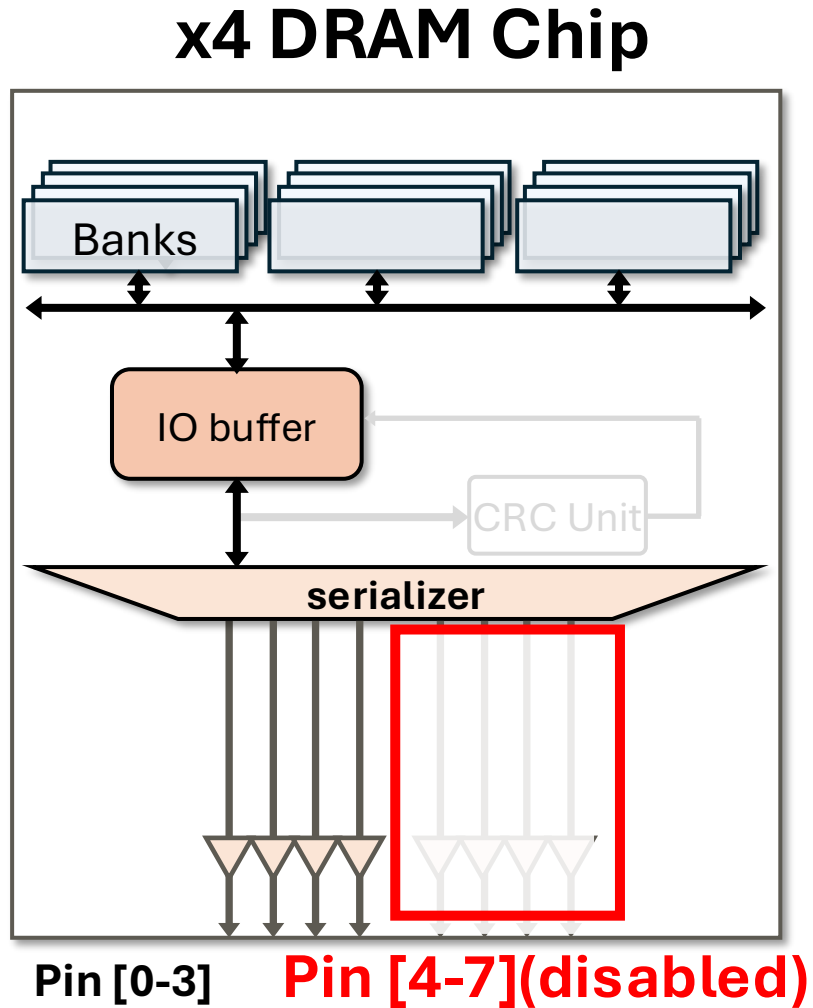
BL(Burst Length)=16

# Common Die

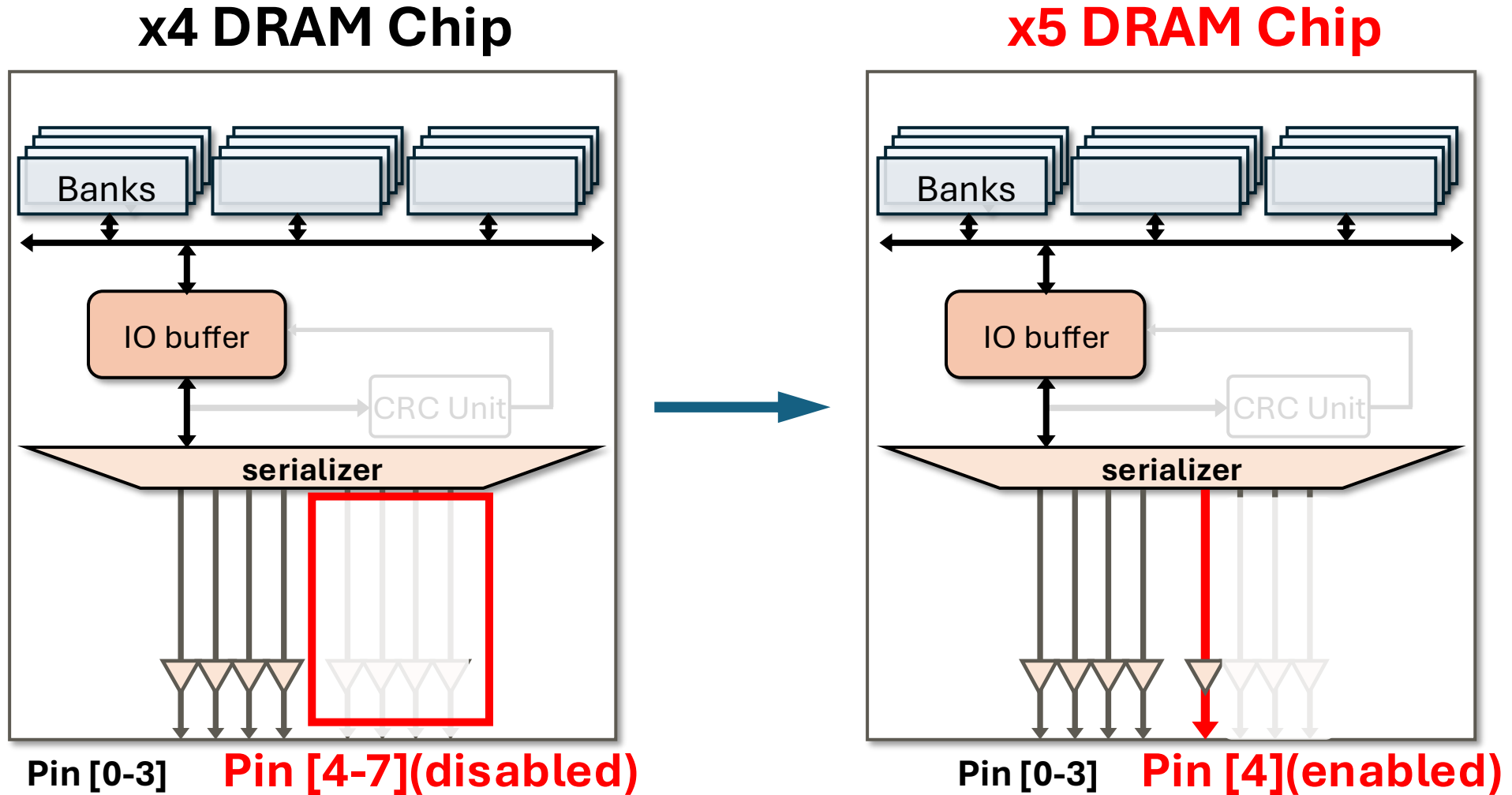


**Common die**  
**Same operation logic**

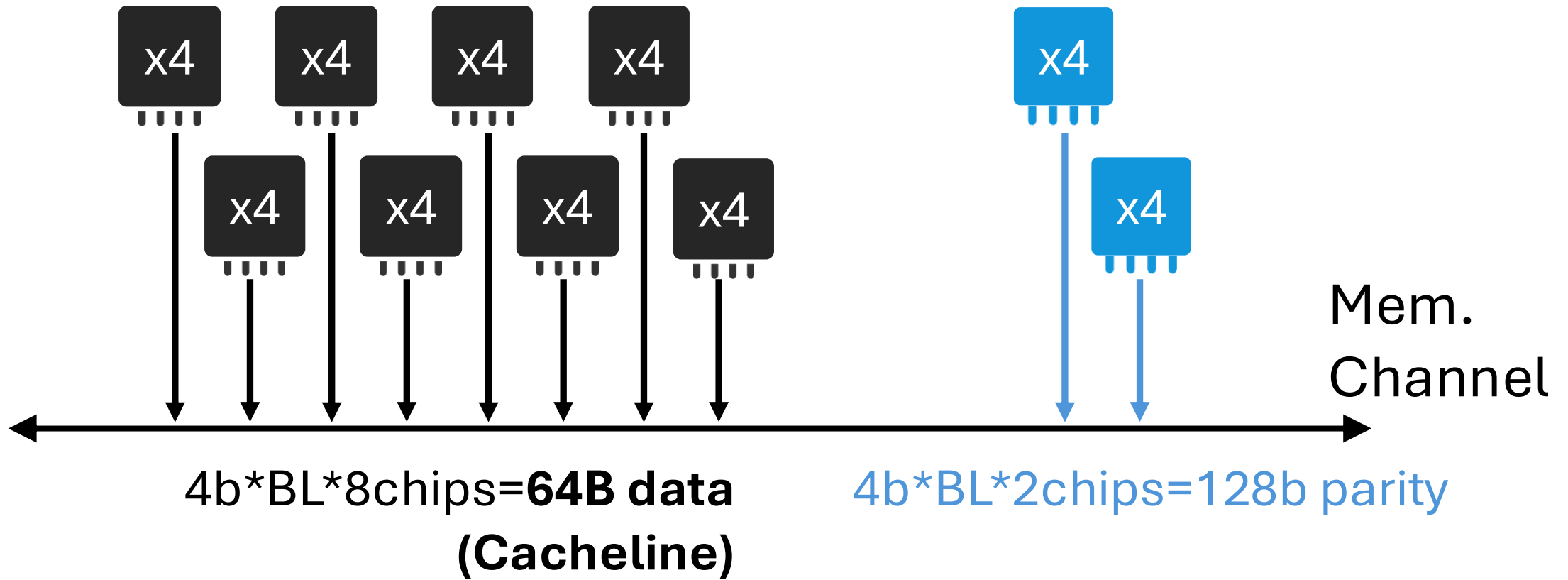
# Challenge I: Reassign Bandwidth



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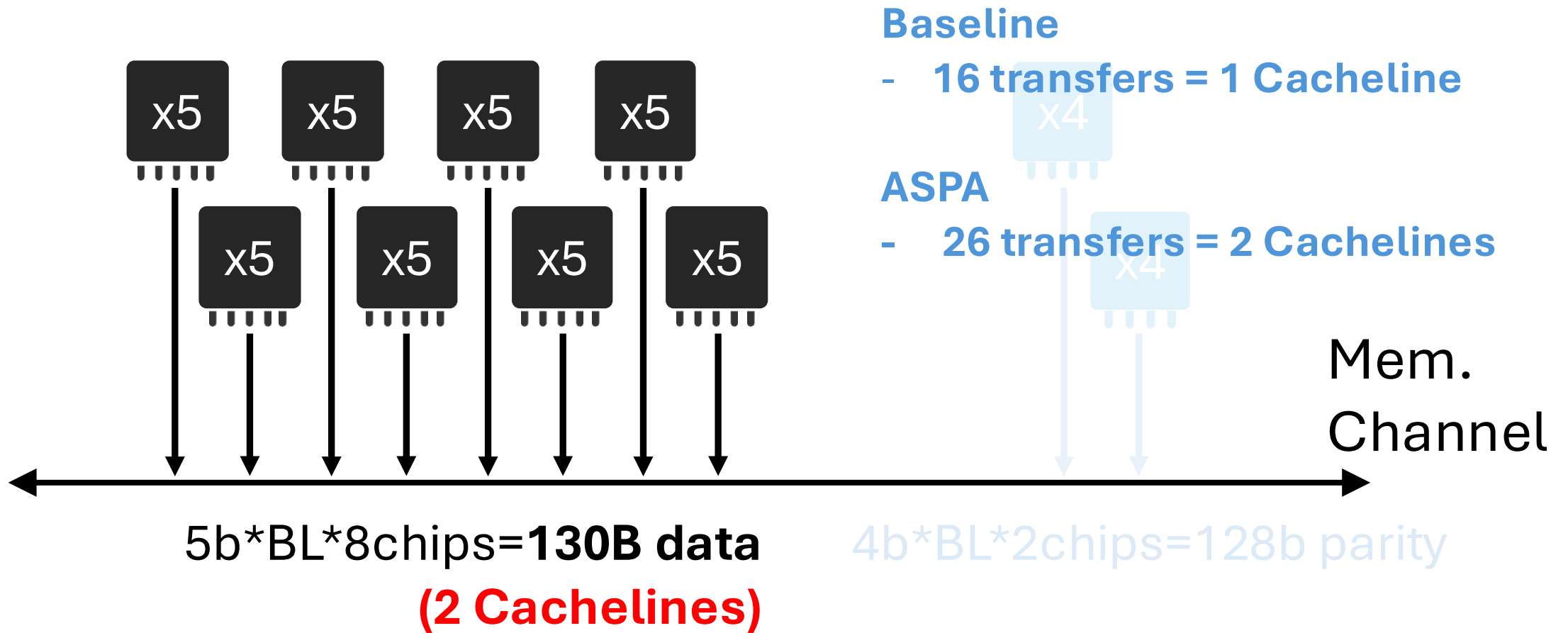


# Challenge I: Reassign Bandwidth



BL(Burst Length)=16

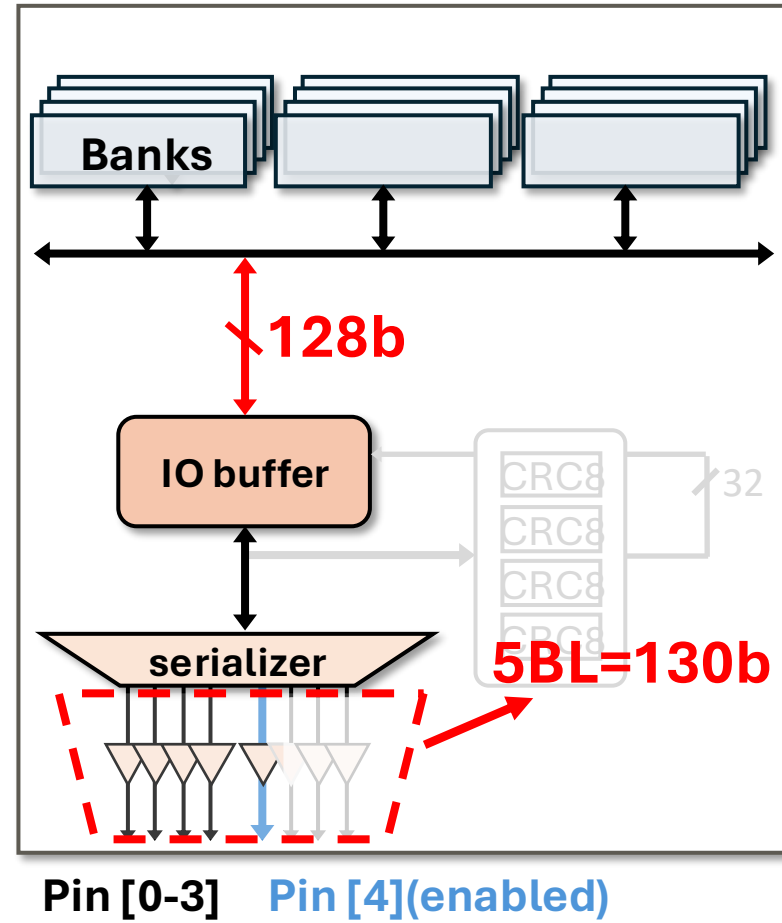
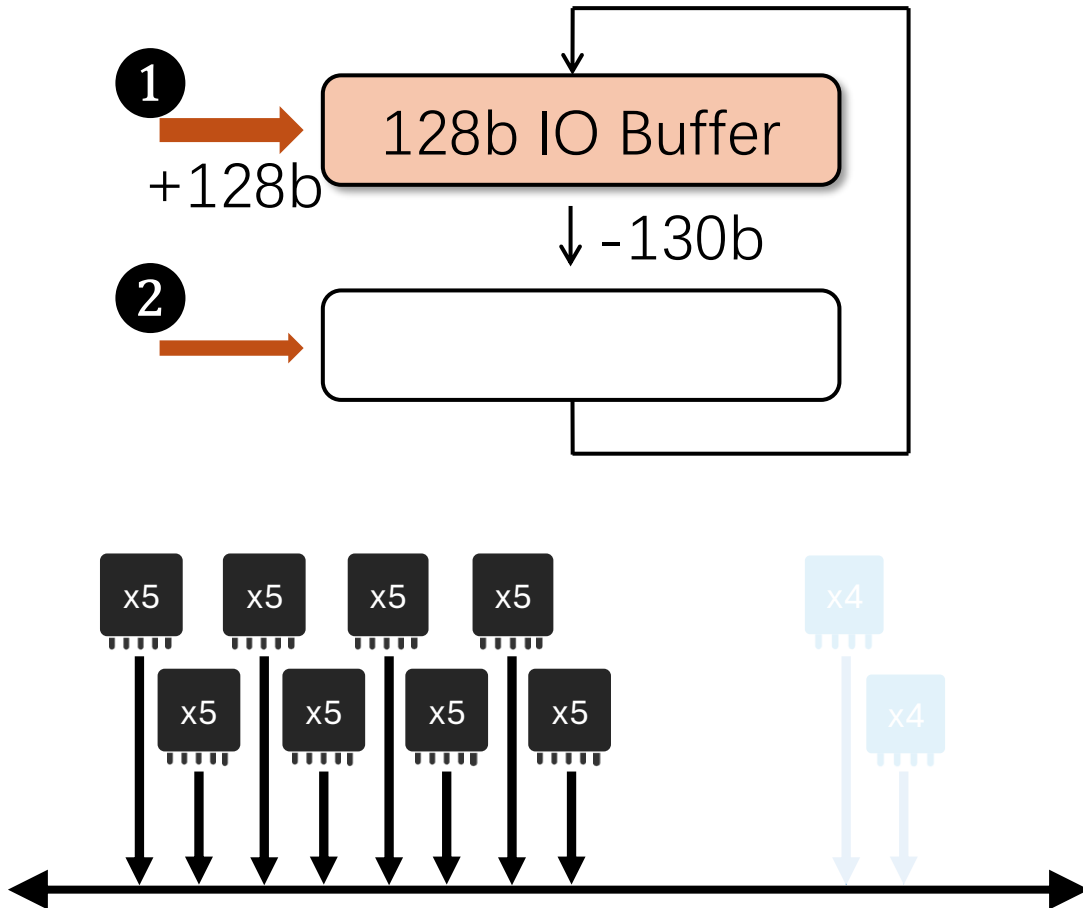
# Challenge I: Reassign Bandwidth



**BL(Burst Length)=26**

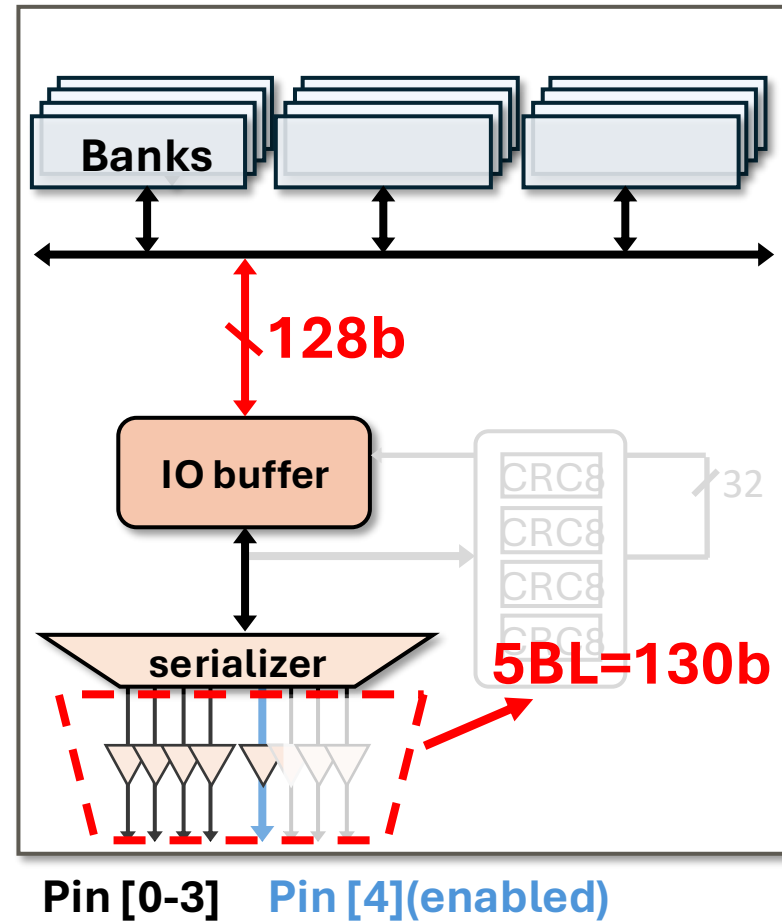
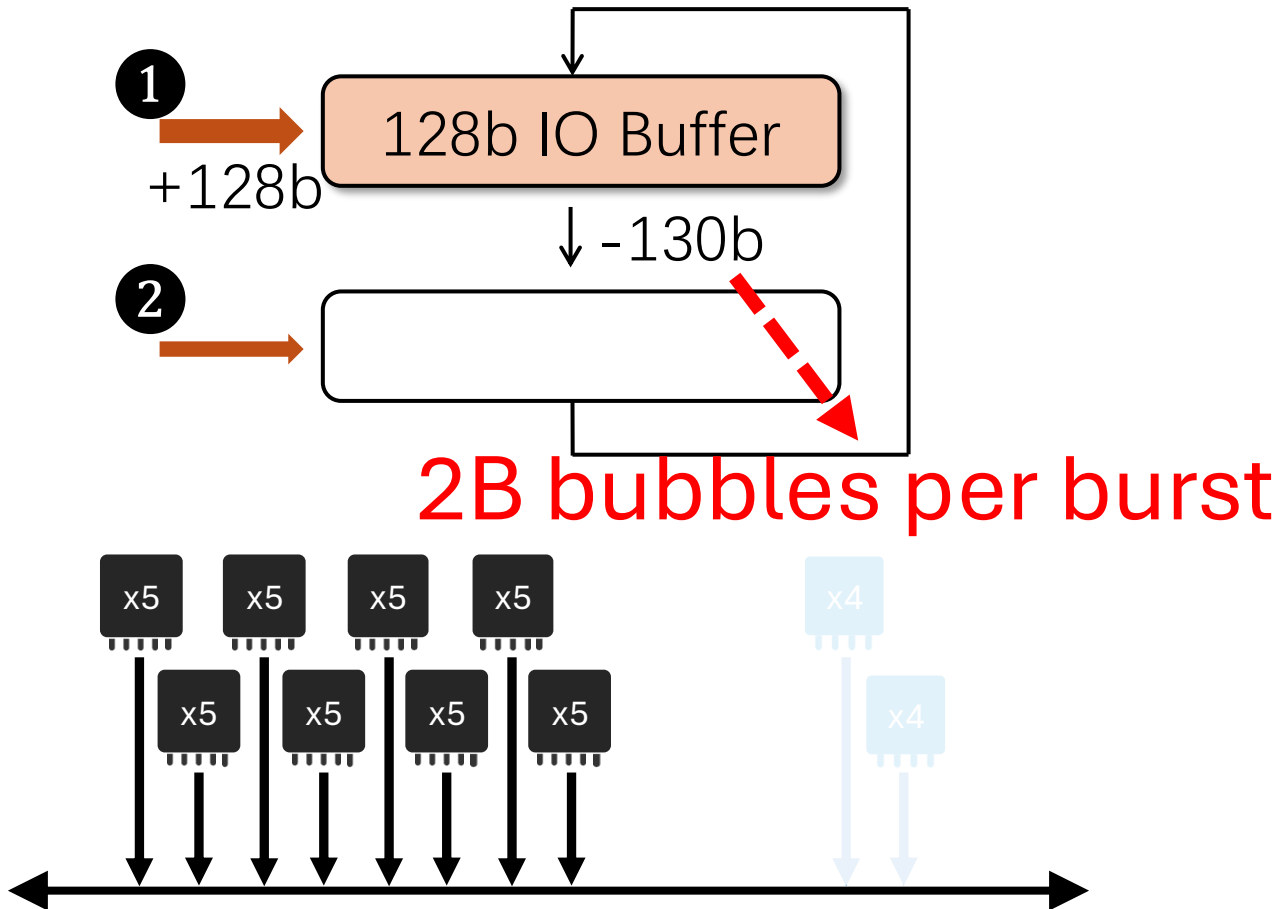
# ASPA -- Fixed Buffering

**x5 DRAM Chip BL=26**

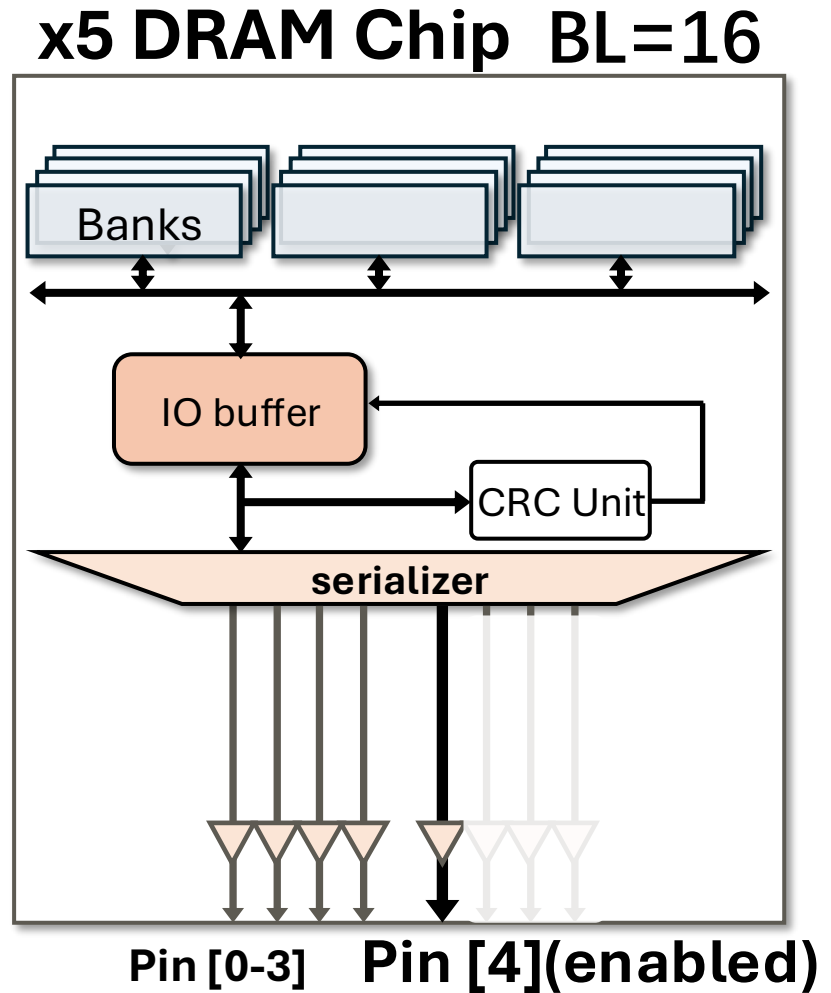


# ASPA -- Fixed Buffering

x5 DRAM Chip BL=26

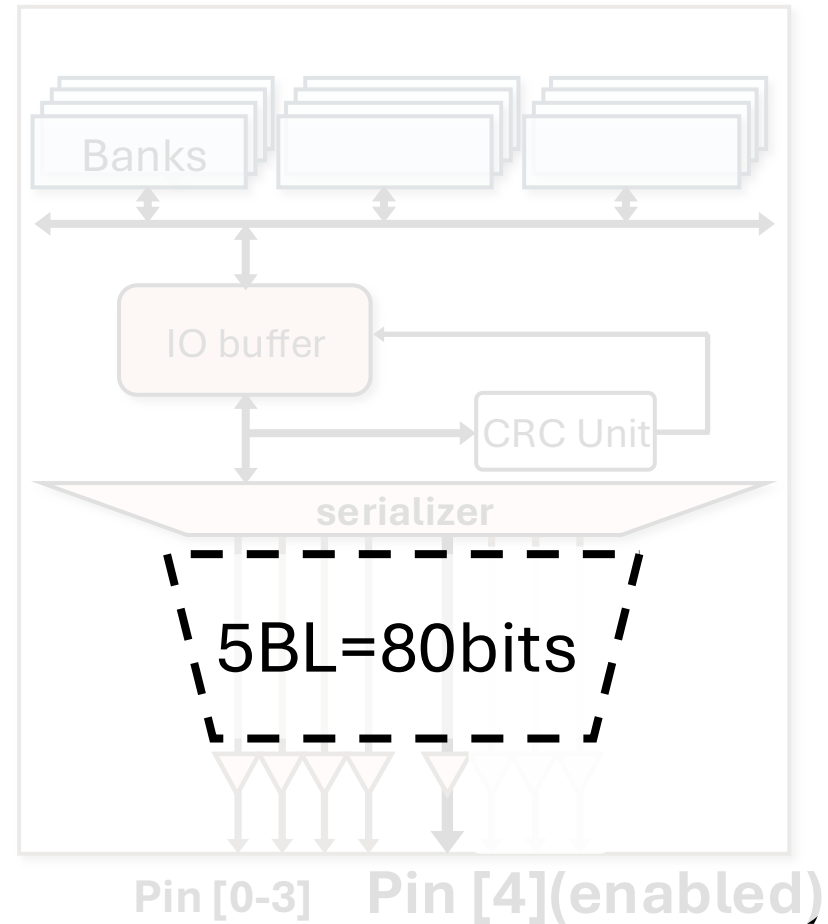


# ASPA -- Adaptive Buffering

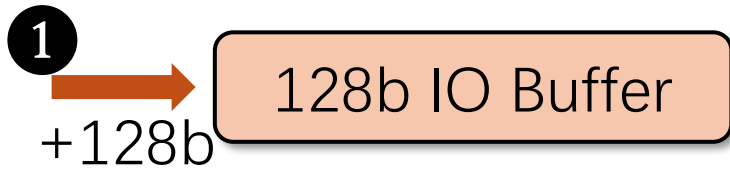


# ASPA -- Adaptive Buffering

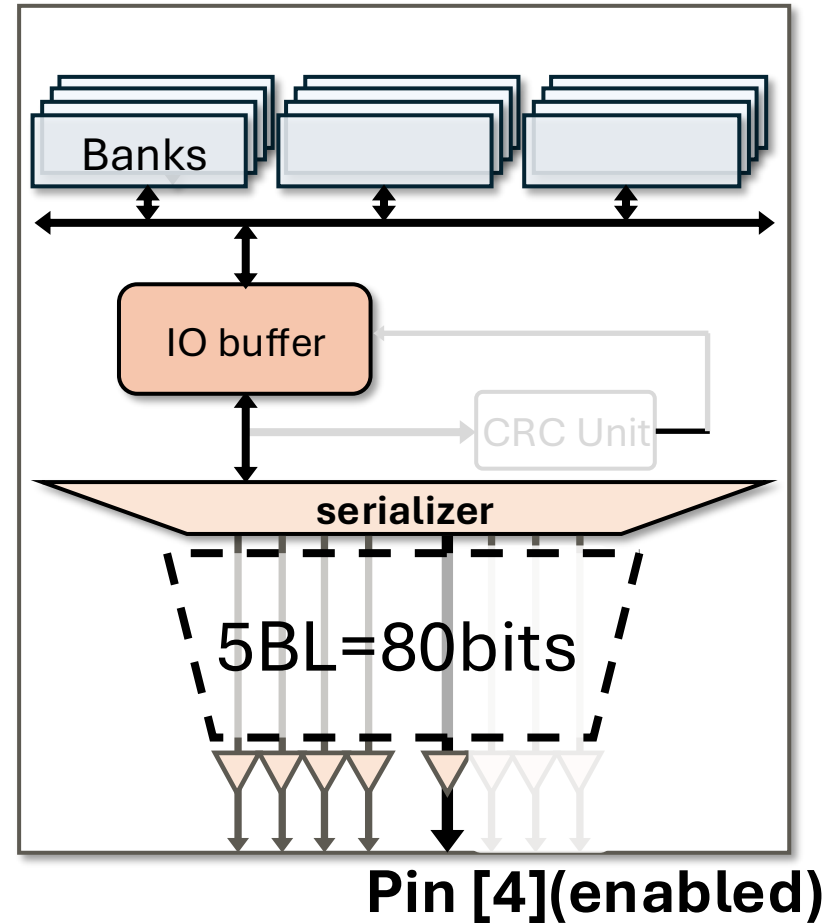
**x5 DRAM Chip BL=16**



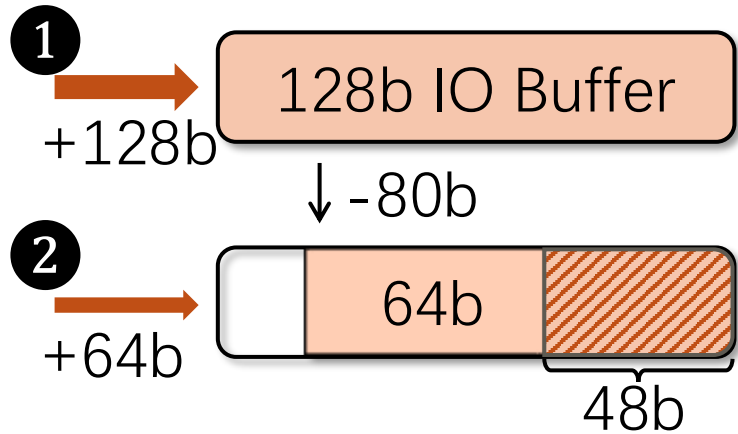
# ASPA -- Adaptive Buffering



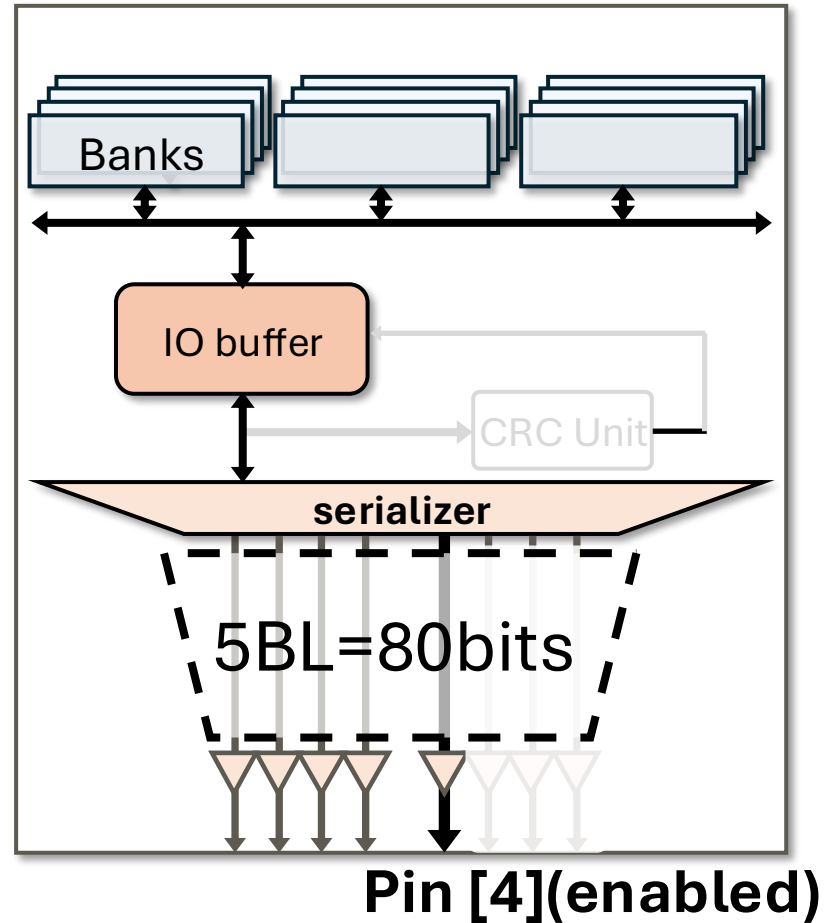
**x5 DRAM Chip BL=16**



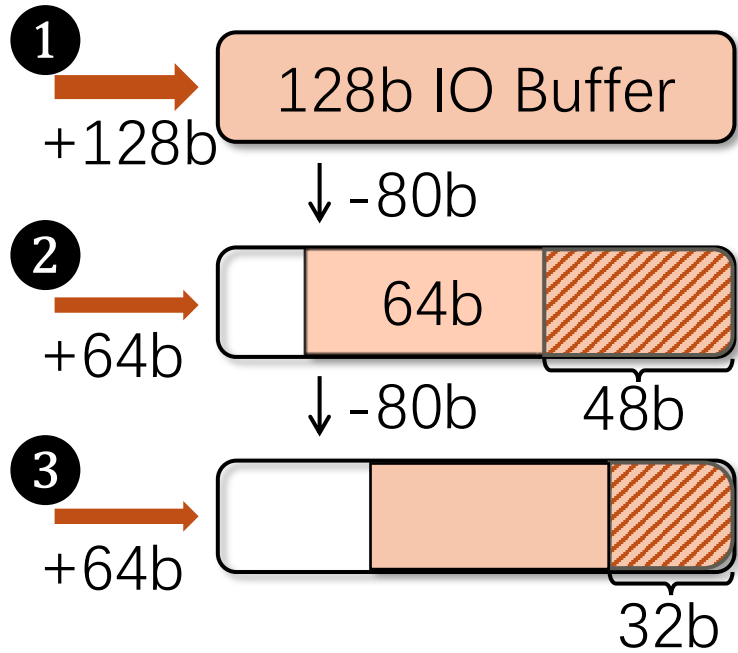
# ASPA -- Adaptive Buffering



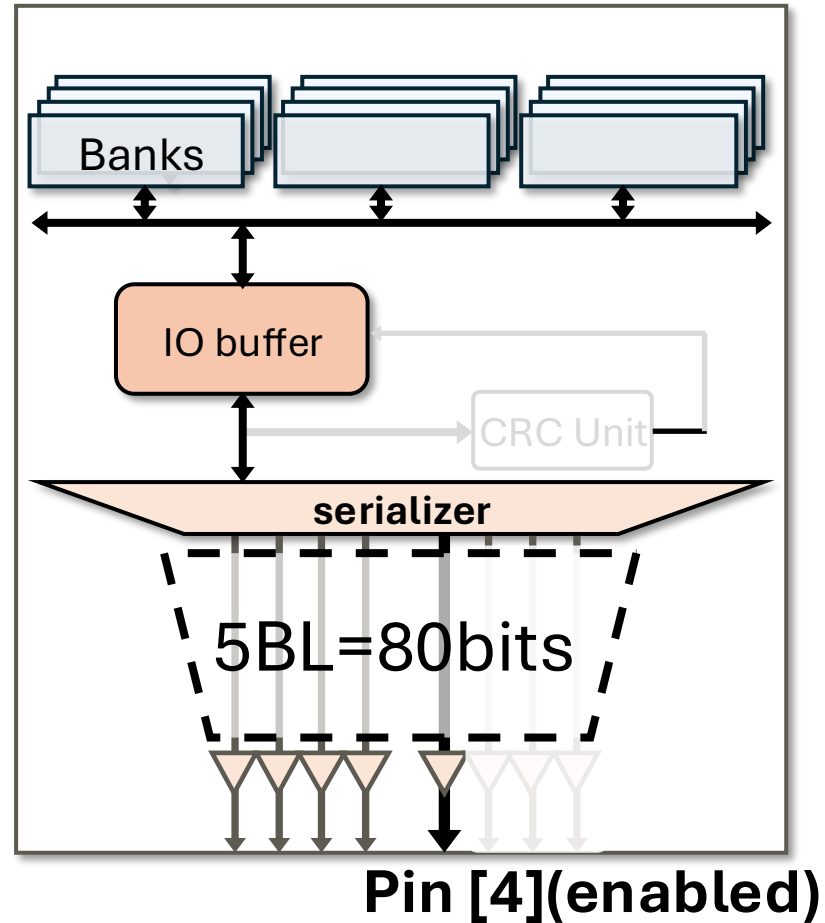
x5 DRAM Chip BL=16



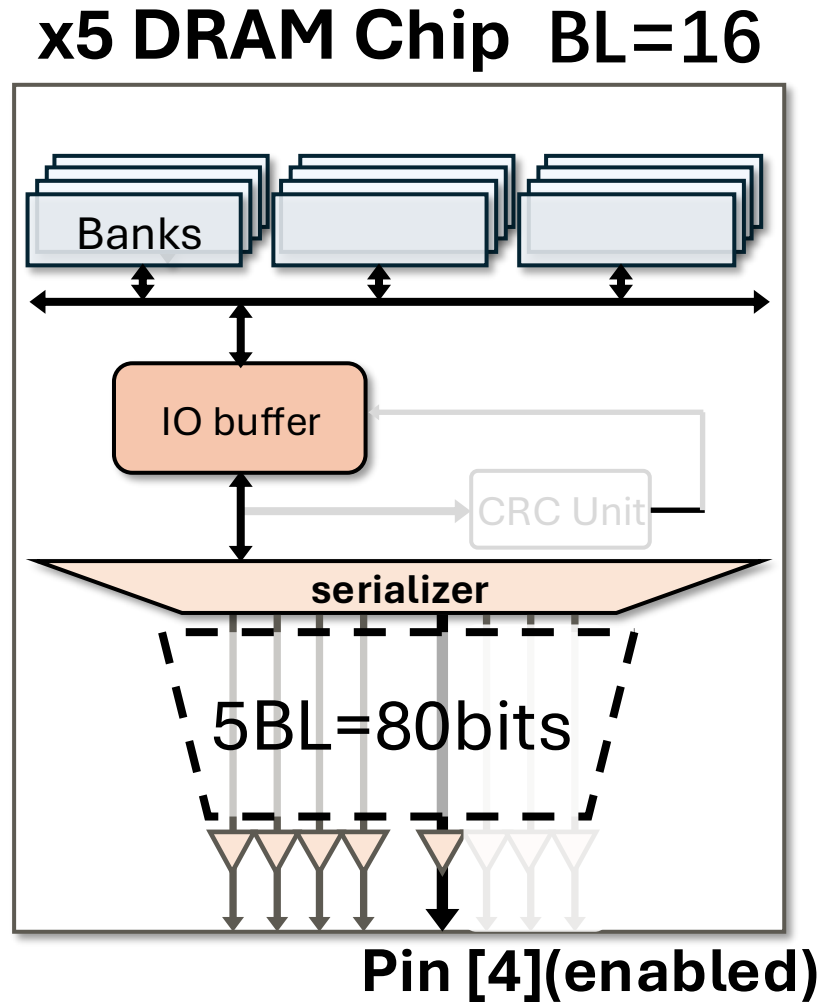
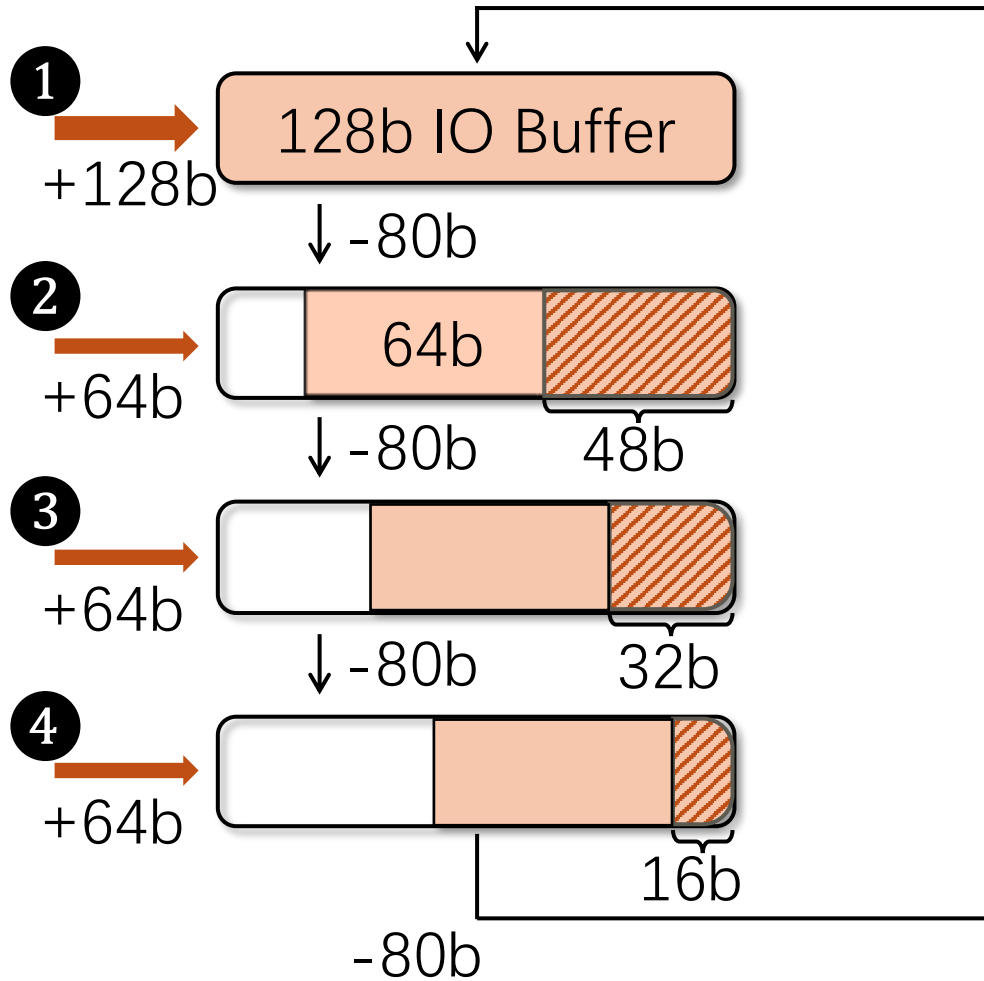
# ASPA -- Adaptive Buffering



**x5 DRAM Chip BL=16**

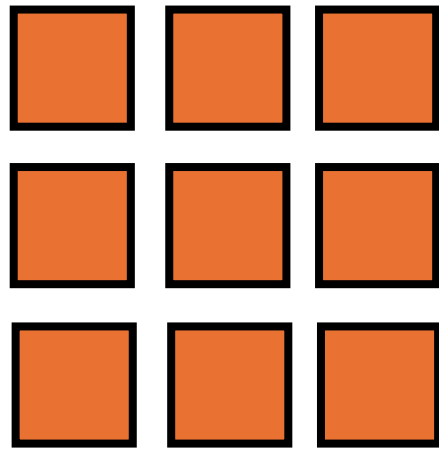


# ASPA -- Adaptive Buffering



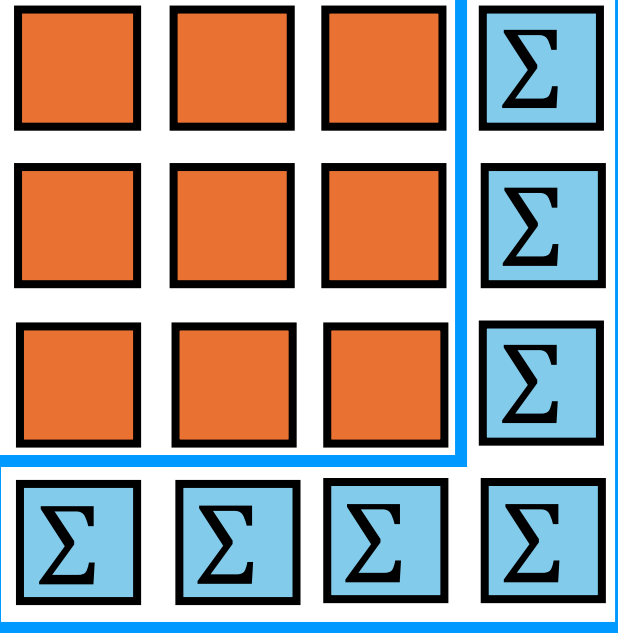
# Challenge II: Reliability

## Detection



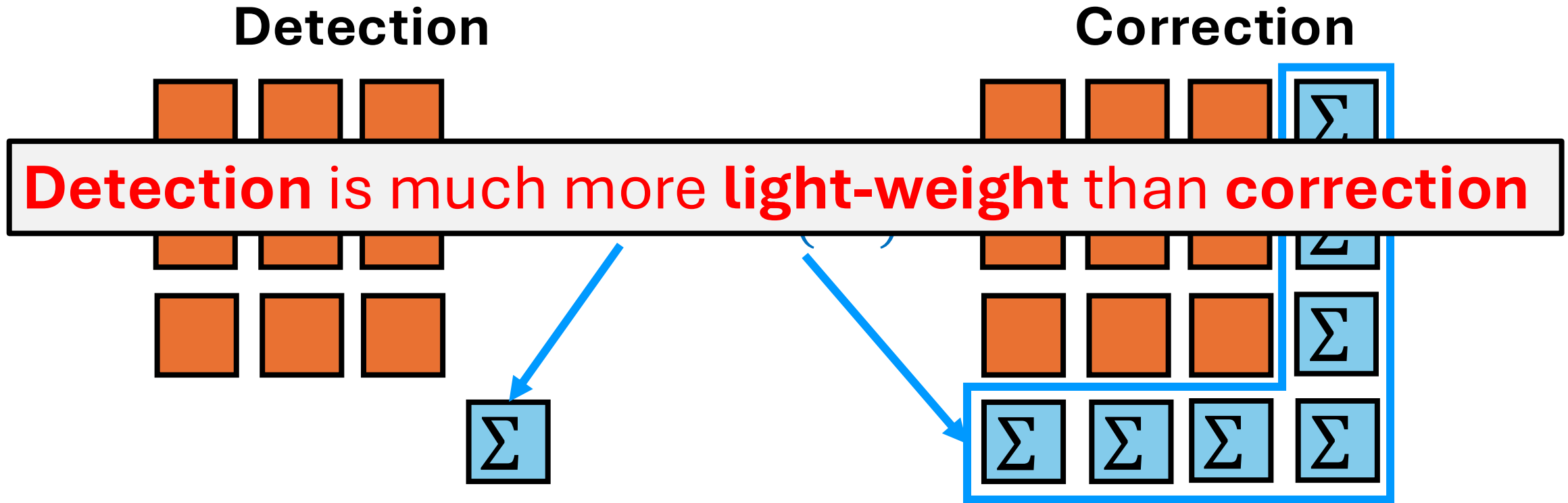
$O(1)$

## Correction

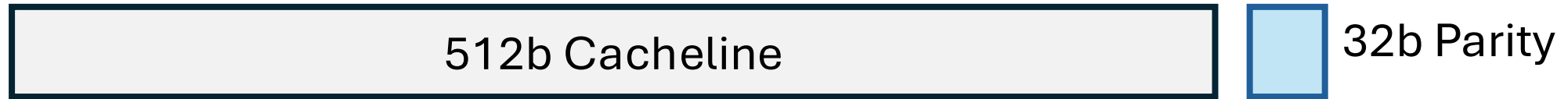


$O(\sqrt{n})$

# Challenge II: Reliability



# Detection Capability

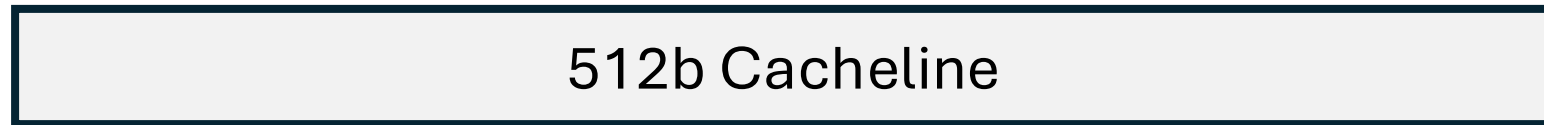
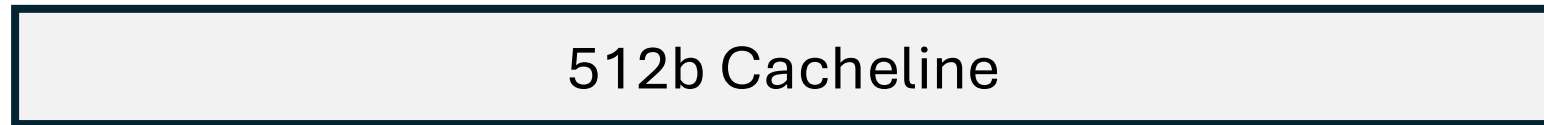


Collision rate:  $2^{-32}$ , **sufficient** for error detection

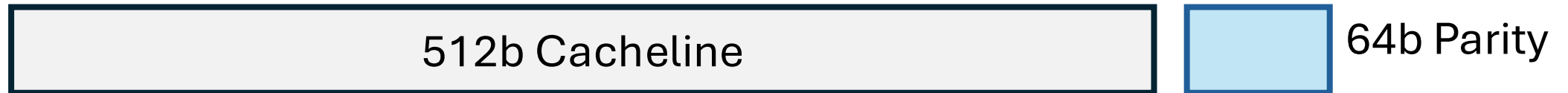
# Detection Capability



Collision rate:  $2^{-64}$ , **exponential sufficient** for error detection

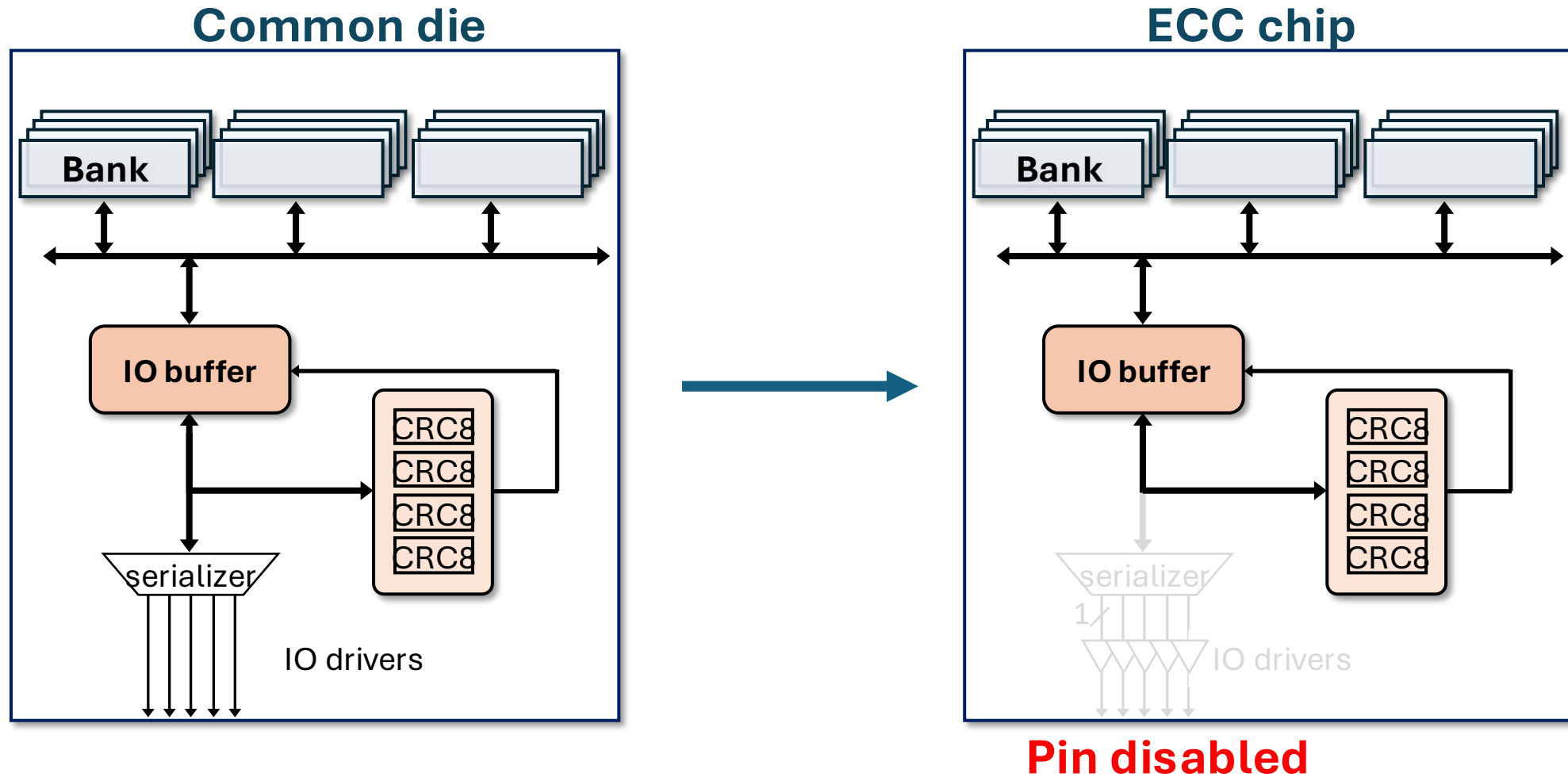


⋮

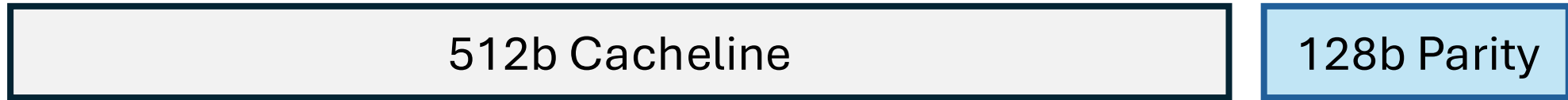


Collision rate:  $2^{-64}$ , **exponential sufficient** for error detection

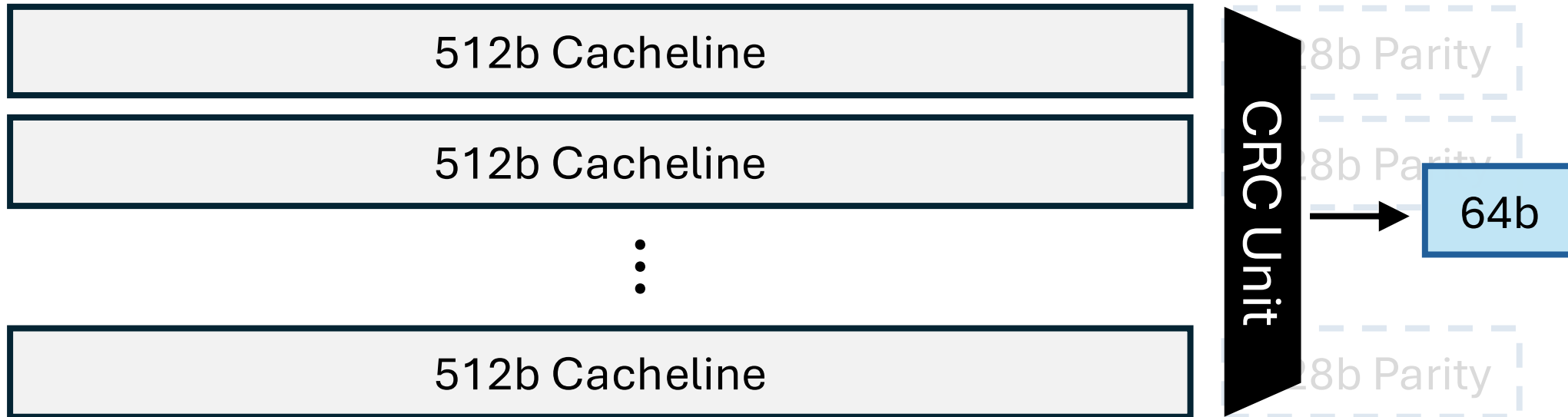
# Detection Capability



# Detection Capability

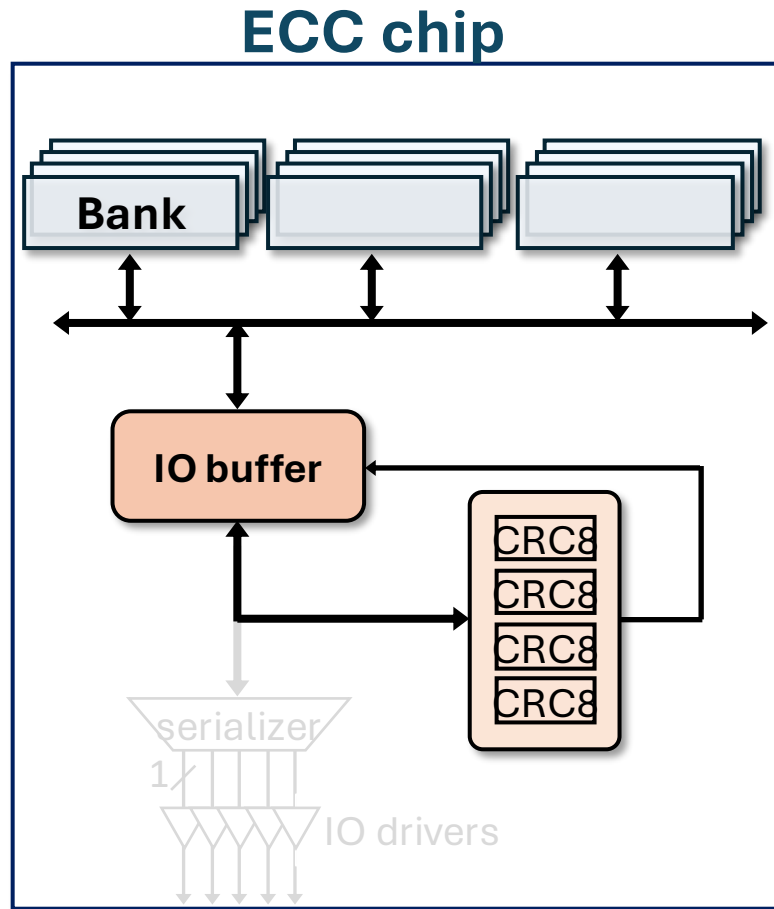


Collusion probability =  $2^{-128} \gg 512$  single bit flip cases

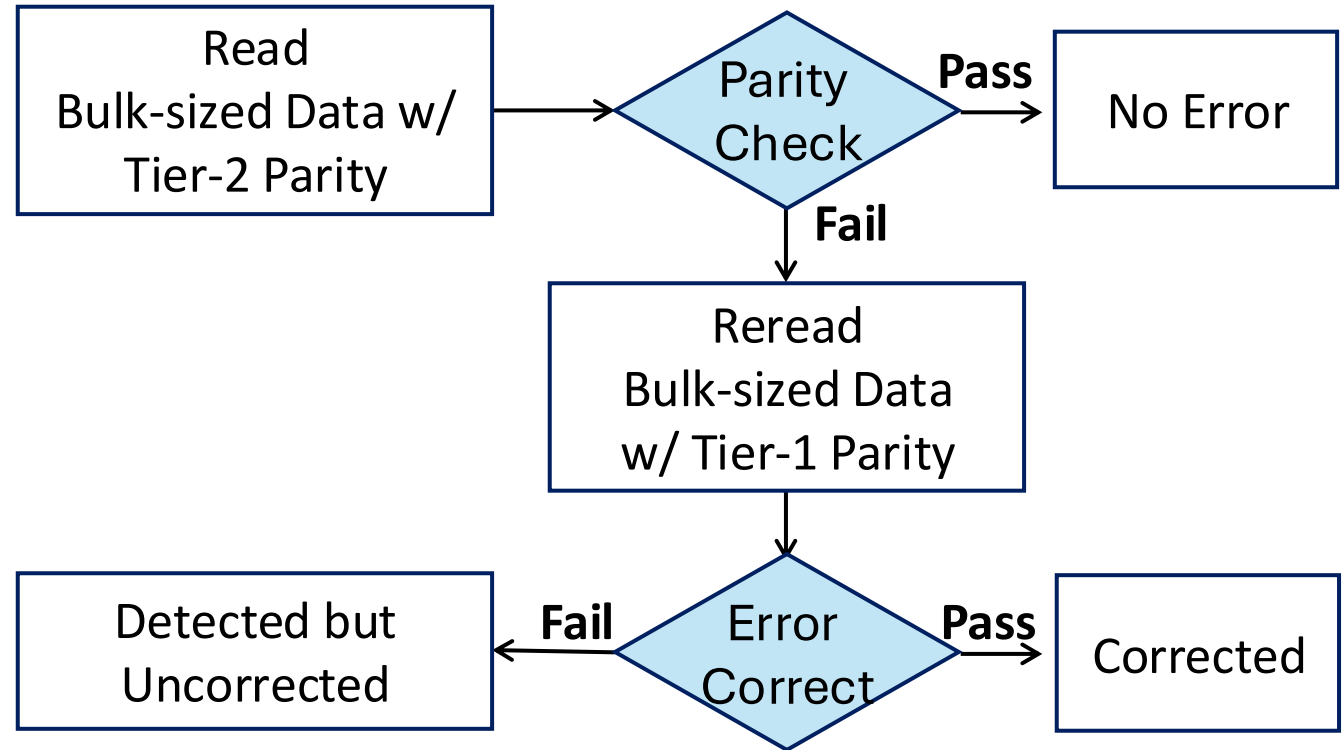


Collusion probability =  $2^{-64} \gg 512 * 16$  single bit flip cases

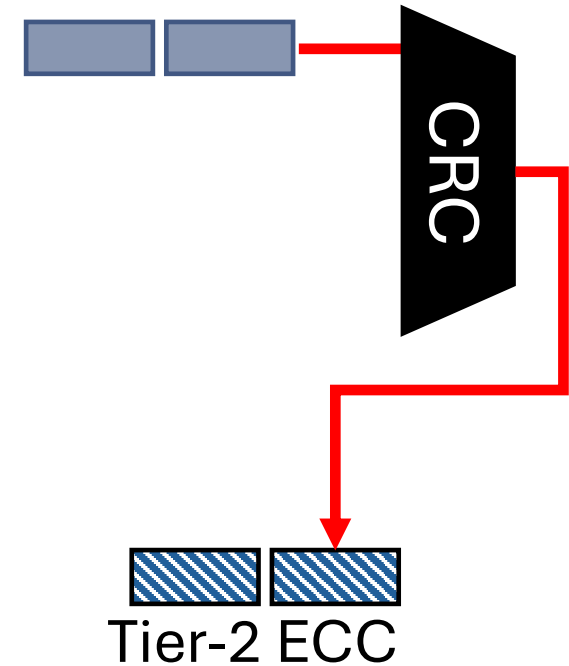
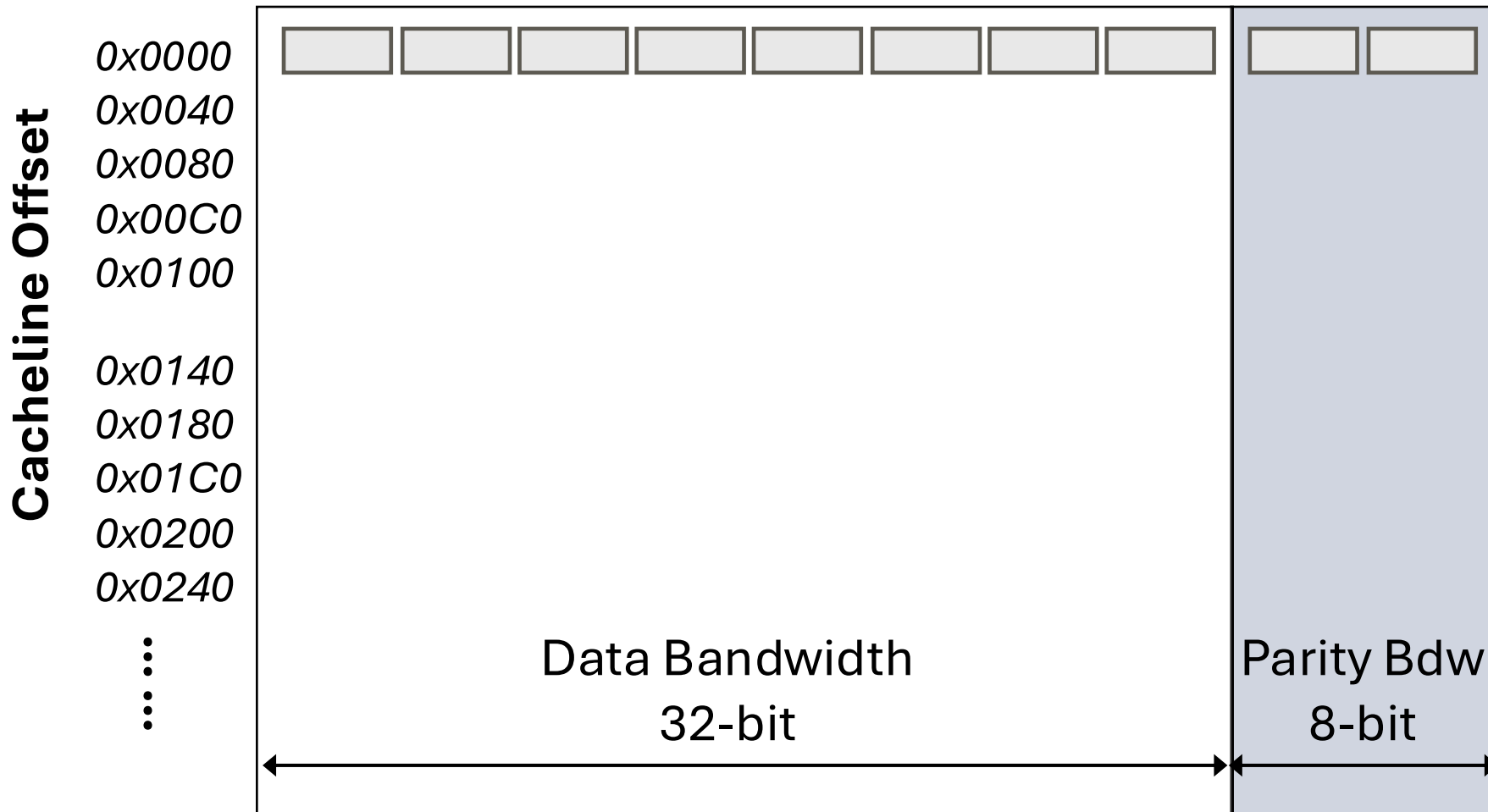
# Error Detection & Correction Logic



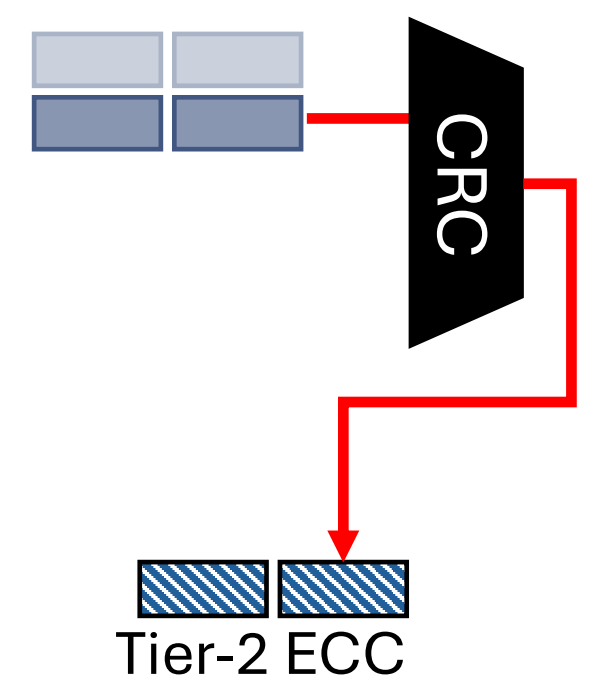
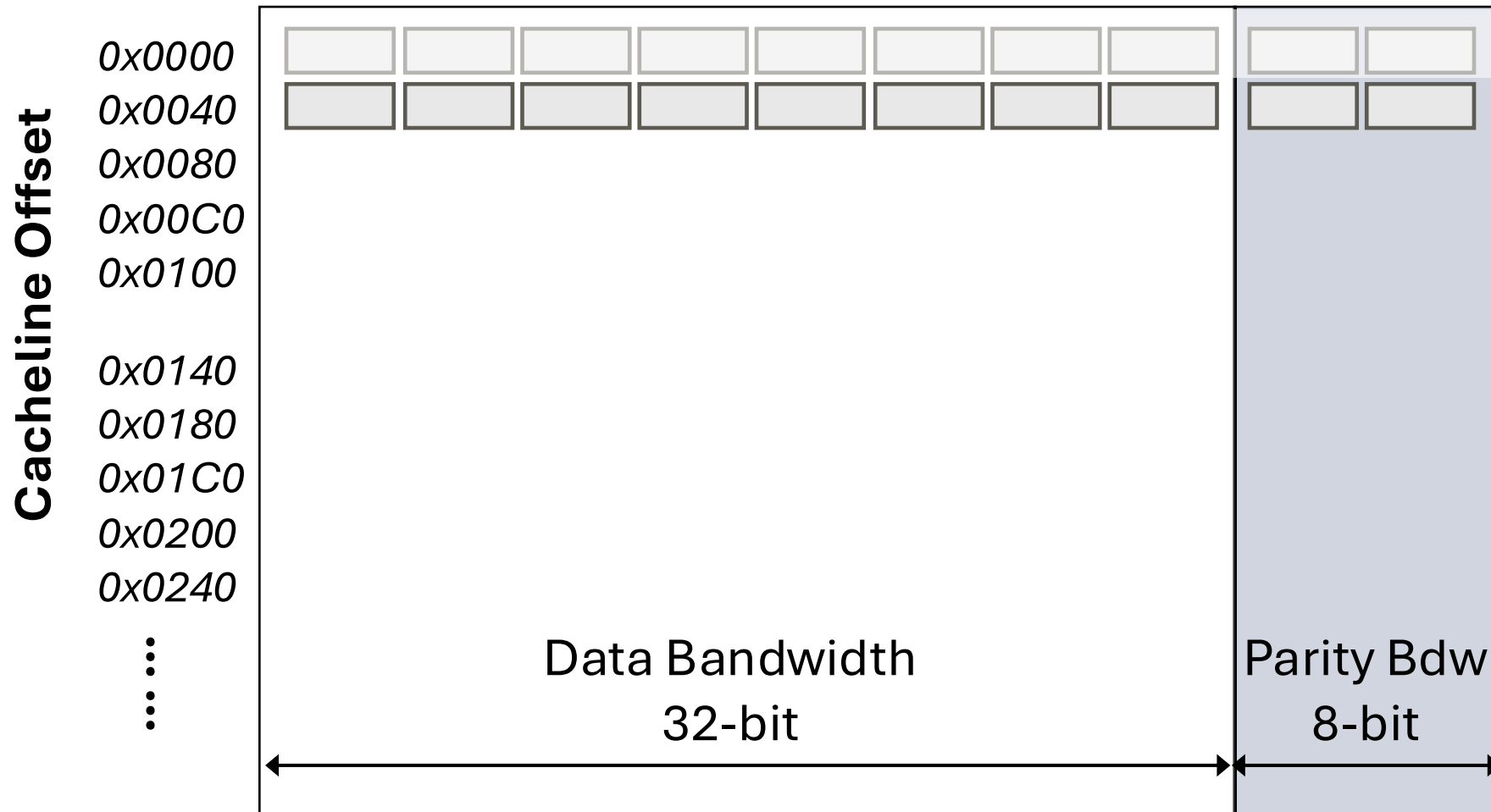
**Pin disabled**



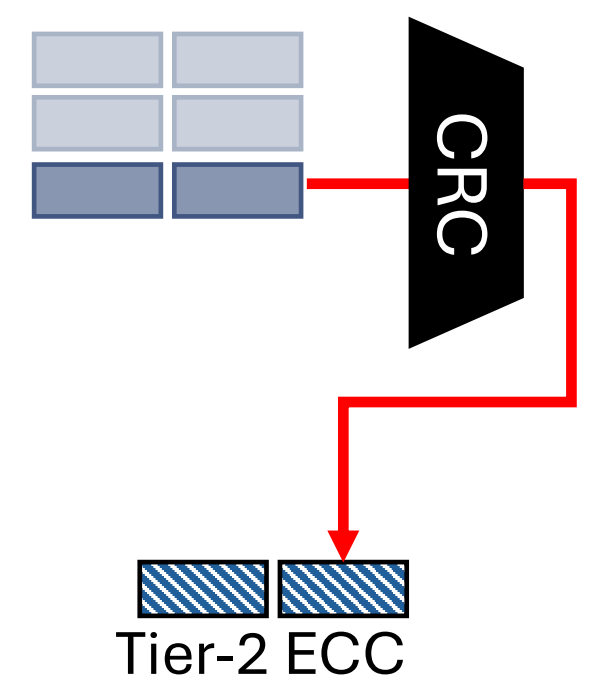
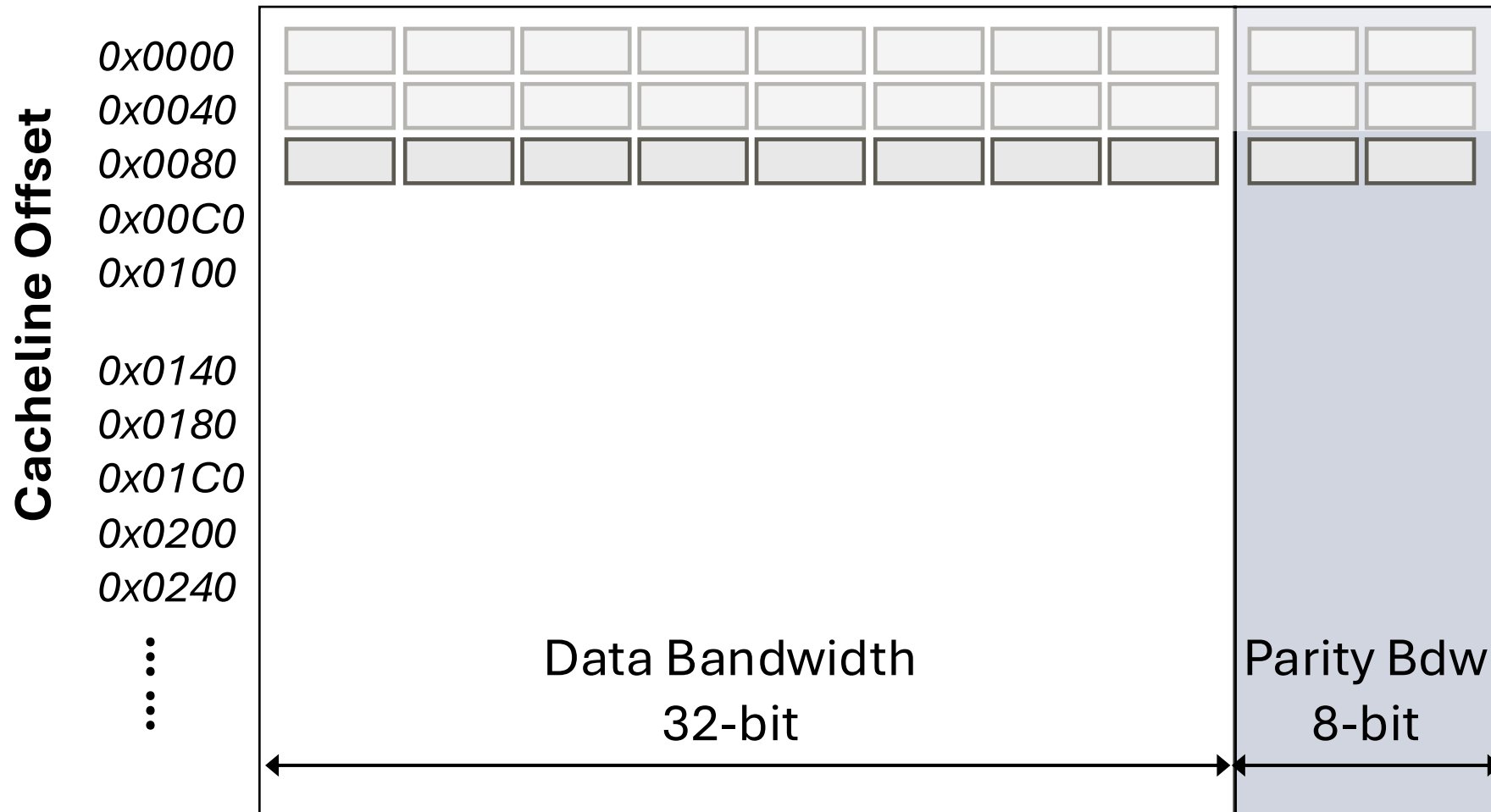
# Workflow



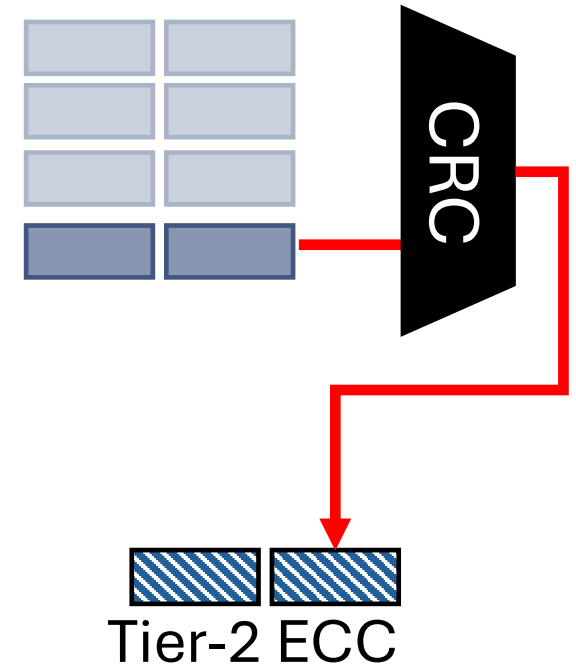
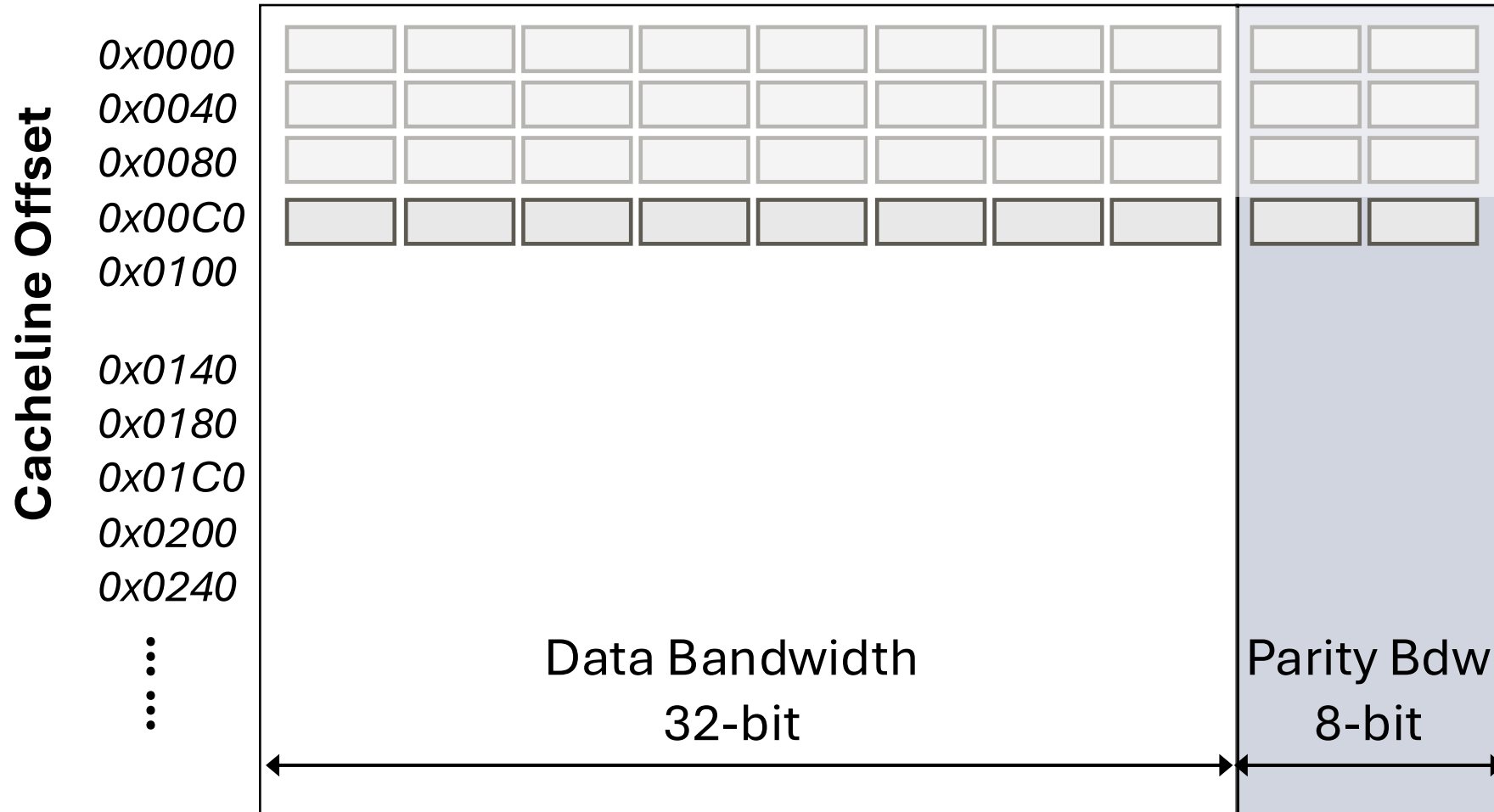
# Workflow



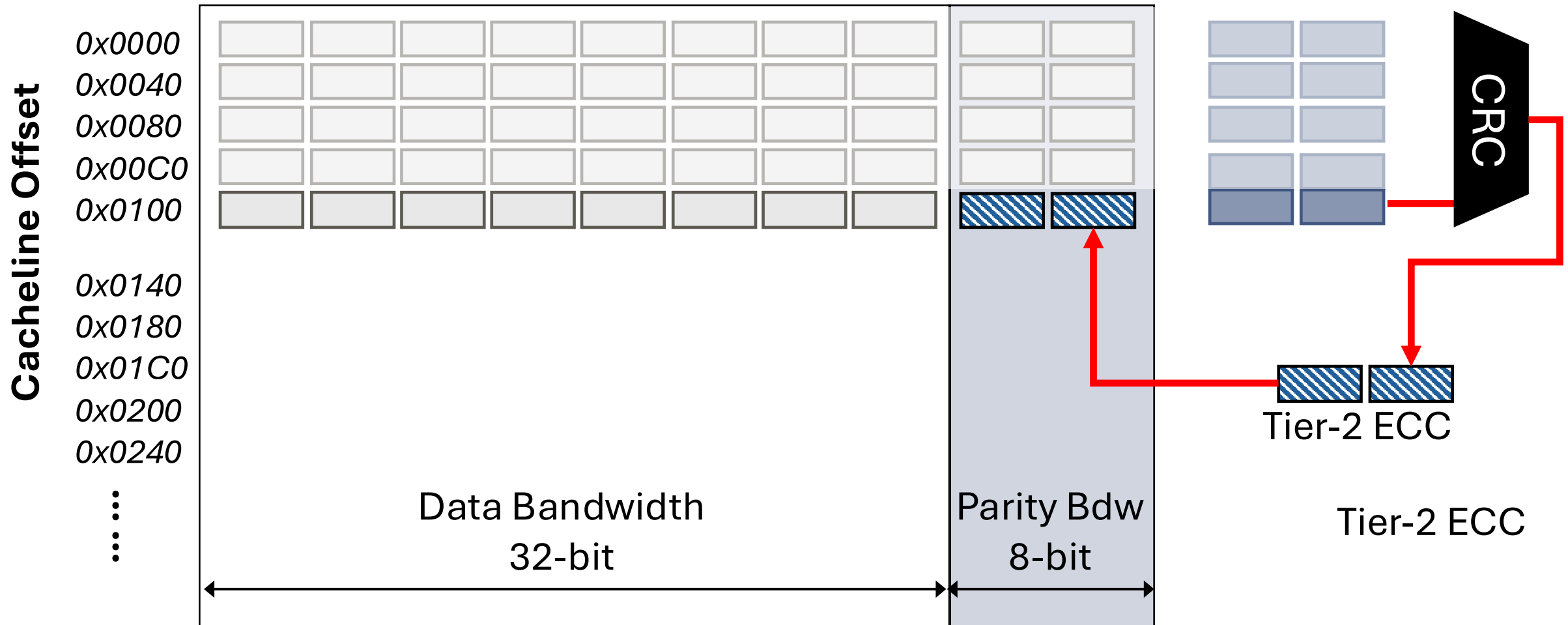
# Workflow



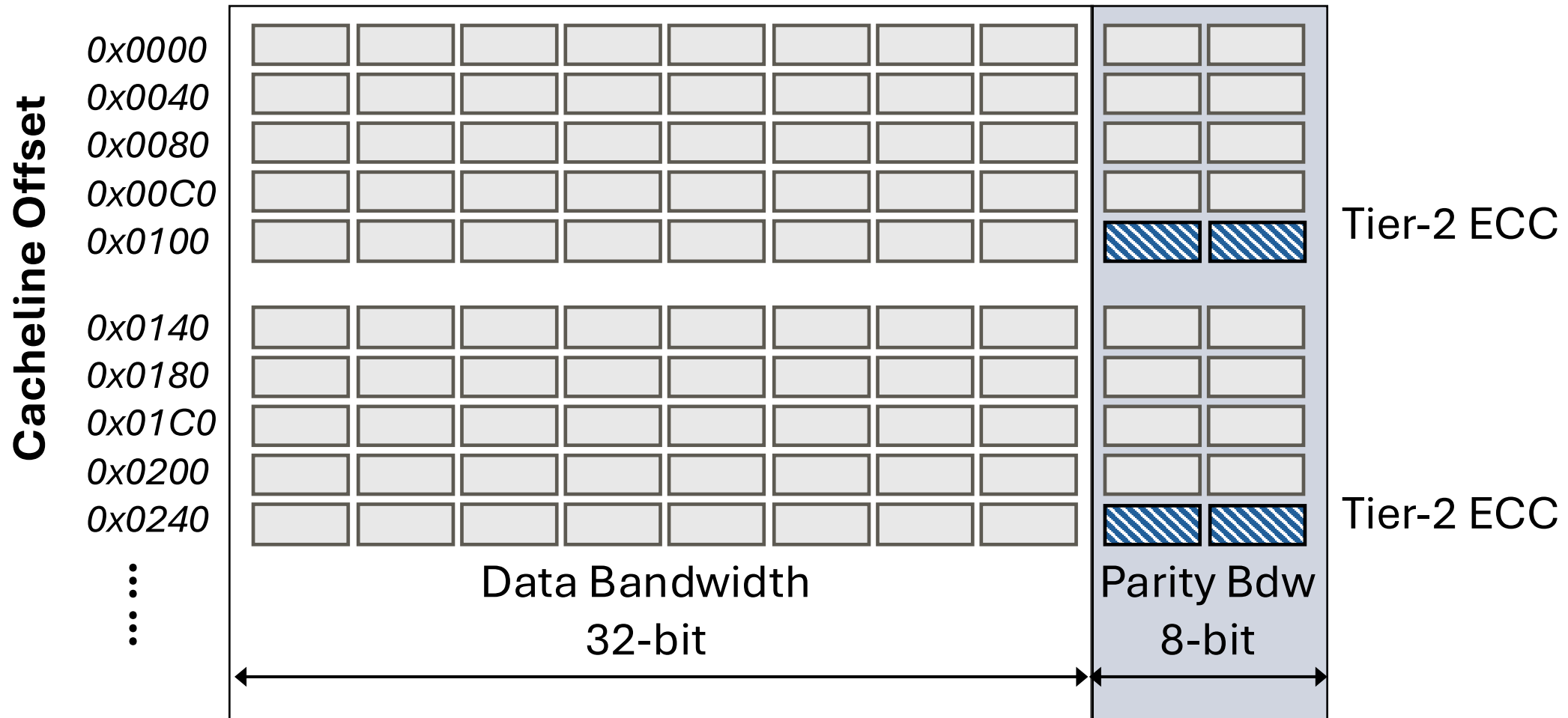
# Workflow



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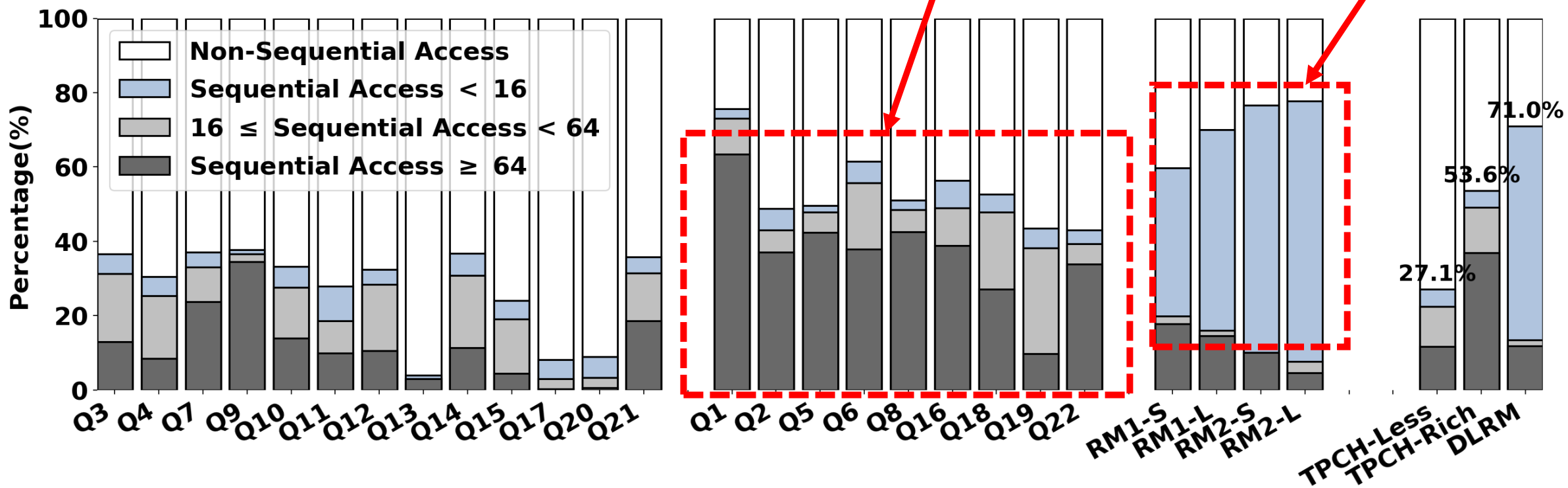


# Workflow

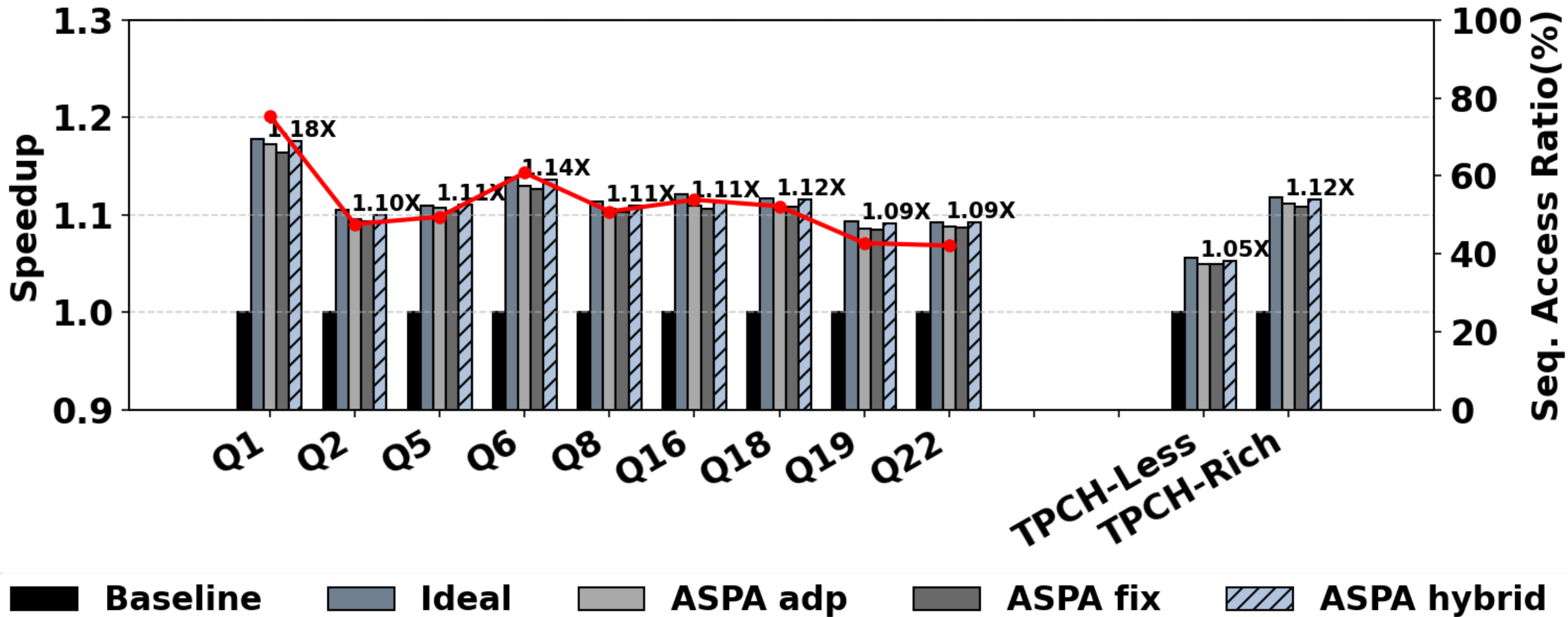


# Access Pattern of Workloads

large-scale sequential accesses    small-scale sequential accesses



# Performance





Thank you for listening

Q&A: [fan.li@ucf.edu](mailto:fan.li@ucf.edu)

