### Compressed Enabled Managed MRAM Memory Technology

Nilesh Shah VP Business Development ZeroPoint Technologies



#### **Executive Summary**

- Problem #1: LLMs memory bound. HBM-based GPUs <60% utilization.</li>
- Problem #2: Existing lossy compression methods degrade accuracy
- Opportunity: LLM inference is memory-bound 6:1 read-to-write ratio
- **Solution**: Lossless compression-enabled MRAM memory chiplet subsystem on UCle interface.
- Impact: MRAM delivers HBM-like bandwidth at 30-50% lower power, Alspecific chiplet augmentation to GPU-based inference
- Impact: Lossless compression squeezes models by 1.5X, leading to bandwidth, power and Tokens/s gain

# Compression enabled MRAM Chiplet deliver "Better together" Al inference memory solution



## LLM model layers: Memory Bound

#### LLAMA 2.0 7B example

2 stages: Prefill and Decode

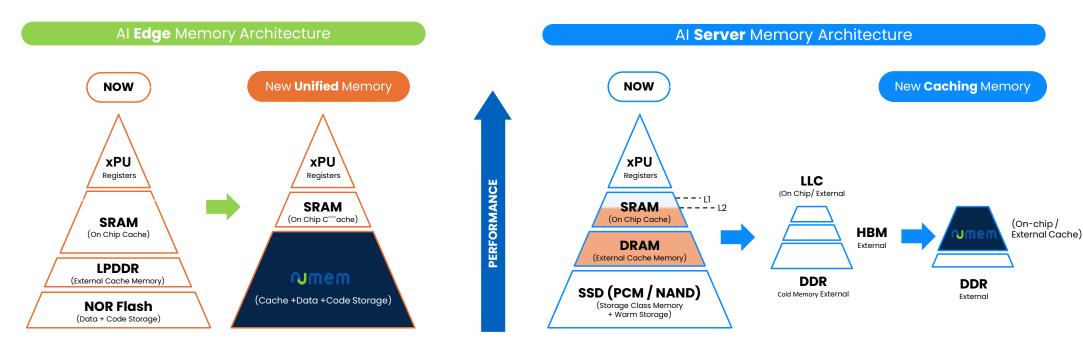
- Prefill is Compute bound
- Decode is Memory Bound
- Decode time dominates Prefill

LLM inference MEMORY BOUND

Layer Name	OPs	Memory	Arithmetic	Max	Bound
Layer Name	OFS	Access	Intensity	Performance	
			Prefill		
q_proj	69G	67M	1024	155T	compute
k_proj	69G	67M	1024	155T	compute
v_proj	69G	67M	1024	155T	compute
o_proj	69G	67M	1024	155T	compute
gate_proj	185G	152M	1215	155T	compute
up_proj	185G	152M	1215	155T	compute
down_proj	185G	152M	1215	155T	compute
qk_matmul	34G	302M	114	87T	memory
sv_matmul	34G	302M	114	87T	memory
softmax	671M	537M	1.25	960G	memory
norm	59M	34M	1.75	1T	memory
add	8M	34M	0.25	192G	memory
			Decode		
q_proj	34M	34M	1	768G	memory
k_proj	34M	34M	1	768G	memory
v_proj	34M	34M	1	768G	memory
o_proj	34M	34M	1	768G	memory
gate_proj	90M	90M	1	768G	memory
up_proj	90M	90M	1	768G	memory
down_proj	90M	90M	1	768G	memory
qk_matmul	17M	17M	0.99	762G	memory
sv_matmul	17M	17M	0.99	762G	memory
softmax	328K	262K	1.25	960G	memory
norm	29K	16K	1.75	1T	memory
add	4K	16K	0.25	192G	memory



### NuRAM: Managed MRAM "SmartMem" Technology

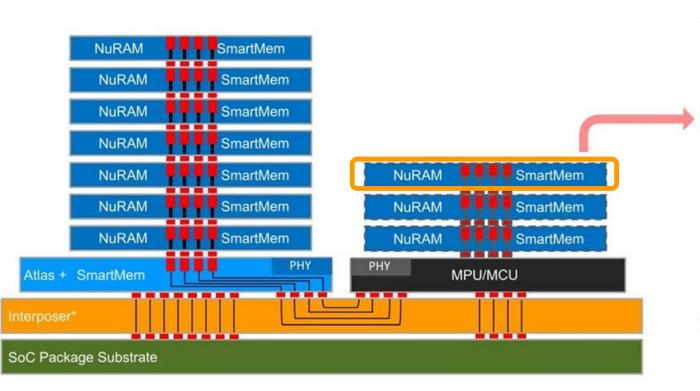


Fewer Memory Components (Space), Less Power, & Better Performance NuRAM is replacing the current tier, eliminating SRAM/DRAM Bottleneck (Space/Power/Performance)

3X HBM BW and DRAM like GB's capacity via stacking, 1000X lower standby and 2.5X denser than SRAM



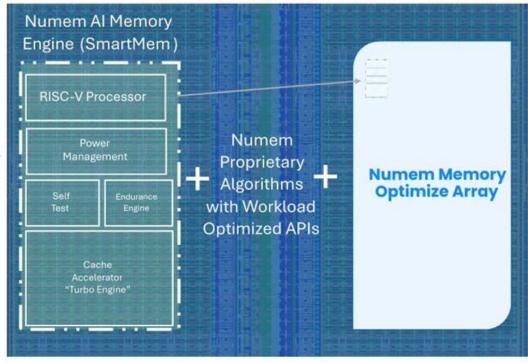
## Al Memory engine : deep dive



Numem SoC example (I/F: UCIe, HBM, LPDDR, etc.)

Gen 1 12nm: 2-6TB/s, 3-9GB/stack

Gen 2 5nm: 4-12TB/s , 8-16GB/stack



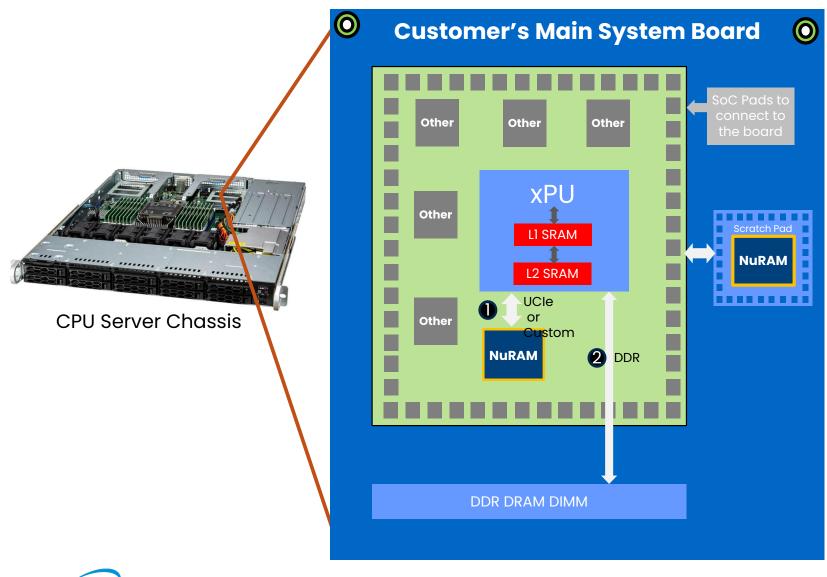
Numem Each Chiplet

#### Three Key Ingredients

- 1. Al Memory Engine
- 2. Numem Algorithms
- 3. Numem Array Design



## NuRAM: Server SOC integration



#### **Numem Solution Benefits**

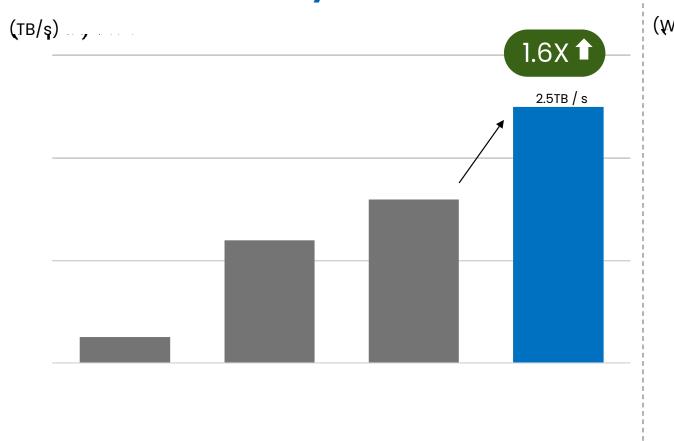
- Use NuRAM as the fast LLM (Last Level Memory)
  - Keep the NuRAM in SoC
  - o Fast Interface (UCIe, SRAM, etc.)
  - Much faster latency than DRAM
  - Ultra low power (stand by)
- 20 Instant-on by non-volatility

#### Less Access to DRAM DIMM

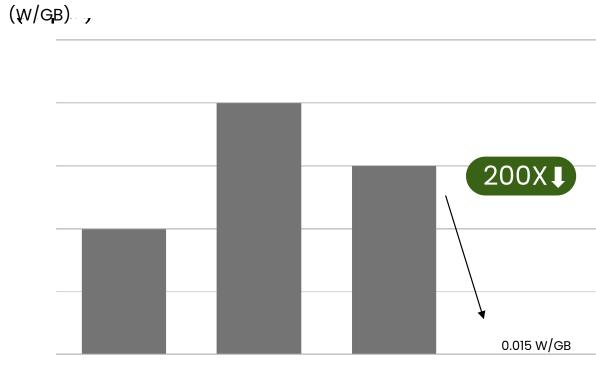
- Less interaction with DIMM (less wait time)
- Potentially less DIMM size ->
   lower power

#### Benchmarks

## Numem Bandwidth against Al Memory Modules



#### Numem Standby Power against Al Memory Module





### Are Lossy Quantized, Pruned LLM models compressible?

# Block based Compression Algorithms

Industry Standard Algorithm	Compression Ratio	Block size
LZ4	1.0X (no compression)	
ZSTD	1.25X ( us Latency)	/ / // h
Deflate	1.25X (us Latency)	64Kb
Snappy	0.99X (no compression)	

### Cacheline Algorithm

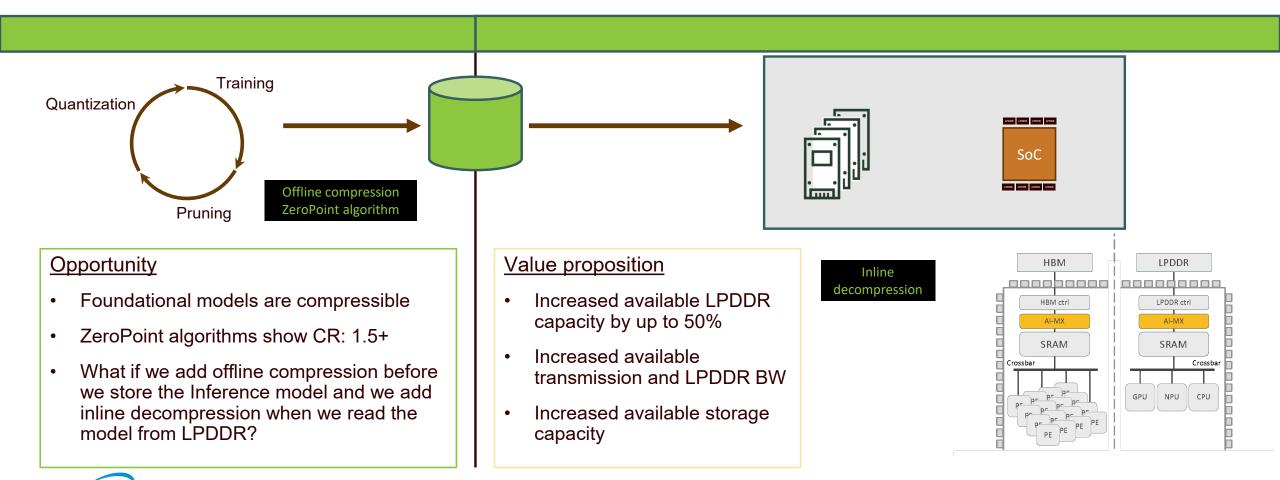
	Compression Ratio	Block size
ZeroPoint	1.5X +	64 byte

Cacheline compression on Foundational Models:

1.5X real time (de)compression with nanosecond latencies



# Addressing the LLM cost of transferring and storing on NVMe and HBM/LPDDR

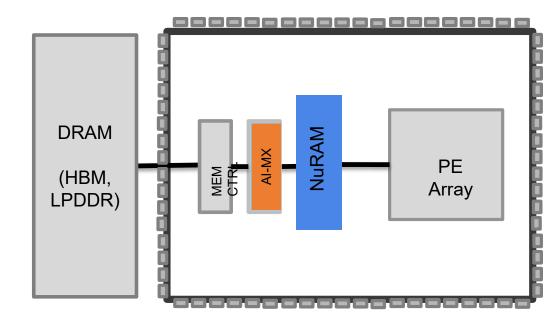


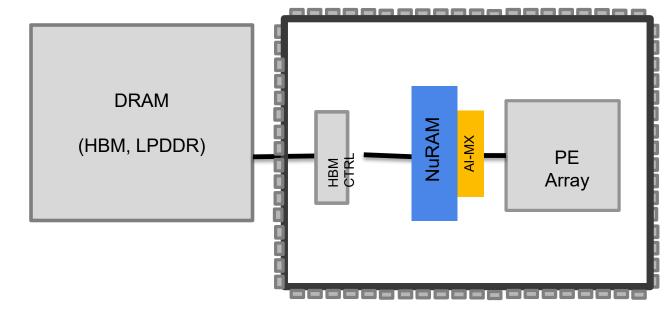
#### Al-MX – How does this work

- AI-MX IP must be integrated on the accelerator SoC
   (in the memory subsystem, or close to the PE)
- 1. Model data is compressed in software before being loaded to the system
- Model data is loaded to the system (along with compression metadata) & AI-MX is configured
- 3. Model data is requested by PE from DRAM, being inline decompressed by AI-MX

#### Compression approach

 Through the ZeroPoint proprietary and patented lossless compression X21 algorithm (provided as a software library)





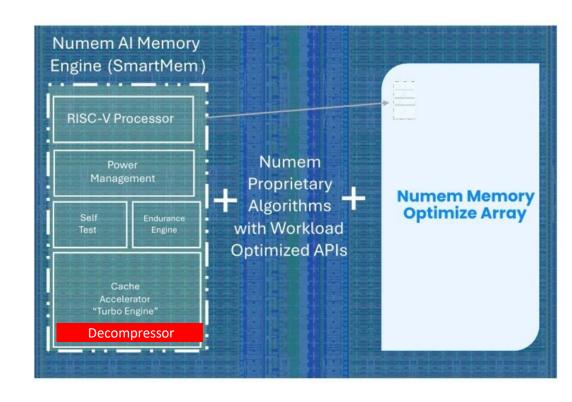


# Solution: integrated compression engine on managed MRAM SmartMem controller

Fit larger models

Amortize cost of MRAM via larger effective capacity

Increase effective BW



Inline compression + Managed MRAM have potential to deliver 5X effective capacity over HBM

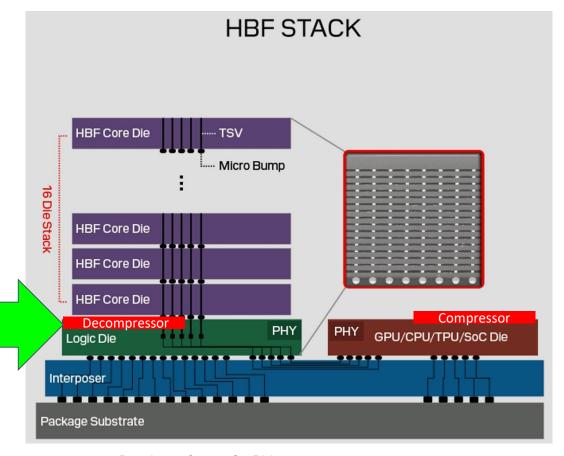


Future possibilities: integrated compression engine on HBF?

Boost HBF Bandwidth, capacity by 2X

Proposal: Lossless (de) compression engine on Logic Die

Compressor in SW, Compute die



Inline compression +HBF potential to deliver 2X effective capacity over HBF

Base Image Source: SanDisk

https://www.sandisk.com/company/newsroom/press-releases/2025/2025-07-24-sandisk-forms-hbf-technical-advisory-board-to-guide-development-and-strategy-for-high-bandwidth-flash-memory-technology

Decompressor inserted speculatively



#### Datasheet- Al-MX\_Gen1 (Pool of decompressors)

Characteristics	Value	
Compression granularity	<u>Only</u> 32B or 64B	
Clock frequency	Up to 1.75 GHz (Samsung 4nm / TSMC N5 technology)	
Bandwidth	Matches the B/w of 1 HBM3e channel (@1.2GHz)	
Decompression latency	Pipelined decompressor; <u>Deterministic latency</u> ; Default: 21/ cycles +1/ foreach next decompressed 64B block of the compressed package (or stream)	
Area and peak power* / IP instance	Area = 0.04mm2 Peak Power = 0.057W (Samsung 4nm, Low Power Plus (LPP)) @1.2GHz	
Compression ratio (geomean) 100% lossless	1.5x for Llama model data at bf16 1.25x - 1.43x for Llama model data at OFP8 (e4m3 / e5m2)	

#### Area and Power efficient IP for LLM model (de) compression



## Summary/ Call to Action

#### Summary:

LLM model inference memory bound

Compression enabled Managed MRAM technology offers path to differentiate, compete with higher Tokens-per second- per watt

#### Call To Action:

Partner to sample combined IP within your SoC Architecture Collaboratively evaluate performance via memory trace Collaboration to develop use cases, benchmarks

