Lecture 9:

Training Deep Neural Networks (in parallel)

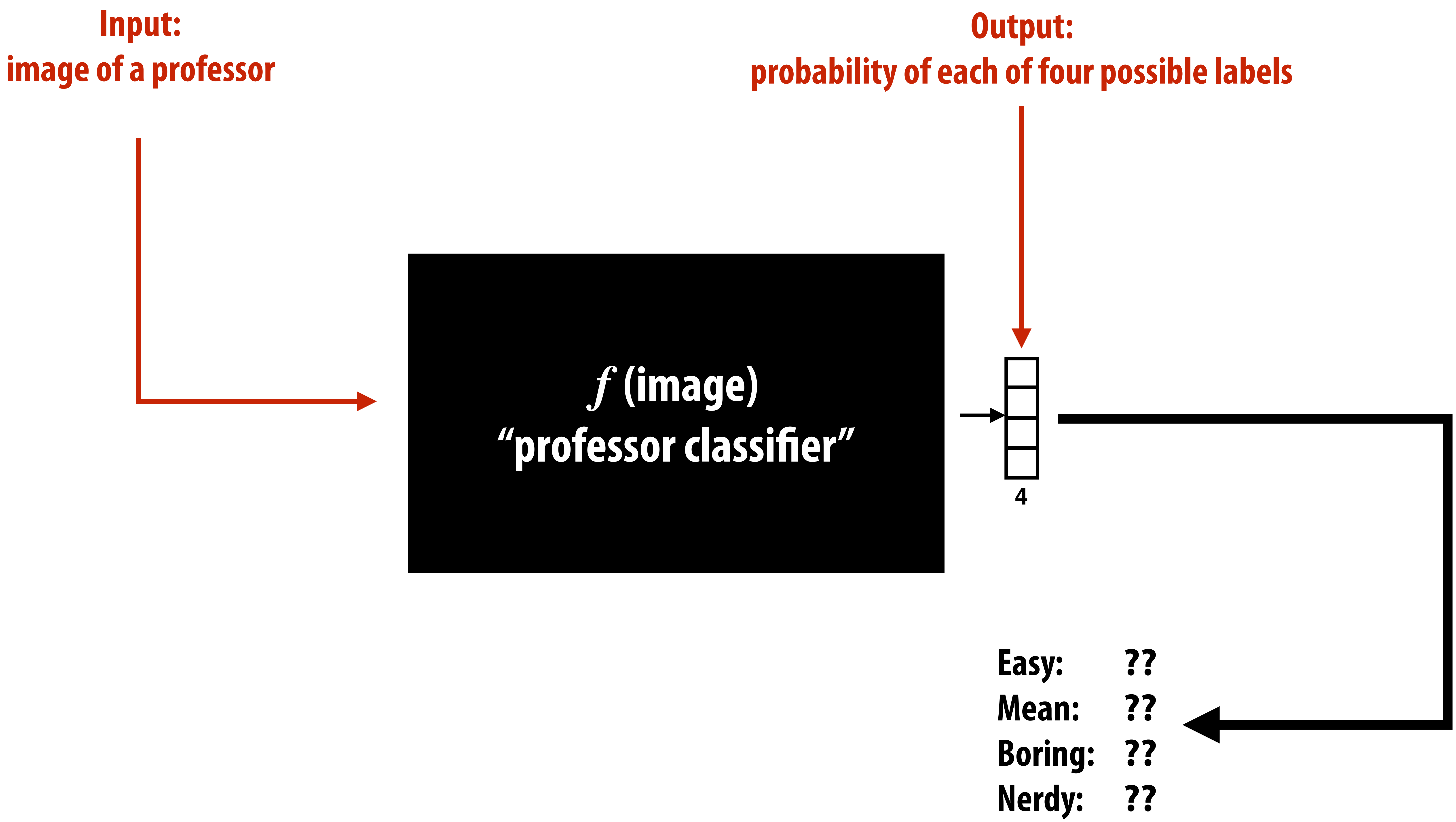
Visual Computing Systems
CMU 15-769, Fall 2016

How would you describe this professor?

Easy?
Mean?
Boring?
Nerdy?

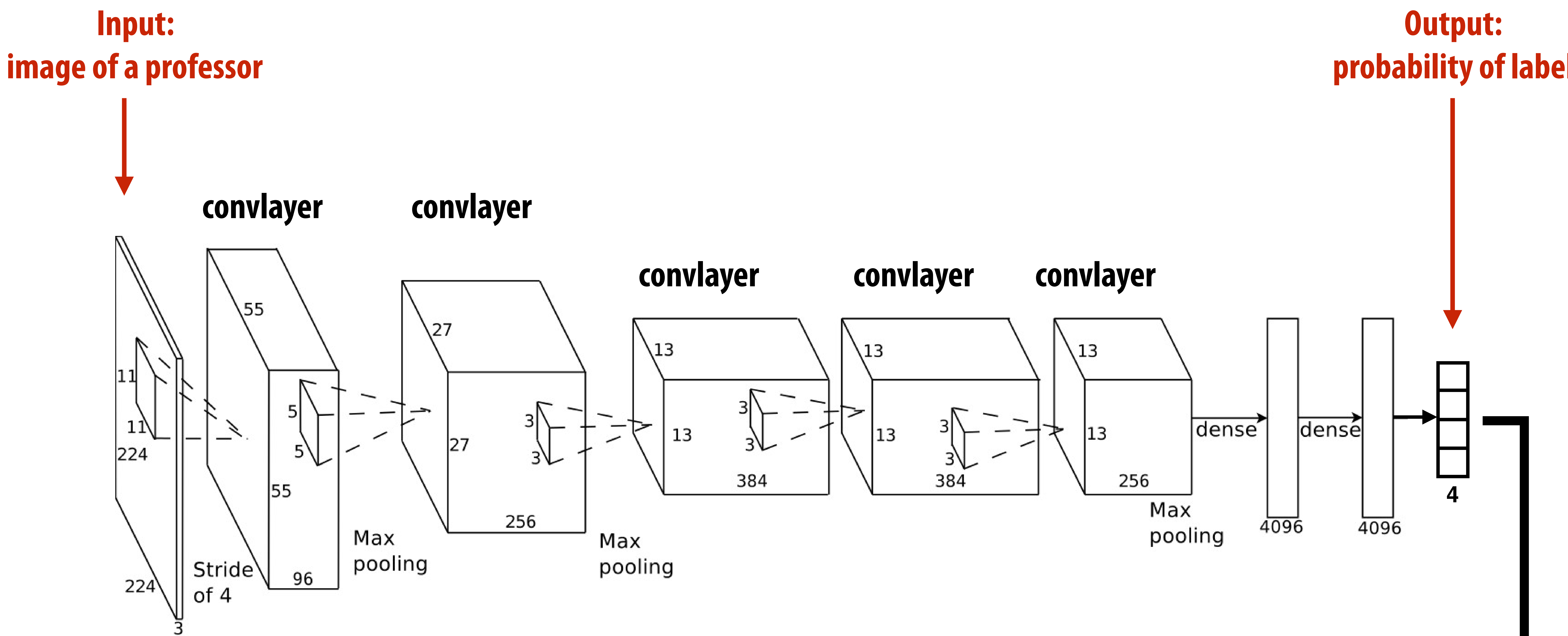
Professor classification task

Classifies professors as easy, mean, boring, or nerdy based on their appearance.



Professor classification network

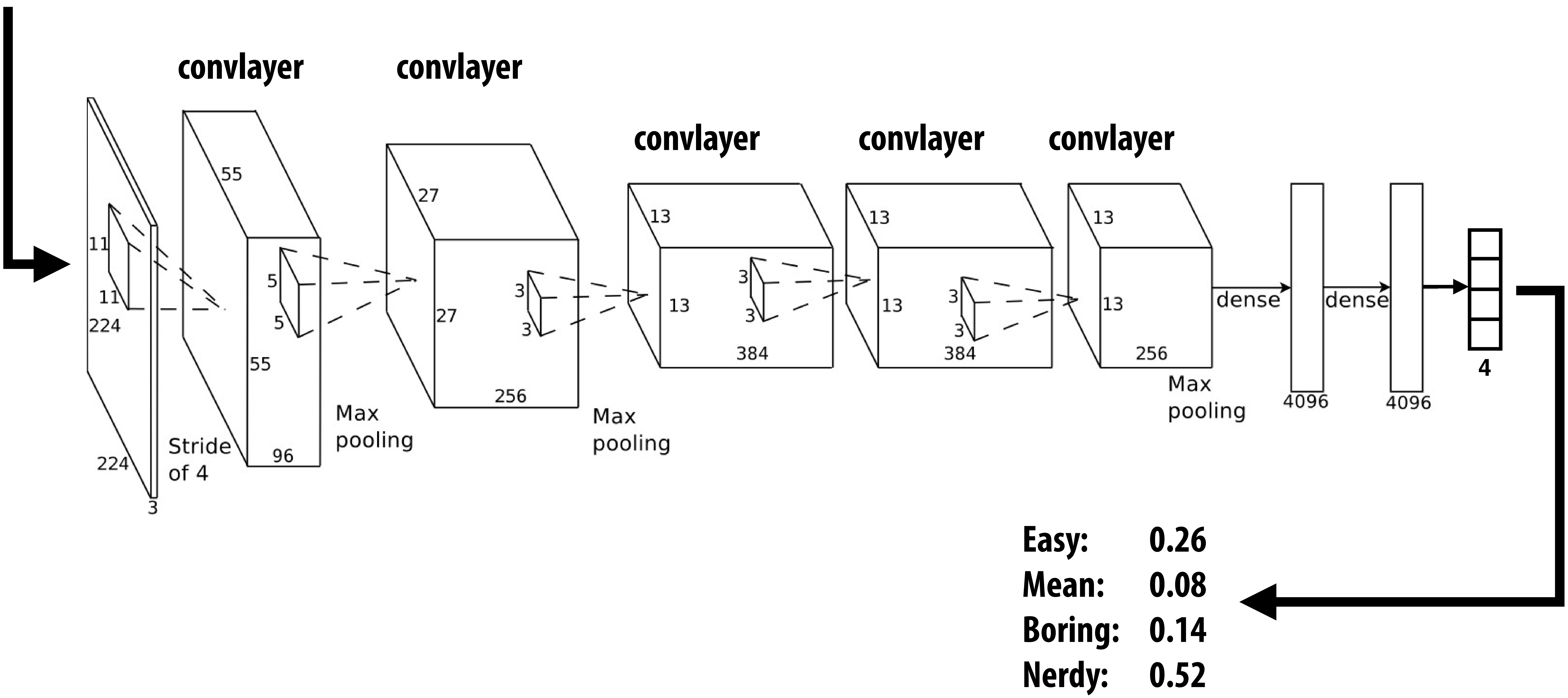
Classifies professors as easy, mean, boring, or nerdy based on their appearance.



Easy: ??
Mean: ??
Boring: ??
Nerdy: ??

Recall: 10's-100's of millions of parameters

Professor classification network



Training data (ground truth answers)


[label omitted]


[label omitted]


[label omitted]


Nerdy


[label omitted]


[label omitted]


[label omitted]

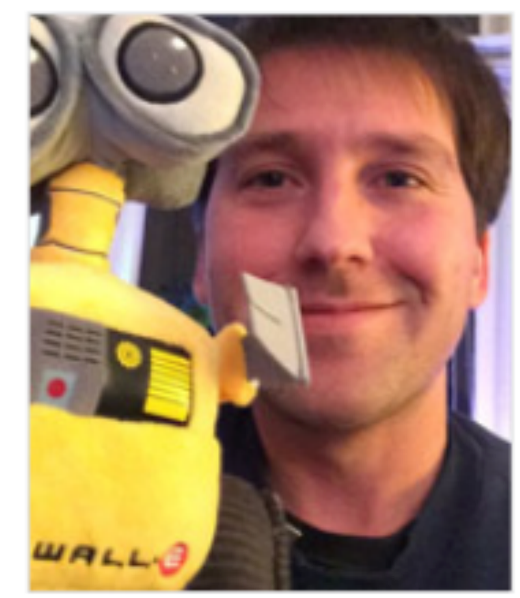

[label omitted]


[label omitted]


Nerdy


[label omitted]


[label omitted]


Nerdy


[label omitted]


[label omitted]


[label omitted]


Nerdy

[label omitted]


[label omitted]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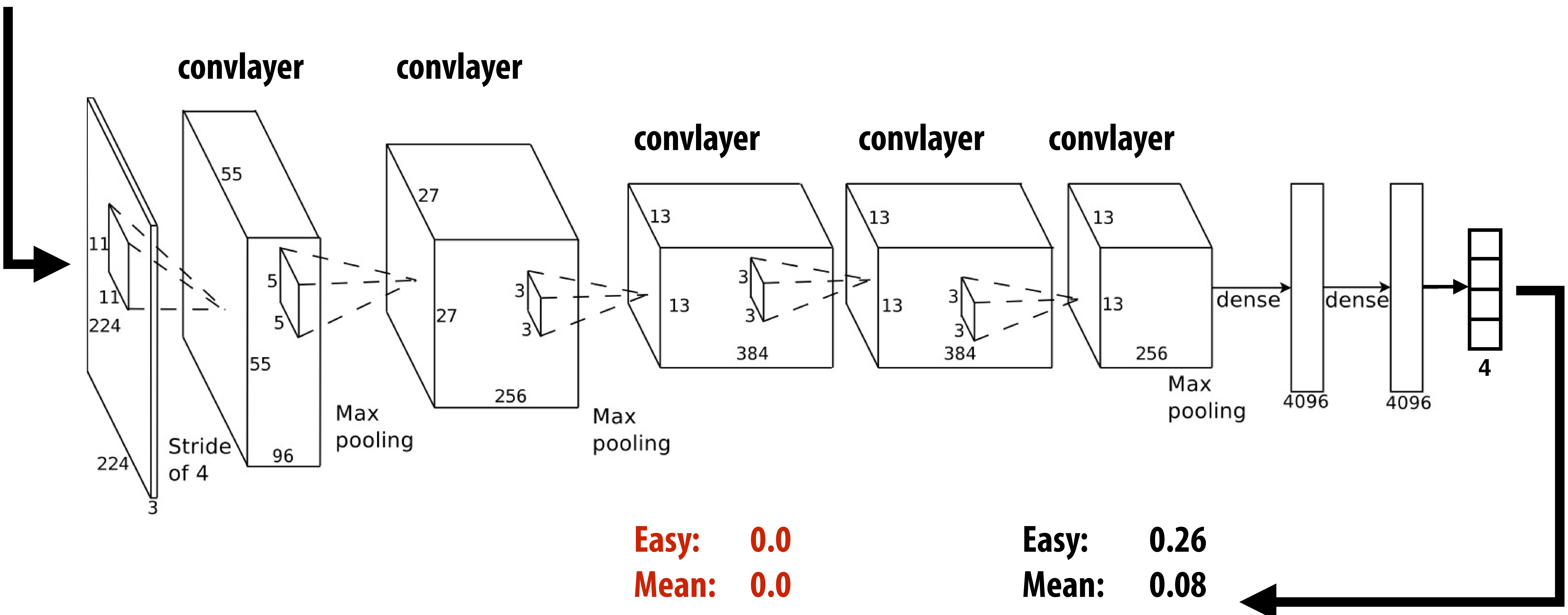
Nerdy

Professor classification network

New image of Kayvon
(not in training set)



Easy:	0.0
Mean:	0.0
Boring:	0.0
Nerdy:	1.0

Ground truth
(what the answer should be)

Easy:	0.26
Mean:	0.08
Boring:	0.14
Nerdy:	0.52

Network output

Error (loss)

Ground truth:
(what the answer should be)

Easy:	0.0
Mean:	0.0
Boring:	0.0
Nerdy:	1.0

Network output: *

Easy:	0.26
Mean:	0.08
Boring:	0.14
Nerdy:	0.52

Common example: softmax loss:

$$L = -log\left(\frac{e^{f_c}}{\sum_j e^{f_j}}\right)$$

Output of network for correct category

Output of network for all categories

* In practice a network using a softmax classifier outputs unnormalized, log probabilities (f_j), but I'm showing a probability distribution above for clarity

Training

Goal of training: learning good values of network parameters so that the network outputs the correct classification result for any input image

Idea: minimize loss for all the training examples (for which the correct answer is known)

$$L = \sum_i L_i$$ **(total loss for entire training set is sum of losses L_i for each training example x_i)**

Intuition: if the network gets the answer correct for a wide range of training examples, then hopefully it has learned parameter values that yield the correct answer for future images as well.

Intuition: gradient descent

Say you had a function *f* that contained hidden parameters *p_1 and p_2*: $f(x_i)$

And for some input *x_i*, your training data says the function should output 0.

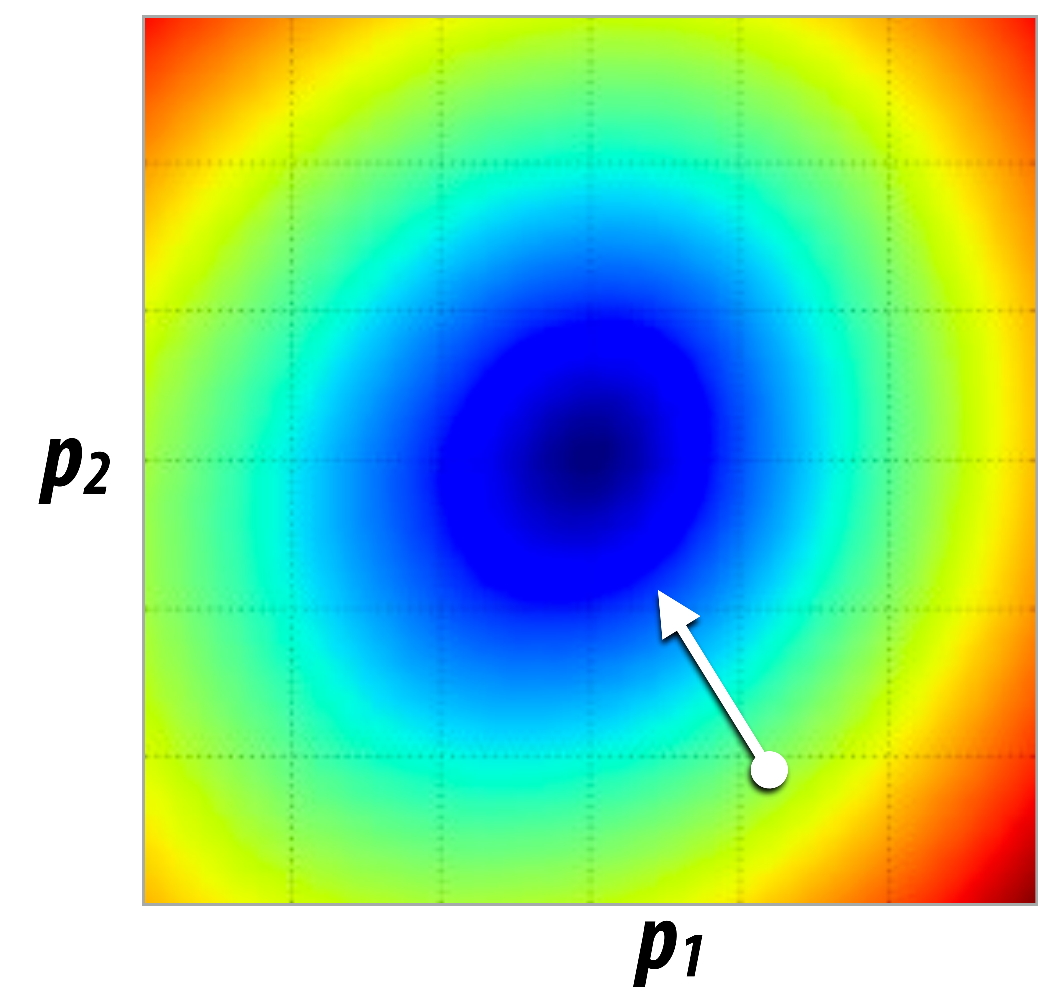
But for the current values of *p_1 and p_2*, it currently outputs 10.

$$f(x_i, p_1, p_2) = 10$$

And say I also gave you expressions for the derivative of *f* with respect to *p_1 and p_2* so you could compute their value at *x_i*.

$$\frac{df}{dp_1} = 2 \quad \frac{df}{dp_2} = -5 \qquad \nabla f = [2, -5]$$

red = high values of f
blue = low values



How might you adjust the values *p_1 and p_2* to reduce the error for this training example?

Basic gradient descent

```
while (loss too high):

   for each item x_i in training set:
      grad += evaluate_loss_gradient(f, params, loss_func, x_i)

   params += -grad * step_size;
```

Mini-batch stochastic gradient descent (mini-batch SGD):
choose a random (small) subset of the training examples to compute gradient in each iteration of the while loop

How do we compute dLoss/dp for a deep neural network with millions of parameters?

Derivatives using the chain rule

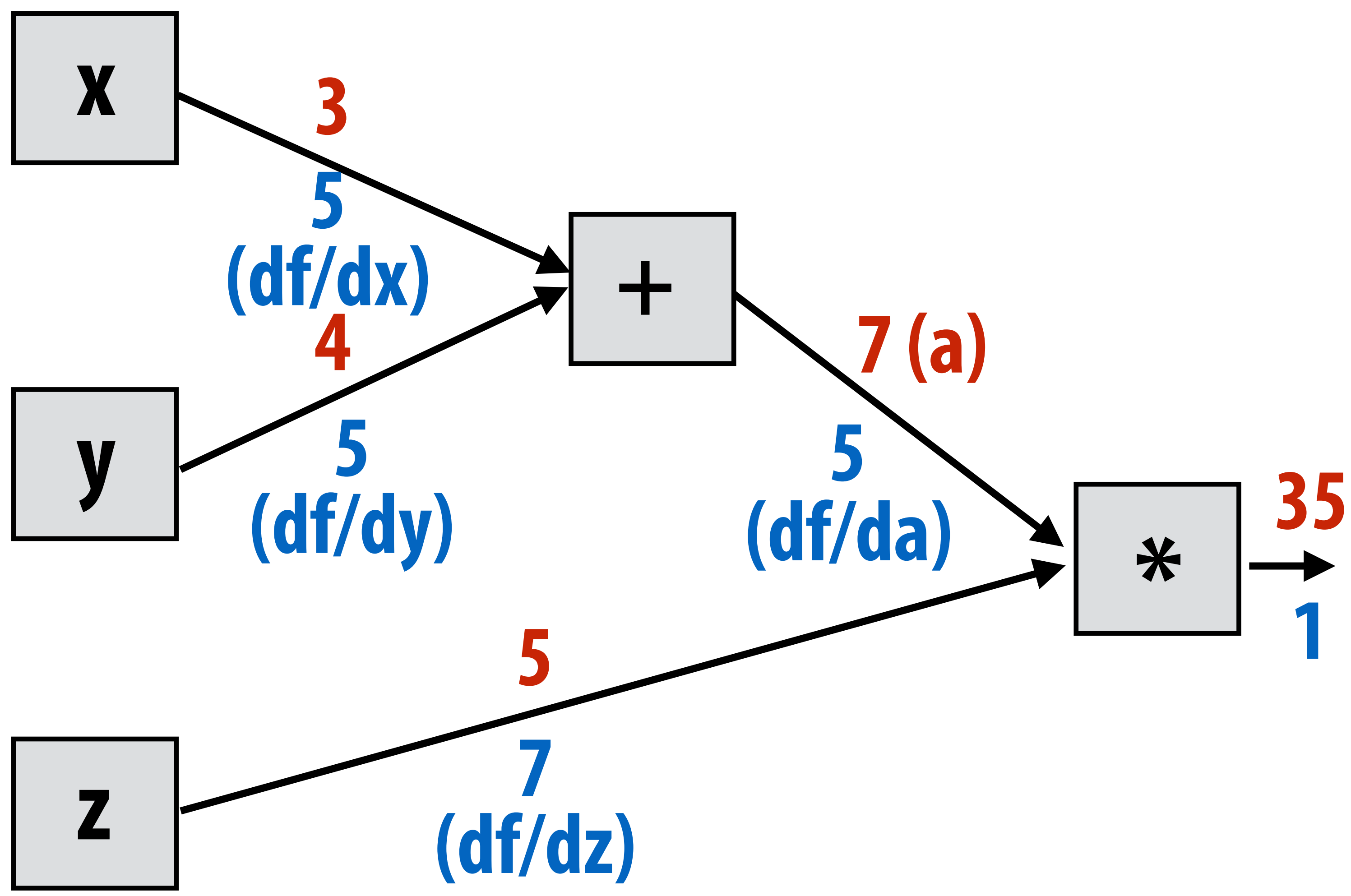
$$f(x, y, z) = (x + y)z = az$$

Where: $a = x + y$

$$\frac{df}{da} = z \quad \frac{da}{dx} = 1 \quad \frac{da}{dy} = 1$$

So, by the derivative chain rule:

$$\frac{df}{dx} = \frac{df}{da}\frac{da}{dx} = z$$



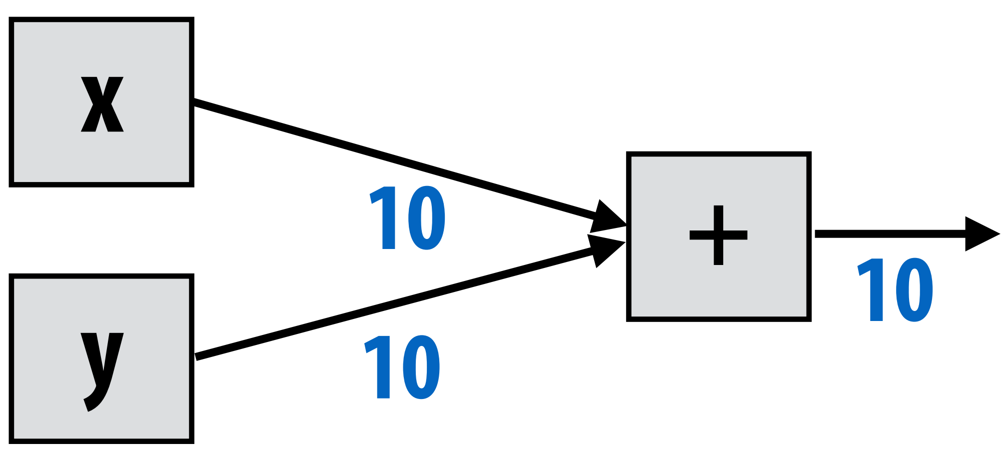
Red = output of node
Blue = df/dnode

Backpropagation

Red = output of node

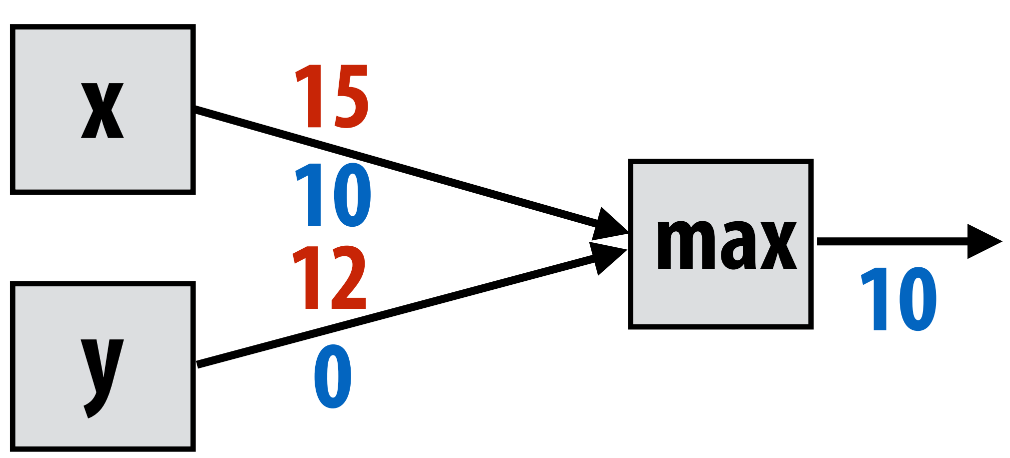
Blue = df/dnode

Recall: $$\frac{df}{dx} = \frac{df}{dg}\frac{dg}{dx}$$



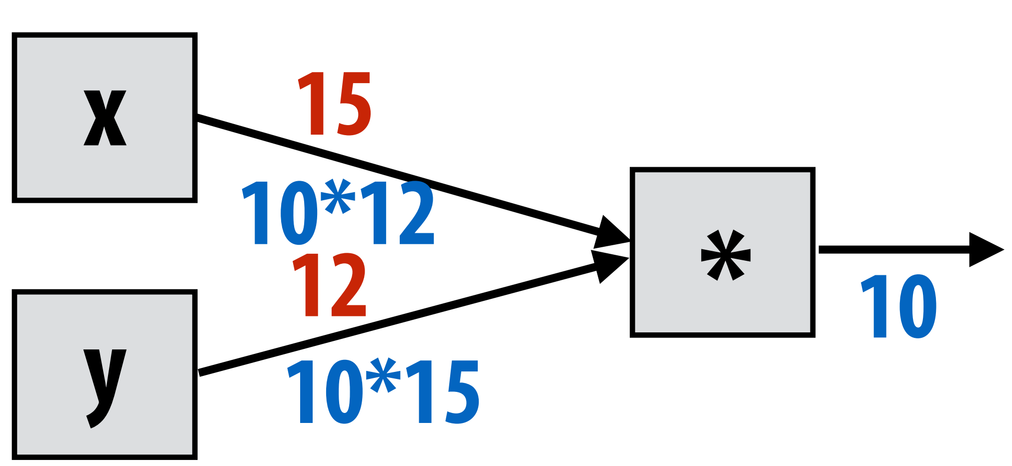
$$g(x, y) = x + y$$

$$\frac{dg}{dx} = 1\,, \;\; \frac{dg}{dy} = 1$$



$$g(x, y) = \max(x, y)$$

$$\frac{dg}{dx} = \begin{cases} \text{1, if x > y} \\ \text{0, otherwise} \end{cases}$$



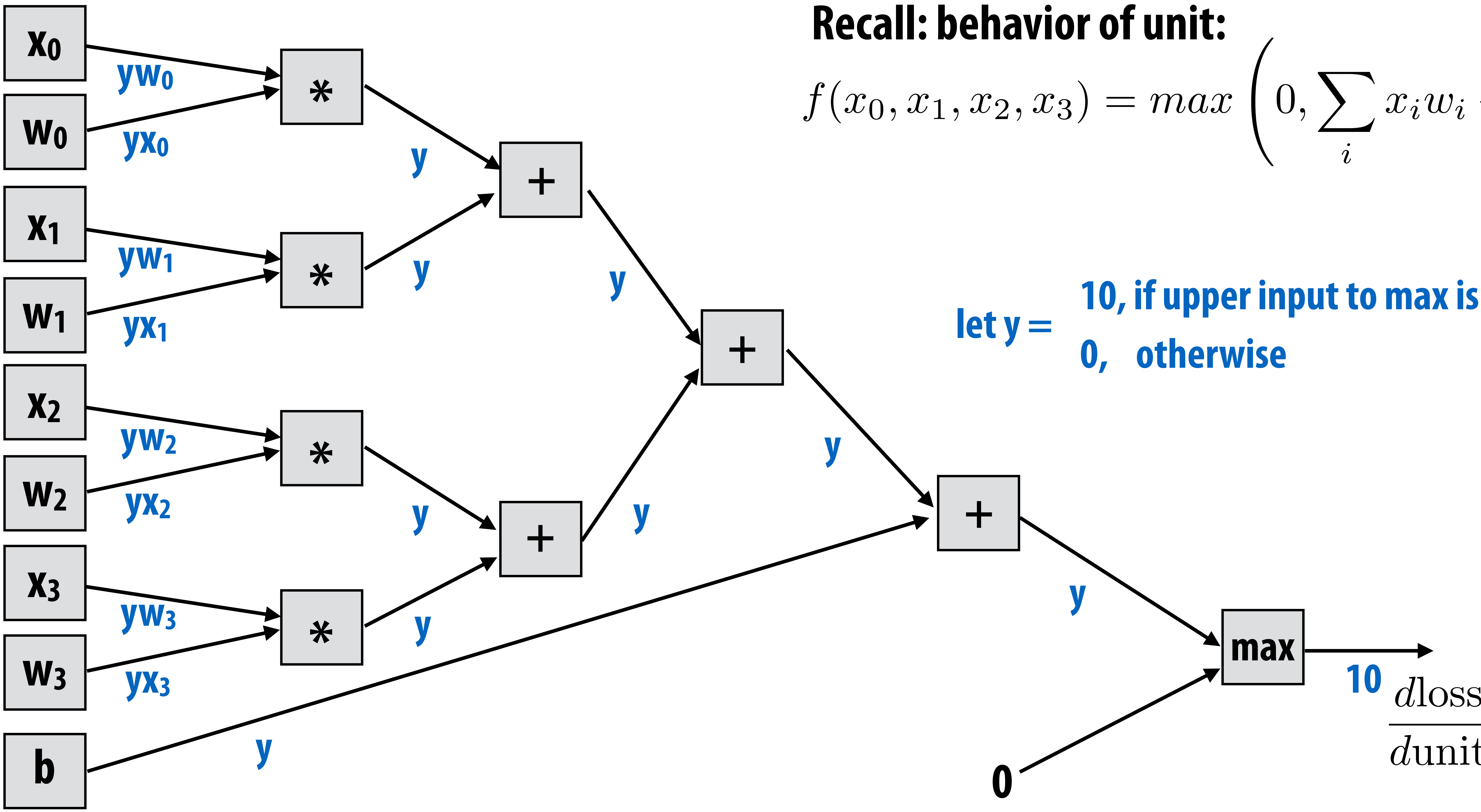
$$g(x, y) = xy$$

$$\frac{dg}{dx} = y\,, \;\; \frac{dg}{dy} = x$$

Backpropagating through single unit

Recall: behavior of unit:

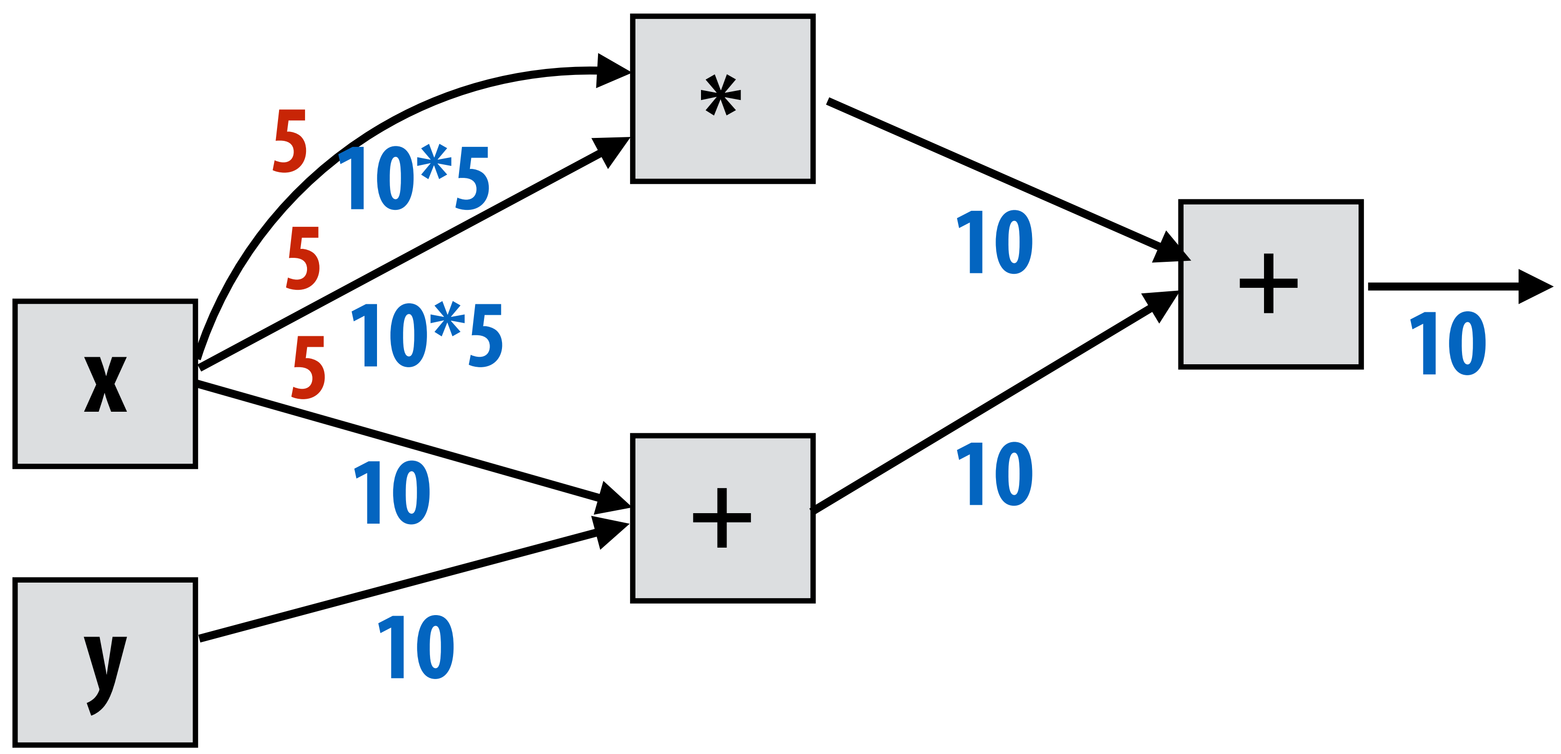
$$f(x_0, x_1, x_2, x_3) = max\left(0, \sum_i x_i w_i + b\right)$$



let y = 10, if upper input to max is > 0
0, otherwise

Observe: output of prior layer must be retained in order to compute weight gradients for this unit during backprop.

Multiple uses of an input variable



$$g(x,y) = (x+y) + x*x = a + b$$

$$\frac{da}{dx} = 1\,,\ \frac{db}{dx} = 2x$$

$$\frac{dg}{dx} = \frac{dg}{da}\frac{da}{dx} + \frac{dg}{db}\frac{db}{dx} = 2x + 1$$

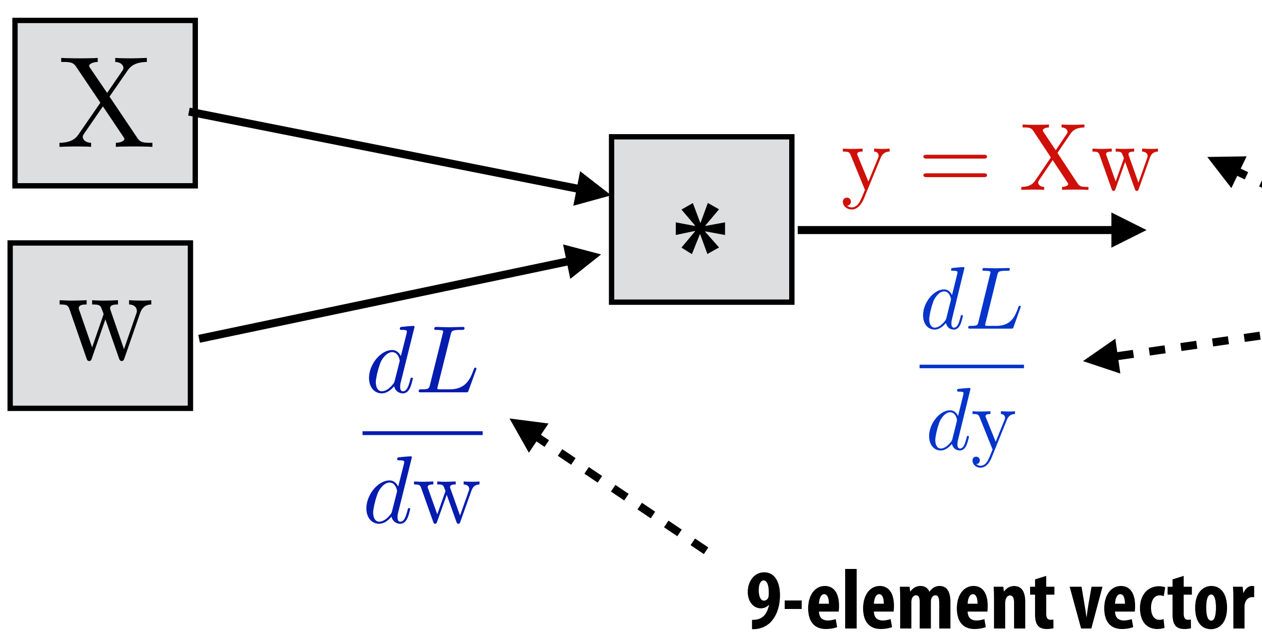
Sum gradients from each use of variable:

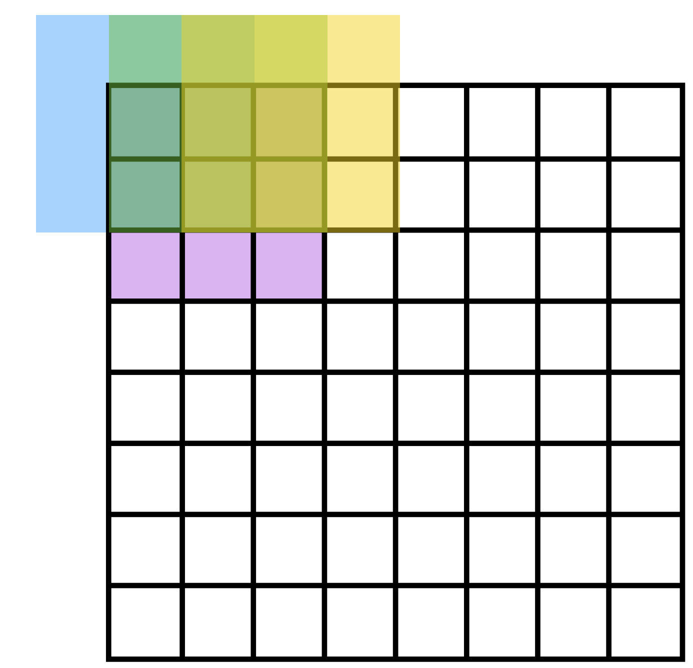
Here:

$$\begin{aligned}\frac{df}{dx} &= \frac{df}{dg}\frac{dg}{dx}\\ &= 10\frac{dg}{dx}\\ &= 10(2x+1)\\ &= 10(10+1) = 110\end{aligned}$$

Implication: backpropagation through all units in a convolutional layer adds gradients computed from each unit to the overall gradient for the shared weights

Backpropagation: matrix form





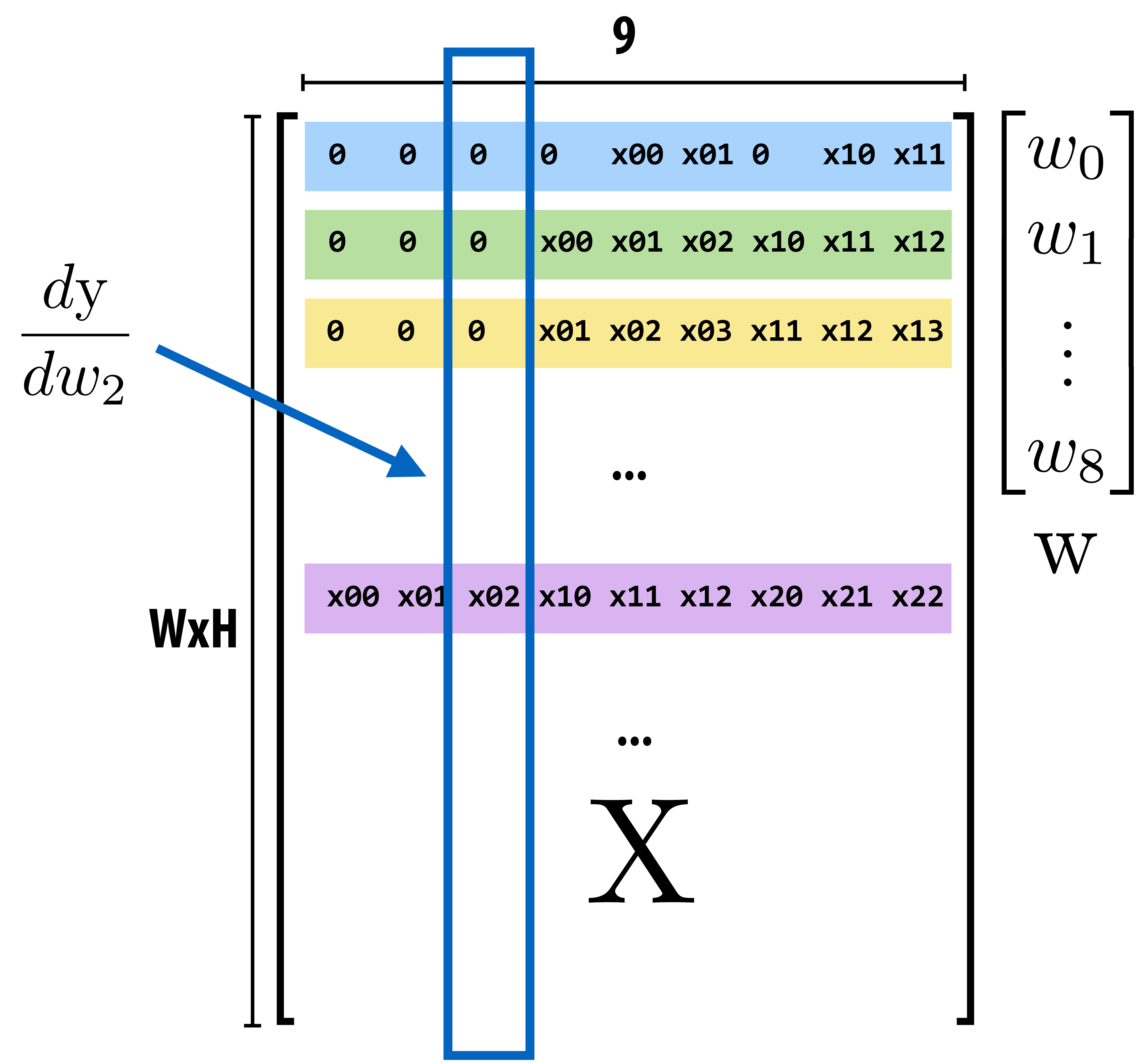
$$\frac{d\mathrm{y}_j}{dw_i} = \mathrm{X}_{ji}$$

$$\frac{dL}{dw_i} = \sum_j \frac{dL}{d\mathrm{y}_j}\frac{d\mathrm{y}_j}{dw_i}$$

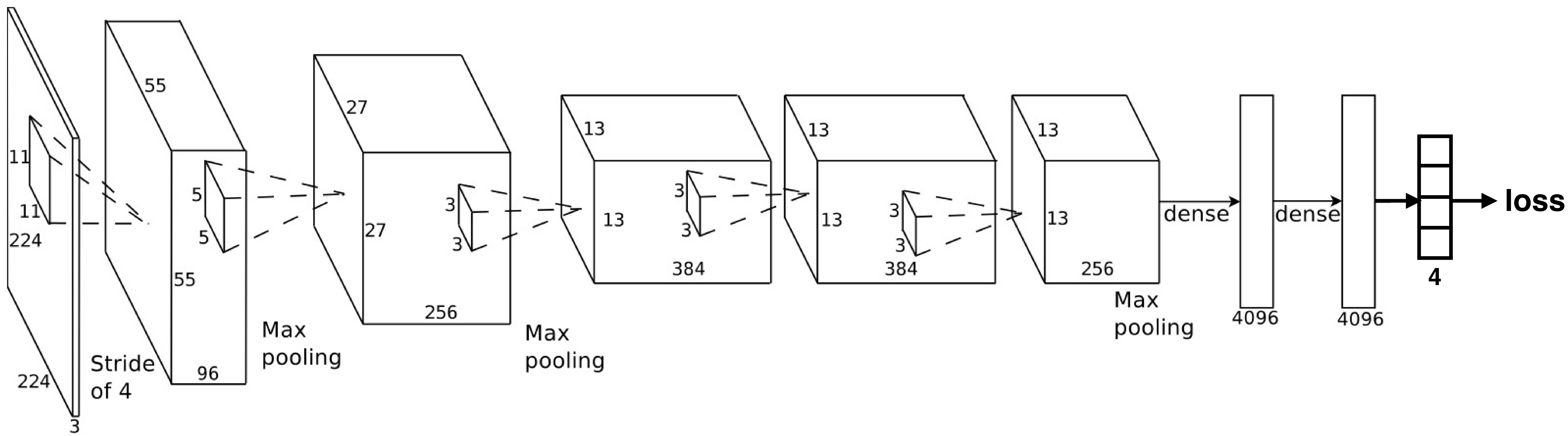
$$= \sum_j \frac{dL}{d\mathrm{y}_j}\mathrm{X}_{ji}$$

Therefore:

$$\frac{dL}{d\mathrm{w}} = \mathrm{X}^T \frac{dL}{d\mathrm{y}}$$



Backpropagation through the entire professor classification network



For each training example x_i in mini-batch:

- **Perform forward evaluation to compute loss for x_i**
- **Compute gradient of loss w.r.t. final layer's outputs**
- **Backpropagate gradient to compute gradient of loss w.r.t. all network parameters**
- **Accumulate gradients (over all images in batch)**

Update all parameter values: `w_new = w_old - step_size * grad`

Recall from last class: VGG memory footprint

Calculations assume 32-bit values (image batch size = 1)

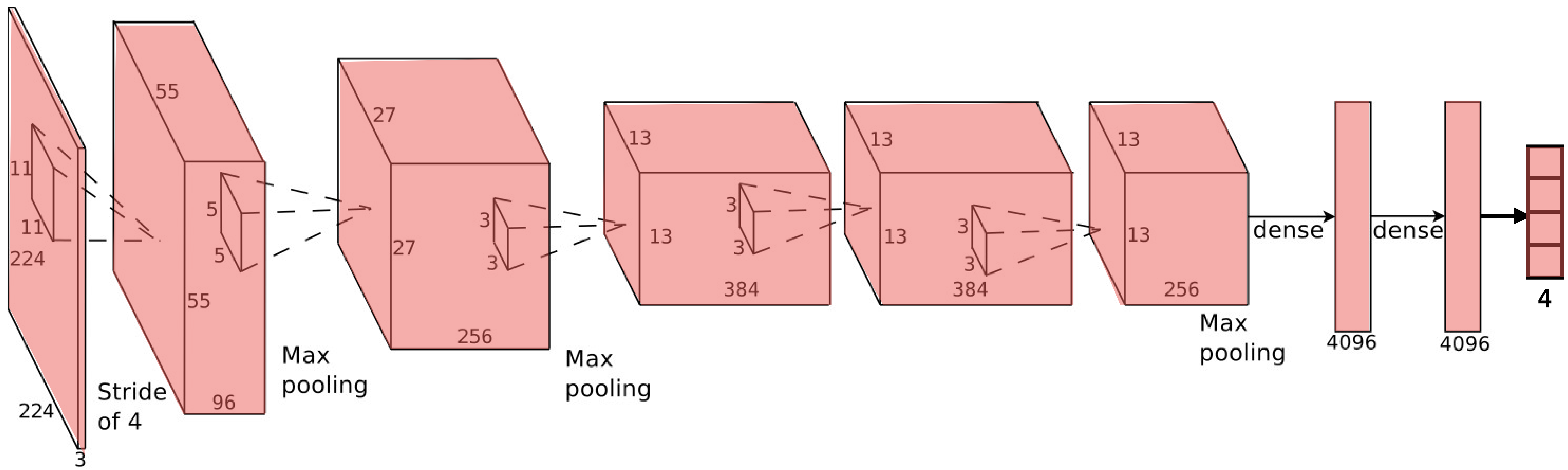
	weights mem:	output size (per image)	(mem)
input: 224 x 224 RGB image	—	224x224x3	150K
conv: (3x3x3) x 64	6.5 KB	224x224x64	12.3 MB
conv: (3x3x64) x 64	144 KB	224x224x64	12.3 MB
maxpool	—	112x112x64	3.1 MB
conv: (3x3x64) x 128	228 KB	112x112x128	6.2 MB
conv: (3x3x128) x 128	576 KB	112x112x128	6.2 MB
maxpool	—	56x56x128	1.5 MB
conv: (3x3x128) x 256	1.1 MB	56x56x256	3.1 MB
conv: (3x3x256) x 256	2.3 MB	56x56x256	3.1 MB
conv: (3x3x256) x 256	2.3 MB	56x56x256	3.1 MB
maxpool	—	28x28x256	766 KB
conv: (3x3x256) x 512	4.5 MB	28x28x512	1.5 MB
conv: (3x3x512) x 512	9 MB	28x28x512	1.5 MB
conv: (3x3x512) x 512	9 MB	28x28x512	1.5 MB
maxpool	—	14x14x512	383 KB
conv: (3x3x512) x 512	9 MB	14x14x512	383 KB
conv: (3x3x512) x 512	9 MB	14x14x512	383 KB
conv: (3x3x512) x 512	9 MB	14x14x512	383 KB
maxpool	—	7x7x512	98 KB
fully-connected 4096	392 MB	4096	16 KB
fully-connected 4096	64 MB	4096	16 KB
fully-connected 1000	15.6 MB	1000	4 KB
soft-max		1000	4 KB

Storing convolution layer outputs (unit "activations") can get big in early layers with large input size and many filters

Note: multiply these numbers by N for batch size of N images

Many weights in fully-connected players

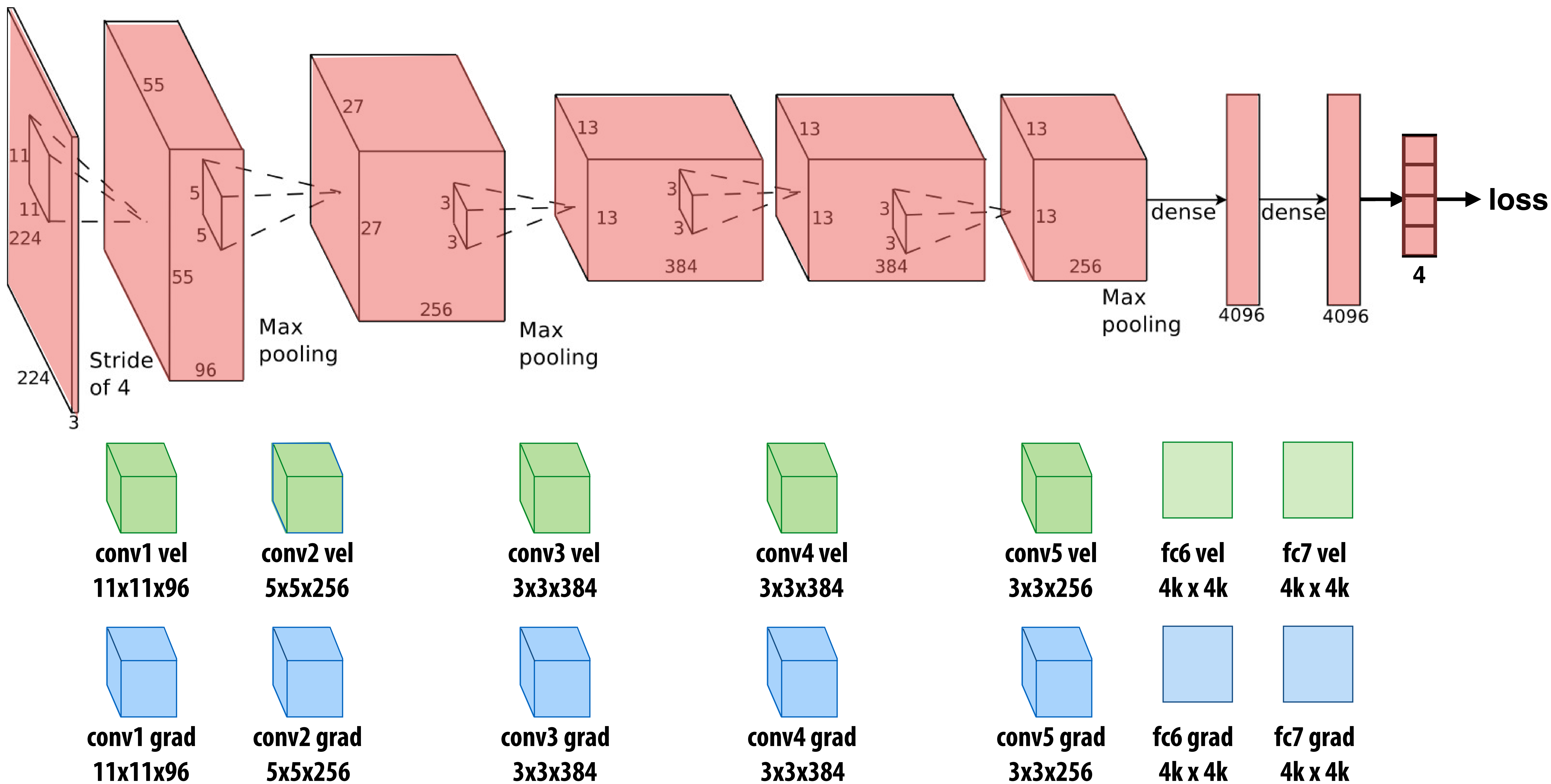
Data lifetimes during network evaluation



Weights (read-only) reside in memory

After evaluating layer i, can free outputs from layer i-1

Data lifetimes during training



- Must retain outputs for all layers because they are needed to compute gradients during back-prop
- Parallel back-prop will require storage for per-weight gradients (more about this in a second)
- In practice: may also store per-weight gradient velocity (if using SGD with "momentum") or step cache in Adagrad

```
vel_new = mu * vel_old - step_size * grad
w_new = w_old + vel_new
```

VGG memory footprint

inputs/outputs get multiplied by mini-batch size

Unlike forward evaluation:
1. cannot immediately free outputs once consumed by next level of network

Calculations assume 32-bit values (image batch size = 1)

Must also store per-weight gradients

Many implementations also store gradient “momentum” as well (multiply by 3)

	weights mem:	output size (per image)	(mem)
input: 224 x 224 RGB image	—	224x224x3	150K
conv: (3x3x3) x 64	6.5 KB	224x224x64	12.3 MB
conv: (3x3x64) x 64	144 KB	224x224x64	12.3 MB
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conv: (3x3x64) x 128	228 KB	112x112x128	6.2 MB
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maxpool	—	28x28x256	766 KB
conv: (3x3x256) x 512	4.5 MB	28x28x512	1.5 MB
conv: (3x3x512) x 512	9 MB	28x28x512	1.5 MB
conv: (3x3x512) x 512	9 MB	28x28x512	1.5 MB
maxpool	—	14x14x512	383 KB
conv: (3x3x512) x 512	9 MB	14x14x512	383 KB
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conv: (3x3x512) x 512	9 MB	14x14x512	383 KB
maxpool	—	7x7x512	98 KB
fully-connected 4096	392 MB	4096	16 KB
fully-connected 4096	64 MB	4096	16 KB
fully-connected 1000	15.6 MB	1000	4 KB
soft-max		1000	4 KB

SGD workload

```
while (loss too high):

    for each item x_i in mini-batch:
       grad += evaluate_loss_gradient(f, loss_func, params, x_i)

    params += -grad * step_size;
```

At first glance, this loop is sequential (each step of "walking downhill" depends on previous)

Parallel across images

sum reduction

large computation with its own parallelism (but working set may not fit on single machine)

trivial data-parallel over parameters

DNN training workload

- **Huge computational expense**
  - Must evaluate the network (forward and backward) for millions of training images
  - Must iterate for many iterations of gradient descent (100's of thousands)
  - Training modern networks takes days

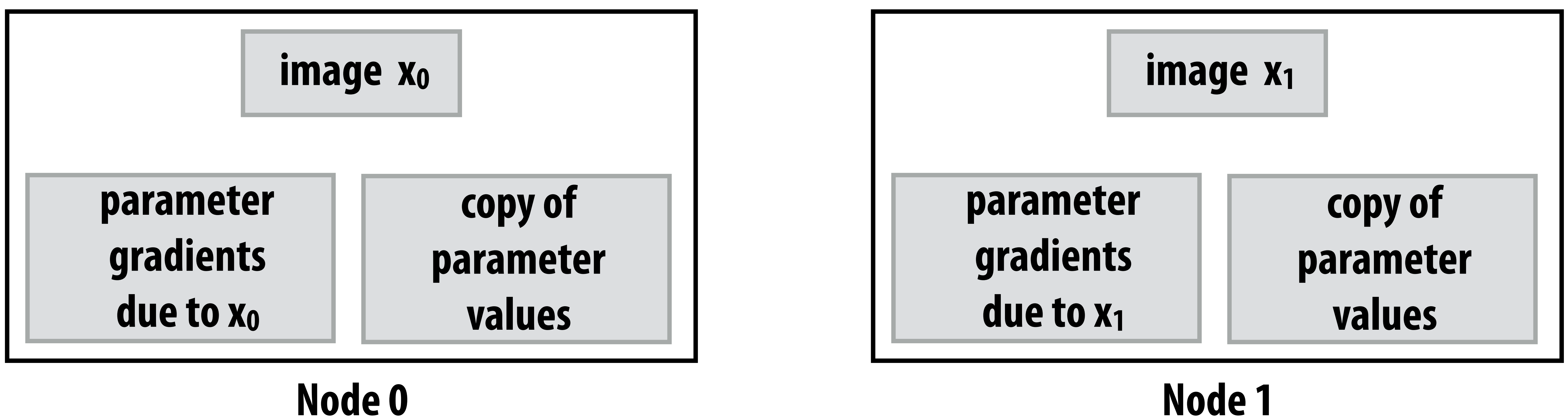
- **Large memory footprint**
  - Must maintain network layer outputs from forward pass
  - Additional memory to store gradients/gradient velocity for each parameter
  - Recall parameters for popular VGG-16 network require ~500 MB of memory (training requires GBs of memory for academic networks)
  - Scaling to larger networks requires partitioning DNN across nodes to keep DNN + intermediates in memory

- **Dependencies /synchronization (not embarrassingly parallel)**
  - Each parameter update step depends on previous
  - Many units contribute to same parameter gradients (fine-scale reduction)
  - Different images in mini batch contribute to same parameter gradients

Data-parallel training (across images)

```
for each item x_i in mini-batch:
   grad += evaluate_loss_gradient(f, loss_func, params, x_i)
params += -grad * step_size;
```

Consider parallelization of the outer for loop across machines in a cluster




```
partition mini-batch across nodes
for each item x_i in mini-batch assigned to local node:
   // just like single node training
   grad += evaluate_loss_gradient(f, loss_func, params, x_i)
barrier();
sum reduce gradients, communicate results to all nodes
barrier();
update copy of parameter values
```

Challenges of computing at cluster scale

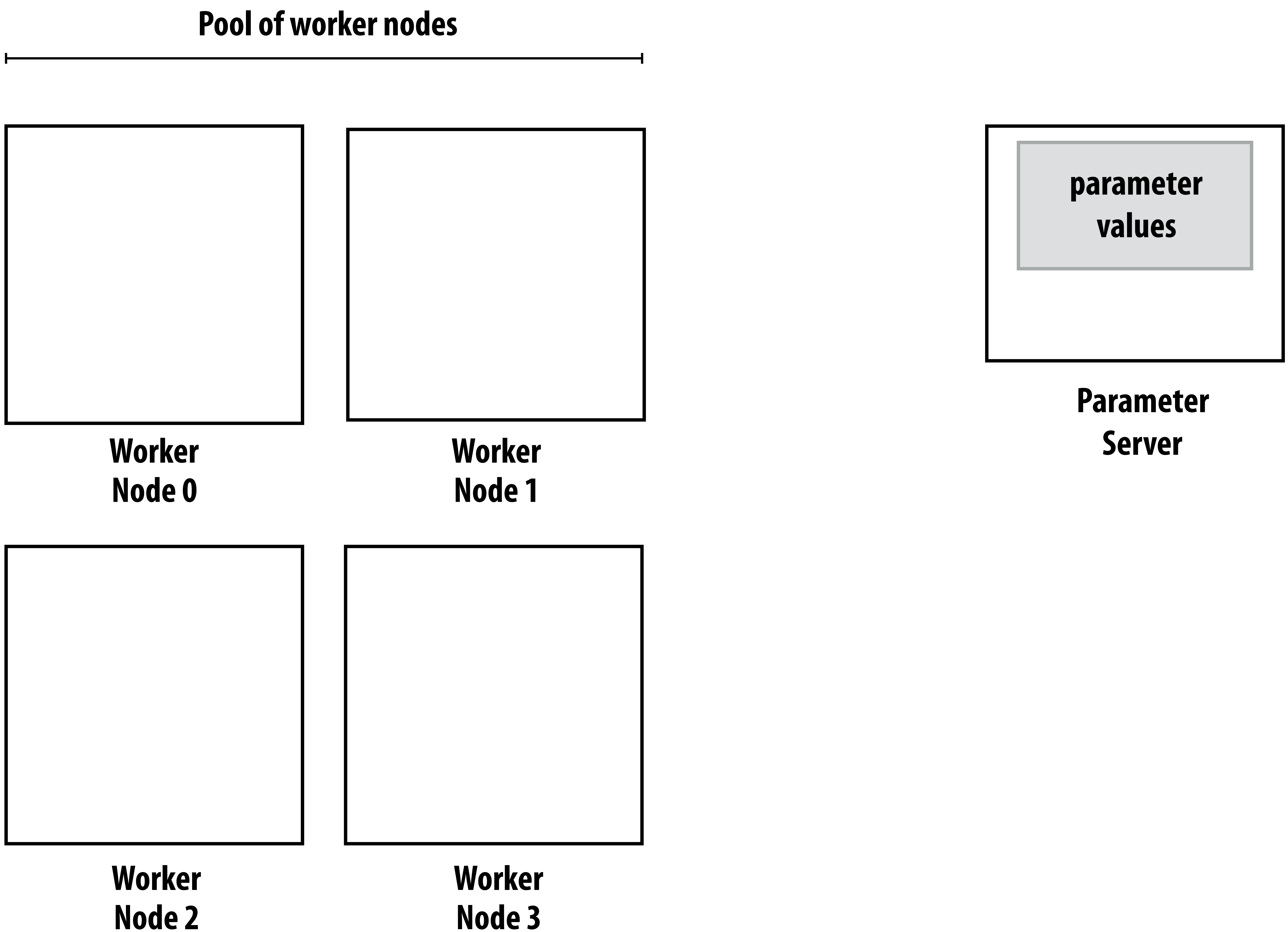
- Slow communication between nodes
  - Commodity clusters do not feature high-performance interconnects (e.g., infiniband) typical of supercomputers

- Nodes with different performance (even if machines are the same)
  - Workload imbalance at barriers (sync points between nodes)

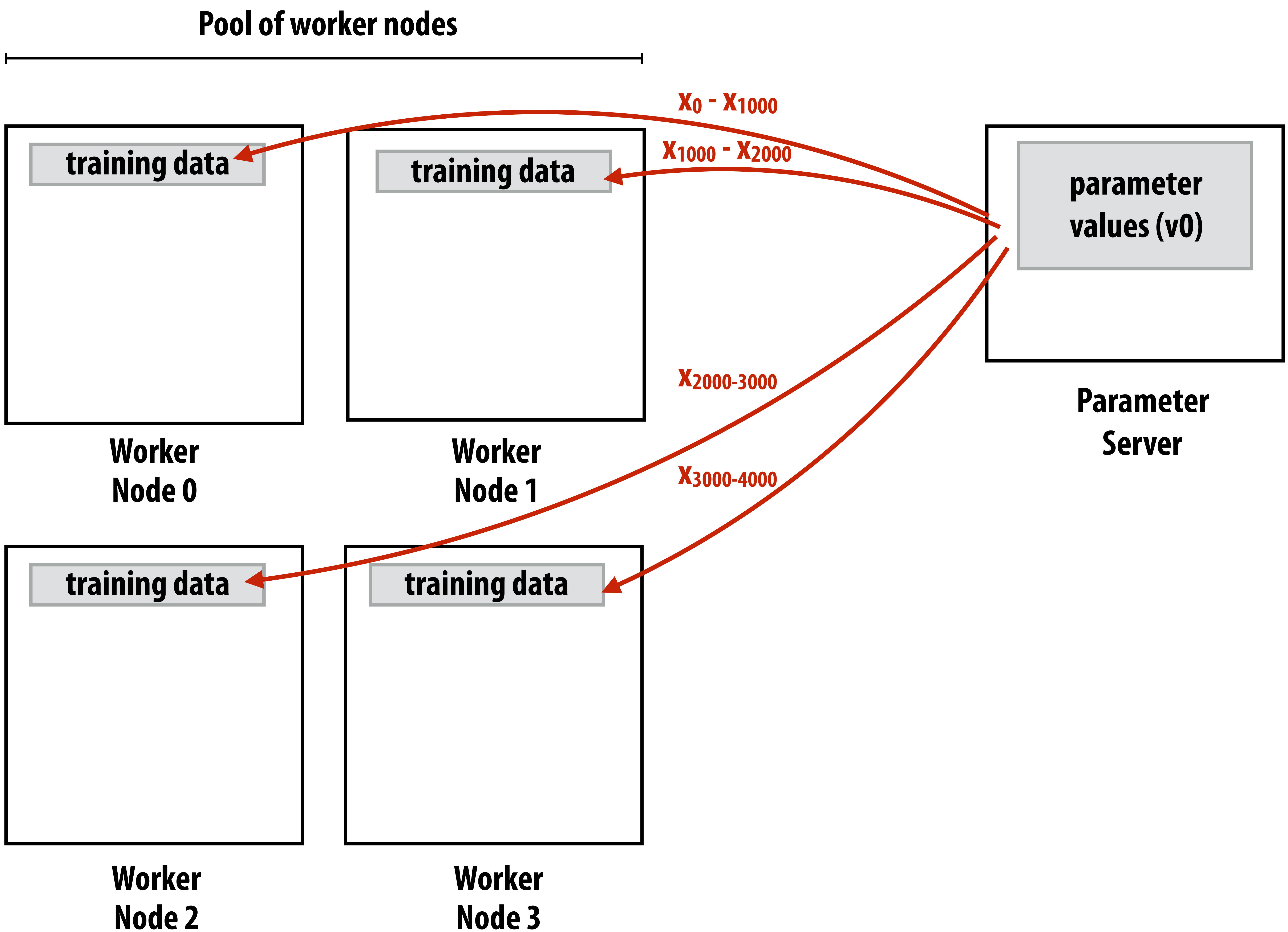
Modern solution: exploit characteristics of SGD using asynchronous execution!

Parameter server design

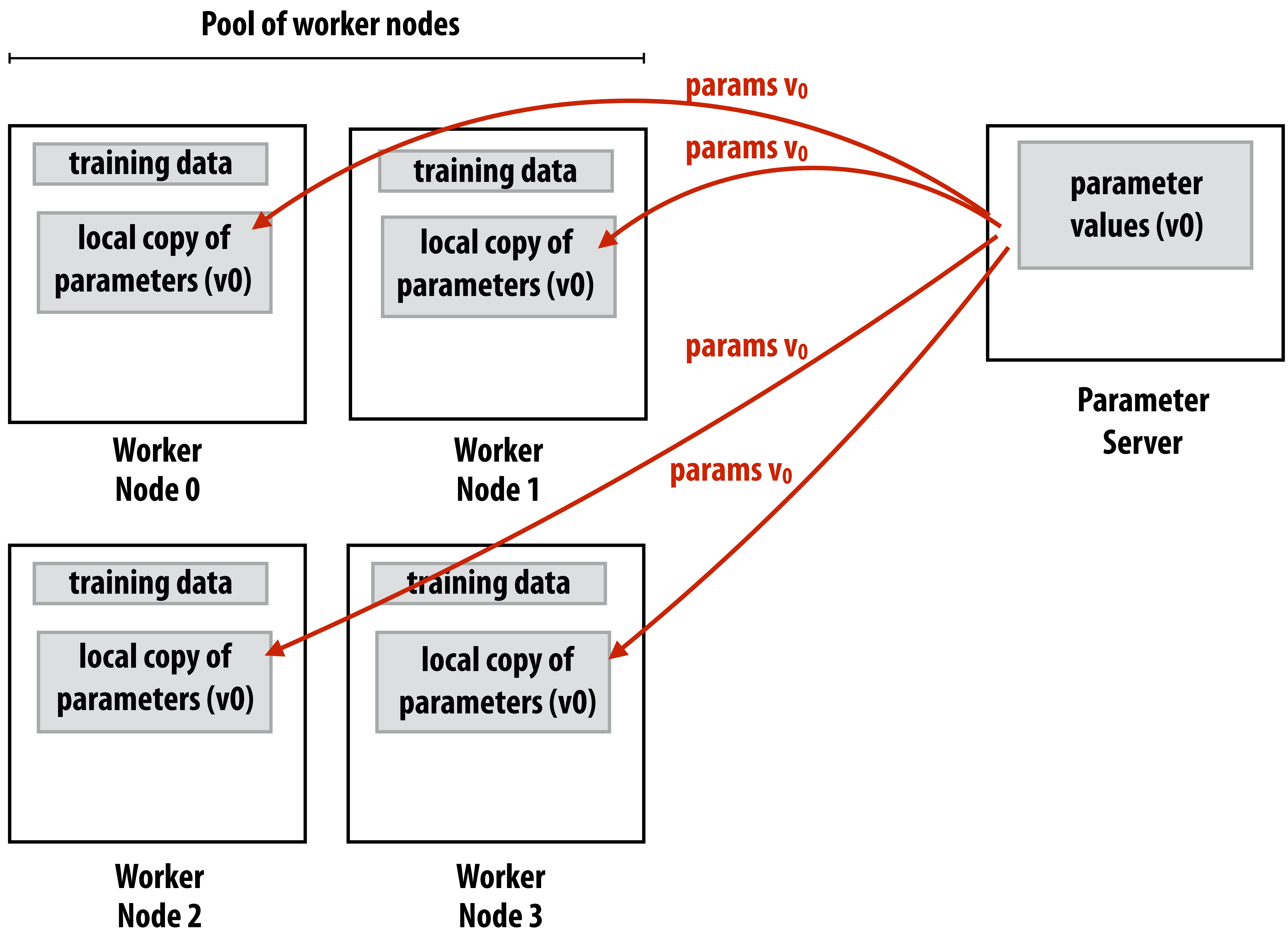
Parameter Server [Li OSDI14]
Google's DistBelief [Dean NIPS12]
Microsoft's Project Adam [Chilimbi OSDI14]



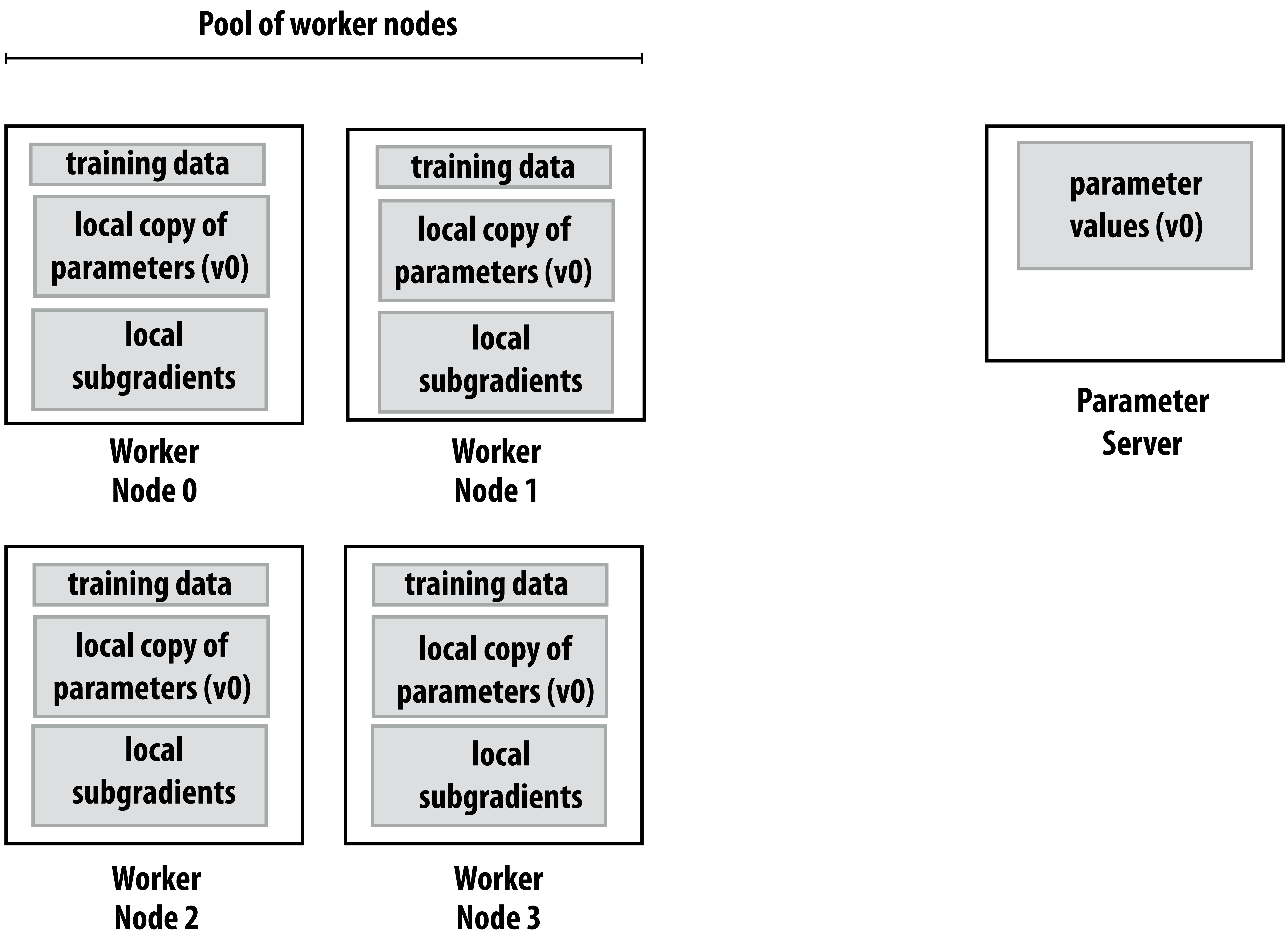
Training data partitioned among workers



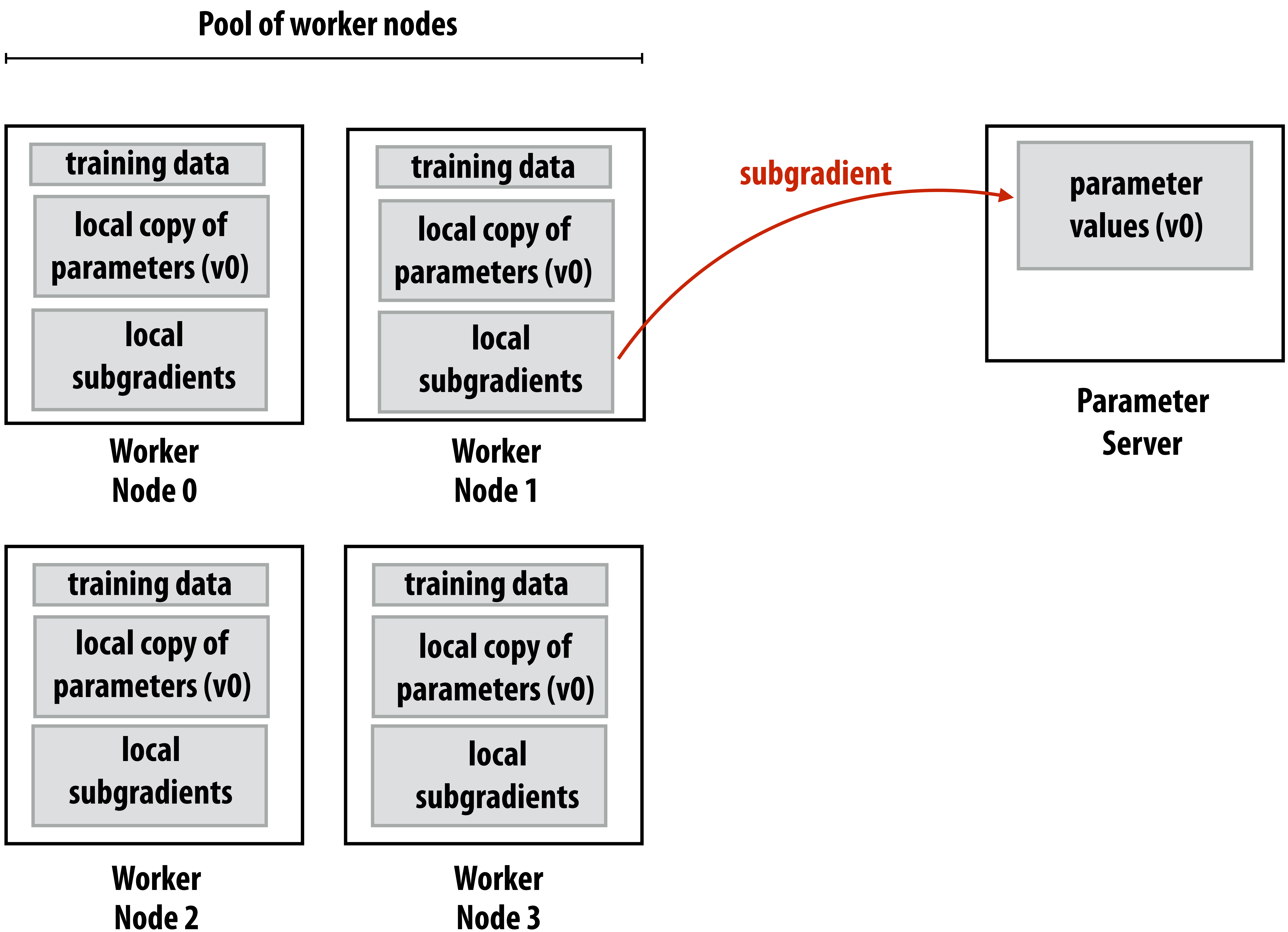
Copy of parameters sent to workers



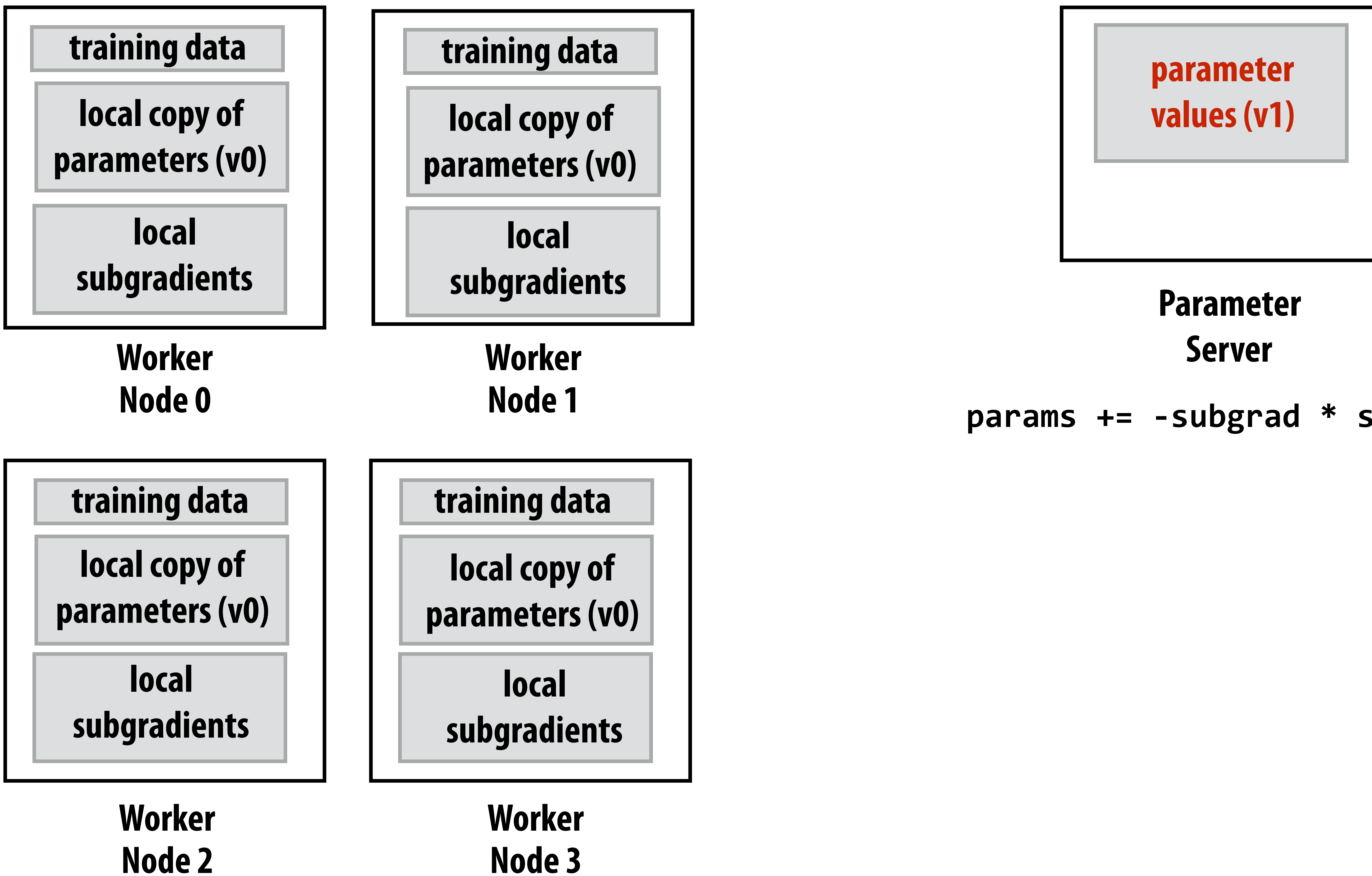
Workers independently compute local “subgradients"



Worker sends subgradient to parameter server



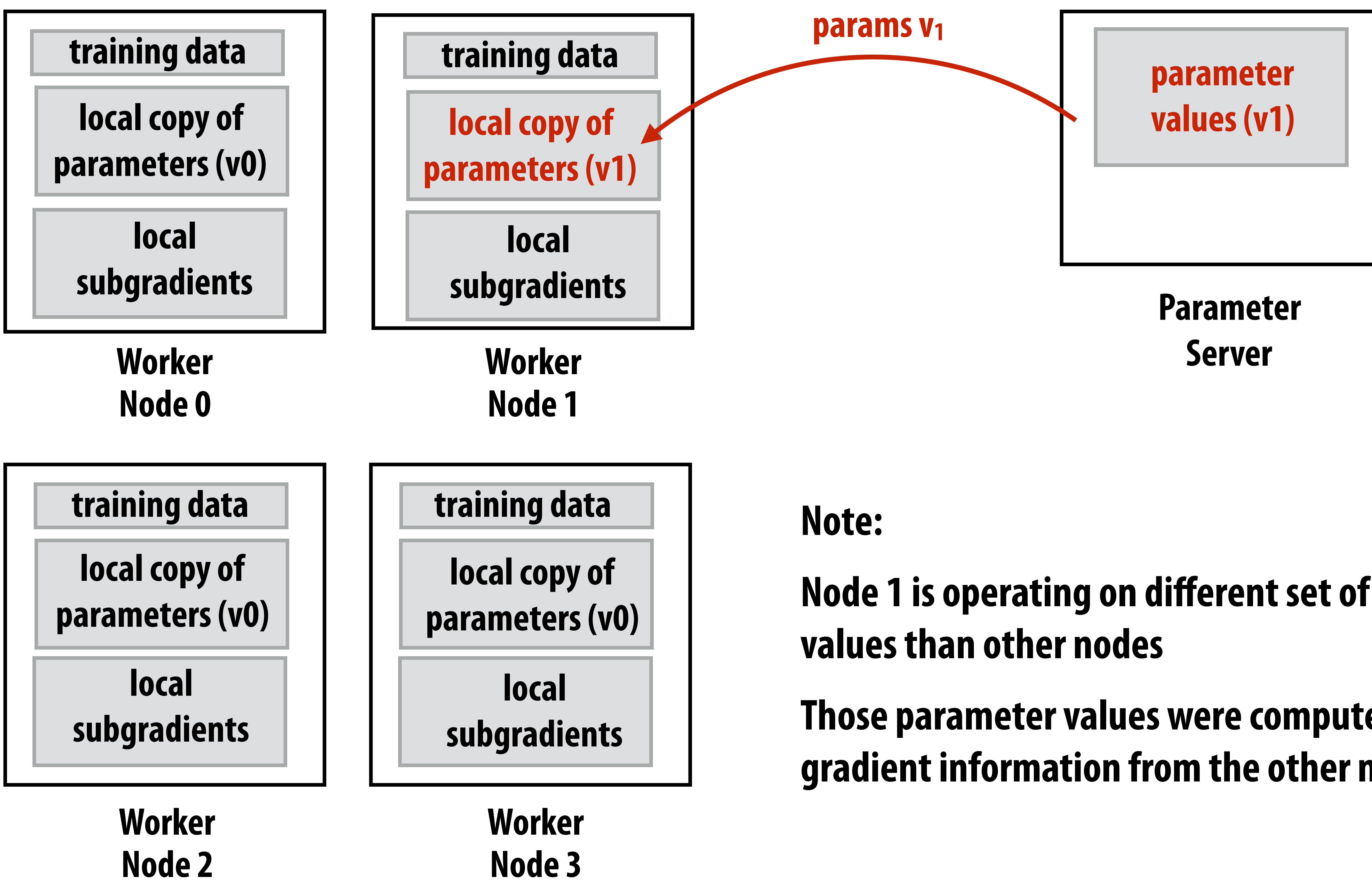
Server updates global parameter values based on subgradient




```
params += -subgrad * step_size;
```

Updated parameters sent to worker

Worker proceeds with another gradient computation step

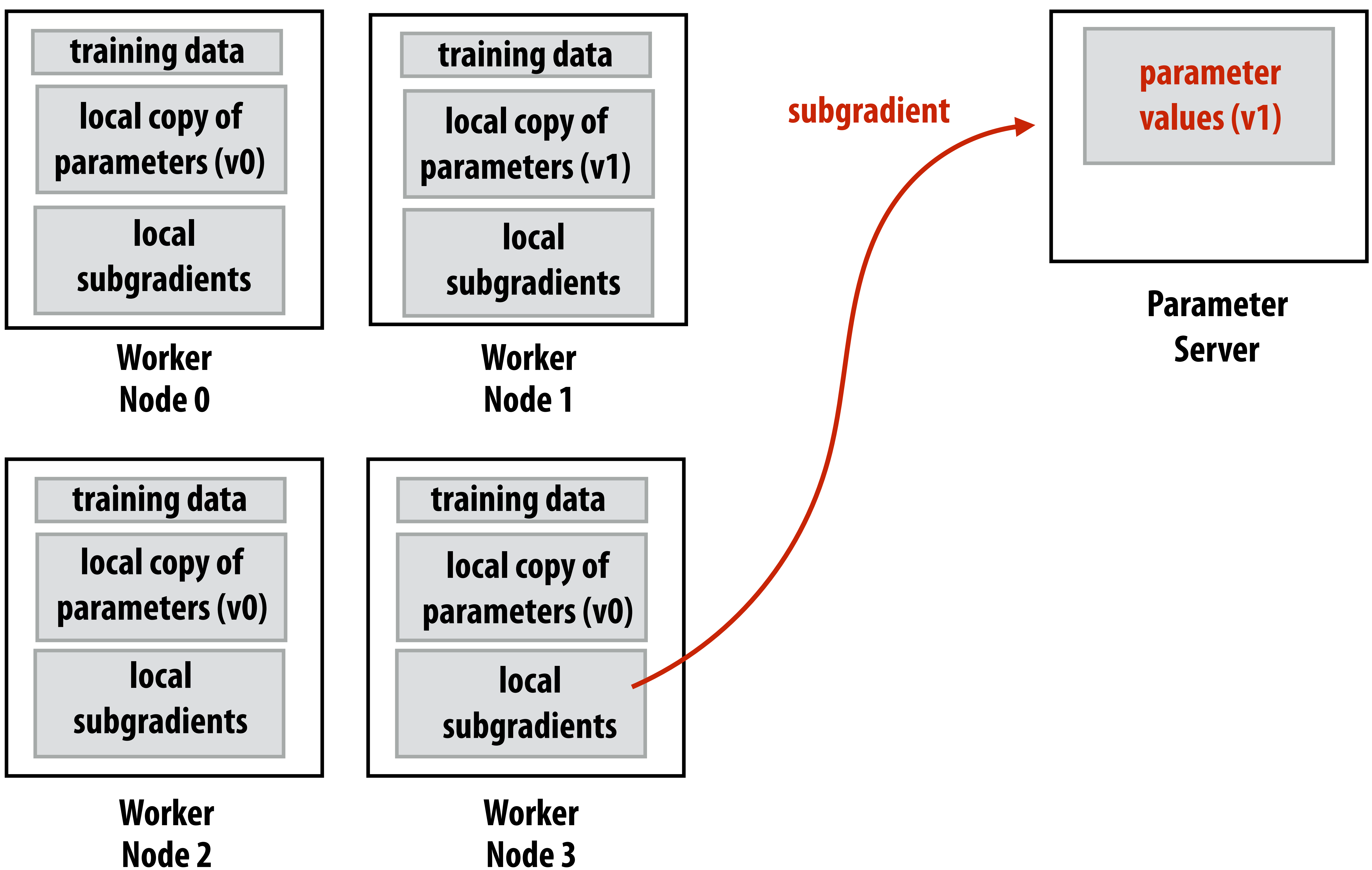


Note:

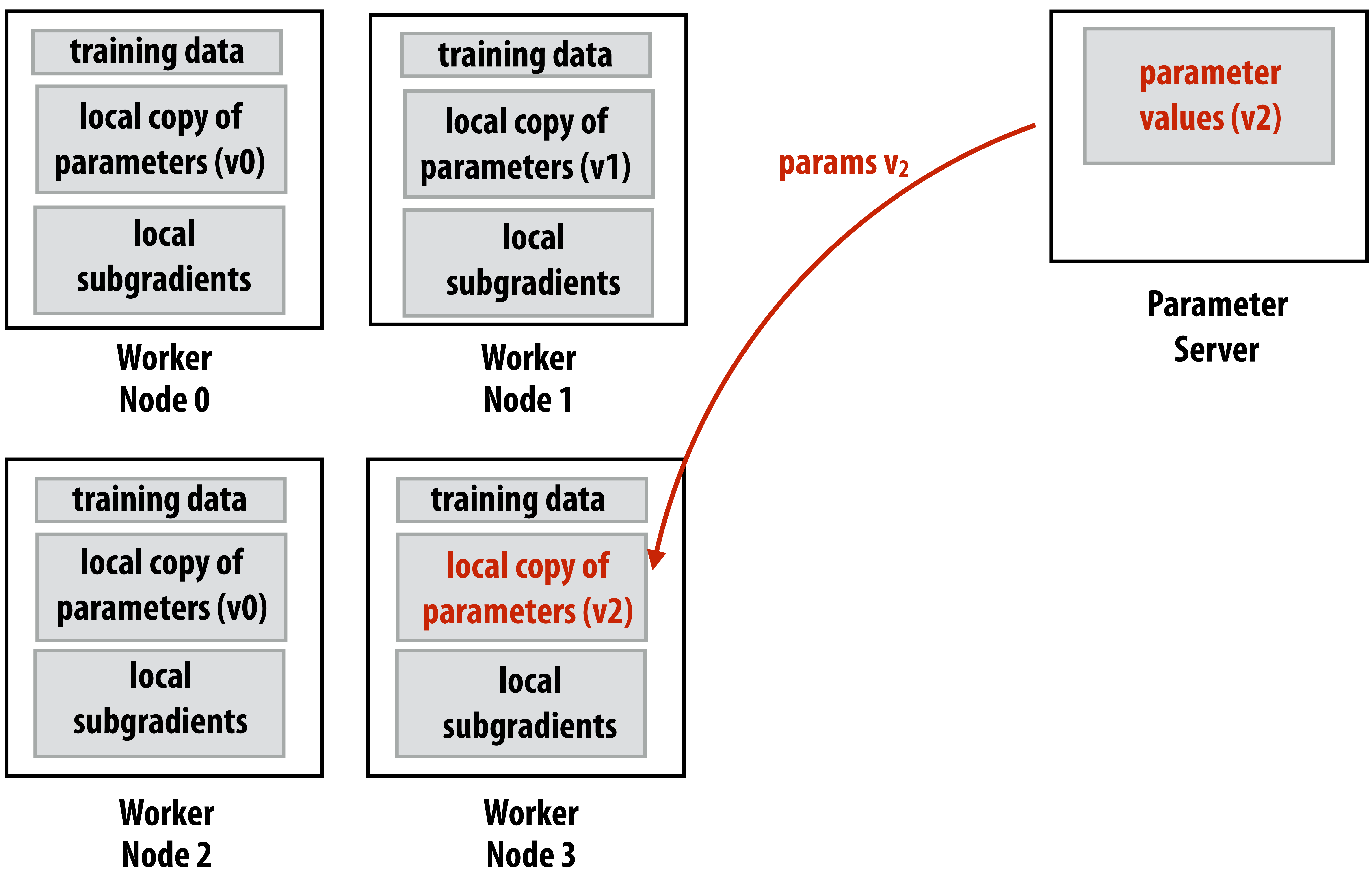
Node 1 is operating on different set of parameter values than other nodes

Those parameter values were computed without gradient information from the other nodes

Updated parameters sent to worker (again)



Worker continues with updated parameters

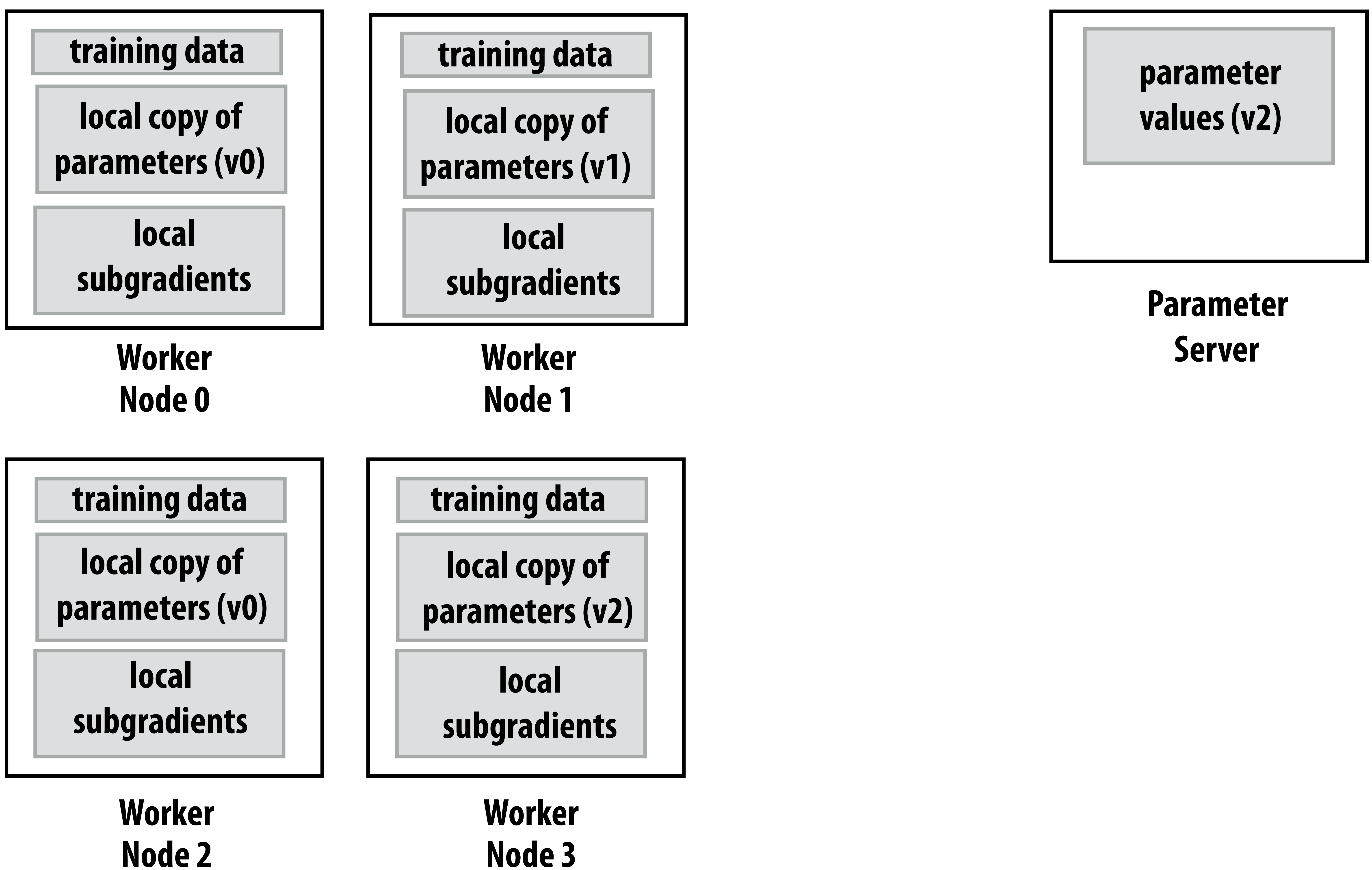


Summary: asynchronous parameter update

- Idea: avoid global synchronization on all parameter updates between each SGD iteration
  - Design reflects realities of cluster computing:
    - Slow interconnects
    - Unpredictable machine performance
- Solution: asynchronous (and partial) subgradient updates
- Will impact convergence of SGD
  - Node N working on iteration *i* may not have parameter values that result the results of the *i-1* prior SGD iterations

Bottleneck?

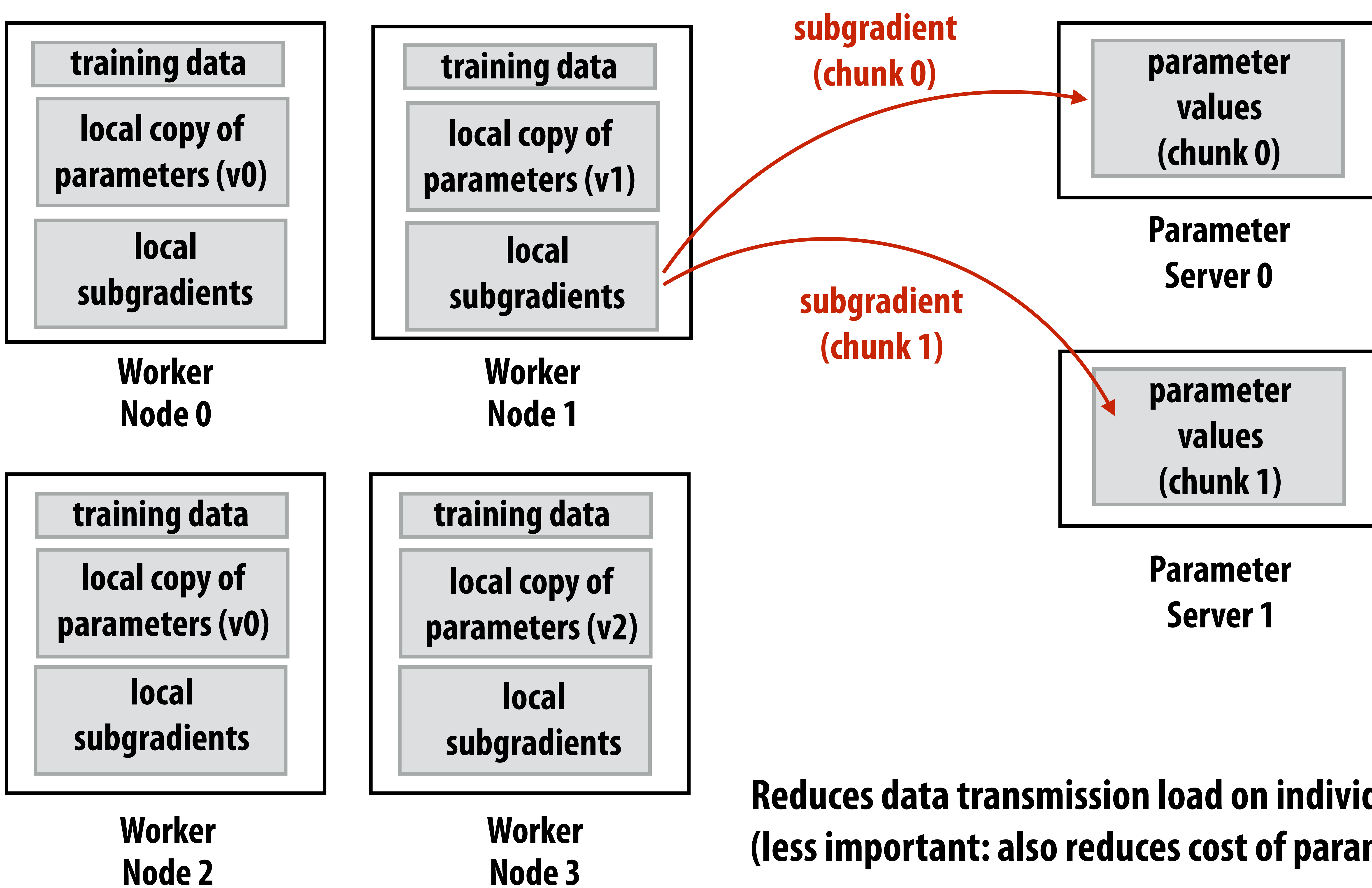
What if there is heavy contention for parameter server?



Shard the parameter server

Partition parameters across servers

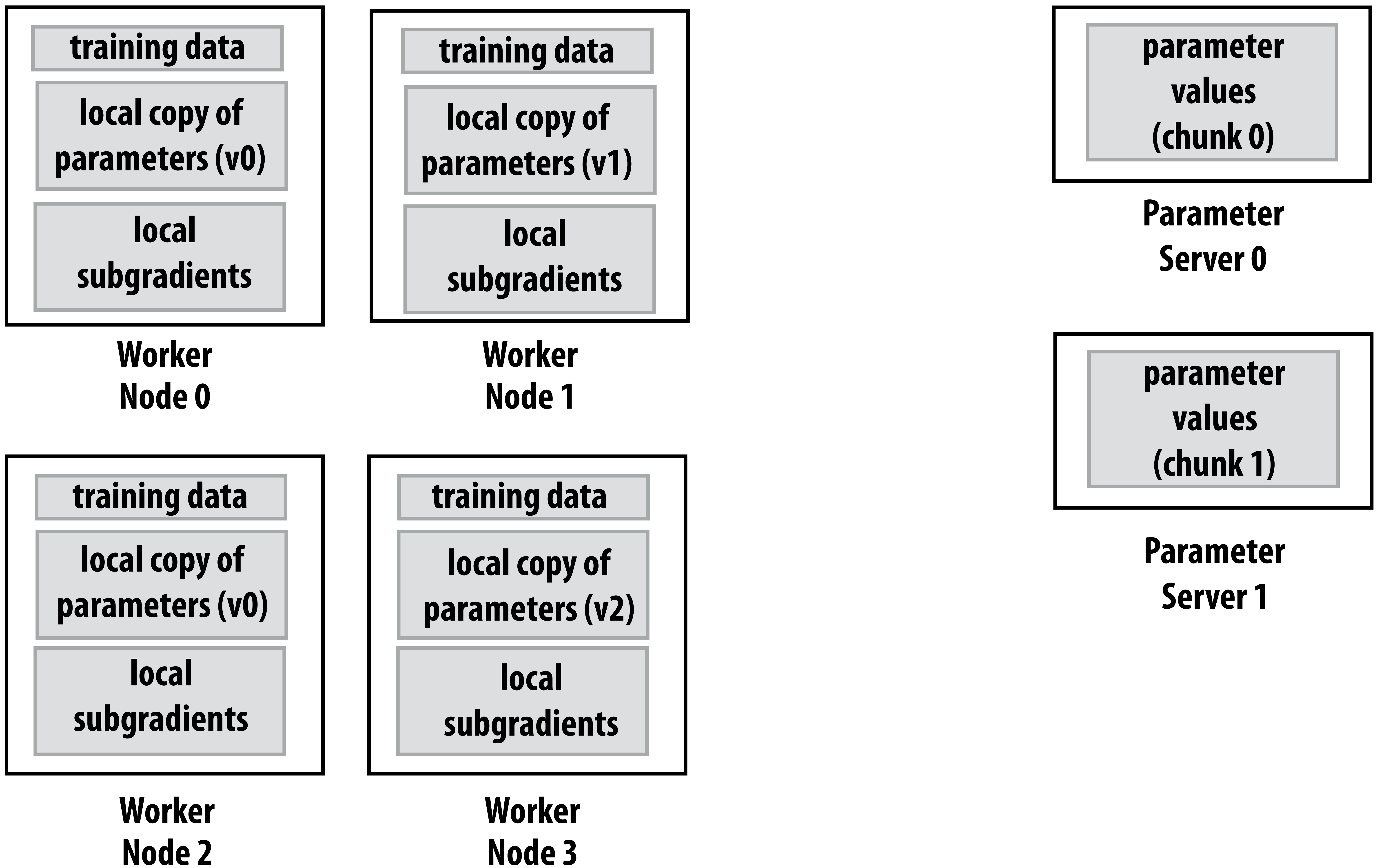
Worker sends chunk of subgradients to owning parameter server



Reduces data transmission load on individual servers (less important: also reduces cost of parameter update)

What if model parameters do not fit on one worker?

Recall high footprint of training large networks (particularly with large mini-batch sizes)

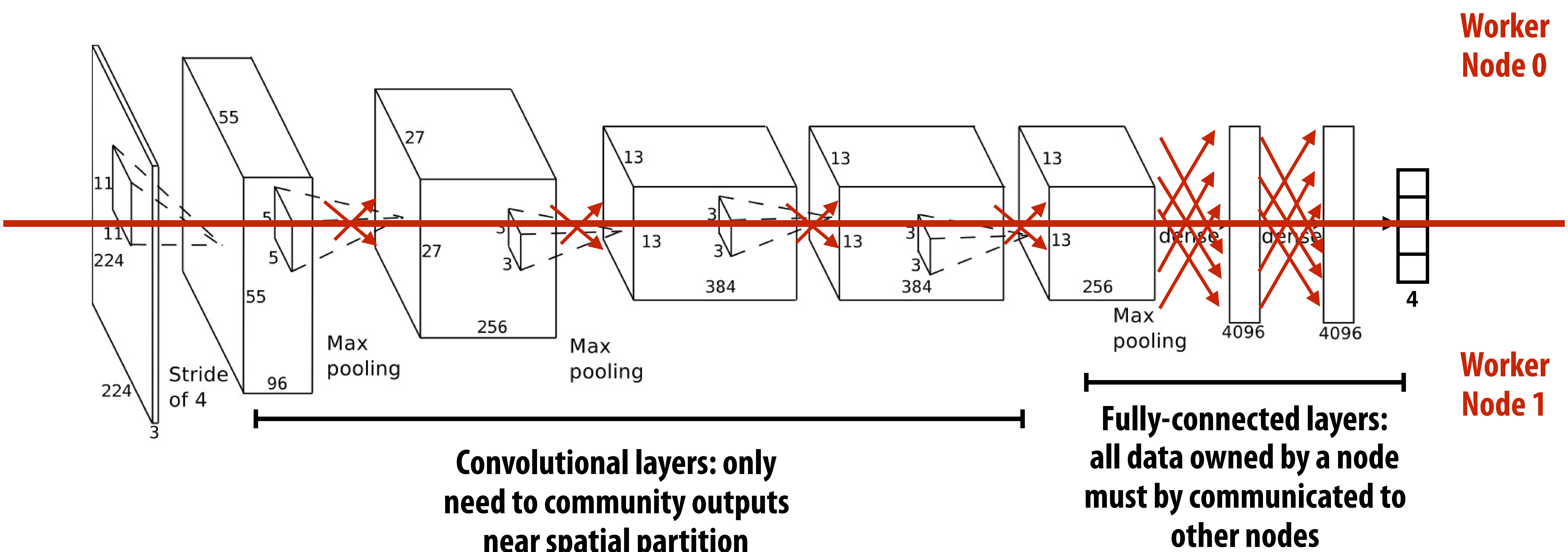


Model parallelism

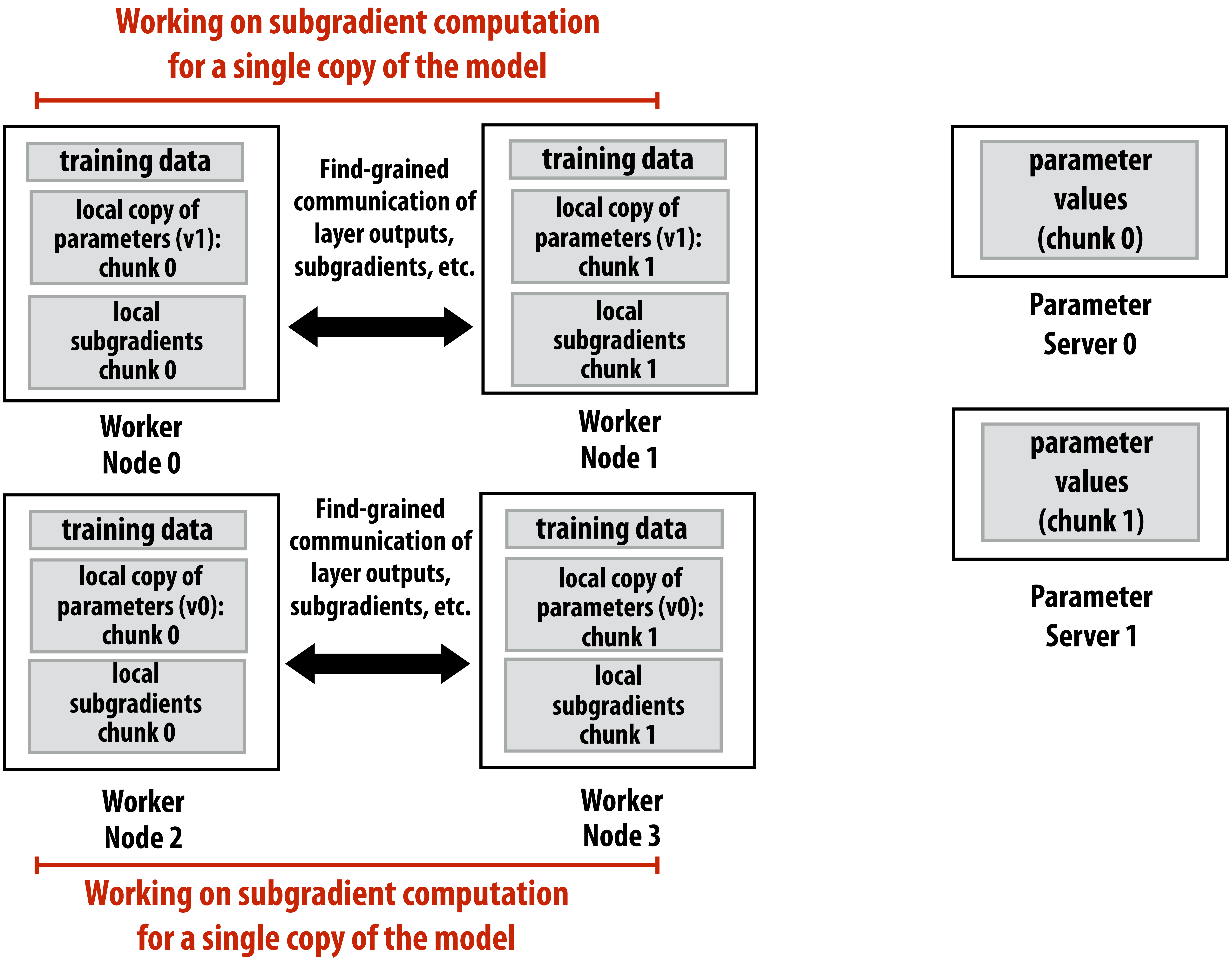
Partition network parameters across nodes (spatial partitioning to reduce communication)

Reduce internode communication through network design:

- Use small spatial convolutions (1x1 convolutions)
- Reduce/shrink fully-connected layers



Training data-parallel and model-parallel execution



Using supercomputers for training?

- Fast interconnects critical for model-parallel training
  - Fine-grained communication of outputs and gradients
- Fast interconnect diminishes need for async training algorithms
  - Avoid randomness in training due to computation schedule (there remains randomness due to SGD algorithm)

OakRidge Titan Supercomputer

NVIDIA DGX-1: 8 Pascal GPUs connected via high speed NV-Link interconnect

Accelerating data-parallel training

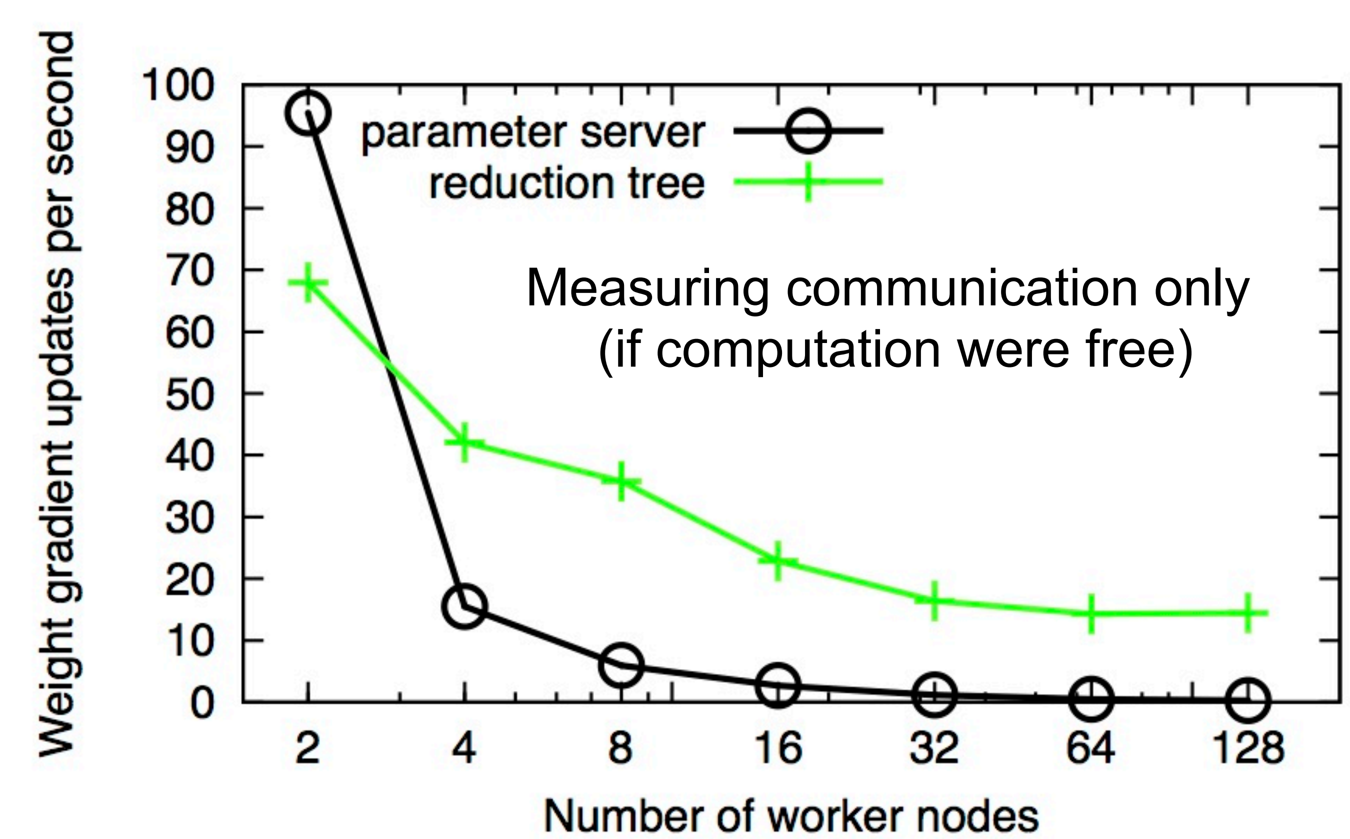
FireCaffe [Iandola 16]

- Use a high-performance Cray Gemini interconnect (Titan supercomputer)
- Use combining tree for accumulating gradients (rather than a single parameter server)
- Use larger batch size (reduce frequency of communication) but offset by increasing learning rate

	Hardware	Net	Epochs	Batch size	Initial Learning Rate	Train time	Speedup	Top-1 Accuracy	Top-5 Accuracy
Caffe	1 NVIDIA K20	GoogLeNet [41]	64	32	0.01	21 days	1x	68.3%	88.7%
FireCaffe (ours)	32 NVIDIA K20s (Titan supercomputer)	GoogLeNet	72	1024	0.08	23.4 hours	20x	68.3%	88.7%
FireCaffe (ours)	128 NVIDIA K20s (Titan supercomputer)	GoogLeNet	72	1024	0.08	10.5 hours	**47x**	68.3%	88.7%

Dataset: ImageNet 1K

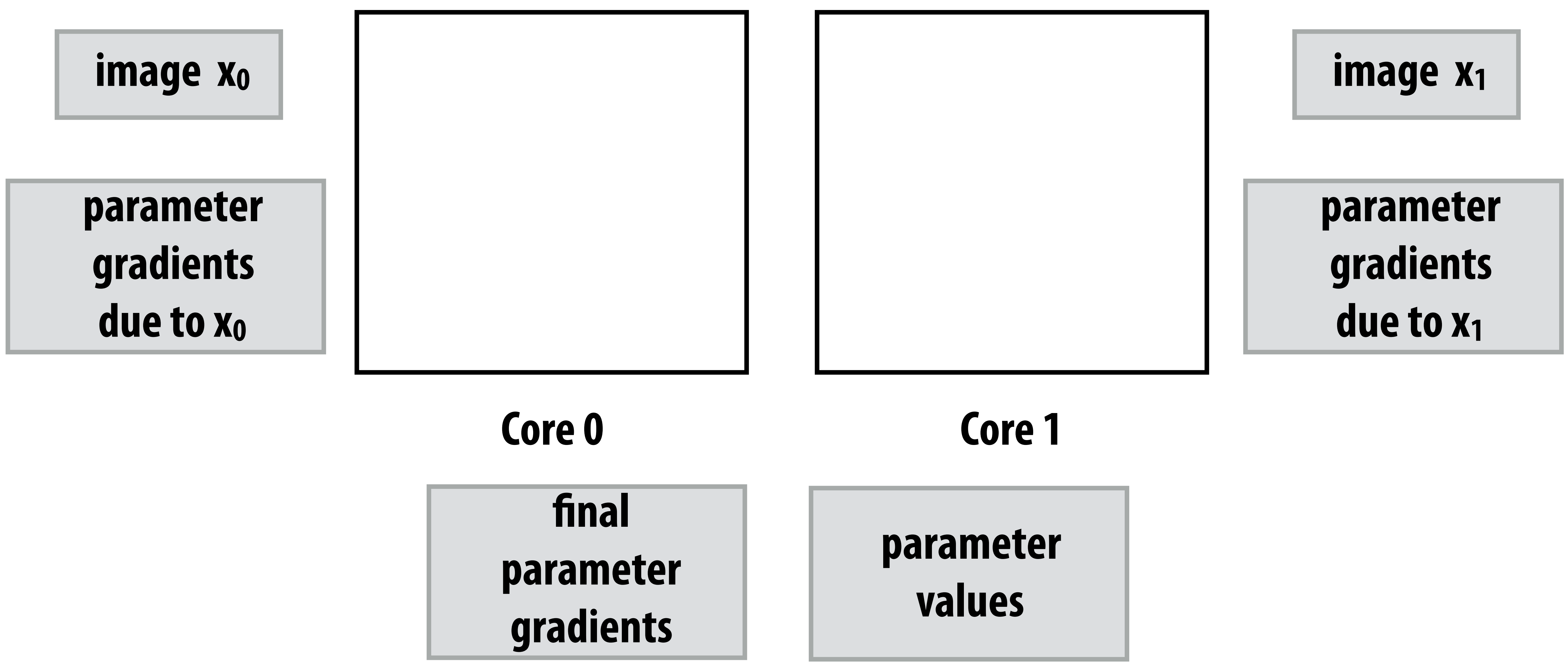
Result: reasonably scalability without asynchronous parameter update: for modern DNNs with fewer weights (due to no fully connected layers) such as GoogLeNet



Parallelizing mini-batch on one machine

```
for each item x_i in mini-batch:
   grad += evaluate_loss_gradient(f, loss_func, params, x_i)
params += -grad * step_size;
```

Consider parallelization of the outer for loop across cores



Good: completely independent computations (until gradient reduction)

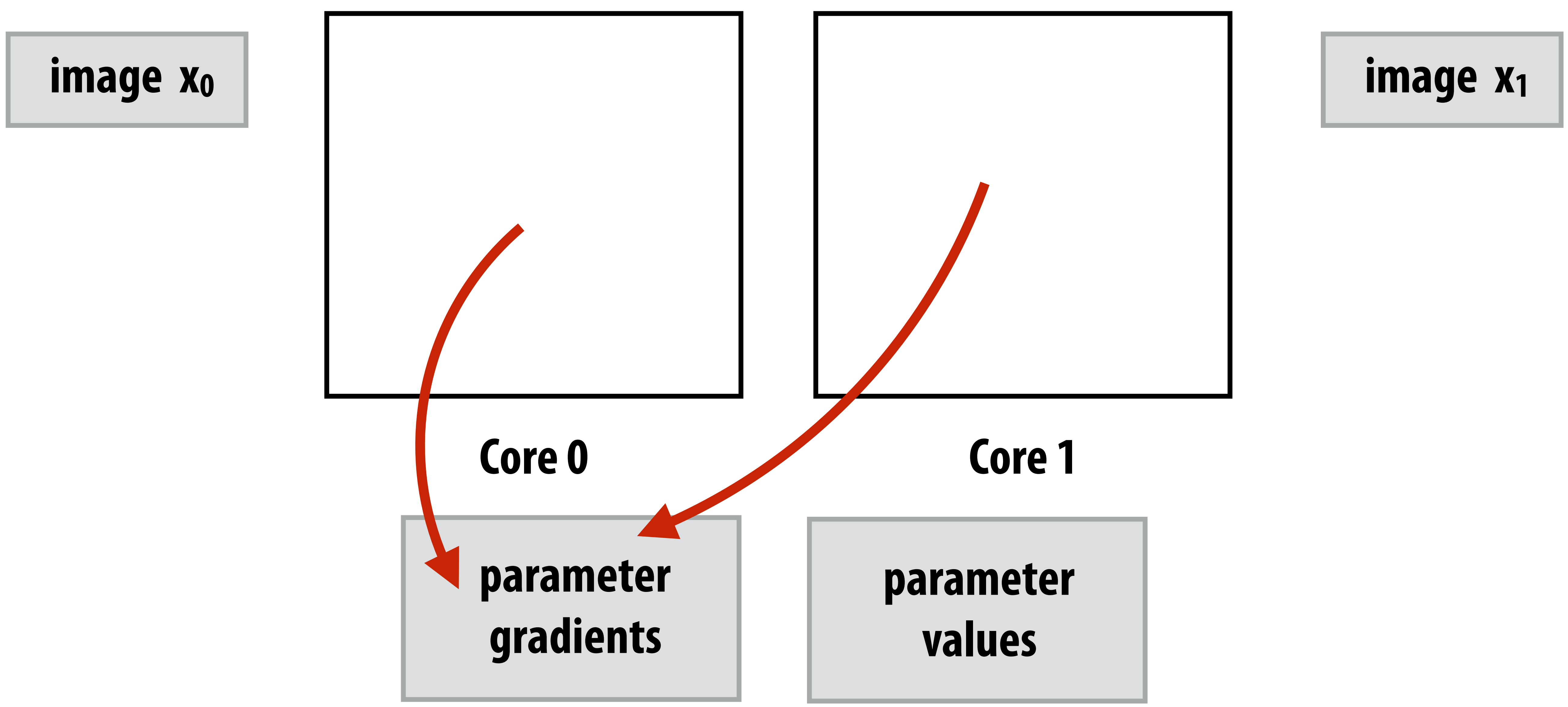
Bad: complete duplication of parameter gradient state (100's MB per core)

Asynchronous update on one node

```
for each item x_i in mini-batch:
   grad += evaluate_loss_gradient(f, loss_func, params, x_i)
params += -grad * step_size;
```

Cores update shared set of gradients.

Skip taking locks / synchronizing across cores: perform "approximate reduction"



Project Adam [Chilimbi OSDI14]

Summary: training large networks in parallel

- Most systems rely on asynchronous update to efficiently use clusters of commodity machines
  - Modification of SGD algorithm to meet constraints of modern parallel systems
  - Open question: effects on convergence are problem dependent and not particularly well understood
  - Tighter integration / faster interconnects may provide alternative to these methods (facilitate tightly orchestrated solutions much like supercomputing applications)
- Although modern DNN designs (with fewer weights) and efficient use of high performance interconnects (much like any parallel computing problem) enables scalability without asynchronous execution.