Introduction to Parallel Computing (CMSC416 / CMSC818X)



Deep Learning in Parallel



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Announcements

- Extra credit assignment 6 is due on December 7
- on December 14 11:59 pm local time
 - No late submissions allowed
- Course evaluation: <u>https://www.courseevalum.umd.edu</u>



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• Final exam will be posted on gradescope at December 14 12:01 am and will be due



Contact me:

- CMSC416: If you are interested in HPC research
- CMSC818X: If you are interested in collaborating
- Competitions



Abhinav Bhatele (CMSC416 / CMSC818X)



• If you are an undergrad interested in participating in International Student Cluster



Deep neural networks

- Neural networks can be used to model complex functions
- Several layers that process "batches" of the input data X X W W_{2} X_{2} m-I X_{m-1} $\sum_{i=1}^{m} w_{i} * \sum_{i=1}^{m} w_{i} * x_{i} + bias$

Summa Signma Aictivation Activation Inputsputseights biasand bissenction fundtion outputs Layer







Other definitions

- Learning/training: task of selecting weights that lead to an accurate function
- Loss: a scalar proxy that when minimized leads to higher accuracy
- loss weighted by a learning rate
- Mini-batch: Small subsets of the dataset processed iteratively
- Epoch: One pass over all the mini-batches



• Gradient descent: process of updating the weights using gradients (derivates) of the



Parallel/distributed training

- Many opportunities for exploiting paral
- Iterative process of training (epochs)
- Many iterations per epoch (mini-batche
- Many layers in DNNs



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Intra-Layer

Inter-Layer

Data

Data

Data

512 GPUs

2048 GPUs

3072 CPUs

400 GPUs

8 GPUs

Megatron

KARMA

LBANN

ZeRO

TorchGPipe

6

8.3B

15.8B

78.6B

100B

17B

Data parallelism

- Divide training data among workers (GPUs)
- Each worker has a full copy of the entire NN and processes different mini-batches
- All reduce operation to synchronize gradients





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GPUs)	GPU I	222222		6
	GPU 2	3 3 3 3 3	3 3 7 7 7 7 (7
re NNI and	GPU 3			8
	Time			
		Layer I Forward Pass	Layer I Backward Pass	
		Layer 2 Forward Pass	Layer 2 Backward Pass	
radients		Layer 3 Forward Pass	Layer 3 Backward Pass	
acticites		Layer 4 Forward Pass	Layer 4 Backward Pass	
radients		 Layer 2 Forward Pass Layer 3 Forward Pass Layer 4 Forward Pass 	 Layer 2 Backward Pass Layer 3 Backward Pass Layer 4 Backward Pass 	



Intra-layer parallelism

- Enables training neural networks that would not fit on a single GPU
- Distribute the work within a layer between multiple processes/GPUs







Inter-layer parallelism

- Distribute entire layers to different processes/ **GPUs**
- Map contiguous subsets of layers
- Point-to-point communication (activations and gradients) between processes/GPUs managing different layers
- Use a pipeline of mini-batches to enable concurrent execution







Inter-layer parallelism

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Inter-layer Parallelism with Pipelining GPU 0 **GPU** I 5 6 7 GPU 2 56 GPU 3 Time Layer I Backward Pass Layer | Forward Pass Layer 2 Backward Pass Layer 2 Forward Pass Layer 3 Backward Pass Layer 3 Forward Pass Layer 4 Forward Pass Layer 4 Backward Pass





Hybrid parallelism

- Using two or more approaches together in the same parallel framework
- 3D parallelism: use all three
- Popular serial frameworks: pytorch, tensorflow
- Popular parallel frameworks: DDP, MeshTensorFlow, Megatron-LM, ZeRO







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Questions?



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