Performance Analysis of Large Scale Distributed DL: A Case Study

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aiXcelerate 2021: Part II – Machine Learning (ML)

Outline



- Distributed DL Case Study: ResNet-50 on CLAIX
- Application Profiling/Tracing
- Performance Analysis
- Study Outcome



Case Study: ResNet-50 on CLAIX



- Cluster overview: CLAIX, IT Center, RWTH Aachen University
 - 48 dual 24-core Intel Xeon Platinum 8160 'Skylake' compute nodes,
 - Each node: 2 NVidia Tesla V100-16GB coupled with NVIink 2.0 (25GB/s-2links)
- Environment overview:
 - CentOS Linux 7.9.2009, kernel 3.10.0
 - GCC/8.2.0, CUDA/10.0, CuDNN/7.4, OpenMPI 3.1.3
 - Conda 2.9.2 virtual environment:
 - NCCL 2.5.7.1, Horovod 0.18.2, TensorFlow-GPU 1.15.0, Python 3.7, mpi4py 3.0.3, Scikit-learn 0.23.2,
 Keras 2.2.4, HDF5 1.10.61.15.4



Case Study: Application Overview



Title: Remote Sensing Big Data Classification with High Performance Distributed Deep Learning

Project: Performance Optimization and Productivity (POP)

Code: Python, MPI, CUDA

NN architecture: ResNet-50 (CNN)

Epochs: 100

Batch size: 64

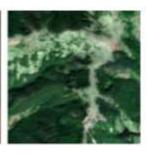
Total trainable parameters: 23,915,115

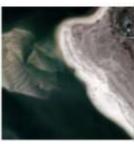
– Data:

- 590326 patches from Sentinel-2 tiles, each patch annotated with 1-12 labels (total 43 labels)
- 12 spectral bands: ranging 120x120px, 60x60px, 20x20px. BigEarthNet tiles (http://bigearth.net)
- Training data: 60%, Validation: 20%, Testing: 20%
- Total size: 245GB (before preprocessing)
- Data preprocessing: upsampled up to 120x120px, random flipping/rotation, mix-up







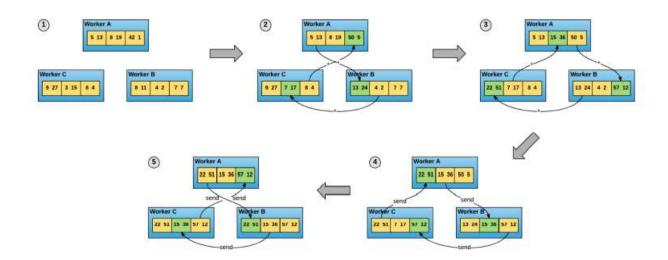




Horovod Overview

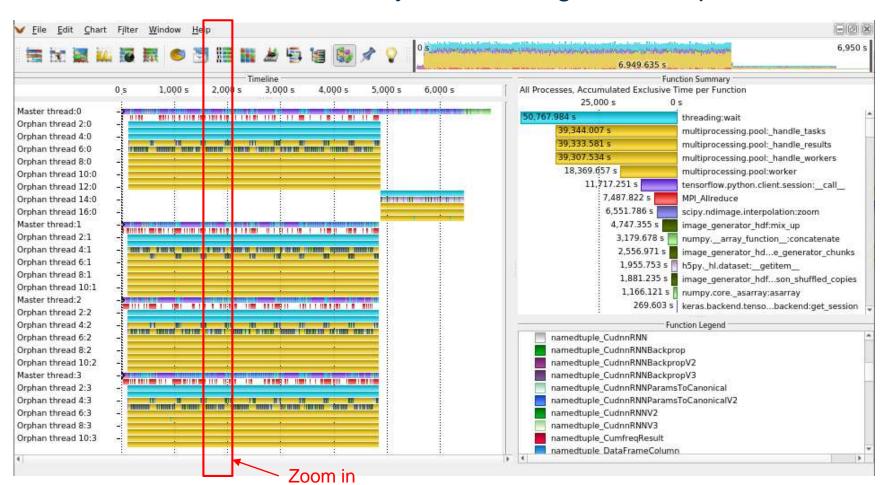


- Horovod open source synchronous dataparallel framework for distributed learning
- Supports Keras, TensorFlow, PyTorch, MXNet
- NCCL, MPI
- Other topologies supported: Hierarchical allreduce, Tree-based allreduce, etc
- Bandwidth bound -> at large scale becomes latency bound





Score-P 6.0 with Score-P Python Binding 3.0, Vampir 9.8.0, Cube 4.6



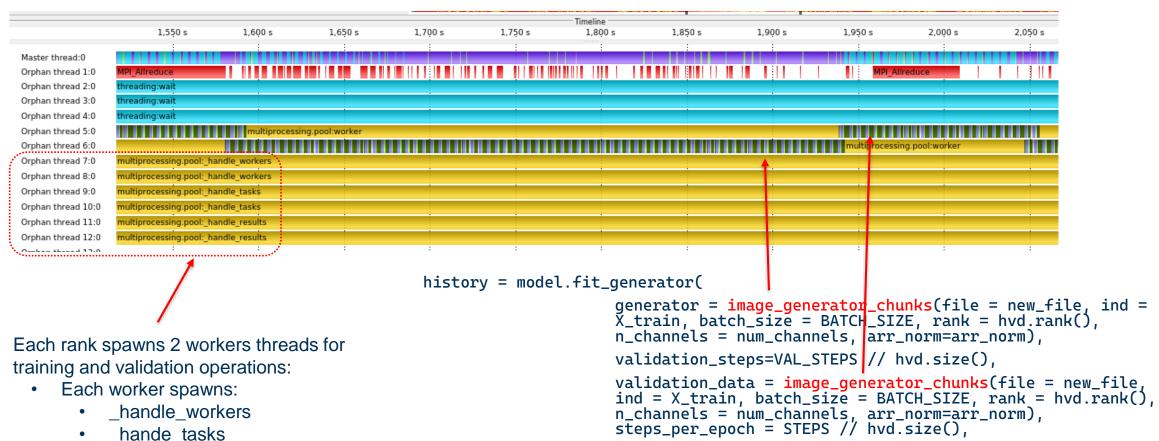
GPUs: 4

Iterations: 10

Without CUDA

- Some overhead when enabling CUDA profiling/tracing
- reduce iterations (epochs) and/or data size





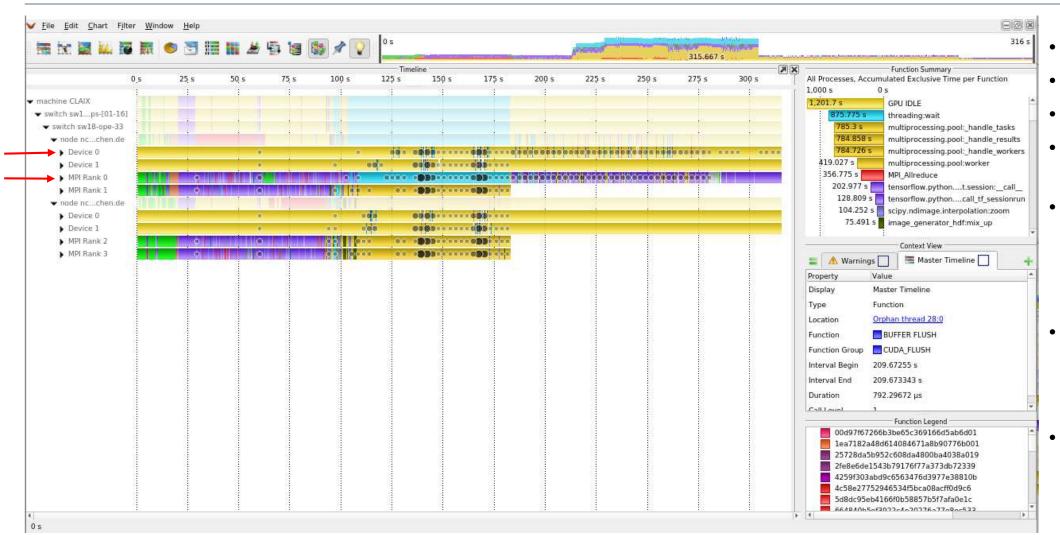
epochs = EPOCHS,

callbacks=callbacks,

initial_epoch = initial_epoch)

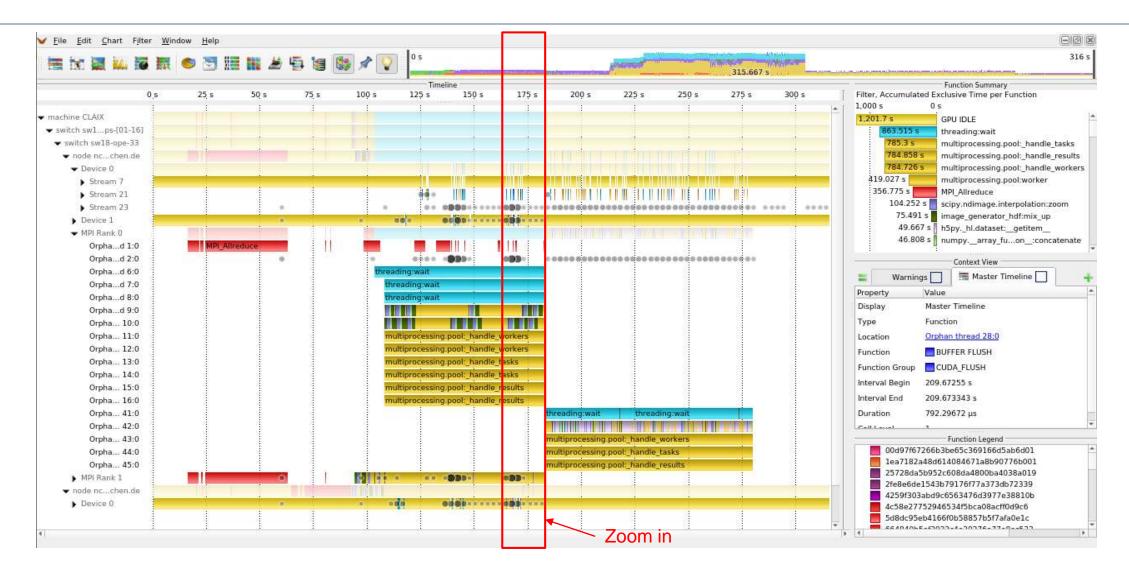
- - hande tasks
 - handle results



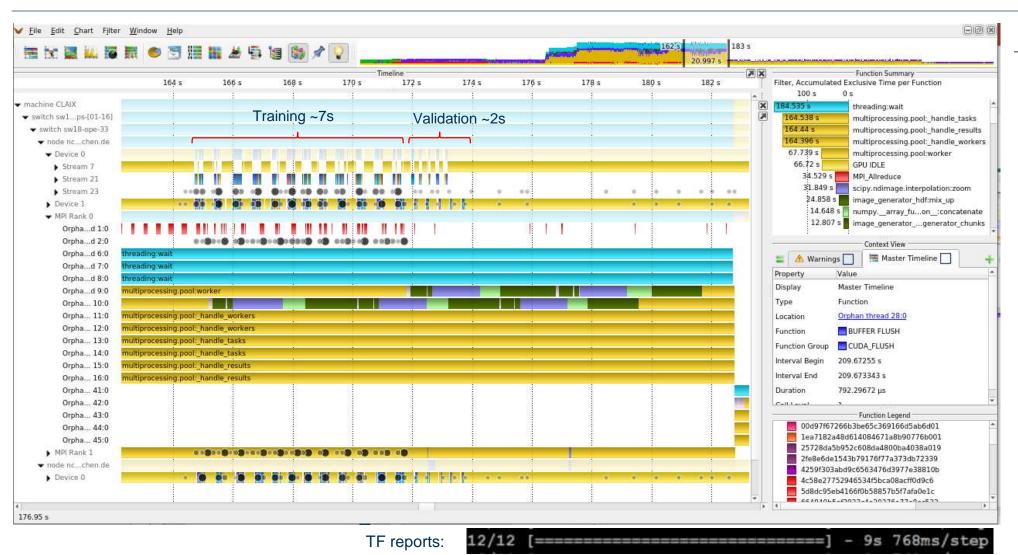


- GPUs: 4
- Epochs:2
- Batch size: 256
- Batches per epoch: 12
- Data reduction:
 - train: 0.025%
 - validate:0.010%
 - test: 0.010%
- With CUDA
 - SCOREP_CUDA_ENABLE =runtime,kernel,pure_idle, memcpy,idle,references,flu shatexit
- With filtering





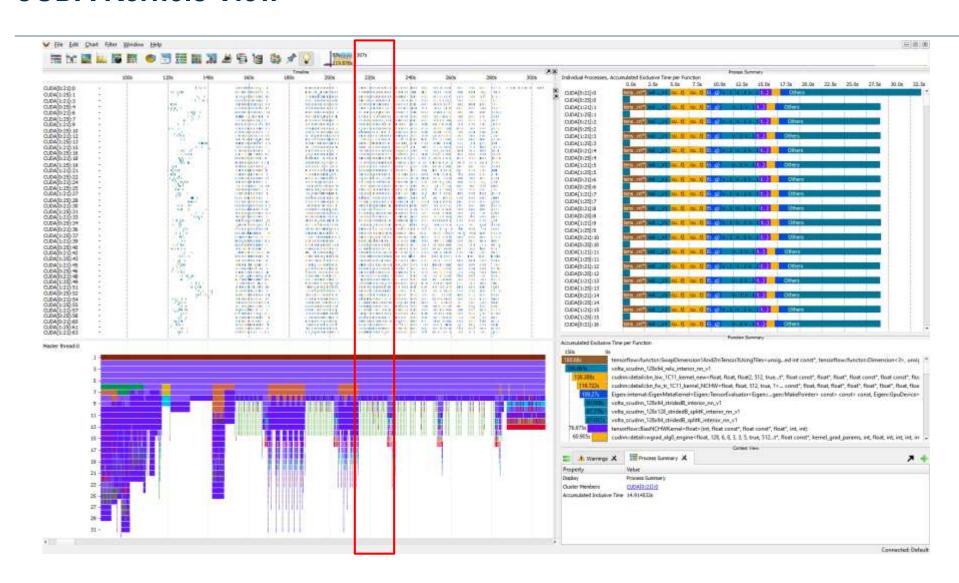




- Observation:
 - Total epoch time: 9 sec
- 12 batches/epoch
- GPU is idle about half of the time in an epoch!

CUDA Kernels View





GPUs: 64

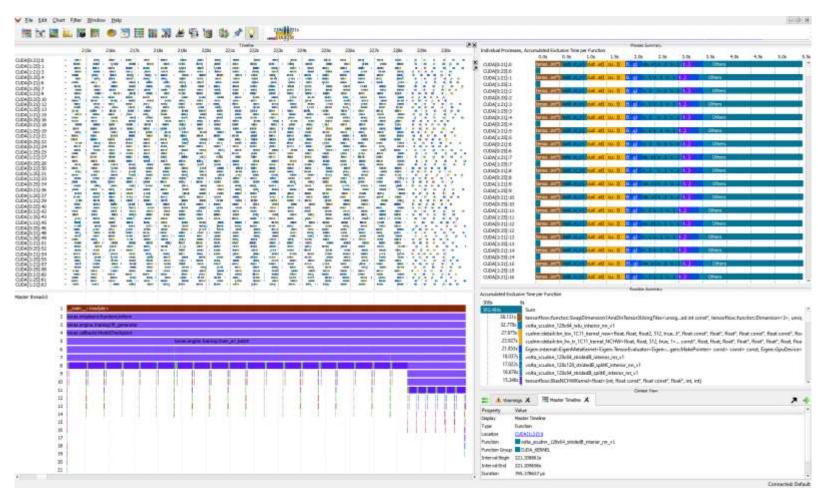
Epochs: 5

Data size: original (except testing phase)

Focus of analysis: 3rd epoch

GPU Performance Metrics



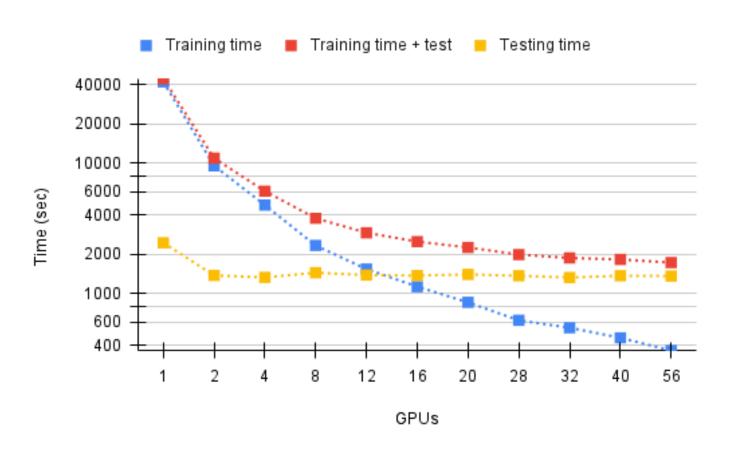


POP Metrics (multiplicative model)

# GPUs	Parallel Efficiency	Load Balance	Communi cation Efficiency
64 GPU	0.34	~0.99	0.33
48 GPU	0.27	~0.99	0.26

Application Scaling: Strong Scaling





Strong Scaling: batch size is constant

Batch size: 256 (max per GPU)

- Epochs: 10

Observation:

- Total scaling is bound by sequential testing phase
- Training phase exhibits superlinear speedup

Application Scaling: Weak Scaling





Weak scaling: batch size is increased with more workers

- Batch size is limited by GPUs memory:
 - Max batch size: 256, fills up 16 GB
- Bigger batch size means less communication overhead and more samples are processed per each epoch -> faster runtime
- Batch size is a tradeoff between GPU memory utilization and model's convergence

Observation:

- Superlinear speedup in the training phase
- Testing time bounds the total scalability



Recommendations



- Parallelize the sequential testing part or move it to a separate single-node job
- Add workers to image generator to supply preprocessed batched data to GPU for reducing GPU idle time
- Online data preprocessing can starve GPUs
 - Preprocess data offline
- Horovod's Tensor Fusions:
 - Tensor Fusion combining all the tensors that are ready to be reduced at certain time into one reduction operation and batch them in small allreduce operations. Enabled by default with 64MB buffer size. Test with bigger buffer size.
- Use GPU nodes that are on one leaf switch to avoid network contention
- Use TensorFlow configuration that supports AVX
- AMP: Automatic Mixed Precision: FP16, TF32 (starting from TF 1.15.2). Nvidia GPUs with compute capability 7.0=< (Volta, Turing, Ampere) support mixed precision

Conclusion



- Working with ML/DL applications can be a challenge:
 - time-consuming and hard to debug
 - building proper environment with different libraries:
 - virtual environment: Python virtual environment, Conda
 - containers: Docker, Singularity, etc
 - Don't be discouraged! Once the issues are addressed, everything will work.
- Availability of the GPU nodes is crucial (currently GPU nodes are fully used):
 - Test small cases locally first. If works, submit to Slurm
- Profiling applications with big datasets: reduce data, iterations, Scorep's CUDA features in order to obtain a readable profile
- Know your tools, frameworks, system well for achieving good performance
- Many performance analysis tools exist, use those that suit your needs: framework's toolkit (Horovod Timeline, TensorFlow's TensorBoard), Nvidia Nsight Systems, etc
- IT Center HelpDesk offers support in various technical subjects and will help with resolving your issues

