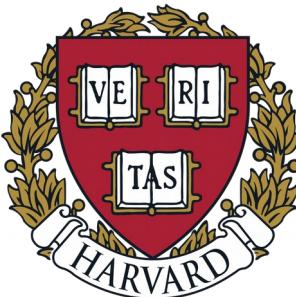


# Cross-Stack Characterization and Solid State Drive-Based Near Data Processing for Recommendation Workloads

**Samuel Hsia\***, **Mark Wilkening\***, Udit Gupta,  
Caroline Trippel, Carole-Jean Wu, Gu-Yeon Wei, David Brooks

At Boston Area Architecture Workshop (*BARC 2021*)





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**Eric Idle** 1 min · Twitter

Well we have chosen the new Python single, and I think you are going to be surprised and I hope delighted by who is on it. Out in April.

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**Eric Idle** 1 min · Twitter

Well we have chosen the new Python single, and I think you are going to be surprised and I hope delighted by who is on it. Out in April.

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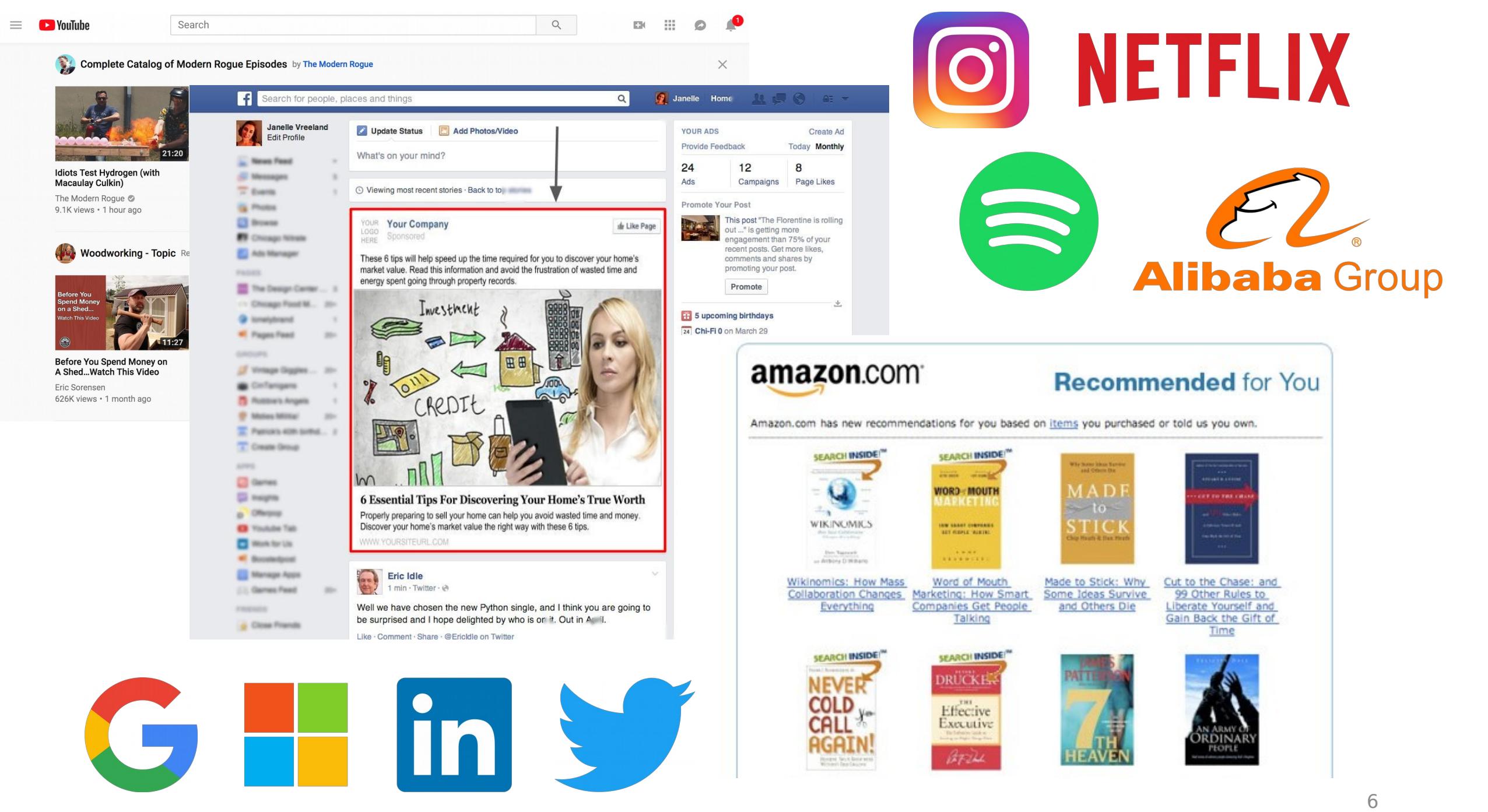
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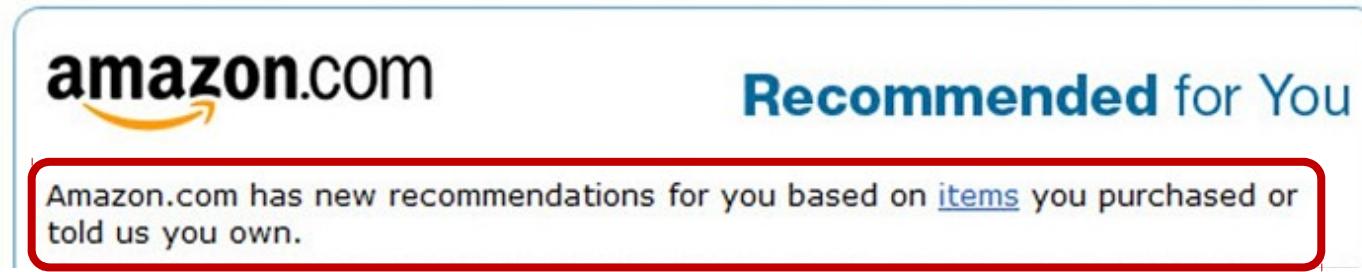
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AN ARMY OF ORDINARY PEOPLE

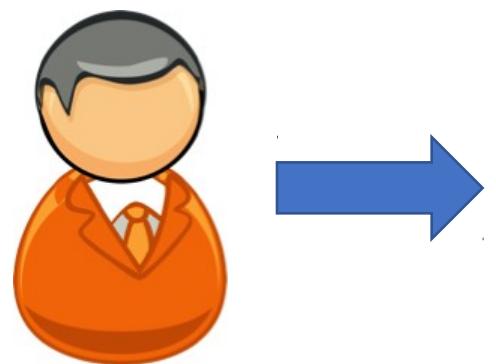
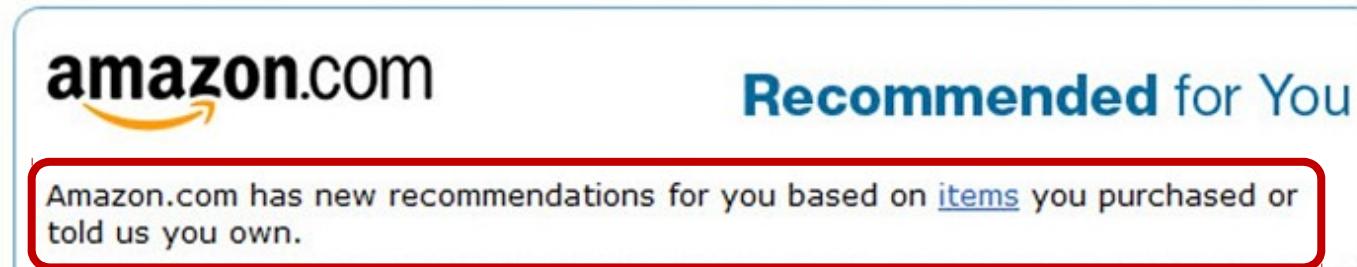
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# What is recommendation



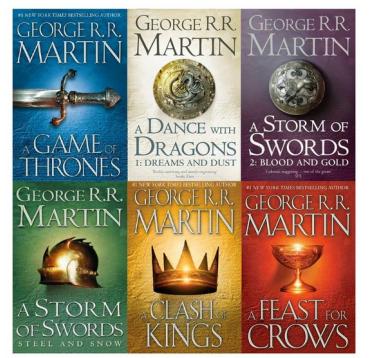
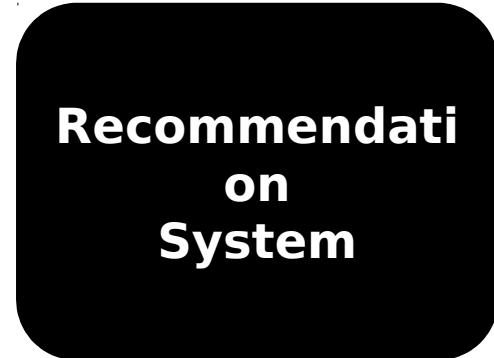
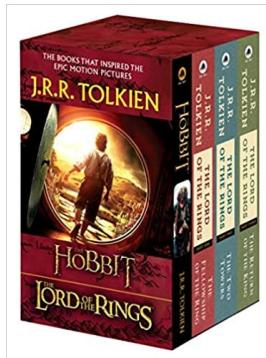
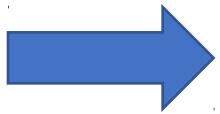
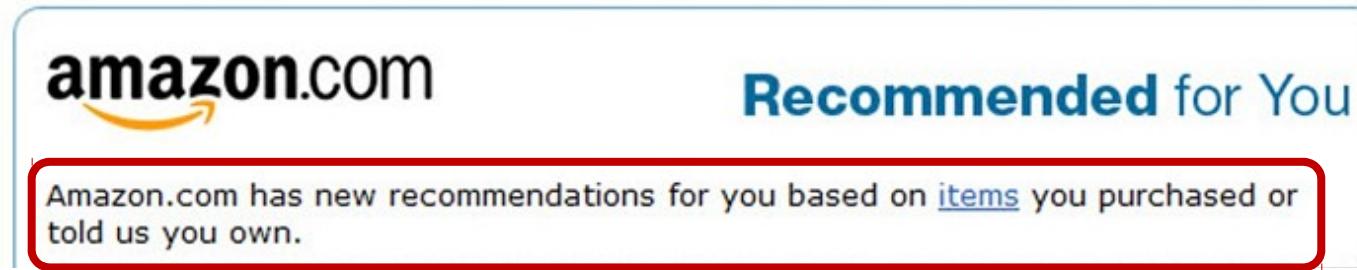
# What is recommendation



You

Item Preferences

# What is recommendation



You

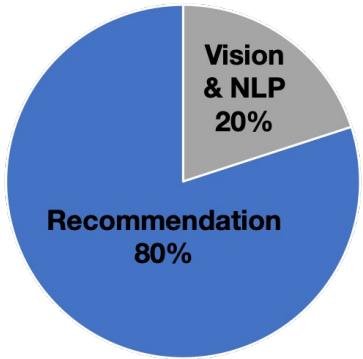
Item Preferences

Item Recommendations

# Why should computer architects care

# Why should computer architects care

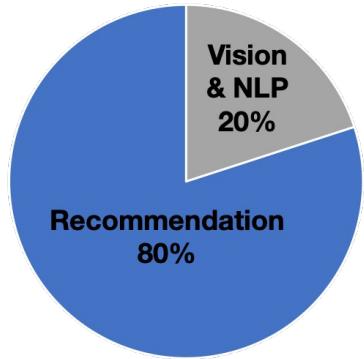
## Infrastructure Demands



Facebook Datacenters'  
AI Inference Cycles [1]

# Why should computer architects care

## Infrastructure Demands

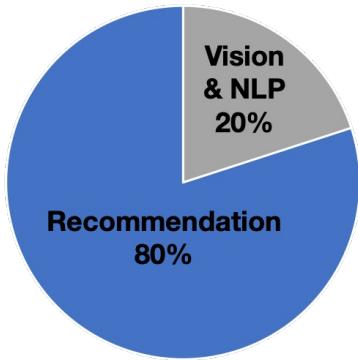


Facebook Datacenters'  
AI Inference Cycles [1]

**Also accounts for 50% of training demand [2]**

# Why should computer architects care

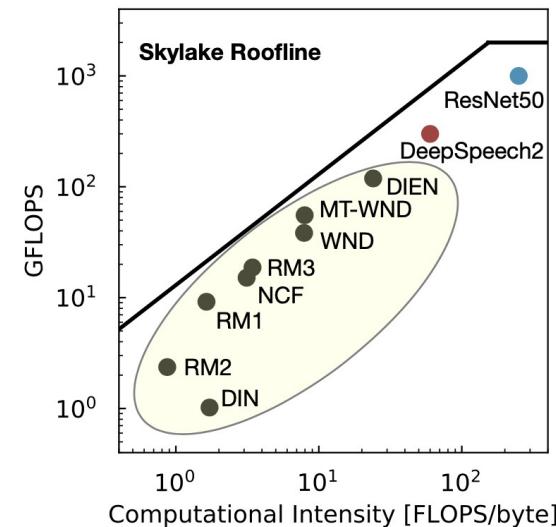
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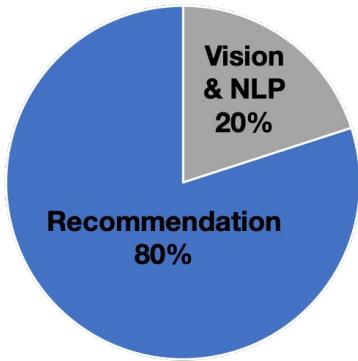
## Unique Compute Requirements



**Different than  
CNNs and  
RNNs**

# Why should computer architects care

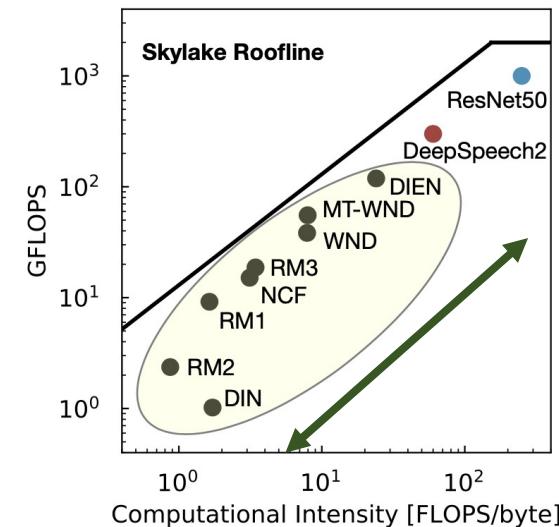
## Infrastructure Demands



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**Different than  
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RNNs**

**Model Diversity**

# This talk

# This talk

**Characterization**



[IISWC '20]

# This talk

**Characterization**



[IISWC '20]

**RecSSD**



[ASPLoS '21]

# This talk

**Characterization**



[IISWC '20]

**RecSSD**



[ASPLoS '21]

Improving recommendation requires  
**cross-stack characterization**

# Improving recommendation requires **cross-stack characterization**

## Algorithms



Application variety  
leads to  
**algorithm  
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## Software



Algorithms are  
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Recommendation is  
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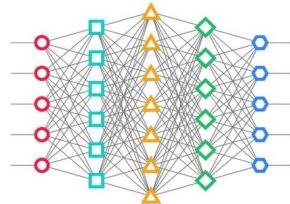
**Different layers of the execution stack have different bottlenecks!**

# Characterization

**Question: What are the bottlenecks of each layer and how do they affect one another?**

# Characterization

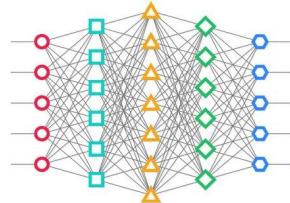
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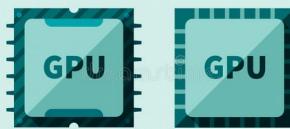
What do industry-representative algorithms (**model architectures**) look like?

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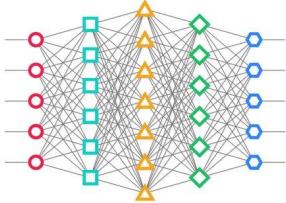
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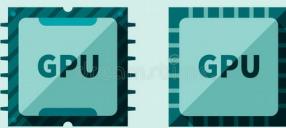
What are the **performance trends** of deploying recommendation on CPUs and GPUs?

# Characterization

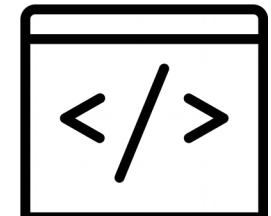
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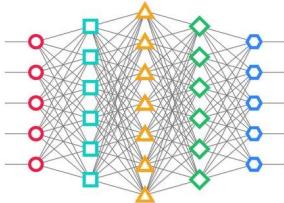
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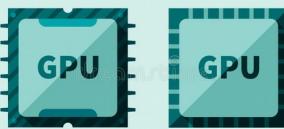
Can we explain the performance trends with **software level operators**?

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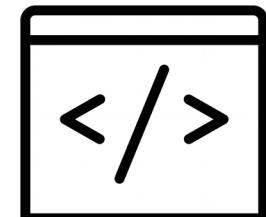
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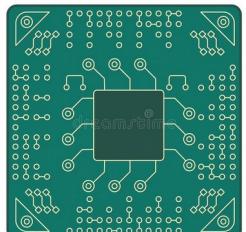
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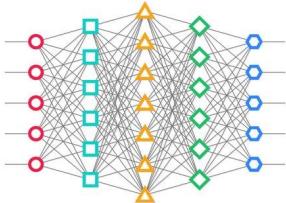
Can we explain the performance trends with **software level operators**?



Can we explain the performance trends with **microarchitectural analysis**?

# Characterization

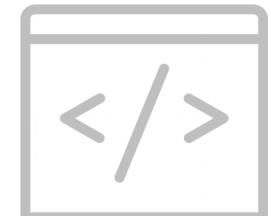
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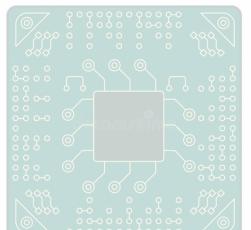
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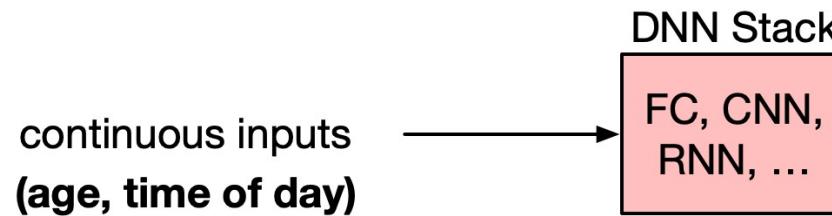
Can we explain the performance trends with **software level operators**?



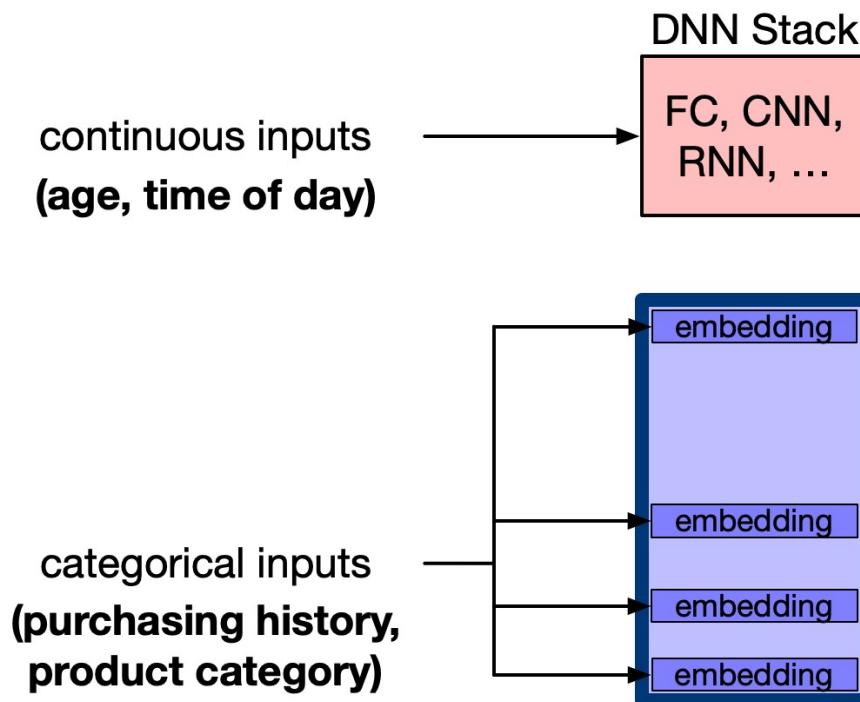
Can we explain the performance trends with **microarchitectural analysis**?

# Deep Recommendation Model Architecture

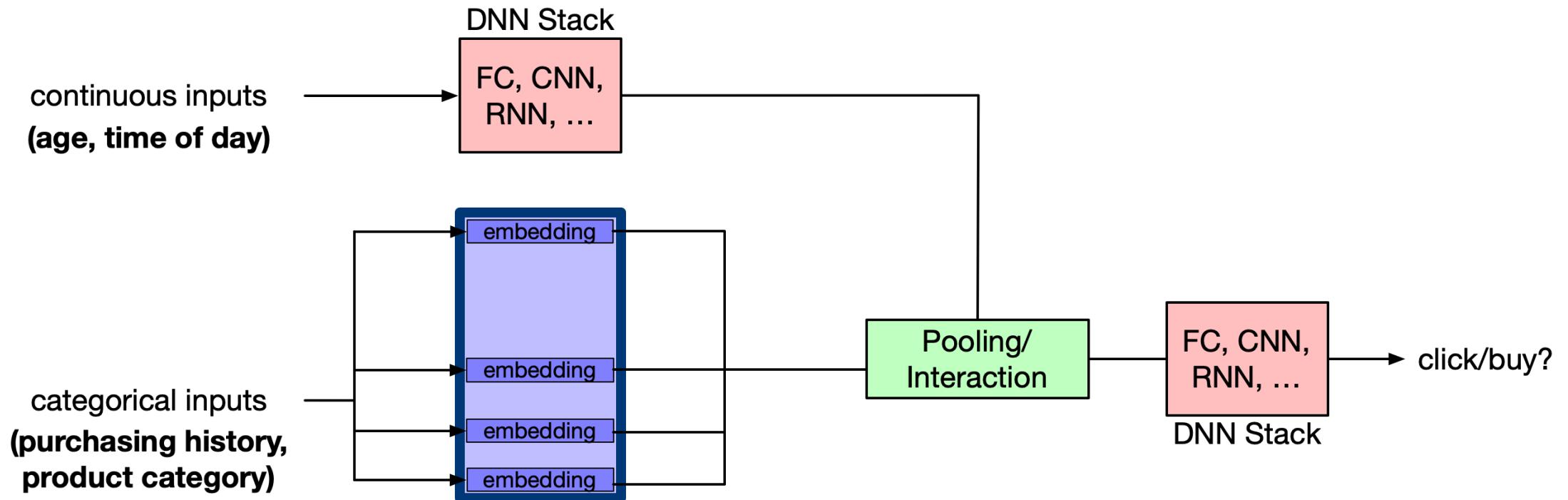
# Deep Recommendation Model Architecture



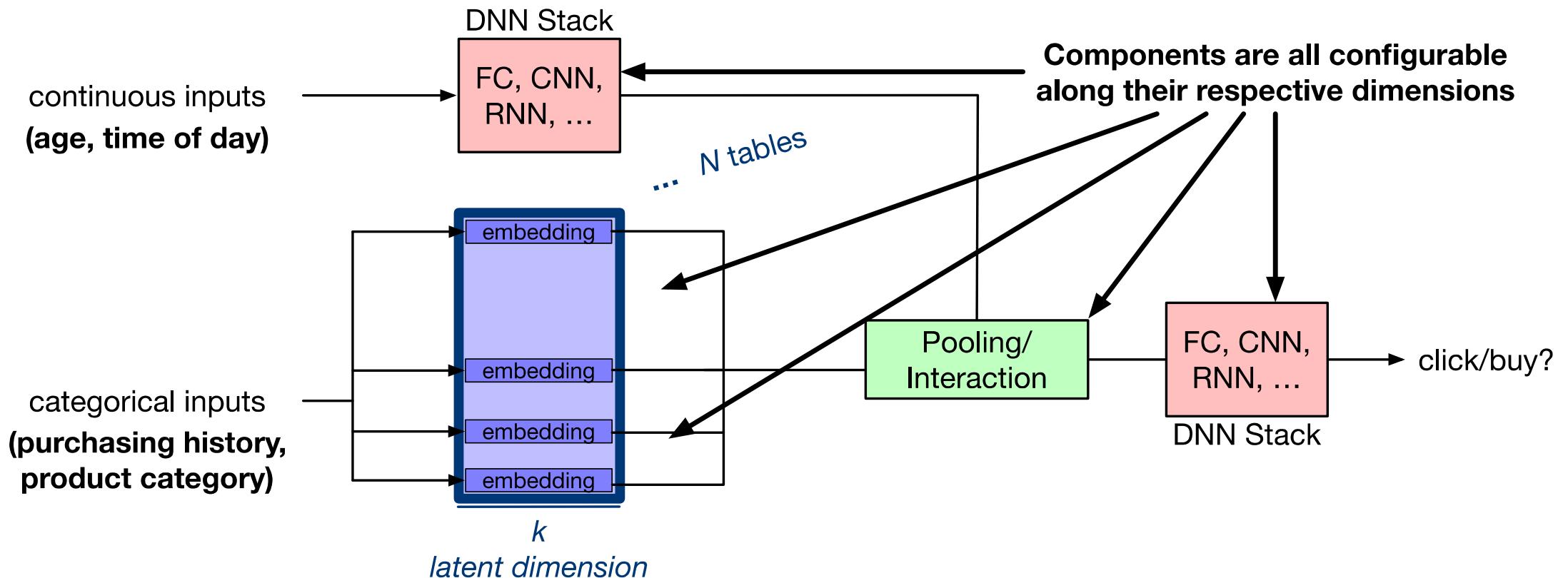
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# Deep Recommendation Model Architecture

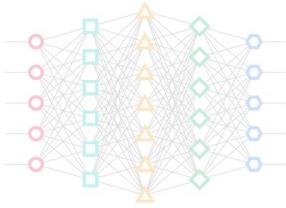


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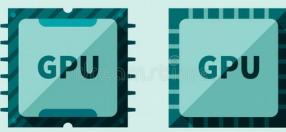


# Characterization

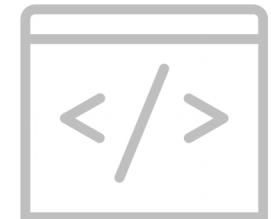
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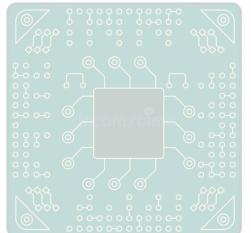
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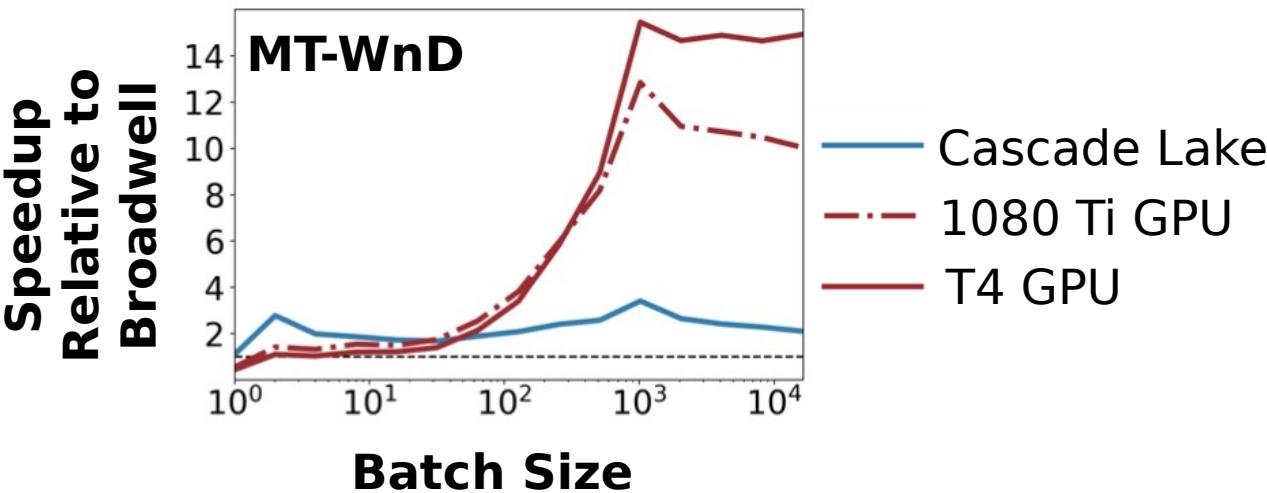


Can we explain the performance trends with software level operators?

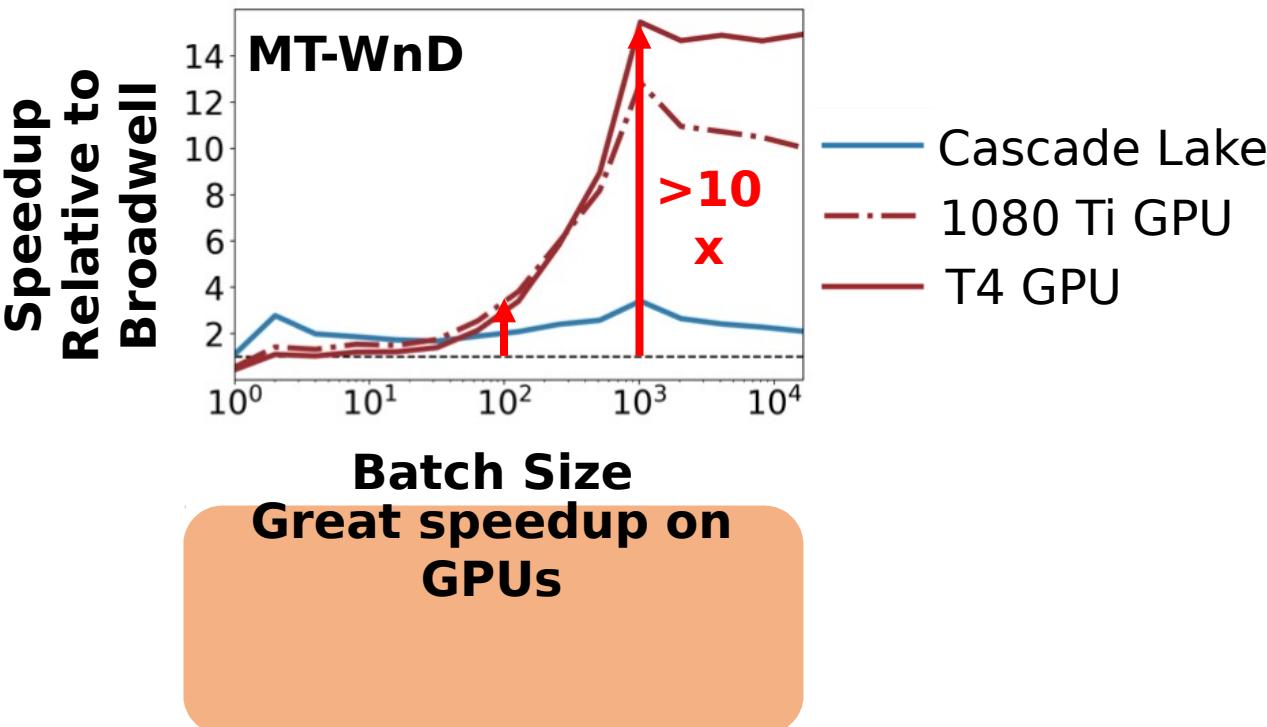


Can we explain the performance trends with microarchitectural analysis?

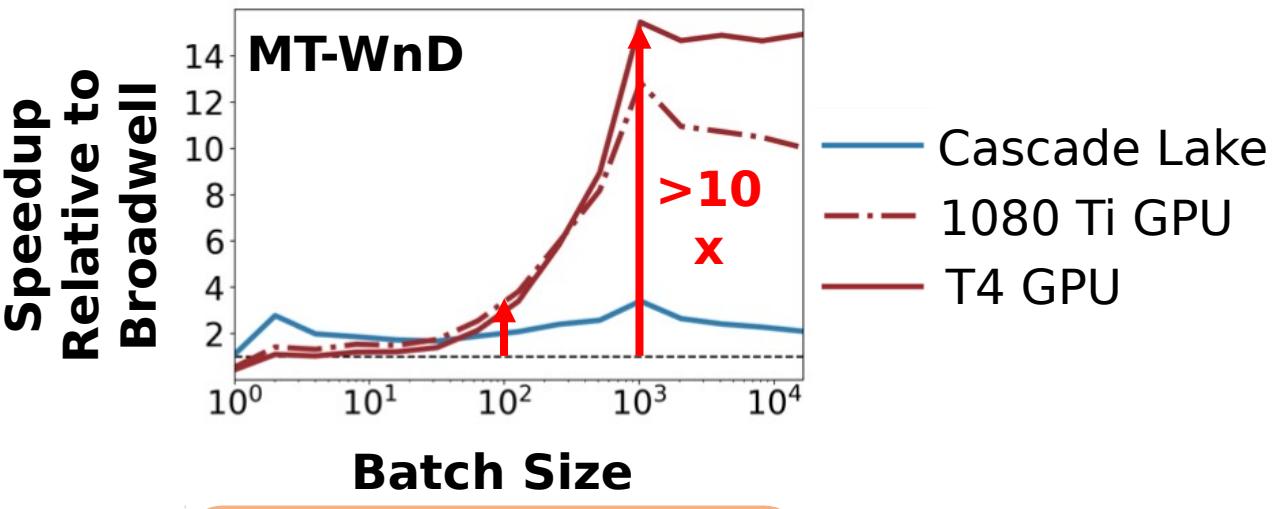
# Systems Platforms Evaluation



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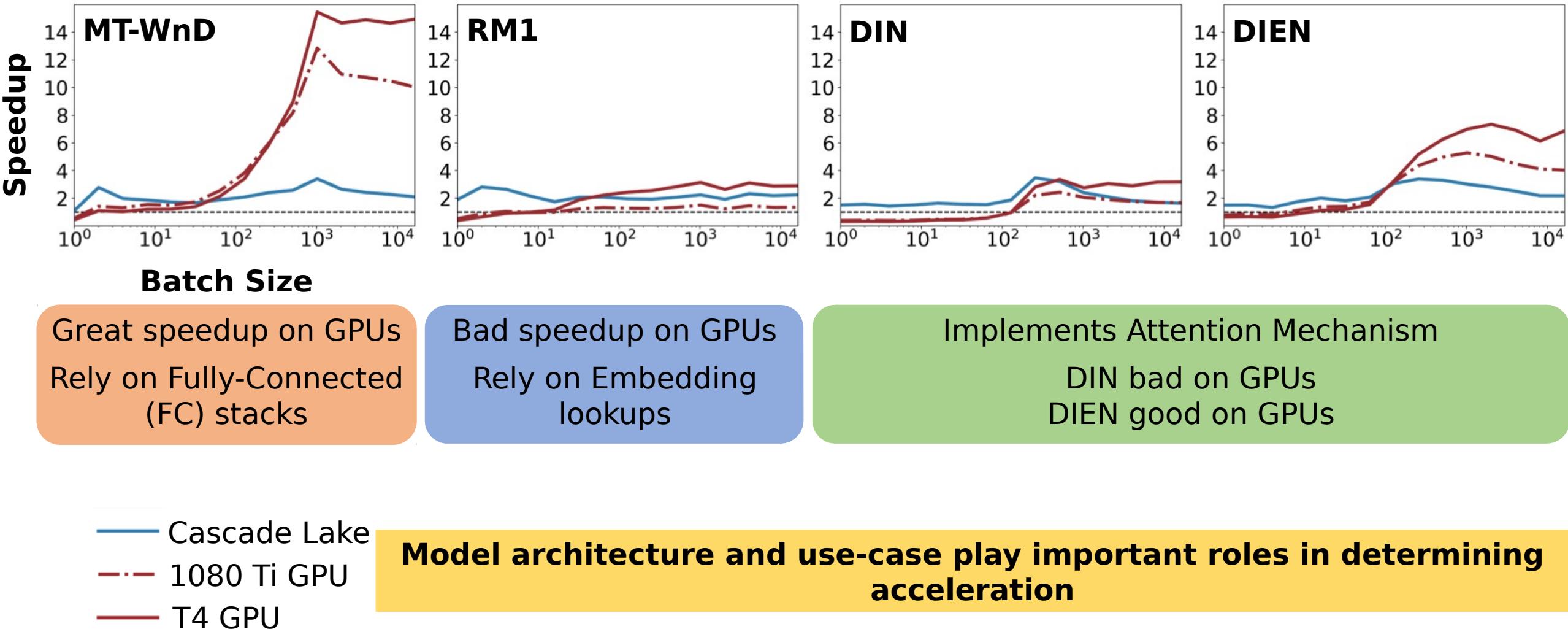


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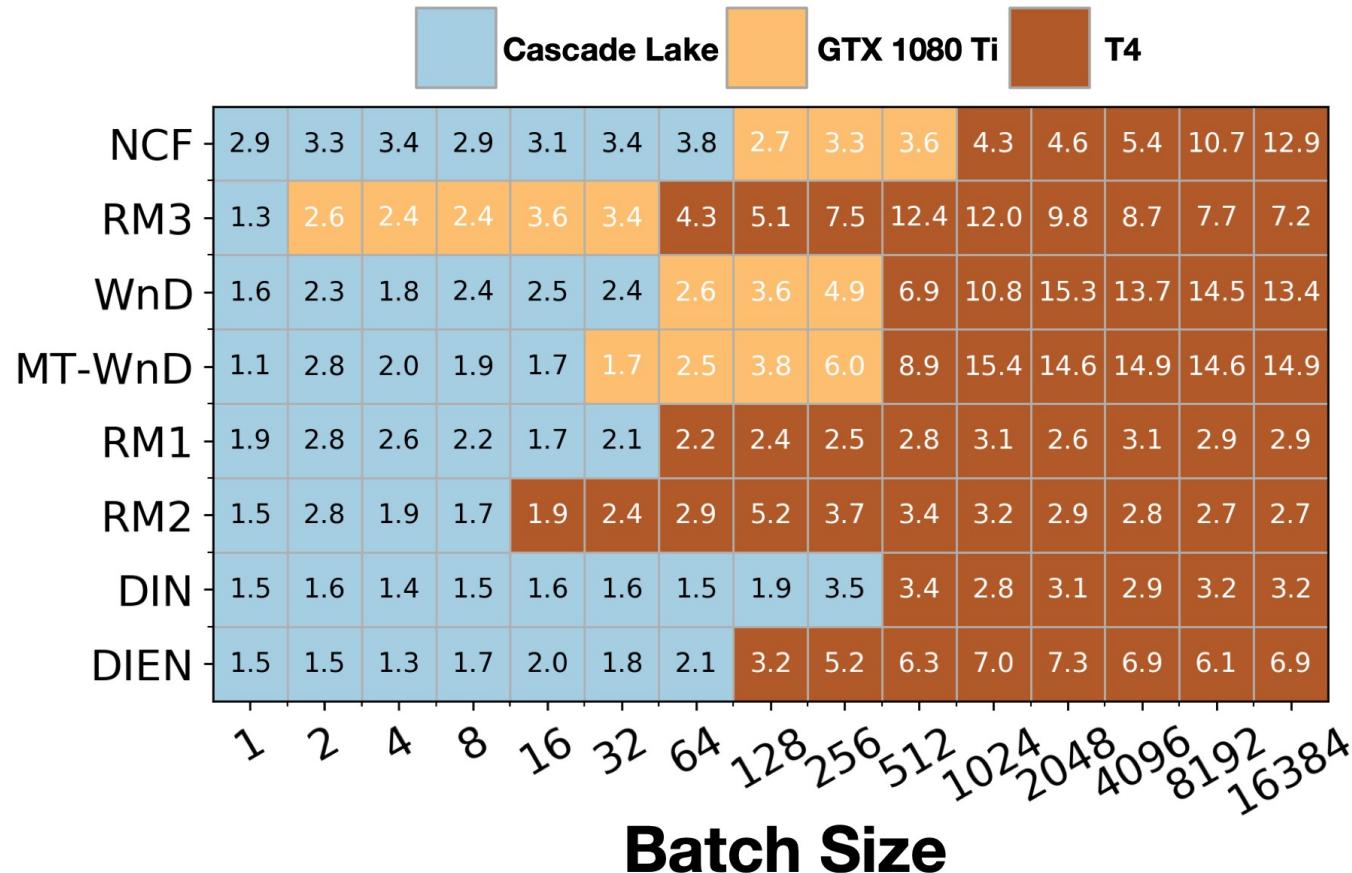


Great speedup on GPUs  
**Rely on Fully-Connected (FC) stacks**

# Systems Platforms Evaluation

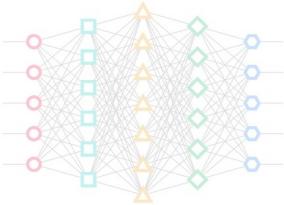


# Optimal hardware varies based on model architecture and input batch size

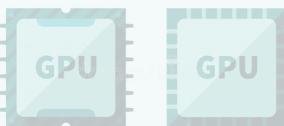


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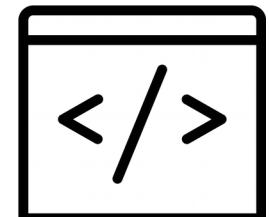
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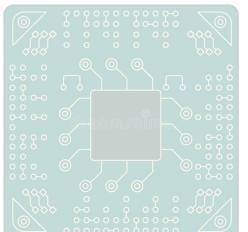
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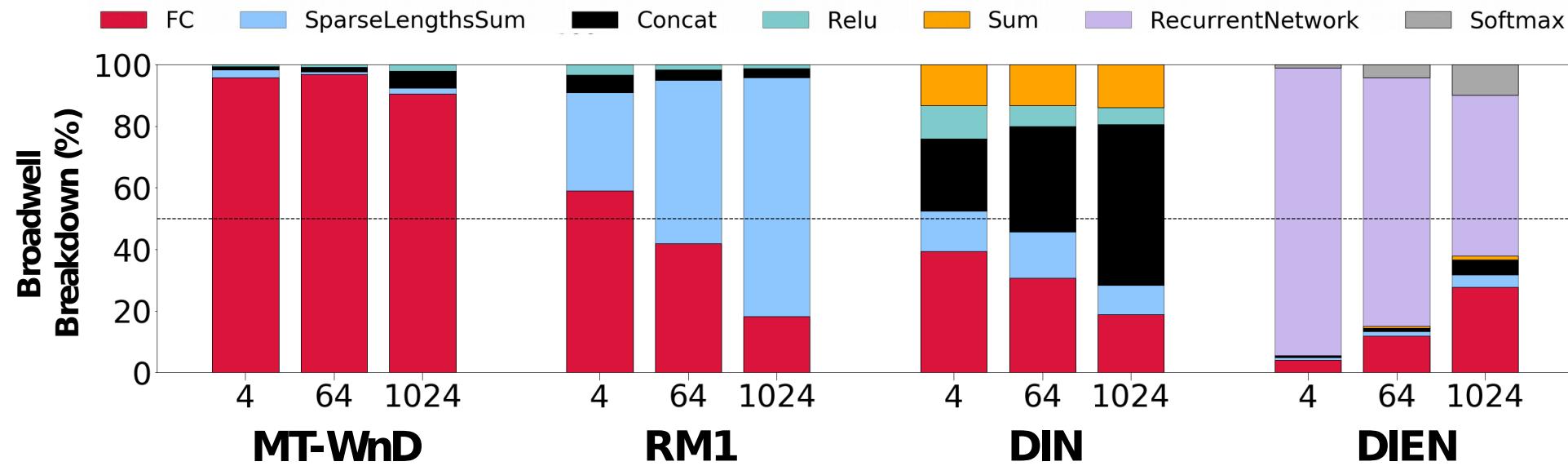


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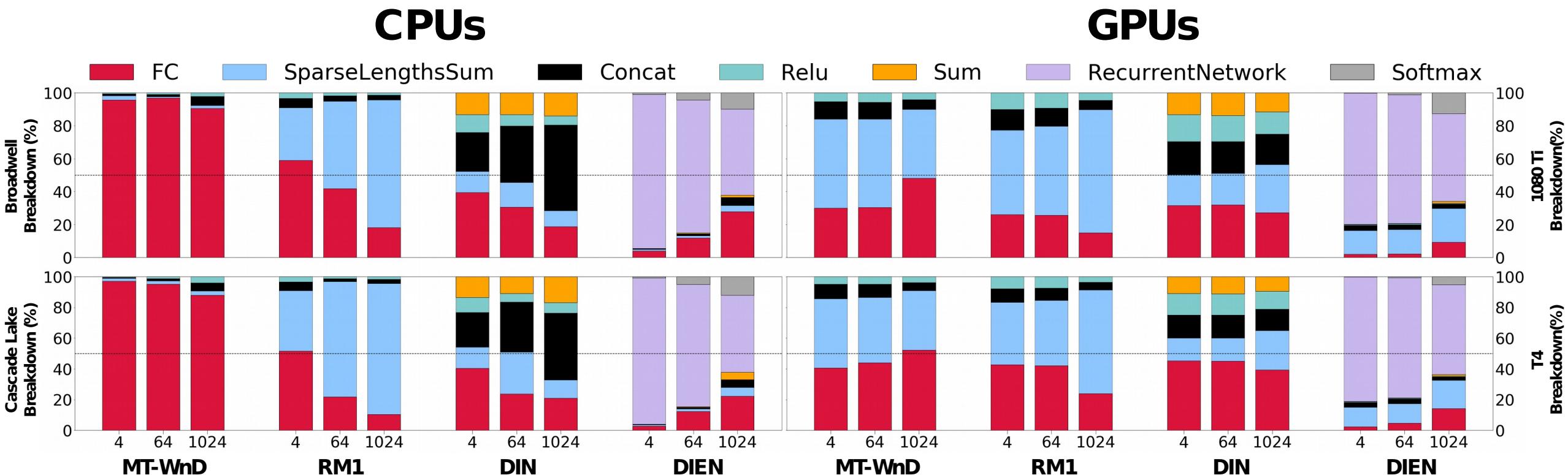


Can we explain the performance trends with microarchitectural analysis?

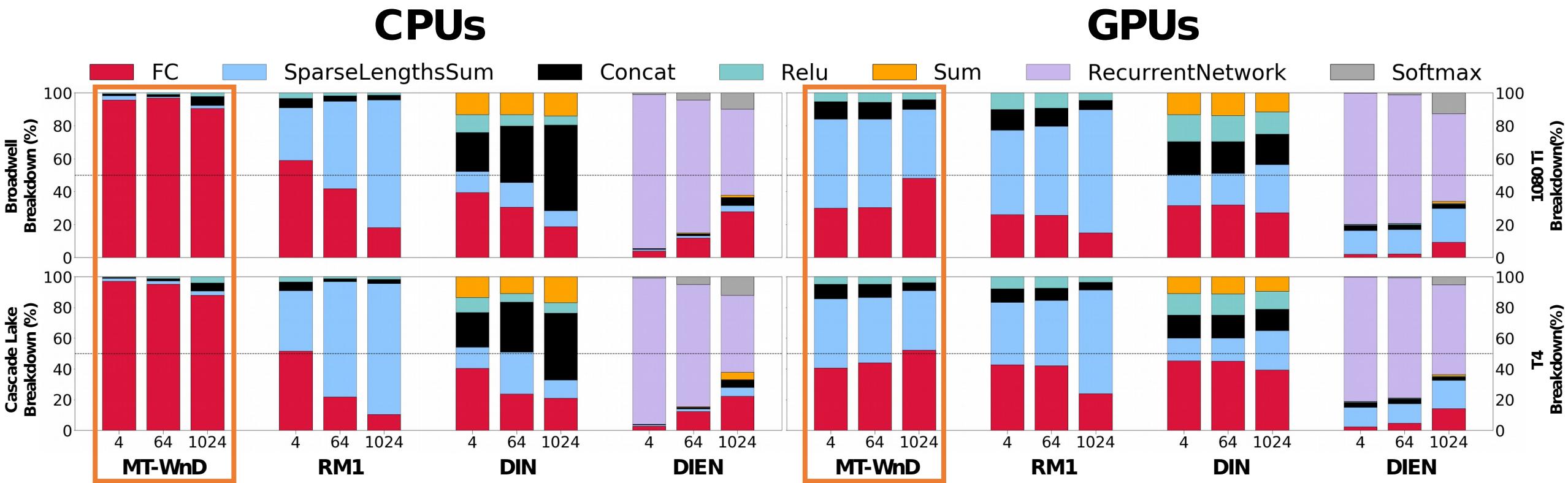
# Operator Breakdowns



# Operator Breakdowns

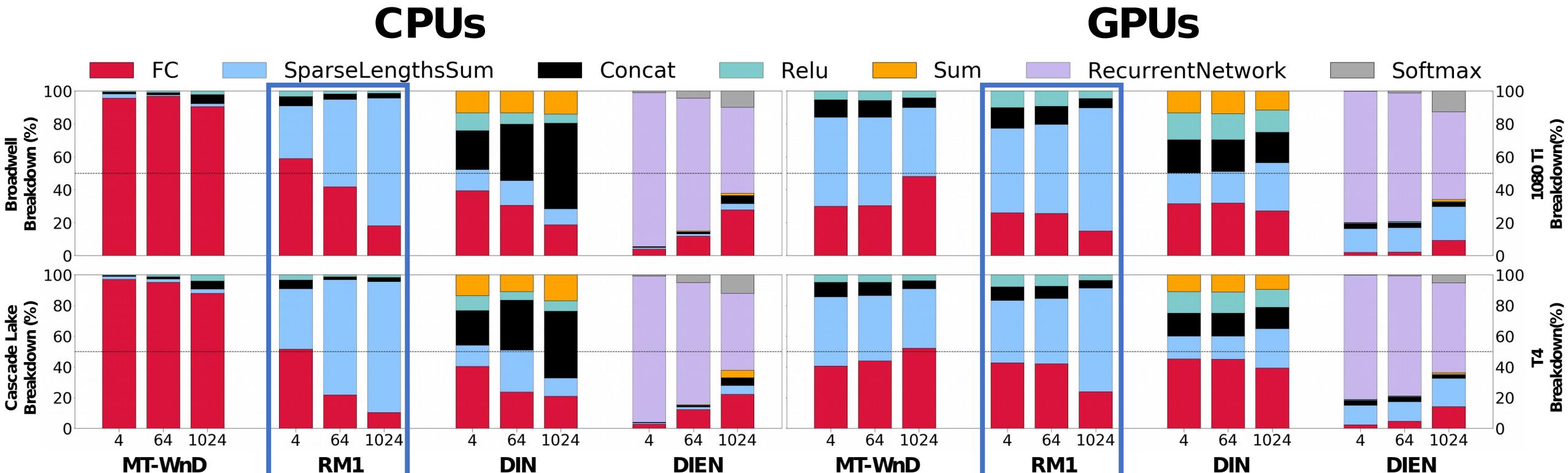


# Operator Breakdowns



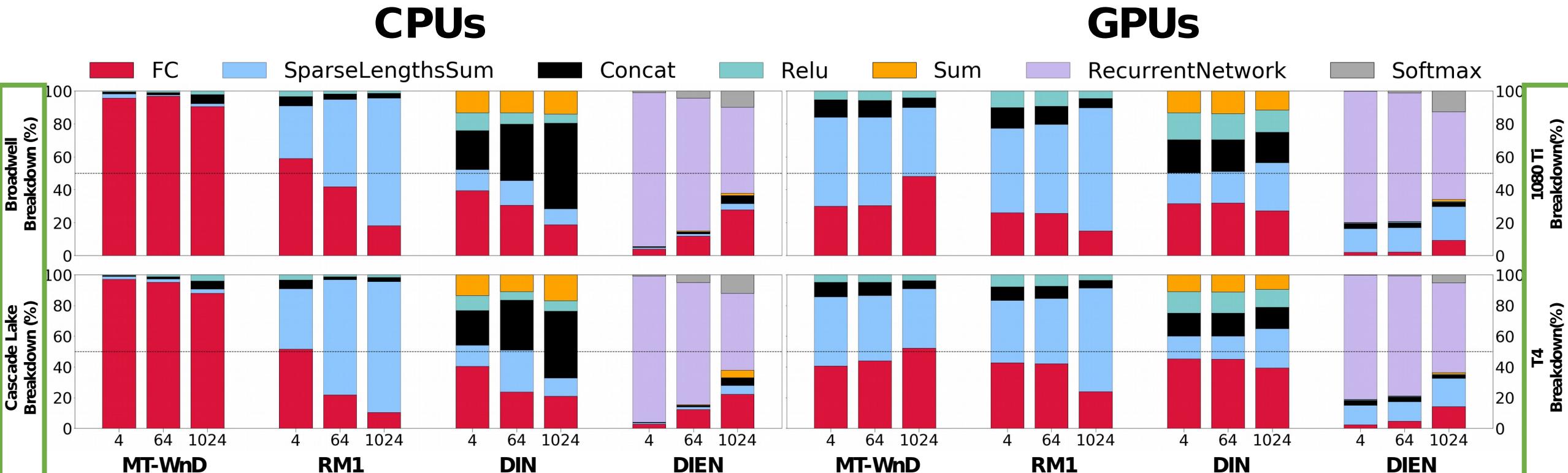
GPUs accelerate models dominated by **FC** operators on CPUs  
**by reducing the FC operator**

# Operator Breakdowns



GPUs struggle with models dominated by **Embedding** operators on CPUs  
due to data communication overheads

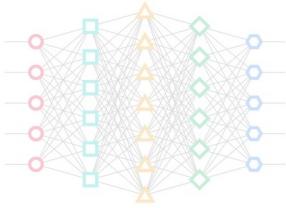
# Operator Breakdowns



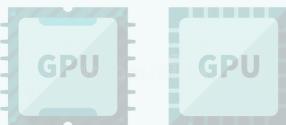
Different generations of the same platform type (i.e., CPU/GPU)  
**affect exact operator usages but retain general trends.**

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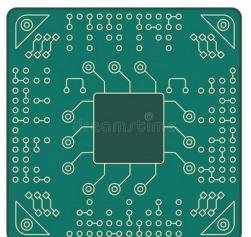
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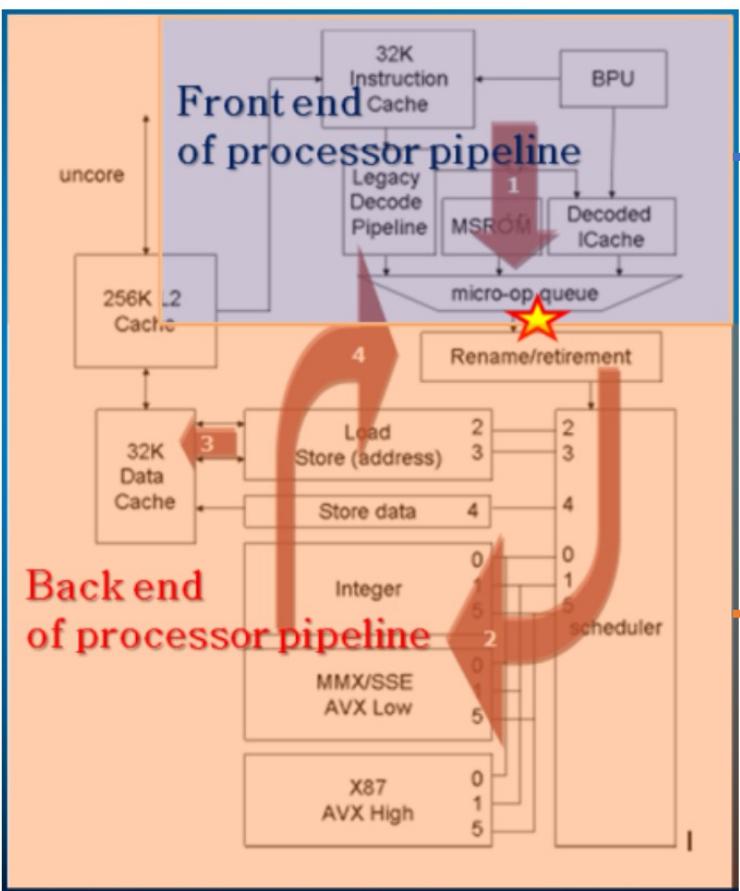


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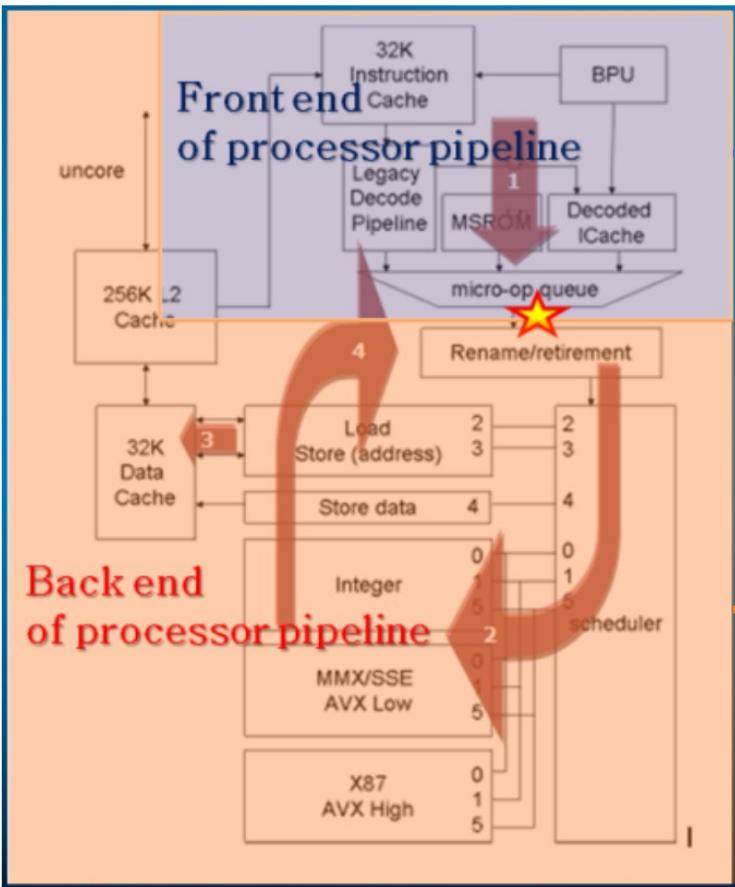
# TopDown Background



**Latency Bound  
Bandwidth Bound**

**Core Bound  
Memory Bound**

# TopDown Background



**Latency Bound**

i-cache miss

**Bandwidth Bound**

instruction decoder inefficiency

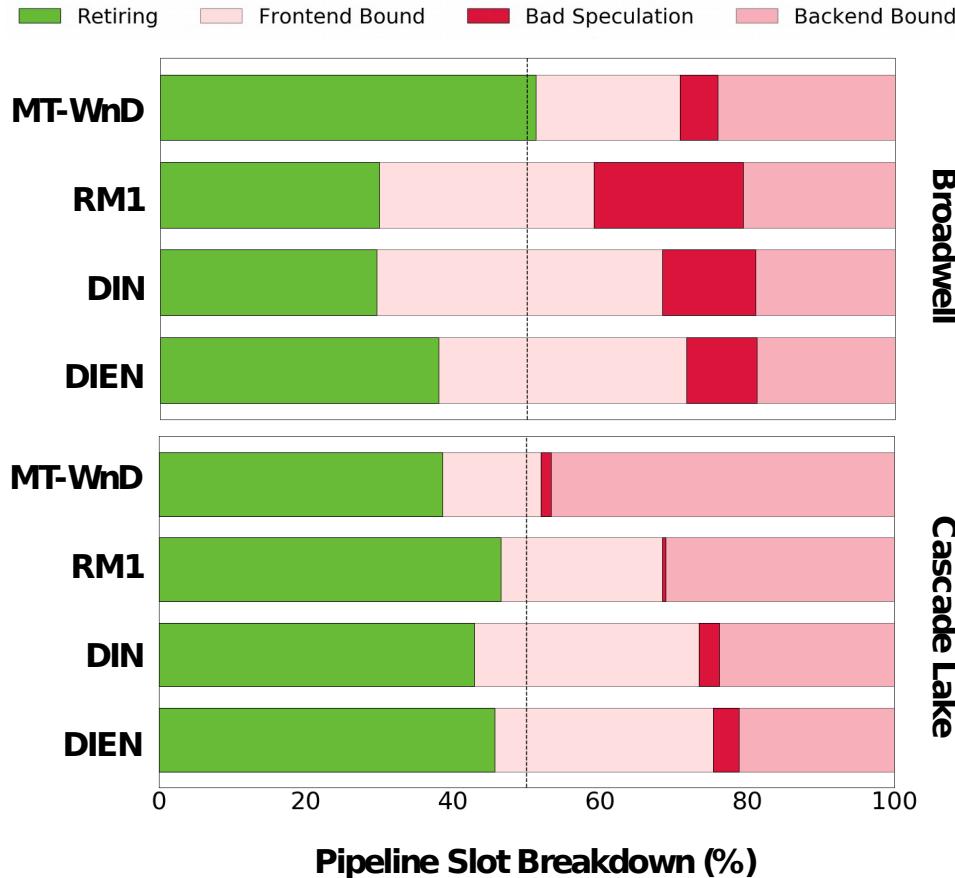
**Core Bound**

sub-optimal functional units

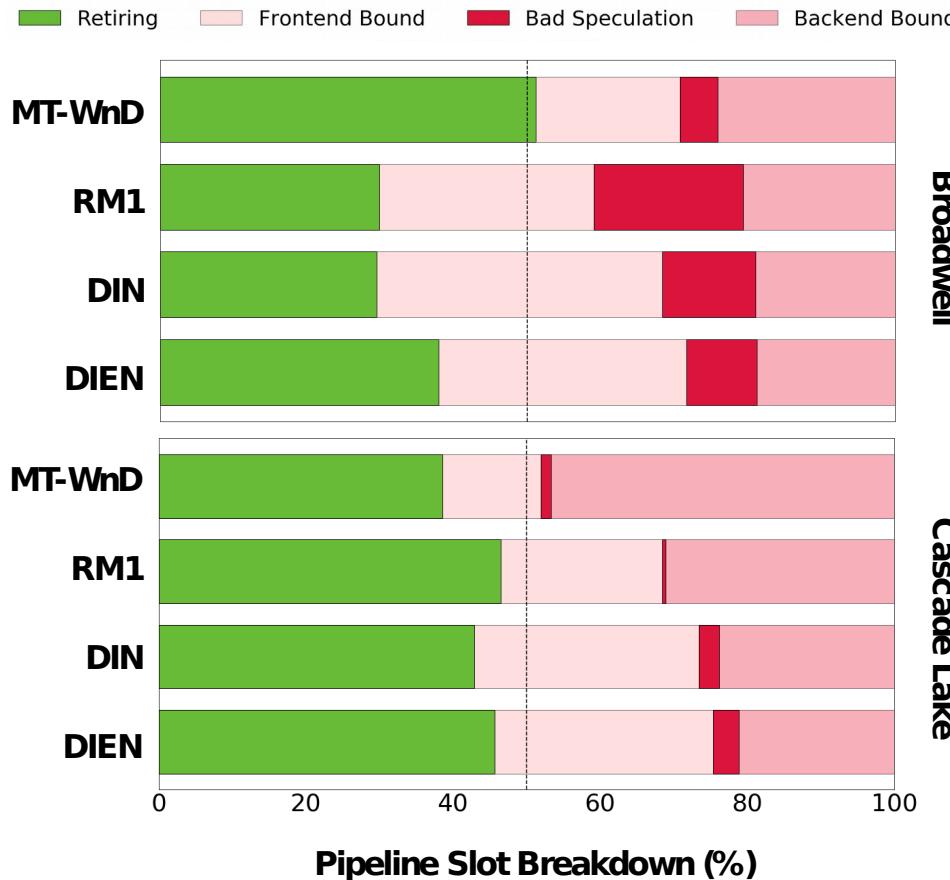
**Memory Bound**

d-cache miss/bandwidth

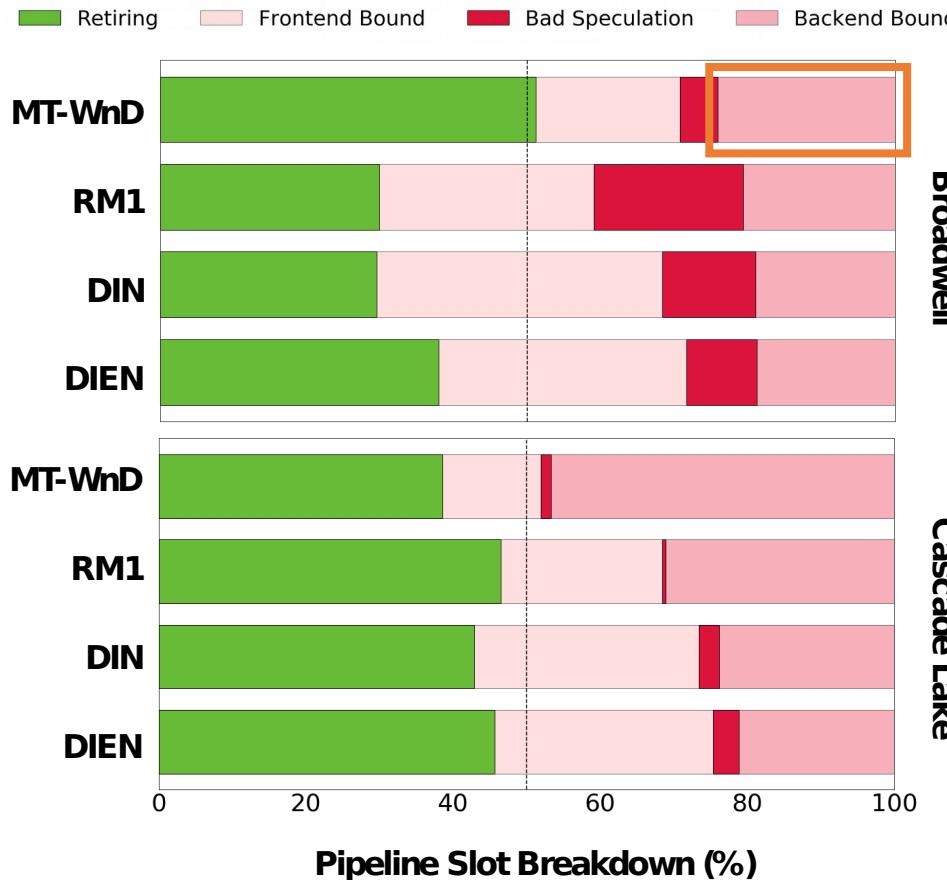
# TopDown Pipeline Slot Breakdowns



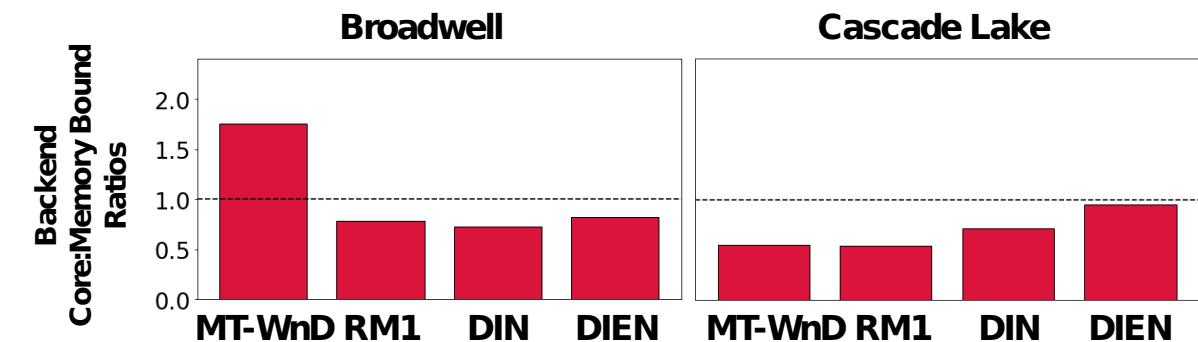
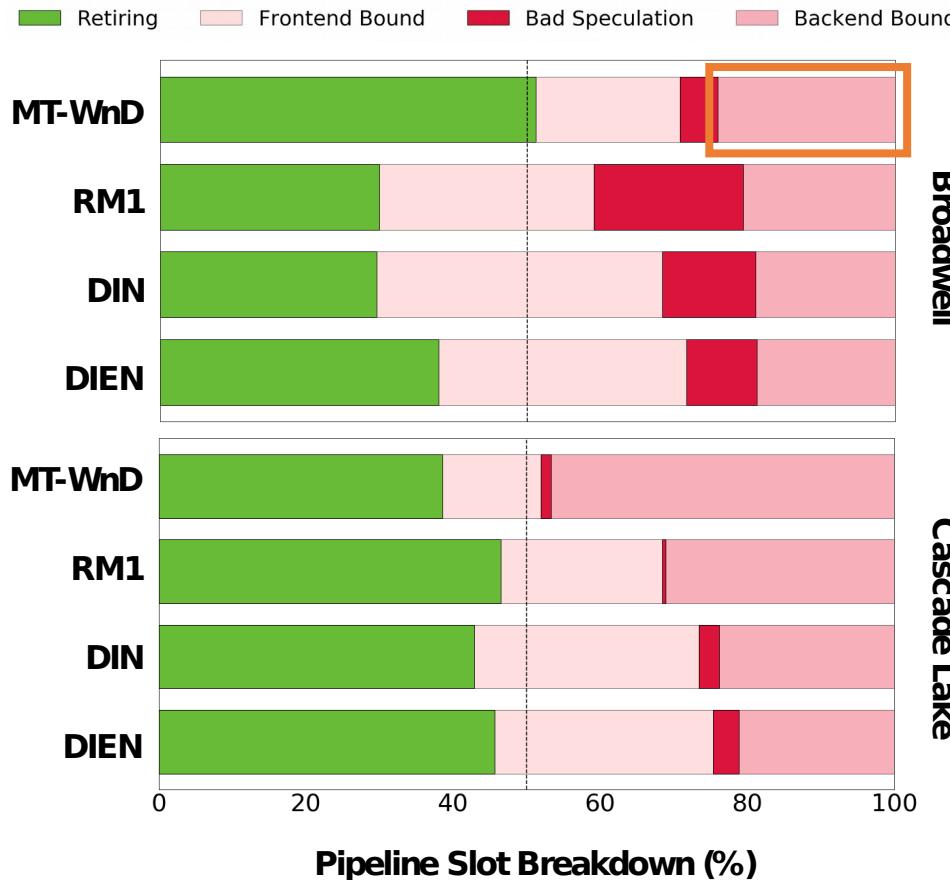
# On Broadwell, FC-dominated models are limited by insufficient functional units



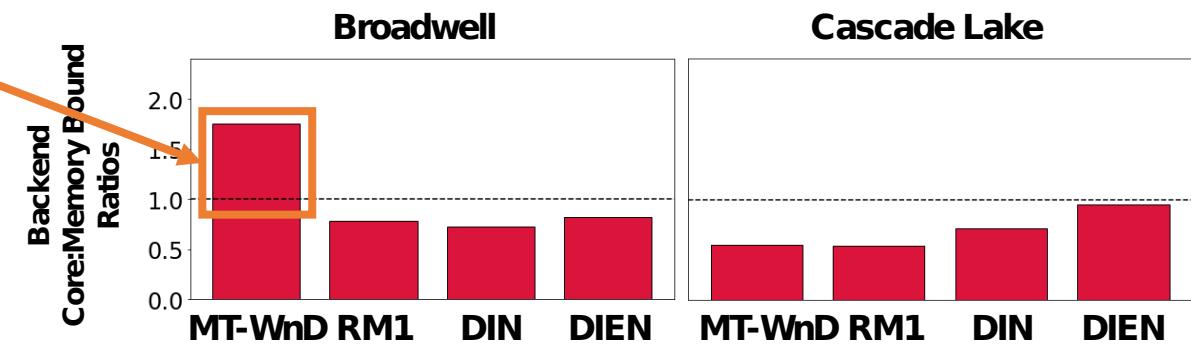
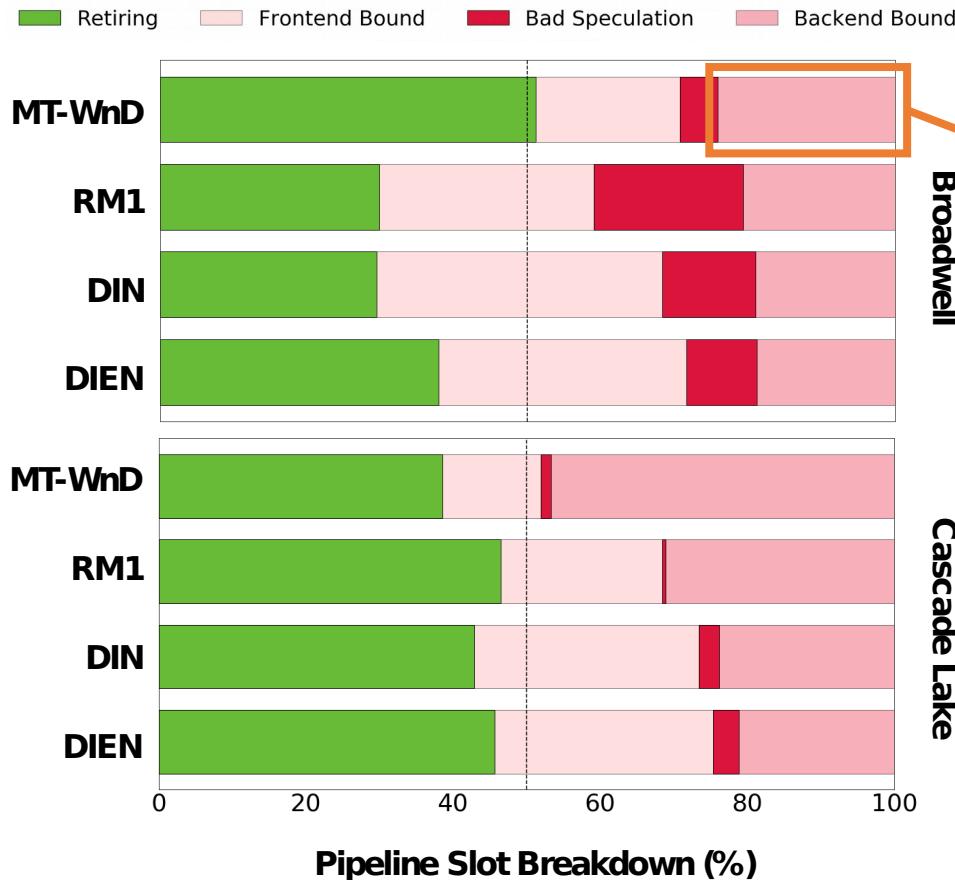
# On Broadwell, FC-dominated models are limited by insufficient functional units



# On Broadwell, FC-dominated models are limited by insufficient functional units

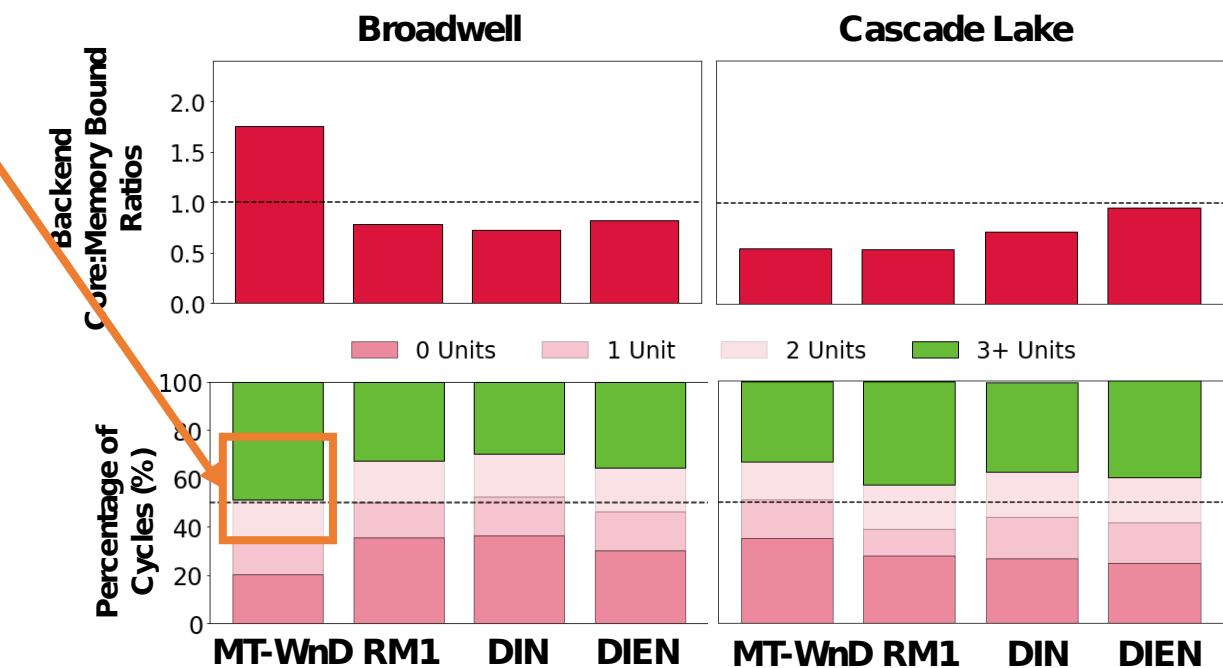
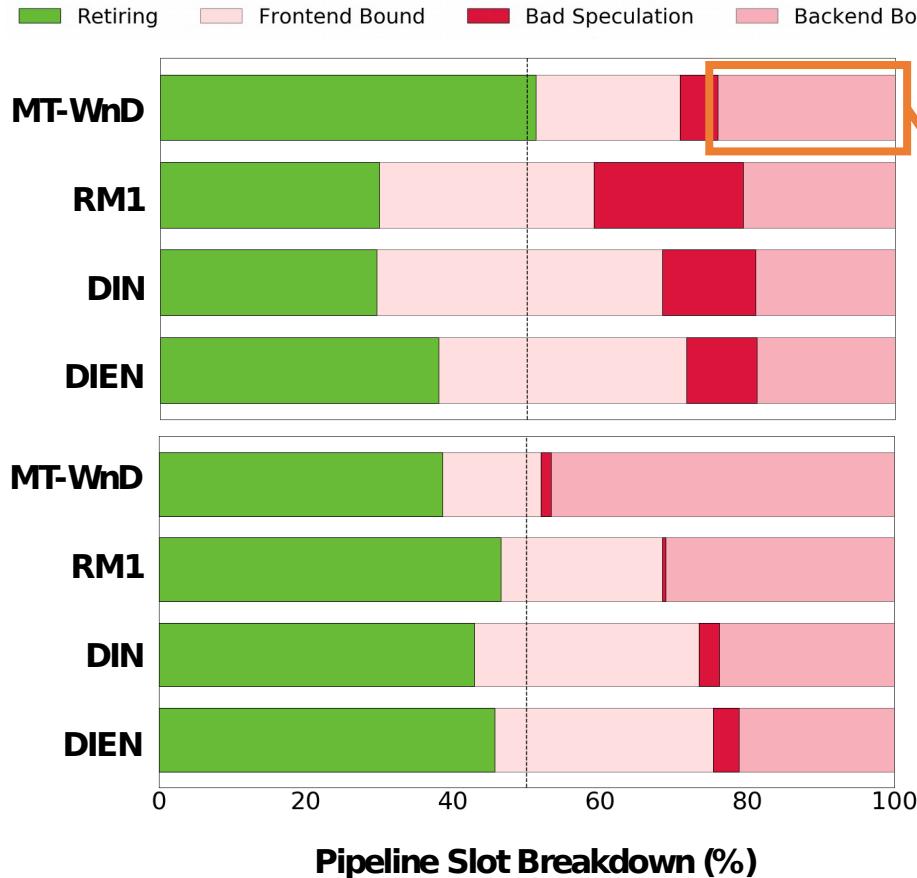


# On Broadwell, FC-dominated models are limited by insufficient functional units



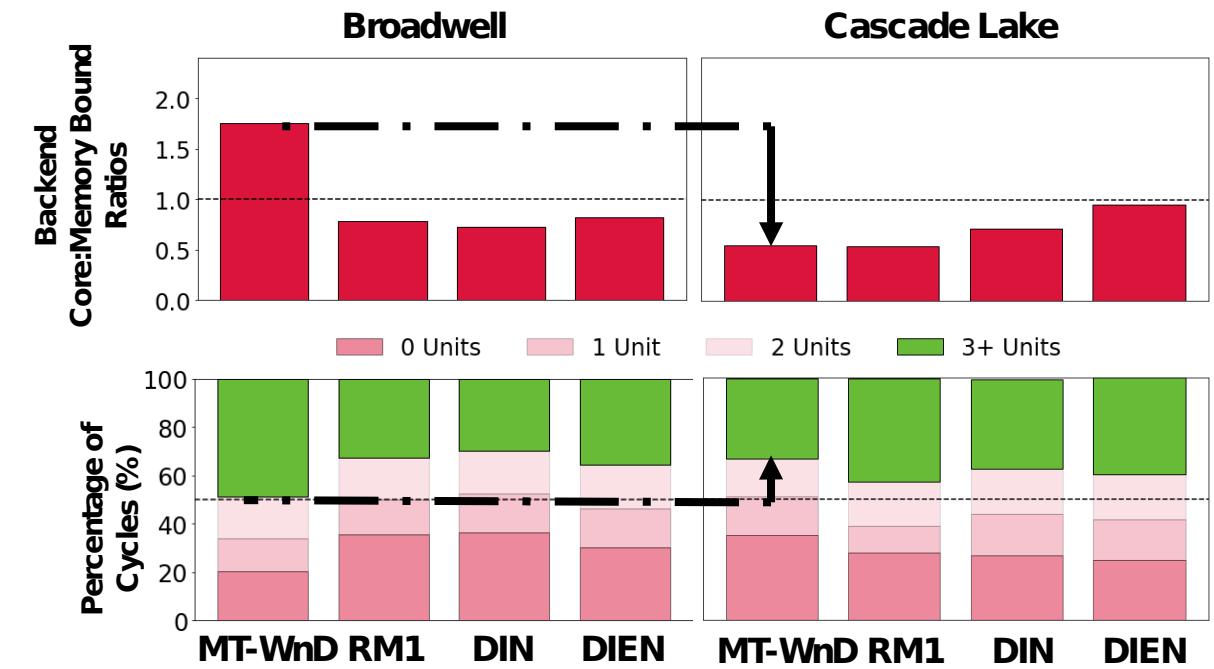
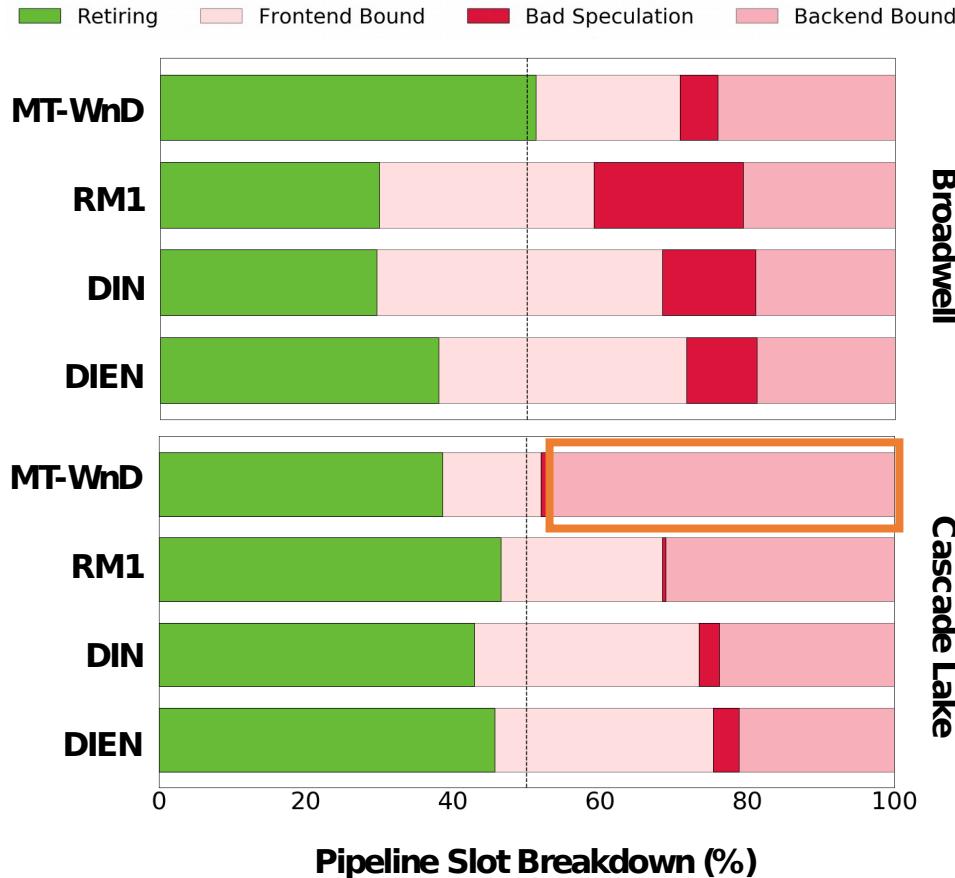
MT-WnD **core bound!**

# On Broadwell, FC-dominated models are limited by insufficient functional units

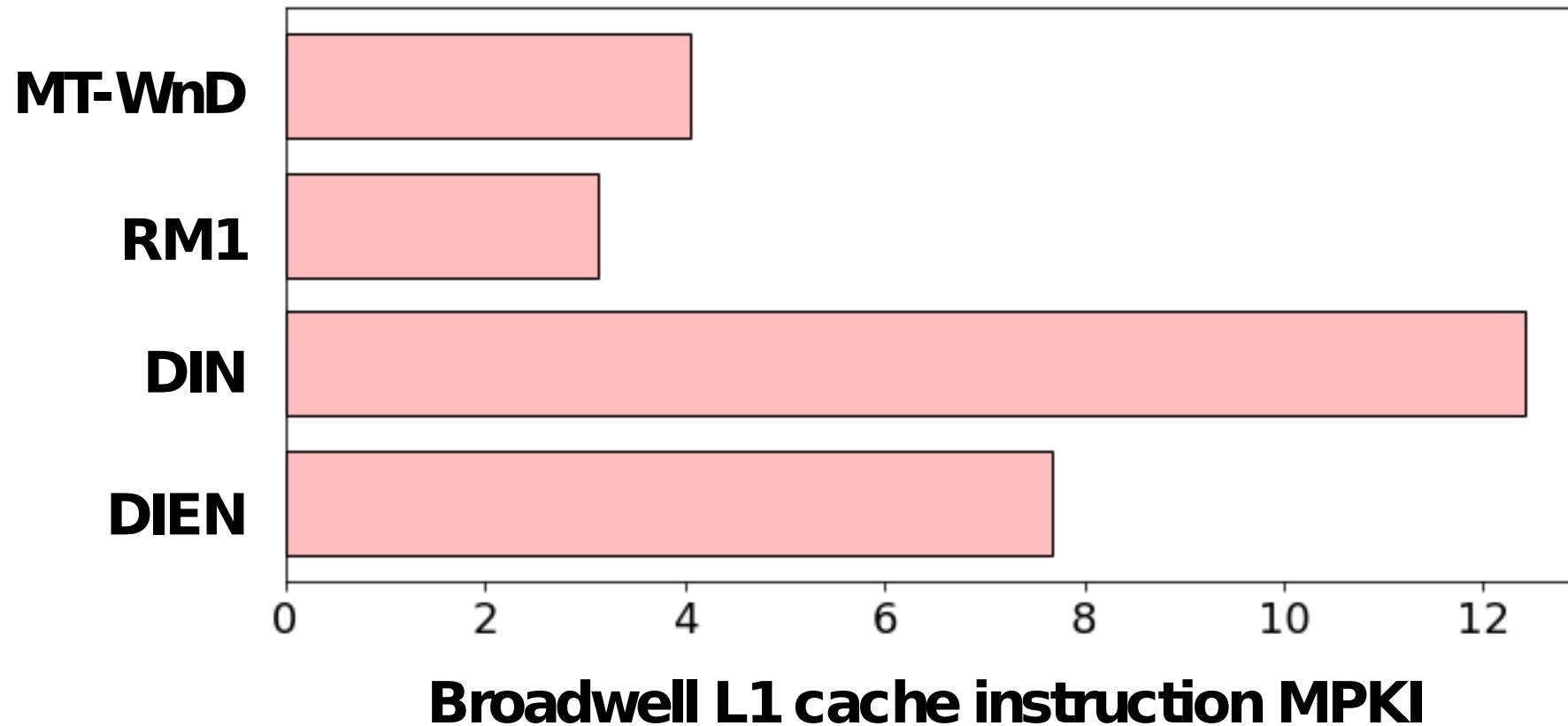


Available functional units saturated

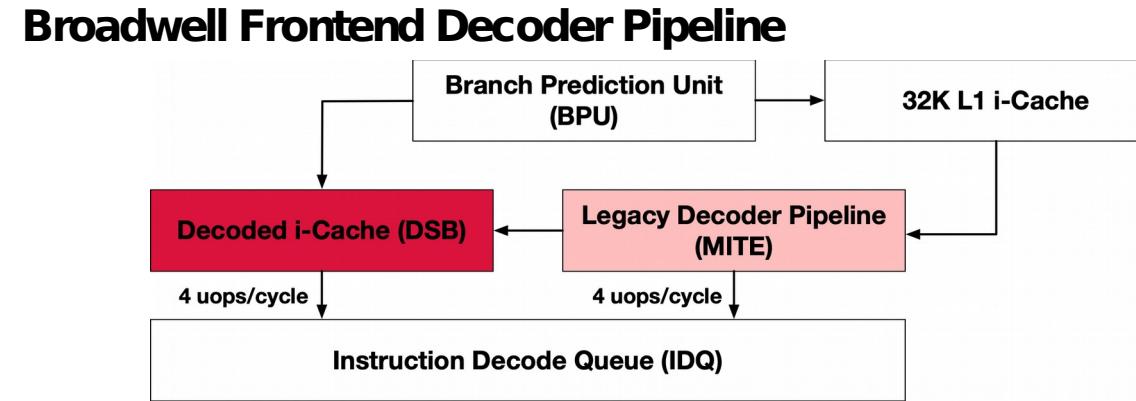
# On Cascade Lake, FC-dominated models benefit from wider SIMD, shifting bottlenecks to memory subsystem



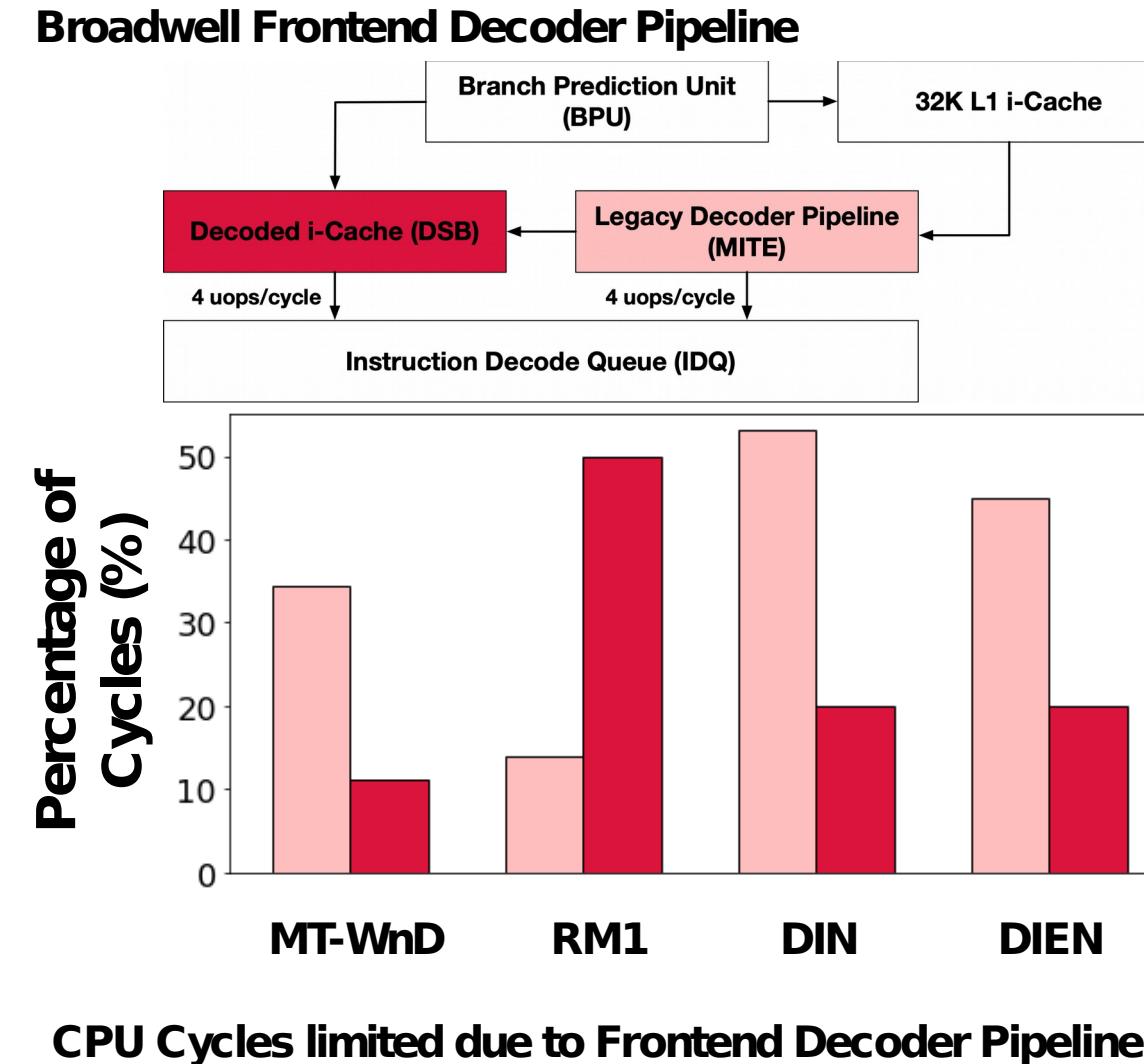
Attention-based models suffer from frontend latency  
**(L1 instruction-cache misses)**



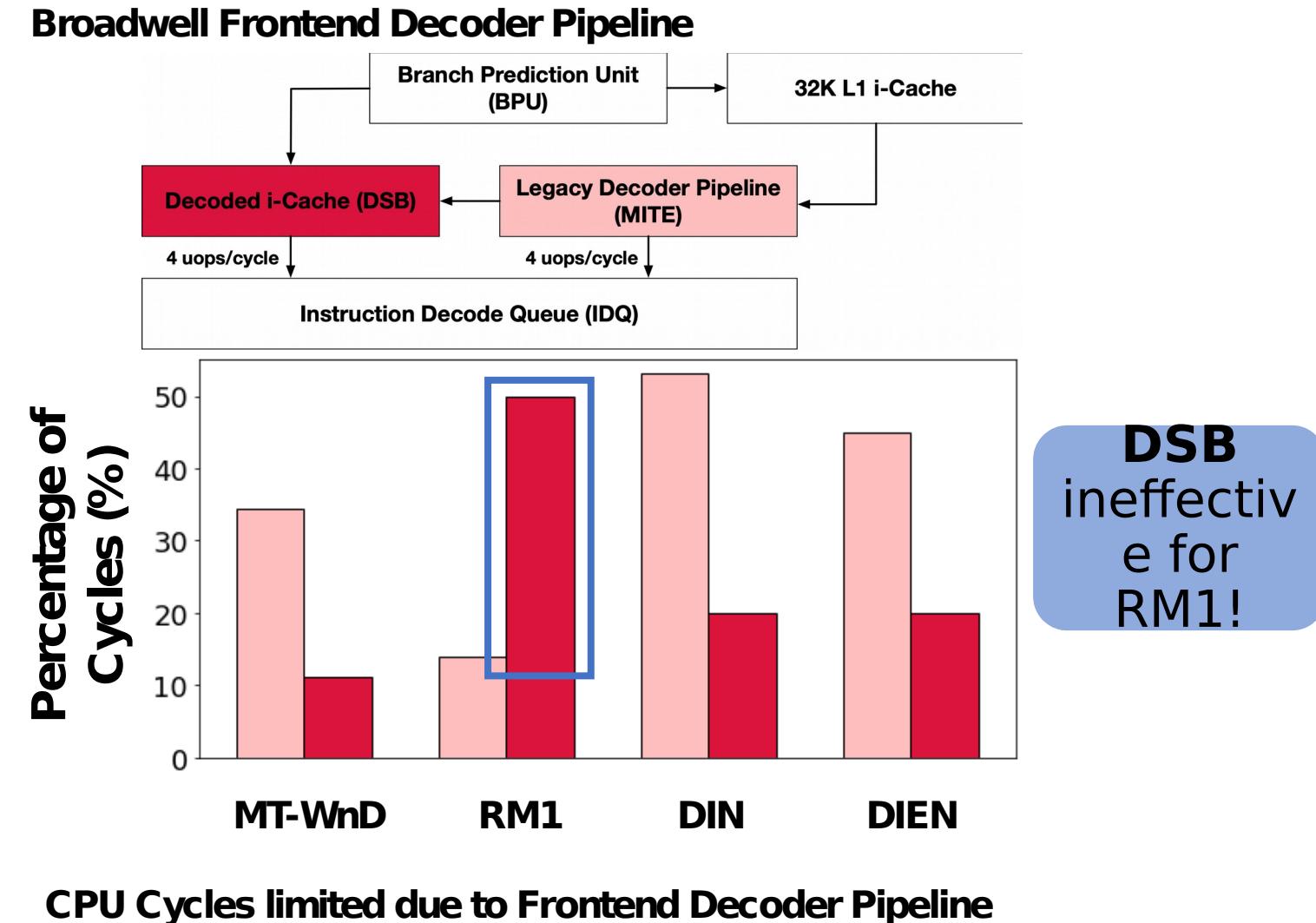
# Models with more embedding table lookups suffer from instruction decoder bottlenecks



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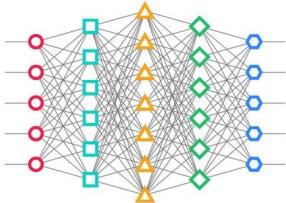


# Summary of Microarchitectural Effects

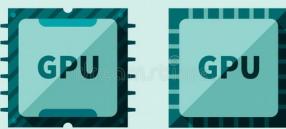
Type of Model	Microarchitectural Insight
FC Heavy	On Broadwell, <b>insufficient functional units</b> On Cascade Lake, <b>sub-optimal memory subsystem</b>
Attention Heavy	Frontend Latency L1 i-cache miss rate ( <b>L1 i-MPKI</b> )
Embedding Heavy	Frontend Bandwidth Decoded i-cache ( <b>DSB</b> )

# Characterization

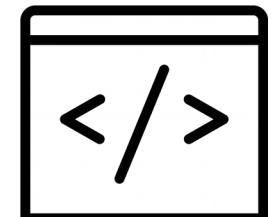
**Question: What are the bottlenecks of each layer and how do they affect one another?**



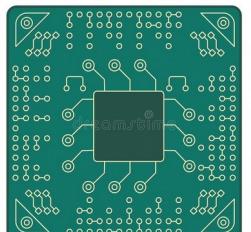
What do industry-representative algorithms (**model architectures**) look like?



What are the **performance trends** of deploying recommendation on CPUs and GPUs?



Can we explain the performance trends with **software level operators**?



Can we explain the performance trends with **microarchitectural analysis**?

# Characterization

2020 IEEE International Symposium on Workload Characterization (IISWC)

## Cross-Stack Workload Characterization of Deep Recommendation Systems

Samuel Hsia<sup>1</sup>, Udit Gupta<sup>1,2</sup>, Mark Wilkering<sup>1</sup>,  
Carole-Jean Wu<sup>2</sup>, Gu-Yeon Wei<sup>1</sup>, David Brooks<sup>1</sup>

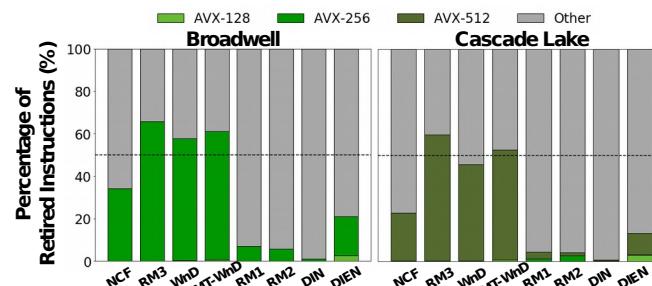
More algorithms



NETFLIX

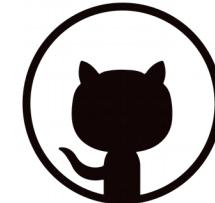
More industry-  
representative deep  
recommendation models

More  
characterization



More microarchitectural  
insights based on  
detailed PMU counter  
analysis

Open-Source



Model implementations  
and experiment scripts  
open-sourced:  
[https://github.com/  
harvard-acc/DeepRecSys](https://github.com/harvard-acc/DeepRecSys)

# This talk

Characterization



[IISWC '20]

RecSSD

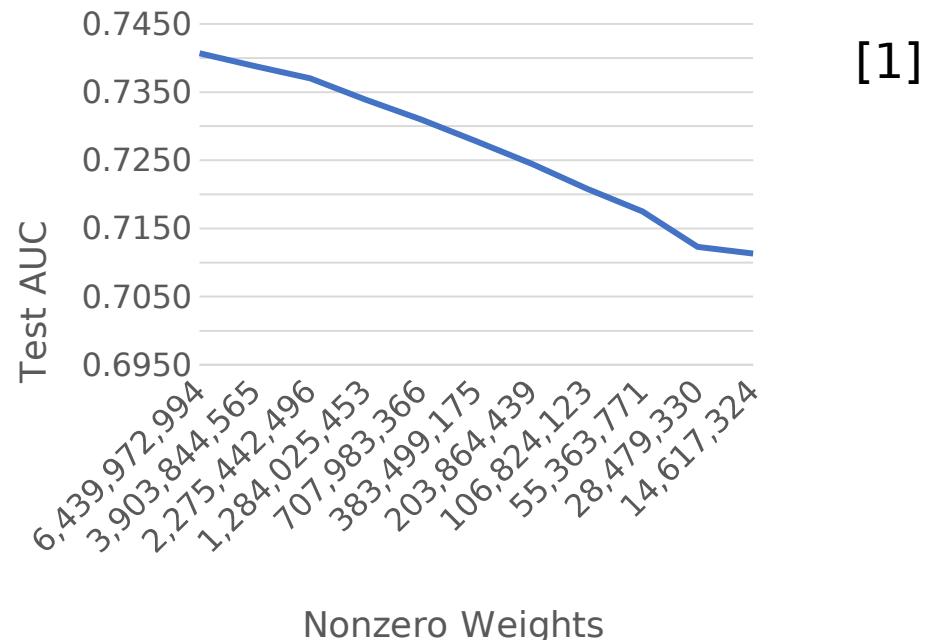


[ASPLoS '21]

# Computational Trends in Recommendation

# Computational Trends in Recommendation

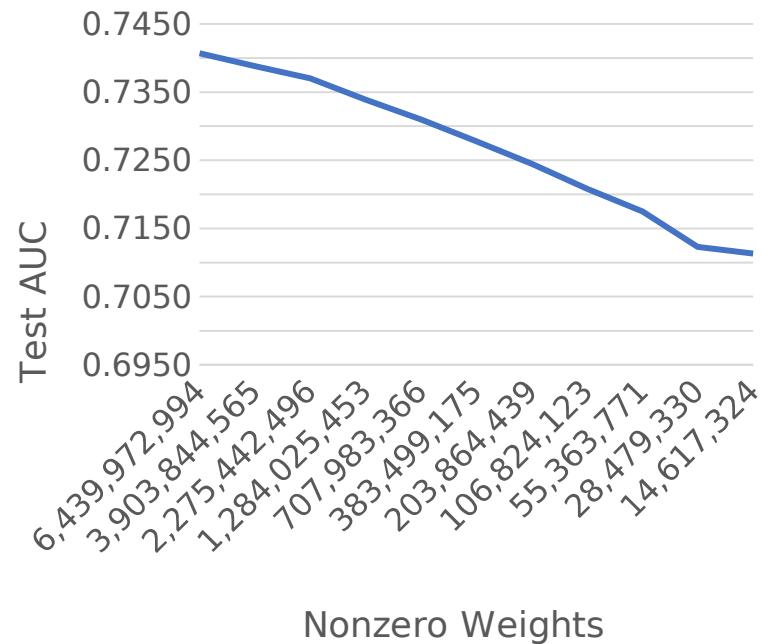
More Features, More Accuracy



[1]

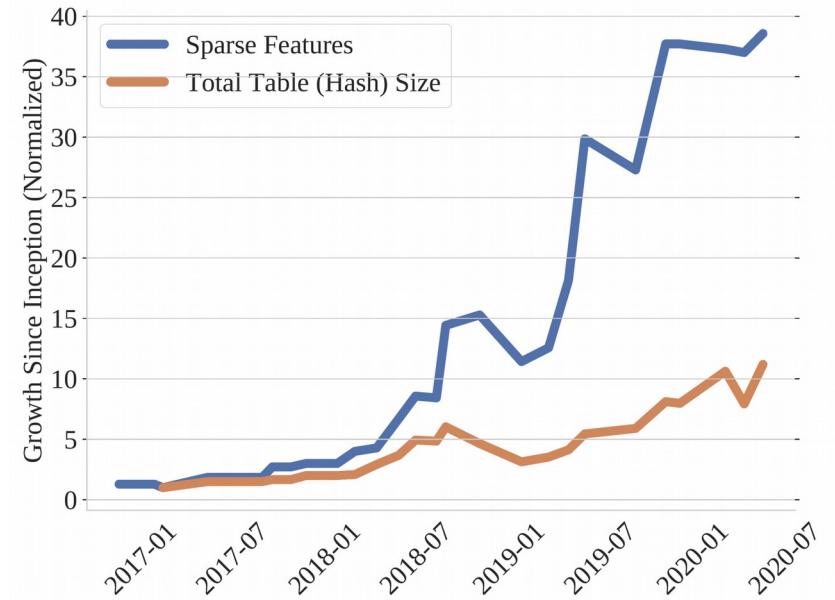
# Computational Trends in Recommendation

More Features, More Accuracy



[1]

... And Memory Capacity



[2]

# High-Capacity Flash vs. DRAM



# High-Capacity Flash vs. DRAM

Cost



$O(5-10X)$



$O(X)$



# High-Capacity Flash vs. DRAM

Cost    Read Latency



O(5-10X)      O(10ns)



O(X)      O(10us)



# High-Capacity Flash vs. DRAM

	Cost	Read Latency	Write Latency
--	------	--------------	---------------



O(5-10X)

O(10ns)

O(10ns)

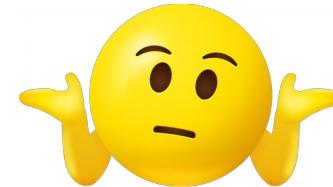


SSD

O(X)

O(10us)

O(1ms)



# High-Capacity Flash vs. DRAM

	Cost	Read Latency	Write Latency	Random 4KB Read B/W
	O(5-10X)	O(10ns)	O(10ns)	O(75GB/s)
	O(X)	O(10us)	O(1ms)	O(2-3GB/s)

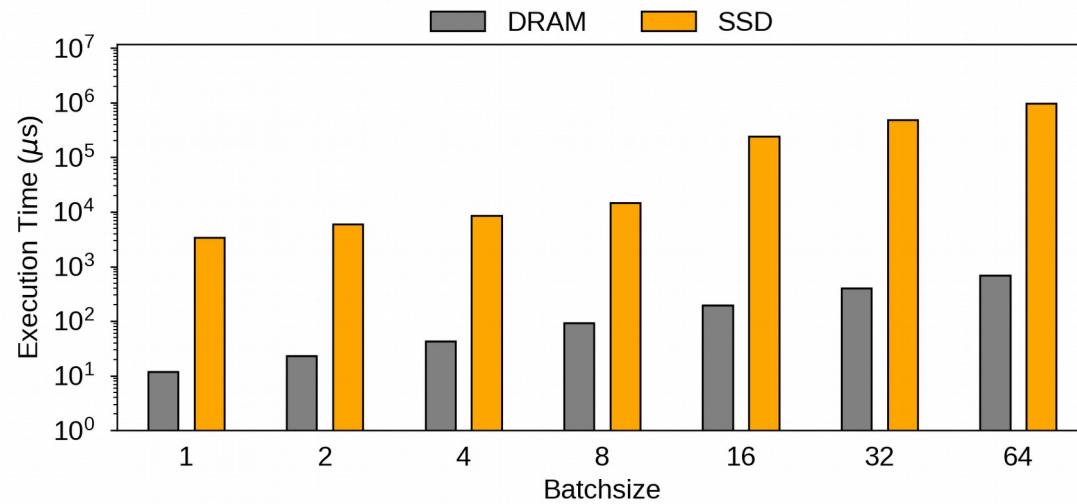
   

# High-Capacity Flash vs. DRAM

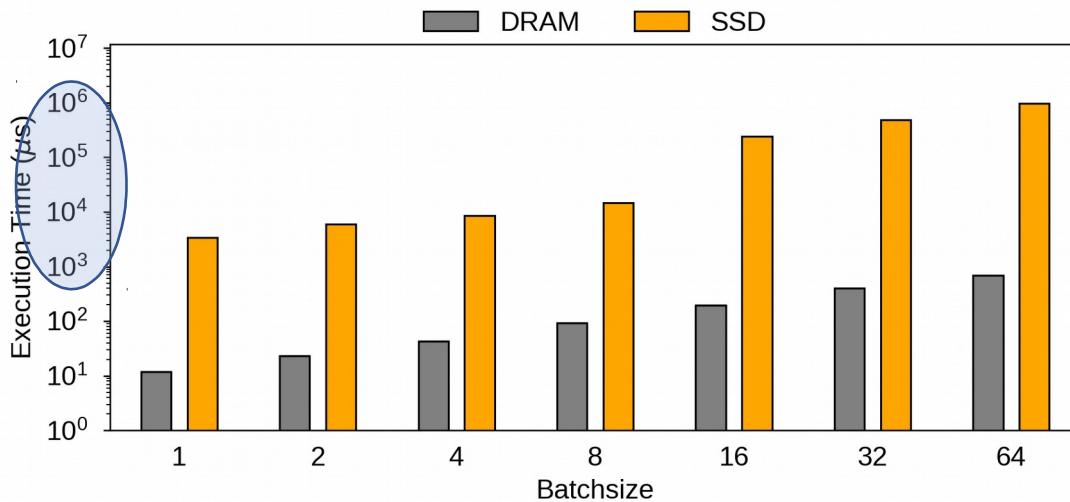
	Cost	Read Latency	Write Latency	Random 4KB Read B/W	Random 128B
	O(5-10X)	O(10ns)	O(10ns)	O(75GB/s)	O(75GB/s)
	O(X)	O(10us)	O(1ms)	O(2-3GB/s)	O(10MB/s)

# Flash SSDs for Recommendation



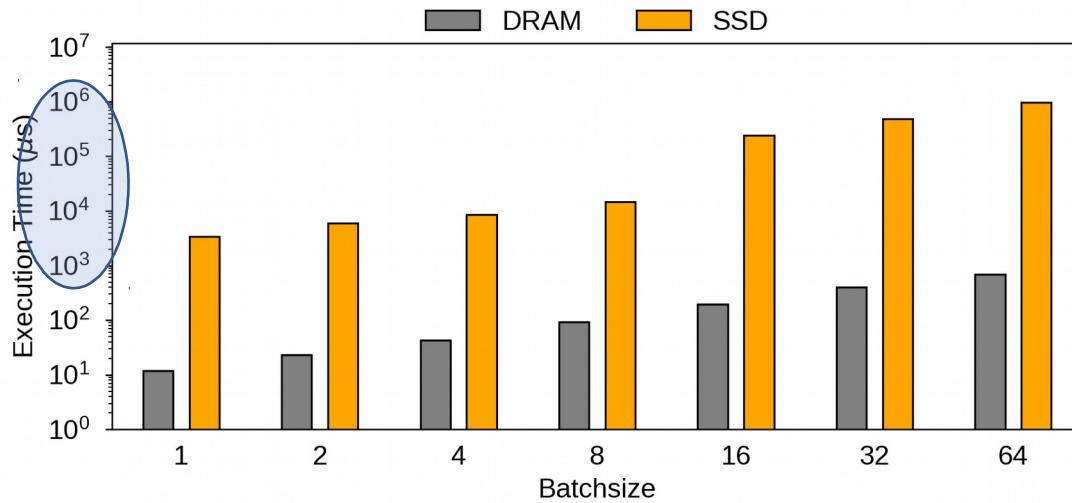
# Flash SSDs for Recommendation



3 Orders of magnitude slower  
embedding operations

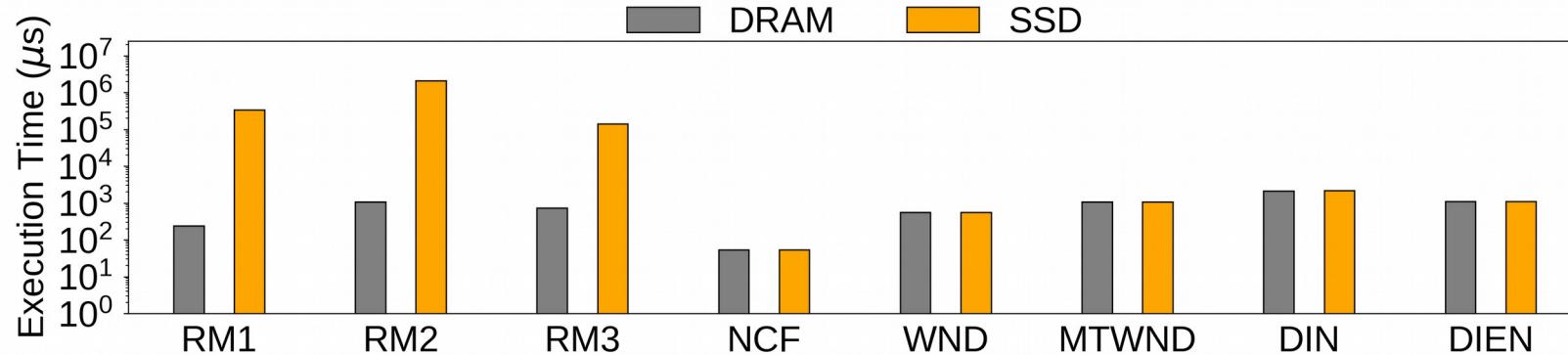
Low Bandwidth  
Page Size vs. Access Size  
Software Overheads in PCIe Access

# Flash SSDs for Recommendation

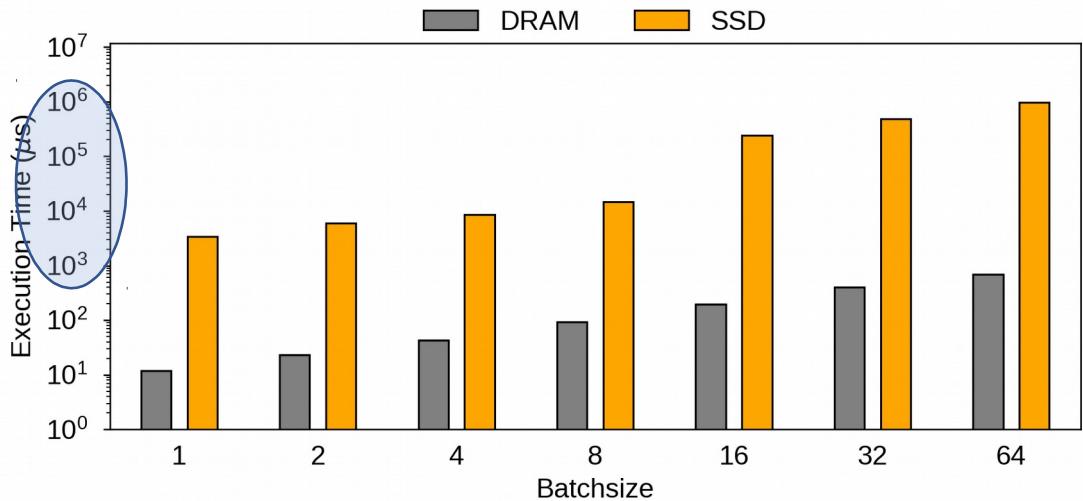


3 Orders of magnitude slower embedding operations

Low Bandwidth  
Page Size vs. Access Size  
Software Overheads in PCIe Access



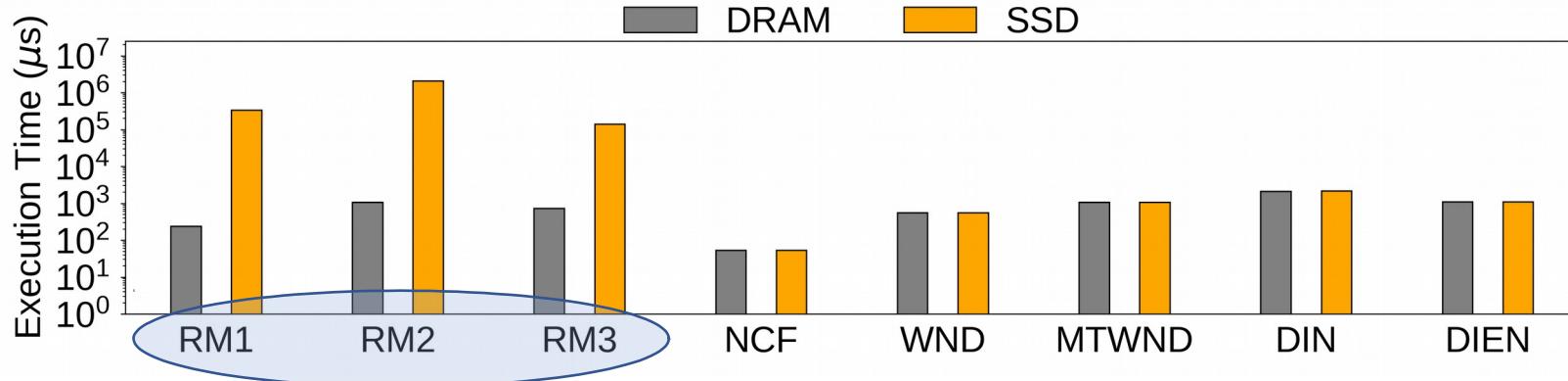
# Flash SSDs for Recommendation



3 Orders of magnitude slower embedding operations

Low Bandwidth

Page Size vs. Access Size  
Software Overheads in PCIe Access



Significant slowdown in embedding dominated models

# Problems with Flash for Recommendation

Low Bandwidth

Page and Access Size  
Mismatch

Software Overheads  
in PCIe Access

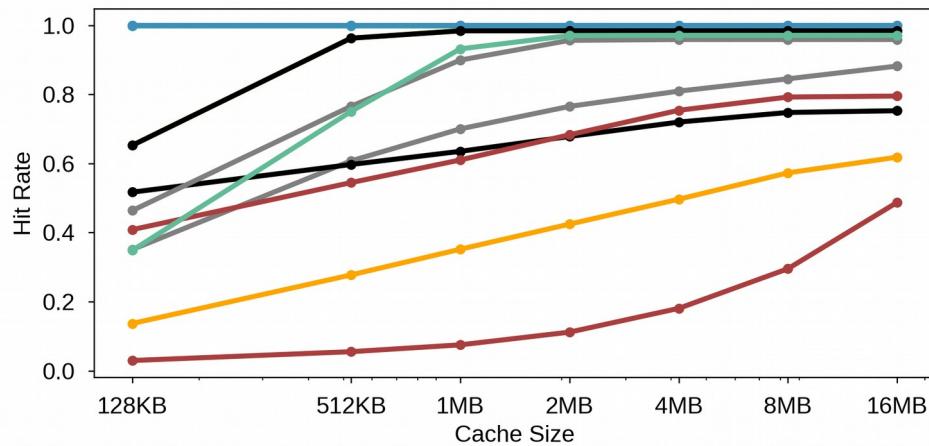
# Problems with Flash for Recommendation

Low Bandwidth

Page and Access Size Mismatch

Software Overheads in PCIe Access

DRAM Caching

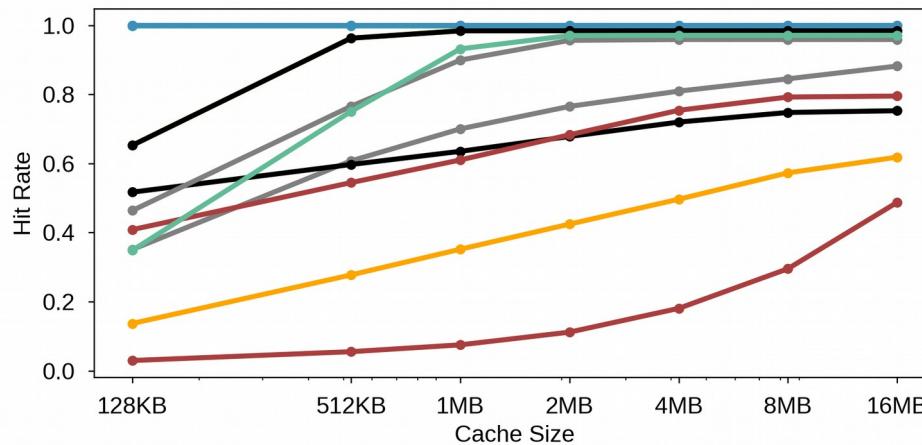


Hit-rates vary wildly across embedding tables from 10% to 90%

# Problems with Flash for Recommendation

Low Bandwidth

DRAM Caching



Page and Access Size Mismatch

Table re-ordering,  
advanced caching

Bandana [1]

Smaller flash page sizes  
in SSD hardware, byte  
addressable NVM

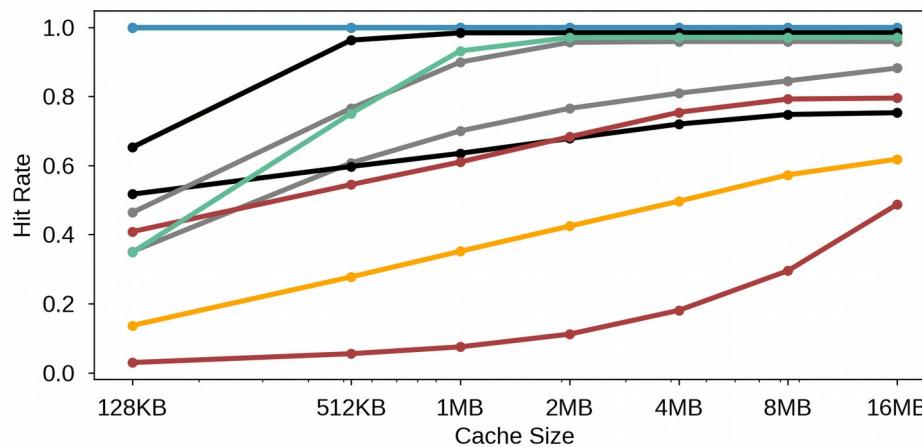
Hit-rates vary wildly across  
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[1] “Bandana: Using Non-volatile Memory for Storing Deep Learning Models”, SysML 19, Eisenman et. al.

# Problems with Flash for Recommendation

Low Bandwidth

DRAM Caching



Page and Access Size Mismatch

Table re-ordering,  
advanced caching

Bandana [1]

Software Overheads in PCIe Access

Near Data Processing

RecSSD [2]

Smaller flash page sizes in SSD hardware, byte addressable NVM

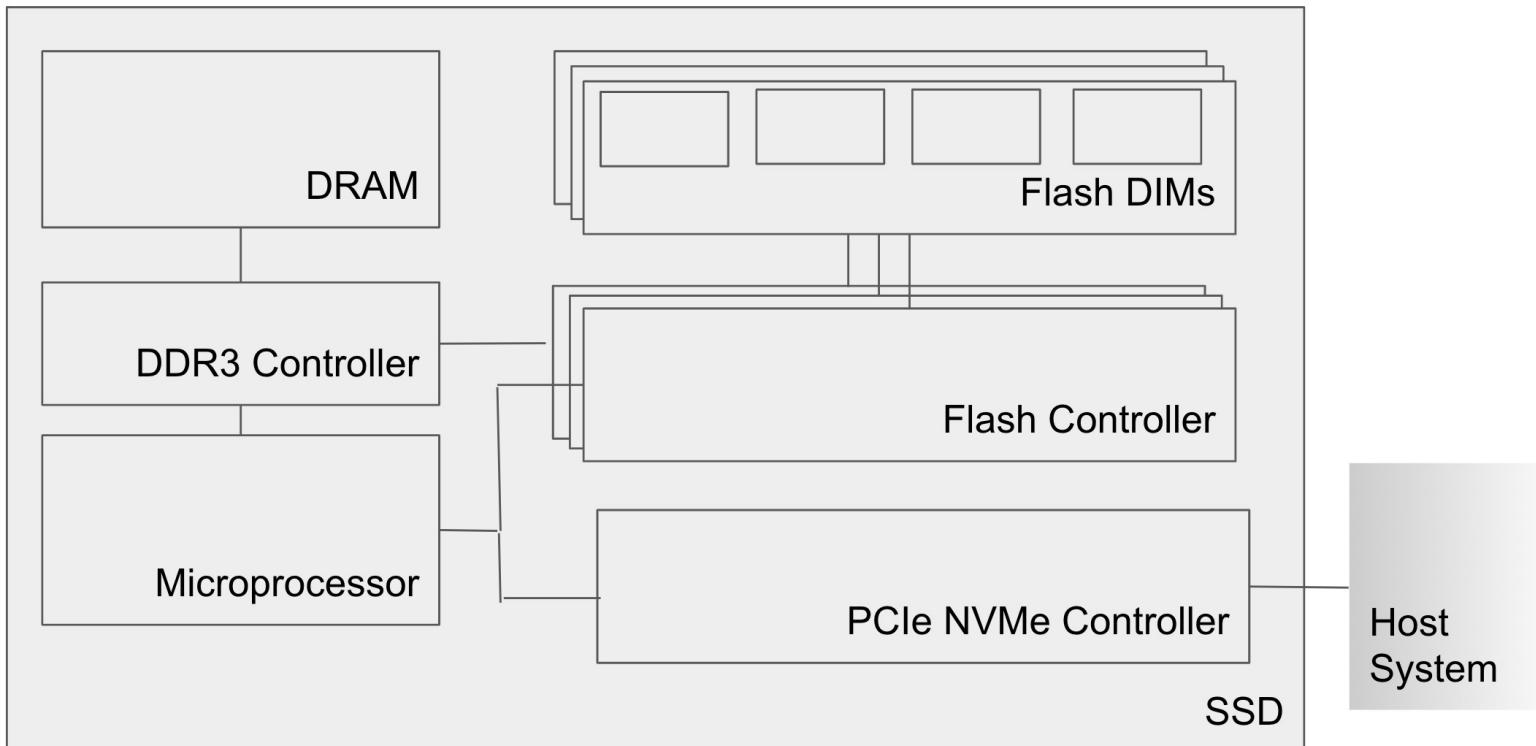
Hit-rates vary wildly across embedding tables from 10% to 90%

[1] “Bandana: Using Non-volatile Memory for Storing Deep Learning Models”, SysML 19, Eisenman et. al.

[2] “RecSSD: Near Data Processing for Solid State Drive Based Recommendation Inference”, ASPLOS 2021, Wilkening et. al.

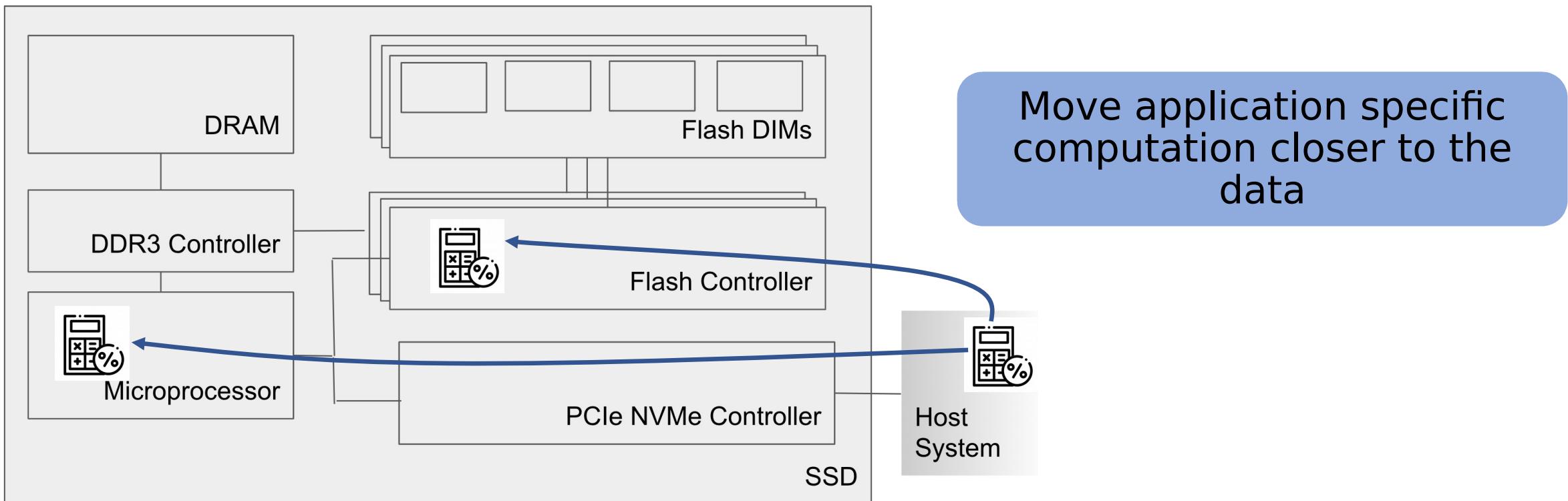
# RecSSD: Efficient NDP for Recommendation

**Question: What is NDP, why does it work, and when does it work?**



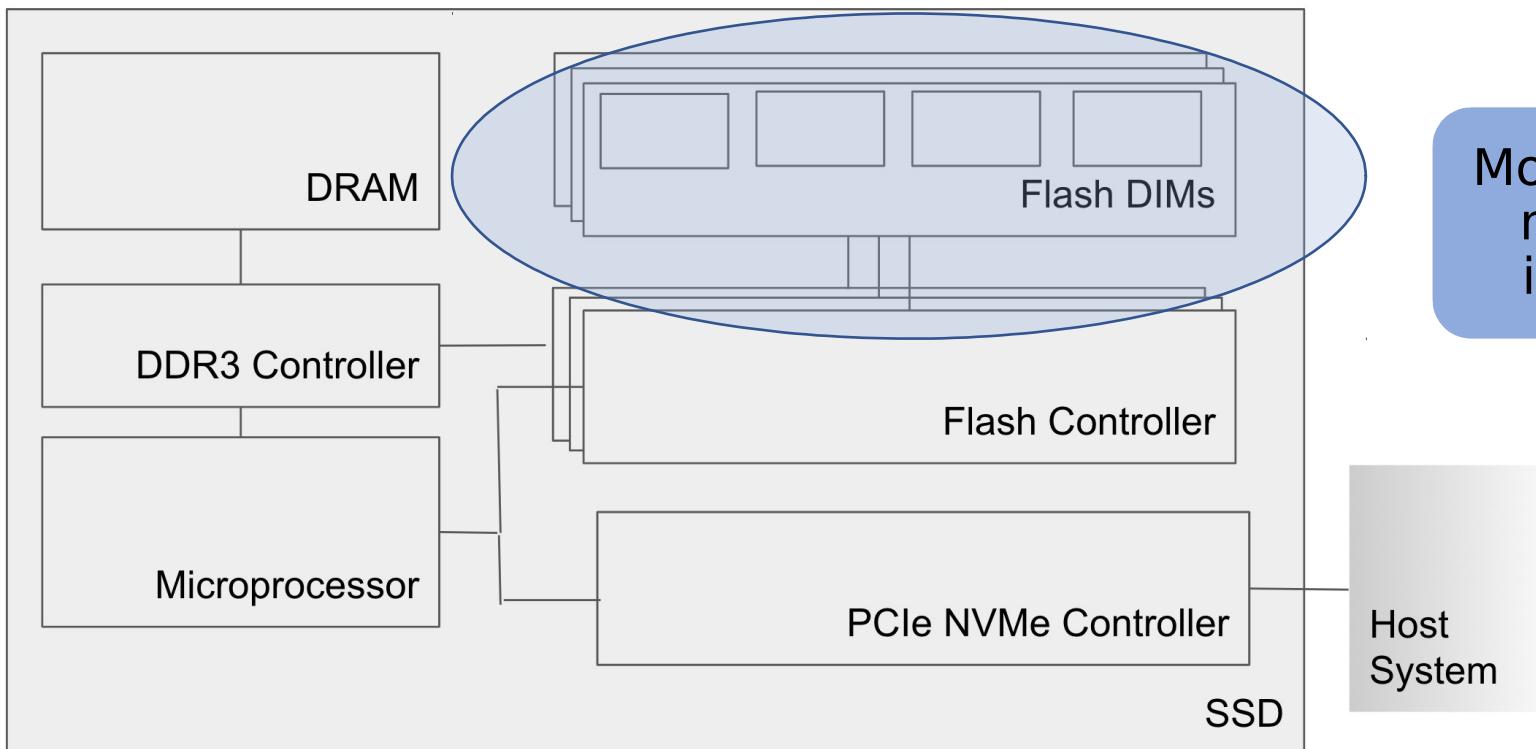
# RecSSD: Efficient NDP for Recommendation

**Question: What is Near Data Processing, why does it work, and when does it work?**



# RecSSD: Efficient NDP for Recommendation

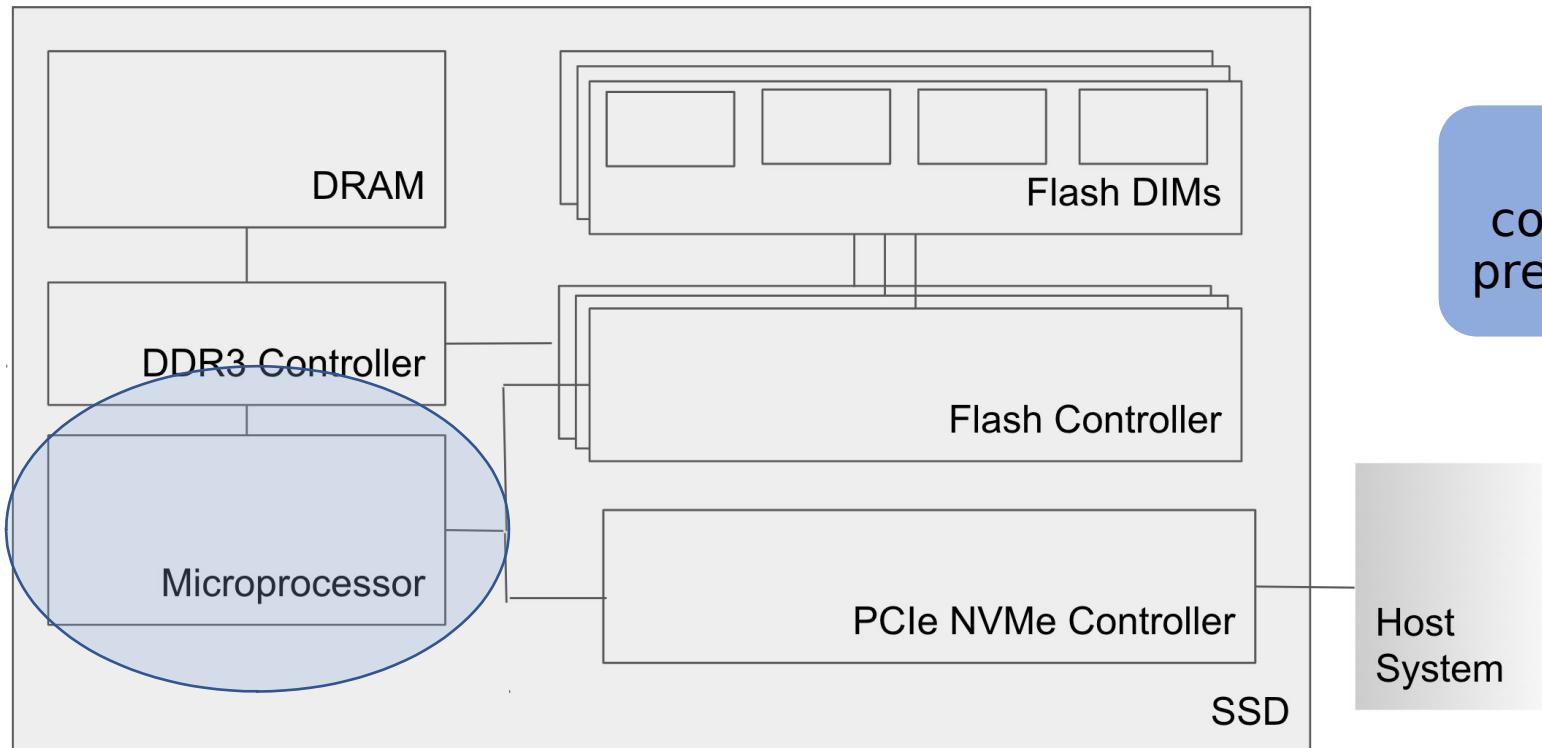
**Question: What is NDP, why does it work, and when does it work?**



More efficiently leverage internal memory level parallelism, for increased internal bandwidth

# RecSSD: Efficient NDP for Recommendation

**Question: What is NDP, why does it work, and when does it work?**



Requires data intensive,  
computationally light tasks, which  
preferably reduce to simpler results

# RecSSD: Efficient NDP for Recommendation

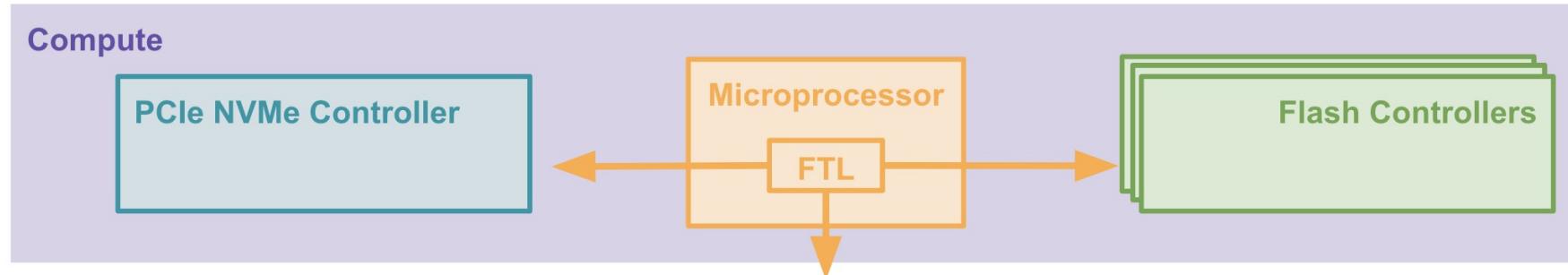
## General Purpose NDP

- Built for a wide array of computational tasks
- Typically relies on highly customized hardware accelerators, SSD firmware, host drivers, and programming interfaces

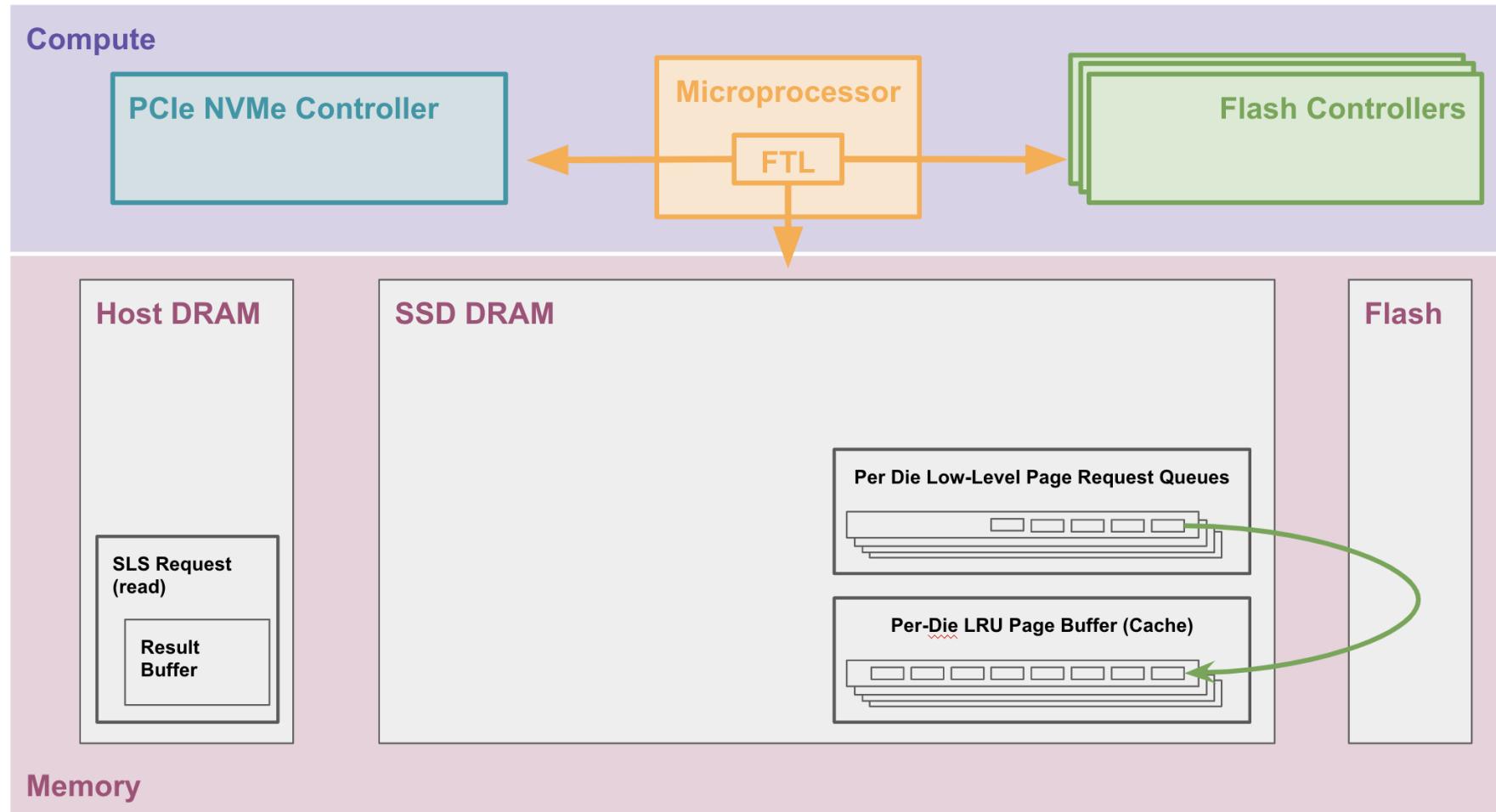
## RecSSD

- Built for recommendation
- Uses commodity hardware
- Built entirely within the FTL
- Uses standard NVMe interfaces and minimal driver modifications
- Minimalist, cost efficient, low latency

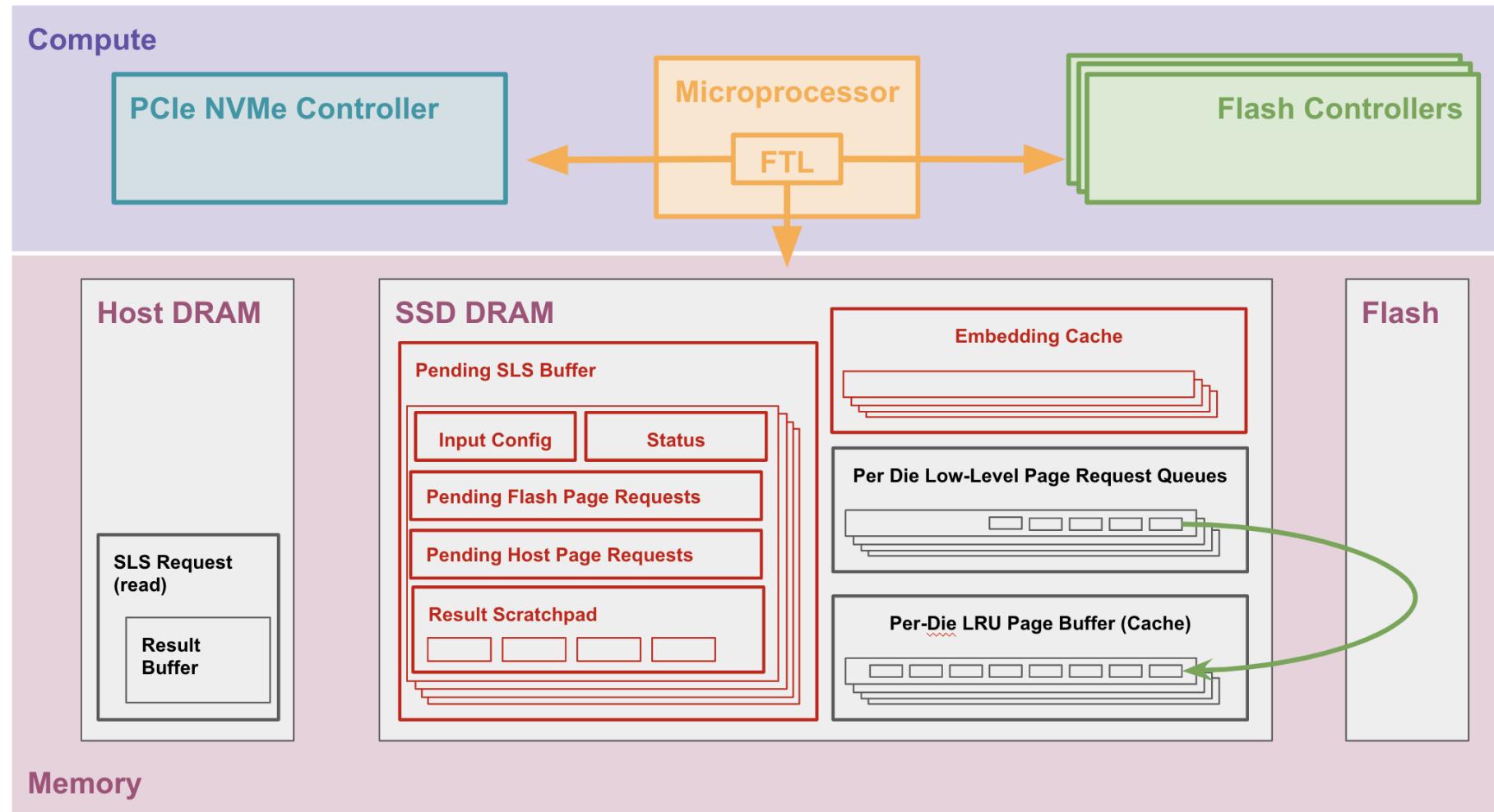
# RecSSD Design Overview



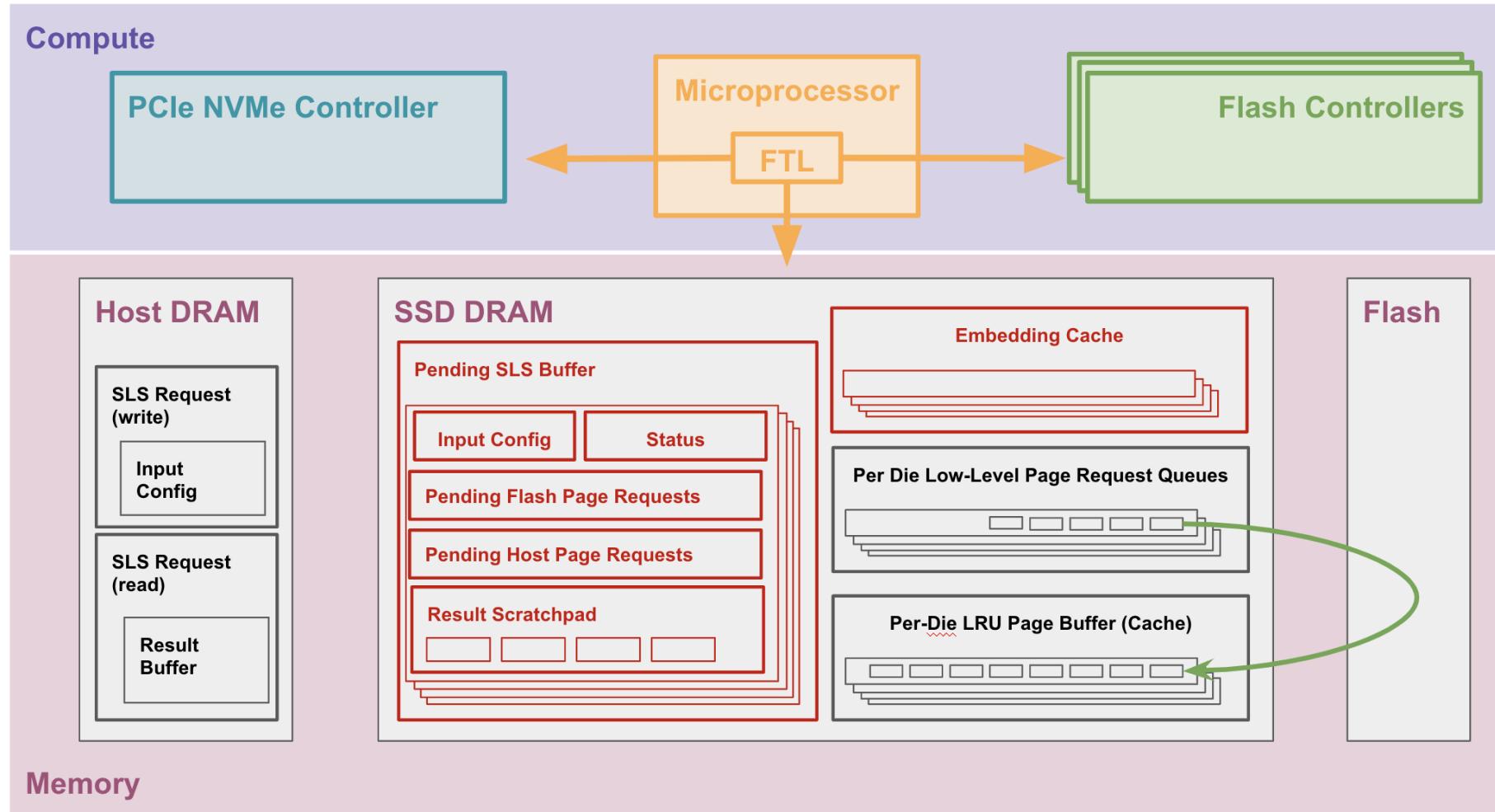
# RecSSD Design Overview



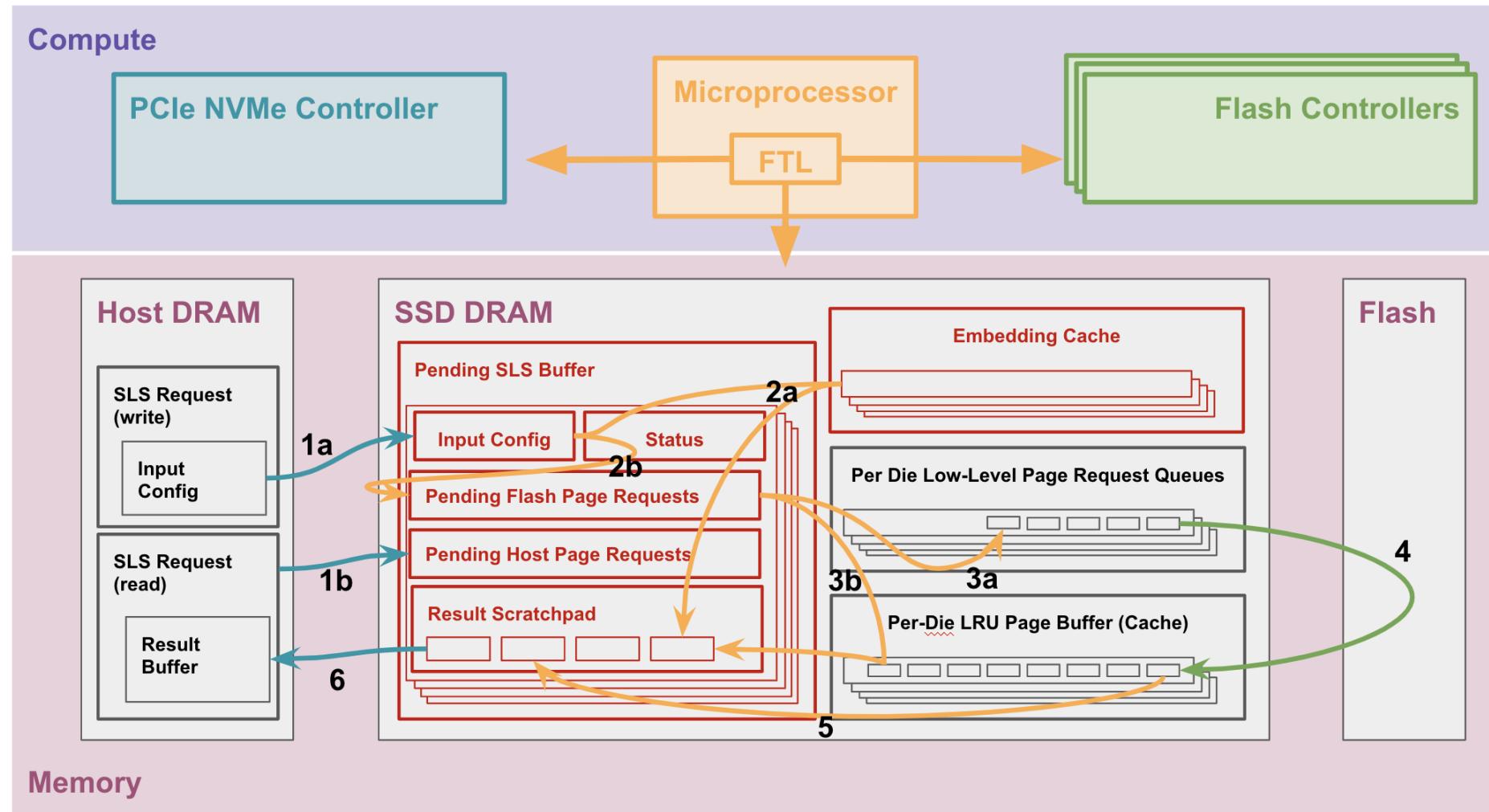
# RecSSD Design Overview



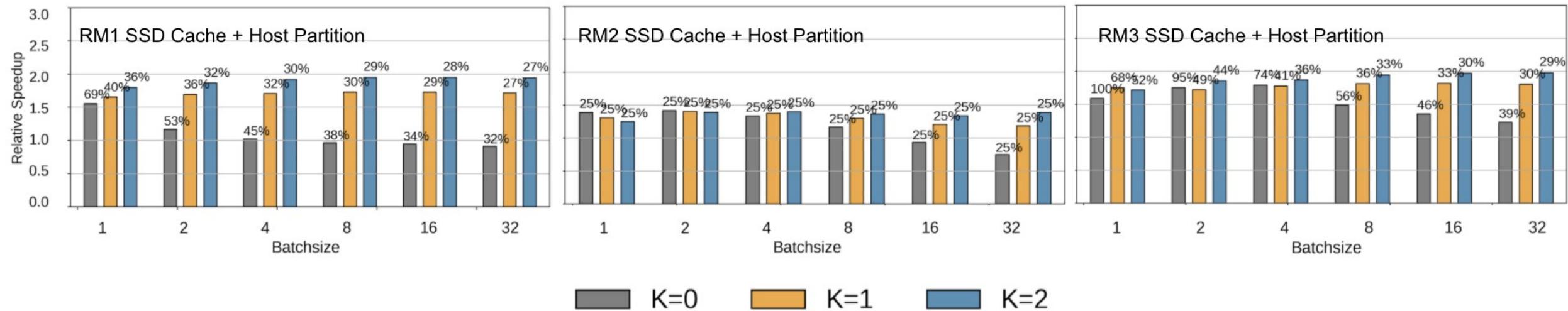
# RecSSD Design Overview



# RecSSD Design Overview



# RecSSD Performance

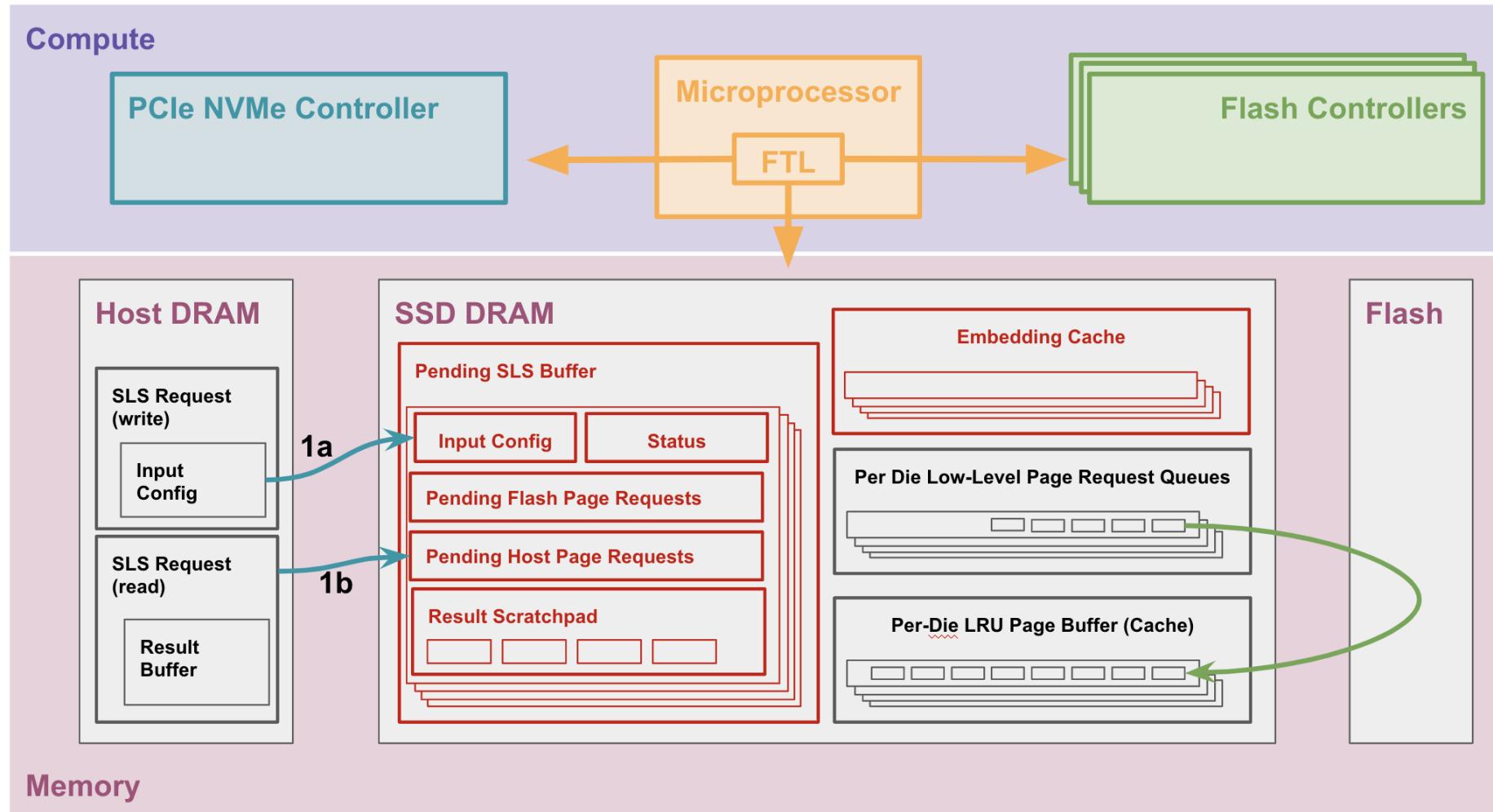


Up to 2x inference latency improvement alongside conventional caching techniques

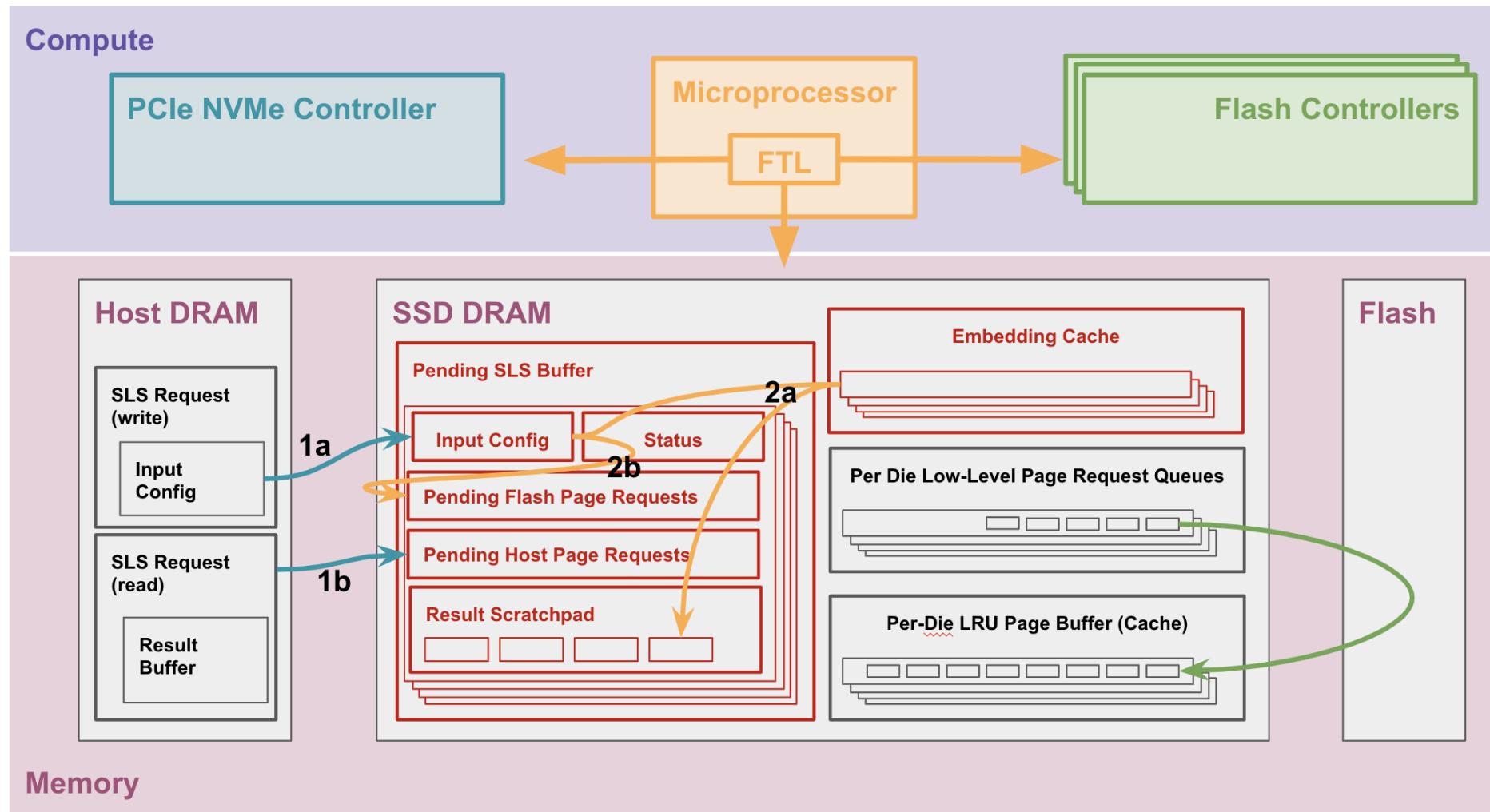
# Thanks for listening!

Questions?

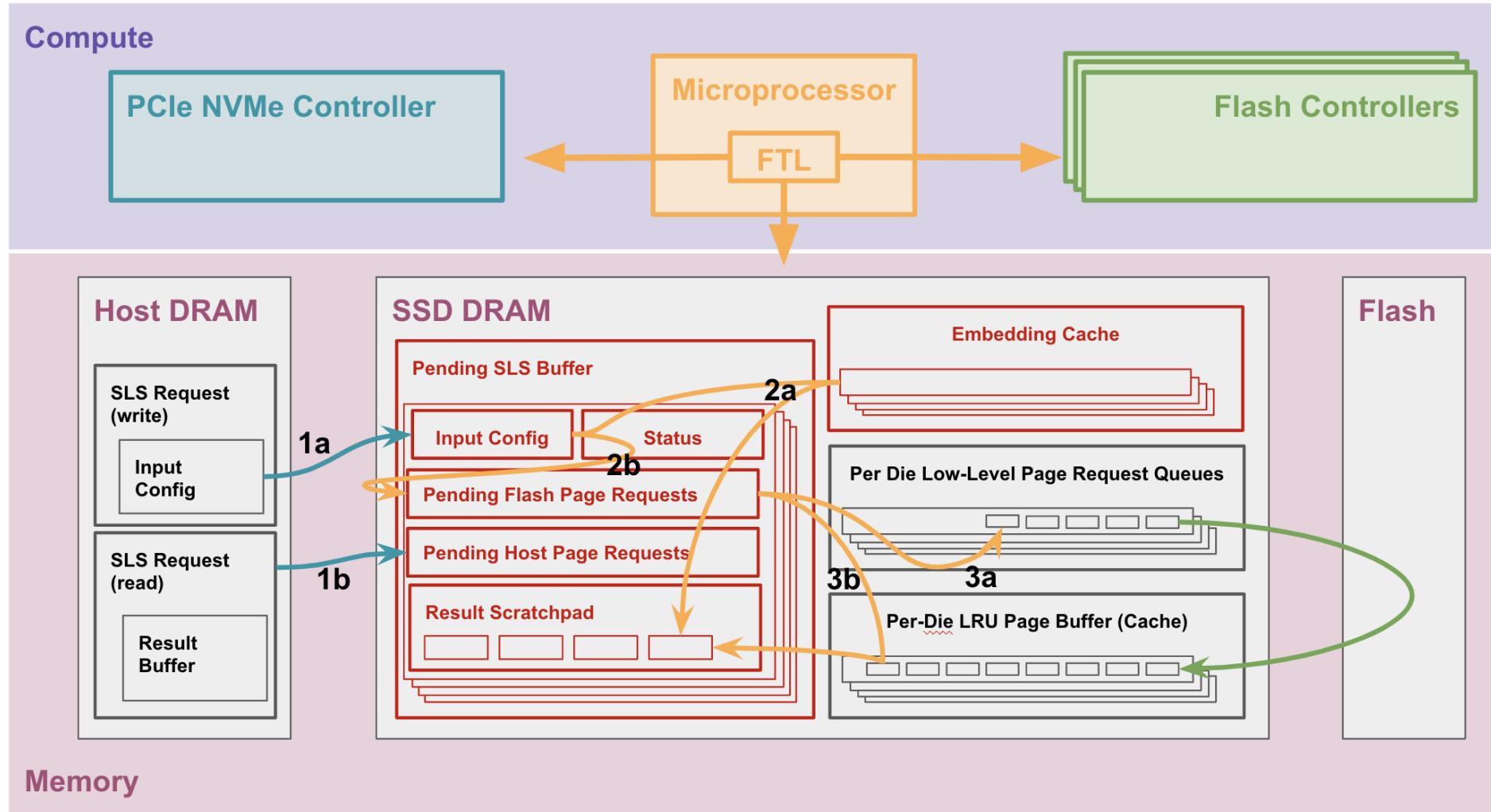
# RecSSD Design Overview



# RecSSD Design Overview



# RecSSD Design Overview



# RecSSD Design Overview

