Natural Language Processing



Scaling and Systems

Kevin Lin – UC Berkeley March 22, 2023

Scaling and Systems



Announcements

- Spring Break Next Week
- Panels Week After Spring Break
- HW4 Bug
- HW5 Testing
- Today
- What to scale?
- How to scale?



Scaling With Fixed Compute

ed CS 288 - Ed Discussion

hahhah

I made the network with 4096 hidden units. It finally achieved 66% accuracy!

I guess brute force really works.

C Reply Edit Delete



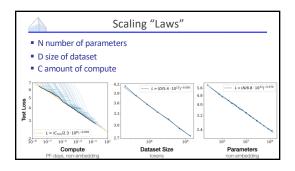
Scaling With Fixed Compute

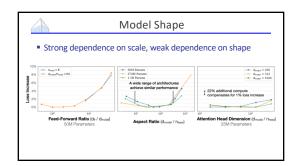
Model	Size (# Parameters)	Training Tokens
LaMDA (Thoppilan et al., 2022)	137 Billion	168 Billion
GPT-3 (Brown et al., 2020)	175 Billion	300 Billion
Jurassic (Lieber et al., 2021)	178 Billion	300 Billion
Gopher (Rae et al., 2021)	280 Billion	300 Billion
MT-NLG 530B (Smith et al., 2022)	530 Billion	270 Billion
Chinchilla	70 Billion	1.4 Trillion

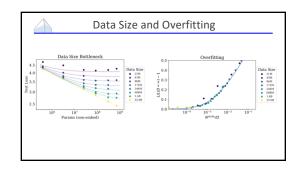


Fixed Compute

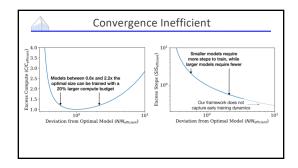
- Scaling Laws for Neural Language Models (Kaplan et al., 2020)
- $\bullet \ \ N {\rm the \ number \ of \ model \ parameters}, \ excluding \ all \ vocabulary \ and \ positional \ embeddings$
- $C \approx 6NBS$ an estimate of the total non-embedding training compute, where B is the batch size, and S is the number of training steps (se parameter updates). We quote numerical values in PF-days, where one PF-day = $10^{15} \times 24 \times 3000 = 8.04 \times 10^{10}$ floating point operations.

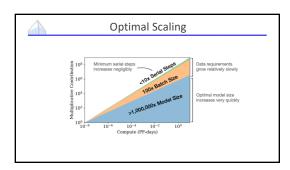


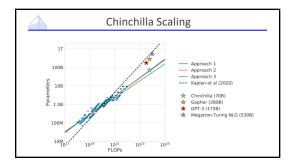




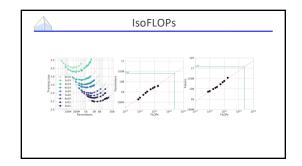


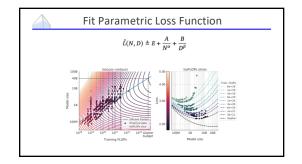




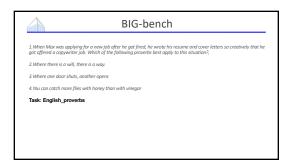




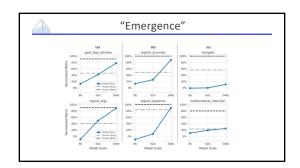


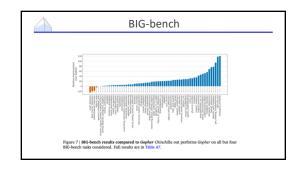




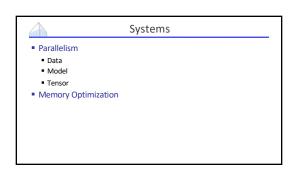


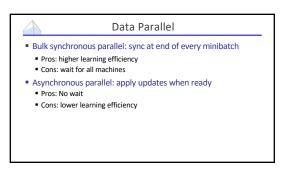


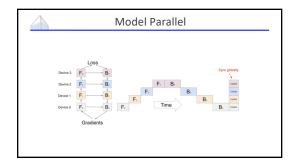


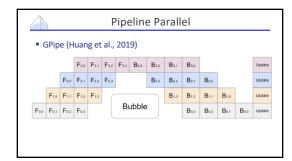


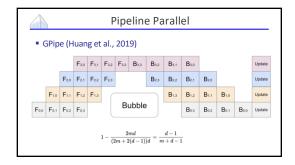


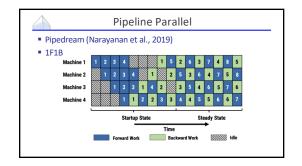


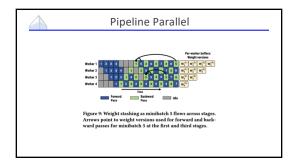


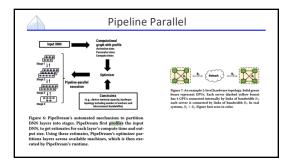


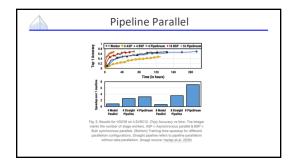


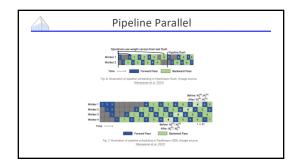


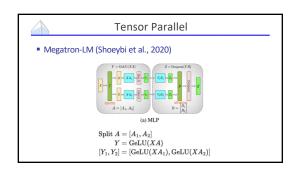


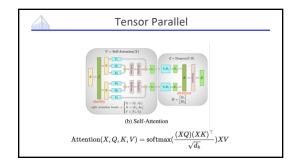


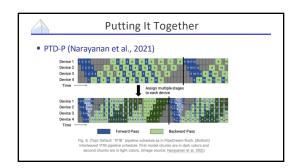


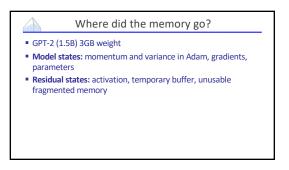














Model States

- Example. Transformer architecture trained with Adam
- Ψ parameters with mixed precision training (use F16 and F32)
- F16 copies of params (2Ψ bytes) and gradients (2Ψ bytes)
- F32 copies of params (4Ψ bytes), momentum (4Ψ bytes) and variance (4Ψ bytes)
- = 16Ψ bytes, at least 24GB



Residual States

- Activations: 1.5B transformer, around 60 GB even with activation checkpointing
- Temporary buffers: gradient all-reduce, norm computation, etc. around 5GB
- Memory fragmentation: 30% of memory still available when OOM



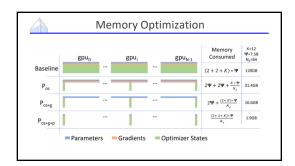
ZeRO Redundancy Optimizer

- Memory Optimizations Towards Training Trillion Parameter Models (Rajbandari et al., 2019)
- **ZeRO-DP** optimizes model states
- ZeRO-R optimizes residual states











ZeRO-R

- Partitioned Activation Checkpointing: Once forward prop for a layer is computed, partition the input activations until needed for backprop
- Constant size buffer: computational efficiency can depend on input size, eg. All-reduce achieves higher bandwidth than a smaller one.
- Memory Defragmentation: pre-allocate contiguous memory chunks for activation checkpoints

