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Optimizing Half-precision Winograd Algorithm on ARM Many-core Processors

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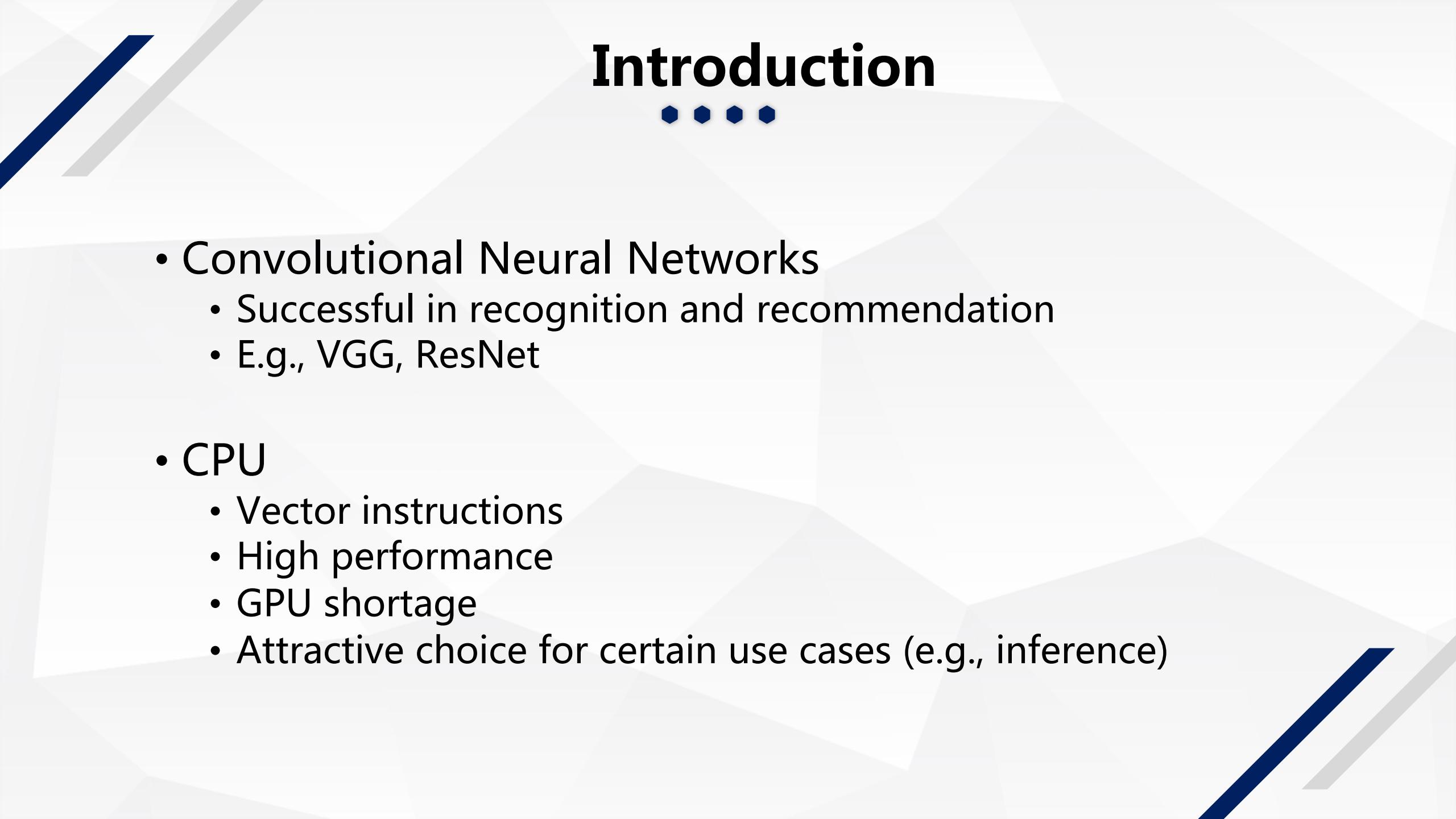
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Introduction

Introduction

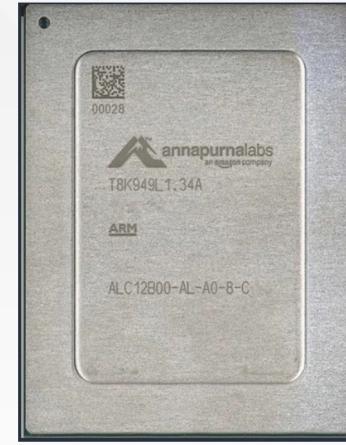


- Convolutional Neural Networks
 - Successful in recognition and recommendation
 - E.g., VGG, ResNet
- CPU
 - Vector instructions
 - High performance
 - GPU shortage
 - Attractive choice for certain use cases (e.g., inference)

Graviton CPU



- Fast, efficient, better price performance
- ARM NEON SIMD ISA
- Opportunity for optimizations for CNN

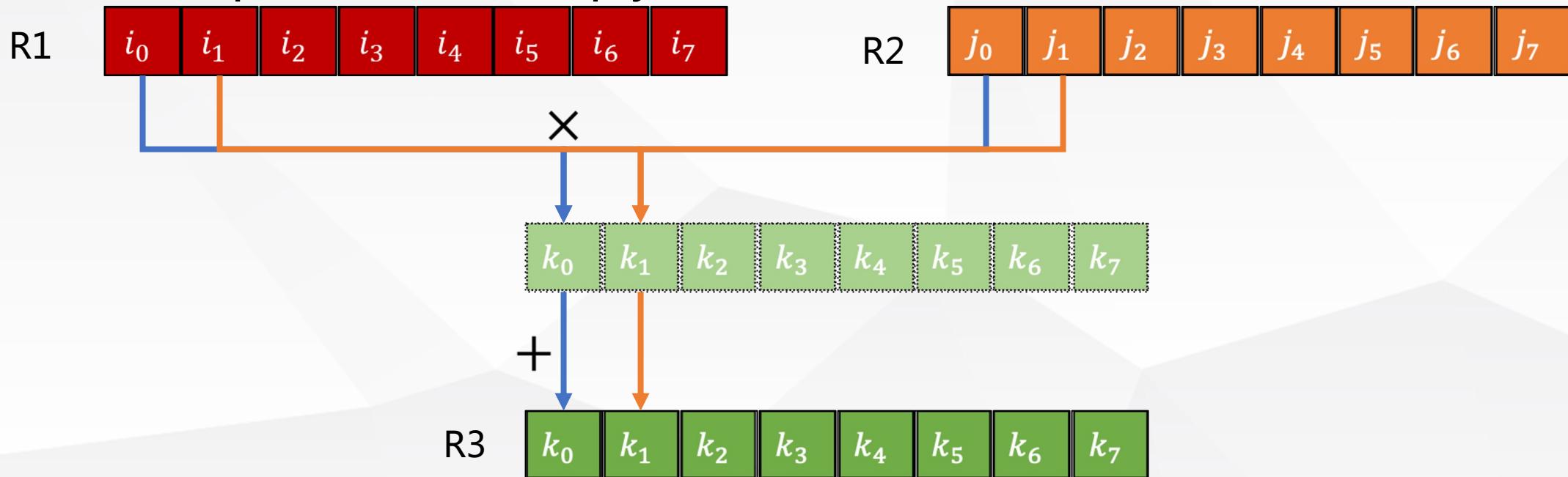


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ARM NEON Vector Instructions



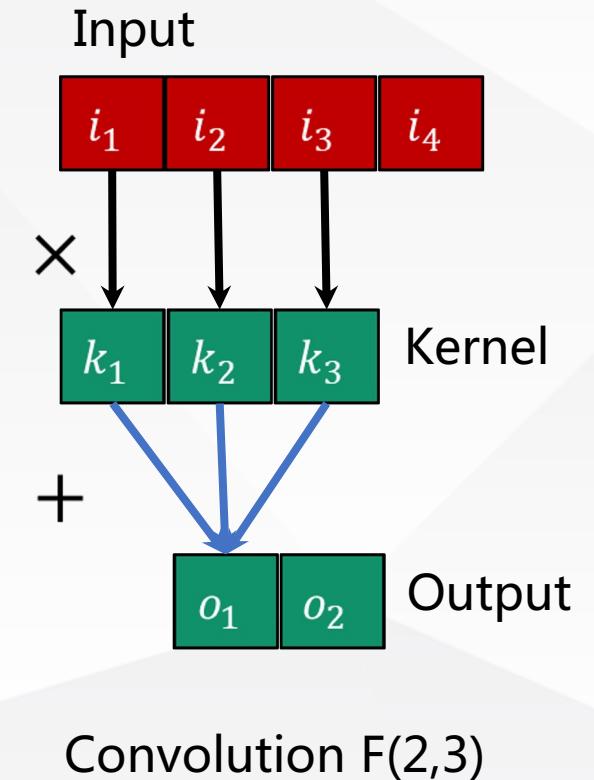
- Each Vector register of size 128bits, contains 8 lanes of FP16 data, compute 8 lanes in one instruction
- Example: Fused Multiply-Add, FMLA R3, R1, R2



Convolution



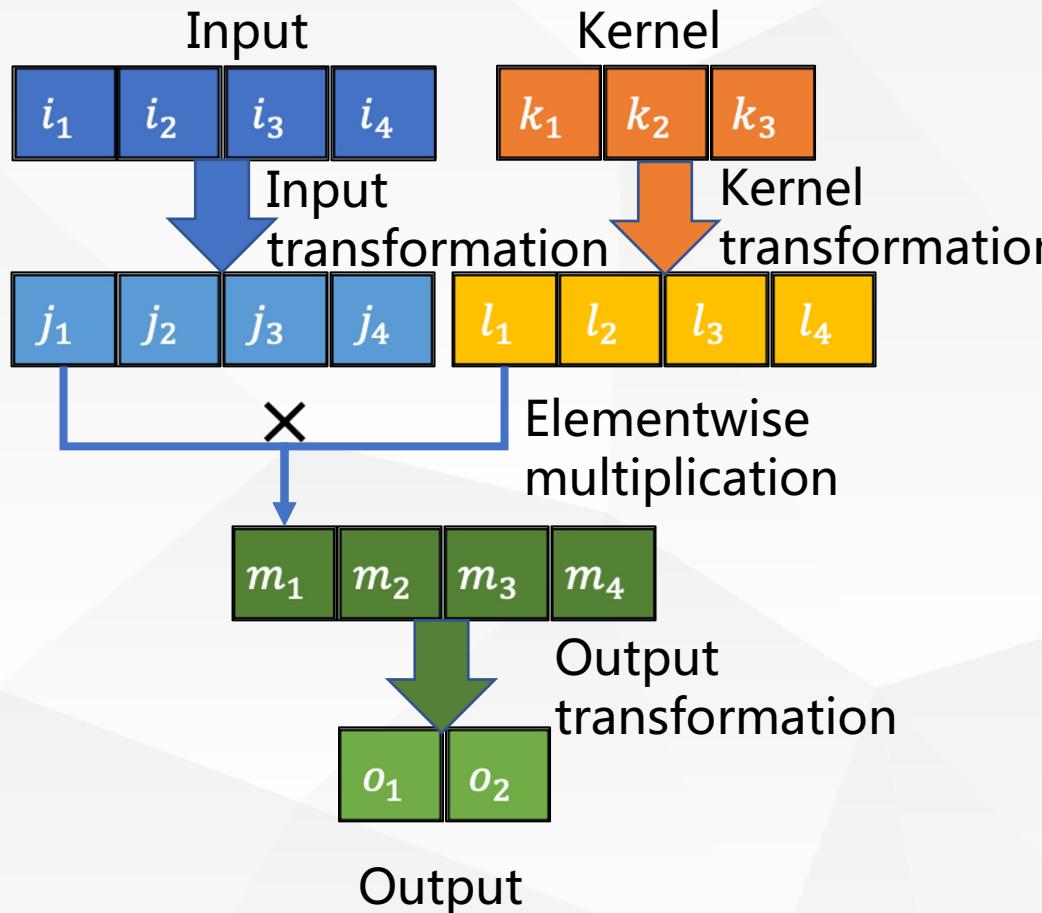
- Input: i_1, i_2, i_3, i_4 Kernel: k_1, k_2, k_3 Output: o_1, o_2
- Direct Convolution:
- $o_1 = i_1k_1 + i_2k_2 + i_3k_3, o_2 = i_2k_1 + i_3k_2 + i_4k_3$
- A total of mr multiplications needed for $F(m,r)$



Winograd Algorithm for Convolution



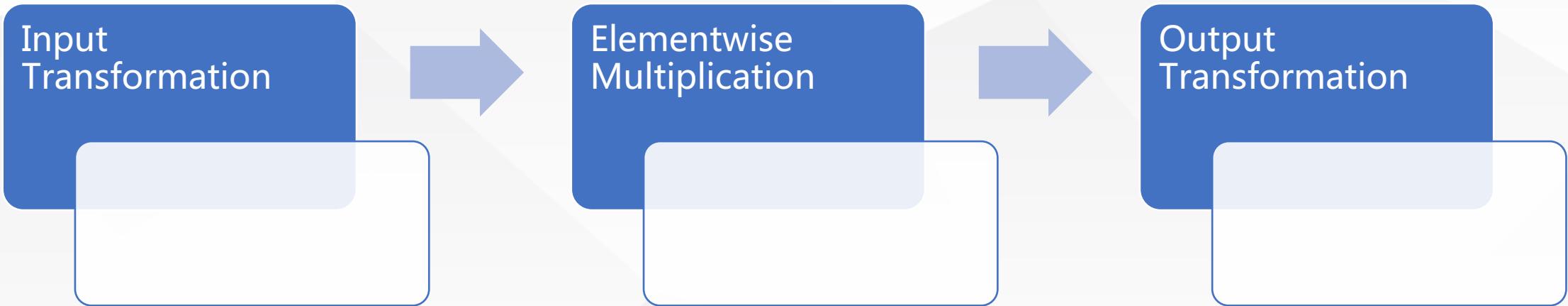
- Take intermediate values
- A total of $m+r+1$ multiplications needed for $F(m,r)$



$$\begin{aligned}j_1 &= i_1 - i_3, j_2 = i_2 + i_3, \\j_3 &= i_3 - i_2, j_4 = i_2 - i_4 \\l_1 &= k_1, l_2 = \frac{k_1 + k_2 + k_3}{2}, \\l_3 &= \frac{k_1 - k_2 + k_3}{2}, l_4 = k_3 \\m_1 &= j_1 l_1, m_2 = j_2 l_2, \\m_3 &= j_3 l_3, m_4 = j_4 l_4 \\o_1 &= m_1 + m_2 + m_3 \\&= k_1 i_1 - k_1 i_3 + k_2 i_2 + k_1 i_3 + k_3 i_3 \\&= k_1 i_1 + k_2 i_2 + k_3 i_3 \\o_2 &= m_2 - m_3 - m_4 \\&= k_1 i_2 + k_3 i_2 + k_2 i_3 - k_3 i_2 + k_3 i_4 \\&= k_1 i_2 + k_2 i_3 + k_3 i_4\end{aligned}$$

Winograd Algorithm

.....



$$O = C[AI \odot BK]$$

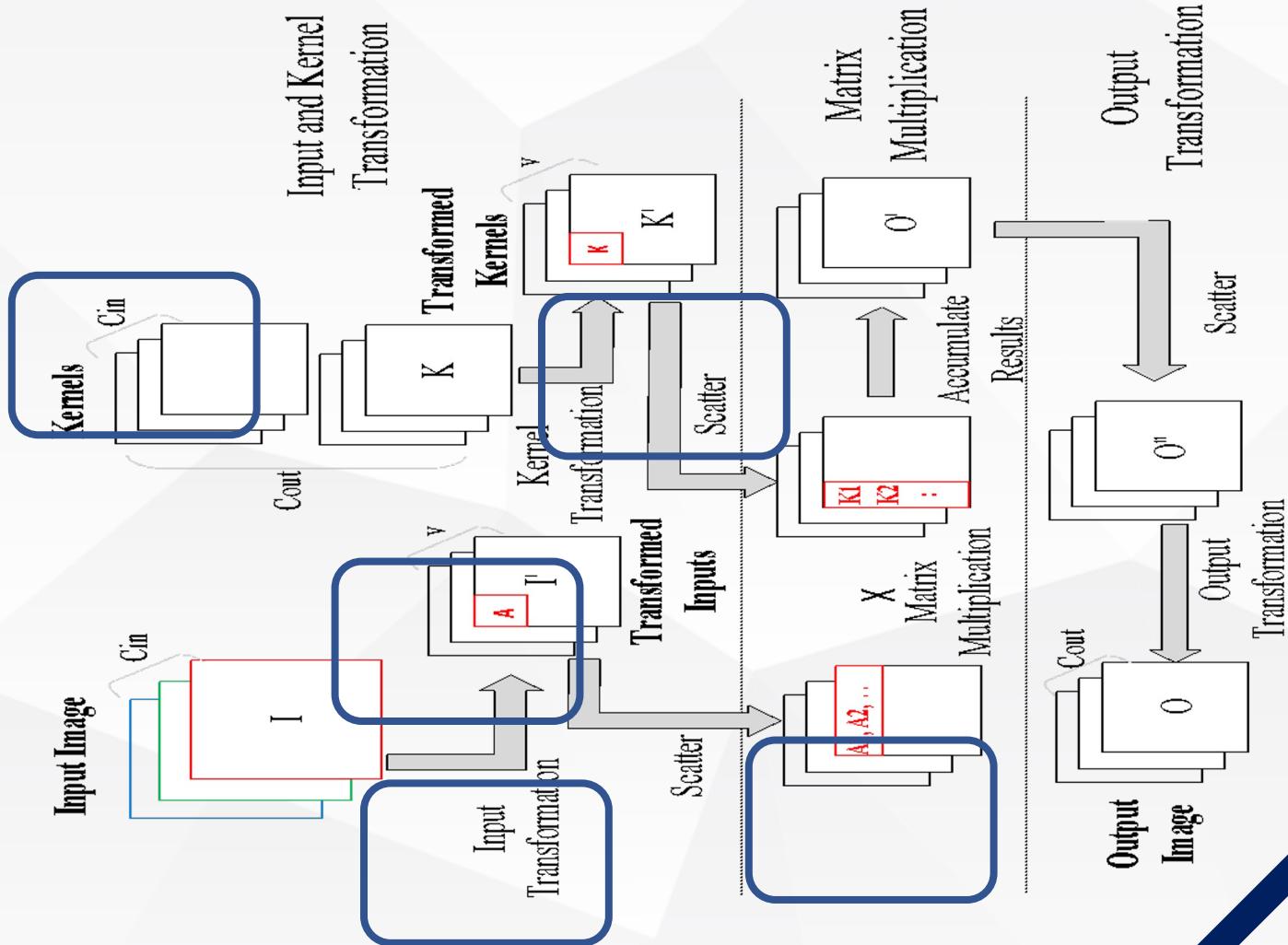
Design

HAWC: Design



We present HAWC,
Half-precision
Winograd algorithm
convolution for ARM
many-core processors.

Circled parts are
where we apply
size 1 optimizations



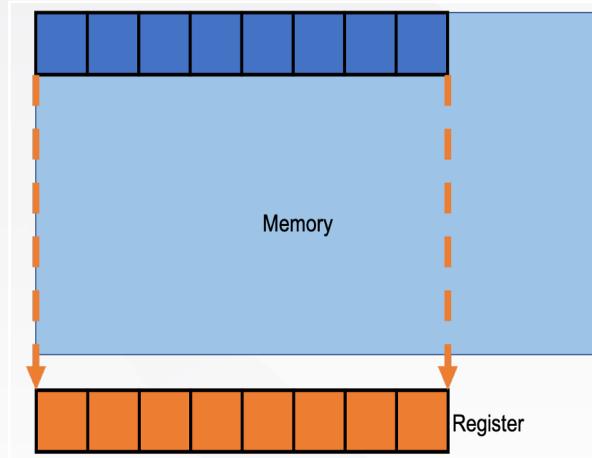
HAWC: Main Components



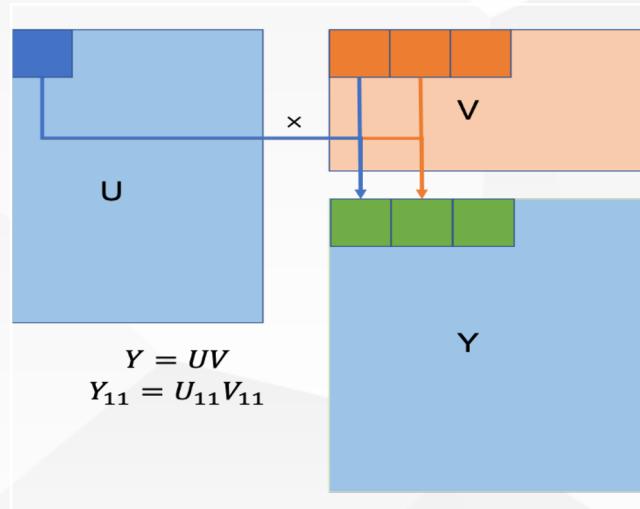
- ❑ Data Layout
- ❑ GEMM Kernel Generator
- ❑ Scatter Store
- ❑ Parallelization

HAWC: Data Layout

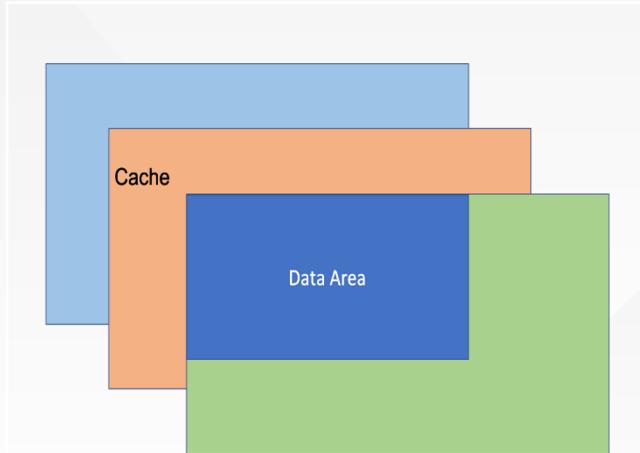
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Apply vectorization



Maximize data re-use



Reduce access overhead

HAWC: Optimizations for Transformations



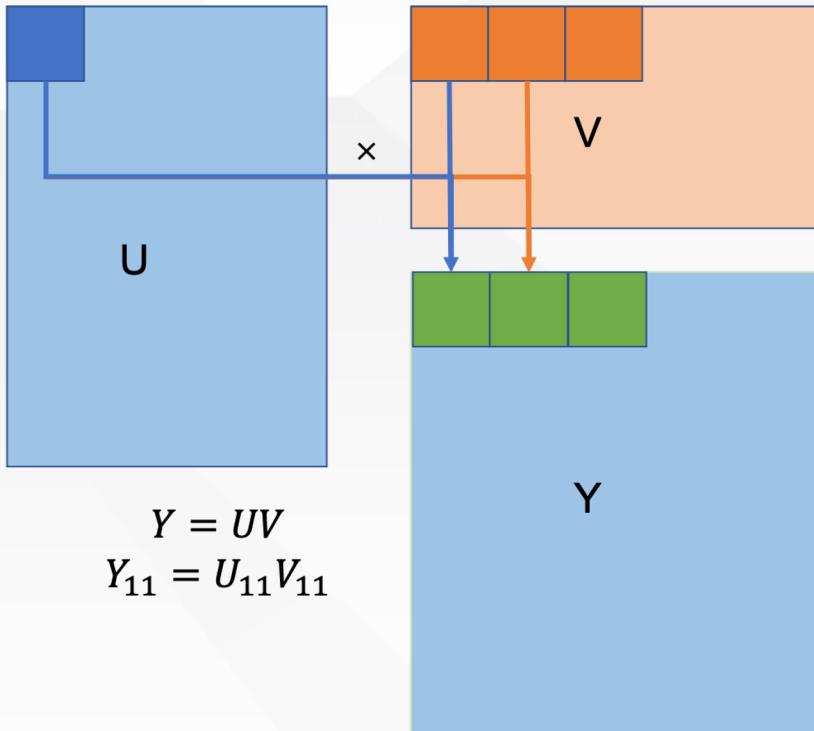
- Pre-defined transformation codelets for input, kernel, and output transformations
- Use of NEON intrinsics
- Use of C++ template
- Scattered store for matrix multiplication

```
#include <arm_neon.h>

template <long_t M, long_t R, long_t OS, long_t IS>
inline __attribute__(always_inline)
typename std::enable_if<(M + R - 1) == 4>::type
transform_image(float16x8_t* _restrict out, float16x8_t* _restrict in) {
    out[0] = vsubq_f16(in[0], in[IS * 2]);
    out[OS * 1] = vaddq_f16(in[IS], in[IS * 2]);
    out[OS * 2] = vsubq_f16(in[IS * 2], in[IS]);
    out[OS * 3] = vsubq_f16(in[IS * 3], in[IS]);
}
```



HAWC: GEMM Kernel Generator



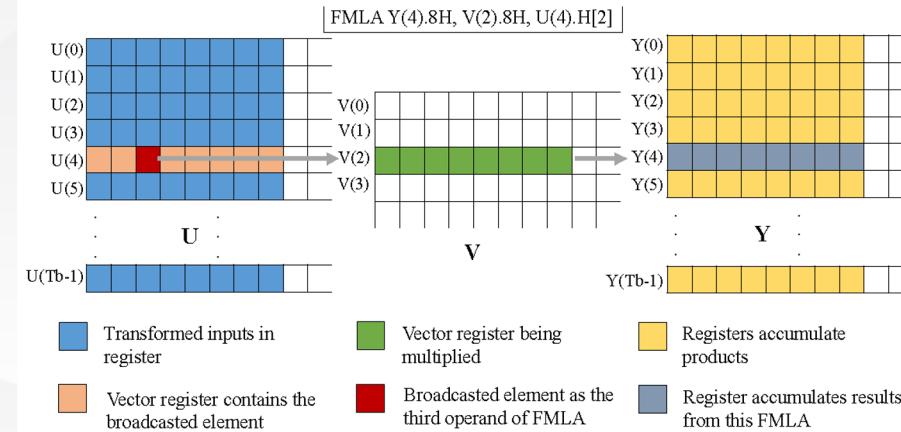
Fast

Flexible

Adaptive

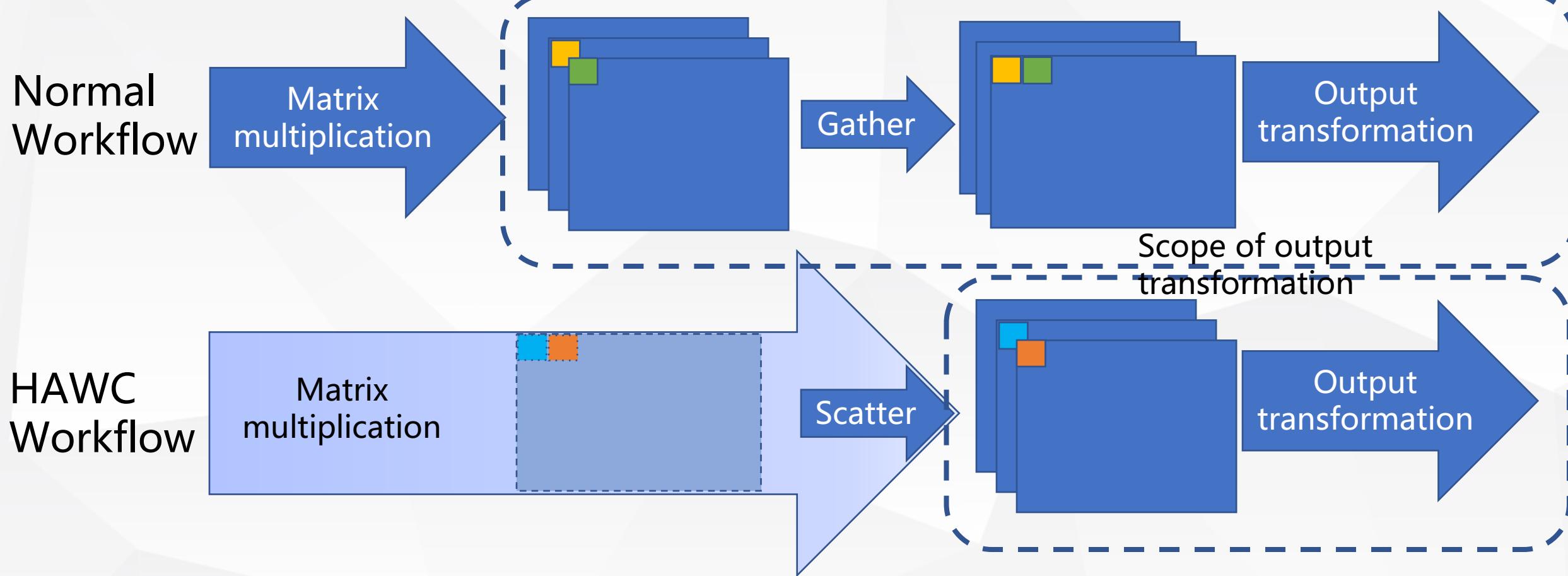
Procedure 2: Unit Multiplication of Matrices

```
1 for  $i \leftarrow 0$  to  $7$  do                                ▷ unrolled
2   for  $j \leftarrow 0$  to  $Tb - 1$  do                      ▷ unrolled
3     if  $i == 0$  then
4       | Load  $U(j).8H$ 
5     end if
6     FMLA  $Y(j).8H, V(i \% 4).8H, U(j).H[i]$ 
7   end for
8   Load  $V((i+1)\%4).8H$ 
9 end for
10 for  $k \leftarrow 0$  to  $Tb - 1$  do                         ▷ unrolled
11   | Store  $Y(k).8H$ 
12 end for
```



HAWC: Scattered Store

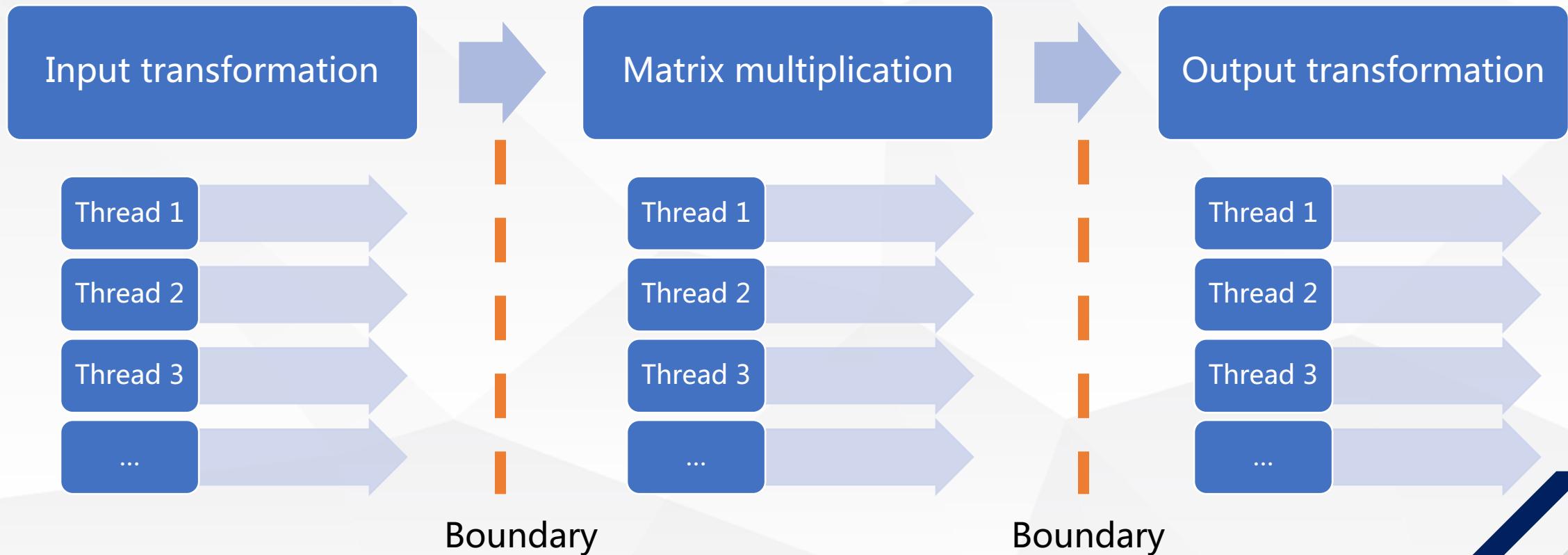
- After matrix multiplication, an inverse transformation is needed to rebuild elementwise multiplied results to apply output transformation.



HAWC: Parallelization



- Minimal parallel scheduler, parallel in each stage



Implementation

- Implemented in C++
- Target ARM CPU with FP16 ASIMD support
- Rely on ARM Compiler Toolchain
- Compile using GCC(g++)
- Build with Make

Experiments & Analysis

Experiments Setup

• • •

- Amazon EC2 m6g.metal instance
- Graviton 2 64 cores
- Ubuntu 18.04
- Compare latency on representative layers of CNN models
- Compare with NCNN and MNN



NCNN



MNN

Source:
<https://github.com/Tencent/ncnn>

Source:
<https://github.com/alibaba/MNN>

Layer	C_{in}	C_{out}	Input Size	Kernel Size
VGG 1.2	64	64	< 224, 224 >	< 3, 3 >
VGG 2.2	128	128	< 112, 112 >	< 3, 3 >
VGG 3.2	256	256	< 56, 56 >	< 3, 3 >
VGG 4.2	512	512	< 28, 28 >	< 3, 3 >
VGG 5.2	512	512	< 14, 14 >	< 3, 3 >
FusionNet 1.2	64	64	< 640, 640 >	< 3, 3 >
FusionNet 2.2	128	128	< 320, 320 >	< 3, 3 >
FusionNet 3.2	256	256	< 160, 160 >	< 3, 3 >
FusionNet 4.2	512	512	< 80, 80 >	< 3, 3 >
FusionNet 5.2	1024	1024	< 40, 40 >	< 3, 3 >

Accuracy



- Winograd algorithm has mathematical instability
- For $F(m,r)$, higher m will yield less operations with lower accuracy (m: Hyper parameter r: Kernel size)
- Calculate maximum element error and average element error
- Average error of less than E-2 will not influence stability*

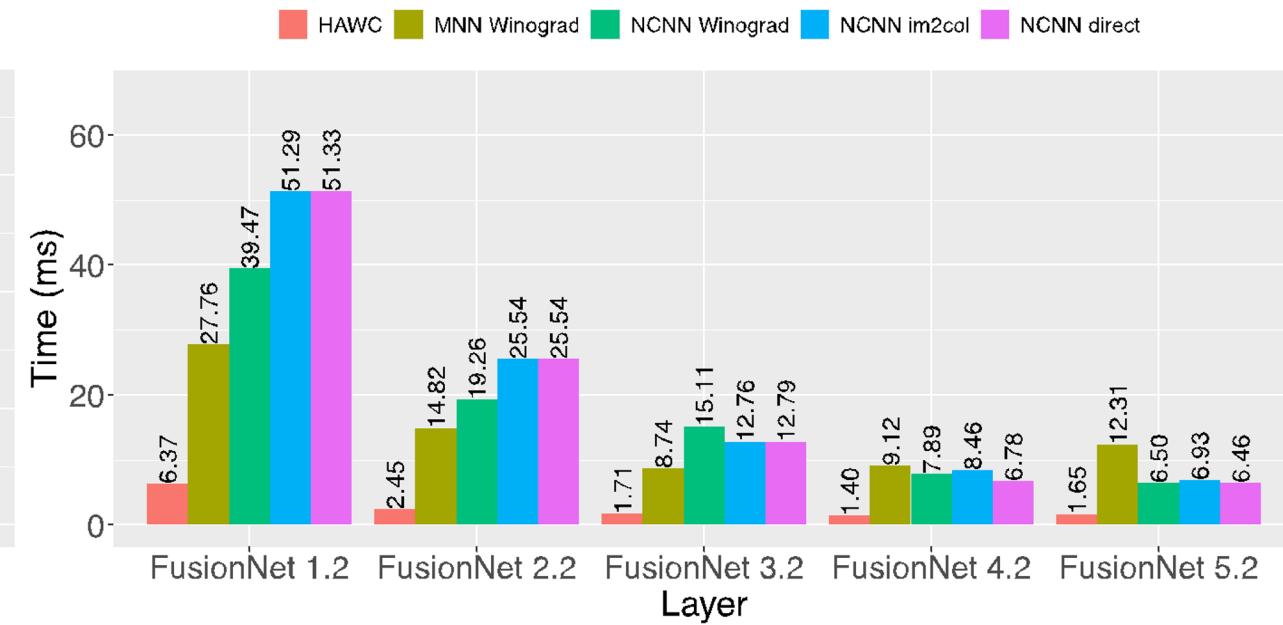
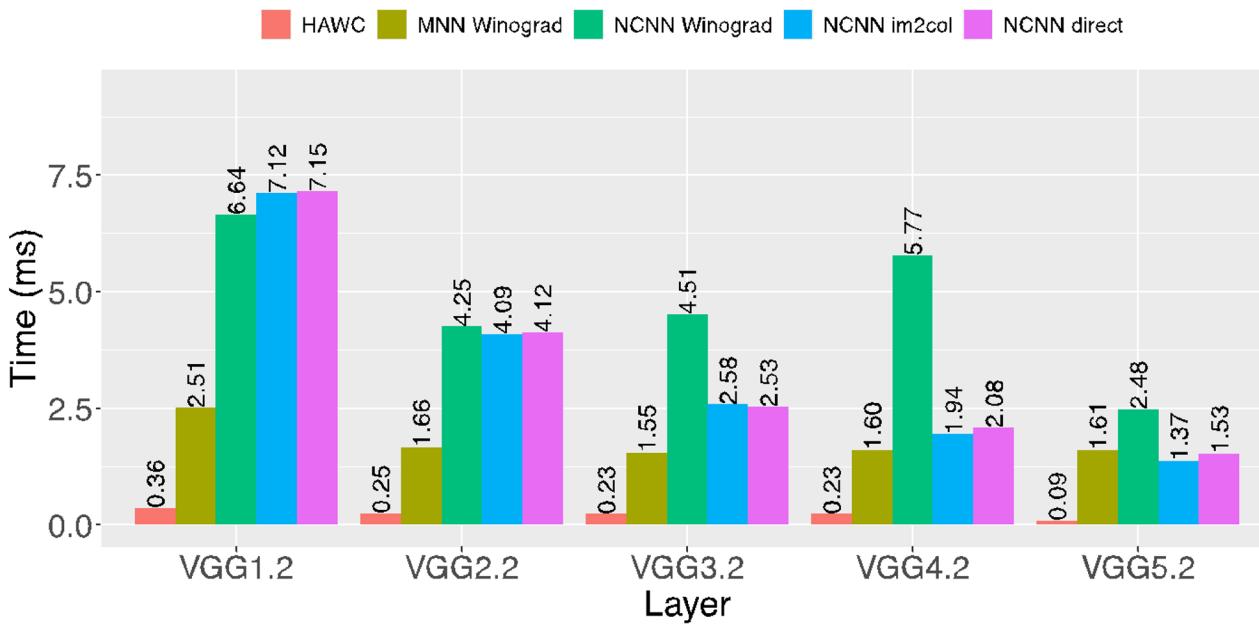
VGG	Direct	$F(2 \times 2, 3 \times 3)$	$F(4 \times 4, 3 \times 3)$	$F(6 \times 6, 3 \times 3)$	$F(6 \times 8, 3 \times 3)$
Max	1.33E-4	2.83E-2	1.54E-2	2.21E+1	4.25E+3
Avg	5.63E-6	5.83E-4	4.19E-4	6.43E-2	2.56E+1

*: Gupta et al. 2015. Deep Learning with Limited Numerical Precision. ICML' 15.

Performance

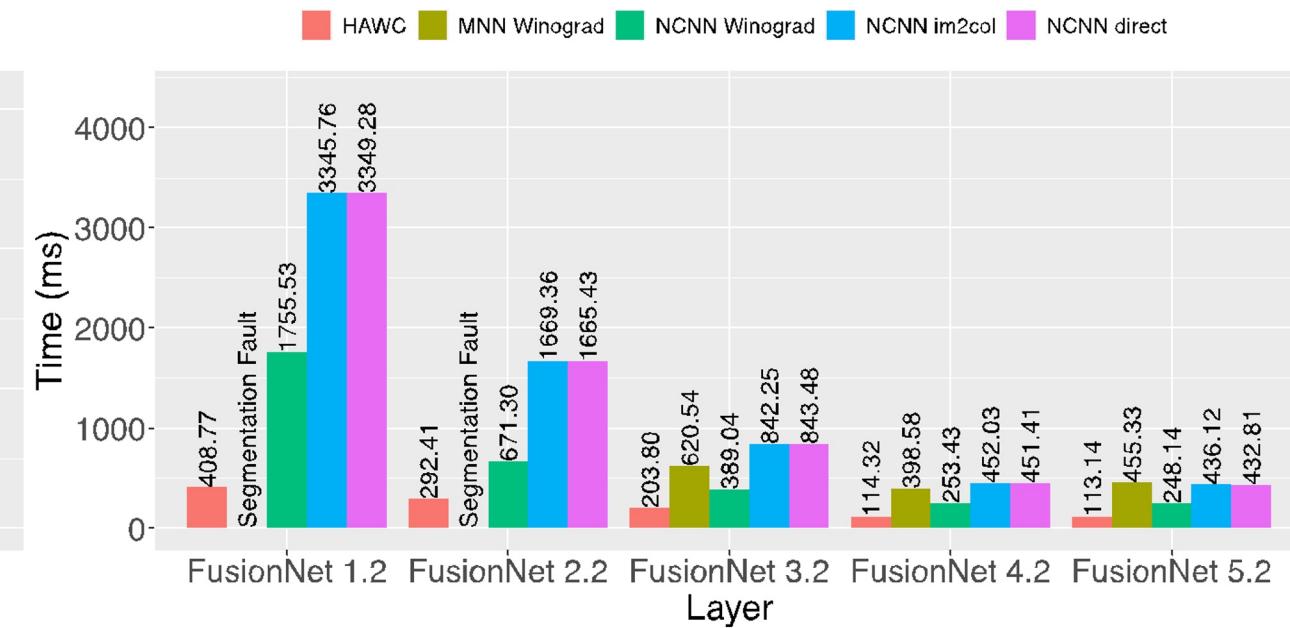
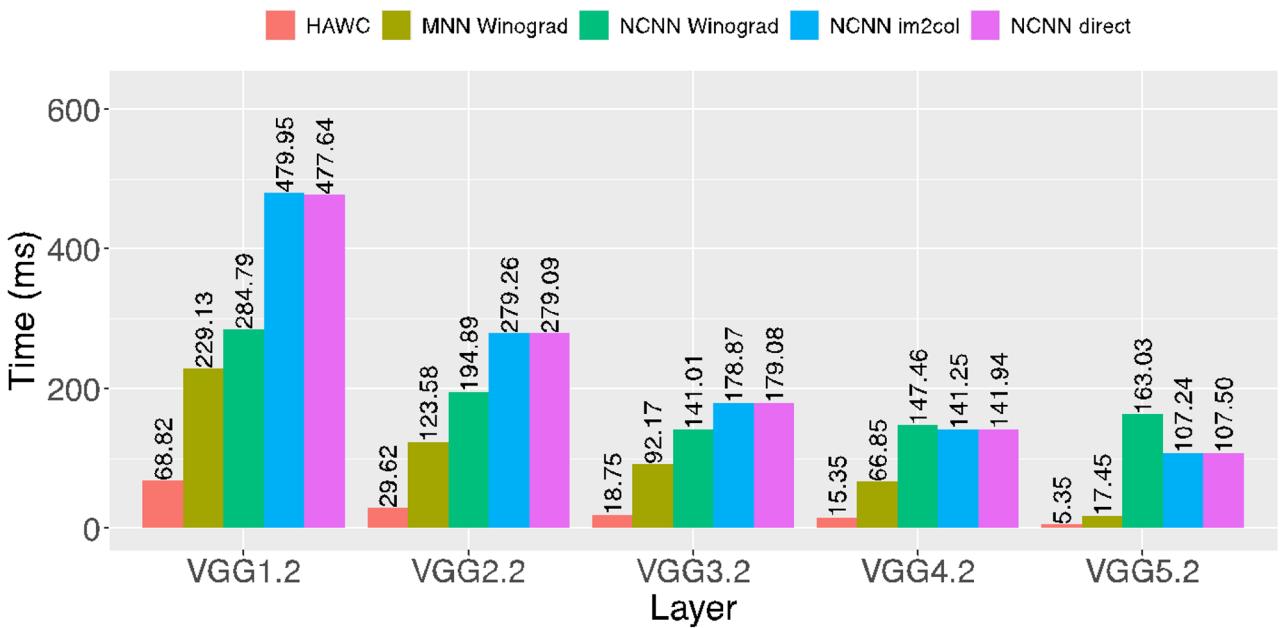


- On average: 10.74× speedup
- Up to: 27.56× speedup



Multi-Batch Performance

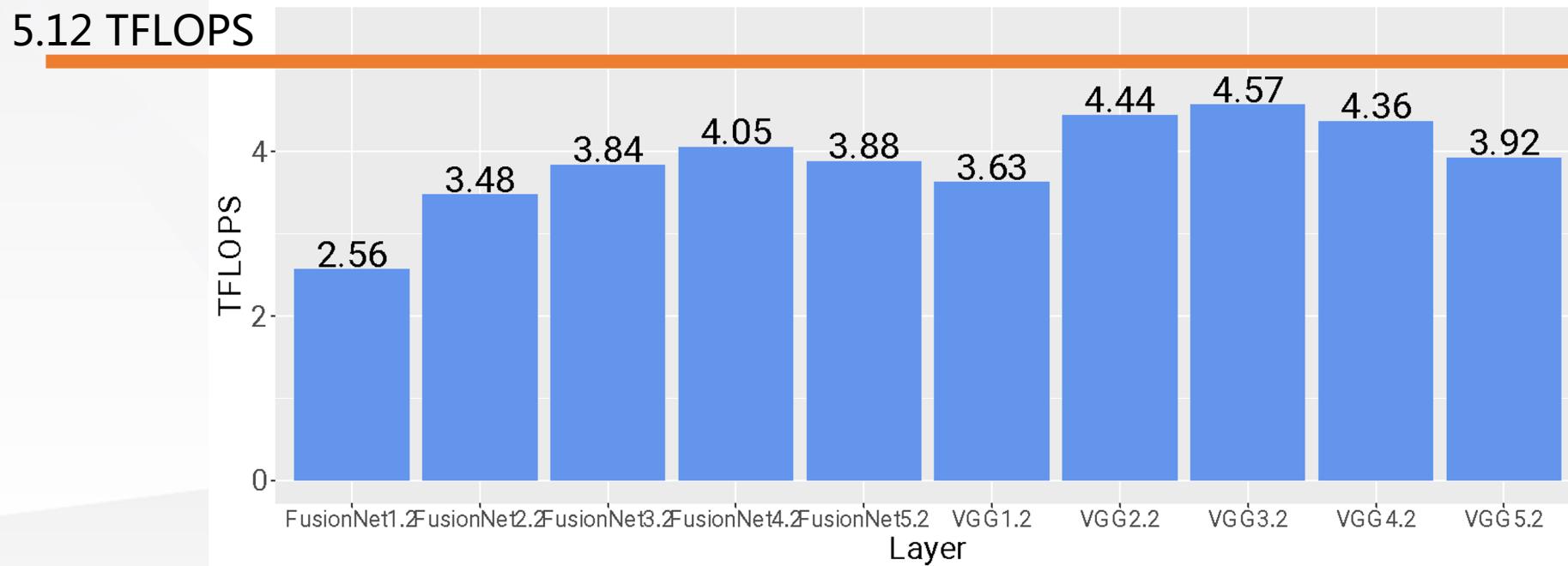
- On average: 5.45× speedup
- Up to: 30.47× speedup



GEMM Performance



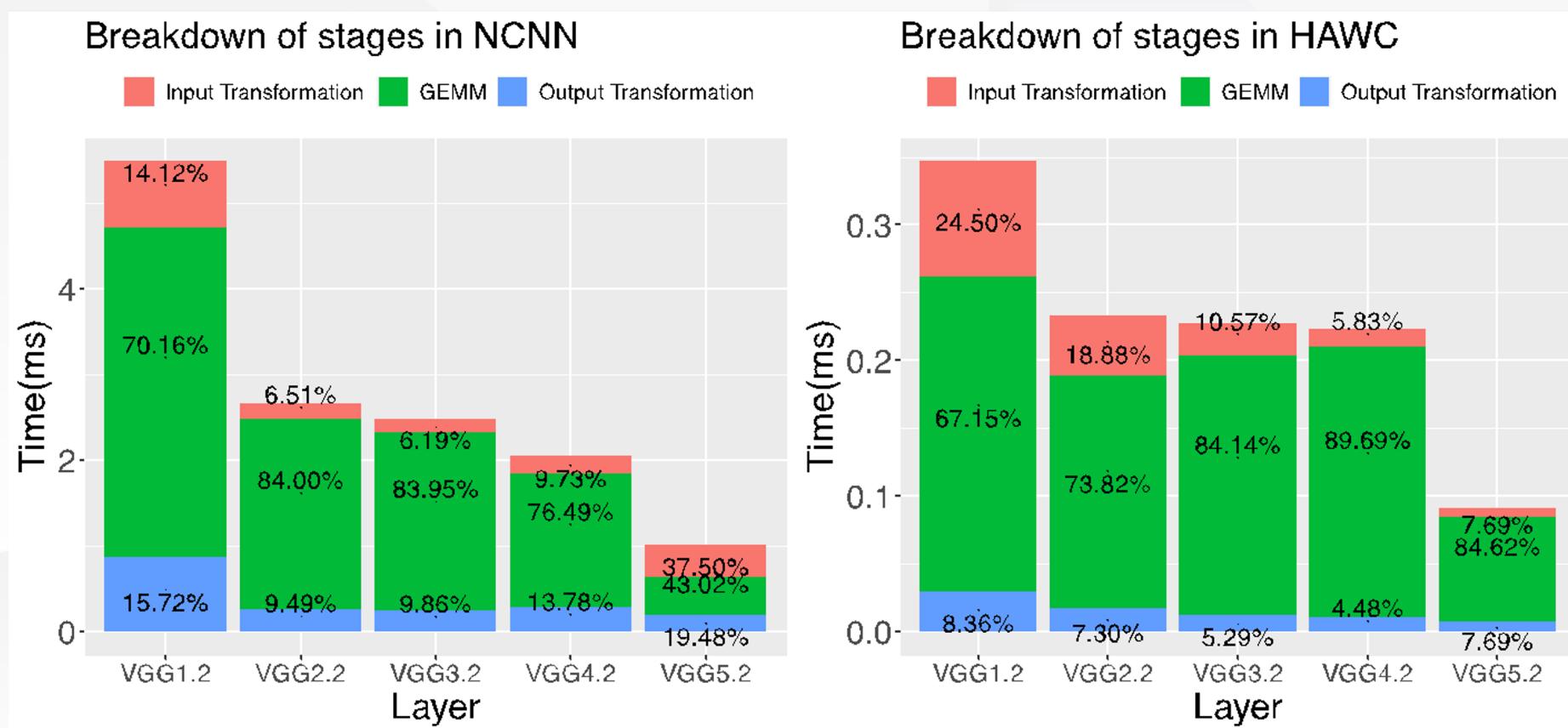
Achieves ~70%-90% of theoretical maximum TFLOPS



Computation Time Breakdown

◆ ◆ ◆ ◆

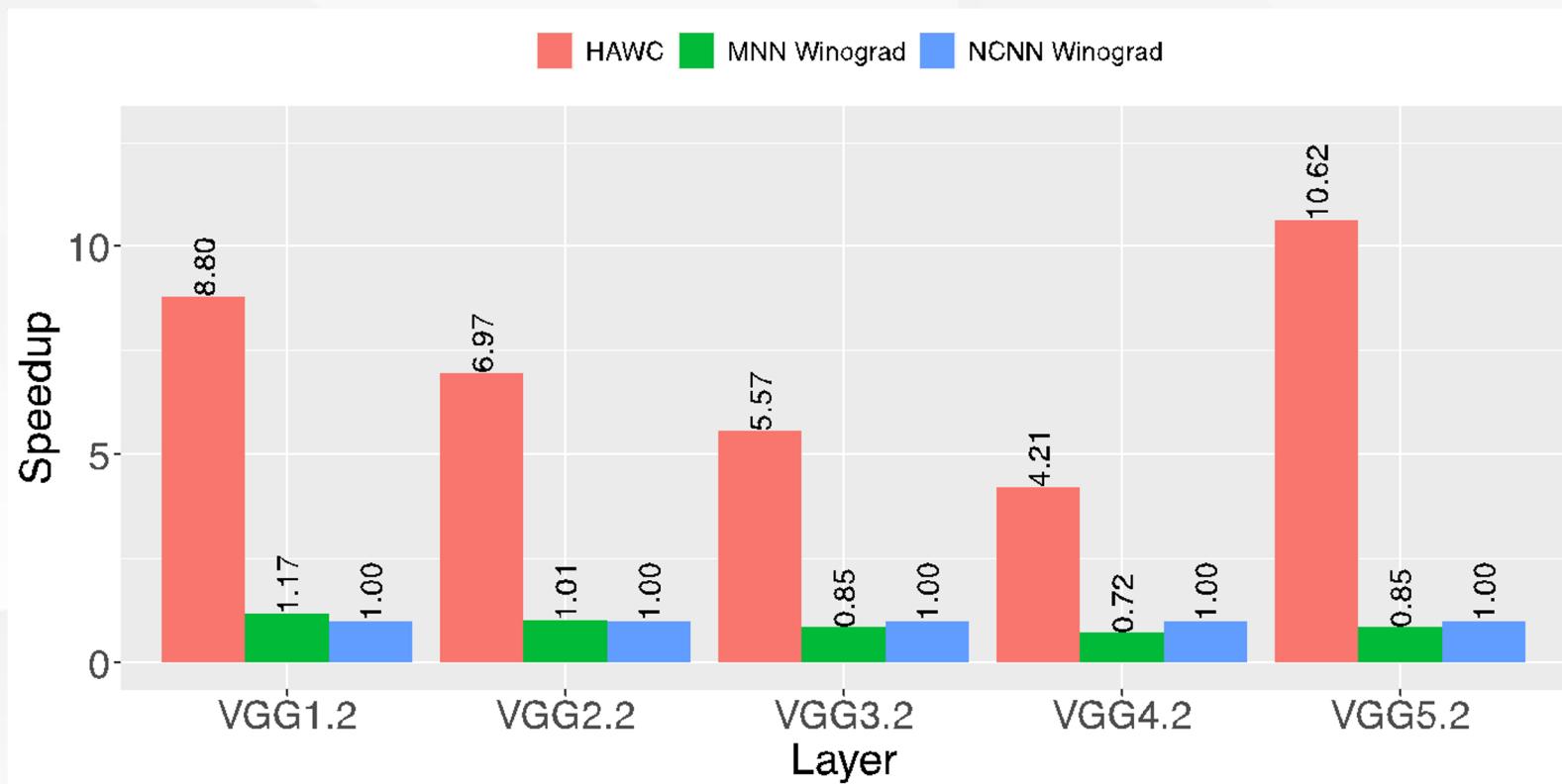
Our design of scattered store saves time used by output transformation



Case Study: Graviton 3



- AWS Graviton 3 instance is released in May 2022, with new features.



Conclusion

Contributions



HAWC

- Efficient implementation of FP16 Winograd convolution optimized for ARM many-core processors.

Design

- Apply various optimizations.
- A custom JIT-compiled matrix multiplication kernel for Winograd convolution for ARM NEON ISA.

Performance

- HAWC achieves on average $10.74\times$ and up to $27.56\times$ speedup by experiments.

Future work



- Autotune selection of GEMM parameters
- Longer vector registers: 256bits, 512bits,...
- Different data type: BF16, INT8,...



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Thank you

- Thank you for listening!
- Questions and comments?