

# Extend OneDNN Operators/APIs for AI Chips

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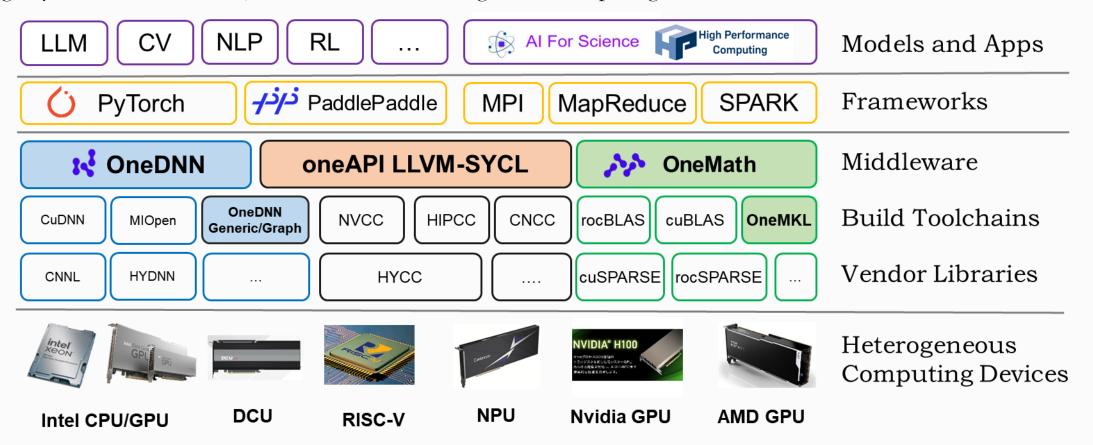
### Contents:

- Background and Motivation
- Proposed Work
- Example API Implementation





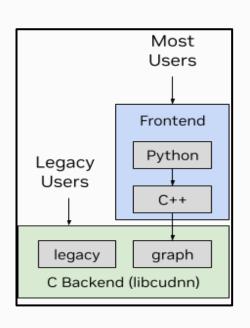
- ➤ Building a Unified Computing Software Platform: Leveraging heterogeneous computing power to create a platform that serves tasks of LLM, DL, AI4Science, HPC and so on;
- Integrating OneDNN as a Backend Library: Utilizing OneDNN as the backend library for machine learning frameworks (e.g., PyTorch, PaddlePaddle) to interface with heterogeneous computing resources;





Compare OneDNN Graph APIs to CuDNN Graph APIs

CuDNN Graph APIStructure

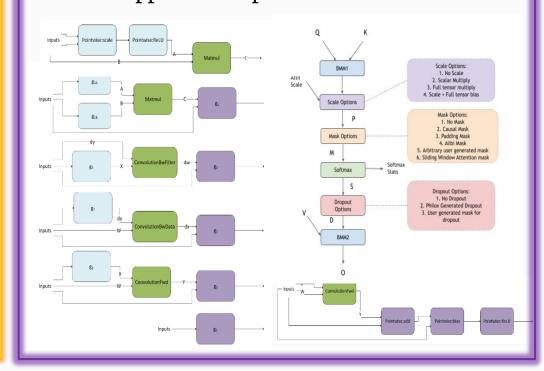


- CuDNN Backend Graph API
  - Convolution forward and backward, including cross-correlation
  - Matrix multiplication
  - Pooling forward and backward
  - **Softmax** forward and backward
  - Arithmetic, mathematical, relational, and logical pointwise operations (including various flavors of forward and backward neuron activations)
  - Tensor transformation functions
  - Normalization, like LRN, LCN, batch normalization, instance normalization, and layer normalization forward and backward

- CuDNN Frontend API:
  - Operations:

Attention, Block Scaling, Convolutions, Matmul, Normalizations, Pointwise and Reduction, Resampling, Slice

• Supported Graph Patterns:





• CUDA API Migration Support: According to the latest <u>Intel® DPC++ Compatibility Tool Developer Guide and Reference</u> [1], there are still 135 CuDNN APIs that have not yet received migration support.

| Function                                 | Migration Support |
|--|-------------------|
| cudnnCopyAlgorithmDescriptor             | NO                |
| cudnnCreateAlgorithmDescriptor           | NO                |
| cudnnCreateAlgorithmPerformance          | NO                |
| cudnnCreateSpatialTransformerDescriptor  | NO                |
| cudnnCreateTensorTransformDescriptor     | NO                |
| cudnnDestroyAlgorithmDescriptor          | NO                |
| cudnnDestroyAlgorithmPerformance         | NO                |
| cudnnDestroySpatialTransformerDescriptor | NO                |
| cudnnDestroyTensorTransformDescriptor    | NO                |
| cudnnDivisiveNormalizationForward        | NO                |
| cudnnGetAlgorithmDescriptor              | NO                |
| cudnnGetAlgorithmPerformance             | NO                |
| cudnnGetAlgorithmSpaceSize               | NO                |
| cudnnGetCallback                         | NO                |
| cudnnGetProperty                         | NO                |
| cudnnGetReductionIndicesSize             | NO                |
| cudnnGetTensorTransformDescriptor        | NO                |
| cudnnlnitTransformDest                   | NO                |
| cudnnOpsInferVersionCheck                | NO                |
| cudnnQueryRuntimeError                   | NO                |
| cudnnRestoreAlgorithm                    | NO                |
| cudnnSaveAlgorithm                       | NO                |
| cudnnSetAlgorithmDescriptor              | NO                |
| cudnnSetAlgorithmPerformance             | NO                |
| cudnnSetCallback                         | NO                |
| cudnnSetSpatialTransformerNdDescriptor   | NO                |
| cudnnSatTansorTransformDascrintor        | NO                |

 $[1] \ https://www.intel.com/content/www/us/en/docs/dpcpp-compatibility-tool/developer-guide-reference/2025-0/api-mapping-status.html \#CUDNN-API-mapping-status.html \#CUDNN-API-mapping-s$ 



- Compare OneDNN Graph APIs to CuDNN Graph APIs in Functionalities
  - OneDNN Graph API Structure vs CuDNN Graph API structure
  - OneDNN Graph Backend Ops vs CuDNN Backend/Frontend Graph API Ops
  - OneDNN Graph API Support Graph Patterns vs CuDNN Frontend API Ops Support Graph Patterns
  - OneDNN Primitive APIs vs CuDNN Backend Leagacy APIs
- Check if OneDNN Graph APIs works on Nvidia/AMD GPU and domestic DCU, NPU

• Single Op(Matmul) graph partition works on DCU

```
(base) zhangzhenling@master141-k100:~/work/onednn_ex/build/examples$ ./graph-sycl-getting-started-cpp gpu oneDNN error caught:

Status: unimplemented

Message: could not create a primitive descriptor for a convolution forward propagation primitive Example failed on GPU.
```

OneDnn Graph API Convolution does NOT work on DCU

### Proposed Work

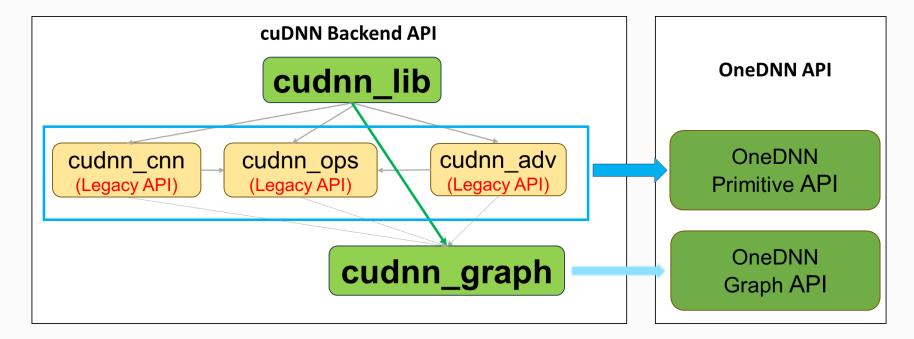


### Proposed Work



#### > Implement Legacy Operators/APIs

- DivisiveNormalization: Implement the forward and backward computations for the spatial Divisive Normalization layer.
- MultiHeadAttn: Implement the forward and backward computations for the multi-head attention mechanism, including derivatives with respect to inputs (Q, K, V) and trainable parameters (projection weights and biases).
- Im2Col: Constructs the matrix necessary to perform a forward pass of GEMM convolution.
- CTCLoss: Implement the Connectionist Temporal Classification (CTC) loss function and its gradient computation.







#### Divisive Normalization APIs: Formula

- Implement the forward and backward computations for the spatial Divisive Normalization layer.
- Supported tensor formats are NCHW for 4D and NCDHW for 5D;

Forward: 
$$y_{n,c,h,w} = \left\{ k + \frac{\alpha}{n} \sum_{i=-(r-1)/2}^{(r+1)/2-1} \sum_{j=-(r-1)/2}^{(r+1)/2-1} \left( x_{n,c,h+i,w+j} - \text{mean}_{n,c,h,w} \right)^2 \right\}^{-\beta} \cdot x_{n,c,h,w}$$

$$\mathrm{dx}_{\mathrm{n,c,h,w}} = \omega_{n,c,h,w} - \frac{2\alpha\beta}{\mathrm{n}} \sum_{\mathrm{i}=\frac{-\mathrm{r}-1}{2}}^{\frac{\mathrm{r}+1}{2}-1} \sum_{\mathrm{j}=\frac{-\mathrm{r}-1}{2}}^{\frac{\mathrm{r}+1}{2}-1} \omega_{n,c,h+i,w+j}^{-\beta-1} \left( x_{n,c,h,w} - \mathrm{mean}_{\mathrm{n,c,h}+\mathrm{i},w+j} \right) x_{\mathrm{n,c,h}+\mathrm{i},w+j} \mathrm{dy}_{\mathrm{n,c,h,w}}$$

Backward: dmean<sub>n,c,h,w</sub> = 
$$\frac{2\alpha\beta}{n} x_{n,c,h,w} \omega_{n,c,h,w}^{-\beta-1} \sum_{i=\frac{-r-1}{2}}^{\frac{r+1}{2}-1} \sum_{j=\frac{-r-1}{2}}^{\frac{r+1}{2}-1} (x_{n,c,h+i,w+j} - \text{mean}_{n,c,h,w}) dy_{n,c,h,w}$$

$$\omega_{n,c,h,w} = k + \frac{\alpha}{n} \sum_{i=\frac{-r-1}{2}}^{\frac{r+1}{2}-1} \sum_{j=\frac{-r-1}{2}}^{\frac{r+1}{2}-1} (x_{n,c,h+i,w+j} - \text{mean}_{n,c,h,w})^2$$



Divisive Normalization APIs: Parameters

Forward: 
$$y_{n,c,h,w} = \left\{ k + \frac{\alpha}{n} \sum_{i=-(r-1)/2}^{(r+1)/2-1} \sum_{j=-(r-1)/2}^{(r+1)/2-1} \left( x_{n,c,h+i,w+j} - \text{mean}_{n,c,h,w} \right)^2 \right\}^{-\beta} \cdot x_{n,c,h,w}$$

#### Parameters:

x, y: input and out tensor

k,  $\alpha$ : scaling factors;

n: the size of normalization window,  $r^2$  for 4D tensor and  $r^3$  for 5D tensor

r: normalization window width

 $\beta$ : value of the beta power parameter in the normalization formula. By default, this value is set to 0.75



Divisive Normalization APIs: Description

| APIs  | Parameters    | Description   |
|---|---------------|---|
| divisive_normalization_forward::primitive_desc()  | aengine       | Engine on which to perform the operation  |
|   | aprop_kind    | Propagation kind. Possible values are #dnnl::prop_kind::forward_training, and   |
|   |               | #dnnl::prop_kind::forward_inference   |
|   | src_desc      | Source memory descriptor  |
|   | dst_desc      | Destination memory descriptor   |
|   | local_size,   | Regularization local size; The alpha regularization parameter; The beta         |
|   | alpha,beta,k  | regularization parameter; The k regularization parameter                        |
|   | attr          | Primitive attributes (can be NULL)  |
|   | allow_empty   | A flag signifying whether construction is allowed to fail without throwing an   |
|   |               | exception;  |
| divisive_normalization_backward::primitive_desc() | aengine       | Same as forward   |
|   | diff_src_desc | Diff source memory descriptor in backward                                       |
|   | diff_dst_desc | Diff destination memory descriptor in backward                                  |
|   | src_desc      | Same as forward   |
|   | local_size,   | Same as forward   |
|   | alpha,beta,k  |   |
|   | hint_fwd_pd   | Primitive descriptor for a divisive normalization forward propagation primitive |
|   | attr          | Same as forward   |
|   | allow_empty   | Same as forward   |



#### Divisive Normalization APIs:

• Affected Codes:

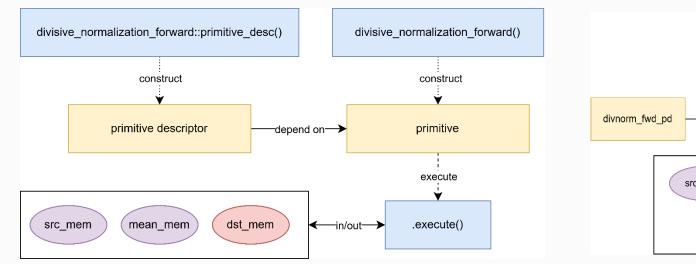
| Code Files to Modify or Add                             |  |  |
|---|--|--|
| include/oneapi/dnnl/dnnl_types.h                        | src/gpu/generic/sycl/ref_divisive_normalization.cpp  |  |
| include/oneapi/dnnl/dnnl.h                              | src/gpu/generic/sycl/ref_divisive_normalization.hpp  |  |
| include/oneapi/dnnl/dnnl.hpp                            | src/gpu/generic/sycl/sycl_primitive_conf.hpp         |  |
| src/common/c_types_map.hpp                              | src/gpu/nvidia/cudnn_divisive_normalization_impl.hpp |  |
| src/common/divisive_normalization_pd.hpp                | src/gpu/nvidia/cudnn_divisive_normalization.cpp      |  |
| src/common/divisive_normalization.cpp                   | src/gpu/nvidia/cudnn_divisive_normalization.hpp      |  |
| src/common/dnnl_traits.hpp                              | src/gpu/gpu_divisive_normalization_list.cpp          |  |
| src/common/impl_registration.hpp                        | src/gpu/gpu_divisive_normalization_pd.hpp            |  |
| src/common/memory_tracking.hpp                          | src/gpu/gpu_impl_list.cpp                            |  |
| src/common/opdesc.hpp                                   | src/gpu/gpu_impl_list.hpp                            |  |
| src/common/primitive_desc_iface.cpp                     | tests/gtests/test_divisive_normalization.cpp         |  |
| src/common/primitive_hashing.cpp                        | tests/gtests/CMakeLists.txt                          |  |
| src/common/primitive_hashing.hpp                        | examples/primitives/divisive_normalization.cpp       |  |
| src/common/type_helpers.hpp                             | examples/CMakeLists.txt                              |  |
| src/common/verbose.cpp                                  | cmake/Curses.cmake                                   |  |
| src/common/verbose.hpp                                  | CMakeLists.txt                                       |  |
| src/gpu/generic/sycl/divisive_normalization_kernels.hpp |  |  |

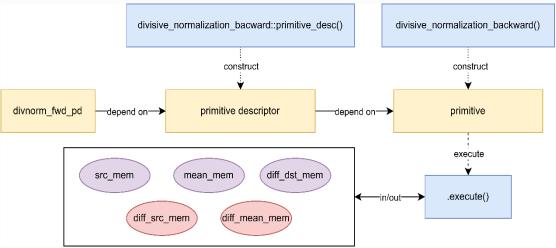
- Nvidia Backend Support
- Support for a generic GPU, which is implemented with generic SYCL kernels.



#### Divisive Normalization APIs:

#### API Call Flow Diagram:





Forward Backward

#### Open Questions:

The workspace may not be implemented. It is a buffer that is shared between forward and backward propagation of a primitive (hence must be preserved between the calls) and is used only in training.

## Q&A

Thank you for your attention!

