

Byte Me: A GPU Tale

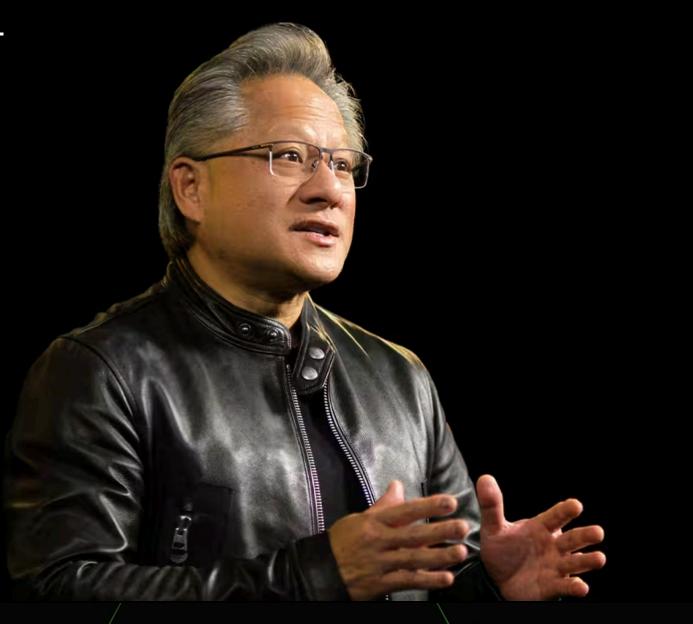
A SC1015 Mini-Project

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"MOORE'S LAW IS DEAD"

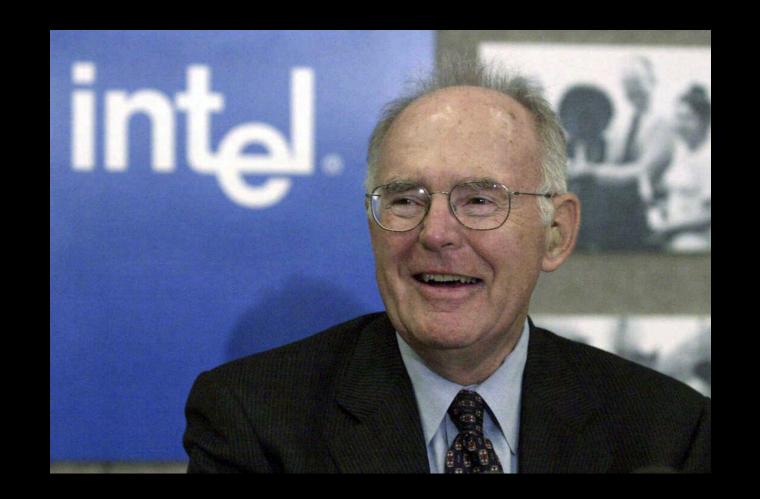
JENSEN HUANG -CEO,NVIDIA

COMPUTEX 2023



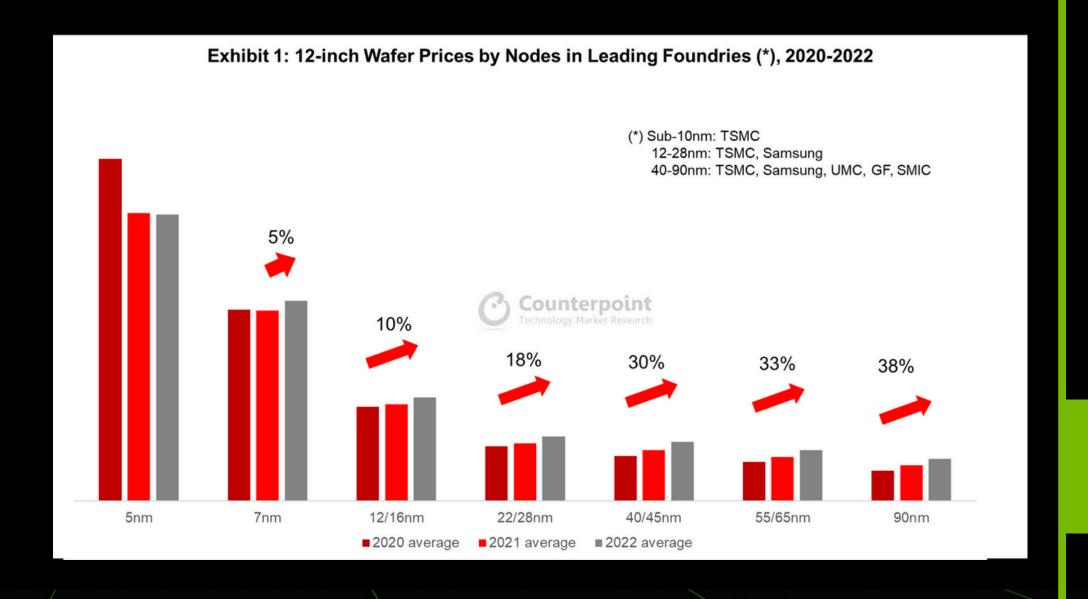
WHAT IS MOORE'S LAW

- Named After Gordon
 Moore, CEO of Intel
- He observed that the processing power of a chip roughly doubled every 2 years



CONTEXT

- As the cost of Semiconductors become more expensive
- There is a need to optimize chip designs



PROBLEM FORMULATION

- 1. Given a set of chip statistics or features, develop a model to estimate chip performance based on design attributes
- 2. Identify importance features that affect a chip's performance

DATA SET

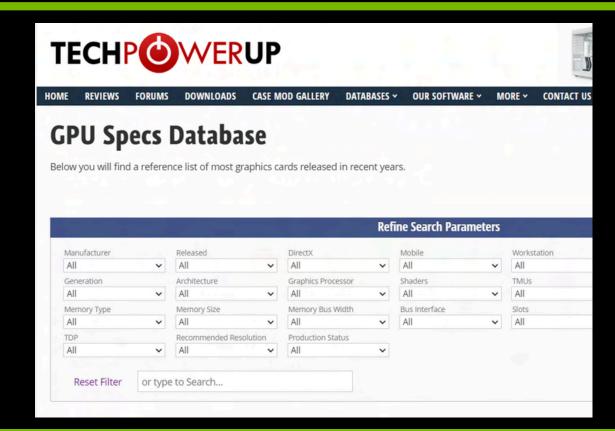
Due to a lack of a ready-made dataset, we had to source our own dataset

Product Name	GPU Chip	Memory	GPU clock	Memory c	Architectu
GeForce G100 OEM	G98S	256 MB, D	540 MHz	400 MHz	Tesla
GeForce GT 120 OEM	G96C	512 MB, D	738 MHz	504 MHz	Tesla
GeForce GT 120 Mac Edition	G96C	512 MB, G	550 MHz	800 MHz	Tesla
GeForce GT 130 OEM	G94B	512 MB, D	500 MHz	500 MHz	Tesla
GeForce GT 130 Mac Edition	G94B	512 MB, G	600 MHz	792 MHz	Tesla
GeForce GT 140 OEM	G94B	1024 MB,	650 MHz	900 MHz	Tesla
GeForce GTS 150 OEM	G92	1024 MB,	738 MHz	1000 MHz	Tesla
GeForce 205 OEM	GT218S	512 MB, D	589 MHz	400 MHz	Tesla 2.0
GeForce 210 PCI	GT216	512 MB, D	475 MHz	400 MHz	Tesla 2.0
GeForce 210 OEM	GT216	1024 MB,	475 MHz	400 MHz	Tesla 2.0
GeForce 210	GT218S	512 MB, D	520 MHz	400 MHz	Tesla 2.0
GeForce 210 Rev. 2	GT218S	1024 MB,	520 MHz	400 MHz	Tesla 2.0
GeForce G210 OEM	G96C	512 MB, D	550 MHz	504 MHz	Tesla
GeForce G210 OEM Rev. 2	GT218S	128 MB, D	589 MHz	400 MHz	Tesla 2.0
GeForce GT 220 OEM	GT215	512 MB, G	506 MHz	700 MHz	Tesla 2.0
GeForce GT 220	GT216	512 MB, D	615 MHz	1000 MHz	Tesla 2.0
GeForce GT 220	G94	1024 MB,	600 MHz	700 MHz	Tesla
GeForce GT 230 OEM	G92B	1536 MB,	500 MHz	500 MHz	Tesla
GeForce GT 230	G94B	512 MB, G	650 MHz	900 MHz	Tesla
GeForce GTS 240 OEM	G92B	1024 MB,	675 MHz	1100 MHz	Tesla
GeForce GT 240	GT215	1024 MB,	550 MHz	850 MHz	Tesla 2.0
GeForce GTS 250	G92B	1024 MB,	675 MHz	1008 MHz	Tesla
GeForce GTS 250	G92B	1024 MB,	702 MHz	1000 MHz	Tesla
GeForce GTX 260 OEM	GT200	1792 MB,	518 MHz	1008 MHz	Tesla 2.0
GeForce GTX 260	GT200	896 MB, G	576 MHz	999 MHz	Tesla 2.0
GeForce GTX 260 Rev. 2	GT200B	896 MB, G	576 MHz	999 MHz	Tesla 2.0
GeForce GTX 260 Core 216	GT200	896 MB, G	576 MHz	999 MHz	Tesla 2.0

DATASET SOURCING

Data Source

www.techpowerup.com



Webcrawler

Scraped the Database for data

```
# Iterate over the DataFrame and scrape details for each GPU
print(f'the start iteration is {iteration}')
print(f'the start index is {start_index}')
for index, row in gpu_data.loc[start_index:].iterrows():
    iteration += 1
   print(f"the iteration is {iteration}")
    time.sleep(random.randint(1,3)) ## to prevent the website from blocking the request
    chip_url = row['Chip URL']
    gpu_url = row['GPU URL']
    chip_details = scrape_gpu__chip_details(chip_url)
    gpu_details = scrape_gpu_perf_details(gpu_url)
    if not chip details["Architecture"]: # check f the HTTP req failed
       updated file path = f'Updated GPU_Dataset_{iteration}_AMD.xlsx' ## saves the work
        gpu data.to excel(updated file path, index=False)
       print(f"Updated dataset saved to {updated file path}")
        start index = iteration-1 ##update the start index
       iteration = iteration-1 ## update the iteration to last full iteration
       print(f"the start index is {start index}")
       raise SystemExit("Stopping execution of this cell.")
```

DATA CLEANING

 Due to the data being in GFLOPS and TFLOP, we converted all to TFLOPS

```
def convert_flops(value):
    value = value.replace(",", "") # Remove commas
    if 'TFLOPS' in value:
        return float(value.replace('TFLOPS', '').strip()) * 1000
    elif 'GFLOPS' in value:
        return float(value.replace('GFLOPS', '').strip())
    else:
        return None # Just in case there are other formats we haven't considered

# Apply the conversion to the 'FP32 (float)' column
AMD_data['FP32 (float) in GFLOPS'] = AMD_data['FP32 (float)'].apply(convert_flops)

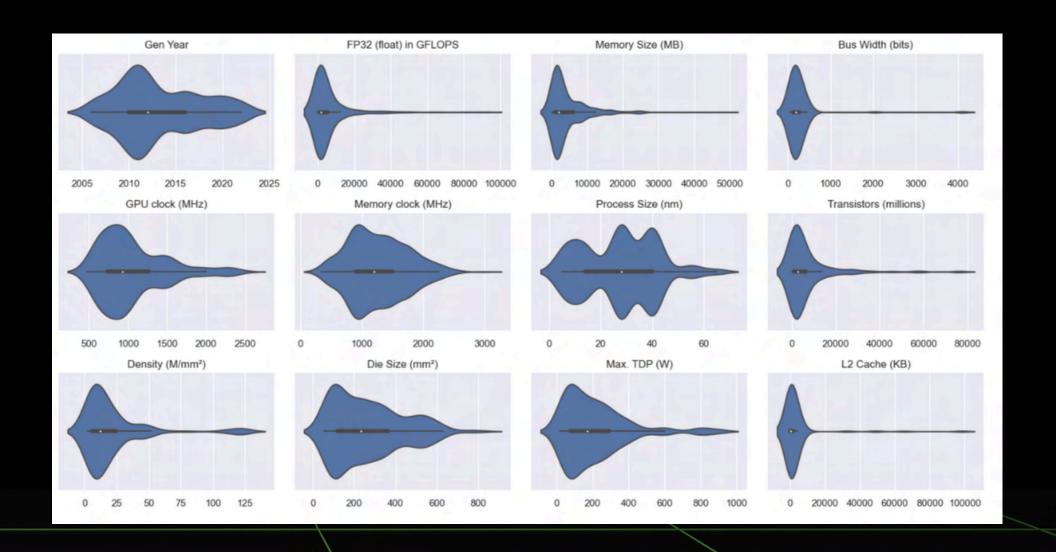
# Cleaning the 'Memory' column by splitting into size, type, and bus width
AMD_data[['Memory Size', 'Memory Type', 'Bus Width']] = AMD_data['Memory'].str.extract(r'(\d+ GB|\c
```

 We also dropped columns that were not needed such as number of Ray tracing cores

```
Bus Width (bits)
                          218 non-null
                                          int64
GPU clock (MHz)
                          218 non-null
                                          float64
Memory clock (MHz)
                          218 non-null
                                          float64
Process Size (nm)
                          218 non-null
                                          float64
Transistors (millions)
                          218 non-null
                                          float64
Density (M/mm²)
                                          float64
                          218 non-null
Die Size (mm²)
                          218 non-null
                                          float64
Max. TDP (W)
                          218 non-null
                                          float64
Pixel Rate (GPixel/s)
                          218 non-null
                                          float64
Texture Rate (GTexel/s)
                          218 non-null
                                          float64
```

EXPLORATORY DATA ANALYSIS

- Majority of violin plots shows a left skew
- Gen Year later treated as a categorical variable instead
- 11 numerical variables.
- Gen Year later treated as a categorical variable instead



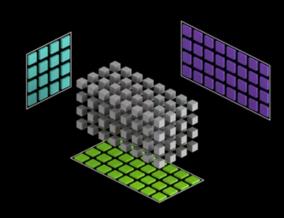
EXPLORATORY DATA ANALYSIS

• 5 categorical variables



THE RESPONSE VARIABLE

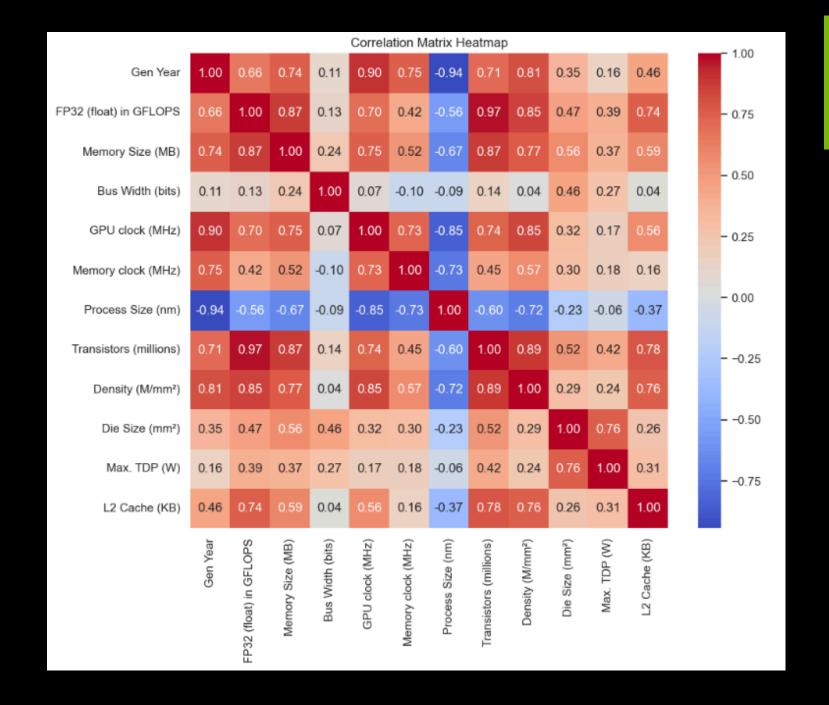
NVIDIA V100 FP32



FP32 in GFlops will be the response variable that measures chip performance.

EXPLORATORY DATA ANALYSIS

- Strong positive correlations between Transistors and FP32 (float) in GFLOPS
- Strong positive correlation between Memory Size (MB) and FP32 (float) in GFLOPS
- Memory Clock (MHz) and Process Size (nm) have weaker correlations with most of the other variables.
- Process Size (nm) has a moderately negative correlation with many variables, such as FP32 (float) in GFLOPS, Transistors, and Texture Rate.



OUR MACHINE LEARNING MODELS

Random Forest

XGBoost

Gradient-Boosting

GOODNESS OF FIT COMPARISON

Random Forrest Regression: XGBoost: Gradient Boosting Regression:

Train RMSE: 1237.7696 Train RMSE: 433.2180 Train RMSE: 287.0675

Train R²: 0.9896 Train R²: 0.9987 Train R²: 0.9994

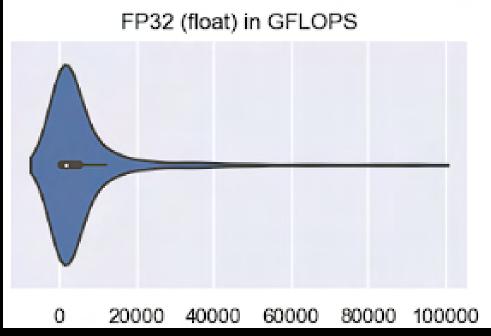
Test RMSE: 3009.0642 Test RMSE: 2130.4593 Test RMSE: 3077.9636

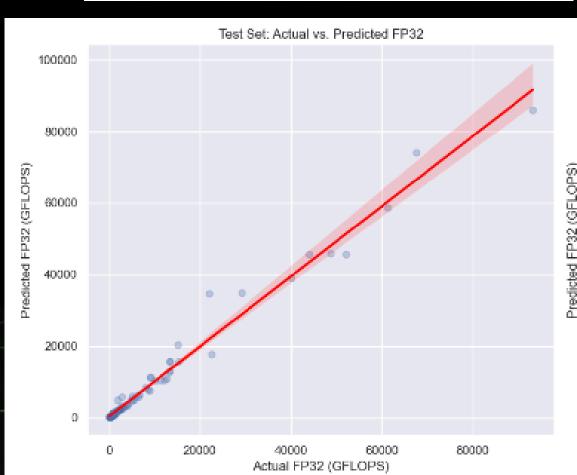
Test R²: 0.9623 Test R²: 0.98110 Test R²: 0.9605

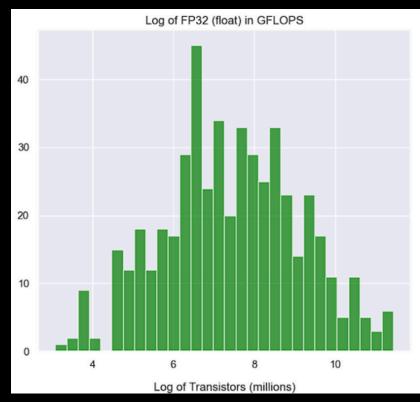
What Does It Mean?

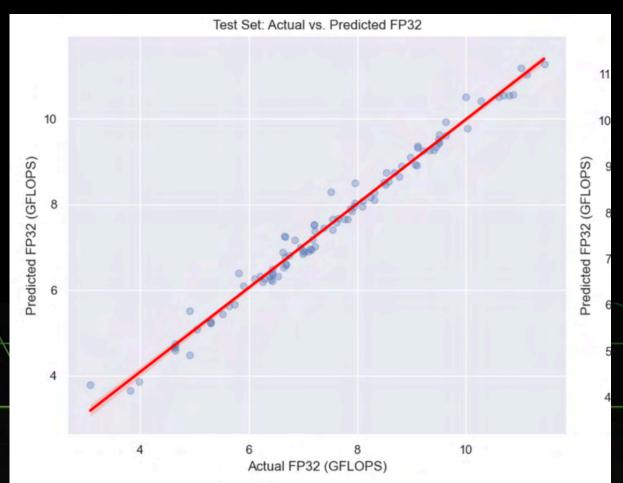
- Random Forest Regression shows a high degree of overfitting
- XGBoost offers an improvement in generalisation over Random Forest
- Gradient Boosting's RMSE suggests excellent performance on the training data but exhibits potential overfitting
- In summary, XGBoost is the most balanced choice with a mix of high accuracy and generalization capabilities

SKEW CORRECTION









FEATURE IMPORTANCE

Random Forest Regression:

First Model (max depth 4):

XGBoost:

Transistors (millions): 0.9029

GPU clock (MHz): 0.0550

Memory Size (MB): 0.0198

Bus Width (bits): 0.0077

Memory clock (MHz): 0.0058

Density (M/mm²): 0.0054

Max. TDP (W): 0.0019

Die Size (mm²): 0.0007

Process Size (nm): 0.0004

L2 Cache (KB): 0.0004

Gen Year: 0.0001

Transistors (millions): 0.9104

GPU clock (MHz): 0.0336

Memory Size (MB): 0.0098

Memory Type_GDDR6X: 0.0066

Max. TDP (W): 0.0051

Density (M/mm²): 0.0044

Memory clock (MHz): 0.0039

L2 Cache (KB): 0.0037

Architecture_RDNA 3.0: 0.0035

Die Size (mm²): 0.0029

Bus Width (bits): 0.0025

Gradient Boosting Regression:

Transistors (millions): 0.9252

GPU clock (MHz): 0.0319

Memory Size (MB): 0.0212

Bus Width (bits): 0.0140

Memory clock (MHz): 0.0041

Memory Type_GDDR6X: 0.0006

Density (M/mm²): 0.0005

Architecture_RDNA 3.0: 0.0005

L2 Cache (KB): 0.0004

Max. TDP (W): 0.0004

Architecture_Ampere: 0.0003

MULTI-OUTPUT REGRESSION

Variables related to response variables:

- FP32 (float) in GFLOPS
- Pixel Rate (GPixel/s)
- Texture Rate (GTexel/s)

Feature Importance:

Transistors (millions): 0.7439350

Memory Size (MB): 0.14394547

Memory Type_HBM2: 0.0155372

GPU clock (MHz): 0.01534710

Manufacturer_AMD: 0.0113193

Memory clock (MHz): 0.00983113

Foundry_Samsung: 0.00760316

Architecture_Ampere: 0.0062706

Density (M/mm²): 0.0062431

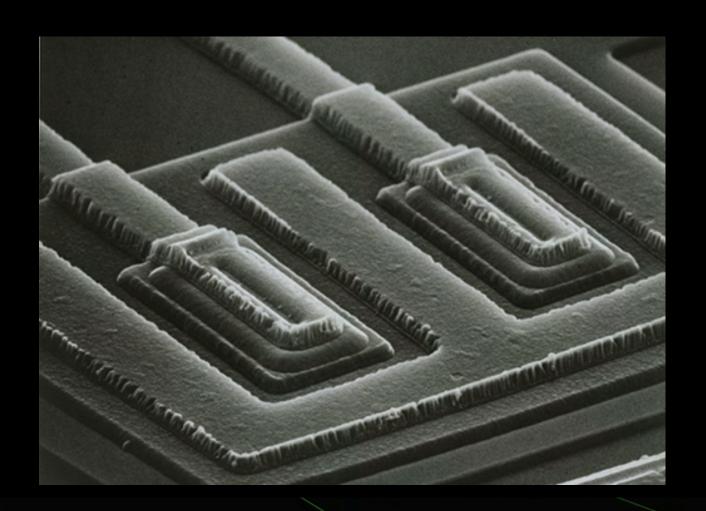
Bus Width (bits): 0.005865

DATA DRIVEN INSIGHTS

We noticed that

- Transistors (millions) and GPU Clock (MHz)
- Memory configuration
- Architecture

had high feature importance across all models.



OUTCOME & CONCLUSION

- A model that allows manufacturer to predict the FP32 of a chip based on its proposed features.
- GPU manufacturers must aim to improve transistor density and clock speeds for best performance uplift
- Emphasis should be placed on faster, larger capacity and higher bandwidth memory. Faster memory means the GPU is able to access information faster, leading to greater performance uplift
- More efficient and advanced architectures allow for higher throughput while providing powerful and exciting feature sets.
- So continuous investment in research and development to innovate GPU will lead to better market positioning and product performance.

THANK YOU!

