

Multi-GPU training of deep learning models on Piz Daint

Advanced Data Parallelism with DeepSpeed

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Limitations of (vanilla) data parallelism

- Data parallelism does not reduce memory per device
- Training of models with more than 1.4 billion parameters runs out of memory with current generation of GPUs
- Models with billions of parameters which offer significant accuracy gains are no longer uncommon
- Alternatives to data parallelism can be model parallelism, pipeline parallelism and CPU offloading however they might not give the best performance

Outline

- Introducing DeepSpeed
- DeepSpeed's Zero Redundancy Optimizer (ZeRO)
- [lab] Understanding the effect of the ZeRO- $\{1, 2, 3\}$ on the memory.

DeepSpeed

- DeepSpeed is an open source deep learning optimization library for PyTorch developed by Microsoft
- Designed to reduce computing power and memory use
- Enables the training of large models with better parallelism on existing computer hardware
- Mixed precision training, single-GPU, multi-GPU and multi-node
- Zero Redundancy Optimizer (ZeRO) for training models with 100 billion or more parameters

DeepSpeed's Zero Redundancy Optimizer (ZeRO)

- ZeRO partitions the various model training states (weights, gradients, and optimizer states) across devices
- It's implemented in incremental stages of optimizations, each including the previous one:
 - Stage 1: **Partitioning of the optimizer states** (e.g., for Adam optimizer, 32-bit weights, and the first, and second moment estimates) across the processes
 - Stage 2: **Partitioning of the gradients** for updating the model weights. Processes retain only the gradients corresponding to their portion of the optimizer states
 - Stage 3: **Partitioning of the model parameters** partitioned across the processes

Adam optimizer

- The model parameters are updated by an expression that contains the **first momentum** and **second momentum**:

$$m_t = \beta_1 m_{t-1} + (1 - \beta_1) \partial w_t, \quad s_t = \beta_2 s_{t-1} + (1 - \beta_2) \partial w_t^2$$

- The two following quantities are computed:

$$\tilde{m}_t = \frac{m_t}{\sqrt{1 - \beta_1^{t+1}}}, \quad \tilde{s}_t = \frac{s_t}{\sqrt{1 - \beta_2^{t+1}}}$$

- and the parameters are updated with

$$w_t = w_{t-1} - \alpha \frac{\tilde{m}_t}{\sqrt{\tilde{s}_t} + \epsilon}$$

ZeRO [Adam optimizer mixed precision (MP)]

Element	dtype	size (P bytes)
∂w	fp16	2
w	fp16	2
w_{fp32}	fp32	4
m	fp32	4
s	fp32	4

- ∂w are the gradients in fp16 • w_{fp32} are the master copy of the weights in fp32 • m and s are the first and second momentum respectively
- The remaining memory is consumed by activations, temporary buffers and unusable fragmented memory

- ZeRo-0: $[w] + [\partial w] + [w_{\text{fp32}}] + [m] + [s]$

- ZeRo-1: $[w] + [\partial w] + \frac{[w_{\text{fp32}}] + [m] + [s]}{N}$

- ZeRo-2: $[w] + \frac{[\partial w] + [w_{\text{fp32}}] + [m] + [s]}{N}$

- ZeRo-3: $\frac{[w] + [\partial w] + [w_{\text{fp32}}] + [m] + [s]}{N}$

- $[x]$ stands for 'size of x '

ZeRO [Adam optimizer MP] Ex. 7.5 billion weights in 64 GPUs

Element	dtype	size (P bytes)
∂w	fp16	2
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- ∂w are the gradients in fp16 • w_{fp32} are the master copy of the weights in fp32 • m and s are the first and second momentum respectively
- The remaining memory is consumed by activations, temporary buffers and unusable fragmented memory

- ZeRo-0: $16 * 7.5 \text{ billion} = 120 \text{ GB/GPU}$
- ZeRo-1: $4.2 * 7.5 \text{ billion} = 31.5 \text{ GB/GPU}$
- ZeRo-2: $2.2 * 7.5 \text{ billion} = 16.6 \text{ GB/GPU}$
- ZeRo-3: $0.3 * 7.5 \text{ billion} = 1.9 \text{ GB/GPU}$

- $[x]$ stands for 'size of x '

ZeRO {1, 2} [Adam optimizer] Communication

∂w						
s	s_1	s_2				
m	m_1	m_2				
w_{fp32}	W_1	W_2				
w	w_1	w_2	w_3	w_4	w_5	w_6

↑
batch 1

		s_3	s_4			
		m_3	m_4			
		W_3	W_4			
	w_1	w_2	w_3	w_4	w_5	w_6

↑
batch 2

				s_5	s_6	
				m_5	m_6	
				W_5	W_6	
	w_1	w_2	w_3	w_4	w_5	w_6

↑
batch 3

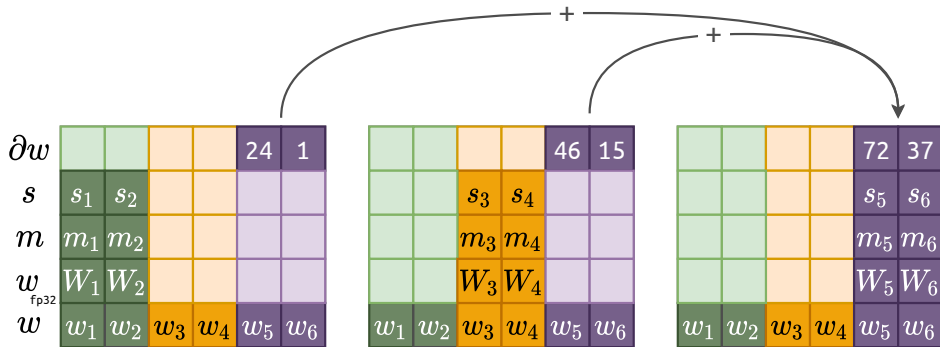
ZeRO {1, 2} [Adam optimizer] Communication

∂w					24	1
s	s_1	s_2				
m	m_1	m_2				
w_{fp32}	W_1	W_2				
w	w_1	w_2	w_3	w_4	w_5	w_6

				46	15
		s_3	s_4		
		m_3	m_4		
		W_3	W_4		
w_1	w_2	w_3	w_4	w_5	w_6

				2	21
				s_5	s_6
				m_5	m_6
				W_5	W_6
w_1	w_2	w_3	w_4	w_5	w_6

ZeRO {1, 2} [Adam optimizer] Communication



ZeRO {1, 2} [Adam optimizer] Communication

∂w						
s	s_1	s_2				
m	m_1	m_2				
w_{fp32}	W_1	W_2				
w	w_1	w_2	w_3	w_4	w_5	w_6

		s_3	s_4			
		m_3	m_4			
		W_3	W_4			
w_1	w_2	w_3	w_4	w_5	w_6	

				72	37
				s_5	s_6
				m_5	m_6
				W_5	W_6
w_1	w_2	w_3	w_4	w_5	w_6

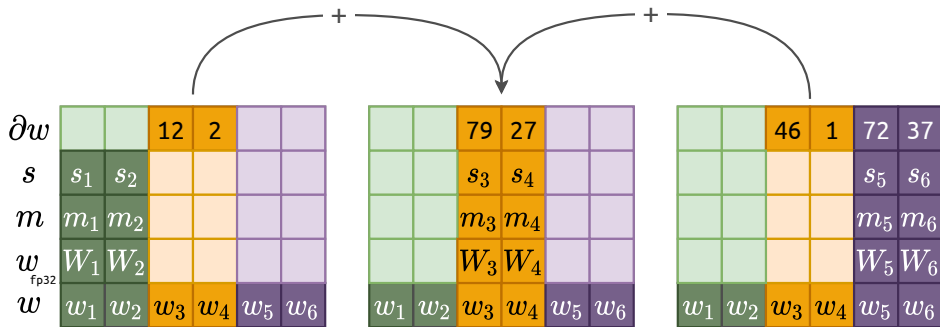
ZeRO {1, 2} [Adam optimizer] Communication

∂w			12	2		
s	s_1	s_2				
m	m_1	m_2				
w_{fp32}	W_1	W_2				
w	w_1	w_2	w_3	w_4	w_5	w_6

		21	24		
		s_3	s_4		
		m_3	m_4		
		W_3	W_4		
w_1	w_2	w_3	w_4	w_5	w_6

		46	1	72	37
				s_5	s_6
				m_5	m_6
				W_5	W_6
w_1	w_2	w_3	w_4	w_5	w_6

ZeRO {1, 2} [Adam optimizer] Communication



ZeRO {1, 2} [Adam optimizer] Communication

∂w						
s	s_1	s_2				
m	m_1	m_2				
w_{fp32}	W_1	W_2				
w	w_1	w_2	w_3	w_4	w_5	w_6

		79	27		
		s_3	s_4		
		m_3	m_4		
		W_3	W_4		
w_1	w_2	w_3	w_4	w_5	w_6

				72	37
				s_5	s_6
				m_5	m_6
				W_5	W_6
w_1	w_2	w_3	w_4	w_5	w_6

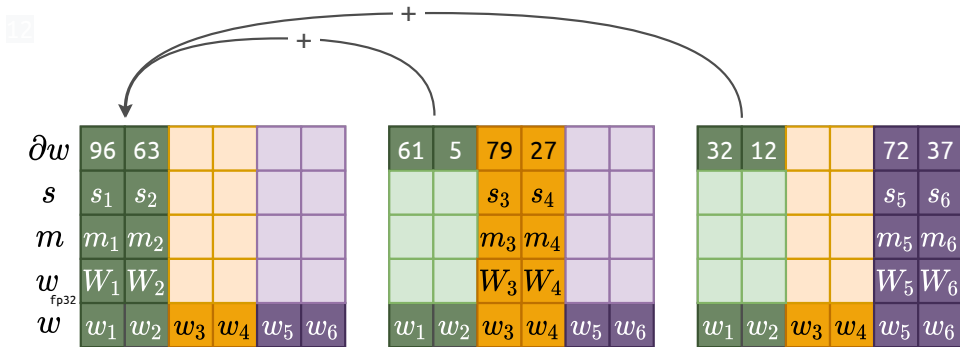
ZeRO {1, 2} [Adam optimizer] Communication

∂w	3	46				
s	s_1	s_2				
m	m_1	m_2				
w_{fp32}	W_1	W_2				
w	w_1	w_2	w_3	w_4	w_5	w_6

61	5	79	27		
		s_3	s_4		
		m_3	m_4		
		W_3	W_4		
w_1	w_2	w_3	w_4	w_5	w_6

32	12			72	37
				s_5	s_6
				m_5	m_6
				W_5	W_6
w_1	w_2	w_3	w_4	w_5	w_6

ZeRO {1, 2} [Adam optimizer] Communication



ZeRO {1, 2} [Adam optimizer] Communication



∂w	96	63				
s	s_1	s_2				
m	m_1	m_2				
w_{fp32}	W_1	W_2				
w	w_1	w_2	w_3	w_4	w_5	w_6

		79	27		
		s_3	s_4		
		m_3	m_4		
		W_3	W_4		
w_1	w_2	w_3	w_4	w_5	w_6

				72	37
				s_5	s_6
				m_5	m_6
				W_5	W_6
w_1	w_2	w_3	w_4	w_5	w_6

ZeRO {1, 2} [Adam optimizer] Communication



∂w	96	63				
s	s_1^*	s_2^*				
m	m_1^*	m_2^*				
w_{fp32}	W_1	W_2				
w	w_1	w_2	w_3	w_4	w_5	w_6

		79	27		
		s_3^*	s_4^*		
		m_3^*	m_4^*		
		W_3	W_4		
w_1	w_2	w_3	w_4	w_5	w_6

				72	37
				s_5^*	s_6^*
				m_5^*	m_6^*
				W_5	W_6
w_1	w_2	w_3	w_4	w_5	w_6

ZeRO {1, 2} [Adam optimizer] Communication

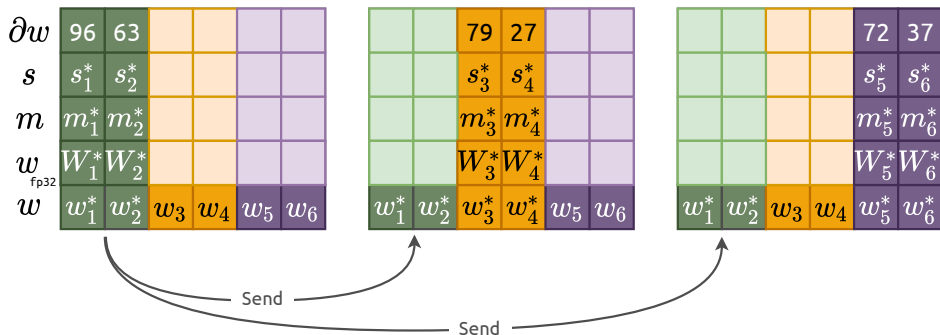


∂w	96	63				
s	s_1^*	s_2^*				
m	m_1^*	m_2^*				
w_{fp32}	W_1^*	W_2^*				
w	w_1^*	w_2^*	w_3	w_4	w_5	w_6

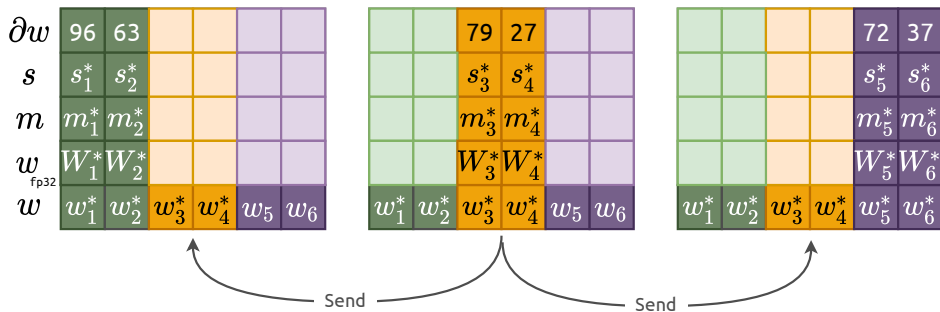
		79	27		
		s_3^*	s_4^*		
		m_3^*	m_4^*		
		W_3^*	W_4^*		
w_1	w_2	w_3^*	w_4^*	w_5	w_6

				72	37
				s_5^*	s_6^*
				m_5^*	m_6^*
				W_5^*	W_6^*
w_1	w_2	w_3	w_4	w_5^*	w_6^*

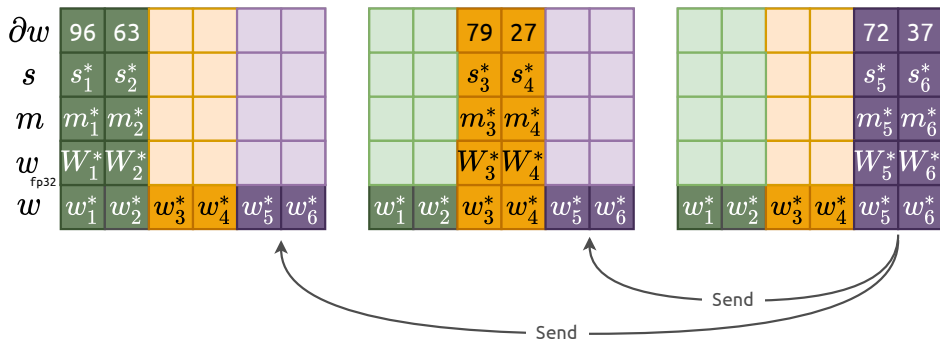
ZeRO {1, 2} [Adam optimizer] Communication



ZeRO {1, 2} [Adam optimizer] Communication



ZeRO {1, 2} [Adam optimizer] Communication



ZeRO {1, 2} [Adam optimizer] Communication

- Each of the N workers communicates with the rest of the workers $2(N - 1)$ times per iteration
- The values of the reductions of the gradients are obtained with the first $N - 1$ communications
- The second $N - 1$ communications are performed to update the weights on all workers
- The total amount of data sent by each worker $2(N - 1)\frac{\Psi}{N} \approx 2\Psi$ is the same that in regular data parallelism

Ψ is the array size

S. Rajbhandari et al. ZeRO: Memory Optimizations Toward Training Trillion Parameter Models

ZeRO 3 [Adam optimizer]

Let's take 10 minutes and watch the video [ZeRo 4-way data parallel training](#) in the post **ZeRO & DeepSpeed: New system optimizations enable training models with over 100 billion parameters** from the DeepSpeed Team.

The video shows how ZeRO-3 performs a training step.

ZeRO 3 [Adam optimizer] Communication

- Each of the N workers communicates with the rest of the workers $N - 1$ times for the reduction of the gradients
- The update of the weights is not communicated after each optimizer step. Instead, each weight is sent $N - 1$ times during the forward pass and $N - 1$ times during the backpropagation
- The total amount of data sent by each worker $3(N - 1)\frac{\Psi}{N} \approx 3\Psi$ is 1.5 times that of the regular data parallelism (2Ψ)

Ψ is the array size

More on Deepspeed and ZeRO

- Easy turning on/off mixed precision training
- 1-bit Adam
- ZeRO-Offload: a ZeRO optimization that offloads the optimizer memory and computation from the GPU to the host CPU enabling the training of models up to 13 billion parameters on a single GPU
- ZeRO performs on-the-fly memory defragmentation by moving activation checkpoints and gradients to pre-allocated contiguous memory buffers
- ZeRO is being implemented on natively on PyTorch (see [ZeroRedundancyOptimizer](#))

[lab] Understanding the effect of ZeRo-{1, 2, 3} on memory

Let's go to the terminal and run the script `zero/pt_deepspeed_check_mem.py`:

```
srun python --pty pt_deepspeed_check_mem.py \  
            --deepspeed_config ds_config.json \  
            --data-dim 10000
```

and fill in the following table

N. Nodes	Batch size	N. params	Mem init	Mem train	ZeRo stage
-	-	-	-	-	-

Thank you for your attention!