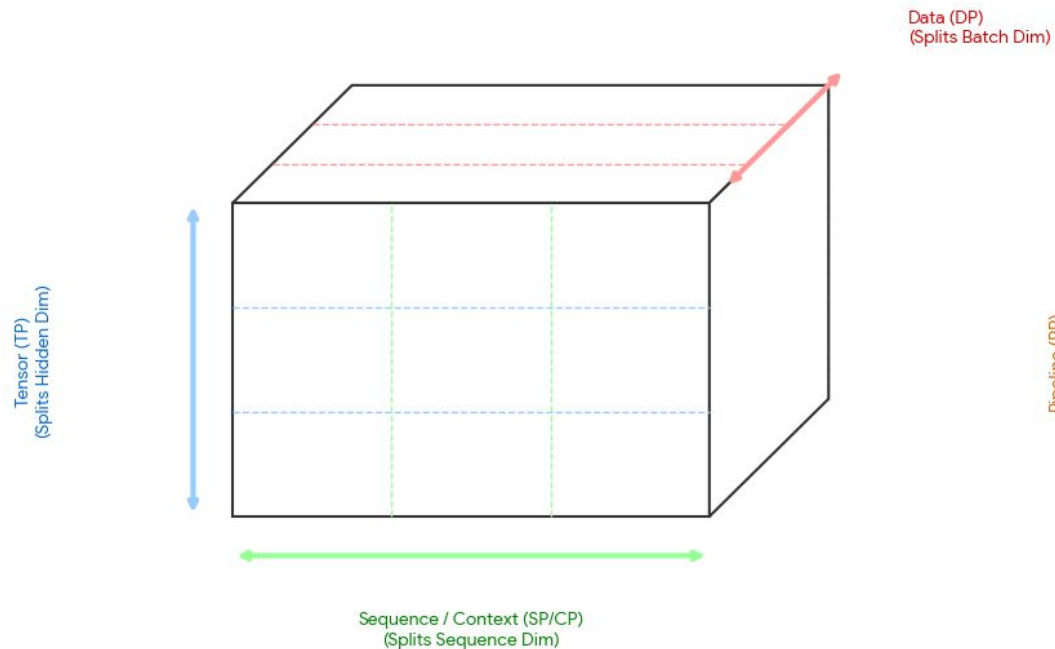


5D Parallelism

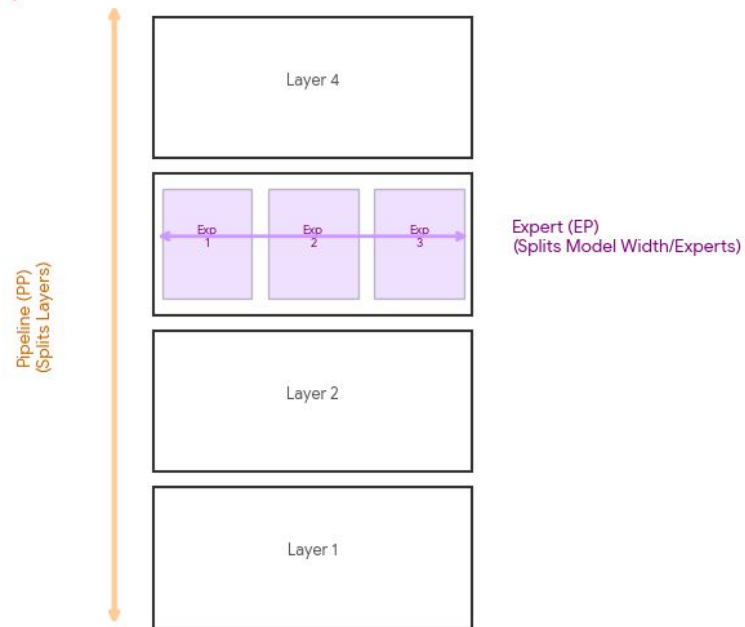
made with  for “Little ML book club”

The 5D Parallelism Landscape

ACTIVATION / DATA TENSOR



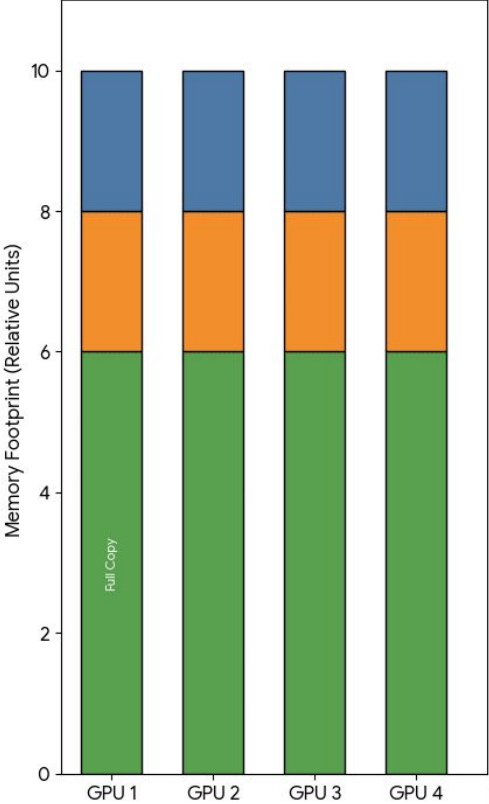
MODEL ARCHITECTURE



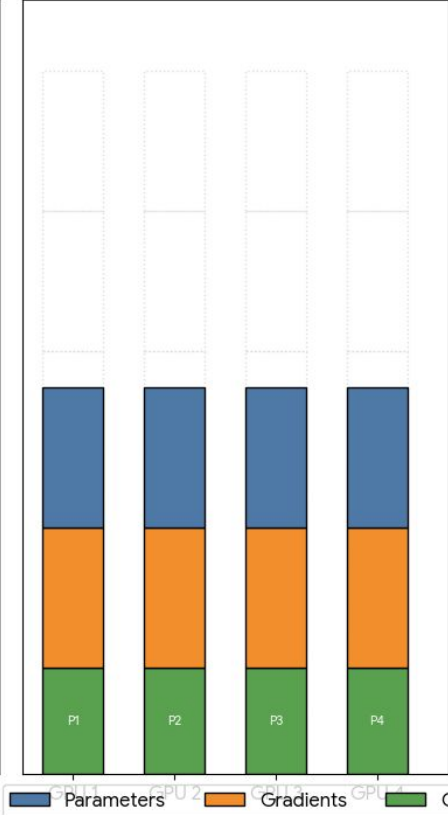
Left: Data Tensor cuts (DP, TP, SP/CP) | Right: Model Architecture cuts (PP, EP)

ZeRO Strategies: Memory Reduction per GPU

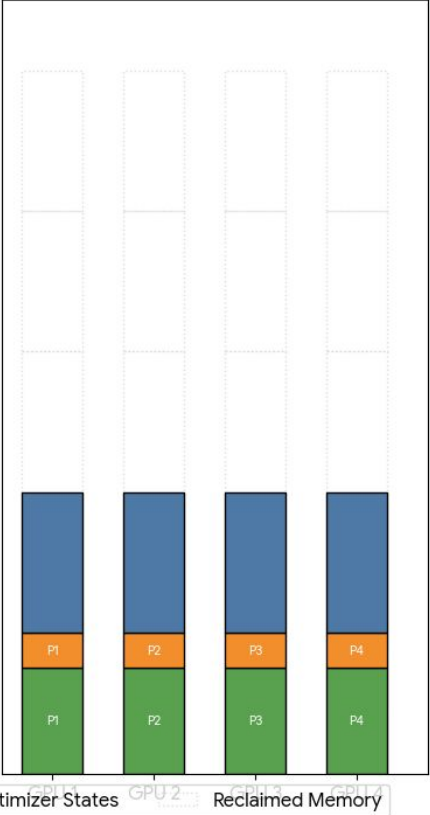
Standard DP
(No Sharding)



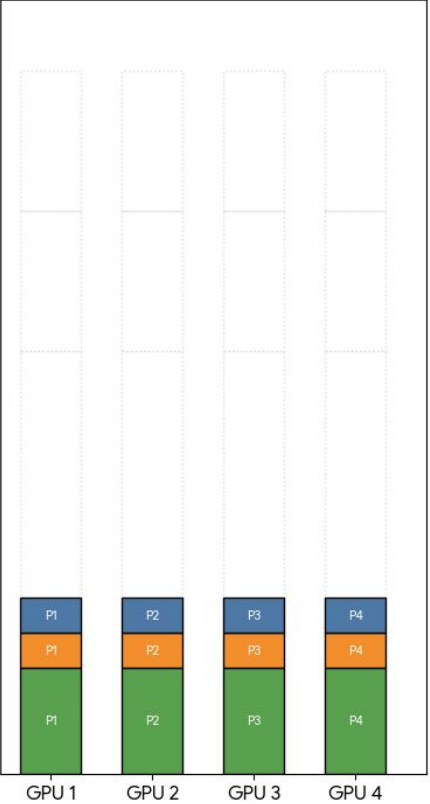
ZeRO-1
(Shards Opt States)



ZeRO-2
(Shards OS + Grads)

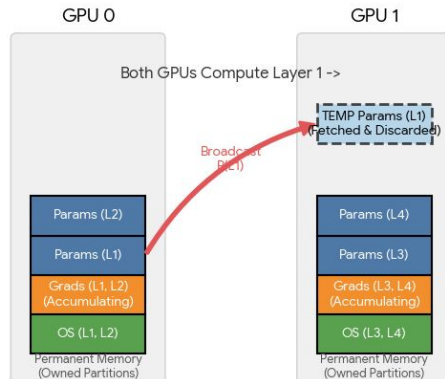


ZeRO-3
(Shards OS + Grads + Params)

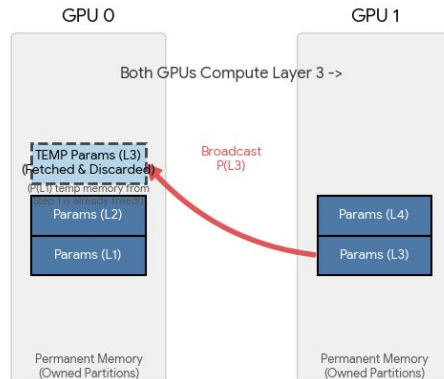


ZeRO-3 In Action: The Fetch-Compute-Discard Cycle

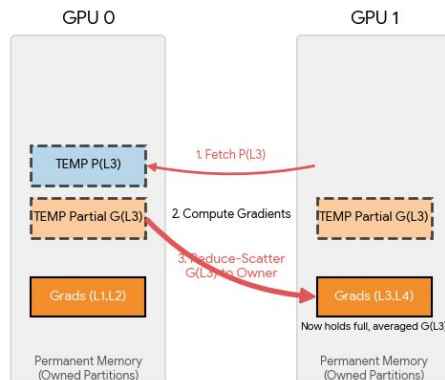
Step 1: Forward Pass (Layer 1)
Need L1 Params -> Broadcast from Owner (GPU 0)



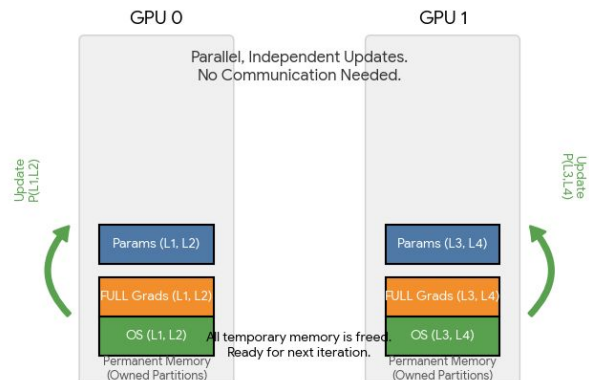
Step 2: Forward Pass (Layer 3)
Need L3 Params -> Broadcast from Owner (GPU 1)



Step 3: Backward Pass (Layer 3)
1. Fetch P(L3) -> 2. Compute G(L3) -> 3. Reduce-Scatter G(L3) home



Step 4: Optimizer Step
Update owned Parameters using owned States & Gradients



ZeRO-3**Pipeline Parallelism**

Each compute unit stores...

only a fraction of a layer

a full layer

Communication is used to transfer...

weights

activations

Orchestration

Model-agnostic

Model-agnostic

Implementation challenges

Complex to handle model partitioning and communications

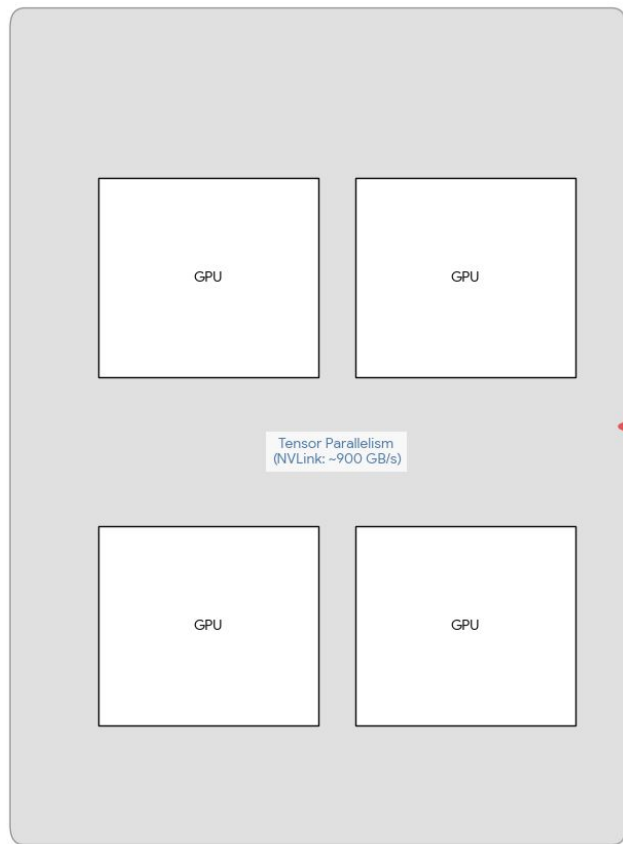
Complex to handle efficient PP schedules

Scaling considerations

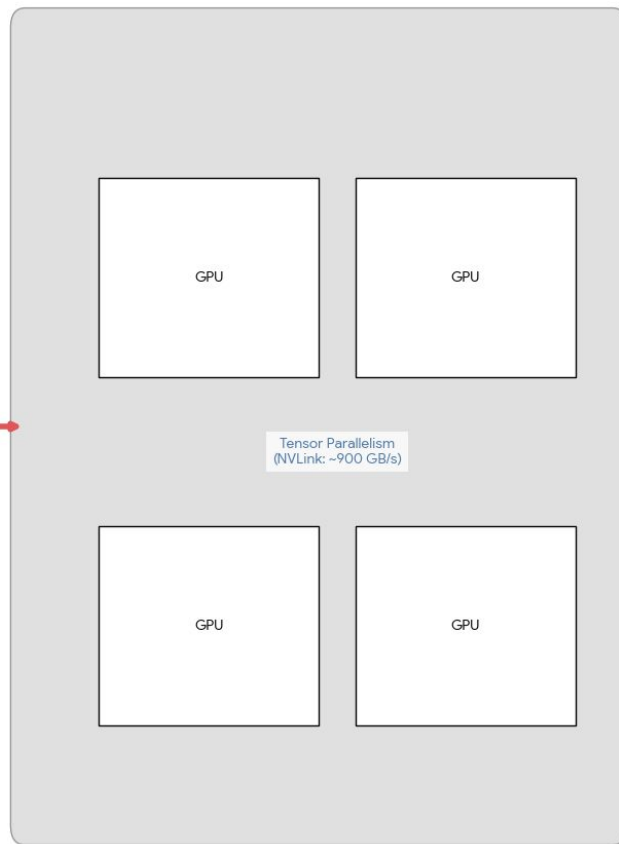
Prefers large *mbs* and *seq_len* to hide comms

Prefers large *grad_acc* to hide bubble

Server Node A
(e.g., DGX H100)

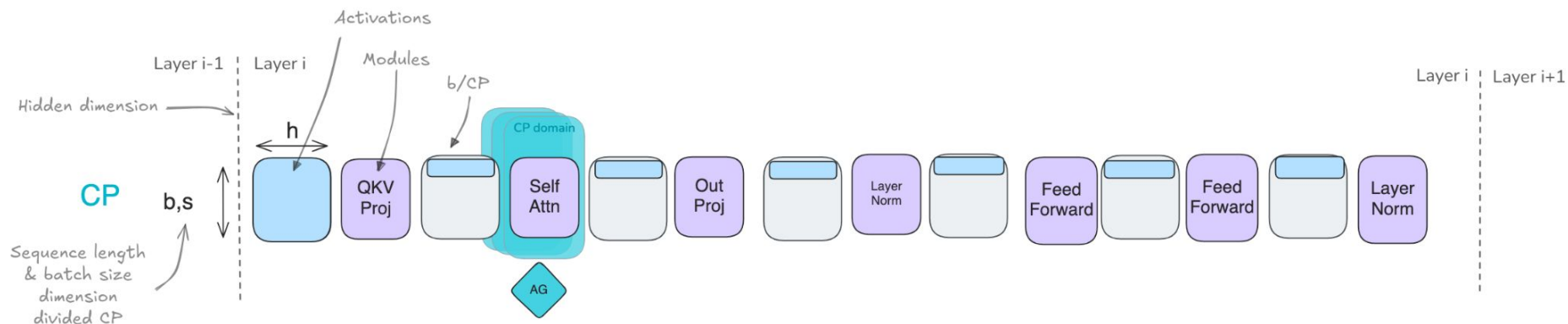
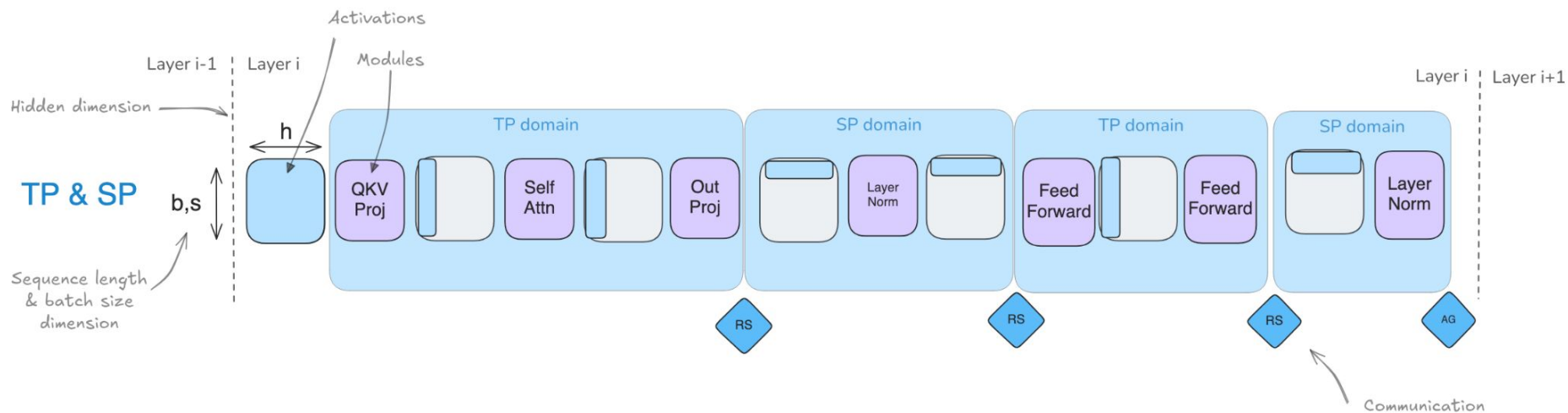


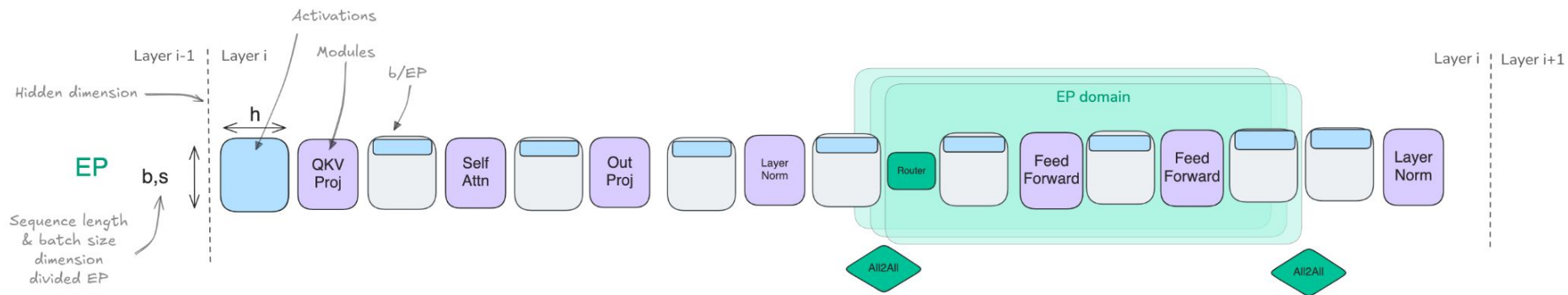
Server Node B
(e.g., DGX H100)

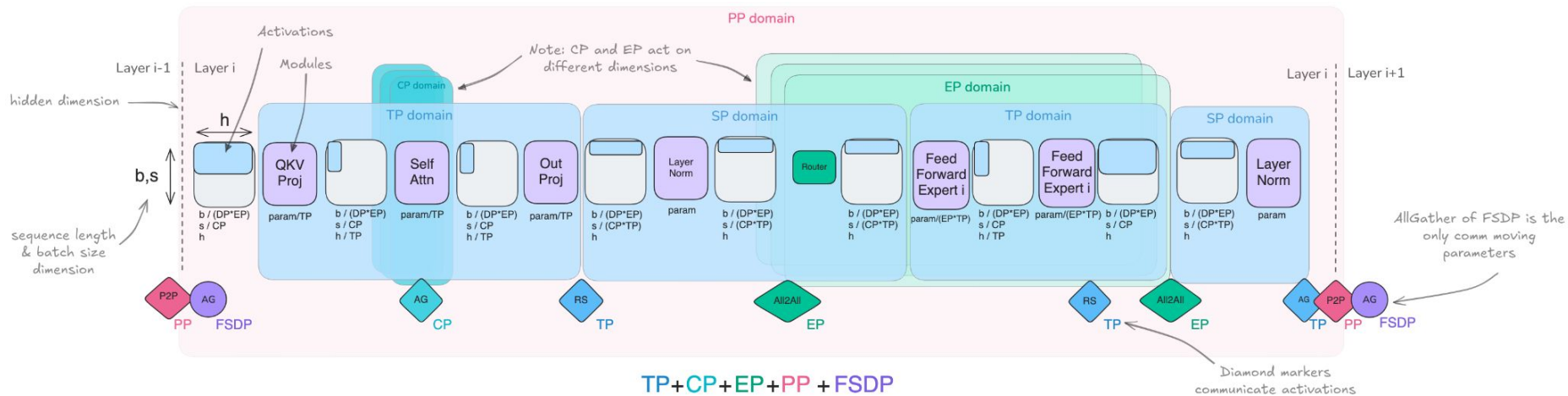


THE BOTTLENECK
(Ethernet: ~50 GB/s)

Must use either:
1. ZeRO-3
OR
2. Pipeline Parallelism







1. Meta LLaMA Family

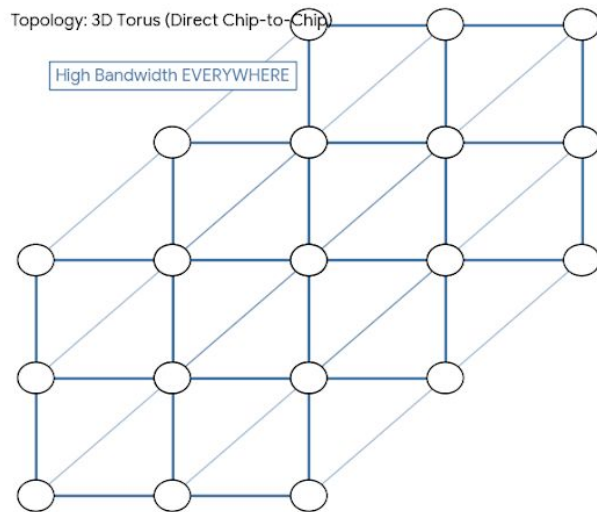
Model	Date	Parameters	Hardware	TP	PP	DP/ FSDP	CP	EP	Key Innovations
LLaMA 1	Feb 2023	7B-65B	2,048 A100 80GB	—	—	DP	—	—	Basic data parallelism; RSC cluster
LLaMA 2	Jul 2023	7B-70B	RSC + prod clusters	—	—	FSDP	—	—	Introduced FSDP; GQA for 70B; 4K context; 1.73M GPU-hours for 70B
LLaMA 3	Apr 2024	8B-70B	16,384 H100	8	16	FSDP (128)	1	—	4D parallelism; 8K context; 126 layers (not 128) for balanced PP
LLaMA 3.1	Jul 2024	8B-405B	16,384 H100	8	16	FSDP (128)	1-16	—	128K context via CP=16; all-gather CP (not ring attention); 38-43% MFU

2. Google PaLM/Gemini Family

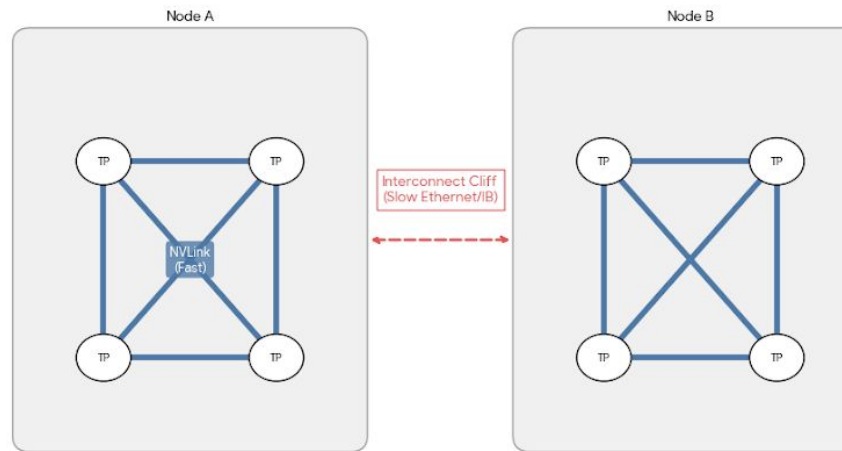
Model	Date	Parameters	Hardware	TP	PP	DP	CP	EP	Key Innovations
PaLM	Apr 2022	540B	6,144 TPU v4	12	None	256 (2D FSDP)	—	—	Pipeline-free; 57.8% HW utilization; Pathways system
PaLM 2	May 2023	Undisclosed	TPU v4	✓	—	✓	—	✓ (sparse)	MoE architecture; improved compute-optimal scaling
Gemini 1.0 Ultra	Dec 2023	Undisclosed	Multi-DC TPU v4/ v5e	✓	—	✓	—	✓	Multi-datacenter training ; 97% goodput; optical circuit switching
Gemini 1.5 Pro	Feb 2024	Undisclosed (MoE)	TPU v5+	✓	—	✓	✓	✓	Sparse MoE; up to 1M context; long-context specialization

The Core Tension: Topology Drives Parallelism Strategy

Google TPU Architecture
"Uniform 3D Torus"



GPU Clusters (Meta/DeepSeek)
"Hierarchical Topology"



Why skip PP?

- All-Reduce is CHEAP everywhere
- PP Bubble overhead > Comm savings
- Avoid complexity & HBM stress

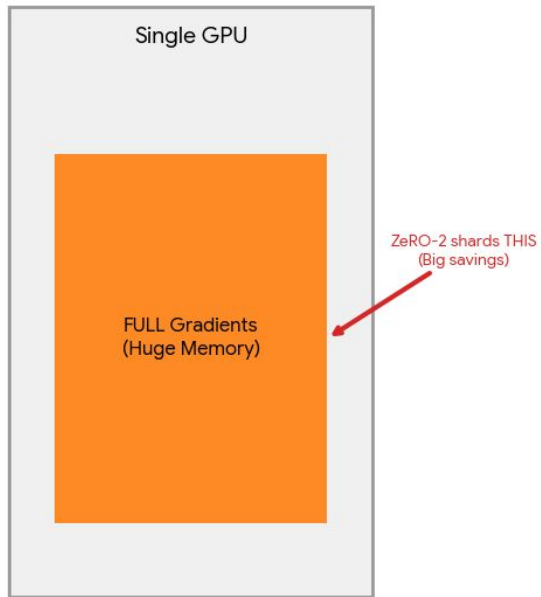
Why use PP?

- Cannot do All-Reduce across nodes efficiently
- PP limits traffic to just 'Activations'

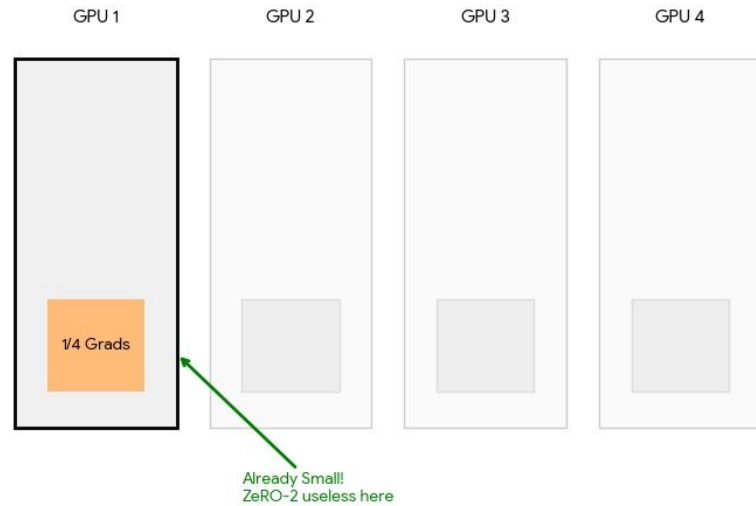
3. DeepSeek Family

Model	Date	Total Params	Active Params	Hardware	TP	PP	DP	EP	Key Innovations
DeepSeek 67B	Jan 2024	67B	67B (dense)	H800 cluster	✓	✓	ZeRO	—	Baseline dense model
DeepSeek- V2	May 2024	236B	21B	H800 cluster	—	16 (ZeroBubble)	ZeRO-1	8	MLA attention; DeepSeekMoE 42.5% cost reduction vs 67B
DeepSeek- V3	Dec 2024	671B	37B	2,048 H800	None	16 (DualPipe)	ZeRO-1	64	Aux-loss-free balancing; FP8; \$5.6M total cost ; 180K GPU-hr/T tokens

Standard DP (No Pipeline)



With Pipeline Parallelism



see you next time