



Deep Learning on SpiNNaker

MASTER THESIS

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Declaration

I declare that this dissertation was composed by myself, that the work contained herein is my own except where explicitly stated otherwise in the text, and that this work has not been submitted for any other degree or professional qualification except as specified.

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Abstract

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1. Introduction

Deep learning is revolutionizing the world. It has become part of our daily lives as consumers, powering major software products—from recommendation systems and translation tools to web search (LeCun et al., 2015). Major breakthroughs in fields like computer vision (Krizhevsky et al., 2012) or natural language processing (Hinton et al., 2012) were achieved through the use of deep learning. It has emerged as a driving force behind discoveries in numerous domains like particle physics (Ciodaro et al., 2012), drug discovery (Ma et al., 2015), genomics (Leung et al., 2014) and gaming (Silver et al., 2016).

Deep learning has become so ubiquitous that we are changing the way we build modern hardware to account for its computational demands. From the way edge devices like mobile phones or embedded systems are built (Deng, 2019) and modern CPUs (Perez, 2017) to specialized hardware designed only for deep learning models, such as Google’s tensor processing unit (TPU) (Jouppi et al., 2017) or NVIDIA’s EGX Edge AI platform (Boitano, 2020). Whole state-of-the-art supercomputers are built solely for deep learning. An example would be a supercomputer built by Microsoft for OpenAI, which is part of the Azure cloud (Langston, 2020).

Hardware manufacturer are faced with a major challenge in meeting the computational demands arising from inference, and more importantly, training deep learning models. OpenAI researchers have estimated that the computational costs of training increases exponentially; approximately every 3.4 months the cost doubles (Amodei et al., 2019). Amodei et al. (2019) claims the deep reinforcement learning agent AlphaGo Zero—the successor of the famous AlphaGo program, which was able to beat Go world champion Lee Sedol (Silver et al., 2017)—to be the system with the highest computational demands of approximately 1850 petaflop/s-days. AlphaGo Zero was trained for 40 days on a machine with 4 TPUs (Silver et al., 2017). With the end of Moore’s Law (Loeffler, 2018), chip makers have to get creative in scaling up computing, the same way machine learning researchers are scaling up their models (Simonite, 2016). Therefore production and research into new hardware designs for deep learning are well on the way.

Another field which has high computational demands for very specific tasks and algorithms is computational neuroscience. Computational neuroscience has long been linked to deep learning, which has its origin in research done by neuroscientists (McCulloch and Pitts, 1943). While in the recent past deep learning research has been more focused on mathematical topics like statistics and probability theory, optimization or linear algebra, researchers are again looking to neuroscience to further improve the capabilities of deep learning models (Marblestone et al., 2016).

But the algorithms developed by computational neuroscientists are not the only aspect drawing attention from the deep learning community. Computational neuroscience has a long standing history of developing custom hardware for the efficient modeling of the human brain, so called neuromorphic computing. Neuromorphic computing—a computer architecture inspired by the biological nervous system—has been around since the 1980s (Mead, 1989). Today, neuromorphic computers are being developed to meet the demands for efficient computing needed to run large-scale spiking neural networks used for modeling brain functions (Furber, 2016). While being developed mainly for the task of modeling the human brain, deep learning has been linked to neuromorphic computing, especially in the context of commercial usability (Gomes, 2017). Both the low energy demands of neuromorphic computers—such as IBM’s True North (Cassidy et al., 2013) or The University of Manchester’s Spiking Neural Network Architecture (SpiNNaker) (Furber et al., 2006)—and their scalability and massive-parallelism are intriguing for two very important use cases of deep learning:

(i) edge computing, for example robotics and mobile devices, (ii) supercomputers and the cloud-era (Gomes, 2017).

This thesis investigates the performance of SpiNNaker machines for deep learning by training the state-of-the-art computer vision model ResNet-50 (He et al., 2015) under the closed division rules of the MLPerf benchmark (Mattson et al., 2019). In order to benchmark ResNet-50 on SpiNNaker a prototypical implementation was developed as part of this thesis.

- here a paragraph about the results

Section 2 presents the background of this thesis. An introduction to deep learning is given in Section 2.1, as well as an overview of the benchmark in Section 2.2. Section 2.3 describes the SpiNNaker architecture and compares it to current deep learning hardware. Related work can be found in Section 3. Section 4 presents the architecture of the prototype developed for benchmarking and Section 5 presents the benchmarks and its results. In Section 6 the results of the benchmark are discussed, as well as the development process. Section 7 contains the conclusion, while Section 8 outlines the next steps for further increasing the performance of SpiNNaker by enhancing the prototype.

2. Background

This section summarizes the background knowledge needed in the following sections. First a short introduction to deep learning is given in Section 2.1. The main focus lies on the basic concepts and those important for computer vision and therefore the prototype developed as part of this thesis. Next, Section 2.2 outlines the context of the conducted benchmark presented in Section 5. Lastly the SpiNNaker neuromorphic computer architecture is described in Section 2.3. SpiNNaker is also compared against the two state-of-the-art hardware solutions for deep learning which currently produce the best performance in training and inference, namely general purpose graphical processing units (GPUs) and Google’s tensor processing unit (TPU).

2.1 An Introduction to Deep Learning

While it may seem that deep learning is a recent development in the field of artificial intelligence—due to all the hype and all the announced breakthroughs—it is actually around since the 1940s. McCulloch and Pitts (1943) first described the McCulloch-Pitts neuron as a simple mathematical model of a biological neuron, which should mark the origin of what today is known as deep learning. The history of deep learning can be broken down into three distinct phases and only during the last phase the methodology involved is called deep learning; arguably the reason why deep learning seems to be a new development.

The first phase, where deep learning was known as cybernetics, ranged from the 1940s to the 1960s (Goodfellow et al., 2016). Like stated above, it was the time where the first biologically inspired representations of neurons were developed. Rosenblatt (1958) presents the first model, a single trainable artificial neuron known as the perceptron.

The second phase is known as connectionism (1980s-1990s) (Goodfellow et al., 2016). Its main contributions to today’s knowledge was the backpropagation algorithm (Rumelhart et al., 1986a) and the approach of parallel distributed processing (Rumelhart et al., 1986b,c), which provided a mathematical framework around the idea that a large number of simple computational units (e.g. the perceptron) can achieve intelligent behavior when connected together (Goodfellow et al.,

2016). Backpropagation enabled the training of networks of perceptrons organized in layers. A layer consists of multiple perceptrons and the layers are connected successively so that no cycle exists between perceptrons. An artificial neural network with such an architecture is known as the multilayer perceptron (MLP) or the feedforward artificial neural network. Hornik et al. (1989) demonstrated that a non-linear MLP can overcome the famous XOR problem of a single layer perceptron demonstrated in Minsky and Papert (1969). Another major contribution of the phase of connectionism was the neocognitron (Fukushima, 1980), the origin of today’s convolutional neural networks (CNNs)—which are the state-of-the-art approach for building computer vision models—and the application of the backpropagation algorithm to fully automate the training of CNNs (LeCun et al., 1989).

Goodfellow et al. (2016) claims that the third and current phase of deep learning—where the name deep learning was established—starts with Hinton et al. (2006) describing a new learning algorithm called greedy layer-wise pretraining, which they applied to deep belief networks. Greedy layer-wise pretraining was soon generalized to work with other deep artificial neural network architectures (Ranzato et al., 2006; Bengio et al., 2007). While these papers may have resulted in the term deep learning, they were not the reason for the resurrected interest in this methodology. The two most important factors are the increase of available data and computation. The former enables better generalization while the latter allows training bigger models which can solve more complex problems (Goodfellow et al., 2016).

It is from that time that another synonym of deep learning originates: (deep) artificial neural networks.

1. clarify that DNNs are statistical methods (glorified non-linear classifiers) not biological like SNNs
2. concepts of the MLP:
 - layers
 - activations
 - forward- and backward-pass
 - SGD
 - ...
3. CNNs

2.2 Benchmarking Deep Learning Systems for Computer Vision

1. short section about imagenet and ilsvrc and their importance for computer vision
2. ResNet50 and residual stuff
3. paragraph about MLPerf

2.3 SpiNNaker as a Neuromorphic Computer Architecture

1. describe spinnaker and the spinnaker architecture
2. compare to other DL accelerators (GPGPUs and TPUs)

3. Related Work

1. SNNToolbox for translating DNNs to SNNs (only inference)
2. TrueNorth has a paper about its DL implementation
3. (optional) The 2011 paper about mapping MLP's and recurrent networks onto SpiNNaker

4. Deep Learning on SpiNNaker

- concepts (layers, neurons, ...)
- partitions and how that allows me to use min keys to discern between what I have received
- communication structure (partitions and global partition manager)
- ping-pong
- graph structure (especially focused on edge and host-SpiNN communication)
- interpreting neurons as domain decomposition over linear algebra compute graph
- backward pass: gradients computed two times so comm fabric is not overly used by unique partitions
- How I crushed nd -kernels into a single blob of weights (same for 2D convolutions even though less interesting)

5. Benchmark

6. Discussion

- space used inefficiently (cores and memory) → better domain decomposition

7. Conclusion

8. Next Steps

- multiple copies of the same network on the same machine → use all resources available
- better domain decomposition (SpiNNaker application graph or custom solution (application graph not helpful for neurons which become too big))
- smart algorithms vs. integrating with state-of-the-art libraries (investing time in stuff like SLIDE and the one paper by the Austrian guys about sparse connections explicitly mentioning SpiNNaker and neuromorphic chips or rather work on a trans-/compiler that efficiently translates linear algebra operations (like TF, PyTorch,...) onto SpiNNaker)
- integrate into compiler projects like Apache-TVM, XLA, Glow, nGraph, etc.
- implementing ONNX spec to make it easy for developers to use SpiNNaker (develop in PyTorch → run on SpiNNaker)

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