

# INSIDE NVIDIA'S AI INFRASTRUCTURE FOR SELF-DRIVING CARS

*(HINT: IT'S ALL ABOUT THE DATA)*

CLEMENT FARABET



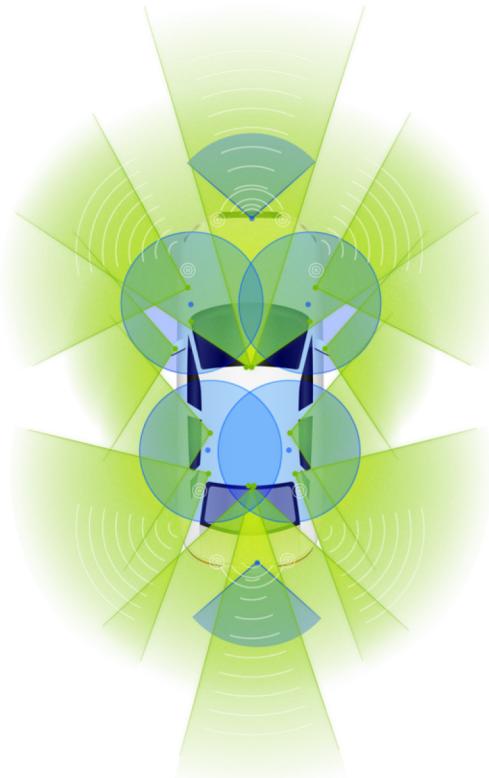
GPU TECHNOLOGY  
CONFERENCE

San Jose 2019

Self-driving cars  
requires tremendously large datasets for  
training and testing

# NVIDIA DRIVE: SOFTWARE-DEFINED CAR

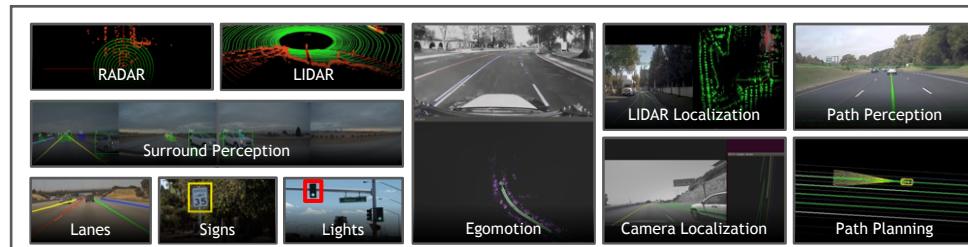
Powerful and Efficient AI, CV, AR, HPC | Rich Software Development Platform  
Functional Safety | Open Platform | 370+ partners developing on DRIVE



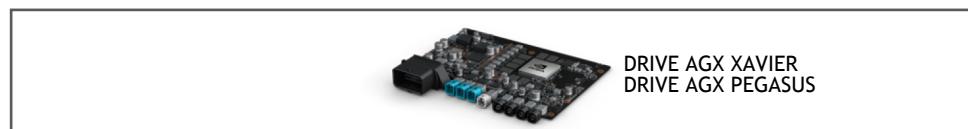
DRIVE IX



DRIVE AR



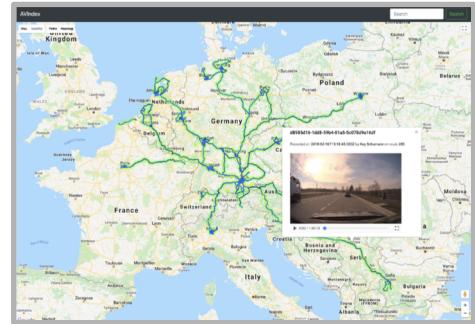
DRIVE AV



DRIVE OS

# BUILDING AI FOR SDC IS HARD

Every neural net in our DRIVE Software stack needs to handle 1000s of conditions and geolocations



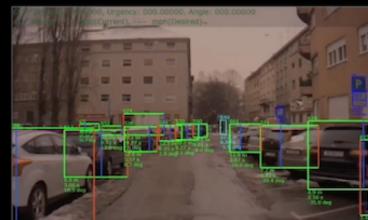
Perception



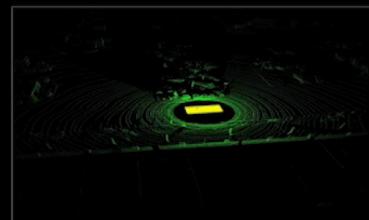
Free Space Perception



Distance Perception



Weather



LIDAR Perception



Camera-based Mapping



Camera Localization to HD Map



LIDAR Localization to HD Map



Path Perception

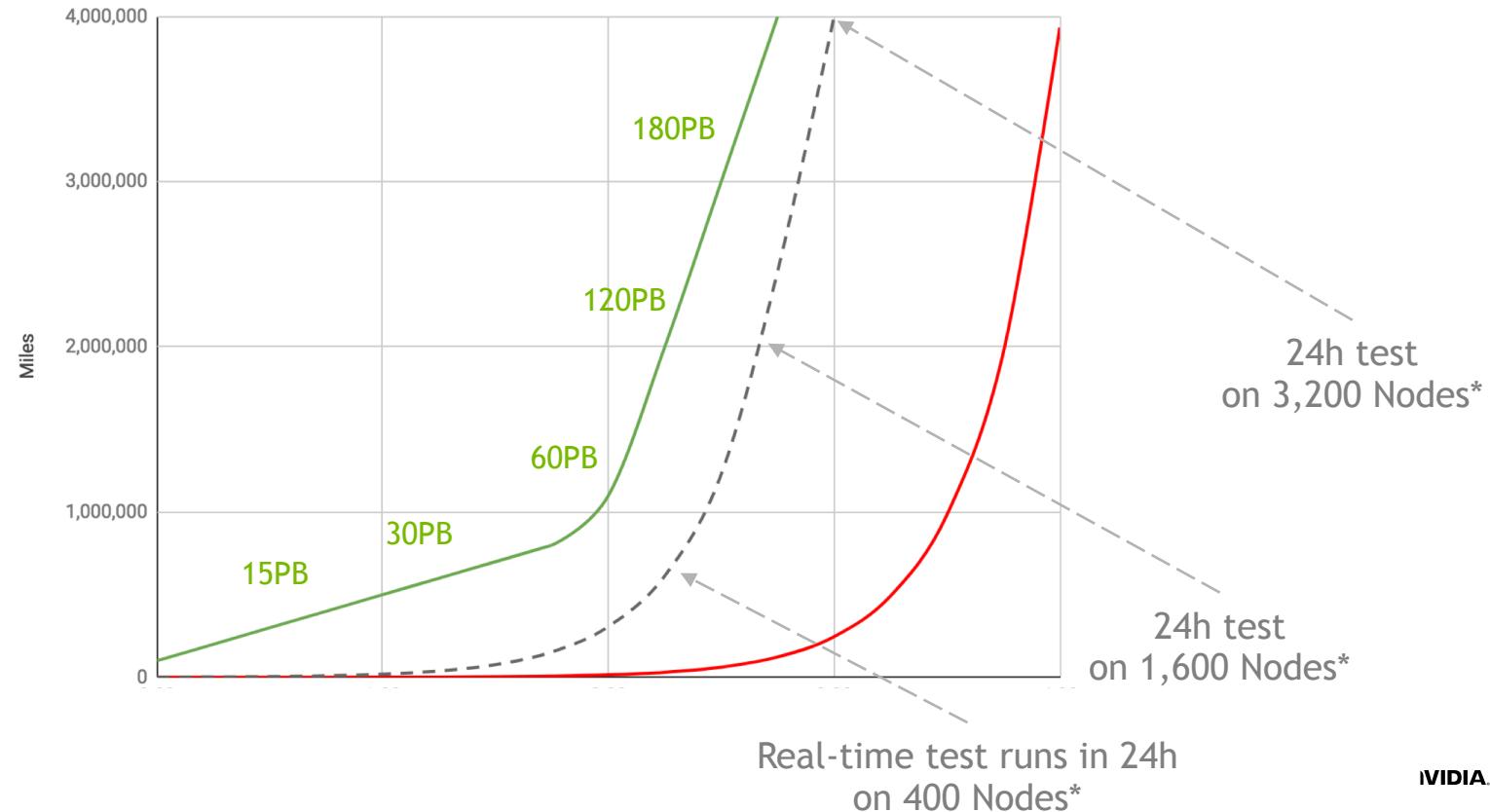


Scene Perception

# WHAT TESTING SCALE ARE WE TALKING ABOUT?

We're on our way to 100s PB of real test data = millions of real miles  
+ 1,000s DRIVE Constellation nodes for offline testing alone  
& billions of simulated miles

- Target robustness per model (miles)
- Test dataset size required (miles)
- NVIDIA's ongoing data collection (miles)



\* DRIVE PEGASUS Nodes

# SDC SCALE TODAY AT NVIDIA

12-camera+Radar+Lidar  
RIG mounted on 30 cars

1,500 labelers

4,000 GPUs in cluster  
= 500 PFLOPs

1PB+ raw data  
collected/month

20M objects labeled/mo

100 DRIVE  
Pegasus in cluster  
(Constellations)

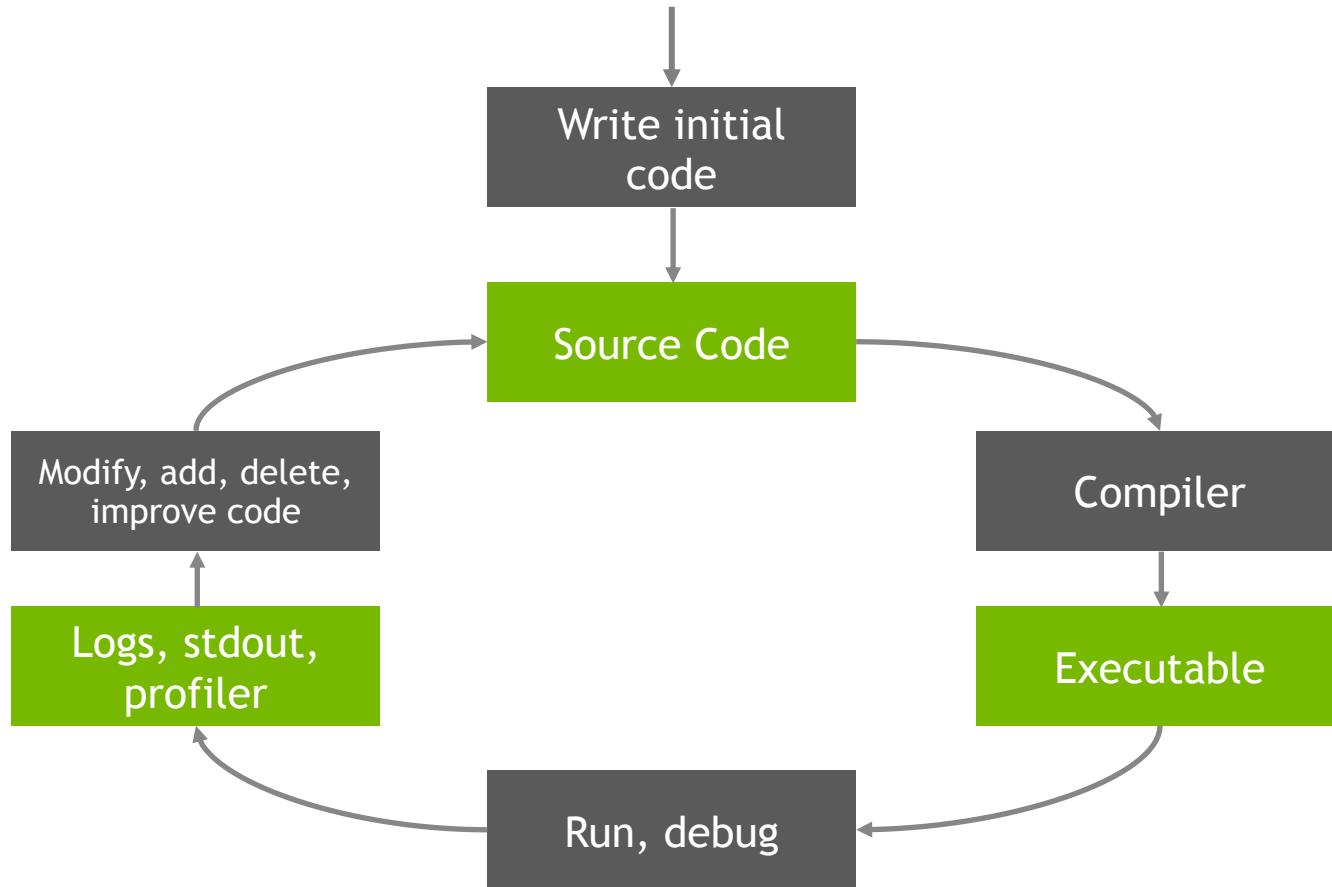
15PB raw active  
training+test dataset

20 unique models  
50 labeling tasks

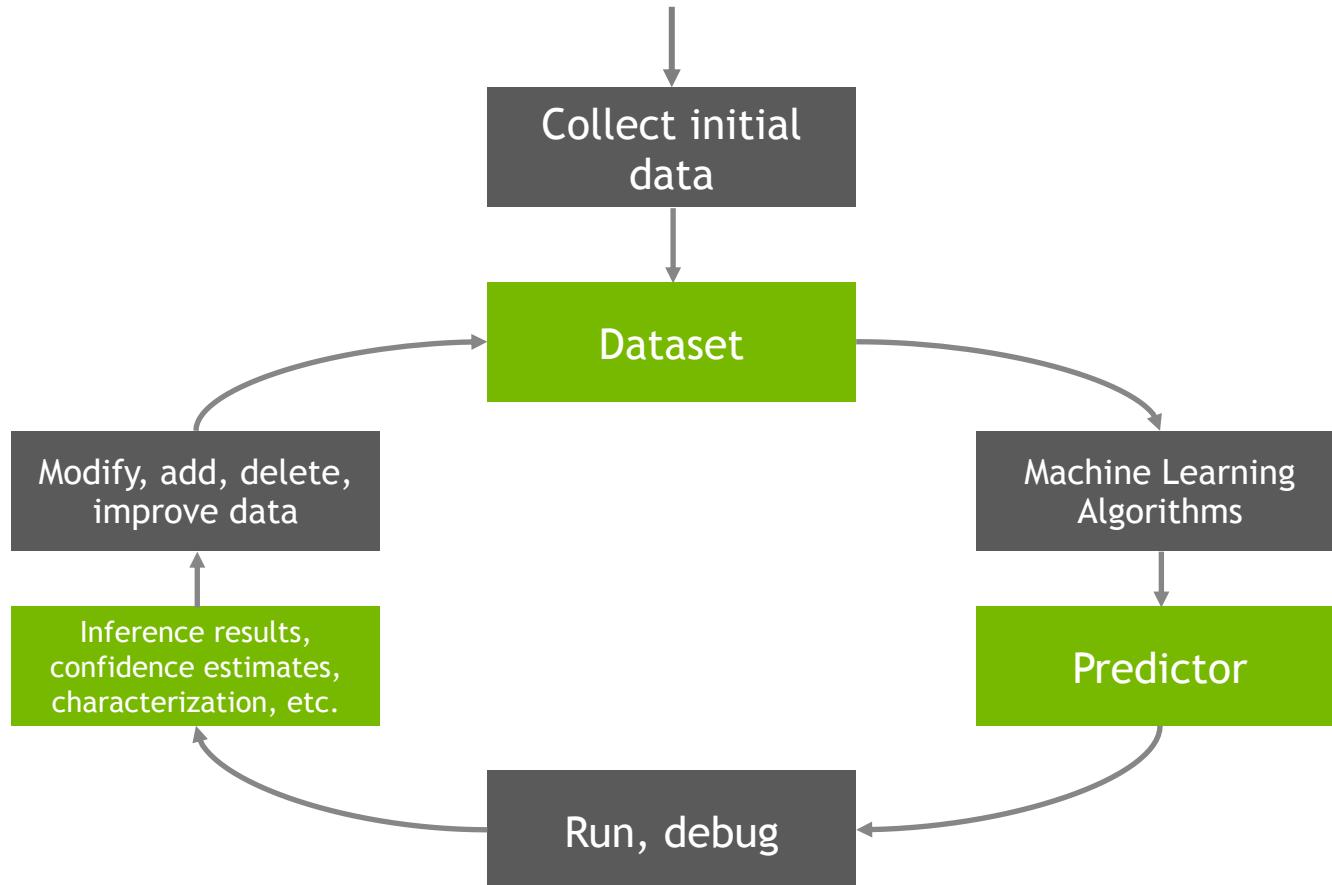
1PB of in-rack object  
cache per 72 GPUs,  
30PB provisioned

Creating the right datasets  
is the cornerstone of  
machine learning.

# TRADITIONAL SW DEVELOPMENT

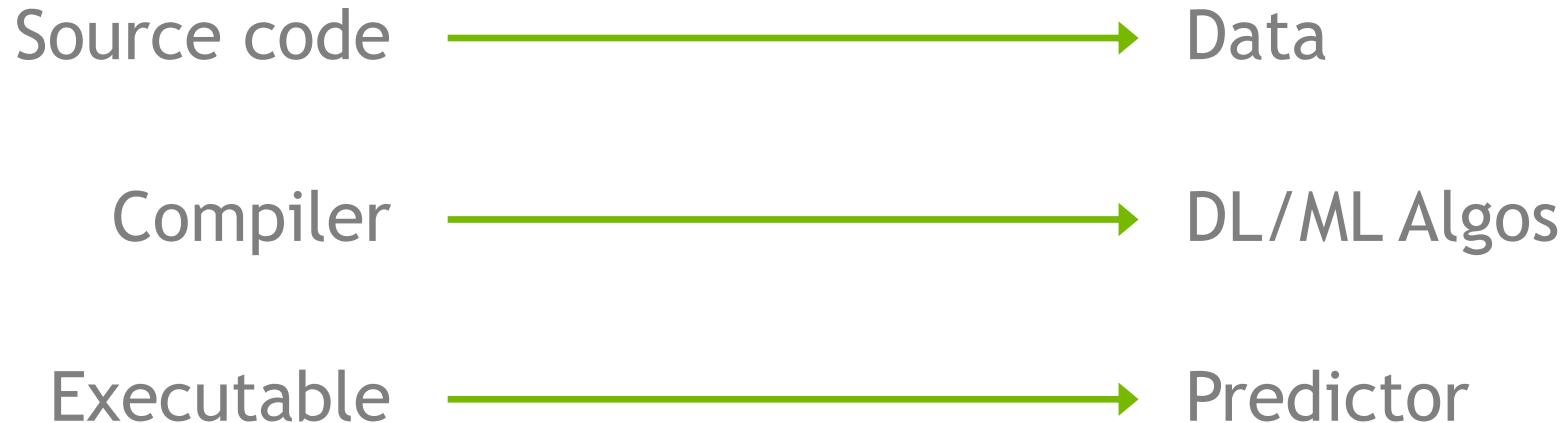


# ML-BASED SW DEVELOPMENT

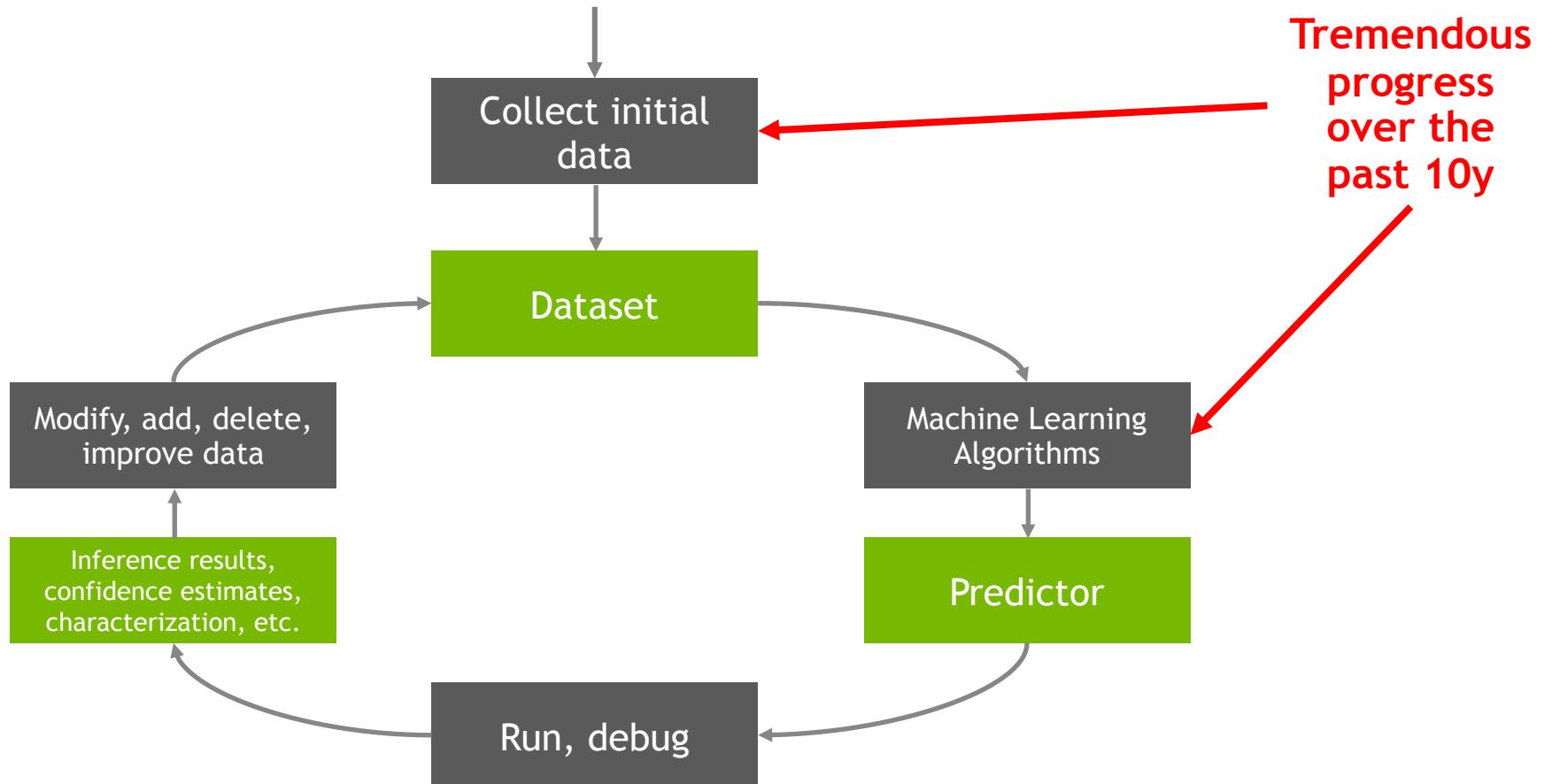


# TRADITIONAL SOFTWARE

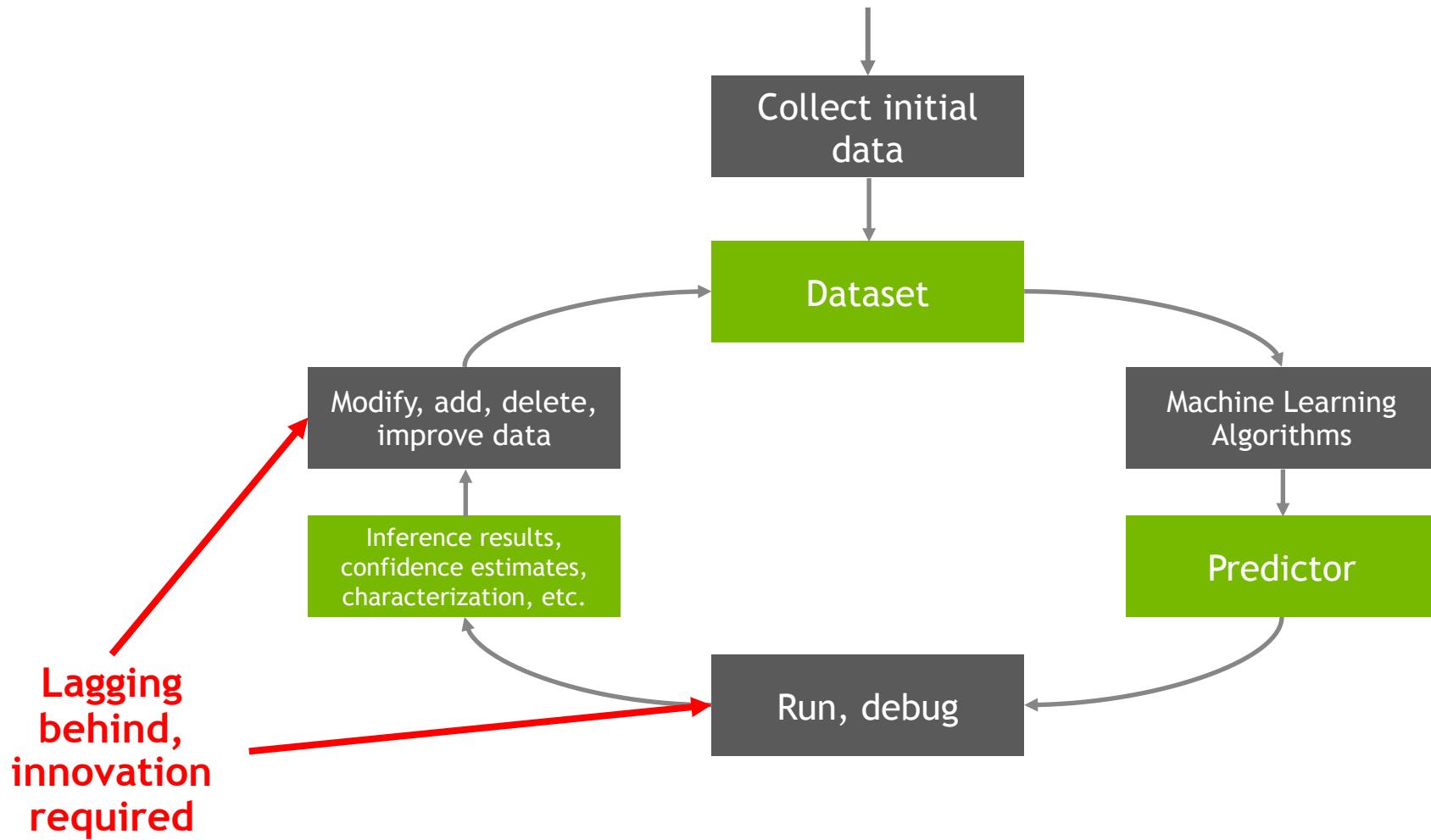
# ML-BASED SOFTWARE



# ML-BASED SW DEVELOPMENT

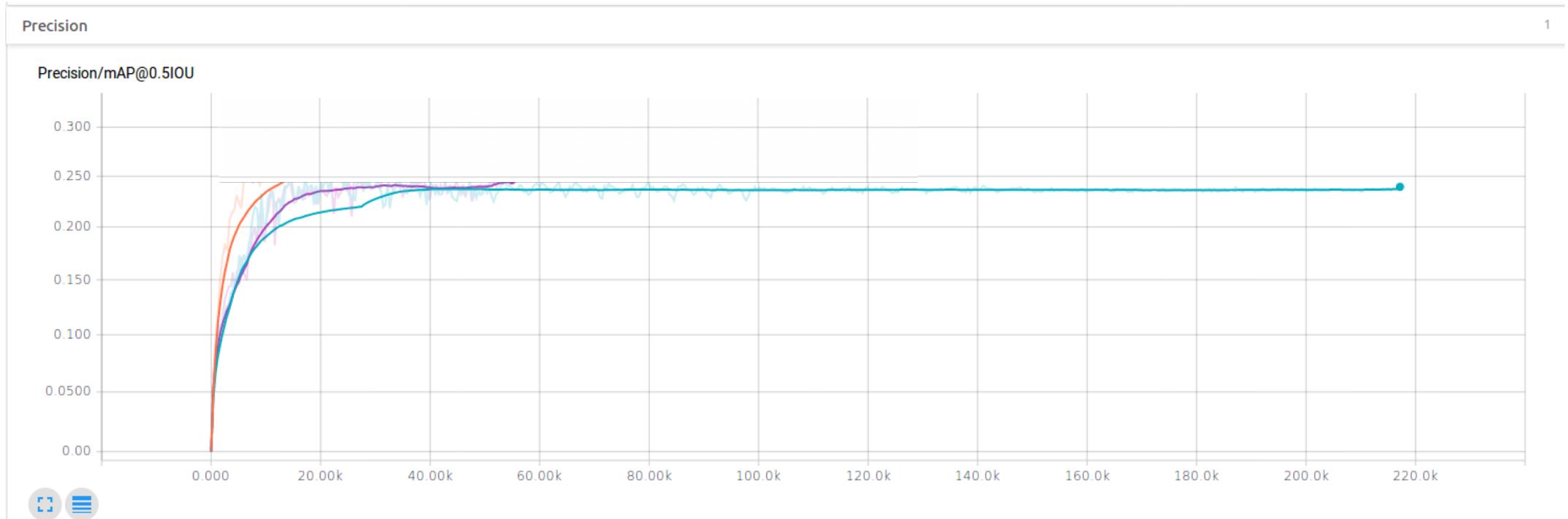


# ML-BASED SW DEVELOPMENT



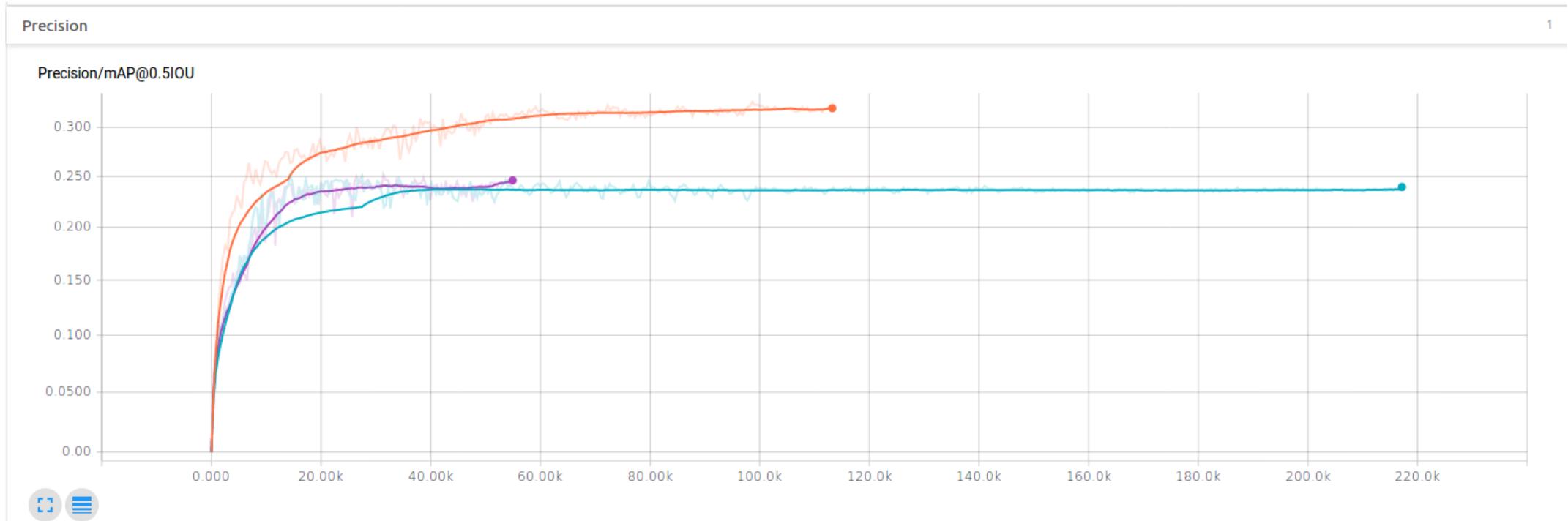
Active Learning  
is a powerful paradigm to  
iteratively develop datasets  
*(== develop and debug traditional software)*

# ADD MORE RANDOM DATA... PLATEAU



Object detection performance. mAP as function of epochs, for base model (blue), random strategy (purple) and active strategy (orange).

# ACTIVE LEARNING => GET OUT OF PLATEAU!



Object detection performance. mAP as a function of epochs, for base model (blue), random strategy (purple) and active strategy (orange).

# WHY? NOT ALL DATA CREATED EQUALLY



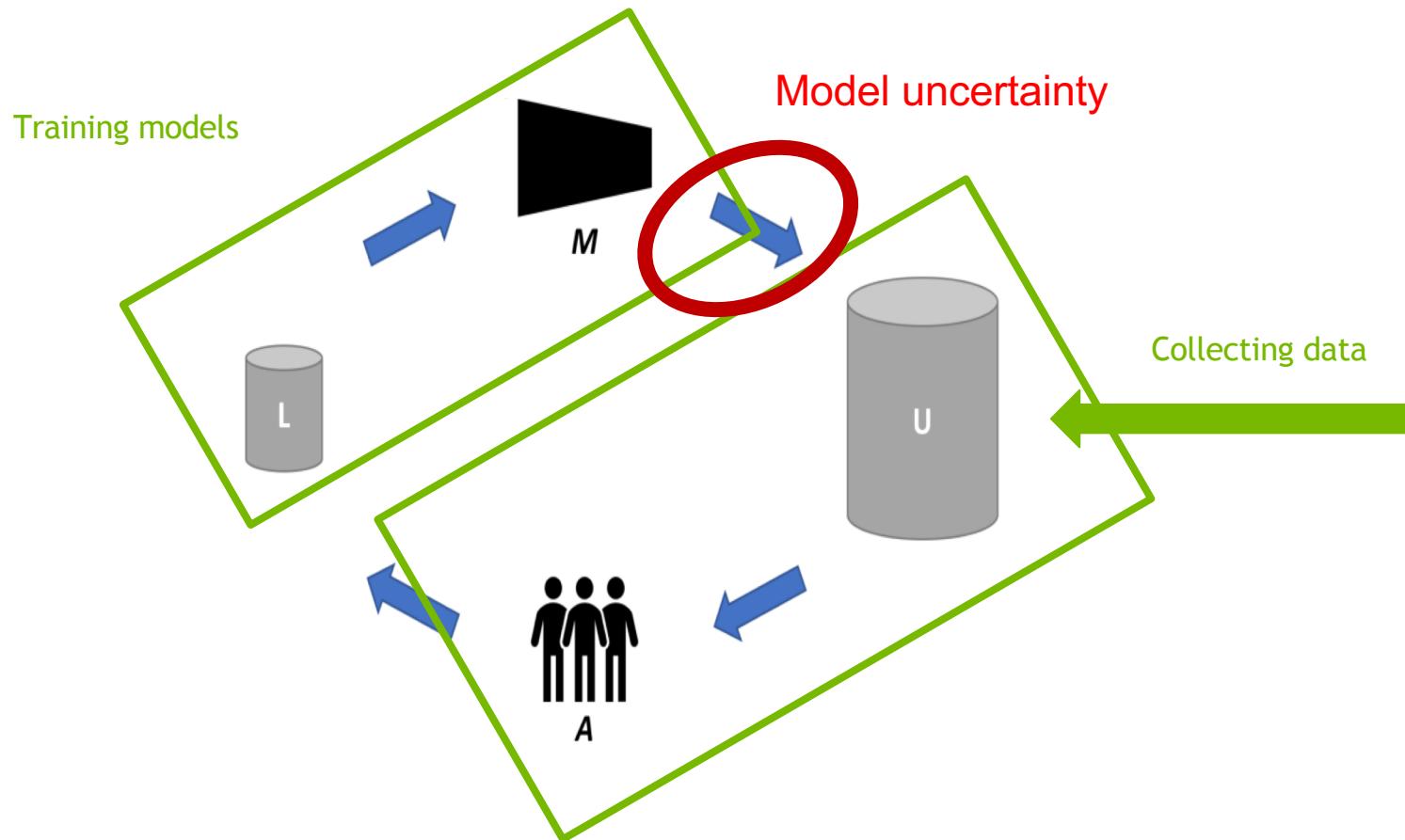
VS



Some Samples Are Much More Informative Than Others

1. How do we find the **most informative** unlabeled data to build the right datasets the fastest?
2. How do we build training **datasets that are 1/1000 the size** for the same result?

# HOW ACTIVE LEARNING WORKS

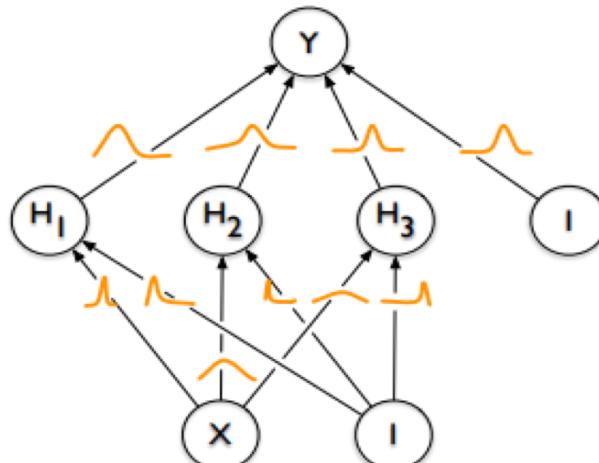


# ACTIVE LEARNING NEEDS UNCERTAINTY

## Bayesian Deep Networks (BNN)

Bayesian networks are the principled way to model **uncertainty**. However, they are computationally demanding:

- Training: Intractable without approximations.
- Testing: distributions need ~100 forward passes (varying the model)

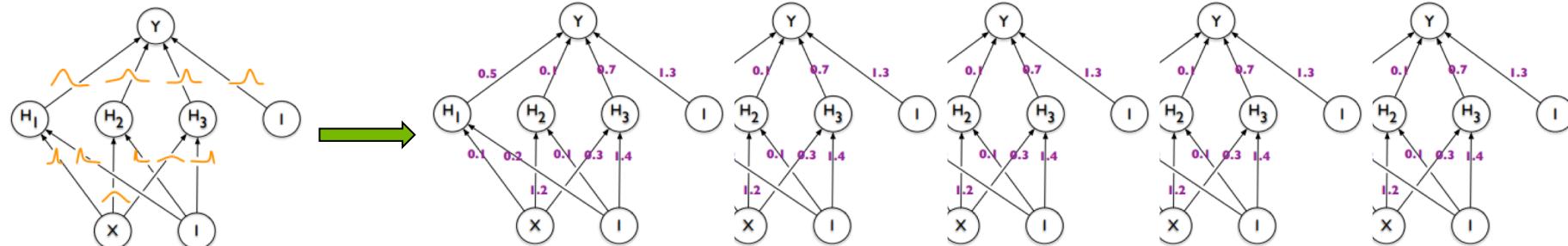


# OUR ACTIVE LEARNING APPROACH

# Our approximation to BNN

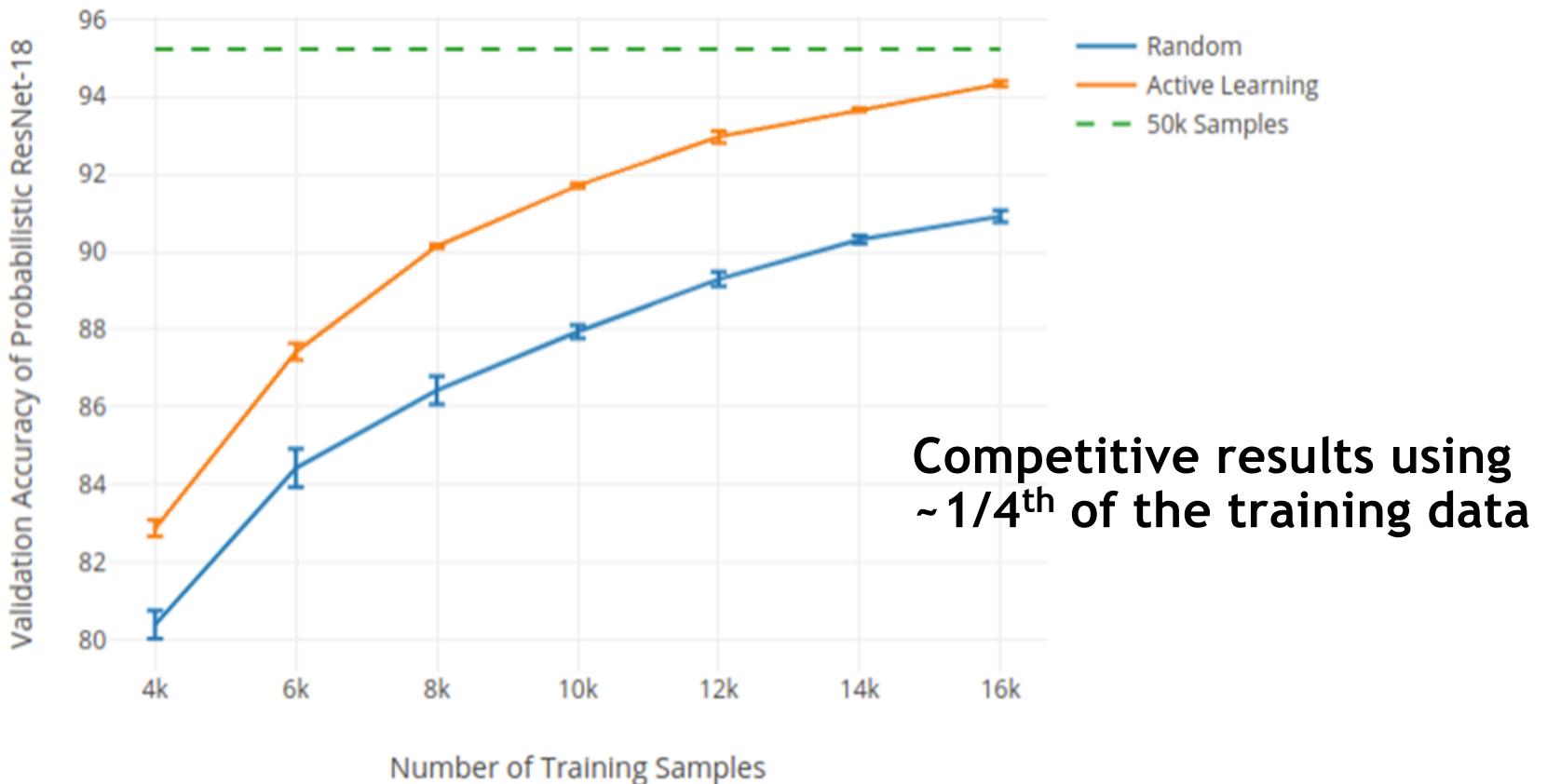
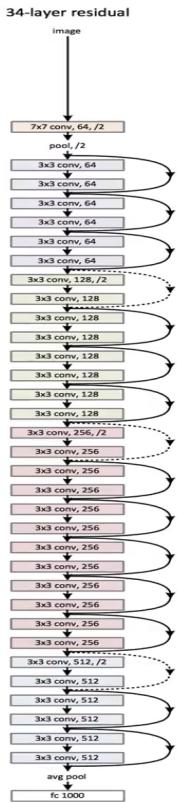
We proposed an **approximation** to BNN to train a network using ensembles:

- Samples from the same distribution as the training set will have consensus while other samples will not.
  - We regularize the weights in the ensemble to approximate probability distributions.



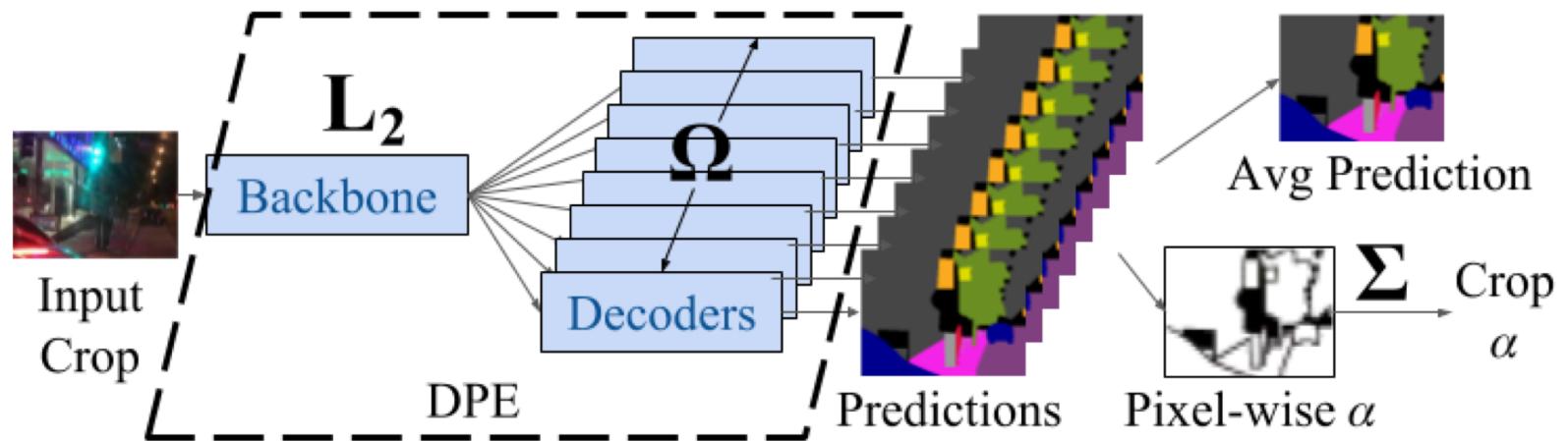
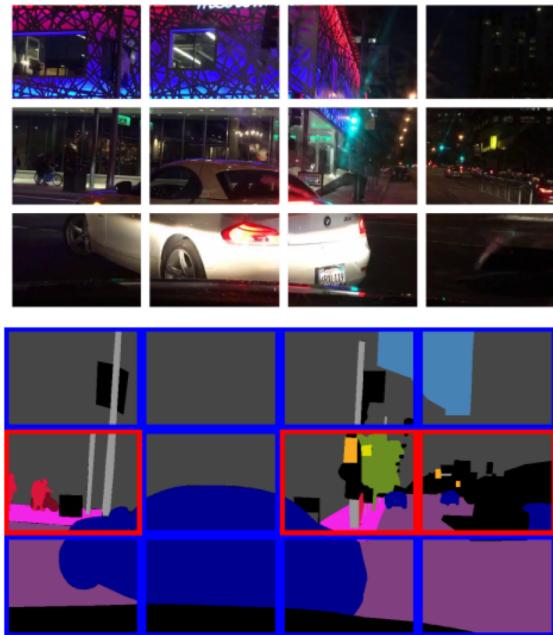
# OUR ACTIVE LEARNING RESULTS

## Quantitative Results on CIFAR10



# OUR ACTIVE LEARNING RESULTS

Applied to more challenging problems like semantic segmentation



Getting active learning to scale  
to the SDC problem is a massive challenge!

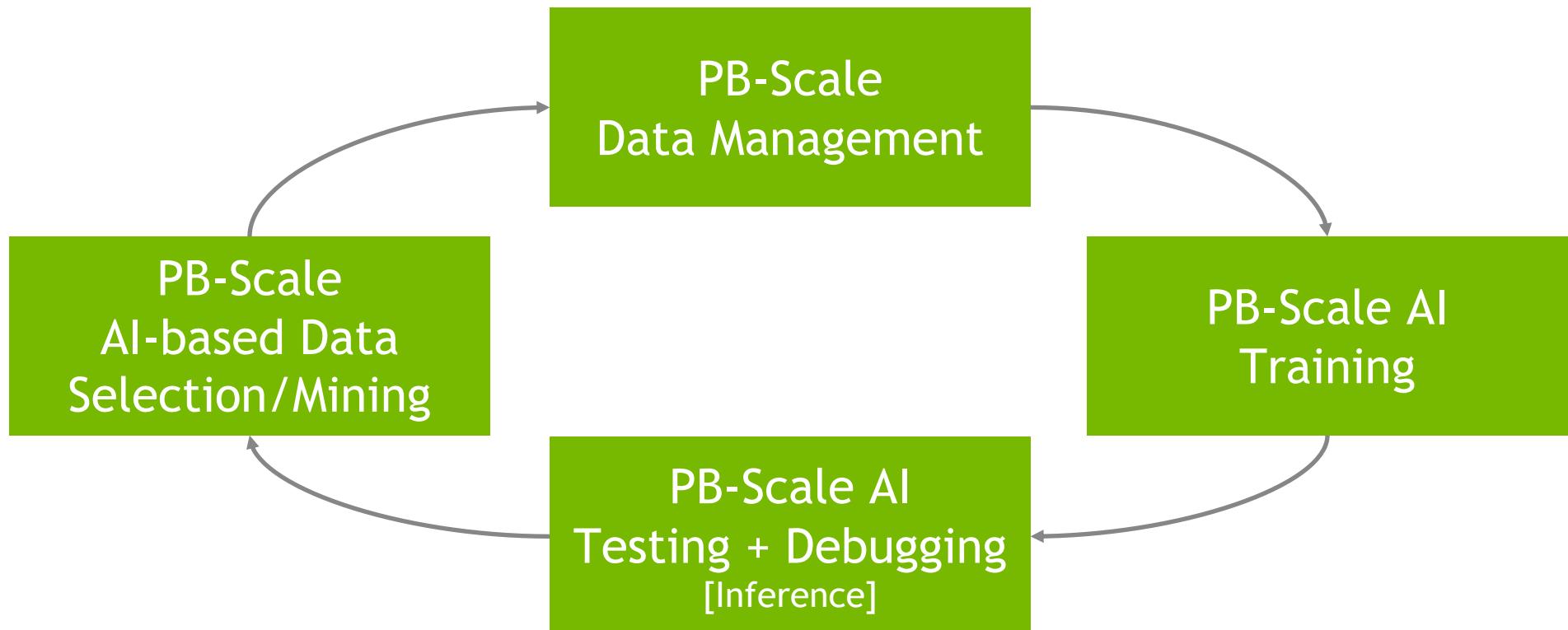
But it is also necessary: labeling cost, data collection and storage cost, training cost.

# Project MagLev

## NVIDIA's internal production grade ML infrastructure

# MAGLEV

Goal: enable the full iterative ML development cycle (e.g. active learning), at the scale of self-driving car data.



# MAGLEV COMPONENTS

## UI/UX/CLI

[Dashboard for MagLev experience, visualizing results, spinning up notebooks, sharing pipelines, data exploration / browsing](#)

### Datasets

“Storing, tracking and versioning datasets”

[Artifacts and volumes management](#)

[Data traceability](#)

[ML Data representation](#)

[ML Data querying - Presto / Spark / Parquet](#)

### Workflows

“API and infra to describe and run workflows, manually or programmatically”

[Workflow Infra/Services](#)

[Workflow Traceability](#)

[ML Pipelines](#)

[Persistence / Resuming](#)

### Experiments

“Track and view all results from DL/ML experiments, from models to metrics”

[Results Saving](#)

[Metrics Traceability](#)

[Results Analysis](#)

[Hosted Notebooks](#)

[HyperOpt parameter tracking and sampling](#)

### Apps

“Python Building blocks to rapidly describe DL/ML apps, access data, produce metrics”

[Read/Stream/Write data for DL/ML apps](#)

[Off-the-shelf models](#)

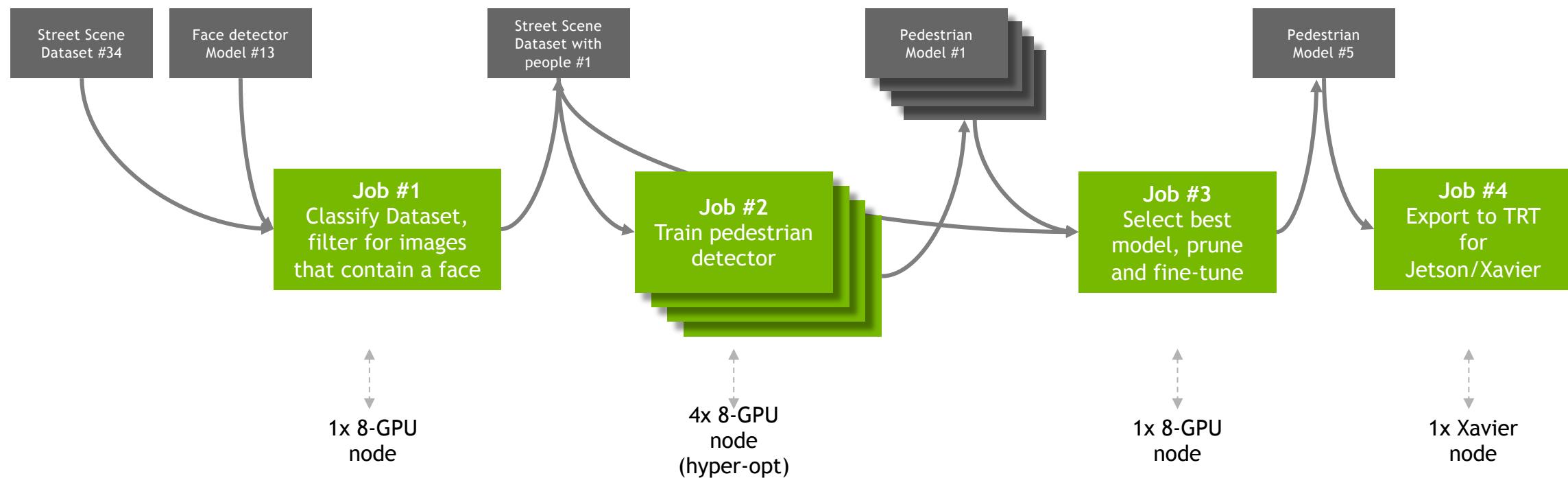
[Generic vertical \(AV/Medical/...\) operators](#)

[Pruning, Exporting, Testing](#)

# WORKFLOWS IN MAGLEV

Workflow = directed graph of jobs.

Each job is described by inputs and outputs: datasets and models.  
Datasets and models 1<sup>st</sup>-class citizens, tracked/versioned assets.



# WORKFLOWS IN MAGLEV

Step 1: Define the workflow as a list of steps in a YAML file

```
localImage: dlav/common/image
steps:
- name: 0-train
  completions: 1
  gpus: 1
  command: drivenet train -e default_spec.txt -r /out
- name: 1-evaluate
  gpus: 1
  inputs:
    /in/0-train: {step: 0-train}
  command: drivenet evaluate -e default_spec.txt -m /in/0-train/weights/model.hdf5
```

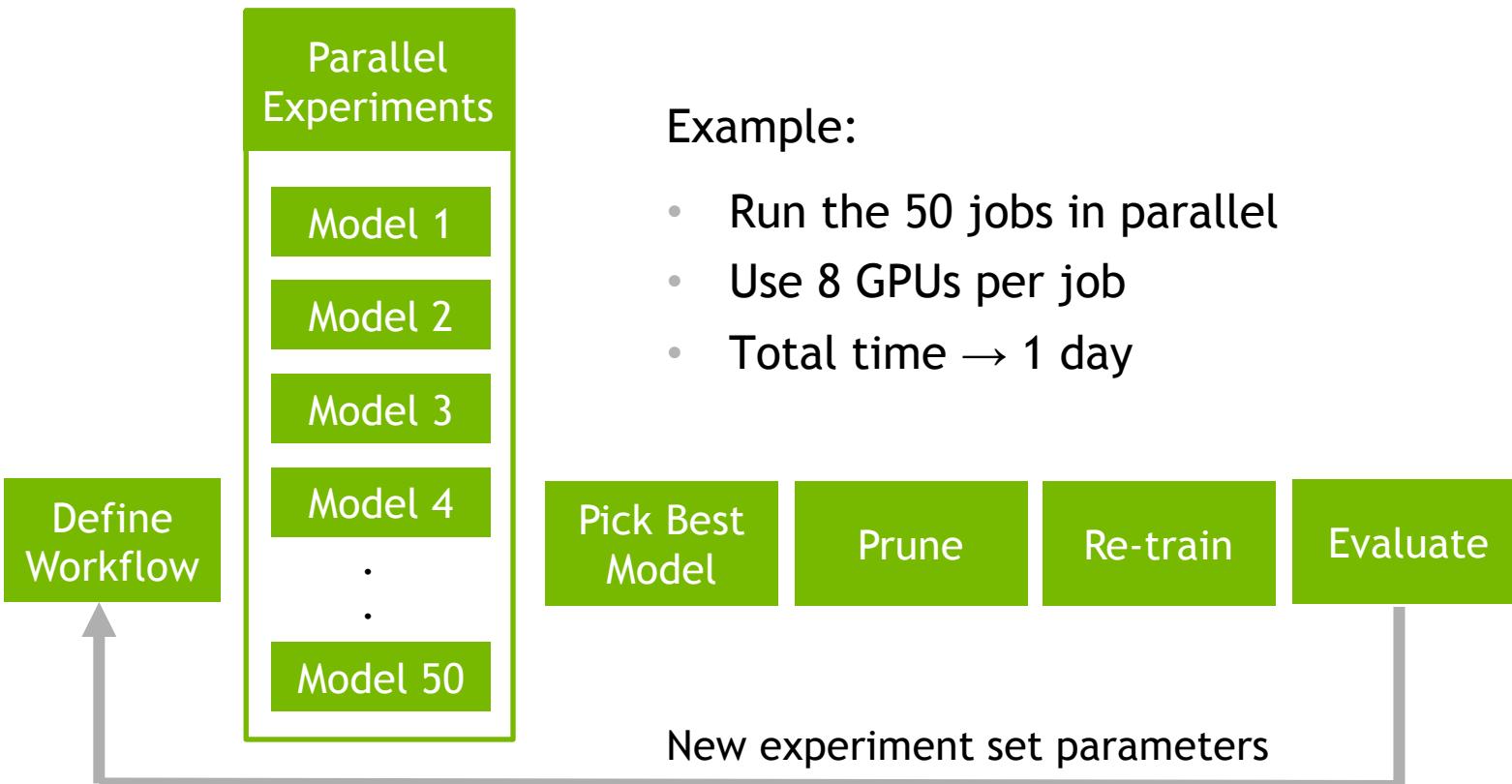
Step 2: Execute the workflow

```
maglev run //dlav/common:workflow -- -f my.yaml -e saturnv -r <results dir>
```

# EXAMPLE WORKFLOW: FIND BEST MODEL

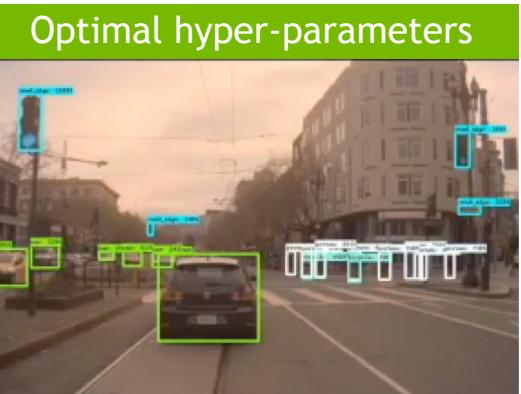
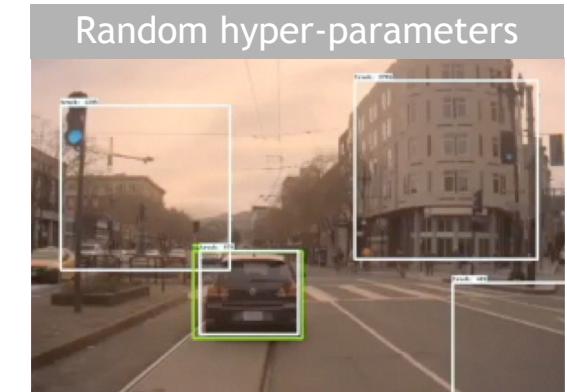
Improving DNNs through massively parallel experimentation

Experiments are run in parallel as part of a predefined workflow



Example:

- Run the 50 jobs in parallel
- Use 8 GPUs per job
- Total time → 1 day



# MAGLEV SERVICES

Runs on Kubernetes

Hybrid deployment:

1/ service cluster on AWS

2/ compute cluster at NVIDIA (SaturnV)

Multi-node training via MPI over k8s

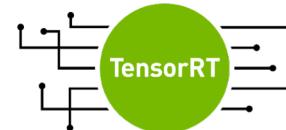
Dataset management, versioning

Workflow engine, based on Argo

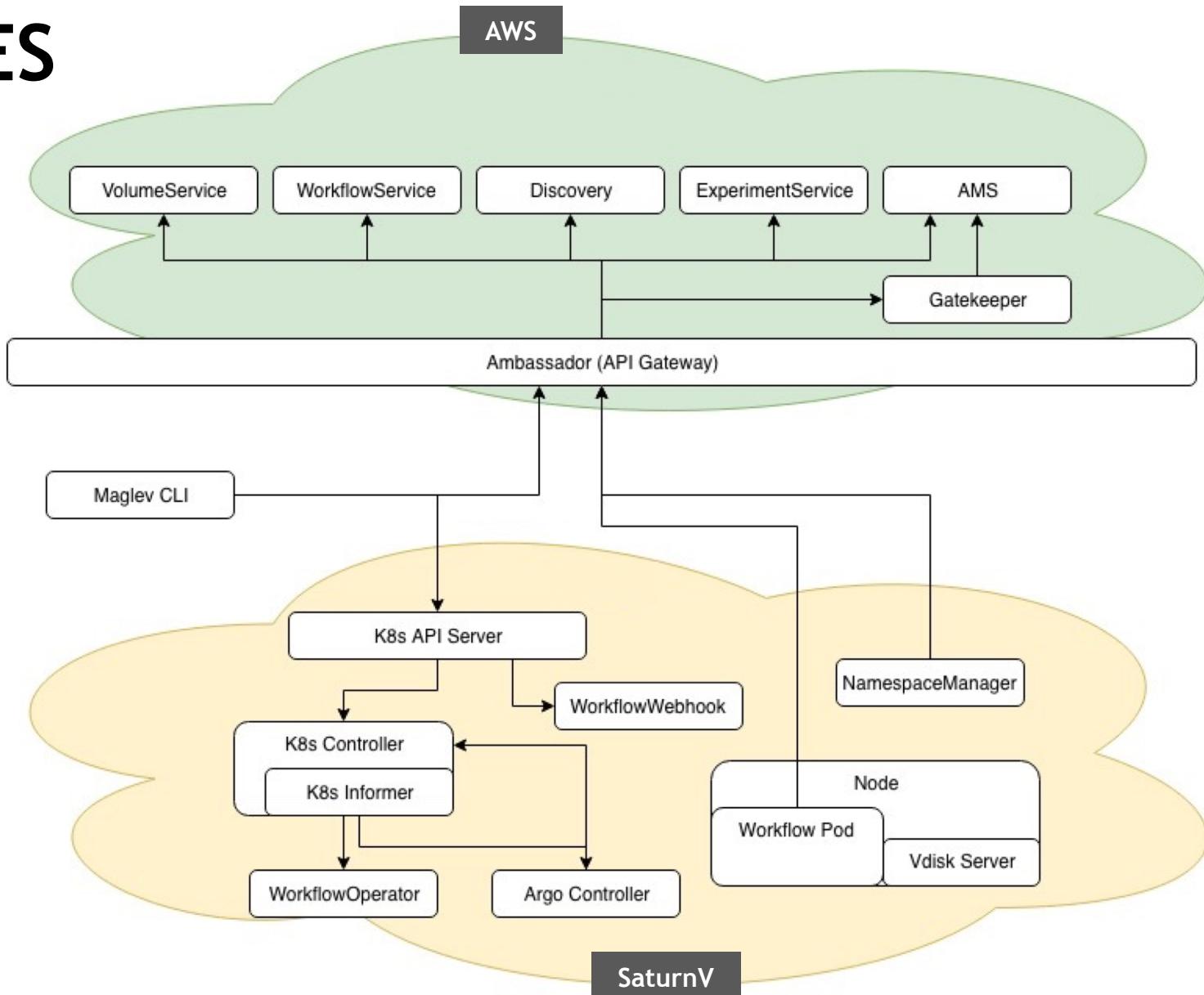


Experiments management, versioning

Leverages  
NVIDIA TensorRT  
for inference



Leverages  
NVIDIA GPU Cloud  
Containers for  
Pre-built DL/ML containers



## MagLev + DRIVE Data Factory

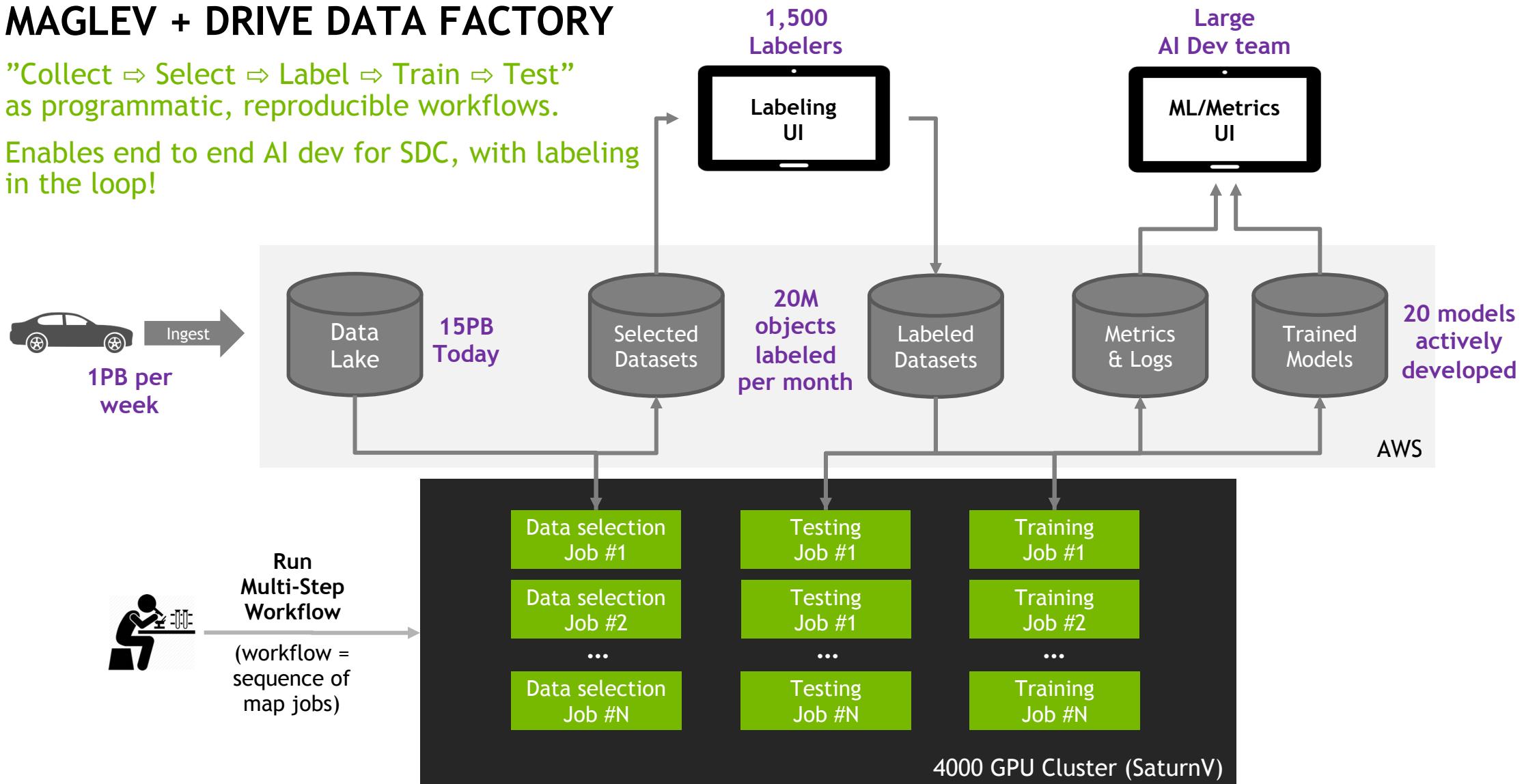
End to end infrastructure to support AI  
development for DRIVE

# MAGLEV + DRIVE DATA FACTORY

"Collect  $\Rightarrow$  Select  $\Rightarrow$  Label  $\Rightarrow$  Train  $\Rightarrow$  Test"

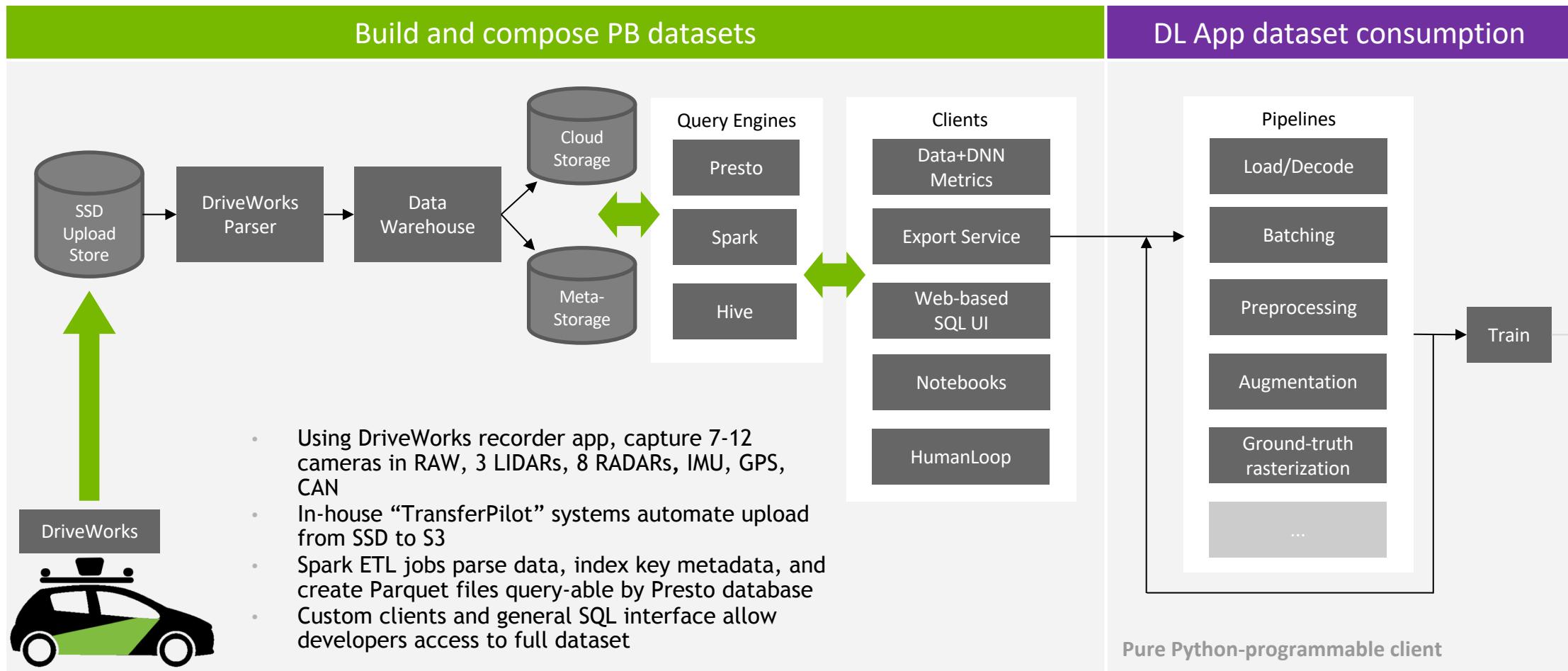
as programmatic, reproducible workflows.

Enables end to end AI dev for SDC, with labeling in the loop!



# PB-SCALE DATA MANAGEMENT FOR DRIVE

Or how to build and feed datasets into workflows

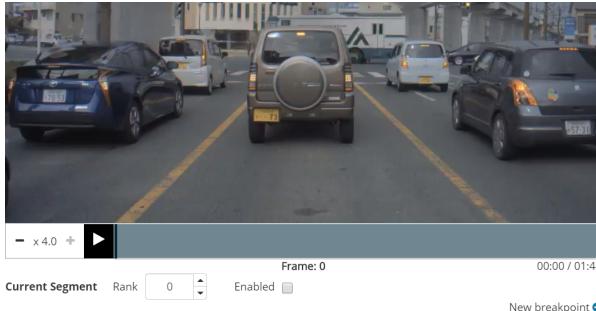


# DRIVE DATA CURATION

Finding the most valuable data to label or test

## Manual Curation

Human labelers review targeted videos for sections of interest. “Fallback” option used for special scenarios.



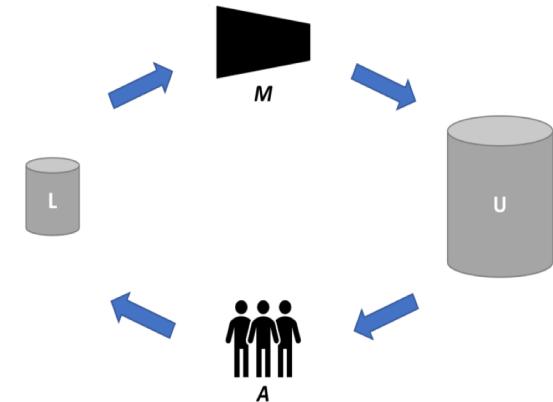
## Query-based Curation

Query the lake for any metadata, including CAN signals (“speed > X”), segment tags (“visibility = raining”), or map data (example below: intersection = true)

frame	session_id	lat	lon	timestamp
	0cc01eca-9162-5a77-9470-d19cc26a9c77	36.08	-115.15	1,506,069,616,000
	33382bca-e1d9-514e-a18f-44d632762922	45.47	9.18	1,519,924,541,000

## Active Learning

Evaluate a pretrained model on unlabeled data and see where it is uncertain. Label those “confusing” images.



# DRIVE DATA LABELING

Maximize throughput and quality

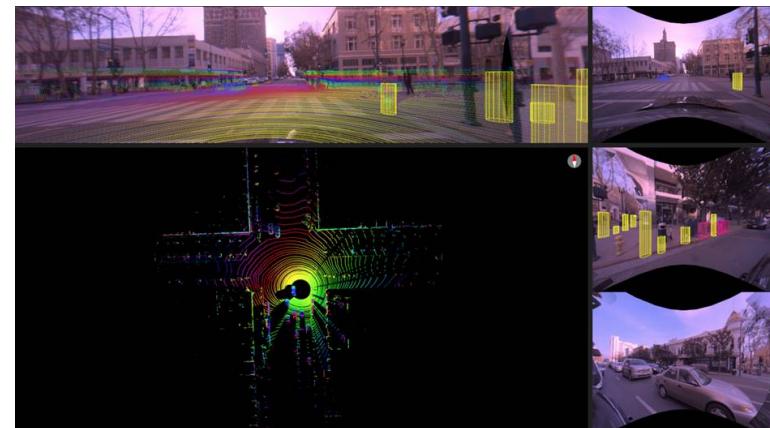
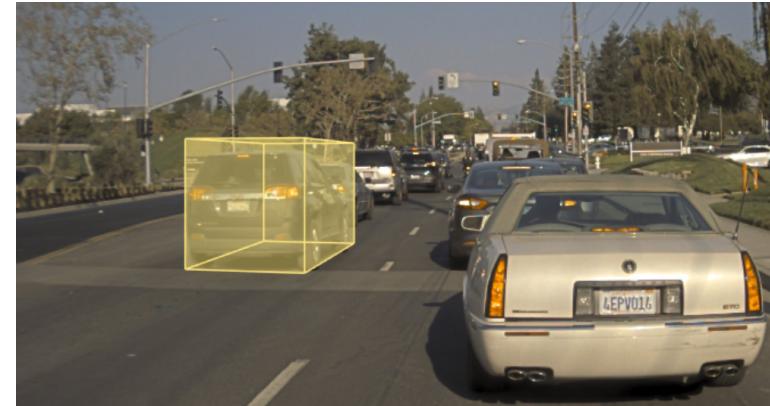
Every label is annotated and QA'ed by a separate professional labeler, with random expert audits to ensure consistency.

~1 million frames/crops labeled and QA'ed each month by a team of 1500+ labelers.

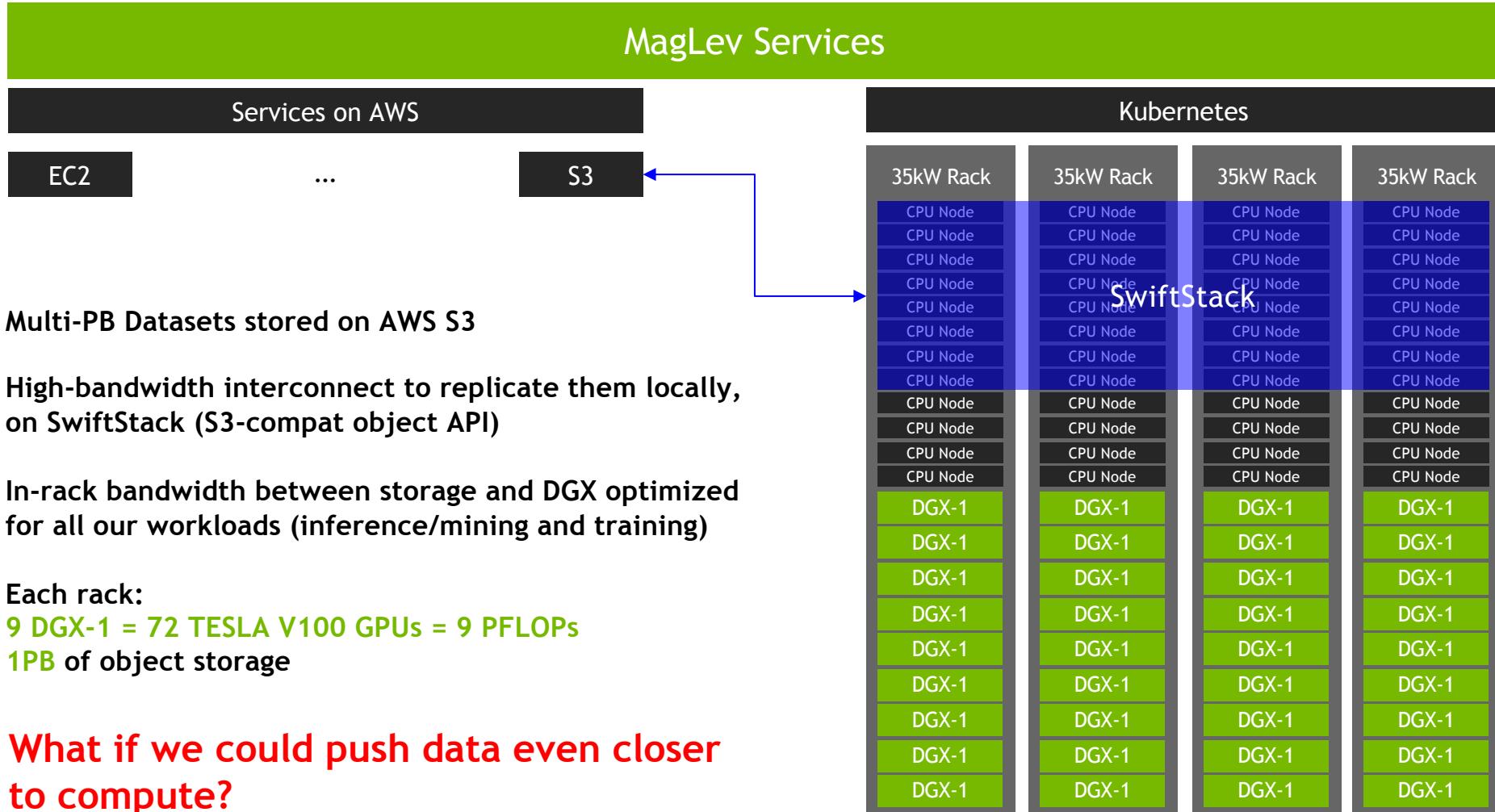
All done in HumanLoop, an web-based platform supporting:

- Bounding boxes (and cuboids)
- Instance segmentation
- Polyline annotations
- Object tracking in videos
- Hierarchical classification

50 unique active labeling projects today, covering project categories => 14+ DNNs



# MAGLEV DEPLOYMENT | HW INFRA

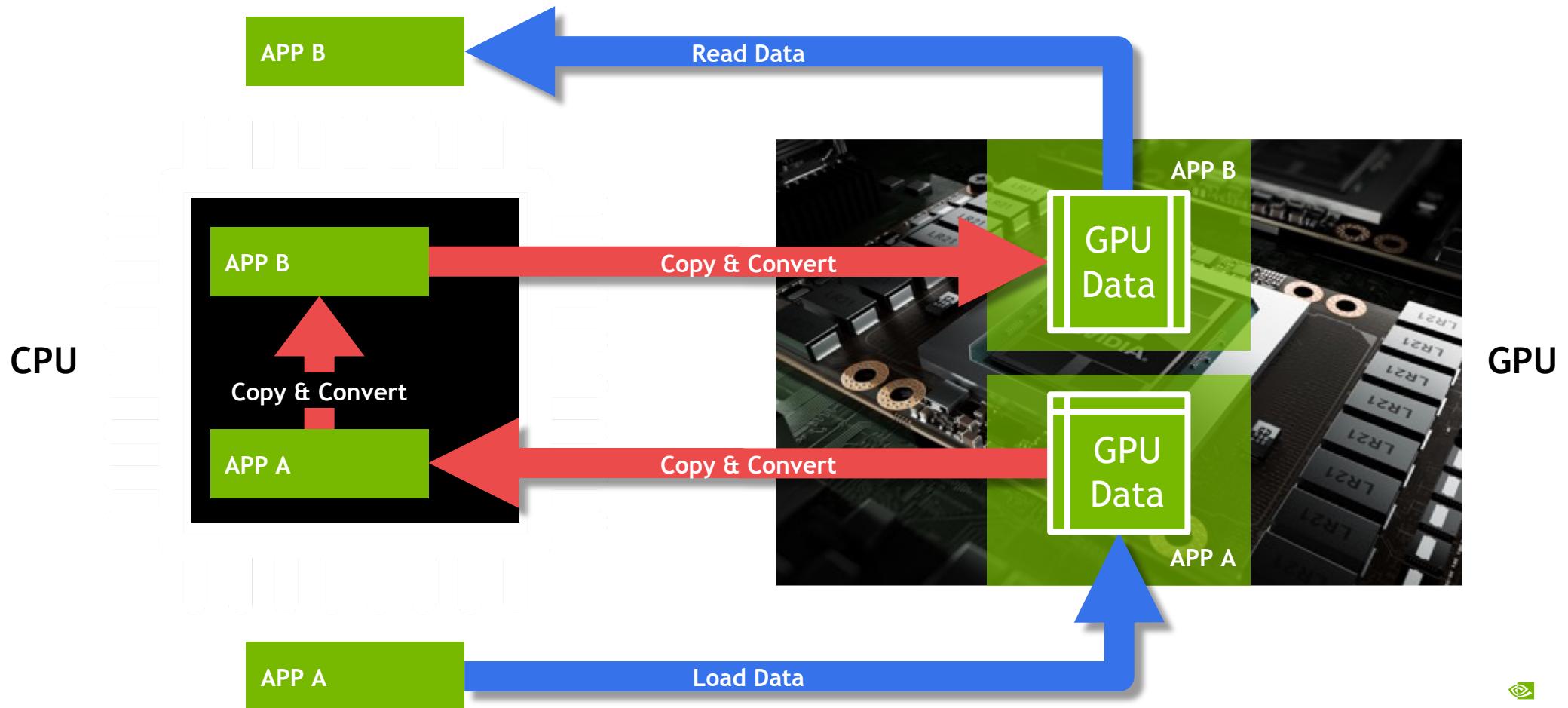


# **RAPIDS**

Since building datasets is such an important part of the ML workflow... looks like we should move it to the GPU as well ☺

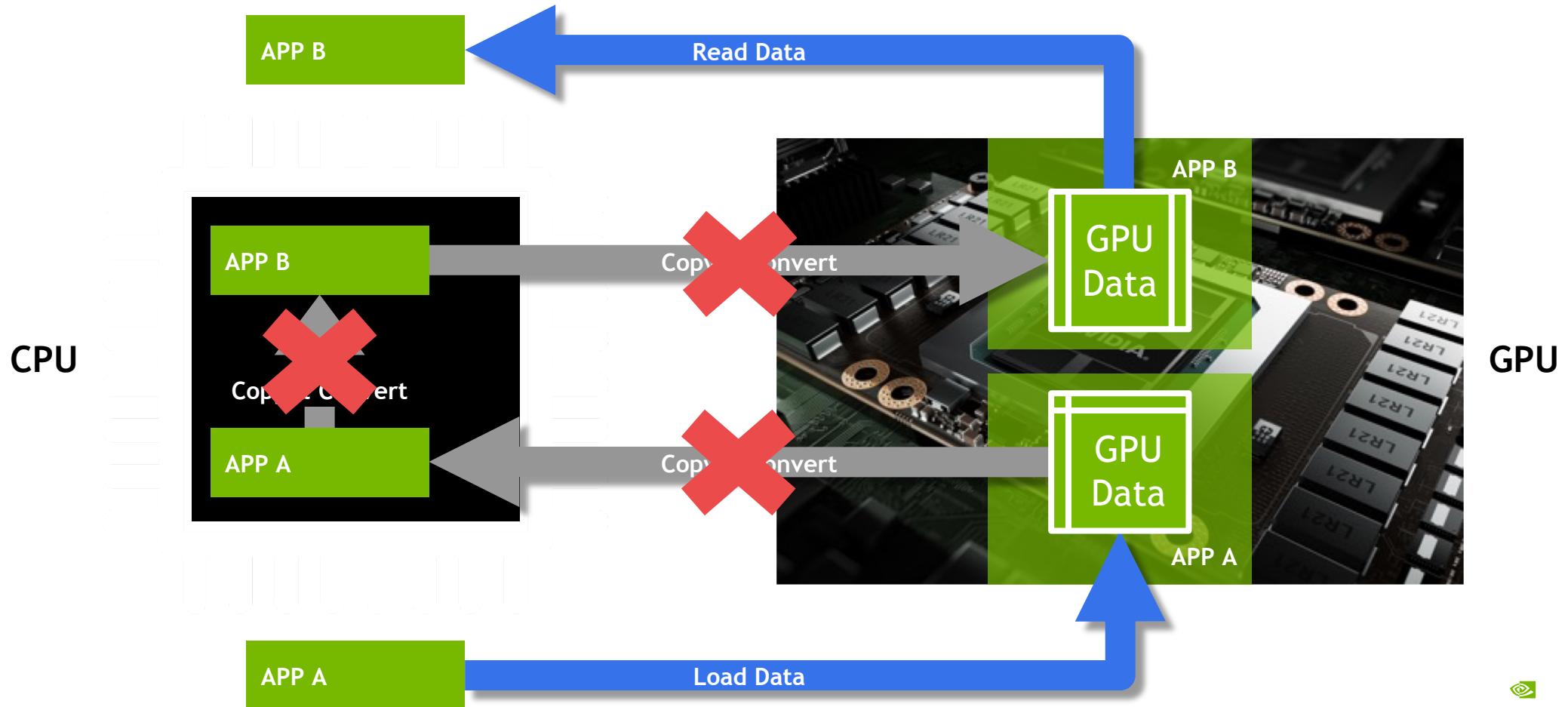
# DATA MOVEMENT AND TRANSFORMATION

The bane of productivity and performance

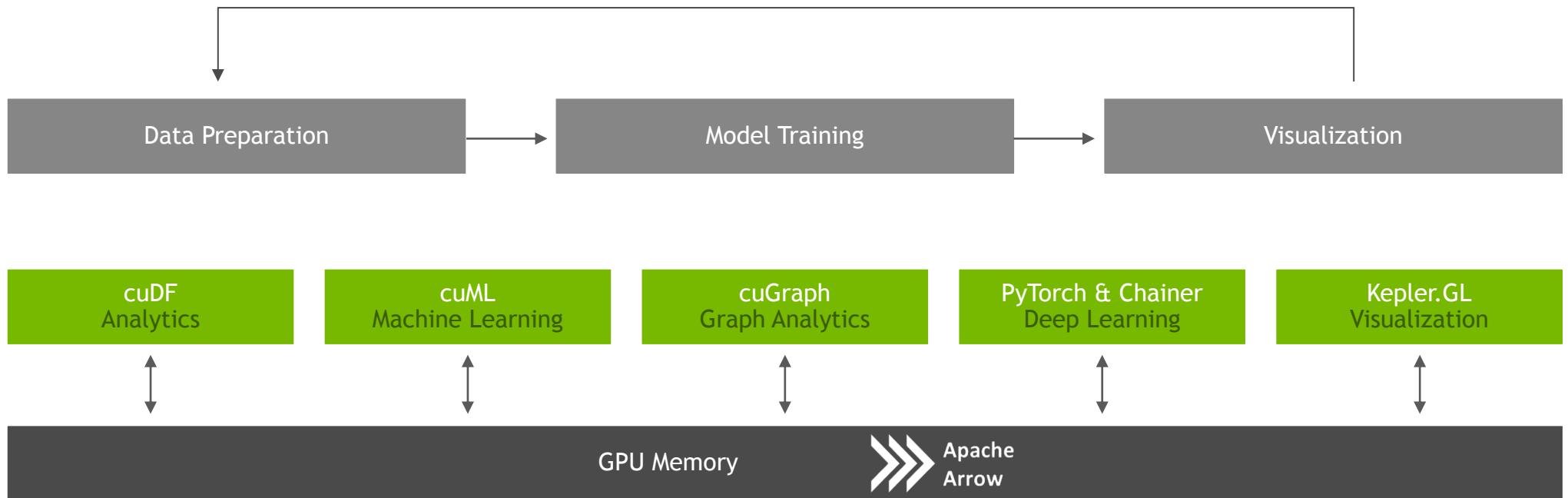


# DATA MOVEMENT AND TRANSFORMATION

What if we could keep data on the GPU?



# RAPIDS: END TO END DATA SCIENCE



# DATA PROCESSING EVOLUTION

## Faster Data Access = Less Data Movement

Hadoop Processing, Reading from disk

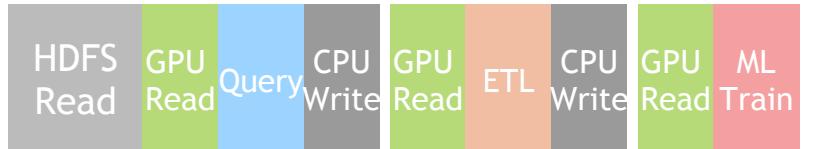


Spark In-Memory Processing



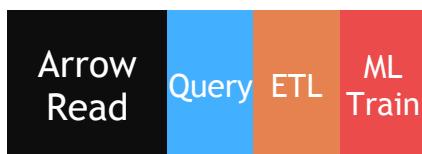
25-100x Improvement  
Less code  
Language flexible  
Primarily In-Memory

GPU/Spark In-Memory Processing



5-10x Improvement  
More code  
Language rigid  
Substantially on GPU

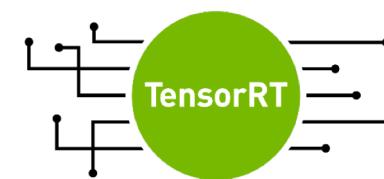
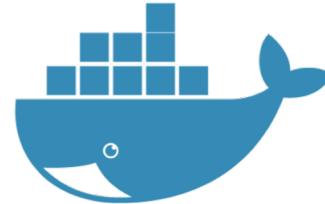
RAPIDS



50-100x Improvement  
Same code  
Language flexible  
Primarily on GPU

# RAPIDS, NGC, TENSORRT

## How do I get the software?



RAPIDS: [rapids.ai](https://rapids.ai)

Github: [github.com/rapidsai](https://github.com/rapidsai)

Conda: [anaconda.org/rapidsai](https://anaconda.org/rapidsai)

Pip (soon): [pypi.org/project/\[cudf,cuml\]](https://pypi.org/project/[cudf,cuml])

NVIDIA GPU Cloud: [ngc.nvidia.com/registry/nvidia-rapidsai-rapidsai](https://ngc.nvidia.com/registry/nvidia-rapidsai-rapidsai)

Docker: [hub.docker.com/r/rapidsai/rapidsai](https://hub.docker.com/r/rapidsai/rapidsai)

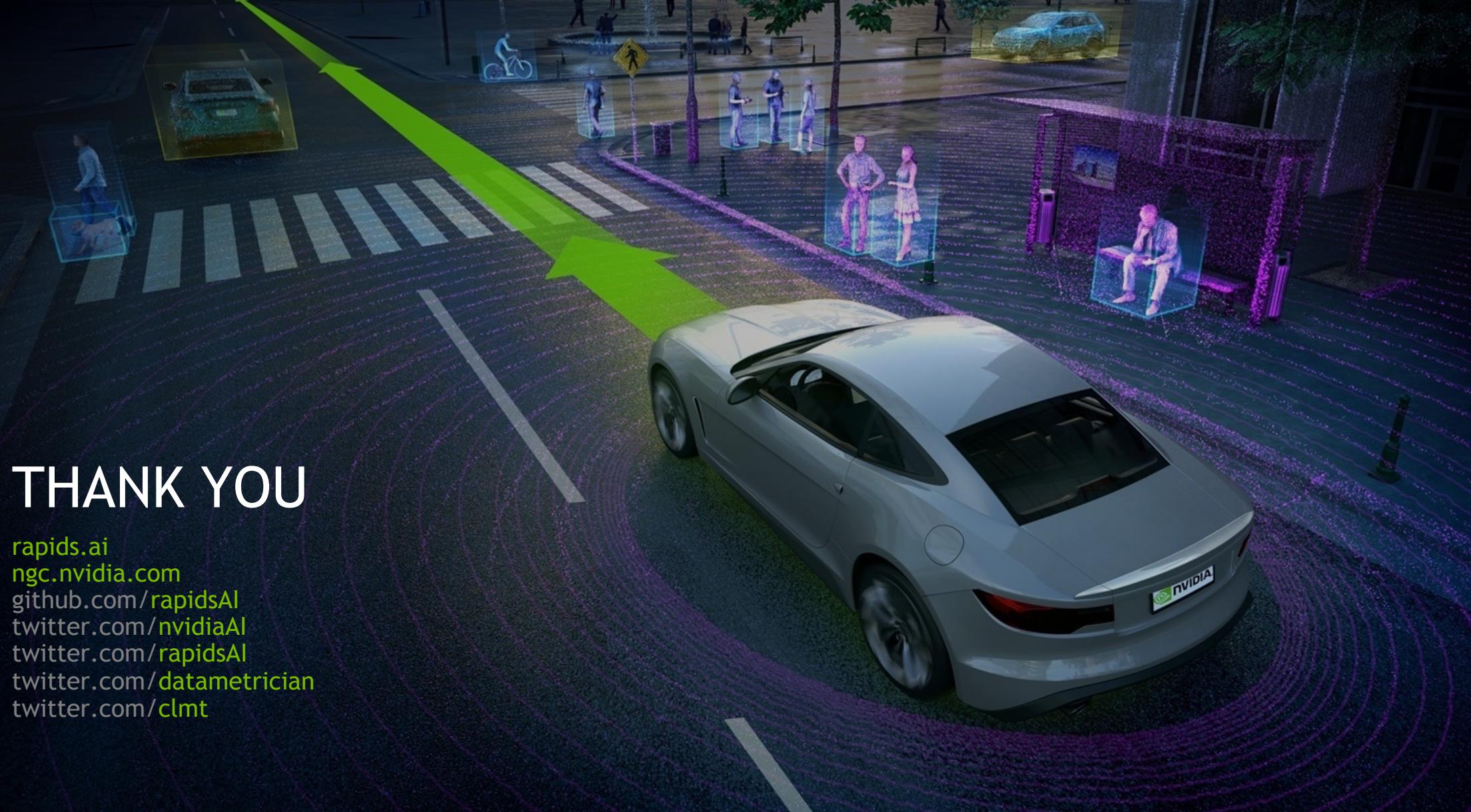
NVIDIA GPU CLOUD: [ngc.nvidia.com](https://ngc.nvidia.com)

TENSORRT: [developer.nvidia.com/tensorrt](https://developer.nvidia.com/tensorrt)

# LEARN MORE

Many other exciting sessions about our AI Infrastructure

S9613	Wed 10:00am	Deep Active Learning	Adam Lesnikowski
S9911	Wed 2:00pm	Determinism In Deep Learning	Duncan Riach
S9630	Thu 2:00pm	Scaling Up DL for Autonomous Driving	Jose Alvarez
S9987	Thu 9:00am	MagLev: NVIDIA's Production-grade AI Platform	Divya Vavili, Yehia Khoja
S9577	Tue 9:00am	RAPIDS: The Platform Inside and Out	Josh Patterson



# THANK YOU

[rapids.ai](https://rapids.ai)  
[ngc.nvidia.com](https://ngc.nvidia.com)  
[github.com/rapidsAI](https://github.com/rapidsAI)  
[twitter.com/nvidiaAI](https://twitter.com/nvidiaAI)  
[twitter.com/rapidsAI](https://twitter.com/rapidsAI)  
[twitter.com/datametrician](https://twitter.com/datametrician)  
[twitter.com/clmt](https://twitter.com/clmt)