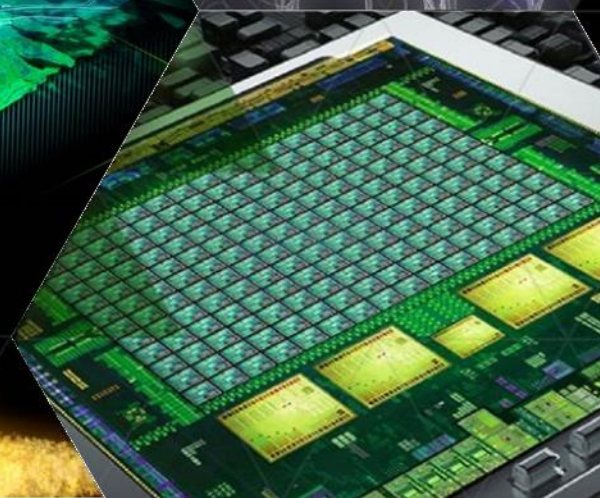
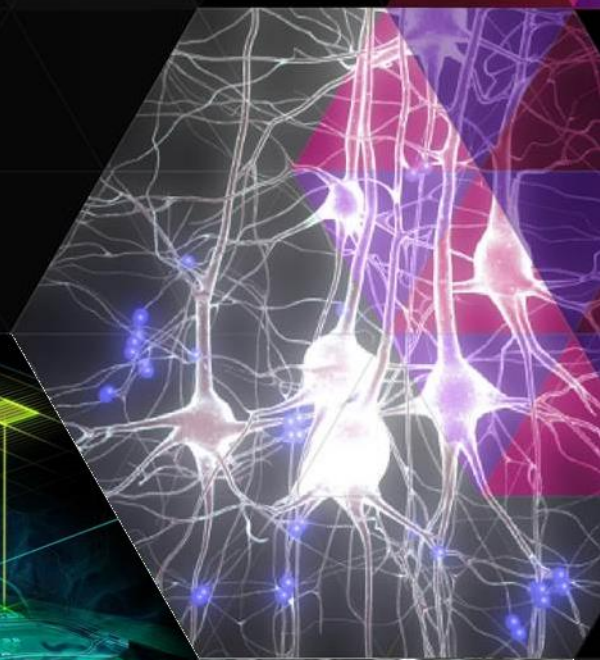
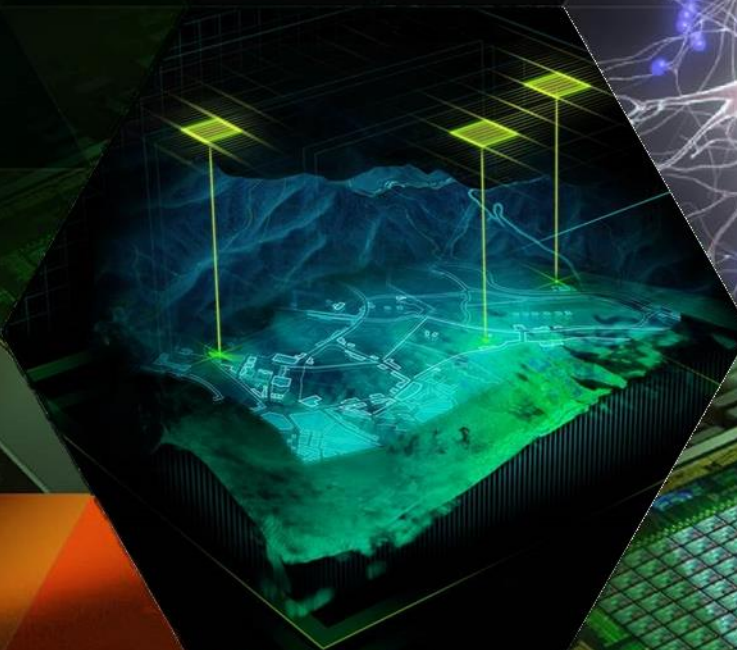




# GPU ACCELERATED DEEP LEARNING WITH CUDNN

Larry Brown Ph.D.

March 2015



## AGENDA

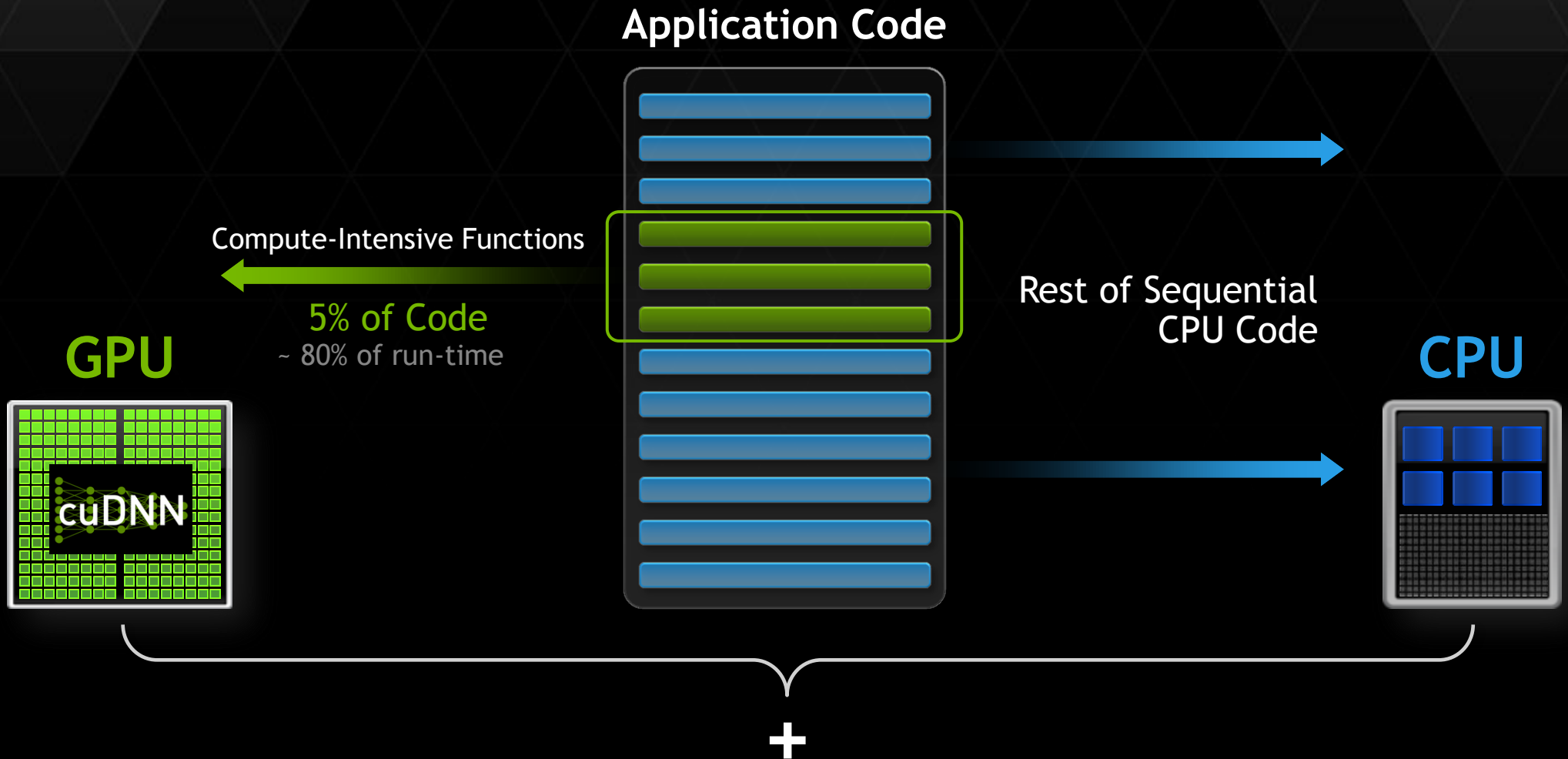
- 1 Introducing cuDNN and GPUs
- 2 Deep Learning Context
- 3 cuDNN V2
- 4 Using cuDNN





# *Introducing cuDNN and GPUs*

# HOW GPU ACCELERATION WORKS



# WHAT IS cuDNN?

cuDNN is a library of primitives for deep learning

## Applications

Programming  
Languages

Maximum  
Flexibility

Libraries



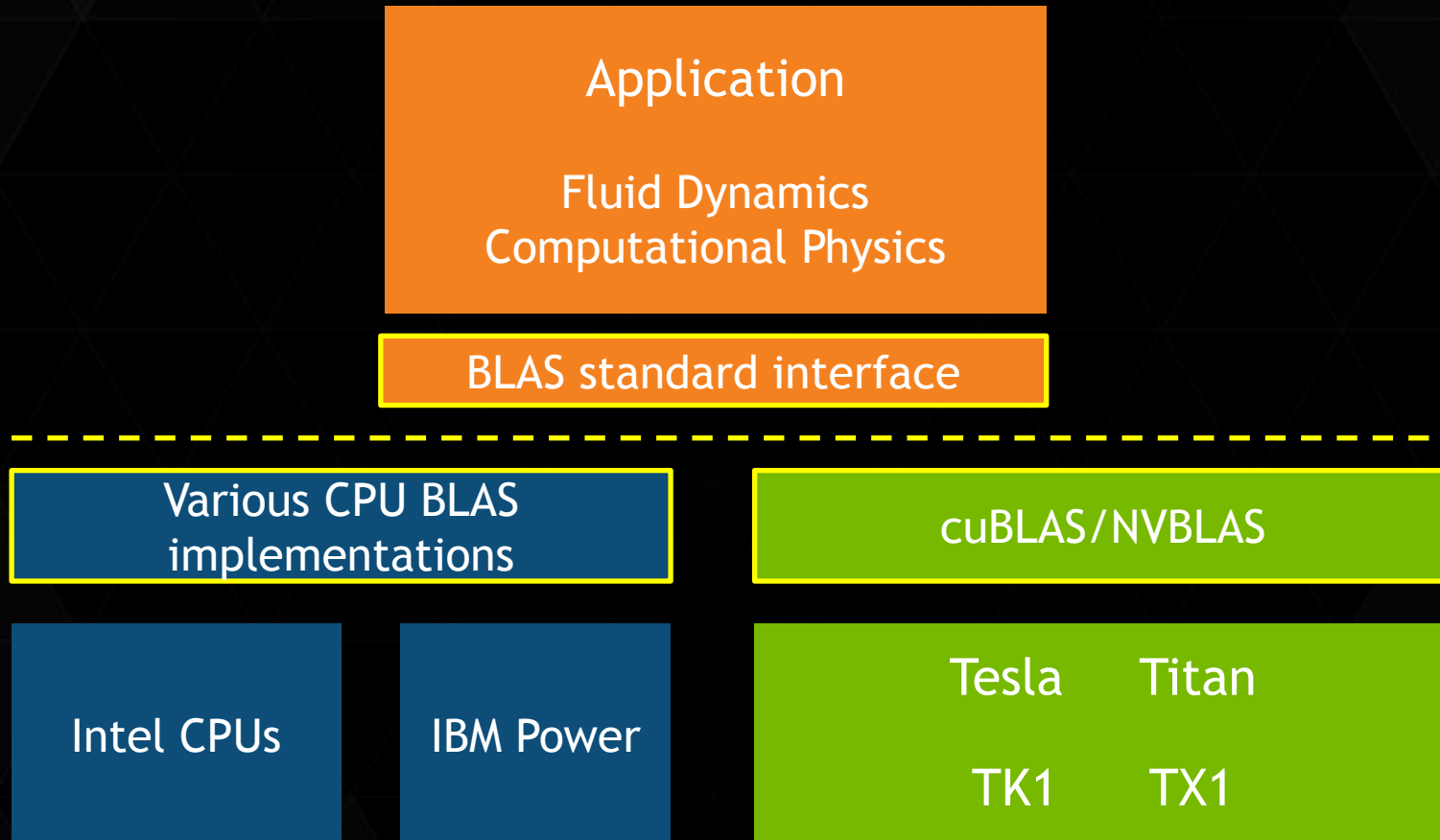
“Drop-in”  
Acceleration

OpenACC  
Directives

Easily Accelerate  
Applications

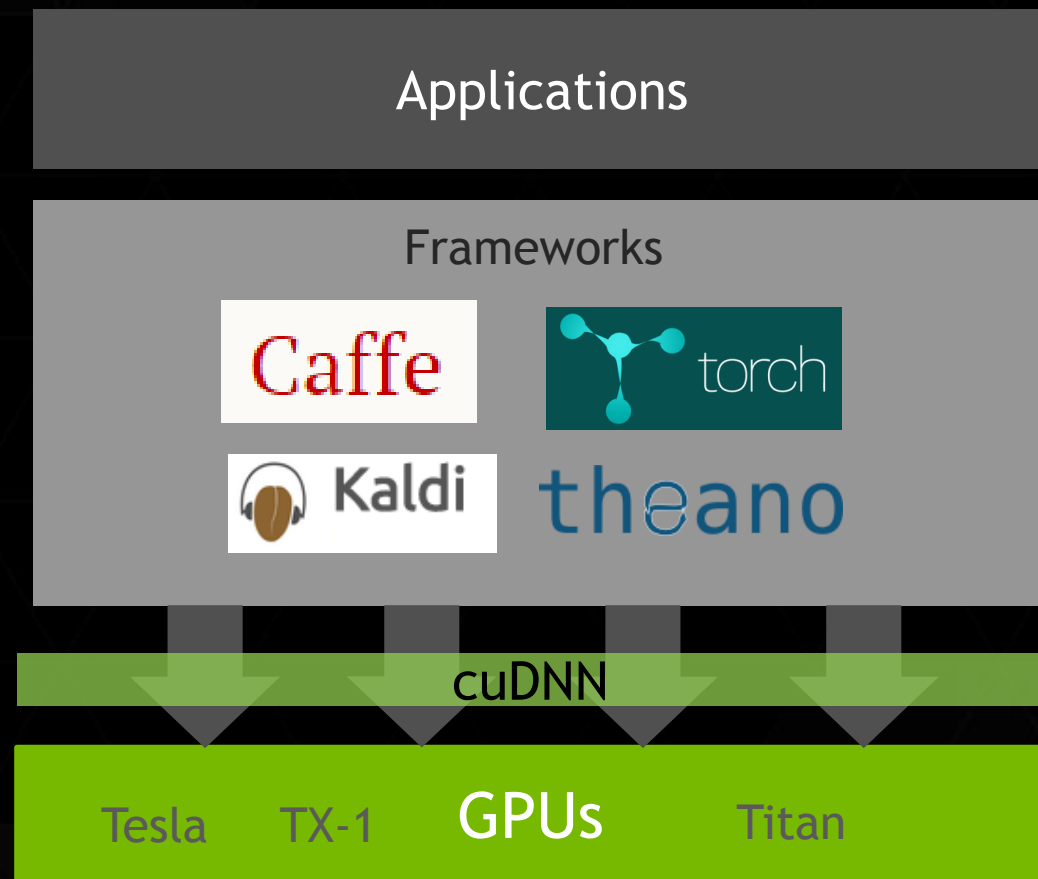
# ANALOGY TO HPC

cuDNN is a library of primitives for deep learning



# DEEP LEARNING WITH cuDNN

cuDNN is a library of primitives for deep learning



# ANNOUNCING cuDNN V2

cuDNN V2 is focused on ...

Performance and,

Features

... for the deep learning practitioner!



*Optimized for current and future GPUs*



# *Deep Learning Context*

# ACCELERATING MACHINE LEARNING

“Machine Learning” is in some sense a rebranding of AI.

The focus is now on more specific, often perceptual tasks, and there are many successes.

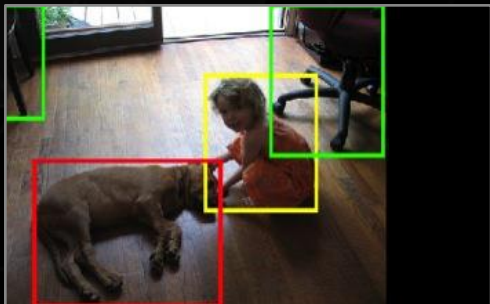
Today, some of the world’s largest internet companies, as well as the foremost research institutions, are using GPUs for machine learning.



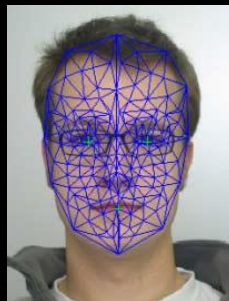
# MACHINE LEARNING USE CASES

*...machine learning is pervasive*

## Image Classification, Object Detection, Localization



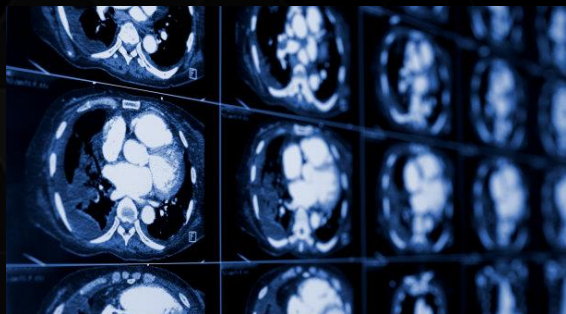
## Face Recognition



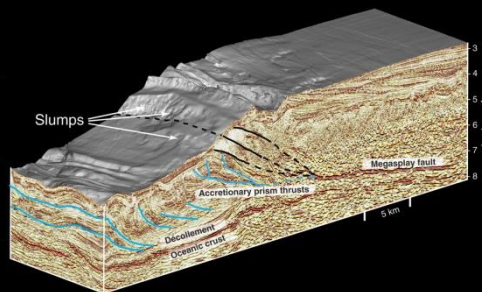
## Speech & Natural Language Processing



## Medical Imaging & Interpretation



## Seismic Imaging & Interpretation



## Recommendation





# WHY IS DEEP LEARNING HOT NOW?

## THREE DRIVING FACTORS...

### 1 - Big Data Availability

 facebook

350 millions images uploaded per day

 Walmart

2.5 Petabytes of customer data hourly

 YouTube

100 hours of video uploaded every minute

### 2 - New ML Techniques

Deep Neural Networks

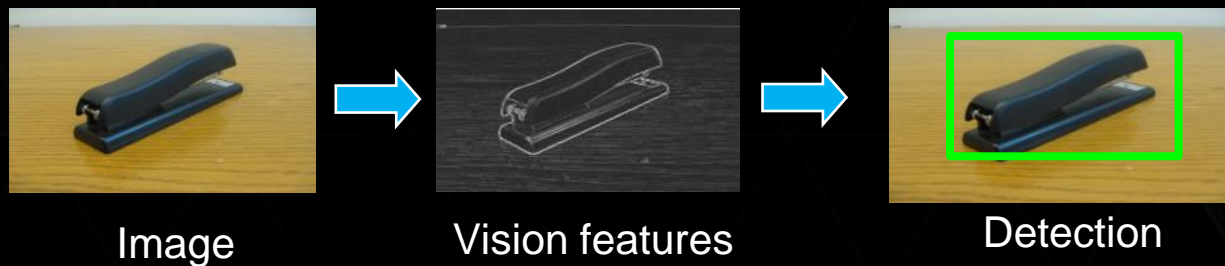
### 3 - Compute Density

GPUs

ML systems extract value from Big Data

# DIFFERENT MODALITIES...SAME APPROACH

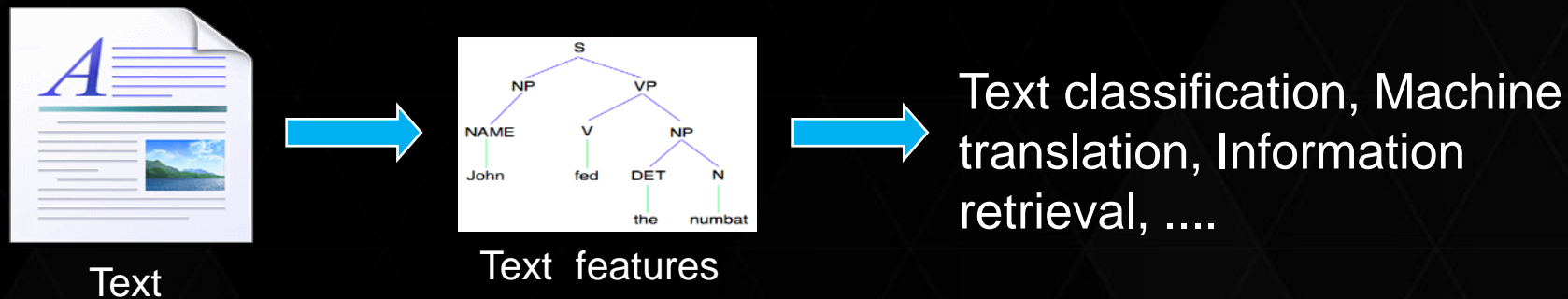
Images/video



Audio



Text



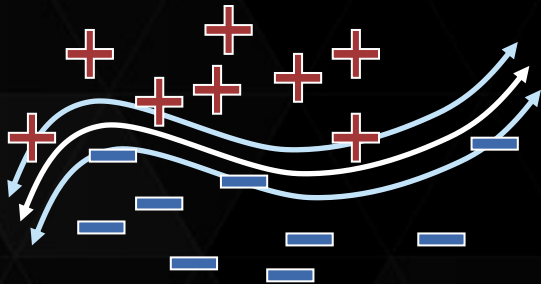


# DEEP LEARNING ADVANTAGES

## Deep Learning

- Don't have to figure out the features ahead of time!
- Use same neural net approach for many different problems.
- Fault tolerant.
- Scales well.

Support Vector Machine



Linear classifier

Regression

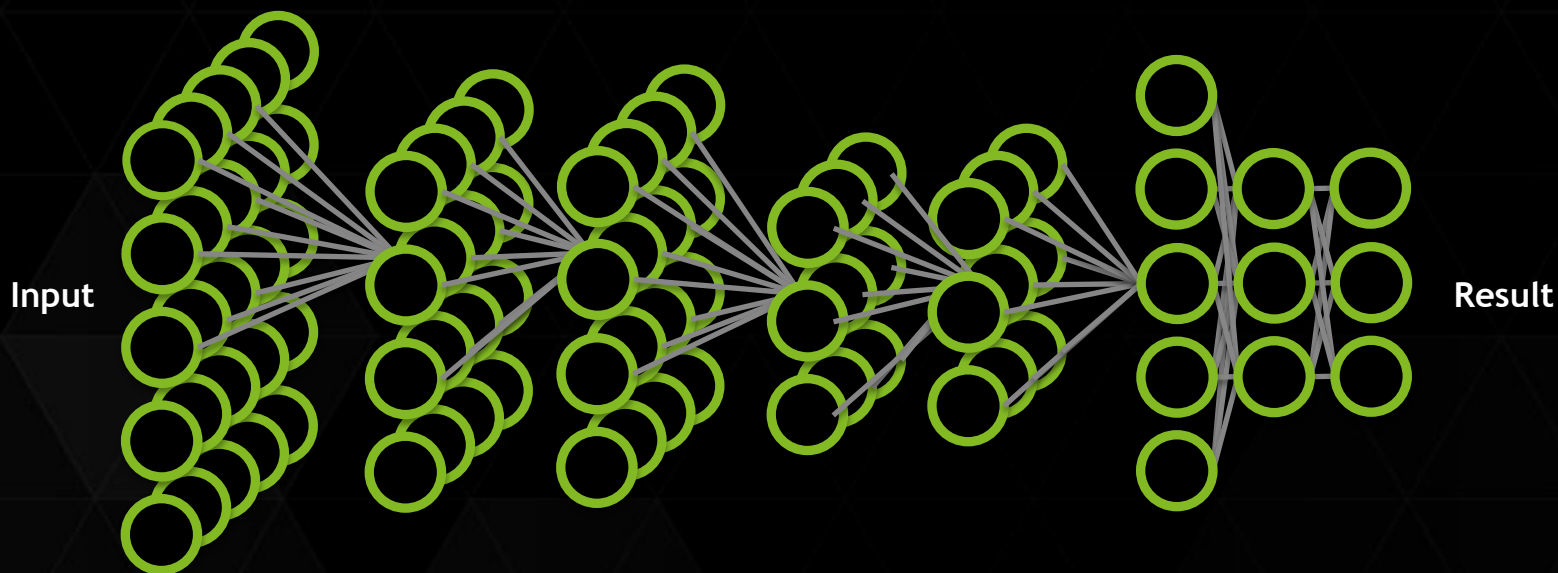
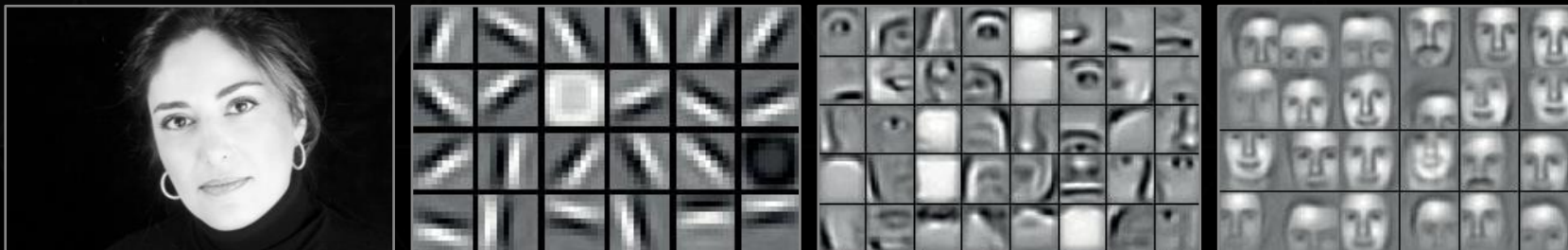
Decision Trees

Bayesian

Clustering

Association Rules

# WHAT IS DEEP LEARNING?



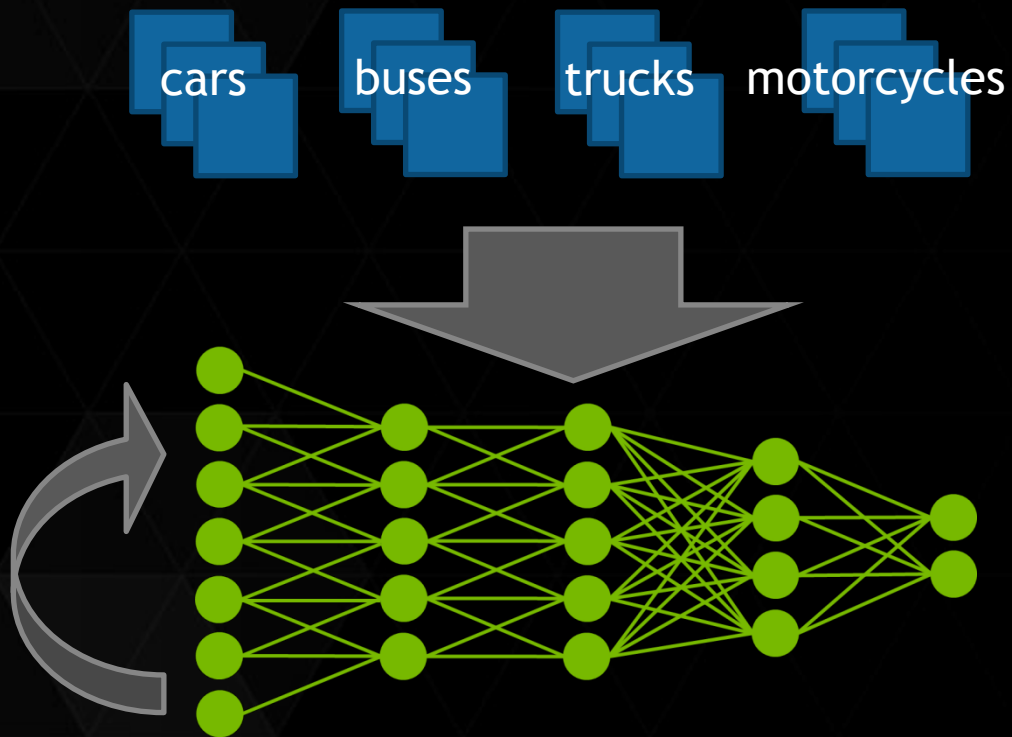
## Today's Largest Networks

- ~10 layers
- 1B parameters
- 10M images
- ~30 Exaflops
- ~30 GPU days

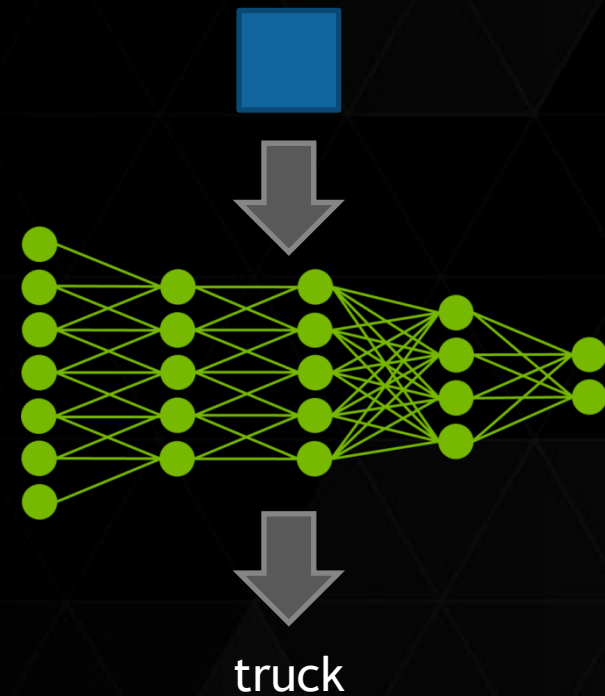
Human brain has trillions of parameters - only 1,000 more.

# CLASSIFICATION WITH DNNs

## Training (Development)



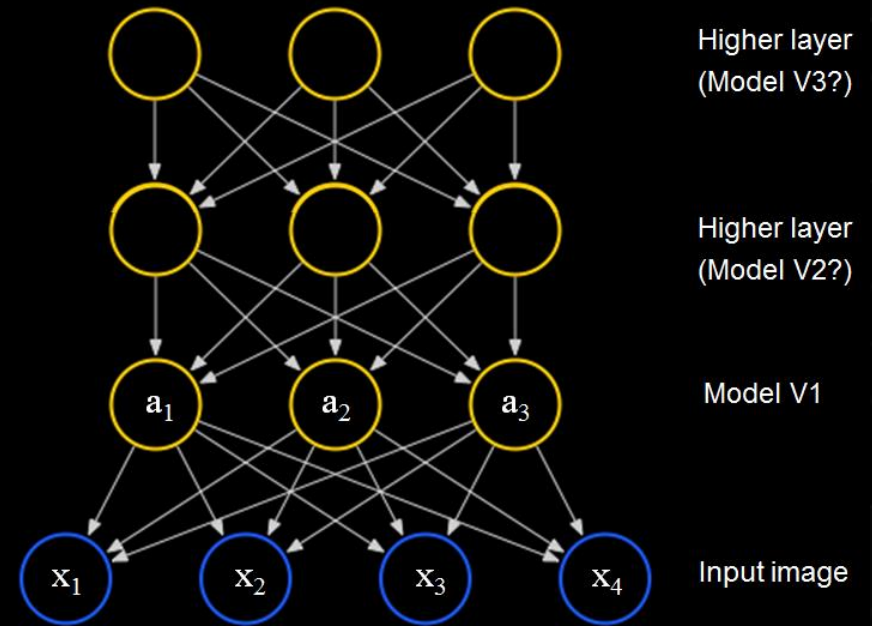
## Inference (Production)



# WHY ARE GPUS GREAT FOR DEEP LEARNING?

|                     | Neural Networks | GPUs |
|---------------------|-----------------|------|
| Inherently Parallel | ✓               | ✓    |
| Matrix Operations   | ✓               | ✓    |
| FLOPS               | ✓               | ✓    |

- ▶ GPUs deliver --
  - ▶ same *or better* prediction accuracy
  - ▶ faster results
  - ▶ smaller footprint
  - ▶ lower power



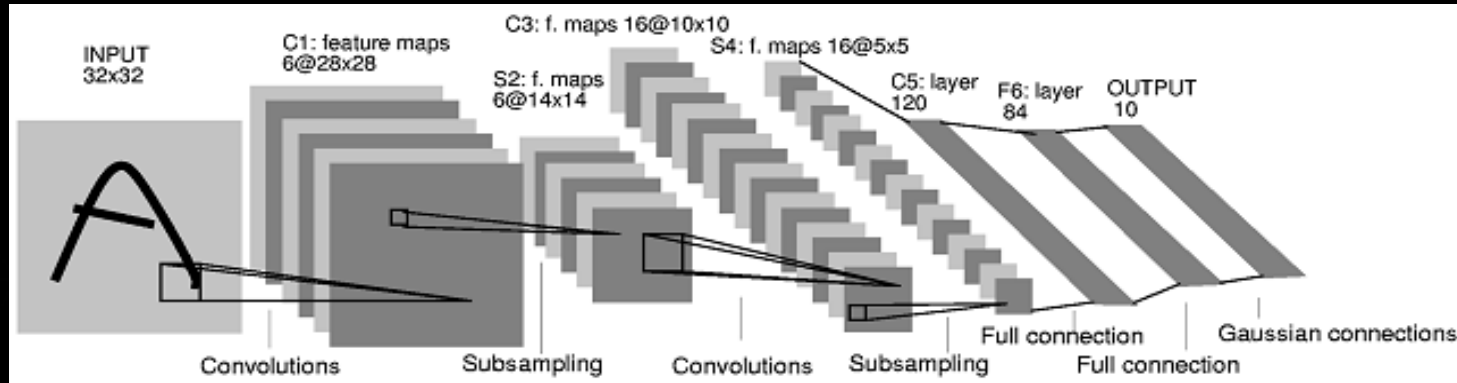
[Lee, Ranganath & Ng, 2007]

# CONVOLUTIONAL NEURAL NETWORKS

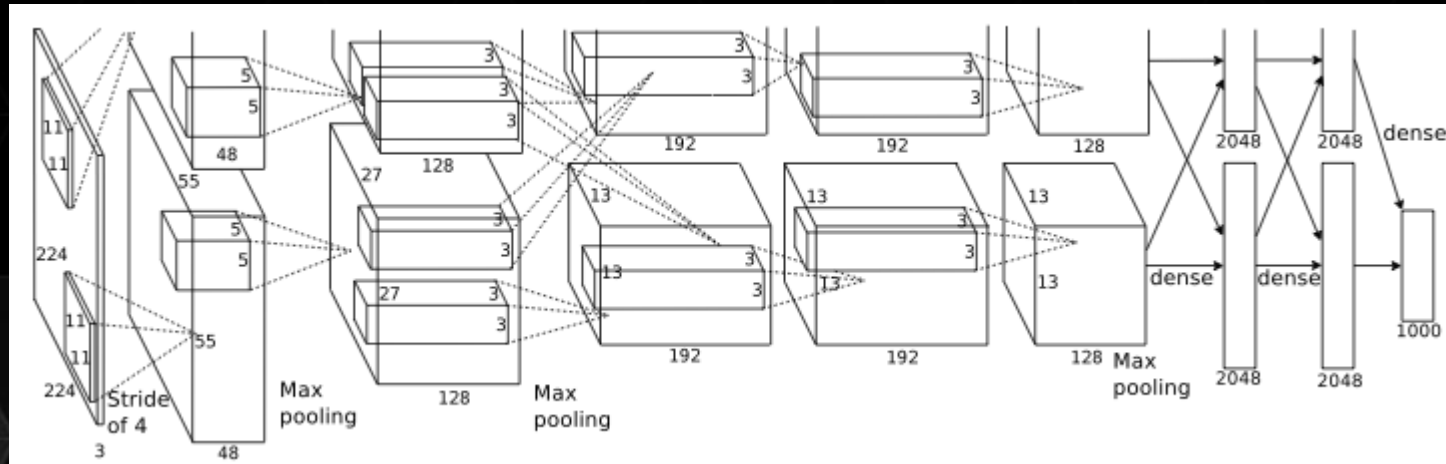
- Biologically inspired.
- Neuron only connected to a small region of neurons in layer below it called the *filter* or *receptive field*.
- A given layer can have many convolutional filters/kernels.  
Each filter has the same weights across the whole layer.
- Bottom layers are convolutional, top layers are fully connected.
- Generally trained via supervised learning.



# CONVOLUTIONAL NET EXAMPLES



Y. LeCun et al. 1989-1998 : Handwritten digit reading



A. Krizhevsky, G. Hinton et al. 2012 : Imagenet classification winner

# CNNS DOMINATE IN PERCEPTUAL TASKS

- Handwriting recognition MNIST (many), Arabic HWX (IDSIA)
- OCR in the Wild [2011]: StreetView House Numbers (NYU and others)
- Traffic sign recognition [2011] GTSRB competition (IDSIA, NYU)
- Asian handwriting recognition [2013] ICDAR competition (IDSIA)
- Pedestrian Detection [2013]: INRIA datasets and others (NYU)
- Volumetric brain image segmentation [2009] connectomics (IDSIA, MIT)
- Human Action Recognition [2011] Hollywood II dataset (Stanford)
- Object Recognition [2012] ImageNet competition (Toronto)
- Scene Parsing [2012] Stanford bgd, SiftFlow, Barcelona datasets (NYU)
- Scene parsing from depth images [2013] NYU RGB-D dataset (NYU)
- Speech Recognition [2012] Acoustic modeling (IBM and Google)
- Breast cancer cell mitosis detection [2011] MITOS (IDSIA)

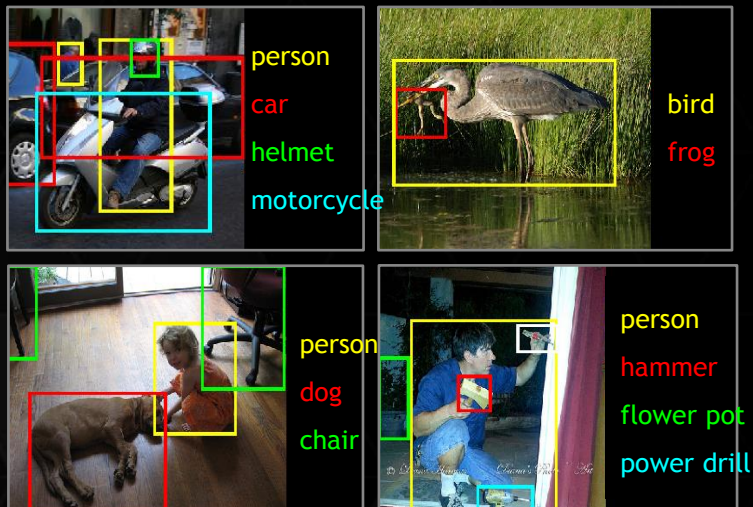
# GPUs - *THE* PLATFORM FOR MACHINE LEARNING

## Image Recognition Challenge

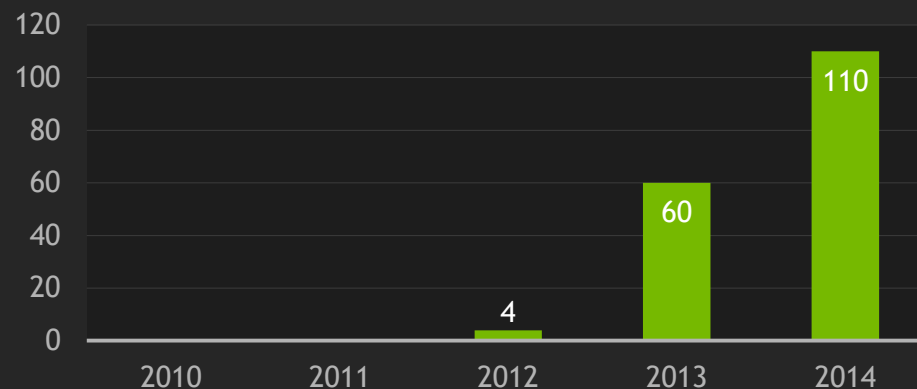
*1.2M training images • 1000 object categories*

Hosted by

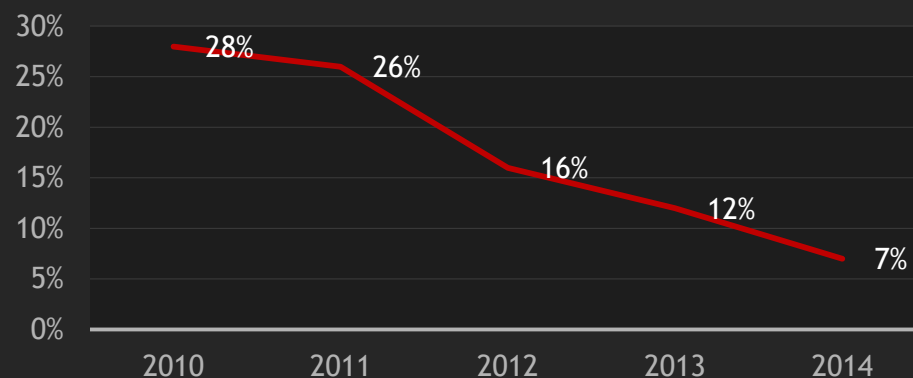
IMAGENET



## GPU Entries



## Classification Error Rates



# GPUS MAKE DEEP LEARNING ACCESSIBLE

*Deep learning with COTS HPC systems*

A. Coates, B. Huval, T. Wang, D. Wu,  
A. Ng, B. Catanzaro

ICML 2013

*“Now You Can Build Google’s  
\$1M Artificial Brain on the Cheap”*

**WIRED**

## GOOGLE DATACENTER



1,000 CPU Servers  
2,000 CPUs • 16,000 cores

**600 kWatts**  
**\$5,000,000**

## STANFORD AI LAB



3 GPU-Accelerated Servers  
12 GPUs • 18,432 cores

**4 kWatts**  
**\$33,000**

*cuDNN version 2*





# CUDNN DESIGN GOALS

- ▶ **Basic Deep Learning Subroutines**
  - ▶ Allow user to write a DNN application without any custom CUDA code
- ▶ **Flexible Layout**
  - ▶ Handle any data layout
- ▶ **Memory - Performance tradeoff**
  - ▶ Good performance with minimal memory use, great performance with more memory use

# CUDNN ROUTINES

- ▶ Convolutions - 80-90% of the execution time
- ▶ Pooling - Spatial smoothing



- ▶ Activation - Pointwise non-linear function



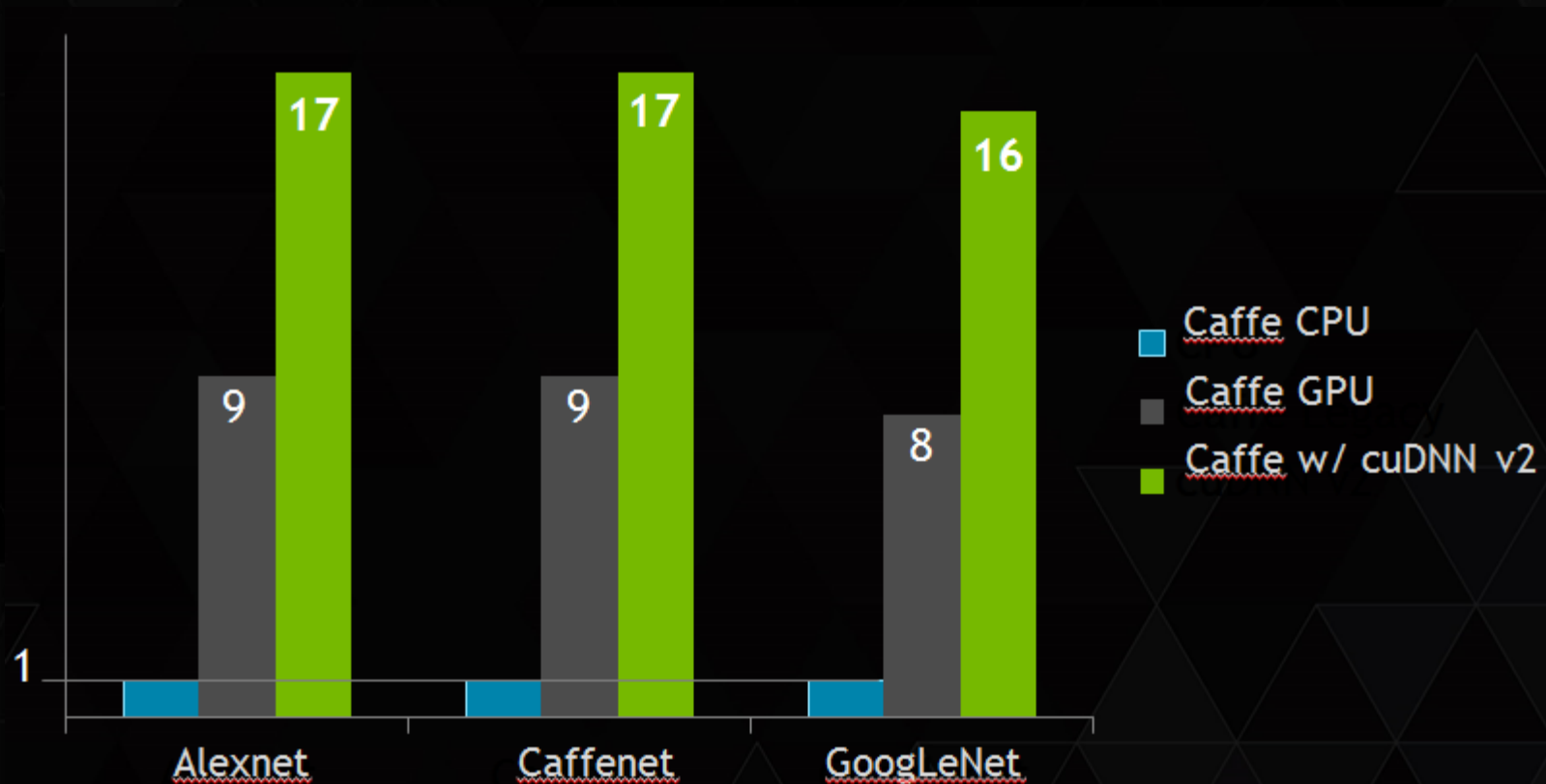
# CONVOLUTIONS - THE MAIN WORKLOAD

- ▶ Very compute intensive, but with a large parameter space

- |   |                     |    |                   |
|---|---------------------|----|-------------------|
| 1 | Minibatch Size      | 6  | Kernel Height     |
| 2 | Input feature maps  | 7  | Kernel Width      |
| 3 | Image Height        | 8  | Top zero padding  |
| 4 | Image Width         | 9  | Side zero padding |
| 5 | Output feature maps | 10 | Vertical stride   |
|   |                     | 11 | Horizontal stride |

- ▶ Layout and configuration variations
- ▶ Other cuDNN routines have straightforward implementations

# CUDNN V2 - PERFORMANCE



CPU is 16 core Haswell E5-2698 at 2.3 GHz, with 3.6 GHz Turbo

GPU is NVIDIA Titan X

# CUDNN V2 FLEXIBILITY

Can now specify a strategy the library will use to select the best convolution algorithm:

PREFER\_FASTEST

NO\_WORKSPACE

SPECIFY\_WORKSPACE\_LIMIT

*...or specify an algorithm directly...*

GEMM

IMPLICIT\_GEMM

IMPLICIT\_PRECOMP\_GEMM

DIRECT



# CUDNN V2 NEW FEATURES

## Other key new features:

- Support for 3D datasets. Community feedback desired!
- OS X support
- Zero-padding of borders in pooling routines
- Parameter scaling
- Improved support for arbitrary strides
- Support for upcoming Tegra X1 via JIT compilation

*See Release Notes for details...*

# cuDNN V2 API CHANGES

## Important - API Has Changed

- Several of the new improvements required changes to the cuDNN API.
- Applications previously using cuDNN V1 are likely to need minor modifications.
- Note Im2Col function is currently exposed public function...but will be removed.

*The cuDNN team genuinely appreciates all feedback from the Deep learning community.*

*The team carefully considers any API change.*

*cuDNN is still young...API changes expected to become rare in the future.*



*Using cuDNN*

# CUDNN EASY TO ENABLE

## Caffe

- Install cuDNN on your system
- Download CAFFE
- In CAFFE `Makefile.config`
  - uncomment `USE_CUDNN := 1`
- Install CAFFE as usual
- Use CAFFE as usual.



- Install cuDNN on your system
- Install Torch as usual
- Install `cuda.torch` module
- Use `cuda` module in Torch instead of regular `nn` module.
- `cuda` module is API compatible with standard `nn` module.
  - Replace `nn` with `cuda`

*CUDA 6.5 or newer required*

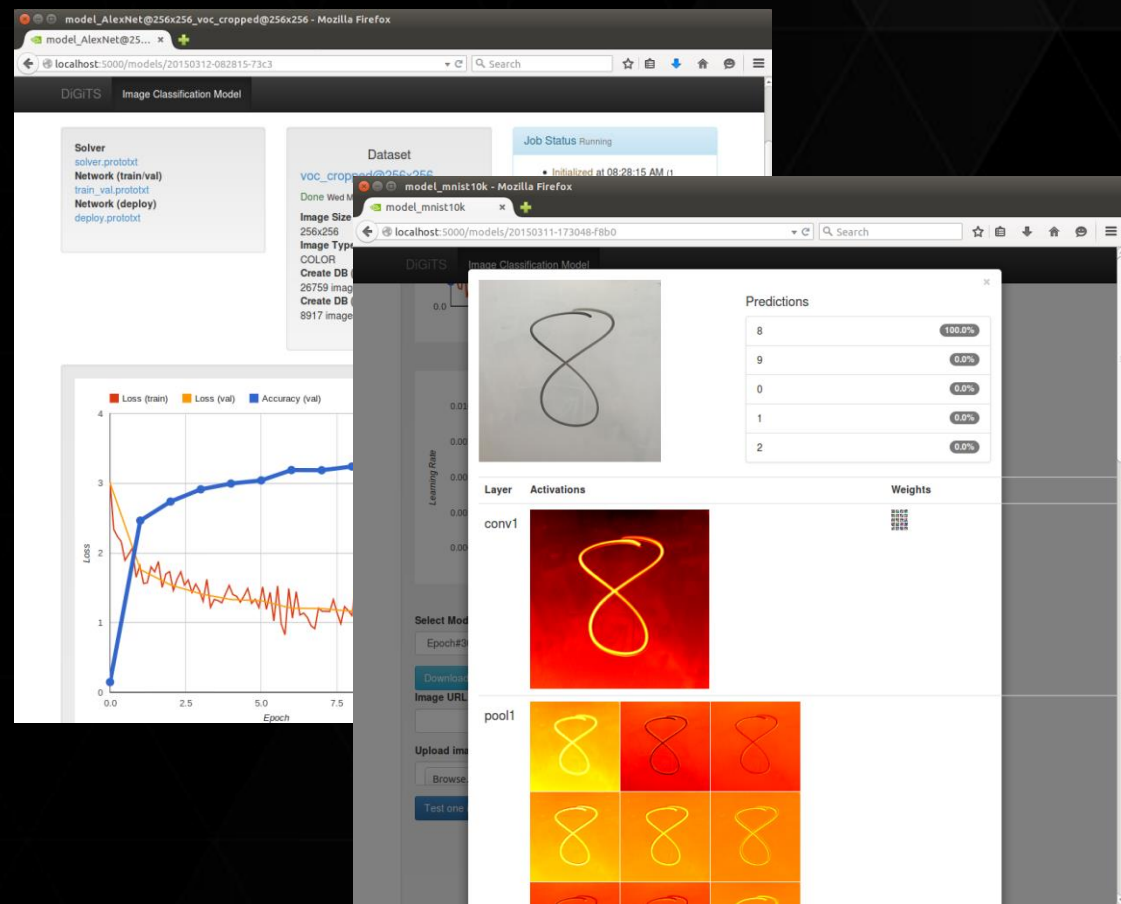
# DIGITS

## Interactive Deep Learning GPU Training System

Data Scientists & Researchers:

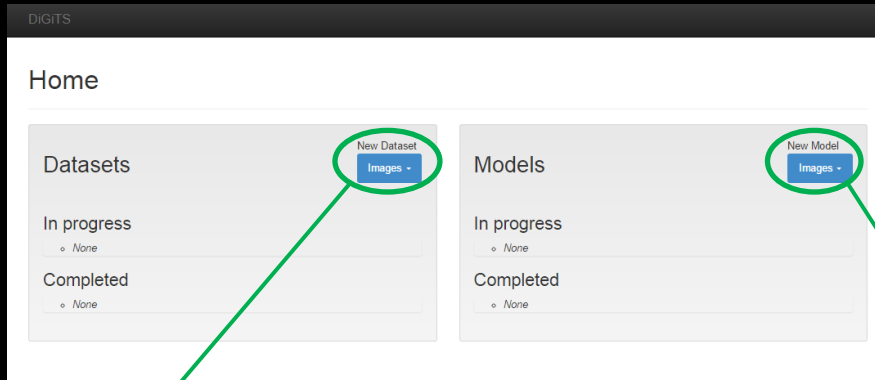
- Quickly design the best deep neural network (DNN) for your data
- Visually monitor DNN training quality in real-time
- Manage training of many DNNs in parallel on multi-GPU systems

[developer.nvidia.com/digits](https://developer.nvidia.com/digits)

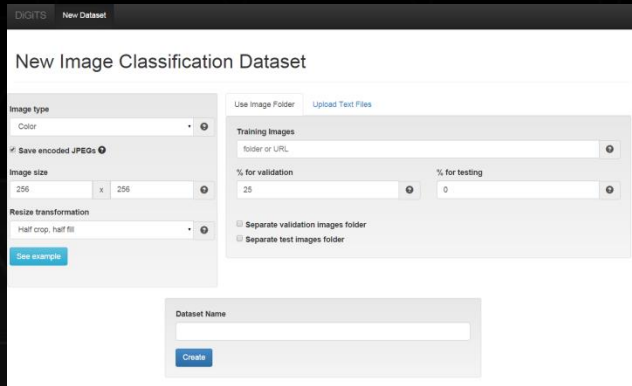




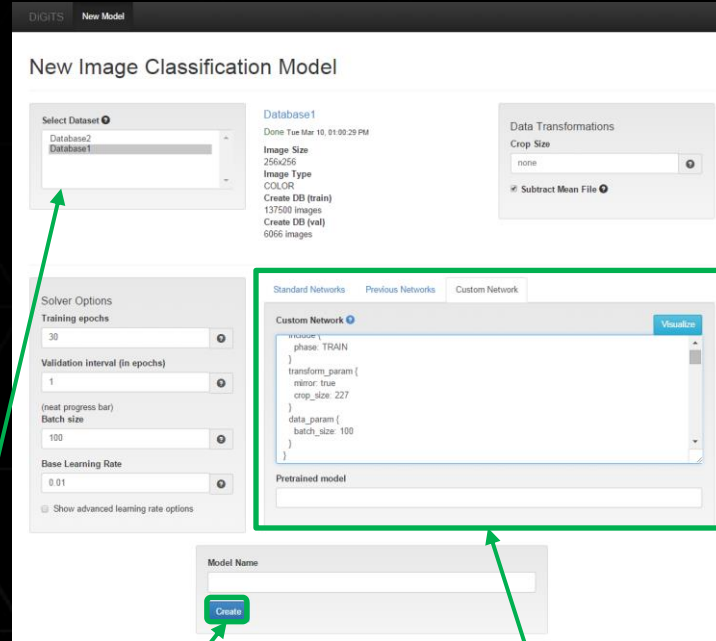
# Main Console



Create your dataset



Choose your database



Start Training

Choose a default network, modify one, or create your own

## DIGITS Workflow

Create your database

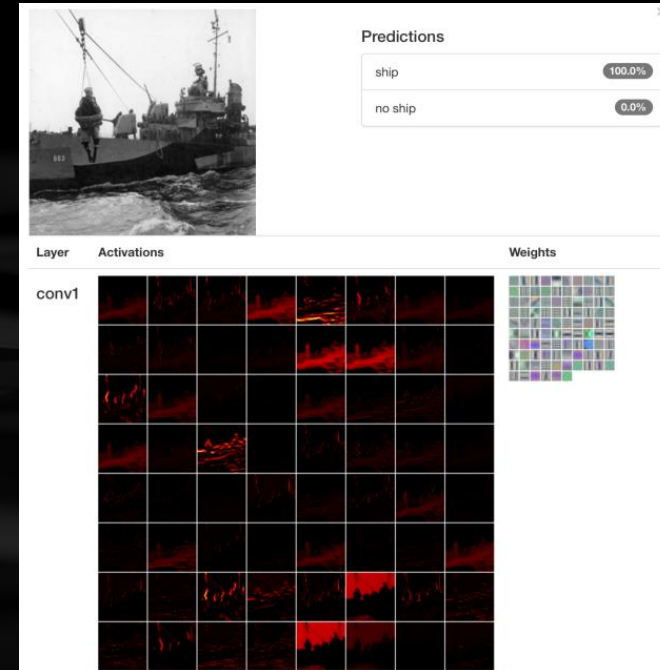
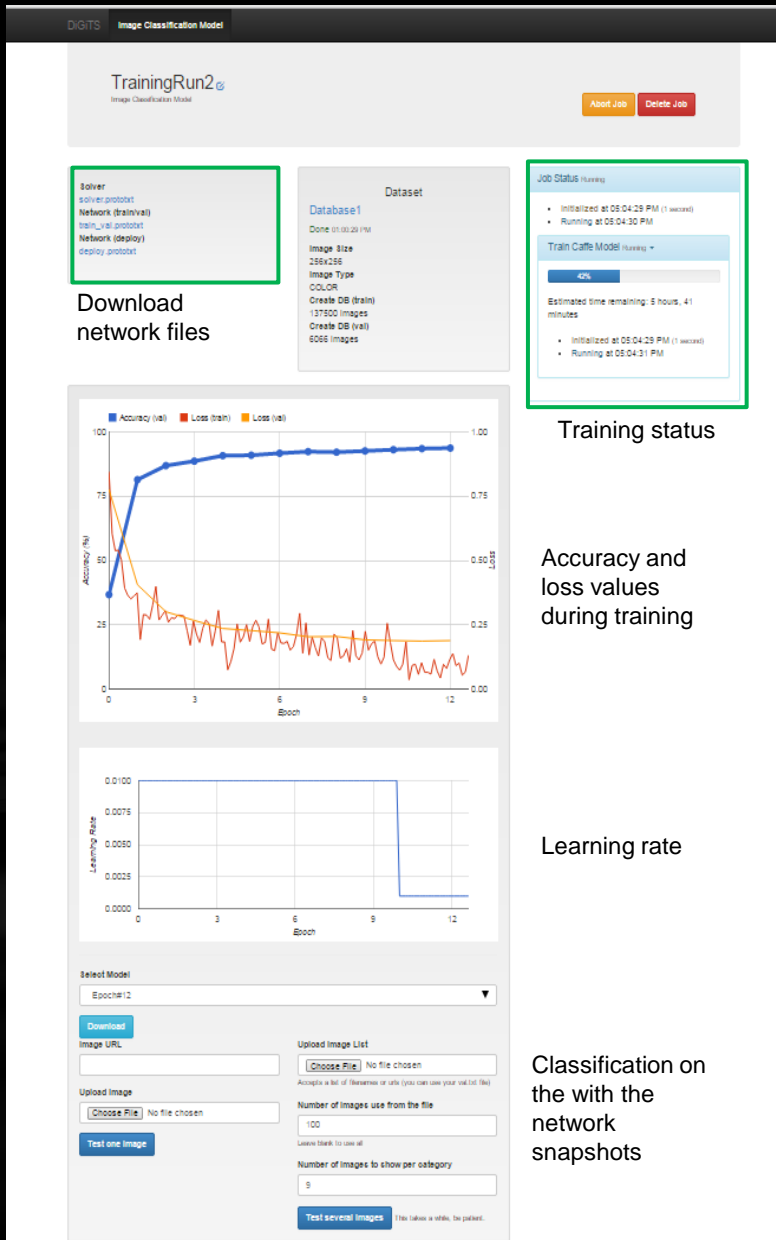
Configure your model

Start training

# DIGITS

Visualize DNN performance in real time  
Compare networks

## Classification





[developer.nvidia.com/cuDNN](http://developer.nvidia.com/cuDNN)

*Try it today!*

