

Google AI

From Honey Bee to Mouse Brain

Scaling neural networks beyond 80 billion parameters

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Who am I?

- Research Scientist at Google Research
 - Natural Language Understanding/Machine Translation
- PhD Thesis
 - Connectionist Multi-Sequence Modelling
Supervisors: Dr. Fatos Yarman Vural - Middle East Technical University
Dr. Kyunghyun Cho - New York University
- Research Interests
 - Sequence to sequence models: NMT
 - Multilingual Models for NLP
 - Multi-task, Continual learning, Meta-learning
 - Trainability of Neural Networks
 - Used to do some computational neuroscience



how many neurons in the brain



Images

Videos

News

Maps

More

Settings

Tools

About 39,600,000 results (0.58 seconds)

100 billion neurons

Neurons in the Human Brain

According to many estimates, the human brain contains around **100 billion neurons** (give or take a few billion). Jun 11, 2019



[How Many Neurons Are in the Brain? - Verywell](https://www.verywellmind.com/how-many-neurons-are-in-the-brain-4158310)
<https://www.verywellmind.com/how-many-neurons-are-in-the-brain-4158310>



how many connections in the brain



Images

Videos

News

Shopping

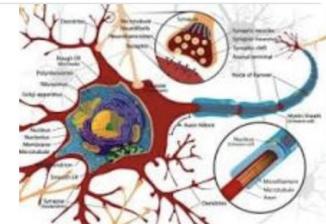
More

Settings

Tools

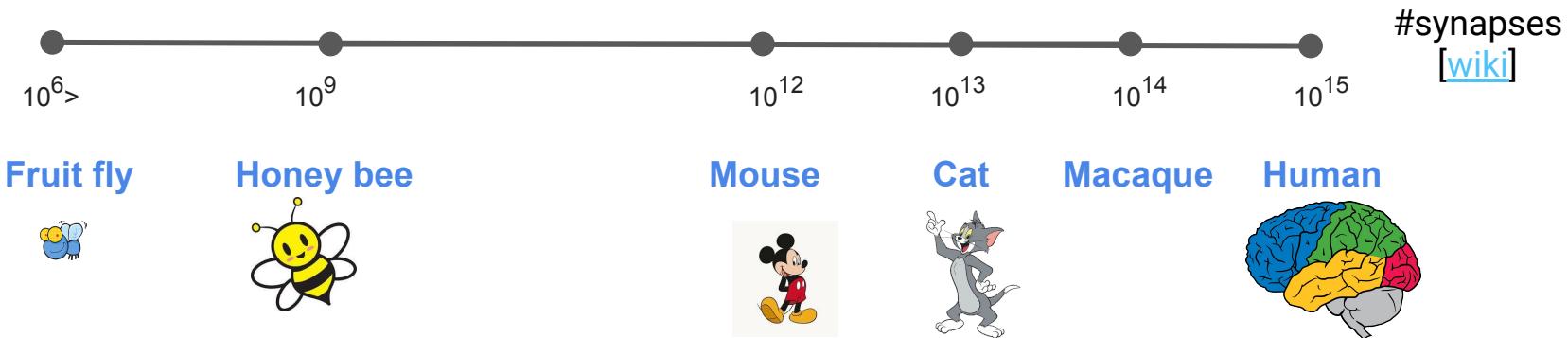
About 160,000,000 results (0.54 seconds)

Each individual neuron can form thousands of links with other neurons in this way, giving a typical **brain** well over 100 trillion synapses (up to 1,000 trillion, by some estimates). Functionally related neurons connect to each other to form neural networks (also known as neural nets or assemblies).



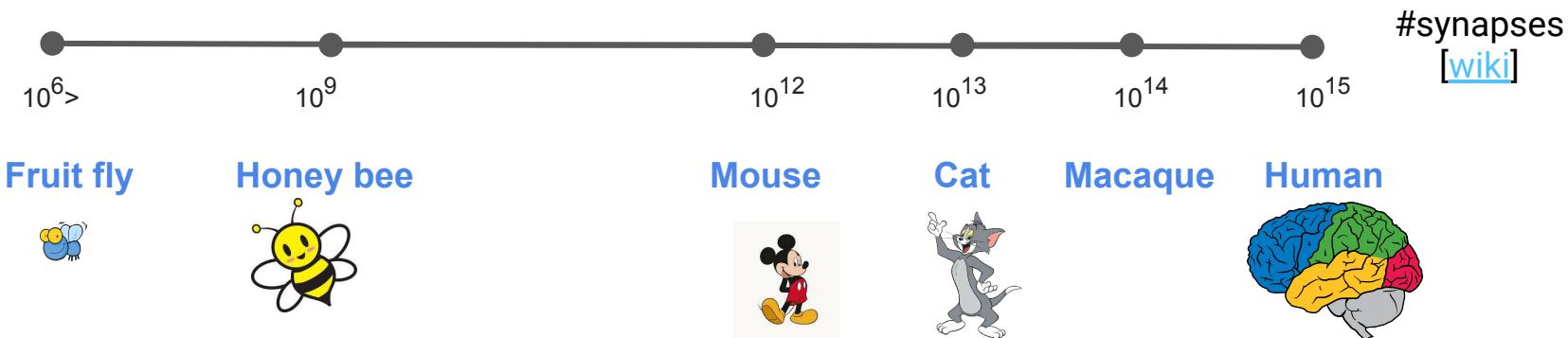
[Neurons & Synapses - Memory & the Brain - The Human Memory](http://www.human-memory.net/brain_neurons.html)
www.human-memory.net/brain_neurons.html

Number of Synapses



Number of Synapses

NMT with Attention
Resnet50
[25-50M]



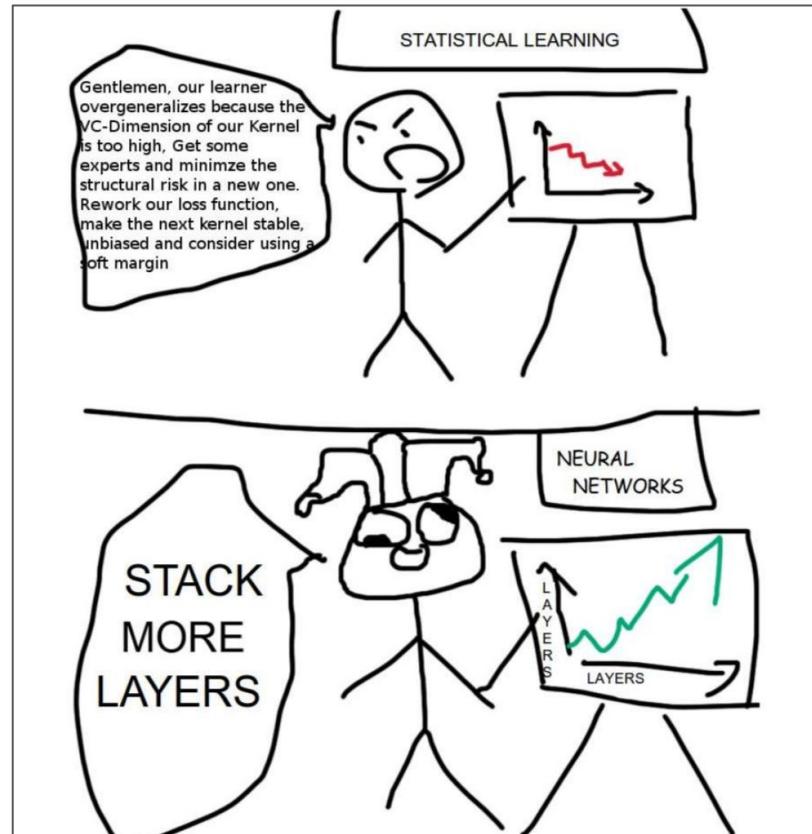
Unstoppable Force



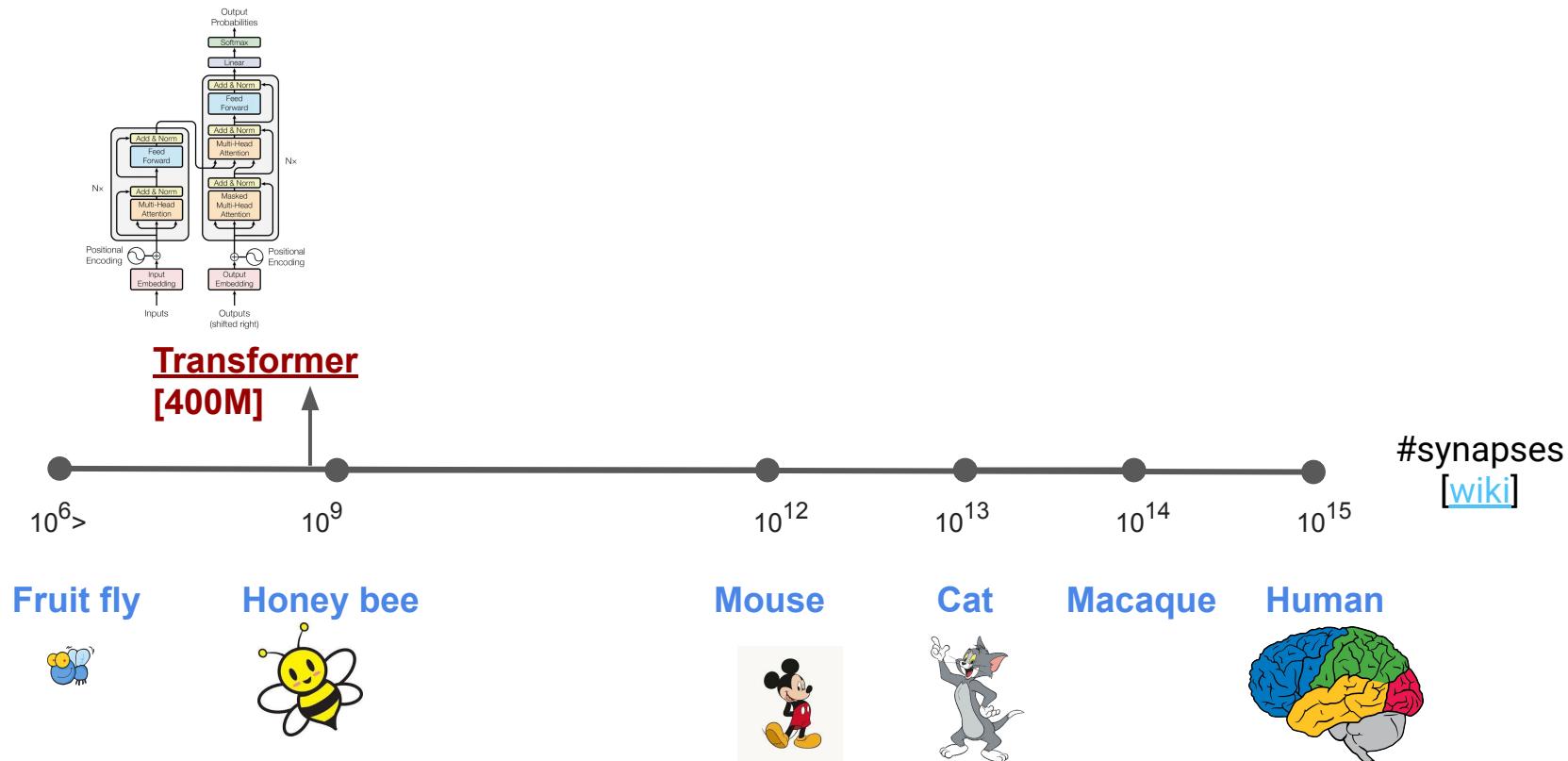
Unstoppable Force vs Immovable Object



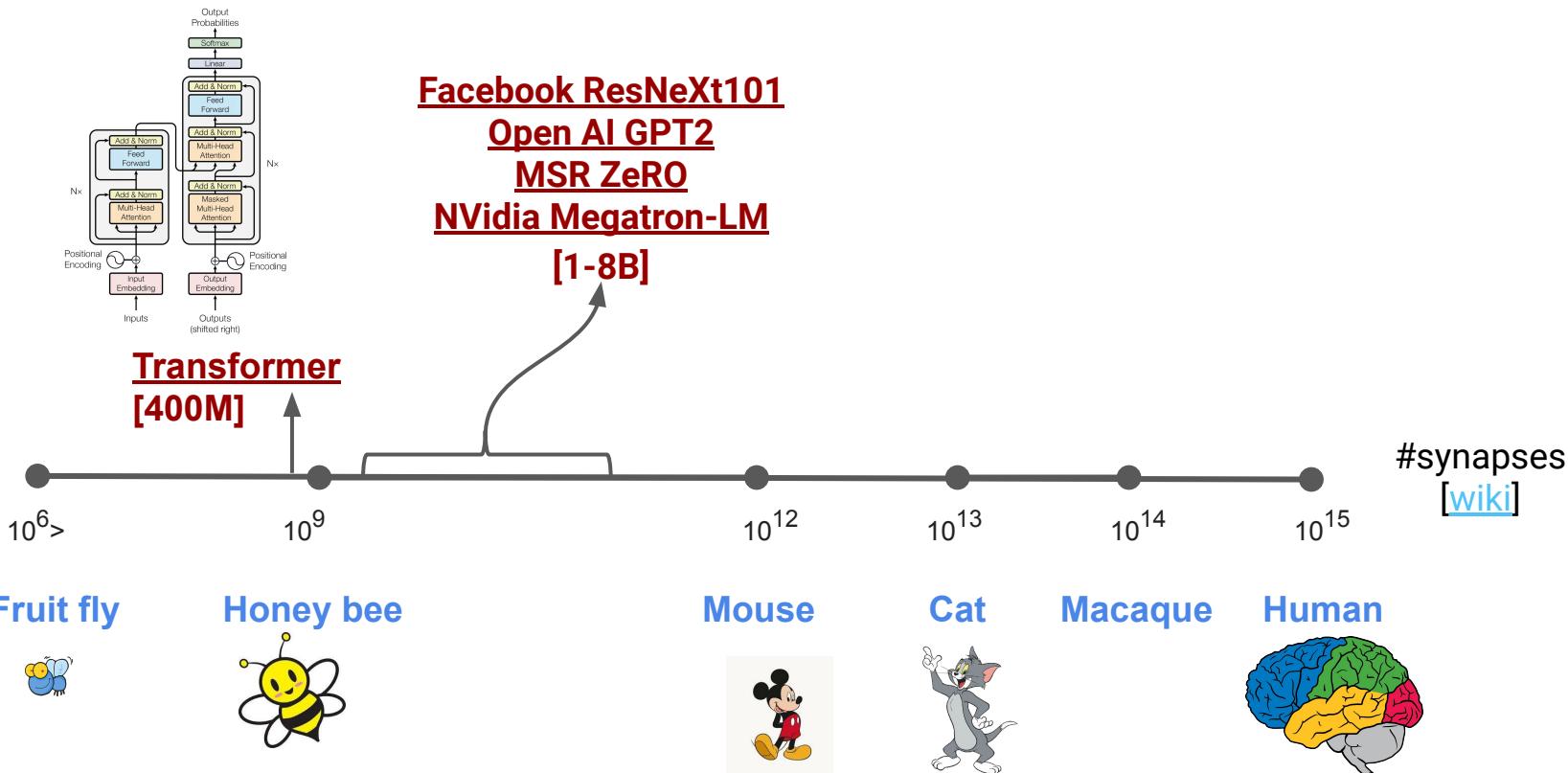
Scaling Up Neural Networks



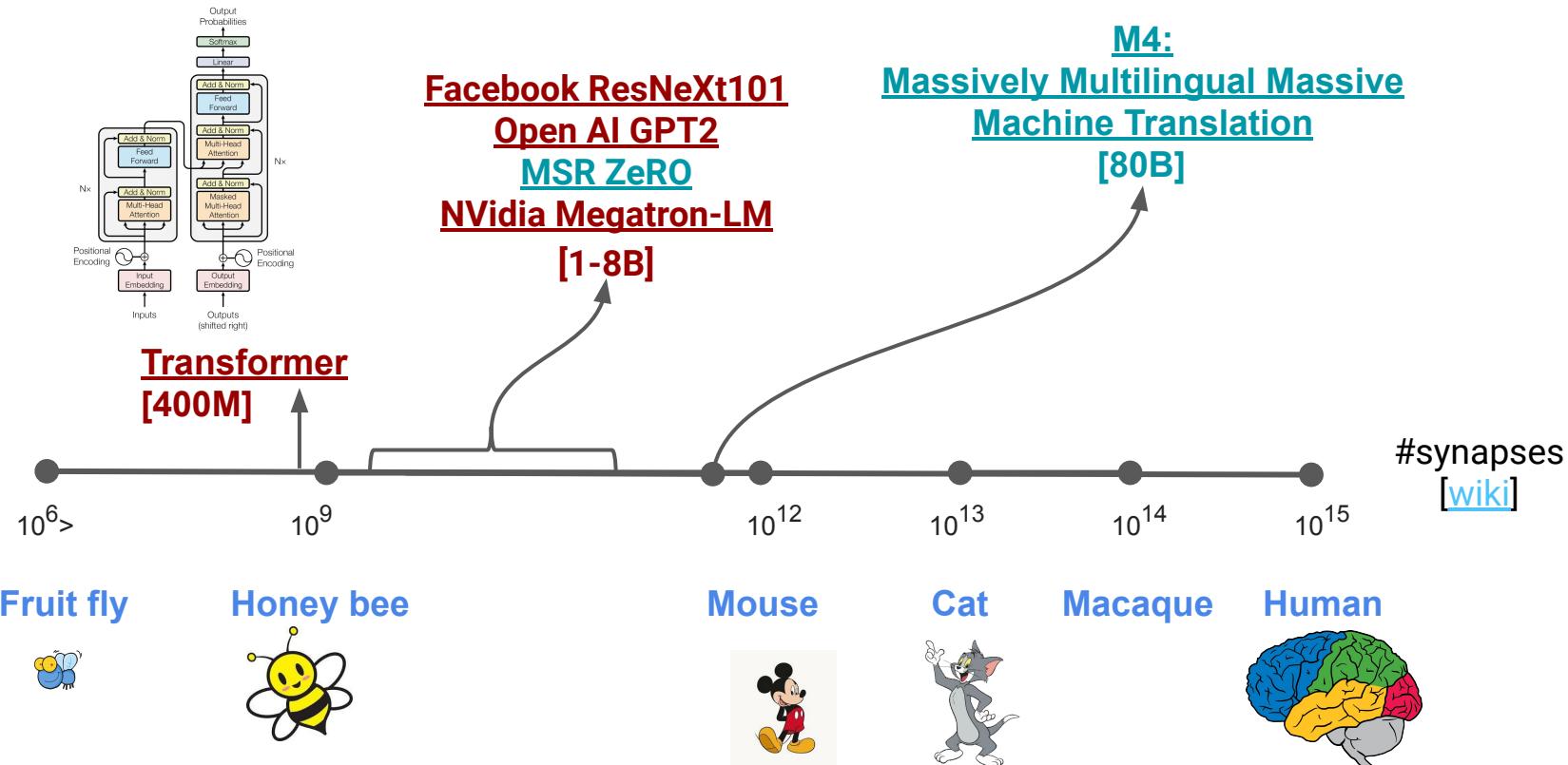
Number of Synapses



Number of Synapses



Number of Synapses



Number of Synapses

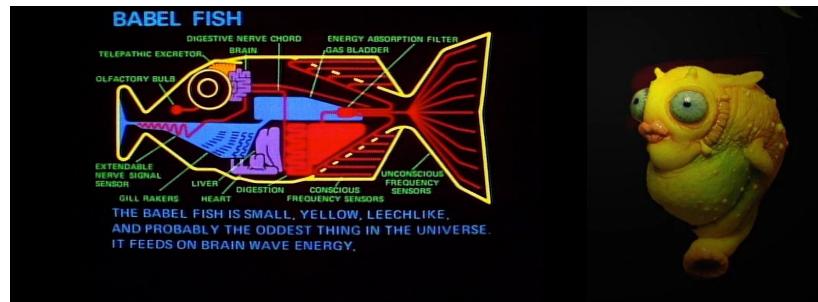
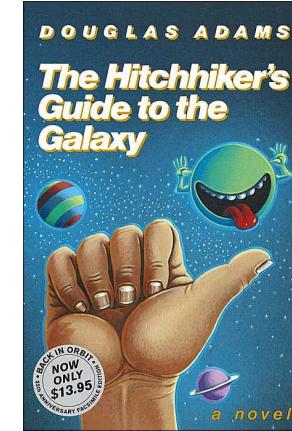


Towards Universal Translation

- **Number of Languages: 103 languages**
 - Single Neural Network Capable of Translating between any two.
 - Massively Multilingual, Multi-task Setup
 - Open domain dataset, crawled from Web **25 billion examples**

- **Number of Neurons: Model Size**

- Orders of magnitude larger than traditional translation models (Transformer 400M)
- Massive in terms of number of trainable parameters (**6B - 90B parameters**)
- Very deep and wide (**1024 layers deep, 16k wide**)



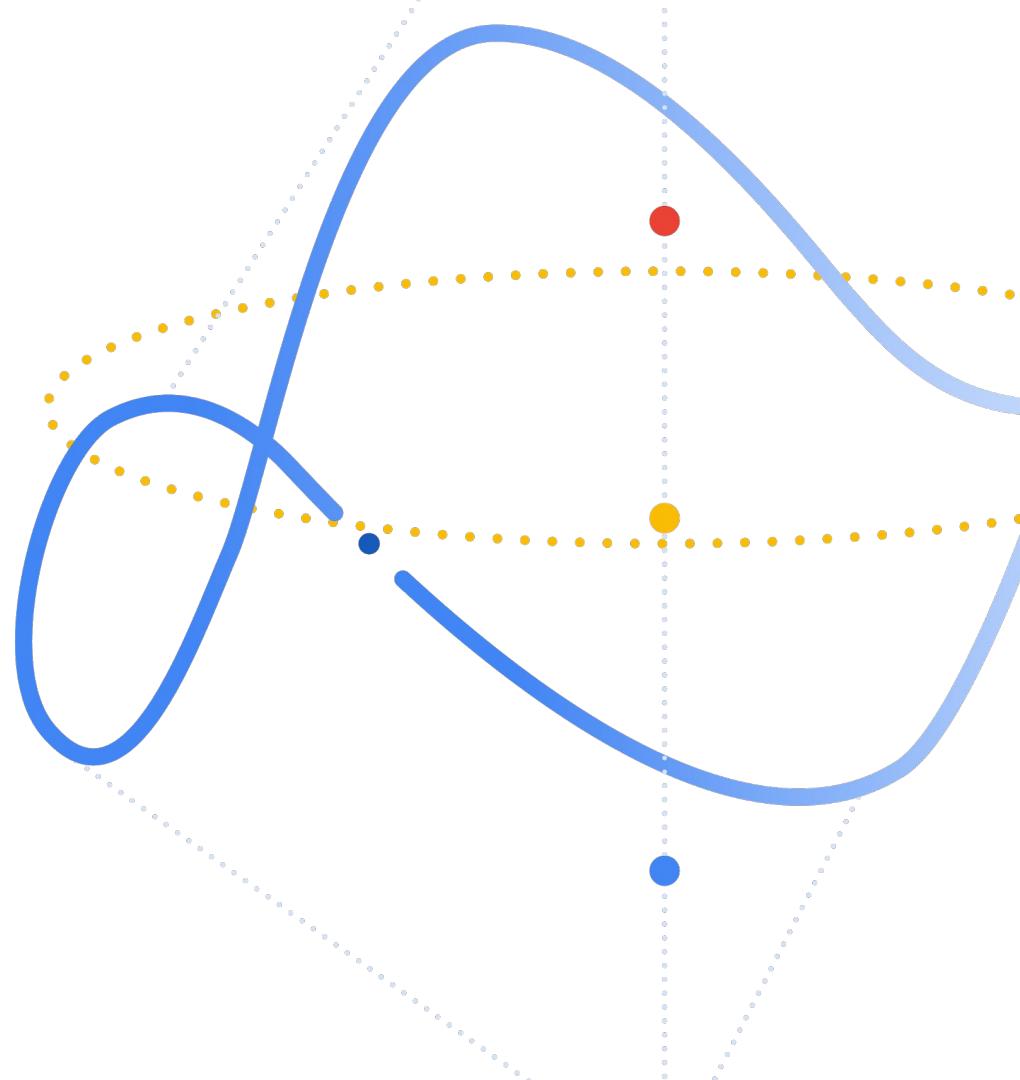


Outline

- Prototyping - *Engineering perspective*
- Debugging - *ML perspective*
- Hyper-parameter Search - *ML perspective*
- Reproducibility - *Engineering perspective*
- Bonus: Coordination

Machine Translation

in a nutshell



Google Translate

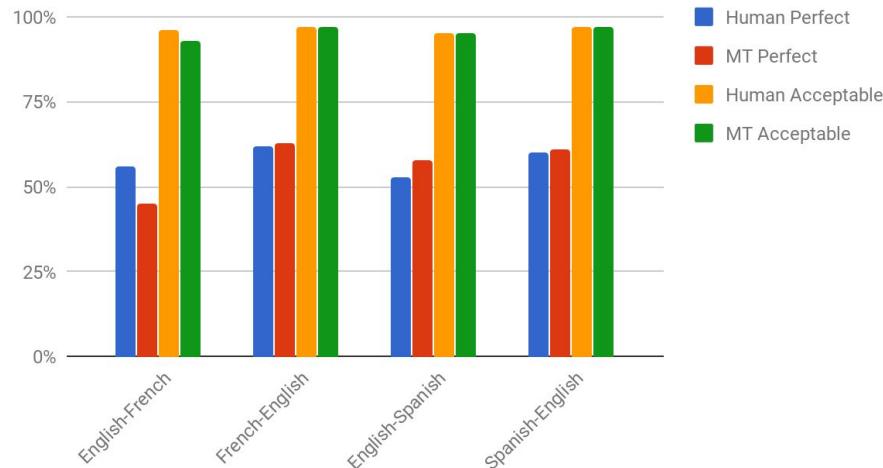


30 trillion

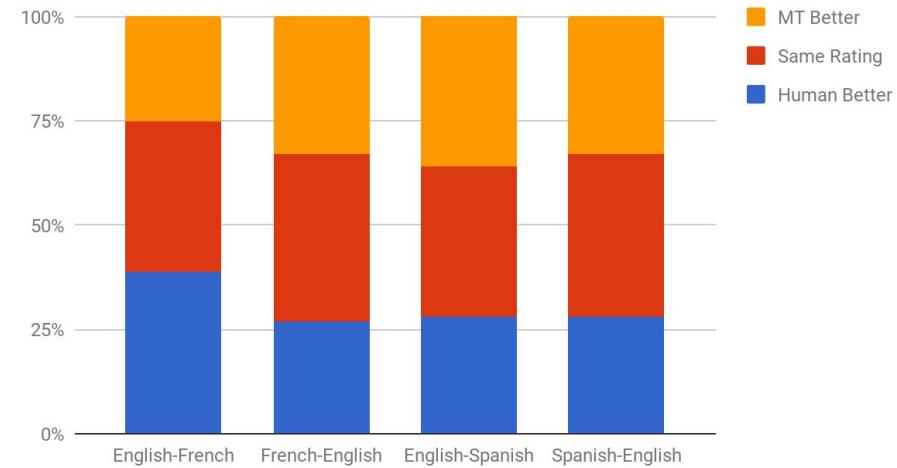
sentences translated per year

Sentence-level quality is improving

Single Presentation



Side by Side



What is behind?

The Paradigm:
Sequence to Sequence Learning

The Task:
Neural Machine Translation

Sequence to Sequence Refresher

What do we want



$p(Y|X)$



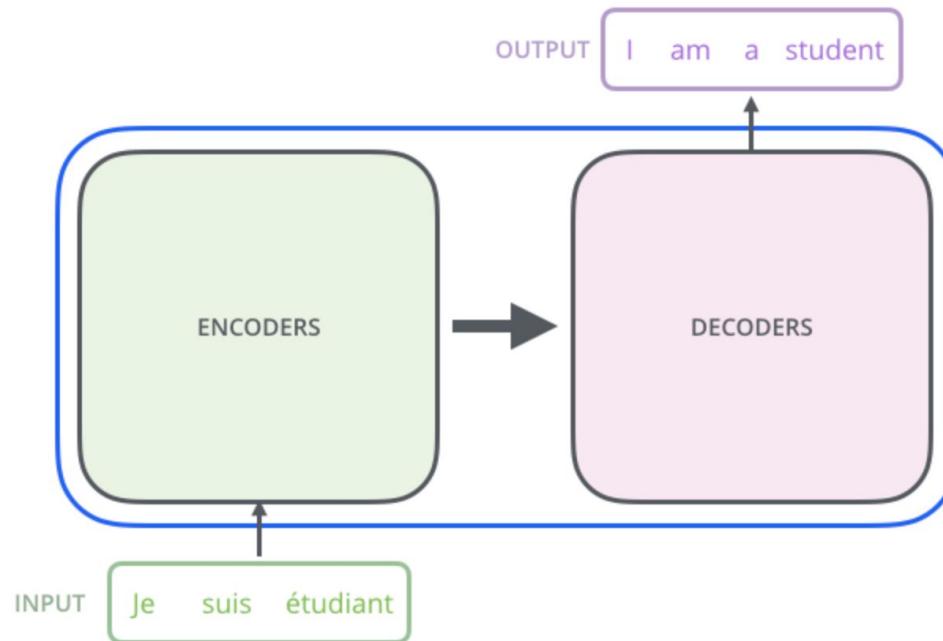
How do we do it



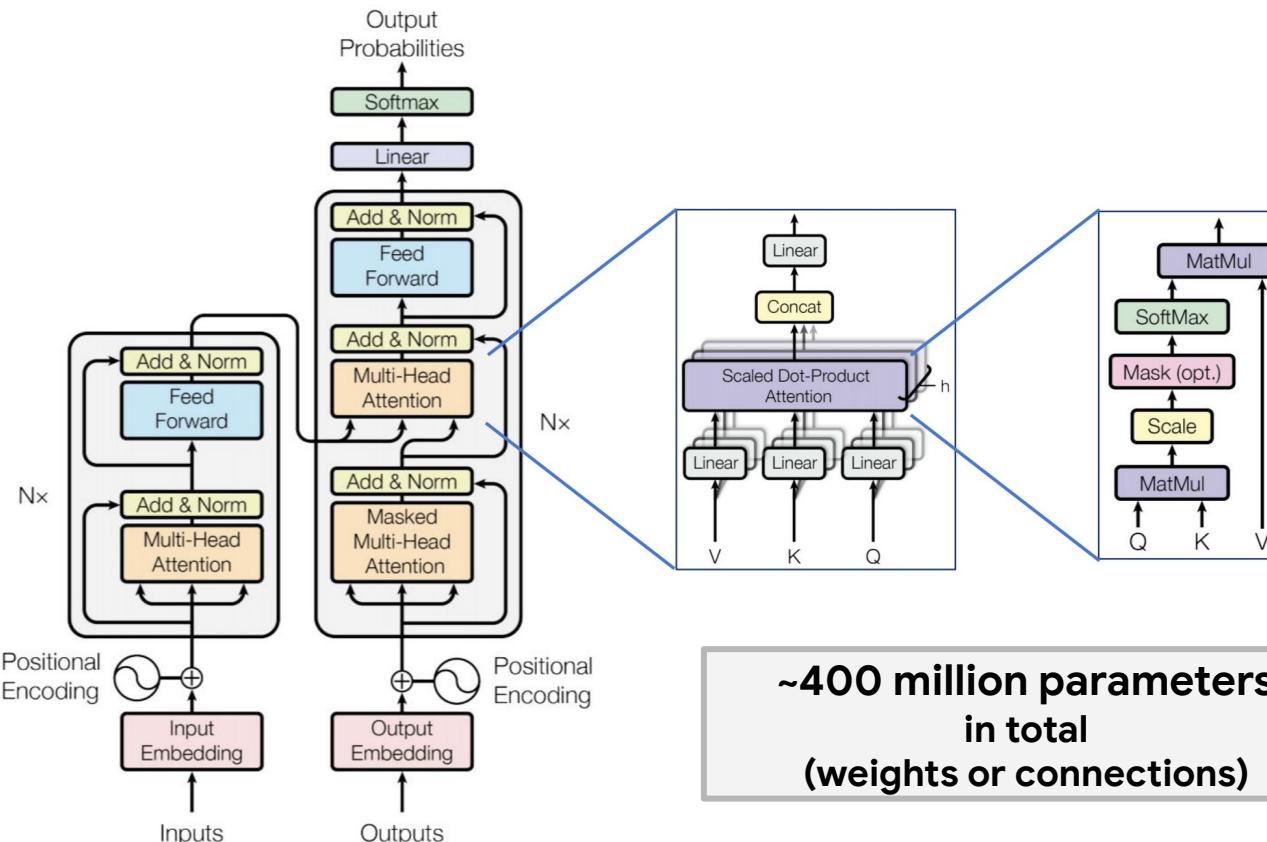
Seq2seq



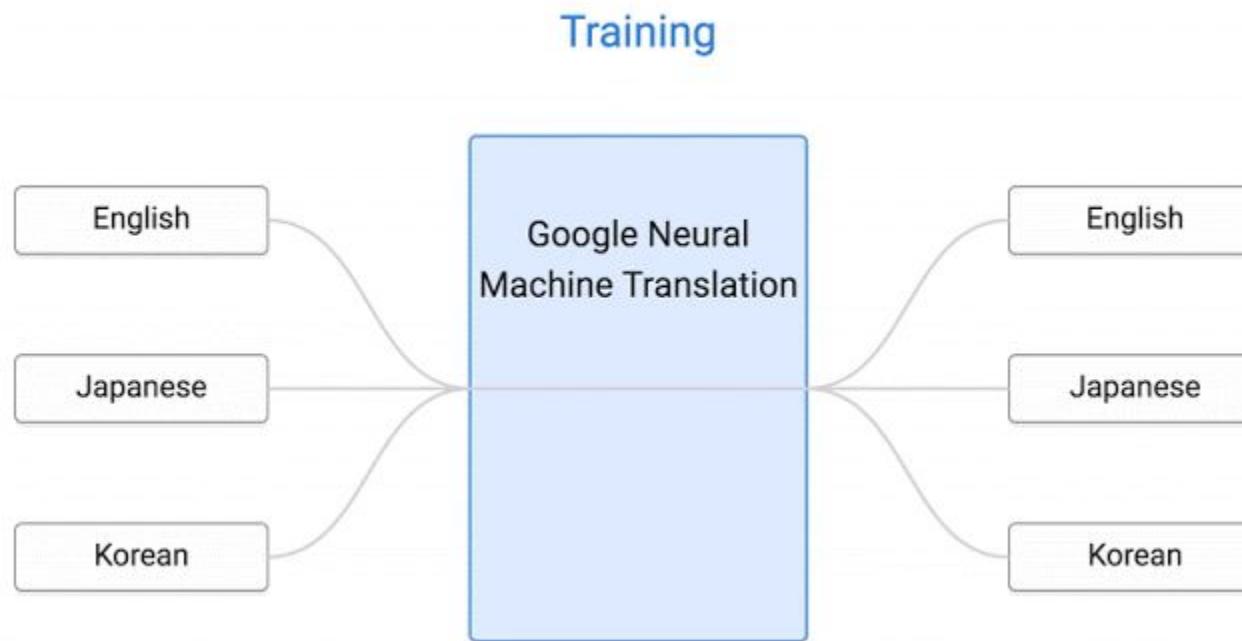
Neural Machine Translation



Transformer: Attention is All You Need - Vaswani et al. 2017



Multilingual Neural Machine Translation



Our goal

**Develop a universal translation model
(i.e., a single model across 1000+ languages)**



*“Perhaps the way [of translation] is to descend, from each language, down to the common base of human communication -- the real but as yet **undiscovered universal language** -- and then re-emerge by whatever particular route is convenient.”*

Warren Weaver (1949)

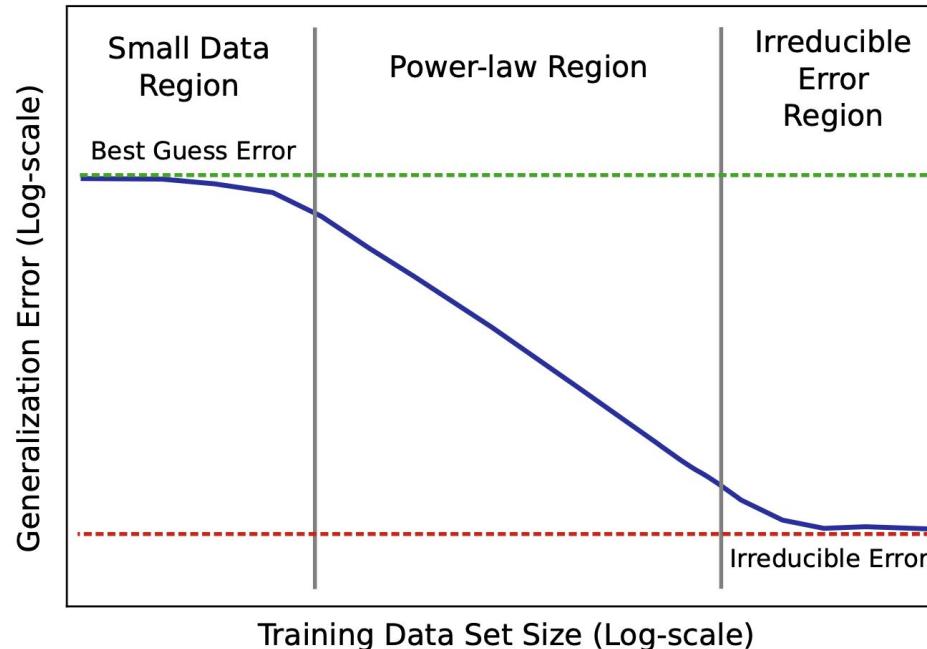


1. Massively Multilingual MT A/ Data

[Massively Multilingual Neural Machine Translation](#), Aharoni et al. NAACL 2019

[Massively Multilingual NMT in the Wild: Findings and Challenges](#), Arivazhagan et al. 2019

A/Data



Sketch of Power Law Learning Curves [Hestness et al. 2017]

A/Data

- Any Sequence
- Arbitrary length
- Sequence-to-Sequence
 - **Machine Translation**
 - **Sentiment Analysis**
 - **Speech Recognition**
 - **Image Captioning**

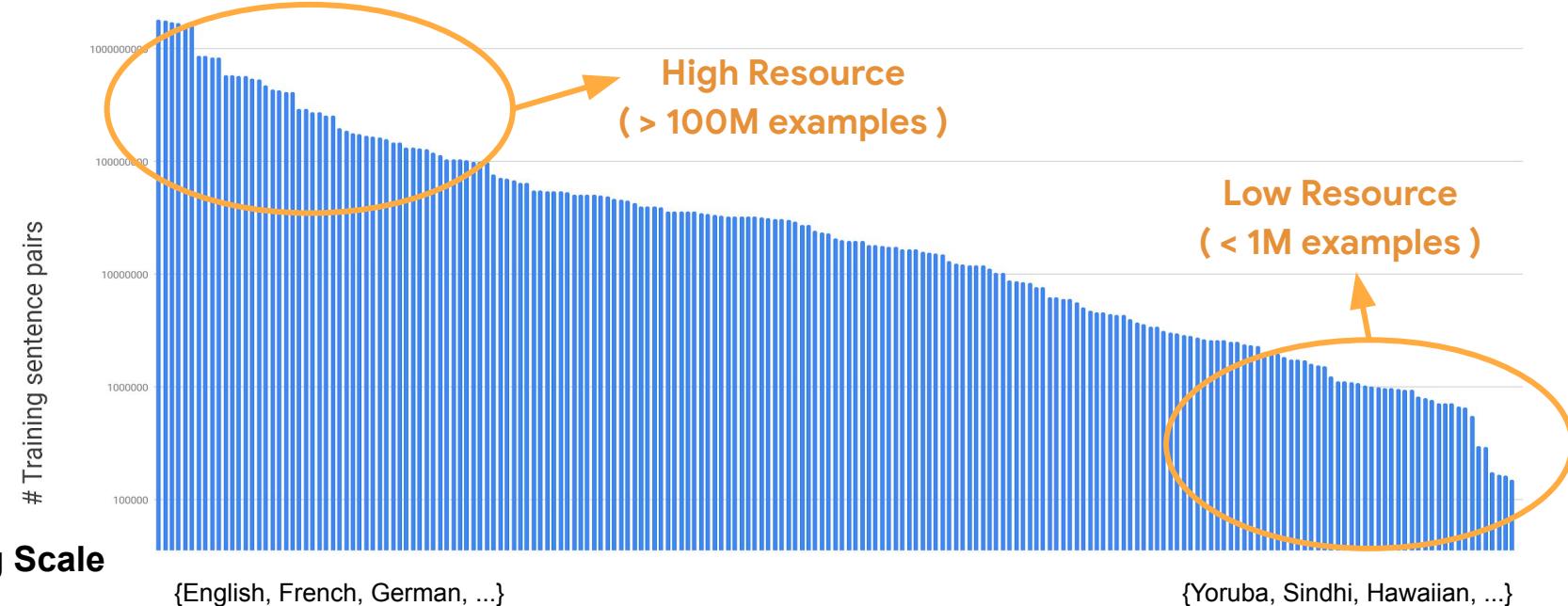
Now at Massive Amounts

- BERT (Devlin et al. 2018): Wikipedia
- GPT-2 (Radford et al. 2019) : Reddit
- M4 (Arivazhagan et al. 2019): Entire Internet

Convert Compute into Data

- AlphaZero, OpenAI Five: Self-Play
- AlphaStar: Multi-agent

A/Data



Massively Multilingual MT - Arivazhagan et al. 2019

Large Gains on Low-Resource Languages with Multilinguality

Translation quality of 103 bilingual baselines



High Resource Languages

Low Resource Languages



2. Massive Neural Networks

A/ Compute
B/ Models

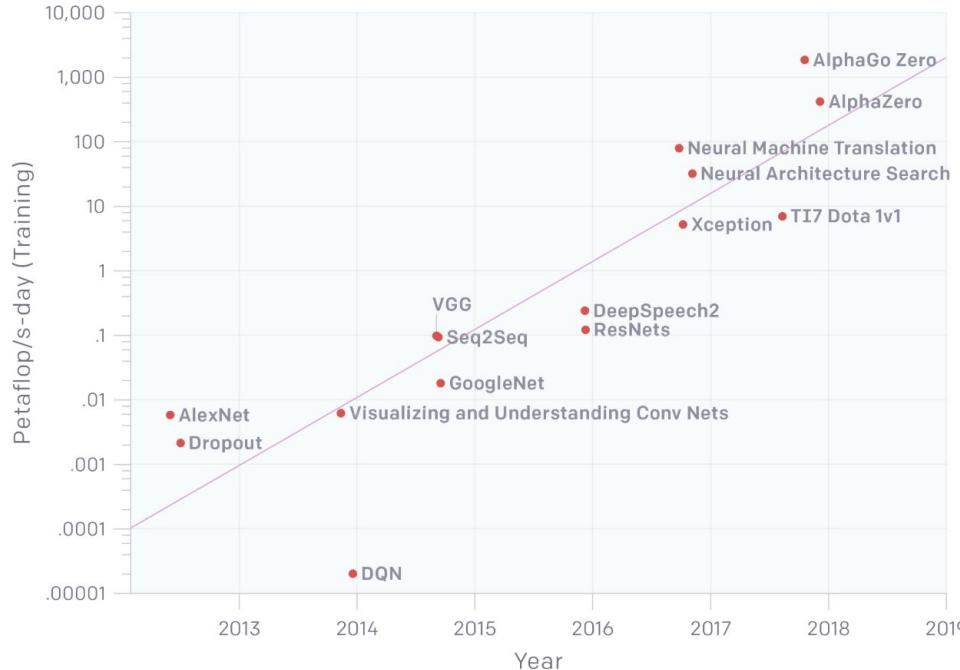
[Training Deeper Neural Machine Translation Models with Transparent Attention](#), Bapna et al. EMNLP 2018

[GPipe: Efficient Training of Giant Neural Networks using Pipeline Parallelism](#), Huang et al. NeurIPS 2019

[Outrageously Large Neural Networks: The Sparsely-Gated Mixture-of-Experts Layer](#), Shazeer et al. ICLR 2017

A/Compute

AlexNet to AlphaGo Zero: A 300,000x Increase in Compute



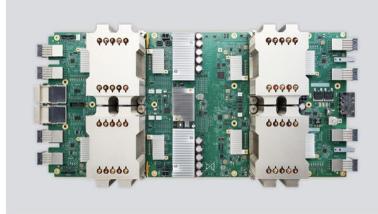
AI and Compute - Damodei and Hernandez 2018

A/Compute

- Training on 1024 TPU-v3 chips
- Bfloat16 (Brain Floating Point)
- GPipe: Micro-Batch Pipeline Parallelism
(Huang et al., 2019)
 - Rematerialization
(gradient checkpointing)
 - Large batches (4M examples)



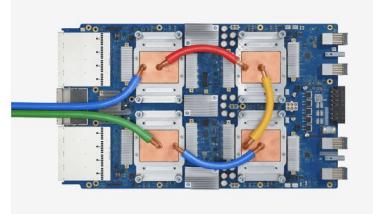
A/Compute - Tensor Processing Units



Cloud TPU v2

180 teraflops

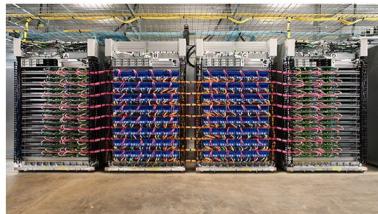
64 GB High Bandwidth Memory (HBM)



Cloud TPU v3

420 teraflops

128 GB HBM

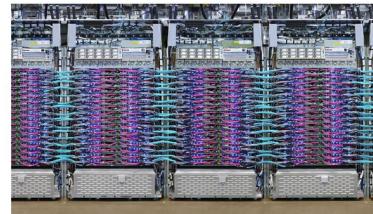


Cloud TPU v2 Pod (beta)

11.5 petaflops

4 TB HBM

2-D toroidal mesh network



Cloud TPU v3 Pod (beta)

100+ petaflops

32 TB HBM

2-D toroidal mesh network

A/Compute - BFloat16

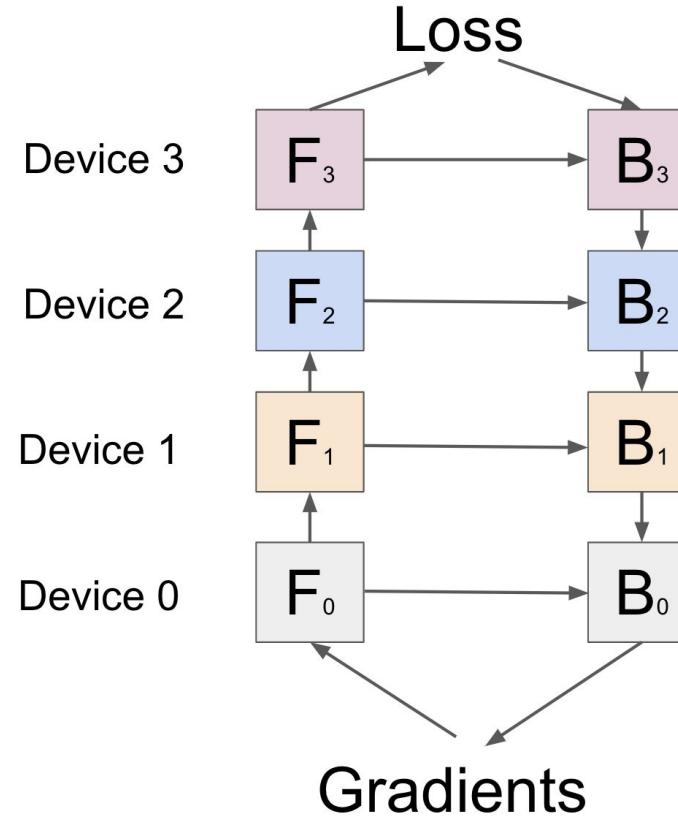
- fp32 - IEEE single-precision floating-point
- fp16 - IEEE half-precision floating point
- bfloat16 - 16-bit *brain floating point*



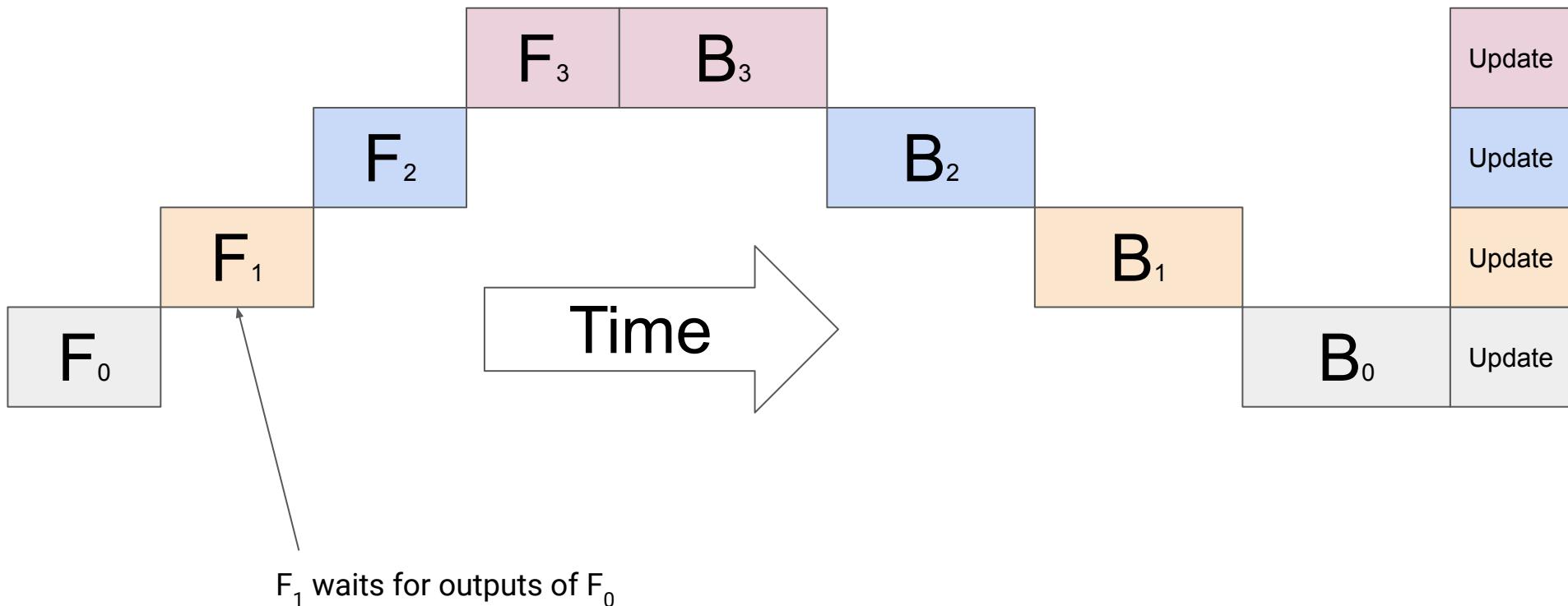
The dynamic range of bfloat16 is greater than that of fp16.

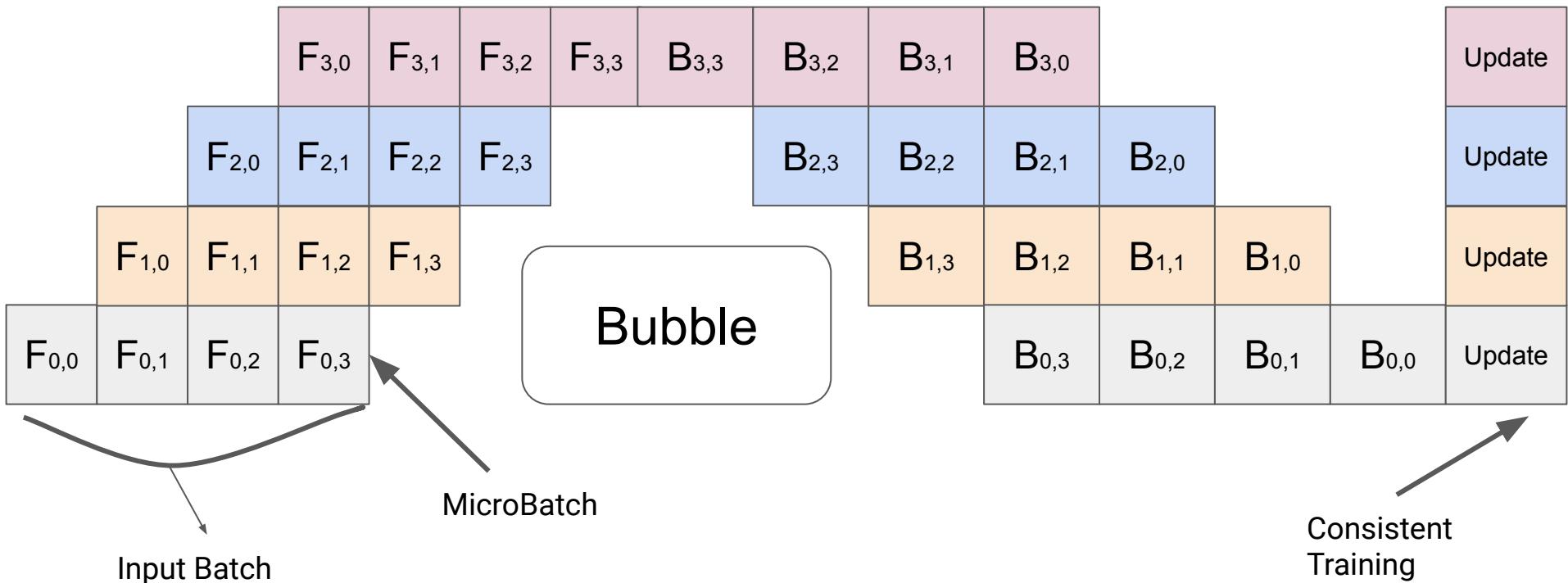
A/Compute - Data and Model Parallelism

- Training on 1024 TPU-v3 chips
- Bfloat16 (Brain Floating Point)
- GPipe: Micro-Batch Pipeline Parallelism
(Huang et al., 2019)
 - Rematerialization
(gradient checkpointing)
 - Large batches (4M examples)



Only one accelerator is active when the model is distributed across the accelerators





More resources to ease handling large networks, painlessly (?)

- [Fitting larger networks into memory](#)
- [Reducing the Memory Usage](#)
- [Training Neural Nets on Larger Batches: Practical Tips for 1-GPU, Multi-GPU & Distributed setups](#)

B/Models

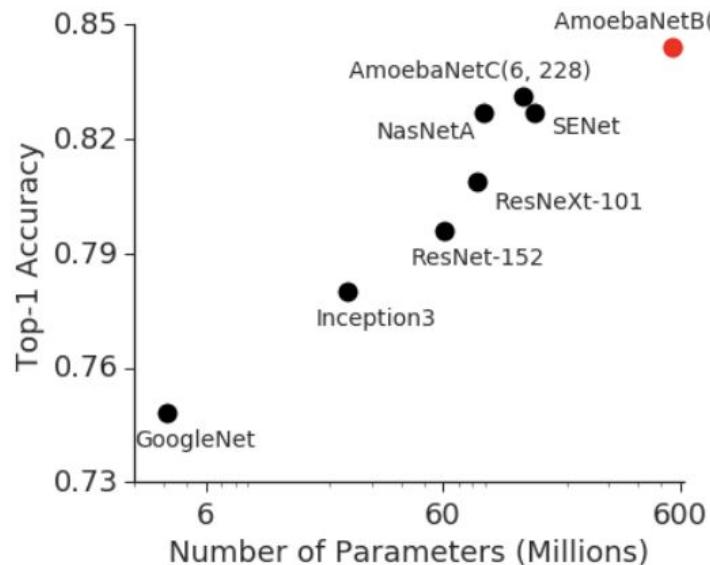
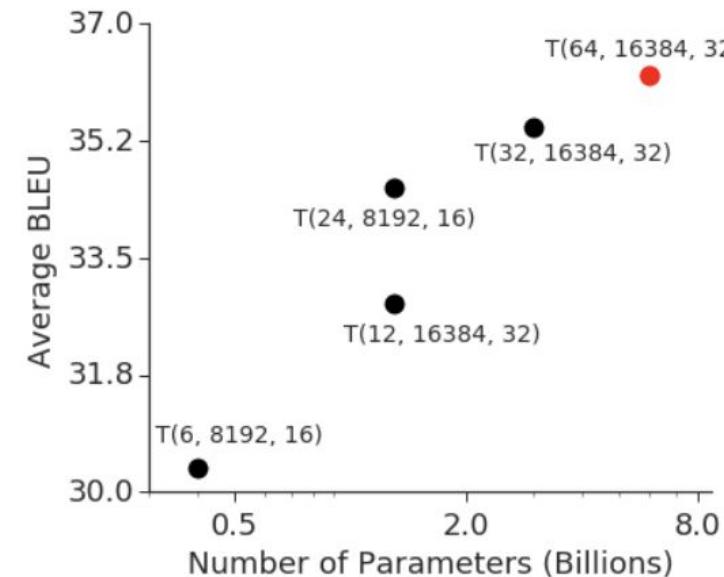


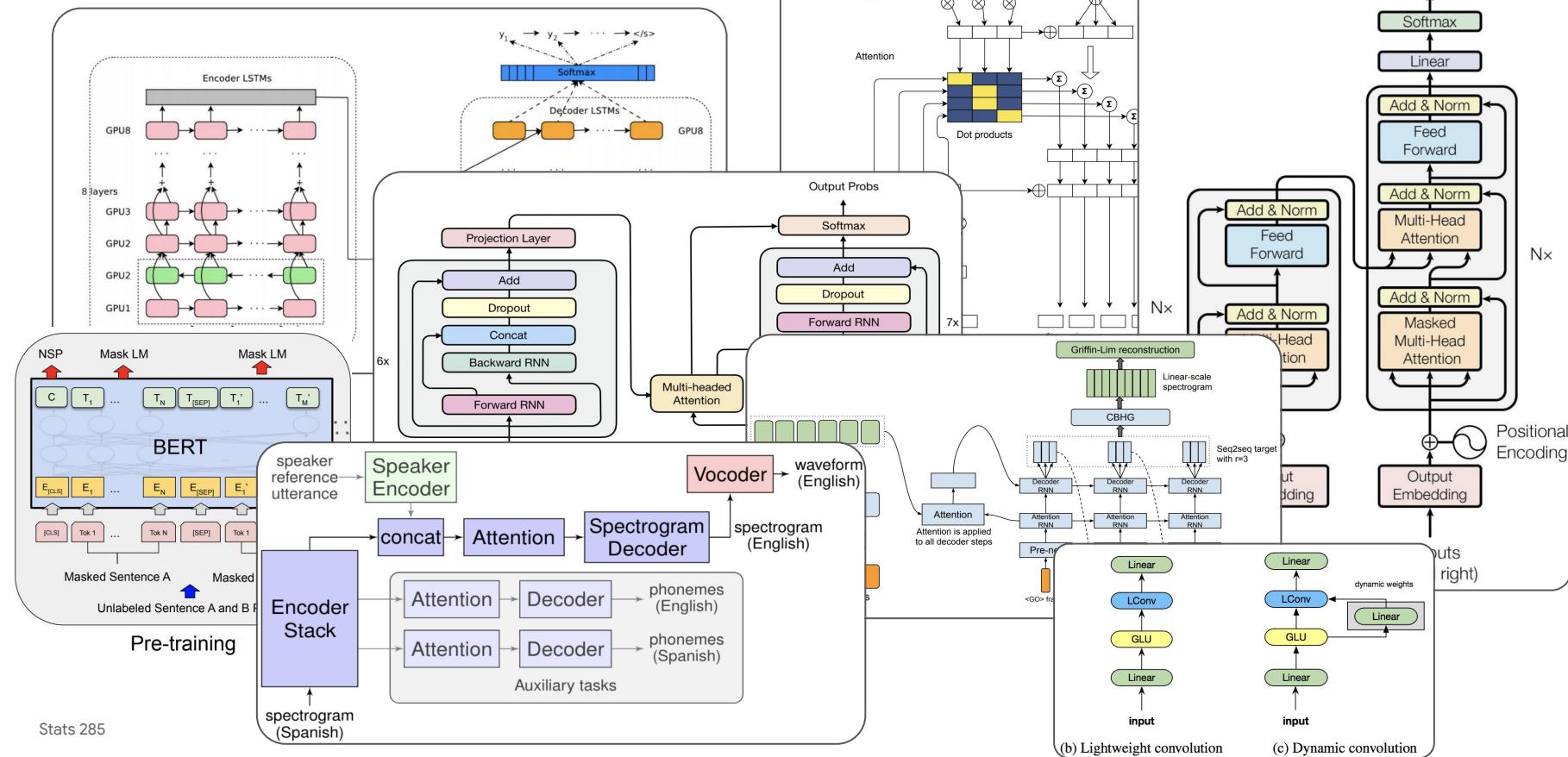
Image-Net



Machine Translation

GPipe: Easy Scaling with Pipeline Parallelism - Huang et al., 2019

Some Shiny Hammers



Aiding the Model

Model enhancements to ease the training:

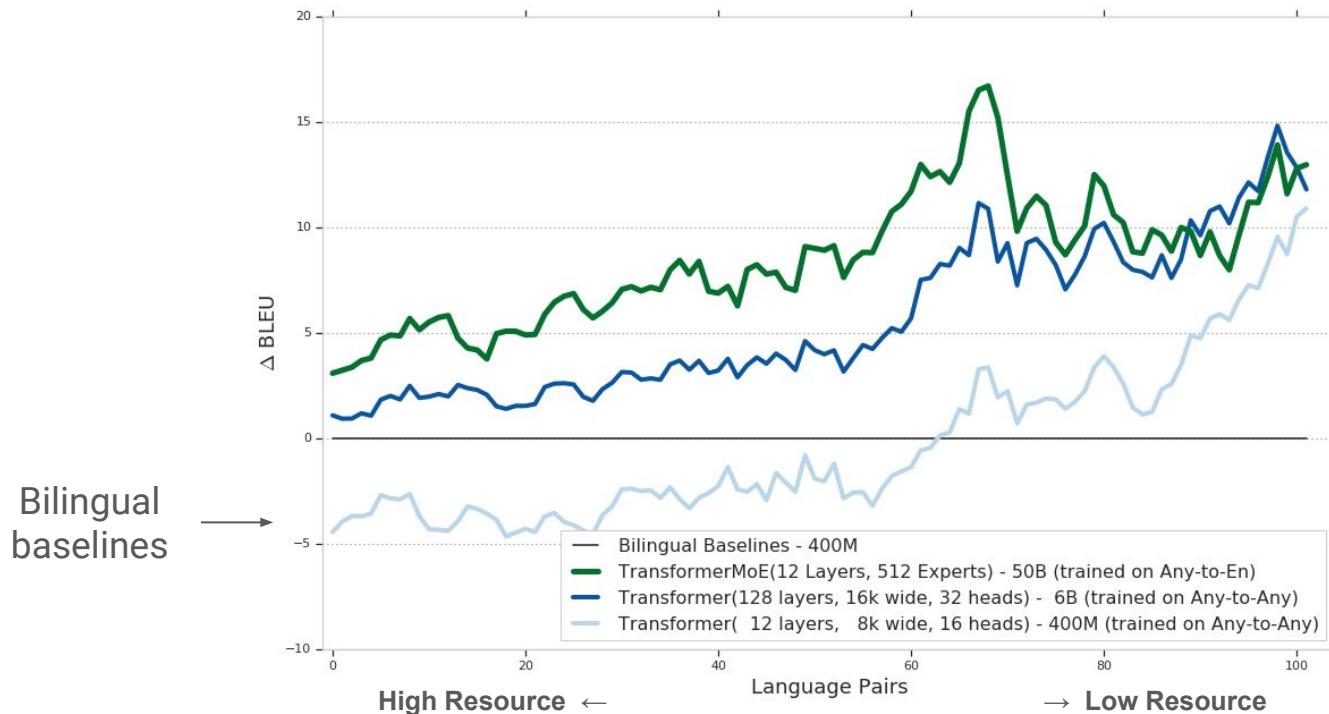
- Residuals
- Normalizations (layer, batch, spectral)
- Transparent Attention (Bapna et al. 2018)
- Parameter Sharing
(Press and Wolf 2016, Jean et al. 2018,
Dehghani et al. 2018)
- Sparsely Gated Mixture of Experts
(Shazeer et al. 2017)

Aiding the Optimizer

Step rule enhancements to ease the training:

- Sync-training
- Grad-norm tracker (Chen et al. 2018)
- Large batches
(Goyal et al. 2017, Ott et al. 2018)
- Learning Rate Schedules (Bengio 2012)
- New step rules
(Shazeer and Stern 2018, Gupta et al. 2018)
- Logit clipping
- Smart Initializations, Fixup
(Zhang et al. 2019)

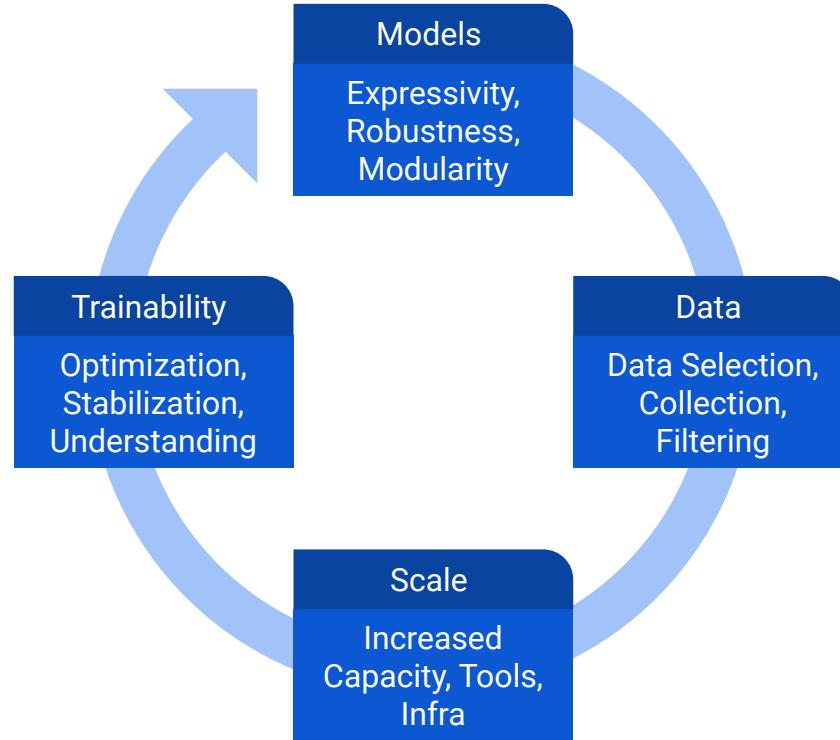
Putting it all together: M4



Workflow



Workflow of AI Researchers working at Scale





Outline

- **Prototyping**
- Debugging
- Hyper-parameter Search
- Reproducibility
- Bonus: Coordination



Components of an NMT System

Training

- Reads the data, computes loss and gradients, applies parameter update.
- The most compute intensive job, runs on TPU

Inference

- Reads a checkpoint of the trained model, runs inference (beam-search)
- Generating output sequences, usually runs on GPU

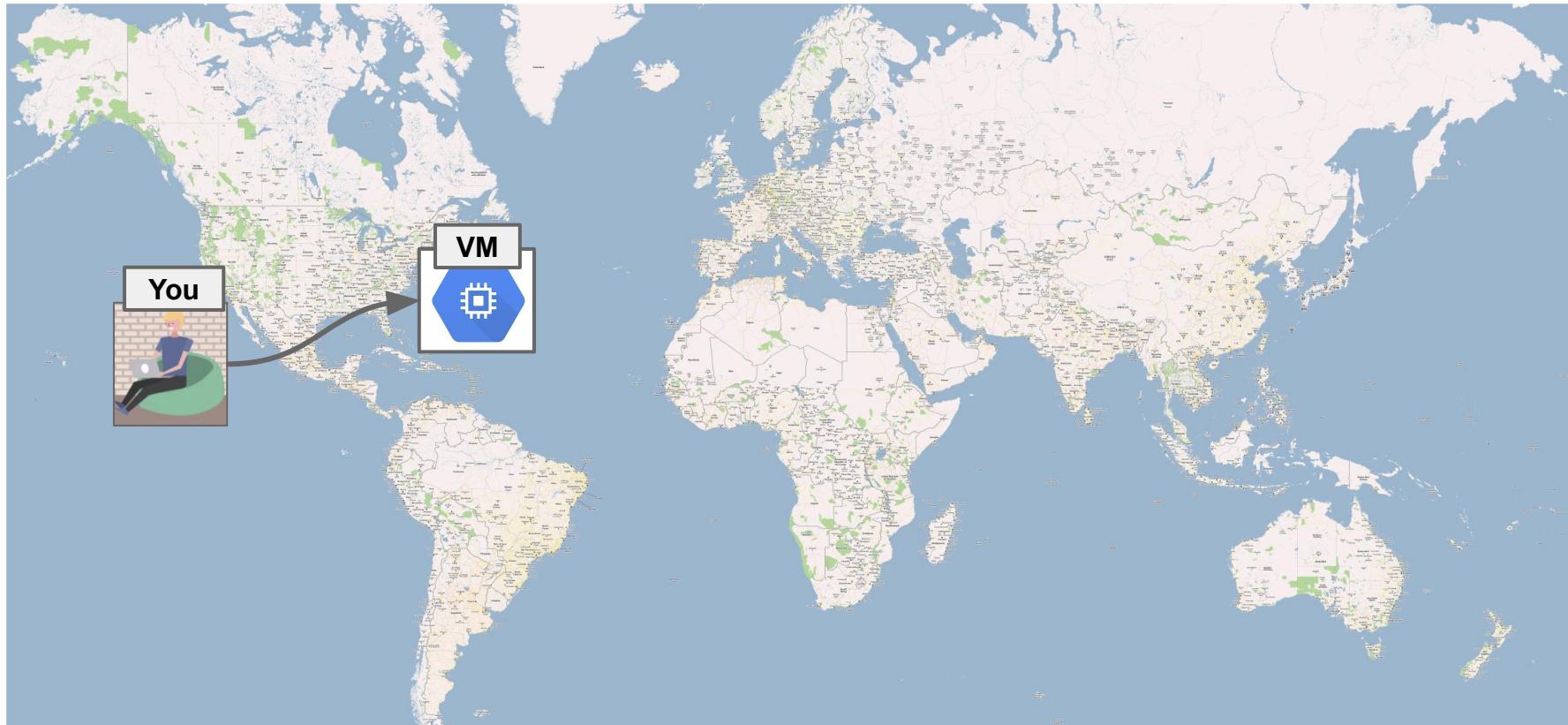
Evaluation

- Reads a checkpoint of the trained model, computes loss on dev set.
- Used for monitoring the progress, usually runs on GPU or CPU

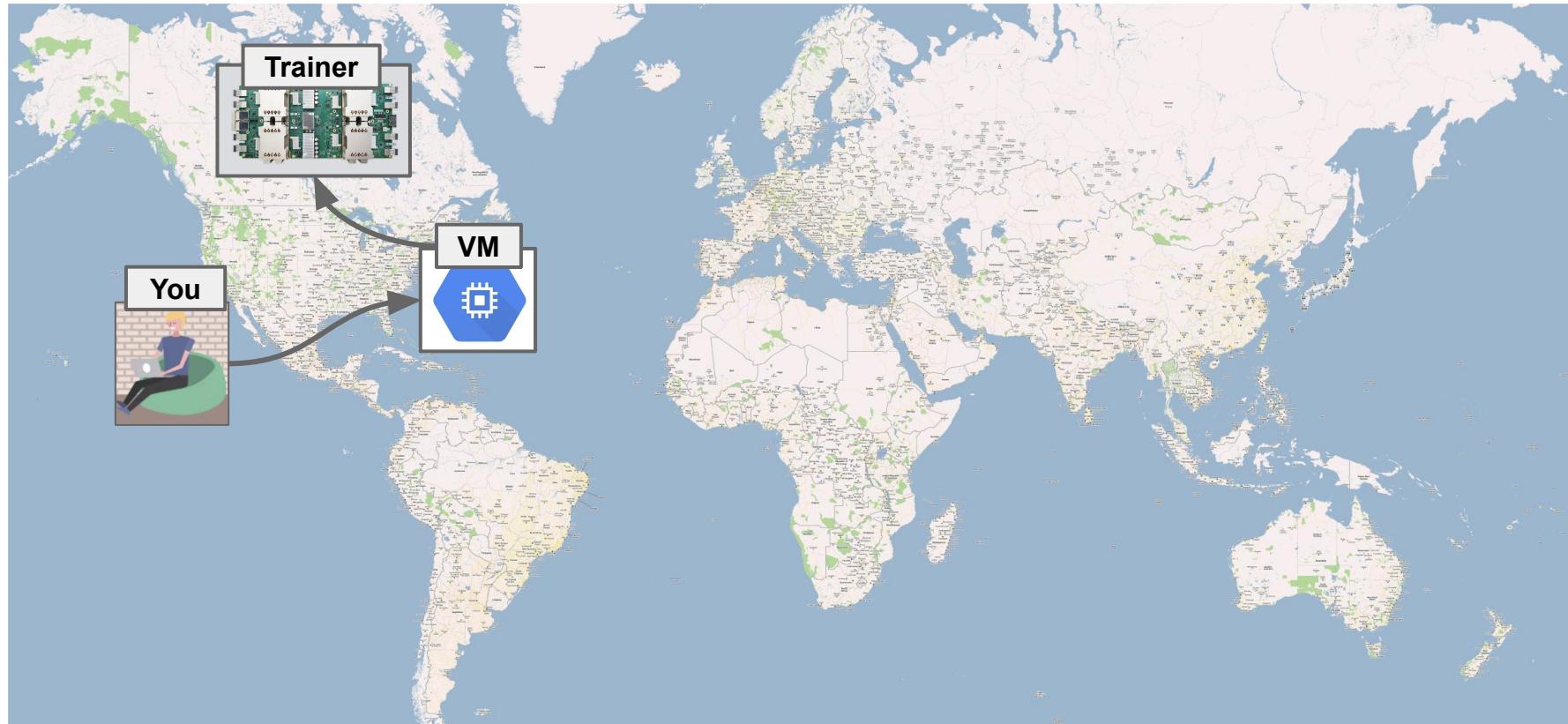
Under the hood



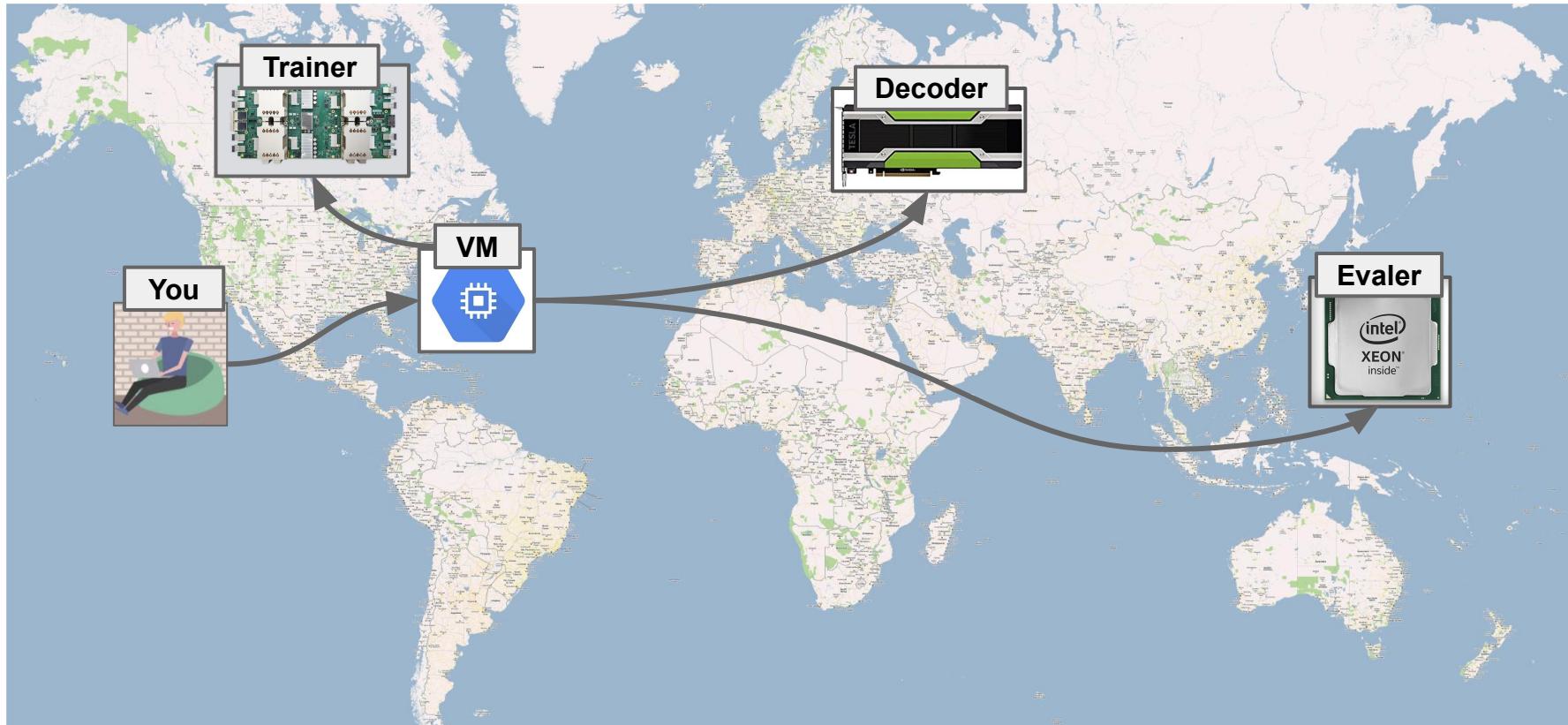
Under the hood



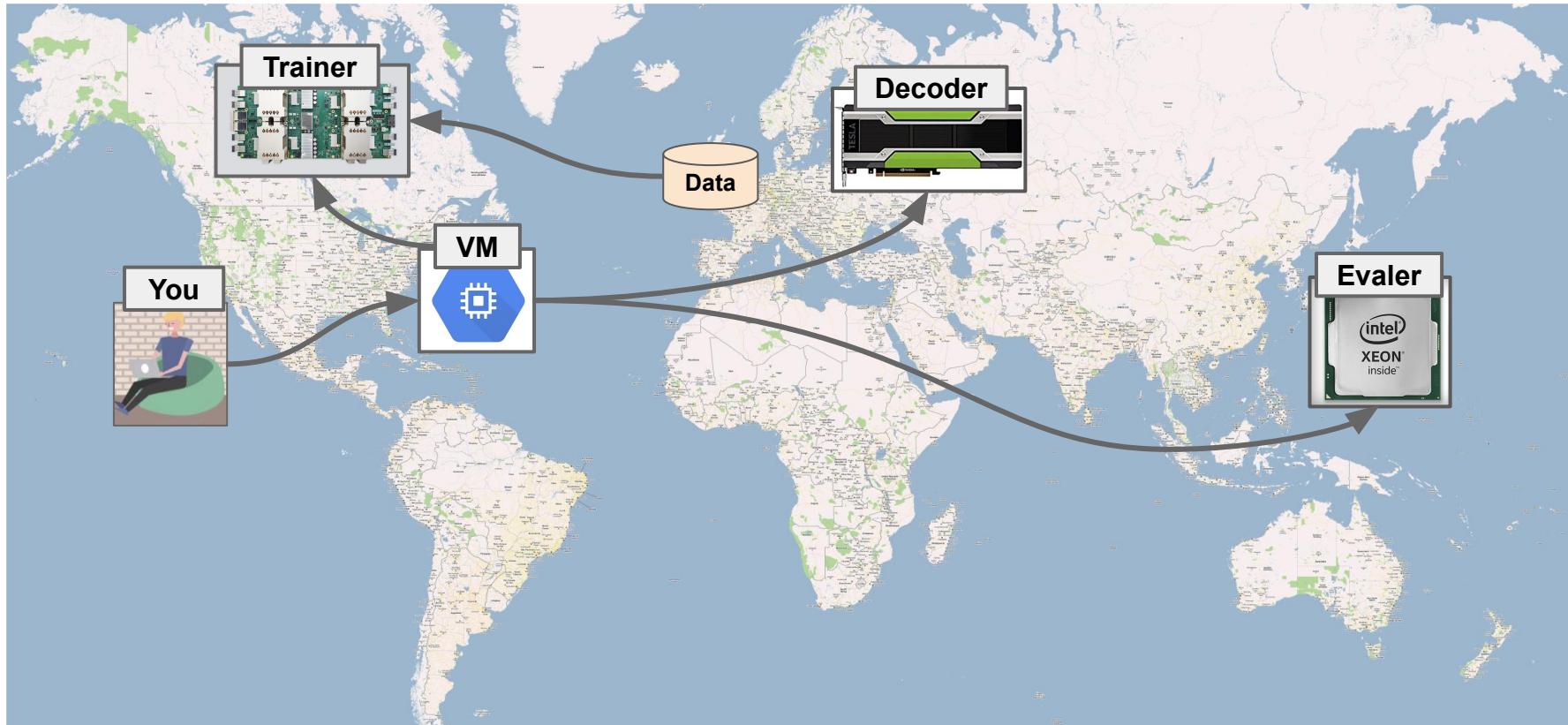
Under the hood



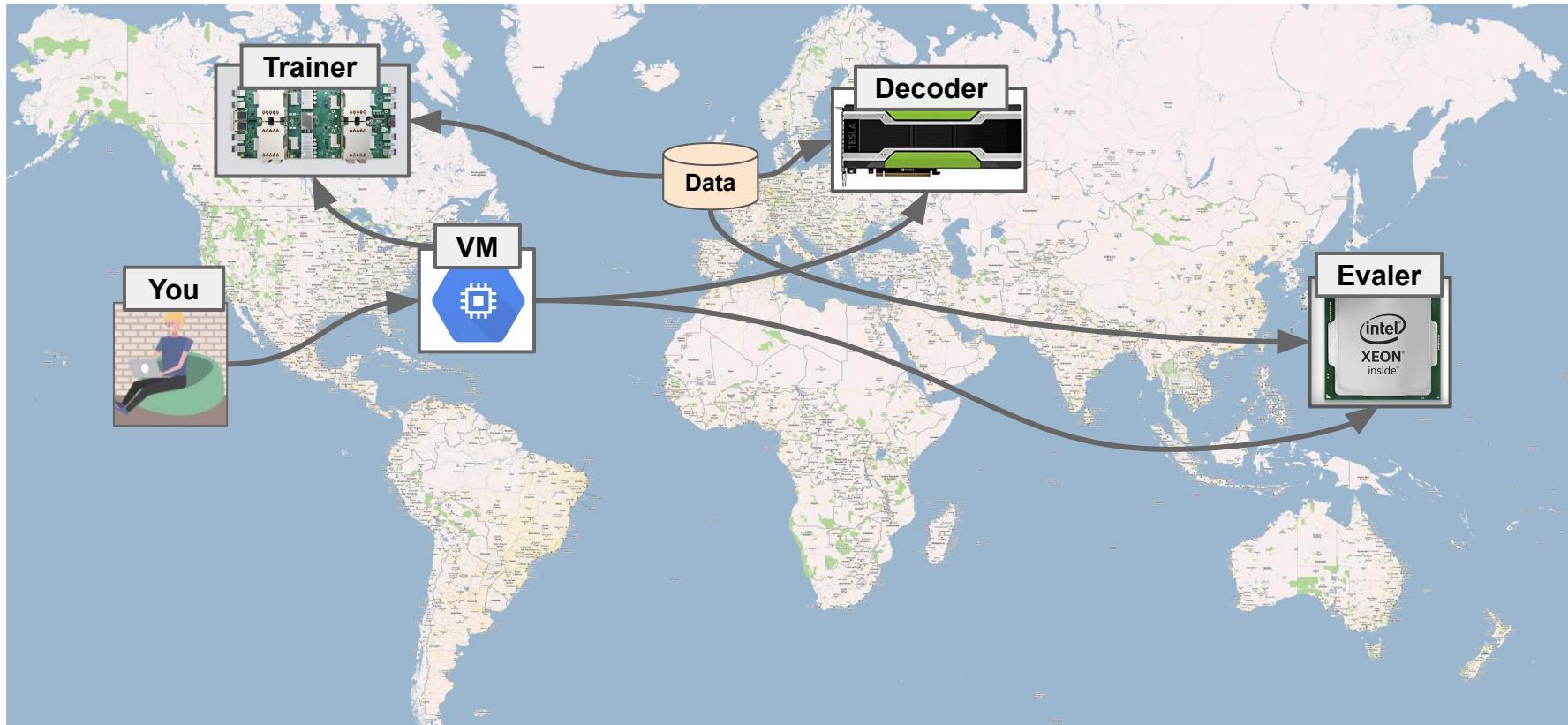
Under the hood



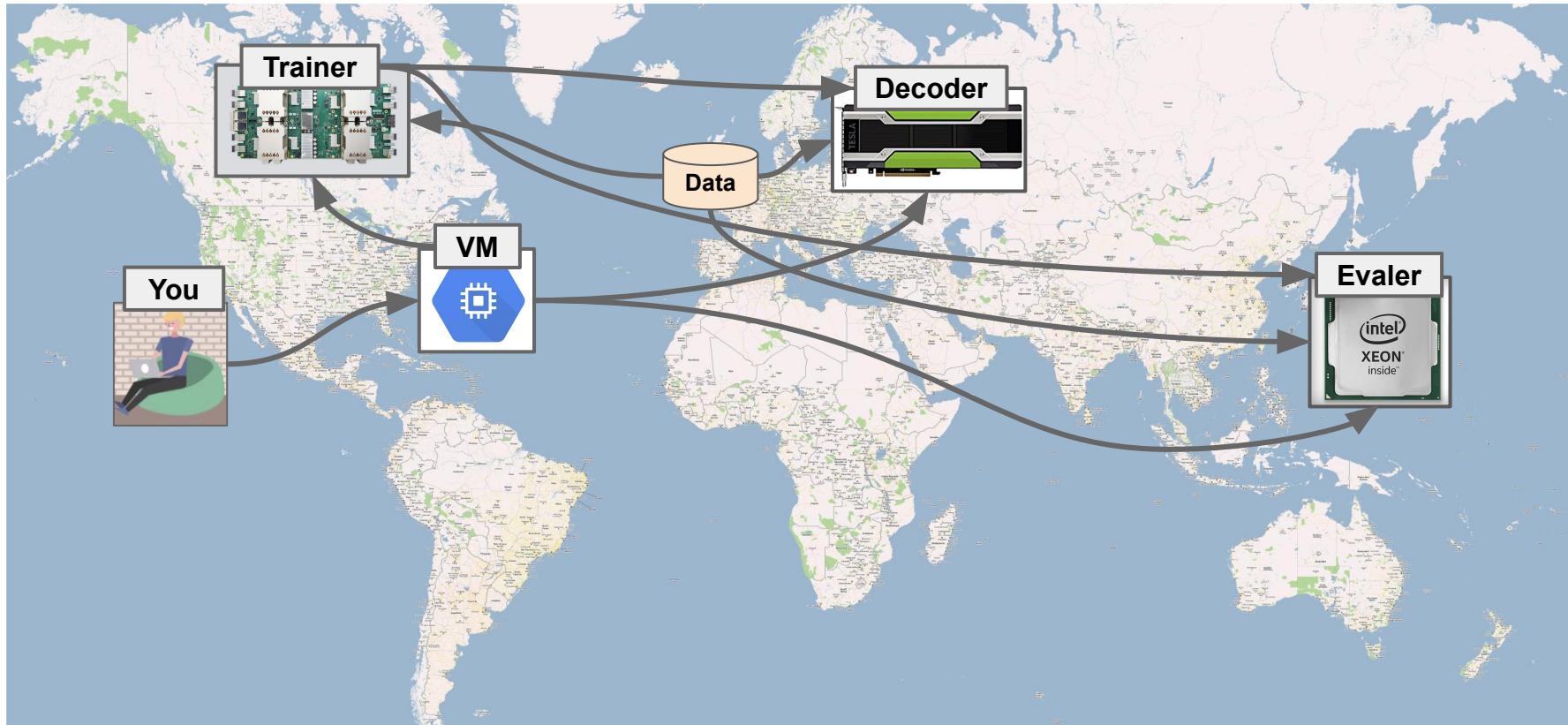
Under the hood



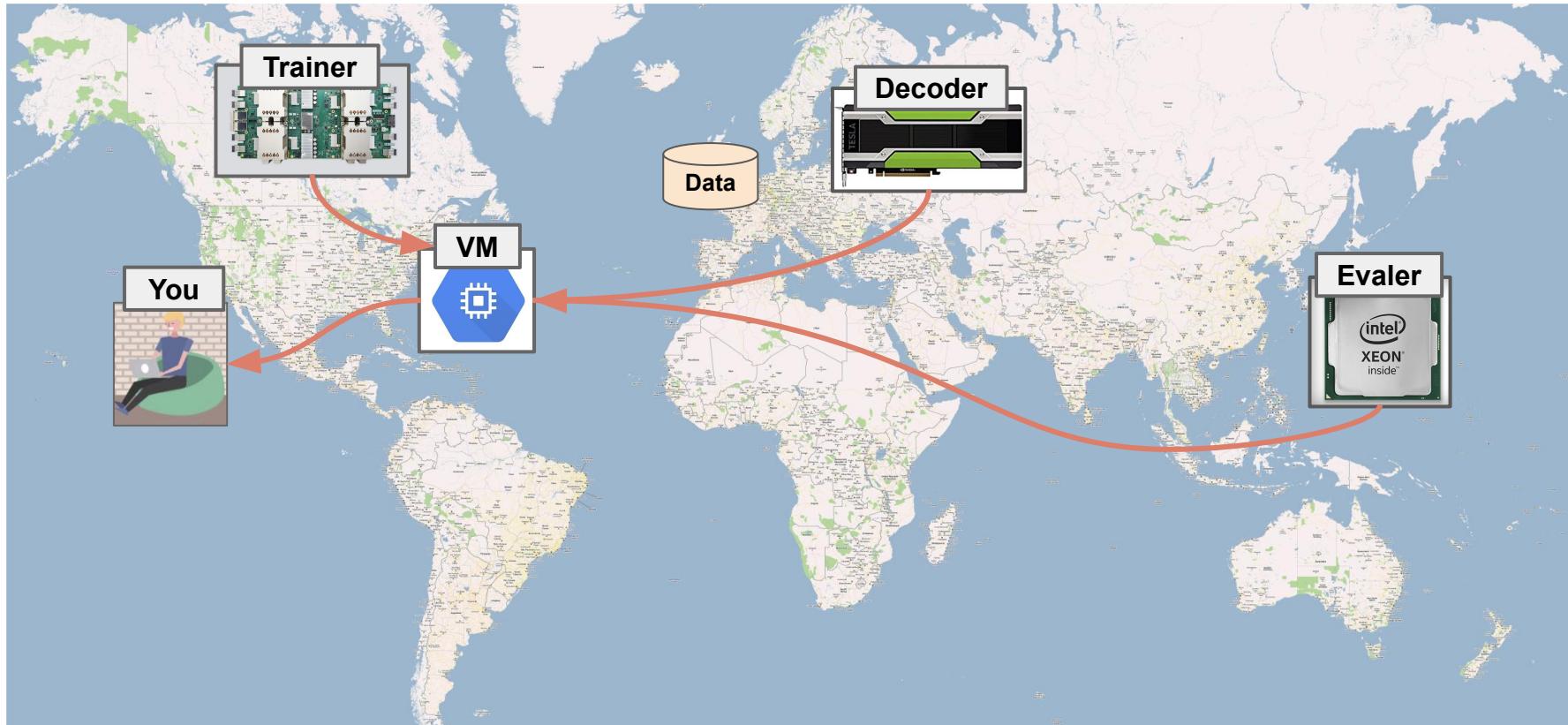
Under the hood



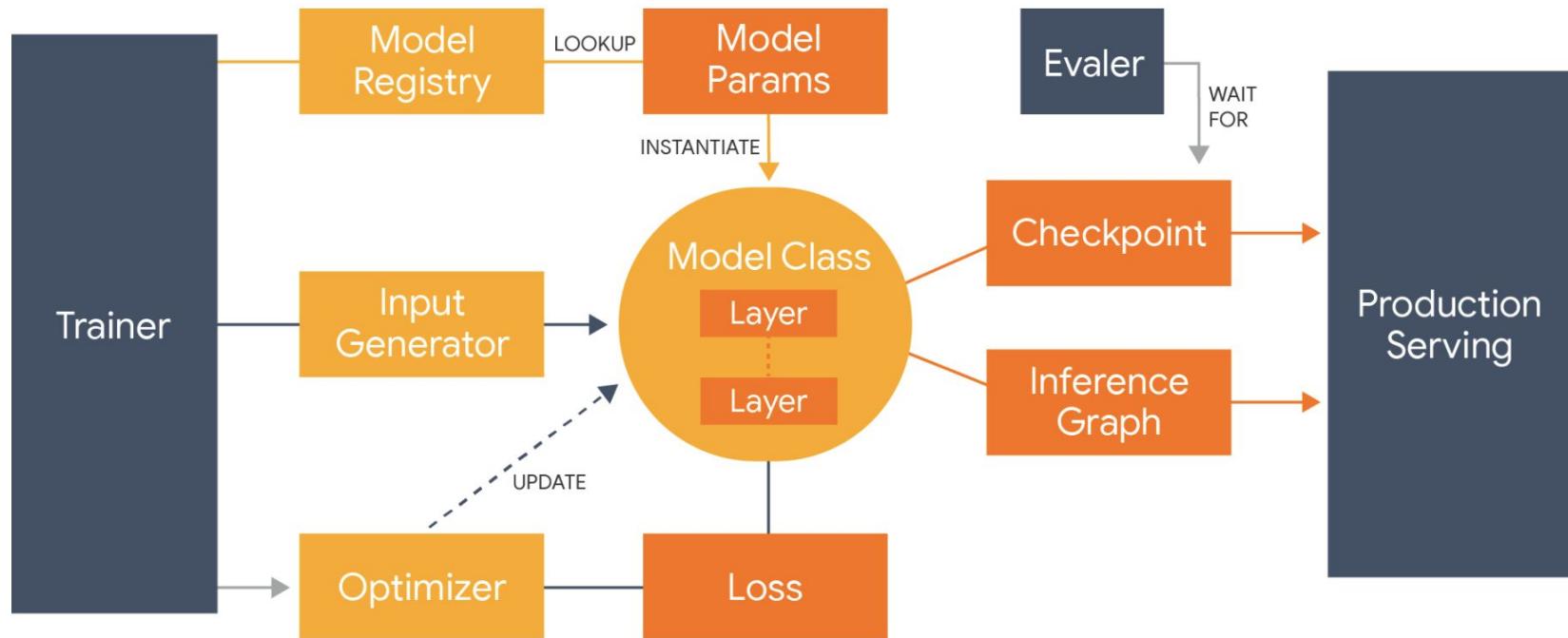
Under the hood



Under the hood



Tensorflow Lingvo: github.com/tensorflow/lingvo



Trainer

- Construct TF training graph for a model. (cs)
 - Place variables
 - Place forward/backward computations
 - Summary
- Repeatedly calls: (TF 1.x)
 - `TF session.run(train_op)`

```
class TrainerTpu(base_runner.BaseRunner):
    """Trainer on TPU."""

    def __init__(self, *args, **kwargs):
        super(TrainerTpu, self).__init__(*args, **kwargs)

        # Multiple TPU trainer tasks not tested/implemented.
        assert self._cluster.num_replicas == 1
        data_parallelism = self._cluster.num_splits_per_client
        assert data_parallelism
        num_devices_per_split = self._cluster.num_devices_per_split
        tf.logging.info('data_parallelism: %d, num_devices_per_split: %d',
                        data_parallelism, num_devices_per_split)

        self._steps_per_loop = min(self.params.train.tpu_steps_per_loop,
                                  self.params.train.max_steps)

        self._cluster_def = self._cluster.worker_cluster_def

        self._initialized = threading.Event()

        tf.logging.info(
            'Creating TrainerTpu using data parallelism %s '
            'and %s steps_per_loop', data_parallelism, self._steps_per_loop)
```

<https://github.com/tensorflow/lingvo/blob/master/lingvo/trainer.py>

Prototyping Workflow - I

0. Read bunch of papers, ask a research question, hypothesize a solution
1. Play first in a colab (quick & dirty)
 - a. Isolated component, not even a layer (method) but a subroutine
 - b. Validate that the math works



Prototyping Workflow - II

0. Read bunch of papers, ask a research question, hypothesize a solution
1. Play first in a colab (quick & dirty)
 - a. Isolated component, not even a layer (method) but a subroutine
 - b. Validate that the math works



2. Write a unit test (quick & NOT dirty)
 - a. Start with some smoke tests
 - b. Then validity tests

Writing Tests

Inherit from `test_utils.TestCase`.

In a test method:

- Construct the layer graph.

Writing Tests

Inherit from `test_utils.TestCase`.

In a test method:

- Construct the layer graph.
- Verify:
 - The graph is constructible

```
def testEncoderConstruction(self):
    p = self._EncoderParams()
    _ = encoder.MTEncoderV1(p)
```

Writing Tests

Inherit from `test_utils.TestCase`.

In a test method:

- Construct the layer graph.
- Verify:
 - The graph is constructible
 - # variables

```
def testEncoderVars(self):
    p = self._EncoderParams()
    mt_enc = encoder.TransformerEncoder(p)
    enc_vars = mt_enc.vars
    flatten_vars = enc_vars.Flatten()
    self.assertEqual(len(flatten_vars), 91)
```

Writing Tests

Inherit from `test_utils.TestCase`.

In a test method:

- Construct the layer graph.
- Verify:
 - The graph is constructible
 - # variables
- Create inputs (`tf.constant`,
`feed_dict`).
- Run the graph.

Writing Tests

Inherit from `test_utils.TestCase`.

In a test method:

- Construct the layer graph.
- Verify:
 - The graph is constructible
 - # variables
- Create inputs (`tf.constant`, `feed_dict`).
- Run the graph.
- Verify:
 - Shapes

```
a, m = frnn.FPropDefaultTheta(src_encs, src_paddings, inputs, paddings)
frnn_out = tf.concat([a, m], 2)

# Initialize all the variables, and then run one step.
tf.global_variables_initializer().run()
ys, = sess.run([frnn_out])
self.assertEqual(ys.shape, (7, 6, 8))
```

Writing Tests

Inherit from `test_utils.TestCase`.

In a test method:

- Construct the layer graph.
- Verify:
 - The graph is constructible
 - # variables
- Create inputs (`tf.constant`, `feed_dict`).
- Run the graph.
- Verify:
 - Shapes
 - Output values

```
with self.session(use_gpu=True) as sess:  
    tf.global_variables_initializer().run()  
    actual_decode = sess.run(decode)  
  
expected_topk_ids = [[2, 0, 0, 0, 0], [11, 2, 0, 0, 0], [2, 0, 0, 0, 0],  
                     [6, 2, 0, 0, 0]]  
  
expected_topk_lens = [1, 2, 1, 2]  
expected_topk_scores = [[-3.78467, -5.771077], [-3.334115, -5.597376]]  
  
self.assertAllEqual(expected_topk_ids, actual_decode.topk_ids)  
self.assertAllEqual(expected_topk_lens, actual_decode.topk_lens)  
self.assertAllClose(expected_topk_scores, actual_decode.topk_scores)
```

Prototyping Workflow - III

0. Read bunch of papers, ask a research question, hypothesize a solution
1. Play first in a colab (quick & dirty)
 - a. Isolated component, not even a layer (method) but a subroutine
 - b. Validate that the math works



2. Write a unit test (quick & NOT dirty)
 - a. Start with some smoke tests
 - b. Then validity tests
3. Actual Runs
 - a. Test it locally (within a simulated environment), if passes
 - b. Run it on Data Centers with single machine, if passes
 - c. Fully fledged run using multiple machines.

Prototyping

do's

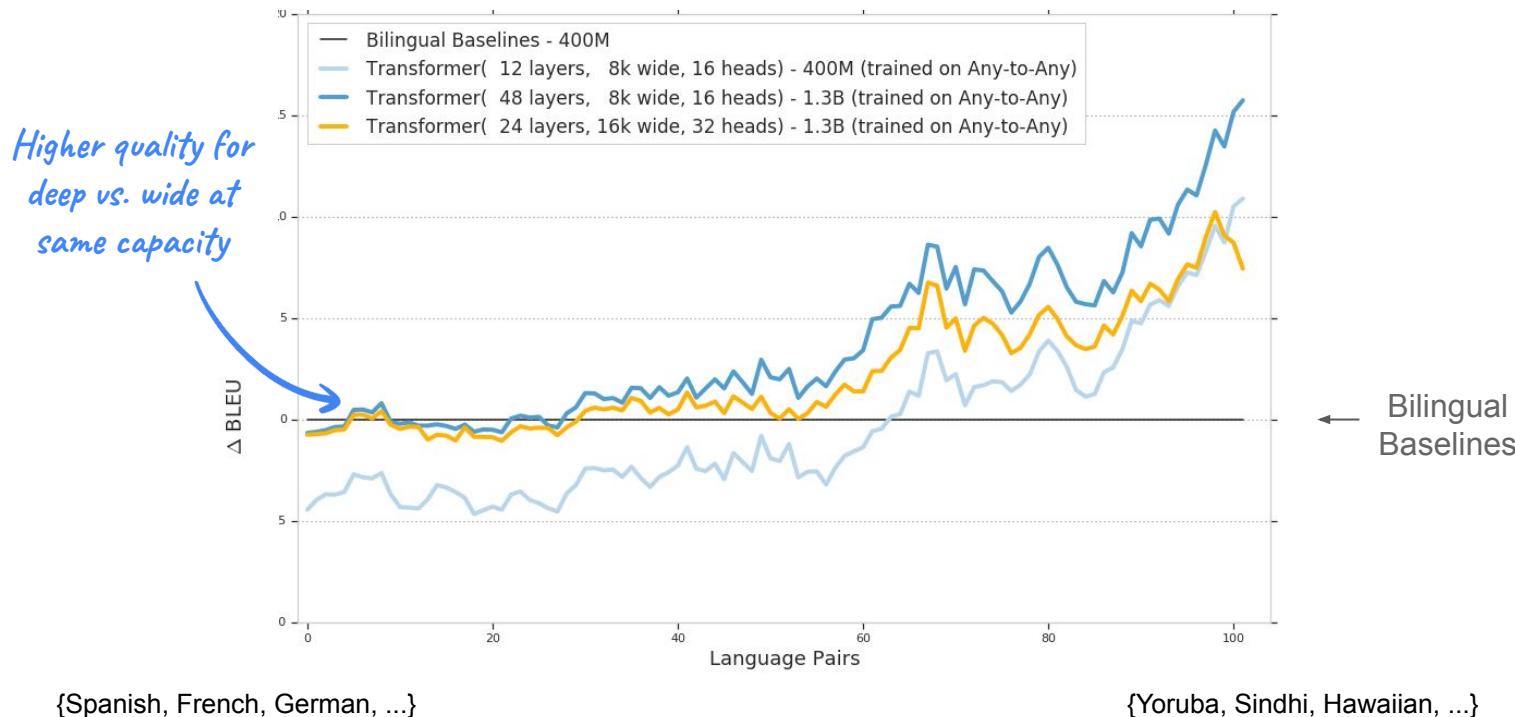
- Minimal code for the research question
- Does only one thing
- Math validated in a colab
- Written smoke tests
- Written detailed functionality tests

don'ts

- Start with the final framework
- Add multiple functionalities
 - Too much branching in the code
 - Multiple options in the signature
- Missing tests
 - No tests for varying precision
 - No functionality tests (loss decreasing)

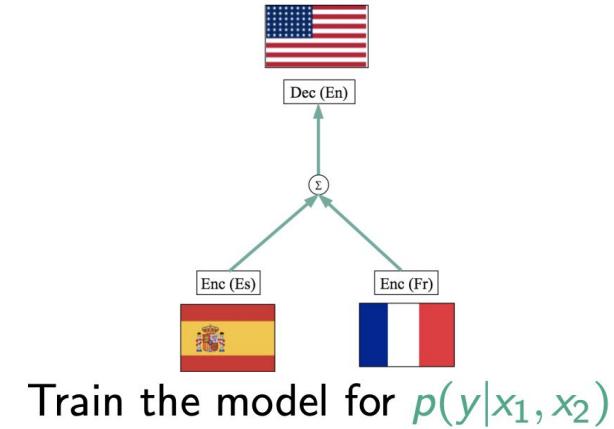
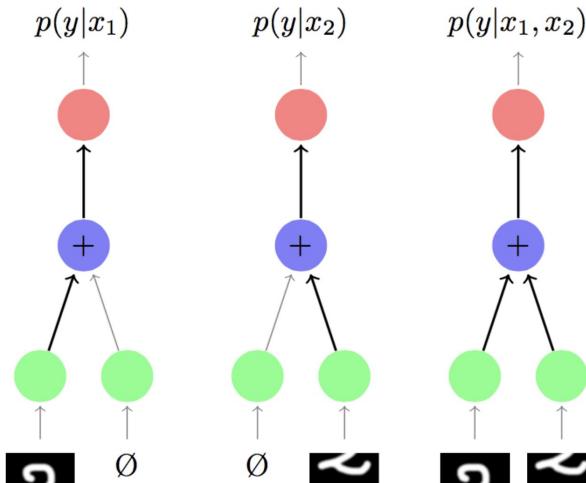
Prototyping Massive Models: Width vs Depth (1.3B wide vs 1.3B deep)

Any→En translation performance with model size



Prototyping Massive Models: Reducing the Problem

- Multi-source Neural Machine Translation (Zoph and Knight, 2016)
 - Need to devise a merger operation (i.e. sum, avg, gate)
 - Models take too long to train
 - Too many options to try
- Reduce the problem to a chewable size
 - Perhaps down to MNIST level





Outline

- Prototyping
- **Debugging**
- Hyper-parameter Search
- Reproducibility
- Bonus: Coordination

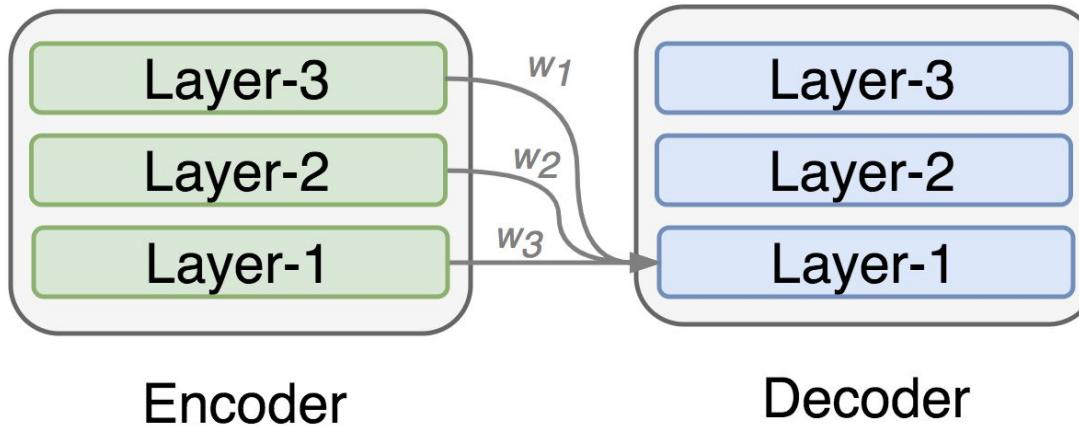
Debugging Large Scale Models

Sources of “bugs” in large scale machine learning:

1. **Regular bugs:** introduced by ML practitioner
 - a. Soln. go grab a coffee
2. **Device/Infra bugs:** hideous bugs
 - a. Soln. change device, data, data center
3. **Theoretical bugs:** well... this should've never happened in the first place
 - a. Soln. brush up your ML.
 - b. Look at the right thing, norm of the gradient vs norm of the weights.
 - c. Isolate initialization, optimization and malicious data.

Transparent Attention or Encoder -I

(Bapna et al. 2018- Training Deeper NMT Models with Transparent Attention)



Transparent Attention or Encoder -II

(Bapna et al. 2018- Training Deeper NMT Models with Transparent Attention)

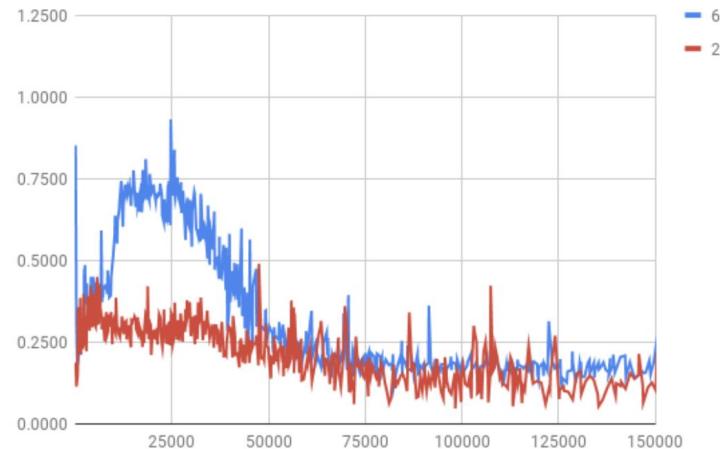


Figure 1: Grad-norm ratio (r_t) vs training step (t) comparison for a 6 layer (blue) and 20 layer (red) Transformer trained on WMT 14 En→De.

$$r_t = \left(\|\nabla_{h_1} L^{(t)}\| / \|\nabla_{h_N} L^{(t)}\| \right)$$

Indicator of a healthy training (Raghu et al. 2017)

- Lower layers converge quickly
- Topmost layers take longer

Expect large grad-norm ratio at the early stages of the training, then flatten.

Transparent Attention or Encoder -III

(Bapna et al. 2018- Training Deeper NMT Models with Transparent Attention)

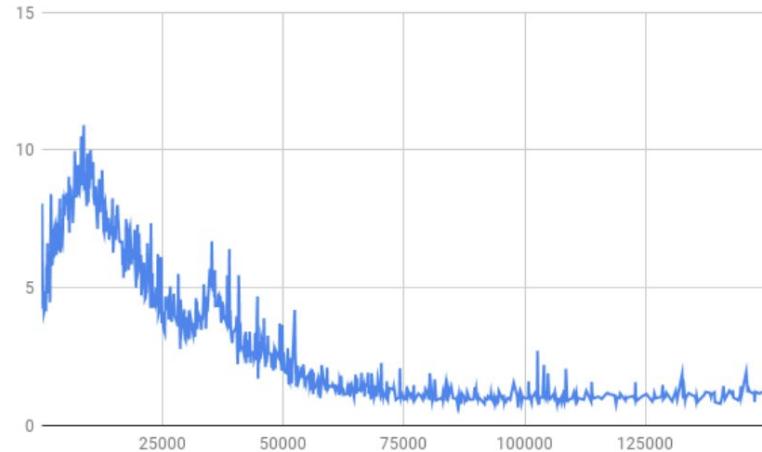


Figure 3: Grad-norm ratio (r_t) vs training step for 20 layer Transformer with transparent attention.

$$r_t = \left(\|\nabla_{h_1} L^{(t)}\| / \|\nabla_{h_N} L^{(t)}\| \right)$$

Indicator of a healthy training (Raghu et al. 2017)

- Lower layers converge quickly
- Topmost layers take longer

Expect large grad-norm ratio at the early stages of the training, then flatten.

Transparent Attention or Encoder -IV

(Bapna et al. 2018- Training Deeper NMT Models with Transparent Attention)

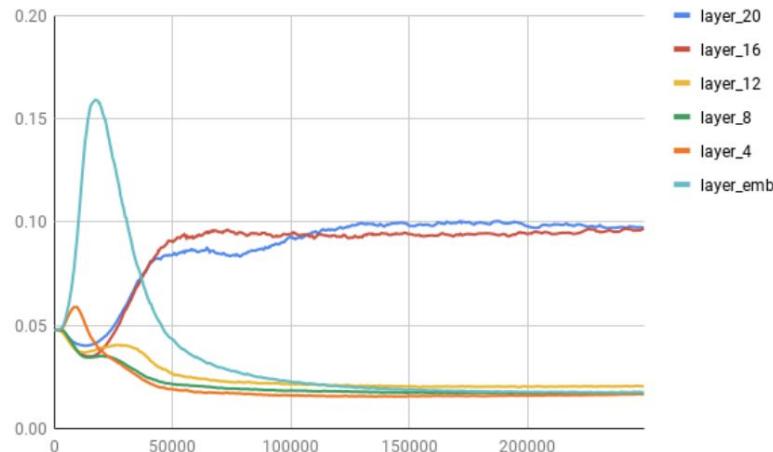


Figure 4: Plot illustrating the variations in the learned attention weights $s_{i,6}$ for the 20 layer Transformer encoder over the training process.

| | Transformer (Base) | | | | (Big) |
|----------------------|--------------------|-------|--------------|-------|-------|
| En→De WMT 14 | 6 | 12 | 16 | 20 | 6 |
| Encoder layers | 6 | 12 | 16 | 20 | 6 |
| Num. Parameters | 94M | 120M | 137M | 154M | 375M |
| Baseline | 27.26 | * | * | * | 27.94 |
| Baseline - residuals | * | 6.00 | * | * | N/A |
| Transparent | 27.52 | 27.79 | 28.04 | 27.96 | N/A |

Training dynamics:

- Raghu et al. 2017

Caveats:

- Residuals & Skip-connections → Shallowness



Outline

- Prototyping
- Debugging
- **Hyper-parameter Search**
- Reproducibility
- Bonus: Coordination


$$\text{quality} = f(X, \theta, \mu)$$

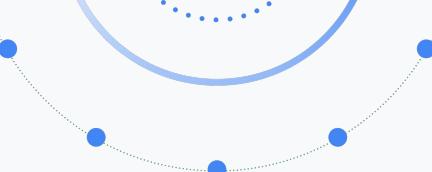


$$\text{quality} = f(X, \theta, \mu)$$

Data

- Any Sequence
- Arbitrary length



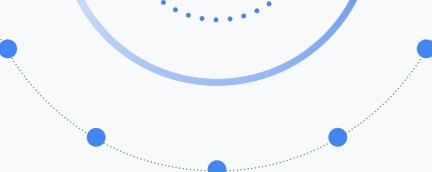

$$\text{quality} = f(X, \theta, \mu)$$

Data

- Any Sequence
- Arbitrary length

Model

- Architectures
- Neural wiring
- How to parameterize


$$\text{quality} = f(X, \theta, \mu)$$

Data

- Any Sequence
- Arbitrary length

Model

- Architectures
- Neural wiring
- How to parameterize

Objective & HParams

- Loss functions
- Optimizers
- All the other governing hyper-parameters

Hyper-parameter Search

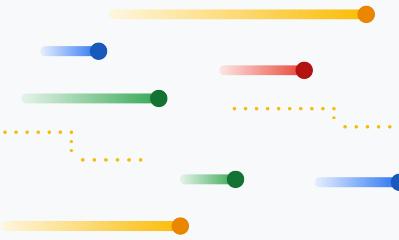
First: No one has infinite resources → the more compute we get, the larger we scale.

Some rule-of-thumbs

- All variables are interconnected: if you are changing one, expect the others to be changed
- Always start with the learning rate, then the batch-size
- Hill-climbing is as good as random search

Some tools to automate

- [Vizier for Cloud](#)
- [Tune for Pytorch](#)



The Learning Rate Schedules

“Often the single most important hyper-parameter”

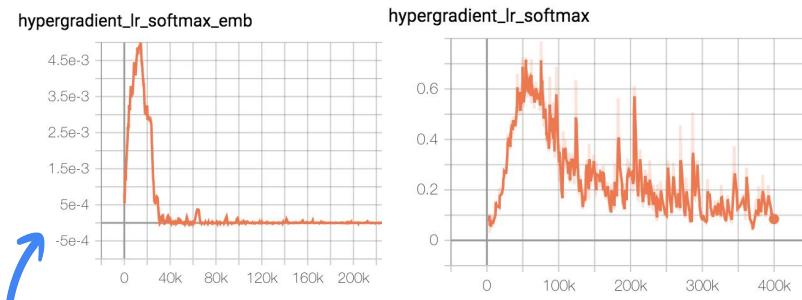
Practical recommendations for gradient-based training of deep architectures,
Bengio 2012

Should always be tuned.

Automate via Meta-Learning

Learning the learning rate: “Online Learning Rate Adaptation with Hypergradient Descent” Baydin et al. 2017

- Apply gradient descent on the learning rate (+underlying optimizer)
- Comparison
 - Single pair (wmt'19 en-de): HG ~ Baseline
 - Multi-task (wmt en-{de,fr}): HG > Baseline
 - BERT: HG ~ Baseline



Learnt learning rate
schedules (per-layer)



Outline

- Prototyping
- Debugging
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Importance of Configs

For large scale experiments:

- Reproducibility is more important than code reuse, cosmetics and other conventions
- Maintaining sufficient checkpoints
- Having experimental results attached to the configs

```

@model_registry.RegisterSingleTaskModel
class WmtEnDeTransformerBase(base_model_params.SingleTaskModelParams):
    """Params for WMT'14 En->De."""

    DATADIR = '/usr/local/google/wmt14/wpm/'
    VOCAB_SIZE = 32000

    @classmethod
    def Train(cls):
        p = input_generator.NmtInput.Params()
        p.file_pattern = 'tfrecord:' + os.path.join(cls.DATADIR, 'train.tfrecords-*')
        p.tokenizer.token_vocab_filepath = os.path.join(cls.DATADIR, 'wpm-ende.voc')
        p.bucket_batch_limit = ([128, 102, 85, 73, 64, 51, 42])
        return p

    @classmethod
    def Dev(cls):
        p = input_generator.NmtInput.Params()
        p.file_pattern = 'tfrecord:' + os.path.join(cls.DATADIR, 'dev.tfrecords')
        p.tokenizer.token_vocab_filepath = os.path.join(cls.DATADIR, 'wpm-ende.voc')
        p.bucket_batch_limit = [16] * 8 + [4] * 2
        return p

    @classmethod
    def Test(cls):
        p = input_generator.NmtInput.Params()
        p.file_pattern = 'tfrecord:' + os.path.join(cls.DATADIR, 'test.tfrecords')
        p.tokenizer.token_vocab_filepath = os.path.join(cls.DATADIR, 'wpm-ende.voc')
        p.bucket_batch_limit = [16] * 8 + [4] * 2
        return p

    @classmethod
    def Task(cls):
        p = base_config.SetupTransformerParams(
            model.TransformerModel.Params(),
            name='wmt14_en_de_transformer_base',
            vocab_size=cls.VOCAB_SIZE,
            model_dim=512,
            hidden_dim=2048,
            num_heads=8,
            num_layers=6,
            residual_dropout_prob=0.1,
            input_dropout_prob=0.1,
            learning_rate=3.0,
            warmup_steps=40000)
        p.eval.samples_per_summary = 7500
        return p

```

Bonus

Platform independent frameworks

TF -> CPU/GPU/TPU/Mobile/Browser

Don't get lost in the nuances,

Ask yourself, which research question I'm trying to answer all the time

There is no end in optimization

Working with larger teams

 Async approaches

We need something post-silicone



“Essentially, all models are wrong, but some are useful”

George E. P. Box

Thank You

orhanf@google.com