Intel® Machine Learning Scaling Library

Developer Guide

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# Introduction

Intel® Machine Learning Scaling Library is a library providing an efficient implementation of communication patterns used in deep learning. Some of the library features include:

Built on top of MPI, allows for use of other communication libraries

Optimized to drive scalability of communication patterns

Works on various interconnects: Intel® Omni-Path Architecture, InfiniBand\*, and Ethernet

Common API to support Deep Learning frameworks (Caffe\*, Theano\*, Torch\*, etc.)

The Intel® MLSL package comprises the Intel MLSL Software Development Kit (SDK) and the Intel® MPI Library Runtime components.

This document provides usage instructions for Intel MLSL, and its configuration reference. For installation instructions, system requirements, and other information, refer to the README file supplied with the library.

# Using Intel® Machine Learning Scaling Library

## Prerequisites

Before you start using the Intel® MLSL, make sure to set up the library environment. Use the command:

$ source <install\_dir>/intel64/bin/mlslvars.sh

This is sets up the environment both for the C/C++ and Python\* bindings.

Here and below, <install\_dir> is the Intel MLSL installation directory, which is /opt/intel/mlsl by default.

## Generic Workflow

Below is a generic flow of using the Intel® MLSL in C++:

1. Initialize the library:

Environment::GetEnv().Init(&argc, &argv);

1. Create a Session and a Distribution objects:

Session \*s = Environment::GetEnv().CreateSession();

Distribution \*d = Environment::GetEnv().CreateDistribution(<args>);

1. Set the global mini-batch size (equal to the sum of local batch sizes):

s->SetGlobalMinibatchSize(<args>);

1. For each layer, create an Operation object, as follows:
   1. Create an OperationRegInfo object:

OperationRegInfo \*ori = s->CreateOperationRegInfo(<args>);

* 1. Depending on the type of parallelism, add input/output activation shapes or shapes of parameters (weights or biases) to the OperationRegInfo object:

ori->AddInput(<args>); // to add input activation shape  
ori->AddOutput(<args>); // to add output activation shape  
ori->AddParameterSet(<args>); // to add weight shape  
ori->AddParameterSet(<args>); // to add bias shape

* 1. Create an Operation object using the OperationRegInfo and Distribuiton objects:

size\_t opIdx = s->AddOperation(ori, d);

Operation \*op = s->GetOperation(opIdx);

1. Invoke the Commit() method of the Session object:

s->Commit();

1. In each forward propagation iteration for each layer, use Activation objects of the Operation object to exchange data for model parallelism:

op->GetInput(<activation\_index>)->WaitComm();  
op->GetOutput(<activation\_index>)->StartComm();

1. In each backward propagation iteration for each layer:
   1. Use Activation objects of the Operation object to exchange gradients with respect to data for model parallelism:

op->GetOutput(<activation\_index>)->WaitComm();  
op->GetInput(<activation\_index>)->StartComm();

* 1. Use ParameterSet objects of the Operation object to exchange gradients with respect to parameters (weights or biases) for data parallelism:

op->GetParameterSet(<parameter\_index>)->StartGradientComm();  
op->GetParameterSet(<parameter\_index>)->WaitGradientComm();

* 1. In the case of distributed parameter update, use ParameterSet objects of the Operation object to exchange parameter increments for data parallelism:

op->GetParameterSet(<parameter\_index>)->StartIncrementComm();  
op->GetParameterSet(<parameter\_index>)->WaitIncrementComm();

1. Delete the Session and Distribution objects:

Environment::GetEnv().DeleteSession(s);  
Environment::GetEnv().DeleteDistribution(d);

1. Finalize the library:

Environment::GetEnv().Finalize();

The workflow described above is implemented in a sample application mlsl\_test.cpp distributed with Intel® MLSL. There is also a similar sample Python script mlsl\_test.py, implementing the same workflow.

You can use this sample as a reference when applying Intel MLSL for your framework (for C++ or Python, respectively). See the section below for description and instructions on using the sample application.

For detailed API description, refer to the *Intel MLSL API Reference* at <install\_dir>/doc/API\_Reference.htm.

## Launching Sample Application

Intel® MLSL supplies a sample application, mlsl\_test.cpp or mlsl\_test.py, which demonstrates the usage of Intel MLSL API.

### Launching the Sample

1. For the C++ sample, build mlsl\_test.cpp:

$ cd <install\_dir>/test  
$ icpc -O2 –I<install\_dir>/intel64/include/ -L<install\_dir>/intel64/lib -lmlsl -lmpi -ldl -lrt -lpthread -o mlsl\_test mlsl\_test.cpp

1. Launch the mlsl\_test binary or the mlsl\_test.py script with mpirun on the desired number of nodes (N).  
   The application takes one argument num\_groups, which will define the type of parallelism, based on the following logic:
   * num\_groups = 1 – data parallelism, for example:

$ mpirun –n 8 -ppn 1 ./mlsl\_test[.py] 1

* + num\_groups = N – model parallelism, for example:

$ mpirun –n 8 -ppn 1 ./mlsl\_test[.py] 8

* + num\_groups > 1 and num\_groups < N – hybrid parallelism, for example:

$ mpirun –n 8 -ppn 1 ./mlsl\_test[.py] 2

### Sample Description

The application is set up to run a test for two layers. It sets output on the 1st layer and checks input for the 2nd layer in an fprop() call. Similarly, for the bprop() call, it sets a gradient with respect to input for the 2nd layer and checks the gradient with respect to output for the 1st layer. For weights, it sets gradients with respect to weights, checks the gradients accumulation, modifies weights in a wtinc() call, and then verifies the expected values in an fprop() call for both layers.

The application prints parameters for input and output feature maps and weights, whether the communication is required, and what type of communication is required. The test status is printed as PASSED or FAILED. You can grep for FAILED to see if a test failed.

## Statistics Collection

Intel® MLSL statistics allow you to monitor the time spent by operations in Intel MLSL during the computation and communication phases.

You can start and stop monitoring operations using the MLSL::Statistics API.

You can also fetch, print and reset Intel MLSL statistics data to understand whether your neural network is computation or communication bound.

Intel MLSL provides the following statistics:

The total time spent by all operations in the computation phase

The total time spent by all operations in the communication phase

The total time expected to spend in the communication phase in an isolated environment (that is, time spent in blocking communication calls with no computation involved between communication calls)

The total communication size of all operations

The time spent per operation in the computation phase

The time spent per operation in the communication phase

The expected time spent per operation in the communication phase in an isolated environment

The communication size for each operation

By analyzing communication time collected in an isolated environment you can understand the impact of the computation phase on the communication phase.

To enable or disable statistics collection, use the MLSL\_STATS environment variable.

# Environment Variables

MLSL\_ROOT

Syntax

MLSL\_ROOT=*<path>*

Arguments

|  |  |
| --- | --- |
| *<path>* | Installation directory of the Intel® MLSL. |

Description

Set this environment variable to specify the installation directory of the Intel® MLSL.

MLSL\_NUM\_SERVERS

Syntax

MLSL\_NUM\_SERVERS=*<nservers>*

Arguments

|  |  |
| --- | --- |
| *<nservers>* | The number of servers per node. |
| >= 0 | The default value is 4. The maximum value is 16. |

Description

Set this environment variable to define the number of endpoint servers per node.

1. Each server is a separate process, which uses CPU resources. Take that into account when setting the OMP\_NUM\_THREADS variable for OpenMP\*. The recommended value for OMP\_NUM\_THREADS is  
   max\_cores - num\_servers, where max\_cores is the maximum number of cores, and num\_servers is the number of endpoint servers per node.

MLSL\_SERVER\_AFFINITY

Syntax

MLSL\_SERVER\_AFFINITY=*<proclist>*

Arguments

|  |  |
| --- | --- |
| *<proclist>* | A comma-separated list of logical core numbers. The server with the i-th index is pinned to the i-th core in the list. The number should not exceed the number of cores on the node. |
| n-1,n-2,n-3,n-4,… | This is the default value – servers are pinned to cores in the reversed order.  n – the number of available cores |

Description

Set this environment variable to define the processor core affinity for endpoint servers for best performance.

1. The recommended values can be retrieved by querying /proc/interrupts:

* For the Intel® Omni-Path Fabric (Intel® OP Fabric) you are recommended to map servers to the cores handling the Intel OP Fabric send direct memory access (SDMA) interrupts.
* For Ethernet you are recommended to map servers to the cores handling the Tx/Rx interrupts.

MLSL\_STATS

Syntax

MLSL\_STATS=*<arg>*

Arguments

|  |  |
| --- | --- |
| *<arg>* | Binary indicator |
| 1 | Enable statistics collection. |
| 0 | Disable statistics collection. This is the default value. |

Description

Set this environment variable to enable statistics collection. See Statistics Collection for details.

MLSL\_LOG\_LEVEL

Syntax

MLSL\_LOG\_LEVEL=*<level>*

Arguments

|  |  |
| --- | --- |
| *<level>* | Logging information level |
| 0 | The *error* level. Prints out critical errors that lead to application termination. This is the default value. |
| 1 | The *informational* level. Prints out informational messages about the application progress. |
| 2 | The *debug* level. Prints out detailed informational messages that are most useful to debug an application. |
| 3 | The *trace* level. Prints out more detailed informational messages than in the *debug* level. |

Description

Set this environment variable to print logging information about the application. Higher levels include information logged in the lower levels.

MLSL\_SERVER\_CREATION\_TYPE

Syntax

MLSL\_SERVER\_CREATION\_TYPE=*<arg>*

Arguments

|  |  |
| --- | --- |
| *<arg>* | Launch method index |
| 0 | Use MPI spawn API |
| 1 | Use mpirun |

Description

Set this environment variable to specify a method for launching endpoint servers.

MLSL\_HOSTNAME\_TYPE

Syntax

MLSL\_HOSTNAME\_TYPE=*<arg>*

Arguments

|  |  |
| --- | --- |
| *<arg>* | Index of host name retrieval method |
| 0 | Use MPI\_Get\_processor\_name |
| 1 | Use gethostname and getaddrinfo |
| 2 | Use the interface IP address |

Description

Set this environment variable to specify a method of retrieving host names of endpoint servers.

If using the value 2, make sure to also specify the interface using one of the variables below:

* MLSL\_IFACE\_NAME – select an interface by prefix name
* MLSL\_IFACE\_IDX – select an interface by index

MLSL\_HOSTNAME

Syntax

MLSL\_HOSTNAME=*<name>*

Arguments

|  |  |
| --- | --- |
| *<name>* | The hostname. |

Description

Set this environment variable to specify the hostname to be used for launching endpoint servers. The variable must be set for each Intel MLSL process.

For example, to set the variable through Intel® MPI Library -gtool option:

$ mpirun ... -gtool "env MLSL\_HOSTNAME=name1:0; env MLSL\_HOSTNAME=name2:1"

MLSL\_ MSG\_PRIORITY

Syntax

MLSL\_ MSG\_PRIORITY=*<arg>*

Arguments

|  |  |
| --- | --- |
| *<arg>* | Binary indicator |
| 1 | Enable reversed order of communication calls execution. |
| 0 | Disable reversed order of communication calls execution. This is the default value. |

Description

Set this environment variable to enable executing communication calls in the order opposite to the order they are started.

When performing backward propagation, the gradient reduction communication generally starts from the last layers of the network topology finishing at the first ones. With this experimental feature enabled, the communication for first layers has a higher priority, which allows layer one to minimize the time spent in SGD and start a forward pass for the next iteration as soon as possible.

1. This feature is experimental and has the following limitations: it can be enabled only for a specific implementation of the Allreduce algorithm and only when the number of communicating processes is a power of two.

MLSL\_ MSG\_PRIORITY\_THRESHOLD

Syntax

MLSL\_MSG\_PRIORITY\_THRESHOLD=*<arg>*

Arguments

|  |  |
| --- | --- |
| *<arg>* | Message size in bytes |
| > 0 | The default value is 10000 |

Description

Set this environment variable to define the lower threshold of message sizes where the experimental priority feature is enabled. The variable only takes effect when MLSL\_MSG\_PRIORITY is set.