How PyTorch Scales Deep Learning from Experimentation to Production

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Overview

Compute with PyTorch

Model with Neural Networks

Ingest Data

Use Multiple GPUs and Machines

Compute with PyTorch

Example: Pairwise Distance

```
def pairwise_distance(a, b):
    p = a.shape[0]
    q = b.shape[0]
    squares = torch.zeros((p, q))
    for i in range(p):
        for j in range(q):
            diff = a[i, :] - b[j, :]
            diff_squared = diff ** 2
            squares[i, j] = torch.sum(diff_squared)
    return squares

a = torch.randn(100, 2)
b = torch.randn(200, 2)

%timeit pairwise_distance(a, b)
# 438 ms ± 16.7 ms per loop
```

Example: Batched Pairwise Distance

```
def pairwise_distance(a, b):
    diff = a[:, None, :] - b[None, :, :]  # Broadcast
    diff_squared = diff ** 2
    return torch.sum(diff_squared, dim=2)

a = torch.randn(100, 2)
b = torch.randn(200, 2)

%timeit pairwise_distance(a, b)
# 322 µs ± 5.64 µs per loop
```

Debugging and Profiling

`%timeit`, `print`, `pdb`

`torch.utils.bottleneck`

Script for Performance

Eager mode: PyTorch – Models are simple debuggable python programs for prototyping

Script mode: TorchScript – Models are programs converted and ran by lean Just-In-Time interpreter in production

From Eager to Script Mode

```
a = torch.rand(5)
def func(x):
        for i in range(10):
                x = x * x
        return x

scripted_func = torch.jit.script(func)

%timeit func(a)
# 18.5 µs ± 229 ns per loop

%timeit scripted_func(a)
# 4.41 µs ± 26.5 ns per loop
```

Just-In-Time Intermediate Representation with Fused Operations

```
scripted_func.graph_for(a)

# graph(%x.1 : Float(*)):
#     %x.15 : Float(*) = prim::FusionGroup_0(%x.1)
#     return (%x.15)
# with prim::FusionGroup_0 = graph(%18 : Float(*)):
#     %x.4 : Float(*) = aten::mul(%18, %18) # <ipython-input-13-1ec878
#     %x.5 : Float(*) = aten::mul(%x.4, %x.4) # <ipython-input-13-1ec8
#     %x.6 : Float(*) = aten::mul(%x.5, %x.5) # <ipython-input-13-1ec8
#     %x.9 : Float(*) = aten::mul(%x.6, %x.6) # <ipython-input-13-1ec8
#     %x.10 : Float(*) = aten::mul(%x.9, %x.9) # <ipython-input-13-1ec
#     %x.11 : Float(*) = aten::mul(%x.10, %x.10) # <ipython-input-13-1
#     %x.12 : Float(*) = aten::mul(%x.11, %x.11) # <ipython-input-13-1
#     %x.13 : Float(*) = aten::mul(%x.12, %x.12) # <ipython-input-13-1
#     %x.14 : Float(*) = aten::mul(%x.13, %x.13) # <ipython-input-13-1
#     %x.15 : Float(*) = aten::mul(%x.14, %x.14) # <ipython-input-13-1
#     return (%x.15)

scripted_func.save("func.pt")
```

Performance Improvements

Algebraic rewriting – Constant folding, common subexpression elimination, dead code elimination, loop unrolling, etc.

Out-of-order execution – Re-ordering operations to reduce memory pressure and make efficient use of cache locality

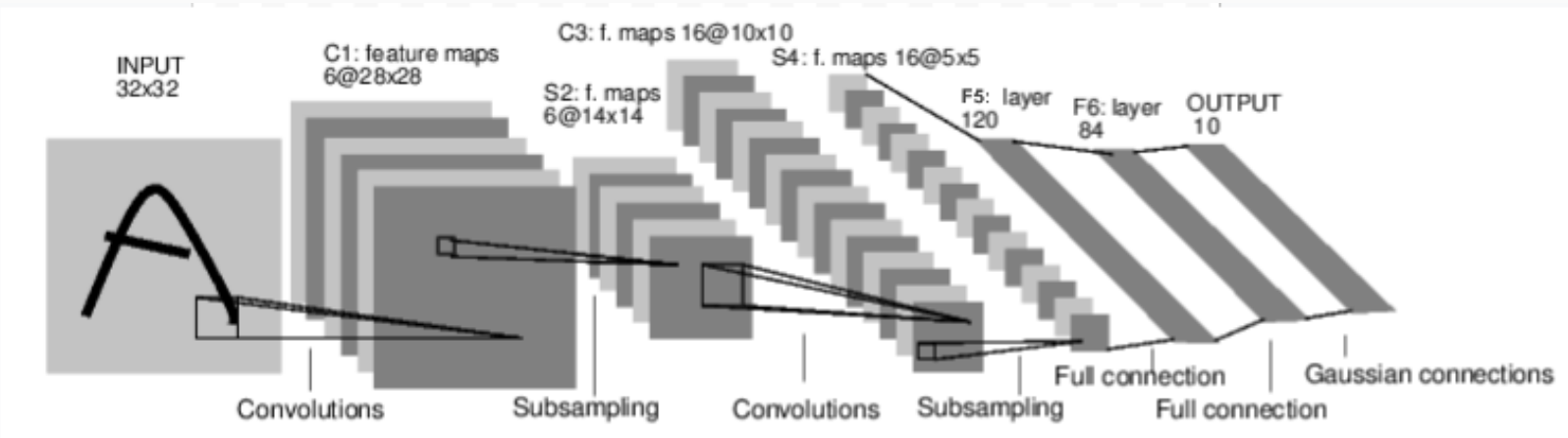
Kernel fusion – Combining several operators into a single kernel to avoid per-op overhead

Target-dependent code generation – Compiling parts of the program for specific hardware. Integration also ongoing with TVM, Halide, Glow, XLA

Runtime – No python global interpreter lock. Fork and wait parallelism.

Model with Neural Networks

Application to Vision



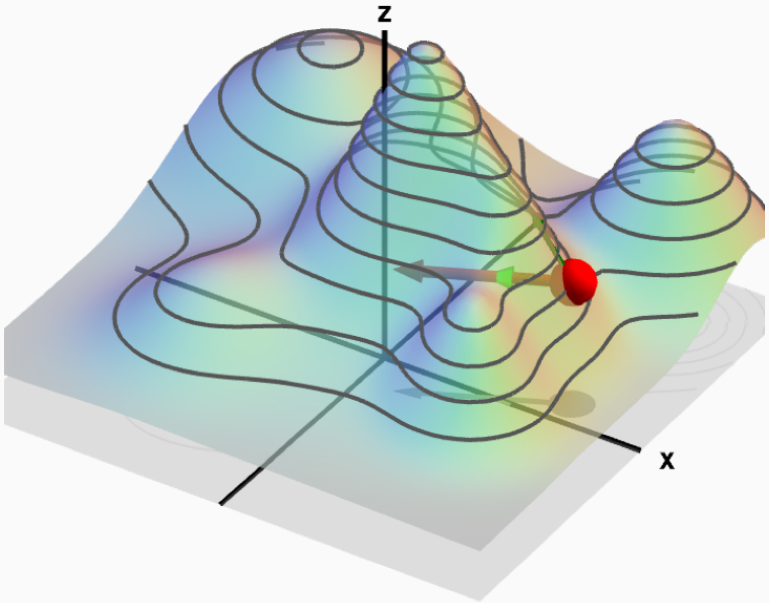
pytorch.org/tutorials/beginner/deep_learning_60min_blitz.html

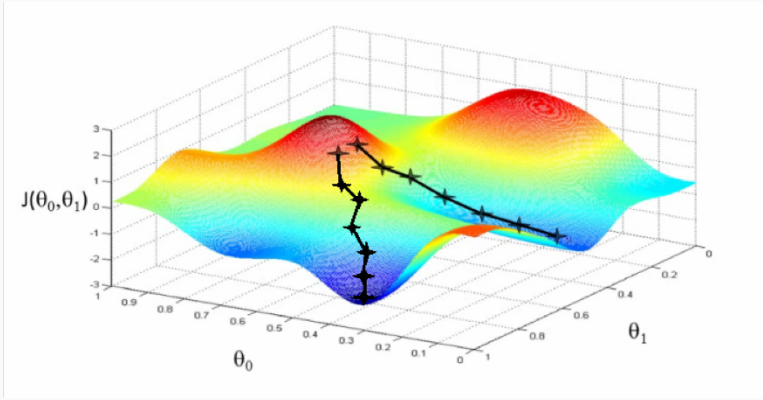
Neural Network

```
class Net(torch.nn.Module):

    def __init__(self):
        ...

    def forward(self, x):
        ...

model = Net()
print(model)

# Net(
#     (conv1): Conv2d(1, 6, kernel_size=(3, 3), stride=(1, 1))
#     (conv2): Conv2d(6, 16, kernel_size=(3, 3), stride=(1, 1))
#     (fc1): Linear(in_features=576, out_features=120, bias=True)
#     (fc2): Linear(in_features=120, out_features=84, bias=True)
#     (fc3): Linear(in_features=84, out_features=10, bias=True)
# )
```

How do we choose the parameters?

Gradient Descent, $-df/dw$





Cauchy 1847

GD to SGD

Minimize

$$L(w) = \frac{1}{n} \sum_i L_i(w)$$

Gradient Descent

$$w \leftarrow w - \alpha \frac{1}{n} \sum_i \frac{d}{dw} L_i(w)$$

Stochastic Gradient Descent

$$w \leftarrow w - \alpha \frac{d}{dw} L_i(w)$$

Test of time award in 2018!

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How do we compute derivatives?

Backpropagation

The derivative of

$$y = f_3(f_2(f_1(w)))$$

is

$$\frac{dy}{dw} = \frac{df_3}{df_2}\frac{df_2}{df_1}\frac{df_1}{dw}$$

by chain rule

Example

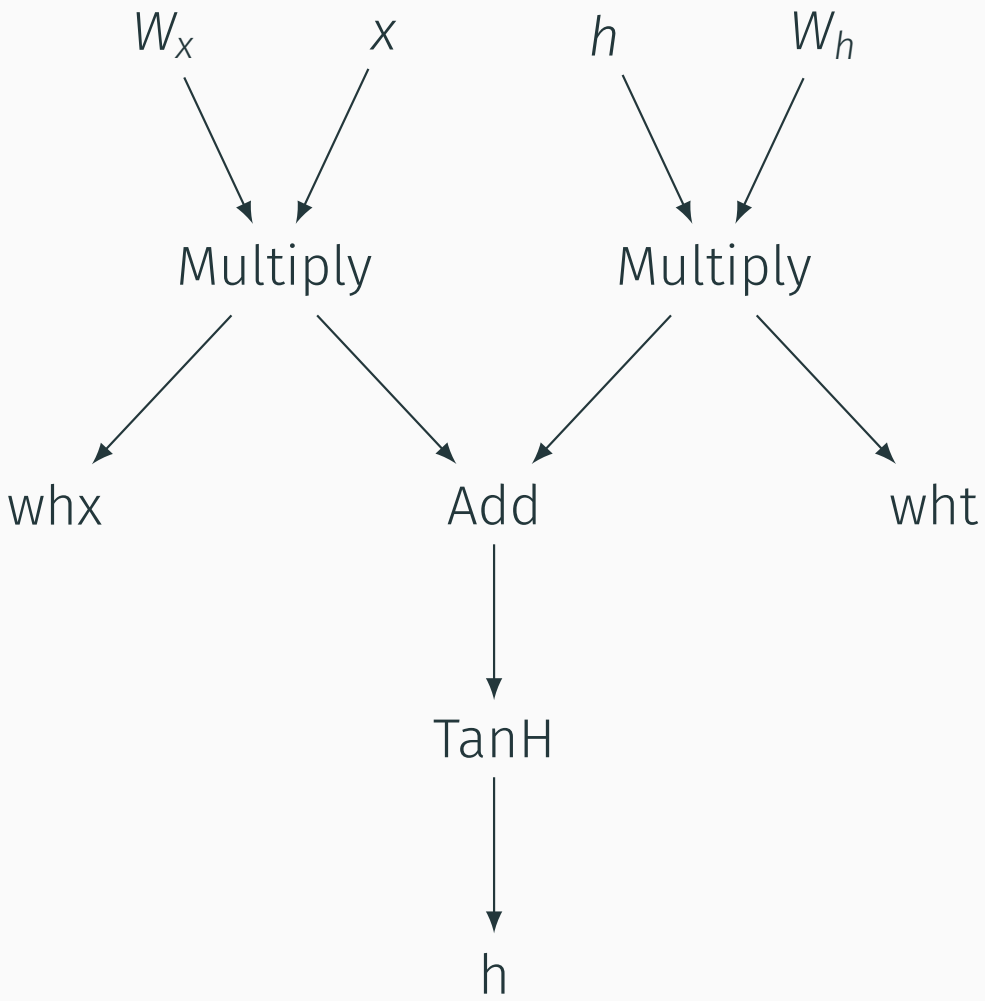
We can write

$$h_{i+1} = \mathbf{tanh}(W_h h_i^T + W_x x^T)$$

as

$$\begin{aligned} \alpha_h &\leftarrow W_h h^T \\ \alpha_x &\leftarrow W_x x^T \\ h &\leftarrow \alpha_h + \alpha_x \\ h &\leftarrow \mathbf{tanh}\, h \end{aligned}$$

Example



Backward pass provides derivative

Training Loop

```
from torch.optim import SGD

loader = ...
model = Net()
criterion = torch.nn.CrossEntropyLoss()  # LogSoftmax + NLLLoss
optimizer = SGD(model.parameters)

for epoch in range(10):
        for batch, labels in loader:

                outputs = model(batch)
                loss = criterion(outputs, labels)

                optimizer.zero_grad()
                loss.backward()
                optimizer.step()
```

Ingest Data

Datasets

```
class IterableStyleDataset(torch.utils.data.IterableDataset):

    def __iter__(self):
        # Support for streams
        ...


class MapStyleDataset(torch.utils.data.Dataset):

    def __getitem__(self, key):
        # Map from (non-int) keys
        ...

    def __len__(self):
        # Support sampling
        ...


# Preprocessing
```

DataLoader

```python
from torch.utils.data import DataLoader, RandomSampler

dataloader = DataLoader(
    dataset,                # only for map-style
    batch_size=8,           # balance speed and convergence
    num_workers=2,          # non-blocking when > 0
    sampler=RandomSampler,  # random read may saturate drive
    pin_memory=True,        # page-lock memory for data?
)
```

discuss.pytorch.org/t/how-to-prefetch-data-when-processing-with-gpu/548/19

Pinned Memory in DataLoader

Copy from host to GPU is faster from RAM directly. To prevent paging, pin tensor to page-locked RAM.

Once a tensor is pinned, use asynchronous GPU copies with `to(device, non_blocking=True)` to overlap data transfers with computation.

A single Python process can saturate multiple GPUs, even with the global interpreter lock.

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Use Multiple GPUs and Machines

Data Parallel – Data distributed across devices

Model Parallel – Model distributed across devices

Single Machine Data Parallel

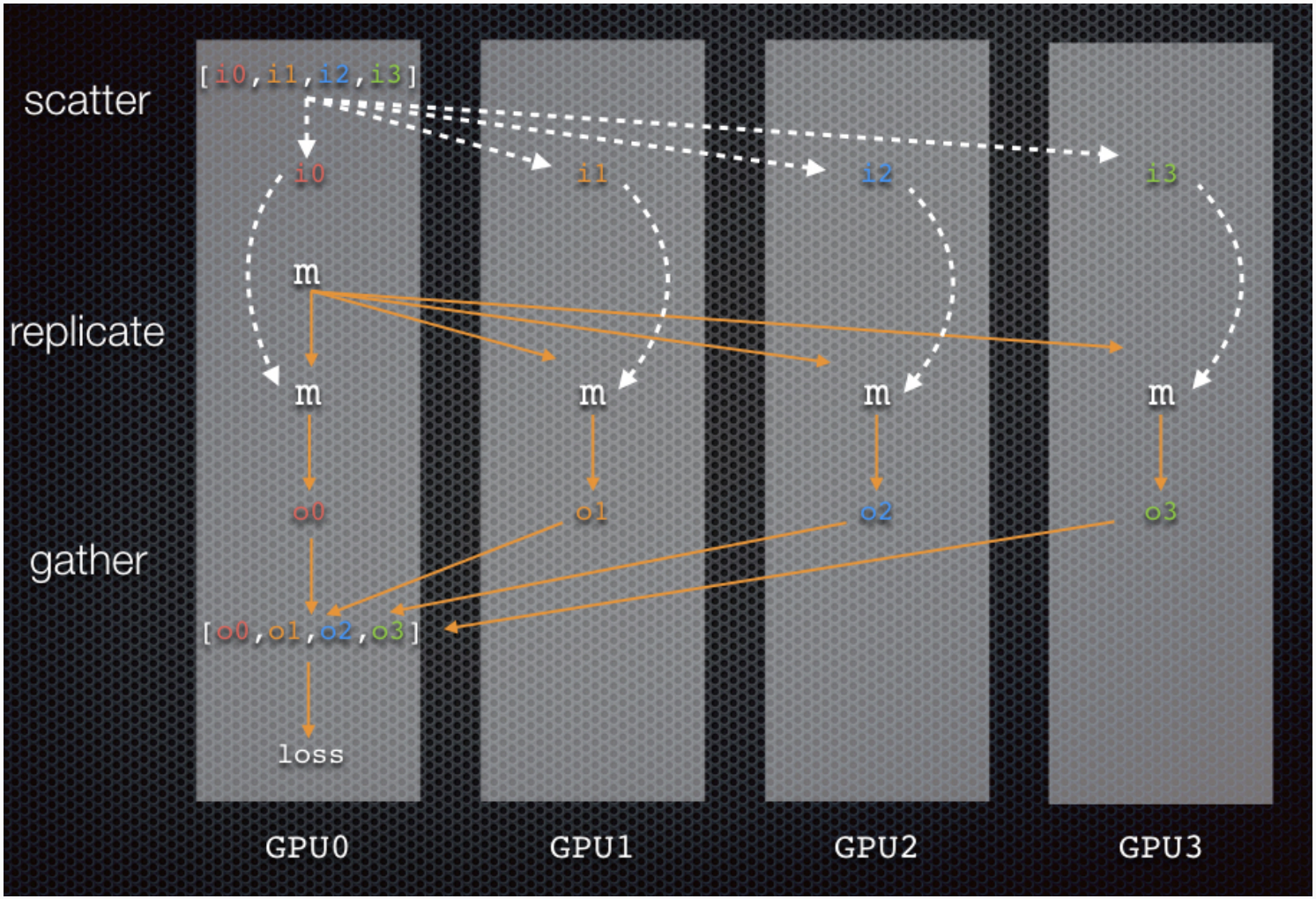
Single Machine Model Parallel

Distributed Data Parallel

Distributed Data Parallel with Model Parallel

Distributed Model Parallel

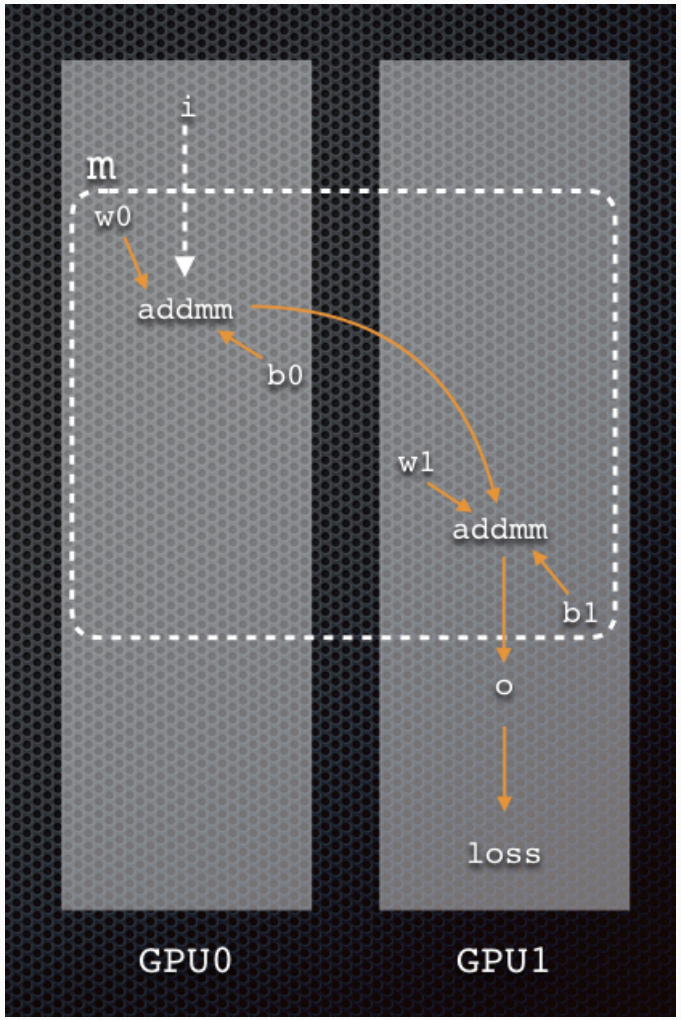
Single Machine Data Parallel



Single Machine Data Parallel

```
model = Net().to("cuda:0")
model = torch.nn.DataParallel(model)

# training loop ...
```

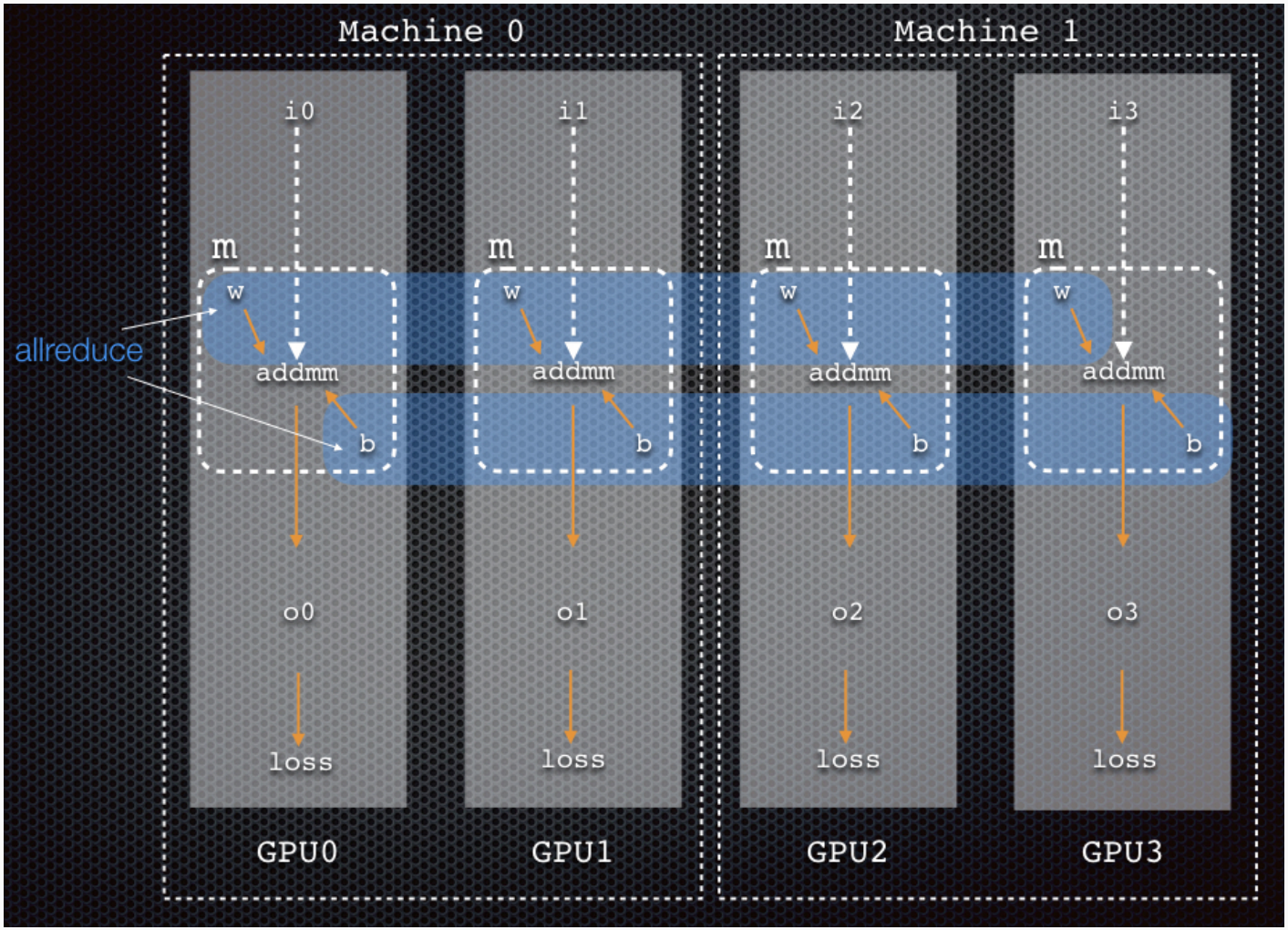
Single Machine Model Parallel



Single Machine Model Parallel

```
class Net(torch.nn.Module):

    def __init__(self, gpus):
        super(Net).__init__(self)

        self.gpu0 = torch.device(gpus[0])
        self.gpu1 = torch.device(gpus[1])

        self.sub_net1 = torch.nn.Linear(10, 10).to(self.gpu0)
        self.sub_net2 = torch.nn.Linear(10,  5).to(self.gpu1)

    def forward(self, x):
        y = self.sub_net1(x.to(self.gpu0))
        z = self.sub_net2(y.to(self.gpu1))  # blocking
        return z

model = Net("cuda:0", "cuda:1")

# training loop ...
```

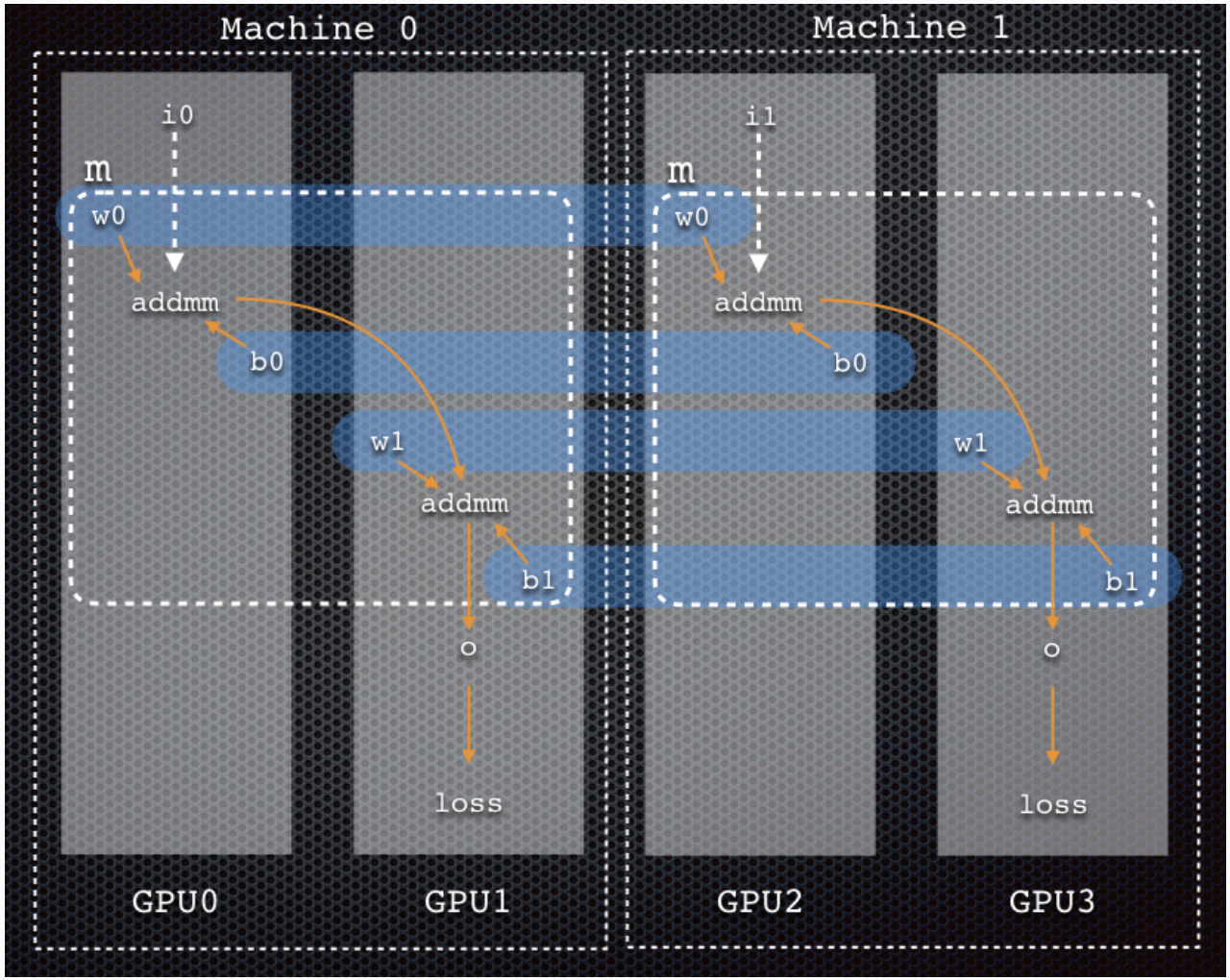
Distributed Data Parallel



Distributed Data Parallel

```
def one_machine(machine_rank, world_size, backend):
    torch.distributed.init_process_group(
        backend, rank=machine_rank, world_size=world_size
    )

    gpus = {
        0: [0, 1],
        1: [2, 3],
    }[machine_rank]  # or one gpu per process to avoid GIL

    model = Net().to(gpus[0])  # default to first gpu on machine
    model = torch.nn.parallel.DDP(model, device_ids=gpus)

    # training loop ...

for machine_rank in range(world_size):
    torch.multiprocessing.spawn(
        one_machine, args=(world_size, backend),
        nprocs=world_size, join=True  # blocking
    )
```

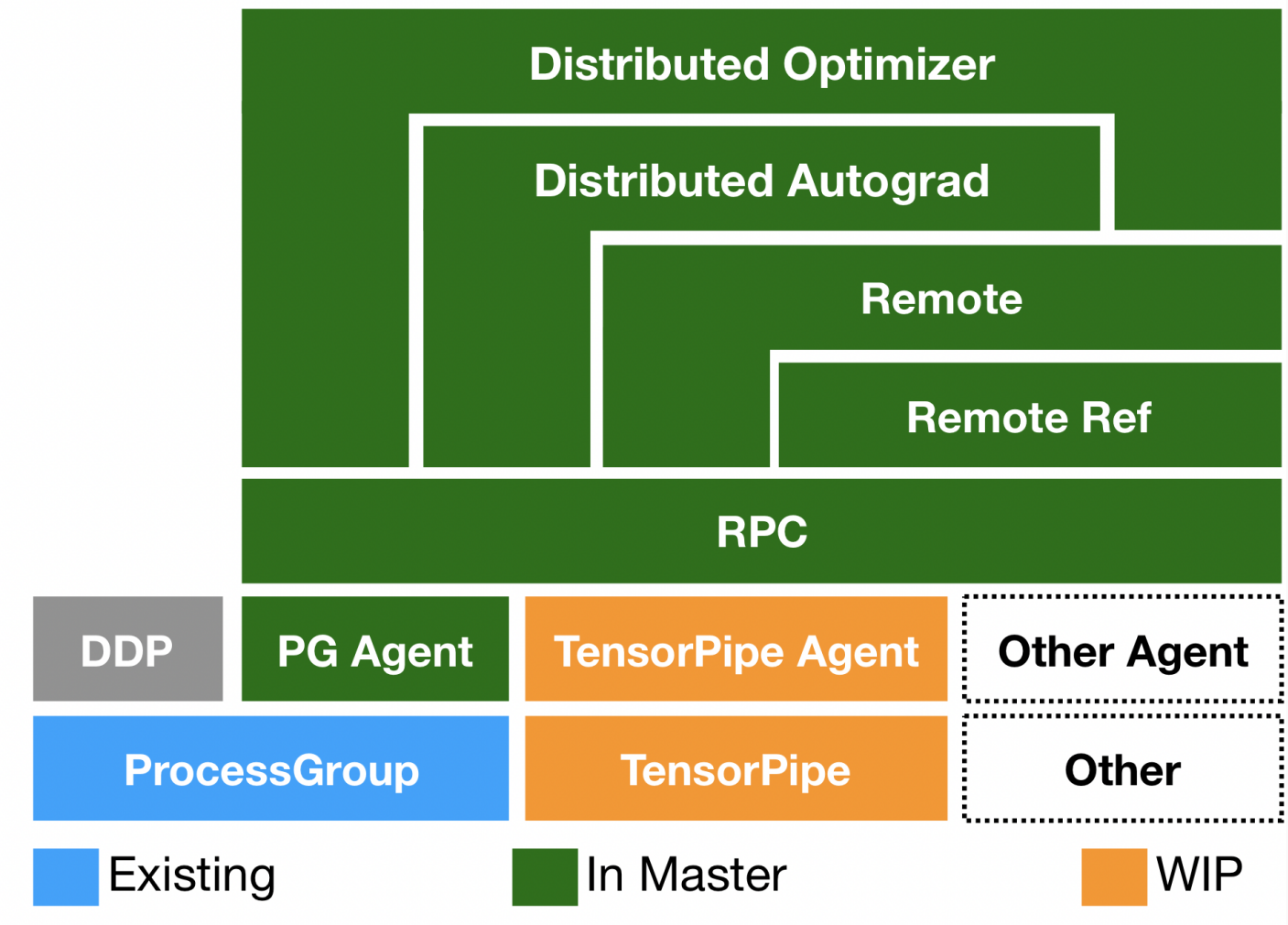
Distributed Data Parallel with Model Parallel



Distributed Data Parallel with Model Parallel

```
def one_machine(machine_rank, world_size, backend):
    torch.distributed.init_process_group(
        backend, rank=machine_rank, world_size=world_size
    )

    gpus = {
        0: [0, 1],
        1: [2, 3],
    }[machine_rank]

    model = Net(gpus)
    model = torch.nn.parallel.DDP(model)

    # training loop ...

for machine_rank in range(world_size):
    torch.multiprocessing.spawn(
        one_machine, args=(world_size, backend),
        nprocs=world_size, join=True
    )
```

Distributed Model Parallel (in development)



Conclusion

Conclusion

Scale from experimentation to production.

Questions?

Quantization (in development)

Replace `float32` by `int8` to save bandwidth

pytorch.org/docs/stable/quantization.html