

AI 芯片 - AI 计算体系

深度学习计算模式



ZOMI



BUILDING A BETTER CONNECTED WORLD

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Talk Overview

I. AI 计算体系

- 深度学习计算模式
- 计算体系与矩阵运算

2. AI 芯片基础

- 通用处理器 CPU
- 从数据看 CPU 计算
- 通用图形处理器 GPU
- AI 专用处理器 NPU/TPU
- 计算体系架构的黄金10年

Talk Overview

I. 深度学习计算模式

- The History – AI 的发展和范式
- Models Architecture – 经典模型结构
- Quantization and Pruning – 模型量化与剪枝
- Efficient Models – 轻量化网络模型
- Models Parallel – 大模型分布式并行

AI的发展和范式

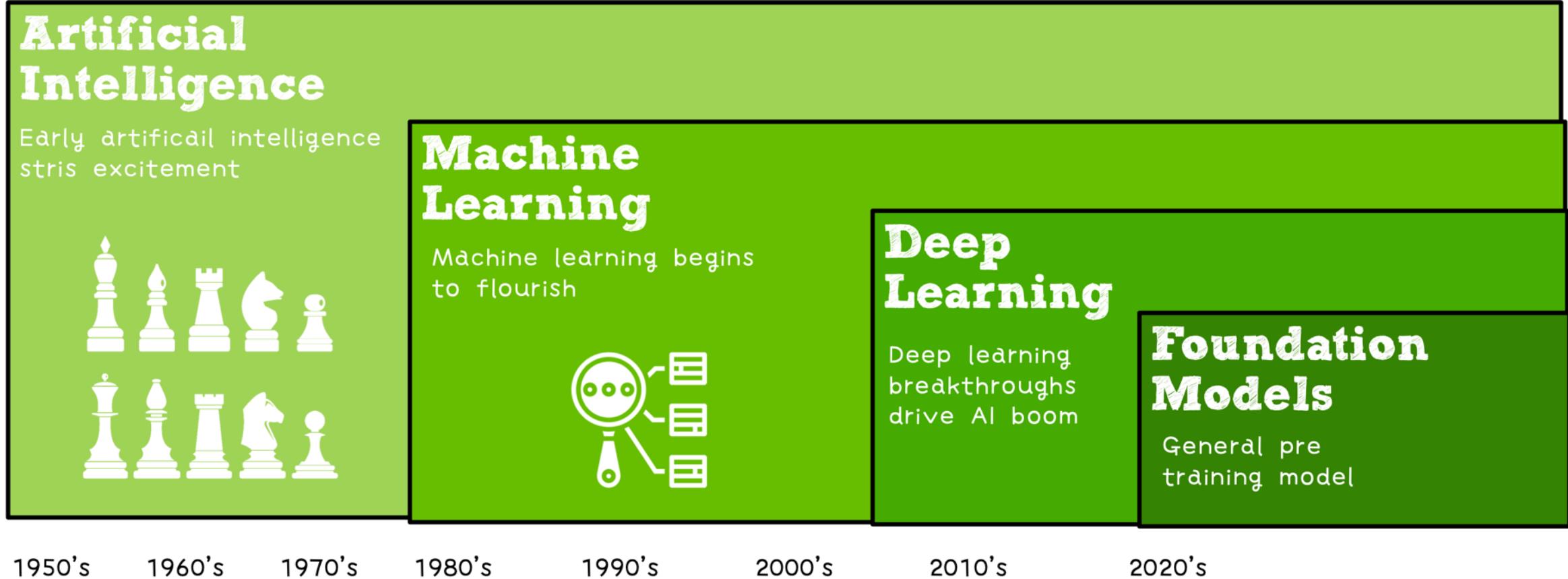
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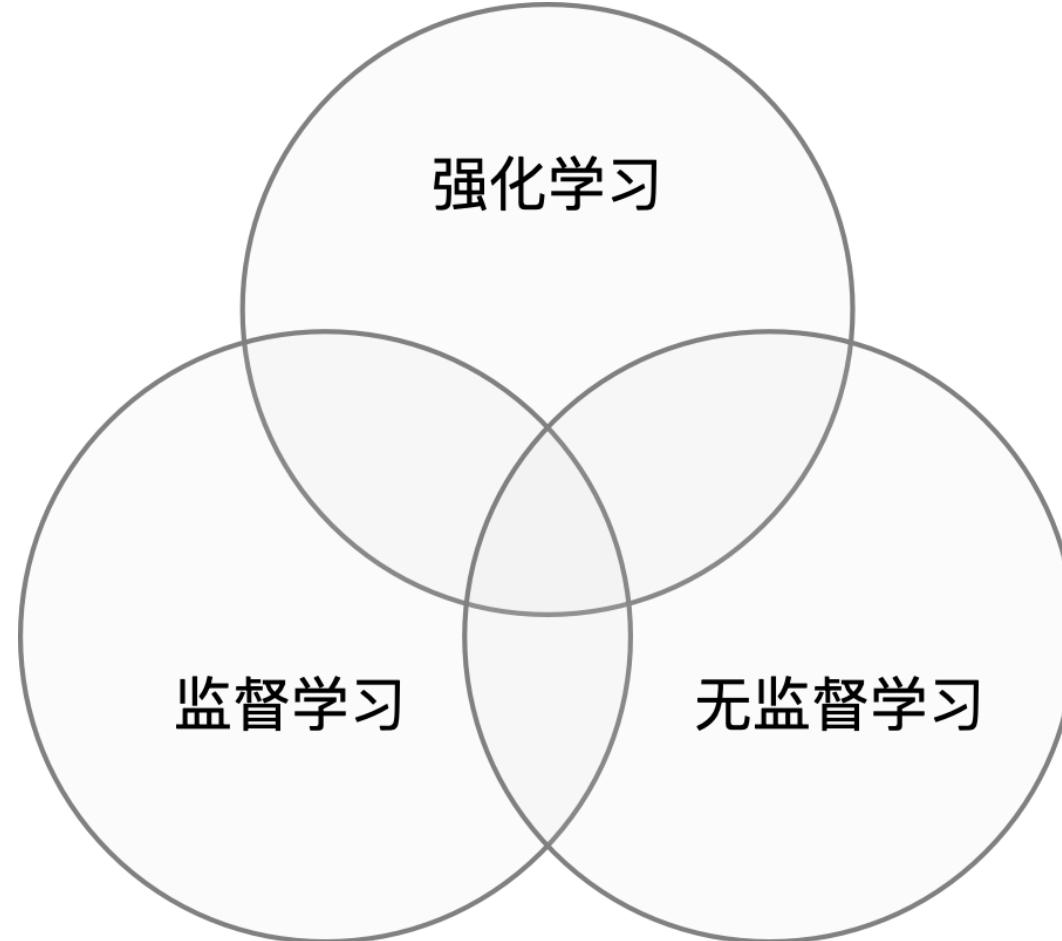
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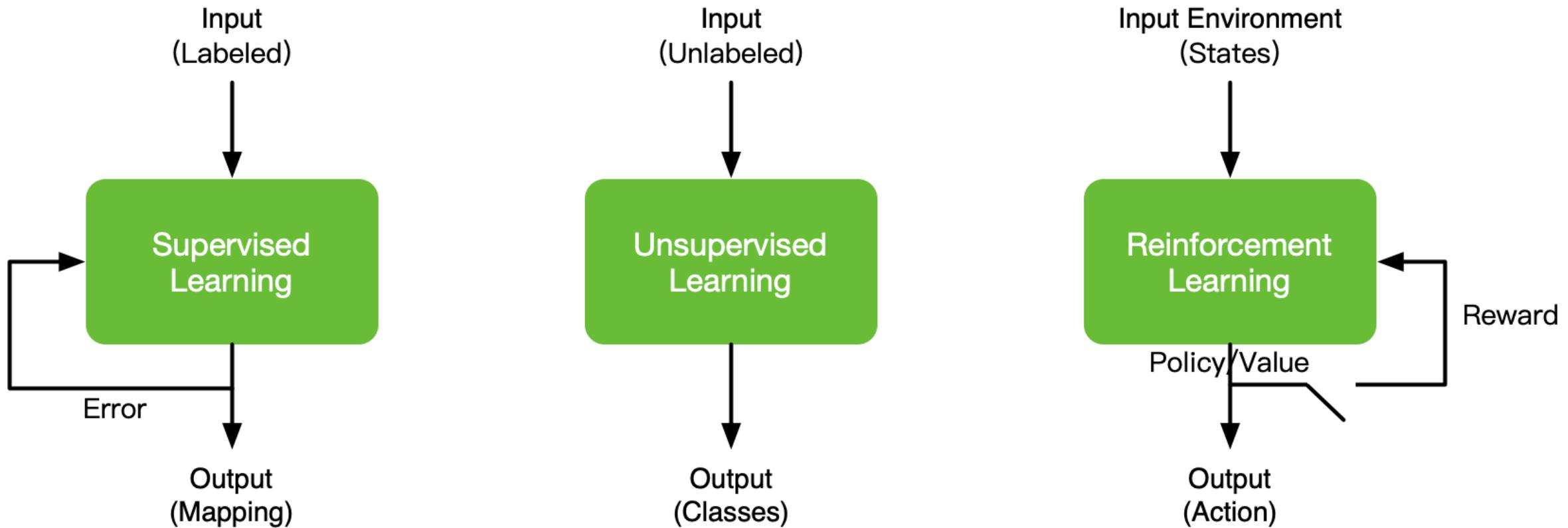
AI 总体发展路线



AI 三大范式



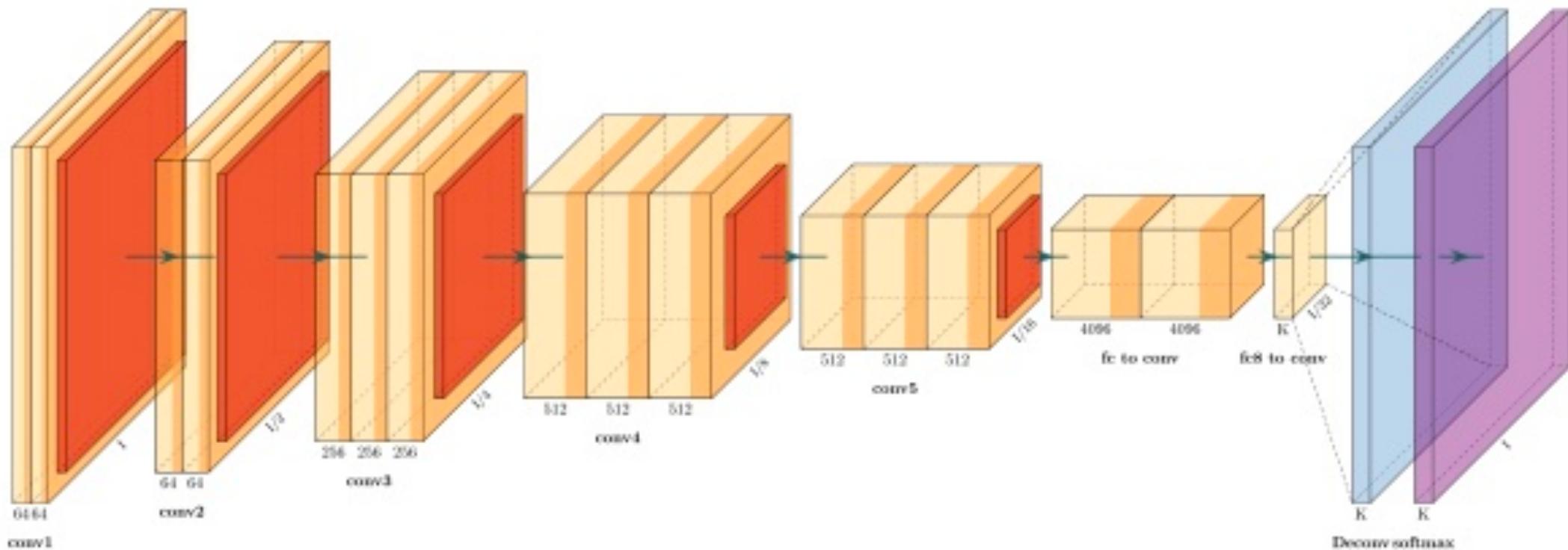
AI 三大范式流程



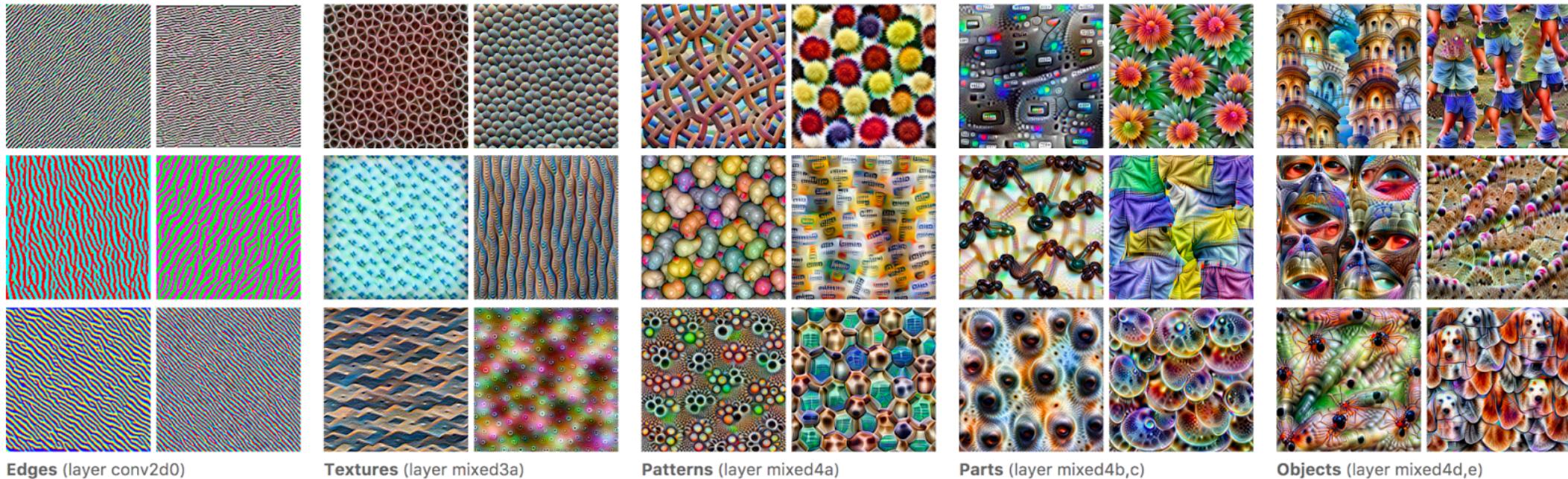
网络模型结构

设计 & 演进

什么是神经网络？



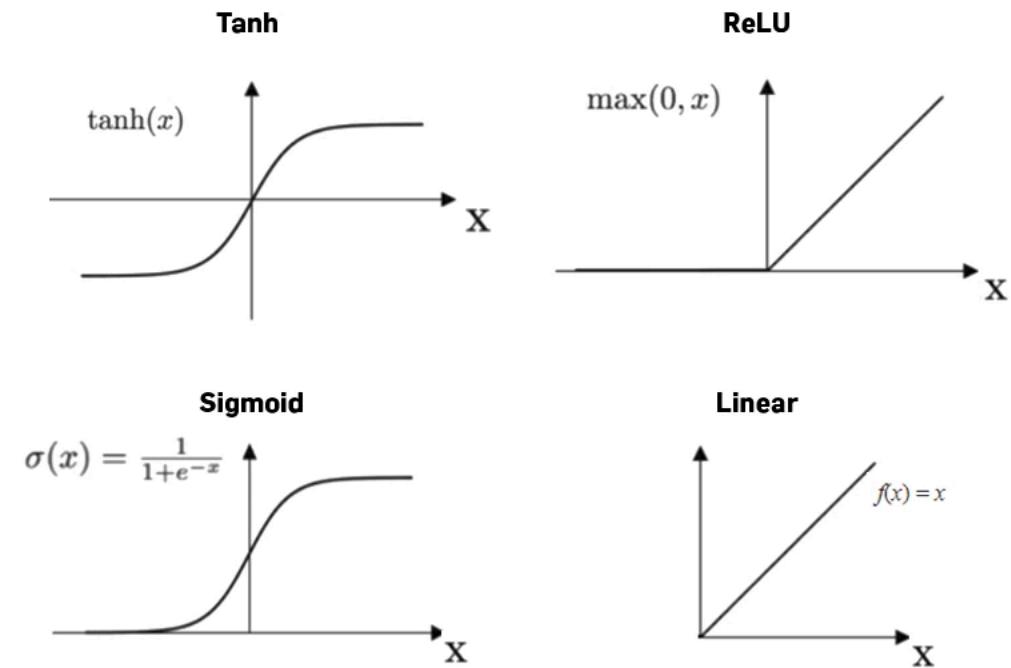
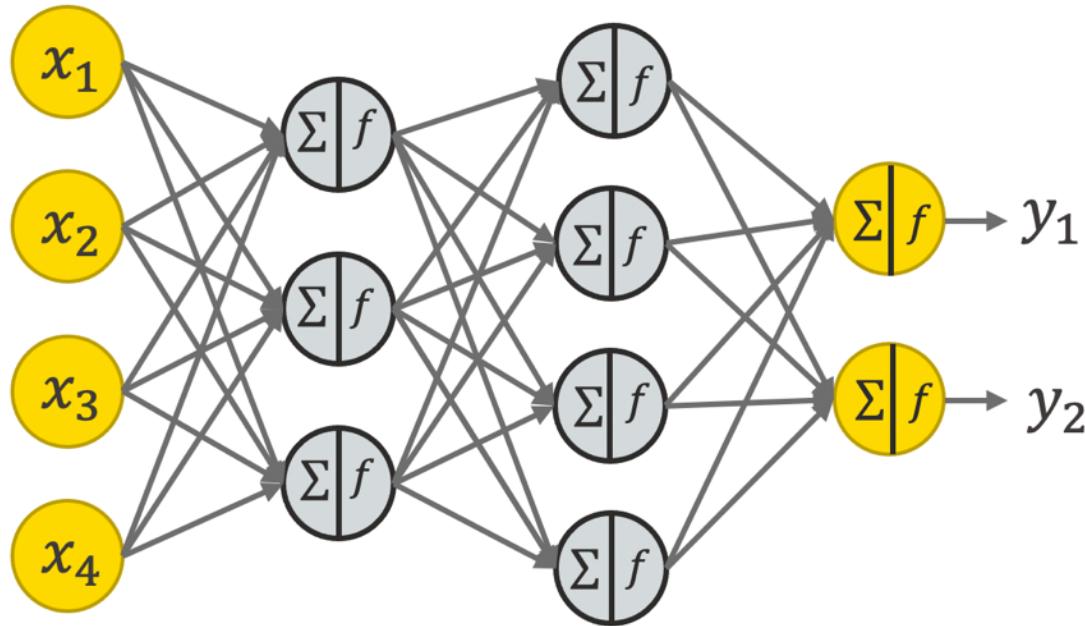
神经网络可视化



神经网络主要计算：权重求和

- 主要的计算模式：multiply and accumulate (**MAC**) > 90% computation

Input Hidden Output Activation Function



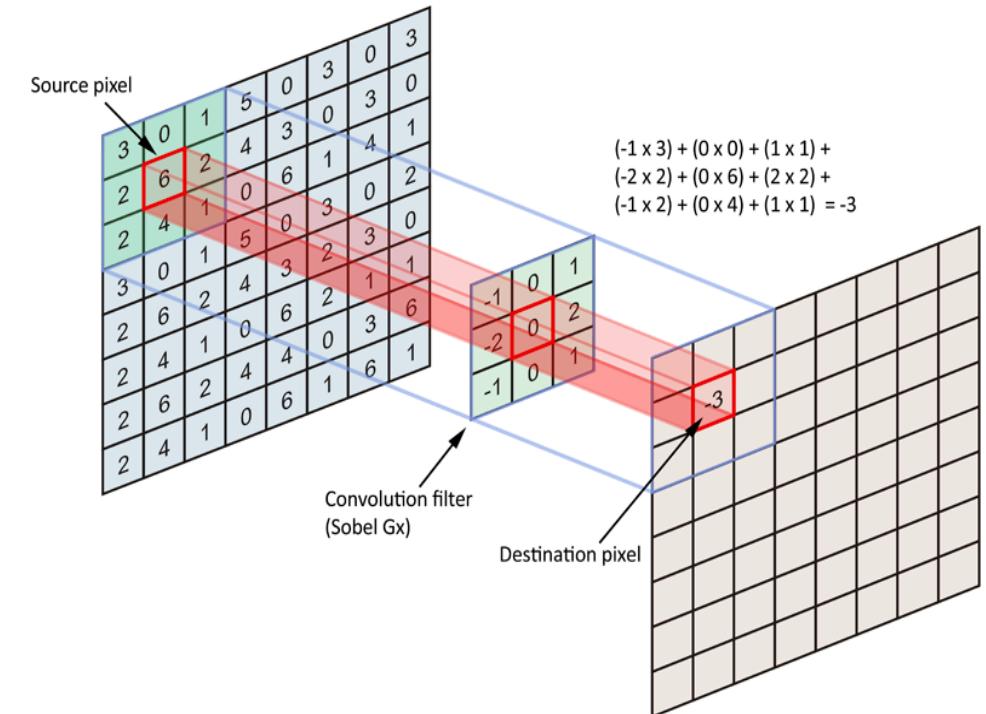
主流的网络模型结构 (I)

- **全连接 Fully Connected Layer**

- Feed forward, fully connected
- Multilayer Perceptron(MLP)

- **卷积层 Convolutional Layer**

- Feed forward, sparsely-connected, weight shading
- Convolutional Neural Network(CNN)
- Typically used for images



主流的网络模型结构 (II)

- **循环网络 Recurrent Layer**

- Feedback
- Recurrent Neural Network(RNN/LSTM)
- Typically used for sequential data(e.g., speech, language)

- **注意力机制 Attention Layer**

- Attention(matrix multiply) + Feed forward, fully connected
- Foundation Models
- Transformer

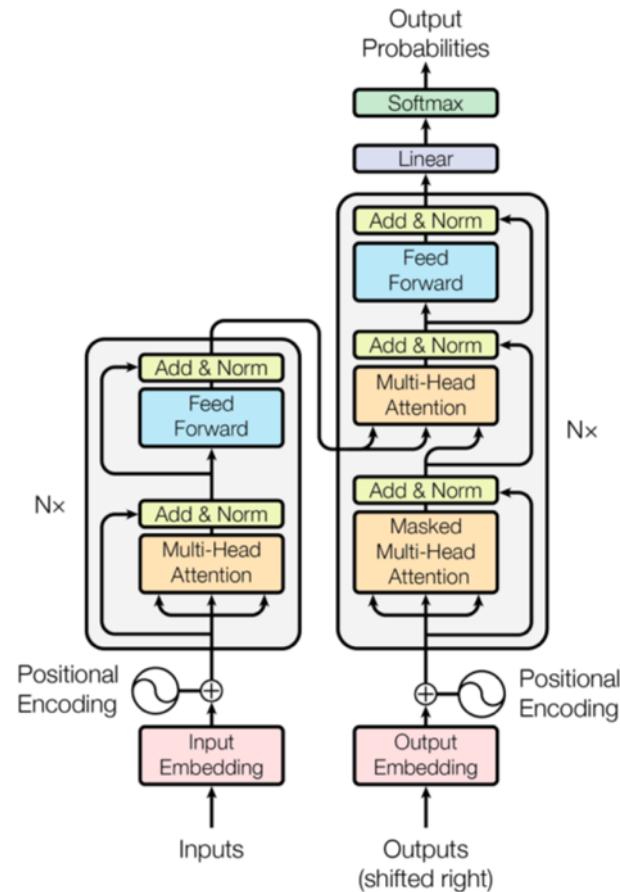
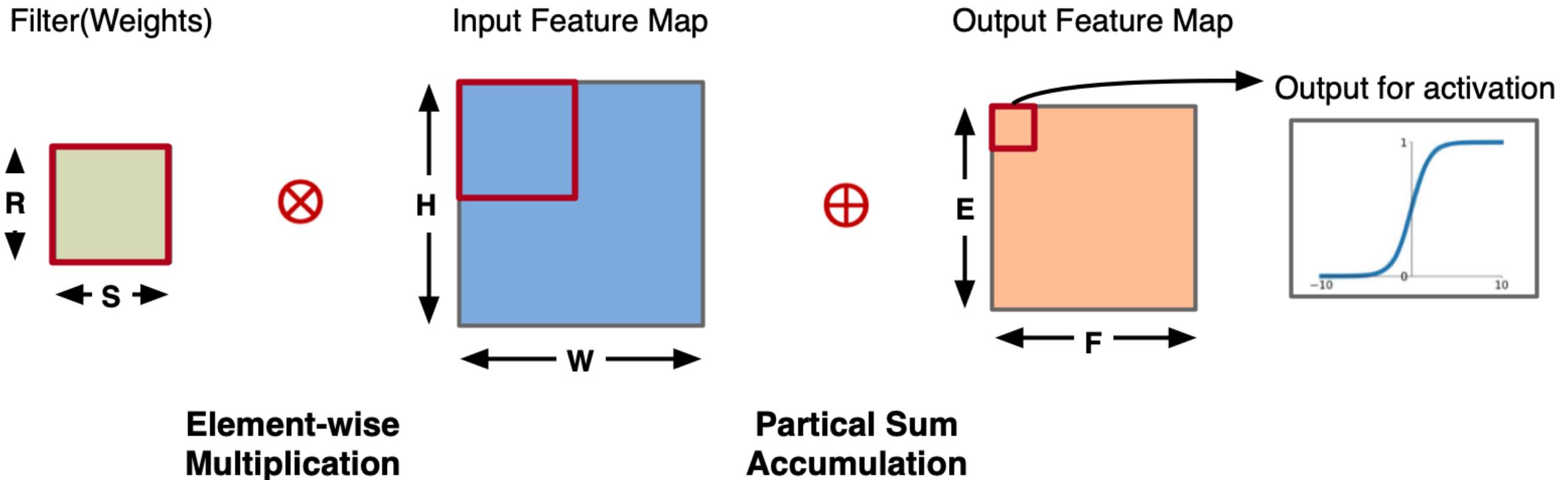


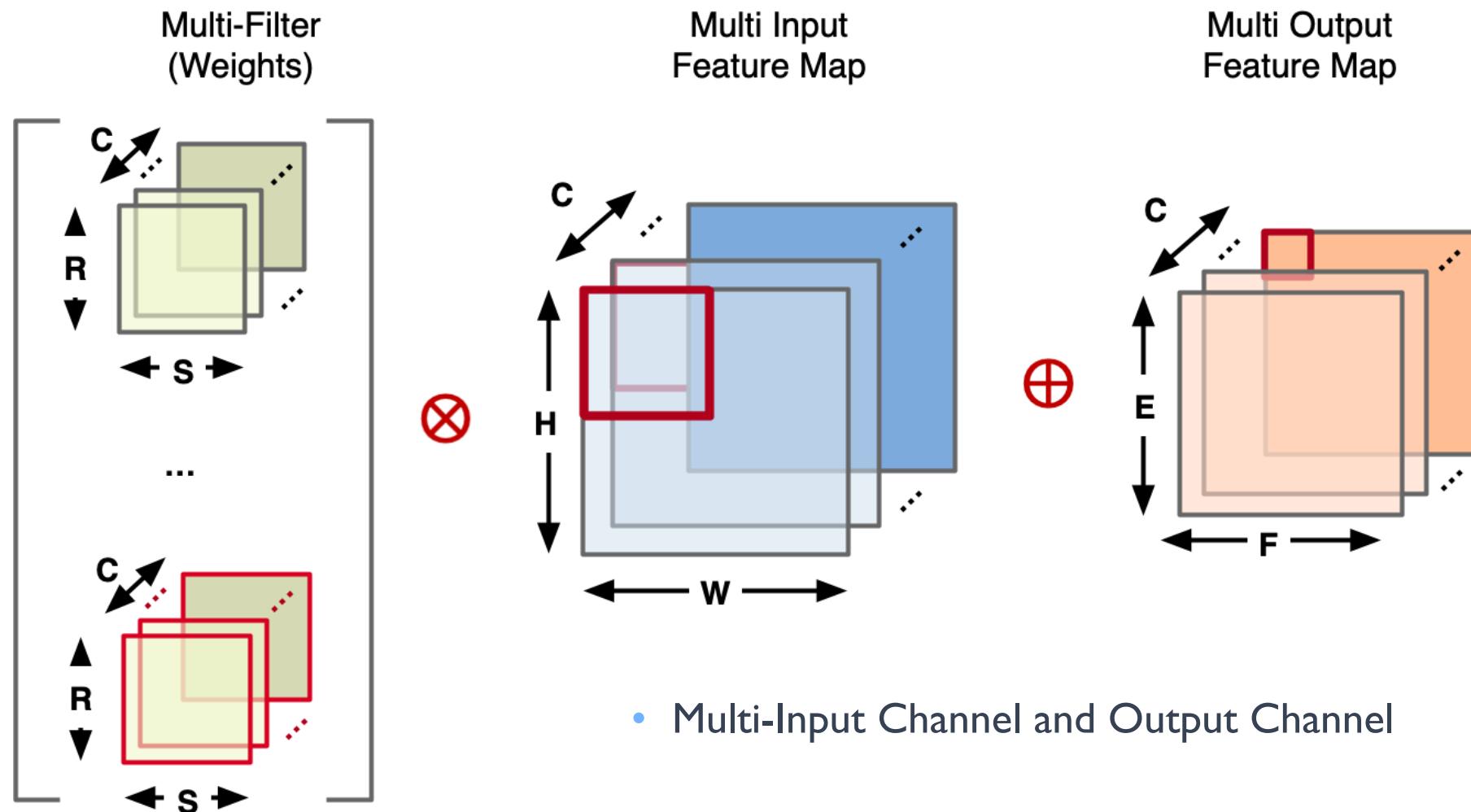
Figure 1: The Transformer - model architecture.

卷积计算 Convolution in CNN

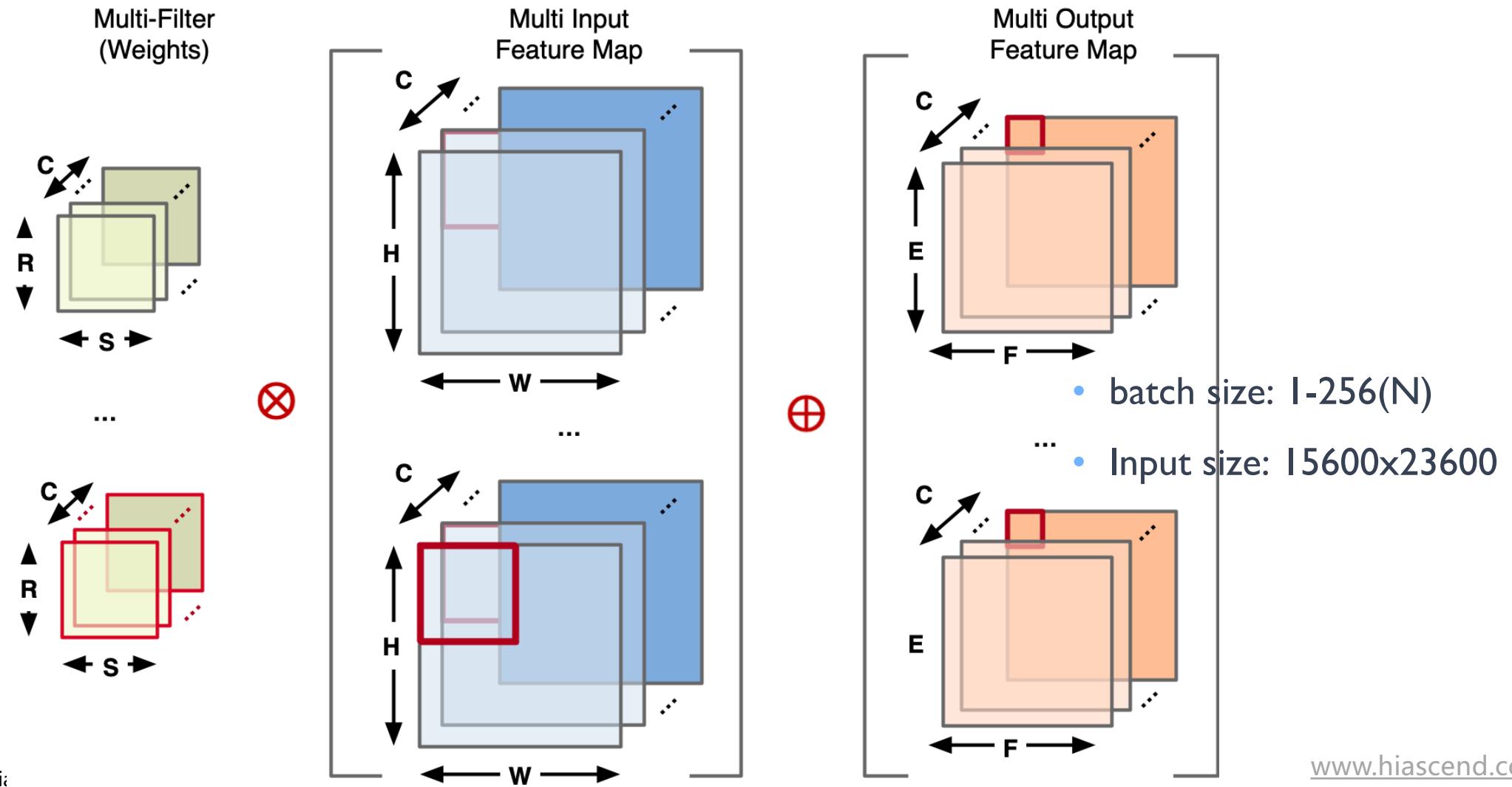
- Key Operations is **multiply and accumulate (MAC)** > 90% computation



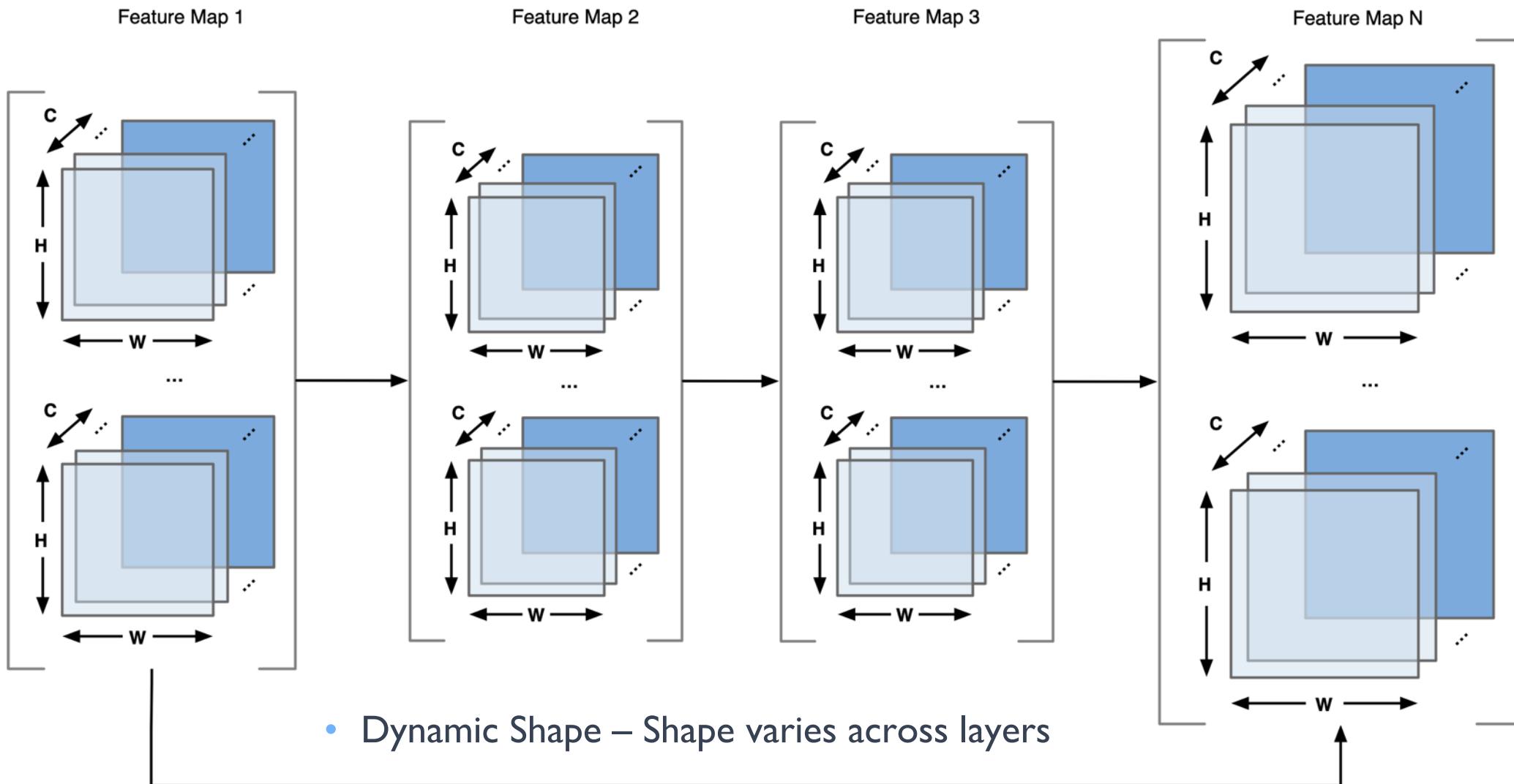
卷积计算 Convolution in CNN



卷积计算 Convolution in CNN



卷积计算 Convolution in CNN



经典网络模型

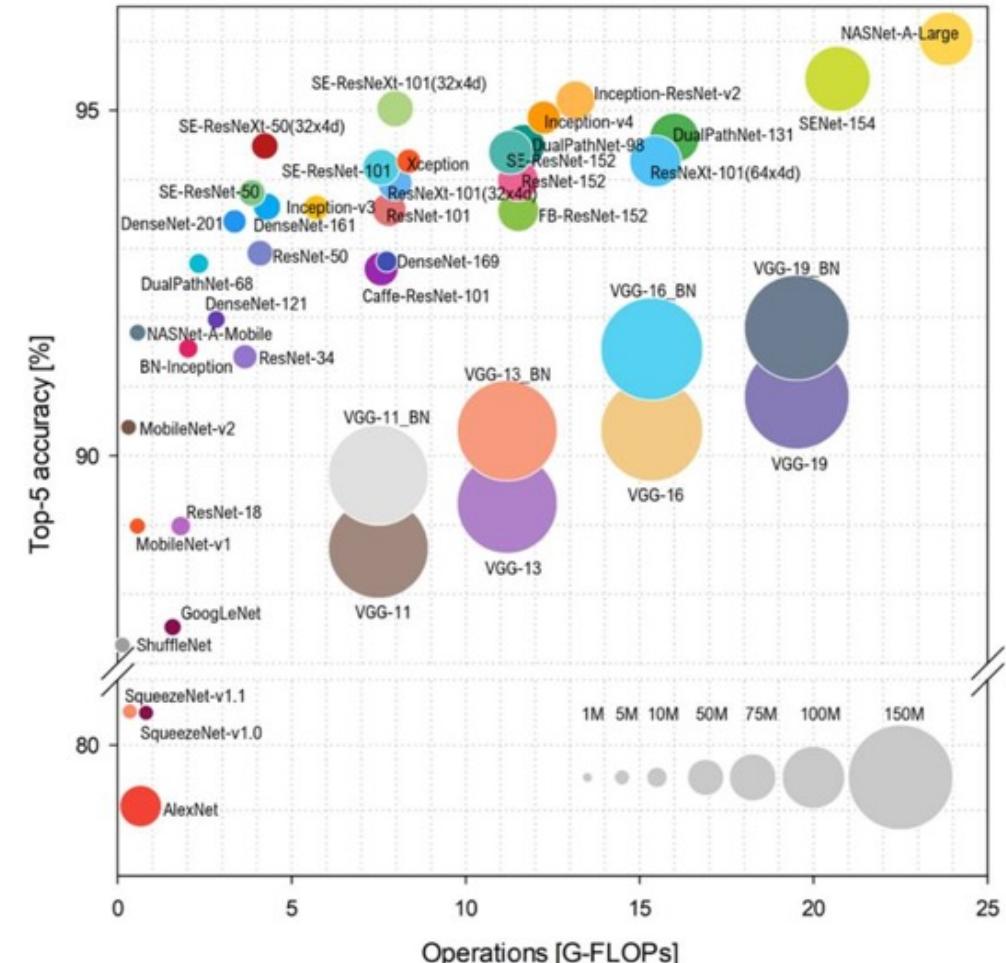
Models getting larger and deeper

Metrics	LeNet-5	AlexNet	VGG16	GoogleNet	ResNet50	EfficientNet-B4
Top-5 error(ImageNet)	n/a	16.4	7.4	6.7	5.3	3.7
Input Size	28x28	227x227	224x224	224x224	224x224	380x380
# Conv Layer	2	5	16	21	49	96
# of Weights	2.6k	2.3M	14.7M	6.0M	23.5M	14M
# of MACs	283k	666M	15.3G	1.43G	3.86G	4.4G
# FC Layers	2	3	3	1	1	65
# of Weights	58k	58.6M	124M	1M	2M	4.9M
# of MACs	58k	58.6M	124M	1M	2M	4.8M
Total Weights	60k	61M	138M	7M	25.5M	19M
Total MACs	341k	724M	15.5G	1.43G	3.9G	4.4G
Reference	Lecun, 1998	Krizhevsky, 2012	Simonyan, 2015	Szegedy, 2015	He, 2016	Tan, 2019

经典网络模型

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AI 计算模式思考 (I)

1. 需要支持神经网络模型的计算逻辑

- 权重数据共享，便于对神经元的权重值进行求和
- 除了卷积/全连接计算，需要支持激活等Vector计算

2. 能够支持高维的张量存储与计算

- 内存 Mem 地址随机/自动索引
- 大 Channel 和 大 Feature Map 高效加载

3. 支持常用神经网络模型结构

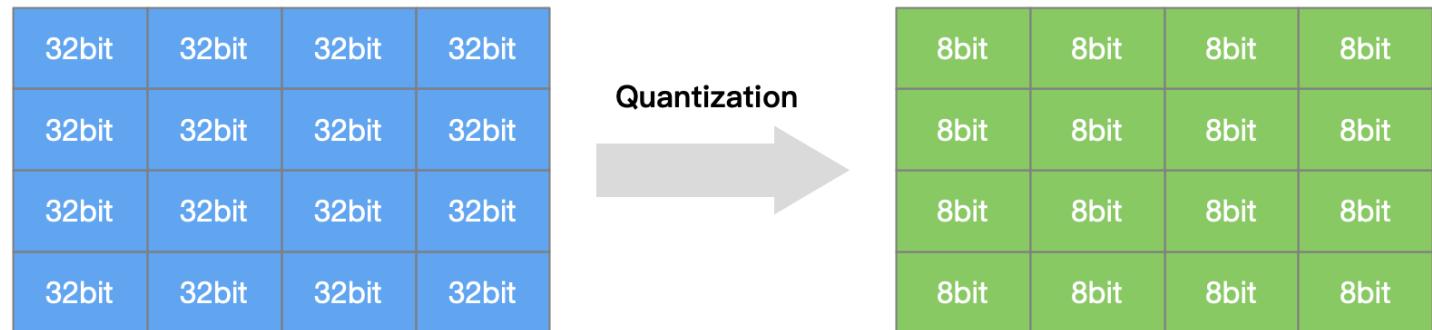
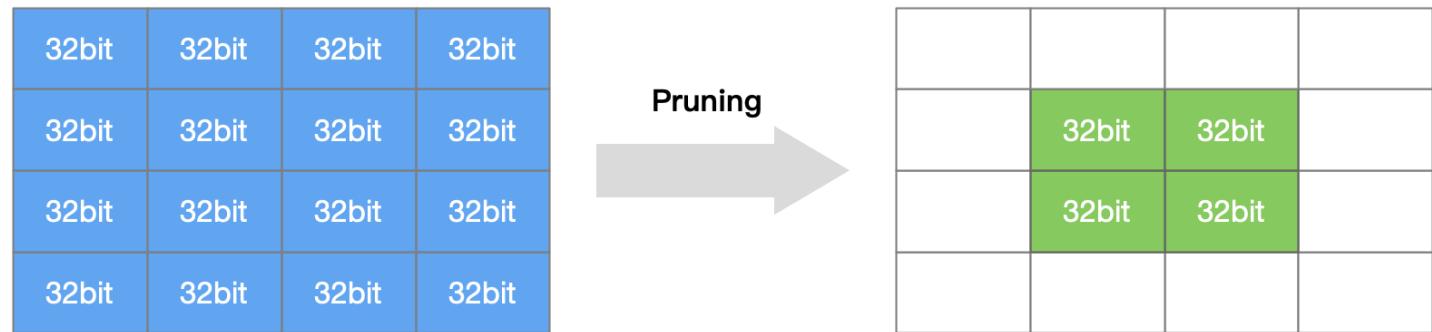
- Conv、MatMul、Transformer等高效矩阵乘
- 快速应对新的 AI 算法与结构

模型量化

网络剪枝

量化压缩 vs 网络剪枝

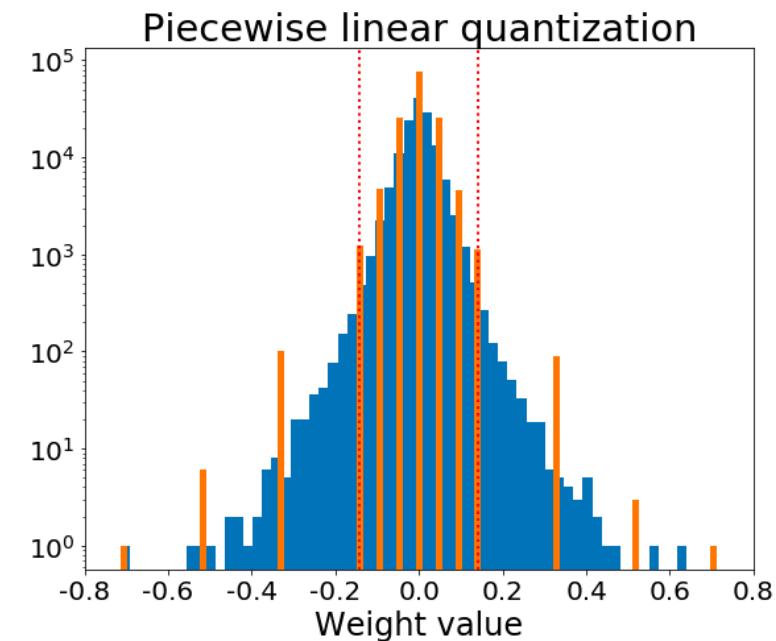
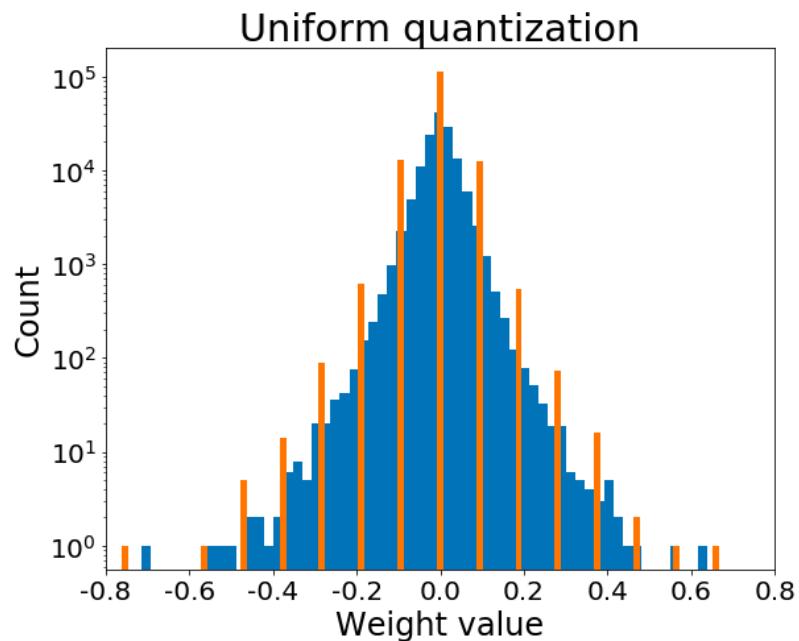
- 网络剪枝研究模型权重中的冗余， 并尝试删除/修剪冗余和非关键的权重。
- 模型量化是指通过减少权重表示或激活所需的比特数来压缩模型。



低比特量化特征

1. 参数压缩；
2. 提升速度；
3. 降低内存；
4. 功耗降低；
5. 提升芯片面积；

Reduce number of unique values

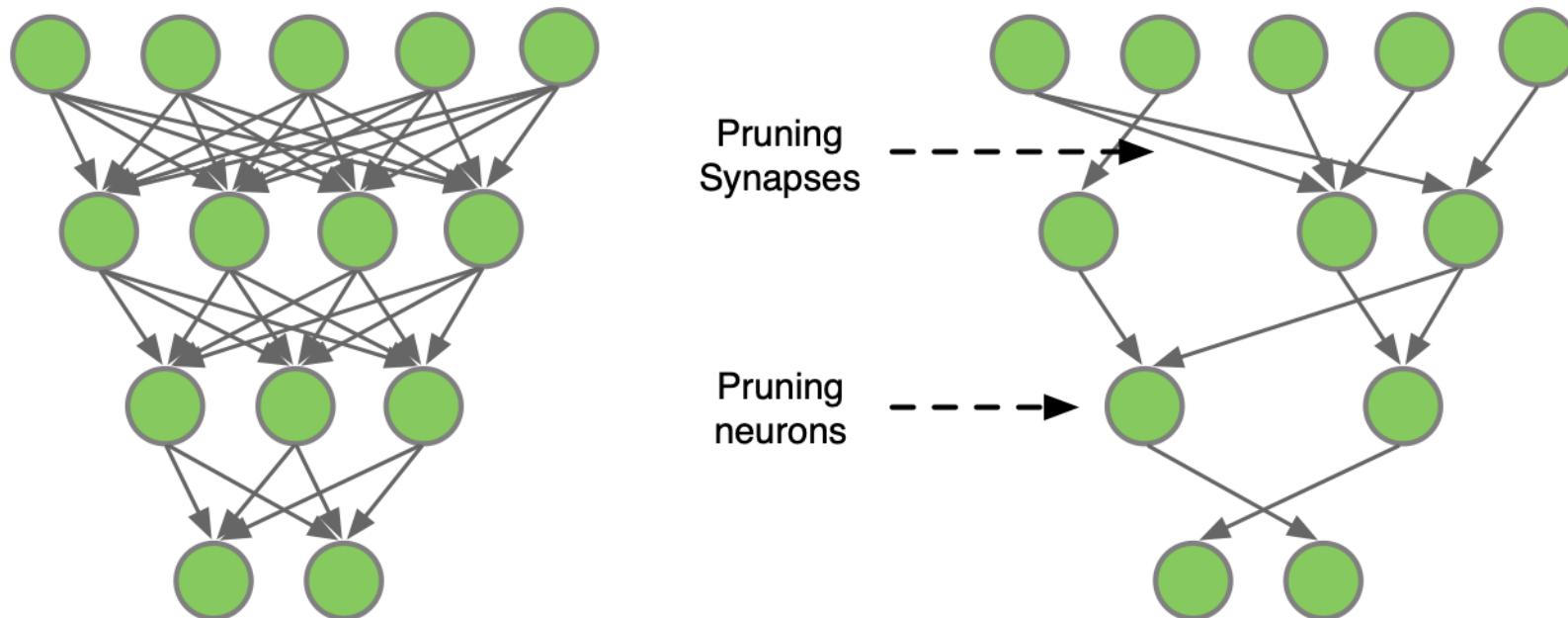


模型量化相关的研究热点

- **感知量化训练 Quantization Training**
 - 8-bit with stochastic rounding 混合bit量化
- **减少计算比特位 Reduce number of bits**
 - Binary Nets 二值化网络模型
- **非线性量化 Non-Linear Quantization**
 - Log-Net
- **减少权重计算 Reduce number of unique weights and activations**
 - ADD Nets 加法网络
 - XNOR-Net 异或网络模型

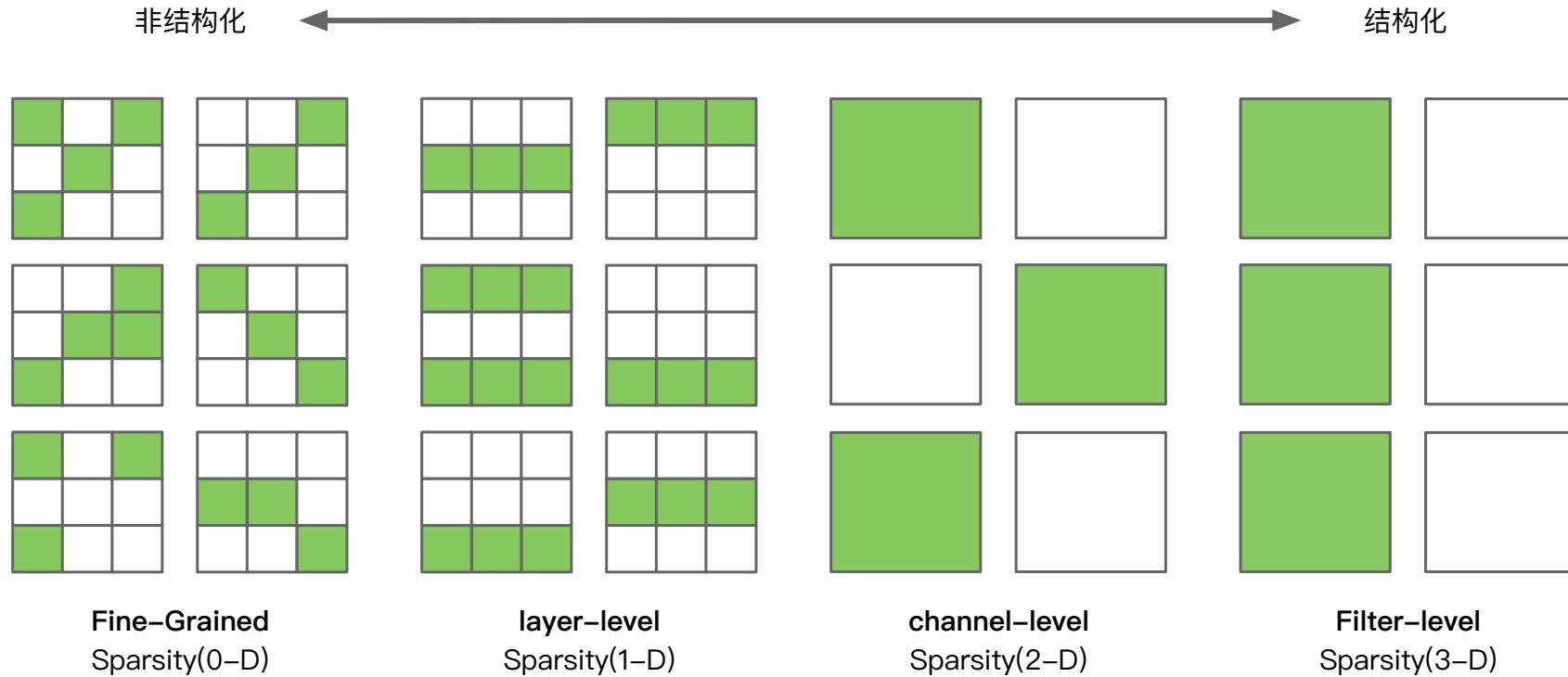
Pruning – Make weights Sparse

- **训练 Training**：训练过参数化模型，得到最佳网络性能，以此为基准；
- **剪枝 Pruning**：根据算法对模型剪枝，调整网络结构中通道或层数，得到剪枝后的网络结构；
- **微调 Finetune**：在原数据集上进行微调，用于重新弥补因为剪枝后的稀疏模型丢失的精度性能。



模型剪枝分类

- **Unstructured Pruning (非结构化剪枝)**
 - 随机对独立的权重或者神经元链接进行剪枝
- **Structured Pruning (结构化剪枝)**
 - 对 filter / channel / layer 进行剪枝



To prune, or not to prune: exploring the efficacy of pruning for model compression

1. 在内存占用相同情况下，大稀疏模型比小密集模型实现了更高的精度。
2. 经过剪枝之后稀疏模型要优于，同体积非稀疏模型。
3. 资源有限的情况下，剪枝是比较有效的模型压缩策略。
4. 优化点还可以往硬件稀疏矩阵储存方向发展。

Table 4: NMT sparse vs dense results

# units	Sparsity	NNZ params	EN-DE BLEU score	DE-EN BLEU score
256	0%	34M	23.52	26.52
512	0%	81M	26.05	28.88
768	0%	140M	26.63	29.41
1024	0%	211M	26.77	29.47
	80%	44M	26.86	29.50
	85%	33M	26.52	29.24
	90%	23M	26.19	28.81

Table 1: Model size and accuracy tradeoff for sparse-InceptionV3

Sparsity	NNZ params	Top-1 acc.	Top-5 acc.
0%	27.1M	78.1%	94.3%
50%	13.6M	78.0%	94.2%
75%	6.8M	76.1%	93.2%
87.5%	3.3M	74.6%	92.5%

AI 计算模式思考 (II)

1. 提供不同的 bit 位数

- 对于低比特量化相关的研究落地提供 int8/int4 甚至更低的精度
- 在 M-bits and E-bits 之间权衡 Tradeoff (如 TF32/BF16)

2. 利用硬件提供稀疏计算

- 硬件上减少 0 值的重复计算
- 减少网络模型对内存的需求，稀疏化网络模型结构

引用

1. <https://www.knime.com/blog/a-friendly-introduction-to-deep-neural-networks>
2. <https://machine-learning.paperspace.com/wiki/activation-function>
3. <https://developer.nvidia.com/blog/accelerating-ai-training-with-tf32-tensor-cores/>



BUILDING A BETTER CONNECTED WORLD

THANK YOU

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