

# Large Scale Deep Learning with TensorFlow

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In collaboration with **many** other people at Google

### Important Property of Neural Networks

Results get better with

more data +
bigger models +
more computation



### Large Datasets + Powerful Models

- Combination works incredibly well
- Poses interesting systems problems, though:
  - Need lots of computation
  - Want to train and do experiments quickly
  - Large-scale parallelism using distributed systems really only way to do this at very large scale
  - Also want to easily express machine learning ideas



## **Basics of Deep Learning**

- Unsupervised cat
- Speech
- Vision
- General trend is towards more complex models:
  - Embeddings of various kinds
  - Generative models
  - Layered LSTMs
  - Attention



# What do you want in a machine learning system?

- Ease of expression: for lots of crazy ML ideas/algorithms
- Scalability: can run experiments quickly
- Portability: can run on wide variety of platforms
- Reproducibility: easy to share and reproduce research
- Production readiness: go from research to real products





http://tensorflow.org/

and

https://github.com/tensorflow/tensorflow

Open, standard software for general machine learning

Great for Deep Learning in particular

First released Nov 2015

Apache 2.0 license

#### TensorFlow: A system for large-scale machine learning

Martín Abadi, Paul Barham, Jianmin Chen, Zhifeng Chen, Andy Davis, Jeffrey Dean, Matthieu Devin, Sanjay Ghemawat, Geoffrey Irving, Michael Isard, Manjunath Kudlur, Josh Levenberg, Rajat Monga, Sherry Moore, Derek G. Murray, Benoit Steiner, Paul Tucker, Vijay Vasudevan, Pete Warden, Martin Wicke, Yuan Yu, and Xiaoqiang Zheng

Google Brain

Preprint: <a href="mailto:arxiv.org/abs/1605.08695">arxiv.org/abs/1605.08695</a> Updated version to appear in OSDI 2016

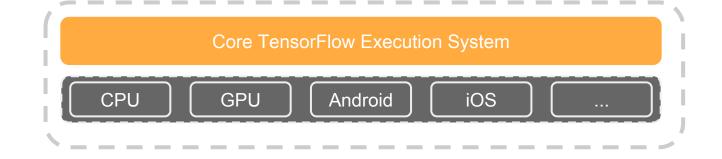
# **Motivations**



- DistBelief (our 1st system) was the first scalable deep learning system, but not as flexible as we wanted for research purposes
- Better understanding of problem space allowed us to make some dramatic simplifications

# TensorFlow: Expressing High-Level ML Computations

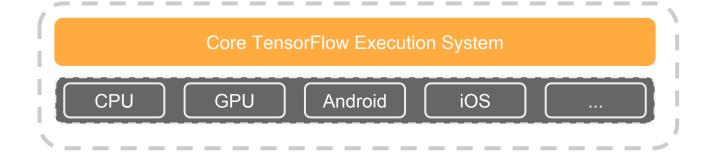
- Core in C++
  - Very low overhead





# TensorFlow: Expressing High-Level ML Computations

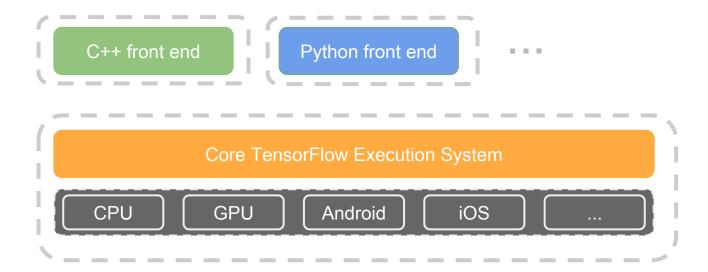
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  - Very low overhead
- Different front ends for specifying/driving the computation
  - Python and C++ today, easy to add more





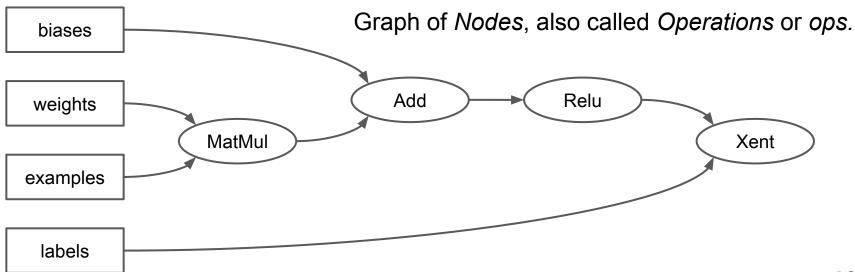
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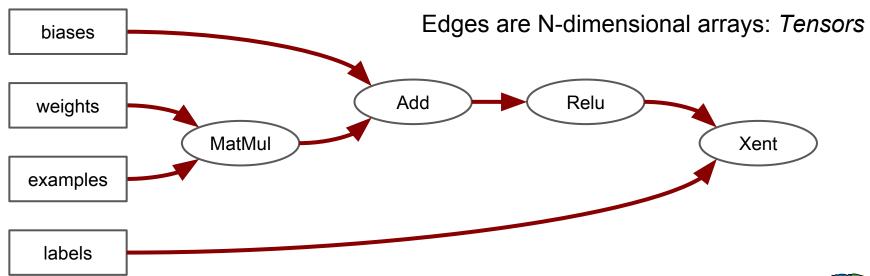
# Computation is a dataflow graph





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# **Example TensorFlow fragment**

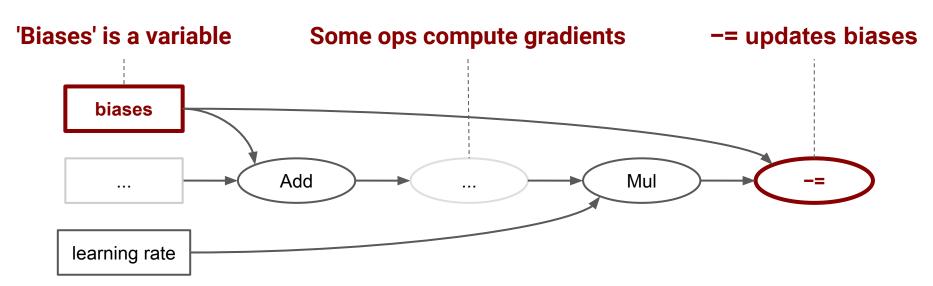
Build a graph computing a neural net inference.

```
import tensorflow as tf
from tensorflow.examples.tutorials.mnist import input_data

mnist = input_data.read_data_sets('MNIST_data', one_hot=True)
x = tf.placeholder("float", shape=[None, 784])
W = tf.Variable(tf.zeros([784,10]))
b = tf.Variable(tf.zeros([10]))
y = tf.nn.softmax(tf.matmul(x, W) + b)
```

# Computation is a dataflow graph







# Symbolic Differentiation

- Automatically add ops to calculate symbolic gradients of variables w.r.t. loss function.
- Apply these gradients with an optimization algorithm

```
y_ = tf.placeholder(tf.float32, [None, 10])
cross_entropy = -tf.reduce_sum(y_ * tf.log(y))
opt = tf.train.GradientDescentOptimizer(0.01)
train_op = opt.minimize(cross_entropy)
```

# Define graph and then execute it repeatedly

Launch the graph and run the training ops in a loop

```
init = tf.initialize_all_variables()
sess = tf.Session()
sess.run(init)
for i in range(1000):
   batch_xs, batch_ys = mnist.train.next_batch(100)
   sess.run(train_step, feed_dict={x: batch_xs, y_: batch_ys})
```

#### Session Interface

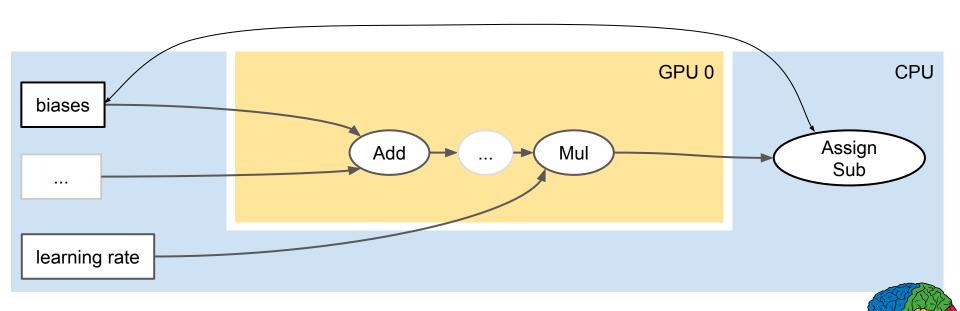
- Extend: add nodes to computation graph
- Run: execute an arbitrary subgraph
  - optionally feeding in Tensor inputs and retrieving Tensor output

Typically, setup a graph with one or a few Extend calls and then Run it thousands or millions or times



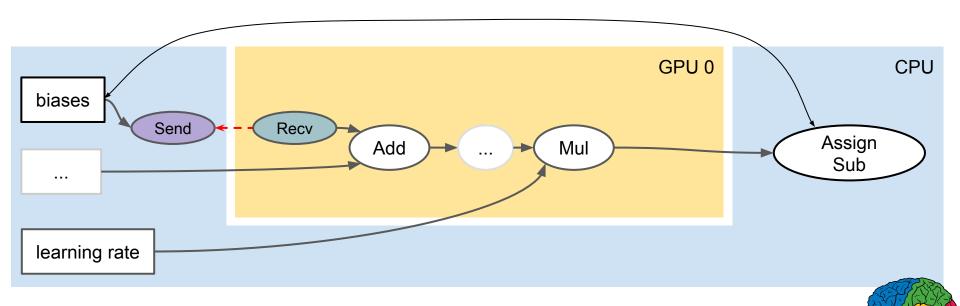
# Computation is a dataflow graph





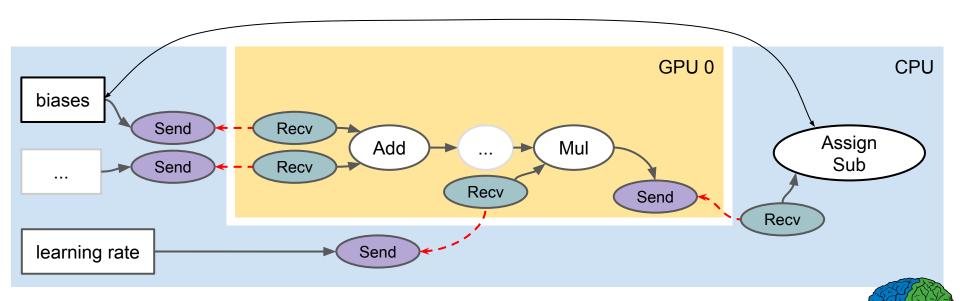
### Assign Devices to Ops

- TensorFlow inserts Send/Recv Ops to transport tensors across devices
- Recv ops pull data from Send ops



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### Send and Receive Implementations

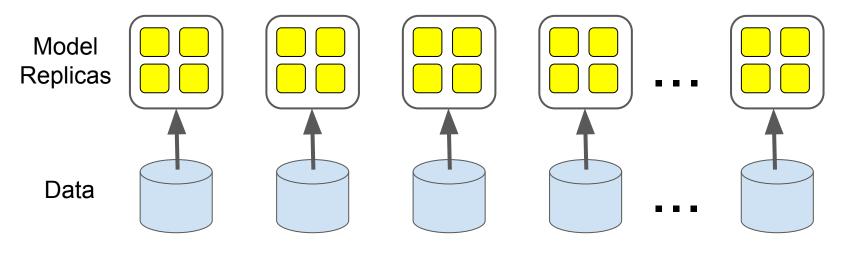
- Different implementations depending on source/dest devices
- e.g. GPUs on same machine: local GPU → GPU copy
- e.g. CPUs on different machines: cross-machine RPC
- e.g. GPUs on different machines: RDMA





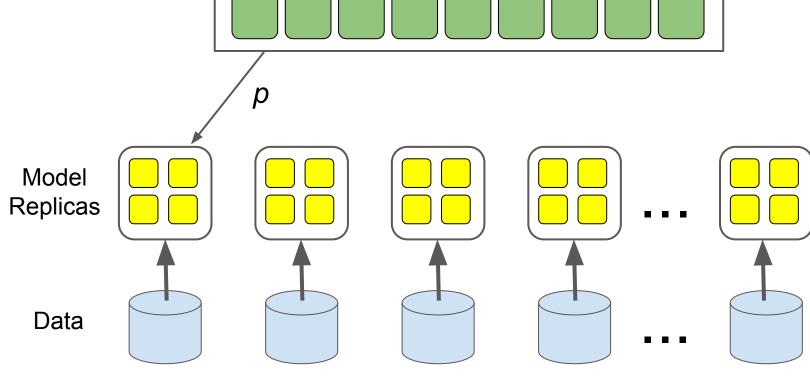
Parameter Servers



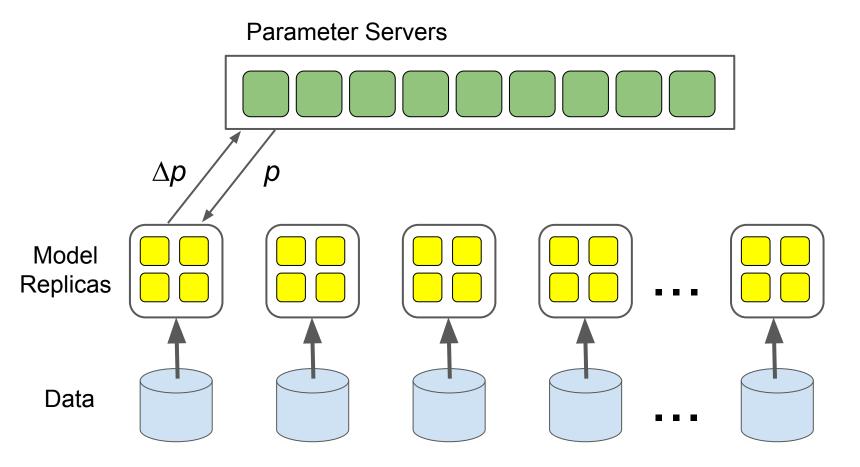




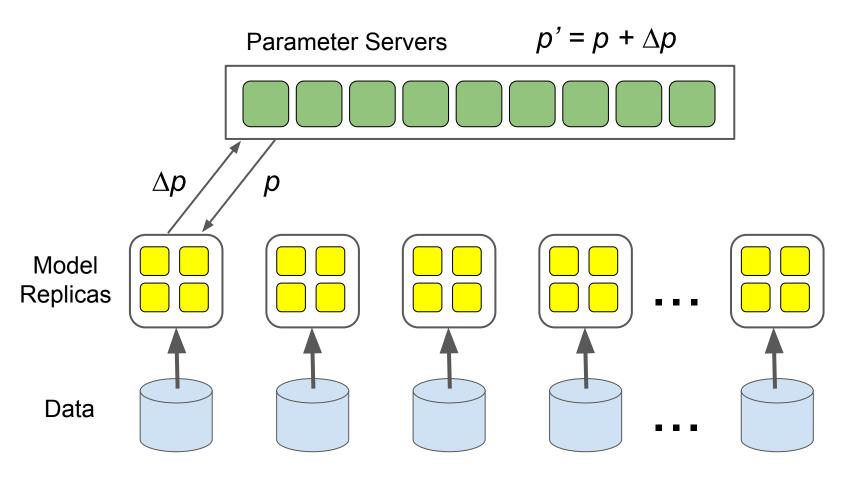
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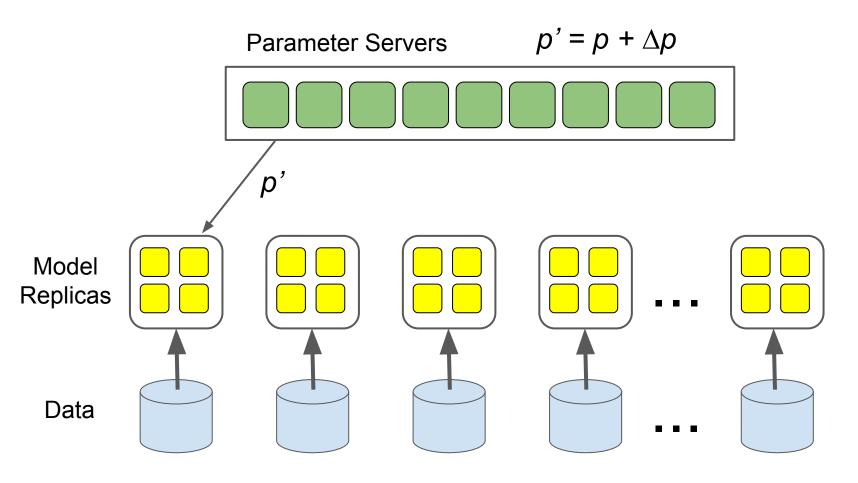






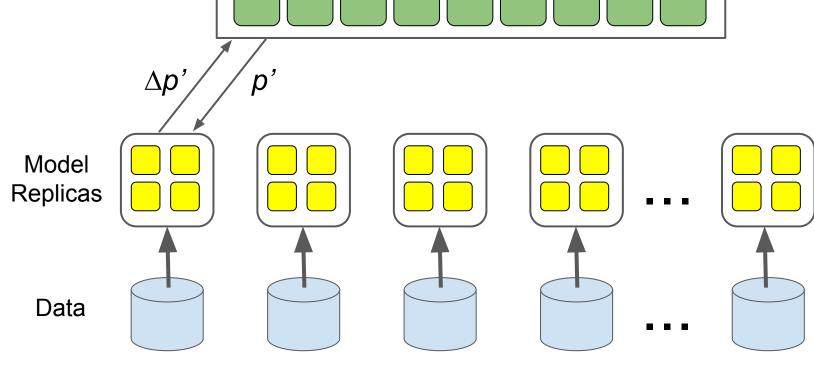




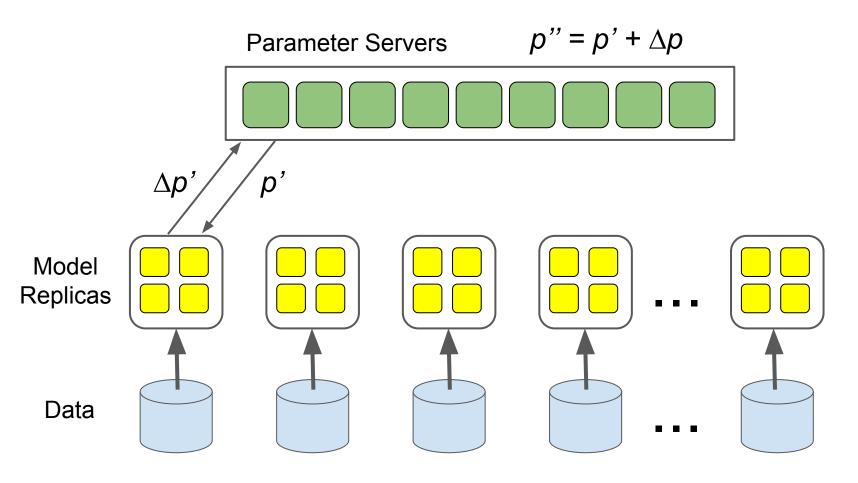




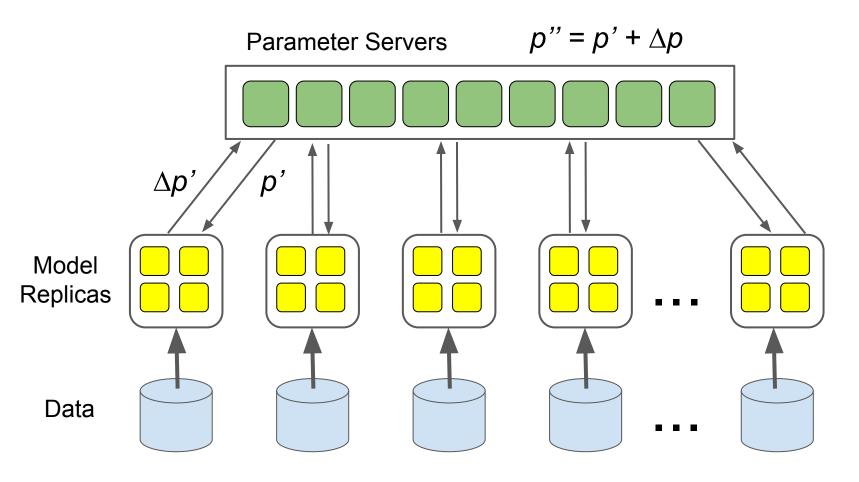
**Parameter Servers** 













### DistBelief: Separate Parameter Servers

Parameter update rules not the same programming model as the rest of the system

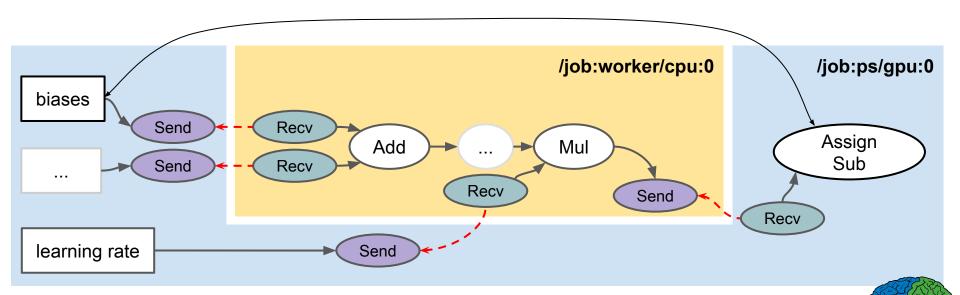
Separate code for parameter servers vs. rest of system

Lacked uniformity & was more complicated



#### Cross process communication is the same!

 Communication across machines over the network abstracted identically to cross device communication.



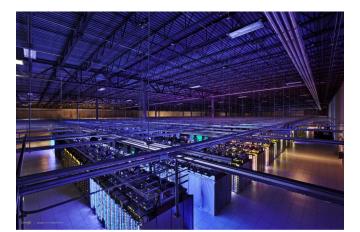
No specialized parameter server subsystem!

# Runs on Variety of Platforms

phones



**distributed systems** of 100s of machines and/or GPU cards



single machines (CPU and/or GPUs) ...



custom ML hardware







## Trend: Much More Heterogeneous hardware

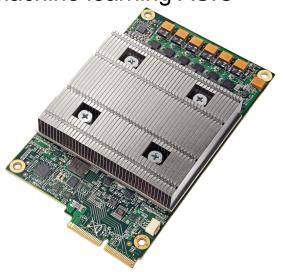
General purpose CPU performance scaling has slowed significantly

Specialization of hardware for certain workloads will be more important

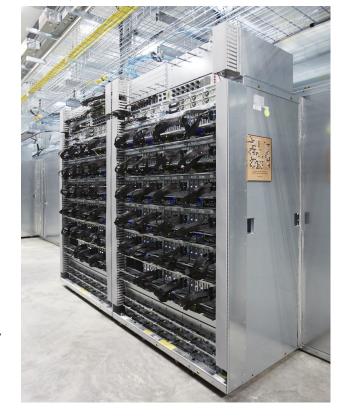


# **Tensor Processing Unit**

Custom machine learning ASIC



In production use for >16 months: used on every search query, used for AlphaGo match, many other uses, ...



See Google Cloud Platform blog: <u>Google supercharges machine learning tasks with TPU custom chip</u>, by Norm Jouppi, May, 2016

#### Extensible

- Core system defines a number of standard operations and kernels (device-specific implementations of operations)
- Easy to define new operators and/or kernels



Single device performance important, but

biggest performance improvements come from large-scale distributed systems with model and data parallelism

