



Lecture 08: Machine Learning System for Training and Inference

Some Notes

- Lab1 grade will post tomorrow.
- Lab3 will post this Tomorrow.
- Midterm coverage is released next week.
- Project proposal due next week.
 - Discussion board has built on Brightspace.

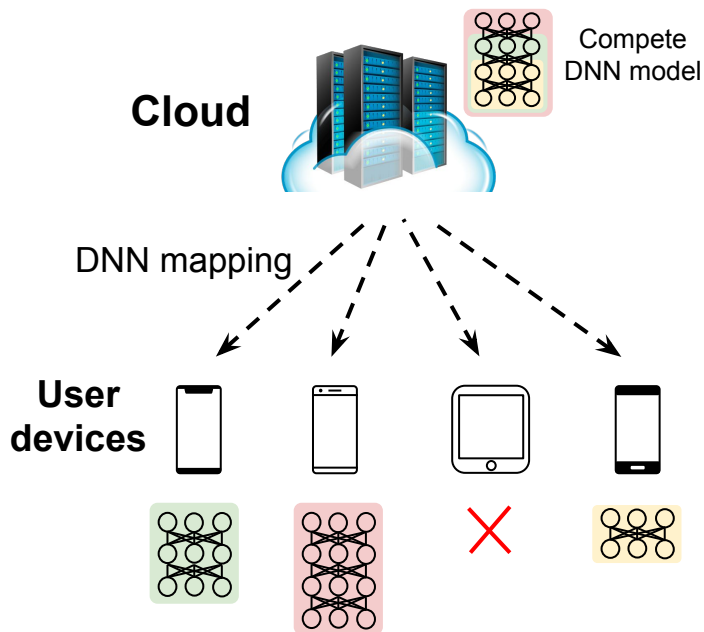
Recap

- Efficient training of DNNs
 - Efficient computing
 - Efficient storage
- Parameter efficient finetuning
- Federated Learning

Topics

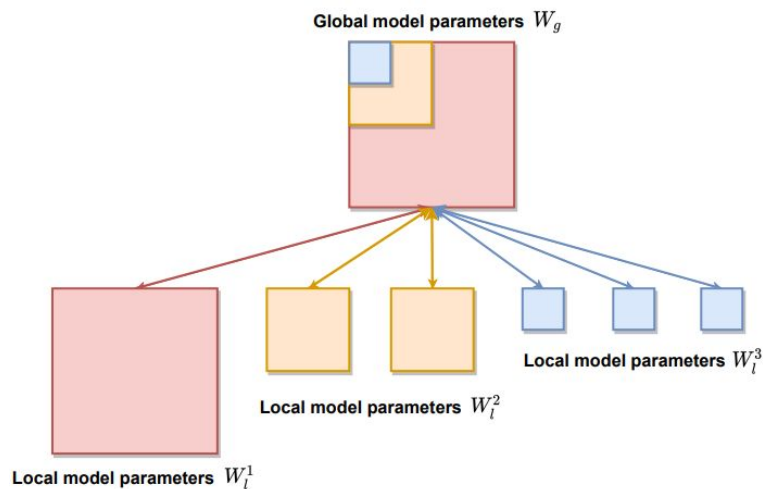
- Federated Learning (Continue)
- Distributed DNN Training
- Distributed DNN Inference
- Speculative Decoding

Federated Learning Problems: Heterogeneity



- End devices will have heterogeneous system configuration.
- HeteroFL partitions and assigns the DNN based on the processing power of each device.
- Each device only train a subset of the DNN model.

HeteroFL



- Each edge device will be assigned with part of the neural network to perform local training based on its computational complexity.

Federated Learning Problems: Communication

$$e(\mathbf{u}, \bar{\mathbf{u}}) = \frac{1}{N} \sum_{j=1}^N I(\text{sgn}(u_j) \neq \text{sgn}(\bar{u}_j))$$

- u_j denotes the sign of the model weight after local updates.
- Our solution dynamically identifies relevant local updates and excludes those irrelevant from being.
- Only the local device with high relevance will transmit their weight to the central server.

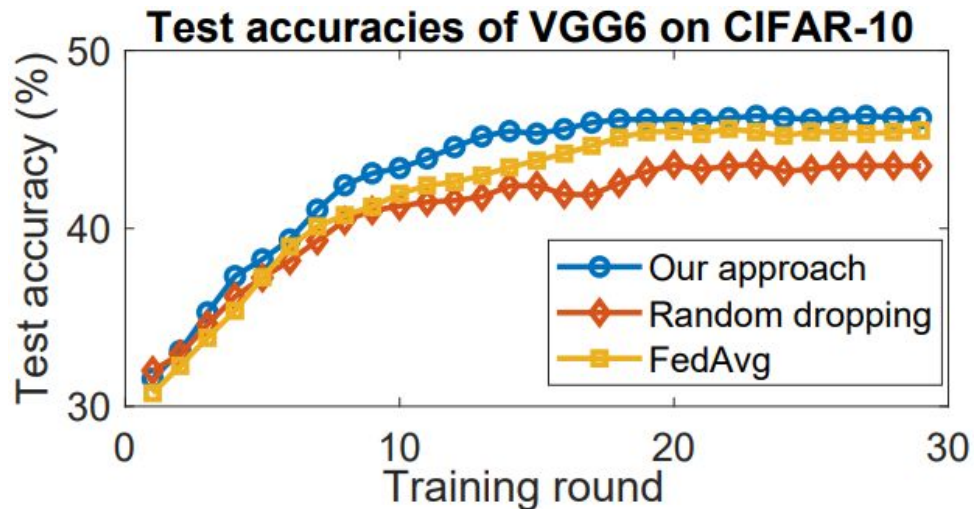
FedMARL

$$\max_A E \left[w_1 \boxed{\text{Final model Accuracy } Acc(T)} - w_2 \boxed{\text{Total Training Latency } \sum_{t \in T} H_t} - w_3 \boxed{\text{Total Bandwidth } \sum_{t \in T} B_t} \right]$$

$$A = [a_n^t] \quad \text{Client Selection}$$

- Our objective is to maximize the accuracy of the global model while minimizing the total processing latency and communication cost.
- w_1, w_2, w_3 are the importance of the objectives controlled by the FL application designers.
- The FL optimization problem is difficult to solve directly. We instead model the problem as a MARL problem.

FedMARL



- Every random dropping is better than FedAvg.
- FedMarl is much better than random dropping and FedAvg.

Topics

- Federated Learning (Continue)
- **Distributed DNN Training**
- Distributed DNN Inference
- Speculative Decoding

Distributed DNN Training: Data Parallelism

- To train DNN in a distributed fashion, we need to batchify the training datasets.
- Assume a batch size of $b \in \mathcal{B}$, x denotes a batch of training dataset.
- Let η represent the learning rate. w_t represents the weight at t .
- The distributed training process will be similar to the federated learning. Excepted that the data will be distributed in an independent and identically distributed (IID) fashion.

$$L(w) = \frac{1}{|X|} \sum_{x \in X} l(x, w) \quad w_{t+1} = w_t - \eta \frac{1}{n} \sum_{x \in \mathcal{B}} \nabla l(x, w_t)$$

Loss function

Weight update

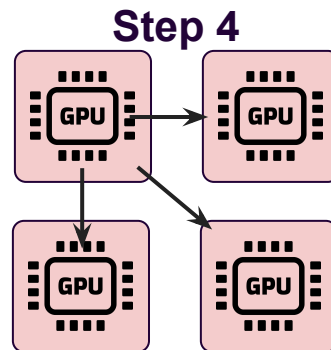
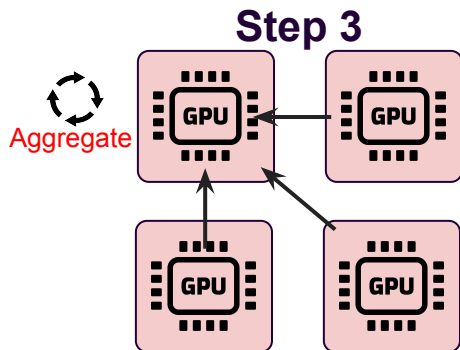
Parameter Server

- A parameter server is a distributed system used to manage and synchronize the parameters (weights) of a machine learning model during training, especially in large-scale and distributed training scenarios.



A total batch size of 256

Parameter Server

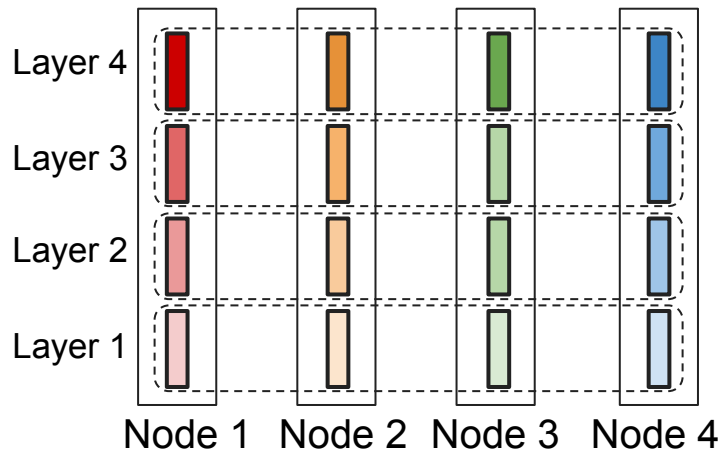


- Total amount of communication: $2(N-1)G$.
- N is the number of nodes, G is the size of the weight gradient.
- If a worker node fails, other nodes can continue training without significant disruption. But PS scheme is not scalable, the central node can not handle all the servers, as the number of nodes increases.

All Reduce

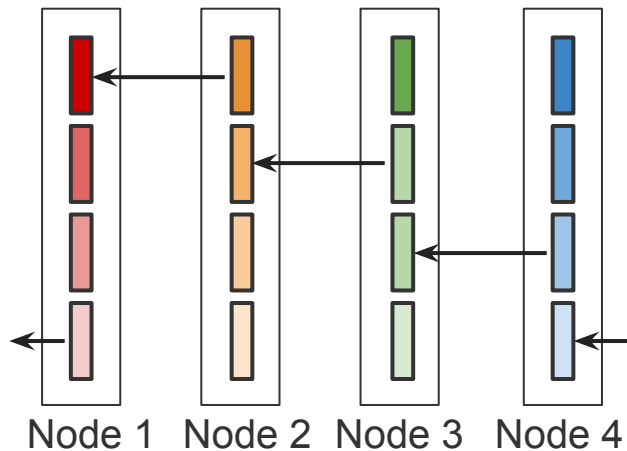
- All-reduce is a communication operation widely used in distributed deep neural network (DNN) training to synchronize and aggregate data across multiple computing nodes or devices.
- Detailed training steps:
 - **Forward Pass:** Each node (e.g., GPU) computes the forward pass of the neural network independently using its local mini-batch of data.
 - **Backward Pass:** Each node computes the gradients of the loss with respect to the model parameters.
 - **All-Reduce Step:** The gradients from all nodes are summed together using the all-reduce operation. This summed gradient is then broadcast to all nodes.
 - **Parameter Update:** Each node updates its local copy of the model parameters using the aggregated gradients.

Ring All-Reduce



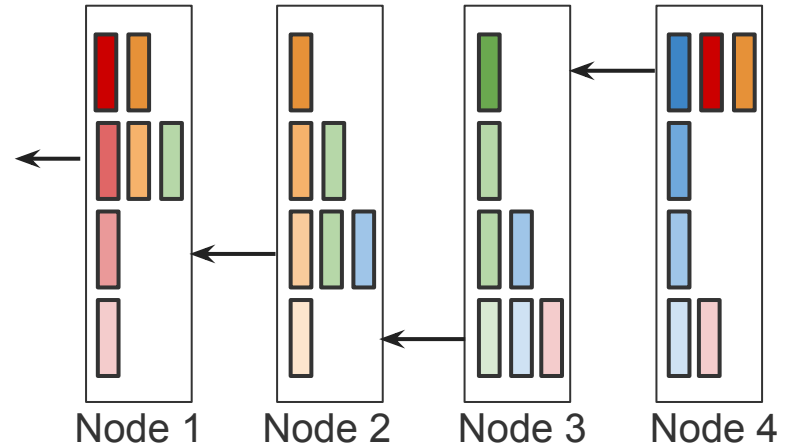
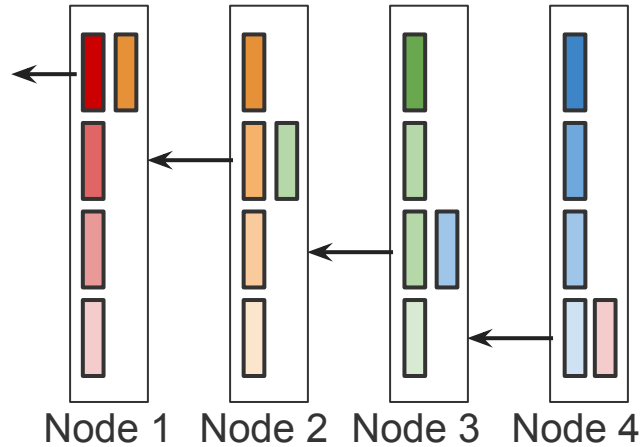
- Assume a neural network with four layers.
- Each node has been assigned with an equivalent amount of training dataset.

Ring All-Reduce

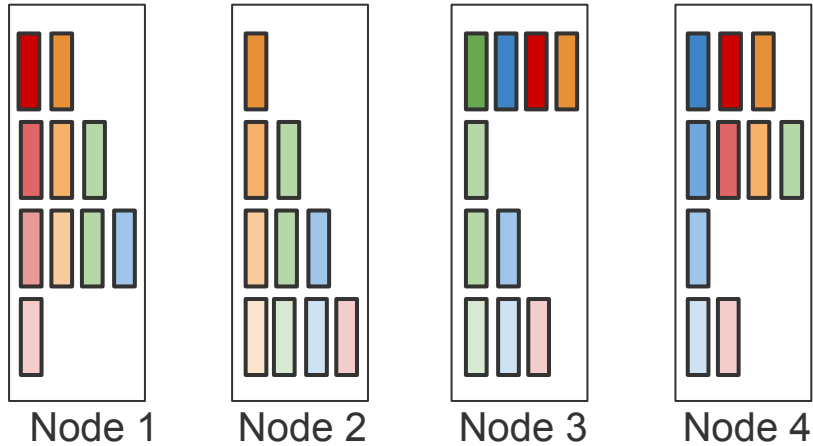


- Nodes are arranged in a ring topology, and each node passes a portion of its data to its neighbor in a circular fashion. This continues until all nodes have the complete reduced data.
- Each node has identical amounts of workload.

Ring All-Reduce

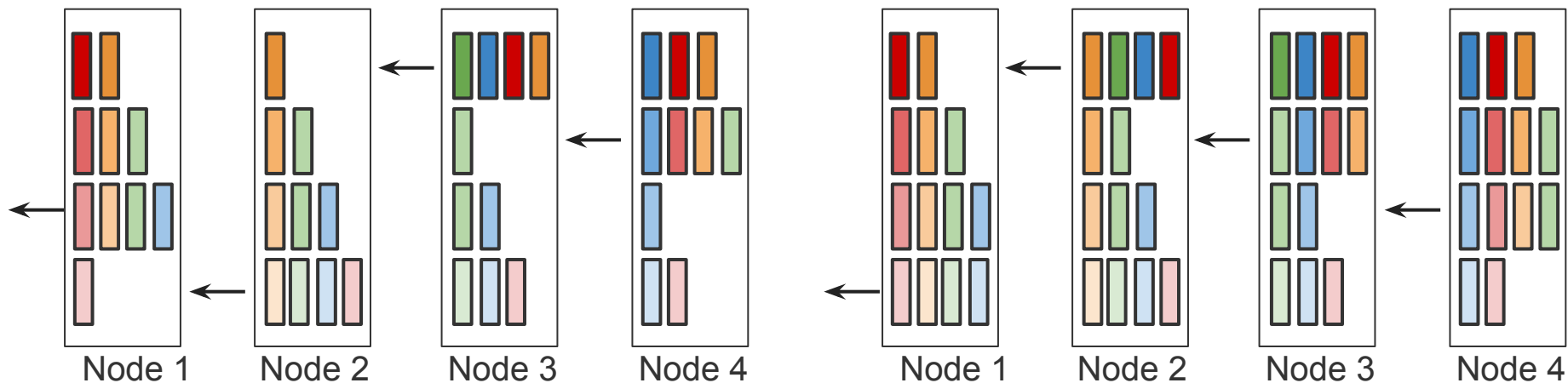


Ring All-Reduce



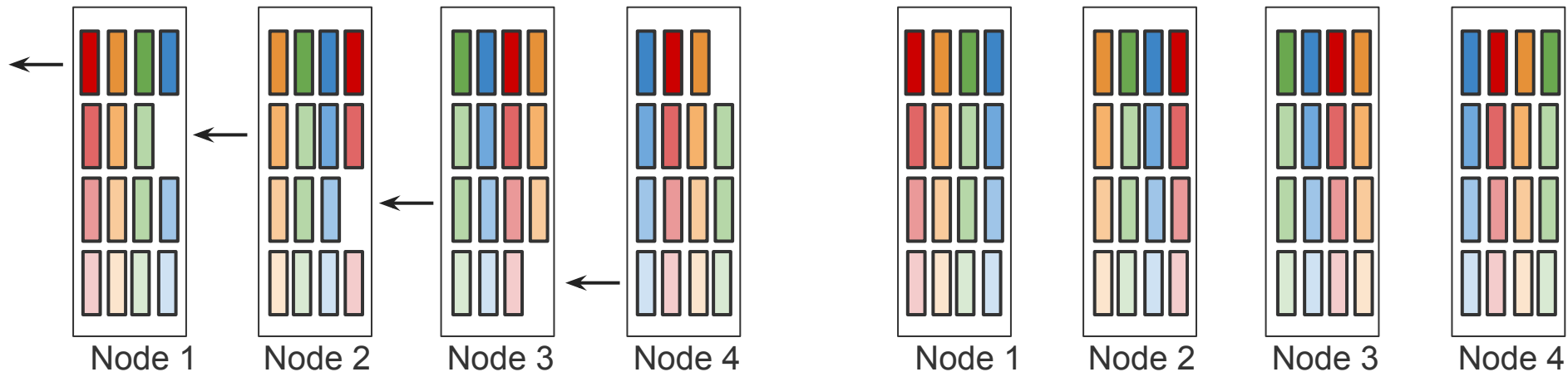
- The end of share-reduce phase.

Ring All-Reduce



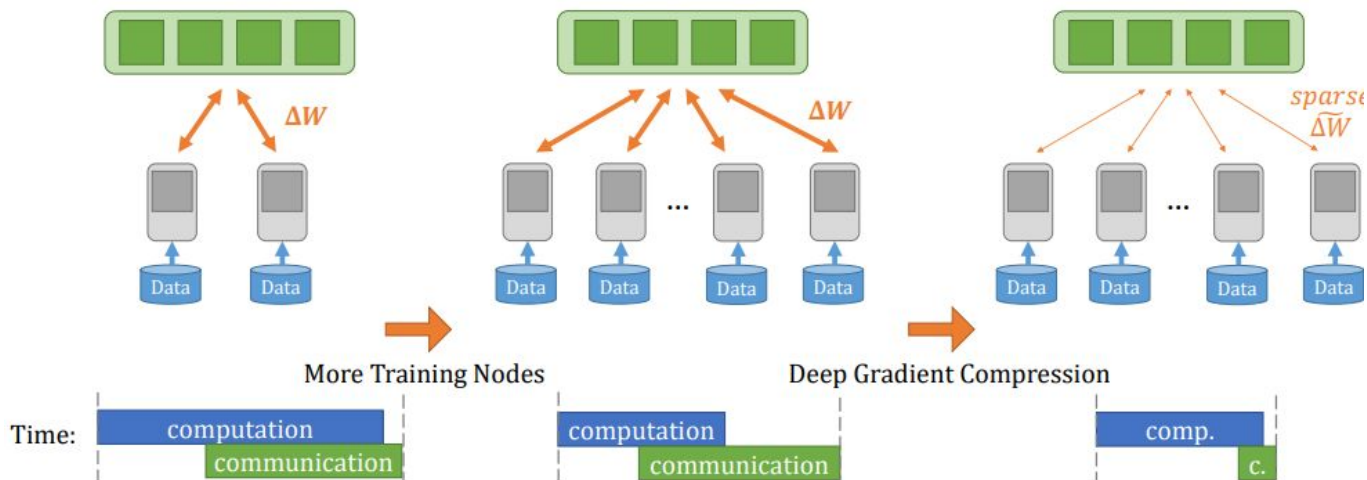
The end of reduce-only phase

Ring All-Reduce



- Total amount of communication: $2(N-1)G$.
- N is the number of nodes, G is the size of the weight gradient.

Communication Reduction for Distributed Training



- We reduce the communication bandwidth by sending only the important gradients (magnitude $>$ thres).
- The accumulated weight gradient of each layer is transmitted only when its value is larger than a threshold.

Communication Reduction for Distributed Training

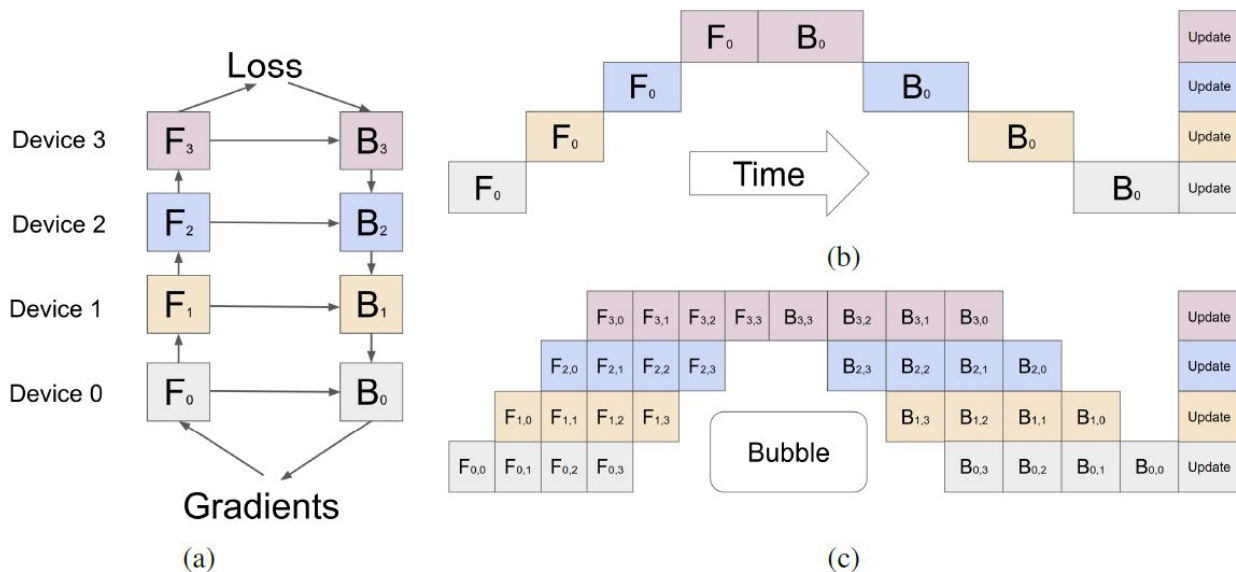
- The gradient is collected locally, only gradient with high magnitude are sent to the central server for model updating.
- Run-length encoding is utilized to compress the sparse gradient.

Algorithm 1 Gradient Sparsification on node k

Input: dataset χ
Input: minibatch size b per node
Input: the number of nodes N
Input: optimization function SGD
Input: init parameters $w = \{w[0], w[1], \dots, w[M]\}$

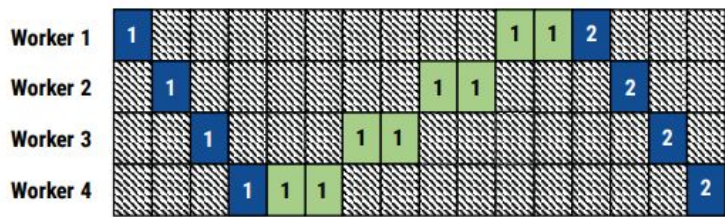
- 1: $G^k \leftarrow 0$
- 2: **for** $t = 0, 1, \dots$ **do**
- 3: $G_t^k \leftarrow G_{t-1}^k$
- 4: **for** $i = 1, \dots, b$ **do**
- 5: Sample data x from χ
- 6: $G_t^k \leftarrow G_t^k + \frac{1}{Nb} \nabla f(x; w_t)$
- 7: **end for**
- 8: **for** $j = 0, \dots, M$ **do**
- 9: Select threshold: $thr \leftarrow s\%$ of $|G_t^k[j]|$
- 10: $Mask \leftarrow |G_t^k[j]| > thr$
- 11: $\tilde{G}_t^k[j] \leftarrow G_t^k[j] \odot Mask$
- 12: $G_t^k[j] \leftarrow G_t^k[j] \odot \neg Mask$
- 13: **end for**
- 14: All-reduce $G_t^k : G_t \leftarrow \sum_{k=1}^N encode(\tilde{G}_t^k)$
- 15: $w_{t+1} \leftarrow SGD(w_t, G_t)$
- 16: **end for**

Distributed DNN Training: Model Parallelism



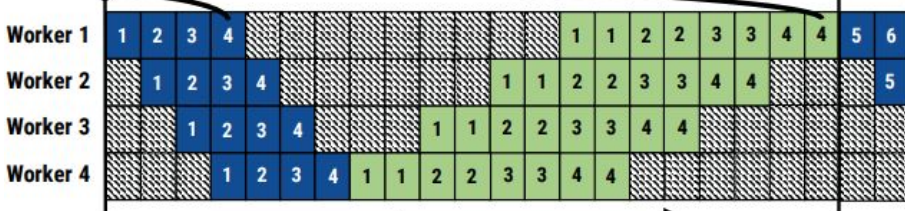
- The naive model parallelism strategy leads to severe under-utilization due to the sequential dependency of the network.
- GPipe first divides every mini-batch of size N into M equal micro-batches, enabling different accelerators to work on different micro-batches simultaneously.

Model Parallelism: PipeDream

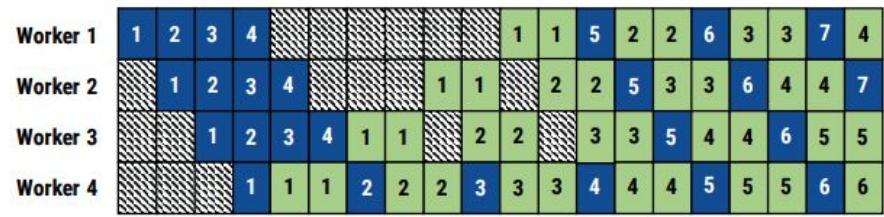


Time

All inputs use weights from last flush
Pipeline flush: add gradients



Time
■ Forward Pass ■ Backward Pass ■ Idle



Startup State Steady State

Time

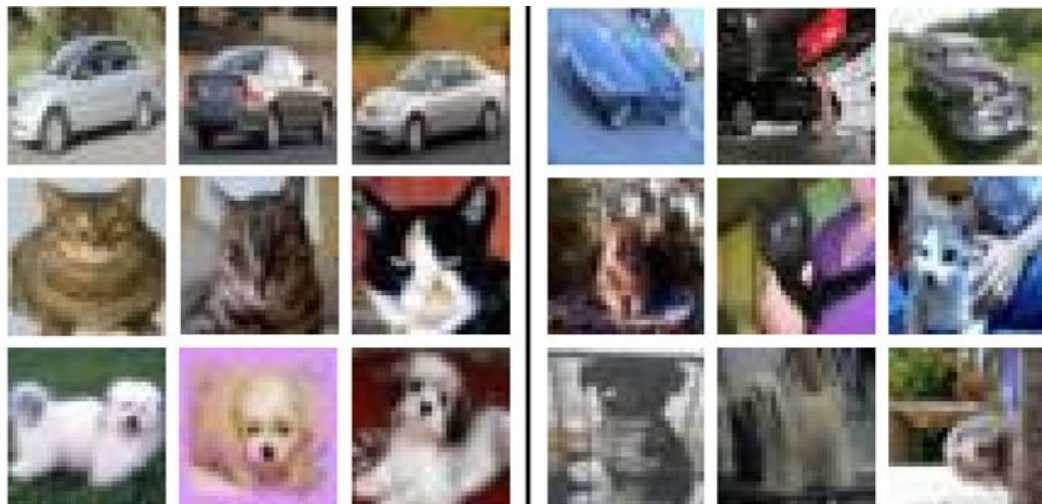
■ Forward Pass ■ Backward Pass ■ Idle

- In this paper, we propose PipeDream, a system that uses Pipeline to enable faster DNN training by combining intra-batch parallelism with inter-batch parallelization.

Topics

- Federated Learning (Continue)
- Distributed DNN Training
- **Distributed DNN Inference**
- Speculative Decoding

BranchyNet



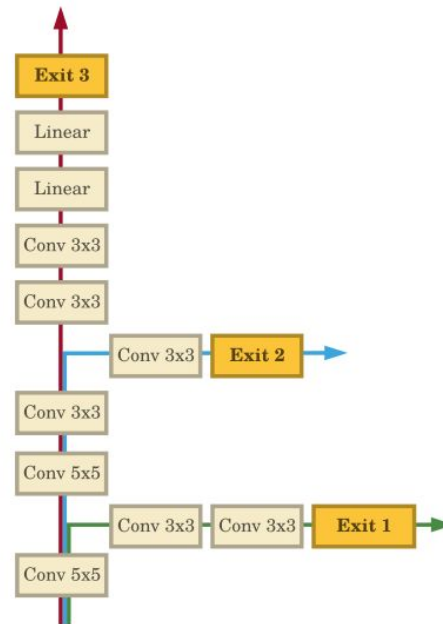
CIFAR10-Easy

CIFAR10-Hard

- Data samples are not equal in their recognition difficulties.
- For the easy samples, they only need to be processed with a few layers before generating the correct results.

BranchyNet

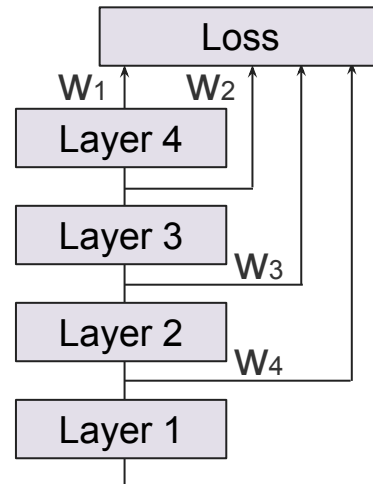
- During Inference, a confidence score is computed at each exit point, if greater than a predefined threshold, then the output is computed locally, leading to a faster inference.
- The confidence score is defined as: $\text{entropy}(\mathbf{y}) = \sum_{c \in \mathcal{C}} y_c \log y_c,$



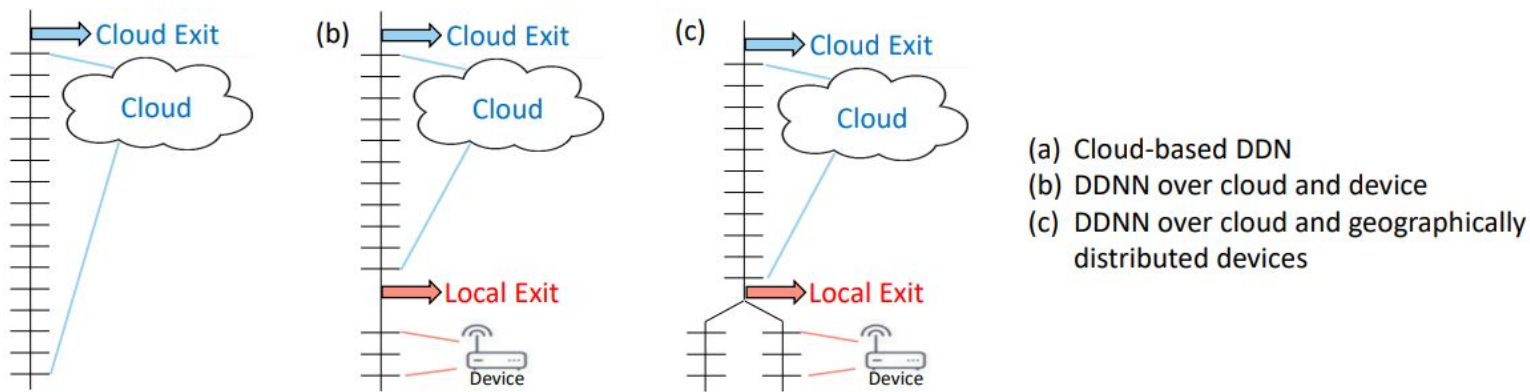
BranchyNet

- To train the Branchy-style DNN, we can sum the cross-entropy loss at each local exit points, and train them jointly.

$$L_{\text{branchynet}}(\hat{\mathbf{y}}, \mathbf{y}; \theta) = \sum_{n=1}^N w_n L(\hat{\mathbf{y}}_{\text{exit}_n}, \mathbf{y}; \theta)$$

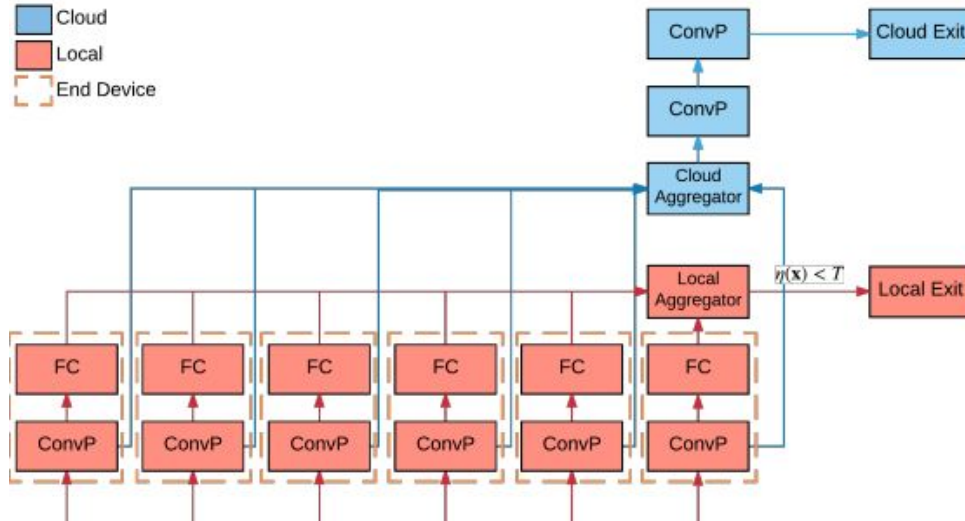


Distributed Deep Neural Networks over the Cloud, the Edge and End Devices



- We propose distributed deep neural networks (DDNNs) over distributed computing hierarchies, consisting of the cloud, the edge (fog) and end devices.

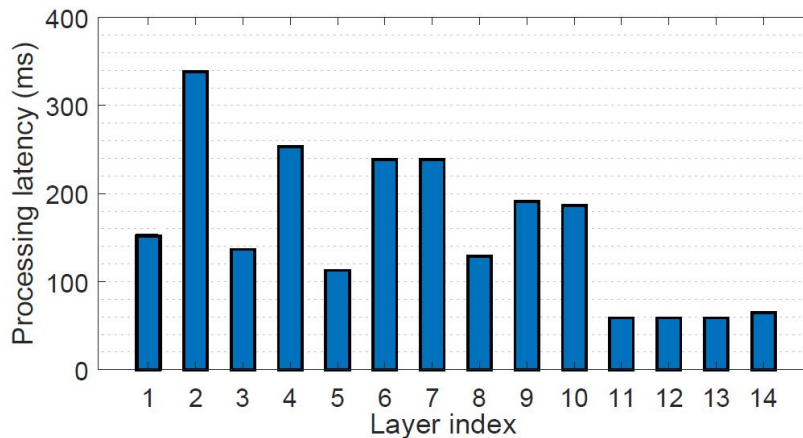
DDNN



- Each edge device is implemented with a local DNN for local inference.
- The results from each local DNN is first aggregated locally.
- If the local exit is not confident, the activation output after the last convolutional layer from each end device is sent to the cloud aggregator for further processing.

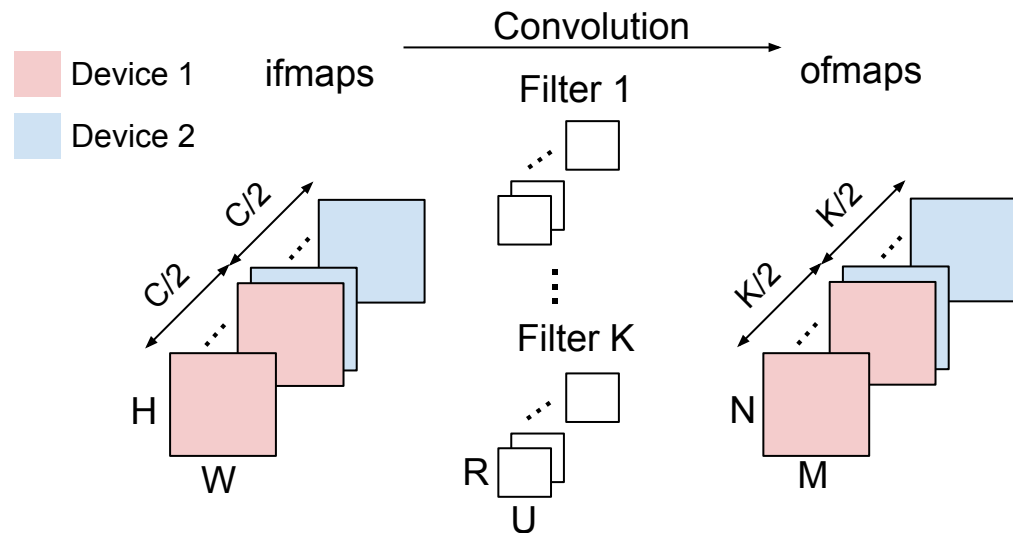
ADCNN

Processing time for VGG16



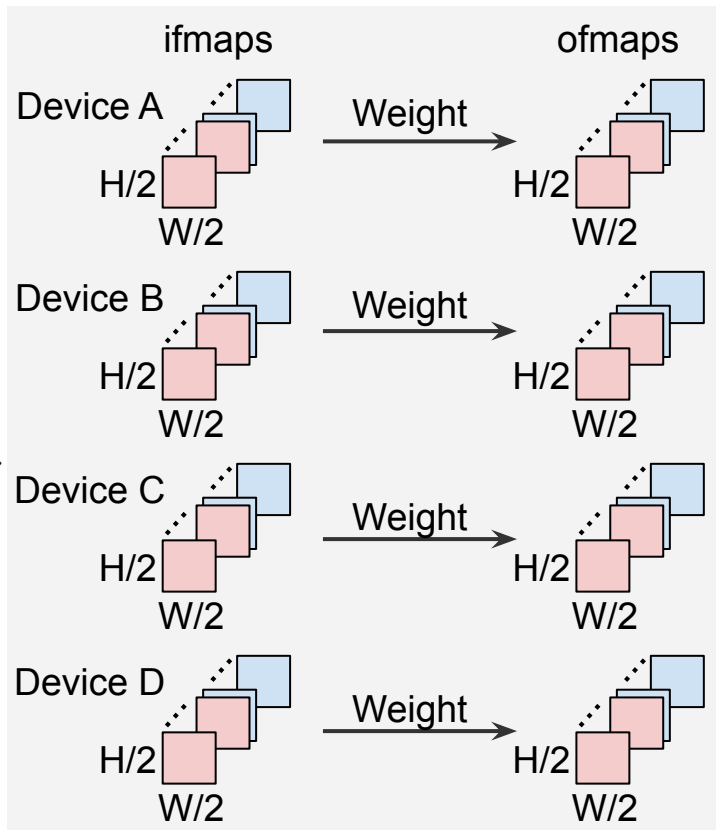
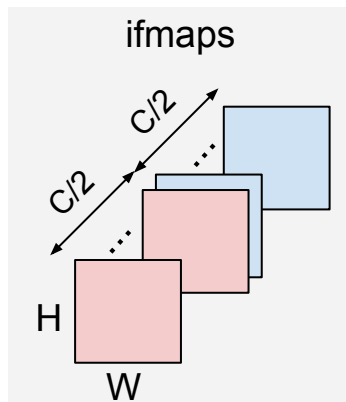
- Earlier layers take much longer to process than the later layers.

ADCNN



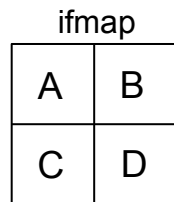
- In channelwise partition, each node needs to exchange their partially accumulated output feature maps to produce final output feature maps, which leads to a significant communication overhead.

ADCNN

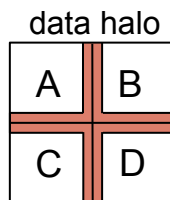


- The input will be partitioned in spatial dimension and distributed over multiple devices.
- The weight will be duplicated and saved on each device.

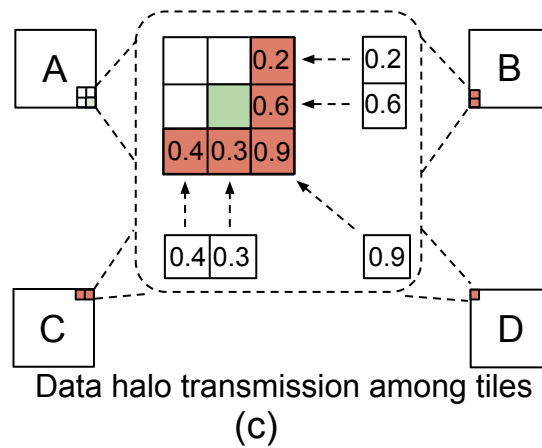
ADCNN



(a)

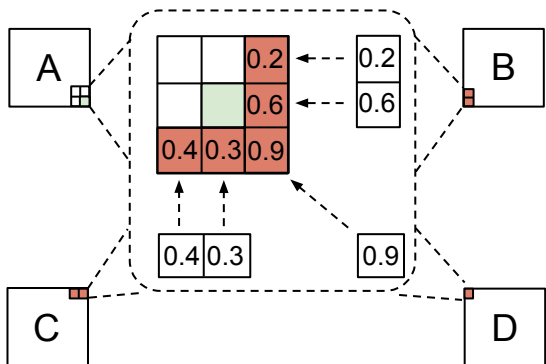


(b)

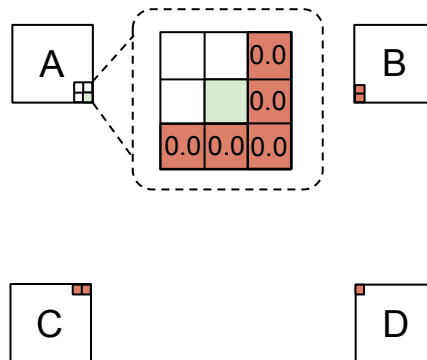


- In spatial partition, each tile needs to transmit their data halo in order to compute the correct result.

ADCNN



Normal Spatial Partition

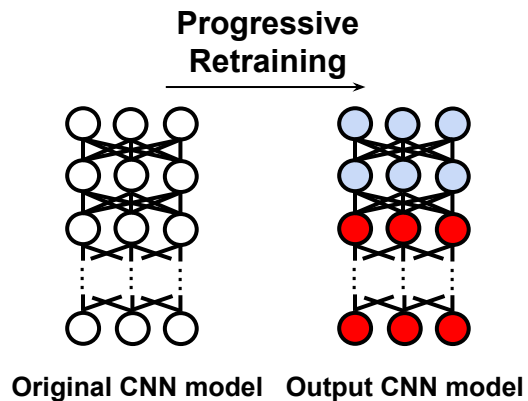


Fully Decomposable Spatial Partition (FDSP)

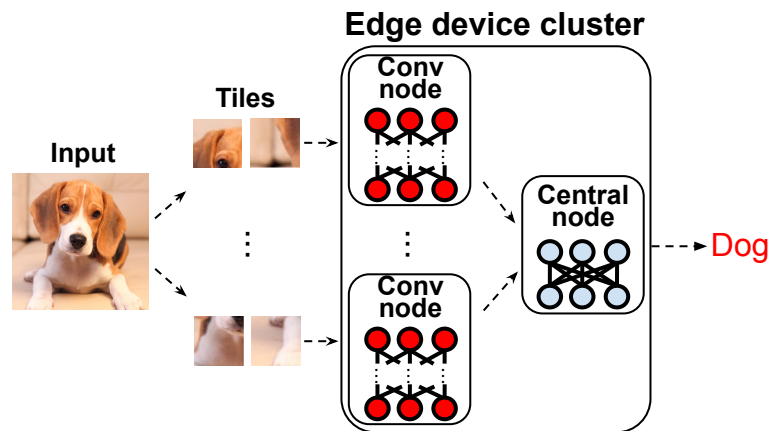
- The cross-tile information transfer can be eliminated by padding the edge pixels with zeros.

ADCNN

Step 1

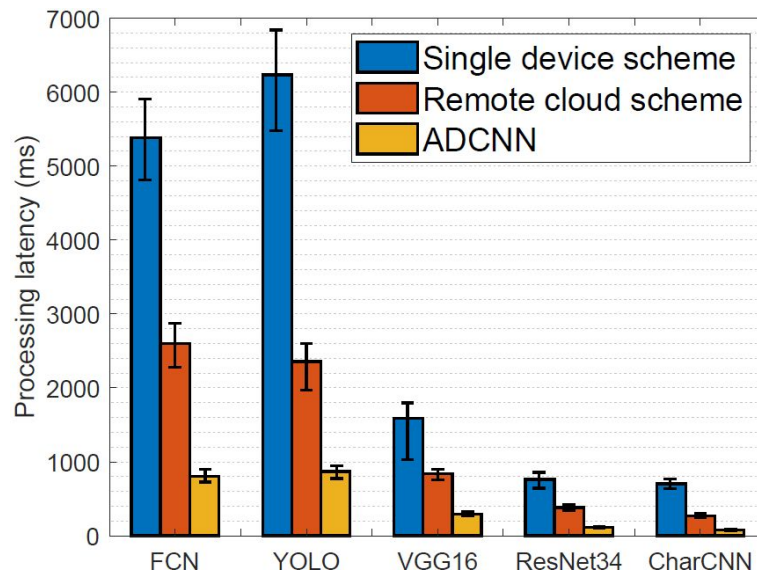


Step 2

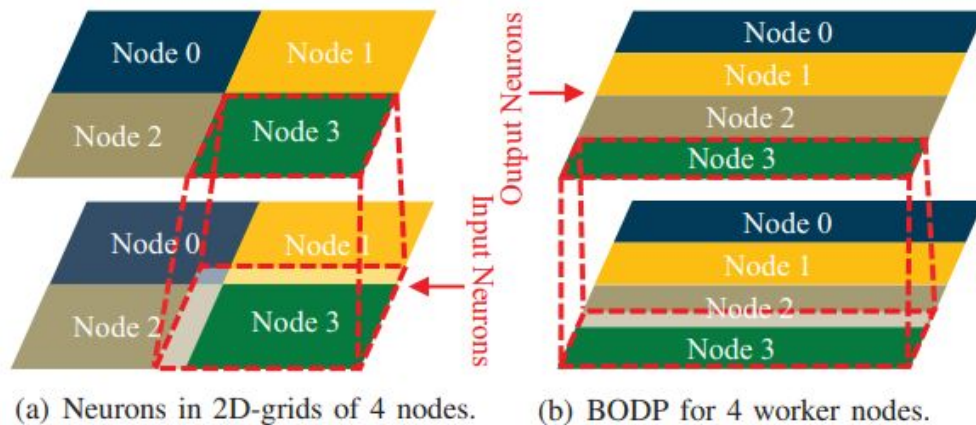


Evaluation Results

- We implement ADCNN system with nine identical Raspberry Pi devices which simulate the edge devices. Among these nine devices, eight are used as Conv nodes, and the rest one is used as the Central node.
- Baselines:
 - Single device scheme
 - Remote cloud scheme
- ADCNN decreases the average processing latency by 6.68x and 4.42x, respectively.



MoDNN



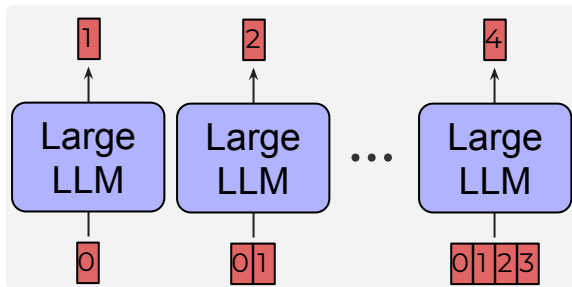
(a) Neurons in 2D-grids of 4 nodes.

(b) BODP for 4 worker nodes.

Topics

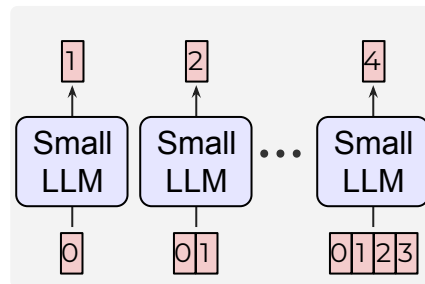
- Federated Learning (Continue)
- Distributed DNN Training
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- Speculative Decoding

Speculative Decoding



Accurate but slow

$$T_{\text{tot}} = NT_{p,1}$$

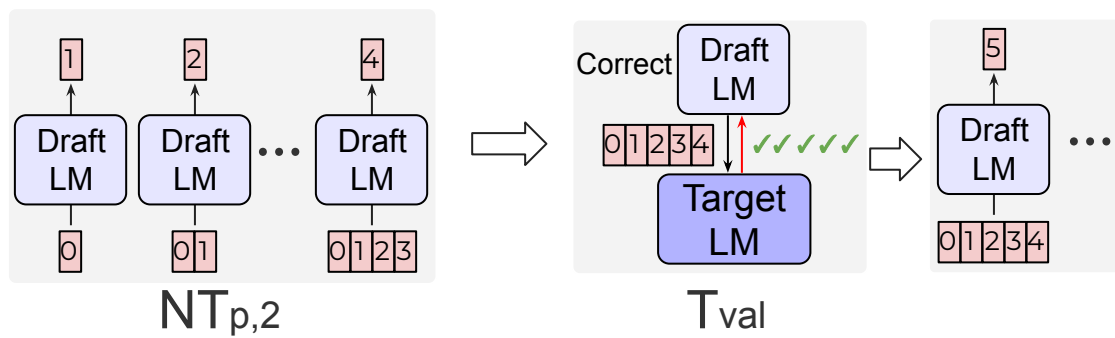


Fast but inaccurate

$$T_{\text{tot}} = NT_{p,2}$$

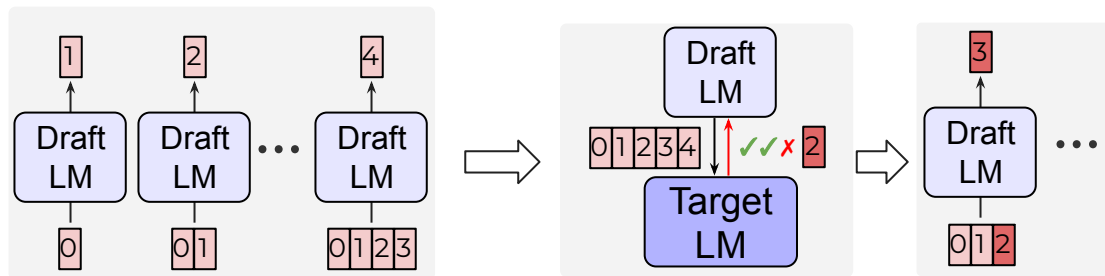
- Speculative decoding enables lossless token generation with low latency.

Speculative Decoding



$$T_{\text{tot}} = NT_{p,2} + T_{\text{val}} < NT_{p,1}$$

Speculative Decoding



- If the amount of tokens that pass the verification is too low, then it is possible that speculative decoding is slower than autoregressive baseline.

Speculative Decoding

- Speculative decoding does not save computation, but greatly reduce the memory traffic by reducing the number of memory reads, further reducing the overall latency.

Algorithm 1 SpeculativeDecodingStep

Inputs: $M_p, M_q, prefix$.

▷ Sample γ guesses x_1, \dots, x_γ from M_q autoregressively.

for $i = 1$ **to** γ **do**

$q_i(x) \leftarrow M_q(prefix + [x_1, \dots, x_{i-1}])$

$x_i \sim q_i(x)$

end for

▷ Run M_p in parallel.

$p_1(x), \dots, p_{\gamma+1}(x) \leftarrow$

$M_p(prefix), \dots, M_p(prefix + [x_1, \dots, x_\gamma])$

▷ Determine the number of accepted guesses n .

$r_1 \sim U(0, 1), \dots, r_\gamma \sim U(0, 1)$

$n \leftarrow \min(\{i - 1 \mid 1 \leq i \leq \gamma, r_i > \frac{p_i(x)}{q_i(x)}\} \cup \{\gamma\})$

▷ Adjust the distribution from M_p if needed.

$p'(x) \leftarrow p_{n+1}(x)$

if $n < \gamma$ **then**

$p'(x) \leftarrow \text{norm}(\max(0, p_{n+1}(x) - q_{n+1}(x)))$

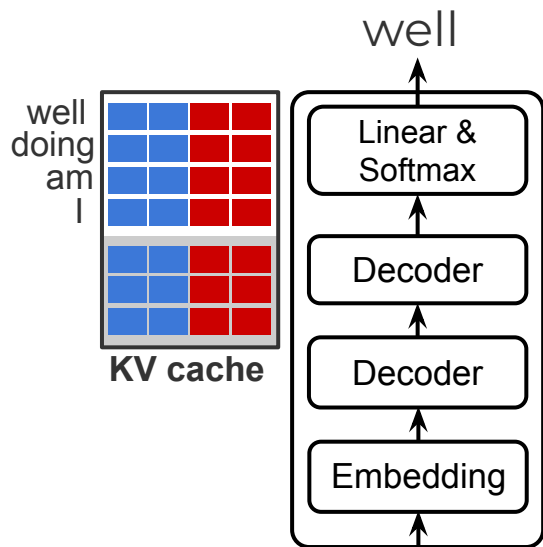
end if

▷ Return one token from M_p , and n tokens from M_q .

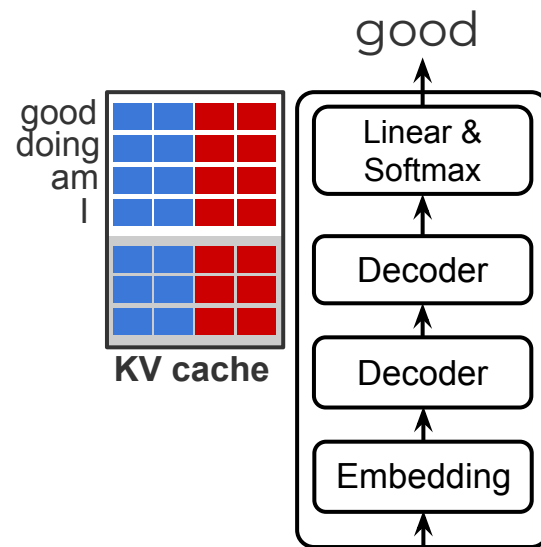
$t \sim p'(x)$

return $prefix + [x_1, \dots, x_n, t]$

LLM Decoding



"How are you I am doing"



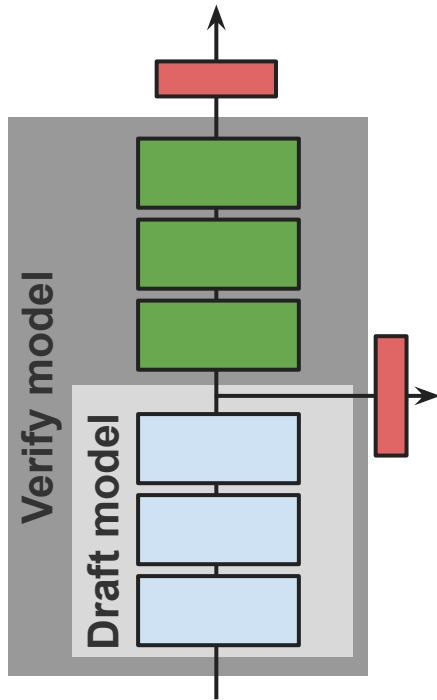
"How are you I am doing"

- We can simply select the token with the highest score. But better results are achieved if the model considers other words as well. So a better strategy is to sample a word from the entire list using the score as the probability of selecting that word.

Speculative Decoding

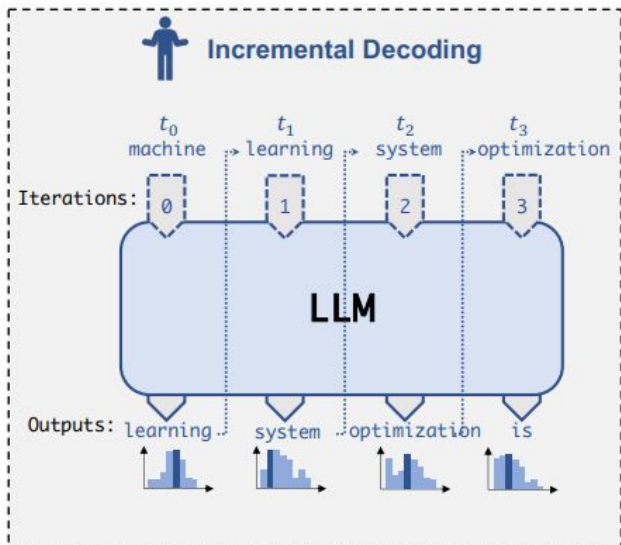
- To increase the diversity of the LLM output, a better strategy is to sample a word from the entire list using the score as the probability of selecting that word.
- Let $p(x)$, $q(x)$ denote the probability density function specified by the target and draft LLM
- To sample $x \sim p(x)$, we instead sample $x \sim q(x)$, keeping it if $q(x) \leq p(x)$, and in case $q(x) > p(x)$ we reject the sample with probability $1 - p(x)/q(x)$ and sample x again from an adjusted distribution $p'(x) = \text{norm}(\max(0, p(x) - q(x)))$ instead.

Self-Speculative Decoding

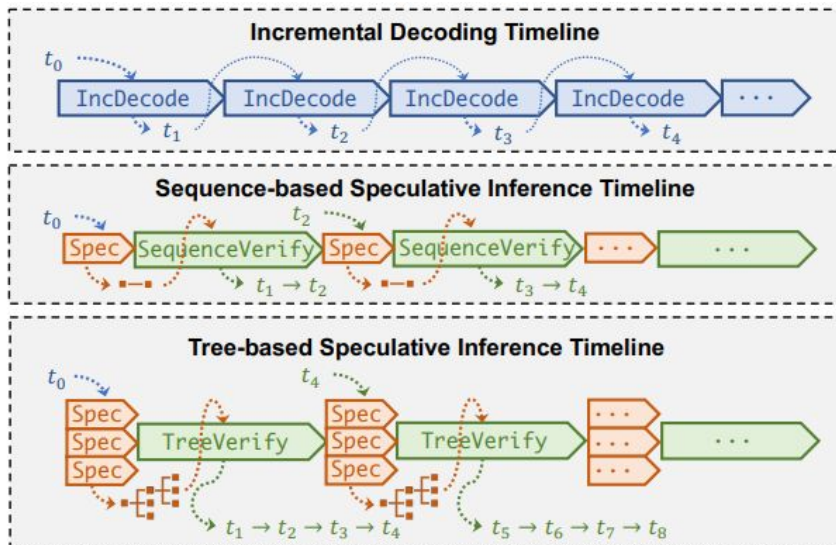


- Self-Speculative decoding the draft model is a subnetwork of the verify model. All the intermediate results from the draft model are reusable.
- No additional network needs to be trained, except a simple classification layer.

SpecInfer

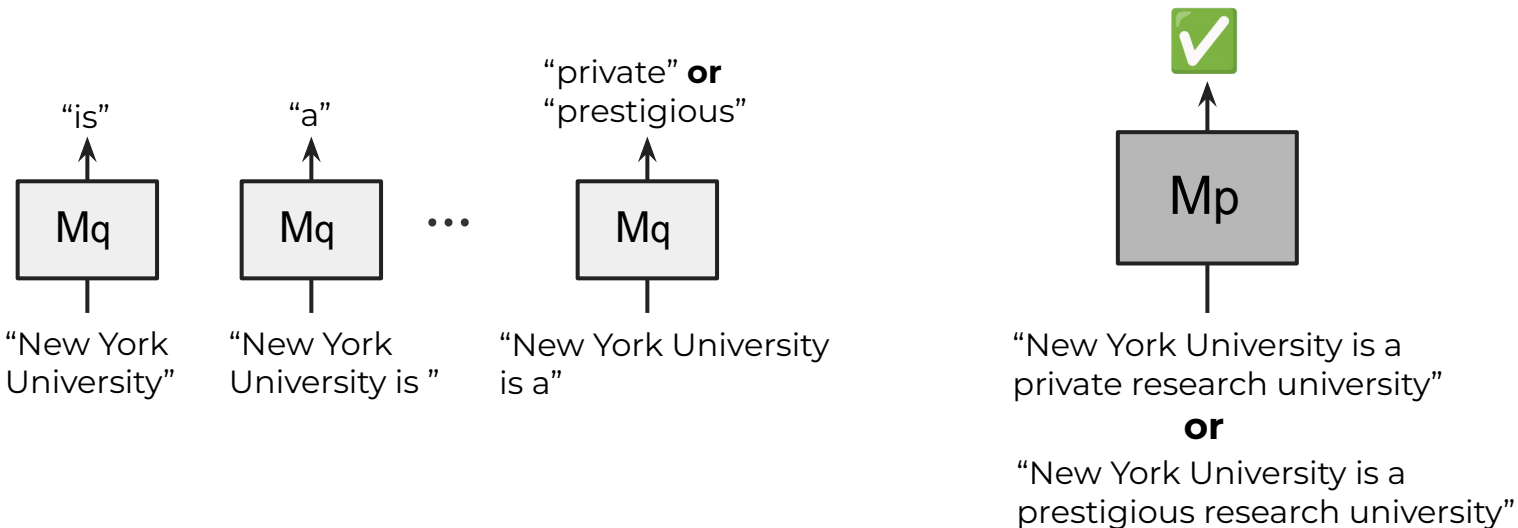


(a) Incremental decoding.

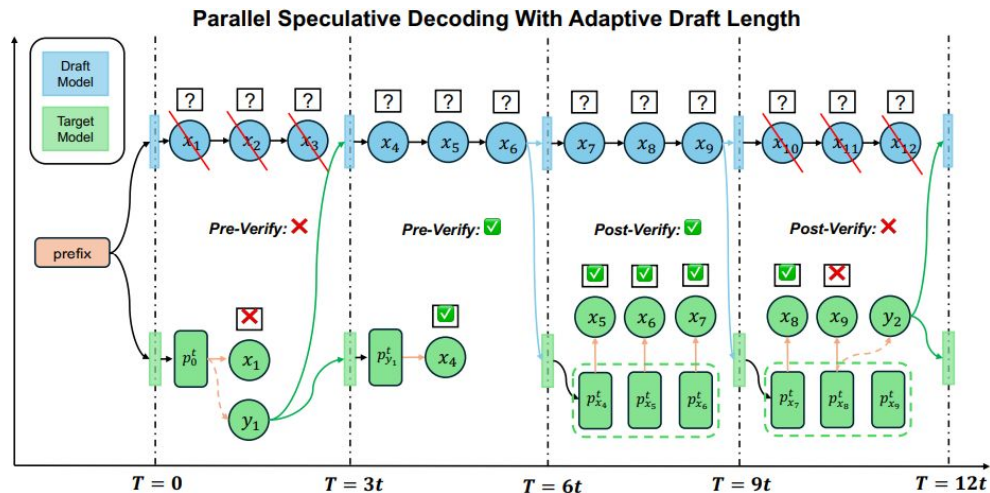


(b) Timeline Comparison.

SpecInfer

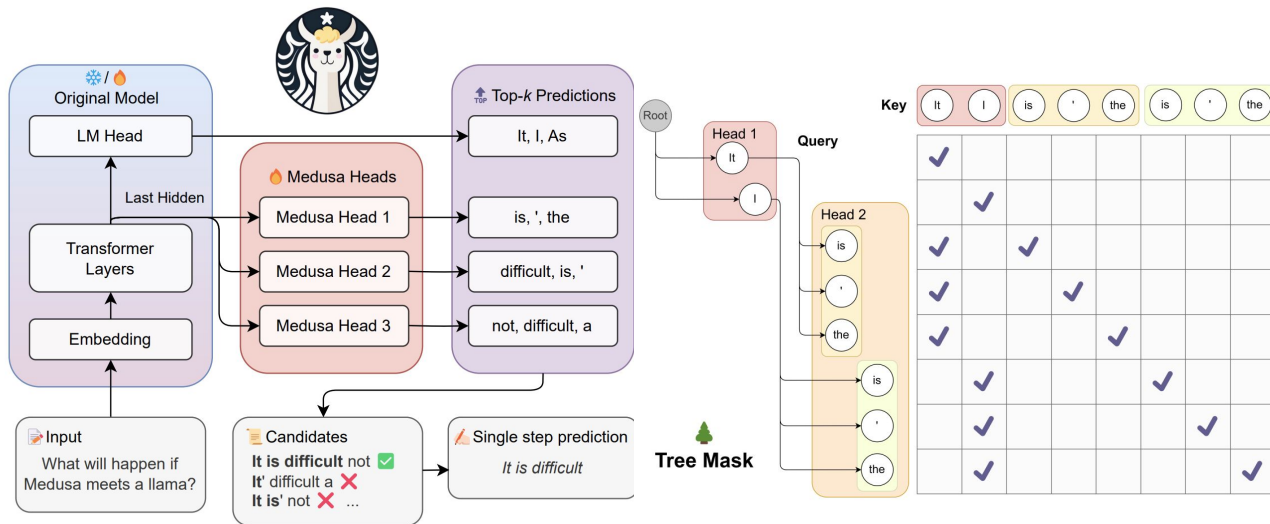


Parallel Speculative Decoding



- PEARL is a parallel inference framework based on speculative decoding which utilizes pre-verify and post-verify to achieve adaptive draft length.
- The draft model continues to decode during the verification stage.
- If the verification fails, the window size will become 1 in the next cycle.

Medusa



- Adding extra decoding heads to predict multiple subsequent tokens in parallel.

Presentation

- Federated optimization in heterogeneous networks (Rujuta)
- TernGrad: Ternary Gradients to Reduce Communication in Distributed Deep Learning (Akram)
- Modnn: Local distributed mobile computing system for deep neural network (Archit)
- MEDUSA: Simple LLM Inference Acceleration Framework with Multiple Decoding Heads (Aryan)
- Kangaroo: Lossless Self-Speculative Decoding via Double Early Exiting (Roshan Nayak)