Aside 4: Hardware for Deep Learning

GPU vs. CPU

The GPU resides on a separate board

Almost an independent computer

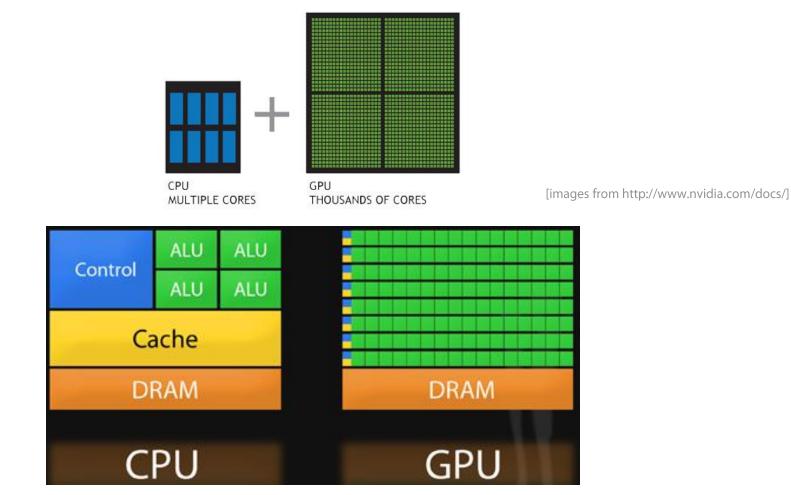


[image http://cs231n.stanford.edu/slides/2021/lecture_6.pdf]

GPU vs. CPU

Different hardware architectures

For different computing paradigms



GPU vs. CPU

Different hardware architectures

For different computing paradigms

	Cores	Clock Speed	Memor y	Price	Speed
CPU (Intel Core i7-7700k)	10	4.3 GHz	System RAM	\$385	~640 GFLOPs FP32
GPU (NVIDIA RTX 3090)	10496	1.6 GHz	24 GB GDDR 6X	\$1499	~35.6 T FLOPs FP32
GPU (Data Center) NVIDIA A100	6912 CUDA, 432 Tensor	1.5 GHz	40/80 GB HBM2	\$3/hr (GCP)	~9.7 TFLOPs FP64 ~20 TFLOPs FP32 ~312 TFLOPs FP16
TPU Google Cloud TPUv3	2 Matrix Units (MXUs) per core, 4 cores	?	128 GB HBM	\$8/hr (GCP)	~420 TFLOPs (non-standard FP)

[image http://cs231n.stanford.edu/slides/2021/lecture_6.pdf]

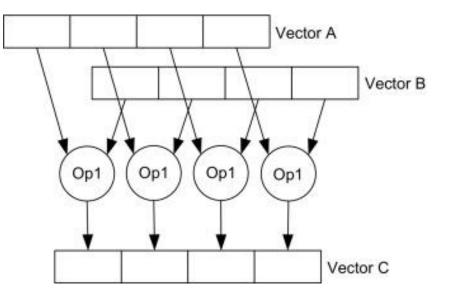
SIMT Parallelism

Single Instruction, Multiple Data (SIMD)

Execution is parallel

All cores are executing the same instruction, in sync

Each core works on specific data



[images from https://www.sciencedirect.com/topics/computer-science/single-instruction-multiple-data]

SIMT Parallelism

Single Instruction, Multiple Threads (SIMT)

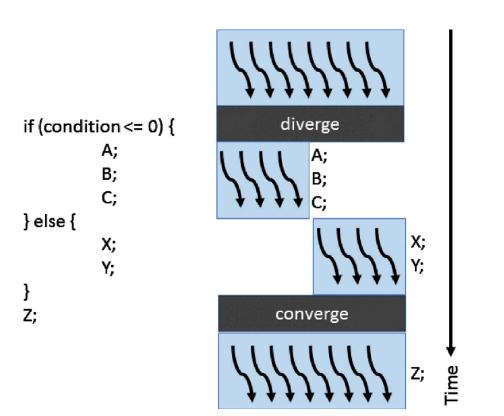
Execution is parallel

All *active* cores are executing the same instruction, in sync

Each core works on specific data

The control system activates and deactivates cores on each <u>execution branch</u>

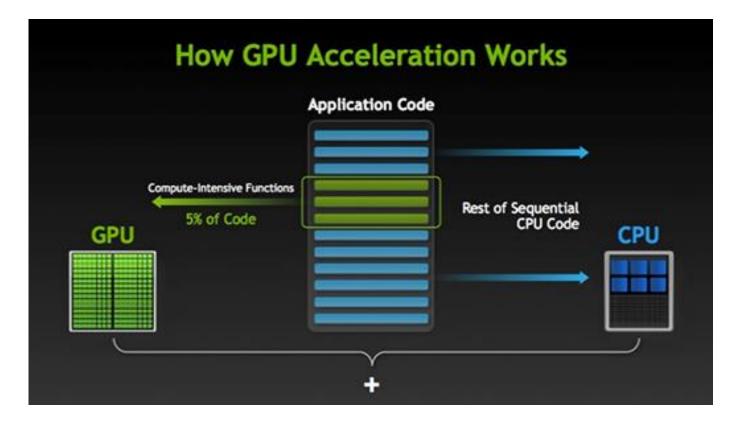
Moral: any computation might be performed, but divergent ones will be <u>sequentialized</u>



[images from https://www.sciencedirect.com/topics/computer-science/single-instruction-multiple-data]

Selective parallelization

Not all parts of a program are worth executing in parallel...



[images from http://www.nvidia.com/docs/]

TensorFlow and GPUs

- TF computations are optimized to be run on GPUs
 For the programmer, these implementation details are (mostly) transparent
 TF can also run on the CPU only, but with lower performance.
- TF automatically manages memory transfers to/from GPUs Memory transfers are very costly, due to low bandwidth PCIe

