CS 758: Advanced Topics in Computer Architecture

Lecture #15: Sparsity & Pruning

Professor Matthew D. Sinclair

Some of these slides were developed by Tushar Krishna at Georgia Tech Slides enhanced by Matt Sinclair

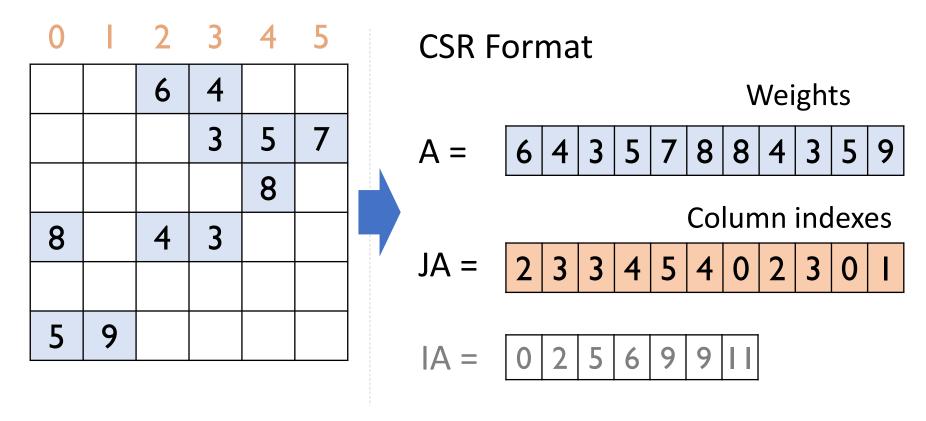
Announcements

- Project Progress Report due next Tuesday at 9 AM
- Updated course schedule

Is Pruning Always a Good Idea?

Drawbacks of Pruning

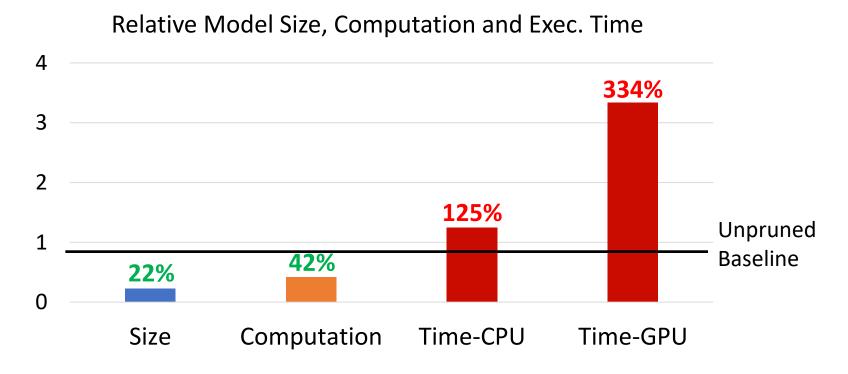
Sparse format needs extra storage



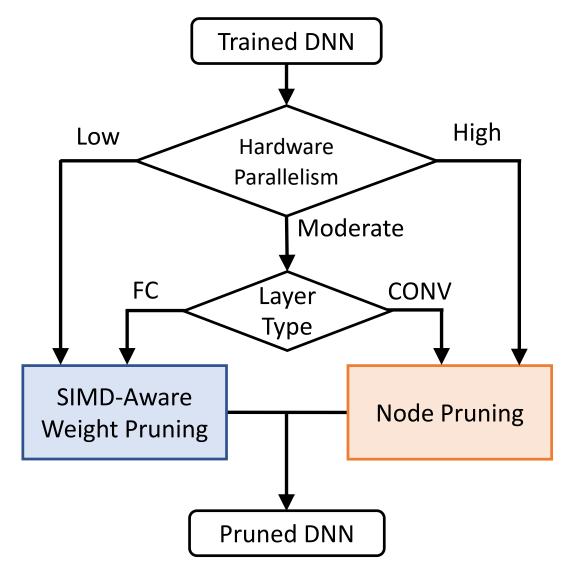
One column index for each weight

Drawbacks of Pruning

- Execution time increase
 - Computation reduction not fully utilized
 - Extra computation for decoding sparse format
- AlexNet *



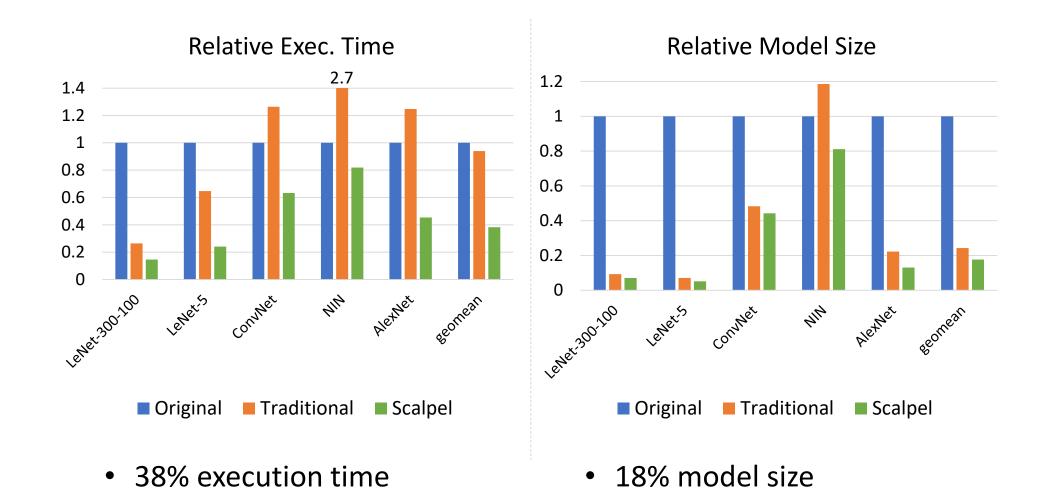
Scalpel [ISCA '17]



- Low parallelism Micro.
 - No cache
 - Low storage (~100 KB)
- High parallelism GPU
 - TLP
 - High bandwidth / long latency memory

- Moderate parallelism CPU
 - ILP / MLP

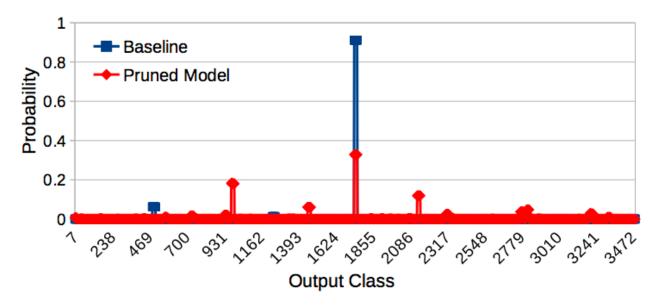
Scalpel Results: Intel Core i7-6700 CPU



The Dark Side of DNN Pruning [ISCA '18]

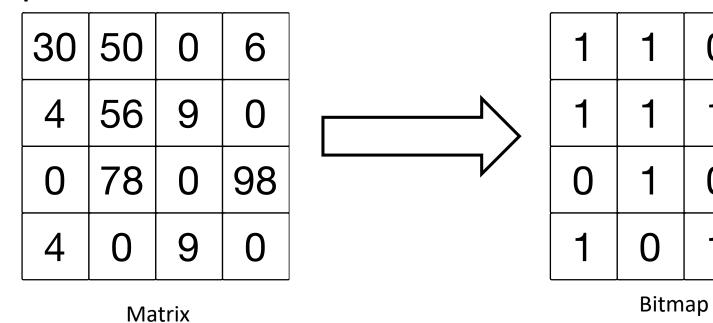
Side-Effect of DNN Pruning

- Lack of confidence in DNN classification
 - Speech network of acoustic modeling



Compressed Data Formats

Bitmap



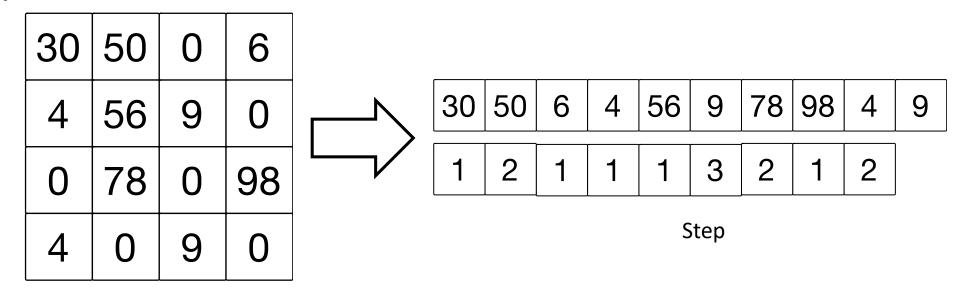
Pros

- Simplicity
- Manipulation requires bitwise operations

Cons

Overhead is significant for low sparsity

Step



Matrix

Pros

- Compact representation

Cons

- Increased decoding complexity

Why do we care? Speedup due to sparsity:

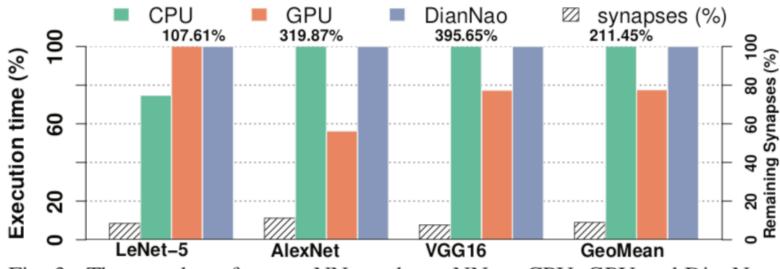


Fig. 3. The speedup of sparse NN vs. dense NN on CPU, GPU and DianNao.

- Conventional hardware, CPUs and GPUs cannot take advantage of sparsity.
- CPU slows 2x slowdown on an average!!
- Dense accelerators do not offer any benefit.

Overall Cambricon-X Architecture

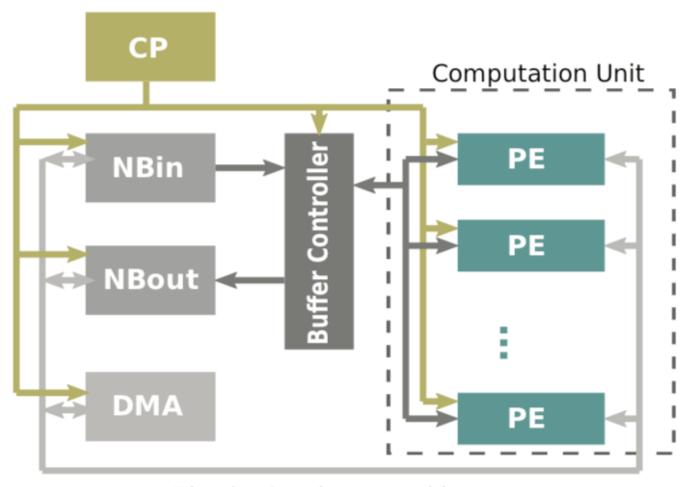


Fig. 4. Accelerator architecture.

Buffer Control

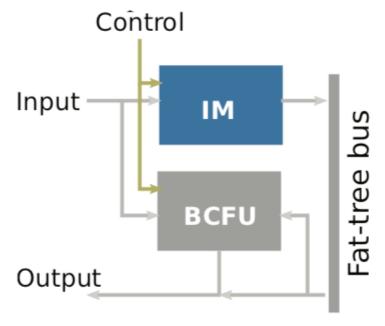


Fig. 8. The architecture of the buffer controller.

Data orchestration is critical

- Avoid reading zeros
- Pack operands to improve utilization

Indexing module (IM)

- Select inputs and pack

Buffer Control Functional Unit (BCFU)

- Additional processing

Buffer Controller

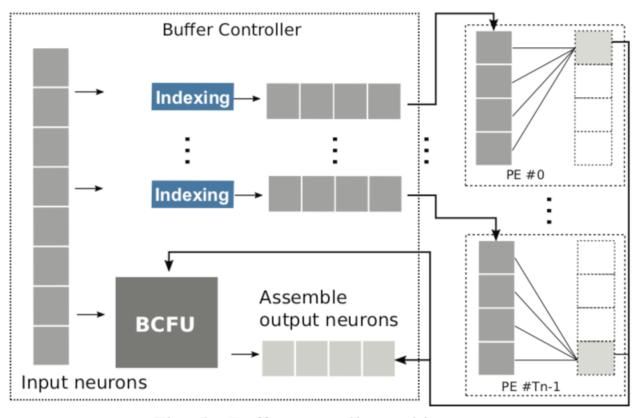


Fig. 5. Buffer controller architecture.

Separate buffers for each PE

Each buffer is independently indexed

Cambricon-X PE

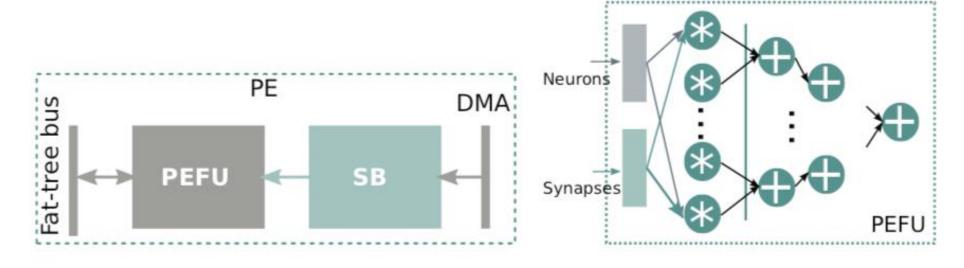


Fig. 6. (a) The architecture of the PE. (b) The architecture of the PEFU.

Speedup: Sparse over Dense

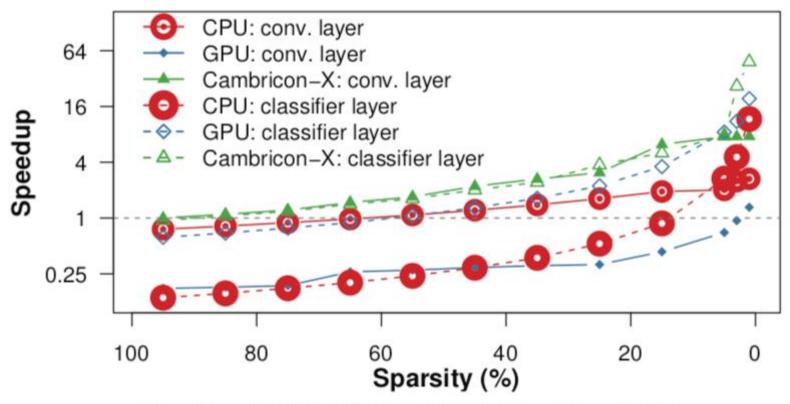


Fig. 19. Speedup of sparse layer over dense layer.

BACKUP

Breakdown of energy

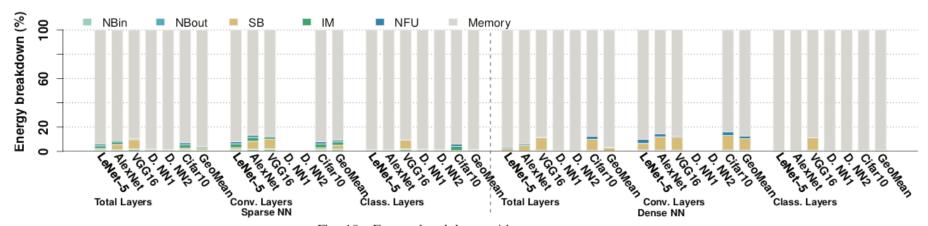


Fig. 18. Energy breakdown with memory accesses.