#### GPU TECHNOLOGY CONFERENCE

adminimization

# **INSIDE VOLTA**

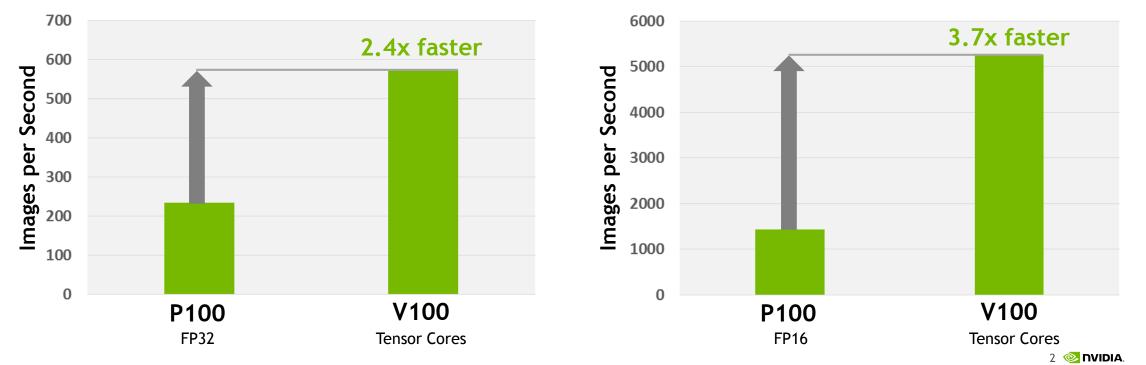
Olivier Giroux and Luke Durant NVIDIA May 10, 2017

## **VOLTA: A GIANT LEAP FOR DEEP LEARNING**

#### **ResNet-50 Training**

#### **ResNet-50 Inference**

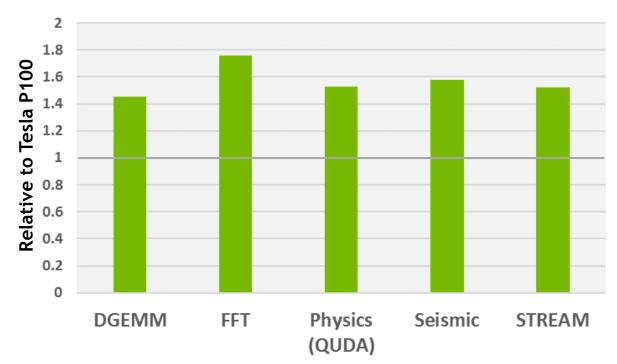
TensorRT - 7ms Latency



V100 measured on pre-production hardware.

## **ROAD TO EXASCALE**

Volta to Fuel Most Powerful US Supercomputers

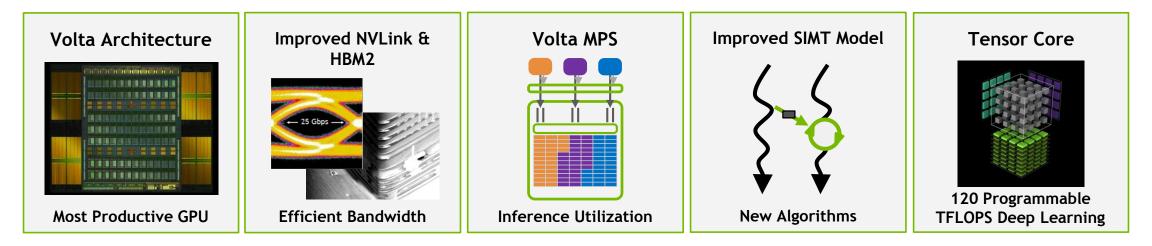


Volta HPC Application Performance

System Config Info: 2X Xeon E5-2690 v4, 2.6GHz, w/ 1X Tesla P100 or V100. V100 measured on pre-production hardware.



### **INTRODUCING TESLA V100**



#### The Fastest and Most Productive GPU for Deep Learning and HPC

### **TESLA V100**

21B transistors 815 mm<sup>2</sup>

80 SM 5120 CUDA Cores 640 Tensor Cores

16 GB HBM2 900 GB/s HBM2 300 GB/s NVLink



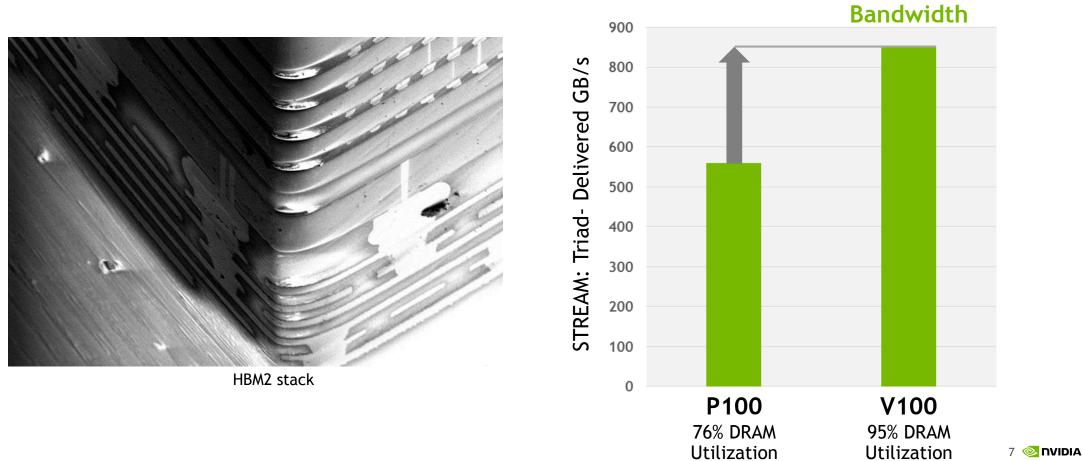
\*full GV100 chip contains 84 SMs

### **GPU PERFORMANCE COMPARISON**

	P100	V100	Ratio
Training acceleration	10 TOPS	120 TOPS	12x
Inference acceleration	21 TFLOPS	120 TOPS	<b>6</b> x
FP64/FP32	5/10 TFLOPS	7.5/15 TFLOPS	1.5x
HBM2 Bandwidth	720 GB/s	900 GB/s	1.2x
NVLink Bandwidth	160 GB/s	300 GB/s	1.9x
L2 Cache	4 MB	6 MB	1.5x
L1 Caches	1.3 MB	10 MB	7.7x

#### **NEW HBM2 MEMORY ARCHITECTURE**

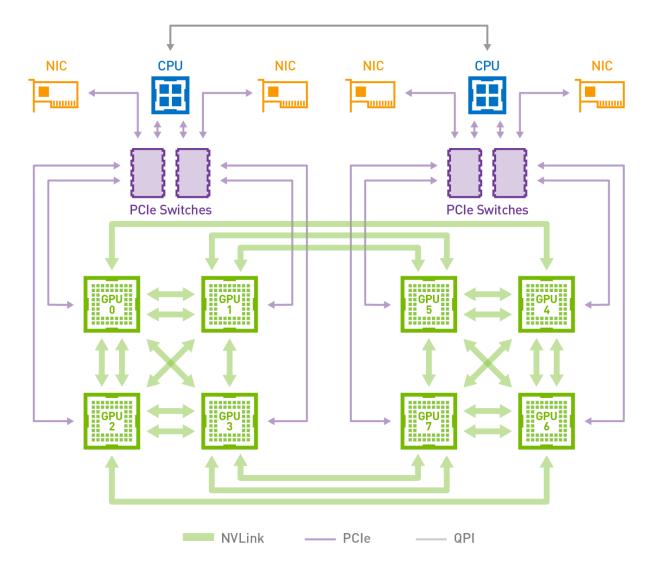
1.5x Delivered



V100 measured on pre-production hardware.

# **VOLTA NVLINK**

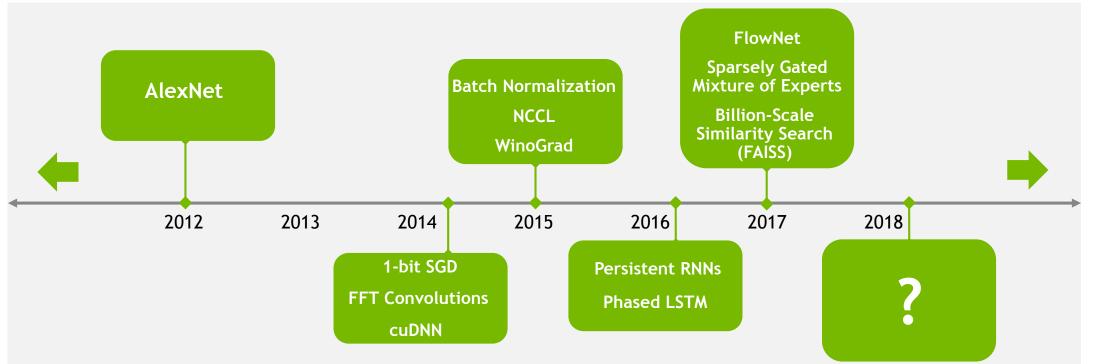
300GB/sec 50% more links 28% faster signaling



#### PROGRAMMABILITY

# **PROGRAMMABILITY DRIVES DEEP LEARNING**

Deep Learning methods developed using CUDA



New solvers, new layers, new scaling techniques, new applications for old techniques, and much more...

# STATE OF UNIFIED MEMORY

#### High performance, low effort

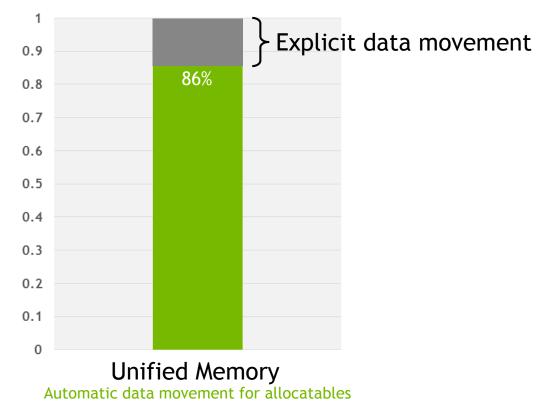
Performance vs no Unified Memory

#### PGI OpenACC on Pascal P100

Geometric mean across all 15 SPEC ACCEL™ benchmarks

86% PCI-E, 91% NVLink

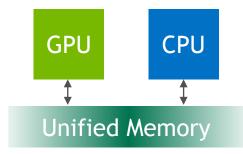
\*S7285 - Unified Memory on the Latest GPU Architectures

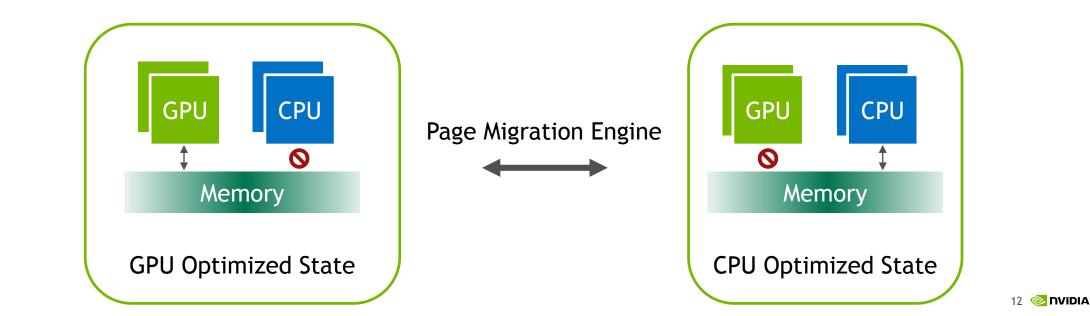


11 💿 DVIDIA

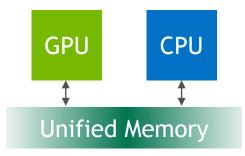
PGI 17.1 Compilers OpenACC SPEC ACCEL™ 1.1 performance measured March, 2017. SPEC® and the benchmark name SPEC ACCEL™ are registered trademarks of the Standard Performance Evaluation Corporation.

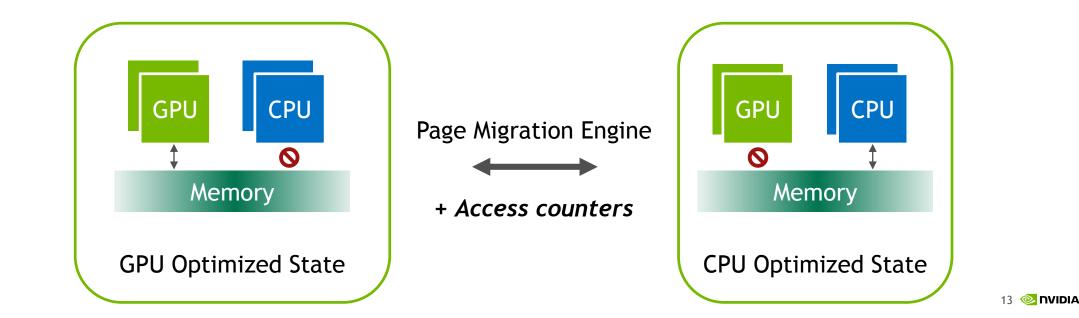
# PASCAL UNIFIED MEMORY



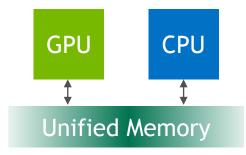


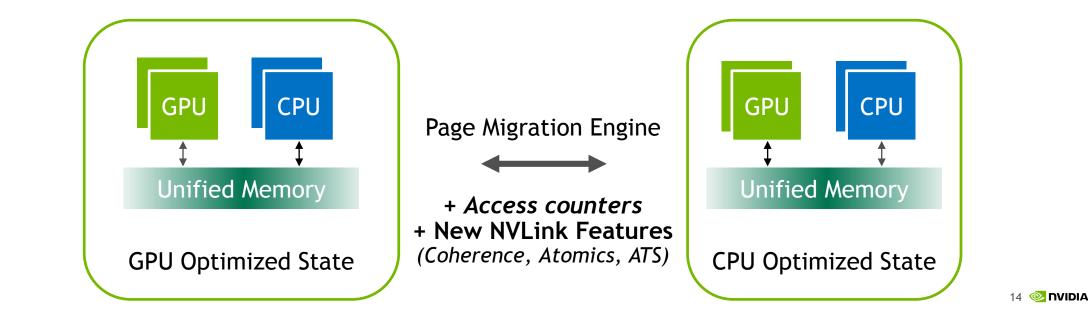
# **VOLTA + PCIE CPU UNIFIED MEMORY**





# **VOLTA + NVLINK CPU UNIFIED MEMORY**





## **GPU MULTI-PROCESS SCHEDULING**

Background



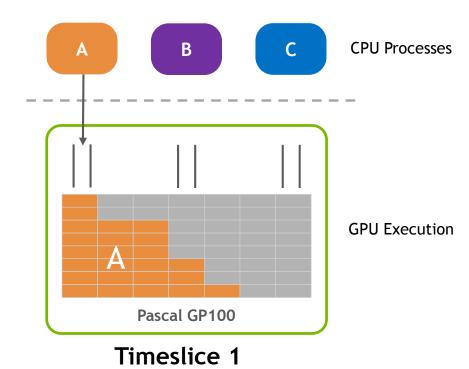
#### **Timeslice Scheduling**

Single-process throughput optimized

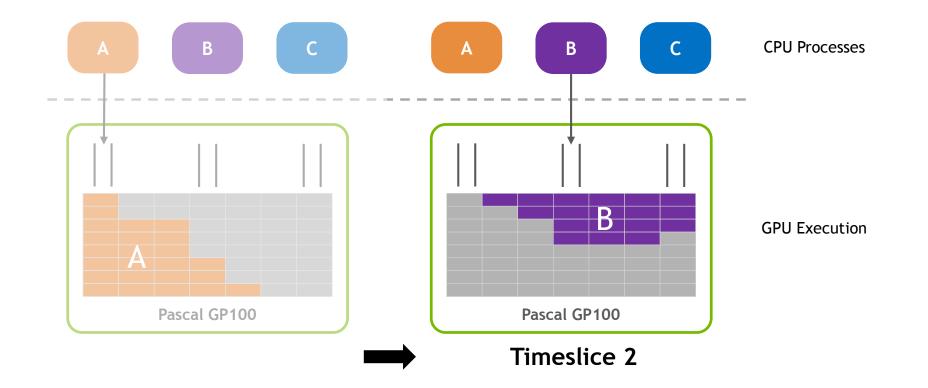
#### **Multi-Process Service**

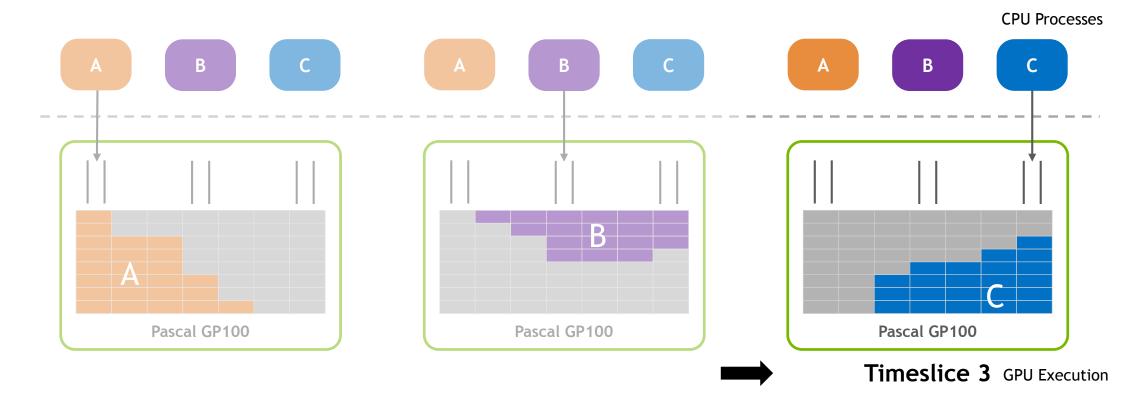
Multi-process throughput optimized

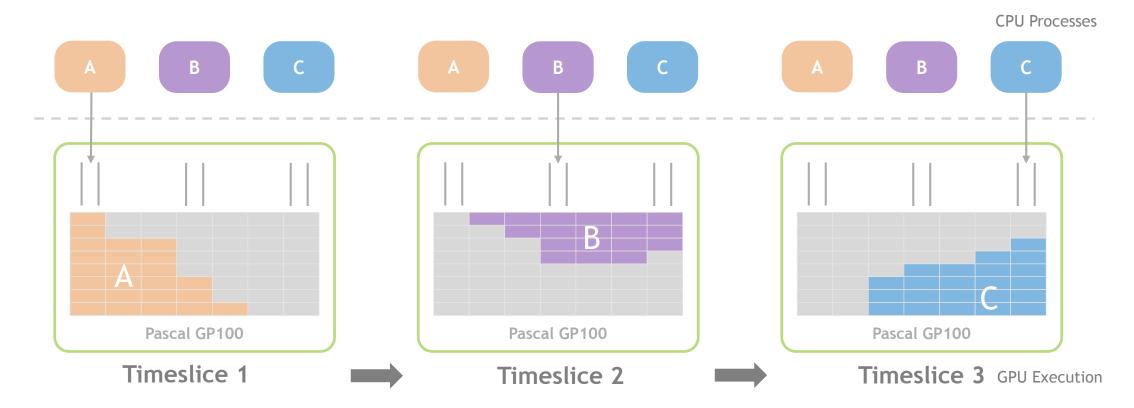








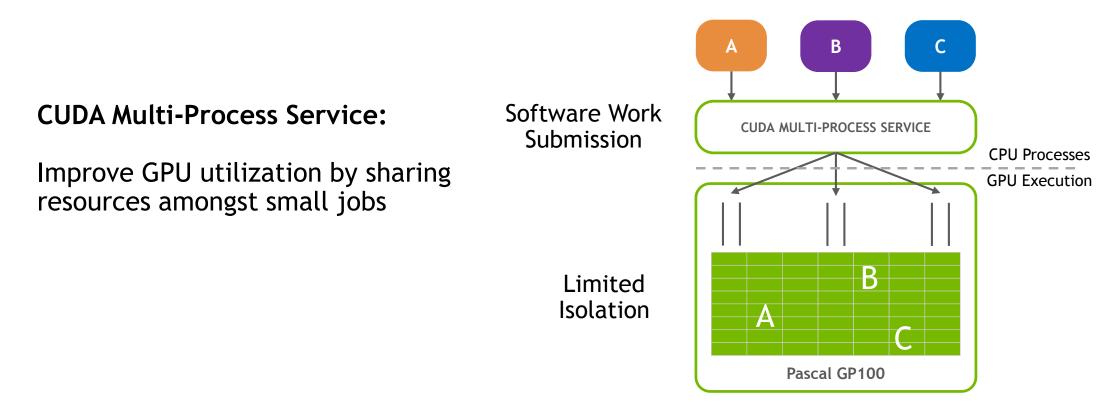




Full process isolation, peak throughput optimized for each process

19 **NVIDIA**.

## PASCAL MULTI-PROCESS SERVICE

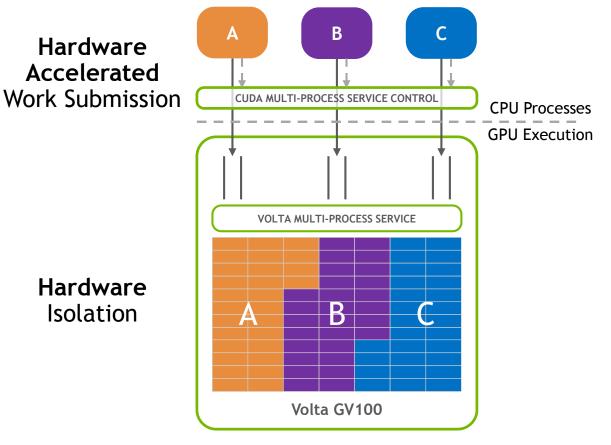


Opt-in: Limited isolation, peak throughput optimized across processes

## **VOLTA MULTI-PROCESS SERVICE**

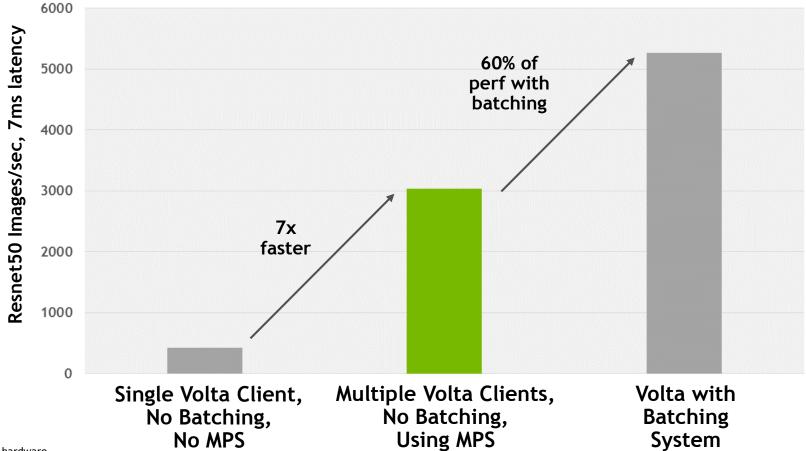
#### Volta MPS Enhancements:

- Reduced launch latency
- Improved launch throughput
- Improved quality of service with scheduler partitioning
  - More reliable performance
- 3x more clients than Pascal



# **VOLTA MPS FOR INFERENCE**

Efficient inference deployment without batching system



22 📀 nvidia

V100 measured on pre-production hardware.

#### NEW SM MICROARCHITECTURE

# VOLTA GV100 SM

	GV100
FP32 units	64
FP64 units	32
INT32 units	64
Tensor Cores	8
<b>Register File</b>	256 KB
Unified L1/Shared memory	128 KB
Active Threads	2048

SM																
							L1 Instruc	tion Cac	he							
		L0 Ir	nstruc	tion C	ache						L0 Ir	nstruc	tion C	ache		
	Wai	r <mark>p Sc</mark> h	edule	r (32 t	hread/	clk)				War	p Sch	edule	r (32 t	hread	/clk)	
	Di	spatcl	h Unit	(32 th	read/c	lk)				Dis	spatch	h Unit	(32 th	read/c	:lk)	
	Reg	ister	File (′	16,384	4 x 32	-bit)				Reg	ister	File ('	16,384	4 x 32	-bit)	
FP64	INT	INT	FP32	FP32				FP	64	INT	INT	FP32	FP32			
FP64	INT	INT	FP32	FP32				FP	64	INT	INT	FP32	FP32			
FP64	INT	INT	FP32	FP32	$\vdash$			FP	64	INT	INT	FP32	FP32	$\vdash$		$\mapsto$
FP64	INT	INT	FP32	FP32	TEN		TENSOR	FP	64	INT	INT	FP32	FP32		SOR	TENSOR
FP64	INT	INT	FP32	FP32	со	RE	CORE	FP	64	INT	INT	FP32	FP32	co	RE	CORE
FP64	INT	INT	FP32	FP32				FP	64	INT	INT	FP32	FP32	$\vdash$		
FP64	INT	INT	FP32	FP32				FP	64	INT	INT	FP32	FP32			
FP64	INT	INT	FP32	FP32				FP	64	INT	INT	FP32	FP32	$\vdash$		$\vdash \vdash \vdash$
LD/ LD/ ST ST	LD/ ST	LD/ ST	LD/ ST	LD/ ST	LD/ ST	LD/ ST	SFU	LD/ ST	SFU							
		L0 lr	nstruc	tion C	ache						L0 Ir	nstruc	tion C	ache		
	Wai	r <mark>p Sc</mark> h	edule	r (32 t	hread/	clk)							r (32 t			
	Di	spatcl	h Unit	(32 th	read/c	lk)				Dis	spatch	n Unit	(32 th	read/c	:lk)	
	Reg	ister	File (′	16,384	4 x 32	-bit)				Reg	ister	File ('	16,384	4 x 32	-bit)	
FP64	INT	INT	FP32	FP32				FP	64	INT	INT	FP32	FP32	$\square$		
FP64	INT	INT	FP32	FP32				FP	64	INT	INT	FP32	FP32	+		
FP64	INT	INT	FP32	FP32				FP	64	INT	INT	FP32	FP32	+		
FP64	INT	INT	FP32	FP32	TEN		TENSOR	FP	64	INT	INT	FP32	FP32		SOR	TENSOR
FP64	INT	INT	FP32	FP32	co	RE	CORE	FP	64	INT	INT	FP32	FP32	co	RE	CORE
FP64	INT	INT	FP32	FP32				FP	64	INT	INT	FP32	FP32	+		
FP64	INT	INT	FP32	FP32				FP	64	INT	INT	FP32	FP32			
FP64	INT	INT	FP32	FP32				FP	64	INT	INT	FP32	FP32	$\square$		
LD/ LD/ ST ST	LD/ ST	LD/ ST	LD/ ST	LD/ ST	LD/ ST	LD/ ST	SFU	LD/ ST	SFU							
						128KE	B L1 Data Cao	he / Sha	red Me	mory						
	Tex					Tex				Гех					Tex	

24 💿 nvidia.

# VOLTA GV100 SM

**Redesigned for Productivity** 

Completely new ISA

Twice the schedulers

Simplified Issue Logic

Large, fast L1 cache

Improved SIMT model

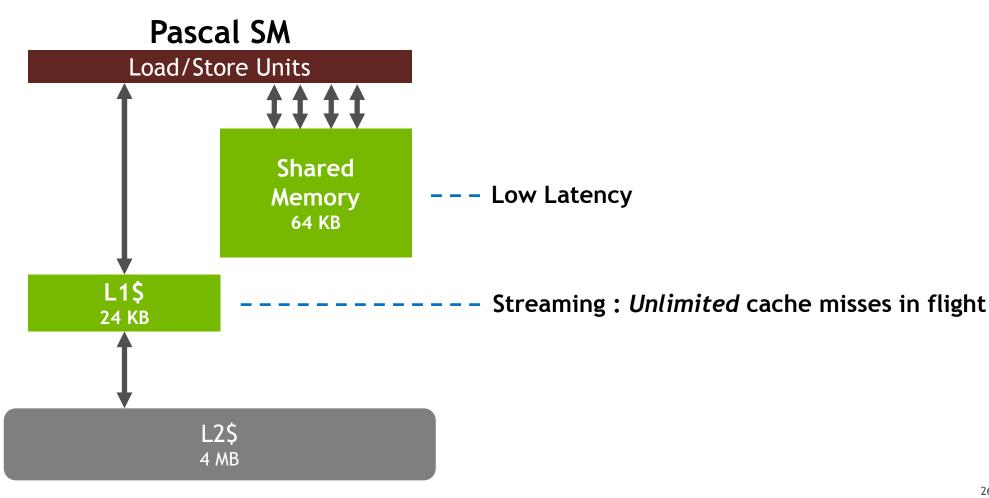
Tensor acceleration

The easiest SM to program yet

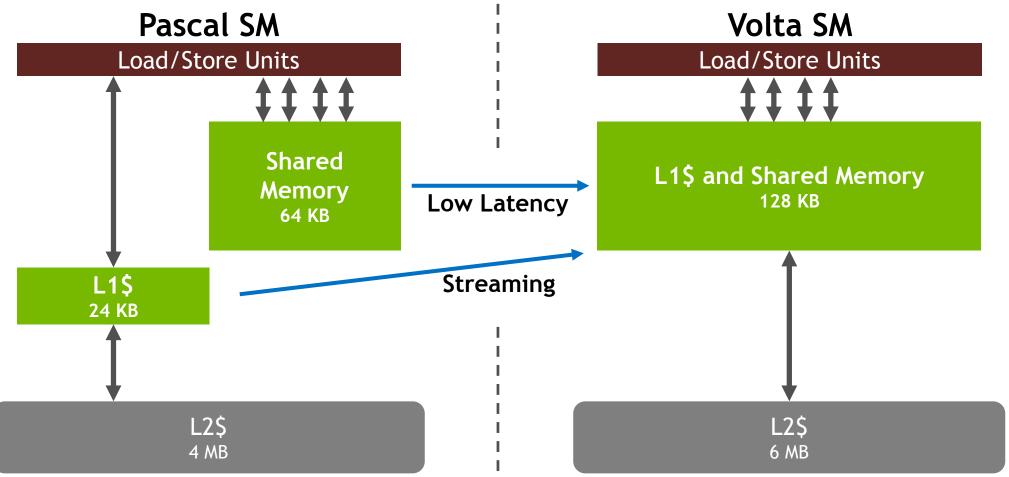
						L1 Instruc	tion Cache						
		L0 II	nstruct	tion C	ache				L0 Ir	nstruct	ion C	ache	
	Wa	rp Sch	eduler	r (32 t	hread/clk)		Warp Scheduler (32 thread/clk)						
	Di	spatcl	n Unit (	(32 th	read/clk)			Di	spatcl	h Unit	(32 th	read/clk)	
	Reg	ister	File (1	6,384	1 x 32-bit)			Reg	ister	File (1	6,384	4 x 32-bit)	
FP64	INT	INT	FP32	FP32			FP64	INT	NT INT FP32		FP32		
FP64	INT	INT	FP32	FP32			FP64	INT	INT	FP32	FP32		
FP64	INT	INT	FP32	FP32			FP64	INT	INT	FP32	FP32	TENSOR	
FP64	INT	INT	FP32	FP32	TENSOR		FP64	INT	INT	FP32	FP32		TENSO
FP64	INT	INT	FP32	FP32	CORE	CORE	FP64	INT	INT	FP32	FP32	CORE	CORE
FP64	INT	INT	FP32				FP64	INT	INT	FP32			
FP64	INT	INT	FP32				FP64	INT	INT	FP32			
FP64	INT	INT	FP32	FP32			FP64	INT	INT	FP32	FP32		
LD/ LD ST ST	/ LD/ ST	LD/ ST	LD/ ST	LD/ ST	LD/ LD/ ST ST	SFU	LD/ LD/ ST ST	LD/ ST	LD/ ST	LD/ ST	LD/ ST	LD/ LD/ ST ST	SFU
					hread/clk) read/clk)						· ·	hread/clk) read/clk)	
					t x 32-bit)							fead/cik) 4 x 32-bit)	
								_					
FP64	INT	INT	FP32	<b>FP32</b>	$ \rightarrow \rightarrow$		FP64	INT	INT	FP32	FP32		
FP64 FP64	INT INT	INT INT	FP32 FP32				FP64 FP64	INT INT	INT INT	FP32 FP32			
				FP32							FP32		
FP64	INT	INT	FP32	FP32 FP32	TENSOF		FP64	INT	INT	FP32	FP32 FP32	TENSOR	
FP64 FP64	INT INT	INT INT	FP32 FP32	FP32 FP32 FP32	TENSOF	TENSOR CORE	FP64 FP64	INT INT	INT INT	FP32 FP32	FP32 FP32 FP32	TENSOR CORE	
FP64 FP64 FP64	INT INT INT	INT INT INT	FP32 FP32 FP32	FP32 FP32 FP32 FP32			FP64 FP64 FP64	INT INT INT	INT INT INT	FP32 FP32 FP32	FP32 FP32 FP32 FP32		
FP64 FP64 FP64 FP64	INT INT INT INT	INT INT INT INT	FP32 FP32 FP32 FP32	FP32 FP32 FP32 FP32 FP32			FP64 FP64 FP64 FP64	INT INT INT INT	INT INT INT	FP32 FP32 FP32 FP32	FP32 FP32 FP32 FP32 FP32		
FP64 FP64 FP64 FP64 FP64 FP64	INT INT INT INT INT INT INT	INT INT INT INT INT INT	FP32 FP32 FP32 FP32 FP32 FP32 FP32	FP32 FP32 FP32 FP32 FP32 FP32 FP32	CORE		FP64 FP64 FP64 FP64 FP64 FP64 FP64	INT INT INT INT INT INT	INT INT INT INT INT INT INT	FP32 FP32 FP32 FP32 FP32 FP32 FP32	FP32 FP32 FP32 FP32 FP32 FP32 FP32	CORE	
FP64 FP64 FP64 FP64 FP64 FP64	INT INT INT INT INT INT INT	INT INT INT INT INT	FP32 FP32 FP32 FP32 FP32 FP32	FP32 FP32 FP32 FP32 FP32 FP32			FP64 FP64 FP64 FP64 FP64	INT INT INT INT INT	INT INT INT INT INT	FP32 FP32 FP32 FP32 FP32 FP32	FP32 FP32 FP32 FP32 FP32 FP32		TENSO CORE
FP64 FP64 FP64 FP64 FP64 FP64 FP64 LD/ LC	INT INT INT INT INT INT INT INT	INT INT INT INT INT INT LD/	FP32 FP32 FP32 FP32 FP32 FP32 FP32 FP32	FP32 FP32 FP32 FP32 FP32 FP32 FP32 LD/	LD/ ST ST	CORE	FP64 FP64 FP64 FP64 FP64 FP64 FP64 LD/ ST ST	INT INT INT INT INT INT LD/ ST	INT INT INT INT INT INT LD/ ST	FP32 FP32 FP32 FP32 FP32 FP32 FP32 LD/	FP32 FP32 FP32 FP32 FP32 FP32 FP32 LD/	LD/ LD/	CORE

25 📀 nvidia

## **RECAP: PASCAL L1 AND SHARED MEMORY**



#### **UNIFYING KEY TECHNOLOGIES**



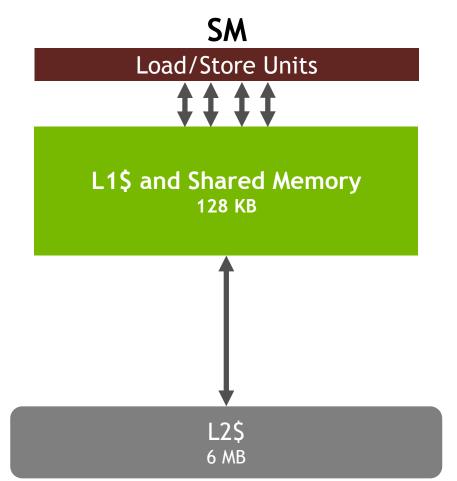
## **VOLTA L1 AND SHARED MEMORY**

Volta Streaming L1\$ :

Unlimited cache misses in flight Low cache hit latency 4x more bandwidth 5x more capacity

Volta Shared Memory :

Unified storage with L1 Configurable up to 96KB



# NARROWING THE SHARED MEMORY GAP

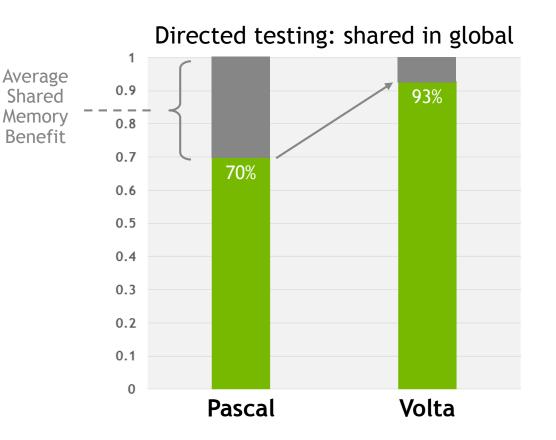
#### with the GV100 L1 cache

Cache: vs shared

- Easier to use
- 90%+ as good

Shared: vs cache

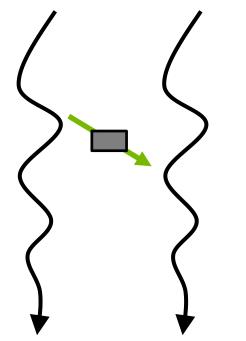
- Faster atomics
- More banks
- More predictable

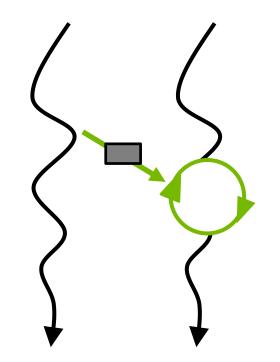


#### INDEPENDENT THREAD SCHEDULING

### **VOLTA: INDEPENDENT THREAD SCHEDULING**

#### **Communicating Algorithms**





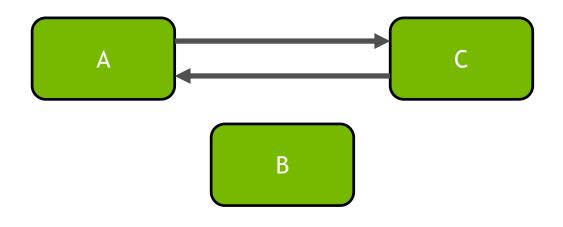
**Pascal: Lock-Free Algorithms** Threads cannot wait for messages Volta: Starvation Free Algorithms

Threads may wait for messages



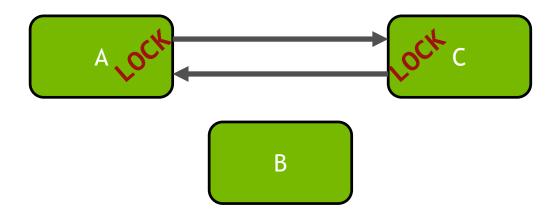
```
__device__ void insert_after(Node *a, Node *b)
{
    Node *c;
    lock(a); lock(a->next);
    c = a->next;
    a->next = b;
    b->prev = a;
    b->next = c;
    c->prev = b;
    unlock(c); unlock(a);
}
```

#### Doubly-Linked List with Fine Grained Lock



```
__device__ void insert_after(Node *a, Node *b)
{
    Node *c;
    lock(a); lock(a->next);
    c = a->next;
    a->next = b;
    b->prev = a;
    b->next = c;
    c->prev = b;
    unlock(c); unlock(a);
}
```

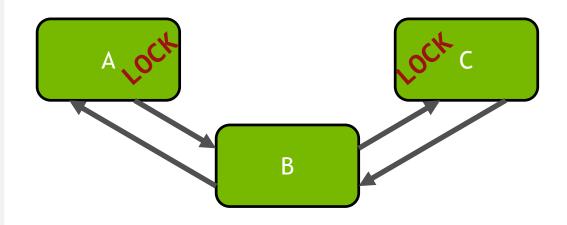
Doubly-Linked List with Fine Grained Lock



\*Not shown: lock() implementation 33 🚳 DVIDIA

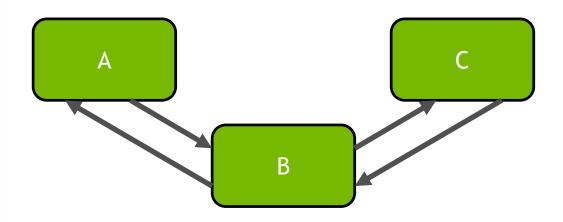
```
__device__ void insert_after(Node *a, Node *b)
{
    Node *c;
    lock(a); lock(a->next);
    c = a->next;
    a->next = b;
    b->prev = a;
    b->next = c;
    c->prev = b;
    unlock(c); unlock(a);
}
```

#### Doubly-Linked List with Fine Grained Lock



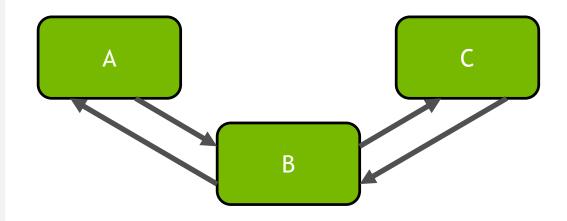
```
__device__ void insert_after(Node *a, Node *b)
{
    Node *c;
    lock(a); lock(a->next);
    c = a->next;
    a->next = b;
    b->prev = a;
    b->prev = a;
    b->next = c;
    c->prev = b;
    unlock(c); unlock(a);
}
```

#### Doubly-Linked List with Fine Grained Lock



```
__device__ void insert_after(Node *a, Node *b)
{
    Node *c;
    lock(a); lock(a->next);
    c = a->next;
    a->next = b;
    b->prev = a;
    b->next = c;
    c->prev = b;
    unlock(c); unlock(a);
}
```

#### Doubly-Linked List with Fine Grained Lock

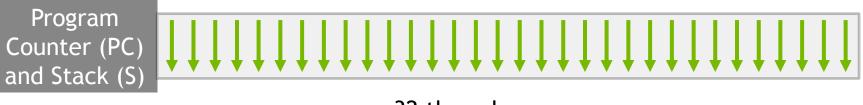


Tip! Volta can run <u>163,840</u> threads simultaneously

Minimize Contention!

#### WARP IMPLEMENTATION

#### Pre-Volta

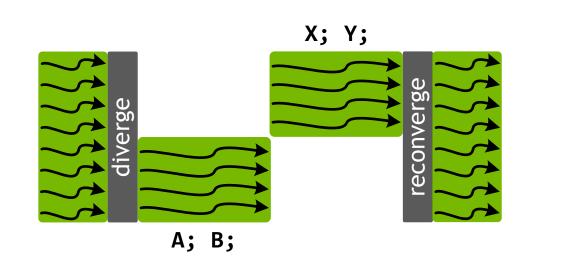


32 thread warp



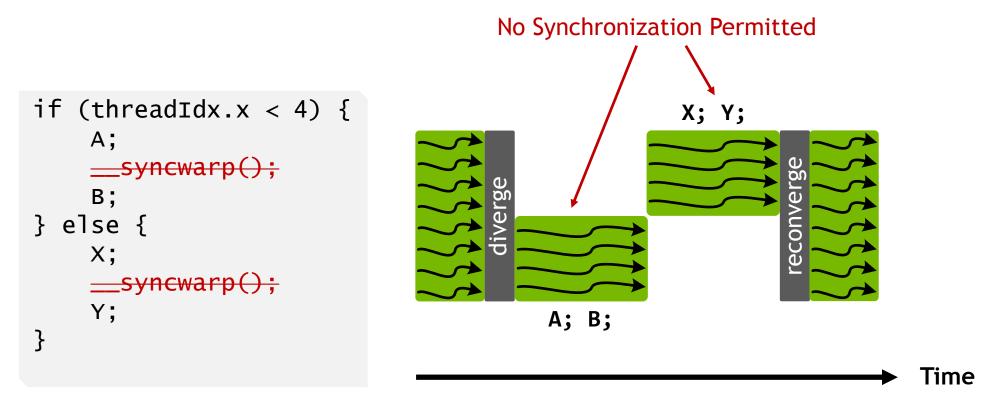
#### PASCAL WARP EXECUTION MODEL

if (threadIdx.x < 4) {
 A;
 B;
} else {
 X;
 Y;
}</pre>





### PASCAL WARP EXECUTION MODEL



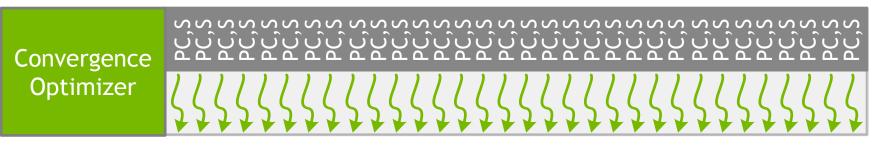
#### WARP IMPLEMENTATION

#### **Pre-Volta**



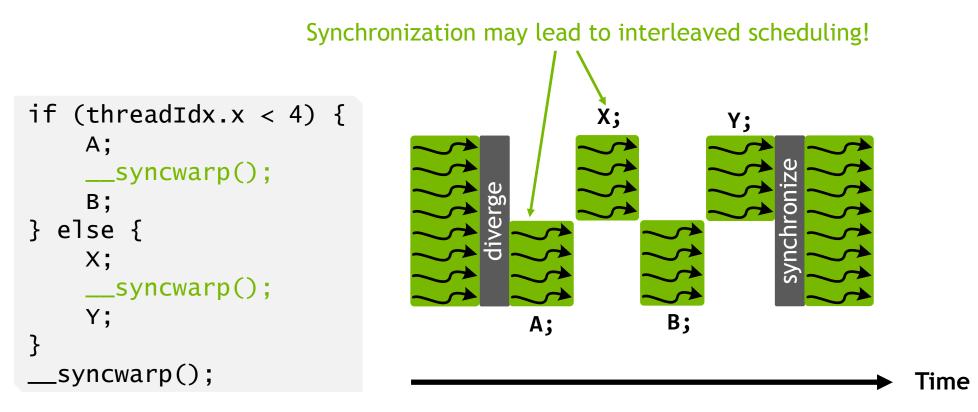
32 thread warp

#### Volta

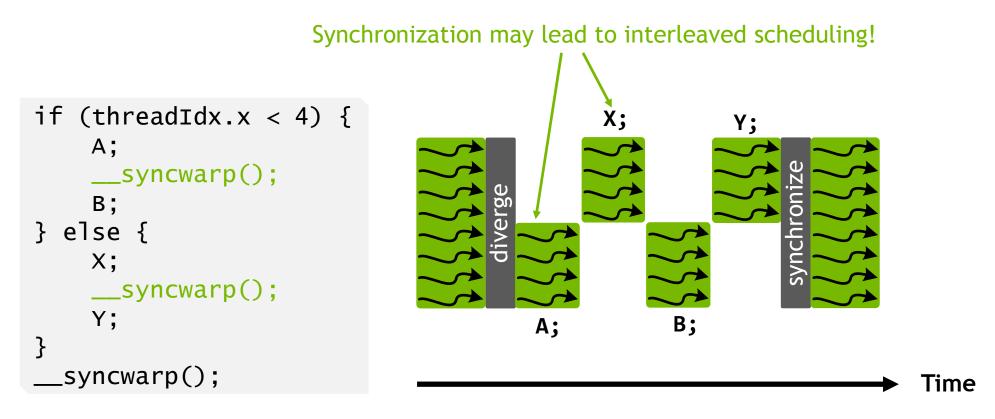


32 thread warp with independent scheduling

# **VOLTA WARP EXECUTION MODEL**



# **VOLTA WARP EXECUTION MODEL**



Software synchronization also supported, e.g. locks for doubly-linked list!

# **VOLTA'S EXTENDED SIMT MODEL**

The SIMT model:

enable thread-parallel programs to execute with vector efficiency

	CPU	Pascal GPU	Volta GPU
Thread-parallelism	MIMD	SIMT (lock-free)	SIMT
Data-parallelism	SIMD	SIMT	SIMT

#### COOPERATION -> SYNCHRONIZATION

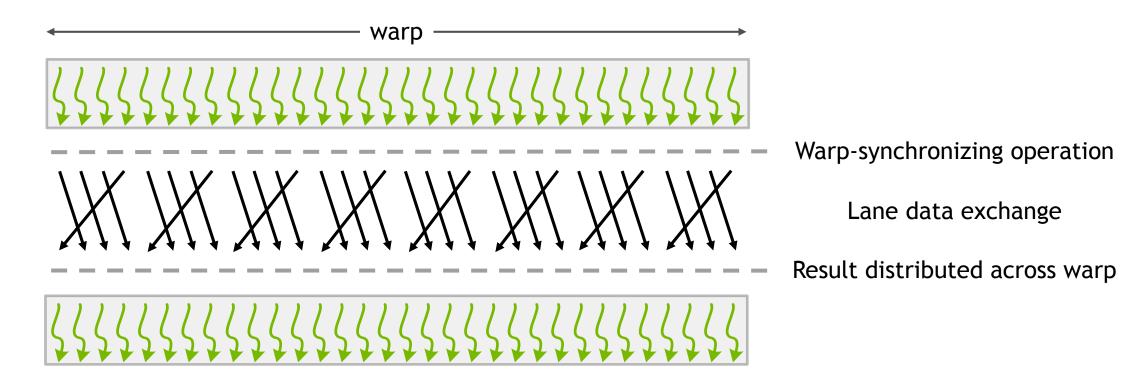
See also:

CUDA 9.0, S7132, Wednesday 230pm

Cooperative Groups, S7622, Wednesday 4pm

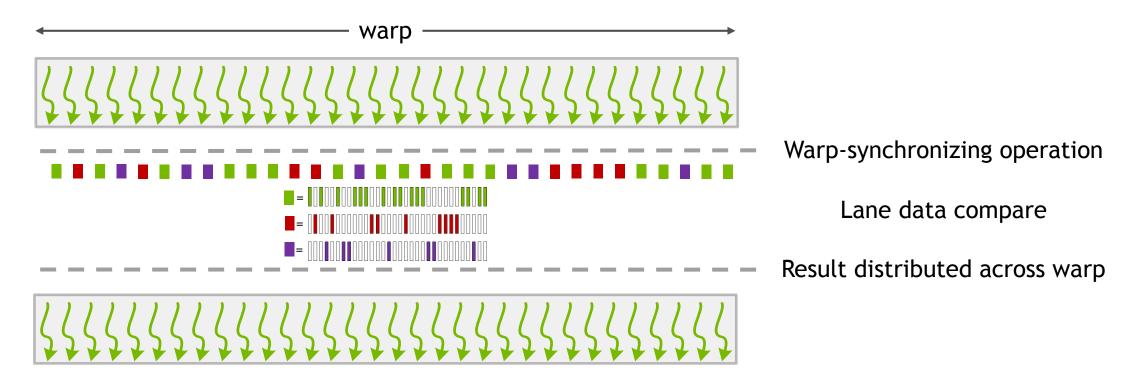
# SHUFFLE SYNCHRONIZATION

\_\_\_\_shfl\_sync - deprecates \_\_\_shfl

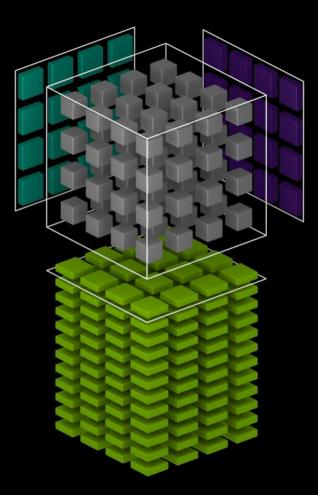


## **COMPARE SYNCHRONIZATION**

\_\_ballot\_sync, \_\_[any|all]\_sync - deprecate namesakes \_\_match[any|all]\_sync, \_\_activemask - new

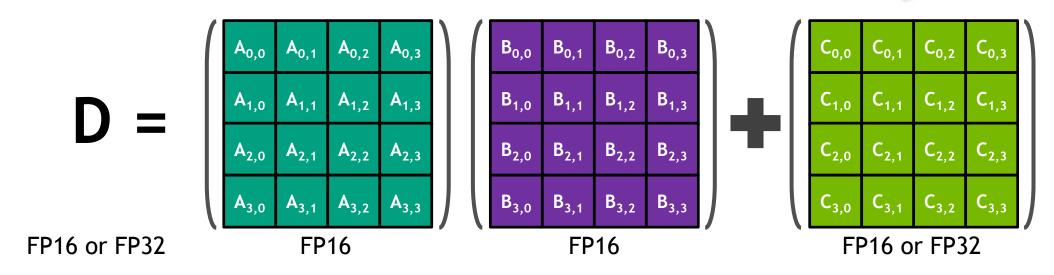


### **VOLTA TENSOR CORE**



# **TENSOR CORE**

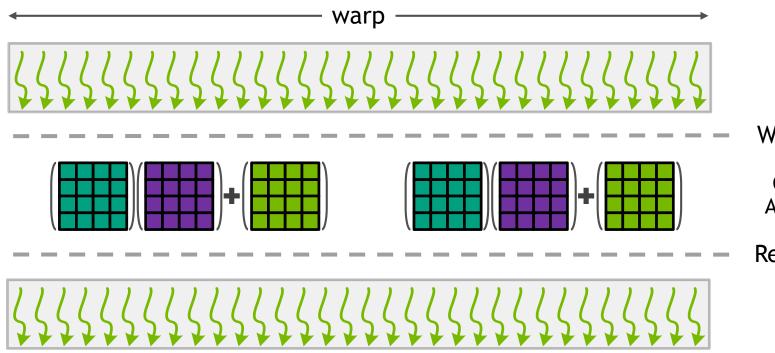
#### Mixed Precision Matrix Math 4x4 matrices



D = AB + C

## **TENSOR SYNCHRONIZATION**

#### Full Warp 16x16 Matrix Math

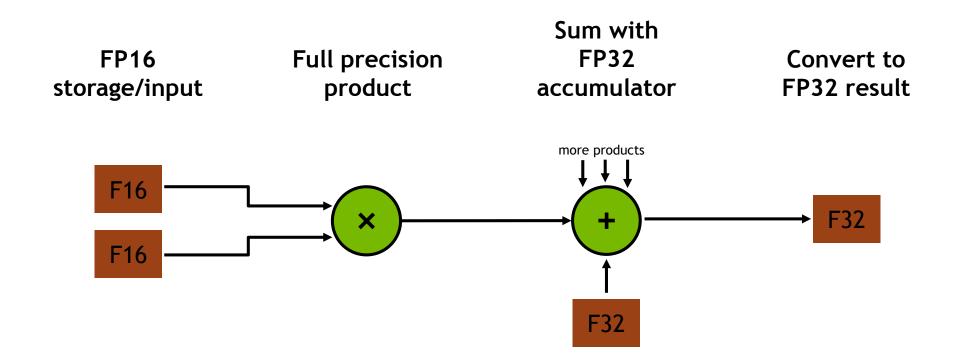


Warp-synchronizing operation

Composed Matrix Multiply and Accumulate for **16x16** matrices

Result distributed across warp

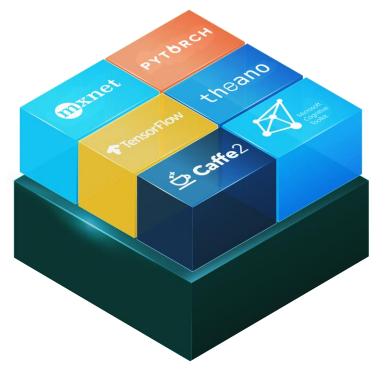
#### **VOLTA TENSOR OPERATION**



Also supports FP16 accumulator mode for inferencing

#### **USING TENSOR CORES**

}



NVIDIA cuDNN, cuBLAS, TensorRT

#### Volta Optimized Frameworks and Libraries

\_\_device\_\_ void tensor\_op\_16\_16\_16( float \*d, half \*a, half \*b, float \*c) {

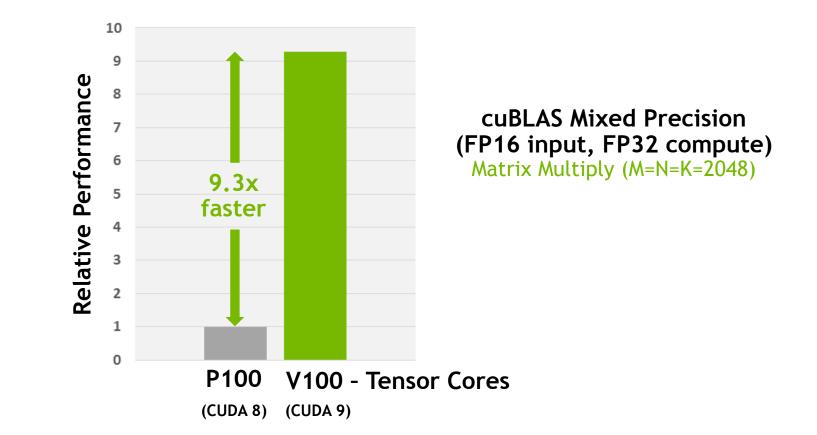
wmma::fragment<matrix\_a, ...> Amat; wmma::fragment<matrix\_b, ...> Bmat; wmma::fragment<matrix\_c, ...> Cmat;

wmma::load\_matrix\_sync(Amat, a, 16); wmma::load\_matrix\_sync(Bmat, b, 16); wmma::fill\_fragment(Cmat, 0.0f);

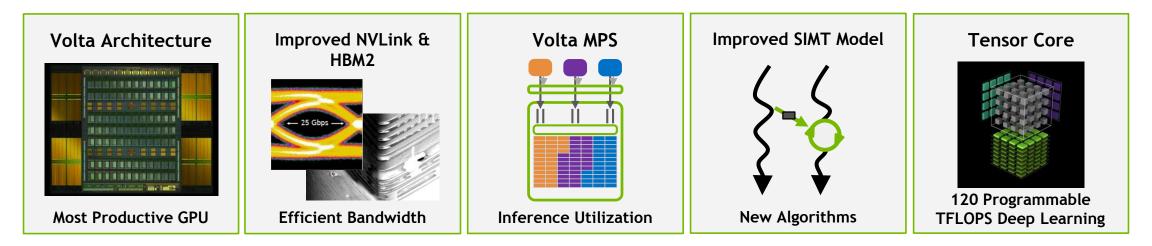
wmma::mma\_sync(Cmat, Amat, Bmat, Cmat);

#### CUDA C++ Warp-Level Matrix Operations

#### A GIANT LEAP FOR DEEP LEARNING



## **INTRODUCING TESLA V100**



More V100 Features: 2x L2 atomics, int8, new memory model, copy engine page migration, and more ...

The Fastest and Most Productive GPU for Deep Learning and HPC