



# Embedded GPU Cluster Computing Framework for Inference of Convolutional Neural Networks



**Mission-Critical Computing**  
NSF CENTER FOR SPACE, HIGH-PERFORMANCE,  
AND RESILIENT COMPUTING (SHREC)

IEEE HPEC 2019 Presentation



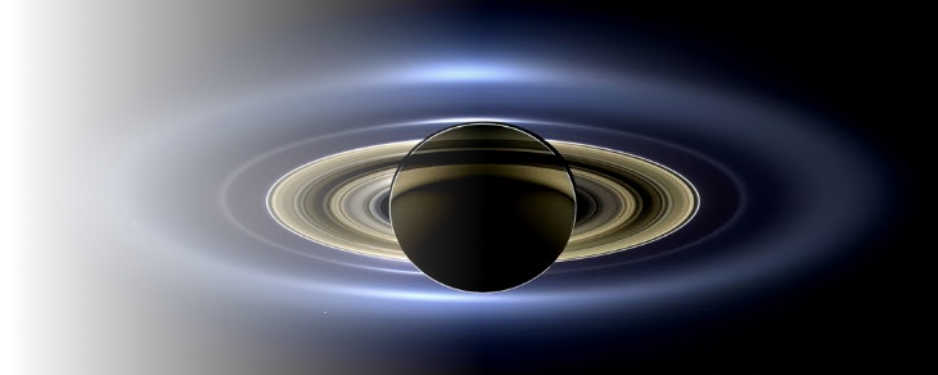
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# Outline

- **Goals, Motivations, and Challenges**
- **Background**
- **Approach**
- **Results**
- **Conclusions**



# Goals, Motivations, and Challenges

## ▪ Goals

- Characterize speedup, parallel efficiency, and other scaling properties of MPI wrapper for embedded GPU SOCs
- Predict best-case performance of TMR system for fault tolerance

## ▪ Motivations

- Run complex apps without flying large, power-hungry GPUs
- Match algorithms to space-compatible hardware

## ▪ Challenges

- Non-trivial overhead for domain decomposition
- Tradeoffs between efficiency and communications overhead



# TX2 Board

- 256 CUDA cores
- Quad-core ARM A57 CPU
- Power dissipation
  - NVIDIA Tegra TX2 – 15W TDP
  - NVIDIA GeForce RTX 2080 Ti – 260W TDP
  - NVIDIA Tesla V100 – 250W TDP



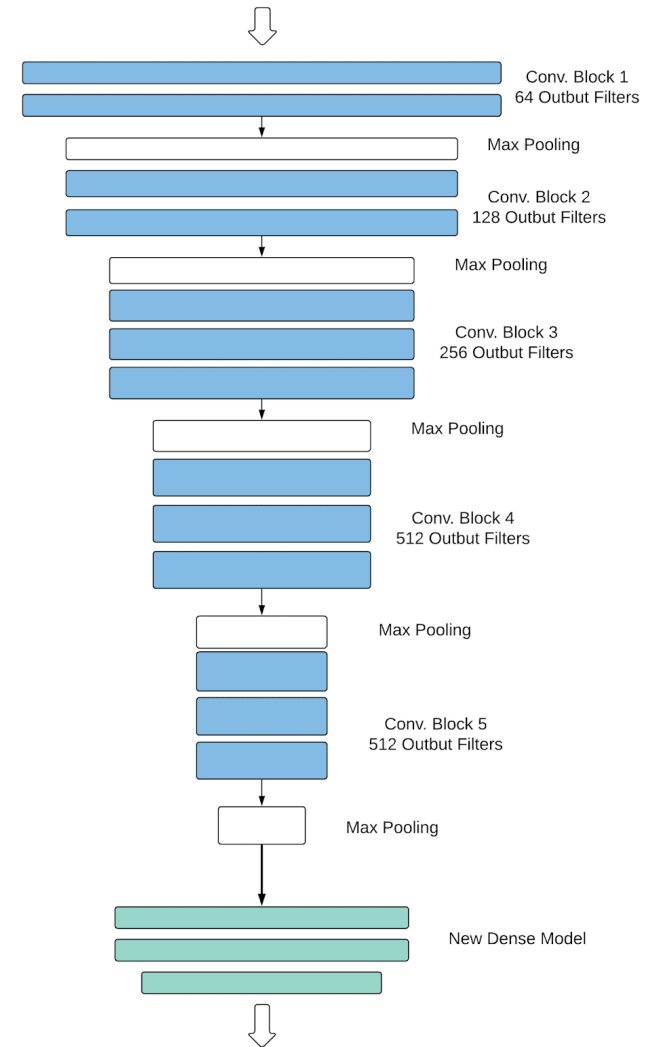
Source: <https://devblogs.nvidia.com/jetson-tx2-delivers-twice-intelligence-edge/>



Source: <https://www.nvidia.com/en-in/geforce/graphics-cards/rtx-2080-ti/>

# Convolutional Neural Network

- Treated as black box in this study
- Sublinear increase in processing time as image size increases
- Space application
  - Low power
  - Inherently reliable
  - On-orbit inference



Source: <https://www.codesofinterest.com/p/build-deeper.html>

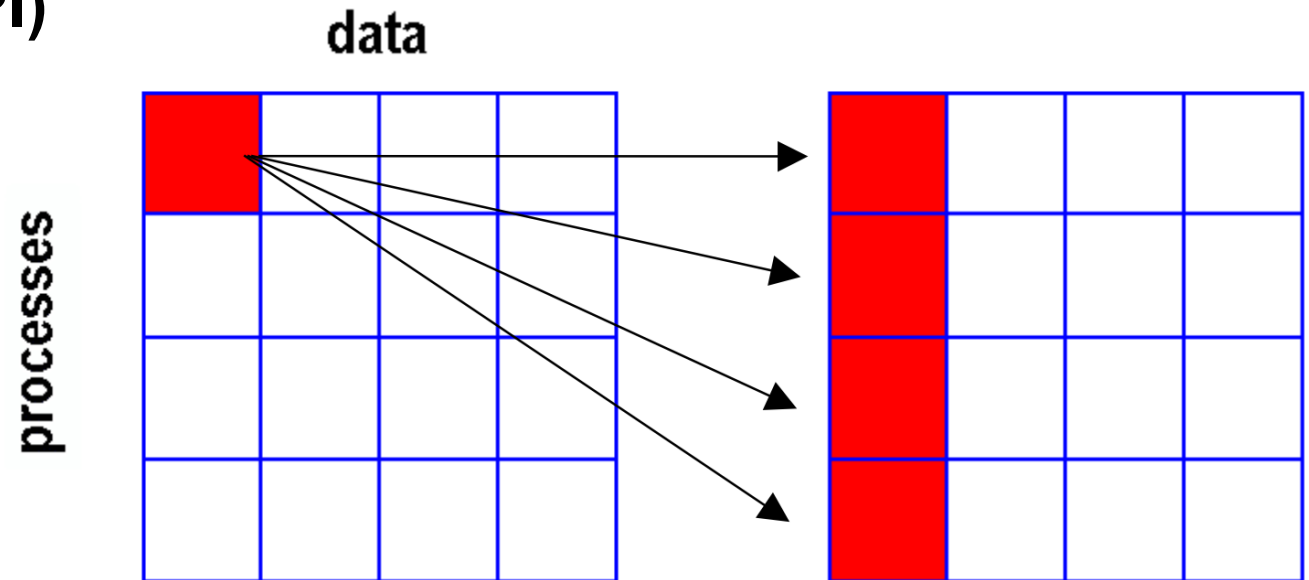
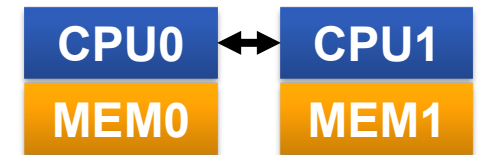
# Distributed-Memory Multiprocessing

## ▪ Distributed-Memory Model

- Multiple compute nodes carry out work
- Nodes communicate and synchronize via function calls
- Each node can contain multiple cores with internal shared memory
- Contrast to shared memory: many threads on one device

## ▪ Message-Passive Interface (MPI)

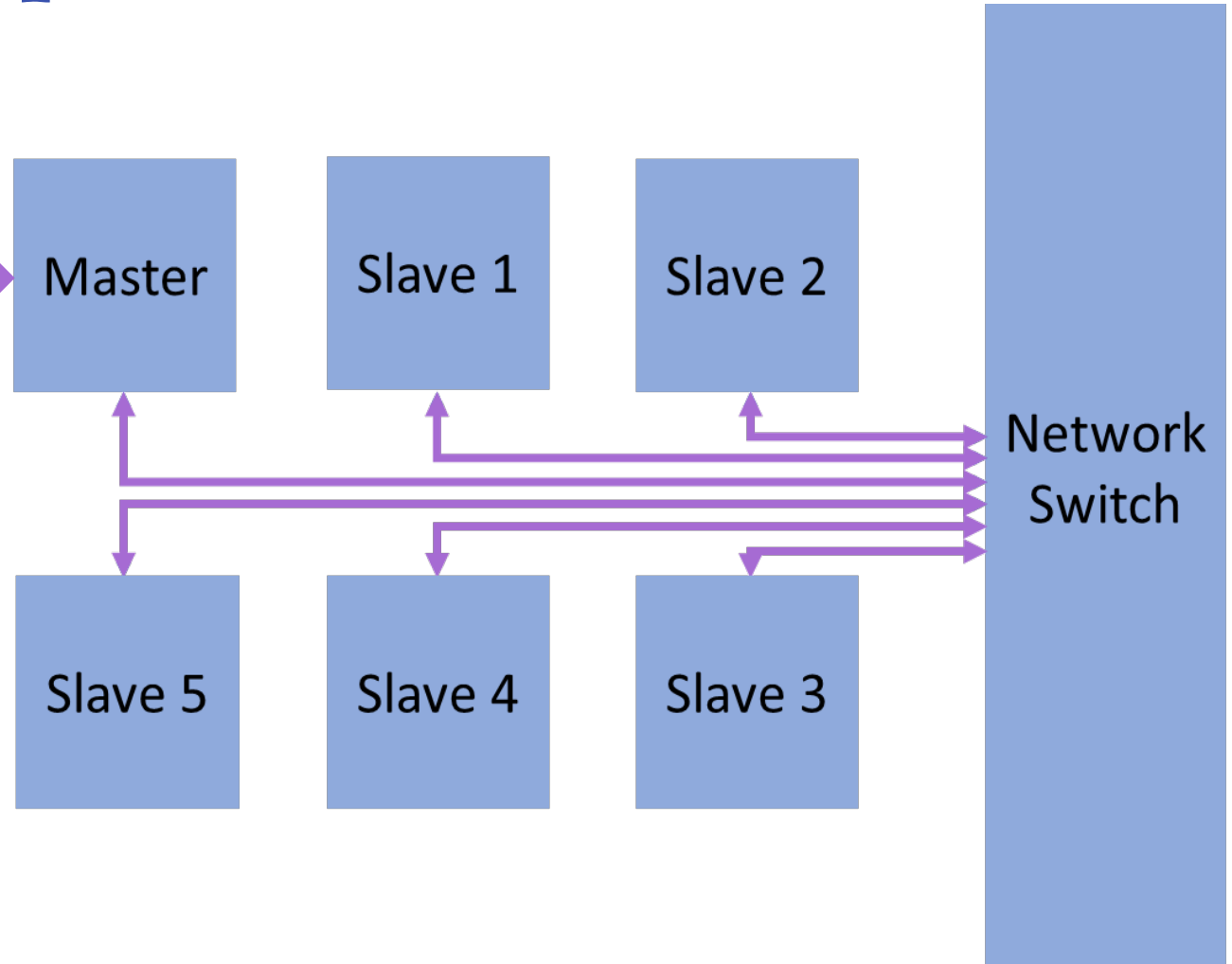
- Many implementations
  - MPICH
  - OpenMPI – de facto standard
  - Vendor specific implementations
- Processes operate independently
- Data passed in messages
- Synchronization necessary



# Physical Network Setup



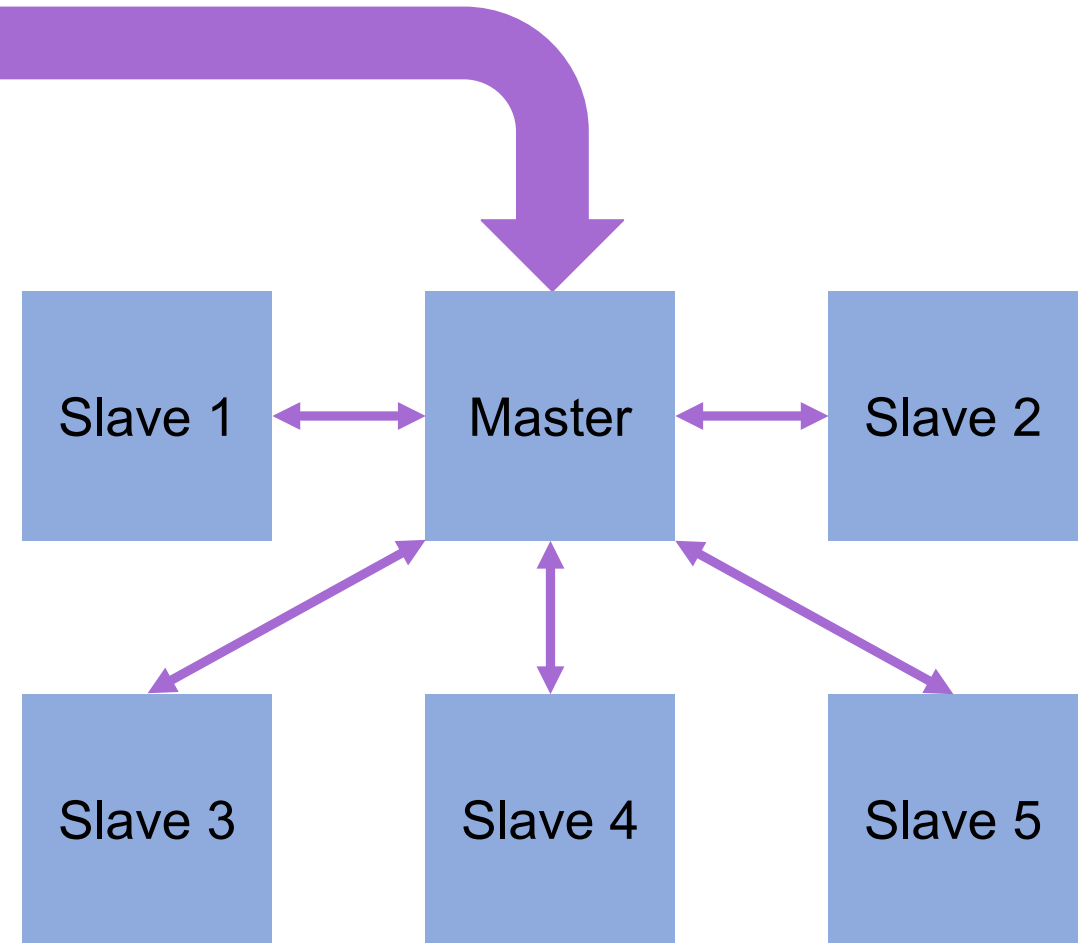
Source: Google maps satellite view



# Logical Network Setup



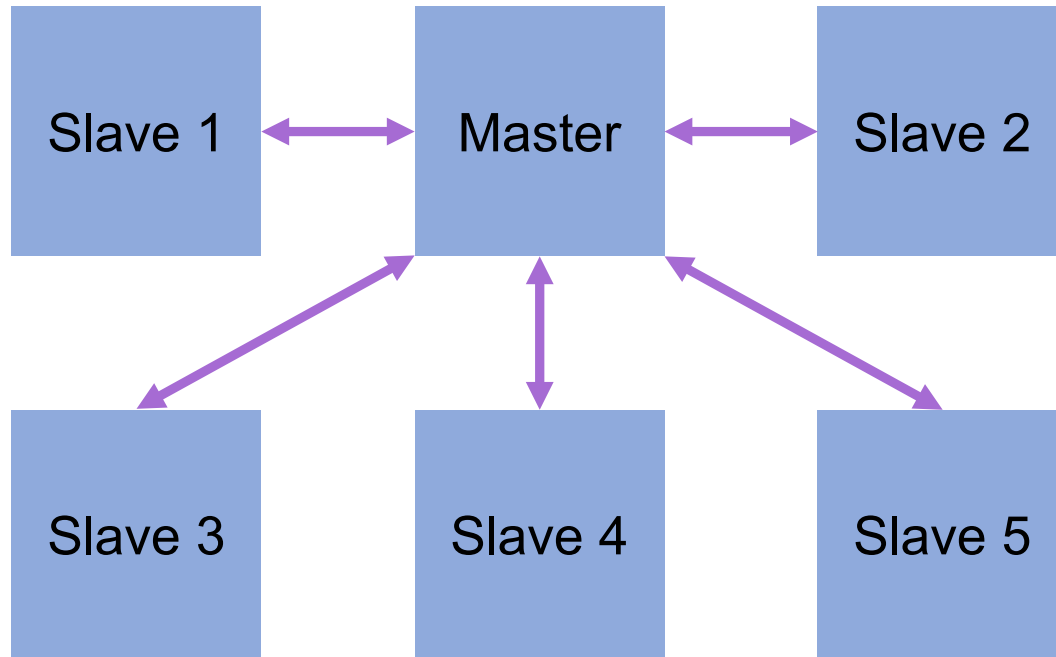
Source: Google maps satellite view





# Application

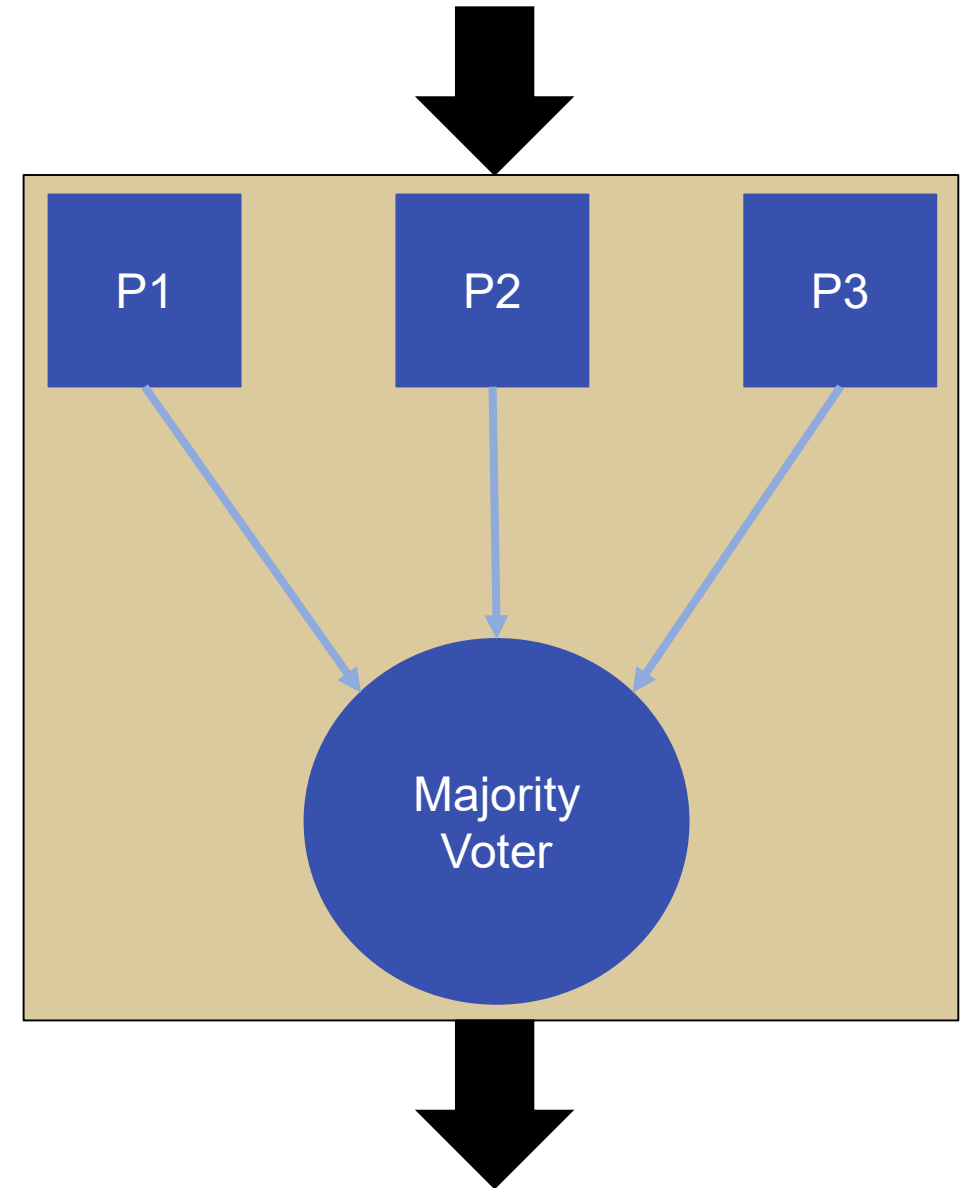
- Tiles may overlap to avoid splitting objects



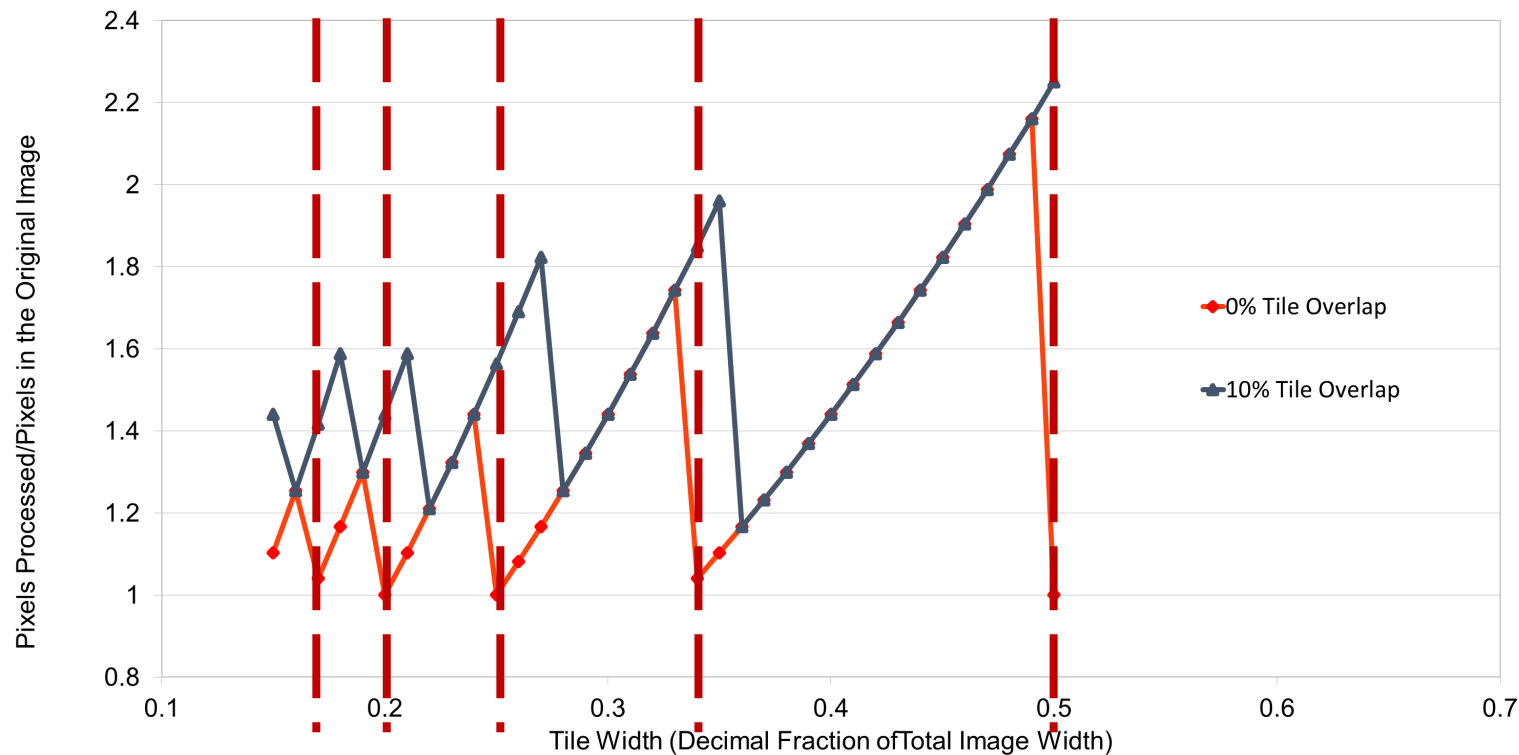
Source: Google maps satellite view

# Evaluation Methodology

- **External timers**
- **Total program time**
  - Tiling
  - Inference
  - Translation of results
- **TMR performance model**
  - Not full TMR
  - Only model for most time-intensive parts
  - No use of fault-tolerant MPI

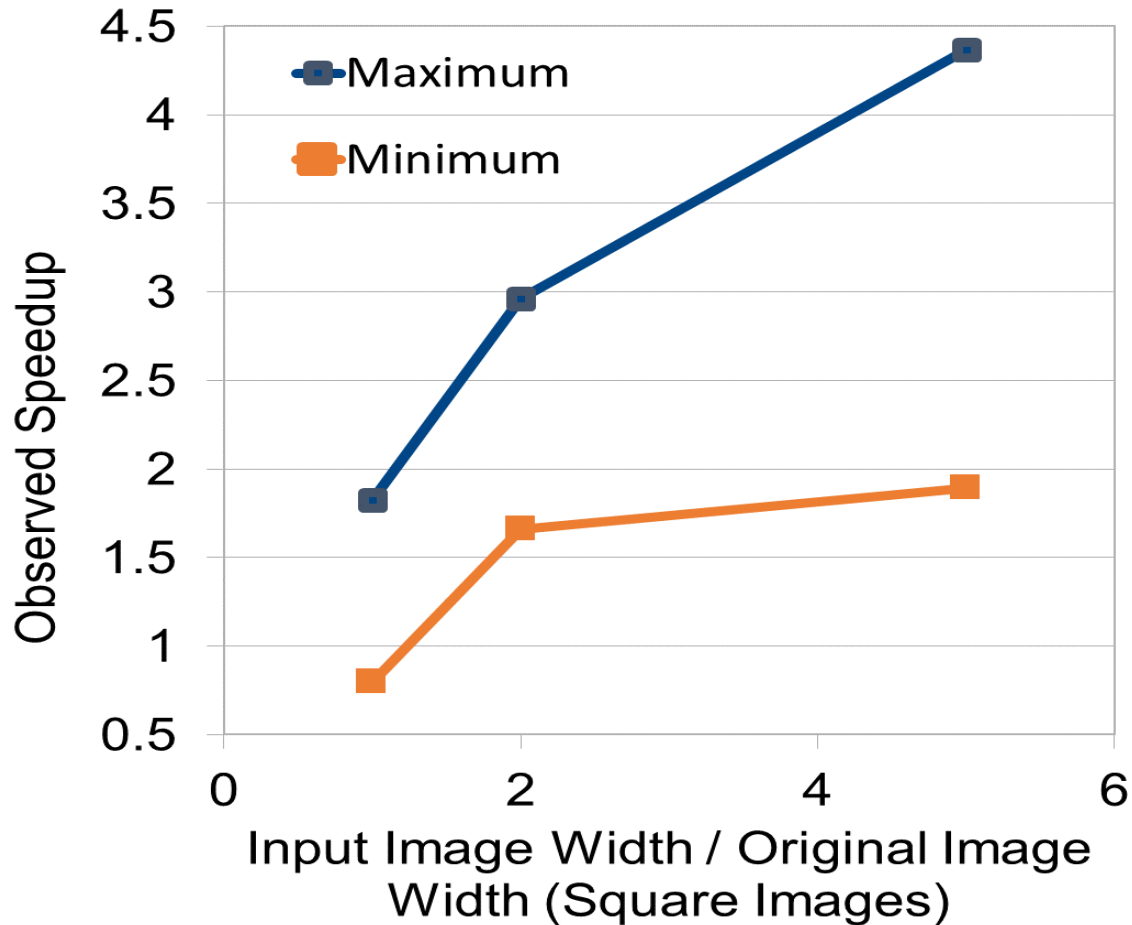


# Performance of Tiling Scheme



- **Zero padding adds data**
  - Minima in additional data
  - Maxima in speedup
- **Tile width**
  - Optimal tile size
  - Load balancing better for small tiles
- **Overlap**
  - Incurs performance penalty
  - 10% case representative of large range of overlaps

# Parallel Performance



- **Linear decay in parallel efficiency**
- **Serial bottleneck**
- **Curve offset from overlap**
  - Overlap always generates extra data
  - Zero padding amplifies effect
  - No overlap is limiting case
- **Input image size**
  - Maximum speedup
  - Minimum speedup

# Conclusions

- Maximum speedup parameters
  - 4.3 × speedup
  - 6 nodes
  - 0% tile overlap
  - $\frac{\text{Tile Width}}{\text{Input Image Width}} = 17\%$
- Maximum input image size increased
  - Successfully increased total area by factor of 244
  - Limited by routine used to read image
  - No theoretical limit to input image size
- Best-case TMR performance
  - 3× slower
  - No loss of accuracy for naïve fault model



# Acknowledgements

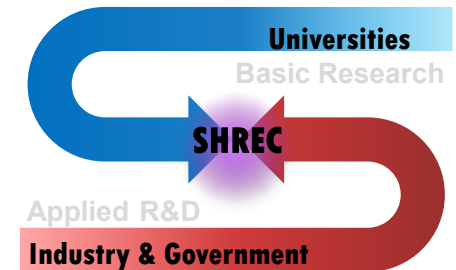
- **Mr. Joshua Donckels**
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  - Assistance with CNN
  - Code review
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- **Universities Space Research Association (USRA)**
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  - NSF SHREC
  - Advisement and review



# NSF SHREC Center



- **NSF Center for Space, High-performance and Resilient Computing**
  - Founded in 2017 with focus on **mission-critical computing** needs
  - Intersection of **space, embedded, and high-performance** computing
  - **Four university sites** and over 30 industry and government partners
- **Formerly NSF Center for High-performance Reconfigurable Computing**
  - **CHREC** began operation in 2007 and was sunset in 2017
  - **NOVO-G** – large-scale reconfigurable supercomputer
  - **CHREC Space Processor (CSP)** – hybrid COTS/rad-hard CPU/FPGA space computer
- **For more information, please visit [www.nsf-shrec.org](http://www.nsf-shrec.org)**



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# QUESTIONS?