

TensorFlow: A system for Large-Scale Machine Learning

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Presentation by Antonia Boca | R244 | 19/10/2022

Work at the time

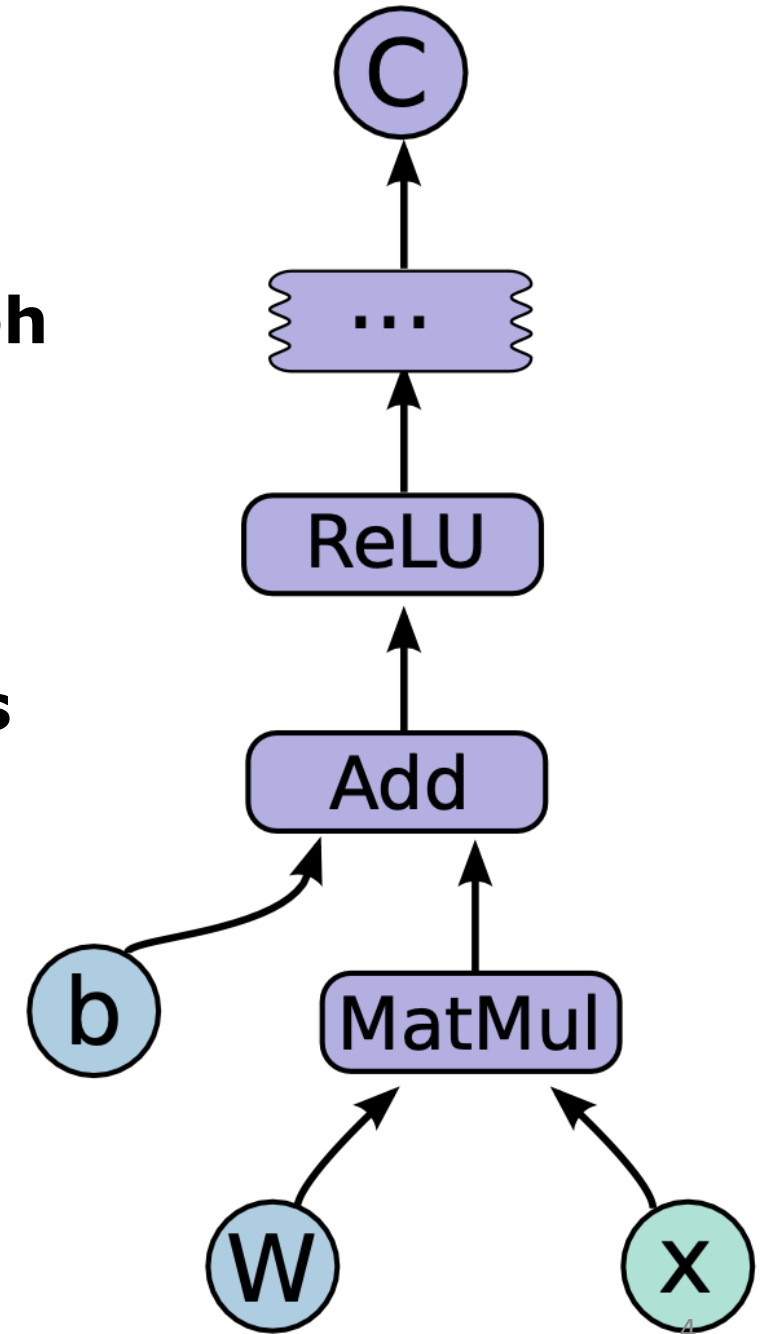
- Good single-machine frameworks:
 - High performance: Caffe
 - High flexibility: Torch, Theano
- Good multiple-machine frameworks:
 - DryadLINQ, Spark
 - Low flexibility: data must be immutable – ML training becomes slow
 - MXNet
 - Similar to TensorFlow
 - *Parameter server* architecture – cannot do sparse gradient updates
 - **DistBelief**
 - Does not scale *down* well

Motivation

- TensorFlow comes from the Google Brain team
- **DistBelief** is its predecessor
 - cannot easily define new types of layers in NN architectures
 - Cannot modify the optimisation algorithm (SGD)
 - Cannot modify the training algorithm (pipeline works only for Feedforward Neural Networks)
- Goal: build a framework that is both **flexible** and **scalable**
 - Platform-agnostic: can scale up to any number/type of device
 - Offer flexibility in the design of ML pipelines – create an API for popular programming languages
 - Use the same programming language for ML design and distributed systems design

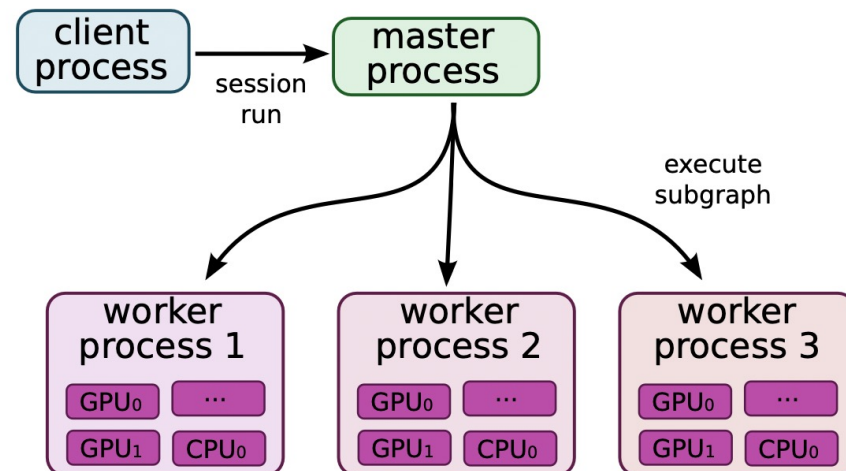
Design principles (1)

- Computation described by a **dataflow graph**
 - Nodes represent **operations**
 - Edges represent **dependencies**
 - E.g. $\text{ReLU}(b + W * x)$
- Data flows through the graph using **tensors**
 - Typed, multi-dimensional arrays
- TensorFlow automatically builds a gradient graph for the Backpropagation algorithm
- TensorFlow optimises the dataflow graph (e.g. with common subexpression elimination)



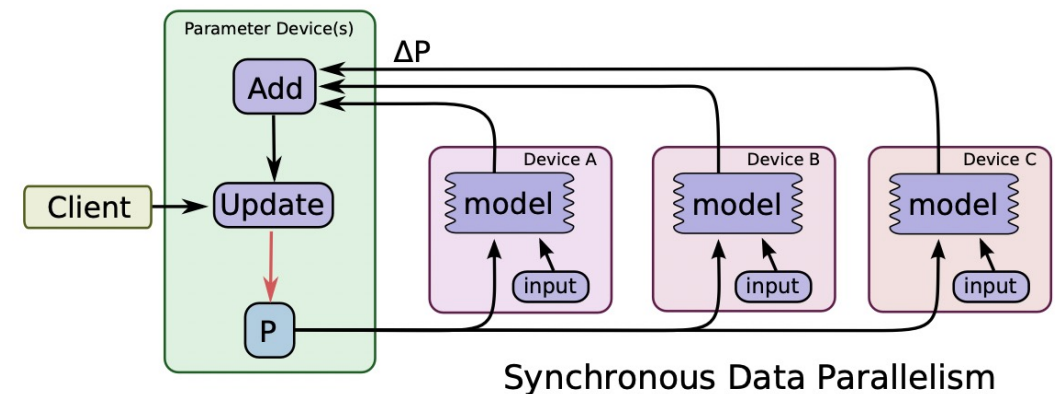
Design principles (2)

- Client communicates with a *master*
- *Master* communicates with worker processes
- Workers control devices (CPUs, GPUs, TPUs etc.)
- Devices get a subgraph of the initial dataflow graph
 - Each device has its **own implementation (called kernel)** of the operation to execute
- Fault tolerance: user-level checkpointing



Distributed execution

- Greedy heuristic used to choose which node to assign to which device
- Workers send data across only once for multiple nodes on a different worker [TensorFlow has **weak consistency guarantees**]
- (A)synchronous replica coordination
 - Can have synchronous ML training
 - TensorFlow proactively prepares backup workers in case stragglers exist



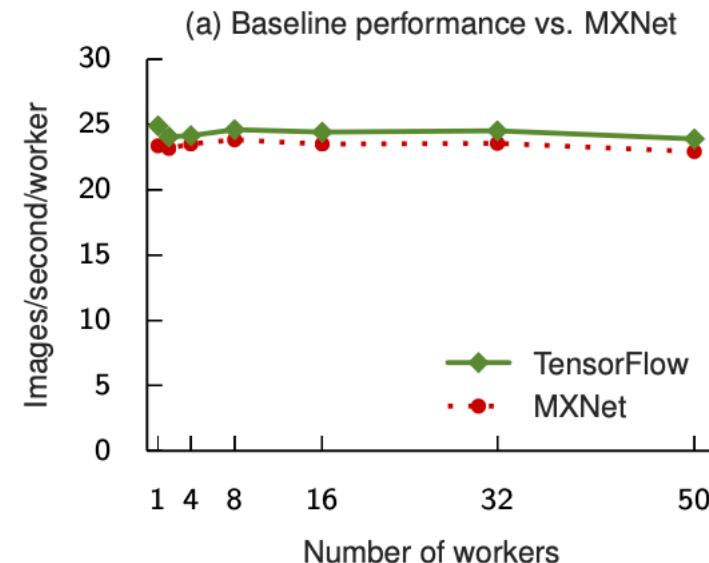
Key innovations

- Dynamic control flow
 - Can have conditional and iterative control flow – now possible to implement RNNs
- Nodes represent **single operations** and can hold and update state
 - Dataflow systems at the time: nodes represent functional computation on immutable data
 - **Abstracted computation kernels** for heterogeneous distributed systems
- Optimisation – can experiment with new algorithms
- Ability to scale up and down
- Really cool visualization system: **TensorBoard**

Experimental results

- Single-machine benchmarks
 - TensorFlow similar to Torch because they use the same **matrix multiplication library**
- Multi-machine benchmarks
 - TensorFlow compared to MXNet for the **Inception-v3** model
- **Key takeaway:** TensorFlow has similar performance to its competitors, but it is much more flexible!

Library	Training step time (ms)			
	AlexNet	Overfeat	OxfordNet	GoogleNet
Caffe [38]	324	823	1068	1935
Neon [58]	87	211	320	270
Torch [17]	81	268	529	470
TensorFlow	81	279	540	445



Limitations

- Algorithm to schedule nodes uses a greedy heuristic
- Paper does not show how fast ML training converges
- Paper does not show experimental results for RNNs
- Training for Reinforcement Learning is still too limited
- Not suitable for applications with strong consistency requirements
- Training slower than in other frameworks because of the use of cuDNN library for matrix multiplication
- Does **not** have **fine-grained control** over execution order and memory requirements

Impact & Future

- Widely adopted ML framework
- Used in hundreds of research papers
- Downloaded by millions of users
- Nowadays, TensorFlow is losing ground to PyTorch and the new MLGO

Any questions?