## UDON - A case for offloading to general purpose compute on CXL memory

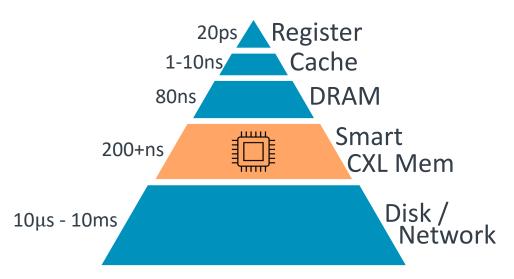
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### Vision of CXL Future

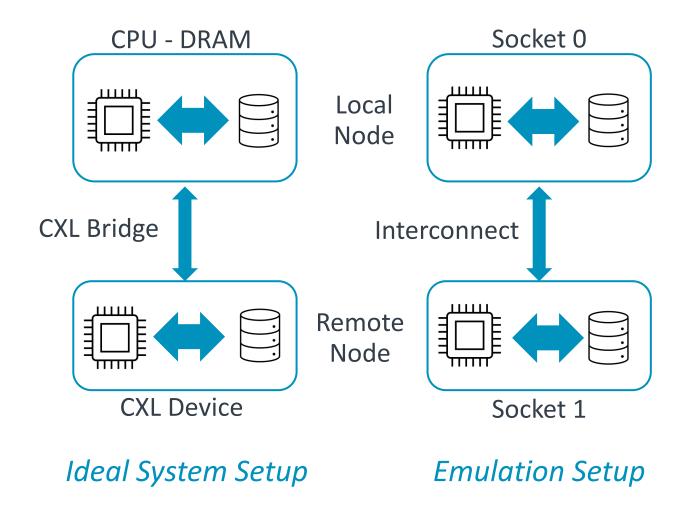
- We imagine a future where disagg memory is increasingly common
- -- Memory is expensive
  - Can be **50**% of server cost for Azure [1]
  - 40% of rack cost for Meta [2]



- Hemory BW bound app performance loss may follow ratio of single socket memory performance to socket-socket/socket-device
- -- Improvements to per-socket performance exacerbates this problem (mem wall)
- + Our idea: It should be possible to mitigate performance loss of CXL backed memory by dispatching targeted compute tasks to the memory pool
- -- Question: Do we need specialized In-Mem compute, or will general purpose CPU suffice?

### Modeling CXL without CXL Hardware

- Using the same strategy from Pond paper: forcing cross-socket NUMA access to emulate CXL link
- Measured: +100ns memory access
   delay, 32GB/s cross-socket bandwidth
- Real CXL hardware will be **no better** in terms of latency or bandwidth, so we expect all our findings to be a "best case" scenario



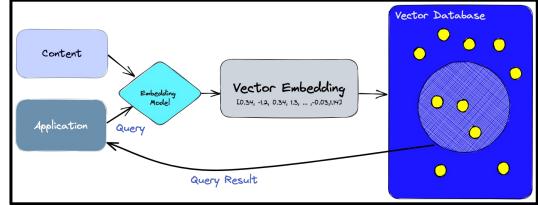
## Workload Analysis: VectorDB

#### **Vector Databases**

- What are vector databases?
  - <u>Vector databases</u> store and maintain **embedding vectors** from structured/unstructured data (i.e. text or images)
  - The distance of 2 embedding vectors in the vector space implies their semantic similarity
  - Traditional distance calculation is expensive. Vector databases use **vector indexing** to pre-calculate the distances to enable faster retrieval at query time

#### --- VectorDB codebase

- FAISS (Facebook AI Similarity Search): library by Meta, integrated into many VectorDB products (Milvus etc.)
- Key kernels:
  - + <u>1. Indexing</u>: different algorithms, pre-compute to enable fast search
  - + 2. Query: irregular accesses and BW pressure

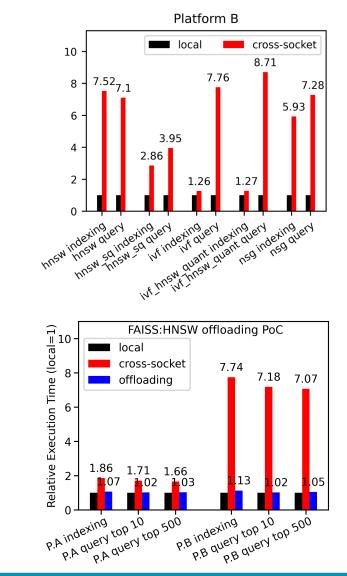


### VectorDB (faiss) HNSW kernel offloading

- + HNSW: Hierarchical Navigable Small Worlds
  - One indexing algorithm used commonly in VectorDB, uses layers to reduce the neighbor search space
  - Both indexing (write) and query (read) are memory sensitive

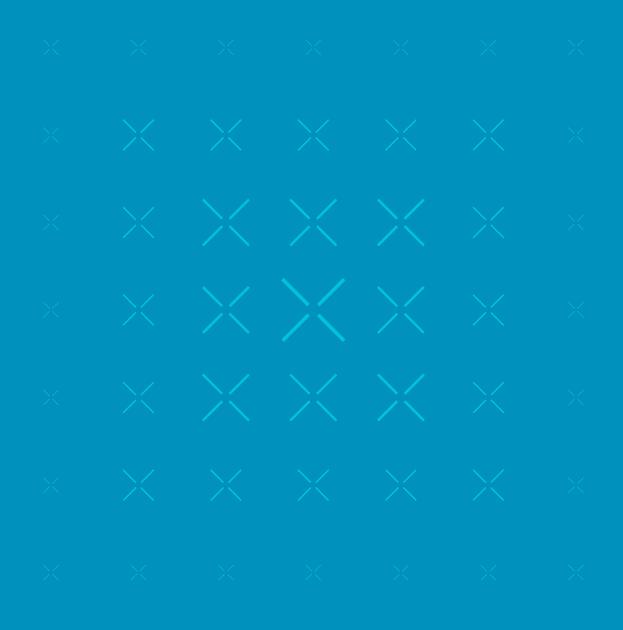
#### Proof of Concept offloading

- Two processes running separately:
  - + host runs the main app
  - + device runs an offloading service
- Results: For specific kernels, offloading PoC
   demonstrates huge performance benefit in near
   memory processing
  - Up to 7x improvement in latency
  - Limited overhead (under 10%)

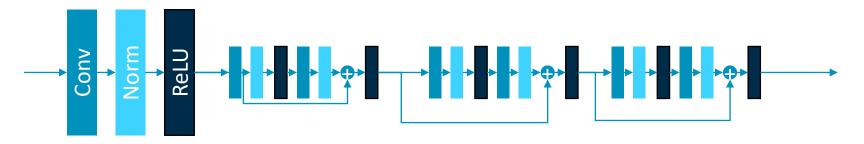


Platform B	Indexing	Query top 10	Query top 500		
Saving	6.87x	7.04x	6.75x		
Overhead	3.76%	5.84%	8.22%		

## Workload Analysis: ML Inference



#### **Typical Machine Learning Workload**



A simplified CNN model ResNet

- Model consists many operations structured in DAG (Directed Acyclic Graph)

- Convolution (Conv), Normalization (Norm), Activation (ReLU)
- Different models use different sets of operators
- Different kernels have very different characteristics

### Creating a Memory-Compute Placement Algorithm

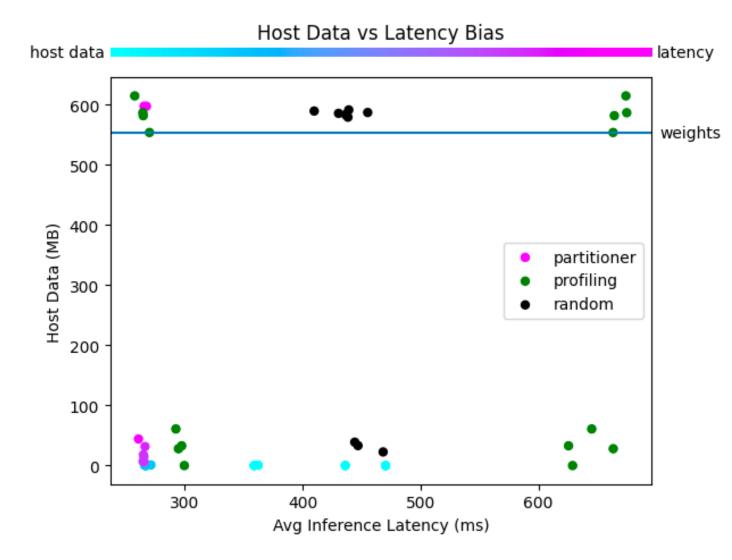
-- CXL Inference Serving - there exists a multi-objective function:

- Maximize the "far" CXL pool memory allocation
- Minimize the total run-time of the ML model (referred to as "latency")
- Weighted sum cost function w/ weights [0-1] selected to prioritize host data placement or latency

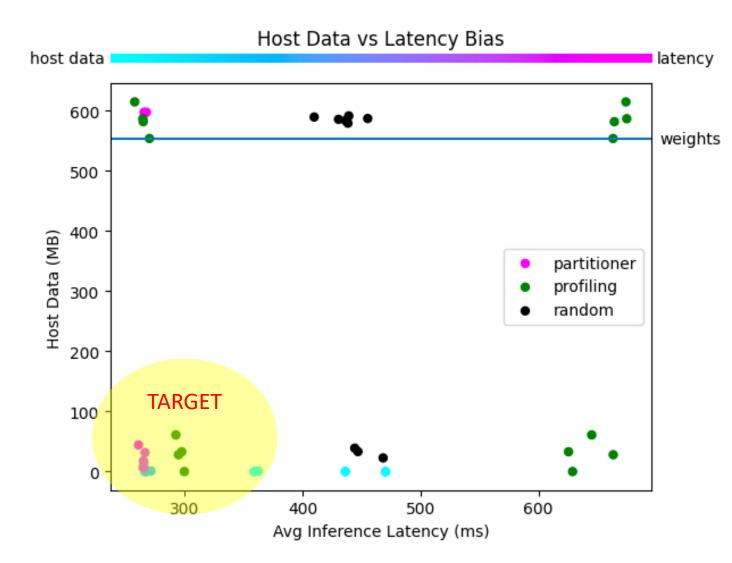
#### -- Offline Memory-Compute Placement Algorithm takes the cost function bias as input, and assign for each layer LOCAL/REMOTE:

- Weights
- Intermediate Tensors
- Compute

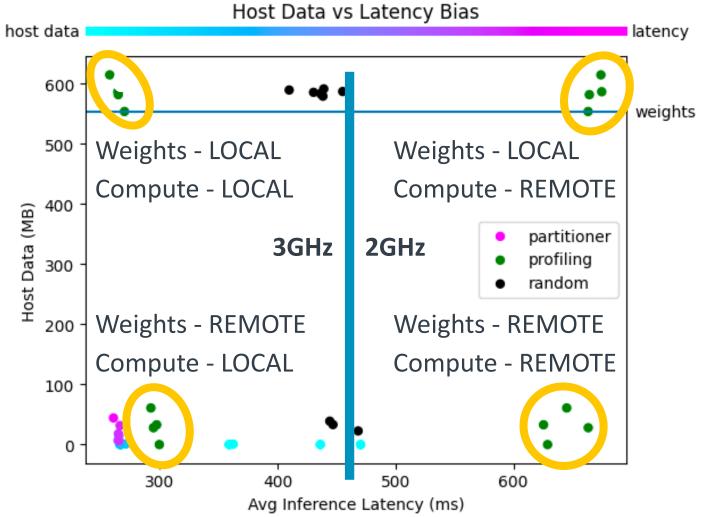
 To emulate "lesser" cores on CXL Mem Pool side, drop clock freq on socket 2 from 3GHz to 2GHz

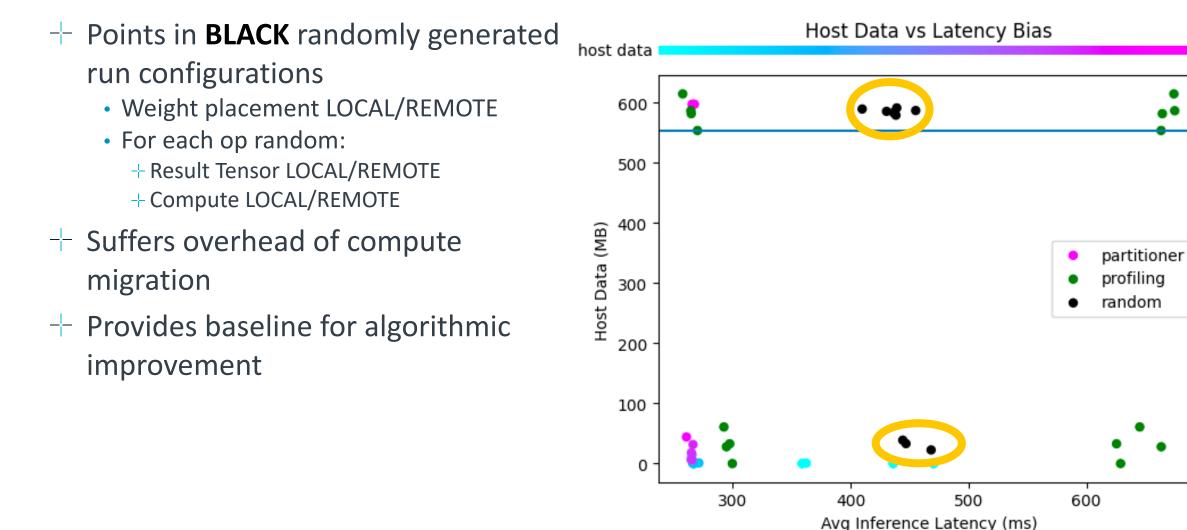


- Target of optimization is to find
   pareto frontier of solutions
- Measure of efficacy:
  - Given fixed amount of data placed on host, no solution should improve on latency that we didn't find
  - Vice versa for fixed amount of latency



- Points in GREEN captured during profiling step to generate perf lookup table used in partitioning strategy
- All intermediate tensors placements generated, then for each run w/ compute all LOCAL/REMOTE
- No migration -> no migration overhead
- Symmetry across X axis, as twin points differ by compute at 3GHz/2GHz



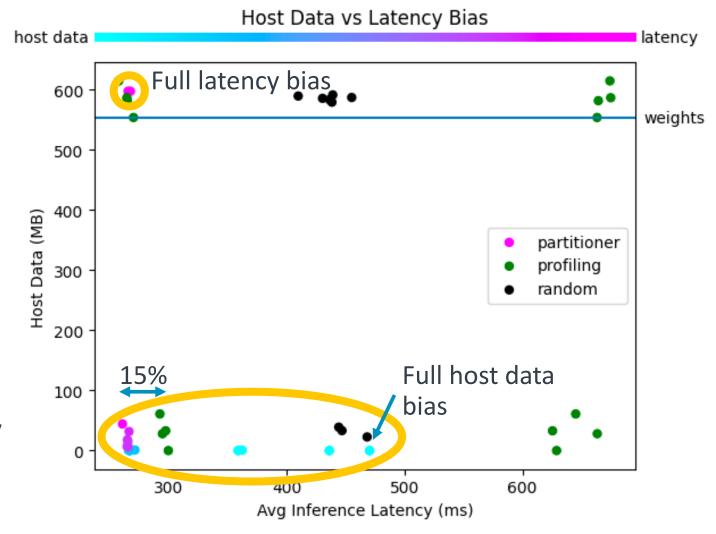


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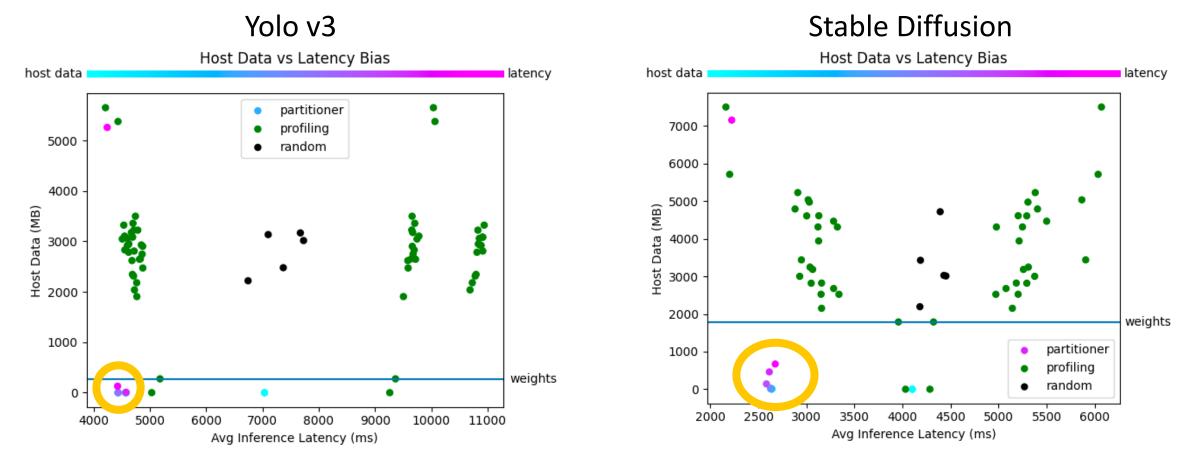
latency

weights

- Points in BLUE PINK spectrum captured based on user selected host-data or latency bias
- Sweep across host-data/latency bias evenly 0 -> 1
- 15% latency improvement vs no compute offload
- Takeaway: Intelligent mem
   partitioning and compute offload ->
   run models with nearly all memory
   remote with minimal latency penalty
- + Takeaway: Compute offload to slow cores recovers lost latency



#### Two other models, same result:



Results hold across models, and improvement scales with memory sensitivity. The best use of far memory in almost all cases needs to move both compute and data.

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### **Conclusion and Takeaways**

- Data Placement and Compute Placement are both important
  - The most efficient use of far memory *requires* compute offload; not just data placement
- Identifying and offloading memory-sensitive parts of applications using Near-Memory
   Compute helps mitigate the latency and bandwidth limitations inherent in these types of devices
  - In some cases, it can nearly recoup all lost performance
- **Challenges** of course exist to support adoption of function-level compute offload:
  - Software must be easily broken down into tasks and profiled for memory sensitivity
  - Host and CXL devices must share addressing if not be fully coherent for efficient offload
  - CXL devices need to include dedicated Near Memory Compute resources
- Automation of function-level profiling and offloading a good direction for future research

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						Merci 감사합니다
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