



DVABatch: Diversity-aware Multi-Entry Multi-Exit Batching for Efficient Processing of DNN Services on GPUs

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Background & Motivation











• DNN techniques are powering cloud services.







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- Dedicated accelerators like GPUs speed up DNN inferences.









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- Dedicated accelerators like GPUs speed up DNN inferences.
- Important to process DNN-based services efficiently on GPUs.



































Serving diversities <u>diminish</u> the efficiency of the single-entry single-exit scheme.









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• Assume that batch always have positive effects.

• An ongoing batch cannot be interrupted for adjustment.

• Cannot be configured to support various diversities.





• Assume that batch always have positive effects.

An ongoing batch cannot be-

A multi-entry multi-exit batch scheme?

• Cannot be configured to support various diversities.



Methodology

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- A runtime batch scheduling system integrated into existing frameworks
- A multi-entry multi-exit scheme for adjusting the batch on the fly.
- A holistic solution for different serving diversities.







• Holistic multi-entry and multi-exit scheme







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 - Slice DNN model into multiple stages (executors connected by queue).







- Holistic multi-entry and multi-exit scheme
 - Slice DNN model into multiple stages (executors connected by queue).
 - Three meta-operations for adjusting the batching.







• Workflow for a new DNN services







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- Load models and customize the scheduler.







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- Identify the serving diversities through and slice model.
- Load models and customize the scheduler.
- Exploit meta operations for efficient processing.





































*executor*_{*i*-1} when completing







Work well for the single-entry single-exit pipeline





• Validity problem for the multi-entry multi-exit pipeline.



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 - Scrambled access order due to Stretch and Split





- Validity problem for the multi-entry multi-exit pipeline.
 - Scrambled access order due to Stretch and Split
 - Work in parallel even with one buffer pair







- Manage stage executors with state transition rules.
 - Process with multiple buffer pairs without hazard.
 - Ensure correct access order of buffer pairs.
 - Support switching between serial and parallel work manner.



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Interface for Creating Policies

```
//stage executors run within a while loop
  void Run():
 2
 3
     Batch& inBatch = BatchQueue.Get();
    CheckBuffer(inBatch);//Check buffer pair
 4
 5
    Execute (inBatch);
 6
    Schedule(inBatch, outBatches);
7
    for (auto& batch : outBatches):
 8
       nextBatchQueue.Push(batch)
9
       getBuffer(); //get legitimate buffer pair
10
     updatePrExecutor();//update preceding executor
  //call Schedule to perform meta operations
11
12 void Schedule (Batch& inBatch, vector < Batch > &
       outBatches):
13
     BatchTable.update(inBatch);
    if userDefined1:
14
       outBatches = BatchTable.New(inBatch);
15
    else if userDefined2:
16
17
       outBatches = BatchTable.Stretch(inBatch);
    else if userDefined3:
18
19
       outBatches = BatchTable.Split(inBatch);
20
     else:
21
       outBatches.Copy(inBatch);
```





Interface for Creating Policies



• Executors continue to execute the

accepted batches and push new batches into the next batch queue.





Interface for Creating Policies



- Executors continue to execute the
- accepted batches and push new batches into the next batch queue.

- Users can define conditions to adjust the
 - on-going batch with three meta operations.





• Input Diversity: split the accepted batch into small batches with similar sequence length and run them in parallel.

• Operator Diversity: split the accepted batch at specific stage and run them in serial.

 Load Diversity: stretch the insufficient batch with newly arrived queries.



Evaluation

03





- Benchmarks:
 - BertBase, BertLarge: input and load diversity.
 - Unet, LinkNet: operator and load diversity
 - VGG19, ResNet152: load diversity
- Load Generating:
 - Arrival pattern: Poisson distribution
 - Input pattern: GLUE dataset

Hardware	CPU: Intel Xeon E5-2620, GPU: Nvidia Titan RTX
OS & Driver	Ubuntu: 18.04.6 (kernel 4.15.0); GPU Driver: 470.57
Software	CUDA: 11.4; TensorRT: 8.03; Triton 21.10
Benchmarks	Unet [56]; LinkNet [16];BertBase;
	BertLarge [27]; VGG19 [57]; ResNet152 [37]
Dataset	GLUE [59]





- Baselines:
 - ZeroBatch: batching with no extra time window.
 - DelayBatch: batching with a hand-tuned time window.



- Compared with ZeroBatch: 16.1%/39.0%/57.7% average latency reduction under high, medium, and low load.
- Compared DelayBatch: 35.4%/47.3%/48.5% average latency reduction under high, medium, and low load.

Robustness at Stepping Load



- All the benchmarks have lower latency with DVABatch than with DelayBatch in all cases.
- DVABatch increases 46.81% peak throughput for BertBase, 1.37 × peak throughput for BertLarge.



Conclusion







• We propose a multi-entry multi-exit batching scheme for efficient DNN service processing on GPUs.

 We provide a general scheduling mechanism that leverages meta operations, and state transition diagram to create policies for different serving diversities.

• We reduce 46.4% average latency and achieve up to 2.12× throughput improvement for the involved serving diversities.





- Omnipresent Diversity.
 - Existing DNNs may have a dynamic architecture in depth, width, and routing. As more dynamic attributes emerge, diversity spreads across new DNNs.
 - DVABatch is flexible to tackle diversities mentioned above, like layer-skip, early-exiting models.

- Intra-model Scheduling.
 - As DNNs grow larger and show more diversity, the execution of DNNs cannot be treated as a single function call.
 - Intra-model scheduling is a trend for future DNN inference of large models.





Thanks! Q&A

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