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# What is the Role of Flash in Data Ingestion within the AI Pipeline?

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# Outline

- Key takeaways
- Why is Data Storage and Ingest (DSI) key part of the AI pipeline?
- How Flash storage plays a key role in solving storage capacity vs. IO bandwidth scaling challenge?
- Results from storage trace analysis of DLRM preprocessing and training workloads
- Call to enhance existing MLPerf DLRM benchmark

# Key Takeaways

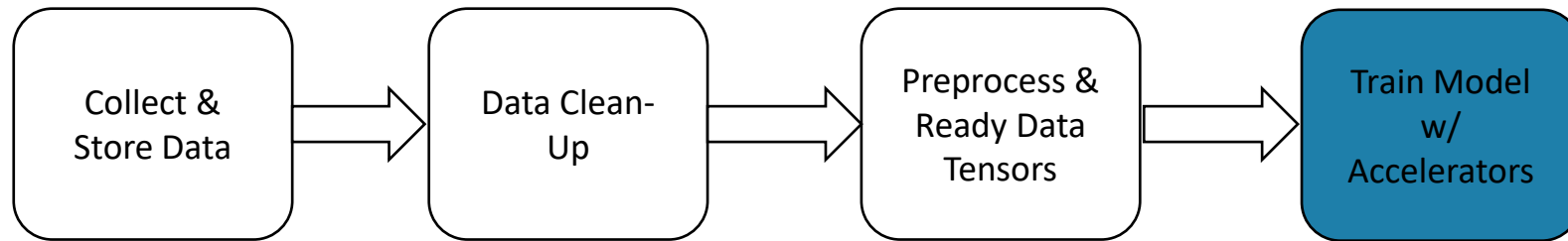
Data storage and ingestion (DSI) is a critical part of the AI pipeline

Deep Learning Recommendation Model (DLRM) training presents key challenges to storage capacity and IO scaling – Flash storage is key to tackling the scaling challenge

MLPerf Training DLRM benchmark captures training portion of the model

As a call to action, we highlight the need for an extension to the benchmark that captures DSI aspects of DLRM training

# AI Model Training – A Simple Pipeline



- AI models and accelerators are often the focus of a training pipeline
- The data storage and ingest (DSI) portion of the pipeline is equally critical
- DSI is designed to feed the accelerators without stall
- In this talk, we will focus on storage and ingest portion of the DLRM training pipeline

# Deep Learning Recommendation Model (DLRM) – Scale & Significance

Ref / Credit: Meta's DLRM Papers

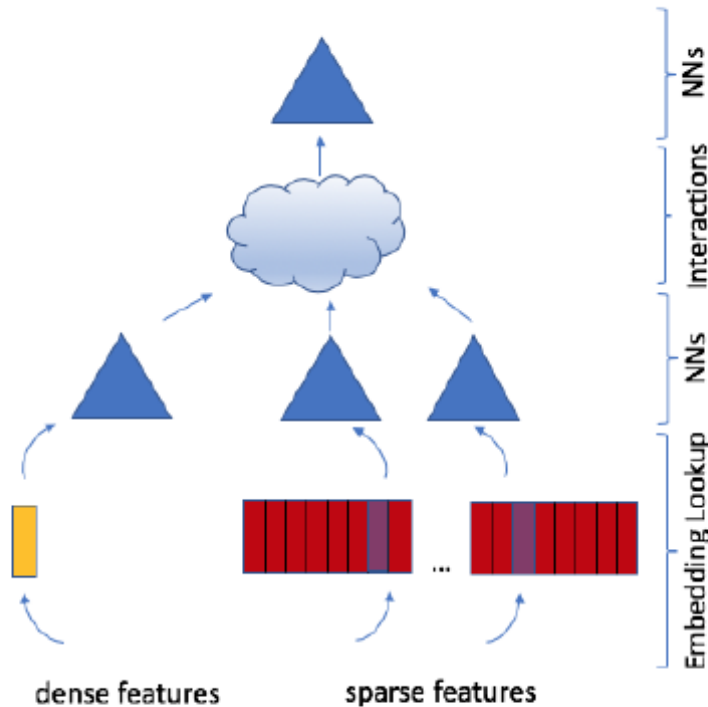
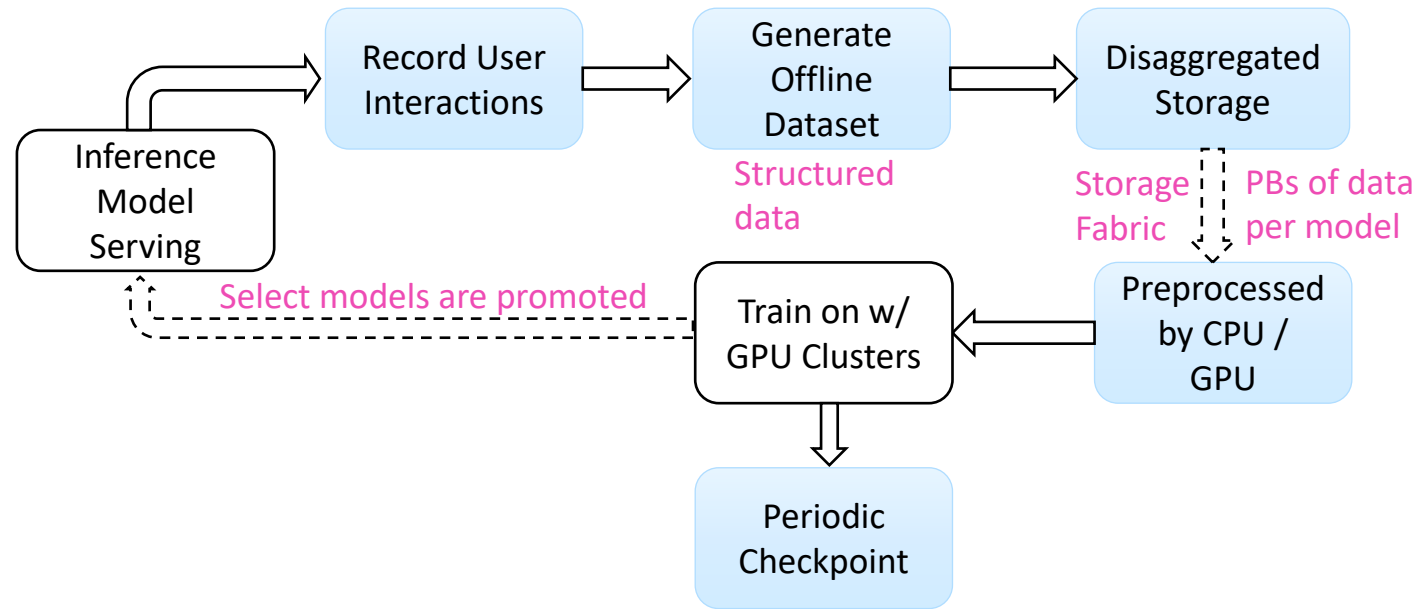


Figure 1: A deep learning recommendation model

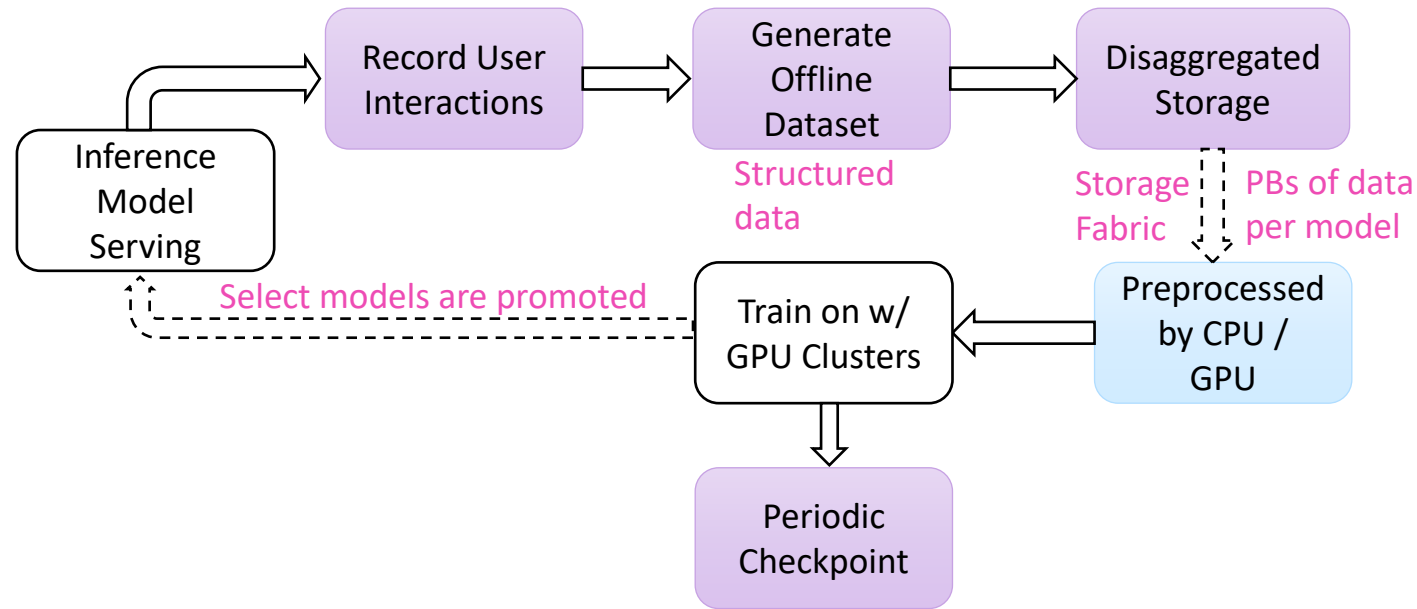
- ❑ Recommendation models are backbone for Meta, Netflix, Google etc.
- ❑ Multiple DLRM models are maintained, and new models are continuously trained and developed
- ❑ Model parameters:
  - ❑ MLP
  - ❑ embedding tables
- ❑ One of Meta's models has 12 trillion parameters
- ❑ Size of embedding tables is a key bottleneck and often tiered in host memory (DRAM)
- ❑ Meta's model embedding table is 96 TB (or 24 TB compressed)
- ❑ Models are trained on Petabytes of data
- ❑ Scalable DSI is critical in transporting PBs of data to accelerators

# DLRM Training Pipeline—An Illustration



- ❑ DLRM pipeline is a closed system – DSI portion of the pipeline is highlighted in Blue
- ❑ Data for subsequent training grows with every user interaction
- ❑ Petabytes of data is read out of storage → preprocessed to form tensors → fed to trainers
- ❑ DLRM training is a single-epoch process
- ❑ Total power budget = power for Storage + power for preprocess + power for trainers

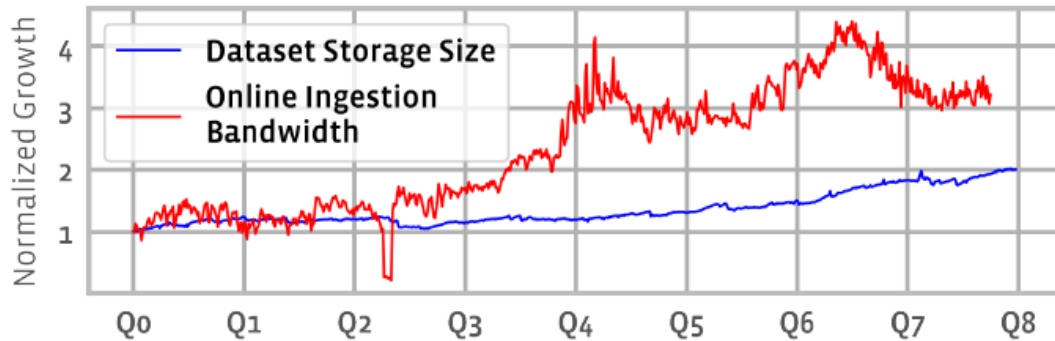
# Role of Storage in the DLRM Pipeline



- ❑ User interactions are logged and stored in a database
- ❑ Logged data is cleaned and structured and stored as Data Warehouse tables
- ❑ Tables, often in compressed formats, are stored in distributed storage lake – often exabyte scale of storage
- ❑ Periodic checkpointing during training is critical to recover from failures
- ❑ Storage and IO bandwidth needs are met with the right mix of HDDs and SSDs ← **Scaling Challenge**

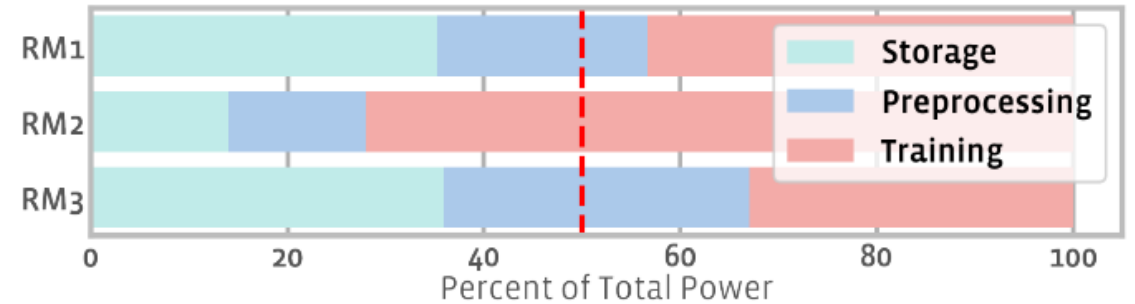
# Scaling Challenge for AI Training – Meta’s Solution

Ref / Credit: Meta’s Understanding DSI paper



- ❑ Dataset storage size has grown 2x in 2 years
- ❑ IO bandwidth demand has grown 4x in 2 years
- ❑ A scalable architecture should meet storage and IO demands

Ref / Credit: Meta’s Understanding DSI paper

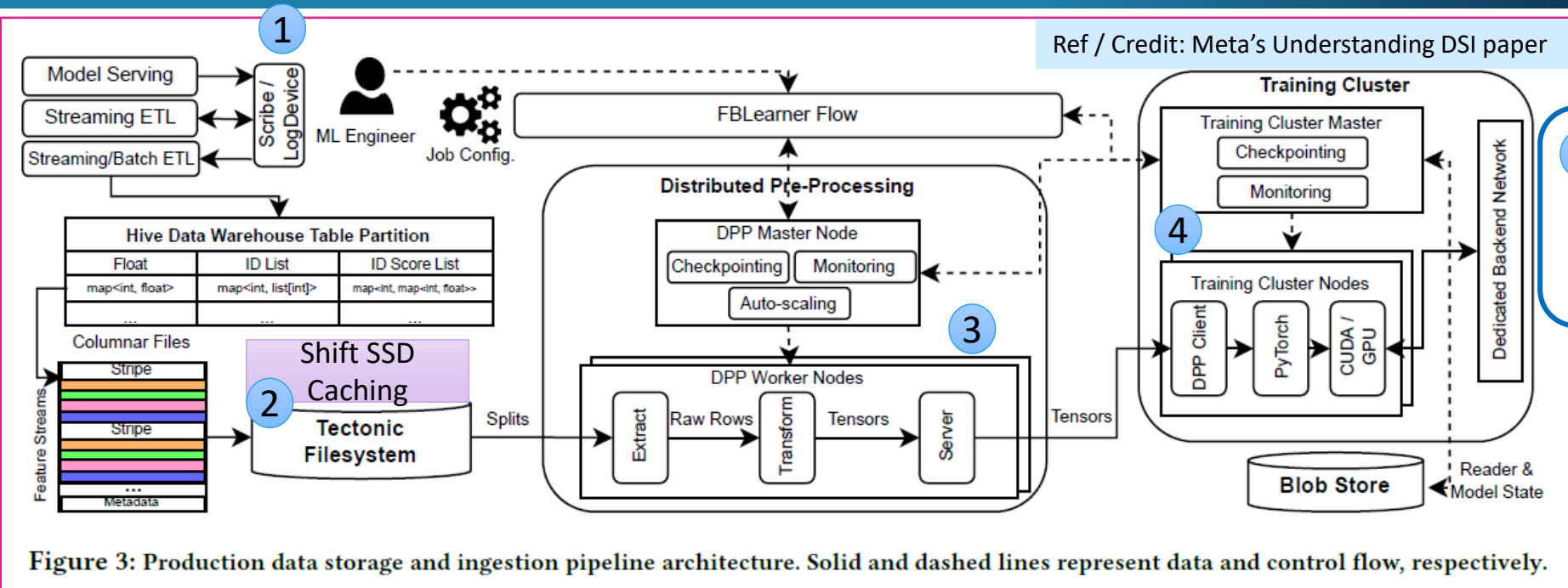


- ❑ > 40% power is spent on Storage + Preprocess
- ❑ Less power for trainers → inefficient use of compute
- ❑ Power is an important dimension in scaling

- ❑ Meta solves IO scaling with an SSD caching layer over Tectonic (HDD-based) called Shift
- ❑ Data in Shift is not durable, and Shift leverages underlying Meta’s CacheLib
- ❑ Tectonic-Shift saves 29% of power relative to using HDDs alone



# Key Characteristics of Meta's DLRM Pipeline



**1** User interactions are logged  
→ growth in training dataset

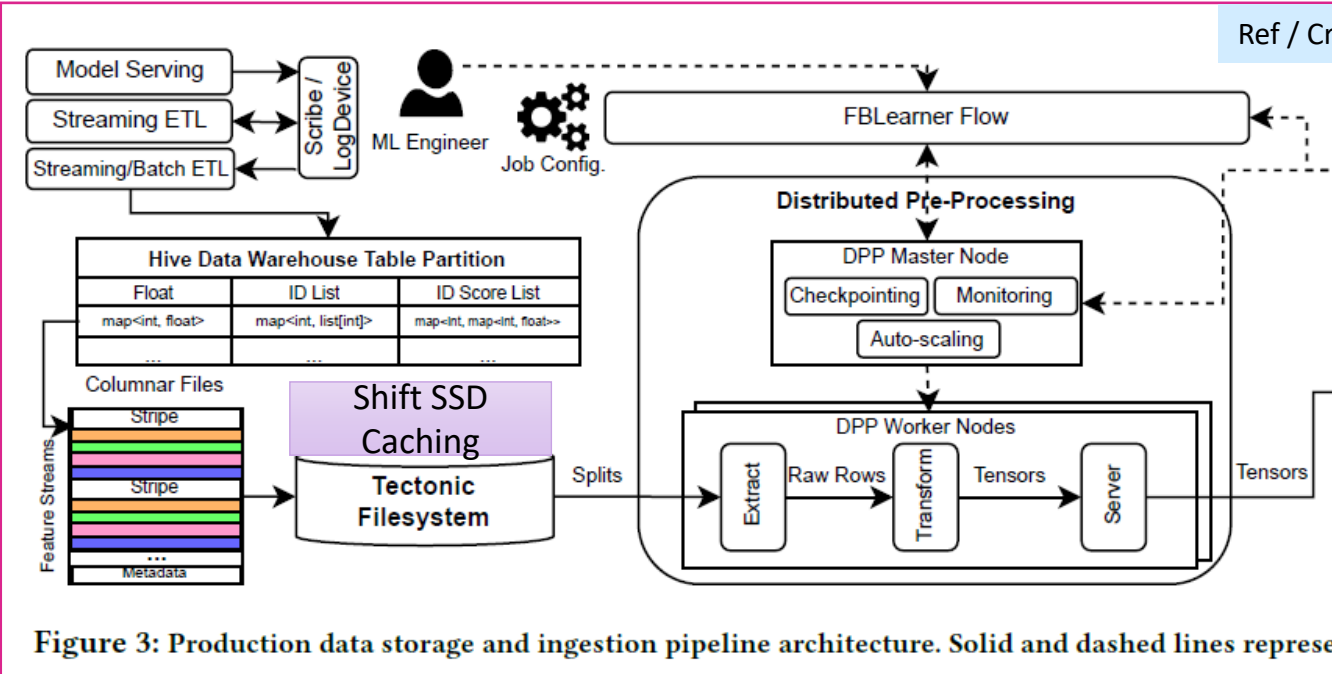
**2** Data compressed and stored in chunk store

- SSD Cache serve AI data → leverages data locality across RM jobs → Help tackle scaling challenge

**3** Pre-processing is inline

- Splits are independent and self-contained work items managed by preprocessing worker nodes

# Key Characteristics of Meta's DLRM Pipeline



Ref / Credit: Meta's Understanding DSI paper

## Meta's DLRM Pipeline

- Data stored in columnar format in a distributed filesystem
- Significant portion of DLRM data is read out of SSD caching layer
- Inline preprocessing of data includes decompression, decryption, transformation, and data filtering
- Preprocessing is self-contained within a mini-batch operated by a DPP worker

# MLPerf Training Benchmark - DLRM

Ref / Credit: <https://mlcommons.org/benchmarks/training>

- ❑ MLPerf Training benchmark suite measures how fast systems can train models to a target quality metric
- ❑ Each benchmark is defined by a Dataset and Quality Target for training
- ❑ Here, we focus on results from our DLRM benchmarking effort

## DLRM Model

- ❑ Large DLRM model w/ 13 numerical, 26 categorical, and 1 true label features
- ❑ Large DLRM model consumes ~132 GB of VRAM on GPU HBM → ~4 A100 GPU HBM capacity is required

## Dataset

- ❑ 1 TB of raw data (Criteo Click 1 TB dataset)

## Preprocessing

- ❑ Offline preprocessing of the dataset
- ❑ Raw data converted to columnar compressed parquet format
- ❑ Categories converted to contiguous integer representation
- ❑ Missing numerical values are zeroed and feature values are normalized

## System & Tracing

- ❑ AMD EPYC 7742 128-Core Processor (2x64)
- ❑ NVIDIA A100 – 8x 40 GB
- ❑ NVMe Tracing using libpf

## Reference

- ❑ [Github-NVIDIA-DeepLearningExamples](#)

# DLRM Storage Trace Analysis - Results

Storage Trace	DLRM Preprocessing w/ GPU	DLRM Preprocessing w/ CPU	DLRM Training on GPU
<b>Experimental Setup</b>	1 Preprocessed with 8 GPUs	Preprocessed with 2 64-core CPUs	Trained with 8 GPUs: batch size = 8K, # of batches = 64014
<b>What's in storage?</b>	Criteo click dataset in Gen. 4 drive	Criteo click dataset in Gen. 4 drive	Preprocessed dataset in 2 Gen. 4 drives (RAID0)
<b>Run time (secs)</b>	1900	5181	445
<b>% Read Volume (#)</b>	72 (7.7M)	55 (17M)	100 (469K)
<b>Perf. (MBpS)</b>	4 1500-6000 <sub>Read</sub> 3000 <sub>Write</sub>	500-6000 <sub>Read</sub> 1800-3000 <sub>Write</sub>	454 <sub>Read</sub>
<b>QD</b>	250 <sub>mean</sub> → 10 <sub>mean</sub>	1-11	4-5
<b>Read Payload (KB)</b>	2 512 <sub>90%</sub>	512 <sub>89%</sub>	512 <sub>71%</sub>
<b>Read – Sequential Volume %</b>	4 43-55	50-90 (in large portions of the trace)	68
<b>Write Payload (KB)</b>	2 1280 <sub>65%</sub>	1280 <sub>40%</sub>	N/A
<b>Write – Sequential Volume %</b>	3 85-95	90-99 (in large portions of the trace)	N/A

Preprocessing is an offline task 1

Read and write payloads are large 2

Writes during preprocessing are sequential 3

Reads on certain portions of the workload are highly sequential 4

Performance demands from storage are time-variant 5

# Meta's DLRM Pipeline vs. DLRM Benchmark

Meta's DLRM Pipeline	DLRM Benchmark
Preprocessing is inline with training	Preprocessing is offline and separate from training
Data stored in columnar format in a distributed data warehouse format	Data is converted to a columnar parquet format as part of preprocessing
Training consume PBs of data with portions read out SSDs	Training consumes TBs of data
Key innovations in data placement on storage devices to enable features filtering	Feature column filtering is not supported

## Call To Action

- Create more representative benchmark datasets
- Place data on storage devices like that in large production pipeline
- Create an option to make preprocessing inline with training

# Key Takeaways

Data storage and ingestion (DSI) is a critical part of the AI pipeline

Flash storage is key to tackling the storage capacity vs. IO bandwidth scaling challenge – often, large dataset for training is stored in flash storage

MLPerf Training DLRM benchmark captures training portion of the model

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