Current Hardware Specifications and the Needs at NIST







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Outline



- Hardware
- Software
- Containers

Hardware Trends (Disks and RAM)



- Disk (sequential)
 - HDD ~ 100-200 MB/s, \$
 - SATA3 SSD ~ 550 MB/s, \$\$
 - PCIe NVMe SSDs (peak), \$\$\$
 - Gen 3 ~ 3500 MB/s, year ~2013
 - Gen 4 ~7000 MB/s, year ~2019
 - Gen 5 ~14000 MB/s, year ~2021
 - Gen 6 ~28000 MB/s, year ~2024
- RAM (per channel)
 - DDR3-1600 ~12800 MB/s
 - DDR4-3200 ~25600 MB/s
 - DDR5-4800 ~38400 MB/s
- Transformative impact on storage speed, within very short timeline

Hardware Trends CPUs



- Intel, AMD, ARM CPUs all packing more cores per socket
 - Workstation with 64 physical cores
 - Servers with 192+ physical cores (growing year-by-year)
- Clock speeds increasing
 - Dynamic overclocking (increases clock speed given enough cooling)
 - Increases the number of instructions per second

- Hardware-accelerated vector instructions
 - AVX512, packing 512-bits into a single instruction
- High memory bandwidth
 - 12-channel memory controllers

Hardware Trends GPU Compute Capabilities NIST

- NVIDIA's specifications for capabilities of a GPU
- Each generation of GPU falls in a version of the compute capability
 - P100: compute capability: 6.0, H100 compute capability 9.0
- Define capabilities of hardware
 - TensorCore requires compute capabilities 7.x or greater

Compute capabilities map to GPU hardware architecture (NVIDIA)

- CUDA Software is compiled with specific versions of compute capabilities
 - nvcc -arch=compute_60,compute_70
- Typically supports forward compatibility (older compute capabilities work on newer GPUs)
 - Some software this is not the case
 - PyTorch, Tensorflow requires recompilation to target newer GPUs

Software



Traditional image processing workflows

- Whole image analysis
 - Require analysis on every pixel in an image
 - Might require fitting entire image in RAM
- Partial/Tile-based image analysis
 - Targeted towards working on regions of an image
 - Region contains enough signal to analyze
 - Requires loading only a regions of an image at a time
- Output: metadata or transformed image(s)
 - Types of outputs could cause failure points if not careful
 - Example: Outputting several large images

Hardware Impacts:

- Memory implications
 - Whole image versus tile-based
- Execution time
 - Multi-core solutions versus GPU
 - Loading image for disk
 - SSD vs HDD vs NVMe SSD

Failure Points:

- GPU hardware requirements
 - Compute capabilities
- Out-of-memory
- Processing taking too long
- No disk space for output
- Others?

Software – Al

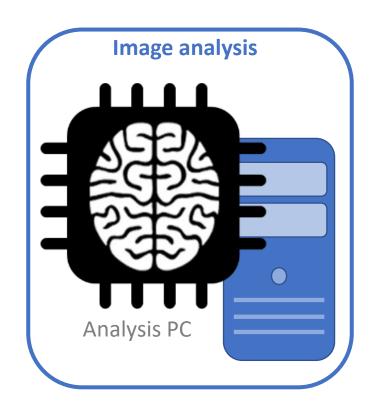


Utilize Artificial Intelligence to analyze images

- Tiling approaches for large resolution images
- N-dimensional analysis (3D convolutional networks)
- Outputs
 - Semantic segmentation, object detection, classification, ...
- Al training? Or only Inference?

Hardware impacts:

- Inference-only
 - Excellent mechanism for image analysis
- Training
 - Compute, time, and memory intensive



What does this mean for containers?



Resource Requirements are specified

Useful to identify minimum requirements to run container

Ensures proper execution if container has specific requirements

- CPU features, GPU features
- Instruction set for CPU, GPU compute capabilities

Challenge:

- Legacy containers might not run on new hardware
 - Example: Upgrade GPUs to next generation
 - Requires mechanism to rebuild container
 - Recompilation of software or dependencies
 - Target next generation hardware

Property Type

ramMin number

<u>coresMin</u> number

<u>cpuAVX</u> boolean

cpuAVX2 boolean

gpu boolean

<u>cudaRequirements</u> object

https://github.com/usnistgov/fair-chain-compute-container/blob/master/docs/manifest-properties-computational-tool-resource-requirements.md

cudaRequirements:

Property Type

<u>deviceMemoryMin</u> number

cudaComputeCapability String or array

https://github.com/usnistgov/fair-chain-compute-container/blob/master/docs/manifest-properties-computational-tool-resource-requirements-properties-gpu-cuda-related-requirements.md

What Hardware is Needed?



Heterogenous system

- CPU + GPU + variety of architectures
 - What kind of support do we want to have for legacy containers?
 - Is it reasonable to have access to source code to recompile legacy containers?
- Different instruction set architectures?

Al workloads will consume a tremendous amount of compute

- Especially if you want to include training
 - May require multi-GPU or even multi-node

How many compute nodes?

- How many concurrent users?
- What execution time for workflows?

Missing anything in the container spec?



- Estimating execution requirements
 - Memory usage could be based on input
 - Execution time estimation to ensure reasonable execution (avoiding starvation)
- Do we need a more dynamic structure that can be used?
 - Or is this too much to ask for container developers?
- Possible to track this metadata as containers are executed
 - Keep track of statistics to measure averages



Thank you