THE AI DEVCON 2018



ACCELERATE MACHINE LEARNING ON MACOS WITH INTEL® INTEGRATED GRAPHICS

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APPLE MACHINE LEARNING STACK





ML USAGE ON MACOS



*source: developer.apple.com

INTEL AI DEVCON 201

USING CORE ML



- Easy to use high level framework for ML needs
- Easy to integrate ML models in your code
- Provides tools to convert already trained model to core ML models
- Core ML can use CPU or GPU path depending on the application profile
- Built on top of highly optimized CPU and GPU primitives
- Complexities are abstracted from the application

Machine Learning Application 1



CORE ML WORKFLOW

- Integrate model in xcode
 - Load existing .mlmodel provided by Apple or
 - Convert already trained model(caffe, keras etc) to core ML model (.mlmodel)
- do predict:
 - all the magic will happen underneath

Convert to Core ML



https://pypi.org/project/coremItools/

USING METAL PERFORMANCE SHADERS (MPS)

- Can build your ML application directly using Metal Performance Shaders (MPS)
- Low level primitive based framework: MPSCNN, MPSMatrix etc
- More control and low overhead: create the topology graph
- Executes on the GPU
- Optimized for the underlying GPU





ACCELERATE USING INTEL® INTEGRATED GPU



END-TO-END AI COMPUTE





- All Macbook lines have Intel[®] Integrated GPU = take advantage of already built-in engine for ML needs
- MPS Intel layer highly optimized for Intel[®] Integrated GPU = High HW efficiency
- No need to write your own algorithms for ML primitives = use MPS or core ML
- Offload the CPU



INTEL® INTEGRATED GPU FOR AI

- Performs 3D/media/display and GPGPU (compute)
- All MacBook and MacBook pro lines comes with Intel Integrated Graphics
- EUs (execution units): executes GPGPU kernels
- Raw compute capability measured in FLOPS or OPS; but memory bandwidth and efficiency key
- Run Al Inference on GPU using set of ML primitives → MPS





INTEL ® INTEGRATED GPU FOR AI ON MACOS

Highly tuned and optimized algorithms are used for Intel[®] Integrated GPU

80% HW efficiency

Based on the use cases and data-set, highly tuned kernels are deployed to maximize performance

Common use cases heavily optimized to fit the HW resources

Different algorithm deployed to maximize performance (ex. various conv)

Use of Custom Hardware Features

Uses HW features to accelerate MPS primitives to fit the hardware best

Kernel Selection Framework

Based static profiling and input combination picks the best implementation for the primitimives

Optimized for key topologies such as : Inception, VGG, Resnet, Alexnet, Mobilenet etc

PERFORMANCE CASE STUDY



MPS ON INTEL

PERFORMANCE: VS HW



1400 1200 1000 800 600 400 200 0 102410241024 153^{61,15361,1536} ~28⁴~28⁴~28 07684076840768 1280+1280+1280 17924 1924 192 20487204872048 2304220422304 25601256012560 30122301223012 35847358473584 409⁶⁷⁴⁰⁹⁶⁷⁴⁰⁹⁶ 25672567256 51275127512 6476476A

HW Theoritical Max

MPSIntel

80% HW Theoritical Max

INTEL AI D

fp16 GEMM

**See disclaimer section

WebML POC using optimized MPS



PROPOSED *WEBML*: ACCELERATED WEB MACHINE LEARNING API



- Standard-based ML Web API focus on pre-trained model inferencing
- Integrate with other Web APIs, e.g. text, multimedia, sensors and VR/AR, for realtime AI-based apps on client devices
- Web ML workloads run on top of OS ML API and fully exploit the CPU/GPU/Accelerator performance on client devices

WEBML POC

• Prototype WebML API in Chromium M65 on MacOS



inference time: 14.60 ms

#	Label	Probability
1	computer keyboard, keypad	90.82%
2	space bar	4.89%
3	typewriter keyboard	3.69%



inference time: 14.90 ms

#	Label	Probability
1	toilet tissue, toilet paper, bathroom tissue	54.74%
2	studio couch, day bed	13.84%
3	paper towel	7.07%

PERFORMANCE SUMMARY



- Observed significant speedup on CPU/GPU comparing to existing Web APIs
- Can bring close-to-native performance to Web apps
- Will scale with new dedicated ML hardware accelerators



Resnet50 based Image Prediction

**See disclaimer section





TAKE ADVANTAGE OF INTEL® INTEGRATED GPU Compute Power to do inference on macos!!!



More info, reference, resources...

Apple Machine Learning:

https://www.developer.apple.com/machine-learning

Intel Graphics:

https://www.intel.com/content/www/us/en/architecture-and-technology/visual-technology/graphicsoverview.html

https://en.wikipedia.org/wiki/Intel_HD,_UHD_and_Iris_Graphics

MPS:

https://developer.apple.com/documentation/metalperformanceshaders

WebML:

https://discourse.wicg.io/t/api-set-for-machine-learning-on-the-web/2491/9



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Configurations used for test and perf data: Macbook Pro 13" with Intel Iris Graphics 550, 530 some with fixed 850Mhz frequesncy and some with dynamic frequency. All testing was performed at Intel

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