

**ALISON B LOWNDES**

AI DevRel | EMEA

*@alisonblowndes*

October 2018



[www.FrontierDevelopmentLab.org](http://www.FrontierDevelopmentLab.org)



NASA  
**FRONTIER**  
DEVELOPMENT LAB



esa

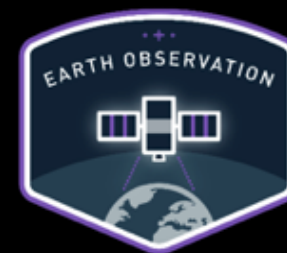


IBM





A MISSION CONTROL  
FOR SPACESHIP EARTH



KICK OFF WORKSHOP  
ESA ESRIIN, ROME  
25th - 29th June '18

RESEARCH SPRINT  
30th June - 17th August



<https://devblogs.nvidia.com/paralleforall/inside-volta/>

# TESLA V100 32GB

5,120 CUDA cores  
640 NEW Tensor cores  
7.5 FP64 TFLOPS | 15 FP32 TFLOPS

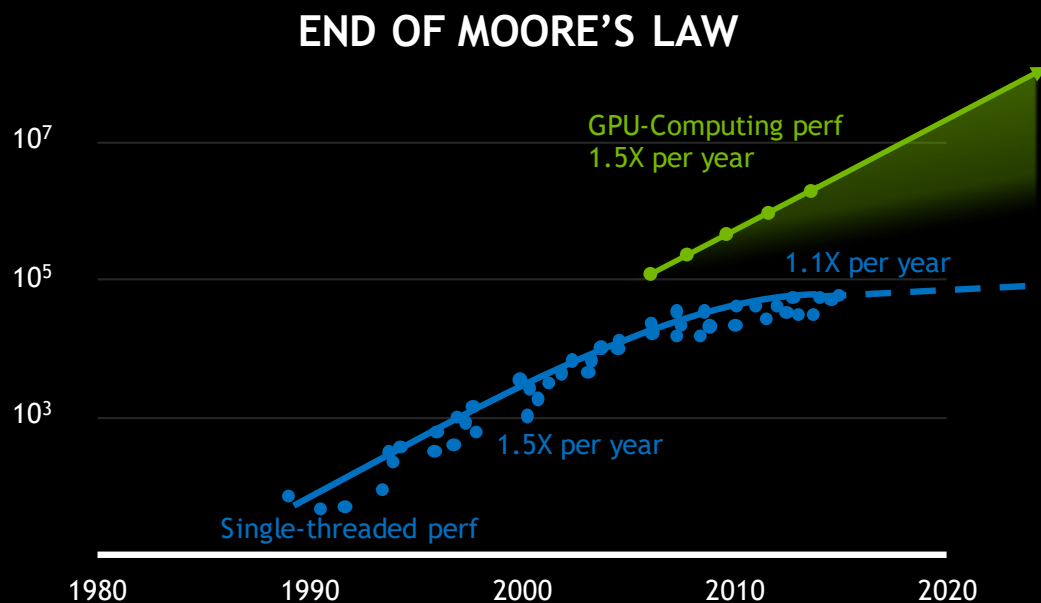
**120 Tensor TFLOP**

20MB SM RF | 16MB Cache | 32GB HBM2 @ 900 GB/s  
300 GB/s NVLink

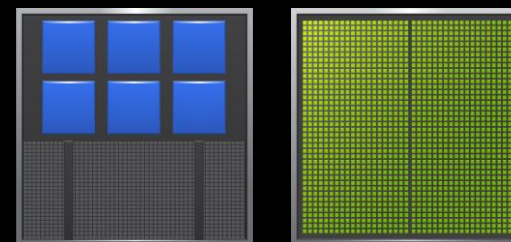


# THE RISE OF GPU COMPUTING

Big Data Needs Algorithms and Compute That Scales

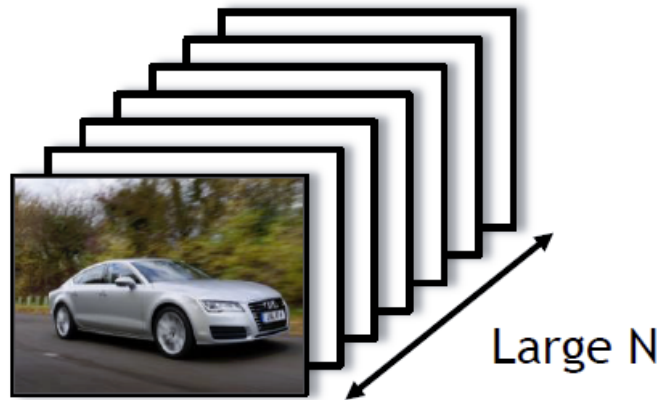


### CPU vs. GPU

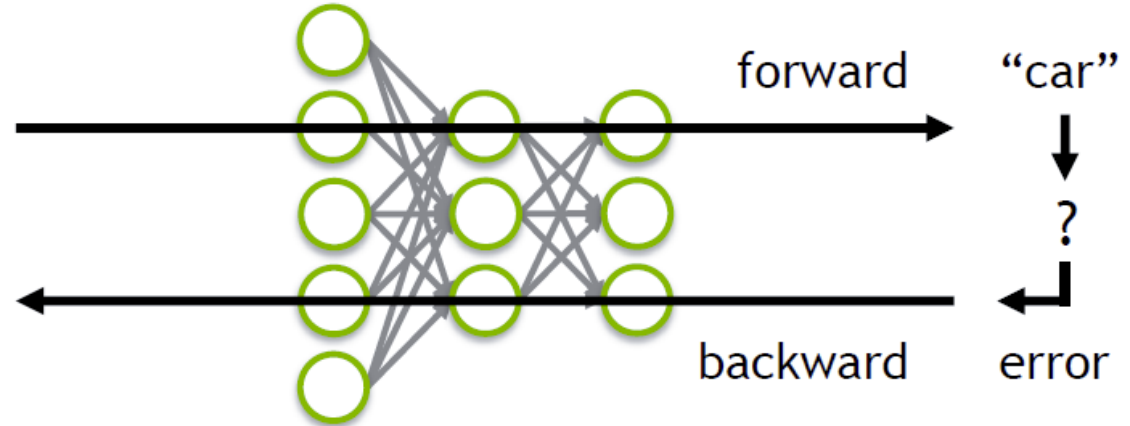


Original data up to the year 2010 collected and plotted by M. Horowitz,  
F. Labonte, O. Shacham, K. Olukotun, L. Hammond, and C. Batten Newplot and data collected for 2010-2015 by K. Rupp

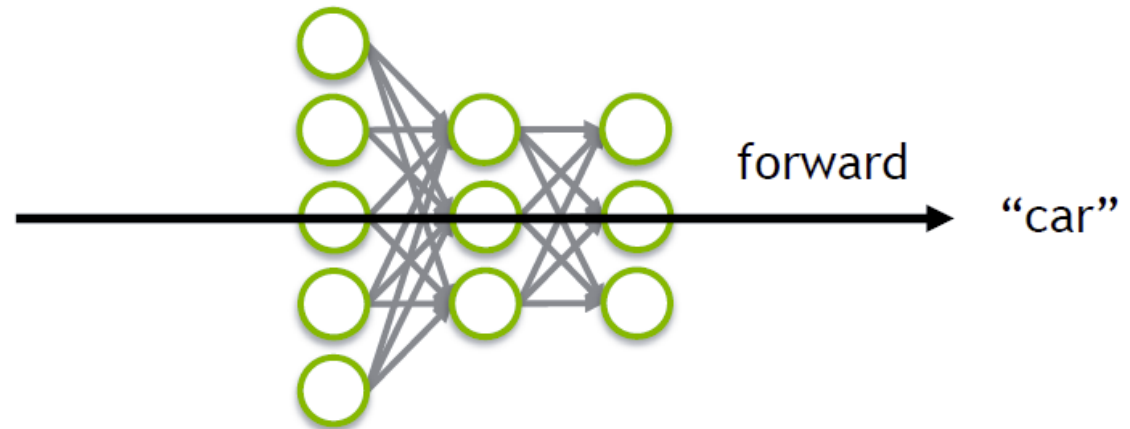
# TRAINING VS INFERENCE



TRAINING

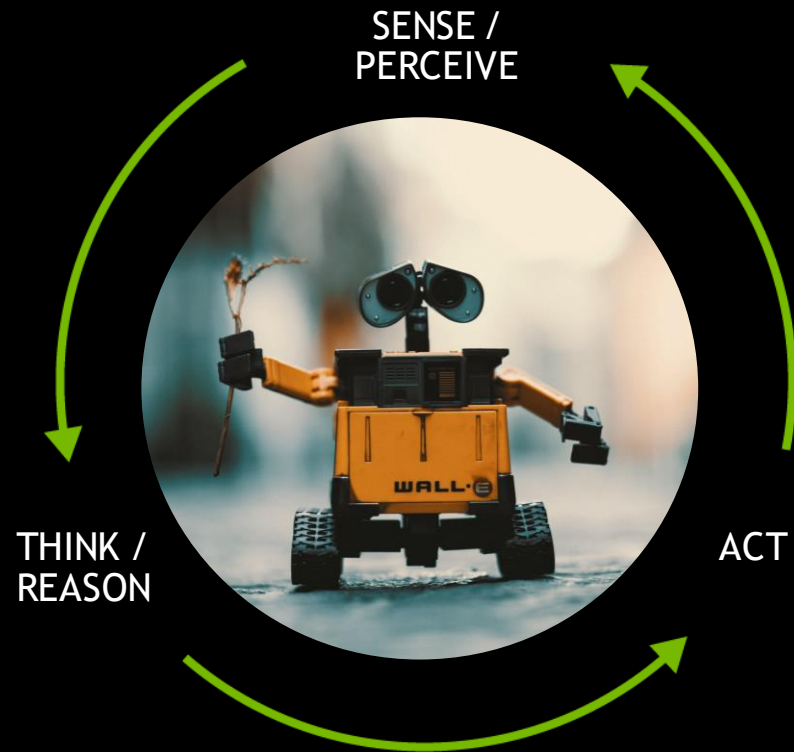


INFERENCE





# ROBOTS





- RL CMU Humanoid
- RL Rigid Terrain
- RL Full Humanoid
- RL Ant
- RL Atlas Flagrun
- RL Hard Flagrun
- RL Fetch - Rigid
- RL Fetch - Rope
- RL Fetch - Cloth

Options

Global

- Emit particles
- Pause
- Wireframe
- Draw Points
- Draw Fluid
- Draw Mesh
- Draw Basis
- Draw Springs
- Draw Contacts
- Draw Joints

Reset Scene

- Jacobi
- LDLT
- PCG (CPU)
- PCG (GPU)

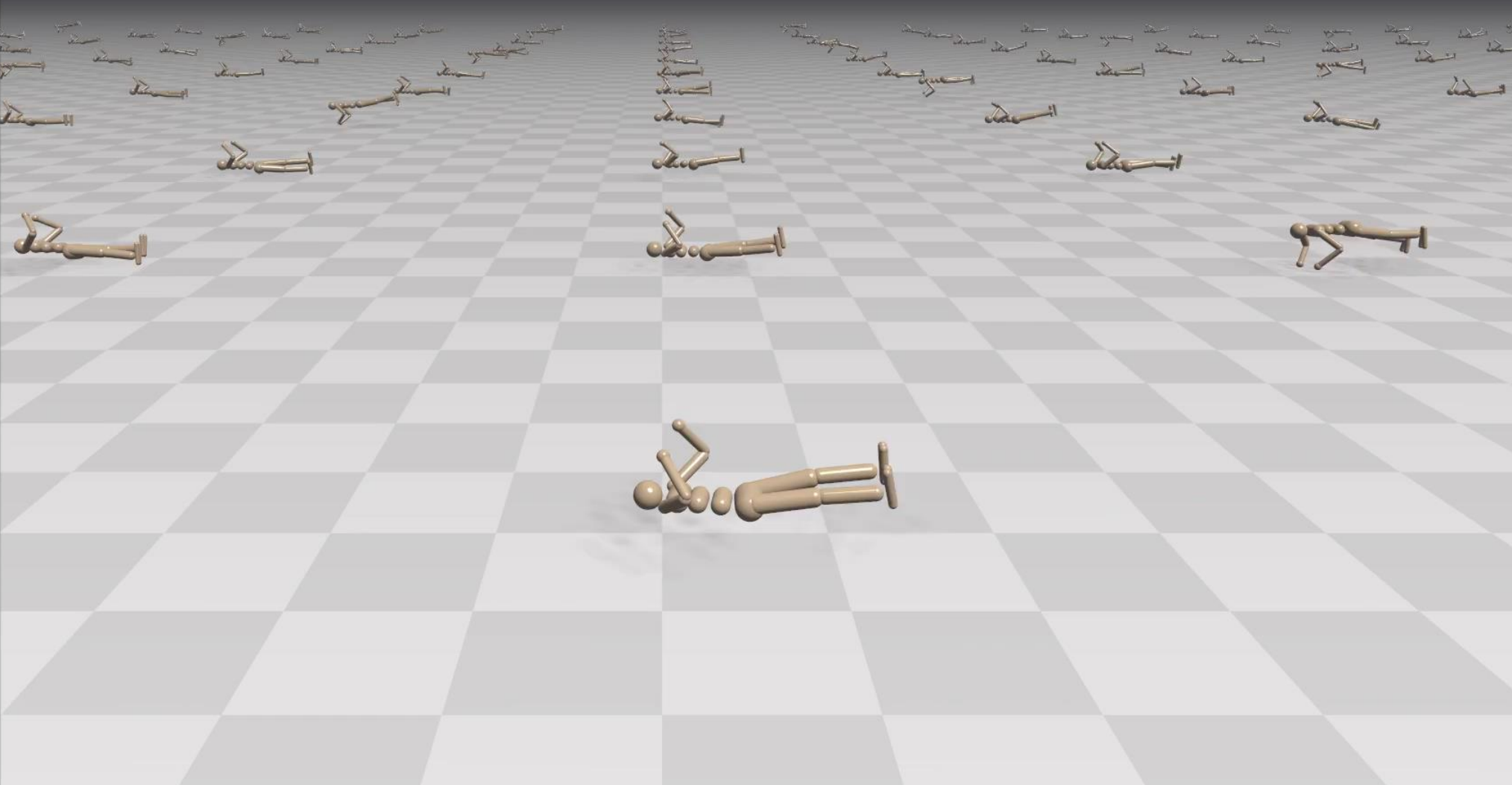
Num Substeps 4  
 Num Outer Iterations 30  
 Num Inner Iterations 20

Gravity X 0  
 Gravity Y -10  
 Gravity Z 0

Radius 0.15  
 Solid Radius 0.150  
 Fluid Radius 0.000

SOR 1.00  
 Geometric Stiffness 1.000

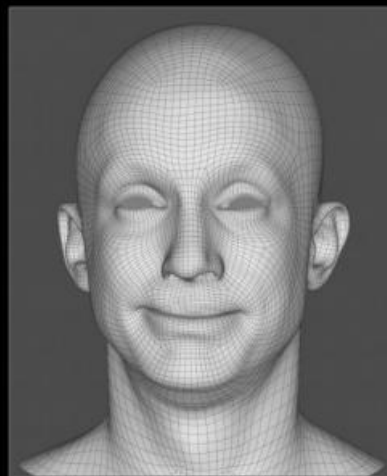
Particle Count: 0  
 Diffuse Count: 0  
 Shape Match Count: 0  
 Rigid Body Count: 6500  
 Rigid Shape Count: 9500  
 Rigid Joint Count: 12000  
 Spring Count: 0  
 Tetra Count: 0  
 Num Substeps: 4  
 Num Iterations: 30  
 Device: TITAN X (Pascal)



# NVIDIA RESEARCH



NVIDIA Research  
AI Autoencoder



NVIDIA Research / Remedy  
Audio-driven Facial Animation



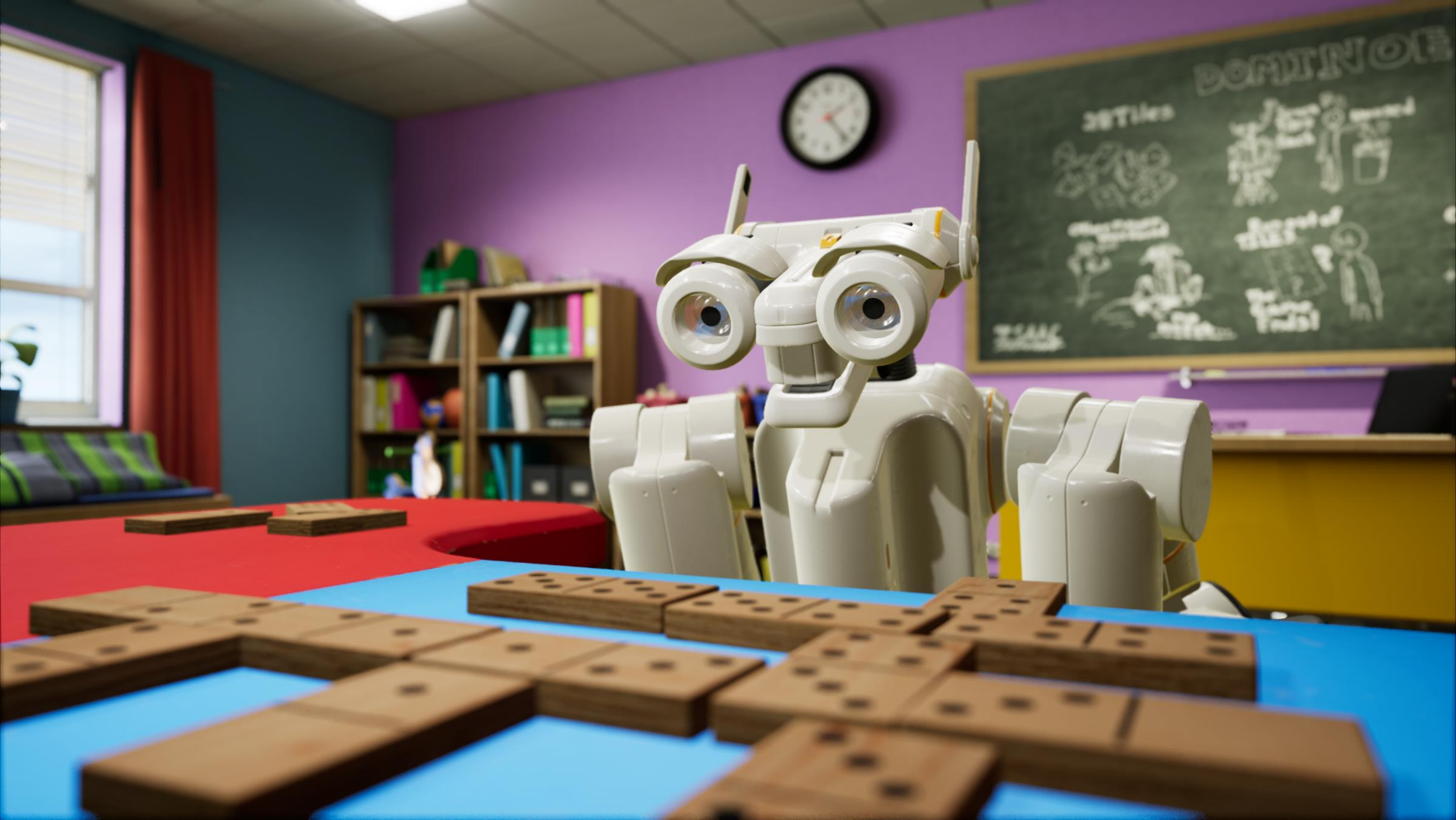
NVIDIA Research  
Semantic Manipulation with GANs



NVIDIA Research  
Progressive GAN



NVIDIA Research / AIVA  
RNNs for Music



DOMINOES

3D Tiles

How to set up a domino

How to play

The Domino Game

# ISAAC

## Simulate



### World model

Warehouse · Office  
· Store · Home

### Robot model

Carter · URDF loader

### Simulation Engine

Photo-realistic Graphics · Physics · Soft bodies ·  
· Procedural Generation · Massive parallelism  
· Unreal Engine 4 / Unity 3D

Virtual Sensors

Virtual Actuators

## Develop

Navigation

Behaviors

Perception

Manipulation

Interactions  
with humans

### ML

TensorRT · CUDA  
· Tensorflow · ...

### Gems

Optimizers · Algebra  
· EKFs · Depth · ...

### Isaac Framework

Codelets · Behaviors · 3D Poses · Distributed  
· Messaging · Synchronization · Record & Replay  
· Configuration · Visualization

Sensor Processing

Actuator Control

## Deploy



### Drivers

Lidar · Camera · IMU ·  
Robot Base · ...

### Jetson

Fully integrated with  
X2 and Xavier

### Unified Message API

Use the same messages for simulation,  
actual hardware and across all apps

HW Sensor

HW Actuator

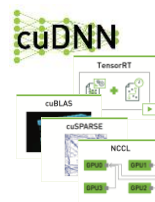
# CUDA DEVELOPMENT ECOSYSTEM

*GPU Users*

*Domain Specialists*

*Problem Specialists*

*New Algorithm Developers and Optimization Experts*



CUDA-C++  
CUDA Fortran



Applications

Frameworks

Libraries

Directives and  
Standard Languages

Extended Standard  
Languages

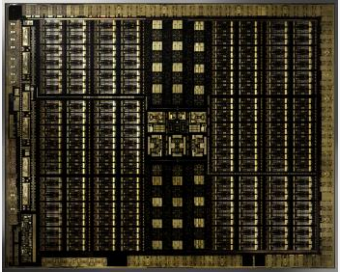
*Ease of use*

*Specialized Performance*

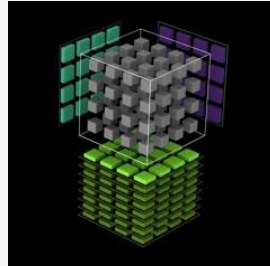
CUDA: Programming Model, GPU Architecture, System Architecture

# CUDA 10 - TURING

Turing Architecture



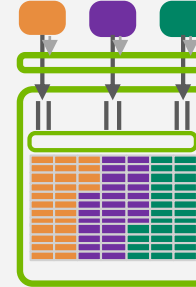
Multi-Precision  
Tensor Core



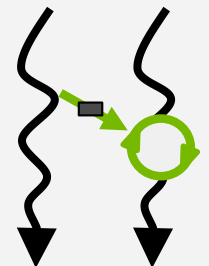
RT Core



Turing MPS



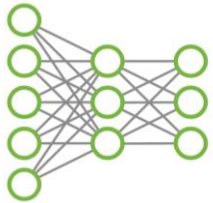
Independent Thread  
Scheduling



Inference Accelerated, Graphics Reinvented, Volta's Programmability

# NVIDIA DEEP LEARNING SDK UPDATE

## GPU-accelerated DL Primitives



**cuDNN 7.3**

Support for Turing  
Optimizations for RNNs  
Leading frameworks support

## Multi-GPU & Multi-node



**NCCL 2**

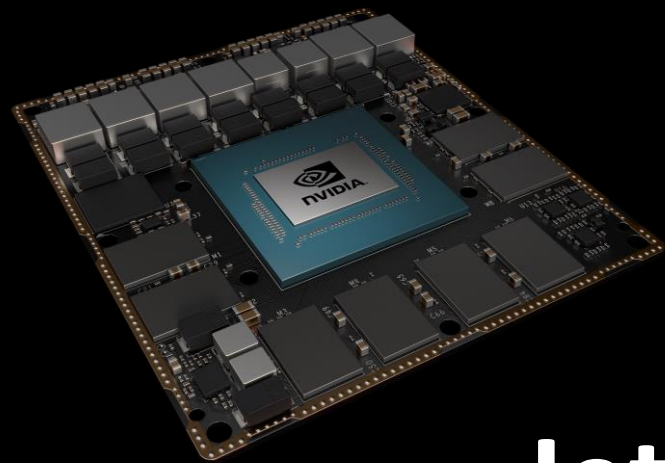
Multi-node distributed training (multiple machines)  
Leading frameworks support

## High-performance Inference Engine



**TensorRT 5**

TensorFlow model reader  
Object detection  
INT8 RNNs support



# Jetson Xavier

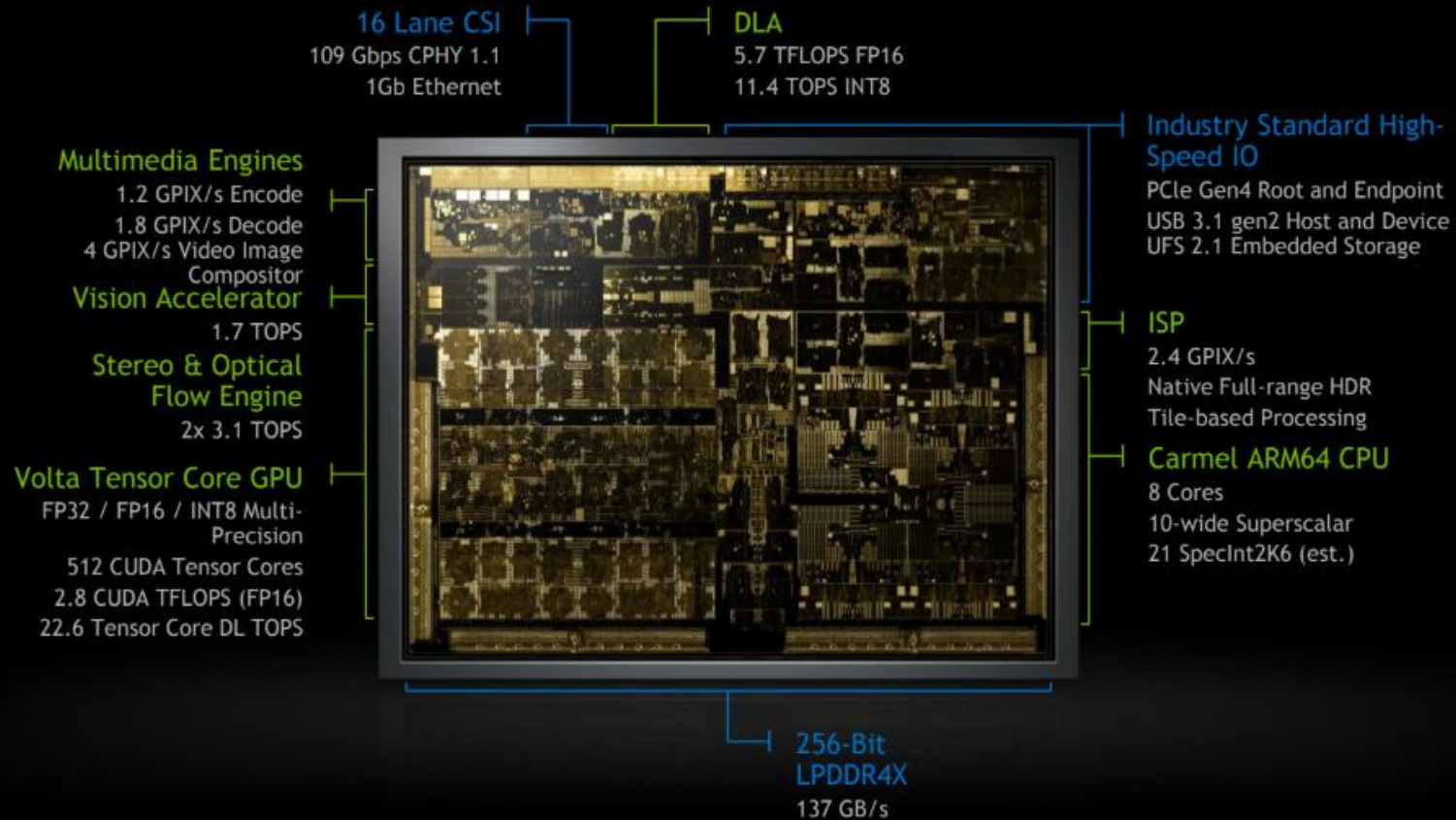
[developer.nvidia.com/  
jetson-xavier](https://developer.nvidia.com/jetson-xavier)

30W • 15W • 10W  
512 Volta CUDA Cores  
8 core CPU  
32 DL TOPS



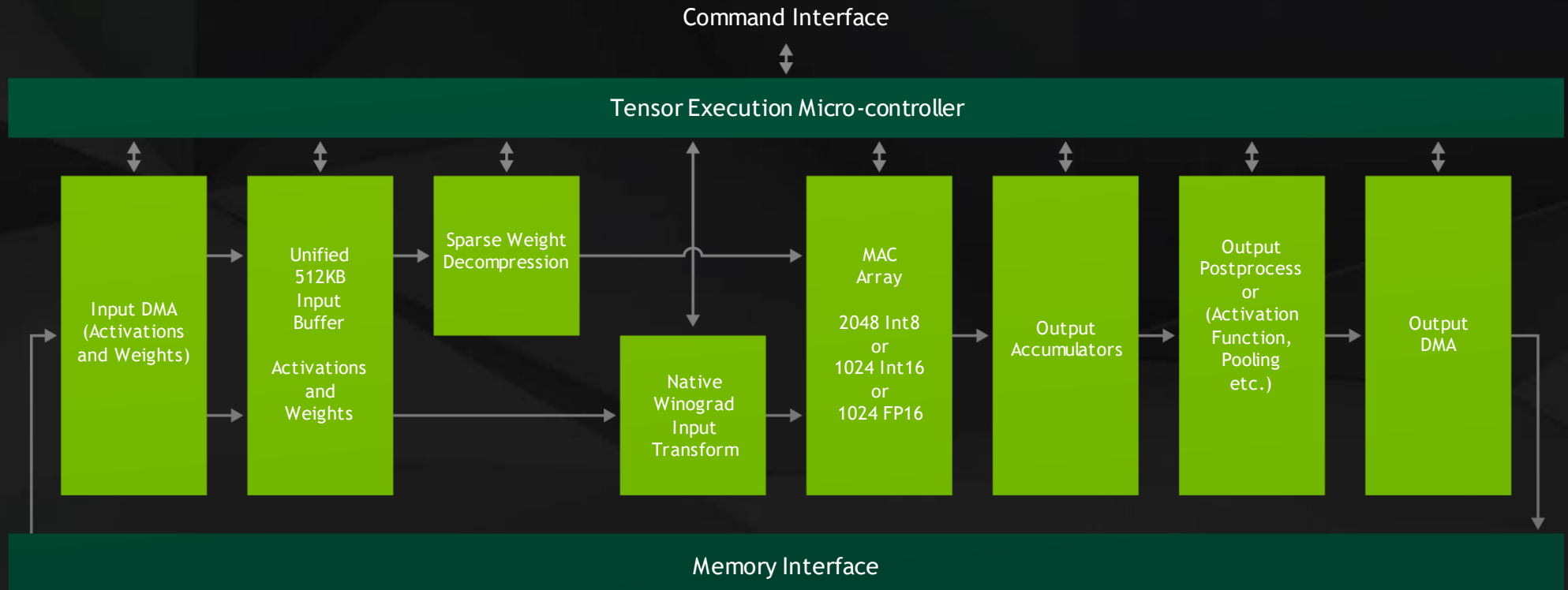
# XAVIER

## World's First Autonomous Machines Processor



Most Complex SOC Ever Made | 9 Billion Transistors, 350mm<sup>2</sup>, 12FFN | ~8,000 Engineering Years

# XAVIER DLA NOW OPEN SOURCE



[WWW.NVDLA.ORG](http://WWW.NVDLA.ORG)

# JETSON XAVIER DEVELOPER KIT

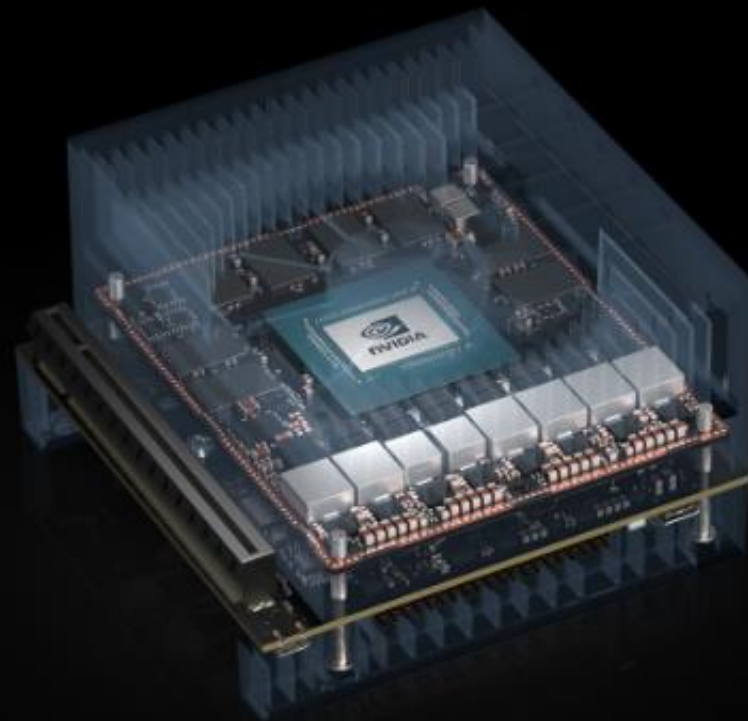
\$1299 (pre-order only)

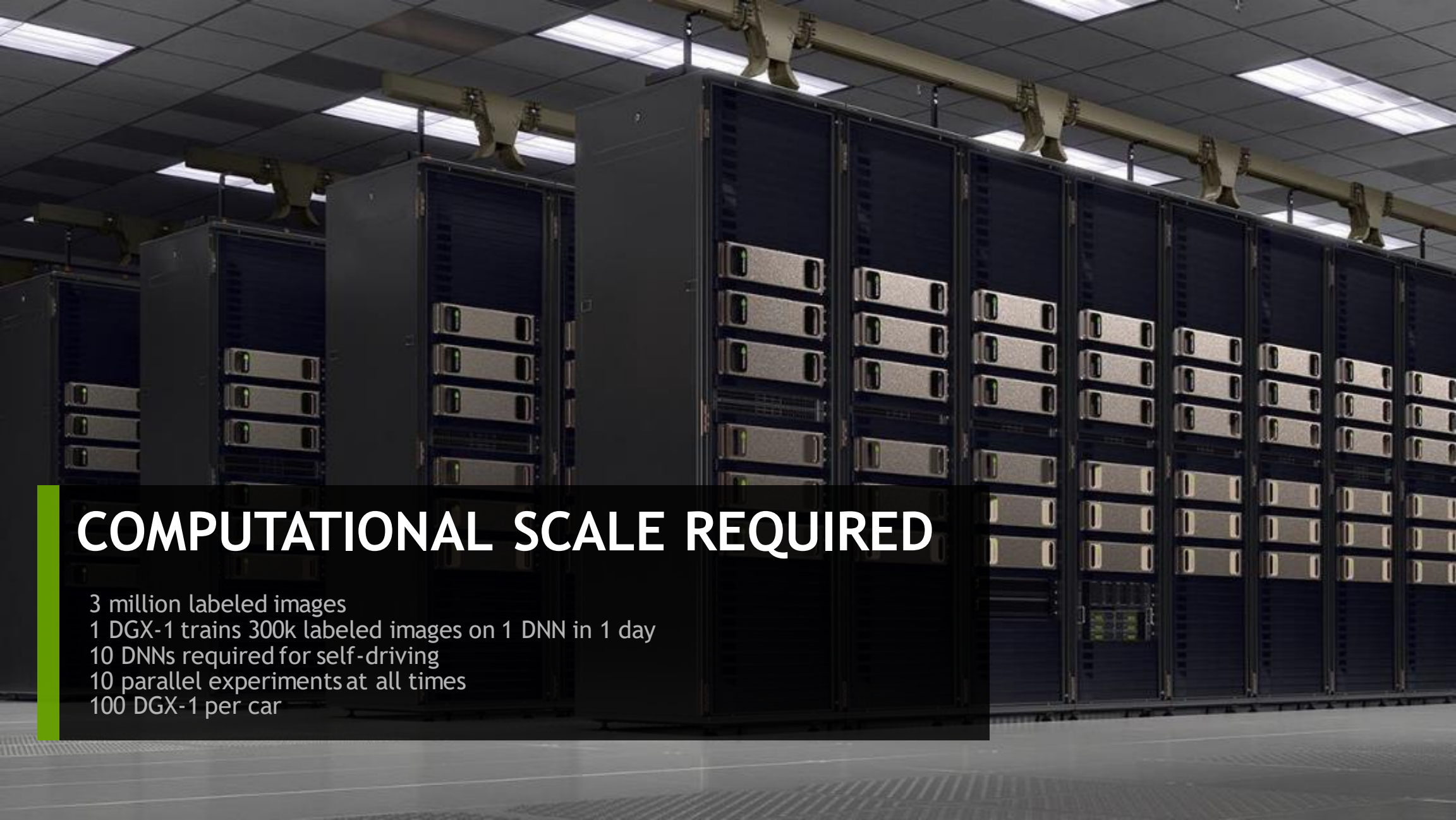
Available from distributors WW

Early access August 2018



# JETSON XAVIER DEVELOPER KIT





# COMPUTATIONAL SCALE REQUIRED

- 3 million labeled images
- 1 DGX-1 trains 300k labeled images on 1 DNN in 1 day
- 10 DNNs required for self-driving
- 10 parallel experiments at all times
- 100 DGX-1 per car

# TensorRT SUPPORTS Xavier

Optimized Inference on the World's Most Powerful SoC

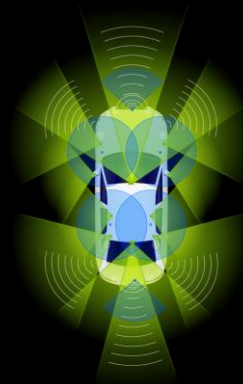
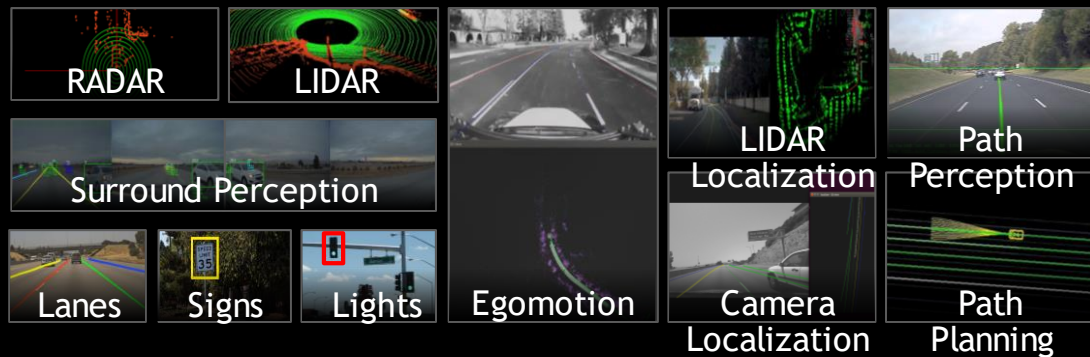
Deploy deep learning inference on Xavier platforms through NVIDIA DRIVE AI Platforms

Import models in any framework (including TensorFlow, Caffe and Torch) through ONNX, Universal Framework Format or custom C/C++ API

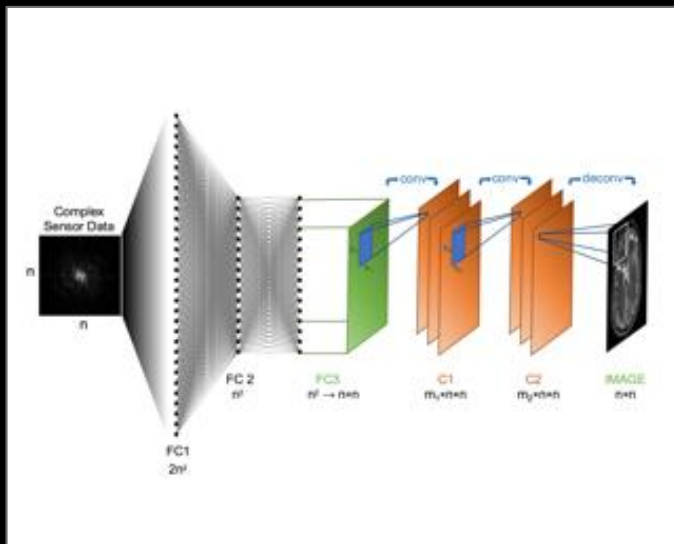
Optimize CNN, RNN and novel neural network layers and deploy reduced precision on Tensor Cores

Download for development or host environment today

[developer.nvidia.com/tensorrt](https://developer.nvidia.com/tensorrt)

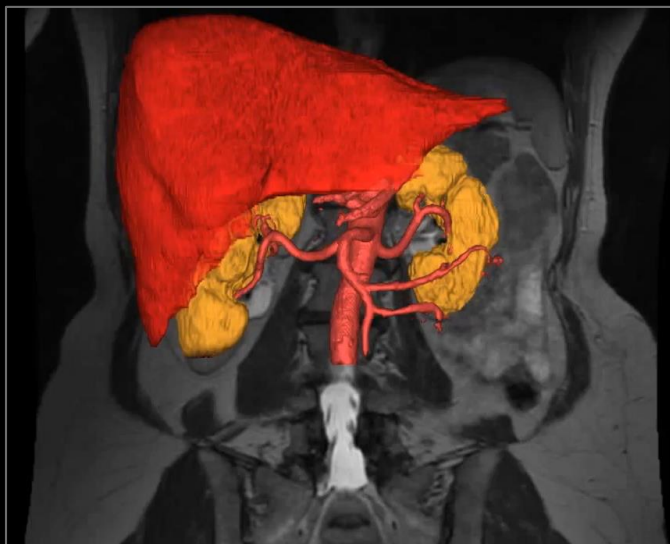


# AI IS THE FUTURE OF INTELLIGENT INSTRUMENTS



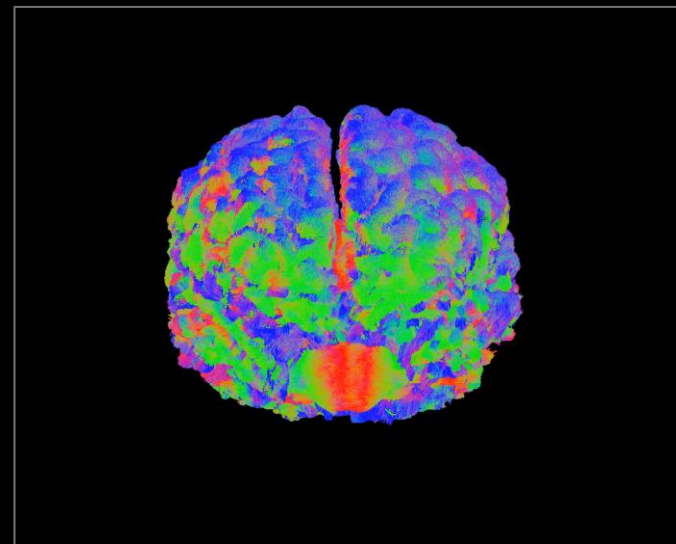
**AUTOMAP RECONSTRUCTION**

Source: <https://arxiv.org/pdf/1704.08841.pdf>



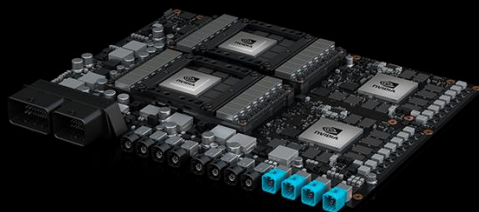
**ANATOMY DETECTION**

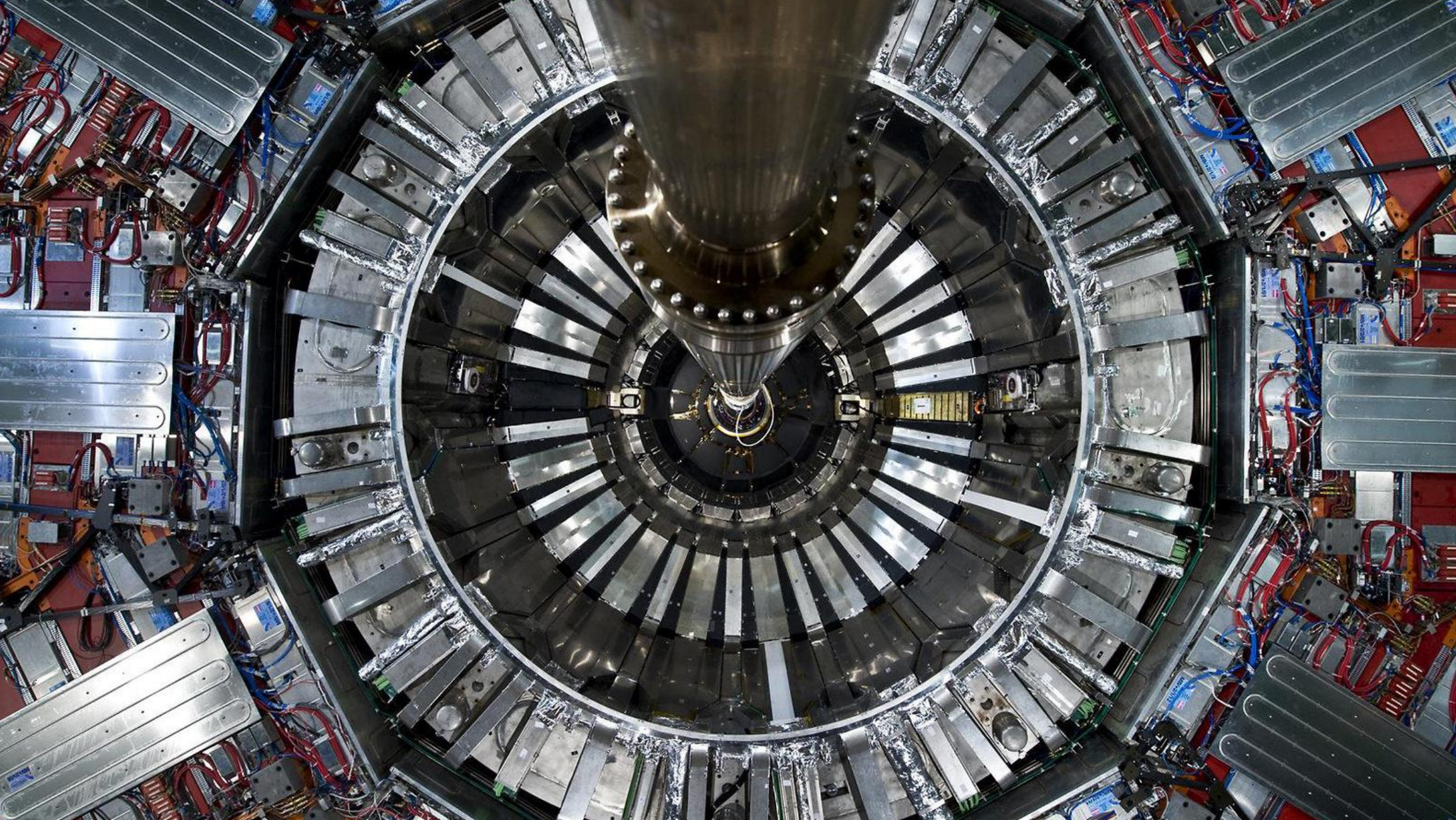
Source: GE Healthcare



**INTELLIGENT RENDERING**

Source: GE Healthcare







# NVIDIA POWERS FASTEST SUPERCOMPUTERS IN US, EUROPE, JAPAN, INDUSTRY

17 of World's 20 Most Energy-efficient Supercomputers



**ORNL Summit**  
World's Fastest  
27,648 GPUs | 122 PF



**LLNL Sierra**  
US 2<sup>nd</sup> Fastest  
17,280 GPUs | 72 PF



**ABCI**  
Japan's Fastest  
4,352 GPUs | 20 PF



**Piz Daint**  
Europe's Fastest  
5,320 GPUs | 20 PF



**ENI HPC4**  
Fastest Industrial  
3,200 GPUs | 12 PF

## NVIDIA SDK

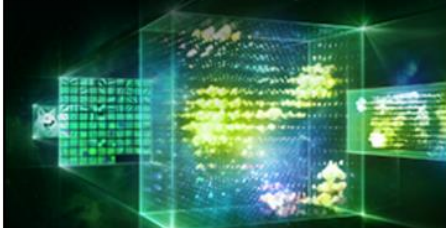
The Essential Resource for GPU Developers

# developer.nvidia.com

### DEEP LEARNING

#### Deep Learning SDK

High-performance tools and libraries for deep learning



### SELF-DRIVING CARS

#### NVIDIA DriveWorks™

Deep learning, HD mapping and supercomputing solutions, from ADAS to fully autonomous



### VIRTUAL REALITY

#### NVIDIA VRWorks™

A comprehensive SDK for VR headsets, games and professional applications



### GAME DEVELOPMENT

#### NVIDIA GameWorks™

Advanced simulation and rendering technology for game development



### ACCELERATED COMPUTING

#### NVIDIA ComputeWorks™

Everything scientists and engineers need to build GPU-accelerated applications



### DESIGN & VISUALIZATION

#### NVIDIA DesignWorks™

Tools and technologies to create professional graphics and advanced rendering applications



### AUTONOMOUS MACHINES

#### NVIDIA JetPack™

Powering breakthroughs in autonomous machines, robotics and embedded computing



### ADDITIONAL RESOURCES

More resources for GPU Developers



# WHY CONTAINERS?

## Benefits of Containers:

Simplify deployment of GPU-accelerated software, eliminating time-consuming software integration work

Isolate individual deep learning frameworks and applications

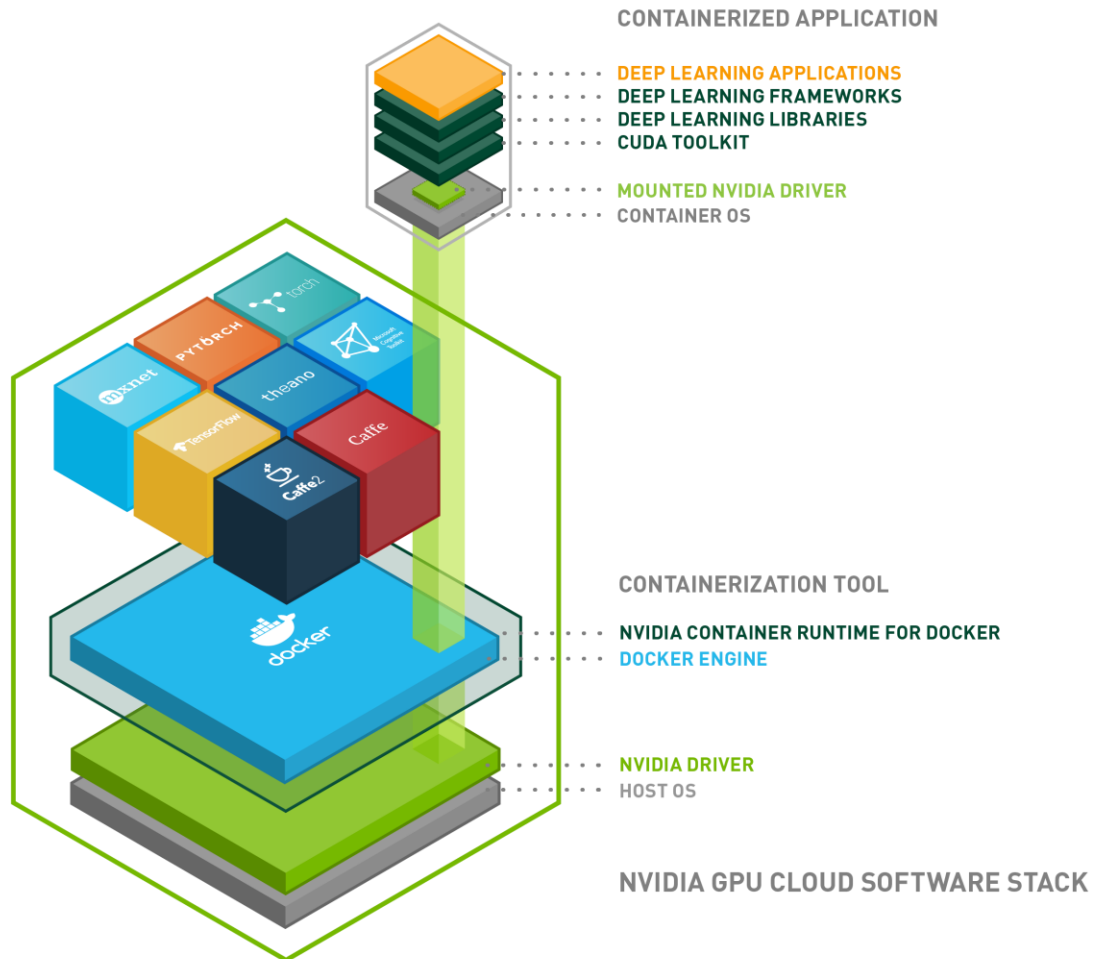
Share, collaborate, and test applications across different environments

To learn more:

[nvidia.com/ngc](https://nvidia.com/ngc)

To sign up:

[ngc.nvidia.com](https://ngc.nvidia.com)



# CUDA CONTAINERS ON NVIDIA GPU CLOUD

CUDA containers available from NGC Registry at [nvcr.io/nvidia/cuda](https://nvcr.io/nvidia/cuda)

Three different flavors:

## Base

Contains the minimum components required to run CUDA applications

## Runtime

Contains *base* + CUDA libraries (e.g. cuBLAS, cuFFT)

## Devel

Contains *runtime* + CUDA command line developer tools. Some *devel* tags also include cuDNN

The image shows a screenshot of the NVIDIA NGC Registry website at <https://ngc.nvidia.com/registry/nvidia-cuda>. The page displays the 'Registry Guest Access' section with a 'Documentation' link and a 'Repositories' list. The 'nvidia/cuda' repository is highlighted, and a terminal snippet shows the command: `docker pull nvcr.io/nvidia/cuda:9.0-cudnn7.2-devel-ubuntu16.04`.

Below the website screenshot is a terminal window showing the output of the `docker pull` command and the output of `nvidia-smi`. The `docker pull` output shows the image being pulled from the registry and the digest. The `nvidia-smi` output shows the GPU status for two GPUs: GeForce GT 710 and TITAN V.

```
root@57dc39698668:~# sudo docker run --rm -it --runtime=nvidia nvcr.io/nvidia/cuda:9.0-base-ubuntu16.04
Unable to find image 'nvcr.io/nvidia/cuda:9.0-base-ubuntu16.04' locally
9.0-base-ubuntu16.04: Pulling from nvidia/cuda
b234f539f7a1: Pull complete
55172d420b43: Pull complete
5ba5bbeb6b91: Pull complete
43ae2841ad7a: Pull complete
f6c9c6de4190: Pull complete
d5ddb2a2159f: Pull complete
663648e540ff: Pull complete
d056eaf3dff4: Pull complete
Digest: sha256:cacf8919fb7c05e9f2d664451e1fdffad76c3f3269764a895af90944a6b62731
Status: Downloaded newer image for nvcr.io/nvidia/cuda:9.0-base-ubuntu16.04
root@57dc39698668:~# nvidia-smi
Tue Sep 11 23:50:30 2018

+-----+
| NVIDIA-SMI 396.26             Driver Version: 396.26 |
+-----+-----+
| GPU   Name           Persistence-M| Bus-Id        Disp.A | Volatile Uncorr. ECC |
| Fan  Temp  Perf    Pwr:Usage/Cap|      Memory-Usage | GPU-Util  Compute M. |
+-----+-----+
|  0   GeForce GT 710      Off      | 00000000:01:00.0 N/A |         N/A         |
| 40%   36C   P8     N/A /  N/A     | 396MiB / 2000MiB |           N/A         |
+-----+-----+
|  1   TITAN V           Off      | 00000000:02:00.0 Off |           0%         |
| 28%   42C   P8     27W / 250W    | 0MiB / 12066MiB |           0%         |
+-----+-----+

+-----+
| Processes:                       GPU Memory |
| GPU       PID    Type    Process name                        Usage    |
+-----+-----+
|  0                                   Not Supported                          |
+-----+

root@57dc39698668:~#
```

# DGX POD ARCHITECTURE

a single data center rack containing up to 9x NVIDIA DGX-1 servers, storage, networking & NVIDIA AI software



Nine DGX-1 servers

12 storage servers

10 GbE (min) storage  
& management  
switch

Mellanox 100 Gpps  
intra-rack high speed  
network switches.

# NVIDIA DGX-2

THE LARGEST GPU EVER CREATED



2 PFLOPS | 512GB HBM2 | 10 kW | 350 lbs

# NEXT STEPS



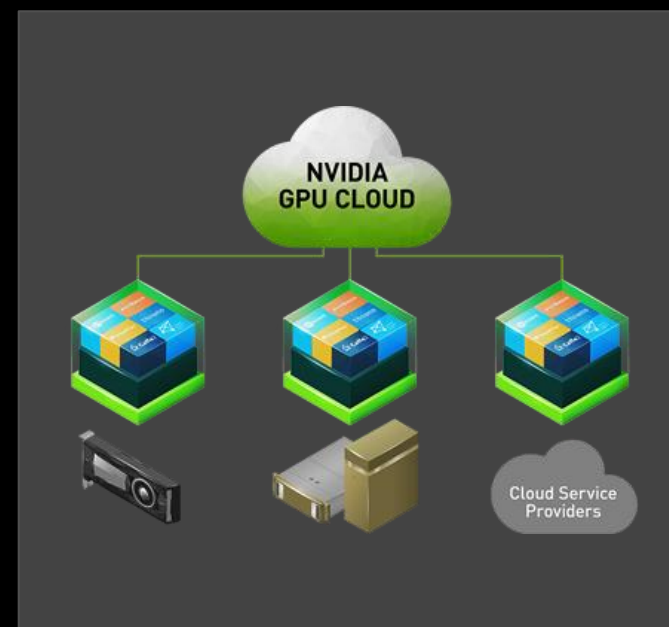
GTC Munich | October 9-11 2018

[www.nvidia.com/en-eu/gtc/](http://www.nvidia.com/en-eu/gtc/)  
25% discount: NVALOWNDES



NVIDIA Deep Learning Institute

[www.nvidia.com/en-us/deep-learning-ai/education](http://www.nvidia.com/en-us/deep-learning-ai/education)



NGC

[www.nvidia.com/en-us/gpu-cloud](http://www.nvidia.com/en-us/gpu-cloud)

# the esa earth observation $\phi$ -week

EO Open Science and FutureEO

12–16 November 2018 | ESA–ESRIN | Frascati (Rome), Italy

