DreamShard: Generalizable Embedding Table Placement for Recommender Systems

Daochen Zha, Louis Feng, Qiaoyu Tan, Zirui Liu, Kwei-Herng Lai, Bhargav Bhushanam, Yuandong Tian, Arun Kejariwal, Xia Hu

> Rice University Meta Platforms, Inc. Texas A&M University

Distributed Recommender System

Combining data-parallelism and model-parallelism.



Embedding Table Placement Problem

• Problem Setting

- We consider embedding table placement on GPU devices.
- Embedding accounts for 48% and 65% of the computation and communication costs in production model.



Embedding Table Placement Problem



Daochen Zha (daochen.zha@rice.edu) 4

Key Challenges

• Challenges

- Operation fusion, which uses a single operation to subsume multiple tables, makes it hard estimate cost.
- The adopted embedding tables and the available devices can change frequently (e.g., machine learning engineers may conduct experiments with various table combinations and numbers of devices).



Formulation of MDP

• Markov Decision Process



DreamShard Framework



DreamShard Framework



Main Results

• Observations

- DreamShard outperforms baselines significantly.
- DreamShard can generalize well (test performance is similar to train performance).

Task	No strategy		Human Experts		RL		
	Random	Size-based	Dim-based	Lookup-based	Size-lookup-based	RNN-based	DreamShard
DLRM-20 (4)	$\begin{vmatrix} Train \\ Test \end{vmatrix} \begin{matrix} 24.0 \pm 0.6 \\ 23.0 \pm 0.5 \end{matrix}$	22.7±0.0 (+5.7%) 21.7±0.0 (+6.0%)	21.3±0.0 (+12.7%) 19.9±0.0 (+15.6%)	19.1±0.0 (+25.7%) 18.3±0.0 (+25.7%)	19.1±0.0 (+25.7%) 18.4±0.0 (+25.0%)	$\begin{vmatrix} 22.4 \pm 0.5 \ (+7.1\%) \\ 20.9 \pm 0.3 \ (+10.0\%) \end{vmatrix}$	18.6±0.2 (+29.0%) 17.6±0.2 (+30.7%)
DLRM-40 (4)	$\begin{vmatrix} Train \\ Test \\ 41.1 \pm 0.5 \end{vmatrix}$	39.6±0.0 (+4.3%) 40.3±0.0 (+2.0%)	$ \begin{vmatrix} 37.4 \pm 0.1 & (+10.4\%) \\ 37.3 \pm 0.0 & (+10.2\%) \end{vmatrix} $	$ \begin{vmatrix} 33.6 \pm 0.0 & (+22.9\%) \\ 33.0 \pm 0.1 & (+24.5\%) \end{vmatrix} $	33.6±0.1 (+22.9%) 33.2±0.0 (+23.8%)	39.2±0.7 (+5.4%) 39.2±1.1 (+4.8%)	32.8±0.3 (+25.9%) 32.4±0.3 (+26.9%)
DLRM-60 (4)	Train 57.7±0.8 Test 58.1±0.6	56.6±0.1 (+1.9%) 59.6±0.1 (-2.5%)	52.9±0.0 (+9.1%) 53.7±0.0 (+8.2%)	49.2±0.1 (+17.3%) 48.7±0.2 (+19.3%)	49.3±0.0 (+17.0%) 49.1±0.1 (+18.3%)	55.5±0.9 (+4.0%) 56.0±0.7 (+3.8%)	47.6±0.4 (+21.2%) 47.9±0.7 (+21.3%)
DLRM-80 (4)	$\begin{vmatrix} Train \\ Test \end{vmatrix} \begin{matrix} 75.7 \pm 1.0 \\ 74.5 \pm 0.8 \end{vmatrix}$	76.0±0.0 (-0.4%) 77.7±0.2 (-4.1%)	$\begin{vmatrix} 70.0 \pm 0.3 \ (\texttt{+8.1\%}) \\ 69.9 \pm 0.4 \ (\texttt{+6.6\%}) \end{vmatrix}$	64.8±0.0 (+16.8%) 64.1±0.2 (+16.2%)	65.3±0.1 (+15.9%) 65.1±0.0 (+14.4%)	73.2±2.7 (+3.4%) 72.9±2.4 (+2.2%)	62.2±0.2 (+21.7%) 62.7±0.3 (+18.8%)
DLRM-100 (4)	$\begin{vmatrix} Train & 91.8 \pm 1.7 \\ Test & 94.5 \pm 6.5 \end{vmatrix}$	94.1±0.3 (-2.4%) 95.4±0.0 (-0.9%)	86.7±0.3 (+5.9%) 84.7±0.4 (+11.6%)	81.2±0.4 (+13.1%) 79.5±0.3 (+18.9%)	82.2±0.2 (+11.7%) 80.8±0.3 (+17.0%)	94.5±10.7 (-2.9%) 94.8±13.0 (-0.3%)	78.4±0.6 (+17.1%) 77.8±0.8 (+21.5%)
DLRM-40 (8)	Train 15.6±0.4 Test 15.2±0.2	14.1±0.0 (+10.6%) 14.5±0.0 (+4.8%)	13.4±0.1 (+16.4%) 13.2±0.0 (+15.2%)	9.8±0.0 (+59.2%) 9.5±0.0 (+60.0%)	9.9±0.0 (+57.6%) 9.5±0.0 (+60.0%)	16.2±0.8 (-3.7%) 16.0±1.1 (-5.0%)	9.8±0.6 (+59.2%) 9.4±0.5 (+61.7%)
DLRM-80 (8)	$\begin{vmatrix} Train & 25.0 \pm 0.2 \\ Test & 25.2 \pm 1.3 \end{vmatrix}$	24.0±0.0 (+4.2%) 25.6±0.5 (-1.6%)	21.7±0.0 (+15.2%) 20.8±0.0 (+21.2%)	17.1±0.0 (+46.2%) 16.7±0.2 (+50.9%)	17.5±0.0 (+42.9%) 16.9±0.1 (+49.1%)	51.4±3.9 (-51.4%) 53.4±4.6 (-52.8%)	16.1±0.3 (+55.3%) 16.1±0.4 (+56.5%)
DLRM-120 (8)	$\begin{vmatrix} \text{Train} & 34.0 \pm 0.3 \\ \text{Test} & 33.5 \pm 0.5 \end{vmatrix}$	32.3±0.0 (+5.3%) 35.0±0.0 (-4.3%)	$ \begin{vmatrix} 29.8 \pm 0.0 & (+14.1\%) \\ 29.2 \pm 0.0 & (+14.7\%) \end{vmatrix} $	24.5±0.0 (+38.8%) 23.7±0.0 (+41.4%)	25.3±0.0 (+34.4%) 24.5±0.0 (+36.7%)	58.6±2.7 (-42.0%) 58.7±3.1 (-42.9%)	23.3±0.2 (+45.9%) 22.8±0.2 (+46.9%)
DLRM-160 (8)	$\begin{vmatrix} Train \\ Test \end{vmatrix} \begin{array}{l} 42.8 \pm 0.3 \\ 41.1 \pm 0.0 \end{vmatrix}$	41.6±0.0 (+2.9%) 42.4±0.0 (-3.1%)	39.0±0.0 (+9.7%) 36.4±0.0 (+12.9%)	32.0±0.0 (+33.7%) 30.8±0.0 (+33.4%)	32.7±0.0 (+30.9%) 31.6±0.0 (+30.1%)	58.3±3.5 (-26.6%) 59.3±5.4 (-30.7%)	30.3±0.2 (+41.3%) 29.6±0.2 (+38.9%)
DLRM-200 (8)	$\begin{vmatrix} \text{Train} & 51.5 \pm 1.2 \\ \text{Test} & 50.7 \pm 0.2 \end{vmatrix}$	48.2±0.0 (+6.8%) 50.8±0.0 (-0.2%)	48.0±0.0 (+7.3%) 44.8±0.0 (+13.2%)	38.9±0.0 (+32.4%) 38.0±0.0 (+33.4%)	39.9±0.0 (+29.1%) 38.6±0.0 (+31.3%)	68.7±2.4 (-25.0%) 70.4±2.8 (-28.0%)	37.2±0.2 (+38.4%) 36.4±0.3 (+39.3%)
Prod-20 (2)	$\begin{vmatrix} Train & 41.3 \pm 0.7 \\ Test & 42.8 \pm 0.4 \end{vmatrix}$	43.4±0.0 (-4.8%) 46.1±0.0 (-7.2%)	37.0±0.0 (+11.6%) 39.5±0.0 (+8.4%)	44.2±0.0 (-6.6%) 45.9±0.0 (-6.8%)	45.8±0.0 (-9.8%) 45.7±0.0 (-6.3%)	38.0±0.3 (+8.7%) 39.3±0.6 (+8.9%)	36.3±0.3 (+13.8%) 37.5±0.2 (+14.1%)
Prod-40 (4)	$\begin{vmatrix} Train & 35.1 \pm 0.3 \\ Test & 38.3 \pm 0.3 \end{vmatrix}$	39.4±0.0 (-10.9%) 43.6±0.0 (-12.2%)	$ \begin{vmatrix} 31.3 \pm 0.0 \ (+12.1\%) \\ 33.5 \pm 0.0 \ (+14.3\%) \end{vmatrix} $	36.4±0.0 (-3.6%) 37.4±0.0 (+2.4%)	38.8±0.0 (-9.5%) 40.1±0.0 (-4.5%)	33.9±2.5 (+3.5%) 36.7±2.8 (+4.4%)	28.3±0.3 (+24.0%) 30.4±0.7 (+26.0%)
Prod-80 (8)	$\begin{vmatrix} Train \\ Test \\ 47.7 \pm 0.4 \end{vmatrix}$	44.3±0.0 (-2.5%) 53.9±0.0 (-11.5%)	$ \begin{vmatrix} 39.0 \pm 0.0 & (+10.8\%) \\ 41.9 \pm 0.0 & (+13.8\%) \end{vmatrix} $	43.7±0.0 (-1.1%) 46.1±0.0 (+3.5%)	49.3±0.0 (-12.4%) 49.6±0.0 (-3.8%)	56.6±6.8 (-23.7%) 62.5±4.2 (-23.7%)	33.6±0.9 (+28.6%) 35.2±0.8 (+35.5%)

Takeaways

• Summary

- We explore embedding table placement/sharding, a direction that has been rarely explored.
- We propose DreamShard, which learns estimated MDP and an RL agent.
- DreamShard significantly outperforms heuristic baselines.



