

Computational Structures in Data Science

**Lecture #14: Performance and Distributed Computing**

MIT Technology Review

With this tool, AI could identify new malware as readily as it recognizes cats

<https://www.technologyreview.com/2018/11/01/146111/this-tool-ai-could-identify-malware-as-readily-as-it-recognizes-cats/>

April 20, 2018

Administrivia

- This is the last "required" lecture. Next week: Information and bits, Summary.
- The week after: Q&A for finals.
- Today: HKN review! Please do the survey and give us good grades!
- Thank you:
  - Talal
  - Luiz Assauntal
  - UC Berkeley Staff!

**Big Data, Big Problems**

- Performance terminology
  - FLOP: Floating point Q/operation
  - "Ops" = # FLOPs/second is the standard metric for computing power
- Example: Global Climate Modeling
  - Divide the world into a grid (e.g. 10 km spacing)
  - Solve fluid dynamics equations for each point & minute
  - Requires about 100 Flops per grid point per minute
  - Weather Prediction (7 days in 24 hours):
    - 56 Gflops
    - 4.8 Tgops
  - Climate Prediction (66 years in 30 days):
    - 4.8 Tgops
- Perspective
  - Intel Core i7 980 XE Desktop Processor
    - ~100 Gflops
  - Climate Prediction would take ~6 years

**What Can We Do? Use Many CPUs!**

- Supercomputing
  - like those listed in top500.org
  - Multiple processors "all in one box / room" from one vendor that often communicate through shared memory
  - This is often where you find exotic architectures
- Distributed computing
  - Many separate computers each with independent CPU, RAM, HD, NIC that communicate through a network
  - Global heterogeneous computers across Internet
  - Clusters: Homogeneous computers all in one room! performance sweet spot
  - Change use: centrally computers to exploit "free in core" price! performance sweet spot
  - It's about being able to solve "big" problems, not "small" problems faster
  - These problems can be data intensive or compute intensive

**Computational Concepts Toolbox**

- Data type: values, literals, operations, Expressions, Call expression
- Variables
- Assignment Statement
- Sequences: tuple, list
- Dictionary
- Data structures
- Tuple assignment
- Function Definition
- Conditional Statement
- Iteration: list comp, for, while
- Lambda function expr.
- Higher Order Functions operations, as Values, Args, Results
- Higher order function patterns
- Map, Filter, Reduce
- Function factories
- Recursion
  - Linear, Tail, Tree
- Mutation
- Abstract Data Types
- Object Oriented Programming: Classes
- Exceptions
- Declarative Programming
- Distributed Computing

**Recap: Complexity**

- Example: Matrix Multiply
  - How many Multiples? Adds? Ops? How much time?
  - As a function of  $n$ ?

For  $i$  in  $0$  to  $n-1$ :  
 For  $j$  in  $0$  to  $n-1$ :  
 For  $k$  in  $0$  to  $n-1$ :  
 $C[i][j] = C[i][j] + A[i][k]*B[k][j]$

We say it is  $O(n^3)$  "big O of  $n^3$ " as an asymptotic upper bound

Implies  $c \cdot n^3$  for some suitably large constant  $c$  for any instance of the inputs of size  $n$ .

**Recap: Filter, Map, Reduce**

- Functions as Data
- Higher-Order Functions
- Useful HOFs (you can build your own!)
  - Map: Iterate over list
    - Repeat same fn, every element of list, in parallel
  - Filter: Items such that predicate from list
    - Only those whose fn predicate element of list is True
  - Reduce with function, over list
    - Combine all the elements of list with fn
- Example:
  - filter  $\rightarrow$  map  $\rightarrow$  reduce

**Google's MapReduce Simplified**

- Filter: Chunk data and send to different CPUs.
- Map: Apply function to data chunks on different CPUs.
- Reduce: Combine results from different CPUs.
  - Reduce should be associative and commutative
- Imagine 10,000 machines ready to help you compute anything you could cast as a MapReduce problem
  - This is the abstraction change in MapReduce for authoring
  - The system takes care of load balancing, dead machines, etc.

**A more subtle complexity example**

- What is the "complexity" of finding the average number of factors of numbers up to  $n$ ?

```
def num_factors(n):
    return sum([1 for a in range(2, max(n, n//2), n//2) if n % a == 0])

def avg_factor(n):
    all_factors = num_factors(range(1, n+1))
    all_nums = range(1, n+1)
    return sum(all_factors) / len(all_nums)
```

From CS61B: Project 1: Factorial, Prime, and Sieve

def num\_factors(n):  
 """This class for factor() in num..."""  
 def factor(n):  
 """Returns the number of factors of n"""  
 return sum([1 for a in range(2, n//2+1, 1) if n % a == 0])  
 return factor(n)

**How long does factors take?**

Plot of  $\log_{10}(\text{time})$  vs  $\log_{10}(n)$  showing a linear relationship, indicating  $O(n^2)$  complexity.

**MapReduce: Advantages/Disadvantages**

- Now it's easy to program for many CPUs
  - Communication management effectively gone
  - Fast tolerance, monitoring
    - machine failures, suddenly slow machines, etc are handled
  - Can be much easier to design and program
  - Can cascade several (many?) MapReduce tasks
- But... it might restrict solvable problems
  - Might be hard to express problem in MapReduce
  - Data partition is key
    - Need to be able to break up a problem by data chunks

**Apache Spark (from Berkeley)**

- Data processing system that provides a simple interface to analytics on large data
- A Resilient Distributed Dataset (RDD) is a collection of values or key-value pairs
- Support the operations you are familiar with
  - Data Parallel: map, filter, reduce
  - Database: join, union, intersect
  - DB sort, distinct, count
- All of can be performed on RDDs that are partitioned across machines

**Spark Execution Model**

Processing is defined centrally and executed remotely

- A RDD is distributed over workers
- A driver program defines transformations and actions on RDDs
- A cluster manager assigns task to workers
- Workers perform computation, store data, & communicate with each other
- Final results communicate back to driver

Diagram showing Driver Program, Cluster Manager, Worker Nodes, and King Lear application.

**Distributed Computing Challenges**

- Communication is fundamental difficulty
  - Distributing data, updating shared resource, communicating results, handling failures
  - Machines have separate memories, so need network
  - Introduces inefficiencies: overhead, waiting, etc.
- Need to parallelize algorithms, data structures
  - Must look at problems from parallel standpoint
  - Best for problems whose compute times >> overhead

**Speedup Issues: Amdahl's Law**

- Applications can almost never be completely parallelized, some serial code remains

Bar chart showing speedup vs number of processors. Serial portion is 1/5, parallel portion is 4/5.

Amdahl's law:  
 $Speedup = \frac{Time(1)}{Time(P)}$   
 $\frac{1}{5} / \frac{1}{5} = 1 / (1/5 + 4/5 / P)$ , and as  $P \rightarrow \infty$   
 $\frac{1}{5} / \frac{1}{5}$

**Amdahl's Law: Conclusion**

- Computer Science View: Even if the parallel portion of your application speeds up perfectly, your performance will be limited by the sequential portion.
- Data Science View: Often, as the data gets large, the work that can be parallelized grows faster than the size of the data.

Fundamental Change in Perspective!

**Summary: Data science**

2.5 quintillion

<https://www.youtube.com/watch?v=TzmpBjL4Y>

**Summary: Distributed Computing**

- Parallelization can help speed up
- Bottleneck: dependencies in data, algorithm
- Requires rethinking the program
- Good luck with the project!
- See you next week for that final (fun) lecture!