STATEFUL DISTRIBUTED COMPUTING WITH RAY



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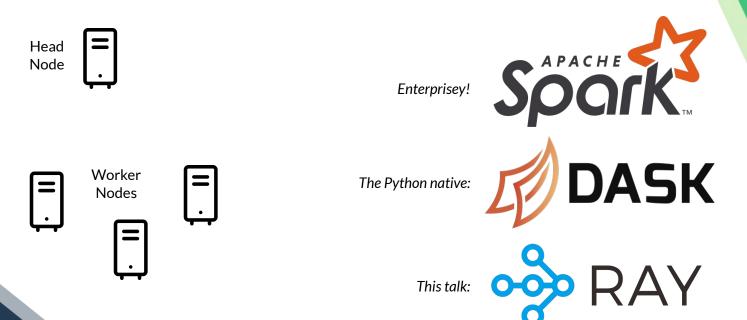
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DISTRIBUTED COMPUTING FRAMEWORKS

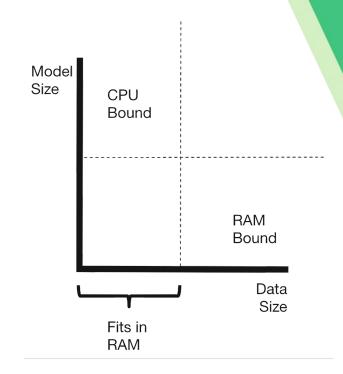
Tools for running your code on multiple computers.



WHEN TO USE DISTRIBUTED COMPUTING

- Memory bound
 - Dataset is too big
 - Each computer gets a portion

- CPU bound
 - "Embarrassingly parallel" operations can be divided into independent parts
 - Each computer does some tasks



See: Tom Augspurger's talk at PyData NYC 2019 (video) (slides)







```
@F.udf(T.LongType())
def my_func(x):
    time.sleep(1)
    return x * 2
```

```
@dask.delayed
def my_func(x):
    time.sleep(1)
    return x * 2
```

```
@ray.remote
def my_func(x):
    time.sleep(1)
    return x * 2
```

```
# spark
[row[0] for row in df.select(my_func(F.col("col"))).collect()]
# dask
dask.compute([my_func(i) for i in range(4)])
# ray
ray.get([my_func.remote(i) for i in range(4)])
```

```
@decorator
def my_function(x):
    # ... very serious business ...
    return result
@decorator
def MyClass(x):
    def my_method(self, x):
        # very serious business
        # using internal state
        return result
```

The **decorator** takes your custom function and replaces it with one that:

- Pickles your code
- Pickles any arguments passed to it
- Ships code + args off to an idle computer somewhere (a worker node), which runs it
- Returns a reference to a task in progress
- That can be traded for the real result when you call compute() (or get() or...)

Ray can also do this with classes.

THE STATEFUL WORKER ABSTRACTION

In Ray, you can

- Decorate & call a **function** to create a **task**
- Decorate & instantiate a class to create an actor

Actors are like tasks (your code on a remote node) that hang around until you explicitly stop them.

While an actor is active, you can call its methods to trigger computations and manipulate its internal state.

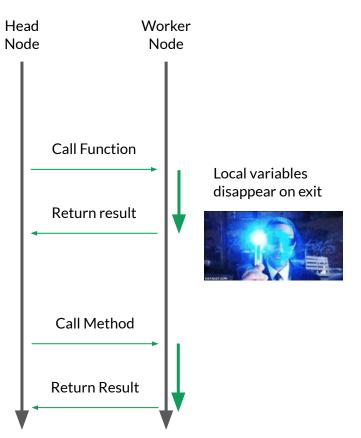
```
@ray.remote
class MyActor(object):
    def __init__(self, coef=2):
        self.coef = coef

def set_coef(self, coef):
        self.coef = coef

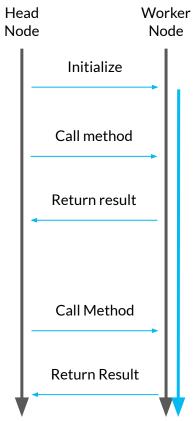
def my_method(self, x):
        time.sleep(1)
        return x * self.coef
```

```
actor_a = MyActor.remote(coef=2)
actor_b = MyActor.remote(coef=5)
ray.get(
        actor_a.my_method.remote(x=2),
        actor_b.my_method.remote(x=2),
  # [4, 10]
ray.get(actor_b.set_coef.remote(coef=3))
ray.get(
        actor_a.my_method.remote(x=2),
        actor_b.my_method.remote(x=2),
  # [4, 6]
```

Task Abstraction



Actor Abstraction



Store state in instance attributes

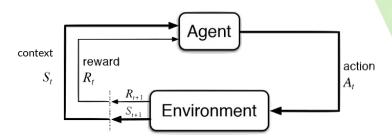
REINFORCEMENT LEARNING

ML paradigm in which an agent interacts with an environment, seeking to maximize some reward

Agents contain a model which they can update/retrain in response to feedback from actions taken

RL algorithms succeed or fail based on

- How well the model fits
- How well they balance explore/exploit



```
@ray.remote
class LearningAgent(object):
    def __init__(self, training_data):
        self.training_data = training_data
        self.model = MyFancyModel()
        self.model.fit(training_data)
    def make_prediction(self, context):
        action = self.model.predict(context)
        return action
    def receive_feedback(self, context, action, reward):
        self.training_data.append([context, action, reward])
        self.model.retrain(self.training_data)
                                                                                   Agent
                                                              context
                                                                      reward
                                                                                                      action
                                                                 S_t
                                                                                                      A_t
                                                                                Environment
```

Using actors for RL avoids pickling/unpickling the model on each cycle.

PROJECTS RELATED TO RAY

Bundled with Ray

- Tune (for hyperparameter tuning)
- RLlib (for reinforcement learning)

External projects

RayOnSpark (Analytics Zoo)





THINGS TO LIKE ABOUT RAY

- First-class support for the stateful worker (actor) abstraction
 - Experimental support in Dask
- Pretty easy to set up
 - Can run on local computer or on a cluster
 - I even made a <u>toy cluster out of two laptops</u>!
 - Scales up to running on cloud clusters
- Built-in toolkits for RL and HPT



You might not need it if:

- Your problem is memory-bound (use a Spark or Dask dataframe)
- Your distributed CPU-bound problem doesn't require keeping state
- You might not need distributed computing at all!



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