



## Computational Structures in Data Science



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# Lecture #13: Performance, Distributed Computing, Summary

千人狂歡 最受歡迎的程式課

<http://www.cw.com.tw/article/article.action?id=5079340>



December 2nd, 2016

<http://inst.eecs.berkeley.edu/~cs88>

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## Administrivia



- This is the last lecture. Next week: Q&A for finals.
- Today: HKN review!  
Please do the survey and give us good grades! ☺
- Thank you:
  - TAs!
  - Lab Assistants!
  - UC Berkeley Staff!

## Computational Concepts Toolbox



## Recap: Complexity



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



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```
for i in 0 to n-1:
    for j in 0 to n-1:
        C[i][j] = 0
        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*  
 $\text{time}(n) < c \cdot n^3$ , for some suitably large constant  $c$  for any instance  
of the inputs of size  $n$ .

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## A more subtle complexity example

- What is the “complexity” of finding the average number of factors of numbers up to n?

```
def factors(n):
    return [x for x in range(2, max(n, ceil(sqrt(n)))) if n % x == 0]

def ave_factor(n):
    all_factors = map(factors, range(n))
    all_lens = map(len, all_factors)
    return sum(all_lens)/n
```

```
from timeit import default_timer as timer

def timeit(fun):
    """ Rtn timer for fun(i) in secs. """
    def timer_fun(i):
        start = timer()
        fun(i)
        end = timer()
        return (end-start)
    return timer_fun
```

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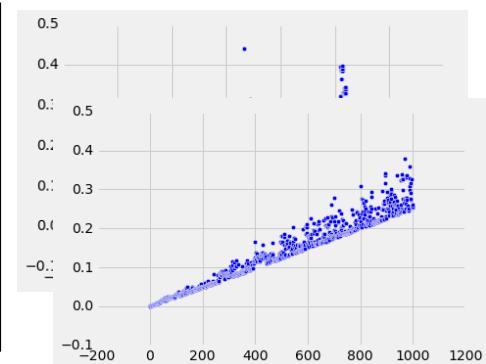
## How long does factors take?

```
In [9]: tbl = Table().with_column('n', np.arange(0,1000, 1))
tbl['factors'] = tbl.apply(factors, 'n')
tbl['n_factors'] = tbl.apply(len, 'factors')
tbl['secs'] = tbl.apply(timeit(factors), 'n')
tbl
```

Out[9]:

n	factors	n_factors	secs
0	[]	0	9.76503e-06
1	[]	0	2.40898e-06
2	[]	0	1.34797e-06
3	[]	0	3.49898e-06
4	[2]	1	2.74903e-06
5	[]	0	2.43704e-06
6	[2, 3]	2	3.019e-06
7	[]	0	2.78e-06
8	[2, 4]	2	3.28396e-06
9	[3]	1	3.74601e-06

... (990 rows omitted)



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## Big Data, Big Problems

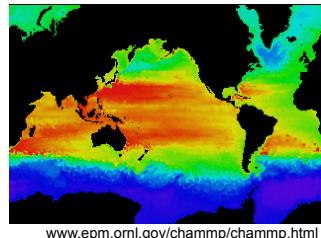


- Performance terminology

- the **FLOP**: Floating point Operation
- “flops” = # FLOP/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
- Climate Prediction (50 years in 30 days):
  - » 4.8 Tflops



- Perspective

- Intel Core i7 980 XE Desktop Processor
  - » ~100 Gflops
  - » Climate Prediction would take ~5 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
  - » Grids (heterogenous computers across Internet)
  - » Clusters (mostly homogeneous computers all in one room)
    - Google uses commodity computers to exploit “knee in curve” price/ performance sweet spot
- It’s about being able to solve “big” problems, not “small” problems faster
  - » These problems can be data (mostly) or CPU intensive

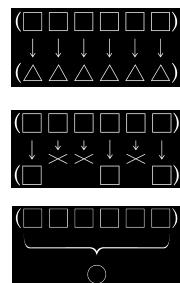
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## Recap: Filter, Map, Reduce

- Functions as Data
- Higher-Order Functions
- Useful HOFs (you can build your own!)
  - map function over list
    - » Report a new list, every element  $e$  of list becoming  $\text{function}(e)$
  - filter items such that predicate from list
    - » Create a new list, keeping only elements  $e$  of list if  $\text{predicate}(e)$
  - reduce with function over list
    - » Combine all the elements of list with  $\text{function}(e)$



- Example:  
filter → map → reduce

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## MapReduce: Advantages/Disadvantages

- Now it's easy to program for many CPUs
  - Communication management effectively gone
  - Fault 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 parallelism is key
    - » Need to be able to break up a problem by data chunks

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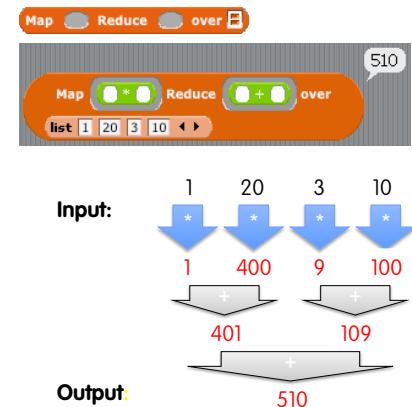
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## Google's MapReduce Simplified

- Filter: Chunk data and send to different CPUs.
- Map: Apply function to data chunks on different CPUs.
- Reduce: Combine results from different CPUs.
  - Reducer 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 Google is famous for authoring
  - The system takes care of load balancing, dead machines, etc.

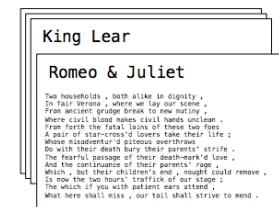


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## Apache Spark (from Berkeley)

- 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
  - OS: sort, distinct, count
- All of can be performed on RDDs that are partitioned across machines



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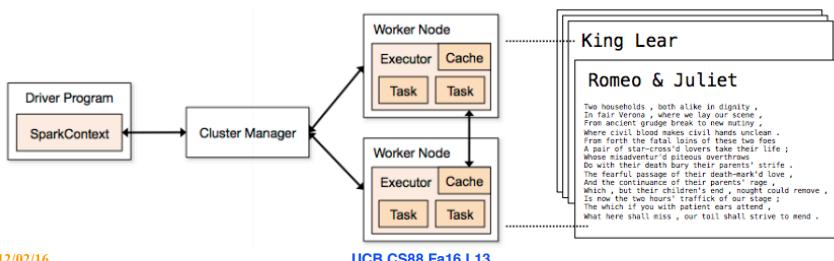
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## Spark Execution Model

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



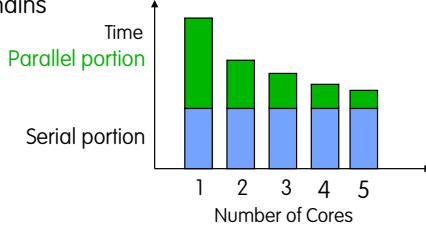
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## Speedup Issues: Amdahl's Law

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



- $s$  is serial fraction of program,  $P$  = # of cores (was processors)

- **Amdahl's law:**

$$\text{Speedup}(P) = \frac{\text{Time}(1)}{\text{Time}(P)}$$

$$\leq 1 / (s + [(1-s)/P]), \text{ and as } P \rightarrow \infty$$

$$\leq 1/s$$

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## 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

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## 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!

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## Summary: Data science



2.5 quintillion



<https://www.youtube.com/watch?v=TzxmjbL-i4Y>

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## Final thought: A note of caution



<https://www.youtube.com/watch?v=bqWui0PHhz0>

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## Summary: CS88 a journey!



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## CS88: Final slide



Thank you so much!

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