Serverless for data and Al

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Binaris CEO

The future is Serverless

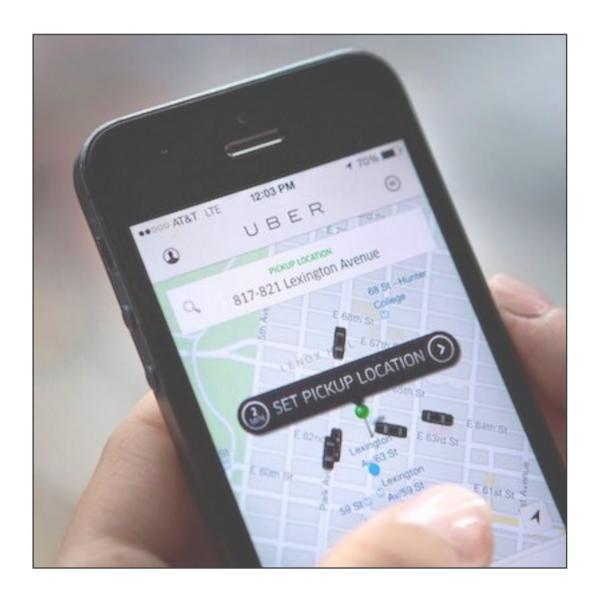
On-Prem



Cloud



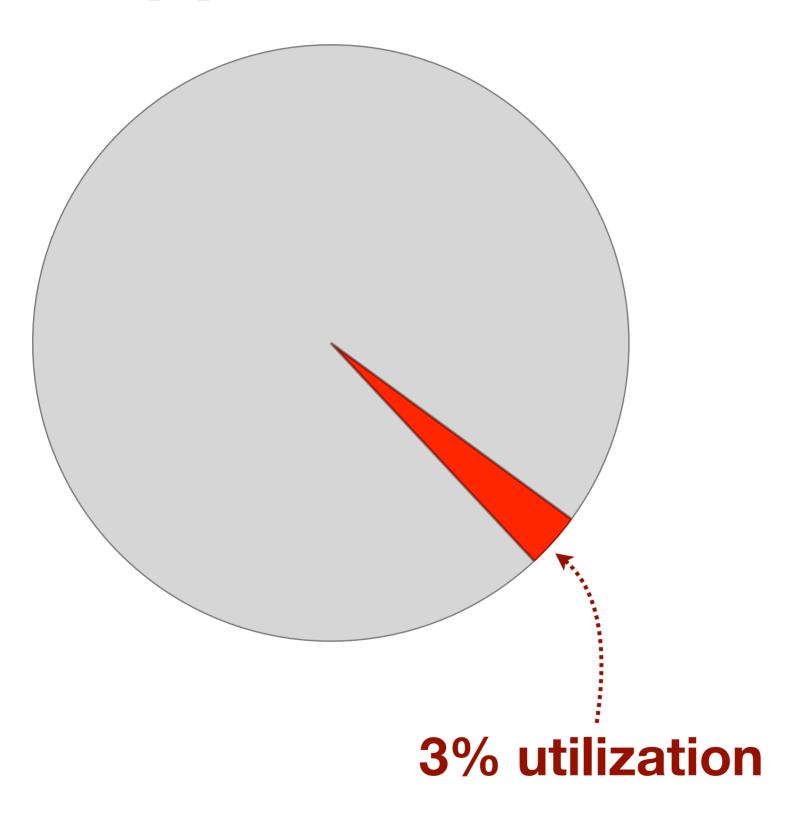
Serverless

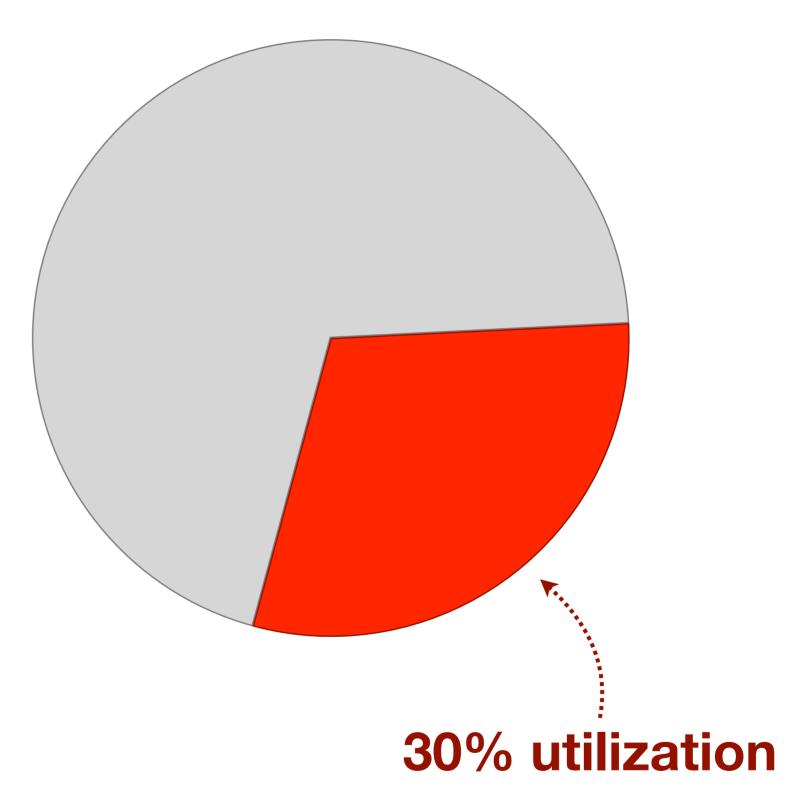


	Ride sharing	Serverless
Infrastructure	Someone else's car	Never manage servers
Cost	Pay per ride	Pay per CPU time

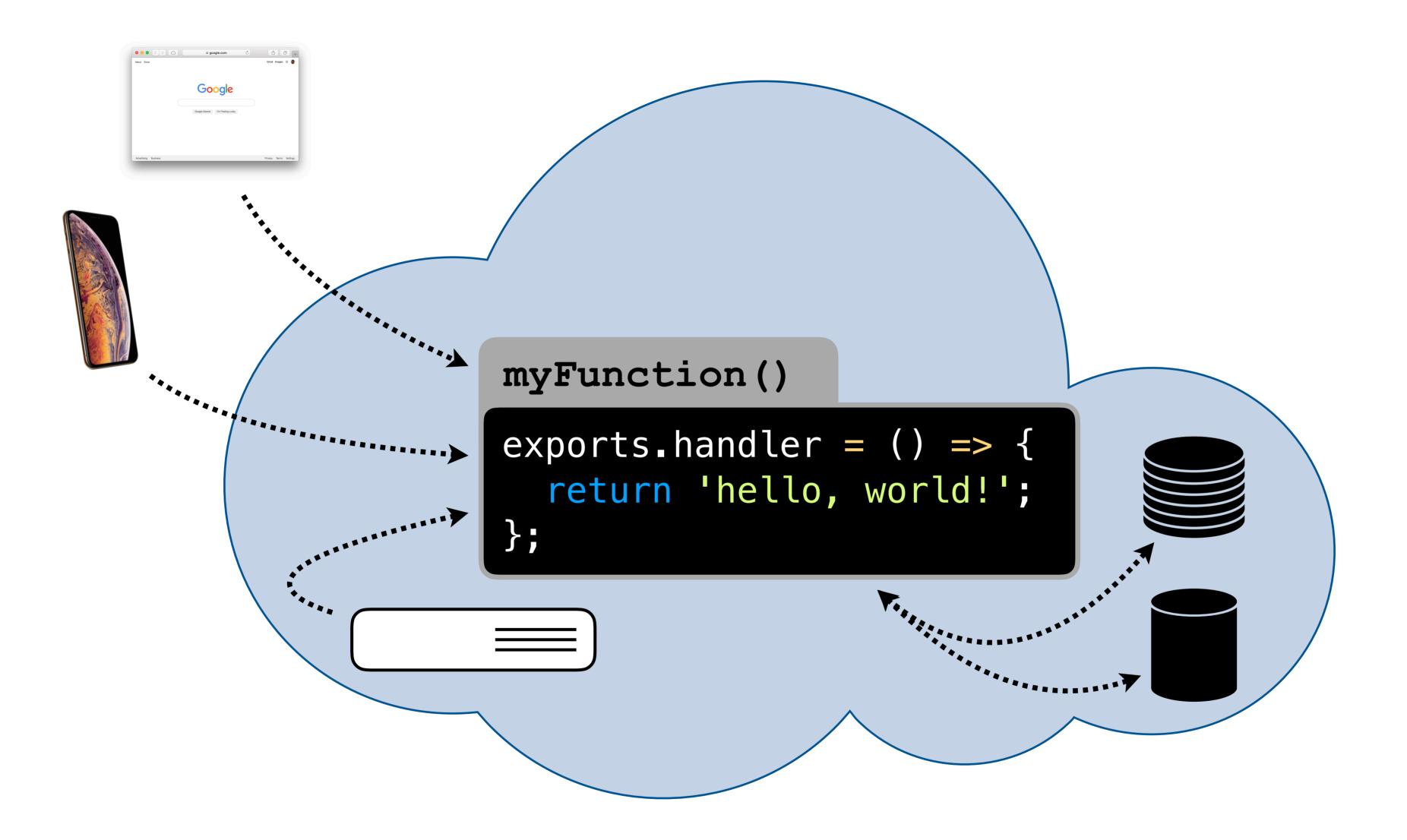
Legacy applications

Cloud-Native applications





	Ride sharing	Serverless
Infrastructure	Someone else's car	Never manage servers
Cost	Pay per ride	Pay per CPU time
Ease of use	Focus on your phone	Focus on business logic
Who can use?	No driver's license	No cloud expertise



Demo

Key providers







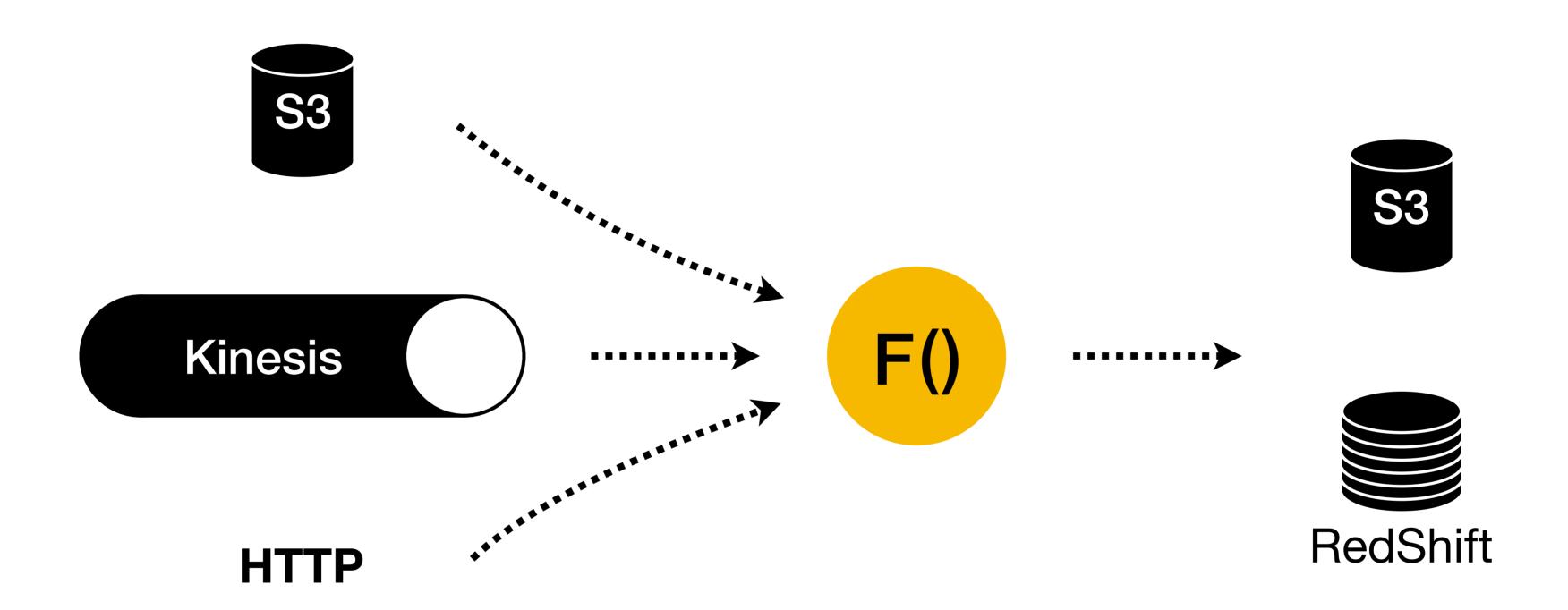


Google
Cloud Functions



- 1) Serverless ETL
- 2 Serverless MapReduce
- 3 Serverless streaming
- 4 Serverless training
- **5** Serverless inference

Serverless ETL



Serverless ETL

Upsides

Easy to build

Elastic

Usually cheaper to run

Challenges

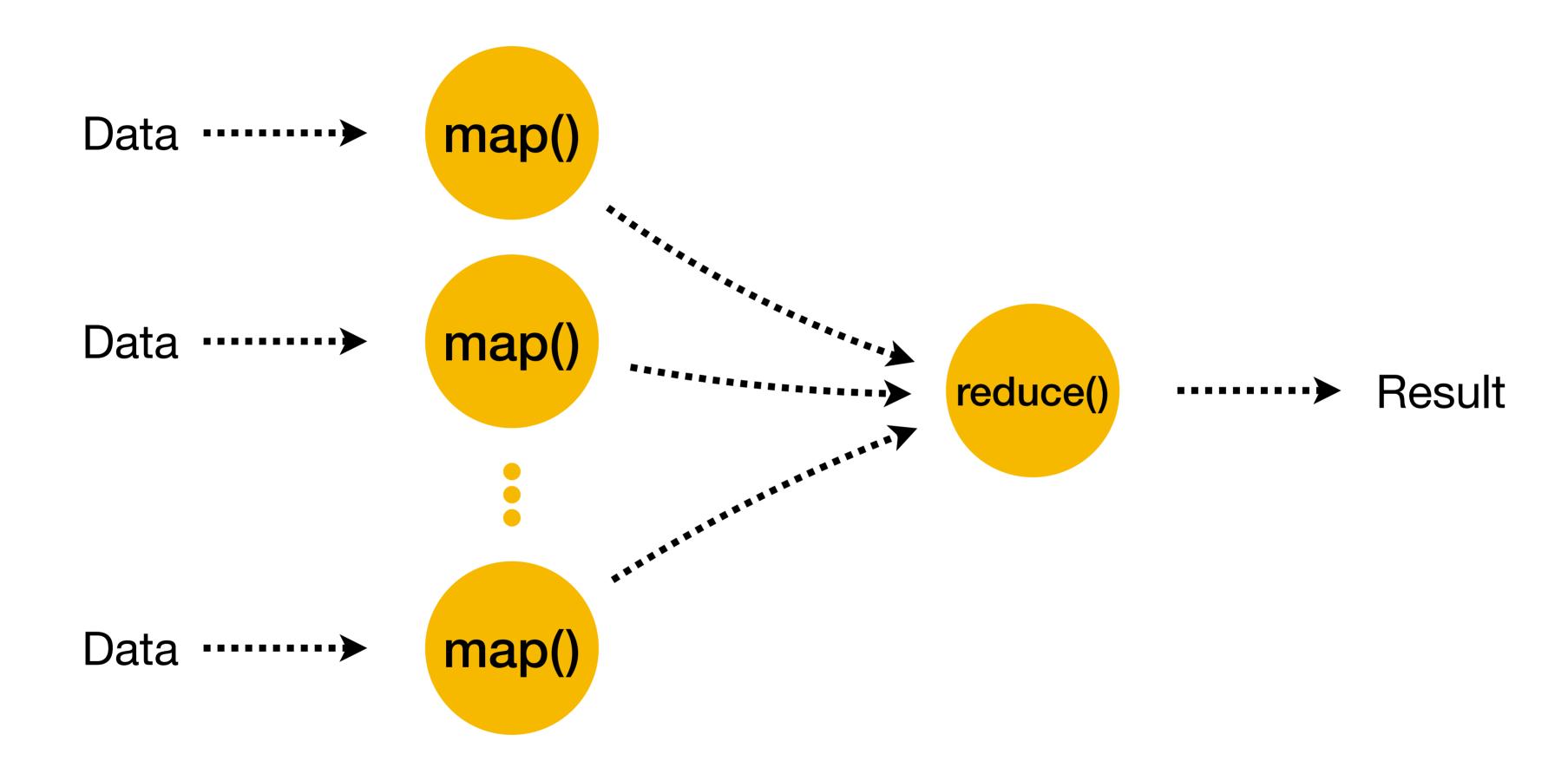
Micro-batching

Run duration limits (15 min on AWS Lambda)

Memory limits (up to 3GB on AWS Lambda)

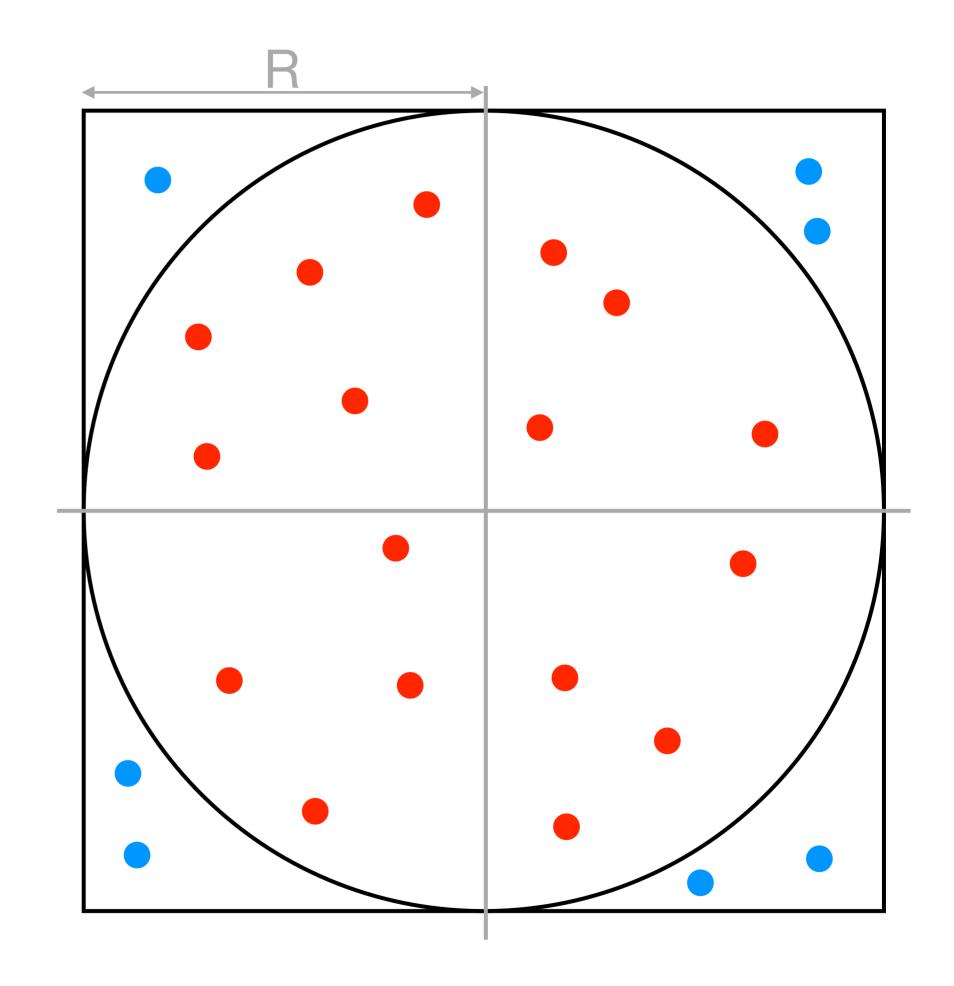
ETL accounts for 90% of Lambda CPU cycles

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Calculating π using the Monte Carlo method:

- 1. Spread random points inside a square
- 2. Geometry tell us that Circle area ~ # red points ~ $\pi \cdot R^2$ Square area ~ # points ~ $4 \cdot R^2$
- 3. Compute: $\pi = 4 * (\# \text{ red points}) / (\# \text{ points})$



```
function computePi(points) {
 let inside = 0;
 // repeat points times:
 for (let i = 0; i < points; i++) {</pre>
   // random point (use R = 1)
   const x = Math.random() * 2 - 1;
   const y = Math.random() * 2 - 1;
   // is it inside the circle?
   if (x * x + y * y < 1) {
     inside++;
 return inside;
  // universele to square and white to compute n
  retained points,
```

More points == Better π

```
exports.computePiMapper = ({ points }) => {
 let inside = 0;
 // repeat points times:
 for (let i = 0; i < points; i++) {</pre>
   // random point (use R = 1)
    const x = Math.random() * 2 - 1;
    const y = Math.random() * 2 - 1;
   // is it inside the circle?
    if (x * x + y * y < 1) {
      inside++;
 return inside;
```

```
1 Data
2 Map
function mrController(...) {
    // invoke mappers
    // wait for completion
    // invoke reducer
    // return result
}
```

③ Reduce

```
exports.computePiReducer = ({ inputs, points }) => {
  return 4 * inputs.reduce((a, b) => a + b) / points;
};
```

Demo

Upsides

Easy to build

Elastic

Scale at your fingertips

Challenges

Failures?

Retries?

Laggards?

```
function mrAsyncController(...) {
  // add map commands to stream
                           function mrMapper(...) {
                                                      computePiMapper()
                             // invoke user mapper
                             // save output
       Stream
                             // increase counter
                             // if complete:
                                  invoke user reducer
                                                          computePiReducer()
                          function mrMapper(...) {
                           function mrMapper(...) {
```



github.com/binaris/functions-examples

Upside

Easy to build (with framework)

Elastic

Scale to your fingertips

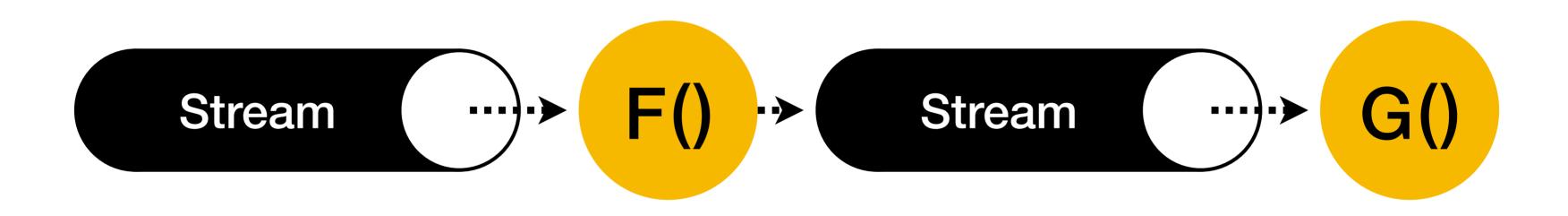
Challenges

Need cache (e.g. Redis) to hold state

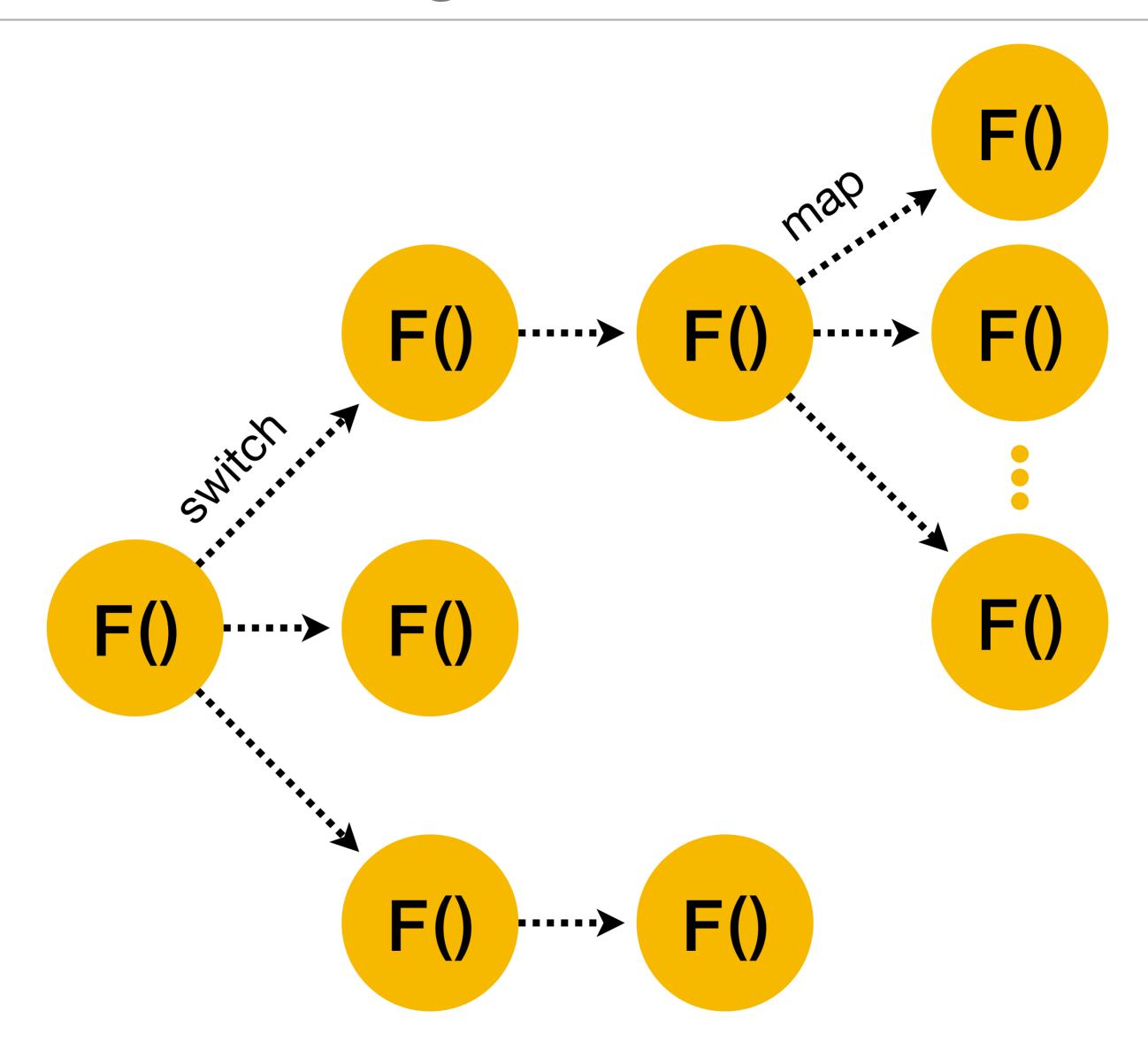
Need storage (e.g. S3) to handle data

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- 2 Serverless MapReduce
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- **5** Serverless inference

Serverless streaming



Serverless streaming



Serverless streaming

Upsides

Easy to build

Elastic

Scale to your fingertips

Real-time

Shameless plug for Binaris

Challenges

Need a smarter framework

- 1 Serverless ETL
- 2 Serverless MapReduce
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Serverless training

Today, serverless is not a good fit for training e

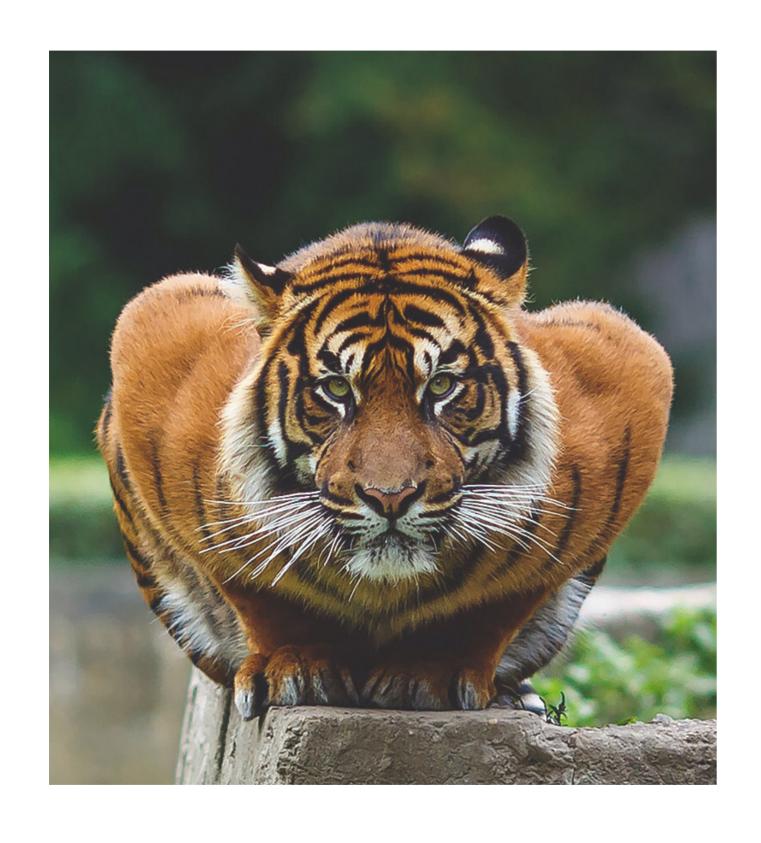
But, if

- 1 Your data is small (few GB)
- 2 You need hyperparameter optimization

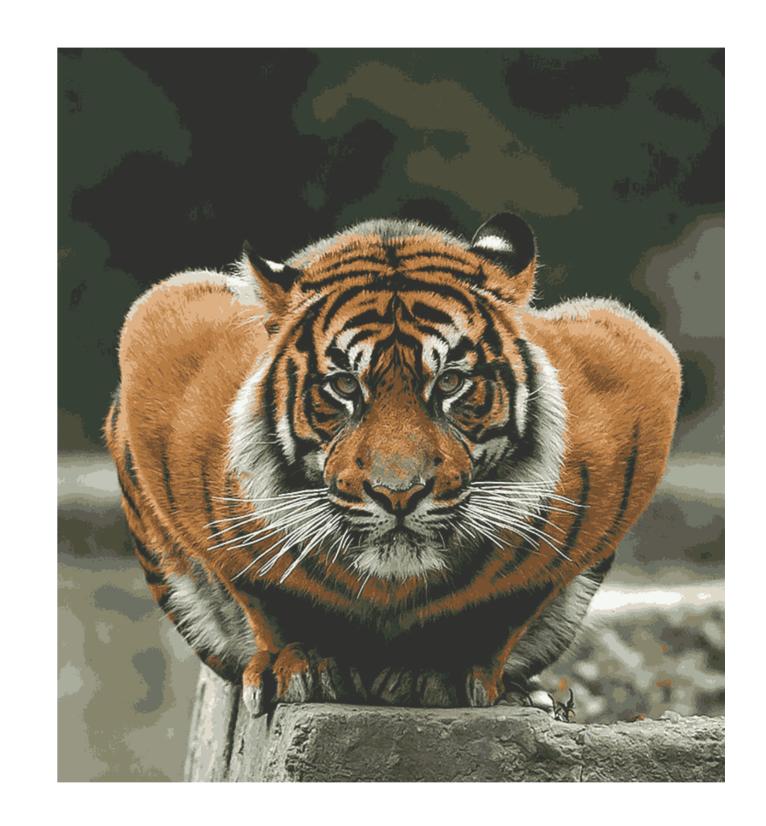
Then you can leverage serverless scale!

- 1 Serverless ETL
- 2 Serverless MapReduce
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Serverless inference



k-means



(Yeah, we know this is not really inference, but same computational pattern)

Demo

Serverless inference

Upsides

Easy to build

Use standard tools (py, sklearn, TF)

Elastic

Scale to your fingertips

Real-time (no more plugs)

Challenges

No GPU

Might be limited CPU/memory for some TF models

- 1 Serverless ETL
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- **5** Serverless inference

Serverless for data and Al

Serverless is easy to use

Cosmic 💝 scale without the rocket 🖋 science

Pay as you go

avner@binaris.com

@avnerbraverman

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Cyberconflict: A new era of war, sabotage, and fear

See passes & pricing

David Sanger (The New York Times) 9:55am-10:10am Wednesday, March 27, 2019 Location: Ballroom Add to Your Schedule

Add Comment or Question

Secondary topics: Security and Privacy

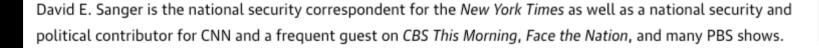
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We're living in a new era of constant sabotage, misinformation, and fear, in which everyone is a target, and you're often the collateral damage in a growing conflict among states. From crippling infrastructure to sowing discord and doubt, cyber is now the weapon of choice for democracies, dictators, and terrorists.

David Sanger explains how the rise of cyberweapons has transformed geopolitics like nothing since the invention of the atomic bomb. Moving from the White House Situation Room to the dens of Chinese, Russian, North Korean, and Iranian hackers to the boardrooms of Silicon Valley, David reveals a world coming face-to-face with the perils of technological revolution—a conflict that the United States helped start when it began using cyberweapons against Iranian nuclear plants and North Korean missile launches. But now we find ourselves in a conflict we're uncertain how to control, as our adversaries exploit vulnerabilities in our hyperconnected nation and we struggle to figure out how to deter these complex, short-of-war attacks.

David Sanger

The New York Times





David Sanger
National Security Correspondent
The New York Times

P Ballroom

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② 9:55 AM - 10:10 AM, Wed, Mar 27, 2019

Cyberconflict: A new era of war, sabotage, and fear

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