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Moving from Notebooks to Production

How do we use your magical model?

Some Introduction

Things to consider:

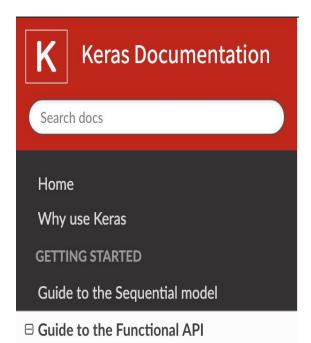
- Usability → Provide a standard API
- Dependencies Management & Easy Deployment → Docker
- Scalability, decoupling etc. → Queuing

API(s): Application Programming Interface

Connector between your prediction logic and the business logic.

Commonly used in context of HTTP web API Can be other forms.

Keras provides a wrapper which acts as a API between you and the underlying tensorflow code.



APIs are how data is exchanged, content is published, media is consumed, and algorithms are applied across the web today. APIs are how you access your social data, your photos, your accounting information, and much, much more.

APIs are not a specific service or tool from a company, they are just like the web, but instead of getting HTML back with each request, you get JSON, XML, and CSV – providing structured, machine-readable information that can be used by other systems and within other applications with very little assistance from a human.

Ref: https://blog.getpostman.com/2019/09/24/intro-to-apis-what-is-an-api/

Let's build an API

More specifically a *http* API
Anyone who wants to use our model can send a request to the *endpoint*. Input data to be predicted upon is sent in form of *post* request. You process the input request, and return the answer.

Some considerations

- In project structure, keep your model training code and your model serving code seperate.
- Need to validate all incoming requests, handle invalid requests properly.
- Handle multiple requests concurrently, PS: ML Logic is generally resource intensive.
- Handle long running requests.

```
. . .
from config import *
from flask import Flask, jsonify, make response, request
def is_valid_body(request):
            return (False, "key1 not found in body.")
        if "key2" not in body:
            return (False, "key2 not found in body.")
    return (True, "Ok")
def index():
    return "<h2>Hi! from my app</h2>"
def classifv():
        return make response(jsonify(
            {"error": "Failed not json "}
    body is valid = is valid body(request)
        return make_response(jsonify(
            {"error": "Invalid body: {err}.".format(err=body_is_valid[1])}
    return make_response(jsonify(
        {"ans": ans}
    app.run(host='0.0.0.0')
```

Flask A micro-web-framework

```
    ✓ mantissaTalk
    → .vscode
    ✓ model
    ✓ __init__.py
    ✓ magical_model.py
    ✓ app_server.py
    ☑ carbon.png
```

Issues:

- Flask is single threaded.
- Two incoming requests will be executed in order
- Second one needs to wait for first request to complete until it gets processed.
- Is only meant to be used by one person at a time, and is built this way

Ref: https://vsupalov.com/flask-web-server-in-production/

We need a more capable web-application server.

- Flask inbuilt server: A development server just made for personal testing.
 Use uwsgi + Nginx:
- WSGI stands for (Web Server Gateway Interface) → A standard Python specification for applications and servers to implement.
- uwsgi → uWSGI is a WSGI implementation package. Acts as a interface between flask and the actual web server nginx.
- uwsgi works by creating an instance of the python interpreter and importing the python files related to your application.
- This is roughly equivalent to just starting that number of python interpreter instances by hand, except that uWSGI will handle incoming HTTP requests and forward them to your application.
- This also means that each process has memory isolation—no state is shared, so each process gets its own *GIL*.
- The web client <-> the web server <-> the socket <-> uwsgi <-> Flask

Ref: https://www.reddit.com/r/Python/comments/4s40ge/understanding_uwsgi_threads_processes_and_gil/

Ref: https://www.digitalocean.com/community/tutorials/how-to-serve-flask-applications-with-uswgi-and-nginx-on-ubuntu-18-04

Queuing and Batching

- ML Systems processing time might be greater than HTTP request
- timeout time.

- Generally

 - time (10*model.predict([something]))
 - > time (model.predict([10*something]))

Data Flow

```
Endpoint: my-awesome-app.com/process: [POST request with payload]
    Client \rightarrow Server \rightarrow Validate Payload \rightarrow Generate a ID \rightarrow Save ID to database
     \rightarrow Push to Queue \rightarrow Return client the ID
    In Background: Process payload, update corresponding answers in the
     database...
Endpoint: my-awesome-app.com/process?id=1234:
    Query database → Is processed ? → return
                                                 Magical-results
                                             else return
                                                 Check again later
```

RabbitMQ

- Library for queuing. Written in erlang
- Api available in all popular languages
- Python: Pika

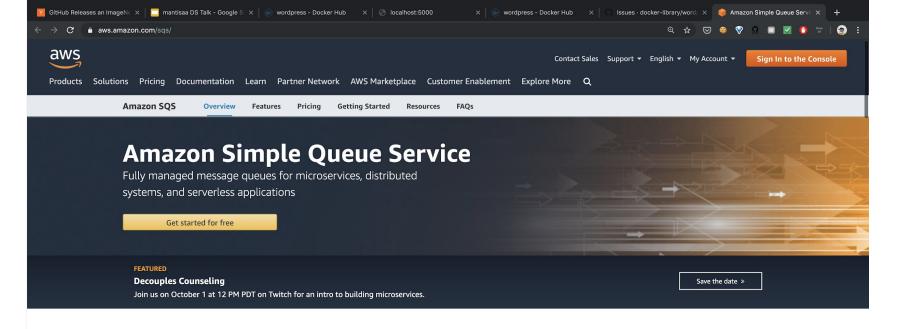
https://pika.readthedocs.io/en/stable/

```
#!/usr/bin/env python
     import pika
     import sys
 4
 5
     connection = pika.BlockingConnection(
         pika.ConnectionParameters(host='localhost'))
 6
     channel = connection.channel()
 8
 9
     channel.queue_declare(queue='task_queue', durable=True)
10
    message = ' '.join(sys.argv[1:]) or "Hello World!"
11
     channel.basic_publish(
12
13
         exchange='',
         routing_key='task_queue',
14
        body=message,
15
16
         properties=pika.BasicProperties(
17
             delivery_mode=2, # make message persistent
         ))
18
19
     print(" [x] Sent %r" % message)
     connection.close()
20
```

```
#!/usr/bin/env python
    import pika
    import time
 4
 5
    connection = pika.BlockingConnection(
        pika.ConnectionParameters(host='localhost'))
 6
    channel = connection.channel()
 8
 9
    channel.queue_declare(queue='task_queue', durable=True)
10
    print(' [*] Waiting for messages. To exit press CTRL+C')
11
12
13
    def callback(ch, method, properties, body):
14
        print(" [x] Received %r" % body)
                                                                                  Add the processing function
        time.sleep(body.count(b'.'))
15
                                                                                   calls
        print(" [x] Done")
16
        ch.basic ack(delivery tag=method.delivery tag)
17
18
19
20
    channel.basic_qos(prefetch_count=1)
21
    channel.basic consume(queue='task queue', on message callback=callback)
22
    channel.start_consuming()
23
```

Useful to know:

- RabbitMQ Management Plugin: Shows you all messages in queues
 Alternative:
- If possible: Use AWS SQS



Amazon Simple Queue Service (SQS) is a fully managed message queuing service that enables you to decouple and scale microservices, distributed systems, and serverless applications. SQS eliminates the complexity and overhead associated with managing and operating message oriented middleware, and empowers developers to focus on differentiating work. Using SQS, you can send, store, and receive messages between software components at any volume, without losing messages or requiring other services to be available. Get started with SQS in minutes using the AWS console, Command Line Interface or SDK of your choice, and three simple commands.

SQS offers two types of message queues. Standard queues offer maximum throughput, best-effort ordering, and at-least-once delivery. SQS FIFO queues are designed to guarantee that messages are processed exactly once, in the exact order that they are sent.



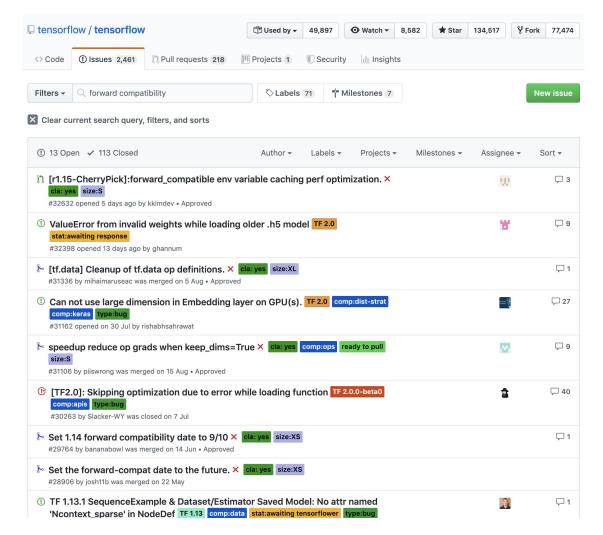
Dependencies/ Runtime management



Containers all the way



- Containerisation tool
- Everything is inside a container.
- 2 containers built from same image are exactly equal (almost :p)
- Instead of distributing just the code, you distribute the image
- Virtualenv (but much powerful)
- Code ⊂ Image.
- Image = Code + Dependencies + Running instructions
- A image which is running = a container
- Dockerfile: a yaml-based file with instructions to build your image.
- Dockerhub: GitHub for your docker images.



https://github.com/tensorflow/tensorflow/issues? utf8=%E2%9C%93&q=forward+compatibility+

Either use pre-built images for known tasks or build your own image (and publish)

- Pull =~ Clone
- Publish on dockerhub =~ Publishing code on github (optional)
- Can use prebuilt images for almost all popular services.
- Instead of setting up on local and following a set of instructions, just docker-pull + docker run

https://hub.docker.com/search?q=&type=image&category=analytics%2Capplication_framework%2Capplication_infrastructure%2Capplication_services%2Cbase%2Cdatabase%2Cmessaging%2Cstorage

The docker flow

- docker images → Display available images docker ps → Display running containers
- Pull / build image docker pull image-name
- Run image → starts a container using docker run image-name + options
- Check: https://hub.docker.com/_/wordpress/
- docker run --name some-wordpress -p 8080:80 -d wordpress

```
mantissaTalk > complex_app > 🔷 Dockerfile > ...
     FROM ubuntu
     RUN apt-get -y update --fix-missing
     RUN apt-get install -v pvthon2.7 pvthon-pip pvthon-dev build-essential
     # Install Nginx
  4
     RUN apt-get install -y nginx
     # Copy requirements
     COPY ./requirements.txt /root/app/
     # Install requirements
     WORKDIR /root/app/
     RUN pip install -r requirements.txt
 10
 11
     # Copy all other stuff
     COPY ./ /root/app/
 12
     WORKDIR /root/app/
 13
 14
     # Enable the new webservice to server using nginx
 15
     RUN cp nginx_app_block /etc/nginx/sites-available/
 16
     RUN rm /etc/nginx/sites-available/default
 17
     RUN rm /etc/nginx/sites-enabled/default
 18
     RUN ln -s /etc/nginx/sites-available/nginx_app_block /etc/nginx/sites-enabled/
 19
 20
 21
     RUN chmod +x ./start.sh
 22
     CMD ["./start.sh"]
```

 $\textbf{Ref:} \ \underline{\text{https://www.digitalocean.com/community/tutorials/how-to-serve-flask-applications-with-uswgi-and-nginx-on-ubuntu-18-04}\\$

Some must-know stuff: Docker volumes

- Lifetime of a container: When a container is stopped, whatever you saved in it is lost.
- Containers are stateless
- Need to persist data between a container.

Some must-know stuff: Docker networking

3 types of networks:

- Bridge → A default network common for all containers
- Host → Same network as your host machine
- Custom → Define a network and run container in that network
- Expose ports to host using -p option
 Containers in same network can talk to each other using the container-names
 Each network is an isolated island with it's own set of IPs and set of ports (per container)

docker run command

```
docker run -it -d --network=some-network -v some-volume --p 9200:9200 image command docker run -it ubuntu bash docker run -it --network repo_scanner_v2_default --restart unless-stopped get_screenshots docker run --name some-wordpress -p 8080:80 -d wordpress (ref: <a href="https://hub.docker.com/_/wordpress/">https://github.com/docker-library/wordpress/blob/master/Dockerfile-alpine.template</a>
```

Bringing it all together

- 4 separate containers:
- 1. api
- 2. queuing
- 3. the magic model
- 4. the database storage(mongo)

Data Flow

```
Endpoint: my-awesome-app.com/process: [POST request with payload]
    Client \rightarrow Server (API Endpoint) \rightarrow Validate Payload \rightarrow Generate a ID \rightarrow Save
     ID to database \rightarrow Push to Queue \rightarrow Return client the ID
    In Background: Process payload, update corresponding answers in the
     database...
Endpoint: my-awesome-app.com/process?id=1234:
    Query database → Is processed ? → return
                                                 Magical-results
                                             else return
                                                 Check again later
```

END!!

Questions/Feedback?