MDA DevOps for Data Science

MDA

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Preface

The MDA team at CORI will do a book club and review the book DevOps for Data Science written by **Alex K Gold** here.

- Book study repo
- Book study site
- Book study google drive

Planning:

- 1. Introduction + Environments as Code: Olivier
- 2. Data Project Architecture: John
- 3. Databases and Data APIs: Brittany
- 4. Logging and Monitoring: Dolley
- 5. Deployments and Code Promotion: Camden
- 6. Demystifying Docker: John
- 7. ...

Workflow:

- 1. Clone this repo
- 2. Create a specific branch:

```
git checkout -b ch-?/???
# (replace `?` with the chapter number and `???` with a name/title)
```

- 3. Install Quarto CLI
- 4. Install local dependencies:

```
npm install
```

6. Preview Quarto site:

npm run preview

- 7. Make changes and commit as needed
- $8.\ \, \text{Push commits}$ and create a pull request

This is a Quarto book.

To learn more about Quarto books visit https://quarto.org/docs/books.

Introduction

Learning objectives:

• introducing some definitions and a bit of history

Definitions

production:

```
affecting decision in your orgs / world putting your work in front of someone else's eyes
```

We want:

- our works to be reliable
- in a safe environment
- our work to be available

DevOps

DevOps is a set of **cultural norms**, **practices**, and **tooling** to help make developing and deploying software **smoother** and **lower risk**.

.. but is a squishy concept and a "vendor" associated name

It came in opposition to the *waterfall dev process* were you had a team doing Dev. and then one other doing Ops (Ops "make it works on everyone computer").

Process and people

- Are data scientist software developper?
- Are we in the red flags number 3?
- Do we need a workbench (ie using ec2) ?
- should we do the exercice with penguins or one of our dataset?

Part I DevOps Lessons for Data Science

You are a software developer.

But:

• Writing code for data science is different than writing code:

You're pointed at some data and asked to derive value from it without even knowing if that's possible.

 $\bullet\,$ difference between architect and archaeologist

1 Environments as Code

1.1 Environments:

- stack of software and hardware below our code
- should be treated as "cattle not pet" / should be stateless
- Risk of it "only works on my machine"

Building a completly reproducible environement is a "fool's errand" but first step should be easy.

(any trouble with renv and sf anyone?)

1.2 Environements have layers

| Layer | Contents | Example |
|--------------------------------|--|-------------------------------|
| Packages System hardware | R packages R versions / GDAL / MacOS Physical / Virtual hardware | cori.db 14.4.1 Apple M3 |

Hardware and System should be in the hand of IT (see later chapter 7 and 14), packages layer should be the data scientist.

1.3 The package layer

Package can in 3 places:

• repository: CRAN / GH / "Supermarket"

• library: a folder on a drive / "pantry"

• loaded: "ready to cook"

Each **project** should have it's own "pantry"

Project was highlighted in text but I think it is important: if you do not have a project workflow it is way harder to do it.

A package environement shouldbe:

- isolated and cannot be disrupted (example updating a packge in an other project)
- can be "captured" and "transported"

In R: {Renv} ("light"/"not exactly the same" option also exist, Box, capsule)

Author does not like Conda (good to not being alone!)

1.4 Workflow

• Create a standalone directory with a virtual environment

(spend time exploring renv/ and .gitignore)

- Document environment state (see lockfile)
- Collaborate / deploy: you can't share package because their binay can be OS or system specific, hence specific package need to be installed (could be a pain point).
- Use virtual env

1.5 Under the hood

- test .libpaths() in a specific project and in a "random" R session
- order of Paths matter

1.6 Key points

- being in production is what make a DS a software developper
- kill and create new environment fast is important

2 Data Project Architecture

2.1 Initial project setup

The last chapter, Environments as Code, introduced the example project that we will use throughout the book. You can either elone a starter template for fork the project repo from do4ds_project or create the project from scratch yourself using the following Quarto CLI commands (taken from the Quarto documentation):

```
quarto create project website do4ds_project
# Choose (don't open) when prompted
quarto preview do4ds_project
```

... if the quarto preview command loads a new website in your web browser, go back to the terminal and use Ctrl+C to terminate the preview server. Change to the project directory and setup a local python virtual environment (if needed, you can grab the requirements.txt file from here):

```
cd do4ds_project
# If using python, create and activate a local virtual environment
python -m venv ./venv
source venv/bin/activate
venv/bin/python -m pip install -r requirements.txt
```

Now that you are in the local project directory you can use the quarto **preview** command without arguments to continue seeing updates to the local project in your browser:

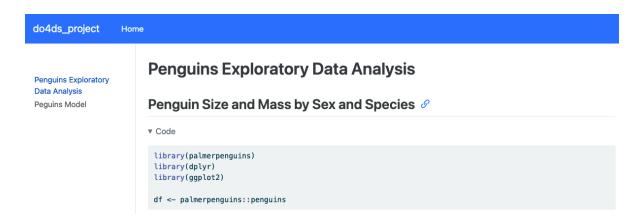
```
quarto preview
```

Alternately, if you forked the project sample from Github, you can use npm... npm run preview

If you did not fork the project sample, make sure to create the eda.qmd and model.qmd files from chapter 1 and add them to the sidebar section of _quarto.yml:

```
project:
   type: website

website:
   title: "do4ds_project"
   navbar:
   left:
        - href: index.qmd
        text: Home
   sidebar:
        style: "docked"
        search: true
   contents:
        - eda.qmd
        - model.qmd
```



2.2 Key Takeaways

This chapter gives an opiniated overview of good design and conceptual layout practices in regards to a data project. The areas of responsibility within the project our broken out into 1) *Presentation*, 2) *Processing*, and 3) *Data* layers. The categories that a given data project may fall into our further divided into 1) *jobs*, 2) *apps*, 3) *reports* and 4) *API's*. The rest of the chapter discusses how to break a project down into the previously mentioned layers, as well as considerations for optimizing the Processing and Data layers.

2.3 Lab

To complete part 1 of the lab, I had to modify the example code. First, I added a line that would generate a **vetiver** model and assign it to **v** and then I changed the path to the local folder where the model could be stored:

```
from pins import board_folder
from vetiver import vetiver_pin_write
from vetiver import VetiverModel

v = VetiverModel(model, model_name = "penguin_model")

model_board = board_folder(
   "data/model",
   allow_pickle_read = True
)

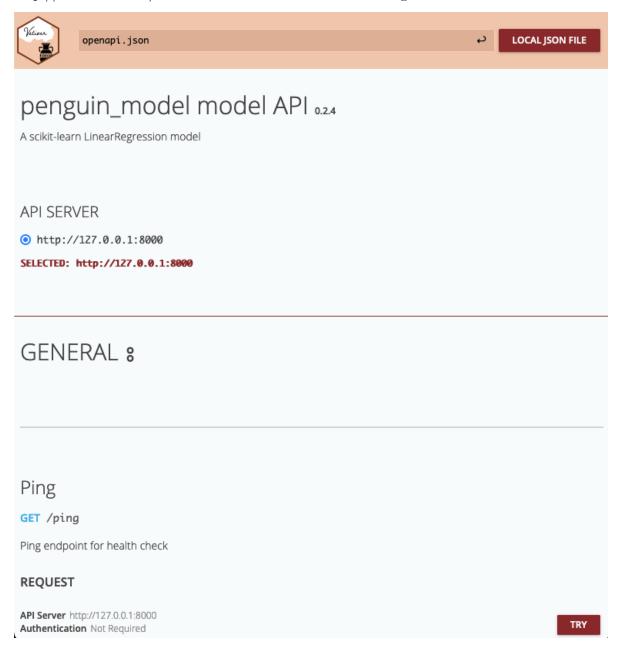
vetiver_pin_write(model_board, v)
```

In addition to these changes, I created a separate Python file with the code to run the vetiver API, called api.py, which also required updates to the VetiverApi call to ensure that the API server had the correct input params in order to process the prediction:

```
from palmerpenguins import penguins
from pandas import get_dummies
from sklearn.linear_model import LinearRegression
from pins import board_folder
from vetiver import VetiverModel
from vetiver import VetiverAPI
# This is how you would reload the model from disk...
b = board_folder('data/model', allow_pickle_read = True)
v = VetiverModel.from_pin(b, 'penguin_model')
# ... however VertiverAPI also uses the model inputs to define params from the prototype
df = penguins.load_penguins().dropna()
df.head(3)
X = get_dummies(df[['bill_length_mm', 'species', 'sex']], drop_first = True)
y = df['body_mass_g']
model = LinearRegression().fit(X, y)
v = VetiverModel(model, model_name = "penguin_model", prototype_data = X)
```

```
app = VetiverAPI(v, check_prototype = True)
app.run(port = 8000)
```

... and then used python api.py to run the API. Once running, you can navigate to http://127.0.0.1:8000/docs in a web browser to see the autogenerated API documentation



Part II IT/Admin for Data Science

Part III Enterprise-grade Data Science

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