Going Beyond Data Parallelism



The adventures ahead!*

- Meeting the "narrator"**
- What is Data Parallelism & When is it not enough
- A detour to Appendix A from my Ray book
- My side quest: to promote my books
- My employers (probable) goal: make you interested in Netflix data engineering



Who am I?

- Pronouns are she/her
- Apache Spark PMC (think committer with tenure)
- previously Apple, IBM, Alpine, Databricks, Google, Foursquare & Amazon
- co-author of High Performance Spark, Learning Spark, Kubeflow for Machine Learning + in progress Scaling Python with Dask and Scaling Python with Ray
- Twitter: oholdenkarau
- Livestreams: https://youtube.com/user/holdenkarau
- Github https://github.com/holdenk
- Currently at Netflix (my org is hiring) but any mistakes are my own



Probable (relevant) Biases

- I'm used to working with large scale datasets
- I've mostly worked at the platform level for the past decade
- I'm a Spark committer and I've written some of it
- I have contributed code to Ray and Dask but much less
- I've written books on Spark and am writing books on Ray and Dask
- I think functional programming is cool



Quick Refresher on Data Parallelism

- Split up the date into partitions
- Most of the time: apply the same logic to each partition
- Sometimes: re-combine the partitions in some way

Or see: Distributed Computing 4 Kids



When is this not enough?

- Tracking state & weights during ML models (current top of mind)
- Smaller tasks
- Non-uniform tasks
- etc.



What are some options?

Local:

- Joblib, multiprocessing
- Locks + Shared memory

Distributed:

- Tasks
- Actors
- Locks + shared memory
- DB



Why this is hard:

"A distributed system is one in which the failure of a computer you didn't even know existed can render your own computer unusable" – Leslie lamport



What do (distributed) tasks look like?

tl;dr – Functions with decorators



Dask Distributed Tasks

```
@dask.delayed

def remote_hi():
    import os
    import socket

    return f"Running on {socket.gethostname()} in pid
{os.getpid()}"
```



Ray Distributed Tasks

```
@ray.remote
def remote_hi():
    import os
    import socket
    return f"Running on {socket.gethostname()} in pid
{os.getpid()}"
```



How are they different?

Dask Delayed

- Default* to lazy
- Centralized* scheduler

Ray Remote

- Default to eager (futures)
- Distributed* scheduler

How are they same?

- Distributed & Local Scheduler options
- Chainable
- Recursive*
- Low (but non-zero) overhead
- Futures available
- etc.

Task Fault tolerance

- Restart on failure
- Yes this can have some "unintended" side effects

And we can (sort of) make the Distributed look local

- https://docs.ray.io/en/latest/ray-more-libs/joblib.html
- https://ml.dask.org/joblib.html

And same for multiprocessing etc.



Does Spark have tasks?

Yes... but not exposed

And Actors?

Think like tasks + restrictions to make handling state "easier."

Communicate with message passing

Encapsulate state



Neat! What does it look like?

```
class SatelliteClientBase():
    """

Base client class for talking to the swarm.space APIs.
    """

def __init__(self, settings: Settings, idx: int, poolsize: int):
    # Annoying setup work goes here
```



```
async def run(self):
   # Is it there yet?
    print("Prepairing to run.")
    self.running = True
   while self.running:
       try:
            self._login()
            while True:
                await asyncio.sleep(self.delay)
                await self.check_msgs()
        except Exception as e:
            print(f"Error {e} while checking messages.")
            logging.error(f"Error {e}, retrying")
```

```
messagedata = MessageDataPB() # noqa
messagedata.from_device = False
message = messagedata.message.add()
message.text = data
message.protocol = protocol
message.to = msg_from
encoded = base64.b64encode(messagedata.SerializeToString())
request_dict = {
    "deviceType": 0,
    "deviceId": msg_to,
    "userApplicationId": 1000,
    "data": encoded
request_encoded = json.dumps(request_dict)
return self.session.post(
    self. sendMessageURL,
   data=request_encoded,
   headers=self._sendMessageHeaders
```

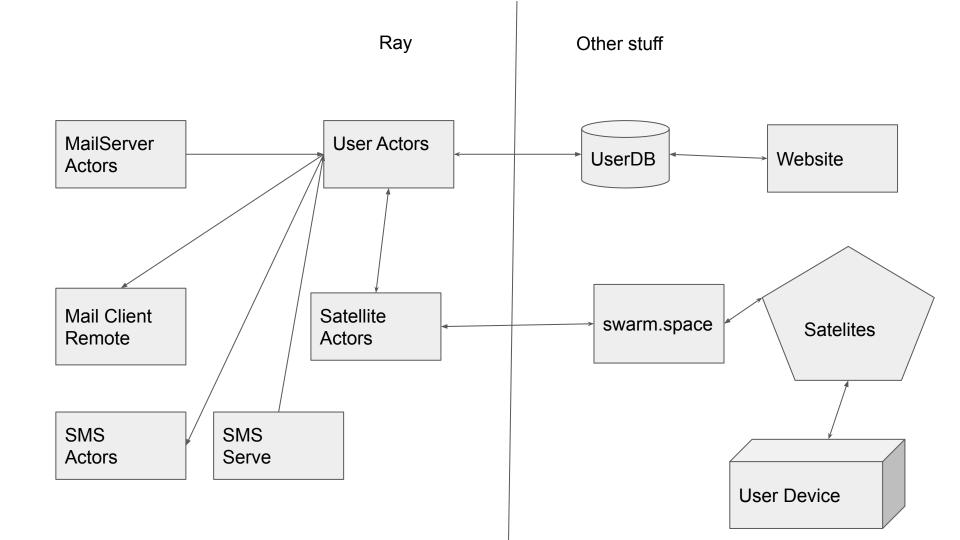
async def send_message(self, protocol: int, msg_from: str, msg_to: int, data: str):

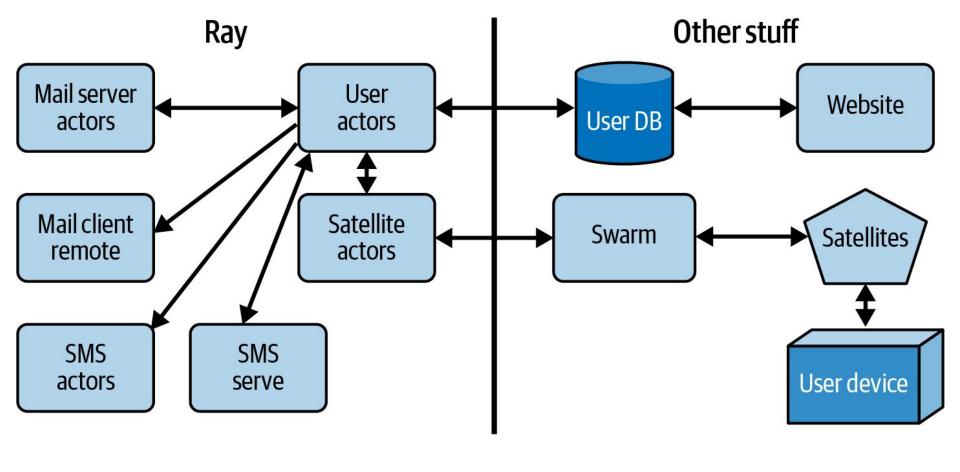
```
# This is the magic that makes it an actor :D (We separate this out so we can test a non-actor version too).
@ray.remote(max_restarts=-1)

class SatelliteClient(SatelliteClientBase):
    """

Connects to swarm.space API.
```

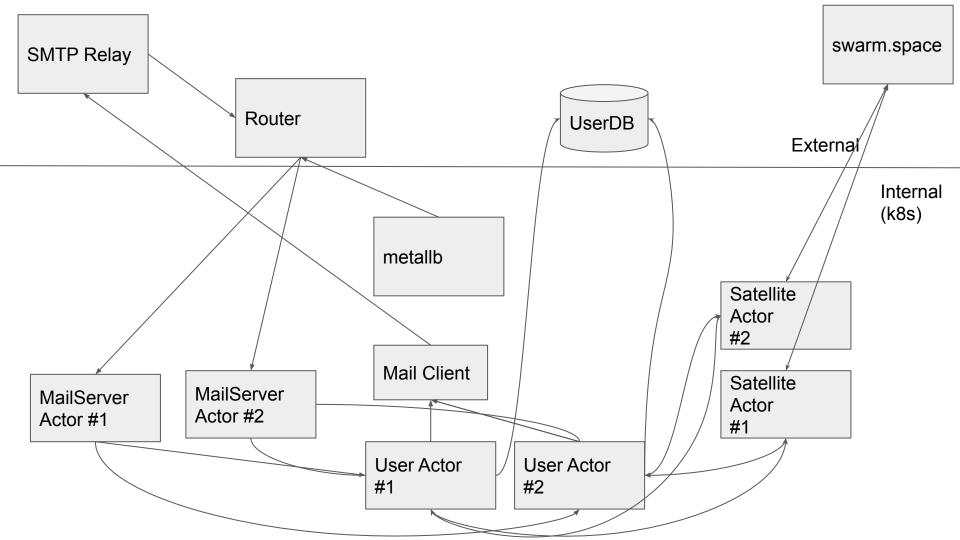
0.00





Oook what happens if it gets "busy"?

- Well... unlikely given our project
- Actor pools give us what we want, but initialization order
- Routing the messages becomes complicated



Ray Actor Fault tolerance

Mark them as restartable, but you need to write the recovery code.

There is no magic here (except maybe a database).

So... code?

https://github.com/PigsCanFlyLabs/message-backend-ray

+

https://github.com/scalingpythonml/scalingpythonml

Ok ok fine. What's up with Ray + Netflix?

- We train models with Ray :D
- No we don't make Satellite Communication backends :p
- See
 <u>https://netflixtechblog.com/scaling-media-machine-learning-at-netflix-f19b400</u>

Dask Actor Fault tolerance

Hopes and dreams

Does Spark have Actors?

No

A word from my employer:

We are actively hiring for the Data Platform organization (remote and in person)

I don't think it's my specific team, but it's on our sister teams:)

https://jobs.netflix.com/teams/data-platform

As well as DSE etc (w/ remote US roles)



But most importantly....

Buy several copies of my books :p (or read them on safari, I think I get money from that?)

