LAZYTABLES: DISTRIBUTED DATA FOR MACHINE LEARNING

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INTERMEDIATE ML DATA



LAZYTABLES DESIGN

- Distributed table structure
- Multiple layers of caches and operation logs
 - Oplog: log of updates (e.g. "increment X by 5")
 - Thread-local, per-process, in-memory, on-disk
 - Closer layers faster but have staler data
- Write-back caching allows for update batching

- Intermediate data much bigger than input and output
 - Topic modeling: 100GB input, >1TB intermediate, 10GB output
 - Usually large, sparse tables of integers
- Key problem: table performance determines efficiency
 - Hundreds of thousands of updates per second per thread
 - Too fast to lock mutex on every update
 - Self-commutative updates: increment, max, multiply...
- Key insight: algorithms tolerate staleness
 - Don't need to see other thread's updates immediately
 - But, freshness requires can grow with progress

INITIAL RESULTS

Process Thread 1 Thread N (on core N) (on core 1) Write Write Read Read Thread Thread Thread Thread cache oplog cache oplog Write Read Process Process cache oplog Read/write Network Shared Shared Shared shard 1 | shard 2 | shard 3

SUPPORTING FRESHNESS REQUIREMENTS

- **Application tested: document classification**
- LDA algorithm implemented with Gibbs sampling
- Tested batching for 1 process on 8-core server
- "Locking" used reader-writer locks on whole table
- Batching 1024 updates in thread-local storage



Avoiding locks for updates is crucial to performance

CONSISTENCY

Read-my-writes important for many algorithms

- Each thread can choose cache layer for each access
- Faster caches generally hold staler data
- Oplogs hold updates from local thread or process
 - Can be ignored on read, or used for read-my-writes



- Read operations look at staleness of cache
 - If too stale, read next level cache ("freshness miss")
 - For consistency, updates flushed on freshness miss

CONTINUING EXPLORATIONS

Testing implementation tradeoffs

- Atomic updates to multiple rows or tables
 - Necessary for typical machine learning algorithms?
 - Can this be supported efficiently?
- When updates are sharded, enforce canonical ordering
- E.g. related to consistency model
- Exploring fit to other ML algorithms
 - E.g. Image/video segmentation, community detection
- Part of larger "Big Learning" project
 - Systems support for advanced ML



