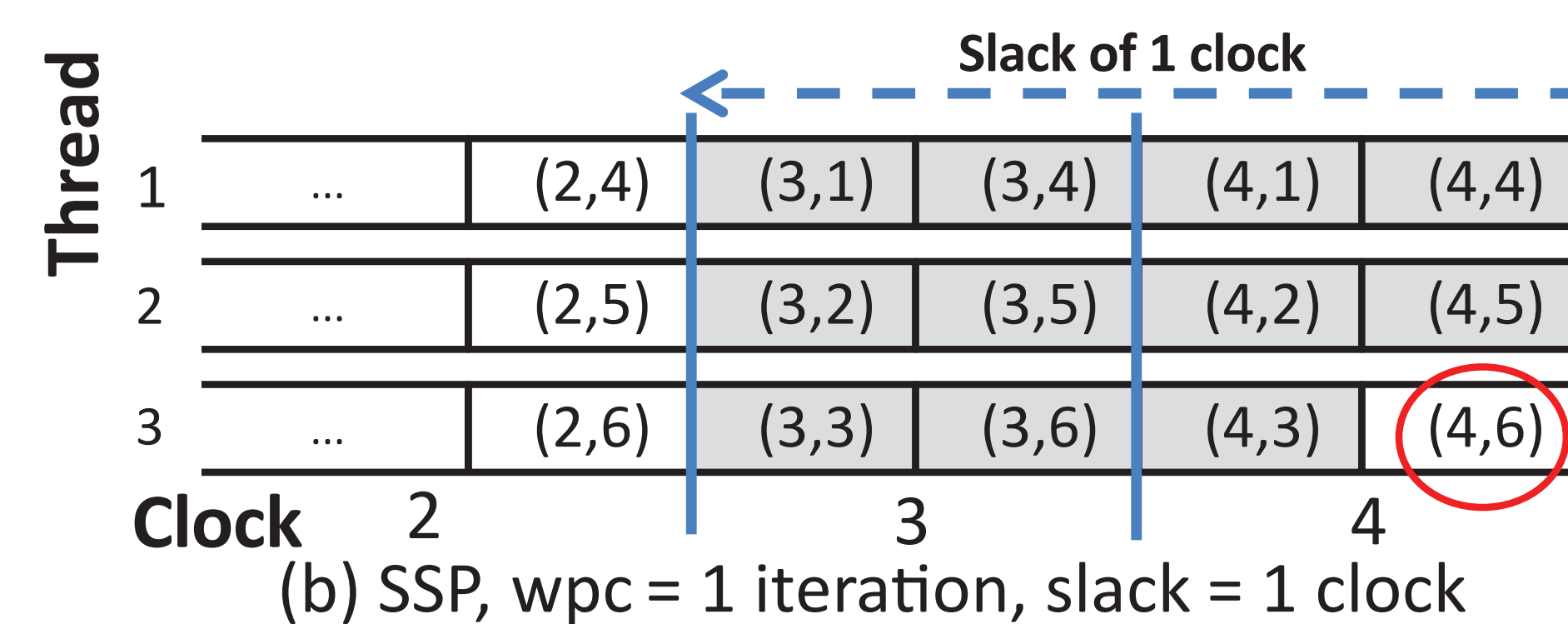
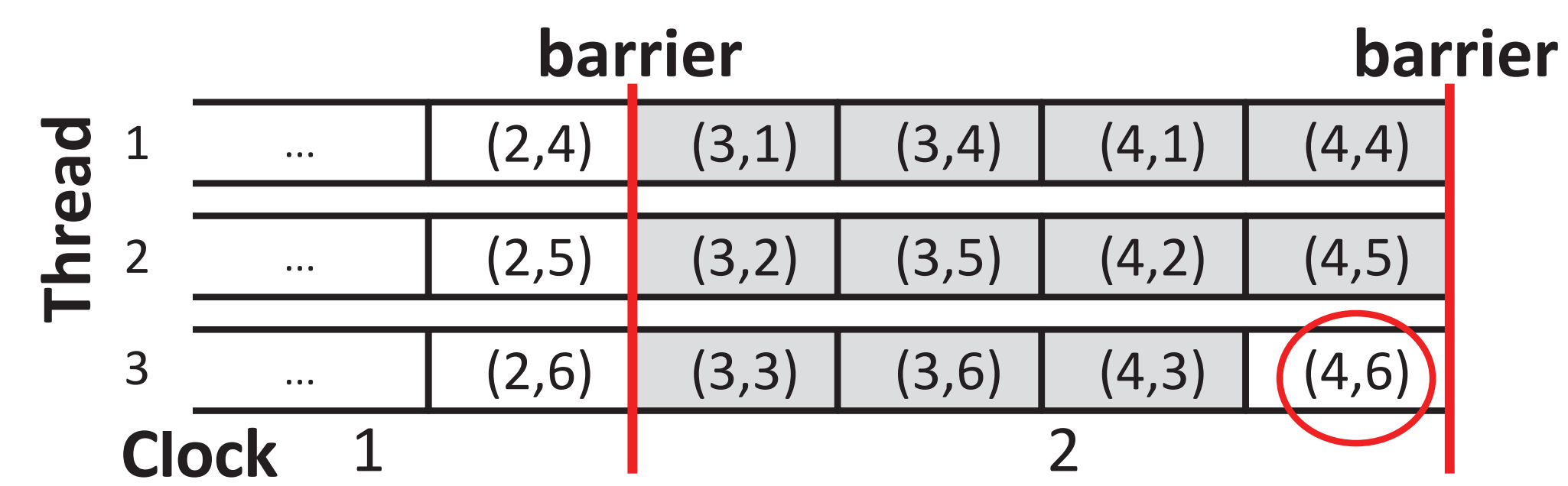


EXPLOITING BOUNDED STALENESS TO SPEED UP BIG DATA ANALYTICS

Henggang Cui, James Cipar, Qirong Ho, Jin Kyu Kim, Abhimanu Kumar, Seunghak Lee, Wei Dai, Jinliang Wei, Greg Ganger, Phil Gibbons*, Garth Gibson, Eric Xing
Carnegie Mellon University, *Intel Labs

BOUNDED STALENESS IN PARALLEL ML

- Can tune staleness of shared data
- Arbitrarily-sized Bulk Synchronous Parallel (A-BSP)
 - A barrier every some amount of work (a clock)
 - BSP with tunable "work per clock" (WPC)
- Stale Synchronous Parallel (SSP)
 - Fastest worker \leq "slack" clocks ahead of slowest
 - Tunable "slack" (see LazyTables poster)
- Data staleness bound for "{wpc, slack}"
 - wpc x (slack + 1)
 - SSP {wpc, slack} == A-BSP {wpc x (slack + 1), 0}

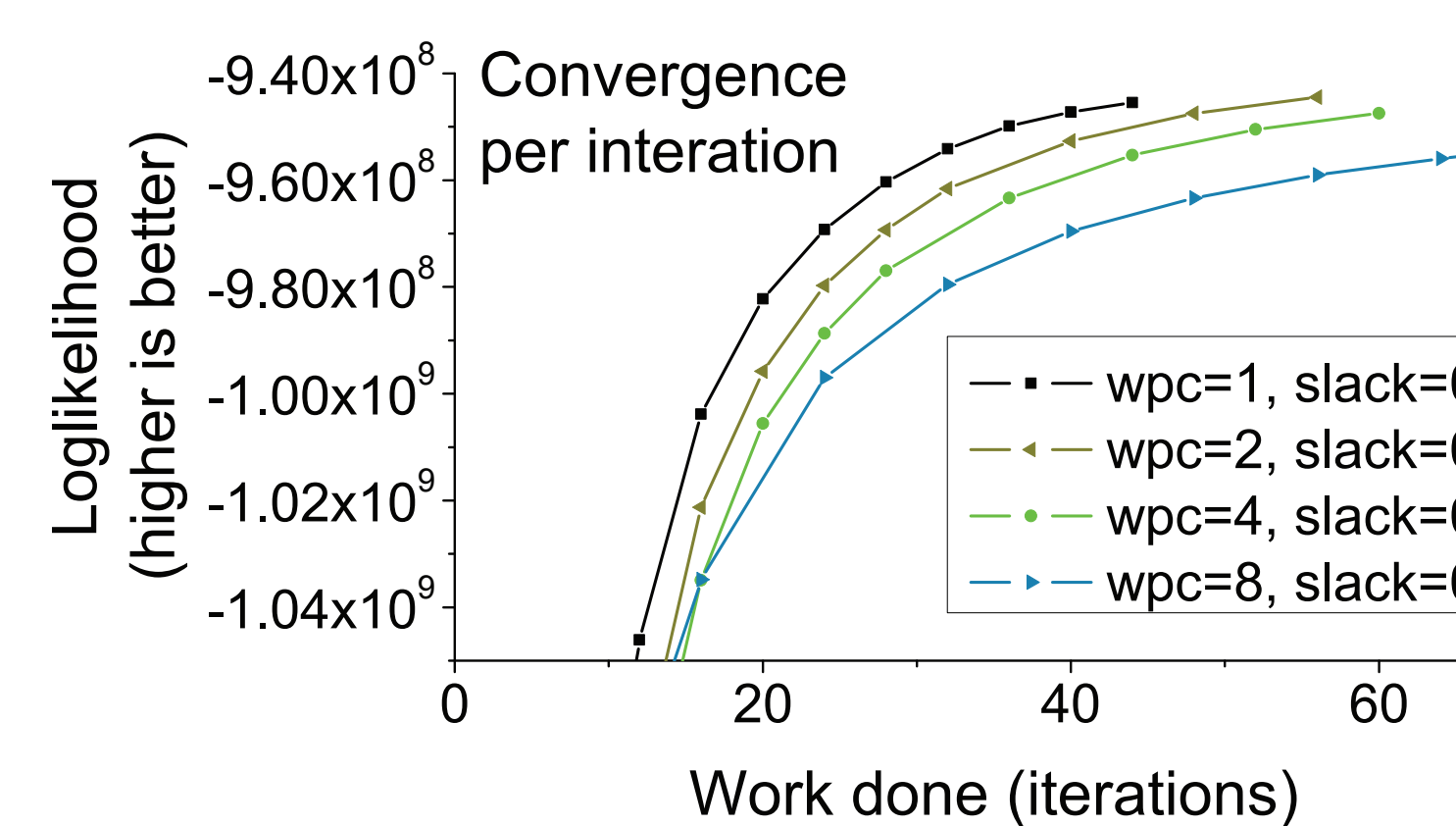
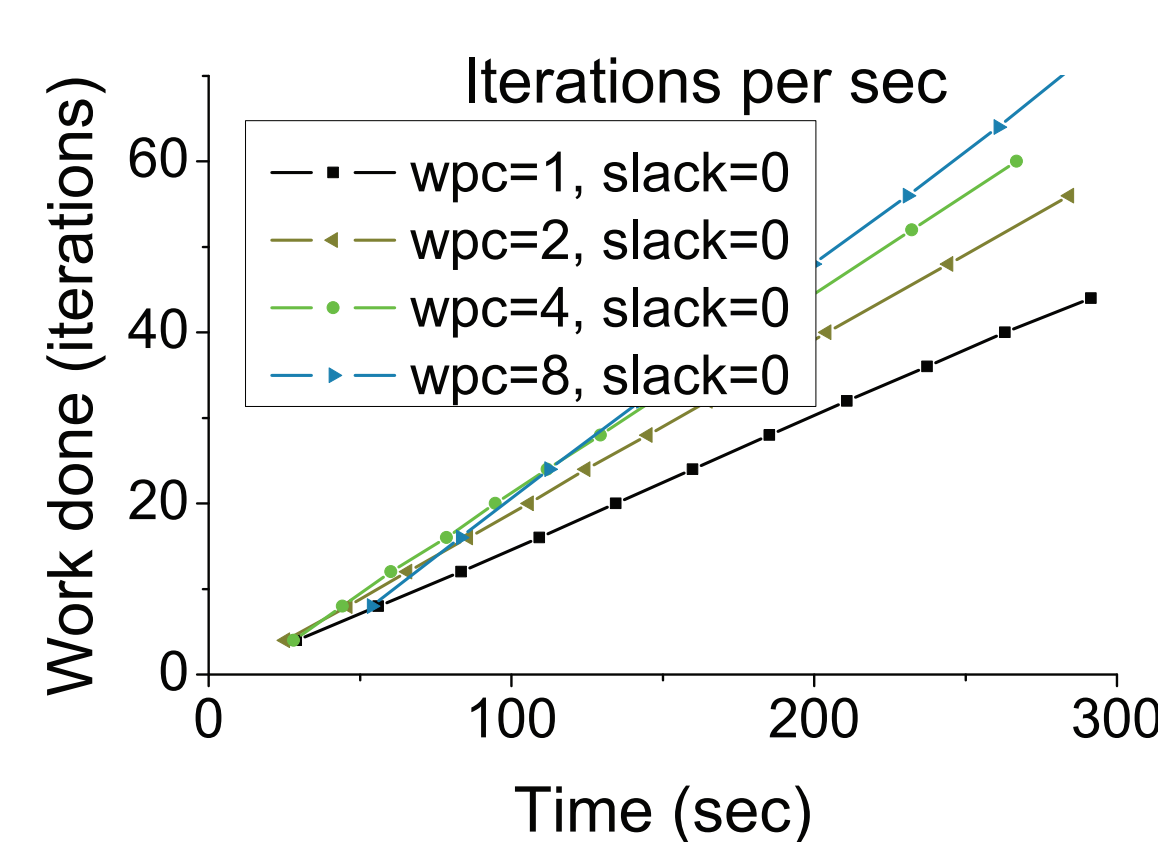
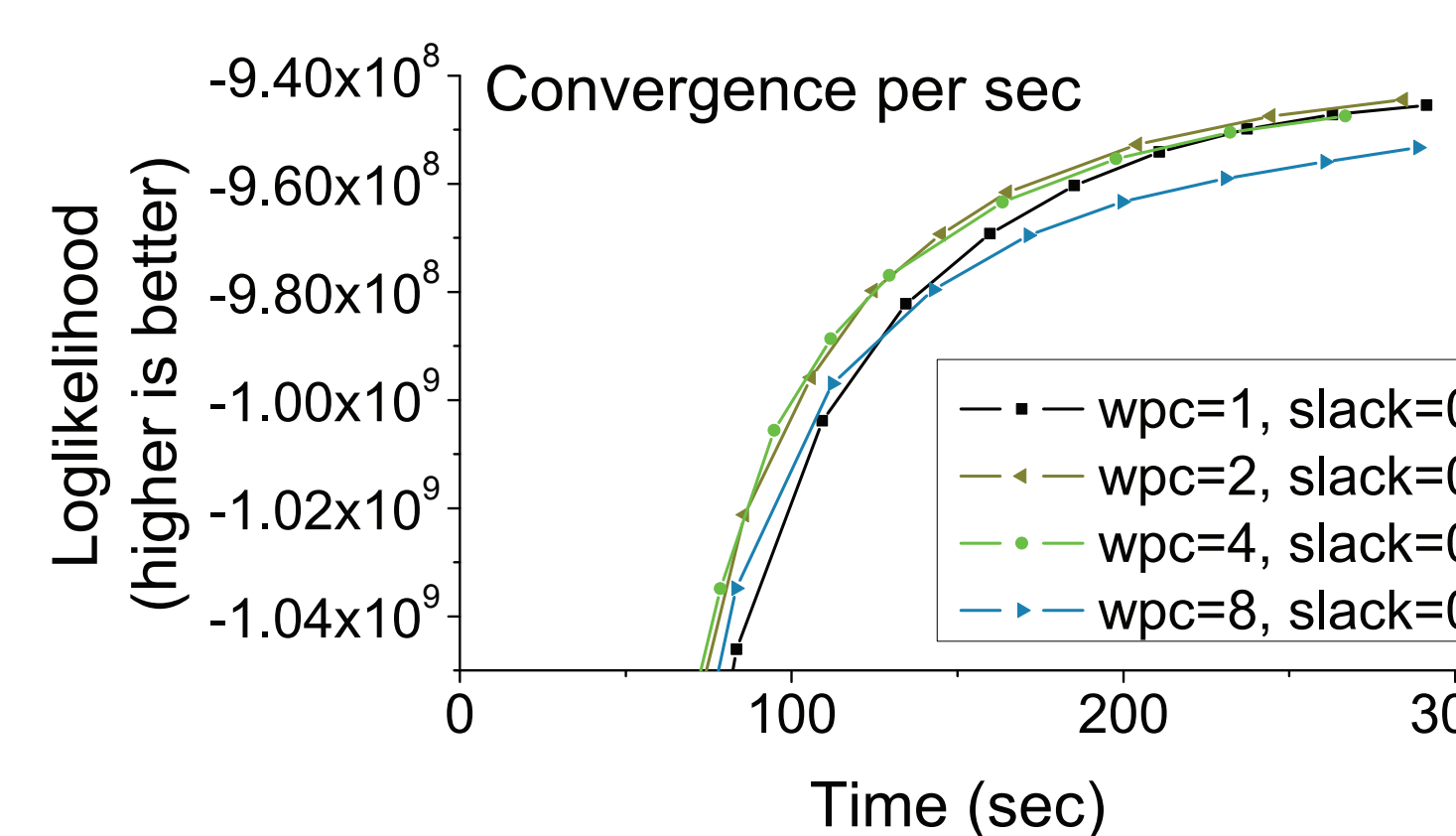
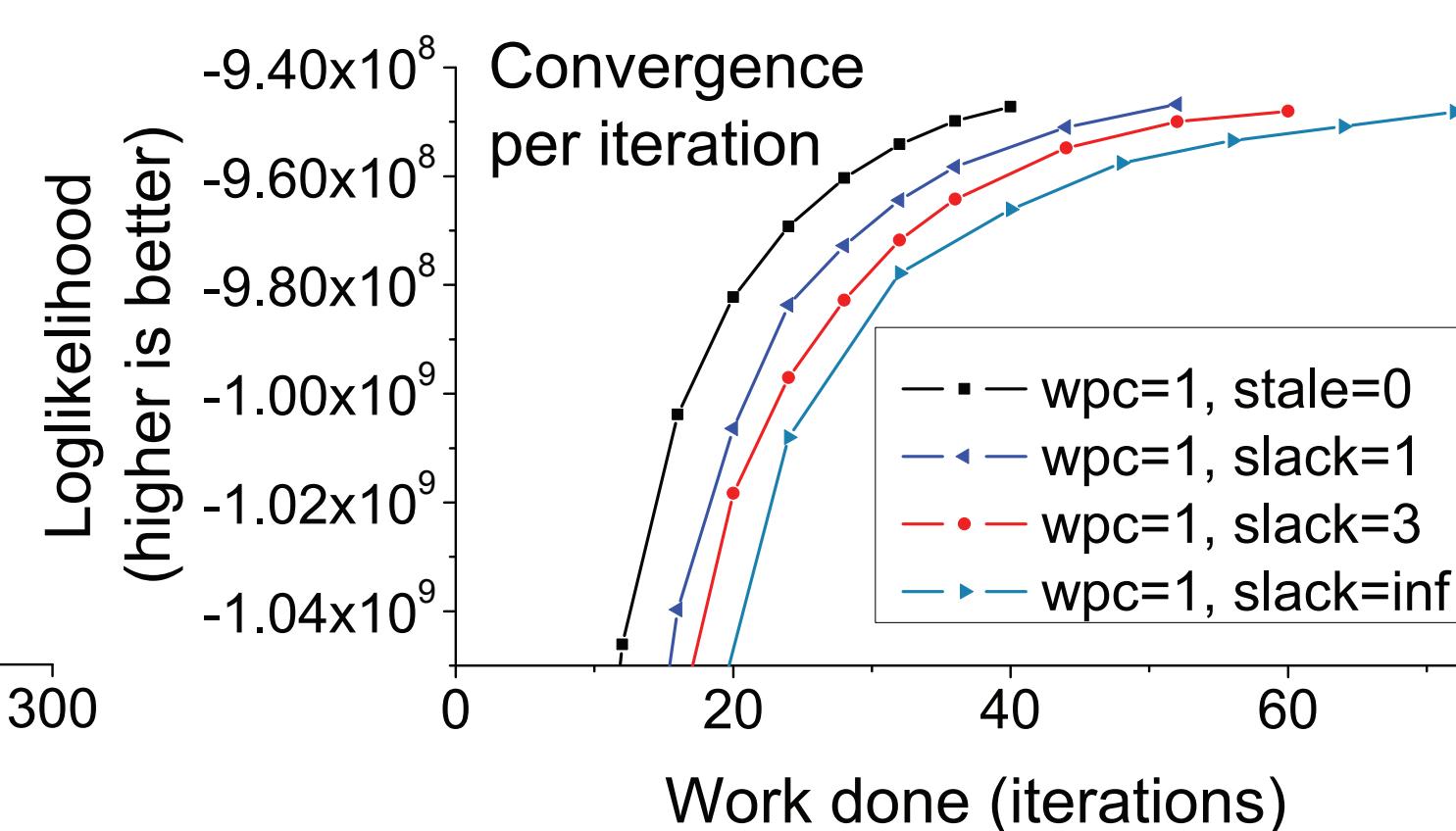
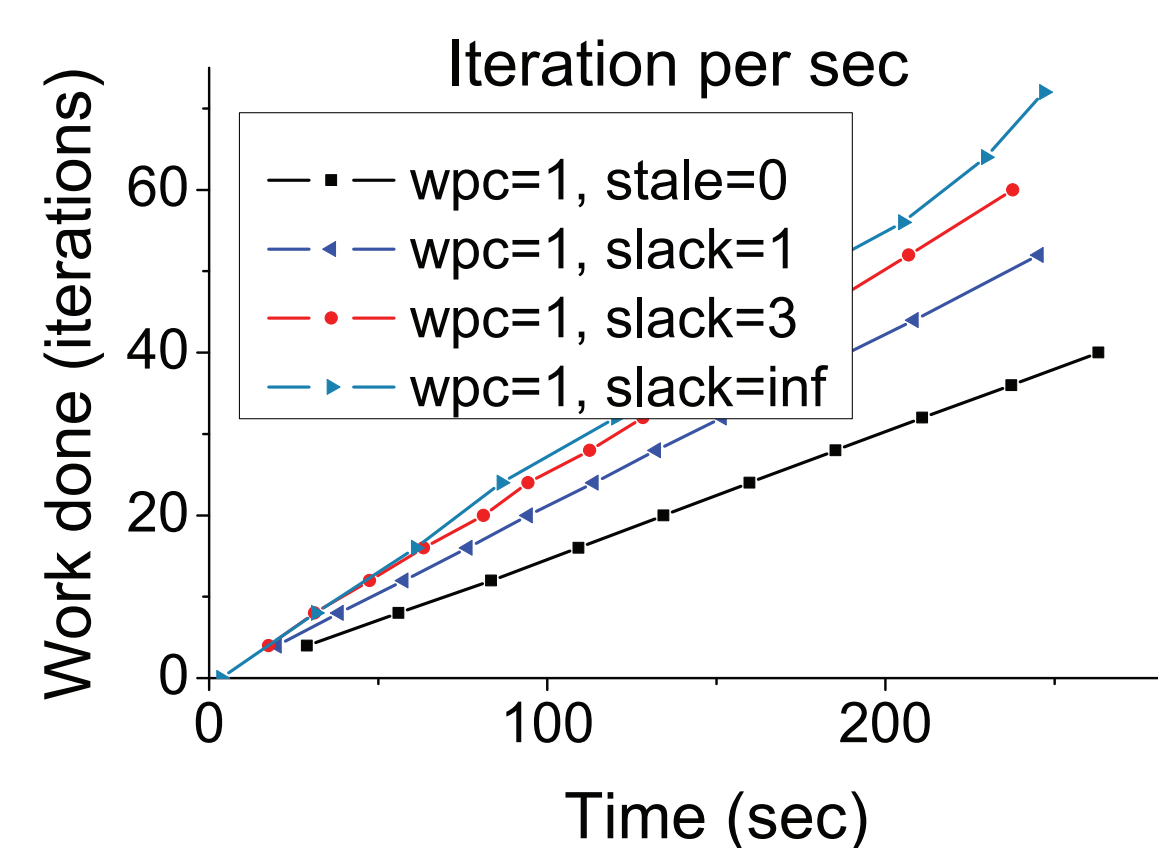
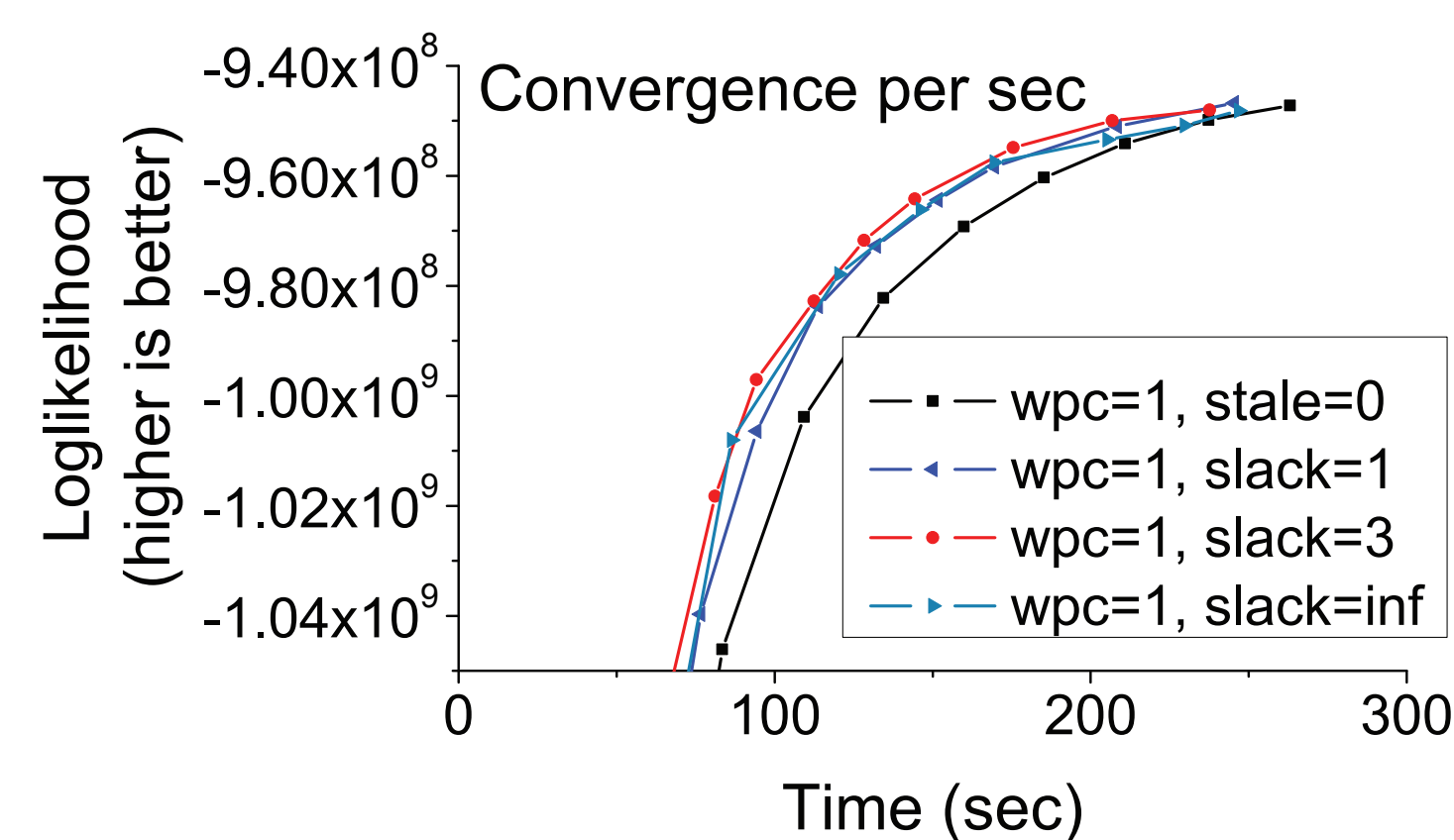


EXPERIMENTAL SETUP

- App: Topic Modeling (LDA with Gibbs sampling)
 - Nytimes dataset (300k documents, 100m words)
 - Similar results for other ML apps
- Hardware (2 clusters)
 - Default: 8 64-core machines with 128GB RAM
 - vCloud: 32 8-core machines with 15GB RAM

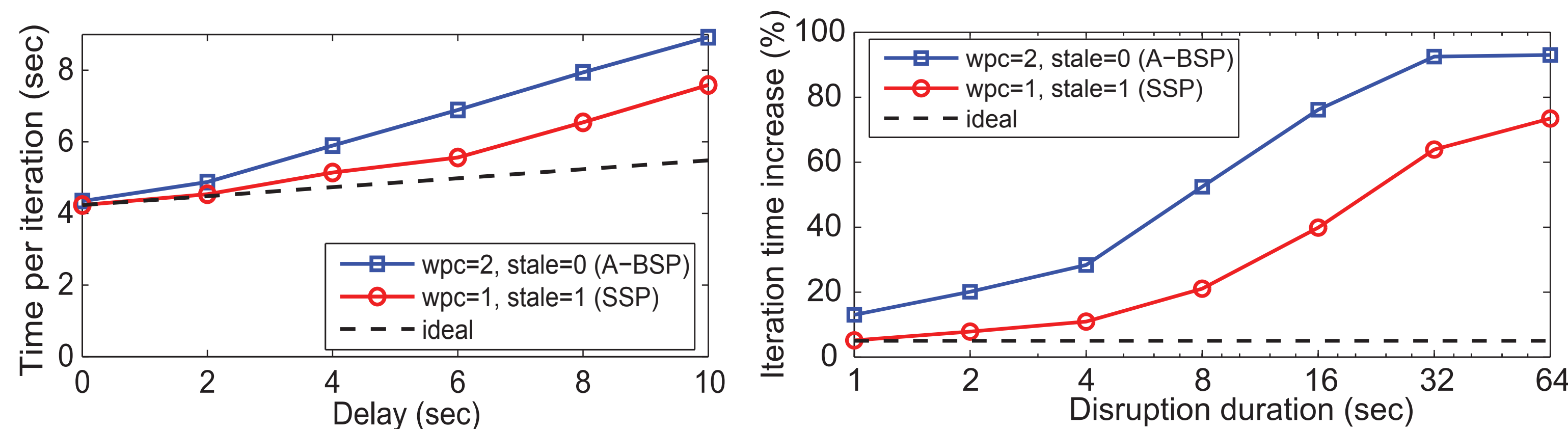
SPEED-EFFECTIVENESS TRADEOFF

- Controlled by staleness bound
- SSP: fixed wpc, change slack
 - More staleness \rightarrow more iters/sec, less convergence/iter
 - A sweet spot in the middle
- A-BSP: slack is always zero, change wpc
 - Similar tradeoffs



TOLERANCE OF STRAGGLERS

- SSP's slack mitigates small transient delays
- Ex: Delayed threads
 - Threads on machine i sleep() "d" seconds at iteration i



- Ex: Background work (on vCloud)
 - Disrupter process on each machine consumes 50% CPU in each time slot ("t" seconds) with probability 10%

COMMUNICATION OVERHEAD

- Total traffic drops as WPC grows
 - Updates sent every clock, reads on many
 - SSP uses smaller WPC for same staleness bound

