

Apache SystemML - Declarative Large-Scale Machine Learning

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Swiss Data Science Conference 16 - ZHAW - Winterthur

“High-level programming”

–Assembler vs. Python?

Why another lib?

- Custom machine learning algorithms
- Declarative ML
- Transparent distribution on data-parallel framework
 - Scale-up
 - Scale-out
- Cost-based optimiser generates low level execution plans

Why on Spark?

- Unification of SQL, Graph, Stream, ML
- Common RDD structure
- General DAG execution engine
 - lazy evaluation
 - distributed in-memory caching

2007-2008: Multiple projects at IBM Research – Almaden involving machine learning on Hadoop.

2009: We form a dedicated team for scalable ML

2009-2010: Through engagements with customers, we observe how data scientists create **ML solutions**.

2007

2008

2009

2010

Research

2011

2012

2013

2014

June 2015: IBM Announces open-source SystemML

November 2015: SystemML enters Apache incubation

June 2016: Second Apache release (0.10)

September 2015: Code available on Github

February 2016: First release (0.9) of Apache SystemML

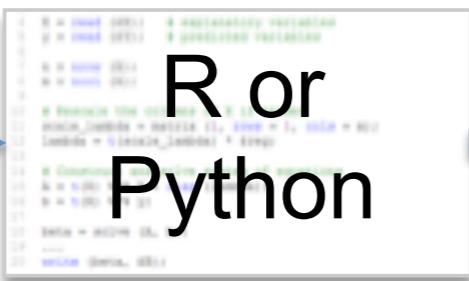
2015

2016

SystemML at IBM Watson Health

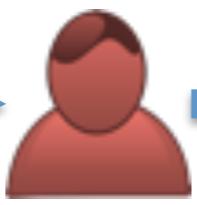
Moved from Hadoop MapReduce to Spark
SystemML supports both frameworks
Exact same code
300X faster on 1/40th as many nodes

Data Scientist



R or Python

Systems Programmer



```
class MoneyDollars(Ext) extends InventoryItem("$" + dollars)
class BrokenBook extends InventoryItem("a book on code breaking")

ringRoom = Room("your living room", prep = "in")
GameState(ringRoom)

reset = Place("a chair", prep = "in")
reset = Place("a chair", prep = "in", pos = "in your room")
reset = Place("a chair", prep = "in", pos = "in your room", name = "chair")
reset = Place("a chair", prep = "in", pos = "in your room", name = "chair", desc = "a wooden chair with a red cushion")

inventory = ns.Inventory.filter(_.name == "Ring")
```

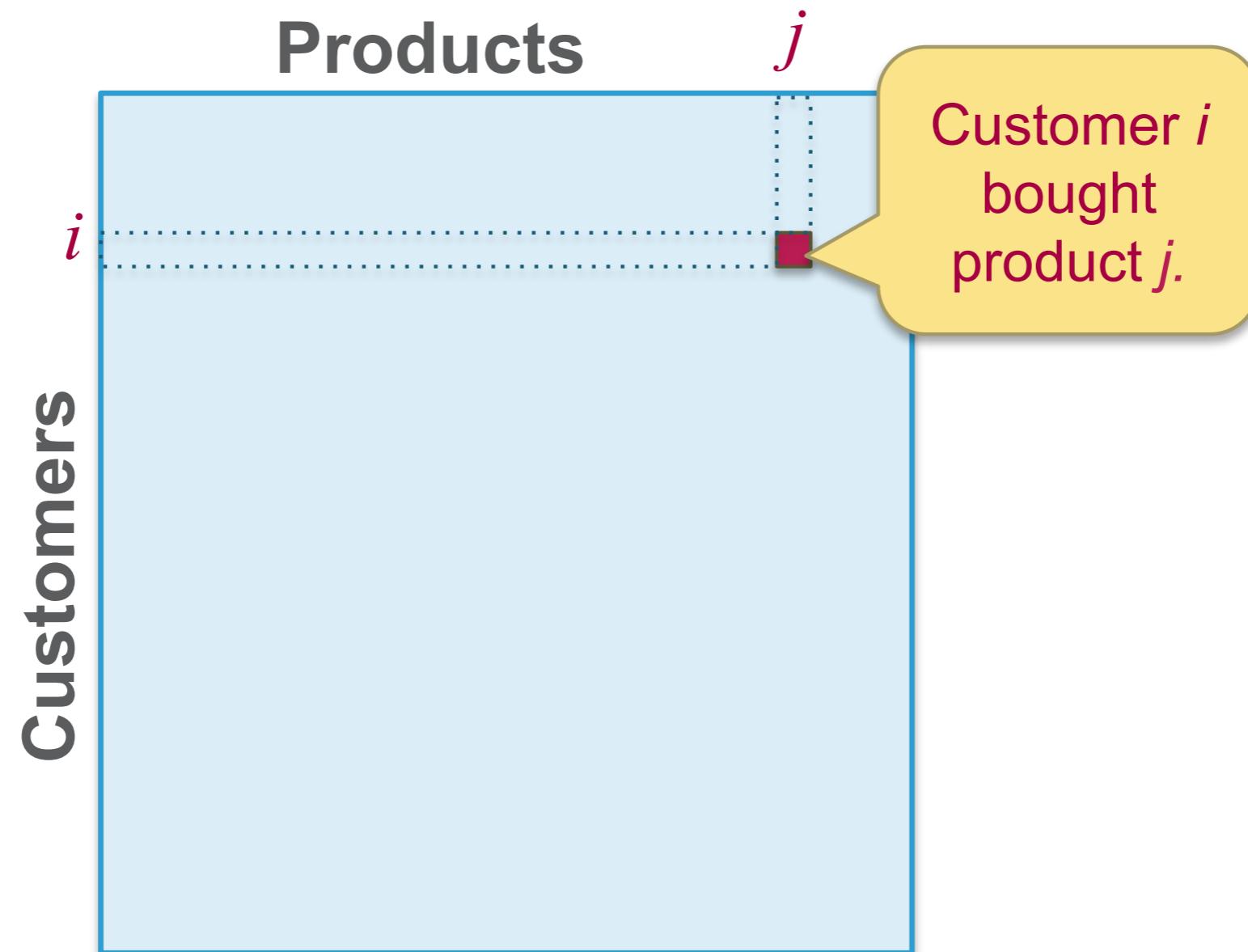
```
Adventure.scala (Adventure) | Scala | Help
```

```
16  var health: Int = 100,
17  var inventory: Seq[InventoryItem] = Nil
18
19  def main(args: Array[String]) {
20
21      object BusPass extends InventoryItem { "bus pass" }
22      case class Money(dollars: Int) extends InventoryItem { dollars }
23      object CodeBreakingBook extends InventoryItem { "book on code breaking" }
24
25      val livingRoom = new Room("living room", prep = "+10")
26      val gs = GameState(livingRoom)
27
28      val closet = Place("closet", prep = "+10")
29      val road = Place("road", prep = "+10", desc = "if you go west, you'll find a bus stop")
30      val bus = Place("bus", prep = "+10", desc = "you can buy a bus ticket here")
31      val goInventory = gs.inventory.filterNot(_ == BusPass)
32
33      val library = Place("the library", prep = "+10")
34      val book = Place("old book", desc = "this book has a strange code written on it")
35
36      val chest = Place("treasure chest", prep = "+10", desc = "the chest is locked, but hidden behind the book; if you open it, you'll find a gold bar")
37      val treasures = Place("a room full of treasure", prep = "+10", goal = true)
38
39      case class Transplace(place: Place, mustHave: Seq[InventoryItem] = Nil)
40      case class TransitingPlace<T>(place: Place = Trans(place),
41                                     implicit val placeForT: PlaceFor[T])
42
```

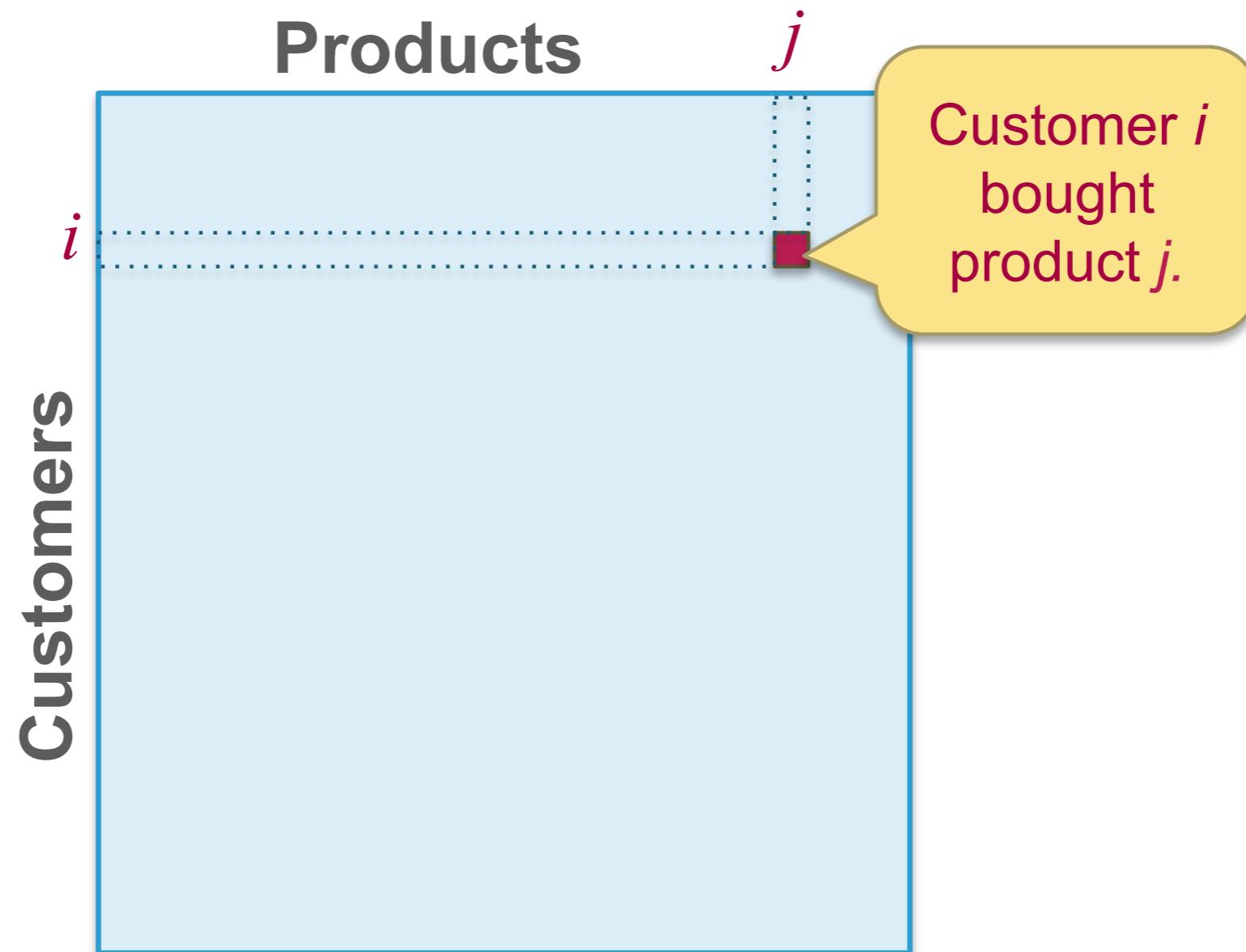
Spark

	AAPL	30/05/2008	182.75	188.75
24	AAPL	08/06/2008	188.6	185.64
25	AAPL	13/06/2008	184.79	172.37
26	AAPL	20/06/2008	171.3	175.27
27	AAPL	27/06/2008	174.74	170.09
28	AAPL	03/07/2008	170.19	170.12
29	AAPL	07/07/2008	171.16	172.58
30	AAPL	14/07/2008	173.94	165.15
31	AAPL	25/07/2008	166.9	162.12
32	AAPL	01/08/2008	162.34	156.66
33	AAPL	08/08/2008	156.6	169.55
34	AAPL	15/08/2008	170.07	175.74
35	AAPL	22/08/2008	175.57	176.79
36	AAPL	29/08/2008	176.15	169.53

Alternating Least Squares

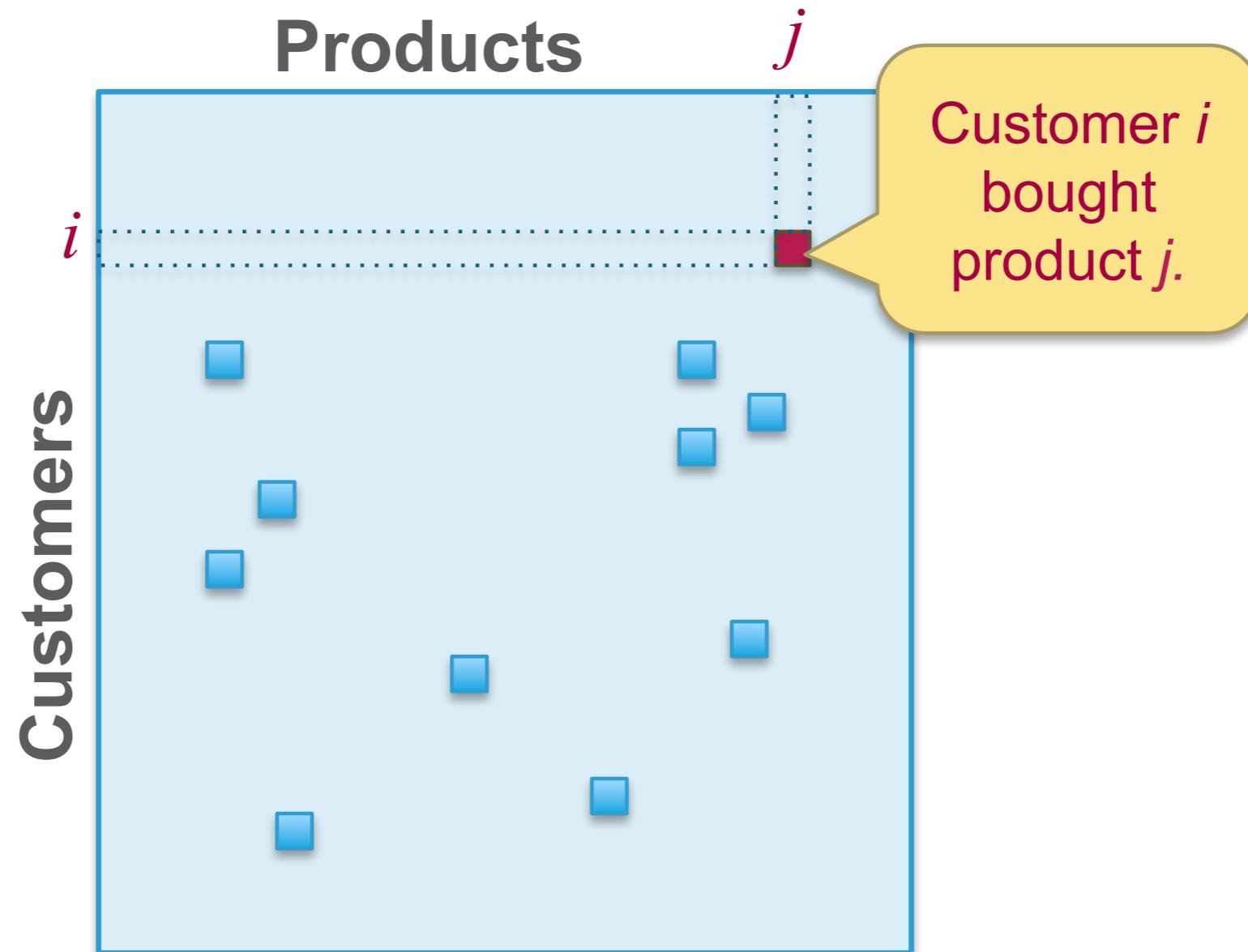


Alternating Least Squares

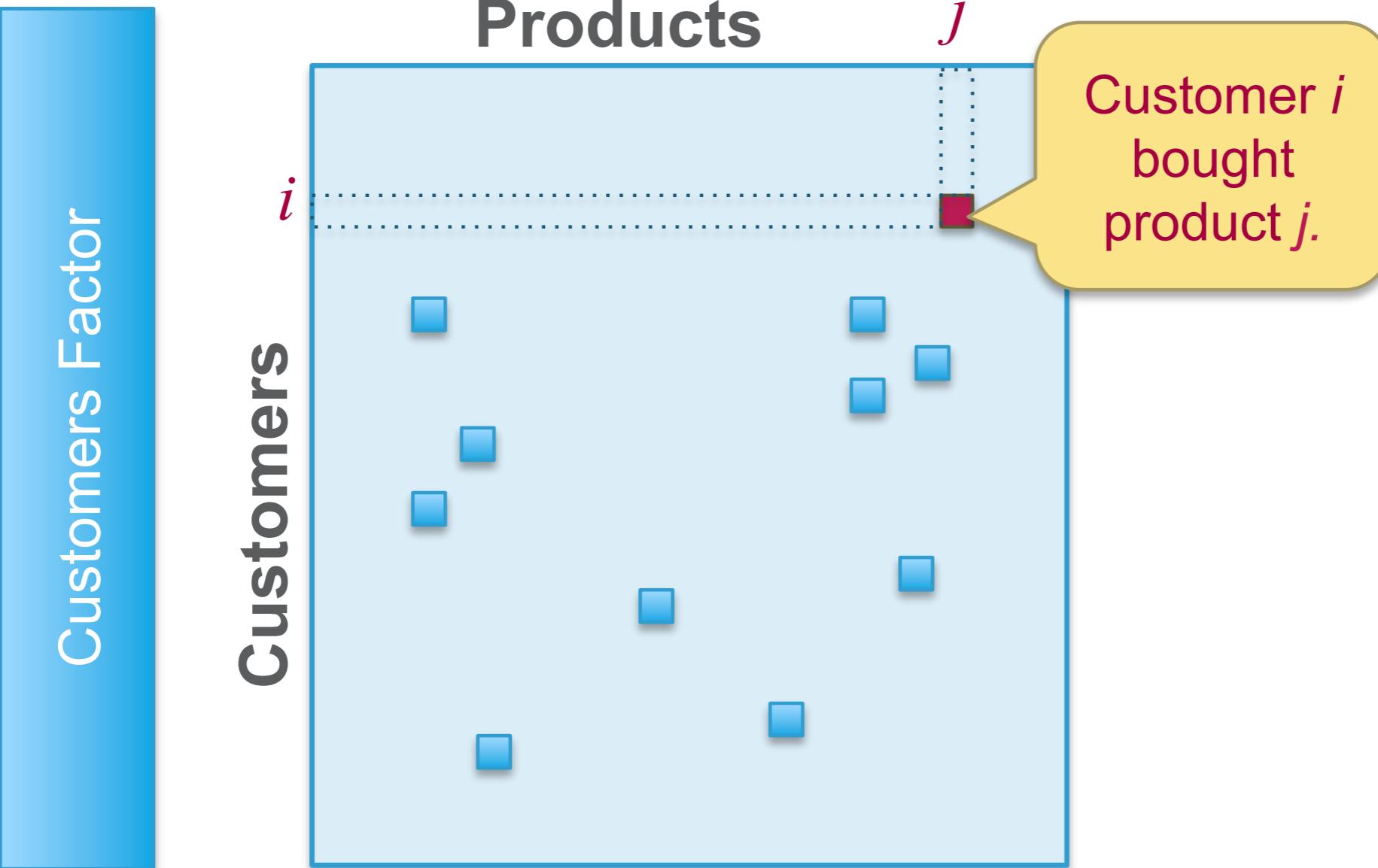


$$r_{ui}$$

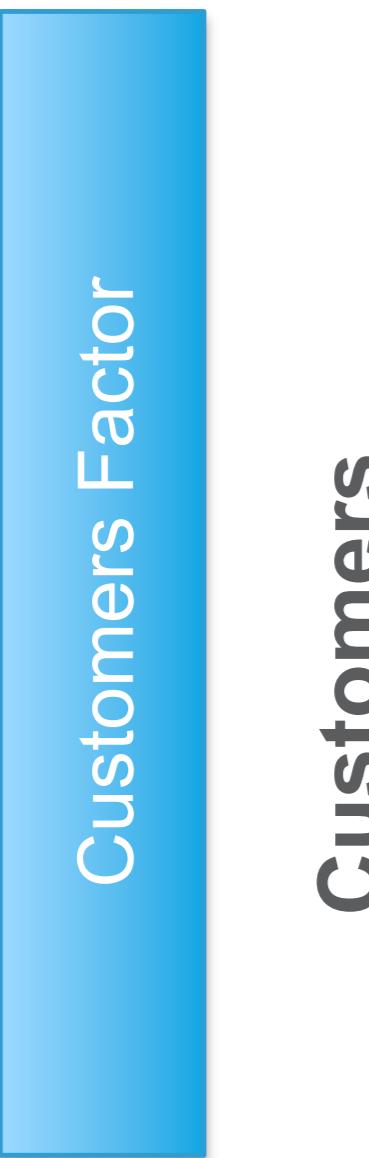
Alternating Least Squares

 r_{ui}

p_u

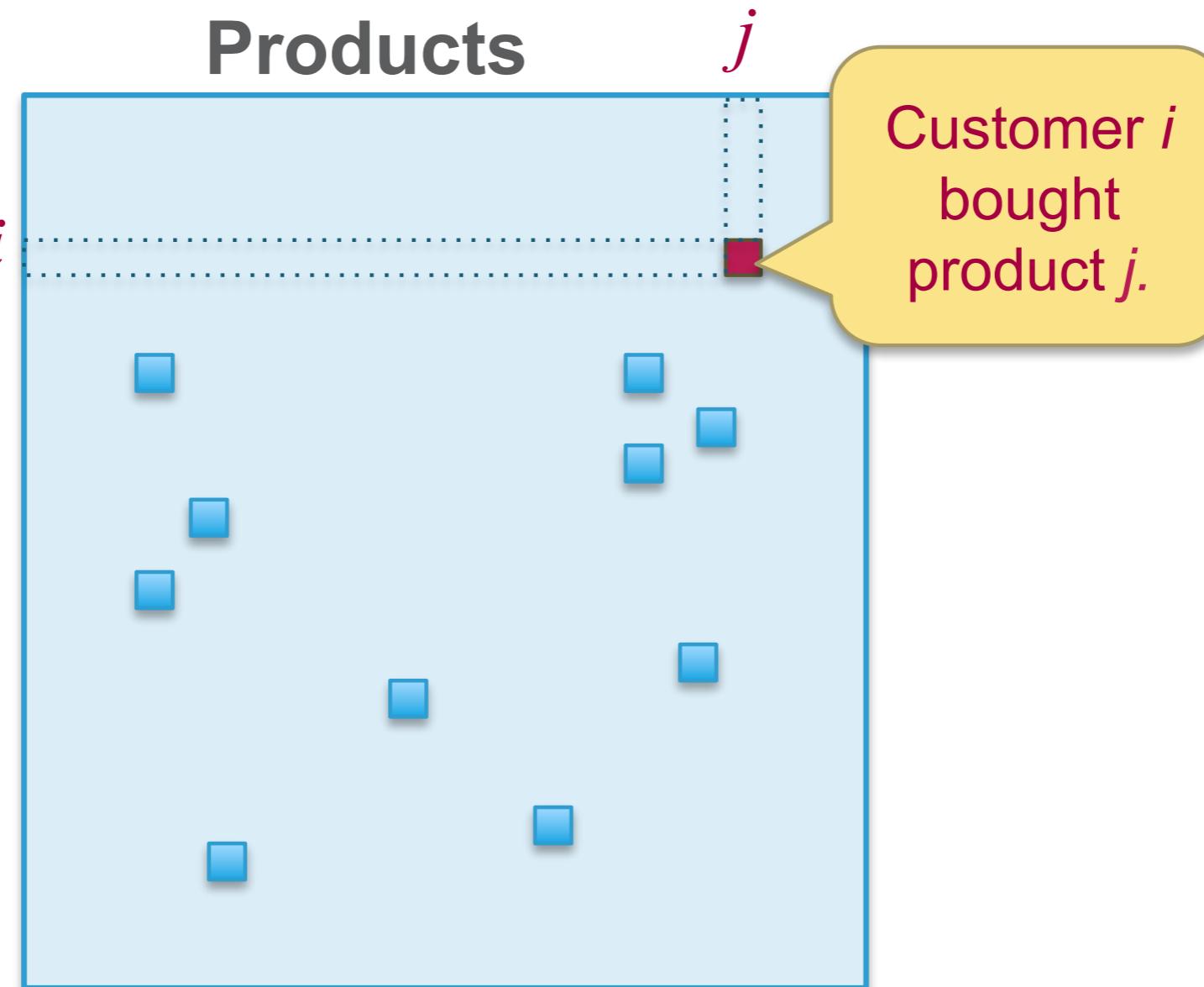


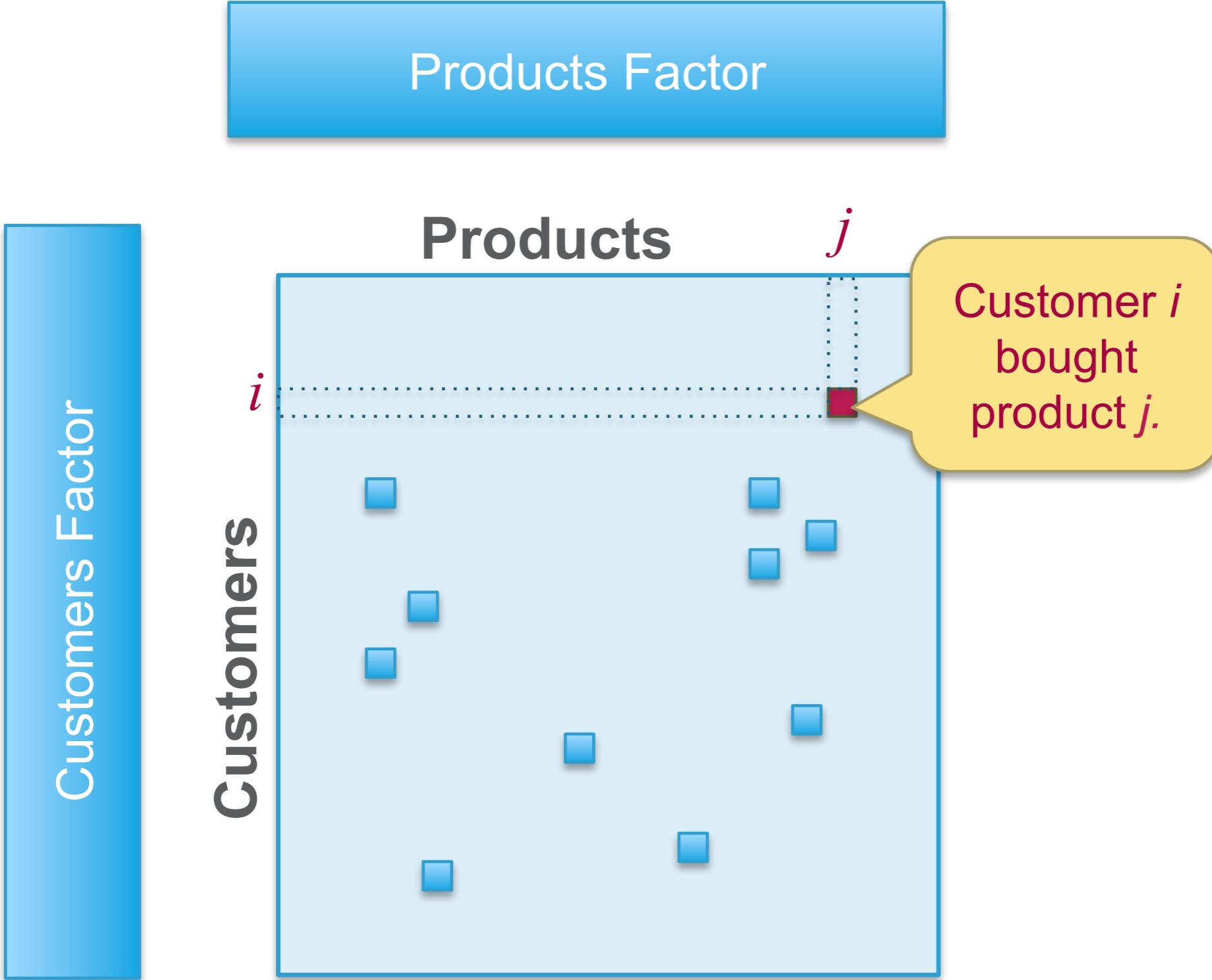
p_u



Products Factor

q_i





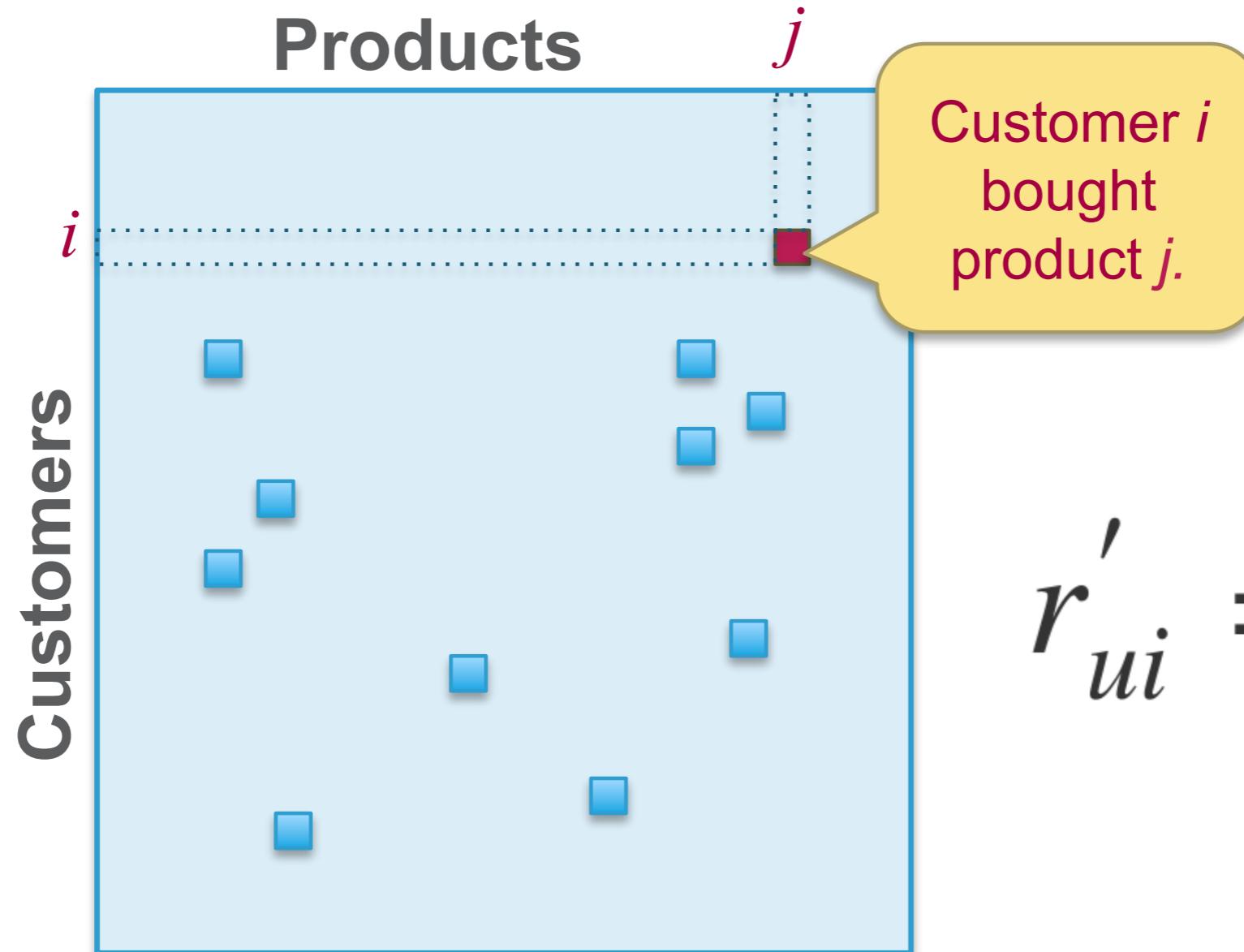
$$\min_{q,p} \sum_{u,i} (r_{ui} - p_u^T q_i)^2$$

Multiply these two factors to produce a less-sparse matrix.



Products Factor

Customers Factor



$$r'_{ui} = p_u^T q_i$$

$$\min_{q,p} \sum_{u,i} (r_{ui} - p_u^T q_i)^2$$

Multiply these two factors to produce a less-sparse matrix.



Products Factor



Products

Customers

j

i

Customer *i* bought product *j*.

New nonzero values become product suggestions.

$$r'_{ui} = p_u^T q_i$$

```
val model = ALS.train(ratings, rank, numIterations, 0.01)
```

```

U = rand(nrow(X), r, min = -1.0, max = 1.0);
V = rand(r, ncol(X), min = -1.0, max = 1.0);
while(i < mi) {
  i = i + 1; ii = 1;
  if (is_U)
    G = (W * (U %*% V - X)) %*% t(V) + lambda * U;
  else
    G = t(U) %*% (W * (U %*% V - X)) + lambda * V;
  norm_G2 = sum(G ^ 2); norm_R2 = norm_G2;
  R = -G; S = R;
  while(norm_R2 > 10E-9 * norm_G2 & ii <= mii) {
    if (is_U) {
      HS = (W * (S %*% V)) %*% t(V) + lambda * S;
      alpha = norm_R2 / sum(S * HS);
      U = U + alpha * S;
    } else {
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    R = R - alpha * HS;
    old_norm_R2 = norm_R2; norm_R2 = sum(R ^ 2);
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```

Every line has a clear purpose!

<https://github.com/apache/spark/blob/master/mllib/src/main/scala/org/apache/spark/mllib/recommendation/ALS.scala>

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25 lines' worth of algorithm...

...mixed with 800 lines of performance code

```

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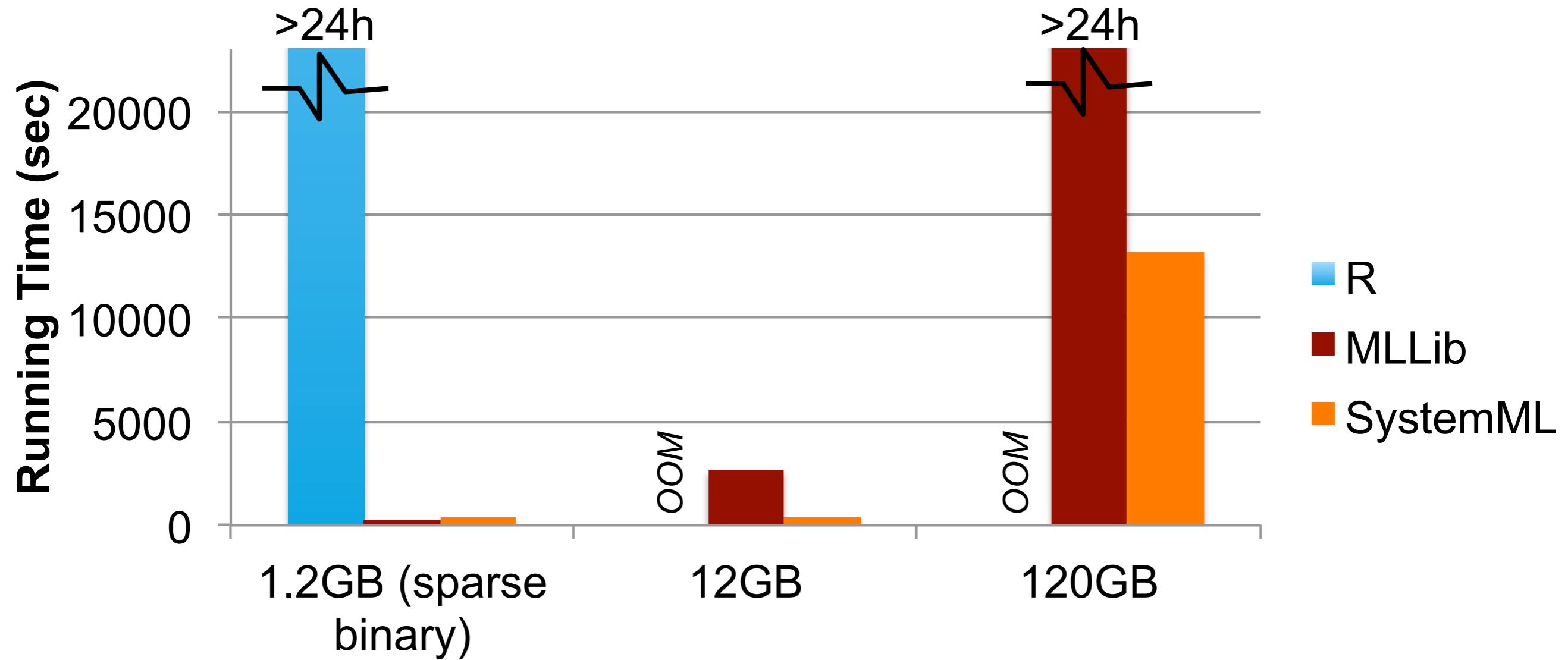
```

```

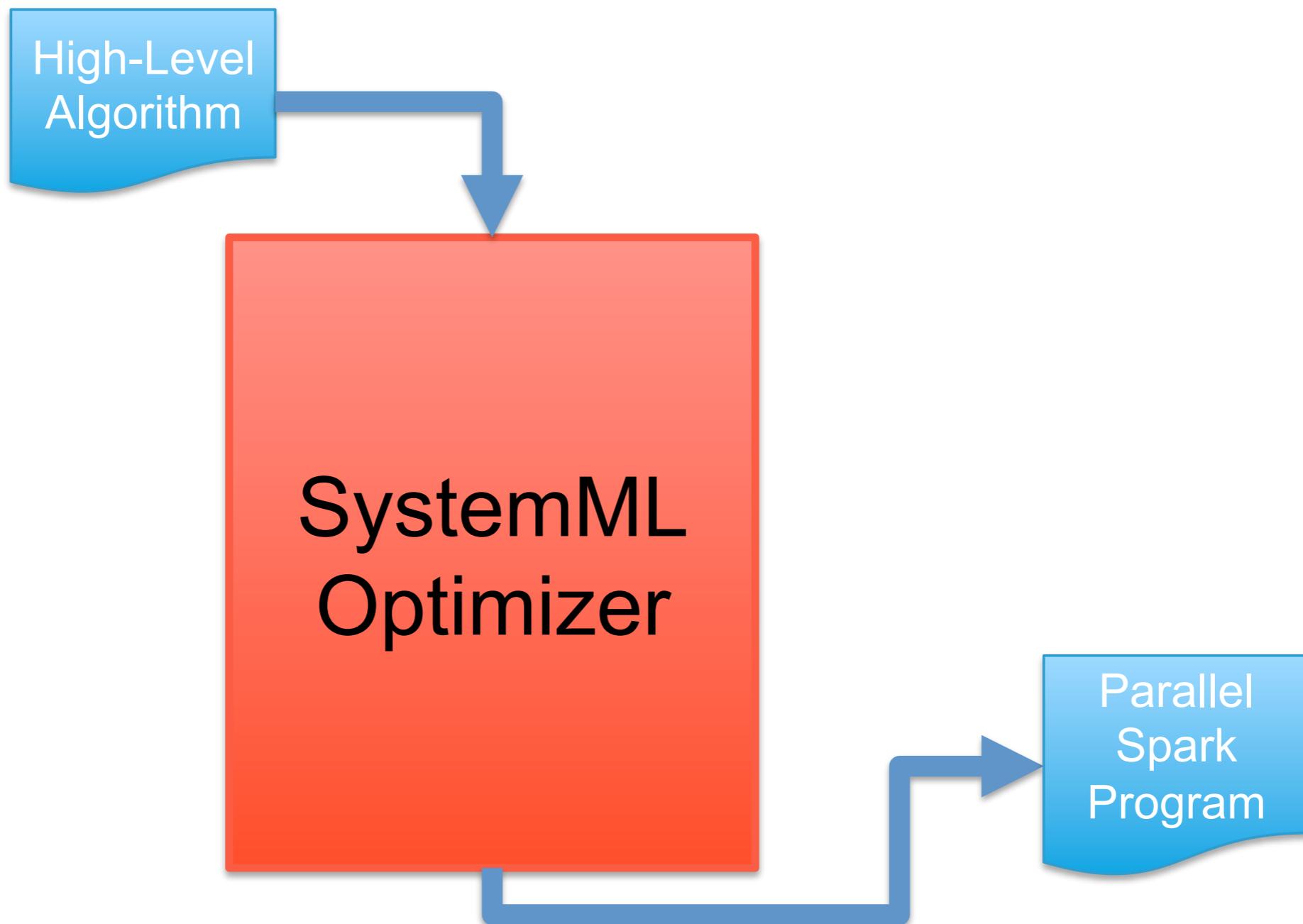
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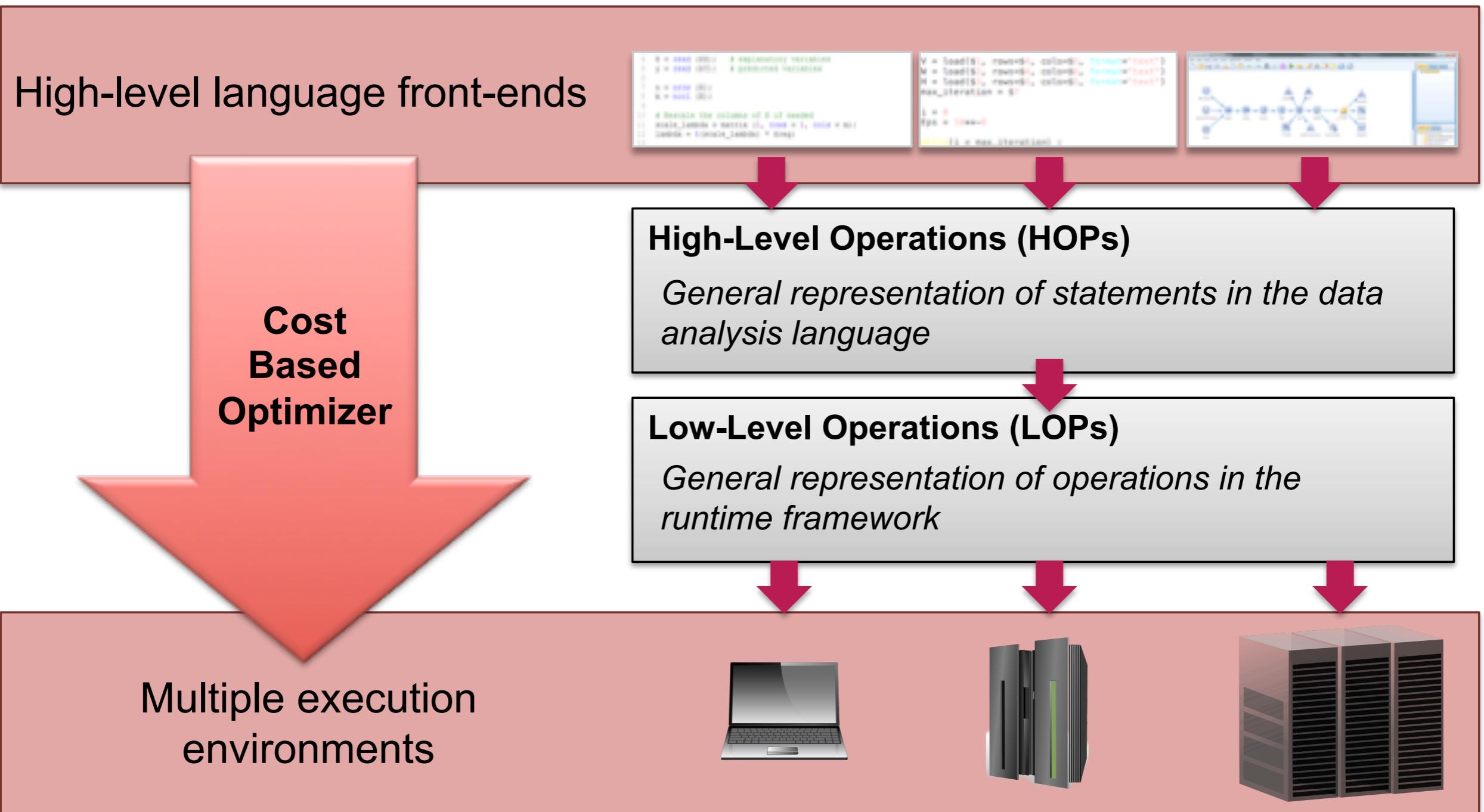
SystemML:
 compile and run at scale
 no performance code needed!

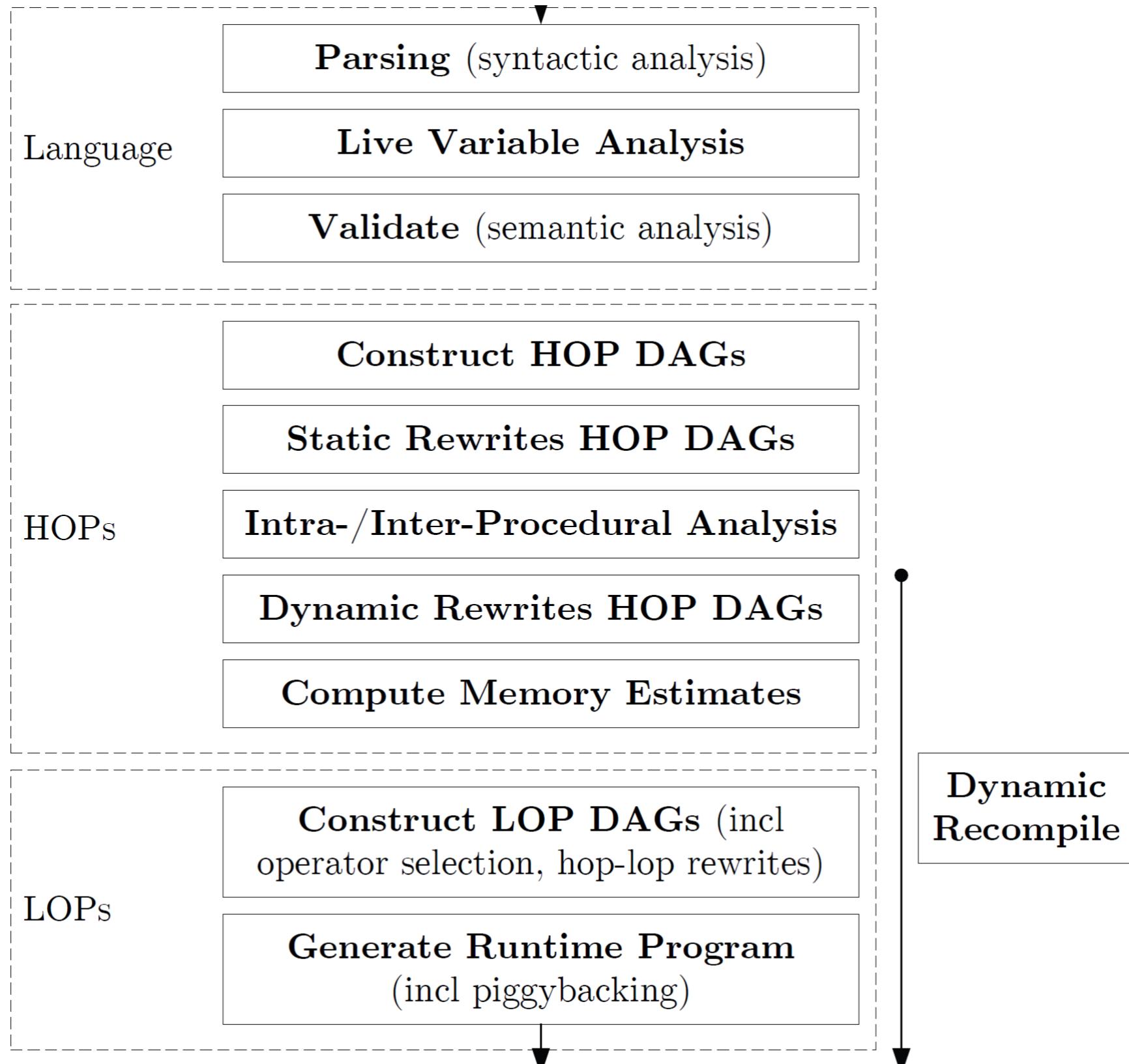


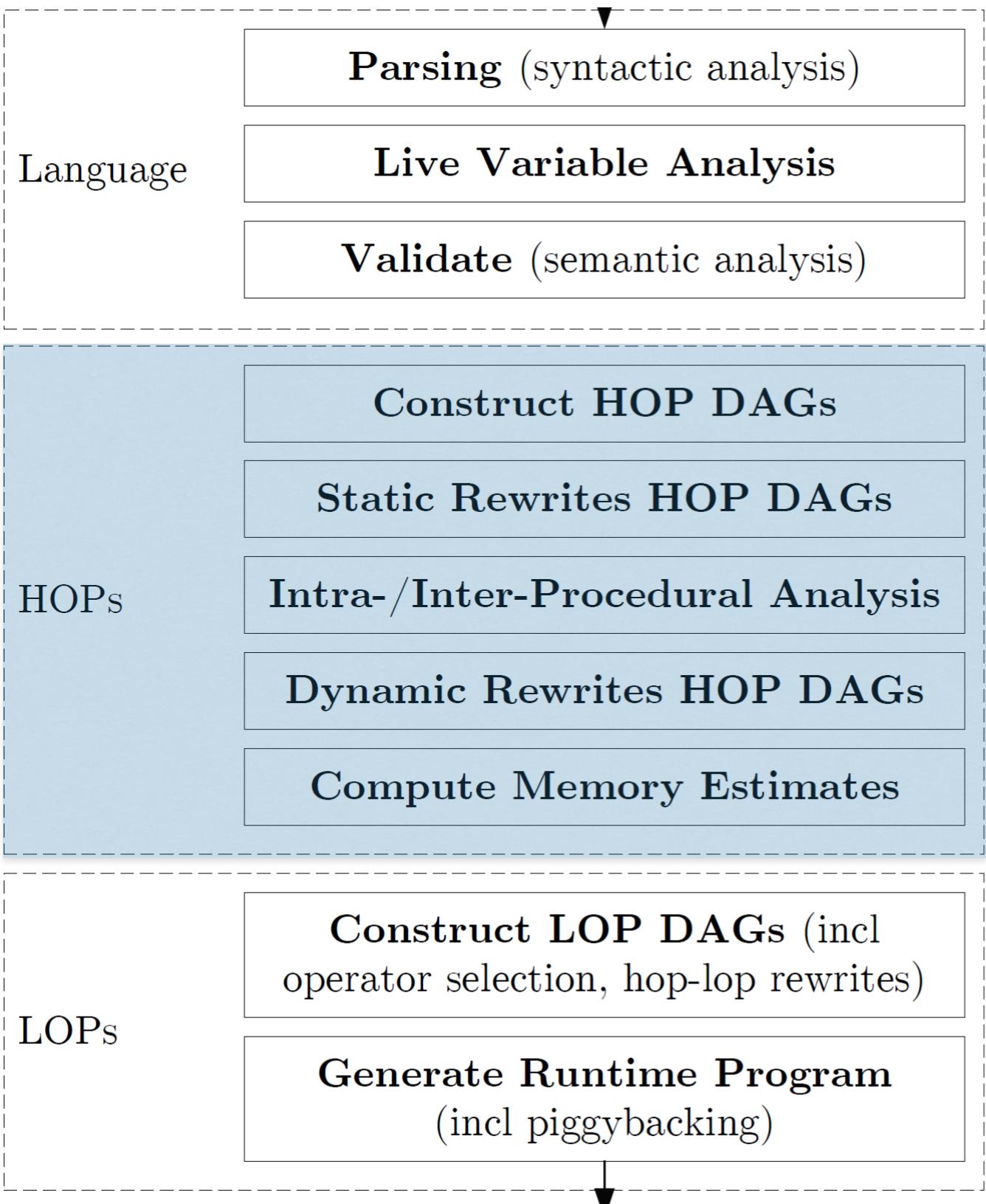
Architecture



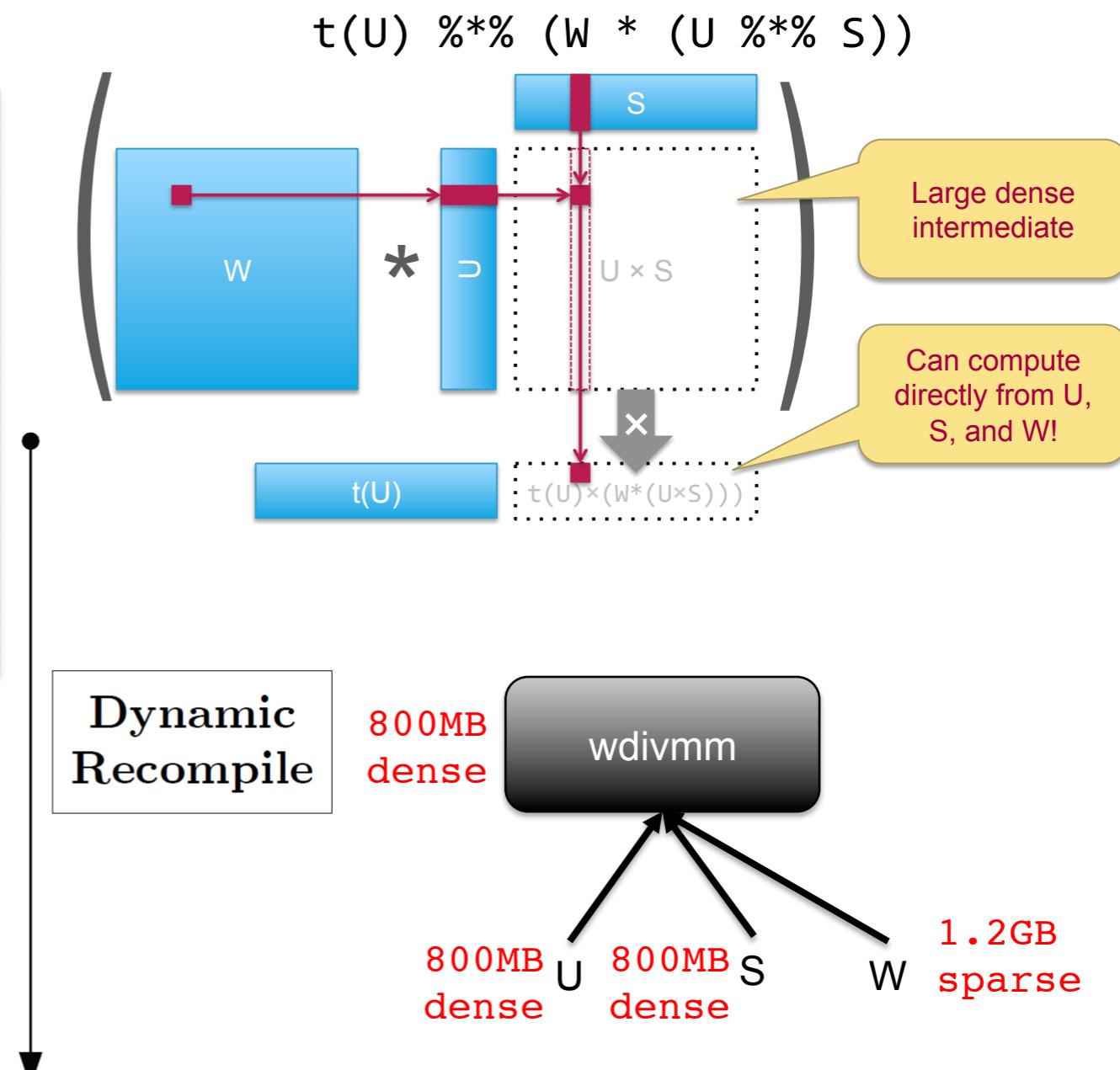
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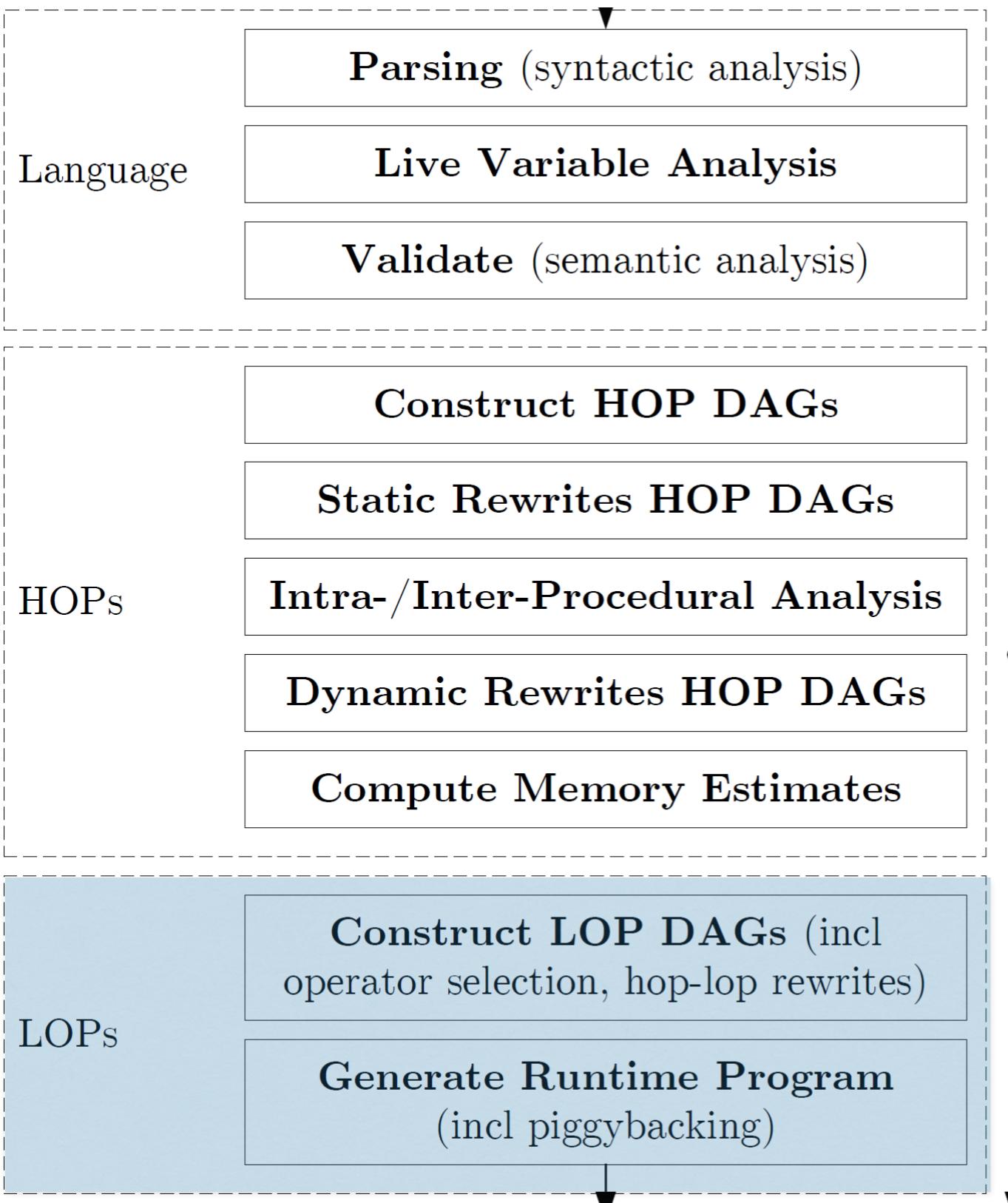




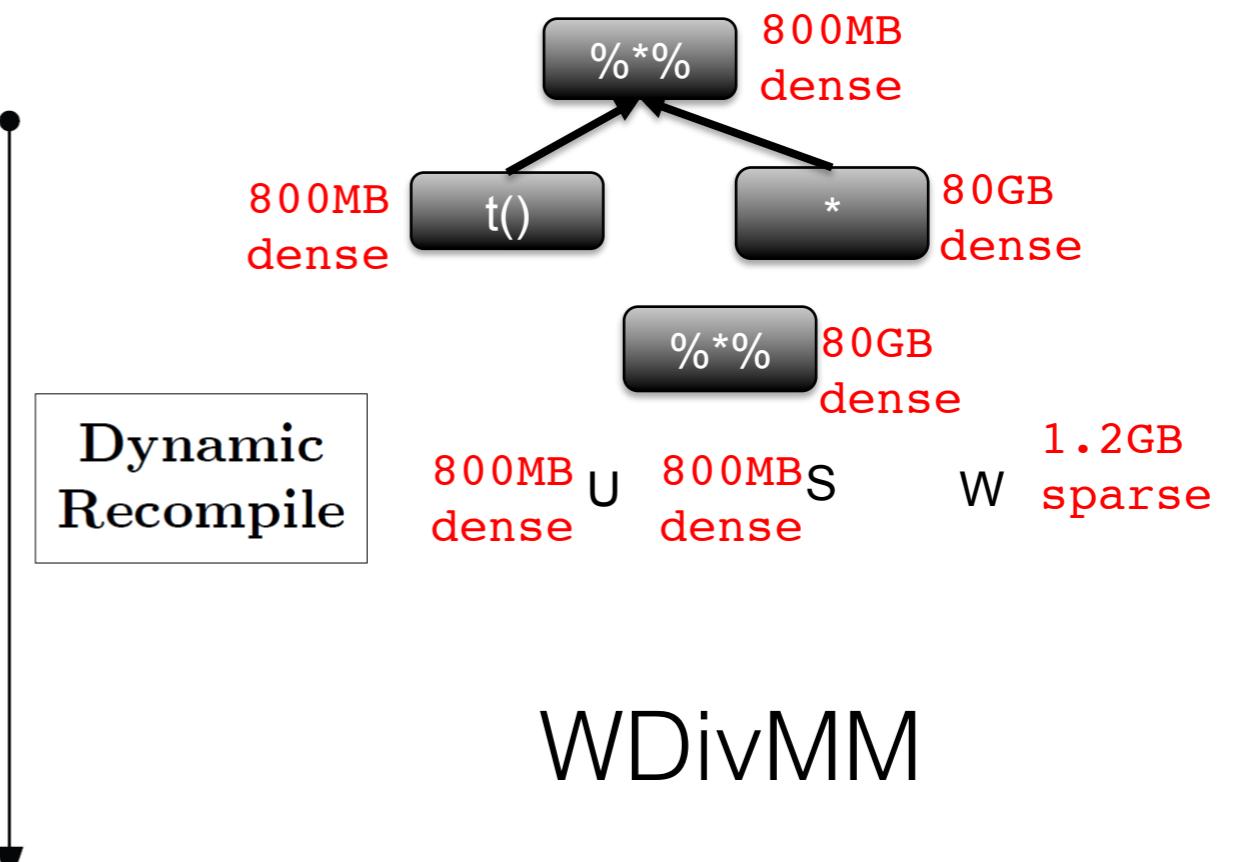


(weighted divide matrix multiplication)





All operands fit into heap
→ use one node





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