# Parity Models Erasure-Coded Resilience for Prediction Serving Systems

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# Machine learning lifecycle

#### Training

Get a model to reach desired accuracy



#### Inference Deploy model in

target domain

"Batch" jobs

Online

Hours to weeks

Milliseconds

### Machine learning inference



# **Prediction serving systems**

#### Inference in datacenter/cluster settings



# Prediction serving system architectures



### Machine learning inference



ranking

translation

### Must operate with low, predictable latency

# Unavailability in serving systems

- Slowdowns and failures (unavailability)
  - Resource contention
  - Hardware failures
  - Runtime slowdowns
  - ML-specific events
- Result in inflated tail latency
  - Cause prediction serving systems to miss SLOs

### Must alleviate slowdowns and failures

# **Redundancy-based resilience**

- Proactive: send each query to 2+ servers
- Reactive: wait for a timeout before duplicating query



### Erasure codes: proactive, resource-efficient



### Erasure codes: proactive, resource-efficient



### **Coded-computation**

Our goal: Using erasure codes to reduce tail latency in prediction serving

Goal: preserve results of computation over queries



### **Coded-computation**

Our goal: Using erasure codes to reduce tail latency in prediction serving

**Encode queries** 



### **Coded-computation**

Our goal: Using erasure codes to reduce tail latency in prediction serving

Decode results of inference over queries



# Traditional coding vs. coded-computation

#### **Codes for storage**



#### **Coded-computation**



Need to recover computation over inputs

### **Challenge: Non-linear computation**

#### **Linear computation** Example: F(X) = 2X



#### **Non-linear computation** Example: $F(X) = X^2$



### **Challenge: Non-linear computation**

### Linear computation

Example: F(X) = 2X

#### **Non-linear computation**



# Current approaches to coded-computation

- Lots of great work on linear computations
  - Huang 1984, Lee 2015, Dutta 2016, Dutta 2017, Mallick 2018, more...
- Recent work supports restricted nonlinear computations
  - Yu 2018
  - At least 2x resource overhead

# Current approaches insufficient for neural networks in prediction serving systems

### Our approach: Learning-based coded-computation

Learning a Code: Machine Learning for Approximate Non-Linear Coded Computation <a href="https://arxiv.org/abs/1806.01259">https://arxiv.org/abs/1806.01259</a>

Parity Models: Erasure-Coded Resilience for Prediction Serving Systems To appear in ACM SOSP 2019 https://jackkosaian.github.io

# Learning an erasure code?

#### Design encoder and decoder as neural networks



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### Learn computation over parities

Use simple, fast encoders and decoders Learn computation over parities: "parity model"



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# Designing parity models

#### Parity model goal

Transform parities such that decoder can reconstruct unavailable predictions



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# Training a parity model: higher parameter k

- **1.** Sample inputs and encode
- 2. Perform inference with parity model
- 3. Compute loss
- 4. Backpropogate loss
- 5. Repeat



# Training a parity model: different encoder

- **1.** Sample inputs and encode
- 2. Perform inference with parity model
- 3. Compute loss
- 4. Backpropogate loss
- 5. Repeat



# Learning results in approximate reconstructions

### **Appropriate for machine learning inference**

- **1.** Predictions resulting from inference are approximations
- 2. Inaccuracy only at play when predictions otherwise slow/failed

# Implementing parity models in Clipper



# Design space in parity models framework

#### Encoder/decoder

- Many possibilities
- Generic: addition/subtraction
- Can specialize to task

### Parity model architecture

- Again, many possibilities
- Same as original model ⇒ same latency as original



### **Evaluation**

1. How accurate are reconstructions using parity models?

2. How much can parity models help reduce tail latency?

### **Evaluation of Accuracy**



# **Evaluation of Accuracy**

#### Parity model only comes into play when predictions are slow/failed

![](_page_35_Figure_2.jpeg)

Addition/subtraction code

2x less overhead than replication

# **Evaluation of Accuracy**

#### Parity model only comes into play when predictions are slow/failed

![](_page_36_Figure_2.jpeg)

Addition/subtraction code

• 2x less overhead than replication

# **Evaluation of Overall Accuracy**

#### Parity model only comes into play when predictions are slow/failed

![](_page_37_Figure_2.jpeg)

Addition/subtraction code

$$k = 2, r = 1 (P = X_1 + X_2)$$

2x less overhead than replication

# **Evaluation of Overall Accuracy**

#### Parity model only comes into play when predictions are slow/failed

![](_page_38_Figure_2.jpeg)

Addition/subtraction code

$$k = 2, r = 1 (P = X_1 + X_2)$$

2x less overhead than replication

# **Evaluation of Overall Accuracy**

#### Parity model only comes into play when predictions are slow/failed

![](_page_39_Figure_2.jpeg)

- Addition/subtraction code
- k = 2, r = 1 (P = X<sub>1</sub> + X<sub>2</sub>)
- 2x less overhead than replication

# Evaluation of Accuracy: Higher values of k

Tradeoff between resource-overhead, resilience, and accuracy

![](_page_40_Figure_2.jpeg)

### **Evaluation of Accuracy: Object-localization**

— Ground Truth — Available — Parity Models

![](_page_41_Picture_2.jpeg)

# **Evaluation of Accuracy: Task-specific encoder**

22% accuracy improvement over addition/subtraction at k = 4

![](_page_42_Figure_2.jpeg)

# **Evaluation of Tail Latency Reduction: Setup**

- Implemented in Clipper prediction serving system
- Evaluate with 18-36 nodes on AWS with varying:
  - Inference hardware (GPUs, CPUs)
  - Query arrival rates
  - Batch sizes
  - Levels of load imbalance
  - Amounts of redundancy
  - Baseline approaches
- Baseline: approach with same number of resources as parity models

### **Evaluation of Tail Latency Reduction**

In presence of resource contention

![](_page_44_Figure_2.jpeg)

# Limitations of current parity models framework

- Training a parity model is slow!
  - Dataset with N samples  $\Rightarrow$  parity model dataset with N<sup>k</sup> samples

- 1. Sample k inputs and encode
- 2. Perform inference with parity model
- 3. Compute loss
- 4. Backpropogate loss
- 5. Repeat

![](_page_46_Figure_6.jpeg)

# Limitations of current parity models framework

- Training a parity model is slow!
  - Dataset with N samples  $\Rightarrow$  parity model dataset with N<sup>k</sup> samples
  - How to efficiently train under this combinatorial explosion?
- Theoretical understanding?
  - Subject to same problems as existing NNs (e.g., adversarial examples)
  - Can't bound inaccuracy
- Potential privacy concerns
  - Combining query A with query B into a parity query might leak info
- More research needed to tackle the above

# Landscape of learning in coded-computation

Learn a code

#### Learning a parity model

![](_page_48_Figure_3.jpeg)

# Landscape of learning in coded-computation

Jointly learn encoders, decoders, and parity models?

Balance complexity, execution time across components

![](_page_49_Figure_3.jpeg)

### Parity Models: Erasure-Coded Resilience for Prediction Serving Systems

- Coded-computation is promising, but current approaches cannot support popular machine learning models like neural networks
- Parity models: judicious use of learning allows for accurate reconstruction of unavailable ML inference predictions
- Enables erasure-coded resilience in prediction serving systems

Code available: <u>github.com/Thesys-lab/parity-models</u>