Thoughts from a Strayed Attendee: Success -> Complexity -> Society

# High Performance Transaction Systems HPTS 2019, 6-Nov-2019

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# Abstract of HPTS 2019 Talk

The multi-trillion-fold (!) increase in the capability of computation over the past 60 years, when coupled with global connectivity and vast data, has made for vibrant fields of research that are growing with no end in sight.

- This explosive growth in computing and data has led to very excellent results in the **core** of the field: e.g., ever more capable and creative algorithms; the capability to build vast, globally networked systems that support most of the world's population; and the effective solutions to grand challenge problems, such as speech and image recognition.
- However, many challenges remain in the the core. For example, we still have trouble designing and building robust, large scale systems, and we need breakthroughs in software engineering and software architecture to allow applications to progress with greater efficiency and robustness. In particular, our infrastructure is too complex and non-orthogonal in capabilities.
- Finally, with growing import of computing in all aspects of society, important research areas abound at the **intersection of computing and ethics/public policy**. The critical nature of new applications will place a stronger set of requirements, perhaps even regulatory ones, for highly robust systems, further reinforcing the need for improvements in software engineering and systems.

In this talk, I'll discuss the challenges that we have and two outcomes that I predict will ensue: the important growth of cloud computing utilities and —probably— increased regulation.



### Framework

- Successes and the Expanding Sphere
- Complexity and the Cloud
- Societal Challenges Beyond the Engineering

#### **Disclaimers:**

No investment advice -- informational only My views, not Two Sigma's views Any use of images, logos is informational only: no endorsement implied



#### Successes

#### **Computers are ~1 Trillion Times Better over 60 years**

Philco TRANSAC 210-212 ~1958 ~50K FLOPS ~\$20M 2018 dollars



#### Central Computer

GPU Engine Specs

- Average Operations per Second (Including Memory Access)

   a) Arithmetic (Fixed Point) Addition and Subtraction
   60,000 Multiplication
   26,000 Division
   17,000
   b) Comparisons
   83,000

  Memory Capacity
  - a) Basic Core Storage Unit—4,096 words (32,768 alpha numeric characters).
  - b) Expandable to 65,536 words (524,288 alpha numeric characters) in units of 4,096 words.

#### Nvidia Titan Xp ~2017

~10 TFlops ~1,000 2018 dollars



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NVIDIA CUDA <sup>®</sup> Cores		3840
Boost Clock (MHz)		1582
Memory Specs:		
Memory Speed		11.4 Gbps
Standard Memory Config		12 GB GDDR5X
Memory Interface Width		384-bit
Memory Bandwidth (GB/se		547.7 GB/s



### Successes

#### **Computers are ~1 Trillion Times Better over 60 years**



### Successes



Similar results in: Image recognition, translation, and more.

### Library of Alexandria:

Google ~5 x 10<sup>9</sup> searches/day<sup>1</sup>

>100 Trillion unique web pages<sup>2</sup>



#### Facebook alone has 2 billion users

<sup>1</sup>SearchEngineLand derived from Google Statement.<sup>2</sup>Extrapolating from 2013 data. <sup>2</sup>Facebook Data

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# Success and the Expanding Sphere

A survey of CS-induced change could continue for the full hour...

A Vibrant CS Core

### The core of CS

- 1. Mathematical Analysis
- 2. Engineering Methodologies
- 3. Empiricism (relatively recent, increase in emphasis)

*Note: Empiricism, Big Data, Data Science, are closely related terms.* 

Vast opportunity at the edge as the sphere expands into CS+x (for all x)<sup>1</sup>,

**Expanding Sphere of Computer Science** 

<sup>1</sup>from AZS Presentation to Harvard in 11/2004 See, UIUC,Caltech, Northwestern, for more examples

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# **Outside the Core of Computer Science**





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# The Challenge of Complexity

- As a field, we are building and operating our systems near the edge of feasibility
  - Large systems
  - And simple ones, alike.
- We haven't really become an engineering discipline in the way I would like.
- I'll illustrate two types of challenges:



# I. Conundrum of Abstraction, Encapsulation, Reuse

- Abstraction, Encapsulation, Reuse is the core paradigm of our field...
- Approaches:
  - Libraries
  - Object-oriented computing
  - Services-oriented architectures
  - Open source
  - Ο...



# Software Scale Challenges

- Supposedly, abstraction allows for multiple implementations, but this barely works...
  - Performance
  - Dependencies
  - Bugs
  - Other specification Incompleteness
- Software Engineering techniques problematic
  - Mono-repo in an open source world
  - Library maintenance
  - Libraries vs. services-oriented architectures
  - Code Review/Automated Testing/Continuous build/release
  - So many approaches...

Is this really an engineering *discipline*?



# 2. Insufficient Progress in Software Architecture

- We build things, with minor differences, repetitively
  - Costly
  - Distracting
  - Incompatible
- Our potential, user-programmer community:
  - Doesn't understand
  - Finds our systems hard to configure, manage, use
  - Fears risk of overly sophisticated technology
  - Therefore, often generate their own application-specific solutions
  - (so, we aren't gaining the leverage we should)

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### We Should and We Do Know a Lot, but...

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- But,
  - Why are the technical leaders so overwhelming key to major, new systems design and implementation?
  - Why does (or can) the industry develop many system with minimal advances, but significant incompatibilities?
  - That is, why are there so many different ways to do the same thing? Why do we regularly re-invent the wheel?
  - Why is it virtually impossible to get the details right?
  - Where is the regularity in system design?
  - Why are achieving reuse, failure analysis, security, etc. either so difficult or requiring of genius?

# Over Time, Approaches Have Proliferated

- A vast number of approaches to building systems
  - 361 Apache projects as of Nov. 2018
- Many language possibilities

#### Just a Few of Our Tools at Two Sigma

Java, C++, Javascript, Python 2, Python 3, ... Postgres No-SQL Distributed File Systems

Block-Storage gRPC REST Map Reduce Spark Mesos Micro-services Kubernetes Cassandra Zookeeper Many event managers...

- Given each system is probably Turing Complete
- Where is the scientific/engineering discipline?

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# Over Time, Approaches Have Proliferated



# Complexity, Technical Debt, ... is Serious





## Example - Distributed Transactions

- Hypothesis: Many believed distributed transactions are a fundamental building block that would greatly simplify the development of reliable distributed systems
- Result:
  - Mostly used w/homogeneous databases or applications
  - Systems vendors may use them within their infrastructure
  - Marginal other user adoption as a core architectural enabler
- Why: Many challenges
  - Difficult to implement: generality and depth (e.g., nesting, sagas, dependencies, ...)
  - Difficult to install, configure, and manage
  - Difficult to standardize
  - Possibly, performance (?)
  - Possibly, window of vulnerability (?) ..



### **Example - Distributed Transactions**

- Uice Vears later, do we really know Hypothesis: Distributed transactions are a f AUt Nears later, ou we real purpose? AUt years later, to general purpose? AUt now important ansactions reir in distributed man distributed man distributed man block that would greatly simplify the de distributed systems
- Result:

  - Ο
  - Ο
- Why: Map

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of Vulnerability (?



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### **Example - Distributed Transactions**

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### To the rescue, the Cloud Vendors (?)

- Hypothesis: Many of the challenges could be solved by the cloud vendors, if they focus on this.
  - Internal universality and standardization feasible
    - Services cheaper to deploy than software products
  - Economies of scale on many tasks
    - Integration
    - Configuration
    - Monitoring/management
    - ....
  - Similar to the traditional Mainframe value proposition
    - The mainframe was far simpler so relatively feasible for customer management
    - New technology is more complex so better off as a service



## What's needed by the Cloud Vendors

- A really coherent internal architecture and clear
  - Discipline
  - Not a potpourri
- Standardization of key elements
  - Kubernetes, Linux, ... are a start but more
  - Recognition: many customers cannot avail themselves of core, sophisticated services if they are proprietary
- True robustness
  - $\circ$   $\,$  Tools for security and privacy
    - E.g., enclaves
    - Fault tolerant of configuration errors
  - Appropriate techniques to inspire performance & availability



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  - Ο
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  - Ο
  - Ο

True robus

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The vendors do this this would me ecreate similar structure with the many

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# Perspective on Ethics (1)

- Technology will advance
- As always, good and bad applications
  - E.g., the encryption debate
    - Search with Probable Cause vs.
    - Absolute privacy
  - Influence
    - Nudging for societal benefit
    - Collectivist tyranny
  - It's very hard to comprehend unintended consequences in advance.
    - But, we need to educate ourselves
    - At least, to mitigate near term issues



Emerging and Readily Available Technologies and National Security — A Framework for Addressing Ethical, Legal, and Societal Issues

> NATIONAL RESEARCH COUNCIL and NATIONAL ADADIMY OF ENGINEERING CONTINUES ADADIMY OF ENGINEERING

Many lessons from a variety of domains, H. Lin, Ed..



# Perspective on Ethics (2)

- Regulatory regimes must understand and come to grips w/application of technology
- Regulation needs to address problems today and not jump ahead to problems that don't or won't exist for a very long time.
  - Technical skill needed
  - Breadth of perspective is needed, as well
- Artificial General Intelligence is not likely "around the corner."
  - E.g., "Future of Work" is probably "work," for the foreseeable future
  - So, we need to solve real problems, and we must be precise in their identification and analysis



# **Perspective on Ethics (2)**

- this include the systems side of Software development will be wind Regulatory regimes must understand and cor ourware regulated and held to higher w/application of technology
- Inviences and include adapt now Regulation needs to address proble problems that don't or won't

  - Ο
- Artificial Generat

for the foreseeable

As, and we must be precise in



Recap

Successes and the Expanding Sphere

- -> Complexity (possible, and driven by applications)
- -> The Cloud (should reduce complexity)
- -> Societal Challenges (but society will care)
- -> Likely increased regulatory burden (and enforce)



# Thank you

# These slides will available as: <u>http://www.azs-services.com</u> Also, see companion piece on <u>data science:</u> <u>https://azs-services.com/ opportunities-and-perils/</u>

# **Questions?**