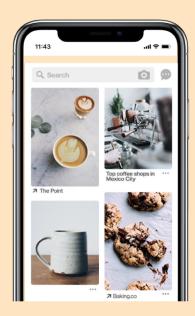
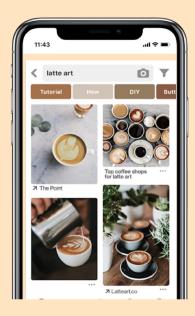
MLOps behind Ads Ranking @ Pinterest

Aayush Mudgal Modern DevOps Melbourne

October 9, 2023

Bring everyone the inspiration to create the life they love

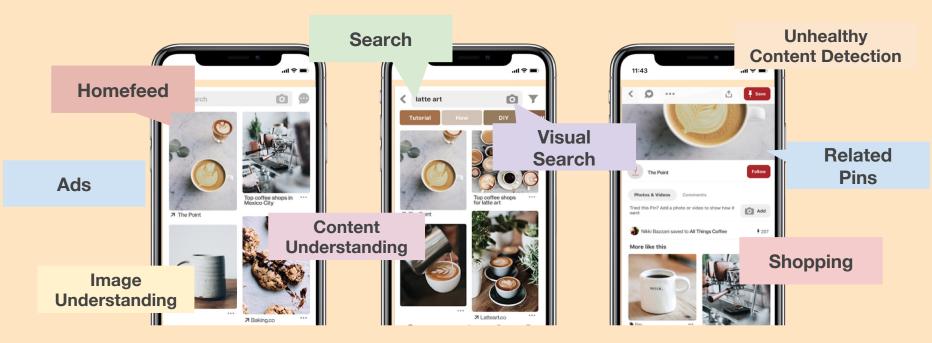






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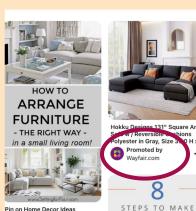
... powered by a variety of ML applications learning complex patterns from web scale data of +460M MAUs and billions of Pins



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Ads





Pin on Home Decor Ideas

esigns Messe...or 3" Pillow Top Arm Moo

veseat Polyester in Black

Promoted by

Wayfair.com



How to Make Your Living Room

Promoted by

50 Floor





MINIE HE HIS







Promoted by

Interior Define



25 ITEMS TO NEVER HAVE

IN YOUR

LIVING ROOM





(Do's and Don'ts For Furniture...













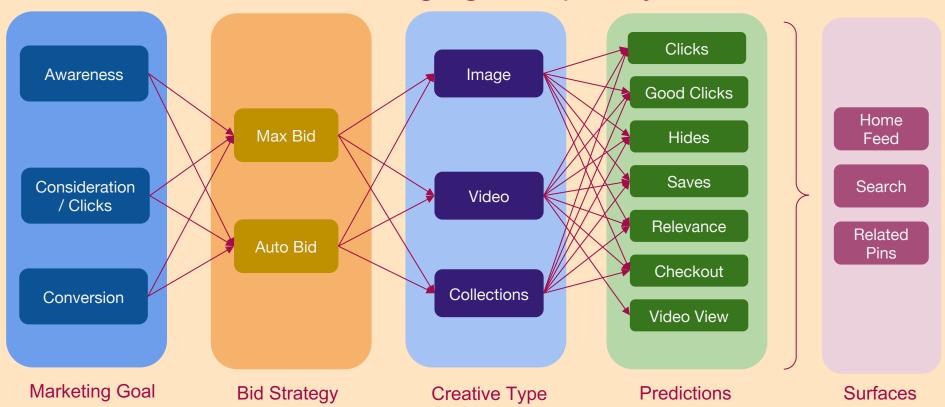


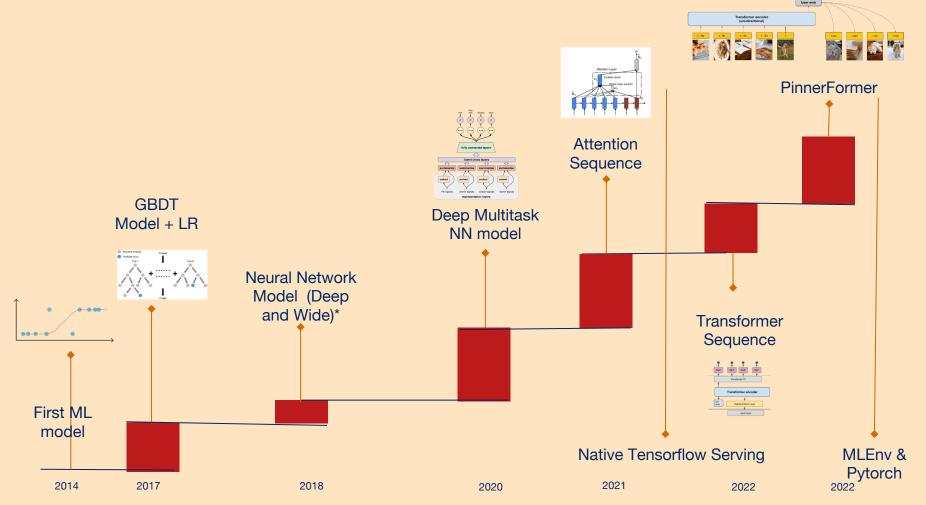


7 tricks to make your home...



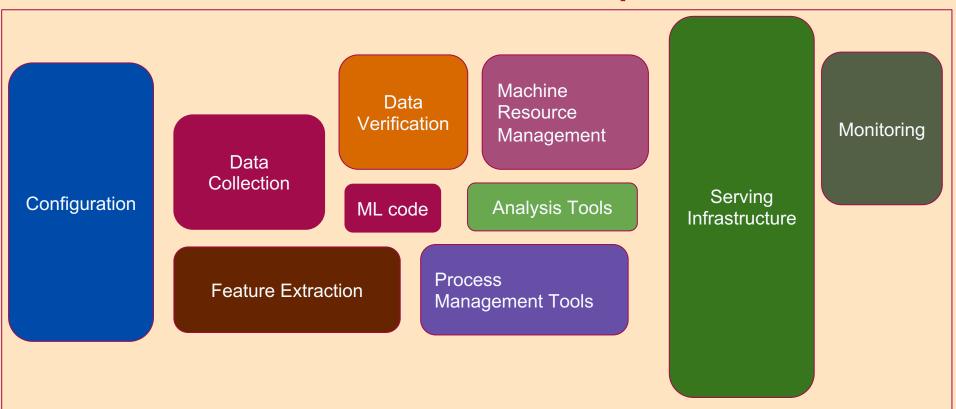
Ads Product in a nutshell Managing Complexity





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Empowering web-scale ML is complicated... It has a LOT of steps



ML @ Pinterest

Large Scale:

460M+ MAUs, billions of Pins, billions of daily events

Variety of Use-cases:

- Recommendation & Ads (Retrieval, Ranking, Blending)
- Representation Learning
- Content Quality
- User Understanding
- 0 ...

Multiple Product Surfaces:

o Home-feed, Related Pins, Search, Visual Search, Shopping, Boards, Notifications, ...

Centralized ML Platform

- Improve foundational components with new capabilities (Feature Store, Inference Service, Training Platform)
- 100s of ML engineers
- Improve ML developer velocity (Calendar days, engineer days)

Reinventing the wheel

Use Case A

Feature
Pipeline &
Trainer

Serving

Logging

Use Case B

Feature
Pipeline &
Trainer

Serving

Deployment

Monitoring

Logging

Use Case C

Feature
Pipeline &
Trainer

Serving

Deployment

Logging

Use Case D

Feature
Pipeline &
Trainer

Serving

Monitoring

Logging

Use Case E

Feature
Pipeline &
Trainer

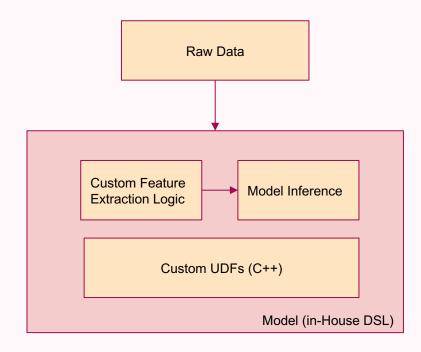
Serving

Monitoring

Feature Format (Previously)

- Nested Feature Definitions
- Team-Specific Raw Data Structures,
 Thrift and FlatBuffers
- Slow Dev Velocity

```
struct Features {
    1: map<datatype, IOFBufPTr> raw_features
}
e.g.
struct UserViewTypeEnagement {
    1: map<string, double> clicks
| }
```



Feature Format (Now)

- Flattened Feature Definitions
- Easily Shareable Across Use-Cases
- Simplifies Models

Unified Feature Representation (UFR)

DataType (Storage Format)

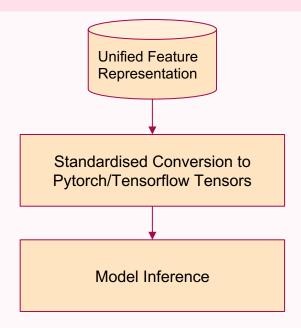
Primitive (i16/i32/i64, double, bool, string)

Vector (list<i16/i32/i64/double/bool/string>, SparseVector 16/32/64)

Raw Tensor

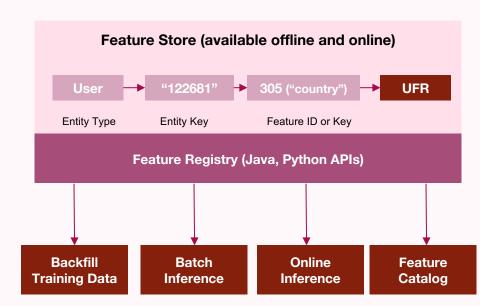
FeatureType (Interpretation)

Numeric, Categorical/Multi-Categorical, Dense/Sparse Numeric, Binary



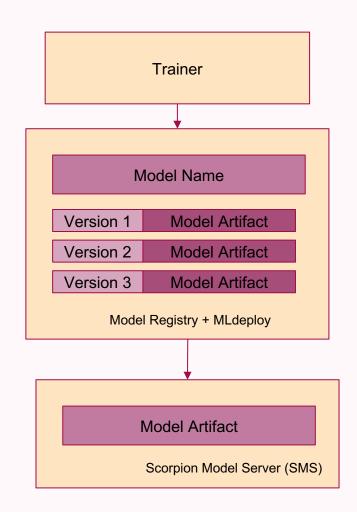
Shared Feature Store (Now)

- Unified Feature Store: Features shared easily across all modeling usecases
- Feature Backfilling Capabilities
- Feature Coverage and Alerting (offline and online)
- Self-Serve UI: To track feature usage across the system



Standardized Deployment through MLFlow mlflow

- Version Controlled Models
- Tracks Training Parameters and Evaluation Metrics
- Reproducible Models
- Fast Code-Free Deployment
- UI Based Deploy and Rollback



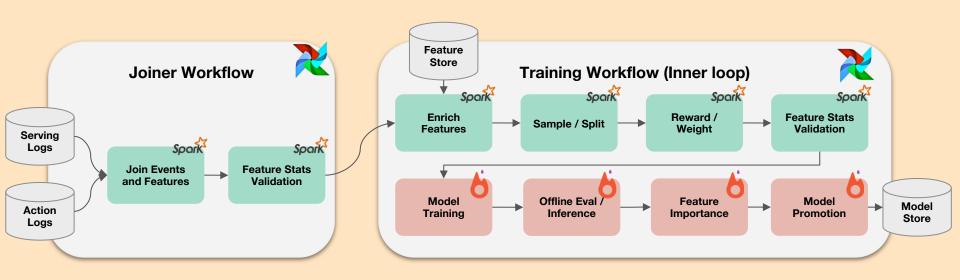
Model Insights and Analysis

Real-Time Feature Distribution and Coverage

Feature Importance Analysis
Local (Single Prediction) and Global (model wide)

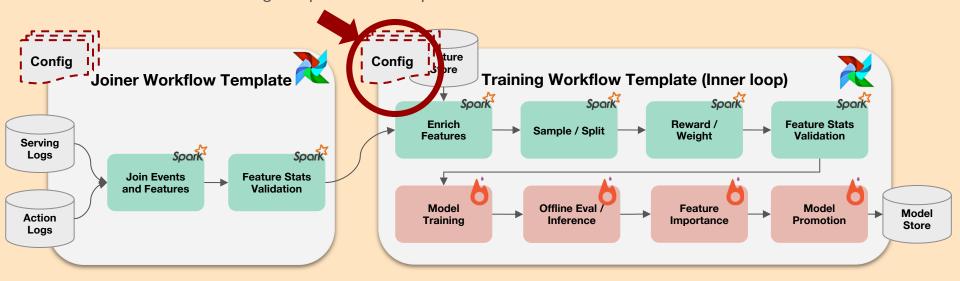
Model Rollout Monitoring

Typical ML Training Workflow



Templatized ML Workflows enable fast experimentation

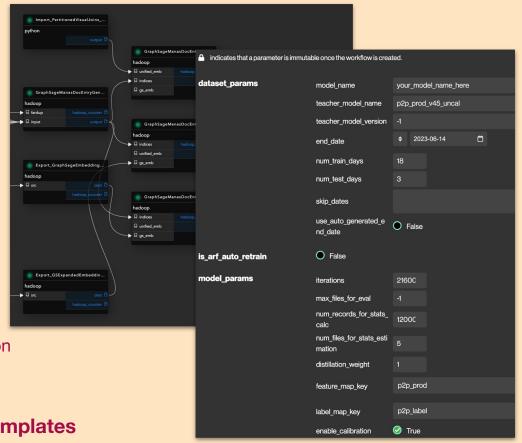
- Rule of Three applies to ML Ops!
 - Refactoring =>Templatizing workflows.
- Workflow templates significantly improve ML developer velocity and more...
 - o Dataset Management: Caching, GC, discoverability, deduplication, lineage tracking, etc.
 - Reproducibility: Model = f(config, template)
 - Declarative Configs: experimentation plan



EzFlow - ML Workflow templatization system

```
@WorkflowTemplate(
   date range=DvnamicDateRange.
   log joiner param=P2PLogJoinerParam,
   executor name=StringChoiceField(
       default_value=HadoopOpEnvironment.MONARCH_PROD_002,
           HadoopOpEnvironment.MONARCH ADHOC,
           HadoopOpEnvironment.MONARCH PROD 001,
           HadoopOpEnvironment.MONARCH PROD 002,
           HadoopOpEnvironment.MONARCH PROD 003,
       mutable=True,
   joiner lifespan=IntField(
       default value=scorpion consts.LIFESPAN 60 DAYS,
       mutable=True,
       validation udf=is positive,
       tooltip="life span for joiner output",
   ),
def daily p2p joiner flow(flow, date range, log joiner param, exe
   # User defined job chaining logic...
   return flow
```

- Intermediate data lineage tracking
 - Runtime Synchronization, Deduplication
 - Automated dataset management
 - Reproducibility
- Enables domain-specific workflow templates



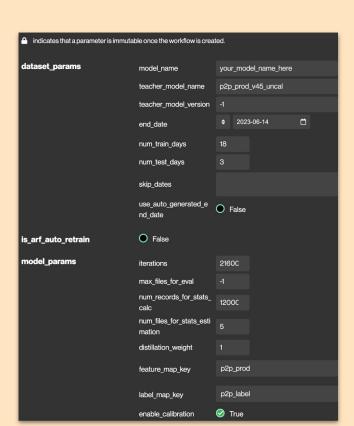
Iterating on new ideas with Workflow Templates

Case:

 Train a new student model using a different teacher model

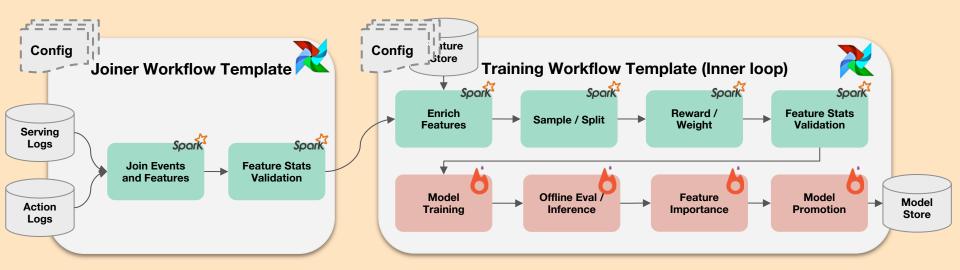
Steps (~hours) :

- [Optional] Make model training script changes
- Find the template you need
- Clone configs from your "control" model (model you need to beat)
- Change a few things, and schedule the workflow
- Workflow runs periodically, refreshes your model
- Deploy, run online A/B experiment.
- A few minutes / hours of developer time to push new model



Templatized ML Workflows enable fast experimentation

- 100s Pbs of training data
- ~1500 workflow runs / day
- ~3000 training jobs / day
- Faster dev velocity => More models trained => More improvements



Iterating on new ideas with Workflow Templates

Case:

Try a new weighting algorithm for each event that takes downstream actions into account

Steps (~weeks):

- Write Job
 - Write a new **Spark job in scala** (e.g. need heavy row-wise operations)
 - Kick it off until it works
 - Write Unittest
 - Integration Test, data validation
- Integrate with workflow template
 - Add a new airflow operator, and add if/else logic to the workflow template
 - Unittest workflow template
 - Integration Test
 - Land
- Go to meetings between steps...
- Kick off workflows using the templates (Same as before)

Hidden cost of pipelines - Scale first, learn last

- What's happening here? Classic challenge with templating
 - ML changes really fast, and templates inherently reflect our understanding of the past
 - Reproducibility comes at the cost of dev-velocity!
 - 100X variance in developer velocity (Minutes/Hours -> Weeks)
 - Scale First, Learn Last
- Where were the bottlenecks?
 - Too many languages (Python, Scala, Java, Cpp, SQL, ..)
 - o Too many runtimes / Frameworks (Airflow, Spark, PyTorch, In-house libs, ...)
 - Code reviews
 - Build system
 - Meeting
 - Development is not interactive!
- Renaissance ML engineers move fast. Others move very slow. Bad for the business.

Model Iteration

- Model architecture became standardized with common building blocks e.g. transformers.
- Modern GPUs and training frameworks has made the training time much shorter and only account for a small portion of the total developer time

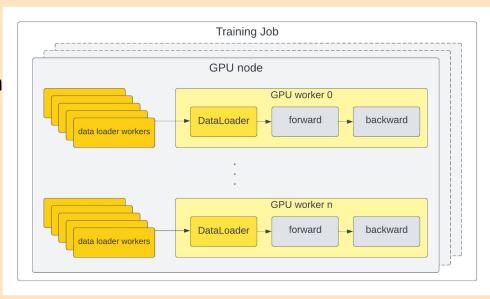
ML Dataset Iteration

- Achieve great improvement with the right dataset preparation.
 - Sampling strategies
 - Labelling
 - Weighting
 - Batching inference for transfer learning and distillation
 - Feature backfilling
- Requires lots of iterations to find the right combinations
- Dataset Iteration at this scale is Slow!
 - Opportunities for optimization!

Last-Mile Processing in Trainer

Engineers start to move data processing in to the trainer to address the challenges in the workflow pattern

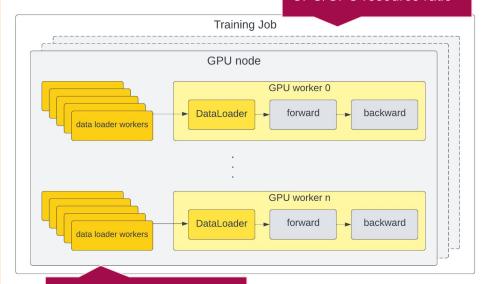
- Easy to iterate, All done in one framework
- Low Engineer-days cost: Streaming Pipeline: feedback are immediate
- Low Calendar-days cost



Challenges

Horizontal Scaling is not elastic. Only provide fixed CPU/GPU resource ratio

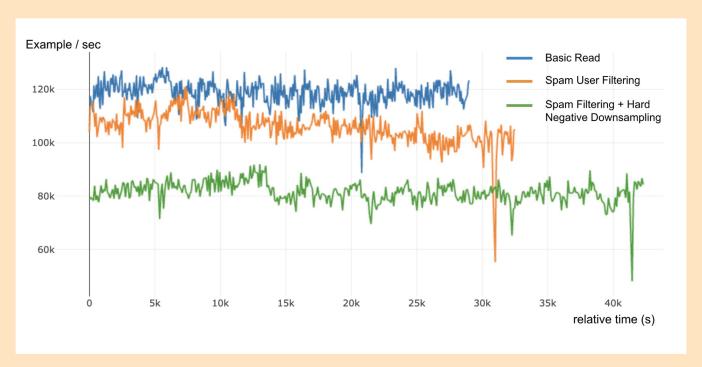
- Data processes cannot scale beyond local machine.
- When adding more data processing workload, cpu utilization grows faster than gpu utilization causing GPU to be underutilized.



Adding more data processing shift the pressure from GPU to CPU

Challenges

Adding more data processing workload on the trainer inevitably reduce the overall training throughput.



Three Key Requirements

Distributed Processing:

 Able to efficiently parallelize large scale data processing across multiple nodes

Heterogeneous Resource Management:

 Managing both GPU and CPU, ensuring workloads are scheduled on the most efficient hardware

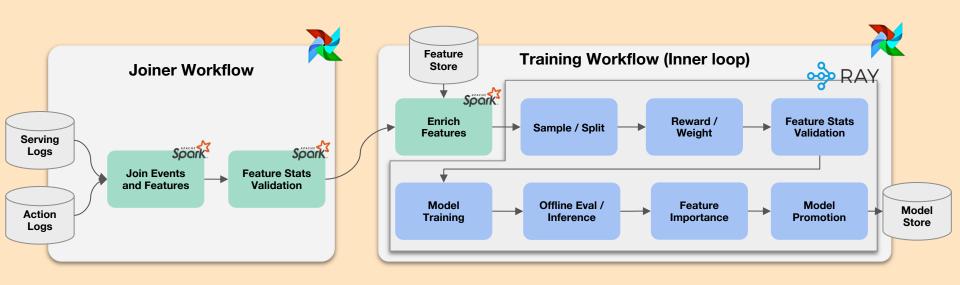
High Dev Velocity:

Everything should be in a single framework.

Ray fulfills all these requirements. In addition, it presents a unique opportunity to provide engineers **a unified Al Runtime for all the MLOps components**

Last-Mile Processing with Ray

Overview of our training pipeline with Ray:

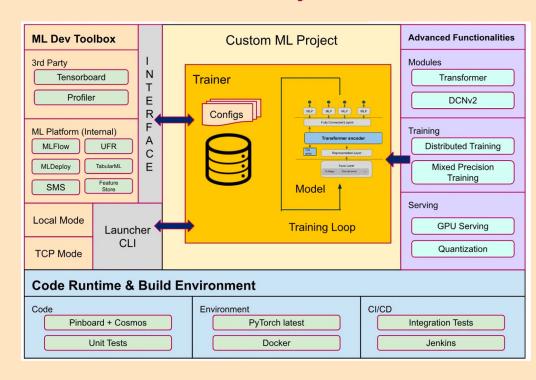


How ML is done in Pinterest Today!

In Pinterest, we built an unified,

Pytorch-based ML framework that
provides:

- CICD & Docker image as a service
- Standardized MLOps integration
- Reusable building blocks shared across multiple teams, use cases.
 (e.g. Dataset loader, Torch modules, training loop)
- 95% of Training Jobs at Pinterest are built on top of this framework.



See our **blog post** for detail!

Acknowledgement

Thanks for XFN collaboration with entire Ads Quality, Machine Learning Platform, Core Engineering Team, Ads Infra, Advanced Technology Group, Content and User Engineering teams

