DEPARTMENT OF COMPUTER SCIENCE

THE NEW AGE OF DISCOVERY

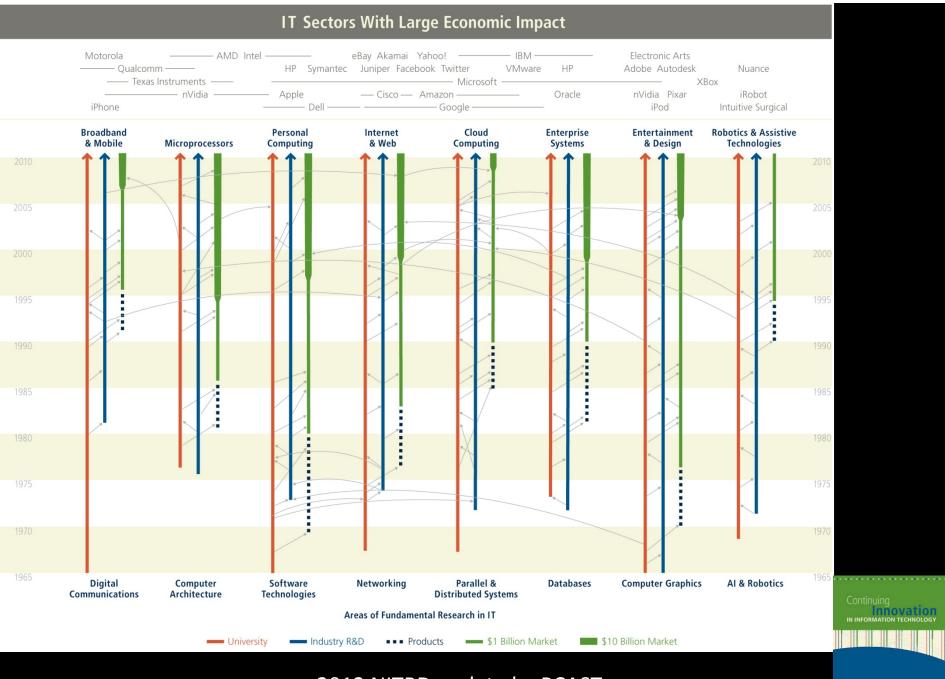
What Is Computing Today? Deconstruction

Gregory D. Hager Professor and Chair



Questions

- How does "stuff work" and how did it come to be?
- What are the basic research areas of CS that impacted it?
- What are commercial needs drove it?
- How has that "stuff" changed with time?



Some Background Information

- IT is around 1T\$* of US economy (itself 18T\$ GDP)
 - Apple Inc. (Nasdaq: AAPL), (560B/30B)
 - Exxon Mobil Corporation (NYSE: XOM),
 - Google Inc (Nasdaq: GOOG), (358B /12B)
 - Microsoft Corporation (Nasdaq: MSFT), (344B/20B)
 - Berkshire Hathaway Inc. (NYSE: BRK.B),
 - Wal-Mart Stores, Inc. (NYSE: WMT),
 - Johnson & Johnson (NYSE: JNJ),
 - General Electric Company (NYSE: GE),
 - Chevron Corporation (NYSE: CVX)
 - Wells Fargo & Co (NYSE: WFC)

Deconstructing a Search Query



Challenges in Building Large-Scale Information Retrieval Systems

Jeff Dean
Google Fellow
jeff@google.com

Credits to material used from static.googleusercontent.com/media/research.google.com/en/us/people/jeff/ WSDM09-keynote.pdf CS@JHU M&Ms 2014, GD Hager

The Origins of PageRank

- Stanford WebBase project (1996 1999)
 http://dbpubs.stanford.edu:8091/diglib/
- funded by NSF through DLII http://www.dli2.nsf.gov/dlione/

"The Initiative's focus is to dramatically advance the means to collect, store, and organize information in digital forms, and make it available for searching, retrieval, and processing via communication networks -- all in user-friendly ways." quote from the DLII website

Page, Lawrence, Sergey Brin, Rajeev Motwani, and Terry Winograd. The PageRank citation ranking: Bringing order to the web. (1999).

Brin, Sergey, and Lawrence Page. The anatomy of a large-scale hypertextual Web search engine. *Computer networks and ISDN systems* 30, no. 1 (1998): 107-117.

Some Other Research Ideas

- Cache (M. Wilkes, 1965, Cambridge)
- The internet (Cerf, Kahn, 1969, ARPA)
- The Web and HTML (T. Berners-Lee, 1989, CERN)
- PageRank (Brin, Page, Motwani, Winograd, Stanford, 1997)
- SIFT Image Features (Lowe, UBC, 1999)
- Hadoop (Cutting, Cafarella, Yahoo/UW, 2005)
- Deep Learning (Hinton+others, Toronto+others, ??)
 - GPUs

What Is a Search Query?

Google's answer

what is a search query

Web

Images

Mans

News

Vide

More:

Search tools

About 11,500,000 results (0.32 seconds)

A web search query is a query that a user enters into a web search engine to satisfy his or her information needs. Web search queries are distinctive in that they are often plain text or hypertext with optional search-directives (such as "and"/"or" with "-" to exclude).

Web search query - Wikipedia, the free encyclopedia en.wikipedia.org/wiki/Web_search_query Wikipedia *

Eporthanti

Web search query - Wikipedia, the free encyclopedia

en.wikipedia.org/wiki/Web_search_query T Wikipedia T

A web search query is a query that a user enters into a web search engine to satisfy his or her information needs. Web search queries are distinctive in that they ...

Types - Characteristics - Structured queries - See also

Keywords vs. Search Queries: What's the Difference ...

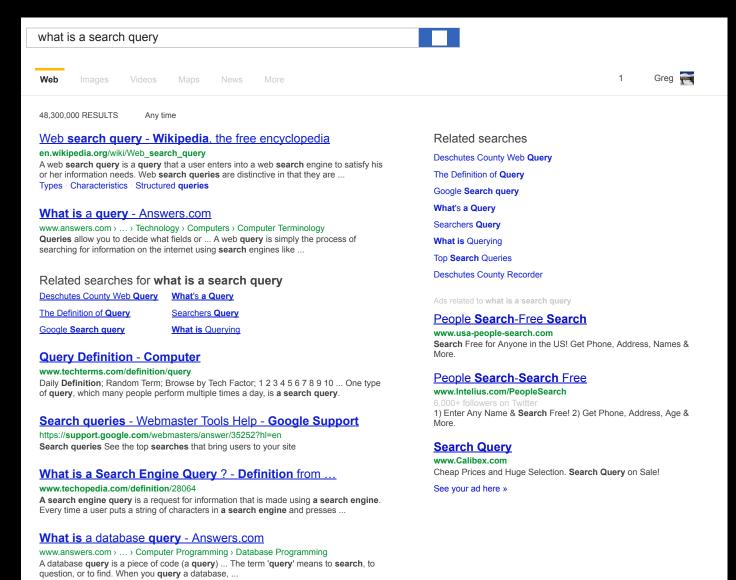
www.wordstream.com/blog/ws/2011/05/25/keywords-vs-search-queries
May 25, 2011 - A search query, the actual word or string of words that a search engine user types into the search box, is the real-world application of a keyword – it may be misspelled, out of order or have other words tacked on to it, or conversely it might be identical to the keyword.

Search Queries: The 3 Types of Search Query & How to ...

www.wordstream.com/blog/ws/2012/12/.../three-types-of-search-queries
Dec 10, 2012 - When someone enters an informational search query into Google or another search engine, they're looking for information – hence the name. They are probably not looking for a specific site, as in a navigational query, and they are not looking to make a commercial transaction.

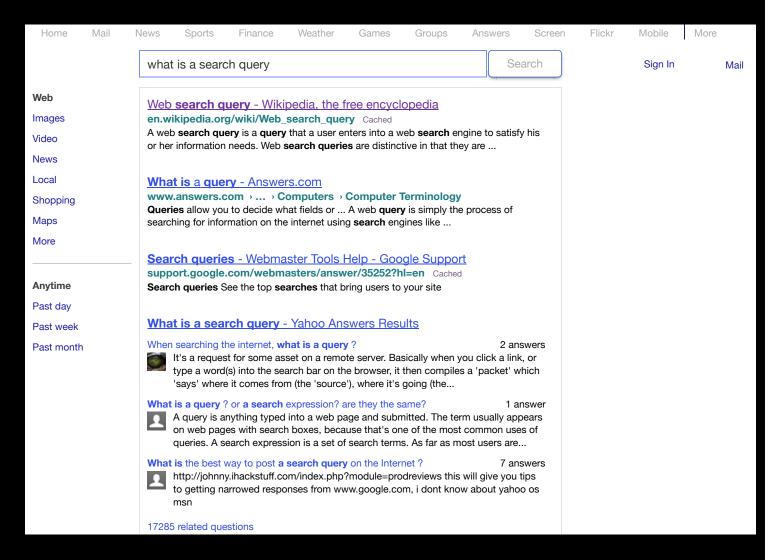
What Is a Search Query?



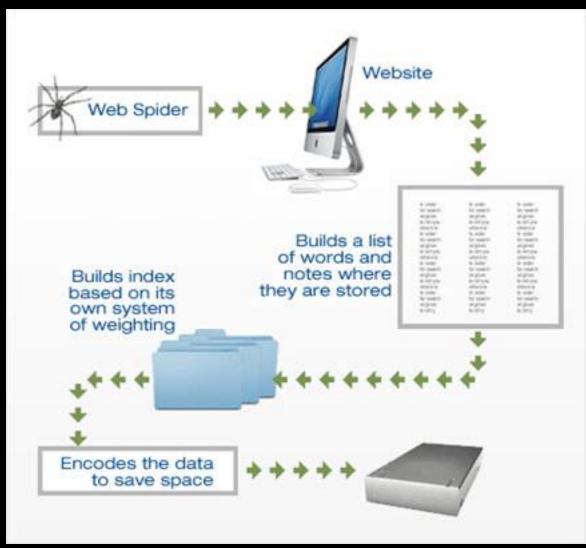


What Is a Search Query?

Yahoo's answer



It All Starts With a Spider



http://programming4.us/website/15366.aspx

Inverted Index

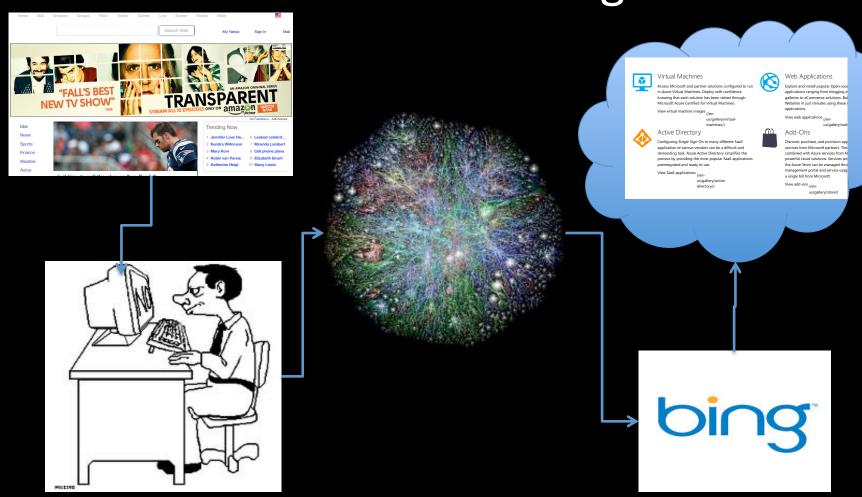
For example, let's say we have two documents, each with a content field containing:

- 1. "The quick brown fox jumped over the lazy dog"
- 2. "Quick brown foxes leap over lazy dogs in summer"

To create an inverted index, we first split the content field of each document into separate words (which we call *terms* or *tokens*), create a sorted list of all the unique terms, then list in which document each term appears. The result looks something like this:

| Term | Doc_1 | Doc_2 |
|--------|-------|-------|
| | | |
| Quick | | X |
| The | Χ | |
| brown | X | X |
| dog | Χ | |
| dogs | | X |
| fox | Χ | |
| foxes | | X |
| in | | X |
| jumped | X | |
| lazy | X | X |
| leap | | X |
| over | Χ | X |
| quick | Χ | |
| summer | | X |
| the | Χ | |
| | | |

Browser to Computer to Internet to Search Engine to Cloud



Then We Need Horsepower ...

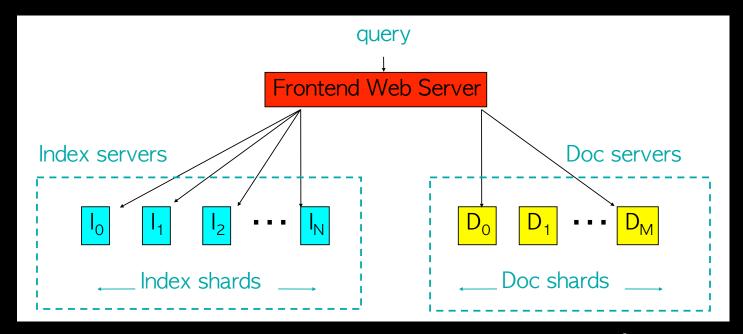


Image from Dean, Google 1997

- Given search terms e.g. dog, cat
- Return pair <docid, score>
- Score is the "secret sauce" for ranking docs
- Doc servers return pre-formatted snippets plus doc address

Some Questions

Where are the bottlenecks?

What is missing?

Adding Speed and Income

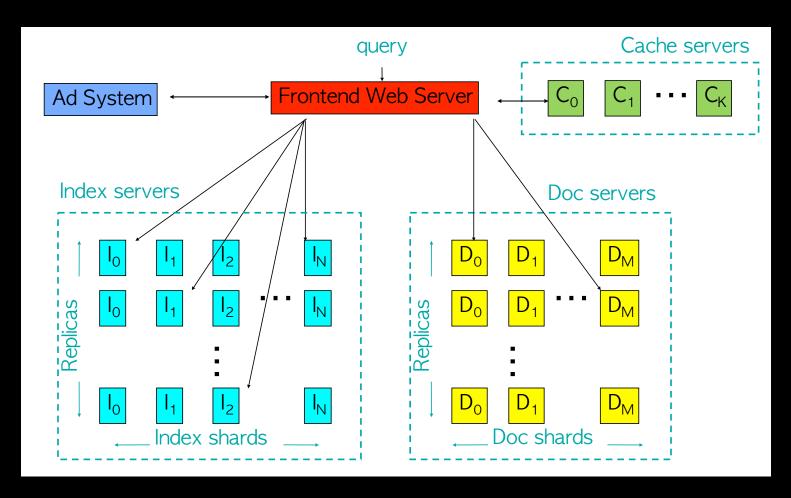


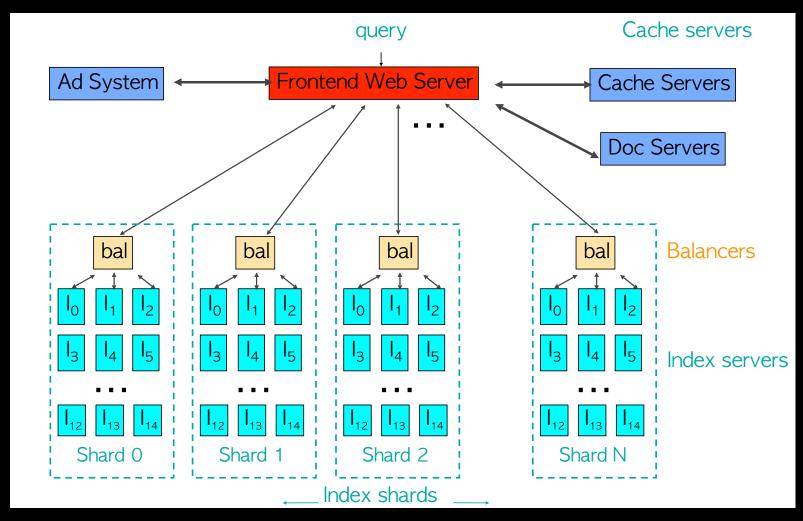
Image from Dean, Google 1999

What Makes an Effective ...

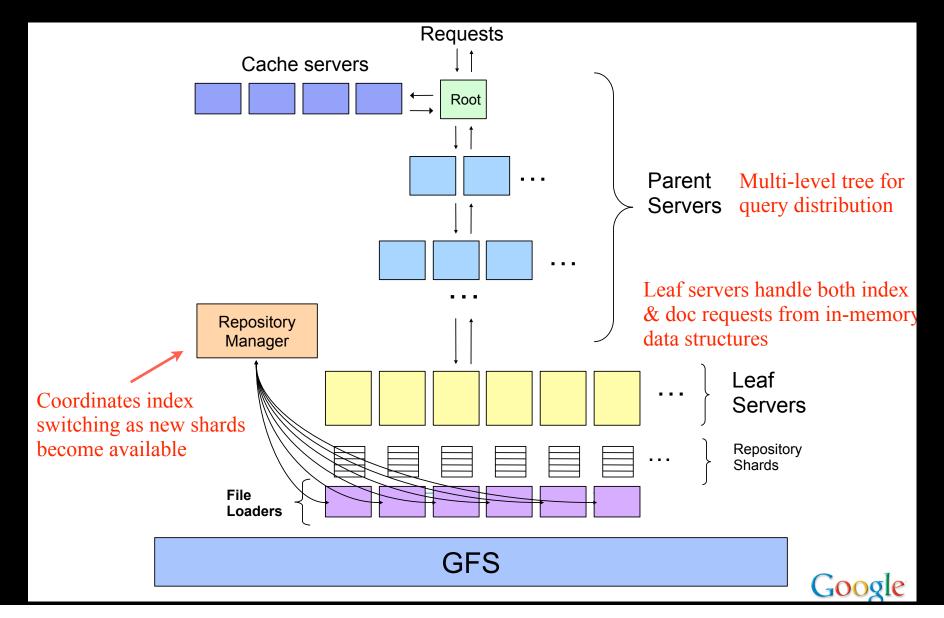
Search?

Ad?

More Scale?



A More Complete Picture



Some Interesting Plusses and Minuses

- Queries are now fast particularly at tail
- Throughput is high

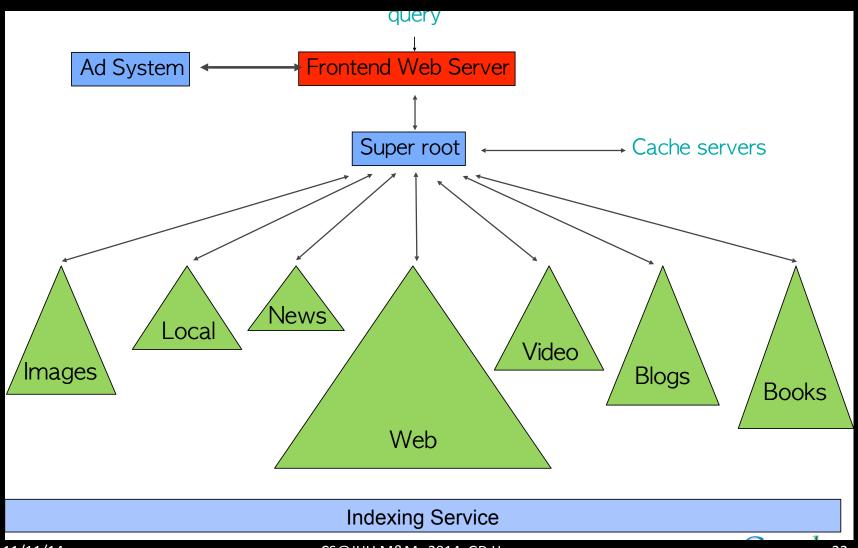
- Now depending on a very large # of machines
 one key machine down and that query fails
 or takes a long time
- What if a query kills a machine you can mow down the entire cluster

Canary Requests

- Send a request to one machine and see if it dies
- If not, go ahead
- If it does, try a couple more; if they die, give up



Google 2007 Architecture



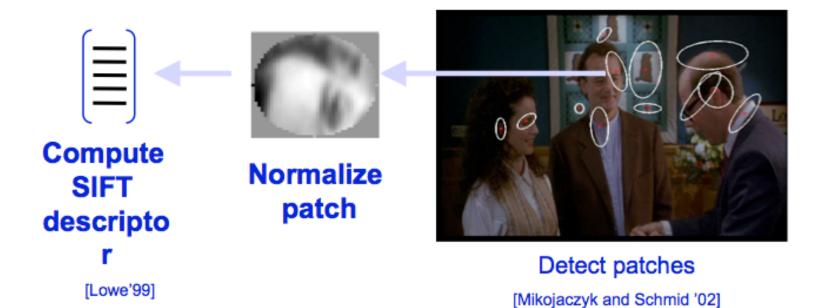
An Aside – Visual Search

Key breakthrough due to Lowe (SIFT, 1999)

 Second key technology: use of weak labels from the Web

 Third key technology: learning technologies that can be applied at scale

1.Feature detection and representation

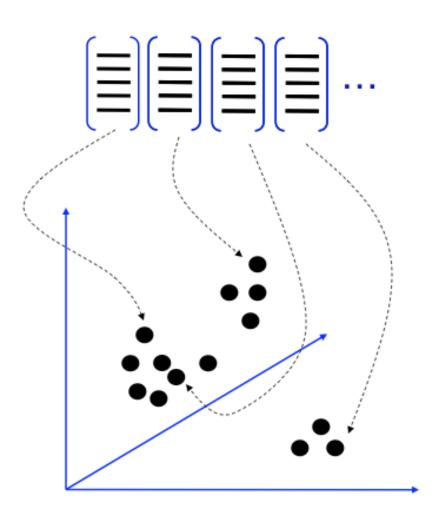


Slide credit: Josef Sivic

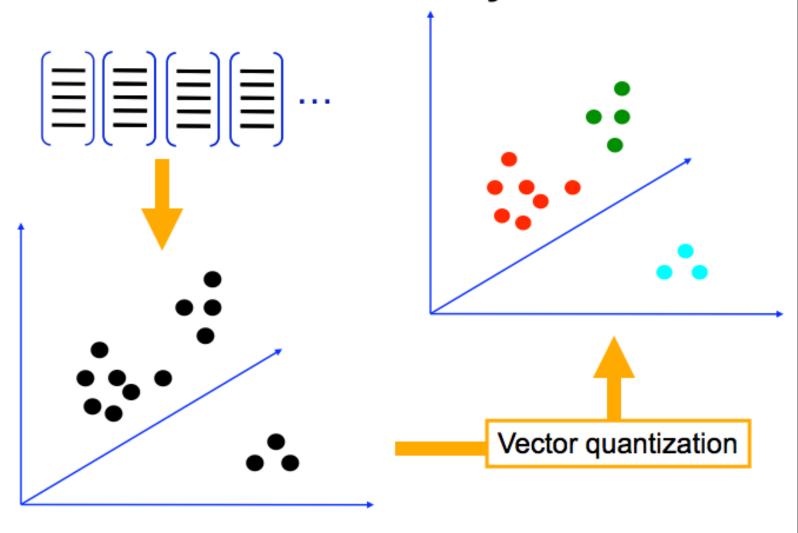
[Mata, Chum, Urban & Pajdla, '02]

[Sivic & Zisserman, '03]

2. Codewords dictionary formation



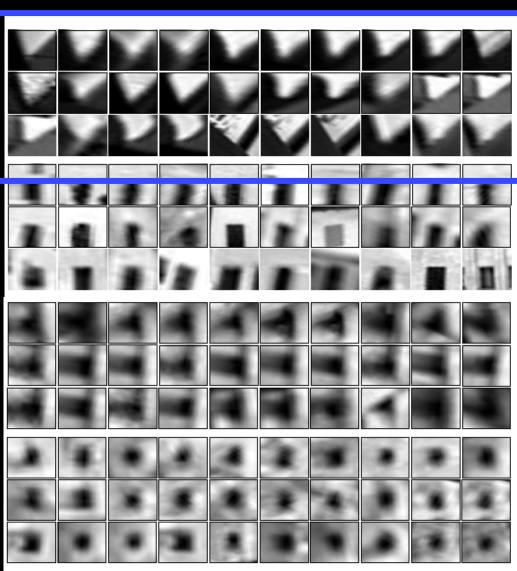
2. Codewords dictionary formation



Slide credit: Josef Sivic

Visual Words

 Example: each group of patches belongs to the same visual word



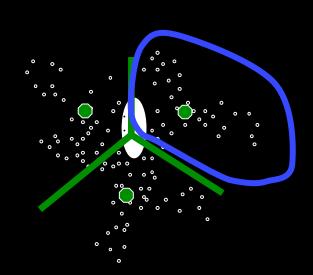
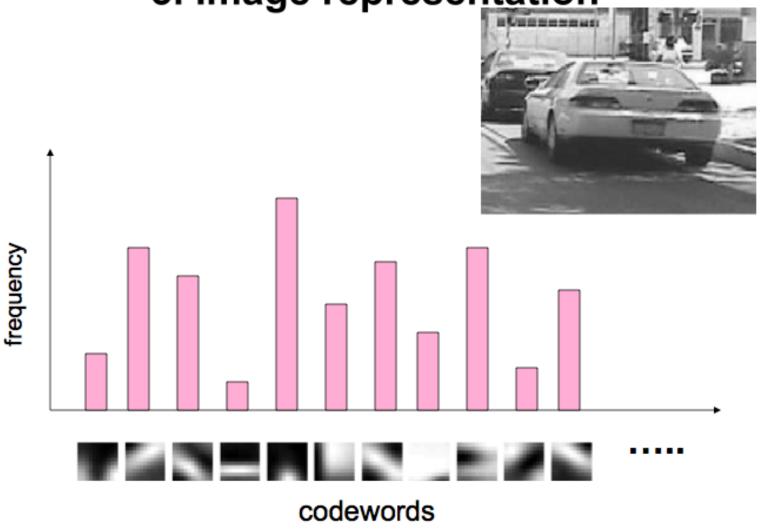


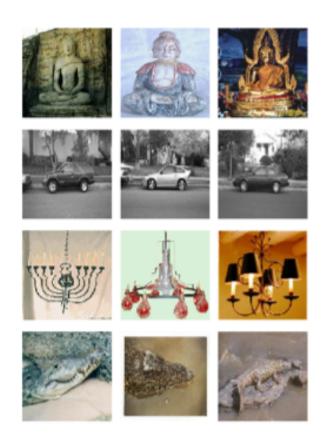
Figure from Sivic & Zisserman, ICCV 2003

3. Image representation



Object recognition results

- Caltech objects database 101 object classes
- Features:
 - SIFT detector
 - PCA-SIFT descriptor, d=10
- 30 training images / class
- 43% recognition rate
 (1% chance performance)
- 0.002 seconds per match



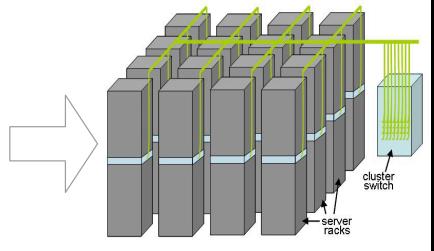
Slide credit: Kristen Grauman

Running in The Real World

Machines + Racks



Clusters



- In-house rack design
- PC-class motherboards
- Low-end storage & networking hardware
- Linux
- + in-house software

Running in the Real World

Typical first year for a new cluster:

- ~1 network rewiring (rolling ~5% of machines down over 2-day span)
- ~20 rack failures (40-80 machines instantly disappear, 1-6 hours to get back)
- ~5 racks go wonky (40-80 machines see 50% packetloss)
- ~8 network maintenances (4 might cause ~30-minute random connectivity losses)
- ~12 router reloads (takes out DNS and external vips for a couple minutes)
- ~3 router failures (have to immediately pull traffic for an hour)
- ~dozens of minor 30-second blips for dns
- ~1000 individual machine failures
- ~thousands of hard drive failures

slow disks, bad memory, misconfigured machines, flaky machines, etc.

Time for a Reality Check

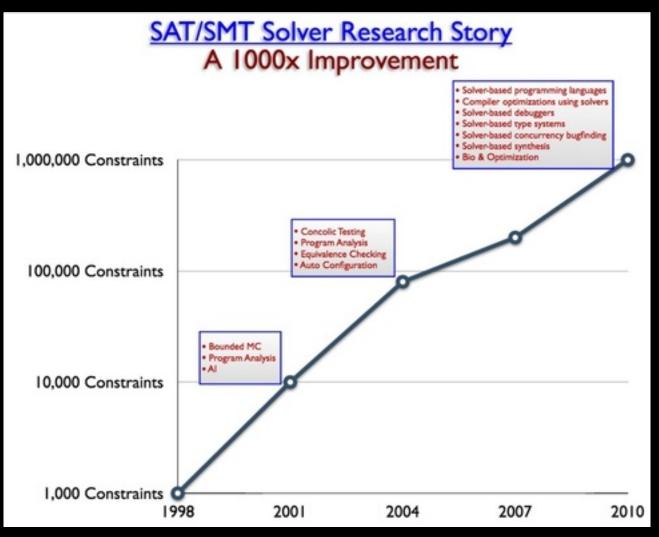
- Suppose you have a bug that is exercised once in a million queries
- How often will that bug be exercised in a day at Google?
 - 3.5 billion queries/day -> 40k/second -> every 25 seconds,

A Slight Digression – SAT and Program Verification

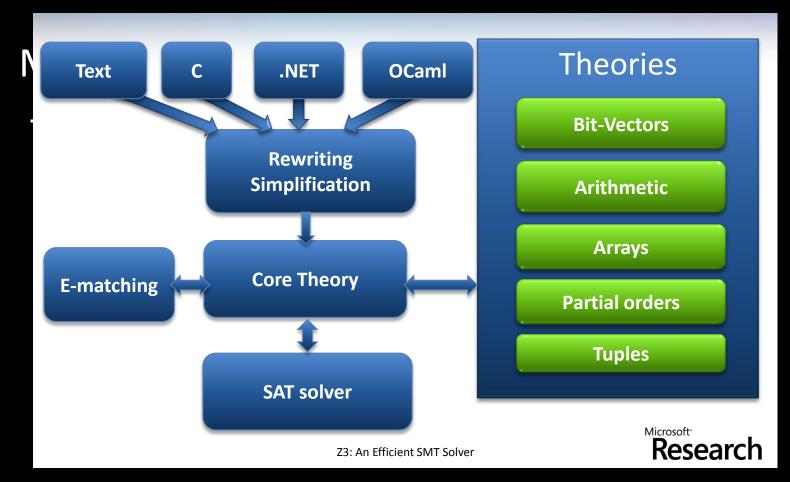
Simple problem: is a boolean formula satisfiable?

- A & B === yes A=1, B=1
- $A \& ^A === no!$
- Original NP complete problem (Cook 1971)
- So What?

A Slight Digression -- SAT



Add Some Horsepower



A large fraction of windows bugs now found by program verifications

http://research.microsoft.com/en-us/um/redmond/projects/z3/Z3_System.pdf

11/11/14

Time for a Reality Check

- Suppose you have a bug that is exercised once in a million queries
- How often will that bug be exercised in a day at Google?

3.5 billion queries/day -> 40k/second -> every 25 seconds,

 Even more complicated because queries are highly parallel!

A Paradigm Is Born

- Every problem has to deal with all of the possible hardware and software exceptions – lots of work!
- BUT, many of the underlying computations are "embarrassingly parallel"
 - Send a query to server (e.g. "do you have this term")
 - Aggregate the results
- The idea of Map-Reduce

Map Reduce

- User writes two main functions
 - Map -> the work each worker has to do e.g. find docs for an index term
 - Reduce -> the work to combine the results e.g. find the top n queries based on ranking
- System handles
 - Distribution, load balancing, communication, checkpointing ...
- Apache Hadoop a common (open source) system for Map-Reduce

Computing at Scale

| Number of jobs | Aug, '04 29K | Mar, '06 171K | Sep, '07 2,217K | May, '10 4,474K |
|--------------------------------|-----------------|------------------|--------------------|--------------------|
| Average completion time (secs) | 634 | 874 | 395 | 748 |
| Machine years used | 217 | 2,002 | 11,081 | 39,121 |
| Input data read (TB) | 3,288 | 52,254 | 403,152 | 946,460 |
| Intermediate data (TB) | 758 | 6,743 | 34,774 | 132,960 |
| Output data written (TB) | 193 | 2,970 | 14,018 | 45,720 |
| Average worker machines | 157 | 268 | 394 | 368 |

Dean: Map Reduce Statistics

Some Lessons

- Reality is a harsh taskmaster many of the best ideas are forged from real problems
- It's usually not a single idea borrow from the best!
- It's hard to trace the impact of ideas to fruition at best we can do an anecdotal approximation; don't be fooled by an overly simplistic view!
- There are few truly failed ideas, just failed applications thereof – persevere!

DEPARTMENT OF COMPUTER SCIENCE

THE NEW AGE OF DISCOVERY

Where is Computing Going?

Gregory D. Hager Professor and Chair



What Do Computers Do Well

Office work: accounting, wordprocessing



Simulation: science, gaming



 Automation: manufacturing, embedded systems



What's Hard?









Driving



Automated Driving 1986

Navlab 1 (CMU)

- 5 racks of computing equipment
- Warp supercomputer
- Vision, laser scanner

By late 80's software systems could drive at 20 m.p.h.

1986: Dickmanns demonstrates 60 mph driving using simple vision-based control approach



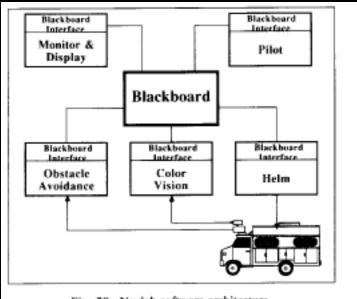


Fig. 20. Navlab software architecture.

Automated Driving 1996

Navlab 5: 1990 Pontiac Trans Sport

- Portable Advanced Navigation Support
- Sparc LX with a color video digitizer
- Differential GPS, fiber optic rate gyro
- Position estimation, vehicle control, and safety monitoring.
- Powered from cigarette lighter

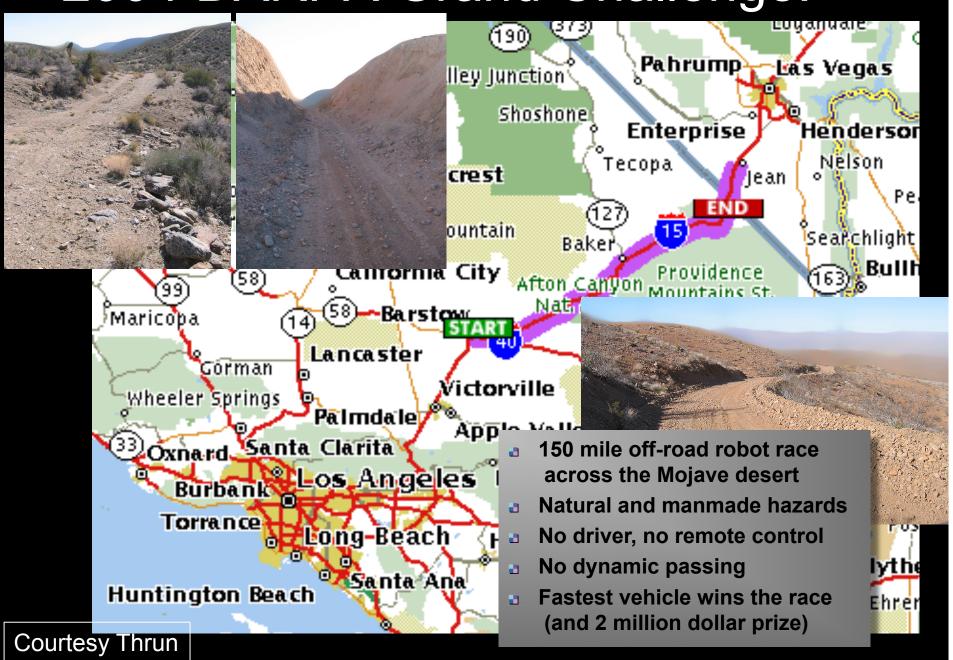


(Pomerleau et al. CMU)

No Hands Across America

2797/2849 miles (98.2%) *automated driving*

2004 DARPA Grand Challenge:



July 15: Driving the DGC 2004 Course

Straight Roads



Cattle Guards



Mountain Roads



Open Lake









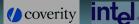














The 2004 DARPA Grand Challenge

- 150 mile course through Mojave Desert
- 15 entrants who made it to the final <u>https://www.youtube.com/watch?</u>
 - <u>v=FaBJ5sPPmcl</u>
- After a few hours, all failed
- Sandstorm (CMU)
 made it 7.4 miles

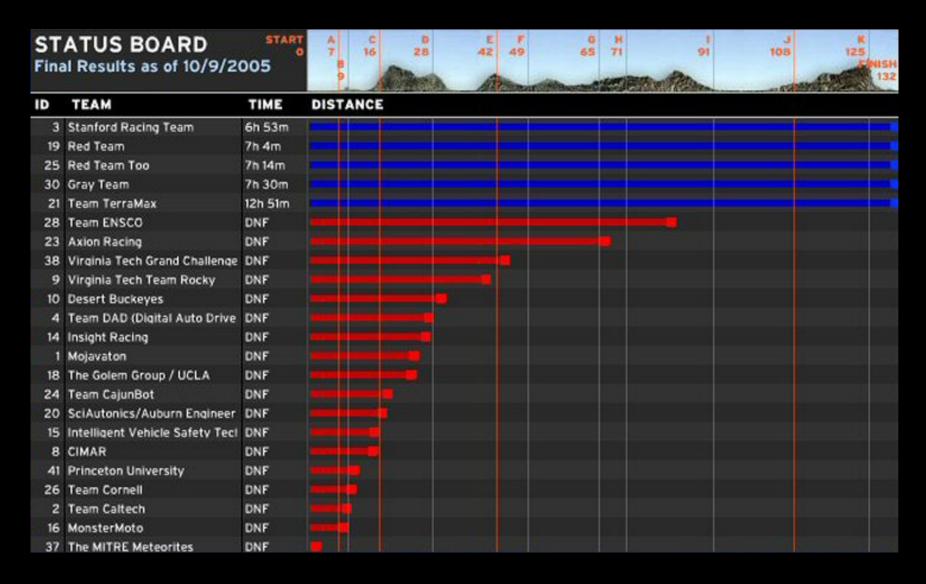


Grand Challenge 2005: 195 Teams



Rancho Palos Verdes, CA

Final Result: Five Robots finished!









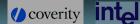














The Winners

Stanley (Stanford) 6:54



■ H1ghlander (CMU) 7:14













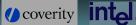














The Grand Challenge Race









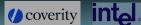






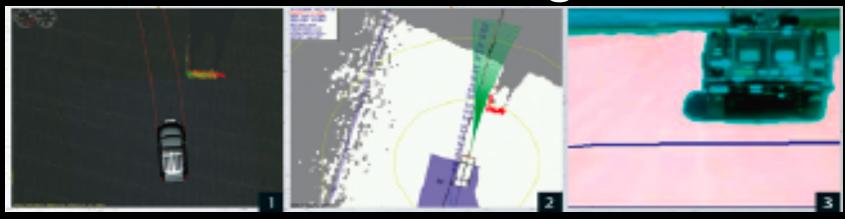








Automated Driving 2006



Here, Stanford's self-driving vehicle prepares to pass a robotic Hummer, represented by red and green lines on a 3D terrain map plotted by a light detection and ranging system (1). The Mapper program interprets the map as a grid (2): White cells mean driveable road; red cells, an obstacle; and gray cells, unknown conditions. The Planner then plots safe route options, marked by green lines, around the obstacle. A video camera (3) samples Mapper-defined "good" road (below blue line) and searches for similar-looking terrain ahead.

GPS Navigation

Three GPS receivers provide data on position, pitch and heading.

Inertial Guidance

Three gyroscopes and three accelerometers mounted above the rear axle provide detailed orientation data in "6D."

Light Detection and Ranging

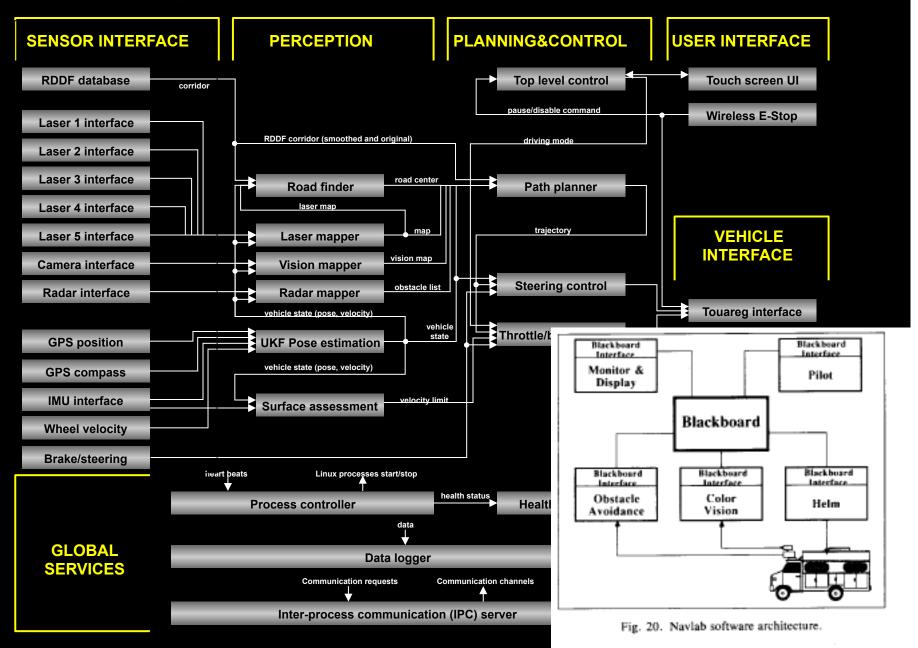
Five LIDAR units at various angles bounce laser beams off rotating mirrors to create a 3D map of terrain up to about 100 ft. away.

Color Video

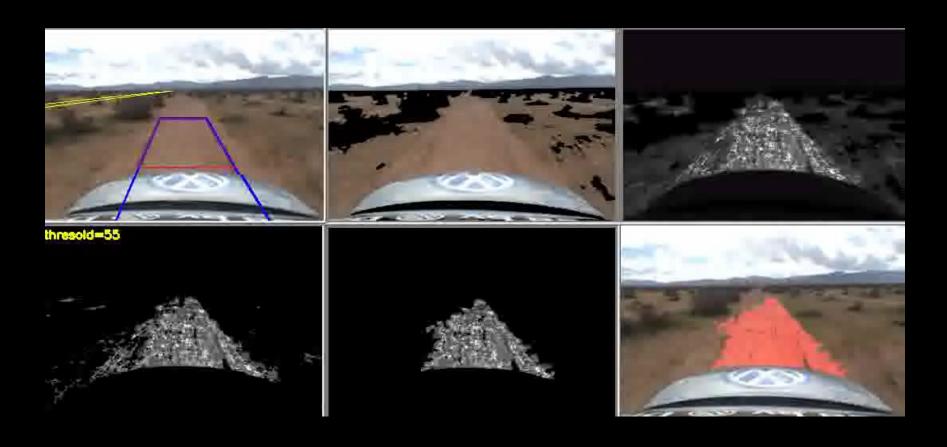
A video camera scouts driveable road up to 160 ft. ahead, identifies distant obstacles. Stanford
DARPA
Grand
Challenge
Vehicle
(Thrun)

(Popular Mechanics Jan '06)

Stanley Software Architecture



A Look Under the Hood



Courtesy David Stavens, Sebastian Thrun

Adaptive Vision in Mojave Desert









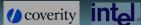














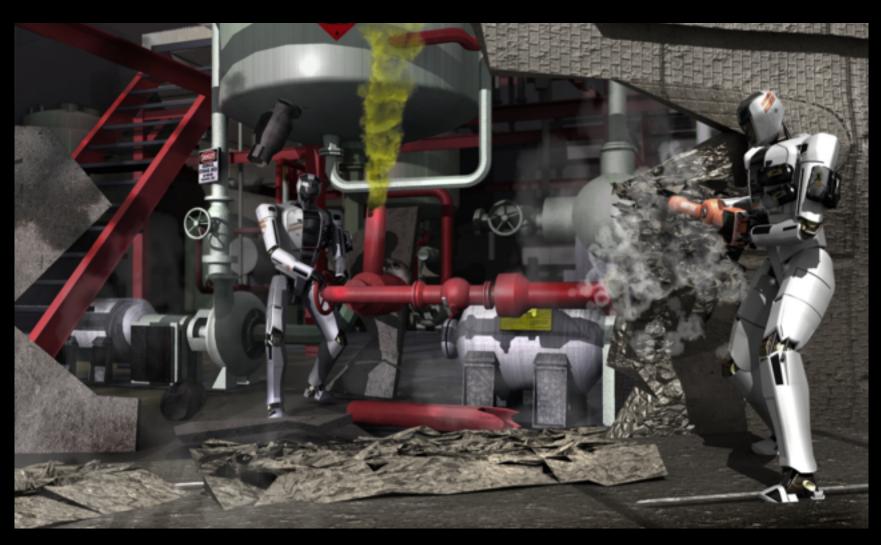
The Next Challenges

- <u>Darpa Urban Challenge: https://</u> www.youtube.com/watch?v=0wJAANgG-Vg
- Google Car: https://www.youtube.com/ watch?v=TsaES--OTzM

DARPA Robotics Challenge

- 1. Drive a utility vehicle at the site.
- 2. Travel dismounted across rubble.
- 3. Remove debris blocking an entryway.
- 4. Open a door and enter a building.
- 5. Climb an industrial ladder and traverse an industrial walkway.
- 6. Use a tool to break through a concrete panel.
- 7. Locate and close a valve near a leaking pipe.
- 8. Connect a fire hose to a standpipe and turn on a valve.

DARPA Robotics Challenge



What Computers Can't Do (Yet?)

The Popular View of Computers



Simon 1957

- Predicted that by 1967:
 - A computer would be world champion in chess
 - A computer would discover and prove an important new mathematical theorem
 - Most theories in psychology will take the form of computer programs.

And so far ...

- A computer would be world champion in chess
 - On May 11, 1997, the machine won the second six-game match against world champion Garry Kasparov, two to one, with three draws.
- A computer would discover and prove an important new mathematical theorem
 - The four color theorem was proven in 1976 by Kenneth Appel and Wolfgang Haken. It was the first major theorem to be proved using a computer.
- Most theories in psychology will take the form of computer programs.
 - Hmmm, still waiting ...

Some Seemingly Simple Problems



Arithmeticorum Liber II.

internallum numerorum 2. minor autem c'iroc. ò dea unitar isas c'iroc u' 6. Sch-

The state of the order of the state of the

IN QVAESTIONEM VII.

ONDITIONIS appolitz eadem rateio eft quz & appolitz przeedenti quzilioni, nil enim Canones idem hie citan locum habebunt, ve manifeltum immor interuallo quadratorum, &

QVÆSTIO VIII.

PROPOSITYM quadratum diuidere induos quadratos, Imperatum fit vt vtrimque defectus,& à fimilibus auferantur fimilia, fient 5 Q. aquales 16 N. & fit 1 N. Ferit igitur alter quadratorum 1. alter verò 1 & vtriusque summa est 1 feu 16. & vterque quadratus eft. υ είκος όπεμεπία, ਜτυ μετάθας ις. και έςιν έκατερις περάγων.

ΤΟΝ δήτταςθίνως τετράς ωνεν δικλείν είς δύο τετραγωίους, έπιτετάςθω δη ή τε δικλείν είς δύο τετραγώνους, και τετάςθω δ les elle quadrato. Fingo quadratum a numeris quot quo continct la sur el su la serpo primo ce el sur erte del su mentre quot quo continct latus pinus se. del a N.—4, i pie siglur quadratus est, su est del sur est elle a N.—6, i pie siglur quadratus est, su elle a N.—6, i pie siglur qua όν προτε λει το πουτων με σουν ος τη τι τε .

κ' πλούω, έτων εξ Β΄ λείτει μ' δ'. αυτός .

δας ο τιξαί μοις έτωι διυμάμων δ' μ' τε]

λείτει εξ τε . παίται έτω μονάπ τε λείτει .

δυμάμως μιας . κοιν ποροπείδω ν λείτε. อับบลเนอง เมลร. จัดทร ของจระเรษ ต ภ ละหนุร. หู วัสจิ จันต์แร จันเรล. อับบล์และ สัตูล รัชพุ ส.ชนินต์เรรี. หู วิทธาช จัดผูชินติ เรี. ทร์มหา -โลง. รัชแจ้นปี ฮาร์ ค่ะเองจาร์นท์โลก. อ์ ปี คูนปี ค่ะเองจาร์นท์โลง. 6 จ๋ ฮื่อ ฮบบาร์ทราง ขอลัก

OBSERVATIO DOMINI PETRI DE FERMAT.

C'Phum autem in duos cubes , aut quadratoquadratum in duos quadratoquadrates & gener diter nullam in imfinism vltra quadratum potestatem in duos cius-dem nominis sas est diuidere cuius rei demonstrationem mirabilem sane detexi. Hanc marginis exignitas non caperet.

QVÆSTIO IX.

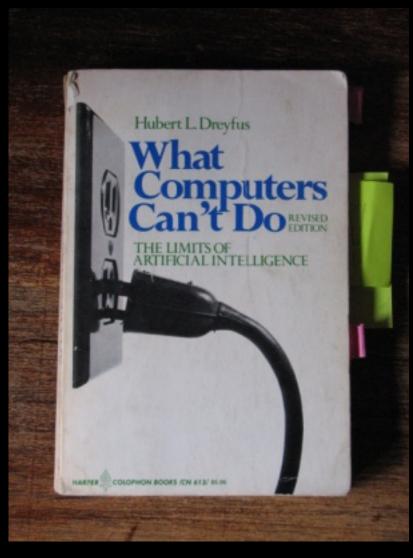
R dividere in duos quadratum 16 dividere in duos quadratos. Ponatur rurfus primi latus 1 N, alterius verò quotcunque numerorum cum defectu tot nitatum, quot constat latus diuidendi. vintatina, quoi contai atta anunena, Effo itaque 2 N. – 4, e runt quadrat, hic quidem 1 Q. ille verò 4 Q. + 16. – 16 N. Cæterum volo vtrumque finul æquati vnitatibus 16. lgitur 5 Q. + 16. – 16 N. æquatur vnitatibus 16. & fit 1 N. 4 erit

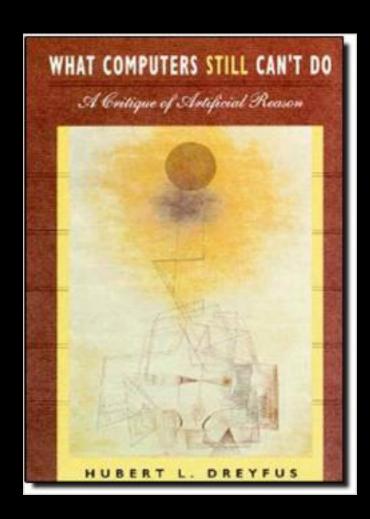
ETΩ d'n πάλη του το πετράχωνου dit-λεύτ εἰς δύο τέτραχωνους, τετάχθω πάλη η τὰ πρώτου πλούρα ς τ ἐτὸς, ἡ ἡ τὰ ἐτόρα ες δουν δέποτε λείδει με δουν δεὶ ἡ τὰ ἀιψρομόζου πλουρά. Έτω δη εξ Ε λείξει με δ. ξουτας οι τετράγωνοι θε μόγ διωμάμικοι μιάς, θε δε διωμάμιων δ με τε λείξει εξ ιξ. Βά-λομα Τές δύο λει πεὶ συντεθένται έσους τη με μ' ις. και γίνεται ο άριθμός ις πιμπίων.



 $A^n+B^n=C^n$ for Integers A, B, C and n>2?

Dreyfus 1972, 1992





11/11/14 66

AI Will Fail Because

The biological assumption

 The brain processes information in discrete operations by way of some biological equivalent of on/off switches.

The psychological assumption

 The mind can be viewed as a device operating on bits of information according to formal rules.

The epistemological assumption

All knowledge can be formalized.

The ontological assumption

The world consists of independent facts that can be represented by independent symbols

And Now??

- Can a computer create music?
 - https://www.youtube.com/watch?v=PzrcoqpnZqA

And Now??

- Can a computer create music?
 - https://www.youtube.com/watch?v=PzrcoqpnZqA

Some Questions

- Can a computer create music?
 - https://www.youtube.com/watch?v=PzrcoqpnZqA
- Can a computer write an article?

This is the article generated by the LA Times algorithm: A shallow magnitude 4.7 earthquake was reported Monday morning five miles from Westwood, California, according to the U.S. Geological Survey. The temblor occurred at 6:25 a.m. Pacific time at a depth of 5.0 miles.

According to the USGS, the epicenter was six miles from Beverly Hills, California, seven miles from Universal City, California, seven miles from Santa Monica, California and 348 miles from Sacramento, California. In the past ten days, there have been no earthquakes magnitude 3.0 and greater centered nearby.

This information comes from the USGS Earthquake Notification Service and this post was created by an algorithm written by the author.

70

Some Questions

- Can a computer create music?
 - https://www.youtube.com/watch?v=PzrcoqpnZqA
- Can a computer write an article?

Friona fell 10-8 to Boys Ranch in five innings on Monday at Friona despite racking up seven hits and eight runs. Friona was led by a flawless day at the dish by Hunter Sundre, who went 2-2 against Boys Ranch pitching. Sundre singled in the third inning and tripled in the fourth inning ... Friona piled up the steals, swiping eight bags in all ...

http://www.narrativescience.com

Some Questions

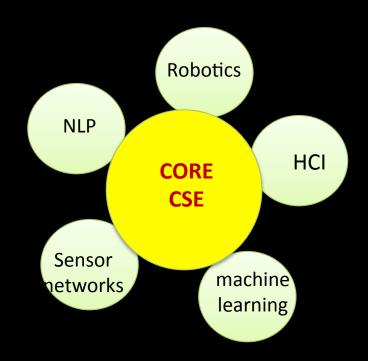
- Can a computer create music?
 - https://www.youtube.com/watch?v=PzrcoqpnZqA
- Can a computer write an article?
- Can a computer paint?



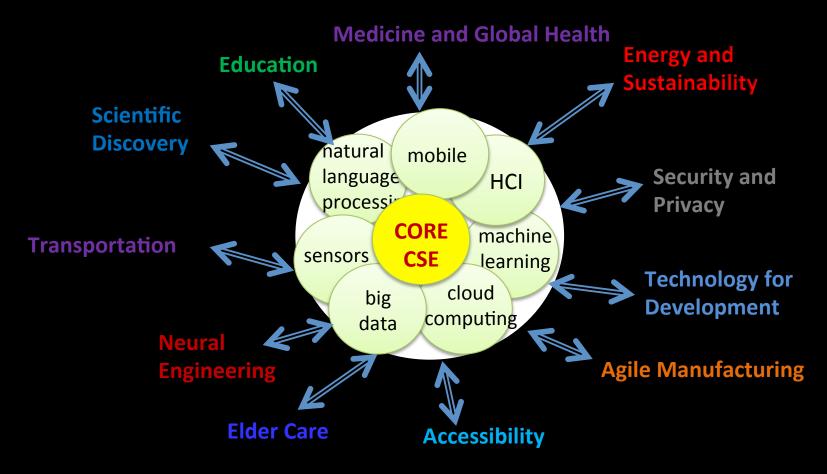
What Would Intelligence Mean?



Computing as it is Today



Where Computing is Going



Drivers: Industry, Society, Government, Science

What Is Our Future? How Will We Shape It?

Is Computing the future of thought and discourse?





Is Computing creating a new ways to combine USC 2014, GD Hager and create?



Is it the beginning of the end of Computing as we know it?