

CS 265

Big Data & AI Systems

NoSQL | Neural Networks | Image AI | LLMs | Data Science

Scope: End-to-end AI systems

Topics: LLMs, Context, Agents, RAG

Inspiration: Research + Industry

Technical: Storage/Computation/Self-designing Projects:

Systems (LLM core, or design)

Research (LLM compiler, RAG, Image,

Fine-tuning, Context Management)

Research is open to 165 & systems students but eventually open to all

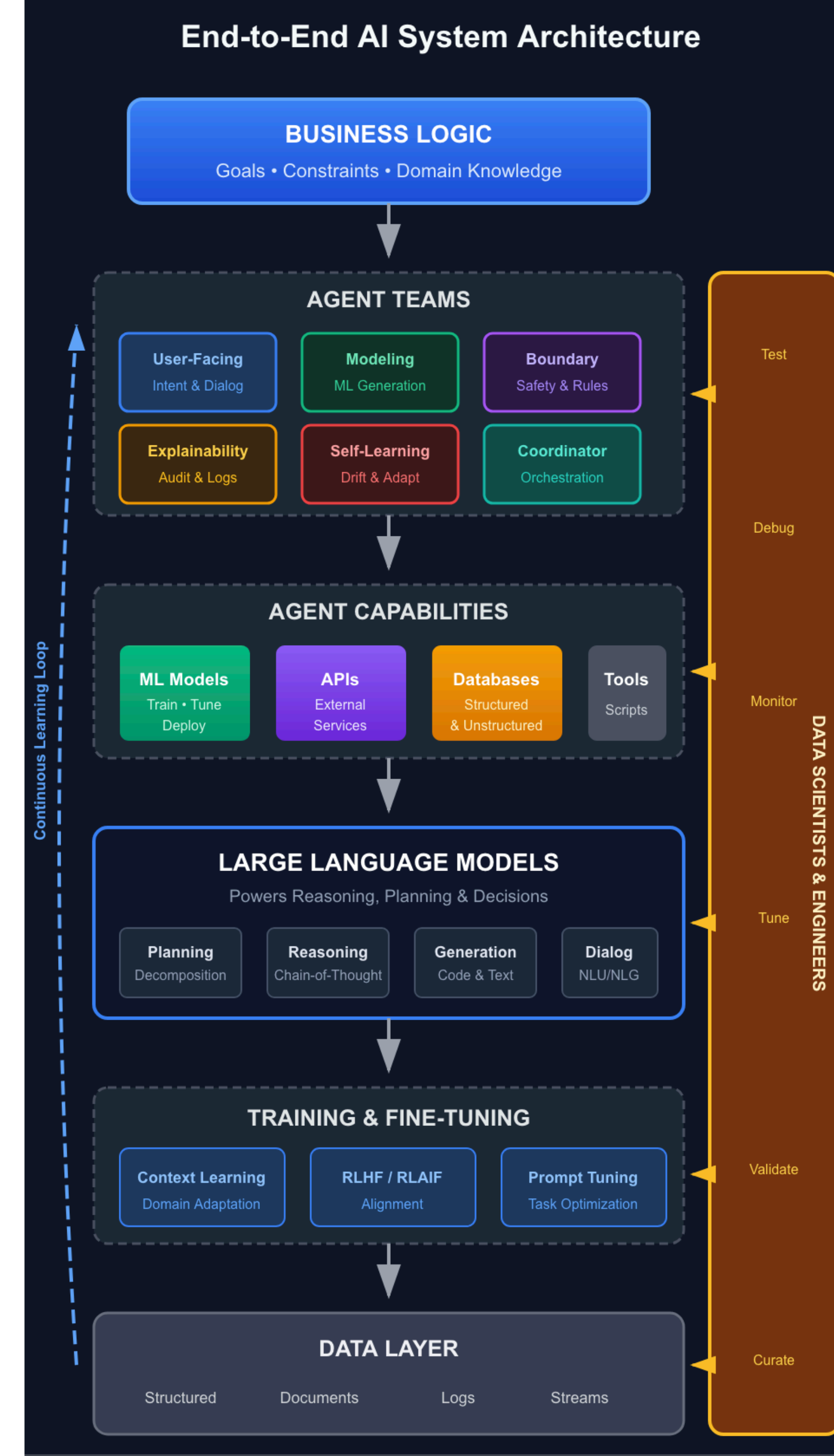
Timeline:

5 weeks of introduction

then reading research papers

Goals: Develop to an “AI systems person”

Info: <http://daslab.seas.harvard.edu/classes/cs265/>



Industry Evolution Path

VALUE & COMPLEXITY

6

5

4

3

2

1

Systems of Intelligence

FULL INTEGRATION

Complex orchestration

Custom ML Models

DOMAIN-SPECIFIC AI

Tailored intelligence

Core Automation

BUSINESS USE CASES

Mission-critical functions

Productivity Automation

BASIC AGENTS

Workflow efficiency

Analytics

INSIGHT & REPORTING

Business intelligence

Data Foundation

STORE & MANAGE

Data-first approach

MATURITY JOURNEY →

USE AI AGGRESSIVELY, BUT NEVER OUTSOURCE THE HARD PART

The Equation of Learning

Struggle + Effort + Repetition = Friction + Pattern Recognition = Unique Learning + Skills

USE AI AGGRESSIVELY, BUT NEVER OUTSOURCE THE HARD PART

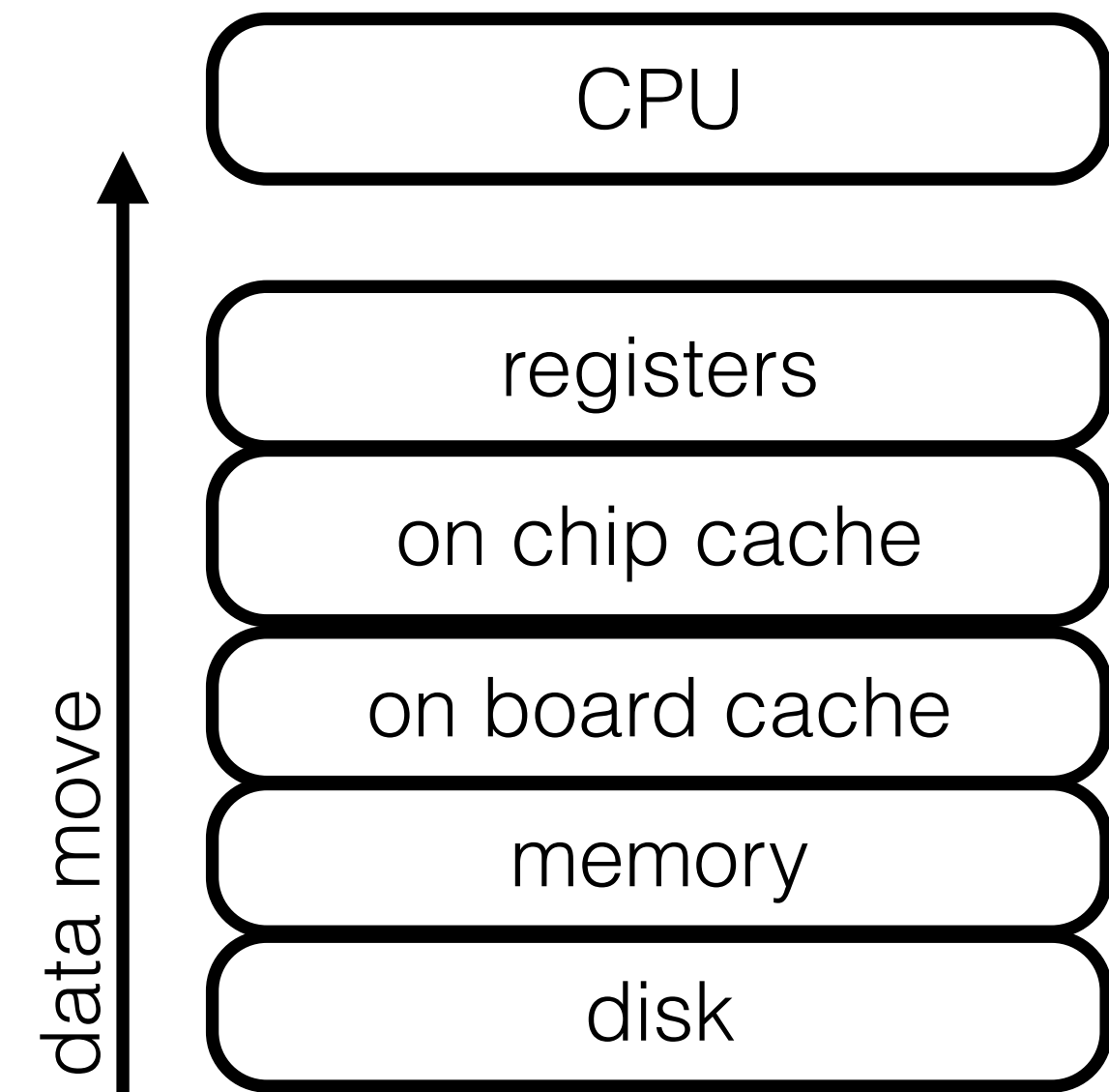
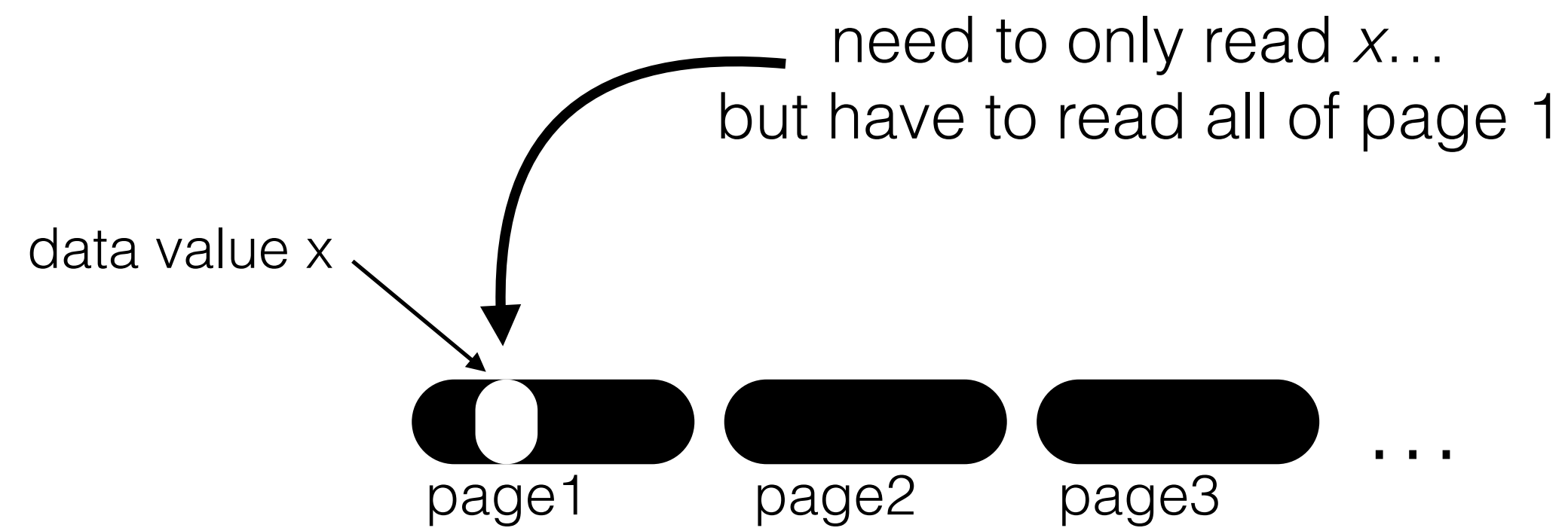
The Equation of Learning

Struggle + Effort + Repetition = Friction + Pattern Recognition = Unique Learning + Skills



Every time you push through confusion, you're building irreducible intellectual capital

If AI removes friction before your brain has learned from it,
you've traded learning for convenience



query $x < 5$

(size=120 bytes)
memory level N

memory level N-1

5 10 6 4 12

2 8 9 7 6

7 11 3 9 6

...

page size: 5x8 bytes

query $x < 5$

scan

5 10 6 4 12

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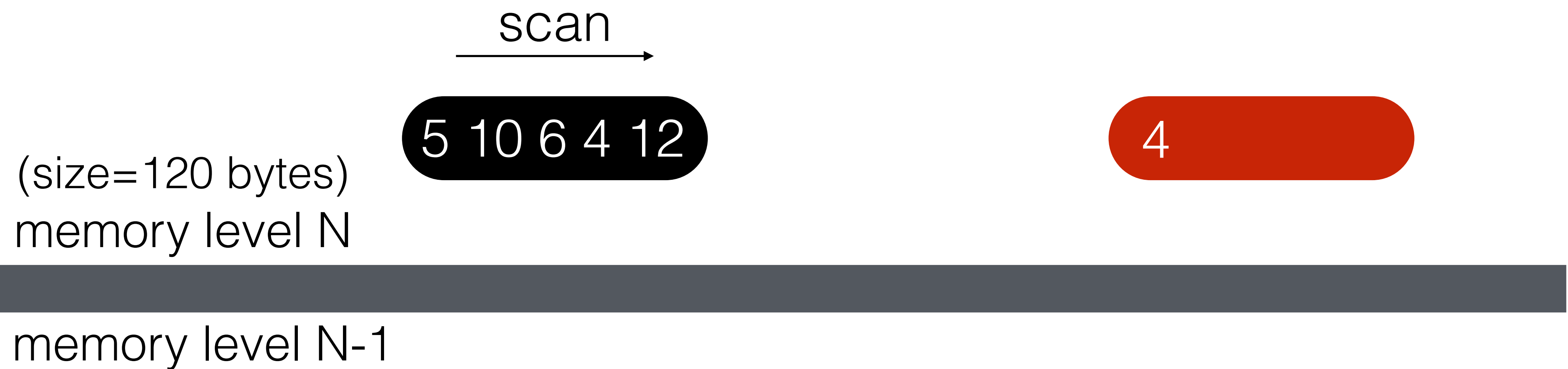
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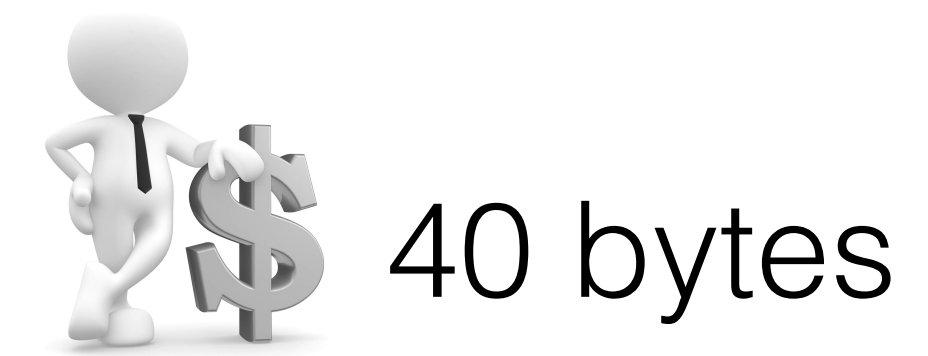
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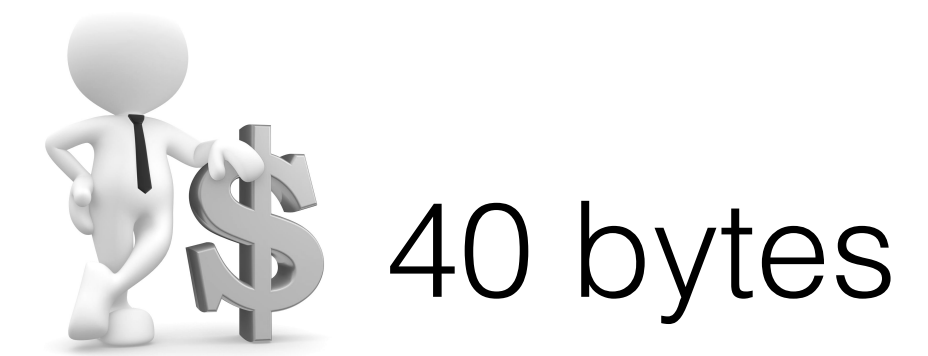
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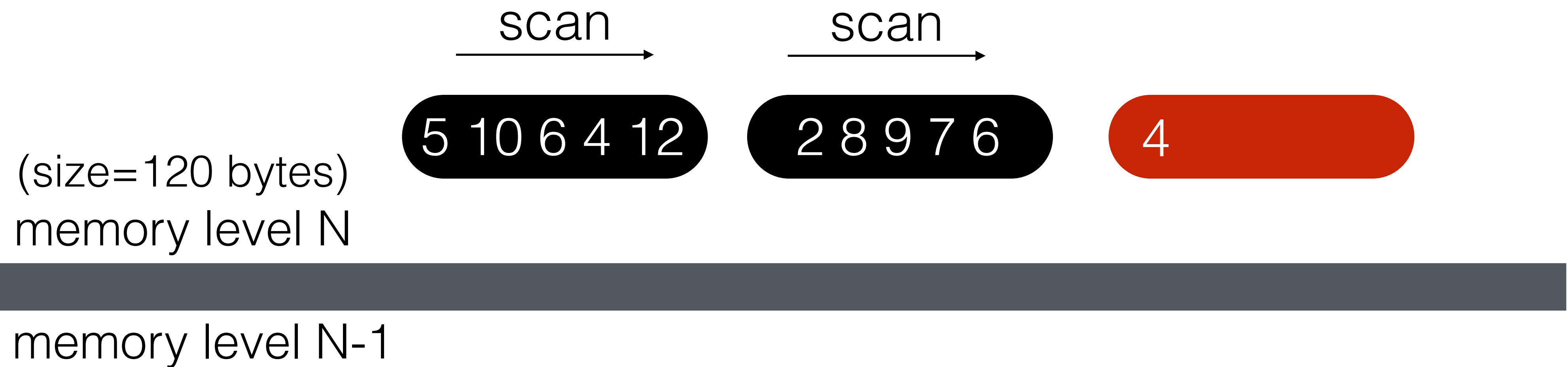
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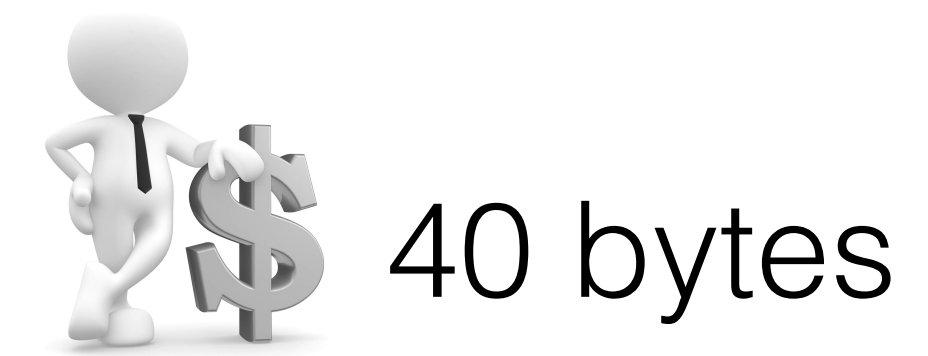


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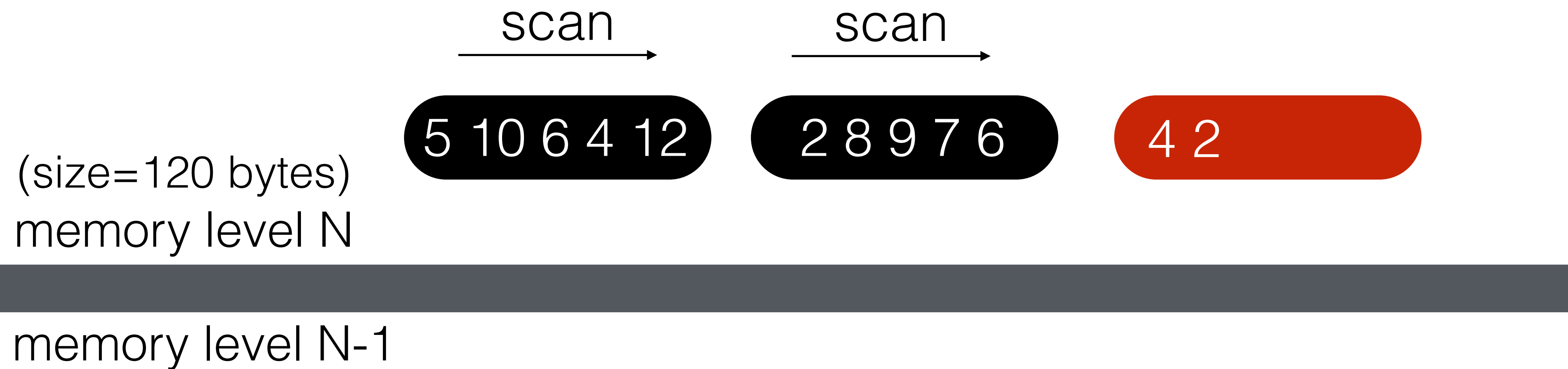


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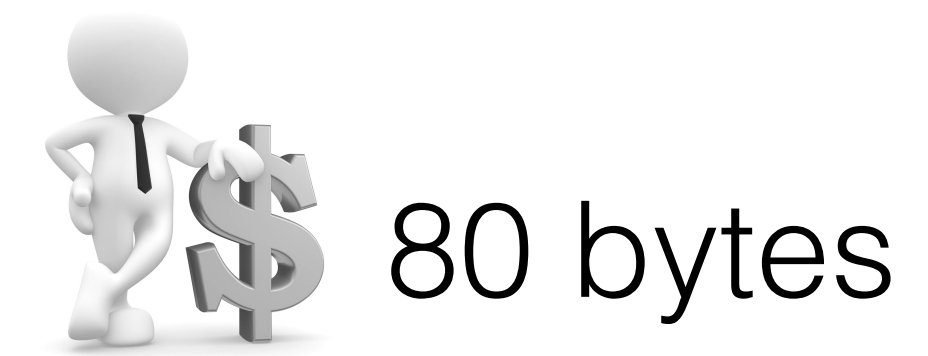
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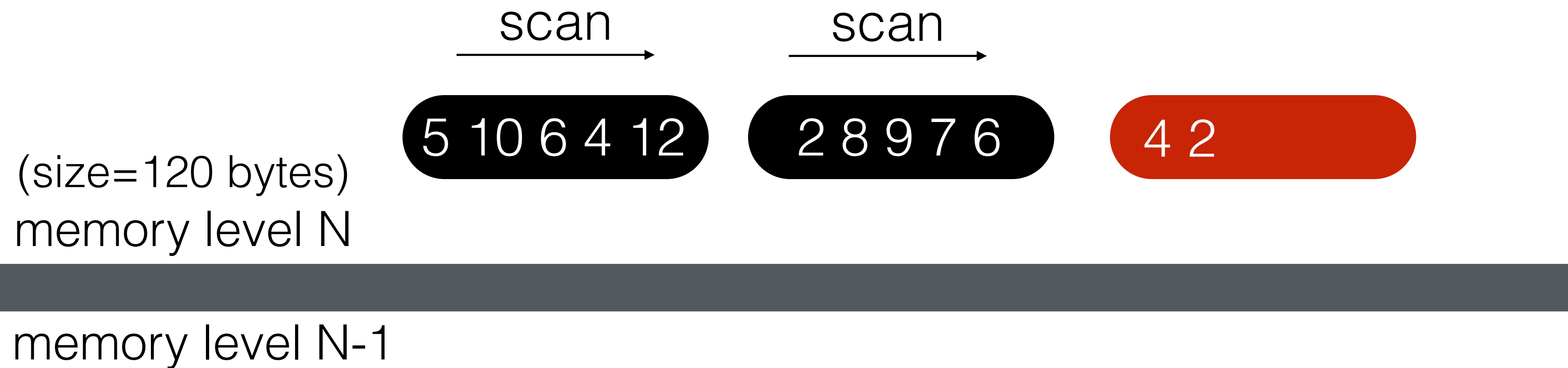
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query $x < 5$



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page size: 5x8 bytes



80 bytes

query $x < 5$

(size=120 bytes)
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2 8 9 7 6

4 2

memory level N-1

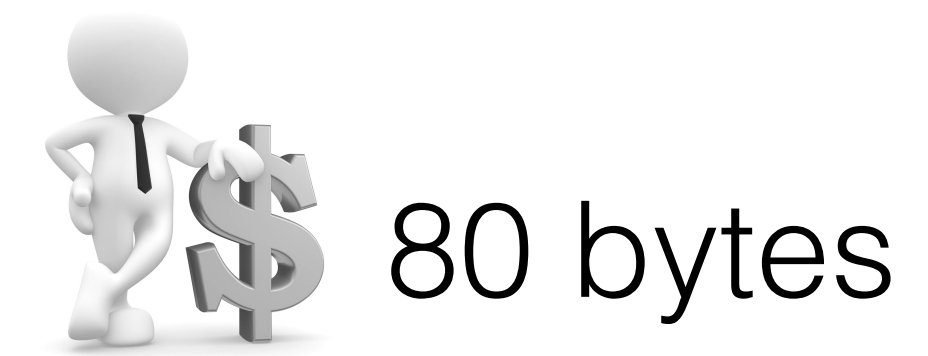
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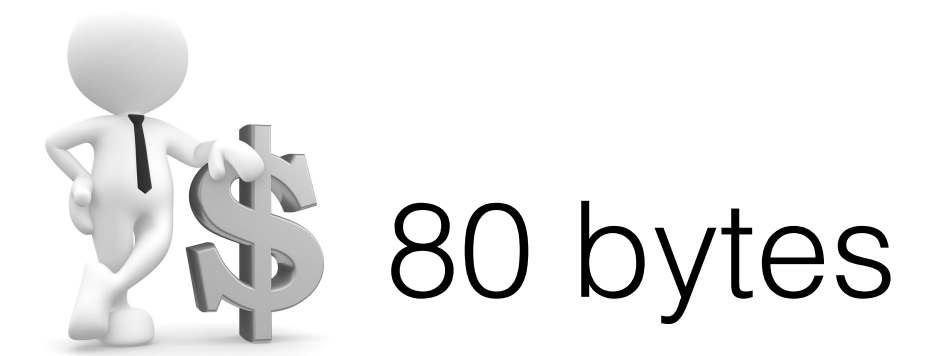
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an oracle gives us the positions

query $x < 5$

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memory level N



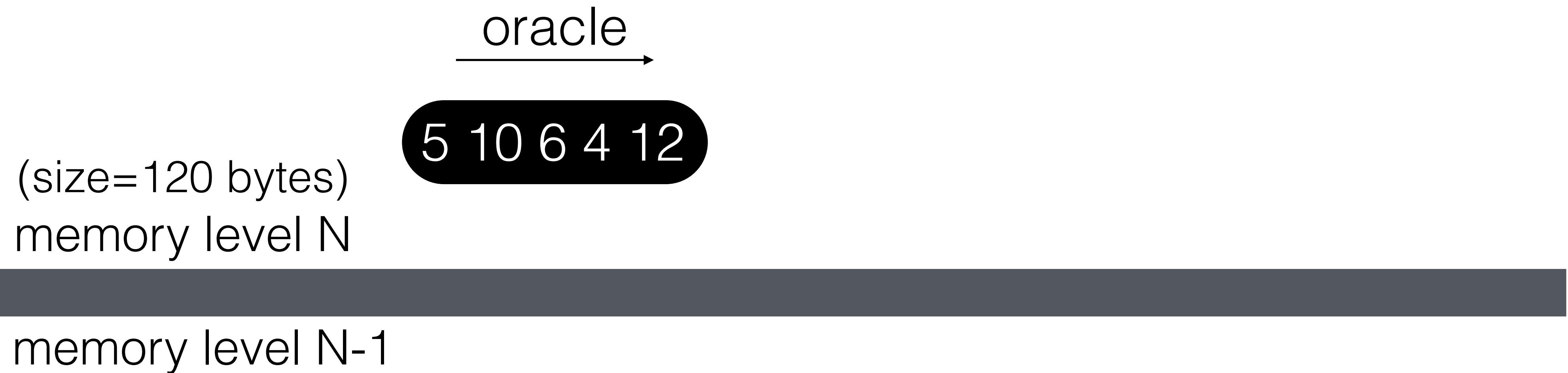
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page size: 5x8 bytes

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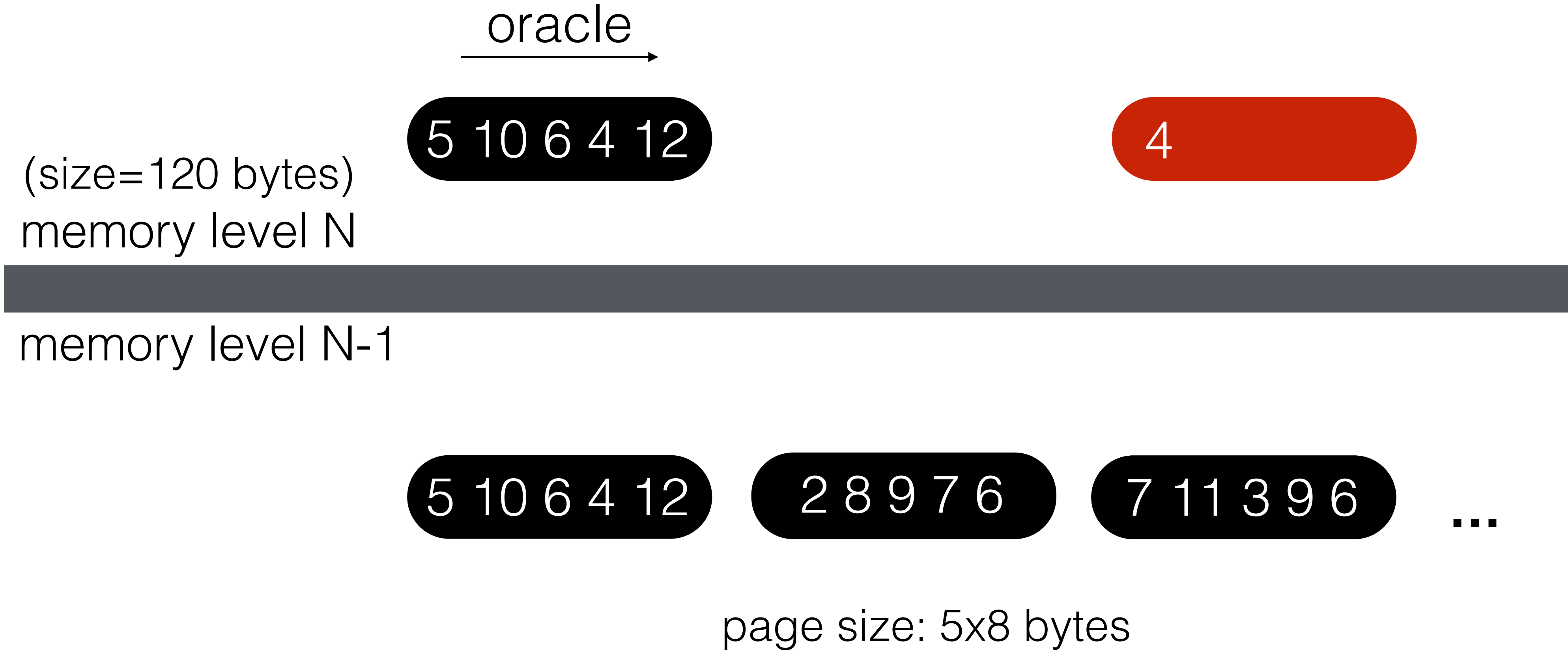


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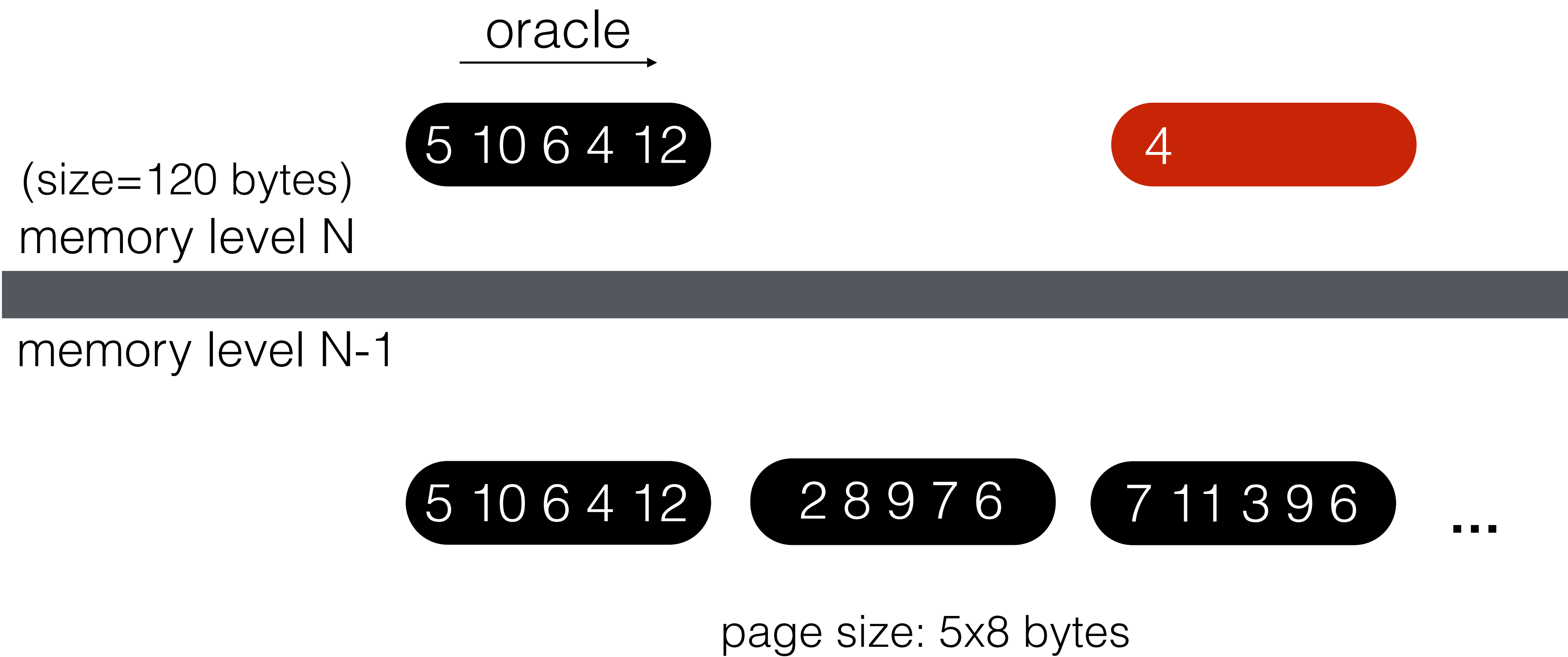


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40 bytes

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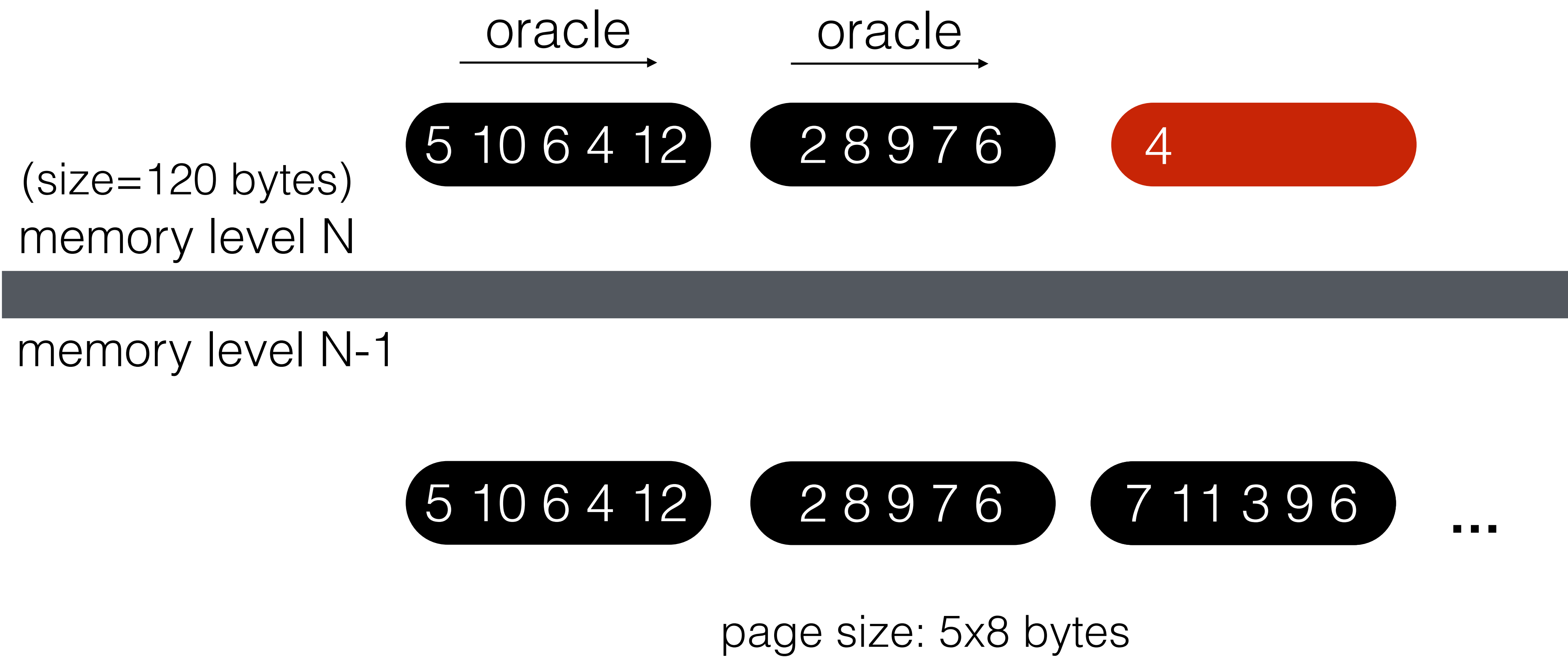


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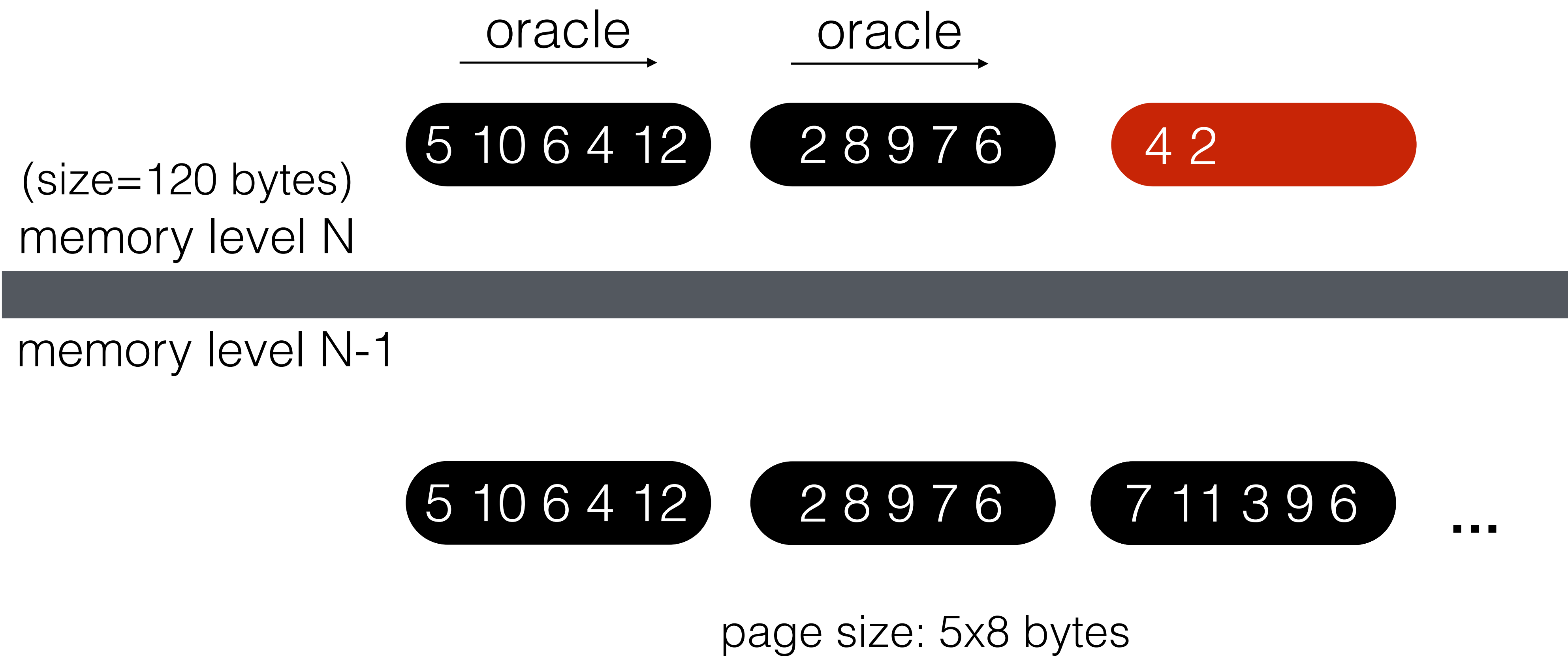


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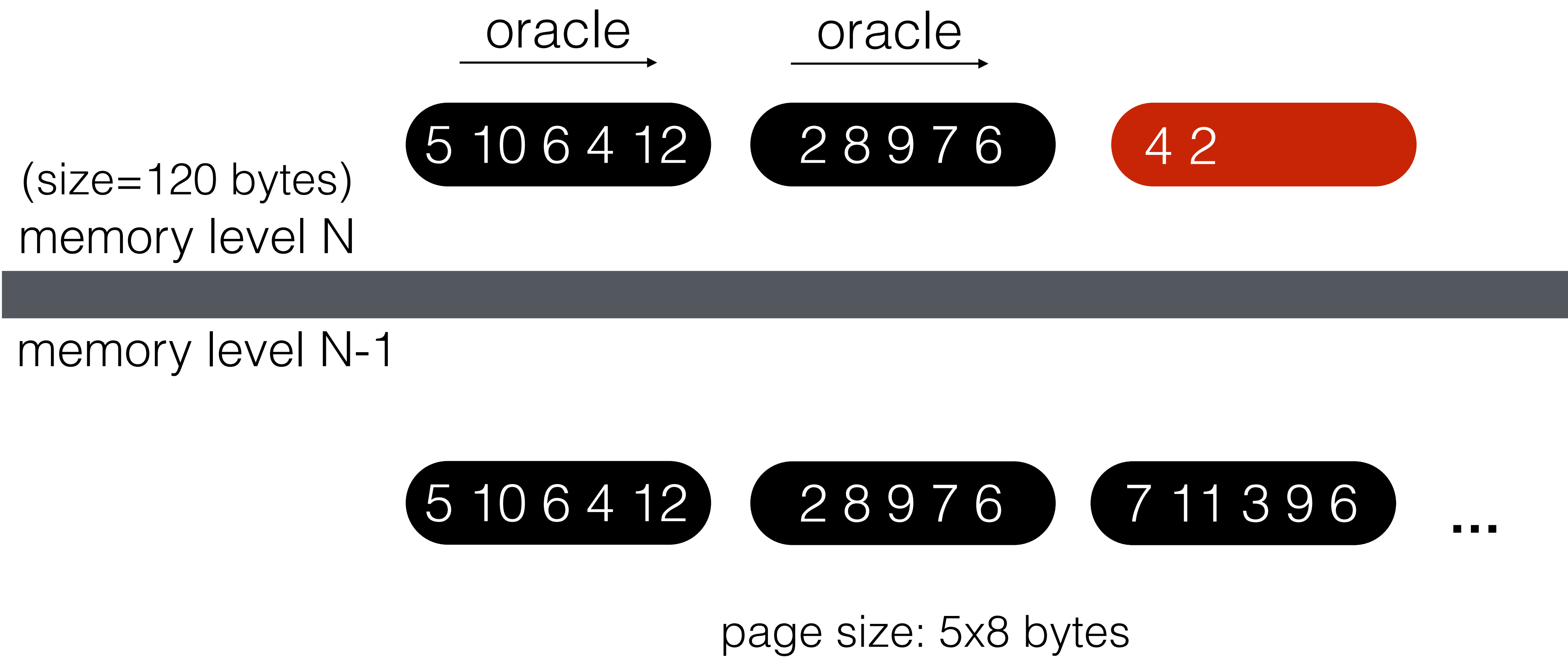


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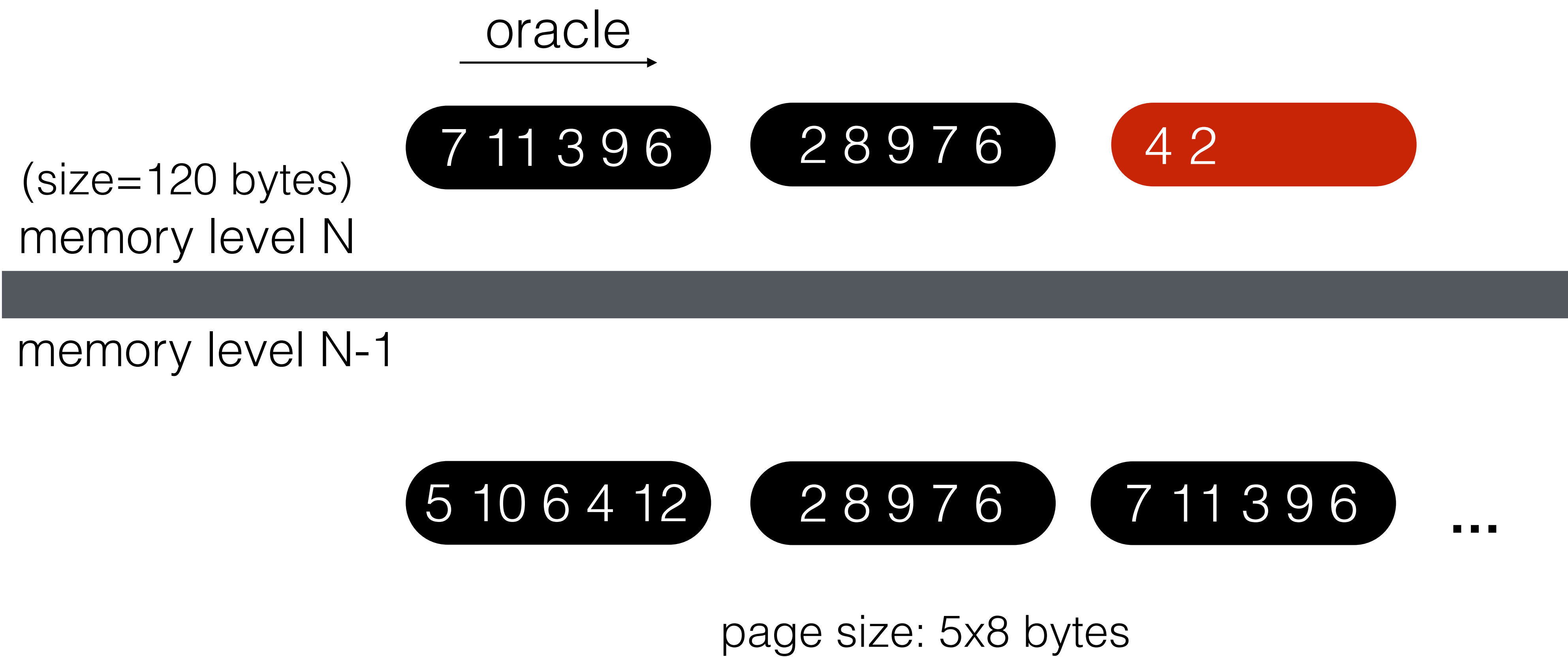
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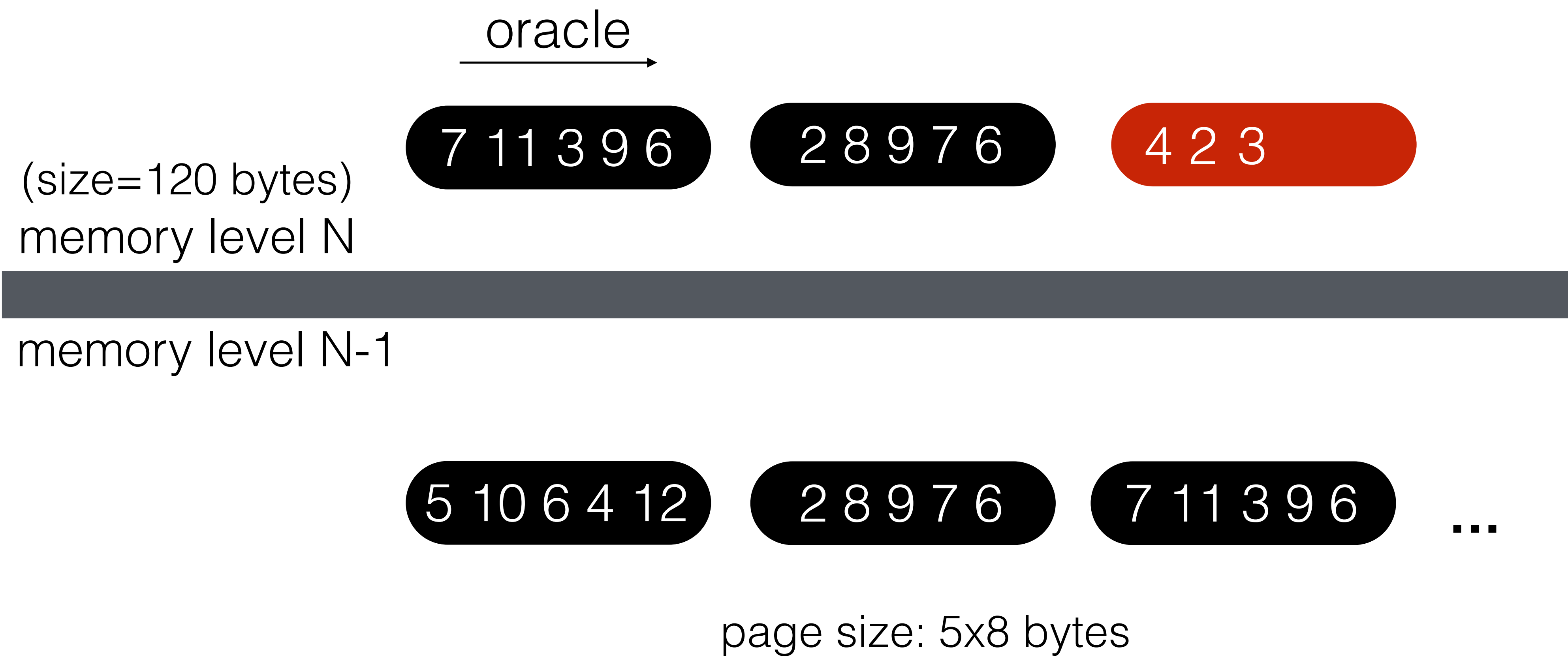


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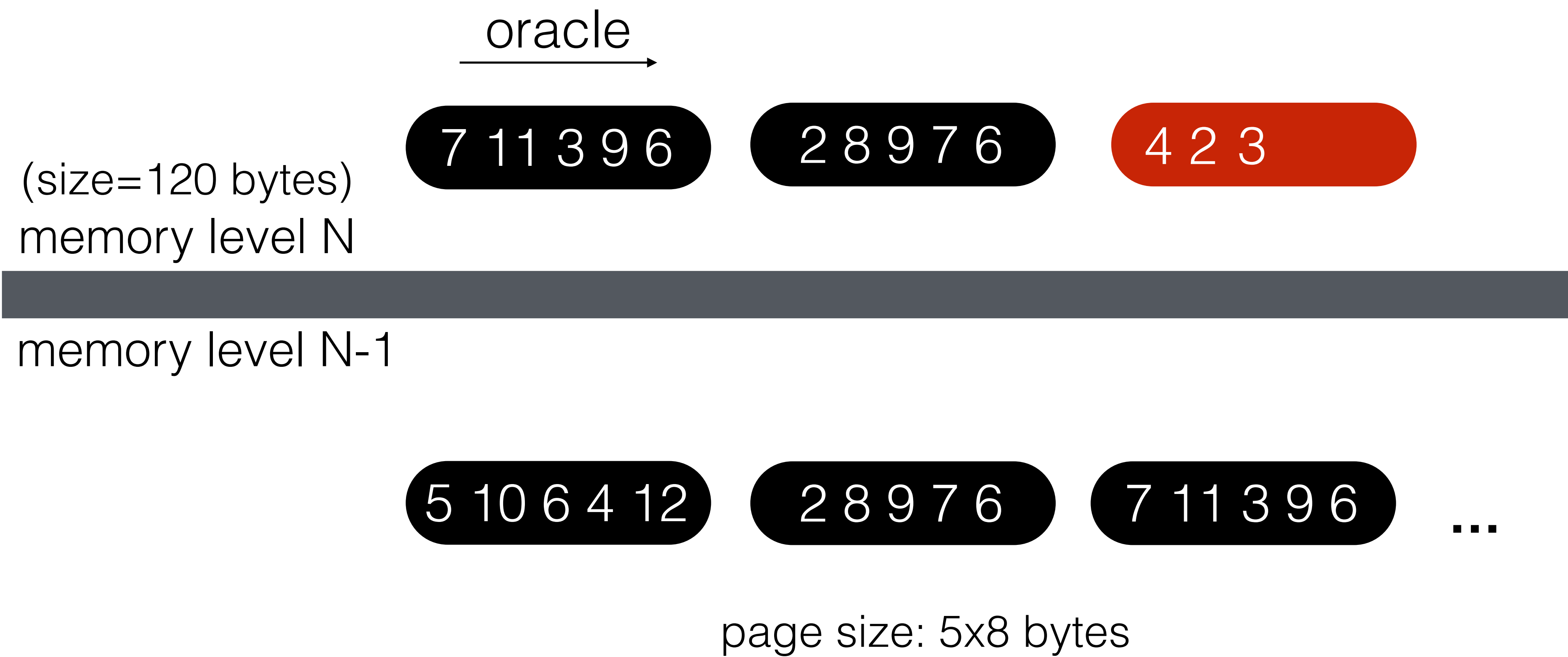


an oracle gives us the positions



120 bytes

query $x < 5$



when does it make sense to have an oracle
how can we minimize the cost



e.g., **query** $x < 5$

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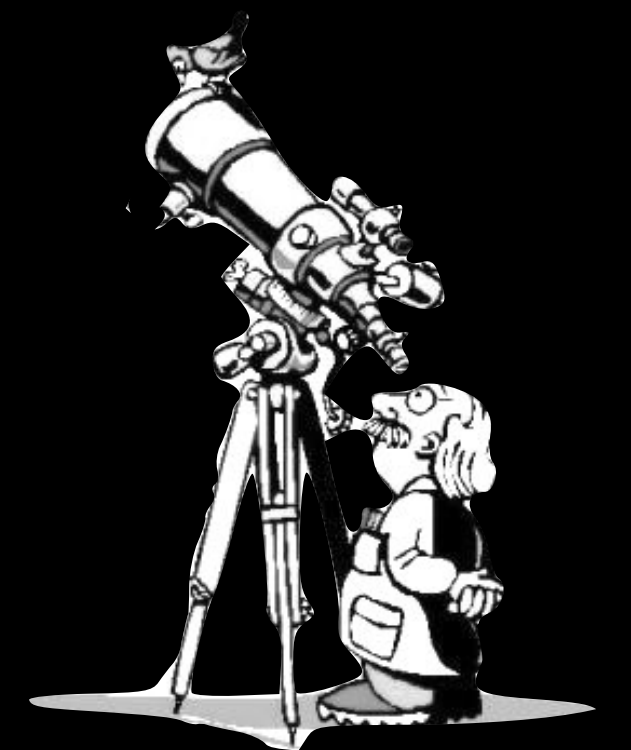
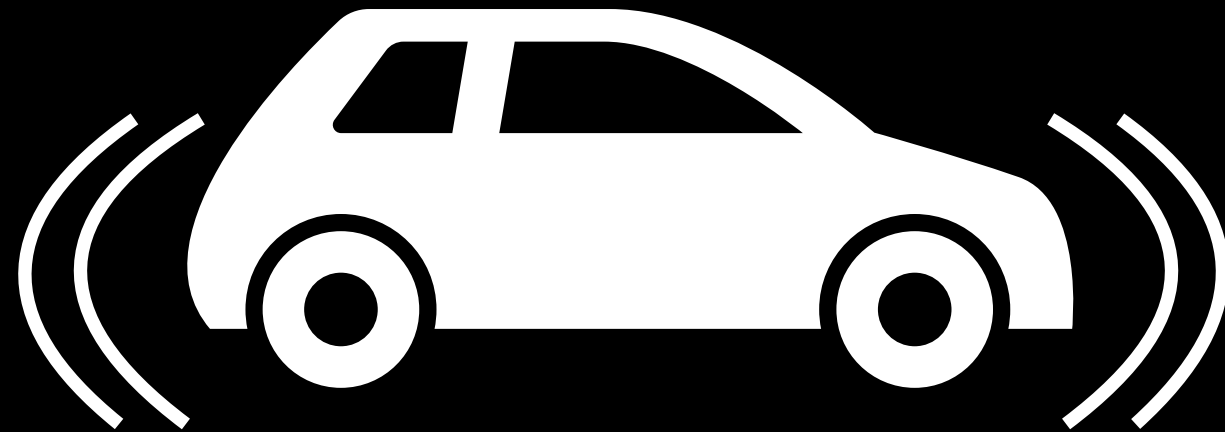
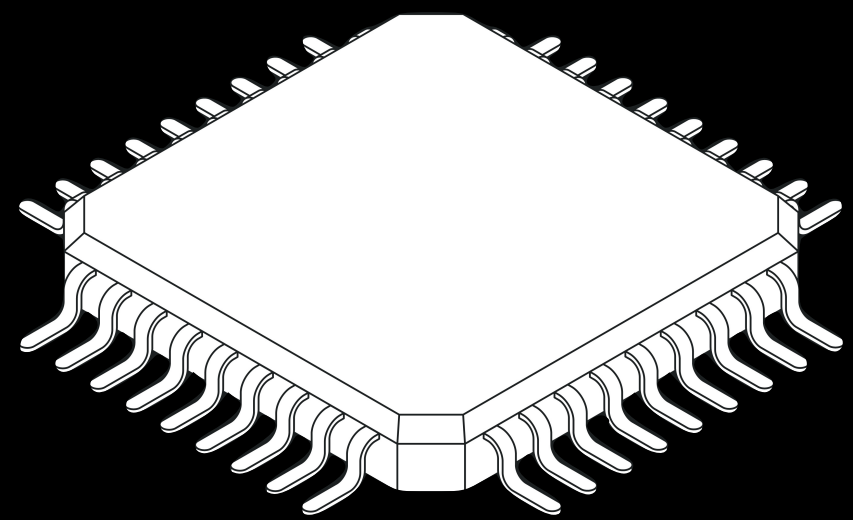
algorithm/system design = not just computation

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Is there maybe a perfect system? Nope...

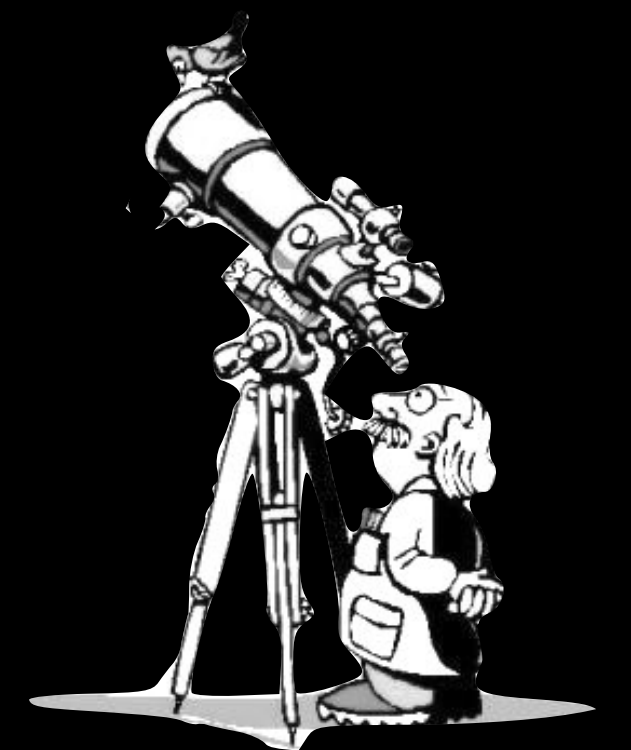
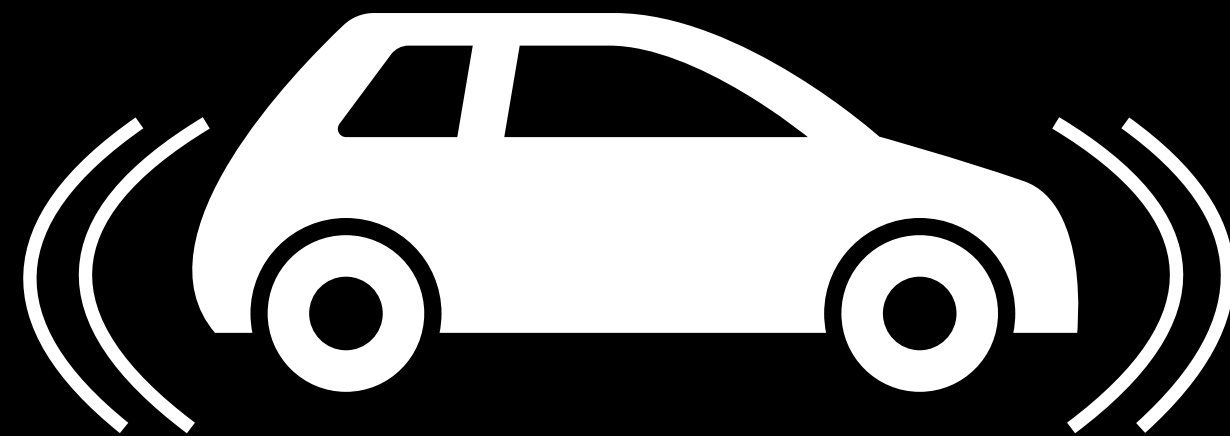
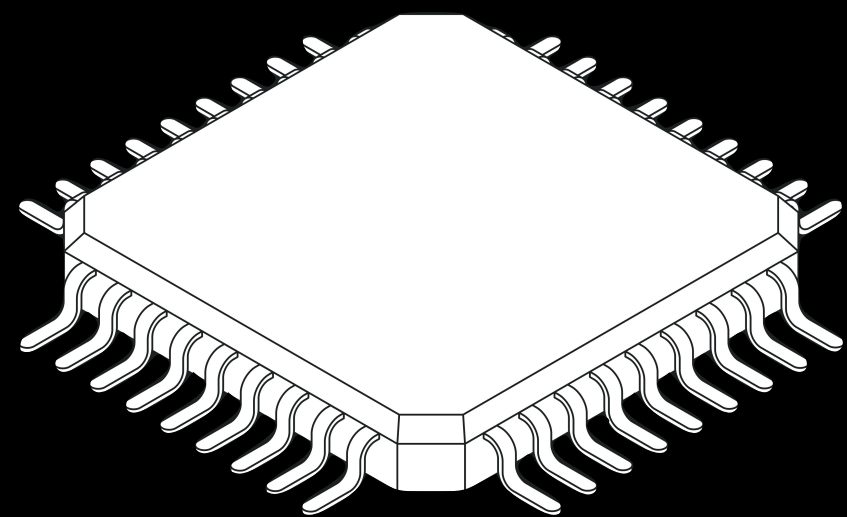
Intro into high-level ideas for **Self-designing Systems**

The problem: as the big data/AI world keeps changing...

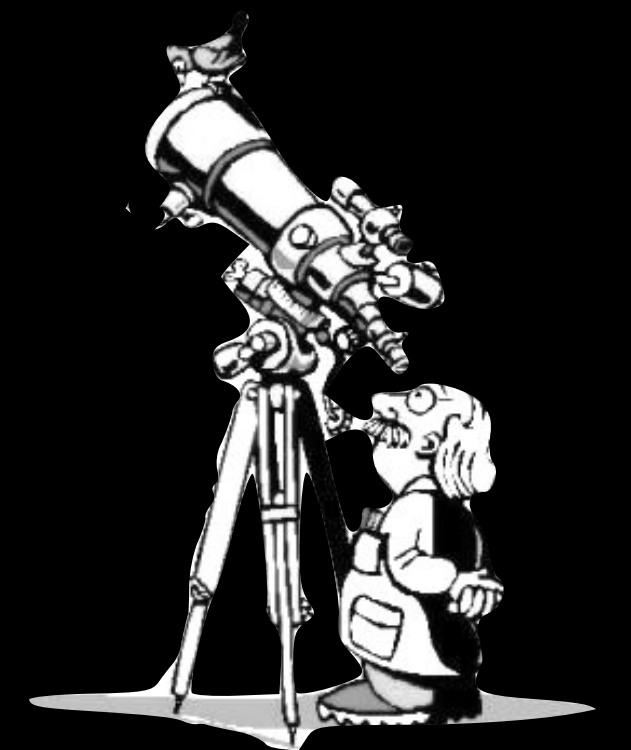
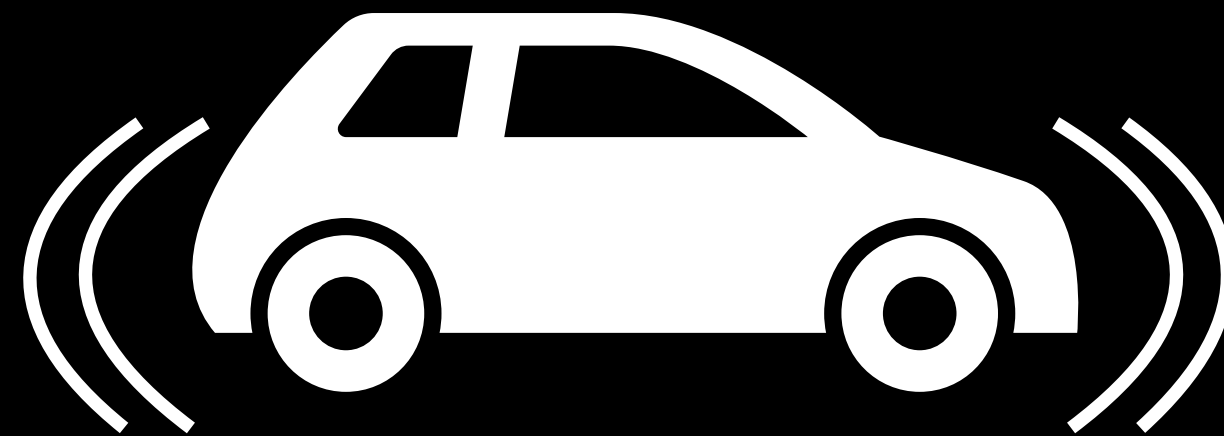
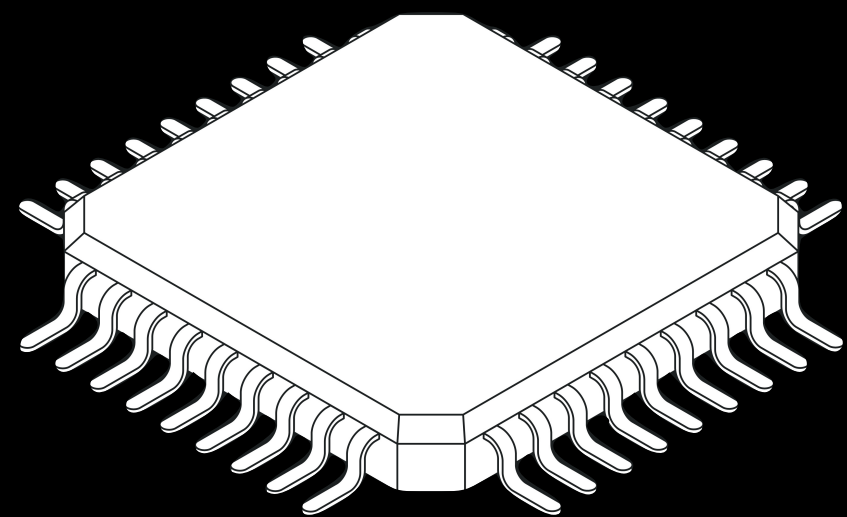


The problem: as the big data/AI world keeps changing...

there is a continuous need for new data systems
but it is **extremely hard to design & build new systems**



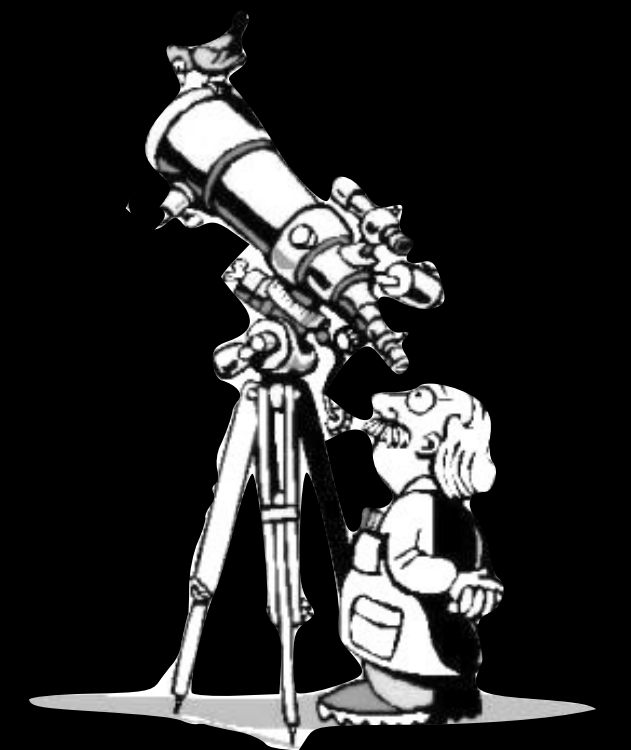
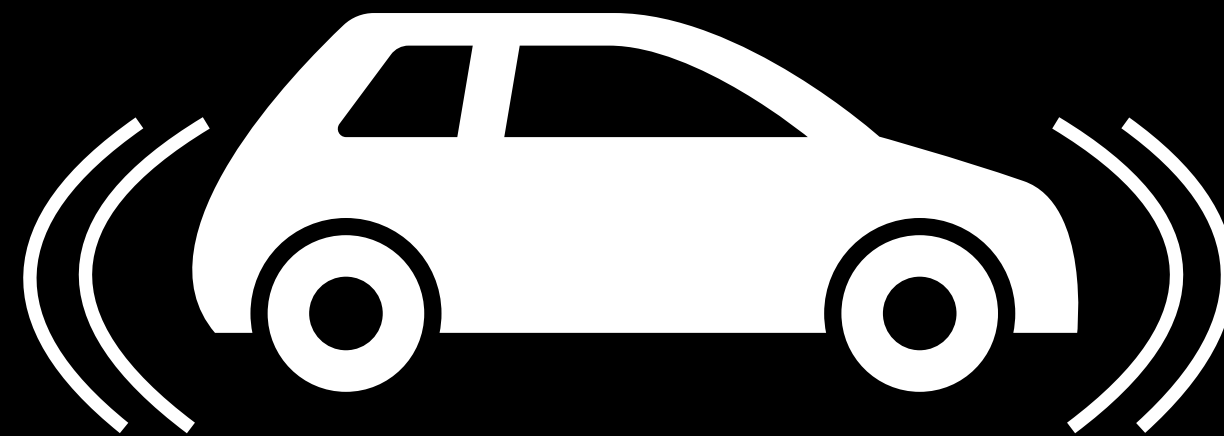
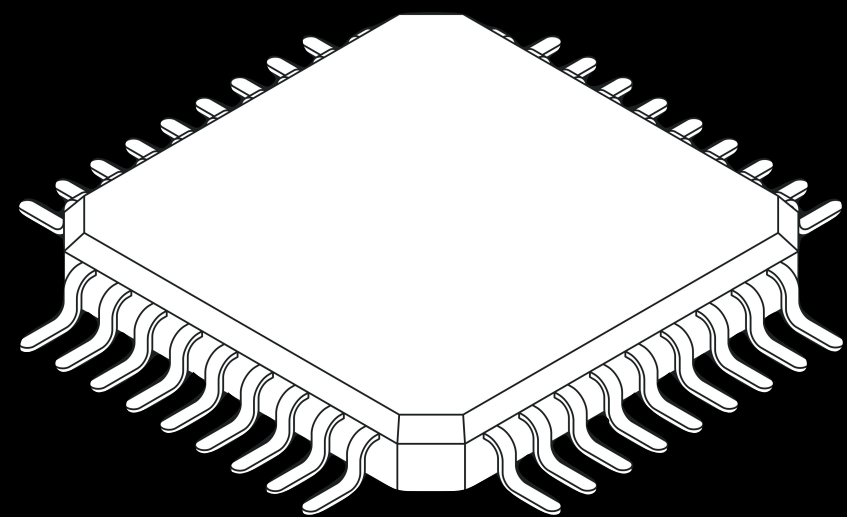
How do we design a system that is **X times faster for a workload W?**



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How do we design a system that allows for control of **cloud cost?**



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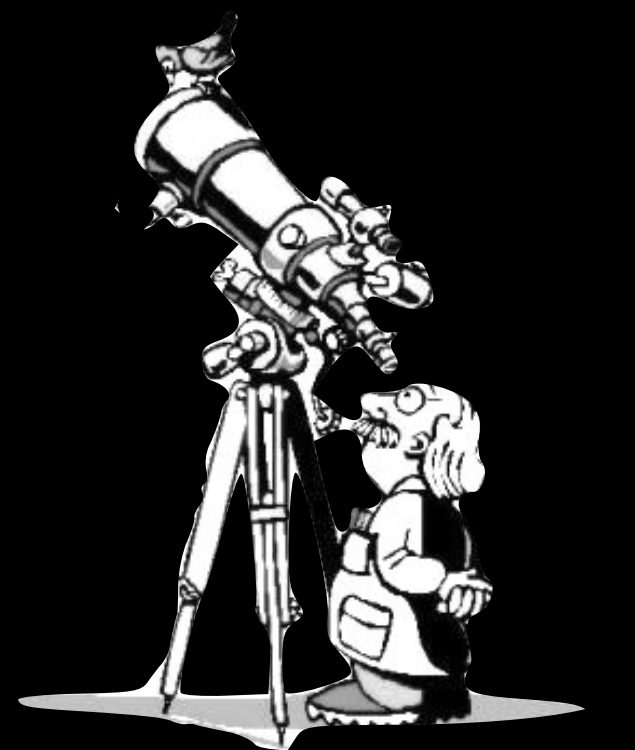
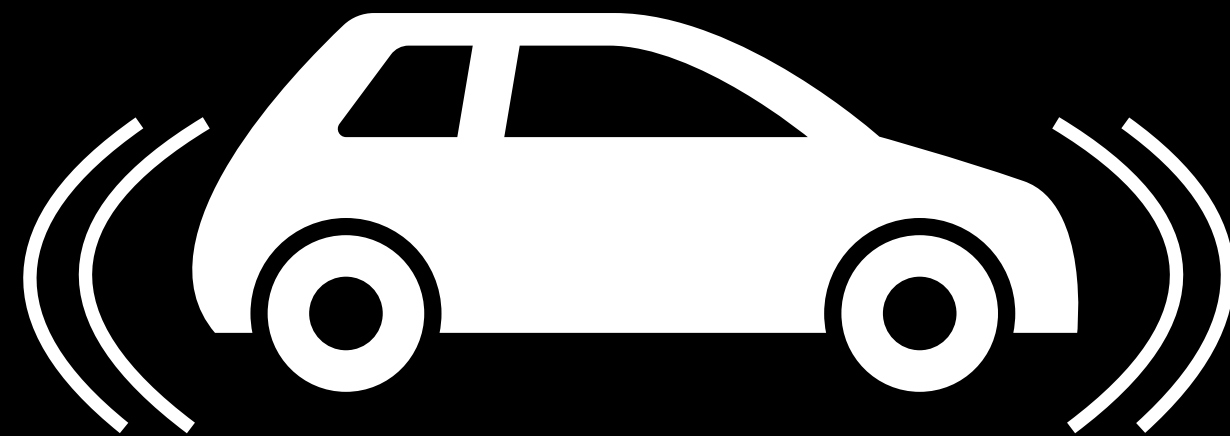
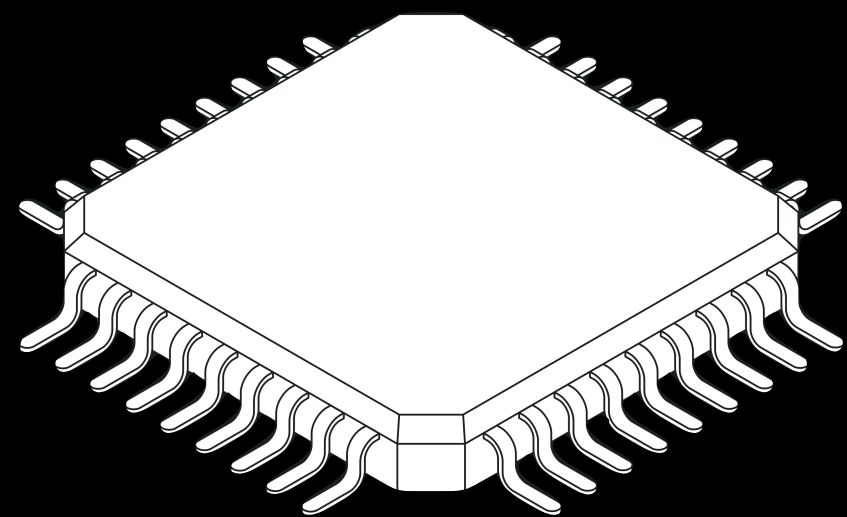
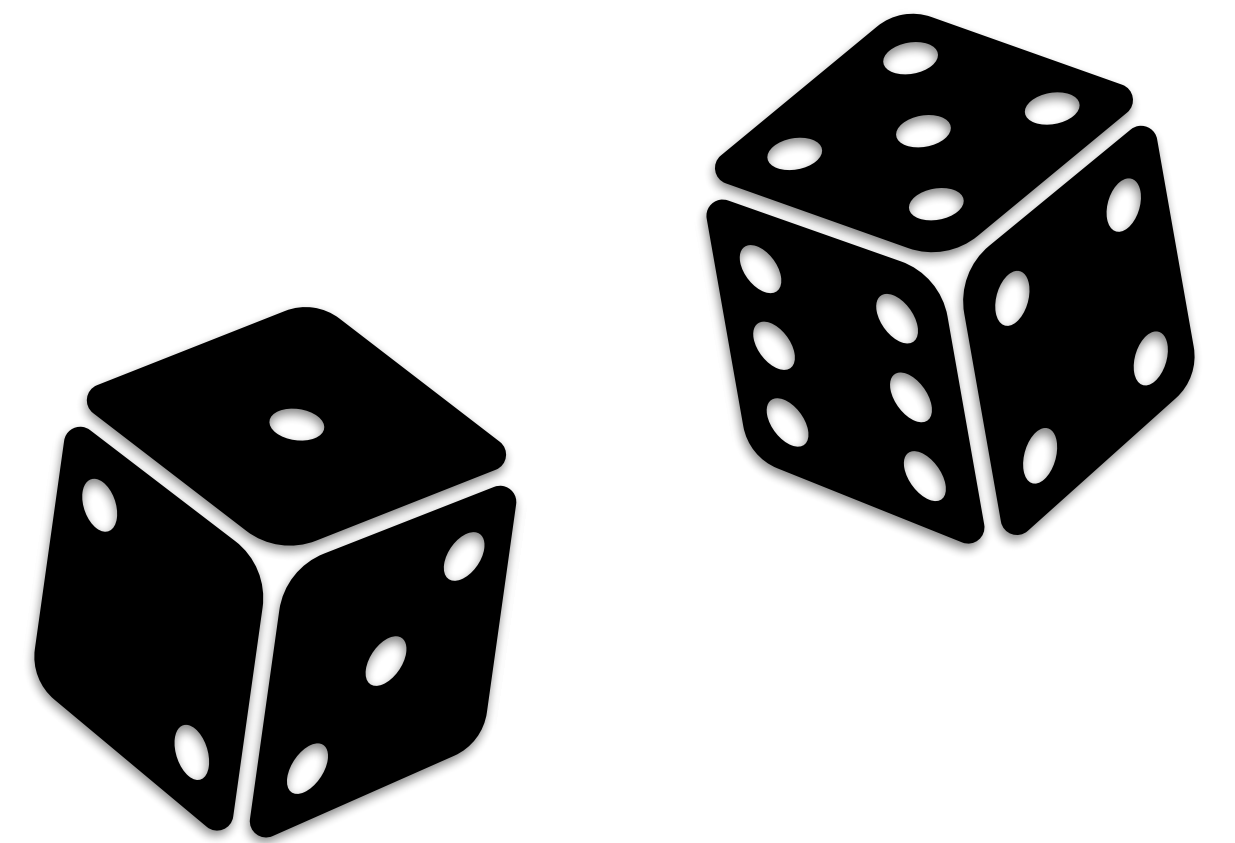


How do we design a system that allows for control of **cloud cost**?

What happens if we introduce **new application feature Y?**

Should we **upgrade** to new version Z?

What will **break** our system?

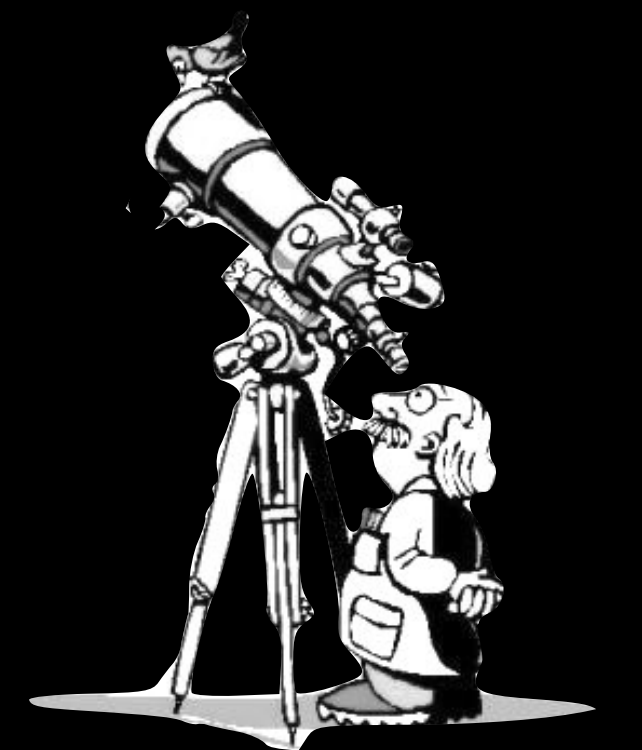
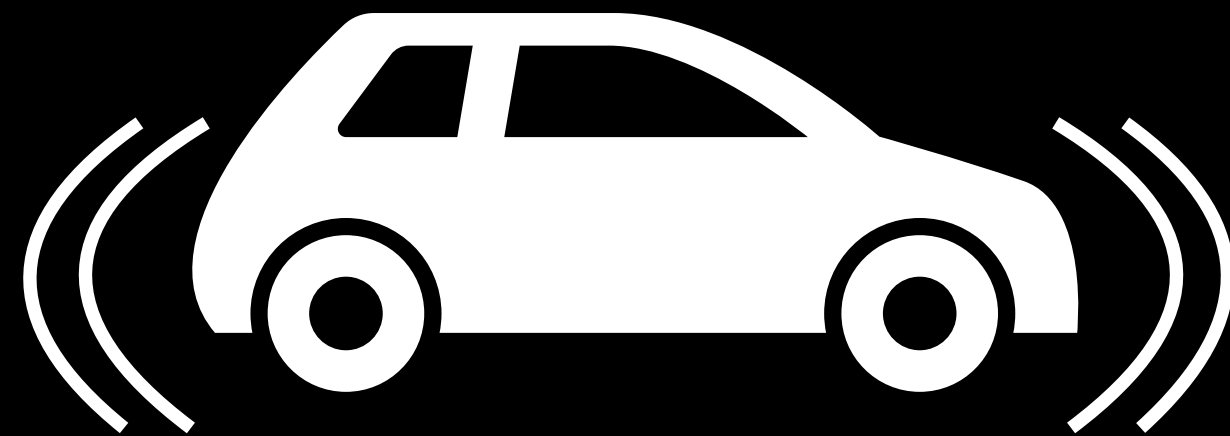
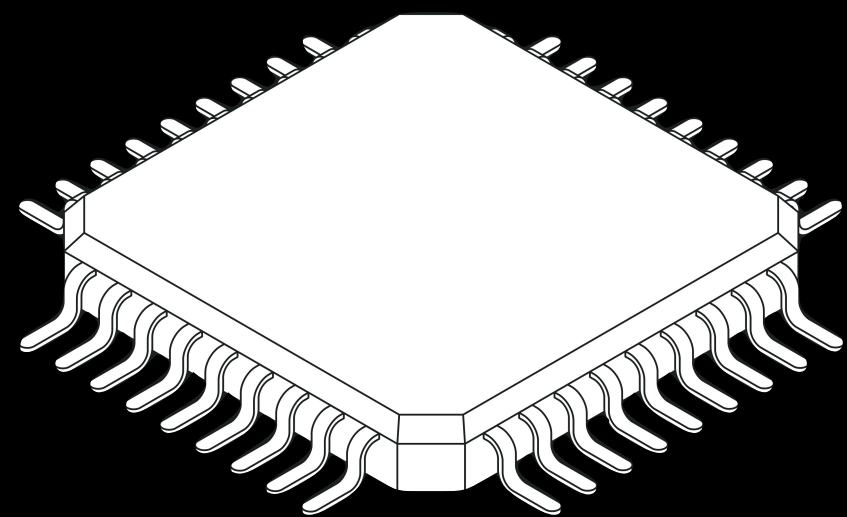
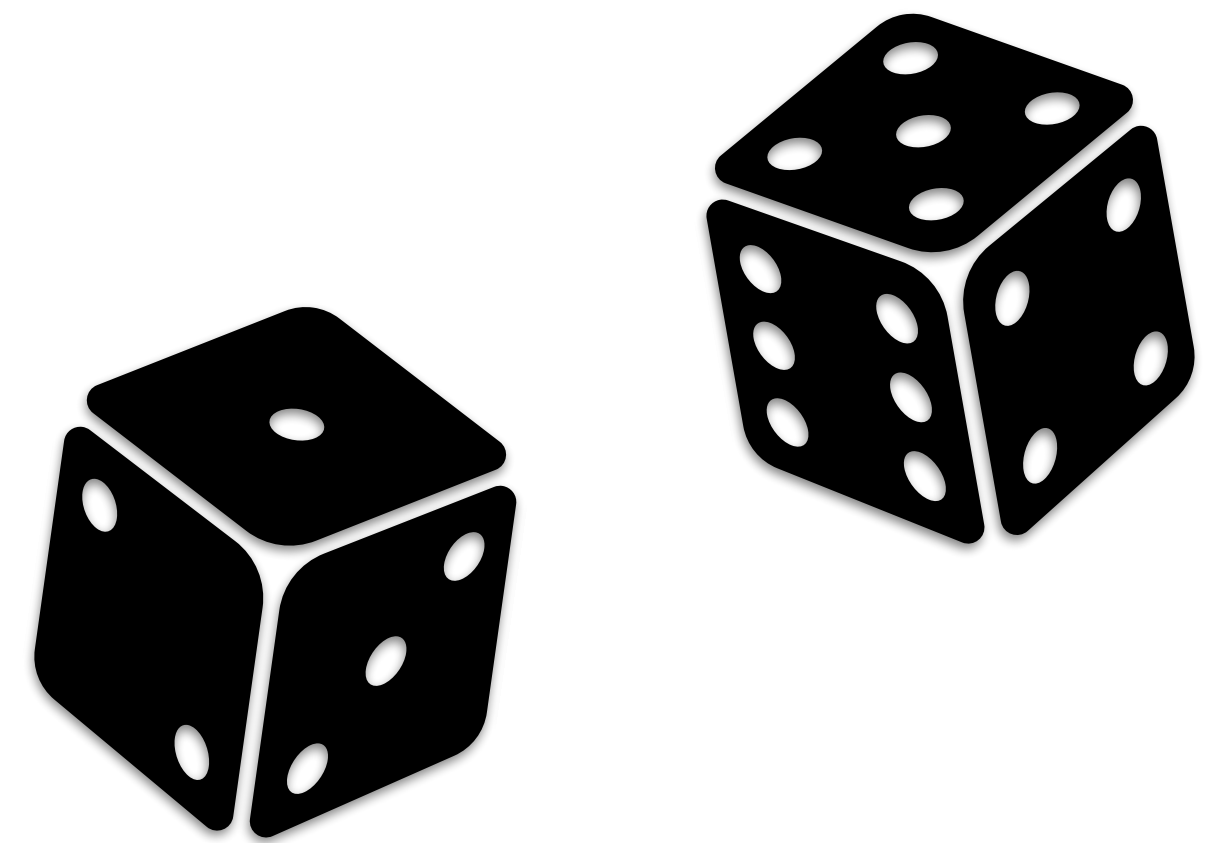


BOTTLENECK: SUB-OPTIMAL SYSTEMS

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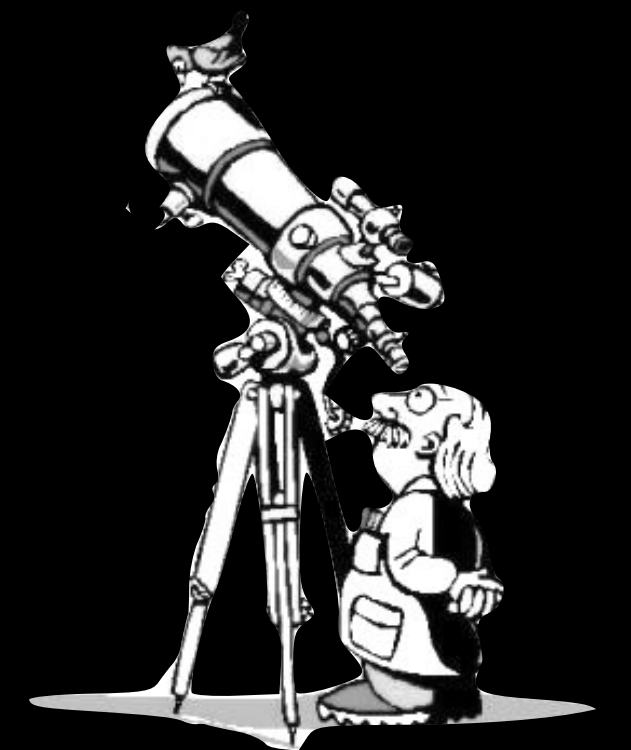
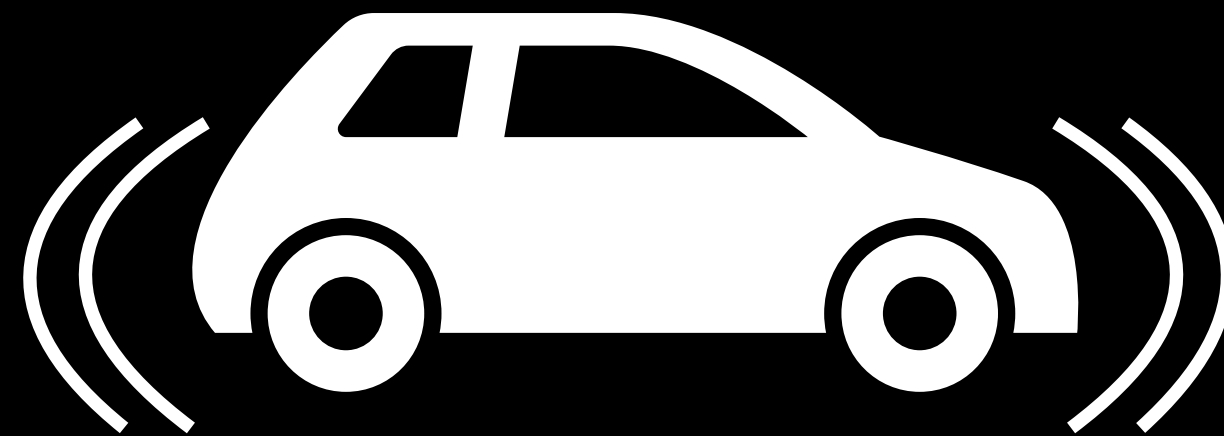
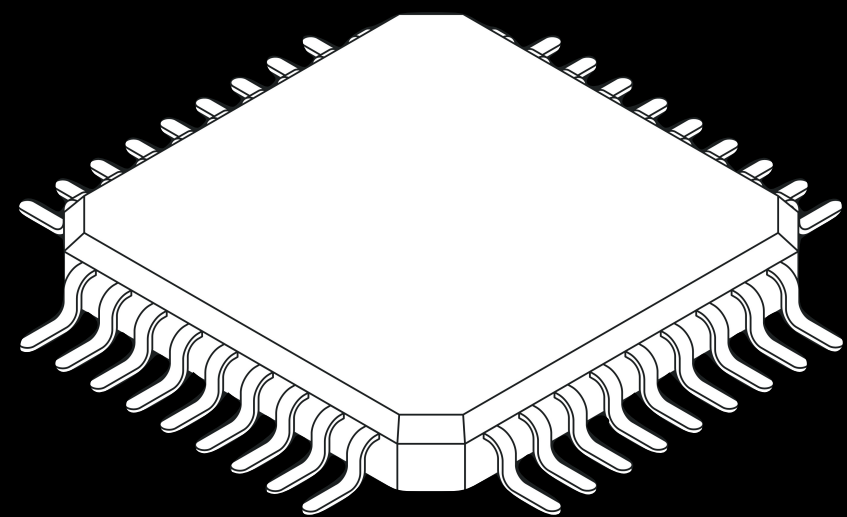
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BOTTLENECK: SUB-OPTIMAL SYSTEMS

huge cloud cost

environmental impact

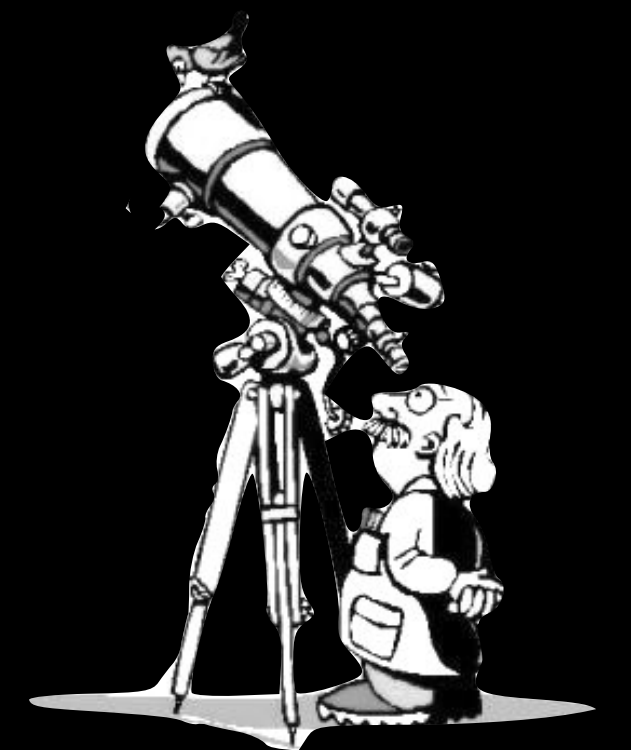
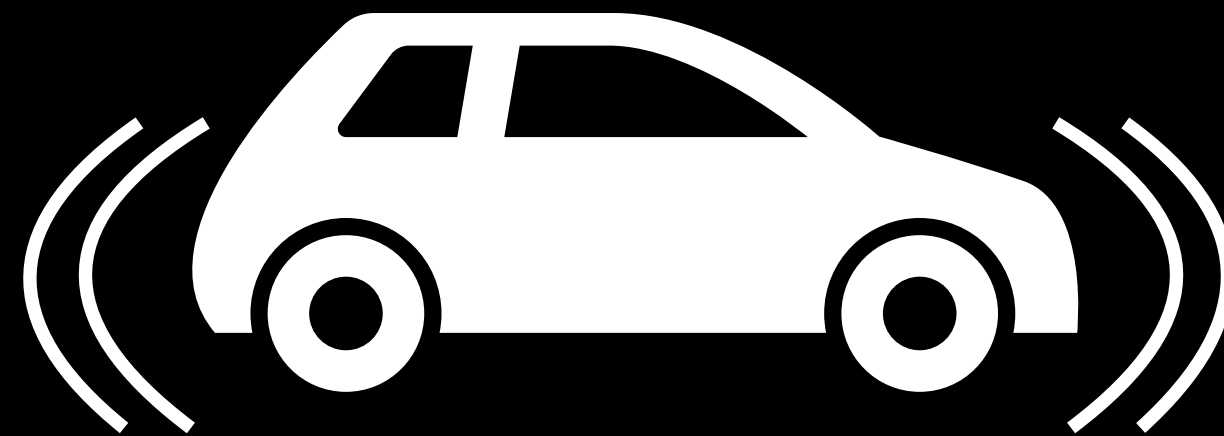
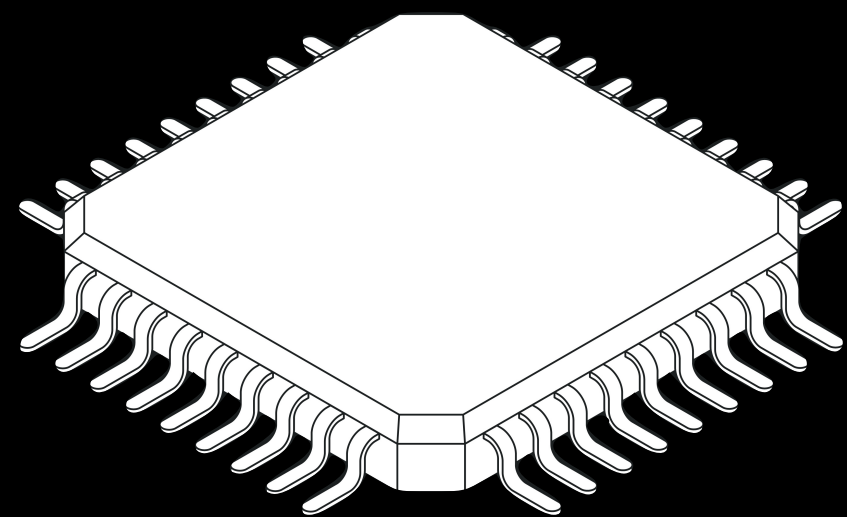


BOTTLENECK: SUB-OPTIMAL SYSTEMS

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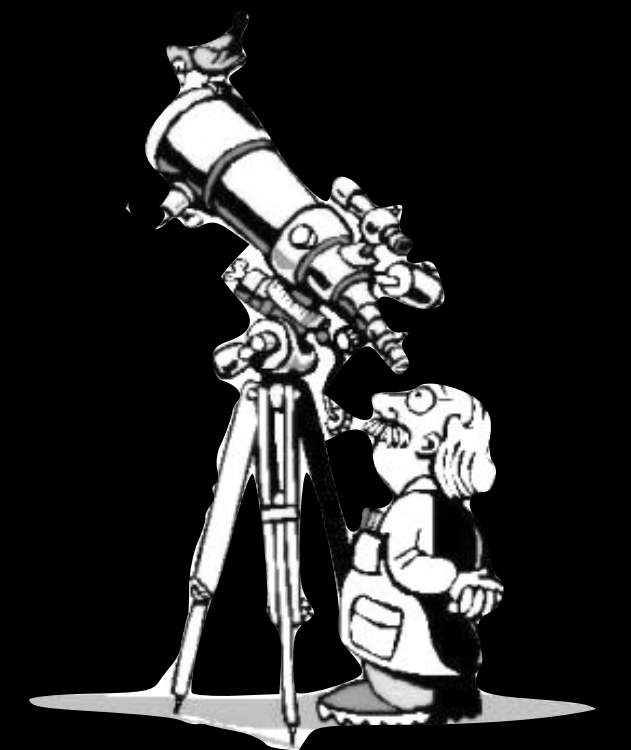
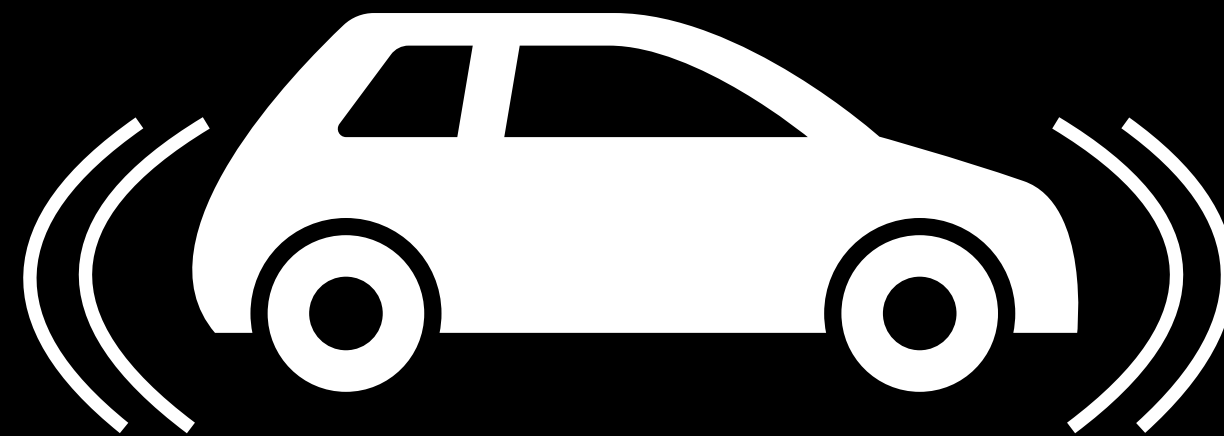
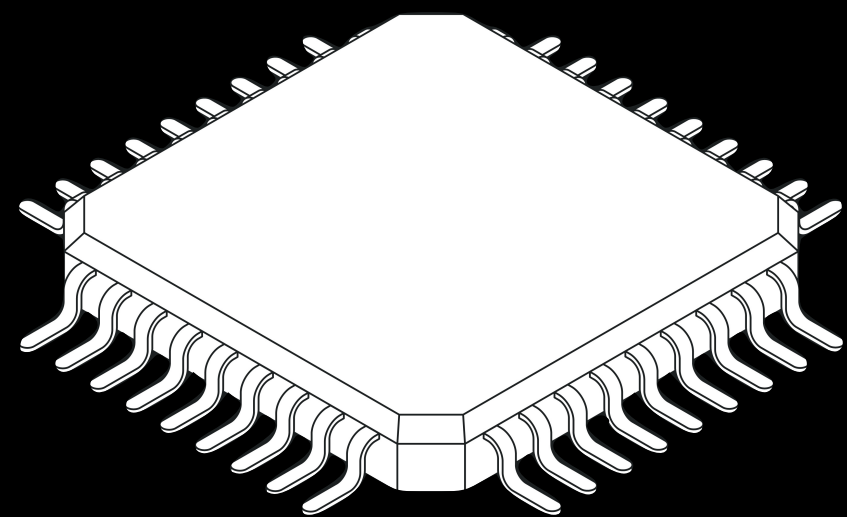
expensive transitions

environmental impact



BOTTLENECK: SUB-OPTIMAL SYSTEMS

expensive transitions
huge cloud cost application feasibility
environmental impact

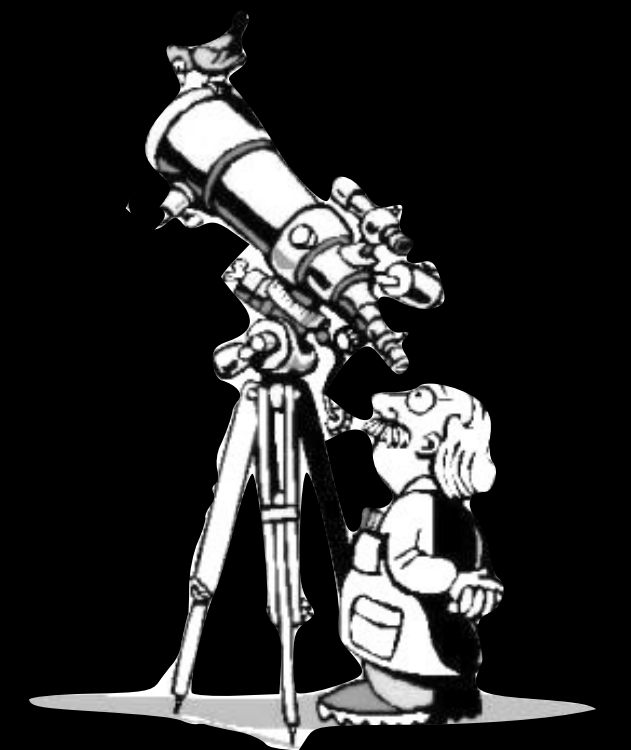
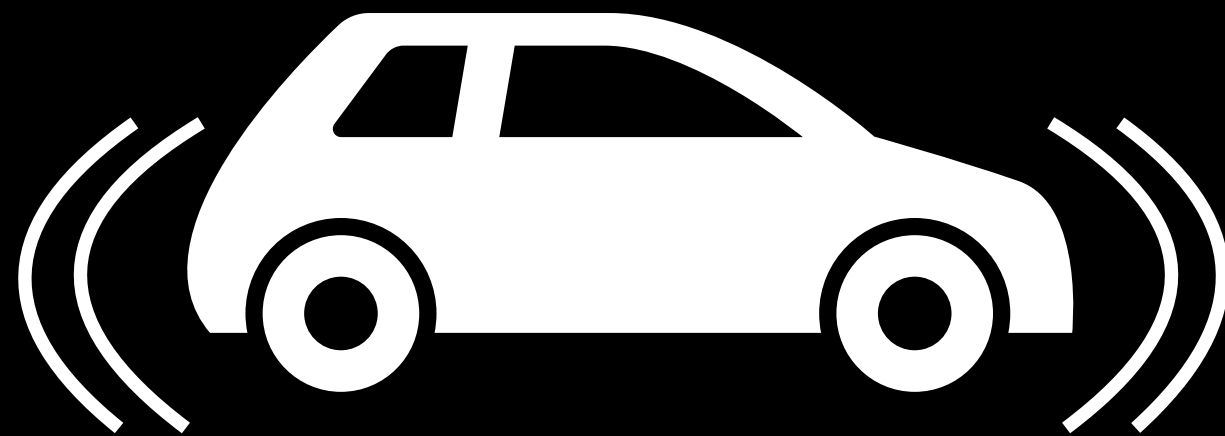
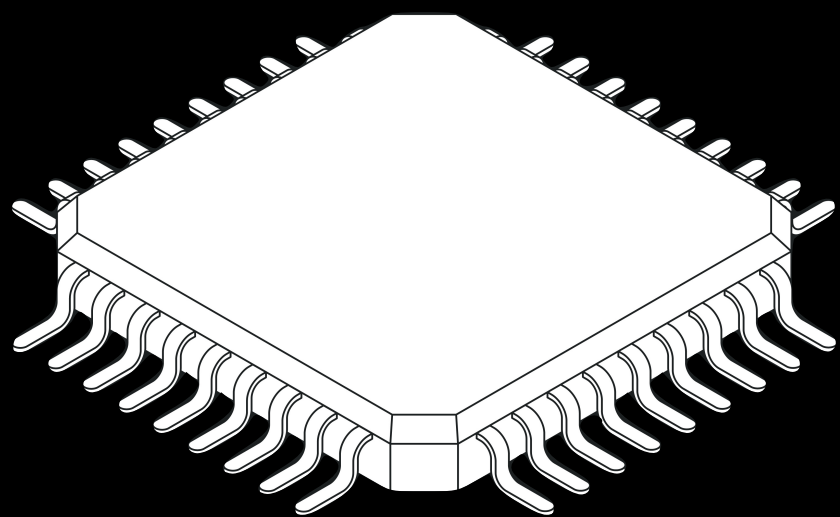


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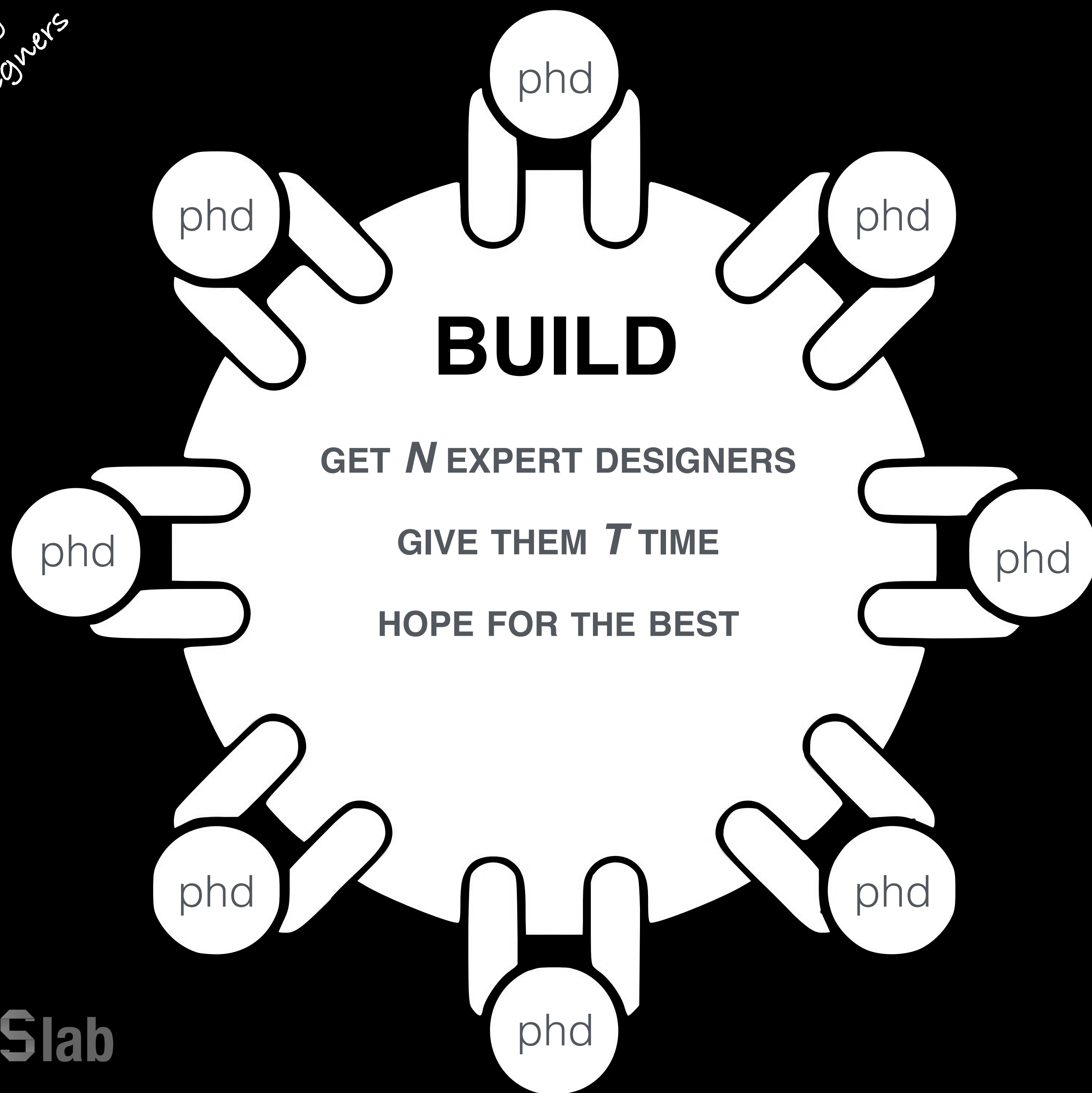
huge cloud cost expensive transitions application feasibility environmental impact

complexity

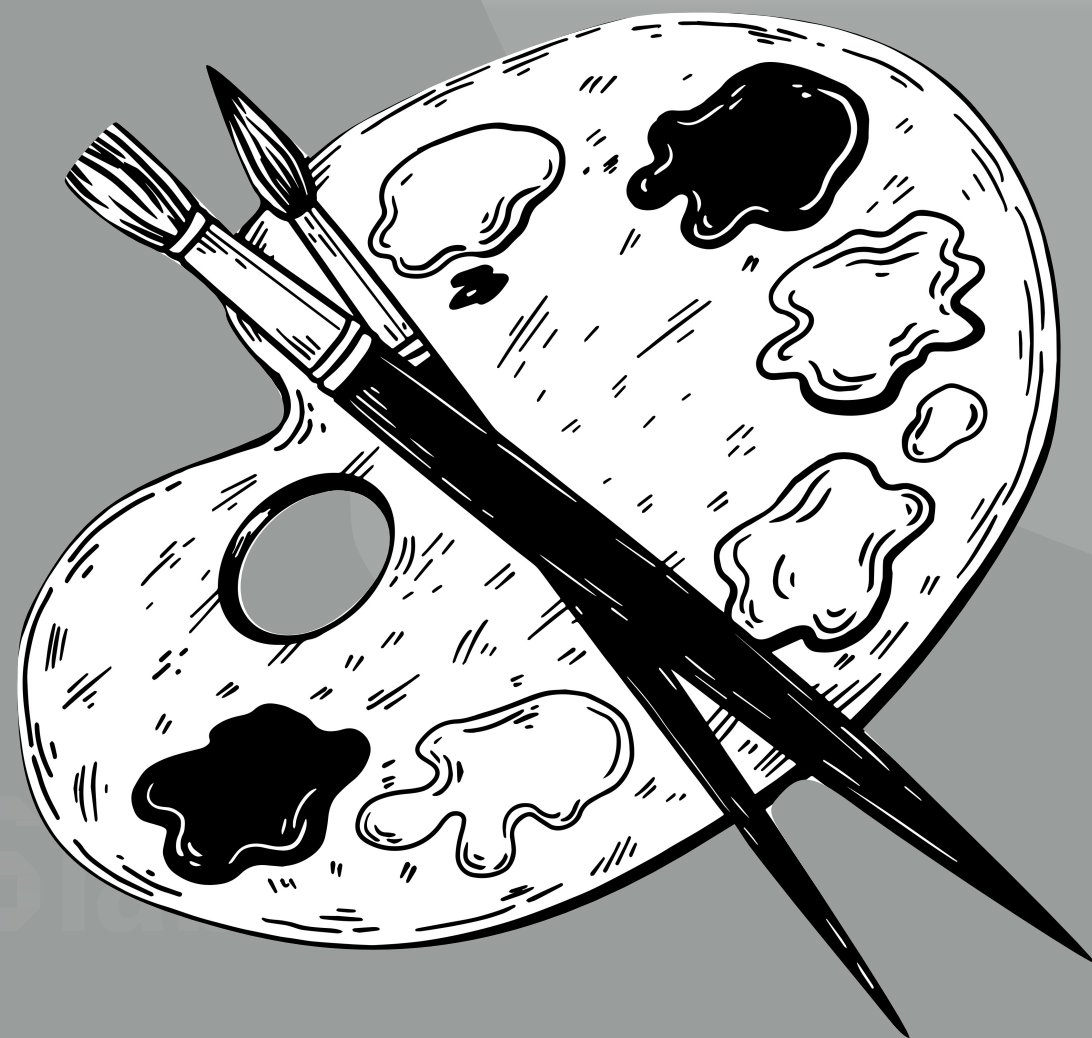
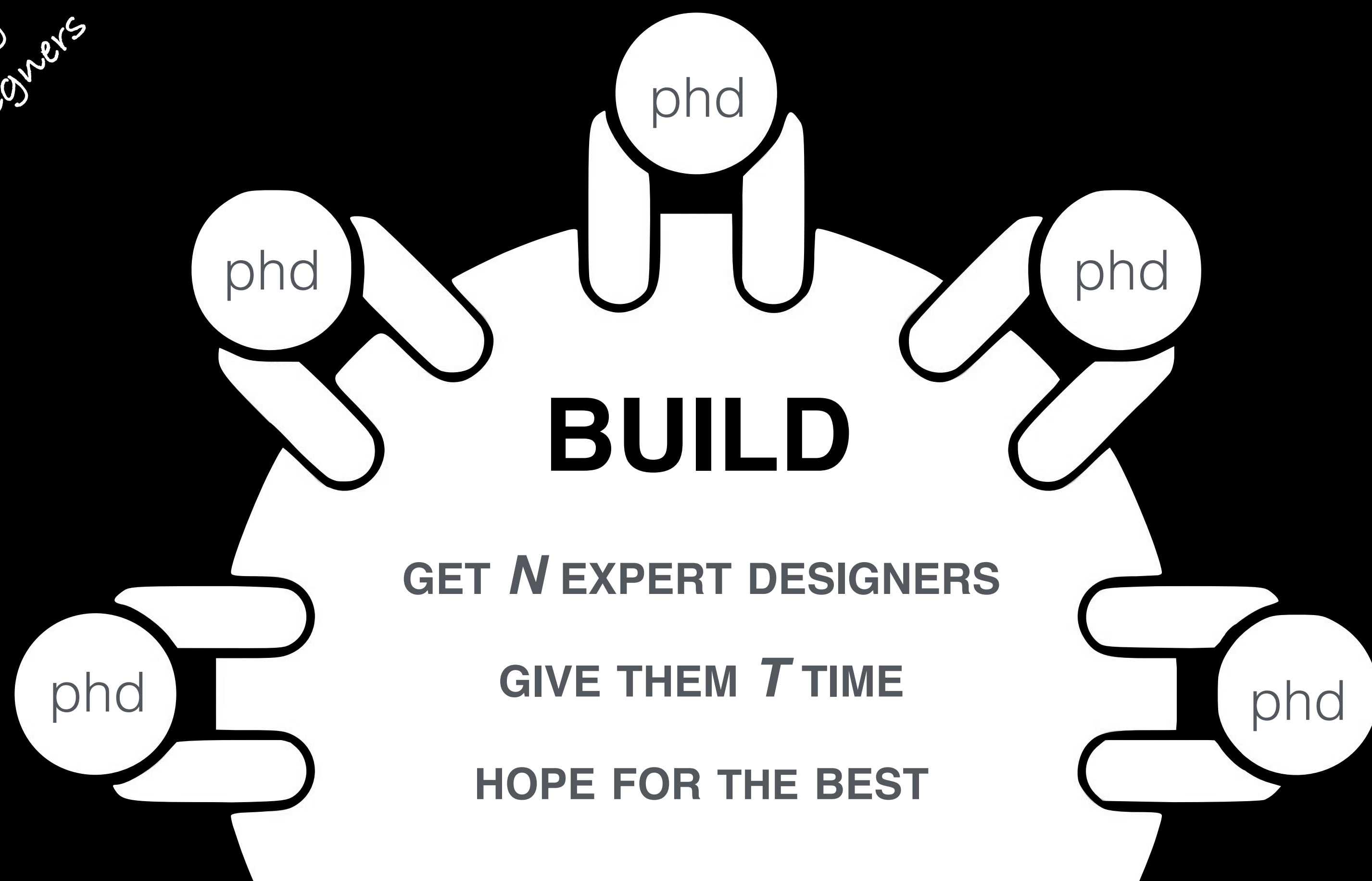
how we **BUILD** systems



the dinning
systems designers

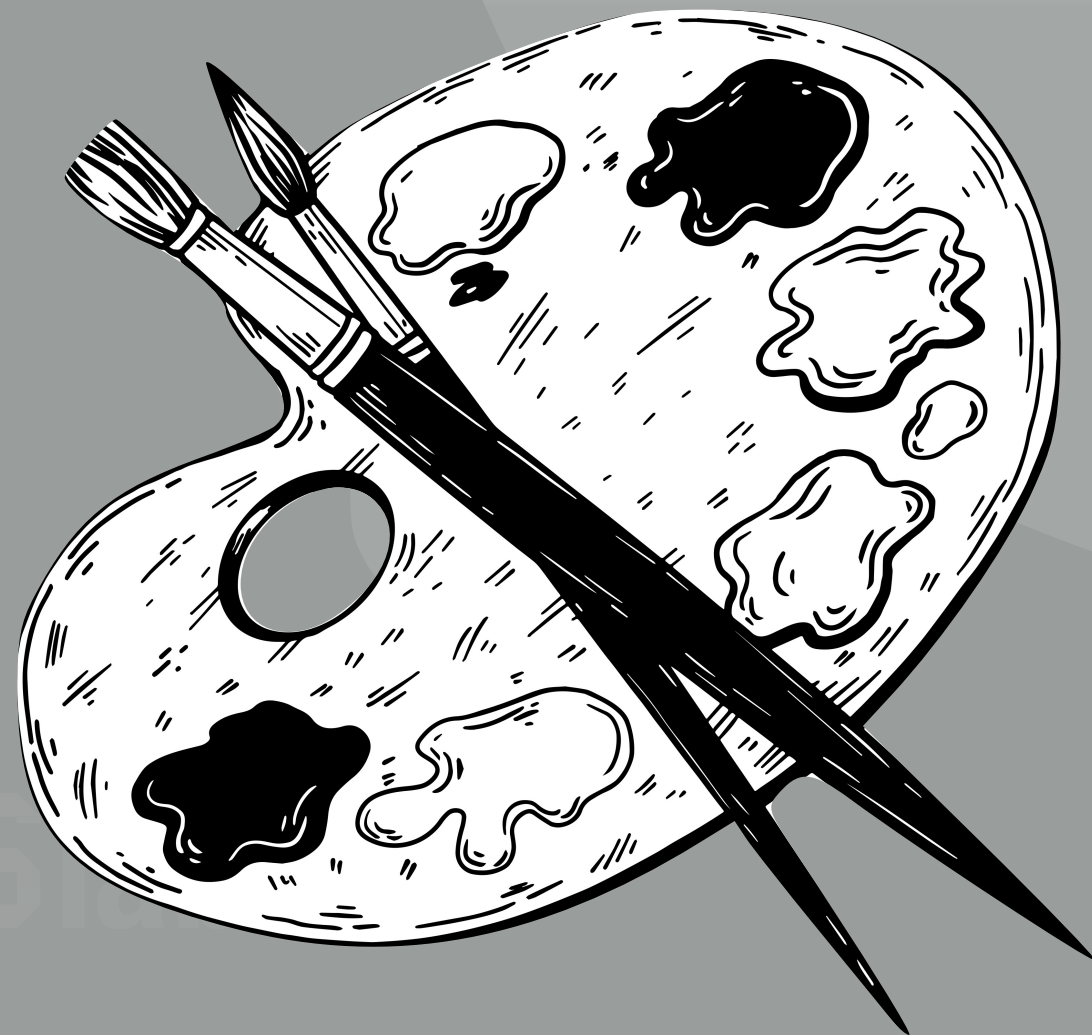
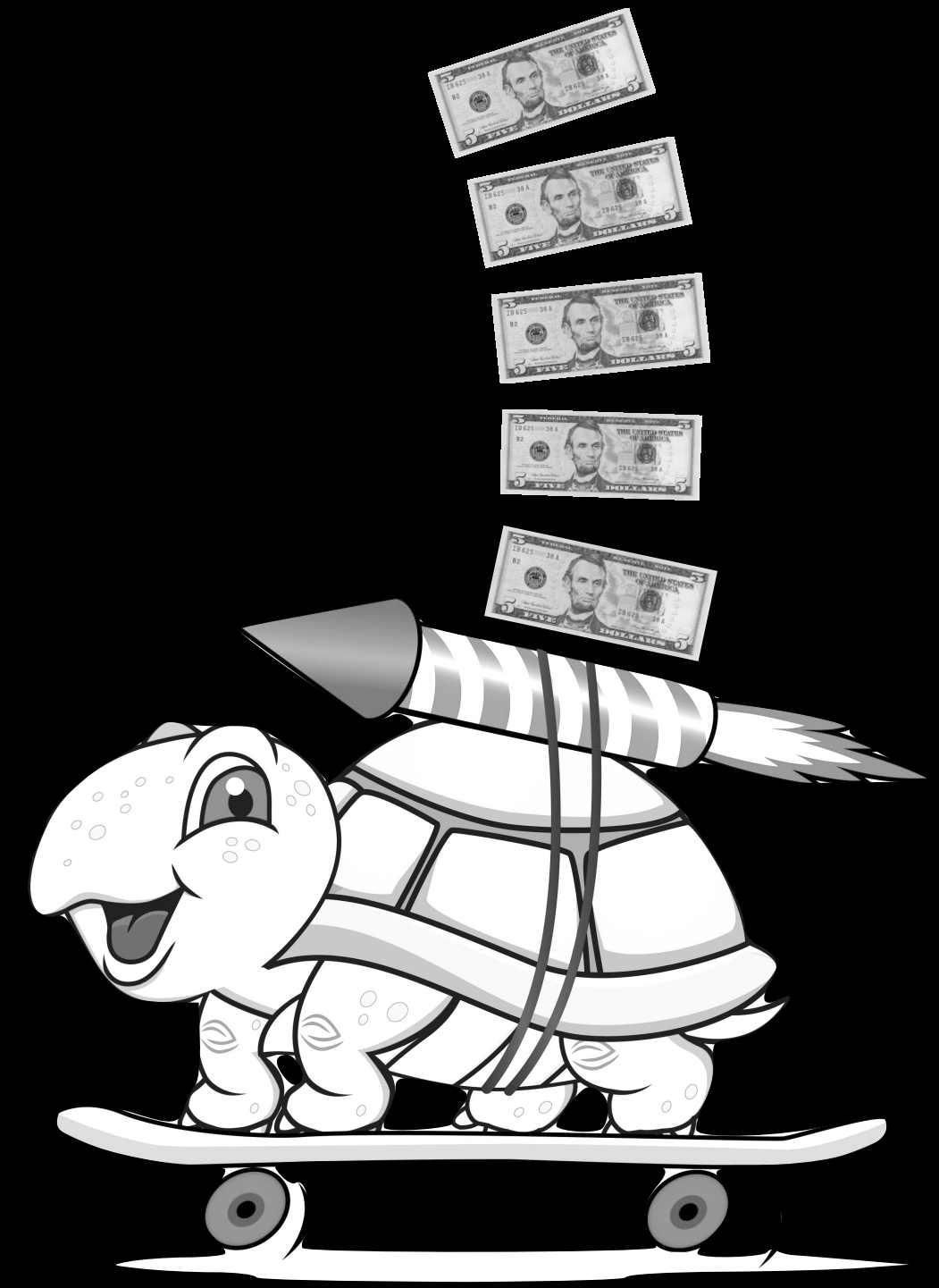
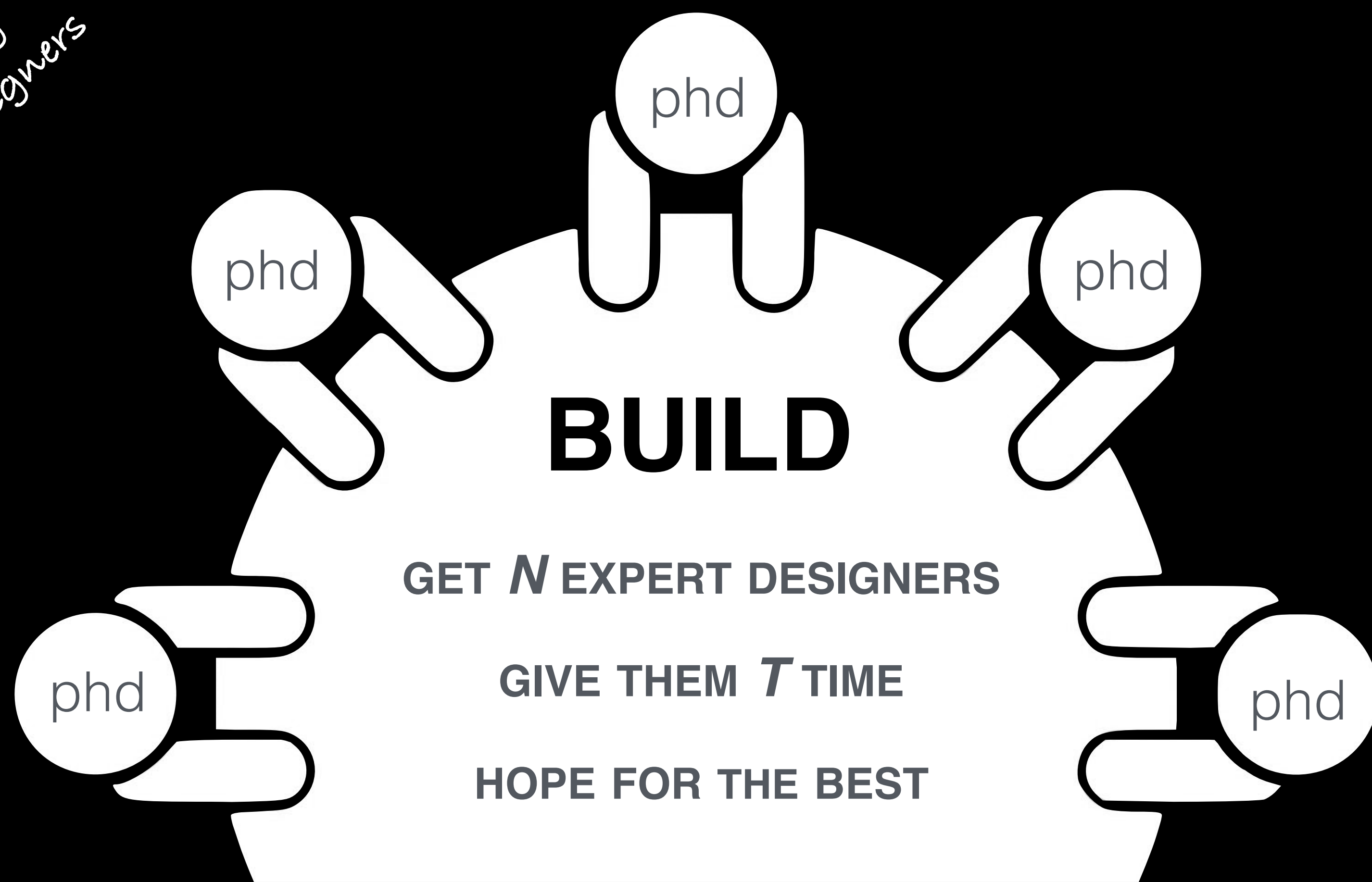


the dining
systems designers



design is an art

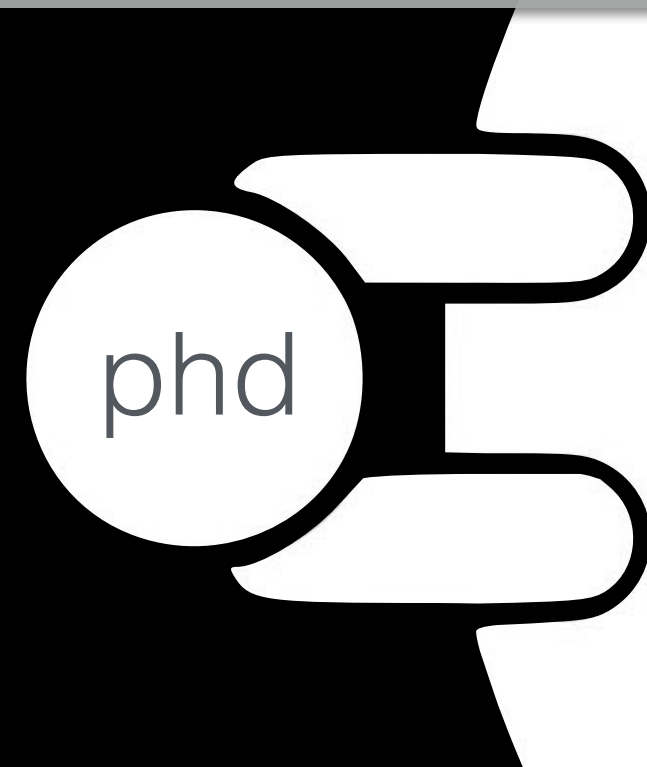
the dining
systems designers



design is an art

Design: 6-7 years

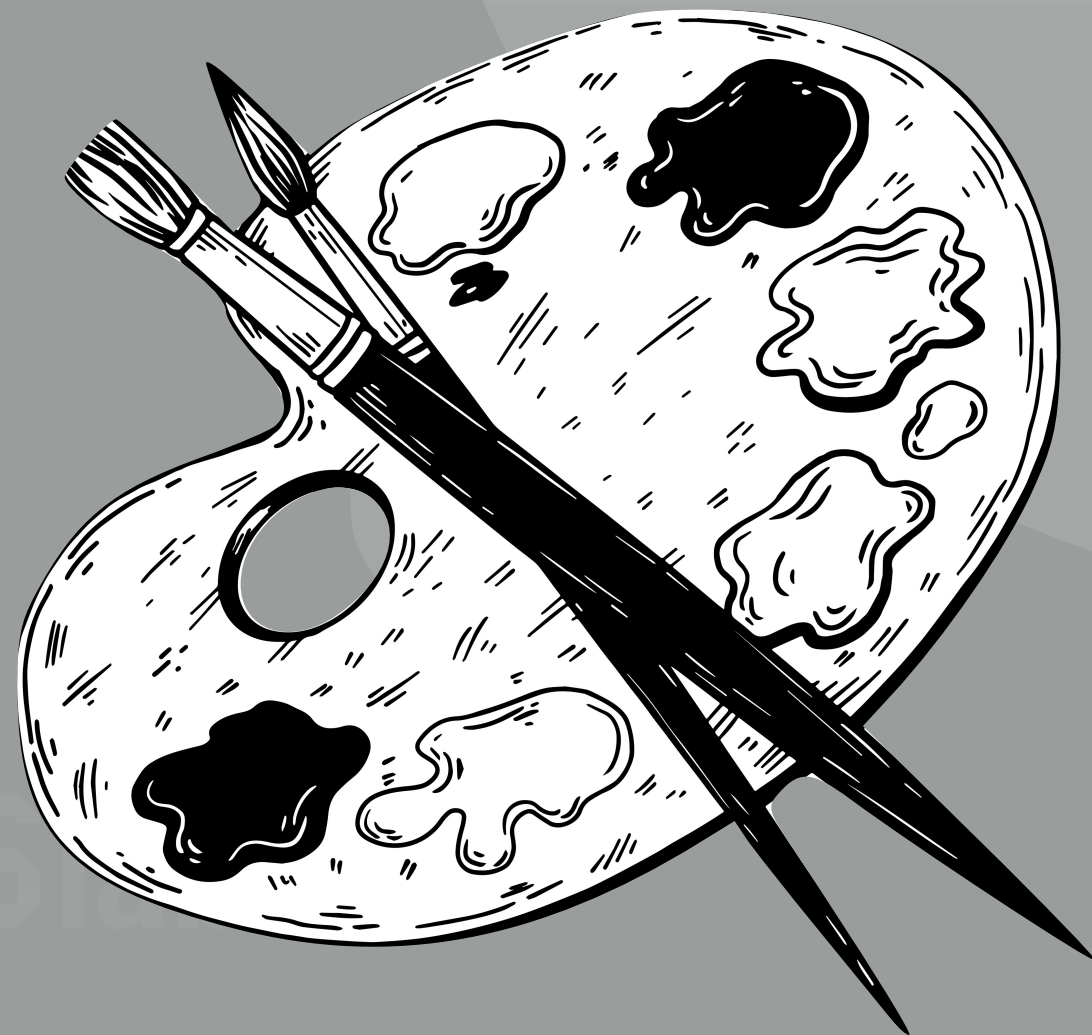
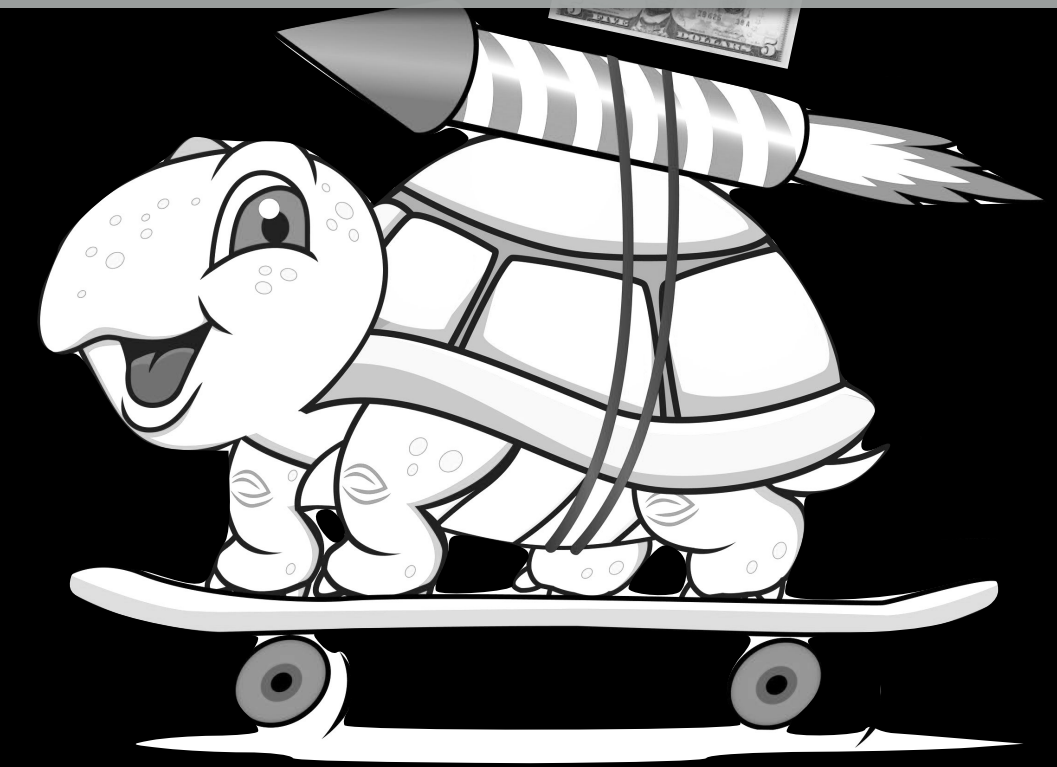
Reasoning: months/impossible



GET N EXPERT DESIGNERS

GIVE THEM T TIME

HOPE FOR THE BEST

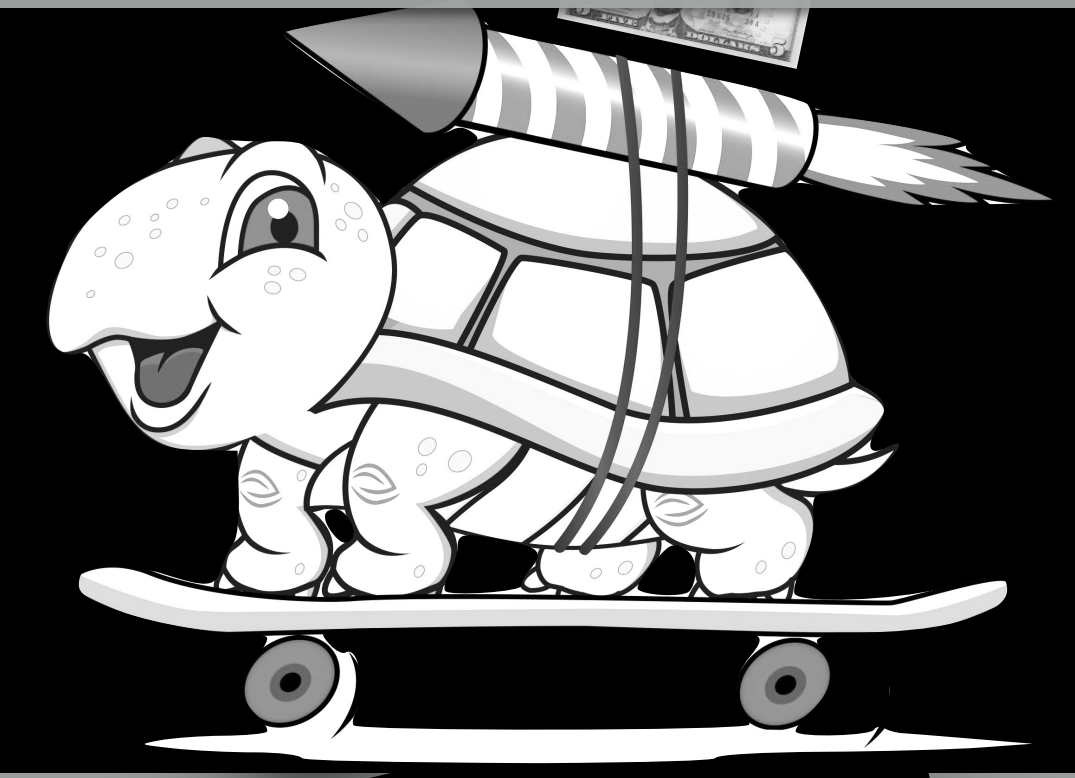


design is an art

the dining
systems designers

phd

sign: 
Re: impossible



is an art

DASH

the dining
systems designers

phd

sign:



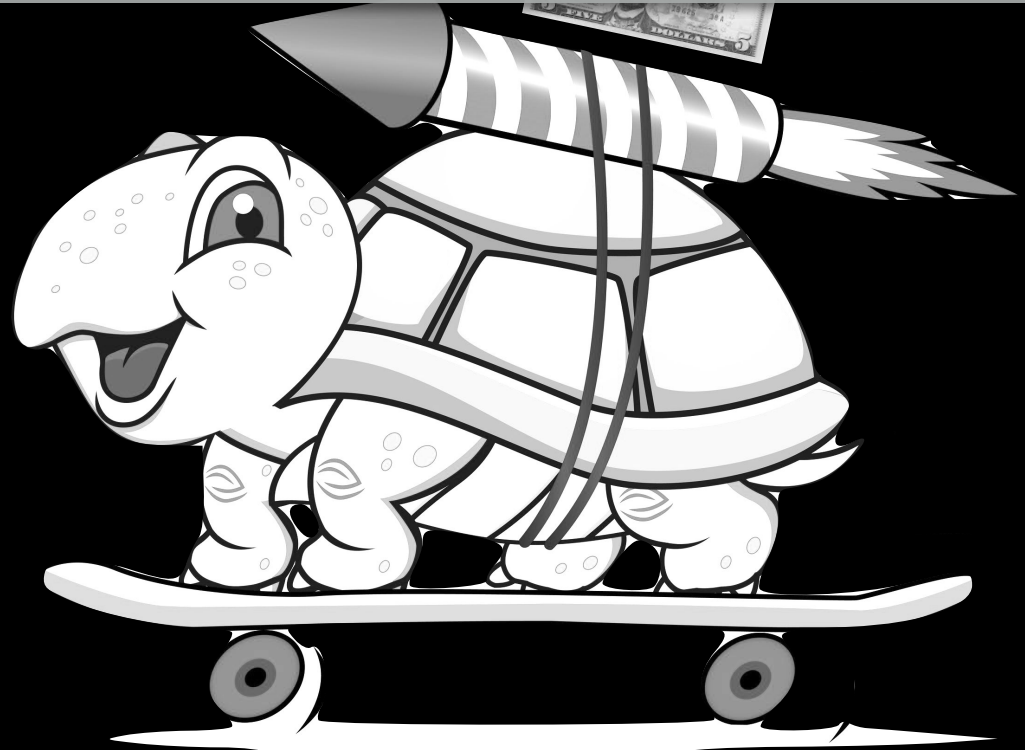
Re

impossible



data
hardware
applications

years

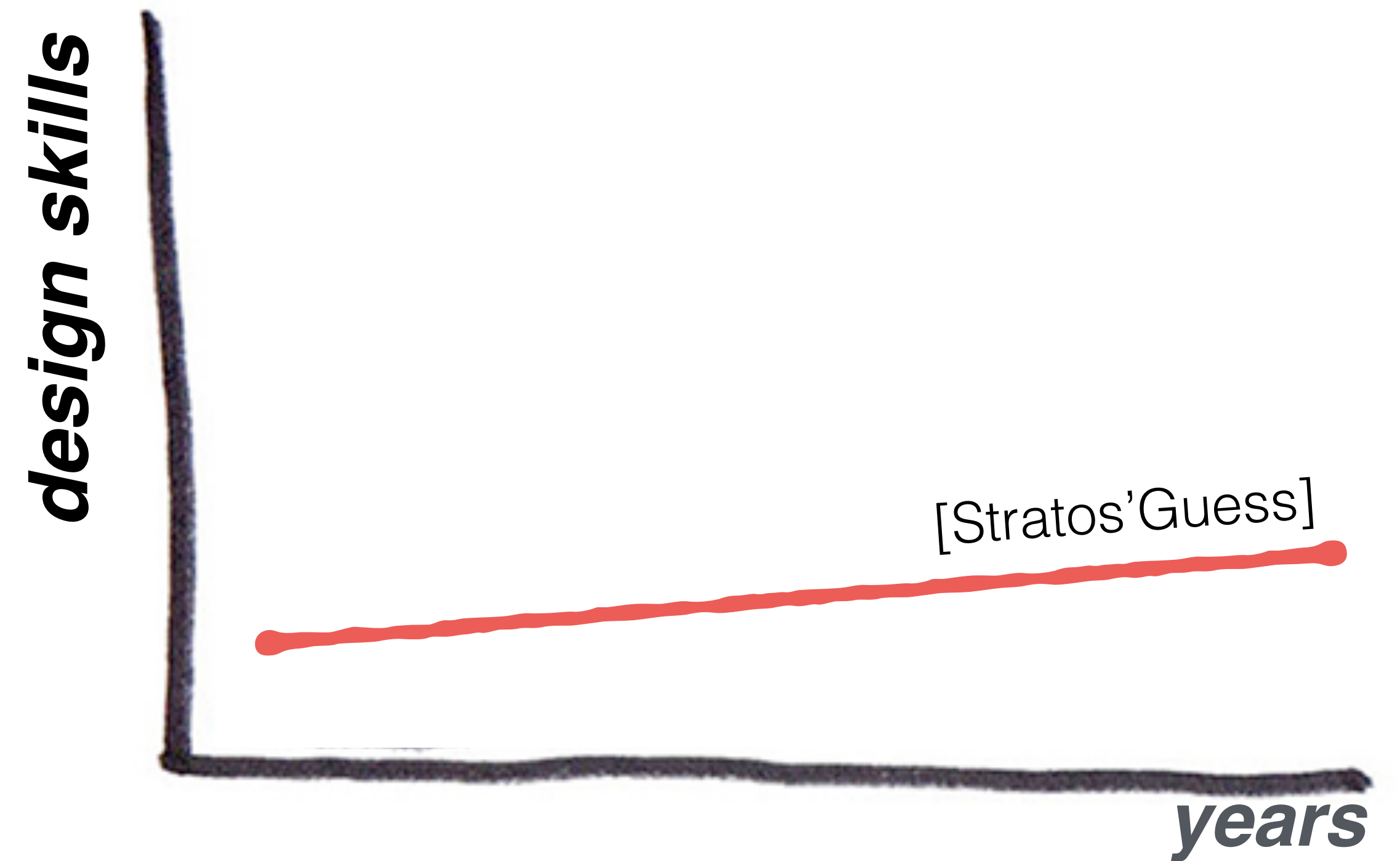
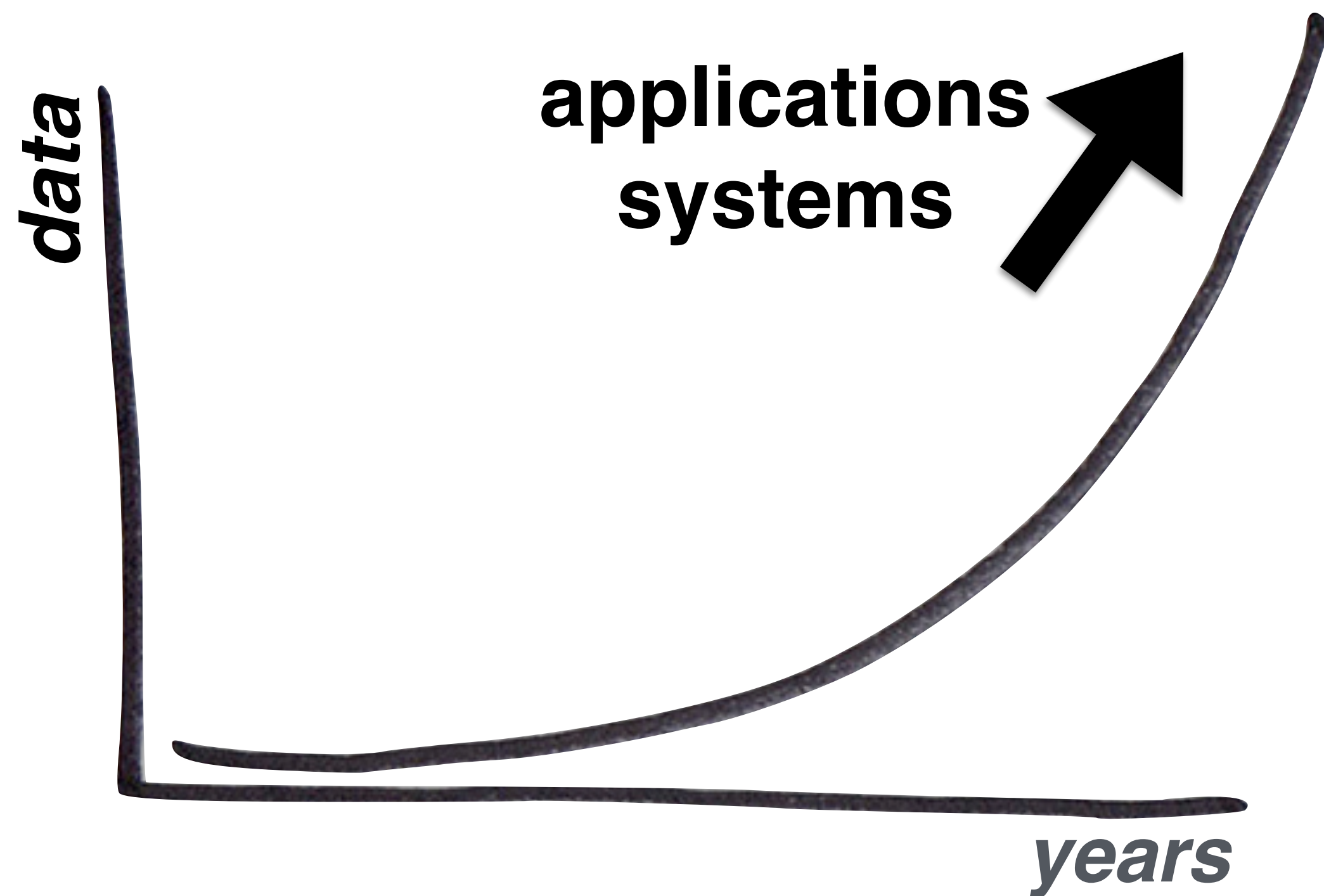


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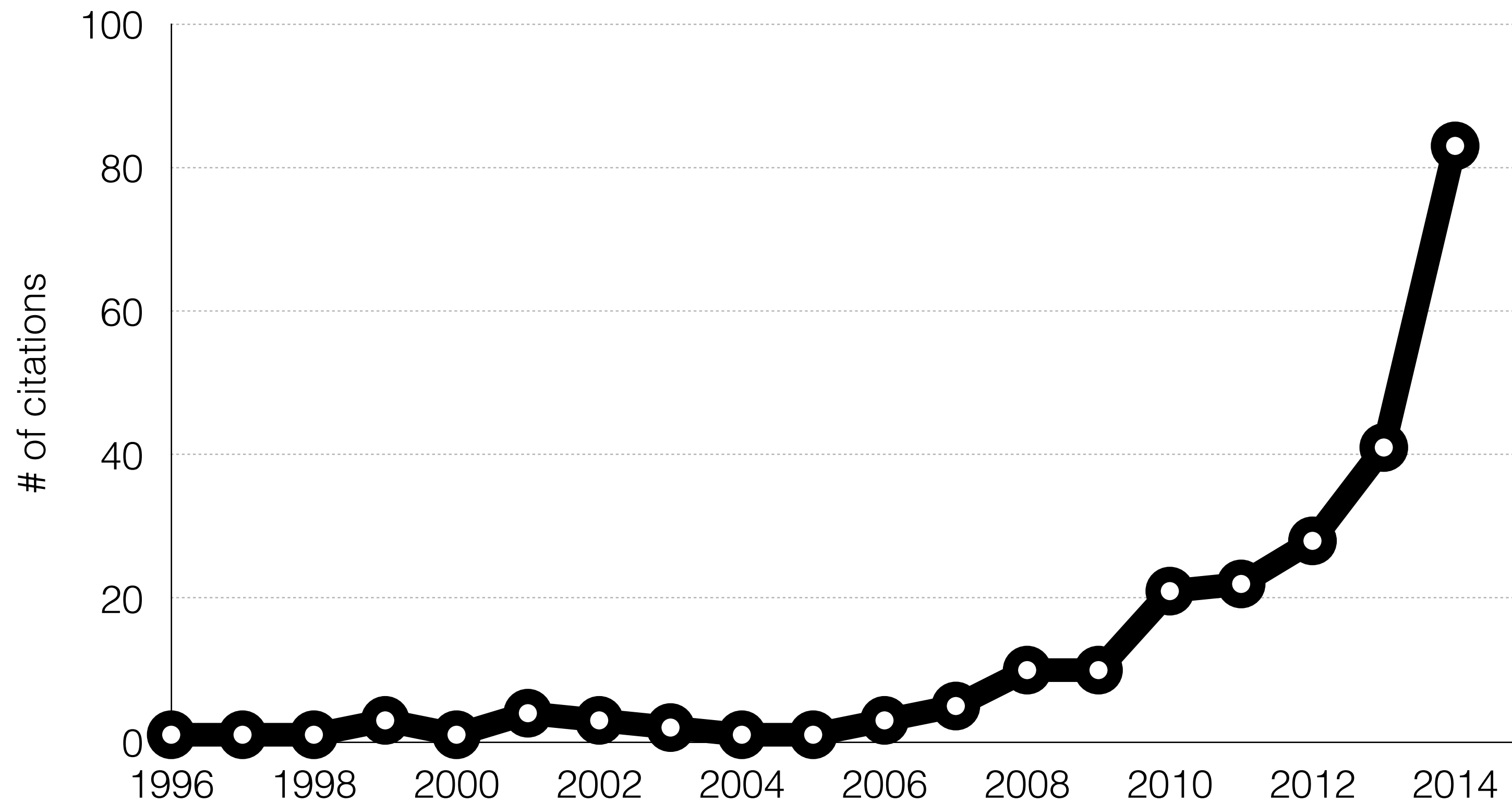


DASH

1 design/research skills do not scale



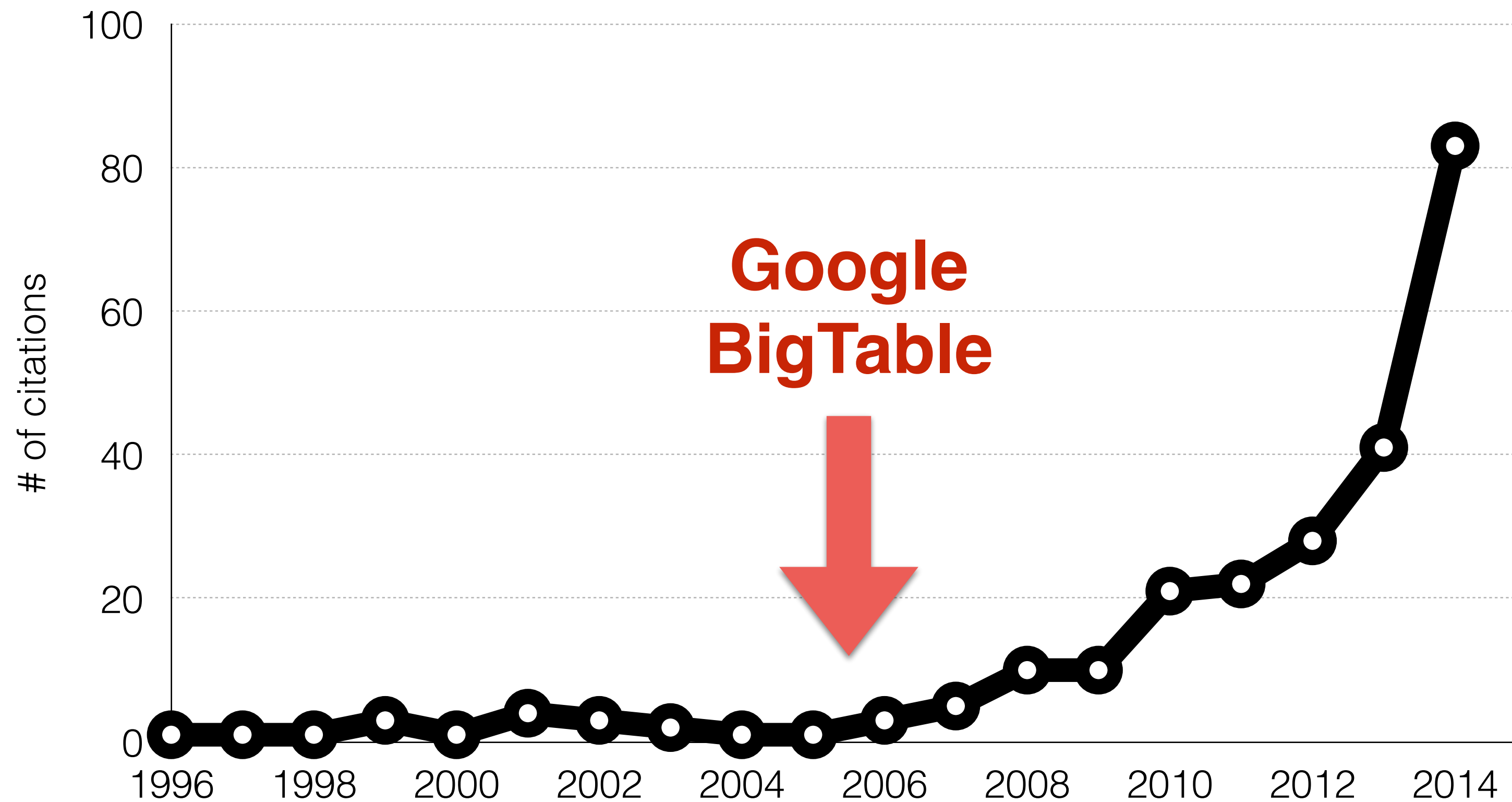
2 no one knows everything out there



NoSQL storage

P. O'Neil, E. Cheng, D. Gawlick, E. O'Neil
The log-structured merge-tree (LSM-tree)
Acta Informatica 33 (4): 351–385, 1996

2 no one knows everything out there

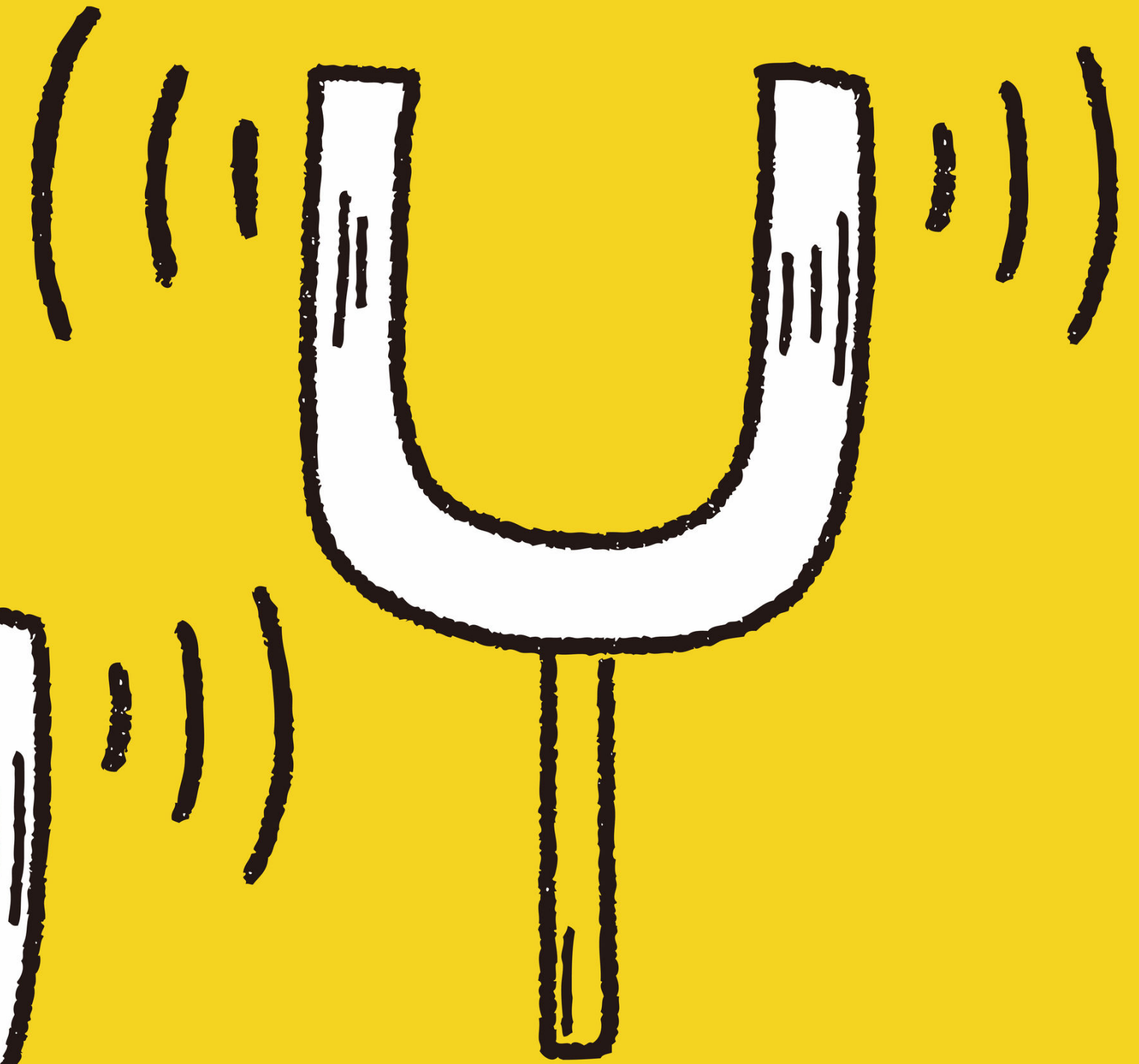


NoSQL storage

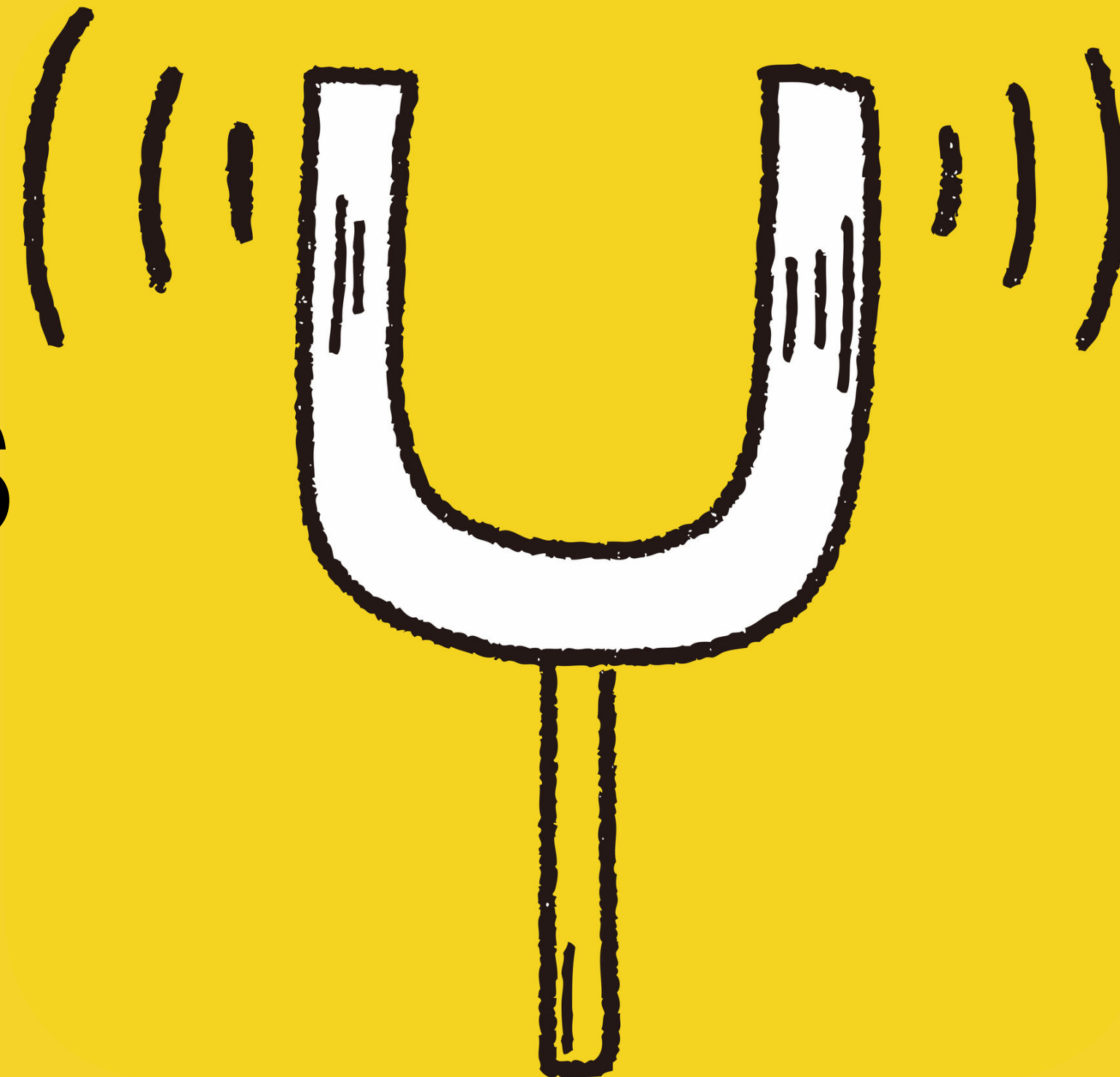
P. O'Neil, E. Cheng, D. Gawlick, E. O'Neil
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standard “solution”



expose knobs



Some possible ideas

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Yes, but only around a narrow design space.

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2. **Aren't adaptive data systems architectures able to adapt to new applications?**

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Yes, better than #1 (e.g., query adaptivity), but still only around a narrow design space.

Some possible ideas

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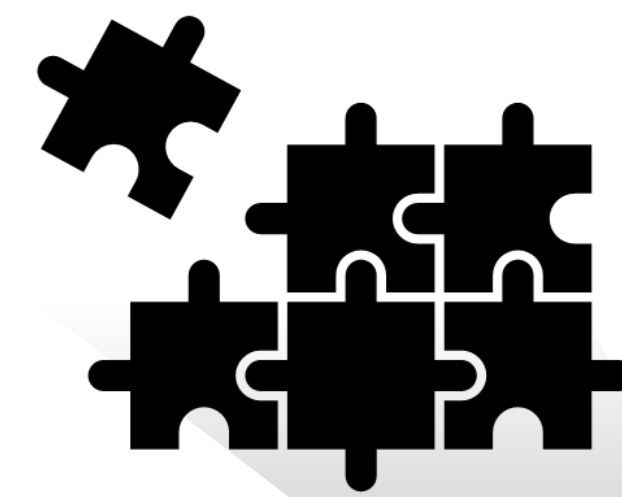
These ideas can lead to better systems but we need something more to

FIND FAST THE BEST POSSIBLE DESIGN

SELF-DESIGNING SYSTEMS

Automatically invent & build the perfect system for any new application

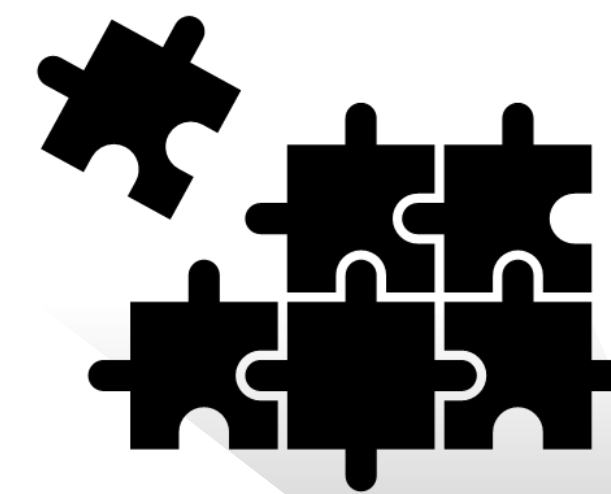
massive design space of system designs



system=
a set of low-level
design decisions

massive design space of system designs

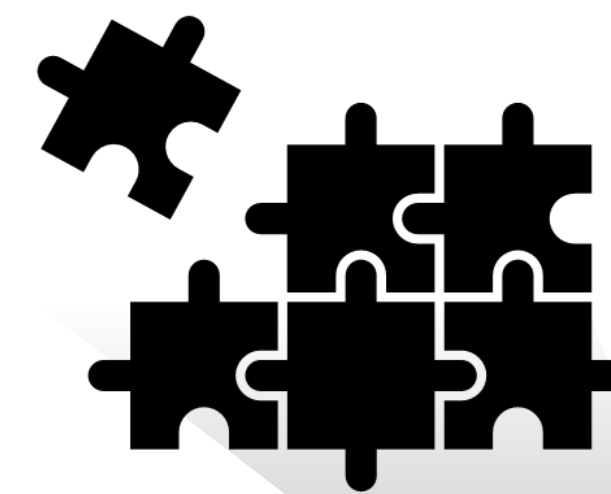
few existing designs



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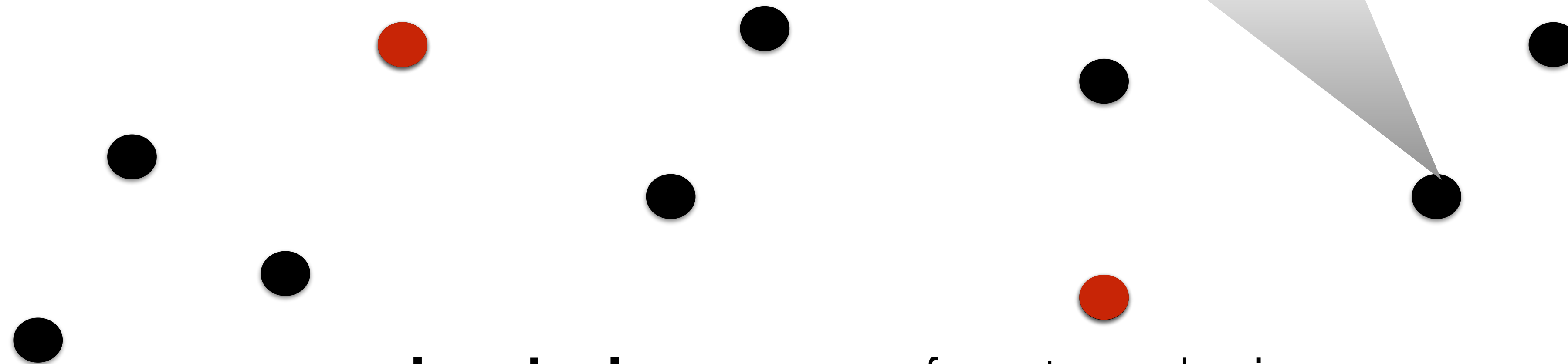
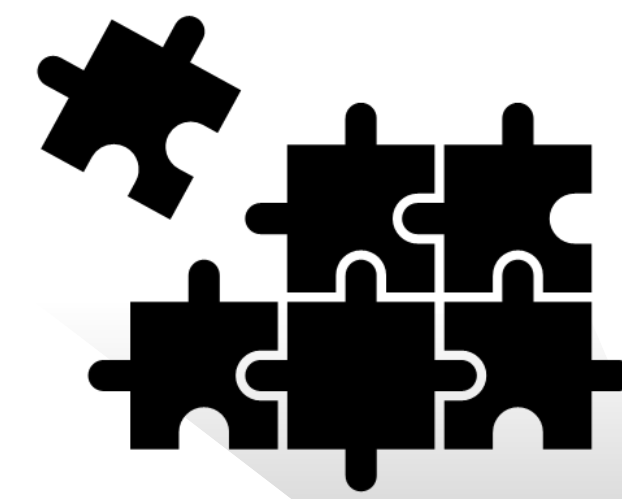
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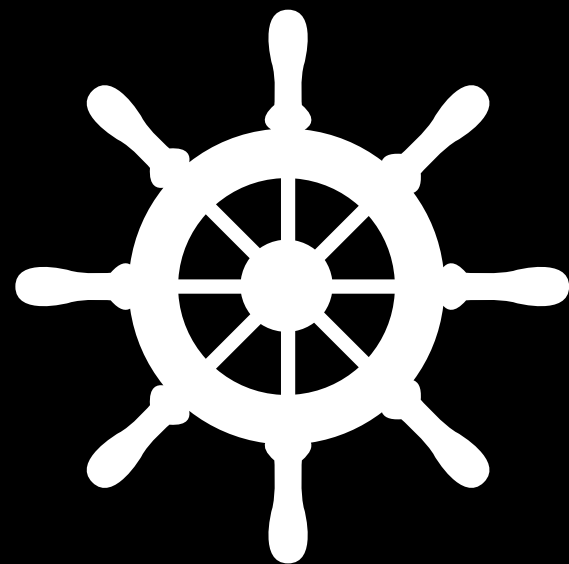
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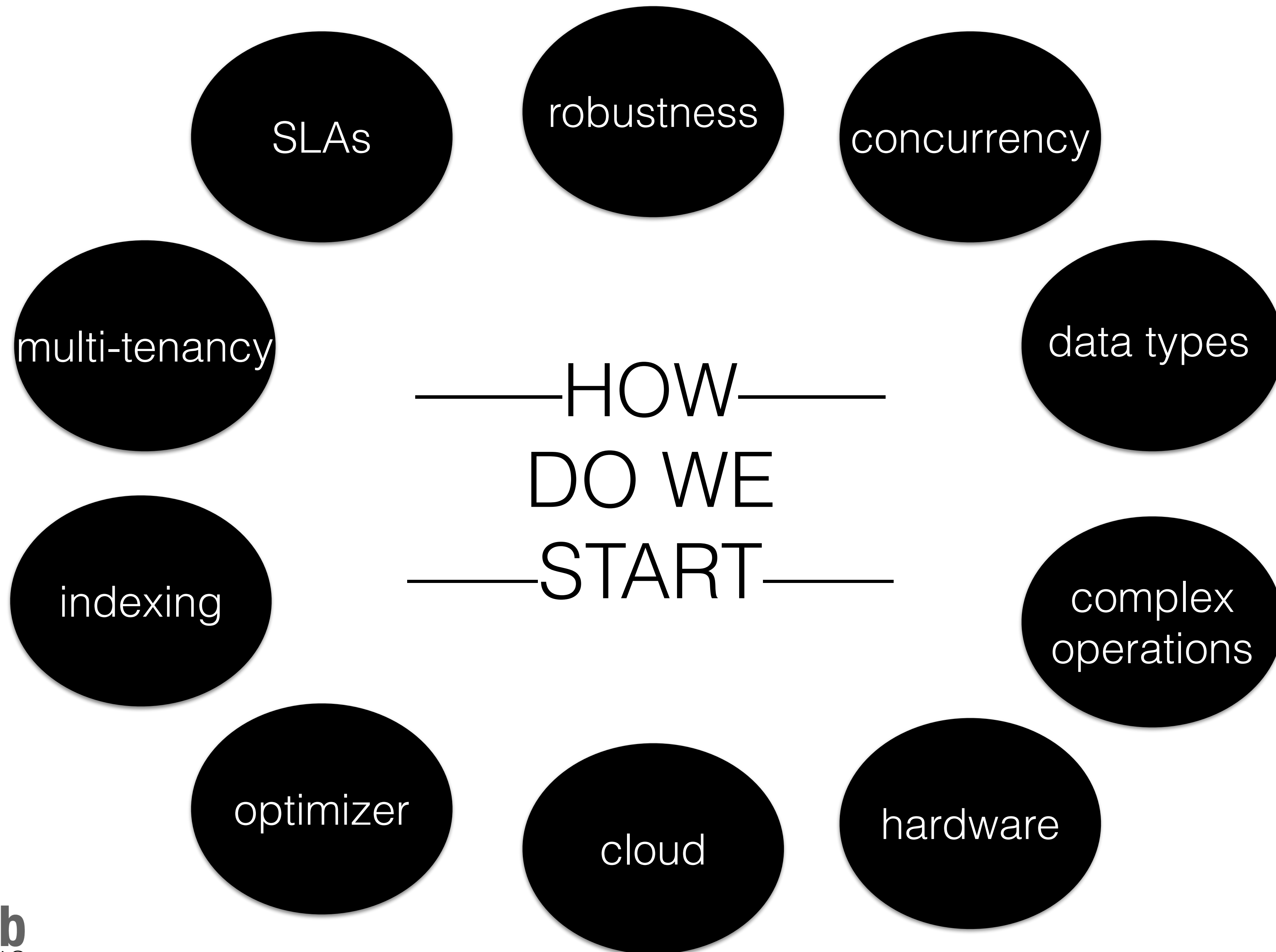
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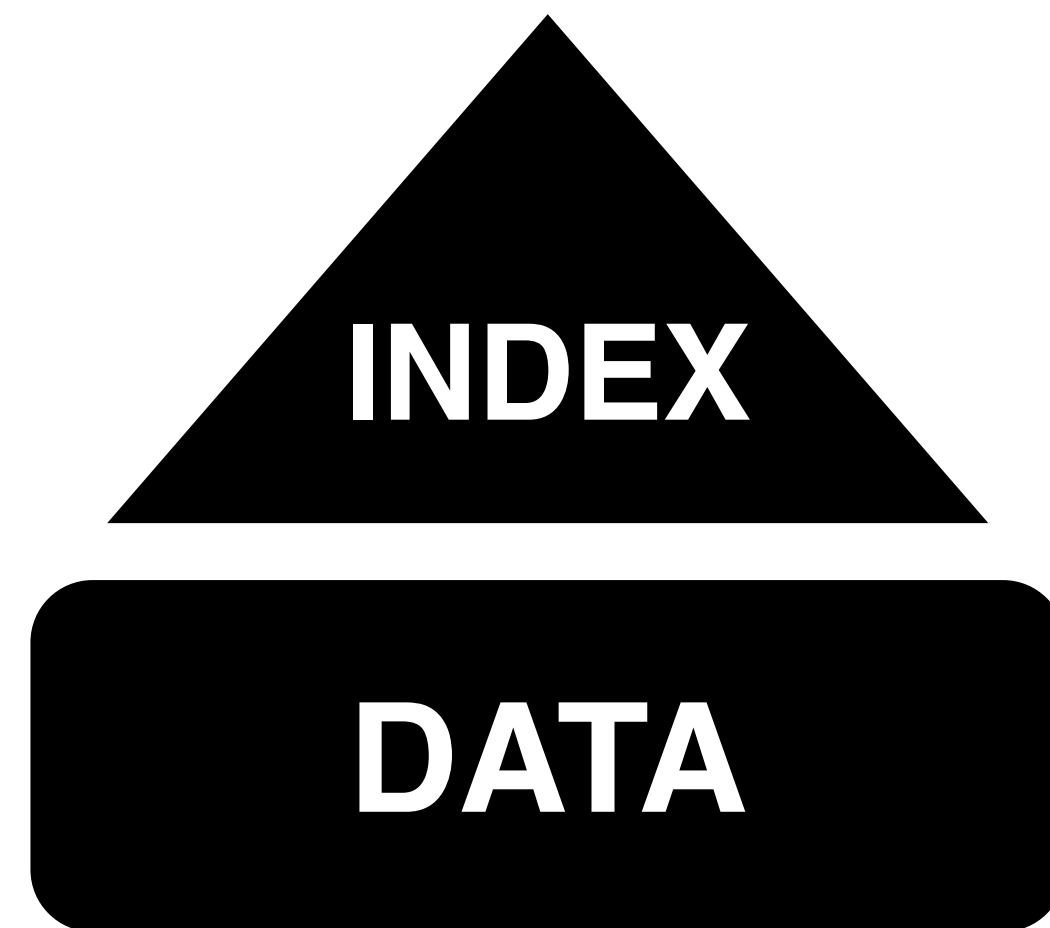


reasoning: understand all the design decisions & their impact



—HOW—
DO WE
—START—

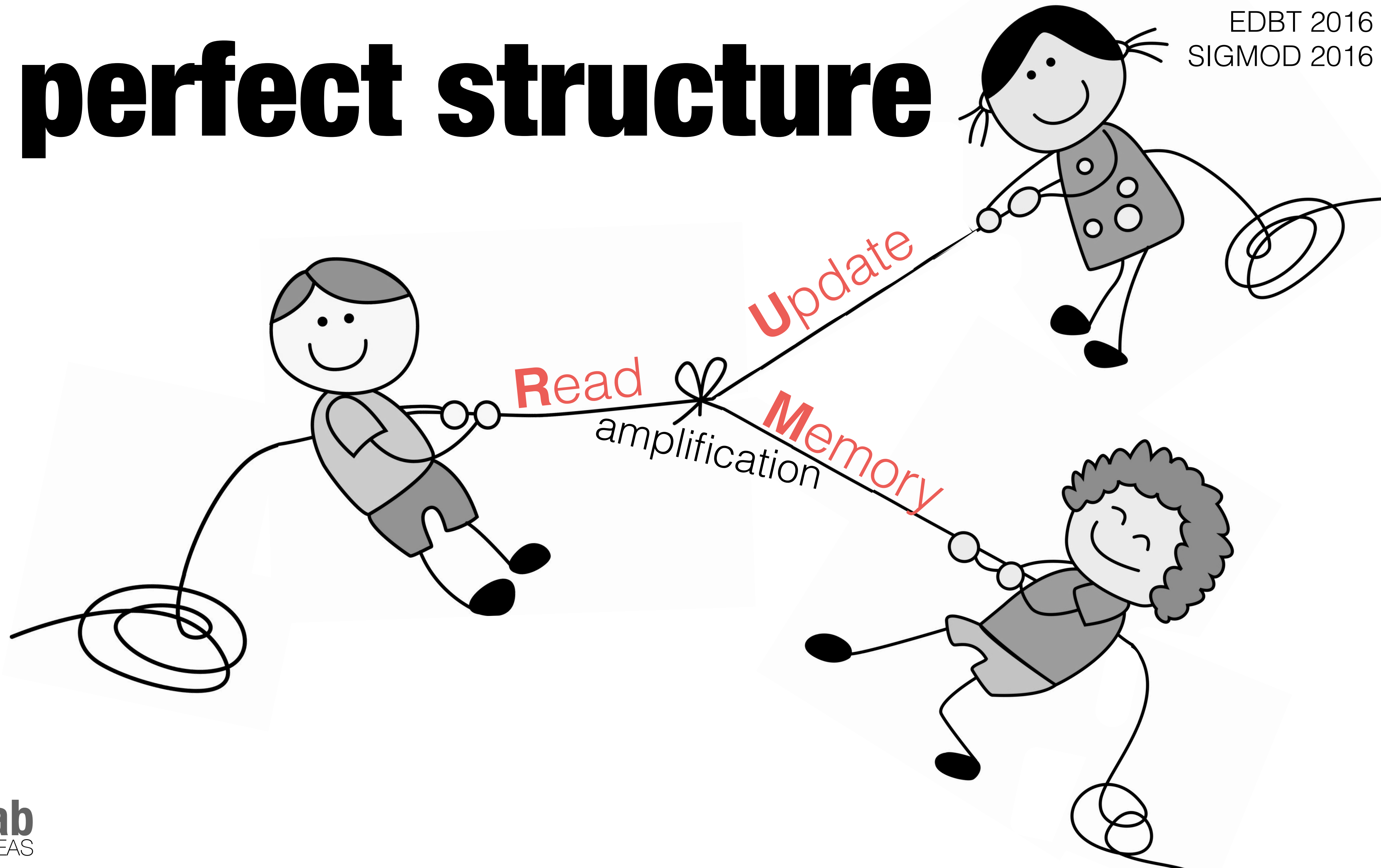




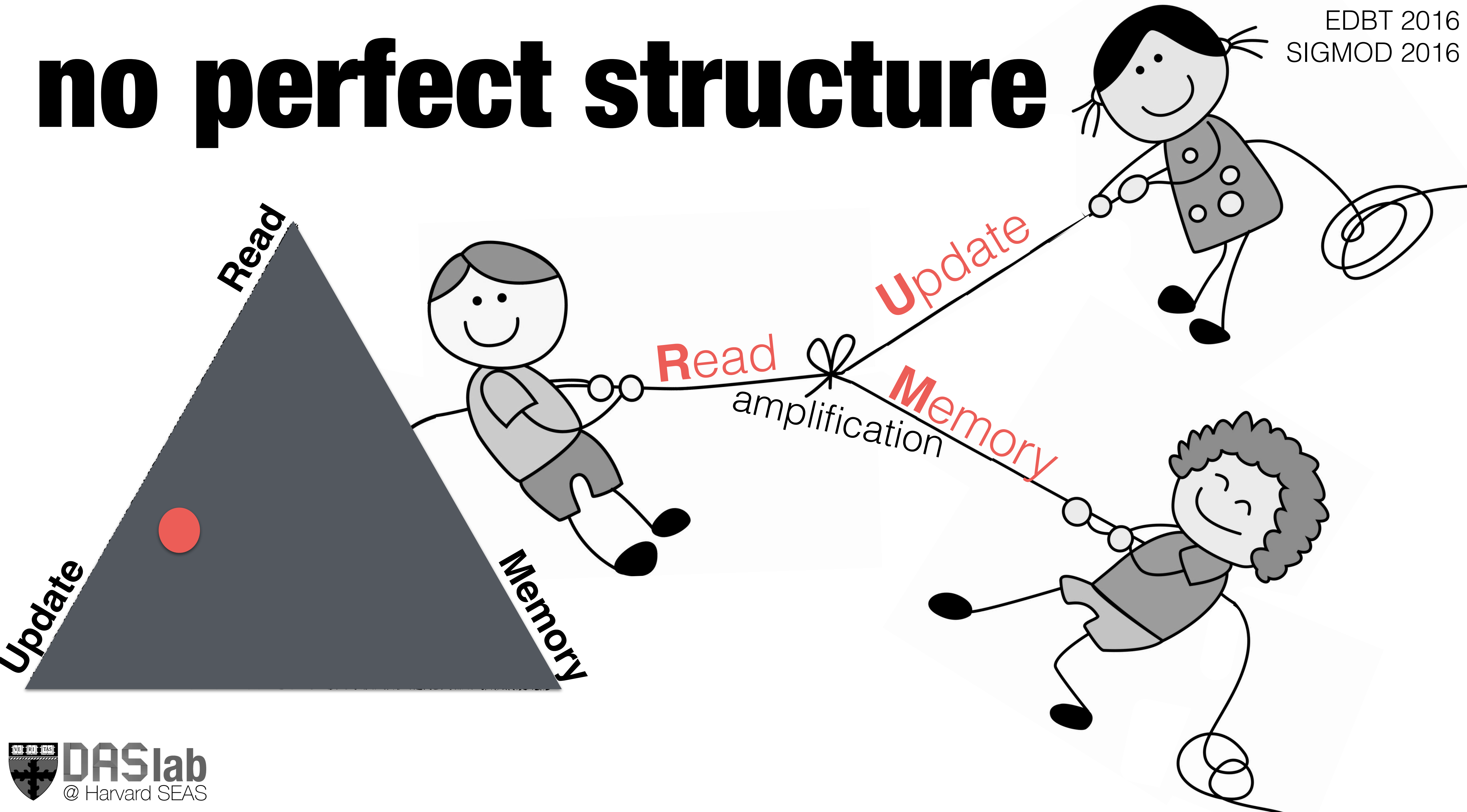
—HOW—
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—START—

no perfect structure

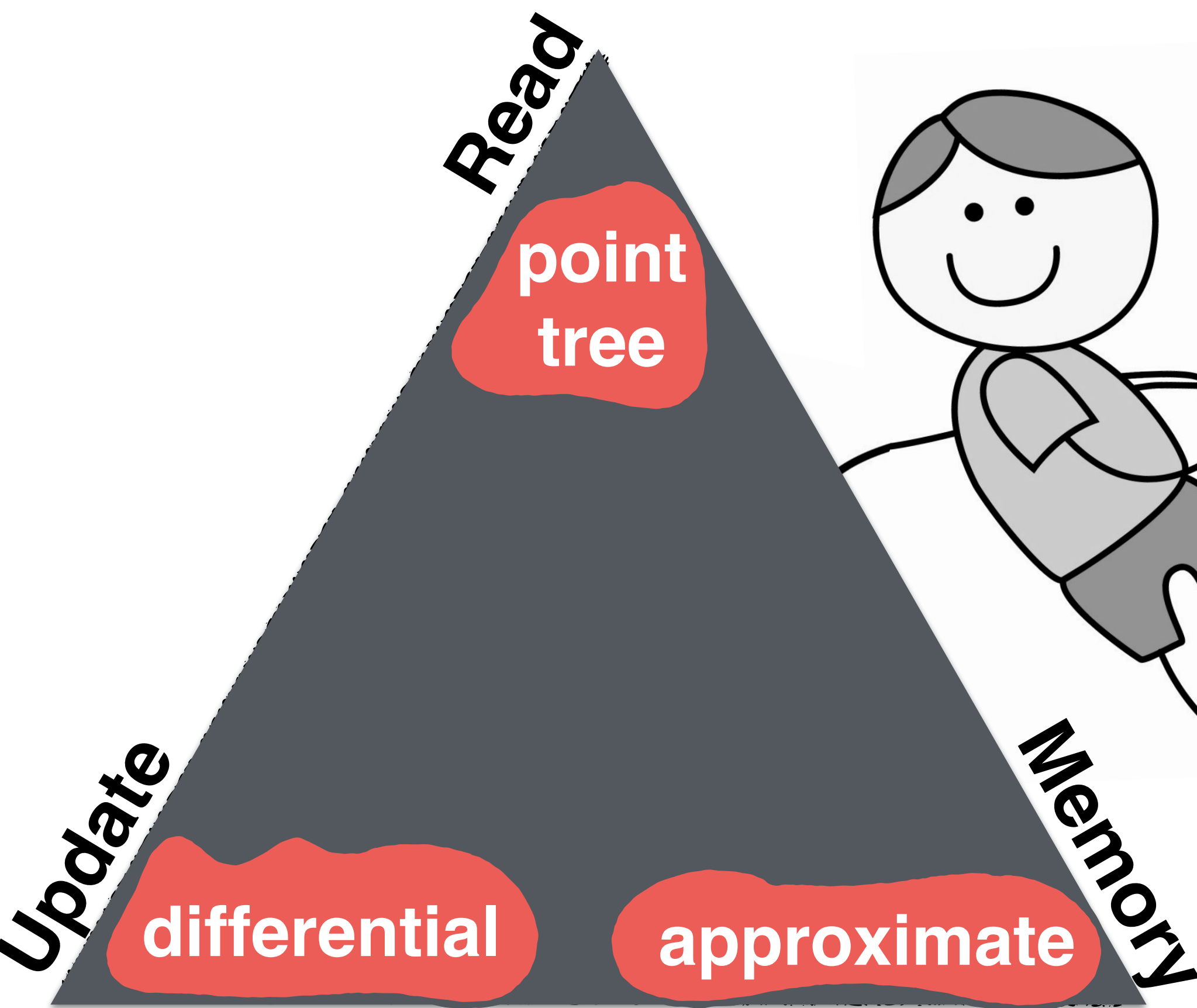
EDBT 2016
SIGMOD 2016



no perfect structure



no perfect structure

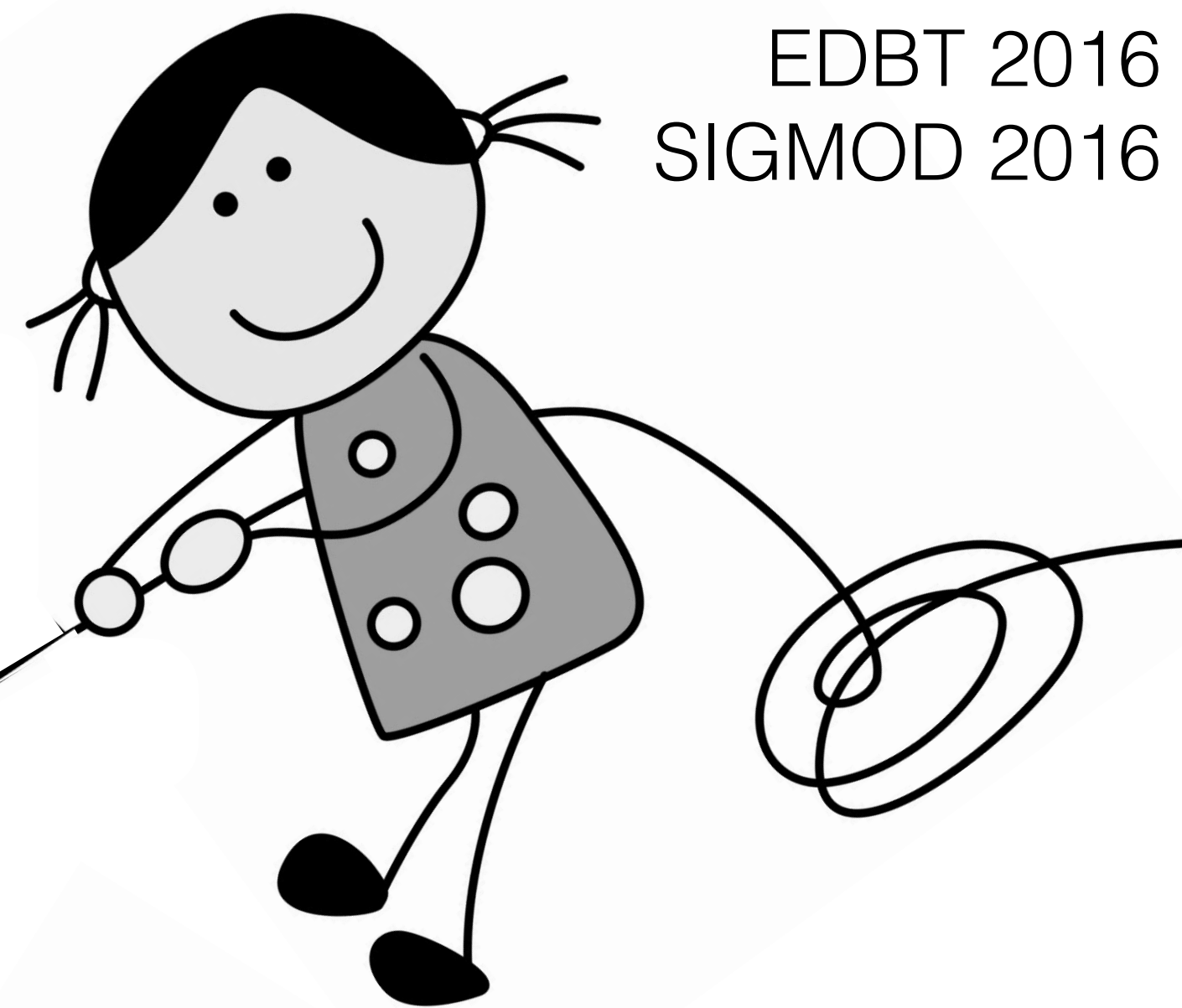


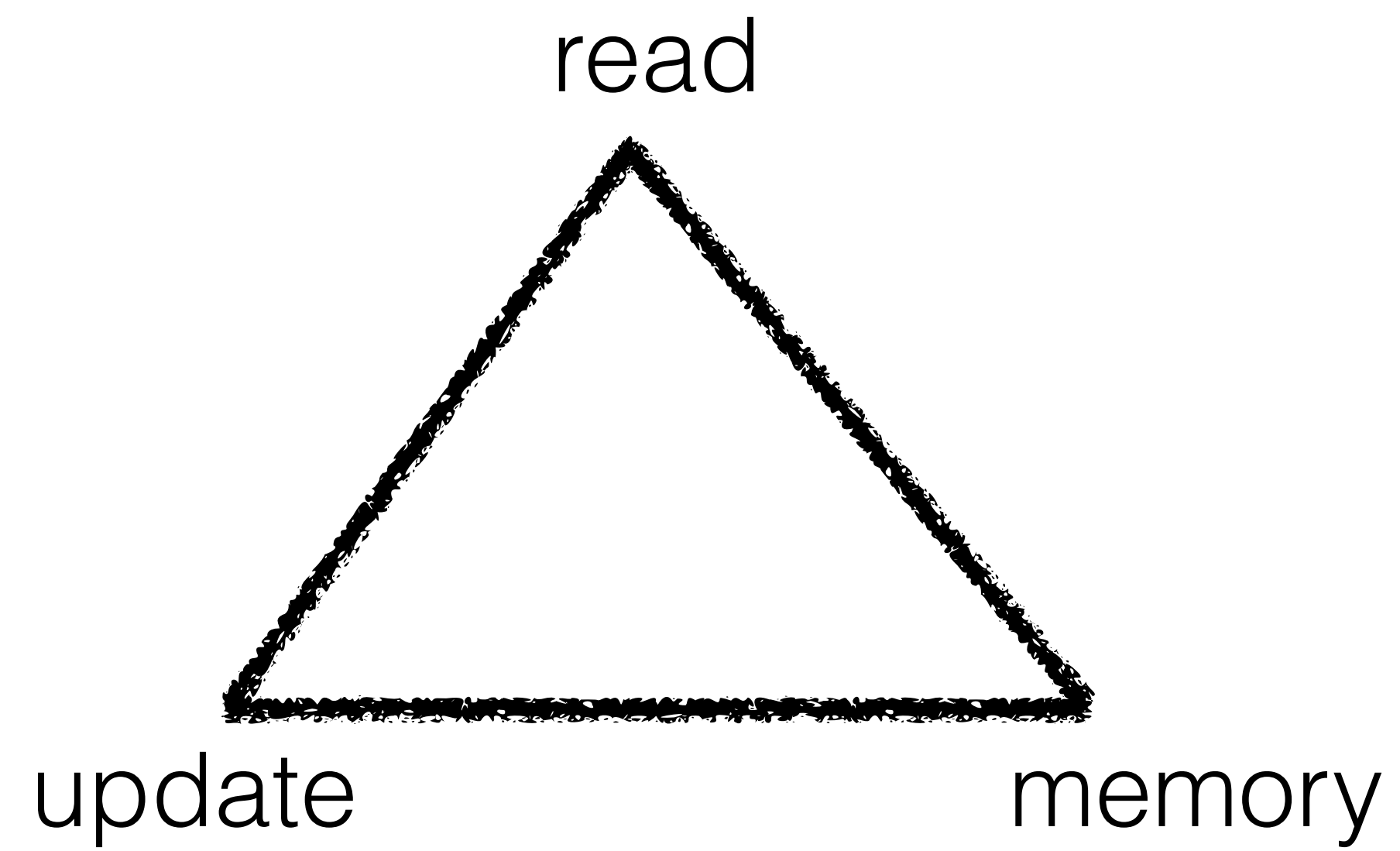
Read

amplification

Update

Memory





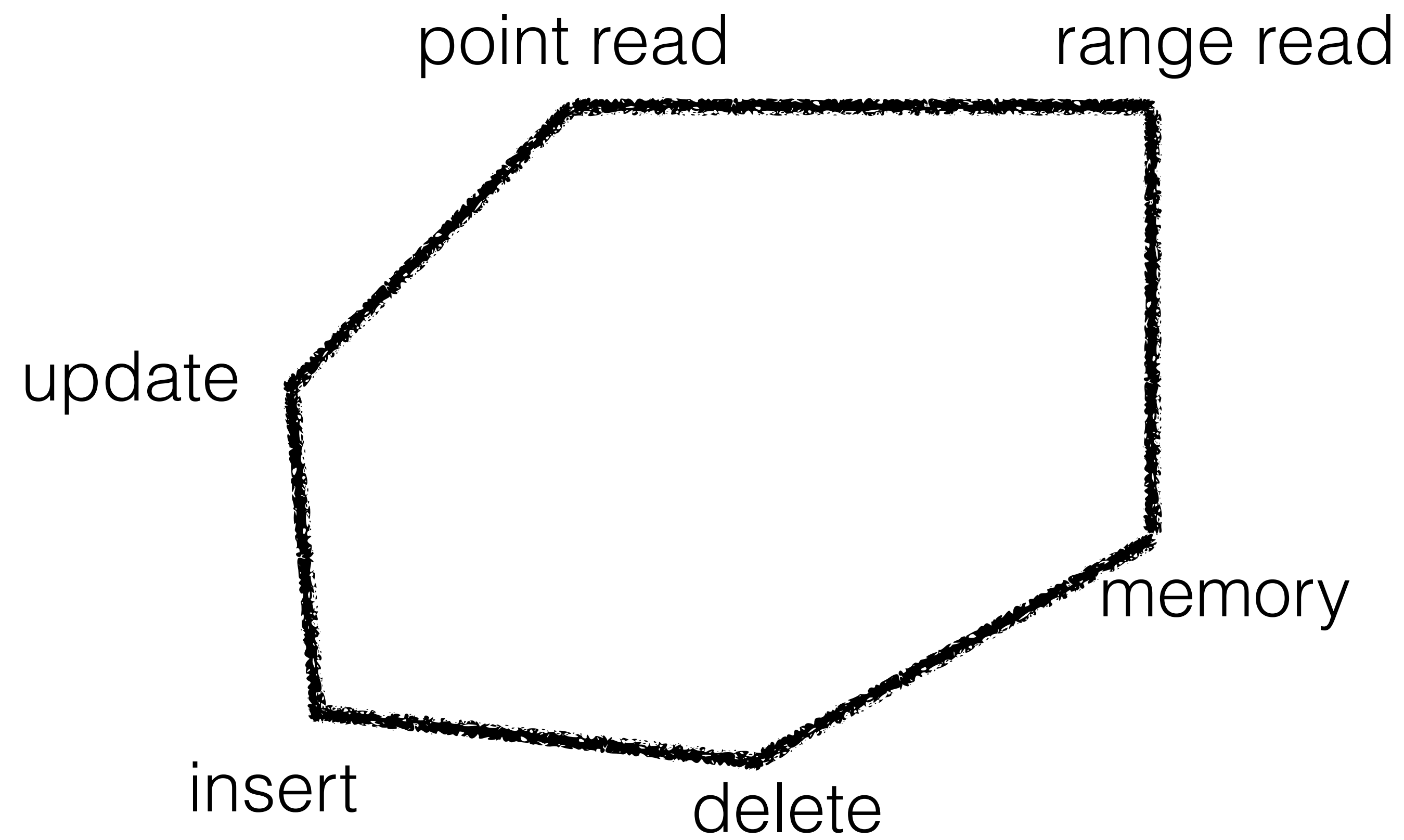
point read

range read

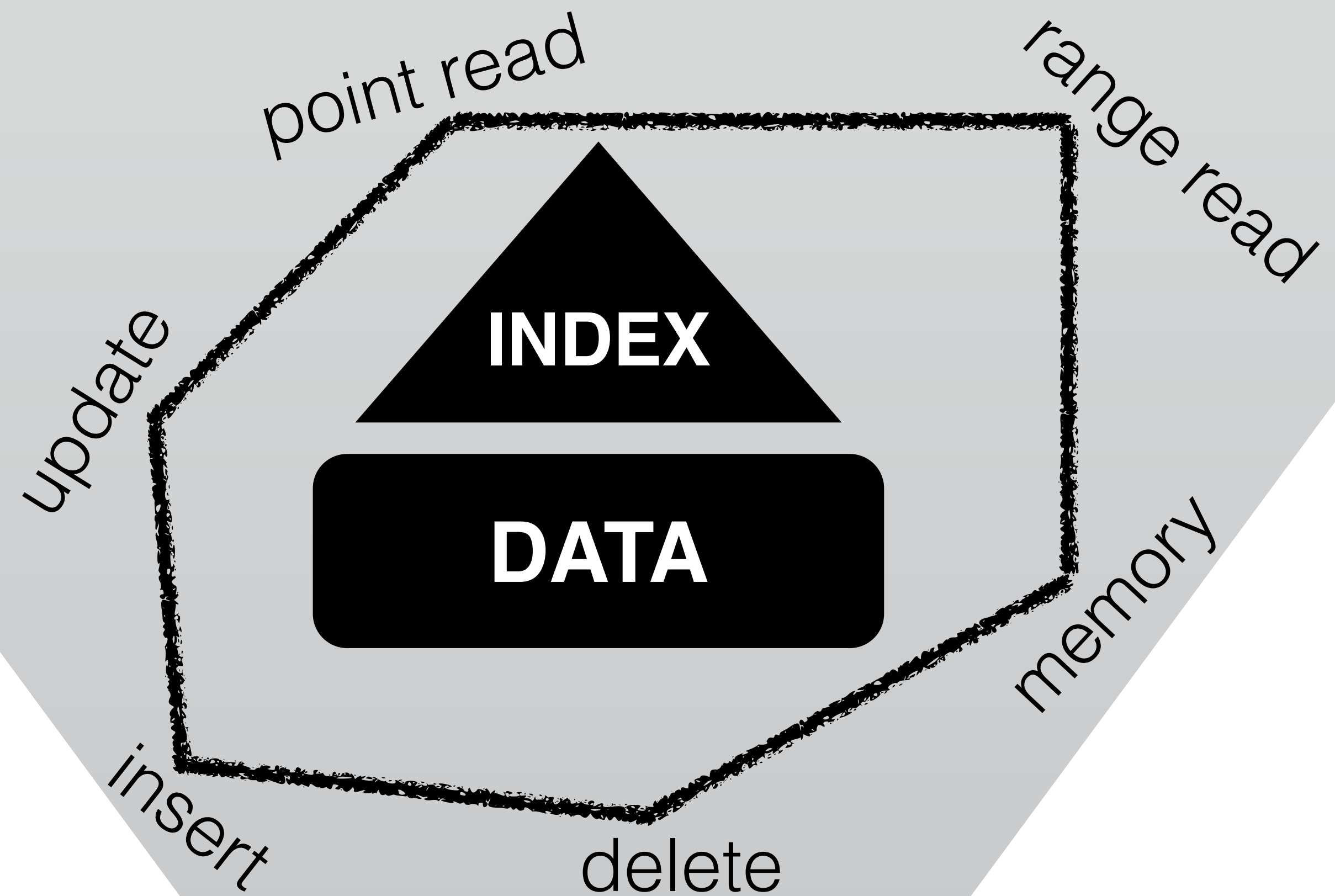


update

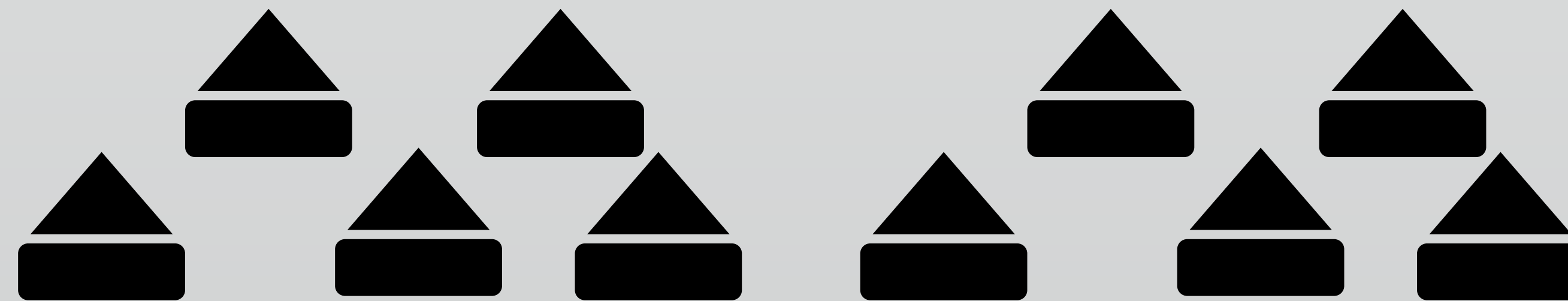
memory



ALGORITHMS



SYSTEMS



ALGORITHMS

INDEX

DATA

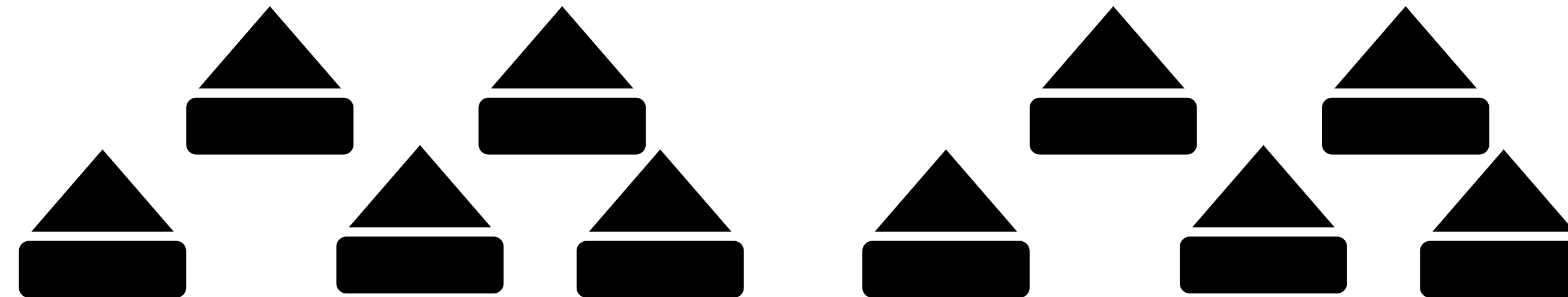
NoSQL systems are the backbone of the BigData and AI era

LSM-tree

FACEBOOK, AMAZON, GOOGLE, TWITTER, LINKEDIN

KV-stores

MACHINE LEARNING, SQL, CRYPTO, SCIENCE



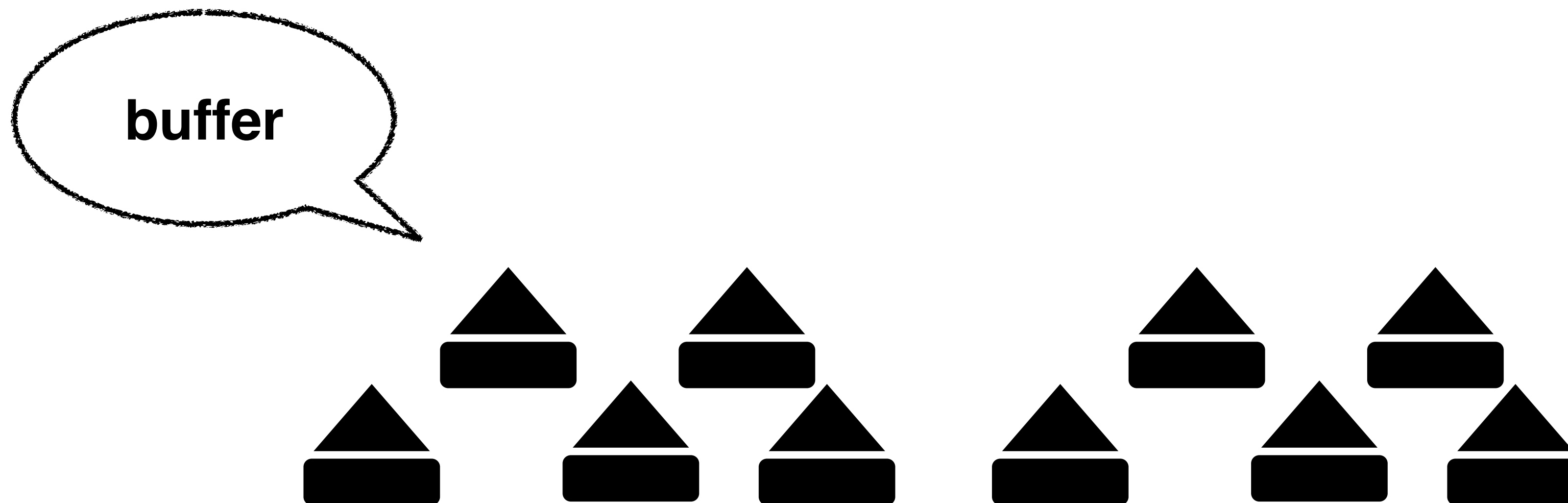
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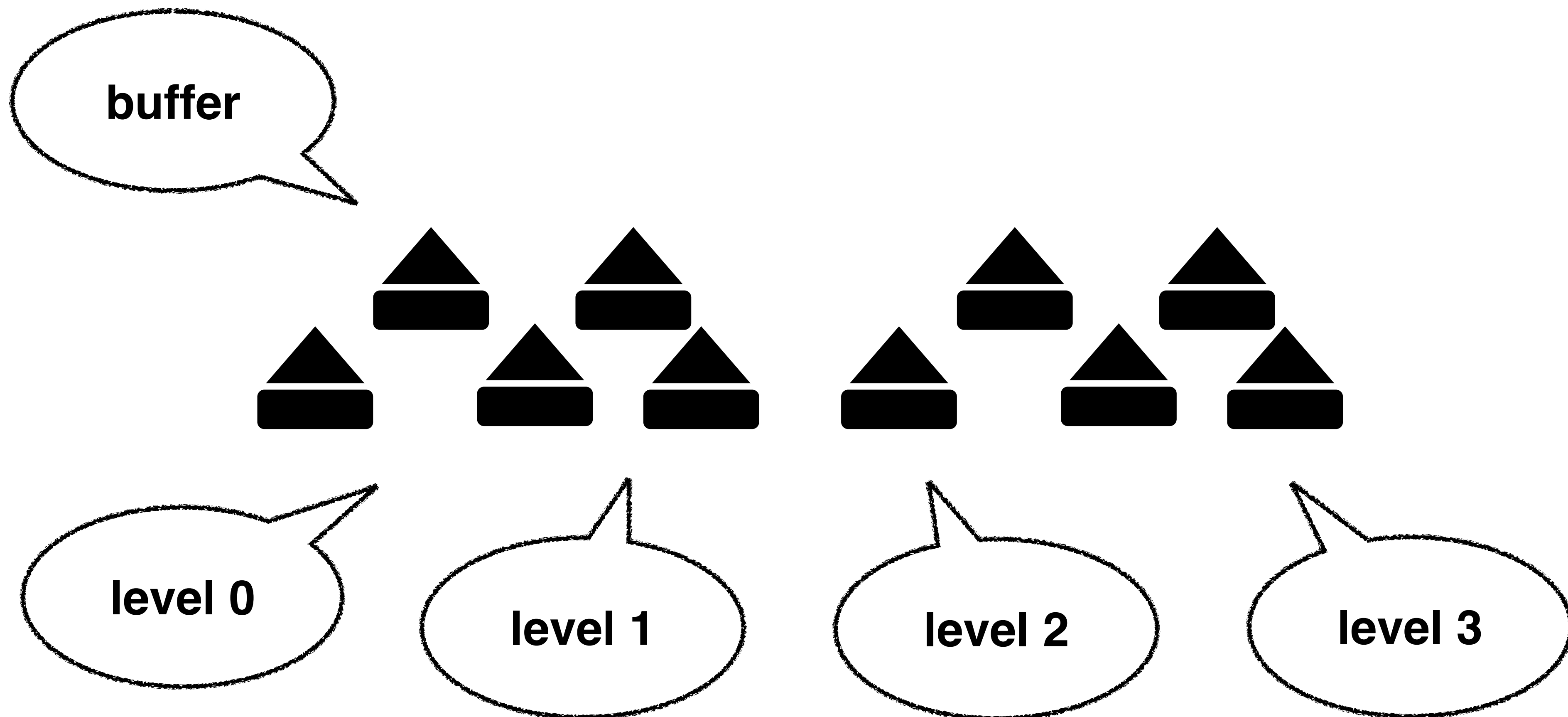
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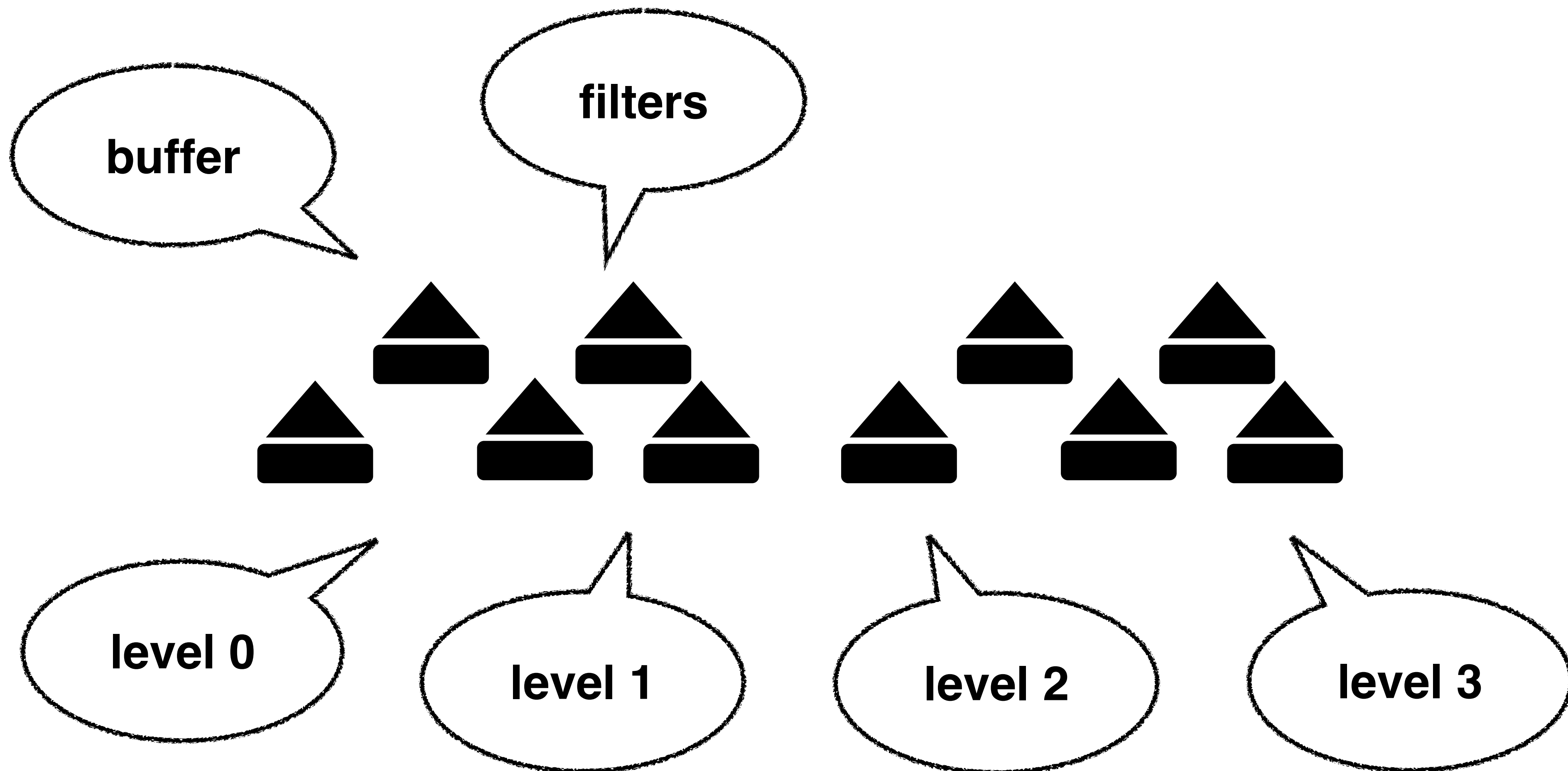
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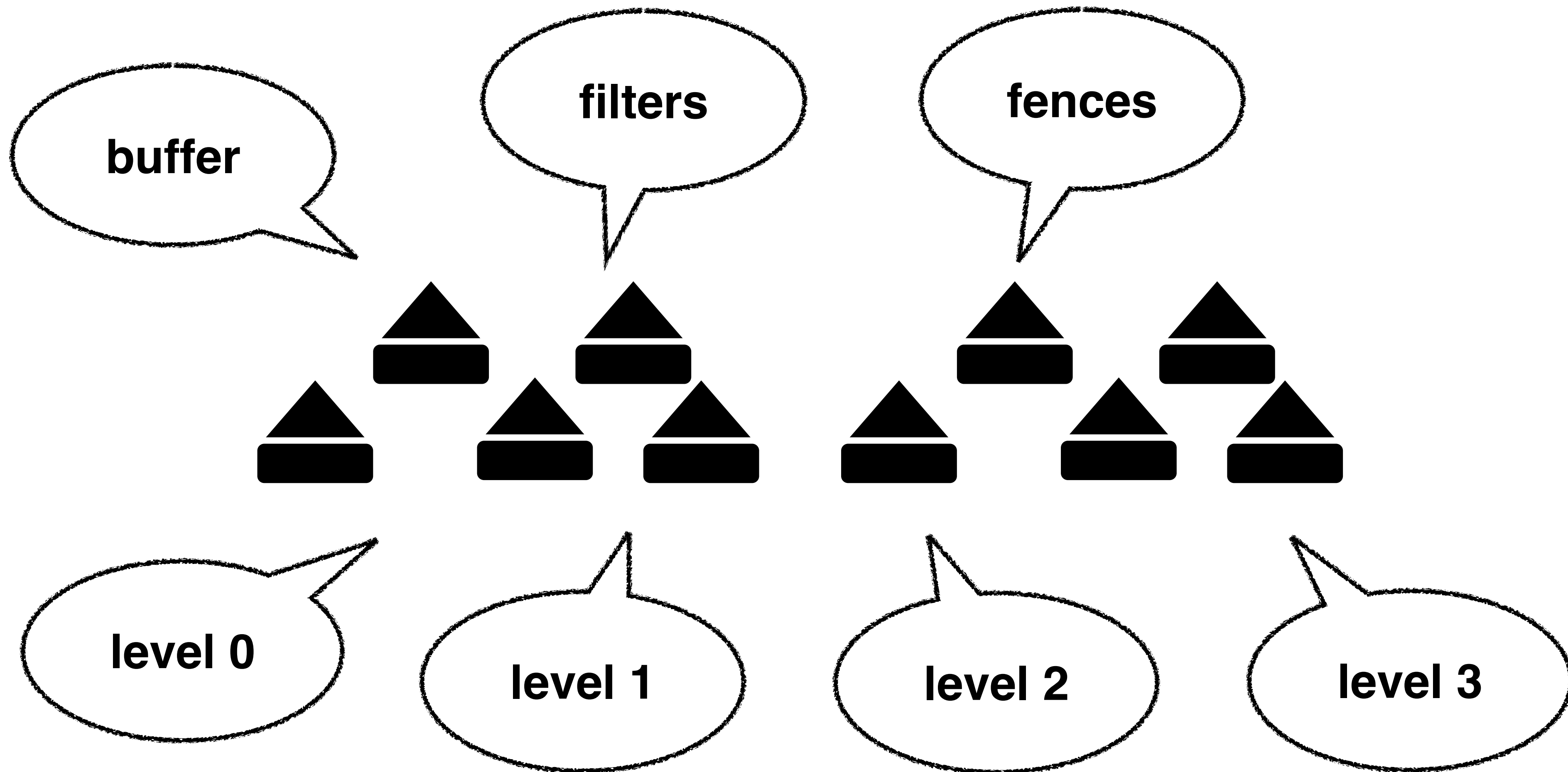
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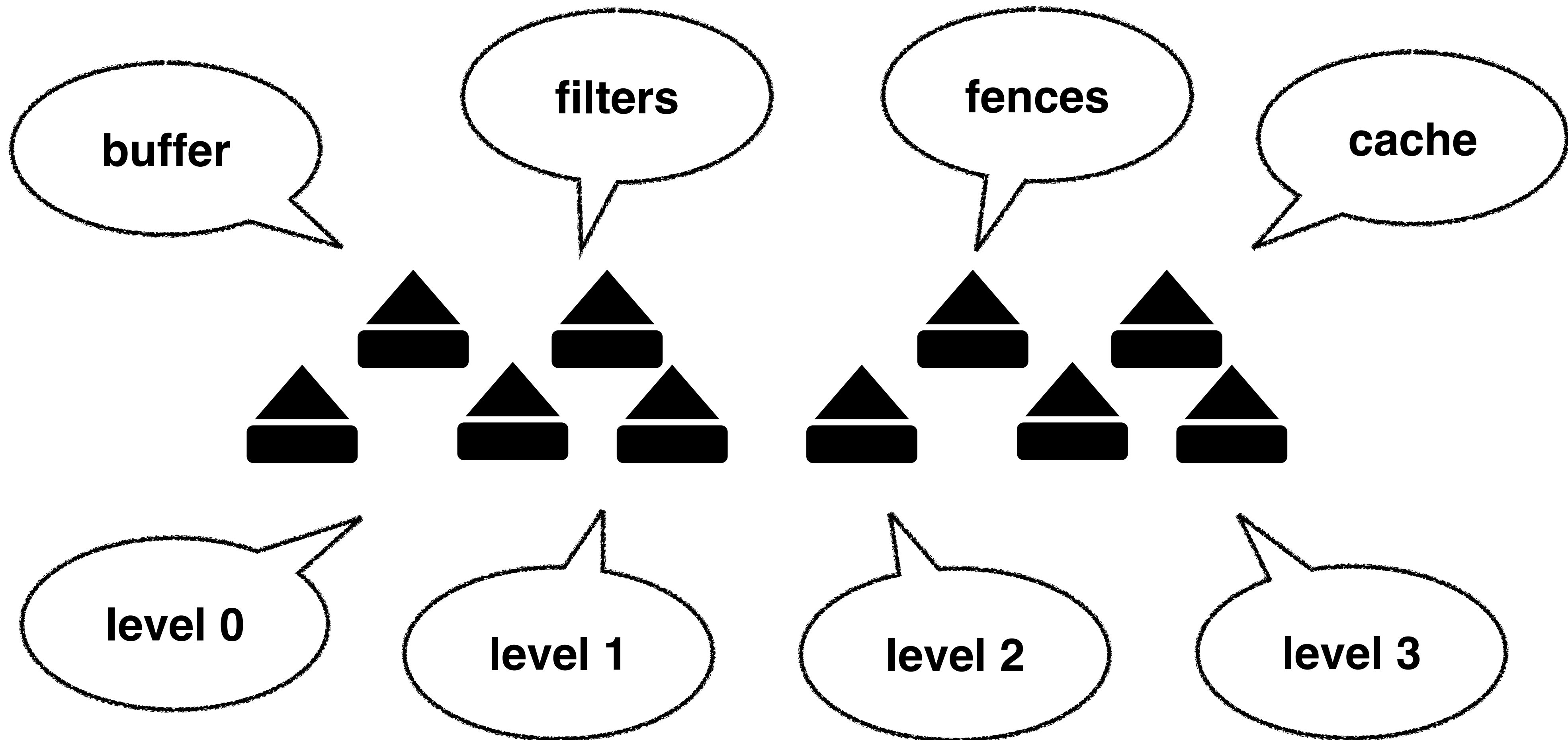
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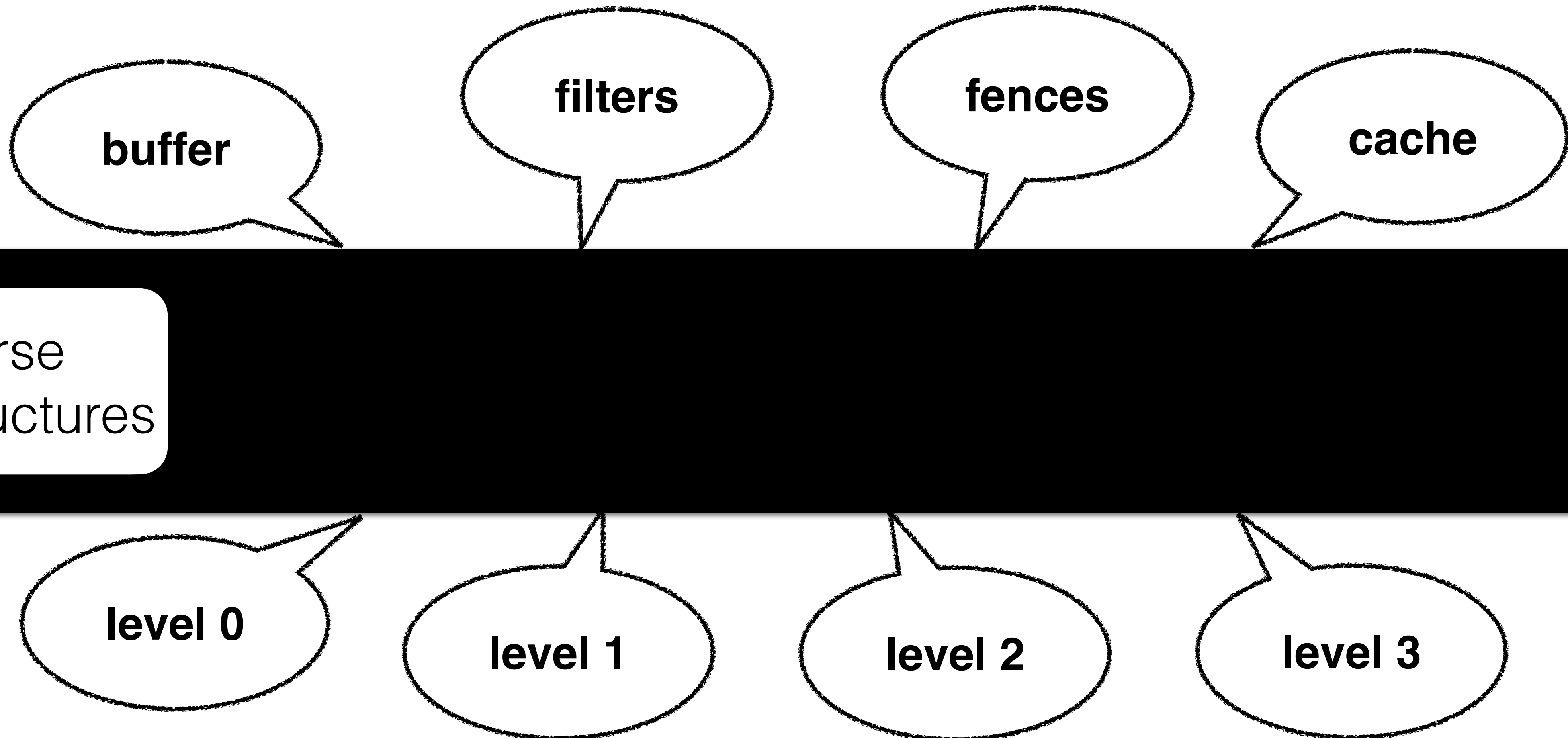
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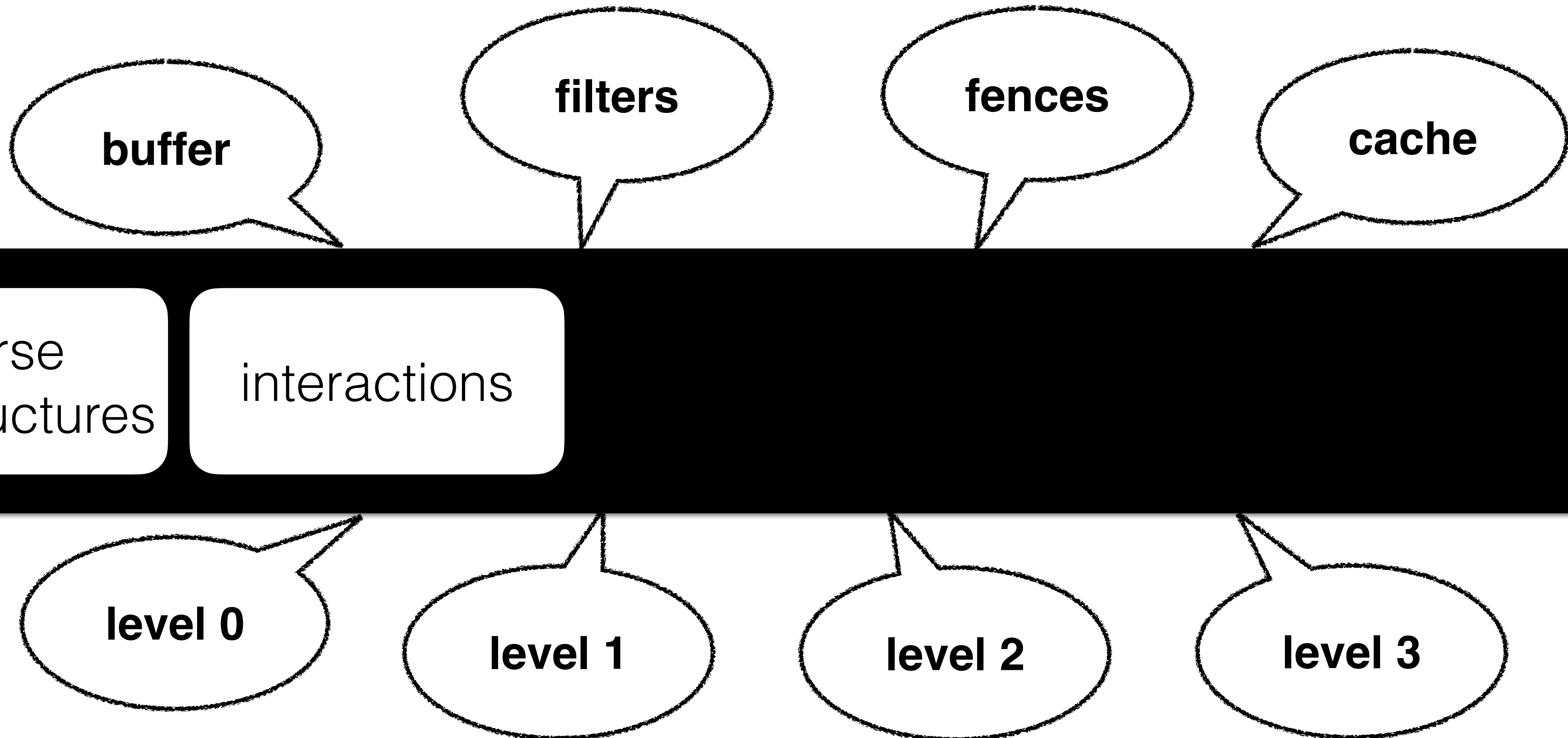
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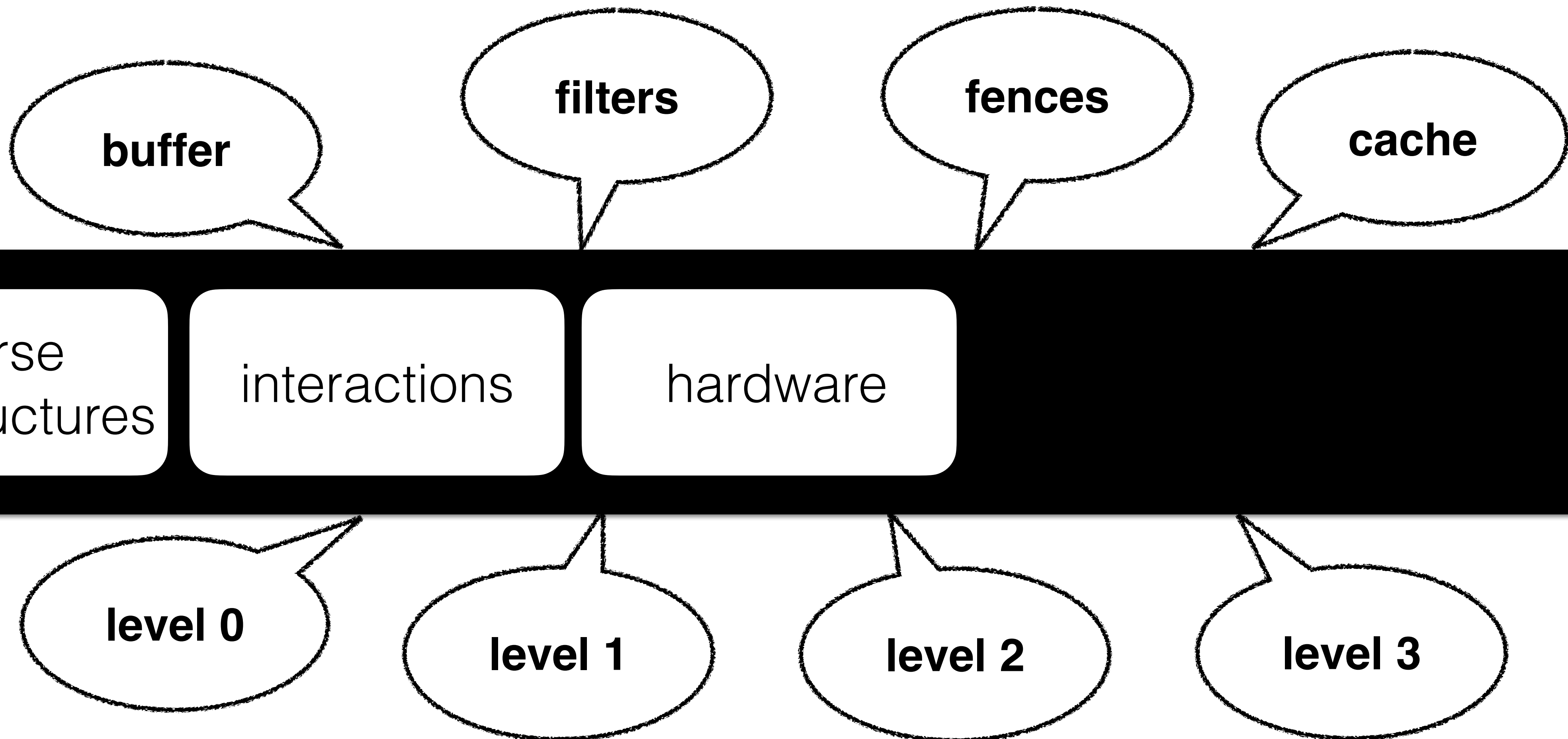
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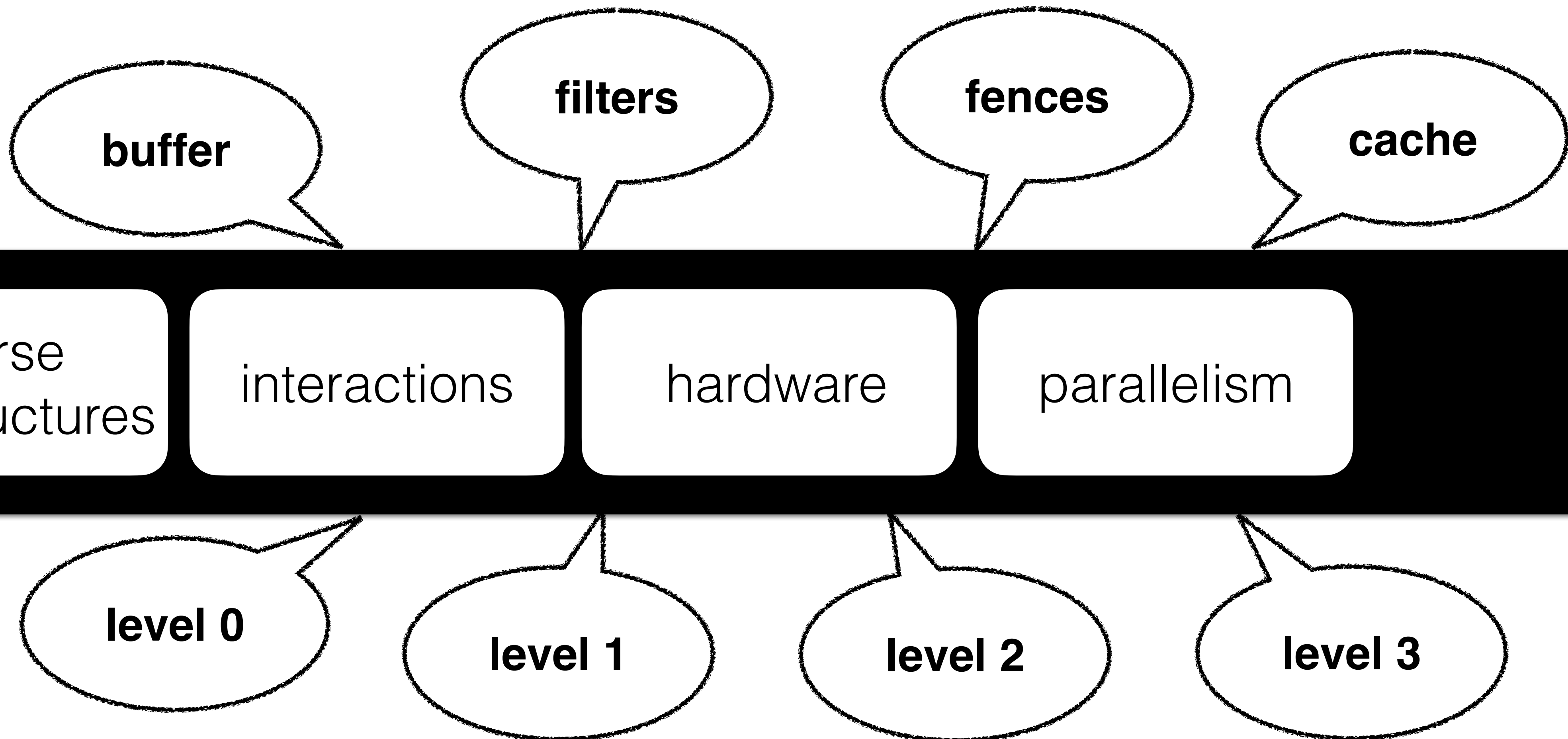
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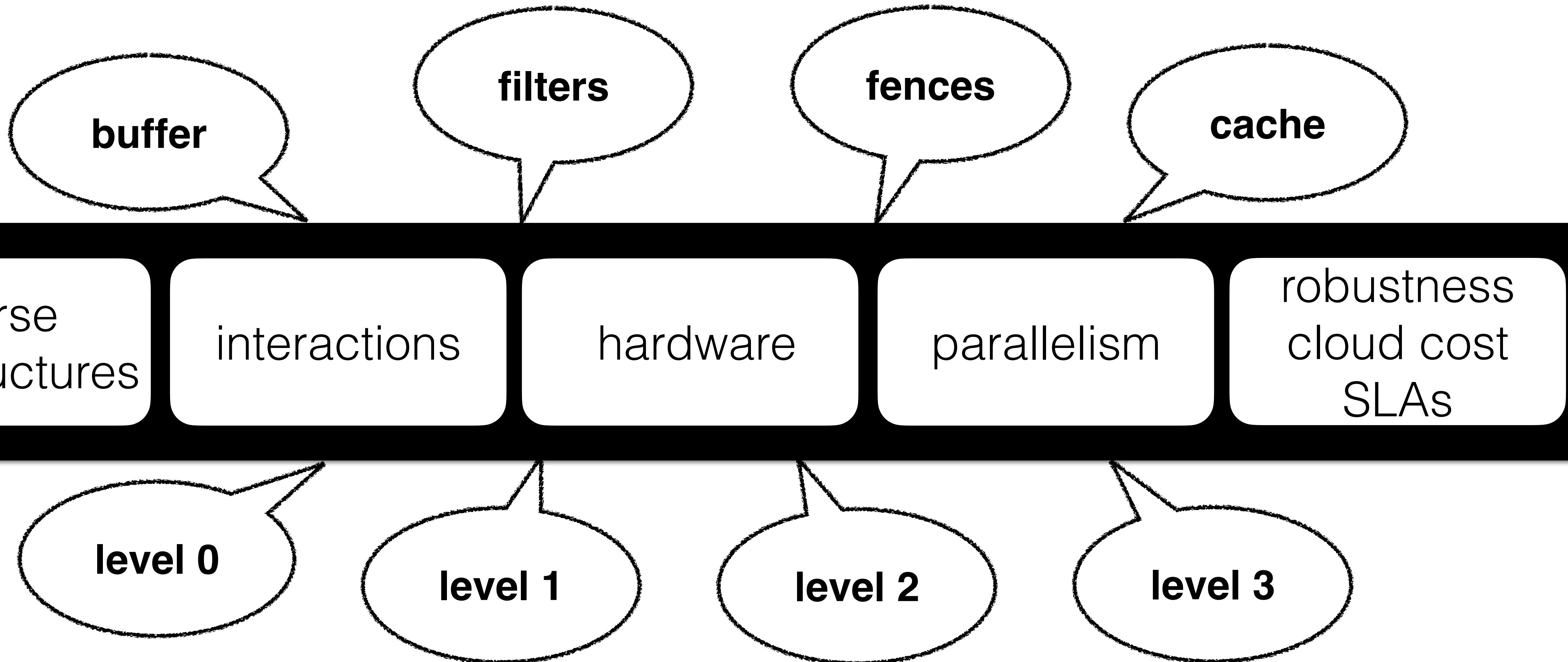
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buffer

filters

fences

cache

diverse
data structures

interactions

hardware

parallelism

robustness
cloud cost
SLAs

There exist numerous variations of NoSQL KV-stores
LSM-tree variants, B-trees (MongoDB), Hash-index (Microsoft)



diverse
data structures

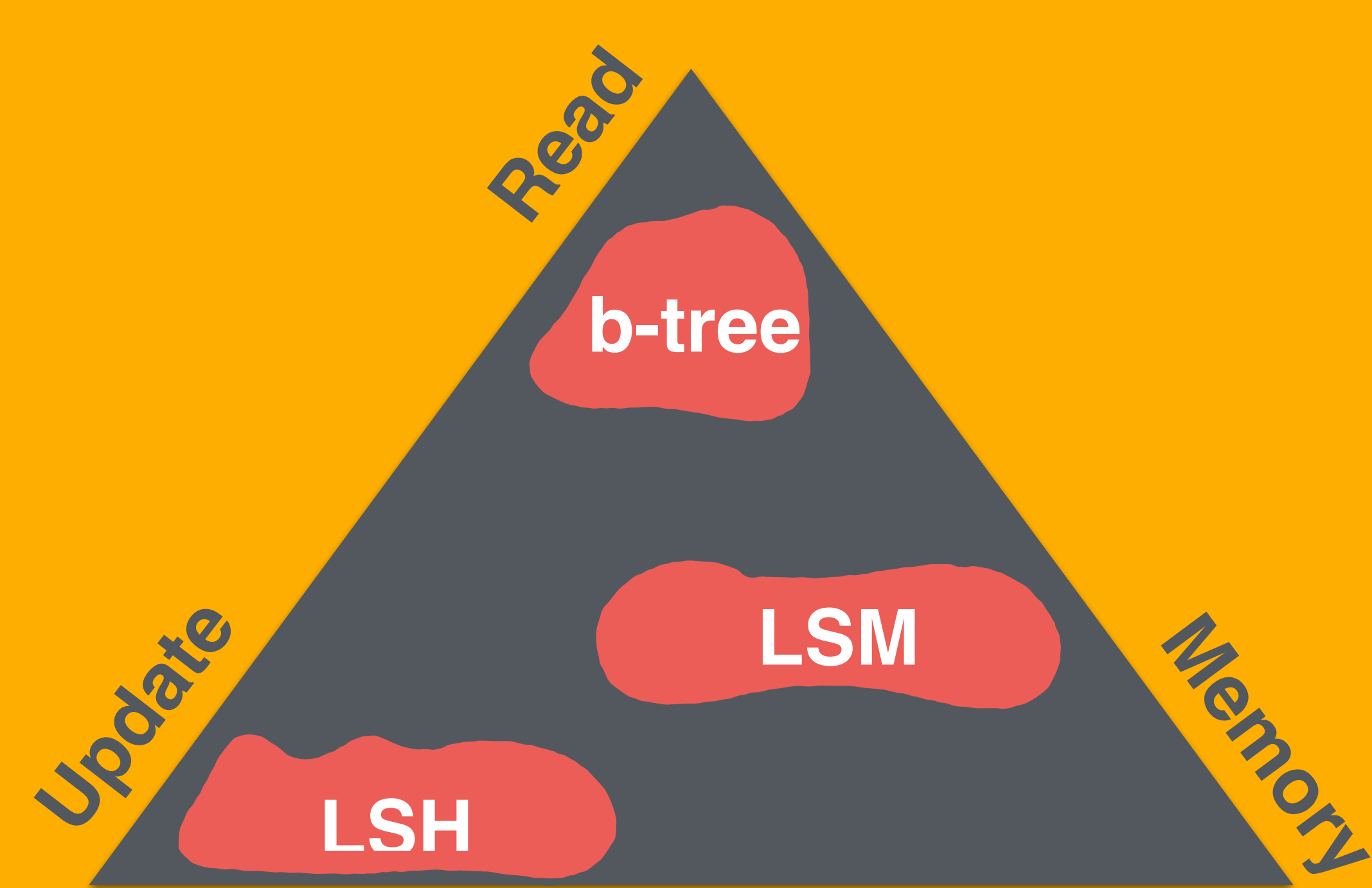
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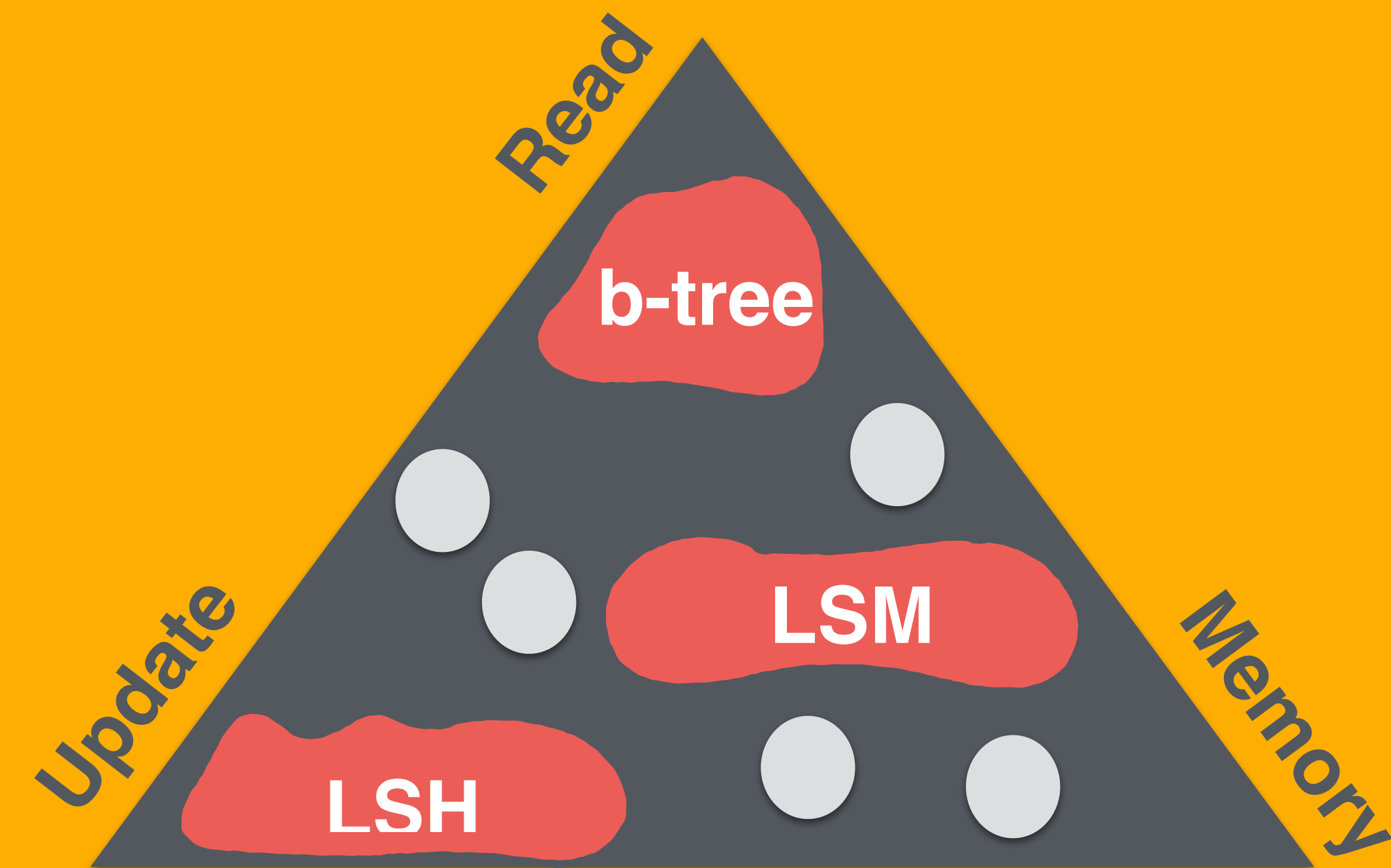
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**Constant and increasing efforts
for new system designs as
applications & hardware change**

diverse
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Requirements/Goals



diverse
data structures

interactions

hardware

parallelism

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Requirements/Goals

data & queries



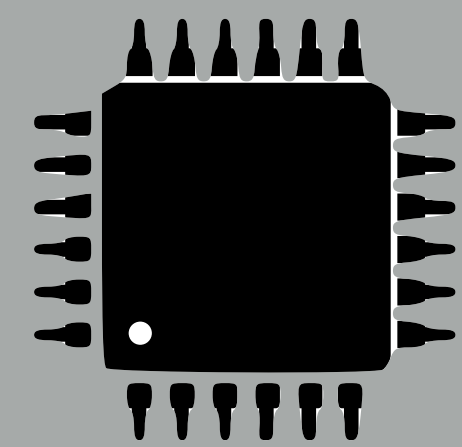

performance



budget

\$\$\$

Context



SLA

diverse
data structures

interactions

hardware

parallelism

robustness
cloud cost
SLAs

Requirements/Goals

data & queries



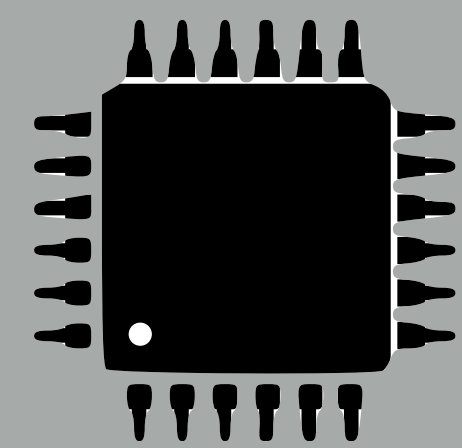

performance



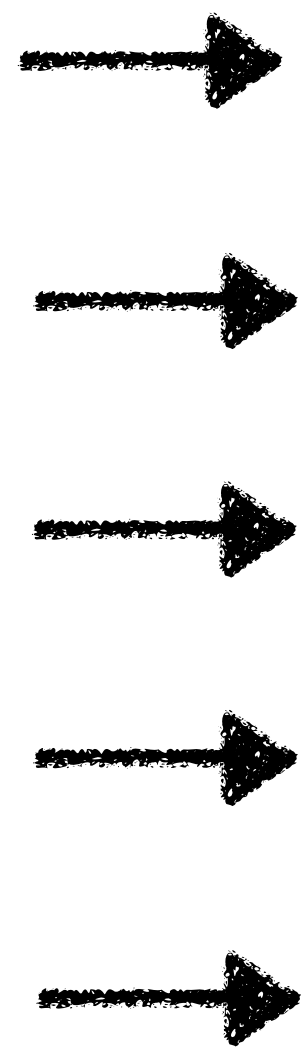
budget

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Context



SLA



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cloud cost
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data & queries



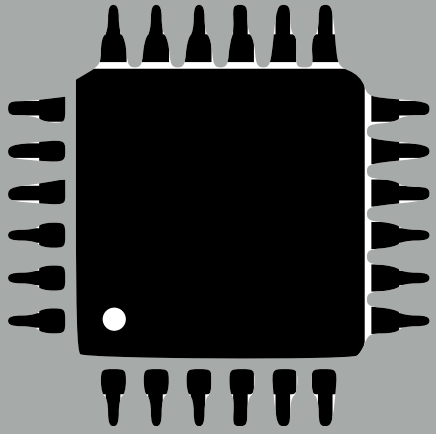

performance



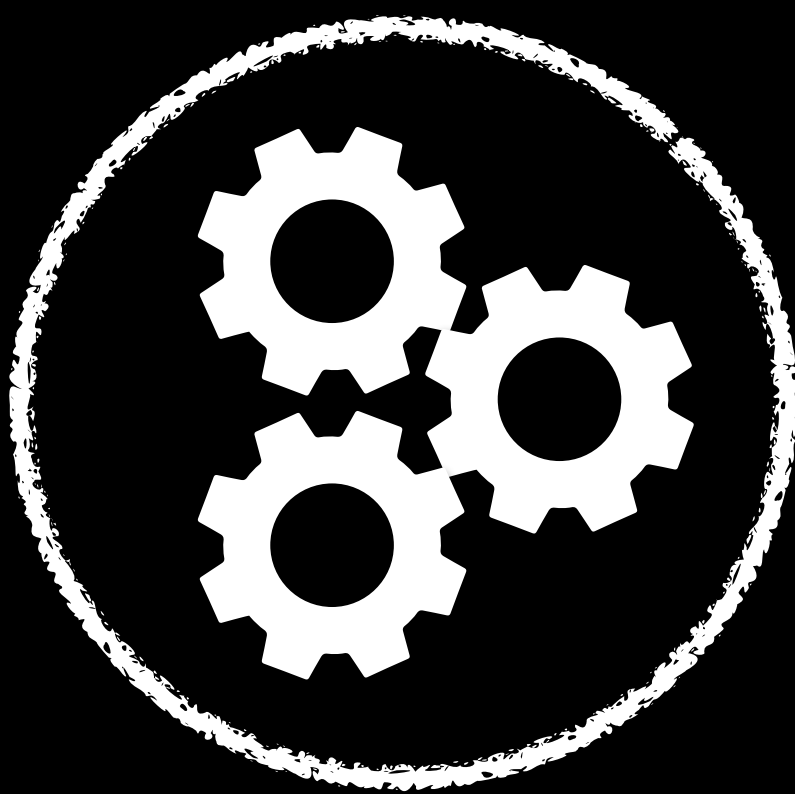
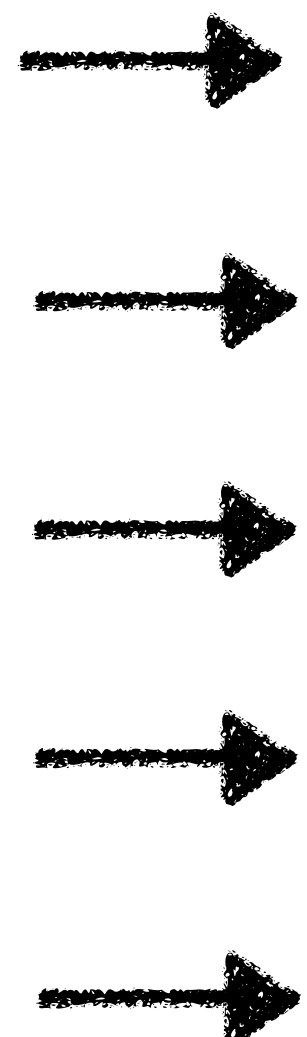
budget

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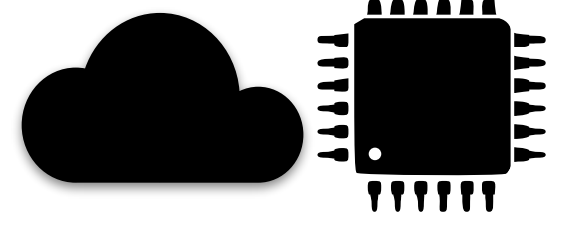
SLA

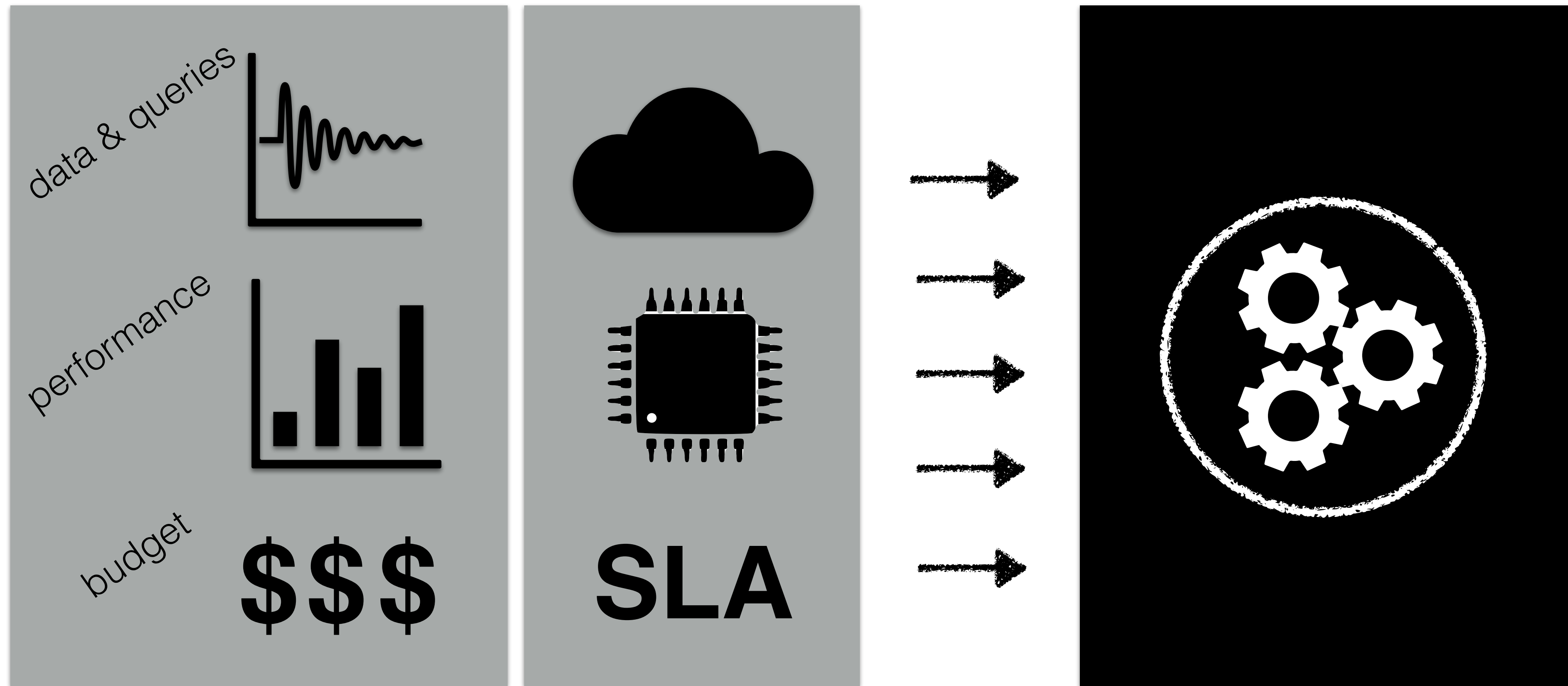


best

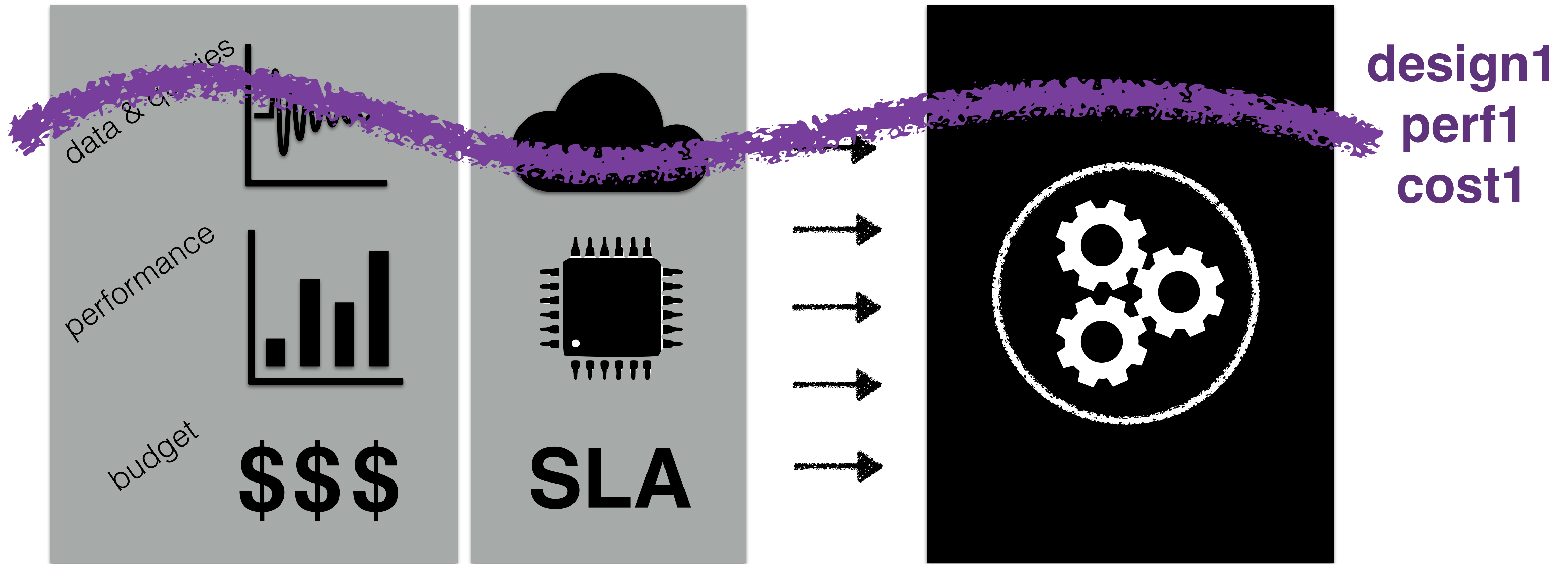


SYSTEM
design & code

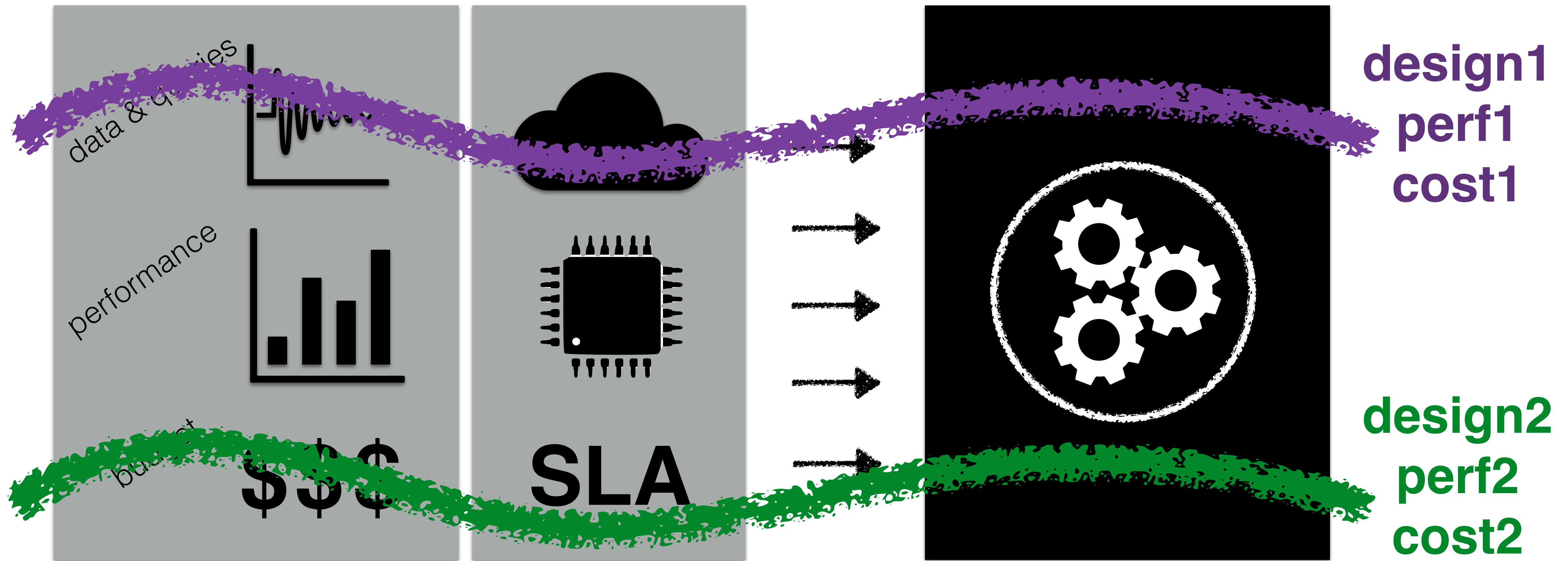




 **what-if reasoning**



 **what-if reasoning**



 **what-if reasoning**

AUTO DESIGN



Rob Tarjan, Turing Award 1986

“IS THERE A CALCULUS OF DATA STRUCTURES

by which one can choose the appropriate representation
and techniques for a given problem?” (SIAM, 1978)

[P vs NP, average case, constant factors vs asymptotic, low bounds]



IS THERE A CALCULUS OF SYSTEMS?



Rob Tarjan, Turing Award 1986

“IS THERE A CALCULUS OF DATA STRUCTURES

by which one can choose the appropriate representation
and techniques for a given problem?” (SIAM, 1978)

[P vs NP, average case, constant factors vs asymptotic, low bounds]

the **grammar** of systems design



the **grammar** of systems design

*action is for nothing
hope the most holy
am fear free form of
ultimate I theory*

Nikos Kazantzakis, philosopher



the **grammar** of systems design

*action is
the most holy
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*I hope for nothing
I fear nothing
I am free*

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alphabet

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**words
alphabet**

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**grammar/
sentences**

words

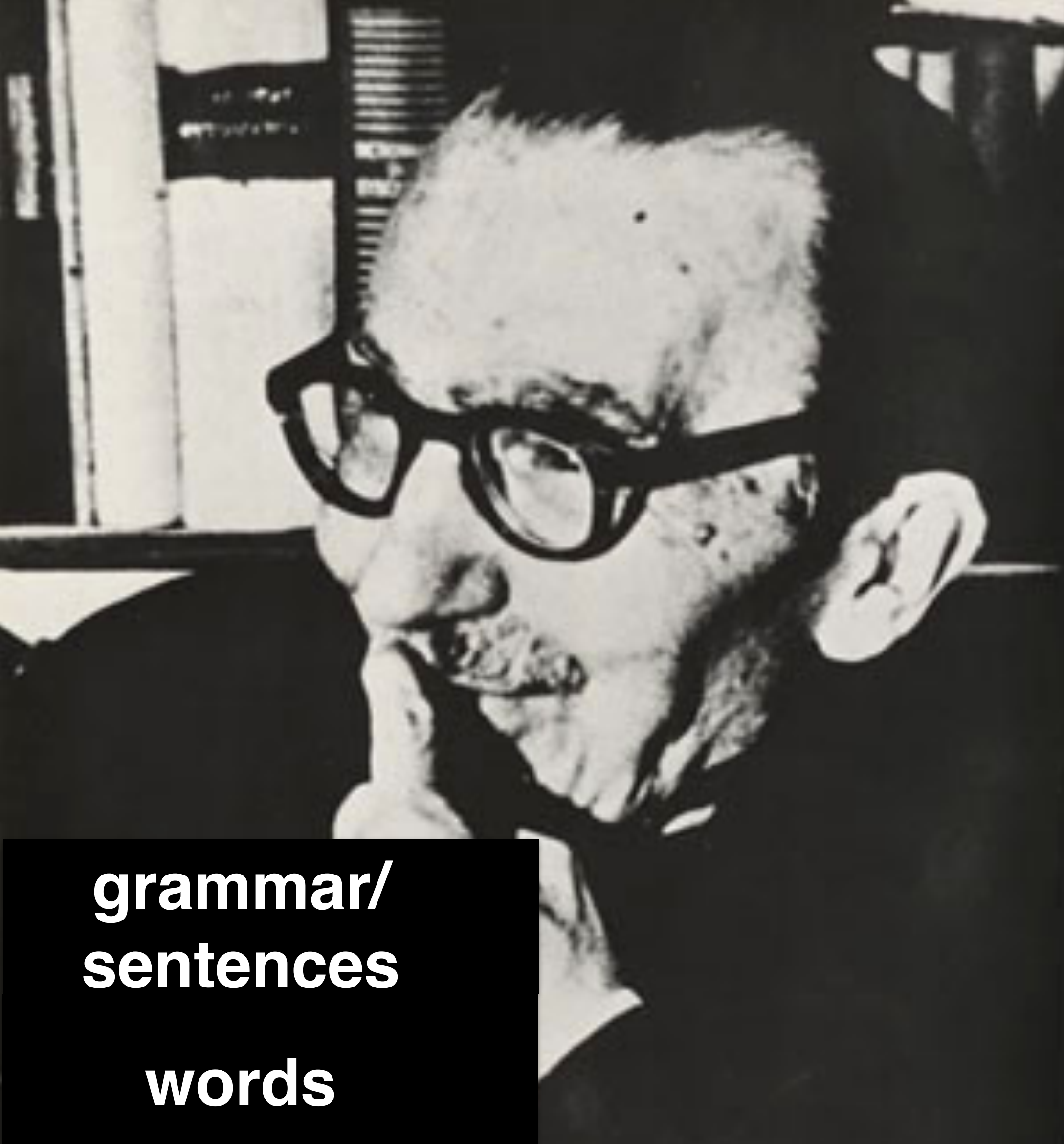
alphabet

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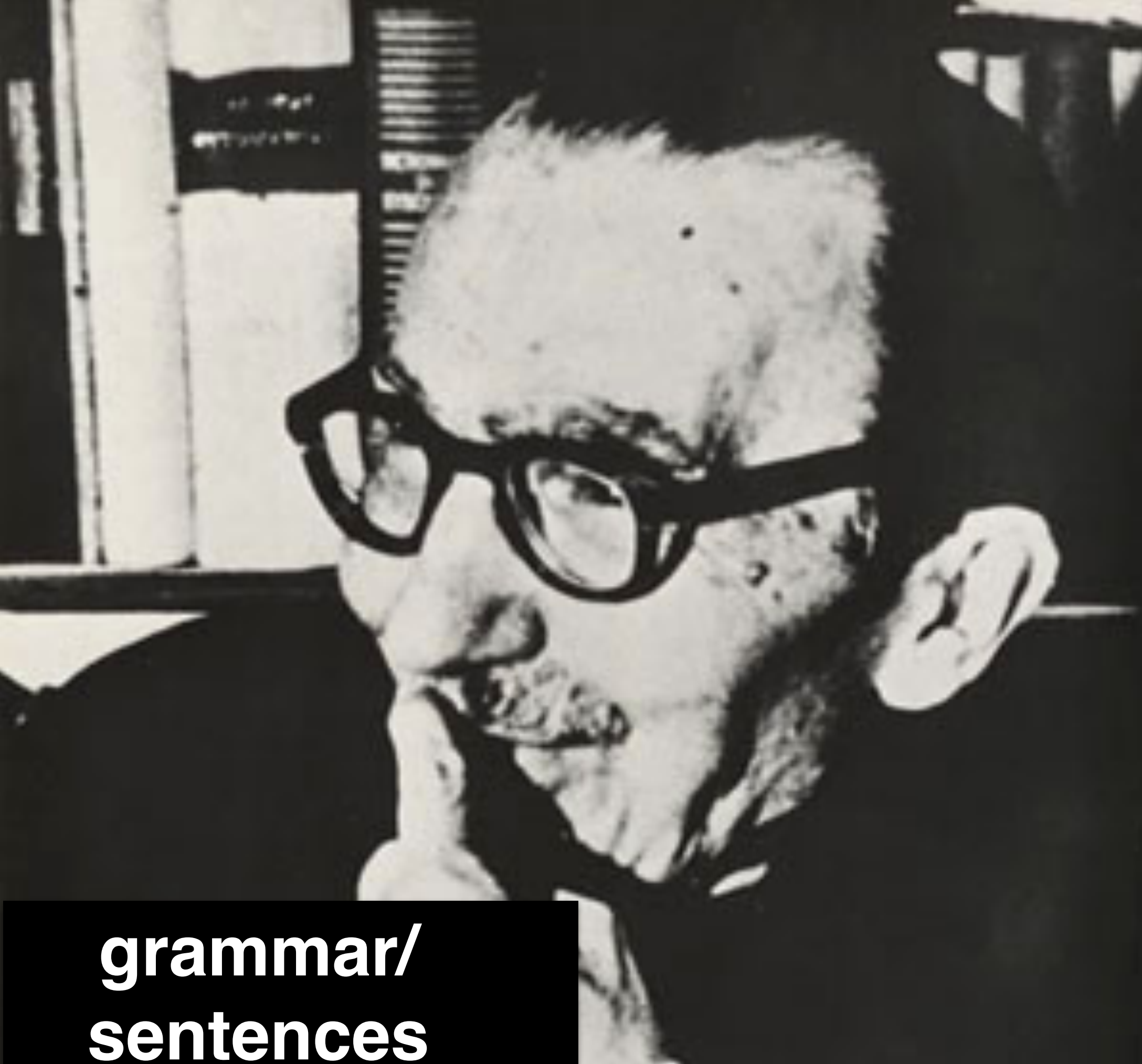
principles

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action is

the

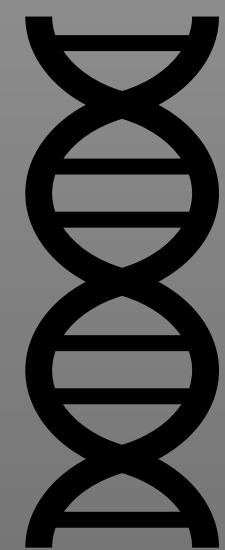
*most holy
of
form
theory*

which are “all”
possible *systems*
we may ever invent?

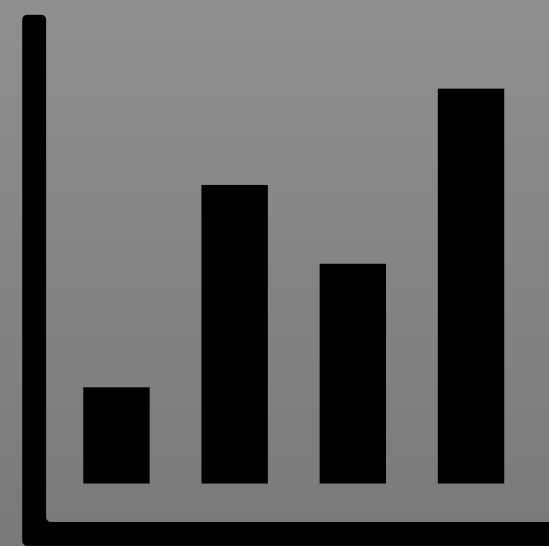
I hope for nothing

I fear nothing

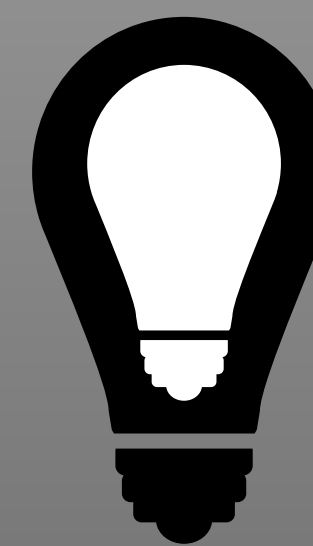
I am free



DESIGN SPACE

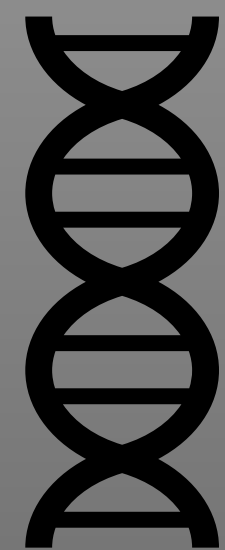
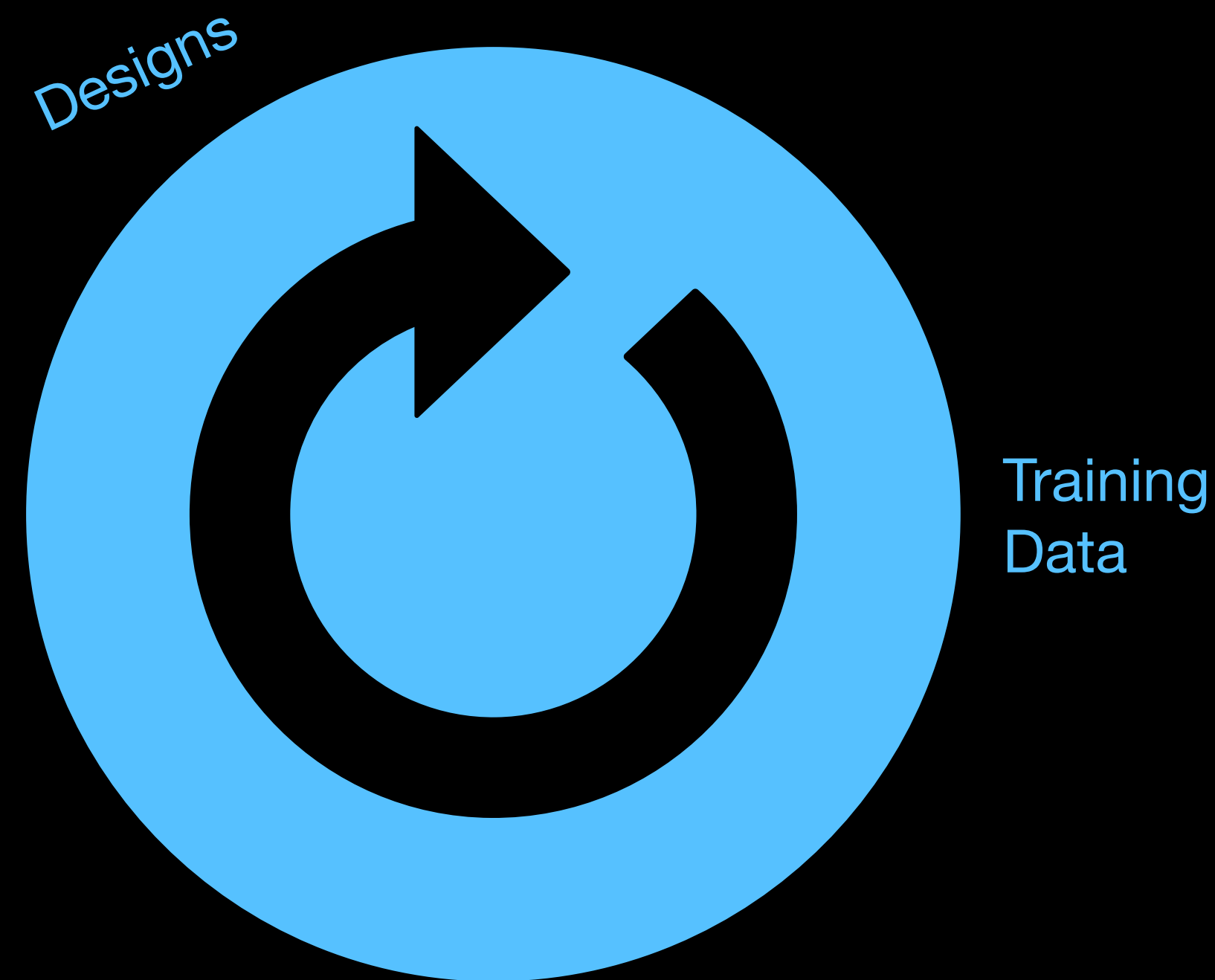


PERFORMANCE
ESTIMATION

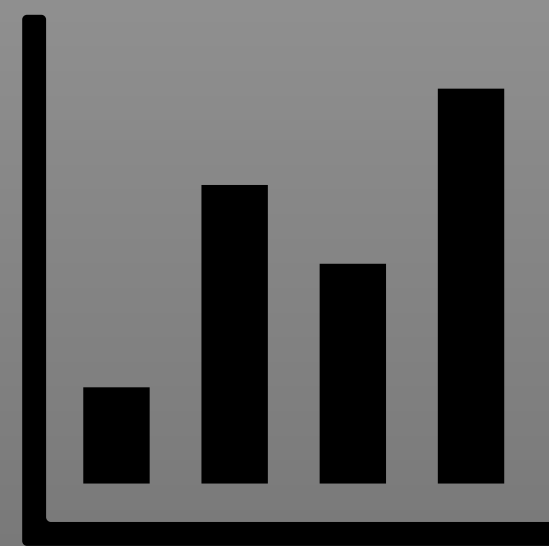


FIND BEST DESIGN

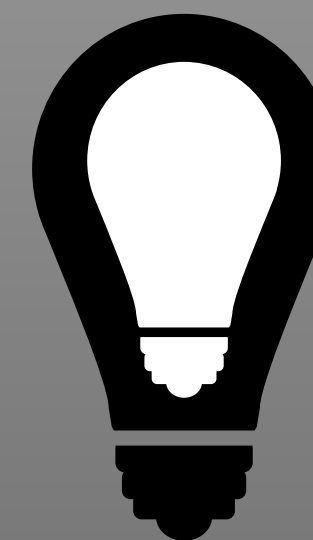
PERPETUAL LEARNING POSSIBLE



DESIGN SPACE



PERFORMANCE
ESTIMATION



FIND BEST DESIGN

SIGMOD'18

MORE DATA STRUCTURES THAN STARS IN THE SKY

(The most fundamental component of computer science/AI)

5×10^3



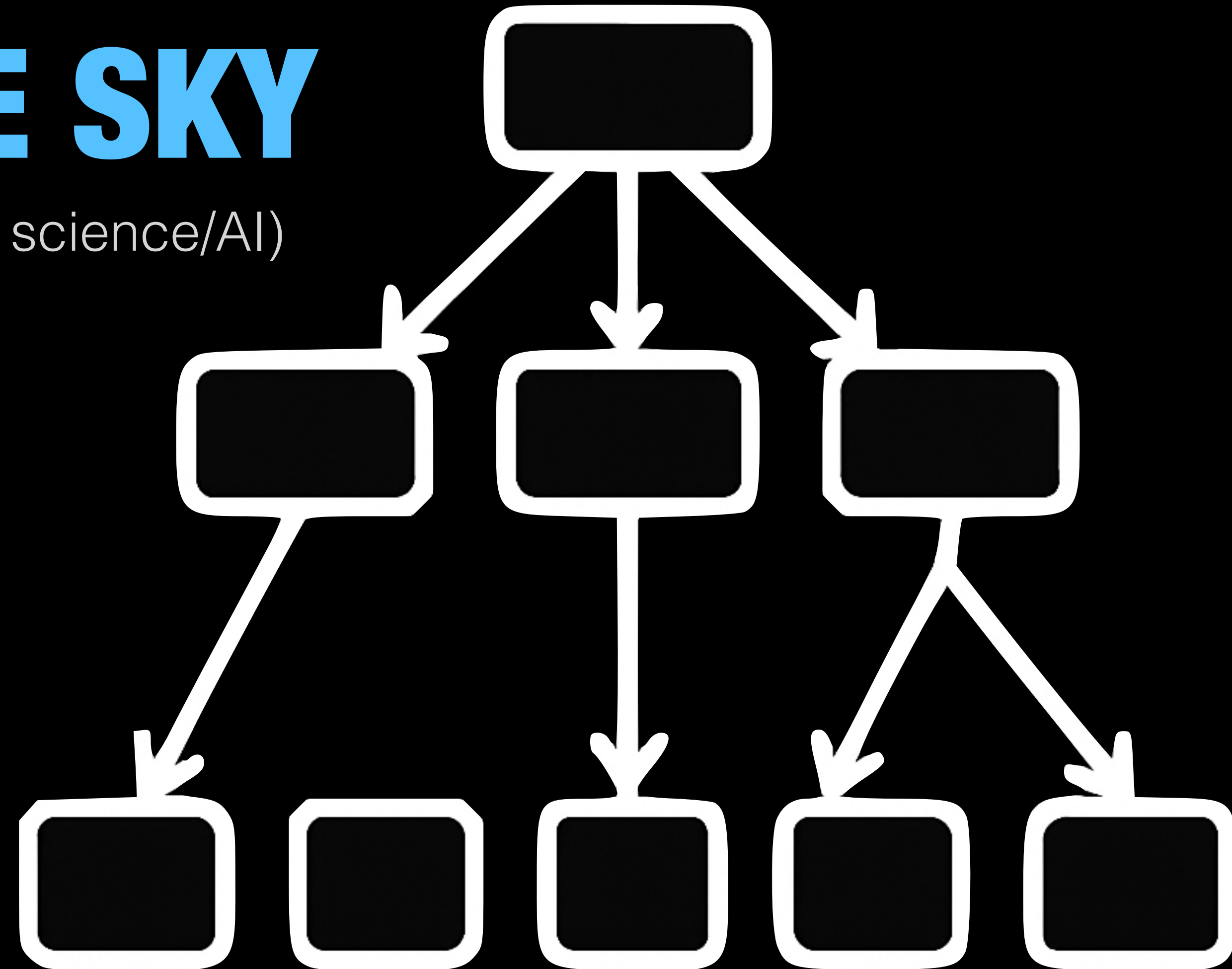
Literature

10^{24}



Stars

$>10^{48}$

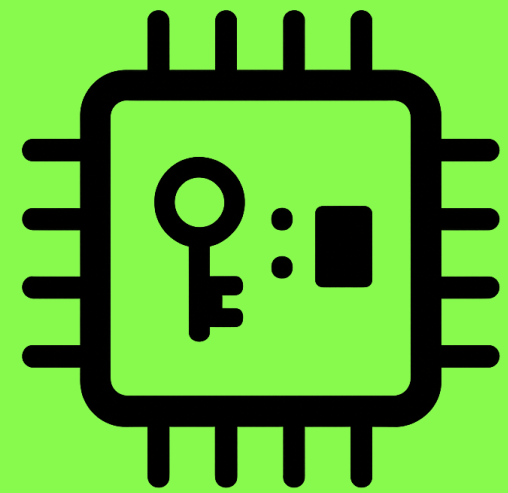


Possibilities We Discovered

10-100X FASTER SYSTEMS

Limousine: NoSQL KV-Store

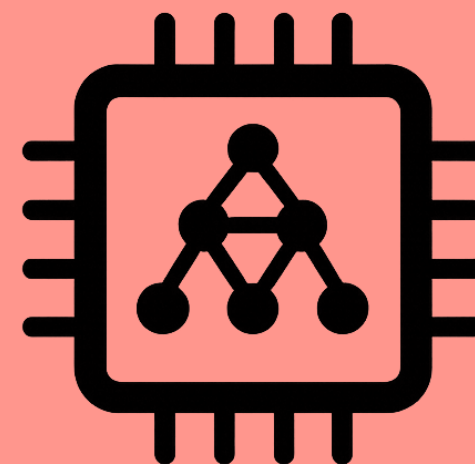
Agents' context management,
but also all kinds of big data infra



SIGMOD'24, VLDB'22

Image Calculator: Image AI

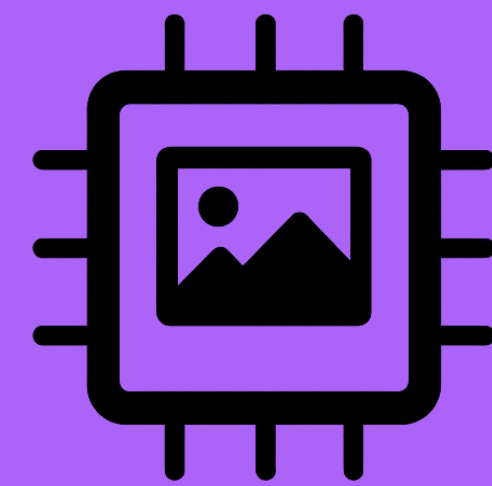
Storage for Training and Inference



SIGMOD'24, CIDR'25

TorchTitan with PyTorch@META

Large Model Training Algorithms



MLsys 2023, ICLR'25

Now doing the same with RAG, Agents, LLMs, ...

CS 265

Stratos Idreos

BIG DATA SYSTEMS

NoSQL | Neural Networks | Image AI | LLMs | Data Science