## SPARK PROGRAMMING CHEAT SHEET\_kirupagaran.com

T	ransformations (return new RDDs - Lazy)
Where	Function
RDD	map(function)
RDD	filter(function)
OrderedRDD Functions	filterByRange(lower, upper)
RDD	flatMap(function)
RDD	mapPartitions(function)
RDD	mapPartitionsWithIndex(function)
RDD	sample(withReplacement, fraction, seed)
RDD	union(otherDataset)
RDD	intersection(otherDataset)
RDD	distinct([numTasks])
RDD	cartesian(otherDataset)
RDD	pipe(command, [envVars])
RDD RDD	coalesce(numPartitions)
	repartition(numPartitions)
PairRDD Functions	groupByKey([numTasks])
PairRDD Functions	reduceByKey(function, [numTasks])
PairRDD Functions	aggregateByKey(zeroValue)(seqOp, combOp, [numTasks])
OrderedRDD Functions	sortByKey([ascending], [numTasks])
PairRDD Functions	join(otherDataset, [numTasks])
PairRDD Functions	cogroup(otherDataset, [numTasks])
OrderedRDD Functions	repartitionAndSortWithinPartitions(partitioner)
	Actions (return values - NOT Lazy)
Where	Function
RDD	reduce(function)
RDD	collect()
RDD	count()
RDD	countByValue()
RDD	first()
RDD	take(n)
RDD	takeSample(withReplacement, num, [seed])
RDD	takeOrdered(n, [ordering])
RDD	saveAsTextFile(path)
SequenceFileRDD	
Functions	saveAsSequenceFile(path) (Java and Scala)
RDD	saveAsObjectFile(path) (Java and Scala)
PairRDD Functions	countByKey()
RDD	foreach(function)
	Persistence Methods
Where	Function
RDD	cache()
RDD	persist([Storage Level])
RDD	unpersist()
RDD	checkpoint()
	Additional Transformation and Actions
Where	Function
SparkContext	doubleRDDToDoubleRDDFunctions
SparkContext	numericRDDToDoubleRDDFunctions
SparkContext	rddToPairRDDFunctions
SparkContext	hadoopFile()
SparkContext	hadoopRDD()
SparkContext	makeRDD()
SparkContext	parallelize()
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SparkContext	textFile()	
SparkContext	wholeTextFiles()	
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Extended RDDs w/ Custom Transformations and Actions		
RDD Name	Description	
0.0 1000	A RDD that cogroups its parents. For each key k in parent	
CoGroupedRDD	RDDs, the resulting RDD contains a tuple with the list of	
	values for that key.	
E.L., DDD	Storing the edges in columnar format on each partition for	
EdgeRDD	performance. It may additionally store the vertex	
	attributes associated with each edge.	
	An RDD that executes an SQL query on a JDBC connection and	
JdbcRDD	reads results. For usage example, see test case	
01 663 1000	JdbcRDDSuite.	
ShuffledRDD	The resulting RDD from a shuffle.	
, , , , , , , , , , , , , , , , , , ,	Ensures that there is only one entry for each vertex and	
VertexRDD	by pre-indexing the entries for fast, efficient joins.	
	Streaming Transformations	
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Where	Function	
DStream	window(windowLength, slideInterval)	
DStream	countByWindow(windowLength, slideInterval)	
DStream	reduceByWindow(function, windowLength, slideInterval)	
PairDStream Functions	reduceByKeyAndWindow(function, windowLength,	
Tarrescream randerons	slideInterval, [numTasks])	
PairDStream Functions	reduceByKeyAndWindow(function, invFunc, windowLength,	
Tarroscream runcerons	slideInterval, [numTasks])	
DStream	countByValueAndWindow(windowLength, slideInterval,	
	[numTasks])	
DStream	transform(function)	
PairDStream Functions	undateStateByKoy(function)	
updateStateByKey(function)  RDD Persistence		
Storage Level Meaning		
MEMORY_ONLY (default level)	Store RDD as deserialized Java objects. If the RDD does	
	not fit in memory, some partitions will not be cached and	
	l '	
	will be recomputed on the fly when needed.	

Storage Level	Meaning
MEMORY_ONLY (default level)	Store RDD as deserialized Java objects. If the RDD does
	not fit in memory, some partitions will not be cached and
	will be recomputed on the fly when needed.
MEMORY_AND_DISK	Store RDD as deserialized Java objects. If the RDD does
	not fit in memory, store the partitions that don't fit on
	disk, and load them when they're needed.
MEMORY_ONLY_SER	Store RDD as serialized Java objects. Generally more space
	efficient than deserialized objects, but more CPU-
	intensive to read.
	Similar to MEMORY_ONLY_SER, but spill partitions that
MEMORY_AND_DISK_SER	don't fit in memory to disk instead of recomputing them on
	the fly each time they're needed.
DISK_ONLY	Store the RDD partitions only on disk.
MEMORY_ONLY_2, MEMORY_AND_DISK_2, etc	Same as the levels above, but replicate each partition on
	two cluster nodes.
	two cruster nodes.

## Shared Data

**Broadcast Variables**: Broadcast variables allow the programmer to keep a readonly variable cached on each machine rather than shipping a copy of it with tasks.

Language	Create, Evaluate
Scala	val broadcastVar = sc.broadcast(Array(1, 2, 3))
	broadcastVar.value
Java	<pre>Broadcast<int[]> broadcastVar = sc.broadcast(new int[] {1, 2, 3});</int[]></pre>

	broadcastVar.value();
Python	broadcastVar = sc.broadcast([1, 2, 3])
	broadcastVar.value

Accumulators: Accumulators are variables that are only "added" to through an associative operation and can therefore be efficiently supported in parallel.

Language	Create, Add, Evaluate	
Scala	val accum = sc.accumulator(0, My Accumulator)	
	sc.parallelize(Array(1, 2, 3, 4)).foreach( $x \Rightarrow accum += x$ )	
	accum.value	
Java	Accumulator <integer> accum = sc.accumulator(0);</integer>	
	<pre>sc.parallelize(Arrays.asList(1, 2, 3, 4)).foreach(x -&gt; accum.add(x))</pre>	
	accum.value();	
Python	accum = sc.accumulator(0)	
ML1ib Reference		
Topic	Description	
Data types	Vectors, points, matrices.	
Basic Statistics	Summary, correlations, sampling, testing and random data.	
Classification and regression	Includes SVMs, decision trees, naïve Bayes, etc	
Collaborative filtering	Commonly used for recommender systems.	
Clustering	Clustering is an unsupervised learning approach.	
Dimensionality reduction	Dimensionality reduction is the process of reducing the number of variables under consideration.	
Feature extraction and transformation	Used in selecting a subset of relevant features (variables, predictors) for use in model construction.	
Frequent pattern mining	Mining is usually among the first steps to analyze a large scale dataset.	
Optimization	Different optimization methods can have different convergence guarantees.	
PMML model export	MLlib supports model export to Predictive Model Markup Language.	