



UMD DATA605 - Big Data Systems

8.4: Map Reduce Algorithms

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MapReduce: Applications

- Major classes of applications
 - Text tokenization, indexing, and search
 - Processing of large data structures
 - Data mining and machine learning
 - Link analysis and graph processing

Example: Language Model

- Statistical machine translation
 - Need to count number of times every 5-word sequence occurs in a large corpus of documents
- Large Language Models
 - OpenAI GPT
- Very easy with MapReduce
 - Map
 - Extract (5-word sequence, count) from document
 - Reduce
 - Combine the counts

Cost Measures for Distributed Algorithms

- **Quantify the cost of a parallel algorithm in terms of:**
- Communication cost
 - = total I/O of all processes
 - Related to disk usage as well
- Elapsed communication cost
 - = max I/O along any path (critical path)
- Elapsed computation cost
 - = end-to-end running time of algorithm
 - It is the wall-clock time using parallelism
- **Total cost**
 - = what you pay as rent to your “friendly” neighborhood cloud provider
 - CPU + disk + I/O used
 - Either CPU, disk, I/O cost dominates → ignore the others
- **In this case, the big-O notation is not the most useful**
 - The actual cost matters and not the asymptotic cost!
 - Multiplicative constant matters
 - Adding more machines is always an option

MapReduce Cost Measures

- **For a 'map-reduce' algorithm:**
- **Communication cost**
 - = total I/O of all processes
 - input file size
 - $2 \times$ (sum of the sizes of all files passed from Map processes to Reduce processes) [You need to write and read back the data]
 - the sum of the output sizes of the Reduce processes
- **Elapsed communication cost**
 - = max of I/O along any path
 - sum of the largest input + output for any Map process, plus the same for any Reduce process
- **Elapsed computation cost**
 - = end-to-end running time of algorithm
 - Ideally all Map and Reduce processes end at the same time
 - Workload is "perfectly balanced"

Example: Join By MapReduce

- Compute the natural join $R(A,B) \bowtie S(B,C)$ joining on column **B**
- **R** and **S** are stored in files as pairs **(a, b)** or **(b, c)**
- Use a hash function h from B-values to $h(b)$ in $[1, \dots, k]$
- **Map task**
 - Transform an input tuple $R(a, b)$ into key-value pair $(h(b), (a, R))$
 - Each input tuple $S(b, c) \rightarrow (h(b), (c, S))$
- **GroupBy task**
 - Each key-value pair with key b is sent to Reduce task $h(b)$
 - Hadoop does this automatically; just tell it what h is
- **Reduce task**
 - Matches all the pairs $(b, (a, R))$ with all $(b, (c, S))$ to get (a, b, c)
 - Output (a, c)

R	A	B	\bowtie
	a1	b1	
	a2	b1	
	a3	b2	
S	B	C	=
	b2	c1	
	b2	c2	
	b3	c3	
	A	C	
	a3	c1	
	a3	c2	
	a4	c3	

Cost of MapReduce Join

- **Total communication cost**

- = total I/O of all processes
- = $O(|R| + |S| + |R \bowtie S|)$
- You need to read all the data and then write the result
- It doesn't matter how you split the computation

- **Elapsed communication cost**

- We put a limit s on the amount of input or output that any one process can have, e.g.,
 - What fits in main memory
 - What fits on local disk
- = $O(s)$
- We're going to pick the number of Map and Reduce processes so that the I/O limit s is respected

- **Computation cost**

- = $O(|R| + |S| + |R \bowtie S|)$
- Using proper indexes there is no shuffle
- So computation cost is like communication cost

UMD DATA605 - Big Data System

- Storing and Computing Big Data
- MapReduce Framework
- (Apache) Hadoop
- Algorithms
- **MapReduce vs DBs**

History

- Abstract ideas about MapReduce have been known before Google's MapReduce paper
- **The strength of MapReduce comes from simplicity, ease of use, and performance**
 - Declarative design
 - User specifies what is to be done, not how many machines to use, etc. . .
 - Many times commercial success comes from making something simple to use
- MapReduce can be implemented using user-defined aggregates in PostgreSQL quite easily
 - See MapReduce and Parallel DBMSs by Stonebraker et al., 2010
- No database system can come close to the performance of MapReduce infrastructure
 - E.g., RDBMSs
 - Can't scale to that degree
 - Are not as fault-tolerant
 - Designed to support ACID
 - Most MapReduce applications don't care about ACID consistency

History

- **MapReduce**
- Is very good at doing what it was designed for
 - If the application maps well to MapReduce, one can achieve optimal theoretical speed-up
- May not be ideal for more complex tasks
 - E.g., no notion of “query optimization”, e.g., operator order optimization
 - The sequence of MapReduce tasks makes it procedural within a single machine
- Assumes a single input
 - E.g., joins are tricky to do, but doable
- Much work in recent years on extending the basic MapReduce functionality, e.g.,
- Hadoop Zoo
- E.g., Spark, Dask, Ray

Hadoop Ecosystem (aka Hadoop Zoo)

- Pig
 - High-level data-flow language and execution framework for parallel computation
- HBase
 - Scalable, distributed database
 - Supports structured data storage for large tables (like Google BigTable)
- Cassandra
 - Scalable multi-master database with no single points of failure
- Hive
 - Data warehouse infrastructure
 - Provide data summarization and ad-hoc querying
- ZooKeeper High-performance coordination service for distributed applications
- YARN, Kafka, Storm, Spark, Solr,

