APACHE HIVE OVERVIEW



- Apache Hive Overview
- Hive Architecture
- Hive Tables
- HiveQL
- Hive Data Types
- Hive Operators
- Built-in Functions



- Apache Hive is the Hadoop's data warehouse software
- On distributed datasets, Hive provides a mechanism for:
 - Projecting structure on data
 - Querying data with an SQL-like language (HiveQL)
- The HiveQL queries submitted by the clients are converted into MapReduce jobs, and run on Hadoop clusters



- Apache Hive greatly increases the accessibility to Apache Hadoop, since:
 - Non-developers can write SQL-like queries and analyze large datasets without writing MapReduce code
 - Traditional analytics software can connect to a Hadoop cluster via its ODBC/JDBC interface



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HiveServer2

- In Hive, the server component to which the clients connect and submit their queries to is called the HiveServer (HiveServer2, to be precise)
- It implements a Thrift-based RPC interface that handles concurrent requests
- It is also the container for the Hive Execution Engine, which compiles the submitted queries from the client into a series of MapReduce jobs, and runs the jobs



Table Metadata

- When we talk about a Hive table, we are referring to metadata for querying underlying distributed datasets
- To interpret and query a distributed dataset, while Hive is converting SQL statements into MapReduce jobs, it needs to know:
 - The table schema (table name, column names and types, ...)
 - Table partition information (we will come to that later)
 - Storage format of the underlying data (Data is in text files, each line representing a database row, for example)
 - Row interpretation (In each line, columns are seperated with commas, for example)



Metastore

- Such metadata is stored in an actual relational database, and its called the **Metastore DB**.
- The component of the Hive that serves metadata, to both the other components (the execution engine), and other systems (to MepReduce and Pig via HCatalog, for example) is called the Metastore

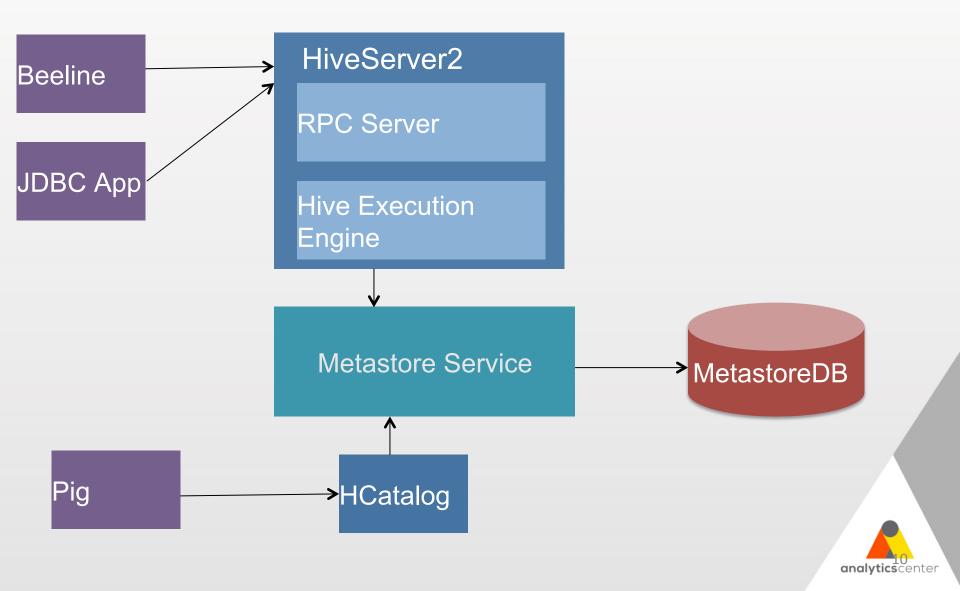


Clients

- Clients connect to the HiveServer2's Thrift RPC, via:
 - The JDBC driver (built-in in Hive)
 - The ODBC driver (not included in Hive, but many third party drivers are available)
- The default commandline client to Hive is the Beeline CLI, which itself is a JDBC client



Hive Architecture



Hive Architecture

- The MetastoreDB, Metastore Service, and HiveServer2 can be run on the same host, but the recommended practice is that the HiveServer2 component lives in a different host
- These services may or may not be installed in a node in the Hadoop cluster, but certainly, the HiveServer should be able to submit M/R jobs



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- A Hive table is created by a CREATE TABLE statement.
- When it is being queried, MapReduce jobs are run on the dataset that is located in HDFS, denoted in the **LOCATION** element of the table
- The LOCATION, if not specified, is by default set in the hive.metastore.warehouse.dir configuration property, which is by default the HDFS path /user/hive/warehouse



• A CREATE TABLE statement looks like the following:

```
$ hive
hive> CREATE TABLE users (
    id INT,
    name STRING,
    email STRING)
    ROW FORMAT DELIMITED
    FIELDS TERMINATED BY ',';
hive> OK
```



- We need to tell Hive
 - The storage format of the underlying data (Data is in text files, each line representing a database row, for example)
 - And the row interpretation (In each line, columns are seperated with commas, for example)
- This is what the

```
ROW FORMAT DELIMITED
FIELDS TERMINATED BY ','
```

statement is for

The storage format 'TEXTFILE' is by default



- Loading data into a Hive table can be done in several ways:
 - By manually copying or moving data (in the same format we described while creating the table) into the directory denoted in the table's LOCATION property
 - By using the LOAD DATA INPATH <hdfs-path> INTO TABLE
 <table-name> statement
 - This is equivalent to manually moving/copying data.
 - Either move or copy operation is performed depending on how table is created, CREATE TABLE or CREATE EXTERNAL TABLE, respectively
 - By using the LOAD DATA LOCAL INPATH (local-path) INTO TABLE (table-name) statement



- Loading data into a Hive table can be done in several ways:
 - At the create time using the CREATE TABLE ... AS SELECT ...
 FROM ... statement
 - Data is selected from another Hive table, and written into the directory denoted in the created table's LOCATION property
 - Data is written in the appropriate format defined in the CREATE statement in the new table
 - By inserting data from a query result, for example:
 - INSERT OVERWRITE TABLE <t1> select_statement
 - INSERT INTO TABLE <t1> select_statement
 - Again, data is written in the appropriate format



Demo

Creating and Populating a Hive Table



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HiveQL

- HiveQL is Hive's query language, very close to MySQL's dialect of ANSI SQL standard
- It doesn't allow row-level INSERTs, UPDATEs, and DELETEs (all of them are now supported [starting from Hive version 0.14], and they are useful to use in slow-changing dimension tables)
 - For UPDATE and DELETE to be performed, the table should be marked as 'transactional'



HiveQL: DDL Statements

- A tour of Hive DDL Statements:
 - CREATE DATABASE/SCHEMA, TABLE, VIEW, FUNCTION, INDEX
 - DROP DATABASE/SCHEMA, TABLE, VIEW, INDEX
 - TRUNCATE TABLE



HiveQL: DDL Statements

- A tour of Hive DDL Statements:
 - ALTER DATABASE/SCHEMA, TABLE, VIEW
 - SHOW DATABASES/SCHEMAS, TABLES, TBLPROPERTIES, PARTITIONS, FUNCTIONS, INDEX[ES], COLUMNS, CREATE TABLE
 - **DESCRIBE** DATABASE/SCHEMA, table name, view name



HiveQL: DML Statements

- A tour of Hive DML Statements:
 - LOAD DATA [LOCAL] INPATH ... INTO TABLE ...
 - INSERT OVERWRITE TABLE, DIRECTORY
 - INSERT INTO TABLE ... SELECT ... FROM
 - FROM ...
 - INSERT INTO TABLE ... SELECT
 - INSERT INTO TABLE ... SELECT
 - FROM ...
 - INSERT OVERWRITE TABLE/DIRECTORY ... SELECT
 - INSERT OVERWRITE TABLE/DIRECTORY ... SELECT



 A SELECT statement, from a table reference (which can be a table, a subquery, a view, or a join construct), is used for data retrieval



• A **SELECT** statement can be a part of a union query

```
select_statement UNION [ALL | DISTINCT] select_statement UNION [ALL | DISTINCT] select_statement ...
```



• A **SELECT** statement can be a part of a subquery

```
SELECT ... FROM (SELECT ... FROM ...) [AS] name ...
```

```
SELECT *
FROM A
WHERE A.a IN (SELECT foo FROM B);
```

```
SELECT A
FROM T1
WHERE EXISTS (SELECT B FROM T2 WHERE T1.X = T2.Y)
```



• A **SELECT** statement can take regex-based column specification

```
SELECT `(ds|hr)?+.+` FROM sales
```



- Hive supports
 - GROUP BY
 - ORDER BY
 - JOIN
 - UNION
 - TABLESAMPLE
 - Subqueries
 - Windowing, **OVER**, and Analytics
 - LATERAL VIEW
 - UDFs



 Hive also supports passing custom (Hadoop Streaming) Map and Reduce functions, using the **TRANSFORM**, **MAP**, and **REDUCE** clauses:

```
FROM t1

MAP t1.c1, t1.c2

USING 'map_script'

AS f1, f2

CLUSTER BY f1) map_output

INSERT OVERWRITE TABLE reduce_output

REDUCE map_output.f1, map_output.f2

USING 'reduce_script'

AS k1, k2;
```



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- Hive supports some primitive and complex types
- Integers can be represented as TINYINTs, SMALLINTs, INTs, BIGINTs
- BOOLEAN type is supported
- FLOAT and DOUBLE are supported
- STRING type is supported



- Hive supports some primitive and complex types
- Complex types are composite collections, and can be:
 - Structs;
 - if a column c is a STRUCT {a:INT, b:INT}, a can be accessed with c.a
 - A Struct column can be constructed using the struct(val1, val2, ...) or named_struct(name1, val1, name2, val2, ...) built-in functions



- Hive supports some primitive and complex types
- Complex types are composite collections, and can be:
 - Maps;
 - Maps are collections of key-value tuples
 - If a map M contains the mapping 'gid'->gnum, gnum can be retrieved with M['gid']
 - A map can be constructed using the map(key1, value1, key2, value2, ...) built-in function



- Hive supports some primitive and complex types
- Complex types are composite collections, and can be:
 - Arrays;
 - An array is a collection of elements of the same type
 - An element of an array A can be accessed using the A[i]
 notation, where i is an integer, denoting the index of
 interest
 - An array can be constructed using the array(element1, element2, ...) built-in function



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Hive Operators

- Hive supports comparison, arithmetic and logical operators
 - Some comparison operators supported by Hive:
 - A IS [NOT] NULL
 - A [NOT] LIKE B
 - A RLIKE B
 - A>B
 - A<>B or A!=B
 - \bullet A = B
 - A <=> B (same as equal, but returns true if both A and B are NULL)
 - A [NOT] BETWEEN B AND C



Hive Operators

- Hive supports comparison, arithmetic and logical operators
 - Some arithmetic operators supported by Hive:
 - A + B (arithmetic)
 - A % B (modulo)
 - A & B (bitwise operations)



Hive Operators

- Hive supports comparison, arithmetic and logical operators
 - Some logical operators supported by Hive:
 - A AND B, A&&B
 - A OR B, A | B
 - NOT A, !A
 - A [NOT] IN (val1, val2, ...)
 - [NOT] EXISTS(subquery)



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Built-in Functions

- Hive supports many mathematical, date, boolean, and String functions
- A complete list of functions can be listed using

```
$ hive
hive> SHOW FUNCTIONS;
```

A function can be documented using

```
$ hive
hive> DESCRIBE FUNCTION [EXTENDED] <function_name>;
```



Built-in Functions

- A function can return a value with a different type than its argument
 - e.g. length(s) returns an int, where s is a string
- A function can return an aggregate of a collection of values (or a column) (built-in aggregate functions)
 - e.g. count(C), min(C), corr(c1, c2)



Built-in Functions

- A function can generate multiple rows (built-in table generating function)
 - e.g. explode(arr) returns N rows, where N is the number of elements in the array argument arr
 - e.g. stack(n, v_1, v_2, ..., v_k) breaks up v_1, v_2,
 ... v_k into n rows, each of which having k/n columns



Demo

Running Hive Queries



End of Chapter

