

# Big Data Computing

Master's Degree in Computer Science

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Gabriele Tolomei

Department of Computer Science

Sapienza Università di Roma

[tolomei@di.uniroma1.it](mailto:tolomei@di.uniroma1.it)



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# Recap from Last Lecture

- Large-scale data analysis poses new challenges on traditional single-node architecture
  - Cluster computing architecture (scaling out)
- Need for novel frameworks supporting clustered architectures:
  - Reliability
  - Network communication
  - Distributed programming model

# MapReduce

- A **programming model** (and an associated implementation) for processing big data sets with parallel, distributed algorithms on a cluster

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- A **programming model** (and an associated implementation) for processing big data sets with parallel, distributed algorithms on a cluster
- It addresses the **3** main **challenges** of cluster architecture described
  - Stores data redundantly on multiple nodes to ensure data/computation availability
  - Moves computation close to data to minimize network data transfers
  - Provides a simple computational model to hide all the complexities of the distributed environment

# MapReduce: Distributed File System

- Redundant storage infrastructure

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  - Hadoop HDFS

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- Redundant storage infrastructure
- Provides global file namespace and availability across nodes in a cluster
- Well-known implementations:
  - Google GFS
  - Hadoop HDFS
- Usage pattern:
  - Large files (100s GB ÷ 10s TB)
  - Many "read" operations vs. few "updates" (append)



# MapReduce: Distributed File System

- 3 main components:
  - Chunk Servers
  - Master Nodes
  - Client API

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  - Master Nodes
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  - e.g., 16÷64 MB

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- Each chunk is **replicated** across multiple nodes (chunk servers)
  - 2 or 3 replicas per chunk
  - Each replica on a different node
  - At least, one replica on a different rack

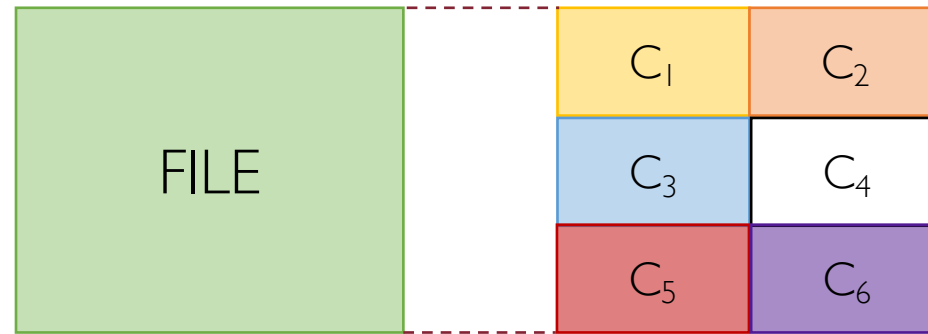
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  - e.g., 16÷64 MB
- Each chunk is **replicated** across multiple nodes (chunk servers)
  - 2 or 3 replicas per chunk
  - Each replica on a different node
  - At least, one replica on a different rack
- Chunk servers act also as **computational servers**
  - move computation to data

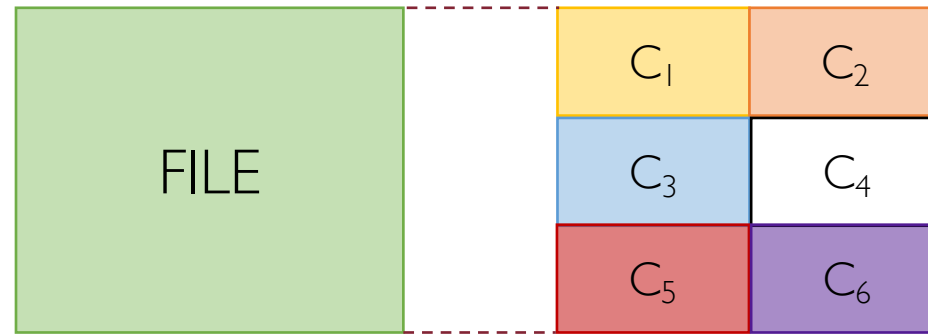
# Distributed File System: Chunk Servers



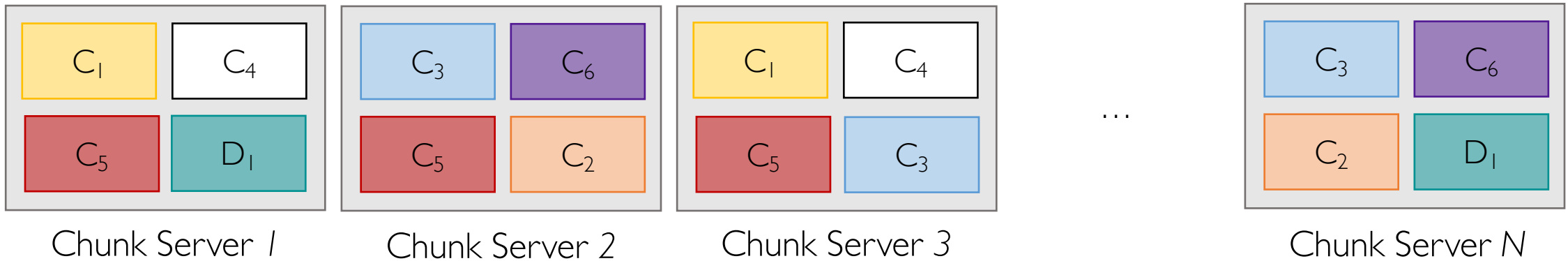
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# Distributed File System: Chunk Servers



$D_1$  is a chunk of another file





# MapReduce: Distributed File System

- 3 main components:
  - Chunk Servers
  - **Master Nodes**
  - Client API

# Distributed File System: Master Node

- Stores **metadata** about files in the distributed filesystem
  - How many chunks each file is split into
  - Where each of those chunks are located

# Distributed File System: Master Node

- Stores **metadata** about files in the distributed filesystem
  - How many chunks each file is split into
  - Where each of those chunks are located
- Possibly **replicated** to avoid single-point of failure

# MapReduce: Distributed File System

- 3 main components:
  - Chunk Servers
  - Master Nodes
  - Client API

# Distributed File System: Client API

- Allows clients to **access data** stored on chunk servers

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# Distributed File System: Client API

- Allows clients to **access data** stored on chunk servers
- Client asks the Master Node through the API where a particular chunk is located
- The Master Node replies with the information needed
- Afterwards, any communication between the client and the chunk server storing the data happens directly (i.e., without the Master Node)



# MapReduce: Programming Model

- MapReduce is a **style of programming** designed for:
  - Easy parallel programming
  - Invisible management of hardware and software failures
  - Easy management of very-large-scale data

# MapReduce: Programming Model

- MapReduce is a **style of programming** designed for:
  - Easy parallel programming
  - Invisible management of hardware and software failures
  - Easy management of very-large-scale data
- It has **several implementations**, including
  - Hadoop, Spark (used in this class), Flink, and the original Google implementation just called "MapReduce"

# MapReduce: Intuition through an Example

- Suppose you are given a very large text document (e.g., 10s of TB)
  - The text document clearly does not fit into main memory!

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# MapReduce: Intuition through an Example

- Suppose you are given a very large text document (e.g., 10s of TB)
  - The text document clearly does not fit into main memory!
- **Word Counting Task:** compute how many times each individual word appears in the document
- Possible applications:
  - Analysis of web/query logs
  - Statistical language modeling

# MapReduce: Intuition through an Example

- The result of the task will be a list of (word, count) pairs

# MapReduce: Intuition through an Example

- The result of the task will be a list of (word, count) pairs
- 2 possible scenarios:
  - The total number of (word, count) pairs fit into main memory
  - The total number of (word, count) pairs **does not** fit into main memory

# Word Counting: Result Fits into Main Memory

Contrary to popular belief, Lorem Ipsum is not simply random text.

It has roots in a piece of classical Latin literature from 45 BC, making it over 2000 years old.

Richard McClintock, a Latin professor at Hampden-Sydney College in Virginia, looked up one of the more obscure Latin words, consectetur, from a Lorem Ipsum passage, and going through the cites of the word in classical literature, discovered the undoubtable source.

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**doc.txt**



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**doc.txt**

Initialize an empty hash map/table

| word | count |
|------|-------|
|      |       |
|      |       |
|      |       |
|      |       |
|      |       |
|      |       |
|      |       |

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Process one line at a time

| word  | count |
|-------|-------|
| Lorem | 1     |
| ...   | ...   |
|       |       |
|       |       |
|       |       |
|       |       |
|       |       |
|       |       |

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| word  | count |
|-------|-------|
| Lorem | 1     |
| ...   | ...   |
|       |       |
|       |       |
|       |       |
|       |       |
|       |       |

Extract each individual word from a line and update the hash map

# Word Counting: Result Fits into Main Memory

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| word  | count |
|-------|-------|
| Lorem | 1     |
| ...   | ...   |
| roots | 1     |
|       |       |
|       |       |
|       |       |
|       |       |

add new entry

**Case 1:** this is the first time we see the current word

# Word Counting: Result Fits into Main Memory

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| word  | count |
|-------|-------|
| Lorem | 2     |
| ...   | ...   |
| roots | 1     |
|       |       |
|       |       |
|       |       |
|       |       |

update existing entry

**Case 2:** we have already seen it the current word

# Word Counting: Result Does Not Fit into Main Memory

- Use a mixture of simple scripting and UNIX command line tools

```
> print_words(doc.txt) | sort | uniq -c
```

**print\_words** is a simple script which just prints each word of **doc.txt** to **stdout**, one per line

# Word Counting: Result Does Not Fit into Main Memory

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- This solution nicely fits the MapReduce philosophy! We'll see how

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## Note:

UNIX **sort** utility uses an external merge sorting algorithm and therefore it doesn't require the data to be sorted to fit entirely in main memory



# MapReduce: Steps

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  - **map**
  - **reduce**

# MapReduce: Steps

- **Input:** a set of (key, value) pairs
- **Output:** another set of (key, value) pairs
- Programmer defines **2 methods**:
  - **map**
  - **reduce**
- An intermediate **shuffle** step is implicitly provided by the framework

# MapReduce: Steps (More Formally)

- Input key-value pairs:  $\{(k_1, v_1), (k_2, v_2), \dots, (k_M, v_M)\}$

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- **map** $(k_i, v_i) \rightarrow \{(k'_i, v'_i)\}^*$ 
  - Takes an input key-value pair and outputs a set of 0 or more new, intermediate key-value pairs
  - One **map** function call for each input key-value pair  $(k_i, v_i)$ 
    - **map task**  $\rightarrow$  multiple map calls executed in parallel on a subset of the input key-value pairs

# MapReduce: Steps (More Formally)

- Input key-value pairs:  $\{(k_1, v_1), (k_2, v_2), \dots, (k_M, v_M)\}$
- **map** $(k_i, v_i) \rightarrow \{(k_i', v_i')\}^*$ 
  - Takes an input key-value pair and outputs a set of 0 or more new, intermediate key-value pairs
  - One **map** function call for each input key-value pair  $(k_i, v_i)$ 
    - **map task**  $\rightarrow$  multiple map calls executed in parallel on a subset of the input key-value pairs
- **reduce** $(k_i', \{v_i'\}^*) \rightarrow \{(k_i', v_i'')\}^*$ 
  - All values  $v_i'$  associated with the same key  $k_i'$  are reduced together
  - One **reduce** function call for each unique key  $k_i'$

# Word Counting: Map (**print\_words**)

```
> print_words(doc.txt)
```

- Resembles the role of **map** function in MapReduce paradigm



# Word Counting: Map (**print\_words**)

```
> print_words(doc.txt)
```

- Resembles the role of **map** function in MapReduce paradigm
- A **map** function:
  - takes as input the original data (e.g., a chunk of the whole **doc.txt** file)
  - produces as output something out of the data called **intermediate keys** (e.g., a word for each line in the chunk)

# Word Counting: Shuffle (**sort**)

```
> print_words(doc.txt) | sort
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- The intermediate keys generated by the map function are sorted and shuffled

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# Word Counting: Shuffle (**sort**)

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- The intermediate keys generated by the map function are sorted and shuffled
- Note that intermediate keys are not unique!
- For example, **print\_words** may print out the same word multiple times

# Word Counting: Reduce (**uniq -c**)

```
> print_words(doc.txt) | sort | uniq -c
```

- Resembles the role of **reduce** function in MapReduce paradigm

# Word Counting: Reduce (**uniq -c**)

```
> print_words(doc.txt) | sort | uniq -c
```

- Resembles the role of **reduce** function in MapReduce paradigm
- A **reduce** function:
  - takes as input the groups of intermediate keys
  - computes an aggregating/filtering/transforming function over those keys
  - persists out the result

# MapReduce: Input Key-Value Pairs

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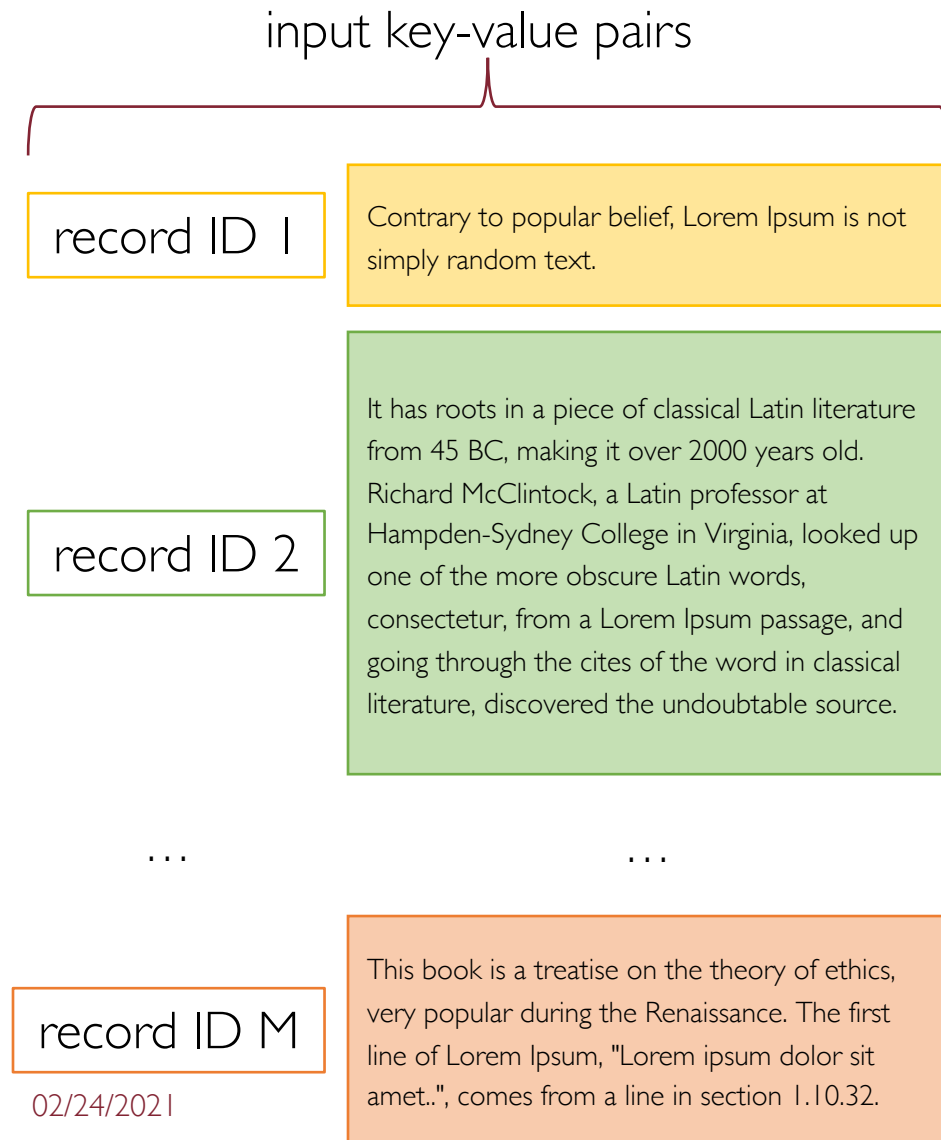
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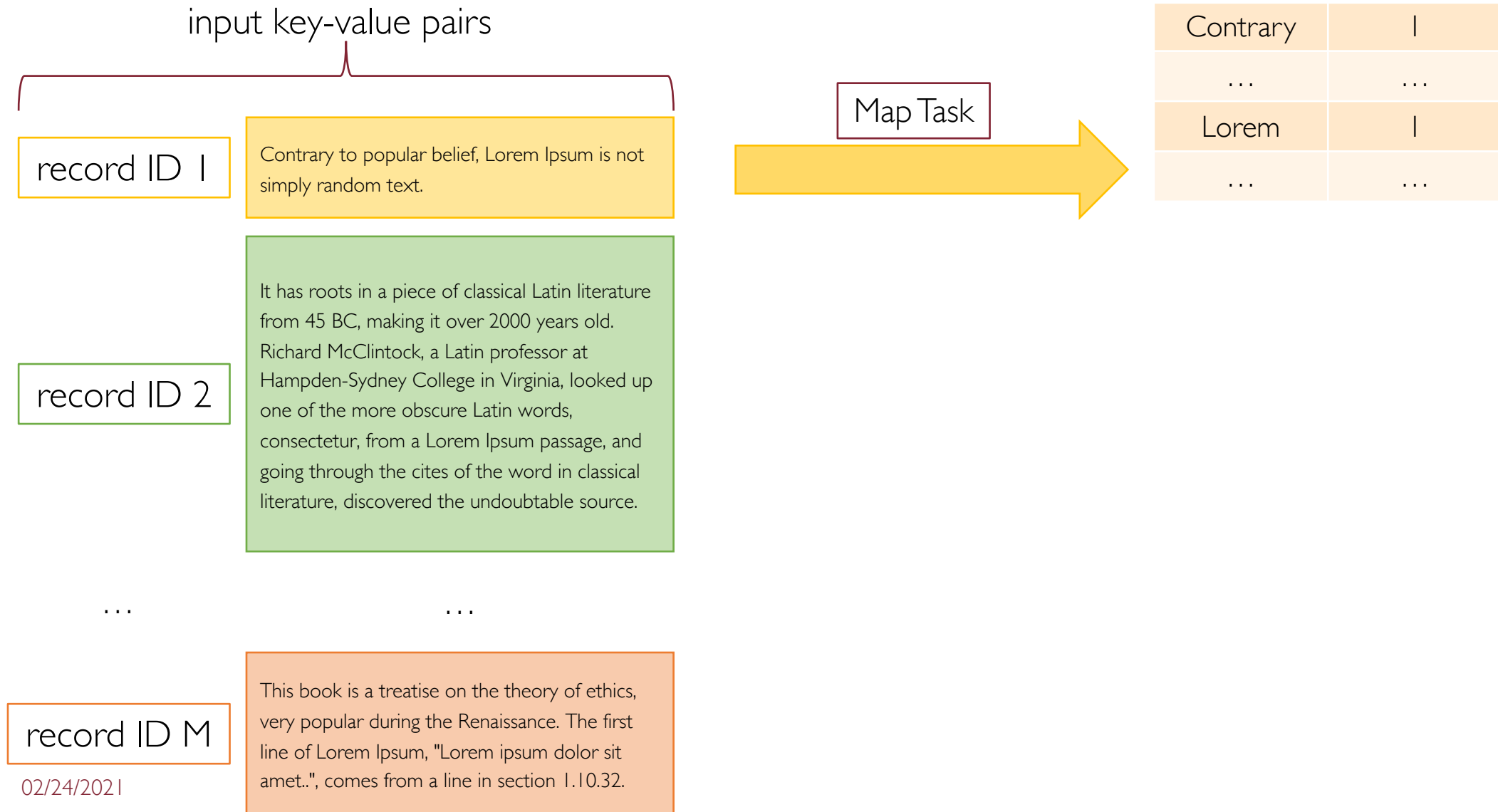
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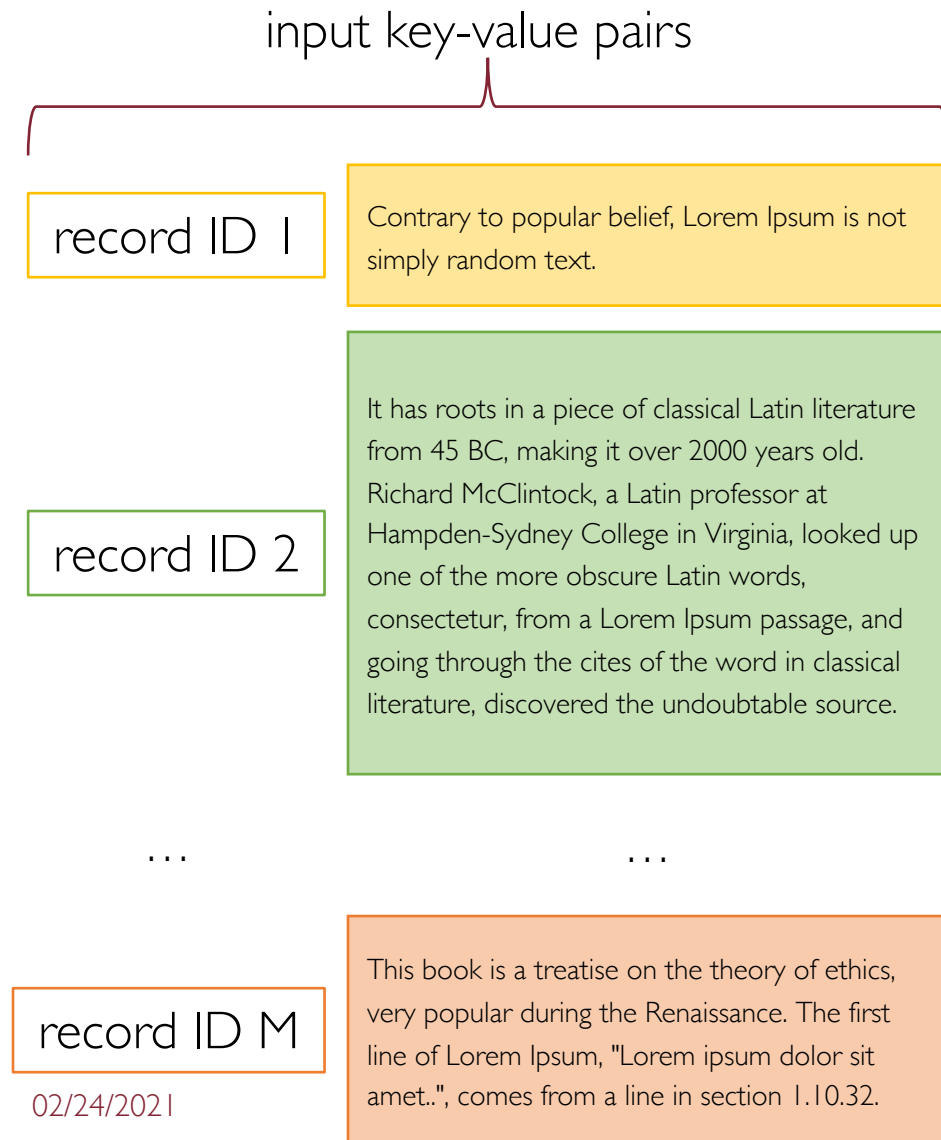
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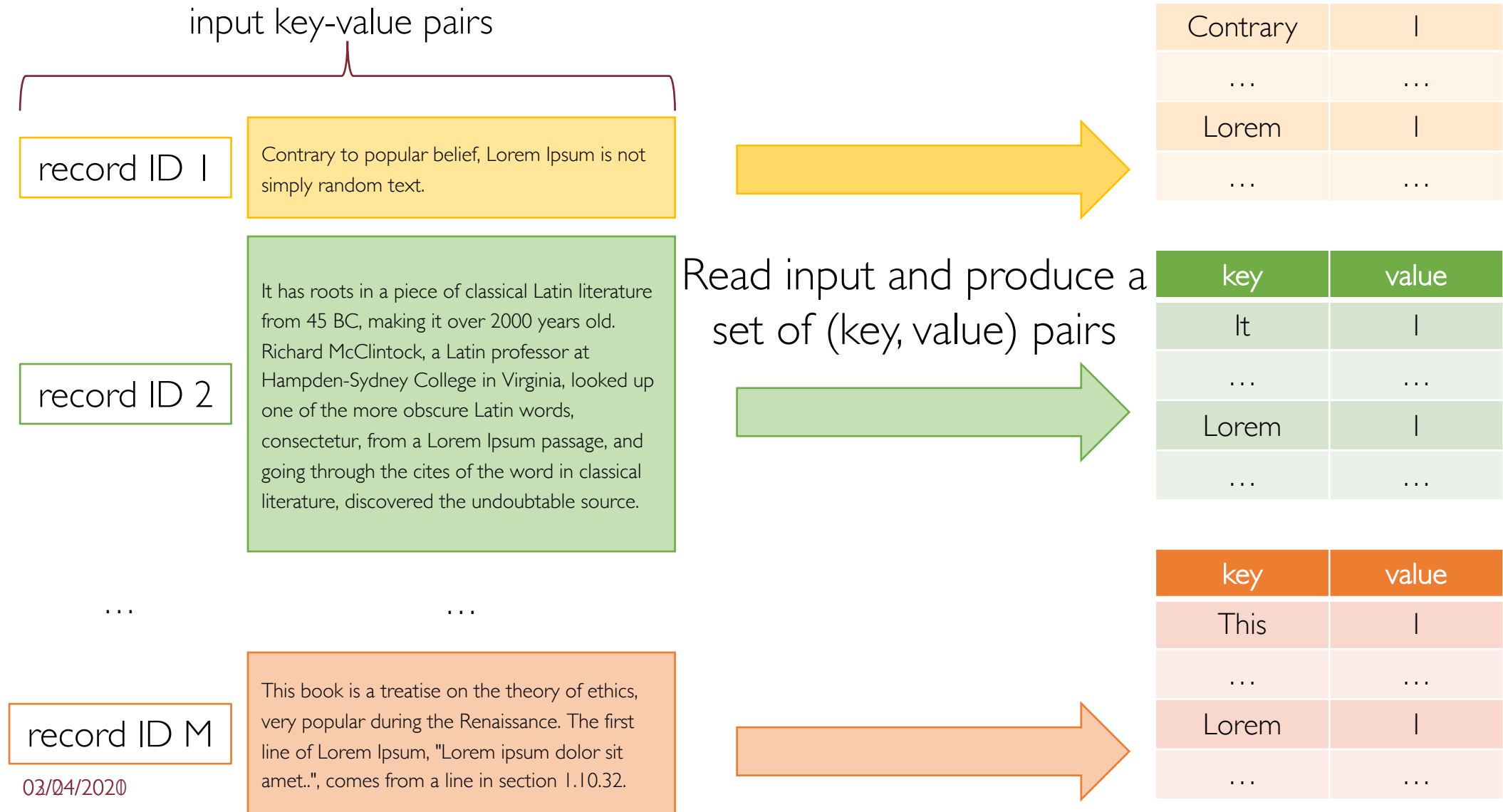
# MapReduce: The Map Step



| key      | value |
|----------|-------|
| Contrary |       |
| ...      | ...   |
| Lorem    |       |
| ...      | ...   |

| key   | value |
|-------|-------|
| It    |       |
| ...   | ...   |
| Lorem |       |
| ...   | ...   |

# MapReduce: The Map Step



# MapReduce: The Shuffle Step

| key      | value |
|----------|-------|
| Contrary |       |
| ...      | ...   |
| Lorem    |       |
| ...      | ...   |

| key   | value |
|-------|-------|
| It    |       |
| ...   | ...   |
| Lorem |       |
| ...   | ...   |

| key   | value |
|-------|-------|
| This  |       |
| ...   | ...   |
| Lorem |       |
| ...   | ...   |

# MapReduce: The Shuffle Step

| key      | value |
|----------|-------|
| Contrary |       |
| ...      | ...   |
| Lorem    |       |
| ...      | ...   |

| key   | value |
|-------|-------|
| It    |       |
| ...   | ...   |
| Lorem |       |
| ...   | ...   |

| key   | value |
|-------|-------|
| This  |       |
| ...   | ...   |
| Lorem |       |
| ...   | ...   |

Collect (i.e., group) all pairs with the same key



| key   | value |
|-------|-------|
| A     |       |
| A     |       |
| ...   | ...   |
| Lorem |       |
| Lorem |       |
| Lorem |       |

| key   | value |
|-------|-------|
| the   |       |
| the   |       |
| ...   | ...   |
| Ipsum |       |
| Ipsum |       |
| Ipsum |       |



# MapReduce: The Reduce Step

| key   | value |
|-------|-------|
| A     | 1     |
| A     | 1     |
| ...   | ...   |
| Lorem | 1     |
| Lorem | 1     |
| Lorem | 1     |

| key   | value |
|-------|-------|
| the   | 1     |
| the   | 1     |
| ...   | ...   |
| Ipsum | 1     |
| Ipsum | 1     |
| Ipsum | 1     |

Process all values belonging to a given key and output the result



| key         | value |
|-------------|-------|
| A           | 2     |
| ...         | ...   |
| Ipsum       | 3     |
| ...         | ...   |
| Lorem       | 3     |
| ...         | ...   |
| the         | 2     |
| ...         | ...   |
| undoubtable | 1     |

# MapReduce: Word Counting Pseudocode

```
map(key, value):
```

```
# key: docID; value: text
```

```
    foreach word in value:
```

```
        emit(word, 1)
```

```
reduce(key, values):
```

```
# key: word; values: iterator
```

```
    result = 0
```

```
    foreach v in values:
```

```
        result += v
```

```
    emit(key, result)
```

# MapReduce: Word Counting Pseudocode

**map(key, value) :**

```
# key: docID; value: text
    foreach word in value:
        emit(word, 1)
```

**Note:**

input (key, value) can be just a single pair as the actual split of the input is done transparently by the framework

**reduce(key, values) :**

```
# key: word; values: iterator
    result = 0
    foreach v in values:
        result += v
    emit(key, result)
```

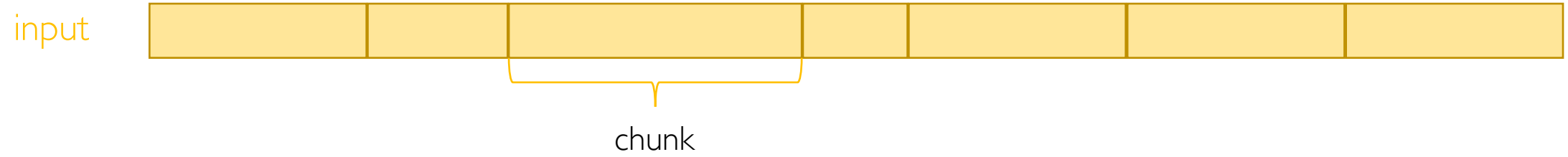
# MapReduce: PROs and CONs

- MapReduce is **great** for:
  - Problems that require many sequential data access (from disk)
  - Large batch jobs (i.e., not interactive nor real time)

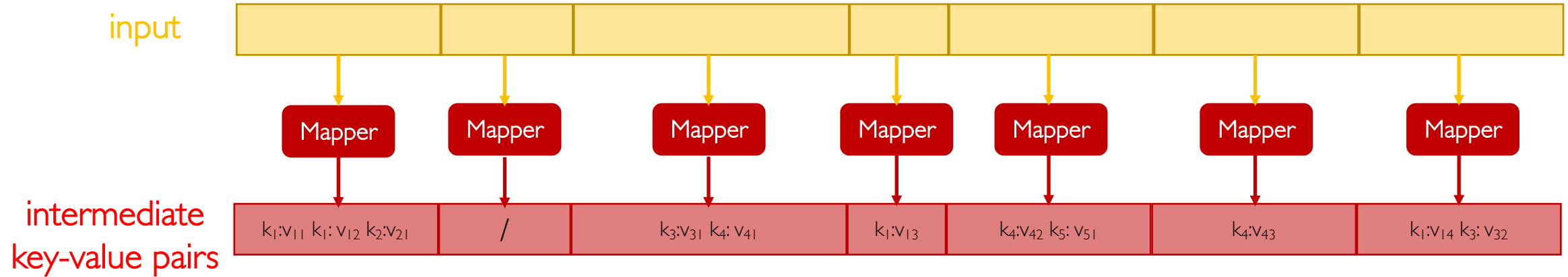
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- MapReduce is **great** for:
  - Problems that require many sequential data access (from disk)
  - Large batch jobs (i.e., not interactive nor real time)
- MapReduce is **not suitable** for:
  - Problems that require random access to data
  - Working with graphs
  - Interdependent data

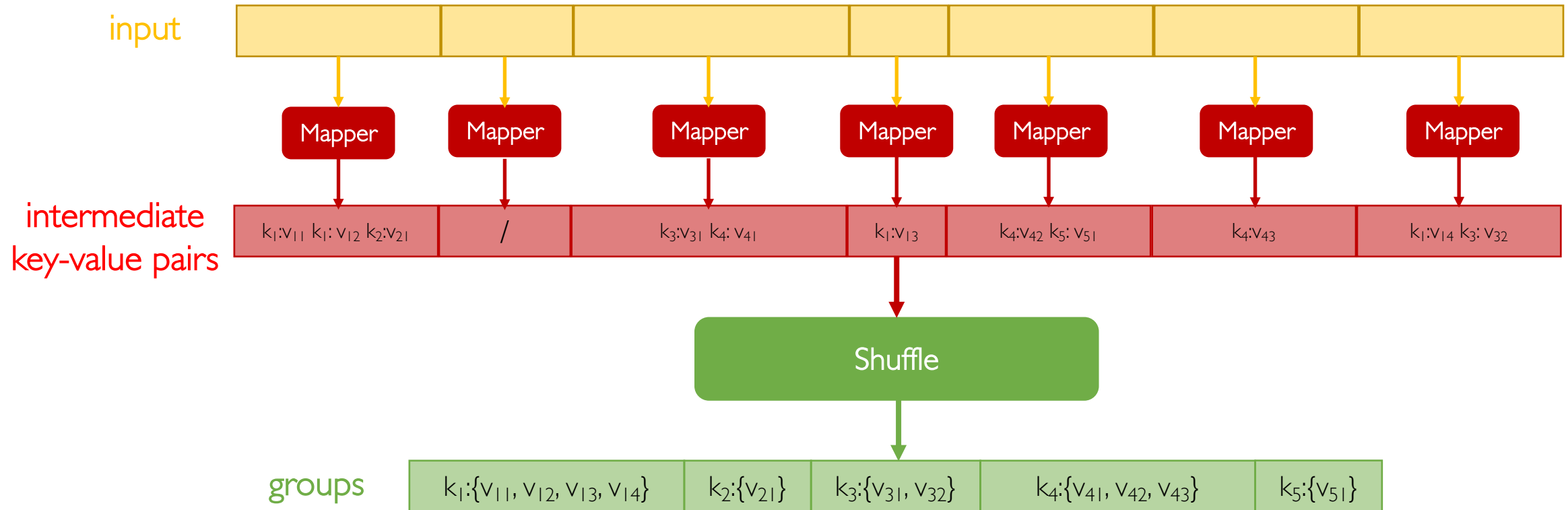
# MapReduce on a Single-Node



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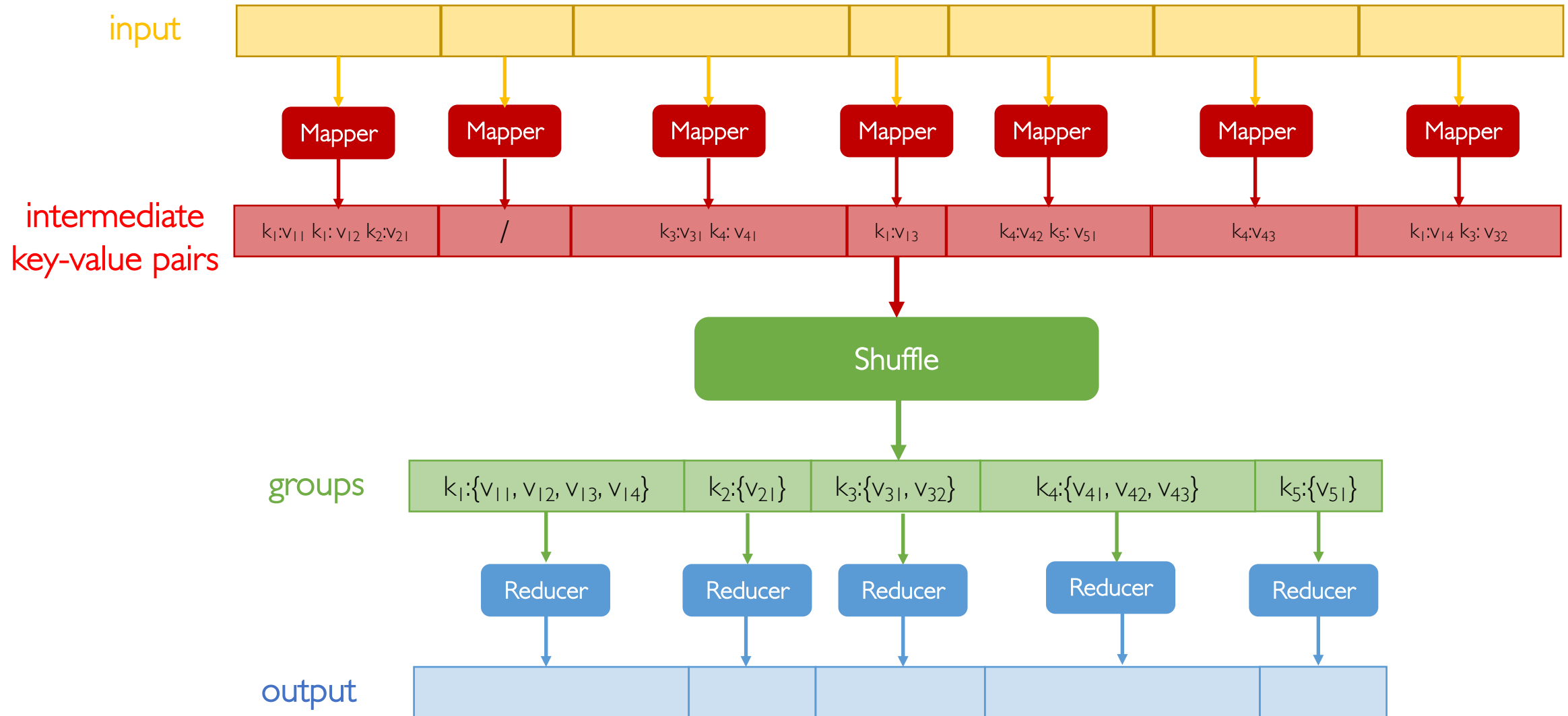


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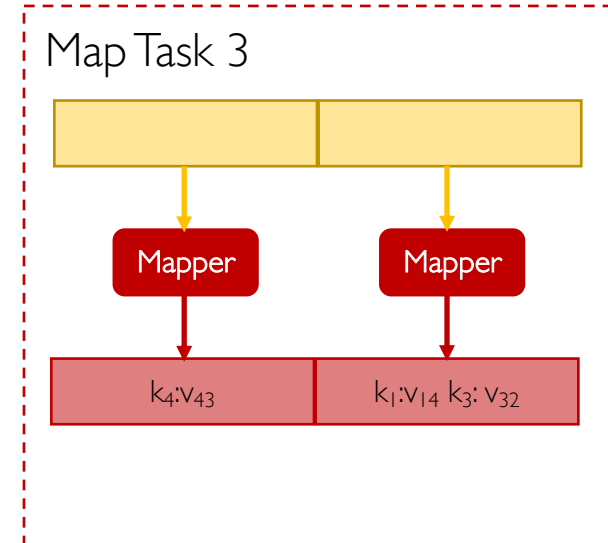
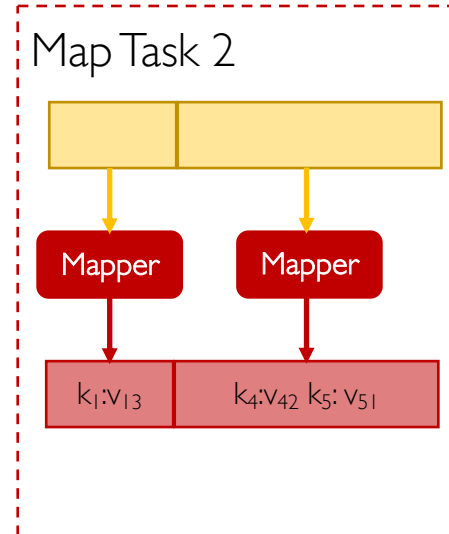
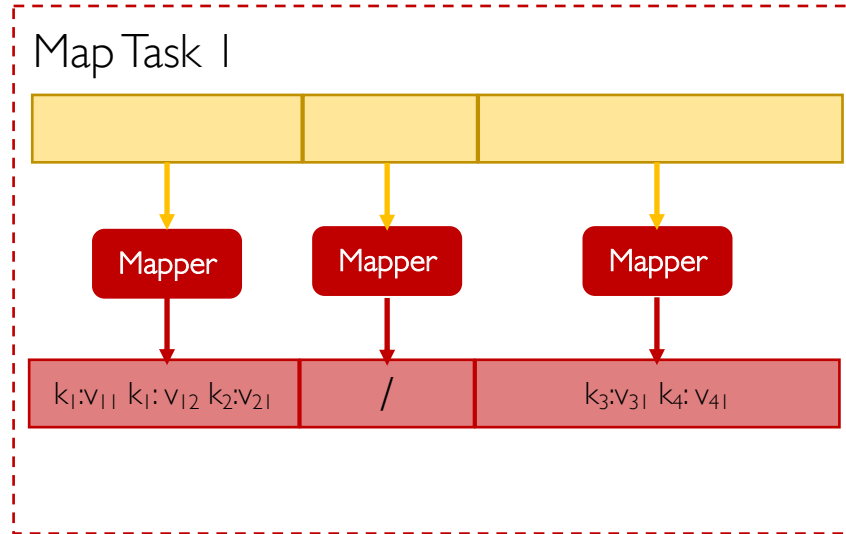




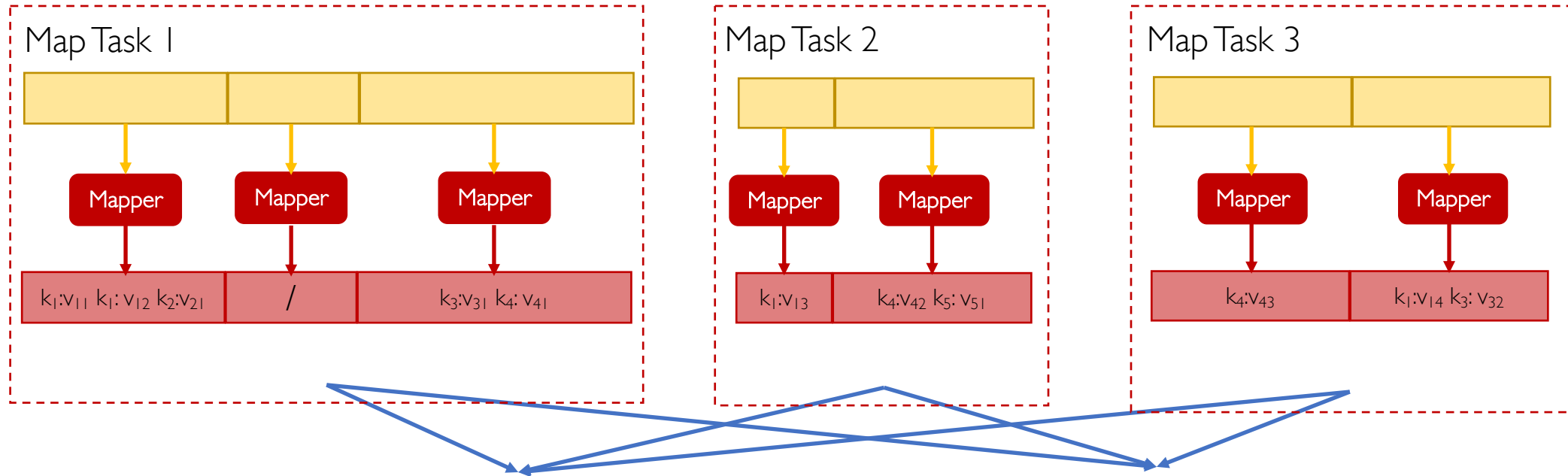
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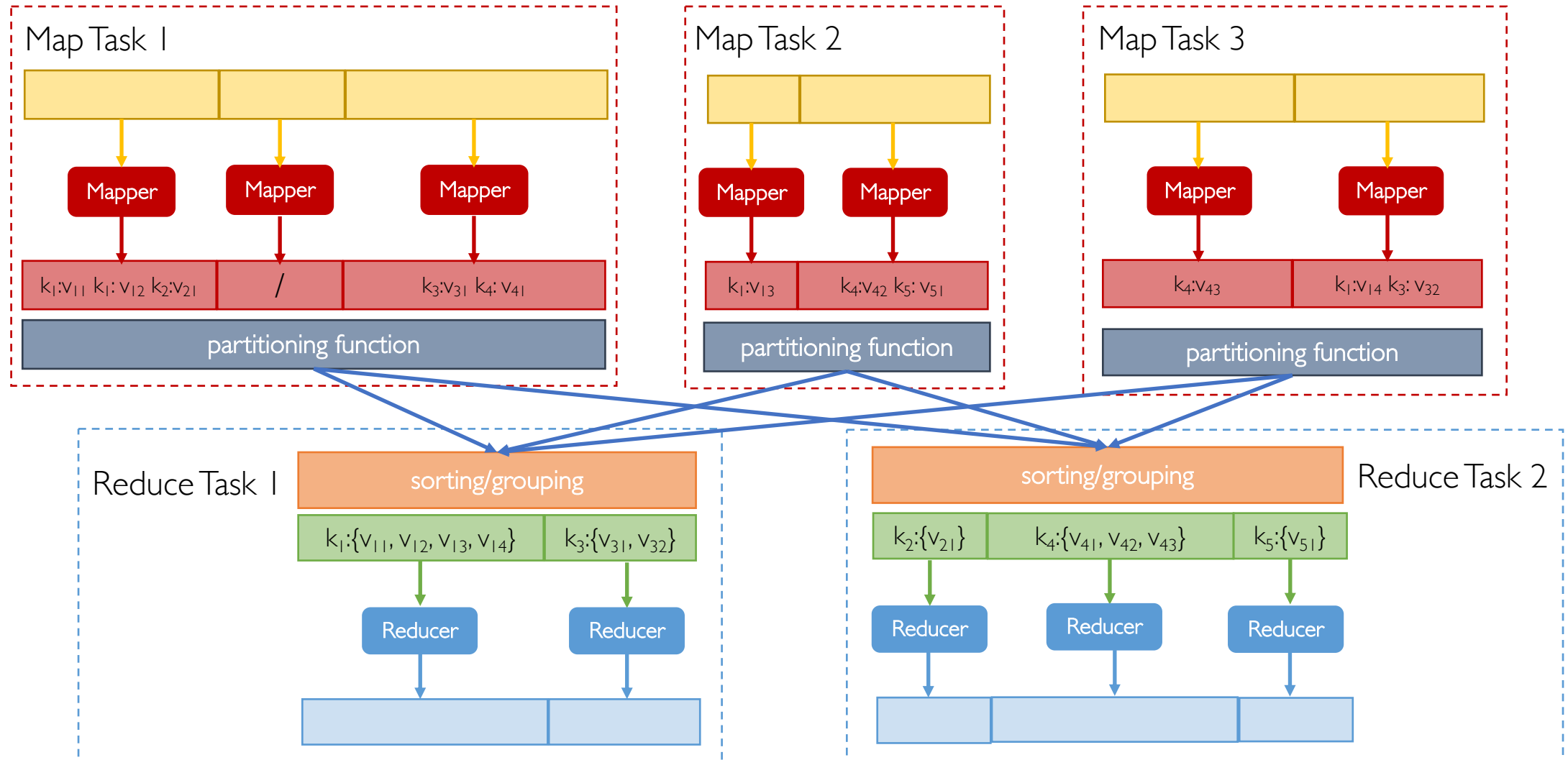
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# MapReduce: The Infrastructure

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- Everything else is managed by the infrastructure
  - Input data partitioning (physical = chunk/block and logical = split)
  - Scheduling tasks across nodes of the cluster
  - Shuffling/group by of intermediate keys output by mappers
  - Handling node failures
  - Managing inter-node communications

# Data Flow

- Both input and output are stored on the distributed file system
  - MapReduce scheduler tries to allocate map tasks "close" to data
  - Each map task running on a node will be using the chunks of data that are stored on that node (chunk server)

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- Intermediate results of map/reduce tasks are stored on local filesystem of each node
  - This is to avoid copies/replica of useless files across the cluster (DFS)



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  - The master node periodically pings mappers/reducers to detect failures

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- **Master** node fails → The whole MapReduce job is aborted



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- $N$  = # nodes of the cluster;  $M$  = # map tasks;  $R$  = # reduce tasks
- Again, mostly transparent to the programmer
- Rule of thumb:
  - $M \gg N$  (in fact, one map task per DFS chunk is pretty common)
  - Having  $M \gg N$  speeds up recovery from node failures (what if  $M = N$ ?)
  - $R < M$  (convenient to have the output spread across a limited number of nodes)

# Another Example of MapReduce Task: Join

- Suppose we have two (very large) tables  $R(A, B)$  and  $S(B, C)$  below
- Both tables are stored in files
- We want to compute the **natural join**  $T(A, C) = R(A, B) \bowtie S(B, C)$

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| R              |                | S              |                | T              |                |
|----------------|----------------|----------------|----------------|----------------|----------------|
| A              | B              | B              | C              | A              | C              |
| a <sub>1</sub> | b <sub>1</sub> | b <sub>2</sub> | c <sub>1</sub> | a <sub>3</sub> | c <sub>1</sub> |
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| a <sub>3</sub> | b <sub>2</sub> | b <sub>3</sub> | c <sub>3</sub> | a <sub>4</sub> | c <sub>3</sub> |
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- **Reduce task:**
  - Match all the  $(b, (a, R))$  pairs with  $(b, (c, S))$  ones and output  $(a, b, c)$

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- Can we do any better?

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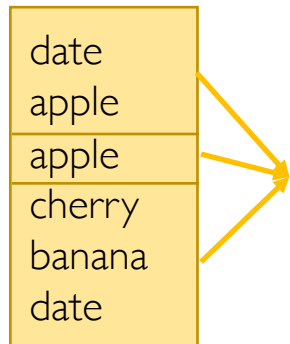
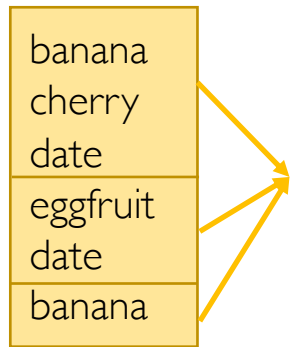
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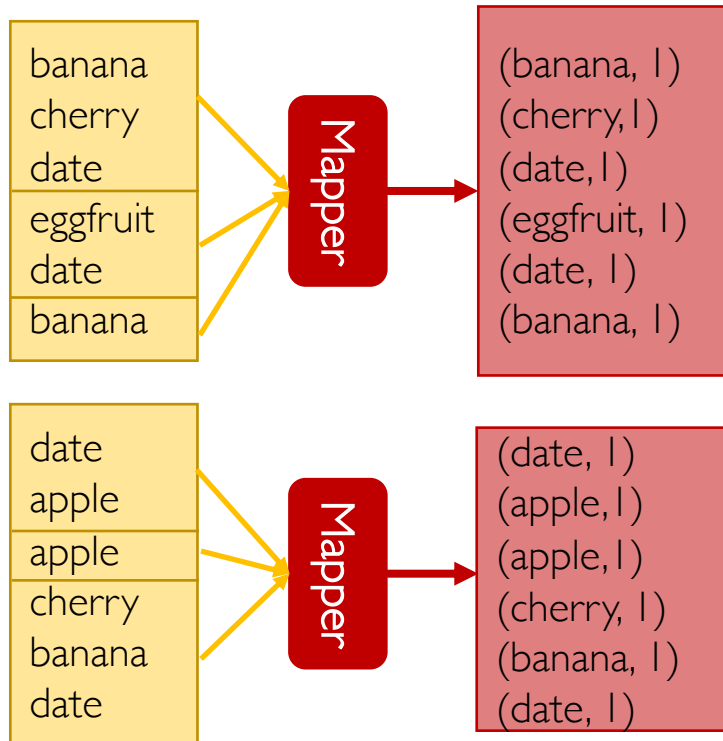
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- Usually, combiner computes the same aggregating function of reducer
- In the word counting example, at each mapper:
  - **combine**("apple", {1, 1, 1})  $\rightarrow$  ("apple", 3)

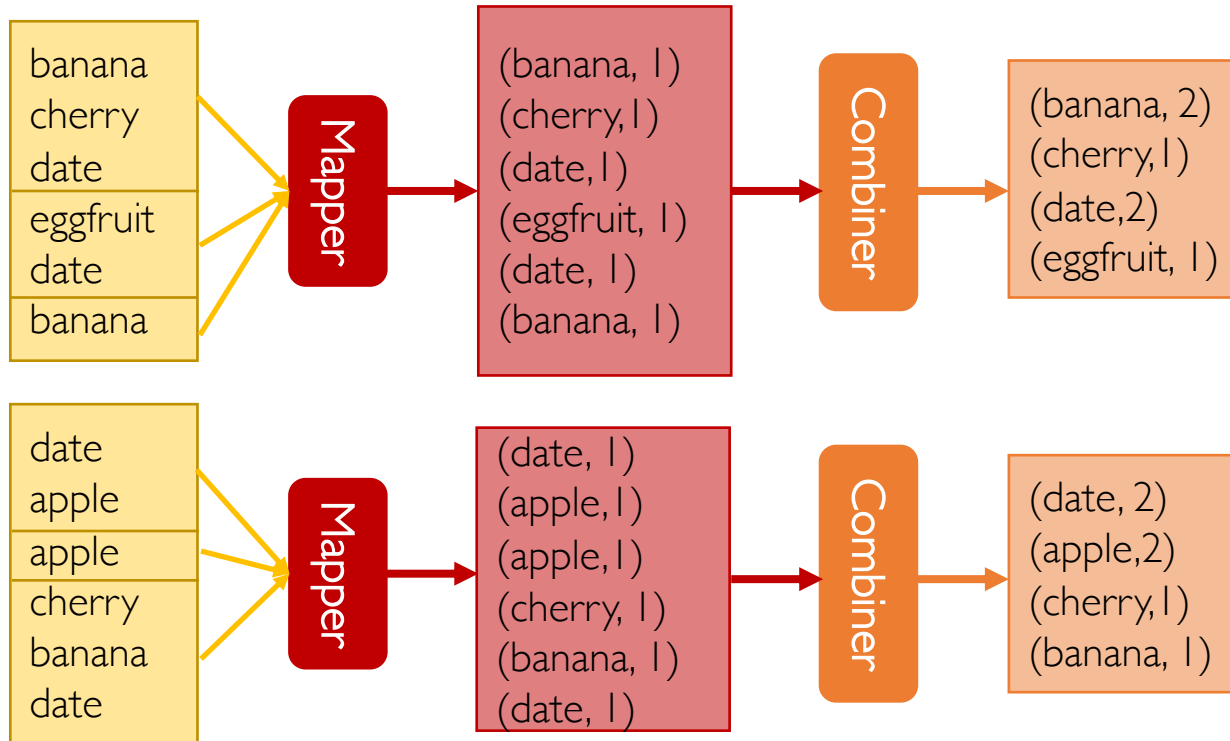
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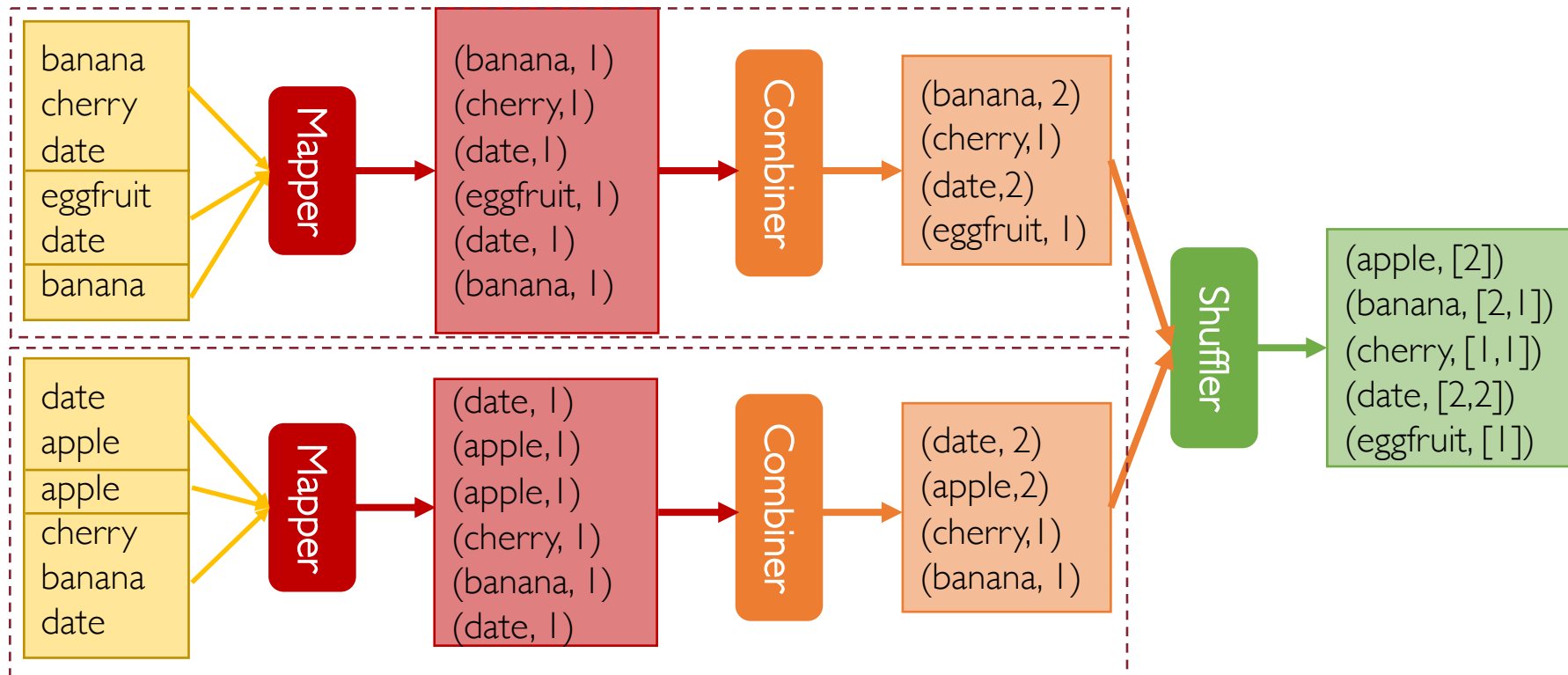
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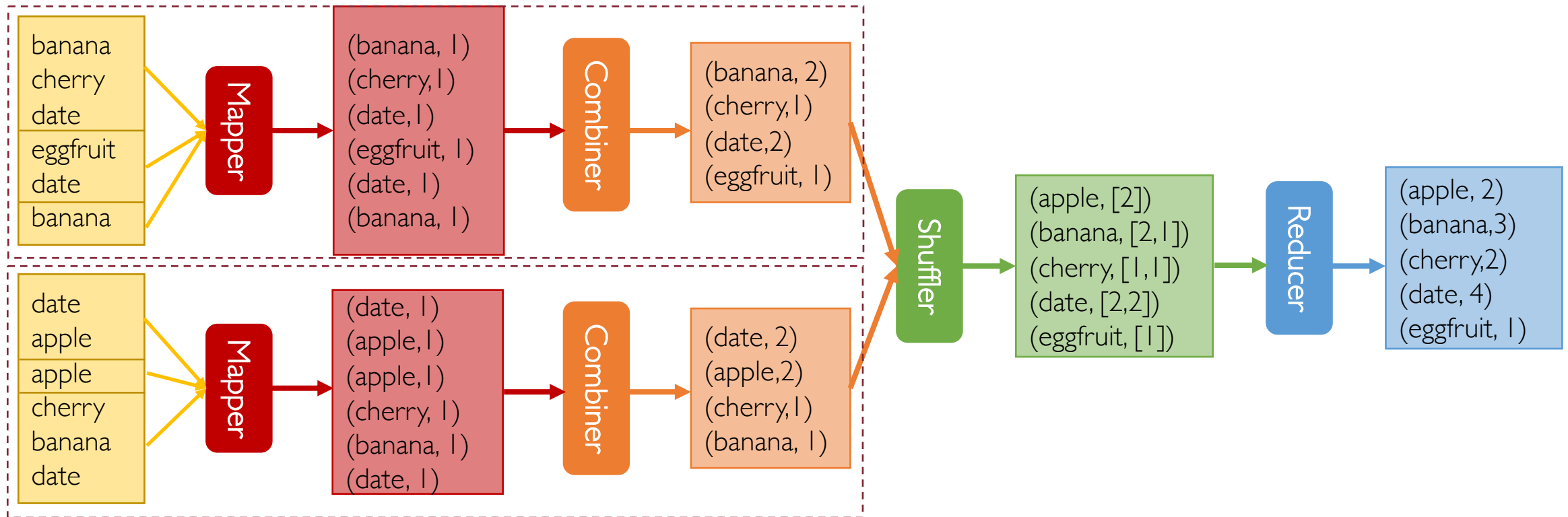
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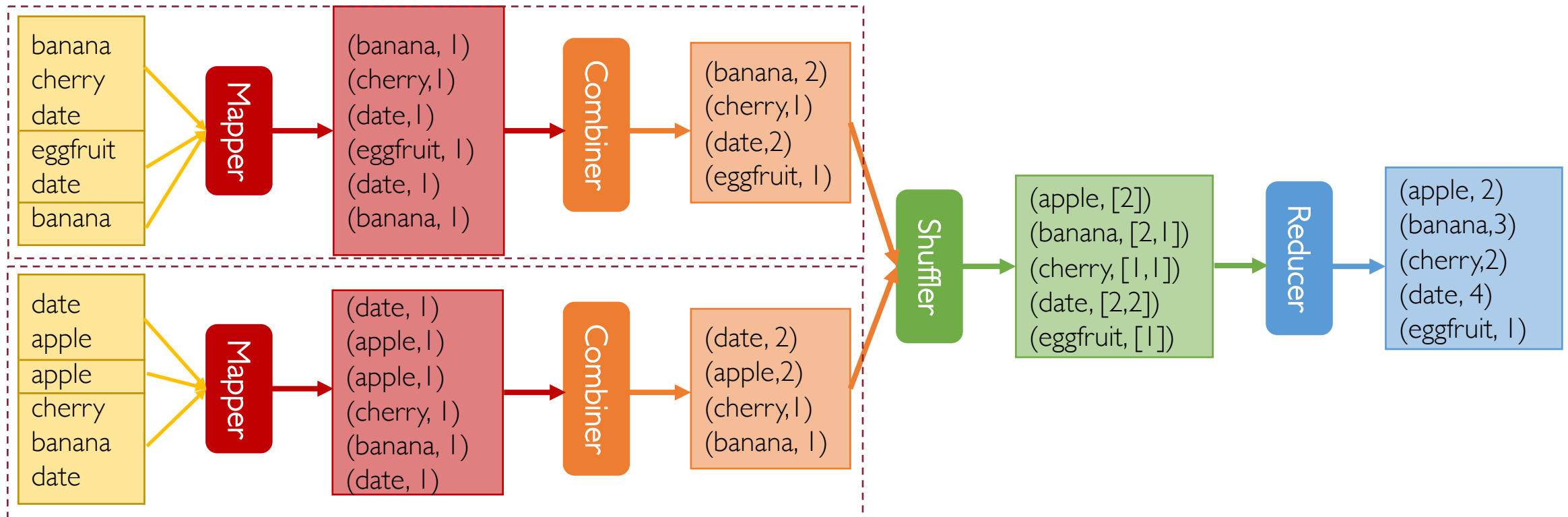


# Combiners



# Combiners

Combiner combines values associated with the same key yet coming from a single mapper (i.e., 1 mapper : 1 combiner)



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- Combiners can be used only on a limited number of situations
- Only when the reduce function is **commutative** and **associative**
  - sum → ok
  - product → ok
  - average → not ok as the local average output by each combiner cannot be used to compute the overall average at the reducer's end

# Combiners: Computing Average (Trick)

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- Sometimes workarounds exist to take benefit from combiners even if the reduce function is not commutative and associative
- Take again the example of the average
  - Instead of letting each combiner output the local average from its own input data
  - Make the combiner output the pair  $(k_i, (\text{sum}_i, \text{count}_i))$  where:
    - $\text{sum}_i$  is the sum of the values associated with the key  $k_i$
    - $\text{count}_i$  is the total number of values with that key  $k_i$
  - In this way, the reducer can compute the average associated with the key  $k_i$  by simply doing  $[(\text{sum}_i)_1 + \dots + (\text{sum}_i)_m] / [(\text{count}_i)_1 + \dots + (\text{count}_i)_m]$

# Combiner Trick

- The combiner trick seen before is not applicable to every function
- It works only for those functions which can be expressed as the composition of commutative and associative operators
- There exist functions which cannot be decomposed in such a way (e.g., median)
- When the combiner trick cannot be used, the aggregating function must be computed at the reducer



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- Sometimes may be useful to override the default partition function with a custom one

# Implementations

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- Hadoop

- Apache's open-source implementation of MapReduce
- Uses Hadoop Distributed File System (HDFS)
- Terminology: Master → NameNode, Chunk Server → DataNode
- Hive/Pig → SQL-like abstractions on top of Hadoop MapReduce

# MapReduce as a Service

- Allows to rent computing by the hour along with other services like persistent storage
- Amazon's "Elastic Computing Cloud" (EC2) provides:
  - Stable Storage (S3)
  - Elastic MapReduce (EMR)

# MapReduce: Criticisms

- 2 major **limitations** of MapReduce paradigm:
  - Hard to program directly
    - many problems are not easily described as map-reduce
  - I/O communication bottlenecks cause performance issues
    - persistence to disk slower than in-memory computation

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- In short, MapReduce is **not suitable** for large applications composed of several map-reduce steps



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- Typical implementations come with a suite of tools/services for reliably storing and processing large volumes of data
- Useful in all those situations where data need to be accessed sequentially
- May be hard to program and does not support well multiple map-reduce rounds