实验三 Spark机器学习

一、实验目标

本次实验旨在教会学生使用Spark处理数据并实现机器学习算法。具体如下:

- 学习使用Spark-shell基本命令
- 使用Spark实现词频统计、计算数据方差
- 使用Spark实现线性回归训练算法

二、学习Spark-shell常用指令

• 开启spark-shell:

• 输入:help查看指令:

```
scala> :help
All commands can be abbreviated, e.g., :he instead of :help.
:completions <string> output completions for the given string
:edit <id>|<line>
                                           edit history
:help [command]
                                           print this summary or command-specific help
                                           show the history (optional num is commands to show)
:history [num]
:h? <string>
                                           search the history
:imports [name name ...] show import history, identifying sources of names
:implicits [-v] show the implicits in scope
:javap <path|class> disassemble a file or class name
:implicits [-v]
:javap <path|class>
:line <id>|<line>
                                           place line(s) at the end of history interpret lines in a file
:load <path>
:paste [-raw] [path]
                                           enter paste mode or paste a file enable power user mode
 :power
:quit
                                           exit the interpreter
:replay [options]
                                           reset the repl and replay all previous commands
:require <path>
:reset [options]
:save <path>
                                           add a jar to the classpath reset the repl to its initial state, forgetting all session entries.
                                           save replayable session to a file
run a shell command (result is implicitly => List[String])
update compiler options, if possible; see reset
disable/enable automatic printing of results
:sh <command line>
:settings <options>
:silent
                                           display the type of an expression without evaluating it display the kind of a type. see also :help kind show the suppressed warnings from the most recent line which had any
:type [-v] <expr>
:kind [-v] <type>
 :warnings
```

• 在ubuntu自己的目录下新建一个Scala文件,写入输出 не llo world 的语句,进入 spark-she ll 使用: load 运行该文件:

创建 Helloworld.scala 文件:

```
println("Hello world!")
```

进入 spark-shell 使用:load 运行该文件:

```
scala> :load ./HelloWorld.scala
Loading ./HelloWorld.scala...
Hello world!
```

三、使用Spark进行词频统计

我们使用单词表数据集,其包含**536700000行**单词,大小为**2.6G**,存储路径为/home/dsjxtjc/2021214308/word_count/wc_data.txt

首先,将数据集传入Hadoop文件系统内:

```
hadoop fs -copyFromLocal word_count/wc_data.txt /dsjxtjc/2021214308/wc_data.txt
```

而后,进入spark-shell,并加载待统计词频的数据集:

```
val words = sc.textFile("/dsjxtjc/2021214308/wc_data.txt")
```

我们分别输入words.first()和words.count()查看words的内容:

```
scala> words.first()
res0: String = chapter

scala> words.count()
res1: Long = 536700000
```

最后,我们使用一行代码统计词频:

```
scala> val result = words.flatMap(1 => l.split(" ")).map(w => (w, 1)).reduceByKey(_ + _)
result: org.apache.spark.rdd.RDD[(String, Int)] = ShuffledRDD[4] at reduceByKey at <console>:25

scala> result.first()
res2: (String, Int) = (growls,20000)

scala> result.saveAsTextFile("/dsjxtjc/2021214308/wc_output")
```

hadoop查看生成结果:

四、使用Spark计算均值与方差

首先, 创建一个从1到1000000的数据集:

```
for ((i=1; i<=1000000; i=i+1)); do echo i>> numbers.txt; done tail -n 3 numbers.txt
```

```
2021214308@thumm01:~$ tail -n 3 numbers.txt
999998
999999
1000000
```

而后将数据集上次到HDFS:

```
2021-11-16 22:45:33,906 INFO sasl.SaslDataTransferClient: SASL encryption trust check: localHostTrusted = false, remoteHostTrusted = false 2021-11-16 22:45:33,906 INFO sasl.SaslDataTransferClient: SASL encryption trust check: localHostTrusted = false, remoteHostTrusted = false 2021-11-16 22:45:59,581 INFO sasl.SaslDataTransferClient: SASL encryption trust check: localHostTrusted = false, remoteHostTrusted = false 399855 399856 399859 399869 399869 399869 399869 399869 399869 399869 399869 399869 399869 399869 399869 399869 399869 399869 399869 399869 399869 399869 399869 399869 399869 399869 399870 399869 399870 399873 399874 399875 399875 399875 399875 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399876 399877 399877 399877 399877 399877 399877 399877 399877 399877 399877 399877 399877 399877 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 399878 39987
```

运行spark-shell并加载 numbers.txt:

```
scala> val numbers = sc.textFile("/dsjxtjc/2021214308/numbers.txt")
numbers: org.apache.spark.rdd.RDD[String] = /dsjxtjc/2021214308/numbers.txt MapPartitionsRDD[1] at textFile at <console>:24
```

将加载的字符串形式的数字转为 double 类型的数值:

```
scala> val numbers_double = numbers.map(num => num.toDouble)
numbers_double: org.apache.spark.rdd.RDD[Double] = MapPartitionsRDD[3] at map at <console>:25
```

统计数字个数:

```
scala> val n_num = numbers_double.count()
n_num: Long = 1000000
```

计算均值:

```
scala> val mean = numbers_double.reduce(_ + _) / n_num
mean: Double = 500000.5
```

计算方差:

```
scala> val variance = numbers_double.map(num => num - mean).map(num => num * num).reduce(_ + _) / n_num variance: Double = 8.3333333333359143E10
```

计算标准差:

```
scala> import scala.math._
import scala.math._
```

```
scala> val std = sqrt(variance)
std: Double = 288675.1345952599
```

五、Spark机器学习 (n元线性回归矩阵形式)

5.1 数据准备

在本小节中,首先我们准备了一个可用于n元线性回归的数据集。数据集中每条数据的格式遵照 $(y, x_1 \ x_2 \cdots x_{n-1} \ x_n)$ 的格式:

```
-0.4307829,-1.63735562648104 -2.00621178480549 -1.86242597251066 -1.02470580167082 -0.522940888712441 -0.863171185425945 -1.04215728919298 -0.864466507337306 -0.1625189,-1.98898046126935 -0.722008756122123 -0.787980169888153 -1.02470580167082 -0.522940888712441 -0.863171185425945 -1.04215728919298 -0.864466507337306 -0.1625189,-2.16061708465163 -0.807993806938655 -0.7878906192088153 -1.02470580167082 -0.522940888712441 -0.863171185425945 -1.04215728919298 -0.864466507337306 -0.75240888712441 -0.863171185425945 -1.04215728919298 -0.864466507337306 -0.7654678,-2.03612849966376 -0.933954647105133 -1.86242597251066 -1.02470580167082 -0.522940888712441 -0.863171185425945 -1.04215728919298 -0.864466507337306 -0.7654678,-2.03612849966376 -0.933954647105133 -1.86242597251066 -1.02470580167082 -0.522940888712441 -0.863171185425945 -1.04215728919298 -0.864466507337306 -0.7654678,-2.03612849966376 -0.933954647105133 -1.86242597251066 -1.02470580167082 -0.522940888712441 -0.863171185425945 -1.04215728919298 -0.864466507337306 -0.7654678,-2.286333047634983 -0.288756571083607 -0.787896192088153 -0.990140852537193 -0.522940888712441 -0.863171185425945 -1.04215728919298 -0.864466507337306 -0.7654076,-2.28833047634983 -0.8076369432557794 -0.116315079324086 -0.80409888772376 -0.522940888712441 -0.863171185425945 -1.04215728919298 -0.864466507337306 -0.7654076,-2.23493804287613 -1.44471935455355 -0.116315079324086 -1.02470580167082 -0.522940888712441 -0.863171185425945 -1.04215728919298 -0.864466507337306 -0.7654076,-2.23493804287613 -1.44471935455355 -0.116315079324086 -1.02470580167082 -0.522940888712441 -0.863171185425945 -1.04215728919298 -0.864466507337306 -0.76470580167082 -0.522940888712441 -0.863171185425945 -1.04215728919298 -0.864466507337306 -0.76470580167082 -0.522940888712441 -0.863171185425945 -1.04215728919298 -0.864466507337306 -0.76470580167082 -0.522940888712441 -0.863171185425945 -1.04215728919298 -0.864466507337306 -0.76470580167082 -0.522940888712441 -0.863171185425945 -0.40215728919298 -0.864466507337306 -0.
```

我们的数据保存在/home/dsjxtjc/2021214308/linear_regression/linear_data.txt路径下。并将 其上传至hadoop:

```
2021214308@thumm01:/mnt/data/dsjxtjc/2021214308/linear_regression$ hadoop fs -ls /dsjxtjc/2021214308/
Found 5 items
-rw-r--r- 3 2021214308 dsjxtjc 2251853460 2021-11-17 10:13 /dsjxtjc/2021214308/linear data.txt
-rw-r--r- 3 2021214308 dsjxtjc 6888896 2021-11-16 22:45 /dsjxtjc/2021214308/numbers.txt
-rw-r--r- 3 2021214308 dsjxtjc 13 2021-10-19 19:22 /dsjxtjc/2021214308/test.txt
-rw-r--r- 3 2021214308 dsjxtjc 2716098000 2021-11-17 08:44 /dsjxtjc/2021214308/wc_data.txt
drwxr-xr-x - 2021214308 dsjxtjc 0 2021-11-17 08:52 /dsjxtjc/2021214308/wc_output
```

5.2 n元线性回归算法

针对一元线性回归的情况,设数据集为 $\{(x_i,y_i)\}_{i=1}^n$,且一元线性回归函数为f(x)=wx+b,我们需要得到一组参数 (w^*,b^*) ,使作为目标函数的均方根 $E_{(w,b)}$ 误差取到最小值:

$$egin{aligned} E_{(w,b)} &= \sum_{i=1}^m (f(x_i) - y_i)^2 \ &= \sum_{i=1}^m (y_i - wx_i - b)^2 \ (w^*,b^*) &= rg\min_{(w,b)} \sum_{i=1}^m (f(x_i) - y_i)^2 \ &= rg\min_{(w,b)} \sum_{i=1}^m (y_i - wx_i - b)^2 \end{aligned}$$

 $E_{(w,b)}$ 对w,b求偏导可得:

$$egin{aligned} rac{\partial E_{(w,b)}}{\partial w} &= 2\left(w\sum_{i=1}^m x_i^2 - \sum_{i=1}^m (y_i - b)x_i
ight) \ rac{\partial E_{(w,b)}}{\partial b} &= 2\left(mb - \sum_{i=1}^m (y_i - wx_i)
ight) \end{aligned}$$

由于 $E_{(w,b)}$ 对w,b均为凸函数,故令偏导等于零,我们可以得到我们所需的 (w^*,b^*) :

$$w^* = rac{\sum_{i=1}^m y_i(x_i - ar{x})}{\sum_{i=1}^m x_i^2 - rac{1}{m}ig(\sum_{i=1}^m x_iig)^2} \ b^* = rac{1}{m}\sum_{i=1}^m (y_i - wx_i)$$

我们可以将一元线性回归拓展为多元线性回归。设样本数为m,特征数为n:

$$\mathbf{W} = (b, w_1, w_2, \dots, w_n)^T \ \mathbf{X} = (1, x_1, x_2, \dots, x_n)^T \ \mathbf{y} = (y_1, y_2, \dots, y_m)^T$$

类似地,我们可以使用梯度下降法来优化多元线性回归的损失函数,其中优化目标函数为:

$$\mathbf{W} = \arg\min_{\mathbf{W}} (\mathbf{X}\mathbf{W} - \mathbf{y})^T (\mathbf{X}\mathbf{W} - \mathbf{y})$$

梯度为:

$$rac{\partial E_{\mathbf{w}}}{\partial \mathbf{W}} = 2\mathbf{X}^T(\mathbf{X}\mathbf{W} - \mathbf{y})$$

5.3 代码实现

根据上述的算法,我们可以使用scala代码对其进行实现。

首先,我们设计一个矩阵类,作为我们进行矩阵运算的接口。这个矩阵类中包含矩阵乘法(内积)、 矩阵加减法、以及矩阵与常数的乘法:

```
// 用于执行矩阵运算的矩阵类
class Matrix(private val data:Array[Double], val rownum:Int){
  val colnum = (data.length.toDouble/rownum).ceil.toInt
  val matrix:Array[Array[Double]]={
    val matrix:Array[Array[Double]] = Array.ofDim[Double](rownum,colnum)
    for(i <- 0 until rownum){
        for(j <- 0 until colnum){
            val index = i * colnum + j
                matrix(i)(j) = if(data.isDefinedAt(index)) data(index) else 0
        }
    }
    matrix
}

override def toString = {
    var str = ""</pre>
```

```
matrix.map((p:Array[Double]) => {p.mkString(" ")}).mkString("\n")
}
def mat(row:Int,col:Int) = {
    matrix(row - 1)(col - 1)
}
// 矩阵与矩阵乘法
def *(a : Matrix) : Matrix = {
    if(this.colnum != a.rownum){
        println("Wrong!")
        var ans = new Matrix(this.data,this.rownum)
        ans.asInstanceOf[Matrix]
    }else{
        val data:ArrayBuffer[Double] = ArrayBuffer()
        for(i <- 0 until this.rownum){</pre>
            for(j <- 0 until a.colnum){</pre>
                var num = 0.0
                for(k <- 0 until this.colnum){</pre>
                     num += this.matrix(i)(k) * a.matrix(k)(j)
                }
            data += num
        }
        var ans = new Matrix(data.toArray,this.rownum)
        ans.asInstanceOf[Matrix]
}
// 矩阵乘常数
def *(a:Double) : Matrix = {
    val data:ArrayBuffer[Double] = ArrayBuffer()
    for(i <- 0 until this.rownum){</pre>
        for(j <- 0 until this.colnum){</pre>
            data += this.matrix(i)(j) * a
    }
    var ans = new Matrix(data.toArray,this.rownum)
    ans.asInstanceOf[Matrix]
}
// 矩阵间加法
def +(a : Matrix) : Matrix = {
    if(this.rownum != a.rownum || this.colnum != a.colnum){
        println("Wrong!")
        var ans = new Matrix(this.data,this.rownum)
        ans.asInstanceOf[Matrix]
    }else{
        val data:ArrayBuffer[Double] = ArrayBuffer()
        for(i <- 0 until this.rownum){</pre>
            for(j <- 0 until this.colnum){</pre>
                data += this.matrix(i)(j) + a.matrix(i)(j)
            }
        }
        var ans = new Matrix(data.toArray,this.rownum)
        ans.asInstanceOf[Matrix]
    }
}
```

```
// 矩阵间减法
    def -(a : Matrix) : Matrix = {
        if(this.rownum != a.rownum || this.colnum != a.colnum){
            println("Wrong!")
            var ans = new Matrix(this.data,this.rownum)
            ans.asInstanceOf[Matrix]
        }else{
            val data:ArrayBuffer[Double] = ArrayBuffer()
            for(i <- 0 until this.rownum){</pre>
                for(j <- 0 until this.colnum){</pre>
                    data += this.matrix(i)(j) - a.matrix(i)(j)
                }
            }
            var ans = new Matrix(data.toArray,this.rownum)
            ans.asInstanceOf[Matrix]
    }
    // 矩阵转置
    def transpose() : Matrix = {
        val transposeMatrix = for (i <- Array.range(0,colnum)) yield {</pre>
             for (rowArray <- this.matrix) yield rowArray(i)</pre>
        var ans = new Matrix(transposeMatrix.flatten,colnum)
        ans.asInstanceOf[Matrix]
    }
}
```

而后,在已经有了可调用的矩阵接口的条件下,我们可以对多元线性回归进行代码实现。在代码中,我们首先读取数据集中的数据,并对其进行格式上的预处理后将其构造为矩阵;而后,我们初始化权重矩阵,将其全部初始化为1;最后,我们按照上述公式对用向量表示的n元线性回归梯度下降法进行迭代,在每轮对权重矩阵进行更新。

```
object Linear_Regressuion{
    def main(args:Int) : Unit = {
       var alpha = 0.001 // 学习率alpha
       var x = ArrayBuffer[Double]()
       var y = ArrayBuffer[Double]()
       val data =
Source.fromFile("/home/dsjxtjc/2021214308/linear_regression/linear_data.txt")
       var cnt = 0
                      // 矩阵行数计数器
       for(line <- data.getLines)</pre>
       {
           cnt += 1
           var parts = line.split(",")
           // 逗号前一部分为y
           y.append(parts(0).toDouble)
           // 逗号后半部分为多元x,并以空格分开
           var x_part : Array[Double] = parts(1).split(" ").map(_.toDouble)
           x.append(1.0)
            for(i <- 0 until x_part.size)</pre>
               x.append(x_part(i))
        data.close
```

```
// 使用矩阵接口构造X、Y的矩阵
       var X_matrix = new Matrix(x.toArray, cnt)
       var Y_matrix = new Matrix(y.toArray, cnt)
       // 初始化权重矩阵(初始化为1)
       var w_array = ArrayBuffer[Double]()
       for(k <- 0 until X_matrix.colnum)</pre>
           w_{array.append(1)}
       var w = new Matrix(w_array.toArray, X_matrix.colnum)
       for(i <- 0 until 150){
           // 对用向量表示的n元线性回归梯度下降法进行迭代
           var J : Matrix = ( ((X_matrix*w) - Y_matrix).transpose) *
((X_matrix*w) - Y_matrix) * (1.0/(2 * X_matrix.rownum))
           println("iteration " + i + ": " + J)
           // 更新权重矩阵
           w = w - (X_matrix.transpose) * ((X_matrix * w) - Y_matrix) * (alpha)
* 2
       }
       println("w:")
       println(w)
   }
}
```

5.4 结果

在spark-shell中,我们load相关的scala文件后并执行相关的main函数,进行梯度下降法。可以看到,随着迭代次数的逐渐增加,我们的目标损失函数的值逐渐下降,并趋于稳定:

```
scala> Linear_Regressuion.main(1)
iteration 0: 10.15798321667408
iteration 1: 3.788752152716596
iteration 2: 1.804842304918377
iteration 3: 1.1029638364885836
iteration 4: 0.8003501535348875
iteration 5: 0.6383195571251372
iteration 6: 0.5360858085586169
iteration 7: 0.46517864674631765
iteration 8: 0.4135505846292794
iteration 9: 0.37497035226230224
iteration 10: 0.3456685269246979
iteration 11: 0.3231395056833352
iteration 12: 0.30563211780662236
iteration 13: 0.29188909610138497
iteration 14: 0.2809932333750507
iteration 15: 0.27226806928505193
iteration 16: 0.2652104892874571
iteration 17: 0.259443650781925
iteration 18: 0.254683506343676
iteration 19: 0.2507146915096903
iteration 20: 0.24737298719506665
iteration 21: 0.244532463224282
iteration 22: 0.2420959917206987
iteration 23: 0.23998820829866965
```

iteration 134: 0.21963354700191737 iteration 135: 0.21963194129613647 iteration 136: 0.21963041305964542 iteration 137: 0.21962895848842315 iteration 138: 0.21962757397029636 iteration 139: 0.21962625607487757 iteration 140: 0.2196250015440604 iteration 141: 0.21962380728303824 iteration 142: 0.21962267035181693 iteration 143: 0.21962158795719156 iteration 144: 0.2196205574451607 iteration 145: 0.21961957629375167 iteration 146: 0.21961864210623372 iteration 147: 0.21961775260469796 iteration 148: 0.21961690562398006 iteration 149: 0.21961609910590915

最终,在损失函数值趋于稳定后,我们可以得到最终所需的权重矩阵W:

w:

- 2.4659080033126006
- 0.6755741430070558
- 0.2636967965140857
- -0.14159035933066322
- 0.21032722194950615
- 0.3049545198332462
- -0.2812855429405669
- -0.015248501981444092
- 0.25871873623106456