UNIVERSITY OF WATERLOO

Data-Intensive Distributed Computing

CS 431/631 451/651 (Winter 2019)

Part 1: MapReduce Algorithm Design (4/4)

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These slides are available at http://roegiest.com/bigdata-2019w/

Source: Wikipedia (The Scream)

Source: Wikipedia (Japanese rock garden)

Perfect *X*

What's the point?

More details: Lee et al. The Unified Logging Infrastructure for Data Analytics at Twitter. PVLDB, 5(12):1771-1780, 2012.

MapReduce Algorithm Design

How do you express everything in terms of m, r, c, p?

Toward “design patterns”

MapReduce

Source: Google

MapReduce

Programmer specifies four functions:

map $(k_1, v_1) \rightarrow List[(k_2, v_2)]$

reduce $(k_2, List[v_2]) \rightarrow List[(k_3, v_3)]$

All values with the same key are sent to the same reducer

partition $(k', p) \rightarrow 0 \ldots p-1$

Often a simple hash of the key, e.g., hash(k') mod n

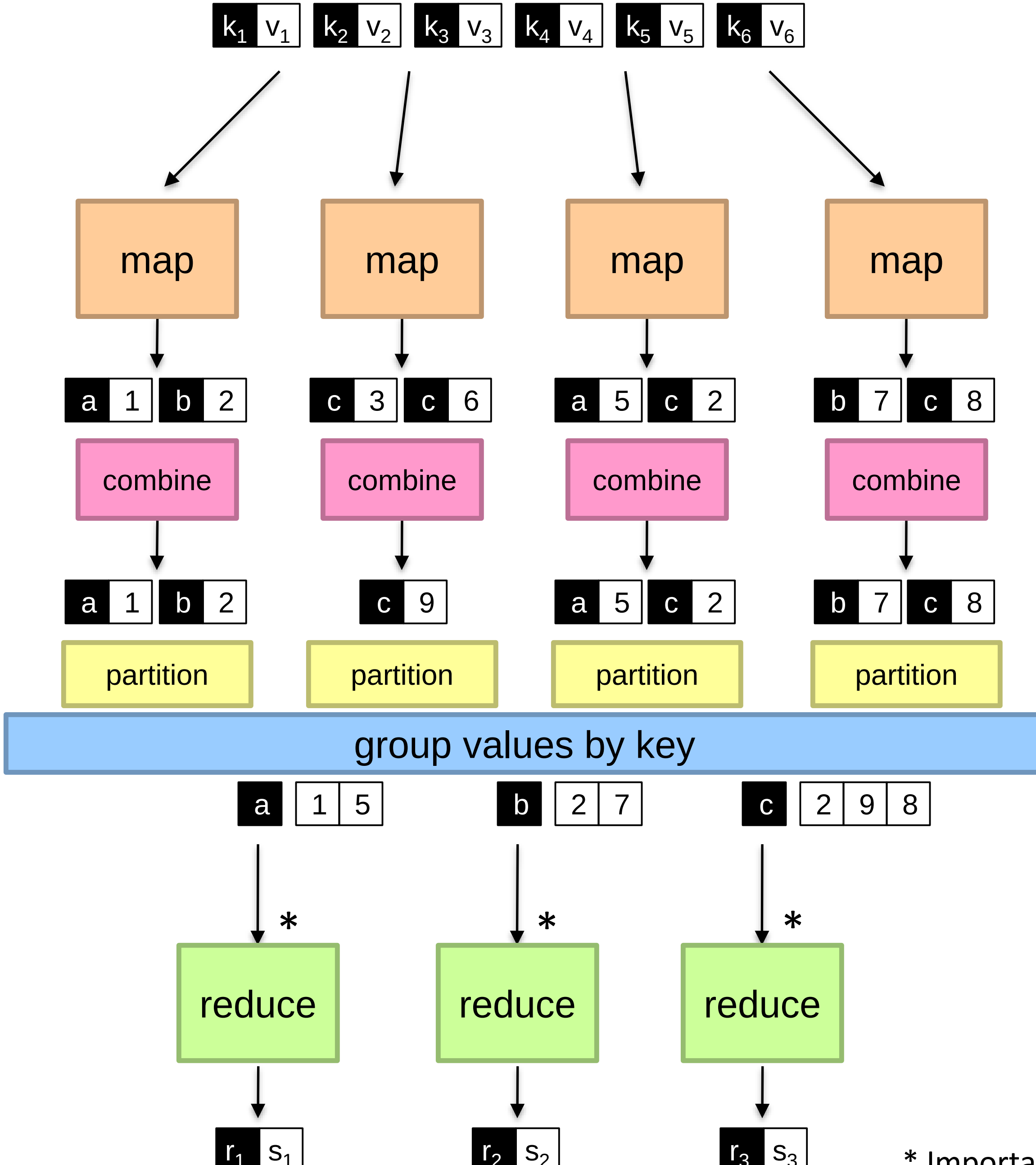
Divides up key space for parallel reduce operations

combine $(k_2, List[v_2]) \rightarrow List[(k_2, v_2)]$

Mini-reducers that run in memory after the map phase

Used as an optimization to reduce network traffic

The execution framework handles everything else…



* Important detail: reducers process keys in sorted order

“Everything Else”

Handles scheduling

Assigns workers to map and reduce tasks

Handles “data distribution”

Moves processes to data

Handles synchronization

Gathers, sorts, and shuffles intermediate data

Handles errors and faults

Detects worker failures and restarts

But…

You have limited control over data and execution flow!

All algorithms must be expressed in m, r, c, p

You don’t know:

Where mappers and reducers run

When a mapper or reducer begins or finishes

Which input a particular mapper is processing

Which intermediate key a particular reducer is processing

Tools for Synchronization

Preserving state in mappers and reducers

Capture dependencies across multiple keys and values

Cleverly-constructed data structures

Bring partial results together

Define custom sort order of intermediate keys

Control order in which reducers process keys

Two Practical Tips

Avoid object creation

(Relatively) costly operation

Garbage collection

Avoid buffering

Limited heap size

Works for small datasets, but won't scale!

Importance of Local Aggregation

Ideal scaling characteristics:

Twice the data, twice the running time

Twice the resources, half the running time

Why can’t we achieve this?

Synchronization requires communication

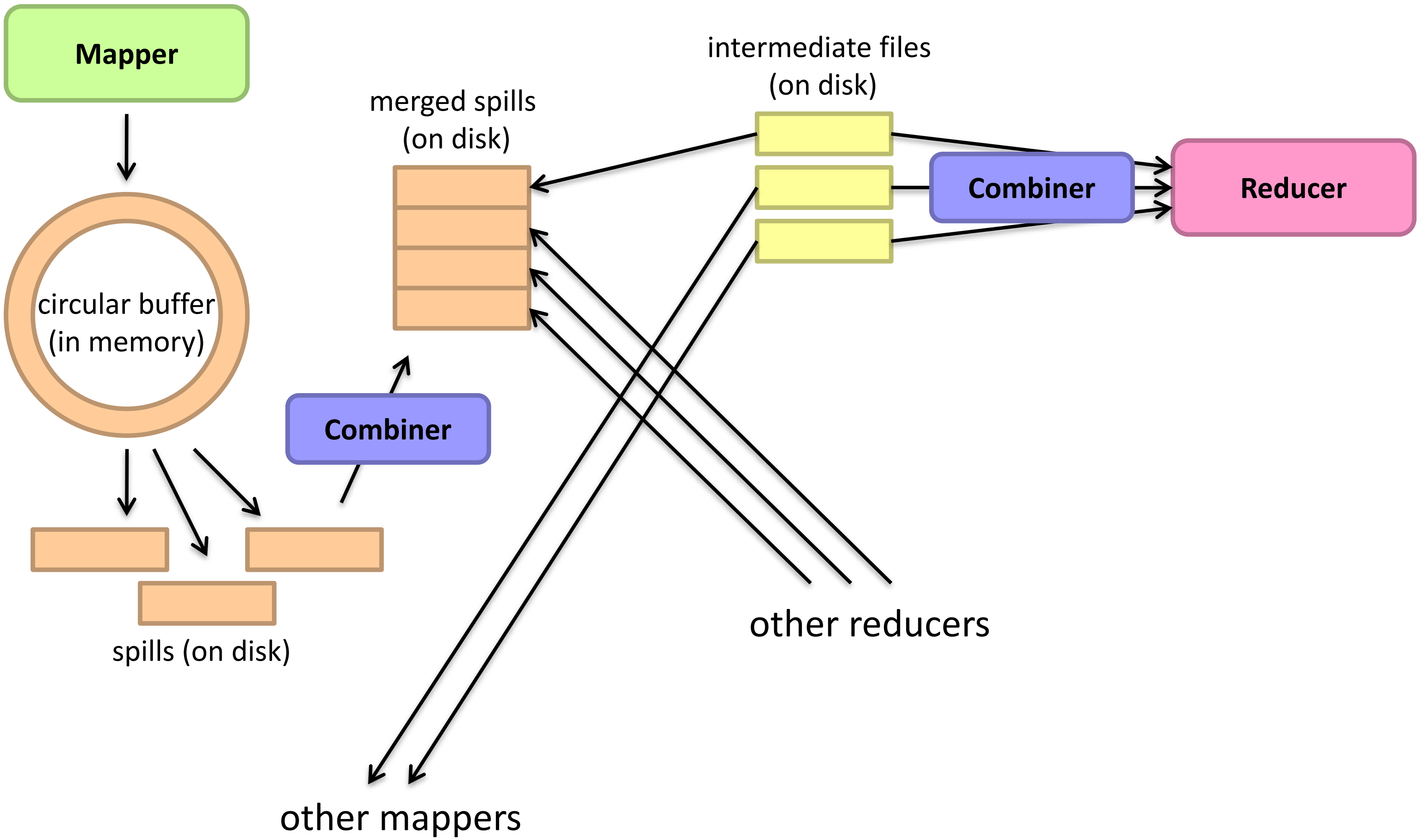
Communication kills performance

Thus… avoid communication!

Reduce intermediate data via local aggregation

Combiners can help

Distributed Group By in MapReduce



Word Count: Baseline

```
class Mapper {
  def map(key: Long, value: String) = {
    for (word <- tokenize(value)) {
      emit(word, 1)
    }
  }
}

class Reducer {
  def reduce(key: String, values: Iterable[Int]) = {
    for (value <- values) {
      sum += value
    }
    emit(key, sum)
  }
}
```

What's the impact of combiners?

Word Count: Mapper Histogram

```
class Mapper {
  def map(key: Long, value: String) = {
    val counts = new Map()
    for (word <- tokenize(value)) {
      counts(word) += 1
    }

    for ((k, v) <- counts) {
      emit(k, v)
    }
  }
}
```

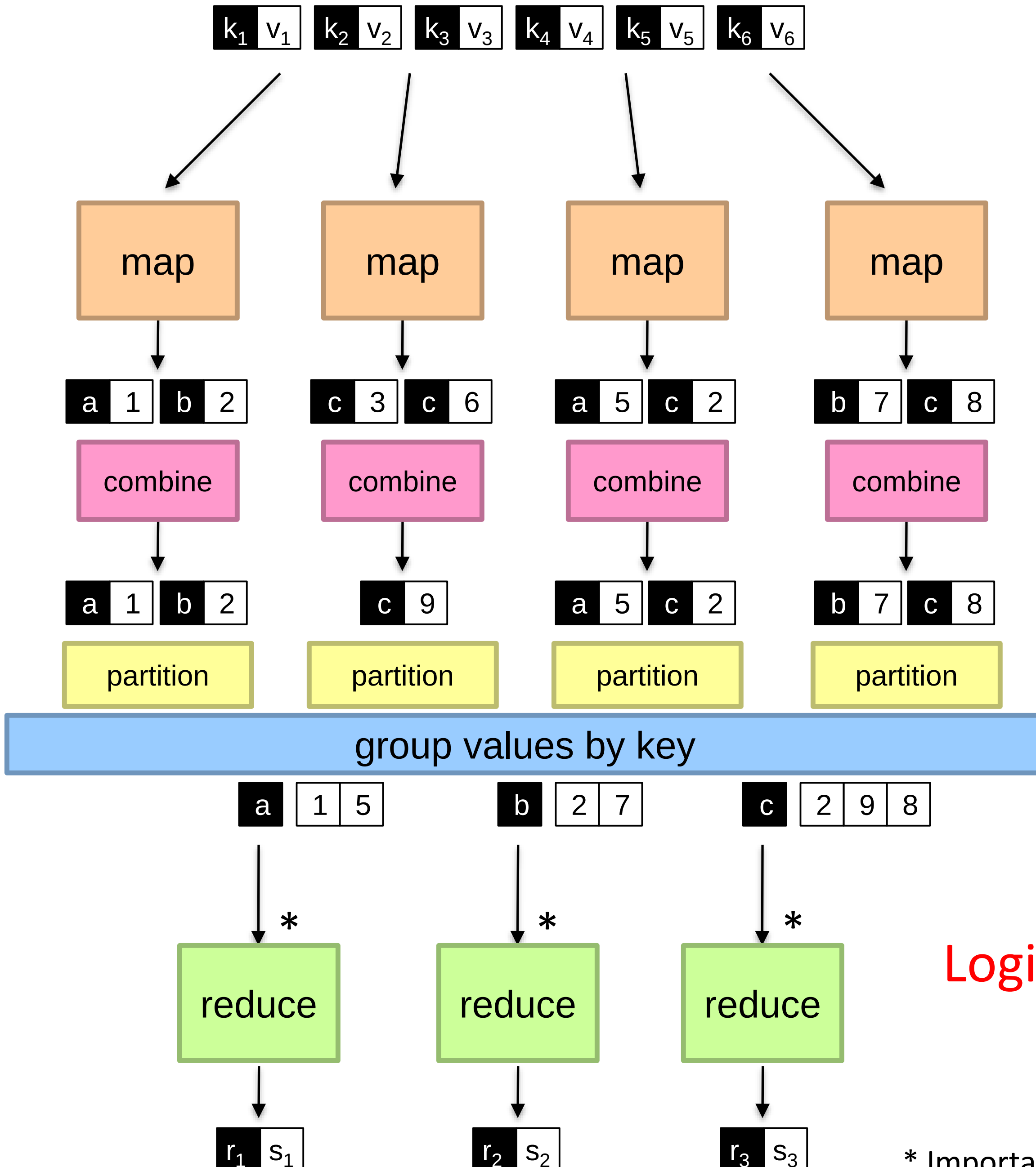
Are combiners still needed?

Performance

Word count on 10% sample of Wikipedia

	Running Time	# Pairs
Baseline	~140s	246m
Histogram	~140s	203m

Can we do even better?



Logical view

* Important detail: reducers process keys in sorted order

MapReduce API*

Mapper<K_{in},V_{in},K_{out},V_{out}>

void setup(Mapper.Context context)

Called once at the start of the task

void map(K_{in} key, V_{in} value, Mapper.Context context)

Called once for each key/value pair in the input split

void cleanup(Mapper.Context context)

Called once at the end of the task

Reducer<K_{in},V_{in},K_{out},V_{out}>/Combiner<K_{in},V_{in},K_{out},V_{out}>

void setup(Reducer.Context context)

Called once at the start of the task

void reduce(K_{in} key, Iterable<V_{in}> values, Reducer.Context context)

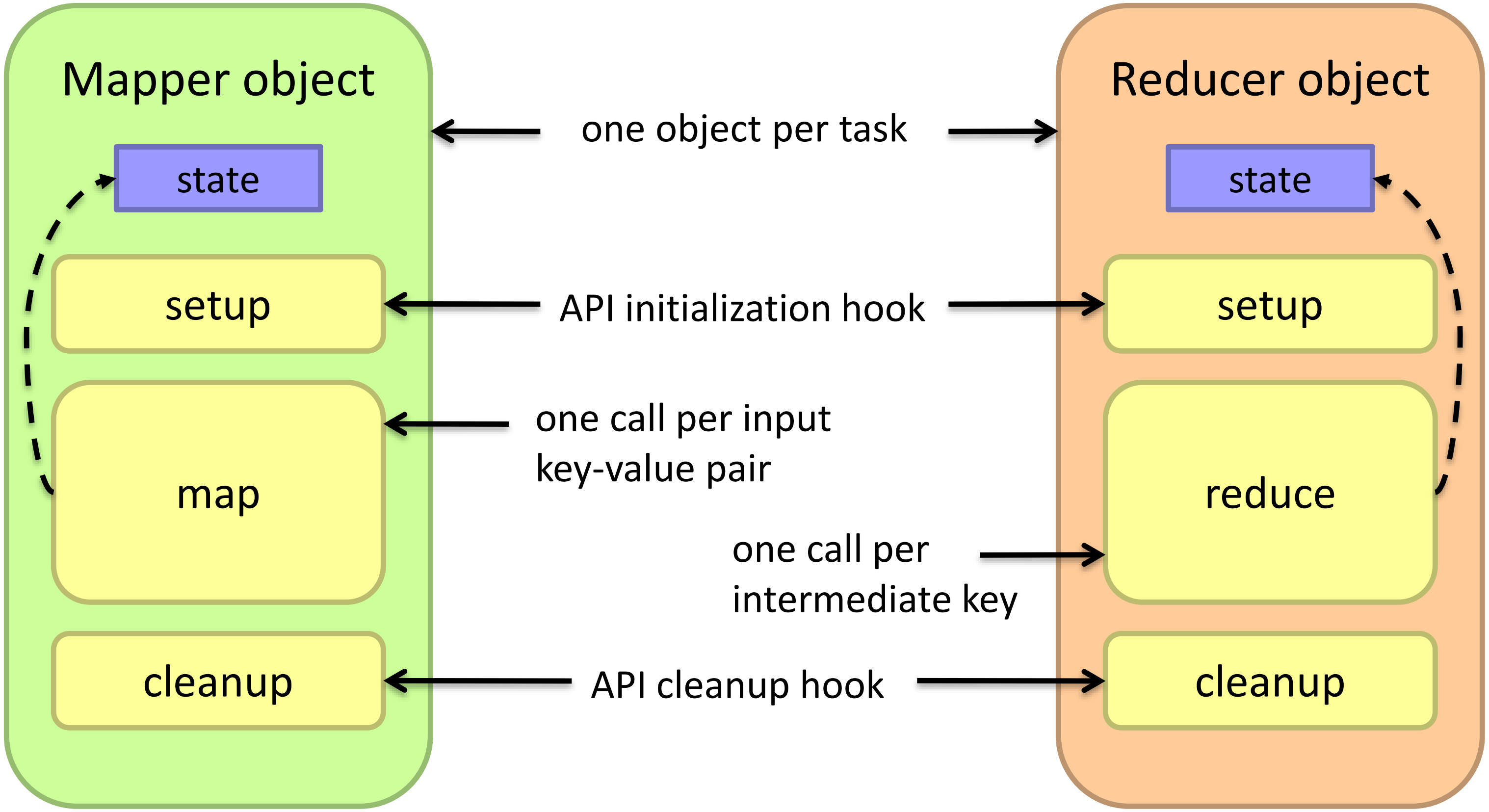
Called once for each key

void cleanup(Reducer.Context context)

Called once at the end of the task

*Note that there are two versions of the API!

Preserving State



Pseudo-Code

```
class Mapper {
  def setup() = {
    ...
  }

  def map(key: Long, value: String) = {
    ...
  }

  def cleanup() = {
    ...
  }
}
```

Word Count: Preserving State

```
class Mapper {
 val counts = new Map()

 def map(key: Long, value: String) = {
  for (word <- tokenize(value)) {
   counts(word) += 1
  }
 }

 def cleanup() = {
  for ((k, v) <- counts) {
   emit(k, v)
  }
 }
}
```

Key idea: preserve state across input key-value pairs!

Are combiners still needed?

Design Pattern for Local Aggregation

"In-mapper combining"

Fold the functionality of the combiner into the mapper
by preserving state across multiple map calls

Advantages

Speed

Why is this faster than actual combiners?

Disadvantages

Explicit memory management required

Potential for order-dependent bugs

Performance

Word count on 10% sample of Wikipedia

	Running Time	# Pairs
Baseline	~140s	246m
Histogram	~140s	203m
IMC	~80s	5.5m

Combiner Design

Combiners and reducers share same method signature

Sometimes, reducers can serve as combiners

Often, not…

Remember: combiner are optional optimizations

Should not affect algorithm correctness

May be run 0, 1, or multiple times

Example: find average of integers associated with the same key

Computing the Mean: Version 1

```
class Mapper {
  def map(key: String, value: Int) = {
    emit(key, value)
  }
}

class Reducer {
  def reduce(key: String, values: Iterable[Int]) {
    for (value <- values) {
      sum += value
      cnt += 1
    }
    emit(key, sum/cnt)
  }
}
```

Why can't we use reducer as combiner?

Computing the Mean: Version 2

```
class Mapper {
 def map(key: String, value: Int) =
  emit(key, value)
}
class Combiner {
 def reduce(key: String, values: Iterable[Int]) = {
  for (value <- values) {
   sum += value
   cnt += 1
  }
  emit(key, (sum, cnt))
 }
}
class Reducer {
 def reduce(key: String, values: Iterable[Pair]) = {
  for ((s, c) <- values) {
   sum += s
   cnt += c
  }
  emit(key, sum/cnt)
 }
}
```

Why doesn’t this work?

Computing the Mean: Version 3

```
class Mapper {
 def map(key: String, value: Int) =
  context.write(key, (value, 1))
}
class Combiner {
 def reduce(key: String, values: Iterable[Pair]) = {
  for ((s, c) <- values) {
   sum += s
   cnt += c
  }
  emit(key, (sum, cnt))
 }
}
class Reducer {
 def reduce(key: String, values: Iterable[Pair]) = {
  for ((s, c) <- values) {
   sum += s
   cnt += c
  }
  emit(key, sum/cnt)
 }
}
```

Fixed?

Computing the Mean: Version 4

```
class Mapper  {
 val sums = new Map()
 val counts = new Map()

 def map(key: String, value: Int) = {
  sums(key) += value
  counts(key) += 1
 }

 def cleanup() = {
  for (key <- counts.keys) {
   emit(key, (sums(key), counts(key)))
  }
 }
}
```

Are combiners still needed?

Performance

200m integers across three char keys

	Java	Scala	
V1	~120s	~120s	
V3	~90s	~120s	
V4	~60s	~90s	(default HashMap)
		~70s	(optimized HashMap)

MapReduce API*

Mapper<K_{in},V_{in},K_{out},V_{out}>

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Called once for each key/value pair in the input split

void cleanup(Mapper.Context context)

Called once at the end of the task

Reducer<K_{in},V_{in},K_{out},V_{out}>/Combiner<K_{in},V_{in},K_{out},V_{out}>

void setup(Reducer.Context context)

Called once at the start of the task

void reduce(K_{in} key, Iterable<V_{in}> values, Reducer.Context context)

Called once for each key

void cleanup(Reducer.Context context)

Called once at the end of the task

*Note that there are two versions of the API!

Algorithm Design: Running Example

Term co-occurrence matrix for a text collection

M = N x N matrix (N = vocabulary size)

M_{ij}: number of times *i* and *j* co-occur in some context

(for concreteness, let's say context = sentence)

Why?

Distributional profiles as a way of measuring semantic distance

Semantic distance useful for many language processing tasks

Applications in lots of other domains

MapReduce: Large Counting Problems

Term co-occurrence matrix for a text collection
= specific instance of a large counting problem

A large event space (number of terms)
A large number of observations (the collection itself)
Goal: keep track of interesting statistics about the events

Basic approach

Mappers generate partial counts
Reducers aggregate partial counts

How do we aggregate partial counts efficiently?

First Try: “Pairs”

Each mapper takes a sentence:

Generate all co-occurring term pairs

For all pairs, emit (a, b) → count

Reducers sum up counts associated with these pairs

Use combiners!

Pairs: Pseudo-Code

```
class Mapper {
  def map(key: Long, value: String) = {
    for (u <- tokenize(value)) {
      for (v <- neighbors(u)) {
        emit((u, v), 1)
      }
    }
  }
}

class Reducer {
  def reduce(key: Pair, values: Iterable[Int]) = {
    for (value <- values) {
      sum += value
   }
   emit(key, sum)
  }
}
```

Pairs: Pseudo-Code

One more thing…

```
class Partitioner {
  def getPartition(key: Pair, value: Int, numTasks: Int): Int = {
    return key.left % numTasks
  }
}
```

“Pairs” Analysis

Advantages

Easy to implement, easy to understand

Disadvantages

Lots of pairs to sort and shuffle around (upper bound?)

Not many opportunities for combiners to work

Another Try: "Stripes"

Idea: group together pairs into an associative array

$(a, b) \rightarrow 1$
$(a, c) \rightarrow 2$
$(a, d) \rightarrow 5$
$(a, e) \rightarrow 3$
$(a, f) \rightarrow 2$

$a \rightarrow \{ b: 1, c: 2, d: 5, e: 3, f: 2 \}$

Each mapper takes a sentence:

Generate all co-occurring term pairs

For each term, emit $a \rightarrow \{ b: \text{count}_b, c: \text{count}_c, d: \text{count}_d \ldots \}$

Reducers perform element-wise sum of associative arrays

$$
\begin{array}{ll}
 & a \rightarrow \{ b: 1, d: 5, e: 3 \} \\
+ & a \rightarrow \{ b: 1, c: 2, d: 2, f: 2 \} \\
\hline
 & a \rightarrow \{ b: 2, c: 2, d: 7, e: 3, f: 2 \}
\end{array}
$$

Key idea: cleverly-constructed data structure brings together partial results

Stripes: Pseudo-Code

```
class Mapper {
  def map(key: Long, value: String) = {
    for (u <- tokenize(value)) {
      val map = new Map()
      for (v <- neighbors(u)) {
        map(v) += 1
      }
      emit(u, map)
    }
  }
}
```

$a \rightarrow \{ b: 1, c: 2, d: 5, e: 3, f: 2 \}$

```
class Reducer {
  def reduce(key: String, values: Iterable[Map]) = {
    val map = new Map()
    for (value <- values) {
      map += value
    }
    emit(key, map)
  }
}
```

$$
\begin{array}{ll}
 & a \rightarrow \{ b: 1, d: 5, e: 3 \} \\
+ & a \rightarrow \{ b: 1, c: 2, d: 2, f: 2 \} \\
\hline
 & a \rightarrow \{ b: 2, c: 2, d: 7, e: 3, f: 2 \}
\end{array}
$$

“Stripes” Analysis

Advantages

Far less sorting and shuffling of key-value pairs

Can make better use of combiners

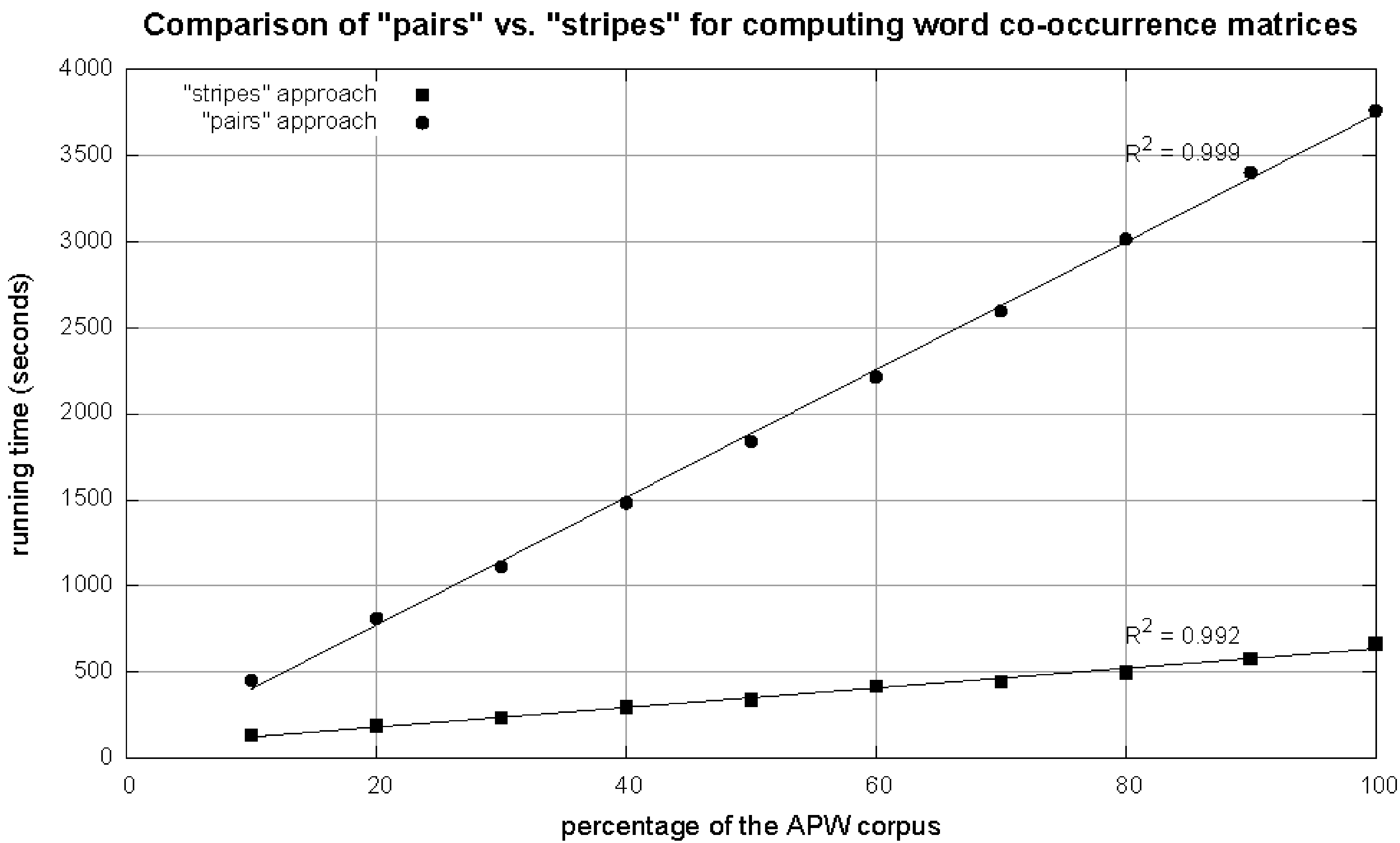
Disadvantages

More difficult to implement

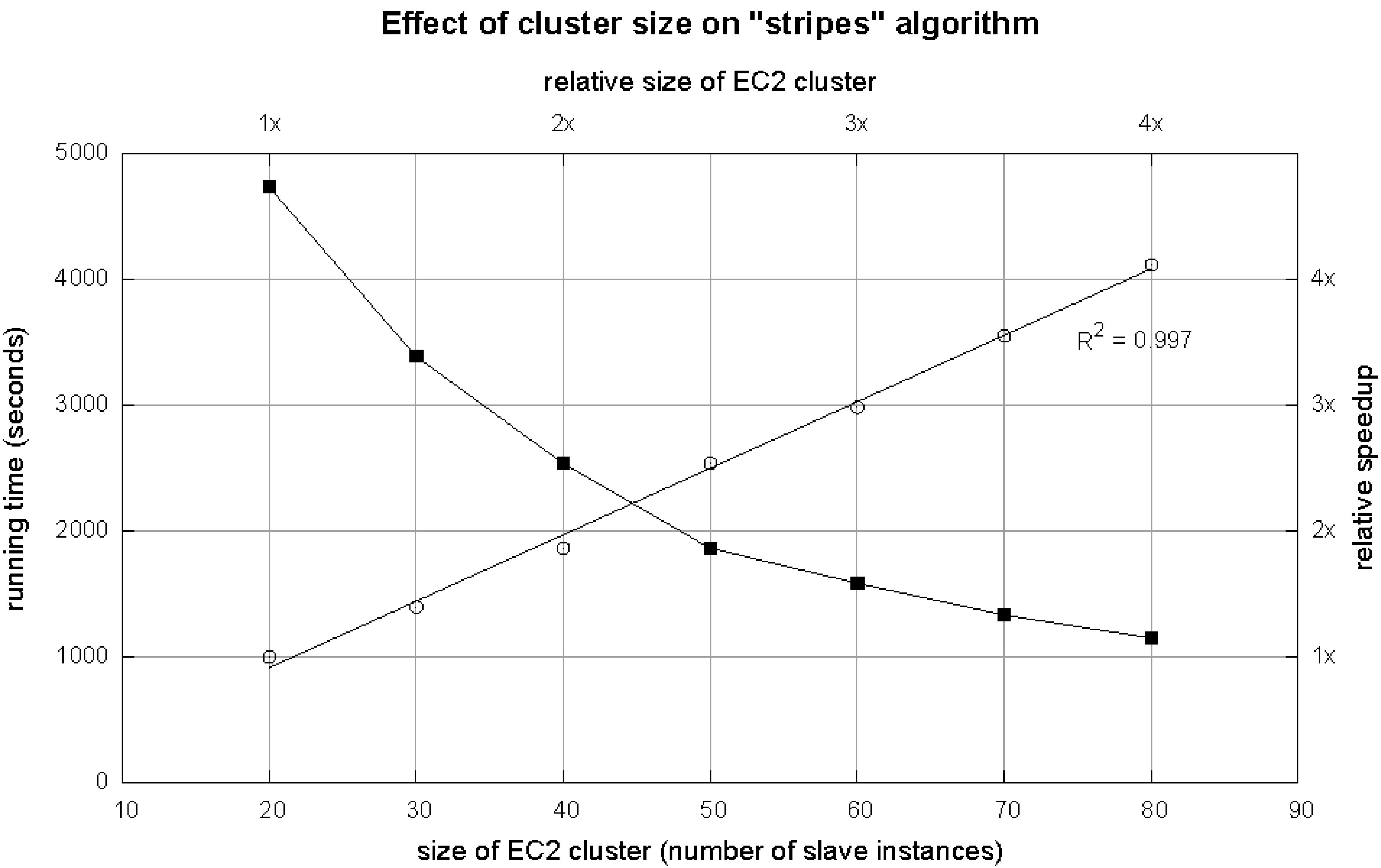
Underlying object more heavyweight

Overhead associated with data structure manipulations

Fundamental limitation in terms of size of event space



Cluster size: 38 cores
Data Source: Associated Press Worldstream (APW) of the English Gigaword Corpus (v3), which contains 2.27 million documents (1.8 GB compressed, 5.7 GB uncompressed)


Effect of cluster size on "stripes" algorithm
relative size of EC2 cluster
1x
2x
3x
4x
5000
4000
3000
2000
1000
0
running time (seconds)
relative speedup
4x
3x
2x
1x
R^2 = 0.997
10
20
30
40
50
60
70
80
90
size of EC2 cluster (number of slave instances)

Stripes >> Pairs?

Important tradeoffs

Developer code vs. framework

CPU vs. RAM vs. disk vs. network

Number of key-value pairs: sorting and shuffling data across the network

Size and complexity of each key-value pair: de/serialization overhead

Cache locality and the cost of manipulating data structures

Additional issues

Opportunities for local aggregation (combining)

Load imbalance

Tradeoffs

Pairs:

Generates a *lot* more key-value pairs

Less combining opportunities

More sorting and shuffling

Simple aggregation at reduce

Stripes:

Generates fewer key-value pairs

More opportunities for combining

Less sorting and shuffling

More complex (slower) aggregation at reduce

Relative Frequencies

How do we estimate relative frequencies from counts?

$$f(B|A) = \frac{N(A,B)}{N(A)} = \frac{N(A,B)}{\sum_{B'} N(A,B')}$$

Why do we want to do this?

How do we do this with MapReduce?

f(B|A): “Stripes”

$a \rightarrow \{b_1{:}3,\ b_2{:}12,\ b_3{:}7,\ b_4{:}1,\ \ldots\}$

Easy!

One pass to compute (a, *)

Another pass to directly compute f(B|A)

f(B|A): "Pairs"

What's the issue?

Computing relative frequencies requires marginal counts

But the marginal cannot be computed until you see all counts

Buffering is a bad idea!

Solution:

What if we could get the marginal count to arrive at the reducer first?

f(B|A): “Pairs”

$(a, *) \rightarrow 32$ Reducer holds this value in memory

$(a, b_1) \rightarrow 3$	$(a, b_1) \rightarrow 3 / 32$
$(a, b_2) \rightarrow 12$	$(a, b_2) \rightarrow 12 / 32$
$(a, b_3) \rightarrow 7$	$(a, b_3) \rightarrow 7 / 32$
$(a, b_4) \rightarrow 1$	$(a, b_4) \rightarrow 1 / 32$
…	…

For this to work:

- Emit extra (a, *) for every b_n in mapper
- Make sure all a’s get sent to same reducer (use partitioner)
- Make sure (a, *) comes first (define sort order)
- Hold state in reducer across different key-value pairs

“Order Inversion”

Common design pattern:

Take advantage of sorted key order at reducer to sequence computations

Get the marginal counts to arrive at the reducer before the joint counts

Additional optimization

Apply in-memory combining pattern to accumulate marginal counts

Synchronization: Pairs vs. Stripes

Approach 1: turn synchronization into an ordering problem

Sort keys into correct order of computation

Partition key space so each reducer receives appropriate set of partial results

Hold state in reducer across multiple key-value pairs to perform computation

Illustrated by the "pairs" approach

Approach 2: data structures that bring partial results together

Each reducer receives all the data it needs to complete the computation

Illustrated by the "stripes" approach

Secondary Sorting

MapReduce sorts input to reducers by key

Values may be arbitrarily ordered

What if we want to sort value also?

E.g., k → (v_1, r), (v_3, r), (v_4, r), (v_8, r)…

Secondary Sorting: Solutions

Solution 1

Buffer values in memory, then sort
Why is this a bad idea?

Solution 2

"Value-to-key conversion" : form composite intermediate key, (k, v_1)
Let the execution framework do the sorting
Preserve state across multiple key-value pairs to handle processing
Anything else we need to do?

Recap: Tools for Synchronization

Preserving state in mappers and reducers

Capture dependencies across multiple keys and values

Cleverly-constructed data structures

Bring partial results together

Define custom sort order of intermediate keys

Control order in which reducers process keys

Issues and Tradeoffs

Important tradeoffs

Developer code vs. framework

CPU vs. RAM vs. disk vs. network

Number of key-value pairs: sorting and shuffling data across the network

Size and complexity of each key-value pair: de/serialization overhead

Cache locality and the cost of manipulating data structures

Additional issues

Opportunities for local aggregation (combining)

Local imbalance

Debugging at Scale

Works on small datasets, won’t scale… why?

Memory management issues (buffering and object creation)

Too much intermediate data

Mangled input records

Real-world data is messy!

There’s no such thing as “consistent data”

Watch out for corner cases

Isolate unexpected behavior, bring local


Source: Wikipedia (Japanese rock garden)