Hadoop Distributed File System

Big Data Management

UNIVERSITAT POLITÈCNICA DE CATALUNYA BARCELONATECH

DTIM www.essi.upc.edu/dtim

Knowledge objectives

1. Recognize the need of persistent storage
2. Enumerate the design goals of GFS
3. Explain the structural components of HDFS
4. Name three file formats in HDFS and explain their differences
5. Recognize the importance of choosing the file format depending on workload
6. Explain the actions of the coordinator node in front of chunkserver failure
7. Explain a mechanism to avoid overloading the master node in HDFS
8. Explain how data is partitioned and replicated in HDFS
9. Recognize the relevance of sequential read

Understanding objectives

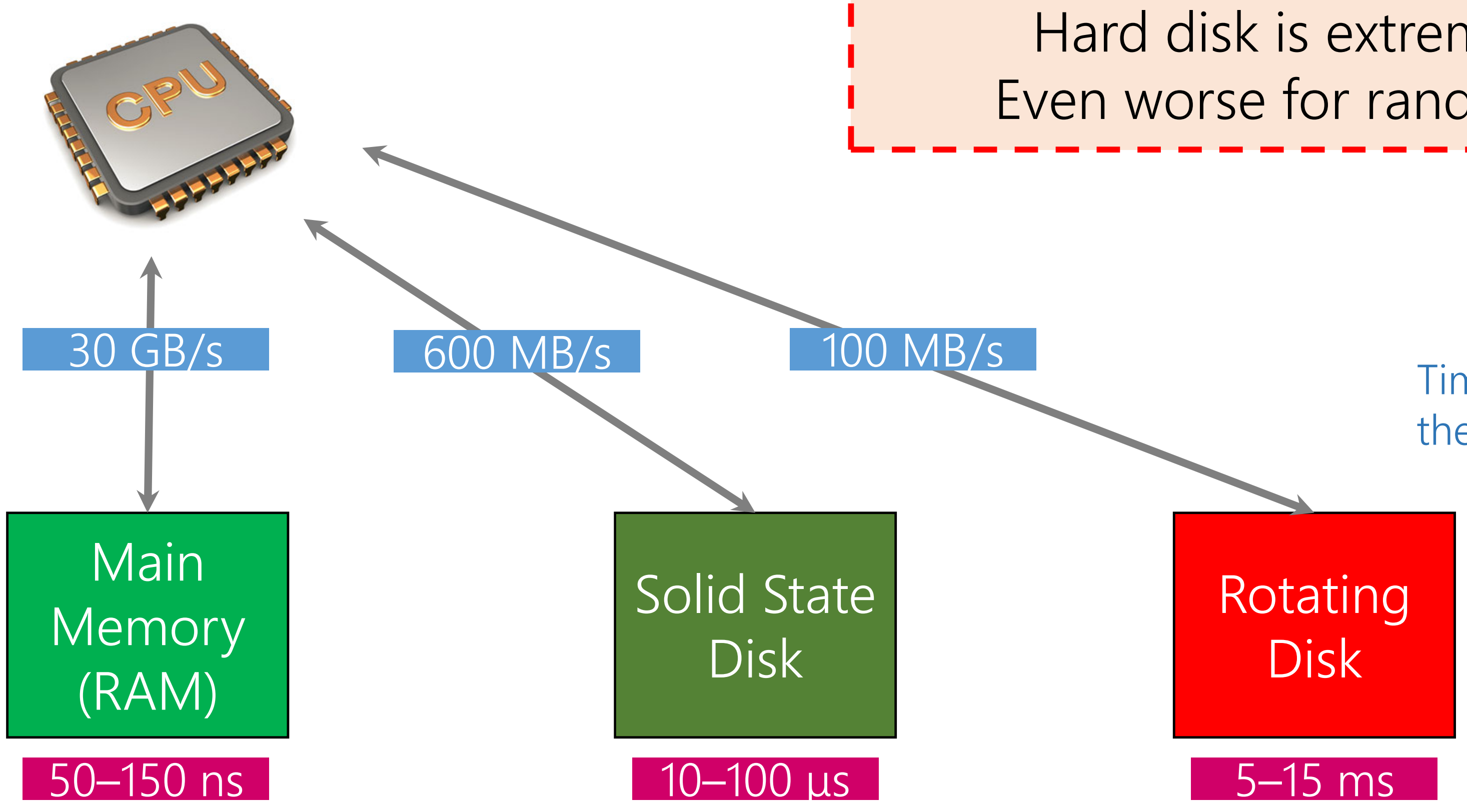
1. Choose the format for an HDFS file based on heuristics
2. Estimate the data retrieved by scan, projection and selection operations in SequenceFile, Avro and Parquet

(Distributed) File Systems

Google File System

Time to bring data (approximations)

Hard disk is extremely slow!
Even worse for random access.



Data transfer

Time to move the data from the disk to the processor

Latency

Time to start an I/O (i.e., access a block)

Reasons to keep using HDDs

Main Memory

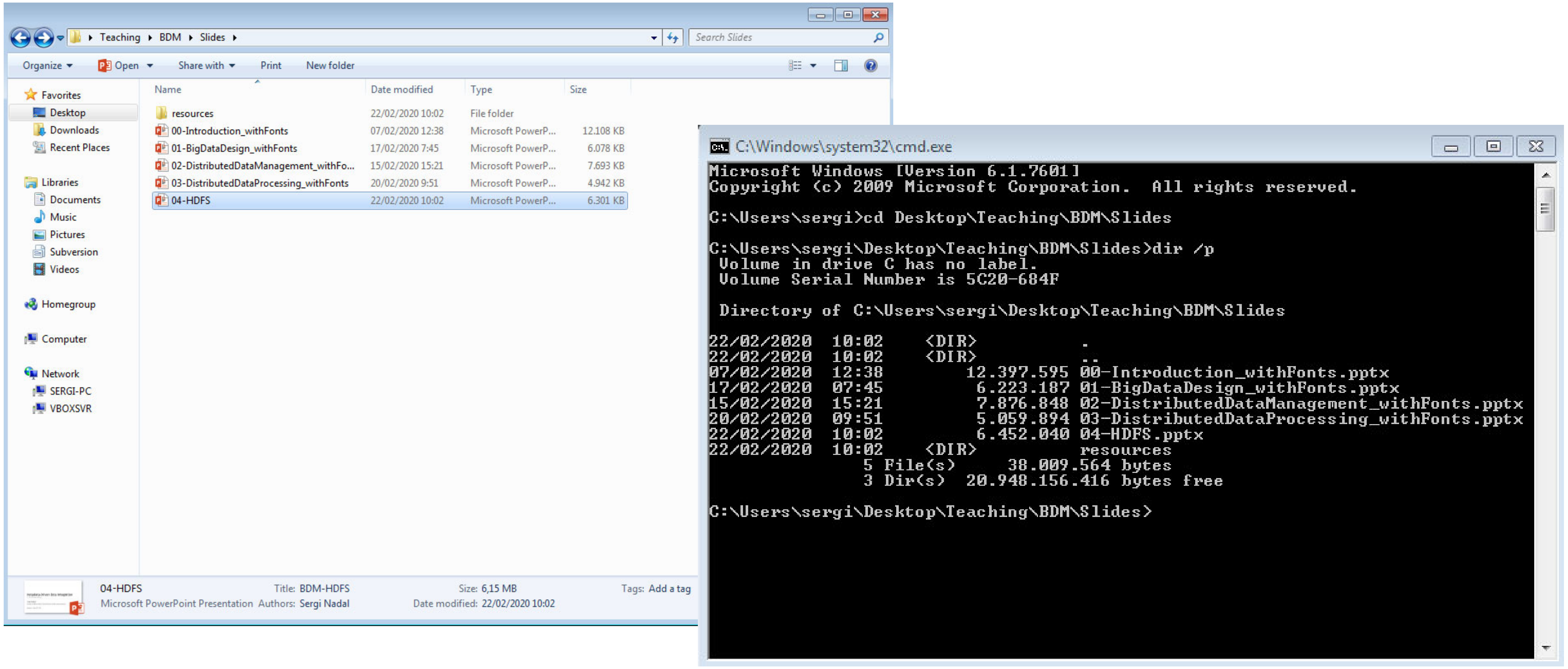
Faster ✓

✓ Cheaper

✓ Persistent

Hard Drive Disk

What is a file system?



Name	Date modified	Type	Size
resources	22/02/2020 10:02	File folder	
00-Introduction_withFonts	07/02/2020 12:38	Microsoft PowerP...	12.108 KB
01-BigDataDesign_withFonts	17/02/2020 7:45	Microsoft PowerP...	6.078 KB
02-DistributedDataManagement_withFo...	15/02/2020 15:21	Microsoft PowerP...	7.693 KB
03-DistributedDataProcessing_withFonts	20/02/2020 9:51	Microsoft PowerP...	4.942 KB
04-HDFS	22/02/2020 10:02	Microsoft PowerP...	6.301 KB

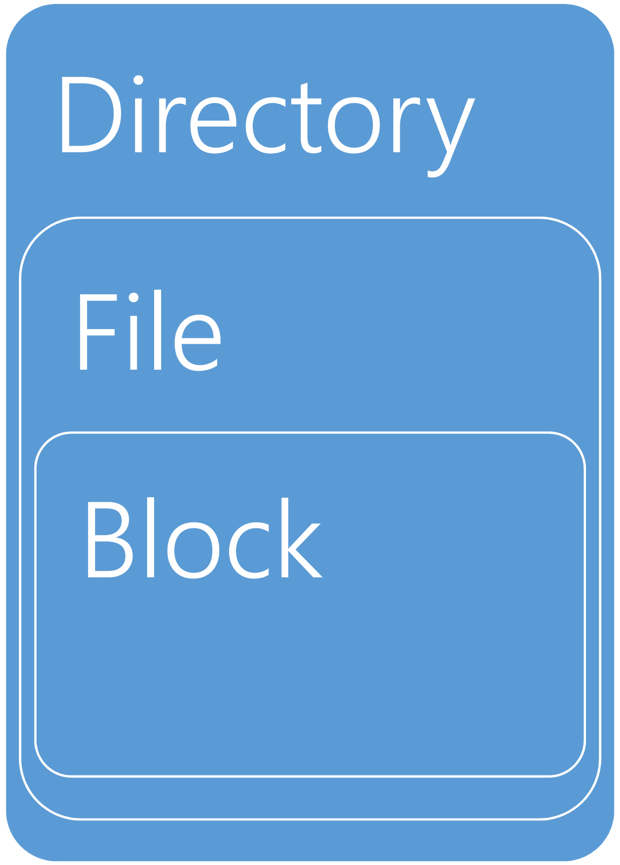
04-HDFS
Microsoft PowerPoint Presentation
Title: BDM-HDFS
Authors: Sergi Nadal
Size: 6,15 MB
Date modified: 22/02/2020 10:02
Tags: Add a tag

C:\Windows\system32\cmd.exe

```
Microsoft Windows [Version 6.1.7601]
Copyright (c) 2009 Microsoft Corporation.  All rights reserved.

C:\Users\sergi>cd Desktop\Teaching\BDM\Slides

C:\Users\sergi\Desktop\Teaching\BDM\Slides>dir /p
 Volume in drive C has no label.
 Volume Serial Number is 5C20-684F

 Directory of C:\Users\sergi\Desktop\Teaching\BDM\Slides

22/02/2020  10:02    <DIR>          .
22/02/2020  10:02    <DIR>          ..
07/02/2020  12:38        12.397.595 00-Introduction_withFonts.pptx
17/02/2020  07:45         6.223.187 01-BigDataDesign_withFonts.pptx
15/02/2020  15:21         7.876.848 02-DistributedDataManagement_withFonts.pptx
20/02/2020  09:51         5.059.894 03-DistributedDataProcessing_withFonts.pptx
22/02/2020  10:02         6.452.040 04-HDFS.pptx
22/02/2020  10:02    <DIR>          resources
               5 File(s)     38.009.564 bytes
               3 Dir(s)  20.948.156.416 bytes free

C:\Users\sergi\Desktop\Teaching\BDM\Slides>
```

Functionalities provided by a FS

- Creates a hierarchical structure of data
  - Splits and stores data into files and blocks
- Provides interfaces to read/write/delete
- Maintains directories/files metadata
  - Size, date of creation, permissions, …



Distributed File Systems

- Same requirements, different setting
  1. Files are huge for traditional standards
  2. Most files are updated by appending data rather than overwriting
     - Write Once and Read Many times (WORM)
  3. Component failures are the norm rather than the exception
- Google File System (GFS)
  - The first large-scale distributed file system
  - Capacity of a GFS cluster

Capacity	Nodes	Clients	Files
10 PB	10.000	100.000	100.000.000

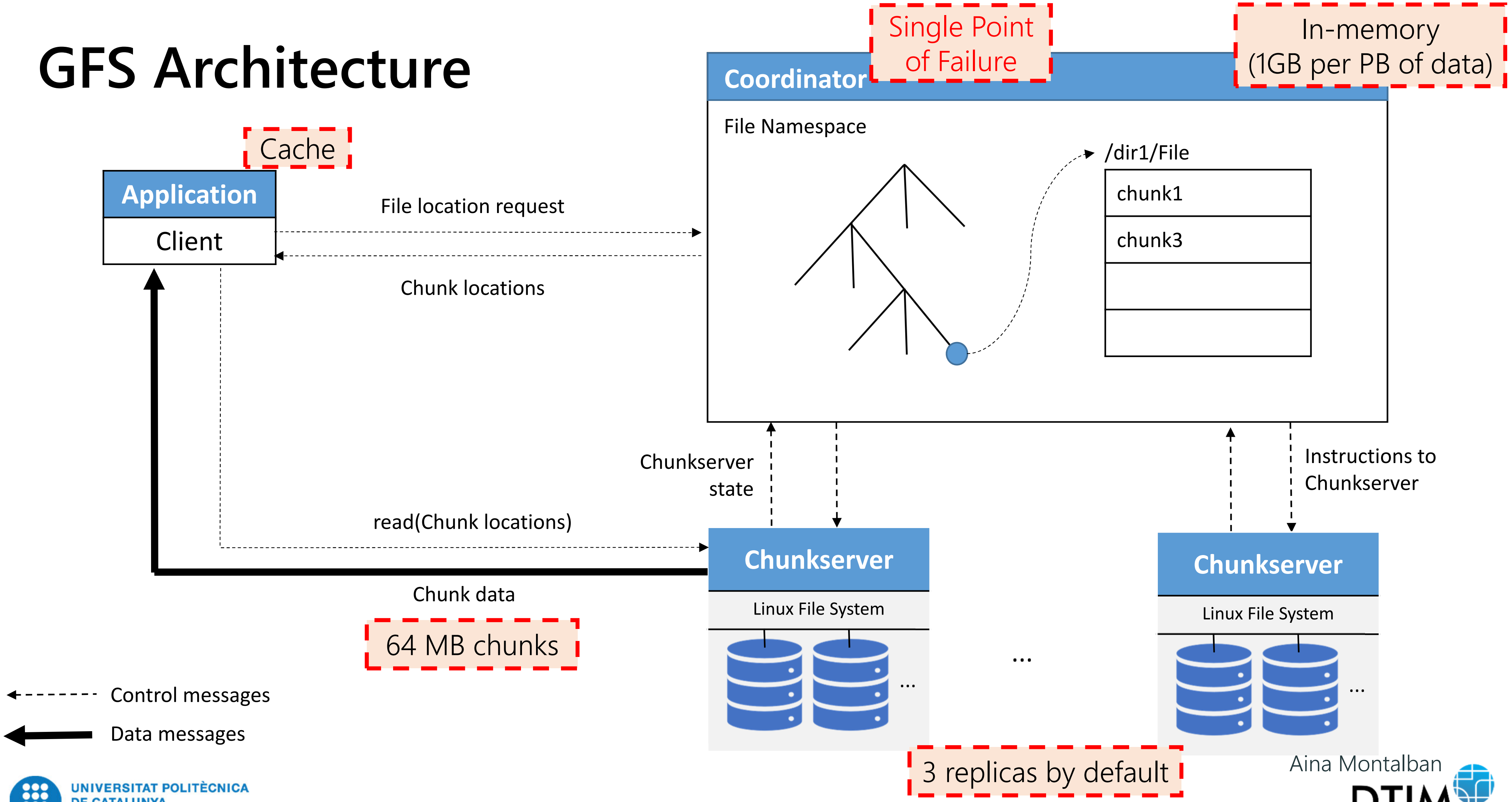
Design goals of GFS

- Efficient management of files
  - Optimized for very large files (GBs to TBs)
- Efficiently append data to the end of files
  - Allow concurrency
- Tolerance to failures
  - Clusters are composed of many inexpensive machines that fail often
    - Failure probability (2-3/1.000 per day)
- Optimize sequential scans
  - Overcome high latency of HDDs (5-15ms) compared to main memory (50-150ns)

GFS Architecture

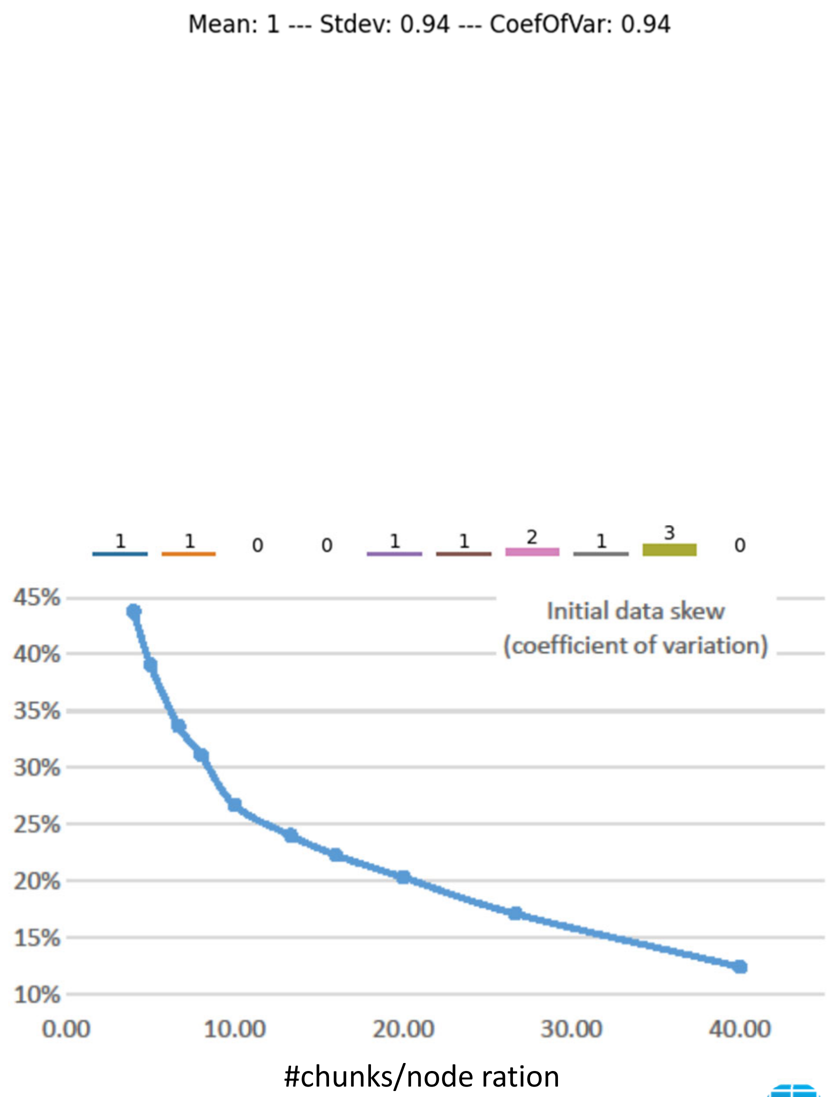
There is a single coordinator, many chunk servers and many clients. Since there is only one coordinator, there might be a bottleneck. So, it needs to be very efficient. So, all the metadata is stored in memory. It keeps around 1 GB of metadata per PB of data. Still, it can fail. So, we need to reduce the risk of failure. This is done by caching the location of the chunk in the client side. If a client requests the same file twice, the request does not need to be made both times to the coordinator.

GFS Architecture



Other features

- Rebalance
  - Avoids skewness in the distribution of chunks
- Deletion
  - Moves a file to the trash (hidden)
    - Kept for 6h
  - *expunge* to force the trash to be emptied
- Management of stale replicas
  - Coordinator maintains versioning information about all chunks



(Distributed) Data Design

Challenge I

Storage layouts

"Jack of all trades, master of none"

- Different workloads require different layout
  - Horizontal
    - For scan-based workloads
  - Vertical
    - For projection-based workloads (reads a subset of columns)
  - Hybrid
    - For projection- and predicate-based workloads (reads a subset of columns or rows)

Horizontal layout – Sequence File

- Records of binary key-value pairs

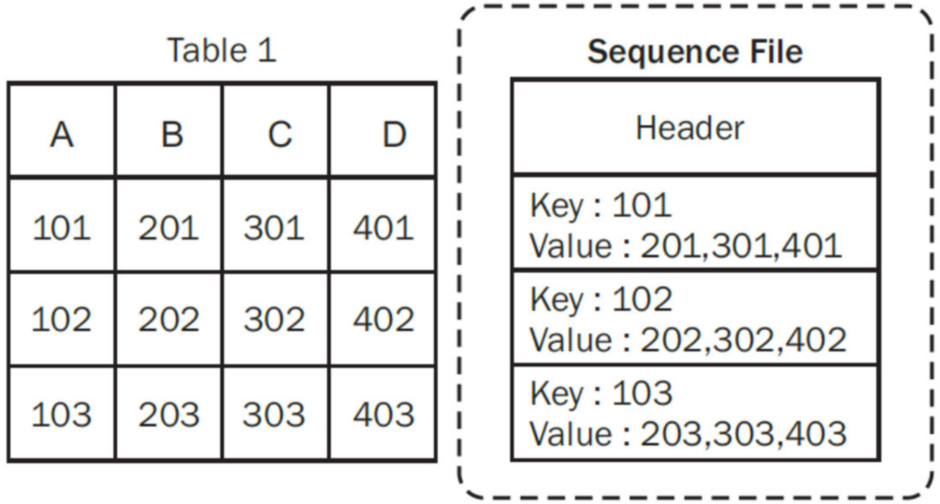


Table 1

A	B	C	D
101	201	301	401
102	202	302	402
103	203	303	403

Sequence File

Header
Key : 101 Value : 201,301,401
Key : 102 Value : 202,302,402
Key : 103 Value : 203,303,403

- Compression
  - Uncompressed
  - Record-compressed
  - Block-compressed
    - “block” is the compression unit – a block of records (not a chunk)
      - 1 MB default

Horizontal layout - Avro

- Binary encoding of (compressed) rows
- The header contains a schema encoded in JSON

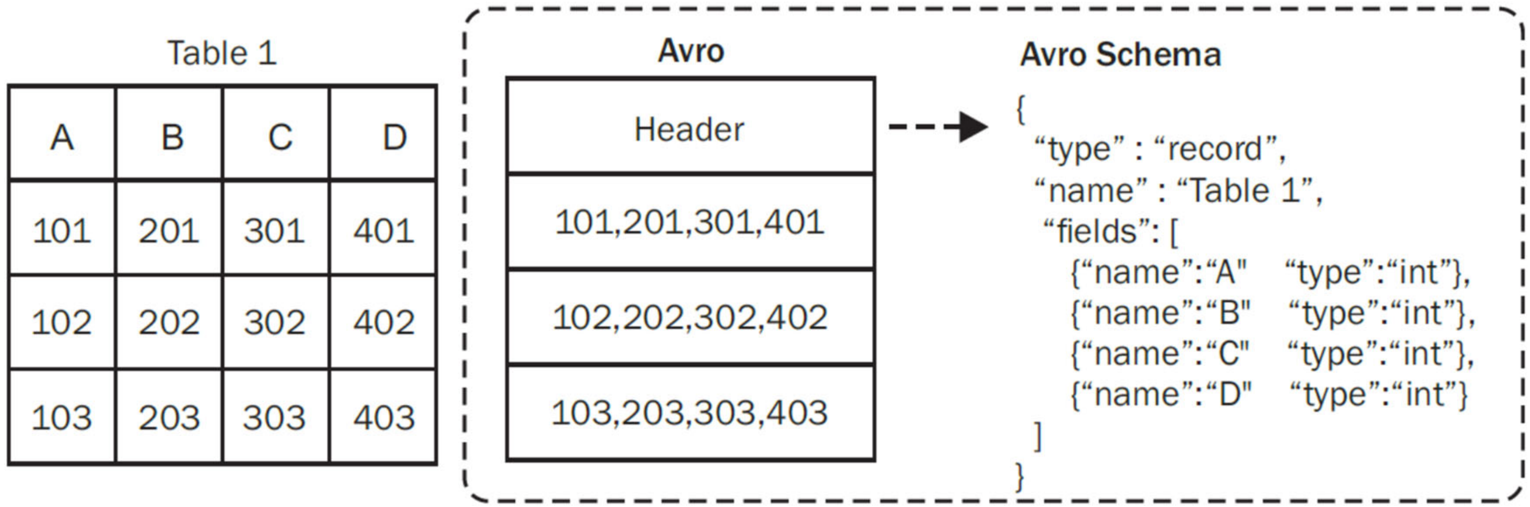


Table 1

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103	203	303	403

Avro

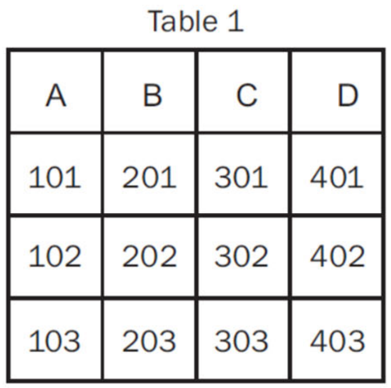
Header
101,201,301,401
102,202,302,402
103,203,303,403

Avro Schema

```
{
 “type” : “record”,
 “name” : “Table 1”,
  “fields”: [
    {“name”:“A"    “type”:“int”},
    {“name”:“B"    “type”:“int”},
    {“name”:“C"    “type”:“int”},
    {“name”:“D"    “type”:“int”}
  ]
}
```

Vertical layout - Zebra

- The header contains the definition of groups
  - Each group contains a set of columns
  - Widely benefits from compression
- Not really used in practice



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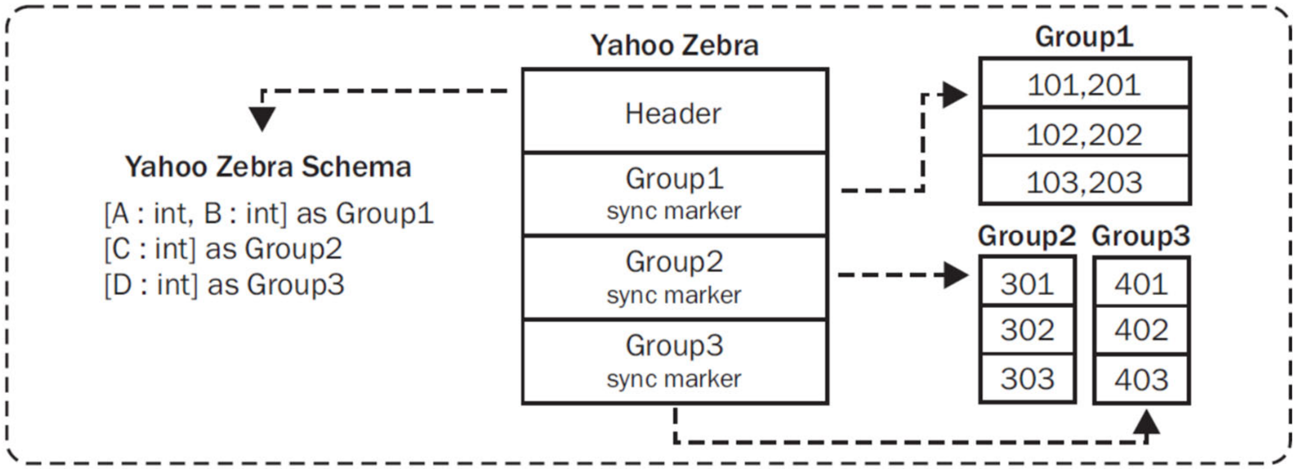
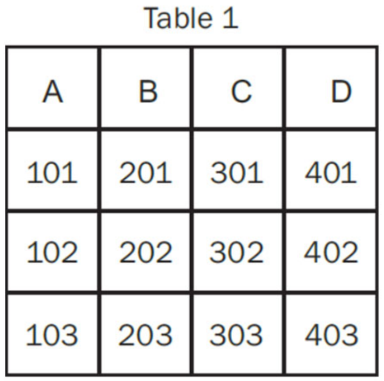


Hybrid layout - Parquet

- Row groups (RG) - horizontal partitions
  - Data vertically partitioned within RGs
- Statistics per row group (aid filtering)
  - E.g., min-max



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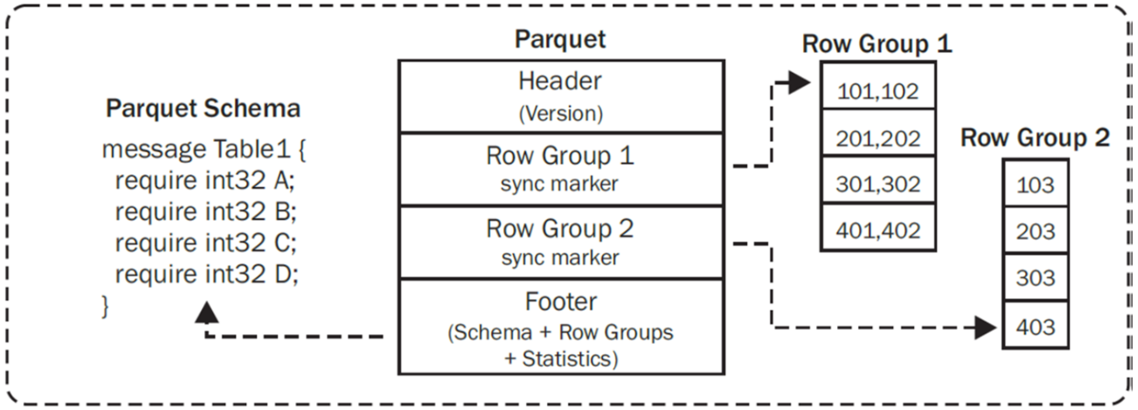
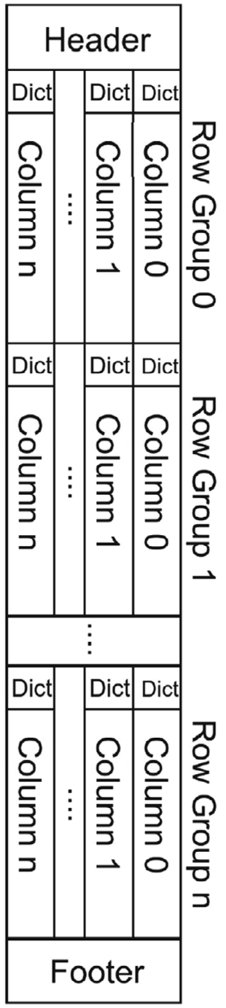




Parquet encoding definitions

- Plain
- Valid for any data type
  - Dictionary encoding
  - Run-length encoding with dictionary
- Specific for some kind of data types
  - Delta encoding
  - Delta byte array / Delta-length byte array
  - Byte Stream Split

Comparison of data formats

Features	Horizontal		Vertical	Hybrid	
	Sequence Files	Avro	Yahoo Zebra	ORC	Parquet
Schema	No	Yes	Yes	Yes	Yes
Column Pruning	No	No	Yes	Yes	Yes
Predicate Pushdown	No	No	No	Yes	Yes
Indexing Information	No	No	No	Yes	Yes
Statistics Information	No	No	No	Yes	Yes
Nested Records	No	No	Yes	Yes	Yes

Rule-based choice (heuristic)

Given a flow represented as DAG(V, E)

- SequenceFile
  - size(getCol(v)) = 2
- Parquet
  - $\exists e \in O(v)$, getType(e) = {AggregationOps}
  - $\exists e \in O(v)$, getCol(getOP (e)) $\subset$ getCol(v)
- Avro
  - $\forall e \in O(v)$, getCol(getOP (e)) = getCol(v)
  - $\exists e \in O(v)$, getType(e) $\in$ {Join, CartesianProduct, GroupAll, Distinct}

Cost-based choice

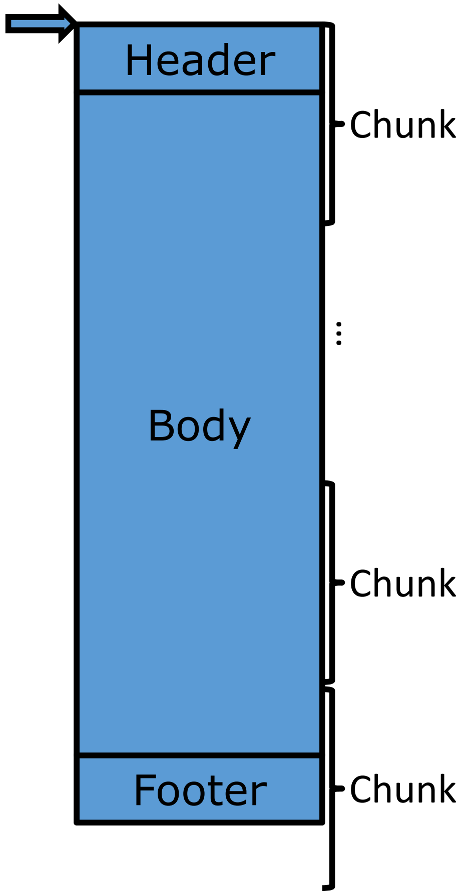
- Helps in choosing the right storage layout based on the workloads
- Costs to Consider
  - Write cost
  - Read Cost
    - Scan Operation
    - Projection Operation
    - Selection Operation
- Costs ignored
  - Block compression
  - Dictionary encoding (in Parquet)

General formulas for size estimation

$$Size(Layout) = Size(Header_{Layout}) \\ +Size(Body_{Layout}) \\ +Size(FooterLayout)$$

$$UsedChunks(Layout) = \frac{Size(Layout)}{Size(chunk)}$$

$$Seeks(Layout) = \lceil UsedChunks(Layout) \rceil$$



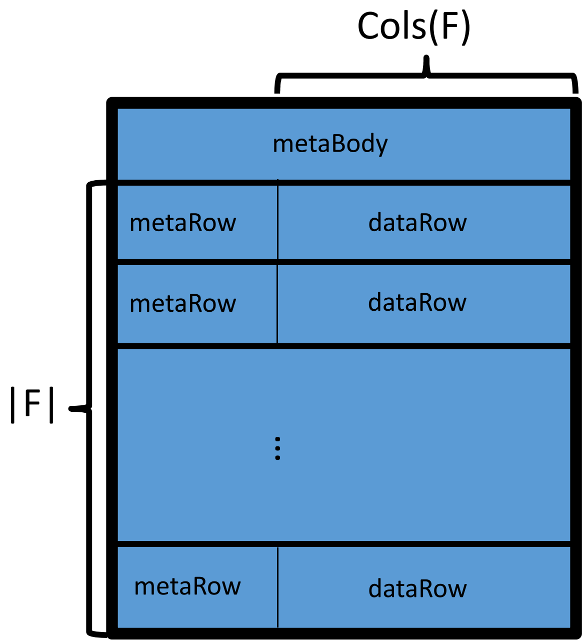
“Layout” can be either “Horizontal”, “Vertical” or “Hybrid”

Horizontal layout size estimation

$$Size(dataRow) = Cols(F) * Size(cell)$$

|F| - Number of rows
Cols(F) - Number of columns
Size(cell) can be computed as average

$$Size(Body_{Horizontal}) = Size(metaBody) + |F| * (Size(metaRow) + Size(dataRow))$$



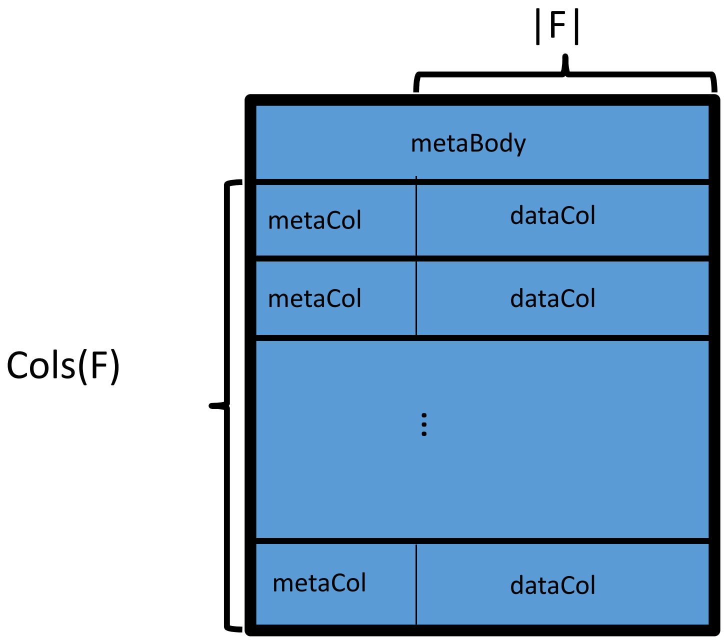
"F" is the content of the file

Vertical layout size estimation

$$Size(dataCol) = |F| * Size(cell)$$

Size(cell) - Average cell (i.e., value) size

$$Size(Body_{Vertical}) = Size(metaBody) + Cols(F) * (Size(metaCol) + Size(dataCol))$$

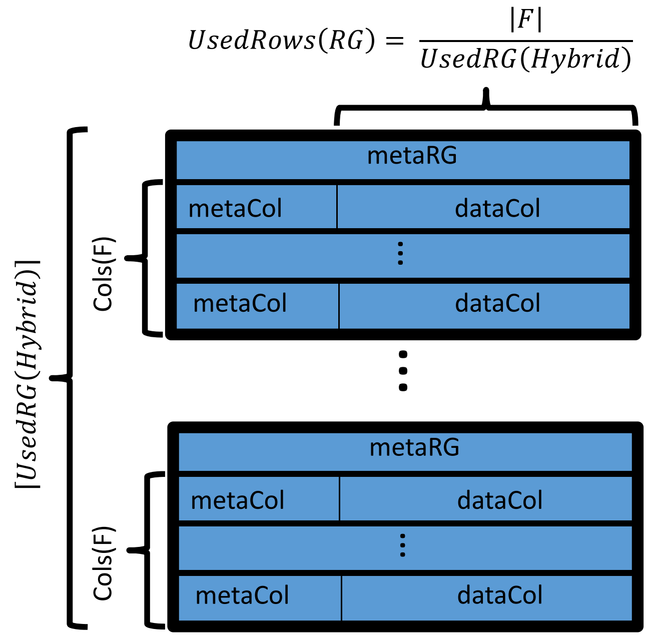


“F” is the content of the file

Hybrid layout size estimation

$$UsedRG(Hybrid) = \frac{Cols(F) * |F| * Size(cell)}{(Size(RG) - Size(metaRG) - Cols(F) * Size(metaCol))}$$

$$Size(Body_{Hybrid}) = \lceil UsedRG(Hybrid) \rceil * (Size(metaRG) + Cols(F) * Size(metaCol)) + Cols(F) * |F| * Size(cell)$$



"F" is the content of the file

General formulas for cost estimation

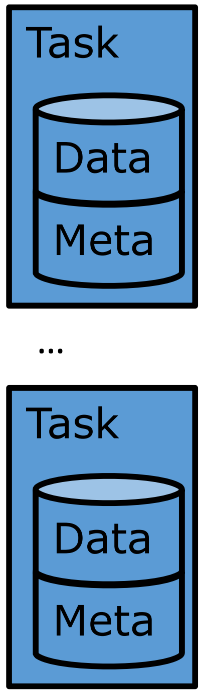
Wwritetransfer - Weight of transfering data
1- Writetrasfer - Weight of positioning arm
If weight of transfering data is as expensive as positioning arm, both value will be 0.5
If weight of transfering data is as double expensive as positioning arm, one will be 0.66 another 0.33

$$Cost(Write_{Layout}) = \text{UsedChunks(Layout)}*\text{W}_{\text{WriteTransfer}} + \text{Seeks(Layout)}*(1\text{-W}_{\text{WriteTransfer}})$$

$$Size(Scan_{Layout}) = Size(Layout) + (\lceil UsedChunks(Layout) \rceil * Size(Meta_{Layout}))$$

$$UsedChunks(Scan_{Layout}) = \frac{Size(Scan_{Layout})}{Size(chunk)}$$

$$Cost(Scan_{Layout}) = \text{UsedChunks(Scan}_{\text{Layout}})*\text{W}_{\text{ReadTransfer}} + \text{Seeks(Layout)}*(1\text{-W}_{\text{ReadTransfer}})$$



“Layout” can be either “Horizontal”, “Vertical” or “Hybrid”

Projection in hybrid layouts

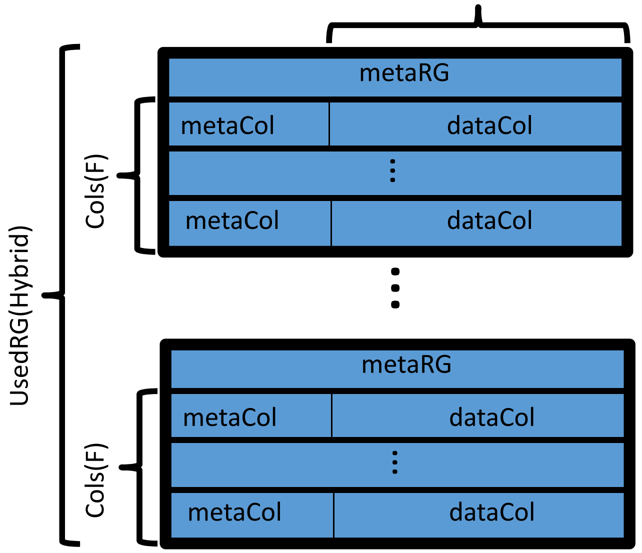
This is only possible with hybrid layout
With horizontal layout, we only read whole data

$$Size(projCols) = Proj(F) * UsedRows(RG) * Size(cell)$$

$$\begin{aligned} Size(Project_{Hybrid}) = {} & Size(Header_{Hybrid}) + Size(Footer_{Hybrid}) \\ & + [UsedRG(Hybrid)] * (Size(metaRG) + proj(F) * Size(metaCol)) \\ & + UsedRG(Hybrid) * Size(projCols) \end{aligned}$$

$$\begin{aligned} Cost(Project_{Hybrid}) = {} & \mathrm{UsedChunks}(\mathrm{Project}_{\mathrm{Hybrid}}) * W_{\mathrm{ReadTransfer}} \\ & + \mathrm{Seeks}(\mathrm{Hybrid}) * (1 - W_{\mathrm{ReadTransfer}}) \end{aligned}$$

$$UsedRows(RG) = \frac{|F|}{UsedRG(Hybrid)}$$



"Proj(F)" is the number of projected columns

Probability of retrieving a RowGroup

- Probability of a row fulfilling P (a.k.a. selectivity factor)
  SF
- Probability of a row NOT fulfilling P
  1-SF
- Probability of none of the rows in a RowGroup fulfilling P
  $(1-SF)\cdot(1-SF)\cdot \ldots \cdot(1-SF) = (1-SF)^{UsedRows(RG)}$
- Probability of some row in a RowGroup fulfilling P
  $1-(1-SF)^{UsedRows(RG)}$

Selection in hybrid layouts

$$P(RGSelected) = 1 - (1 - SF)^{UsedRows(RG)}$$

$$Size(RowsSelected) = \left\lceil \frac{SF * |F|}{UsedRows(RG)} \right\rceil \left(Size(metaRG) + Cols(F) * Size(metaCol)\right)$$ metadata

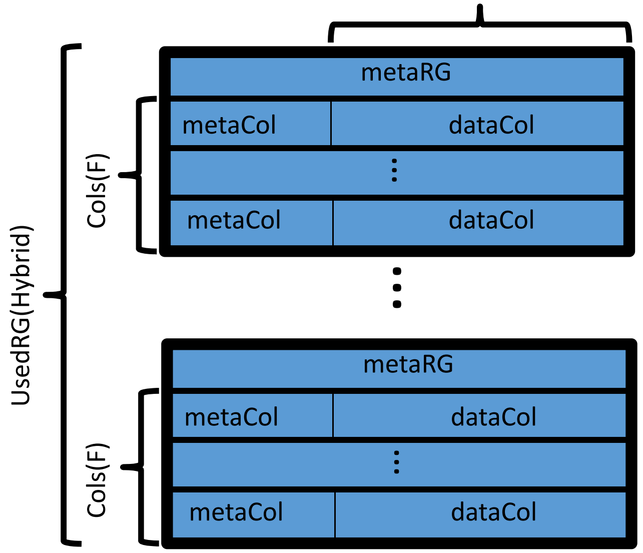
$$\underline{+SF * |F| * Cols(F) * Size(cell)}$$ data

$$UsedRG\left(Select_{Hybrid}\right) = \begin{cases} if\ unsorted\colon\ P(RGSelected) * UsedRG(Hybrid) \\ if\ sorted\colon \left\lceil \frac{Size(RowsSelected)}{Size(RG)} \right\rceil \end{cases}$$

$$Size(Select_{Hybrid}) = Size\left(Header_{Hybrid}\right) + Size\left(Footer_{Hybrid}\right) + UsedRG(Select_{Hybrid}) * Size(RG)$$

$$Cost(Select_{Hybrid}) = \mathrm{UsedChunks}(\mathrm{Select}_{\mathrm{Hybrid}})*\mathrm{W}_{\mathrm{ReadTransfer}} + \mathrm{Seeks(SelectHybrid)}*(1-\mathrm{WReadTransfer})$$

$$UsedRows(RG) = \frac{|F|}{UsedRG(Hybrid)}$$



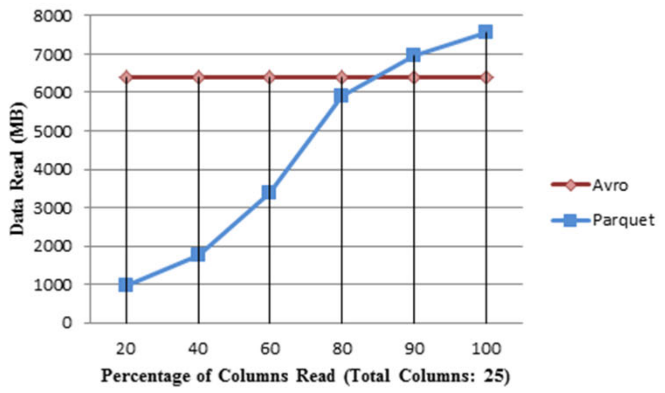
"F" is the content of the file

Comparison of selection and projection

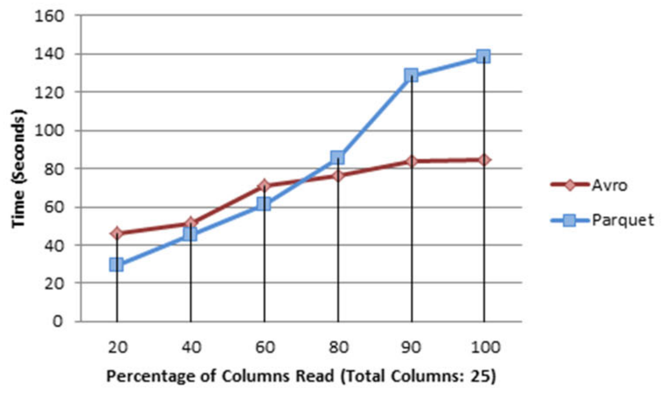
No matter, how much columns we are retrieving, for Avro it is always same
If we are retrieving few columns, Parquet is good
If we are retrieving all columns, Parquet is bad, is paying extra overhead of metadata

In terms of time, both are increasing
In Avro, casting happens because of which as size increases time increases

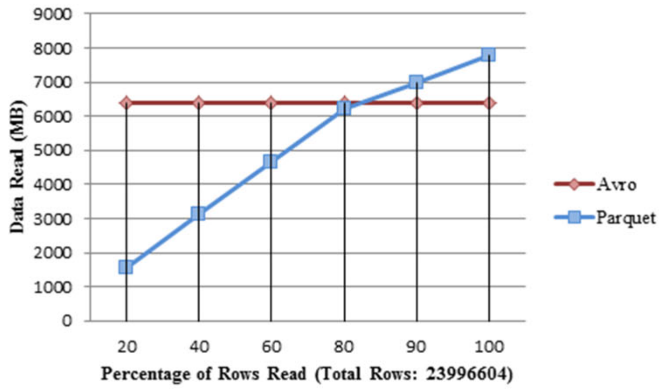
a)



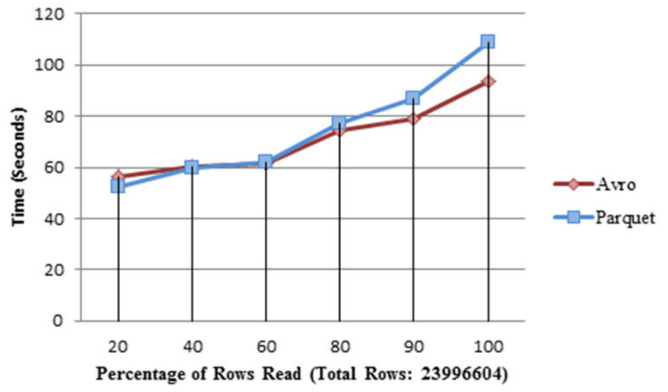
b)



c)



d)



Fault tolerance

- Managed from the coordinator
  - It expects to receive every 3 seconds a *heartbeat* message from chunkservers
- Chunkserver not sending a heartbeat for 60 seconds, a fault is declared
- Corrective actions

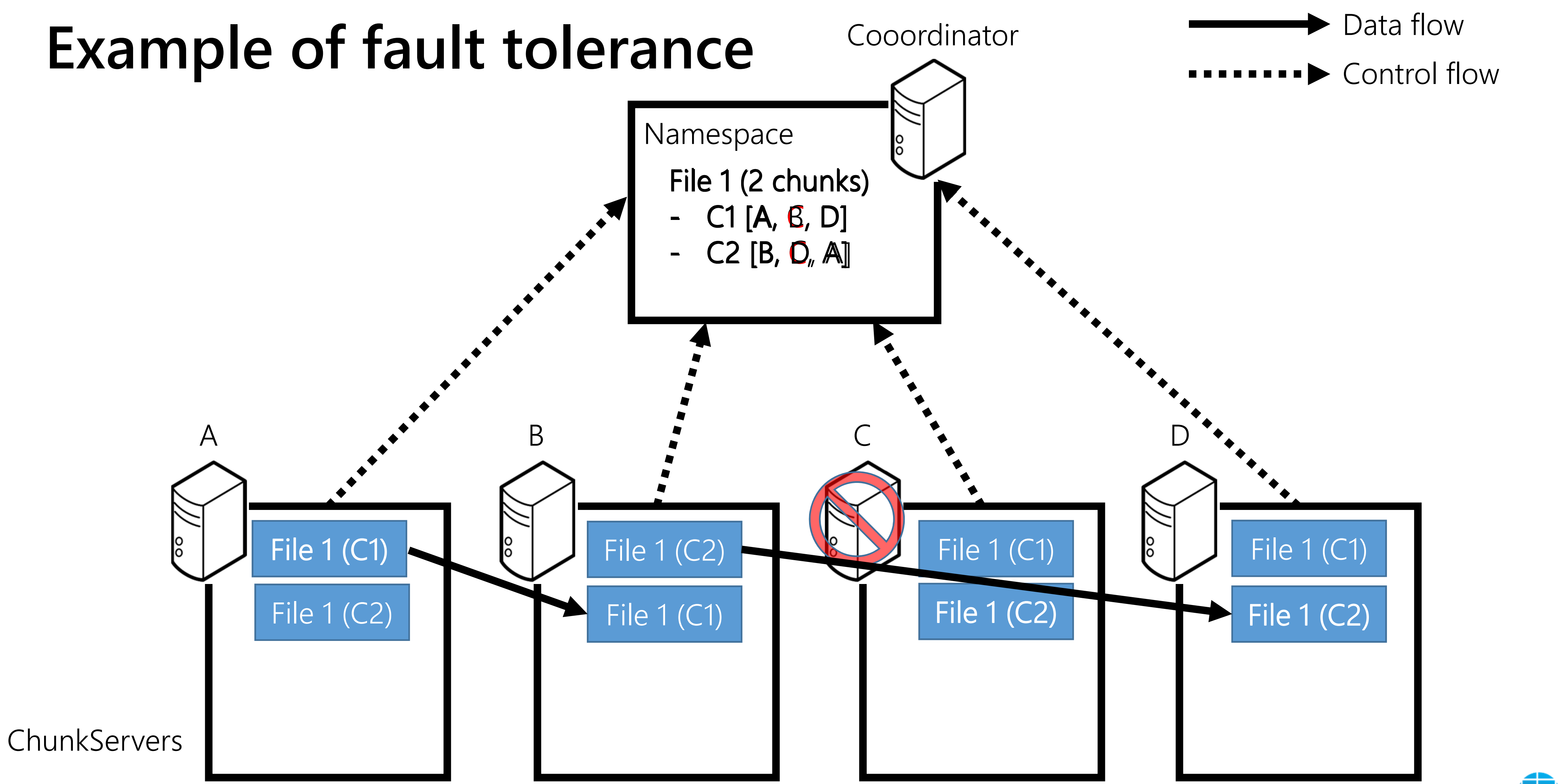
When chunk server crashes, two things happen

  - Update the namespace
  - Copy one of the replicas to a new chunkserver
    - Potentially electing a new primary replica

Everything that was available in this chunk server is
recreated in another chunk server
to maintain the number of replicas created

If there was some primary replica, it will have some sort of election to find new primary replica

Example of fault tolerance



(Distributed) Catalog Management

Challenge II

Client caching

Cache miss

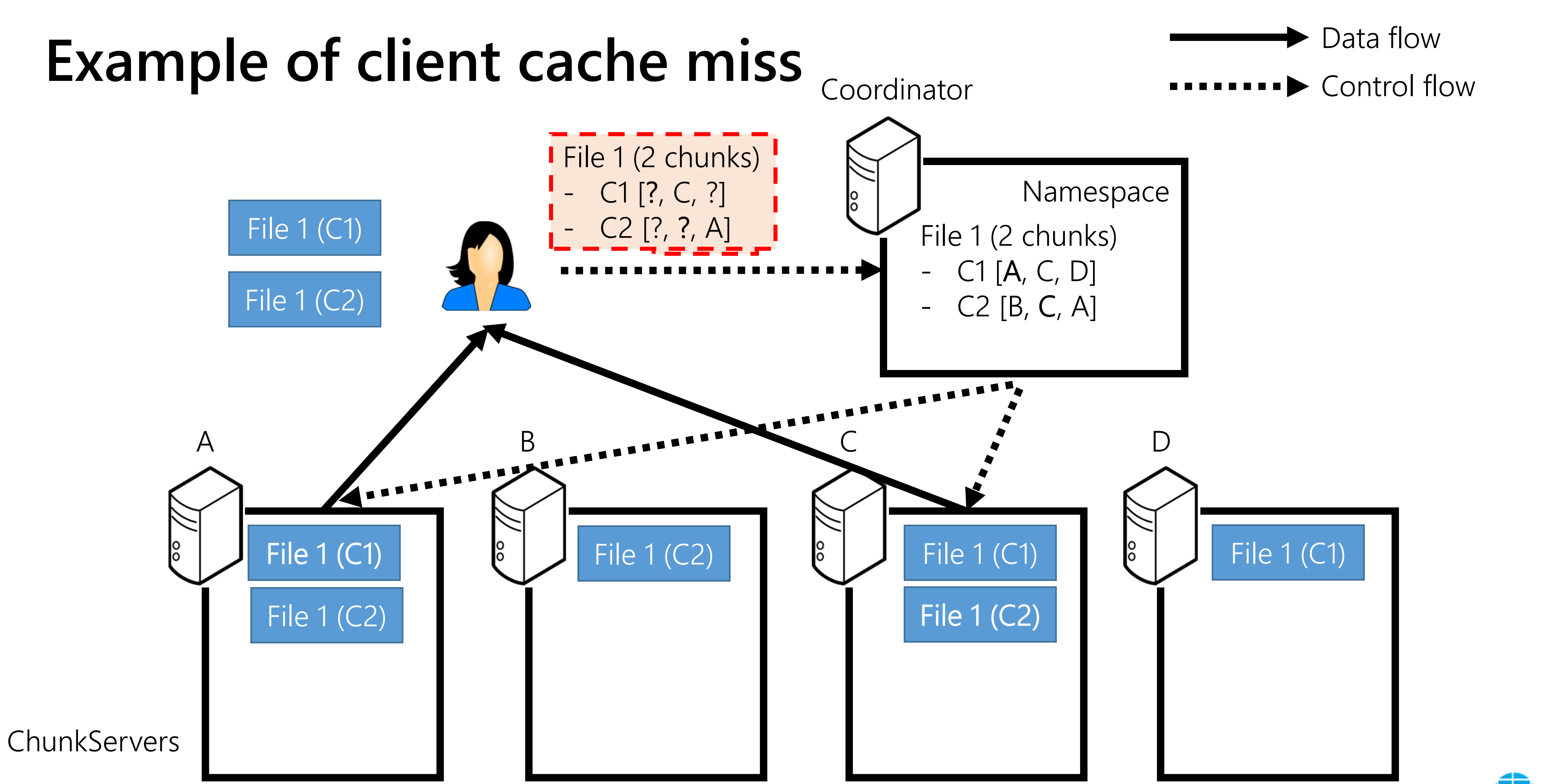
1. The client sends a READ command to the coordinator
2. The coordinator requests chunkservers to send the chunks to the client
   - Ranked according to the closeness in the network
3. The list of locations is cached in the client
   - Not a complete view of all chunks

Cache hit

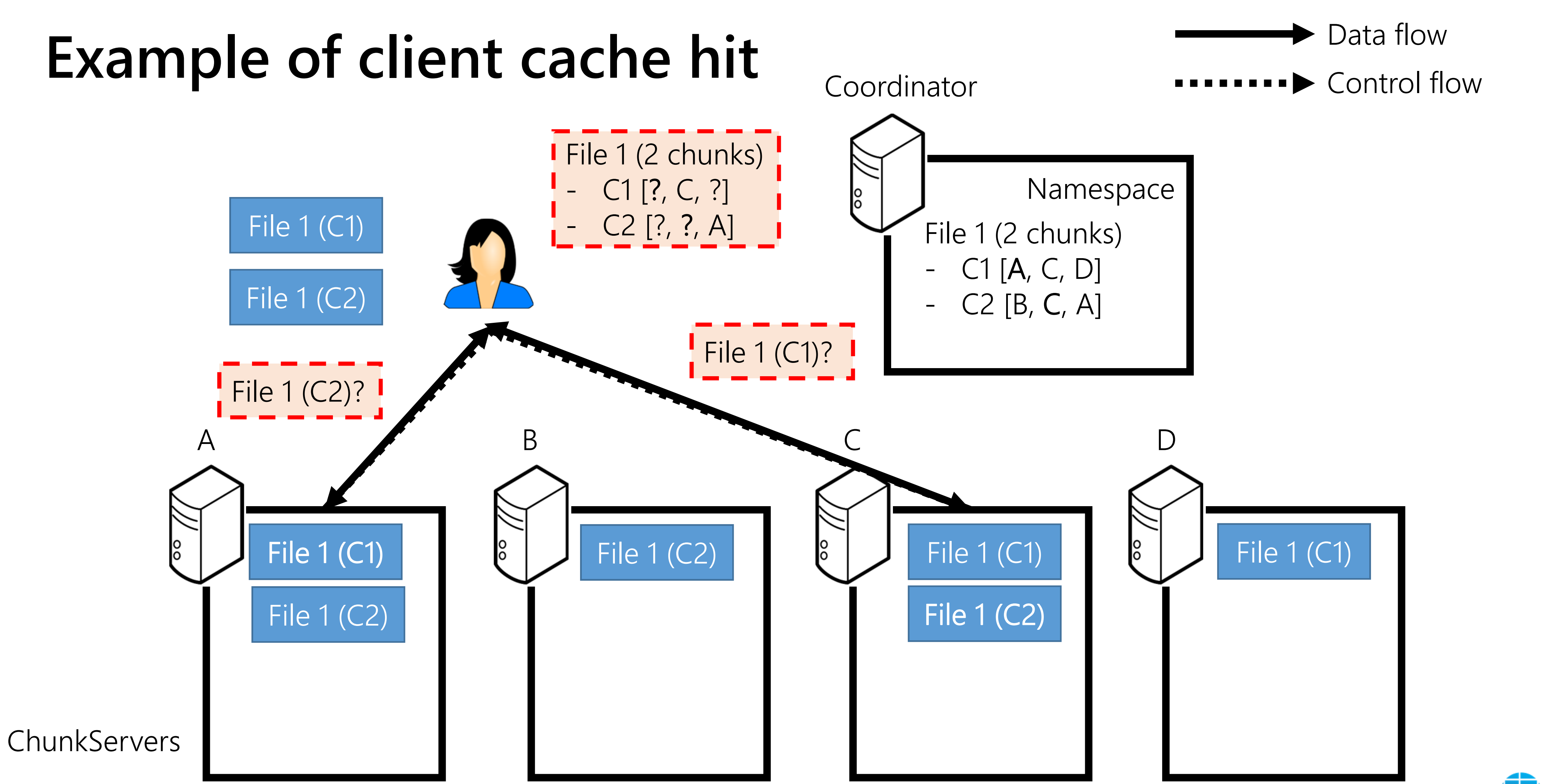
1. The client reads the cache and requests the chunkservers to send the chunks

Avoid coordinator bottleneck
+
One communication step is saved

Example of client cache miss



Example of client cache hit

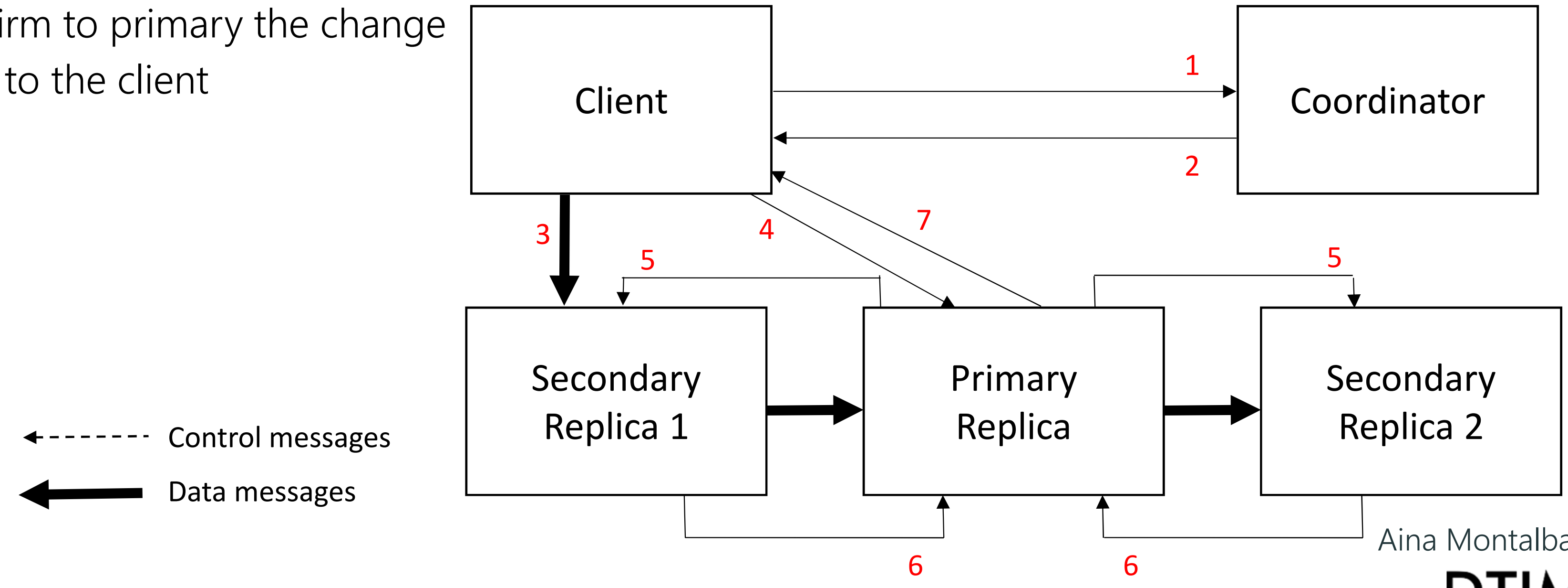


(Distributed) Transaction Management

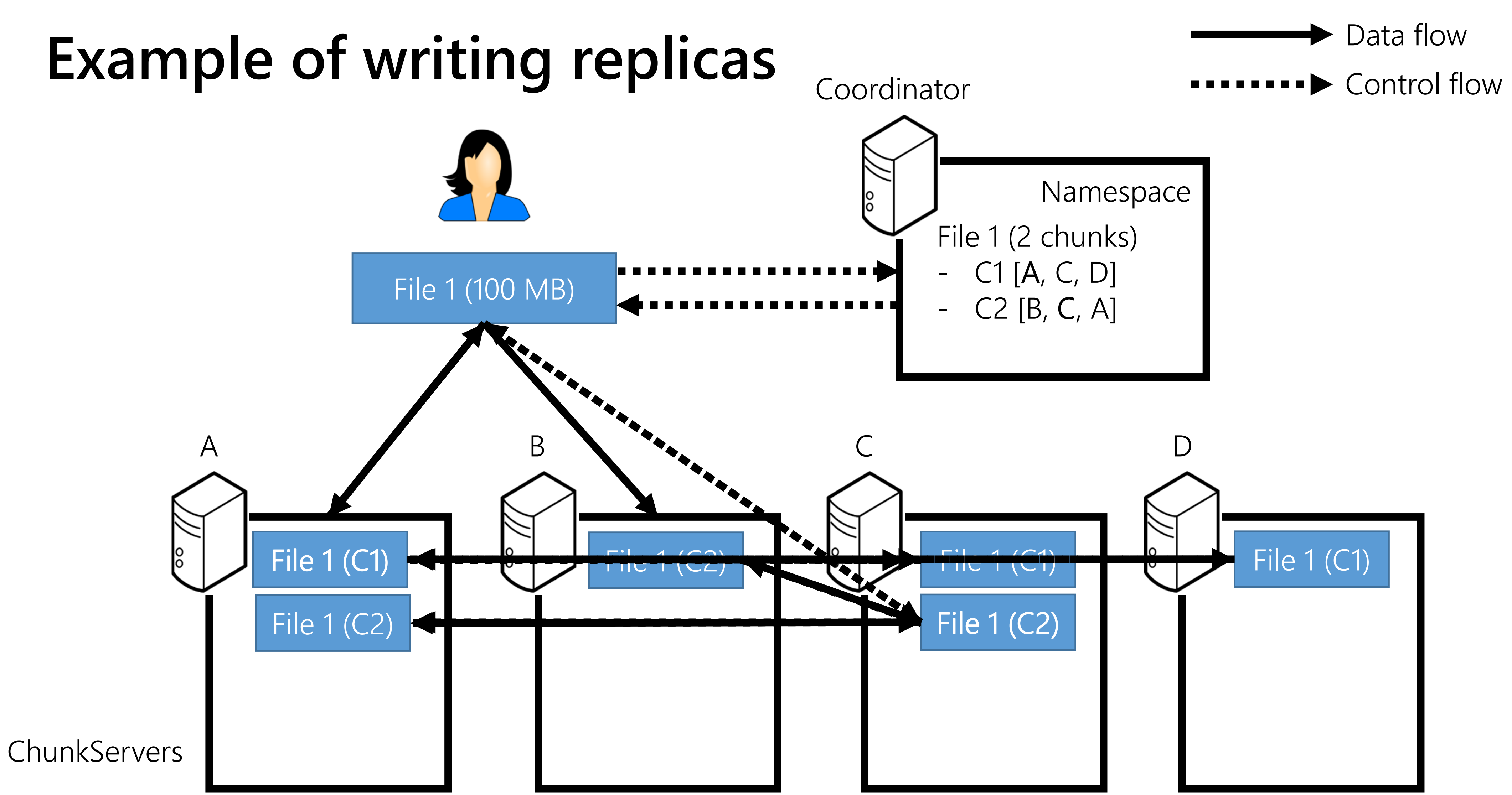
Challenge III

Writing replicas

1. The client requests the list of the replicas of a file
2. Coordinator returns metadata
3. Client sends a chunk to the closest chunkserver in the network
   - This chunk is pipelined to the other chunkservers in the order defined by the master (leases)
4. Client sends WRITE command to primary replica
5. Primary replica sends WRITE command to secondary replicas
6. Secondaries confirm to primary the change
7. Primary confirms to the client



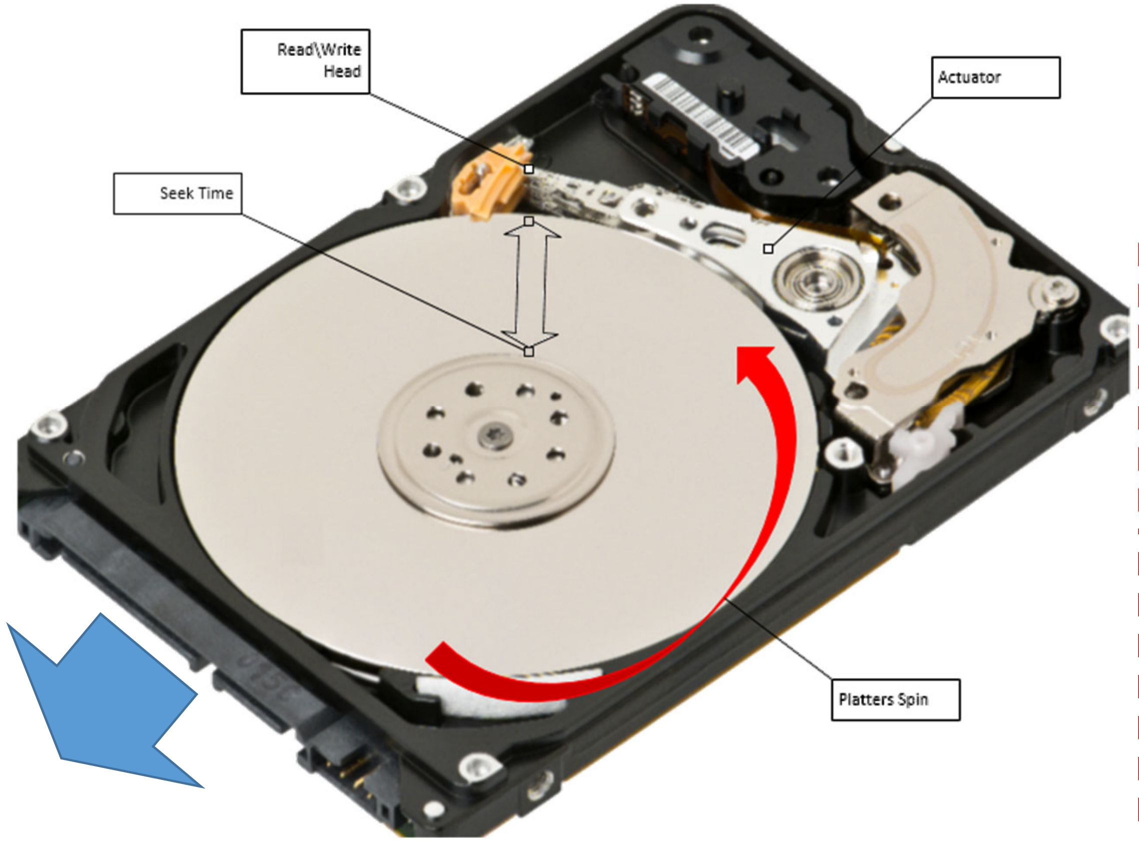
Example of writing replicas



(Distributed) Query processing

Challenge IV

HDDs costs



<u>Rotational Latency</u>

The amount of time taken for the platters to spin the data under the head (measured in RPM)

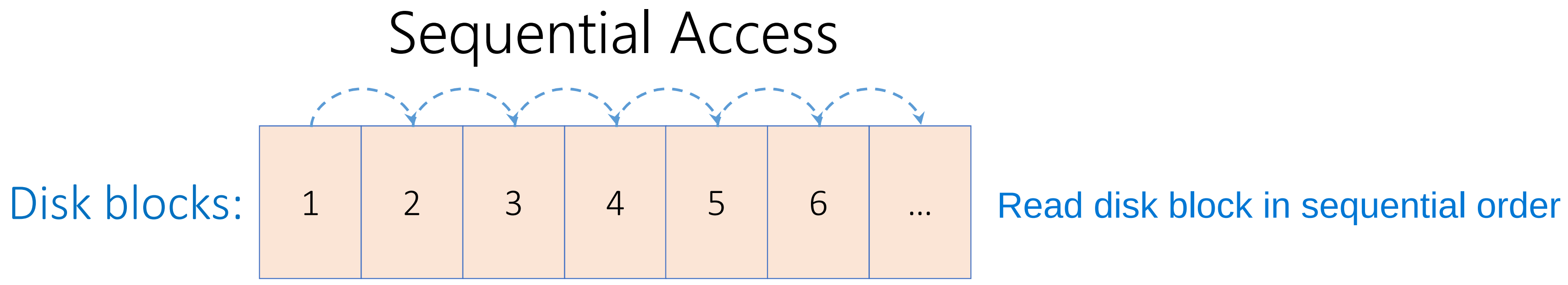
<u>Seek Time</u>

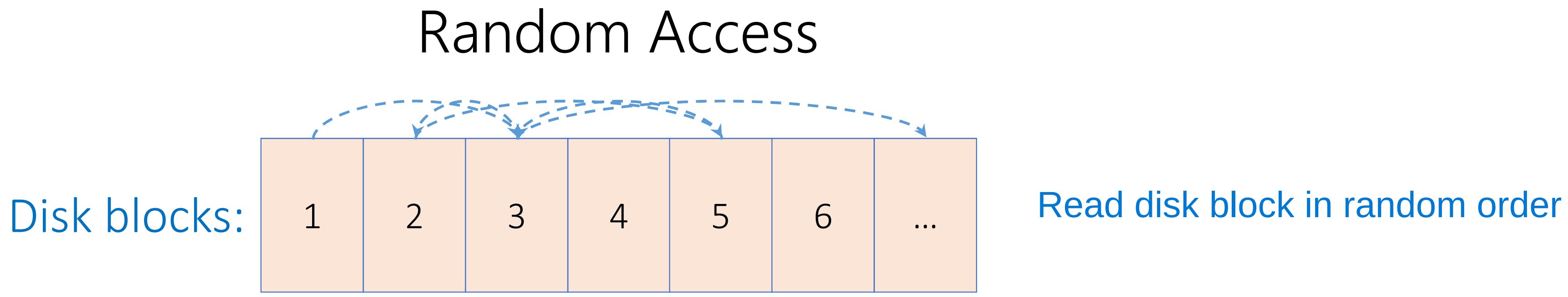
Time taken for the ReadWrite head (mechanical arm) to move between cylinders on the disk

<u>Transfer Time</u>

Time taken for requests to get from the system to the disk (depends on the block size, e.g., 8KB)

Sequential vs. Random access





Transfer time is same in both type of access
But seek time and rotational latency might be different

Cost of accessing data (approximations)

n - number of blocks to be fetched in memory

Seek is most expensive

seek	~12ms
rotation	~3ms
transfer (8KB)	~0.03ms

- Sequential reads
  - Option to maximize the effective read ratio
    - Depends on DB design
  - Enables pre-fetching enables use of prefetching mechanism knows which block to fetch next

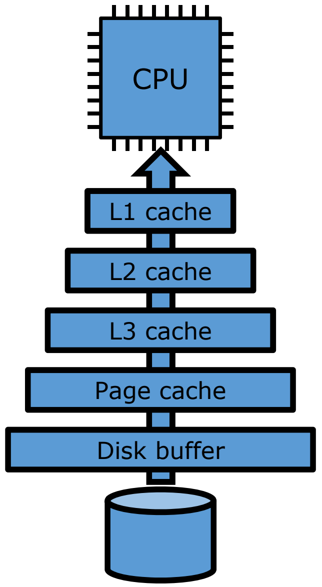
  Cost = seek+rotation+n*transfer
- Random Access we cannot predict next block so prefetching is not possible
  - Requires indexing structures To know which is the next block we are going to read
  - Ignores data locality After reading one block, we are not going to read immediate next one

  $\text{Cost}_{\text{single cylinder files}} = \text{seek}+n*(\text{rotation}+\text{transfer})$

  $\text{Cost}_{\text{multi-cylinder files}} = n*(\text{seek}+\text{rotation}+\text{transfer})$

If all data is in same cylinder,
1 seek
For each block, wait for rotation and transfer data

If data is in different cylinder
For each block, perform seek
wait for rotation and transfer the data



Closing

Summary

- GFS architecture and components
- GFS main operations
  - Fault tolerance
  - Writing files and maintenance of replicas
  - Reading files
- HDFS file formats
  - Horizontal
  - Vertical
  - Hybrid

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