Z6110X0035: Introduction to Cloud Computing -MapReduce

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Learning Objectives

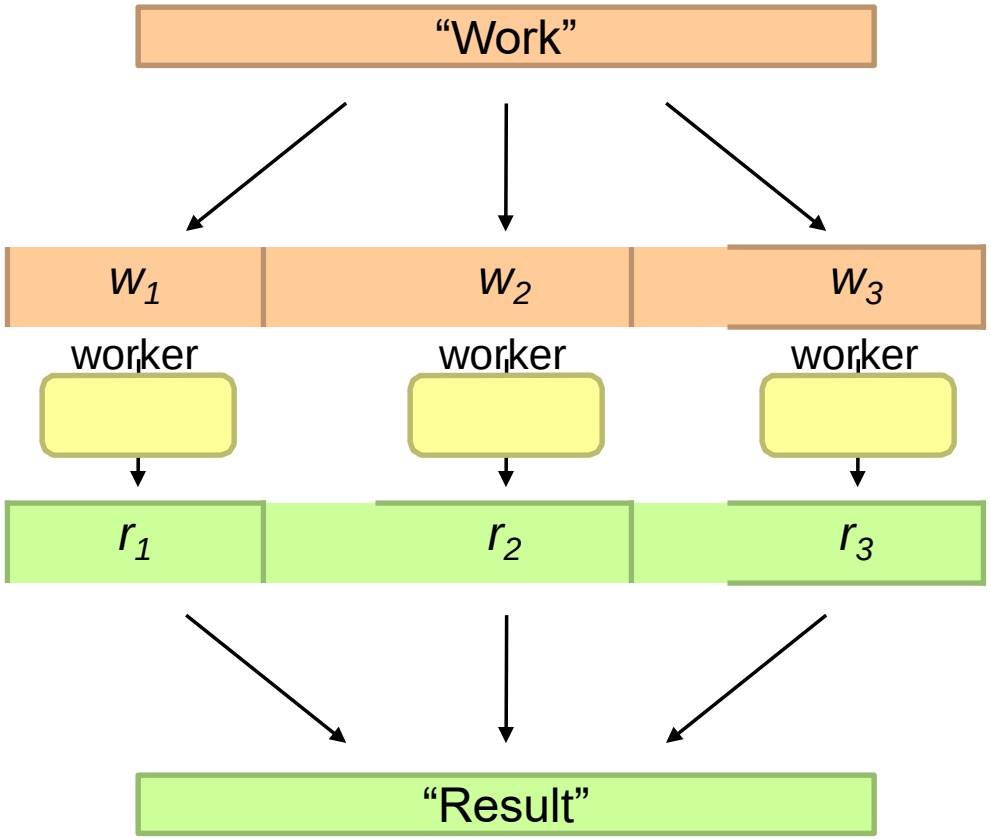
- Traditional approaches of developing big data systems.
- System design principles of MapReduce and Hadoop
- Basic algorithmic design with MapReduce/Hadoop

Source: Google

Motivation: Google Example

- 20+ billion web pages x 20KB = 400+ TB
- 1 computer reads 30-35 MB/sec from disk
  - ~4 months to read the web
- ~1,000 hard drives to store the web
- Takes even more to **do** something useful with the data!
- Infrastructure: cloud + data centers
  - Cluster of commodity nodes
  - Commodity network (ethernet) to connect them
- Solution:
  - Parallelization + divide and conquer

Divide and Conquer



Partition

Combine

Parallelization Challenges

- How do we assign work units to workers?
- What if we have more work units than workers?
- What if workers need to share partial results?
- How do we aggregate partial results?
- How do we know all the workers have finished?
- What if workers die/fail?

Machine Failures: An Example

- One server may stay up 3 years (1,000 days)
- If you have 1,000 servers, expect to loose 1/day
- People estimated Google had ~1M machines in 2011
  - 1,000 machines fail every day!

Common Theme?

- Parallelization problems arise from:
  - Communication between workers (e.g., to exchange state)
  - Access to shared resources (e.g., data)
- Thus, we need a synchronization mechanism

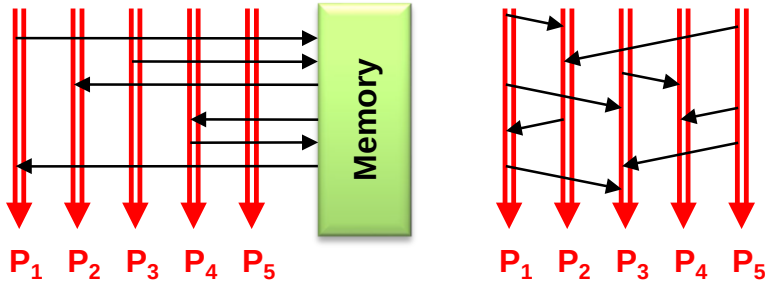
Source: Ricardo Guimarães Herrmann

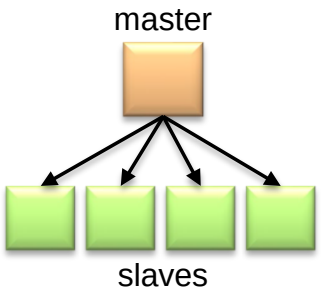
Managing Multiple Workers

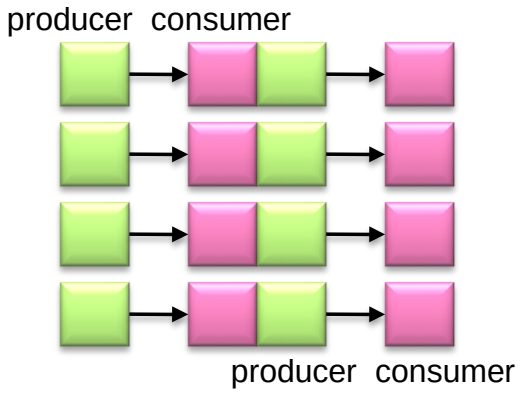
- Difficult because
  - We don’t know the order in which workers run
  - We don’t know when workers interrupt each other
  - We don’t know when workers need to communicate partial results
  - We don’t know the order in which workers access shared data
- Thus, we need:
  - Semaphores (lock, unlock)
  - Conditional variables (wait, notify, broadcast)
  - Barriers
- Still, lots of problems:
  - Deadlock, livelock, race conditions...
  - Dining philosophers, sleeping barbers, cigarette smokers...
- Moral of the story: be careful!

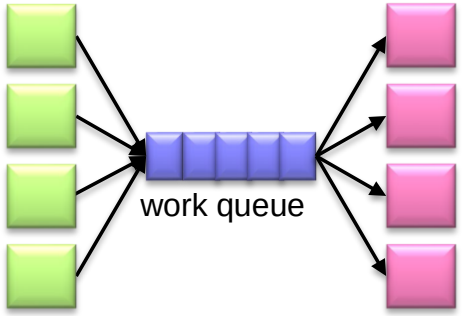
Current Tools

- Programming models
  - Shared memory (pthreads)
  - Message passing (MPI)
- Design Patterns
  - Master-slaves
  - Producer-consumer flows
  - Shared work queues









Where the rubber meets the road

- Concurrency is difficult to reason about
- Concurrency is even more difficult to reason about
  - At the scale of datacenters and across datacenters
  - In the presence of failures
  - In terms of multiple interacting services
- Not to mention debugging…
- The reality:
  - Lots of one-off solutions, custom code
  - Write you own dedicated library, then program with it
  - Burden on the programmer to explicitly manage everything

Source: Wikipedia (Flat Tire)

The datacenter *is* the computer

- It's all about the right level of abstraction
  - Moving beyond the von Neumann architecture
  - What's the "instruction set" of the datacenter computer?
- Hide system-level details from the developers
  - No more race conditions, lock contention, etc.
  - No need to explicitly worry about reliability, fault tolerance, etc.
- Separating the *what* from the *how*
  - Developer specifies the computation that needs to be performed
  - Execution framework ("runtime") handles actual execution

MapReduce

Source: Google

Typical Big Data Problem

- Iterate over a large number of records
- Extract something of interest from each
- Shuffle and sort intermediate results
- Aggregate intermediate results
- Generate final output

Map

Reduce

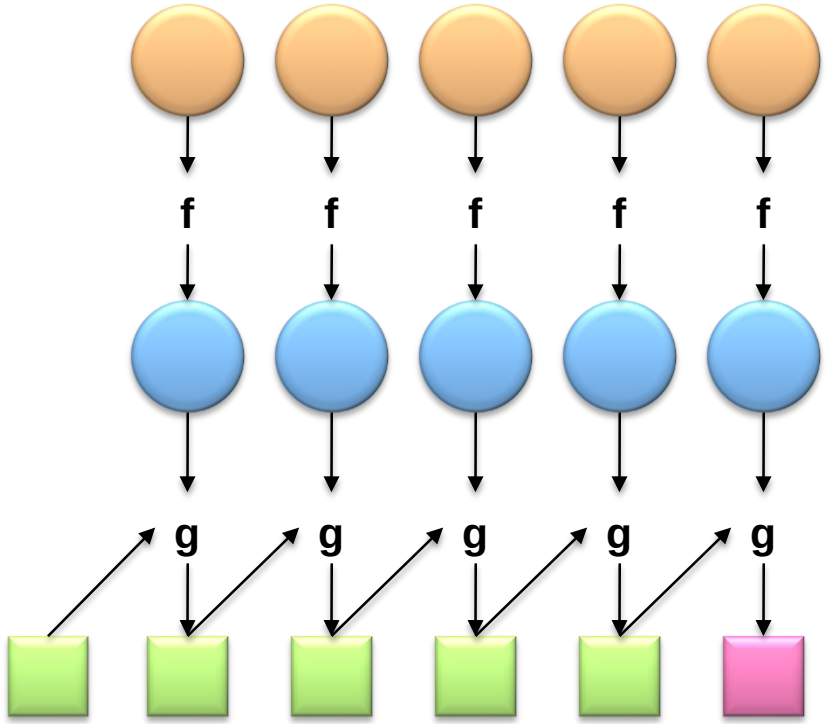
Key idea: provide a functional abstraction for these two operations

(Dean and Ghemawat, OSDI 2004)

Roots in Functional Programming

Map

Fold



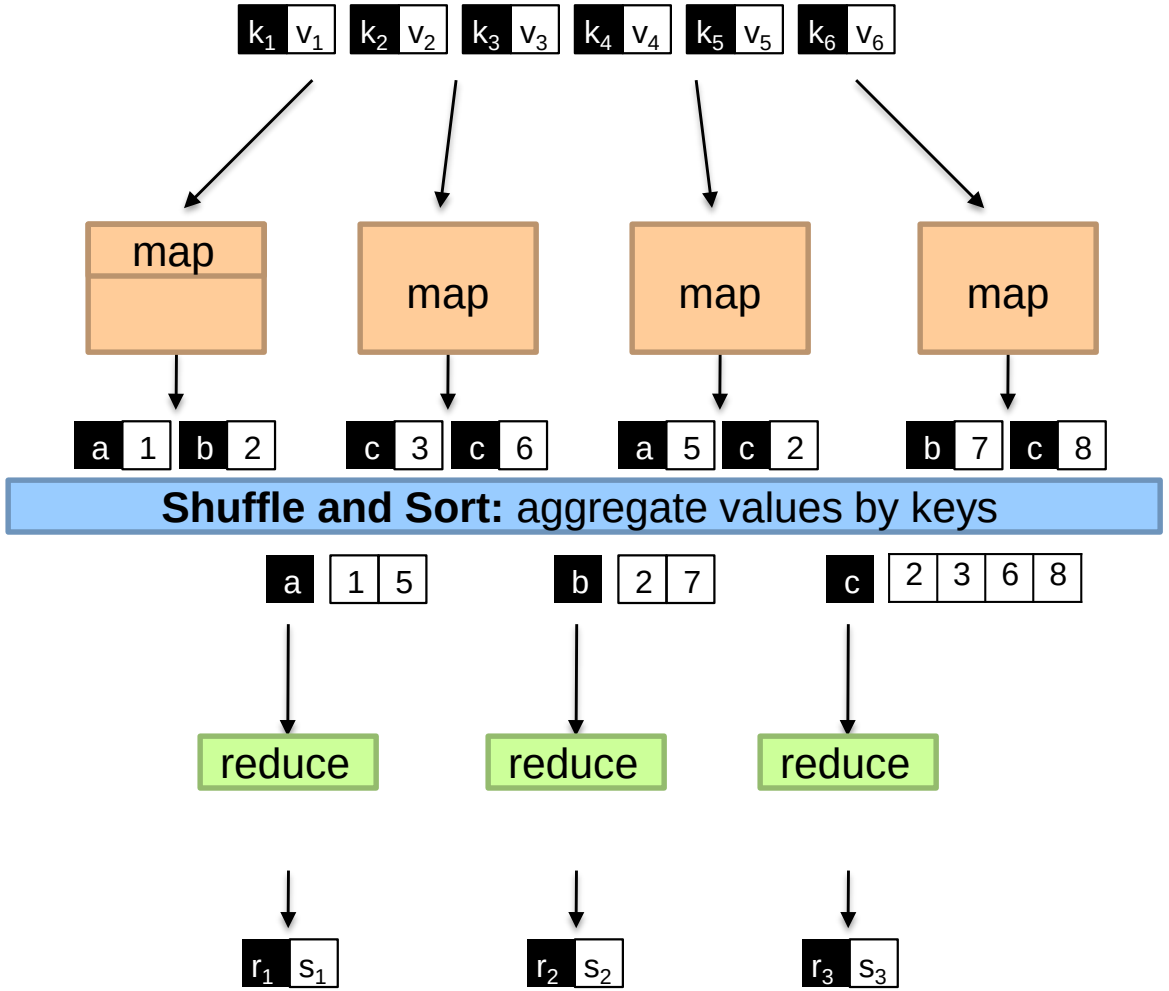
MapReduce

- Programmers specify two functions:

  map $(k_1, v_1) \rightarrow [<k_2, v_2>]$
  reduce $(k_2, [v_2]) \rightarrow [<k_3, v_3>]$

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

- The execution framework handles the challenging issues else…
  - How do we assign work units to workers?
  - What if we have more work units than workers?
  - What if workers need to share partial results?
  - How do we aggregate partial results?
  - How do we know all the workers have finished?
  - What if workers die/fail?


k1 v1
k2 v2
k3 v3
k4 v4
k5 v5
k6 v6
map
map
map
map
a 1
b 2
c 3
c 6
a 5
c 2
b 7
c 8
Shuffle and Sort: aggregate values by keys
a 1 5
b 2 7
c 2 3 6 8
reduce
reduce
reduce
r1 s1
r2 s2
r3 s3

MapReduce “Runtime”

- 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
- Everything happens on top of a distributed FS (later)

MapReduce

- Programmers specify two functions:

  map (k, v) → <k', v'>*

  reduce (k', v') → <k', v'>*

  - All values with the same key are reduced together

- The execution framework handles everything else…

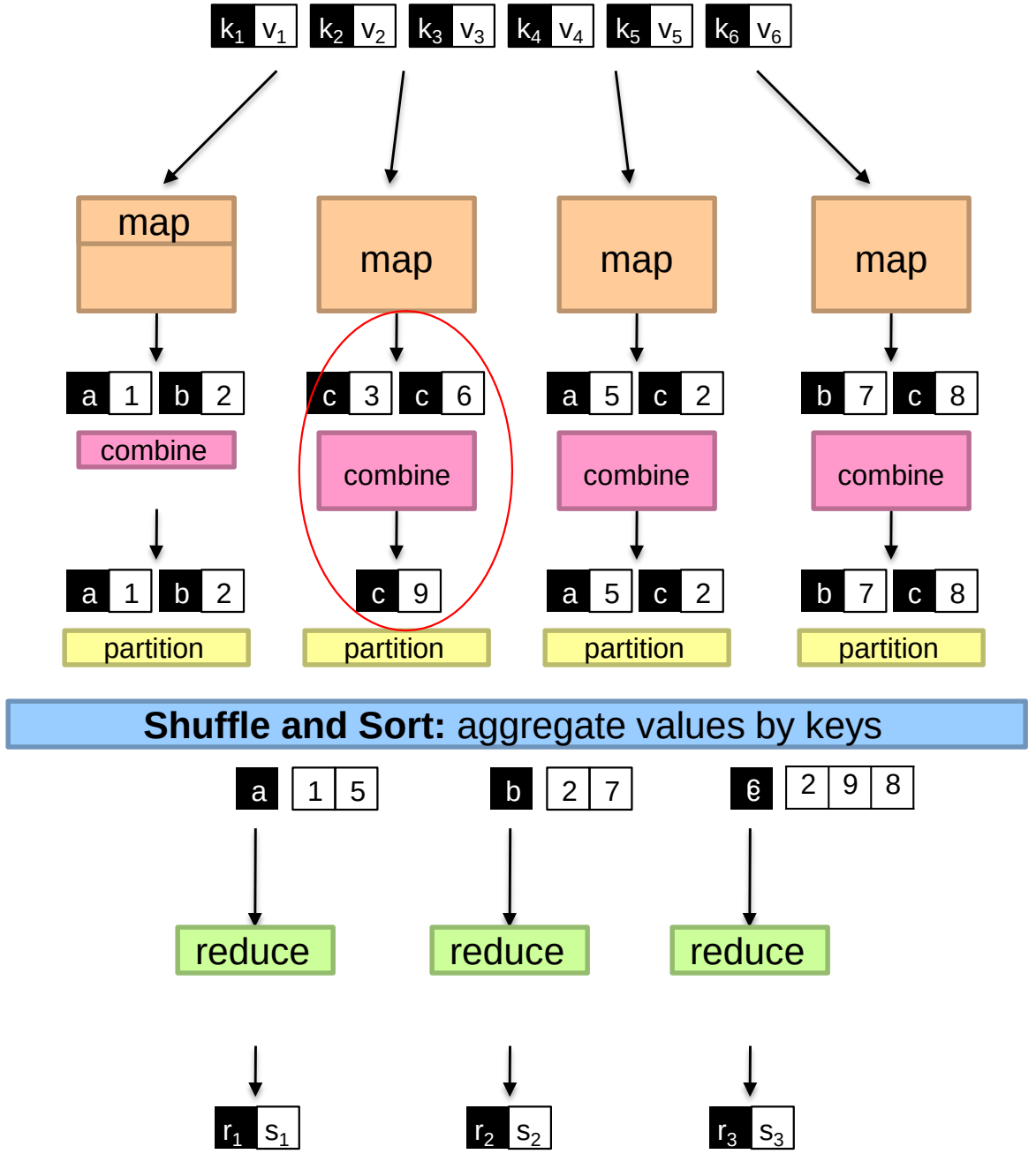
- Not quite…usually, programmers also specify:

  partition (k', number of partitions) → partition for k'

  - Often a simple hash of the key, e.g., hash(k') mod n
  - Divides up key space for parallel reduce operations

  combine (k', v') → <k', v'>*

  - Mini-reducers that run in memory after the map phase
  - Used as an optimization to reduce network traffic


k1 v1
k2 v2
k3 v3
k4 v4
k5 v5
k6 v6
map
map
map
map
a 1
b 2
c 3
c 6
a 5
c 2
b 7
c 8
combine
combine
combine
combine
a 1
b 2
c 9
a 5
c 2
b 7
c 8
partition
partition
partition
partition
Shuffle and Sort: aggregate values by keys
a 1 5
b 2 7
c 2 9 8
reduce
reduce
reduce
r1 s1
r2 s2
r3 s3

Two more details…

- Barrier between map and reduce phases
  - But we can begin copying intermediate data earlier
- Keys arrive at each reducer in sorted order
  - No enforced ordering *across* reducers

“Hello World”: Word Count

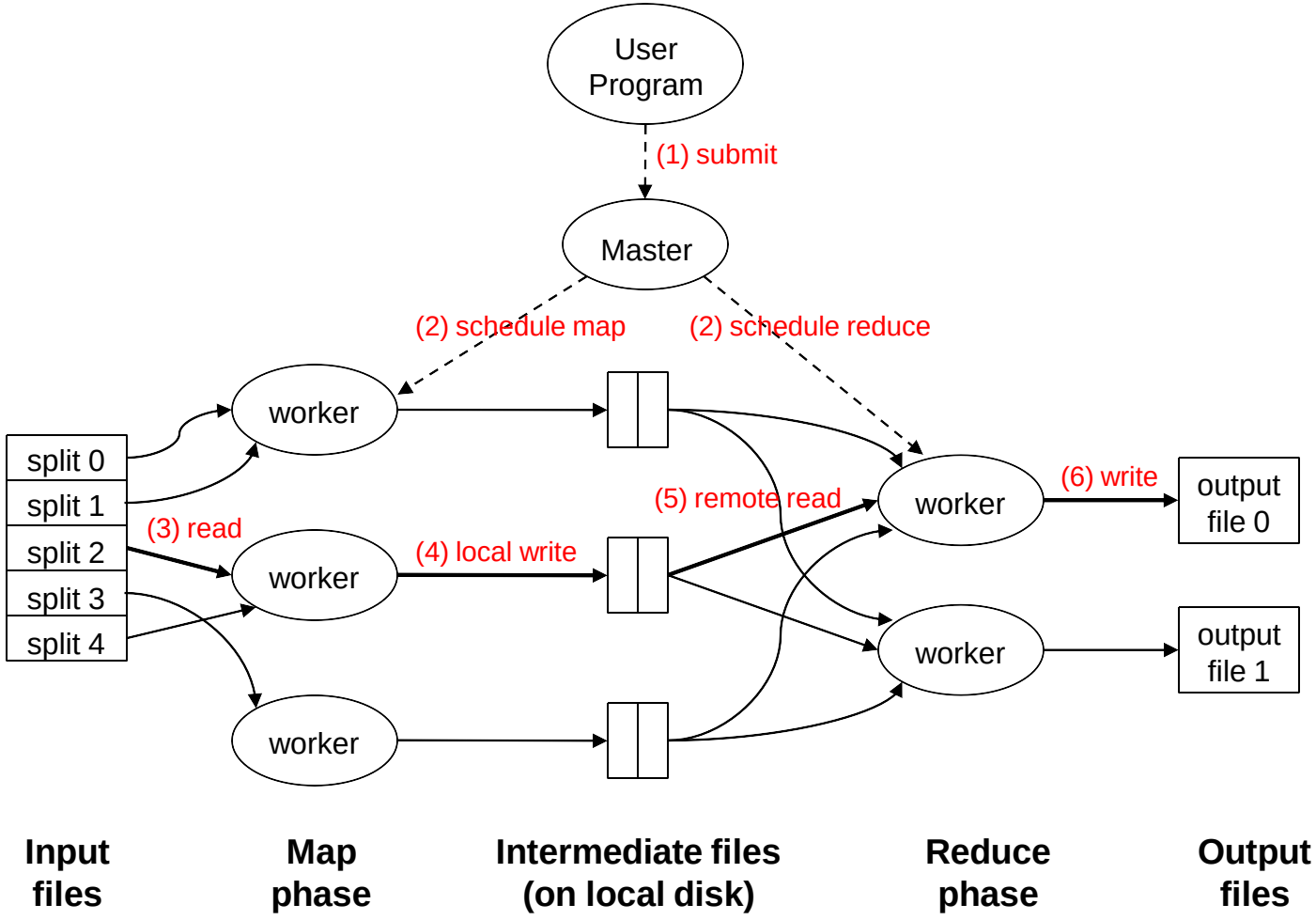
```
Map(String docid, String text):
    for each word w in text:
        Emit(w, 1);

Reduce(String term, Iterator<Int> values):
    int sum = 0;
    for each v in values:
        sum += v;
    Emit(term, sum);
```

More examples:
https://hadoop.apache.org/docs/stable/hadoop-mapreduce-client/hadoop-mapreduce-client-core/MapReduceTutorial.html

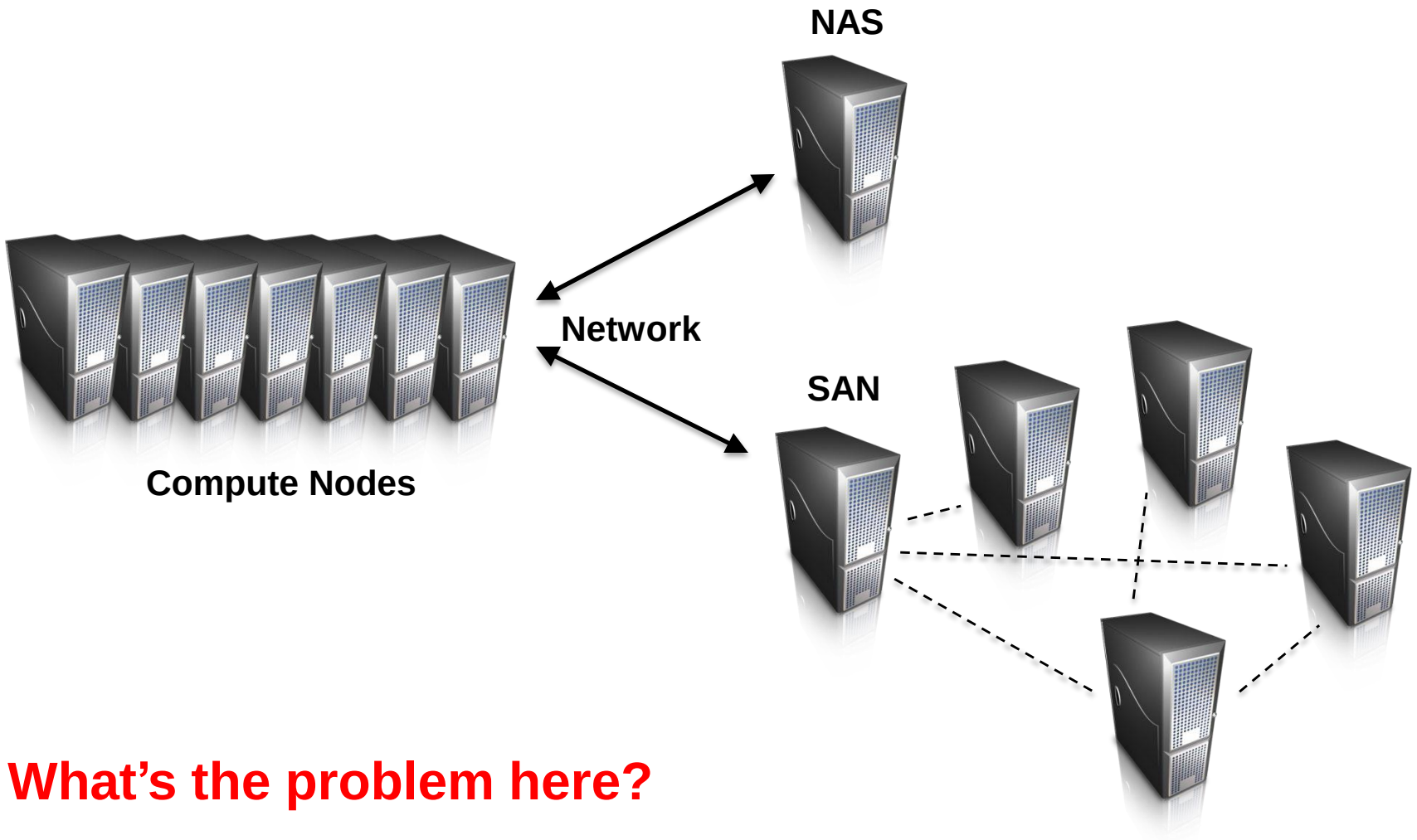
MapReduce Implementations

- Google has a proprietary implementation in C++
  - Bindings in Java, Python
- Hadoop is an open-source implementation in Java
  - Development led by Yahoo, now an Apache project
  - Used in production at Yahoo, Facebook, Twitter, LinkedIn, Netflix, …
  - The *de facto* big data processing platform
  - Large and expanding software ecosystem
- Lots of custom research implementations
  - For GPUs, cell processors, etc.



Adapted from (Dean and Ghemawat, OSDI 2004)

How do we get data to the workers?



What's the problem here?

Distributed File System

- Don’t move data to workers… move workers to the data!
  - Store data on the local disks of nodes in the cluster
  - Start up the workers on the node that has the data local
- Why?
  - (Perhaps) not enough RAM to hold all the data in memory
  - Data center network is slow.
  - Disk access is slow, but disk throughput is reasonable
- A distributed file system is the answer
  - GFS (Google File System) for Google’s MapReduce
  - HDFS (Hadoop Distributed File System) for Hadoop

GFS: Assumptions

- Commodity hardware over “exotic” hardware
  - Scale “out”, not “up”
- High component failure rates
  - Inexpensive commodity components fail all the time
- “Modest” number of huge files
  - Multi-gigabyte files are common, if not encouraged
- Files are write-once, mostly appended to
  - Perhaps concurrently
- Large streaming reads over random access
  - High sustained throughput over low latency

GFS slides adapted from material by (Ghemawat et al., SOSP 2003)

GFS: Design Decisions

- Files stored as chunks
  - Fixed size (64MB)
- Reliability through replication
  - Each chunk replicated across 3+ chunkservers
- Single master to coordinate access, keep metadata
  - Simple centralized management
- No data caching
  - Little benefit due to large datasets, streaming reads
- Simplify the API
  - Push some of the issues onto the client (e.g., data layout)

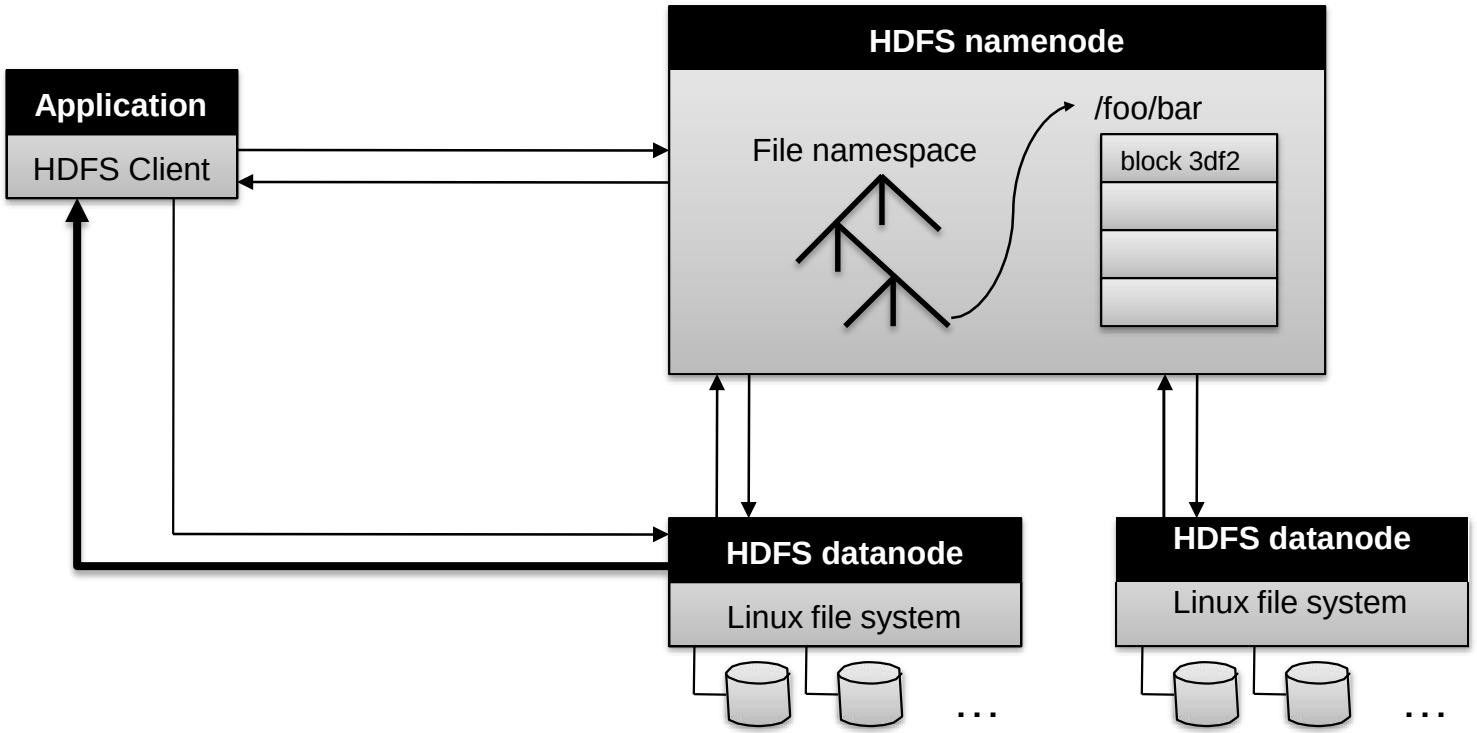
HDFS = GFS clone (same basic ideas)

From GFS to HDFS

- Terminology differences:
  - GFS master = Hadoop namenode
  - GFS chunkservers = Hadoop datanodes
- Differences:
  - Implementation
  - Performance

For the most part, we'll use Hadoop terminology…

HDFS Architecture

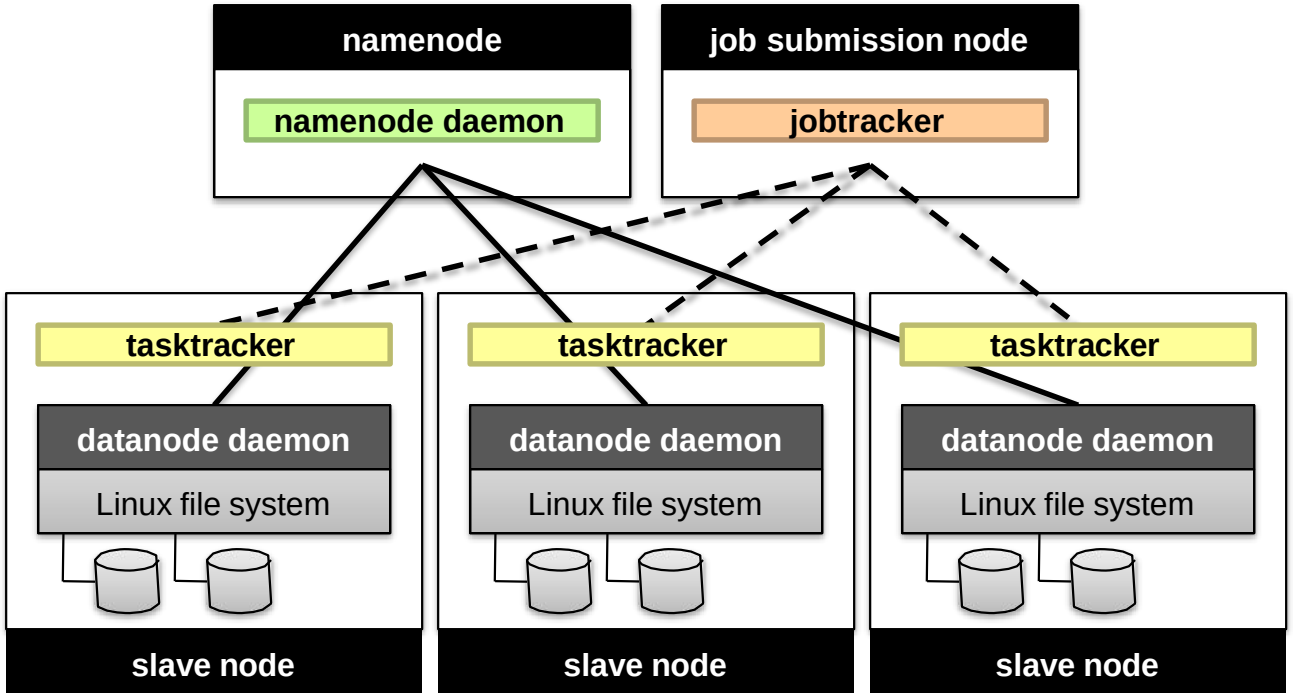


Adapted from (Ghemawat et al., SOSP 2003)

Namenode Responsibilities

- Managing the file system namespace:
  - Holds file/directory structure, metadata, file-to-block mapping, access permissions, etc.
- Coordinating file operations:
  - Directs clients to datanodes for reads and writes
  - No data is moved through the namenode
- Maintaining overall health:
  - Periodic communication with the datanodes
  - Block re-replication and rebalancing
  - Garbage collection

Putting everything together…



(Not Quite… We'll come back to YARN later)

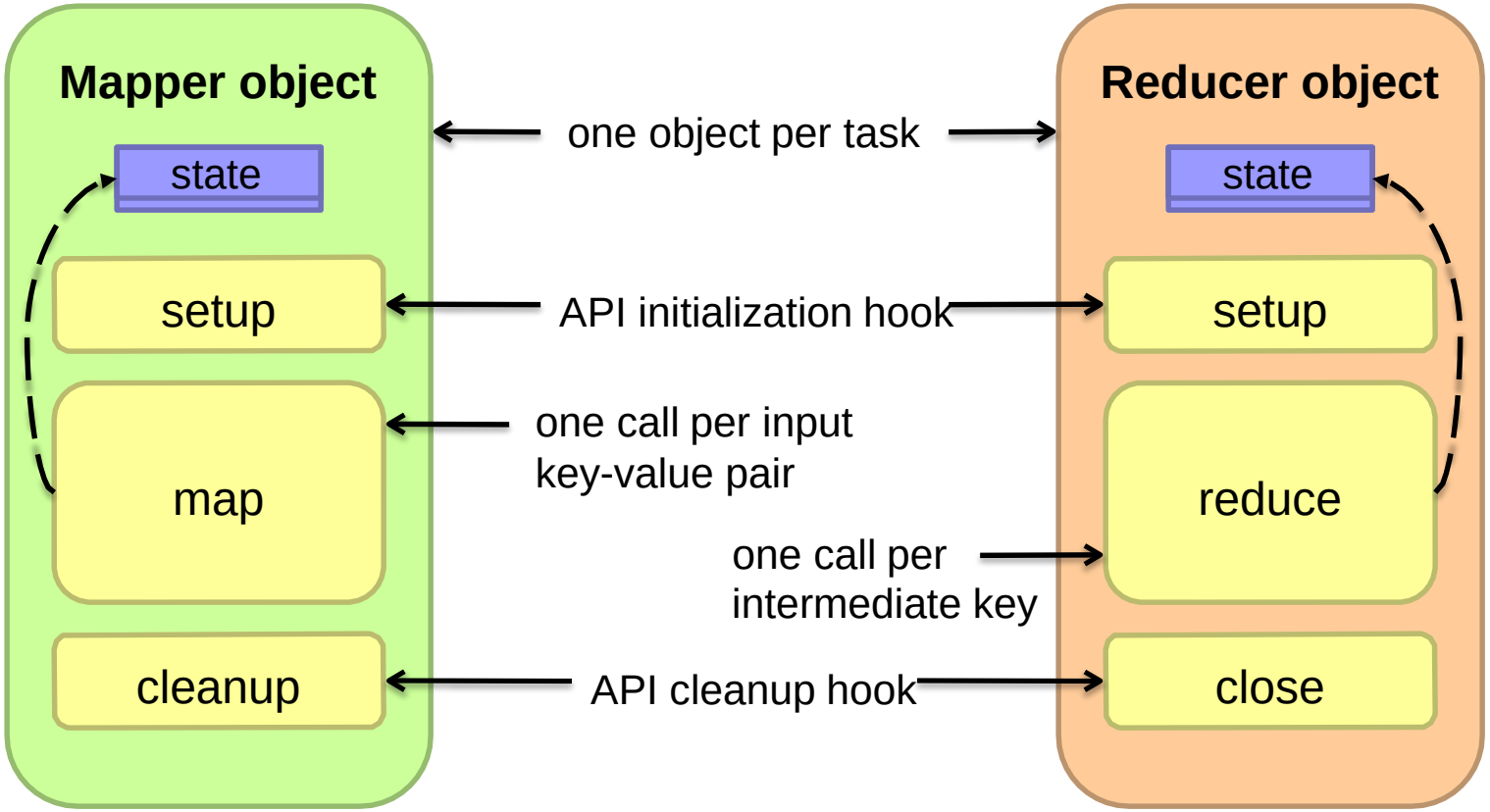
Basic Algorithm Design with MapReduce

- Limited control over data and execution flow
  - All algorithms must expressed in *mapper()*, *reducer()*, *combiner()*, *partitioner ().*
- 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

- Cleverly-constructed data structures
  - Bring partial results together
- Sort order of intermediate keys
  - Control order in which reducers process keys
- Partitioner
  - Control which reducer processes which keys
- Preserving state in mappers and reducers
  - Capture dependencies across multiple keys and values

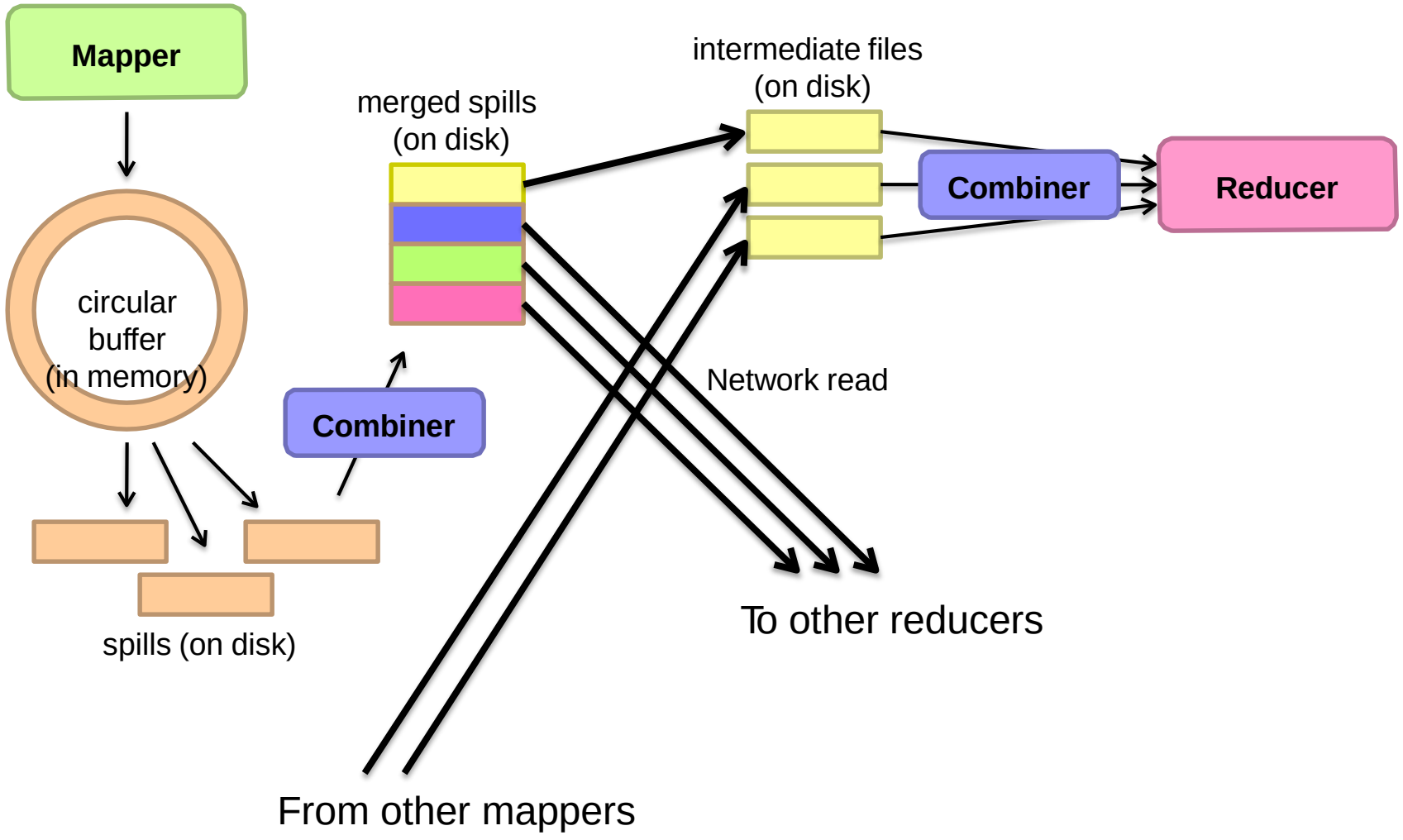
Preserving State



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

Shuffle and Sort



Word Count: Baseline

```
1: class Mapper
2:     method Map(docid a, doc d)
3:         for all term t ∈ doc d do
4:             Emit(term t, count 1)

1: class Reducer
2:     method Reduce(term t, counts [c1, c2, ...])
3:         sum ← 0
4:         for all count c ∈ counts [c1, c2, ...] do
5:             sum ← sum + c
6:         Emit(term t, count s)
```

What's the impact of combiners?

Word Count: Version 1

```
1: class Mapper
2:     method Map(docid a, doc d)
3:         H ← new AssociativeArray
4:         for all term t ∈ doc d do
5:             H{t} ← H{t} + 1                ▷ Tally counts for entire document
6:         for all term t ∈ H do
7:             Emit(term t, count H{t})
```

Are combiners still needed?

Word Count: Version 2

```
1: class Mapper
2:     method Initialize
3:         H ← new AssociativeArray
4:     method Map(docid a, doc d)
5:         for all term t ∈ doc d do
6:             H{t} ← H{t} + 1                ▷ Tally counts across documents
7:     method Close
8:         for all term t ∈ H do
9:             Emit(term t, count H{t})
```

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

Are combiners still needed?

Design Pattern for Local Aggregation

- Version 2 uses “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

Combiner Design

- Combiners and reducers can 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 (*see tutorial*)

Further Reading

- “Mining Massive Datasets”, Chapter 2.1-2.5
- Jeffrey Dean and Sanjay Ghemawat: MapReduce: Simplified Data Processing on Large Clusters
  - http://labs.google.com/papers/mapreduce.html
- Sanjay Ghemawat, Howard Gobioff, and Shun-Tak Leung: The Google File System
  - http://labs.google.com/papers/gfs.html

Take-home Message

- Big data needs new programing abstractions and runtime systems, rather than conventional approaches in parallelization.
- With the popularity of Hadoop, MapReduce programming framework has become quite common for Big Data.
- As we will see, MapReduce can be used to efficiently and effectively develop various applications.
  - Coming lectures: large relational database and data mining

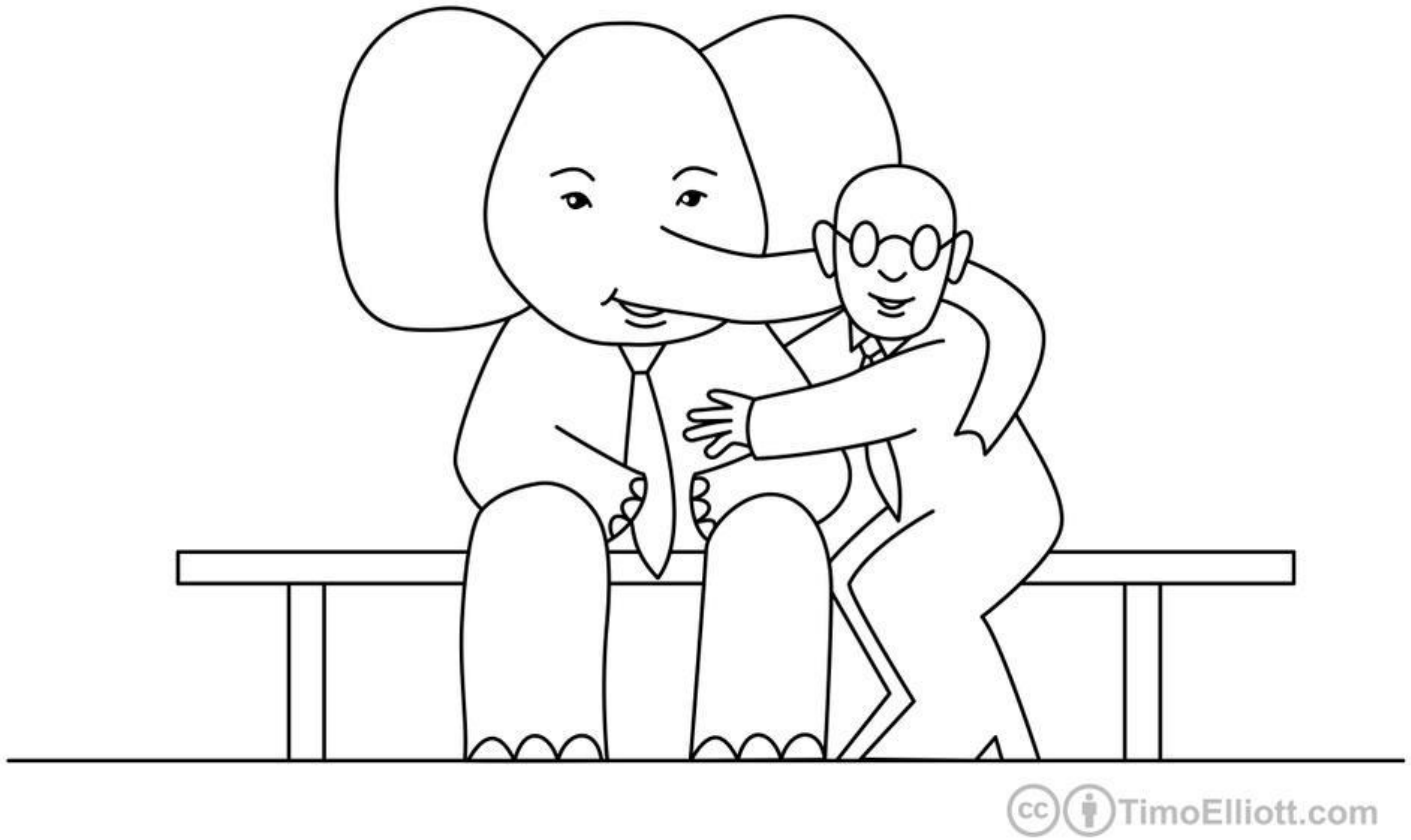
Resources

- Hadoop Wiki
  - Introduction
    - http://wiki.apache.org/lucene-hadoop/
  - Getting Started
    - http://wiki.apache.org/lucene-hadoop/GettingStartedWithHadoop
  - Map/Reduce Overview
    - http://wiki.apache.org/lucene-hadoop/HadoopMapReduce
    - http://wiki.apache.org/lucene-hadoop/HadoopMapRedClasses
  - Eclipse Environment
    - http://wiki.apache.org/lucene-hadoop/EclipseEnvironment
- Javadoc
  - http://lucene.apache.org/hadoop/docs/api/

Resources

- Releases from Apache download mirrors
  - http://www.apache.org/dyn/closer.cgi/lucene/hadoop/
- Nightly builds of source
  - http://people.apache.org/dist/lucene/hadoop/nightly/
- Source code from subversion
  - http://lucene.apache.org/hadoop/version_control.html

Questions?



Enterprises, it's time to embrace the elephant!