Data Management in the Cloud

#### **APACHE SPARK – PART 2**

THANKS TO M. ZAHARIA

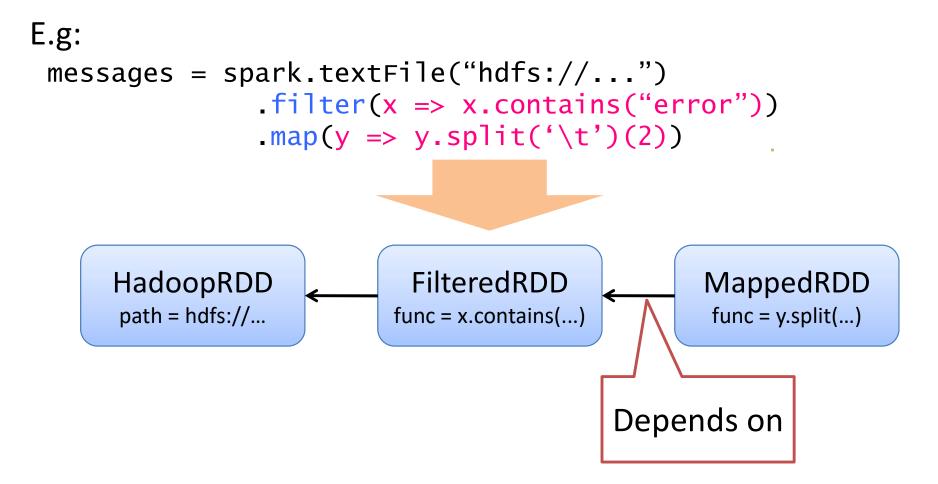
## **Key Idea: Resilient Distributed Datasets**

#### Resilient Distributed Datasets (RDDs)

- Immutable collections, usually partitioned
- Defined via transformations (map, filter, join, ...)
- Fault tolerant can be reconstructed on failure
  Or checkpointed
- Can persist, in memory or on disk
  - Connect sequences of transformations
  - Use same dataset for multiple tasks

#### **Fault Tolerance**

Each RDD tracks the series of transformations used to build it (its *lineage*) to recompute lost data



# Narrow vs. Wide Dependencies

 Narrow dependency: Slice of result RDD depends on a slice of the parent RDD

Examples: map, filter

 Wide dependency: Slice of a result RDD depends on many slices of the parent RDD

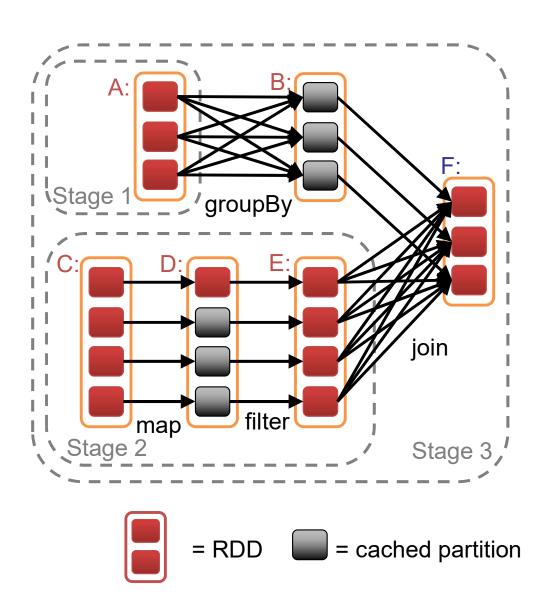
Example: groupBy

Join might go either way, depending on whether partitioning is on join field.

Data heading into a wide dependency will be stored locally to help with re-generation.

### **Task Scheduler**

- Supports general task graphs
- Pipelines functions where possible
- Cache-aware data reuse & locality
- Partitioning-aware to avoid shuffles



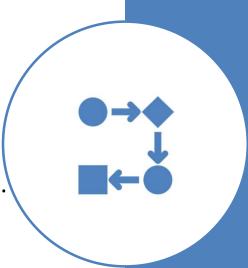
# **Participation Question**

#### **Objective:**

 Work in groups to visualize how Spark tracks data transformations using lineage, and to discuss how fault recovery works in an RDD.

#### **Instructions:**

- 1. In your group, choose a simple Spark job (for example, reading a file, applying a filter, and then mapping the results)
  - 2. Draw a quick diagram that shows:
    - Each step of the job as an RDD node
    - The dependencies between these nodes
- 3. Identify which transformation creates a narrow dependency (e.g., map or filter) and, if possible, add a wide dependency (e.g., a join) to discuss the difference.
- 4. Briefly discuss and note on your diagram how Spark would recover a lost partition using the lineage information (or how checkpointing might truncate a long lineage).



### Representation of RDDs

#### Three representation choices for RDDs

- De-serialized Java objects in memory
  Fastest access
- Serialized object in memory
  Slower access, but less storage
- Disk storage
  If too large for main memory and costly to recompute

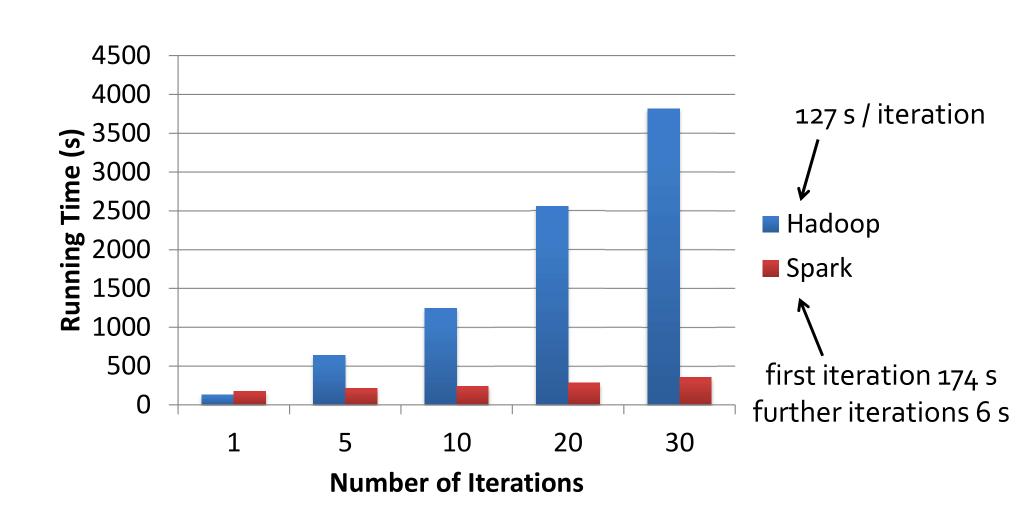
# Checkpointing

If it might take a long time to recreate an RDD from its lineage, can checkpoint it.

- Use the RELIABLE tag
- Can use disk or in-memory replication
- Indicated when an RDD has a wide dependency on its parent(s)

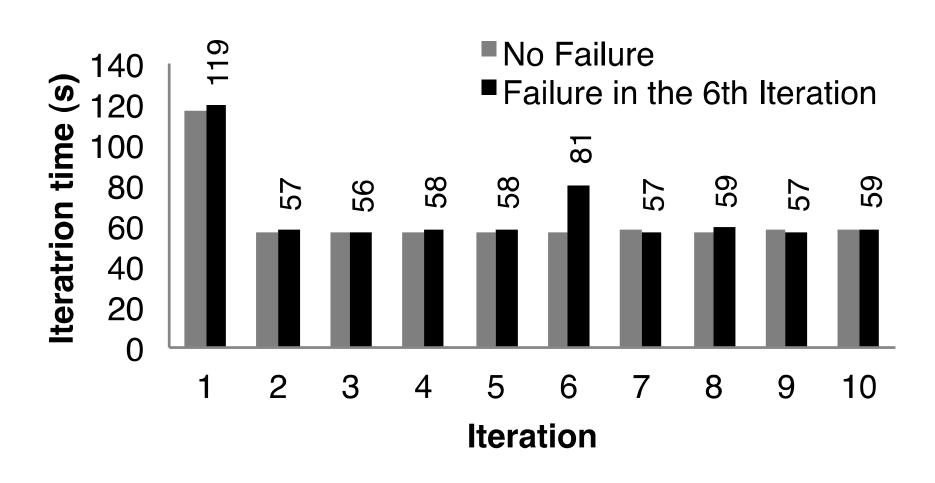
# **Example: Logistic Regression**

# **Logistic Regression Performance**



# Fault-Recovery Test

#### On K-means



### **Environment, Languages**

#### Ways to run it

- Local multicore: just a library in your program
- EC2: scripts for launching a Spark cluster
- Google Cloud Platform, with files or Bigtable
- Private cluster: Mesos, YARN, Standalone Mode

#### Languages

- APIs in Java, Scala and Python
- Interactive shells in Scala and Python

Data from HDFS, S3, Bigtable, Hbase, Cassandra Understands Hadoop input formats

# **Generality of RDDs**

Claims that RDDs are more general than other approaches

- Can express any distributed programming model (though maybe not always efficiently)
- Optimizations for to reduce network use and storage I/O can be readily applied to RDDs

# **Spark Libraries**

- Dataframes: RDDs with schema
  - Spark SQL (was Shark)
  - SparkR
- MLib: Machine-learning library
- DStreams: Discretized streams

Can use all these libraries together.

#### **Dstreams: Microbatches**

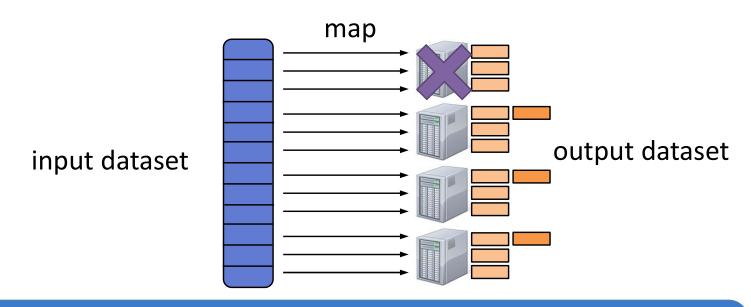
Run a streaming computation as dataflow over a sequence of RDDs that split up the stream

- Model stream computation as a sequence of stateless transformations over these batches. (Operator state must be explicitly output to next stage.)
- Same recovery scheme
- Try to make batch size as small as possible

Note: Latencies in 1-2s range

# **Parallel Recovery**

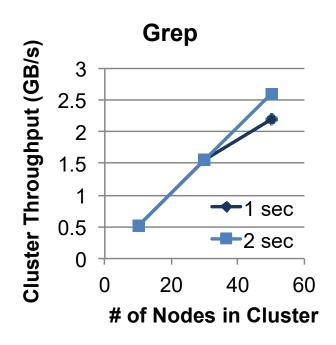
- Checkpoint state datasets periodically
- For node failure, recompute its slices in parallel on other nodes

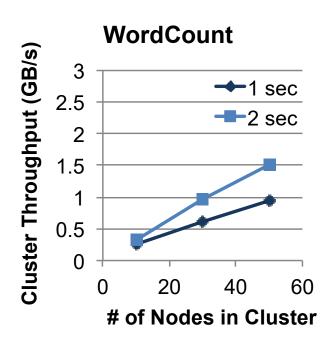


Faster recovery than upstream backup, without the cost of replication

### **Performance**

 Prototype built on the Spark in-memory computing engine can process 2 GB/s (20M records/s) of data on 50 nodes at sub-second latency

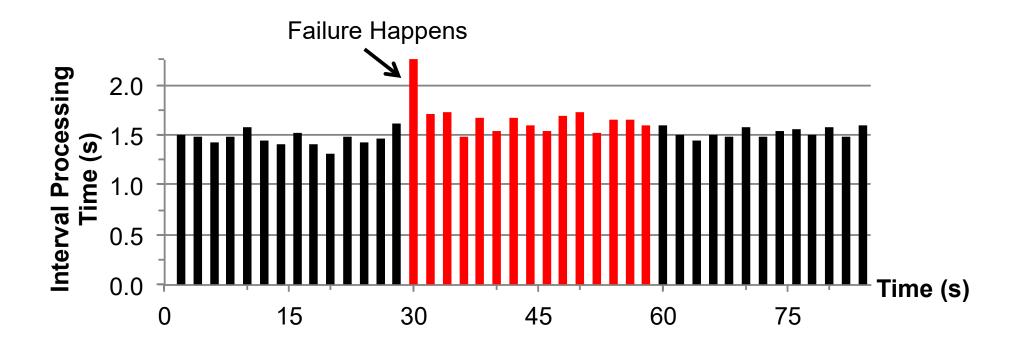




Max throughput within a given latency bound (1 or 2s)

# **Failure Recovery**

Recovers from failures within 1 second



Sliding WordCount on 10 nodes with 30s checkpoint interval

#### References

- M. Zaharia, M. Chowdhury, T. Das, A. Dave, J. Ma, M. McCauley, M.J. Franklin, S. Shenker, I. Stoica. Resilient Distributed Datasets: A Fault-Tolerant Abstraction for In-Memory Cluster Computing, NSDI 2012.
- M. Zaharia, T. Das, H. Li, T. Hunter, S. Shenker, and I. Stoica. Discretized Streams: Fault-Tolerant Streaming Computation at Scale, SOSP 2013.
- M. Zaharia, R. Xin, P. Wendell, T. Das, M. Armbrust, A. Dave, X. Meng, J. Rosen, S. Venkataraman, M. Franklin, A. Ghodsi, J. Gonzalez, S. Shenker, I. Stoica. *Apache Spark: A Unified Engine for Big Data Processing*, CACM, 59(11):56-65, November 2016.