Master	Worker 1	Worker 2	Worker 3	Worker 4	Description
Musici	P1, P2	P1, P2	P3	P2, P3	Initial Contents
Portores	mag command	,	mmand map		Start Map Master tells worker servers to start the map phase, providing the map function.
	mapResult / Red 1 Mean 1 TwoTwo 1	mapResult 2 Mine I Mine I Mean I	Red 1 TwoTwo 1 Mean 1	mapResult Empty	Workers Perform Map Workers execute the map task and store their results in the mapResult file. Then, they inform the master server that the map task has been completed. If a worker server is not used, leave the box blank.
th of the results	Pn+h >shuffle com	and shuff	path le commands	path shuffle common	Start Shuffle Master tells worker servers to start the shuffle phase.
master; ster sends the comorrols norkes. orkers send		Red, M	Mine, 1 Mine, 1	——————————————————————————————————————	Workers Perform Shuffle Workers send the map results to each other, based on the hashcode of the key. Workers store these results in another file. Then, they inform the master server when they are done.
ap results one each other	shuffleResult Red 1	shuffleResult Mean I Mean I Mean I	shuffleResult TwoTwo 1 TwoTwo 1	shuffleResult Mine 1 Mine 1	If a worker server is not used, leave the box blank. h (Refl) = 0 > worker 1 h (Mean) = 1 -> worker 2 h (Two Two) = 2 -> worker 3 h (Mine) = 3 -> worker 4
	reduce command reduce tunction	reduce command reduce tunction	replace commen		Start Reduce Master tells worker servers to start the reduce phase, providing the reduce
	finalResult red, 2	finalResult Meom, 3	finalResult TwoTwo, 2	finalResult Mine / 2	Workers Perform Reduce Workers execute the reduce task, creating a new file with the final results of the map-reduce task.
orm done, 2 priore tile = cations =		done, porth	done, porth	done, path	Then, they inform the master server they are done, providing the file locatio of the result. In this case, the file location is always the same for simplicity.