

Hadoop - Distributed Computing for the Masses

Casey Stella

November 7, 2012

Table of Contents

Introduction

Distributed Computing

Apache Hadoop

Conclusion

Hi, I'm Casey

► Education

- B.S. in Computer Science from University of Louisiana at Monroe
- M.S. in Mathematics from Texas A&M University with an emphasis in Theoretical Computer Science

Hi, I'm Casey

- ▶ Education
 - ▶ B.S. in Computer Science from University of Louisiana at Monroe
 - ▶ M.S. in Mathematics from Texas A&M University with an emphasis in Theoretical Computer Science
- ▶ I tend to work with “Big Data”
 - ▶ I just joined Hortonworks as a Systems Architect
 - ▶ I just left the high performance indexing team at Explorys, a medical informatics startup based in the Cleveland Clinic
 - ▶ I was a Research Geophysicist in the Oil Industry doing signal processing
 - ▶ I built a VOIP network oriented toward WoW gamers

Distributed Computing

- ▶ Distributed computing turns out to be hard

Distributed Computing

- ▶ Distributed computing turns out to be hard
 - ▶ Needs to be fast

Distributed Computing

- ▶ Distributed computing turns out to be hard
 - ▶ Needs to be fast
 - ▶ Needs to be scalable

Distributed Computing

- ▶ Distributed computing turns out to be hard
 - ▶ Needs to be fast
 - ▶ Needs to be scalable
 - ▶ Needs to be fault-tolerant

Distributed Computing

- ▶ Distributed computing turns out to be hard
 - ▶ Needs to be fast
 - ▶ Needs to be scalable
 - ▶ Needs to be fault-tolerant
- ▶ Message Passing Systems
 - ▶ Idea: build your own systems from a set of communication primitives
 - ▶ Often designed specifically to solve one very big, very nasty problem

Distributed Computing

- ▶ Distributed computing turns out to be hard
 - ▶ Needs to be fast
 - ▶ Needs to be scalable
 - ▶ Needs to be fault-tolerant
- ▶ Message Passing Systems
 - ▶ Idea: build your own systems from a set of communication primitives
 - ▶ Often designed specifically to solve one very big, very nasty problem
 - ▶ Pro: very flexible and high performance

Distributed Computing

- ▶ Distributed computing turns out to be hard
 - ▶ Needs to be fast
 - ▶ Needs to be scalable
 - ▶ Needs to be fault-tolerant
- ▶ Message Passing Systems
 - ▶ Idea: build your own systems from a set of communication primitives
 - ▶ Often designed specifically to solve one very big, very nasty problem
 - ▶ Pro: very flexible and high performance
 - ▶ Con: can be very difficult to maintain, write and understand. Often designed for massive parallel computers.

Map-Reduce

- ▶ A programming model for processing large data sets in batch.

Map-Reduce

- ▶ A programming model for processing large data sets in batch.
- ▶ Designed to execute on a cluster of commodity hardware.

Map-Reduce

- ▶ A programming model for processing large data sets in batch.
- ▶ Designed to execute on a cluster of commodity hardware.
- ▶ Let tasks fail and be able to retry.

Map-Reduce

- ▶ A programming model for processing large data sets in batch.
- ▶ Designed to execute on a cluster of commodity hardware.
- ▶ Let tasks fail and be able to retry.
- ▶ Bring the code to the data, rather than the data to the code.

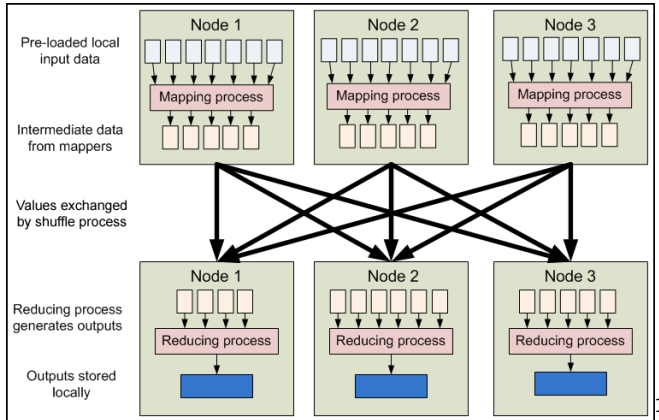
Map-Reduce

- ▶ A programming model for processing large data sets in batch.
- ▶ Designed to execute on a cluster of commodity hardware.
- ▶ Let tasks fail and be able to retry.
- ▶ Bring the code to the data, rather than the data to the code.
- ▶ Limit communication by allowing only a certain set of operations in a flow.

Map-Reduce

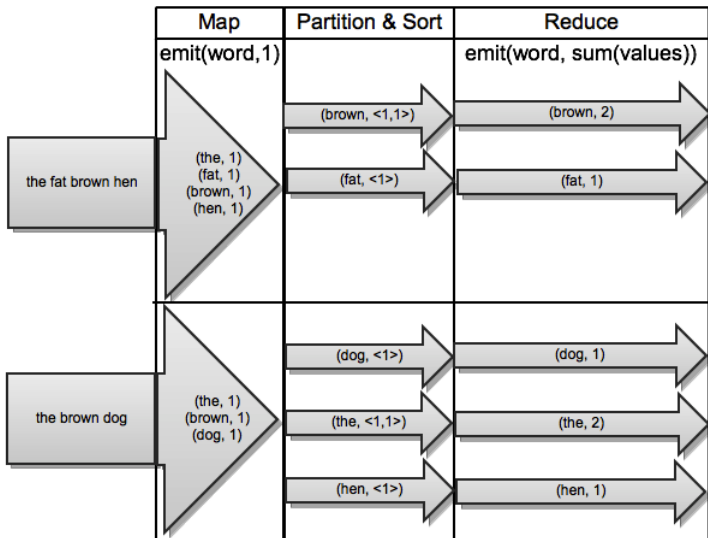
- ▶ A programming model for processing large data sets in batch.
- ▶ Designed to execute on a cluster of commodity hardware.
- ▶ Let tasks fail and be able to retry.
- ▶ Bring the code to the data, rather than the data to the code.
- ▶ Limit communication by allowing only a certain set of operations in a flow.
- ▶ Inspired by functional programming

Data Flow



¹<http://developer.yahoo.com/hadoop/tutorial/module4.html>

Word Count - The Canonical Example



Caveats

- ▶ All problems do not fit well (or at all) within this model.

Caveats

- ▶ All problems do not fit well (or at all) within this model.
- ▶ This model is not suitable for real-time processing of data.

Caveats

- ▶ All problems do not fit well (or at all) within this model.
- ▶ This model is not suitable for real-time processing of data.
- ▶ While it can linearly scale out in relation to your input data, if you choose the number of keys you emit from your mappers improperly, you could create a non-linear scale-out.

Caveats

- ▶ All problems do not fit well (or at all) within this model.
- ▶ This model is not suitable for real-time processing of data.
- ▶ While it can linearly scale out in relation to your input data, if you choose the number of keys you emit from your mappers improperly, you could create a non-linear scale-out.
- ▶ Easier than rolling your own solution, but can be tricky to fit your problem to it.

Apache Hadoop – History

- ▶ Hadoop was derived from Google's MapReduce and Google File System (GFS) papers.

Apache Hadoop – History

- ▶ Hadoop was derived from Google's MapReduce and Google File System (GFS) papers.
- ▶ Open source, Apache licensed project created by Doug Cutting and Michael J. Cafarella.

Apache Hadoop – History

- ▶ Hadoop was derived from Google's MapReduce and Google File System (GFS) papers.
- ▶ Open source, Apache licensed project created by Doug Cutting and Michael J. Cafarella.
- ▶ Named after Doug's son's toy elephant.

Apache Hadoop – History

- ▶ Hadoop was derived from Google's MapReduce and Google File System (GFS) papers.
- ▶ Open source, Apache licensed project created by Doug Cutting and Michael J. Cafarella.
- ▶ Named after Doug's son's toy elephant.
- ▶ It was originally developed to support distribution for the Nutch search engine project.

Apache Hadoop – History

- ▶ Hadoop was derived from Google's MapReduce and Google File System (GFS) papers.
- ▶ Open source, Apache licensed project created by Doug Cutting and Michael J. Cafarella.
- ▶ Named after Doug's son's toy elephant.
- ▶ It was originally developed to support distribution for the Nutch search engine project.
- ▶ Has grown to have a whole ecosystem around it: HBase, HDFS, etc.

The Components

- ▶ Zookeeper - Configuration, synchronization and naming registry for distributed systems
- ▶ HDFS - An append-only distributed filesystem inspired by Google File System
- ▶ Hadoop Map-Reduce - The Map-Reduce infrastructure
- ▶ HBase - A column-store NoSQL database inspired by Google BigTable

Usage

- ▶ Core part of Netflix's analytics stack
- ▶ Facebook is a heavy user of map-reduce and HBase runs Facebook's messaging platform
- ▶ Yahoo! continues to be a heavy user
- ▶ O'Reilly Strata and Hadoop World merged this year. Over 2500 attendees.

Conclusion

- ▶ Thanks for your attention
- ▶ Follow me on twitter *@casey_stella*
- ▶ Find me at
 - ▶ <http://caseystella.com>
 - ▶ <https://github.com/cestella>