

Running Spark on a High-Performance Cluster using RDMA Networking and NVMe Flash

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Hardware Trends

community target

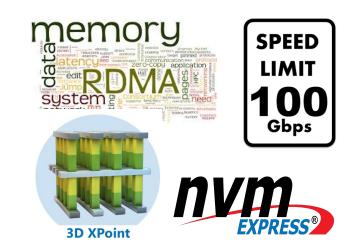
	2010	2017	
Storage	100 MB/s 100ms	1000 MB/s 200us	
Network	1Gbps 50us	10Gbps 20us	
CPU	~3GHz	~3GHz	



Hardware Trends

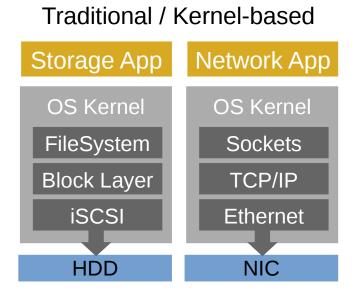
community our target target

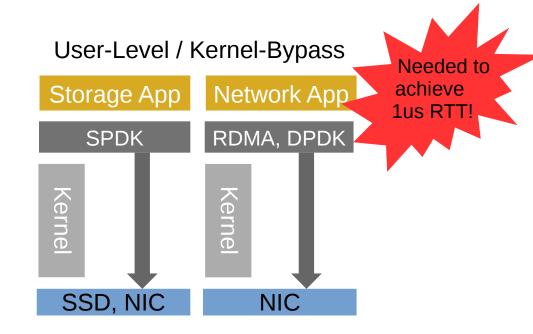
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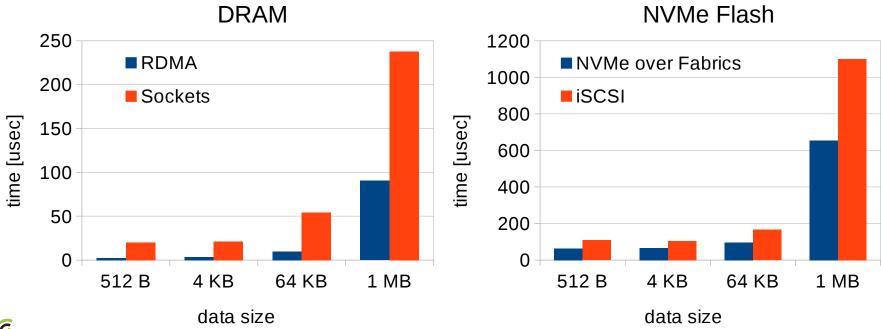
User-Level APIs







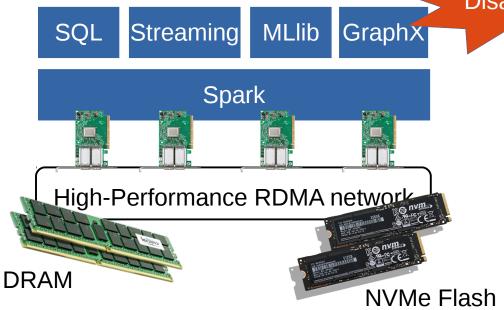
Remote Data Access





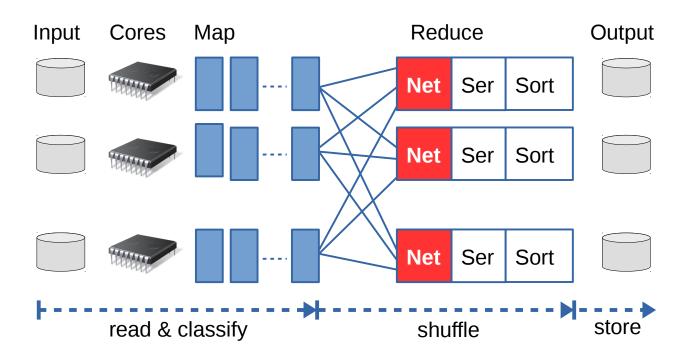
Let's Use it!







Case Study: Sorting in Spark





Experiment Setup

- Total data size: 12.8 TB
- Cluster size: 128 nodes
- Cluster hardware:
 - DRAM: 512 GB DDR 4
 - Storage: 4x 1.2 TB NVMe SSD
 - Network: 100GbE Mellanox RDMA

Flash bandwidth per node matches network bandwidth

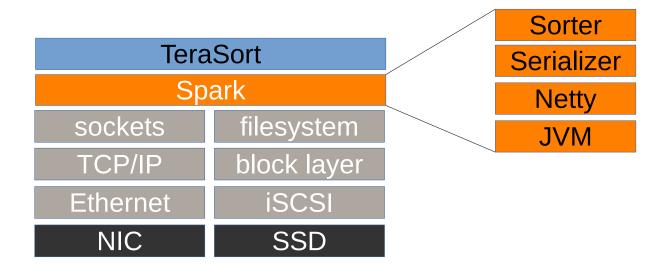


How is the Network Used?





What is the Problem?



- Spark uses legacy networking and storage APIs: no kernel-bypass
- Spark itself introduces additional I/O layers: Netty, serializer, sorter, etc.

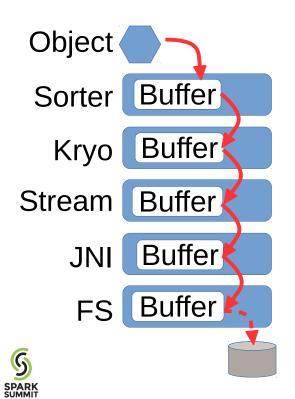


Example: Shuffle (Map)





Example: Shuffle (Map)



Example: Shuffle (Map+Reduce)



Example: Shuffle (Map+Reduce)



How can we fix this...

- Not just for shuffle
 - Also for broadcast, RDD transport, inter-job sharing, etc.
- Not just for RDMA and NVMe hardware
 - But for any possible future high-performance I/O hardware
- Not just for co-located compute/storage
 - Also for resource disaggregation, heterogeneous resource distribution, etc.
- Not just improve things
 - Make it perform at the hardware limit



The CRAIL Approach



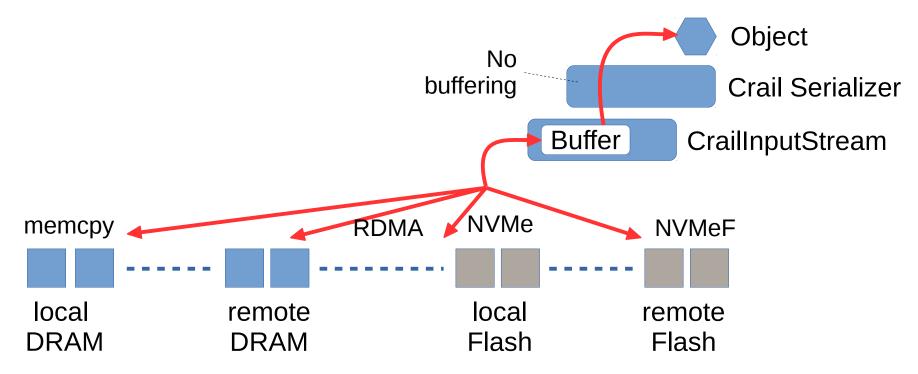


Example: Crail Shuffle (Map)



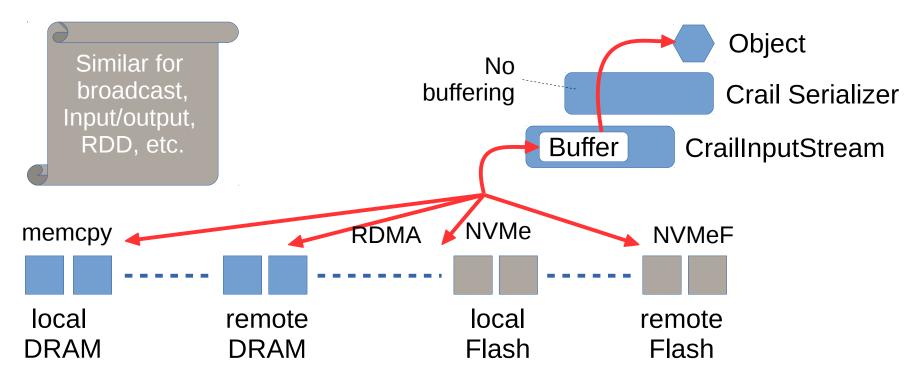


Example: Crail Shuffle (Reduce)





Example: Crail Shuffle (Reduce)



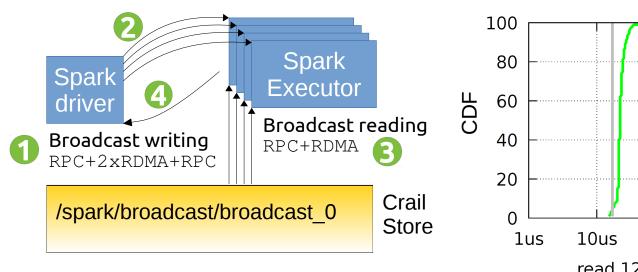


Performance: Configuration

- Experiments
 - Performance: Broadcast, GroupBy, Sorting, SQL (memory)
 - Disaggregation, tiering: Sorting (memory/flash)
- Cluster size: 8 nodes, except TeraSort: 128 nodes
- Cluster hardware:
 - DRAM: 512 GB DDR 4
 - Storage: 4x 1.2 TB NVMe SSD
 - Network: 100GbE Mellanox RDMA



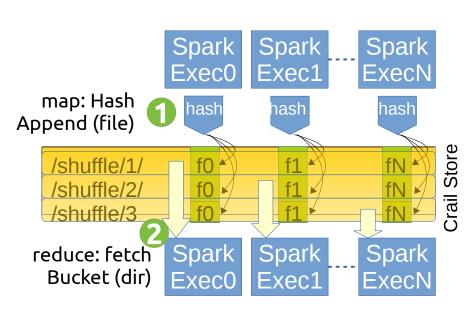
Spark Broadcast

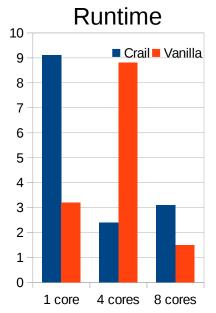


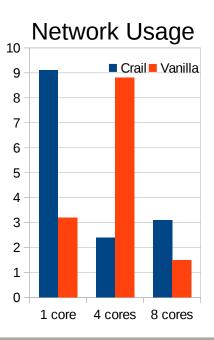
```
100
80
40
20
crail vanilla
1us 10us 100us 1ms 10ms 100ms
read 128B broadcast latency
```

```
val bcVar = sc.Broadcast(new Array[Byte](128))
sc.parallelize(1 to tasks, tasks).map(_ => {
   bcVar.value.length
}).count
```

Spark GroupBy (240GB)

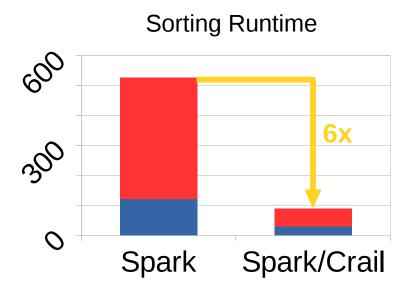




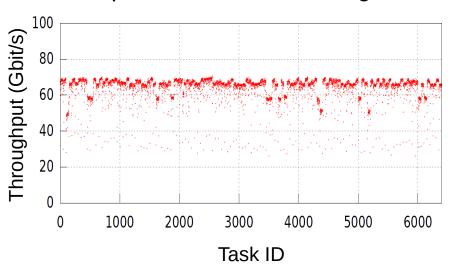


```
val pairs = sc.parallelize(1 to tasks, tasks).flatmap(_ => {
   var values = new array[(Long,Array[Byte])](numKeys)
   values = initValues(values)
}).cache().groupByKey().map(v => v._1).count()
```

Sorting 12.8 TB on 128 nodes



Spark/Crail Network Usage





How fast is this?

Spark

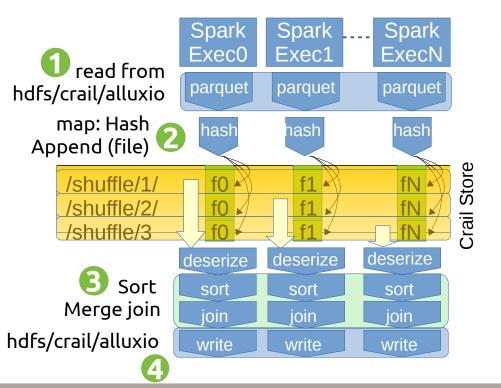
Native C distributed sorting benchmark

www.sortingbenchmark.org

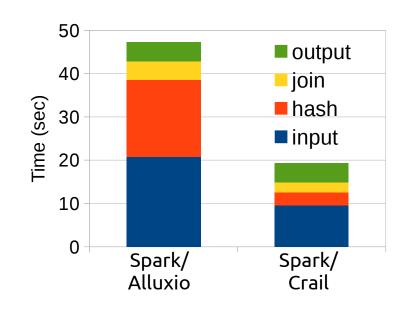
	Spark/Crail	Winner 2014	Winner 2016
Size (TB)	12.8	100	100
Time (sec)	98	1406	134
Total cores	2560	6592	10240
Network HW (Gbit/s)	100	10	100
Rate/core (GB/min)	3.13	0.66	4.4

Sorting rate of Crail/Spark only 27% slower than rate of Winner 2016



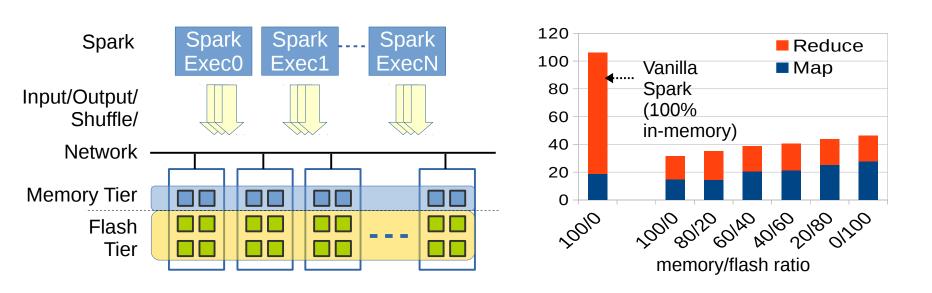


Spark SQL Join

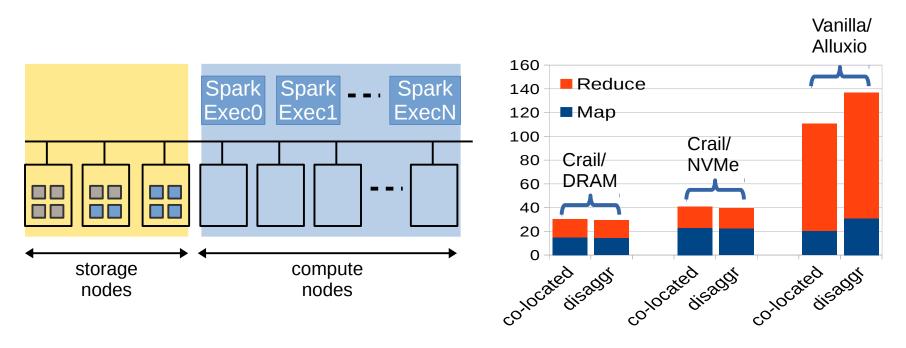


```
val ds1 = spSess.read.parquet("...") //100GB dataset
val ds2 = spSess.read.parquet("...") //100GB dataset
val resultDS = ds1.joinWith(ds1, ds1(key) === ds2(key))
resultDS.write.format("parquet").mode(SaveMode.Overwrite).save("...")
```

Storage Tiering: DRAM & NVMe



DRAM & Flash Disaggregation



With Crail, Spark sorting worload can be run both with memory and flash disaggregated without performance cost

Conclusions

- Effectively using high-performance I/O hardware in Spark is challenging
- Crail is an attempt to re-think how data processing frameworks (not only Spark) should interact with network and storage hardware
 - User-level I/O, storage disaggregation, memory/flash convergence



Crail for Spark is Open Source

- www.crail.io
- github.com/zrlio/spark-io
- github.com/zrlio/crail
- github.com/zrlio/parquetgenerator
- github.com/zrlio/crail-terasort



Thank You.

The CRAIL Approach

