



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

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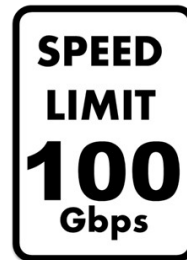
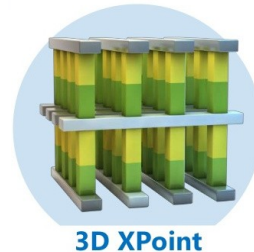
Hardware Trends

community
target

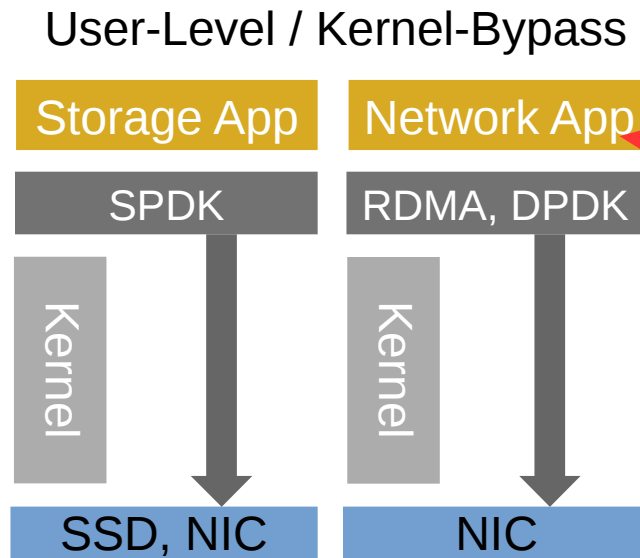
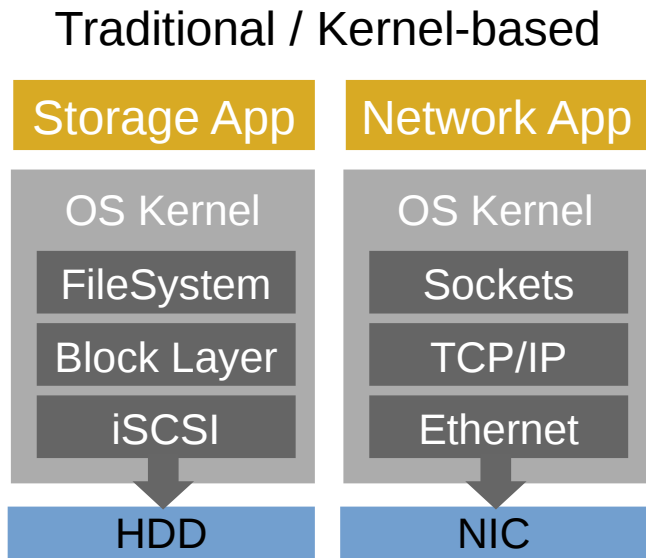
| | 2010 | 2017 |
|---------|-------------------|--------------------|
| Storage | 100 MB/s 100ms | 1000 MB/s 200us |
| Network | 1Gbps 50us | 10Gbps 20us |
| CPU | ~3GHz | ~3GHz |

Hardware Trends

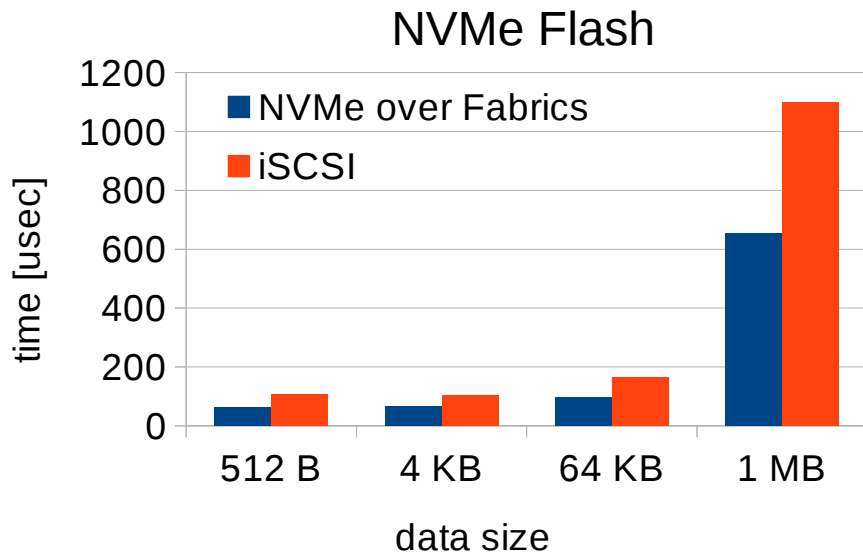
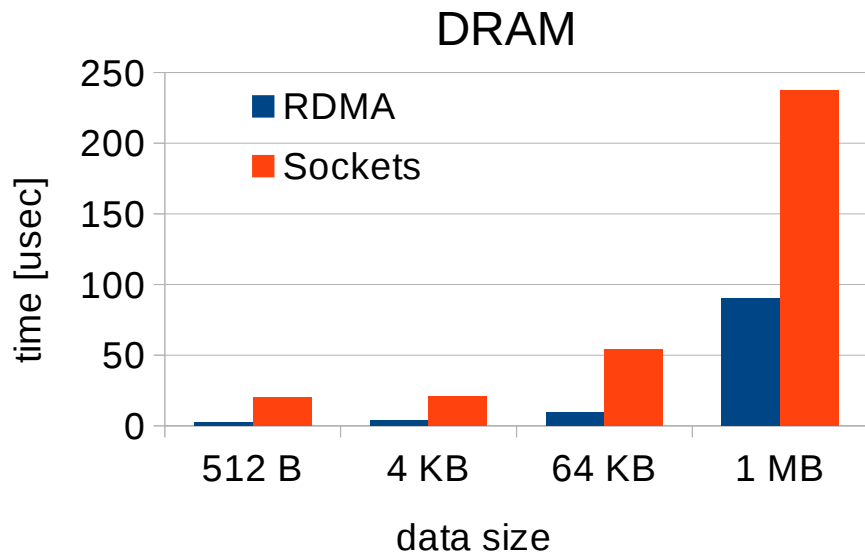
| | | community target | our target |
|---------|-------------------|---------------------|-----------------|
| | 2010 | 2017 | 2017 |
| Storage | 100 MB/s 100ms | 1000 MB/s 200us | 10 GB/s 50us |
| Network | 1Gbps 50us | 10Gbps 20us | 100Gbps 1us |
| CPU | ~3GHz | ~3GHz | ☹️ |



User-Level APIs

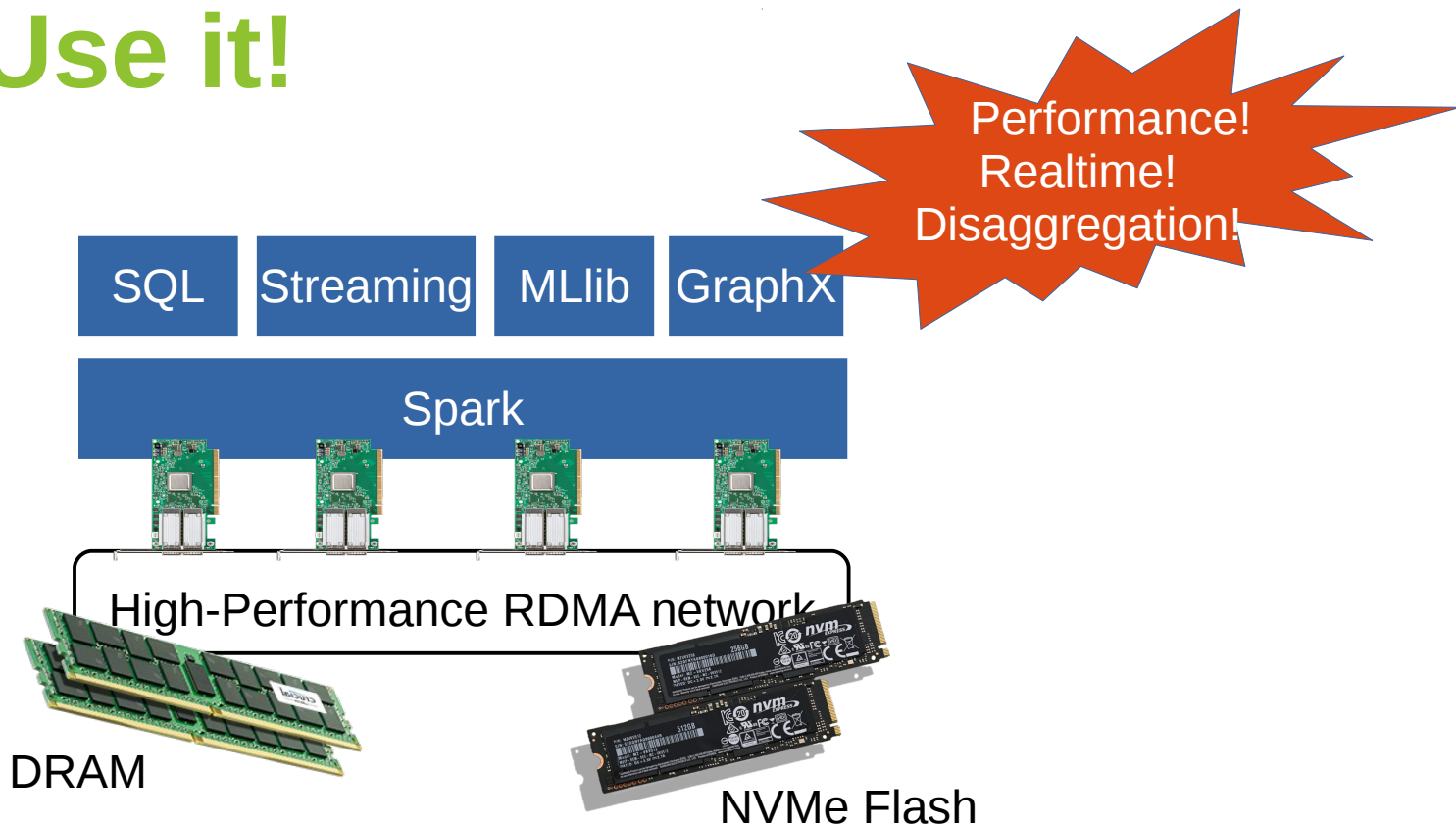


Remote Data Access

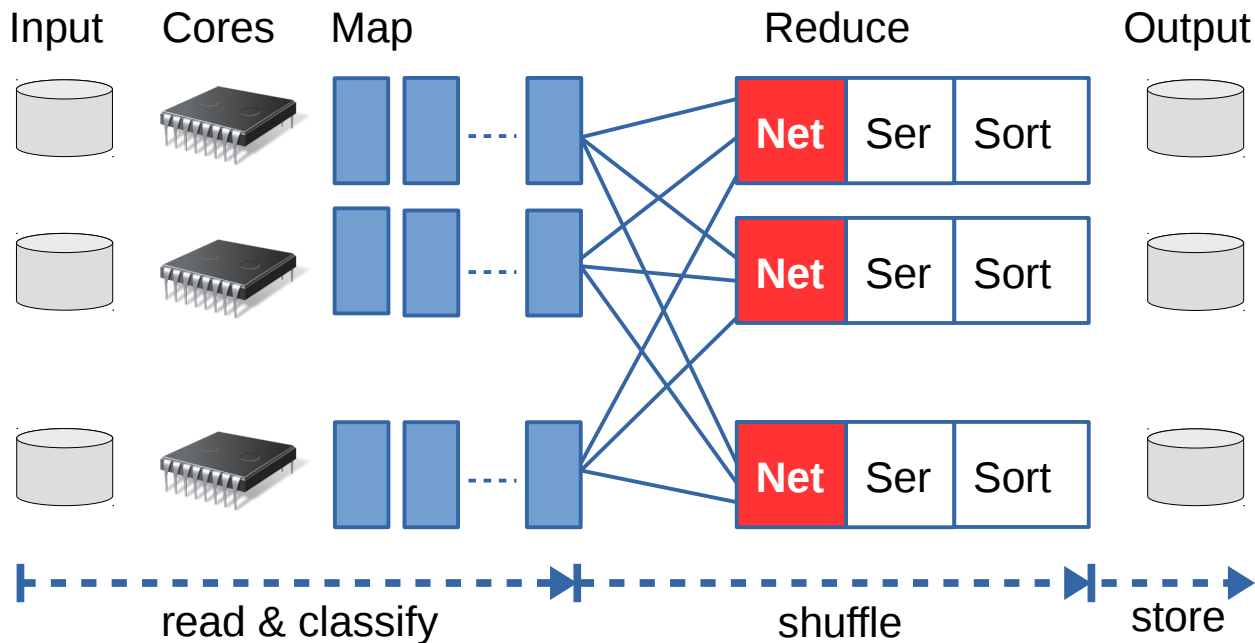


User-level APIs offer 2-10x better performance than traditional kernel-based APIs

Let's Use it!

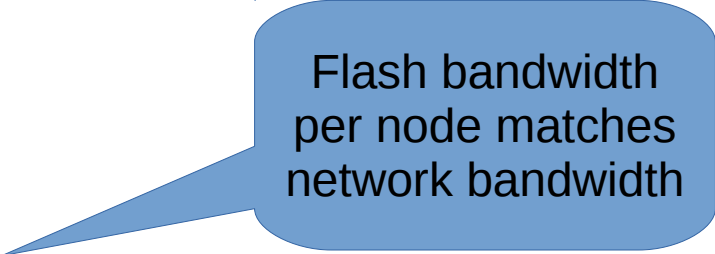


Case Study: Sorting in Spark



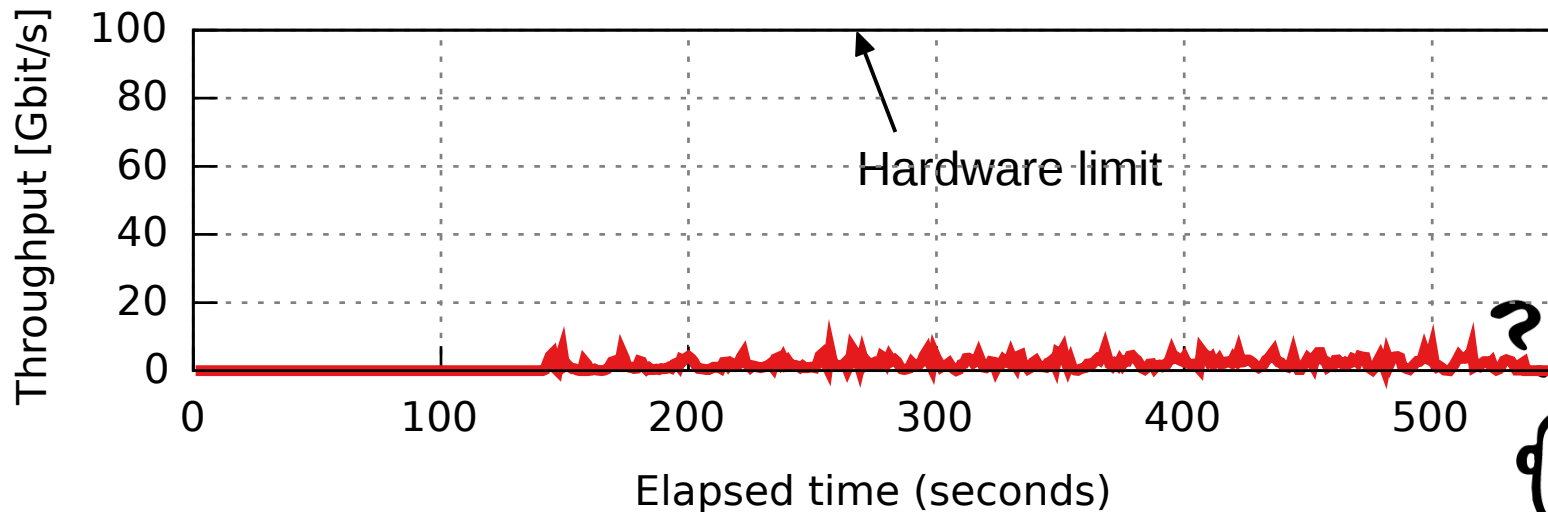
Experiment Setup

- 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

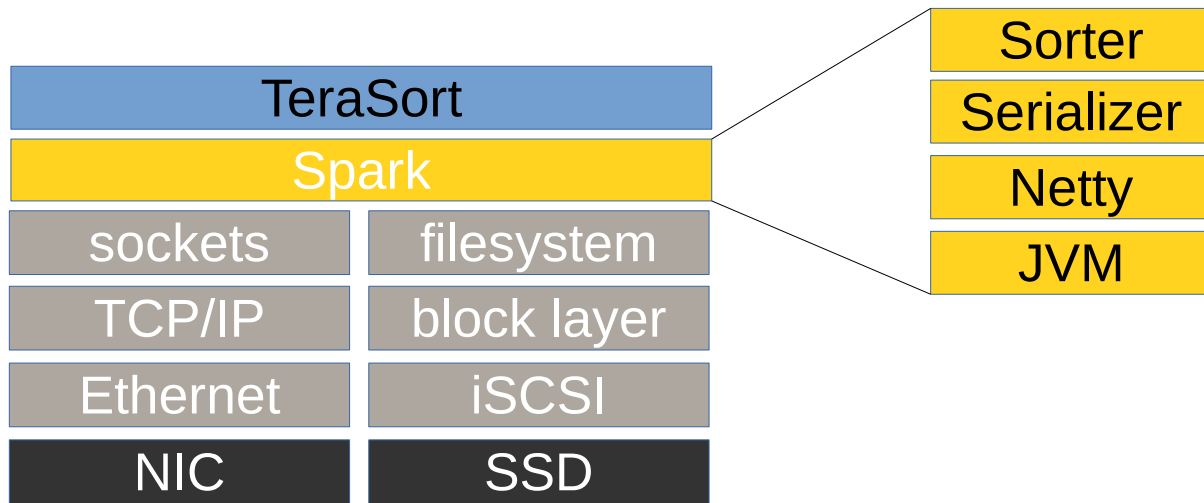


Flash bandwidth
per node matches
network bandwidth

How is the Network Used?



What is the Problem?

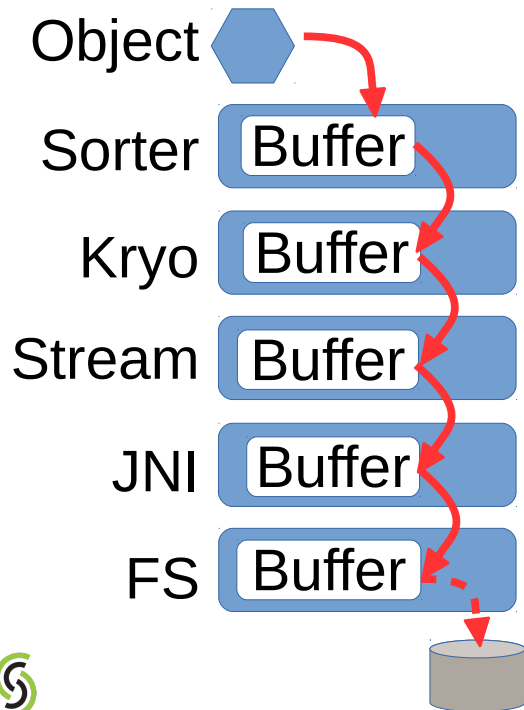


- Spark uses legacy networking and storage APIs: no kernel-bypass
- Spark itself introduces additional I/O layers: Netty, serializer, sorter, etc.

Example: Shuffle (Map)



Example: Shuffle (Map)



Example: Shuffle (Map+Reduce)



Example: Shuffle (Map+Reduce)



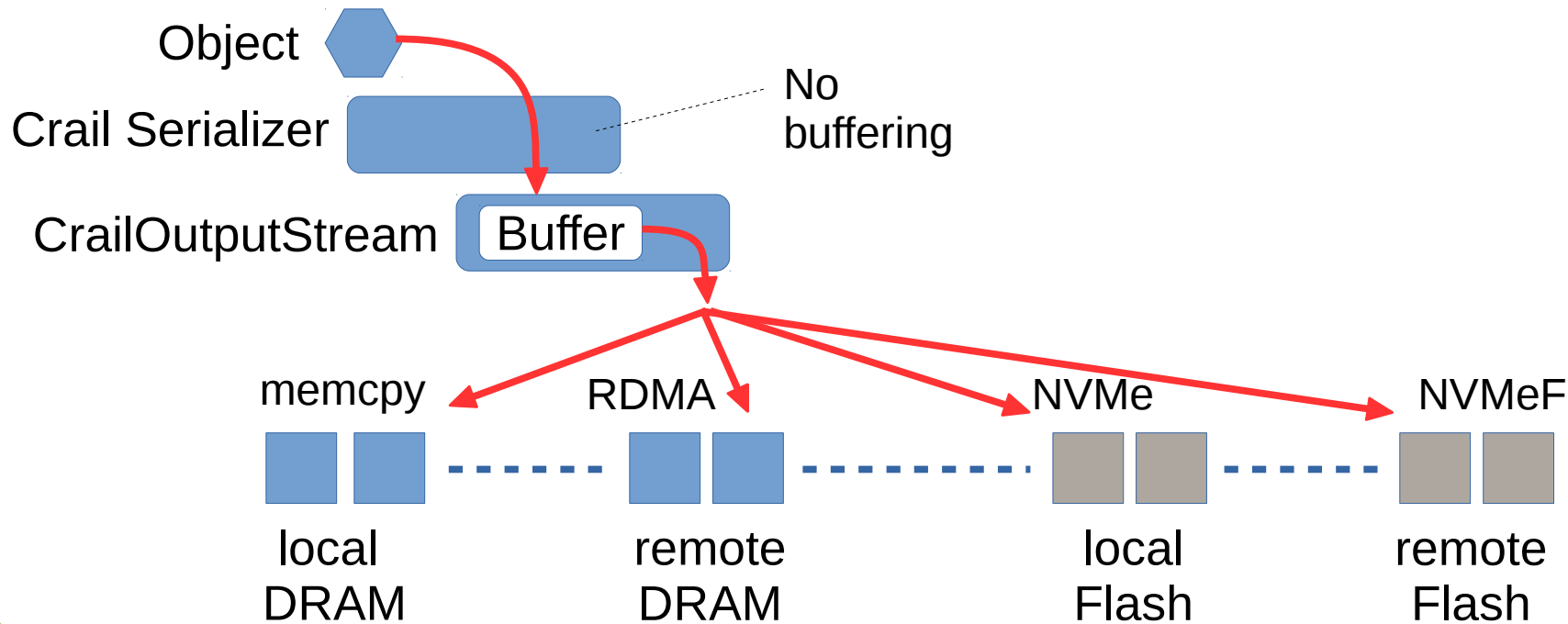
How can we fix this...

- 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

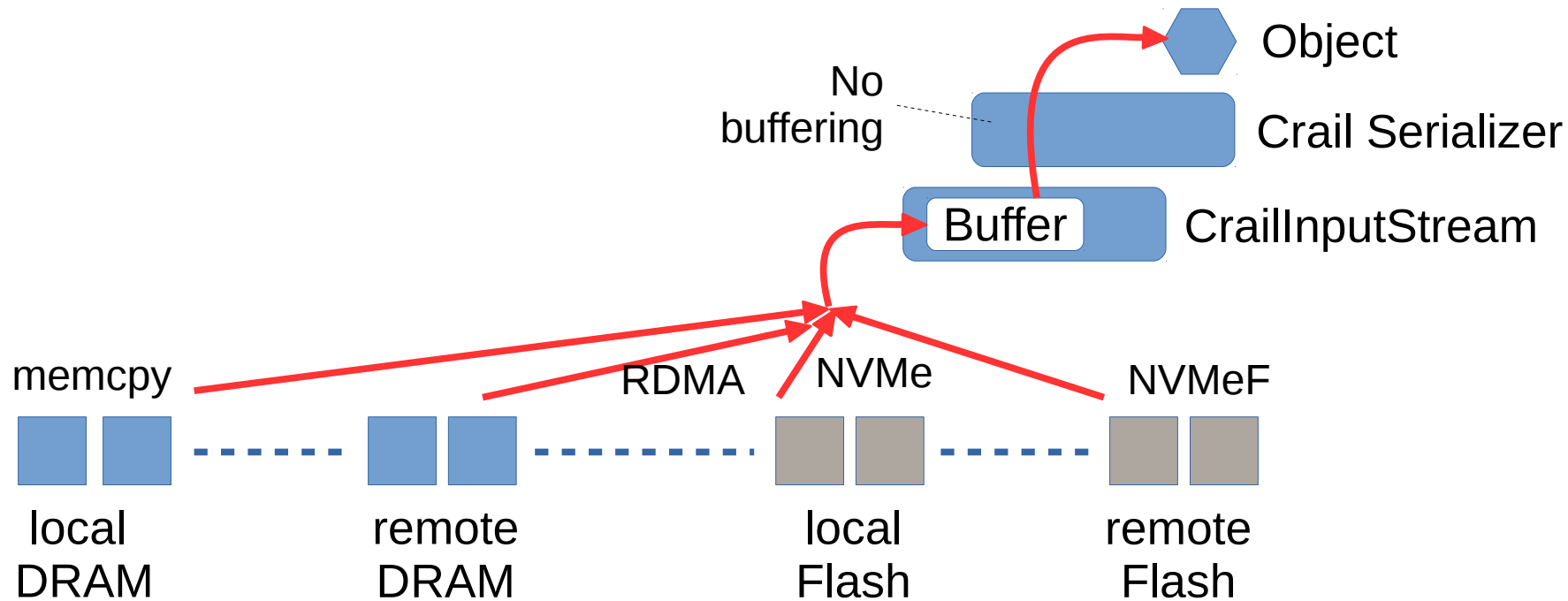
The CRAIL Approach



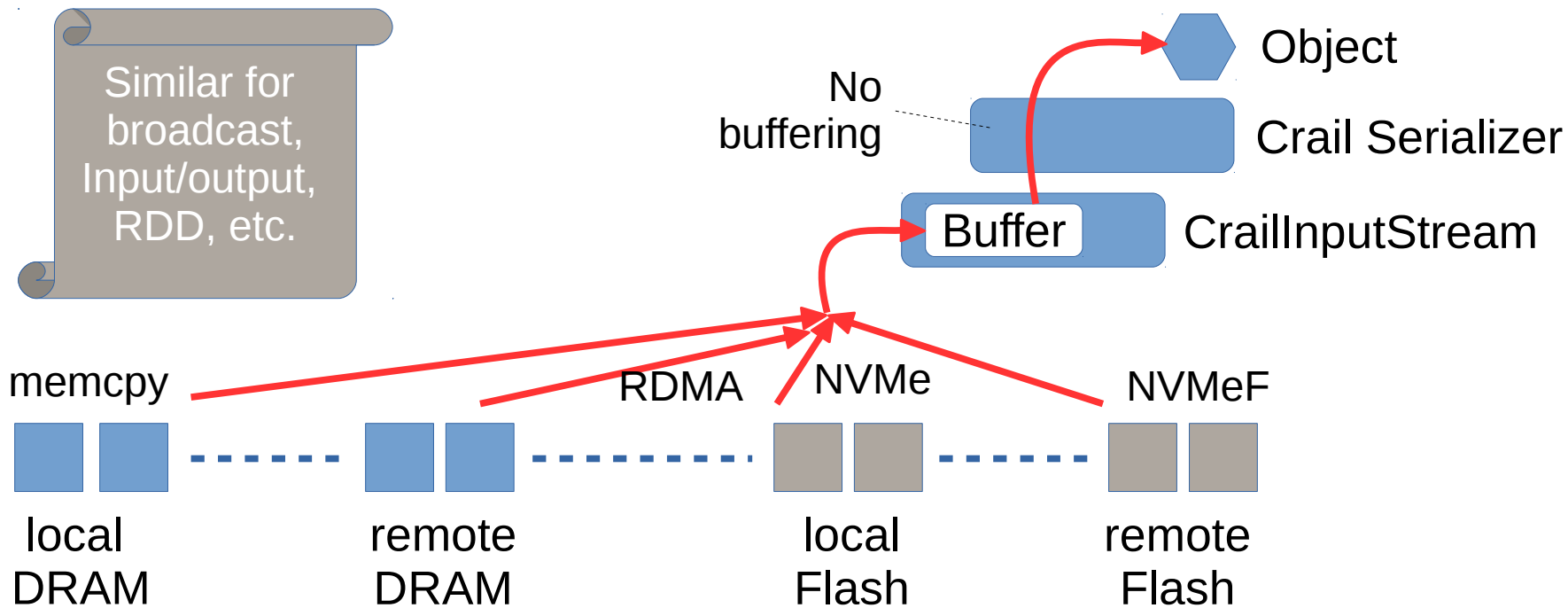
Example: Crail Shuffle (Map)



Example: Crail Shuffle (Reduce)



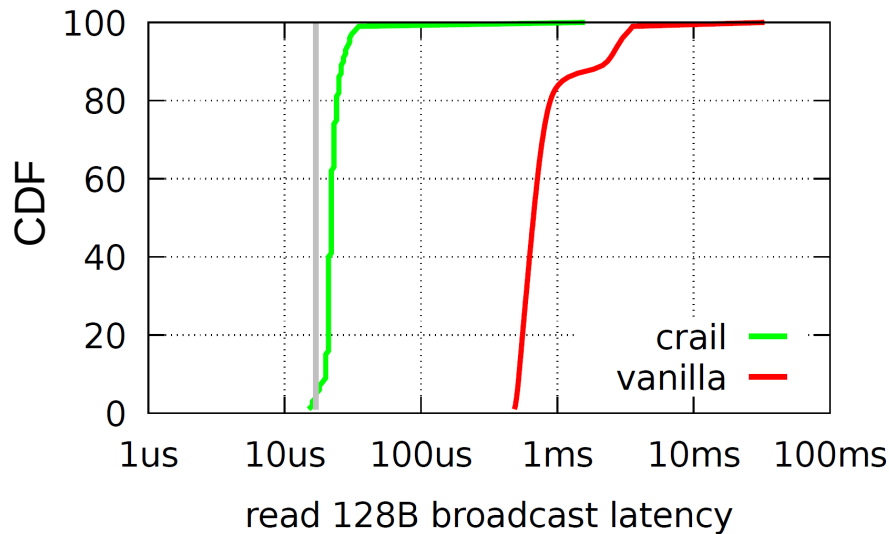
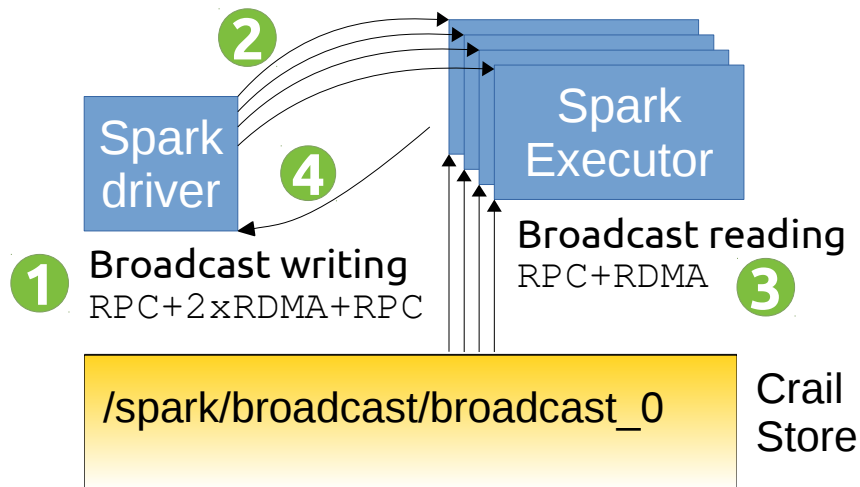
Example: Crail Shuffle (Reduce)



Performance: Configuration

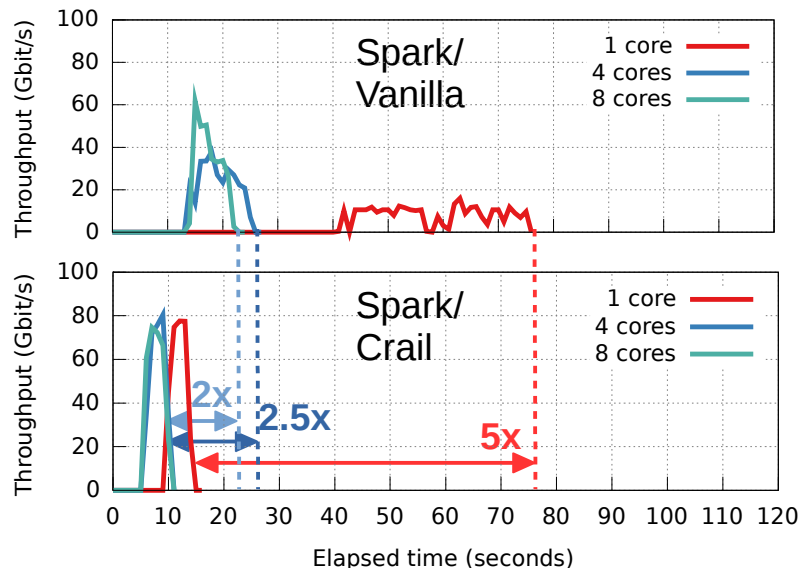
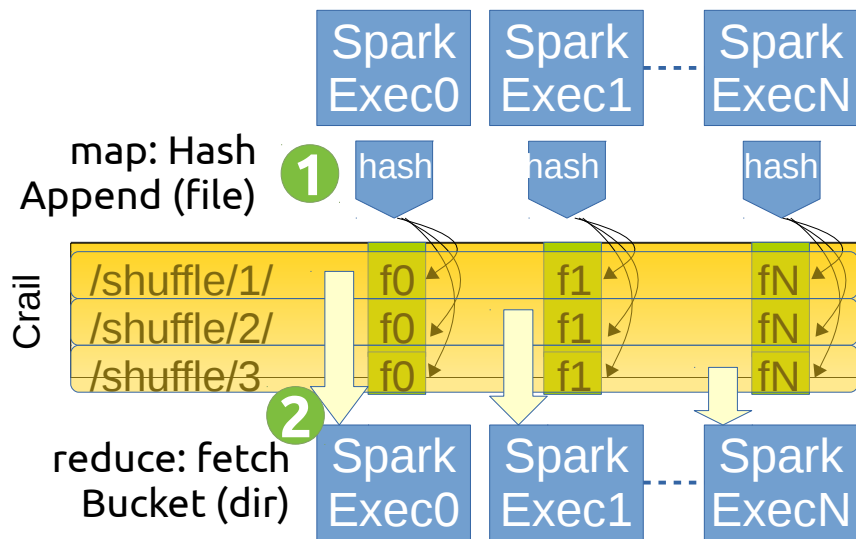
- Experiments
 - Performance: Broadcast, GroupBy, Sorting, SQL (memory)
 - Disaggregation, tiering (memory/flash)
- Cluster size: 8 nodes, except Sorting: 128 nodes
- Cluster hardware:
 - DRAM: 512 GB DDR 4
 - Storage: 4x 1.2 TB NVMe SSD
 - Network: 100GbE Mellanox RDMA
- Software
 - Spark 2.1.0
 - “hadoop.tmp.dir”: RamFS for microbenchmarks, flash SSD for workloads

Spark Broadcast



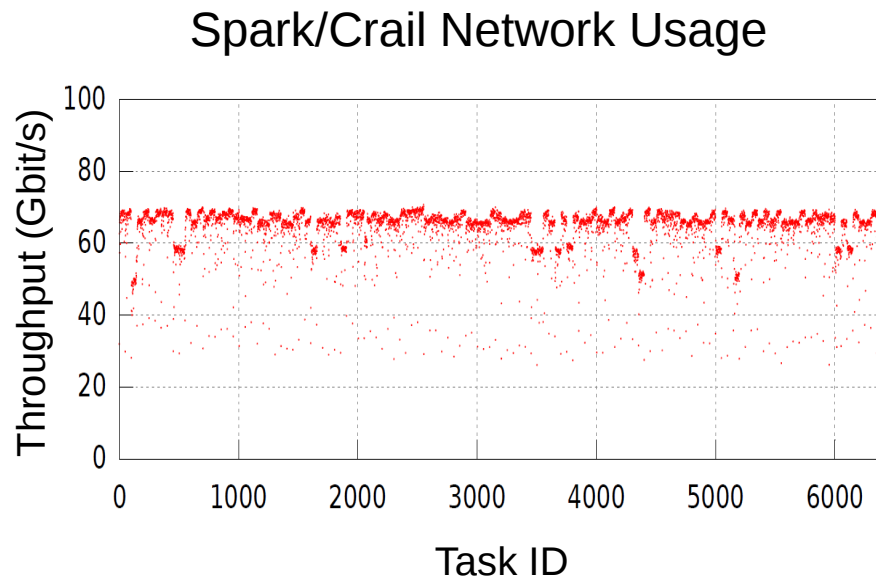
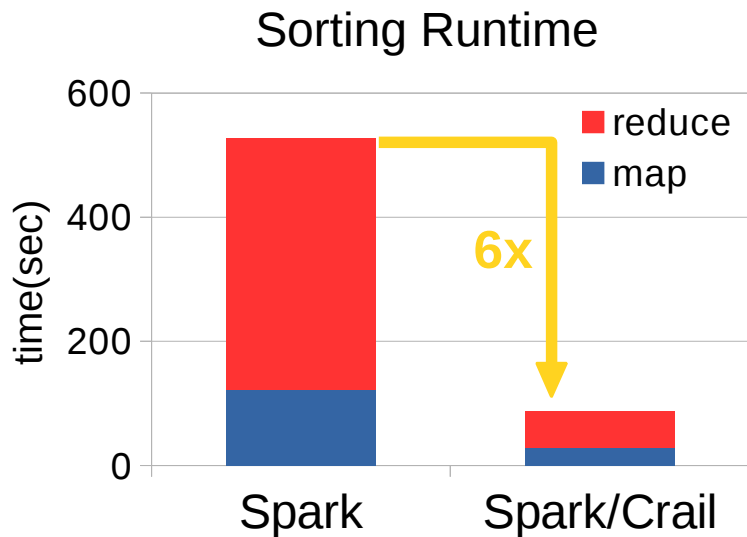
```
val bcVar = sc.Broadcast(new Array[Byte](128))
sc.parallelize(1 to tasks, tasks).map(_ => {
  bcVar.value.length
}).count
```

Spark GroupBy (80M keys, 4K)



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

Sorting 12.8 TB on 128 nodes



How fast is this?

www.sortingbenchmark.org

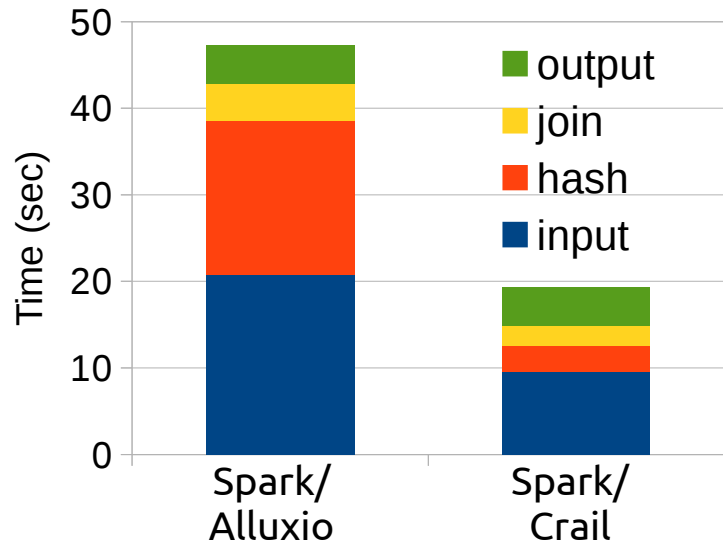
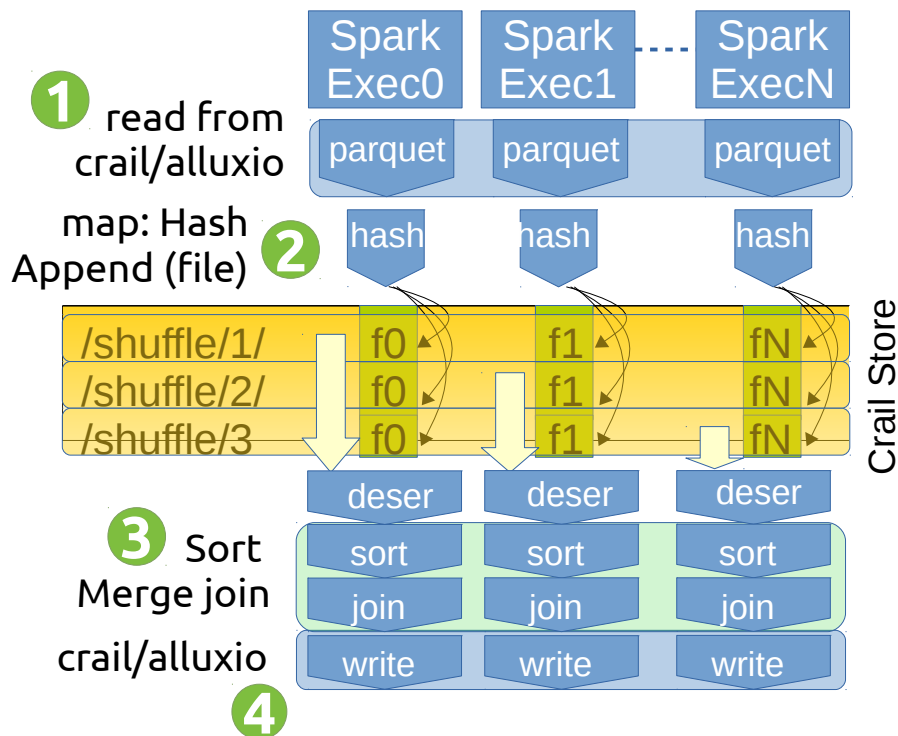
Spark

Native C
distributed
sorting
benchmark

| | Spark/Craill | 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 |

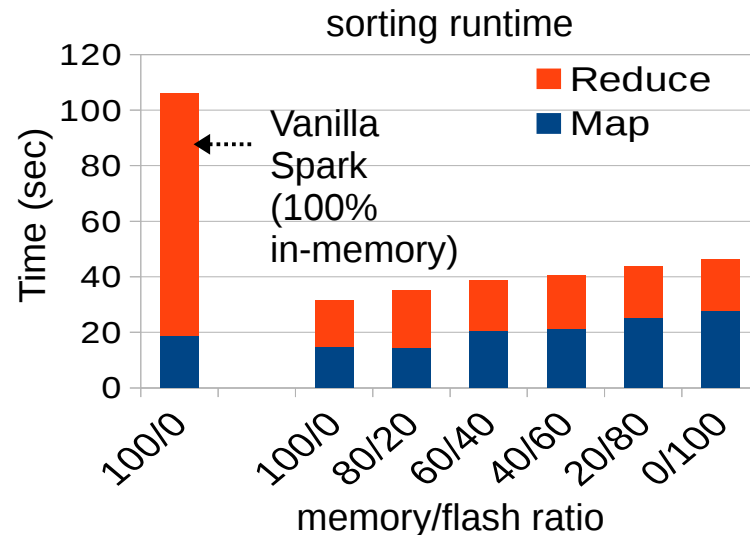
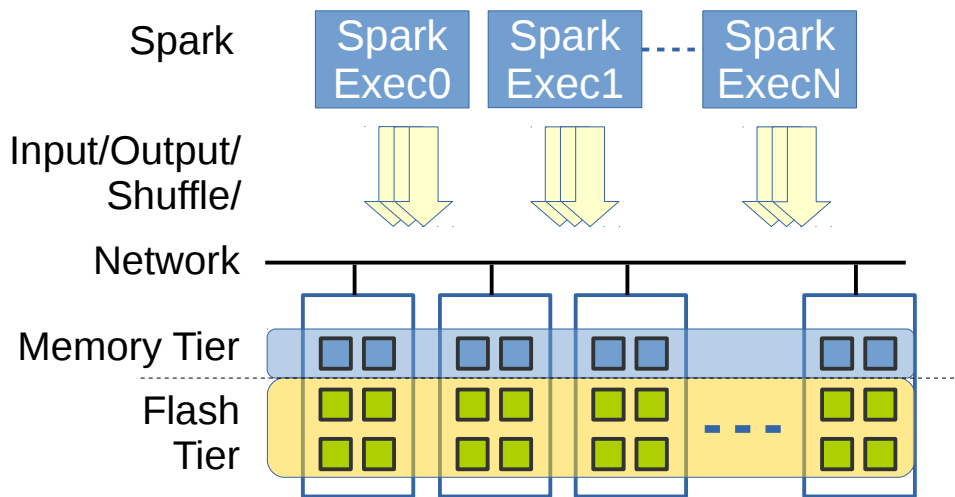
Sorting rate of
Craill/Spark only 27%
slower than rate of
Winner 2016

Spark SQL Join



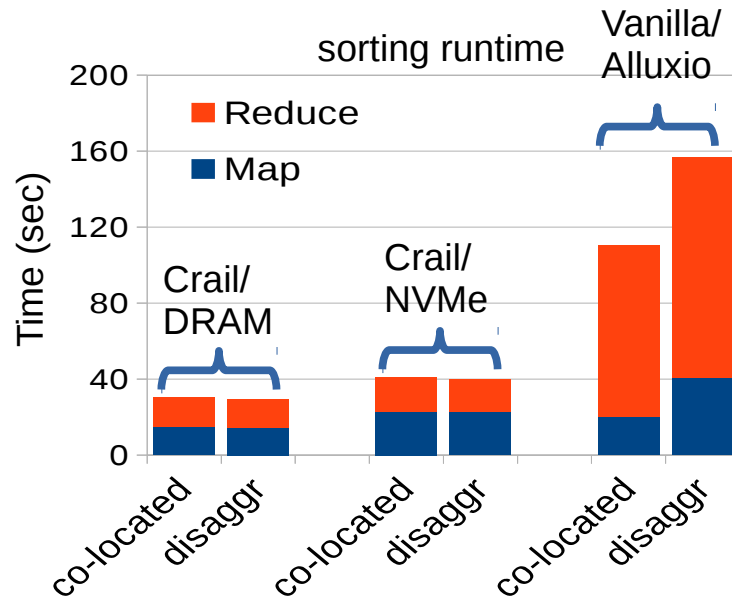
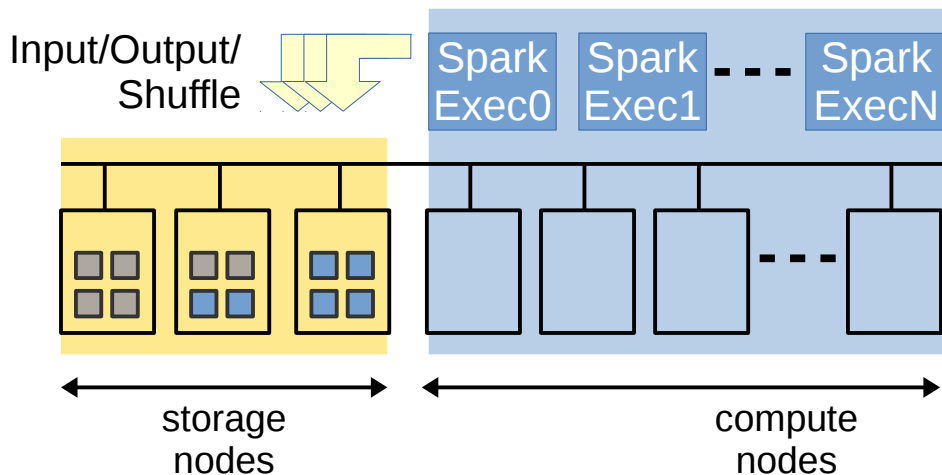
```
val ds1 = sparkSession.read.parquet(...) //64GB dataset
val ds2 = sparkSession.read.parquet(...) //64GB dataset
val resultDS = ds1.joinWith(ds2, ds1("key") === ds2("key")) //~100GB
resultDS.write.format("parquet").mode(SaveMode.Overwrite).save(...)
```

Storage Tiering: DRAM & NVMe



With Crail, replacing memory with NVMe flash for storing input/output/shuffle reduces the 200GB sorting runtime by only 48%

DRAM & Flash Disaggregation



Using Crail, a Spark 200GB sorting workload can be run with memory and flash disaggregated at no extra 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
- Spark's modular architecture allows Crail to be used seamlessly

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.

Contributors:

Animesh Trivedi, Jonas Pfefferle, Michael Kaufmann, Bernard Metzler, Radu Stoica, Ioannis Koltsidas, Nikolos Ioannou, Christoph Hagleitner, Peter Hofstee, Evangelos Eleftheriou, ...