In this project, we designed and implemented an application to index and search large documents. The implementation is done in two ways: 1) Java-Based Implementation, and 2) Hadoop-based implementation.

**Java-Based Implementation**

This is a Socket based implementation where we have a master server that handles all the connections and request and clients issue an index or a search request. The main components of this system are described below:

**Master Server**

The master server is implemented in a multi-threaded manner. The first thread is a MasterServerThread that waits for connection from either a client or a worker node. This thread then spawn a new thread to handle all of the communications between the Master and the connecting machine. The Main thread waits for the arrival of a request in the WorkQueue (this queue holds incoming index/search request). Then the following checks occur.

If the number of workers is zero, we respond back to the client saying that there are no workers available and to try again later.

If the request is an index request, the master server checks the document for it’s indexed status. If it has been indexed, then it responds back to the client stating that it is already indexed. Otherwise, the master server proceeds with the indexing request.

The server then checks for the current active request type and either proceeds further with the job creation or it waits for the jobs to be completed. This is done so that no two same requests are handled at the same time (e.g, search request is not handled as the time as the index request).

For both indexing requests and search requests, the master server then creates a Job Coordinator thread. To handle all of the Job related communications.

**Job Coordinator**

The job coordinator creates jobs and sends them to the registered workers This class defines a set of mappers and reducers. These number depend on the size of the file and the number of available workers. For example, if the file is small, then only one worker would be selected to handle the mapping task. Furthermore, even if we have many workers, we limit ourselves to 4 reducers be relatively efficient on the reducing step. (And it was simpler to encode). The workers are randomly selected, so as to not purposefully overburden a particular worker.

Once the Job Coordinator class specifies the workers and reducers, it sends the job to each of them and then and waits for an acknowledgement of their receipt of the job. This acknowledgement is to avoid deadlock between two workers. More specifically, a deadlock can occur if 2 requests come in and a Job coordinator ends up selecting 2 workers, both doing a reduce task for one request and a map task for the other. If the reduce tasks arrive first to the workers, then they will be waiting for the map tasks to finish, which will never happen.

Also, to maintain consistency in the communication, the only objects we send over TCP/IP are Job, Request, JobAck (Job Acknowledgements), and RequestAcks.

Finally, one caveat to our socket-based implementation is we leveraged the afs space for our shuffling. To explain, instead of sending messages over the network directly to the worker that will do the reducer step, we save a file to the afs drive, (located in the \*/Jobs folder) This simplifies the shuffling process so the reducer can wait or all of the files necessary to be present before proceeding, instead of waiting on messages.

[add any communication details that is missed]

[will draw the server-client diagram tomorrow in the board and add it here]

**Indexing:**

To perform the indexing operation, when we receive an indexing request, we divide the document and send to multiple mappers to do a wordcount on the file. The division of the document depends on the length of the input file [add anything else?]. For each document, the wordcount object contains the term and total count. The document is preprocessed so all the punctuations and stopwords are removed from the document before sending it off to the mappers. The mappers go through the document and converts each word into a wordcount object. Once done, they save the result to AFS space. Reducers dedicated to a range of alphabets then go through the wordcount and do a merge of the terms (total count of each item). A documentIndexer class is created to check if an input file is already indexed or not based on the filepath, if the index is present we return the id of the file. [what else?]

**Search**: [explain the search based on the code structure]

**Hadoop-based implementation**

For the hadoop-based implementation, we implemented an index mapper and index reducer to perform index operation. We also implemented a query mapper and query indexer to do a search. We used StringTokenizer to token the input file and the reducer aggregated and displayed the result. For querying, the query element is passed through argument. If a match is found, the term with filename and its number of occurrence is printed out.

In order to perform search, first index has to be done on the input file. The output of this index is given as an input path to the search query.

**Metric Used:** We decided to use completion time of each task to be a metric to determine how well the index/query operations work. Before the starting of each task, we measured the time, and upon completion measured the time again. The difference indicated the total time to complete the task.

**Test of Java-Based Implementation:**

**Test of Hadoop-Based Implementation:**

We tested our implementation in Hadoop server (had6110.cs.pitt.edu).

For a test data with 7 lines taken from ‘war and peace.txt’ files, it too 19140 ms to index the file. When we searched for two terms ‘freedom Hello’ it returned results within 111740 ms.

[add data for bigger inputs]

[read me is on a separate doc, I will polish it and upload it in git tomorrow]

**Conclusion:**

Through this experiment, it can be seen that for large dataset, MapReduce and Hadoop gives better results. Amount of code that needs to be written is less as well. Socket implementation and managing server-client-worker communication was complicated.