# Spark概述与编程模型

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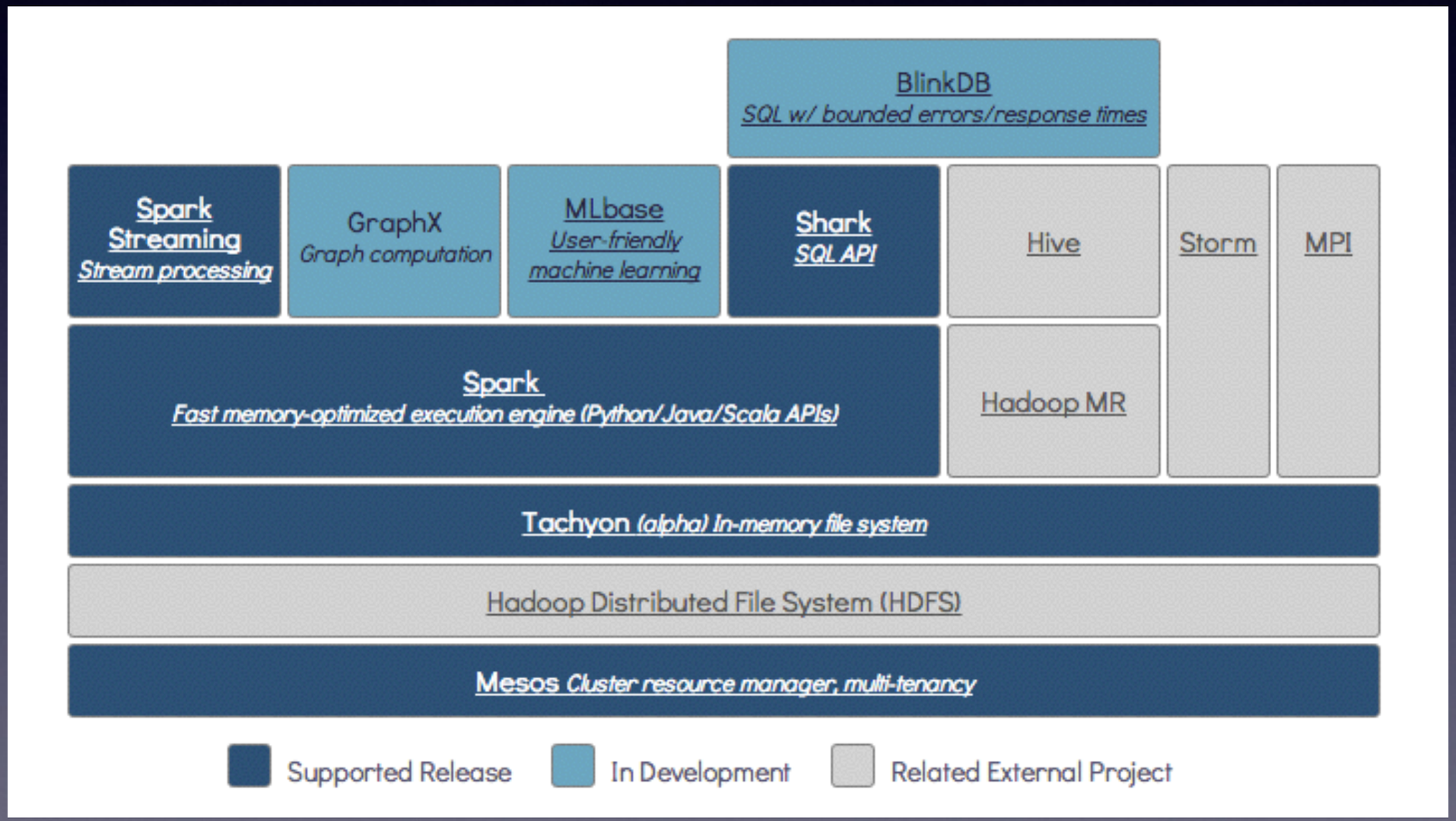
# What's Spark

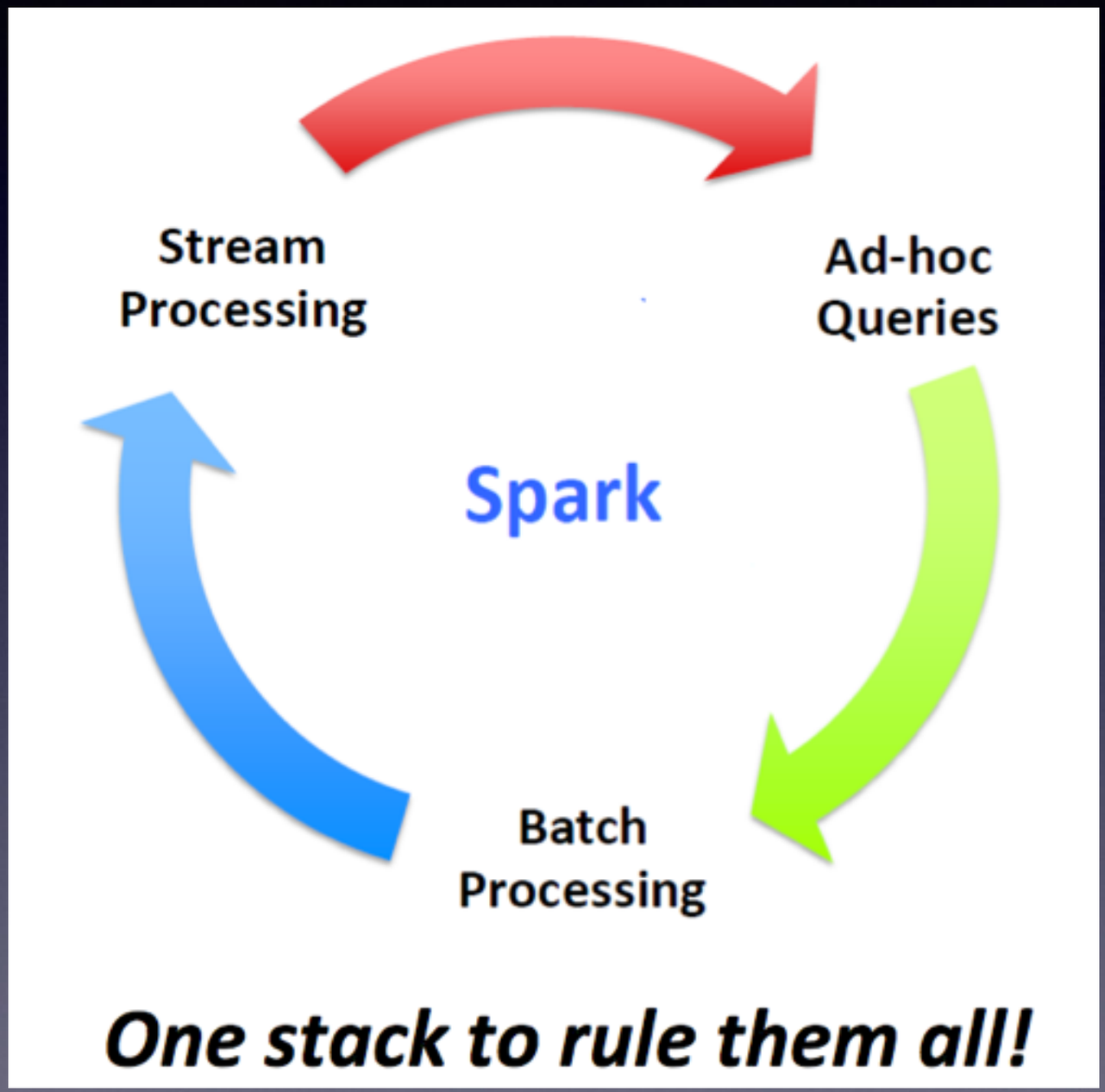
- Apache Spark is an open source cluster computing system that aims to make data analytics fast — both fast to run and fast to write

# BDAS

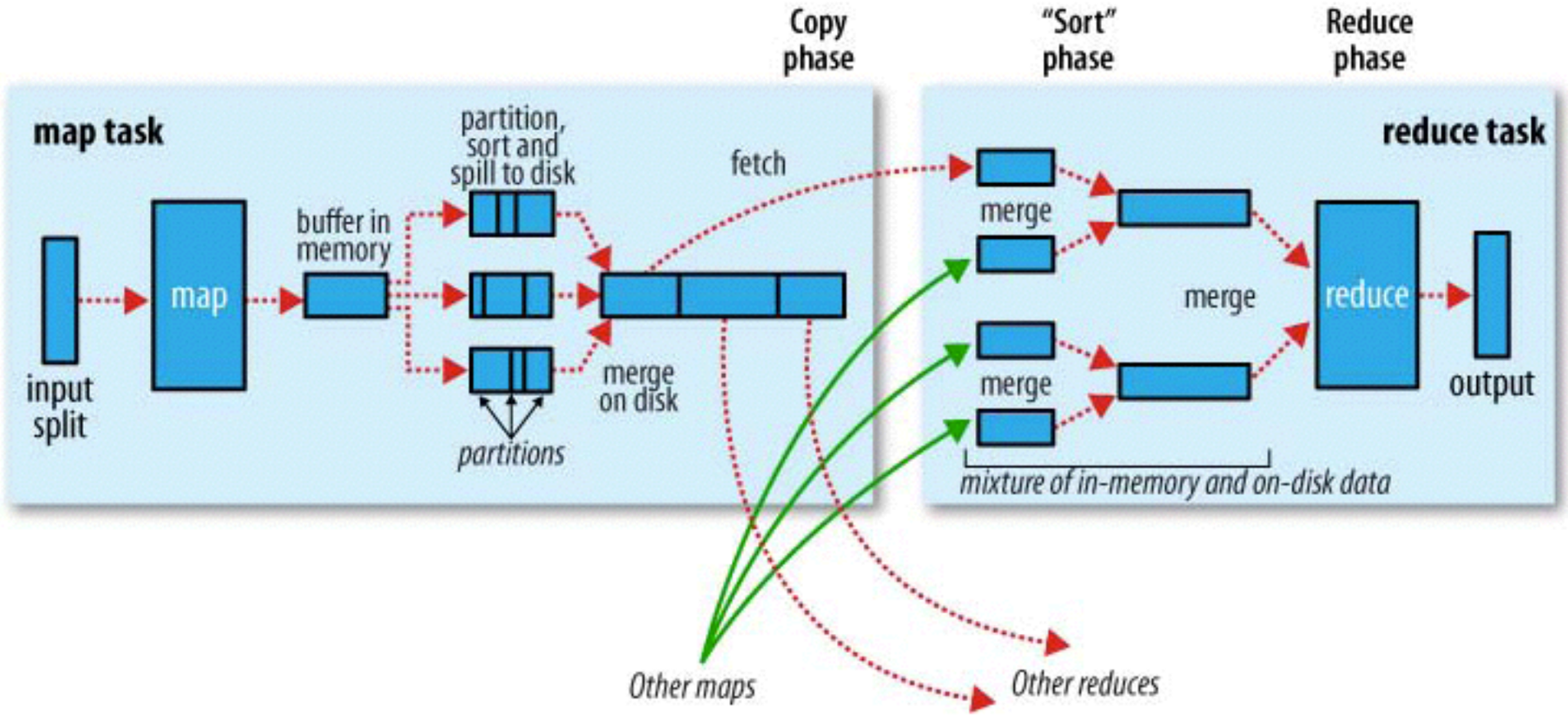



*the Berkeley Data Analytics Stack*

# 搞定所有！

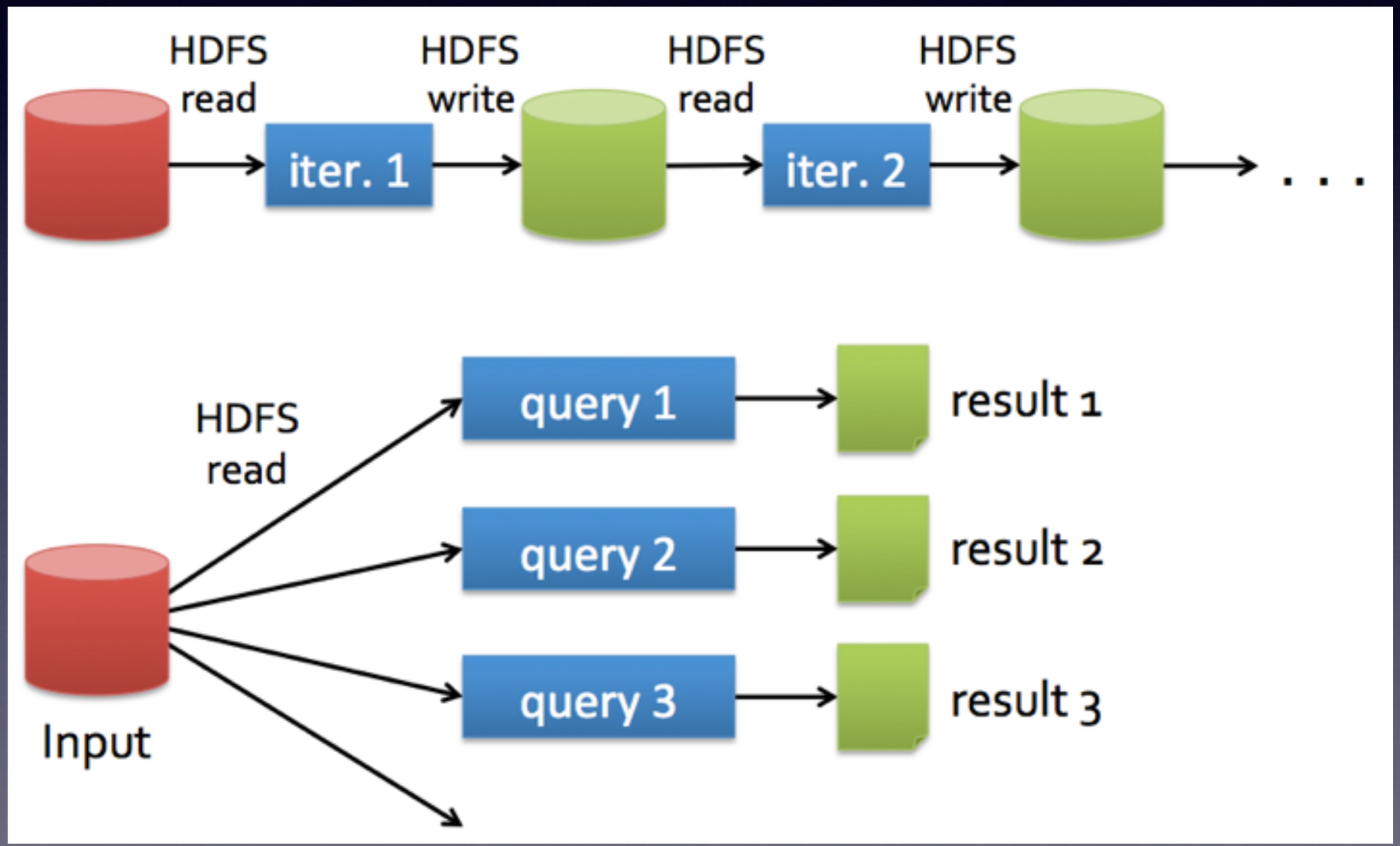


# 回顾Hadoop

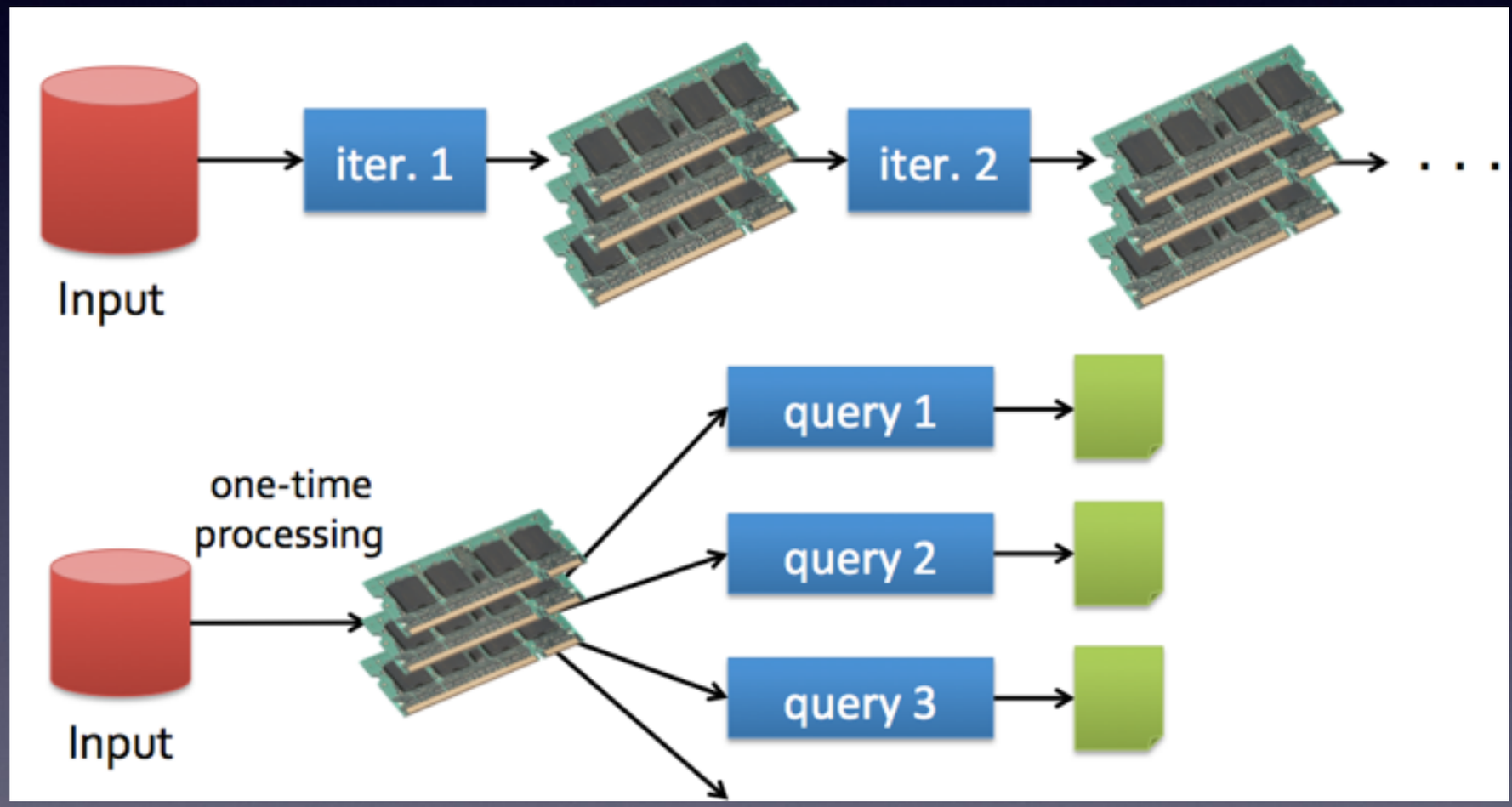


# Hadoop的数据共享？慢！

- 为什么慢？？？额外的复制，序列化和磁盘IO开销。



# Spark的共享数据？快！



# Spark的快只是因为内存?

- 内存计算
- DAG

很多优化措施其实是想通的，譬如说delay scheduling.

# Spark API呢?

- 支持3种语言的API
  - Scala(很好)
  - Python(不错)
  - Java(...)

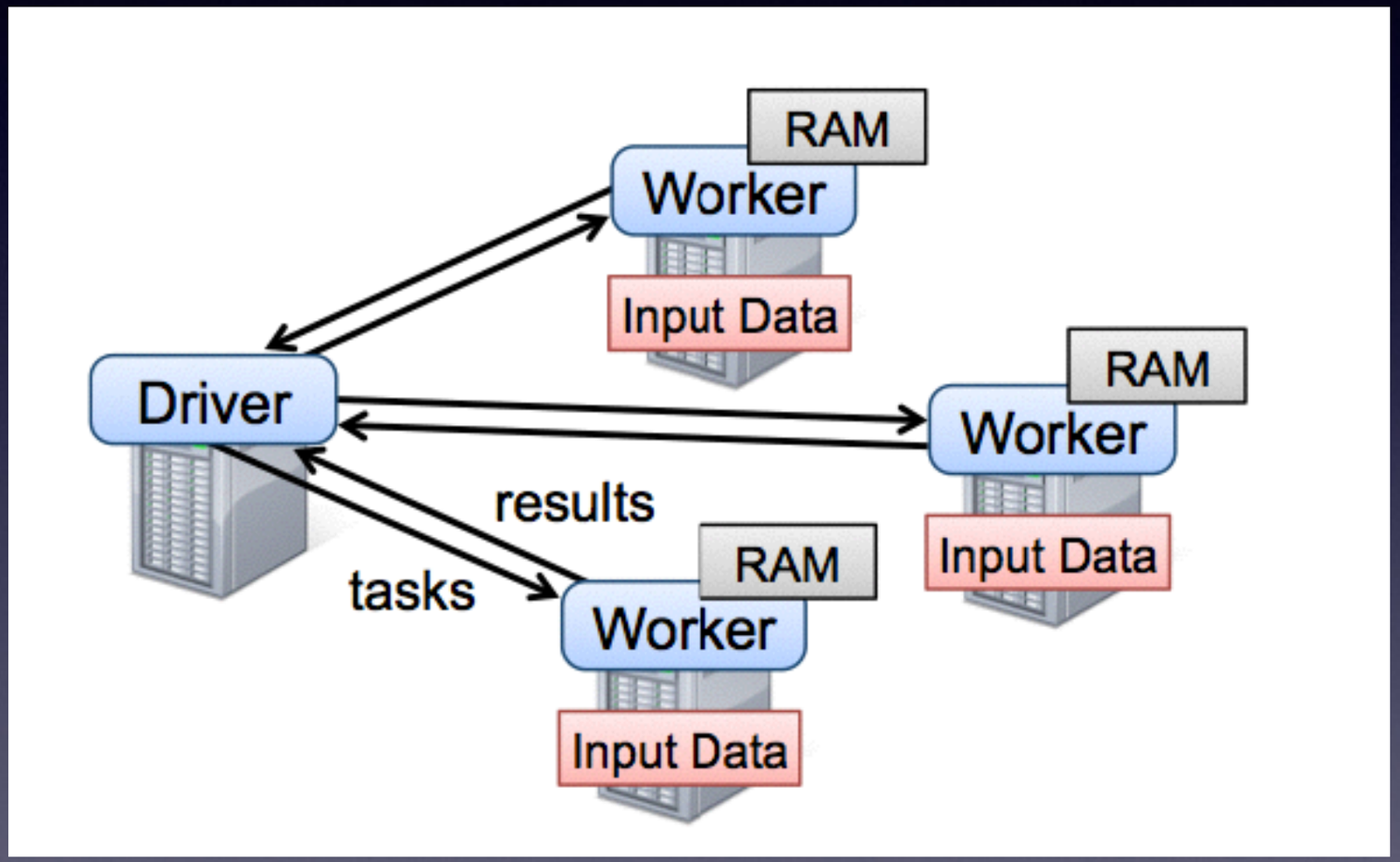
# 通过哪些模式运行Spark呢?

- 有4种模式可以运行
  - local(多用于测试)
  - Standalone
  - Mesos
  - YARN

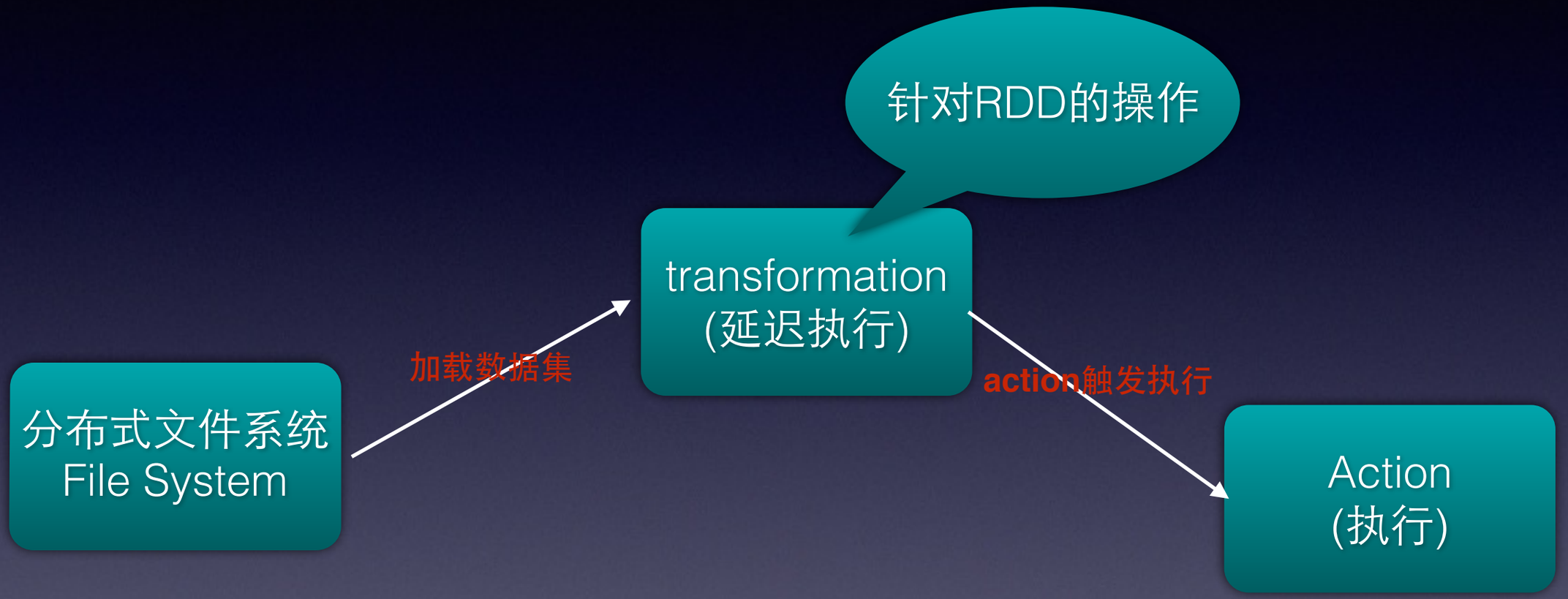
# 其实...一切都以RDD为基础

- Resilient Distributed Dataset
  - A list of partitions
  - A function for computing each split
  - A list of dependencies on other RDDs
  - Optionally, a Partitioner for key-value RDDs (e.g. to say that the RDD is hash-partitioned)
  - Optionally, a list of preferred locations to compute each split on (e.g. block locations for an HDFS file)

# Spark runtime



# 流程示意




ps:RDD可以从集合直接转换而来，也可以由从现存的任何Hadoop InputFormat而来,亦或者HBase等等。

# first demo!

加载进来成为RDD

```
lines = sc.textFile(“hdfs://...”)
```

transformation

```
errors = lines.filter(_.startsWith(“ERROR”))
```

缓存RDD

```
errors.persist()
```

action

```
Mysql_errors = errors.filter(_.contains(“MySQL”)).count
```

```
http_errors = errors.filter(_.contains(“Http”)).count
```

# 缓存策略

```
class StorageLevel private(
    private var useDisk_ : Boolean,
    private var useMemory_ : Boolean,
    private var deserialized_ : Boolean,
    private var replication_ : Int = 1)
```

```
val NONE = new StorageLevel(false, false, false)
val DISK_ONLY = new StorageLevel(true, false, false)
val DISK_ONLY_2 = new StorageLevel(true, false, false, 2)
val MEMORY_ONLY = new StorageLevel(false, true, true)
val MEMORY_ONLY_2 = new StorageLevel(false, true, true, 2)
val MEMORY_ONLY_SER = new StorageLevel(false, true, false)
val MEMORY_ONLY_SER_2 = new StorageLevel(false, true, false, 2)
val MEMORY_AND_DISK = new StorageLevel(true, true, true)
val MEMORY_AND_DISK_2 = new StorageLevel(true, true, true, 2)
val MEMORY_AND_DISK_SER = new StorageLevel(true, true, false)
val MEMORY_AND_DISK_SER_2 = new StorageLevel(true, true, false, 2)
```

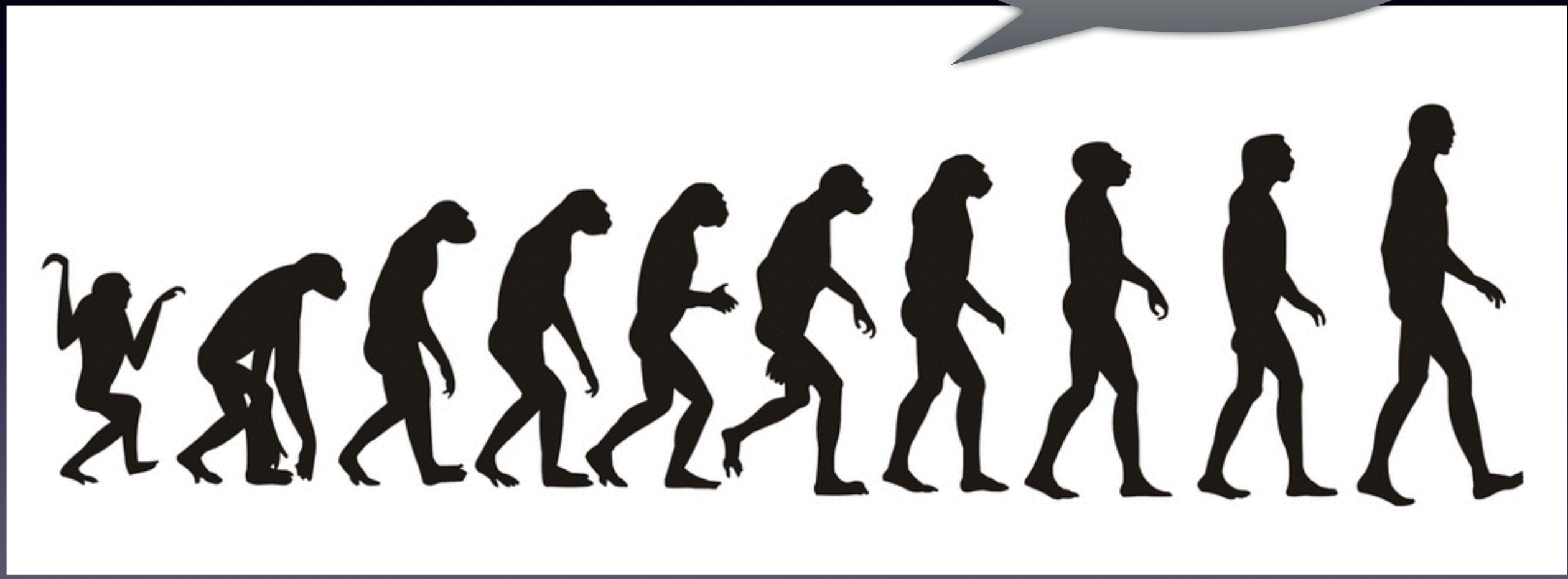
cache默认

# transformation & action

| | | | |
|---|---|---|---|
| **Transformations** | *map*(*f* : T ⇒ U) | : | RDD[T] ⇒ RDD[U] |
| | *filter*(*f* : T ⇒ Bool) | : | RDD[T] ⇒ RDD[T] |
| | *flatMap*(*f* : T ⇒ Seq[U]) | : | RDD[T] ⇒ RDD[U] |
| | *sample*(*fraction* : Float) | : | RDD[T] ⇒ RDD[T] (Deterministic sampling) |
| | *groupByKey*() | : | RDD[(K, V)] ⇒ RDD[(K, Seq[V])] |
| | *reduceByKey*(*f* : (V, V) ⇒ V) | : | RDD[(K, V)] ⇒ RDD[(K, V)] |
| | *union*() | : | (RDD[T], RDD[T]) ⇒ RDD[T] |
| | *join*() | : | (RDD[(K, V)], RDD[(K, W)]) ⇒ RDD[(K, (V, W))] |
| | *cogroup*() | : | (RDD[(K, V)], RDD[(K, W)]) ⇒ RDD[(K, (Seq[V], Seq[W]))] |
| | *crossProduct*() | : | (RDD[T], RDD[U]) ⇒ RDD[(T, U)] |
| | *mapValues*(*f* : V ⇒ W) | : | RDD[(K, V)] ⇒ RDD[(K, W)] (Preserves partitioning) |
| | *sort*(*c* : Comparator[K]) | : | RDD[(K, V)] ⇒ RDD[(K, V)] |
| | *partitionBy*(*p* : Partitioner[K]) | : | RDD[(K, V)] ⇒ RDD[(K, V)] |
| **Actions** | *count*() | : | RDD[T] ⇒ Long |
| | *collect*() | : | RDD[T] ⇒ Seq[T] |
| | *reduce*(*f* : (T, T) ⇒ T) | : | RDD[T] ⇒ T |
| | *lookup*(*k* : K) | : | RDD[(K, V)] ⇒ Seq[V] (On hash/range partitioned RDDs) |
| | *save*(*path* : String) | : | Outputs RDD to a storage system, *e.g.*, HDFS |

# Lineage

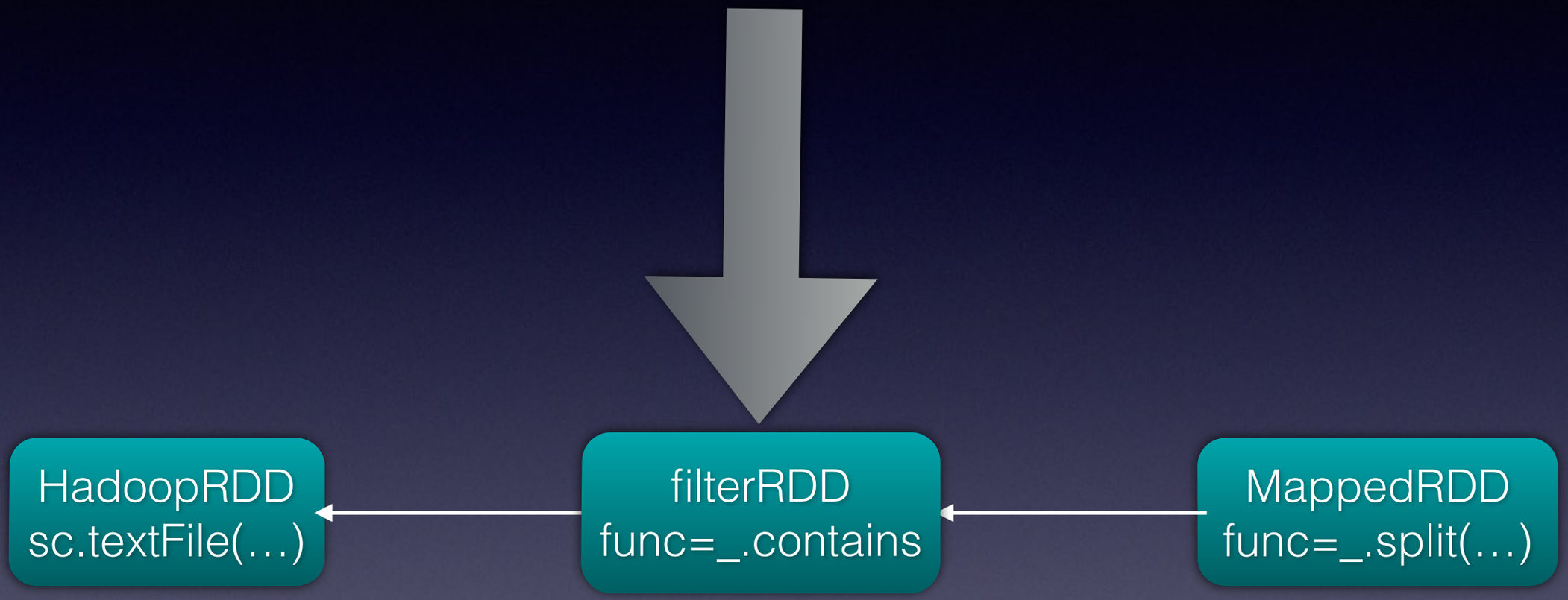
每一个都看做RDD



但是假如每次都快到进化完的时候就挂了，那岂不是每次都要从头进化？何不在中间制作个拷贝呢？！

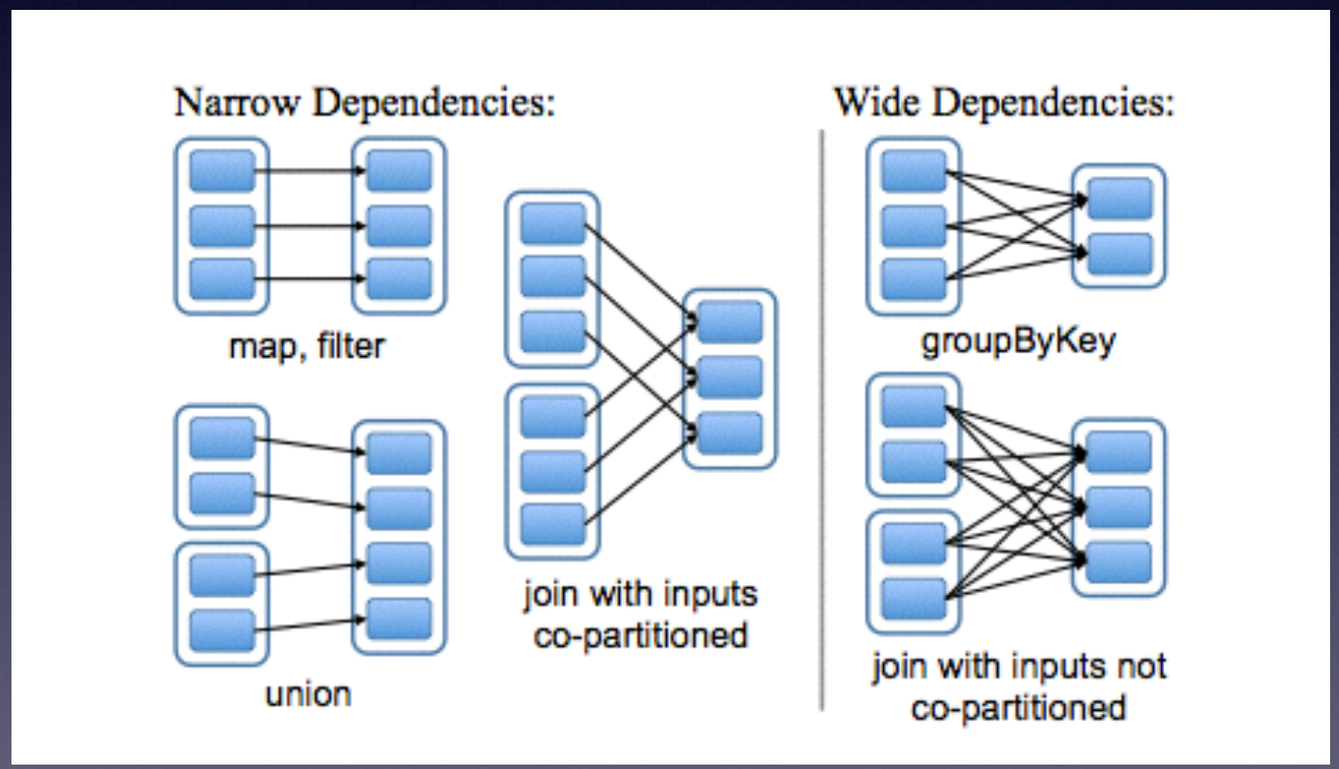
# 容错

val logs = sc.textFile(…).filter(_.contains(“spark”)).map(_.split(‘\t’)(1))




每个RDD都会记录自己依赖于哪个(哪些)RDD，万一某个RDD的某些partition挂了，可以通过其它RDD并行计算迅速恢复出来。

# Dependency



# 集群配置

spark-env.sh

```
export JAVA_HOME=
export SPARK_MASTER_IP=
export SPARK_WORKER_CORES=
export SPARK_WORKER_INSTANCES=
export SPARK_WORKER_MEMORY=
export SPARK_MASTER_PORT=
export SPARK_JAVA_OPTS="-verbose:gc -XX:-PrintGCDetails -XX:+PrintGCTimeStamps”
```

slaves

```
xx.xx.xx.2
xx.xx.xx.3
xx.xx.xx.4
xx.xx.xx.5
```

# 版本选择?

- 自己编译 — 可能会遇到某些问题
- pre-built版本

let’s have a try!

interactive shell & programming in IDE

# shell运行

几个本地线程

- MASTER=local[4] ADD_JARS=code.jar ./spark-shell

- MASTER=spark://host:port

- 指定executor内存：export SPARK_MEM=25g

# spark-shell注意

spark-shell intends to set MASTER automatically if we do not provide the option when we start the shell , but there's a problem. The condition is "if [[ "x" != "x$SPARK_MASTER_IP" && "y" != "y $SPARK_MASTER_PORT" ]];" we sure will set SPARK_MASTER_IP explicitly, the SPARK_MASTER_PORT option, however, we probably do not set just using spark default port 7077. So if we do not set SPARK_MASTER_PORT, the condition will never be true. We should just use default port if users do not set port explicitly I think.

```
7a0c5b5a 14-1-16  CrazyJvm  16
8113c55d 13-6-29  Chan       6
8113c55d 13-6-29  Chan       6
8113c55d 13-6-29  Chan       6
8113c55d 13-6-29  Chan       6
7a0c5b5a 14-1-16  CrazyJvm  16
7a0c5b5a 14-1-16  CrazyJvm  16
7a0c5b5a 14-1-16  CrazyJvm  16
7a0c5b5a 14-1-16  CrazyJvm  16
7a0c5b5a 14-1-16  CrazyJvm  16
7a0c5b5a 14-1-16  CrazyJvm  16
7a0c5b5a 14-1-16  CrazyJvm  16
8113c55d 13-6-29  Chan       6
8113c55d 13-6-29  Chan       6
```

```
DEFAULT_SPARK_MASTER_PORT=7077
if [ -z "$MASTER" ]; then
  if [ -e "$FWDIR/conf/spark-env.sh" ]; then
    . "$FWDIR/conf/spark-env.sh"
  fi
  if [ "x" != "x$SPARK_MASTER_IP" ]; then
    if [ "y" != "y$SPARK_MASTER_PORT" ]; then
      SPARK_MASTER_PORT="${SPARK_MASTER_PORT}"
    else
      SPARK_MASTER_PORT=$DEFAULT_SPARK_MASTER_PORT
    fi
    export MASTER="spark://${SPARK_MASTER_IP}:${SPARK_MASTER_PORT}"
  fi
fi
```

# IDE

- 推荐Intellij IDEA
- 加入依赖
- coding
- 打包
- 运行

# Demo with IDE

# 谢谢大家！