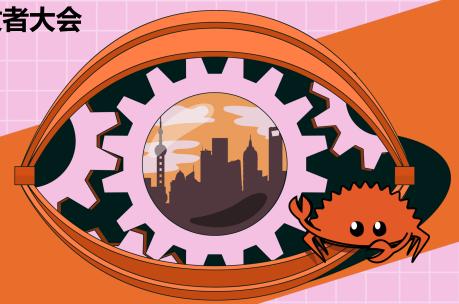
# RUST CHINA CONF 2023

第三届中国Rust开发者大会



6.17-6.18 @Shanghai

# **Apache Ballista Introduction**

钟阳红 (John Zhong)

Software Engineer @ eBay

nju\_yaho@apache.org



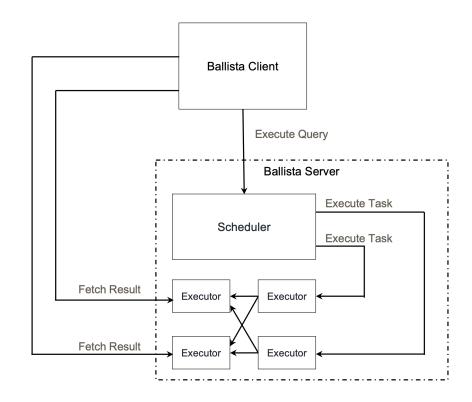
# Agenda

- Overview
- Cluster Setup
- SQL Execution
- Data Cache
- Future

#### Overview

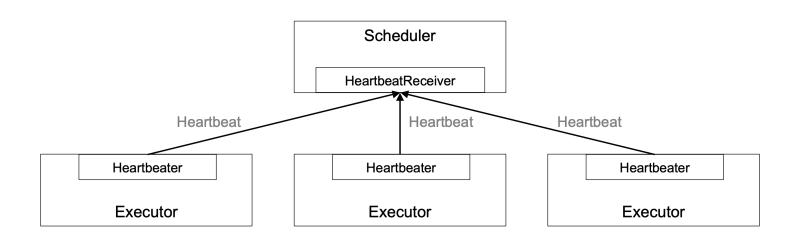
Apache Ballista is a distributed SQL query engine powered by the Rust implementation of Apache Arrow and DataFusion. It's mainly for interactive queries of low latency.

- Support DAG and fault tolerance
- Support data exchange
- Support different kinds of object stores, like HDFS, S3, Azure, etc
- Support data cache and cache aware task scheduling



## Cluster Setup

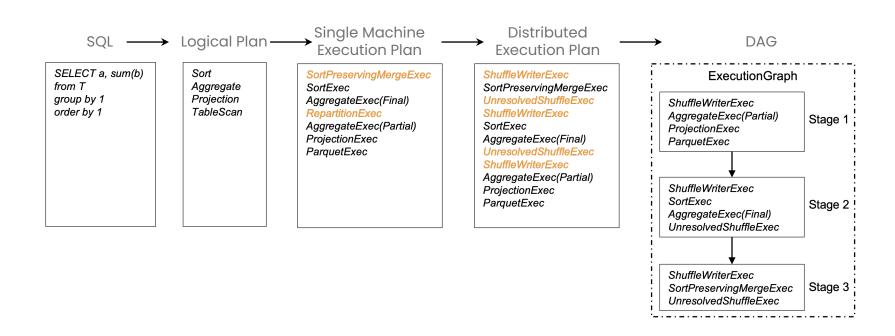
The cluster consists of one scheduler and a number of executors. Both of scheduler and executor can be <u>deployed on K8S</u>. Executors can be added to the cluster flexibly by registering to the cluster scheduler.



# **SQL Execution**

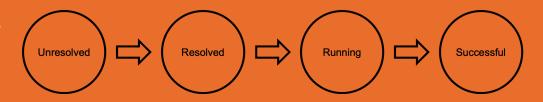
- SQL -> DAG (Directed Acyclic Graph)
- DAG State Machine
- Task Assignment
- Event Loop based Processing

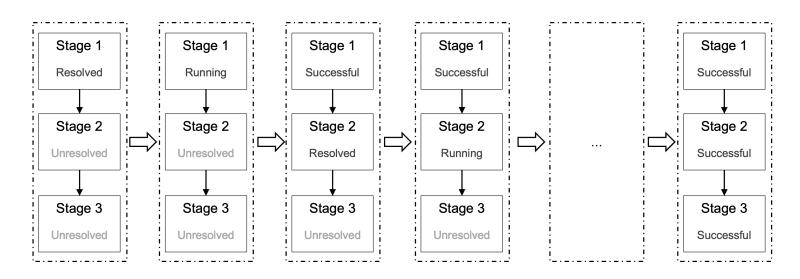
## SQL Execution —— DAG Generation



## SQL Execution —— DAG State Machine

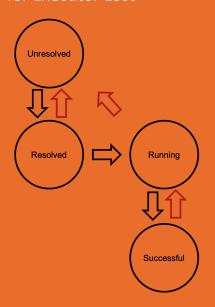
Normal Stage State Machine

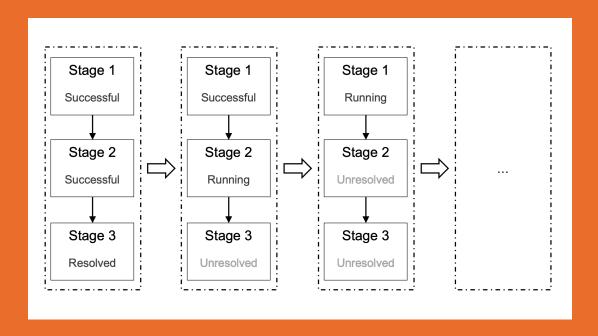




## SQL Execution —— Fault Tolerance

Stage State Machine for Executor Lost

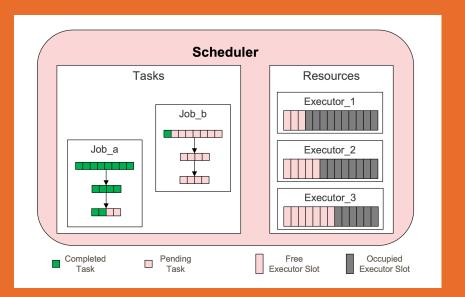




## SQL Execution —— Task Assignment

Task: each execution stage for a number of data partitions. one task for each data partition.

**Executor slot**: each executor has a number of slots for task execution.



One round task assignment will bind pending tasks with available executor slots as many as possible.

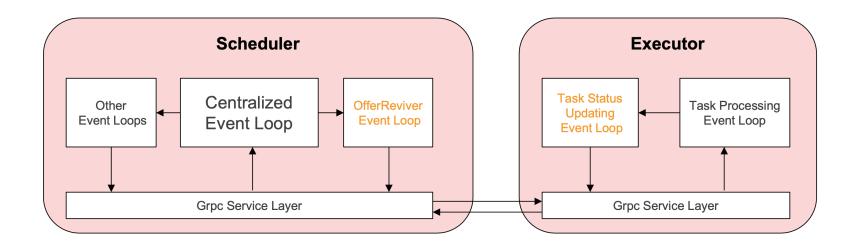
#### Two assignment policies:

Policy	Result of One Round
Round-robin	Job_a: 1 slot from executor_3 1 slot from executor_2 Job_b: 3 slots from executor_3 2 slots from executor_2 2 slots from executor_1
Bias	Job_a: 2 slots from executor_3 Job_b: 5 slots from executor_3 2 slots from executor_2

# SQL Execution — Event Loop based Processing

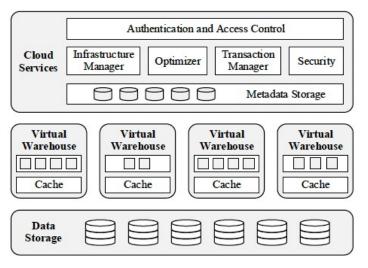
#### Advantages:

- Decoupled
- Efficient processing for batch events

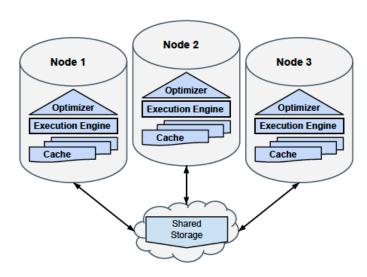


#### Data Cache

Data cache is a very common feature for the <u>cloud data warehouses</u> for accelerating the access to the data source.



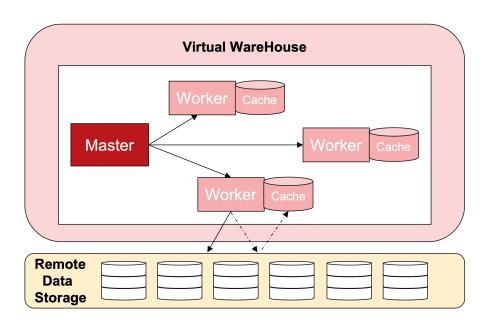
**Snowflake** – Multi-Cluster Shared Data Architecture



<u>Vertica – Eon Architecture</u>

#### Data Cache

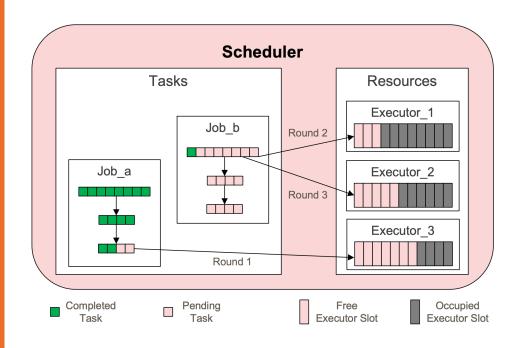
- Consistent hashing-based assignment (Snowflake)
- LRU based retirement
- Cache aware scheduling
- Consistent hashing tolerance-based work stealing
- Currently it's file-level



#### **Data Cache**

# Three rounds cache aware task Scheduling:

- Assign non-map stage tasks(without scanning files) in a round robin way
- Assign map stage tasks (scanning files) based on the consistent hashing policy on the hash value of the file name and the executor topology
- Assign tasks with scanning files based on the consistent hashing policy on the hash value of the file name and the executor topology with N tolerance



# **Future**

- Scheduler HA
- Shuffle Improvement
- Self-adjustable shuffle partition number
- Sort-based shuffle writer for pullbased shuffling
  - Push-based shuffling

#### Reference

- Eon Mode: Bringing the Vertica Columnar Database to the Cloud
   https://www.vertica.com/wp-content/uploads/2018/05/Vertica\_EON\_SIGMOD\_Paper.pdf
- The Snowflake Elastic Data Warehouse
   https://event.cwi.nl/lsde/papers/p215-dageville-snowflake.pdf
- Apache Arrow
   https://arrow.apache.org/
- Apache Arrow DataFusion
   https://github.com/apache/arrow-datafusion
- Apache Arrow Ballista
   <a href="https://github.com/apache/arrow-ballista">https://github.com/apache/arrow-ballista</a>

# Thank you!

