Meet Hadoop! Open Source Grid Computing

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Hadoop: Why?

- Need to process 100TB datasets
- On 1 node:
 - scanning @ 50MB/s = 23 days
- On 1000 node cluster:
 - scanning @ 50MB/s = 33 min
- Need Efficient, Reliable and Usable framework



Hadoop: Where?

- Batch data processing, not real-time / user facing
 - Being applied to the back-end of web search
 - Log Processing
 - Document Analysis and Indexing
 - · Web Graphs and Crawling
- Highly parallel data intensive distributed applications
 - Bandwidth to data is a significant design driver
 - Number of CPUs that can be applied gates what you can do
- Very large production deployments (GRID)
 - Several clusters of 1000s of nodes
 - LOTS of data (Trillions of records, 100 TB+ data sets)



Hadoop in Open Source

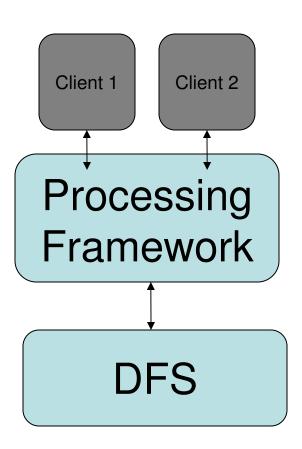
- Apache Lucene sub-project, led by Doug Cutting
- Factored out of Nutch (web-search software)
- My role
 - ~1.5 years in the project
 - Contributed primarily to the MapReduce component
 - Hadoop Committer



Hadoop: Components

- Distributed File System
 - Modeled on GFS

- Distributed Processing Framework
 - Using Map/Reduce metaphor





HDFS - Hadoop Distributed FS

- Distributed storage system
 - Files are divided into large blocks and distributed across the cluster
 - Blocks replicated to handle hardware failure
 - Data placement exposed so that computes can be migrated to data
- Notable differences from mainstream DFS work
 - Single 'storage + compute' cluster vs. Separate clusters
 - Simple I/O centric API vs. Attempts at POSIX replication

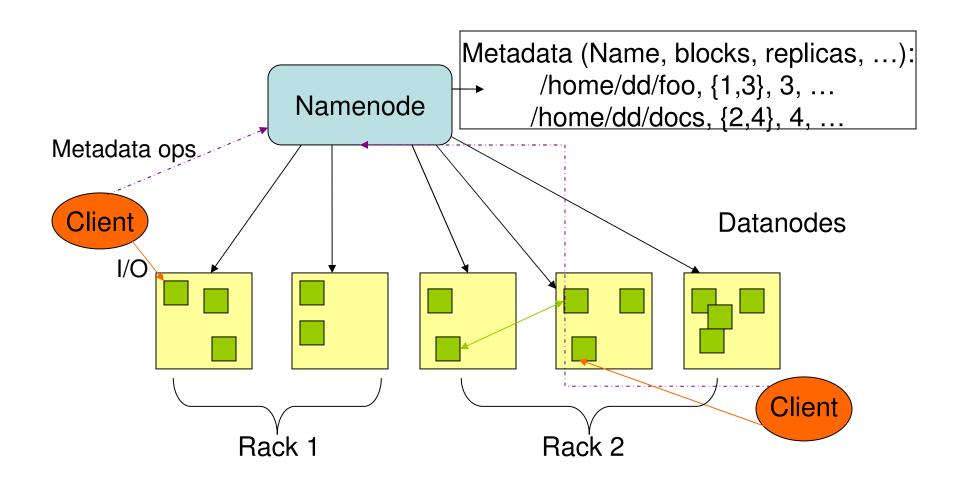


HDFS Architecture

- Master-Slave Architecture
- HDFS Master "Namenode"
 - Manages all filesystem metadata
 - Transactions are logged, merged at startup
 - Controls read/write access to files
 - Manages block replication
- HDFS Slaves "Datanodes"
 - Notifies NameNode about block-IDs it has
 - Serve read/write requests from clients
 - Perform replication tasks upon instruction by namenode
 - Rack-aware



HDFS Architecture





HDFS: Handling Failures

- NameNode failure
 - A single point of failure
- Secondary NameNode provides consistency semantics
 - Copies FsImage and Transaction Log from NameNode & merges them
 - Uploads new FSImage to the NameNode
- DataNode failures



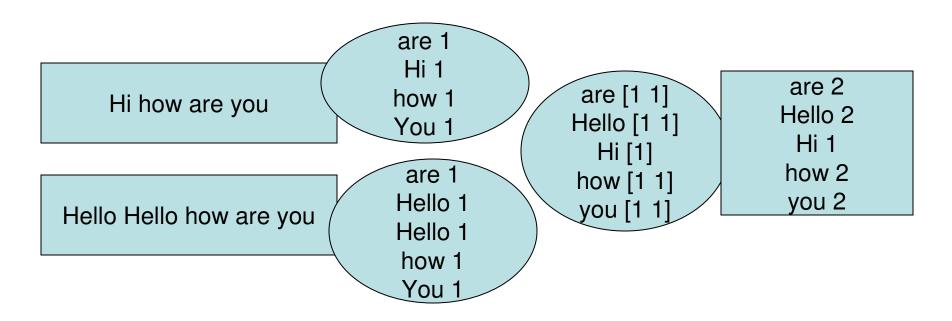
HDFS: Data Correctness

- Use Checksums to validate data
 - Use CRC32
- File Creation
 - Client computes checksum per 512 byte
 - DataNode stores the checksum
- File access
 - Client retrieves the data and checksum from DataNode
 - If Validation fails, Client tries other replicas
- fsck



Distributed Processing

Wordcount on a huge file

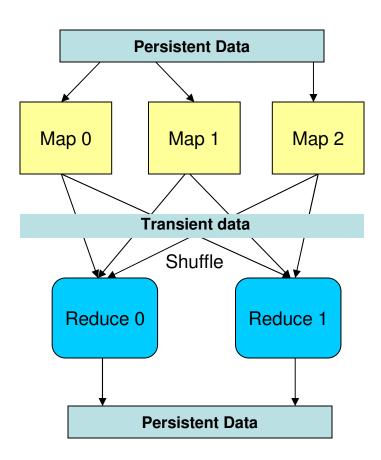


Common pattern for things like Log Processing, Statistics, Index creation, **Search Engines**!



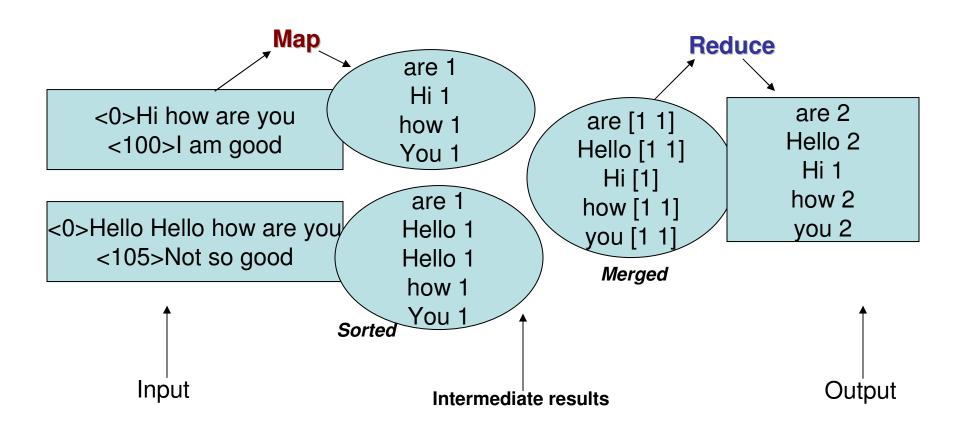
MapReduce: Data Flow

- User jobs are broken into Map tasks and Reduce tasks
- Data is sequence of keys and values
- Map Task: invokes Mapper
 - Input: key1,value1 pair
 - Output: key2, value2 pairs
- Reduce Task: invokes Reducer
 - Called once per a key, in sorted order
 - Input: key2, stream of value2
 - Output: key3, value3 pairs





Data: Stream of keys and values





wordcount

```
public void map(WritableComparable key, Writable value, OutputCollector output, Reporter reporter) throws IOException {
   String line = ((UTF8)value).toString();
   StringTokenizer itr = new StringTokenizer(line);
  while (itr.hasMoreTokens()) {
         word.set(itr.nextToken());
          output.collect(word, one);
public void reduce(WritableComparable key, Iterator values, OutputCollector output,Reporter reporter) throws
     IOException {
  int sum = 0;
  while (values.hasNext()) {
     sum += ((IntWritable) values.next()).get();
   output.collect(key, new IntWritable(sum));
```



Hadoop Map-Reduce Architecture

Master-Slave architecture

- Map-Reduce Master "Jobtracker"
 - Accepts MR jobs submitted by users
 - Assigns Map and Reduce tasks to Tasktrackers
 - Monitors task and tasktracker status, re-executes tasks upon failure
- Map-Reduce Slaves "Tasktrackers"
 - Run Map and Reduce tasks upon instruction from the Jobtracker
 - Manage storage and transmission of intermediate output
- Generic Reusable Framework supporting pluggable user code
 - Pluggable FileSystem DFS, Kosmix, S3, ...
 - Pluggable input/output format
 - Many more

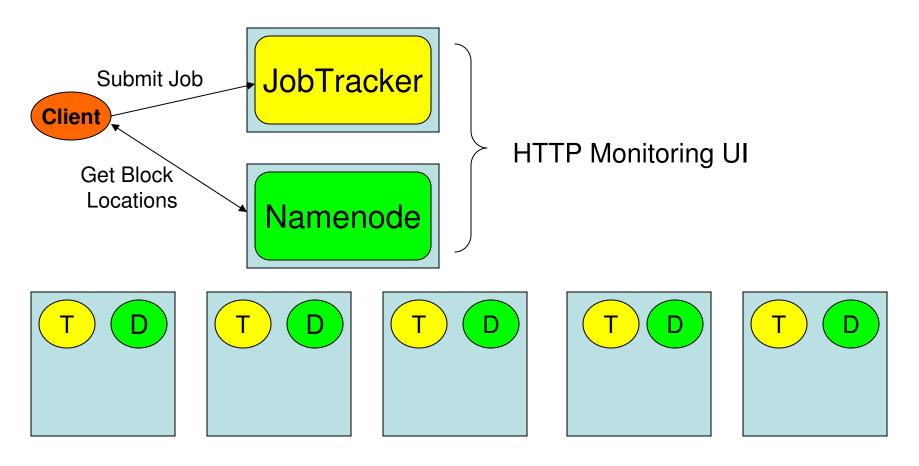


MapReduce: Client

- Define Mapper and Reducer classes and a "launching" program.
- Language support
 - Java, C++
 - Streaming model
- Special case Maps for parallelizing only



Hadoop HDFS + MR cluster



Machines with Datanodes and Tasktrackers



Map/Reduce Optimizations

Combiner

- Mappers may generate duplicate keys
- Side-effect free reducer run on mapper node
- Minimize data size before transfer
- Reducer is still run
- Speculative execution
 - Some nodes may be slower
 - Run duplicate task on another node
- Out-of-band data access
 - Distributed Cache



Other significant projects

- Jute
 - A way to bridge legacy data into map-reducible data
 - Versioning of data
- HOD
 - For effective cluster sharing
 - Based on Open Source Schedulers like Torque
- HBASE
 - Loosely equivalent to Google's BigTable



Scalability/Deployment

- Tested on 2000 nodes at Yahoo!
- 20TB sort on 2000 nodes takes ~2 hours
- Distributed File System in daily use:
 - 1.5 PB (replication: 3)
 - Millions of files
- Also runs on Amazon's EC2/S3

By the way

Yahoo! is one of the main contributors to Hadoop both in terms of Development as well as Adoption



Some issues addressed

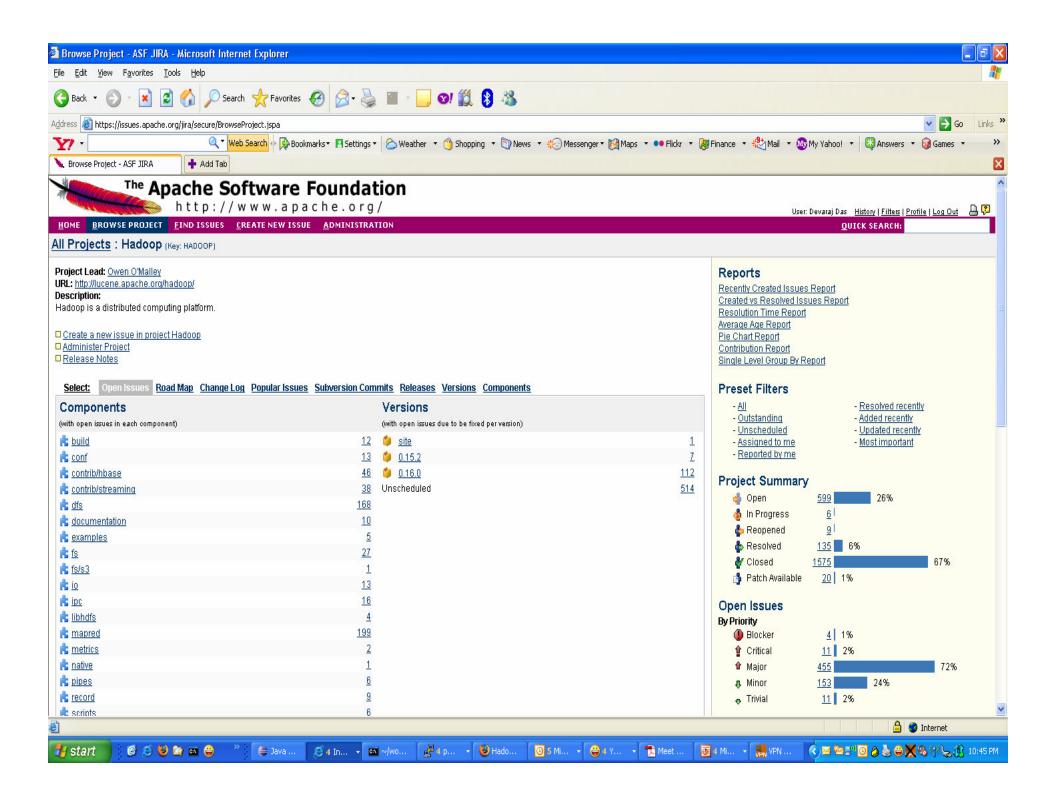
- NameNode's memory usage optimizations
 - Examples CRC, data structure optimizations
 - Switch from Threaded Server to NIO Server
- Huge transaction log
- Sort scalability/performance
- Data Compression



Things worked on

- Append/Truncate
- Support for users and permissions in HDFS
- Rack awareness in MapReduce
- 100% CPU, Network utilization
- JobTracker failover
- Checkpointing of jobs
- Debugging/Profiling apps





Thank You!

We need your help!

Contribute to Hadoop's development!

For more information:

http://lucene.apache.org/hadoop/

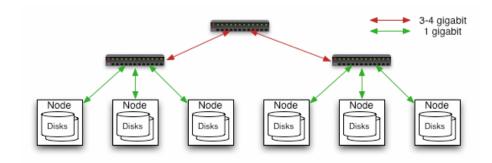
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Back-up slides follow



Commodity Hardware Cluster



Typically in 2 level architecture

- Nodes are commodity PCs
- 30-40 nodes/rack
- Uplink from rack is 3-4 gigabit
- Rack-internal is 1 gigabit



HDFS: File Creation

- Client retrieves a list of DataNodes on which to place replicas of a block
- Client writes block to the first DataNode
- The first DataNode forwards the data to the next DataNode in the Pipeline
- When all replicas are written, the Client moves on to the next block in file



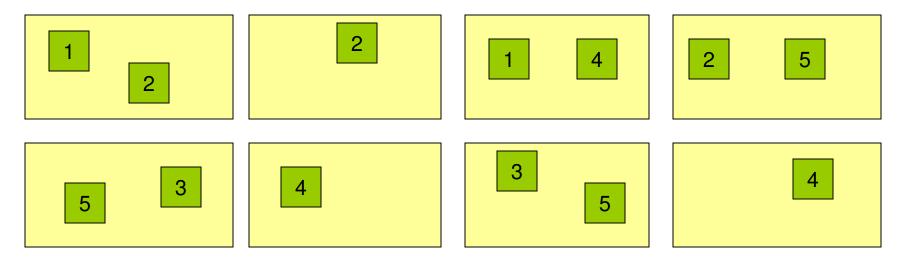
HDFS - Master and Slaves

Namenode (the master)

name:/users/joeYahoo/myFile - copies:2, blocks:{1,3}

name:/users/bobYahoo/someData.gzip, copies:3, blocks:{2,4,5}

Datanodes (the slaves)





MapReduce: Client

User defined

- InputFormat, RecordReader, InputSplit
- OutputFormat, RecordWriter
- #Reducers
- Sort order & Partitioner
- Host of other configs

Launching Program

- Gets the FileSystem (pluggable)
- Creates an InputSplit array (#maps = #splits)
- Creates a JobConf to define a job
- Submits JobConf, InputSplits & Application binaries to JobTracker and waits for completion



MapReduce: JobTracker & TaskTracker

JobTracker

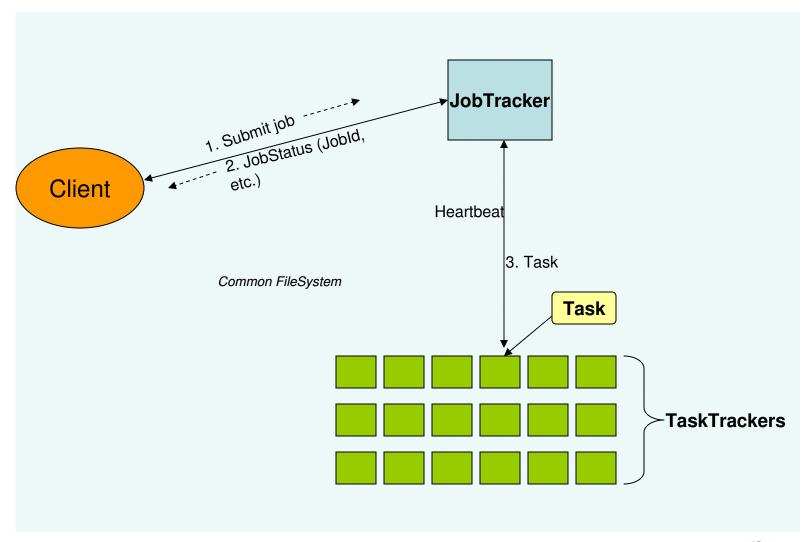
- Handles all jobs
- Makes all scheduling decisions
- Breaks job into tasks, queues up
- Schedules tasks on nodes close to data
 - Location Info comes from InputSplit
- Monitors tasks
- Kills and restarts tasks if they fail/hang/disappear

TaskTracker

Asks for new tasks, executes, monitors, reports status



MapReduce: Architecture

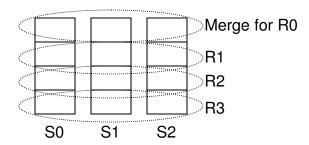




MapReduce: Data Path

Map

- Framework allows pluggable Sort
- In-memory buffer
- Sort & Spill
- Merge across spills



Shuffle

- Based on task completion events, http based
- Reduce
 - Buffers in ramfs
 - Periodically merges & spills
 - Does a final (multi-level) merge of the on-disk files
 - Starts reducer method invocations
- Final Result is always sorted Distributed MergeSort



MapReduce: Scalability/Performance

- Sort scalability/performance
- Merge performance
- Disk IO/Seek issues
- MapReduce+HDFS scalability issues
- Network issues in Shuffle of transient data
- JobTracker/TaskTracker scalability/performance
- Data Compression
- Debugging the framework issues!!!

