



Big Data Infrastructure

CS 489/698 Big Data Infrastructure (Winter 2016)

Week 7: Analyzing Relational Data (3/3)

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Jimmy Lin

David R. Cheriton School of Computer Science
University of Waterloo

These slides are available at <http://lintool.github.io/bigdata-2016w/>

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MapReduce: A Major Step Backwards?

- MapReduce is a step backward in database access:
 - Schemas are good
 - Separation of the schema from the application is good
 - High-level access languages are good
- MapReduce is poor implementation
 - Brute force and only brute force (no indexes, for example)
- MapReduce is not novel
- MapReduce is missing features
 - Bulk loader, indexing, updates, transactions...
- MapReduce is incompatible with DMBS tools

Hadoop vs. Databases: Grep

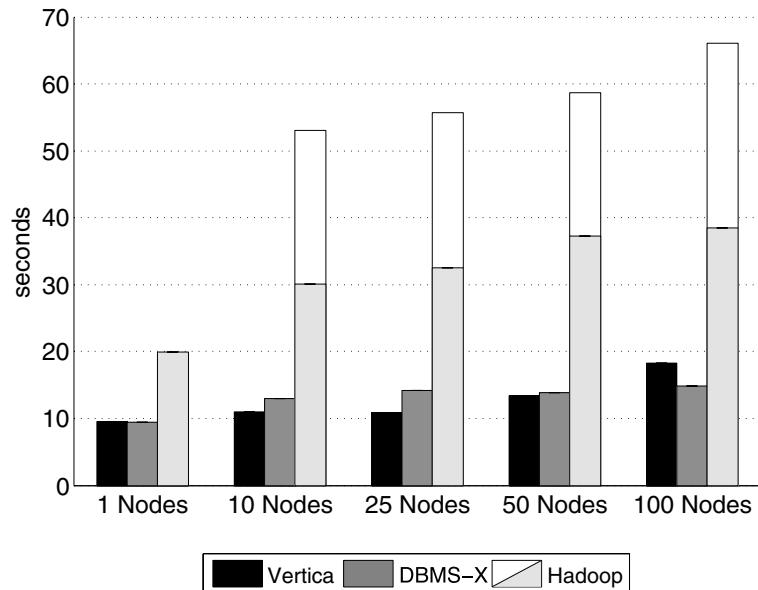


Figure 4: Grep Task Results – 535MB/node Data Set

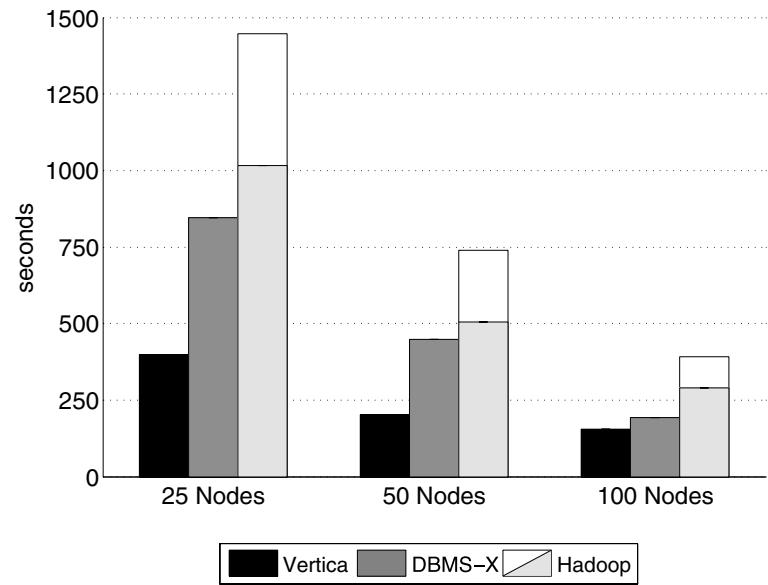


Figure 5: Grep Task Results – 1TB/cluster Data Set

```
SELECT * FROM Data WHERE field LIKE '%XYZ%';
```

Hadoop vs. Databases: Select

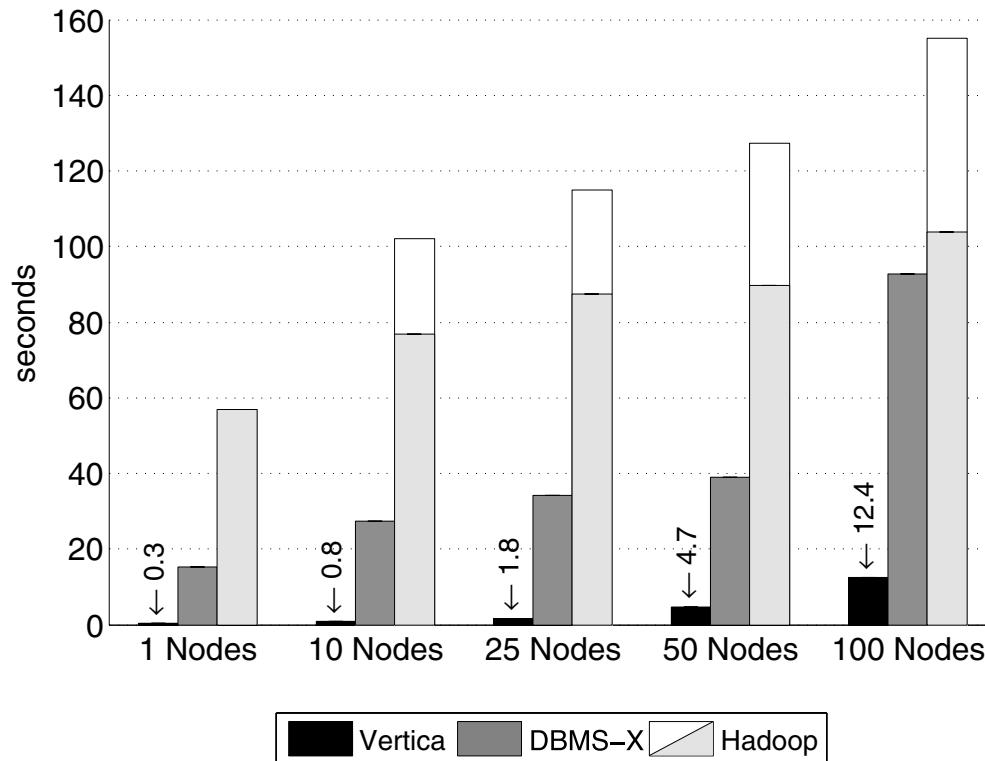


Figure 6: Selection Task Results

```
SELECT pageURL, pageRank  
FROM Rankings WHERE pageRank > X;
```

Hadoop vs. Databases: Aggregation

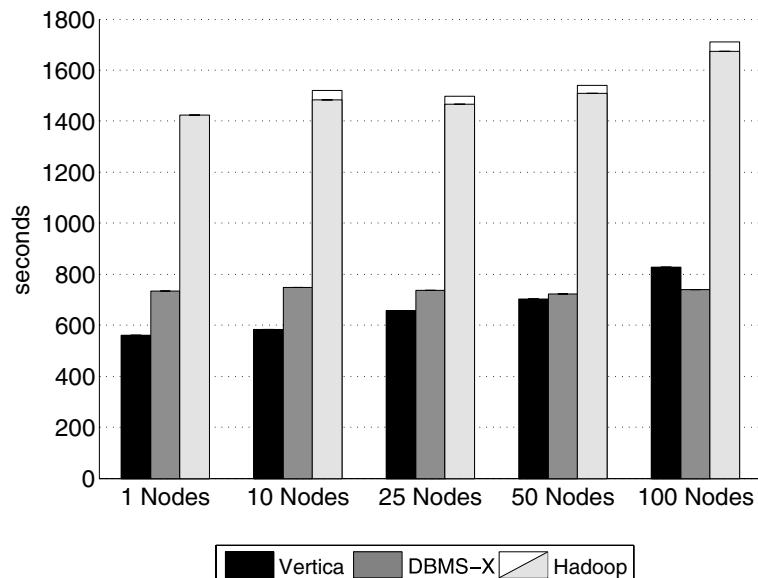


Figure 7: Aggregation Task Results (2.5 million Groups)

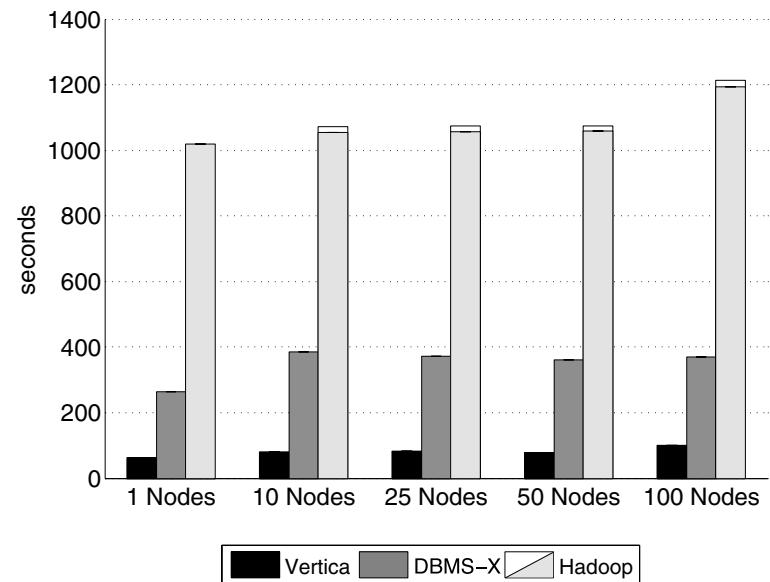


Figure 8: Aggregation Task Results (2,000 Groups)

```
SELECT sourceIP, SUM(adRevenue)  
FROM UserVisits GROUP BY sourceIP;
```

Hadoop vs. Databases: Join

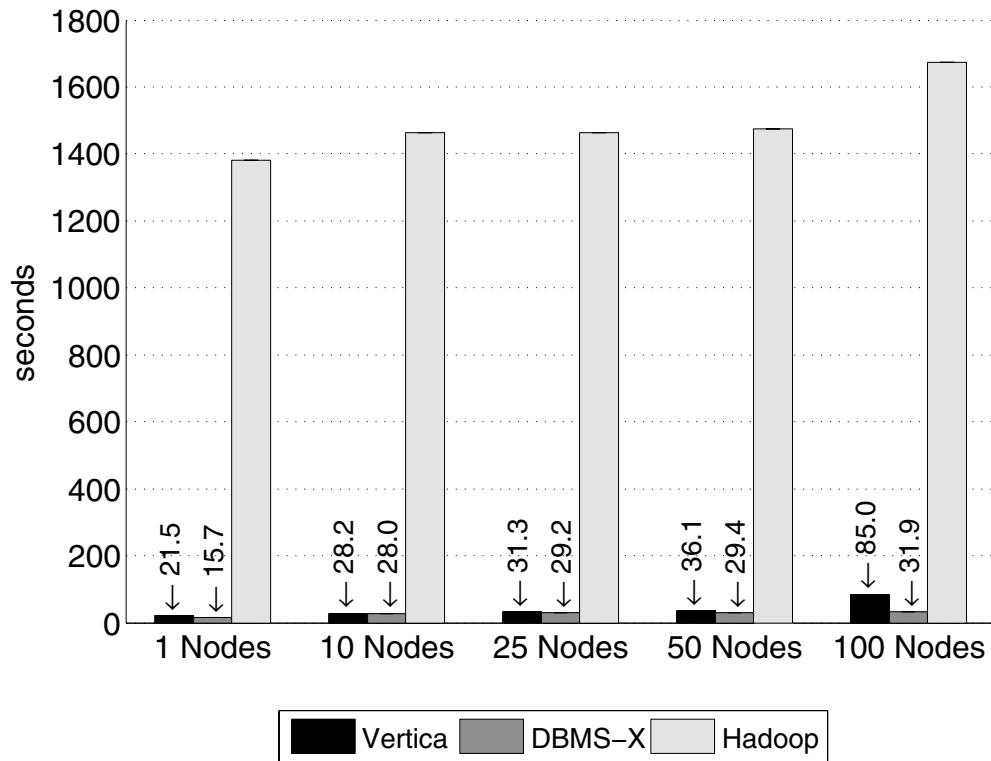


Figure 9: Join Task Results

```
SELECT INTO Temp sourceIP, AVG(pageRank) as avgPageRank, SUM(adRevenue) as totalRevenue
FROM Rankings AS R, UserVisits AS UV
WHERE R.pageURL = UV.destURL AND UV.visitDate BETWEEN Date('2000-01-15') AND Date('2000-01-22')
GROUP BY UV.sourceIP;
```

```
SELECT sourceIP, totalRevenue, avgPageRank FROM Temp ORDER BY totalRevenue DESC LIMIT 1;
```

Hadoop is slow...



A dense cluster of koi fish of various colors including orange, black, white, and yellow, swimming in turbulent, splashing water.

Something seems fishy...

Why was Hadoop slow?

`Integer.parseInt`

`String.substring`

`String.split`

Hadoop slow because string manipulation is slow?

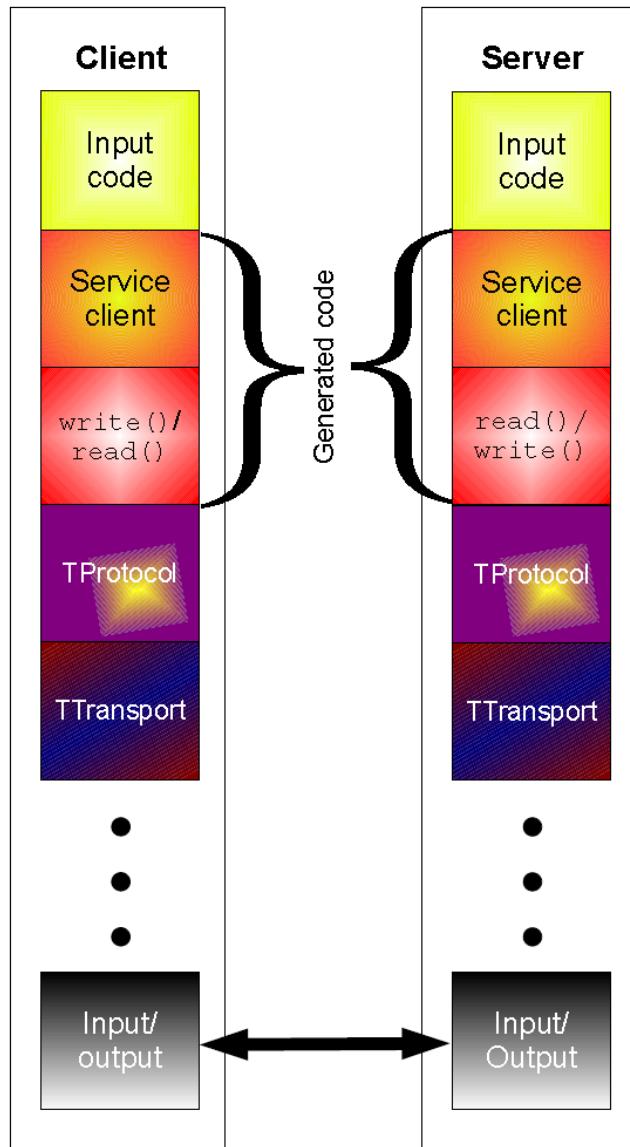
Key Ideas

- Binary representations are good
- Binary representations need schemas
- Schemas allow logical/physical separation
- Logical/physical separation allows you to do cool things

Thrift

- Originally developed by Facebook, now an Apache project
- Provides a DDL with numerous language bindings
 - Compact binary encoding of typed structs
 - Fields can be marked as optional or required
 - Compiler automatically generates code for manipulating messages
- Provides RPC mechanisms for service definitions
- Alternatives include protobufs and Avro

Thrift



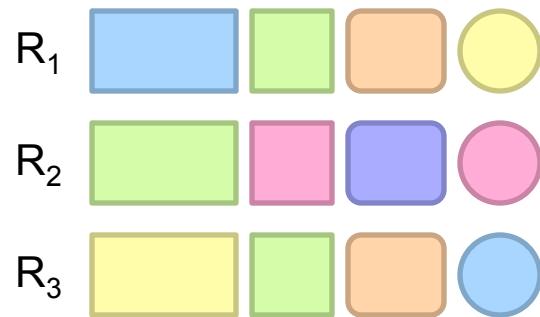
```
struct Tweet {  
    1: required i32 userId;  
    2: required string userName;  
    3: required string text;  
    4: optional Location loc;  
}  
  
struct Location {  
    1: required double latitude;  
    2: required double longitude;  
}
```

Why not...

- XML or JSON?
- REST?

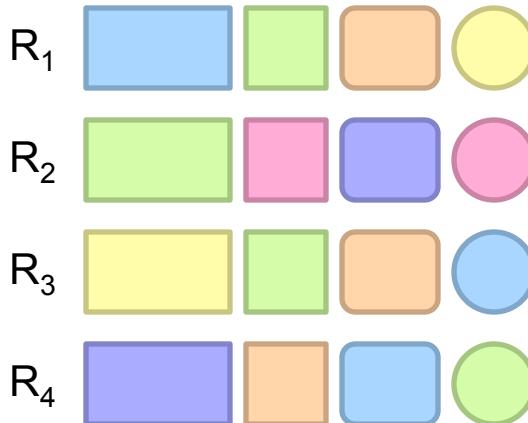
Logical

Physical

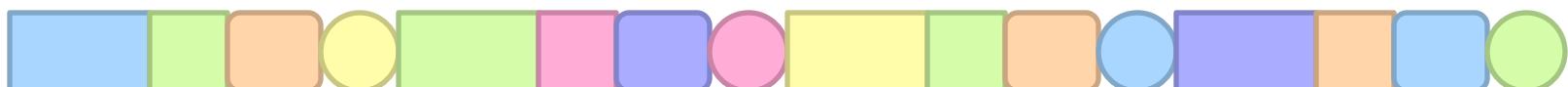


How bytes are actually
represented in storage...

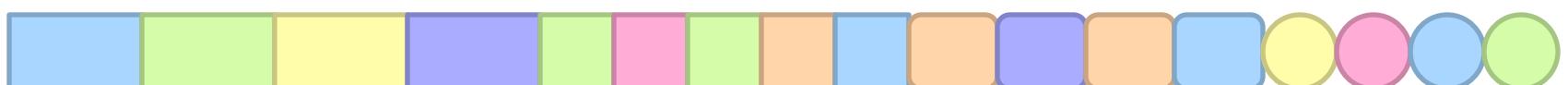
Row vs. Column Stores



Row store



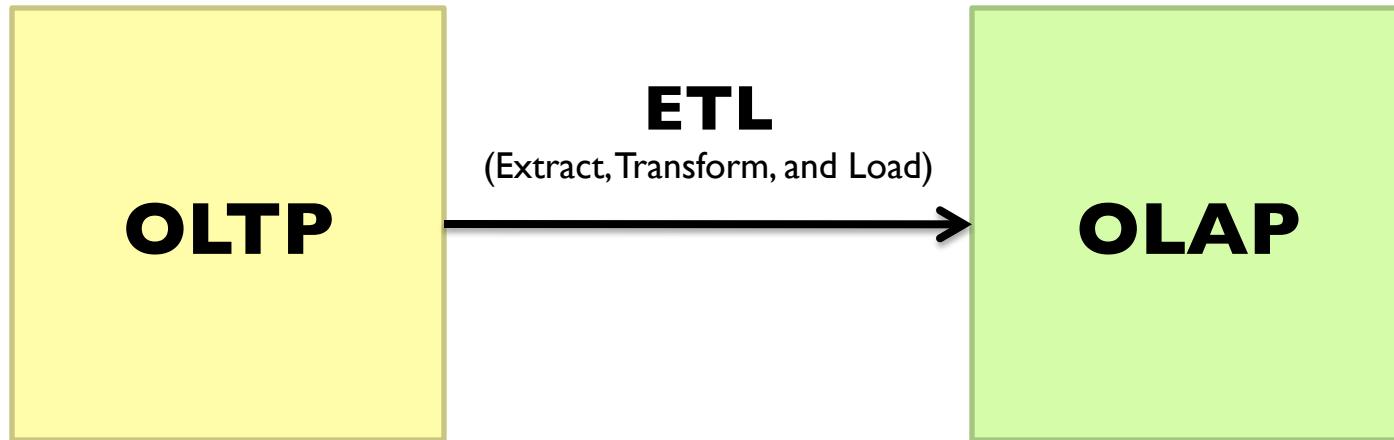
Column store



Row vs. Column Stores

- Row stores
 - Easier to modify a record: in-place updates
 - Might read unnecessary data when processing
- Column stores
 - Only read necessary data when processing
 - Tuple writes require multiple operations
 - Tuple updates are complex

OLTP/OLAP Architecture

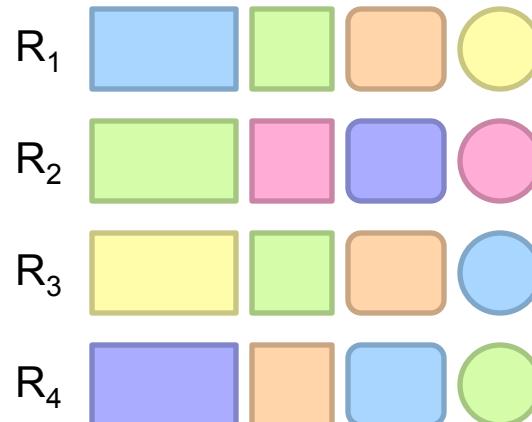


Advantages of Column Stores

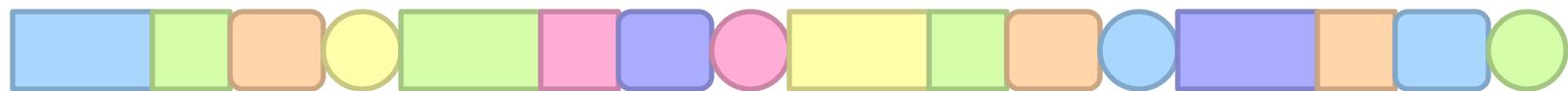
- Inherent advantages:
 - Better compression
 - Read efficiency
- Enables vectorized execution

These are well-known in traditional databases...

Row vs. Column Stores: Compression



Row store



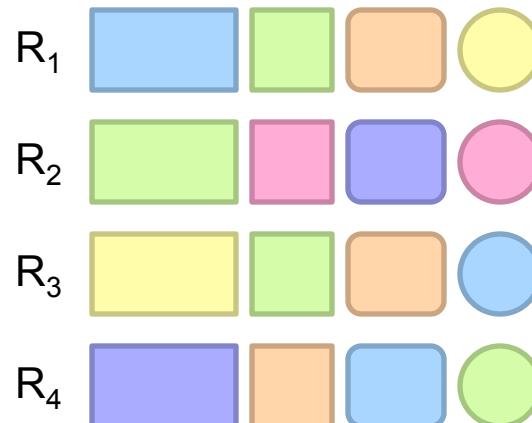
Column store



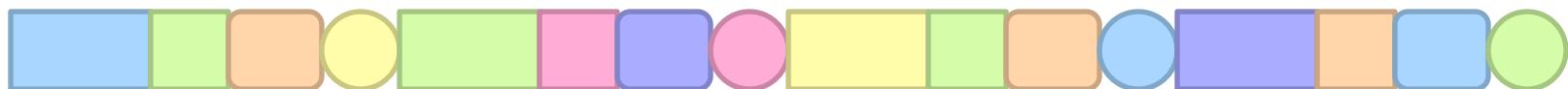
This compresses better with
off-the-shelf tools, e.g., gzip.

Why?

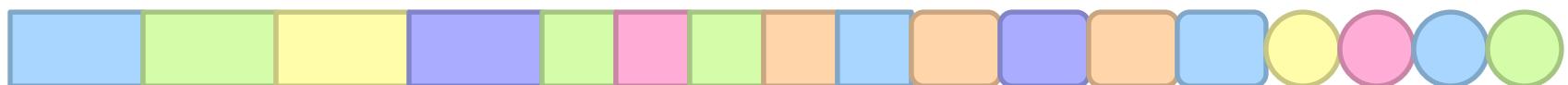
Row vs. Column Stores: Compression



Row store



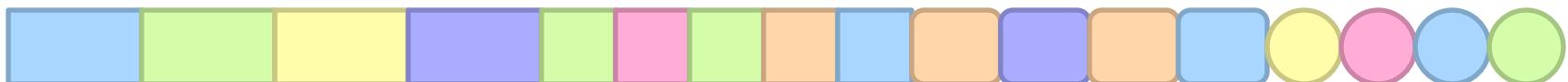
Column store



Additional opportunities for smarter compression...

Columns Stores: RLE

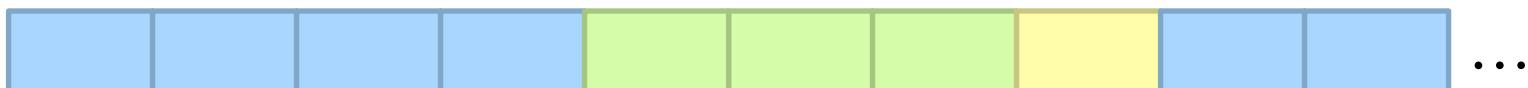
Column store



Run-length encoding example:

is a foreign key, relatively small cardinality
(even better, boolean)

In reality:

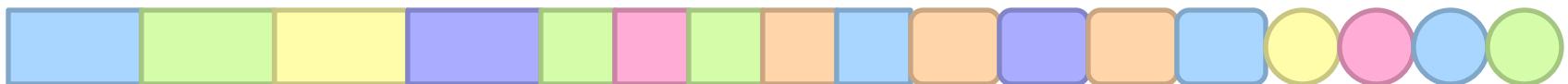


Encode:

3 2 1 ...

Columns Stores: Integer Coding

Column store



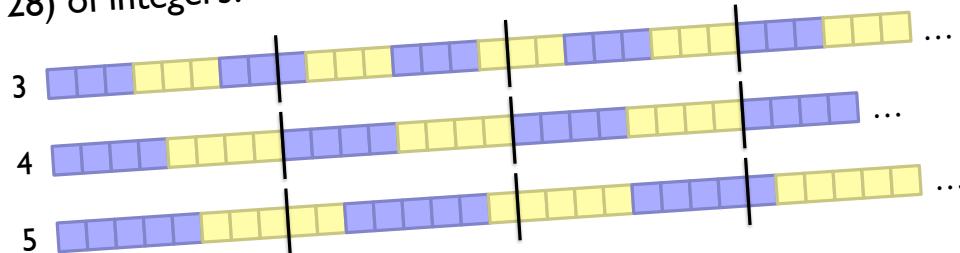
Say you're coding a bunch of integers...

Remember this!

(week 4)

Bit Packing

- What's the smallest number of bits we need to code a block (=128) of integers?



- Efficient decompression with hard-coded decoders
- PForDelta – bit packing + separate storage of “overflow” bits

Beware of branch mispredicts?

Advantages of Column Stores

- Inherent advantages:
 - Better compression
 - Read efficiency
- Enables vectorized execution

Putting Everything Together

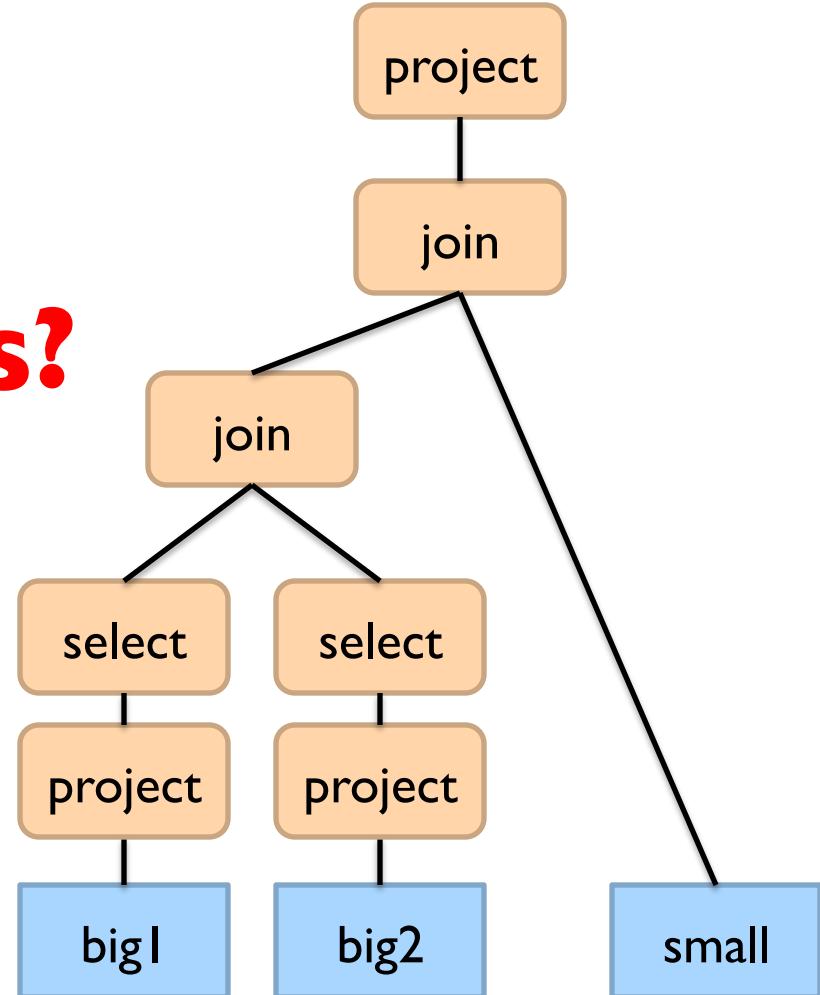
```
SELECT big1.fx, big2.fy, small fz  
FROM big1  
JOIN big2 ON big1.id1 = big2.id1  
JOIN small ON big1.id2 = small.id2  
WHERE big1.fx = 2015 AND  
    big2.f1 < 40 AND  
    big2.f2 > 2;
```

Remember this?

Build logical plan

Optimize logical plan

Select physical plan



Advantages of Column Stores

- Inherent advantages:
 - Better compression
 - Read efficiency
- Enables vectorized execution

```

val size = 100000000

var col = new Array[Int](size)           // List of random ints
var selected = new Array[Boolean](size)  // Matches a predicate?

for (i <- 0 until size) {
  selected(i) = col(i) > 0
}

for (i <- 0 until size by 8) {
  selected(i) = col(i) > 0
  selected(i+1) = col(i+1) > 0
  selected(i+2) = col(i+2) > 0
  selected(i+3) = col(i+3) > 0
  selected(i+4) = col(i+4) > 0
  selected(i+5) = col(i+5) > 0
  selected(i+6) = col(i+6) > 0
  selected(i+7) = col(i+7) > 0
}

```

Which is faster? Why?

On my laptop: 409ms
(avg over 10 trials)

On my laptop: 174ms
(avg over 10 trials)

```

val size = 100000000

var col = new Array[Int](size)           // List of random ints
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  selected(i+3) = col(i+3) > 0
  selected(i+4) = col(i+4) > 0
  selected(i+5) = col(i+5) > 0
  selected(i+6) = col(i+6) > 0
  selected(i+7) = col(i+7) > 0
}

```

Why does it matter?

```

SELECT pageURL, pageRank
FROM Rankings WHERE pageRank > X;

```

On my laptop: 409ms
 (avg over 10 trials)

On my laptop: 174ms
 (avg over 10 trials)

Actually, it's worse than that!

Each operator implements a common interface

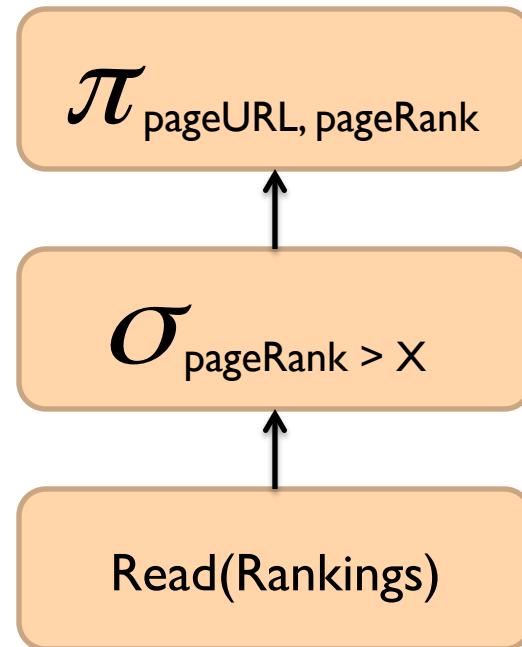
- `open()` Initialize, reset internal state, etc.
- `next()` Advance and deliver next tuple
- `close()` Clean up, free resources, etc.

Execution driven by repeated calls
to top of operator tree

```
open() next() next()...  
close()
```

```
open() next() next()...  
close()
```

```
open() next() next()...  
close()
```



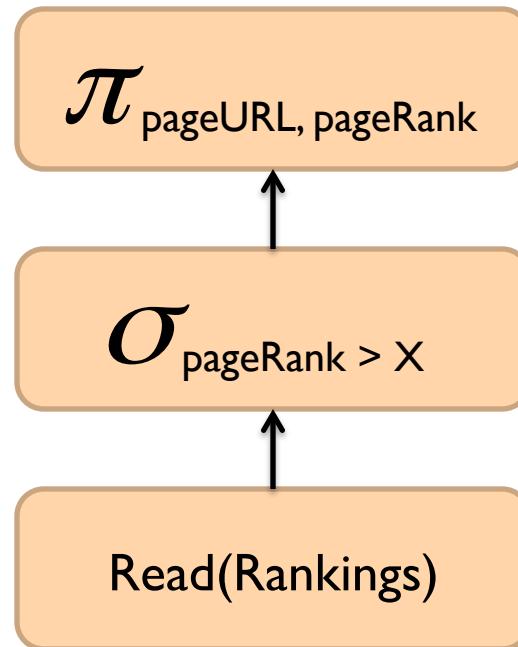
```
SELECT pageURL, pageRank  
FROM Rankings WHERE pageRank > X;
```

Very little actual computation is being done!

```
open() next() next()...  
close()
```

```
open() next() next()...  
close()
```

```
open() next() next()...  
close()
```



```
SELECT pageURL, pageRank  
FROM Rankings WHERE pageRank > X;
```

Solution?

```
val size = 100000000  
  
var col = new Array[Int](size)           // List of random ints  
var selected = new Array[Boolean](size)  // Matches a predicate?
```

~~for (i <- 0 until size) {
 selected(i) = col(i) > 0
}~~

 for (i <- 0 until size by 8) {
 selected(i) = col(i) > 0
 selected(i+1) = col(i+1) > 0
 selected(i+2) = col(i+2) > 0
 selected(i+3) = col(i+3) > 0
 selected(i+4) = col(i+4) > 0
 selected(i+5) = col(i+5) > 0
 selected(i+6) = col(i+6) > 0
 selected(i+7) = col(i+7) > 0
}

Vectorized Execution

next() returns a vector of tuples

All operators rewritten to work on vectors of tuples

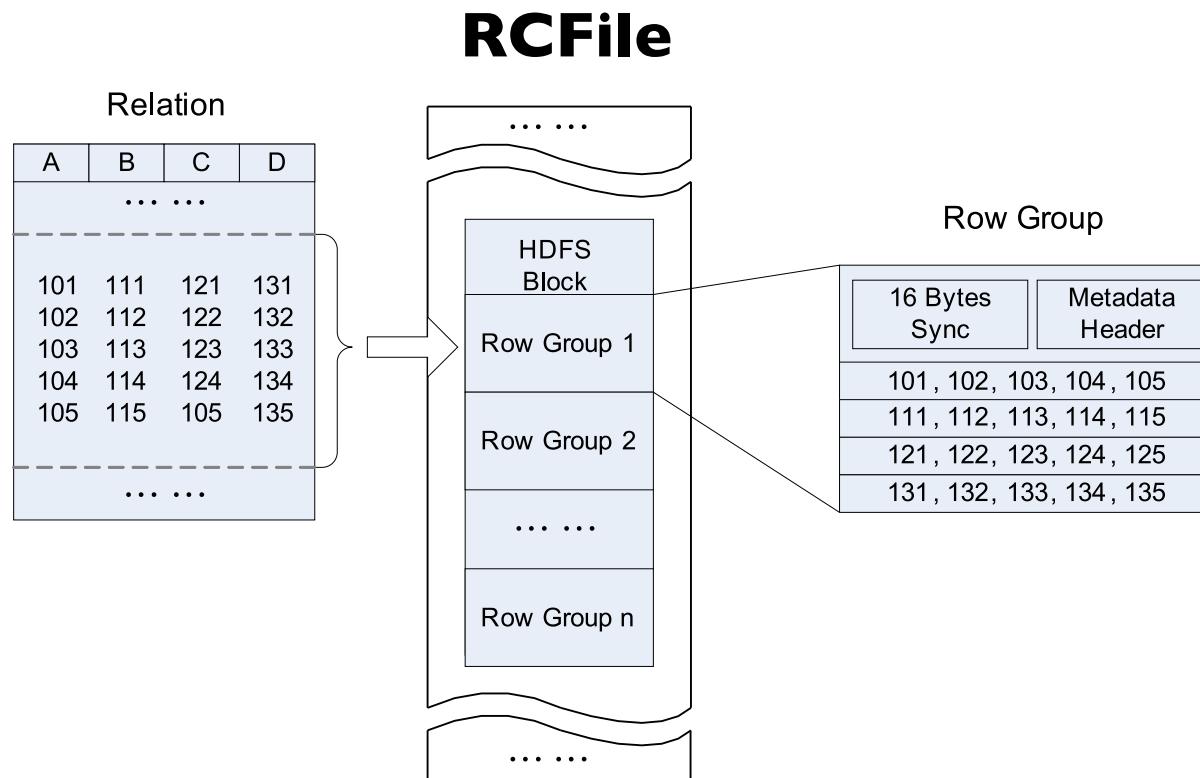
Advantages of Column Stores

- Inherent advantages:
 - Better compression
 - Read efficiency
- Enables vectorized execution

These are well-known in traditional databases...

Why not in Hadoop?

Why not in Hadoop? No reason why not!



Vectorized Execution?

```
set hive.vectorized.execution.enabled = true;
```



Batch of rows, organized as columns:

```
class VectorizedRowBatch {  
    boolean selectedInUse;  
    int[] selected;  
    int size;  
    ColumnVector[] columns;  
}  
  
class LongColumnVector extends ColumnVector {  
    long[] vector  
}
```

Vectorized Execution



```
class LongColumnAddLongScalarExpression {  
    int inputColumn;  
    int outputColumn;  
    long scalar;  
  
    void evaluate(VectorizedRowBatch batch) {  
        long [] inVector = ((LongColumnVector)  
batch.columns[inputColumn]).vector;  
        long [] outVector = ((LongColumnVector)  
batch.columns[outputColumn]).vector;  
        if (batch.selectedInUse) {  
            for (int j = 0; j < batch.size; j++) {  
                int i = batch.selected[j];  
                outVector[i] = inVector[i] + scalar;  
            }  
        } else {  
            for (int i = 0; i < batch.size; i++) {  
                outVector[i] = inVector[i] + scalar;  
            }  
        }  
    }  
}
```

Vectorized operator example

Additional (Related) Trick



```
SELECT x, y  
FROM z WHERE x * (1 - y)/100 < 434;
```

Predicate is “interpreted” as

```
LessThan(  
    Multiply(Attribute("x") ,  
        Divide(Minus(Literal("1") , Attribute("y")) , 100)) ,  
    434)
```

Slow!

Dynamic code generation
(feed AST into Scala compiler to generate bytecode):

```
row.get("x") * (1 - row.get("y"))/100 < 434
```

Much faster!

What about semi-structured data?

```
message AddressBook {  
    required string owner;  
    repeated string ownerPhoneNumbers;  
    repeated group contacts {  
        required string name;  
        optional string phoneNumber;  
    }  
}
```

Required: exactly one occurrence
Optional: 0 or 1 occurrence
Repeated: 0 or more occurrences

Columnar Decomposition

Column	Type
owner	string
ownerPhoneNumbers	string
contacts.name	string
contacts.phoneNumber	string

What's the issue?

What's the solution?

- Google's Dremel storage model
- Open-source implementation in Parquet



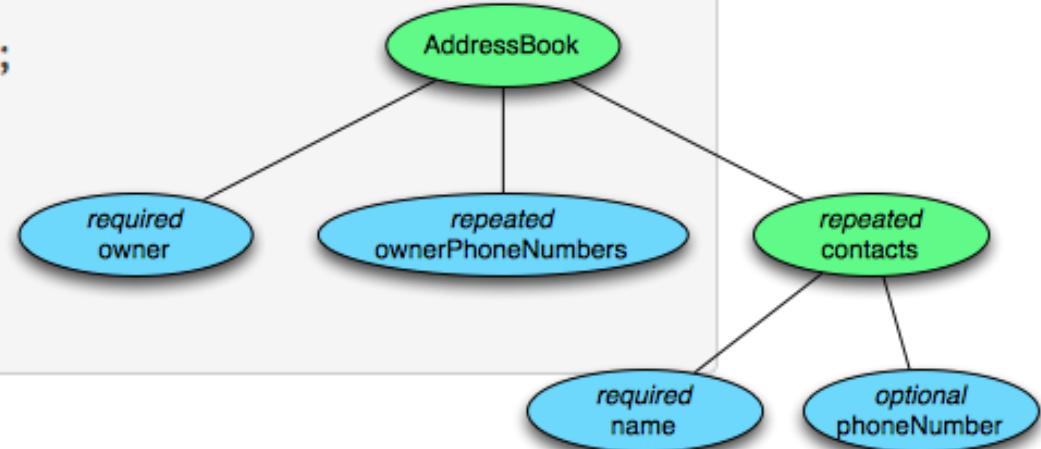
Optional and Repeated Elements

Schema: List of Strings	Data: ["a", "b", "c", ...]
<pre>message ExampleList { repeated string list; }</pre>	<pre>{ list: "a", list: "b", list: "c", ... }</pre>

Schema: Map of strings to strings	Data: { "AL" => "Alabama", ... }
<pre>message ExampleMap { repeated group map { required string key; optional string value; } }</pre>	<pre>{ map: { key: "AL", value: "Alabama" }, map: { key: "AK", value: "Alaska" }, ... }</pre>

Tree Decomposition

```
message AddressBook {  
    required string owner;  
    repeated string ownerPhoneNumbers;  
    repeated group contacts {  
        required string name;  
        optional string phoneNumber;  
    }  
}
```



Columnar Decomposition

Column	Type
owner	string
ownerPhoneNumbers	string
contacts.name	string
contacts.phoneNumber	string

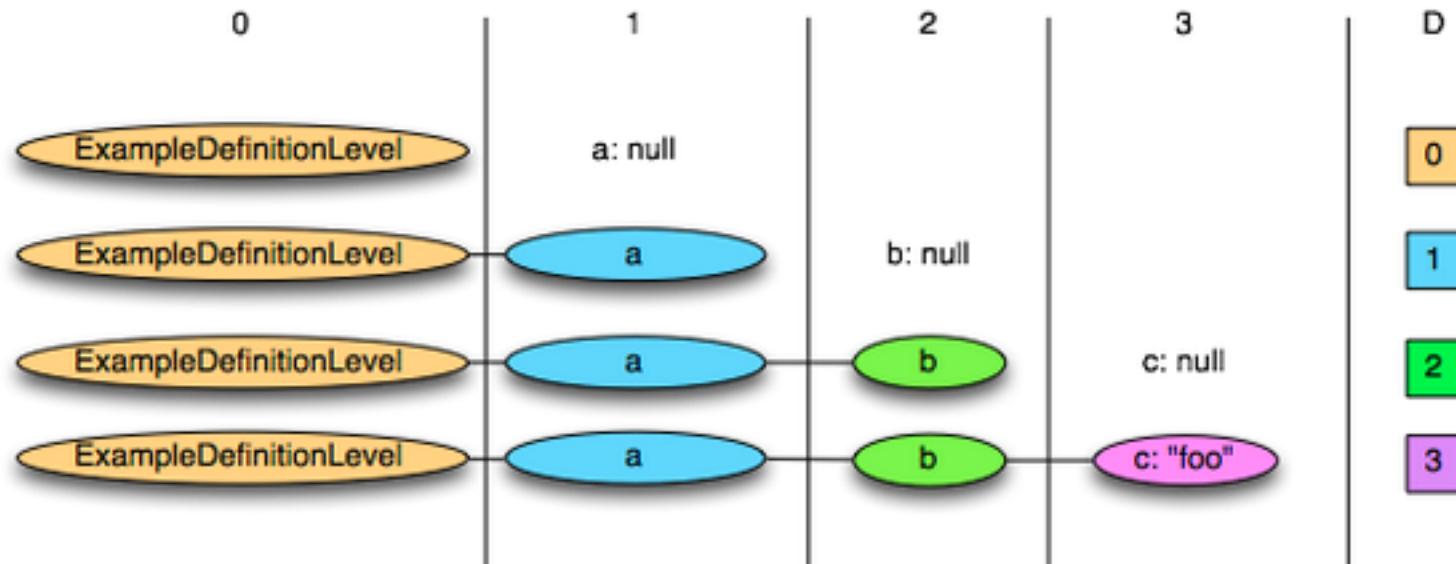
What other information
do we need to store?

Definition Level

```
message ExampleDefinitionLevel {  
    optional group a {  
        optional group b {  
            optional string c;  
        }  
    }  
}
```

Value	Definition Level
a: null	0
a: { b: null }	1
a: { b: { c: null } }	2
a: { b: { c: "foo" } }	3 (actually defined)

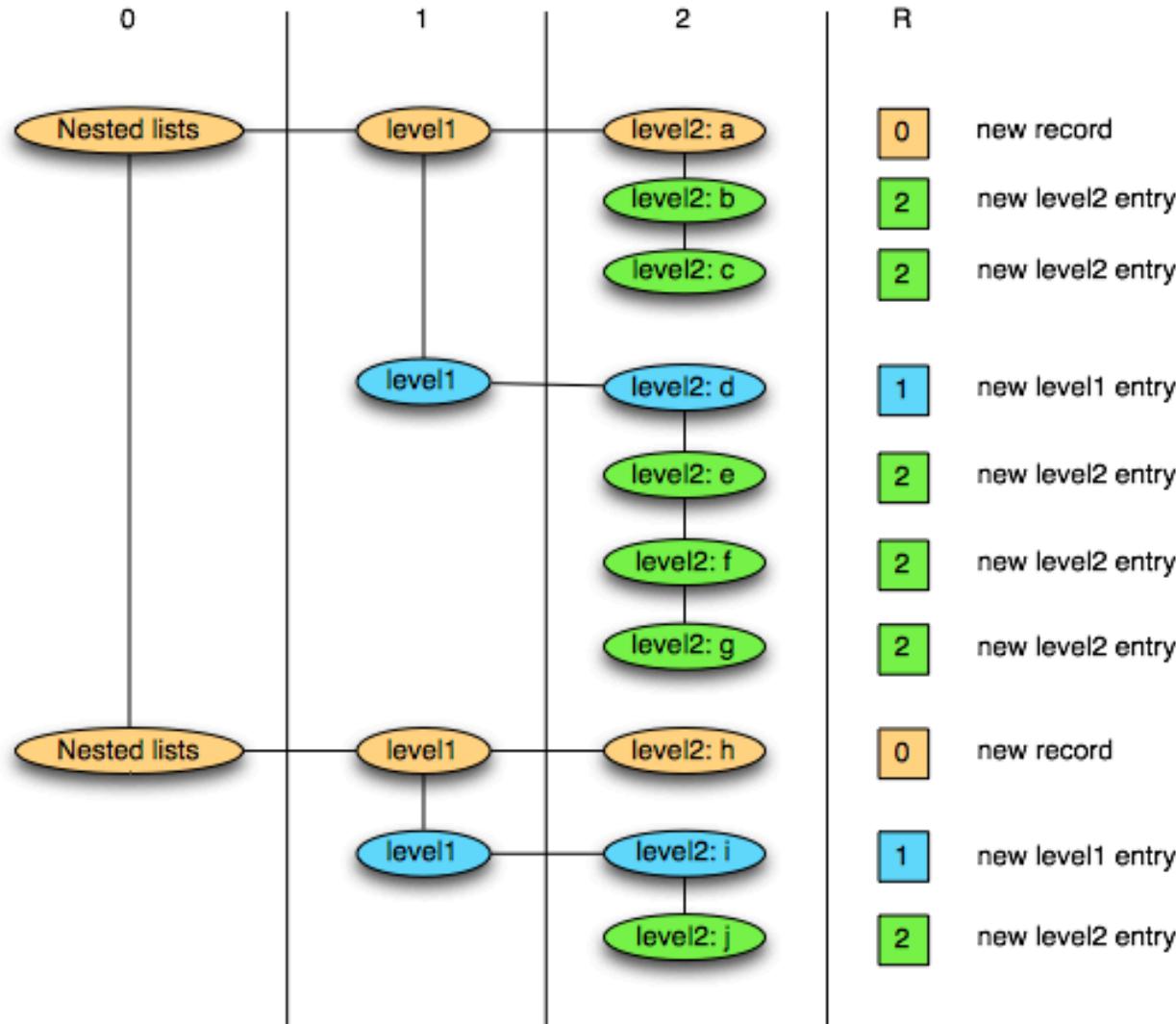
Definition Level: Illustration



Repetition Level

Schema:	Data:
<pre>message nestedLists { repeated group level1 { repeated string level2; } }</pre>	<pre>[{"level1": [{"level2": "a"}, {"level2": "b"}, {"level2": "c"}], "level1": [{"level2": "d"}, {"level2": "e"}, {"level2": "f"}, {"level2": "g"}]}, {"level1": [{"level2": "h"}], "level1": [{"level2": "i"}, {"level2": "j"}]}]</pre>

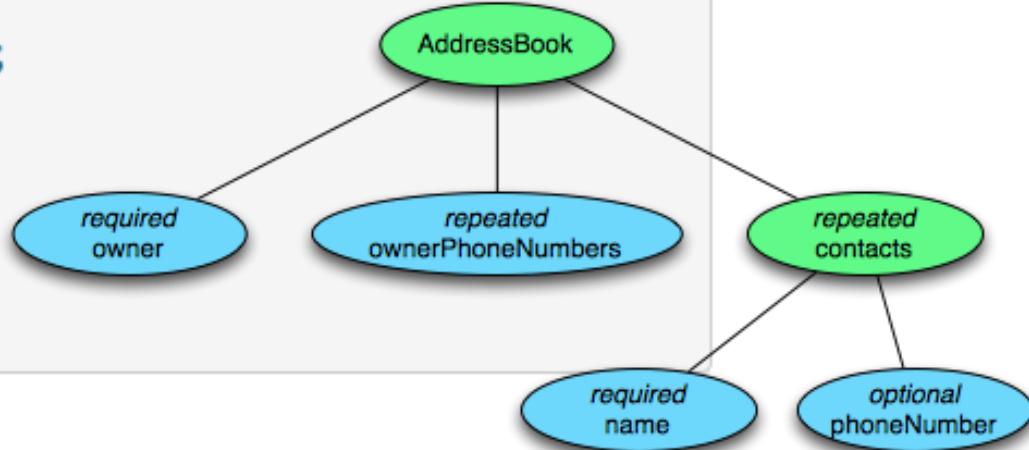
Repetition Level: Illustration



0 marks new record and implies creating a new level1 and level2 list
1 marks new level1 list and implies creating a new level2 list as well.
2 marks every new element in a level2 list.

Putting It Together

```
message AddressBook {  
    required string owner;  
    repeated string ownerPhoneNumbers;  
    repeated group contacts {  
        required string name;  
        optional string phoneNumber;  
    }  
}
```



Columnar Decomposition

Column	Max Definition level	Max Repetition level
owner	0 (owner is <i>required</i>)	0 (no repetition)
ownerPhoneNumbers	1	1 (<i>repeated</i>)
contacts.name	1 (name is <i>required</i>)	1 (contacts is <i>repeated</i>)
contacts.phoneNumber	2 (phoneNumber is <i>optional</i>)	1 (contacts is <i>repeated</i>)

Sample Projection

```
AddressBook {  
    owner: "Julien Le Dem",  
    ownerPhoneNumbers: "555 123 4567",  
    ownerPhoneNumbers: "555 666 1337",  
    contacts: {  
        name: "Dmitriy Ryaboy",  
        phoneNumber: "555 987 6543",  
    },  
    contacts: {  
        name: "Chris Aniszczyk"  
    }  
}  
  
AddressBook {  
    owner: "A. Anonymous"  
}
```

Project onto contacts.phoneNumber

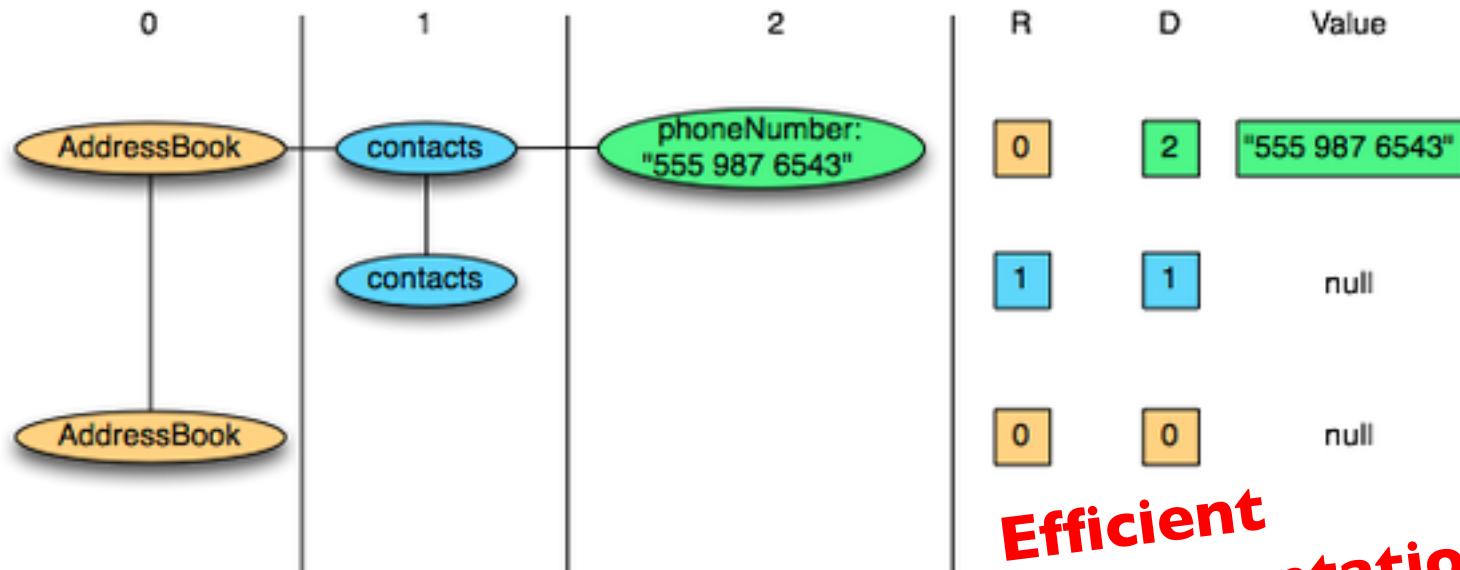


```
AddressBook {  
    contacts: {  
        phoneNumber: "555 987 6543"  
    }  
    contacts: {  
    }  
}  
AddressBook {  
}
```

Physical Layout

Columnar Decomposition

Column	Type
owner	string
ownerPhoneNumbers	string
contacts.name	string
contacts.phoneNumber	string



Key Ideas

- Binary representations are good
- Binary representations need schemas
- Schemas allow logical/physical separation
- Logical/physical separation allows you to do cool things

A Major Step Backwards?

- MapReduce is a step backward in database access:
 - Schemas are good
 - Separation of the schema from the application is good
 - High-level access languages are good
- MapReduce is poor implementation
 - Brute force and only brute force (no indexes, for example)
- MapReduce is not novel
- MapReduce is missing features
 - Bulk loader, indexing, updates, transactions...
- MapReduce is incompatible with DMBS tools



Indexes are a good thing!

Hadoop + Full-Text Indexes

```
status = load '/tables/statuses/2011/03/01'  
    using StatusProtobufPigLoader()  
    as (id: long, user_id: long, text: chararray, ...);  
  
filtered = filter status by text matches '.*\\bhadoop\\\\b.*';  
...
```

Pig performs a brute force scan

Then promptly chuck's out most of the data *Stupid.*



“Trying to find a needle in a haystack... with a snowplow”
@squarecog

Hadoop + Full-Text Indexes

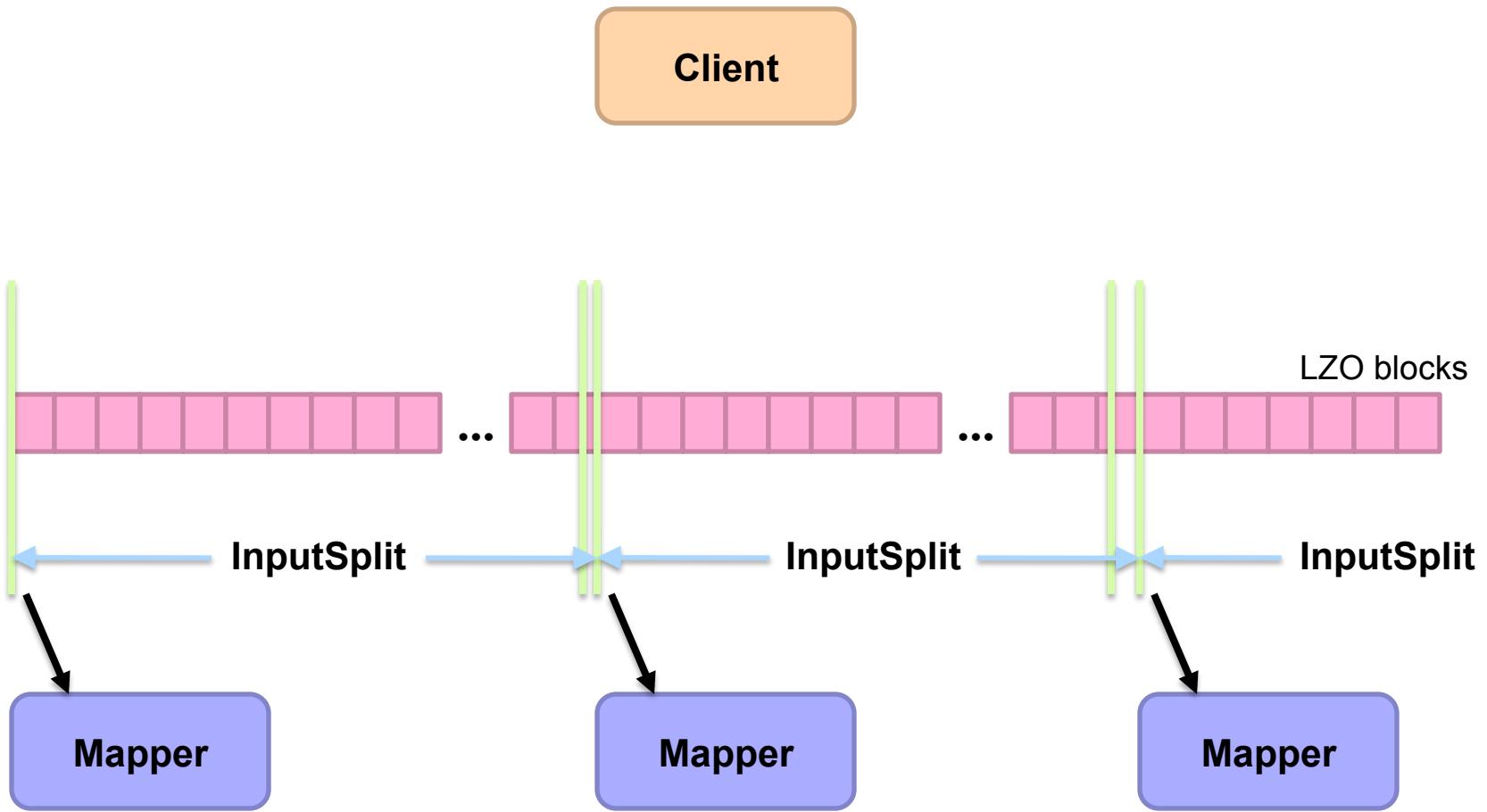
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status = load '/tables/statuses/2011/03/01'  
    using StatusProtobufPigLoader()  
    as (id: long, user_id: long, text: chararray, ...);  
  
filtered = filter status by text matches '.*\\bhadoop\\\\b.*';  
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```

Pig performs a brute force scan

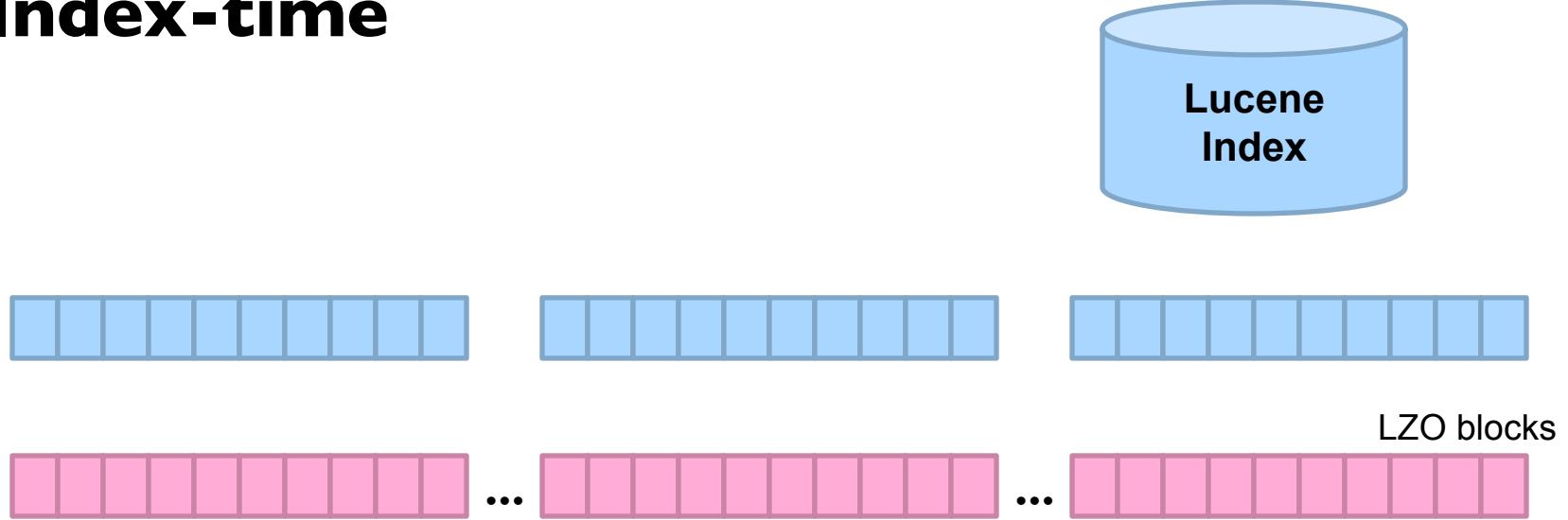
Then promptly chuck's out most of the data *Stupid.*

Uhh... how about an index?

Use Lucene full-text index



Index-time

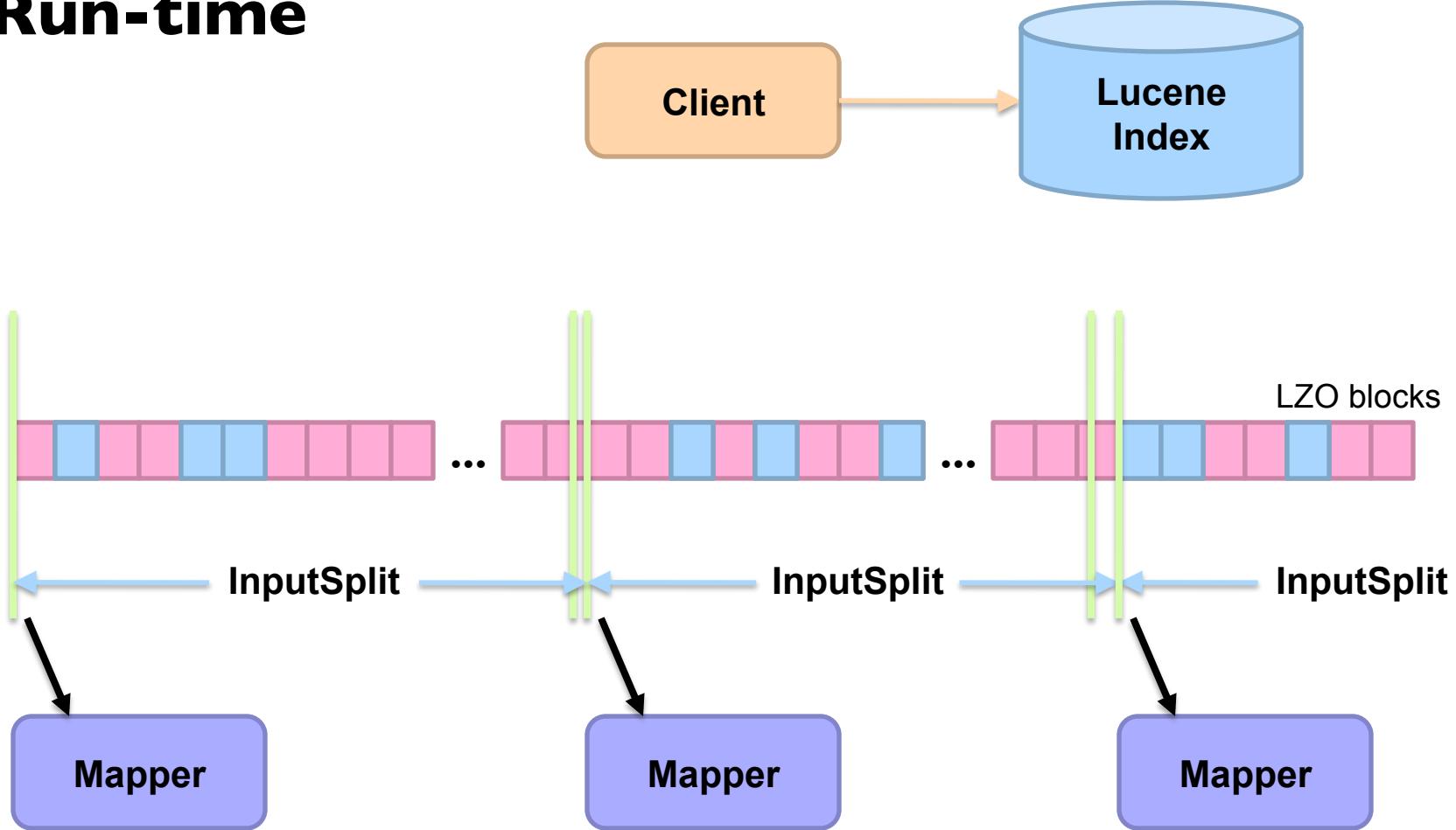


Index for selection on tweet content

Build “pseudo-document” for each Lzo block

Index pseudo-documents with Lucene

Run-time



Only process blocks known to satisfy selection criteria

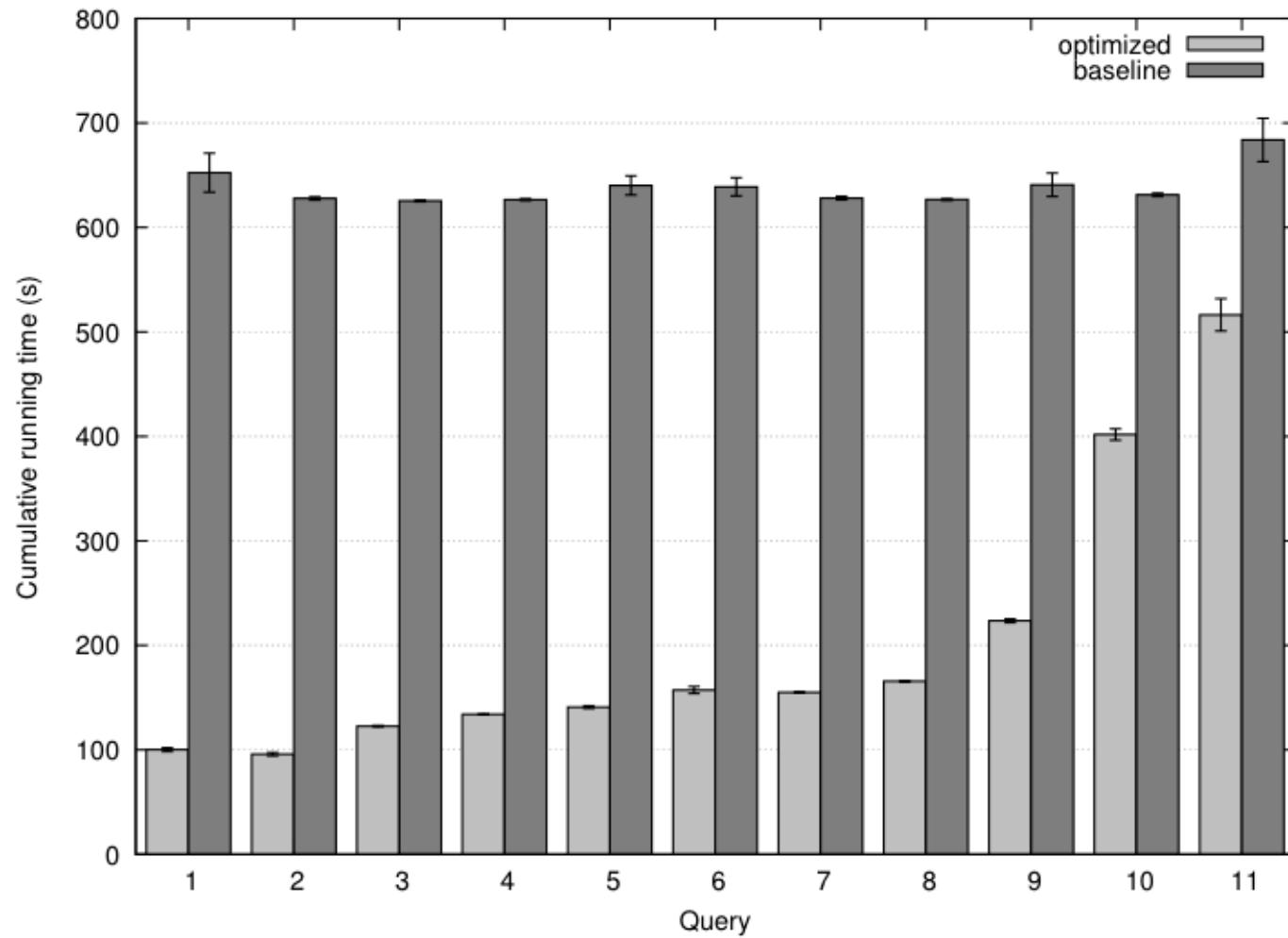
Hadoop Integration

- Everything encapsulated in the InputFormat
- RecordReaders know what blocks to process and skip
- Completely transparent to mappers

Experiments

- Selection on tweet content
- Varied selectivity range
- One day sample data (70m tweets, 8/1/2010)

	Query	Blocks	Records	Selectivity
1	hadoop	97	105	1.517×10^{-6}
2	replication	140	151	2.182×10^{-6}
3	buffer	500	559	8.076×10^{-6}
4	transactions	819	867	1.253×10^{-5}
5	parallel	999	1159	1.674×10^{-5}
6	ibm	1437	1569	2.267×10^{-5}
7	mysql	1511	1664	2.404×10^{-5}
8	oracle	1822	1911	2.761×10^{-5}
9	database	3759	3981	5.752×10^{-5}
10	microsoft	13089	17408	2.515×10^{-4}
11	data	20087	30145	4.355×10^{-4}



Analytical model

- Task: prediction LZO blocks scanned by selectivity
- Poisson model: $P(\text{observing } k \text{ occurrences in a block})$

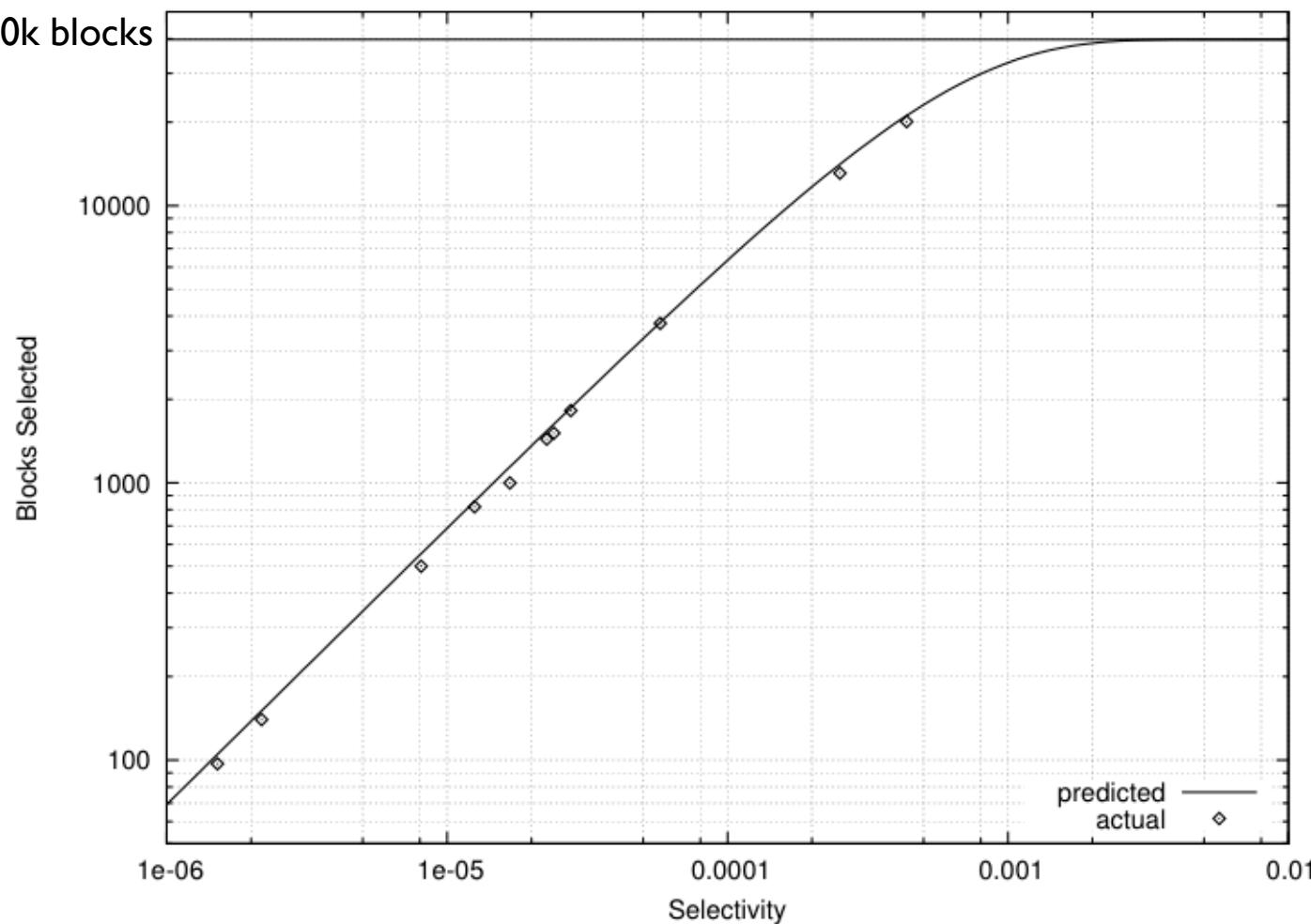
$$f(k; \lambda) = \frac{\lambda^k e^{-\lambda}}{k!} \quad \lambda : \text{expected number of occurrences within block}$$

- $E(\text{fraction of blocks scanned})$:

$$1 - f(k = 0; \lambda)$$

Selectivity 0.001 → 82% of all blocks
Selectivity 0.002 → 97% of all blocks

Total: ~40k blocks



But: can predict *a priori*!

A Major Step Backwards?

- MapReduce is a step backward in database access:
 - Schemas are good
 - Separation of the schema from the application is good
 - High-level access languages are good
- MapReduce is poor implementation
 - Brute force and only brute force (no indexes, for example)
- MapReduce is not novel
- MapReduce is missing features
 - Bulk loader, indexing, updates, transactions...
- MapReduce is incompatible with DMBS tools

A photograph of a traditional Japanese rock garden. In the foreground, a gravel path is raked into fine, parallel lines. Several large, dark, irregular stones are scattered across the garden. A small, shallow pond is nestled among rocks in the middle ground. The background features a variety of trees and shrubs, some with autumn-colored leaves, and traditional wooden buildings with tiled roofs.

Questions?