Shuffle **Mapping** DOG: 1 **Reduce** DOG: 1 DOG: 1 **Input Split** CAT: CAT: DOG: 2 **Output** CAT: 1 CAT: DOG CAT CAT CAT: 1 Input CAT: 1 DOG: 2 PIG: CAT: DOG CAT CAT CAT: PIG: PIG CAT BIRD PIG CAT BIRD BIRD: BIRD: 2 DOG BIRD PIG PIG: 1 PIG: 2 PIG: 1 BIRD: DOG BIRD PIG DOG:

BIRD:

BIRD: 1

BIRD:

PIG: