<Counter Full Name> := <Task ID> $ [<Index ID> $] <Counter Name>

We only count bytes for Text or BytesWritable keys or values at this moment.

The default behavior is to count each individual key or value, even if the task is run as a reducer.

The behavior of Sys X is exactly the same as User X at this moment.

User/Sys Reduce can only run as a reducer. For this task, TASK_INPUT_RECORDS counts the number of distinct keys and TASK_INPUT_KEY_BYTES counts the number of bytes of distinct keys (if they are text).

int Counter::getBytes(int cnt, int bytes, Class<? Extends Writable> cls); helps calculate the exact number of bytes of keys/values. Cnt is the number of keys/values, bytes is the reported number of bytes, and cls is the class of the key/value.

	Index Pre	Index Lookup	Index Post	User Map	User Reduce	Sys Map	Sys Reduce
TASK_INPUT_RECORDS	●			●	●	●	●
TASK_INPUT_KEY_BYTES	●			●	●	●	●
TASK_INPUT_VALUE_BYTES	●			●		●	
TASK_OUTPUT_RECORDS	●		●	●	●	●	●
TASK_OUTPUT_KEY_BYTES	●		●	●	●	●	●
TASK_OUTPUT_VALUE_BYTES	●		●	●	●	●	●
INDEX_INPUT_KEYS		●					
INDEX_INPUT_BYTES		●					
INDEX_OUTPUT_VALUES		●					
INDEX_OUTPUT_BYTES		●					
INDEX_CACHE_HIT		●					
INDEX_CACHE_MISS		●					