

Getting Data to the Mapper

- **The data passed to the Mapper is specified by an *InputFormat***
 - Specified in the driver code
 - Defines the location of the input data
 - Typically a file or directory
 - Determines how to split the input data into *input splits*
 - Each Mapper deals with a single input split
 - Creates a `RecordReader` object
 - `RecordReader` parses the input data into key/value pairs to pass to the Mapper