

# MINNI

Light-weight MapReduce

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# GOALS

- Simple MapReduce implementation
- Lower memory footprint than Hadoop
  - Run on a FAWN
- Doesn't sacrifice too much
  - Performance
  - Generality and expressiveness
- Free
- Distributed environments





# DESIGN OVERVIEW

- C++ over Java
- Partial Aggregation Objects
  - Hash, not sort
- Early Reducer Start
- WorkDaemon

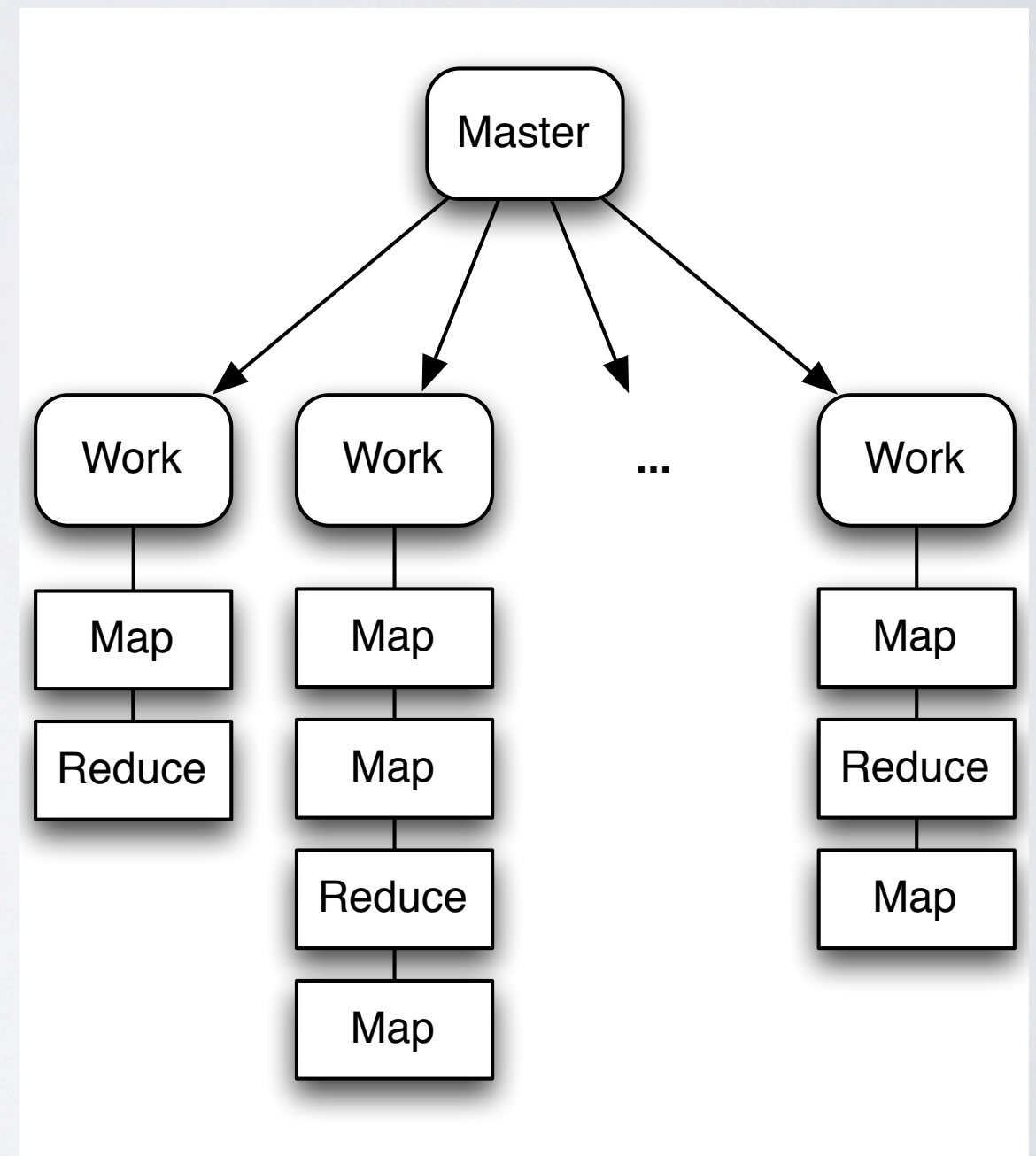
# COMPONENTS

- Master
  - Controls job scheduling, rerunning, balancing
- WorkDaemon
  - Communicates with Master, transfers data
- Wrapper
  - Manages user code



# MASTER

- Scheduling
  - Need to make sure that we don't overwhelm nodes
  - Data close to mapper
- How much control should the master have?
  - Assume that we have the master on a bigger node
- Starts Reducers as soon as some Mappers finish
  - More complicated state
  - Inform the WorkDaemons as data becomes available



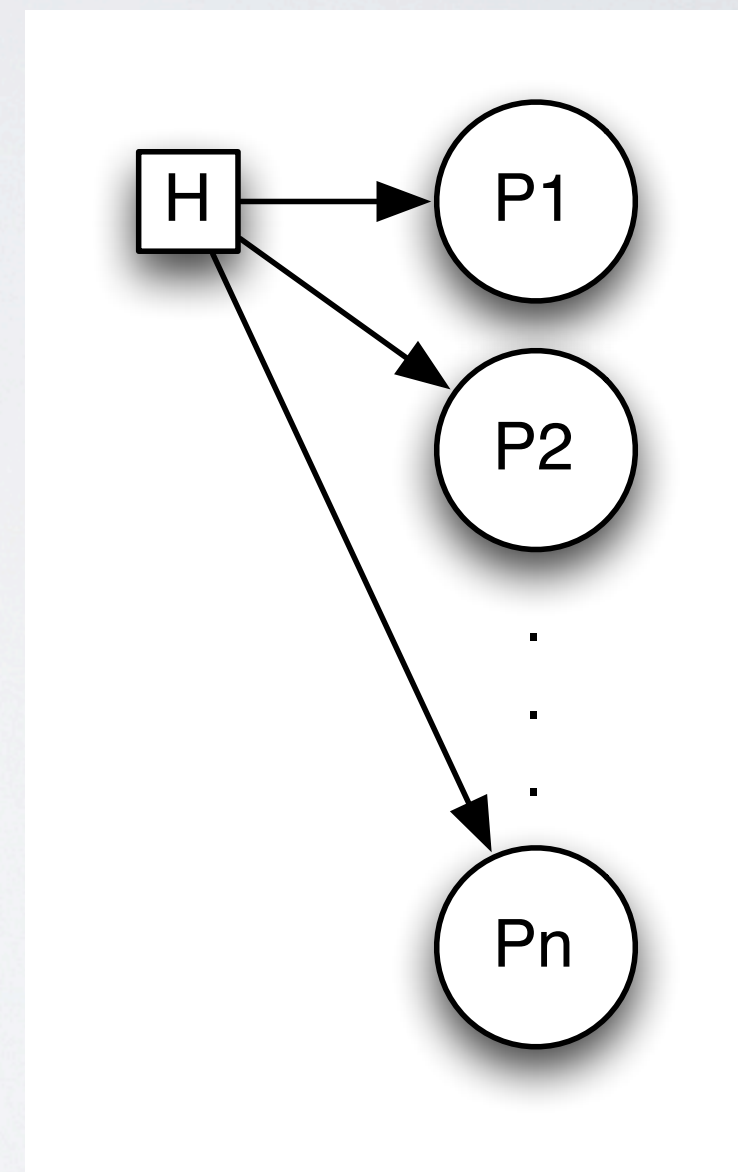
# WORKDAEMON

- Master provides high-level instructions, WorkDaemon automates tasks
- Sits on top of a work node
  - Mappers can exit as soon as they are done, WorkDaemon handles file transfer
    - Including incremental transfers
  - Communicates with Master for Wrappers
    - Batches status reports, only reports abnormal statuses



# WRAPPER

- Partial Aggregation Objects (PAO)
  - Think: suspended Reduce jobs
  - Hash PAOs rather than sort key-value pairs
  - Eliminates spurious notions of ordering
    - need  $=$ , not  $\leq$



# PARTIAL AGGREGATION OBJECTS

- User defines PAO operations rather than a Reduce function
  - $add : P \times (k,v) \rightarrow P$
  - $merge : P \times P \rightarrow P$
  - serialize/deserialize
- Internal state might be much smaller than the list of values
  - e.g. implementing *max* or *sum*



# USER

- Map function
- Partition function
- PAO functions
  - add, merge, serialize/deserialize
  - future: provide support for common STL containers

# IMPLEMENTATION

- Off-the-shelf solutions
  - **Concurrency:** Intel's Thread Building Block library
    - Tasks, not threads
    - Tested concurrent containers (no sets, though)
  - **RPC:** Apache's Thrift
    - No direct data transfer
    - Noticed some communication problems during stress tests



# IMPLEMENTATION

- First-cut
  - Missing some of the refinements
    - Skipped records, counters, side-effects
- Evaluation in progress
  - Eight nodes running both Hadoop and Minni
    - Performance, memory footprint
    - FAWN test if possible

# INVOICE

- Total Physical Source Lines of Code (SLOC)
  - 3,010+
- Development Effort Estimate, Person-Years (Person-Months)
  - 0.64 (7.63)
- Total Estimated Cost to Develop
  - \$ 85,928
  - Please settle promptly.



# THANK YOU

- Questions?
- Answers?