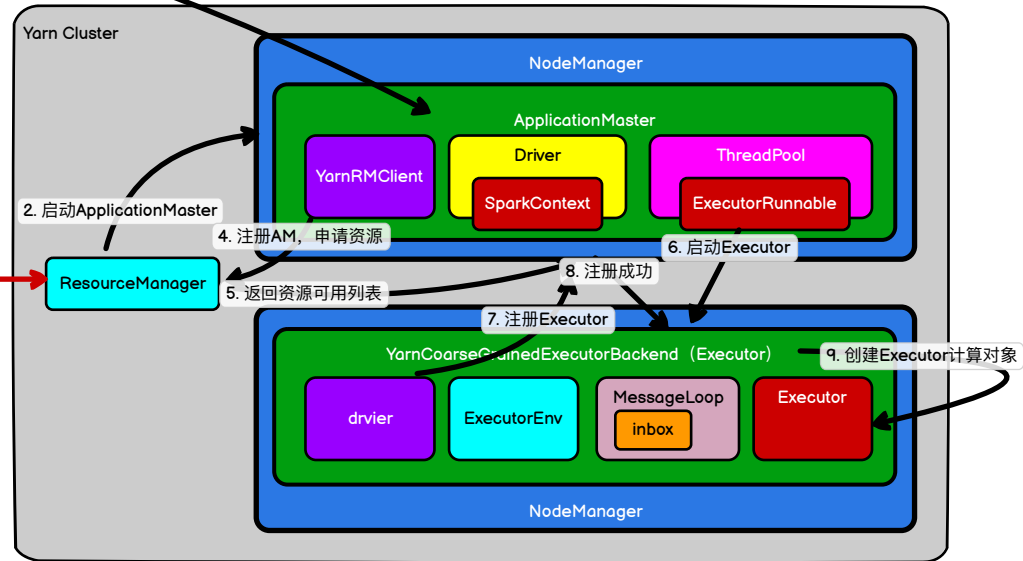
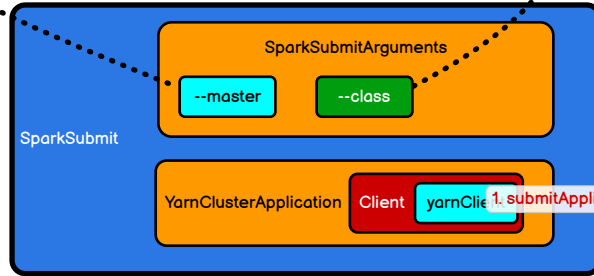


```
bin/spark-submit
--class org.apache.spark.examples.SparkPi
--master yarn
--deploy-mode cluster
./examples/jars/spark-examples_2.12-3.0.0.jar
10
```

3. AM根据参数启动Driver的线程，并初始化SparkContext

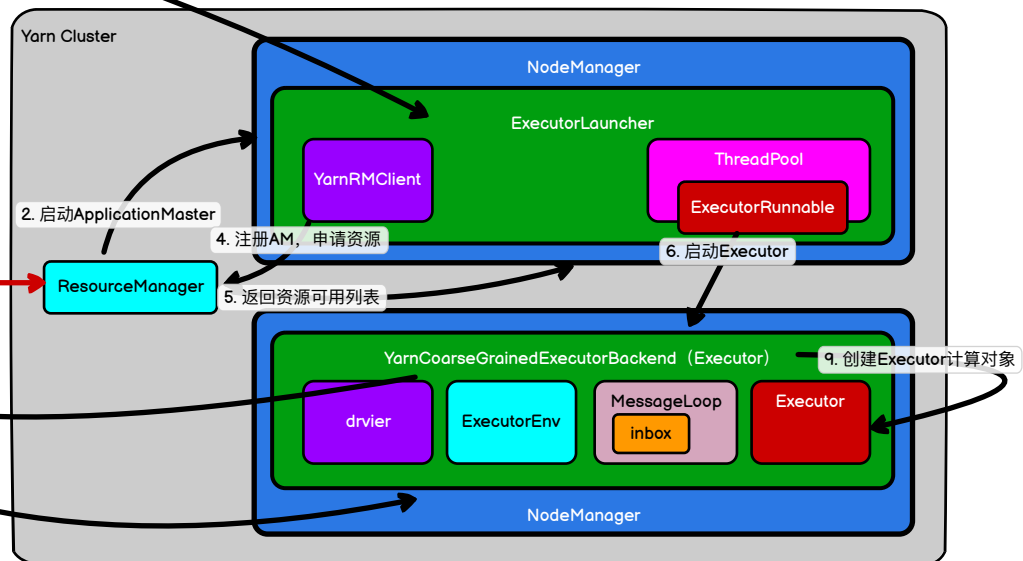
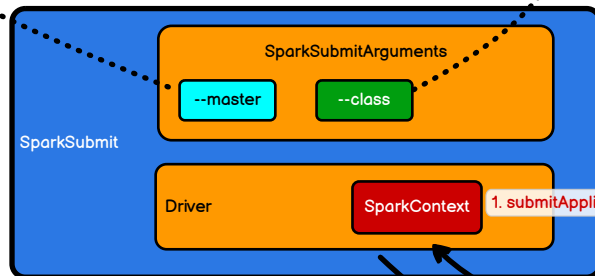
线程 进程



```
bin/spark-submit
--class org.apache.spark.examples.SparkPi
--master yarn
--deploy-mode client
./examples/jars/spark-examples_2.12-3.0.0.jar
10
```

3. AM根据参数启动Driver的线程，并初始化SparkContext

线程 进程



Netty : 通信框架, AIO

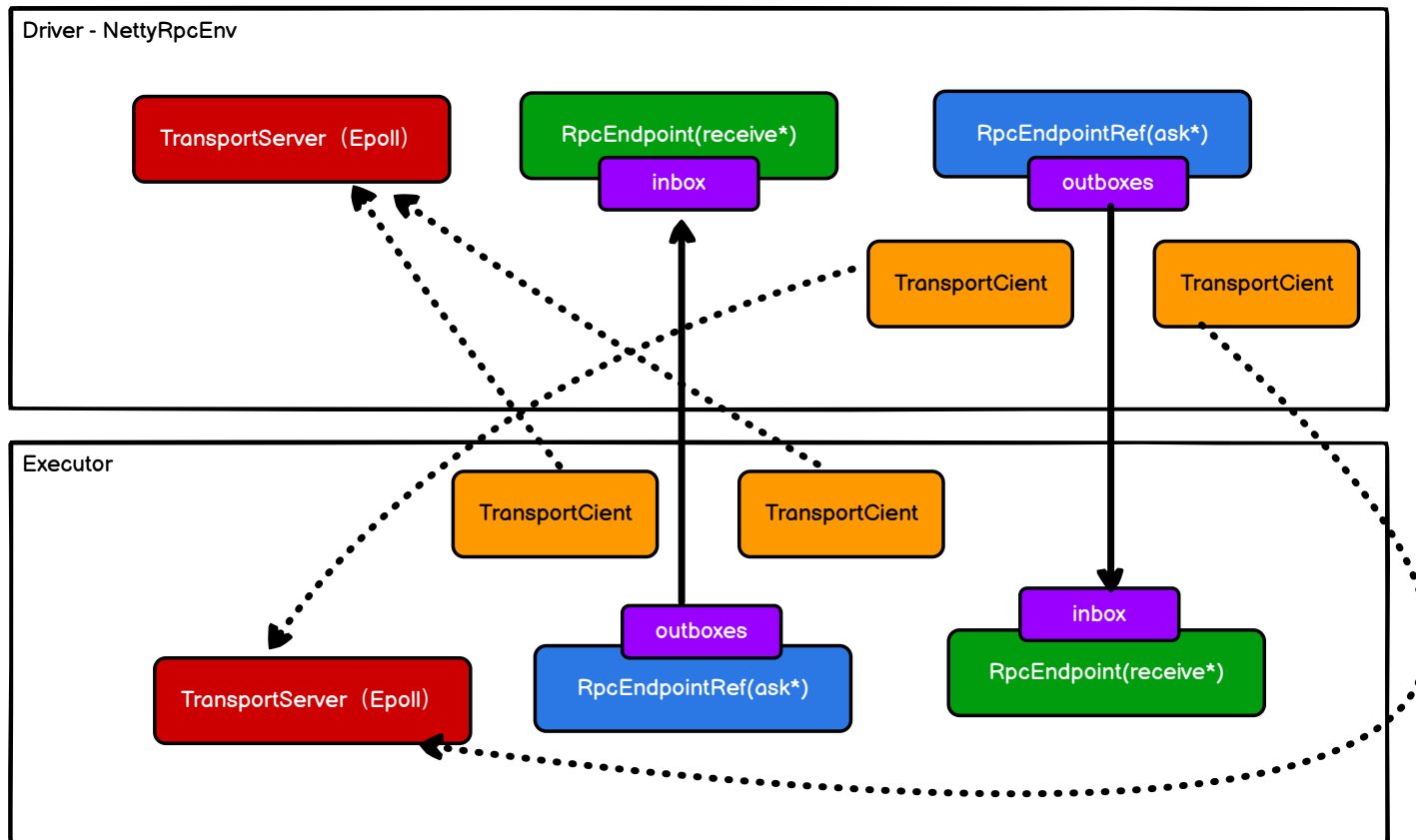
BIO : 阻塞式IO

NIO : 非阻塞式IO

AIO : 异步非阻塞式IO

Linux对AIO支持不够好, Windows支持好

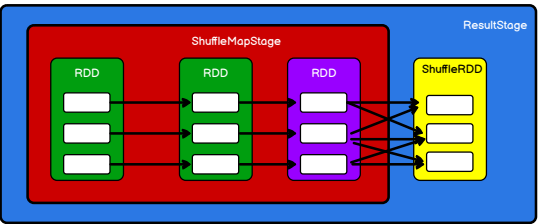
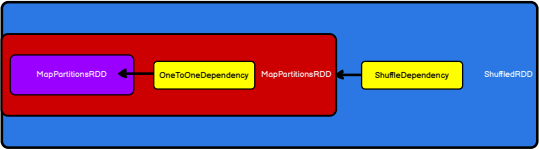
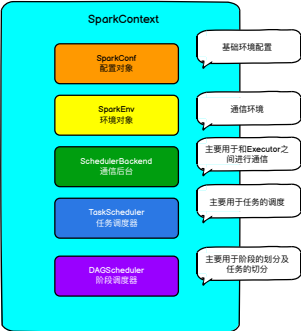
Linux采用Epoll方式模仿AIO操作



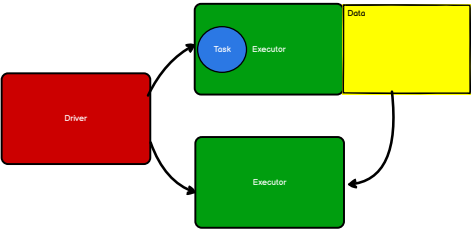
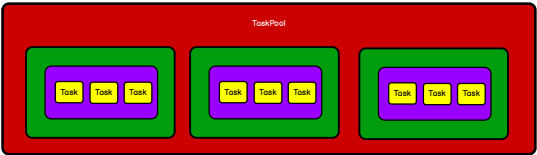
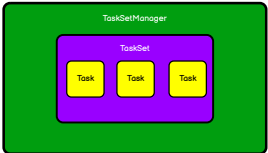
RPCEnv : 通信环境

Backend : 后台

Endpoint : 终端



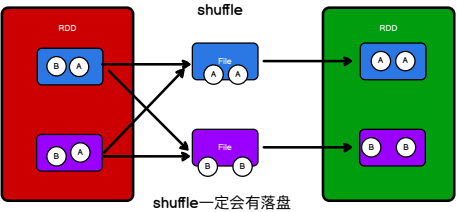
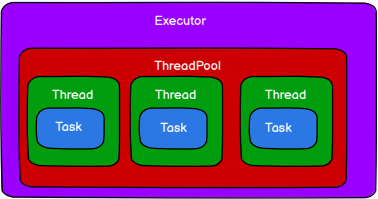
Spark中阶段的划分等于shuffle依赖的数量 + 1



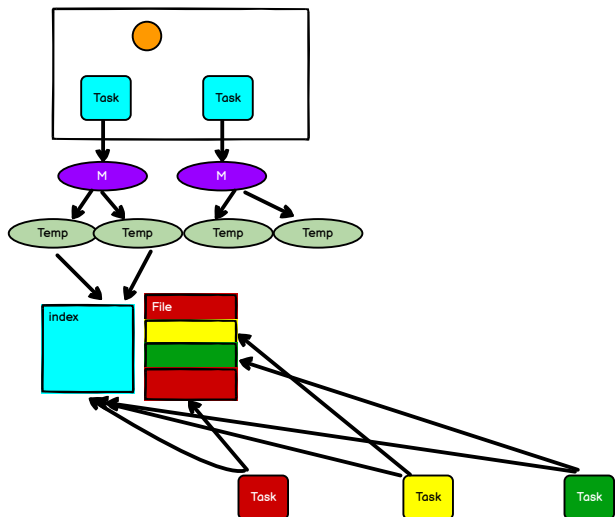
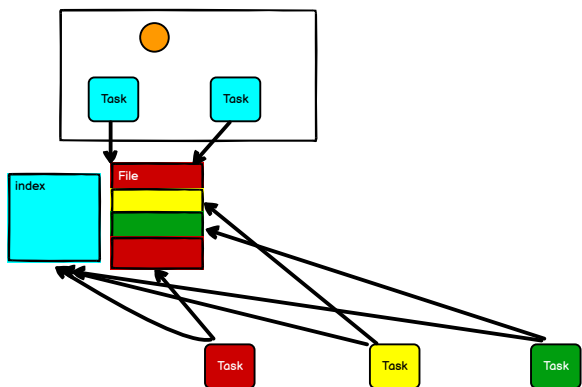
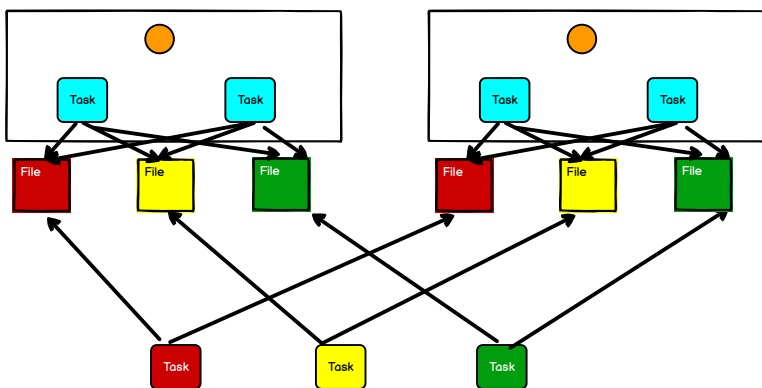
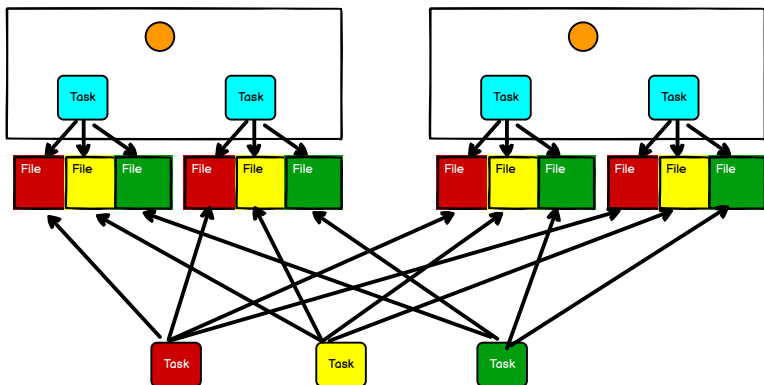
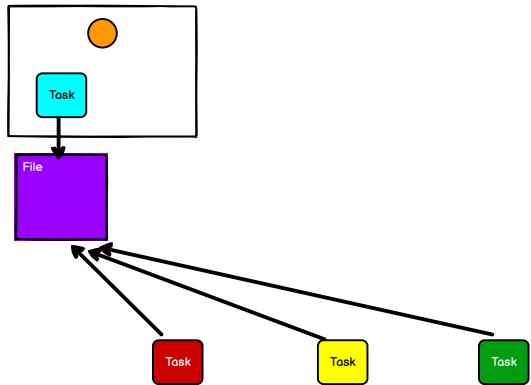
移动数据不如移动计算

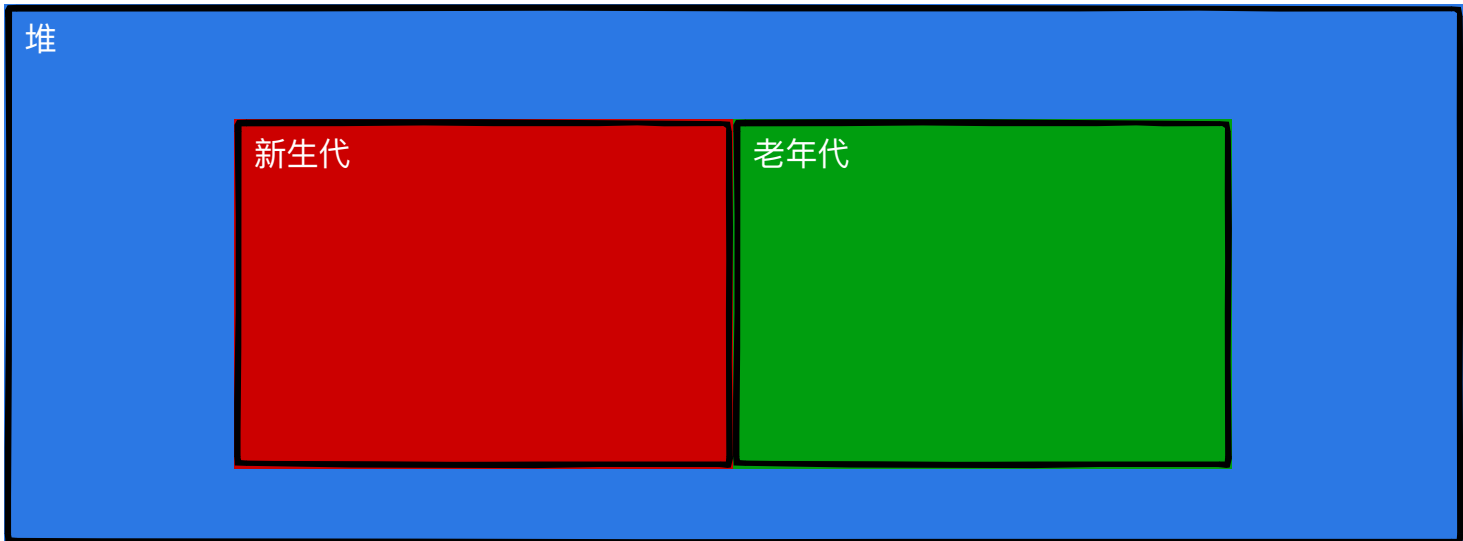
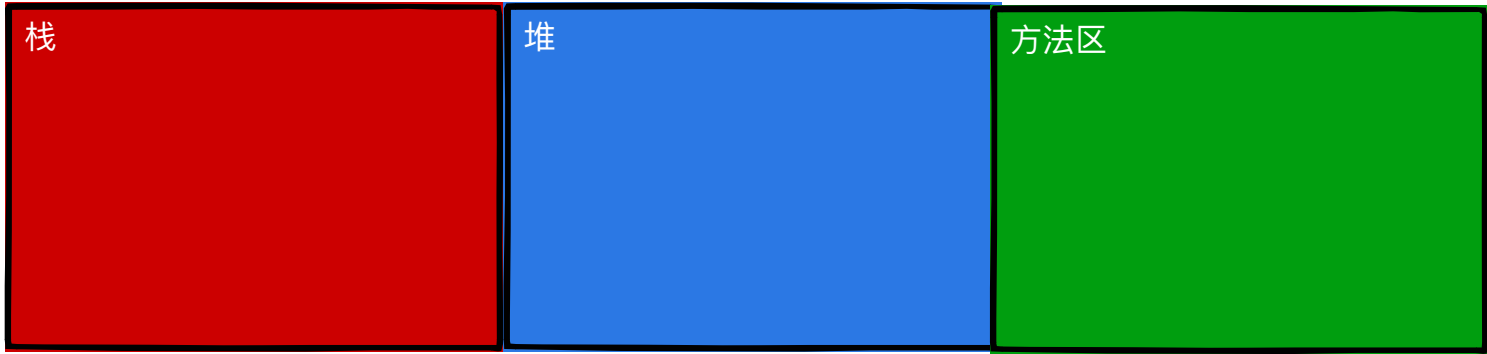
计算和数据的位置存在不同的级别，这个级别称之为本地化级别

- 进程本地化：数据和计算在同一个进程中
- 节点本地化：数据和计算在同一个节点中
- 机架本地化：数据和计算在同一个机架中
- 任意

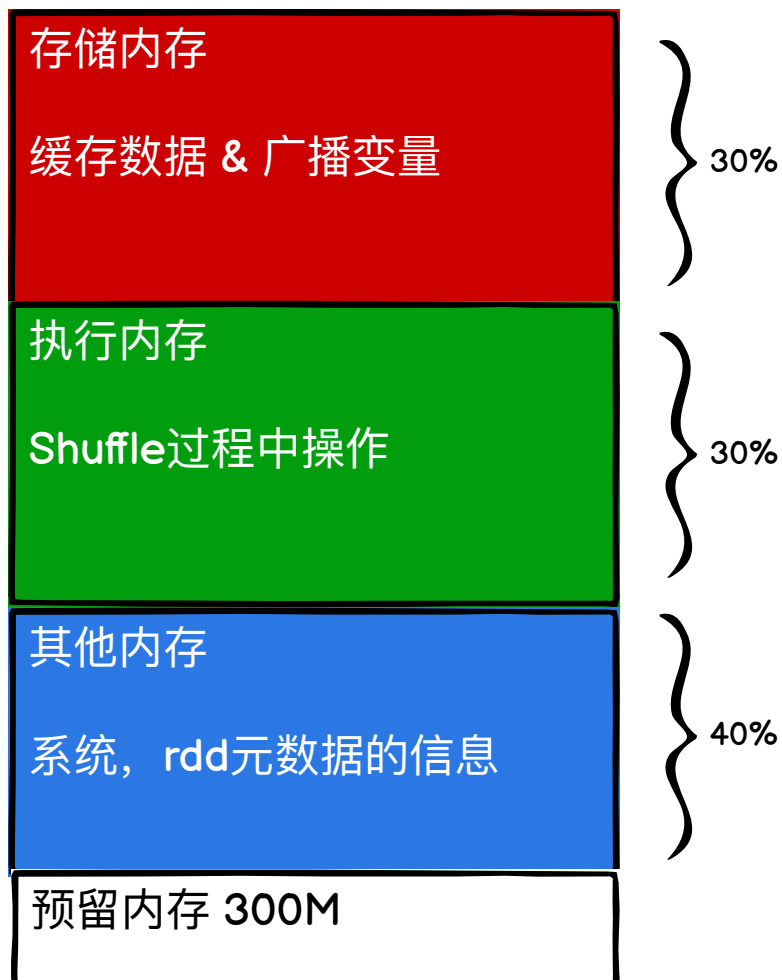


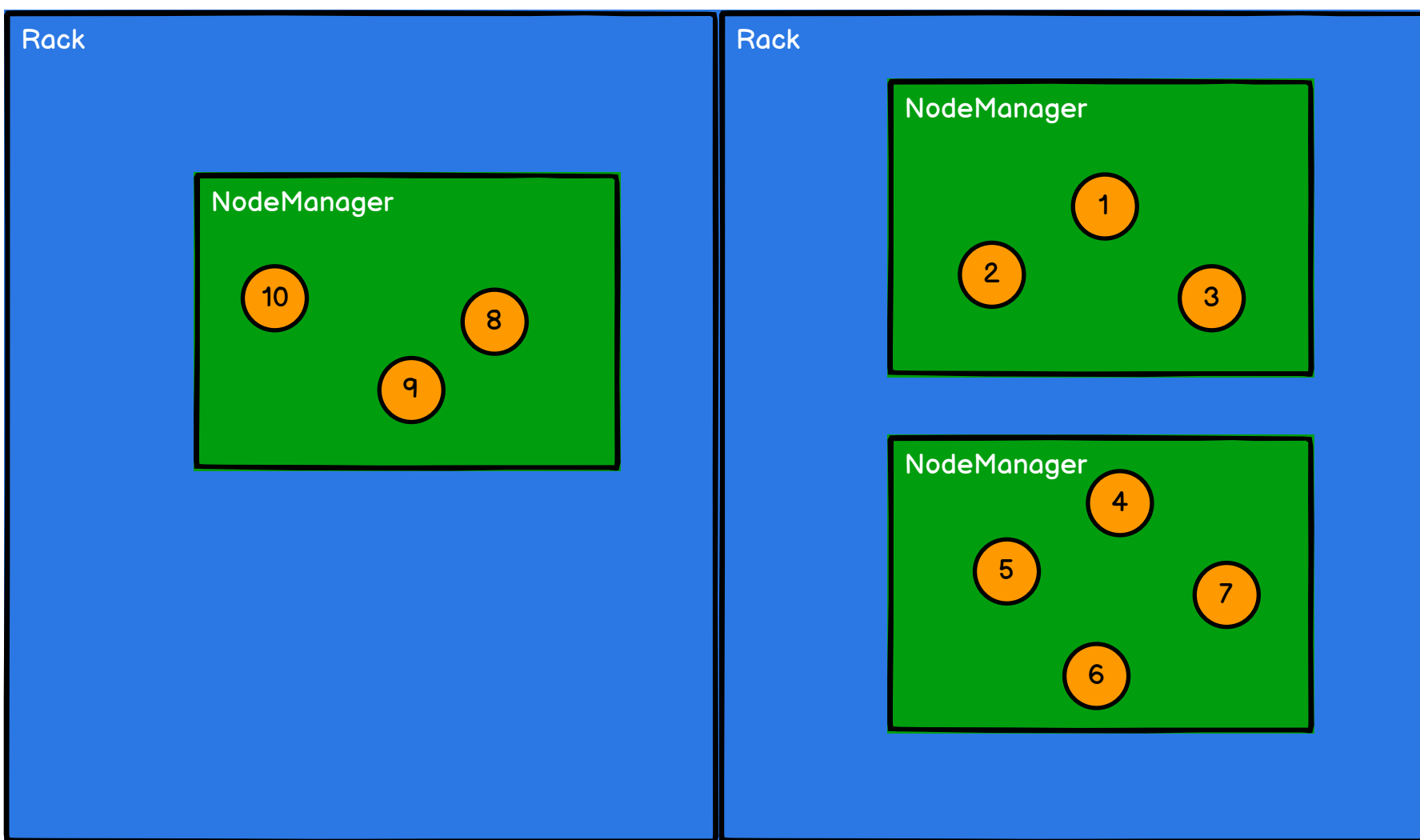
shuffle一定会有落盘  
如果shuffle过程中落盘数据量减少，那么可以提高性能  
算子如果存在预聚合功能，可以提高shuffle的性能





## 统一内存管理





首选位置