Map Reduce

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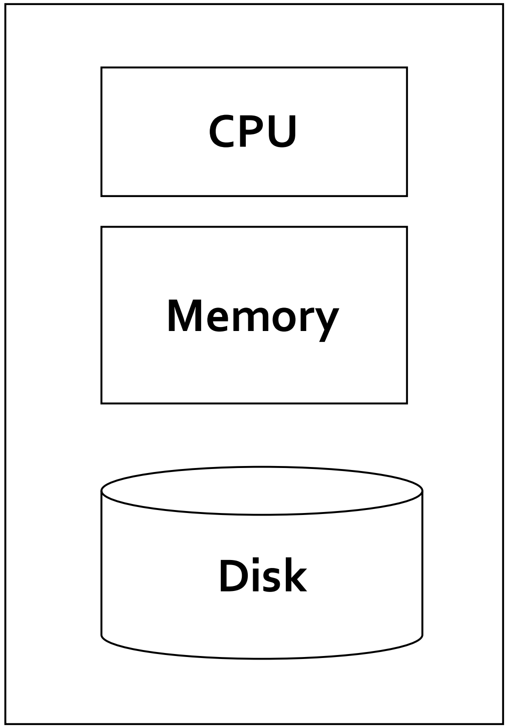
Jure Leskovec, Anand Rajaraman, Jeff Ullman

Single Node Architecture



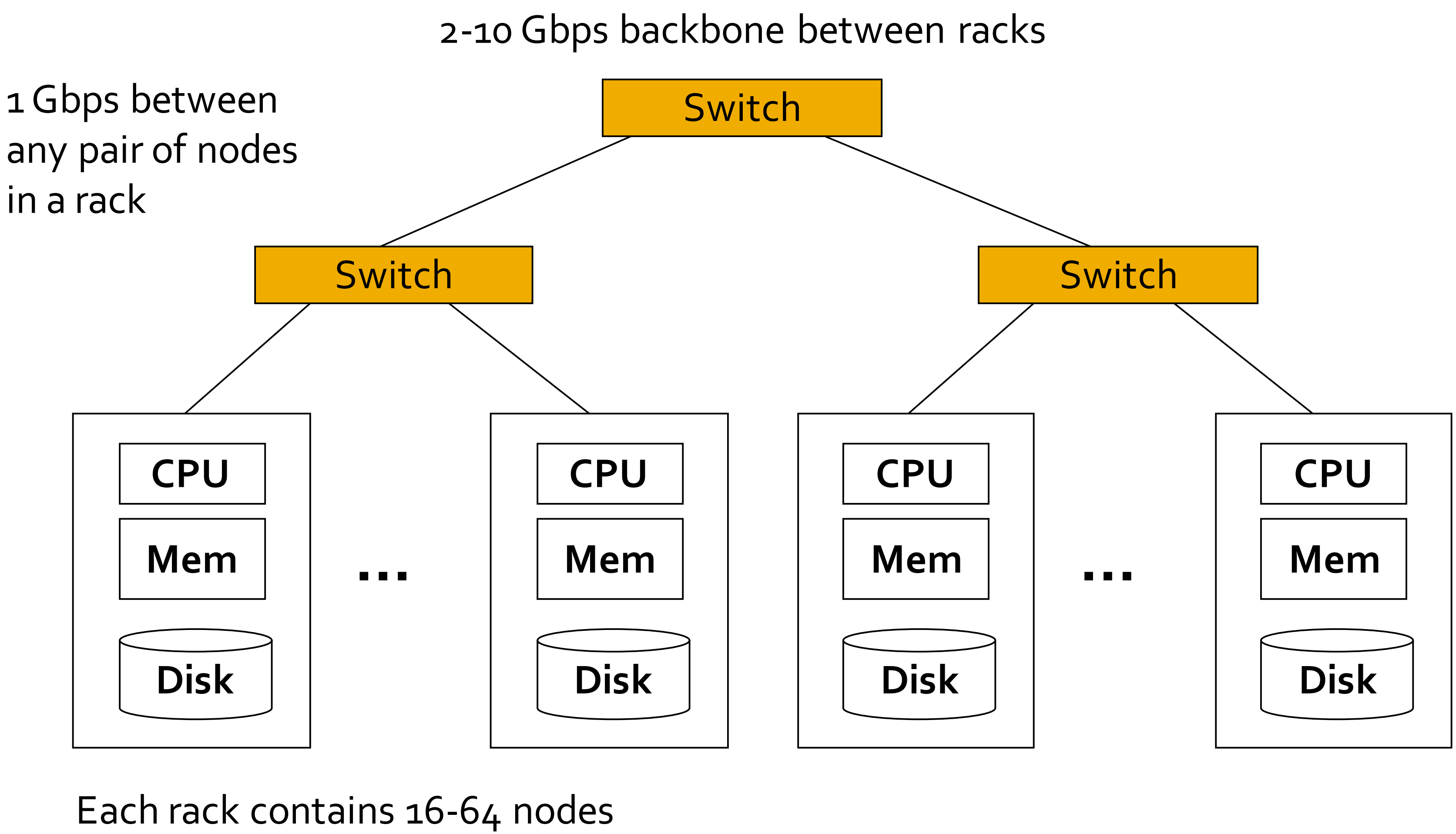
Machine Learning, Statistics

"Classical" Data Mining

Motivation: Google Example

- 20+ billion web pages x 20KB = 400+ TB
- 1 computer reads 30-35 MB/sec from disk
  - ~4 months to read the web
- ~1,000 hard drives to store the web
- Takes even more to **do** something useful with the data!
- **Today, a standard architecture for such problems is emerging:**
  - Cluster of commodity Linux nodes
  - Commodity network (ethernet) to connect them

Cluster Architecture



In 2011 it was guestimated that Google had 1M machines, http://bit.ly/Shh0RO

Large-scale Computing

- **Large-scale computing** for **data mining** problems on **commodity hardware**
- **Challenges:**
  - **How do you distribute computation?**
  - **How can we make it easy to write distributed programs?**
  - **Machines fail:**
    - One server may stay up 3 years (1,000 days)
    - If you have 1,000 servers, expect to loose 1/day
    - People estimated Google had ~1M machines in 2011
      - 1,000 machines fail every day!

Idea and Solution

- **Issue: Copying data over a network takes time**
- **Idea:**
  - Bring computation close to the data
  - Store files multiple times for reliability
- **Map-reduce** addresses these problems
  - Google's computational/data manipulation model
  - Elegant way to work with big data
  - **Storage Infrastructure – File system**
    - Google: GFS. Hadoop: HDFS
  - **Programming model**
    - Map-Reduce

Storage Infrastructure

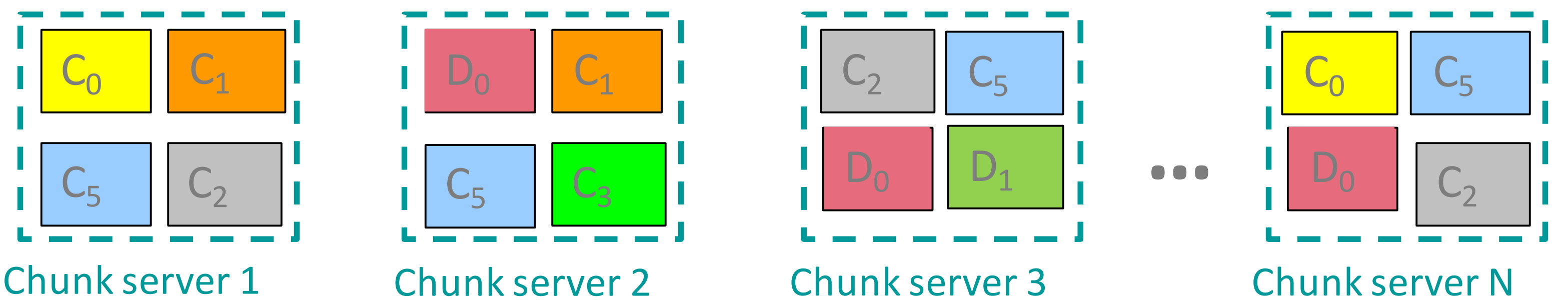
- **Problem:**
  - If nodes fail, how to store data persistently?
- **Answer:**
  - **Distributed File System:**
    - Provides global file namespace
    - Google GFS; Hadoop HDFS;
- **Typical usage pattern**
  - Huge files (100s of GB to TB)
  - Data is rarely updated in place
  - Reads and appends are common

Distributed File System

- **Chunk servers**
  - File is split into contiguous chunks
  - Typically each chunk is 16-64MB
  - Each chunk replicated (usually 2x or 3x)
  - Try to keep replicas in different racks
- **Master node**
  - a.k.a. Name Node in Hadoop's HDFS
  - Stores metadata about where files are stored
  - Might be replicated
- **Client library for file access**
  - Talks to master to find chunk servers
  - Connects directly to chunk servers to access data

Distributed File System

- **Reliable distributed file system**
- Data kept in "chunks" spread across machines
- Each chunk replicated on different machines
  - Seamless recovery from disk or machine failure



Bring computation directly to the data!

Chunk servers also serve as compute servers

Map-Reduce: Environment

Map-Reduce environment takes care of:

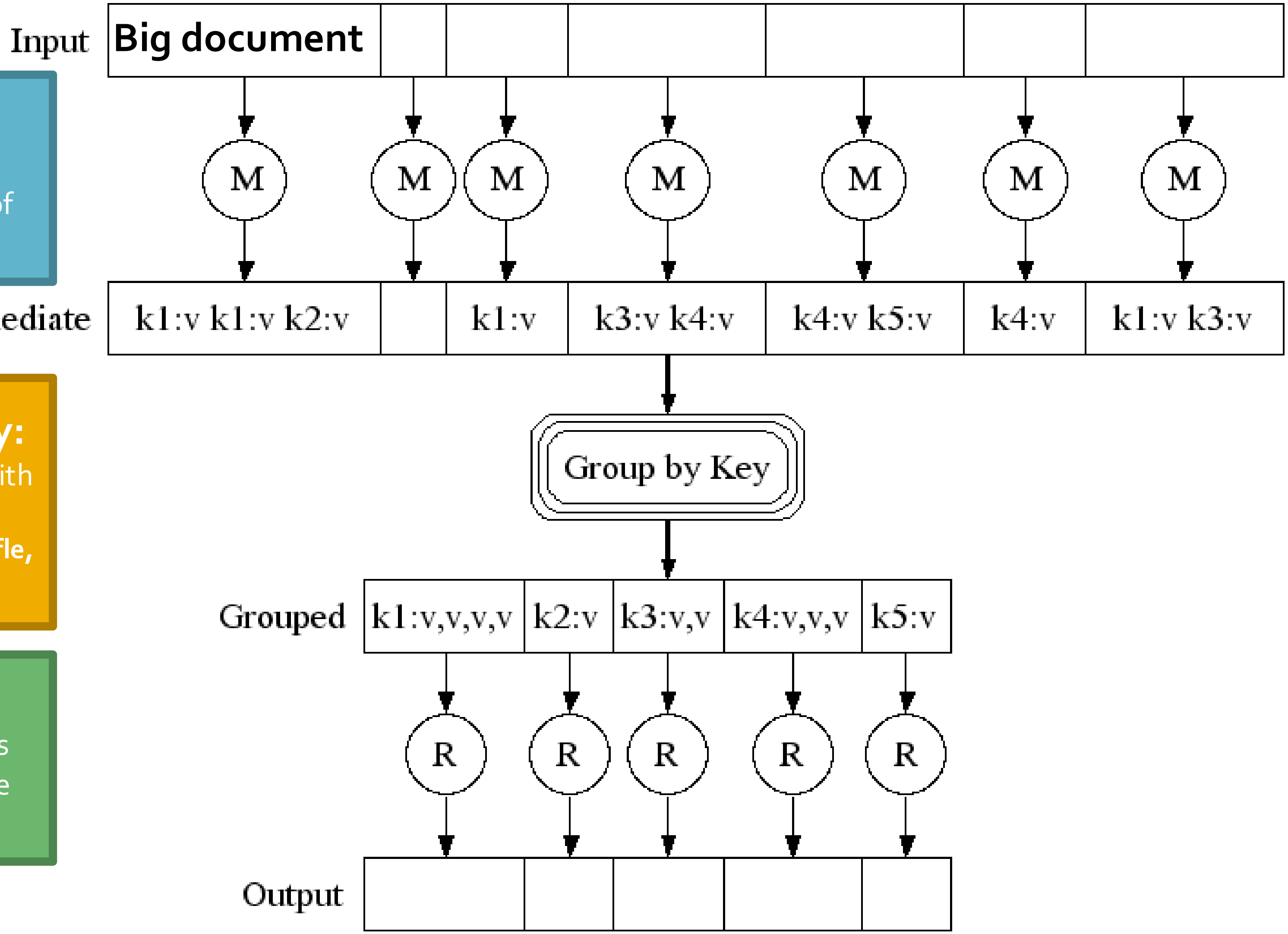
- Partitioning the input data
- Scheduling the program's execution across a set of machines
- Performing the **group by key** step
- Handling machine failures
- Managing required inter-machine communication

Map-Reduce: A diagram

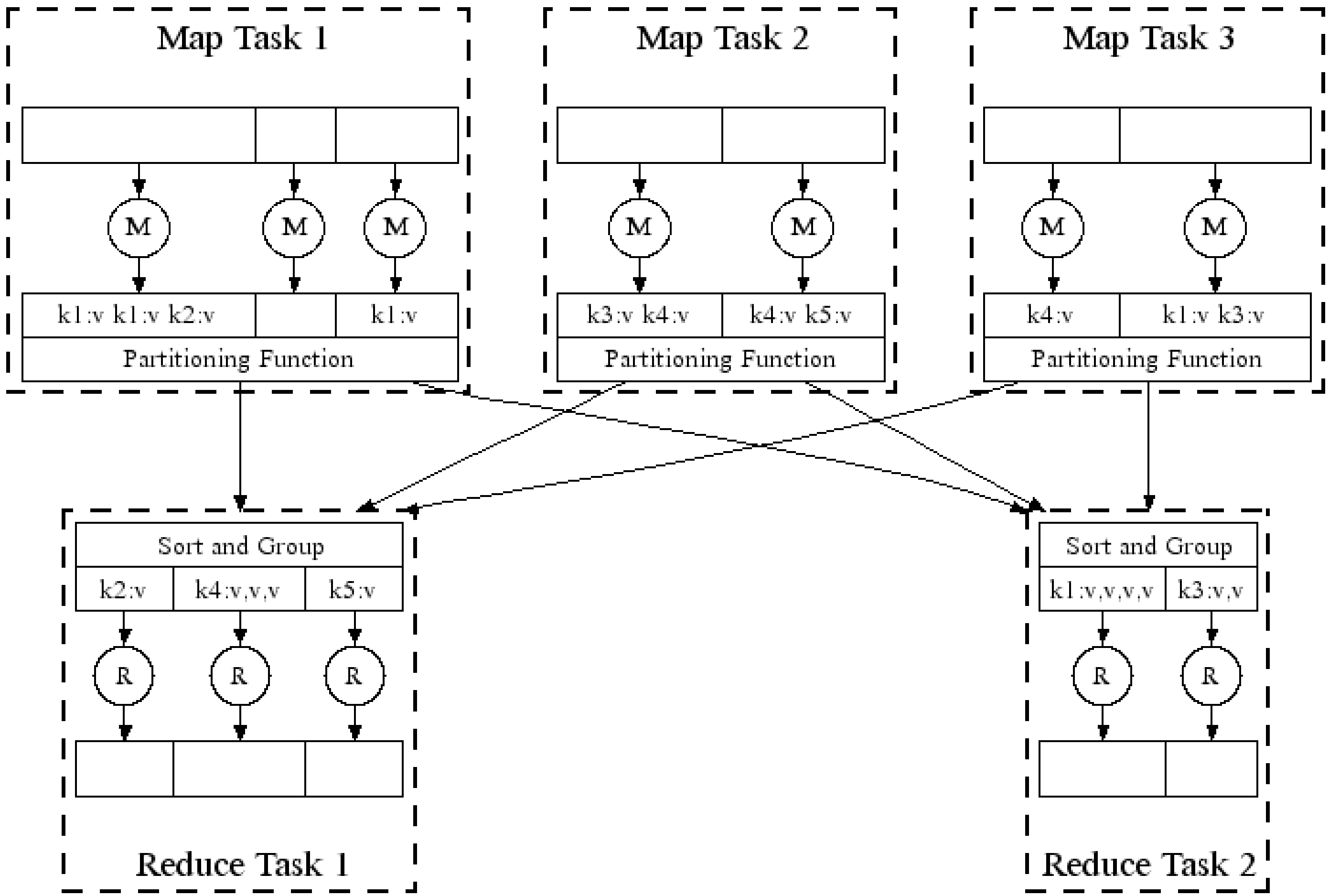
MAP:
Read input and produces a set of key-value pairs

Group by key:
Collect all pairs with same key
(Hash merge, Shuffle, Sort, Partition)

Reduce:
Collect all values belonging to the key and output



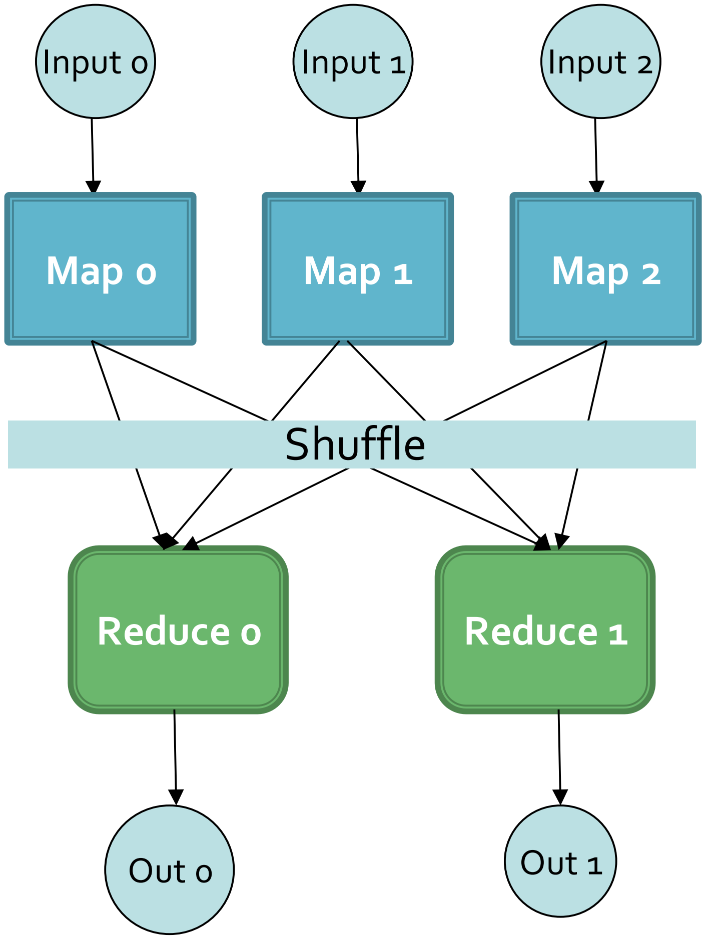
Map-Reduce: In Parallel



All phases are distributed with many tasks doing the work

Map-Reduce

- Programmer specifies:
  - Map and Reduce and input files
- **Workflow:**
  - Read inputs as a set of key-value-pairs
  - Map transforms input kv-pairs into a new set of k'v'-pairs
  - Sorts & Shuffles the k'v'-pairs to output nodes
  - All k'v'-pairs with a given k' are sent to the same reduce
  - Reduce processes all k'v'-pairs grouped by key into new k''v''-pairs
  - Write the resulting pairs to files
- All phases are distributed with many tasks doing the work



Data Flow

- **Input and final output are stored on a distributed file system (FS):**
  - Scheduler tries to schedule map tasks "close" to physical storage location of input data
- **Intermediate results are stored on local FS of Map and Reduce workers**
- **Output is often input to another MapReduce task**

Coordination: Master

- Master node takes care of coordination:
  - **Task status:** (idle, in-progress, completed)
  - **Idle tasks** get scheduled as workers become available
  - When a map task completes, it sends the master the location and sizes of its *R* intermediate files, one for each reducer
  - Master pushes this info to reducers
- Master pings workers periodically to detect failures

Dealing with Failures

- **Map worker failure**
  - Map tasks completed or in-progress at worker are reset to idle
  - Reduce workers are notified when task is rescheduled on another worker
- **Reduce worker failure**
  - Only in-progress tasks are reset to idle
  - Reduce task is restarted
- **Master failure**
  - MapReduce task is aborted and client is notified

How many Map and Reduce jobs?

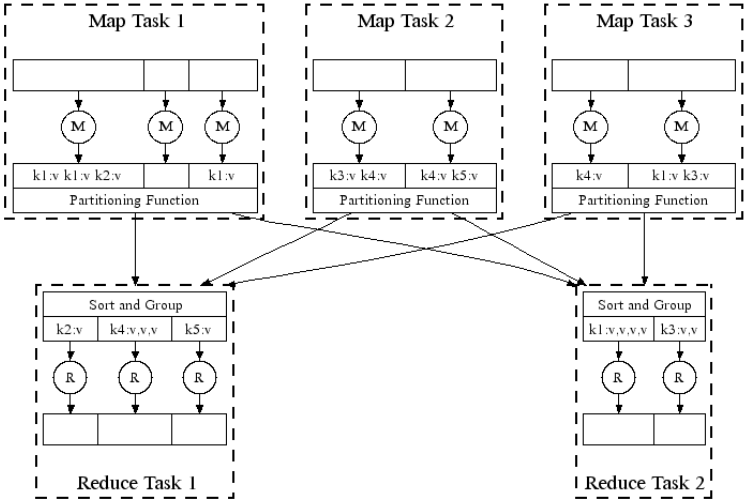
- *M* map tasks, *R* reduce tasks
- **Rule of a thumb:**
  - Make *M* much larger than the number of nodes in the cluster
  - One DFS chunk per map is common
  - Improves dynamic load balancing and speeds up recovery from worker failures
- **Usually *R* is smaller than *M***
  - Because output is spread across *R* files

Refinements: Backup Tasks

- **Problem**
  - Slow workers significantly lengthen the job completion time:
    - Other jobs on the machine
    - Bad disks
    - Weird things
- **Solution**
  - Near end of phase, spawn backup copies of tasks
    - Whichever one finishes first "wins"
- **Effect**
  - Dramatically shortens job completion time

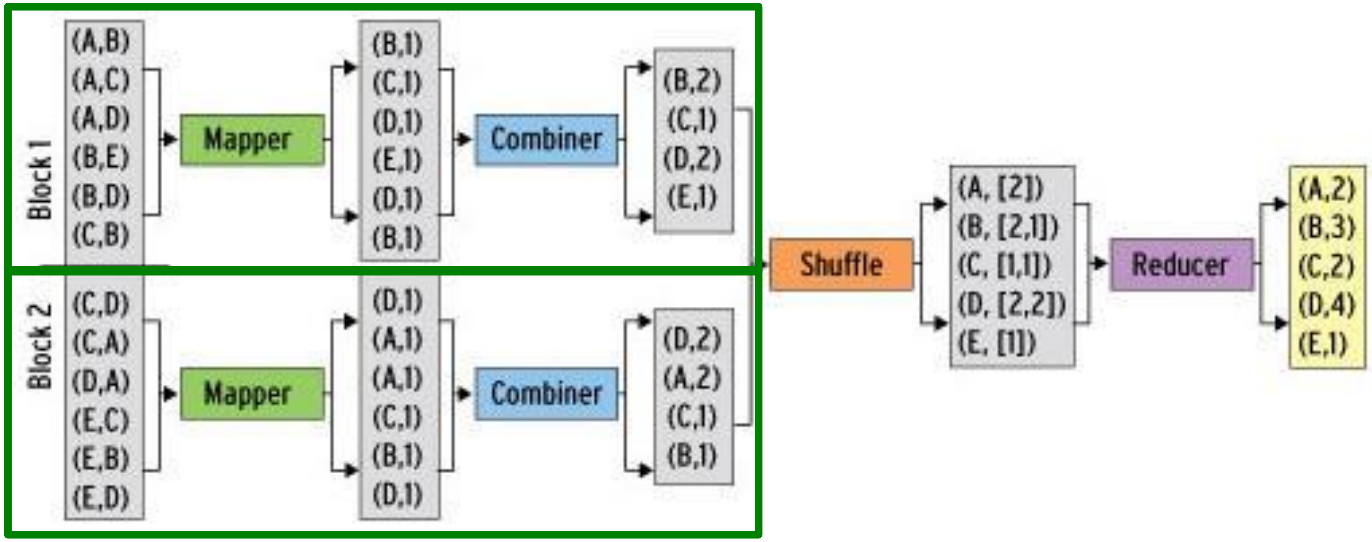
Refinement: Combiners

- Often a Map task will produce many pairs of the form *(k,v₁), (k,v₂), ...* for the same key *k*
  - E.g., popular words in the word count example
- **Can save network time by** **pre-aggregating values in the mapper:**
  - combine(k, list(v_1)) → v_2
  - Combiner is usually same as the reduce function
- Works only if reduce function is commutative and associative



Refinement: Combiners

- **Back to our word counting example:**
  - Combiner combines the values of all keys of a single mapper (single machine):



  - Much less data needs to be copied and shuffled!

Refinement: Partition Function

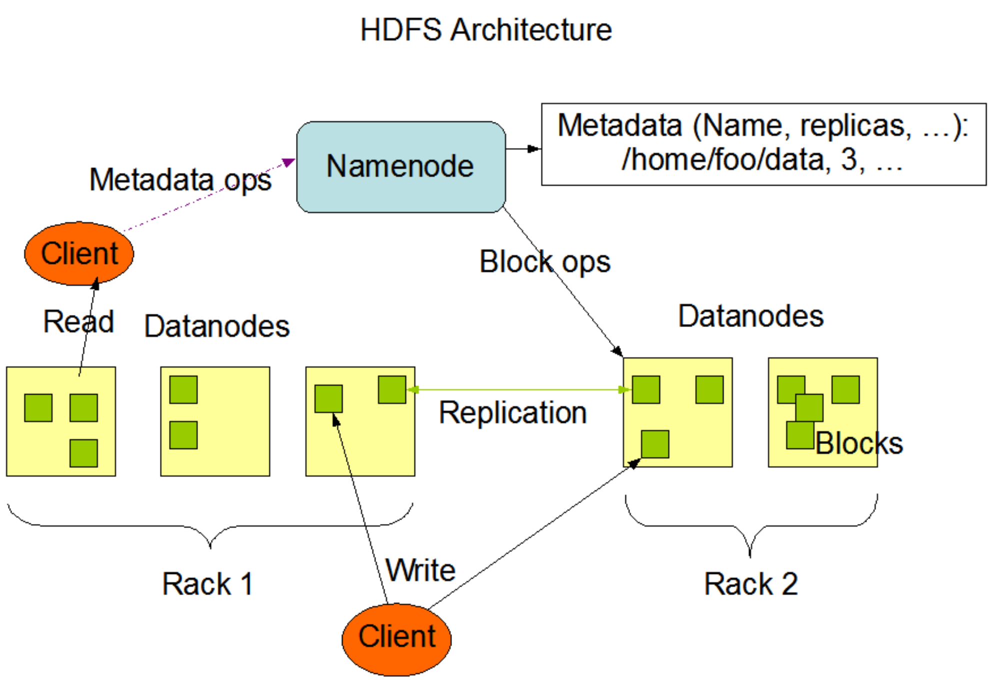
- **Want to control how keys get partitioned**
  - Inputs to map tasks are created by contiguous splits of input file
  - Reduce needs to ensure that records with the same intermediate key end up at the same worker
- **System uses a default partition function:**
  - **hash(key) mod *R***
- **Sometimes useful to override the hash function:**
  - E.g., **hash(hostname(URL)) mod *R*** ensures URLs from a host end up in the same output file

Hadoop

- Open source project managed by the Apache Software Foundation
- Current Framework includes:
  - Implementation of MapReduce
  - YARN
  - Hadoop Distributed File System (HDFS)
  - Hadoop Commons
- Users include Amazon, Facebook, and Ebay[1]

1: https://wiki.apache.org/Hadoop/PoweredBy

Hadoop Distributed File System



https://hadoop.apache.org/docs/r1.2.1/hdfs_design.html

Pig

- High-level scripting platform
- Provides an abstraction from MapReduce

```
input_lines = LOAD '/tmp/word.txt' AS (line:chararray);
words = FOREACH input_lines GENERATE FLATTEN(TOKENIZE(line)) AS word;
filtered_words = FILTER words BY word MATCHES '\\w+';
word_groups = GROUP filtered_words BY word;
word_count = FOREACH word_groups GENERATE COUNT(filtered_words) AS
count, group AS word;
ordered_word_count = ORDER word_count BY count DESC;
STORE ordered_word_count INTO '/tmp/results.txt';
```

Hive

- Data warehouse software
- SQL-like interface (Hive-QL)
- Specify what not how!

Example: Join By Map-Reduce

- **Compute the natural join *R(A,B)* ⋈ *S(B,C)***
- *R* and *S* are each stored in files
- Tuples are pairs *(a,b)* or *(b,c)*

A	B
a_1	b_1
a_2	b_1
a_3	b_2
a_4	b_3

R

⋈

B	C
b_2	c_1
b_2	c_2
b_3	c_3

S

=

A	C
a_3	c_1
a_3	c_2
a_4	c_3