

Principles of Software Construction: Objects, Design, and Concurrency

Distributed System Design, Part 3 MapReduce

Fall 2014

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Administrivia

- Homework 5c due Thursday night
- Homework 6 available Friday morning
 - Checkpoint due Tuesday, December 2nd
 - Due Thursday, December 4th
 - Late days to Saturday, December 6th
- Final exam Monday, December 8th
 - Review session Sunday, Dec. 7th, noon 3 p.m. DH 1212

Key concepts from last Thursday



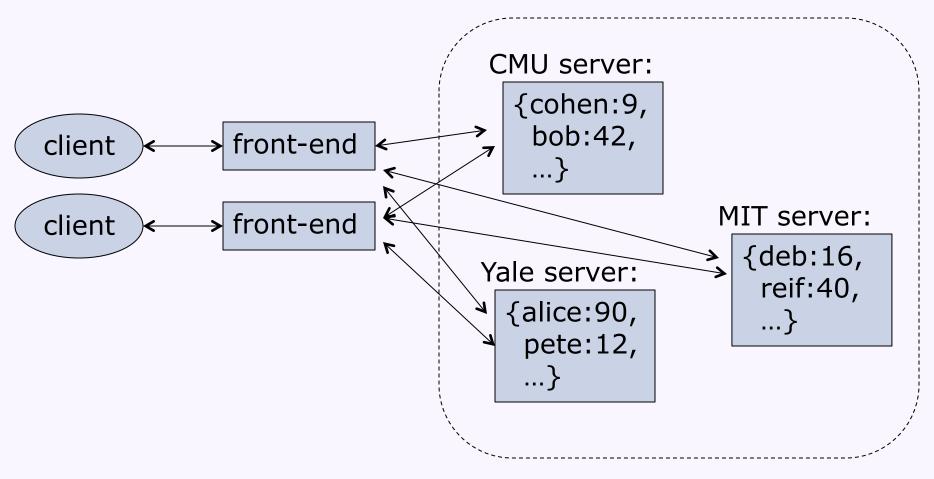
Some distributed system design goals

- The end-to-end principle
 - When possible, implement functionality at the ends (rather than the middle) of a distributed system
- The robustness principle
 - Be strict in what you send, but be liberal in what you accept from others
 - Protocols
 - Failure behaviors
- Benefit from incremental changes
- Be redundant
 - Data replication
 - Checks for correctness

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Partitioning for scalability

 Partition data based on some property, put each partition on a different server



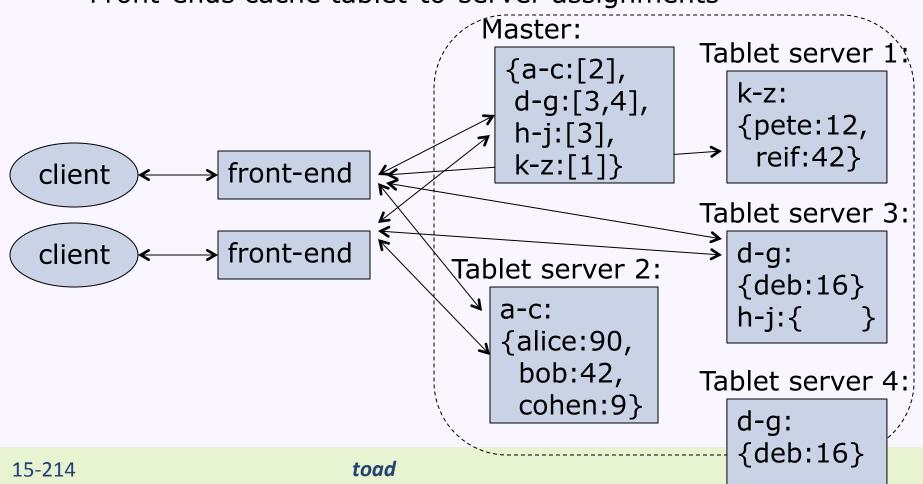
Consistent hashing

- Goal: Benefit from incremental changes
 - Resizing the hash table (i.e., adding or removing a server) should not require moving many objects
- E.g., Interpret the range of hash codes as a ring
 - Each bucket stores data for a range of the ring
 - Assign each bucket an ID in the range of hash codes
 - To store item x don't compute x.hashCode() % n. Instead, place x in bucket with the same ID as or next higher ID than x.hashCode()

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Master/tablet-based systems

- Dynamically allocate range-based partitions
 - Master server maintains tablet-to-server assignments
 - Tablet servers store actual data
 - Front-ends cache tablet-to-server assignments



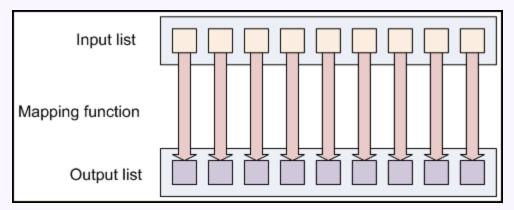
Today: Distributed system design

- MapReduce: A robust, scalable framework for distributed computation...
 - ...on replicated, partitioned data

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Map from a functional perspective

- map(f, x[0...n-1])
 - Apply the function f to each element of list x



map/reduce images src: Apache Hadoop tutorials

• E.g., in Python:

```
def square(x): return x*x
map(square, [1, 2, 3, 4]) would return [1, 4, 9, 16]
```

- Parallel map implementation is trivial
 - What is the work? What is the depth?

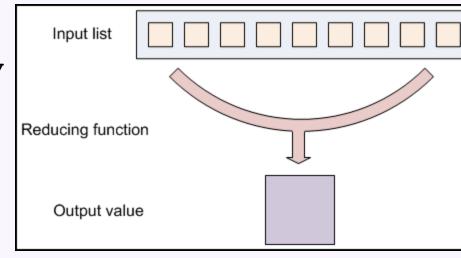
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Reduce from a functional perspective

- reduce(f, x[0...n-1])
 - Repeatedly apply binary function f to pairs of items in x, replacing the pair of items with the result until only one item remains
 - One sequential Python implementation:

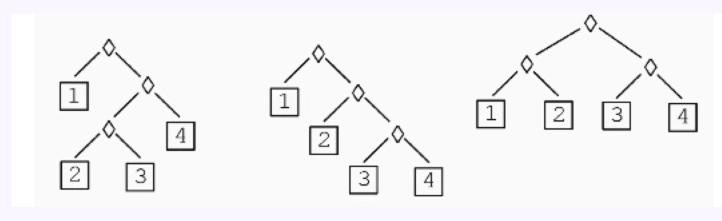
```
def reduce(f, x):
   if len(x) == 1: return x[0]
   return reduce(f, [f(x[0],x[1])] + x[2:])
```

• e.g., in Python:
 def add(x,y): return x+y
 reduce(add, [1,2,3,4])
 would return 10 as
 reduce(add, [1,2,3,4])
 reduce(add, [3,3,4])
 reduce(add, [6,4])
 reduce(add, [10]) -> 10



Reduce with an associative binary function

 If the function f is associative, the order f is applied does not affect the result



$$1 + ((2+3) + 4) \quad 1 + (2 + (3+4)) \quad (1+2) + (3+4)$$

- Parallel reduce implementation is also easy
 - What is the work? What is the depth?

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Distributed MapReduce

 The distributed MapReduce idea is similar to (but not the same as!):

```
reduce(f2, map(f1, x))
```

- Key idea: a "data-centric" architecture
 - Send function £1 directly to the data
 - Execute it concurrently
 - Then merge results with reduce
 - Also concurrently
- Programmer can focus on the data processing rather than the challenges of distributed systems

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MapReduce with key/value pairs (Google style)

Master

- Assign tasks to workers
- Ping workers to test for failures

Map workers

- Map for each key/value pair
- Emit intermediate key/value pairs

the shuffle:

Node 1

Mapping process

Reducing process

Reducing process

Reduce workers

- Sort data by intermediate key and aggregate by key
- Reduce for each key

MapReduce with key/value pairs (Google style)

- E.g., for each word on the Web, count the number of times that word occurs
 - For Map: key1 is a document name, value is the contents of that document
 - For Reduce: key2 is a word, values is a list of the number of counts of that word

```
f1(String key1, String value):
  for each word w in value:
    int result = 0;
    for each v in values:
        result += v;
    Emit(key2, result);
```

```
Map: (\text{key1, v1}) \rightarrow (\text{key2, v2})^* Reduce: (\text{key2, v2*}) \rightarrow (\text{key3, v3})^* MapReduce: (\text{key1, v1})^* \rightarrow (\text{key3, v3})^*
```

MapReduce: (docName, docText)* → (word, wordCount)*

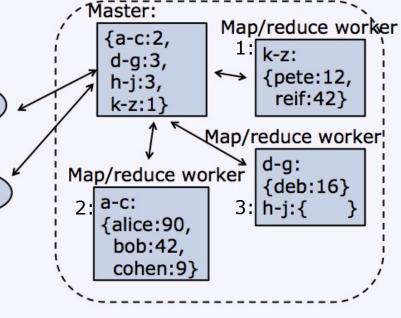
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MapReduce architectural details

- Usually integrated with a distributed storage system
 - Map worker executes function on its share of the data
- Map output usually written to worker's local disk

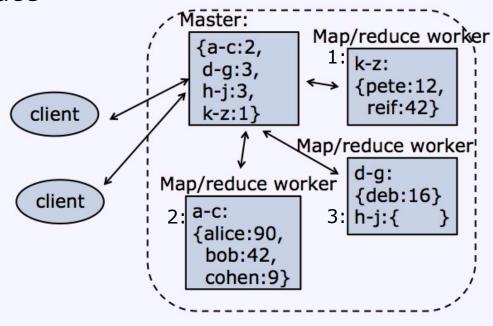
 Shuffle: reduce worker often pulls intermediate data from map worker's local disk

Reduce output usually written back to distributed storage system



Handling server failures with MapReduce

- Map worker failure:
 - Re-map using replica of the storage system data
- Reduce worker failure:
 - New reduce worker can pull intermediate data from map worker's local disk, re-reduce
- Master failure:
 - Options:
 - Restart system using new master
 - Replicate master
 - ...



The beauty of MapReduce

- Low communication costs (usually)
 - The shuffle (between map and reduce) is expensive
- MapReduce can be iterated
 - Input to MapReduce: key/value pairs in the distributed storage system
 - Output from MapReduce: key/value pairs in the distributed storage system



MapReduce to count mutual friends

- E.g., for person in a social network graph, output the number of mutual friends they have
 - For Map: key1 is a person, value is the list of her friends
 - For Reduce: key2 is ???, values is a list of ???

```
f1(String key1, String value): f2(String key2, Iterator values):
```

MapReduce: (person, friends)* \rightarrow (pair of people, count of mutual friends)*

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MapReduce to count mutual friends

- E.g., for person in a social network graph, output the number of mutual friends they have
 - For Map: key1 is a person, value is the list of her friends
 - For Reduce: key2 is a pair of people, values is a list of 1s, for each mutual friend that pair has

```
f1(String key1, String value):
  for each pair of friends
        in value:
    EmitIntermediate(pair, 1);
```

```
f2(String key2, Iterator values):
  int result = 0;
  for each v in values:
    result += v;
  Emit(key2, result);
```

MapReduce: (person, friends)* \rightarrow (pair of people, count of mutual friends)*



MapReduce to count incoming links

- E.g., for each page on the Web, count the number of pages that link to it
 - For Map: key1 is a document name, value is the contents of that document
 - For Reduce: key2 is ???, values is a list of ???

```
f1(String key1, String value): f2(String key2, Iterator values):
```

MapReduce: (docName, docText)* → (docName, number of incoming links)*

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MapReduce to count incoming links

- E.g., for each page on the Web, count the number of pages that link to it
 - For Map: key1 is a document name, value is the contents of that document
 - For Reduce: key2 is ???, values is a list of ???

```
f1(String key1, String value):
  for each link in value:
   EmitIntermediate(link, 1)
```

```
f2(String key2, Iterator values):
  int result = 0:
  for each v in values:
    result += v;
  Emit(key2, result);
```

MapReduce: $(docName, docText)^* \rightarrow (docName, number of incoming links)^*$

MapReduce to create an inverted index

- E.g., for each page on the Web, create a list of the pages that link to it
 - For Map: key1 is a document name, value is the contents of that document
 - For Reduce: key2 is ???, values is a list of ???

```
f1(String key1, String value):
  for each link in value:
    EmitIntermediate(link, key1)
```

```
f2(String key2, Iterator values):
    Emit(key2, values)
```

MapReduce: $(docName, docText)^* \rightarrow (docName, list of incoming links)^*$

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List the mutual friends

- E.g., for each pair in a social network graph, list the mutual friends they have
 - For Map: key1 is a person, value is the list of her friends
 - For Reduce: key2 is ???, values is a list of ???

```
f1(String key1, String value): f2(String key2, Iterator values):
```

MapReduce: (person, friends)* \rightarrow (pair of people, list of mutual friends)*

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List the mutual friends

- E.g., for each pair in a social network graph, list the mutual friends they have
 - For Map: key1 is a person, value is the list of her friends
 - For Reduce: key2 is ???, values is a list of ???

```
f1(String key1, String value):
    for each pair of friends
        in value:
    EmitIntermediate(pair, key1);
    f2(String key2, Iterator values):
        Emit(key2, values)
        in value:
        in value:
        in value (pair, key1);
```

MapReduce: (person, friends)* \rightarrow (pair of people, list of mutual friends)*

Count friends + friends of friends

- E.g., for each person in a social network graph, count their friends and friends of friends
 - For Map: key1 is a person, value is the list of her friends
 - For Reduce: key2 is ???, values is a list of ???

```
f1(String key1, String value): f2(String key2, Iterator values):
```

MapReduce: (person, friends)* \rightarrow (person, count of f + fof)*



Count friends + friends of friends

- E.g., for each person in a social network graph, count their friends and friends of friends
 - For Map: key1 is a person, value is the list of her friends
 - For Reduce: key2 is ???, values is a list of ???

```
f2(String key2, Iterator values):
    distinct_values = {}
    for each v in values:
        if not v in distinct_values:
            distinct_values.insert(v)
        Emit(key2, len(distinct_values))
```

MapReduce: (person, friends)* \rightarrow (person, count of f + fof)*



Friends + friends of friends + friends of friends

- E.g., for each person in a social network graph, count their friends and friends of friends and friends of friends of friends
 - For Map: key1 is a person, value is the list of her friends
 - For Reduce: key2 is ???, values is a list of ???

```
f1(String key1, String value): f2(String key2, Iterator values):
```

MapReduce: (person, friends)* \rightarrow (person, count of f + fof + fofof)*



Problem: How to reach distance 3 nodes?

- Solution: Iterative MapReduce
 - Use MapReduce to get distance 1 and distance 2 nodes
 - Feed results as input to a second MapReduce process
- Also consider:
 - Breadth-first search
 - PageRank

• ...



Dataflow processing

- High-level languages and systems for complex MapReduce-like processing
 - Yahoo Pig, Hive
 - Microsoft Dryad, Naiad
- MapReduce generalizations...

