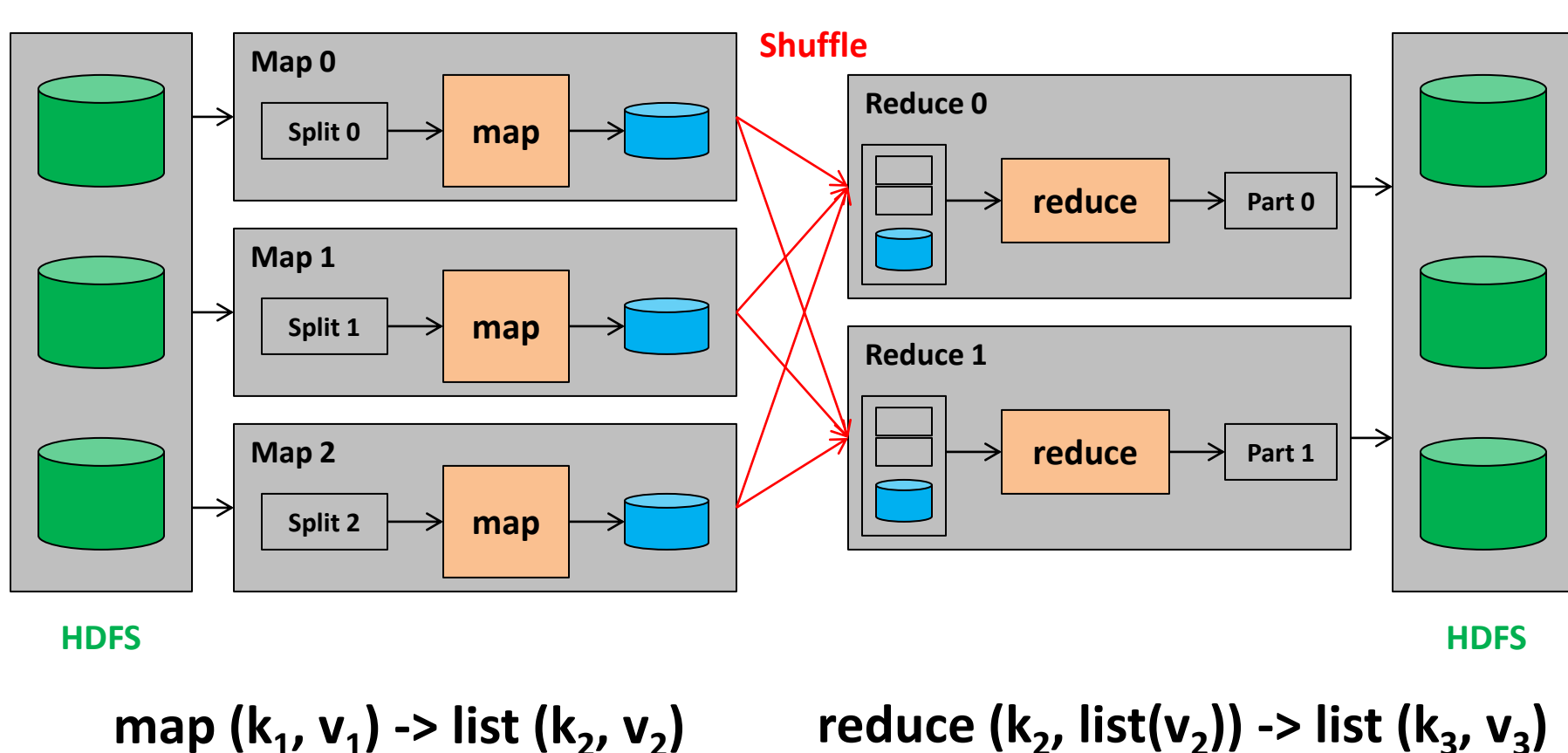


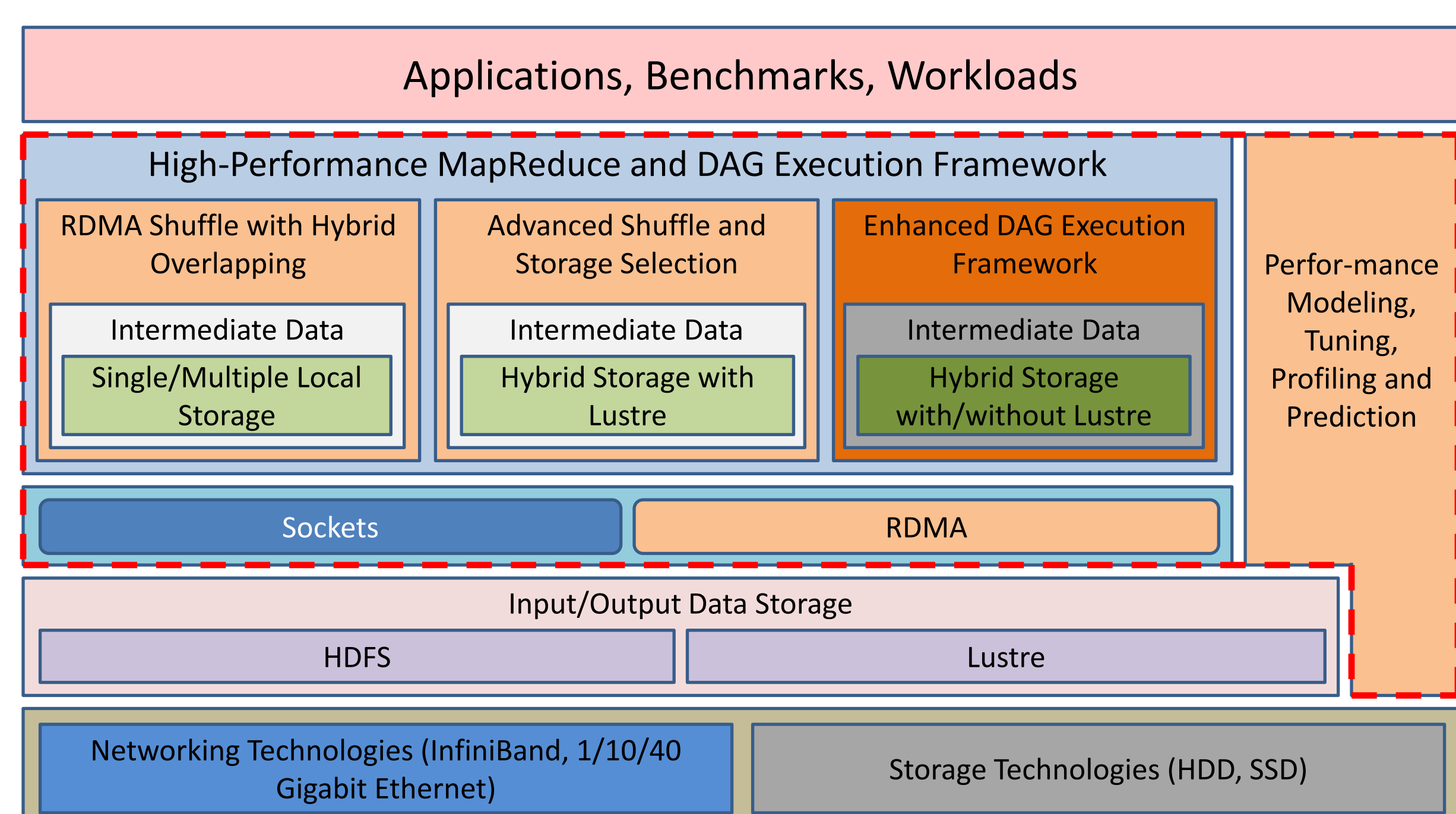
Introduction

- MapReduce is the de-facto parallel programming model for big data processing
- Open-source implementations from Apache (Hadoop, Spark, Tez) are the most popular frameworks because of proven scalability and fault-tolerance

- Java sockets based communication model for bulk data transfer in shuffle
- Costly frequent disk operations in the job execution workflow
- Cannot take advantage of global file systems because of shared-nothing based architecture



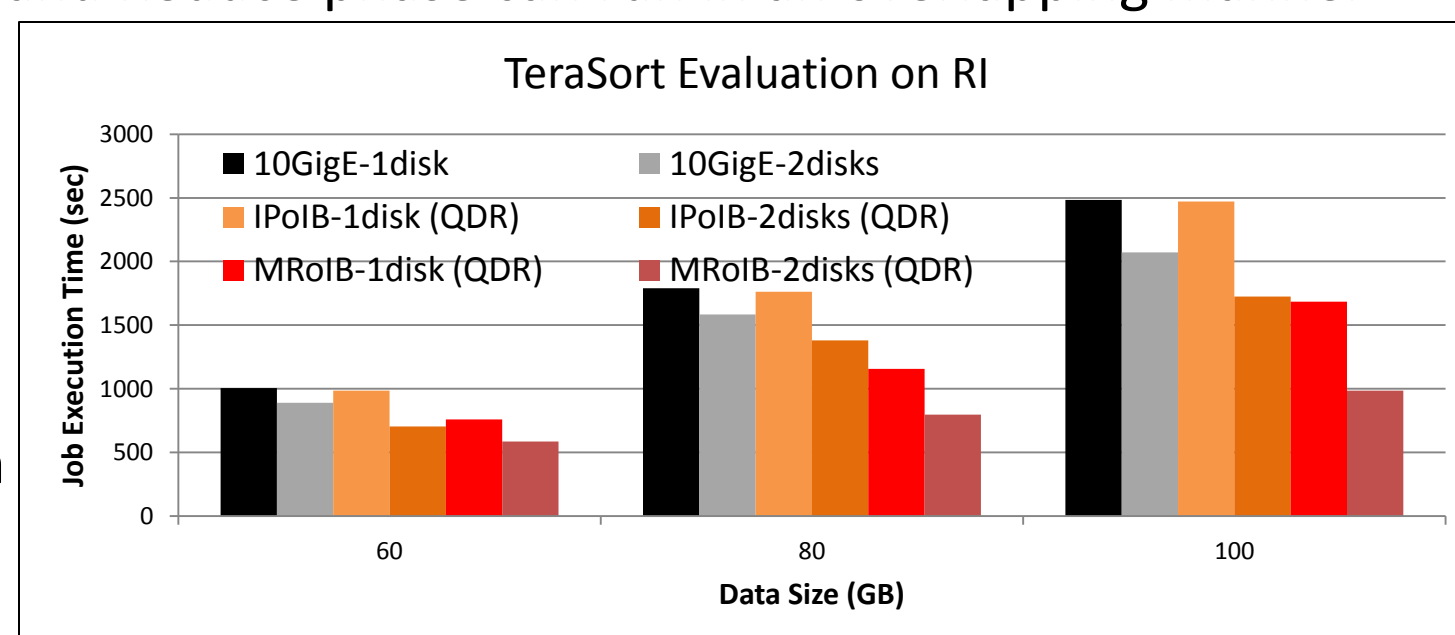
Research Framework



RDMA-based MapReduce

- MRoIB [1] introduces RDMA-based shuffle, replacing the slower HTTP-based request response messages
- MOFs are divided into small packets and are shuffled instead of shuffling the entire data at once as in default framework
- No on-disk merge. Initially, small packets of data are required to create the Priority Queue (PQ); subsequent packets are inserted in this PQ for sorting operation
- Merge and Reduce phase can run in an overlapping manner

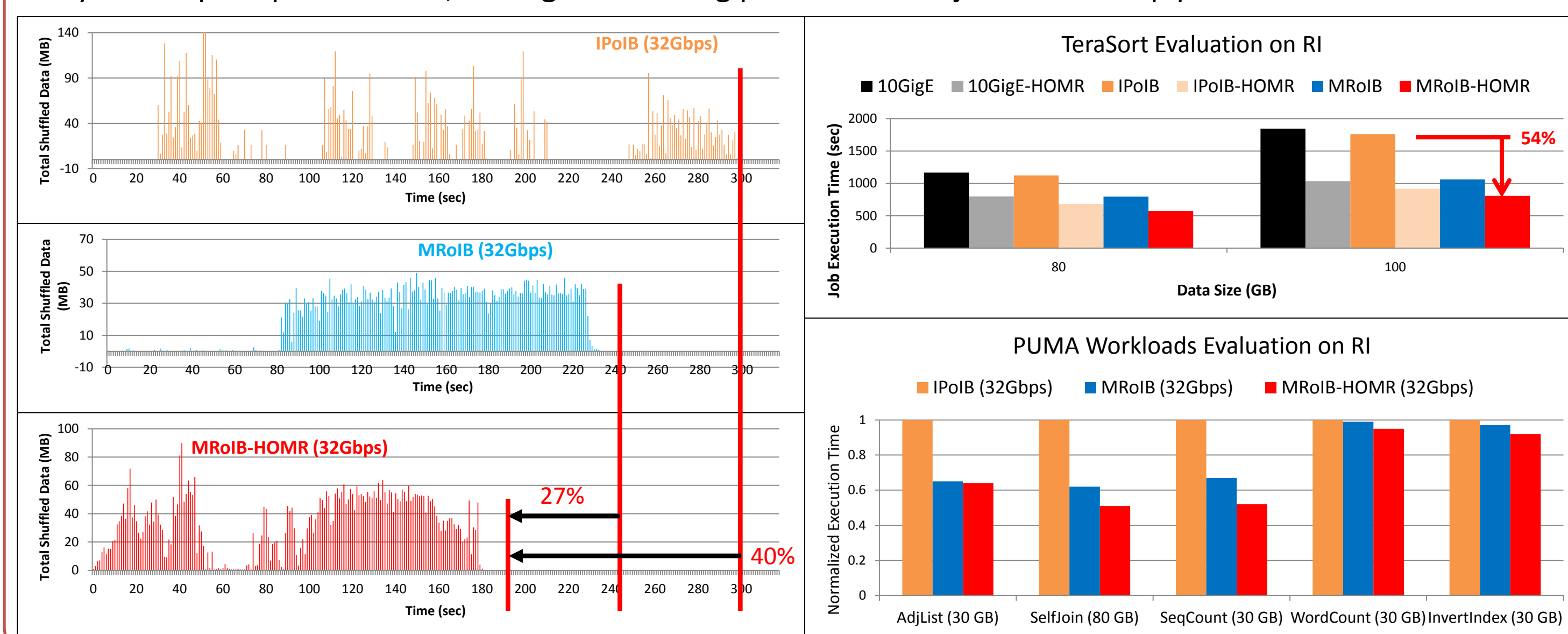
- Pre-fetching and caching of Map Output Files are introduced to accelerate the response from TaskTracker for each request of ReduceTasks
- Performance evaluation shows **39%** (31%) reduction in time with **2 HDD/node** (1 HDD/node) for HDFS



Hybrid Overlapping in MapReduce

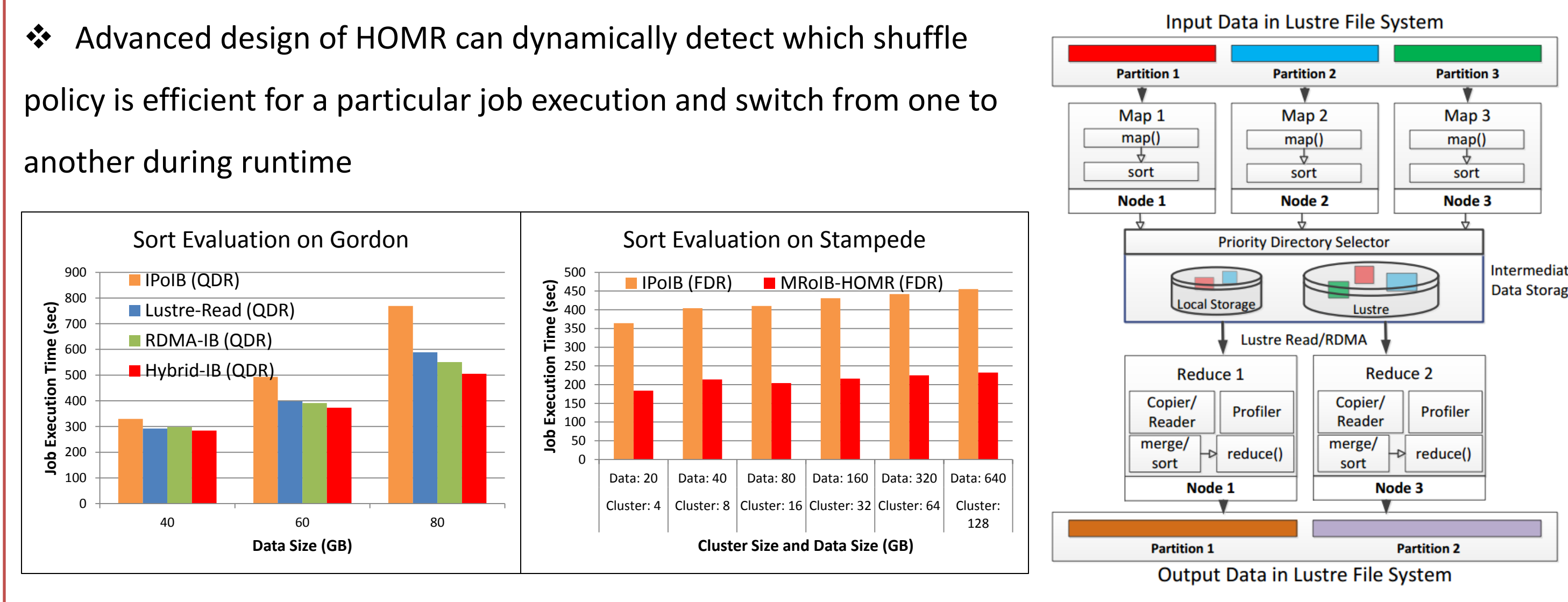
- HOMR [3] (Hybrid Overlapping in MapReduce) is designed to have maximum possible overlapping across all phases of MapReduce
- HOMR also ensures faster job execution over other high performance interconnects (10GigE, iPoIB) because of its new shuffle algorithms; provides the fastest execution over RDMA

- HOMR assigns weights to different maps to signify how much data to shuffle on each request; this assignment can be greedy / all-average
- Initial static weight assignment is updated by on-demand adjustment which makes each shuffle to bring only the map outputs needed; Intelligent shuffling provides faster job execution pipeline



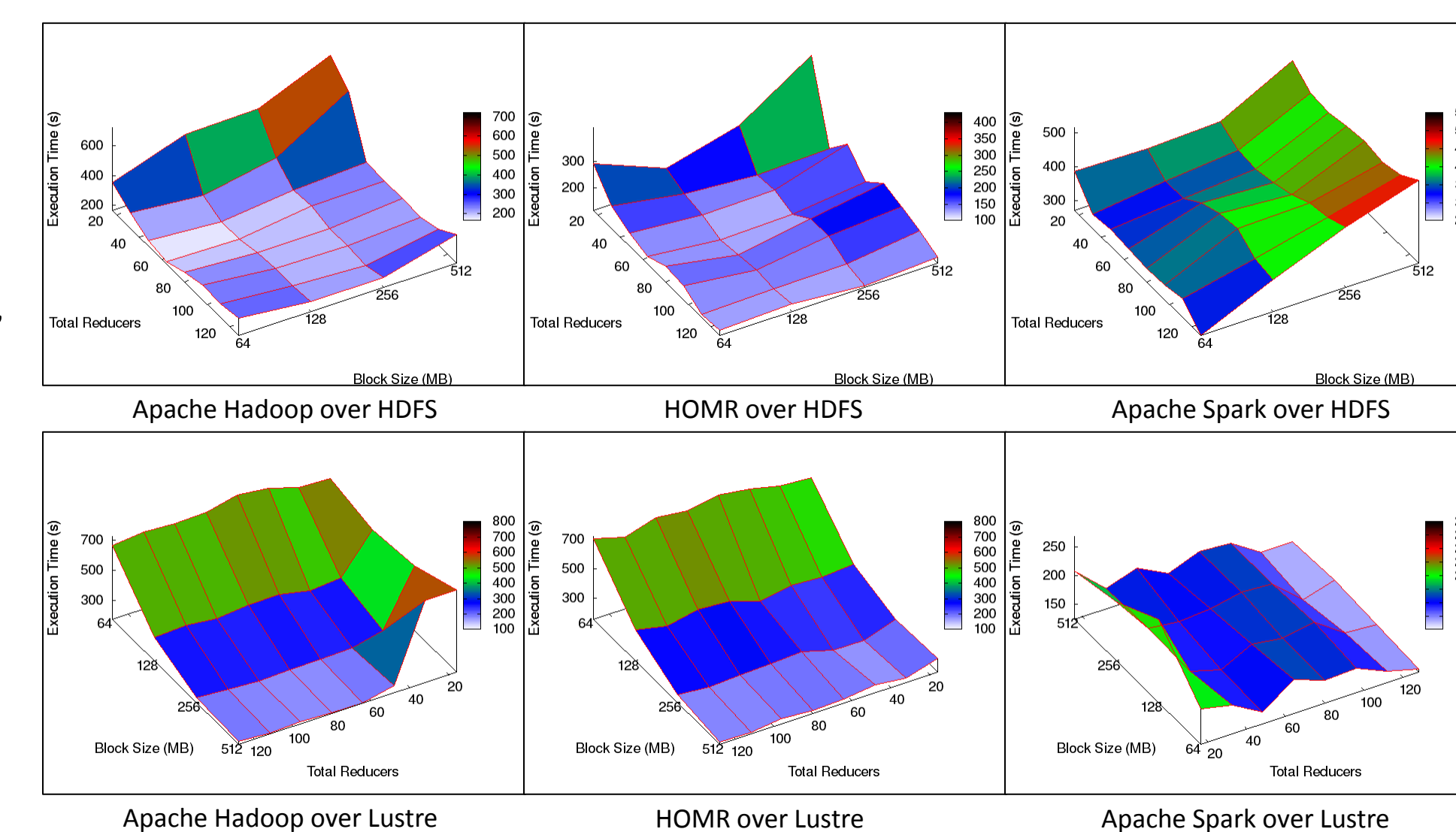
MapReduce over Lustre

- Default MapReduce cannot take advantage of the underlying global file system in HPC clusters, such as Lustre
- We propose an advanced design of HOMR, that can utilize Lustre and extract further benefits
- The intermediate data directory can be configured to the local disks [4] or Lustre [6] or a combination of both [7]

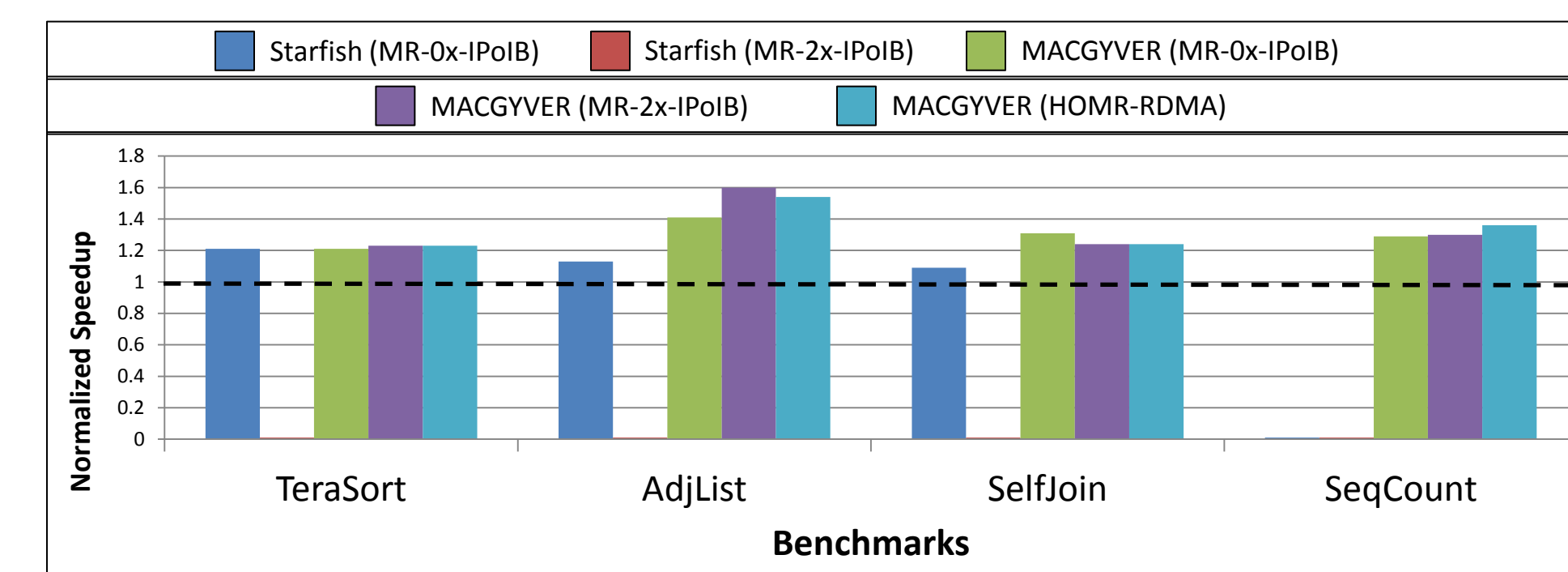


Tuning, Profiling, and Prediction

- We design a generalized parameter tuning and prediction framework (MACGYVER) for any MapReduce implementation [8]
- Automatic tuning, profiling is performed for MapReduce implementations in Hadoop, Spark, and HOMR with file systems – HDFS, Lustre, and Tachyon
- Generalized configuration parameter space is devised to facilitate different MapReduce implementations



- MACGYVER can also perform profiling and performance prediction using performance analytical models
- Performance of map and reduce tasks are modeled from execution times of each phase in these tasks. For example, execution time for a single Reduce task can be modeled as $t_{RT} = t_{shuffle} + t_{merge} + t_{reduce}$
- For RDMA-based MR, execution time can be re-modeled [2] $t_{RT} = \max\{t_{shuffle}, t_{merge}\} + \alpha * t_{reduce}$
- Simplified prediction model [5] is empirically derived from the detailed performance model
- Compared to Starfish, MACGYVER can achieve better speedup for different applications



Conclusion and Future Work

- For large scale data processing, HOMR achieves significant performance benefits compared to default Hadoop MapReduce; leverages benefit from modern HPC resources (RDMA and Lustre)
- Future plan is to design advanced DAG execution framework (e.g. Tez) with modern HPC resources

Software Distribution

- HOMR is publicly available in "RDMA for Apache Hadoop" public release (<http://hibd.cse.ohio-state.edu>)
- As of Sep '16, more than **17,850 downloads** (190 different organizations) have taken place from this site

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