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Hadoop, a distributed framework for Big Data

Move aside cows! It's time for the BIG guys

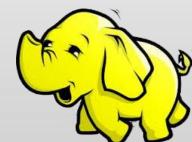
borrow heavily from **Prof. Nalini Venkatasubramanian**

http://www.ics.uci.edu/~cs237/

Slides and graphics

(BIG Data, how big is BIG?

- Not about size, but how data is managed
- Relational databases was all about organizing data into tables
- Sometimes it is just too time consuming, or the data is just too big, to organize it in order to do simple queries
- Much data is unstructured or semi-structured and we'd like to process it in parallel
- Data warehouses



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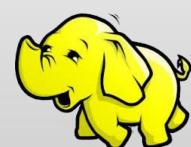
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Introduction

1. Introduction: Hadoop's history and advantages

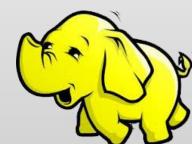
2. Architecture in detail

3. Hadoop in industry





- Open-source implementation of a Map-Reduce framework for reliable, scalable, distributed computing and data storage.
- It is a flexible architecture for large scale computation and data processing on a network of commodity hardware.

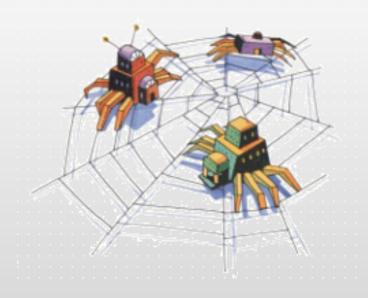


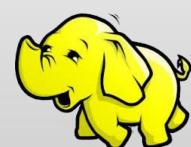
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Brief History of Hadoop

 Designed to answer the question:
 "How to process big data with reasonable cost and time?"





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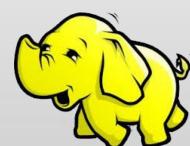
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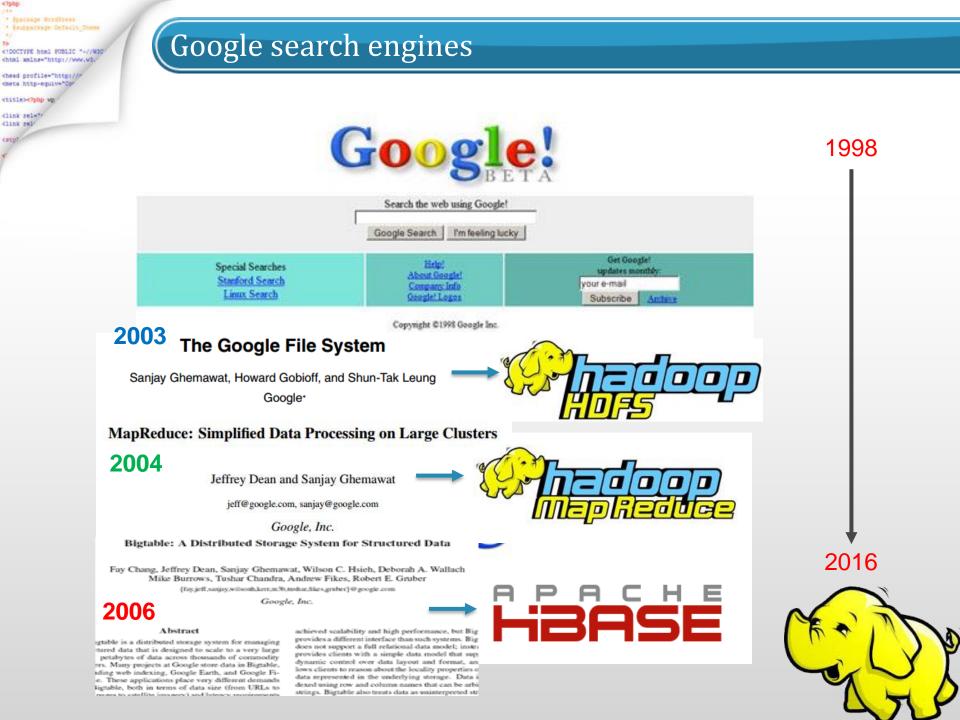




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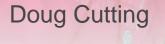
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(Hadoop's Developers





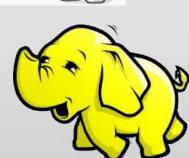


2005: Doug Cutting and Michael J. Cafarella developed Hadoop to support distribution for the <u>Nutch</u> search engine project.

The project was funded by Yahoo.

2006: Yahoo gave the project to Apache Software Foundation.

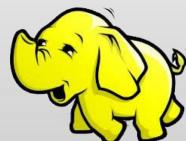




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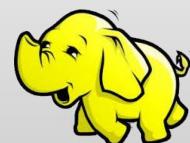
What is Hadoop?

- <u>Hadoop:</u>
 - An open-source software framework that supports dataintensive distributed applications, licensed under the Apache v2 license.
- Goals / Requirements:
 - Data and Processing abstractions facilitate queries of large, dynamic, and rapidly growing data sets
 - Structured and non-structured data
 - Simple programming models
 - High scalability and availability
 - Use commodity (cheap!) hardware with little redundancy
 - Fault-tolerance
 - Move computation rather than data



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- Distributed, with some *modest* centralization
- Main nodes of cluster are where most of the computational power and storage of the system lies
- Main nodes run TaskTracker to accept and reply to MapReduce tasks, and also DataNode to store needed blocks closely as possible
- Central control node runs NameNode to keep track of HDFS directories & files, and JobTracker to dispatch compute tasks to TaskTracker
- Written in Java, also supports Python and Ruby



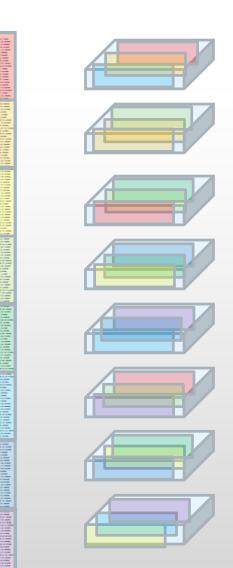
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(Hadoop's Data Model

- 1. Given giant files
- Chops them up into good-sized chunks (64Mb)
- 3. Replicate and Distribute them

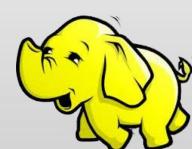
Hadoop's Distributed File System



Each chunk is replicated 3 times, and placed on a different processing node

A name sever (actually 2) keeps track of where the chunks are

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Hadoop's Processing Model

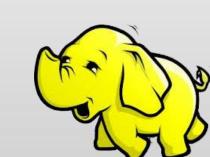
MapReduce

Distributed processing

Generally balanced, but no guarantees

Processing occurs at the data source





Whenever we query the dataset, Its done in the following stages:

Map:

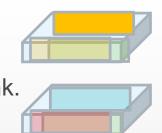
- 1. A processor is assigned to each chunk.
- 2. That processor scans, filters, and maps each data item into key-value pairs.
- 3. Keys are locally binned

Shuffle:

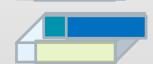
4. Bins with common keys are consolidated by broadcasting them to a common node

Reduce:

5. Final processing is done of within each bin, often agglomerative-like operations





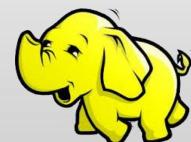


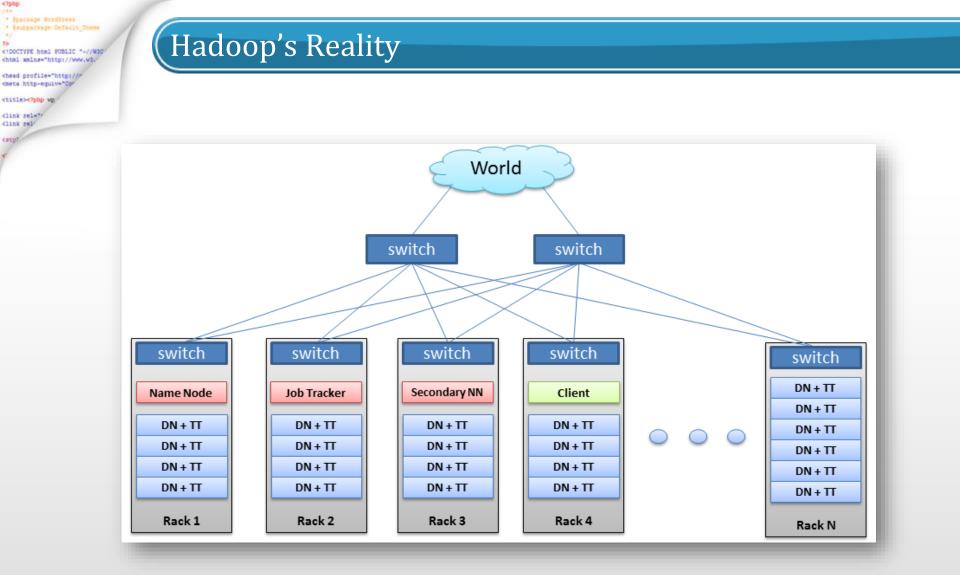




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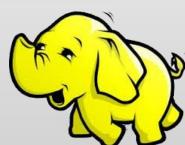
- <u>Hadoop Distributed FileSystem</u> (Chops up and distributes data)
- Tailored to needs of MapReduce
- Targeted towards many reads of file streams
- *Writes* are more costly
- High degree of data replication (3x by default)
- No need for RAID on normal nodes
- Large blocksize (64MB, bigger than database pages)
- Location awareness of DataNodes in network





Also need to keep track of:

- 1. Where the data chunks are
- 2. What the state of multiple MapReduce jobs are in
- 3. Redundancy in case there are either H/W or network issues

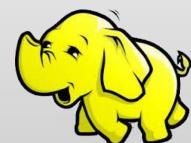


Hadoop's Architecture

NameNode:

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- Stores metadata for the files, like the directory structure of a typical FS.
- The server holding the NameNode instance is quite crucial, so we keep a replicate.
- Transaction log for file deletes/adds, etc. Does not use transactions for whole blocks or file-streams, only metadata.
- Handles creation of more replica blocks when necessary after a DataNode failure



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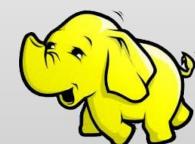
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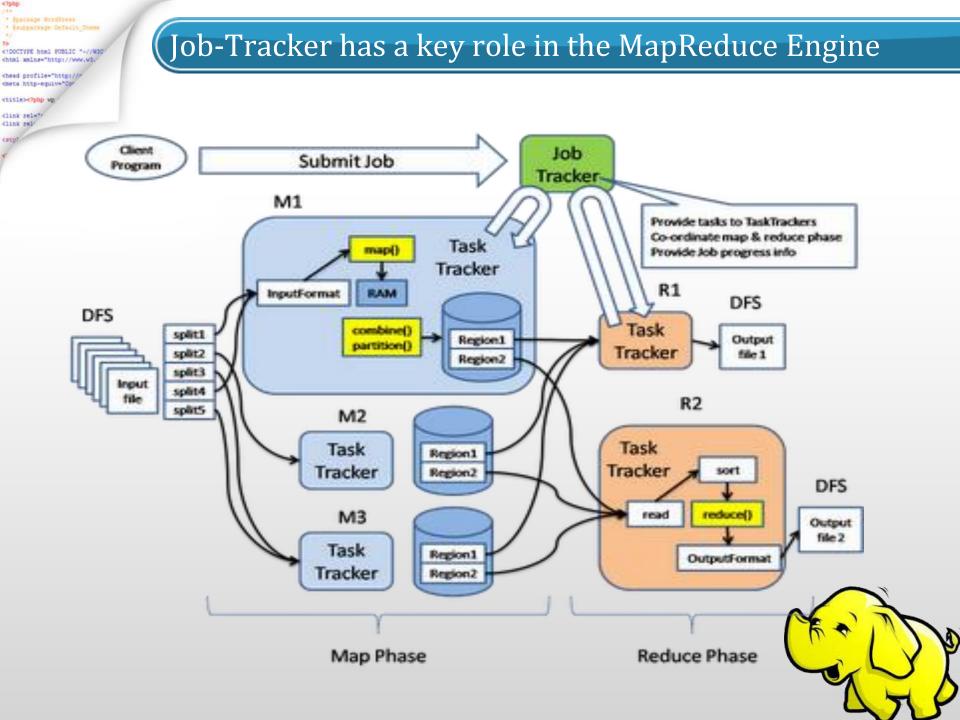
Hadoop's Architecture

DataNode:



- Stores the actual data in HDFS
- Can run on any underlying filesystem (ext3/4, NTFS, etc)
- NameNode decides and tracks which blocks it has
- NameNode replicates blocks 3x
- Don't need to Homogenous
 - Different levels of performance
 - Different operating systems





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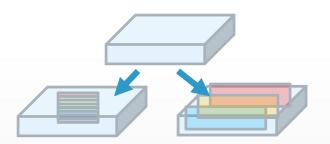
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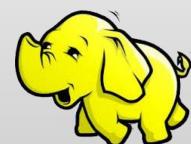
(Hadoop's Architecture

MapReduce Engine:

• JobTracker & TaskTracker



- JobTracker splits up data into smaller tasks("Map") and sends it to the TaskTracker process in each node
- TaskTracker reports back to the JobTracker node and reports on job progress, sends data ("Reduce") or requests new jobs
- You can have multiple of these, but only one is responsible for a given query



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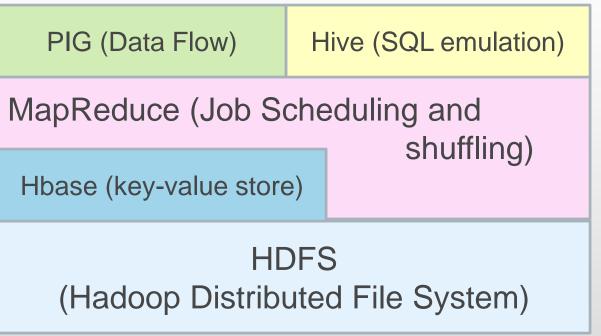
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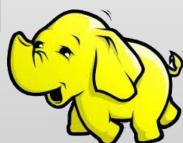
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(Hadoop Layer Cake

Most interaction with Hadoop is mediated by job managers using high-level APIs

- 1. PIG, a scripting language, with
 - FOREACH, GROUP, FILTER, and ORDER constructs
- 2. Hive, SQL syntax, declarative specification



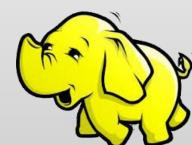


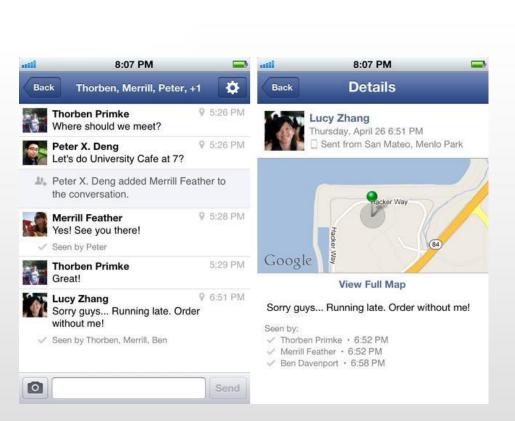
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Hadoop in the Wild

- Hadoop is in use at most organizations that handle big data: ۲
 - Yahoo!
 - Facebook
 - o Amazon
 - Netflix Ο
 - o Etc...
- Some examples of scale:
 - Yahoo!'s Search Webmap runs on 10,000 core Linux cluster and powers Yahoo! Web search
 - FB's Hadoop cluster hosts 100+ PB of data (July, 2012) & growing at ¹/₂ PB/day (Nov, 2012)

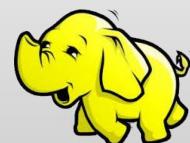




Hadoop in the Wild

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- System requirements
 - High write throughput
 - Cheap, elastic storage
 - Low latency
 - High consistency (within a single data center good enough)
 - Disk-efficient sequential and random read performance



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- Facebook's solution
 - Hadoop + HBase as foundations
 - Improve & adapt HDFS and HBase to scale to FB's workload and operational considerations
 - Major concern was availability: NameNode is SPOF & failover times are at least 20 minutes
 - Proprietary "AvatarNode": eliminates SPOF, makes HDFS safe to deploy even with 24/7 uptime requirement
 - Performance improvements for realtime workload: RPC timeout. Rather fail fast and try a different DataNode

