

# Advanced Data Management Technologies

## Unit 17 — Executing MapReduce

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# Outline

1 Task Scheduling in MapReduce

2 Error Handling

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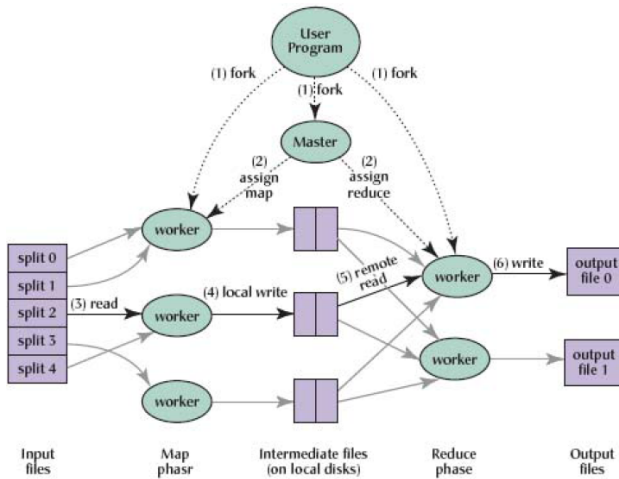
## 1 Task Scheduling in MapReduce

## 2 Error Handling

# Some Terminology

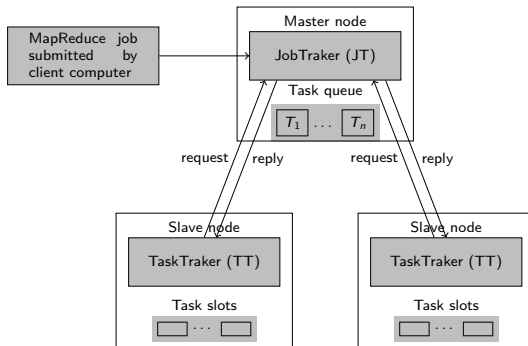
- A **Job** is a “full program”, i.e., the execution of a Mapper and Reducer across a data set.
- A **task** is an execution of a Mapper or a Reducer on a slice of data.
- A **task attempt** is a particular instance of an attempt to execute a task on a machine.
  - A particular task will be attempted at least once, possibly more times if it crashes.
- Example
  - Running “word count” across 20 files is **one** job
  - 20 files to be mapped imply 20 **map** tasks + some **reduce** tasks.
  - At least 20 map **task attempts** will be performed (more if a machine crashes)

# MR Architecture

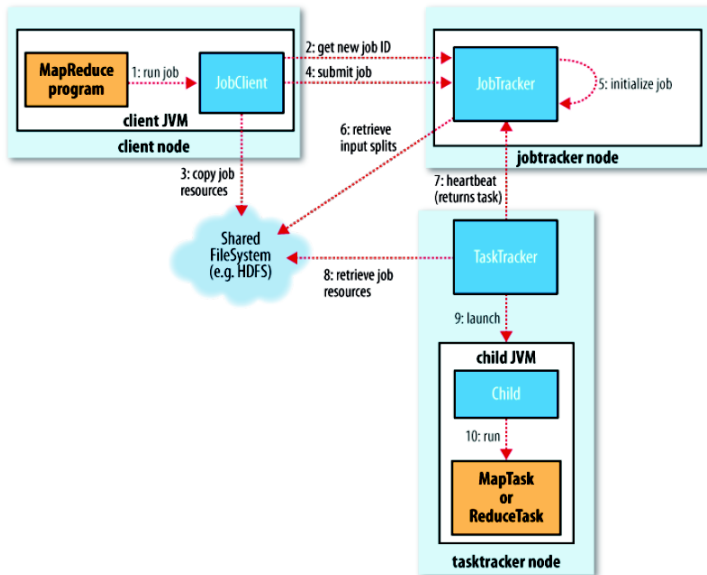


# Program Execution – High Level View

- MapReduce adopts a **master-slave** architecture.
- The master node in MapReduce is referred to as **Job Tracker (JT)**.
- Each slave node in MapReduce is referred to as **Task Tracker (TT)**.
- MapReduce adopts a **pull scheduling** strategy rather than a push one,
  - i.e., JT does not push map and reduce tasks to TTs, but TTs pull them by making pertaining requests.



# Programm Execution – Details



# Task Execution/1

- Every TT sends a **heartbeat message** periodically to JT
  - tells that TT is alive,
  - but contains also requests for a map or a reduce task to run,
  - or simply the return of a task.
- When a new task is requested, the JT chooses a job and selects a task from that job.
- **Map Task Scheduling**
  - JT satisfies requests for map tasks via attempting to schedule mappers in the vicinity of their input splits, i.e., **locality** is considered.
- **Reduce Task Scheduling**
  - However, JT simply assigns the next yet-to-run reduce task to a requesting TT regardless of TTs network location and its implied effect on the reducers shuffle time, i.e., **locality** is **not** considered.



# Task Execution/2

- MapReduce programs are contained in a Java “jar” file + an XML file containing serialized program configuration options.
- Running a MapReduce job places these files into the HDFS and notifies TaskTrackers where to retrieve the relevant program code.
- Task execution consists of the following steps for a TT:
  - Copy the JAR-file from the HDFS to the local file system.
  - Similar, configuration data are copied from the distributed cache.
  - The actual task is run in a new JVM to avoid that bugs in user-defined map and reduce functions affect the tasktracker.

# Data Distribution

- All data is accessible via a **distributed filesystem with replication**, such as HDFS or GFS
- Files in GFS (and similar in HDFS) are
  - divided into **chunks** (default 64MB) and
  - stored with **replications** (typically 3 replicas on different nodes)
- Data transfer is handled by the distributed file system

# Locality

- Since all mappers are equivalent, the master tries to do the work on nodes that store a replica of the data
  - Reading from local disk is much faster than reading from a remote server
- MR uses locality hints from GFS/HDFS and assigns map tasks as follows:
  - Try to assign a task to a machine with a **local copy** of the input data;
  - or, less preferable, to a machine for which a copy of the data is stored on a server on the **same network switch**;
  - or, assign to **any** available worker.

# Job Scheduling

- MapReduce in Hadoop comes with a choice of schedulers
- The default is the **FIFO scheduler** which schedules jobs in order of submission.
- There is also a multi-user scheduler, called the **fair scheduler**, which aims to give every user a fair share of the cluster capacity over time.

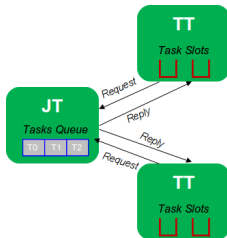
# Outline

1 Task Scheduling in MapReduce

2 **Error Handling**

# Fault Tolerance in Hadoop

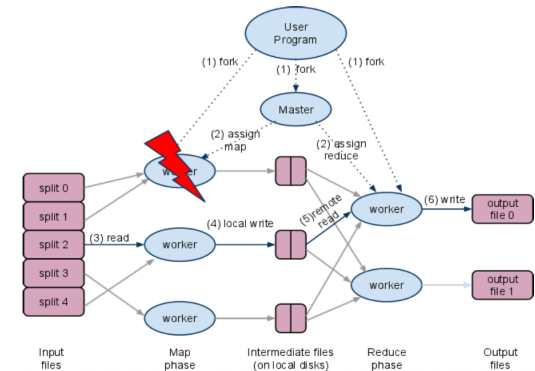
- MR can **successfully complete jobs**, even when they are executed on large clusters, where the probability of failures increases.
- The **primary way** for MR to achieve **fault tolerance** is through **restarting tasks**.
- If a TT fails to communicate with the JT for a period of time (by default, 1 minute in Hadoop), the JT assumes that the **TT has crashed**:
  - Job is still in the map phase**: JT asks another TT to **re-execute all mappers** that previously ran at the failed TT.
  - Job is in the reduce phase**: JT asks another TT to **re-execute all reducers** that were in progress on the failed TT.



# Task Failure

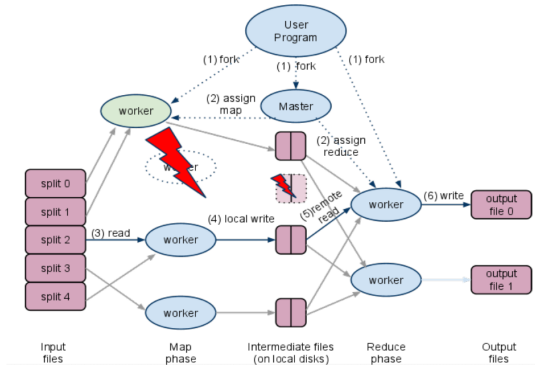
- Task in a **local node fails**
  - The TT marks the task attempt as **failed** and notifies the JT.
  - The JT re-schedules the task if possible on another node.
  - The slot in the local node is freed up for another task.
- **Hanging tasks** in a local node
  - If the TT gets no progress update for a while, the task is marked as failed.
  - The JVM will be killed after a timeout (normally 10 minutes).
  - The JT is notified about the failed task.
- Setting the **timeout to zero**
  - Disables the timeout
  - Long-running tasks are never marked as failed.
  - A hanging task will never free up its slot → cluster slowdown over time
  - **Not** recommended!

# Recover from Task Failure by Re-execution/1





# Recover from Task Failure by Re-execution/2

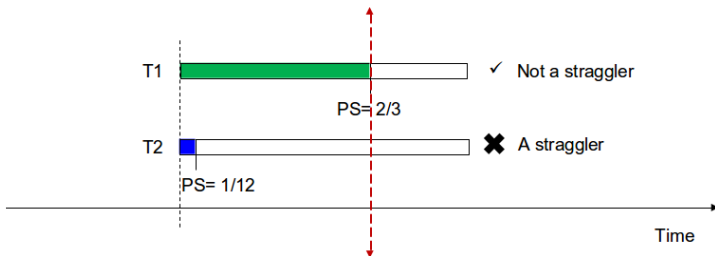


# Speculative Execution

- A MR job is dominated by the **slowest task**.
- MR attempts to locate slow tasks, called **stragglers**.
- If a straggler is discovered, a redundant (**speculative**) task is run that will optimistically commit before the corresponding straggler.
- Whichever copy (among the two copies) of a task commits first, it becomes the definitive copy, and the other copy is killed by the JT.
- This process is known as **speculative execution**.
- Only one copy of a straggler is allowed to be speculated.

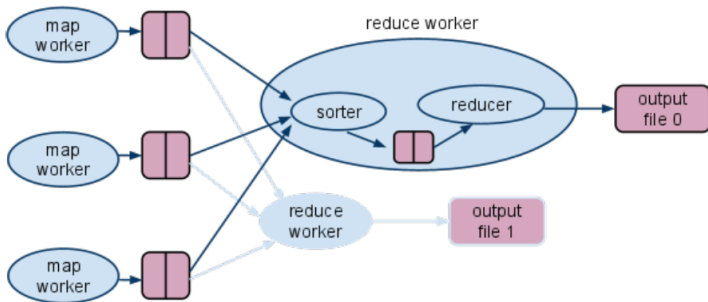
# How does Hadoop Locate Stragglers?

- Hadoop monitors each task progress using a **progress score** between 0 and 1
- If a task's progress score is **less than ( $average - 0.2$ )**, and the task has run for at least 1 minute, it is marked as a straggler



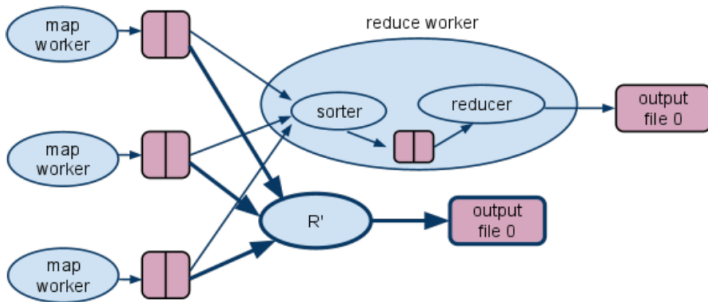
# Dealing with Reduce Stragglers/1

- Stragglers in the reduce phase are particularly expensive:
  - Reducer retrieves data remotely from many servers
  - Sorting is expensive on local resources
  - Reducing usually can not start until Mapping is done
- Re-execution due to machine failures could double the runtime.



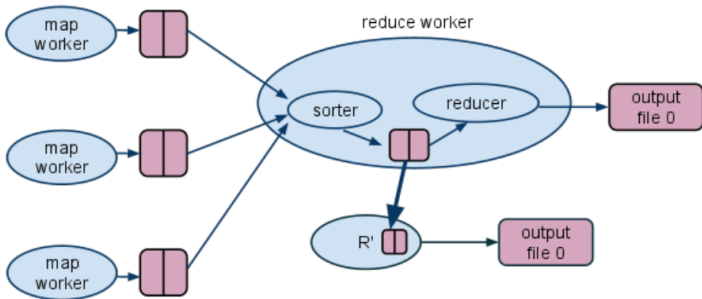
## Dealing with Reduce Stragglers/2

- **Technique 1:** Create a backup instance as early and as necessary as possible.



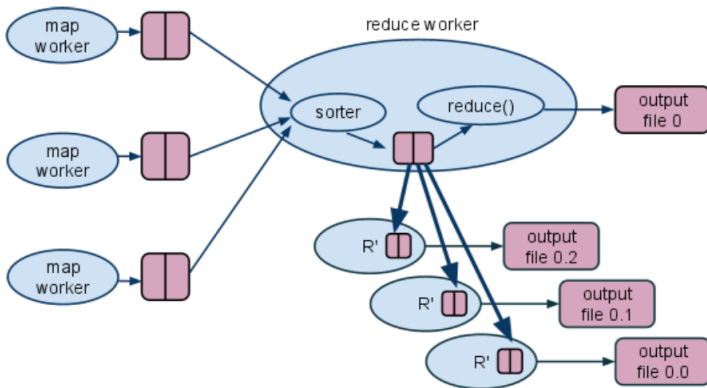
## Dealing with Reduce Stragglers/3

- **Technique 2:** Retrieving map output and sorting are expensive, but we can transport the sorted input to the backup reducer.



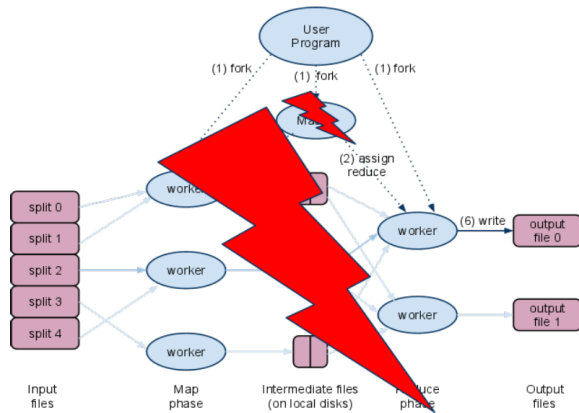
# Dealing with Reduce Stragglers/4

- **Technique 3:** Divide a reduce task into smaller ones to take advantage of more parallelism.



# Master as Single Point of Failure

- Most serious failure mode: the **JT fails**, and hence all running jobs fail.
- Hadoop has **no mechanism** for dealing with JT failure.
- After restart, all jobs that were running at the time of failure need to be resubmitted.





# Summary

- MR programm execution is based on a **master-slave** architecture
- The master node runs the **JobTracker (JT)**, the slave nodes run **TaskTracker (TT)**
- **Pull scheduling** strategy, i.e., TTs pull tasks from JT.
- TT send **heartbeat** message to JT
- **Locality** principle in assigning map tasks is applied.
- **FIFO** and **Fair** scheduler are available.
- Error handling mainly through **restarting tasks**
- Start **speculative** tasks to deal with **stragglers**
- **Reduce stragglers** are more expensive.
- **Master failure** is most serious failure – single point of failure. Restart!