

# **Clustering**

## **Lecture 8: MapReduce**

**Jing Gao**  
**SUNY Buffalo**

# Outline

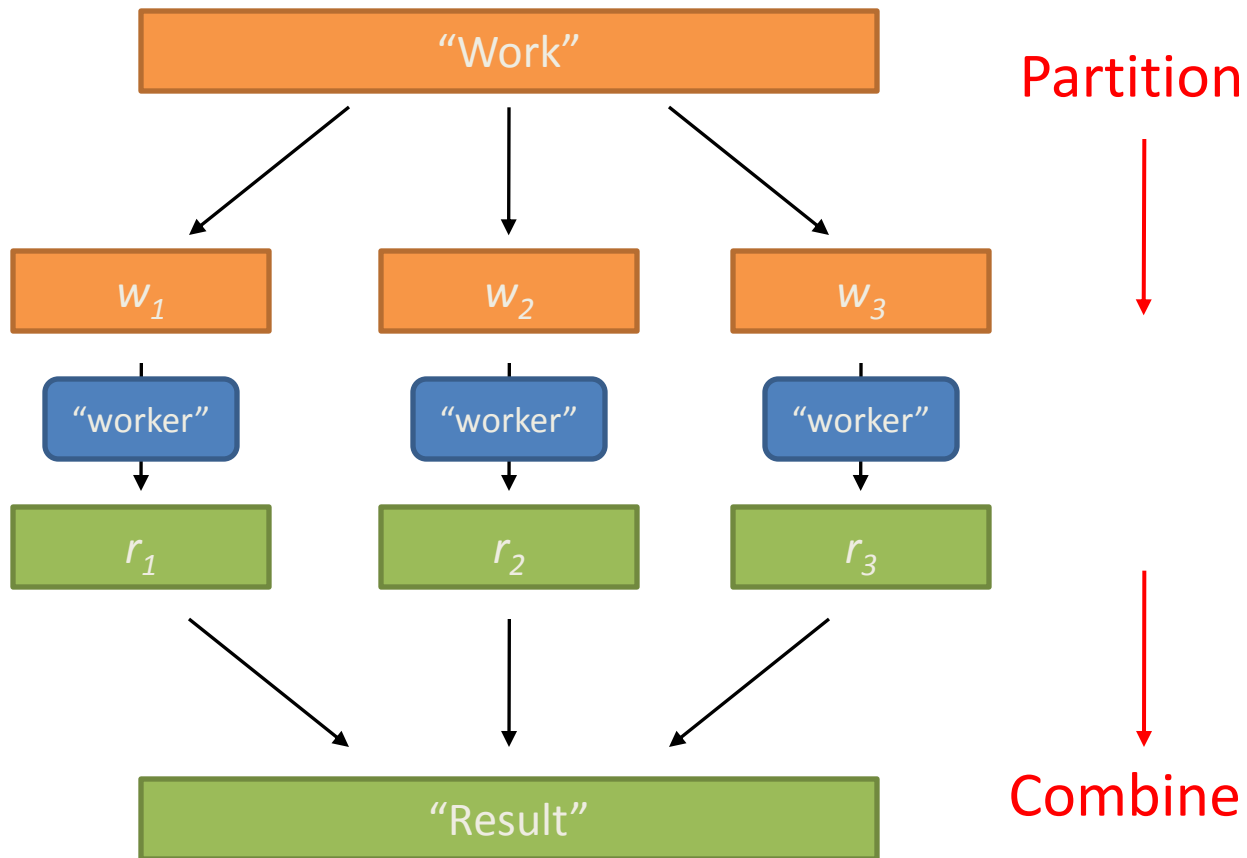
- **Basics**
  - Motivation, definition, evaluation
- **Methods**
  - Partitional
  - Hierarchical
  - Density-based
  - Mixture model
  - Spectral methods
- **Advanced topics**
  - Clustering ensemble
  - Clustering in MapReduce
  - Semi-supervised clustering, subspace clustering, co-clustering, etc.

# Big Data EveryWhere

- Lots of data is being collected and warehoused
  - Web data, e-commerce
  - purchases at department/grocery stores
  - Bank/Credit Card transactions
  - Social Network

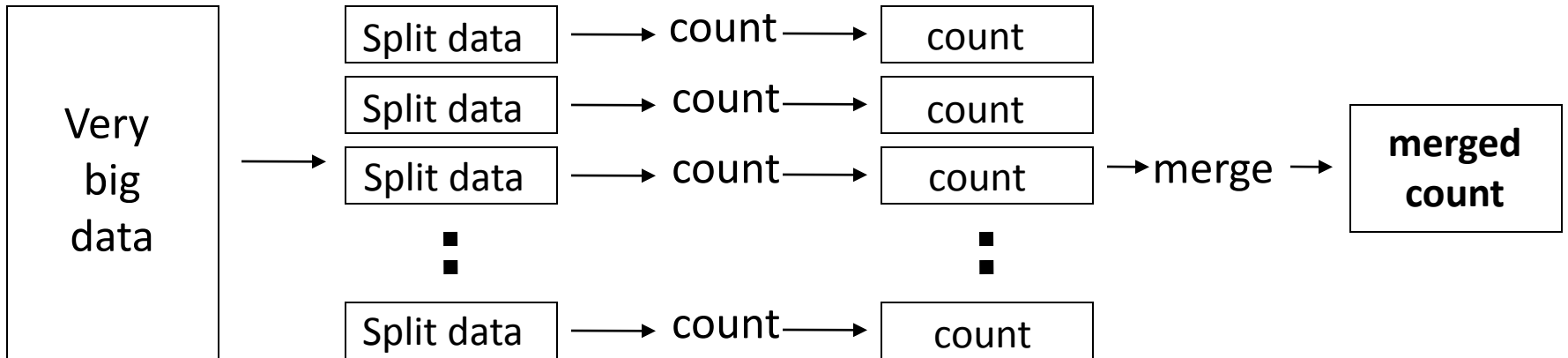


# Divide and Conquer





# Distributed Word Count



# Parallelization Challenges

- How do we assign work units to workers?
- What if we have more work units than workers?
- What if workers need to share partial results?
- How do we aggregate partial results?
- How do we know all the workers have finished?
- What if workers die?

# Common Theme?

- **Parallelization problems arise from**
  - Communication between workers (e.g., to exchange state)
  - Access to shared resources (e.g., data)
- **Thus, we need a synchronization mechanism**



# Managing Multiple Workers

- **Difficult because**
  - We don't know the order in which workers run
  - We don't know when workers interrupt each other
  - We don't know the order in which workers access shared data
- **Thus, we need**
  - Semaphores (lock, unlock)
  - Conditional variables
  - Barriers
- **Still, lots of problems**
  - Deadlock, race conditions, ...
- **Moral of the story: be careful!**

# Concurrency Challenge

- Concurrency is difficult to reason about
- Concurrency is even more difficult to reason about
  - At the scale of datacenters (even across datacenters)
  - In the presence of failures
  - In terms of multiple interacting services
- The reality:
  - Lots of one-off solutions, custom code
  - Write you own dedicated library, then program with it
  - Burden on the programmer to explicitly manage everything

# What's the point?

- Right level of abstraction
  - multi-core/cluster environment
- Hide system-level details from the developers
  - No more race conditions, lock contention, etc.
- Separating the *what* from *how*
  - Developer specifies the computation that needs to be performed
  - Execution framework (“runtime”) handles actual execution

# MapReduce

- **Key properties**

- Google has used successfully is processing its “big-data” sets (~ 20000 peta bytes per day)
- Users specify the computation in terms of a *map* and a *reduce* function
- Underlying runtime system automatically parallelizes the computation across large-scale clusters of machines
- Underlying system also handles machine failures, efficient communications, and performance issues

# MapReduce can refer to...

- The programming model
- The execution framework (aka “runtime”)
- The specific implementation

Usage is usually clear from context!

# Typical Large-Data Problem

- Map**
- Iterate over a large number of records
    - Extract something of interest from each
    - Shuffle and sort intermediate results
    - Aggregate intermediate results
    - Generate final output

**Reduce**

Key idea: provide a functional abstraction for these two operations

# MapReduce Programming Model

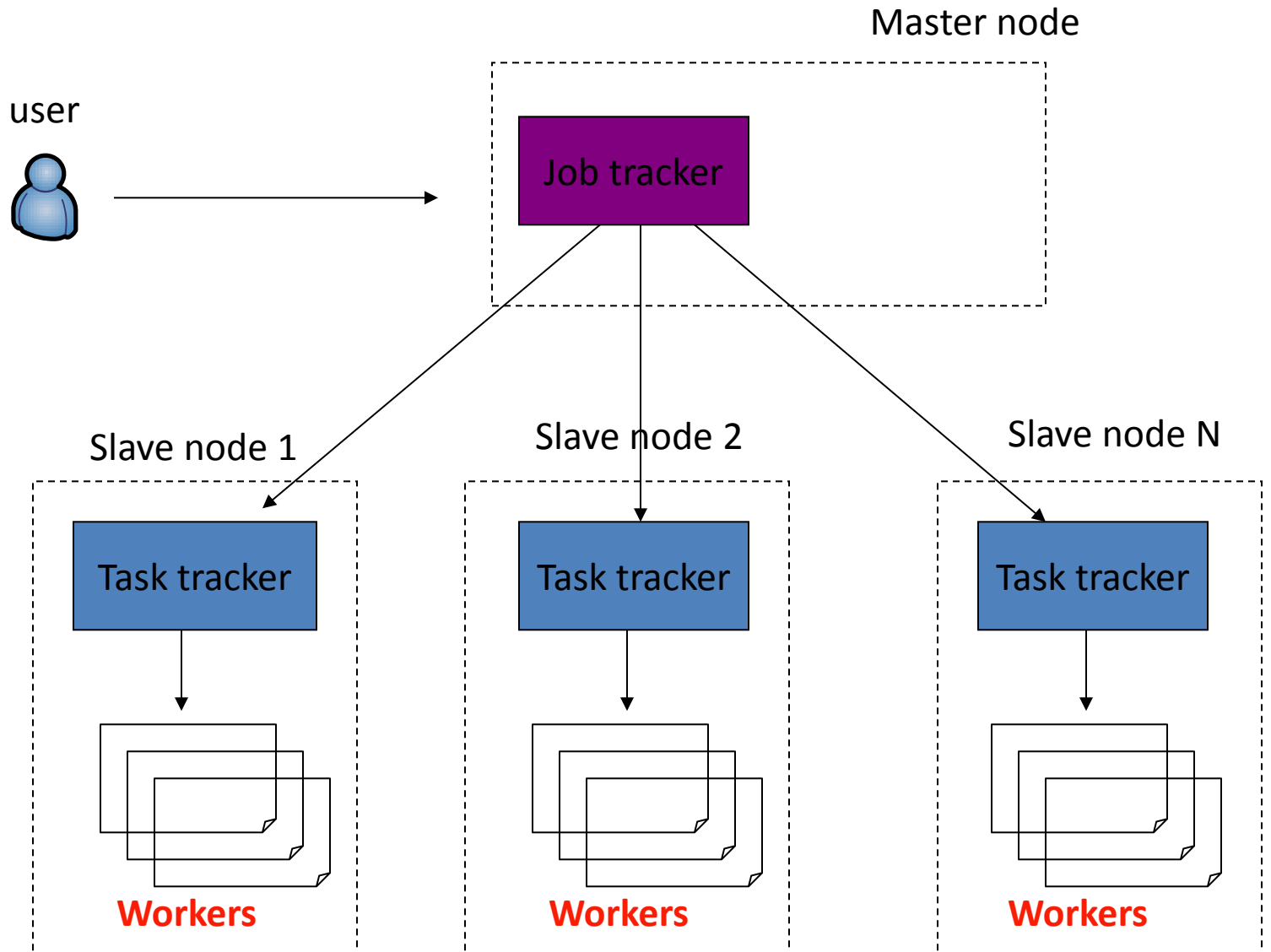
- Programmers specify two functions:
  - map**  $(k, v) \rightarrow [(k', v')]$
  - reduce**  $(k', [v']) \rightarrow [(k', v')]$ 
    - All values with the same key are sent to the same reducer
- The execution framework handles everything else...

# “Everything Else”

- **The execution framework**
  - Scheduling: assigns workers to map and reduce tasks
  - “Data distribution”: moves processes to data
  - Synchronization: gathers, sorts, and shuffles intermediate data
  - Errors and faults: detects worker failures and restarts
- **Limited control over data and execution flow**
  - All algorithms must be expressed in mappers and reducers
- **You don’t know:**
  - Where mappers and reducers run
  - When a mapper or reducer begins or finishes
  - Which input a particular mapper is processing
  - Which intermediate key a particular reducer is processing



# Architecture Overview



# MapReduce Implementations

- **Google MapReduce**
  - Not available outside Google
- **Hadoop**
  - An open-source implementation in Java
  - Development led by Yahoo, used in production
  - Now an Apache project
  - Rapidly expanding software ecosystem
- **Custom research implementations**
  - For GPUs, cell processors, etc.

# Who uses Hadoop?

- Amazon/A9
- Facebook
- Google
- IBM
- Joost
- Last.fm
- New York Times
- PowerSet
- Veoh
- Yahoo!
- .....

# How do we get data to the workers?



What's the problem here?

# Distributed File System

- **Move workers to the data**
  - Store data on the local disks of nodes in the cluster
  - Start up the workers on the node that has the data local
- **Why?**
  - Not enough RAM to hold all the data in memory
  - Disk access is slow, but disk throughput is reasonable
- **A distributed file system**
  - GFS (Google File System) for Google's MapReduce
  - HDFS (Hadoop Distributed File System) for Hadoop

# Distributed File System Design

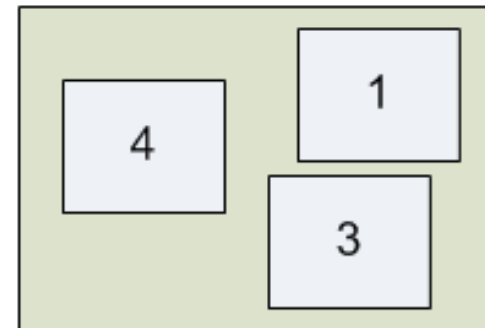
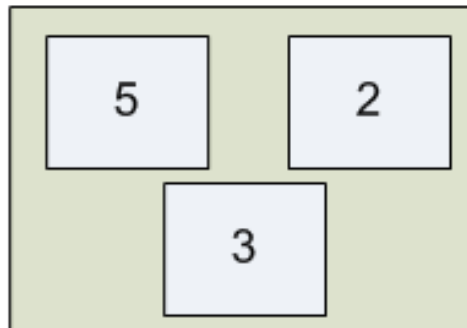
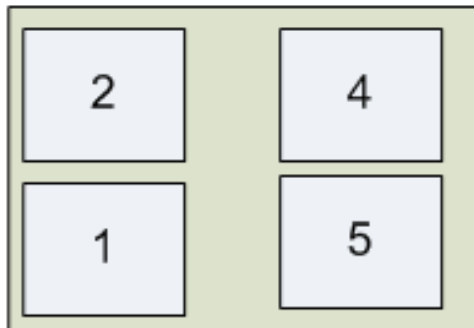
- **Chunk Servers**
  - File is split into contiguous chunks
  - Typically each chunk is 16-64MB
  - Each chunk replicated (usually 2x or 3x)
  - Try to keep replicas in different racks
- **Master node**
  - a.k.a. Name Nodes in HDFS
  - Stores metadata
  - Might be replicated
- **Client library for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

# Hadoop HDFS

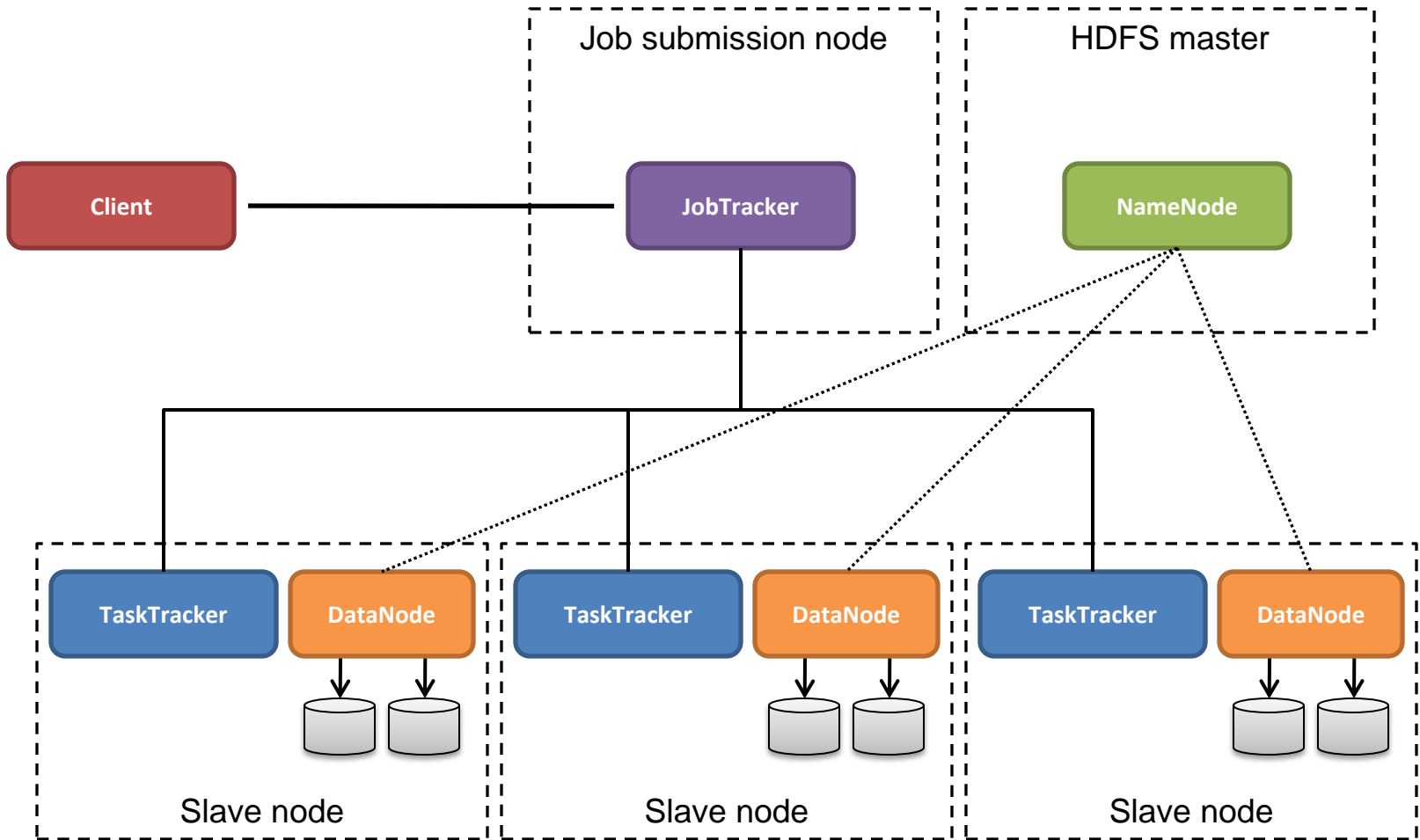
NameNode:  
Stores metadata only

METADATA:  
/user/aaron/foo → 1, 2, 4  
/user/aaron/bar → 3, 5

DataNodes: Store blocks from files

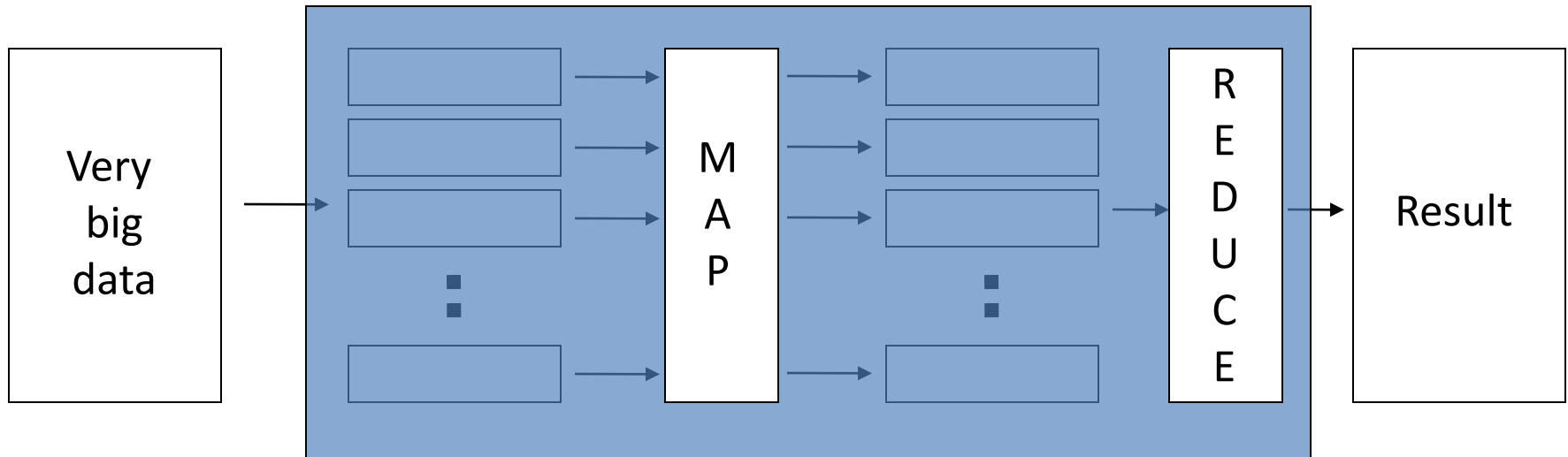


# Hadoop Cluster Architecture





# Map+Reduce



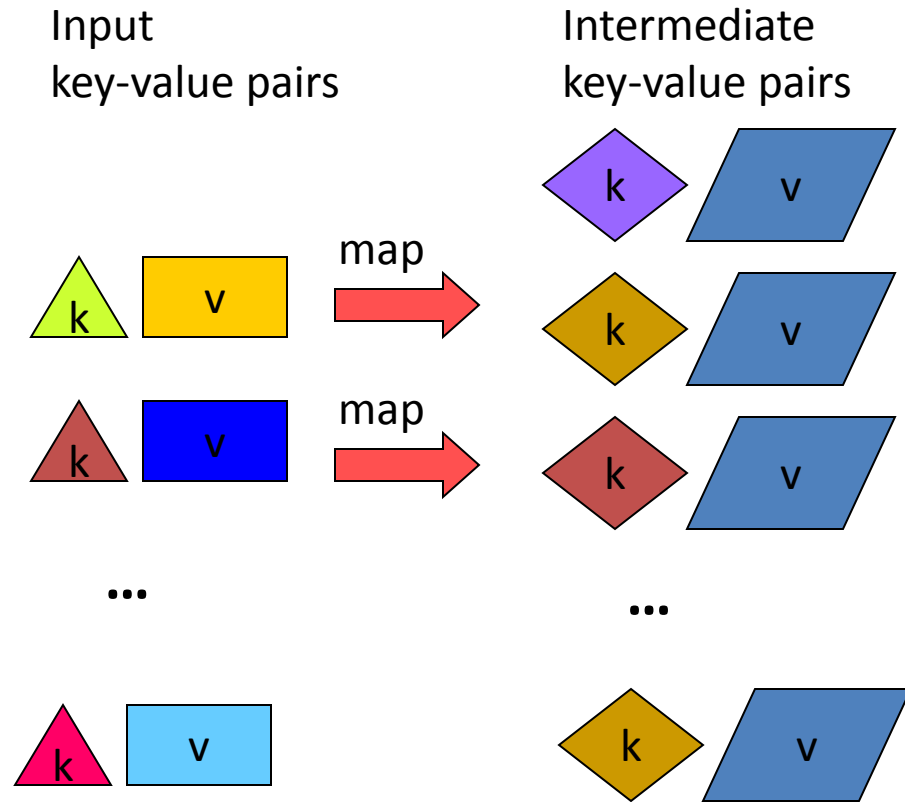
- Map:

- Accepts *input* key/value pair
- Emits *intermediate* key/value pair

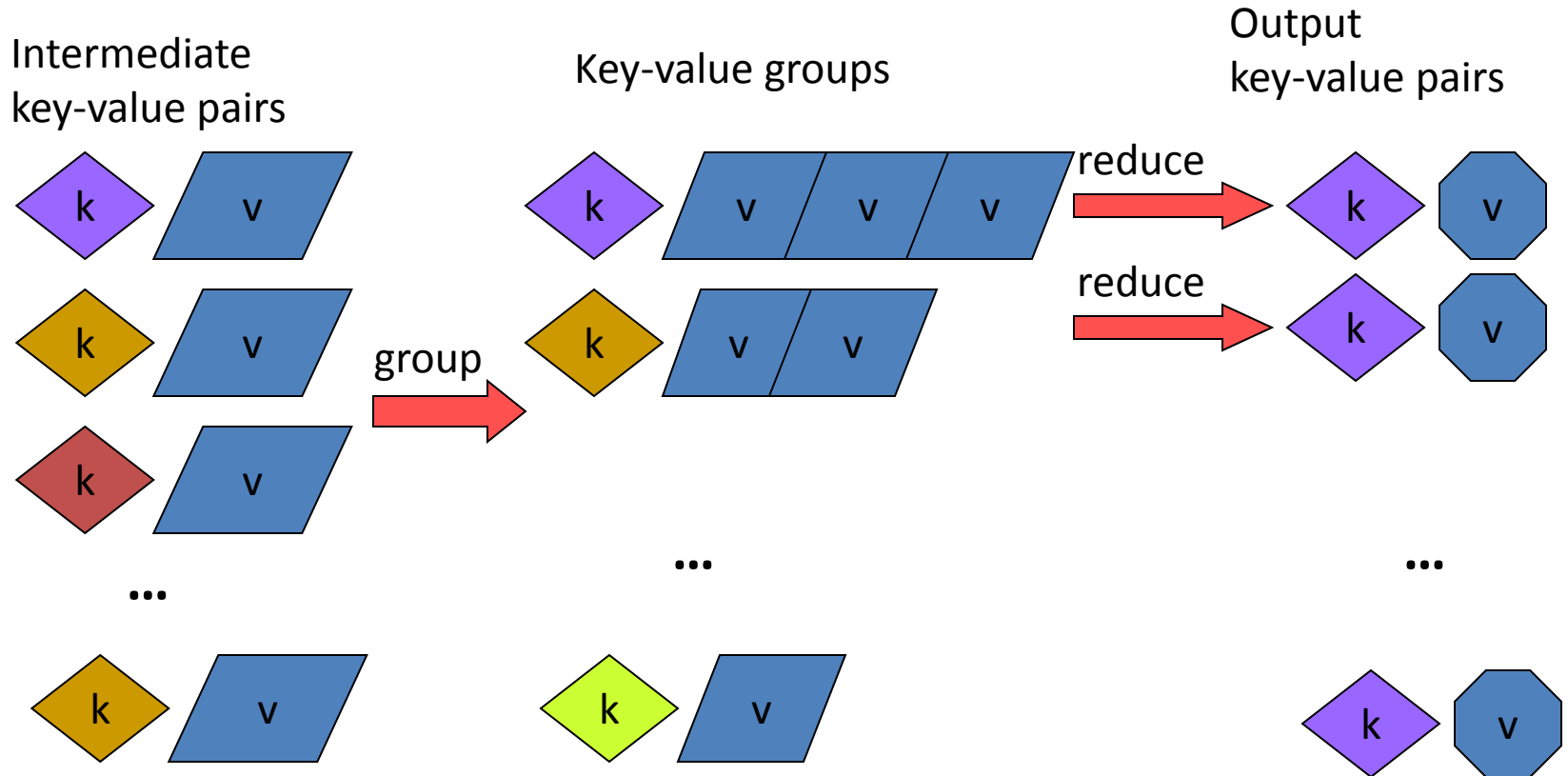
- Reduce :

- Accepts *intermediate* key/value\* pair
- Emits *output* key/value pair

# The Map Step



# The Reduce Step



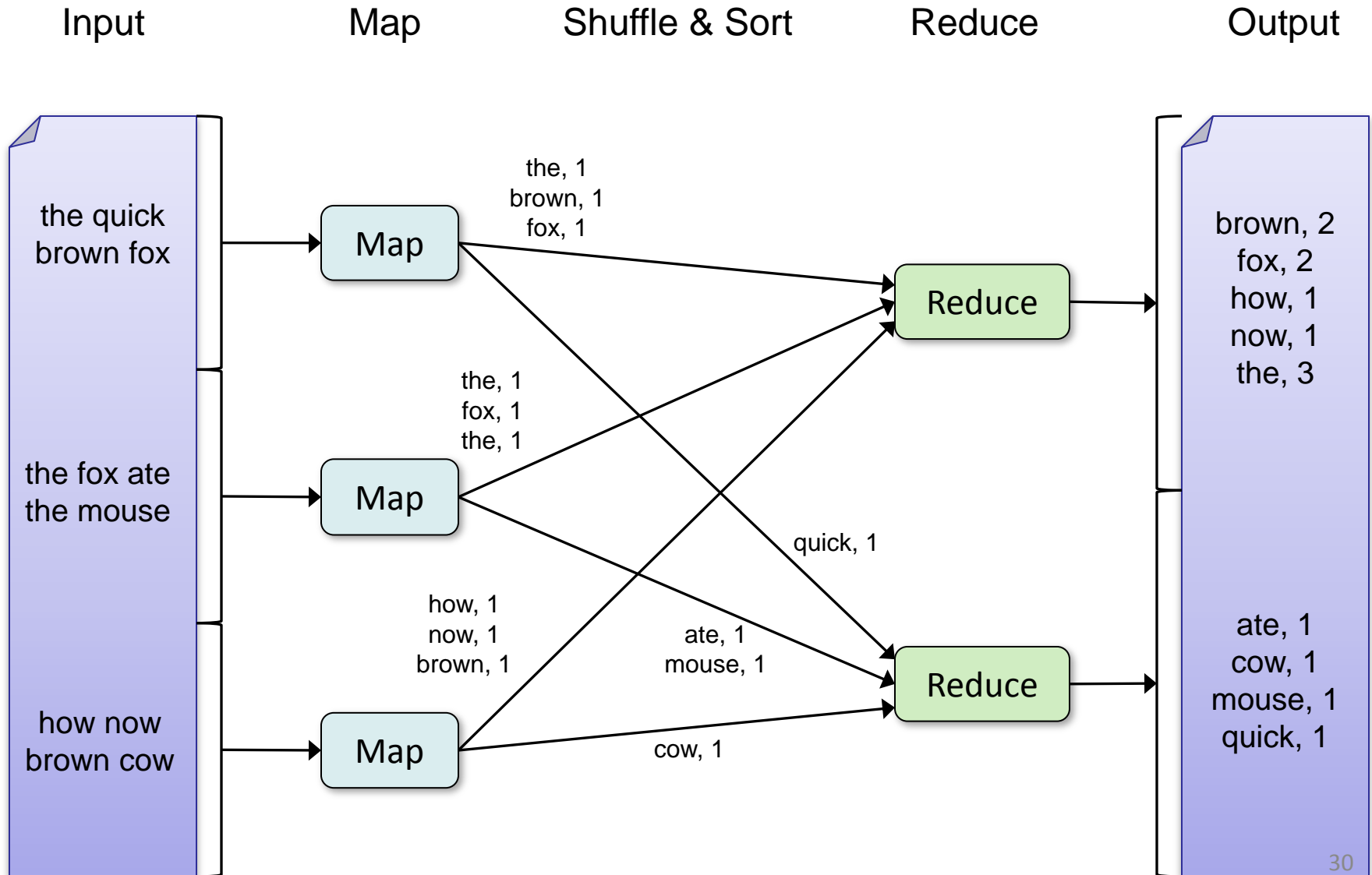
# MapReduce

- Input: a set of key/value pairs
- User supplies two functions:
  - $\text{map}(k,v) \rightarrow \text{list}(k_1,v_1)$
  - $\text{reduce}(k_1, \text{list}(v_1)) \rightarrow (k_1,v_2)$
- $(k_1,v_1)$  is an intermediate key/value pair
- Output is the set of  $(k_1,v_2)$  pairs

# Word Count

- We have a large collection of documents
- Count the number of times each distinct word appears in the collection of documents

# Word Count Execution



# Word Count using MapReduce

**map**(key, value):

// key: document name; value: text of document

for each word w in value:

emit(w, 1)

**reduce**(key, values):

// key: a word; value: an iterator over counts

result = 0

for each count v in values:

result += v

emit(result)

# 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 Word Count
- Can save network time by pre-aggregating at mapper
- For associative ops. like sum, count, max
- Decreases size of intermediate data
- Example: local counting for Word Count:

```
def combiner(key, values):  
    output(key, sum(values))
```



# Word Count with Combiner

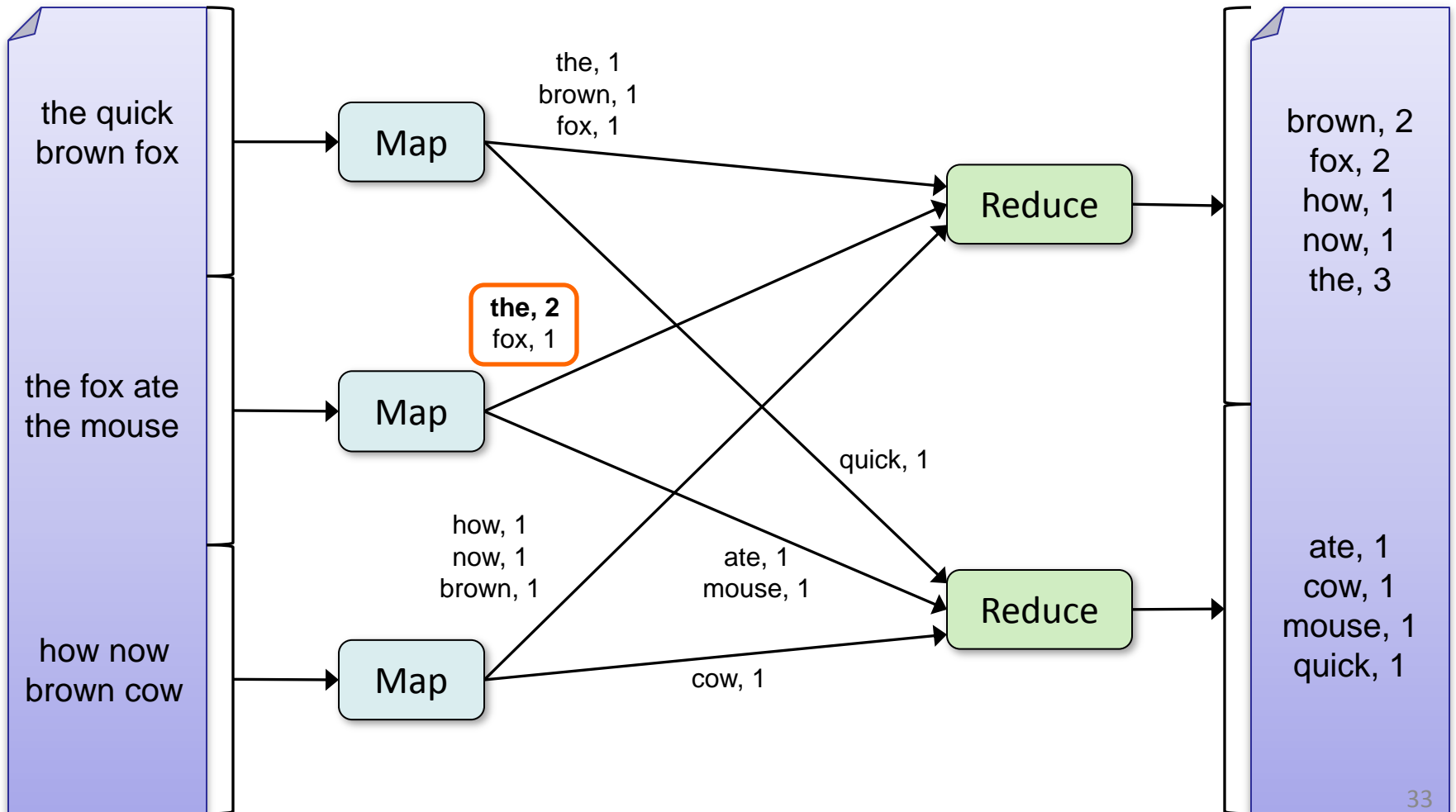
Input

Map & Combine

Shuffle & Sort

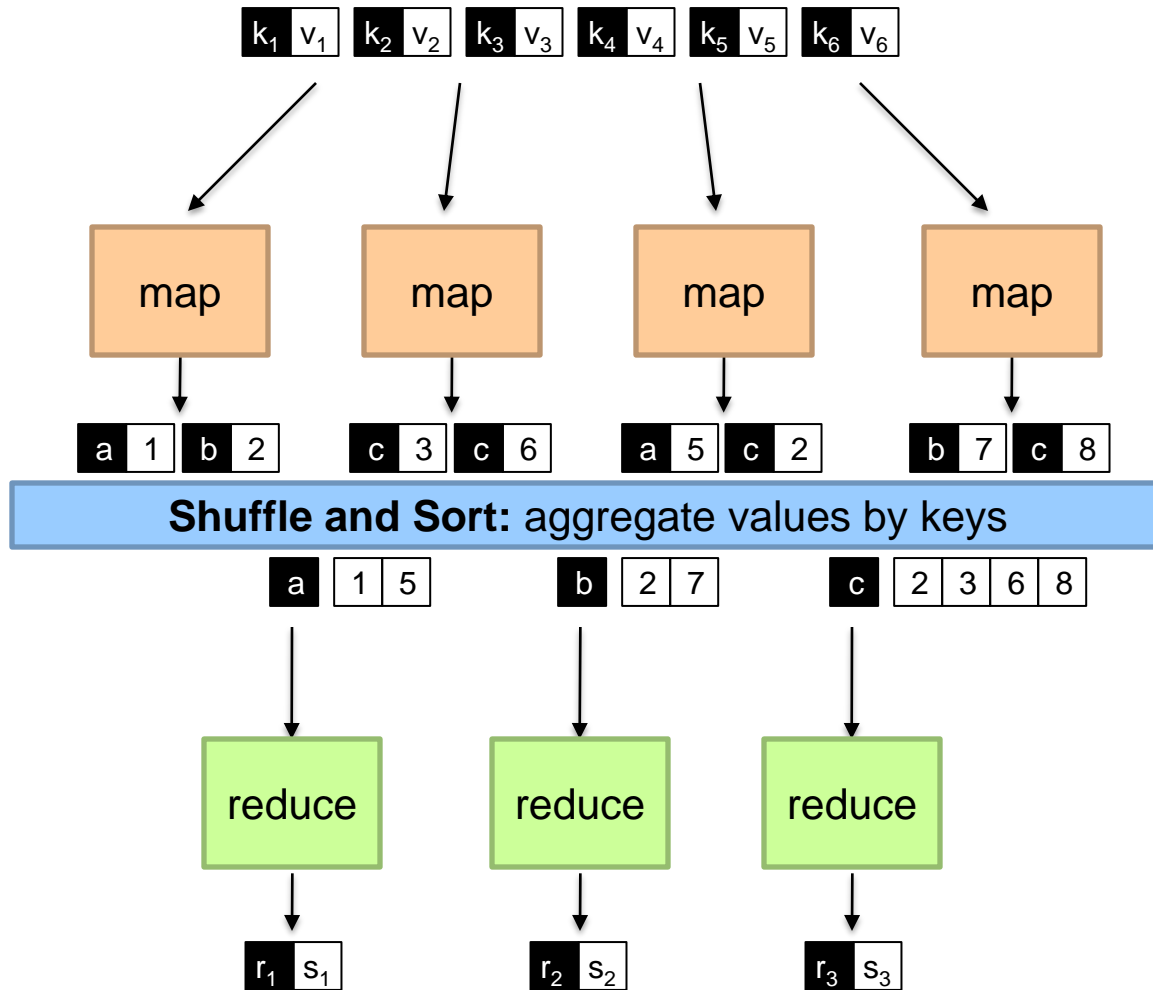
Reduce

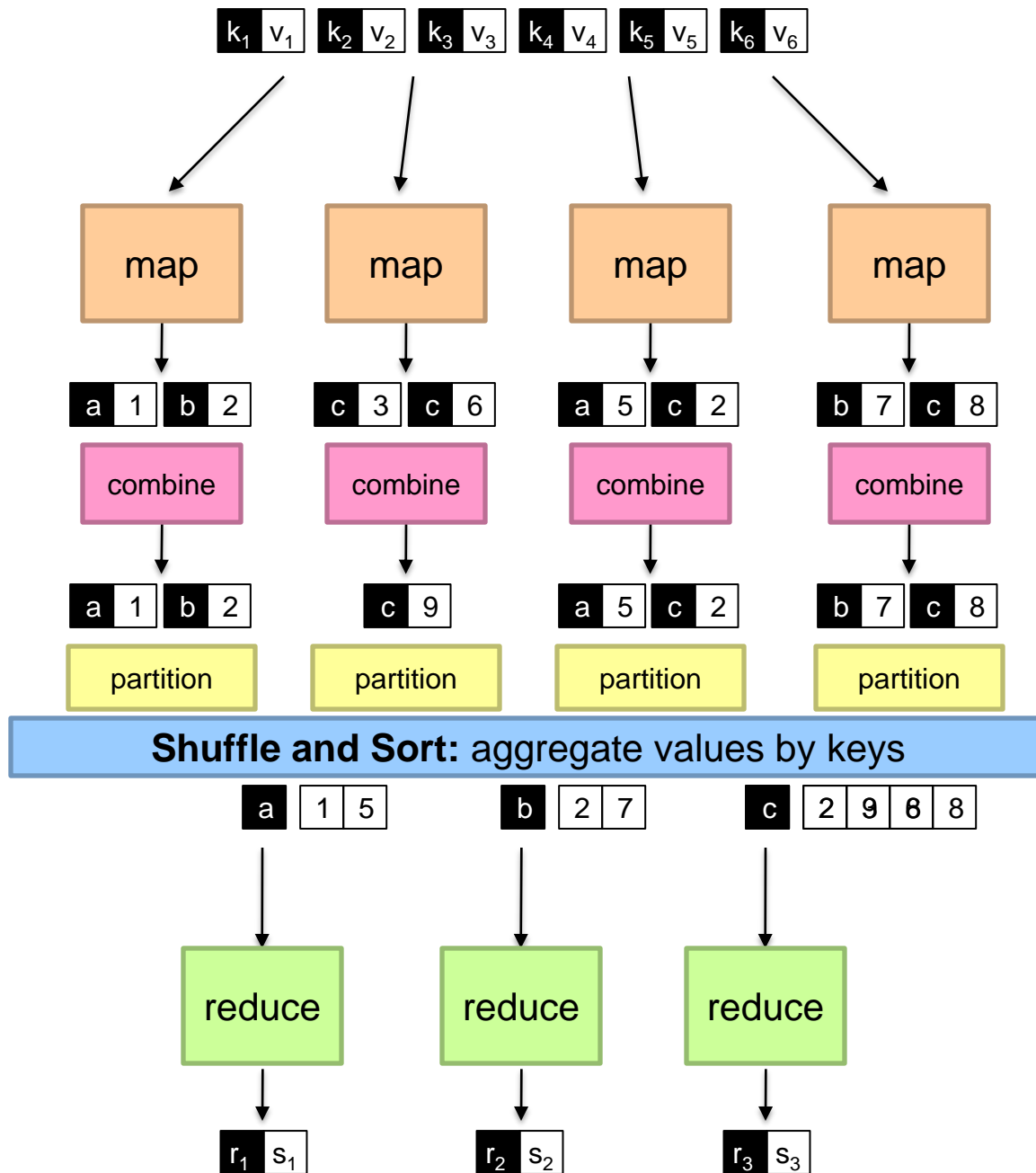
Output



# Partition Function

- Inputs to map tasks are created by contiguous splits of input file
- For reduce, we need to ensure that records with the same intermediate key end up at the same worker
- System uses a default partition function e.g.,  $\text{hash}(\text{key}) \bmod R$
- Sometimes useful to override
  - Balance the loads
  - Specific requirement on which key value pairs should be in the same output files





# How to MapReduce K-means

- **Partition  $\{x_1, \dots, x_n\}$  into  $K$  clusters**
  - $K$  is predefined
- **Initialization**
  - Specify the initial cluster centers (centroids)
- **Iteration until no change**
  - For each object  $x_i$ 
    - Calculate the distances between  $x_i$  and the  $K$  centroids
    - (Re)assign  $x_i$  to the cluster whose centroid is the closest to  $x_i$
  - Update the cluster centroids based on current assignment

# K-Means Map/Reduce Design

## Traditional

### AssignCluster():

- For each point p  
Assign p the closest c

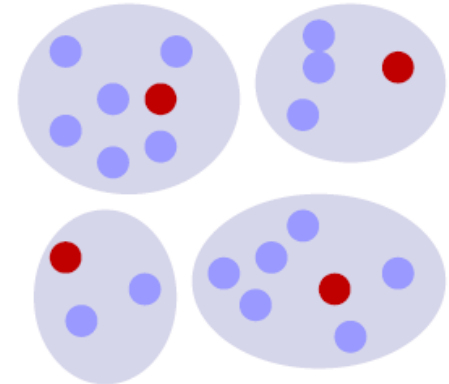
### UpdateCentroids ():

- For each cluster  
Update cluster center

### Kmeans ()

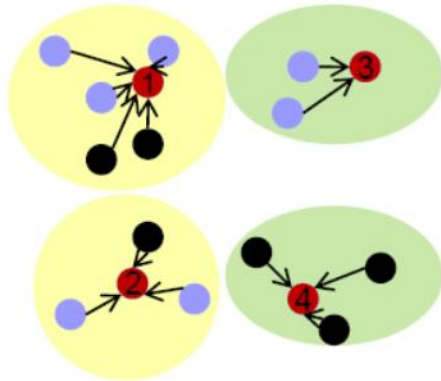
- While not converge:
  - AssignCluster()
  - UpdateCentroids()

### AssignCluster()



### UpdateCentroid()

# K-Means Map/Reduce Design



Map: assign each  $p$  to closest centroids

Reduce: update each centroid with its new location (total, count)

Map1



Map2



Initial centroids



Reduce1



Reduce2



**KmeansIter()**

**Map(p) // Assign Cluster**

- For  $c$  in clusters:
  - If  $\text{dist}(p,c) < \text{minDist}$ , then  $\text{minC} = c$ ,  $\text{minDist} = \text{dist}(p,c)$

▪ `Emit(minC.id, (p, 1))`

**Reduce() // Update Centroids**

- For all values  $(p, c)$  :
  - `total += p; count += c;`
- `Emit(key, (total, count))`

# MapReduce K-means Algorithm

- **Driver**
  - Runs multiple iteration jobs using mapper+combiner+reducer
- **Mapper**
  - Configure: A single file containing cluster centers
  - Input: Input data points
  - Output: (cluster id, data)
- **Reducer**
  - Input: (cluster id, data)
  - Output: (cluster id, cluster centroid)
- **Combiner**
  - Input: (cluster id, data)
  - Output: (cluster id, (partial sum, number of points))



# MapReduce Characteristics

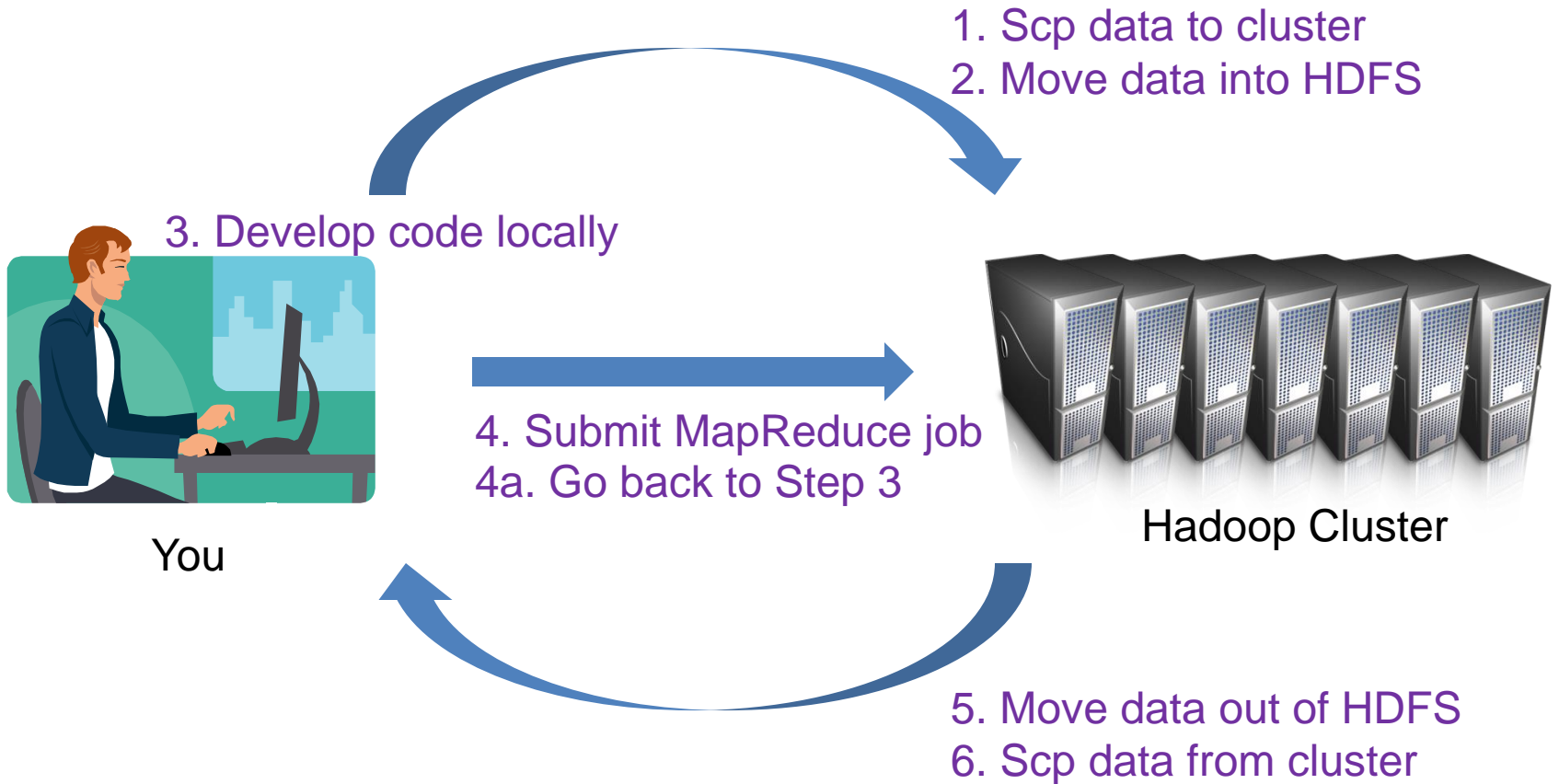
- Very large scale data: peta, exa bytes
- Map and Reduce are the main operations: simple code
- There are other supporting operations such as combine and partition
- All the map should be completed before reduce operation starts
- Map and reduce operations are typically performed by the same physical processor
- Number of map tasks and reduce tasks are configurable
- Operations are provisioned near the data
- Commodity hardware and storage
- Runtime takes care of splitting and moving data for operations
- Special distributed file system, such as Hadoop Distributed File System

# MapReducable?

	One Iteration	Multiple Iterations	Not good for MapReduce
<b>Clustering</b>	Canopy	KMeans	
<b>Classification</b>	Naïve Bayes, kNN	Gaussian Mixture	SVM
<b>Graphs</b>		PageRank	
<b>Information Retrieval</b>	Inverted Index	Topic modeling (PLSI, LDA)	

- One-iteration algorithms are perfect fits
- Multiple-iteration algorithms are OK fits
  - but **small shared info** have to be synchronized across iterations (typically through filesystem)
- Some algorithms are not good for MapReduce framework
  - Those algorithms typically require **large shared info** with a lot of synchronization.
  - Traditional parallel framework like MPI is better suited for those.

# Development Cycle



# Take-away Message

- MapReduce programming model
- How to design map, reduce, combiner, partition functions
- Which tasks can be easily MapReduced and which cannot