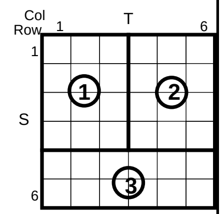
1-Bucket-Theta: Map



- Input: tuple $x \in S \cup T$,
  matrix-to-reducer mapping *lookup* table

1. If $x \in S$ then
   1. matrixRow = random(1, |S|)
   2. Forall regionID in lookup.getRegions(matrixRow)
      1. Output (regionID, (x, “S”))
2. Else
   1. matrixCol = random(1, |T|)
   2. Forall regionID in lookup.getRegions(matrixCol)
      1. Output (regionID, (x, “T”))

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1-Bucket-Theta: Reduce

- Input: (ID, [(x_1, $origin_1$),..., (x_k, $origin_k$)])

1. Stuples = $\emptyset$; Ttuples = $\emptyset$
2. Forall (x_i, $origin_i$) in input list do
   1. If $origin_i$ = “S” then Stuples = Stuples $\cup$ {x_i}
   2. Else Ttuples = Ttuples $\cup$ {x_i}
3. joinResult = MyFavoriteJoinAlg(Stuples, Ttuples)
4. Output joinResult

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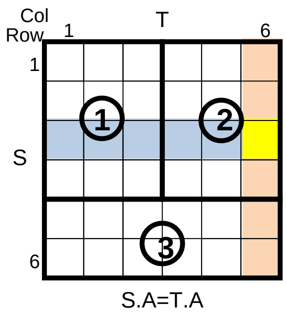
1-Bucket-Theta Example



Map:

Input tuple	Random row/col	Output
S1.A=5	3	(1,S1),(2,S1)
S2.A=7	5	(3,S2)
S3.A=7	1	(1,S3),(2,S3)
S4.A=8	5	(3,S4)
S5.A=9	1	(1,S5),(2,S5)
S6.A=9	2	(1,S6),(2,S6)
T1.A=5	6	(2,T1),(3,T1)
T2.A=7	2	(1,T2),(3,T2)
T3.A=7	2	(1,T3),(3,T3)
T4.A=7	3	(1,T4),(3,T4)
T5.A=8	6	(2,T5),(3,T5)
T6.A=9	4	(2,T6),(3,T6)

Reduce:

Reducer X: key 1
Input: S1, S3, S5 ,S6 T2, T3, T4
Output: (S3,T2),(S3,T3),(S3,T4)

Reducer Y: key 2
Input: S1, S3, S5, S6 T1, T5, T6
Output: (S1,T1),(S5,T6),(S6,T6)

Reducer Z: key 3
Input: S2, S4 T1, T2, T3, T4, T5, T6
Output: (S2,T2),(S2,T3), (S2,T4),(S4,T5)

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Why Randomization?

- Avoids pre-processing step to assign row/column IDs to records
- Effectively removes output skew
- Input sizes very close to target
  – Chernoff bound: due to large number of records per reducer, probability of receiving 10% or more over target is virtually zero
- Side-benefit: join matrix does not have to have |S| by |R| cells, could be much smaller!

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Remaining Challenges

What is the best way to cover all true-valued cells?

And how do we know which matrix cells have value *true*?

Cartesian Product Computation

- Start with cross-product S×T
  - Entire matrix needs to be covered by r reducer regions
- Lemma 1: use square-shaped regions!
  - A reducer that covers c cells of join matrix M will receive at least 2·sqrt(c) input tuples

Optimal Cover for M

- Need to cover all |S|·|T| matrix cells
  - Lower bound for max-reducer-output: |S|·|T|/r
  - Lemma 1 implies lower bound for max-reducer-input: 2·sqrt(|S|·|T|/r)
- Can we match these lower bounds?
  - YES: Use r squares, each sqrt(|S|·|T|/r) cells wide/tall
- Can this be achieved for given S, T, r?

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Easy Case

- |S|, |T| are both multiples of sqrt(|S|·|T|/r)
- Optimal!

Optimal square region

Join matrix (cross-product)

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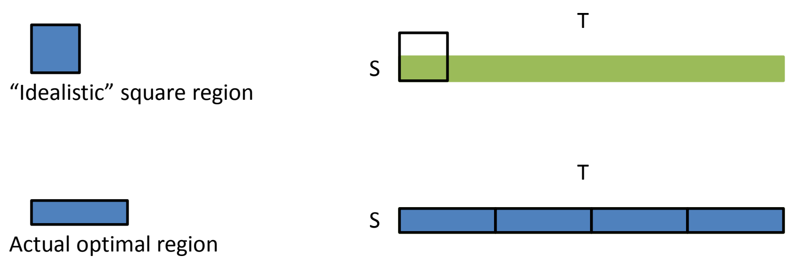
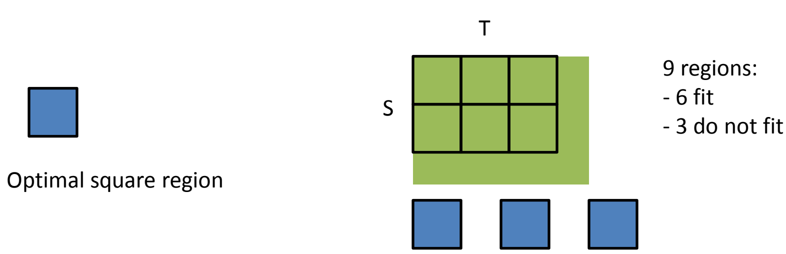
Also Easy

- |S| < |T|/r
  - Implies |S| < sqrt(|S|·|T|/r)
  - Lower bound for input not achievable
- Optimal: use rectangles of size |S| by |T|/r



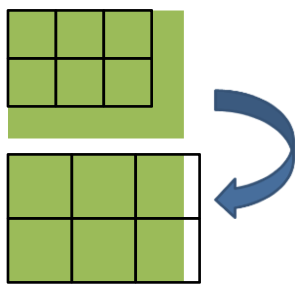
Hard Case

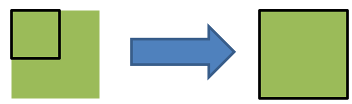
- |T|/r ≤ |S| ≤ |T| and at least one is not multiple of sqrt(|S|·|T|/r)



Solution For Hard Case

- "Inflate" squares until they just cover the matrix
  - Worst case: only one square did fit initially, but leftover just too small to fit more rows or columns





Need to at most double side-length of optimal square

Near-Optimality For Cross-Product

- Every region has less than 4·sqrt(|S|·|T|/r) input records
  - Lower bound: 2·sqrt(|S|·|T|/r)
- Every region contains less than 4·|S|·|T|/r cells
  - Lower bound: |S|·|T|/r
- Summary: max-reducer-input and max-reducer-output are within a factor of 2 and 4 of the lower bound, respectively
  - Usually much better: if 10 by 10 squares fit initially, they are within a factor of 1.1 and 1.21 of lower bound!

From Cross-Product To Joins

- Near-optimality only shown for cross-product
- Randomization of 1-Bucket-Theta tends to distribute output very evenly over regions
  - Join-specific mapping unlikely to improve max-reducer-*output* significantly
  - 1-Bucket-Theta wins for output-size dominated joins
- Join-specific mapping has to beat 1-Bucket-Theta on input cost!
  - Avoid covering empty matrix regions

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Finding Empty Matrix Regions

- For a given matrix region, prove that it contains no join result
- Need statistics about S and T
- Need simple enough join predicate
  - Histogram bucket: $S.A > 8 \wedge T.A < 7$
  - Join predicate: $S.A = T.A$
  - Easy to show that bucket property implies negation of join predicate
- Not possible for "blackbox" join predicates

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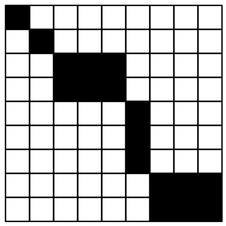
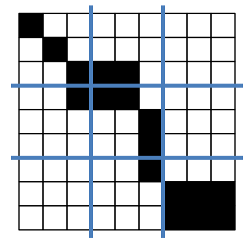
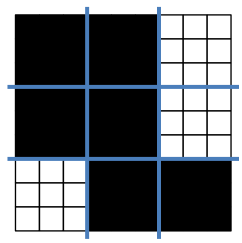
Approximate Join Matrix



True join matrix



Histogram boundaries



Candidate cells to be covered by algorithm

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What Can We Do?

- Even if we could guess a better algorithm than 1-Bucket-Theta, we cannot use it unless we can prove that it does not miss any join results
- Can do this for many popular join types
  - Equi-join: S.A = T.A
  - Inequality-join: S.A $\leq$ T.A
  - Band-join: R.A - $\varepsilon_1 \leq$ S.A $\leq$ R.A + ε_2
- Need histograms (easy and cheap to compute)

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M-Bucket-I

- Uses **M**ultiple-bucket histograms to minimize max-reducer-**I**nput
- First identifies candidate cells
- Then tries to cover all candidate cells with r regions
  - Binary search over max-reducer-input values
    - Min: 2·sqrt(#candidateCells / r); max: |S|+|T|
  - Works on block of consecutive rows
    - Find "best" block (most candidate cells covered per region)
    - Continue with next block, until all candidate cells covered, or running out of regions

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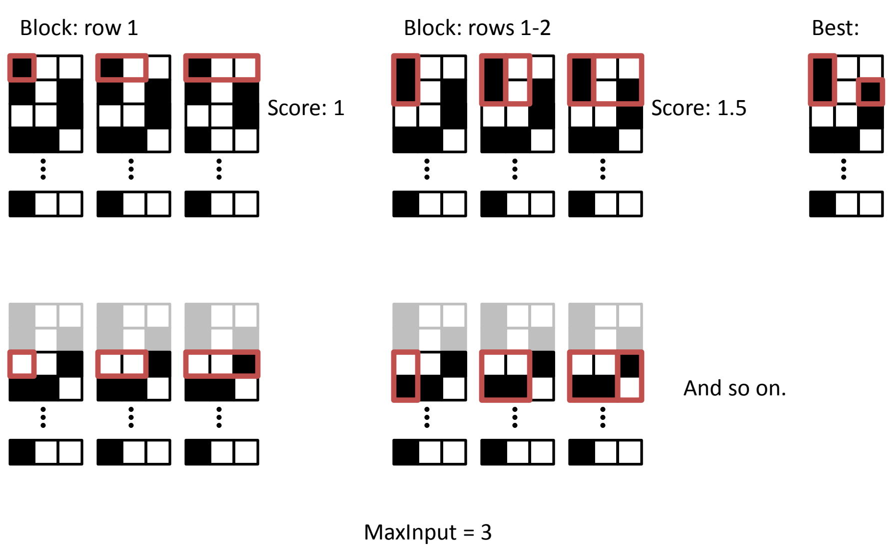
M-Bucket-I Illustration



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M-Bucket-O

- Similar to M-Bucket-I, but tries to minimize max-reducer-**O**utput
- Binary search over max-reducer-output values
- Problem: estimate number of result cells in regions inside a histogram bucket
  - Estimate can be poor, even for fine-grained histogram
  - Input-size estimation much more accurate than output-size estimation

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Extension: Memory-Awareness

- Input for region might exceed reducer memory
- Solutions
  - Use I/O-based join implementation in Reduce, or
  - Create more (and hence smaller) regions
- 1-Bucket-Theta: use squares of side-length Mem/2
- M-Bucket-I: Instead of binary search on max-reducer-input, set it immediately to Mem
- Similar for M-Bucket-O

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Experiments: Basic Setup

- 10-machine cluster
  - Quad-core Xeon 2.4GHz, 8MB cache, 8GB RAM, two 250GB 7.2K RPM hard disks
- Hadoop 0.20.2
  - One machine head node, other nine worker nodes
  - One Map or Reduce task per core
  - DFS block size of 64MB
  - Data stored on all 10 machines

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Data Sets

- Cloud
  - Cloud reports from ships and land stations
  - 382 million records, 28 attributes, 28.8GB total size
- Cloud-5-1, Cloud-5-2
  - Independent random samples from Cloud, each with 5 million records
- Synth-α
  - Pair of data sets of 5 million records each
  - Record is single integer between 1 and 1000
  - Data set 1: uniformly generated
  - Data set 2: Zipf distribution with parameter α
    - For α=0, data is perfectly uniform

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Skew Resistance: Equi-Join

- 1-Bucket-Theta vs. standard equi-join algorithm
- Output-size dominated join
  - Max-reducer-output determines runtime

		1-Bucket-Theta		Standard algorithm	
Data Set	Output size (billion)	Output imbalance	Runtime (secs)	Output Imbalance	Runtime (secs)
Synth-0	25.00	1.0030	657	1.001	701
Synth-0.4	24.99	1.0023	650	1.254	722
Synth-0.6	24.98	1.0033	676	1.778	923
Synth-0.8	24.95	1.0068	678	3.010	1482
Synth-1	24.91	1.0089	667	5.312	2489

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Selective Band-Join

```
SELECT S.date, S.longitude,
  S.latitude, T.latitude
FROM Cloud AS S, Cloud AS T
WHERE S.date = T.date
  AND S.longitude = T.longitude AND
  ABS(S.latitude - T.latitude) <= 10
```

- 390M output vs. 764M input records
- M-Bucket-I for different histogram granularities

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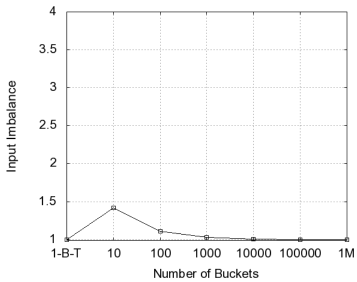
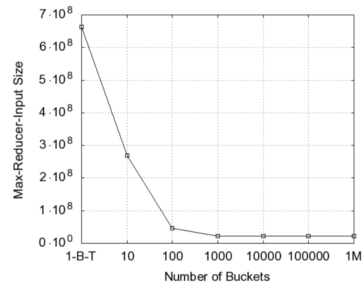
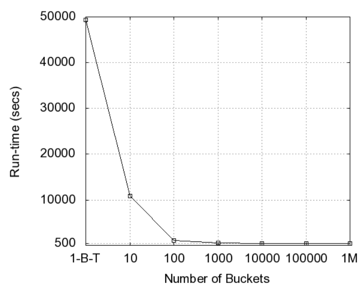
M-Bucket-I Results





10-run averages
(stdev < 15%)



Runtime for MapReduce only!

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M-Bucket-I Details

- M-Bucket-I for 1-bucket histogram is improved version of original 1-Bucket-Theta
  - 1-Bucket-Theta might keep reducers idle
- Out-of-memory for 1-bucket and 100-bucket cases
  - Used memory-aware version of algorithm
  - Creates c·r regions for r reducers for smallest integer c that allows in-memory processing
- Input duplication rate: total mapper output size vs. total mapper input size
  - 31.22, 8.92, 1.93, 1.043, 1.00048, 1.00025 for histograms with 1, 10, 100, 1000, 10K, 100k, and 1M buckets

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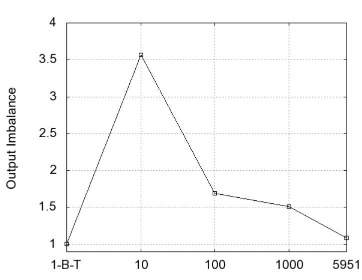
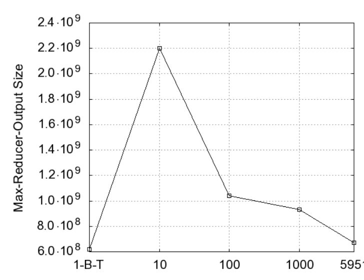
Not-So-Selective Band-Join

```
SELECT S.latitude, T.latitude
FROM Cloud-5-1 AS S, Cloud-5-2 AS T
WHERE ABS(S.latitude-T.latitude) <= 2
```

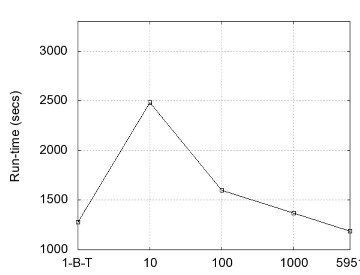
- 22 billion output vs. 10 million input records
- M-Bucket-O for different histogram granularities

M-Bucket-O Results





10-run averages (stdev < 4%)



Runtime for MapReduce only!

M-Bucket-O Details

- M-Bucket-O for 1-bucket histogram is improved version of original 1-Bucket-Theta
- Data set has 5951 distinct latitude values
- Input duplication rate: total mapper output size vs. total mapper input size
  - 7.50, 4.14, 1.46, 1.053, 1.035 for histograms with 1, 10, 100, 1000, and 5951 buckets

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M-Bucket-I on Cloud data set (input-size dominated join):

Step	Number of histogram buckets						
	1	10	100	1000	10,000	100,000	1,000,000
Quantiles	0	115	120	117	122	124	122
Histogram	0	140	145	147	157	167	604
Heuristic	74	9	0.8	1.5	17	118	111
Join	49,384	10,905	1157	595	548	540	536
Total	49,458	11169	1423	861	844	949	1373

M-Bucket-O on Cloud-5 data sets (output-size dominated join):

Step	Number of histogram buckets				
	1	10	100	1000	5951
Quantiles	0	4.5	4.5	4.8	4.9
Histogram	0	26.2	25.8	25.6	25.6
Heuristic	0.04	0.04	0.05	0.24	0.81
Join	1279	2483	1597	1369	1188
Total	1279	2514	1627	1399	1219

Detailed cost breakdown

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Summary

- Join model for creation and reasoning about parallel algorithms
- Near-optimal randomized algorithm for output-size dominated joins
- Improved heuristics for popular very selective joins

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Future Directions

- Explore broader model applicability
  - Very general model
  - Works for size-skewed joins where one set fits in memory
    - Improves completion time of Map-only implementation
  - Algorithm can be executed sequentially
    - Can tune it to available memory
- Multi-way theta-joins
- Optimizer to select best implementation for given join problem

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