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Scalable Methods and Algorithms

Performance Optimization System for Hadoop and Spark Frameworks

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***Abstract*:** *The optimization of large-scale data sets depends on the technologies and methods used. The MapReduce model, implemented on Apache Hadoop or Spark, allows splitting large data sets into a set of blocks distributed on several machines. Data compression reduces data size and transfer time between disks and memory but requires additional processing. Therefore, finding an optimal tradeoff is a challenge, as a high compression factor may underload Input/Output but overload the processor. The paper aims to present a system enabling the selection of the compression tools and tuning the compression factor to reach the best performance in Apache Hadoop and Spark infrastructures based on simulation analyzes.*

***Keywords*:** *Hadoop, Spark, data compression, CPU/IO tradeoff, performance optimization.*

1. Introduction

Big Data processing [1] is a resource-intensive operation that uses specific hardware and software. Due to the intense Input/Output (I/O) nature of the processing, the hardware architecture is different from the traditional High-Performance Computing (HPC) clusters or supercomputers, particularly, local disks are required for all data nodes. Moreover, the data processing application stack is also significantly different from traditional approaches. For instance, the data volume is substantially larger than in other operations, and the data sets are poorly structured, and various data types are available.

The traditional relational database management systems, like SQL queries, are incapable of tackling semi-structured or unstructured Big Data processing. Thus, the MapReduce model has been introduced, a critical technology for processing and generating extensive data sets. Its implementations, such as Apache Hadoop [2] or Spark [3], split large data sets into a set of distributed blocks, execute map tasks in parallel on these blocks, and finally reduce tasks for the aggregation of results. Data compression techniques are used to overcome data storage and network bandwidth limitations to process a massive volume of data. In Big Data infrastructures, it decreases the size of data chunks to minimize the time delay forced by the I/O operation and save space on local disks. Therefore, it is a challenge to find an optimal tradeoff, as high compression factor may underload I/O but overload CPU, while a weak compression factor may underload CPU but overload I/O. The ideal configuration is when both I/O and CPU are used entirely. CPU (respectively I/O) should not be waiting for I/O (respectively CPU) to reach the best performance.

The paper aims to present a system enabling the selection of the compression tools and tuning the compression factor to reach the best performance in Hadoop and Spark infrastructures based on simulation analysis. Section 2 presents background information and the motivation about the technological stack used to implement and evaluate the compression techniques. Section 3 reviews related work. Section 4 presents the methodology of experiments, including the evaluated compression algorithms. Section 5 illustrates the experimental results and evaluations, and Section 6 concludes the paper.

2. Background and motivation

The resource optimization addresses the growing needs of Big Data processing and analysis. The traditional methods and tools are mainly dedicated to CPU resource optimization, but the memory and I/O consume a significant portion of Big Data processing resources. Many scientific studies have been dedicated to the memory optimizations in hardware [4], kernel memory [5], and middleware [6] layers. The paper aims to optimize the resources in the application level using several compression algorithms within the Apache Hadoop and Spark frameworks, aiming to reduce the size of the files to be processed (to be loaded into memory, and written back to the disk). This approach increases the CPU load of the system overall, but as already mentioned, the CPU is not the most consumed resource in such systems, and it often stays underutilized. In the meantime, the splittable compressing algorithms split and merge back the data while using the MapReduce development model. The suggested system is based on Apache Hadoop and Apache Spark general-purpose Big Data computing frameworks. If the Apache Hadoop is a model for reading and writing data processing based on disk, the Apache Spark performs in-memory calculations with the resilient distributed data sets. Apache Hadoop is an open-source Java-based distributed computing framework built for applications implemented using MapReduce parallel data processing paradigm [7] and Hadoop Distributed File System (HDFS) [8].

As a distributed file system, HDFS provides a reliable, scalable, and fault-tolerant distributed data storage. The data is stored as blocks for handling the hardware failures. The replication factor shows the number of copies of a block in HDFS. MapReduce has become a critical distributed processing model for large-scale data-intensive applications like data filtering, feature extraction, or web indexing. The Map and Reduce functions are the key components of the MapReduce programming model. The Map function processes a key/value pair for generating a set of intermediate key/value pairs, while the Reduce function aims to merge all intermediate values associated with the same intermediate key. When the Map tasks are completed, the intermediate output is shuffled and sorted. The shuffle step is the only communication step between data nodes in MapReduce, during which nodes begin to swap the intermediate outputs from the map tasks. After shuffling and sorting, the reduce phase calls the user-defined reduce task and stores the output on HDFS.

The data compression algorithms are used in the suggested system to reduce the data movement cost by increasing the computation time. MapReduce supports the implementations of several compression and decompression algorithms called a codec. Data compression methods are classified according to data quality, codec schemas, data, and application types [9]. The codec allows us to compress and decompress data using splittable and non-splittable compression algorithms. The splittable compression algorithm splits the file into the compressed and uncompressed data blocks with the fixed size of the HDFS file's block size setting, where each of them can be decompressed separately of the others. The Hadoop also supports a non-splittable algorithm with a serial decompression, which usually requires longer decompression time. Therefore, the tradeoff of data compression algorithms depends on various factors, such as degree of compression, data quality (with or without loss), compression algorithm type, or data type. The degree of data size or I/O reduction depends on the compression ratio, which equals compressed data divided into the uncompressed data size. The compression ratio relies on the data and the compression algorithm. A lower ratio means less memory and I/O usages.

The data compression in Hadoop and Spark frameworks increases the storage space and improves performance to compute the job. The compression can be implemented for input data, intermediate Map output data, and Reduce output data stages. Intermediate compression of the map output reduces network usage during the Mapreduce shuffle step. All nodes begin to communicate with each other and collect the map output as the phase reduces input. If the input or intermediate output of the map phase is compressed, the framework chooses a decompression algorithm before processing according to the file extension (Table 1).

Table 1. A summary of compression formats available in Hadoop

No	Compression format	File extension	Splittable
1	gzip	.gz	No
2	bzip2	.bz2	Yes
3	snappy	.snappy	Yes (container file formats)
4	Lzo	.lzo	Yes (indexing algorithm)
5	lz4	.4mc	Yes (4MC library)
6	zstandart	.4mz	Yes (4MC library)

The data is stored securely, as all selected compression codecs are lossless. The gzip and deflate codecs use the deflate algorithm as a combination of lz77 and Huffman Coding [10]. The lz77 compression algorithm replaces duplicate bit positions regarding their previous positions. The difference between gzip and deflate is the Huffman encoding phase. The splittable compression bzip2 codec uses the Burrows-Wheeler (block-sorting) text compression and Huffman coding [11] algorithms. Bzip2 compresses data blocks independently and can compress data blocks in parallel. As a fast data compression and decompression library, snappy uses the ideas from lz77 [12]. Snappy blocks are non-splittable, but the files in the snappy blocks are splittable. The lzo (Lempel-Ziv-Oberhumer) compression algorithm is a variation of the lz77 compression algorithm. The algorithm is divided into the find the match, write the unmatched literal data, determine the length of the match, and write the match tokens parts. The next compression algorithm is the lz4, where compressed data files consist of LZ4 sequences that contain a token, literal length, offset, and match length [13]. Zstandart is an lz77-based algorithm developed by Facebook to support dictionaries, a massive search box, and an entropy coding step using finite-state entropy and Huffman coding.

3. Related work

A prominent data processing engine for data centers is Hadoop MapReduce enabling users to avoid the costs of maintaining physical infrastructures. Many studies focus on MapReduce jobs to boost the performance and minimize the energy consumption in data centers by orders of magnitude. The authors [14-16] have studied the effect of data compression to improve the performance and energy efficiency for MapReduce small workloads only on four nodes clusters. Several methods and algorithms have been constructed to determine compression approaches to reduce data loading time and increase concurrency. It dynamically changes the file block size based on the compression ratio. Two dynamically selectable algorithms (tentative selection and predictive decision) have been studied to achieve an optimal I/O performance with a periodical compression algorithm features profiling and real-time system resource status monitoring. The authors focus on old versions of Hadoop (based on slots) supporting limited compression algorithms.

Several studies aim to evaluate the influence of various configuration parameters on energy efficiency in the Hadoop framework. In [17], different energy models have been developed to predict MapReduce jobs' energy consumption. The job execution time and energy consumption have been minimized simultaneously by adjusting the data replication coefficient and data block size parameters. In [18], the authors stress each part of MapReduce (map, shuffle, and reduce) and energy-related components (CPU, IO, and network) of machines. It is recommended to configure various parameters, such as data replication coefficient, file block size, number nodes, or type of nodes. A linear regression model has been designed to predict the energy consumption of MapReduce workloads. The experimental results indicate that significant energy savings can be achieved from accurate resource allocation and intelligent dynamic voltage and frequency scaling scheduling for computation-

intensive applications [19]. The paper [20] presents our early work on modifying Hadoop to allow the scale-down of operational clusters. In [21], strategies are proposed for adjusting the degree of parallelism, network bandwidth, and power management functions in the HPC cluster for energy-efficient execution of map-reduce jobs. They also note that increasing concurrency usually means energy efficiency or speed-up.

The presented papers mainly explore either data compression or the influence of various configuration parameters on energy efficiency in the Hadoop/Spark frameworks to boost the Hadoop MapReduce job performance. This paper aims to present a system that selects optimal compression tools and tunes the compression factor to reach the best performance. The latest versions of Apache Hadoop and Spark's compression codecs were used to evaluate the benchmarks, tools, and applications.

4. Methodology

The suggested system allows studying the tradeoff, with compression between saving CPU and saving I/O, to evaluate the efficiency of Big Data applications using Hadoop and Spark frameworks based on compression tools and tuning the compression factor. The performance optimization methodology allows users to explore and optimize Big Data applications (Fig. 1).

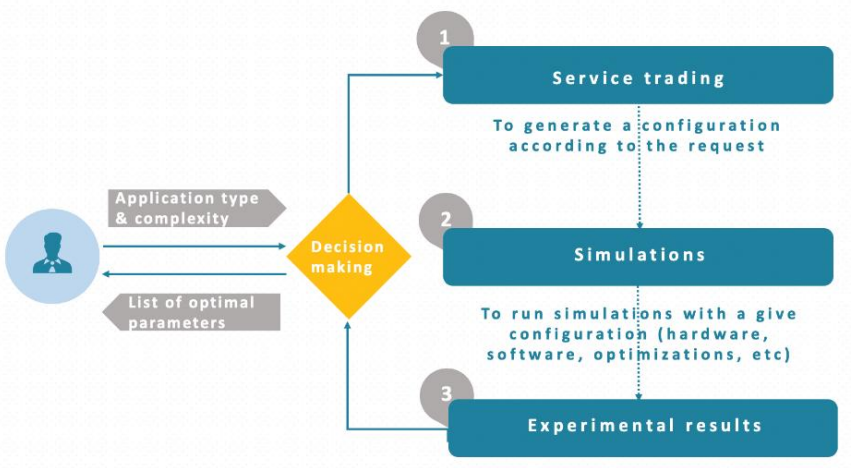

Fig. 1. Methodology skeleton

A decision-making service sends the application type and the complexity to the service trading module through the REST API to select an optimal configuration. Several MapReduce type benchmarks, tools, and applications have been studied and implemented in the simulation module. As a distributed I/O benchmark tool, the TestDFSIO benchmark is used to stress test HDFS and determine cluster I/O speeds [22]. TestDFSIO is also essential to identify bottlenecks in networks and stress the hardware, OS, and Spark/Hadoop configuration on cluster nodes. TestDFSIO

performs (see Table 2 for the list of the options) parallel reading and writing bulk data using separate Map tasks (or Spark jobs). The statistics are collected in the Reduce task to get a summary of HDFS throughput and average I/O.

Table 2. TestDFSIO options summary

No	Option	Description
1	write	Generates data and write it to HDFS
2	read	Read data
3	append	Generate and append data to the existing file
4	clean	Remove all generated data
5	nrFiles	Provide the number of files to generate (the number of map tasks to be executed)
6	fileSize	Provide generated file size per each map task
7	resFile	Indicate the local path to store the results
8	bufferSize	Provide the buffer size in bytes (default 1,000,000 bytes)

There are many MapReduce applications used to test both layers of HDFS and MapReduce. The Terasort package is used to check the HDFS and MapReduce layers, consisting of TeraGen designed to generate data, Terasort to sort data, and TeraValidate to verify data sorting. TeraGen is designed to generate a large amount of data, which is the input to TeraSort. The size of the generated data and the output are the input arguments. Terasort sorts the data generated by TeraGen. TeraValidate checks the sorted TeraSort output. The input and output paths are the TeraSort and TeraValidate benchmarks arguments.

The WordCount and LogAnalyzer are studied, as MapReduce applications [23]. The WordCount workload reads text files and counts how often words are found. The LogAnalyzer workload reads log file as an input, detects lines that match the entered regular expression, and outputs a report that informs if the keyword is present or not and if present how many times.

The clustering data analysis technique divides the entire data into groups according to a similarity measure. k-Means clustering is one of the simplest, powerful, and popular unsupervised machine learning algorithms in Data Science [24]. Parallel k-Means MapReduce application has been used, allowing to manage large datasets finding distances between objects [25]. 1, 2, and 4 centroids have been identified for the experiments to allocate every data point to the nearest cluster.

The input data is compressed using the compression algorithms described in the Background section. Three types of input data, seven compression algorithms and five workloads (TestDFSIO, TeraSort, WordCount, LogAnalyzer, k-Means), are evaluated in Hadoop and Spark environments metrics (Table 3) to study environment and compression algorithms for different workloads.

Table 3. Evaluation metrics

No	Metric	Description
1	CPU	CPU usage percentages at 1-second intervals
2	Memory	Memory usage percentages at 1-second intervals
3	I/O	Read and write counts at 1-second intervals
4	Network	Bytes sent and received
5	Time	Job execution time (seconds)

The Armenian e-Infrastructure is used for the studies and experiments, a complex national IT infrastructure consisting of networking, data, and distributed computing infrastructures [26].

5. Experiments

Mainly, the Hadoop/Spark cluster consisting of a master and 16 slave nodes is used for the experiments with five distinct configurations: 1+4, 1+8, and 1+16. Each node in the cluster runs the Openstack middleware with one virtual machine per node using Ubuntu server 18.04 operating system, 3 GB of memory, and a 120 GB SATA shared hard disk. The Hadoop version 3.2.1, Spark version 2.4.5, Java JDK version 1.8, and HDFS block size 128 MB are used. The replication factor is set at 2 (default value is 3) to facilitate the decommissioning of data nodes. The total number of experiments per Apache Hadoop and Spark environment is 240.

4 GB, 8 GB, and 16 GB data workload are carried out for all experiments. Data compression reduces the storage usage. Analyzes of compressed and raw-files compression ratios are illustrated in Fig. 2.

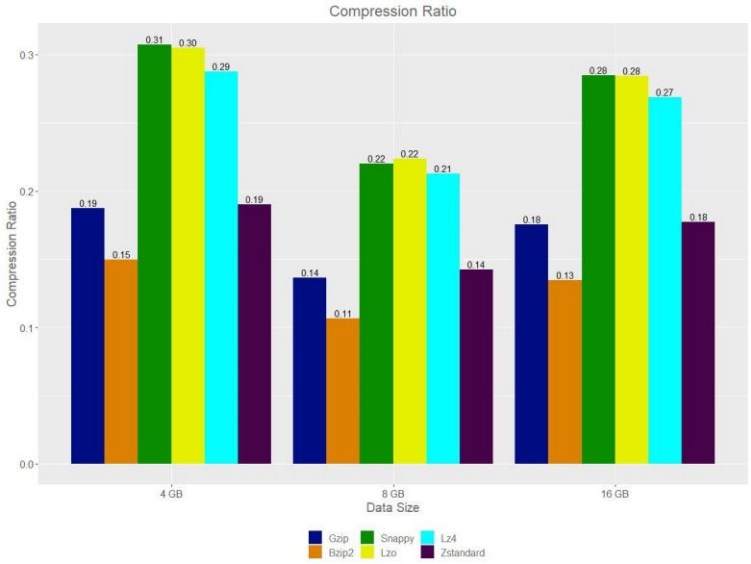

Fig. 2. Compression ratio for 4 GB, 8 GBB, and 16 GB data workloads

Fig. 2. shows the best compression ratio with a 13-17% of the average value for gzip, Zstandard, and bzip2 algorithms. The compression ratio difference between gzip and bzip2 is about 4%. According to the benchmarks, the execution time of gzip is about seven times faster than the bzip2 compression. The Lzo, lz4, and Snappy algorithms have 26-27% low compression ratios with about seven times faster execution time compere to the gzip compression.

The remarkable outcome from this experiment is that with Spark with the lz4 compression format, and with 8 GB and 16 GB data sets, it was possible to obtain a

47% improvement at the cost of a 15-25% and 18-28% memory usage for uncompressed input data; 20-70% CPU and 18-20% memory usage for splittable compressed data; and 8-10% CPU and 14-28% memory usage for non-splittable compressed data. The LogAnalyzer's execution time for Hadoop is optimized up to 4.4% with the lz4 compression format regardless of the input data size. The standard deviation for Hadoop is up to 2% when eight-node and four-node are implemented, and 9% for eight-node and 27% for four-node configurations for Spark. The average CPU usage of all nodes on the Hadoop cluster is 6-6.5%, while the memory usage is 12-16.5%. On Spark for uncompressed input data, the average CPU usage is 15-25% and 18-28% memory, for splittable compressed data 20-70% CPU and 18-20% memory, for non-splittable compressed data 8-10% CPU and 14-28% memory. On Hadoop, average resource usage is almost the same.

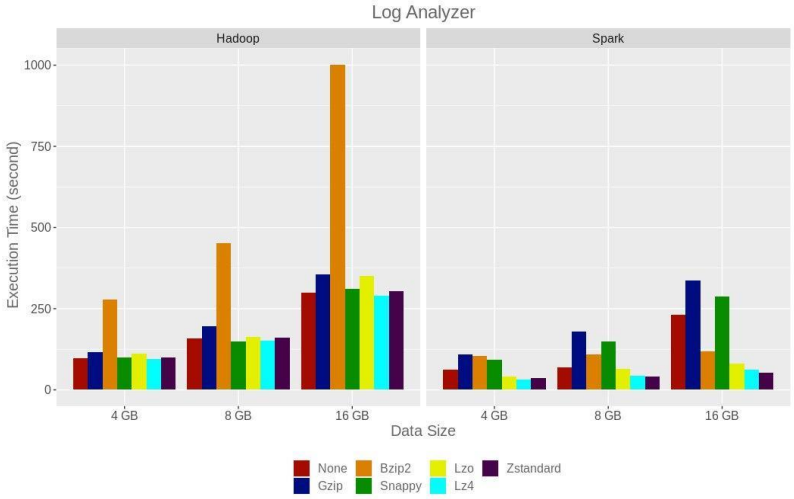

Fig. 3. The LogAnalyzer experiment performs for 4 GB, 8 GB, and 16 GB data on 16 nodes Hadoop and Spark configuration

The picture is different if the WordCount massive simulation application is studied instead of the LogAnalyzer (see Fig. 4). The experiments show that in the case of using 16 GB input data, the compression codec slightly improves the execution time for the Hadoop framework and significantly improves the execution time framework. lz4 and lzo codecs show the best performance for both cases. Within the Hadoop lz4 has a bit higher performance than lzo and on Spark the opposite (lzo shows lower execution time). The Hadoop execution time for 8 and 16 nodes configuration is almost the same, but on four-node, the average execution time increases by 1.4%. On the Spark 8 node cluster, the average execution time increases by 17% and on the four-node cluster by 51%. On the Hadoop cluster, the average CPU usage is 5.3-6.7% and memory 12-17.3%. On the Spark cluster with uncompressed input data, CPU usage is 20-47% and memory 30-42%. For input data compressed with non-splittable codec, the average CPU usage is 6-7%, memory 20-30%, and for data compressed with splittable codec CPU 20-50%, memory 30-70%. As LogAnalyzer for WordCount job on the Hadoop environment, the average resource usage is almost the same. The best performance for Wordcount job shows

lzo codec, which is 8% faster than uncompressed data but uses 12% more CPU and 23% more memory on average.

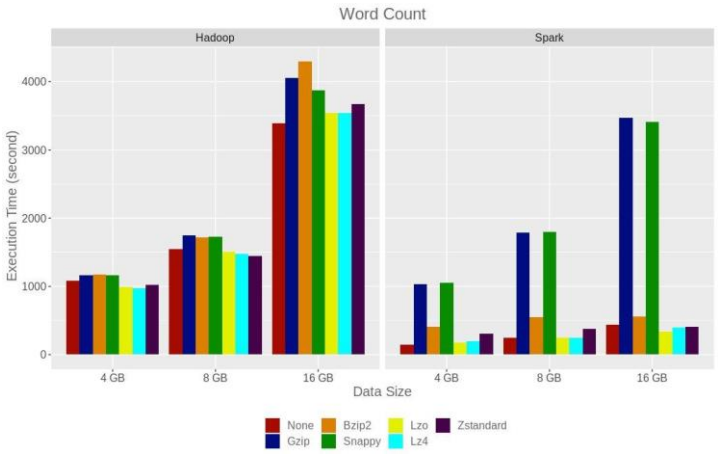

Fig. 4. WorCount experiment performance for 4 GB, 8 GB, and 16 GB data on 16 nodes Hadoop and Spark configuration

The experiments show that the splittable codecs improve the execution time of LogAnalyzer and WordCount applications, besides the Bzip2 slow compression algorithm for the Hadoop cluster. Gzip and Snappy non-splittable codecs decrease the storage size and increase execution time. The splittable compression codecs have a substantial impact on the Spark environment. The compression codecs were not used for TeraGen and TestDFSIO benchmarks, as an algorithm artificially generates the data. Fig. 5 shows the TestDFSIO benchmark's execution time on Hadoop and Spark environments with 16 node configurations.

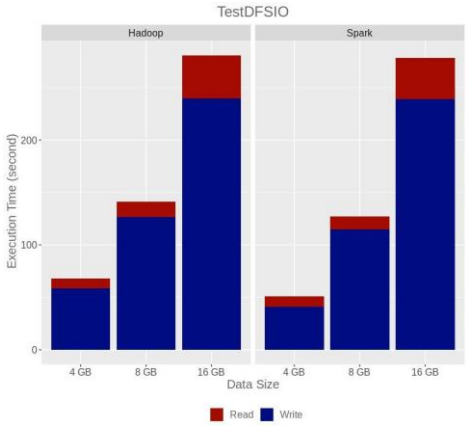

Fig. 5. TestDFSIO benchmark execution time for 4 GB, 8 GB, and 16 GB data on 16 node Hadoop/Spark

On eight-node configuration cluster benchmarks with write option work in the approximate same time. The deviation for Hadoop is 2%, and Spark is 1%. For reading option execution time increases by 82% are on Hadoop and 31% on Spark. On four-node configuration, write works 4% slower on Hadoop and 18% on Spark,

for read option works three times slower on both environments. Fig. 6 shows TeraGen, TeraSort, TeraValidate benchmark's execution time on Hadoop and Spark environments with 16 node configurations. TeraGen and TeraValidate work faster on Hadoop and TeraSort on Spark. On average, the simulation time of benchmarks is 12% smaller for Spark compared to Hadoop. On eight-node Hadoop and Spark clusters, the results of TeraGen and TeraSort are almost the same with only a 2% difference, but for TeraValidate, the benchmark execution time increases by 20% on Hadoop and 50% on Spark. On four nodes, Hadoop cluster TeraGen on average is faster by 13%, Terasort 3%, and Teravalidate is slower by 43% compared with 16 node configuration. On four nodes, Spark cluster TeraGen is faster by 7%, TeraSort is slower by 4%, and Teravalidate by 72%. In both environments, the average CPU usage is 5-7%, memory 12-14% on Hadoop, and 15-16% on Spark.

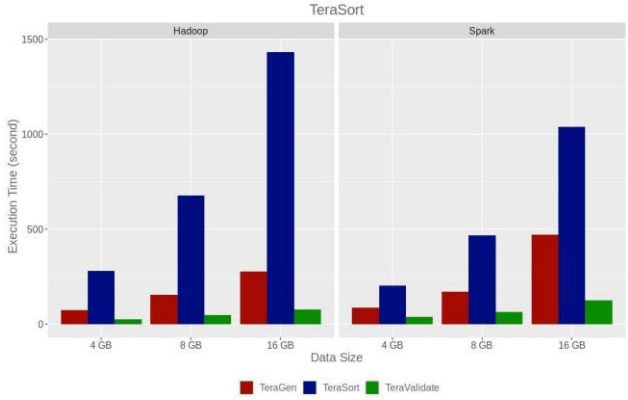

Fig. 6. TeraSort benchmark execution time for 4 GB, 8 GB, and 16 GB data on 16 nodes Hadoop/Spark

In the k-Means clustering application, the 1 GB, 2 GB, 4 GB input data sizes are used for the experiments. According to Fig. 7, gzip, snappy, and zstandart codecs show almost the same performance as if the input is uncompressed.

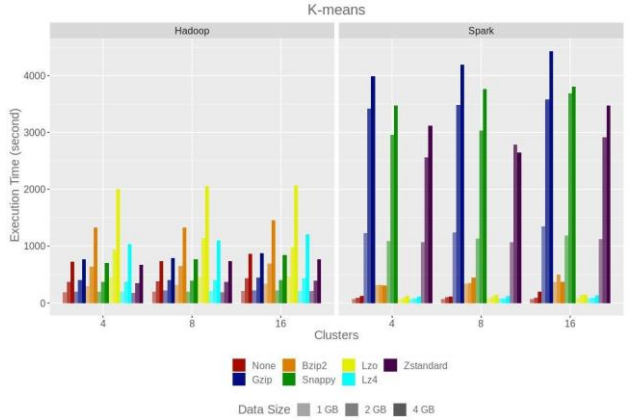

Fig. 7. K-means benchmark execution time for 1 GB, 2 GB, and 4 GB data on 16 nodes Hadoop/Spark

The scenarios are entirely different in the Spark cluster case, as the splittable codecs besides bzip2 show better performance than if data is uncompressed. The best performance is reached using the lz4 codec by having about 93% of the compression ratio. Instead of Hadoop (deviation is 1%), the execution time on average increases by 30% and 93% on four-node and eight-node configuration of Spark. On Hadoop, the best performance shows zstandard codec 6.4% faster than for uncompressed data. On Hadoop k-Means cluster, the average resource usage is almost the same compered to the LogAnalyzer and WordCount. The average CPU usage is 6-7%, while memory usage is 16-18%. The worst performance on Spark show gzip, zstandard and snappy codec, which use, on average, 6-8% CPU and 30-48 % memory. If k-Means input data is uncompressed, the average CPU usage is 37-50%, while the memory is 30-44%. In the case of the other codecs, the average CPU usage is 11-56%, while the memory is 26-44%. The best performance on Spark cluster show lz4, which is, on average, 8.8% faster than for not compressed input data, but uses on average 3% more CPU and 1% less memory.

The statistical analyzes of the memory and processor usages are presented in Table 4 to present the characteristics of the data and to study the dispersion. In the case of TestDFSIO and TeraSort that is very reliable, while the LogAnalyzer, WordCount, and k-Means, there is a significant variance between the data and the statistical average.

Table 4. SD and Means analyzes five workloads

No	Job	Framework	CPU usage		Memory usage	
			Mean (%)	SD	Mean (%)	SD
1	LogAnalyzer	Hadoop	6.29	0.17	15.23	1.18
		Spark	31.21	20.36	21.97	3.66
2	WordCount	Hadoop	6.01	0.35	15.57	1.43
		Spark	28.93	15.54	42.11	16.81
3	TestDFSIO	Hadoop	4.74	0.49	17.76	0.15
		Spark	4.74	0.80	14.85	0.21
4	TeraSort	Hadoop	6.15	0.68	12.96	1.08
		Spark	6.21	0.59	15.31	0.44
5	K-means	Hadoop	6.67	0.33	17.21	0.72
		Spark	22.58	16.21	34.09	5.70

6. Conclusion

In this paper, a system enabling to find an optimal tradeoff to reach optimal performance in Apache Hadoop and Spark frameworks is presented. 4 GB, 8 GB, and 16 GB data workloads for diverse applications, including TestDFSIO, TeraSort, WordCount, LogAnalyzer, and K-means, have been evaluated in Hadoop and Spark environments. The evaluation results are used by the suggested system to choose an optimal configuration environment. The compressed data processing analyzes show that the lz4 codec reaches Hadoop's best performance regardless of the input data size. Meanwhile, Spark achieves the best performance with Iz4 only for 4 GB input data, and zstandard codec for 8 GB and 16 GB cases. It is planned to study the energy-

efficient data transfers of Apache Hadoop and Spark using RDMA-capable networks like InfiniBand based on the developed methodology [27] and techniques [28].

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