CSx55: Distributed Systems [HDFS]

HDFS: When to federate and replicate

A namenode often becomes
The pinch of the hourglass
To alleviate federate

To cope with failures
And other erratic behaviors
Have a hot standby replicate

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Frequently asked questions from the previous class survey

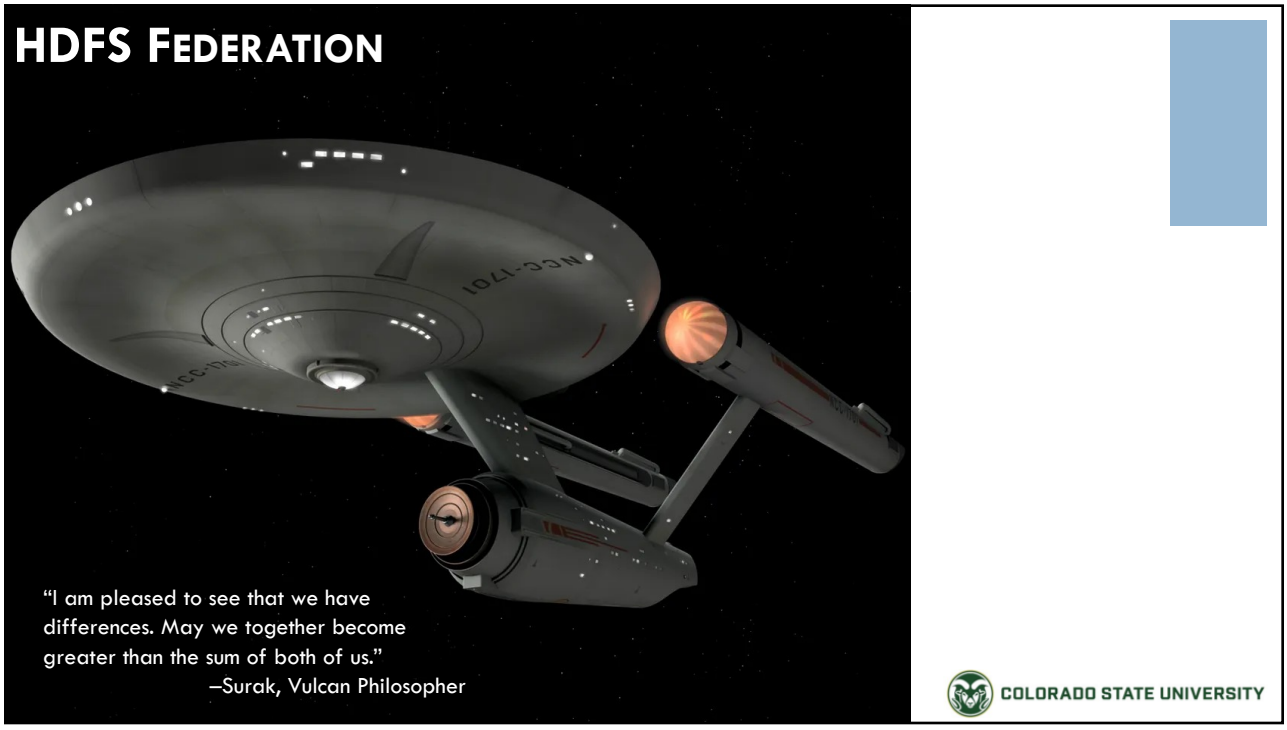
- What is used more often strobes or pings?
- Does failure of namenode result in loss of data?

Topics covered in today's lecture

- HDFS

3

HDFS FEDERATION



"I am pleased to see that we have differences. May we together become greater than the sum of both of us."
–Surak, Vulcan Philosopher

4

HDFS Federation (introduced in 0.23)

- On large clusters with many files, memory is a limiting factor for scaling
- HDFS federation allows scaling with the addition of namenodes
  - Each manages a portion of the filesystem namespace
    - For e.g., one namenode for `/user` and another for `/share`

HDFS Federation [1/2]

- Each namenode manages a namespace volume
  - Metadata for the namespace and block pool
- Namespace volumes are **independent** of each other
  - No communications between namenodes
  - Failure of one namenode does not affect availability of another

HDFS Federation [2/2]

- Block pool storage is **not partitioned**
- Datanodes register with each namenode in the cluster
  - Store blocks from multiple blockpools

Recovering from a failed namenode [1/2]

- Admin starts a new primary namenode
  - With one of the filesystem metadata replicas
  - Configure datanodes and clients to use this namenode
- New namenode unable to serve requests until:
  1. Namespace image is **loaded** into memory
  2. **Replay** of edit log is complete
  3. Received enough **block reports** from datanodes to leave safe mode

Recovering from a failed namenode [2/2]

- Recovery can be really long
  - On large clusters with many files and blocks this can be about 30 minutes
- This also impacts routine maintenance

HDFS High Availability has features to cope with this

- Pair of namenodes in active standby configuration
- During failure of active namenode, standby takes over the servicing of client requests
  - In 10s of seconds

HDFS High-Availability: Additional items to get things to work

- Namenodes use a highly-available **shared storage** to store the *edit log*
- Datanodes must send block reports to **both** namenodes
  - Block mappings stored in memory not disk
- Clients must be configured to handle namenode failover

HDFS HA: Dealing with ungraceful failovers

- Slow network or a network partition can trigger failover transition
  - Previously active namenode thinks it is ***still*** the active namenode
- The HDFS HA tries to avoid this situation using **fencing**
  - Previously active namenode should be prevented from causing corruptions

Fencing mechanisms: To shutdown previously active namenode

- Kill the namenode's process
- Revoking access to the shared storage directory
- Disabling namenode's network port
  - Using the remote management command
- STONITH
  - Use specialized power distribution unit to forcibly power down the host machine

Basic Filesystem Operations

- Type `hadoop fs –help` to get detailed help on commands
  - We are invoking Hadoop's filesystem shell command `fs` which supports other subcommands
- Start copying a file from the local filesystem to HDFS

```
% hadoop fs –copyFromLocal input/docs/quangle.txt
      /user/tom/quangle.txt
```

Basic Filesystem Operations

- Copy file back to the local filesystem

```
%hadoop fs –copyToLocal /user/tom/quangle.txt
  input/docs/quangle.copy.txt
```

- Verify if the movement of the files have changed the files in any way

```
% openssl md5 quangle.txt quangle.copy.txt
```


Basic Filesystem Operations

```
% hadoop fs -mkdir books
% hadoop fs -ls .
Found 2 items
drwxr-xr-x - tom supergroup 0 2019-04-02 22:41 /user/tom/books
-rw-r--r-- 1 tom supergroup 118 2019-04-02 22:29 /user/tom/quangle.txt
```

- Directories are treated as metadata and **stored by the namenode** not the datanodes

HADOOP FILE SYSTEMS

17

Hadoop filesystems

- Hadoop has an abstract notion of filesystem
- HDFS is just one implementation
  - Others include HAR, KFS (Cloud Store), S3 (native and block-based)
- Uses URI scheme to pick correct filesystem instance to communicate with

`% hadoop fs -ls file://` to communicate with local file system

18

Interacting with the filesystem

- Hadoop has a `FileSystem` class
- HDFS implementation is accessible through the `DistributedFileSystem`
  - Write your code against the `FileSystem` class for maximum portability

Reading data from a Hadoop URL

```
InputStream in = null;
try {
    in = new URL("hdfs://host/path").openStream();
    // process in
} finally {
    IOUtils.closeStream(in);
}
```

Make Java recognize Hadoop's URL scheme

- Call `setURLStreamHandlerFactory()` on URL with an instance of `FsURLStreamHandlerFactory`
- Can only be called once per JVM, so it is typically executed in a static block

Displaying files from a Hadoop filesystem

```
public class URLCat {
  static {
       URL.setURLStreamHandlerFactory(
                     new FsUrlStreamHandlerFactory());
  }

 public static void main(String[] args) throws Exception {
    InputStream in = null;
    try {
       in = new URL(args[0]).openStream();
       IOUtils.copyBytes(in, System.out, 4096, false);
    } finally {
      IOUtils.closeStream(in);
    }
 }
}
```

Buffer size used for copying

Close streams after copying is complete?

A sample run of the `URLCat`

```
% hadoop URLCat hdfs://localhost/user/tom/quangle.txt

On the top of the Crumpetty Tree
The Quangle Wangle sat,
But his face you could not see,
On account of his Beaver Hat.
```


Using the FileSystem API

- A file on the Hadoop filesystem is represented by a Hadoop `Path` object
  - Not the `java.io.File` object
- Path has a Hadoop filesystem URI

Retrieving an instance of the `FileSystem`

- `public static FileSystem get(Configuration conf) throws IOException`
  - Configuration encapsulates client or server's configuration `conf/core-site.xml`
- `public static FileSystem get(URI uri, Configuration conf) throws IOException`
  - URI scheme identifies the filesystem to use
- `public static FileSystem get(URI uri, Configuration conf, String user) throws IOException`

With a `FileSystem` instance in hand: Retrieving the input stream for a file

- `public FSDataInputStream open(Path f) throws IOException`
- `public FSDataInputStream open(Path f, int bufferSize) throws IOException`
- `FSDataInputStream` is a specialization of the `java.io.DataInputStream`
  - Also implements the `Seekable` interface

Displaying files using the FileSystem directly

```
public class FileSystemCat {
  public static void main(String[] args) throws Exception {
     String uri = args[0];
     Configuration conf = new Configuration();
     FileSystem fs = FileSystem.get(URI.create(uri), conf);
     InputStream in = null;
     try {
       in = fs.open(new Path(uri));
       IOUtils.copyBytes(in, System.out, 4096, false);
     } finally {
       IOUtils.closeStream(in);
     }
  }
}
```


The execution of the program

```
% hadoop FileSystemCat hdfs://localhost/user/tom/quangle.txt

On the top of the Crumpetty Tree
The Quangle Wangle sat,
But his face you could not see,
On account of his Beaver Hat.
```

Writing Data

- Creation of a file

```
public FSDataOutputStream create(Path f) throws
  IOException
```

- Other versions of this method allow specification of
  - Overwriting existing files
  - Replication factor for the file
  - Buffer size to use
  - Block size

Alternatively, you can append to an existing file

```
public FSDataOutputStream
  append(Path f) throws IOException
```

- Allows a single writer to modify an already written file
  - Open it and write data starting at the final offset

FSDataOutputStream

- Unlike `FSDataInputStream`, this output stream *does not permit seeking*
- Only sequential writes or appends to a file are allowed

Copying a local file to a Hadoop filesystem

```
public class FileCopyWithProgress {
   public static void main(String[] args) throws Exception {
      String localSrc = args[0];
      String dst = args[1];
      InputStream in =
         new BufferedInputStream(new FileInputStream(localSrc));

      Configuration conf = new Configuration();
      FileSystem fs = FileSystem.get(URI.create(dst), conf);
      OutputStream out = fs.create(new Path(dst),
         new Progressable() {
             public void progress() {
               System.out.print(".");
             }
         });
      IOUtils.copyBytes(in, out, 4096, true);
   }
}
```

Directories

- `FileSystem` supports creation of directories

```
public boolean mkdirs(Path f)
  throws IOException
```

  - Creates all necessary parent directories
- Writing a file by calling `create()`, automatically creates directories

FileStatus

- Encapsulates file system metadata for files and directories
- Includes:
  - File length
  - Block size
  - Replication
  - Modification time
  - Ownership and permission information

But we often need to list status of multiple files …

```
public FileStatus[] listStatus(Path f)
      throws IOException

public FileStatus[]
   listStatus(Path f, PathFilter filter)
      throws IOException

public FileStatus[] listStatus(Path[] files)
      throws IOException

public FileStatus[]
   listStatus(Path[] files, PathFilter filter)
    throws IOException
```


File patterns

- Rather than enumerating each file and directory it is convenient to use *wildcards*
  - Match multiple files with a single expression
    - **Globbing**
- `FileSystem` methods for processing globs
  - `public FileStatus[] globStatus(Path pathPattern) throws IOException`
  - `public FileStatus[] globStatus(Path pathPattern, PathFilter filter) throws IOException`

Hadoop provides the same glob support as UNIX

Glob	Name	Matches
*	*asterisk*	*Matches zero or more characters*
?	*question mark*	*Matches a single character*
[ab]	*character class*	*Matches a single character in the set {a, b}*
[^ab]	*negated character class*	*Matches a single character that is not in the set {a, b}*
[a-b]	*character range*	*Matches a single character in the (closed) range [a, b], where a is lexicographically* less than or equal to b
[^a-b]	*negated character range*	*Matches a single character that is not in the (closed) range [a, b], where a is* lexicographically less than or equal to b
{a,b}	*alternation*	*Matches either expression a or b*
\c	Escaped character	Matches character c when it is a metacharacter

Looking at an example [1/2]

- /2007/12/30
- /2007/12/31
- /2008/01/01
- /2008/01/02

Looking at an example [2/2]

/*	/2007 /2008
/*/*	/2007/12 /2008/01
/*/12/*	/2007/12/30 /2007/12/31
/200?	/2007 /2008
/200[78]	/2007 /2008
/200[7-8]	/2007 /2008
/200[^01234569]	/2007 /2008
/*/*/{31,01}	/2007/12/31 /2008/01/01
/*/*/3{0,1}	/2007/12/30 /2007/12/31
/*/{12/31,01/01}	/2007/12/31 /2008/01/01

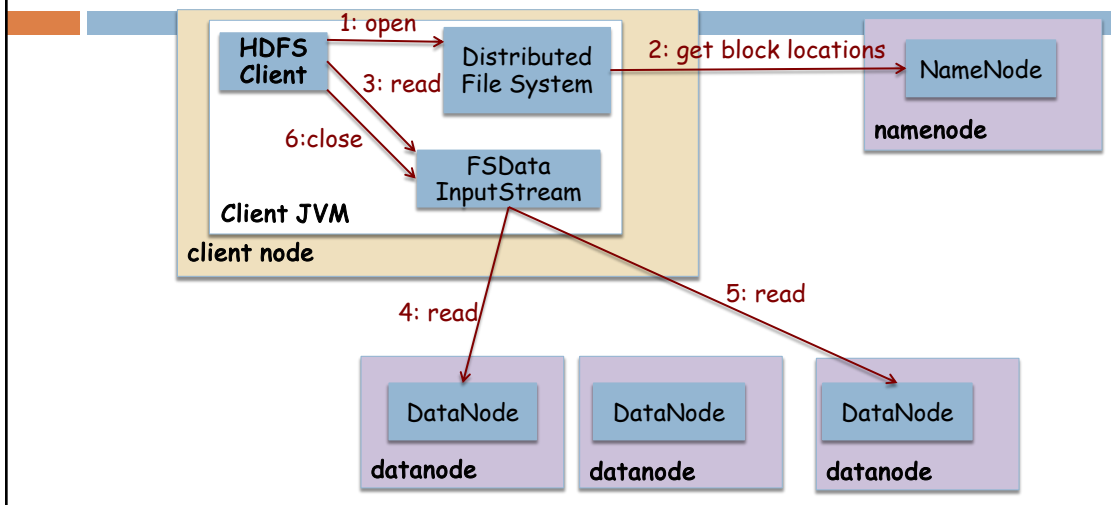
Deleting data

- Use the `delete()` method on `FileSystem`
- `public boolean delete(Path f, boolean recursive) throws IOException`
  - If `f` is a file or an empty directory then `recursive` is ignored.
  - Recursive deletion of directories happens only if `recursive` is true

DATA FLOW IN HDFS

41

Data flow in HDFS [read]



42

Reading data

- `FSDataInputStream` wraps a `DFSInputStream`
  - `DFSInputStream` manages I/O with the datanode and namenode
- `DFSInputStream` stores datanode addresses for the **first few blocks**
  - Namenode returns addresses of datanodes that have a copy of that block
  - Datanodes are **sorted** according to their *proximity to the client*

Reading data

- Blocks are read in order
- `DFSInputStream` **opens new connections** to datanodes as the client *reads through* the stream

Network topology and Hadoop

- What does two nodes being *close* mean?
- For high-volume data processing:
  - Limiting factor is the *rate at which data transfers take place*
  - Use **bandwidth** between the nodes as a measure of distance
- Measuring bandwidth between nodes difficult
  - Number of pairs of nodes in a cluster grows as a square of the number of nodes

Measuring network distances in Hadoop

- Network is represented as a **tree**
- The distance between the nodes is the **sum of their distances to its closest common ancestor**

Bandwidth available for the following scenarios gets progressively less

- Processes on the same node
- Different nodes on the same rack
- Nodes on different racks in the same data center
- Nodes in different data centers

Distance notation

- A node *n1* on rack *r1* in data center *d1* is represented as */d1/r1/n1*
- Distances in the four possible scenarios
  - *distance(/d1/r1/n1, /d1/r1/n1)* = 0
    - Processes on the same node
  - *distance(/d1/r1/n1, /d1/r1/n2)* = 2
    - Different nodes on the same rack
  - *distance(/d1/r1/n1, /d1/r2/n3)* = 4
    - Nodes on different racks in the same data center
  - *distance(/d1/r1/n1, /d2/r3/n4)* = 6
    - Nodes in different data centers

Network topology and distances

- Hadoop **does not divine** network topology
- Needs assists for doing so

The contents of this slide set are based on the following references

- *Tom White. Hadoop: The Definitive Guide. 3rd Edition. Early Access Release. O'Reilly Press. ISBN: 978-1-449-31152-0.* Chapters [2 and 3].