

MOCHI: VISUAL LOG-ANALYSIS BASED TOOLS FOR DEBUGGING HADOOP

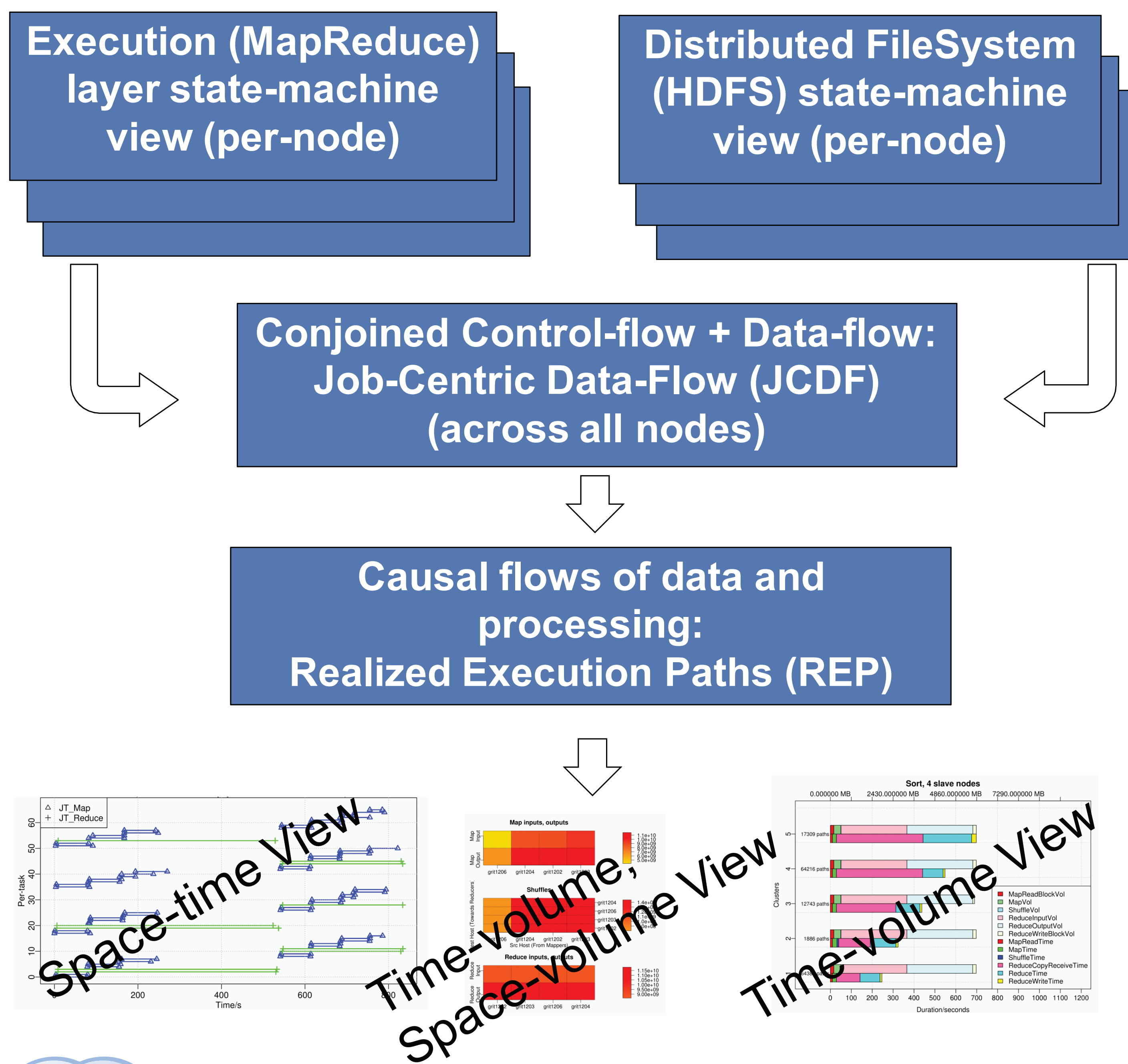
Jiaqi Tan, Xinghao Pan, Soila Kavulya, Rajeev Gandhi, Priya Narasimhan (Carnegie Mellon University)

INTRODUCTION

- MapReduce: Framework for distributed, parallel programming on commodity clusters
 - Programs defined as Map and Reduce function
 - Multiple copies run in parallel on data segments
- Current tools for performance debugging:
 - Designed for non-distributed programs
 - Too much information when debugging MapReduce programs
 - Do not expose MapReduce abstractions, automated framework behaviors
- System Logs
 - Ubiquitous but hard to process automatically
 - Need to correlate across nodes for MapReduce

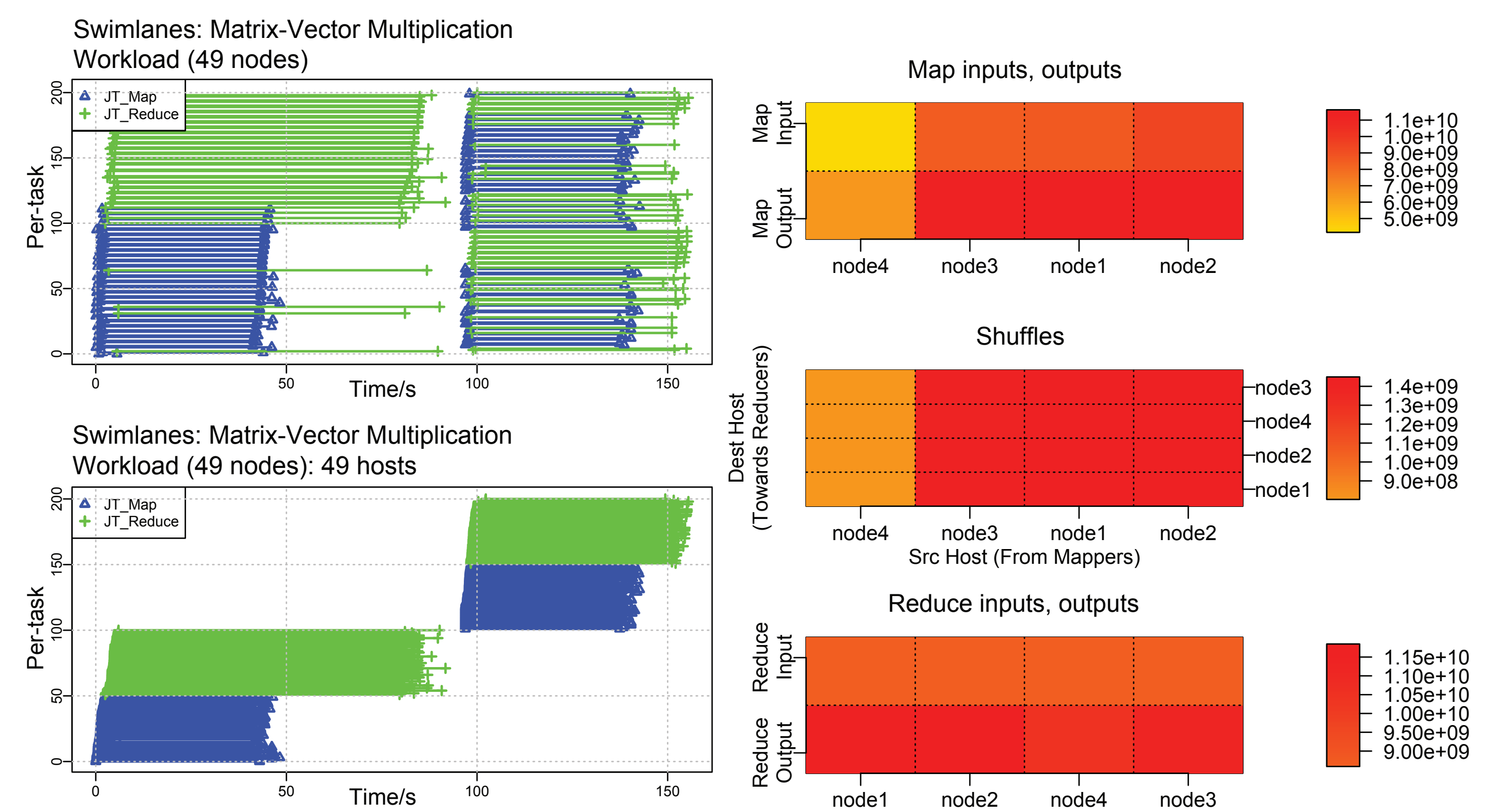
APPROACH

- Extract state-machine view of each node's execution from its logs [Tan et al., USENIX WASL 08]
 - Distributed control-flow view (MapReduce execution layer)
 - Distributed data-flow view (Distributed Filesystem layer)
- Correlate state-machine views of each node
 - Across nodes
 - Across execution and distributed filesystem layers
- Extract conjoined data+control causal flows (Realized Execution Paths)



VISUALIZATIONS OF MAPREDUCE

- “Swimlanes”: Task-execution in time, across nodes
 - Horizontal-axis: Time elapsed;
 - Vertical-axis: One tick for each task
 - Each task: horizontal line for its duration
 - Blue: Maps; Green: Reduces
 - Top graph sorted by node; Bottom by start-time
- MIROS (Map Inputs, Reduce Outputs, Shuffles)
 - Data transfers to/from hosts during phases (Maps, Shuffles, Reduces)
 - Aggregate data volumes transferred across all tasks on each node for entire job
 - Color intensity shows sizes of data transfers



CASE STUDY: YAHOO! M45 USER JOBS

- Performance debugging case-studies on CMU user workloads on Yahoo! M45 cluster
- Matrix-Vector Multiplication (left) [sorted by node]
 - Before: Some nodes idle during reduce
 - After: All nodes ran reducers
- Sleep/No-op Benchmark (right) [sorted by start-time]
 - Before: Some reduces – unusually long durations, due to JVM-IPv6 miconfiguration
 - After: Completed 50% faster

