

CS 378 – Big Data Programming

Lecture 26

Broadcast Variables

Working with Partitions

Review

- Assignment 12
- Questions?

Broadcast Variables

- If you want to access a read-only data structure from multiple transformations
 - It will be wrapped into each closure
 - Wasteful if the data is large
- A broadcast variable addresses this issue
 - Sent to each worker node only once
 - Accessible from closures sent to the workers
 - Data must be serializable

Broadcast Variables

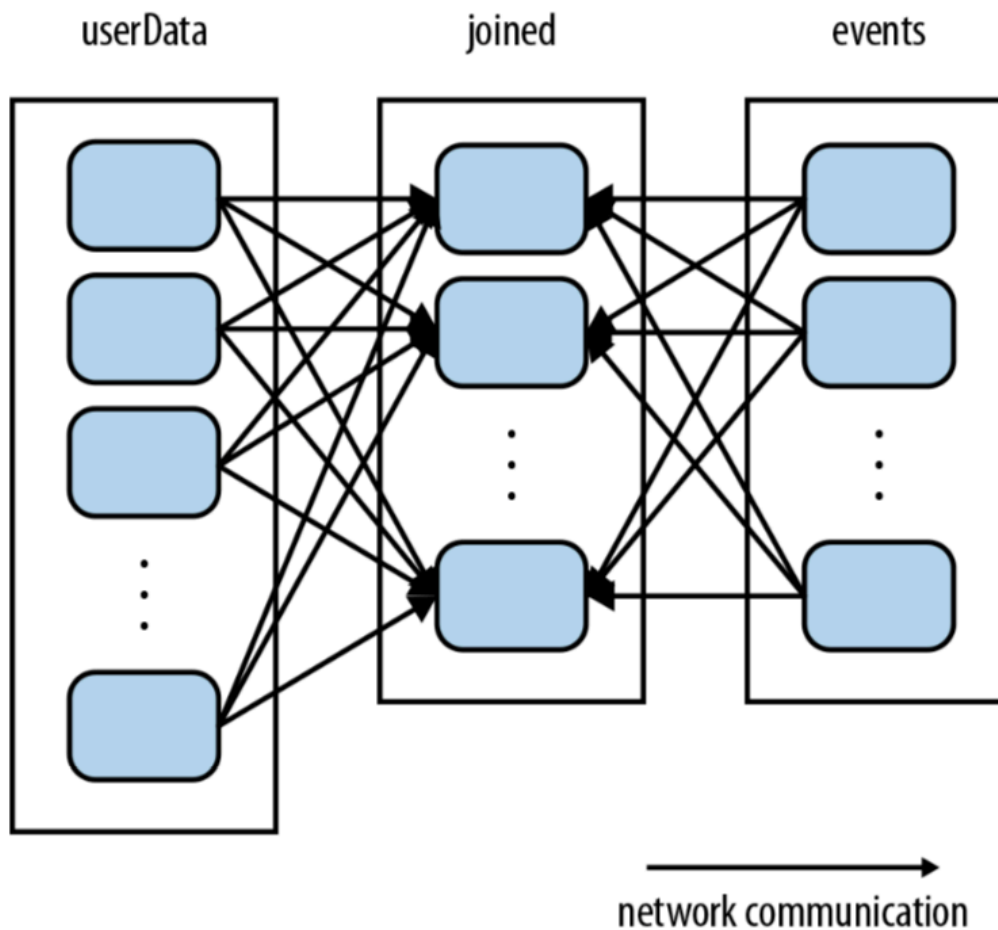
- Example use of broadcast variable
- In user sessions, we have:
 - VIN – vehicle identification number
 - Make, model, trim, ...
- A VIN prefix (characters 1-8, 10) specifies some of this info (make, model, trim, ...)
- Pass a table that maps VIN prefix to this info
- We can then verify that the info is correct

Partitioning - Review

- Prudent partitioning can greatly reduce the amount of communication (shuffle)
- If an RDD is scanned only once, no need
- If an RDD is reused multiple times in key-oriented operations
 - Partitioning can improve performance significantly

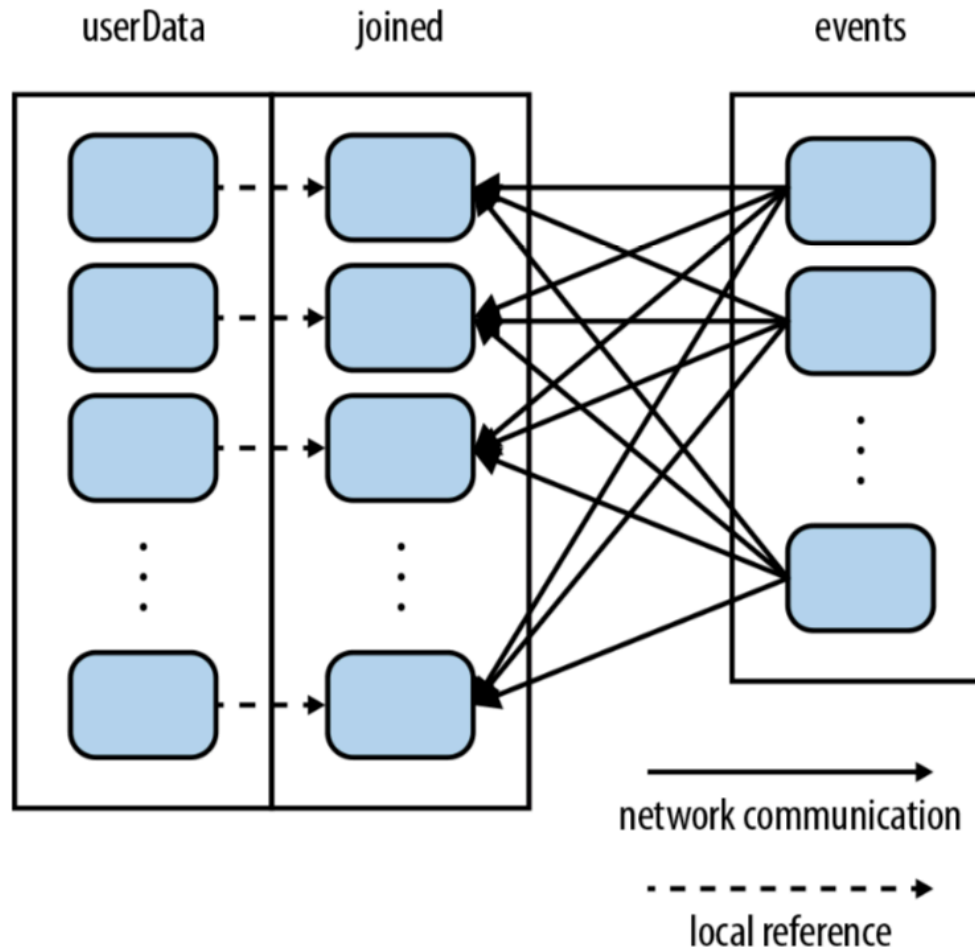
Partitioning Review

Figure 4-4, from Learning Spark



Partitioning Review

Figure 4-5, from Learning Spark



Working Per-Partition

- There are sometimes operations that we want to do once in each partition of an RDD,
- Versus once for each element in the RDD
 - Open a database connection
 - Create a complex object (ex: parse XML or JSON)
- Spark has a means to do this
 - `mapPartitions()`
 - `mapPartitionsToPair()`
 - `foreachPartition()`

Working Per-Partition

- The `mapPartitions()` method takes a
 - `FlatMapFunction`
 - The `call()` method takes an iterator
 - The `call()` method is invoked once per partition
- In the `call()` method
 - Do work that should be done once (open database)
 - Iterate through the elements of the RDD partition
 - Cleanup (close database connection)
 - Returns an iterable over the results