

# UNDERSTANDING DISTRIBUTED DATAFLOW SYSTEMS



John Liagouris  
[liagos@inf.ethz.ch](mailto:liagos@inf.ethz.ch)

OUTPUT EXPLANATION AND  
PERFORMANCE ANALYSIS

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# PART I: Why is this record in the output of my distributed dataflow?



- ▶ Concise explanations of individual outputs
- ▶ On-demand output reproduction

# PART II: Why is my distributed dataflow slow?

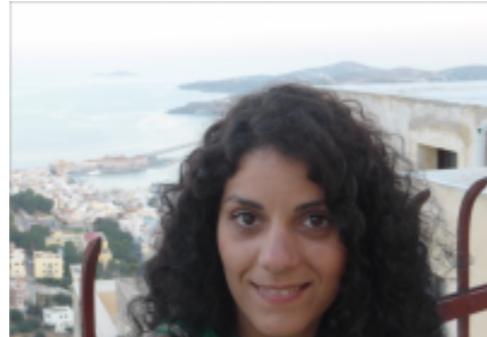


- ▶ Bottleneck detection
- ▶ Critical path analysis

# COLLABORATORS



Desislava Dimitrova



Vasiliki Kalavri



Ralf Sager



Andrea Lattuada



Frank McSherry



Moritz Hoffmann



Zaheer Chothia



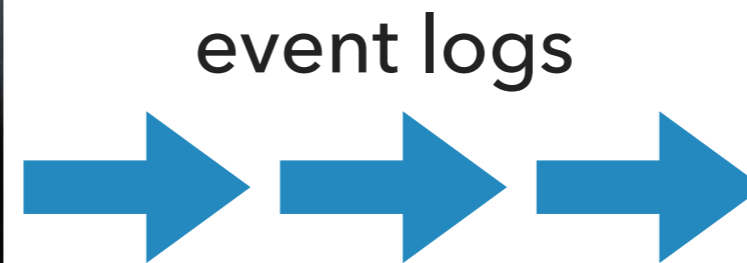
Sebastian Wicki



Timothy Roscoe

# THE BIG PICTURE: UNDERSTANDING THE DATACENTER

## Enterprise Datacenter



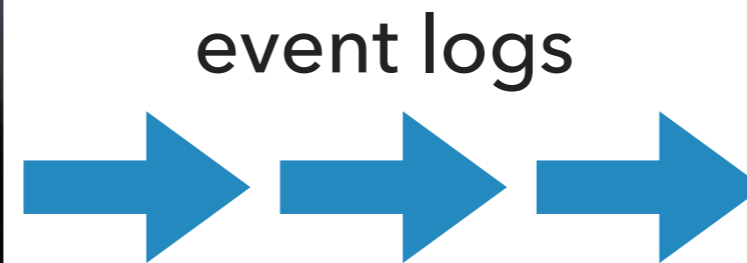
**Strymo**  
**n**



- ▶ The volume of datacenter logs is huge
- ▶ Keeping archives is not a viable solution
- ▶ **We can process logs online**

# THE BIG PICTURE: UNDERSTANDING THE DATACENTER

## Enterprise Datacenter



**Strymon**

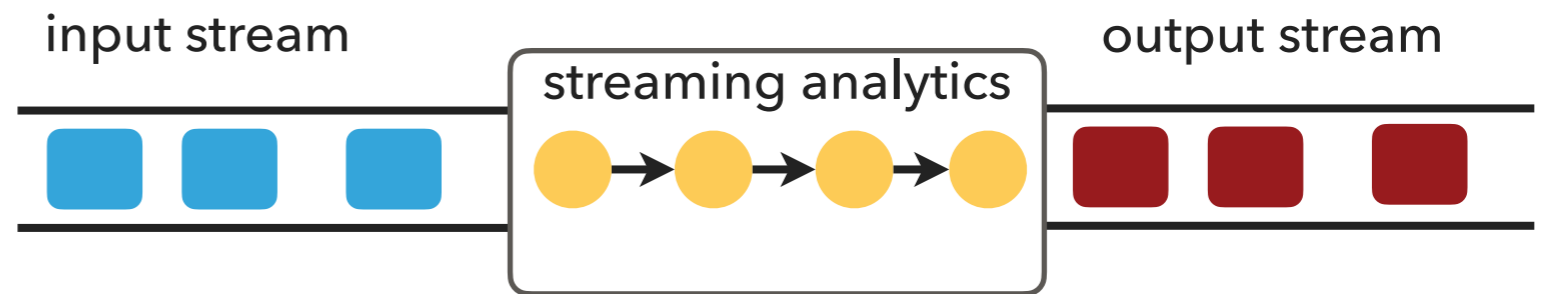
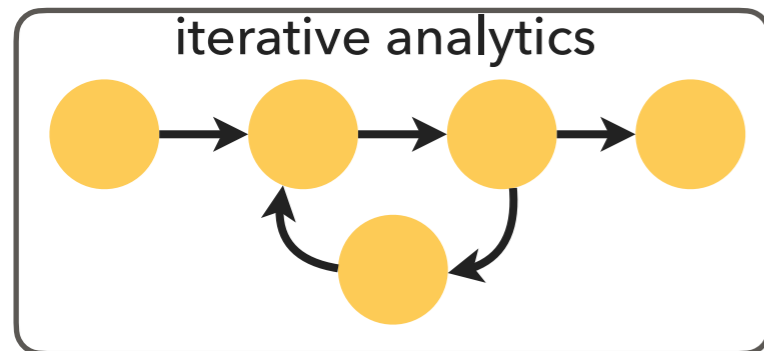


Strymon is a novel system able to:

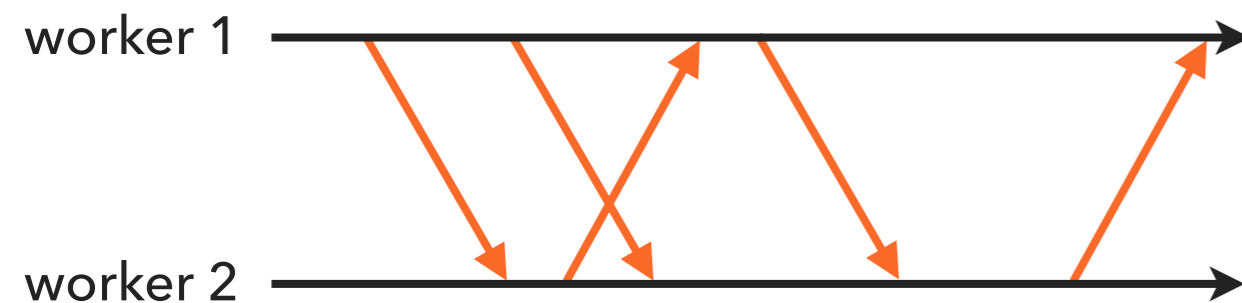
- ▶ Perform deep analytics on thousands of distributed streams of event logs in parallel
- ▶ Explain its outputs interactively

# IDEAS IN STRYMON CAN BE GENERALIZED

for dataflow systems



and different execution models



synchronous vs asynchronous

shared-nothing vs shared-memory

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## TIMELY DATAFLOW

D. Murray, F. McSherry, M. Isard, R. Isaacs, P. Barham, M. Abadi.  
Naiad: A Timely Dataflow System. In SOSP, 2013.

- ▶ A streaming framework for data-parallel computations
  - ▶ Cyclic dataflows
  - ▶ Logical timestamps (epochs)
  - ▶ Asynchronous execution
  - ▶ Low latency



## DIFFERENTIAL DATAFLOW

F. McSherry, D. Murray, R. Isaacs, M. Isard.  
*Differential Dataflow*. In CIDR, 2013.

- ▶ A high-level API on top of Timely Dataflow
  - ▶ Incremental computation

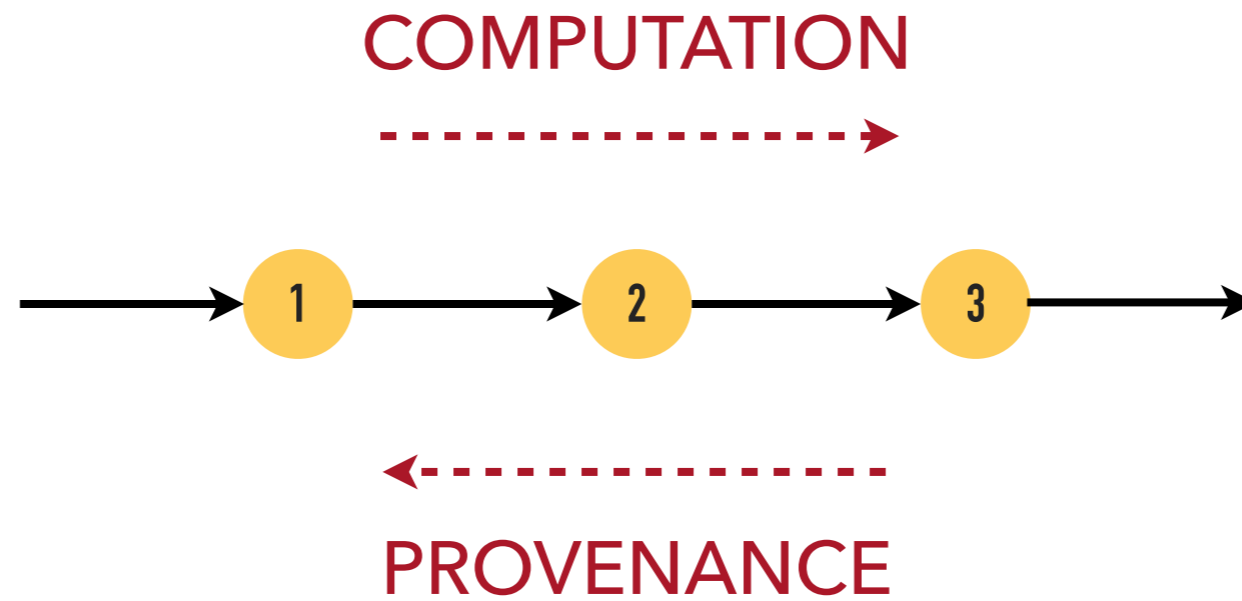
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## PART I

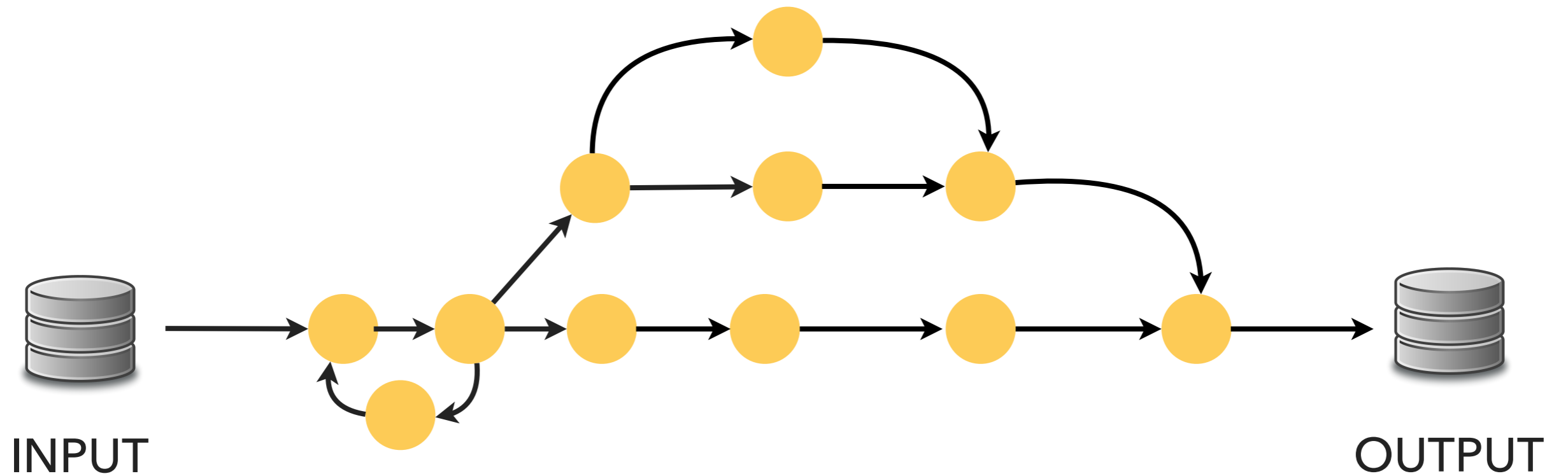
**Why is this record in the output of my distributed dataflow?**

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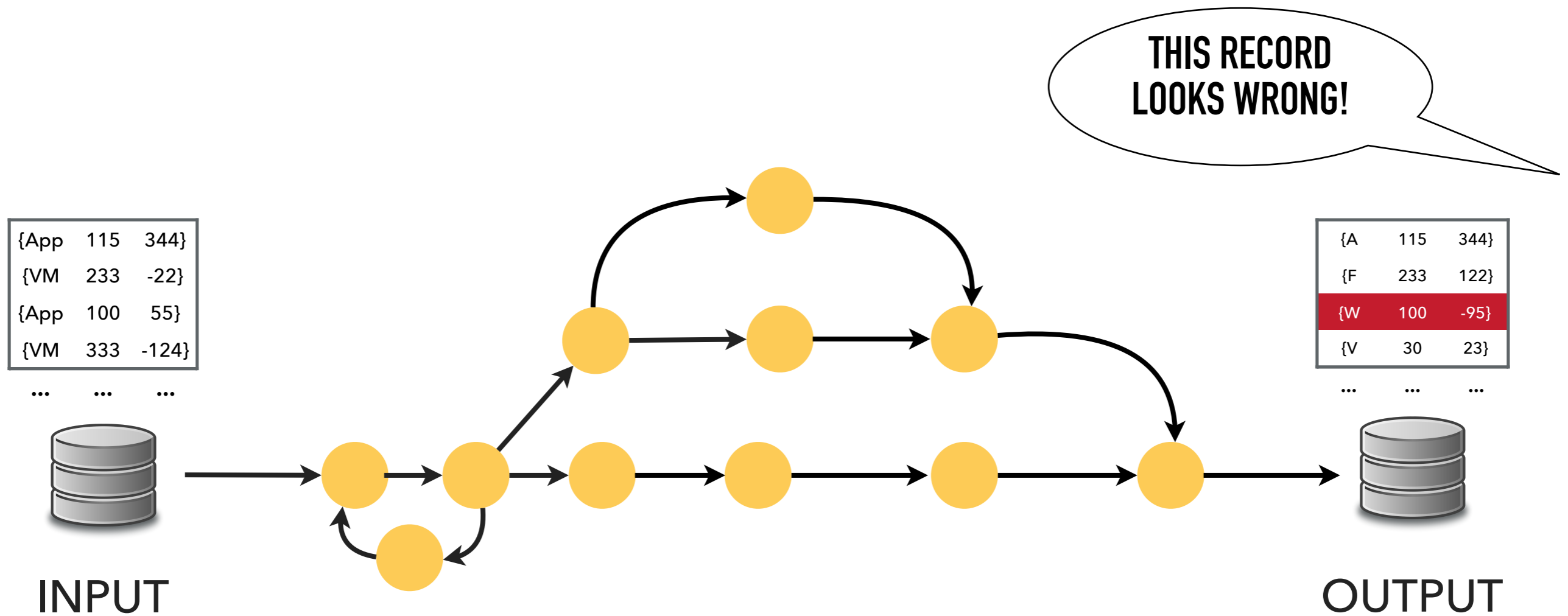
# EXPLANATIONS IN DATABASES



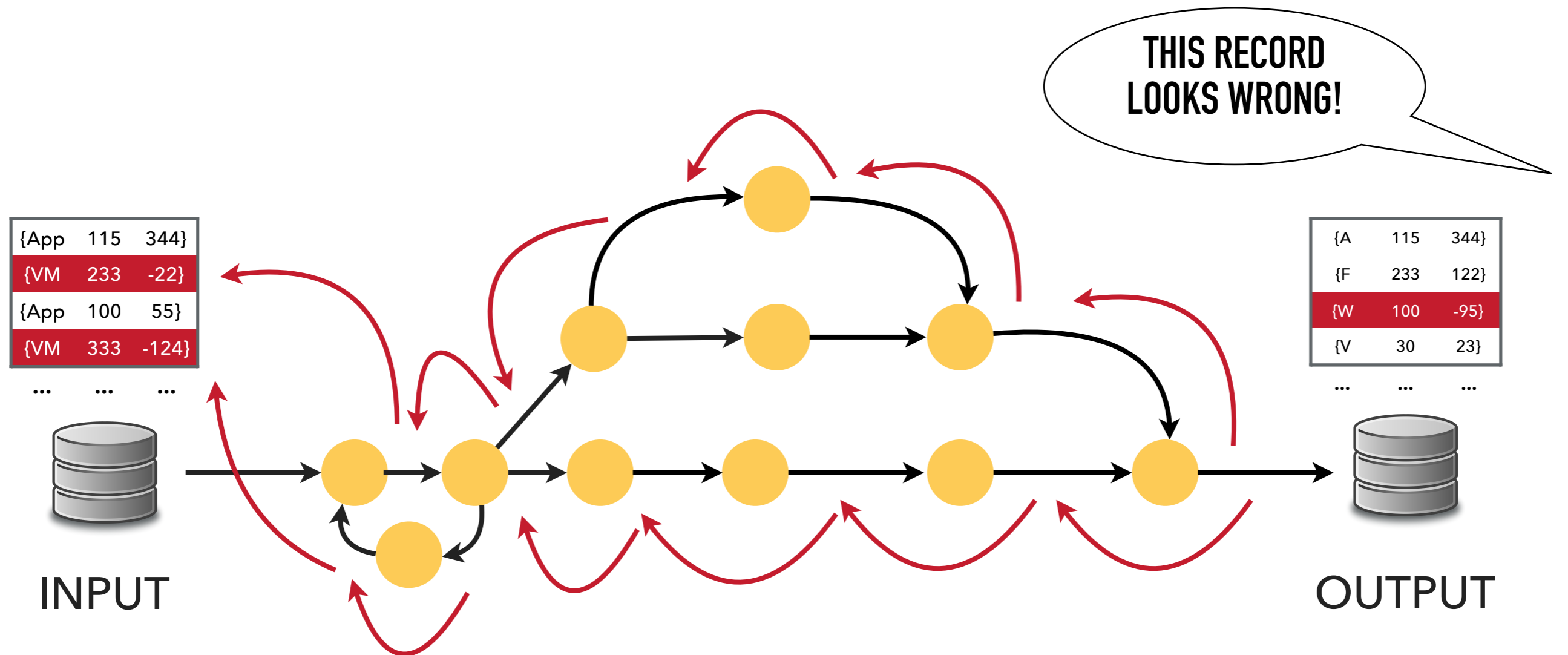
# THE PROBLEM: OUTPUT EXPLANATION



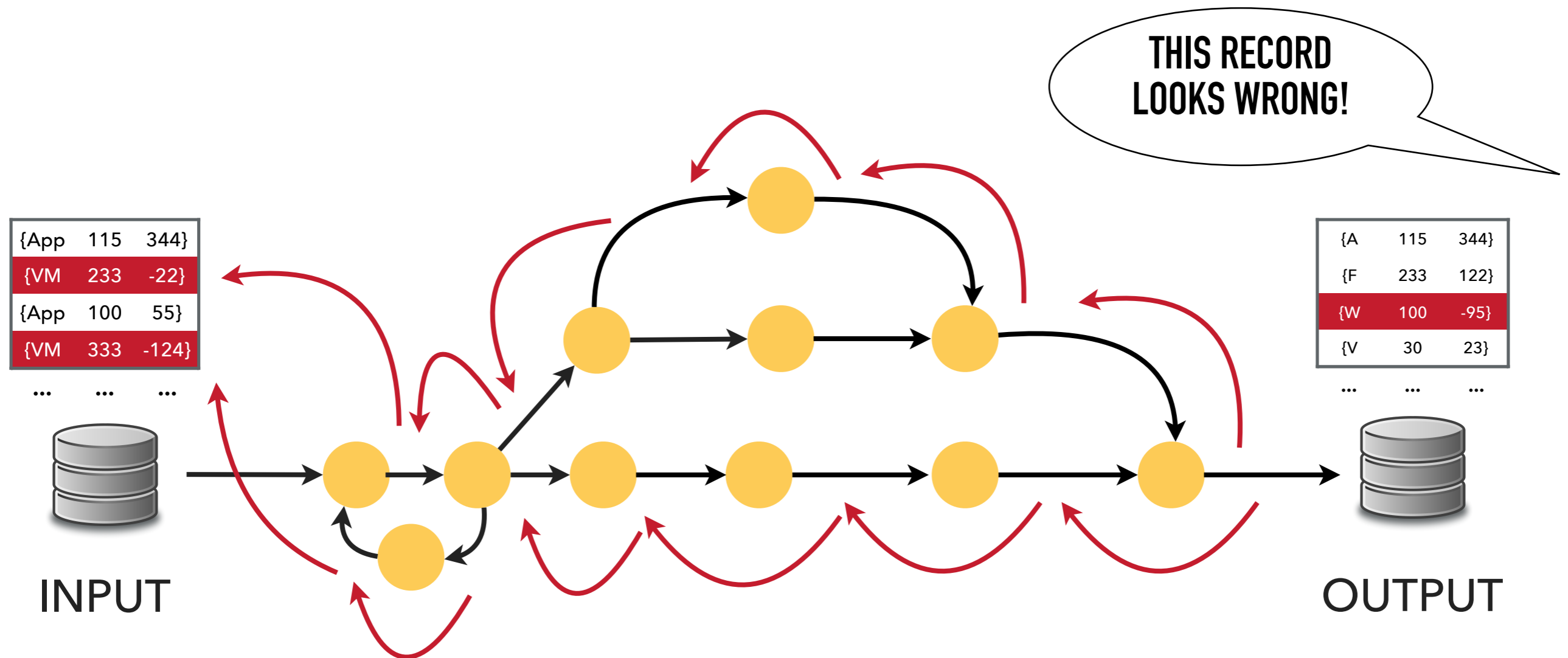
# THE PROBLEM: OUTPUT EXPLANATION



# THE PROBLEM: OUTPUT EXPLANATION



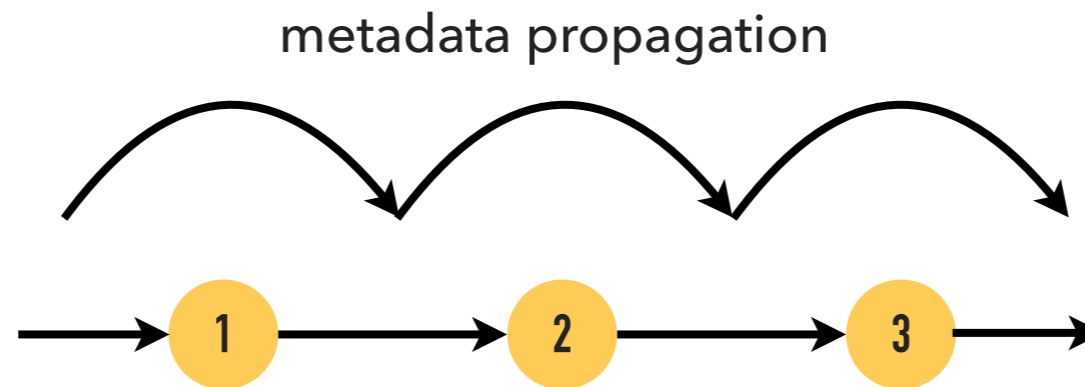
# THE PROBLEM: OUTPUT EXPLANATION



**Output explanation:** A subset of the input that is sufficient to reproduce the selected subset of the output

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# ANNOTATION-BASED TECHNIQUES



- ▶ Fast
- ▶ Explode in size

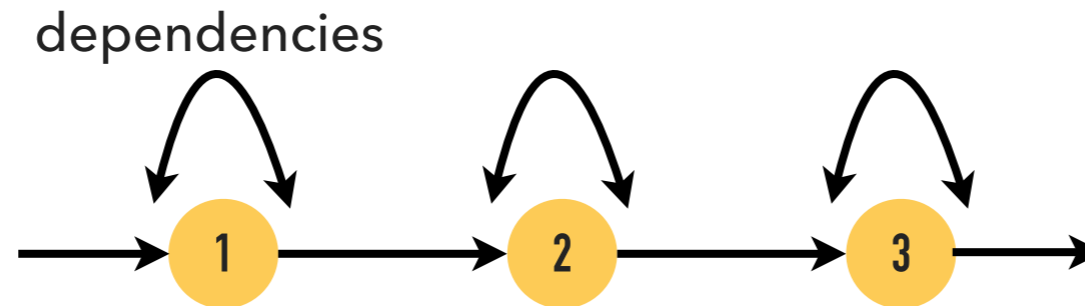
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# INVERSION-BASED TECHNIQUES



- ▶ Small memory footprint
- ▶ Not generally applicable

# BACKWARD TRACING

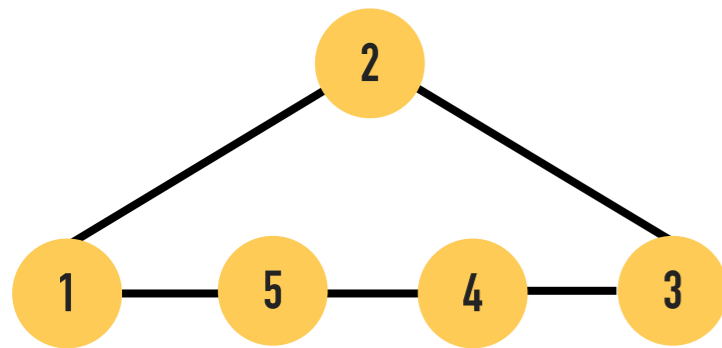


- ▶ Small memory footprint
- ▶ Generally applicable
- ▶ Fast

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# PROBLEM 1: TOO MUCH INFORMATION

Use Case: Graph Reachability

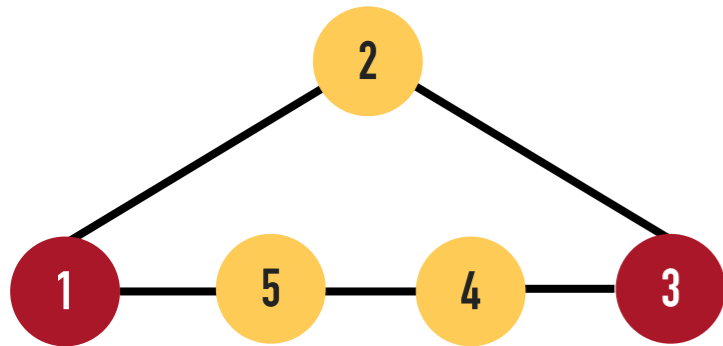


# PROBLEM 1: TOO MUCH INFORMATION

Use Case: Graph Reachability

WHY IS (1,3) IN THE OUTPUT?

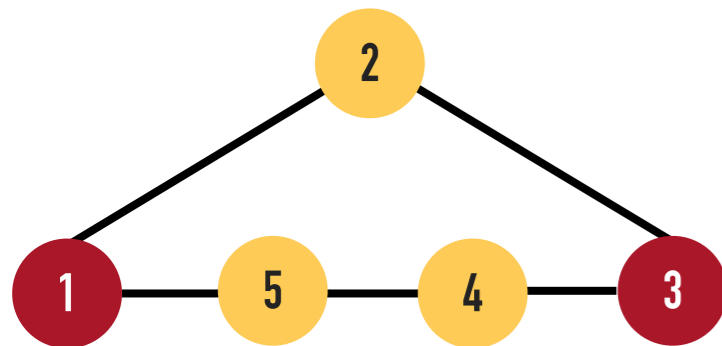
Record (1,3) appears in the result



# PROBLEM 1: TOO MUCH INFORMATION

## Use Case: Graph Reachability

WHY IS (1,3) IN THE OUTPUT?

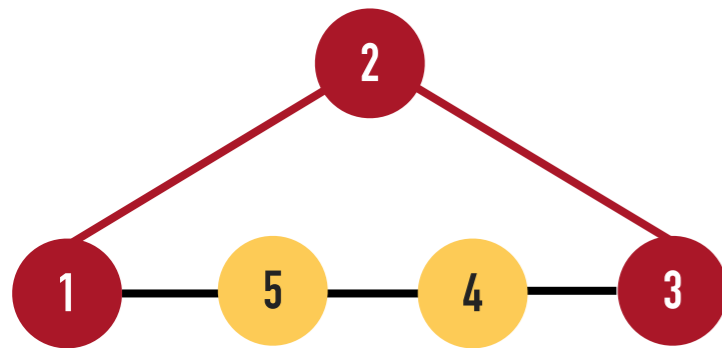


- ▶ Record (1,3) appears in the result
- ▶ Naive backward tracing returns as an explanation all edges of the graph

# PROBLEM 1: TOO MUCH INFORMATION

## Use Case: Graph Reachability

WHY IS (1,3) IN THE OUTPUT?



- ▶ Record (1,3) appears in the result
- ▶ Naive backward tracing returns as an explanation all edges of the graph
- ▶ A shortest path suffices

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# PROBLEM 2: NOT ENOUGH INFORMATION

Use Case: Word Set Difference

A

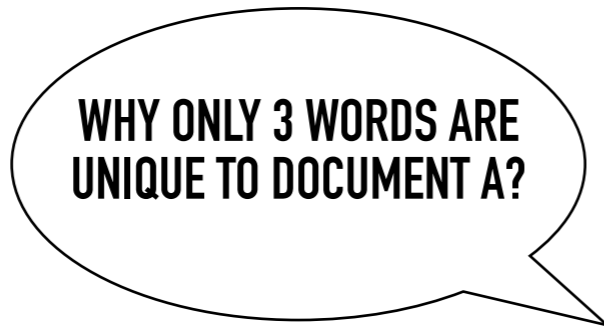
THE QUICK  
BROWN FOX  
...

B

THE LAZY DOG  
...

# PROBLEM 2: NOT ENOUGH INFORMATION

## Use Case: Word Set Difference



► Record (doc A, 3 unique words) appears in the result

A

THE QUICK  
BROWN FOX  
...

(doc A, 3 unique words)

B

THE LAZY DOG  
...

(doc B, 2 unique words)

# PROBLEM 2: NOT ENOUGH INFORMATION

## Use Case: Word Set Difference

WHY ONLY 3 WORDS ARE  
UNIQUE TO DOCUMENT A?

A

THE QUICK  
BROWN FOX  
...

(doc A, 3 unique words)

B

THE LAZY DOG  
...

(doc B, 2 unique words)

- ▶ Record (doc A, 3 unique words) appears in the result
- ▶ Naive backward tracing returns as an explanation only the words of doc A

# PROBLEM 2: NOT ENOUGH INFORMATION

## Use Case: Word Set Difference

WHY ONLY 3 WORDS ARE  
UNIQUE TO DOCUMENT A?

A

THE QUICK  
BROWN FOX  
...

(doc A, 3 unique words)

B

THE LAZY DOG  
...

(doc B, 2 unique words)

- ▶ Record (doc A, 3 unique words) appears in the result
- ▶ Naive backward tracing returns as an explanation only the words of doc A
- ▶ We also need the words of doc B to reproduce the record (doc A, 3 unique words)

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## CAN WE SOLVE BOTH PROBLEMS?

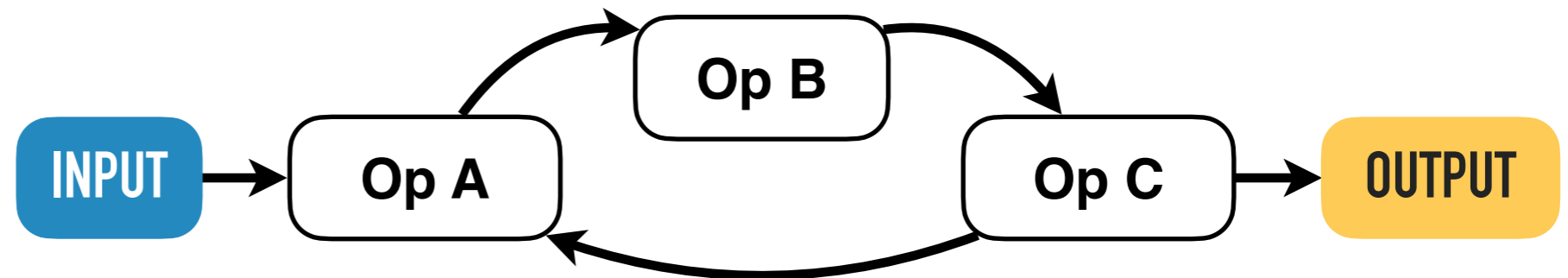
**Yes!** Given that the system is able to:

- ▶ Keep track of the exact point in the computation a data record was produced
- ▶ Detect divergent records when replaying the computation on a subset of the input

We exploit the main features of **Differential Dataflow**

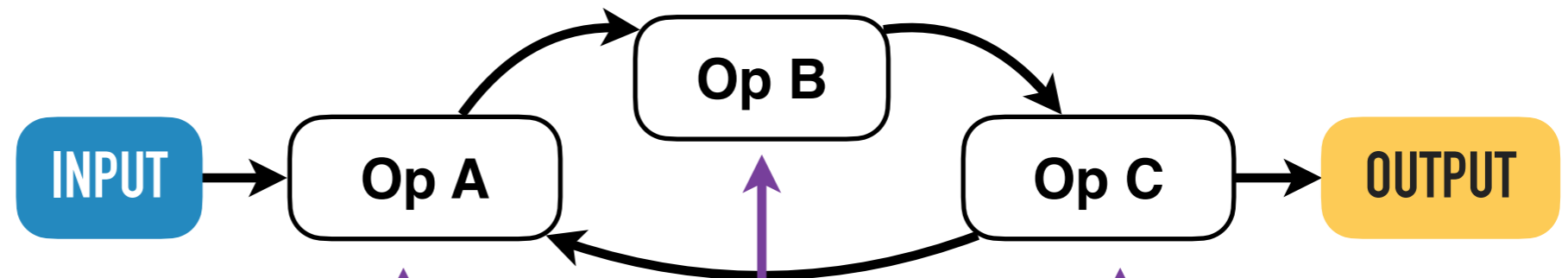
# EXPLANATIONS WITH DIFFERENTIAL DATAFLOW

Original dataflow:

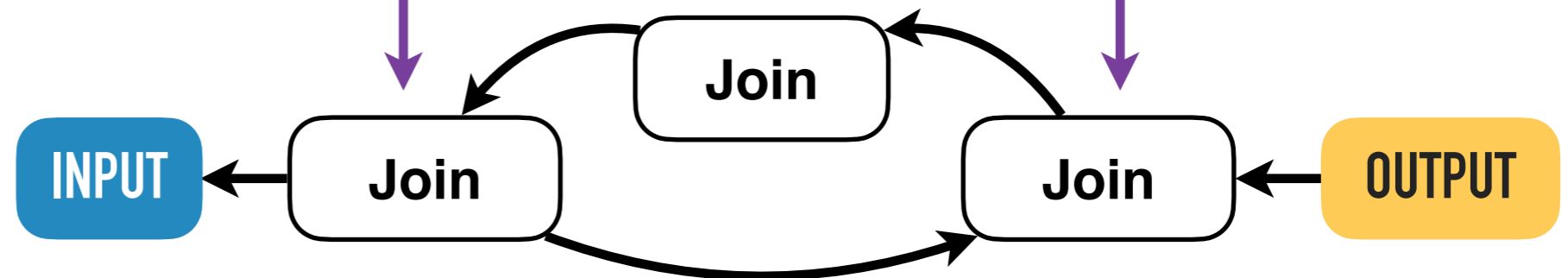


# EXPLANATIONS WITH DIFFERENTIAL DATAFLOW

Original dataflow:



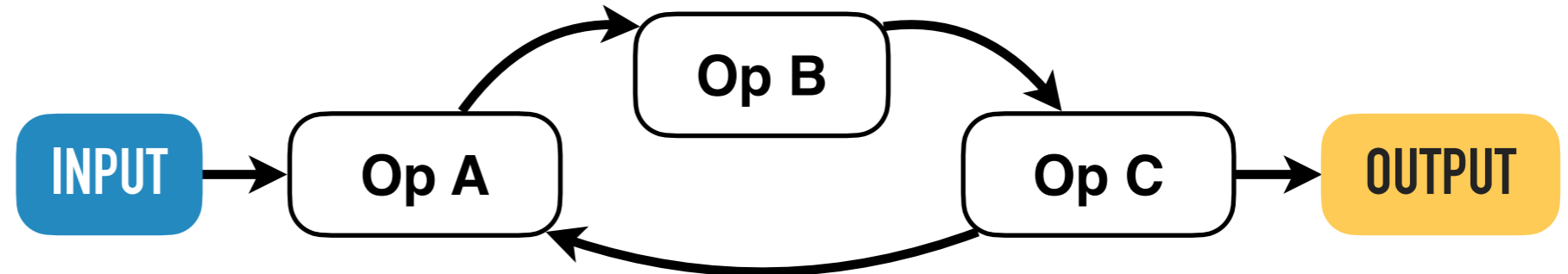
Explanation dataflow:



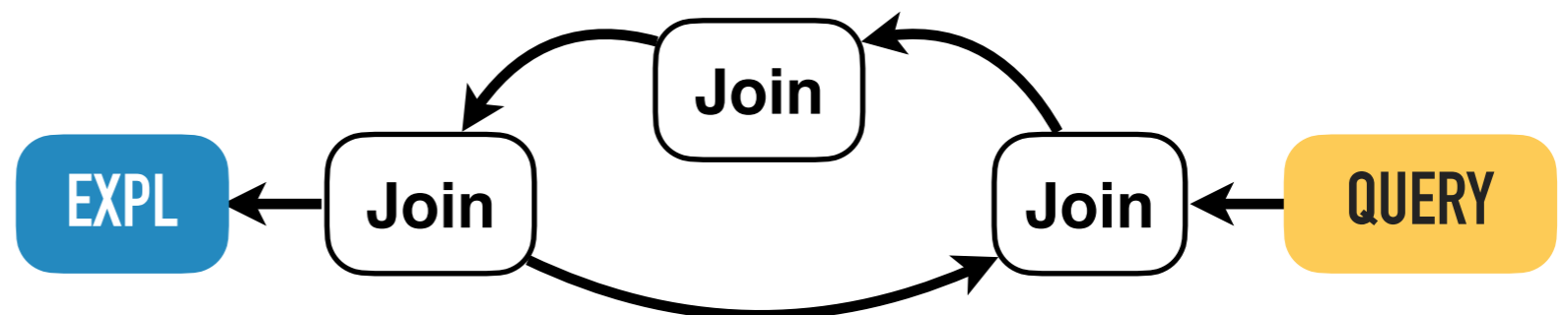
**Augment the original dataflow with a shadow dataflow**

# ITERATIVE BACKWARD TRACING

Original dataflow:

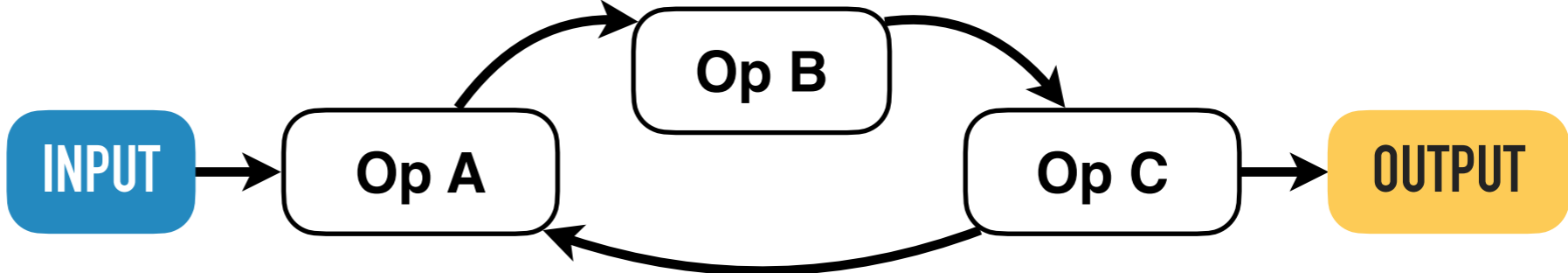


Explanation dataflow:



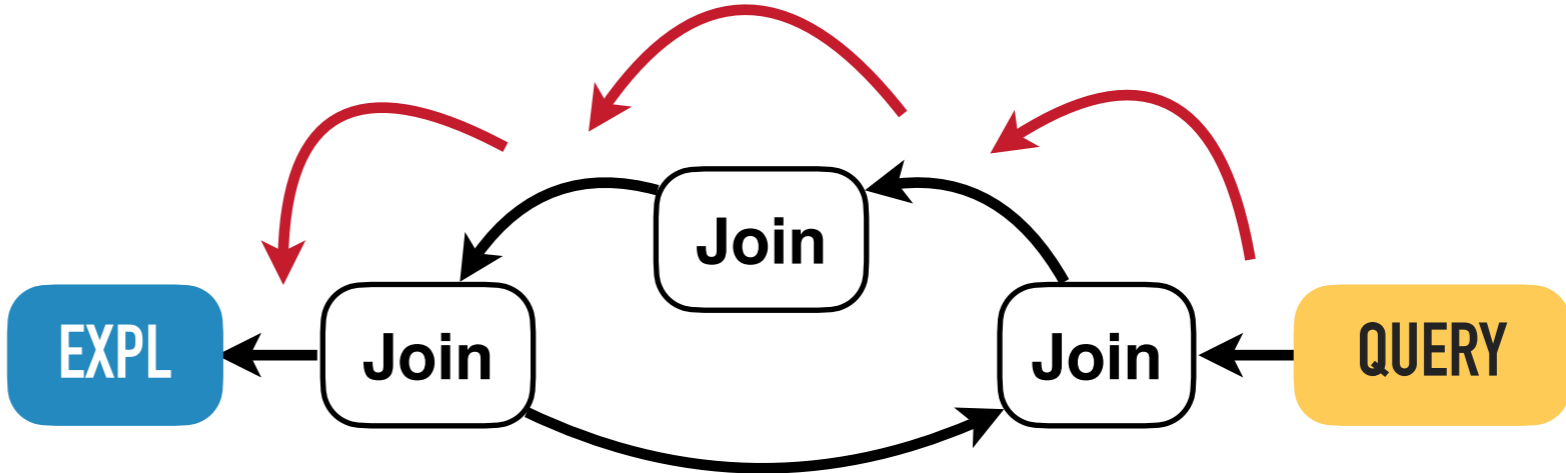
# ITERATIVE BACKWARD TRACING

Original dataflow:



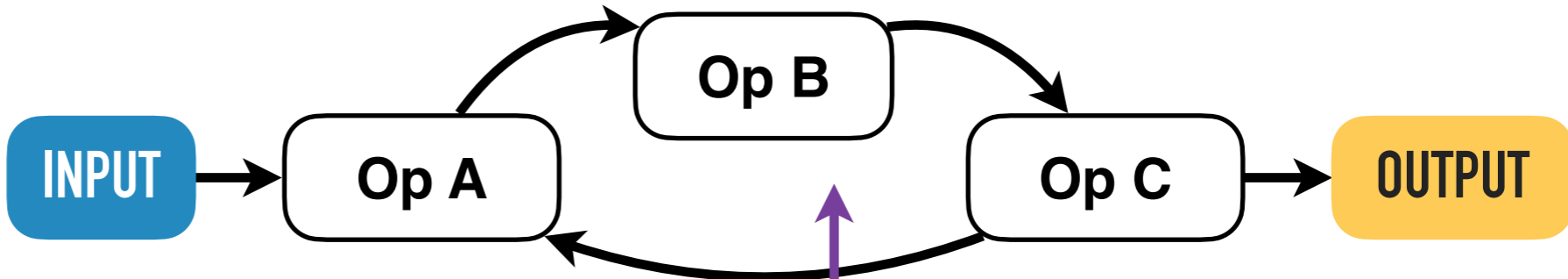
## Trace Backwards

Explanation dataflow:



# ITERATIVE BACKWARD TRACING

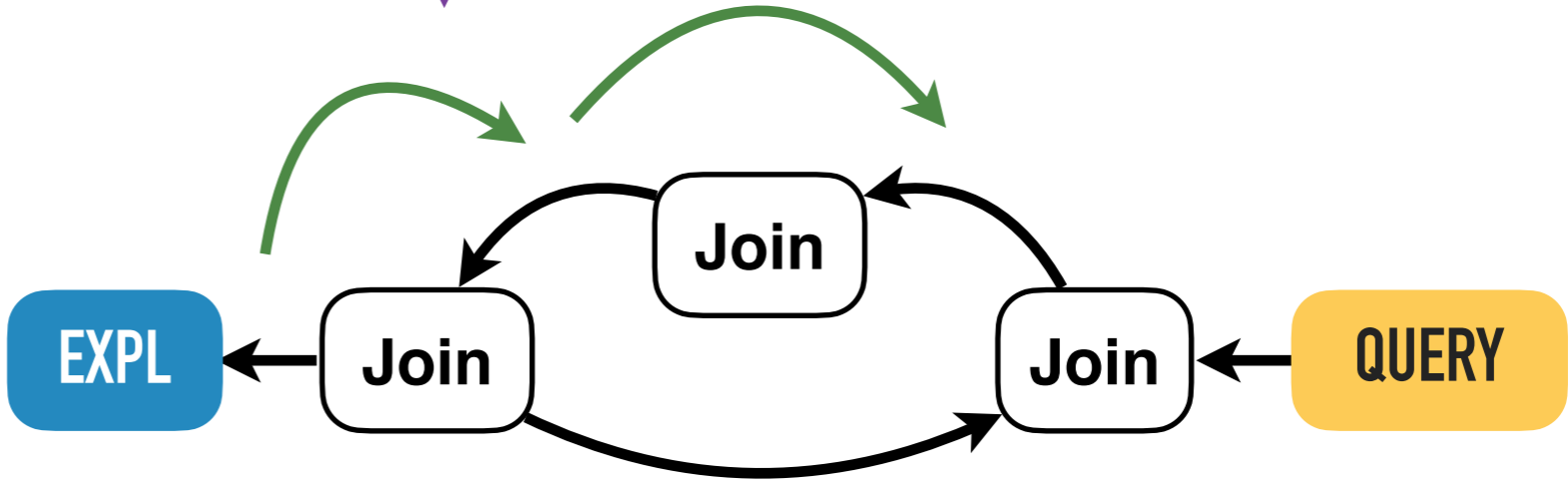
Original dataflow:



Replay

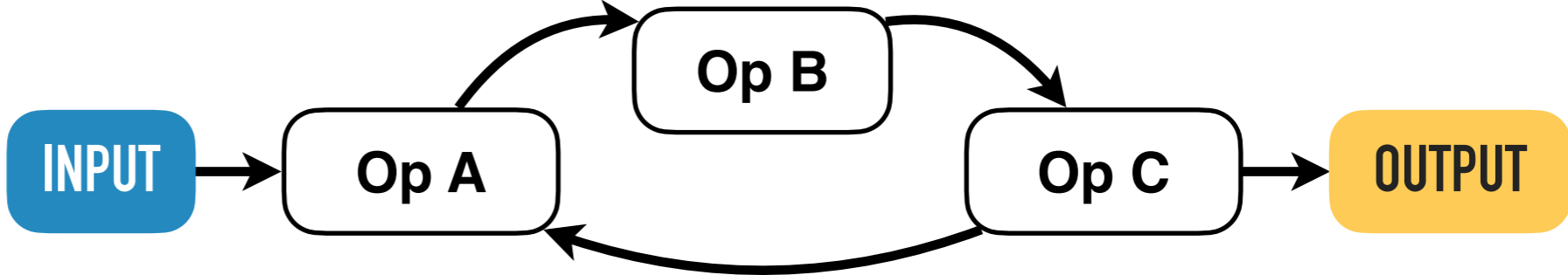
Compare

Explanation dataflow:



# ITERATIVE BACKWARD TRACING

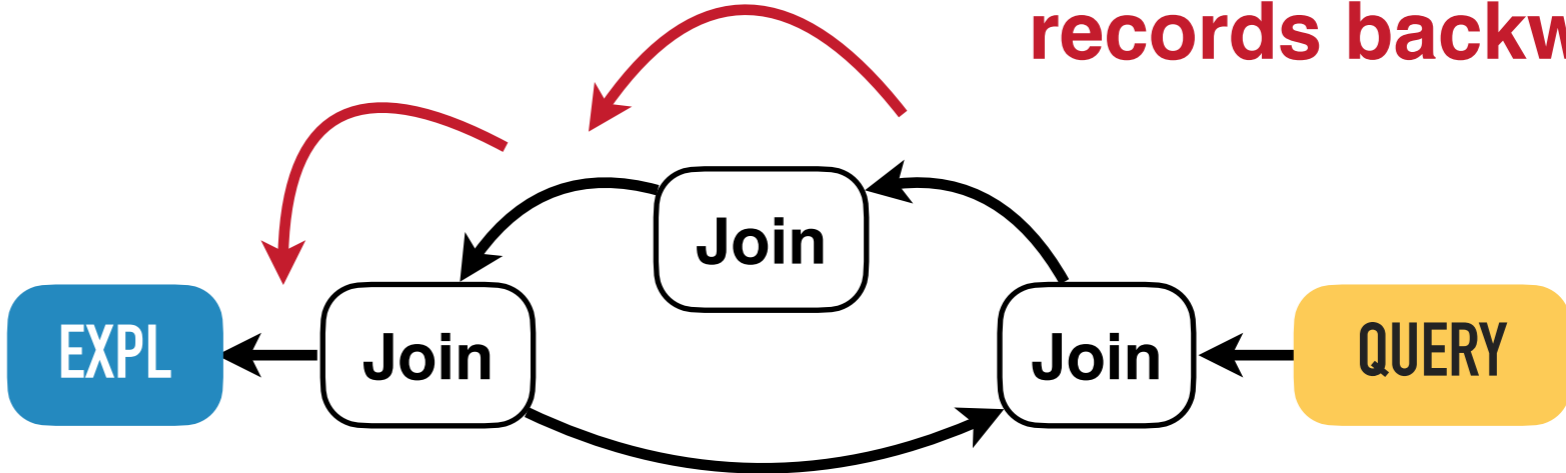
Original dataflow:



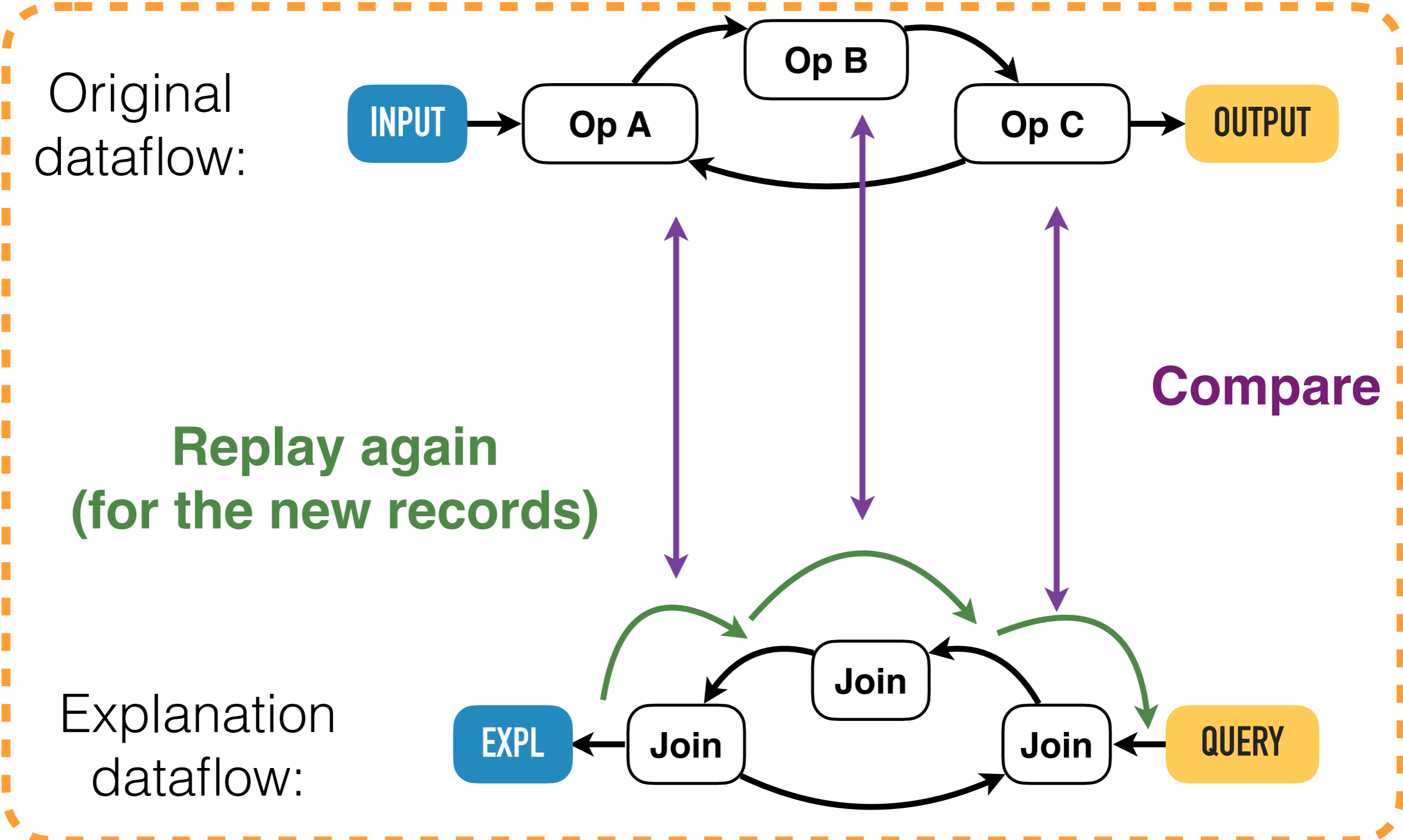
k1	v
k2	v'
...	...
k1	v
k2	v''
...	...

**Trace divergent records backwards**

Explanation dataflow:



# ITERATIVE BACKWARD TRACING



Repeat until a fix-point

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# EXAMPLE: EXPLAINING OUTPUTS OF WORD SET DIFFERENCE

A

THE QUICK  
BROWN FOX

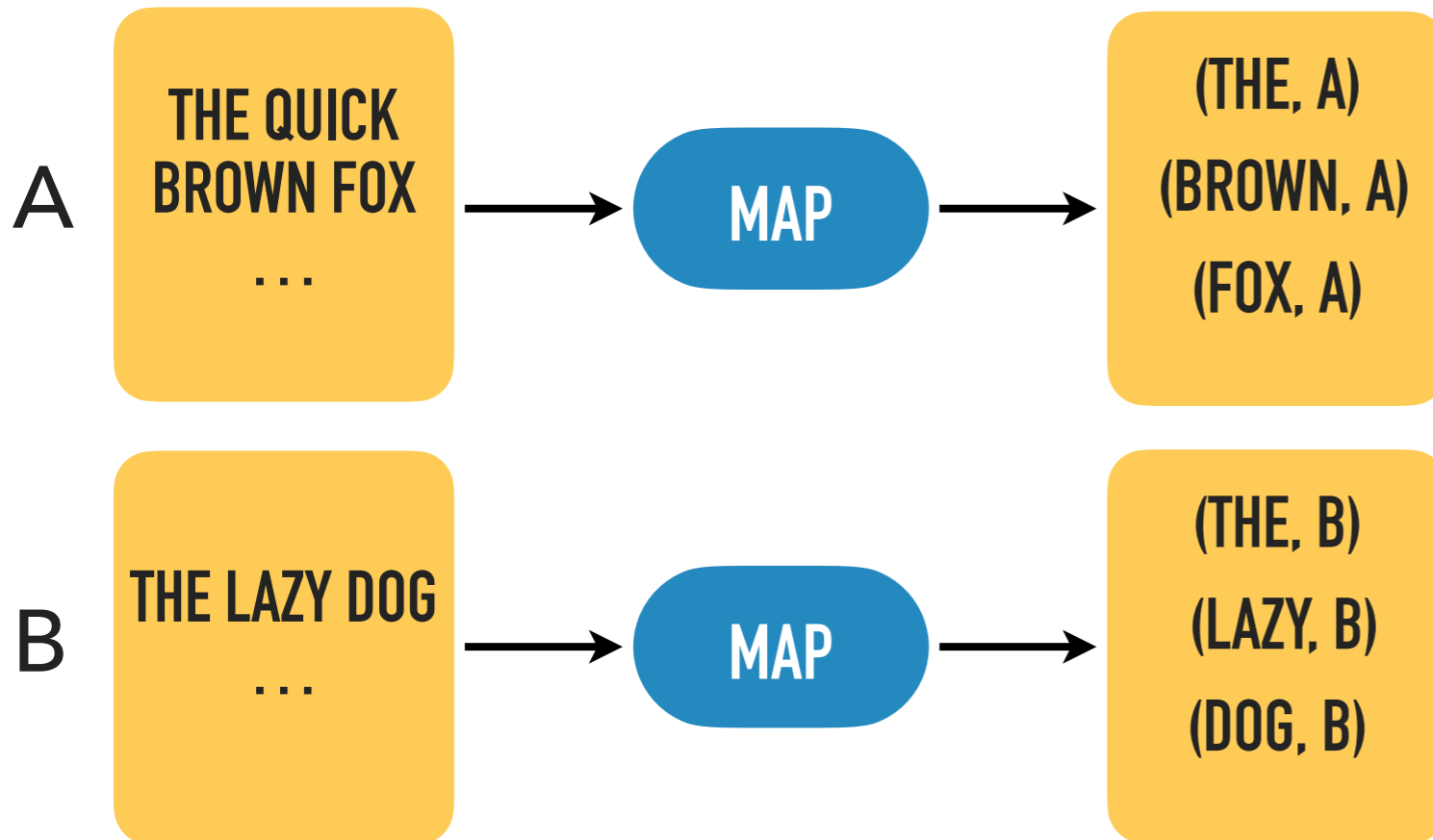
...

B

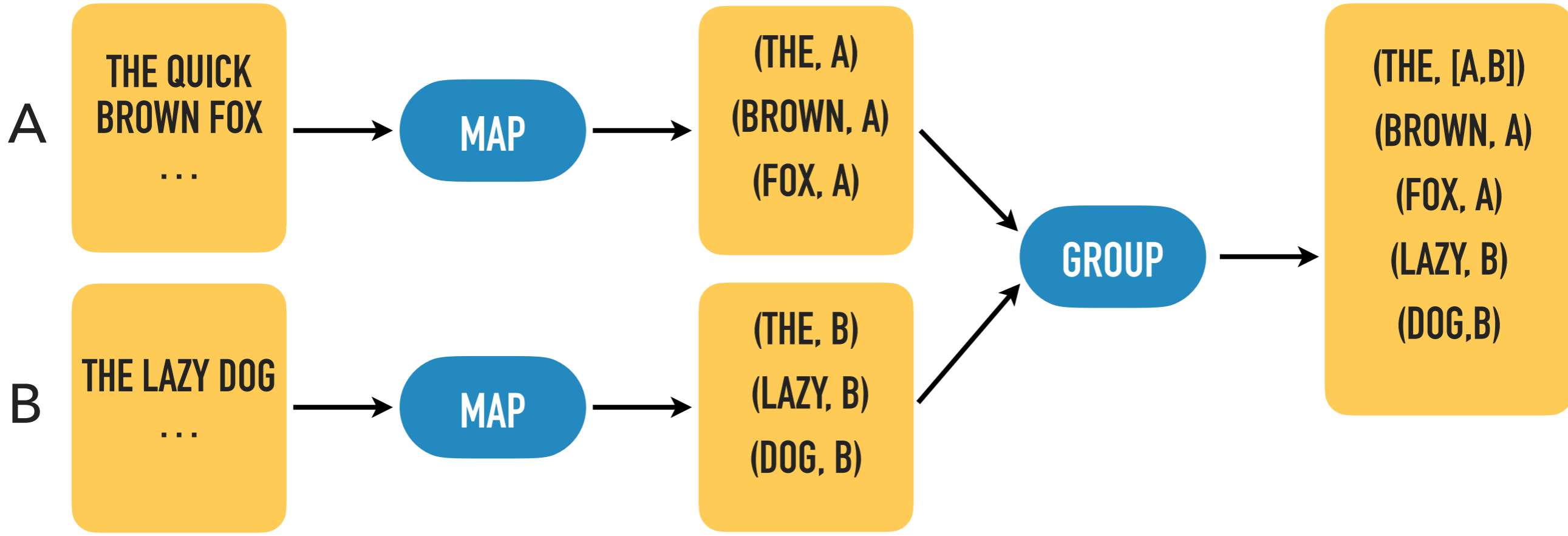
THE LAZY DOG

...

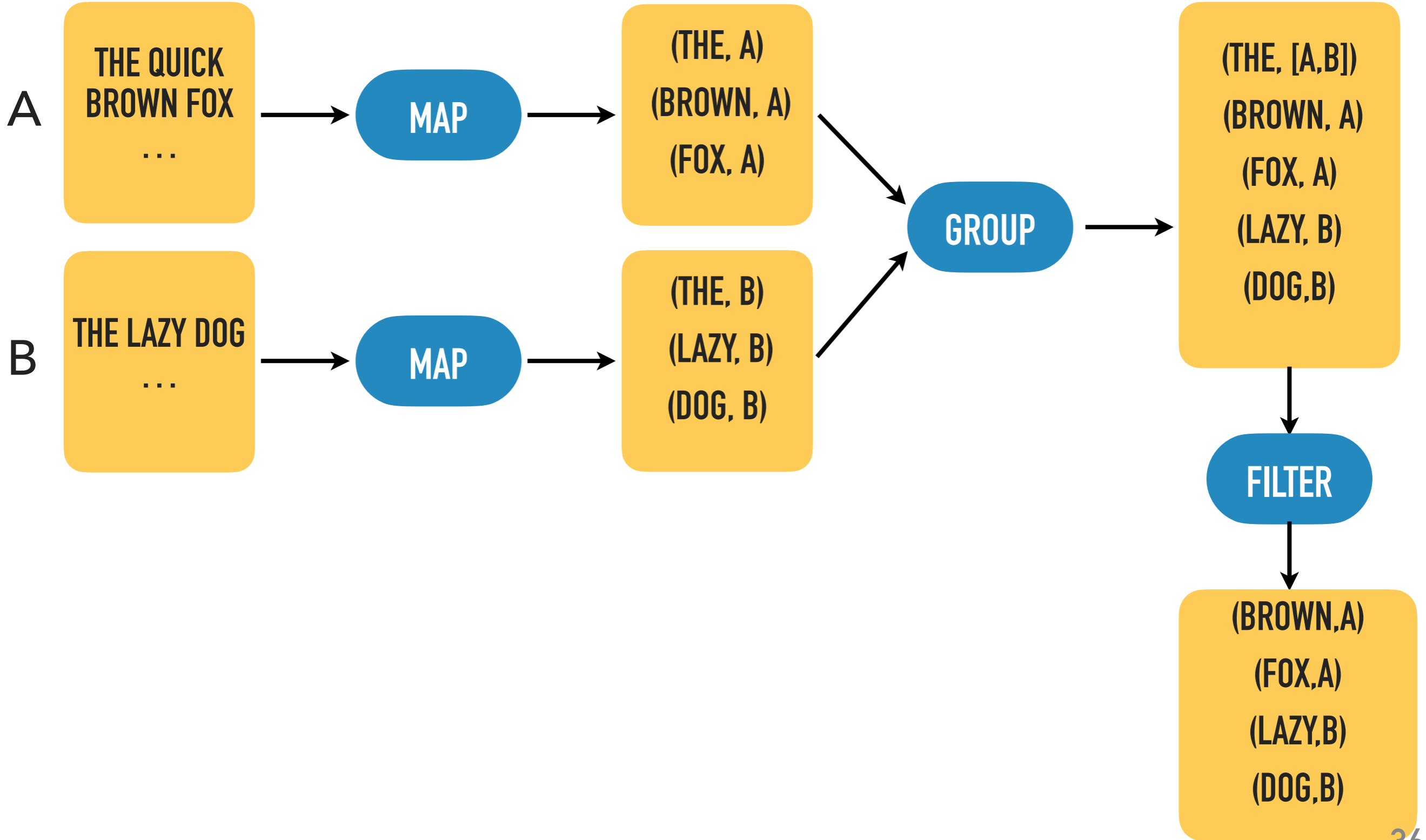
# EXAMPLE: EXPLAINING OUTPUTS OF WORD SET DIFFERENCE



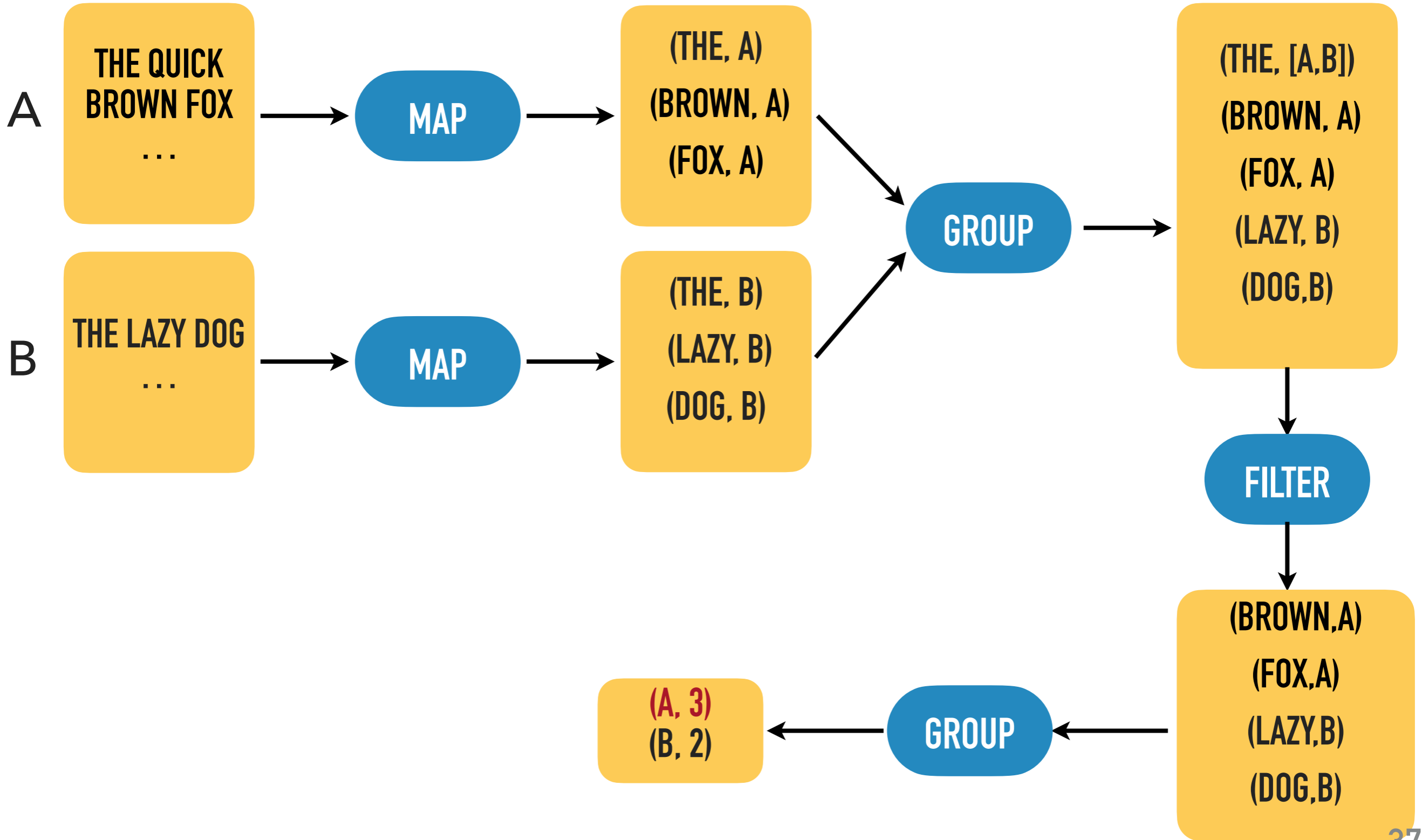
# EXAMPLE: EXPLAINING OUTPUTS OF WORD SET DIFFERENCE



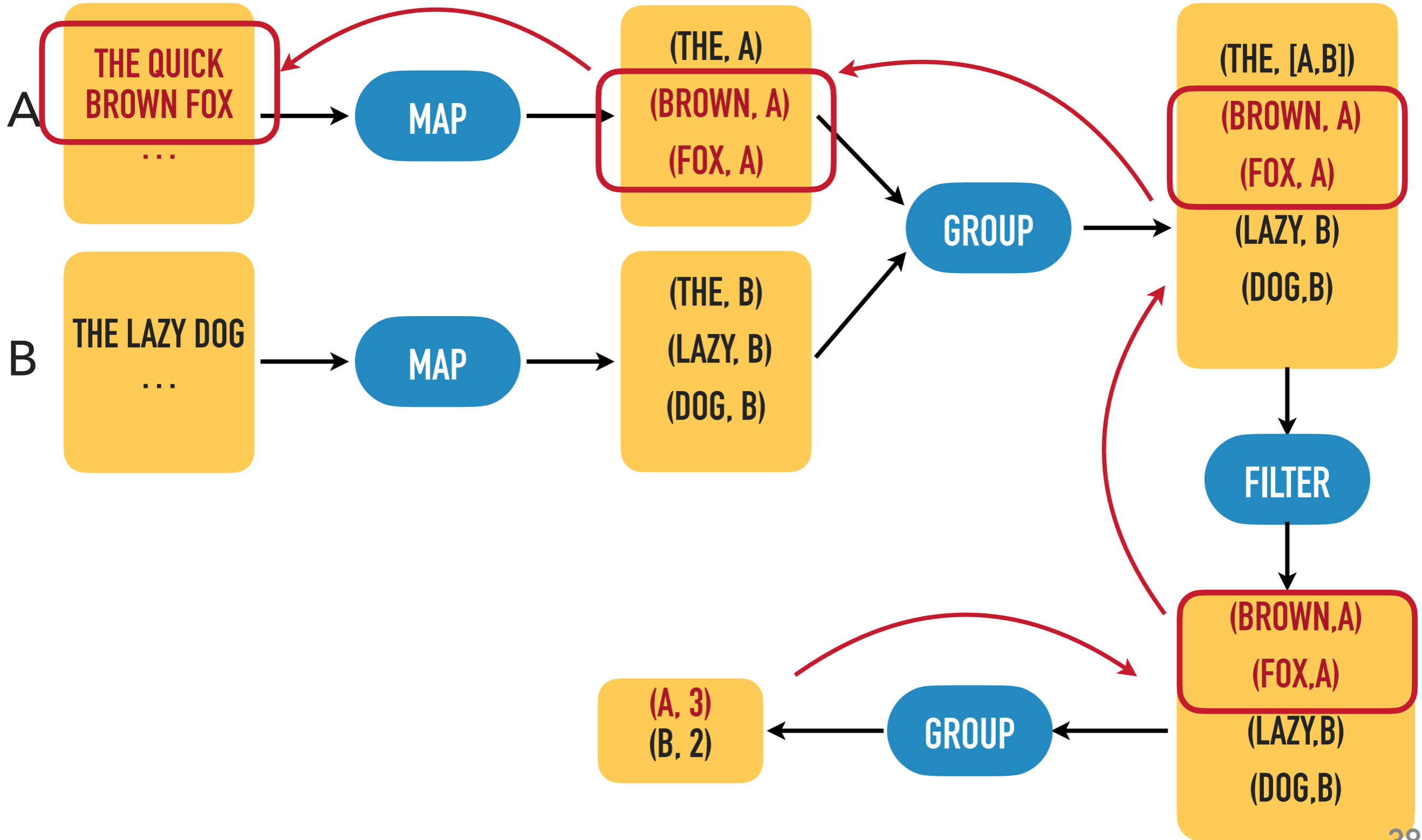
# EXAMPLE: EXPLAINING OUTPUTS OF WORD SET DIFFERENCE



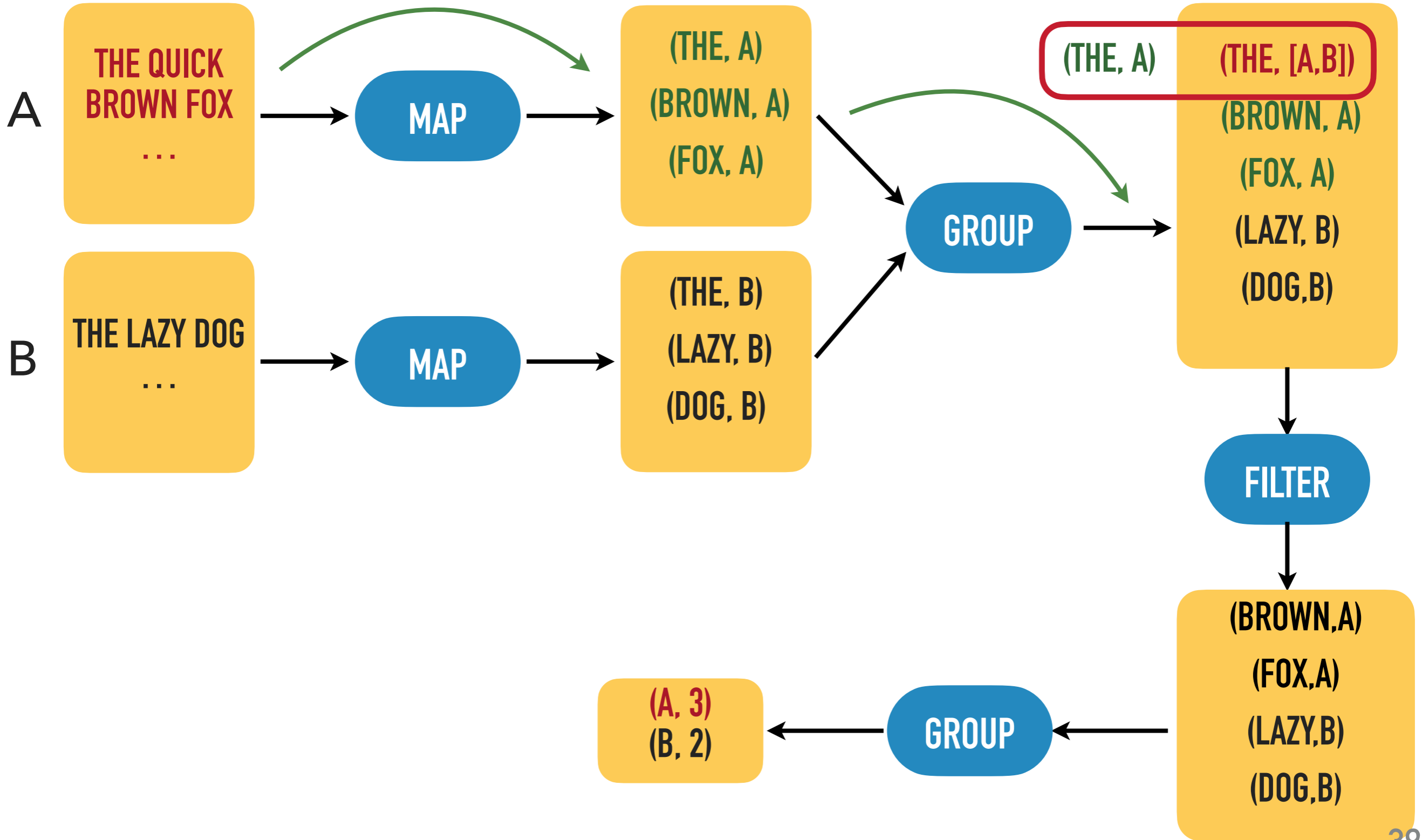
# EXAMPLE: EXPLAINING OUTPUTS OF WORD SET DIFFERENCE



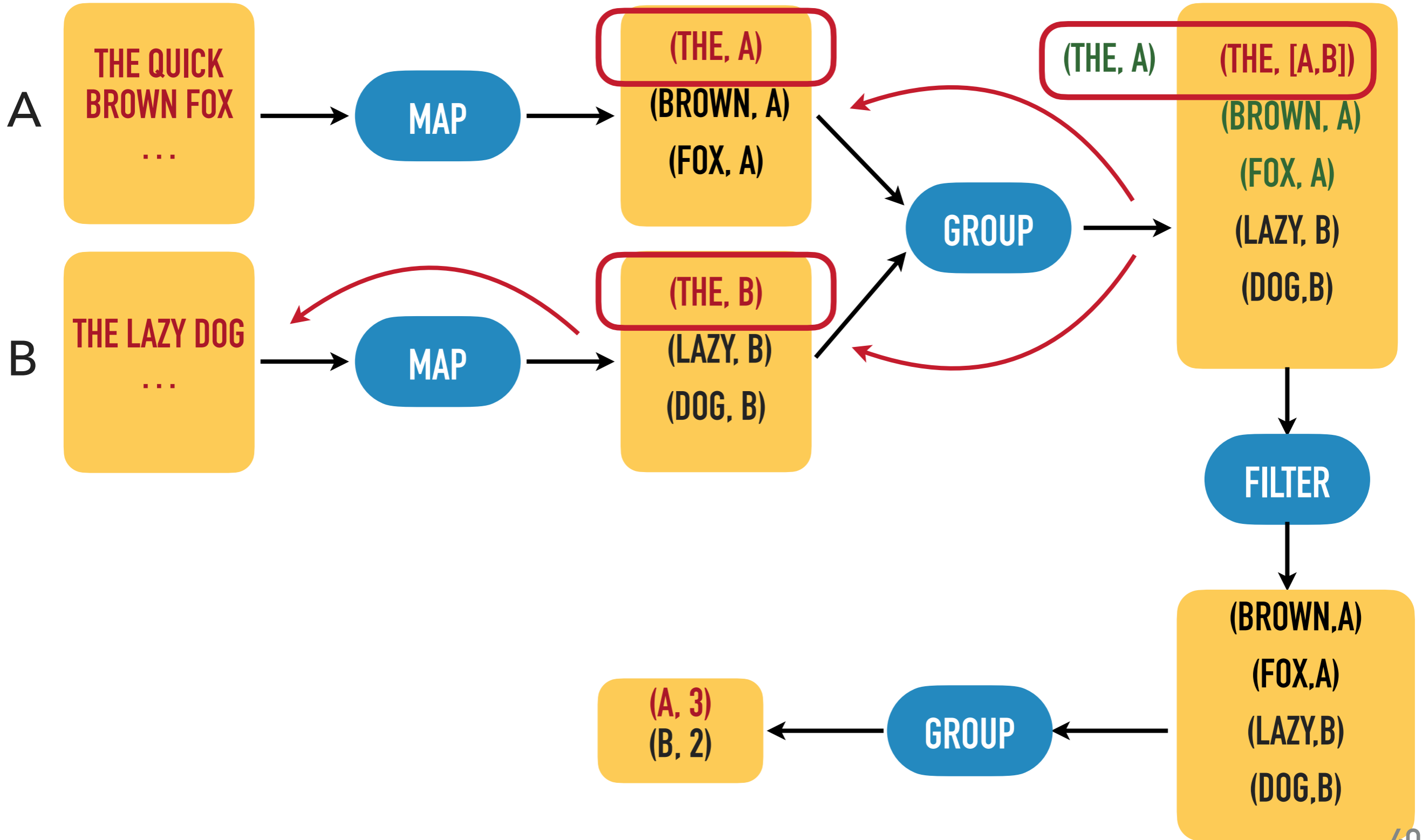
# EXAMPLE: EXPLAINING OUTPUTS OF WORD SET DIFFERENCE



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# EXAMPLE: EXPLAINING OUTPUTS OF WORD SET DIFFERENCE



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# RESULTS: EXPLAINING CONNECTED COMPONENTS

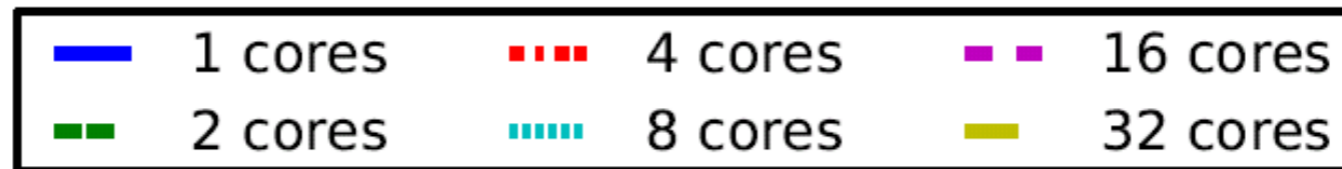
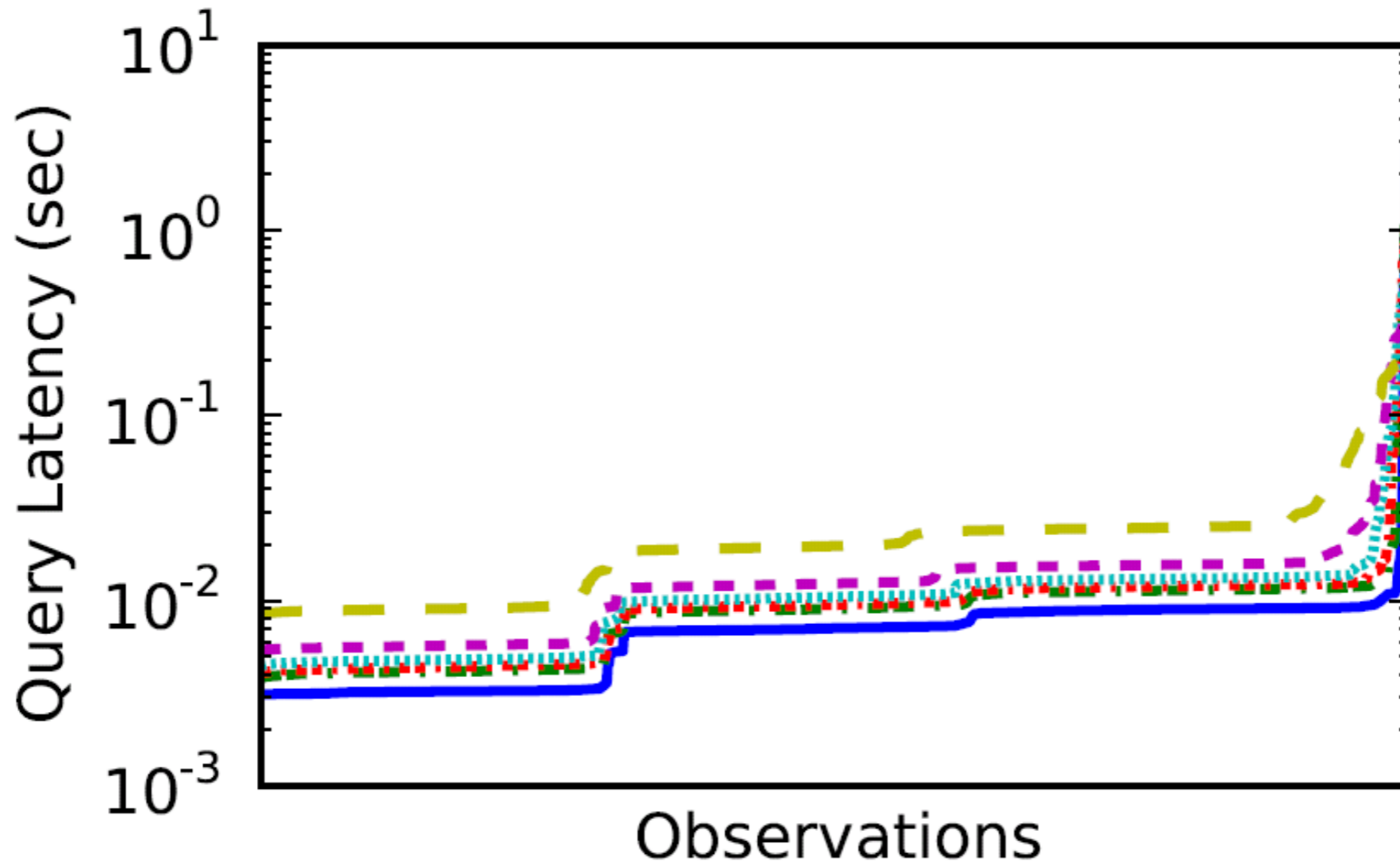
- ▶ Dataset: A subset of the Twitter graph with 1B edges
- ▶ Algorithm: Label propagation
- ▶ Output: Records of the form (A,B) denoting that nodes A and B belong to the same connected component
- ▶ System used: Differential Dataflow
- ▶ Machine used: Intel Xeon E5-4640 at 2.4GHz with 32 cores and 500G RAM

## More results:

Z. Chothia, J. Liagouris, F. McSherry, T. Roscoe *Explaining Outputs in Modern Data Analytics* PVDLB 9(12):1137-1148, 2016.

# EXPLAINING CONNECTED COMPONENTS

Twitter

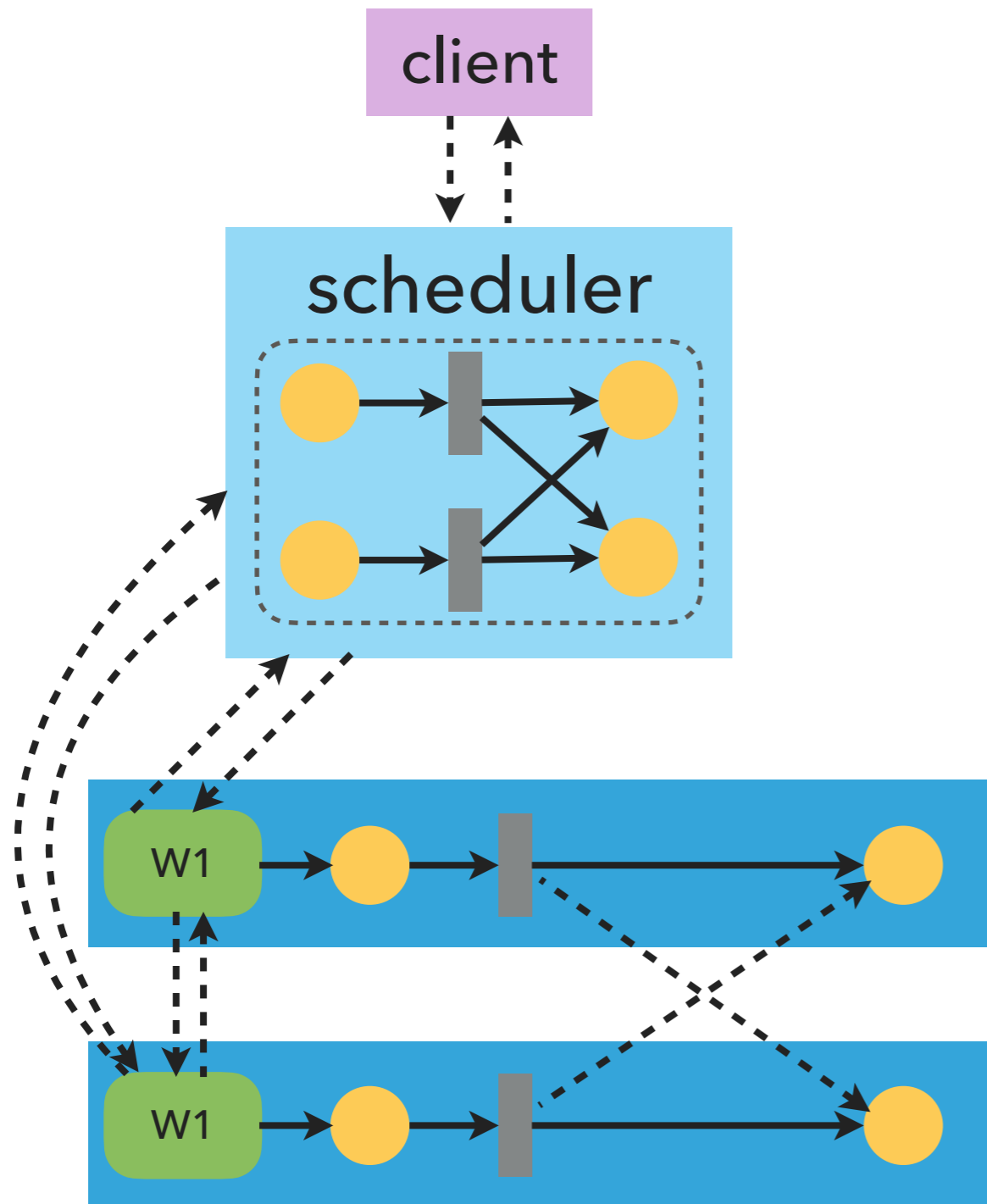


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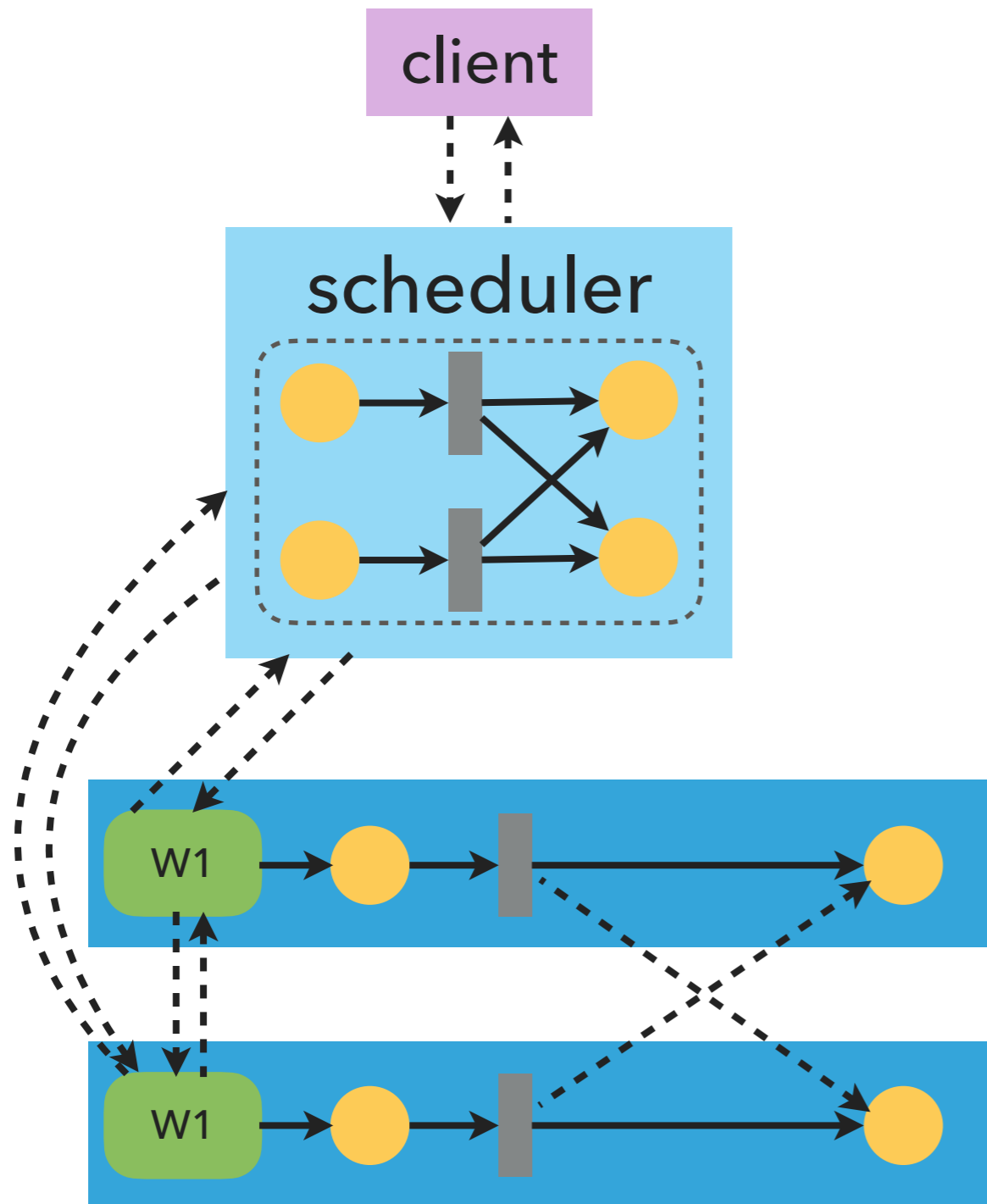
## PART II

# Why is my distributed dataflow slow?

# DISTRIBUTED DATAFLOWS



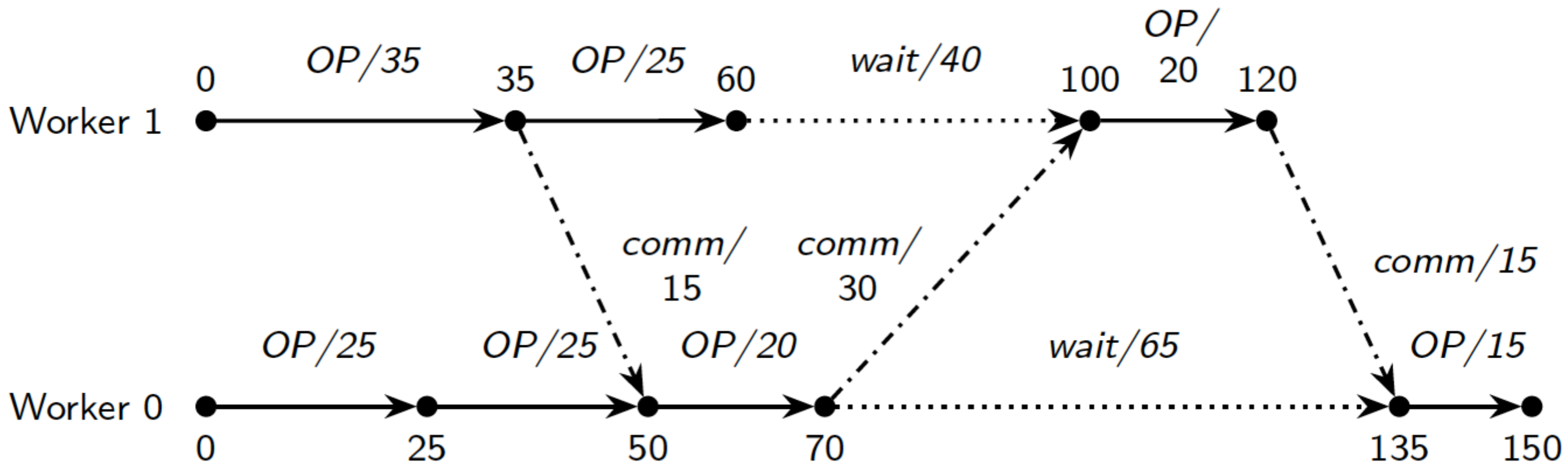
# CHALLENGE: TROUBLESHOOTING IS HARD



- ▶ many processes and activities
- ▶ the cause is usually not isolated but spans multiple processes

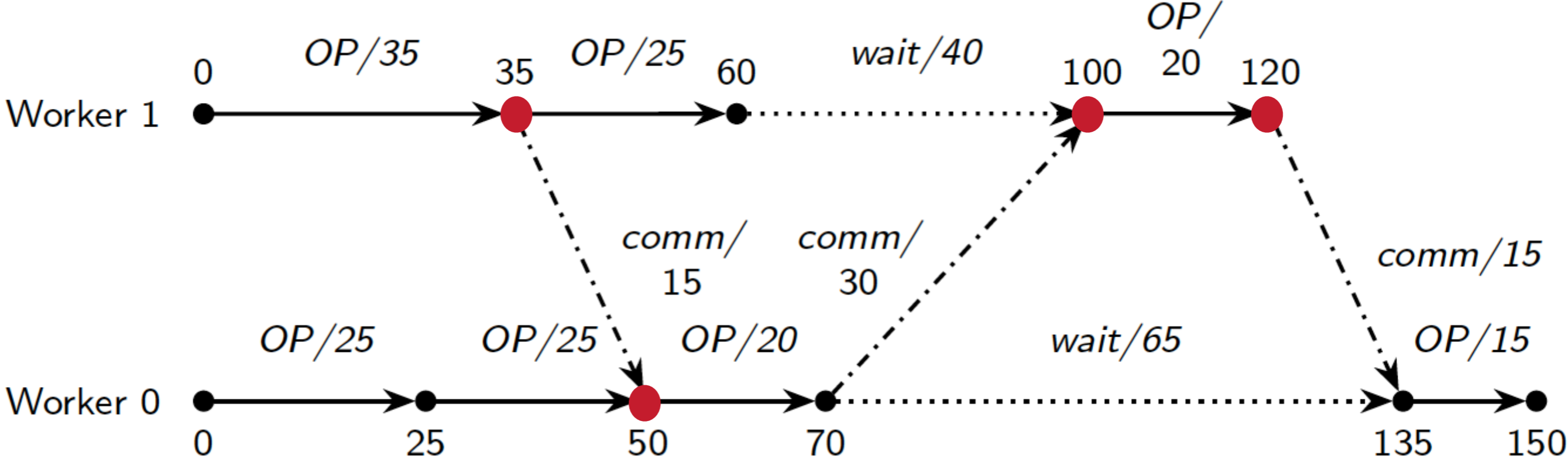
# PROFILING: THE PROGRAM ACTIVITY GRAPH (PAG)

- ▶ Models Happened-Before relationships



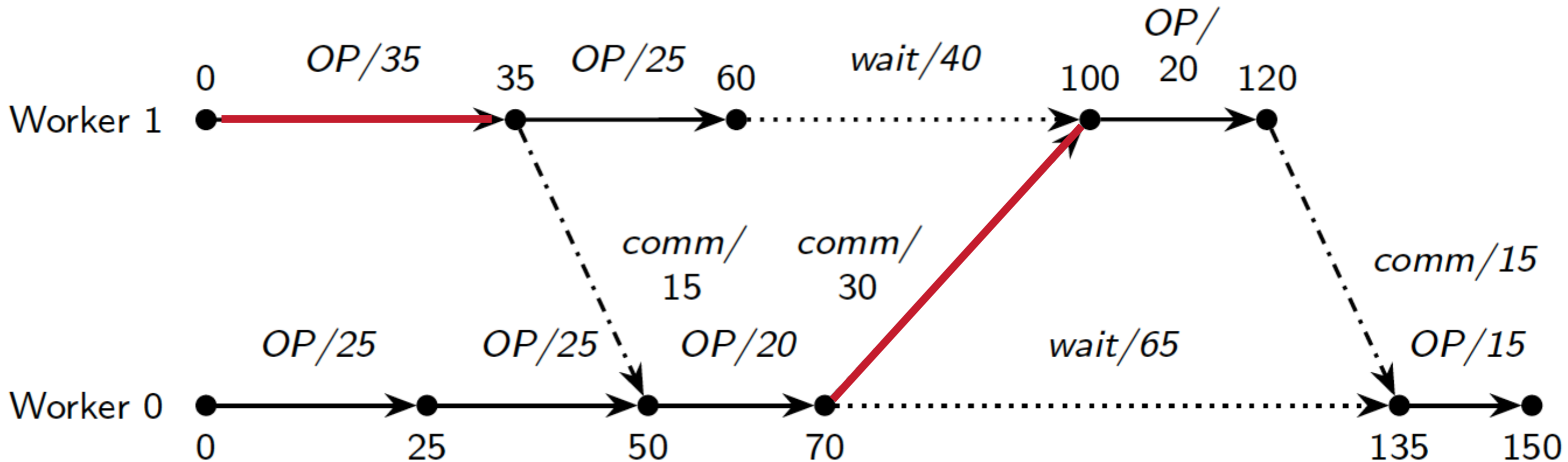
# PROFILING: THE PROGRAM ACTIVITY GRAPH (PAG)

- ▶ Vertices: events with timestamps



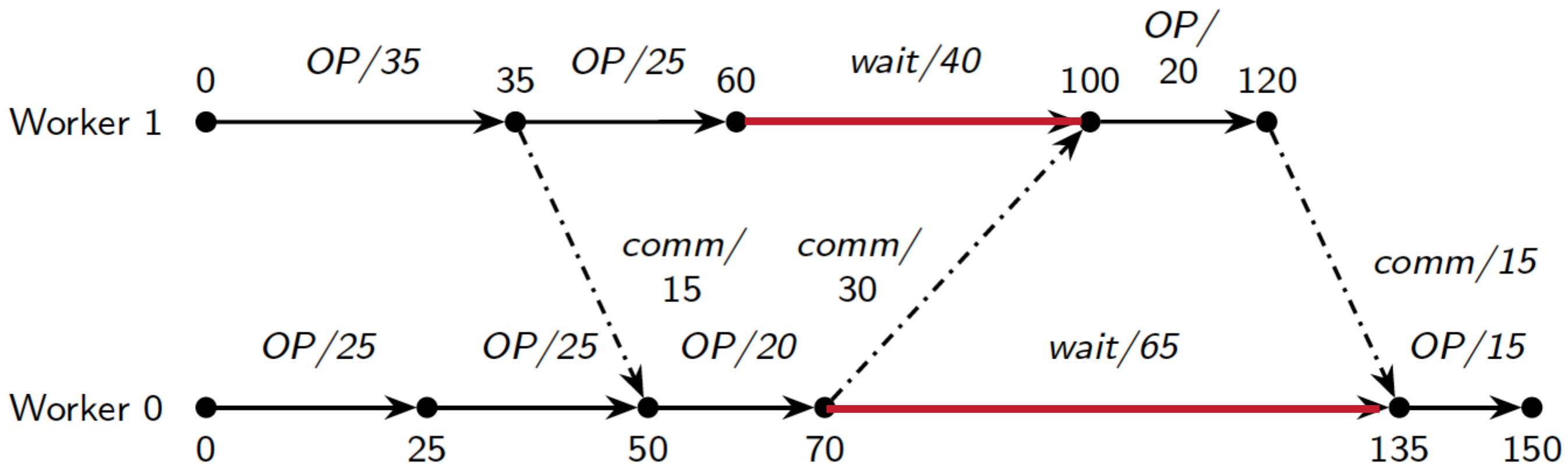
# PROFILING: THE PROGRAM ACTIVITY GRAPH (PAG)

- ▶ Edges: duration of activities



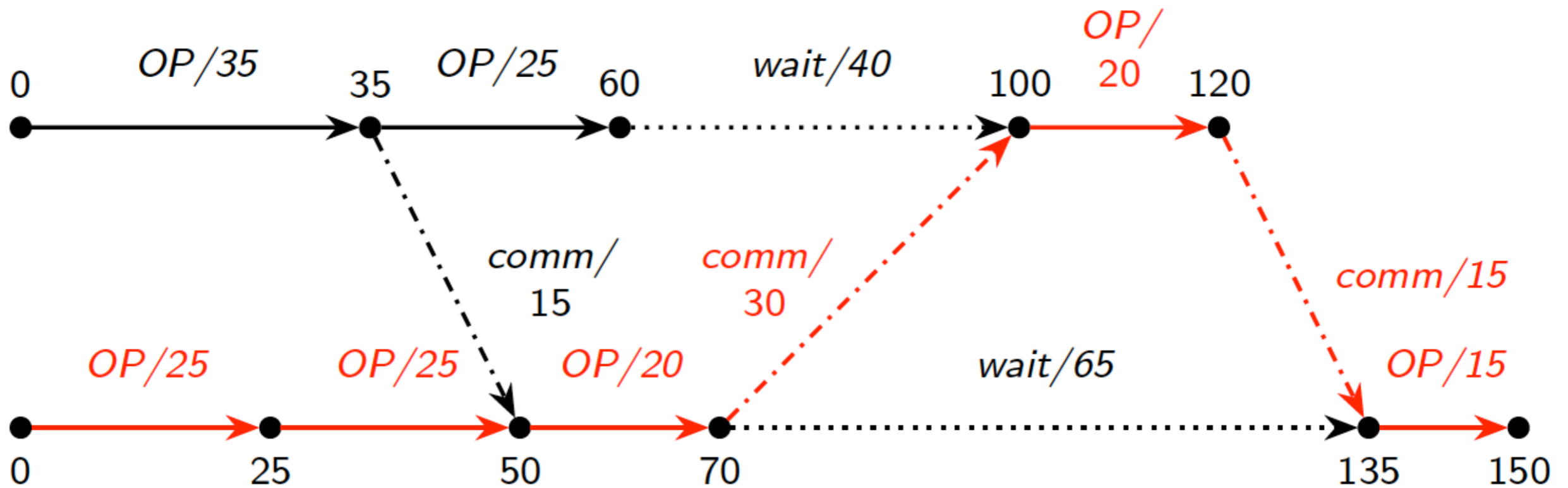
# PROFILING: THE PROGRAM ACTIVITY GRAPH (PAG)

- ▶ Wait edges: time spent in waiting for a message



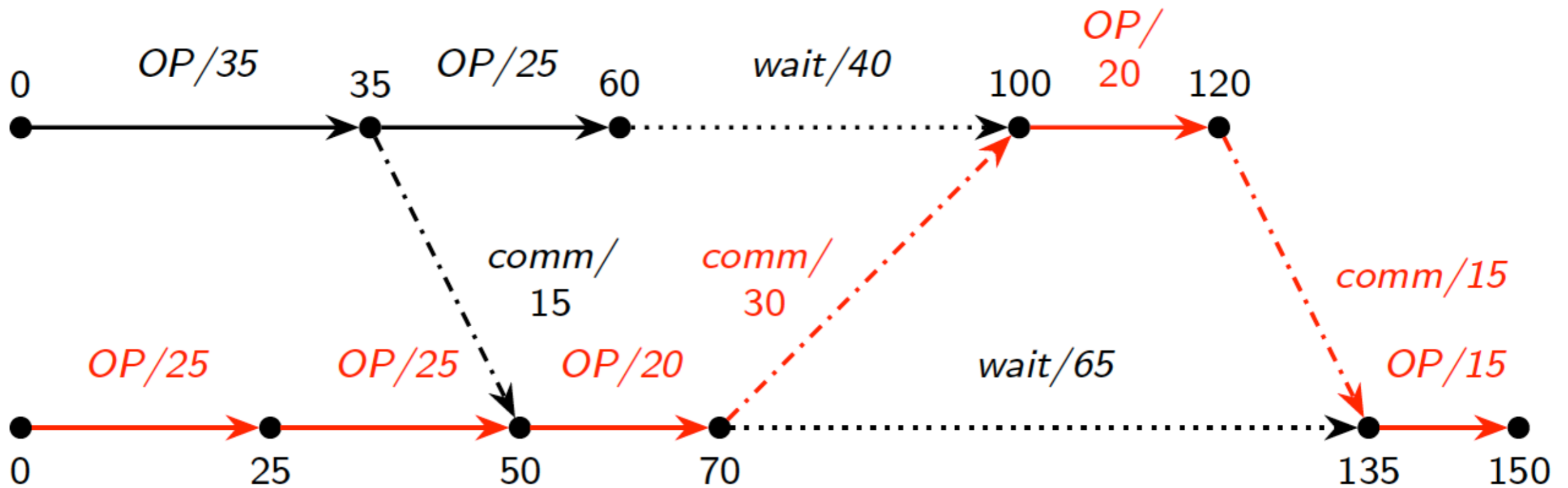
# CRITICAL PATH ANALYSIS

The critical path is the path of non-waiting activities in the execution history of the program with the **longest** duration



# CRITICAL PATH ANALYSIS

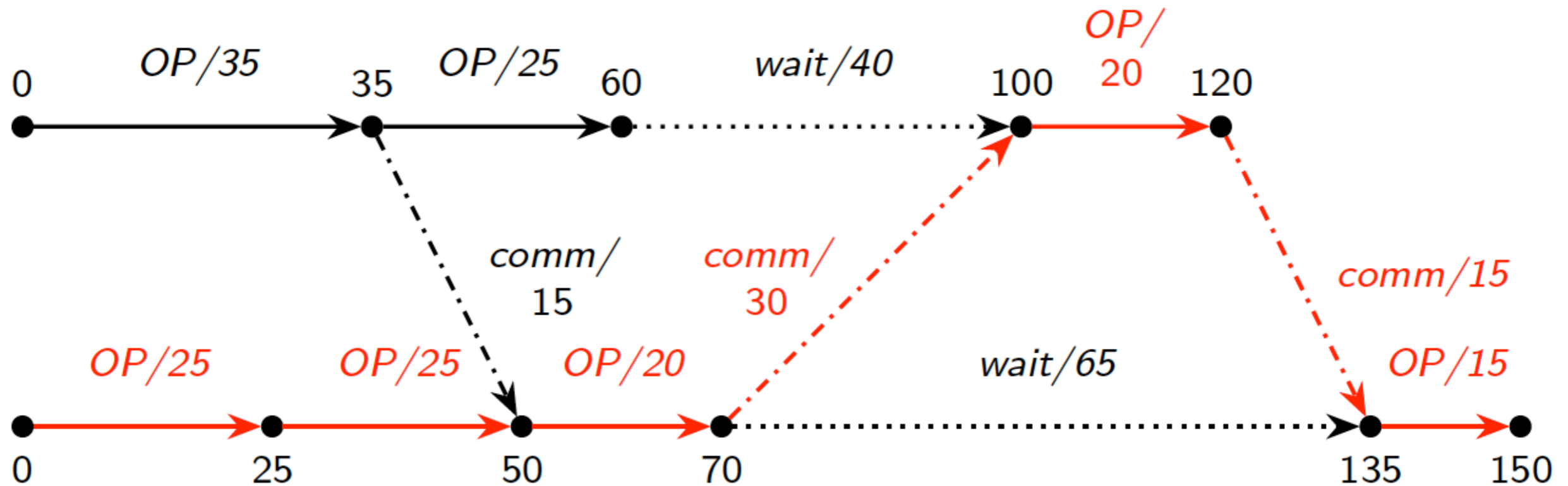
The program activity graph is a DAG so the critical path computation is **tractable**



# CRITICAL PATH ANALYSIS

The critical path is constructed by starting from the last event and backtracking:

- ▶ Following the edges with the longest duration
- ▶ Avoiding waiting edges



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# How can we compute the critical path in **long-running, dynamic** distributed applications, with possibly **unbounded** input?

- ▶ There may be no “job end”
- ▶ The PAG is evolving while the job is running
- ▶ Stale profiling information is not useful

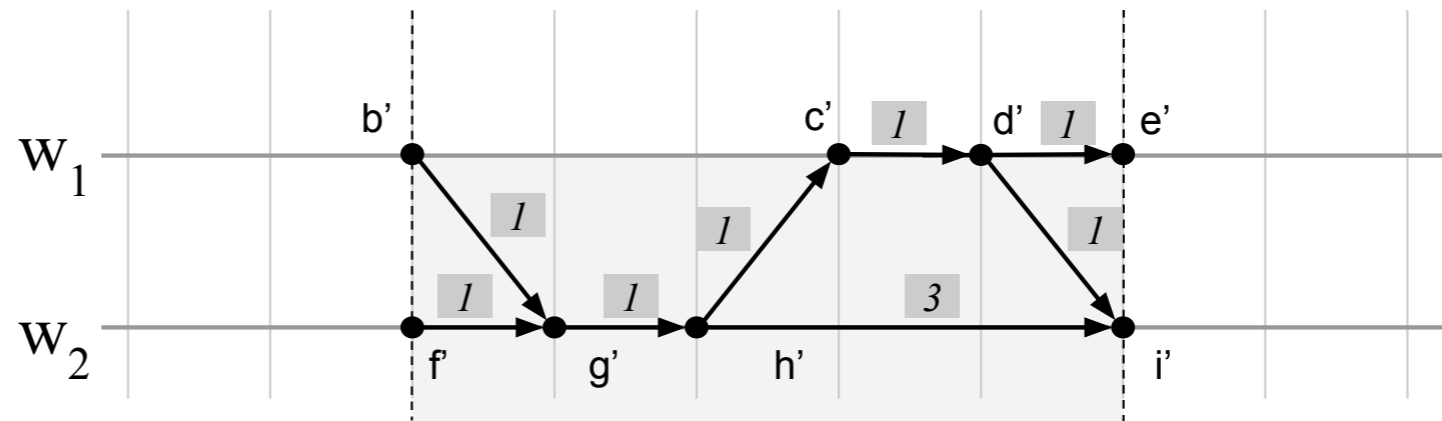


# TRANSIENT CRITICAL PATHS (TCPs)

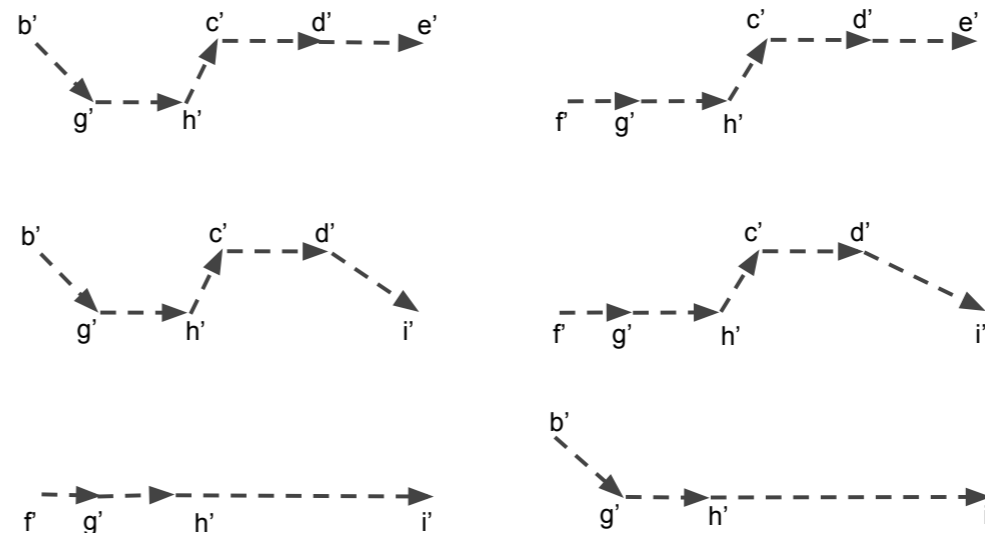
## Multiple transient critical paths per snapshot

- ▶ All TCPs are **possible parts** of the unknown global critical path

Snapshot in  $[t_s, t_e]$

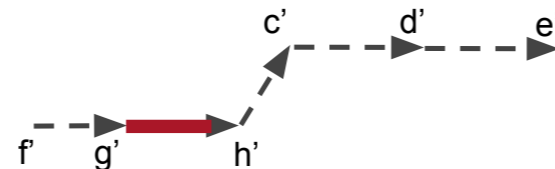
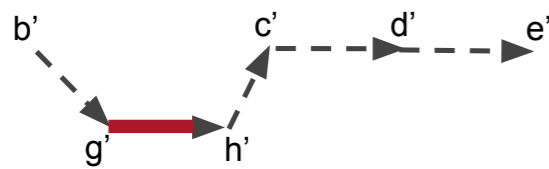


Transient Critical Paths  
in the snapshot  $[t_s, t_e]$

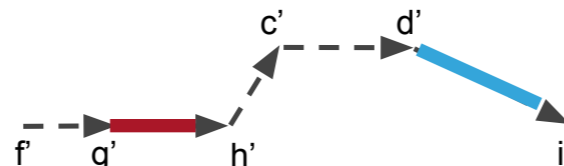
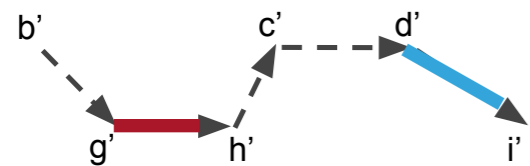


# TRANSIENT PATH CENTRALITY (TPC)

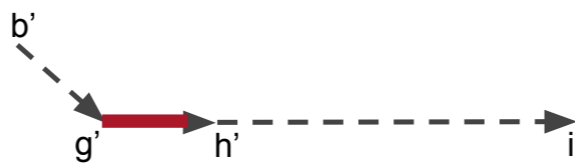
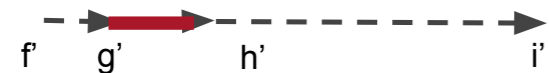
The number of transient critical paths an edge belongs to



$$\text{TPC}(d', i') = 2$$

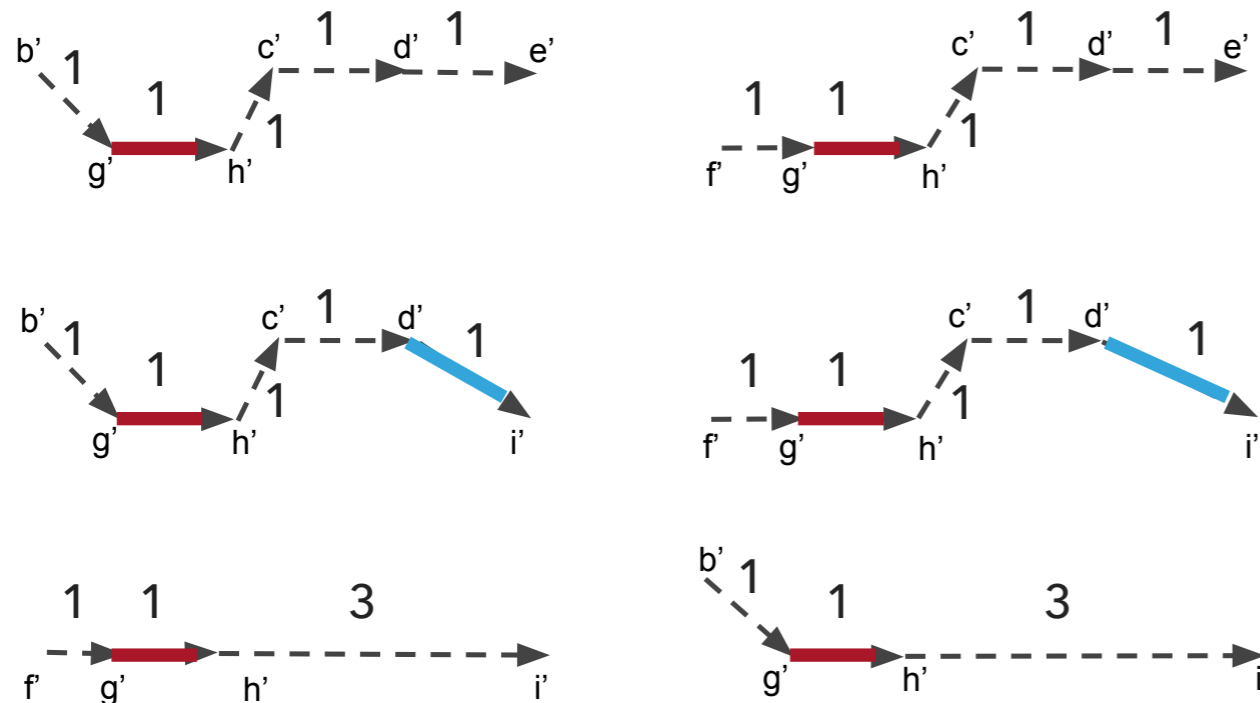


$$\text{TPC}(g', h') = 6$$



# AVERAGE CRITICAL PARTICIPATION (CP)

An estimation of the activity's participation in the critical path



$$CP(g',h') = 6 \cdot 1 / 6 \cdot 5 = 0.2$$

$$CP(d',i') = 2 \cdot 1 / 6 \cdot 5 = 0.066$$

$$CP_a = \frac{TPC(a) \cdot a_w}{N(t_e - t_s)}$$

edge weight

number of transient critical paths

# TRANSIENT CRITICAL PATHS ARE WIDELY APPLICABLE



"RDDs"



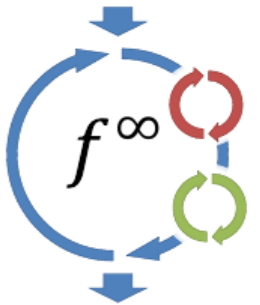
"DataStreams"



"Spouts and Bolts"



"Tensors"



Naiad

- ▶ data transformation
- ▶ data exchange
- ▶ control messages
- ▶ I/O
- ▶ data (de)-serialization
- ▶ buffer management
- ▶ scheduling



common set of  
low-level primitives!

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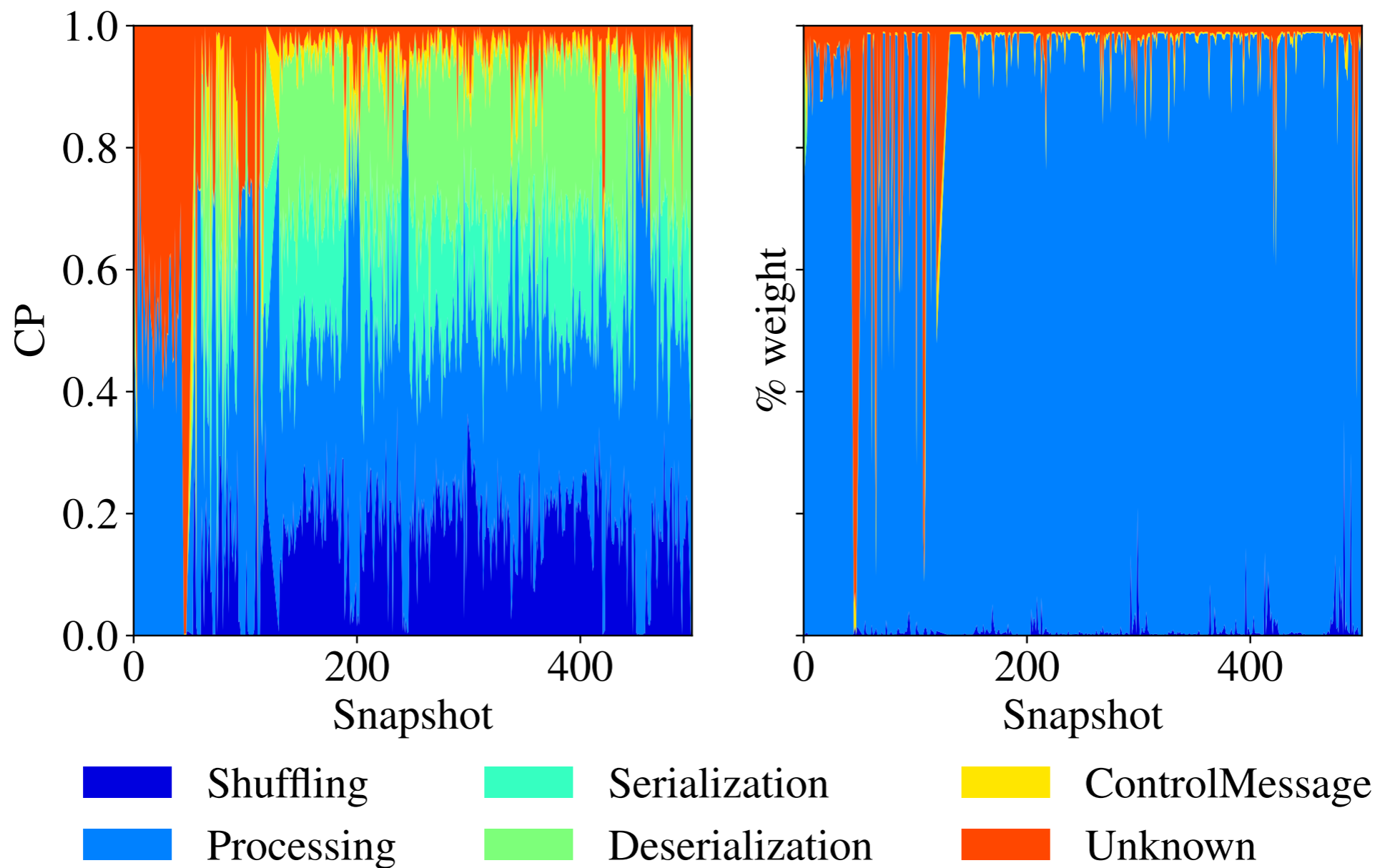
# RESULTS: COMPARISON WITH CONVENTIONAL PROFILING

- ▶ Benchmark: TPC-DS [1]
- ▶ System under study: **Spark** (1.2.1)
- ▶ Setting: 20 machines with 8 workers each
- ▶ We actually used Spark logs from [2]
- ▶ Snapshot interval: 10 sec

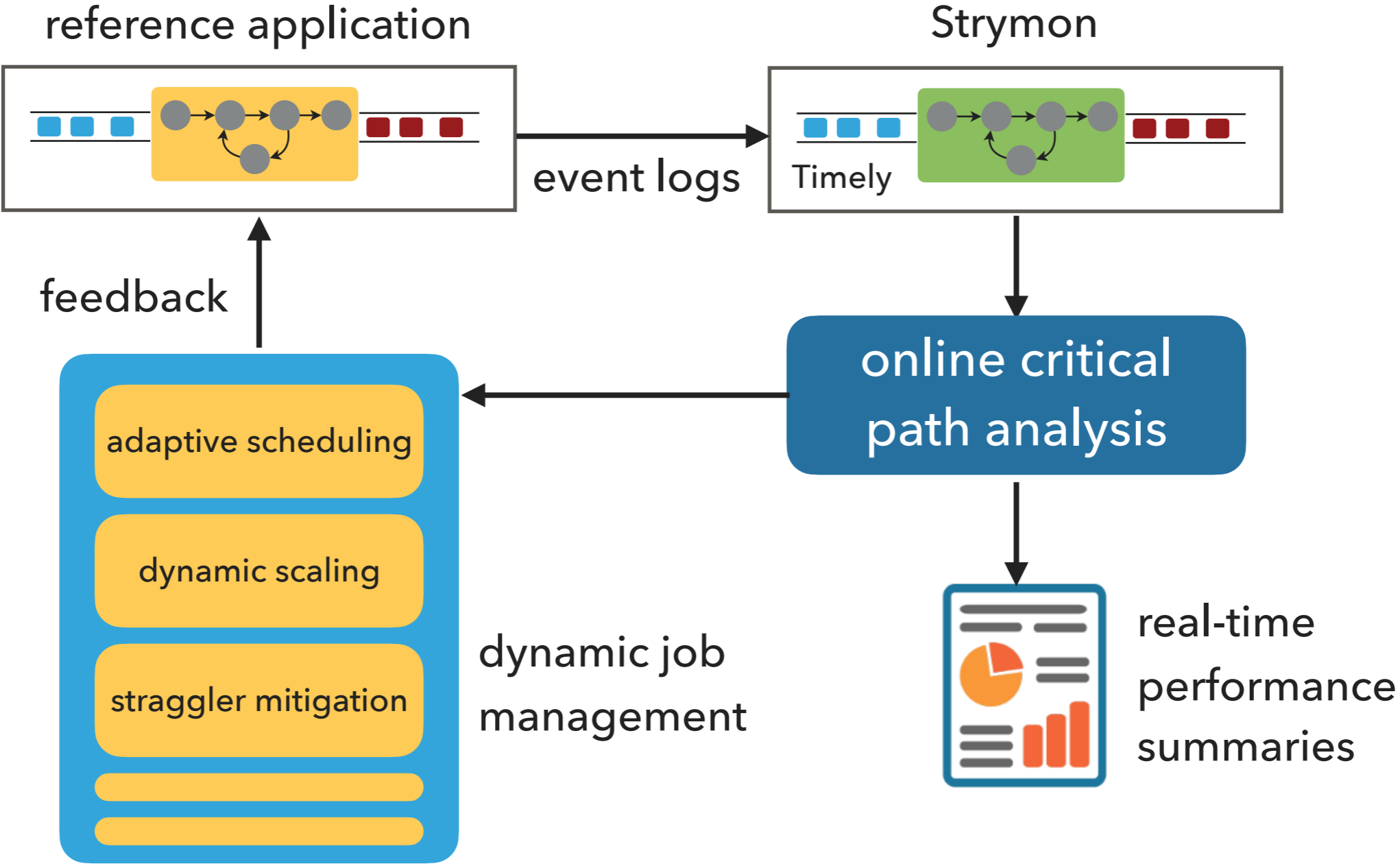
[1] TPC-DS. <http://www.tpc.org/tpcds/>

[2] Ousterhout, K. Spark performance analysis (accessed: April 2017)  
<https://kayousterhout.github.io/trace-analysis/>

# COMPARISON WITH CONVENTIONAL PROFILING



# ONGOING AND FUTURE WORK



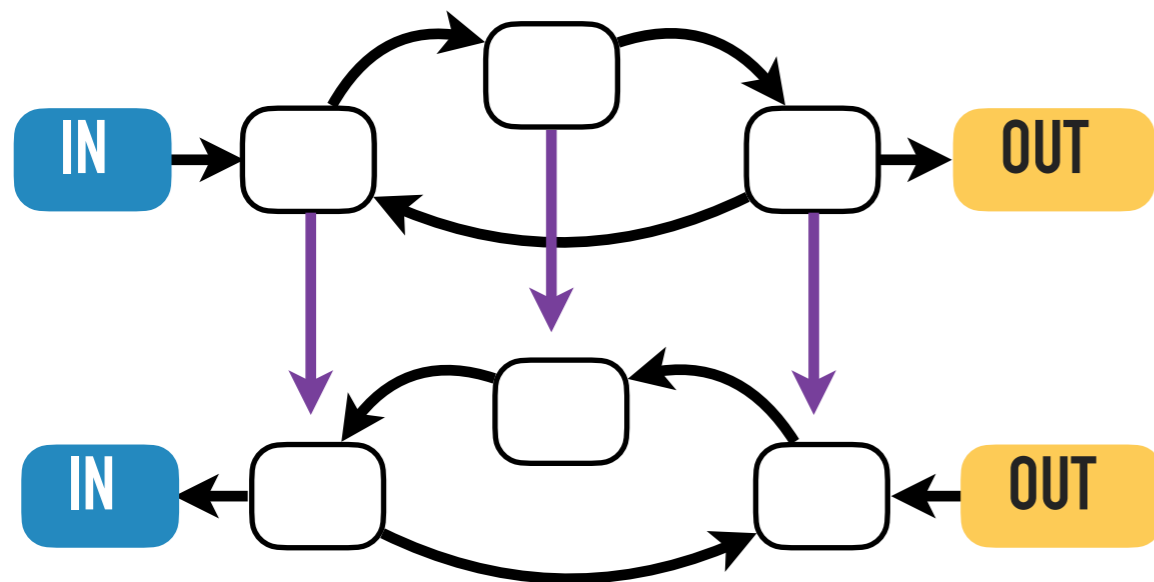
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# INTERESTING QUESTIONS

- ▶ What is the appropriate **snapshot size** for analyzing the performance of a dataflow execution?
- ▶ Can we use **sampling** to reduce the number of snapshots we examine without affecting the quality of the results?
- ▶ Can we use the Program Activity Graph to **verify instrumentation**?

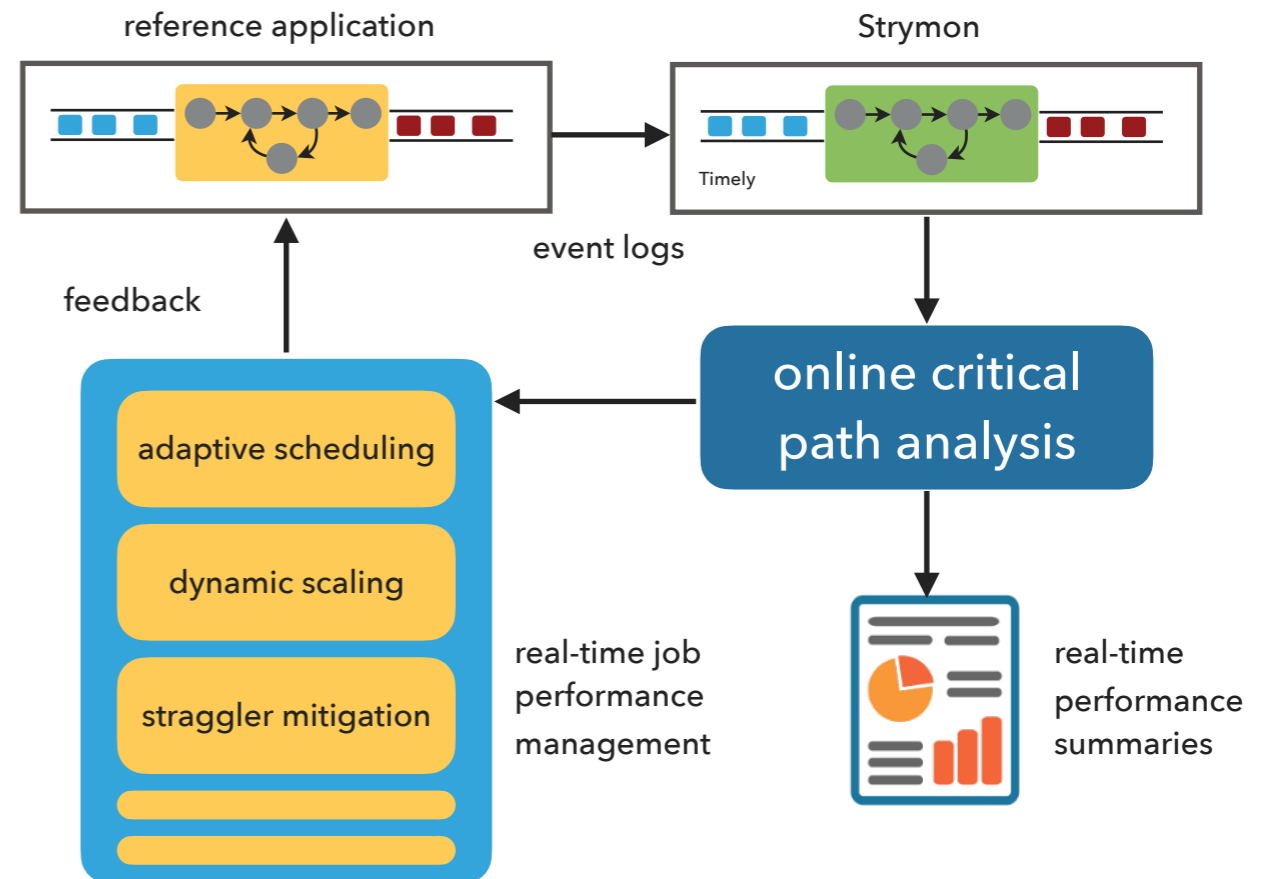
# SUMMARY

## PART I: Iterative Backward Tracing



concise explanations  
output reproduction  
guarantees  
interactive times

## Part II: Transient Critical Path Analysis



transient critical paths  
real-time performance summaries  
continuous computations

# UNDERSTANDING DISTRIBUTED DATAFLOW SYSTEMS



John Liagouris  
[liagos@inf.ethz.ch](mailto:liagos@inf.ethz.ch)

OUTPUT EXPLANATION AND  
PERFORMANCE ANALYSIS

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