

Accelerating Big Data Processing in the Cloud with Scalable Communication and I/O Schemes

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Abstract—With the advent of cloud computing, the field of Big Data has seen rapid growth. Most cloud providers provide hardware resources such as NVMe SSDs, large memory nodes, and SR-IOV. This opens up the possibility of large-scale high-performance data analytics and provides opportunities to use these resources to develop new designs. Cloud computing provides flexibility, scalability, and reliability, which are important requirements of Big Data frameworks. However, several important requirements are missing, such as performance, scalability, fault-tolerance, and consistency. The focus of this research work revolves around developing communication and I/O designs and concepts which can provide these requirements to Big Data frameworks. Specifically, we explore new ways to provide fault-tolerance and consistency in cloud storage systems, providing scalable and high-performance communication frameworks, and co-designing with Big Data stacks to leverage these features.

Keywords—Big Data, Cloud, RDMA, Swift, Hadoop

I. INTRODUCTION

The cloud computing paradigm has motivated a large number of users to move their applications to the cloud or build private clouds within their organizations. However, performance degradation in virtualized environments is one of the primary hindrances limiting this migration. Most cloud and big data processing middleware use traditional TCP/IP sockets based communication which has known performance issues such as context-switch and buffer copies for each message transfer. Modern high-performance interconnects such as InfiniBand [1] and RoCE [2] offer advanced features such as Remote Direct Memory Access (RDMA) and provide high bandwidth and low latency communication.

In order to run data-intensive applications in the cloud efficiently, enabling cloud-based distributed storage solutions is a must. Existing solutions forgo consistency for high-availability and performance. Eventual consistency is the most popular model provided by these systems. While this consistency model provides the opportunity to implement highly available systems, it is unsuitable for running concurrent large-scale enterprise workloads. This highlights the need for stronger consistency in cloud storage systems.

All these issues lead us to the following broad challenge: *How can we design efficient communication and I/O schemes to accelerate big data in the cloud?* To address these challenges, we propose designs for high-performance communi-

cation middleware and scalable and consistent cloud storage to enable big data processing in the cloud.

II. PROPOSED DESIGNS

In this section, we briefly discuss our proposed designs.

A. Modern Networking Protocols

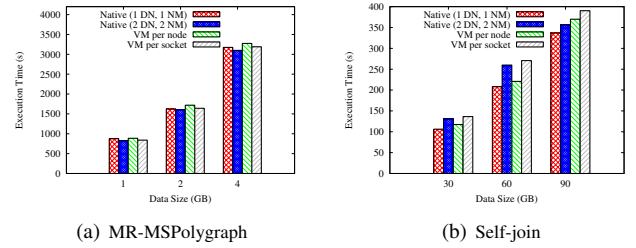


Figure 1. Application Evaluation with SR-IOV and RDMA-Hadoop in the cloud

Modern networking protocols such as InfiniBand and RoCE offer RDMA-based low latency communication. In addition, Single Root I/O Virtualization (SR-IOV) provides hardware-based virtualization which allows VMs to directly access the network adapter and achieve near-native I/O performance. We advocate for the use of **RDMA-based communication** and **SR-IOV** in Hadoop to reduce the virtualization overhead [4]. The low CPU utilization of RDMA and near-native network performance of SR-IOV enables high-performance application performance. In a virtualized environment with SR-IOV and RDMA-Hadoop, we were able to achieve near-native (< 9% overhead) performance (see Fig. 1).

B. Topology-aware communication

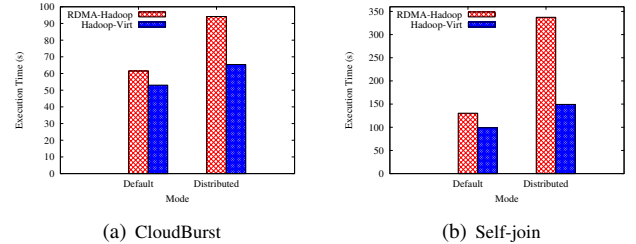


Figure 2. Application Evaluation with Proposed Design (Hadoop-Virt) and RDMA-Hadoop

*This research is supported in part by National Science Foundation grants #CNS-1419123, #IIS-1447804, #ACI-1450440, #CNS-1513120, and #IIS-1636846.

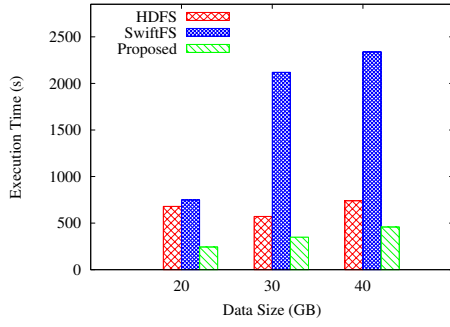


Figure 4. Evaluation of WordCount Execution Time with Proposed Design, SwiftFS, and HDFS

Existing designs in Hadoop are not aware of the topology of virtual clusters. We propose an **automatic topology detection module** and **virtualization-aware designs** in Hadoop to fully take the advantage of virtualized environments. Our topology detection module is based on the scalable MapReduce framework and can detect topology changes during runtime. We also enable **topology and locality-aware communication** by maximizing communication between co-located VMs [3]. This includes changes to the container allocation and map task scheduling policies in Hadoop. Our experimental evaluations (Fig. 2) show that our design delivers upto 34% better performance in the default execution mode and upto 52.6% better performance in the distributed mode as compared to the default RDMA-Hadoop for SR-IOV-enabled virtualized clusters.

C. Scalable Cloud Storage

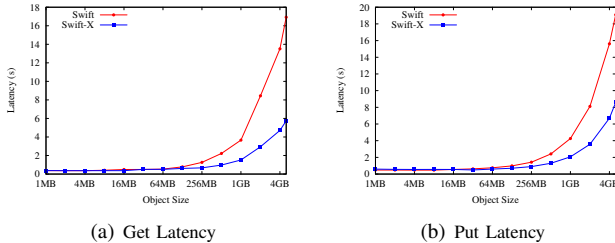


Figure 3. Get and Put Latency Evaluation with Proposed Design (Swift-X) and OpenStack Swift

To improve the scalability and performance of OpenStack Swift, we propose high-performance scalable designs. We propose changes to the Swift architecture and operation design. Our design uses the proxy server only as a metadata server and uses client-based replication for scalability, bypassing the proxy server. Thus, the proxy server is no longer a bottleneck for all requests. We also propose **high-performance** implementations of network communication and I/O modules

based on **RDMA** to provide the fastest possible object transfer and **maximum overlap** between communication and I/O [5]. Our evaluation (Fig. 3) reveals that our designs can deliver up to 47% and 66% improvement in put and get latencies, respectively.

D. POSIX-like consistent Cloud Storage

Cloud storage solutions typically forgo consistency for availability and performance. To combat this issue, we present designs to provide consistency with performance. For providing a POSIX-like consistent cloud storage system, we propose the use of atomic write operations. These are implemented using a Two-Phase Commit (2PC) for atomicity and global timestamp server for providing proper order of operations. This not only provides **POSIX-like consistency**, but also **fault-tolerance** and **fine-grained concurrency control**. This allows virtually any application requiring strong consistency to run directly on cloud storage. Experimental evaluation (Fig. 4) shows that our design can provide up to 64% improvement compared to HDFS and 83% improvement compared to SwiftFS for read-intensive workloads.

III. CONCLUSION

In this work, we presented scalable and high-performance communication and I/O schemes for efficient big data processing in the cloud. We proposed the use of modern networking protocols in big data and cloud frameworks and presented topology and locality-aware communication policies for Hadoop. For improving the scalability and performance of cloud storage, we discussed high-performance designs which we implemented on OpenStack Swift. Finally, for enabling applications requiring consistency guarantees, we used atomicity as a way to guarantee consistency. All our designs have been combined to allow MapReduce applications to run over Swift while delivering optimal performance and consistency guarantees.

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