1 Pre-Check

This section is designed as a conceptual check for you to determine if you conceptually understand and have any misconceptions about this topic. Please answer true/false to the following questions, and include an explanation:

1.1 MapReduce is more general than Spark since it is lower level.

False. Spark is higher level, but you can also do basic map reduce. It is easier to express more complex computations in Spark.

For more information on higher level vs. lower level, visit https://en.wikipedia.org/wiki/High-and_low-level

1.2 The higher the PUE the more efficient the datacenter is.

False. The ideal PUE is 1.0.

1.3 Hamming codes can detect any type of data corruption.

False. They cannot detect all three bit errors.

1.4 All RAID levels improve reliability.

False. Raid 0 actually decreases reliability.

2 Hamming ECC

Recall the basic structure of a Hamming code. We start out with some bitstring, and then add parity bits at the indices that are powers of two (1, 2, 8, etc.). We don’t assign values to these parity bits yet. Note that the indexing convention used for Hamming ECC is different from what you are familiar with. In particular, the 1 index represents the MSB, and we index from left-to-right. The ith parity bit \( P\{i\} \) covers the bits in the new bitstring where the index of the bit under the aforementioned convention, \( j \), has a 1 at the same position as \( i \) when represented as binary. For instance, 4 is \( 0b100 \) in binary. The integers \( j \) that have a 1 in the same position when represented in binary are 4, 5, 6, 7, 12, 13, etc. Therefore, \( P4 \) covers the bits at indices 4, 5, 6, 7, 12, 13, etc. A visual representation of this is:
2.1 How many bits do we need to add to 0011₂ to allow single error correction?

$m$ parity bits can cover bits 1 through $2^m - 1$, of which $2^m - m - 1$ are data bits. Thus, to cover 4 data bits, we need 3 parity bits.

2.2 Which locations in 0011₂ would parity bits be included?

Using P to represent parity bits: PP0P011₂

2.3 Which bits does each parity bit cover in 0011₂?

Parity bit 1: 1, 3, 5, 7
Parity bit 2: 2, 3, 6, 7
Parity bit 3: 4, 5, 6, 7

2.4 Write the completed coded representation for 0011₂ to enable single error correction. Assume that we set the parity bits so that the bits they cover have even parity.

1000011₂

2.5 How can we enable an additional double error detection on top of this?

Add an additional parity bit over the entire sequence.

2.6 Find the original bits given the following SEC Hamming Code: 0110111₂. Again, assume that the parity bits are set so that the bits they cover have even parity.

Parity group 1: error
Parity group 2: okay
Parity group 4: error
To find the incorrect bit’s index, we simply sum up the indices of all the erroneous bits.
Incorrect bit: 1 + 4 = 5, change bit 5 from 1 to 0: 0110011₂
0110011₂ → 1011₂

2.7 Find the original bits given the following SEC Hamming Code: 1001000₂

Parity group 1: error
Parity group 2: okay
Parity group 4: error
To find the incorrect bit’s index, we simply sum up the indices of all the erroneous bits.
Incorrect bit: 1 + 4 = 5, change bit 5 from 1 to 0: 1001100₂
1001100₂ → 0100₂
3 RAID

3.1 Fill out the following table:

<table>
<thead>
<tr>
<th>RAID</th>
<th>Configuration</th>
<th>Pro/Good for</th>
<th>Con/Bad for</th>
</tr>
</thead>
<tbody>
<tr>
<td>RAID 0</td>
<td>Split data across multiple disks</td>
<td>No overhead, fast read / write</td>
<td>Reliability</td>
</tr>
<tr>
<td>RAID 1</td>
<td>Mirrored Disks: Extra copy of data</td>
<td>Fast read / write, Fast recovery</td>
<td>High overhead → expensive</td>
</tr>
<tr>
<td>RAID 2</td>
<td>Hamming ECC: Bit-level striping, one disk per parity group</td>
<td>Smaller overhead</td>
<td>Redundant check disks</td>
</tr>
<tr>
<td>RAID 3</td>
<td>Byte-level striping with single parity disk.</td>
<td>Smallest overhead to check parity</td>
<td>Need to read all disks, even for small reads, to detect errors</td>
</tr>
<tr>
<td>RAID 4</td>
<td>Block-level striping with single parity disk.</td>
<td>Higher throughput for small reads</td>
<td>Still slow small writes (A single check disk is a bottleneck)</td>
</tr>
<tr>
<td>RAID 5</td>
<td>Block-level striping, parity distributed across disks.</td>
<td>Higher throughput of small writes</td>
<td>The time to repair a disk is so long that another disk might fail in the meantime.</td>
</tr>
</tbody>
</table>

4 MapReduce

For each problem below, write pseudocode to complete the implementations. Tips:

- The input to each MapReduce job is given by the signature of map().
- `emit(key k, value v)` outputs the key-value pair (k, v).
- `for var in list` can be used to iterate through `Iterables` or you can call the `hasNext()` and `next()` functions.
- Usable data types: `int`, `float`, `String`. You may also use lists and custom data types composed of the aforementioned types.
- `intersection(list1, list2)` returns a list of the common elements of `list1`, `list2`.  

MR, Spark, WSC, RAID, ECC 3
4.1 Given a set of coins and each coin’s owner in the form of a list of CoinPairs, compute the number of coins of each denomination that a person has.

**CoinPair:**
- String person
- String coinType

4.1 map(CoinPair pair):
map(CoinPair pair):
- emit(pair, 1)

reduce(__________, __________):
reduce(CoinPair pair, Iterable<int> count):
- total = 0
- for num in count:
- total += num
- emit(pair, total)

4.2 Using the output of the first MapReduce, compute each person’s amount of money.

valueOfCoin(String coinType) returns a float corresponding to the dollar value of the coin.

4.2 map(tuple<CoinPair, int> output):
map(tuple<CoinPair, int> output):
- pair, amount = output
- emit(pair.person,
- valueOfCoin(pair.coinType) * amount)

reduce(__________, __________):
reduce(String person, Iterable<float> values):
- total = 0
- for amount in values:
- total += amount
- emit(person, total)

5 Spark

Resilient Distributed Datasets (RDD) are the primary abstraction of a distributed collection of items

Transforms **RDD → RDD**

- **map(f)** Return a new transformed item formed by calling f on a source element.
- **flatMap(f)** Similar to map, but each input item can be mapped to 0 or more output items (so f should return a sequence rather than a single item).
- **reduceByKey(f)** When called on a dataset of (K, V) pairs, returns a dataset of (K, V) pairs where the values for each key are aggregated using the given reduce function f, which must be of type (V, V) → V.

Actions **RDD → Value**

- **reduce(f)** Aggregate the elements of the dataset regardless of keys using a function f.

Call `sc.parallelize(data)` to parallelize a Python collection, data.
5.1 Given a set of coins and each coin’s owner, compute the number of coins of each denomination that a person has. Then, using the output of the first result, compute each person’s amount of money. Assume `valueOfCoin(coinType)` is defined and returns the dollar value of the coin.

The type of `coinPairs` is a tuple of (person, coinType) pairs.

```python
coinData = sc.parallelize(coinPairs)

out1 = coinData.map(lambda (k1, k2): ((k1, k2), 1))
    .reduceByKey(lambda v1, v2: v1 + v2)

out2 = out1.map(lambda (k, v): (k[0], v * valueOfCoin(k[1])))
    .reduceByKey(lambda v1, v2: v1 + v2)
```

5.2 Given a student’s name and course taken, output their name and total GPA.

```python
CourseData:
    int courseID
    float studentGrade // a number from 0-4

The type of `students` is a list of (studentName, courseData) pairs.

studentsData = sc.parallelize(students)

out = studentsData.map(lambda (k, v): (k, (v.studentGrade, 1)))
    .reduceByKey(lambda v1, v2: (v1[0] + v2[0], v1[1] + v2[1]))
    .map(lambda (k, v): (k, v[0] / v[1]))
```

6 Warehouse-Scale Computing

Sources speculate Google has over 1 million servers. Assume each of the 1 million servers draw an average of 200W, the PUE is 1.5, and that Google pays an average of 6 cents per kilowatt-hour for datacenter electricity.

6.1 Estimate Google’s annual power bill for its datacenters.

\[ 1.5 \cdot 10^6 \text{ servers} \cdot 0.2\text{kW/server} \cdot \$0.06/\text{kW-hr} \cdot 8760 \text{ hrs/yr} \approx \$157.68 \text{ M/year} \]

6.2 Google reduced the PUE of a 50,000-machine datacenter from 1.5 to 1.25 without decreasing the power supplied to the servers. What’s the cost savings per year?

\[ \text{PUE} = \frac{\text{Total building power}}{\text{IT equipment power}} \Rightarrow \text{Savings} \propto (\text{PUE}_{old} - \text{PUE}_{new}) \cdot \text{IT equipment power} \]

\[ (1.5 - 1.25) \cdot 50000 \text{ servers} \cdot 0.2\text{kW/server} \cdot \$0.06/\text{kW-hr} \cdot 8760\text{hrs/yr} \approx \$1.314 \text{ M/year} \]