

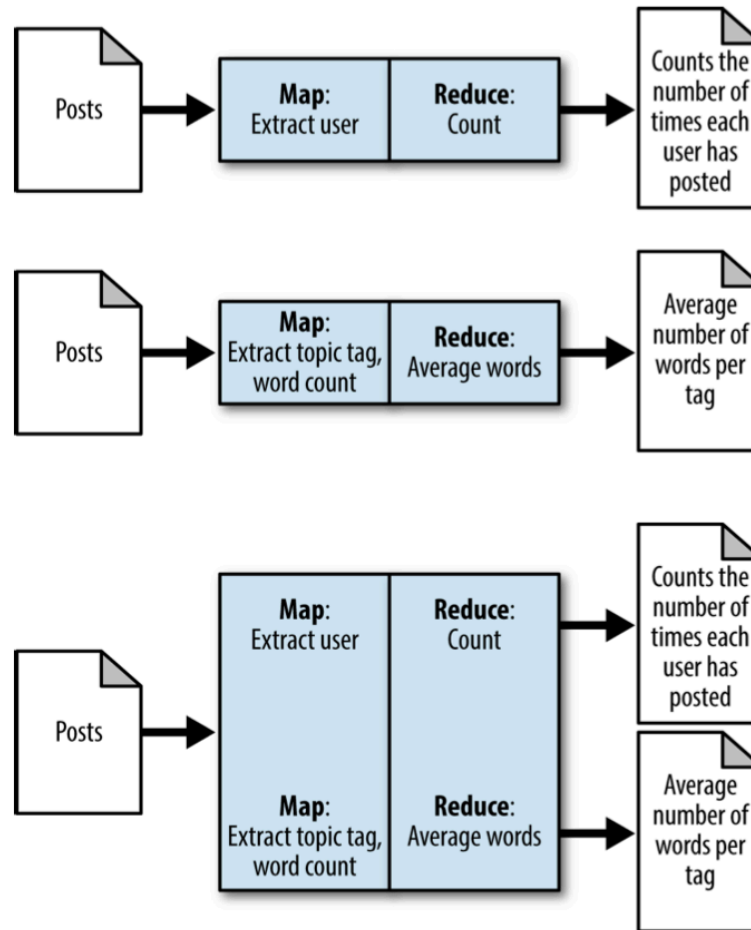
# CS 378 – Big Data Programming

Lecture 17A  
MetaPatterns  
Job Merging

# Job Merging

- Two jobs that read the same data
- But otherwise are unrelated
- If loading and parsing the data is expensive
- Let's do this only once

# Job Merging



# Job Merging

- In effect we make the mappers read same data
  - Already the case
- And we make the reducers read same data
  - Presumably the two mappers output different data
  - How?
- Note: We're not limited to merging two jobs

# Job Merging

- What will it take?
- Both jobs must have the same map output key/value
  - Is there a way to avoid this?
  - How about a union type for key, or value, or both?
- Best applied to existing, frequently run jobs
- Requires the code to be merged

# Job Merging

- Basic idea
- Merge the mapper code:
  - Does the work of both “original” mappers
  - Adds data to any output indicating the origin
- Reducer code:
  - Identify input type based on extra data in the key
  - Separate the output with MultipleOutputs

# Job Merging

- New mapper does work of both mappers
  - For each input record
  - Do the work of first “original” mapper
  - Do the work of second “original” mapper
  - Might need to write multiple times
    - Why?
- Add data to the key to distinguish the two

# Job Merging

- This pattern can be simplified by implementing a custom class for the new intermediate key
- Combines the old key with the tag
- Need a custom `ComparableWritable`
  - Why?
  - Isn't `Writable` enough?
- Example (from the textbook)

# Job Merging

- Using the `TaggedText` class
- Reduce signature (of the merged reducer):
  - `reduce(TaggedText key, Iterable<XX> values, Context context)`
- Original reducers had signature:
  - `Reduce(Text key, Iterable<XX> values, Context context)`
- What does the “merged” reducer do?

# Job Merging

- Can we generalize the `TaggedText` class?
- Handle any key type?