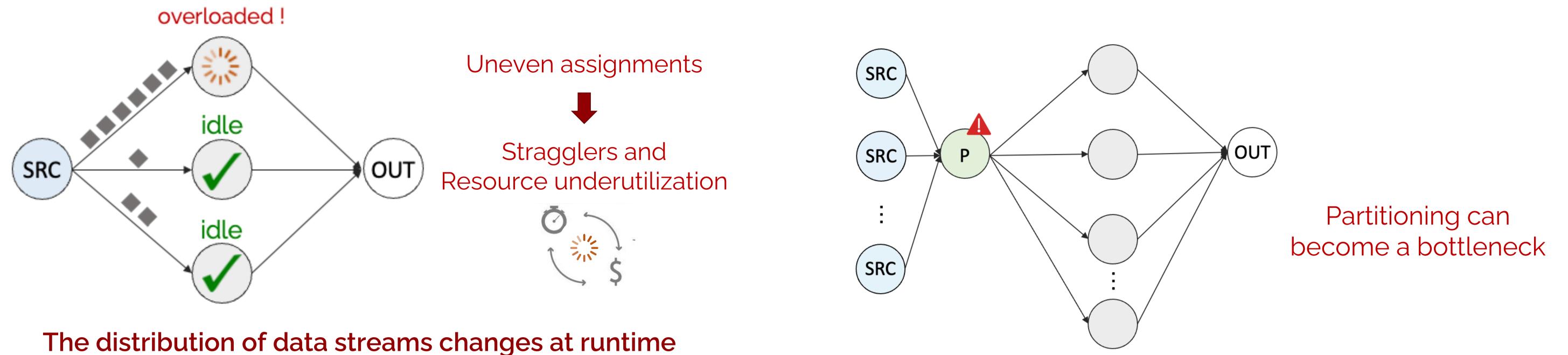


Dalton: Learned Partitioning for Distributed Data Streams

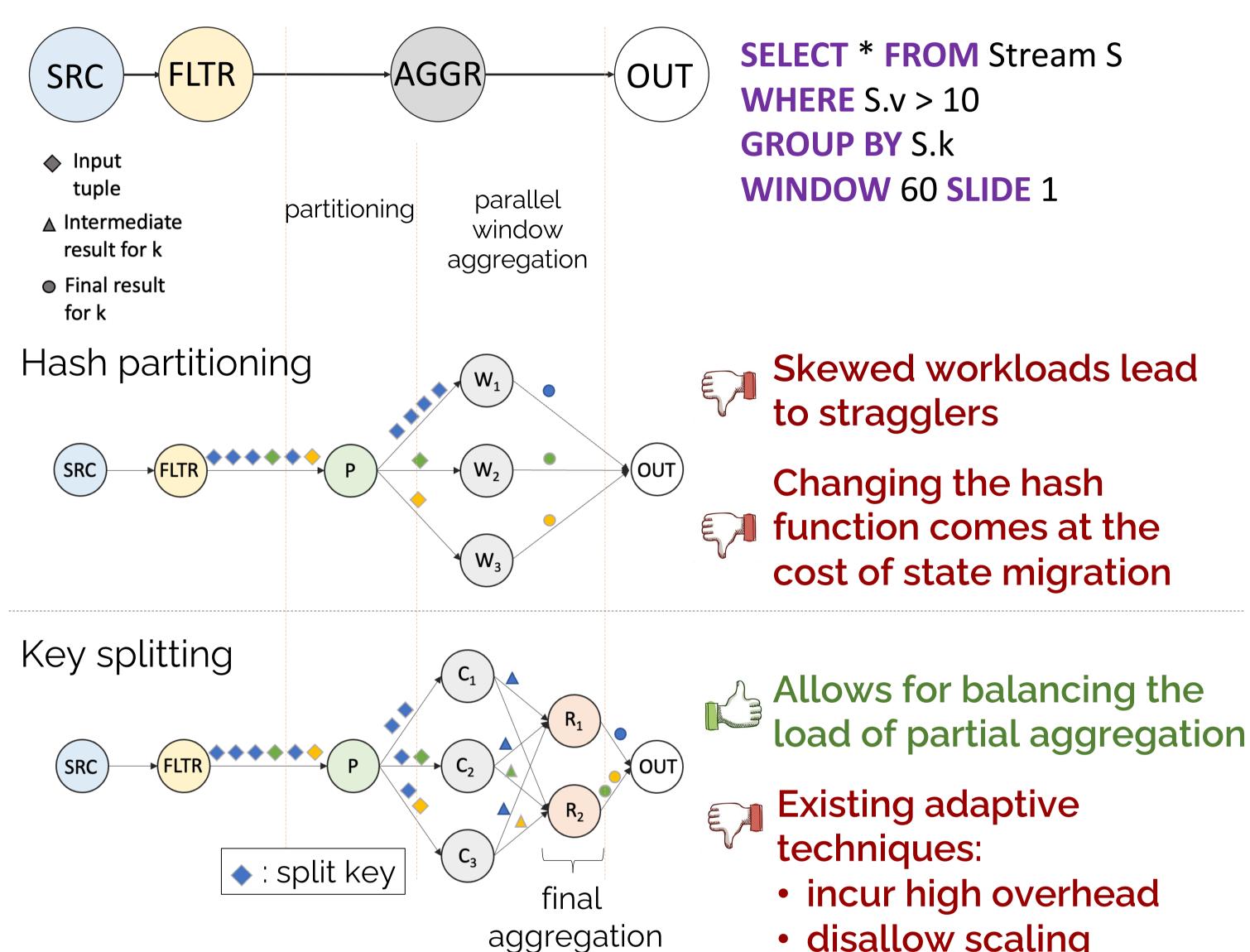
Eleni Zapridou, Ioannis Mytilinis, Anastasia Ailamaki firstname.lastname@epfl.ch

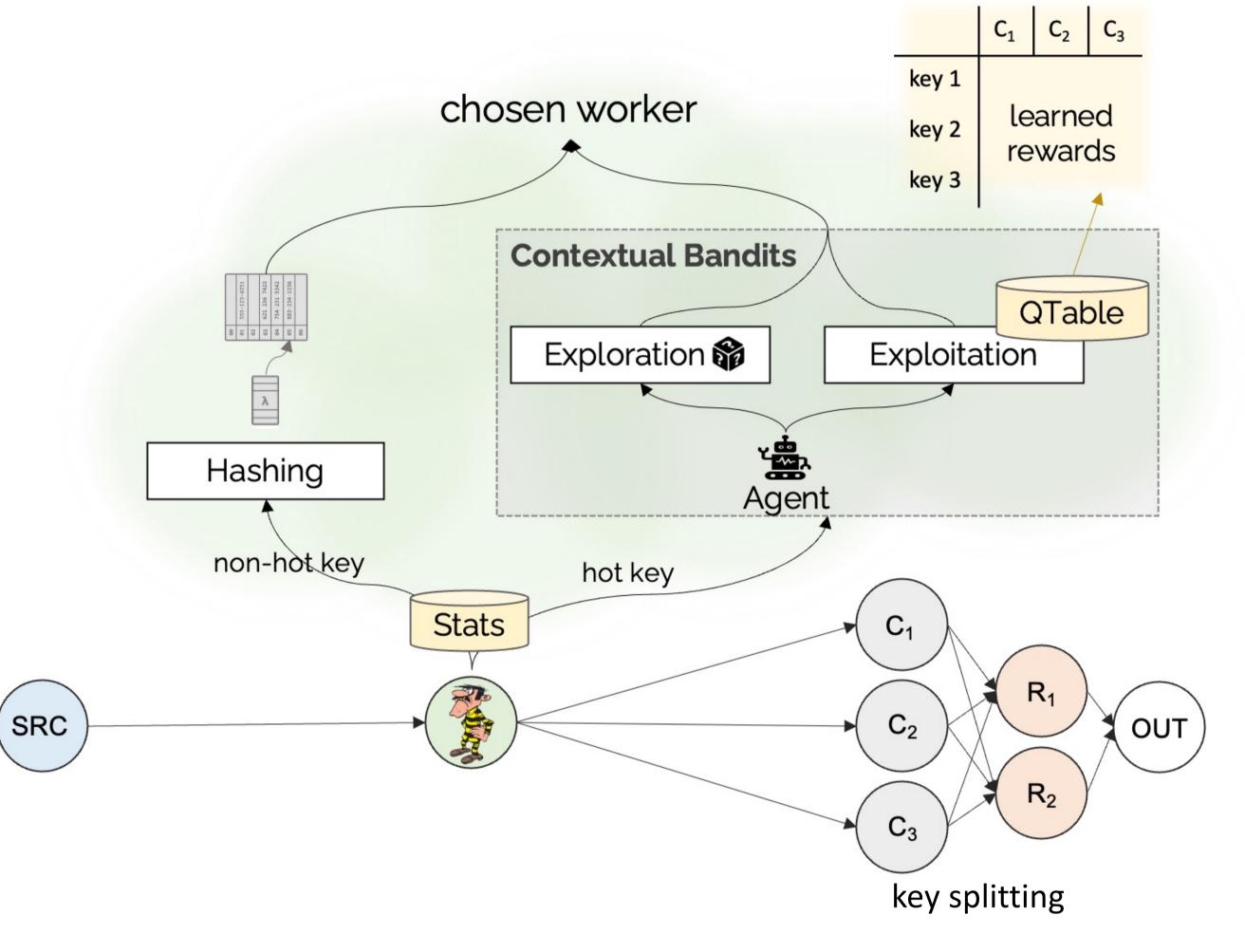
1. Partitioning must adapt to the workload 2. Partitioning must be scalable



3. Partitioning: How it is currently done

4. Dalton adapts partitioning at runtime





- - incur high overhead
 - disallow scaling partitioning
- Rewards computed by a cost model that balances partial and final aggregation
- **Continuously learn** rewards
- Exploitation: leverage acquired experience
- Exploration: is **more splitting** beneficial?

5. Dalton scales to many partitioners

 C_1

C₂

 C_3

6. Dalton maximizes throughput

Q-tables:

 R_1

 R_2

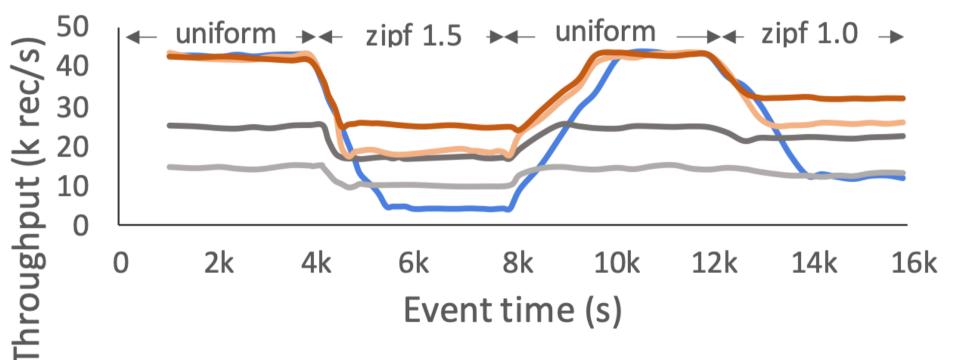
- Maintain information about the local hot keys Optimal policy for local distribution

Dynamic workload

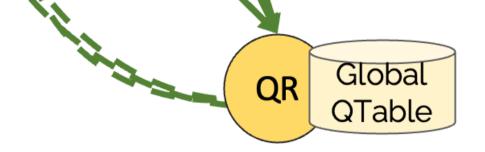
1.3-6.3x higher throughput when the data distribution is skewed

400

t (k rec/s) 005 005



—Shuffling —Two-Choices —DAGreedy —Dalton —cAM **1.4 - 2.6x speedup 1.8 - 4.4x speedup** Two partitioners



Note: Synchronization messages can be a bottleneck!

OUT)



1.4-4.4x higher throughput with two partitioning instances

QR computes and sends to partitioners a global policy that maximizes aggregate throughput

QTable₁

QTable₂

QTable₃

1/1

We propose a synchronization protocol that adjusts the sync frequency at runtime.

Dalton is the only algorithm that adapts to the data distribution and scales to multiple instances

7. Conclusion

Dalton

(SRC₁)

SRC₂

SRC₃

- learns partitioning policies at runtime with minimal overhead
- quickly adapts to the distribution and is able to scale not only the processing workers but also the partitioners
- outperforms the state-of-the-art by a factor of 1.4-6.3x

