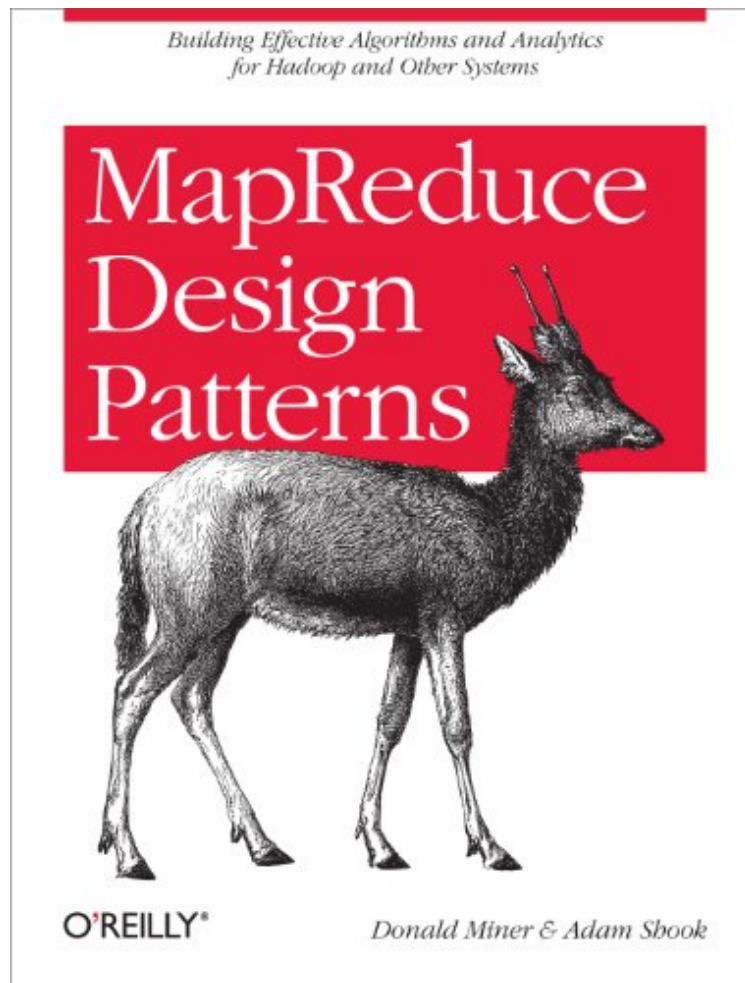


(Mobile library) MapReduce Design Patterns: Building Effective Algorithms and Analytics for Hadoop and Other Systems

MapReduce Design Patterns: Building Effective Algorithms and Analytics for Hadoop and Other Systems

Von Donald Miner, Adam Shook

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Von Donald Miner, Adam Shook : MapReduce Design Patterns: Building Effective Algorithms and Analytics for Hadoop and Other Systems before purchasing it in order to gage whether or not it would be worth my time, and all praised MapReduce Design Patterns: Building Effective Algorithms and Analytics for Hadoop and Other Systems:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Java MapReduce mit HadoopVon Jrn DinklaMapReduce ist ein Korsett und zwingt den Entwickler in enge Grenzen. Daher macht es Sinn, dieses Buch zu lesen, damit man schnell die blichen Tricks und Kniffe kennenlernt. hnlich ist es ja beim Lernen von anderen Paradigmen auch, wie z. B. Devide-and-Conquer oder Rekursion. Man begreift das allgemeine Prinzip schnell, man muss aber lernen, wann und wie man es am besten einsetzt.In diesem Buch werden

typische Anwendungsfälle für Hadoop in Java MapReduce implementiert. Dabei liegt der Schwerpunkt nicht auf den eigentlichen Entwurfsmustern (design patterns), wie der Titel des Buches suggeriert, sondern auf den konkreten Implementierungen. Wer nur an der Implementierung dieser Pattern interessiert ist, wird mit diesem Buch gut bedient. Man sollte aber vorher schon erste Erfahrungen mit Hadoop gemacht haben und Java gut kennen. Wer allerdings wirkliche Entwurfsmuster für beliebige MapReduce-Frameworks sucht, wird mit diesem Buch nicht 100% glücklich. Die im Untertitel erwähnten other systems kommen definitiv zu kurz. Auch wer Hadoop mit Pig, Hive oder Apache Crunch benutzt kann sich das Lesen des Buches evtl. sparen oder nur schnell durchfliegen. Die langen Java-Listings kann man sich dann nämlich sparen. Wer allerdings wirklich wissen will, was hinter Pig passiert, sei es bei der Fehlersuche oder bei Performance-Problemen, der kann sich hier schon den einen oder anderen Tipp anlesen.

0 von 0 Kunden fanden die folgende Rezension hilfreich. very good advanced literature Von hagglll bought this book to get a deeper understanding for the MR-framework and I was not disappointed! The autor explains every pattern in detail and also gives a lot of additional information like performance optimization, use cases and so on. This book is for everyone who has the basic understanding of MR and now wants to learn more.

5 von 7 Kunden fanden die folgende Rezension hilfreich. Not an easy go Von mkoI admit, this was not a good idea to start MapReduce adventure by jumping directly into Design Patterns. However, I had my goal in it. Long, long time ago in a C++ galaxy far away there was a design patterns related book: Design Patterns: Elements of Reusable Object-Oriented Software. And it was good. MapReduce Design Patterns tries to be something similar within MapReduce area. However, this book focuses on the implementation too much. If you are not familiar with MapReduce yet, it will not help you becoming fascinated about the whole idea. After reading dozen of pages I had to start from the scratch by looking for some additional MapReduce introductions before I have gotten back to this one. Its really hard for me to judge the technical side of the book. This is entirely my fault as I am completely new to MapReduce. Yes, I know, it was like jumping in at the deep end. However, I was hoping that design patterns will be presented in more general way, more the way design patterns were presented in already mentioned Design Patterns: Elements of Reusable Object-Oriented Software. My point is. I dont claim that MapReduce Design Patterns is written badly. No, not at all. On the other hand, if youd like to become more familiar with the general idea of MapReduce, this is not a good place to start. Big plus goes to the authors for collecting various patterns and indexing them in a one place. And one more explanation. This book is not designed for the complete beginners like me myself. Authors themselves say: The motivation for us to write this book was to fill a missing gap we saw in a lot of new MapReduce developers. They had learned how to use the system, got comfortable with writing MapReduce, but were lacking the experience to understand how to do things right or well.

Kurzbeschreibung Until now, design patterns for the MapReduce framework have been scattered among various research papers, blogs, and books. This handy guide brings together a unique collection of valuable MapReduce patterns that will save you time and effort regardless of the domain, language, or development framework you're using. Each pattern is explained in context, with pitfalls and caveats clearly identified to help you avoid common design mistakes when modeling your big data architecture. This book also provides a complete overview of MapReduce that explains its origins and implementations, and why design patterns are so important. All code examples are written for Hadoop.

Summarization patterns: get a top-level view by summarizing and grouping data
Filtering patterns: view data subsets such as records generated from one user
Data organization patterns: reorganize data to work with other systems, or to make MapReduce analysis easier
Join patterns: analyze different datasets together to discover interesting relationships
Metapatterns: piece together several patterns to solve multi-stage problems, or to perform several analytics in the same job
Input and output patterns: customize the way you use Hadoop to load or store data

"A clear exposition of MapReduce programs for common data processing patterns this book is indispensable for anyone using Hadoop." --Tom White, author of Hadoop: The Definitive Guide