

BRAND > code

Shane Curcuru, VP Brand Management, ASF

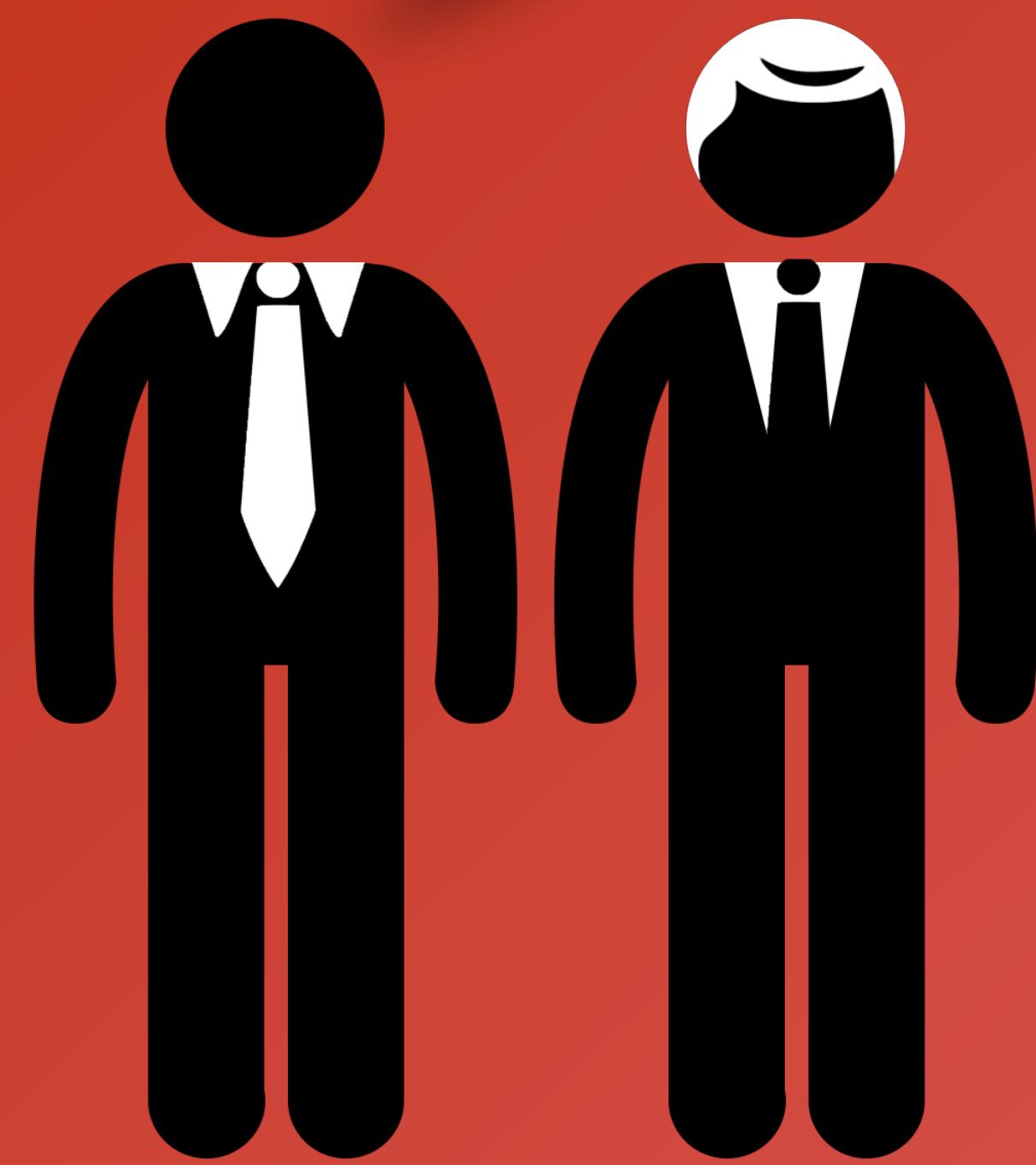
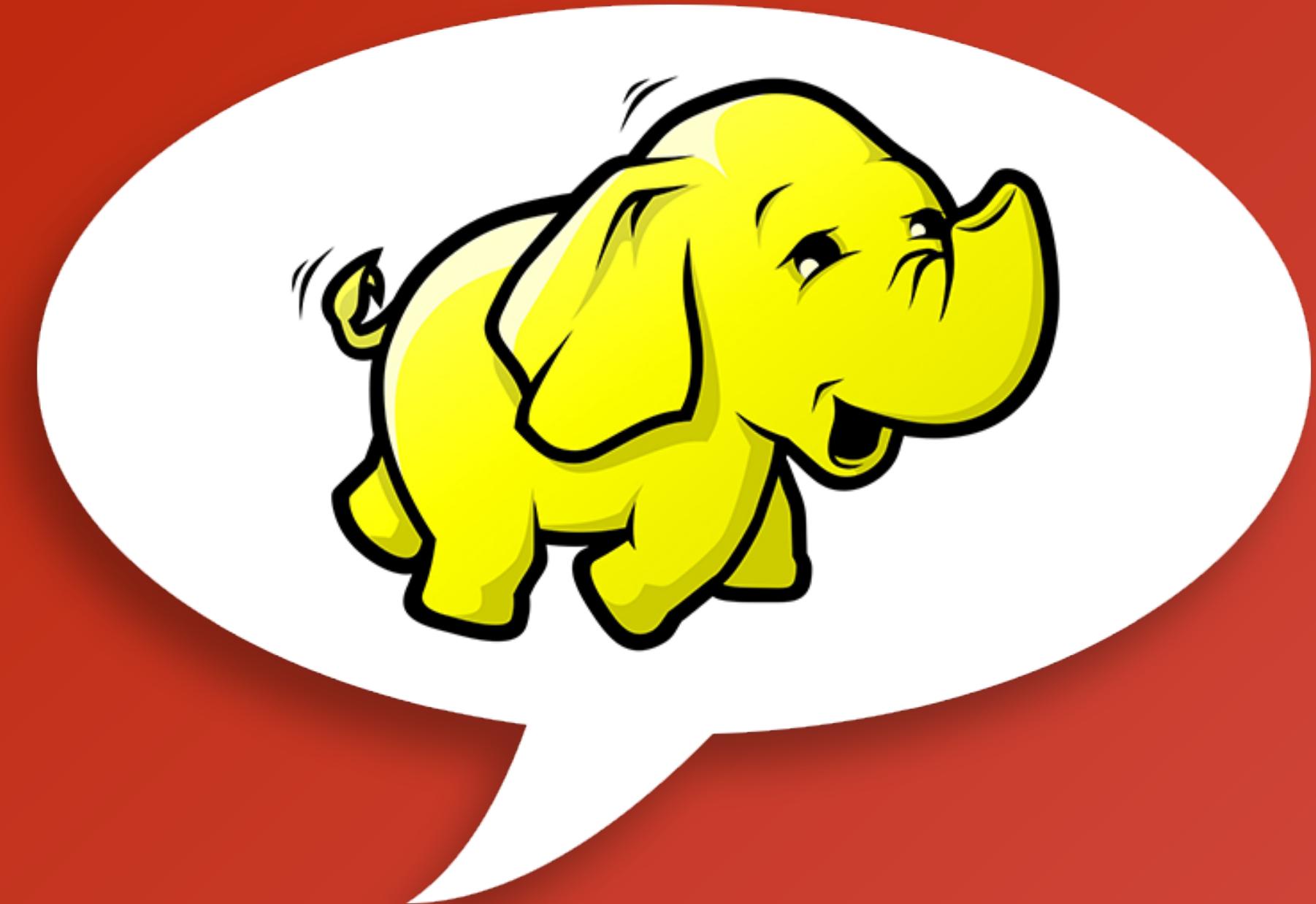


APACHE



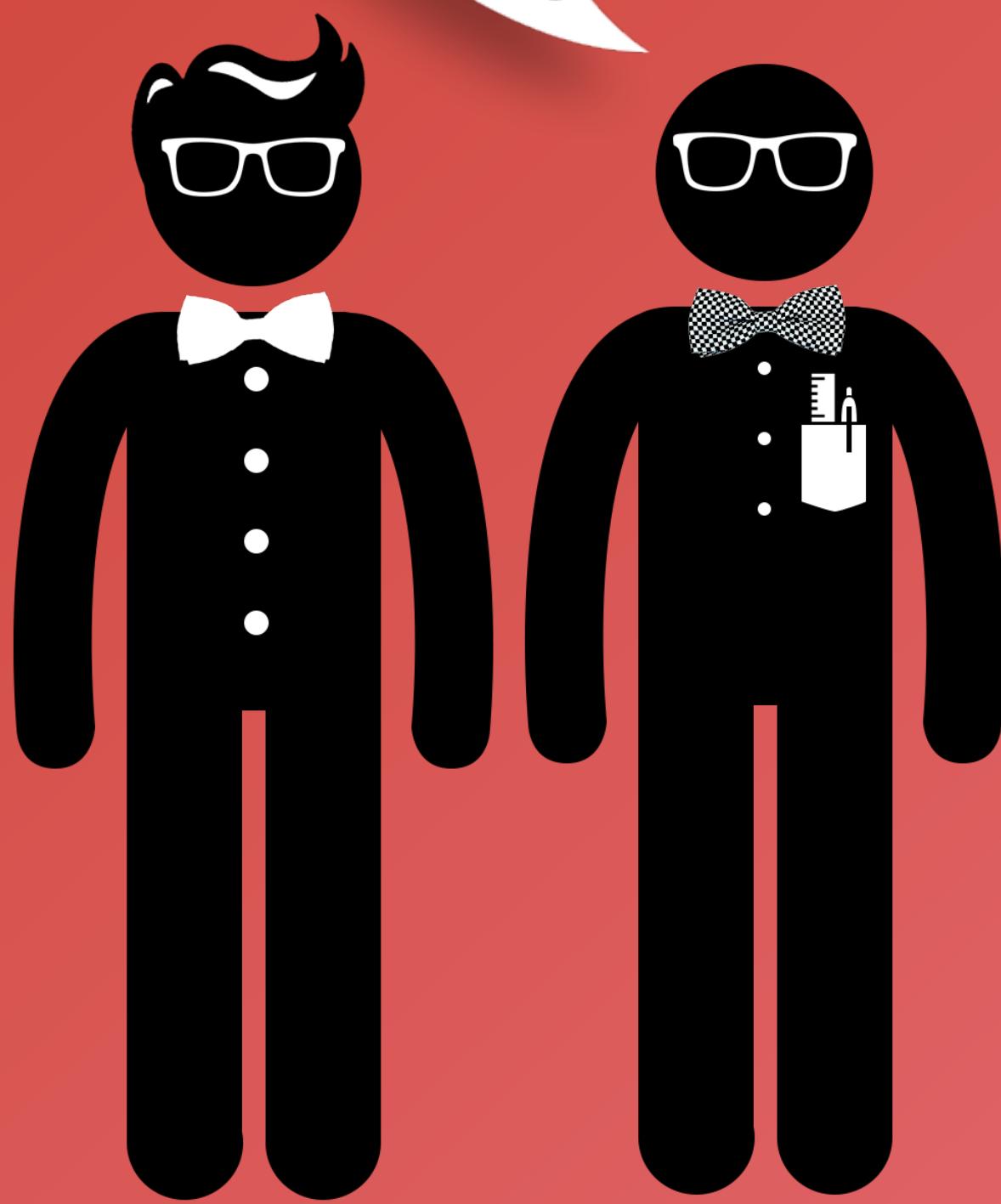
APACHE®

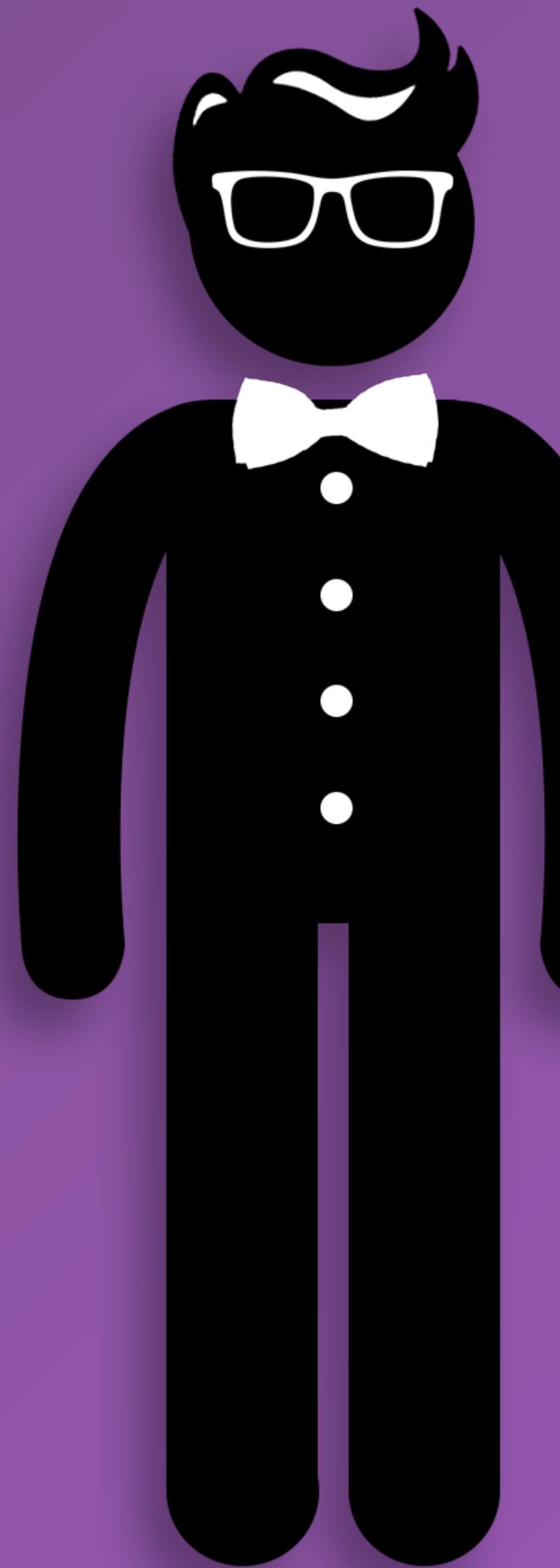




```
public static void main(String[] args)
{
    String[] argsTemp = { "project_test/input", "project_test/output" };

    Configuration conf = new Configuration();
    conf.set("fs.default.name", "hdfs://localhost:54310");
    conf.set("mapred.job.tracker", "localhost:54311");
    conf.set("mapred.jar", "JAR_Files/Hadoop_Example_04.jar");
    String[] otherArgs = new GenericOptionsParser(conf).getRemainingArgs();
    Job job = new Job(conf, "Example Hadoop 0.20.2 WordCount");
    job.setJarByClass(Hadoop_Example_04.class);
    job.setMapperClass(TokenCounterMapper.class);
    job.setReducerClass(TokenCounterReducer.class);
    job.setOutputKeyClass(Text.class);
    job.setOutputValueClass(IntWritable.class);
    Path jobInputPath = new Path(jobs[0].getAbsolutePath());
    Path jobOutputPath = new Path(jobs[1].getAbsolutePath());
}
```



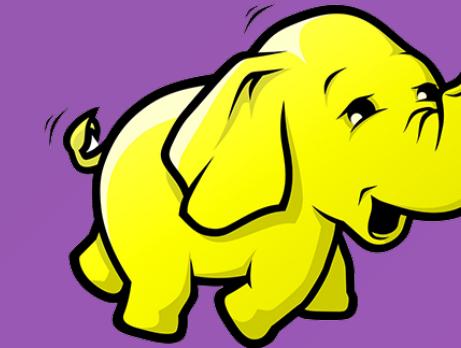


```
</>
<8> int mac_cathy (int a)
<9> {
<10>   int b;
<11>
<Union 223 envs> [mac_cathy:1:mac_cathy.c]::{ <mac_cathy,(Global), Bot >, <mac_cathy_return,(Global),i_91. . .101.> }::{ <a,(Local),i_-10. . .111,>, <b,(Local), Bot > }:{ No signal }:{ To do }[mac_cathyG mac_cathy_returnG ] [aL bL ] []
<12>   if (a > 100)
<Union 223 envs> [mac_cathy:4:mac_cathy.c]::{ <mac_cathy,(Global), Bot >, <mac_cathy_return,(Global),i_91. . .101.> }::{ <a,(Local),i_-10. . .111,>, <b,(Local), Bot > }:{ No signal }:{ To do }[mac_cathyG mac_cathy_returnG ] [aL bL ] []
<13>   {
<Union 223 envs> [mac_cathy:5:mac_cathy.c]::{ <mac_cathy,(Global), Bot >, <mac_cathy_return,(Global),i_91. . .100.> }::{ <a,(Local),i_102. . .111,>, <b,(Local), Bot > }:{ No signal }:{ To do }[mac_cathyG mac_cathy_returnG ] [aL bL ] []
<14>   return (a-10);
<Union 223 envs> [mac_cathy:15:mac_cathy.c]::{ <mac_cathy,(Global), Bot >, <mac_cathy_return,(Global),i_91. . .101.> }::{ <a,(Local),i_-10. . .111,>, <b,(Local),i_91. . .91.> }:{ No signal }:{ To do }[mac_cathyG mac_cathy_returnG ] [aL bL ] []
<15>   }
<16>   else
<17>   {
<Union 223 envs> [mac_cathy:9:mac_cathy.c]::{ <mac_cathy,(Global), Bot >, <mac_cathy_return,(Global),i_91. . .100.> }::{ <a,(Local),i_-10. . .100,>, <b,(Local), Bot > }:{ No signal }:{ To do }[mac_cathyG mac_cathy_returnG ] [aL bL ] []
<18>   b = mac_cathy (mac_cathy (a+11));
<Union 223 envs> [mac_cathy:14:mac_cathy.c]::{ <mac_cathy,(Global), Bot >, <mac_cathy_return,(Global),i_91. . .91.> }::{ <a,(Local),i_-10. . .100,>, <b,(Local),i_91. . .91.> }:{ No signal }:{ To do }[mac_cathyG mac_cathy_returnG ] [aL bL ] []
<Union 223 envs> [mac_cathy:14:mac_cathy.c]::{ <mac_cathy,(Global), Bot >, <mac_cathy_return,(Global),i_91. . .91.> }::{ <a,(Local),i_-10. . .100,>, <b,(Local),i_91. . .91.> }:{ No signal }:{ To do }[mac_cathyG mac_cathy_returnG ] [aL bL ] []
<19>   return (b);
<Union 223 envs> [mac_cathy:15:mac_cathy.c]::{ <mac_cathy,(Global), Bot >, <mac_cathy_return,(Global),i_91. . .101.> }::{ <a,(Local),i_-10. . .111,>, <b,(Local),i_91. . .101.> }:{ No signal }:{ To do }[mac_cathyG mac_cathy_returnG ] [aL bL ] []
of function
<Union 223 envs> [mac_cathy:15:mac_cathy.c]::{ <mac_cathy,(Global), Bot >, <mac_cathy_return,(Global),i_91. . .101.> }::{ <a,(Local),i_-10. . .111,>, <b,(Local),i_91. . .101.> }:{ <x1,(Local),i_0. . .1,>, <x2,(Local),i_100. . .100,>, <x3,(Local),i_-10. . .-10,>, <x4,(Local),i_10. . .10,>, <x5,(Local),i_91. . .101,>, <x6,(Local),i_1. . .11,> }:{ No signal }:{ To do }[mac_cathyG mac_cathy_returnG ] [aL bL ] [.x2L .x1L .x4L .x3L .x7L .x6L .x5L ]
}
}

int main (int argc, char * argv[])
{
  int x;

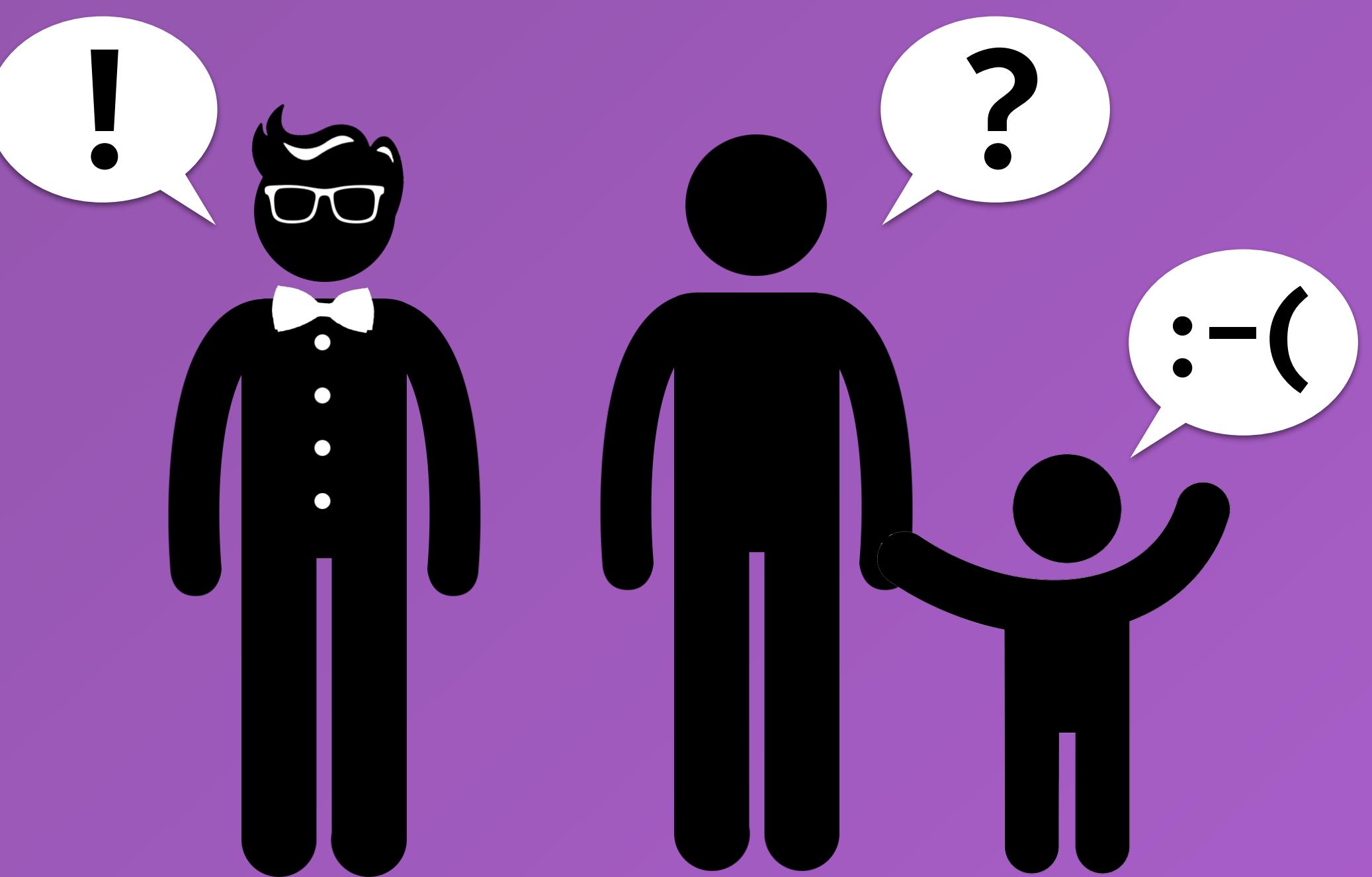
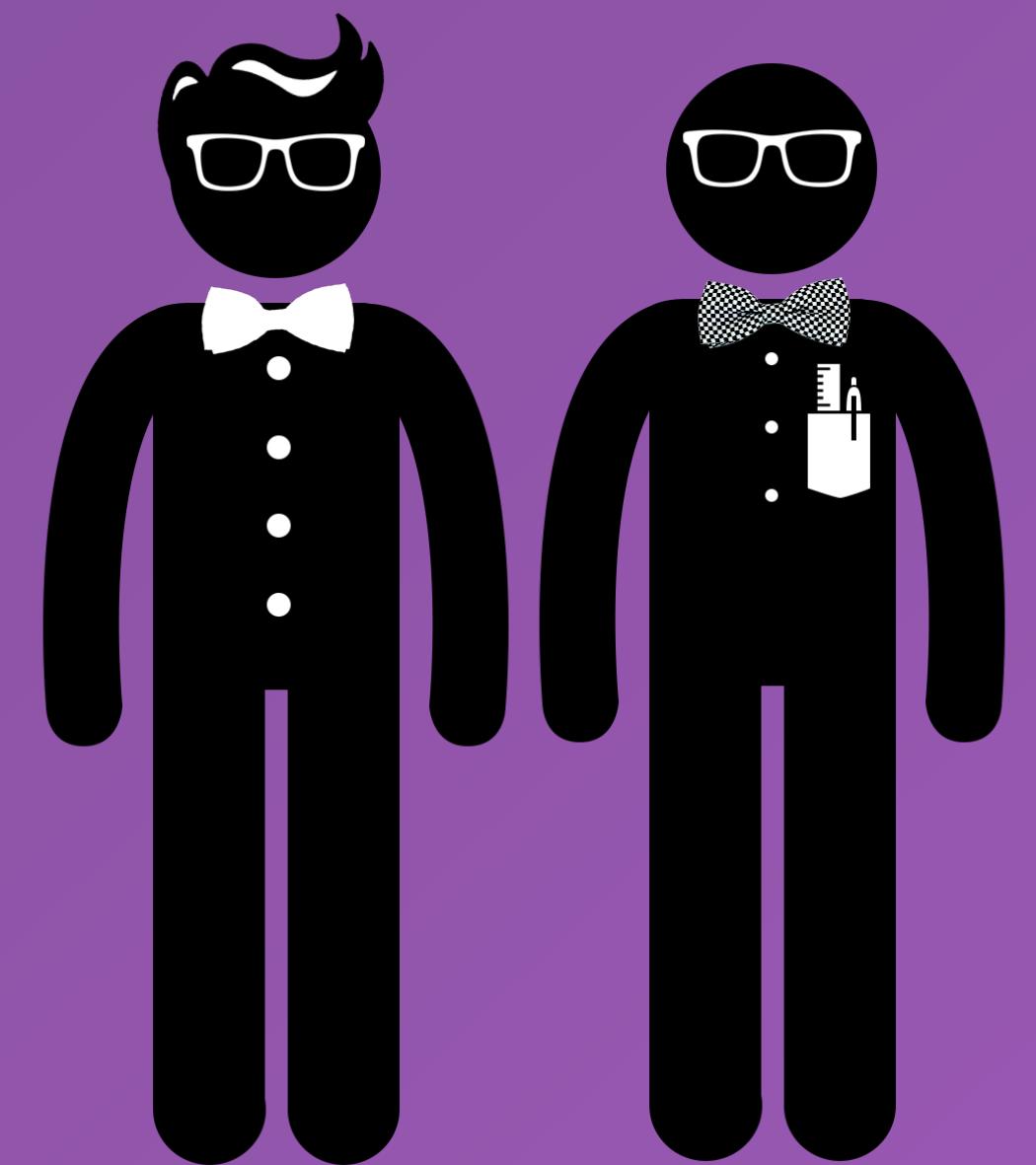
<Union 1 envs> [main:1:mac_cathy.c]::{ <mac_cathy_return,(Global), Bot >, <main,(Global), Bot > }::{ <x,(Local), Bot > }:{ No signal }:{ To do }[mainG mac_cathy_returnG ] [xL ] []
<28> x = -10;
<Union 1 envs> [main:3:mac_cathy.c]::{ <mac_cathy_return,(Global), Bot >, <main,(Global), Bot > }::{ <x,(Local),i_-10. . .-10,> }:{ No signal }:{ To do }[mainG mac_cathy_returnG ] [xL ] []
<29>

<Union 1 envs> [main:3:mac_cathy.c]::{ <mac_cathy_return,(Global), Bot >, <main,(Global), Bot > }::{ <x,(Local),i_-10. . .-10,> }:{ No signal }:{ To do }[mainG mac_cathy_returnG ] [xL ] []
```



```
public static void main(String[] args)
{
    argsTemp = { "project_test/input" };

    Configuration conf = new Configuration();
    conf.set("fs.default.name", "hdfs://localhost:54310");
    conf.set("mapred.job.tracker", "localhost:54311");
    conf.set("mapred.jar", "JAR_Files/Hadoop_Example_04.jar");
    String[] otherArgs = new GenericOptionsParser(conf).getRemainingArgs();
    Job job = new Job(conf, "Example Hadoop 0.20.2 WordCount");
    job.setJarByClass(Hadoop_Example_04.class);
    job.setMapperClass(TokenCounterMapper.class);
    job.setReducerClass(TokenCounterReducer.class);
    job.setOutputKeyClass(Text.class);
    job.setOutputValueClass(IntWritable.class);
    Path jobOutputPath = new Path(job.getOutputPath());
    jobOutputPath.delete(true);
}
```



```

</>
<8> int mac_cathy (int a)
<9> {
<10>   int b;
<11>

223 envs> [mac_cathy:1:mac_cathy.c]:{: <mac_cathy,(Global), Bot>, <mac_cathy_return,(Global),i_91..101.>}:{<a,(Local),i_-10..111,>, <b,(Loca
gnal}:{ To do }[mac_cathyG mac_cathy_returnG ] [al bl ] []
(a > 100)
223 envs> [mac_cathy:4:mac_cathy.c]:{: <mac_cathy,(Global), Bot>, <mac_cathy_return,(Global),i_91..101.>}:{<a,(Local),i_-10..111,>, <b,(Loca
gnal}:{ To do }[mac_cathyG mac_cathy_returnG ] [al bl ] []
start_encoding_picture: // Begin encoding a video picture
input desired D; // Get the desired Distortion D value
float desired_D; // And the D value relates to the desired D
Qnorm = iD0; // Determine normal Q with no masking
lambda = f(Qnorm); // Determine the Lagrange multiplier lambda
start_coding_pixelblock: // Start encoding a pixelblock
Q = Qnorm; // Set to the norml Q with no masking
calculate visual mask M; // Determine the visual masking amount
while(lambda < Lambda_min(Qnorm) || Q > Lambda_max(Qnorm))
    Q = Q+deltaQ; // Raise the Quantizer Q size
    code pixelblock(M,lambda,Q); // Encode using M,lambda and Q
    if(encoder.buffer < TH1if){ // If buffer threatens to fill overflow
        lambda = lambda+deltaLambda; // Increase lambda
        if (lambda > Lambda_max(Qnorm)) X // Test lambda
            Qnorm=Qnorm+deltaQ; // Increase Q if lambda too big
        lambda = f(Qnorm); // Calculate new lambda
    }
    if(encoder.buffer < Tempif){ // If buffer threatens to fill underflow
        lambda = lambda-deltaLambda; // Decrease lambda
        if (lambda < Lambda_min(Qnorm)) X // Test lambda
            Qnorm=Qnorm-deltaQ; // Decrease Q if lambda too small
        lambda = f(Qnorm); // Calculate new lambda
    }
}
if (not last pixelblock) then goto start_encoding_pixelblock //Next
// Done with picture.

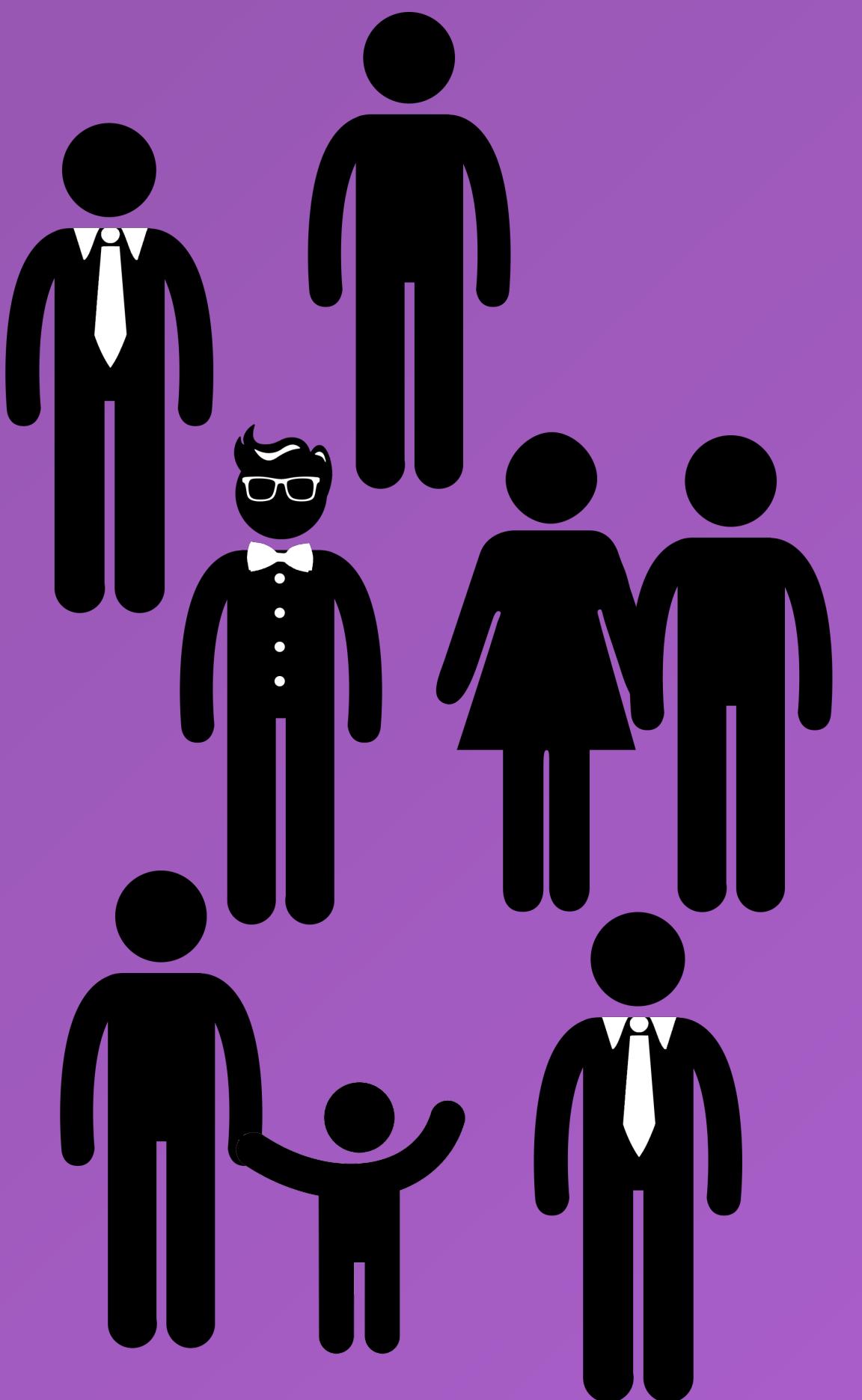
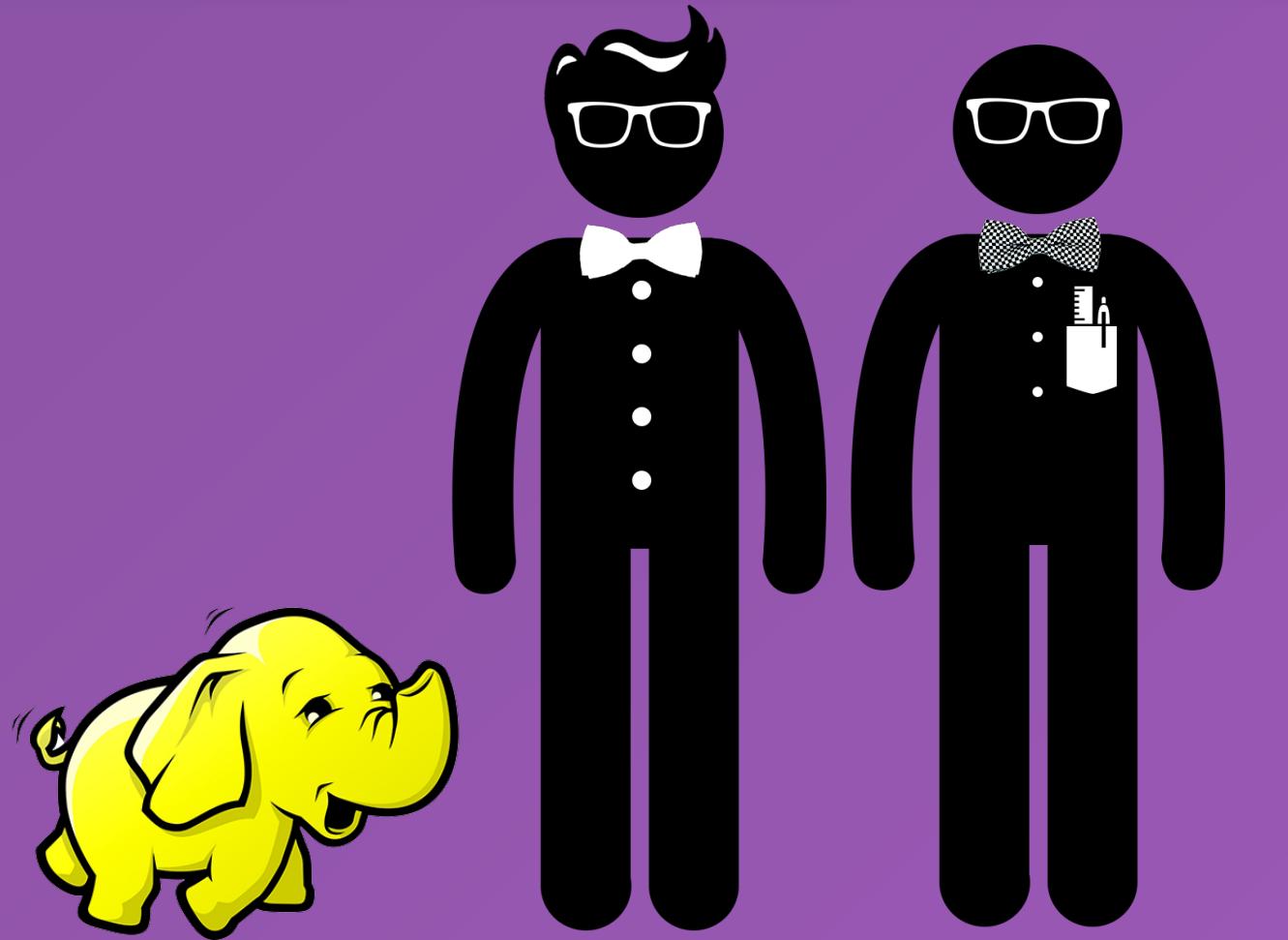
<Union 223 envs> [mac_cathy:9:mac_cathy.c]:{: <mac_cathy,(Global), Bot>, <mac_cathy_return,(Global),i_91..100.>}:{<a,(Local),i_-10..100,>, <b,(Local), Bot>}:{<
}:[ No signal}:{ To do }[mac_cathyG mac_cathy_returnG ] [al bl ] []
<18>   b = mac_cathy (a+11);
<Union 223 envs> [mac_cathy:14:mac_cathy.c]:{: <mac_cathy,(Global), Bot>, <mac_cathy_return,(Global),i_91..91.>}:{<a,(Local),i_-10..100,>, <b,(Local),i_91..91.
>}:{< }:[ No signal}:{ To do }[mac_cathyG mac_cathy_returnG ] [al bl ] []
<19>   return (b);
<Union 223 envs> [mac_cathy:15:mac_cathy.c]:{: <mac_cathy,(Global), Bot>, <mac_cathy_return,(Global),i_91..101.>}:{<a,(Local),i_-10..111,>, <b,(Local),i_91..91.
>}:{< }:[ No signal}:{ To do }[mac_cathyG mac_cathy_returnG ] [al bl ] []

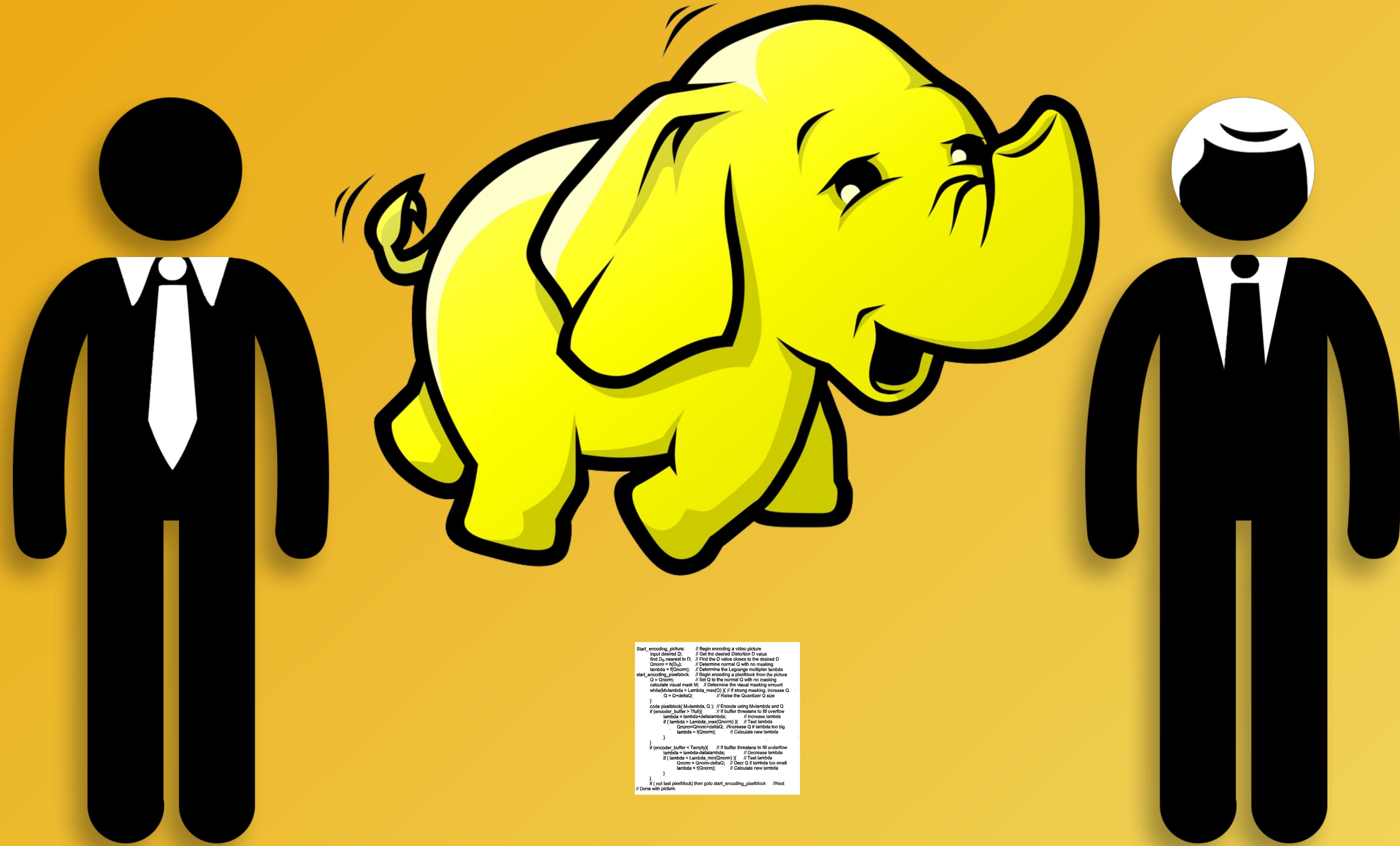
End of function
223 envs> [mac_cathy:15:mac_cathy.c]:{: <mac_cathy,(Global), Bot>, <mac_cathy_return,(Global),i_91..101.>}:{<a,(Local),i_-10..111,>, <b,(Loca
gnal,i_0..1,>, <x2,(Local),i_100..100,>, <x3,(Local),i_-10..-10,>, <x4,(Local),i_10..10,>, <x5,(Local),i_91..101,>, <x6,(Local),i_11..111,>}:{< }:[ No signal}:{ To do }[mac_cathyG mac_cathy_returnG ] [al bl ] [,x2L,x1L,x4L,x3L,x7L,x6L,x5L]

main (int argc, char * argv[])
:x;
envs> [main:1:mac_cathy.c]:{: <mac_cathy_return,(Global), Bot>, <main,(Global), Bot>}:{<x,(Local), Bot>}:{< }:[ No signal}:{ To do }[mainG mac
y_returnG ] [xl ] []
:-10;
envs> [main:3:mac_cathy.c]:{: <mac_cathy_return,(Global), Bot>, <main,(Global), Bot>}:{<x,(Local),i_-10..-10,>}:{< }:[ No signal}:{ To do }[mainG mac_c
y_returnG ] [xl ] []
223 envs> [main:3:mac_cathy.c]:{: <mac_cathy_return,(Global), Bot>, <main,(Global), Bot>}:{<x,(Local),i_-10..-10,>}:{< }:[ No signal}:{ To do }[mainG mac_c
y_returnG ] [xl ] []

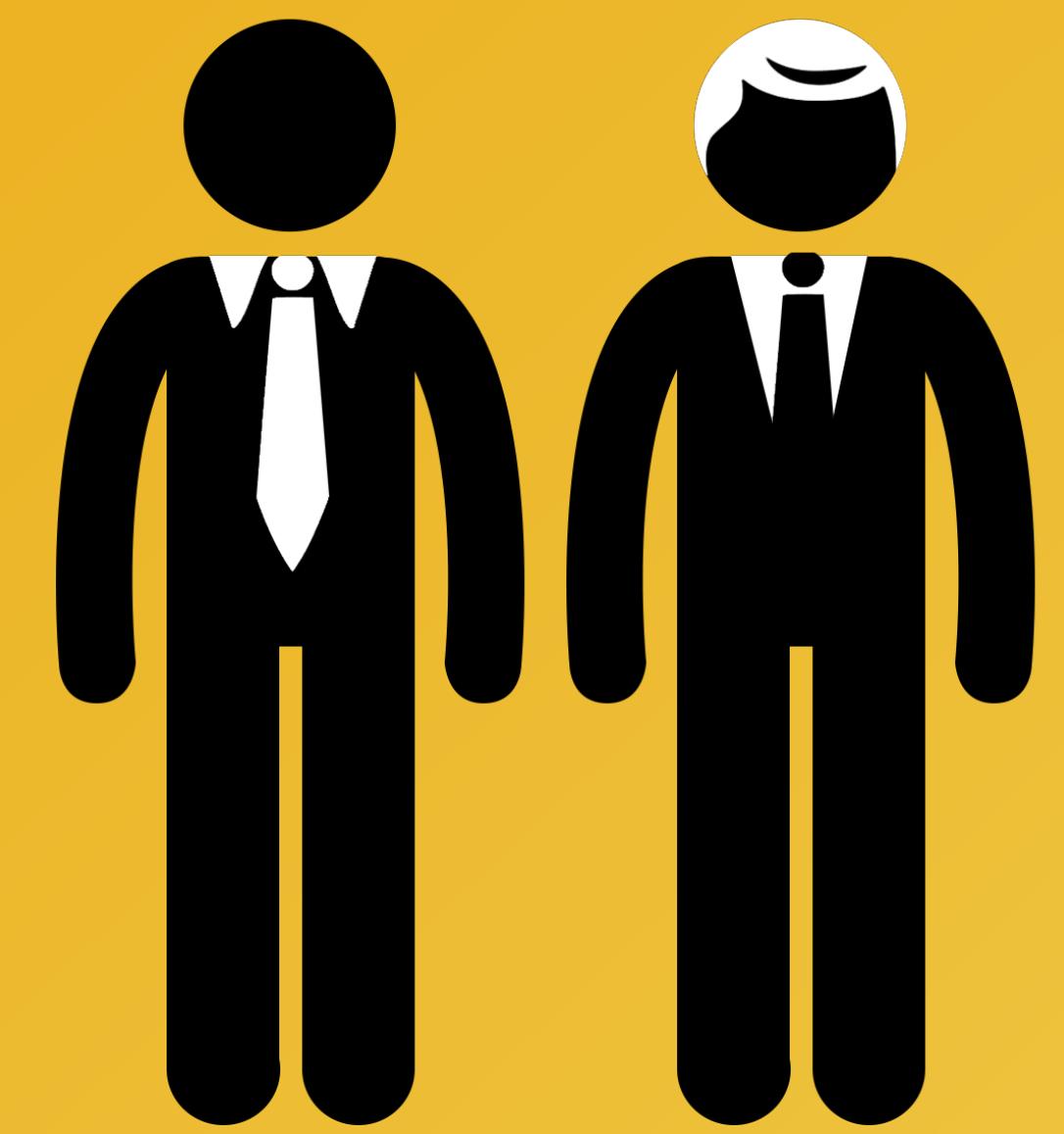
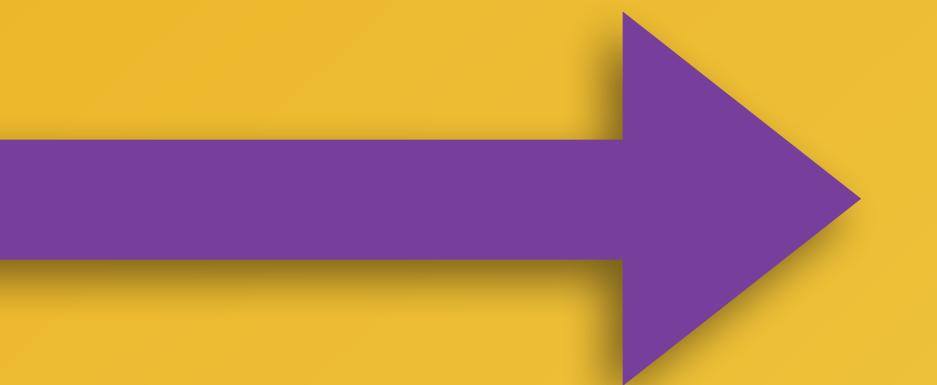
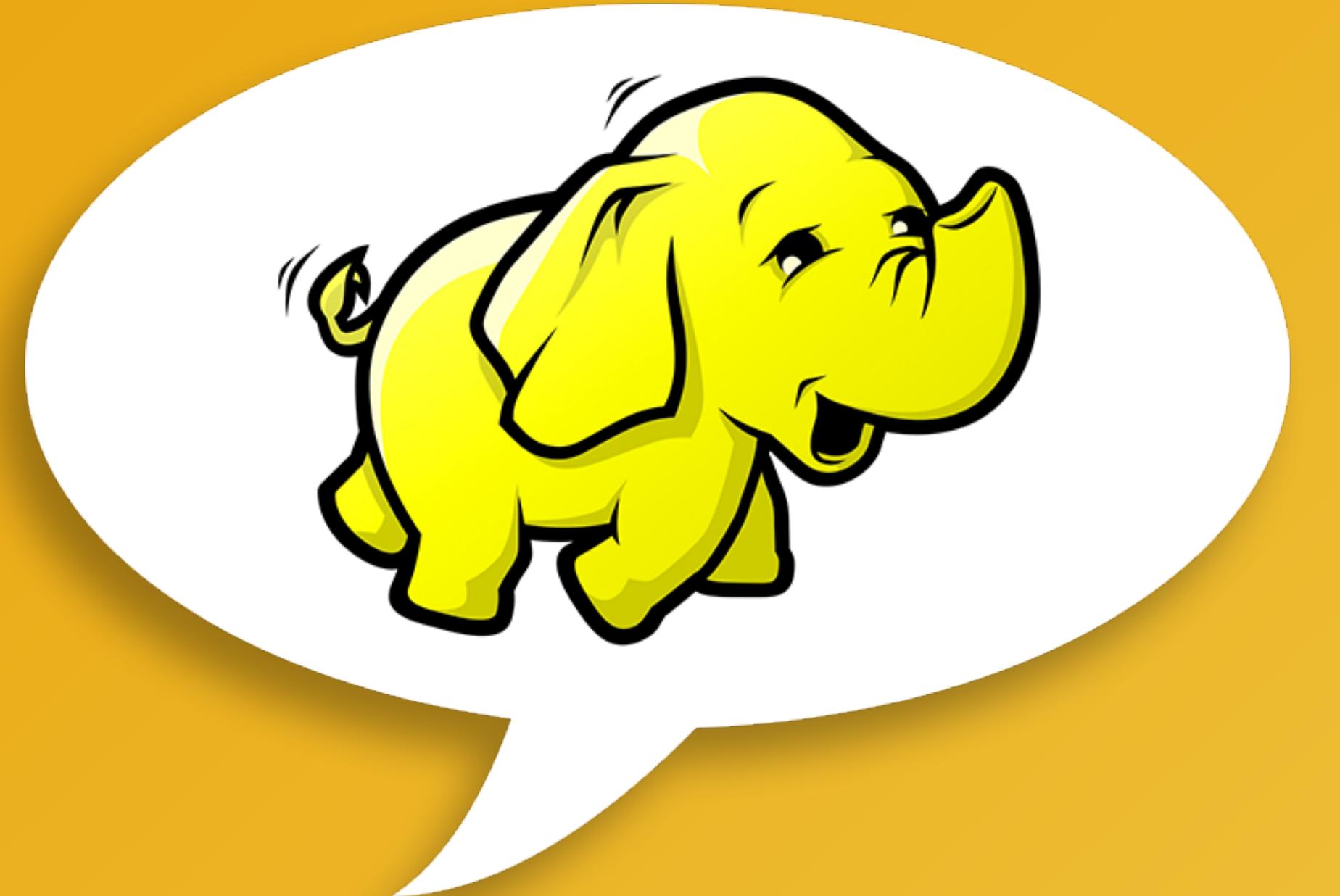
Start_encoding_picture: // Begin encoding a video picture
input desired D; // Get the desired Distortion D value
float desired_D; // And the D value relates to the desired D
Qnorm = iD0; // Determine normal Q with no masking
lambda = f(Qnorm); // Determine the Lagrange multiplier lambda
start_coding_pixelblock: // Start encoding a pixelblock
Q = Qnorm; // Set to the norml Q with no masking
calculate visual mask M; // Determine the visual masking amount
while(lambda < Lambda_min(Qnorm) || Q > Lambda_max(Qnorm))
    Q = Q+deltaQ; // Raise the Quantizer Q size
    code pixelblock(M,lambda,Q); // Encode using M,lambda and Q
    if(encoder.buffer < TH1if){ // If buffer threatens to fill overflow
        lambda = lambda+deltaLambda; // Increase lambda
        if (lambda > Lambda_max(Qnorm)) X // Test lambda
            Qnorm=Qnorm+deltaQ; // Increase Q if lambda too big
        lambda = f(Qnorm); // Calculate new lambda
    }
    if(encoder.buffer < Tempif){ // If buffer threatens to fill underflow
        lambda = lambda-deltaLambda; // Decrease lambda
        if (lambda < Lambda_min(Qnorm)) X // Test lambda
            Qnorm=Qnorm-deltaQ; // Decrease Q if lambda too small
        lambda = f(Qnorm); // Calculate new lambda
    }
}
if (not last pixelblock) then goto start_encoding_pixelblock //Next
// Done with picture.

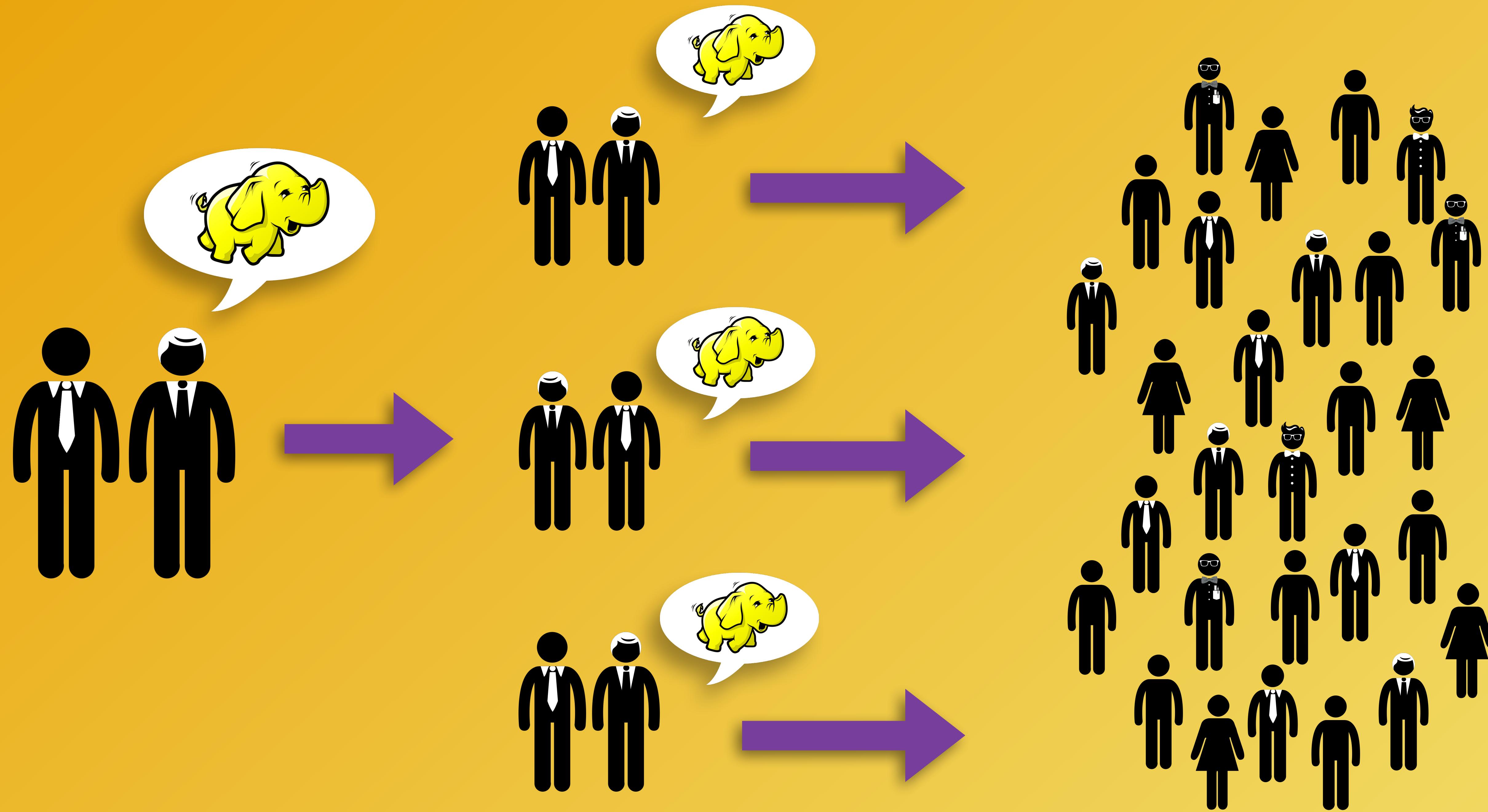
```

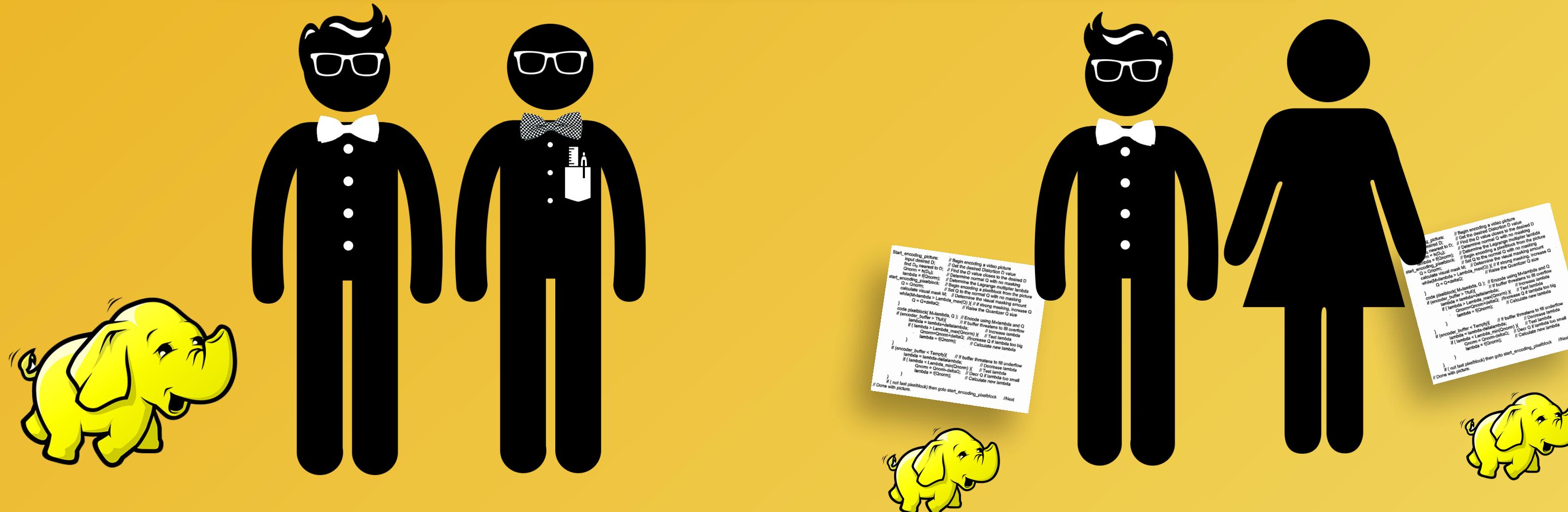


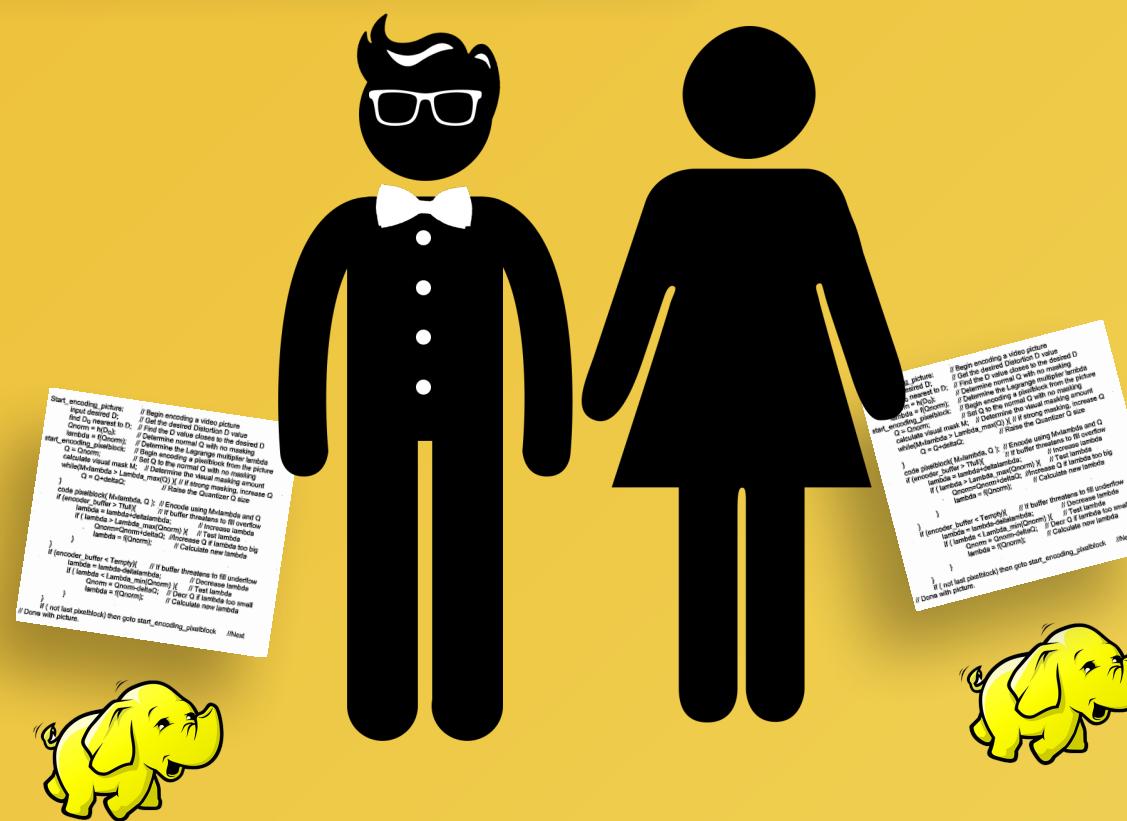
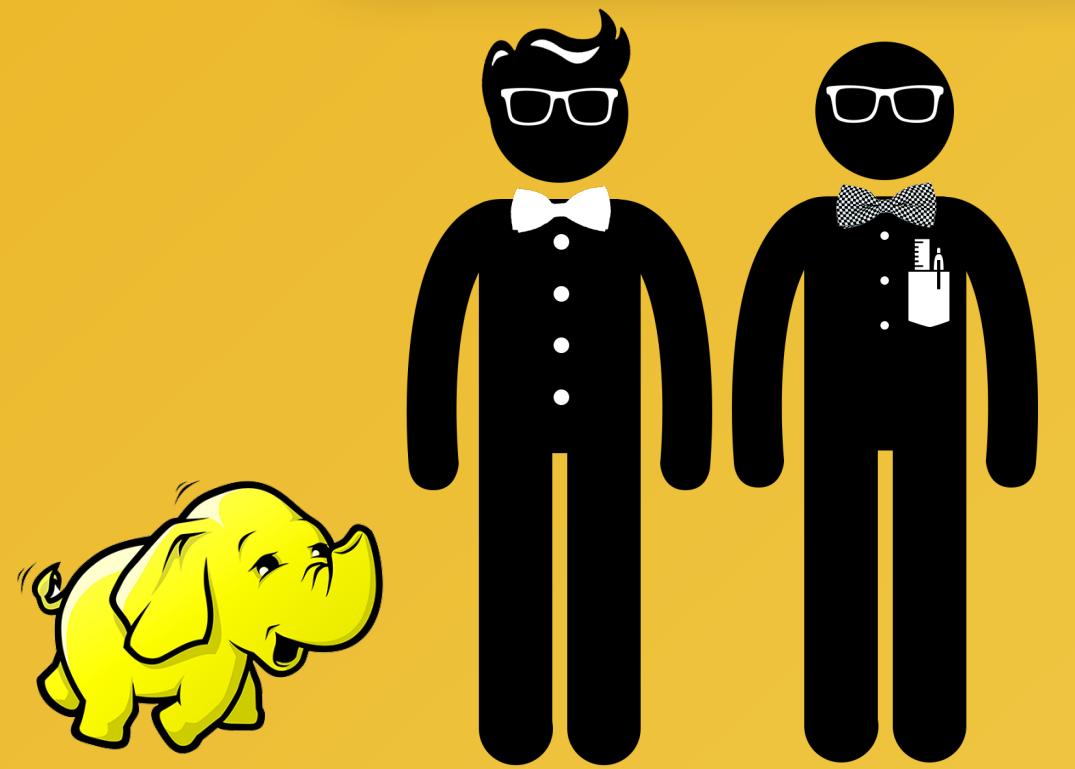


```
Start_encoding_picture: // Begin encoding a video picture
    Input_desired_D; // Get the desired Distortion D value
    find_D0_nearest_to_D; // Find the D value closes to the desired D
    Q=Q0;
    if (Q>Qmax) {
        Q=Qmax;
    }
    lambda = f(Q); // Determine the Lagrange multiplier lambda
start_encoding_pixelblock: // Begin encoding a pixelblock from the picture
    D = D0;
    calculate_visual_mask_M; // Determine the visual masking amount
    while(M*lambda > Lambda_maxQ) { // if strong masking, increase Q
        Q = Q+delta_Q;
    }
    code_pixelblock M*lambda, Q); // Encode using M*lambda and Q
    if (encoder.buffer < TempBuf) { // If buffer threatens to fill
        lambda = lambda+delta_lambda; // Increase lambda
        if (lambda > Lambda_maxQnorm) X; // Test lambda
        Qnorm=Qnorm+deltaQ; // Increase Q if lambda too big
        lambda = Qnorm;
    }
}
if (encoder.buffer < TempBuf) { // buffer threatens to fill underflow
    lambda = lambda-delta_lambda;
    if (lambda < Lambda_minQnorm) X; // Decrease lambda
    Qnorm=Qnorm-deltaQ; // Decrease Q if lambda too small
    lambda = Qnorm;
}
if (not last pixelblock) then goto start_encoding_pixelblock //Next
// Done with picture.
```









```

    </>
    <8> int mac_cathy (int a)
    <9> {
    <10>     int b;
    <11>

Start_encoding_picture: // Begin encoding a video picture
    input desired D; // Get the desired Distortion D value
    find D0 nearest to D; // Find the D value closes to the desired D
    Chnorm = h[D0]; // Determine normal Q with no masking
    lambda = f[Qnorm]; // Determine the Lagrange multiplier lambda
    start_encoding_pixelblock(); // Begin encoding a pixelblock
    if (encoder.buffer > Tfull) { // If buffer threatens to fill overflow
        code pixelblock(M-lambda, Q); // Encode using M-lambda and Q
        if (encoder.buffer > Tfull) { // If buffer threatens to fill overflow
            lambda = lambda+deltaLambda; // Increase lambda
            if (lambda > Lambda_max(Qnorm)) { // Test lambda
                Norm=Qnorm+deltaQ; // Increase Q if lambda too big
                lambda = f[Qnorm]; // Calculate new lambda
            }
        }
        if (encoder.buffer < Temp0) { // If buffer threatens to fill underflow
            lambda = lambda-deltaLambda; // Decrease lambda
            if (lambda < Lambda_min(Qnorm)) { // Test lambda
                Norm=Qnorm-deltaQ; // Decrease Q if lambda too small
                lambda = f[Qnorm]; // Calculate new lambda
            }
        }
    }
    if (not last pixelblock) then goto start_encoding_pixelblock // Next
// Done with picture.

    <Union 223 envs> [mac_cathy:1:mac_cathy.c]:::{ <mac_cathy,(Global), Bot >, <mac_cathy_return,(Global),i_91..101,> }:::{ <a,(Local),i_-10..111,>, <b,(Loca
    ginal }:::{ To do }[mac_cathyG mac_cathy_returnG ] [al bl ] []
    (a > 100)
    223 envs> [mac_cathy:4:mac_cathy.c]:::{ <mac_cathy,(Global), Bot >, <mac_cathy_return,(Global),i_91..101,> }:::{ <a,(Local),i_-10..111,>, <b,(Loca
    ginal }:::{ To do }[mac_cathyG mac_cathy_returnG ] [al bl ] []
    calculate visual mask M; // Determine the visual masking amount
    while(M-lambda > Lambda_max(Q)) { // If strong masking, increase Q
        Q = Q+deltaQ; // Raise the Quantizer Q size
    }
    code pixelblock(M-lambda, Q); // Encode using M-lambda and Q
    if (encoder.buffer > Tfull) { // If buffer threatens to fill overflow
        lambda = lambda+deltaLambda; // Increase lambda
        if (lambda > Lambda_max(Qnorm)) { // Test lambda
            Norm=Qnorm+deltaQ; // Increase Q if lambda too big
            lambda = f[Qnorm]; // Calculate new lambda
        }
    }
    if (encoder.buffer < Temp0) { // If buffer threatens to fill underflow
        lambda = lambda-deltaLambda; // Decrease lambda
        if (lambda < Lambda_min(Qnorm)) { // Test lambda
            Norm=Qnorm-deltaQ; // Decrease Q if lambda too small
            lambda = f[Qnorm]; // Calculate new lambda
        }
    }
    if (not last pixelblock) then goto start_encoding_pixelblock // Next
// Done with picture.

    <Union 223 envs> [mac_cathy:9:mac_cathy.c]:::{ <mac_cathy,(Global), Bot >, <mac_cathy_return,(Global),i_91..100,> }:::{ <a,(Local),i_-10..100,>, <b,(Local), Bot > }::{
    }:::{ No signal }:::{ To do }[mac_cathyG mac_cathy_returnG ] [al bl ] []
    <18>     b = mac_cathy (mac_cathy (a+11));
    <Union 223 envs> [mac_cathy:14:mac_cathy.c]:::{ <mac_cathy,(Global), Bot >, <mac_cathy_return,(Global),i_91..91,> }:::{ <a,(Local),i_-10..100,>, <b,(Local),i_91..91,> }:::{ No signal }:::{ To do }[mac_cathyG mac_cathy_returnG ] [al bl ] []
    <Union 223 envs> [mac_cathy:14:mac_cathy.c]:::{ <mac_cathy,(Global), Bot >, <mac_cathy_return,(Global),i_91..91,> }:::{ <a,(Local),i_-10..100,>, <b,(Local),i_91..91,> }:::{ No signal }:::{ To do }[mac_cathyG mac_cathy_returnG ] [al bl ] []
    <19>     return (b);
    <Union 223 envs> [mac_cathy:15:mac_cathy.c]:::{ <mac_cathy,(Global), Bot >, <mac_cathy_return,(Global),i_91..101,> }:::{ <a,(Local),i_-10..111,>, <b,(Local),i_91..91,> }:::{ No signal }:::{ To do }[mac_cathyG mac_cathy_returnG ] [al bl ] []

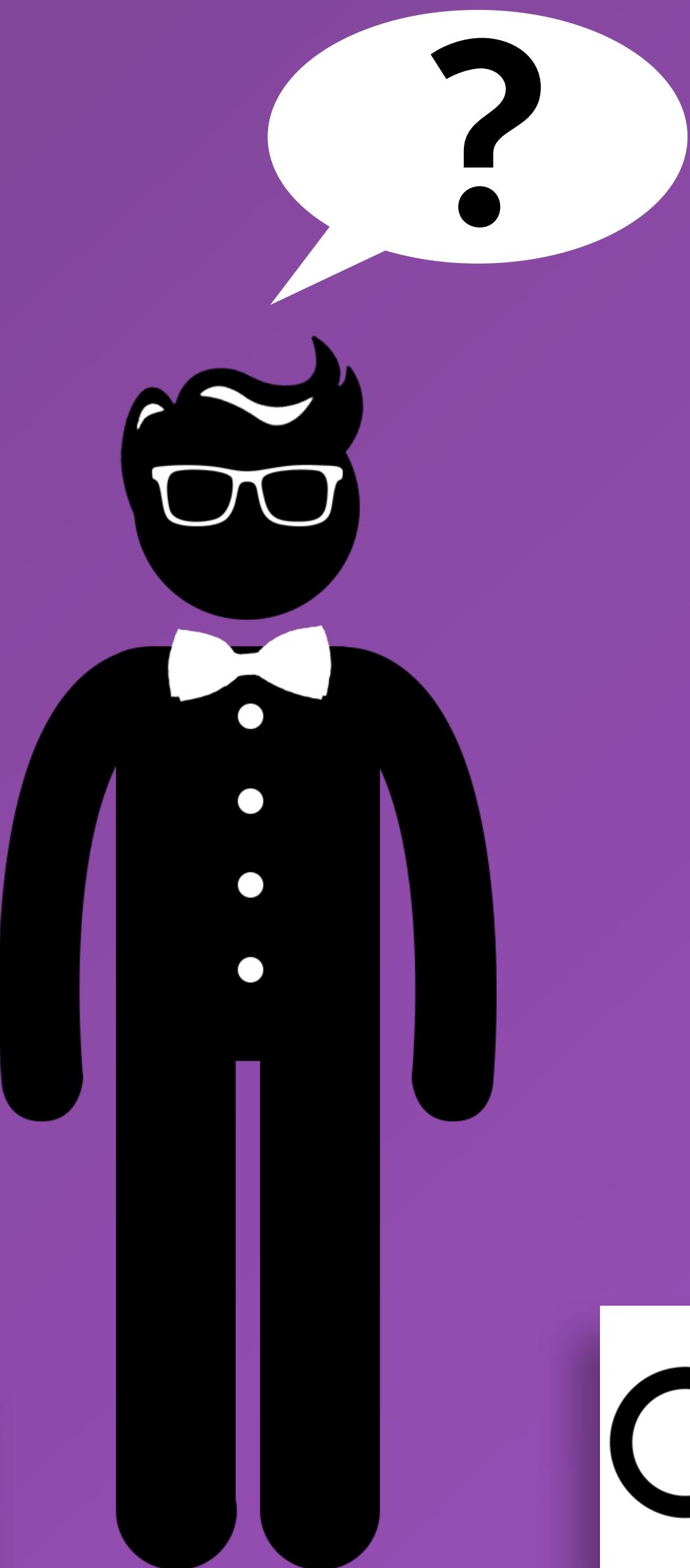
    End of function

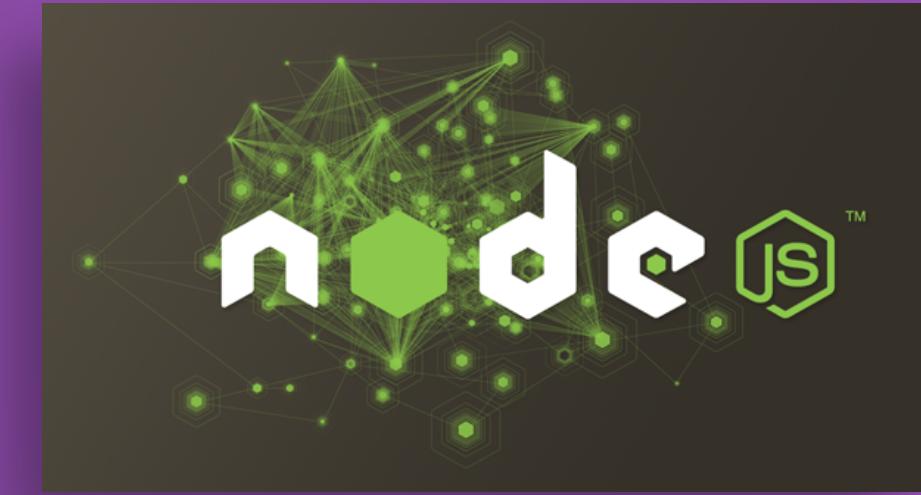
    <Union 223 envs> [mac_cathy:15:mac_cathy.c]:::{ <mac_cathy,(Global), Bot >, <mac_cathy_return,(Global),i_91..101,> }:::{ <a,(Local),i_-10..111,>, <b,(Loca
    ginal },i_0..1,>, <x2,(Local),i_100..100,>, <x3,(Local),i_-10..-10,>, <x4,(Local),i_10..10,>, <x5,(Local),i_91..101,>, <x6,(Local),i_11..11,> }:::{ No signal }:::{ To do }[mac_cathyG mac_cathy_returnG ] [al bl ] [.x2L.x1L.x4L.x3L.x7L.x6L.x5L ]
    calculate visual mask M; // Determine the visual masking amount
    while(M-lambda > Lambda_max(Q)) { // If strong masking, increase Q
        Q = Q+deltaQ; // Raise the Quantizer Q size
    }
    code pixelblock(M-lambda, Q); // Encode using M-lambda and Q
    if (encoder.buffer > Tfull) { // If buffer threatens to fill overflow
        lambda = lambda+deltaLambda; // Increase lambda
        if (lambda > Lambda_max(Qnorm)) { // Test lambda
            Norm=Qnorm+deltaQ; // Increase Q if lambda too big
            lambda = f[Qnorm]; // Calculate new lambda
        }
    }
    if (encoder.buffer < Temp0) { // If buffer threatens to fill underflow
        lambda = lambda-deltaLambda; // Decrease lambda
        if (lambda < Lambda_min(Qnorm)) { // Test lambda
            Norm=Qnorm-deltaQ; // Decrease Q if lambda too small
            lambda = f[Qnorm]; // Calculate new lambda
        }
    }
    if (not last pixelblock) then goto start_encoding_pixelblock // Next
// Done with picture.

    main (int argc, char * argv[])
    : x#
    L envs> [main:1:mac_cathy.c]:::{ <mac_cathy_return,(Global), Bot >, <main,(Global), Bot > }:::{ <x,(Local), Bot > }:::{ No signal }:::{ To do }[mainG mac
    y_returnG ] [xL ] []
    : -10;
    L envs> [main:3:mac_cathy.c]:::{ <mac_cathy_return,(Global), Bot >, <main,(Global), Bot > }:::{ <x,(Local),i_-10..-10,> }:::{ No signal }:::{ To do }[mainG mac
    y_returnG ] [xL ] []
    <29>

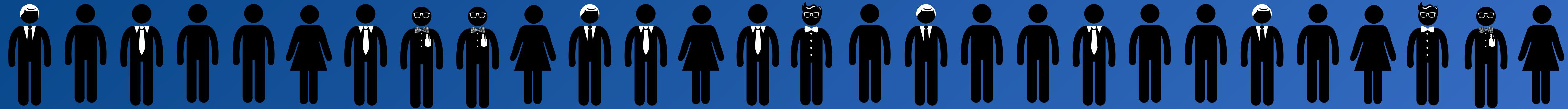
    <Union 1 envs> [main:3:mac_cathy.c]:::{ <mac_cathy_return,(Global), Bot >, <main,(Global), Bot > }:::{ <x,(Local),i_-10..-10,> }:::{ No signal }:::{ To do }[mainG mac
    y_returnG ] [xL ] []
    Start_encoding_picture: // Begin encoding a video picture
    input desired D; // Get the desired Distortion D value
    find D0 nearest to D; // Find the D value closes to the desired D
    Chnorm = h[D0]; // Determine normal Q with no masking
    lambda = f[Qnorm]; // Determine the Lagrange multiplier lambda
    start_encoding_pixelblock(); // Begin encoding a pixelblock
    if (encoder.buffer > Tfull) { // If buffer threatens to fill overflow
        code pixelblock(M-lambda, Q); // Encode using M-lambda and Q
        if (encoder.buffer > Tfull) { // If buffer threatens to fill overflow
            lambda = lambda+deltaLambda; // Increase lambda
            if (lambda > Lambda_max(Qnorm)) { // Test lambda
                Norm=Qnorm+deltaQ; // Increase Q if lambda too big
                lambda = f[Qnorm]; // Calculate new lambda
            }
        }
        if (encoder.buffer < Temp0) { // If buffer threatens to fill underflow
            lambda = lambda-deltaLambda; // Decrease lambda
            if (lambda < Lambda_min(Qnorm)) { // Test lambda
                Norm=Qnorm-deltaQ; // Decrease Q if lambda too small
                lambda = f[Qnorm]; // Calculate new lambda
            }
        }
    }
    if (not last pixelblock) then goto start_encoding_pixelblock // Next
// Done with picture.

```





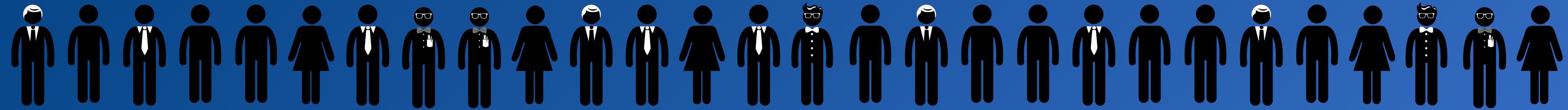




BRAND > code



```
public static void main(String[] args){  
    String[] argsTemp = {"project_test/input"};  
  
    Configuration conf = new Configuration();  
    conf.set("fs.default.name", "hdfs://localhost:54312");  
    conf.set("mapred.job.tracker", "localhost:54311");  
    conf.set("mapred.jar", "JAR_Files/Hadoop_Example.jar");  
    String[] otherArg = new GenericOptionsParser(conf).  
    Job job = new Job(conf, "Example_Hadoop_0.20.2_Wo  
    job.setJarByClass(Hadoop_Example_04.class);  
    job.setMapperClass(TokenCounterMapper.class);  
    job.setReducerClass(TokenCounterReducer.class);  
    job.setOutputKeyClass(Text.class);  
    job.setOutputValueClass(IntWritable.class);  
    Path jobInputPath = new Path("HDFS_Path");  
    Path jobOutputPath = new Path("HDFS_Path");  
    job.setInputFormat(new TextInputFormat());  
    job.setOutputFormat(new TextOutputFormat());  
    job.waitForCompletion(true);  
}
```

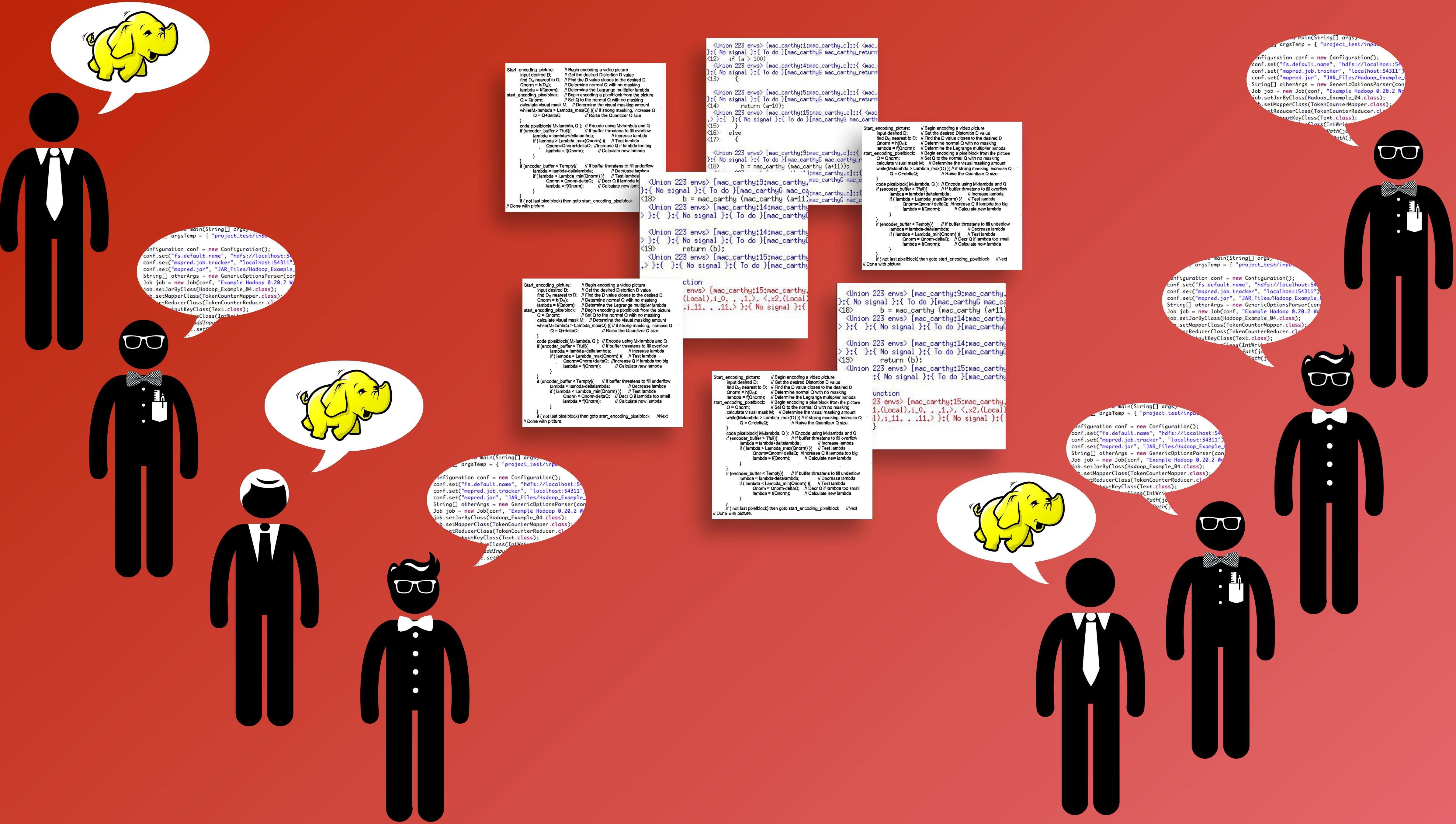


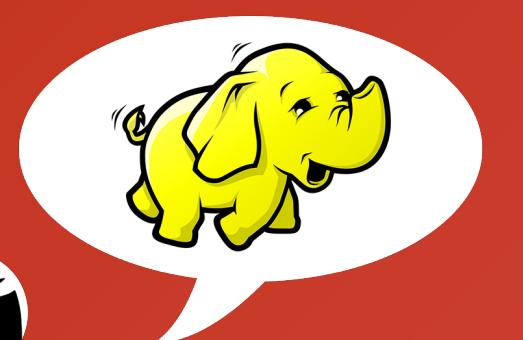
Community > code

BRAND > code



```
main(String[] args)
{
    argsTemp = {"project_test/input"};
    Configuration conf = new Configuration();
    conf.set("fs.default.name", "hdfs://localhost:54312");
    conf.set("mapred.job.tracker", "localhost:54311");
    conf.set("mapred.jar", "JAR_Files/Hadoop_Example.jar");
    String[] otherArgs = new GenericOptionsParser(conf).getRemainingArgs();
    Job job = new Job(conf, "Example Hadoop 0.20.2 WordCount");
    job.setJarByClass(Hadoop_Example_04.class);
    job.setMapperClass(TokenCounterMapper.class);
    job.setReducerClass(TokenCounterReducer.class);
    job.setOutputKeyClass(Text.class);
    job.setOutputValueClass(IntWritable.class);
    Path jobOutput = new Path(jobsPath);
    job.setOutputPath(jobOutput);
}
```





```

    _encoding_picture: // Begin encoding a video picture
    input desired D; // Get the desired Distortion D value
    find DQ nearest to D; // Find the D value closes to the desired D
    Qnorm = h(DQ); // Determine normal Q with no masking
    lambda = f(Qnorm); // Determine the Lagrange multiplier lambda
    t_encoding_pixelblock: // Begin encoding a pixelblock from the picture
    Q = Qnorm; // Set Q to the normal Q with no masking
    calculate visual mask M; // Determine the visual masking amount
    while(M>lambda > Lambda_max(Q)) { // if strong masking, increase Q
        Q = Q+deltaQ; // Raise the Quantizer Q size
    }
    code pixelblock( M>lambda, Q ); // Encode using M>lambda and Q
    if(encoder_buffer > Tfull){ // If buffer threatens to fill overflow
        lambda = lambda+deltalambda; // Increase lambda
        if ( lambda > Lambda_max(Qnorm) ) // Test lambda
            Qnorm=Qnorm+deltaQ; //Increase Q if lambda too big
        lambda = f(Qnorm); // Calculate new lambda
    }
    if (encoder_buffer < Temptry){ // If buffer threatens to fill underflow
        lambda = lambda-deltalambda; // Decrease lambda
        if ( lambda < Lambda_min(Qnorm) ) // Test lambda
            Qnorm = Qnorm-deltaQ; // Decr Q if lambda to small
        lambda = f(Qnorm); // Calculate new lambda
    }
    if ( not last pixelblock) then goto start_encoding_pixelblock
    one with picture.

```

```

Start_encoding_picture: // Begin encoding a video picture
    input desired D; // Get the desired Distortion D value
    find D0 nearest to D; // Find the D value closes to the desired D
    Qnorm = h(D0); // Determine normal Q with no masking
    lambda = f(Qnorm); // Determine the Lagrange multiplier lambda
start_encoding_pixelblock: // Begin encoding a pixelblock from the picture
    Q = Qnorm; // Set Q to the normal Q with no masking
    calculate visual mask M; // Determine the visual masking amount
    while(M*lambda > Lambda_max(Q) ) // if strong masking, increase Q
        Q = Q+deltaQ; // Raise the Quantizer Q size
    }
    code pixelblock( M*lambda, Q ); // Encode using M*lambda and Q
    if (encoder_buffer > Tfull){ // If buffer threatens to fill overflow
        lambda = lambda+deltalambda; // Increase lambda
        if ( lambda > Lambda_max(Qnorm) ) // Test lambda
            Qnorm=Qnorm+deltaQ; //Increase Q if lambda too big
        lambda = f(Qnorm); // Calculate new lambda
    }
}
if (encoder_buffer < Tempty){ // If buffer threatens to fill underflow
    lambda = lambda-deltalambda; // Decrease lambda
    if ( lambda < Lambda_min(Qnorm) ) // Test lambda
        Qnorm = Qnorm-deltaQ; // Dec Q if lambda too small
    lambda = f(Qnorm); // Calculate new lambda
}
}
if ( not last pixelblock) then goto start_encoding_pixelblock //Next
// Done with picture.

```

```

c_carthy:15:mac_carthy.
0. . .1.>, <.x2,(Local)
11.>:{: { No signal }:{

<Union 223 env
}:{: { No signal }:{

<18>      b = m
<Union 223 env
> }:{ }:{ No si

<Union 223 env
> }:{ }:{ No si
<19>      return
<Union 223 env
{: { No si

t_encoding_picture: // Begin encoding a video picture
    input desired D; // Get the desired Distortion D value
    find D0 nearest to D; // Find the D value closes to the desired D
    Qnorm = h(D0); // Determine normal Q with no masking
    lambda = f(Qnorm); // Determine the Lagrange multiplier lambda
    t_encoding_pixelblock: // Begin encoding a pixelblock from the picture
    Q = Qnorm; // Set Q to the normal Q with no masking
    calculate visual mask M; // Determine the visual masking amount
    while(M(lambda) > Lambda_max(Q)) { // If strong masking, increase Q
        Q = Q+deltaQ; // Raise the Quantizer Q size
    }
}

```

```

    Q = Q+deltaQ; // Raise the Quantizer Q size
}

code pixelblock( M $\lambda$ , Q ); // Encode using M $\lambda$ lambda and Q
if (encoder_buffer > Tfull){ // If buffer threatens to fill overflow
    lambda = lambda+deltalambda; // Increase lambda
    if ( lambda > Lambda_max(Qnorm) ) { // Test lambda
        Qnorm=Qnorm+deltaQ; //Increase Q if lambda too big
        lambda = f(Qnorm); // Calculate new lambda
    }
}

if (encoder_buffer < Tempty){ // If buffer threatens to fill underflow
    lambda = lambda-deltalambda; // Decrease lambda
    if ( lambda < Lambda_min(Qnorm) ) { // Test lambda
        Qnorm = Qnorm-deltaQ; // Decr Q if lambda too small
        lambda = f(Qnorm); // Calculate new lambda
    }
}

if ( not last pixelblock) then goto start_encoding_pixelblock //Next
one with picture.
}
}

```

```

:   // Begin encoding a video picture
    // Get the desired Distortion D value
    to D; // Find the D value closes to the desired D
    // Determine normal Q with no masking
    norm; // Determine the Lagrange multiplier lambda
    block; // Begin encoding a pixelblock from the picture
    // Set Q to the normal Q with no masking
    // Seta > Lambda_max(Q) { // if strong masking, Increase Q
mask M; // Determine the visual masking amount
    mask M; // if strong masking, Increase Q
    deltaQ; // Raise the Quantizer Q size

    Mxlambda, Q ); // Encode using Mxlambda and Q
    er > Tfull){ // If buffer threatens to fill overflow
    lambda=deltalambda; // Increase lambda
    a > Lambda_max(Qnorm) { // Test lambda
    norm=Qnorm+deltaQ; //Increase Q if lambda too big
    lambda = f(Qnorm); // Calculate new lambda

er < Tempty){ // If buffer threatens to fill underflow
    lambda=deltalambda; // Decrease lambda
    a < Lambda_min(Qnorm) { // Test lambda
    norm = Qnorm-deltaQ; // Decr Q if lambda too small
    lambda = f(Qnorm); // Calculate new lambda

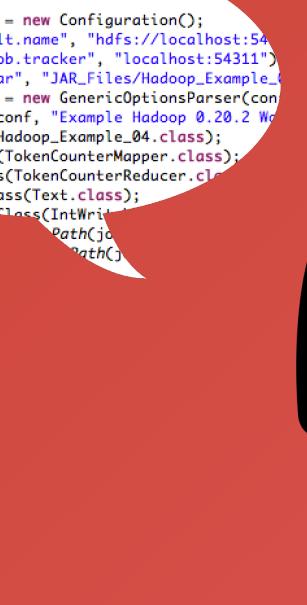
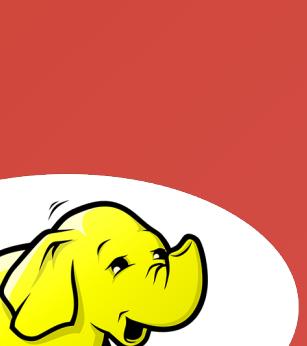
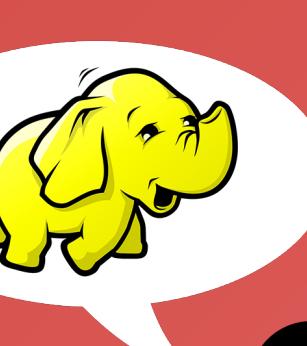
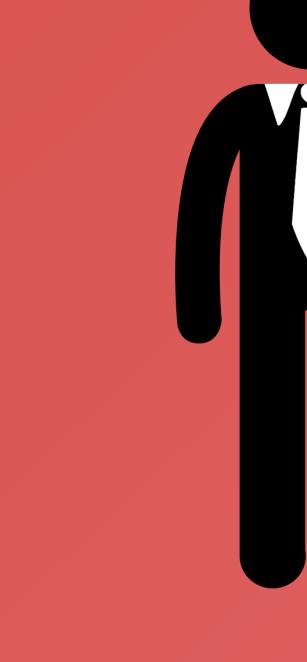
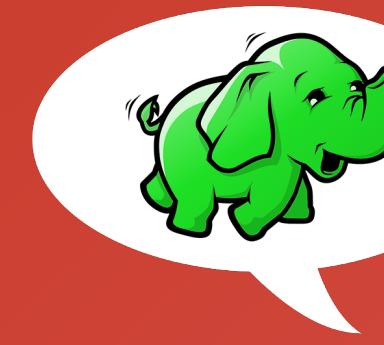
block) then goto start_encoding_pixelblock //Next

```

```
[mac_carthy:9:mac_carthy.  
To do }[mac_carthyG mac_ca  
_carthy (mac_carthy (a+11)  
[mac_carthy:14:mac_carthy  
al }: { To do }[mac_carthyG  
  
[mac_carthy:14:mac_carthy  
al }: { To do }[mac_carthyG  
(b);  
[mac_carthy:15:mac_carthy  
al }: { To do }[mac_carthy  
  
[mac_carthy:15:mac_carthy.  
.i_0. . .1>, <.x2,(Local)  
.11> }: { No signal }: {
```

```
public static void main(String[] args) {  
    Configuration conf = new Configuration();  
    conf.set("fs.default.name", "hdfs");  
    Job job = Job.getInstance(conf, "WordCount");  
    job.setMapperClass(WordCountMapper.class);  
    job.setReducerClass(WordCountReducer.class);  
    job.setInputFormatClass(TextInputFormat.class);  
    job.setOutputFormatClass(TextOutputFormat.class);  
    job.setMapOutputKeyClass(Text.class);  
    job.setMapOutputValueClass(IntWritable.class);  
    FileInputFormat.addInputPath(job, new Path(args[0]));  
    FileOutputFormat.setOutputPath(job, new Path(args[1]));  
    job.waitForCompletion(true);  
}
```

```
args);
    _test
    guration();
    dfs://localhost:54
    "localhost:54311")
    les/Hadoop_Example_
    icOptionsParser(con
    le Hadoop 0.20.2 Wo
    le_04.class);
    rMapper.class);
    erReducer.cl
    ss);
```



@shanecurcru
<http://CommunityOverCode.com>
<http://punderthings.com>
<http://www.apache.org>



</presentation>