

CS 744: BIG DATA SYSTEMS

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Fall 2018

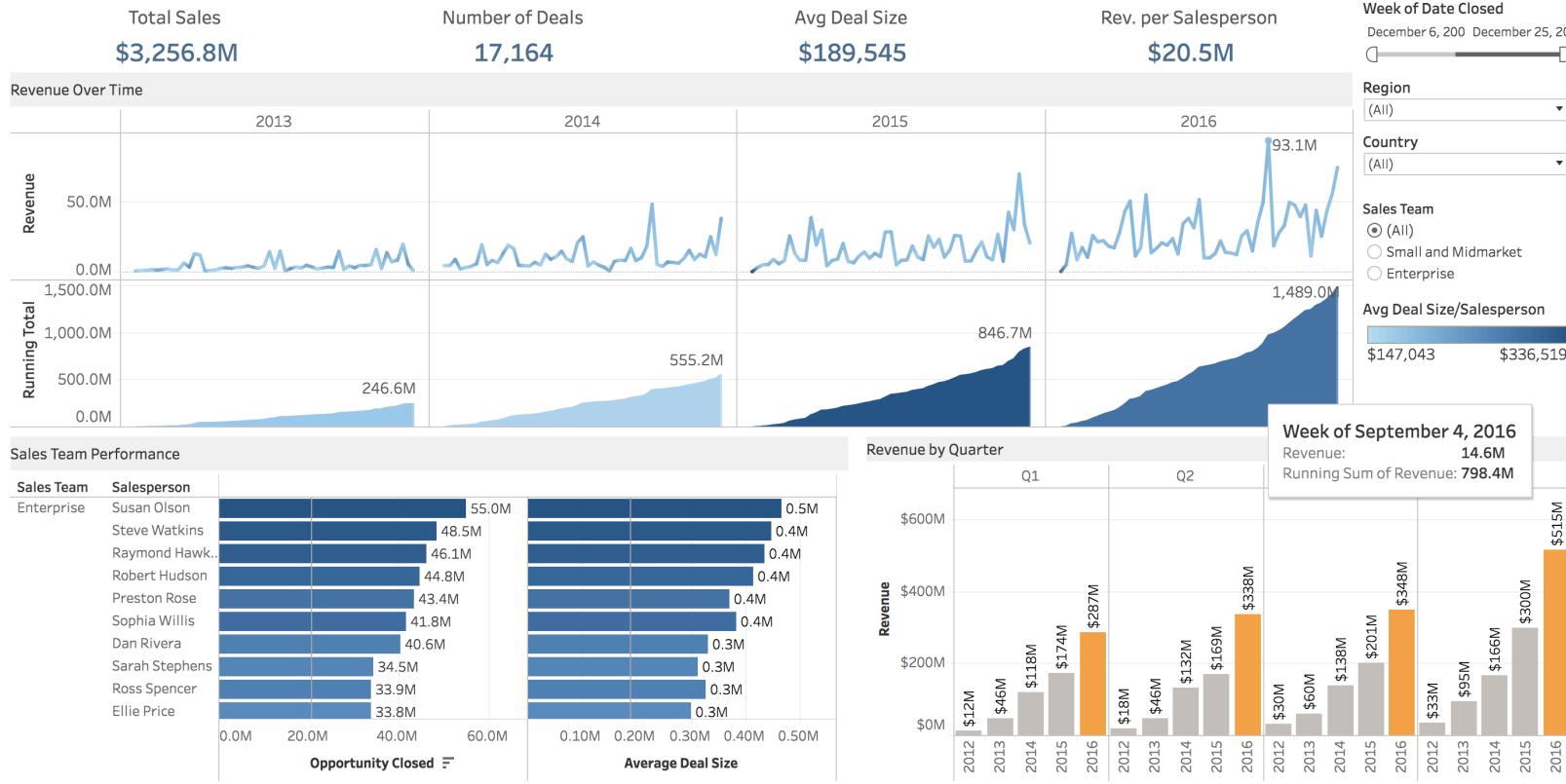
ADMINISTRIVIA

- Assignment 2 grades
- Midterm review session on Nov 2 at 5pm at 1221 CS
- Course Project Proposal feedback

STREAM PROCESSING

DASHBOARDS

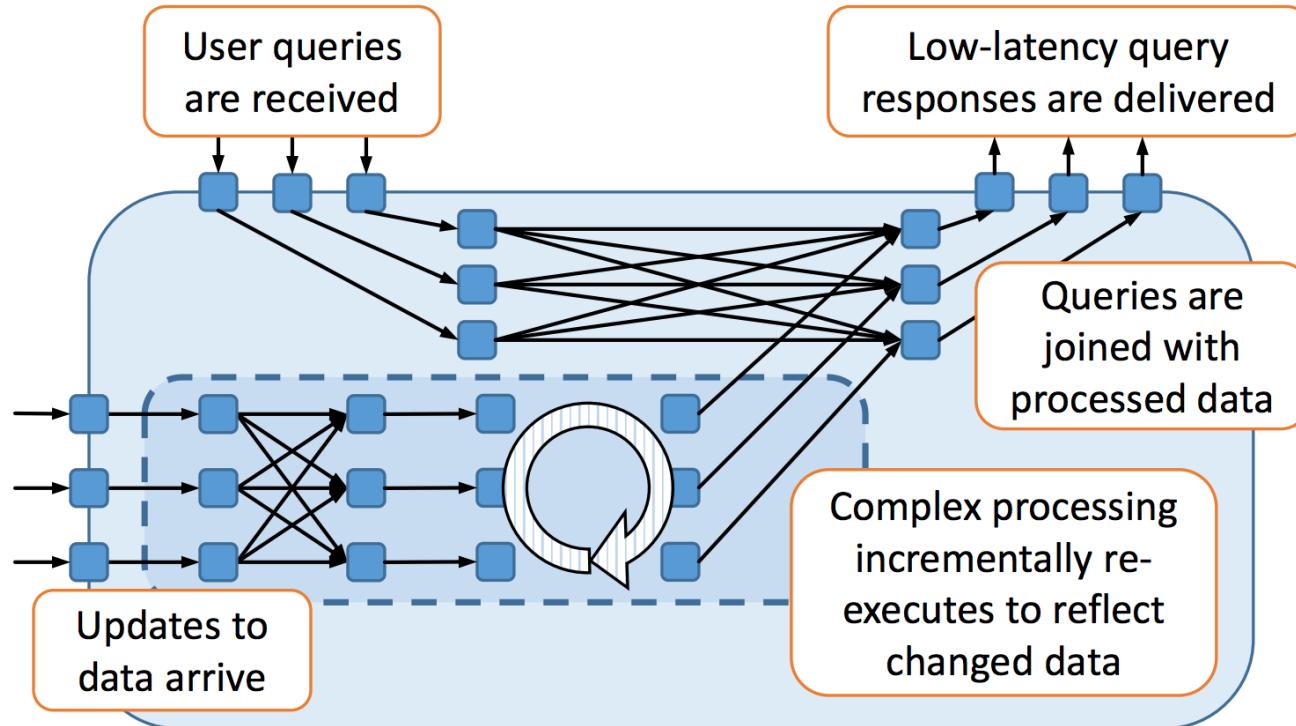
Sales Dashboard



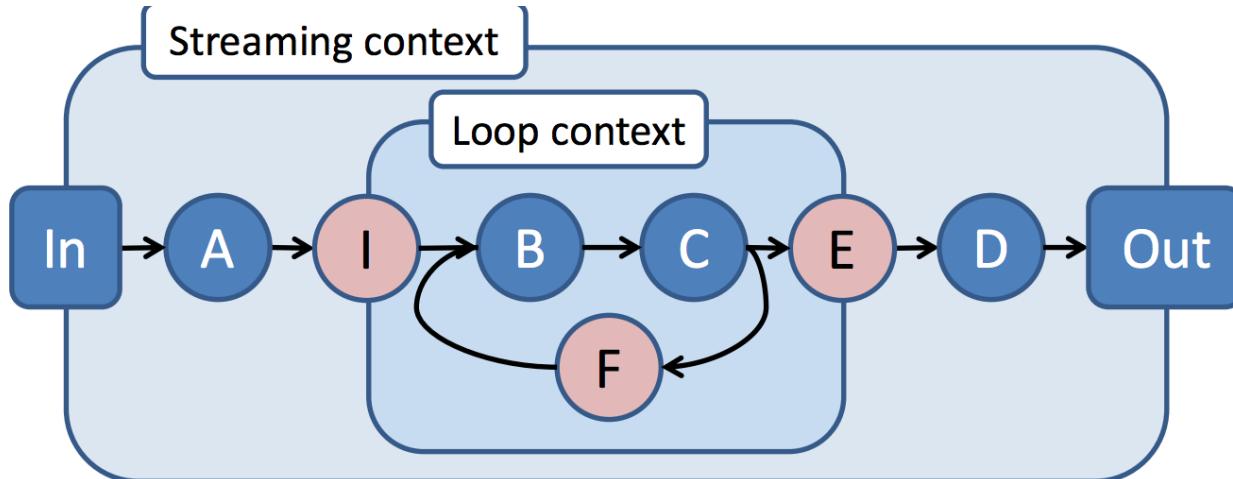
REAL-TIME ANALYSIS



STREAMING + ITERATIVE COMPUTATION



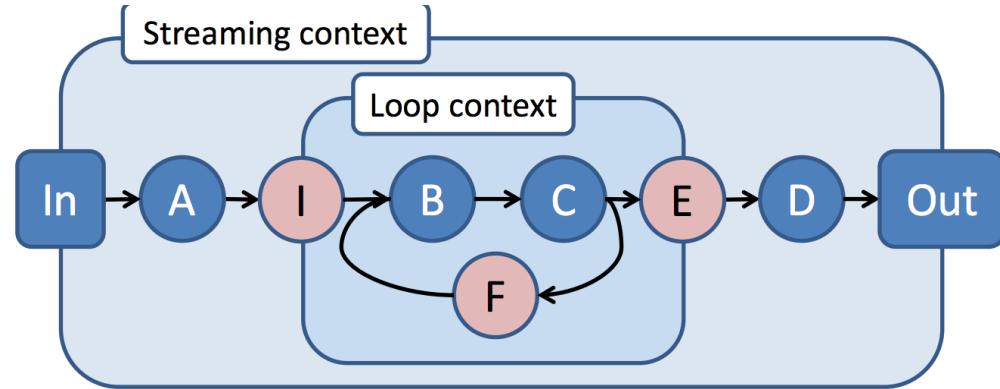
TIMELY DATAFLOW



TIMELY DATAFLOW

Timestamp : $(e \in \mathbb{N}, \langle c_1, \dots, c_k \rangle \in \mathbb{N}^k)$

epoch loop counters



Vertex

Input timestamp

Output timestamp

Ingress

$(e, \langle c_1, \dots, c_k \rangle)$

$(e, \langle c_1, \dots, c_k, 0 \rangle)$

Egress

$(e, \langle c_1, \dots, c_k, c_{k+1} \rangle)$

$(e, \langle c_1, \dots, c_k \rangle)$

Feedback

$(e, \langle c_1, \dots, c_k \rangle)$

$(e, \langle c_1, \dots, c_k + 1 \rangle)$

VERTEX API

Receiving Messages

v.OnRecv(e : Edge, m : Msg, t : Time)

Conditions

v.OnNotify(t : Timestamp)

OnNotify(t) invoked after
all OnRecv(e, r, t') for all $t' \leq t$

Sending Messages

this.SendBy(e : Edge, m : Msg, t : Time)

SendBy or NotifyAt only called
with $t' \geq t$

this.NotifyAt(t : Timestamp)

IMPLEMENTING TIMELY DATAFLOW

Need to track when it is safe to notify

Path Summary

Check if (t_1, l_1) could-result-in (t_2, l_2)

Scheduler

Occurrence and Precursor count

Precursor count = 0 → Frontier

Operation

$v.\text{SENDBY}(e, m, t)$

$v.\text{ONRECV}(e, m, t)$

$v.\text{NOTIFYAT}(t)$

$v.\text{ONNOTIFY}(t)$

Update

$\text{OC}[(t, e)] \leftarrow \text{OC}[(t, e)] + 1$

$\text{OC}[(t, e)] \leftarrow \text{OC}[(t, e)] - 1$

$\text{OC}[(t, v)] \leftarrow \text{OC}[(t, v)] + 1$

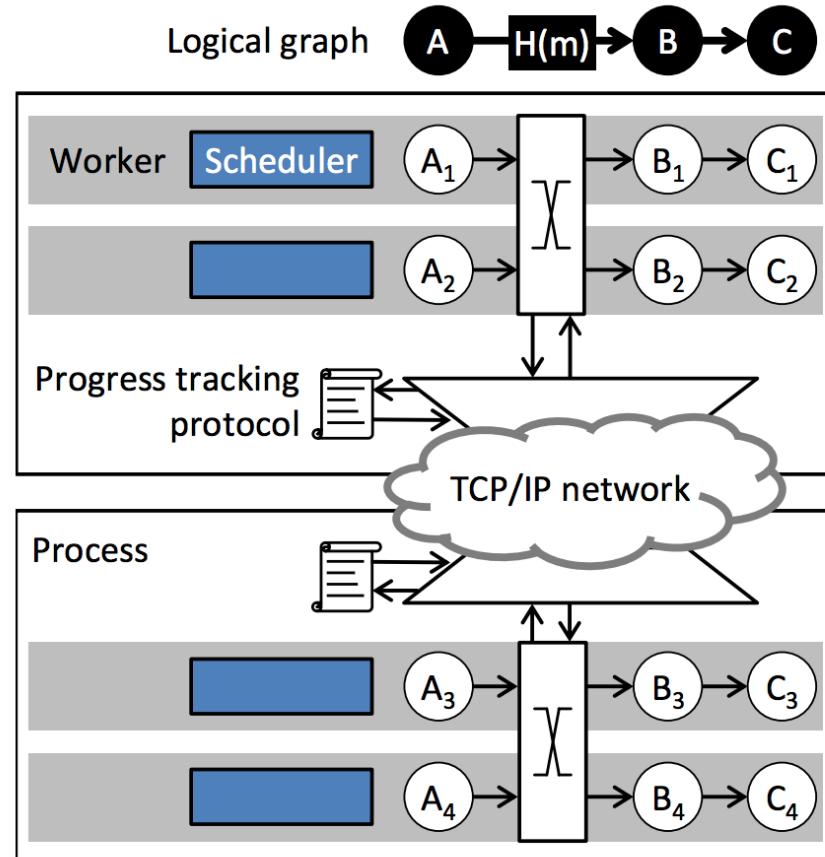
$\text{OC}[(t, v)] \leftarrow \text{OC}[(t, v)] - 1$

ARCHITECTURE

Workers communicate using
Shared Queue

Batch messages delivered
Account for cycles

Vertex single threaded



DISTRIBUTED PROGRESS TRACKING

Broadcast-based approach

- Maintain **local** precursor count, occurrence count

- Send progress update ($p \in \text{Pointstamp}$, $\delta \in \mathbb{Z}$)

- Local frontier tracks **global** frontier

Optimizations

- Batch updates** and broadcast

- Use **projected timestamps** from logical graph

FAULT TOLERANCE

Checkpoint

Log data as computation goes on

Write a full checkpoint on demand

Restore

Reset all workers to checkpoint

Reconstruct state

Pause worker threads

Resume execution

Flush message queues OnRecv

Trade-off between mutable updates and recovery time!

MICRO STRAGGLERS

Networking

- Disable Nagle's algorithm
- Reduce TCP retransmission window

Concurrency

- Reduce clock granularity to avoid spin lock delay

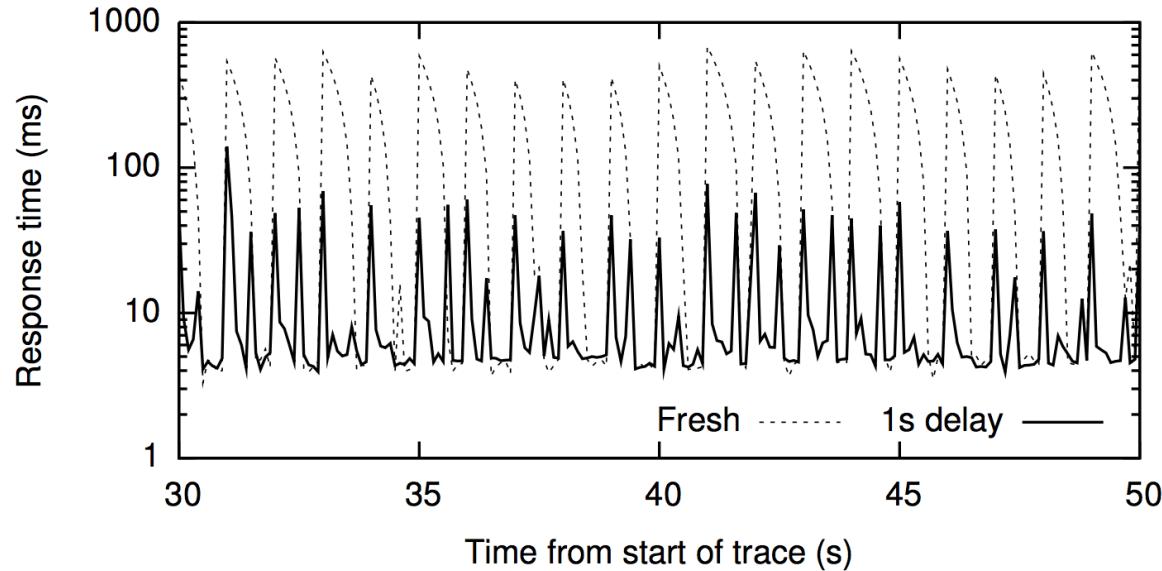
Garbage Collection

- Arrays of value types (similar to Plain-Old Java Objects)
- Buffer pool

DIFFERENTIAL DATAFLOW

```
// 1a. Define input stages for the dataflow.  
var input = controller.NewInput<string>();  
// 1b. Define the timely dataflow graph.  
// Here, we use LINQ to implement MapReduce.  
var result = input.SelectMany(y => map(y))  
    .GroupBy(y => key(y),  
              (k, vs) => reduce(k, vs));  
// 1c. Define output callbacks for each epoch  
result.Subscribe(result => { ... });  
// 2. Supply input data to the query.  
input.OnNext(/* 1st epoch data */);  
input.OnCompleted();
```

END-TO-END EXAMPLE



Stream of incoming tweets: username, raw tweet
Incremental connected components, top hashtag computation
Queries: username → return top hashtag from their component

SUMMARY

Stream processing → Increasingly important workload trend

Timely dataflow: Principled approach to model batch, streaming together

Vertex message model

- Compute frontier
- Distributed progress tracking