CS 591 K1:
Data Stream Processing and Analytics

Spring 2020

1/21: Introduction

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Course Information

- **Instructor**: Vasiliki Kalavri
  - **Office**: MCS 206
  - **Contact**: vkalavri@bu.edu
- **Course Time & Location**: Tue,Thu 9:30-10:45, MCS B33
  - **Office Hours**: Tue,Thu 11:00-12:30, MCS 206

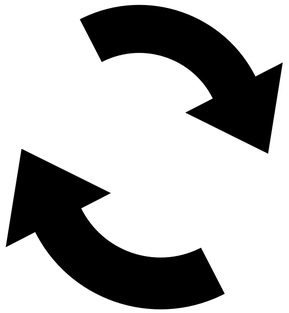
Announcements, updates, discussions

- **Website**: vasia.github.io/dspa20
  - Syllabus: /syllabus.html
  - Class schedule: /lectures.html
    - including today's slides
- **Piazza**: piazza.com/bu/spring2020/cs591k1/home
  - For questions & discussions
- **Blackboard**: learn.bu.edu/...
  - For quizzes, assignment announcements & submissions

What is this course about?

The **design**
and **architecture** of modern
distributed streaming **Systems**

- Architecture and design
- Scheduling and load management
- Scalability and elasticity
- Fault-tolerance and guarantees
- State management



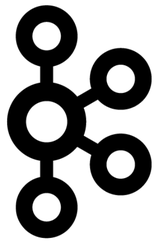
- Operator semantics
- Window optimizations
- Filtering, counting, sampling
- Graph streaming algorithms

Fundamental **Algorithms**
for **representing**, **summarizing**,
and **analyzing** data streams

Tools

Apache Flink: flink.apache.org

Apache Kafka: kafka.apache.org



Apache Beam: beam.apache.org

Google Cloud Platform: cloud.google.com

Outcomes

At the end of the course, you will hopefully:

- know **when** to use stream processing vs other technology
- be able to comprehensively **compare features** and **processing guarantees** of streaming systems
- be proficient in using Apache Flink and Kafka to build **end-to-end**, **scalable**, and **reliable** streaming **applications**
- have a solid **understanding** of how stream processing systems work and what factors affect their **performance**
- be aware of the **challenges** and **trade-offs** one needs to consider when **designing** and **deploying** streaming applications

Grading Scheme (1)

- **No Exam**
- **5 in-class quizzes (10%)**:
  - Each quiz contributes 2% to the final grade
- **3 hands-on assignments (40%)**:
  - Assignment #1 contributes 10%
  - Assignment #2 contributes 10%
  - Assignment #3 contributes 20%

Grading Scheme (2)

Final Project (50%):

- A real-time monitoring and anomaly detection framework
- To be implemented **individually**

Deliverables

- One (1) **written report** of maximum 5 pages (10%).
- **Code** (including pre-processing, deployment, and testing): (40%)
  - code deliverables must be accompanied by **documentation**

Schedule

Date	Topic	Slides	Note
01/21	Course introduction		
01/23	Stream processing fundamentals		
01/28	Stream ingestion and pub/sub systems		
01/30	Introduction to Apache Flink and Apache Kafka		Assignment #1 available
02/04	Streaming languages and operator semantics		Quiz #1
02/06	Notions of time and progress		
02/11	Windows and triggers		
02/12			Assignment #1 due
02/13	Assignment #1 discussion and feedback Handling out-of-order and late data		Assignment #2 available
02/18	*No class*		Substitute Monday
02/20	**Guest Lecture: Learning How to Build Event Streaming Applications with Pac-Man**		Ricardo Ferreira, Developer Advocate at Confluent
02/25	State management		Quiz #2

vasia.github.io/dspa20/lectures.html

quizzes and announcements

deadline

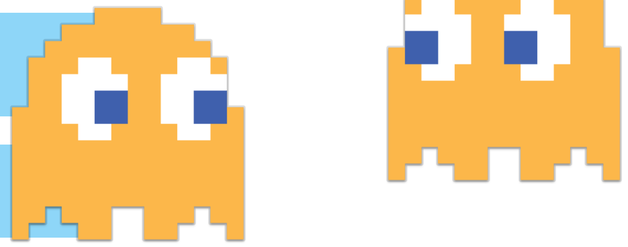
no class

guest lecture

Guest Lectures

- Learn about real-world use-cases of stream processing in industry
- Learn from experts with decades of hands-on experience in building and using distributed systems and data management platforms
- Have fun!

02/20	**Guest Lecture: Learning How to Build Event Streaming Applications with Pac-Man**		Ricardo Ferreira, Developer Advocate at Confluent
03/03	Guest Lecture: TBD		
03/19	Guest Lecture: TBD		



Important dates

Deliverable	Available	Due
Assignment 1	1/30	2/12
Assignment 2	2/13	2/26
Assignment 3	3/3	3/16
Final Project	3/17	4/30

2/18: No Class, Self-study

2/25: Last Day to DROP Clases (without a ‘W’ grade)

4/3: Last Day to DROP Classes (with a ‘W’ grade)

Make sure to check the **Official Semester Dates**

Final Project

You will use Apache Flink and Kafka to build a real-time monitoring and **anomaly detection** framework for datacenters.

Your framework will:

- Detect “suspicious” event patterns
- Raise alerts for abnormal system metrics
- Detect invariant violations
- Identify outlier tasks

Interested in a more research-oriented project? Let’s discuss it during office hours.

Inspired by **this paper** : “*SAQL: A Stream-based Query System for Real-Time Abnormal System Behavior Detection*”, USENIX Security '18

Dataset

A subset of traces from a large (12.5k machines) Google cluster

- **https://github.com/google/cluster-data/blob/master/ClusterData2011_2.md**

Make sure to read and become familiar with the format and schema document:

- **https://drive.google.com/file/d/0B5g07T_gRDg9Z0lsSTEtTWtpOW8/view**

Download and play around with “part-00000-of-00500.csv” of:

- job events
- task events
- machine events

Software requirements

- All assignments assume a **UNIX-based** setup.
  - If you are a Windows user, you are advised to use Windows subsystem for Linux (WSL), Cygwin, or a Linux virtual machine to run Flink in a UNIX environment.
- A **Java 8.x** installation. To develop Flink applications and use its DataStream API in Java or Scala you will need a Java JDK. A Java JRE is not sufficient!
- **Apache Maven 3.x**.
- An **IDE** for Java and/or Scala development, such as **IntelliJ IDEA** (preferred), Eclipse, or Netbeans with appropriate plugins installed.
- **gsutil** for accessing datasets in Google Cloud Storage.

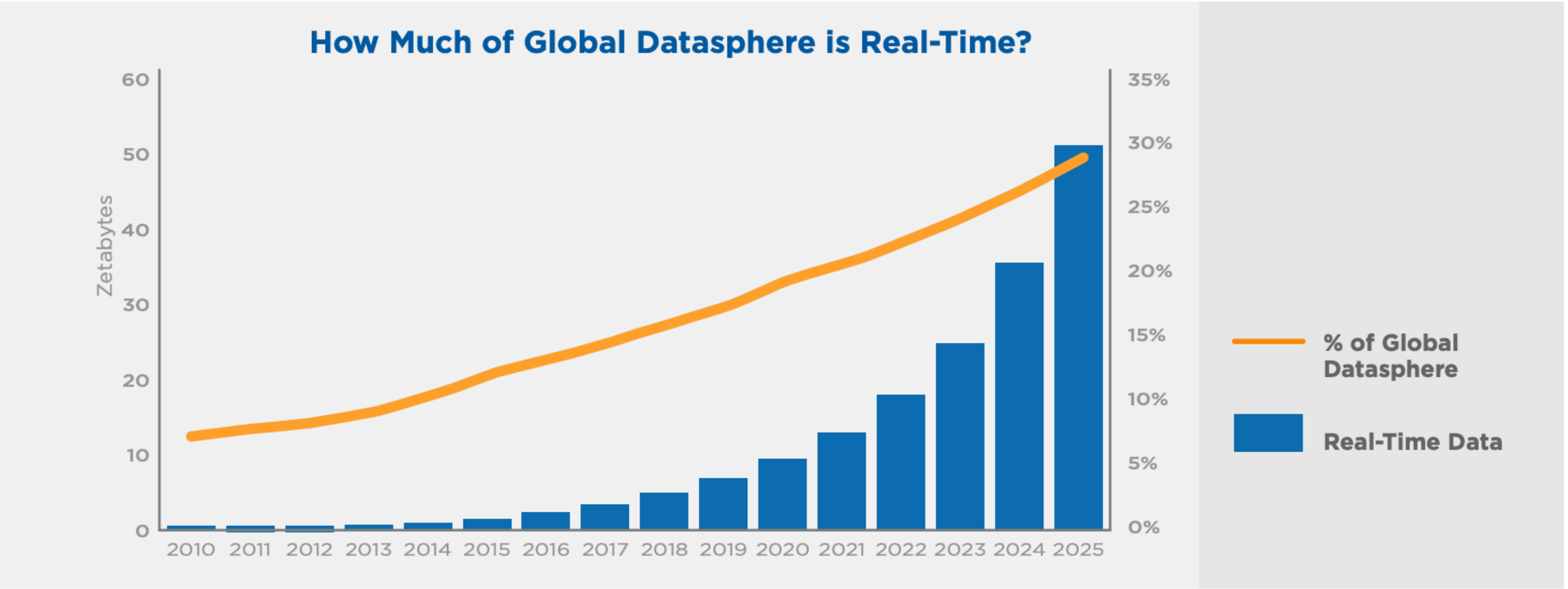
More details: **vasia.github.io/dspa20/exercises.html**

Assignment Submission

- All assignments and the final project will be submitted via the course **Blackboard**.
- All assignments, as well as the final project, are **due by latest 11:59pm on the day of the respective deadline**.
- *Late* submissions are only eligible for up to **50% of the original score**.

Quiz #0

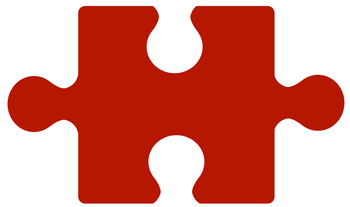
Why is stream processing important?



Source: Data Age 2025, sponsored by Seagate with data from IDC Global DataSphere, Nov 2018

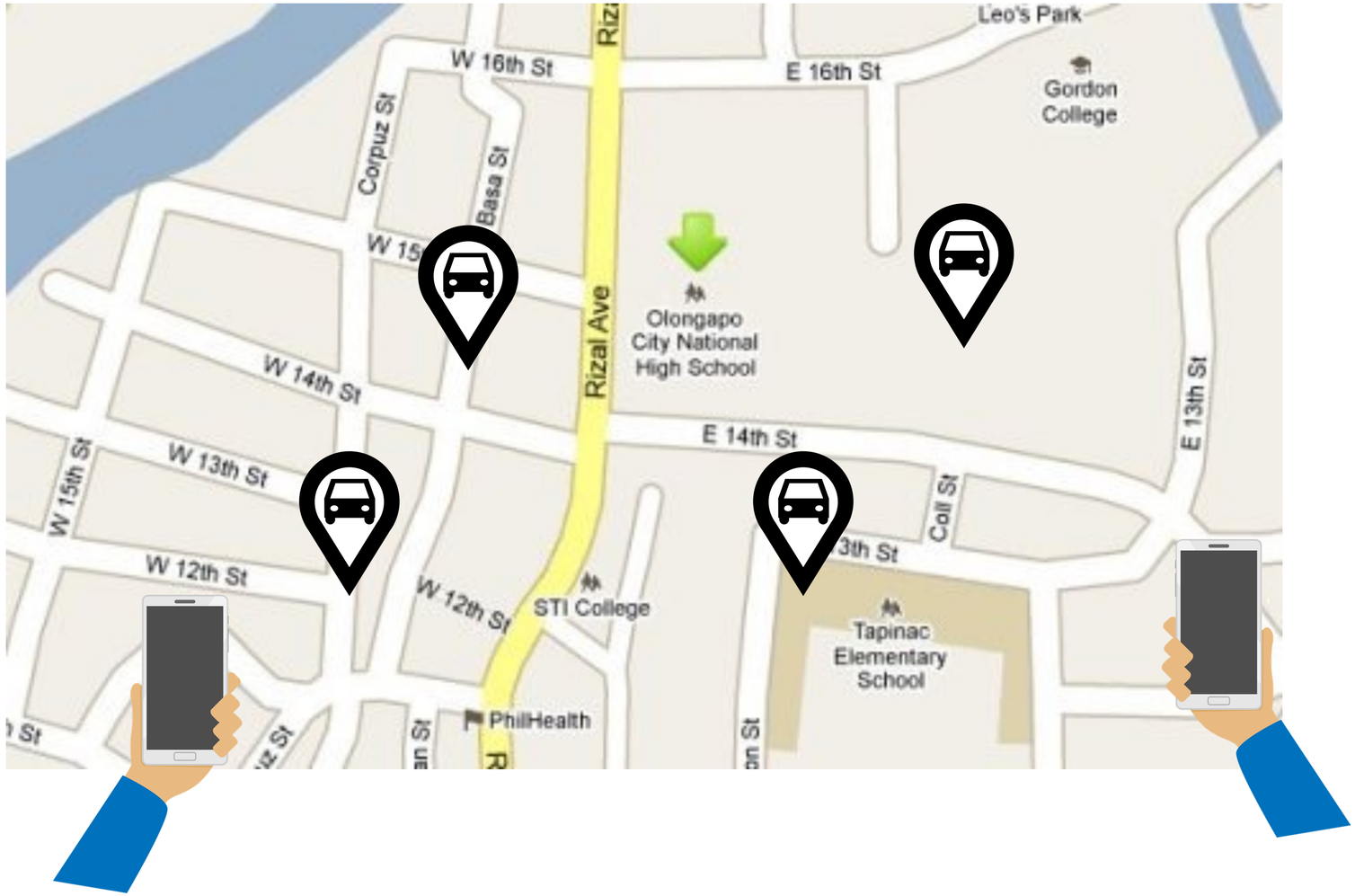
By **2025**,
30% of all data
will be **real-time** data.

By **2020**,
we will be able to store
less than **15%** of all data.

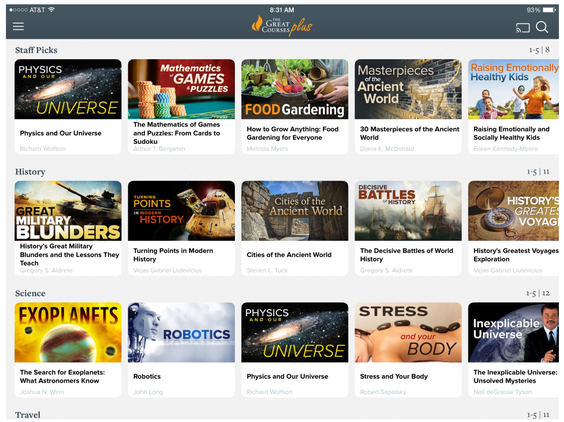


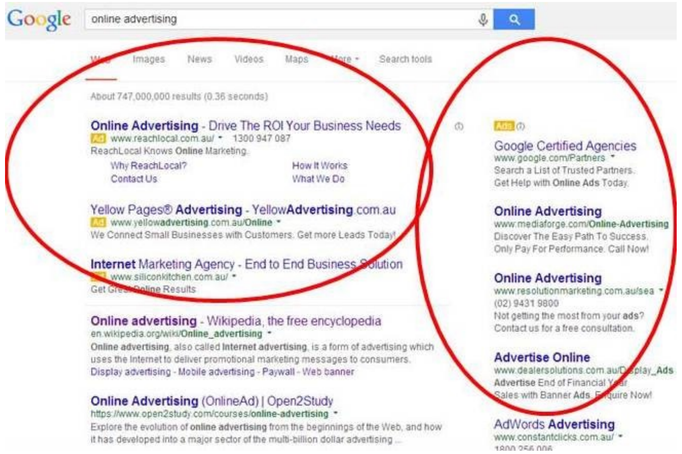
Can you give me some examples of streaming data sources?

Location-based services



Online recommendations





Sensor measurements analysis

- Monitoring applications
- Complex filtering and alarm activation
- Aggregation of multiple sensors and joins

- **Examples**
  - Real-time statistics, e.g. weather maps
  - Monitor conditions to adjust resources, e.g. power generation
  - Monitor energy consumption for billing purposes

Stock trading

- Discover correlations, identify trends, forecast future values

Examples

- Find all stocks priced between $20 and $200, where the spread between the high tick and the low tick over the past 30 minutes is greater than 3% of the last price, and where in the last 5 minutes the average volume has surged by more than 300%.
- Find all stocks trading above their 200-day moving average with a market cap greater than $5 Billion that have gained in price today by at least 2%, and are within 2% of today's high.

Financial transaction analysis

- Fraud detection, online risk calculation

Example: Someone steals your phone and sings in your banking app. The app allows transfers of up to €1000 and so the thief makes transfers of €1000 to a "fake account" until either you're out of money or the activity is detected.

- Features to detect fraudulent activity like this:
  - The transaction amount.
  - The number of recent (e.g. the last hour) transactions.
  - Whether money was sent to this recipient account for the first time in the past 24 hours (in other words, to an “unknown” recipient account).

Read more: https://www.ververica.com/blog/real-time-fraud-detection-ing-bank-apache-flink

Call monitoring

- Service monitoring, e.g. source and destination phone numbers, their first and last cell towers

Examples:

- Location-based services
- Monitor cell tower load
- Continuously maintain call signatures for fraud detection
  - call frequency
  - top-K cell towers used

Web activity analysis

- Visualization and aggregation
  - impressions, clicks, transactions, likes, comments
- Analytics on user activity
  - Filtering, aggregation, joins with static data (e.g. user profile data)

Examples

- online A/B testing
- trending topics
- sentiment analysis, e.g., reaction to just published campaign
- online recommendations of products, articles, people

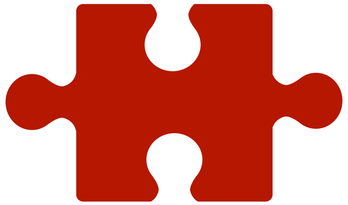
Online traffic management

- Analysis of real-time vehicle locations to improve traffic conditions
- Provide real-time scheduling information for public transport
- Optimize transport network flow and recommend alternative routes

Example:

- Alibaba City Brain adjusts traffic lights in real-time to reduce congestion and clear paths for emergency response vehicles
- Read more: https://edition.cnn.com/2019/01/15/tech/alibaba-city-brain-hangzhou/index.html

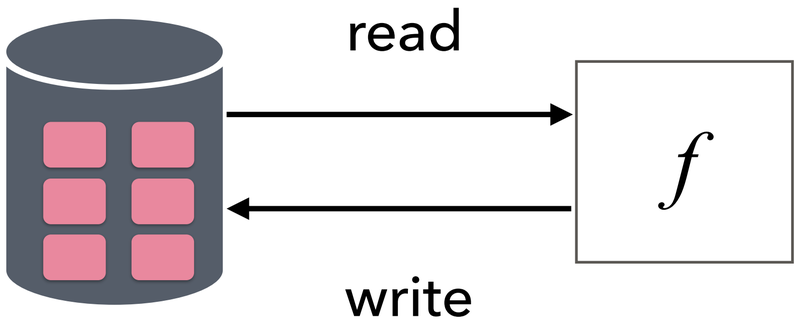
Why is stream processing challenging?



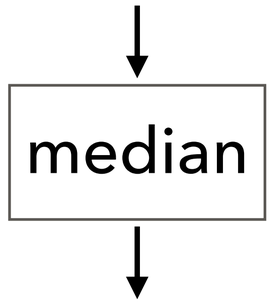
Using pseudocode (or the programming language of your choice), write a program that reads a stream of integers and computes:

1. the **maximum** number seen so far
2. the **average** of all numbers seen so far
3. the **median** of all numbers seen so far

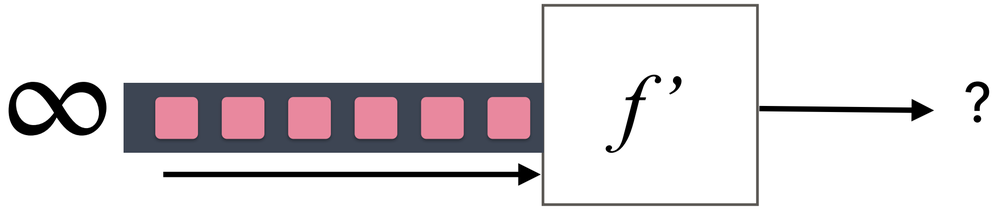
Complete data accessible in persistent storage



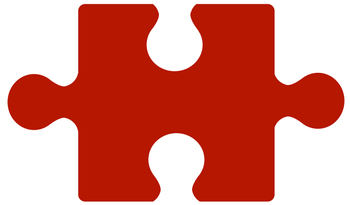
[1, 4, 5, 23, 8, 0, 7]



Continuously arriving, possibly unbounded data



- We cannot store the entire stream
- No control over arrival rate or order



Consider a set of 1000 sensors deployed in different locations inside a forest. The sensors monitor temperature and smoke levels and generate a measurement every 5 seconds.

Write a program that every 1 minute emits the average temperature over the last 10 minutes.

Some hard problems in stream processing

Time

Reconfiguration & updates

Debugging

Processing guarantees

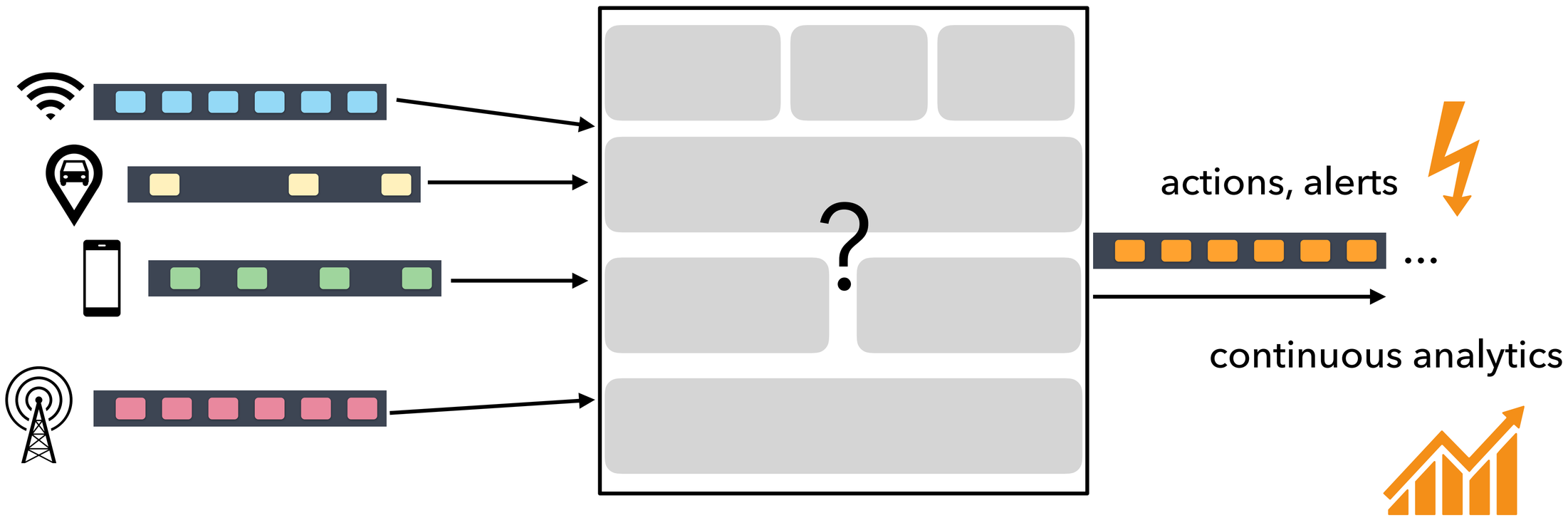
Order

Retractions & results amendment

Progress

Fault-tolerance & high-availability

Building a stream processor…



Optional reading

- The 8 Requirements of Real-Time Stream Processing
  http://cs.brown.edu/~ugur/8rulesSigRec.pdf

- Streaming 101: The world beyond batch
  www.oreilly.com/ideas/the-world-beyond-batch-streaming-101