Modern Fast Streaming Data

Todd L. Montgomery
@toddlmontgomery

QCon NEW YORK

- *Why Should We Care?*
- *Myths & Misconceptions*
- *You can’t escape the Math*
- *Technologies & Techniques*

☑ *Why Should We Care?*

*Human Knowledge is now doubling every year**

* by discipline, 12-18 months

Fueled by Technology

Middle Ages - 1500 yrs
Renaissance - 250 yrs
Industrial Revolution - 150 yrs
WWII - 25 years

Buckminster Fuller - Critical Path 1981

IoT

~~*IoT*~~

Ubiquitous Computing

In the near future,
Human Knowledge could
double every 72 hours

What this could mean for our systems…

Either ingest or streaming.
2x for Request/Response

Updates/Sec

=

Devices * Frequency * Market Share

Updates/Sec

=

Devices * Frequency * Market Share

9 Billion (Today)
50 Billion by 2020 (Cisco)
26 Billion by 2020 (Smartphone/Tablet - Gartner)
75 Billion by 2020 (Morgan Stanley)

Updates/Sec

=

50 Billion * 6/min * 1%

=

50 Million/sec

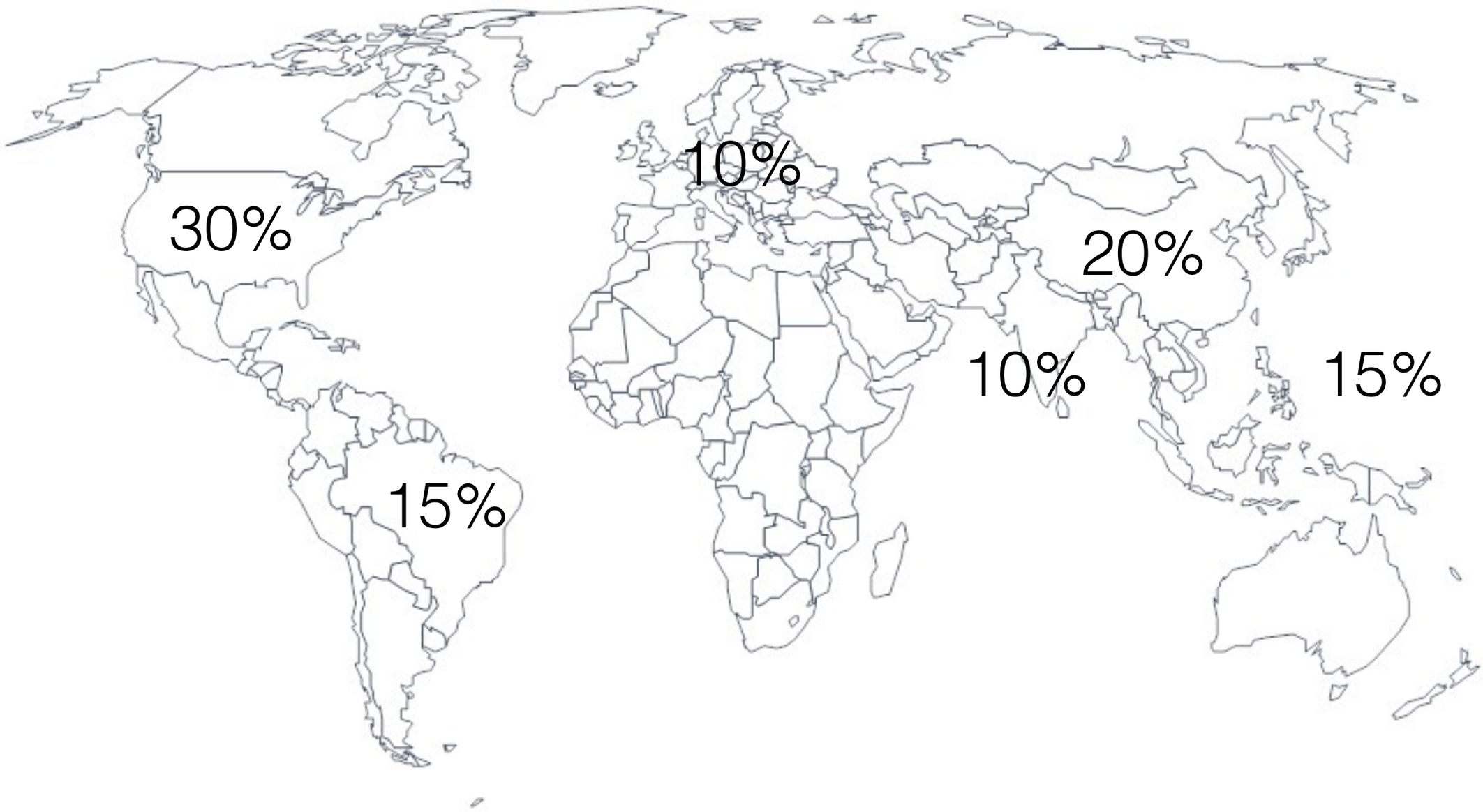
Bandwidth

=

50 Billion * 6/min * 1% * 200 bytes

=

9.3 GB/s (74.5 Gb/s)



And…

Geographic Distribution

Social & Societal demands
will require
processing an intense stream
of data in real-time

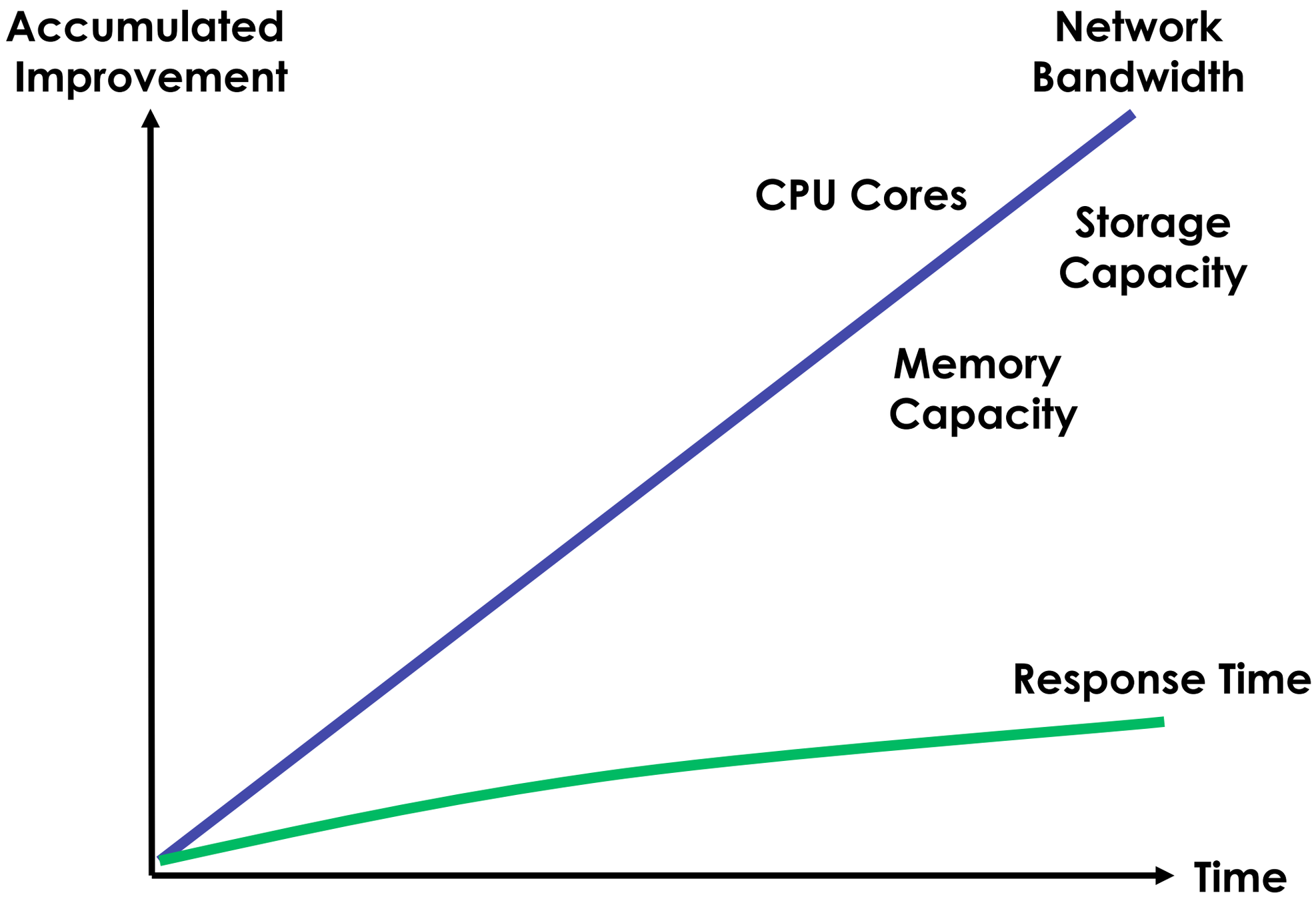
☑ *Myths & Misconceptions*

Excuses, Excuses!

Myth

*(CPUs, Storage, Networks) are not capable of processing in real-time**

* *for some unknown, unquantified data volume*


Accumulated Improvement
Network Bandwidth
CPU Cores
Storage Capacity
Memory Capacity
Response Time
Time

Year	Processor	MIPS
1974	Intel 8080	0.29
1982	Intel 286	1.28
1993	PowerPC 601	157
2003	Pentium 4 Extreme	9,726
2008	Intel Core i7 920 (Quad)	82,300
2011	Intel Core i7 2600K (4/8) Sandy Bridge	128,300
2014	Intel Core i7 5960x (8/16) Haswell	298,190

http://en.wikipedia.org/wiki/Instructions_per_second

Raspberry Pi 2
(Quad)

1,186 MIPS!

http://en.wikipedia.org/wiki/Instructions_per_second

DDRSSD

PCIe - 3

100 GbE

...

OmniPath

1 thread of awesome

>

128 cores of so-so

http://blog.acolyer.org/2015/06/05/scalability-but-at-what-cost/

http://www.frankmcsherry.org/graph/scalability/cost/2015/01/15/COST.html

Misconception

Data needs to come to rest to be processed

Data at rest is a liability

ETL

Warehouse

Data at rest is a liability

ILM

MDM

Why would you want <u>transient</u> data at rest?

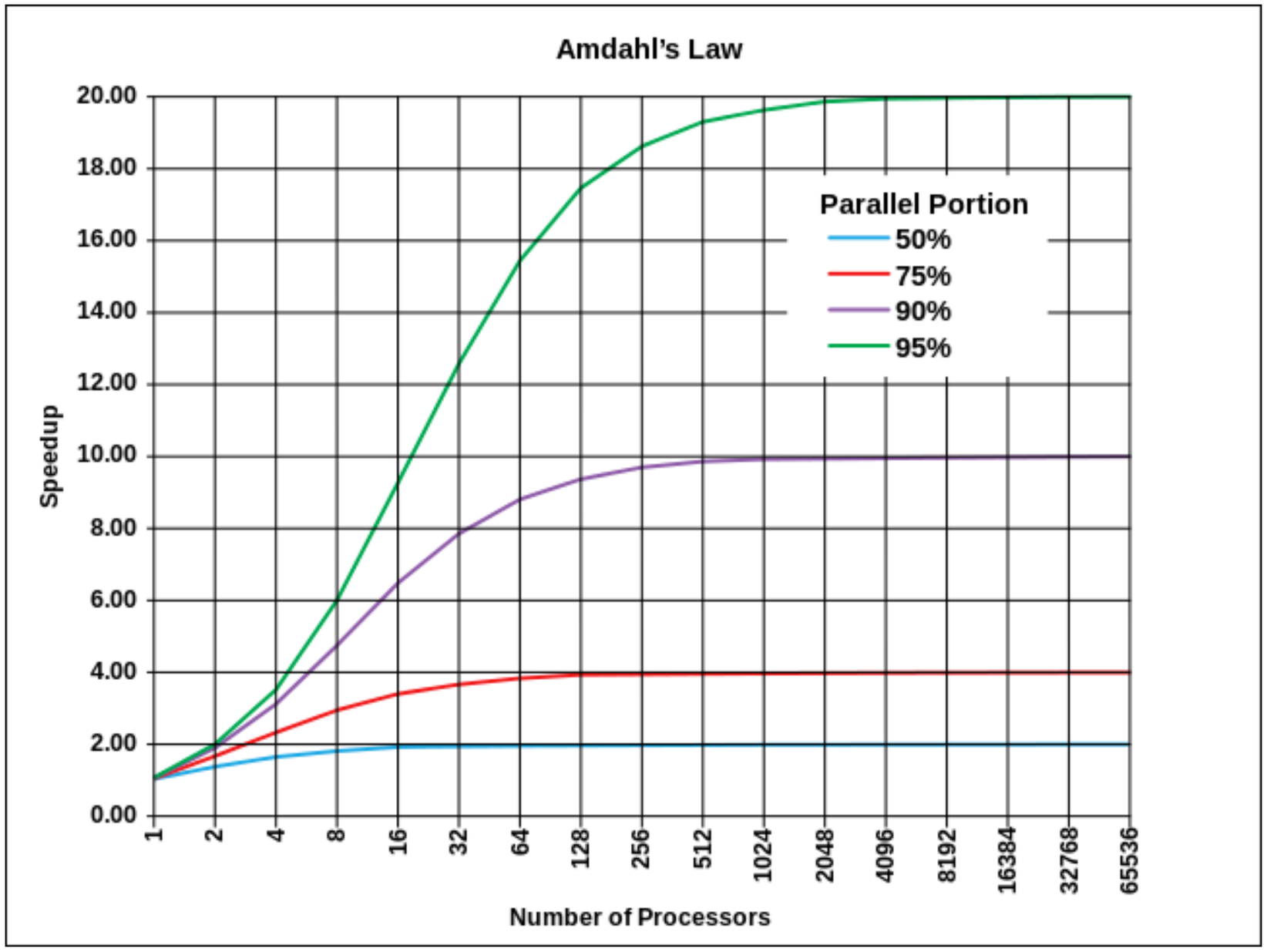
But what about sort?

…REALLY?!

☑ *You can’t escape the Math*

… and you <u>don't</u> want to

The Math will guide you to a solution



Setup & Scheduling

Work Unit

Work Unit

Work Unit

Work Unit

Post Processing

Setup & Scheduling

Contention

Work Unit | Work Unit | Work Unit | Work Unit

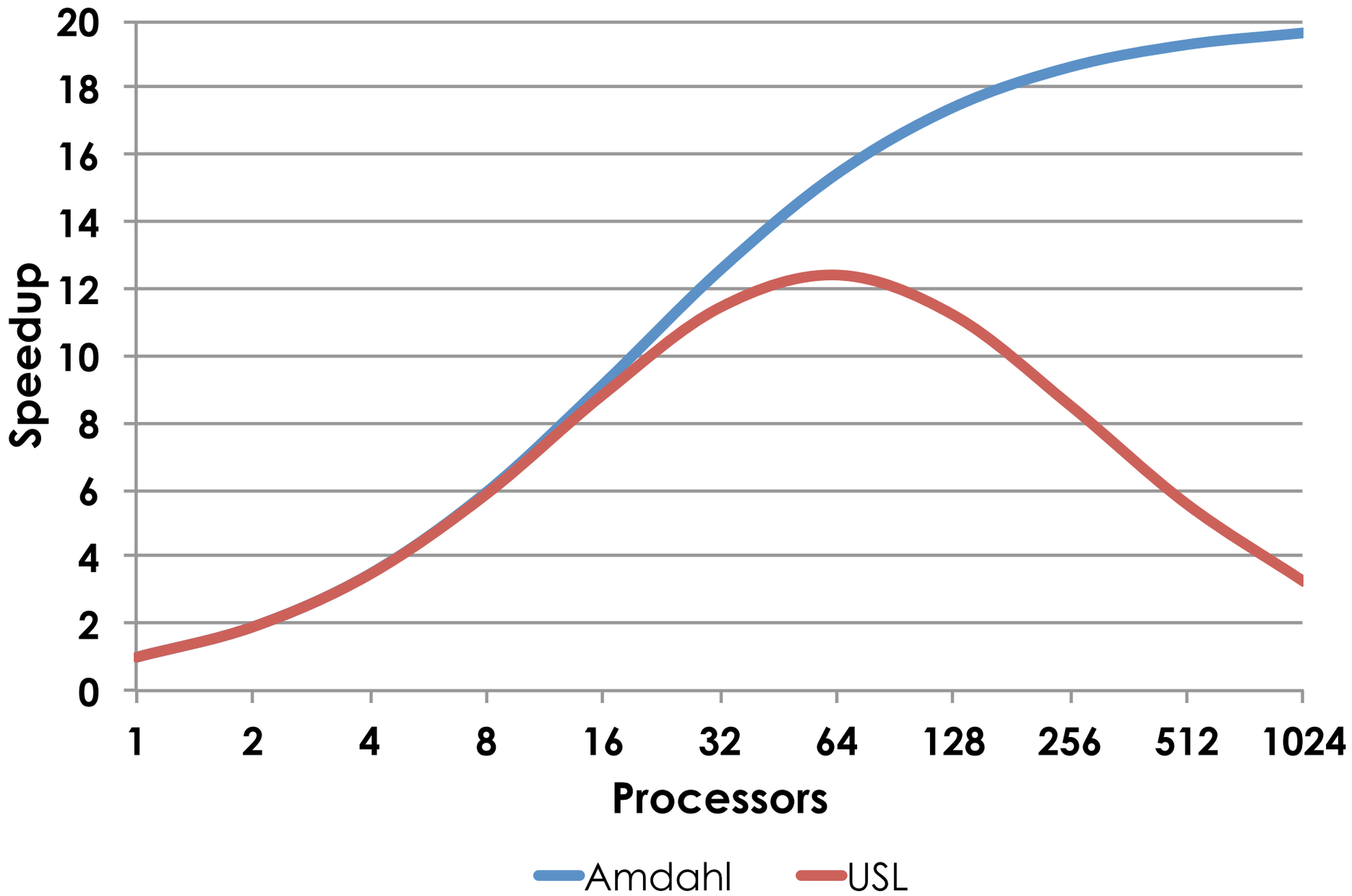
Post Processing

Contention

Contention isn't the biggest enemy

Coherence is!

Universal Scalability Law



Setup & Scheduling

Contention

Contention + Coherence

Work Unit | Work Unit | Work Unit | Work Unit

Contention + Coherence

Post Processing

Contention

Up Front Partitioning

Work Unit

Work Unit

Work Unit

Work Unit

… and more

Queuing Theory ⭐

Complexity Theory

CAP Theorem

☑ *Technologies & Techniques*

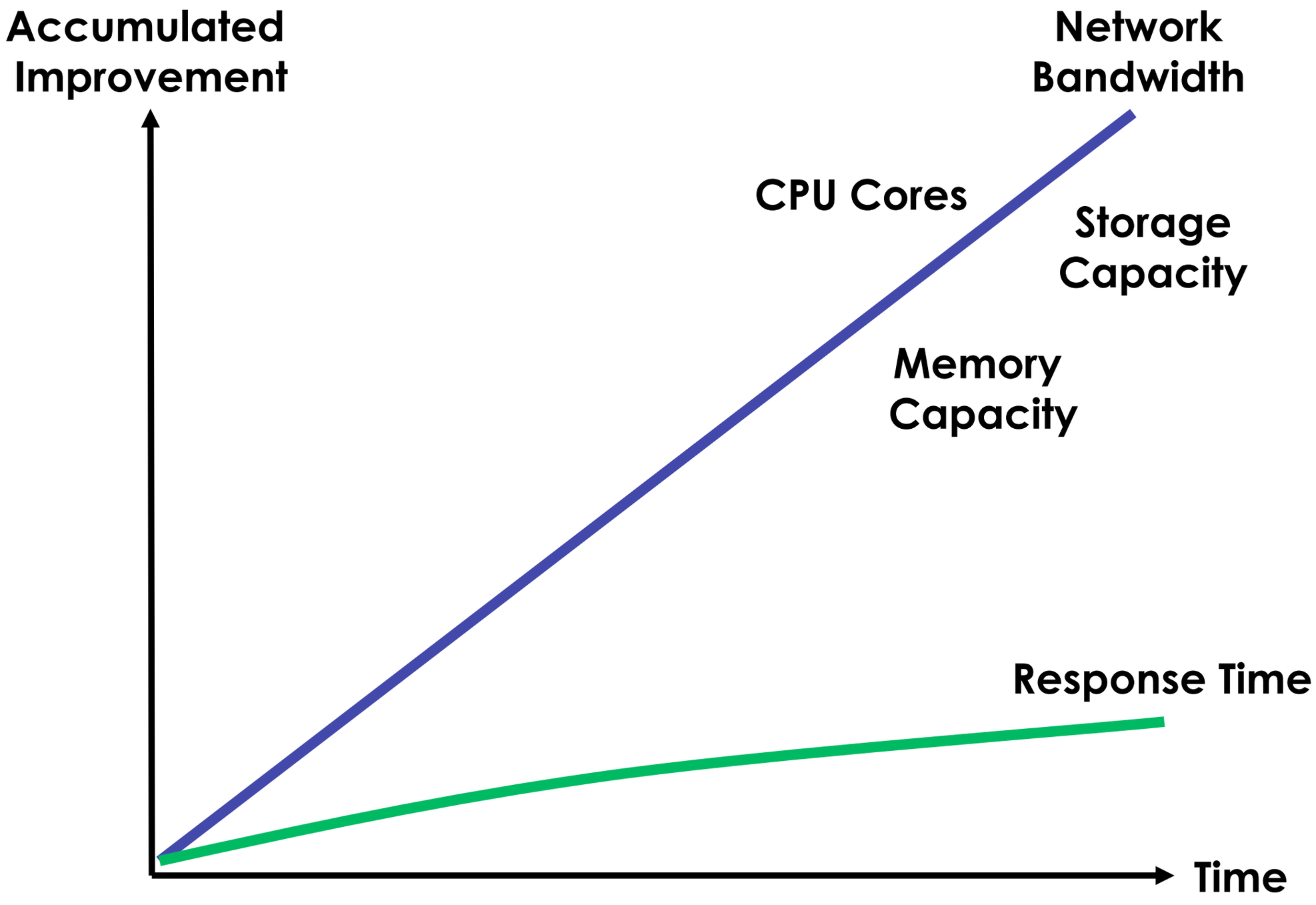
The Essence of Architecture

Data Structures

Protocols of Interaction

Mechanical Sympathy

Understanding is essential


Accumulated Improvement
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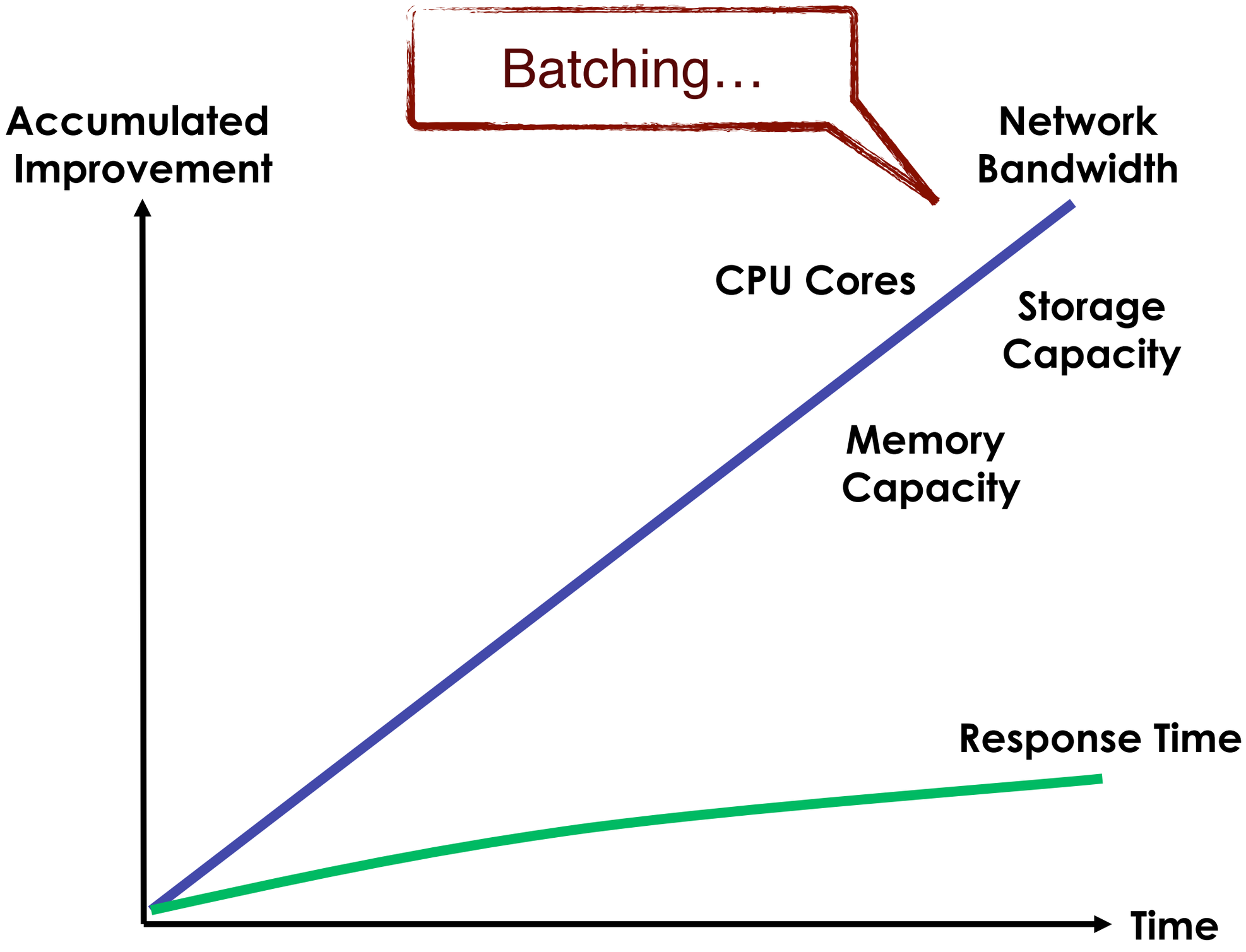
CPU Cores
Storage Capacity
Memory Capacity
Response Time
Time

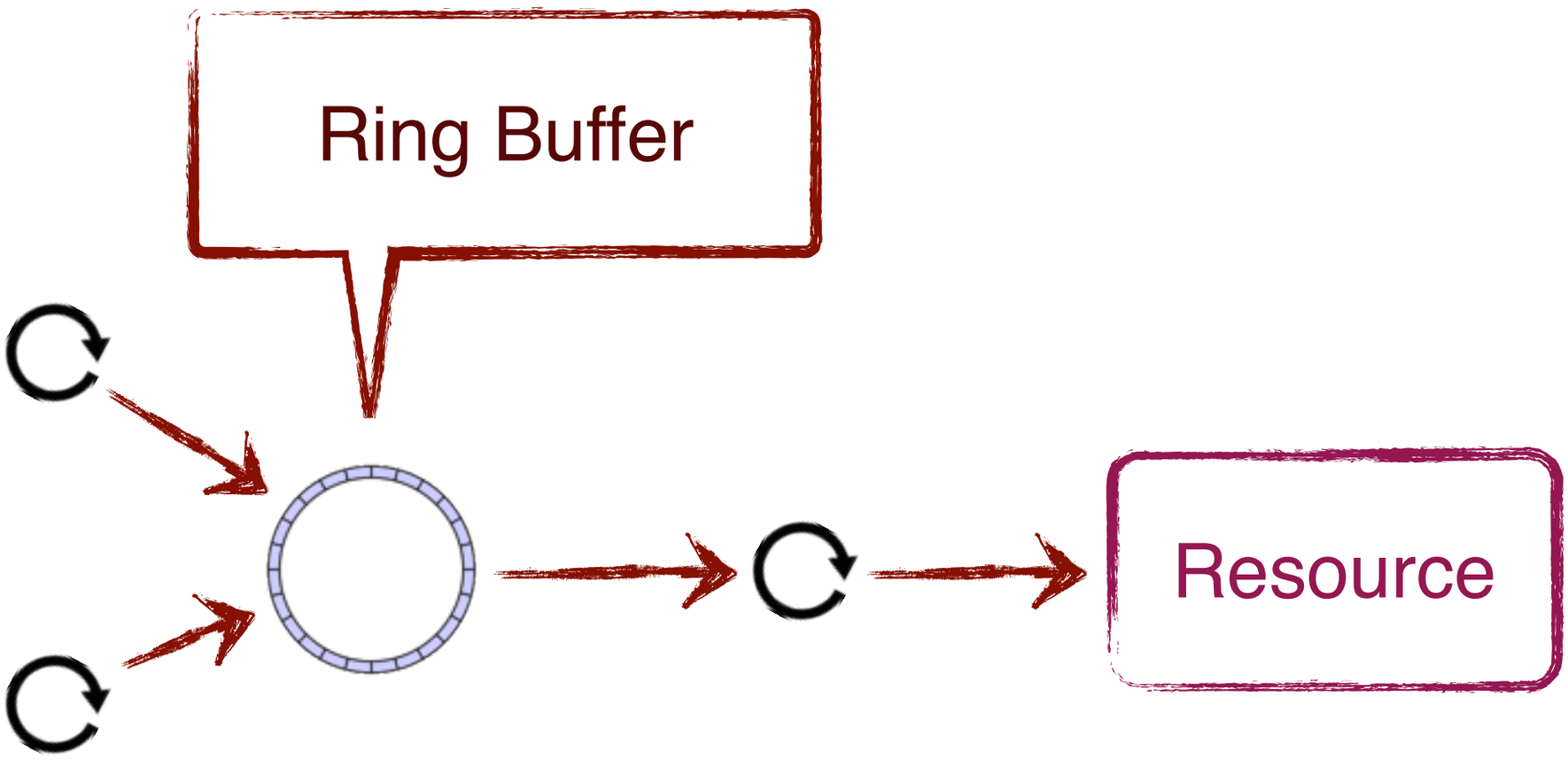

Batching…
Accumulated Improvement
Network Bandwidth
CPU Cores
Storage Capacity
Memory Capacity
Response Time
Time

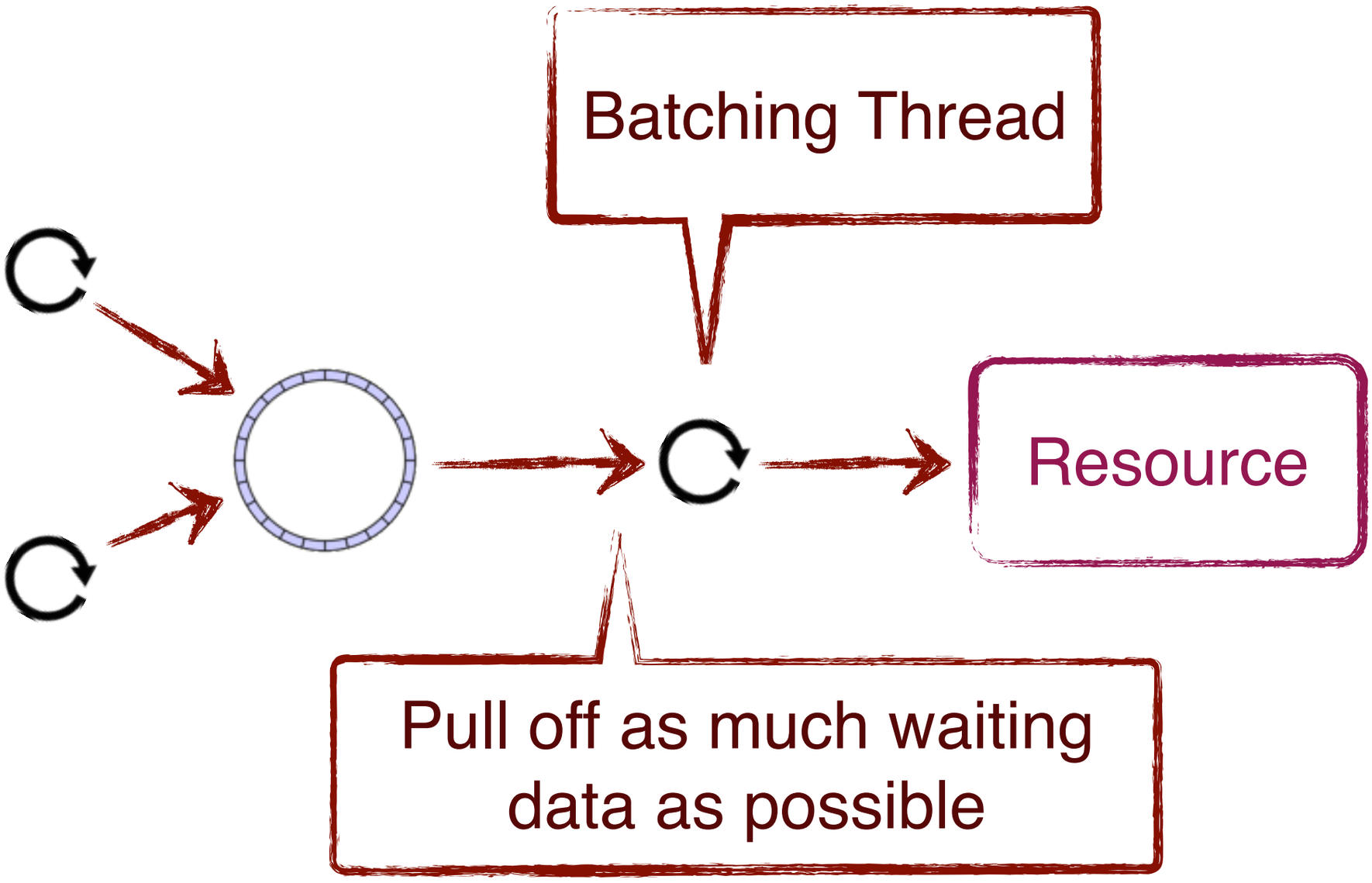
Technique

Smart Batching (Natural Batching)

http://mechanical-sympathy.blogspot.com/2011/10/smart-batching.html


Resource


Ring Buffer
Resource


Batching Thread
Resource
Pull off as much waiting data as possible

- ☑ *Single Writer Principle*
- ☑ *Avoid Resource Contention*
- ☑ *Batching only when needed*
- ☑ *Rate Decoupling*
- ☑ *Back Pressure*

Techniques

Freedom!
Lock-Free, Wait-Free

http://en.wikipedia.org/wiki/Non-blocking_algorithm


FREEDOM!

Words Matter

Obstruction-Freedom

Partially completed operations aborted & changes made rolled back

Lock-Freedom

Individual thread may starve, but guaranteed system-wide throughput

Lock-Free is Obstruction-Free

Wait-Freedom

Starvation free and guaranteed system-wide throughput

Wait-Free is Lock-Free

These properties are awesome!

Who wouldn’t want them?

System-wide properties start at the lowest level

Essence

Just because we could take an action right now, doesn't mean we should

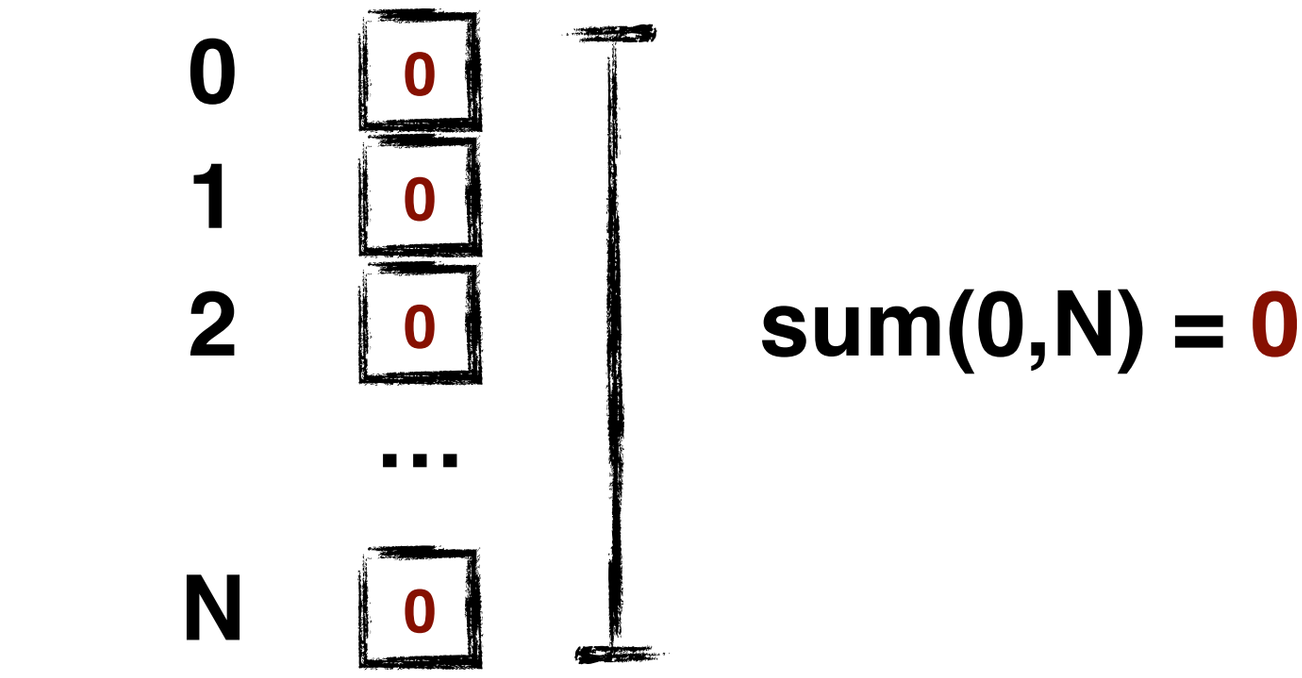
PATIENCE

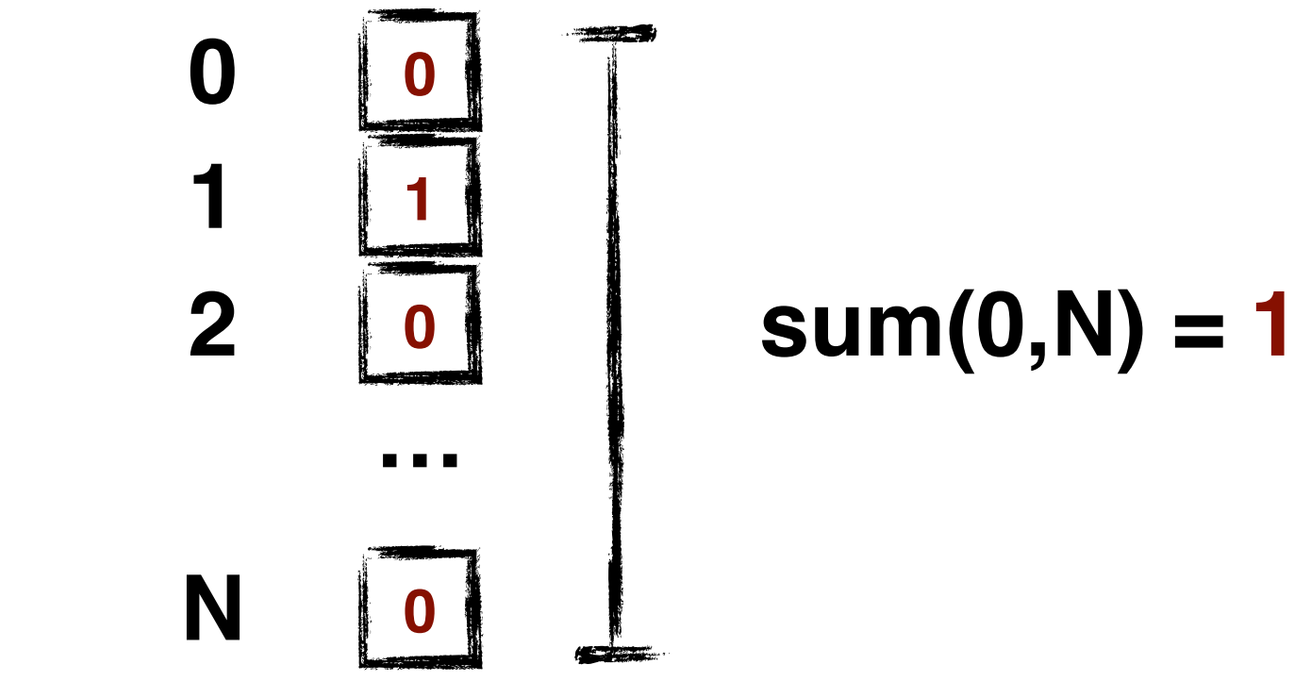
Because you know that someday, you'll be able to beat the #$%^ out of that cat.

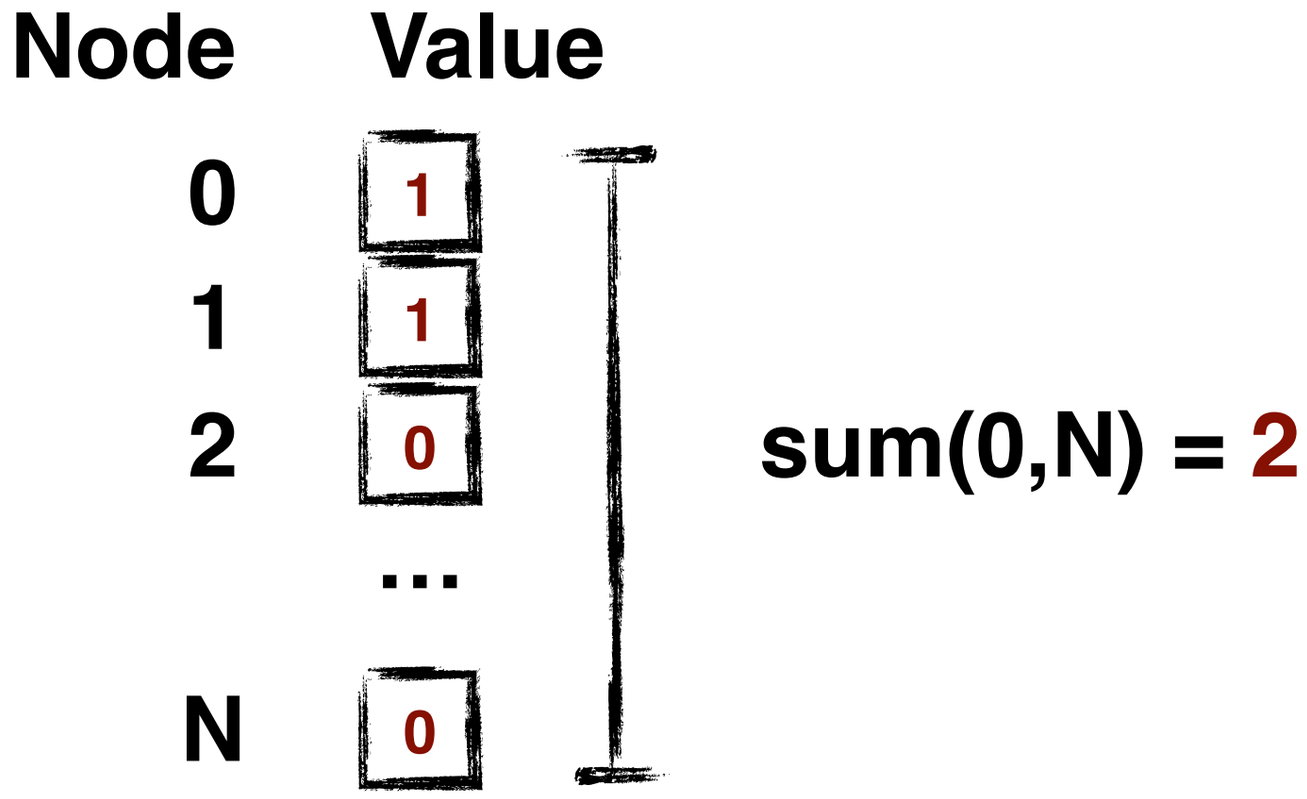
Technology

CRDTs

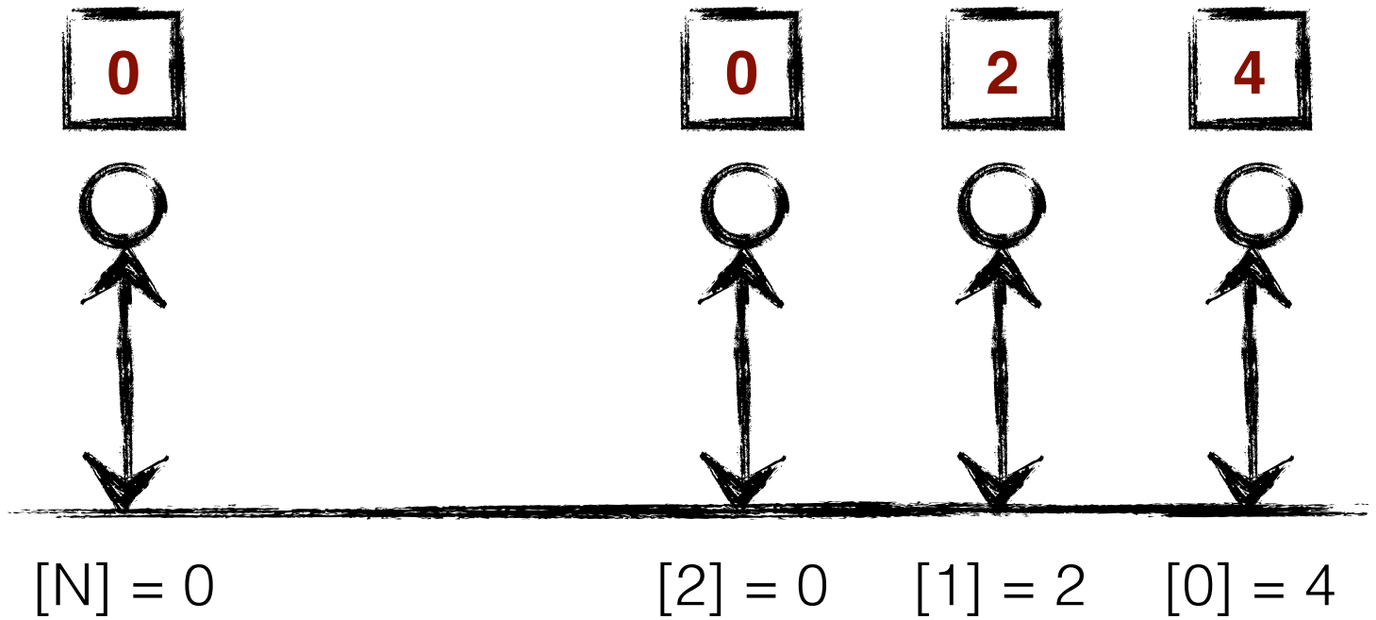
http://en.wikipedia.org/wiki/Conflict-free_replicated_data_type


Node
Value
0
0
1
0
2
0
...
N
0
sum(0,N) = 0


Node
Value
0
0
1
1
2
0
...
N
0
sum(0,N) = 1


Node
Value
0
1
1
1
2
0
...
N
0
sum(0,N) = 2

Gossip for visibility



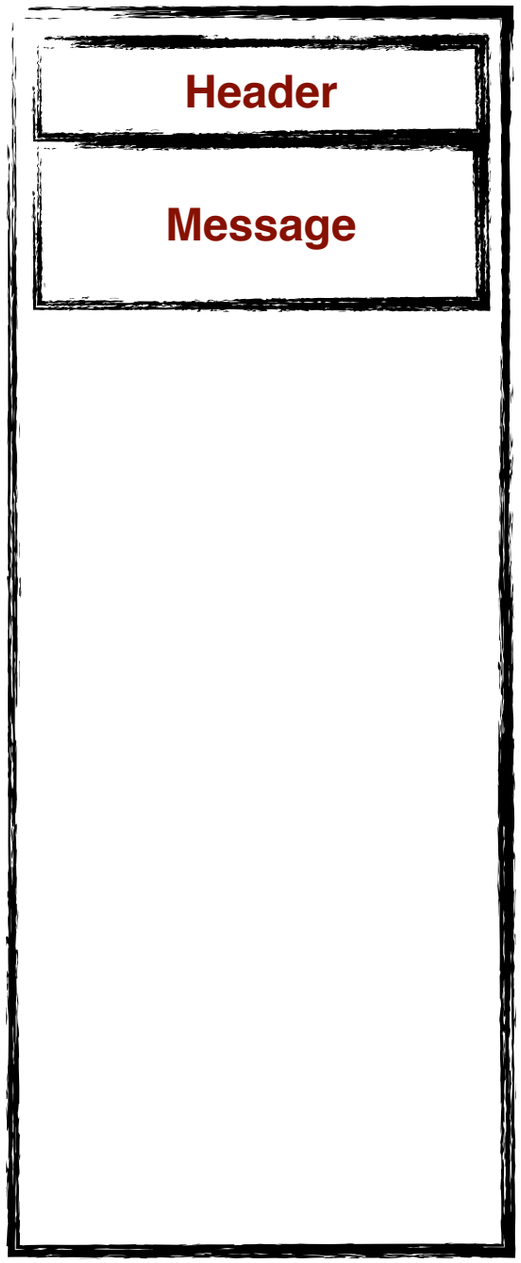
Shared View

Technology

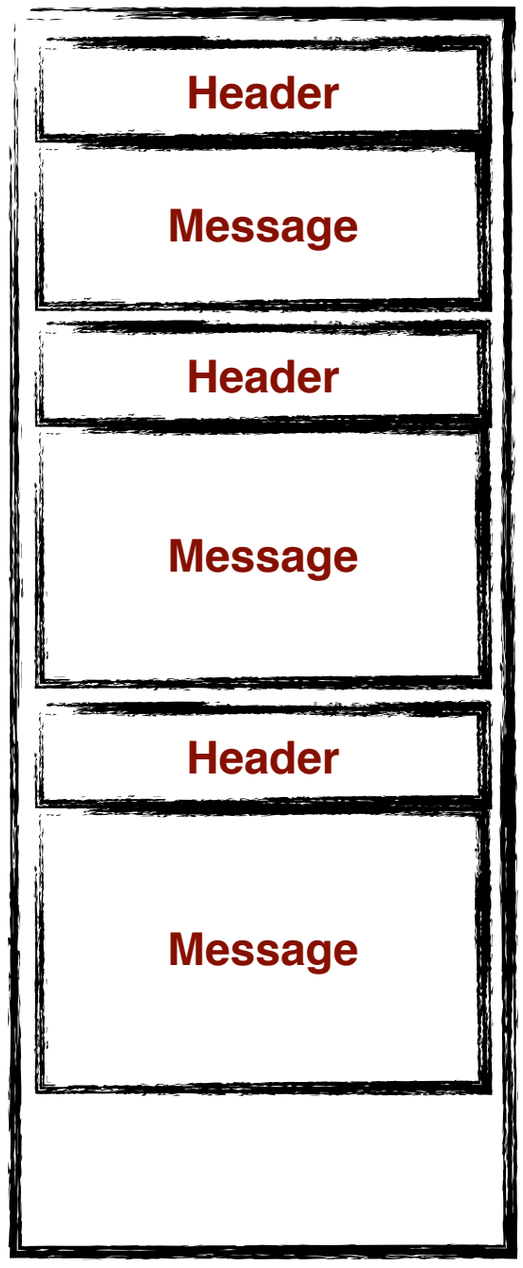
Append-only Data Structures

https://github.com/real-logic/Aeron

Log



Log



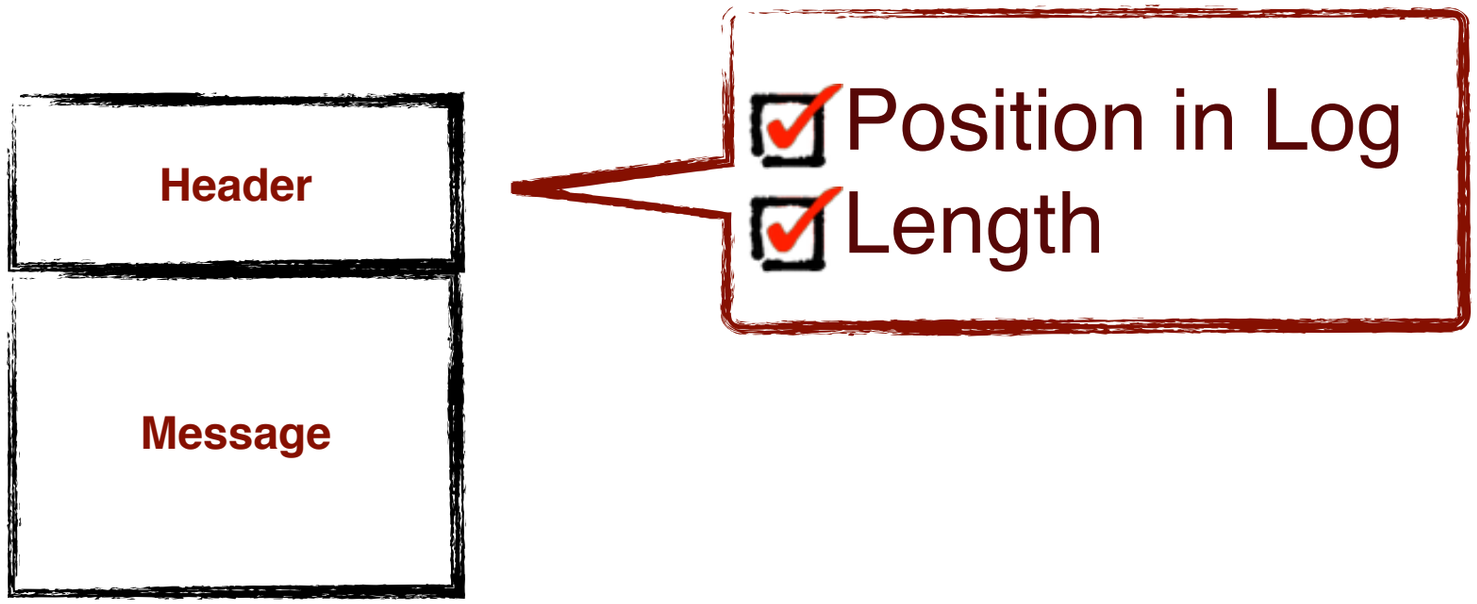
Efficiently Replicating an Append-only Log

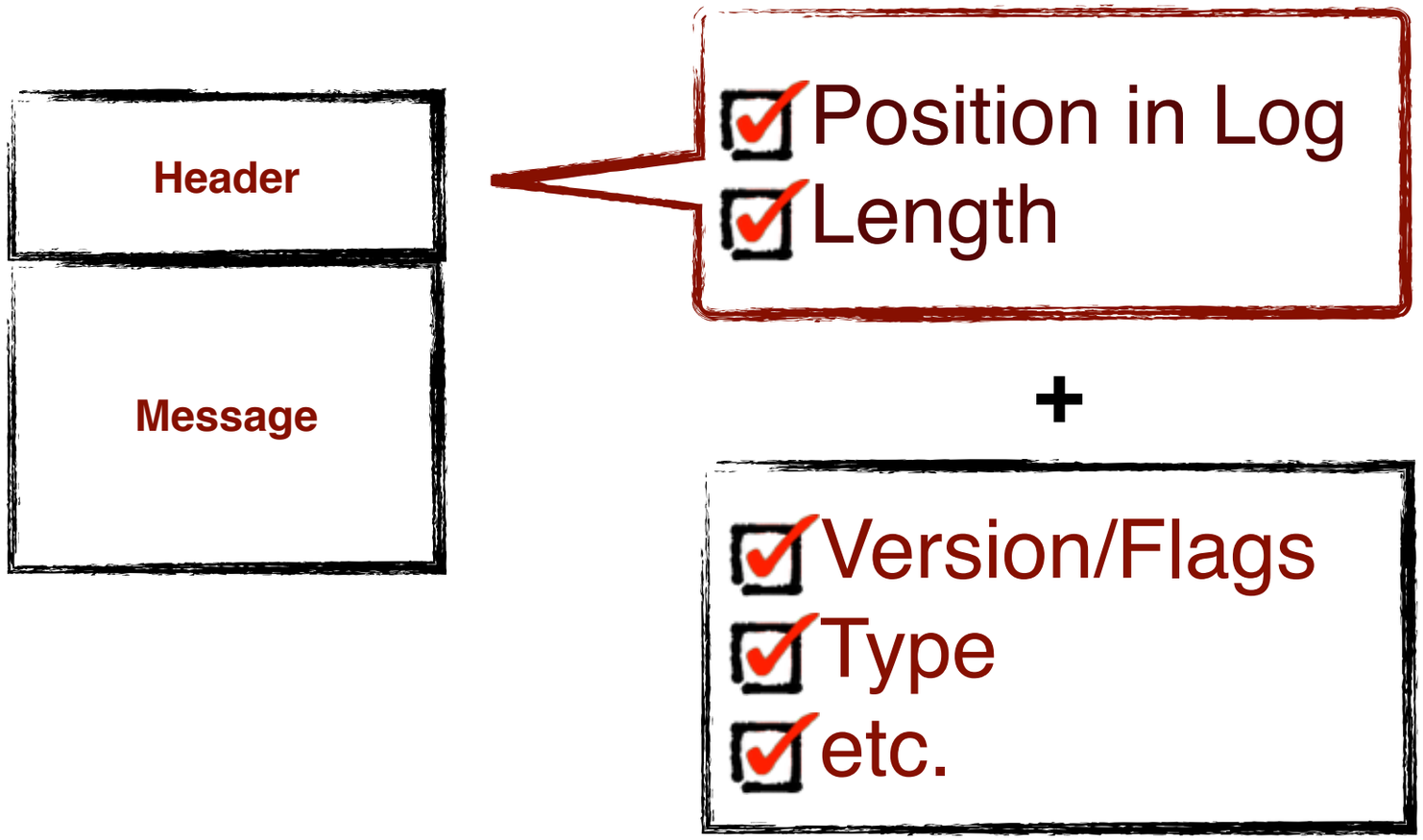
What If…?

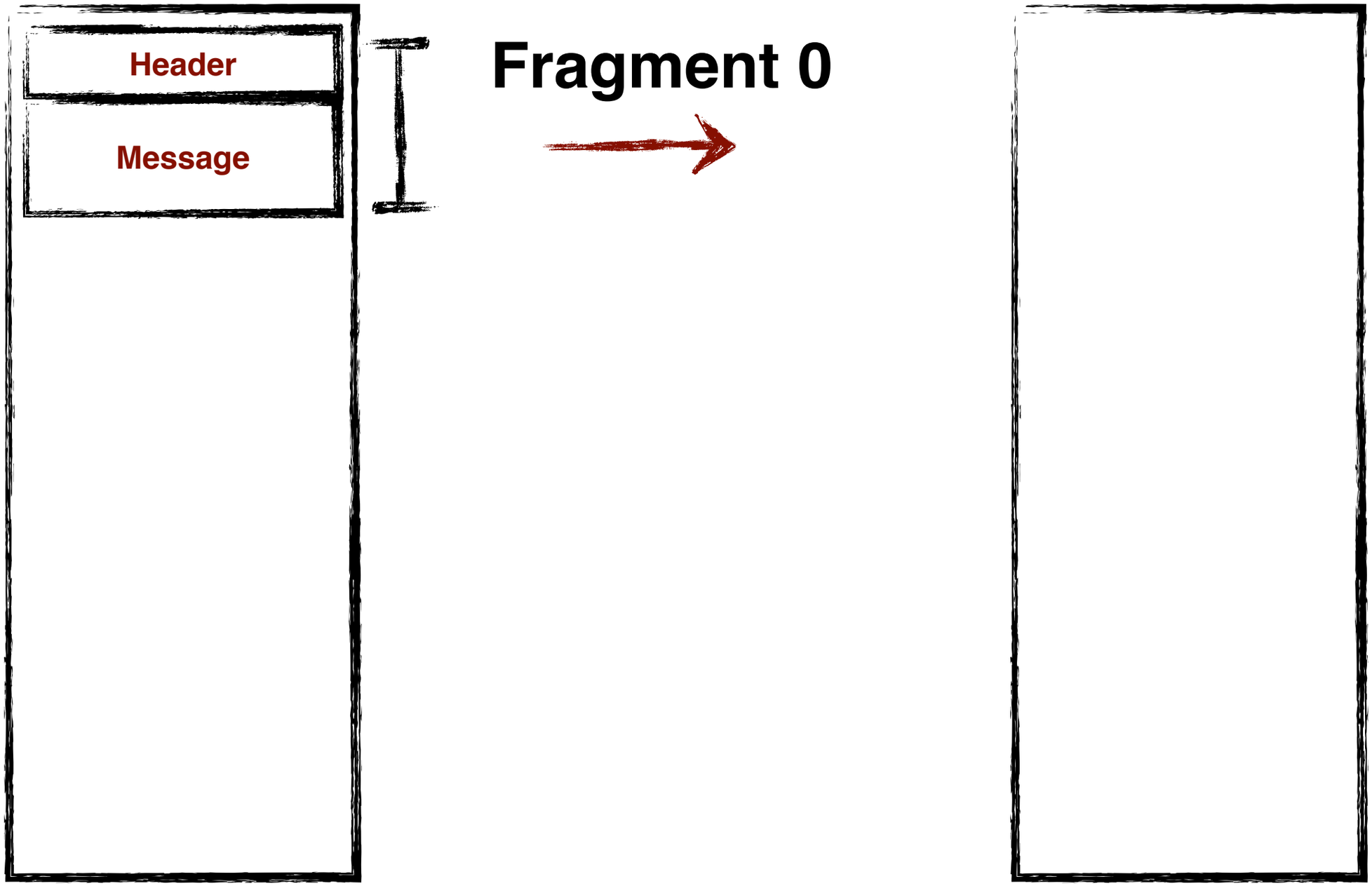
The Data Structure could be directly sent to the “network”?

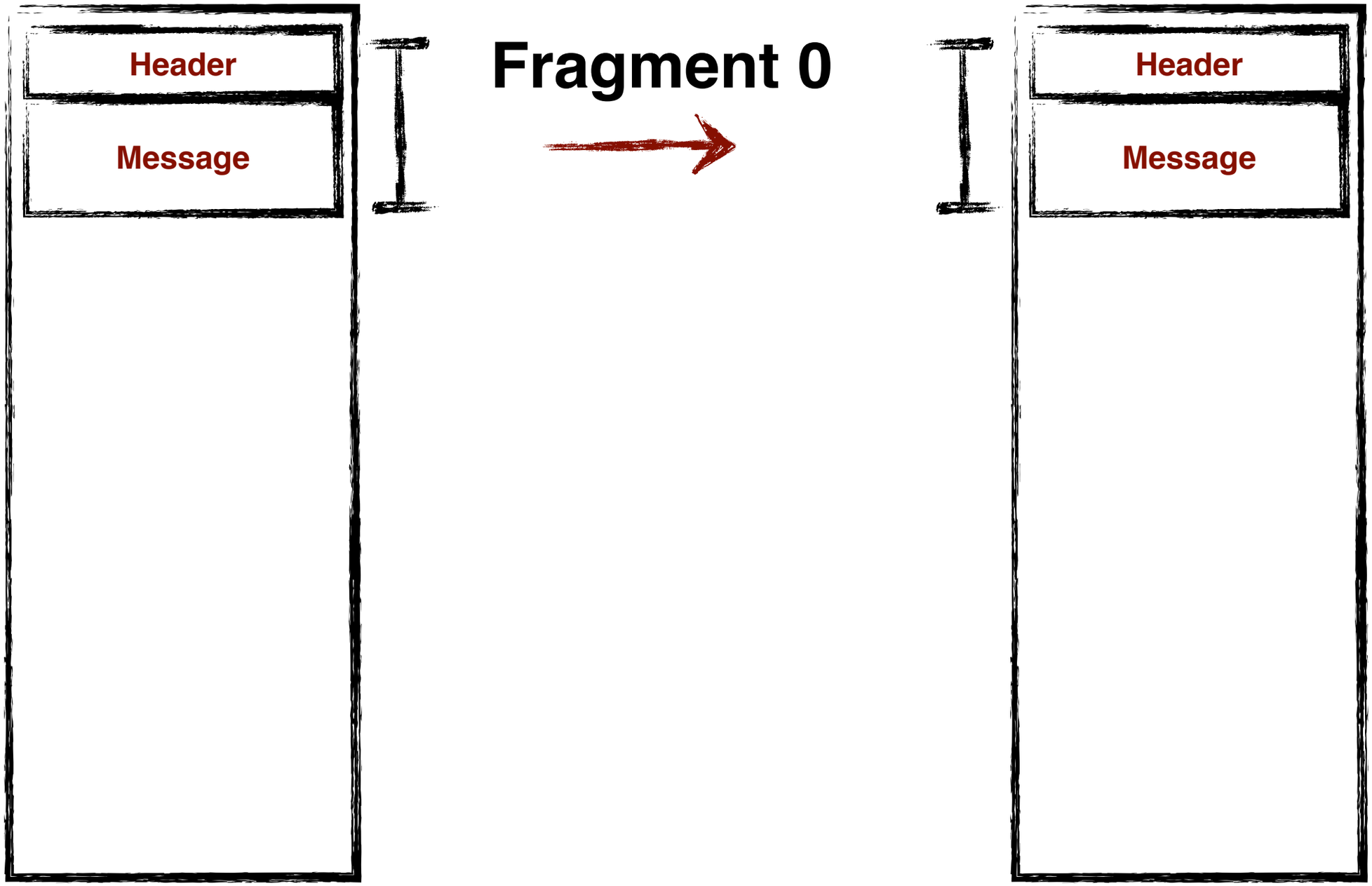
Header

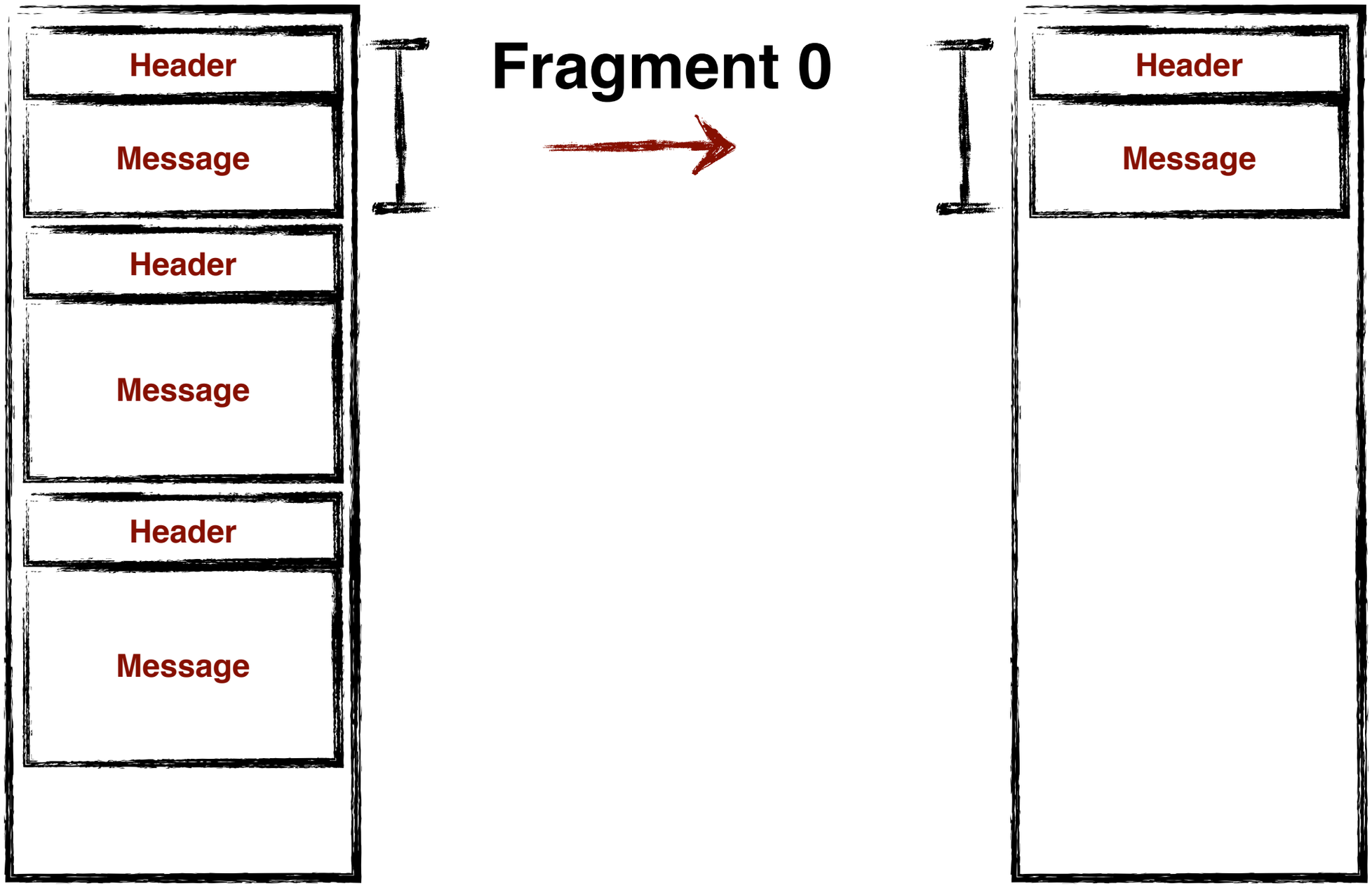
Message

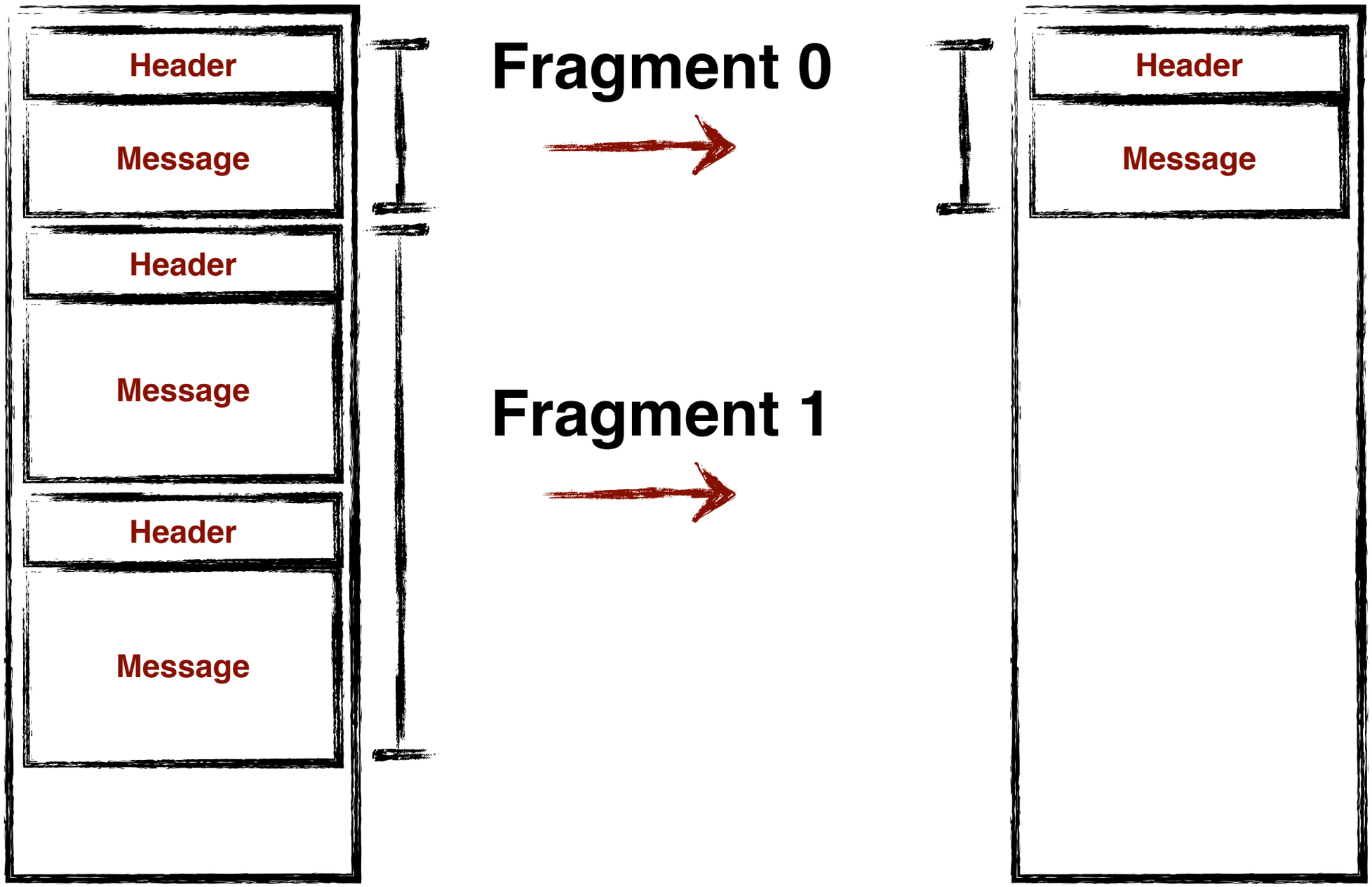

Header
Message
Position in Log
Length

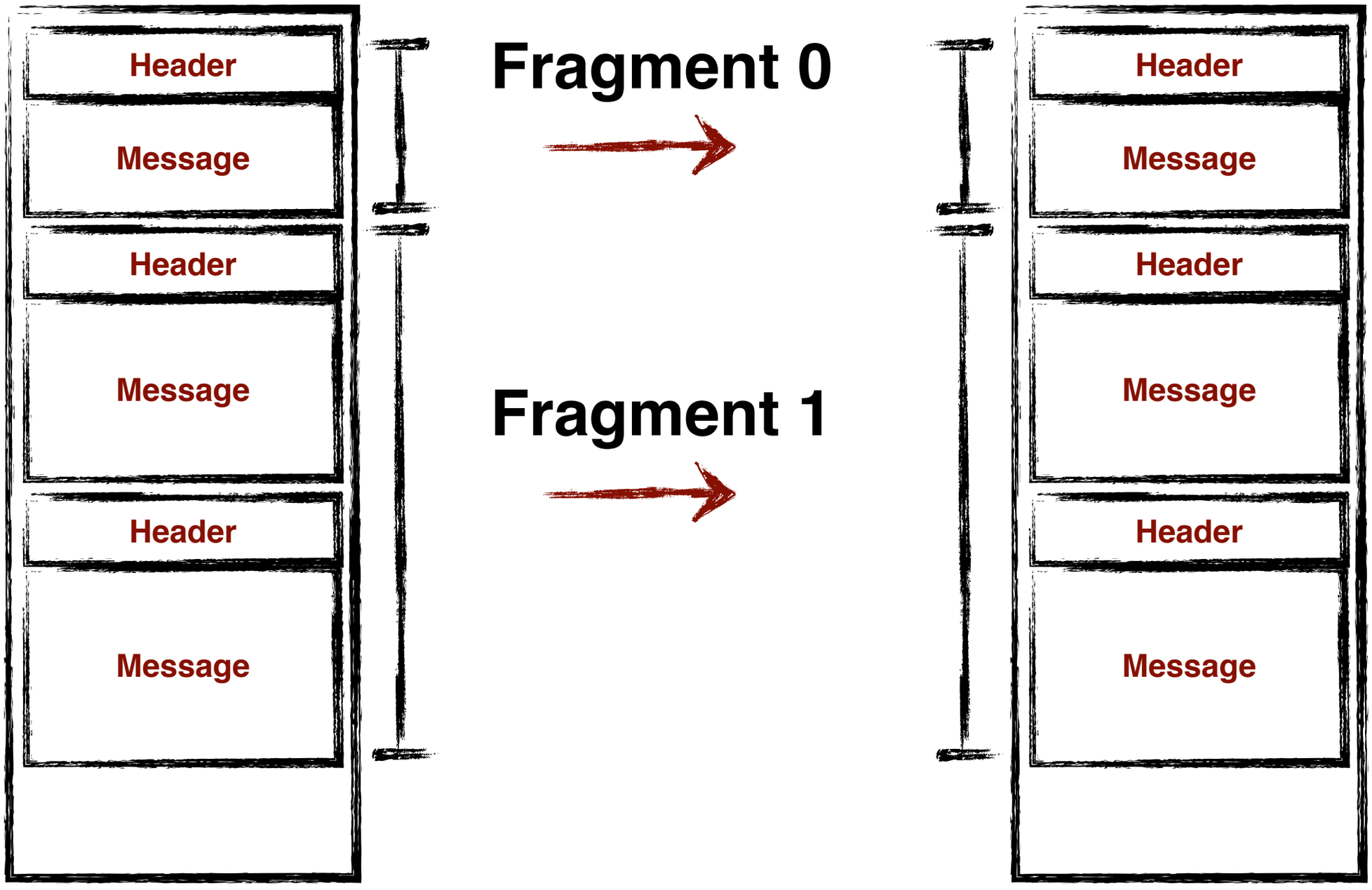

Header
Message
Position in Log
Length
+
Version/Flags
Type
etc.


Header
Message
Fragment 0


Header
Message
Fragment 0
Header
Message


Header
Message
Header
Message
Header
Message
Fragment 0
Header
Message


Header
Message
Header
Message
Header
Message
Fragment 0
Fragment 1
Header
Message


Header
Message
Header
Message
Header
Message
Fragment 0
Fragment 1
Header
Message
Header
Message
Header
Message

Natural for broadcast replication

In Closing…

A flood of data is coming,
Many say it is already here,
How will you deal with it?

Ever seen a PitBull drink from a Fire Hydrant?

It won't give up…

Be the Pitbull at the Fire Hydrant!

Questions?

- Aeron *https://github.com/real-logic/Aeron*
- SlideShare *http://www.slideshare.com/toddleemontgomery*
- Twitter @toddlmontgomery

Thank You!