

Faculty of Engineering & Applied Science

Project Milestone-- Data Processing: Dataflow- apache beam

GITHUB LINK: 100593277/Project-Milestone-4 (github.com)

Course #Title: Cloud Computing

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Project Milestone #4

Group #2

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Another processing service is DataPrep

Differences

A few differences include that the automation of clusters are proposed by DataPrep and Dataflow, whereas on the other hand manual setups are heavily required for DataProc.

Advantages

A few advantages include improved data visualization, higher security and protection, as well as utilized machine learning for reductions of unimportant data. This helps keeping the size minimal.

Disadvantage:

It is slightly more complex to apply/use. It also is not completely integrated with Apache Hadoop as the processing service.

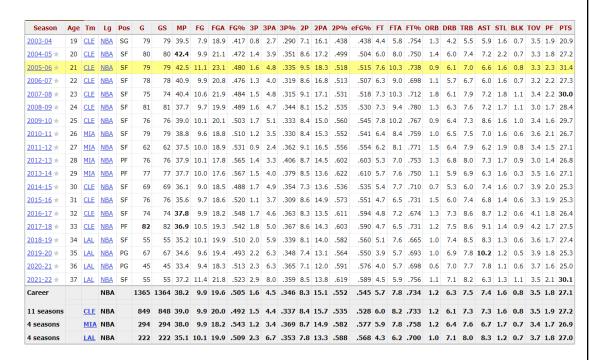
Limitations:

There is a limit of 1000 datasets that are able to be stored within the user interface. However, there is only a minimal amount of memory size that can be used and is shorthanded for storing these datasets as well. Another extremely important thing is that it is not UTF-32 compatible.

Q7.

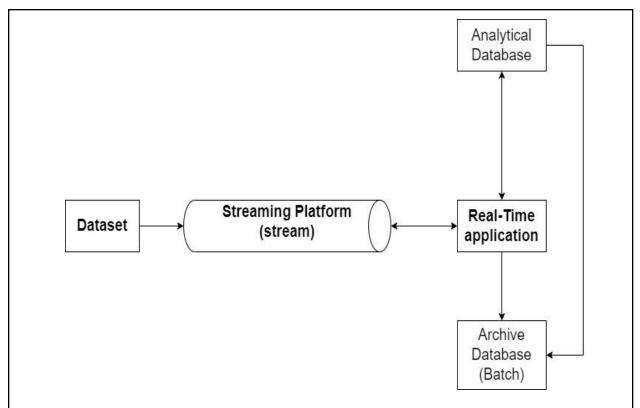
- The dataset to be used: Athlete Statistics
 - The application: Stream processing can be used during real-time events such as live display, updating, insertion, and deletion of these statistics during live games like soccer or basketball. Batch processing can be used for non real-time events

- such as simply inputting the statistics into the organizations (like NBA, or FIFA) server to keep records of each game in history.
- Its impact: The use of the dataset will impact both real-time and non real-time events as the game will be streamed and updated while live then once completed will be sent to the organizations server.
- The used dataset (size, schema/structure): This dataset in particular will be of the basketball player lebron james overall career from the year 2003-2022. The size will contain a total of 475 elements and the schema will be a table considering scores from "G" (games played) to "PTS" (points per game) so a 25x19 table = 475 values.



Within the practical application database the structure (just like in the picture above) will have each column represent a different statistic score and each row being a generation or a (year) that those scores were taken.

A graph showing the proposed pipeline(s):



• List of other tools (AI, clustering,...) needed to implement that application: The only other tool required for this application to be implemented is to have a data bufferer so that both real-time and archived data are presented to the viewer quickly, with minimal latency, and so that data does not become corrupted due to its size. Another possible tool you could use is AI (machine learning) so that predictions of future analytics can be presupposed or predicted and exist prior to the game so that when scores are entered for the next archive there will only need to be a change in some values for some columns and not others.