# dataArtisans

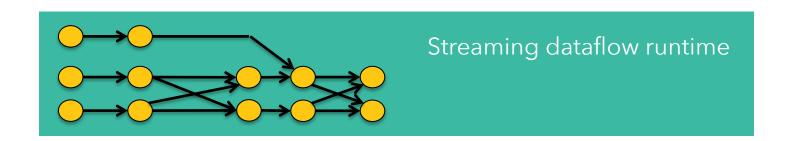


# Apache Flink® Training

System Overview

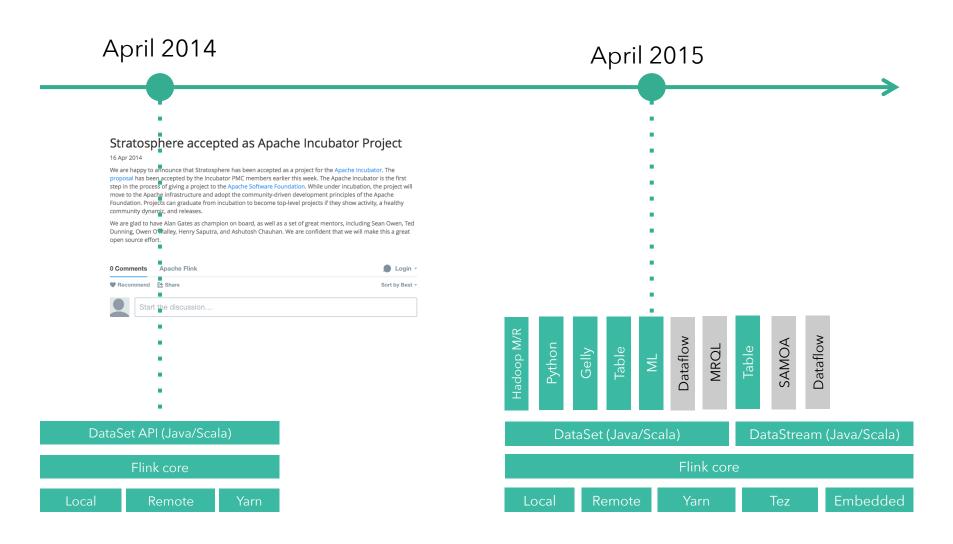


# A stream processor with many applications



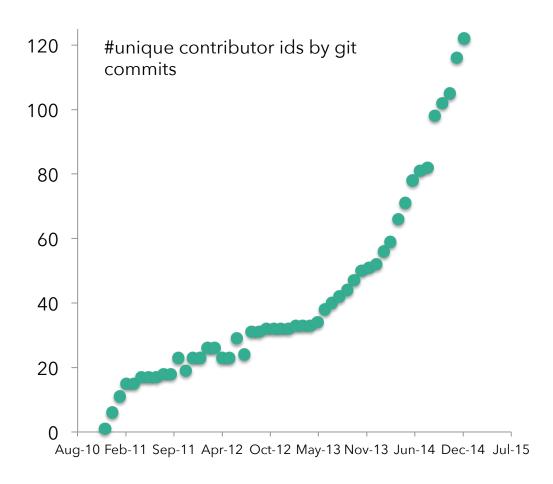
### 1 year of Flink - code





# Flink Community





In top 5 of Apache's big data projects after one year in the Apache Software Foundation

# The Apache Way



Flink is an Apache top-level project

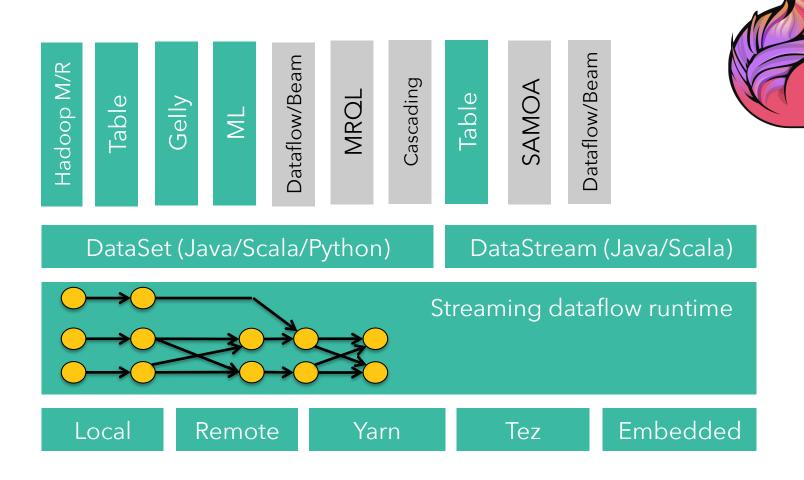


Community-led development since 1999.

- Independent, non-profit organization
- Community-driven open source software development approach
- Public communication and open to new contributors

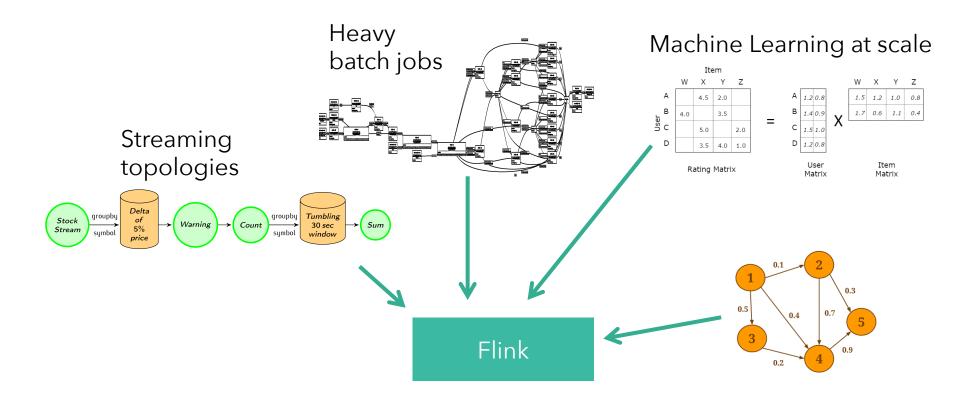
# What is Apache Flink?





### Native workload support





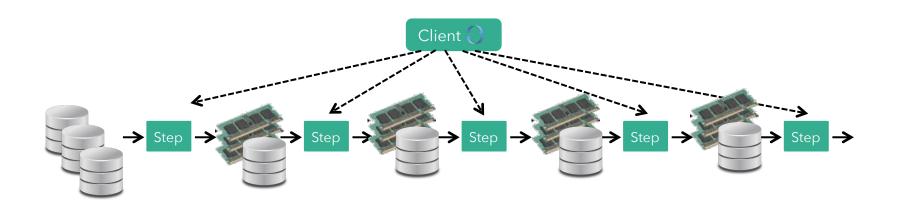
How can an engine **natively** support all these workloads?

And what does native **mean**?

### E.g.: Non-native iterations

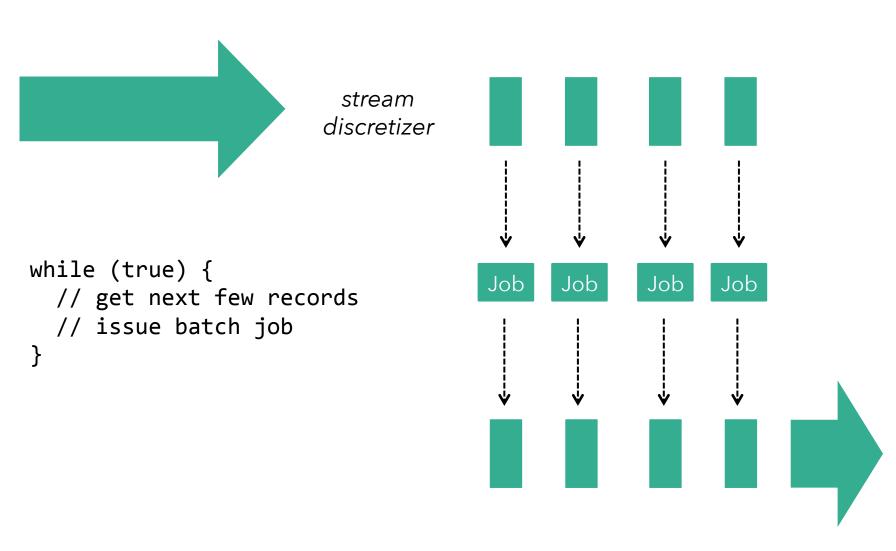


```
for (int i = 0; i < maxIterations; i++) {
    // Execute MapReduce job
}</pre>
```



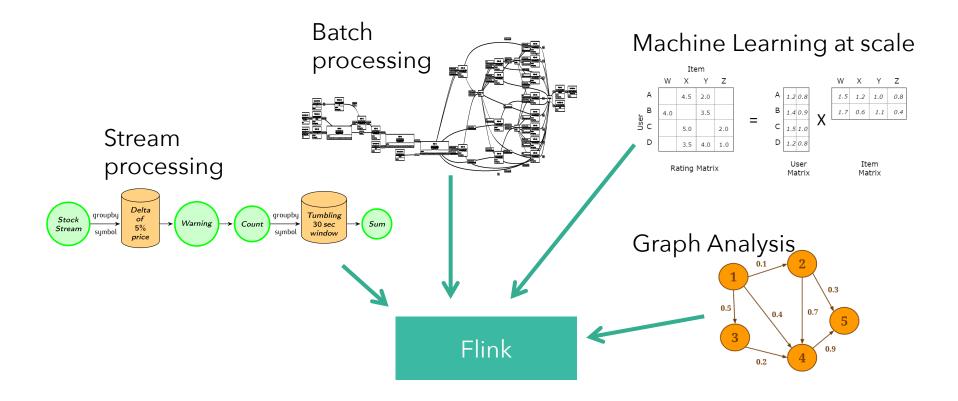
# E.g.: Non-native streaming





### Native workload support





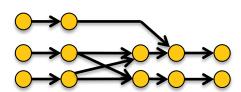
How can an engine **natively** support all these workloads?

And what does "native" **mean**?

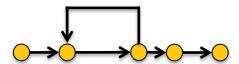
# Flink Engine



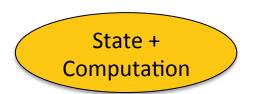
1. Execute everything as streams



2. Iterative (cyclic) dataflows



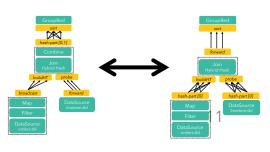
3. Mutable state



4. Operate on managed memory



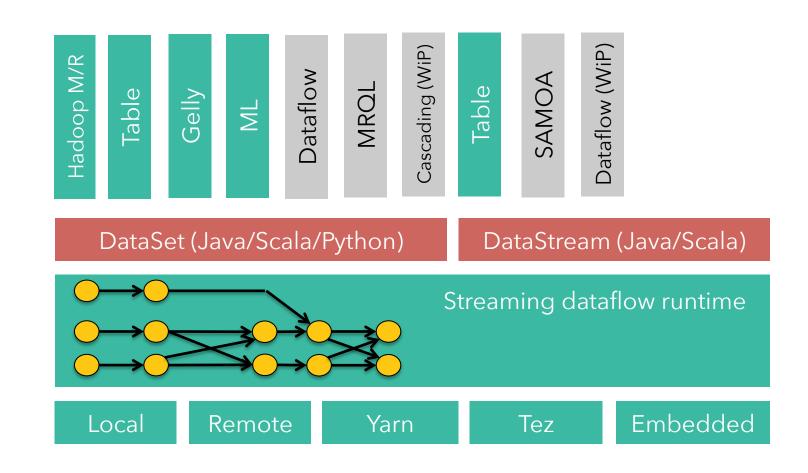
5. Special code paths for batch



# What is a Flink Program?

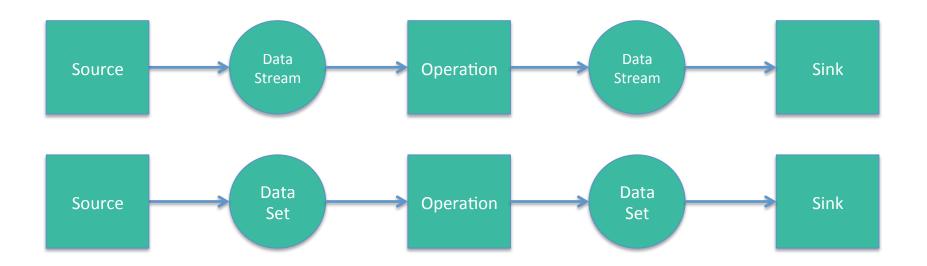
### Flink stack





### **Basic API Concept**





### How do I write a Flink program?

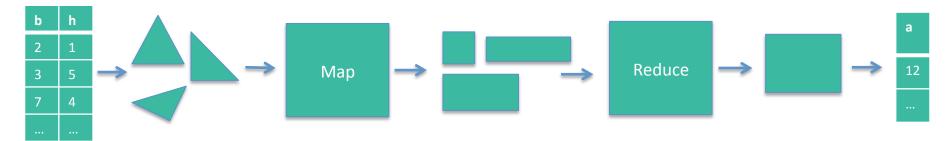
- 1. Bootstrap sources
- 2. Apply operations
- 3. Output to source

### **Batch & Stream Processing**



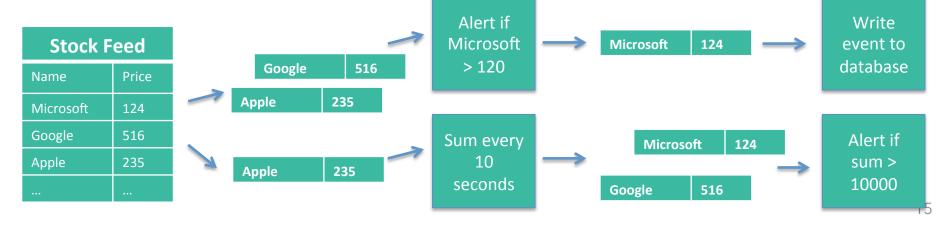
#### DataSet API

Example: Map/Reduce paradigm



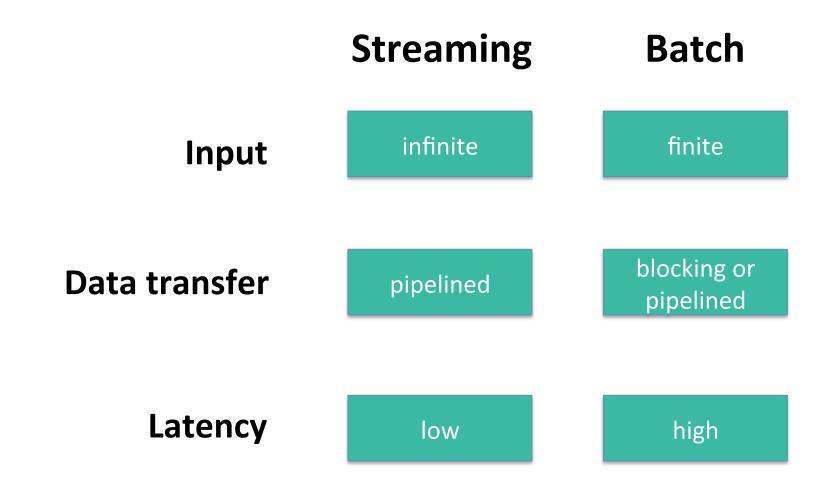
#### DataStream API

**Example: Live Stock Feed** 



# Streaming & Batch

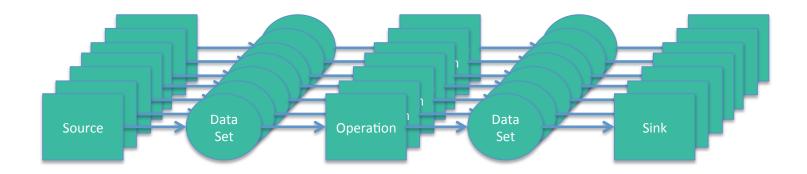




# Scaling out

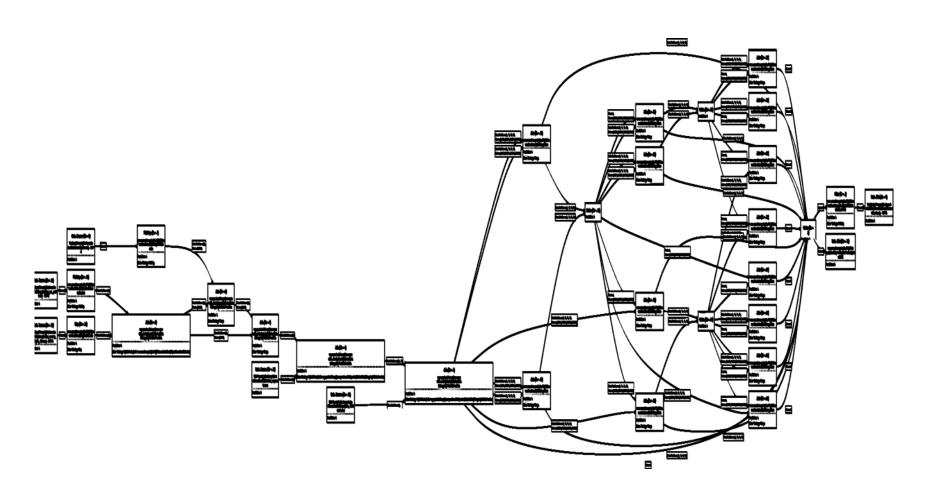






# Scaling up





### Sources (selection)



#### **Collection-based**

- fromCollection
- fromElements

#### File-based

- TextInputFormat
- CsvInputFormat

#### **Other**

- SocketInputFormat
- KafkaInputFormat
- Databases

### Sinks (selection)



#### File-based

- TextOutputFormat
- CsvOutputFormat
- PrintOutput

#### **Others**

- SocketOutputFormat
- KafkaOutputFormat
- Databases

### **Hadoop Integration**



#### Out of the box

- Access HDFS
- Yarn Execution (covered later)
- Reuse data types (Writables)

### With a thin wrapper

- Reuse Hadoop input and output formats
- Reuse functions like Map and Reduce

# What's the Lifecycle of a Program?

### From Program to Dataflow

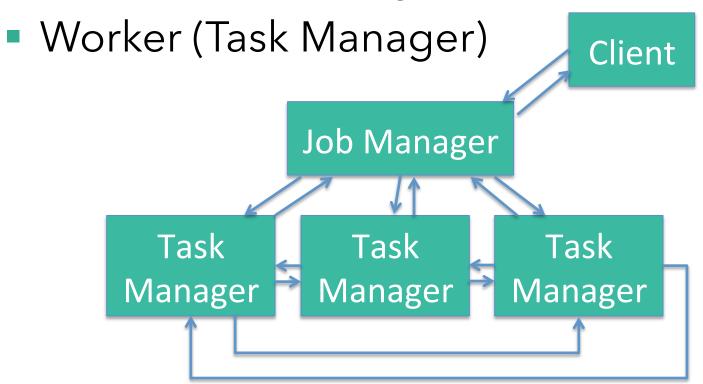


```
case class Path (from: Long, to: Long)
val tc = edges.iterate(10) {
 paths: DataSet[Path] =>
                                                Type extraction
                                                                                                       Dataflow
   val next = paths
                                                      stack
     .join(edges)
                                                                                                         Graph
     .where("to")
     .equalTo("from") {
       (path, edge) =>
                                                   Optimizer
        Path(path.from, edge.to)
                                                                                       Мар
     .union(paths)
     .distinct()
                                                                                       Data
   next
                                             Pre-flight (Client)
 }
           Program
                                                                 deploy
                                                               operators
                                           Dataflow
                                           metadata
                                              Task
                                                                 track
                                          scheduling
                                                             intermediate
                                                                results
                                             Master
                                                                                        Workers
```

### **Architecture Overview**



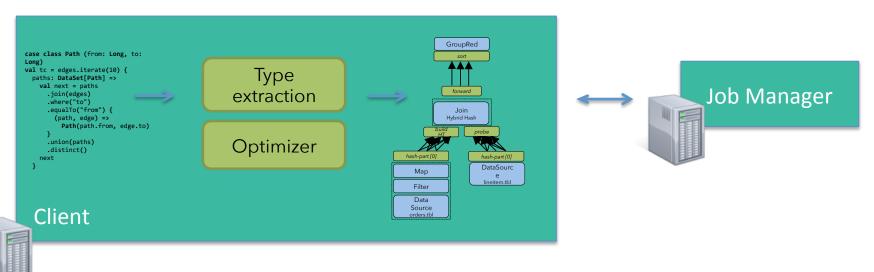
- Client
- Master (Job Manager)



### Client



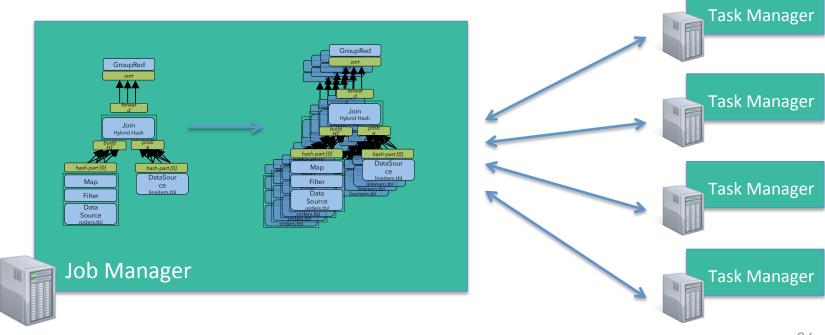
- Optimize
- Construct job graph
- Pass job graph to job manager
- Retrieve job results



### Job Manager



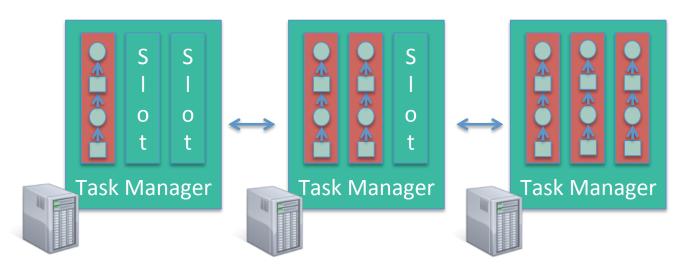
- Parallelization: Create Execution Graph
- Scheduling: Assign tasks to task managers
- State: Supervise the execution



### Task Manager



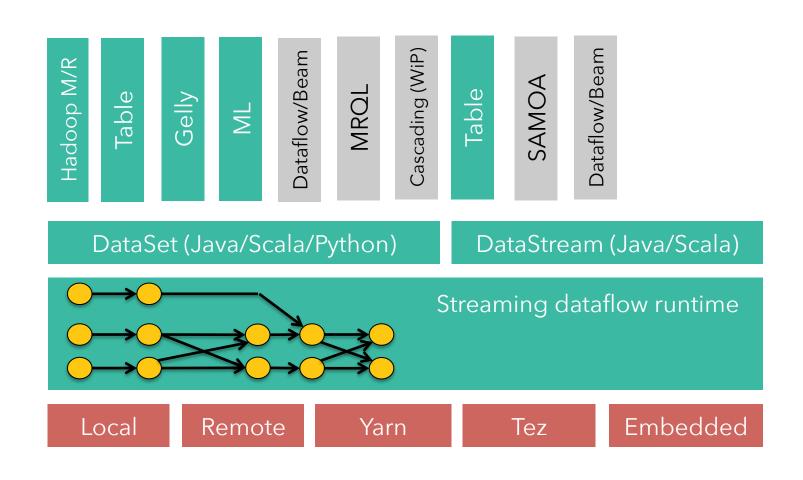
- Operations are split up into tasks depending on the specified parallelism
- Each parallel instance of an operation runs in a separate task slot
- The scheduler may run several tasks from different operators in one task slot



# **Execution Setups**

### Ways to Run a Flink Program

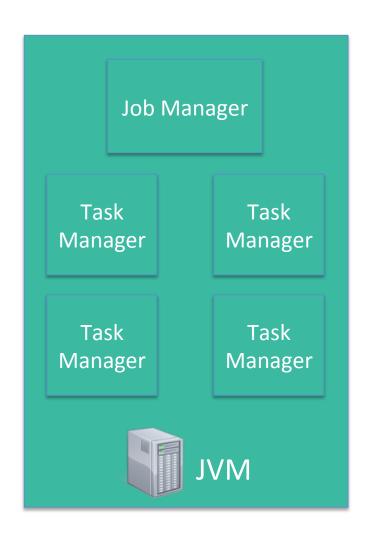




### **Local Execution**



- Starts local Flink cluster
- All processes run in the same JVM
- Behaves just like a regular Cluster
- Very useful for developing and debugging



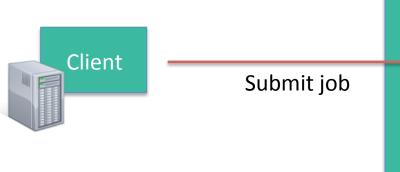
### **Embedded Execution**



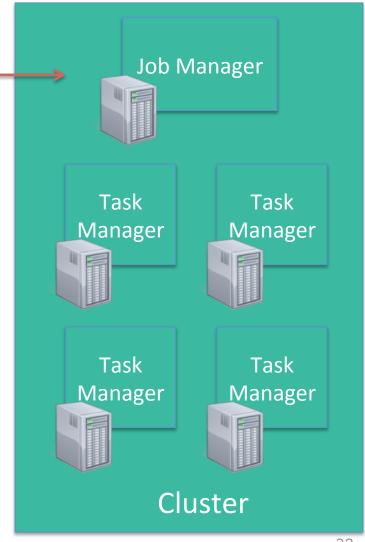
- Runs operators on simple Java collections
- Lower overhead
- Does not use memory management
- Useful for testing and debugging

### **Remote Execution**





- Submit a Job remotely
- Monitor the status of a job

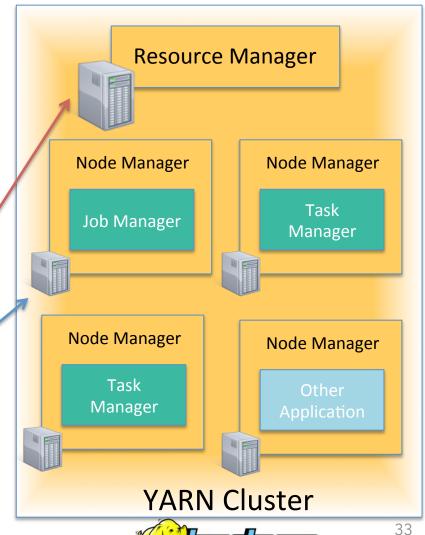


### YARN Execution



- Multi-user scenario
- Resource sharing
- Uses YARN containers to run a Flink cluster
- Easy to setup











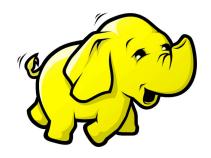
- Leverages Apache Tez's runtime
- Built on top of YARN
- Good YARN citizen
- Fast path to elastic deployments
- Slower than native Flink

# Flink compared to other projects

### **Batch & Streaming projects**



### **Batch only**



### **Streaming only**



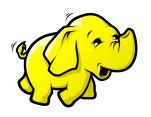
### **Hybrid**





# **Batch comparison**









API	low-level	high-level	high-level
Data Transfer	batch	batch	pipelined & batch
Memory Management	disk-based	JVM-managed	Active managed
Iterations	file system cached	in-memory cached	streamed
Fault tolerance	task level	task level	job level
Good at	massive scale out	data exploration	heavy backend & iterative jobs
Libraries	many external	built-in & external	evolving built-in & external

# Streaming comparison









Streaming	"true"	mini batches	"true"
API	low-level	high-level	high-level
Fault tolerance	tuple-level ACKs	RDD-based (lineage)	coarse checkpointing
State	not built-in	external	internal
Exactly once	at least once	exactly once	exactly once
Windowing	not built-in	restricted	flexible
Latency	low	medium	low
Throughput	medium	high	high

# Thank you for listening!