

# Architectures for Big Data - First assignement

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# 1 Overview

The assignment is focused on implementing a simple Architecture using Python Abstract Classes to build a structure that is lead to retrieve data from generics externals data source for importing them into an internal DB that will be used from the analyst's team for analysis purposes.

## 2 Project Requirements

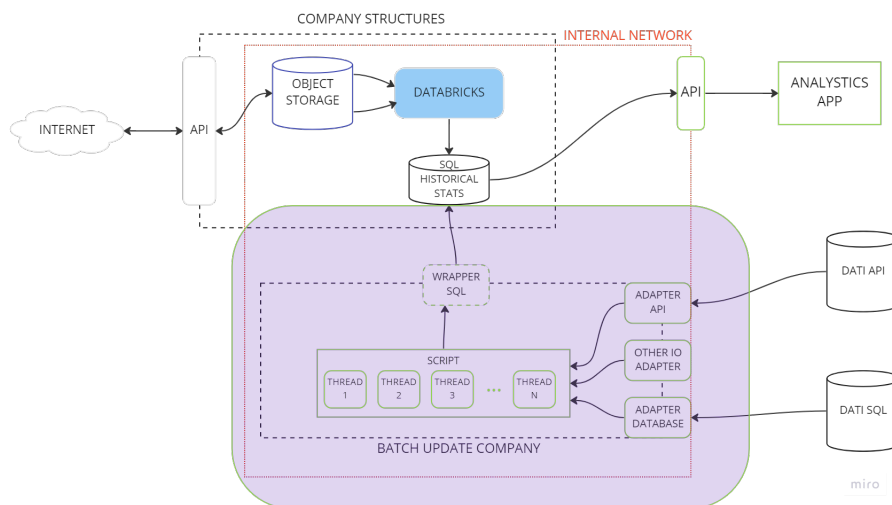
The project requirements are reduced to the ideation and abstract implementation of a software architecture which satisfies to follow the *Software Architecture Pillars* seen during the class lessons.

In specific those pillars are:

1. Being the framework for satisfying requirements
2. Being the technical basis for design
3. Being the managerial basis for cost estimation and process management
4. Enabling component reuse
5. Allowing a tidy scalability
6. Avoiding handover and people lock in

## 3 Software Architecture Pillars

### 3.1 Being the framework for satisfying requirements



### **3.1.1 Functional Requirements**

The software will need the ability to read data from generic external sources (like Databases, public API, Data Stream, ...) and to prepare and process them before their insertion inside the local Company Historical DB.

This software, that furthermore we will call 'Batch Extractor', will need to be able to adapt itself for retrieving data from any data source that the company will need to import inside the system for allowing analysts to be free of finding which data source should fit better for their needs.

The batch system will also need to be adaptable for changes on the internal structure of the Company, in particular the DB, for letting free the company to make the best business and behavioral choices in any moment free of the current implementations of the system.

Important will also be that the structure should be scalable on multiple and concurrent input data source, for allowing the system to inject data at different speeds based on the need of the analysts.

### **3.1.2 Technical Requirements**

Due to accomplish the necessity of the structure of being adaptable to any external source is important that the software will presents a layer of external adapters that will be used to connect to the external sources for retrieving properly data based on the external infrastructures and needs.

Important will be the possibility for the system to be able to add new adapters to interact with new outside data sources. Those will simply need to pass the data to the script unknowingly of the internal DB implementation and this will then take care of them for the inserting inside the Historical DB.

Important will also be the presence of wrappers for the connection with the internal Historical DB. This feature will provide another abstraction layer that will be important for allow the company any change on the internal technologies used for storing data.

### **3.1.3 Security Requirements**

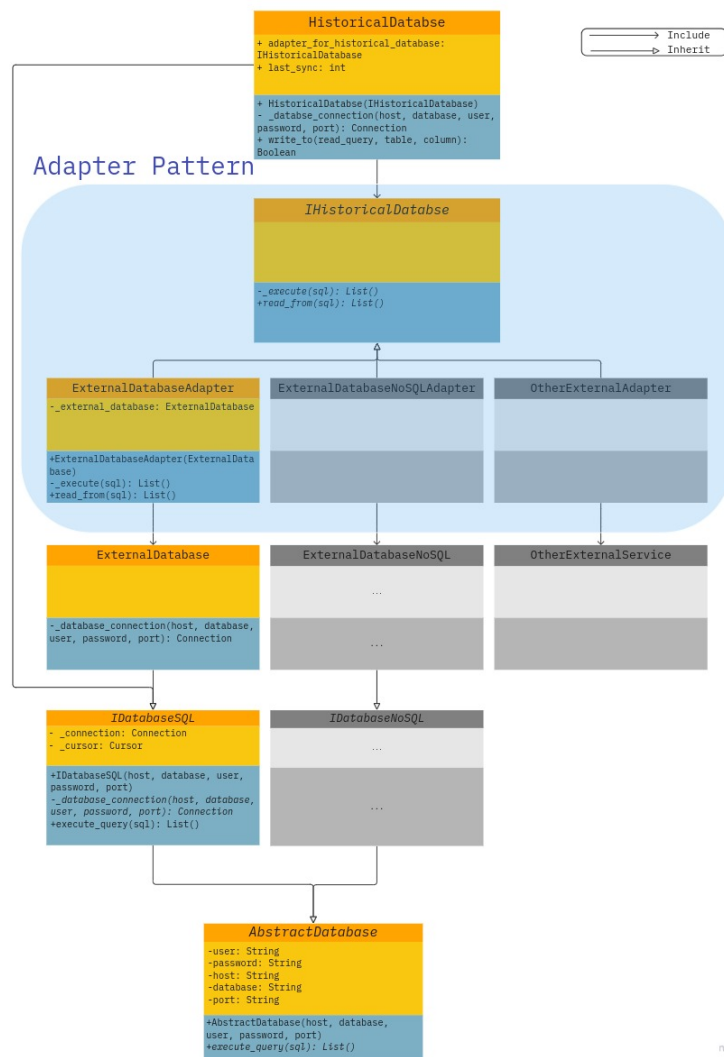
The system will need to be placed inside the company network due to avoid the necessity of opening external ports directly to the Historical DB, for reduce the possibility of penetration of malicious actors inside the system.

Important will also be the process of input sanitization after receiving data from the external source and before inserting them inside the queries, due to avoid the exposure of the system to attack like SQL injection or similar.

### 3.2 Being the framework for satisfying requirements

We developed the architecture later illustrated keeping in mind that we have a single immutable database on which we write (historical database) and possible multiple databases or data sources from which to read.

To interface on these databases or data sources we thought to use multiple adapters to transform the data coming in a writable format on hisotircal database.



Please note: The gray part is not implemented. We will talk about it in the reusability chapter.

We thought to use **Adapter (Wrapper)** pattern because this allow us to keep the same *historical database* and make it to communicate with different types of

*external database*. We want to write into the *historical database*, and we want to read from the *external database*.

This implementation uses the object composition principle: the adapter implements the interface of one object and wraps the other one.

1. *AbstractDatabase* is an abstract class that contains the information to connect with any database.

In the inherit class, you will have to implement `execute_query(...)` method.

2. *IDatabaseSQL* are an abstract class that define behavior of the SQL database.

Since *IDatabaseSQL* inherits from *AbstractDatabase* it must implements `execute_query(...)` method.

In the inherit class, you will have to implement `_database_connection(...)` method.

Assuming that in python any database sql library implement `.connector.connect(...)` and `.cursor()` methods:

- (a) we use `_connection` field to store the connection to the specific database;
- (b) we use `_cursor` field to store the cursor to the specific database.

Note that `_cursor` contains the `.execute(...)` method that is used to execute the query.

3. *ExternalDatabase* is a concrete class that allow us to establish a connection.

Since *ExternalDatabase* inherits from *IDatabaseSQL* it must implements `_database_connection(...)`.

4. *ExternalDatabaseAdapter* is a concrete class that make the data from *ExternalDatabase* readable and writable for *HistoricalDatabase*.

Since *ExternalDatabaseAdapter* inherits from *IHistoricalDatabase* it must implements `_read_from(...)` and `_execute(...)` methods.

Since *ExternalDatabaseAdapter* has a *ExternalDatabase* object and it can execute query or more specifically read the data from it.

(e.g., If the our *HistoricalDatabase* would like to has a list of tuple we should implement this method in the way it returns it)

5. *IHistoricalDatabase* is an interface that contains the declarations of methods that they must be implemented by each adapters.

We expect the `read_from(...)` method returns a fitted content for the *HistoricalDatabase*.

6. *HistoricalDatabase* is a concrete class that contains the methods to execute query into the historical database.

Since HistoricalDatabase inherits from IDatabaseSQL it must implements `_database_connection(...)`.

Since HistoricalDatabase has a IHistoricalDatabase object it can get data from it.

To remember the last item we read, we store the identifier of it (ordered) into a sync.json file, and when we want to execute the next query, we should read from sync.json the identifier.

The `.write_to(...)` method use the `.read_from(...)` method of the adapter to get a list of tuple and then it will insert it to historical database.

After this, it will commit the changes.

### 3.3 Being the managerial basis for cost estimation and process management

### 3.4 Enabling component reuse

```
1 class IHistoricalDatabase(ABC):
2     @abstractmethod
3     def _execute(self, sql): pass
4
5     @abstractmethod
6     def read_from(self, sql): pass
7
8 class ExternalDatabaseAdapter(IHistoricalDatabase):
9     external_database: ExternalDatabase = ''
10
11     def __init__(self, external_database: ExternalDatabase):
12         self.external_database = external_database
13         print('ExternalDatabaseAdapter has been created')
14
15     def _execute(self, sql):
16         query_res = self.external_database.execute_query(sql)
17         return query_res
18
19     def read_from(self, sql):
20         query_res = self._execute(sql)
21         return query_res
```

Talking about reusability, as you can see in the uml diagram in 1.2 chapter, there are the gray part that are not implemented.

These parts are just examples of external sources that could be implemented if we need to read from other service.

Doing so, we do not need to change the historical database writing code, because we can use external adapters to make writable the data from the external source, as it happens, in our implementation, for the external database class.

Obviously, if you want to create a new adapter, you will have to code a class which will inherit from `IHistoricalDatabase`. This allows the historical database, which contains an `IHistorical` database object, to not change the internal code.

### 3.5 Allowing a tidy scalability

The system has been ideated and structured to be scalable on the quantity of data received on input from the external sources. This choice born from the unknown of the availability of data during time on the remote source.

Allowing this scalability help the system to be ready for situation where the data are given “real time” and are not retrievable in a second moment. For not losing data will be important that the system will be able to adapt his capability of reading data without losing on performance or reliability.

At this purpose the script will have more internal threads that will be capable of increasing in number when there will be high inbound traffic and then reduce themselves when not anymore necessary.

### 3.6 Avoiding handover and people lock-in

The problem of vendor lock-in is commonly forcing the company to be stucked to use some internal technologies that cannot be changed because the cost of the replacement would be higher than the benefits. This problem can also raise on company’s employees when the develop of code has not been well documented and the company find herself to be in the position to cannot replace an employee due to his only known about the project code.

To avoid those problem the solution proposal has been to implement an internal wrapper between the script and the internal DB to allow in a second moment the change of internal technologies configurations and a fully code documentation to let any new future worker on the project be able to understand every snip of code what is doing and how to manage them in case of bug or unexpected behavior.

## 4 Testing

We have tested the code by creating table **user1** and **user2** with *id* (Primary Key, Auto Increment), *name* and *surname* respectively and then we have tried to read from **user1** and write to **user2**.

We have used `sync.json` file to store the last tuple that we read from the **user1**.

Reading this file we were able to resume reading **user1** from the last writing in table **user2**, whitout having read the whole database every time.



For simplicity, we have been using the id filed of the **user1** to keep track the last tuple stored in the sync.json file, and we have read and wrote in the same database instance.

Our tests were performed succesfully.

#### **First execution**

```
1 Connection successfull to the:
2       127.0.0.1 test_database root welcome123
3 ExternalDatabaseAdapter has been created
4 Connection successfull to the:
5       127.0.0.1 test_database root welcome123
6
7 Query has been executed:
8       SELECT name, surname FROM user where id > 0
9       ('federico ', 'bruzzone ')
10      ('andrea ', 'longoni ')
11      ('massimiliano ', 'visconti ')
12
13 Query has been executed: INSERT INTO user2 (name, surname)
14                           VALUES ('federico ', 'bruzzone ');
15
16 Query has been executed: INSERT INTO user2 (name, surname)
17                           VALUES ('andrea ', 'longoni ');
18
19 Query has been executed: INSERT INTO user2 (name, surname)
20                           VALUES ('massimiliano ', 'visconti ');
```

#### **Second execution**

The second execution did not write data since in the user1 table there are only three tuples and in the our sync.json the counter is set to three after the first execution.

```
1 Connection successfull to the:
2       127.0.0.1 test_database root welcome123
3 ExternalDatabaseAdapter has been created
4 Connection successfull to the:
5       127.0.0.1 test_database root welcome123
6
7 Query has been executed:
8       SELECT name, surname FROM user where id > 3
```