

### Week 11

FIT5202 Big Data Processing

Data Streaming using Apache Kafka and Spark Spark Structured Streaming Aggregations on Windows over event-time Handling Late events with water marking



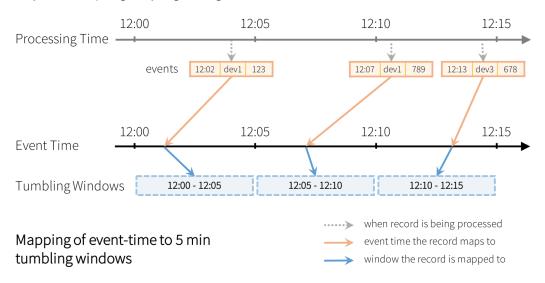
## Week 11 Agenda

- Week 10 Review
  - Structured Streaming
  - Integration with Kafka
  - DEMO
- This Week:
  - Aggregations on Windows over Event Time
  - Handling late data with watermarking
  - "Parquet" sink
  - Checkpointing



## **Aggregations on Windows over Event Time**

- ☐ In many cases (e.g., moving averaging), we want aggregations over data bucketed by time windows (e.g., every 5 minutes) rather than over entire streams
- Bucketing data into windows based on event-time (e.g. the time data generated in the producer) grouping using window function

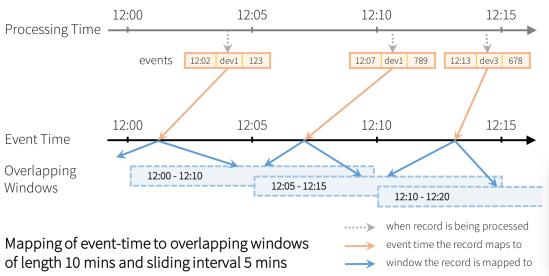


#### Non-overlapping windows

```
from pyspark.sql.functions import *
windowedAvgSignalDF = \
   eventsDF \
    .groupBy(window("eventTime", "5 minute")) \
   .count()
```



## **Aggregations on Windows over Event Time**

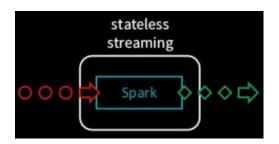


#### Overlapping windows

```
from pyspark.sql.functions import *
windowedAvgSignalDF = \
   eventsDF \
       .groupBy(window("eventTime", "10 minutes", "5 minutes")) \
       .count()
```

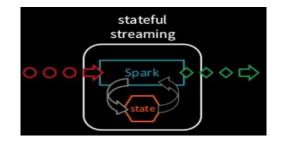


## Stateless vs Stateful Stream Processing





- Each record is processed independently of other records
- e.g. operations like map, filter, join with static data



#### Stateful

- Processing of records depends upon the result of previously processed records.
- Need to maintain "intermediate information" for processing called "state"
- □ E.g., operations like aggregating count of records (e.g., intermediate count)

#### State of Progress

- keeping track of data that has been processed in streaming so far.
- Called checkpointing/saving of offsets of incoming data.

#### State of Data

intermediate information derived from data (processed so far).

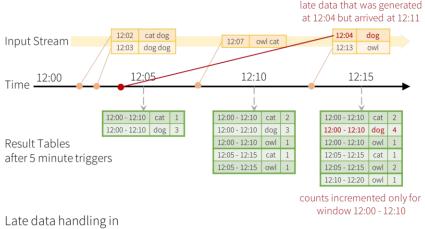


https://medium.com/@chandanbaranwal/state-management-in-spark-structured-streaming-aaa87b6c9d31

## Watermarking

Structured Streaming can maintain the intermediate state for partial aggregates (e.g. intermediate count) for a period of time such that late data can update aggregates of old windows correctly

- To handle events that arrive late to the application
- E.g. a word is generated at 12:04 (event time) but received at 12:11 by the application.
- The application should use the time 12:04 instead of 12:11 to update the older counts for a window 12:00 - 12:10.
- Watermarking lets engine automatically track the current event time in data and clean up/update old state accordingly



Late data handling in Windowed Grouped Aggregation



# Watermarking

Two parameters to define the watermark of a query

- (1) event time column
- (2) Threshold specify for how late data should be processed (in event time)

```
withWatermark(eventTime: String, delayThreshold: String)
```

late data within the threshold will be aggregated, but data later than the threshold will start getting dropped

```
# Group the data by window and word and compute the count of each group
windowedCounts = words \
    .withWatermark("timestamp", "10 minutes") \
    .groupBy(
        window(words.timestamp, "10 minutes", "5 minutes"),
        words.word) \
    .count()
```



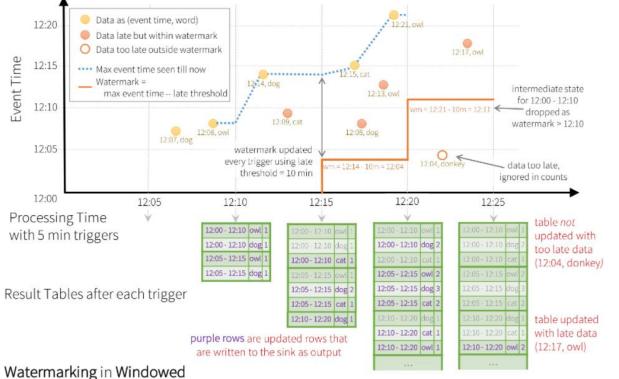
max event time - is the latest event time seen by the engine



## Watermarking

Window-based aggregation based on event time – Window size = 10 mins Slide = 5 mins







Engine will keep updating counts of a window in the Result Table until the window is older than the watermark, which lags behind the current event time by 10 minutes.

Grouped Aggregation with Update Mode



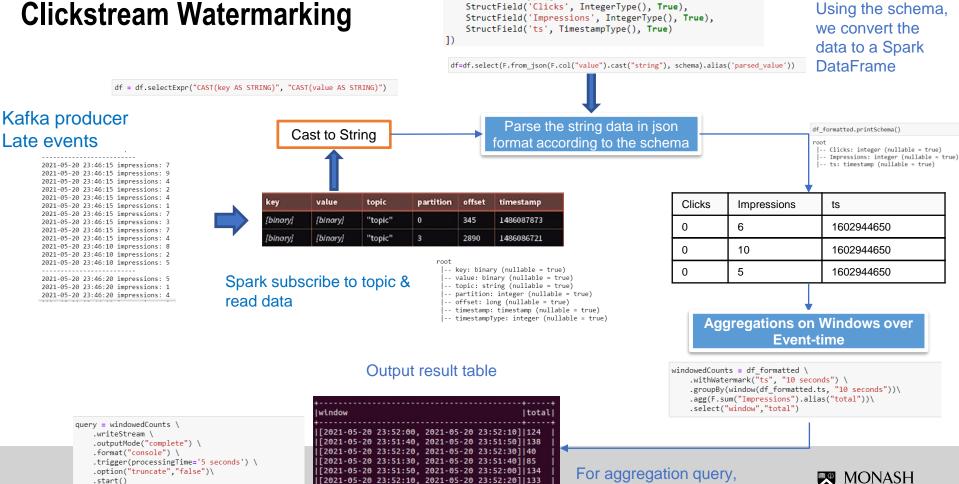
# Recovering from Failures with Checkpointing

- In case of failure, can recover the previous progress and state of previous query and continue where it left off.
- Can enable checkpointing using the option checkpointLocation on the query.
- To save all the progress information (i.e. range of offsets processed in each trigger) and the running aggregates ('states') to the checkpoint location

```
aggDF \
    .writeStream \
    .outputMode("complete") \
    .option("checkpointLocation", "path/to/HDFS/dir") \
    .format("memory") \
    .start()
```



#### Clickstream Watermarking



use 'complete' mode

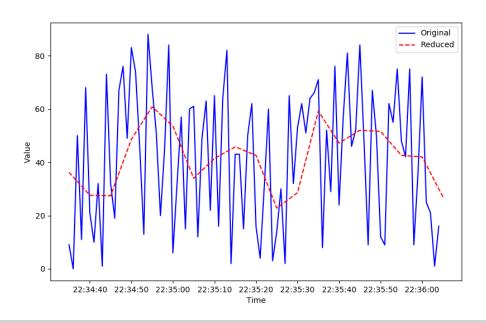
schema = StructType([

## **Granularity Reduction DEMO**

(Refer to Lecture)

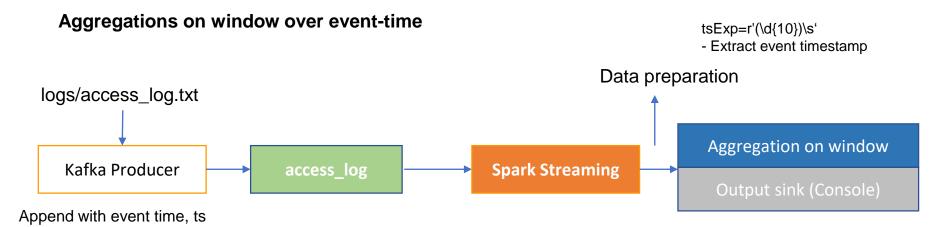
The Aggregation on Windows over Event-time is another way of understanding the concept of granularity reduction.

#### Real-time uniform stream data visualization





# Lab Task: Access Log – Window-based Aggregation



Each line contains some valuable information such as:

- 1. Host
- 2. Timestamp
- 3. HTTP method
- 4. URL endpoint
- 5. Status code
- 6. Protocol
- 7. Content Size

#### Task 1:

- ☐ Using the Window function, find the number of logs for each status in a window of 30 seconds. Set the window slide to 10 seconds
- Write the output to console sink.



#### References

- <a href="https://databricks.com/blog/2017/05/08/event-time-aggregation-watermarking-apache-sparks-structured-streaming.html">https://databricks.com/blog/2017/05/08/event-time-aggregation-watermarking-apache-sparks-structured-streaming.html</a>
- https://spark.apache.org/docs/latest/structured-streaming-programming-guide.html#quickexample
- https://docs.databricks.com/spark/latest/structured-streaming/production.html
- http://blog.madhukaraphatak.com/introduction-to-spark-structured-streaming-part-7/

