基于Flink的边缘流式连續

Stream processing for edge computing, a Flink based solution

袁尤军

百度智能云资深研发工程师, loT 实时计算负责人

FLINK FORWARD # ASIA

实时即未来 # Real-time Is The Future





让流作业运行在任何设备上

Run stream computing on any device





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01流式计算在边缘端的挑战

Challenges of stream processing in edge computing.



内存压力

Limited memory



磁盘压力

Disk pressure



作业管理

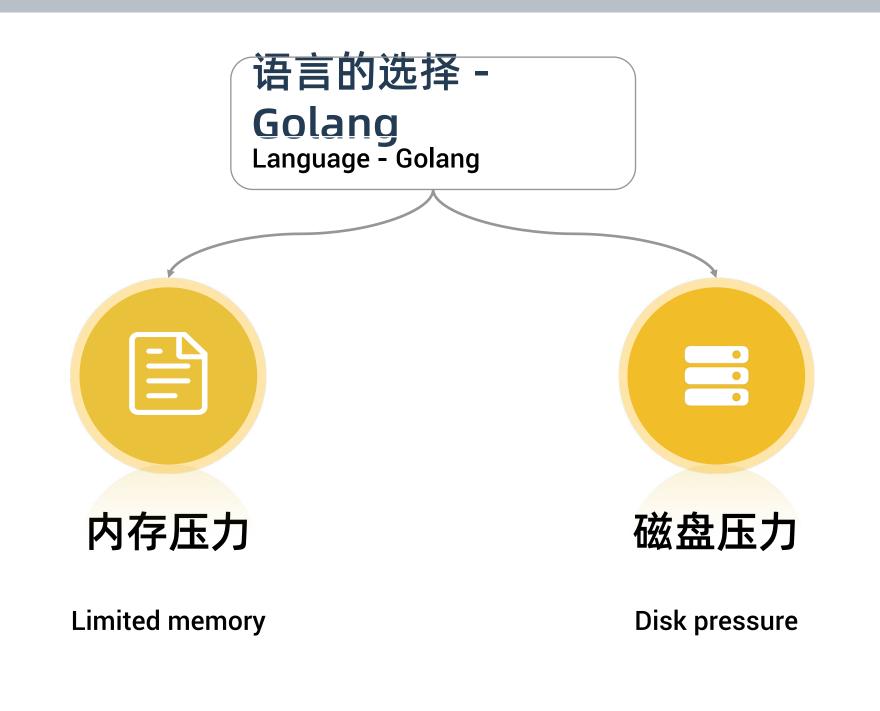
Job management





02 实现方案及成果(一)

Solution.





作业形态 - 独立可执行文件

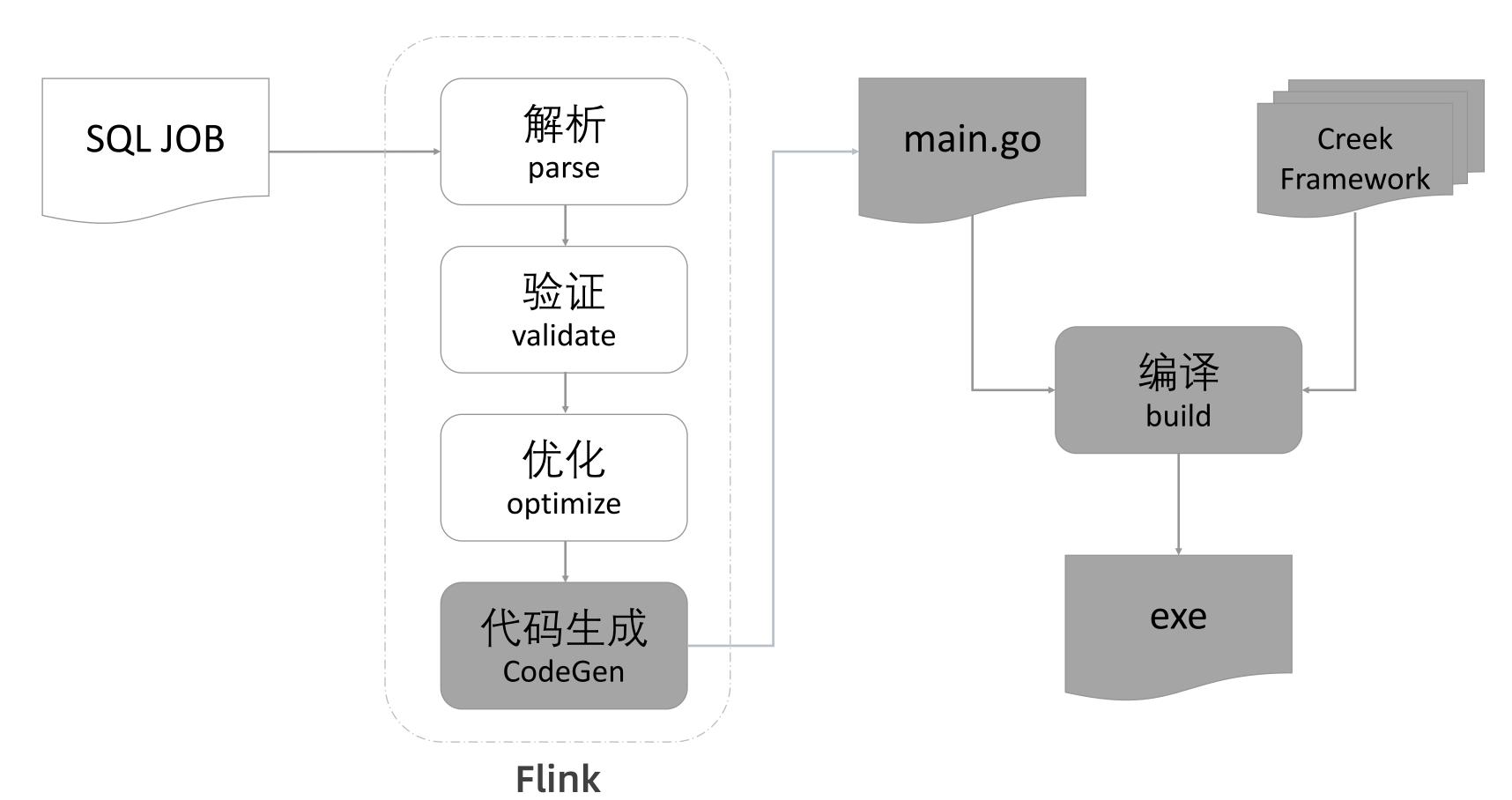
Mode – Single executable program





02 实现方案及成果(二)

Solution cont'd

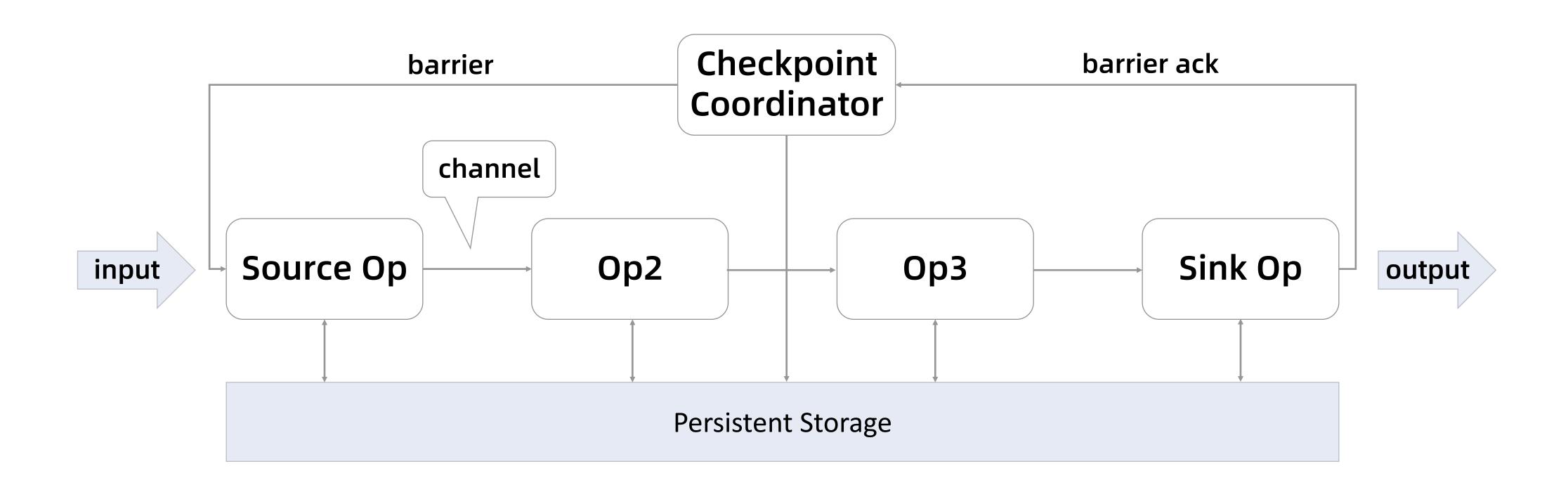






02 实现方案及成果(三)

Solution cont'd







02 实现方案及成果(四)

Solution cont'd

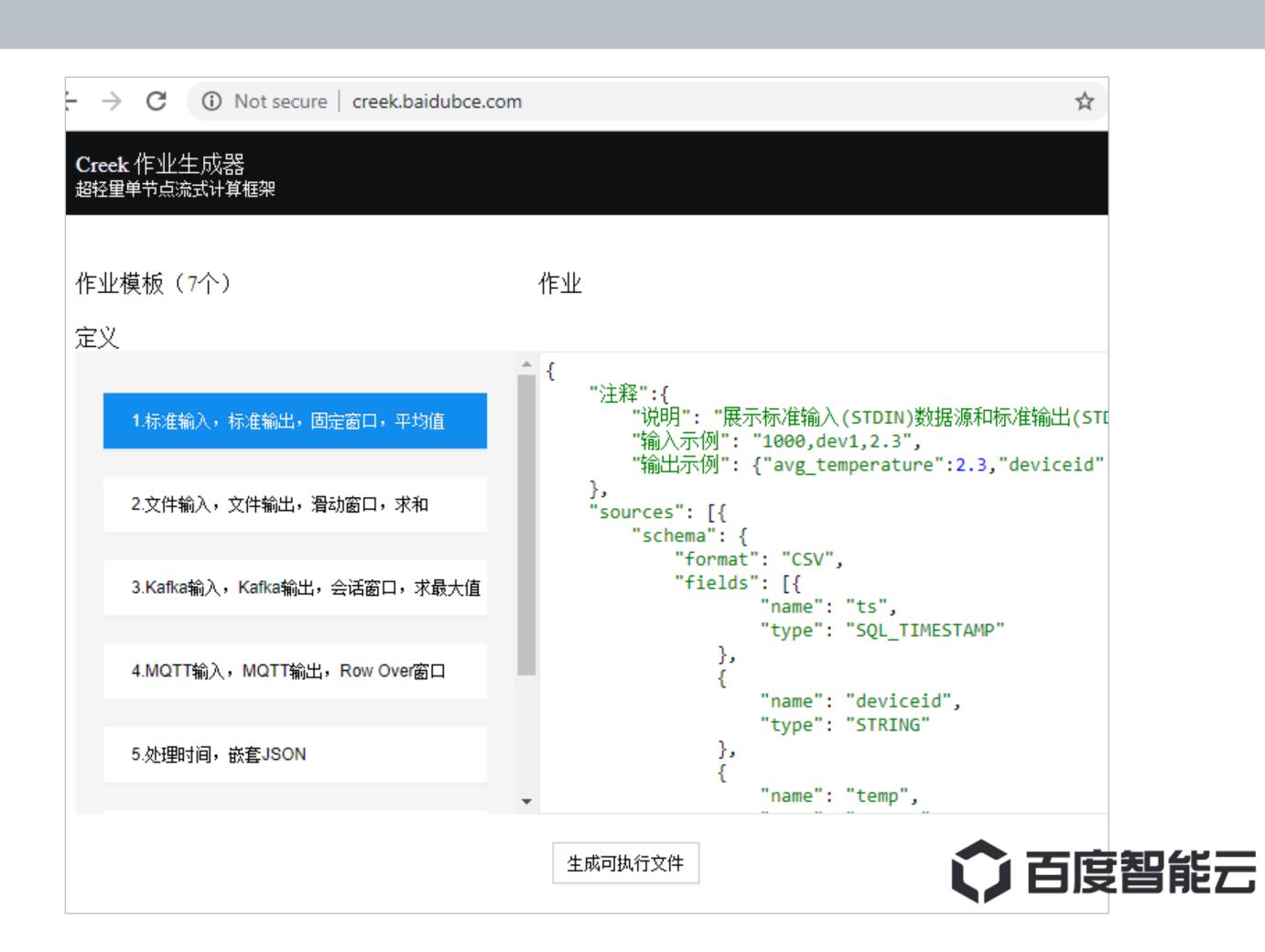
内存消耗 - 7MB

Memory consumption

文件大小 - 7MB

File size

吞吐率 - 770K msg/s Throughput





03 现场演示

Live demo

Demo

http://creek.baidubce.co
m

演示人 - 黄家天

By Jiatian HUANG.





04 小结和未来计划

Wrap up & Future plan



1,处理时间,事件事件,Watermark

ProcessingTime, EventTime, Watermark

2,固定\滑动\会话窗口,Row\Range Over

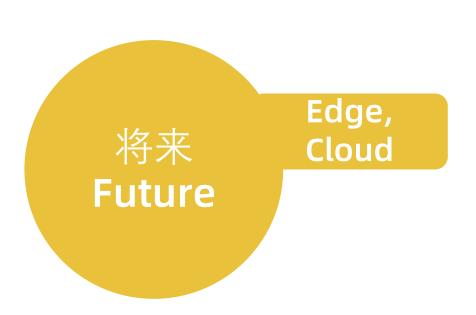
Tumble, Hop, Session, Row\Range Over Windows

3,支持File, MQTT, Kafka数据源和目的 地

Support File, MQTT, Kafka as source and sink

4, 检查点、故障恢复

Checkpointing and recovering



1,复杂事件处理(CEP)

Complex Event Processing

2, 支持更多Connectors: web log, ES, etc.

More connectors, e.g. web log, ES

3, 状态保存支持分布式存储: HDFS

State backend support distributed file system: HDFS

4, 用户自定义函数



UDF



Q&A



技术交流群



