Big Data: noves eines i estratègies per a la gestió de grans volums de dades

Big data i valorització de les dades



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1 DEFINICIÓ OFICIAL DE BIG DATA

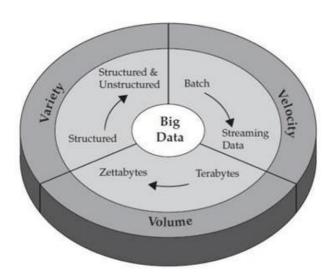
"Big Data is high-volume, high-velocity and/or high-variety information assets that demand cost-effective, innovative forms of information processing that enable enhanced insight, decision making, and process automation."

http://www.gartner.com/it-glossary/big-data/

Gartner, 2012

Com podem veure Big Data és bàsicament un concepte econòmic i de gestió. De fet, Gartner ho va definir com: el conjunt de propietats d'alt Volum, alta Velocitat i alta Varietat de les dades, que fan imprecindibles la busqueda de noves formes de processament de l'informació eficients i assumibles en cost per així millorar la comprensió de les dades. la presa de decisions i el procés automàtic.

1.1 LES TRES "V'S"

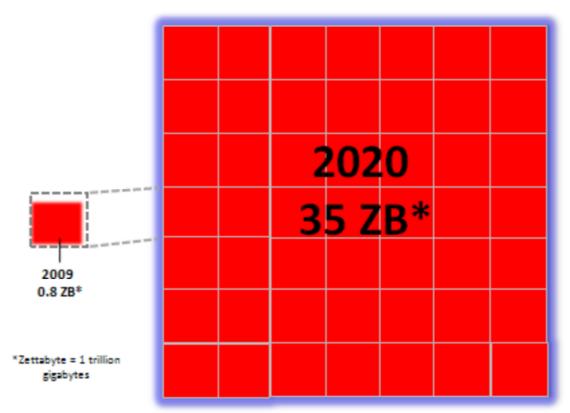


1.1.1 VOLUM

Fa referència a la grandària dels datasets a manipular. Actualment és habitual haver de processar quantitats de dades en l'escala dels Gigabytes,



Terabytes o superiors de manera que les tècniques d'emmagatzematge i processat clàssiques són viables.



Source: IDC Digital Universe Study, sponsored by EMC, May 2010

Volum, probablement la característica principal amb la que tothom associa el Big Data. D'acord amb un estudi de la universitat d'Stanford i EMC (2010), la producció de dades es dobla cada 40 mesos, això vol dir que es generen més dades en un dia que els que han existit en els últims 20 anys. Aquest estudi també calcula que a principis del 2010 portàvem acumulats 0.8ZB de dades digitals al món i aquestes en multiplicaran per 40 en 10 anys.

1.1.2 VELOCITAT

Es refereix no només a l'alta frequència amb què es generen noves dades, sinó a la necessitat de donar resposta a la informació en temps real.

La velocitat en les dades diferencia principalment les tipologies d'anàlisi de dades que tenim actualment.

• El processament per lots es refereix a l'execució dels treballs sense intervenció manual. Els treballs s'estableixen de manera que puguin ser completats sense cap interacció humana sobre volums de dades



històriques emmagatzemades. Per exemple, un programa que llegeix un arxiu gran i genera automàticament un informe, això és un tipus de treball per lots.

- El processament interactiu es refereix a programari que rep la intervenció humana en la forma d'ordres o dades. La interacció pot ser directa o indirecta, a través d'una línia de comandaments de la interfície, interfície gràfica d'usuari o un sensor.
- El processament en temps real garanteix una resposta dins dels límits estrictes de temps. La latència es refereix al temps transcorregut entre una entrada rebuda i la corresponent sortida visible. En el món big data, la baixa latència es refereix al fet que el retard es redueix al mínim, i sembla i se sent instantània o temps-real.

1.1.3 VARIETAT

Es refereix a la naturalesa diversa de la informació a manejar. Venim d'informació estructurada que encaixava perfectament en el model relacional però ara ens trobem amb informació semi i des-estructurada (vídeo, àudio, imatges, xarxes socials, etc.) que requereix de nous mètodes de persistència i consulta.

La veritat de dades es classifica en tres tipologies:

- Dades estructurades (Structured Data): Dades que tenen ben definits la seva longitud i el seu format, com les dates, els números o les cadenes de caràcters. S'emmagatzemen en taules. Un exemple són les bases de dades relacionals i els fulls de càlcul.
- Dades no estructurades (Unstructured Data): Dades en el format tal com van ser recol·lectats, no tenen un format específic. No es poden emmagatzemar dins d'una taula ja que no es pot desgranar la seva informació a tipus bàsics de dades. Alguns exemples són els PDF, documents multimèdia, e-mails o documents de text, però també tots els documents media.
- Dades semiestructurades (Semistructured Data): Dades que no es limiten a camps determinats, però que conté marcadors per separar els diferents elements. És una informació poc regular com per ser gestionada d'una forma estàndard. Aquestes dades posseeixen els seus propis metadades semiestructurados16 que descriuen els objectes i les relacions entre ells, i poden acabar sent acceptats per convenció. Un exemple és l'HTML, l'XML o el JSON.



1.2 CONCLUSIÓ BIG DATA

Un cop coneguda la definició més teòrica podem treure la conclusió que tenim un problema de Big Data quan el volum, la velocitat i/o la varietat de les nostres dades fa impossible tractar-les amb les tecnologies informatiques (software i hardware) habituals.

1.3 PUBLICACIONS DE REFERÈNCIA DEL MÓN BIG DATA

1.3.1 PAPERS OF 2022

- **2022-** The bearable Lightness of Big Data: Towards Massive Public Datasets in Scientific Machine Learning
- 2022- Big Data and Education: using big data analítics in Language learning
- 2022- Fitting Semiparametric Cumulative Probability Models for Big Data

1.3.2 PAPERS OF 2021

- 2021- Toeplitz Least Squares Problems, Fast Algorithms and Big Data
- 2021- Intelligent Route Planning for Electric Buses Based on urban Big Data
- 2021- Differential Privacy in Privacy-Preserving Big Data and Learning: Challenge and Opportunity

1.3.3 PAPERS OF 2020

- 2020 SDN helps Big Data to optimize access to data
- 2020 Toward Compact Data from Big Data
- 2020 Big Data

1.3.4 PAPERS OF 2019

- 2019- Next- Generation Big Data Federation Access Control: A Reference Model
- 2019- Big Data in Cloud Computing Review and Opportunities
- 2019- Is Big Data Performance Reproducible in Modern Cloud Networks?

1.3.5 PAPERS OF 2018

2018 – Two- Phase Dynamic Throughput Optimization Model for Big Data Transfers



- 2018 Greening Big Data Networks: The Impact of Veracity
- 2018 Resource Management and Scheduling for Big Data Applications in Cloud Computing Environments

1.3.6 PAPERS OF 2017

- 2017 <u>A Real-Time Autonomous Highway Accident. Detection Model Based</u> on Big Data Processing and Computational Intelligence
- 2017 Big Data and Fog Computing
- 2017 An Artificial Neural Network based Stock Trading System Using
 Technical Analysis and Big Data Framework

1.3.7 PAPERSOF 2016

- 2016 Fog Computing for Geospatial Big Data Analytics
- 2016 <u>Practical Black-Box Attacks against Deep Learning Systems using</u>
 Adversarial Examples
- 2016 <u>Understanding Deep Convolutional Networks</u>

1.3.8 PAPERS OF 2015

- 2015 A Neural Algorithm of Artistic Style
- 2015 Deep Image: Scaling up Image Recognition
- 2015 <u>Deep Speech 2: End-to-End Speech Recognition in English and</u>
 Mandarin
- 2015 Deep Speech: Scaling up end-to-end speech recognition
- 2015 Fast Convolutional Nets With fbfft: A GPU Performance Evaluation
- 2015 <u>G-OLA: Generalized On-Line Aggregation for Interactive Analysis on Big Data</u>
- 2015 Giraffe: Using Deep Reinforcement Learning to Play Chess
- 2015 Hidden Technical Debt in Machine Learning Systems
- 2015 Klout Score: Measuring Influence Across Multiple Social Networks



- 2015 <u>Large-scale cluster management at Google with Borg</u>
- 2015 <u>Machine Learning Classification over Encrypted Data</u>
- 2015 Machine Learning Methods for Computer Security
- 2015 Neural Networks with Few Multiplications
- 2015 Self-Repairing Disk Arrays
- 2015 Spark SQL: Relational Data Processing in Spark
- 2015 SparkNetwork: Training Deep Network in Spark
- 2015 Succinct: Enabling Queries on Compressed Data
- 2015 Taming the Wild: A Unified Analysis of HOGWILD!-Style Algorithms
- 2015 The Missing Piece in Complex Analytics: Low Latency, Scalable Model Management and Serving with Velox
- 2015 <u>Trill: A High-Performance Incremental Query Processor for Diverse</u>

 <u>Analytics</u>
- 2015 Twitter Heron: Stream Processing at Scale

1.3.9 PAPERS OF 2014

- 2014 <u>3D Object Manipulation in a Single Photograph using Stock 3D</u> Models
- 2014 A Partitioning Framework for Aggressive Data Skipping
- 2014 <u>A Sample-and-Clean Framework for Fast and Accurate Query</u>
 <u>Processing on Dirty Data</u>
- 2014 A Self-Configurable Geo-Replicated Cloud Storage System
- 2014 All File Systems Are Not Created Equal: On the Complexity of Crafting Crash-Consistent Applications



- 2014 Arrakis: The Operating System is the Control Plane
- 2014 <u>Automatic Construction of Inference-Supporting Knowledge Bases</u>
- 2014 Bayesian group latent factor analysis with structured sparse priors
- 2014 <u>Chinese Open Relation Extraction for Knowledge Acquisition</u>
- 2014 Coordination Avoidance in Database Systems
- 2014 <u>DeepFace: Closing the Gap to Human-Level Performance in Face</u> Verification
- 2014 <u>Diagram Understanding in Geometry Questions</u>
- 2014 <u>Discourse Complements Lexical Semantics for Non-factoid Answer</u> Reranking
- 2014 <u>Do we Need Hundreds of Classifiers to Solve Real World</u> Classification Problems?
- 2014 Eidetic Systems
- 2014 <u>Execution Primitives for Scalable Joins and Aggregations in Map</u> Reduce
- 2014 <u>Extracting More Concurrency from Distributed Transactions</u>
- 2014 f4: Facebookâ□™s Warm BLOB Storage System
- 2014 <u>Fast Databases with Fast Durability and Recovery Through</u>
 <u>Multicore Parallelism</u>
- 2014 Fastpass: A Centralized "Zero-Queue" Datacenter Network
- 2014 First-person Hyper-lapse Videos
- 2014 GloVe: Global Vectors for Word Representation



- 2014 GraphX: Graph Processing in a Distributed Dataflow Framework
- 2014 <u>Guess Who Rated This Movie: Identifying Users Through Subspace</u> Clustering
- 2014 In Search of an Understandable Consensus Algorithm
- 2014 <u>Learning Everything about Anything: Webly-Supervised Visual</u> Concept Learning
- 2014 <u>Learning to Solve Arithmetic Word Problems with Verb</u>
 <u>Categorization</u>
- 2014 Log-structured Memory for DRAM-based Storage
- 2014 <u>Logical Physical Clocks and Consistent Snapshots in Globally</u>
 <u>Distributed Databases</u>
- 2014 <u>MapGraph: A High Level API for Fast Development of High</u> Performance Graph Analytics on GPUs
- 2014 Mesa: Geo-Replicated, Near Real-Time, Scalable Data Warehousing
- 2014 <u>Modeling Biological Processes for Reading Comprehension</u>
- 2014 Orca A Modular Query Optimizer Architecture for Big Data
- 2014 Pigeon: A Spatial MapReduce Language
- 2014 <u>Project Adam: Building an Efficient and Scalable Deep Learning</u>
 Training System
- 2014 Quantum Deep Learning
- 2014 <u>R Markdown: Integrating A Reproducible Analysis Tool into Introductory Statistics</u>
- 2014 Salt: Combining ACID and BASE in a Distributed Database



- 2014 Scalable Object Detection using Deep Neural Networks
- 2014 <u>Sequence to Sequence Learning with Neural Networks</u>
- 2014 Show and Tell: A Neural Image Caption Generator
- 2014 <u>Simple Testing Can Prevent Most Critical Failures: An Analysis of</u>
 Production Failures in Distributed Data-Intensive Systems
- 2014 <u>The Mystery Machine: End-to-end Performance Analysis of Large-</u>scale Internet Services
- 2014 The Trill Incremental Analytics Engine

1.3.10 PAPERSOF 2013

- 2013 A Demonstration of SpatailHadoop: An Efficient MapReduce Framework for Spatial Data
- 2013 A Lightweight and High Performance Monolingual Word Aligner
- 2013 Answer Extraction as Sequence Tagging with Tree Edit Distance
- 2013 Automatic Coupling of Answer Extraction and Information Retrieval
- 2013 <u>CG Hadoop: Computational Geometry in MapReduce</u>
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- 2013 <u>Dimension Independent Matrix Square using MapReduce</u>
- 2013 Druid A Real-time Analytical Data Store
- 2013 Efficient Estimation of Word Representations in Vector Space
- 2013 Event labeling combining ensemble detectors and background knowledge
- 2013 <u>Everything You Always Wanted to Know About Synchronization but</u> Were Afraid to Ask



2013 – F1: A Distributed SQL Database That Scales 2013 – <u>Fast Training of Convolutional Networks through FFTs</u> 2013 – GraphX: A Resilient Distributed Graph System on Spark 2013 – <u>HyperLogLog in Practice: Algorithmic Engineering of a State of The</u> Art Cardinality 2013 Estimation Algorithm 2013 - MillWheel: Fault-Tolerant Stream Processing at Internet Scale 2013 – MLbase: A Distributed Machine-learning System 2013 – Naiad: A Timely Dataflow System 2013 – Omega: flexible, scalable schedulers for large compute clusters 2013 – Online, Asynchronous Schema Change in F1 2013 – Presto: Distributed Machine Learning and Graph Processing with Sparse Matrices 2013 – Recursive Deep Models for Semantic Compositionality Over a Sentiment Treebank 2013 – Rich feature hierarchies for accurate object detection and semantic segmentation 2013 – Scalable Progressive Analytics on Big Data in the Cloud 2013 – Scaling Memcache at Facebook 2013 – Scuba: Diving into Data at Facebook 2013 – Semi-Markov Phrase-based Monolingual Alignment 2013 – Shark: SQL and Rich Analytics at Scale 2013 - Some Improvements on Deep Convolutional Neural Network Based **Image Classification**



- 2013 Sparrow: Distributed, Low Latency Scheduling
- 2013 Sparrow: Scalable Scheduling for Sub-Second Parallel Jobs
- 2013 TAO: Facebookâ□™s Distributed Data Store for the Social Graph
- 2013 <u>Toward Common Patterns for Distributed, Concurrent, Fault-</u> Tolerant Code
- 2013 Unicorn: A System for Searching the Social Graph
- 2013 Warp: Lightweight Multi-Key Transactions for Key-Value Stores

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- 2012 A Few Useful Things to Know about Machine Learning
- 2012 A Sublinear Time Algorithm for PageRank Computations
- 2012 Avatara: OLAP for Web-scale Analytics Products
- 2012 Blink and It's Done. Interactive Queries on Very Large Data
- 2012 <u>BlinkDB: Queries with Bounded Errors and Bounded Response</u>
 <u>Times on Very Large Data</u>
- 2012 Building high-level features using large scale unsupervised learning
- 2012 Dimension Independent Similarity Computation
- 2012 Earlybird: Real-Time Search at Twitter
- 2012 Fast and Interactive Analytics over Hadoop Data with Spark
- 2012 <u>HyperDex: A Distributed, Searchable Key-Value Store</u>
- 2012 <u>ImageNet Classification with Deep Convolutional Neural Networks</u>
- 2012 <u>Large Scale Distributed Deep Networks</u>



- 2012 <u>Large:Scale Machine Learning at Twitter</u>
- 2012 <u>Multi-Scale Matrix Sampling and Sublinear-Time PageRank</u>
 Computation
- 2012 Paxos Made Parallel
- 2012 <u>Paxos Replicated State Machines as the Basis of a High-</u> Performance Data Store
- 2012 Perspectives on the CAP Theorem
- 2012 Processing a Trillion Cells per Mouse Click
- 2012 Shark: Fast Data Analysis Using Coarse-grained Distributed Memory
- 2012 Spanner: Google's Globally-Distributed Database
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- 2012 The Unified Logging Infrastructure for Data Analytics at Twitter
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- 2011 CrowdDB: Answering Queries with Crowdsourcing
- 2011 CrowdDB: Query Processing with the VLDB Crowd
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 Gradient Descent
- 2011 It's Time for Low Latency



- 2011 <u>Matching Unstructured Product Offers to Structured Product</u> <u>Specifications</u>
- 2011 <u>Megastore: Providing Scalable, Highly Available Storage for</u> Interactive Services
- 2011 Resilient Distributed Datasets- A Fault-Tolerant Abstraction for In-Memory Cluster Computing
- 2011 <u>Scarlett: Coping with Skewed Content Popularity in MapReduce</u> Clusters

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- 2010 <u>A Method of Automated Nonparametric Content Analysis for Social</u>
 <u>Science</u>
- 2010 Dapper, a Large-Scale Distributed Systems Tracing Infrastructure
- 2010 <u>Distributed Optimization and Statistical Learning via the</u>
 <u>Alternating Direction Method of Multipliers</u>
- 2010 Dremel: Interactive Analysis of Web-Scale Datasets
- 2010 Finding a needle in Haystack- Facebook's photo storage
- 2010 FlumeJava: Easy, Eff¥cient Data-Parallel Pipelines
- 2010 <u>Large:scale Incremental Processing Using Distributed Transactions</u> and Notifications
- 2010 Mesos: A Platform for Fine-Grained Resource Sharing in the Data Center
- 2010 Pregel: A System for Large-Scale Graph Processing
- 2010 S4: Distributed Stream Computing Platform
- 2010 Spark: Cluster Computing with Working Sets



- 2010 The Learning Behind Gmail Priority Inbox
- 2010 ZooKeeper: Wait-free coordination for Internet-scale systems

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- 2009 Cassandra A Decentralized Structured Storage System
- 2009 Feature Hashing for Large Scale Multitask Learning
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- 2009 Vertical Paxos and Primary-Backup Replication

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- 2008 Chukwa: A large-scale monitoring system
- 2008 Column: Stores vs. Row-Stores- How Different Are They Really?
- 2008 PNUTS: Yahoo!Õs Hosted Data Serving Platform
- 2008 Top 10 algorithms in data mining

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- 2007 Dynamo: Amazon's Highly Available Key-value Store
- 2007 <u>Labeled Faces in the Wild: A Database for Studying Face</u>
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- 2007 <u>Life beyond Distributed Transactions: an ApostateOs Opinion</u>
- 2007 Paxos Made Live An Engineering Perspective

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- 2006 <u>Bigtable: A Distributed Storage System for Structured Data</u>
- 2006 Ceph: A Scalable, High-Performance Distributed File System
- 2006 Map-Reduce for Machine Learning on Multicore
- 2006 The Chubby lock service for loosely-coupled distributed systems

1.3.18 PAPERS OF 2005

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- 2004 Cheap Paxos
- 2004 MapReduce: Simplified Data Processing on Large Clusters

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- 2003 Interpreting the Data: Parallel Analysis with Sawzall
- 2003 The Google File System

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1.3.22 PAPERS OF 2001

2001 – Chord: A Scalable Peer-to-peer Lookup Service for Internet



Applications

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2001 – Random Forrest

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