An Open-Source Streaming Machine Learning and Real-Time Analytics Architecture

Using an IoT example







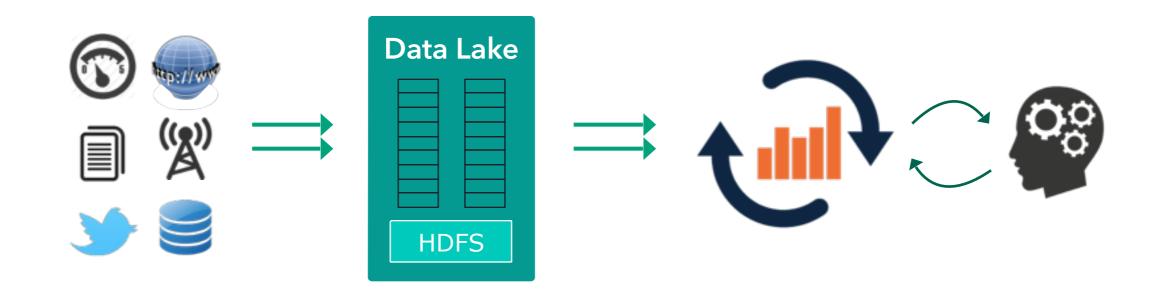








Traditional Data Analytics - Limitations

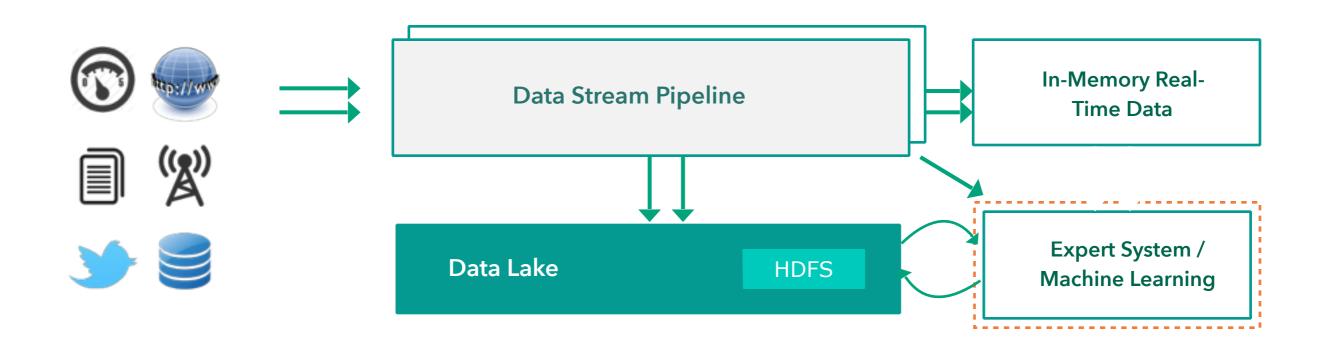


No real-time information ETL based Data-source specific

Hard to change Labor intensive Inefficient



Stream-based, Real-Time Closed-Loop Analytics

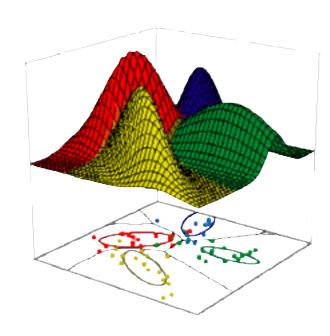


Multiple Data
Sources
Real-Time Processing
Store Everything

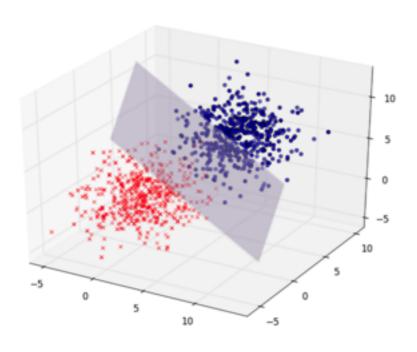
Continuous Learning
Continuous
Improvement
Continuous Adapting



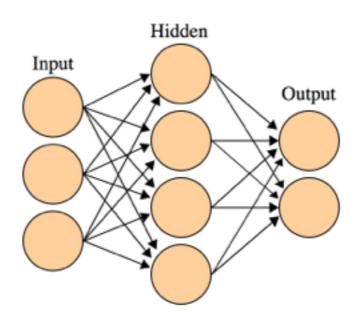
Machine Learning and Smart Systems



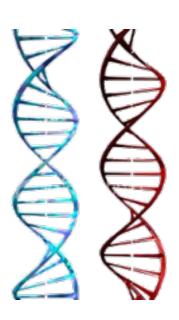
Bayesian Methods



Classifiers



Neural Networks



Genetic Algorithms



A Streaming Machine Learning for IoT Example

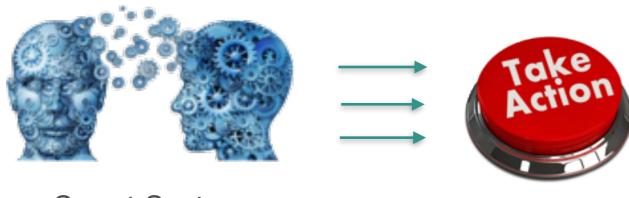
Predictive Maintenance Scenario



Evaluates LIVE DATA

"According to historical trends, there's an 80% chance this equipment would fail in the next 12 hours"





Smart System



Learns with HISTORICAL TRENDS

"How were the temperature and vibration sensors reading when the latest failures happened?"





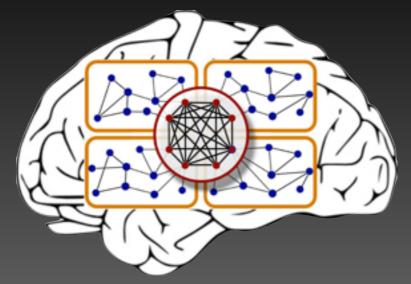




Analysis



Machine Learning



Look at past trends (for similar input)

Evaluate current input

Score / Predict





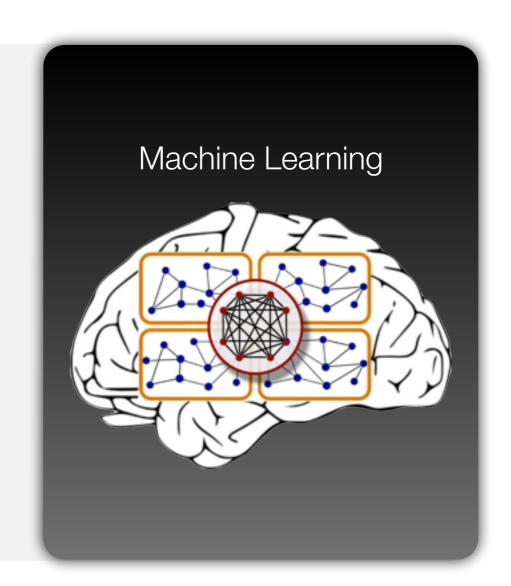














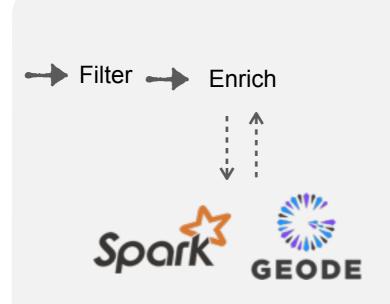


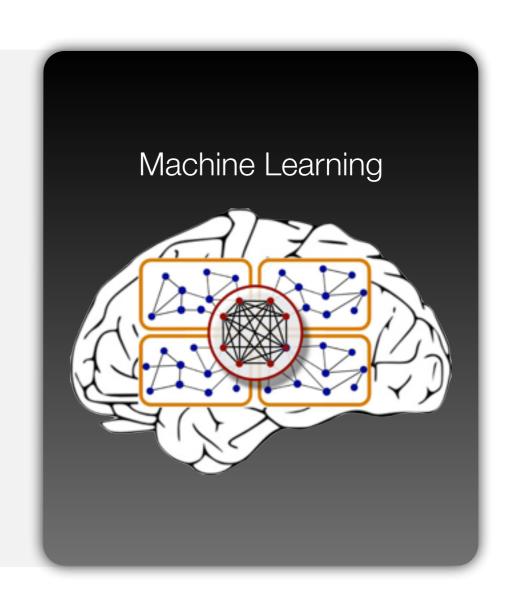














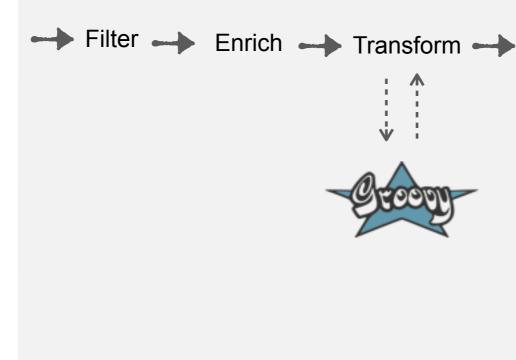


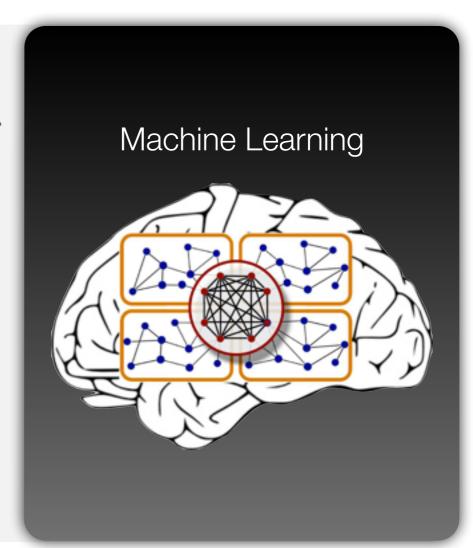








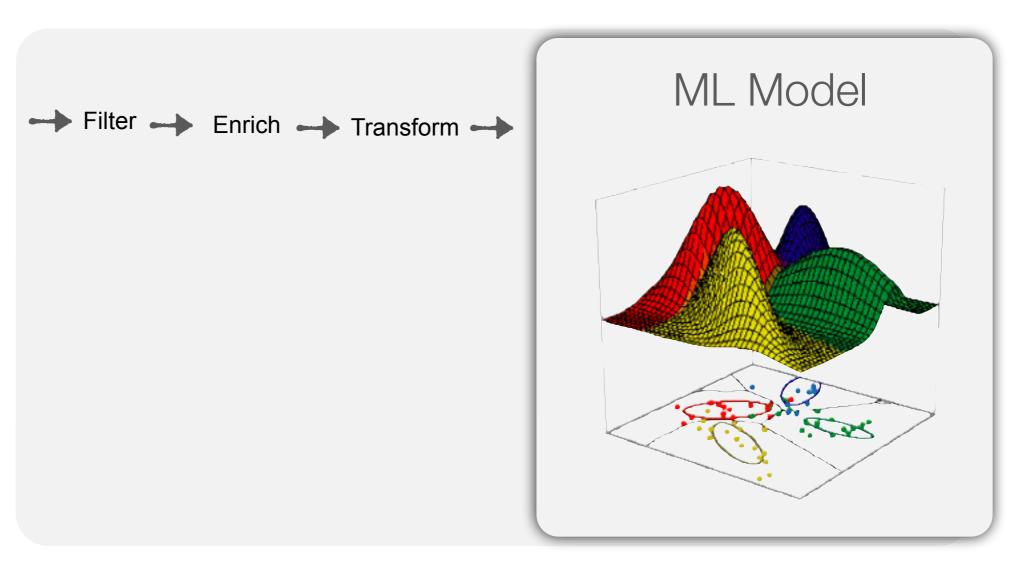






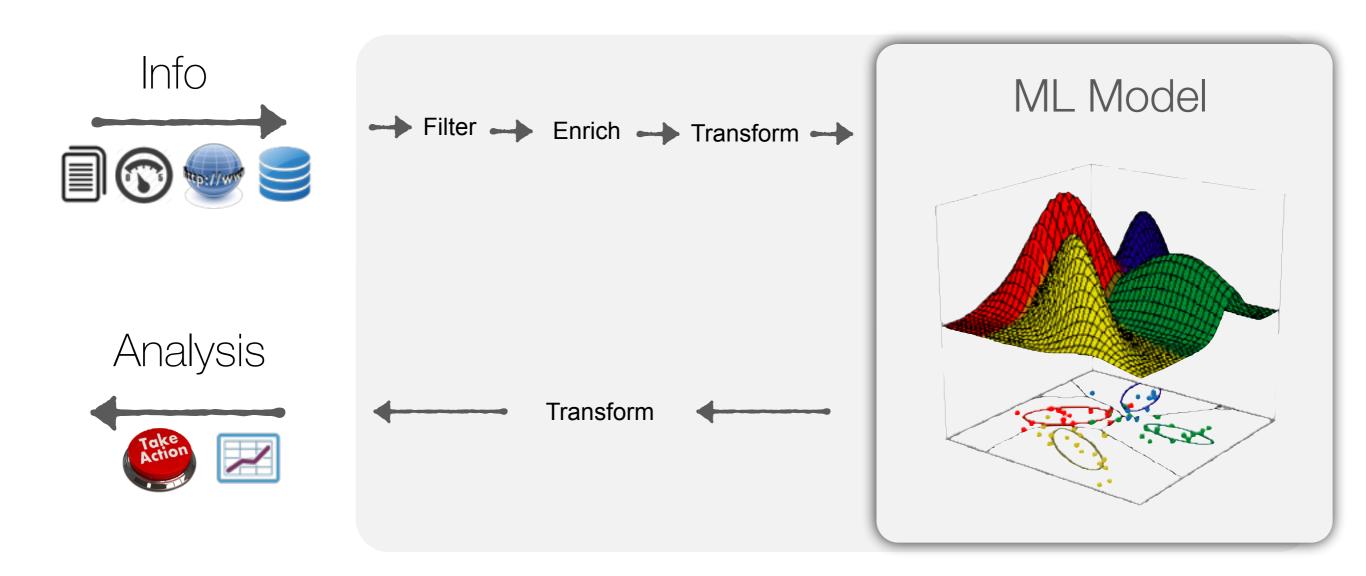




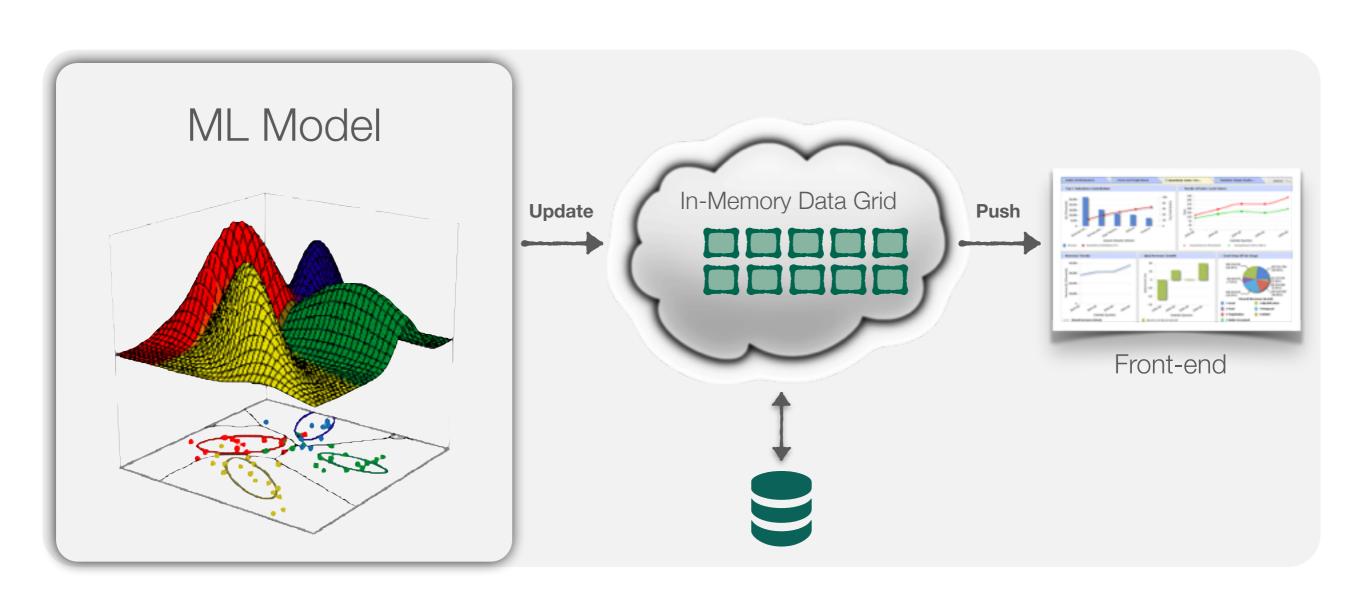






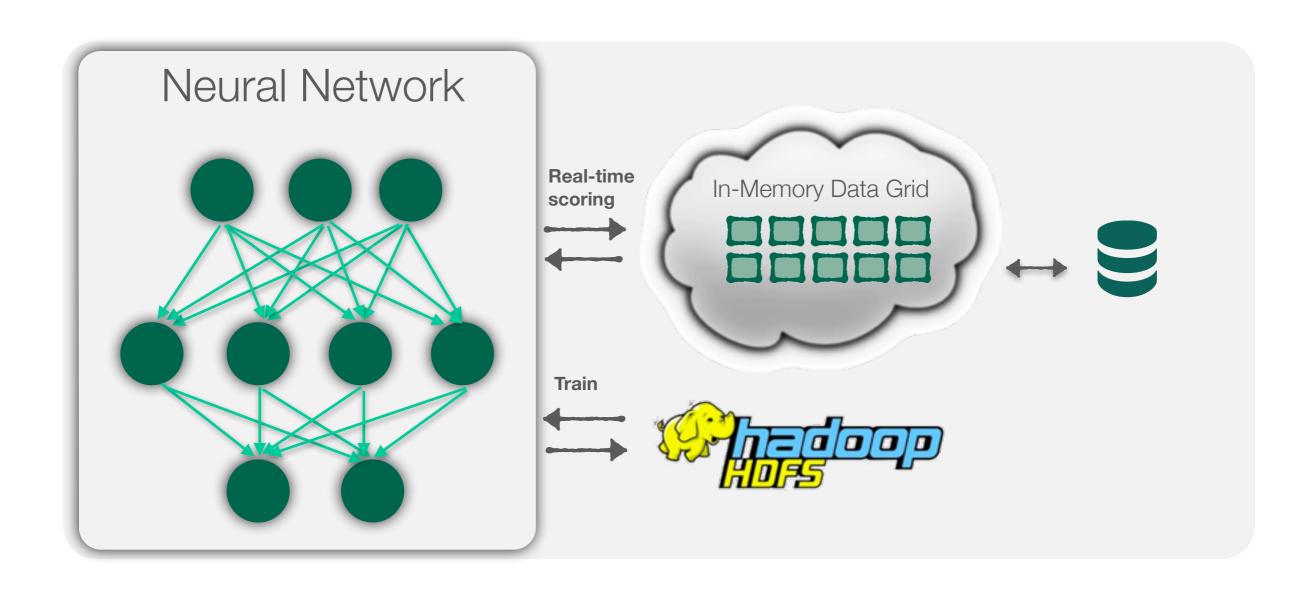






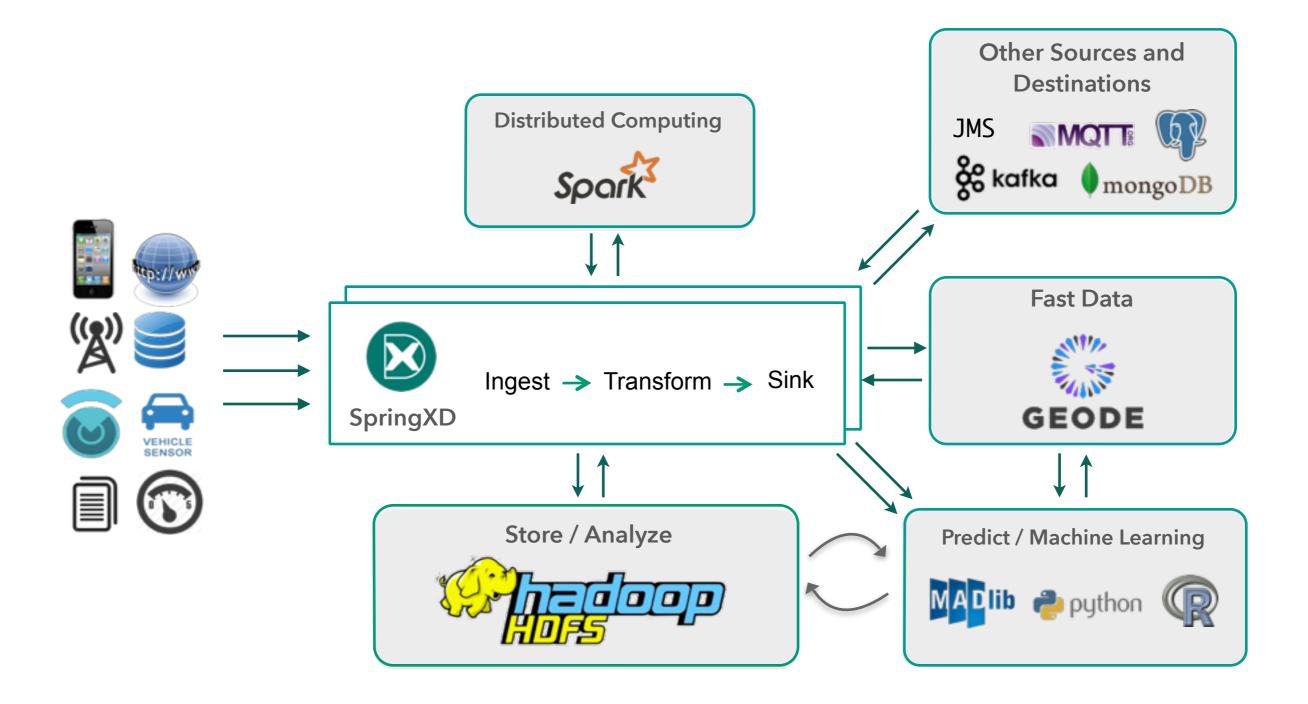


Supervised Learning Example





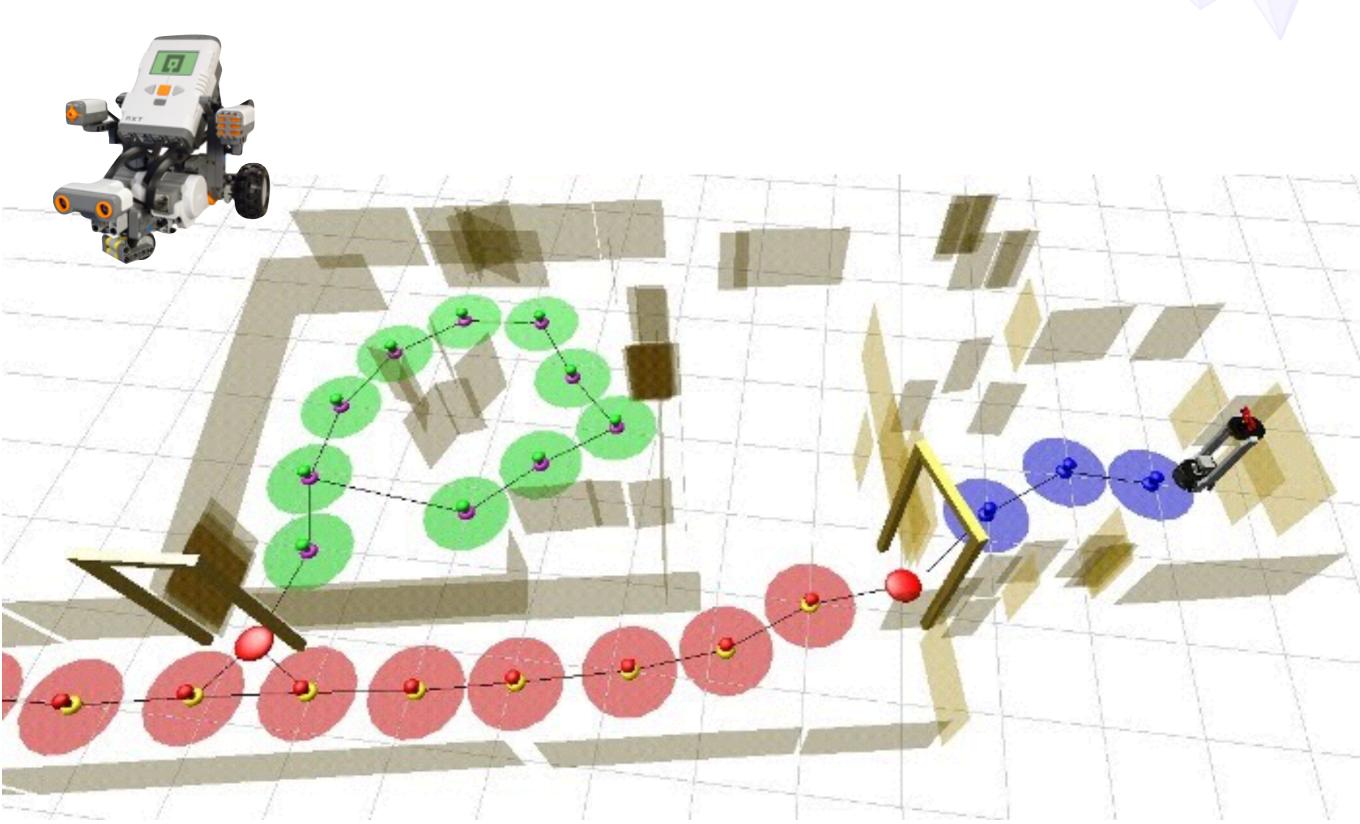
A Streaming Machine Learning Reference Architecture





Indoors Localization - Applied Example





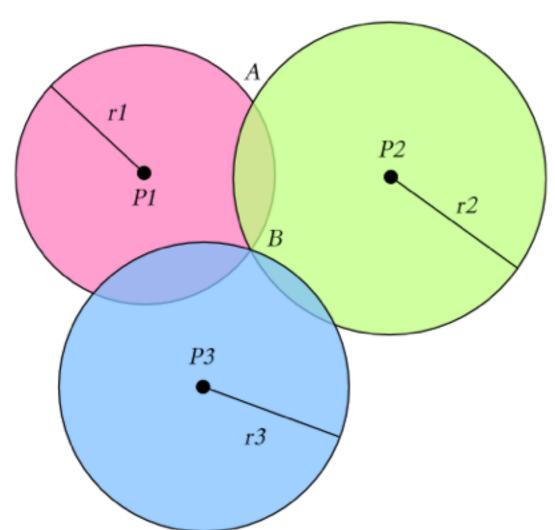


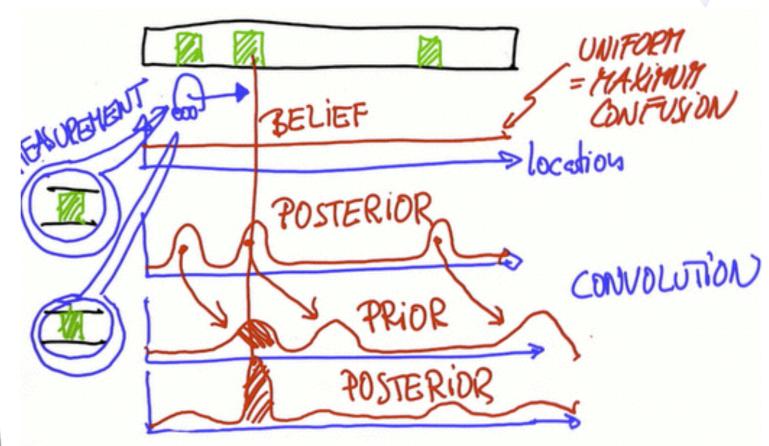
Trilateration and its limitations

Noisy Data

Physical Barriers

Large Overlap Areas





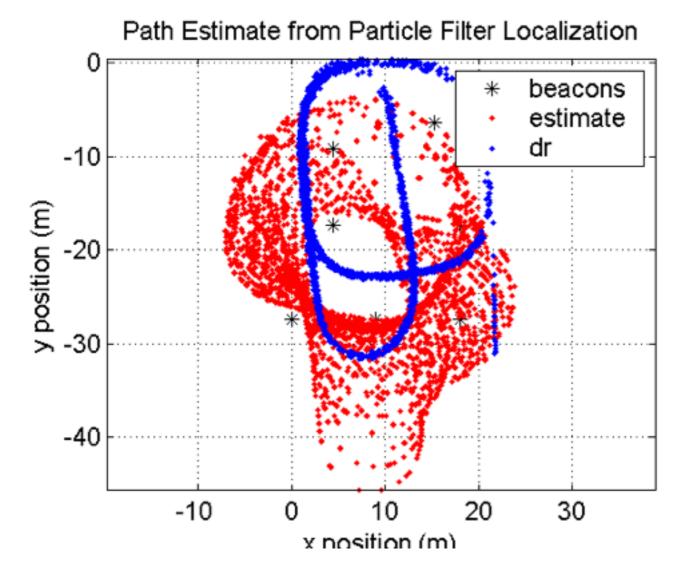
Moving Targets

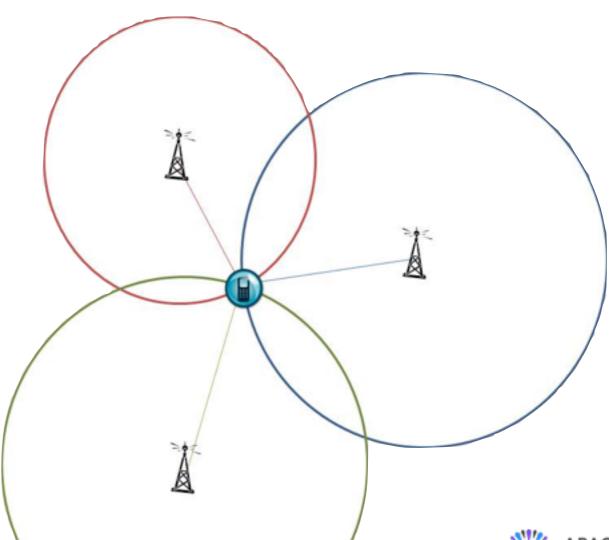
Innacuracy

Large Overlap Areas



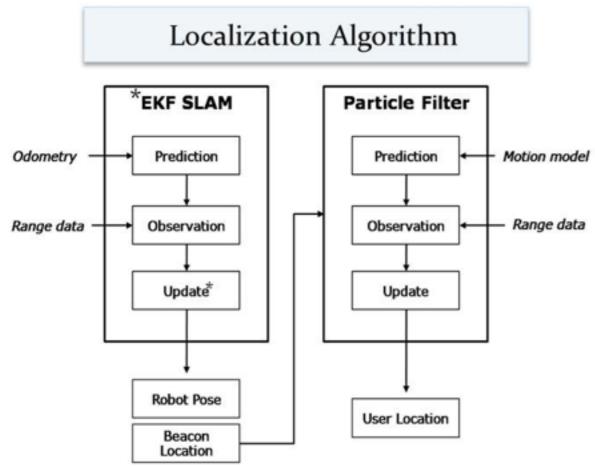
Particle Filters - Calculating the optimum solution

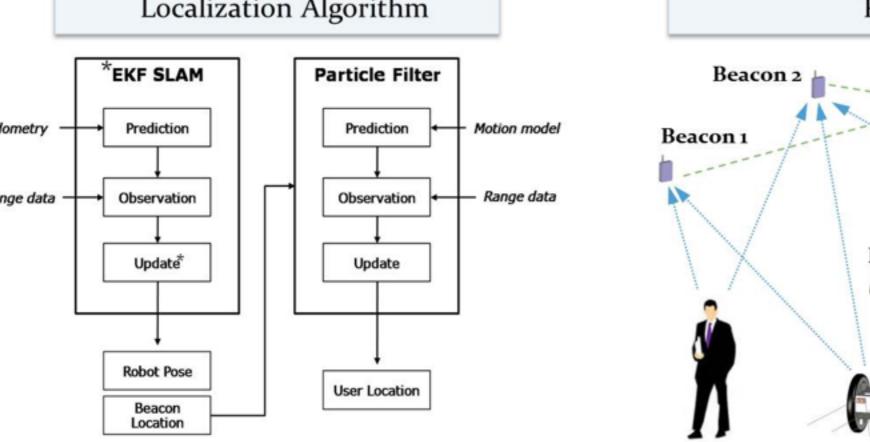




Particle Filters - Calculating the optimum solution







User localization based on the localization of robots and beacons

Prototype System Repeater Beacon 3 Beacon 4 Main UI Wireless LAN Human 2 Human 1 Robot Monitoring PC

Autonomous Navigation



^{*} Extended Kalman Filter Simultaneous Localization And Mapping

The Solution











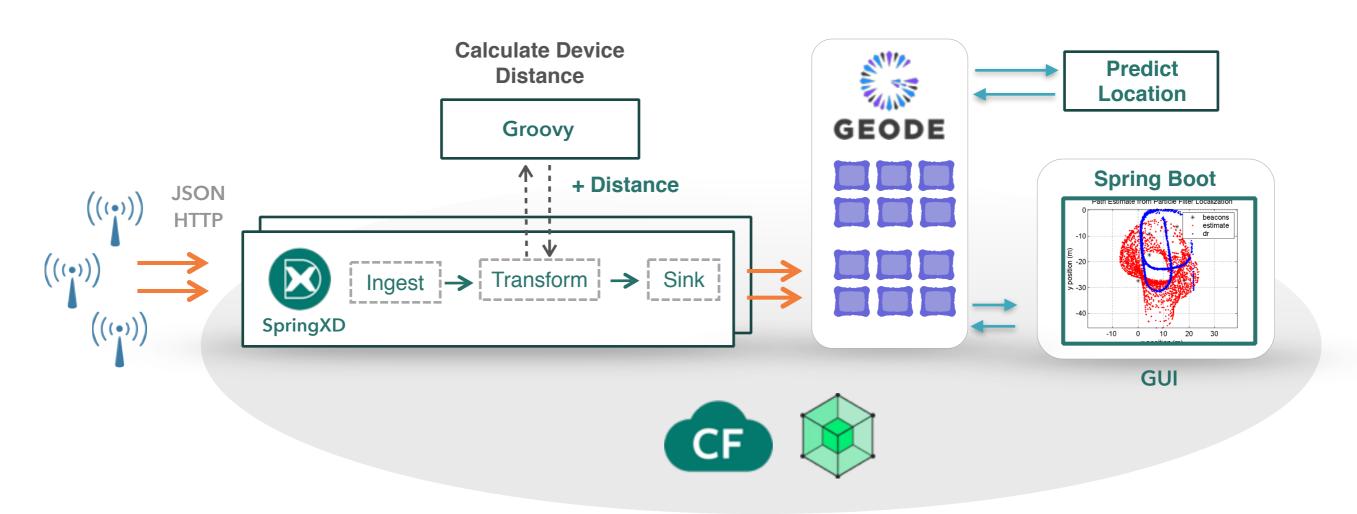


- 1. Capture signal strength
- 2. Calculate distance from antenna
- 3. Trilaterate different sensors to predict location in real-time
- 4. Show on a map with live updates



Architecture Overview



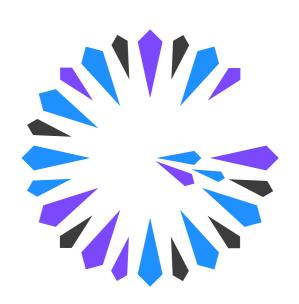


Application Platform CLOUD FOUNDRY



Geode Basic Concepts

- Cache
 - Configurable through XML, spring ,Java
- Region
 - Distributed j.u.Map on steroids
 - Highly available, redundant
- Member
 - Locator, Server, Client
- Callbacks
 - Listener, Writer, AsyncEventListener, Parallel/Serial



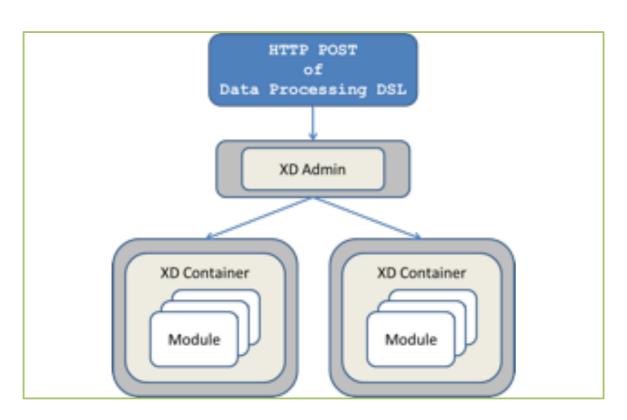


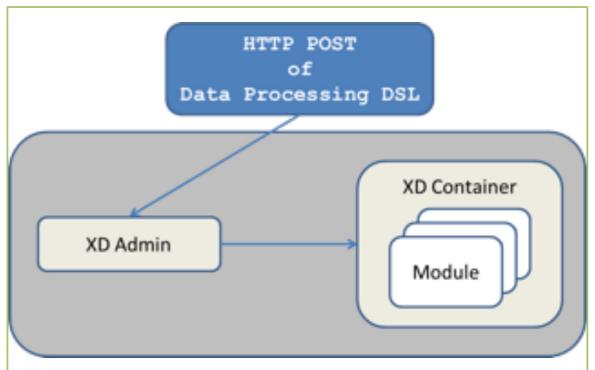
Introduction to SpringXD





Runs as a distributed application or as a single node



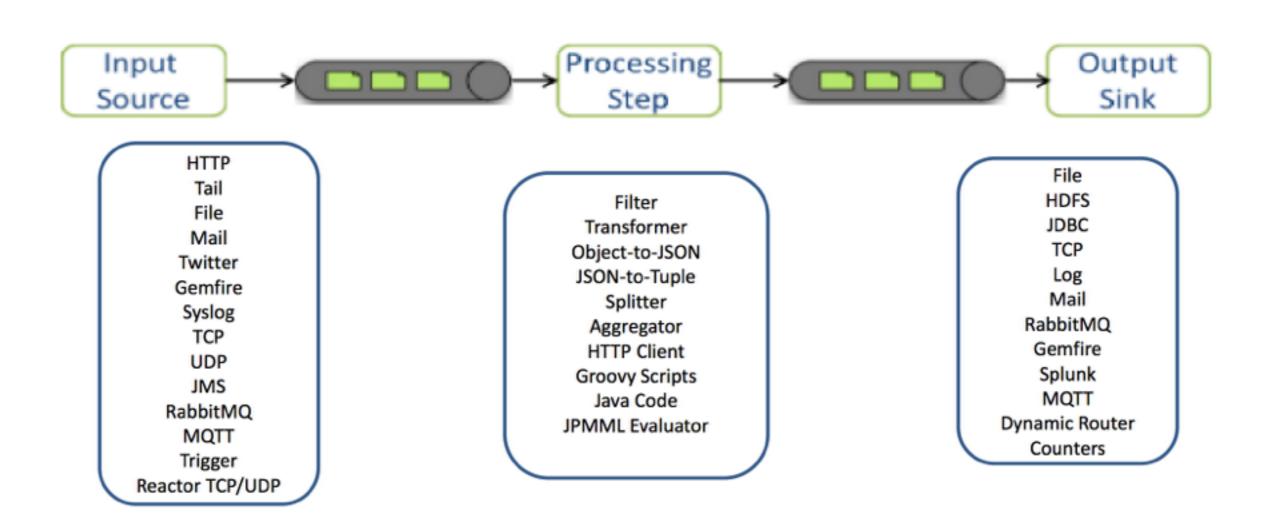




Spring XD



A stream is composed from *modules*. Each module is deployed to a *container* and its channels are bound to the *transport*.







Demo

Why have we selected those projects



- Iterative & Exploratory model
- Web based REPL
- Multiple Interpreters
 - Apache Geode
 - Apache Spark
 - Markdown
 - Flink
 - Python...



- Productivity
- Built-in connectors
- Cloud Agnostic
- Highly Scalable
- Easy to setup
- Streams without coding



- In-memory & Persistent
- Highly Consistent
- Extreme transaction processing
- Thousands of concurrent clients
- Reliable event model





Source code and detailed instructions available at:

https://github.com/Pivotal-Open-Source-Hub/WifiAnalyticsIoT

Tomorrow:

Implementing a Highly Scalable In-Memory Stock Prediction System with Apache Geode (incubating),

Spark MLib and Spring XD

Room: Tohotom - 14:30, Sep 30 Fred Melo, Pivotal, William Markito, Pivotal

