Extra Notes- Big Data

7 Aug 2023

Data-at-rest

SQL, NoSQL databases
Folders and files
Logs and crash reports
Dump files
Extracts, backups

Either data transfer or migration

Data-in-motion

Games, videos, CCTVs,
IoT, sensors/actuators

Router (HA), buffers

Data-at-rest (batch)

SQL, NoSQL databases
Folders and files
Logs and crash reports
Dump files
Extracts, backups

Azure/AWS/GCP

SQL migration tools

Azure- DataFactory
GCP- DataFlow

Data Lake

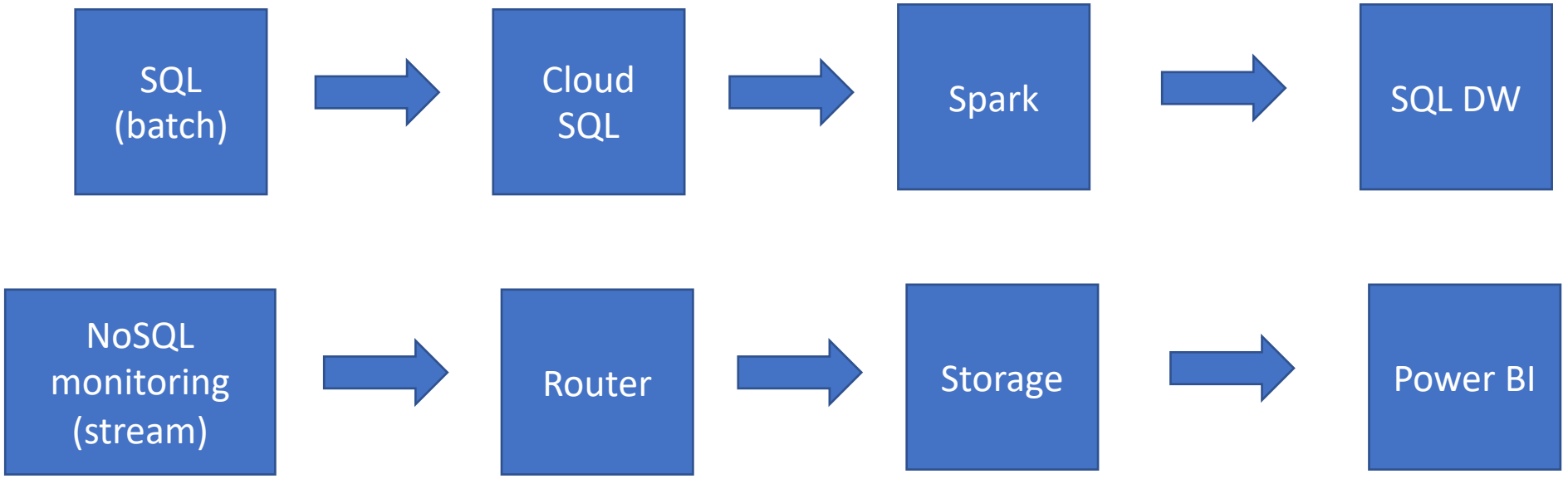
Data-in-motion (stream)

Games, videos, CCTVs,
IoT, sensors/actuators

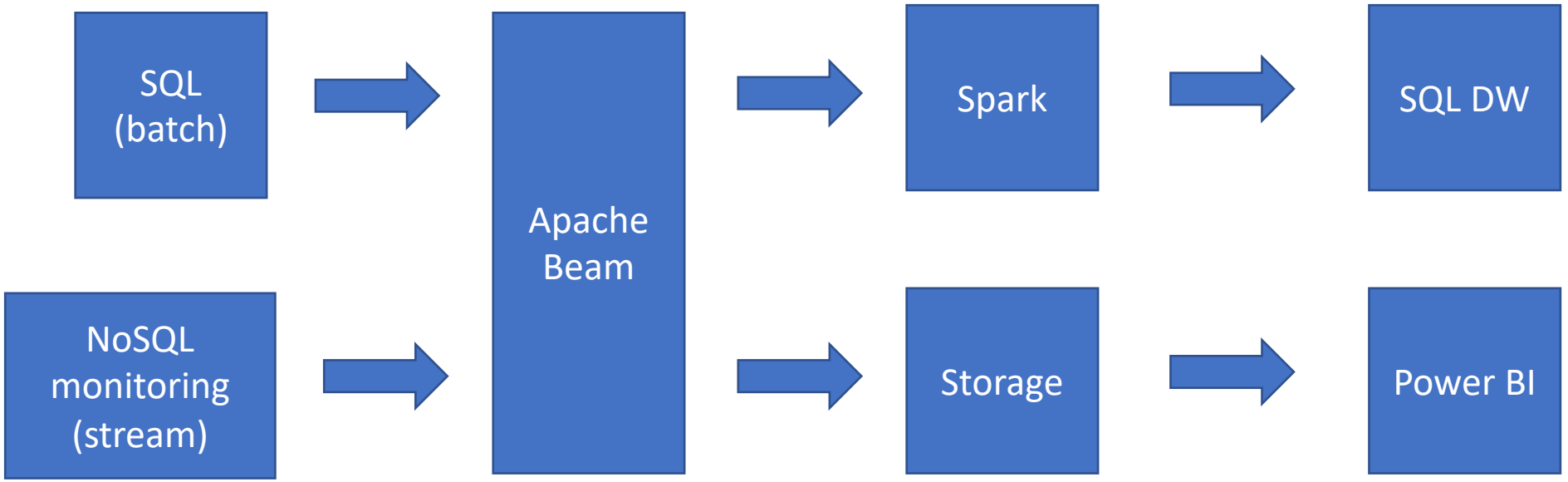
Router (HA), buffers

on prem- Kafka, Storm
Azure- IoT Hub or events hub
GCP- Pub/Sub and DataFlow
AWS- SQS, SNS, EventBridge

Lambda

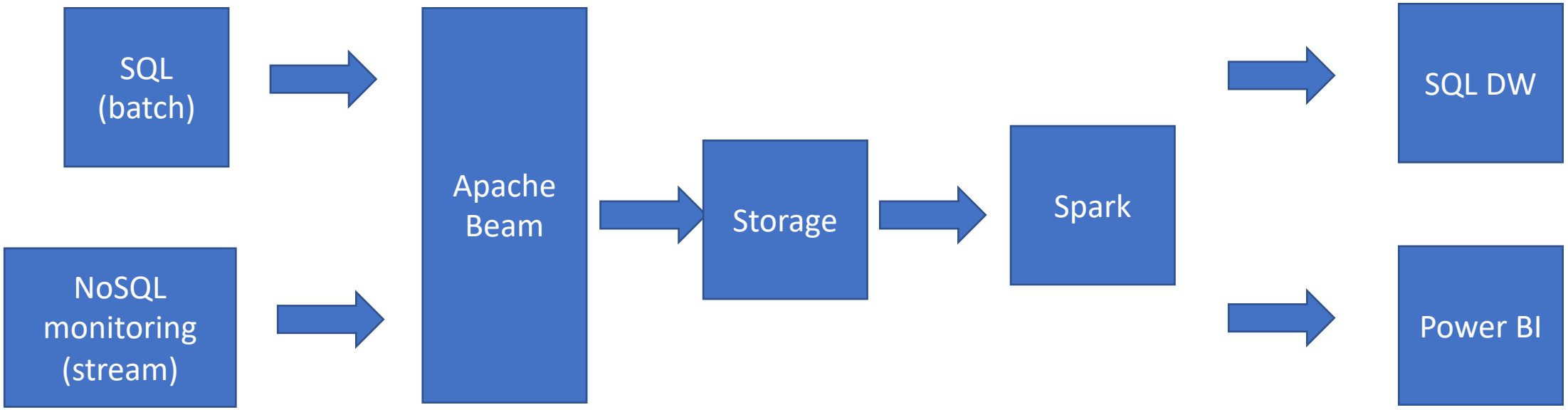

SQL (batch)
Cloud SQL
Spark
SQL DW
NoSQL monitoring (stream)
Router
Storage
Power BI

Kappa



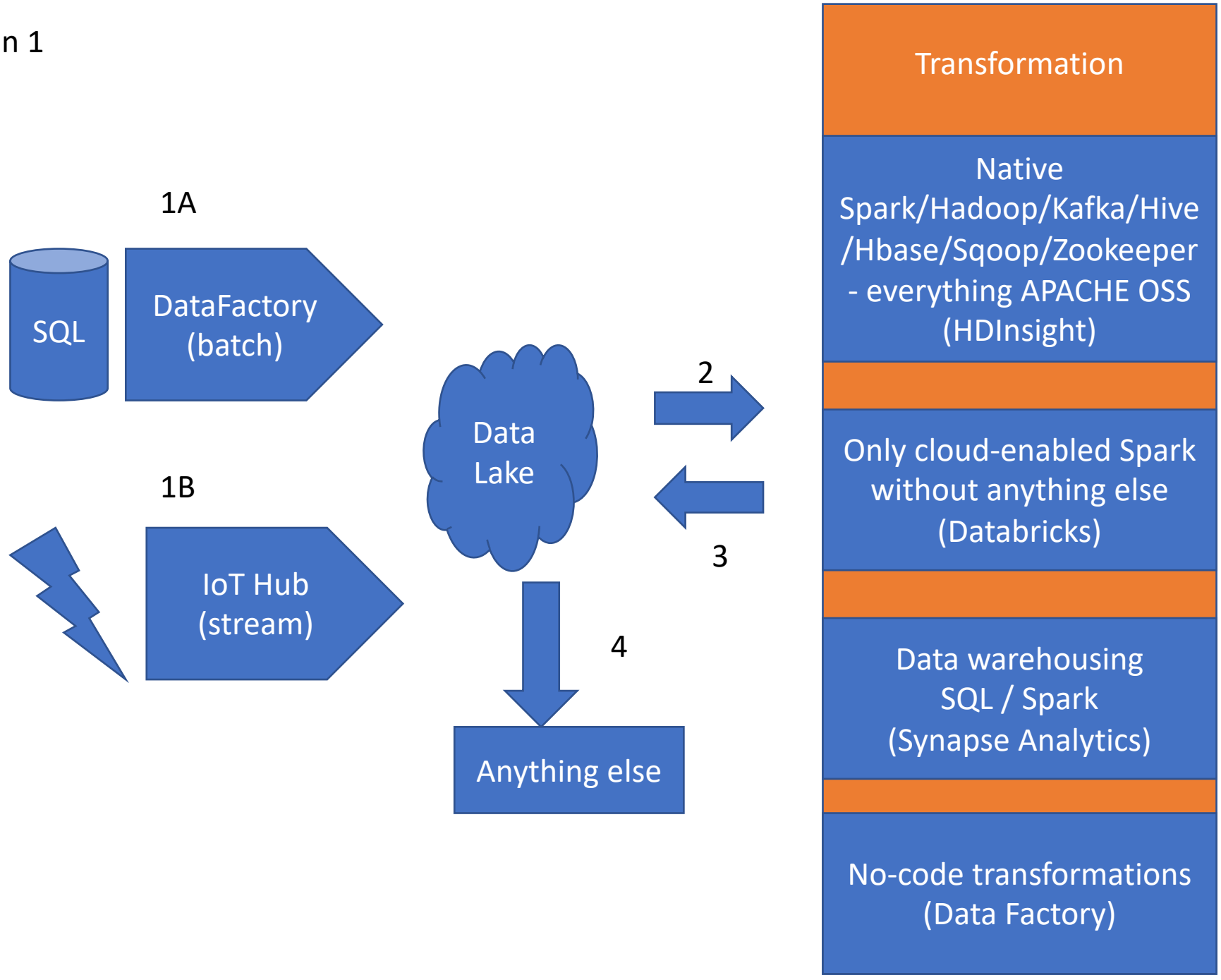
Beam = Batch + stEAM

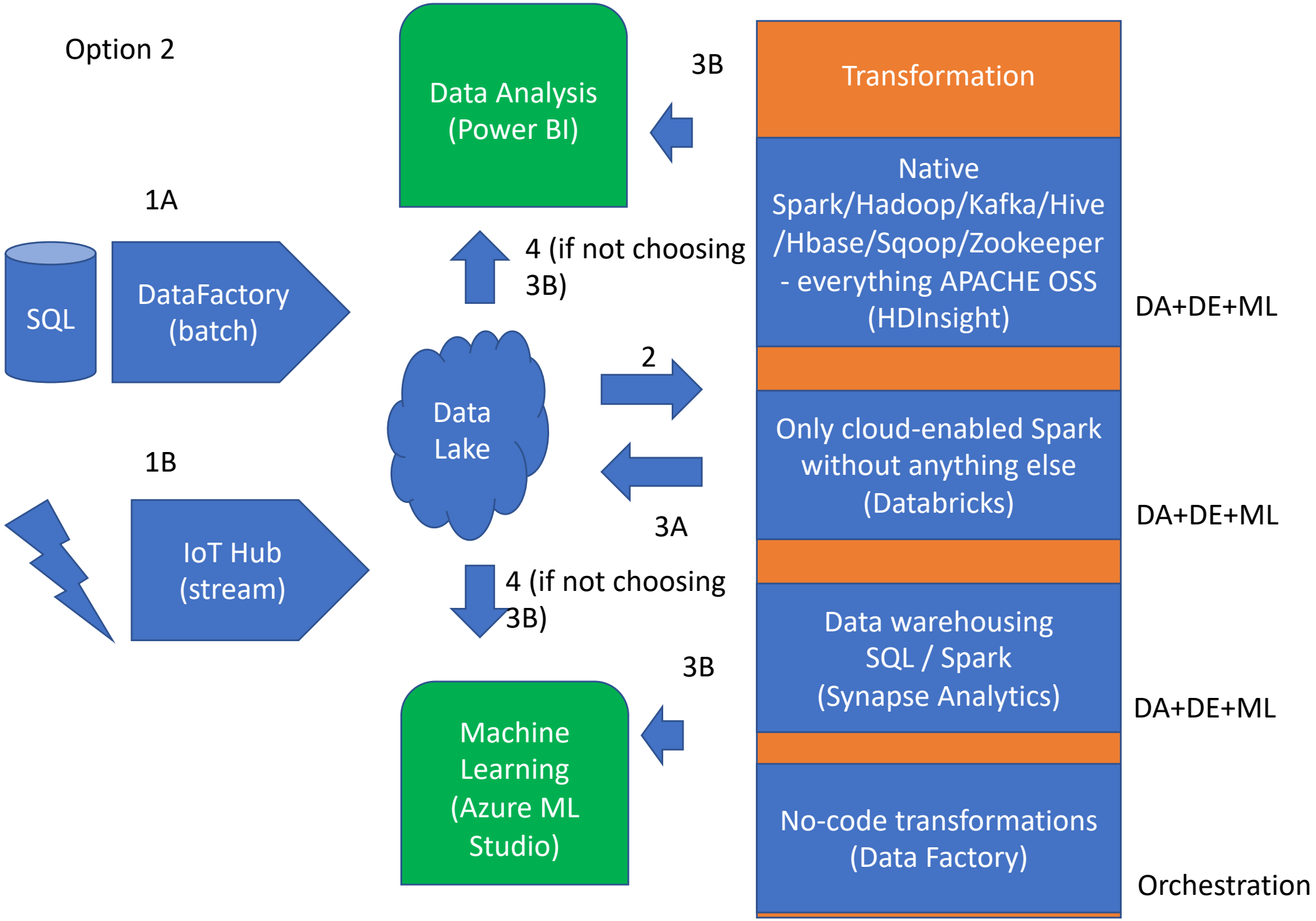
Kappa



Beam = Batch + stEAM

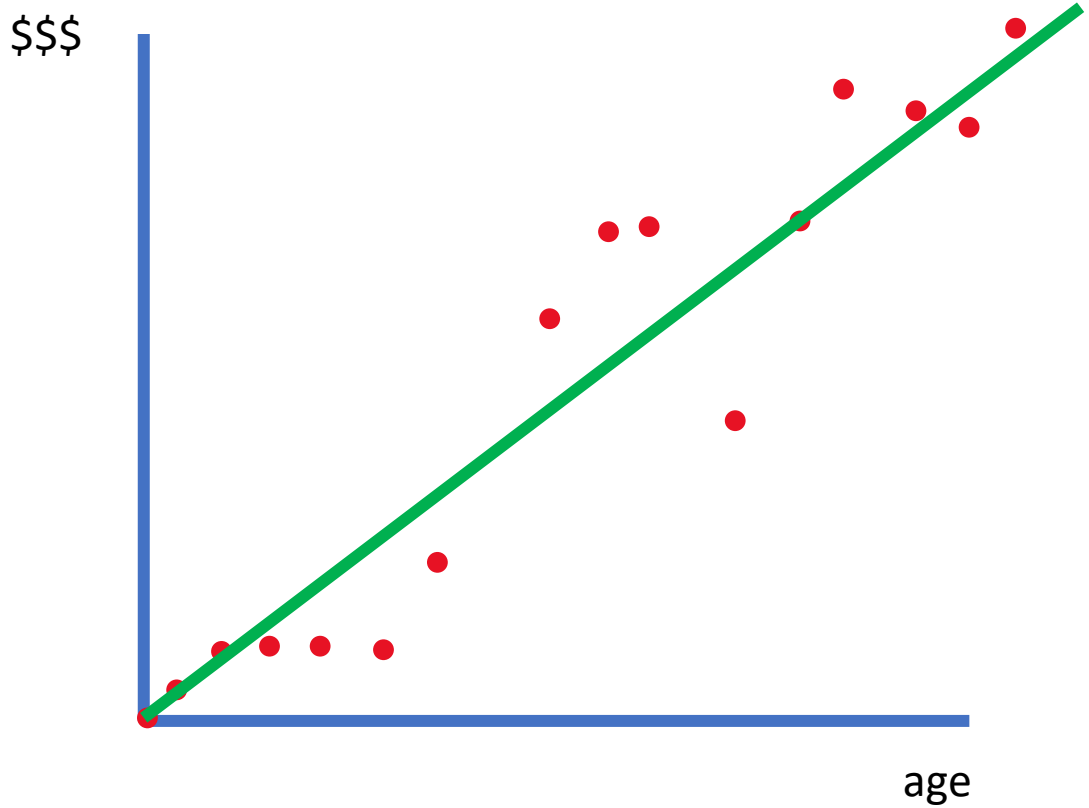
Option 1


1A
SQL
DataFactory
(batch)
1B
IoT Hub
(stream)
Data
Lake
2
3
4
Anything else
Transformation
Native
Spark/Hadoop/Kafka/Hive
/Hbase/Sqoop/Zookeeper
- everything APACHE OSS
(HDInsight)
Only cloud-enabled Spark
without anything else
(Databricks)
Data warehousing
SQL / Spark
(Synapse Analytics)
No-code transformations
(Data Factory)

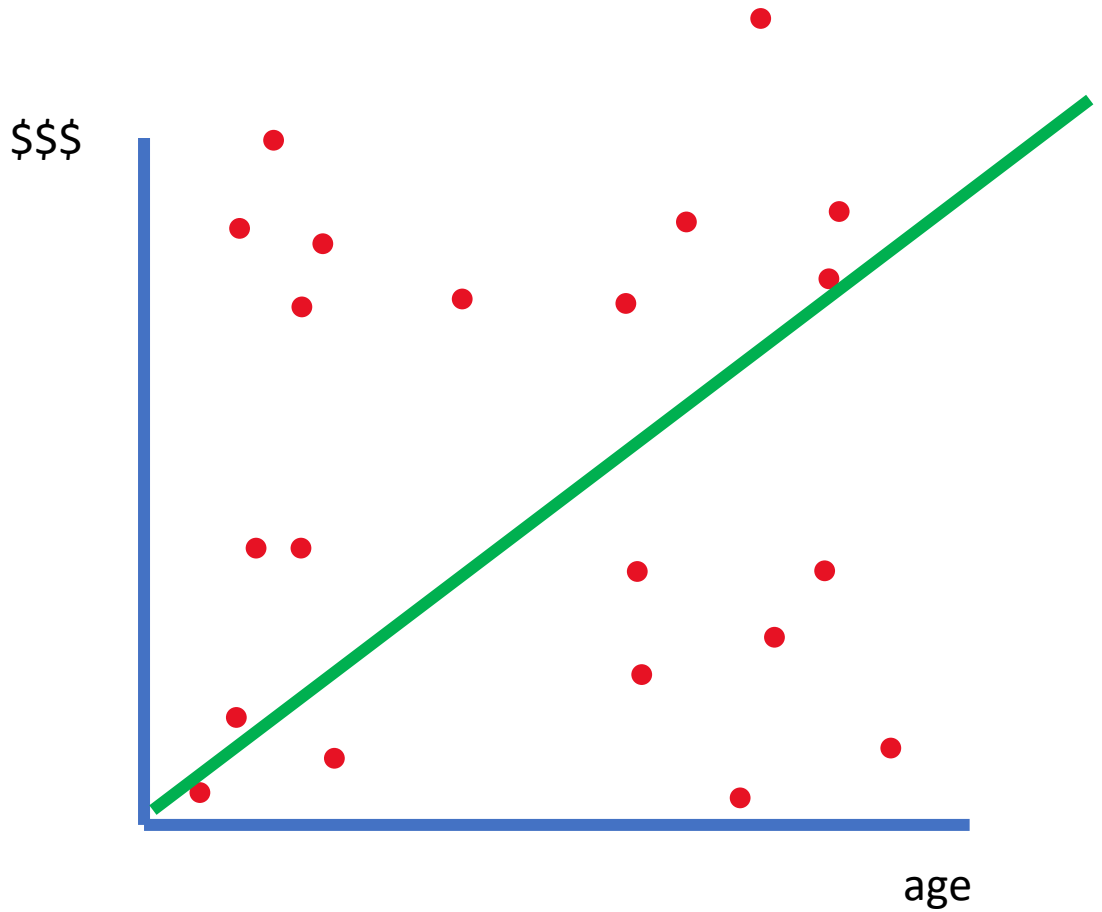

Option 2
Data Analysis (Power BI)
3B
Transformation
1A
SQL
DataFactory (batch)
4 (if not choosing 3B)
Native Spark/Hadoop/Kafka/Hive /Hbase/Sqoop/Zookeeper - everything APACHE OSS (HDInsight)
DA+DE+ML
Data Lake
2
Only cloud-enabled Spark without anything else (Databricks)
DA+DE+ML
1B
IoT Hub (stream)
3A
4 (if not choosing 3B)
Data warehousing SQL / Spark (Synapse Analytics)
DA+DE+ML
3B
Machine Learning (Azure ML Studio)
No-code transformations (Data Factory)
Orchestration

Intro to ML

This green line- this is ML!
ML is a BOUNDARY, an equation that can either propagate or classify



You can tell me $$$ for any age
Y = mx + c

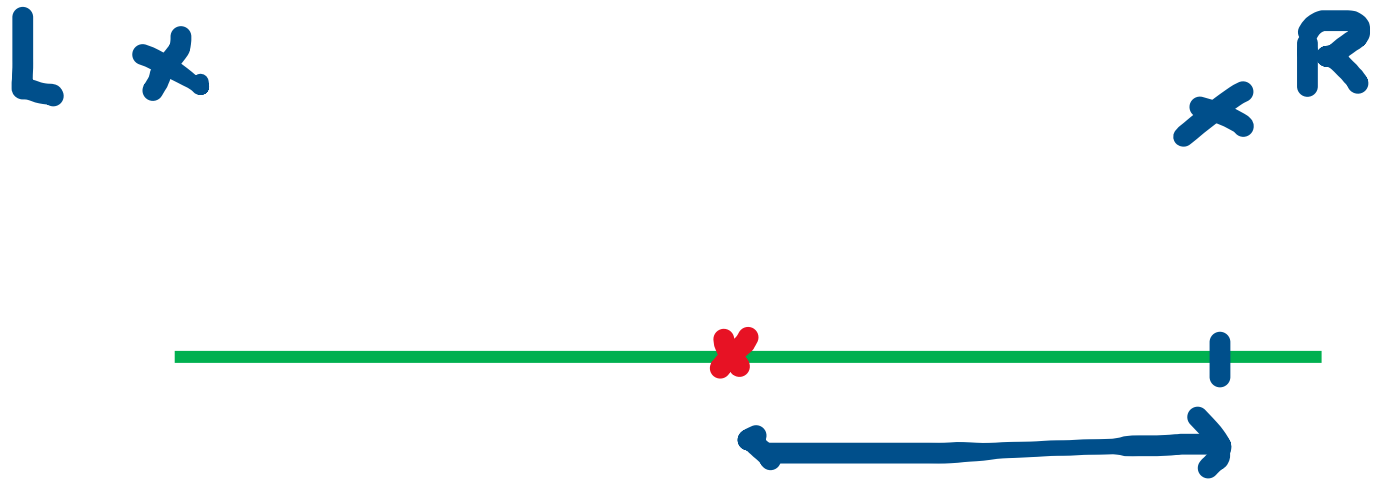


Rich and Poor People
Y1 > mx + c
Y2 < mx + c

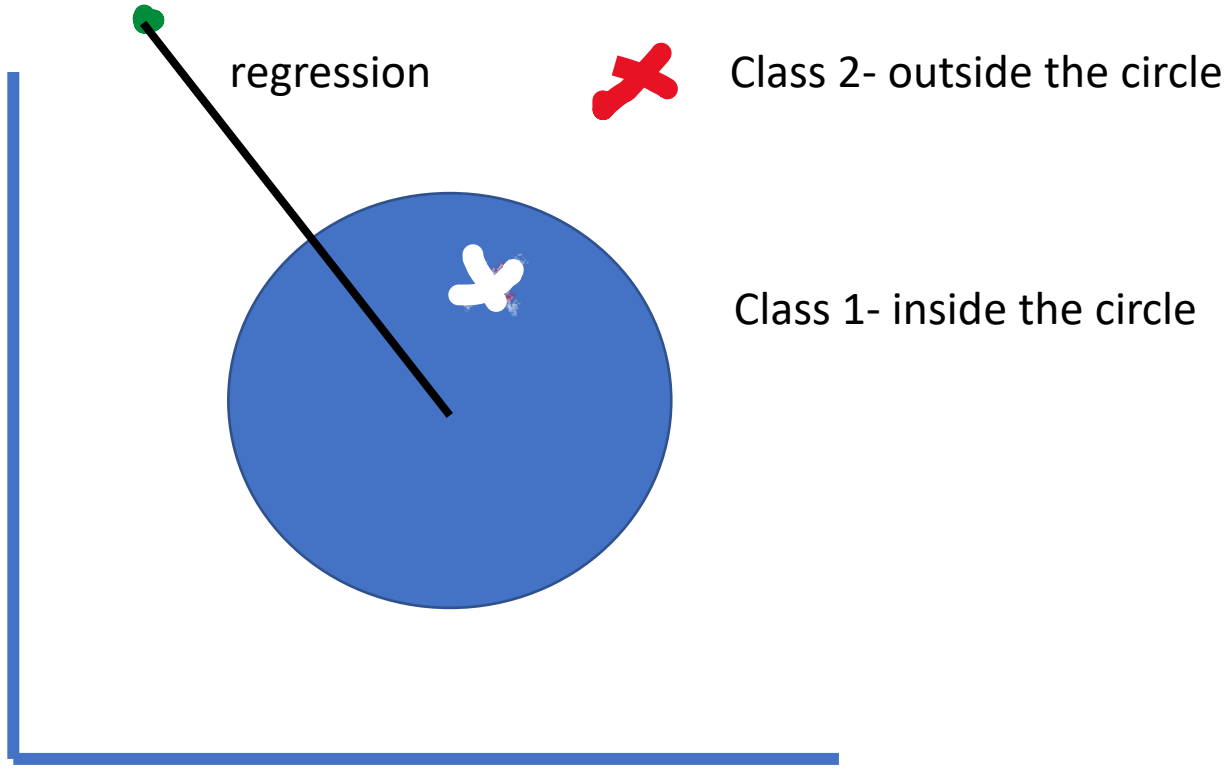
1-D

Class 1

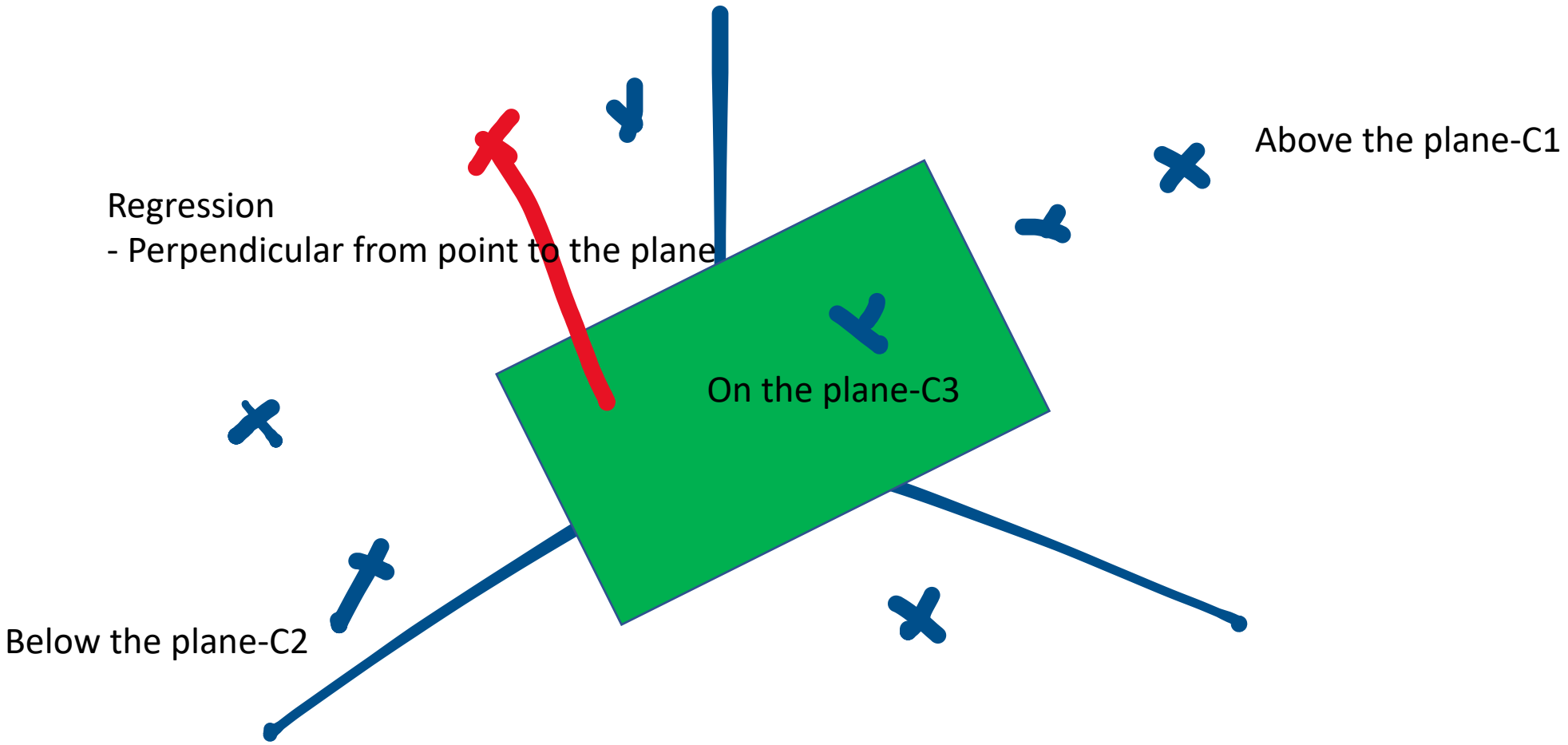
Class 2



2-D


regression
Class 2- outside the circle
Class 1- inside the circle

3-D


Regression
- Perpendicular from point to the plane
Above the plane-C1
On the plane-C3
Below the plane-C2

Terminology

- TENSOR- flow of data
  - 0 dimension tensors -> SCALARS-> data not flowing anywhere!
  - 1 dimension tensors-> VECTORS-> data flowing in a direction!
  - 2 dimension tensors-> MATRICES -> data flowing in 2 directions (PLANE)
  - 3 dimension tensors-> CUBES -> Array of matrices
  - …… N dimension tensors
  - Tesseracts!
    - Higher dimensions can see lower dimensions
    - Lower dimension cannot visualize the higher dimensions

    - A bacteria which lives in a ~ 2D (tending to 2-D in our perspective- as flat as possible)- no understanding of what a human looks like- and even inside a human
    - BUT THE MOMENT WE INCREASE A DIMENSION- you see data like a never before- a new perspective to the DATA- and problems typically become much easier
    - https://www.youtube.com/watch?v=3liCbRZPrZA

Image

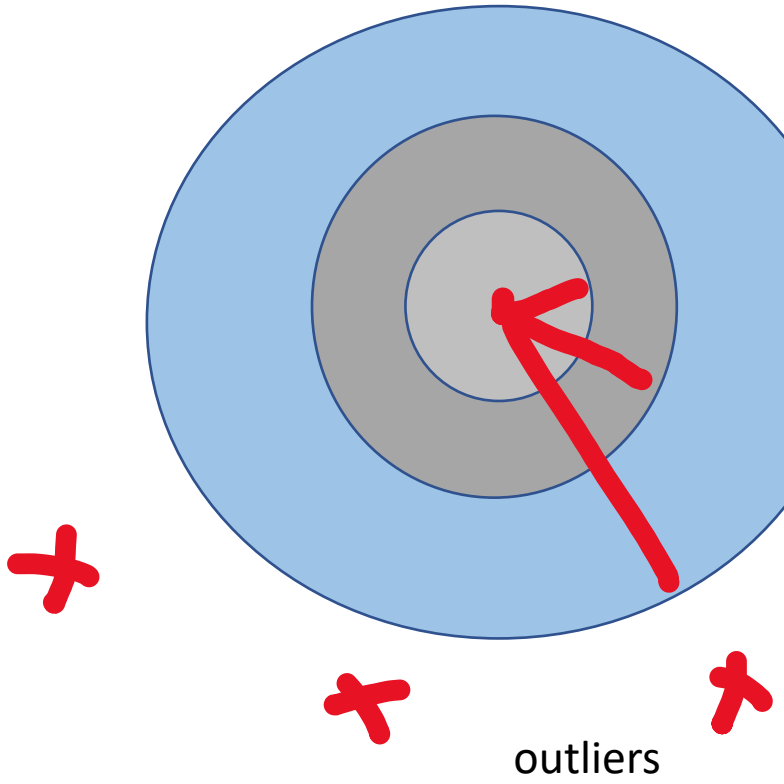
- Space imaging- bandwidths – we could not even see!
  - Infrared – imaging technique – medical science, underwater, satellite and spaces (y) -> where y -> [0,255]
    - Once infrared is collect-> Z-Scoring -> data normalization on a scale that humans can see!

- Image is a 2-D array of pixels, where each pixel is built of (R, G, B)
  - Pixel-> (0,0,0) (255,255,255)
    - 2 types:
      - Light colors- if all light colors combine -> WHITE
      - Solid colors – if all solid colors combine -> BLACK

Z-Score

Money	Age	Happiness
$1,000,000,000	70	0
$100	5	1
$150,000	25	1
-$500,000	35	0

Innermost circle radius- standard deviation (sigma)
Centre – average value (mu)



outliers

Z-Score =. How far away are you from center? And what's It's ratio with standard deviation?

=. Any given point X,

Z-score $= \frac{mu - x}{sigma}$

Z-SCORE EXAMPLE

Age	Money	AgeNorm	MoneyNorm	mu1	50.8888889	sigma1	41.6906598
0	1000	1.220630453	0.33446663	mu2	1114471318	sigma2	3332082236
10	1E+10	0.980768573	-2.6666595				
100	150	-1.17798834	0.33446689				
25	6666666	0.620975754	0.33246618				
25	99999	0.620975754	0.33443692				
26	23423232	0.596989566	0.32743732				
72	23232	-0.50637508	0.33445996				
99	4354	-1.15400215	0.33446562				
101	23232	-1.20197453	0.33445996				

Max-abs scaling

- Formula:

$$\text{Max Abs Scalaing} = \frac{data - min}{\max - min}$$

Images-> min – 0, max – 255.0

$$\text{Scaling for images} = \frac{pixel - 0}{255 - 0}$$