Architecture Design

Entertainer Data Analysis

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Document Version	0.3
Last Revised Date	

DOCUMENT CONTROL

Change Record:

VERSION	DATE	AUTHOR	COMMENTS
0.1	07-July-2024	Avs Jagannath	Introduction &
			Architecture define
0.2	07-July-2024	Avs Jagannath	Architecture &
			Architecture
			description appended
			& updated

Reviews:

VERSION	DATE	REVIWERS	COMMENTS
0.2	08-JULY-2024	Avs Jagannath	Unit test cases to be
			added

Approval Status:

VERSION	REVIEW DATE	REVIEWED BY	APPROVED BY	COMMENTS

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1. Introduction

1.1 What is Architecture Design Document?

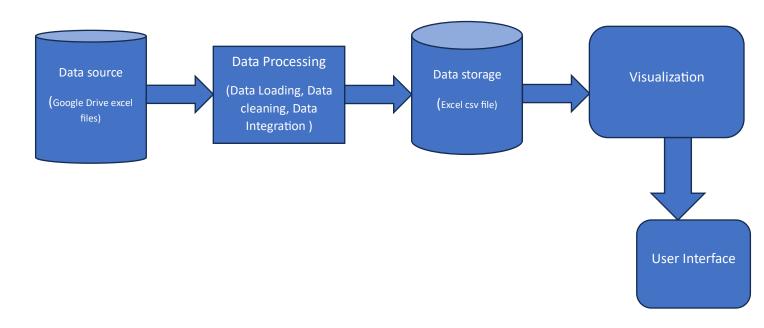
This Architecture Design Document (ADD) represents the structure of the Entertainer Data Analysis system. It defines the hardware and software components, their interfaces, and the framework for system development. The document describes the system categories, components, connectors, and integration methods.

1.2 Scope

This ADD covers the architectural design process for the Entertainer Data Analysis project, including data structures, software architecture, and performance considerations. It provides a step-by-step refinement of the design principles defined during the requirement analysis phase.

2. Architecture

2.1 Overall System Architecture



The system consists of the following main components:

- Data Sources (Google Drive Excel files)
- Data Processing Layer (Python)
- Data Storage (CSV/Database)
- Visualization Layer (Power BI)
- User Interface (Web Browser/Desktop Application)

2.2 Data Processing Architecture

The data processing layer uses Python to handle:

- Data loading from multiple Excel files
- Data cleaning and transformation
- Feature engineering
- Data integration

Key components:

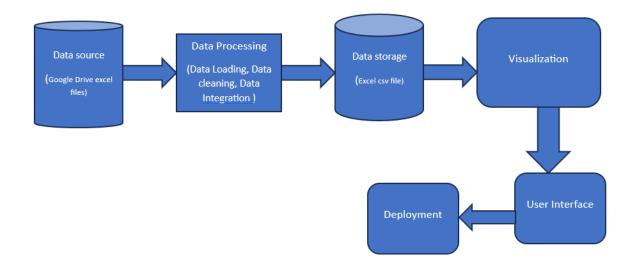
- Pandas for data manipulation
- NumPy for numerical operations
- SQL Alchemy for database interactions (if using a database)

2.3 Visualization Tool Architecture

PowerBi Server Architecture:

- Gateway/Load Balancer: Entry point for client requests
- Application Server: Handles user authentication and permissions
- VizQL Server: Processes visualization requests
- Data Server: Manages data source connections
- Backgrounder: Handles scheduled tasks and extract refreshes
- Data Engine: Stores and queries data extracts
- Repository: Stores Tableau Server metadata

2.4 Deployment Architecture



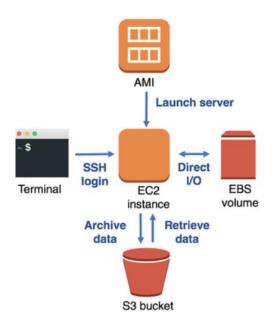
3. Deployment Description

3.1 Deployment Options

- 1. Local Deployment: Install visualization tool on individual machines for development and testing.
- 2. Server Deployment: Deploy on a centralized server for multi-user access.
- 3. Cloud Deployment: Utilize cloud services for scalability and accessibility.

3.2 Single Node Architecture

(a) Single-node workflow



Description:

- All components run on a single machine
- Suitable for small-scale deployments or testing environments
- Limited in terms of scalability and performance for large datasets or multiple concurrent users

3.3 Multi-Node Architecture

Multi-node cluster architecture and workflow SSH SSH Compute Compute Compute instance instance instance EC2 Auto Scaling group SSH connection SSH Direct login I/O Terminal **EBS** Master volume instance **Archive** Retrieve data data

S3 bucket

Description:

- Distributes components across multiple machines
- Improves performance and handles concurrent requests more effectively
- Provides options for high availability and failover
- Scalable to accommodate growing data volumes and user bases

Key considerations for multi-node setup:

- Load balancing between nodes
- Data synchronization and consistency
- Network latency and security between nodes
- Monitoring and management of distributed components

This architecture design provides a comprehensive overview of the Entertainer Data Analysis system, covering data processing, visualization, and deployment aspects. It can be further refined based on specific project requirements and chosen technologies.