

Transactional data streams: log interactions between entities; 记录实体之间发生的“事件” / 交互的数据流.比如 credit card purchases by consumers from merchants
Measurement data streams: monitor evolution of entity states; 持续监测某个实体“状态随时间变化”的数据流. IP network

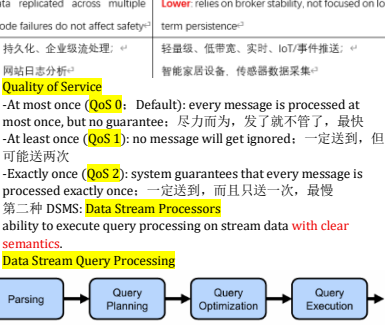
Database Systems (DBMS) ¹	Data Stream Systems (DSMS) ^{1,2}
Persistent relations^{2,3} set/bag of tuples ^{2,3} Bounded by stored data,静态 ^{2,3} modifications^{2,3} transient / one-time ^{2,3} exact ^{2,3}	Transient streams^{2,3} Sequence of tuples 有序^{2,3} Unbound data,动态^{2,3} appends^{2,3} continuous / persistent^{2,3} approximate^{2,3}

由 查询处理器和物理数据库设计 决定^{2,3} 不可预测, 因为数据特性和到达模式不确定
第一种 DSMS: **Publish/Subscribe Messaging System**
应用到 **consume constant stream** of events, with **QoS guarantees**. 布者不直接把消息发给具体接收者, 而是按“主题” (topic) “发布”到 Broker; 订阅者只从 broker 接收自己订阅的主题的消息. 常见的有: **Apache Kafka** (Topics in Kafka are multi-subscribe), **MQTT**. A **broker** mediates communication between producers and consumers, providing decoupling, scalability, and reliable message delivery in distributed systems

能力 ^{2,3}	解释 ^{2,3}
1. Publish and subscribe to streams of records ^{2,3}	支持应用程序 发布消息到主题 (topic), 以及 订阅自己感兴趣的消息流. 实现实时数据分发. ^{2,3}
2. Can store streams of records in a fault-tolerant way ^{2,3}	可以存储持久化消息, 保证在系统故障时消息不丢失. 典型实现: 消息在 Broker 中持久化 (如 Kafka 的 log 机制). ^{2,3}
3. Lets apps process streams of records as they occur ^{2,3}	应用可以实时处理到达的数据流. 无需等待数据全部存储完再分析. 支持事件驱动处理和低延迟响应.

MQTT: 第一个是 subscriber, 第二个是 publisher
subscribe.callback(print_msg, "MyTopic", hostname=broker)
print_msg: 回调函数 = 系统帮你调用的函数, 不是你手动调用 MyTopic
订阅 MyTopic 这个主题, 当有新消息到来时, 用 print_msg 这个函数来处理消息. Topics are case-sensitive
hostname=broker: 是从 broker 订阅, 而不是 Publisher
publish.single("MyTopic", "TheMessage", hostname=broker)
By default, MQTT broker does not store any message. **只有在线的订阅者才能收到消息**,但是可以设置为保留

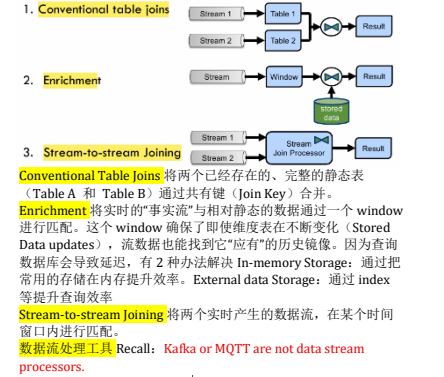
Apache Kafka (Distributed Streaming Platform) ^{2,3}	MQTT (IoT Messaging Protocol) ^{2,3}
For large-scale stream data storage and real-time processing ^{2,3} Distributed commit log (append-only log); 保证 日志不会丢失^{2,3} Persistent by default : data stored on disk, replicated for fault tolerance, historical data can be replayed ^{2,3} Pull-based consumers fetch messages from the queue in order, control their own offset ^{2,3} Strictly guaranteed order within a partition ^{2,3}	For resource-constrained devices with low-bandwidth , real-time communication ^{2,3} Broker-based message forwarding model^{2,3} Transient by default : messages usually deleted after forwarding (optional retained messages or offline cache) ^{2,3} Push-based broker actively pushes messages to subscribers for real-time delivery ^{2,3} Depends on network and QoS level , global ordering hard to guarantee at scale ^{2,3}
Very high : data replicated across multiple nodes, single-node failures do not affect safety ^{2,3} 大规模、可靠、持久化、企业级流处理: ^{2,3} 金融交易风控 网站日志分析 ^{2,3} Quality of Service -At most once (QoS 0): Default: every message is processed at most once, but no guarantee; 尽力而为, 发了就不管了, 最快 -At least once (QoS 1): no message will get ignored; 一定送到, 但可能送两次 -Exactly once (QoS 2): system guarantees that every message is processed exactly once; 一定送到, 而且只送一次, 最慢 第二种 DSMS: Data Stream Processors ability to execute query processing on stream data with clear semantics . Data Stream Query Processing	Lower : relies on broker stability, not focused on long-term persistence ^{2,3} 轻量级、低带宽、实时、IoT/事件推送: ^{2,3} 智能家居设备, 传感器数据采集 ^{2,3}



State refers to data that is retained and updated across multiple events during stream processing.
Stateless operators look at each event individually
Stateful operators output results based on multiple events

Stateful Applications ¹	Stateless Applications ¹
Retain user session information across requests ^{2,3} Less scalable , require complex load balancing and session management ^{2,3} Lower Fault Tolerance , server failure may cause session loss unless replication is used ^{2,3} More Resource Need , require memory and processing for session handling ^{2,3} More complex : need careful session and state management ^{2,3}	Do not retain user state between requests ^{2,3} Highly scalable : each request is independent ^{2,3} Higher Fault Tolerance , server failure does not affect sessions ^{2,3} Less, no session data to manage ^{2,3} Simpler : no need to manage state across requests ^{2,3}

Aggregation – need first to define a window on the data stream to process.
Agglomerate Window: incrementally aggregates incoming data and updates the result continuously without storing all events in the window.
Sliding Window: **fixed size**, moves forward at a **fixed interval**, overlap.
Tumbling Window: **fixed-size, non-overlapping**, 是特殊的 Sliding Window.
Tuple-Count-Based Windows: 包含 Sliding Window 和 Tumbling Window. 基于 tuple 的数量进行 window 的划分. 有个问题就是 Tie, 即当假设有 3 条数据时间戳都是 10:00:01, 但窗口大小刚好在它们中间切断. 系统这次可能把 A 放入窗口, 下次可能把 B 放入窗口. 解决办法为在时间戳之外, 增加一个唯一且稳定的字段 tie-breaker.
Punctuation-Based Windows: 基于 punctuation 划分窗口, 窗口长度不固定.
Event time: 事实真正发生的时间. 有个 Watermarks 的机制可以确保这个, 它是一个时间戳 T, 代表系统声明: “所有 Event Time≤T 的数据都已经到齐了. 因此可以通过窗口的 last timestamp ≤ watermark 来判断是否输出结果.”
Ingestion time: 数据进入系统边界的时刻.
Processing time: 数据被算法/算子执行的时刻.



Apache Spark ^{2,3}	Apache Flink ^{2,3}
Set-oriented data, Lazy evaluation principle : Plan gets actually executed by Flink only when env.execute() is called ^{2,3} Processing at Separate stages ^{2,3} Optimizer is SparkSQL ^{2,3} RDD ^{2,3} Micro-batching (DStream)^{2,3} Use Case: Micro-batch ^{2,3} fixed, sliding, tumbling ^{2,3}	Transformations by iterating over collections with pipelining ^{2,3} Processing at Overlapping stages ^{2,3} Optimizer is API ^{2,3} DataSet ^{2,3} Continuous pipelining (DataStream API) ^{2,3} Low Latency^{2,3} Use Case: pipelining ^{2,3} fixed, sliding, tumbling, Agglomerative^{2,3}

Scale-Up: To scale with increasing load, buy more powerful, larger hardware
Scale-Out: need to scale-out to a cluster of multiple servers (nodes). shared-nothing architecture

Speed-Up ²	Scale-Up ²
数据量不变, 资源增加, 运行时间应按比例减少 ^{2,3} 固定 ^{2,3} 增加计算资源 (CPU/节点/内存) ^{2,3} 减少处理时间 ^{2,3} 时间按比例减少, 实际 overhead 影响 ^{2,3}	数据量和资源同时按比例增加, 运行时间应保持不变 ^{2,3} 随资源增加而增加 ^{2,3} 增加计算资源与数据量成比例 ^{2,3} 响应时间不变 ^{2,3} 响应时间保持恒定 ^{2,3}

Scale-Agnostic Data Management 与规模无关的数据管理
数据分片 (Sharding); 提升性能
数据复制 (Replication); 保证可用性
应用透明: 应用无需关心底层复杂性
Single Machine: 比如 **RAID** 因为显示为一个逻辑磁盘.
Row-oriented databases organize data by record (row). Optimized for **reading and writing** on rows efficiently
适合 **OLTP**
Column-oriented databases organize data by field (column). Optimized for **reading and computing** on columns efficiently. 适合 **OLAP**. 优点: 不必读取不需要的属性, Better compression possibility, 都是减少 IO. 缺点: 不适合频繁更改, 读取多行时的开销大, 不适合 **small table**.

Cluster of Machines
Data **Partitioning** / Data Sharding: Storing subsets of the original data set at different places. **Sharding**: if each partition is stored on a different site. 分布 shard 方法如下: **Round-robin**: in rounds. **Hash partitioning**: hash function **Range partitioning**: range predicate; 比如 [0:1] 放一起, [2:5] 放一起. **Inter-Query Parallelism**: different Query independently on separate places **Intra-Query Parallelism**: same Query accesses several places in parallel
Data **Replication**: Storing copies (‘replicas’) of the same data at more than one place. 适合 **READ-ONLY**. 主要是为了 Safety and availability. Lazy+Pri 最常见: Eager+Mult is IDEA
Synchronous (Eager) Replication: update all replicas inside original transaction
Asynchronous (Lazy) Replication: Update one copy, 再扩散到别的
Primary Copy: 永远先更新一个 replica
Multi Leader: 可以同时更新多个不同的 replica; Eager 导致死锁; Lazy 导致 Conflict; 适合在每个 transaction 负责 disjoint fragment 的情况

CAP Theorem: Consistency: All copies have the same data. **Availability**: A data system should always be up. **Partition Tolerance**: Ensures the system functions despite communication breakdowns. **CP**: 适合 financial application. **AP**: 适合 social media platform. **CA**: 只存在“没有网络分区”的系统中
Scale-Agnostic Data Processing 与规模无关的数据处理
大规模并行处理: 跨数百或上千 CPU.
性能: 并行查询/计算处理.
可用性: 系统理想情况下永远在线, 可透明化处理故障. 弹性 (Elasticity): 运行中可动态调整规模.
Data Processing: Spark, Hive, HBASE, Hadoop, MapReduce, Apache Flink
Storage: HDFS, MongoDB, snowflake, Amazon S3
HDFS: Allow clients to access files on remote servers “transparently”. One NameNode, Multiple DataNodes. Each block is replicated across multiple nodes default 3.

MapReduce 是实现这些目标的经典处理模型. **Map**: filtering and sorting sorting students by first name into queues. **Reduce**: summary operation counting the number of students in each queue. **Hadoop** = HDFS+YARN+MapReduce
Loosely-Coupled System: Separation of computer and storage nodes. The more nodes, the higher the probability of some failure, Latency can increase.

Data Architecture: Architecture first, technology second.
Operational Architecture: What needs to be done?
Technical Architecture: How data is ingested, stored, transformed, and served.
Batch-driven: 延时处理. 大数据架构的一种.
Data Lake: Dump all of your data, structured and unstructured, into a central location. 容易导致 data swamp, 缺乏治理、元数据和质量控制, 数据湖变得混乱、难以理解. 几乎无法使用的状态.
Feature Store Architecture: data pipeline server for training and serving machine learning models. Transformation, Storage, Serving, Monitoring, Feature Registry. **Offline Serving**: Access historical data; **Online Serving**: Provide fresh feature. **Batch Transform** 静态数据 **Streaming Transform** 动态数据

On-Demand Transform 只在预测的时候用. 替代方案: **Custom ETL Pipelines**: High flexibility; Increased complexity, lacks consistency. **Data Warehouses & Lakes**: Easy Integrated; Not suit real time ML. **In-House Feature Management Systems**: Tailored; 扩展性差.
Lambda Architecture: Address latency by creating **batch/cold layer** 存入 serving layer 确保了准确性和 **speed/hot layer** 直接被 analytics 使用确保低 latency. 用户也可以通过 **serving layer** 结合两者.
Event-driven: 即时处理. 大数据架构的一种. **Data Stream Processing Architectures**. 例子 **Kappa Architecture**. Only one path.

批量驱动 (Batch-driven)	事件驱动 (Event-driven)
设计哲学: 效率优先, 追求整体吞吐量	速度优先, 追求极致响应时效
数据视图: 静态 (针对已存储的数据块)	动态 (针对不断流动的事件流)
典型代表: ETL 框架、工业发放、财务对账	支付网关、自动驾驶、实时消息推送
系统解耦: 弱 (通常依赖中心化数据库)	强 (通过消息中间件如 Kafka 实现异步)
容错能力: 较低, 错误容易复现	较高, 需处理事件乱序和补偿机制

Continuous Integration (CI): Automatically testing and integrating new code into a shared repository
Continuous Deployment (CD): Automatically deploying tested code to production environments.
DataOps is a set of collaborative data management practices designed to speed up data delivery, maintain quality, and foster collaboration.

-Key goal: **Break Silo** by Unifying Data. Collaborative Framework
-Key Functions:
Pipeline Orchestration: 负责统一调度和管理数据与 ML 流水线
Data Quality Monitoring: 持续监控数据和特征的完整性、准确性与一致性, 及时发现缺失值、异常分布
Governance and Security: 确保数据使用符合组织规范与安全要求
Self-Service Data Access: 通过标准化接口、目录和文档, 使数据科学家和业务人员能够自助发现、理解并使用数据与特征, 减少对数据工程团队的依赖

-Lifecycle: Plan, Dev, Integrate, Test, Deploy, Monitor
-Data Curation: Automate data cleansing, transformation, and standardization to ensure high-quality data.
-Master Data Management: 确保数据一致性.
-The Five Pillars: Freshness, Distribution (acceptable ranges), Volume (Monitor Missing), Schema (Track structural changes), Lineage (data move/transform across system)
3种 Scaling ML 的方法如下
Feature Store: TFIDF 是一种 feature extraction 方法.
Data to ML/Data to Computation: 适合小数据, 不好扩展. **Scale-up ML to Data/Computation to Data**: 适合大数据, 好扩展. 典型代表是 **MADlib** (In-database analytic), 它还可以通 ARIMA 支持 time series (只有 point) 使用 Greenplum 则是 a shared-nothing database using postgres per each node 或 PostgreSQL. **Scale-out PII**: Information that, when used alone or with other relevant data, can identify an individual.
Sensitive information: is personal information that includes information or an opinion about an individual. 比如信仰、性取向. 在 PII 里的优先级最高.
Data Minimalism: best way. Avoid collecting unless necessary. 不需要的历史数据要删除.
Least Privilege: grant human/machine only the necessary access. 视图可以达成

维度 ^{2,3}	静态加密 (At Rest) ^{2,3}	传输加密 (In Transit / TLS) ^{2,3}
数据状态 ^{2,3}	静止 (存储在磁盘上) ^{2,3}	流动 (在网络中传输) ^{2,3}
主要威胁 ^{2,3}	硬盘被窃、数据库被攻破、管理员越权访问	嗅探、中间人攻击 (MITM)、非活动劫持 ^{2,3}
核心技术 ^{2,3}	AES-256, RSA, KMS, TDE ^{2,3}	TLS 1.3, SSH, IPsec ^{2,3}
性能瓶颈 ^{2,3}	主要发生在数据写入 / 读取时的磁盘 I/O ^{2,3}	主要发生在连接建立 (握手) 时的 CPU 开销
主要挑战 ^{2,3}	密钥的安全保管与定期轮换 ^{2,3}	证书颁发机构 (CA) 信任链的安全性 ^{2,3}

3-2-1 rule: At least 3 copies On 2 different media At least 1 off-premise
RPO: how much data you can afford to lose; **RTO**: how fast you need to recover.
-An RPO of 1 hour means data backups must be made at least every hour
-An RTO of 2 hours means the system must be fully restored within that time.
On-Premise Backup: Local storage devices like NAS.
Cloud backups: may take longer to restore than local backups. Best Practice: **Combining local replication with remote cloud backups** ensures both high availability and disaster recovery readiness.

Crash Recovery : Using log; Disaster Recovery: using log and backup. Choosing Technologies across the Data Engineering Lifecycle by using MOBILIST : Monolith/Modular, Optimizing cost, Build vs buy, Interoperability 互操作性 API, Location 本地/云, Immutability, Speed to market, Team size	
Monolith^{2,3} 自包含系统 ^{2,3}	Modular^{2,3} 解耦系统. 采用微服务技术, 通过 API 通信. 各组件各司其职 ^{2,3}
简单, 一切在同一处 (更少移动部件, 减少上下文切换) ^{2,3}	组件可替换, 技术更新/升级灵活 (可能技术变化更换工具) ^{2,3}
脆弱, 迁移困难 ^{2,3}	系统数量众多, 维护复杂 , 更新/发布耗时且可能崩溃 ^{2,3}
UI、业务层、数据接口全部在同一系统 ^{2,3}	各层可独立拆分, 模块化实现 ^{2,3}

Scope	Execution	Purpose	Tool
Large-scale storage (HDFS) & processing	Runs MapReduce jobs across a cluster	Distributed storage & batch processing	Apache Hadoop
Fast data processing, ML, and analytics	In-memory processing for both batch and streaming data	Unified analytics engine for large-scale data	Apache Spark
Stream-first architecture with batch mode	Low-latency processing for real-time data streams	Stream and batch data processing	Apache Flink
High-throughput distributed event streaming	Real-time event streaming & message brokering	Distributed streaming platform	Apache Kafka
Flexible pipelines for streamy/batch data	Executes on multiple runners (e.g. Flink, Spark, Dataflow)	Unified model for batch and streaming pipelines	Apache Beam
Scheduling & monitoring of data workflows	Executes DAGs across workers to manage task dependencies	Workflow orchestration and scheduling	Apache Airflow
Low-latency data integration	Automates data movement between systems	Dataflow automation and management	Apache NiFi
Random access to large datasets	Provides real-time read/writes for big data	Distributed NoSQL database (columnar storage)	Apache HBase