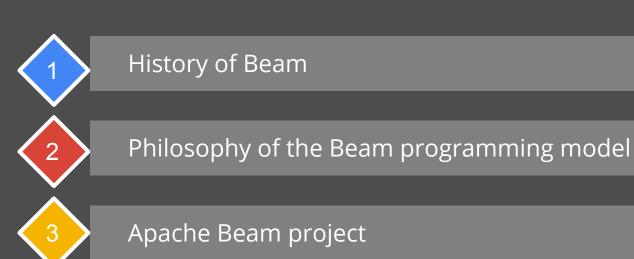


Efficient and portable data processing with Apache Beam and HBase

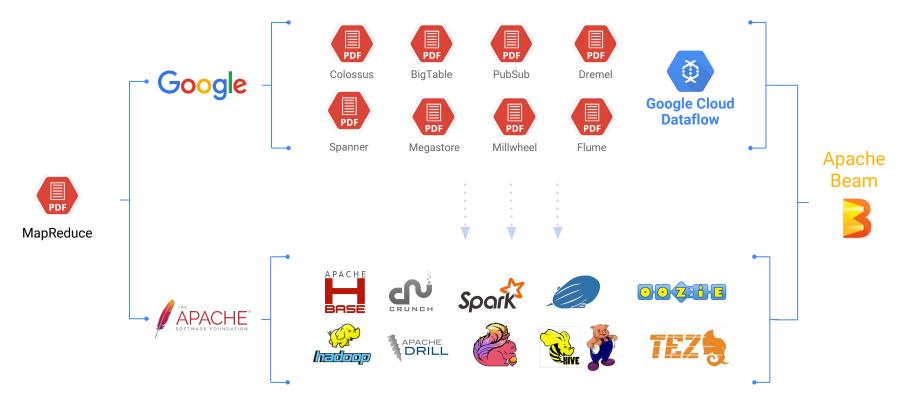
Eugene Kirpichov, Google

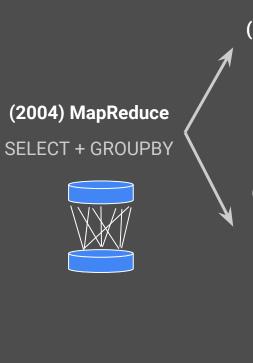
Agenda



Beam and HBase

The Evolution of Apache Beam



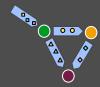


(2008) FlumeJava

High-level API

(2013) Millwheel

Deterministic Streaming



(2014) Dataflow

Batch/streaming agnostic, —>
Infinite out-of-order data,
Portable



(2016) Apache Beam

Open ecosystem, Community-driven Vendor-independent



Beam model: Unbounded, temporal, out-of-order data

Unified No concept of "batch" / "streaming" at all

Time Event time (when it happened, not when we saw it)

Windowing Aggregation within time windows

Keys Windows scoped to a key (e.g. user sessions)

Triggers When is a window "complete enough" What to do when late data arrives

What are you computing?

Transforms

Where in event time?

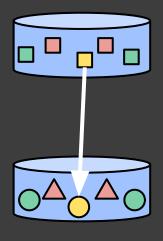
Windowing

When in processing time?

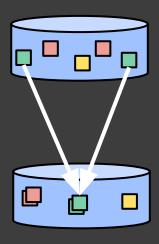
Triggers

How do refinements relate?

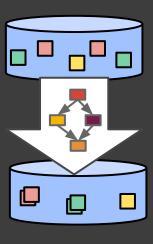
What - transforms



Element-Wise



Aggregating

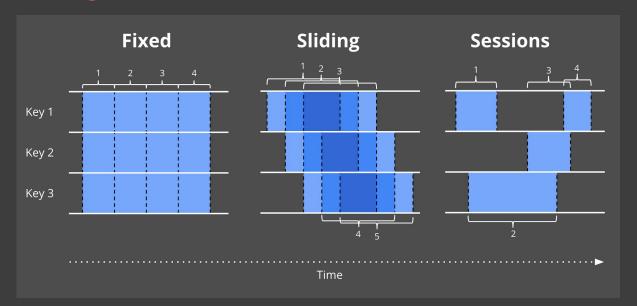


Composite

```
Pipeline p = Pipeline.create(options);
p.apply(TextIO.Read.from("gs://dataflow-samples/shakespeare/*"))
 .apply(FlatMapElements.via(
     word → Arrays.asList(word.split("[^a-zA-Z']+"))))
 .apply(Filter.byPredicate(word \rightarrow !word.isEmpty()))
 .apply(Count.perElement())
 .apply(MapElements.via(
     count → count.getKey() + ": " + count.getValue())
 .apply(TextIO.Write.to("gs://.../..."));
p.run();
```

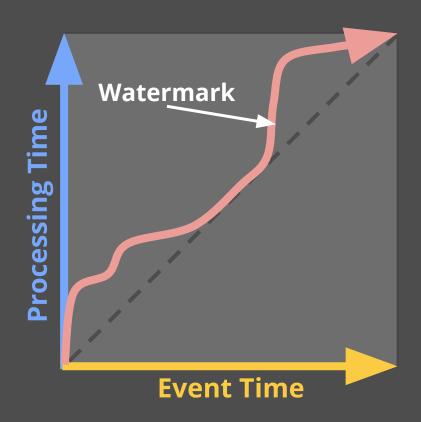
Where - windowing

Windowing divides data into event-time-based finite chunks.



Required when doing aggregations over unbounded data.

When - triggers



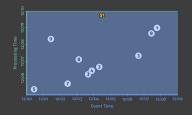
Control when a window emits results of aggregation

Often relative to the watermark (promise about lateness of a source)

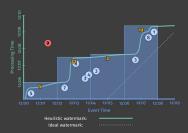
What Where When How

How do refinements relate?

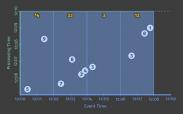
Customizing What Where When How



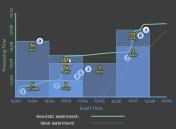
1.Classic Batch



3. Streaming



2. Batch with Fixed Windows



4. Streaming with Speculative + Late Data



Apache Beam Project



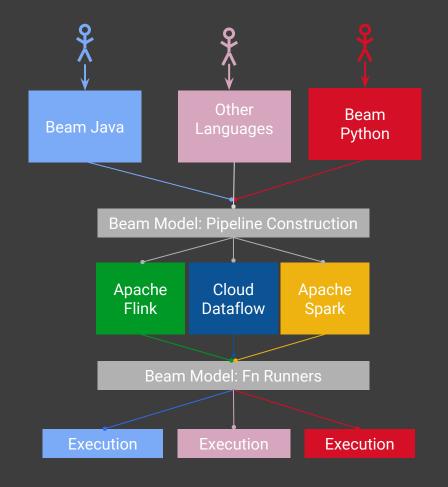
What is Apache Beam?

- 1. The Beam Model: What / Where / When / How
- 2. SDKs for writing Beam pipelines -- Java, Python
- Runners for Existing Distributed Processing Backends
 - Apache Apex
 - Apache Flink
 - Apache Spark
 - Google Cloud Dataflow
 - (WIP) Gearpump and others
 - Local (in-process) runner for testing

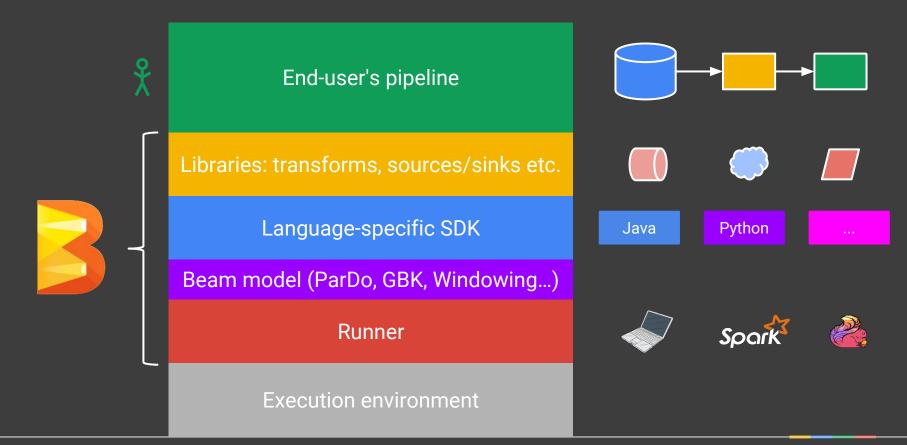


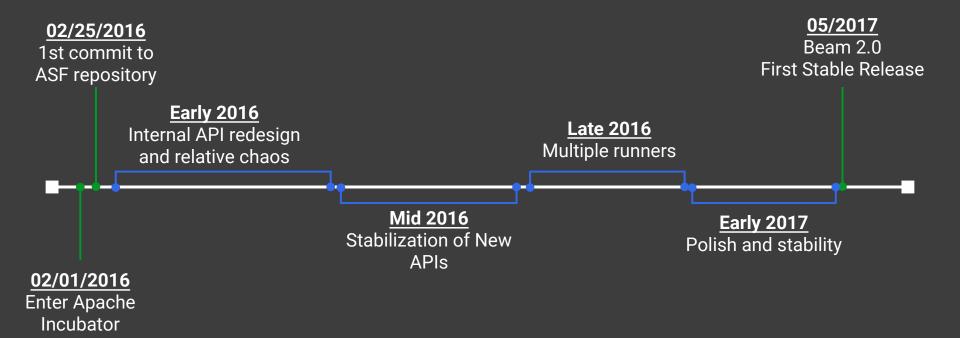
The Apache Beam Vision

- 1. **End users:** who want to write pipelines in a language that's familiar.
- SDK writers: who want to make Beam concepts available in new languages.
- 3. **Runner writers:** who have a distributed processing environment and want to support Beam pipelines



Apache Beam ecosystem





Apache Beam Community



178 contributors

24 committers from 8 orgs (none >50%)

>3300 PRs, **>8600** commits, **27** releases

>20 IO (storage system) connectors

5 runners



Beam and HBase

Beam IO connector ecosystem

Many uses of Beam = importing data from one place to another

Files Text, Avro, XML, TFRecord (pluggable FS - local, HDFS, GCS)

Hadoop ecosystem HBase, HadoopInputFormat, Hive (HCatalog)

Streaming systems Kafka, Kinesis, MQTT, JMS, (WIP) AMQP

Google Cloud Pubsub, BigQuery, Datastore, Bigtable, Spanner

Other JDBC, Cassandra, Elasticsearch, MongoDB, GridFS

HBaselO

```
PCollection<Result> data = p.apply(
   HBaseIO.read()
           .withConfiguration(conf)
           .withTableId(table)
           ... withScan, withFilter ...)
PCollection<KV<byte[], Iterable<Mutation>>> mutations = ...;
mutations.apply(
   HBaseIO.write()
           .withConfiguration(conf))
           .withTableId(table)
```

10 Connectors = just Beam transforms

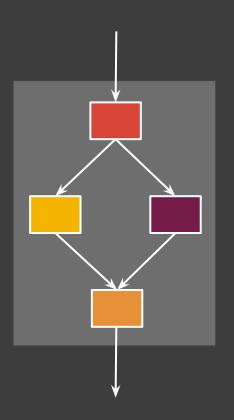
Made of Beam primitives

ParDo, GroupByKey, ...

Write = often a simple ParDo

Read = a couple of ParDo, "Source API" for power users

⇒ straightforward to develop, clean API, very flexible, batch/streaming agnostic



Beam Write with HBase

A bundle is a group of elements processed and committed together.

APIs (ParDo/DoFn):

```
setup() -> Creates Connection
startBundle() -> Gets BufferedMutator
processElement() -> Applies Mutation(s)
finishBundle() -> BufferedMutator flush
tearDown() -> Connection close
```

Mutations must be idempotent, e.g. Put or Delete. Increment and Append should not be used.

Beam Source API

```
(similar to Hadoop InputFormat, but cleaner / more general)
Estimate size

Split into sub-sources (of ~given size)

Read
Iterate
Get progress
Dynamic split
```

Note: Separate API for unbounded sources + (WIP) a new unified API

HBase on Beam Source API

HBaseSource S

Estimate

Split Read

Scan

RegionSizeCalculator

RegionLocation

Iterate

Get progress
Dynamic split*

ResultScanner Key interpolation

RangeTracker



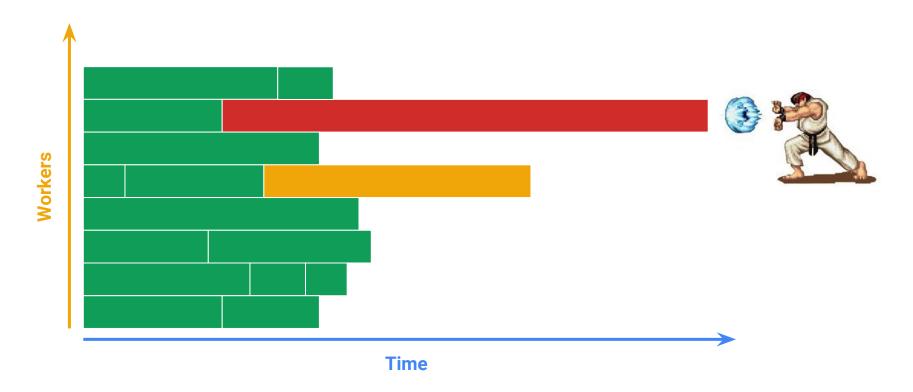
Region Server 1



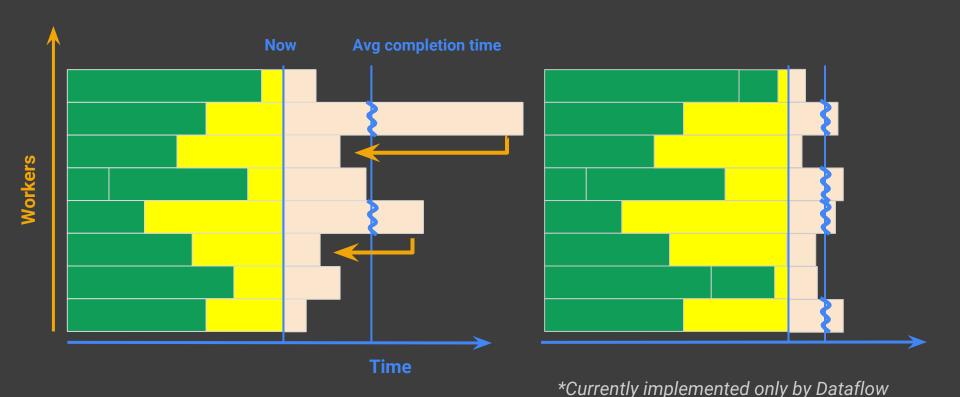
Region Server 2

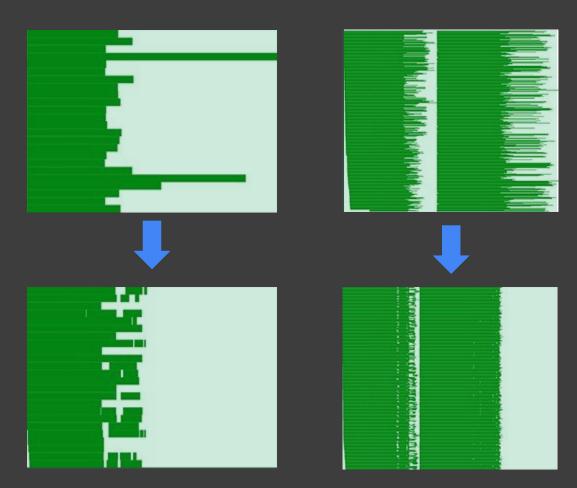
^{*} Dynamic Split for HBaseIO PR in progress

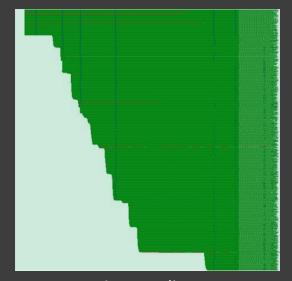
Digression: Stragglers



Beam approach: Dynamic splitting*







Autoscaling

Learn More!

Apache Beam

https://beam.apache.org

The World Beyond Batch 101 & 102

https://www.oreilly.com/ideas/the-world-beyond-batch-streaming-101 https://www.oreilly.com/ideas/the-world-beyond-batch-streaming-102

No Shard Left Behind

Straggler Free Data Processing in Cloud Dataflow

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Thank you