

Master in Fundamental Principles of Data Science

Dr Rohit Kumar



Course Outline

Big Data Infra (3) Big Data Storage (3) Big Data processing (8) ML in new world. (1)

15 Sessions in total



Big Data Infra

- 1. Introduction to Big Data. (1 session) T
- 2. Introduction to Cloud Infrastructure (0.5 session) TP
- 3. Introduction to Docker(1.5 session) TP



Big Data Storage

- 1. No SQL (2 sessión) TP
 - 1. MongoDB
- 2. HDFS/S3/Azure Blob (1 sessión) TP



Big Data processing

- 1. Data Pipelines using Airflow (2 sessions) P
- 2. PySpark (6 sessions) TP



ML in the new world

- Data Science Life cycle Managment (1 sessión) TP
 - ML Training in Cloud
 - ML Production deployment



Grading Policy

- 2 Assisgnments (30% each)
 - After 7th Session
 - After 11th Session
- 1 Final exam (40%)



Today's Objective

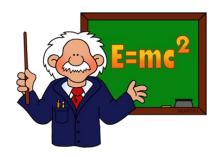
- Lets get to know each other.
- Introduction to Big Data.
- An example architecture of Big data



Hello!



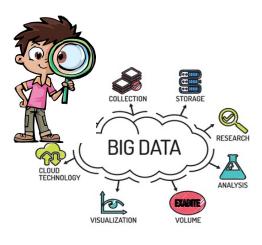
Who Am I



Physicist



Java Developer/ System Architect (6+ years)



Big Data Researcher (5+ years)

I am not a ML expert or a Data Scientist!!
I am just an engineer who can follow complex maths... ©



Evolution of Infrastructure



What is an Infrastructure?

Lets talk about a city

- What are different components in a city infrastrucutre?
 - Roads
 - Bridges
 - Flyovers
 - Underpasses
 - Railroads
 - Buses
 - Buildings
 - Park
 - Shops
 -



Digital infrastructre

- Hardware: Servers, switches, routers, PC, storage device, Cooling systems
- O/S: Most used Linux/Unix (Redhat, Solaris, HP-UX, AIX, Debian, Arch, Darwin(OSX)...) and Windows, Z/OS IBM...
- Application: Software (front-end or back-end),
 Processing Software (Logtash, Kafka...), Visual Software (Kibana)...
- Network: Firewalls, Proxies, subnet ...
- Storage: RAM, SDD, HDD, Distributed, tapes, punch cards...



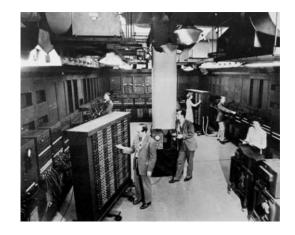
Digital Infrastructure

The Evaluation







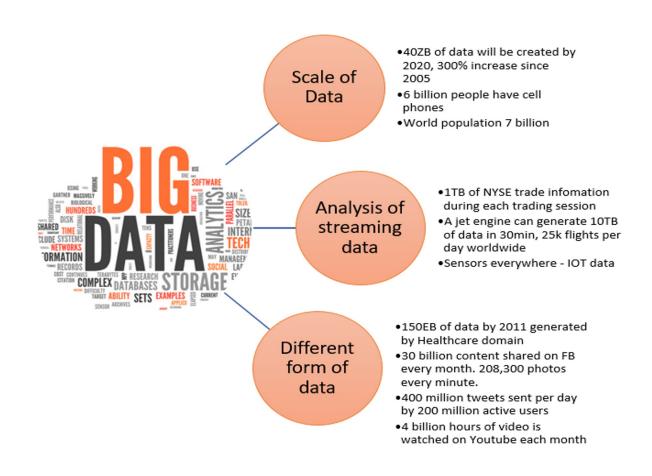








Big Data world





Adoption of Big Data Technology



















THE BOSTON CONSULTING GROUP











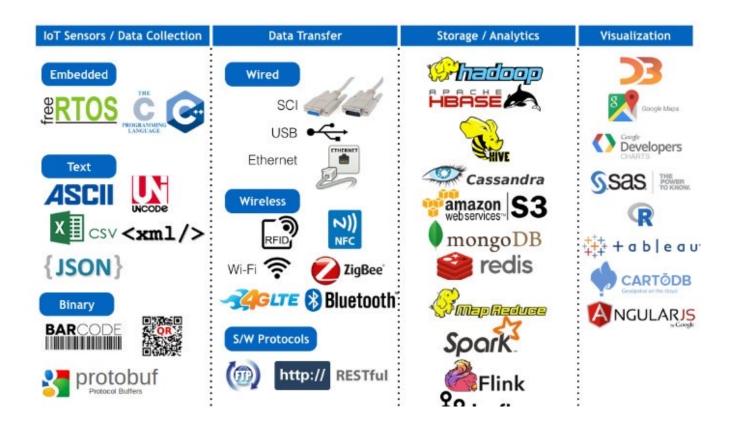








Big data technology Stack





What is Big Data?

- Big data is large collection of data (both structured and unstructured)
 - Structured : Data stored in SQL based systems
 - Unstructured/Semi-Structured: JSON files, XML files, Server logs, Documents, Images, videos audio...

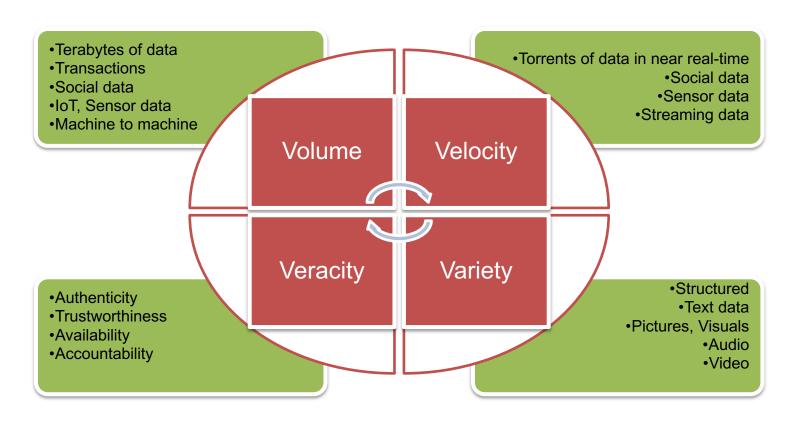


What is Big Data?

"Big data is being generated by everything around us at all times. Every digital process and social media exchange produces it. Systems, sensors and mobile devices transmit it. Big data is arriving from multiple sources at an alarming velocity, volume and variety." - IBM



The 4 Vs





The 5th V

Uncover Hidden Patterns, unknown correlations, customer preferences and other various important information The value uncovered helps organizations, industries to create new products, to explore new market

Value

Help companies streamline operations, improve marketing, enhance customer engagement, improve customer service

Extend the value of a predictive model by subsequently uncovering a virtually unfathomable combination of additional variables



Where Big data come from?

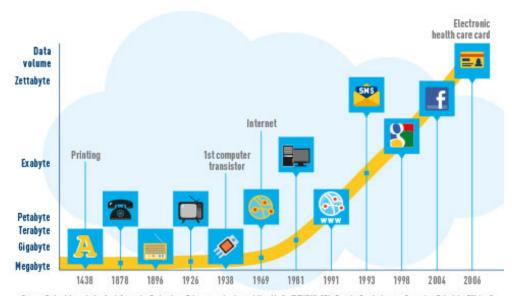
- Everything we do generates data somewhere:
 - Web Click
 - Online browsing and shopping
 - Server logs
 - Purchase Transactions in super market
 - Network communication between computers
 - Mobile communication
 - RFID data
 - .



Where Big data come from?

Exponential growth of data volumes

Technologies such as RFID and smartphones as well as the increasing use of social media applications are resulting in a rapid rise in data volumes.

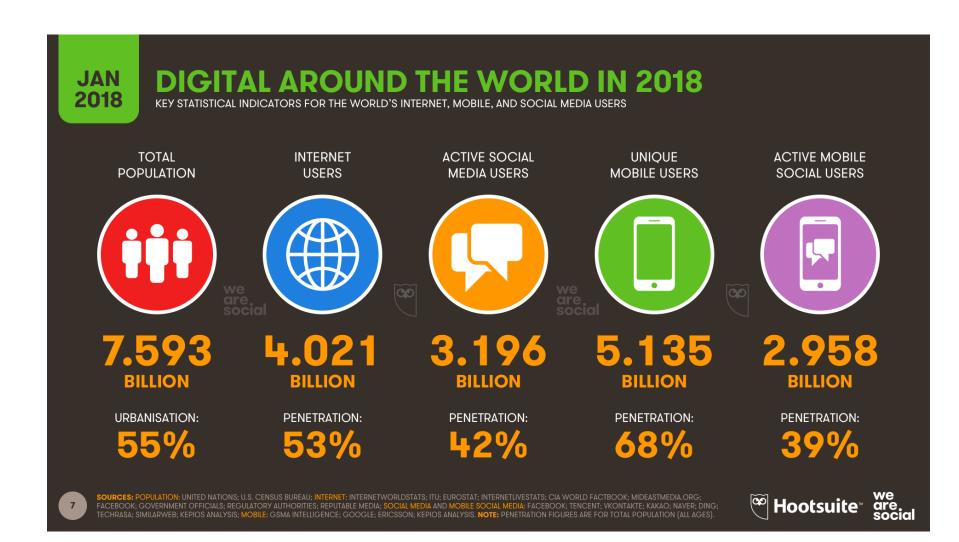


Source: Federal Association for Information Technology, Telecommunication and New Media (BITKDM). "Big Data im Praxis einsatz - Szenarien, Beispiele, Effekte."

^{*} Image Source: http://www.metro-handelslexikon.de/en/special-topics/big-data/1/



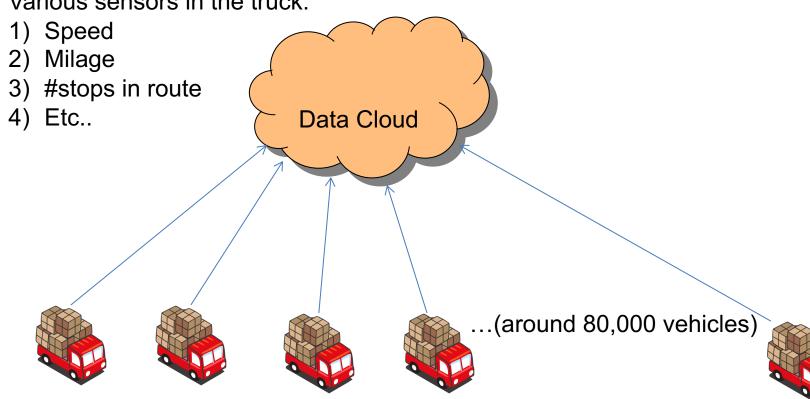
Where Big data come from?





UPS: IoT example

200 data points per vehicle every day from Various sensors in the truck:





Intro to Big data Architecture

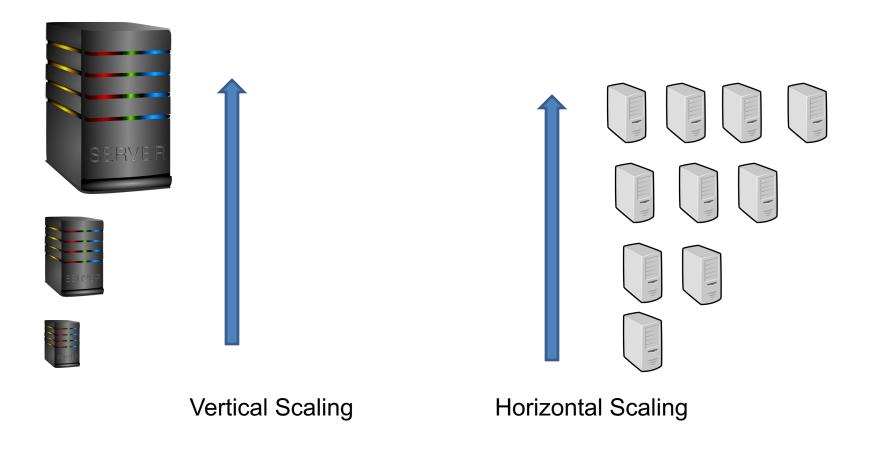


Horizontal vs Vertical Scaling!

- Vertical Scaling:
 - Everything works on one System.
 - Scaling is achieved by adding more RAM or CPU to an existing machine.
 - Very costly
- Horizontal Scaling: (Big Data Infrastructure)
 - Scale by adding more machine in the pool
 - Computation is distributed to different machine
 - Synchronization and Consistency become hard to achieve.
 - Cheaper to scale



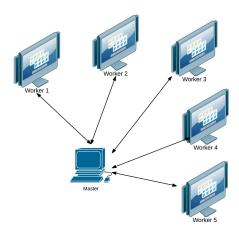
Horizontal vs Vertical Scaling!





Distributed System

"A distributed system is a model in which components located on networked computers communicate and coordinate their actions by passing messages" - Wikipedia





Distributed System(continued)

Some important requirements of Distributed File systems:

- Fault tolerance
- Consistency support
- Concurrency support



Distributed System(continued)

From the resource sharing paradigm there are three kinds of distributed architect

- 1) Shared memory
- 2) Shared disk



3) Shared nothing



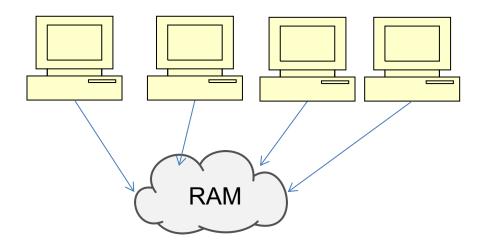








Shared memory





Shared memory

These system share a common memory space like a distributed cache. For example: Oracle coherence, Hazelcast

Advantage

High speed access to data.

Disadvantage

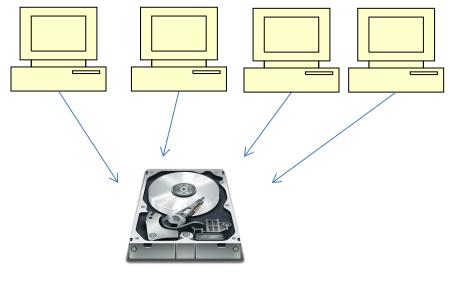
Increasing memory is difficult

Maintaining consistency is important and costly

Can be very expensive



Shared disk



Disk



Shared disk

These system share a common disk space typically through a LAN. They are also known as *clustered file system*. For example: NEC ExpressCluster.

Advantage

Increasing capacity is less costly.

Almost transparent to the application on top.

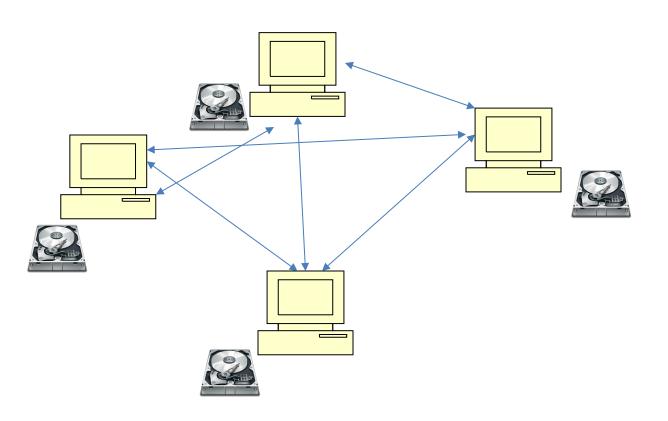
Disadvantage

Expensive

Access contention and consistency issue if high number of clients using same data.



Shared Nothing





Shared Nothing

Distributed system where each machine has its own memory space and is agnostic to other machine memory. For example: Spark, Hadoop, Flink etc.

Advantage

Cheap to scale

Highly adaptive

Disadvantage

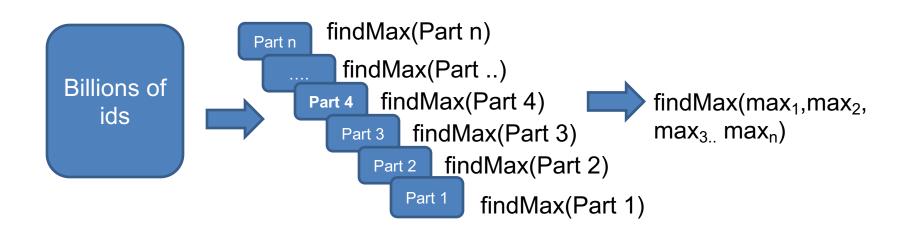
New programing abstraction hence applications need to be redesigned.



Shared Nothing (Continued..)

The shared nothing architecture works on an interesting concept called data locality i.e., sending the code to the data instead of sending data to code.

Example: findMax(data)=maximum id in the data.





Questions?

- We saw some example of hardware level architecture difference.
- Now lets see an application level architecture example with Lambda architecture.





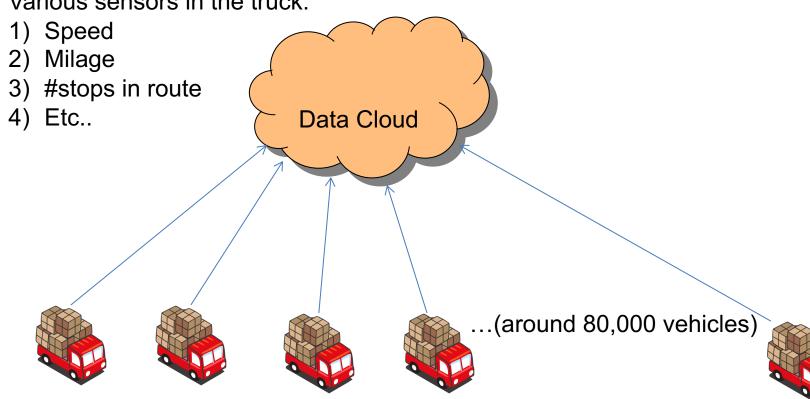
What problem does it solve?

Lets go back to the IoT use case we saw earlier



UPS: IoT example

200 data points per vehicle every day from Various sensors in the truck:



What kind of information you need?

- What is the average speed of the trucks?
- How many trucks have more than 20 stops in the route?
- How many of the trucks are currently running at speed more than 60 Kmph?
- .. Any more suggestions??

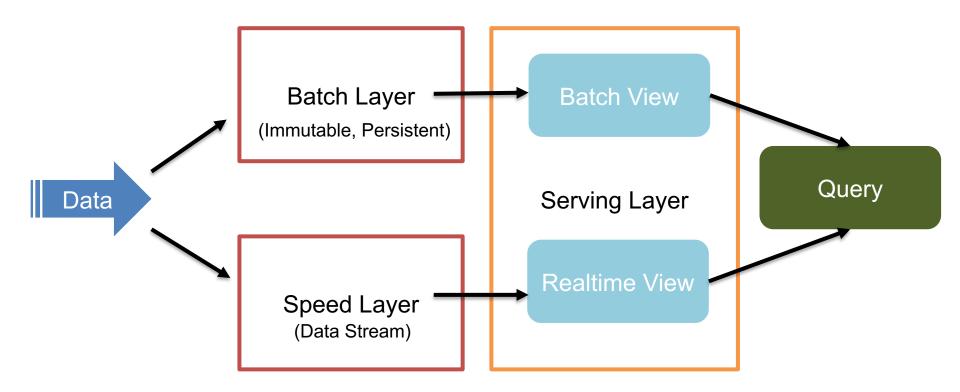


So we see there are two kinds of information we need that will be answered using two different kind of queries

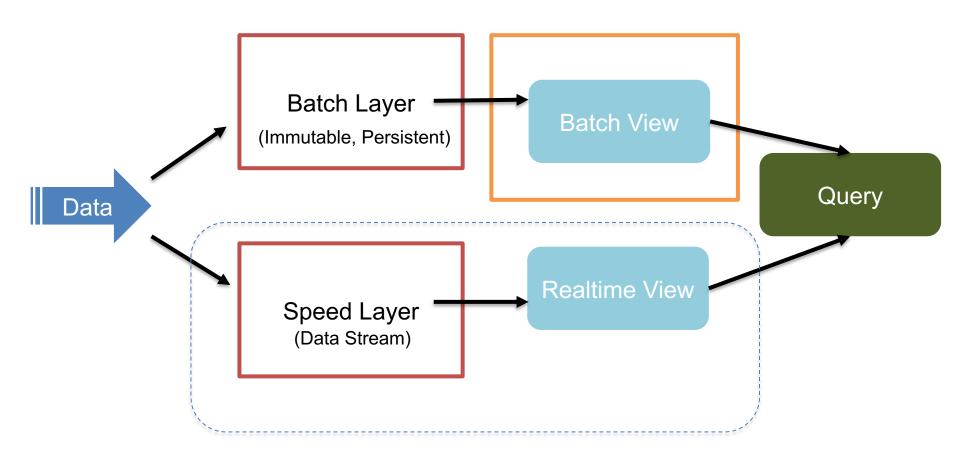
- Static less changing data points: such as average speed, average route stops etc..
- 2. Realtime fast changing data points: such as #vehicles running faster than 60 Kmph.

Problem: Data is coming at fast speed and you want to answer some queries very fast without re compute.









In some cases depending on the tools used the speed layer and real time view could be together



- All the data is sent to both the batch and speed layers.
- Batch layer also acts as the master data set and is immutable.
- Batch layer pre-computes query functions from scratch in regular



Batch layer

New data comes continuously, as a feed to the data system. It gets fed to the batch layer and the speed layer simultaneously. It looks at all the data at once and eventually corrects the data in the stream layer. Here you can find lots of ETL and a traditional data warehouse. This layer is built using a predefined schedule, usually once or twice a day.

The batch layer has two very important functions:

- To manage the master dataset
- 2. To pre-compute the batch views.

Ref: https://databricks.com/glossary/lambda-architecture



Speed Layer (Stream Layer)

This layer handles the data that are not already delivered in the batch view due to the latency of the batch layer. In addition, it only deals with recent data in order to provide a complete view of the data to the user by creating real-time views.

It needs to be really fast in compute so uses incremental algorithms and read/write databases to produce realtime views.

Ref: https://databricks.com/glossary/lambda-architecture



Serving Layer

The outputs from the batch layer in the form of batch views and those coming from the speed layer in the form of near real-time views get forwarded to the serving. This layer indexes the batch views so that they can be queried in low-latency on an ad-hoc basis.



Before Next Class

Setup free azure account (https://azure.microsoft.com/es-es/offers/ms-azr-0170p/)

No credit card required use UB student emails.

Please install docker in your laptops you can follow following links.

https://docs.docker.com/docker-for-mac/install/

https://docs.docker.com/install/linux/docker-ce/ubuntu/#install-using-the-repository

https://docs.docker.com/desktop/windows/install/



Thank you!