



Windows, Watermarks, and Triggers

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Agenda

Course Intro

Beam Concepts Review

Windows, Watermarks, and Triggers

Sources and Sinks

Schemas

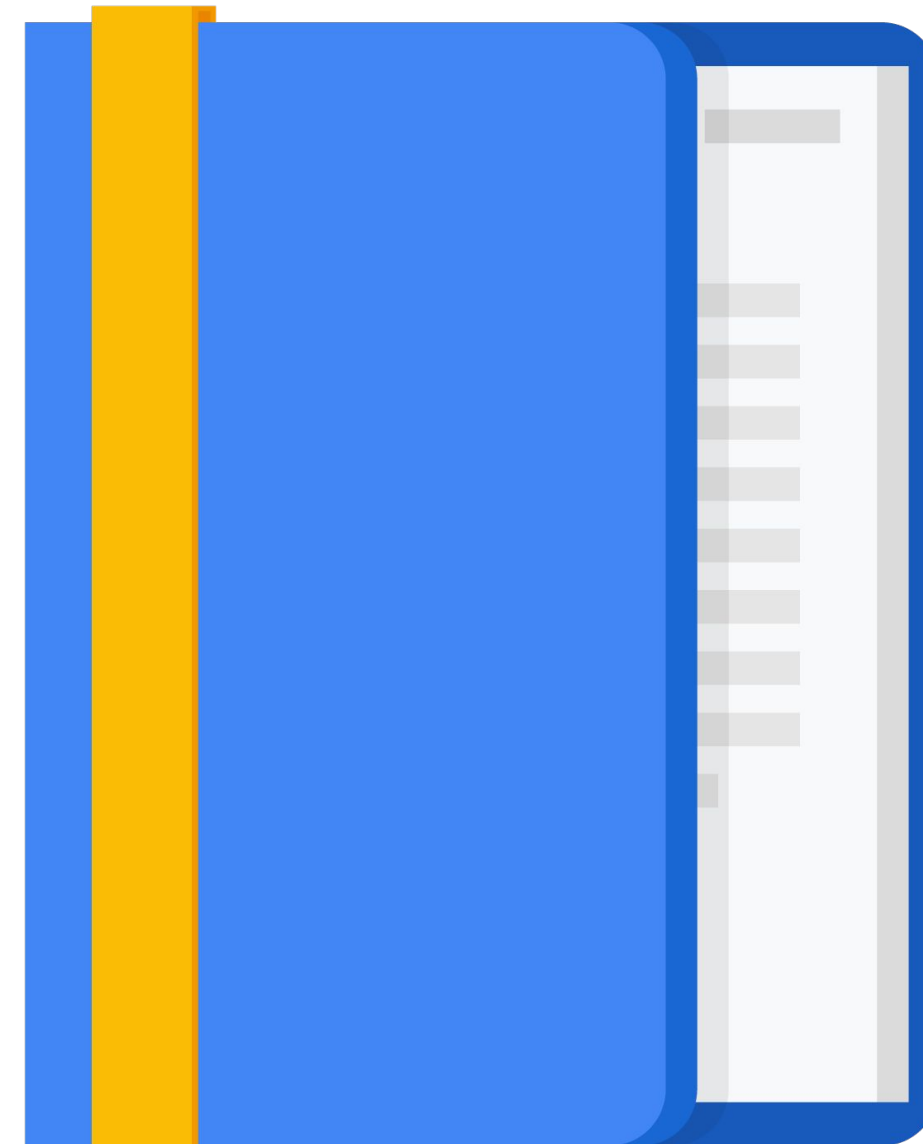
State and Timer

Best Practices

SQL and DataFrames

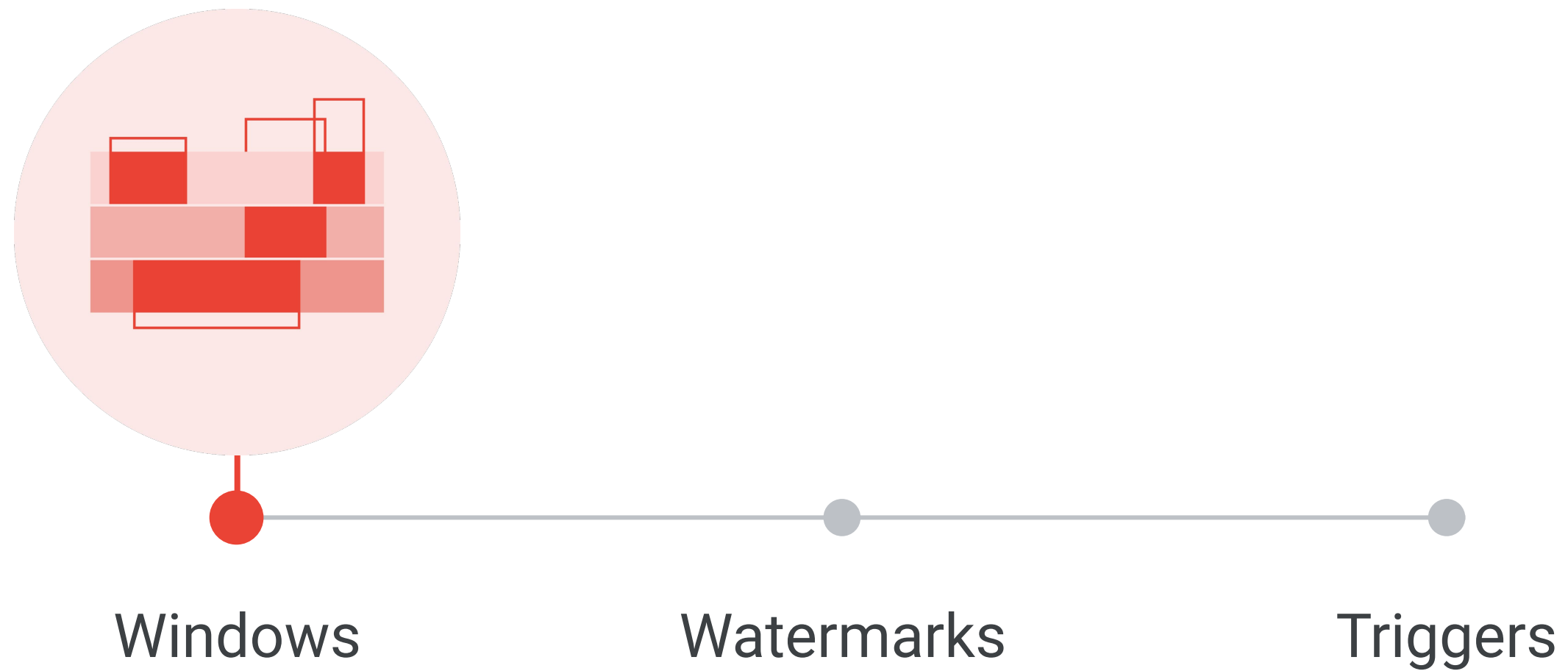
Beam Notebooks

Summary

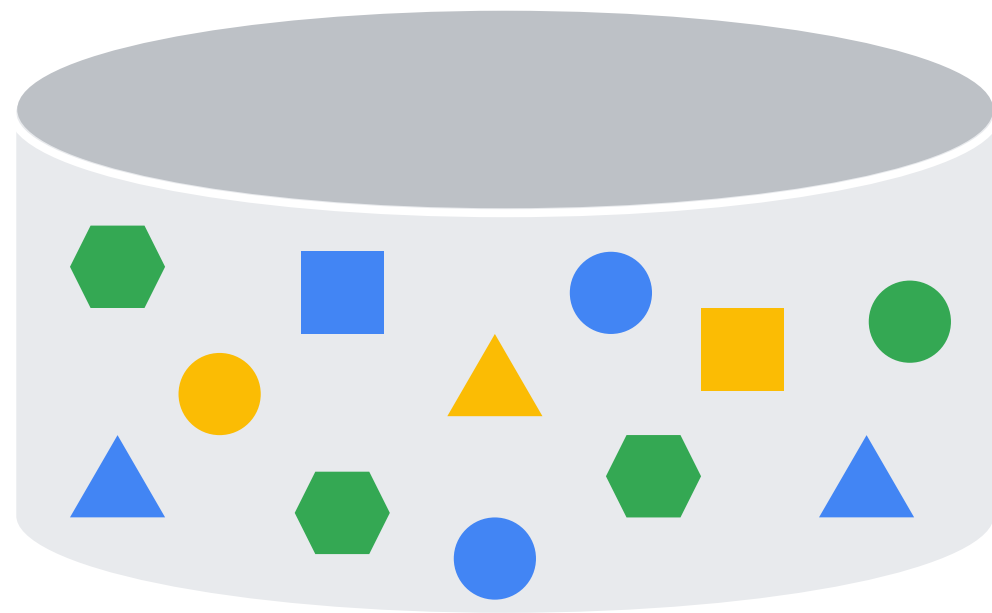


Developing pipelines

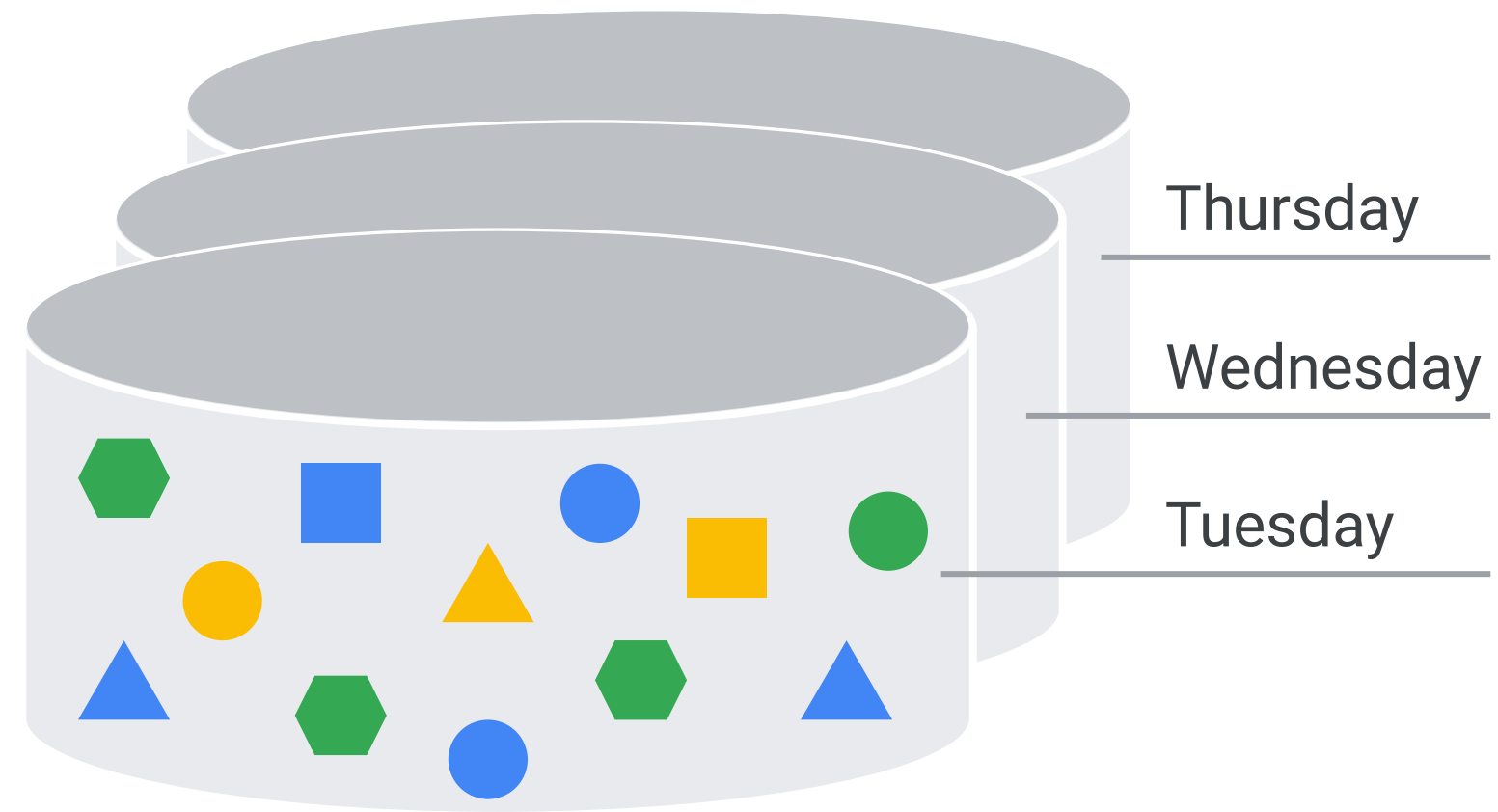
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Batch vs. streaming

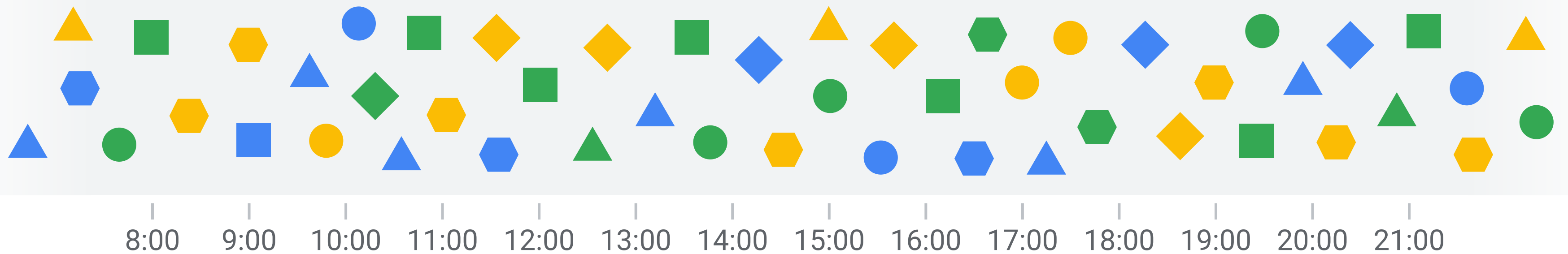


Low GB's

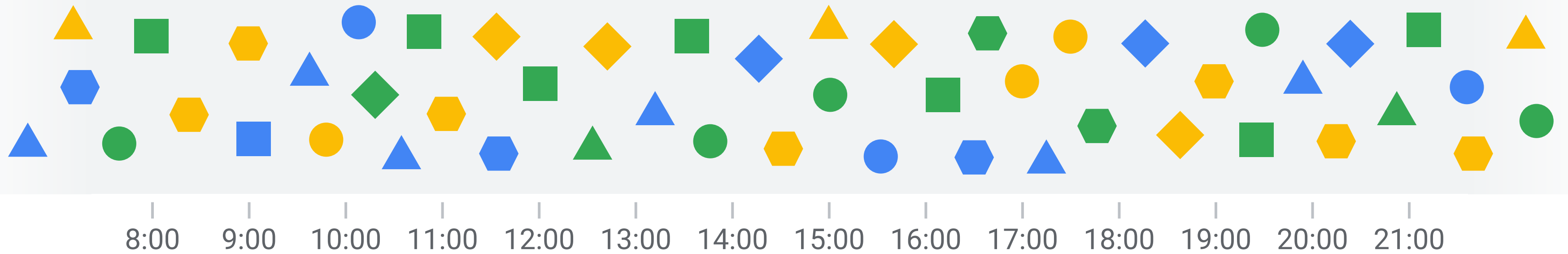


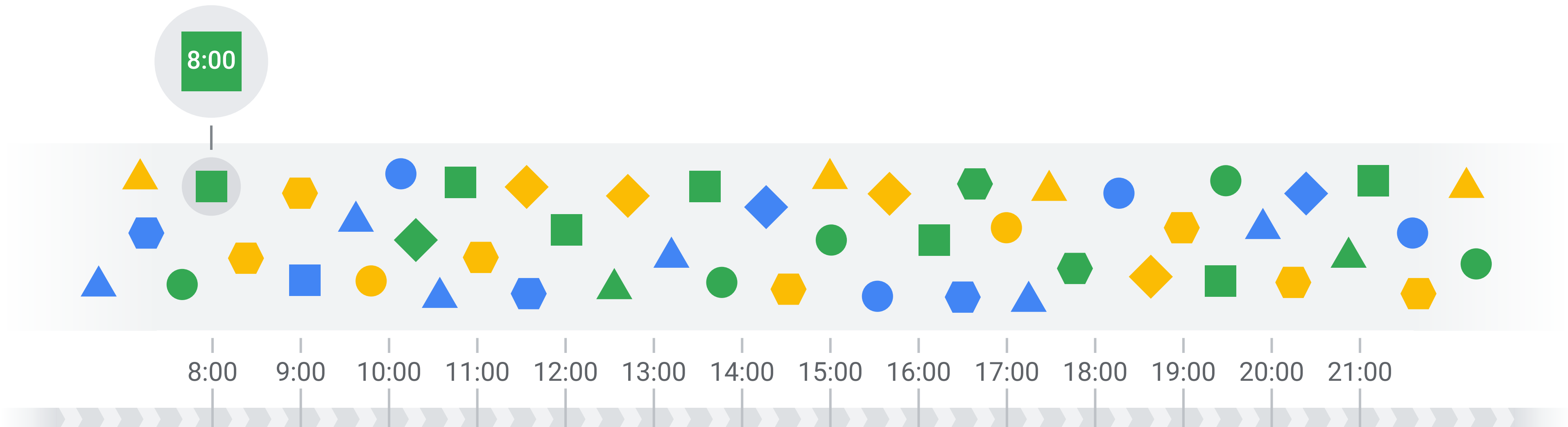
TB's to PB's

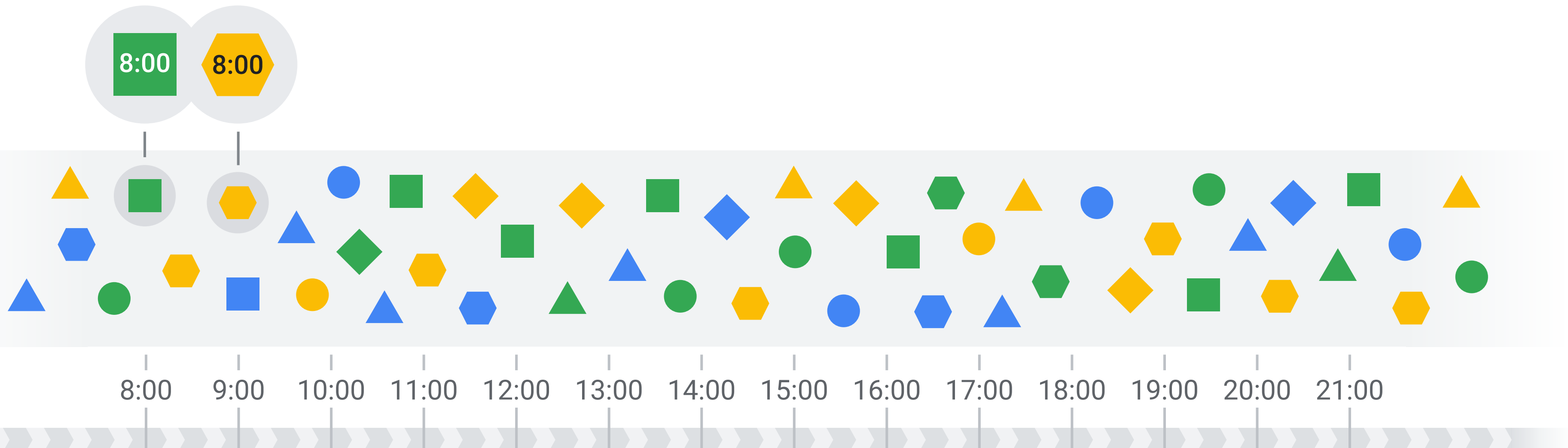
Data is not always stationary



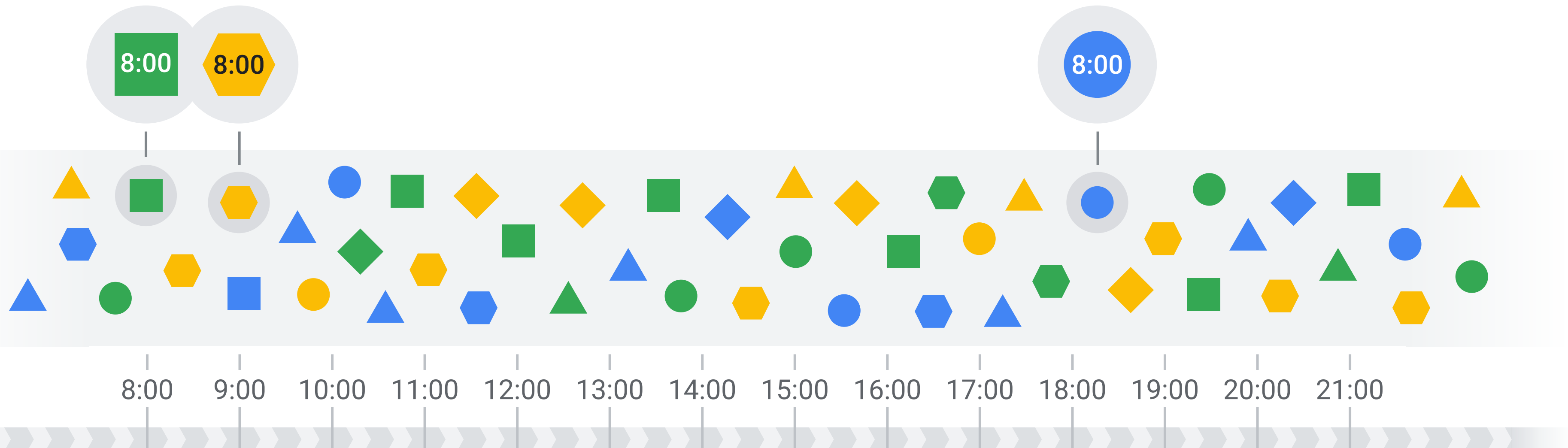
Out of order in streams





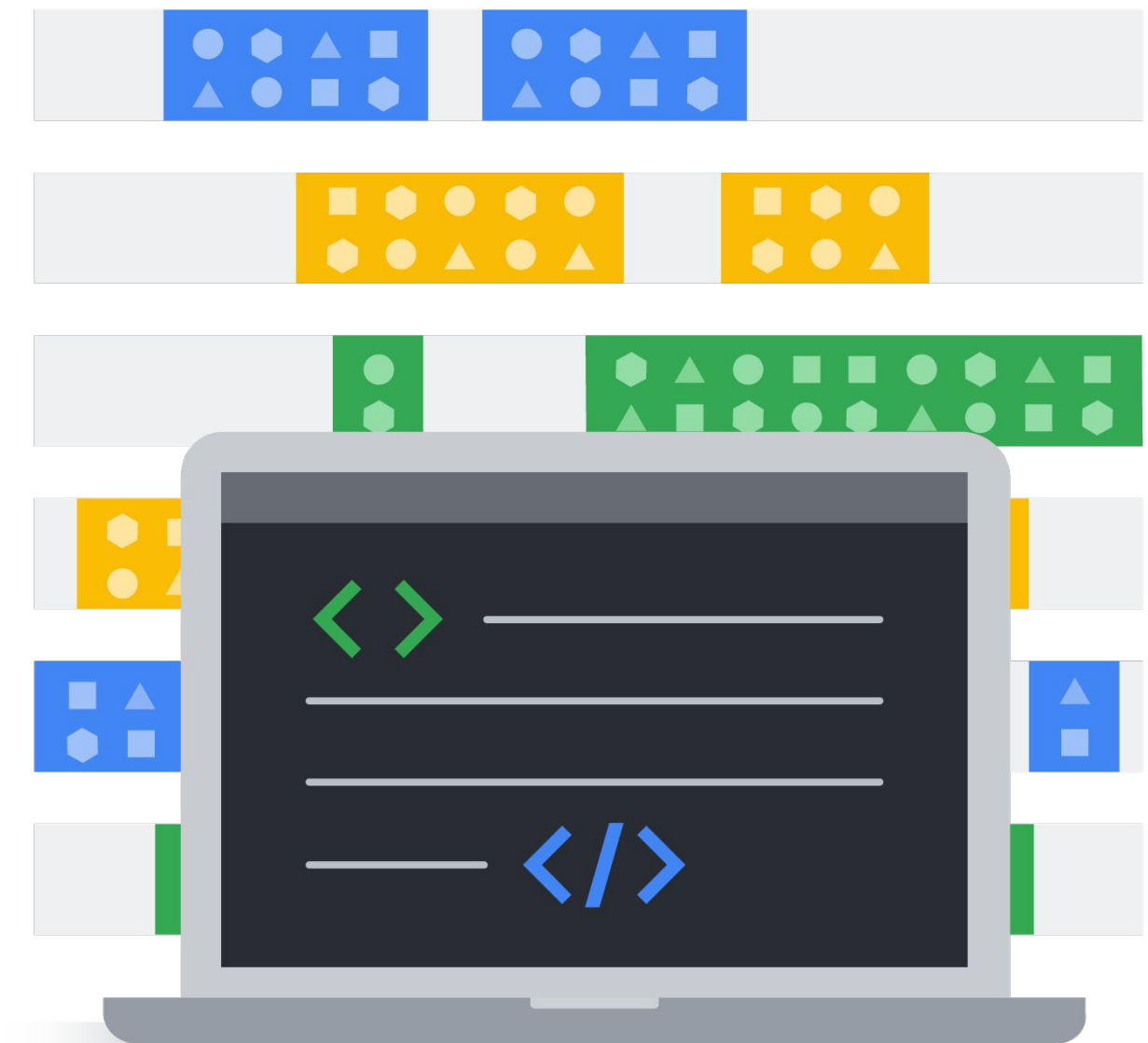


Out of order in streams



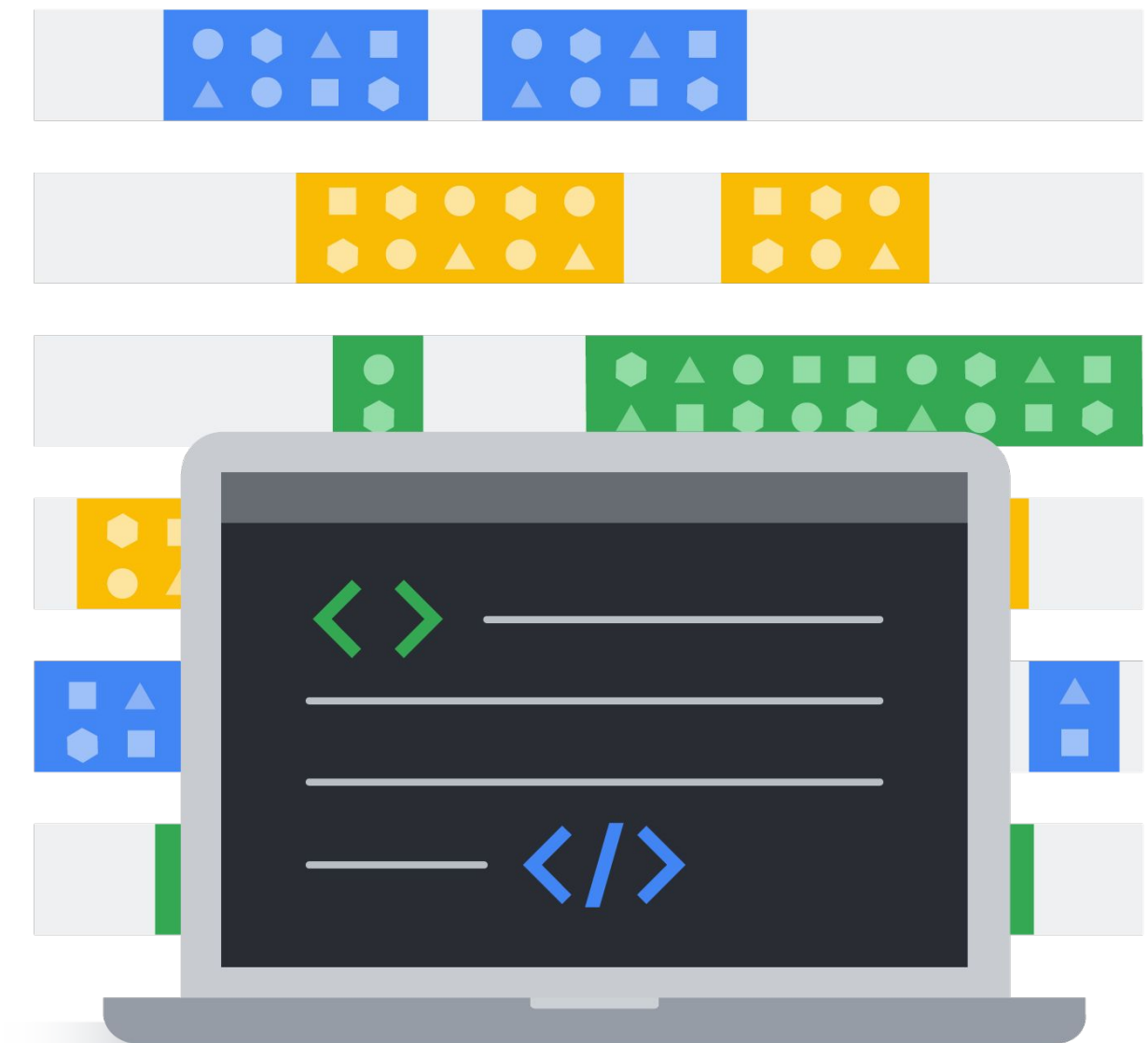
Windows

- Windowing divides data into time-based, finite chunks

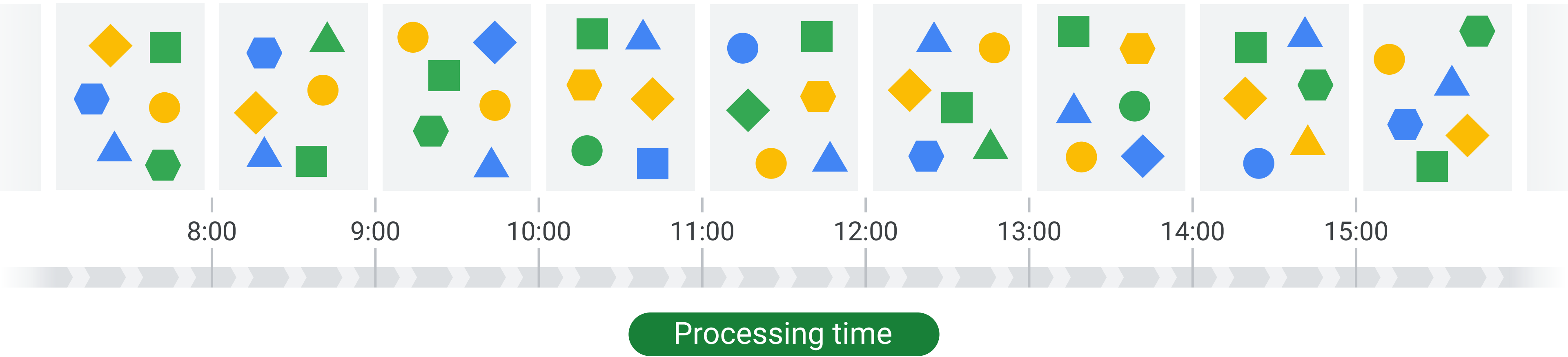


Windows

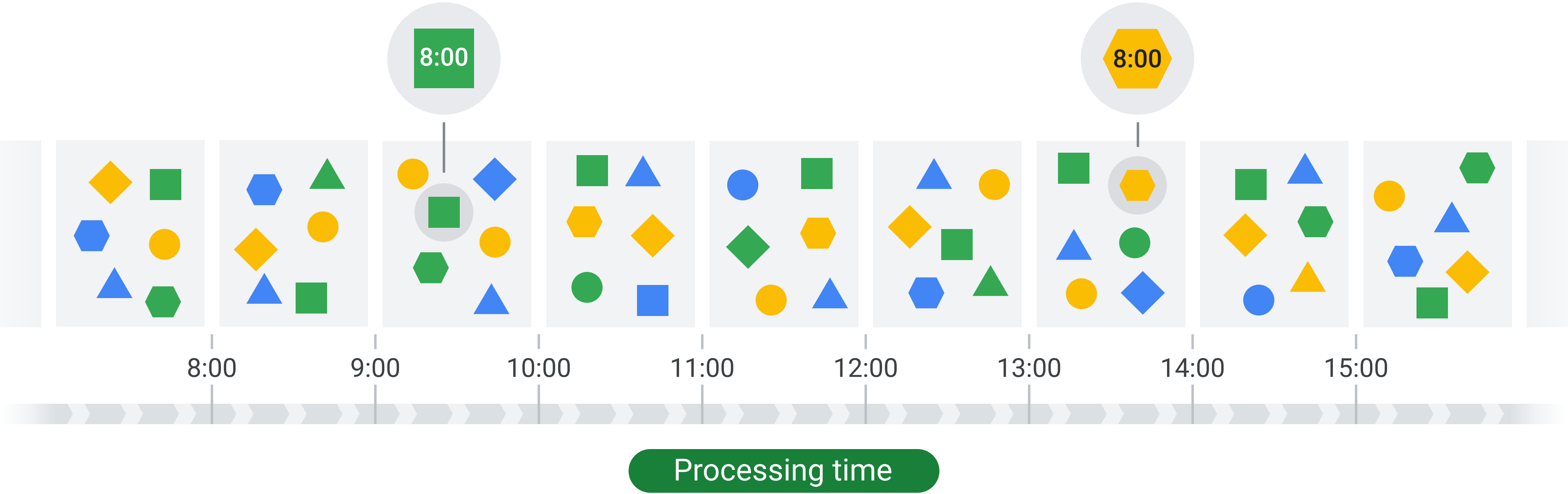
- Windowing divides data into time-based, finite chunks
- Required when doing aggregations over unbounded data using Beam primitives (GroupByKey, Combiners)
 - You can also do aggregations using state and timers



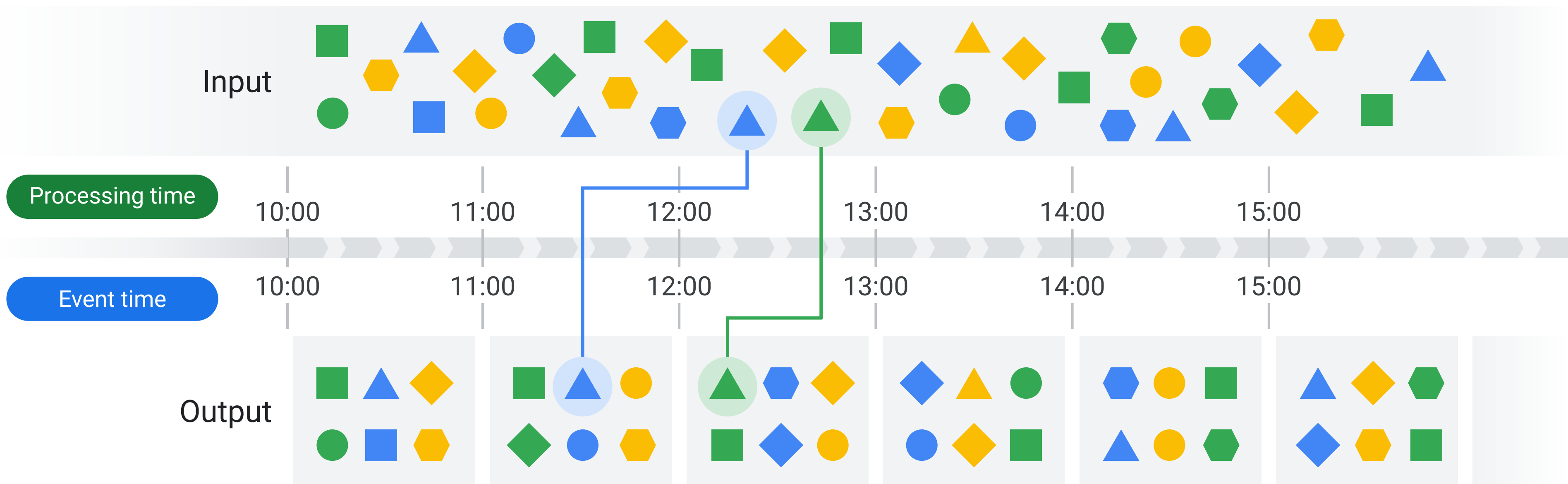
Windowing by processing time



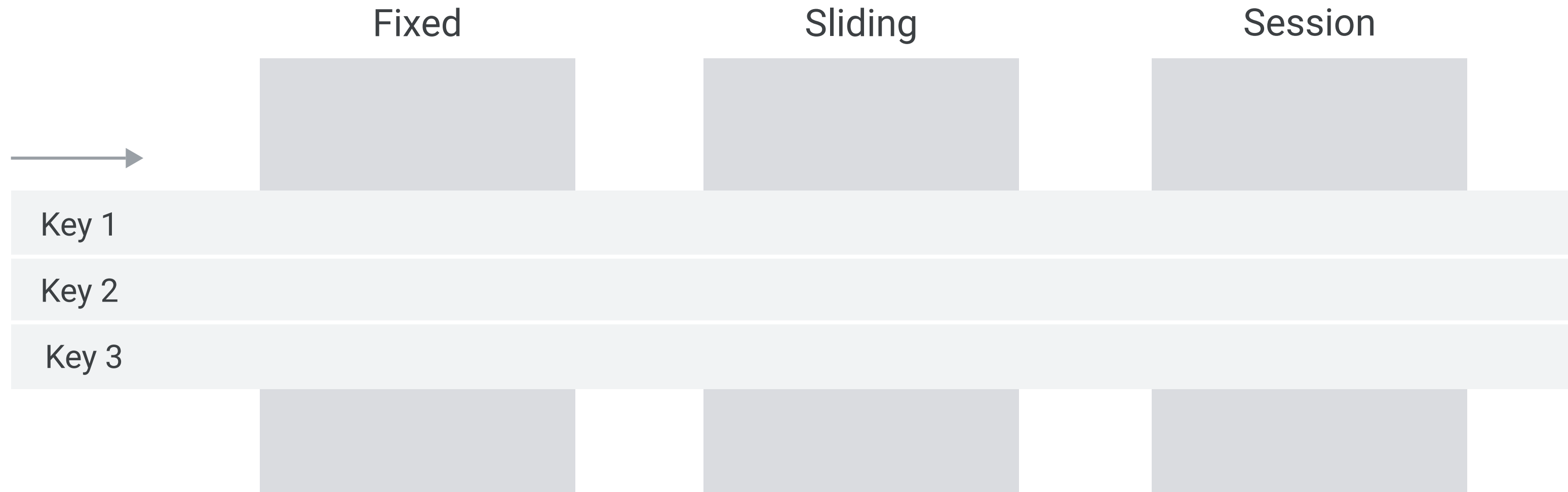
Windowing by processing time



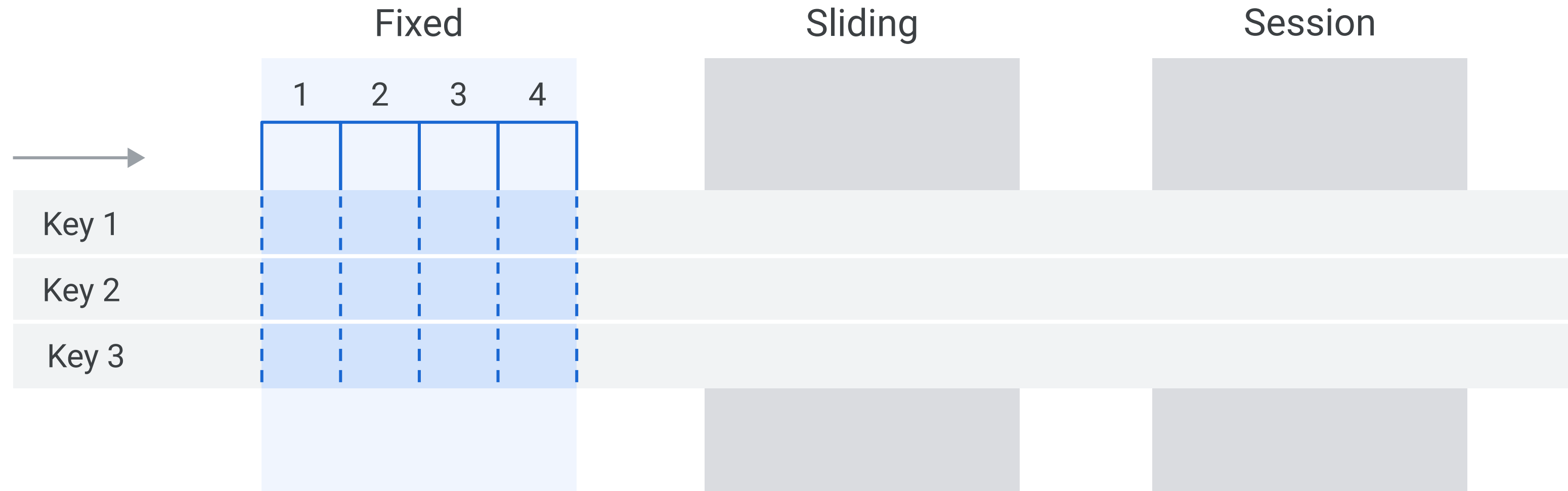
Windowing by event time



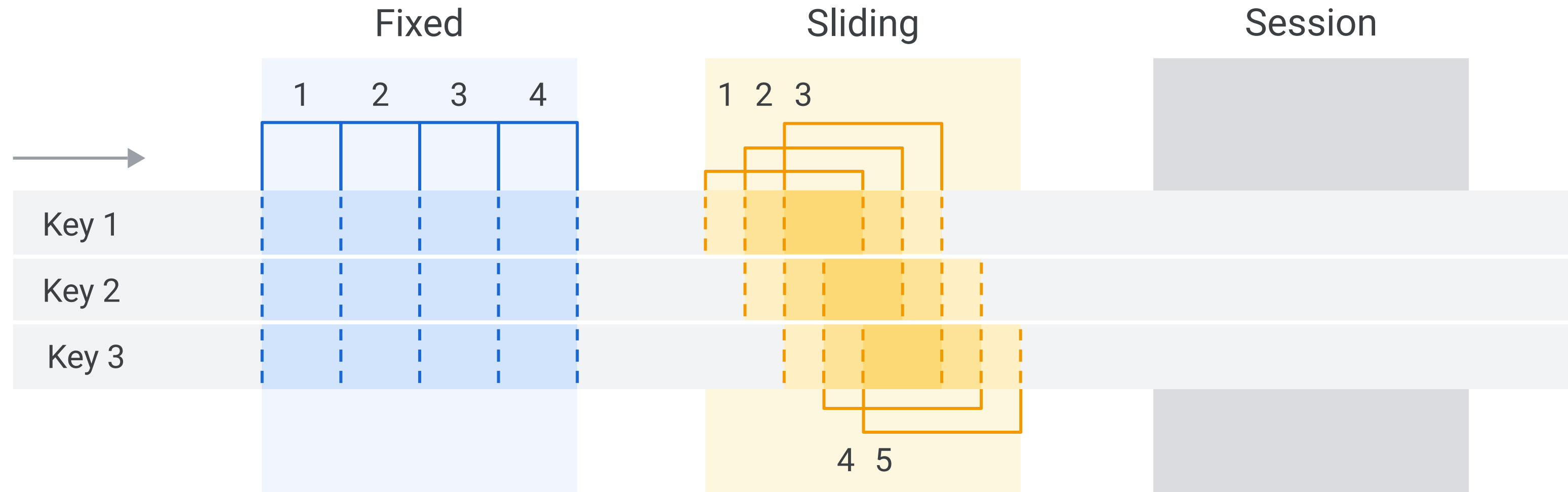
Types of windows in Apache Beam



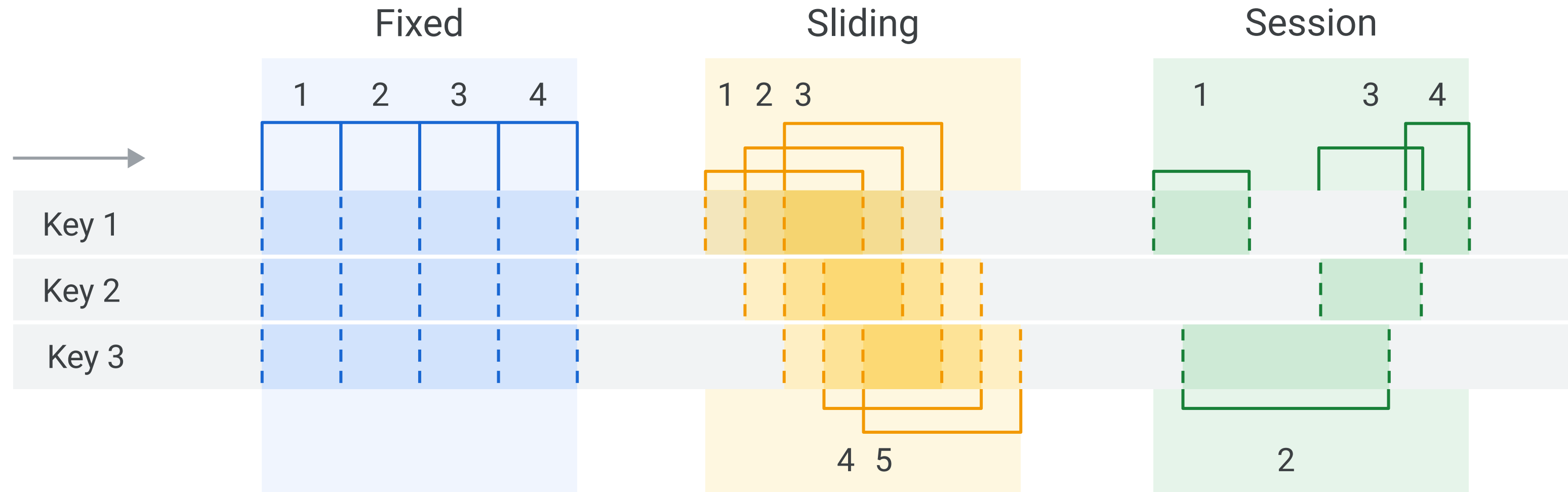
Types of windows in Apache Beam



Types of windows in Apache Beam

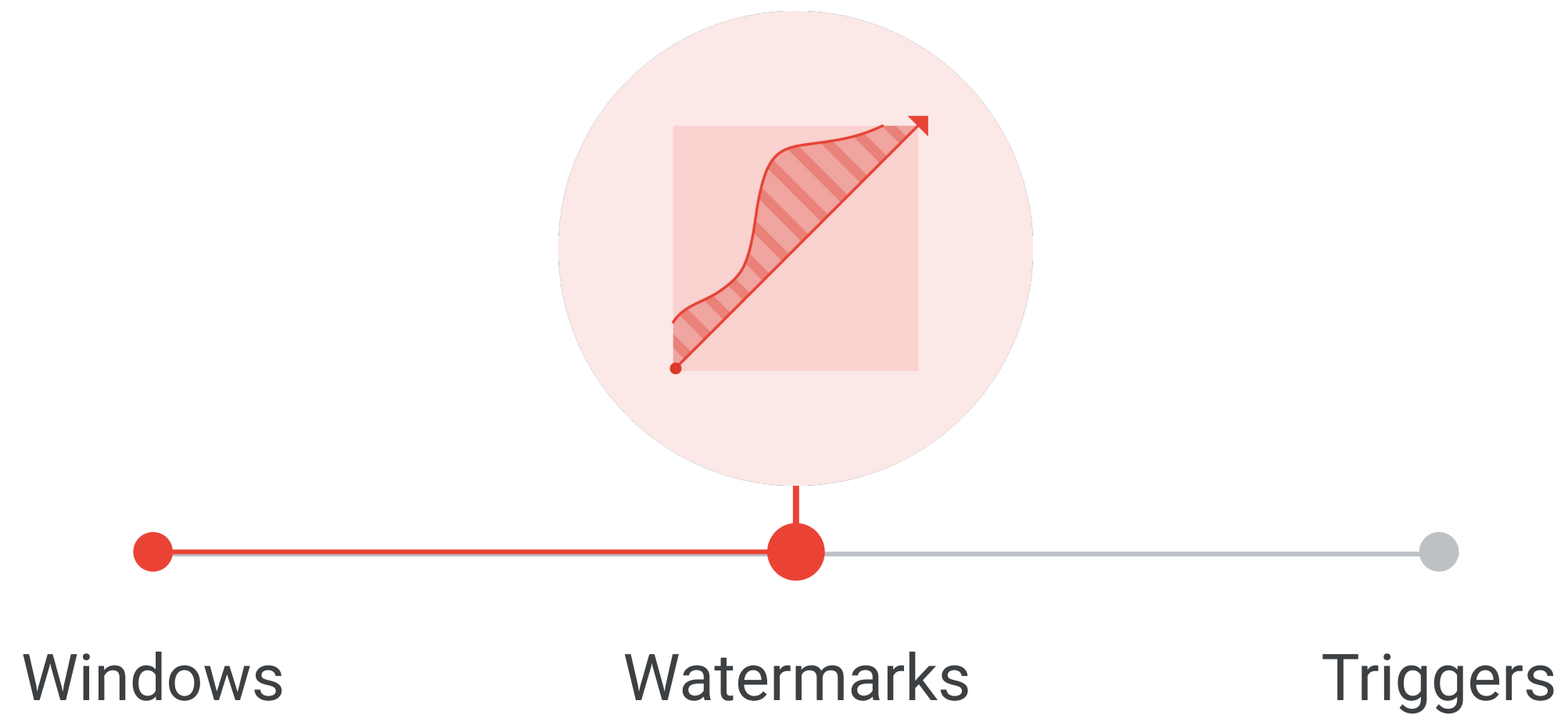


Types of windows in Apache Beam

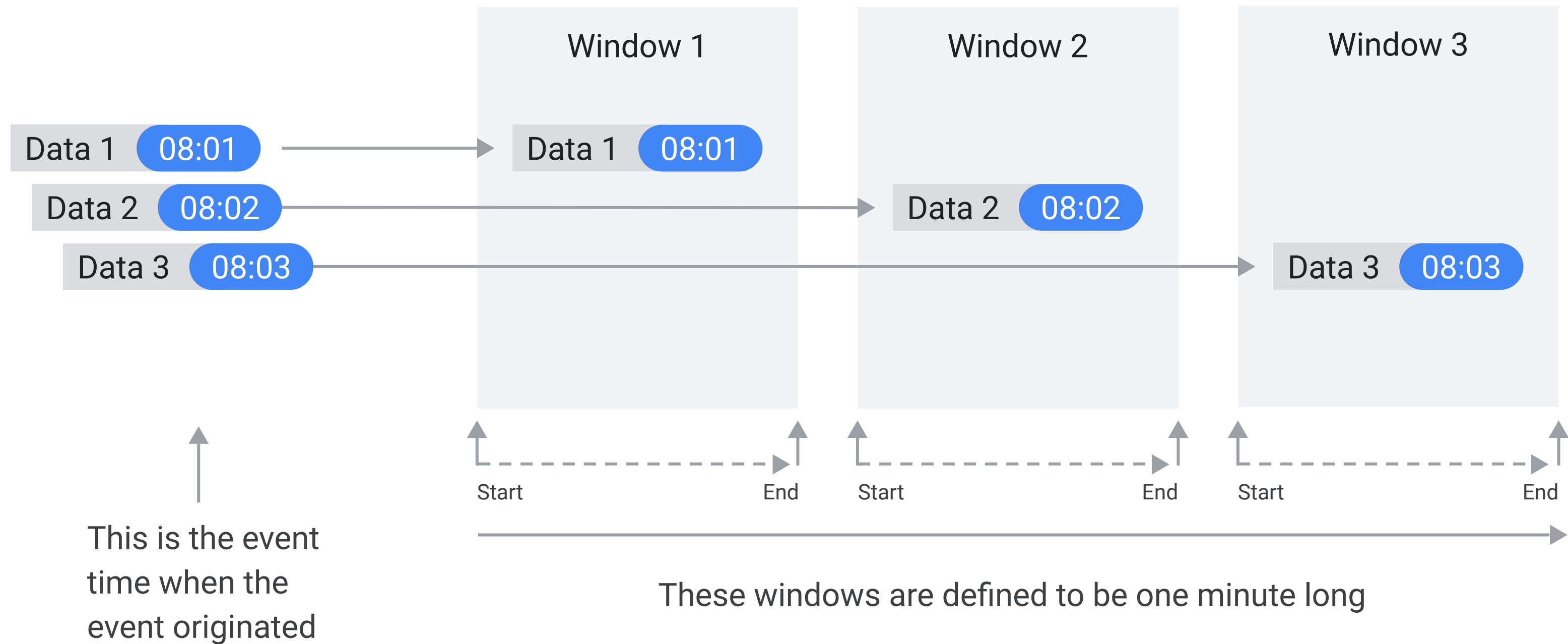


Developing pipelines

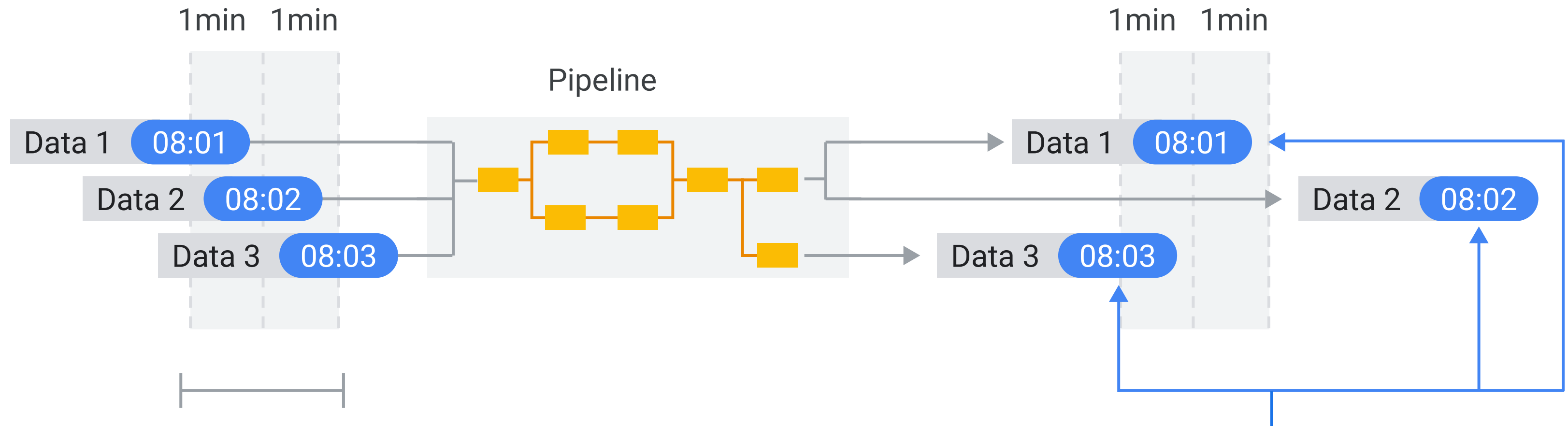
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How does windowing work?

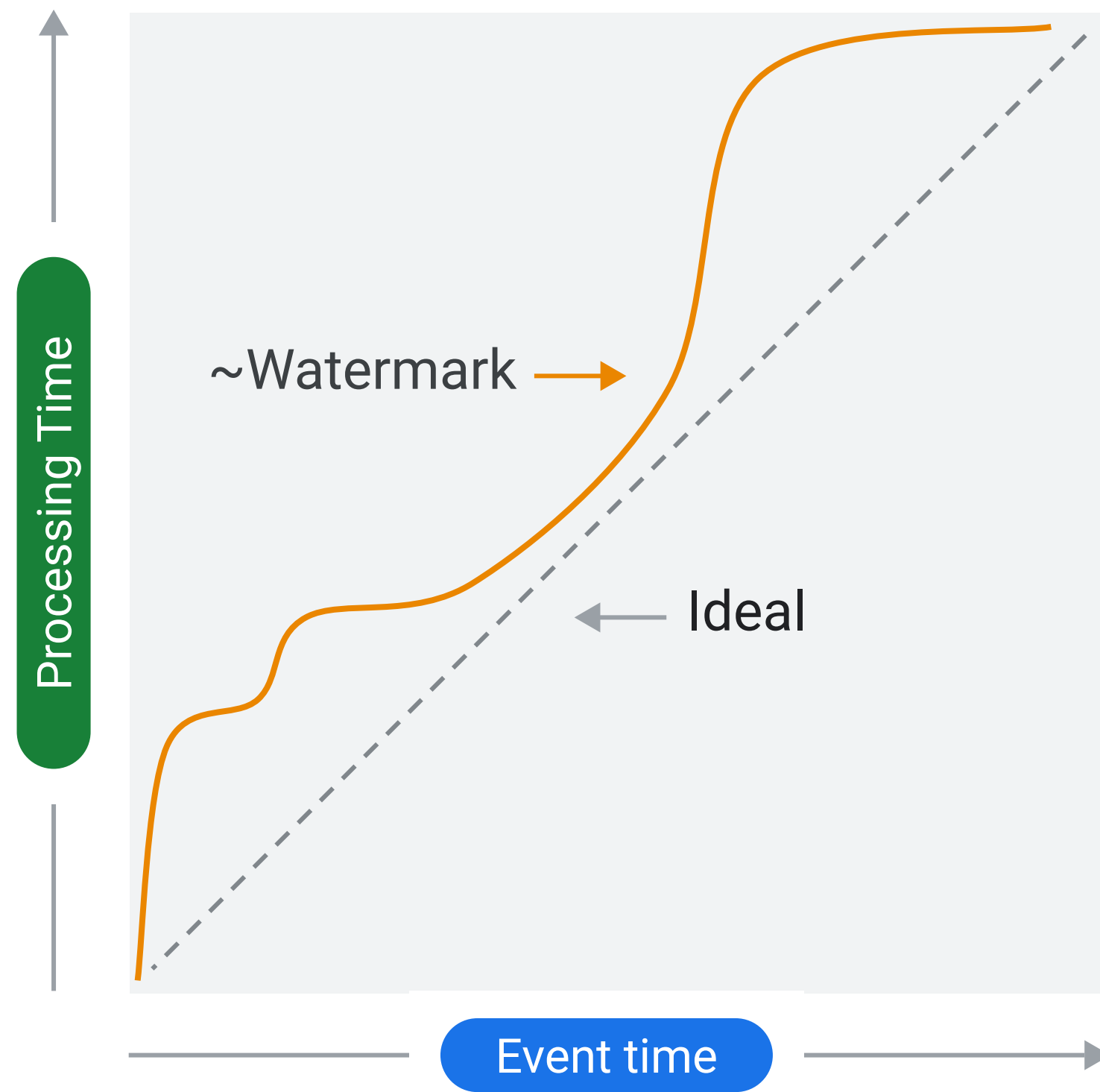


Latency problem: when do we close the window?



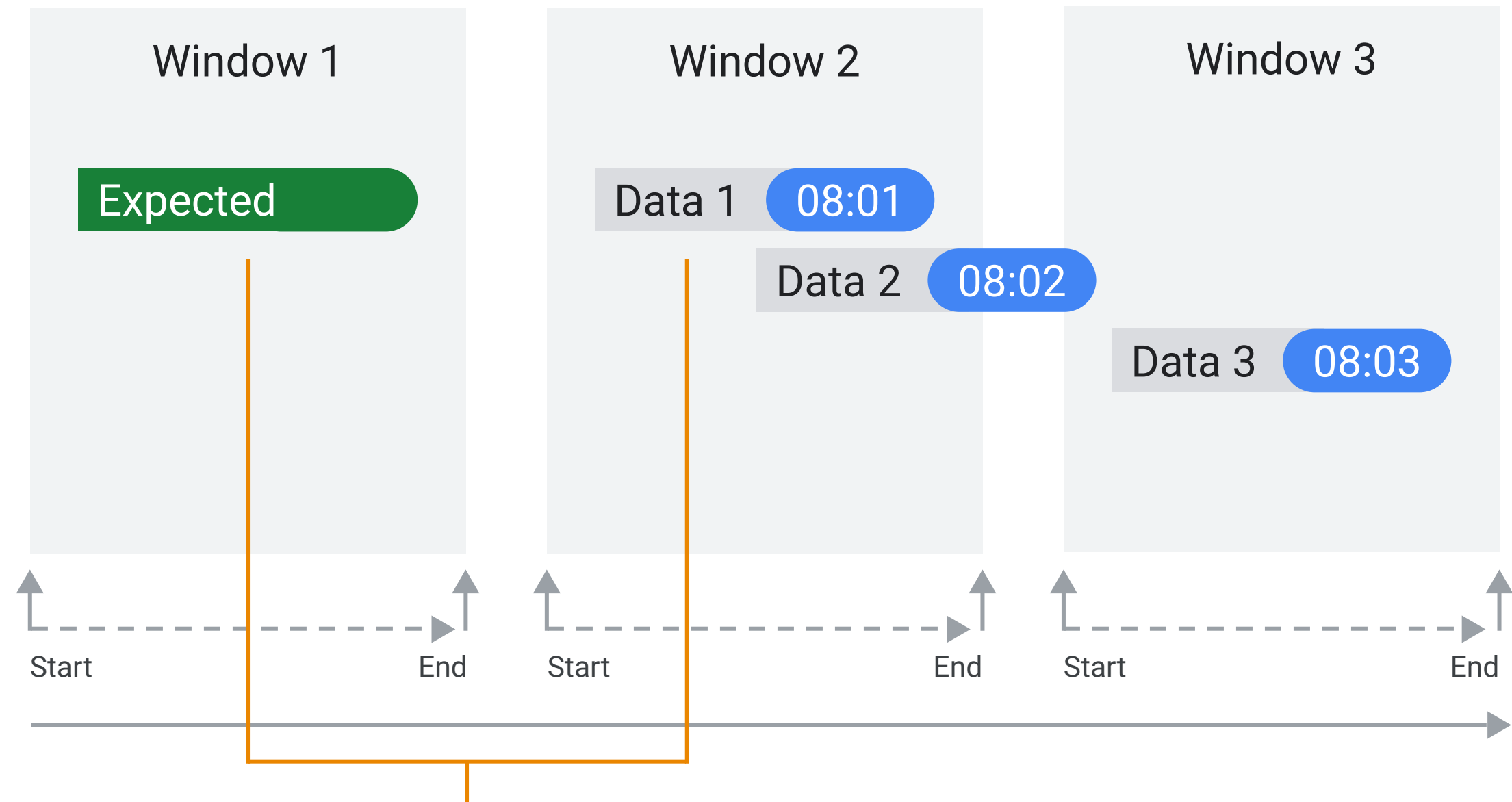
This is the event time when the event originated

The time relationships at origin are not preserved. They are arriving later than anticipated. And some of them are outside the original one-minute window.



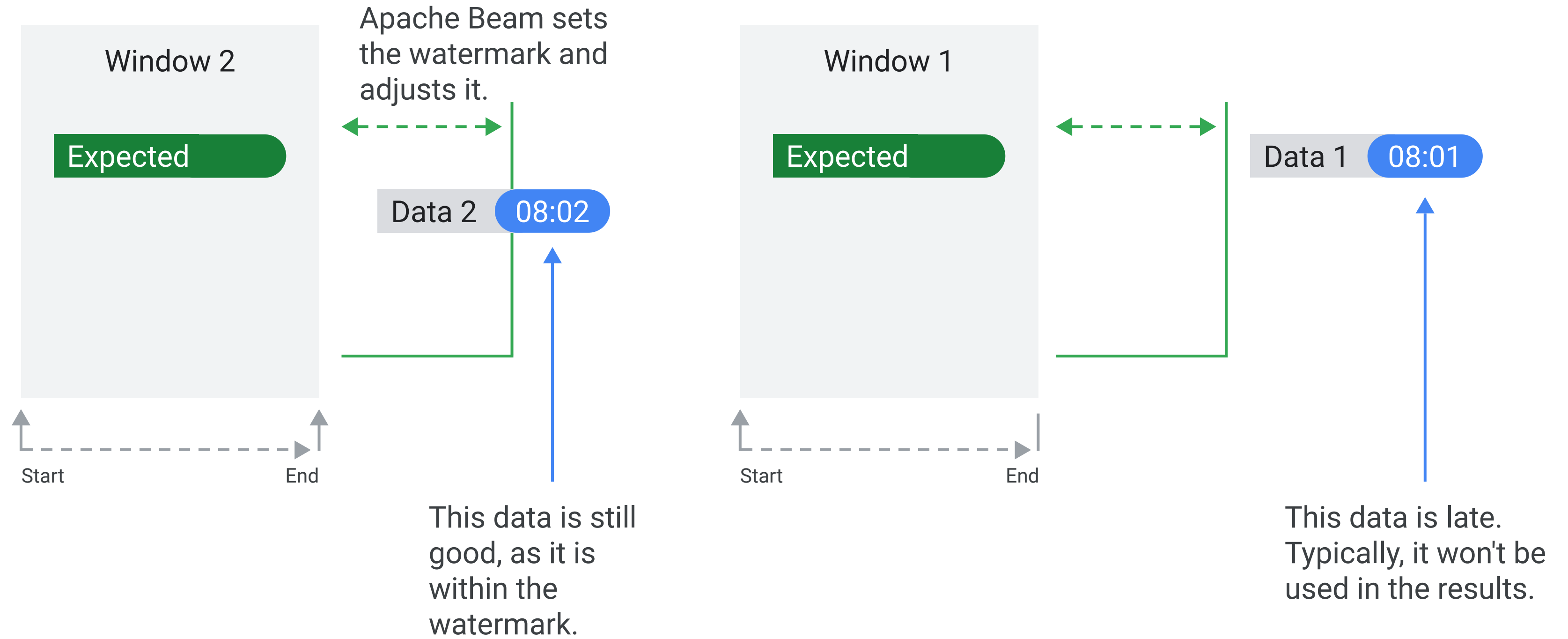
Introducing the watermark

The data could be a little past the window or a lot. Data 2 is a little outside of Window 2. Data 1 is completely outside of Window 1.

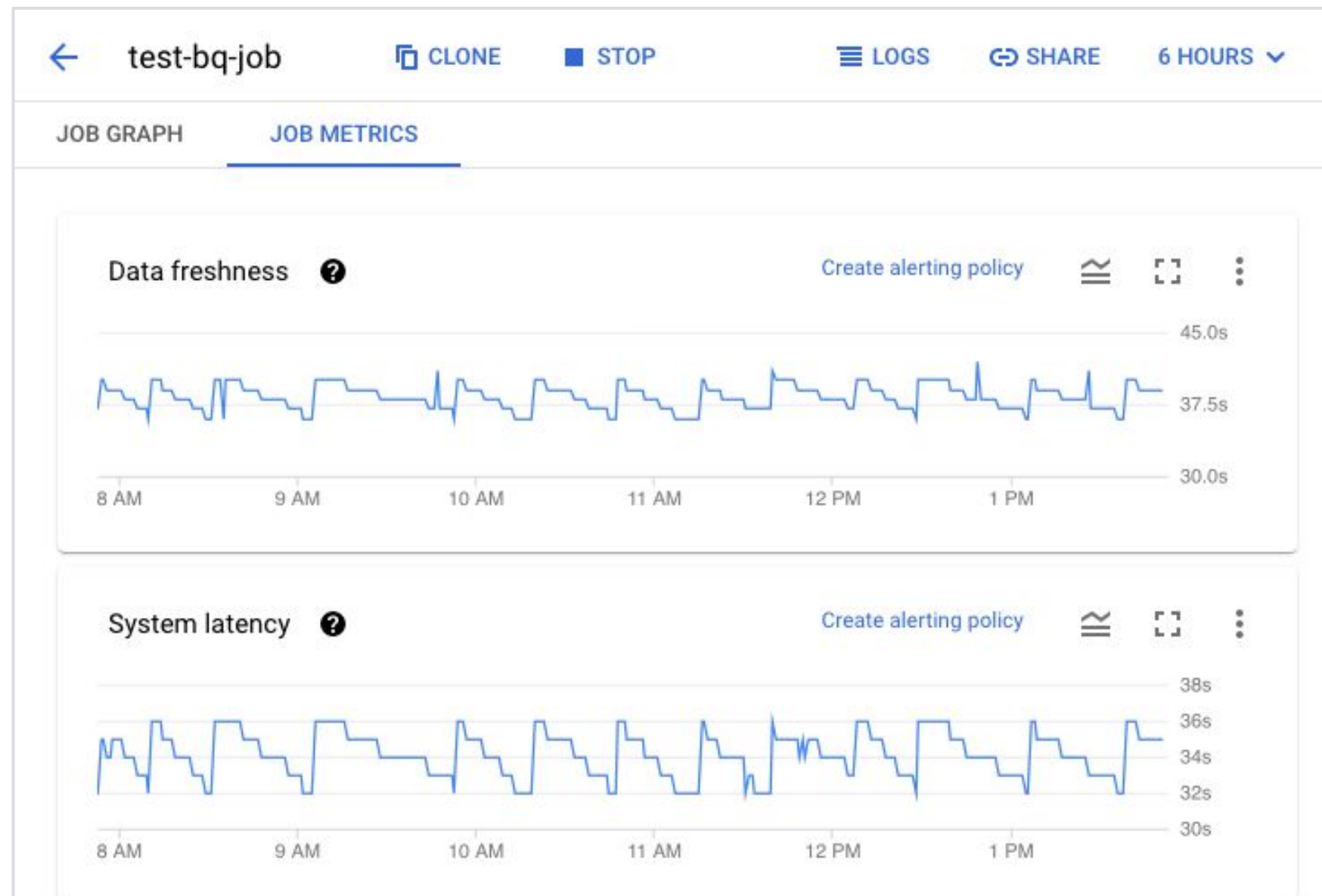


The difference in time from when data was expected to arrive and when it actually arrived is called the **lag time**.

Data is late in comparison to the watermark



How do you observe the watermark in Dataflow?



Data freshness

The amount of time between real time and the output watermark.

System latency

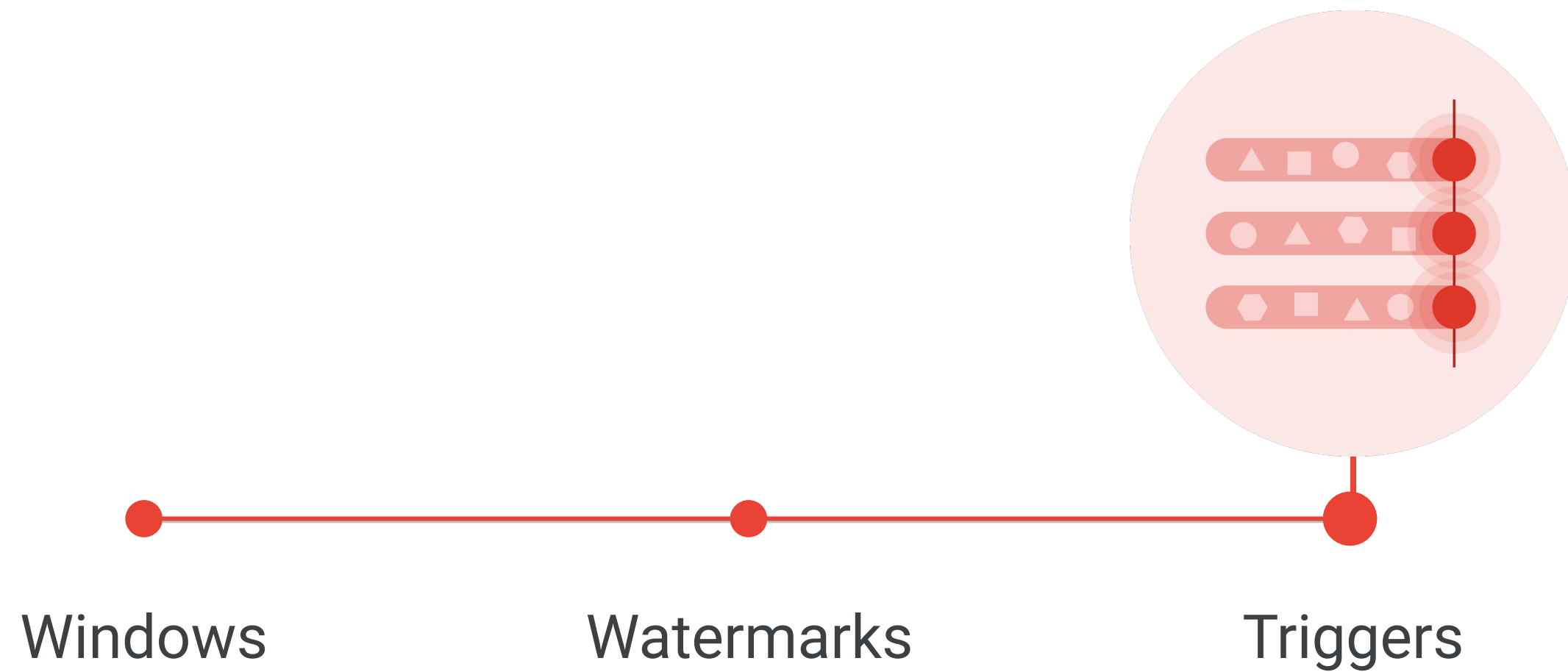
System latency is the current maximum duration that an item of data has been processing or awaiting processing.

Data freshness and system latency

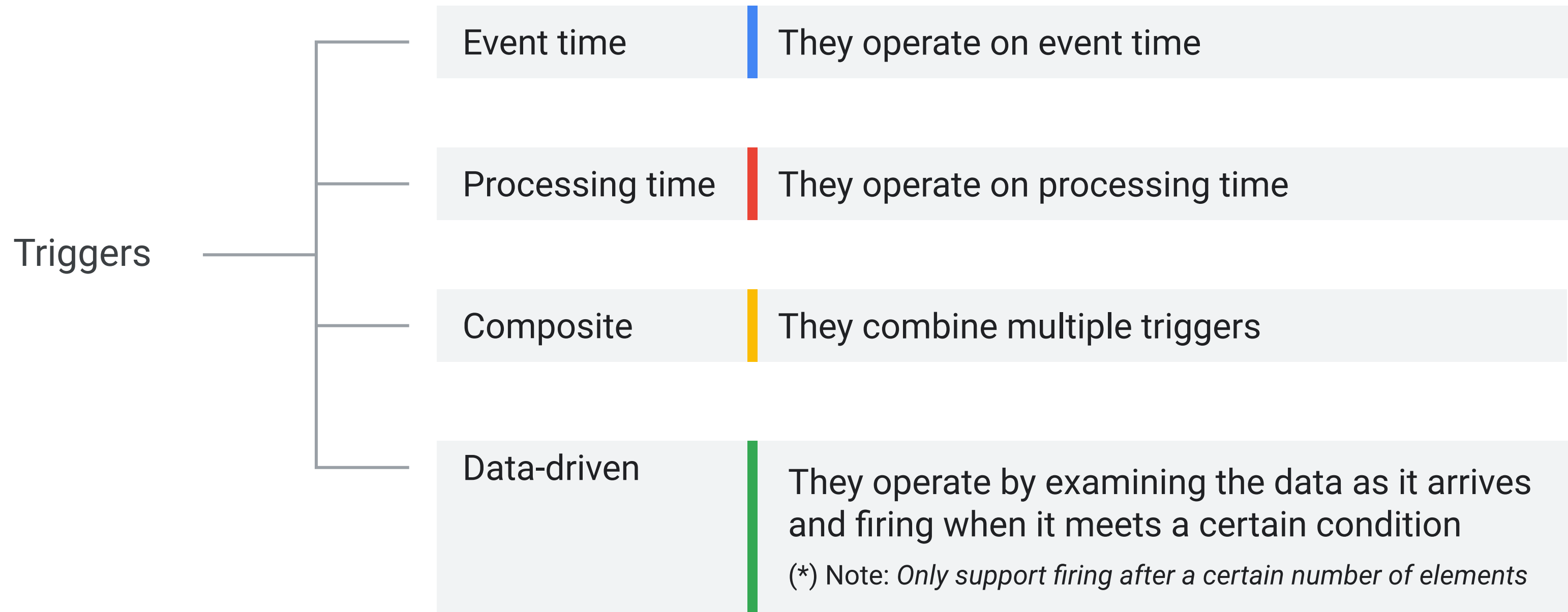
	Stable data freshness	Ever-increasing data freshness
Stable system latency	<div>Ideal ✓</div> <p>Pipeline processing data at good pace.</p>	<div>Monitor —</div> <p>Data is accumulating at the input. More workers are needed. Autoscaling will spin up new workers (backlog size).</p>
Ever-increasing system latency	<div>Monitor —</div> <p>Complex processing, messages take longer to be processed. Autoscaling likely to spin up new workers (high CPU usage)</p>	<div>Risk !</div> <p>Complex processing and data is accumulating at the input. Autoscaling will spin up new workers (backlog size and CPU usage).</p>

Developing pipelines

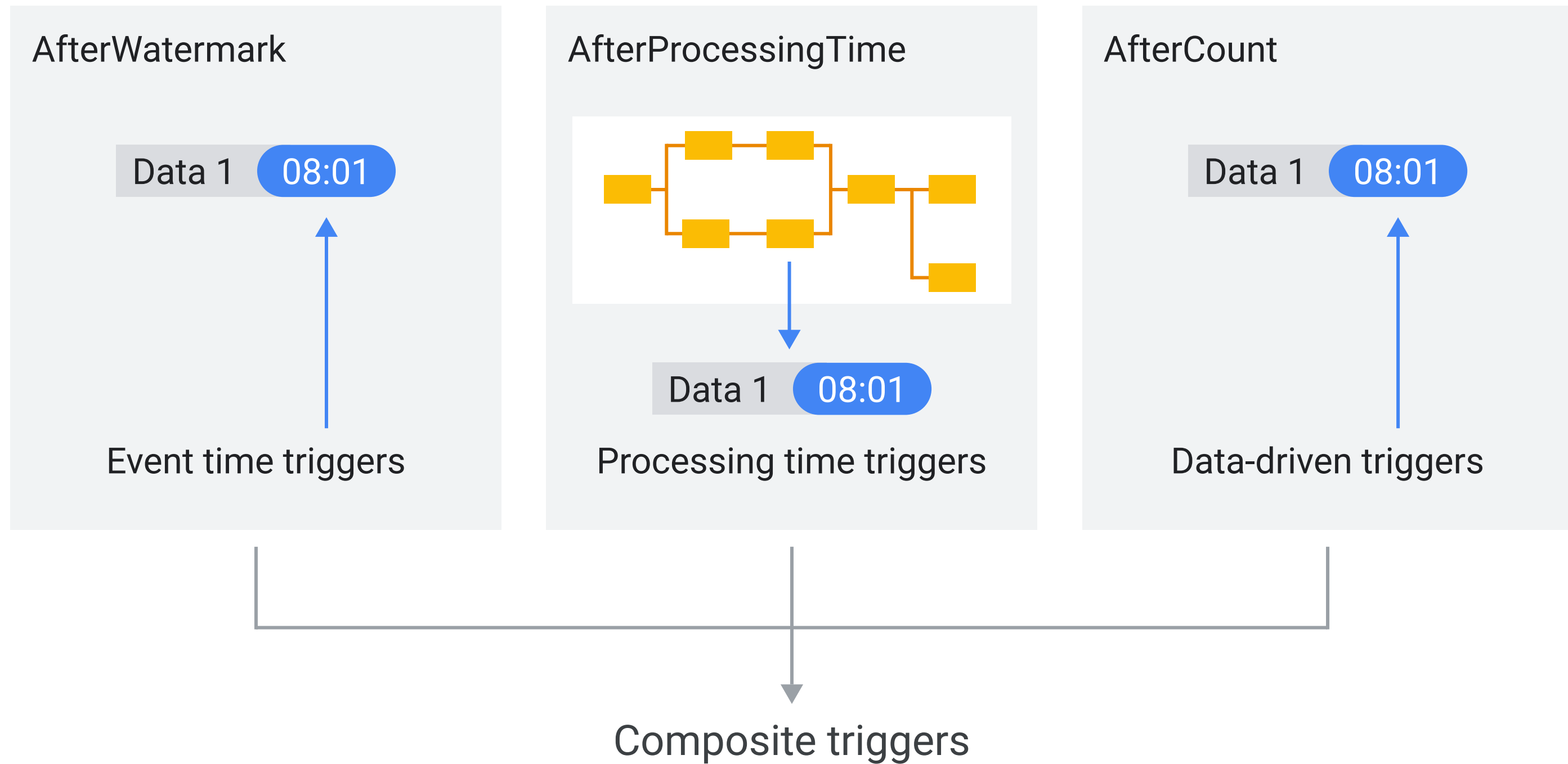
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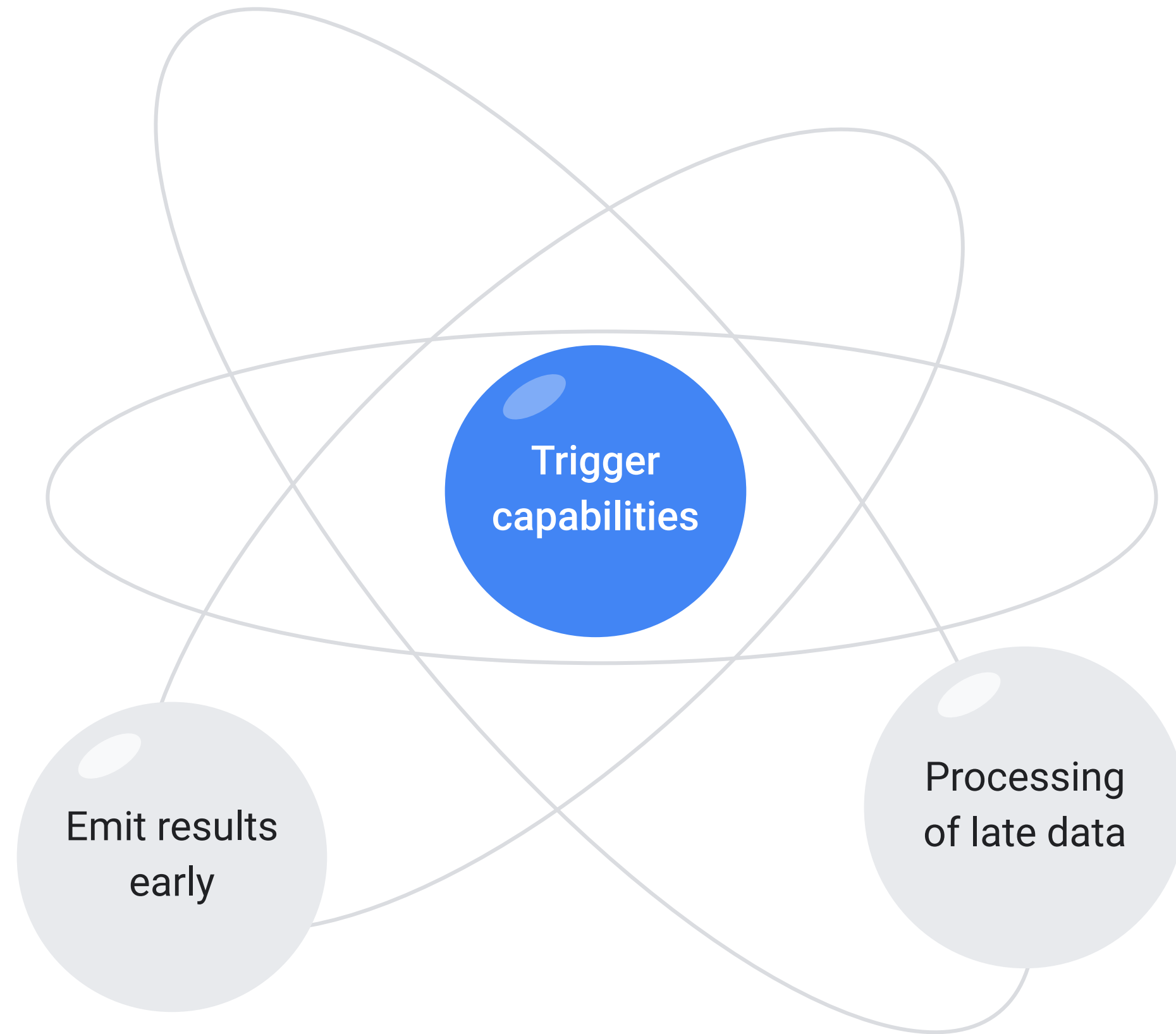


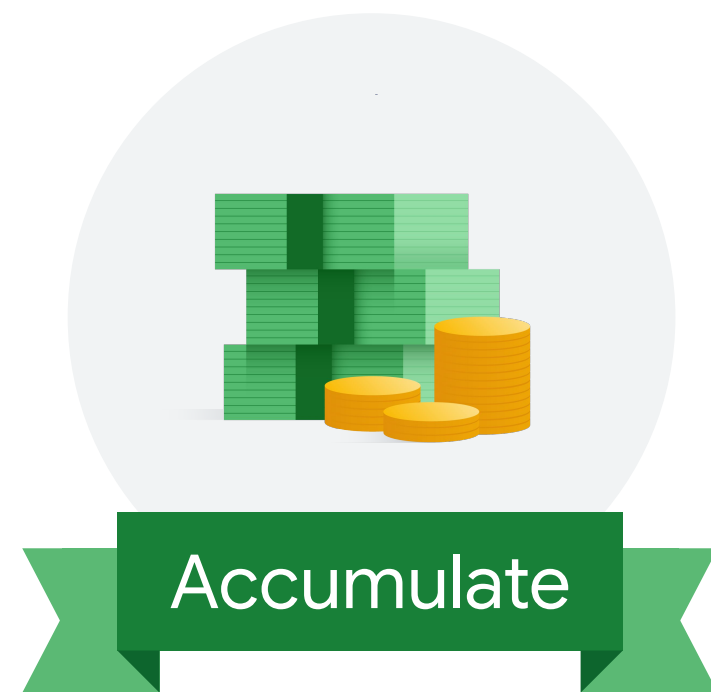
Triggers



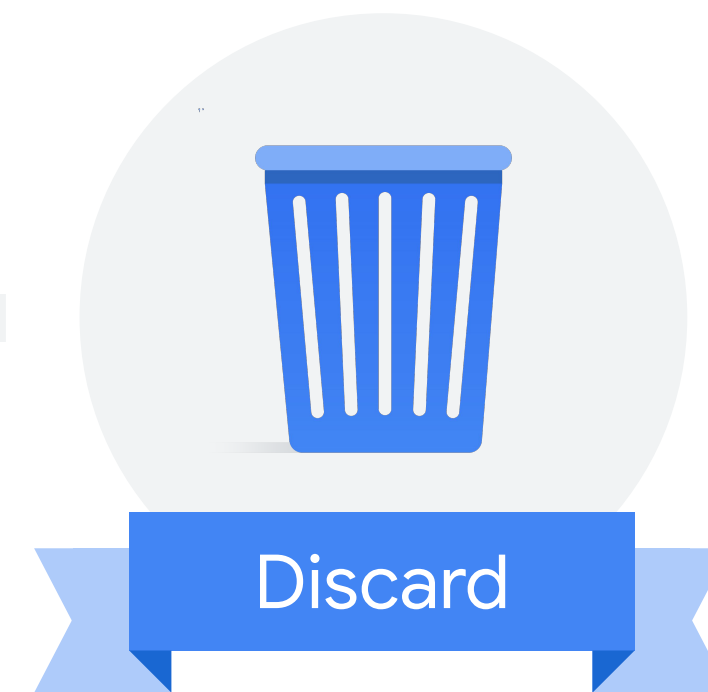
Custom triggers



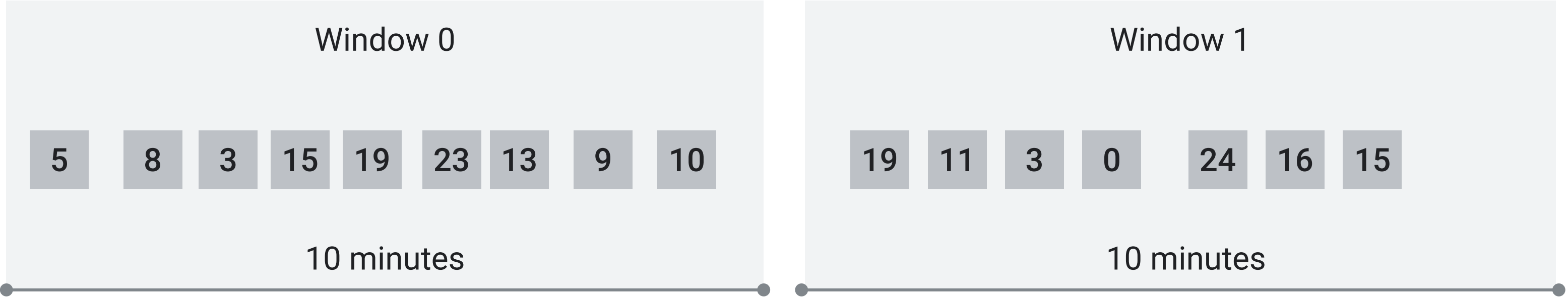




Window
accumulation
modes



Accumulate

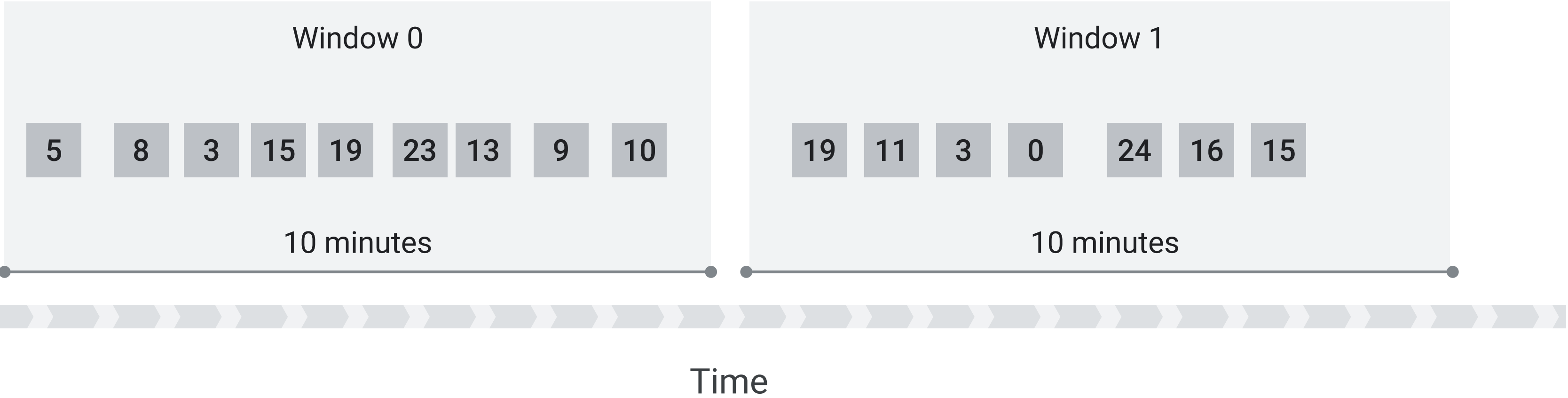


Time



1 st	trigger firing	[5, 8]
2 nd	trigger firing	[5, 8, 3, 15, 19, 23]
3 rd	trigger firing	[5, 8, 3, 15, 19, 23, 9, 13, 10]

Discard



1 st	trigger firing	[5, 8]
2 nd	trigger firing	[3, 15, 19, 23]
3 rd	trigger firing	[9, 13, 10]

Python: Code examples

```
pcollection | WindowInto(  
    SlidingWindows(60, 5),  
    trigger=AfterWatermark(  
        early=AfterProcessingTime(delay=30),  
        late=AfterCount(1)),  
    accumulation_mode=AccumulationMode.ACCUMULATING,  
    allowed_lateness=Duration(seconds=2*24*60*60))
```

Sliding window of 60 seconds, every 5 seconds
Relative to the watermark, trigger:
-- fires 30 seconds after pipeline commences
-- and for every late record (< allowedLateness)
the pane should have all the records
2 days

```
pcollection | WindowInto(  
    FixedWindows(60),  
    trigger=Repeatedly(  
        AfterAny(  
            AfterCount(100),  
            AfterProcessingTime(1 * 60))),  
    accumulation_mode=AccumulationMode.DISCARDING,  
    allowed_lateness=Duration(seconds=2*24*60*60))
```

Fixed window of 60 seconds
Set up a composite trigger that triggers
whenever either of these happens:
-- 100 elements accumulate
-- every 60 seconds (ignore watermark)
the trigger should be with only new records
2 days

Java: Code examples

```
pcollection.apply(
    Window.<String>into(
        SlidingWindows.of(Duration.standardSeconds(60)).every(Duration.standardSeconds(5)))
    .triggering(
        AfterWatermark.pastEndOfWindow()
        .withEarlyFirings(
            AfterProcessingTime.pastFirstElementInPane()
                .plusDelayOf(Duration.standardSeconds(30)))
        .withLateFirings(AfterPane.elementCountAtLeast(1)))
    .discardingFiredPanes()
    .accumulatingFiredPanes().withAllowedLateness(Duration.standardDays(2)));
```

```
pcollection.apply(
    Window.<String>into(FixedWindows.of(Duration.standardSeconds(60)))
    .triggering(
        Repeatedly.forever(
            AfterFirst.of(
                AfterPane.elementCountAtLeast(100),
                AfterProcessingTime.pastFirstElementInPane()
                    .alignedTo(Duration.standardSeconds(60))))))
    .discardingFiredPanes()
    .withAllowedLateness(Duration.standardDays(2)));
```

