

Extension of Spark core

Takes data real-time data from a variety of sources

Writes data to HDFS, databases, and dashboards

Processes that data in microbatches

Can use Spark Machine Learning and Graph Processing on batches

Examples of Streaming Datasets



- Internet of Things (IoT) data
- Credit card transactions
- Files being ingested

Fundamental concepts behind Spark Streaming



- Two ways of handling Streaming
 - RDD-based using DStreams
 - SQL-based using DataSets (Alpha as of Spark 2.1.1)
- Which you choose will depend on data typing and programming model

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Two ways of handling Streaming
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DStreams Example (Unstructured Streaming)

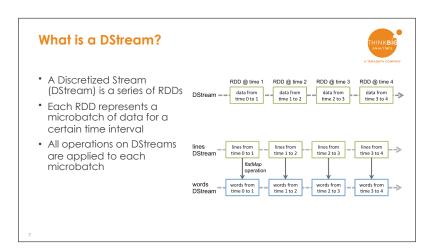
Spark Supports Multiple Stream Types



- HDFS directories
- Network connections

Additional advanced sources can be processed in stand-alone programs, but not from the spark-shell $\,$

- Kafka
- Flume
- Kinesis



Spark Streaming Programs Have Two Components



- Receivers pull in data from an external source
- DStreams are created by receivers to create processing pipelines

The programmer must allocate an executor core for every Receiver and DStream

Example: spark-shell --master local[2] allows one Receiver and one DStream

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Structure of a DStreams Streaming program



- 1. Define the input sources by creating input DStreams.
- 2. Write transformation and output operations for those DStreams.
- 3. Receive data and process it using streamingContext.start().
- 4. Wait for the processing to end using streamingContext.awaitTermination().
- 5. You can manually stop streaming by calling streamingContext.stop().

File Streaming Example



A full discussion is in 01-Spark-DStreaming-Files.scala

```
import org.apache.spark.SparkConf
import org.apache.spark.streaming.{Seconds, StreamingContext}

// Create the context
val ssc = new StreamingContext(sc, Seconds(10))

// Create the FileInputDStream on the directory and use the
// stream to count words in new files created
val lines = ssc.textFileStream("/tmp/streaming-input")
val words = lines.flatMap(_.split(" "))
val wordCounts = words.map(x => (x, 1)).reduceByKey(_ + _)
wordCounts.print()
ssc.start()
ssc.awaitTermination()
```

Network Streaming



- We can also create DStreams for network ports
- $\mbox{\color{red} \bullet}$ Instead of sc.textFileStream, we use sc.socketTextStream with a socket number
- Everything else remains the same

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Example: Ode to Wordcount on a DStream



A full discussion is in 02-Spark-DStreaming-Network.scala

```
// DStreams Wordcount example
import org.apache.spark.=
import org.apache.spark.streaming.=
import org.apache.spark.streaming.StreamingContext._ // not necessary since Spark 1.3

// Create a local StreamingContext with two working thread and batch interval of 1 second.

// The master requires 2 cores to prevent from a starvation scenario.

val ssc = new StreamingContext(sc, Seconds(1))

val lines = ssc.socketTextStream("localhost", 9999)
val words = lines.flatMap(_split(" "))

// Count each word in each batch
val pairs = words.mapfword => (word, 1))
val wordCounts = pairs.reduceByKey(_ + _)

// Print the first ten elements of each RDD generated in this DStream to the console
wordCounts.print()
```

Structured Streaming

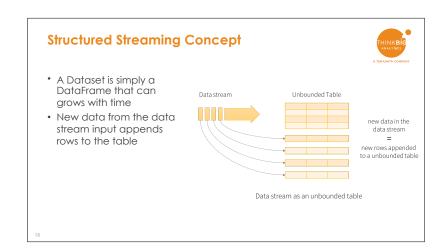
What is Structured Streaming with Datasets?



- As DStreams are to RDDs, Structured Streaming is to SparkSQL

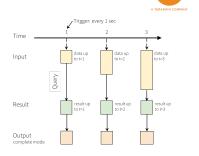
	Spark Core	SparkSQL
Concept	Discretized Streams (DStreams)	Datasets
Non-streaming Analog	RDDs	Dataframes
Example operations	map, flatMap, reduce, filter, union	select, groupBy, join, arbitrary SQL queries
Outputs	RDDs	Files and Tables

1.4



Structured Streaming Concepts

- A query on the input will generate a "Result Table"
- New rows get appended to the input table every interval
- Every interval, the query gets run to update the results table
- Whenever results get updated, we write changed result rows to an external sync



Programming Model for Structured Streaming

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Outputs Are What Get Written to External Storage

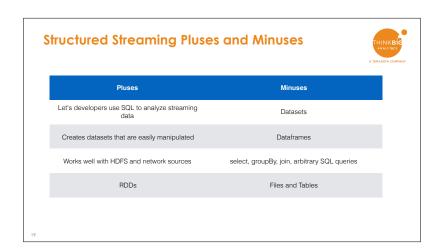


The output can be defined in a different mode:

- Complete Mode: he entire updated Result Table will be written to the external storage. It is up to the storage connector to decide how to handle writing of the entire table.
- **Append Mode:** Only the new rows appended in the Result Table since the last trigger will be written to the external storage. This is applicable only on the queries where existing rows in the Result Table are not expected to change.
- **Update Mode:** Only the rows that were updated in the Result Table since the last trigger will be written to the external storage (available since Spark 2.1.1). Note that this is different from the Complete Mode in that this mode only outputs the rows that have changed since the last trigger. If the query doesn't contain aggregations, it will be equivalent to Append mode.

Example: Wordcount using Structured Streaming





Broken table

Summary



- Spark does streaming through micro-batching of data
- Spark has two models for streaming: DStreams and Structured Streaming
- At present, DStreams are more mature, but Structured Streaming holds promise for the future.