Survey of Window Types for Aggregation in Stream Processing Systems

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Abstract & Contributions

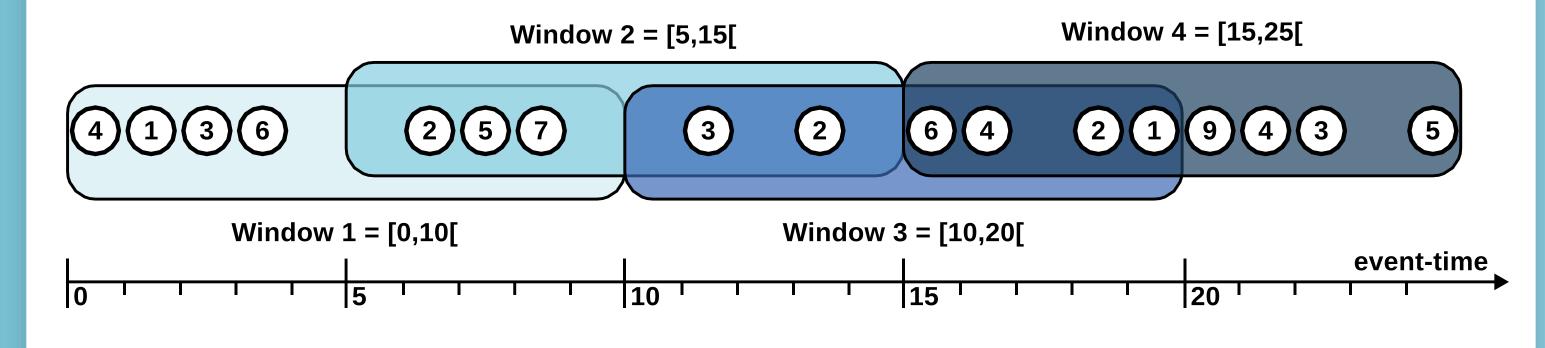
We present the first comprehensive survey of window types for stream processing systems which have been presented in literature.

We make the following contributions:

- 1. We provide a thorough survey of window types.
- 2. We classify all window types in categories with respect to performance characteristics and implementation requirements.
- 3. For each window type, we provide a formal notation, use-cases, investigate how they can be combined with out-of-order processing, and list synonyms.
- 4. We provide an overview of stream processing systems and their support for different window types.

Windowing

Systems divide the unbounded stream into finite subsets of data (i.e., windows) to perform aggregations and joins. The window type determines how to split the stream into windows and which tuples are included in the windows. This affects the result of window operations, and enables different application scenarios.



Classification

We classify window types according to the categories:

- Window size: fixed-sized vs. variable-sized
- Overlap of individual windows: overlapping vs. non-overlapping
- Window measure: time-based, count-based, multi-dimensional
- Order of inserting and removing tuples: FIFO vs. non-FIFO

of change in the data stream

an aging function

levels of granularity

Assigns a weight to each tuple according to

Stores tuples in summaries at different

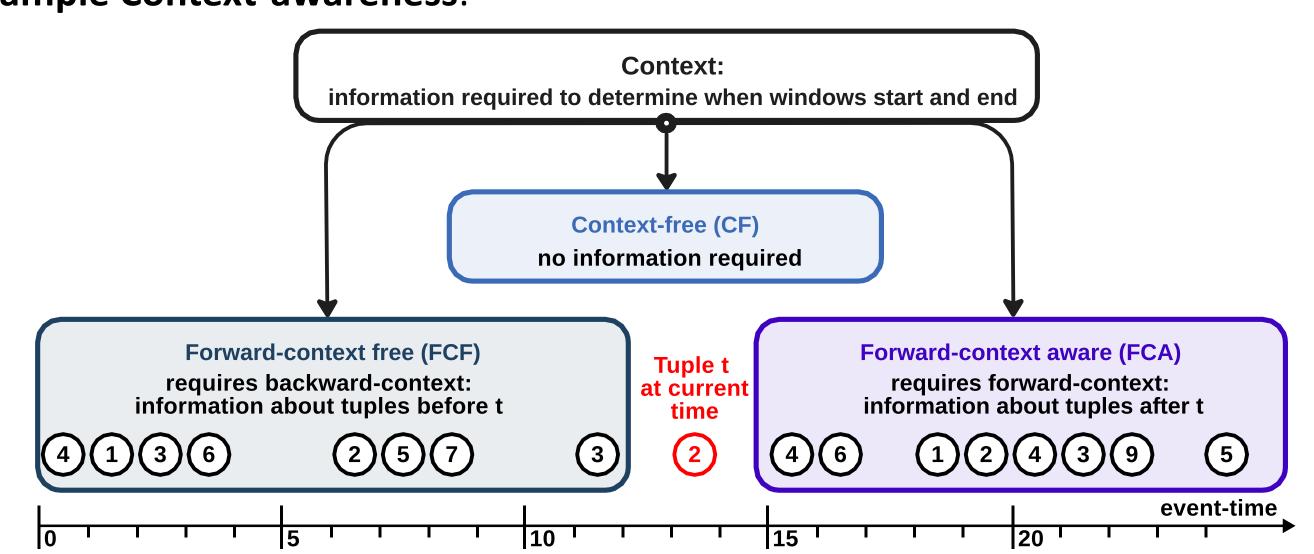
Windowing

Damped Window

Tilted Window

- Determinism:
 - Deterministic: the window operator can immediately decide whether a tuple signals beginning or end of a window
 - Non-deterministic: the window operator requires to process more tuples to make this decision
- **Context-awareness**: context-free, forward-context free, forward-context aware.

Example Context-awareness:



https://scotty.stream/

Catalog of Window Types Systems e CS Window Type **Short Description** awarene **Telegrap** STREAM **Borealis** Context **Tumbling Window** Creates periodic, consecutive windows of Time/ No Fixed equal size without gaps Count **Sliding Window** Defines window edges by size and slide, Time/ Fixed slide determines next window start Count Fixed-Band Window Creates a single window based on pre-No Fixed Time defined timestamps for beginning and end **Landmark Window** Sets one window edge on a specific Fixed Time timestamp (i.e., the landmark) Derives window edges by punctuations **Punctuation-based** Variable No Time embedded in the stream Window **Session Window** Ends window after timeout gap when no Variable No Time tuples arrive in a predefined time interval **Snapshot Window** Starts next window when an interval event Variable No Time starts or ends Slide-by-Tuple Creates a sliding window with size measured in time and slide measured in Window Fixed tuples Provides different policies (configurations) Policy-based Time/ No/ Fixed/ Count/ FCF/ Window of tumbling and sliding windows Variable Yes **FCA Threshold Frames** Starts next frame when specified attribute Variable No Time is above (or below) a predefined threshold Starts next frame when attribute value Delta Frames Variable No Time changes more than predefined amount Visit our Website Starts next frame when attribute crosses **Boundary Frames** Variable No Time one of the predefined breakpoints **Open-source Window** Starts next frame when aggregate is **Aggregate Frames** Variable No Time **Implementations** greater/smaller than predefined constant Adapts window size dynamically to the rate Adaptive

Variable Yes

Fixed

Fixed

Count

Time