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June 2017

# DC/OS AND FAST DATA (THE SMACK STACK)

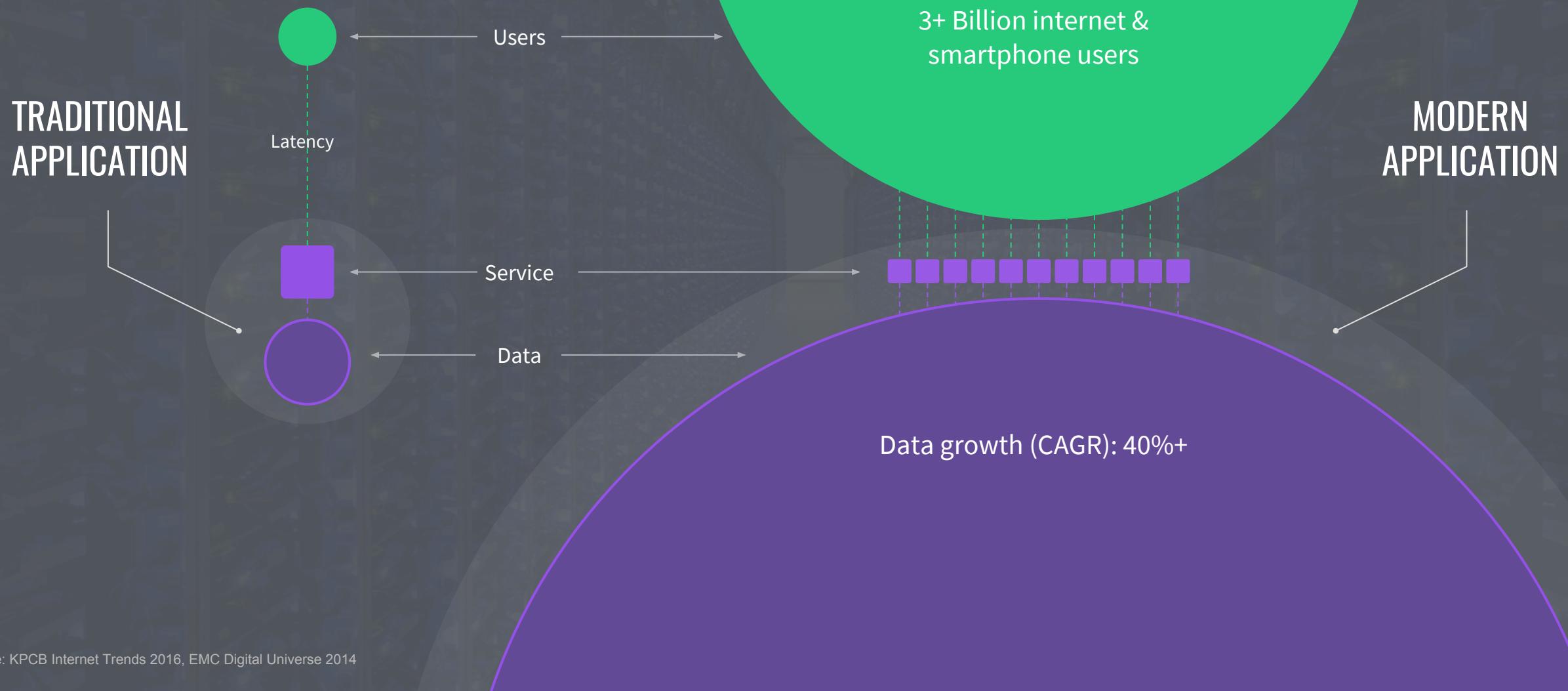


DC/OS

Benjamin Hindman - @benh

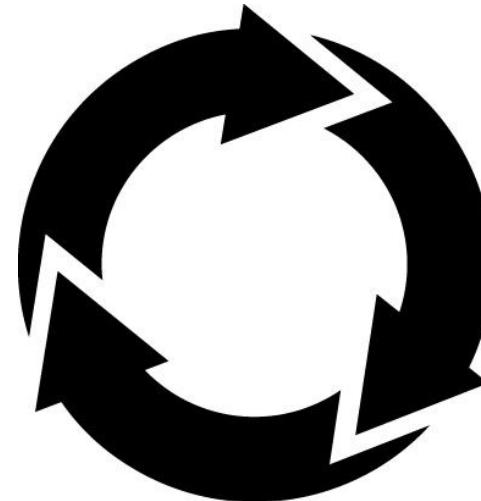
Elizabeth K. Joseph - @pleia2

# ARCHITECTURAL SHIFT



# TODAY'S REINFORCING TRENDS

CONTAINERIZATION



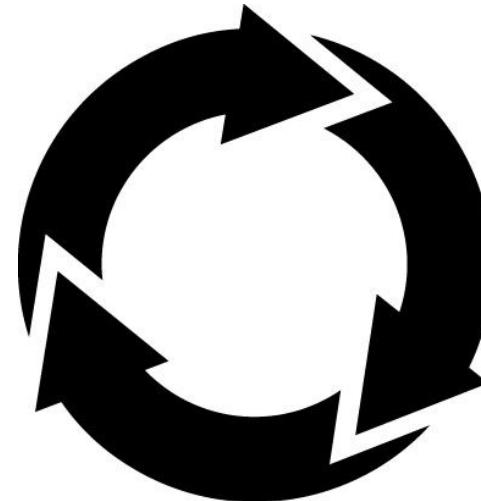
MICROSERVICES

CONTAINER ORCHESTRATION

BIG DATA & ANALYTICS

# TODAY'S REINFORCING TRENDS

CONTAINERIZATION

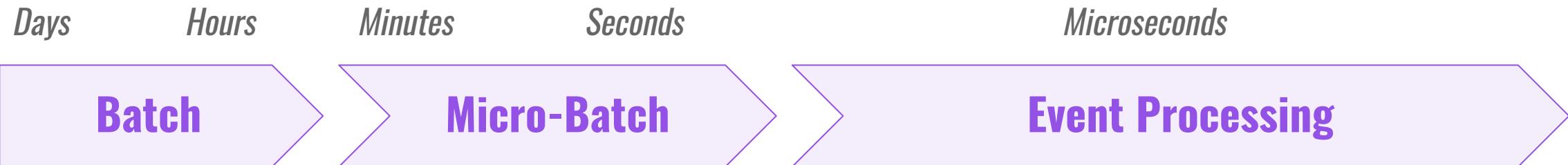


MICROSERVICES

CONTAINER ORCHESTRATION

FAST BIG DATA & ANALYTICS

# FROM BIG DATA TO FAST DATA



Reports what has happened using descriptive analytics

Solves problems using predictive and prescriptive analytics

Billing, Chargeback



Product recommendations



Real-time Pricing and Routing



Real-time Advertising



Predictive User Interface



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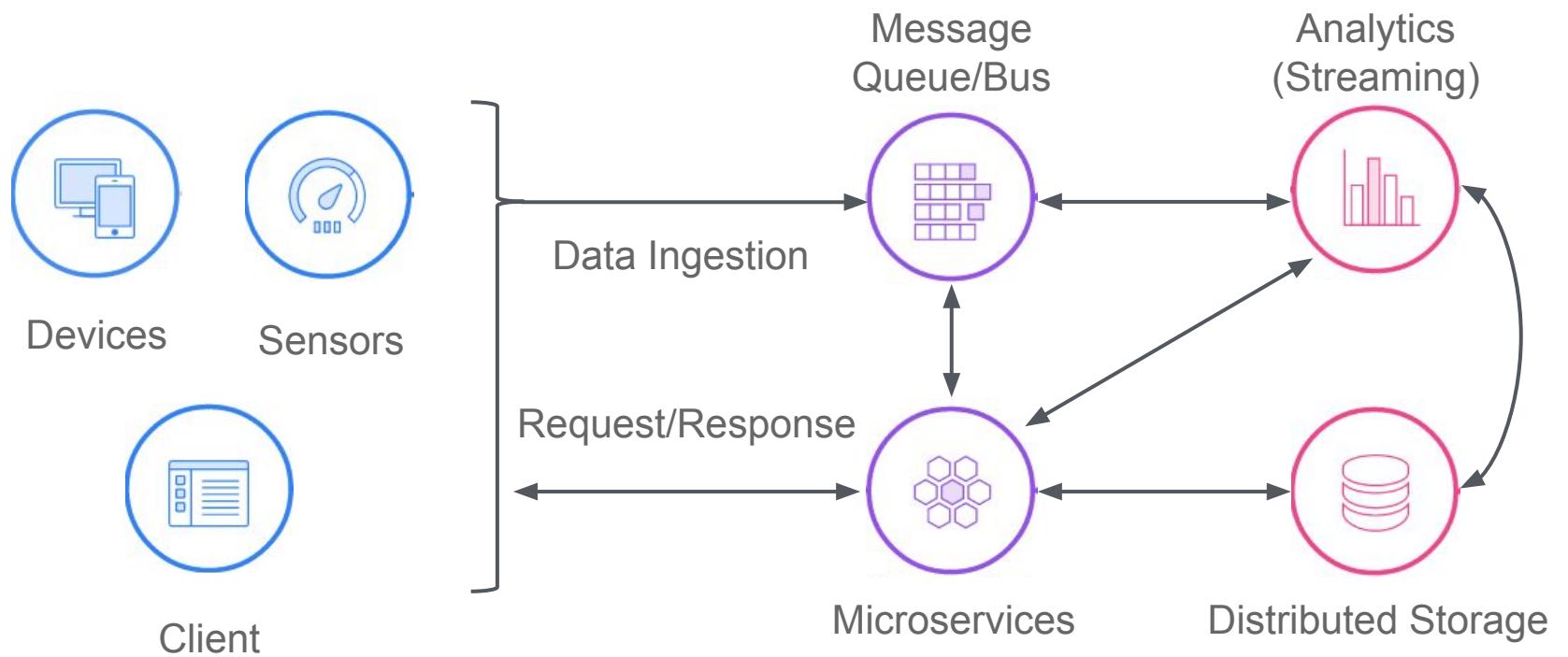
# ON THE EDGE, AND STILL REALLY BIG!



**A380-1000:** 10,000 sensors in each wing;  
produces more than 7Tb of IoT data per day

[1] <https://goo.gl/2S4q5N>

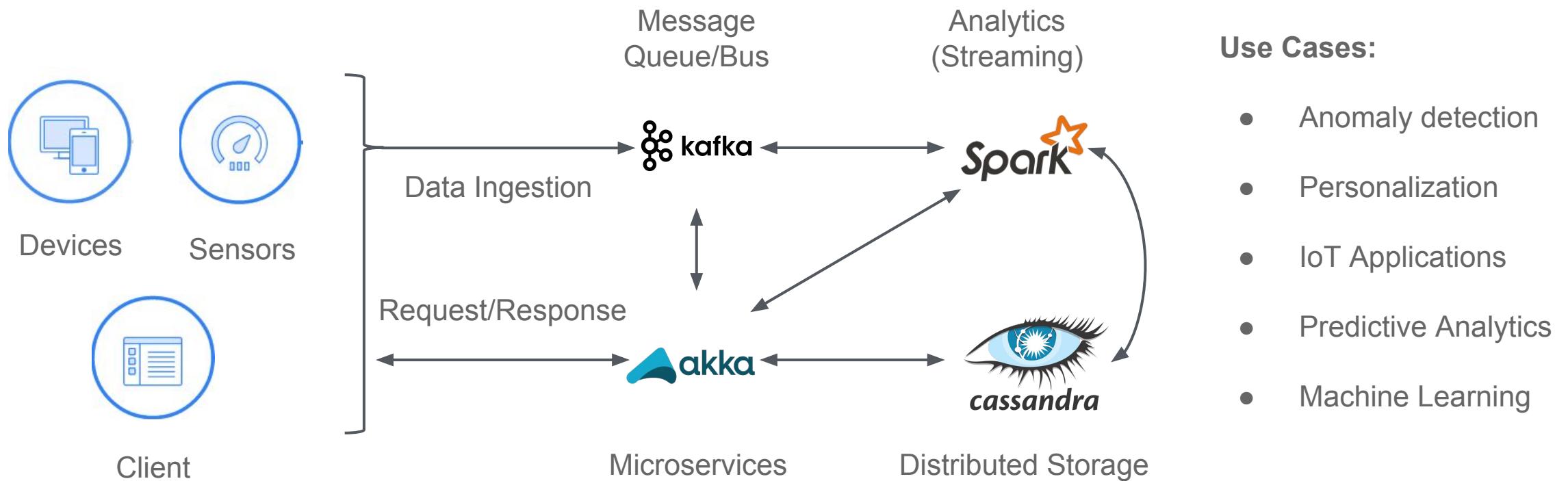
# MODERN APPLICATION -> FAST DATA BUILT-IN



## Use Cases:

- Anomaly detection
- Personalization
- IoT Applications
- Predictive Analytics
- Machine Learning

# A GOOD STACK ...



# MESSAGE QUEUES



## Message Brokers

- Apache Kafka
- ØMQ, RabbitMQ, Disque

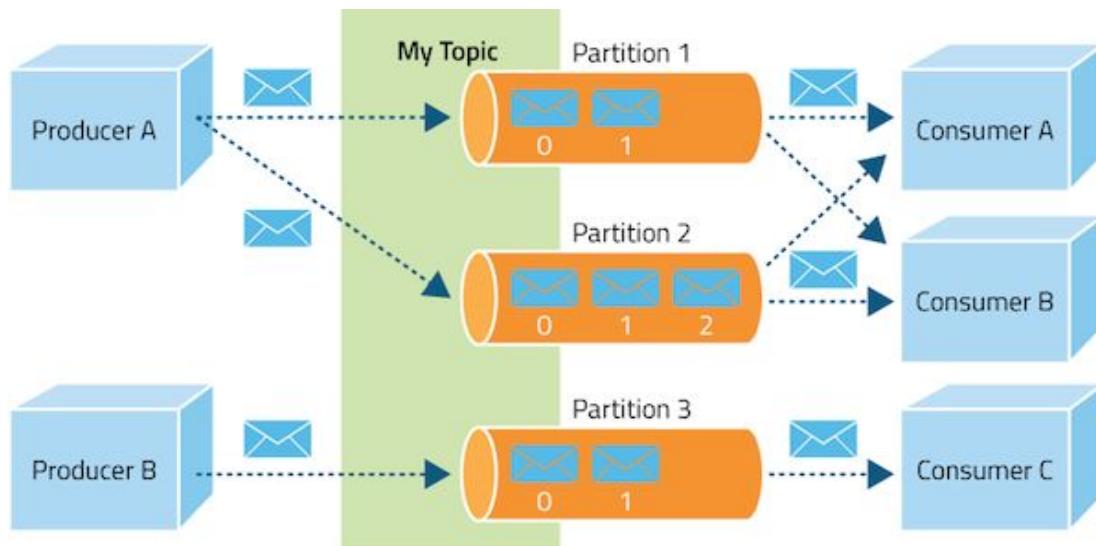
## Log-based Queues

- fluentd, Logstash, Flume

*see also [queues.io](#)*



# APACHE KAFKA



**Typical Use:** A reliable buffer for stream processing

## Why Kafka?

- High-throughput, distributed, persistent publish-subscribe messaging system
- Created by LinkedIn; used in production by 100+ web-scale companies [1]

[1] <https://cwiki.apache.org/confluence/display/KAFKA/Powered+By>

# DELIVERY GUARANTEES

- **At most once**—Messages may be lost but are never redelivered
- **At least once**—Messages are never lost but may be redelivered (Kafka)
- **Exactly once**—Messages are delivered once and only once (this is what everyone actually wants, but no one can deliver!)

Murphy's Law of Distributed Systems:

*Anything that can go wrong, will go wrong ... partially!*

# STREAMING ANALYTICS

## Microbatching

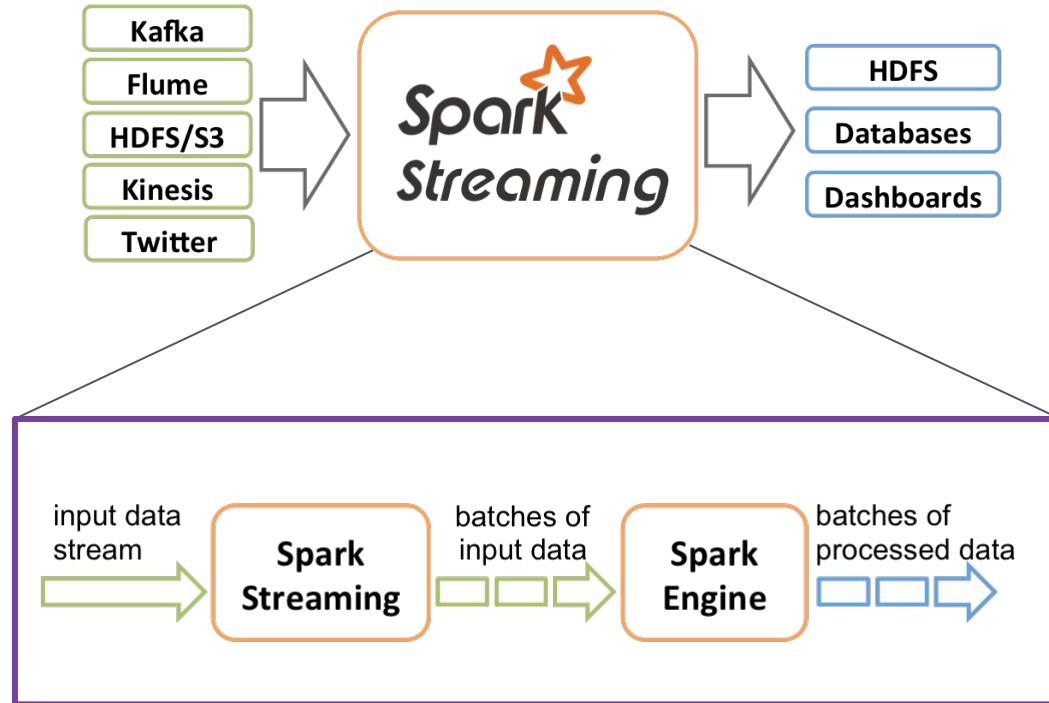
- Apache Spark (Streaming)

## Native Streaming

- Apache Flink
- Apache Storm/Heron
- Apache Apex
- Apache Samza



# APACHE SPARK (STREAMING)



**Typical Use:** distributed, large-scale data processing; micro-batching

## Why Spark Streaming?

- Micro-batching creates very low latency, which can be faster
- Well defined role means it fits in well with other pieces of the pipeline

# DISTRIBUTED STORAGE

## NoSQL

- ArangoDB
- mongoDB
- Apache Cassandra
- Apache HBase

## SQL

- MemSQL

## Filesystems

- Quobyte
- HDFS

## Time-Series Datastores

- InfluxDB
- OpenTSDB
- KairosDB
- Prometheus

*see also [iot-a.info](http://iot-a.info)*



# APACHE CASSANDRA



**Typical Use:** No-dependency, time series database

## Why Cassandra?

- A top level Apache project born at Facebook and built on Amazon's Dynamo and Google's BigTable
- Offers continuous availability, linear scale performance, operational simplicity and easy data distribution

how do we operate  
these distributed  
systems?

**most organizations have many stateless  
independent (micro)services, the  
*distributed systems* I'm talking about here  
are ...**

**consensus** latency state  
**consistency** dynamic unreliable cap  
**replication** eventual  
**nondeterministic**  
**partition** failure  
**availability**  
**network**  
**asynchronous**  
**paxos**  
scalability  
insecure  
state  
latency  
consistency  
dynamic  
unreliable  
cap  
eventual  
backpressure  
limiting  
partial  
clients  
switch  
partial  
idempotence  
synchronous  
high  
rate  
fault  
tor  
clients  
switch  
partial  
topology  
theorem  
**tolerance**

*how do we scale the  
operations of  
distributed systems?*

# SMACK STACK



**Apache Spark:** distributed, large-scale data processing

**Apache Mesos:** cluster resource manager

**Akka:** toolkit for message driven applications

**Apache Cassandra:** distributed, highly-available database

**Apache Kafka:** distributed, highly-available messaging system

**distributed systems**  
are *hard* to operate

# DATA & ANALYTICS DAY 2 OPS CHALLENGES

- Bare metal storage (or someone else's problem)
- Drive down job latency and drive up utilization
- Run multiple versions simultaneously
- Upgrade complicated data systems

- 1: download
- 2: deploy
- 3: monitor
- 4: maintain
- 5: upgrade → goto 1

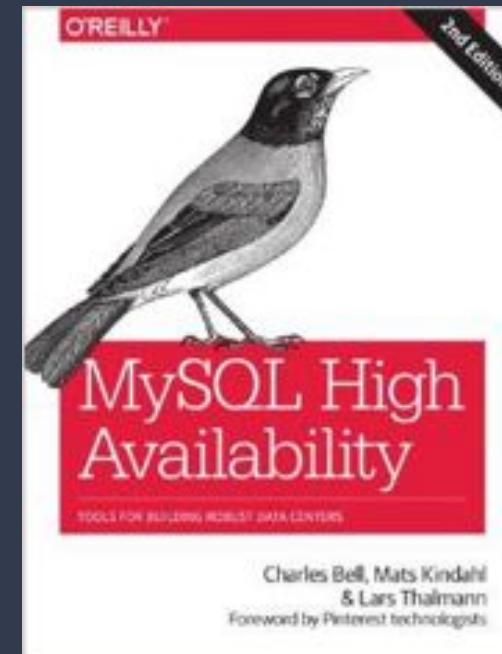
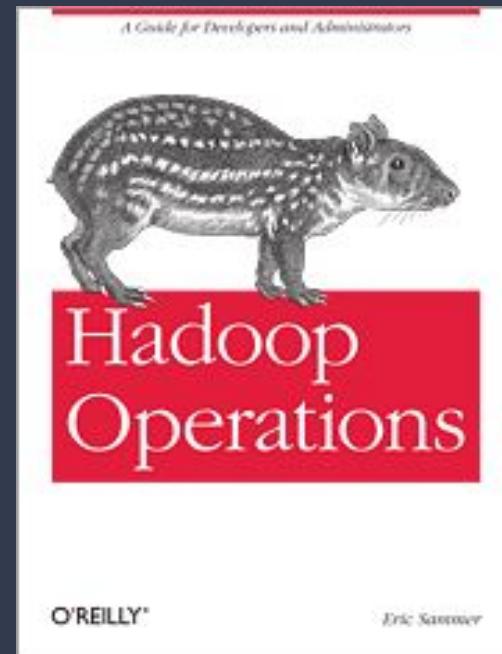
- 
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**fault tolerance**  
+ **high availability**  
+ **latency**  
+ **bandwidth**  
+ **CPU/mem resources**  
+ ...

---

= **configuration**

- 
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- 
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```
----- INSTALL.SH -----
#!/bin/bash

pip install "$1" &
easy_install "$1" &
brew install "$1" &
npm install "$1" &
yum install "$1" & dnf install "$1" &
docker run "$1" &
pkg install '$1' &
apt-get install "$1" &
sudo apt-get install "$1" &
steamcmd +app_update "$1" validate &
git clone https://github.com/"$1"/"$1" &
cd "$1",./configure;make;make install &
curl "$1" | bash &
```



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```



(1) express



CHEF



puppet



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```
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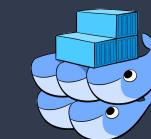


(1) express



chef

puppet



(2) orchestrate



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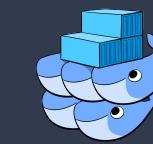
**(1) express**



**CHEF**



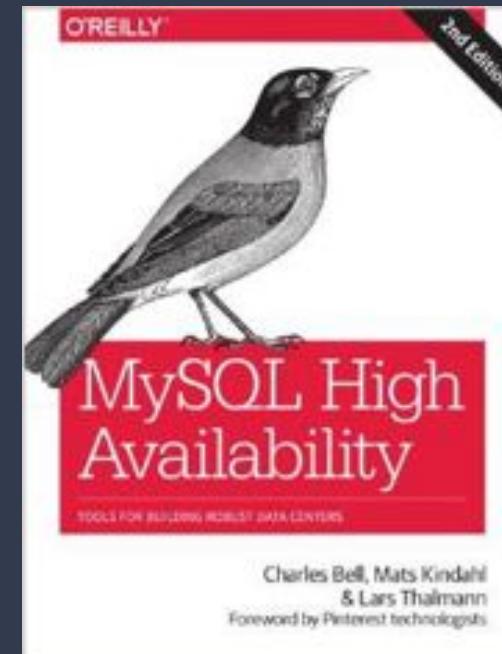
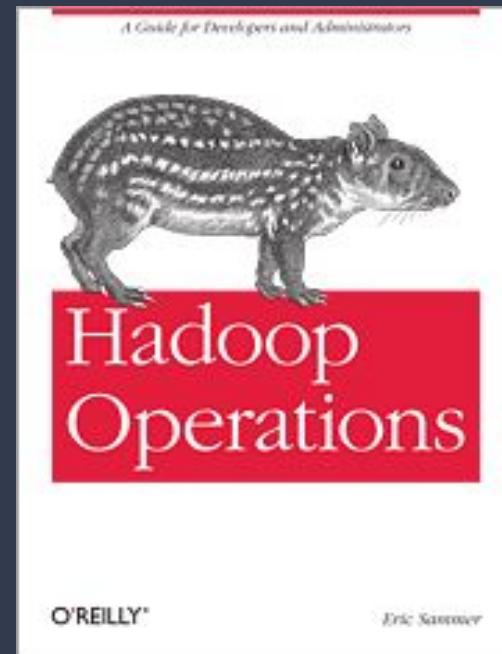
**puppet**



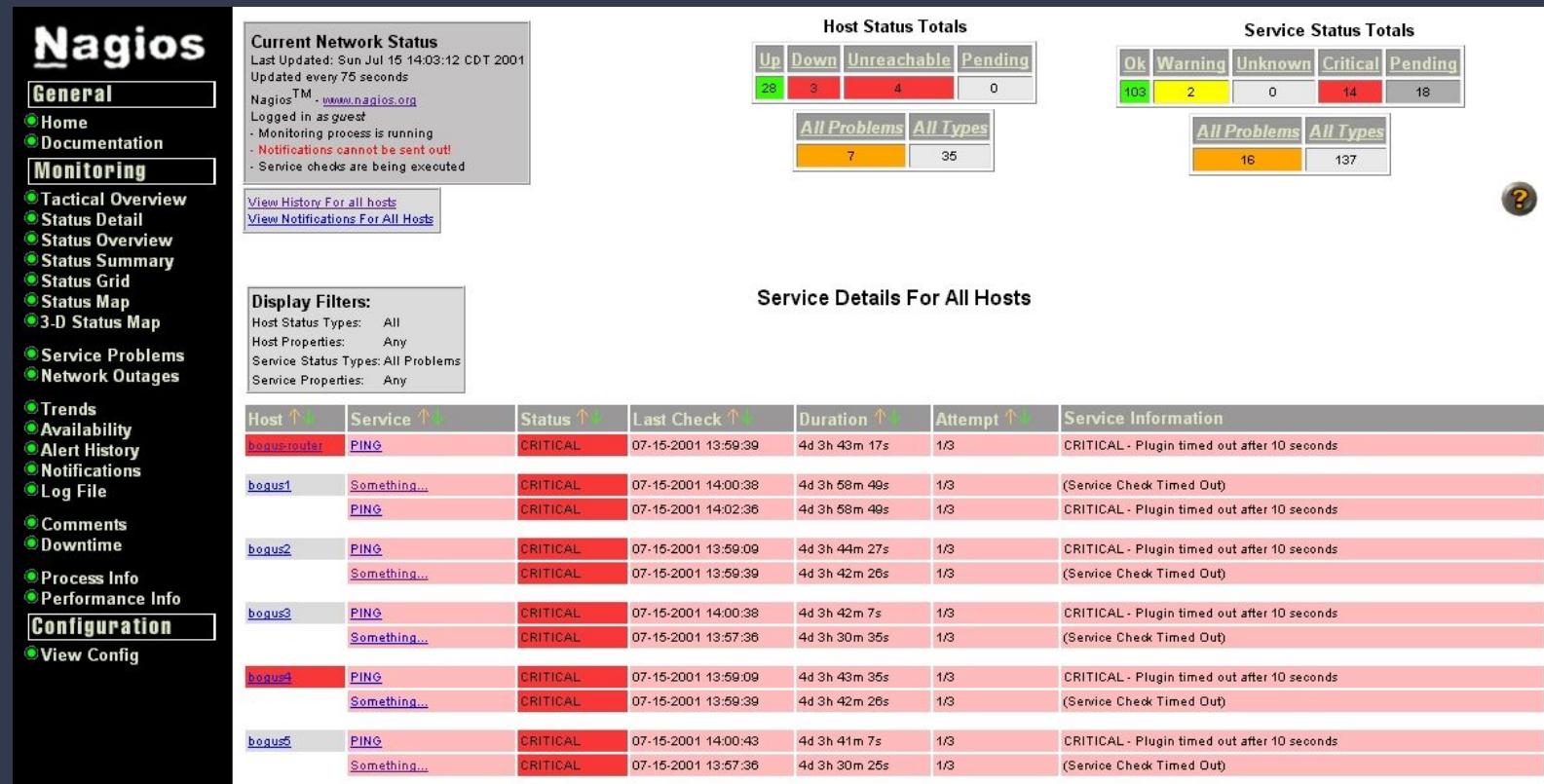
**(2) orchestrate**



- 
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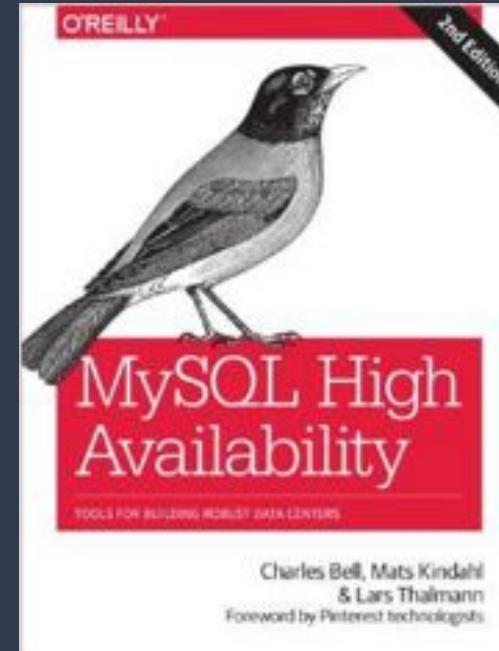
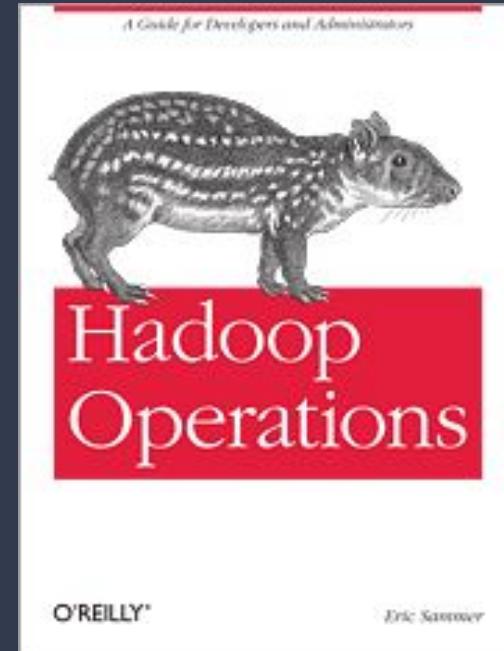


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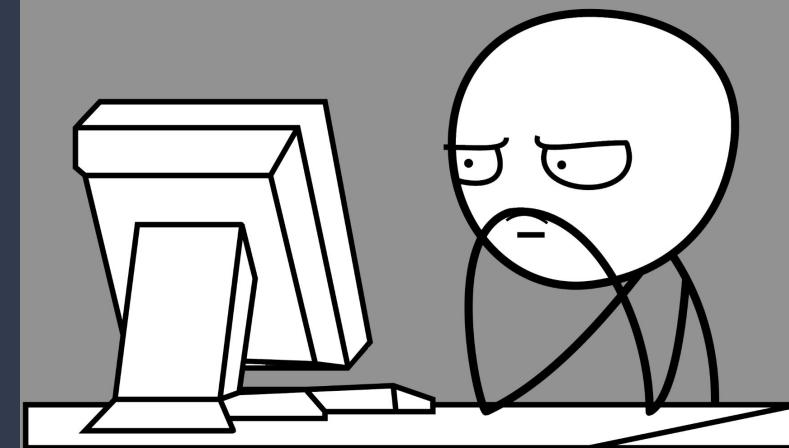
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# first, debug ...



- 
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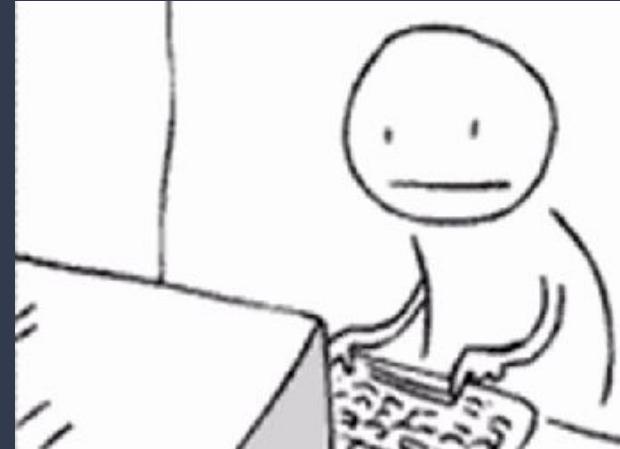
# first, debug ...



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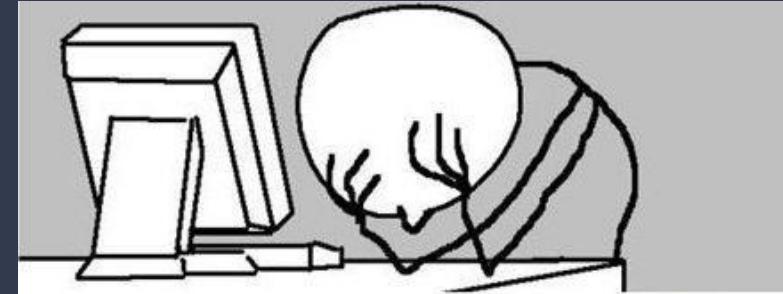
**second, fix (scale, patch, etc)**

...



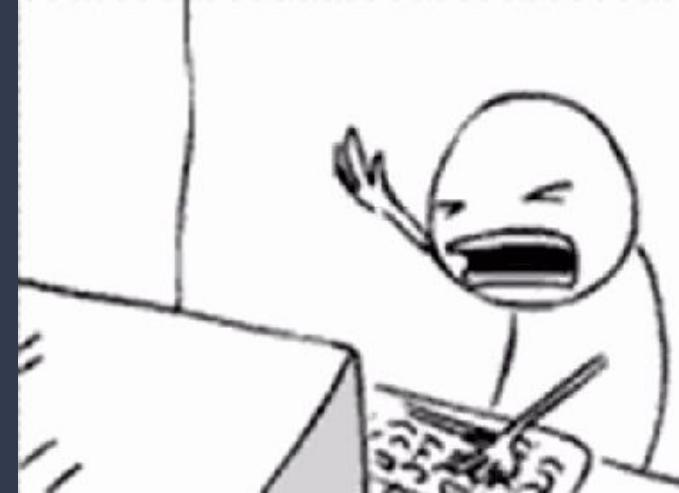
- 
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# then, debug again ...

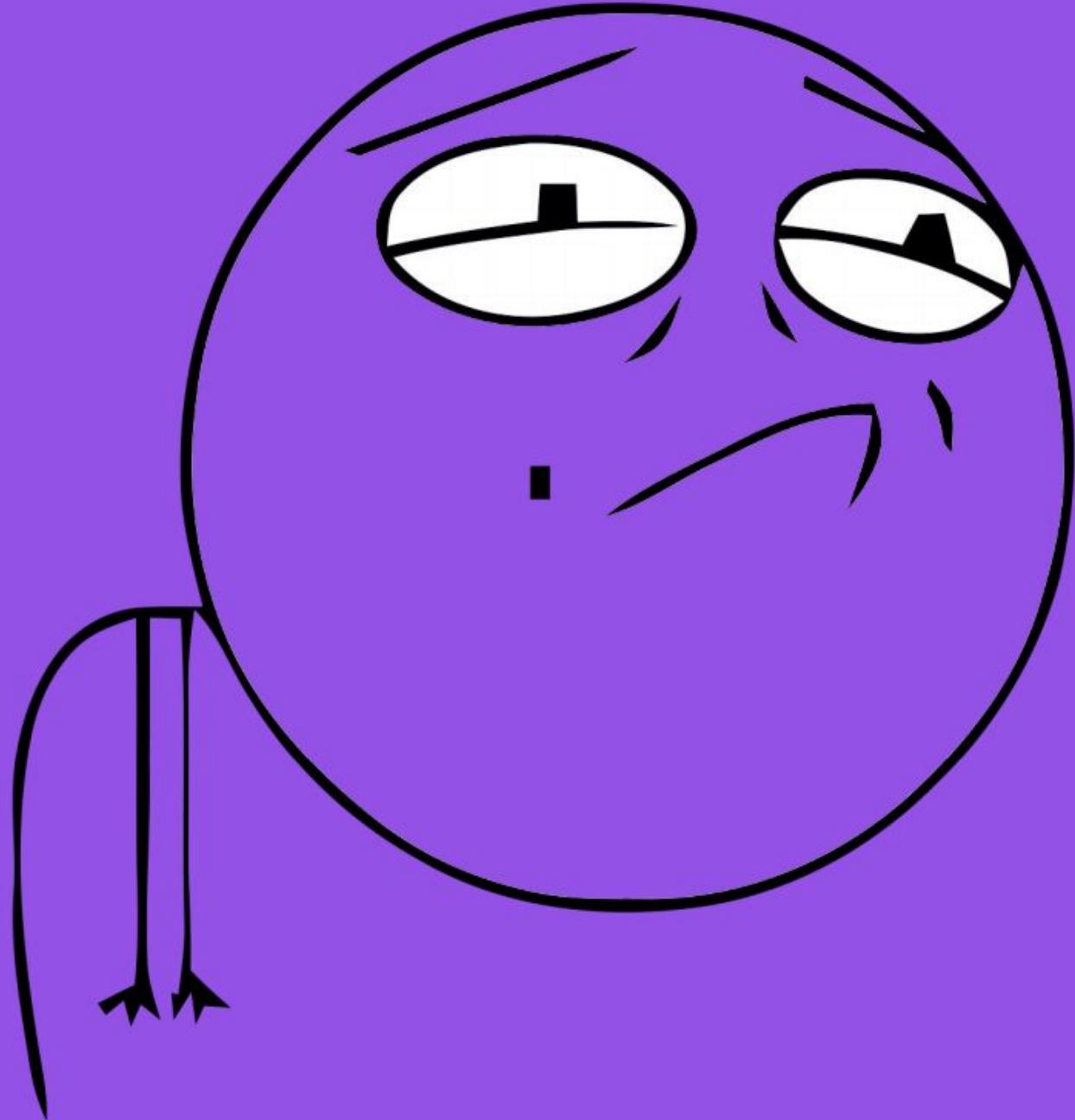


- 
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**finally, write code so it never happens again ...**



- 
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**thesis:**  
**distributed systems should**  
**(be able to) operate themselves;**  
**deploy, monitor, upgrade ...**

**why:**

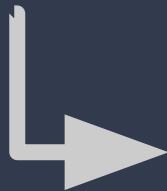
(1) operators have *inadequate knowledge* of distributed system needs/semantics  
to make optimal decisions

**why:**

(1) operators have *inadequate knowledge* of distributed system needs/semantics  
to make optimal decisions  
(even after reading the book)

**why:**

**(2) execution needs/semantics can't  
easily or efficiently be expressed  
to underlying system, and vice versa**



**(1) express**

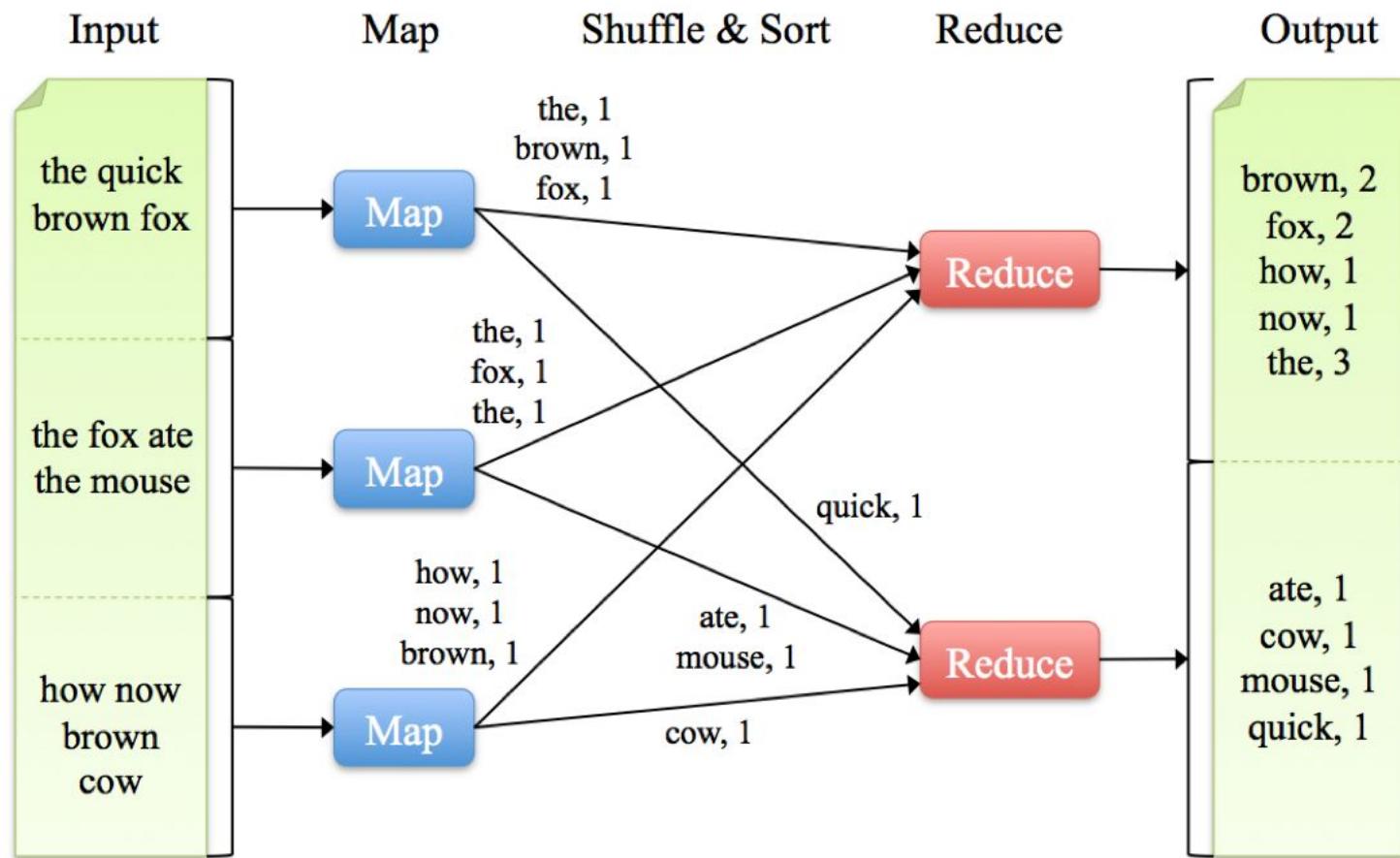
```
INSTALL.SH
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```



**(2) orchestrate**





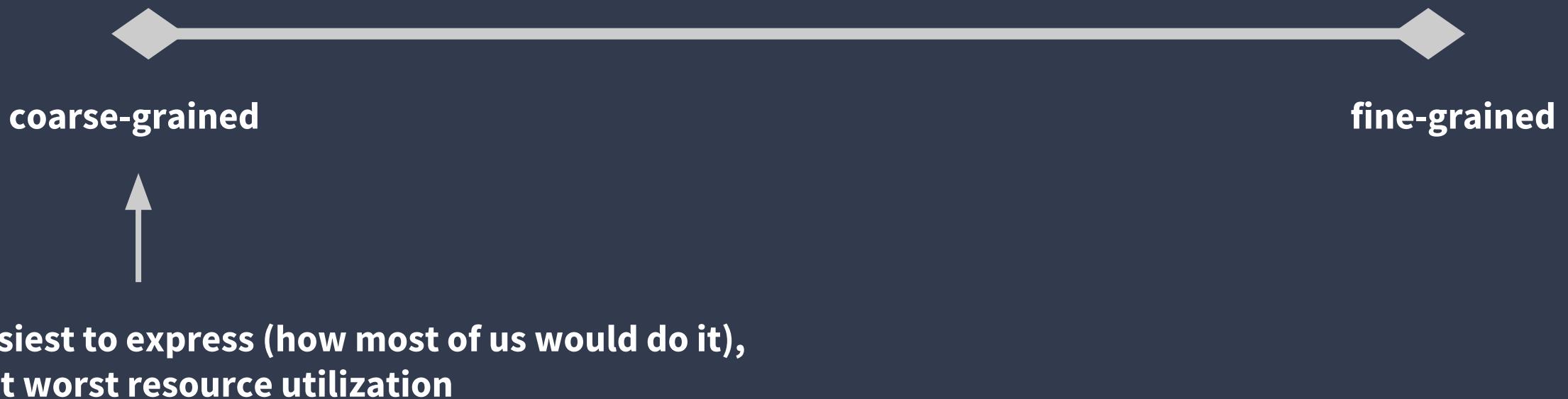
# configuration spectrum:



**coarse-grained**

**fine-grained**

# configuration spectrum:

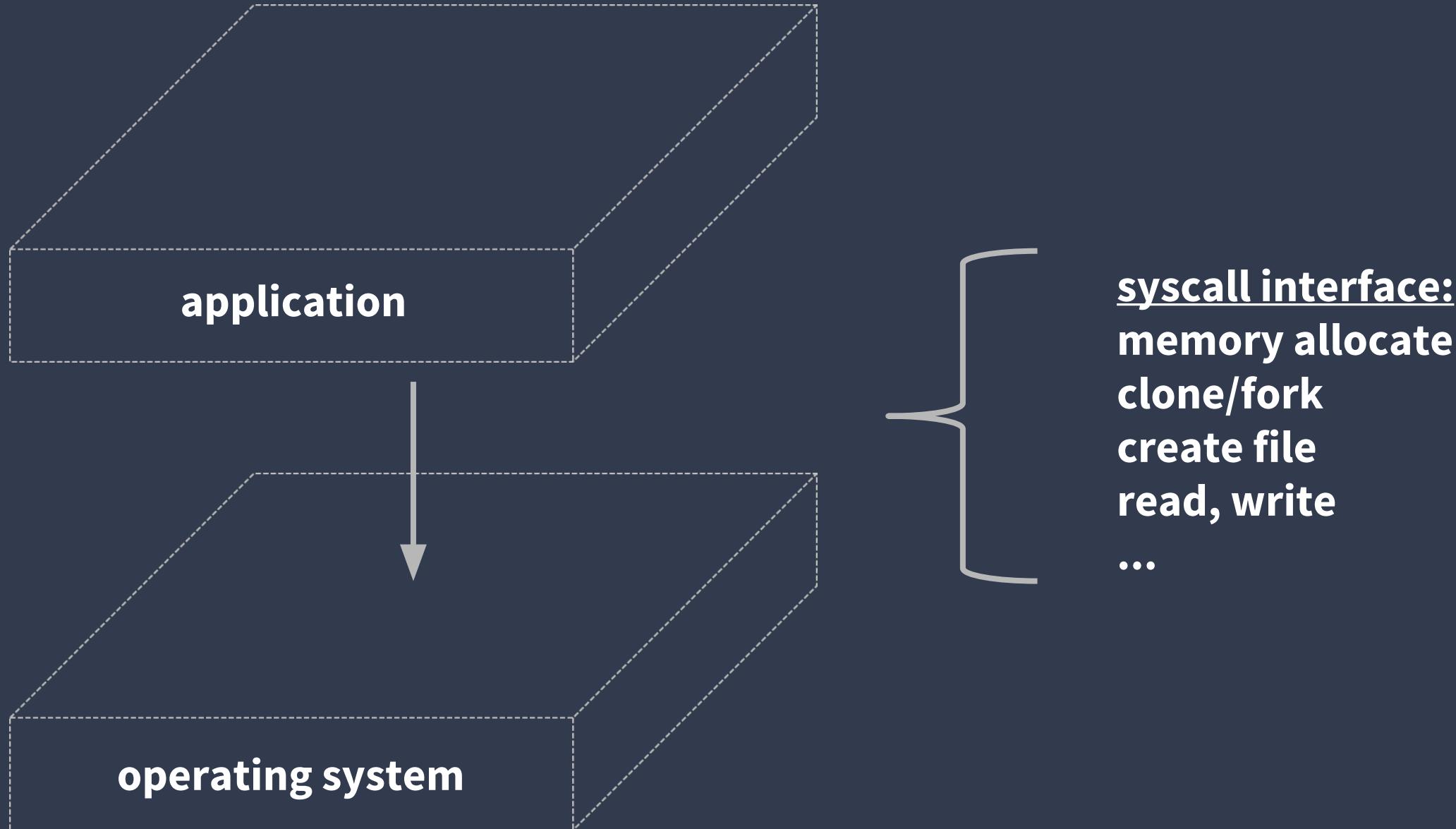


# configuration spectrum:

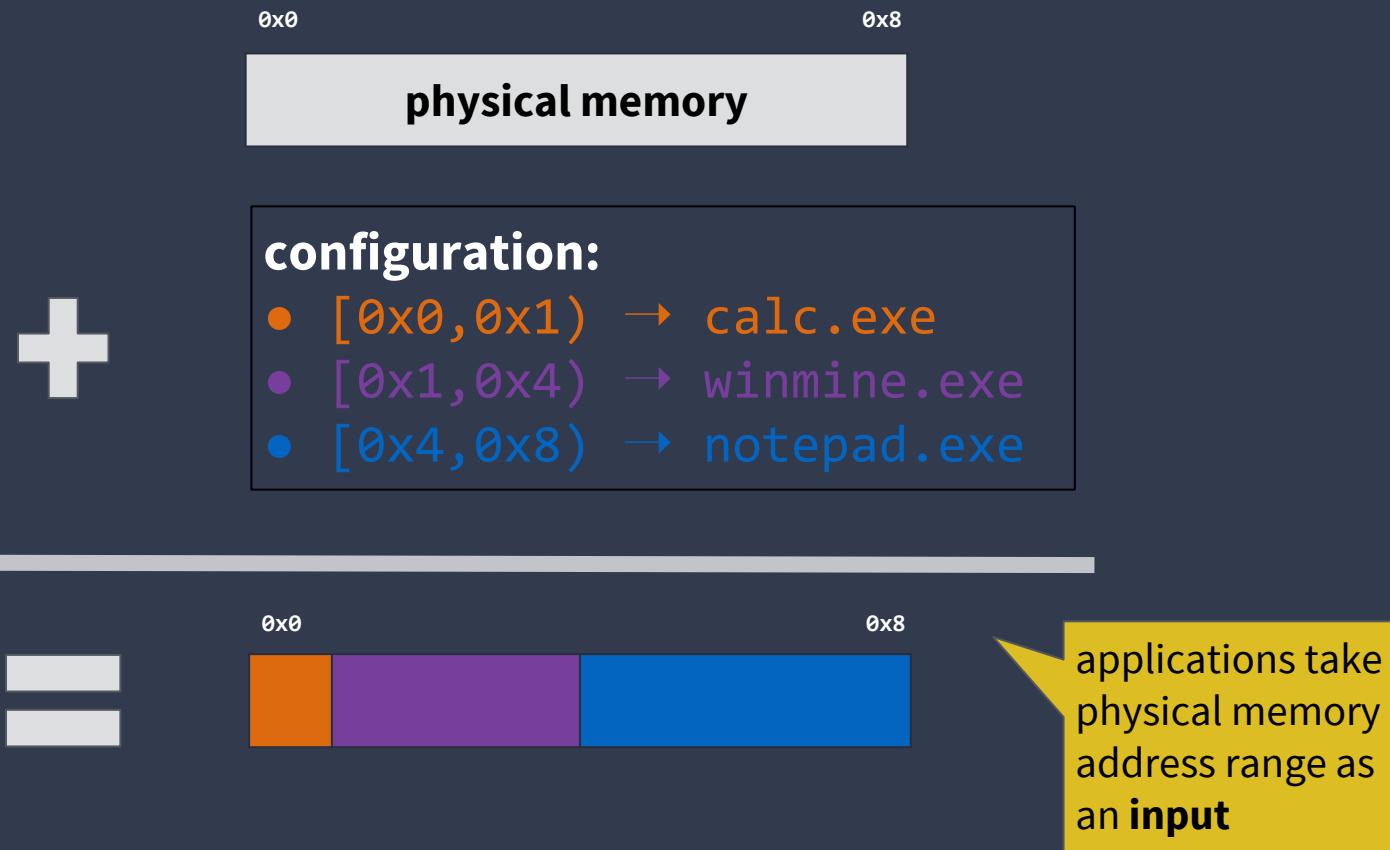


# why can't Hadoop decide this for me?

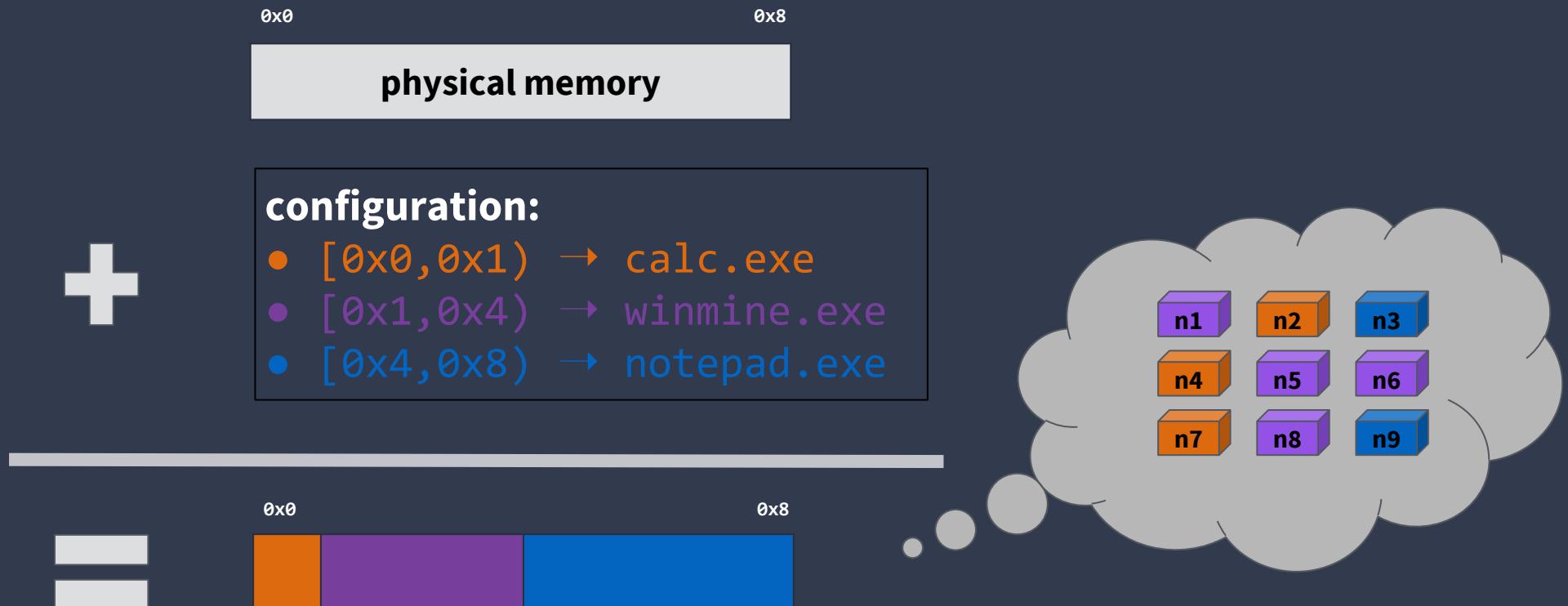
applications “operate” themselves on Linux; when an application needs to “scale up” it asks the operating system to allocate more memory or create another thread ...



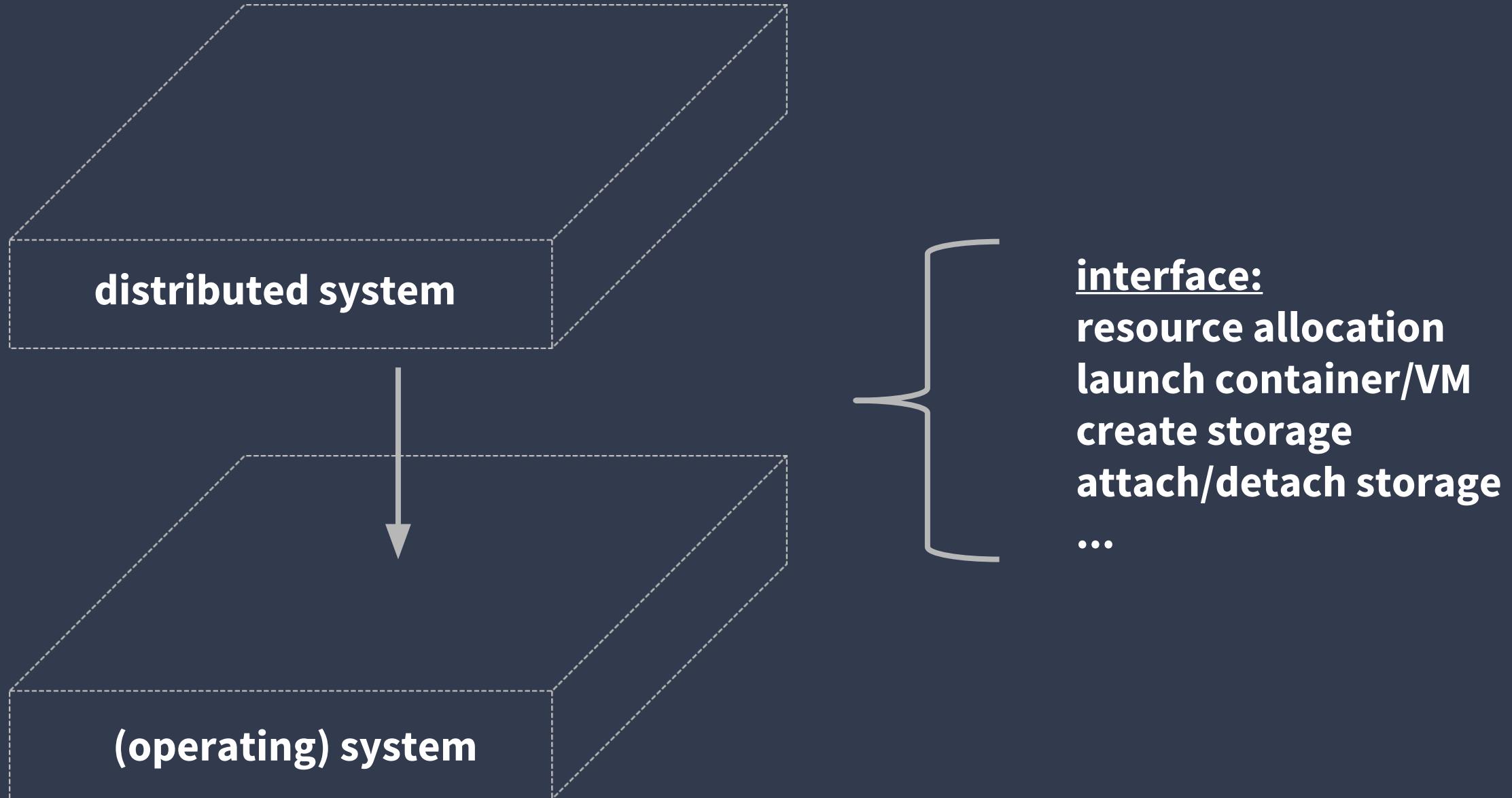
# once upon a time ... before virtual memory



# once upon a time ... before virtual memory

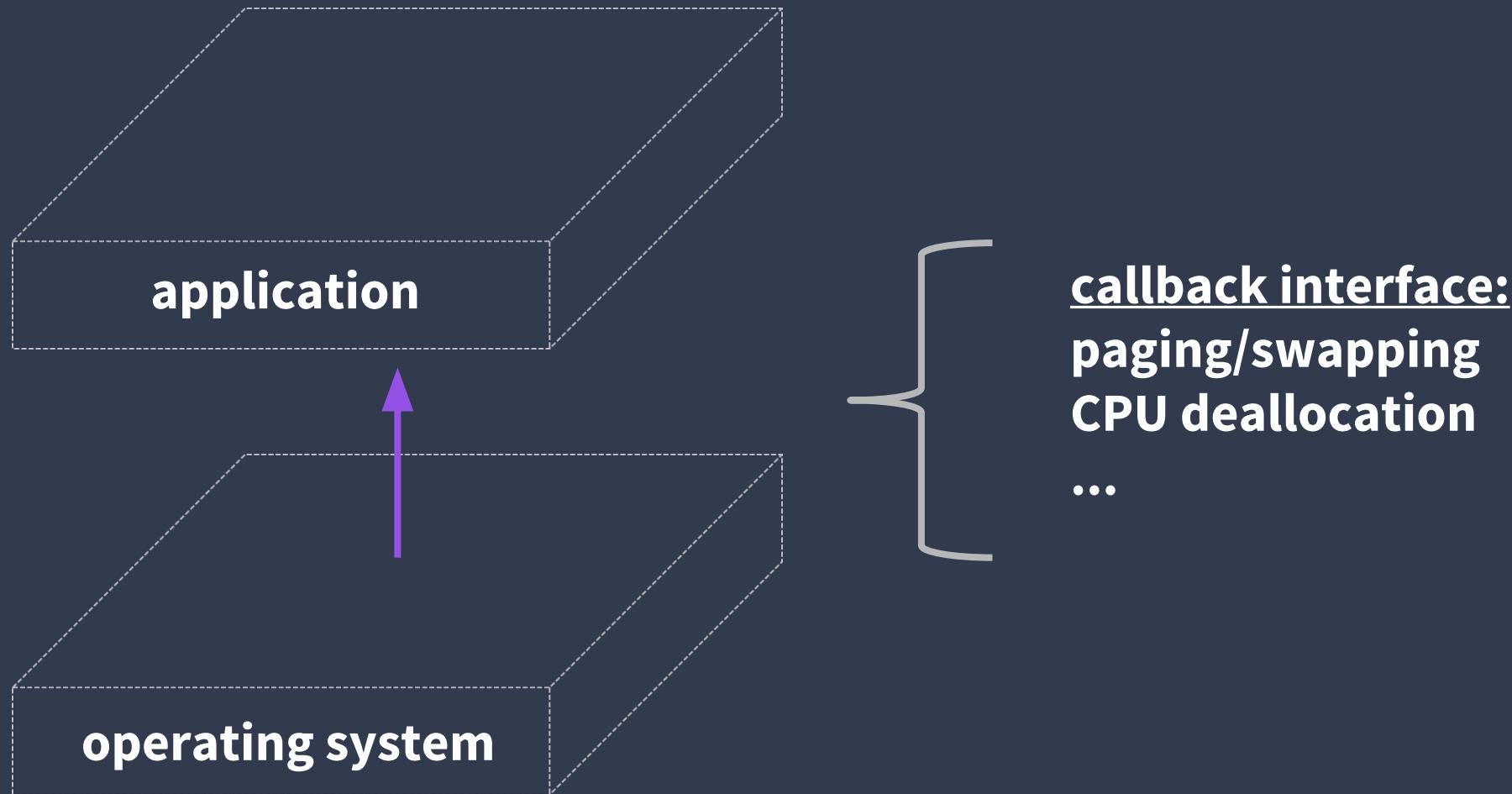


**how:**  
distributed systems need  
*interface to communicate*  
with underlying system,  
*and vice versa*

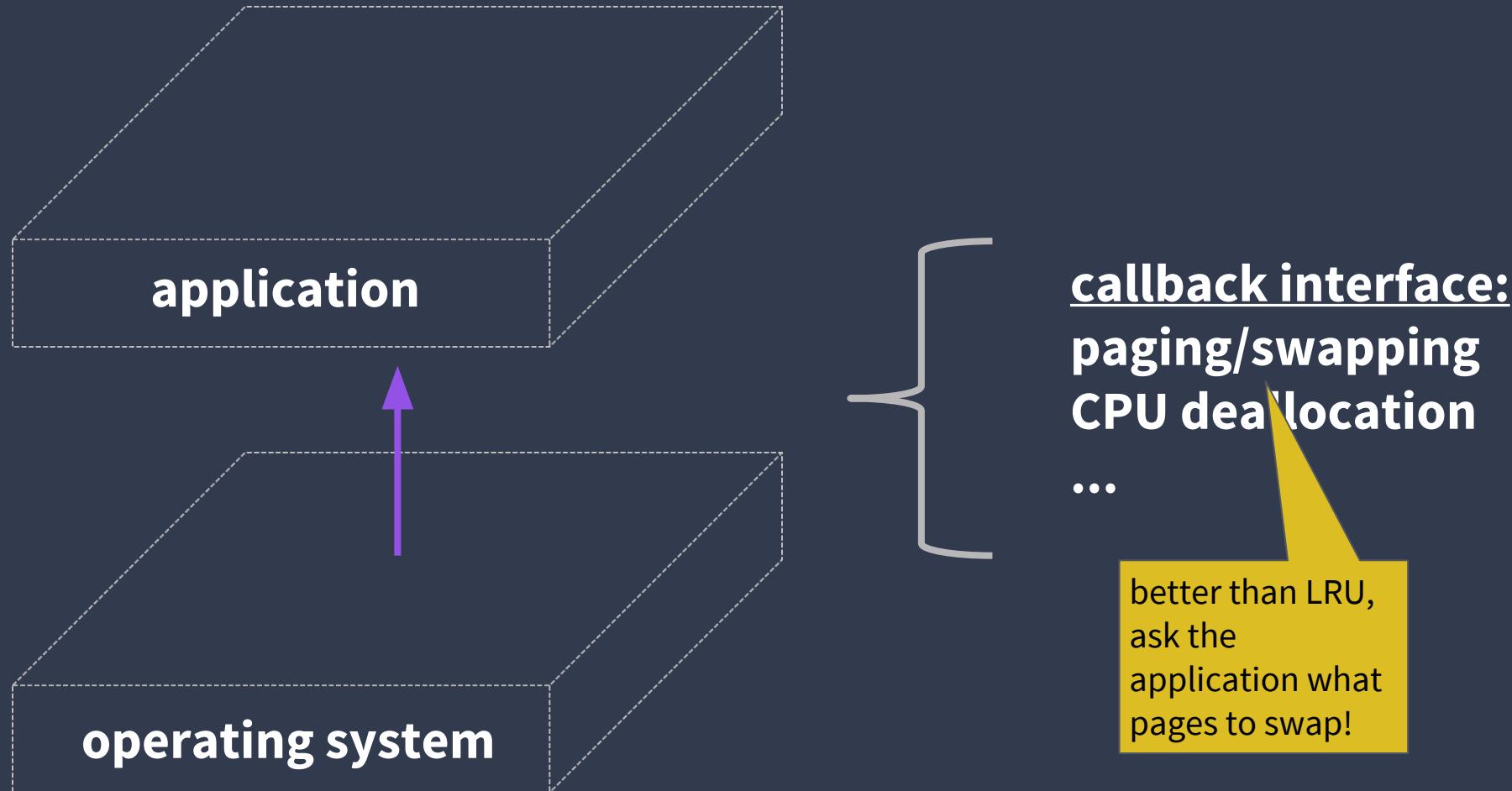


vice versa:  
operating system should  
be able to *callback* into  
application

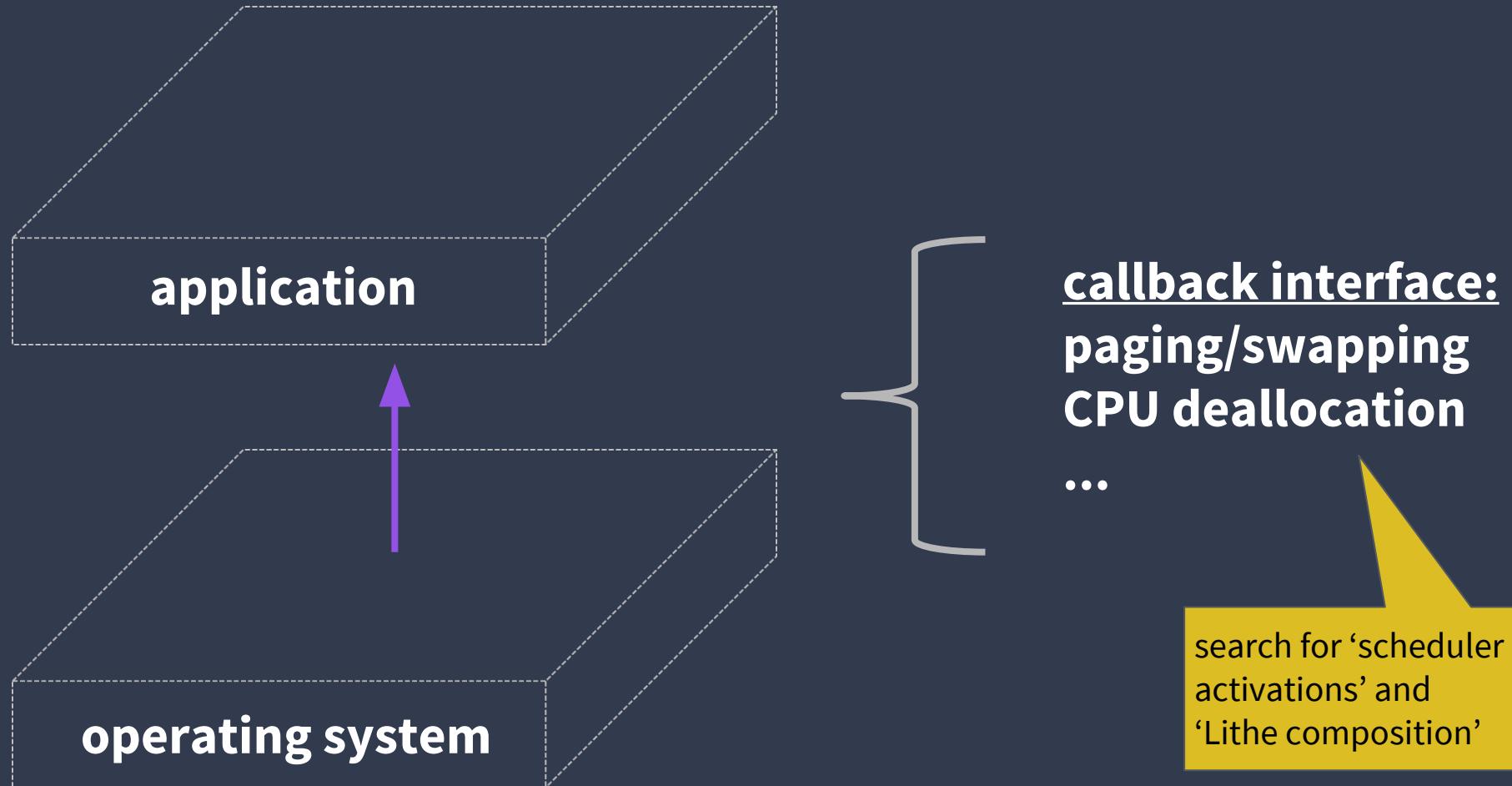
# learning from history ... bidirectional interface

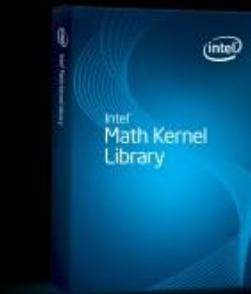
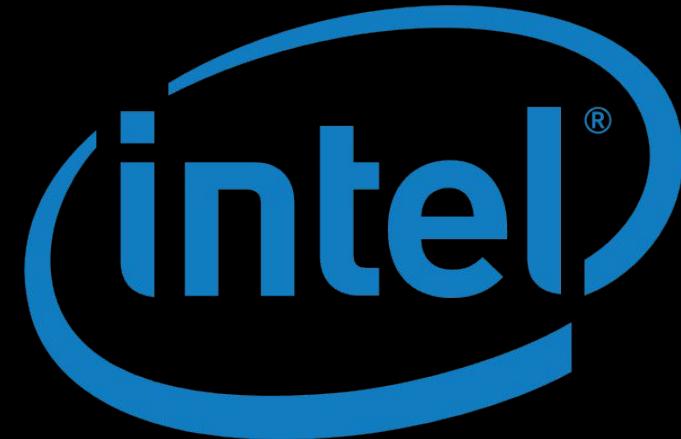


# learning from history ... bidirectional interface



# learning from history ... bidirectional interface





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# consequences of inadequate interfaces for parallel software ...

Enable MKL threading - use when you are sure that there are enough resources (physical cores) for MKL threading in addition to your own threads. Choose N carefully.

## **Example 1:**

application has 2 threads, each thread calls MKL and the system has 8 cores: it's reasonable to set `MKL_NUM_THREADS=4`.

## **Example 2:**

MKL function is called from a critical section of a parallel region - set `MKL_NUM_THREADS=N`, where N is the number of physical cores in the system ( or use `mkl_set_num_thread( N )` routine ).

## **NOTE:**

set additional options when the application is based on OpenMP\* threads.

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# consequences of inadequate interfaces for parallel software ...

## Software Products

### [Intel® Math Kernel Library \(Intel® MKL\)](#) [Using Intel® MKL with Threaded Applications](#)

#### Page Contents:

- Memory Allocation MKL: Memory appears to be allocated and not released when calling some Intel MKL routines (e.g. sgtrrf).
- Using Threading with BLAS and LAPACK
- Setting the Number of Threads for OpenMP (OMP)
- Changing the Number of Processors for Threading During Runtime
- Can I use Intel MKL if I thread my application?

**Memory Allocation MKL:** Memory appears to be allocated and not released some Intel® MKL routines (e.g. sgtrrf). One of the advantages of using the IntelMKL is that it is multithreaded using OpenMP\*. OpenMP\* requires buffers to perform some operations and allocates even for single-processor systems and single-thread applications. This memory allocation occurs once the first time the OpenMP software is encountered in the program. This allocation persists until the application terminates. In addition, the Windows\* operating system will allocate a stack equal to the main stack for every additional thread created. The amount of memory that is automatically allocated will depend on the main stack, the OpenMP allocations and the number of threads used.

**Using Threading with BLAS and LAPACK**  
Intel MKL is threaded in a number of places: LAPACK (\*GETRF, \*POTRF, \*GBT), Level 3 BLAS, DFTs, and FFTs. Intel MKL uses OpenMP\* threading software. There are situations in which conflicts can exist that make the use of threads in Intel MKL problematic. We list them here with recommendations for dealing with these. First, a brief description of the problem exists is appropriate.

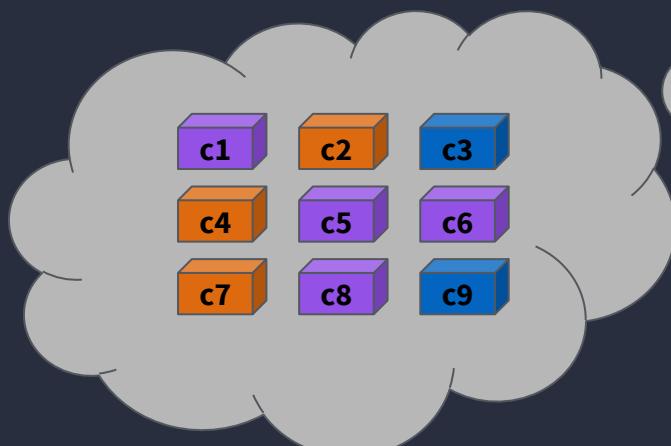
If the user threads the program using OpenMP directives and uses the Intel® C/C++ compiler to compile the program, Intel MKL and the user program will both use the same threading library. Intel MKL tries to determine if it is in a parallel region in the program and if it is, it does not spread its operations over multiple threads. But Intel MKL can be aware that it is in a parallel region only if the threaded program and Intel MKL are using the same threading library. If the user program is threaded by some other means, Intel MKL may operate in multithreaded mode and the computations may be corrupted. Here are several cases and our recommendations:

- User threads the program using OS threads (pthreads on Linux\*, Win32\* threads on Windows\*). If more than one thread calls Intel MKL and the function being called is threaded, it is important that threading in Intel MKL be turned off. Set OMP\_NUM\_THREADS=1 in the environment.
- User threads the program using OpenMP directives and/or pragmas and compiles the program using a compiler other than a compiler from Intel. This is more problematic because setting OMP\_NUM\_THREADS in the environment affects both the compiler's threading library and the threading

**• If more than one thread calls Intel MKL and the function being called is threaded, it is important that threading in Intel MKL be turned off. Set `OMP_NUM_THREADS=1` in the environment.**

<http://www.intel.com/support/performancetools/libraries/mkl/sb/CS-017177.htm>

# consequences of inadequate interfaces for parallel software ...



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- Changing the Number of Processors for Threading During Runtime
- Can I use Intel MKL if I thread my application?

**Memory Allocation MKL:** Memory appears to be allocated and not released some Intel® MKL routines (e.g. sgtrrf). One of the advantages of using the IntelMKL is that it is multithreaded using OpenMP\*. OpenMP\* requires buffers to perform some operations and allocates even for single-processor systems and single-thread applications. This memory allocation occurs once the first time the OpenMP software is encountered in the program. This allocation persists until the application terminates. In addition, the Windows\* operating system will allocate a stack equal to the main stack for every additional thread created. The amount of memory that is automatically allocated will depend on the main stack, the OpenMP allocations and the number of threads used.

**Using Threading with BLAS and LAPACK**  
Intel MKL is threaded in a number of places: LAPACK (\*GETRF, \*POTRF, \*GBT), Level 3 BLAS, DFTs, and FFTs. Intel MKL uses OpenMP\* threading software. There are situations in which conflicts can exist that make the use of threads in Intel MKL problematic. We list them here with recommendations for dealing with these. First, a brief discussion of the problem exists is appropriate.

If the user threads the program using OpenMP directives and uses the Intel® C/C++ compiler to compile the program, Intel MKL and the user program will both use the same threading library. Intel MKL tries to determine if it is in a parallel region in the program and if it is, it does not spread its operations over multiple threads. But Intel MKL can be aware that it is in a parallel region only if the threaded program and Intel MKL are using the same threading library. If the user program is threaded by some other means, Intel MKL may operate in multithreaded mode and the computations may be corrupted. Here are several cases and our recommendations:

- User threads the program using OS threads (pthreads on Linux\*, Win32\* threads on Windows\*). If more than one thread calls Intel MKL and the function being called is threaded, it is important that threading in Intel MKL be turned off. Set OMP\_NUM\_THREADS=1 in the environment.
- User threads the program using OpenMP directives and/or pragmas and compiles the program using a compiler other than a compiler from Intel. This is more problematic because setting OMP\_NUM\_THREADS in the environment affects both the compiler's threading library and the threading

**• If more than one thread calls Intel MKL and the function being called is threaded, it is important that threading in Intel MKL be turned off. Set `OMP_NUM_THREADS=1` in the environment.**

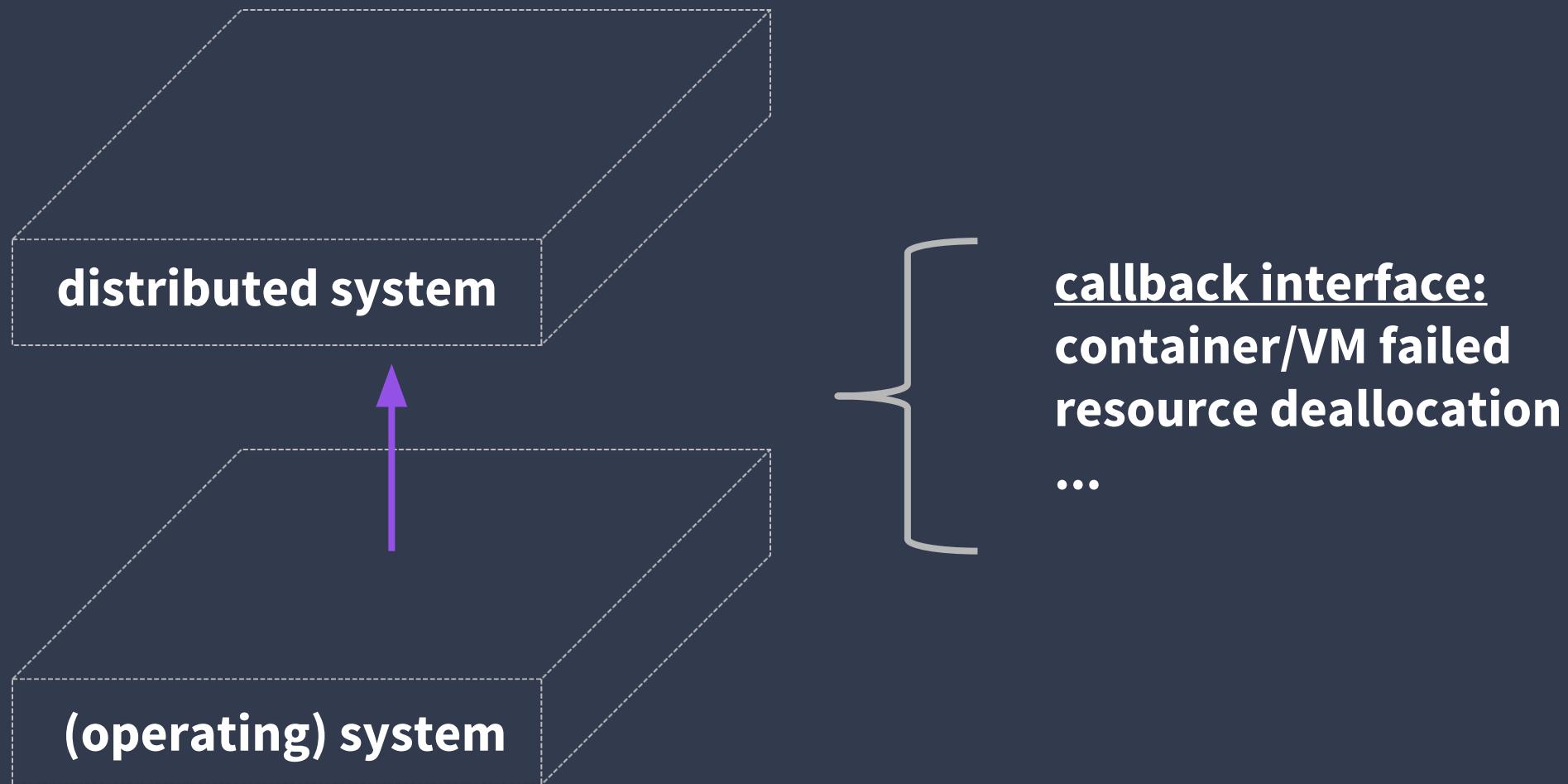
<http://www.intel.com/support/performancetools/libraries/mkl/sb/CS-017177.htm>

**operating system has inadequate knowledge of applications execution needs/semantics to make optimal decisions**

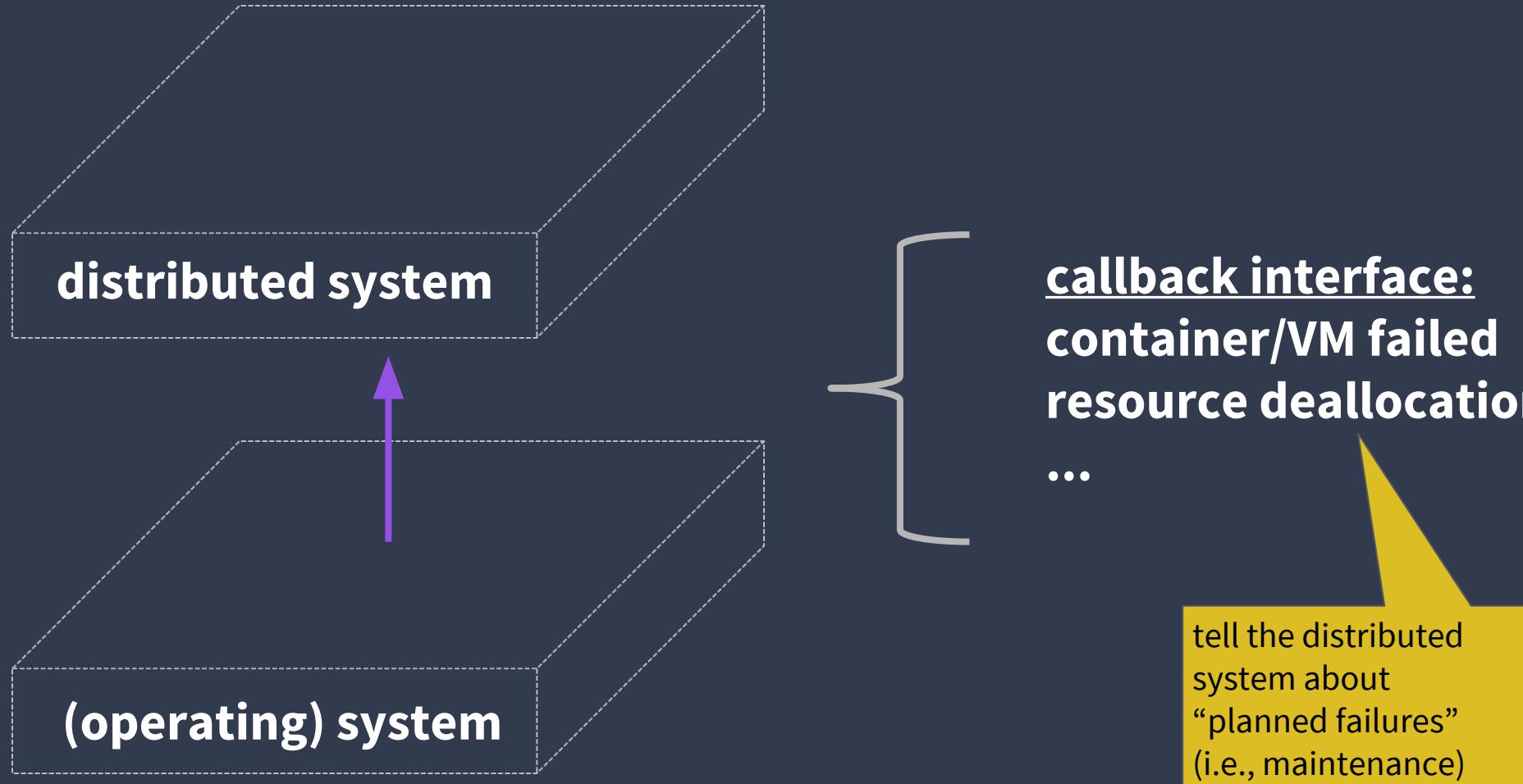
**operating system has inadequate knowledge of applications execution needs/semantics to make optimal decisions**

**application execution needs/semantics  
*can't easily or efficiently be expressed to*  
operating system, and vice versa**

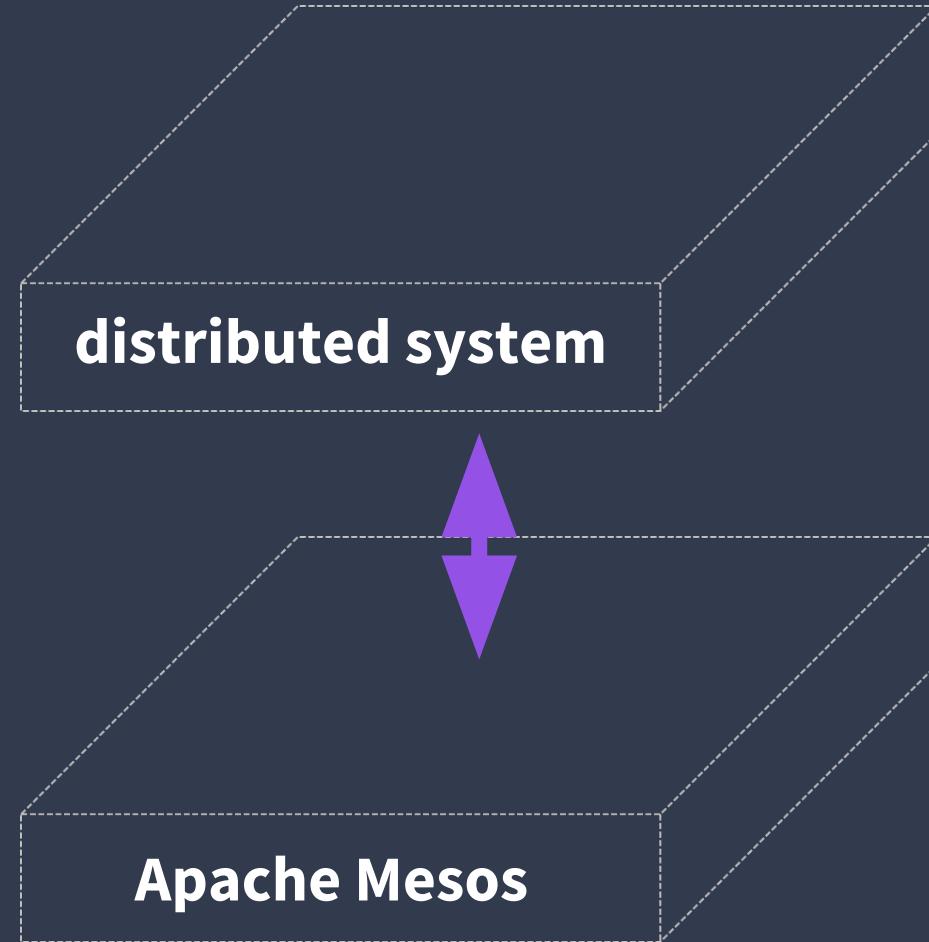
# distributed systems need bidirectional interface too



# distributed systems need bidirectional interface too



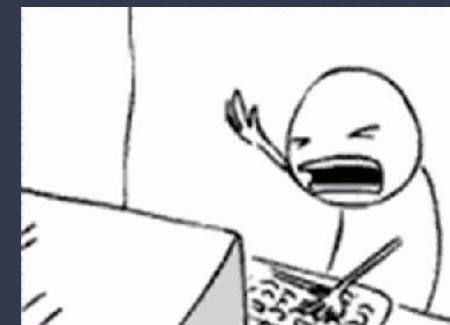
# Apache Mesos



# Dogfooding: Apache Spark



reality is people are  
(already) building software  
that *operates* distributed  
systems ...

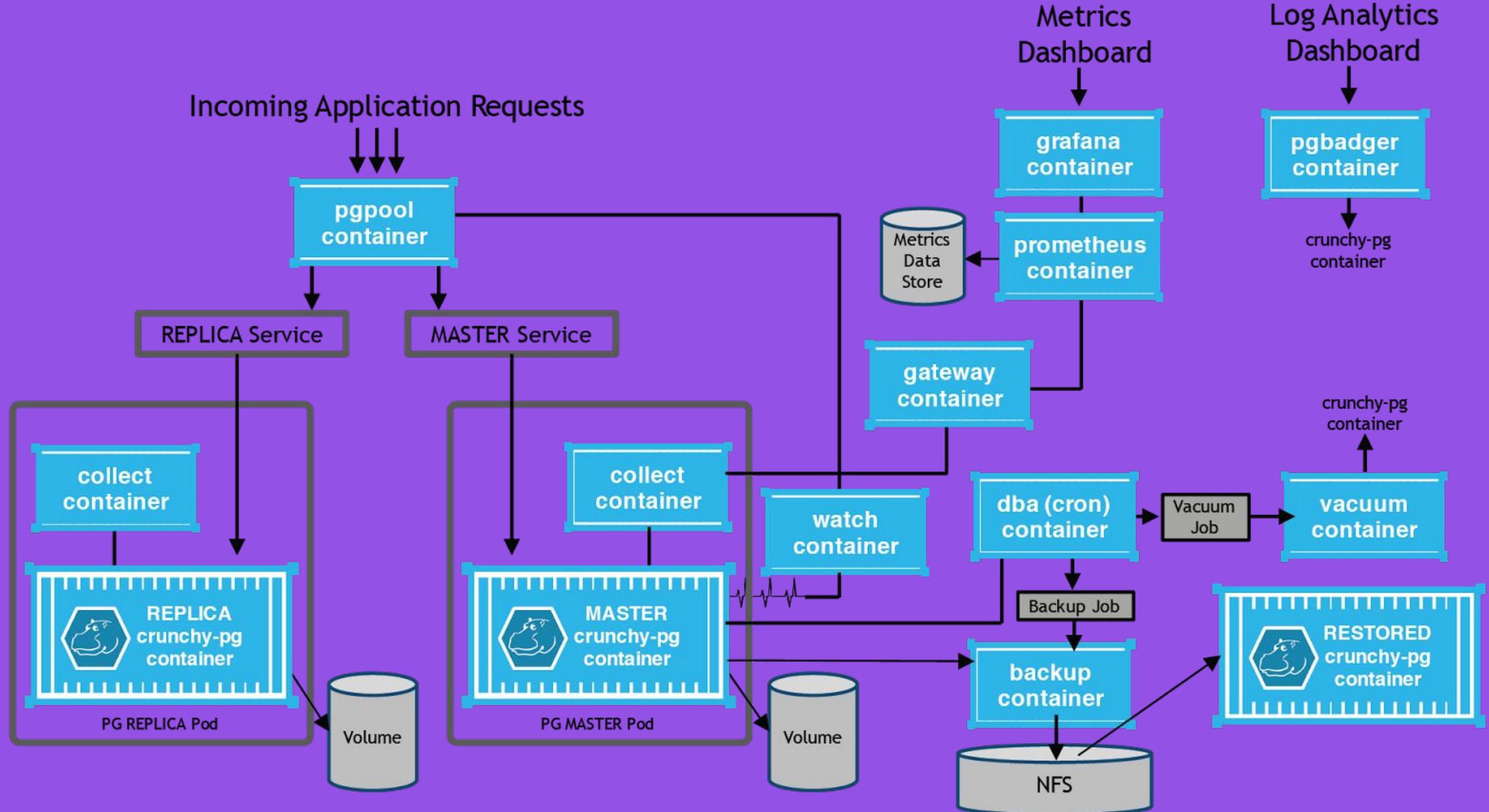


# common pattern: ad hoc control planes

**goal:** provide *distributed system*\* as software as a service (SaaS) to the rest of your internal organization or to sell to external organizations

**solution:** a *control plane* built out of ad hoc scripts, ancillary services, etc, that deploy, maintain, and upgrade said SaaS

\* e.g., analytics via Spark, message queue via Kafka, key/value store via Cassandra



```
$ kubectl create -f $LOC/kitchensink-master-service.json  
$ kubectl create -f $LOC/kitchensink-slave-service.json  
$ kubectl create -f $LOC/kitchensink-pgpool-service.json  
$ envsubst < $LOC/kitchensink-sync-slave-pv.json | kubectl create -f -  
$ envsubst < $LOC/kitchensink-master-pv.json | kubectl create -f -  
$ kubectl create -f $LOC/kitchensink-sync-slave-pvc.json  
$ kubectl create -f $LOC/kitchensink-master-pvc.json  
$ envsubst < $LOC/kitchensink-master-pod.json | kubectl create -f -  
$ envsubst < $LOC/kitchensink-slave-dc.json | kubectl create -f -  
$ envsubst < $LOC/kitchensink-sync-slave-pod.json | kubectl create -f -  
$ envsubst < $LOC/kitchensink-pgpool-rc.json | kubectl create -f -  
$ kubectl create -f $LOC/kitchensink-watch-sa.json  
$ envsubst < $LOC/kitchensink-watch-pod.json | kubectl create -f -
```

```
$ kubectl create -f $LOC/kitchensink-master-service.json  
$ kubectl create -f $LOC/kitchensink-slave-service.json  
$ kubectl create -f $LOC/kitchensink-pgpool-service.json  
$ envsubst < $LOC/kitchensink-sync-slave-pv.json | kubectl create -f -  
$ envsubst < $LOC/kitchensink-master-pv.json | kubectl create -f -  
$ kubectl create -f $LOC/kitchensink-sync-slave-pvc.json  
$ kubectl create -f $LOC/kitchensink-master-pvc.json  
$ envsubst < $LOC/kitchensink-master-pod.json | kubectl create -f -  
$ envsubst < $LOC/kitchensink-slave-dc.json | kubectl create -f -  
$ envsubst < $LOC/kitchensink-sync-slave-pod.json | kubectl create -f -  
$ envsubst < $LOC/kitchensink-pgpool-rc.json | kubectl create -f -  
$ kubectl create -f $LOC/kitchensink-watch-sa.json  
$ envsubst < $LOC/kitchensink-watch-pod.json | kubectl create -f -
```

**what happens if there's a bug in the control plane?**

**what if my control plane has diverged from yours?**

**what happens when a new release of the distributed system invalidates an assumption the control plane previously made?**

---

a better world ...

**control planes should be built into the distributed systems itself by the experts who built the distributed system in the first place!**

**as an industry we should strive to build a standard interface that distributed systems can leverage**

**vice versa:**

**abstractions exist for good reasons, but  
without sufficient communication they  
force sub-optimal outcomes ...**

---

a better world ...

**control planes should be built into distributed systems themselves by the experts who built the distributed system in the first place!**

**as an industry we should strive to build a standard interface distributed systems can leverage**

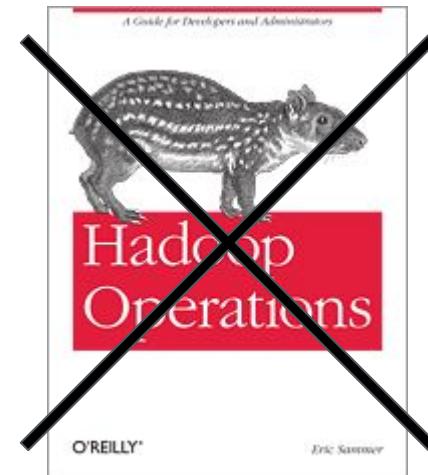
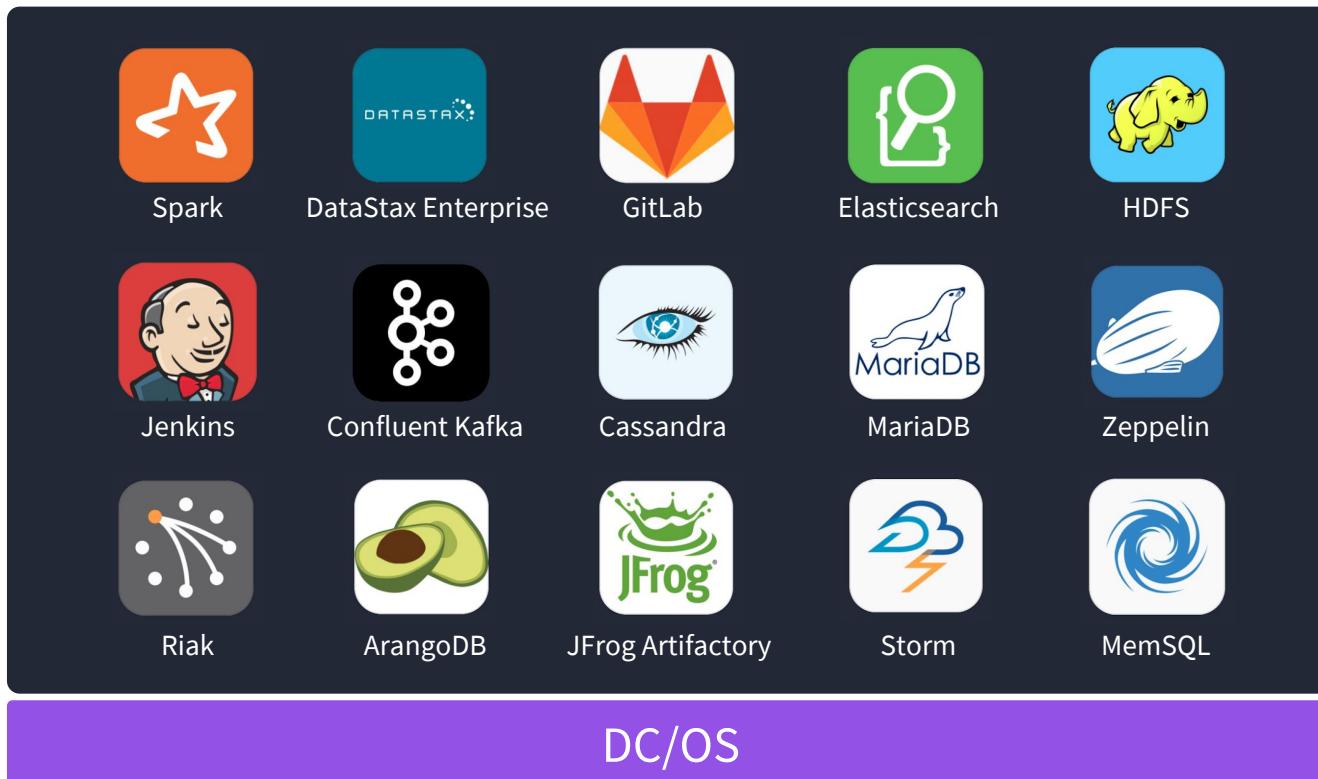
**our standard interface should be bidirectional to avoid sub-optimal outcomes**

**how do we scale the operations  
of distributed systems?**

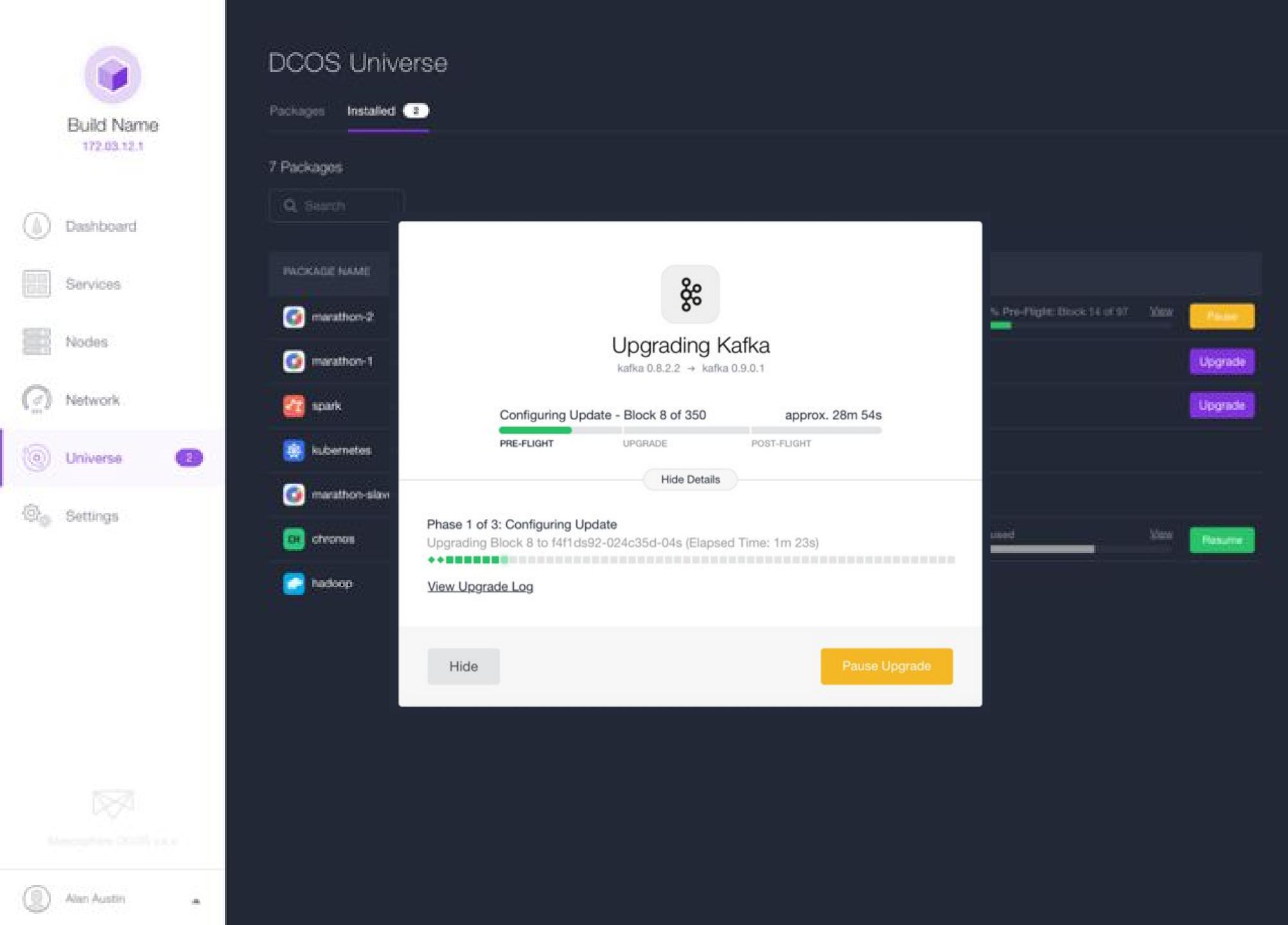
**let them *scale* themselves!**

# OPERATING SYSTEMS ARE FOR APPLICATIONS

**“SaaS” Experience using DC/OS**



# DC/OS SERVICE MANAGES IT'S OWN UPGRADES



# DC/OS: AVOIDING CLOUD LOCK-IN #2

	CAPABILITY	AWS	AZURE	GCP	DC/OS
Storage	<b>Object Storage</b>	S3	Blob Storage	Cloud Storage	 Quobyte
	<b>Block Storage</b>	Elastic Block Storage (EBS)	Page Blobs, Premium Storage	GCE Persistent Disks	 EMC <sup>2</sup> ScaleIO
	<b>File Storage</b>	Elastic File System	File Storage	ZFS / Avere	 EMC <sup>2</sup> ScaleIO
DB	<b>Relational</b>	RDS	SQL Database	Cloud SQL (MySQL)	 MariaDB  CRATE.IO  MEMSQL  MySQL
	<b>NoSQL</b>	DynamoDB	DocumentDB	Datastore, Bigtable	 cassandra  ArangoDB  riak
Data & Analytics	<b>Full Text Search</b>	CloudSearch	Log Analytics, Search	N/A	 elastic
	<b>Hadoop / Analytics</b>	Elastic Map Reduce (EMR)	HDInsight	Dataproc, Dataflow	 hadoop  Spark
	<b>Stream Processing / Ingest</b>	Kinesis	Stream Analytics, Data Lake	Kinesis	 kafka  Spark Streaming
	<b>Data Warehouse</b>	Redshift	SQL Data Warehouse	BigQuery	 citusdata  APACHE DRILL Impala
Other	<b>Monitoring</b>	CloudWatch	Application Insights, Portal	Stackdriver Monitoring	 DATADOG  netsil  ruxit  sysdig
	<b>Serverless</b>	Lambda	Azure Functions	Google Cloud Functions	 GALACTIC FOG

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THANK YOU!

DEMO!

QUESTIONS?

-  @dcos
-  chat.dcos.io
-  users@dcos.io
-  /groups/8295652
-  /dcos
-  /dcos/examples
-  /dcos/demos



**bigger picture:**

**abstractions exist for good reasons, but  
without sufficient communication they  
force sub-optimal outcomes ...**