

Gophers guide to Data Streaming at Scale with Benthos



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Coast-to-Coast Joint Meetup



December 8, 4PM PST / 7 PM EST



Joint GoSF ✈️ GolangNYC Meetup

Disclaimers

- Thoughts expressed here are my own
- Benthos is owned and maintained by Ash:
<https://twitter.com/Jeffail/>
- Ash designed and built Benthos from scratch
- I help out and send PRs occasionally



Ashley Jeffs

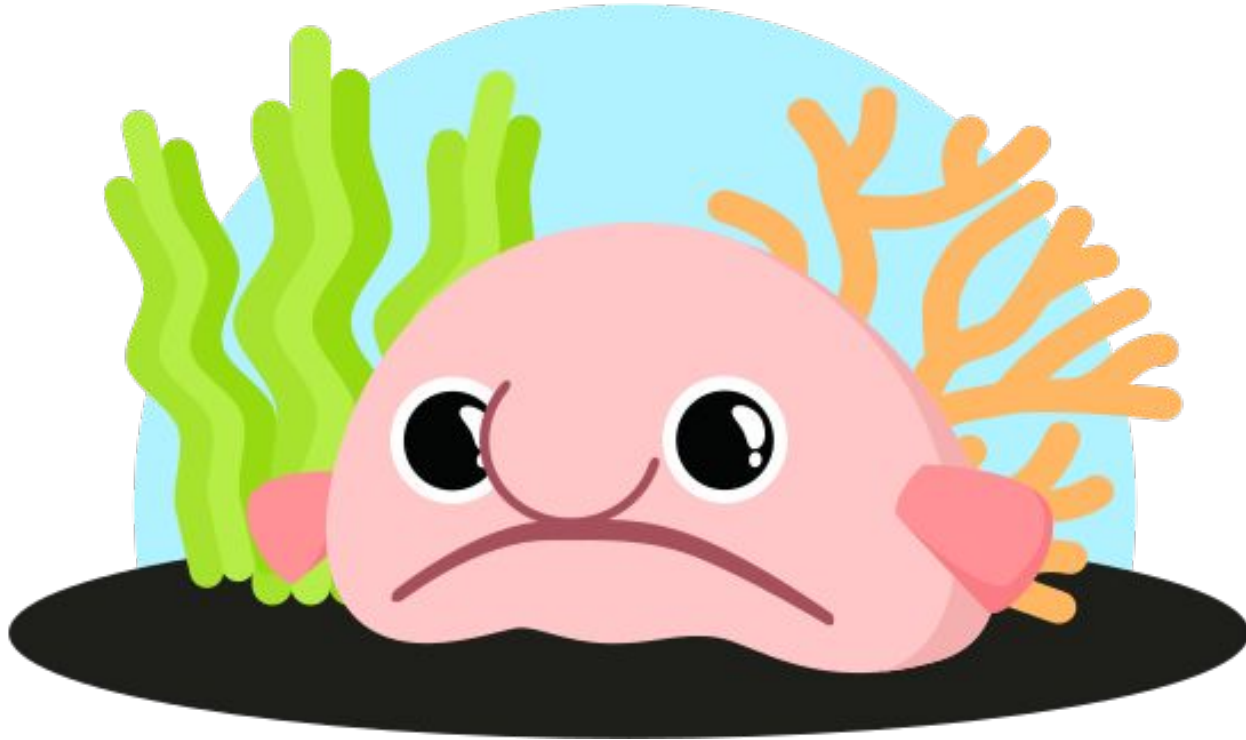
@Jeffail Follows you

A bland person, building benthos.dev.

Github: github.com/Jeffail/benthos

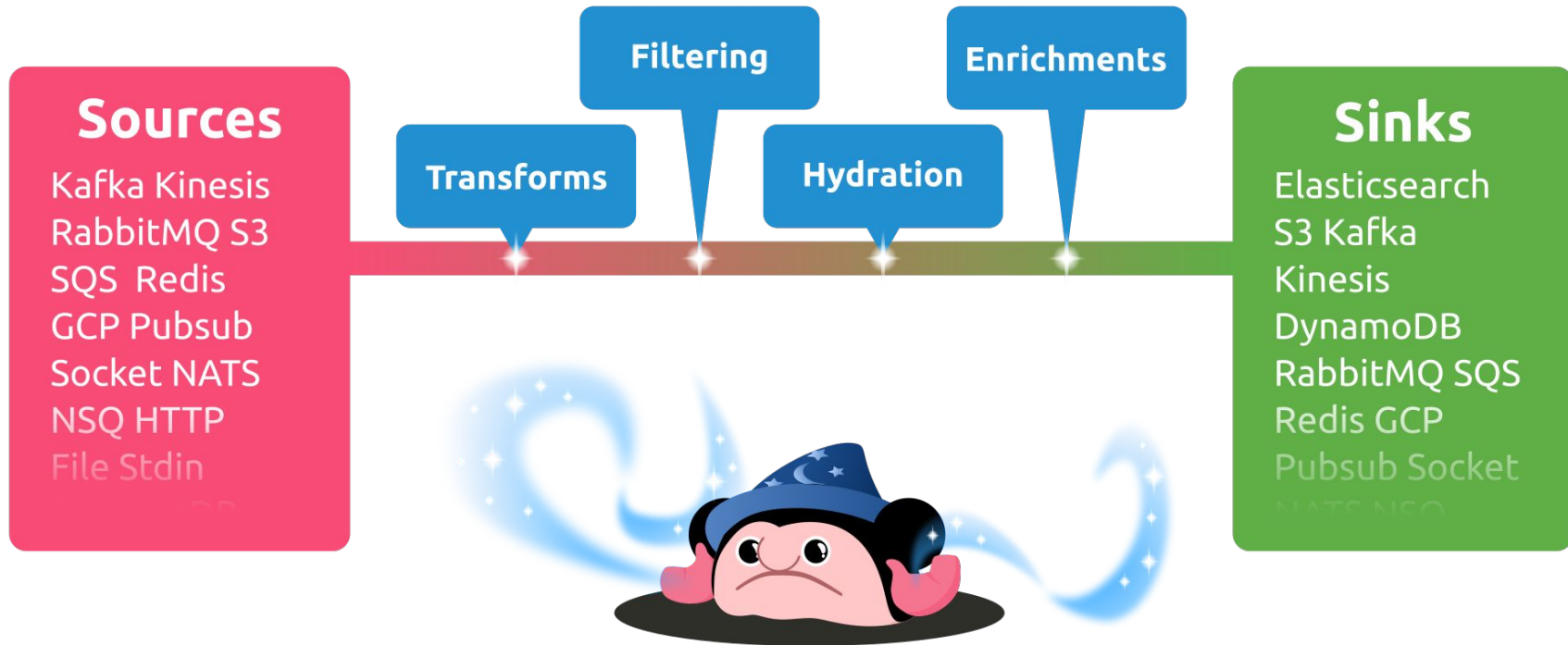
YouTube: youtube.com/c/Jeffail

What is Benthos? <https://www.benthos.dev/>



Hint: It has nothing to do with deep sea fish, except for the logo

What is Benthos for?



“Fancy stream processing made operationally mundane” - Ash Jeffs

Podcasts



- Go Time Podcast episode #192:
<https://changelog.com/gotime/192>
- What is Data Streaming?



- The Data Stack Show Podcast episode #60:
<https://datastackshow.com/podcast/architecting-a-boring-stream-processing-tool-with-ashley-jeffs-of-benthos/>
- Project history

Boringly easy to use

Install

```
curl -Lsf https://sh.benthos.dev | bash
```

Make a config

```
benthos create stdin/bloblang/stdout > ./config.yaml
```

Run

```
benthos -c ./config.yaml
```



Features

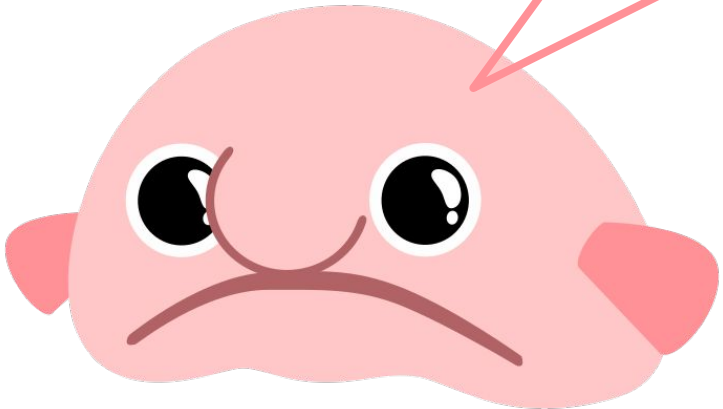
- Declarative YAML-based configuration
- Single message transforms
- Stateless
- At least once delivery
- Metrics and logging
- Custom Plugins
- Written in Go



Bloblang

Custom DSL for arbitrary data transforms

```
{  
  "doc": {  
    "type": "article",  
    "article": {  
      "id": "foo",  
      "content": "qux"  
    }  
  }  
}
```

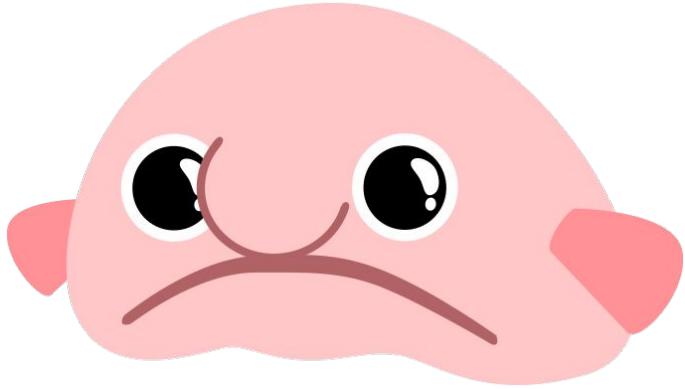


```
root.new_doc = match this.doc {  
  this.type == "article" => this.article  
  this.type == "comment" => this.comment  
  _ => this  
}
```



```
{  
  "new_doc": {  
    "id": "foo",  
    "content": "qux"  
  }  
}
```


Deployment models



Standalone CLI app



Serverless



Kubernetes

Importing Benthos as a library

```
> go get github.com/Jeffail/benthos/v3/public/components/all
```

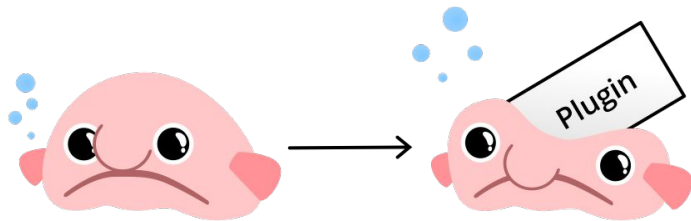
```
package main
```

```
import (  
    "context"  
  
    "github.com/Jeffail/benthos/v3/public/service"  
  
    // Import all standard Benthos components  
    _ "github.com/Jeffail/benthos/v3/public/components/all"  
)
```

```
func main() {  
    service.RunCLI(context.Background())  
}
```



Writing a custom Benthos plugin



```
type processor struct{}

func (r *processor) Process(ctx context.Context, m *service.Message) (service.MessageBatch, error) {
    println("foobar")
    return nil, nil
}

func (r *processor) Close(ctx context.Context) error { return nil }

func init() {
    _ = service.RegisterProcessor("foobar",
        service.NewConfigSpec(),
        func(conf *service.ParsedConfig, mgr *service.Resources) (service.Processor, error) {
            return &processor{}, nil
        },
    )
}

// ./plugin create stdin/foobar/stdout > config.yaml
// ./plugin -c config.yaml
```

Future enhancements and goodies



More adapters



Custom plugins



Benthos Studio



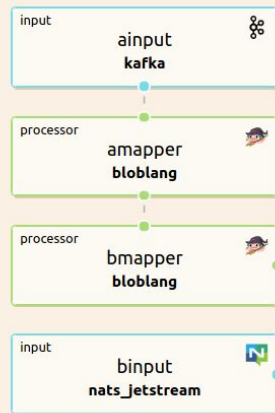
Files



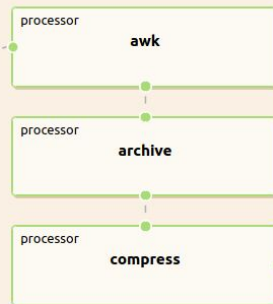
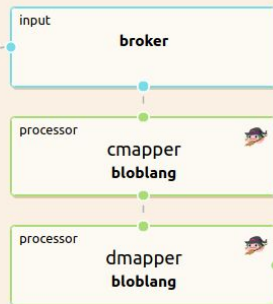
stream_some_stuff.yaml



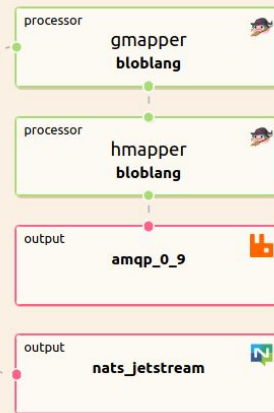
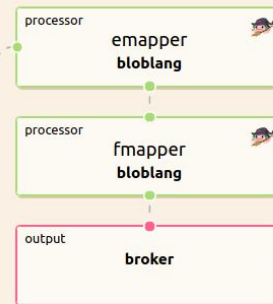
Input



Processors

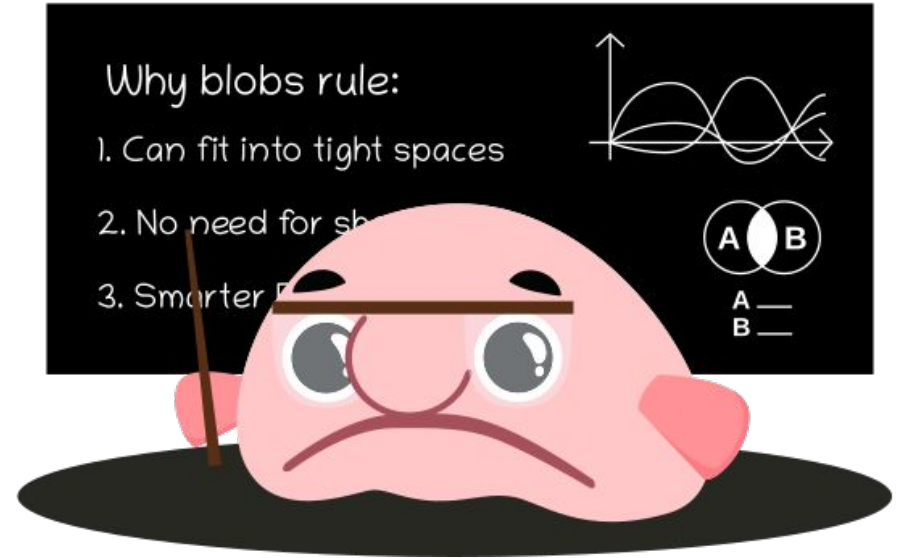


Output



Why Open Source?

- Built on the shoulders of giants
- Community-driven features, enhancements and bug fixes
- High quality standards enforced uniformly
- Open issue tracker and permanent change history
- Avoids vendor-driven lock-in



Open Source Needs You!



Community <https://www.benthos.dev/community>



<https://discord.gg/6VaWjzP>



<https://invite.slack.golangbridge.org>
#benthos channel

Optum's hiring!



DB Babjack
Open Source



Aaron Strey
Data Mesh



Kate Agnew
Observability

Thank you!

- <https://www.linkedin.com/in/mtodor/>
- <https://twitter.com/MihaiTodor>
- <https://github.com/mihaitodor>

