# Druid pour l'analyse de données en temps réel

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# Intro

### Plan

- ► Introduction; why?
- ► How?

# Experience

▶ Real Time Social Media Analytics

### Real Time?

- ▶ Ingestion Latency: seconds
- ► Query Latency: seconds

### Demande

- ► Twitter: 20k msg/s, 1msg = 10ko pendant 24h
- ► Facebook public: 1000 à 2000 msg/s en continu

# En pratique

► Twitter: 400 msg/s en continu, pics à 1500

# Origine (PHP)



### Introduction

- ► Traitement de donnée gros volume + faible latence
- ► Typiquement pulse

#### DEMO

#### Pre Considerations

Discovered vs Invented

# Try to conceptualize (events)

Scalable + Real Time + Fail safe

- ▶ timeseries
- alerting system
- ► top N
- ▶ etc...

#### In the End

Druid concepts are always emerging naturally

# Druid

### Who

Metamarkets

### Goal

Druid is an open source store designed for real-time exploratory analytics on large data sets.

hosted dashboard that would allow users to arbitrarily explore and visualize event streams.

### Concepts

- ► Column-oriented storage layout
- distributed, shared-nothing architecture
- advanced indexing structure

#### **Features**

- ► fast aggregations
- ► flexible filters
- ▶ low latency data ingestion

arbitrary exploration of billion-row tables tables with sub-second latencies

# Storage

- ► Columnar
- ► Inverted Index
- ► Immutable Segments

# Columnar Storage

### Index

Values are dictionary encoded

```
{"USA" 1, "Canada" 2, "Mexico" 3, ...}
```

► Bitmap for every dimension value (used by filters)

Column values (used by aggergation queries)



# Data Segments

- Per time interval
- skip segments when querying
- ▶ Immutable
- Cache friendly
- No locking
- Versioned
- No locking
- Read-write concurrency

### Real-time ingestion

- ▶ Via Real-Time Node and Firehose
- No redundancy or HA, thus not recommended
- Via Indexing Service and Tranquility API
- Core API
- Integration with Streaming Frameworks
- ► HTTP Server
- Kafka Consumer

# **Batch Ingestion**

► File based (HDFS, S3, ...)

### Real-time Ingestion

```
Minimum indexing slots = Data Sources \times Partitions \times Replicas \times 2
```

# Querying

# Query types

- Group by: group by multiple dimensions
- ► Top N: like grouping by a single dimension
- ► Timeseries: without grouping over dimensions
- Search: Dimensions lookup
- ▶ Time Boundary: Find available data timeframe
- Metadata queries

# Tip

- ► Prefer topN over groupBy
- ▶ Prefer timeseries over topN
- ▶ Use limits (and priorities)

# **Query Spec**

- ▶ Data source
- Dimensions
- ► Interval
- ► Filters
- Aggergations
- Post Aggregations
- Granularity
- Context (query configuration)
- ▶ Limit

# Example(s)

TODO

# Caching

- Historical node level
- By segment
- ▶ Broker Level
- By segment and query
- groupBy is disabled on purpose!
- ▶ By default local caching

### Load Rules

- ► Can be defined
- ► What can be set

# Components

# **Druid Components**

- Real-time Nodes
- Historical Nodes
- ▶ Broker Nodes
- Coordinator
- ► For indexing:
- Overlord
- Middle Manager
- Deep Storage
- Metadata Storage
- ► Load Balancer
- Cache

### Coordinator

Manage Segments

#### Real-time Nodes

- ▶ Pulling data in real-time
- ► Indexing it

### Historical Nodes

Keep historical segments

#### Overlord

 Accepts tasks and distributes them to middle manager

# Middle Manager

► Execute submitted tasks via Peons

### **Broker Nodes**

- ▶ Route query to Real-time and Historical nodes
- Merge results

# Deep Storage

► Segments backup (HDFS, S3, ...)

### Considerations & Tools

### When not to choose Druid

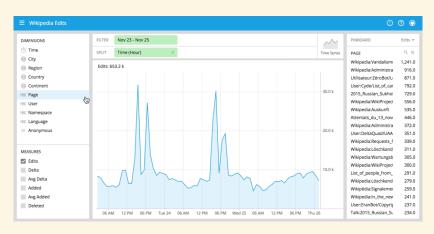
- Data is not time-series
- Cardinality is very high
- Number of dimensions is high
- Setup cost must be avoided

# Graphite (metrics)



Graphite

# Pivot (exploring data)



#### **Pivot**

# Caravel (exploring data)

