

Intro to Flink

Using Stream Processing for Chase Prediction

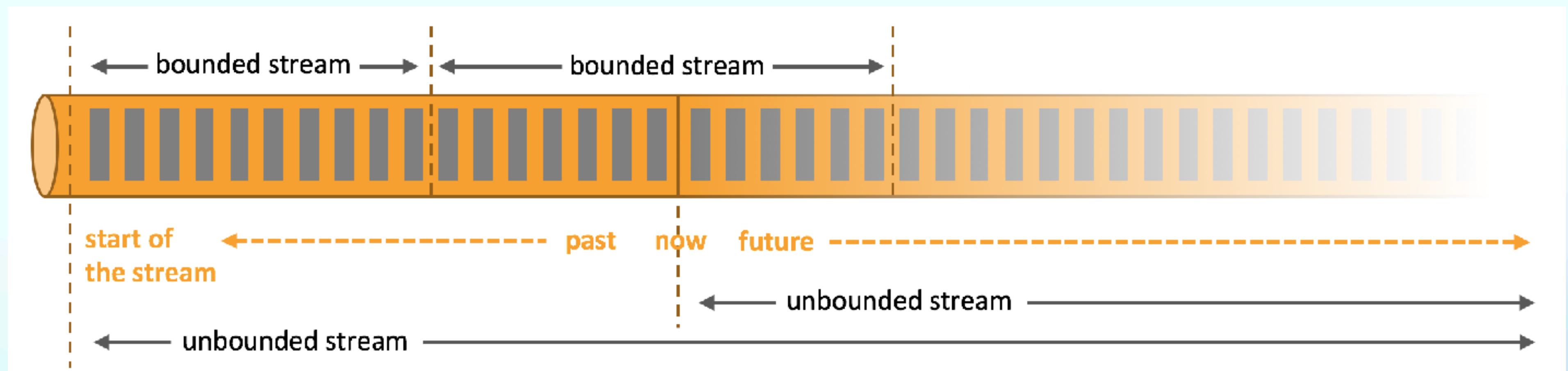
Agenda

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- Overview
- HLA & Concepts
- Prototyping a Flink App
- Resources
- QnA

Data

Its nature



Use Cases

Predictive Maintenance

Realtime Recommendation-Engines

Monitoring

Realtime ETL

Realtime Dashboards

Fraud Detection

Alerting Systems

Clickstream Analysis

IoT

Navigation Apps

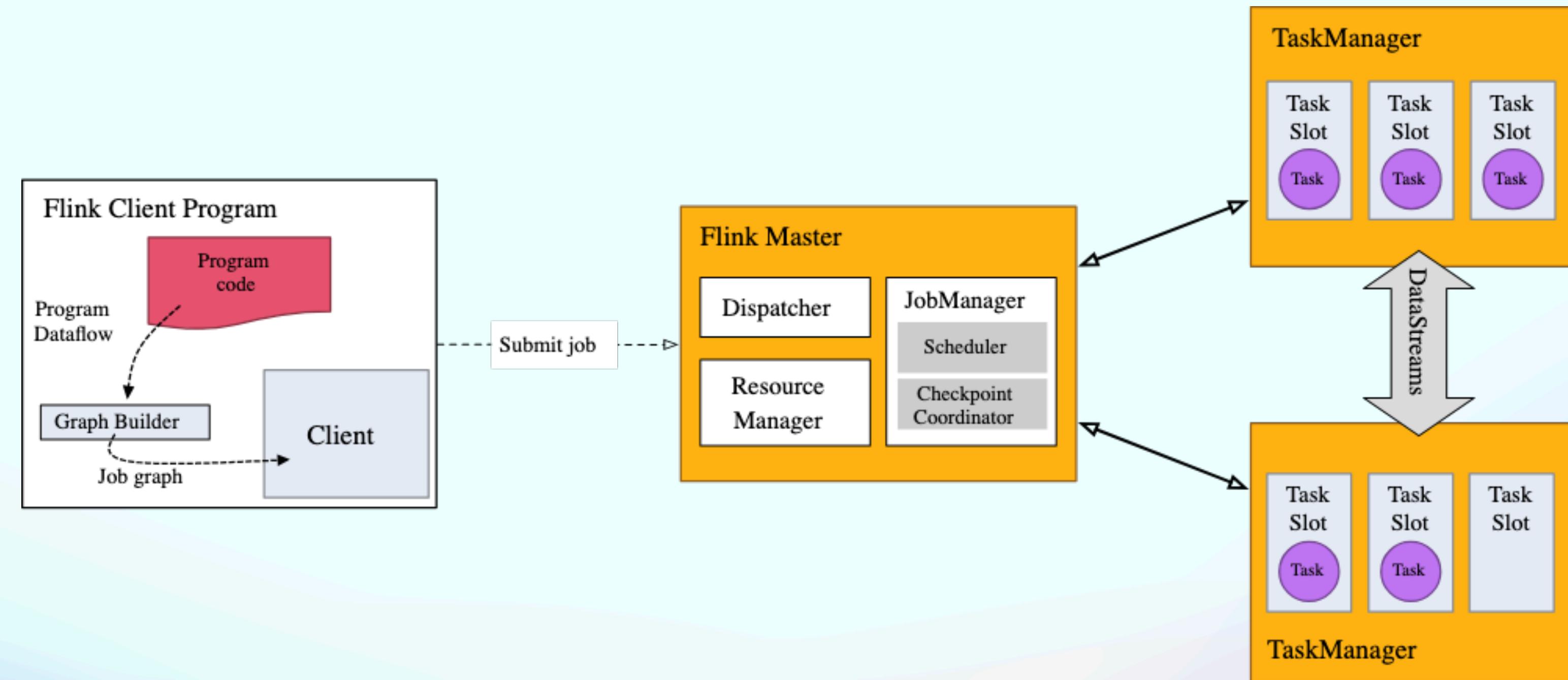
Gaming

Flink

Stateful Distributed Stream Processing Framework

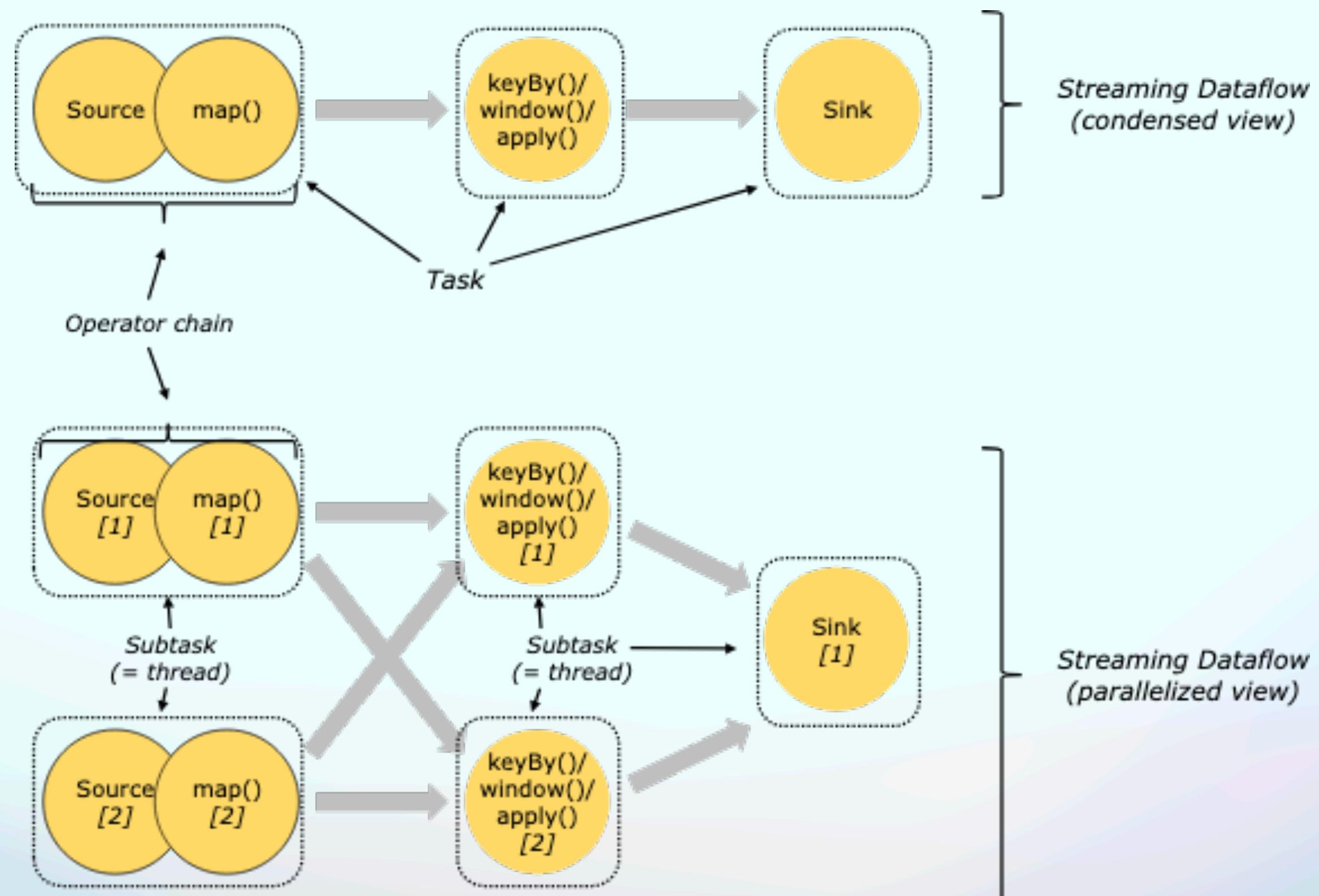
HLA

Execution



Dataflow

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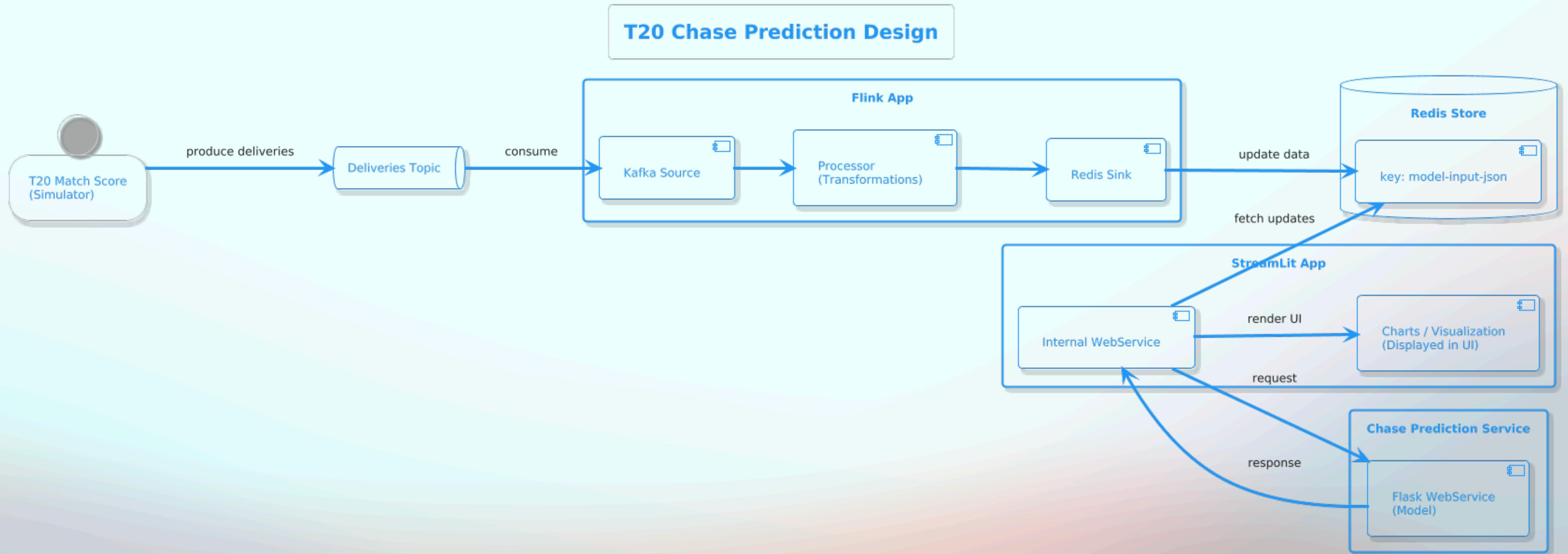


Concepts

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- **Flink APIs** : SQL, Table API, **DataStream** API, Stateful Stream Processing
- **Operators**: Map, Filter, Window, Triggers, Connect, Broadcast ..
- **State** Persistence
- **Time**: Event / Process
- **Fault Tolerance**: Checkpoints & Savepoints

Flow



Demo

T20 Cricket Chase Prediction

Best Practices

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- **CI/CD Pipeline:** Automate testing, deployment, and rollbacks with a robust CI/CD pipeline.
- **Event Streaming:** Utilise platforms like Kafka or Kinesis for reliable, scalable data ingestion.
- **Checkpoints & Savepoints:** Ensure fault tolerance with regular checkpoints and manual savepoints.
- **Time Semantics:** Optimise processing by choosing event time for late data and process time for low latency.
- **Unified Pipeline:** Reuse the same pipeline for both real-time streaming and batch processing.
- **Monitoring & Alerts:** Implement comprehensive monitoring and proactive alerting using tools like Prometheus and Grafana.
- **Configurable Framework:** Build a flexible framework that externalises configurations and centralises common logic. Or make use of Managed Services.

Further Learning

Resources & References

Chase Prediction Repos: <https://nupsea.github.io/>

<https://nightlies.apache.org/flink/flink-docs-release-2.0/>

<https://flink.apache.org/2025/03/24/apache-flink-2.0.0-a-new-era-of-real-time-data-processing/>

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Thank you!

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