[544] Kafka Streaming

Tyler Caraza-Harter

Learning Objectives

- describe the benefits of using streaming for ETL (extract transform load) work
- write code for Kafka consumers and producers in order to interact with topic data that stored by brokers
- scale out brokers and consumers by configuring topic partitions and consumer groups, respectively

Outline: Kafka Streaming

Sending/Receiving Messages

- RPC (Remote Procedure Calls)
- Streaming

ETL (Extract Transform Load)

Kafka Design

Procedure Calls

```
counts = {
   "A": 123, ...
}

def increase(key, amt):
   counts[key] += amt
   return counts[key]

curr = increase("A", 5)
print(curr) # 128
```

what if we want many programs running on different computers to have access to this dict and the increase function?

Remote Procedure Calls (RPCs)

client

curr = increase("A", 5)
print(curr) # 128

server

```
counts = {
   "A": 123, ...
}

def increase(key, amt):
   counts[key] += amt
   return counts[key]
```

client

move counts and increase to a server accessible to many client programs on different computers

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Remote Procedure Calls (RPCs)

client

```
def increase(key, amt):
    ...code to send

curr = increase("A", 5)
print(curr) # 128
```

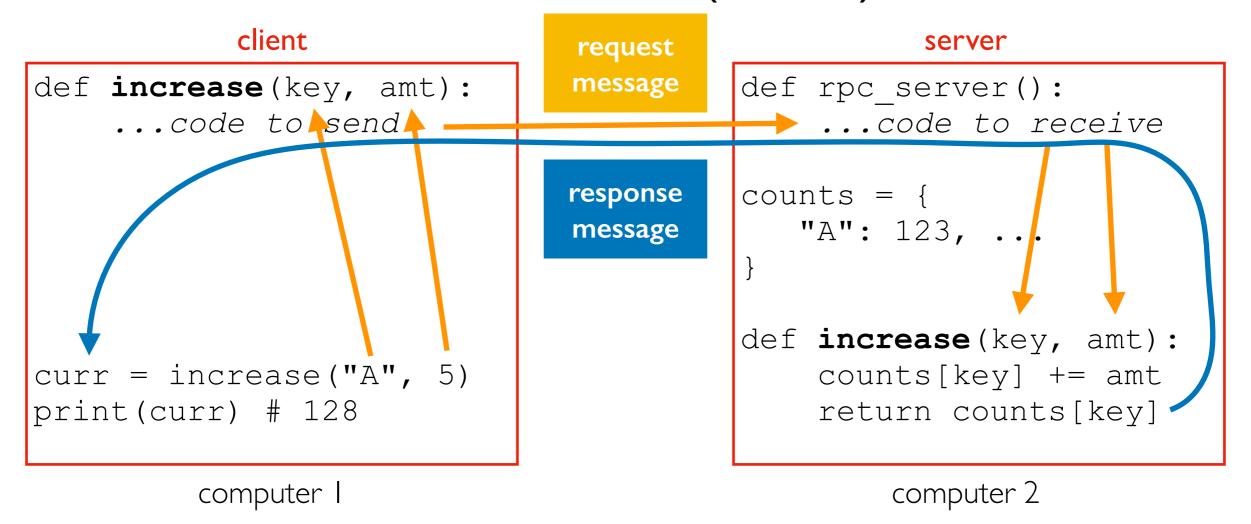
computer I

server

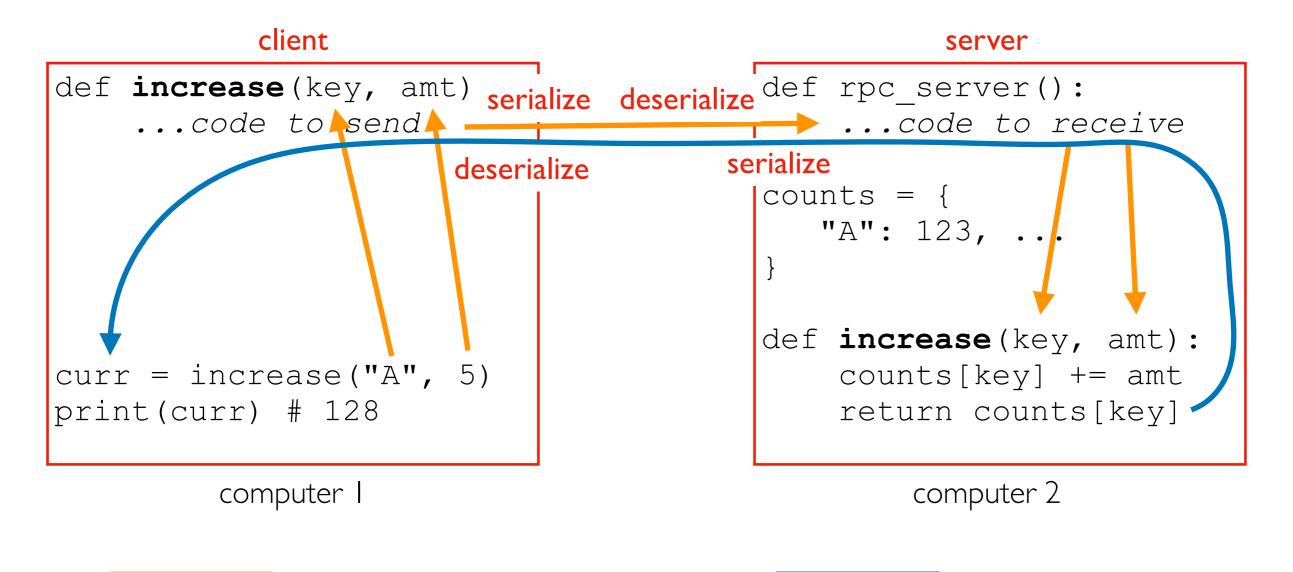
computer 2

need some extra functions to make calling a remote function feel the same as calling a regular one

Remote Procedure Calls (RPCs)



Serialization/Deserialization



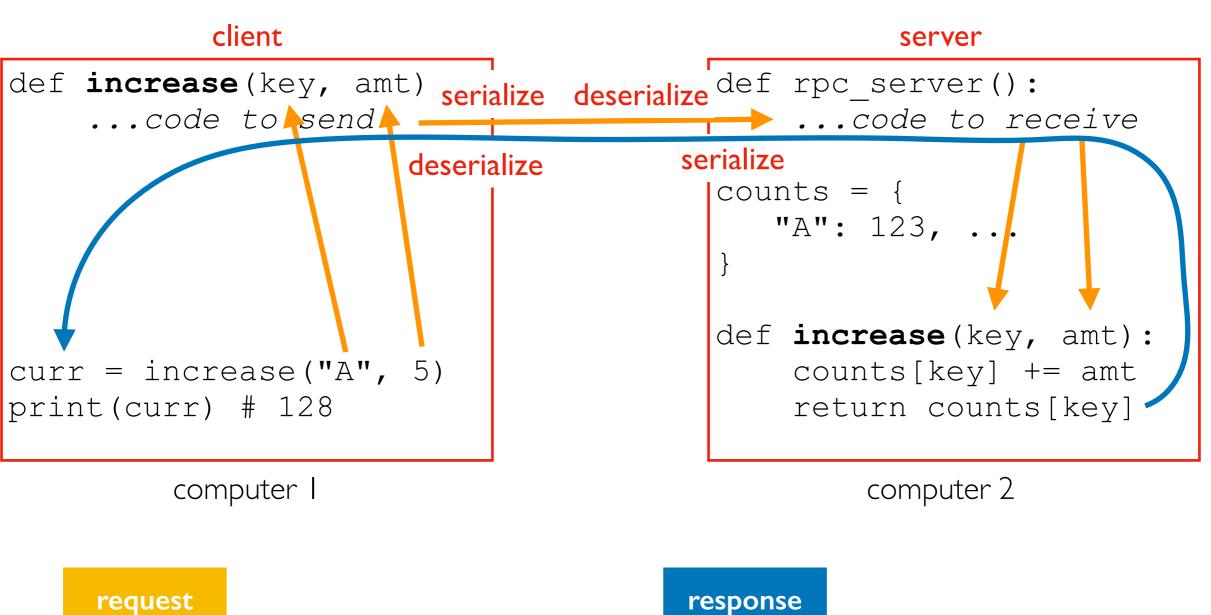
```
request
message

args somehow encoded as bytes:
b'{"key": "A"
   "amt": 5}'
```

response message

```
return val as bytes:
b'128'
```

gRPC uses protocol buffers for wire format



request message

```
protobuf (args to bytes)
1001000101011111
(contains "A" and 5)
```

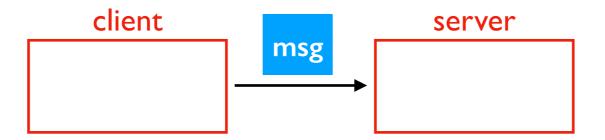
response message

```
protobuf (ret val to bytes)
01000000
(contains 128)
```

Synchronous vs. Asynchronous Communication

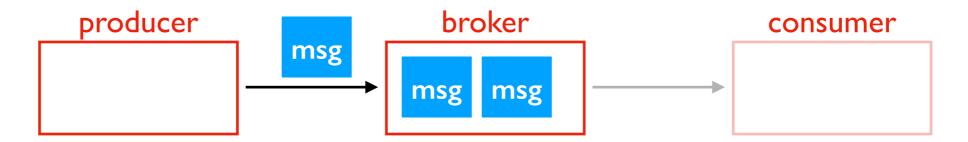
Synchronous

- both parties have to participate at the same time
- examples: phone call, RPC call



Asynchronous

- one party can send any time, the other can receive later
- examples: email, texting, streaming



Outline: Kafka Streaming

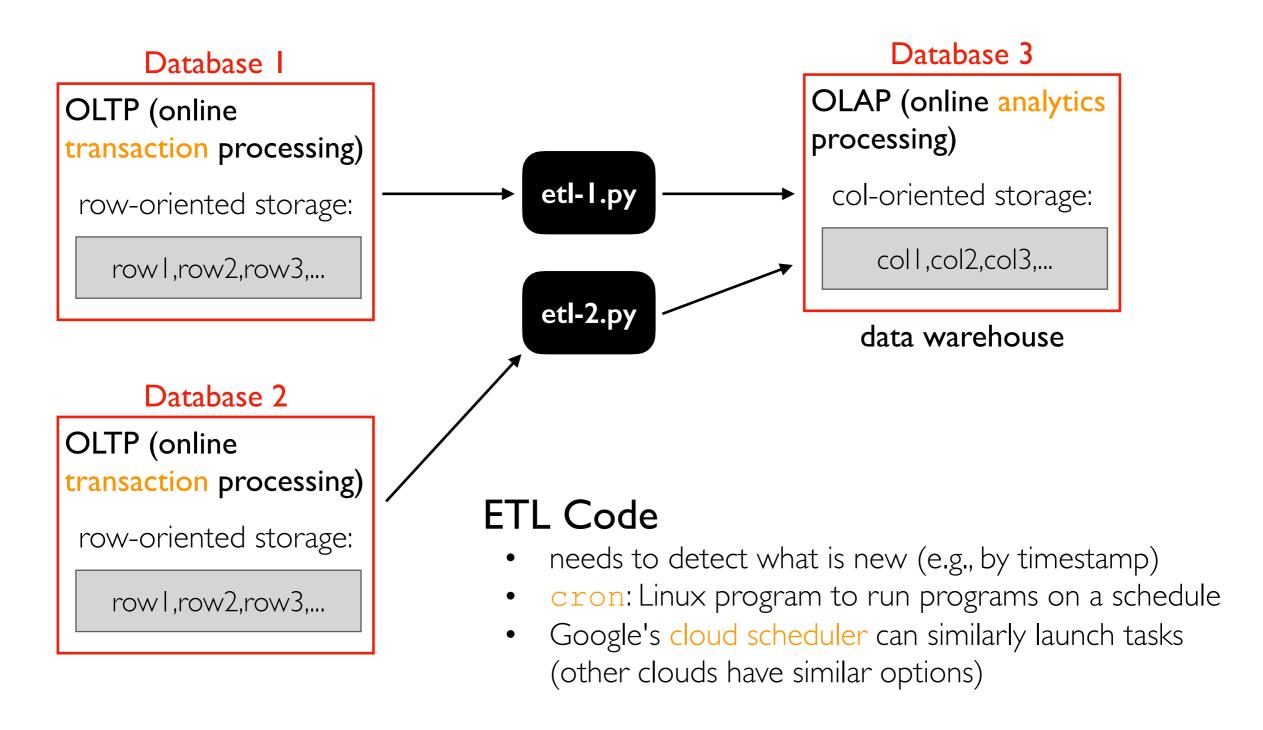
Sending/Receiving Messages

ETL (Extract Transform Load)

- Batch
- Streaming

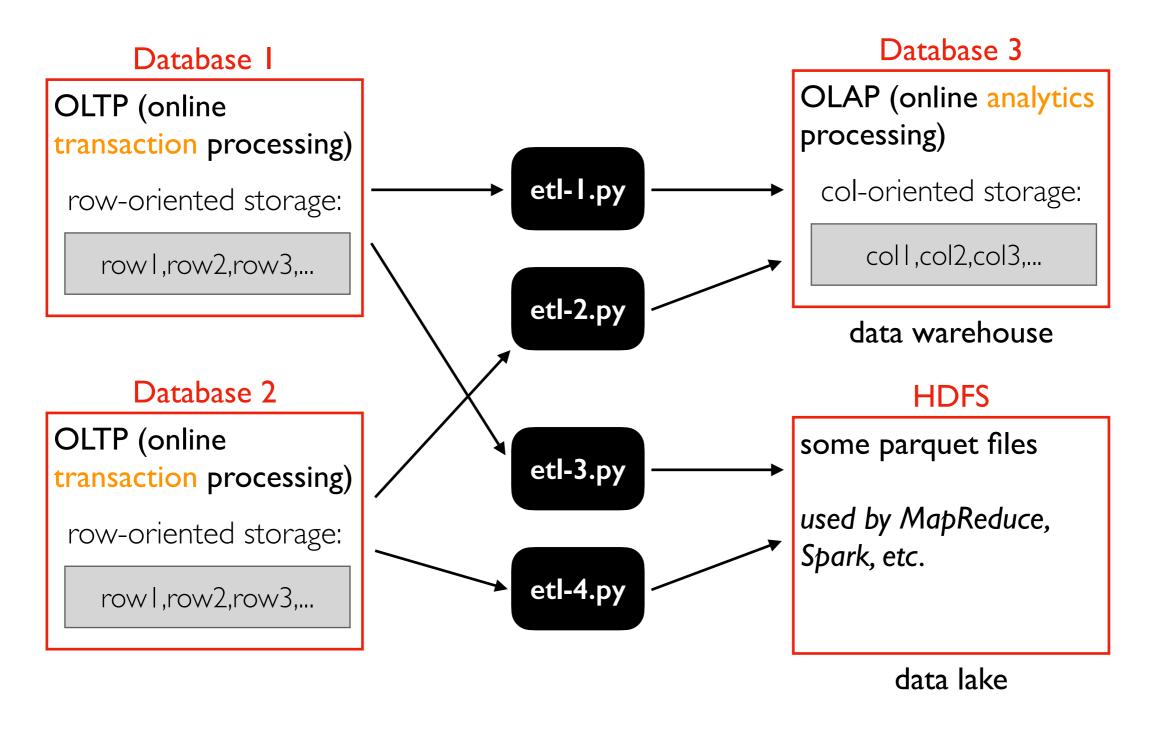
Kafka Design

Extract Transform Load (ETL)



issue I: data freshness

Extract Transform Load (ETL)

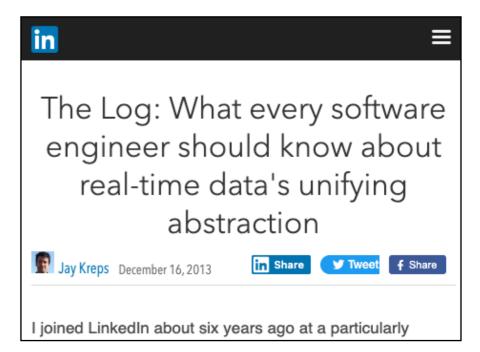


if we have **X** OLTP databases and **Y** derivative stores, how many ETL programs must we write?

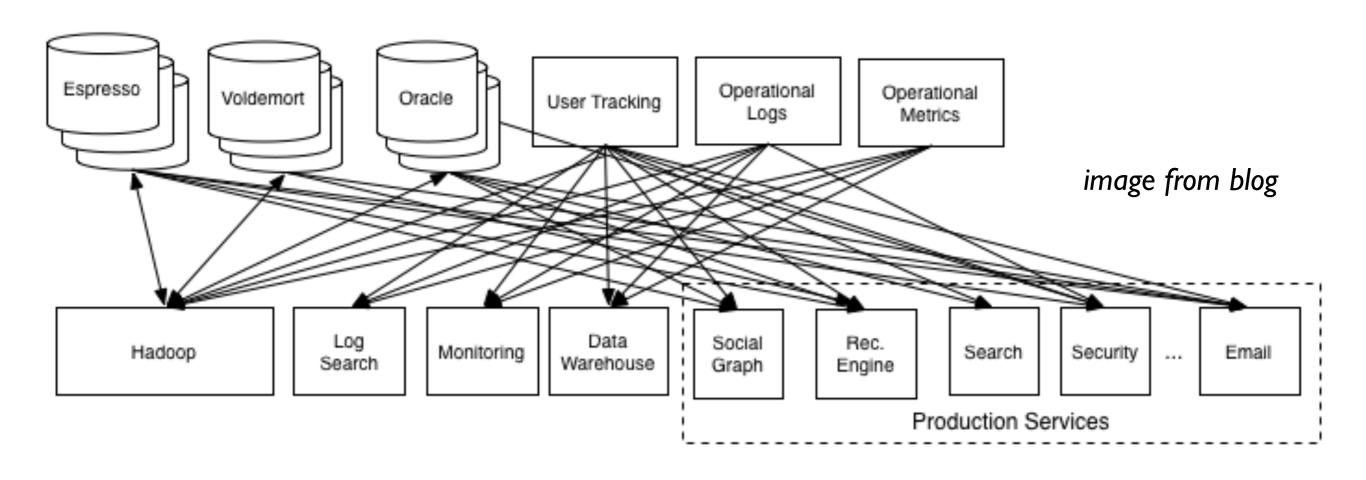
Too much ETL...

Don't want data transfer between every pair of DB/services

- Jay Krepps helped build Kafka at LinkedIn
- Later co-founded Confluent (Kafka-based company)
- Partners with cloud providers to provide Kafka as a service



https://engineering.linkedin.com/distributed-systems/log-what-every-software-engineer-should-know-about-real-time-datas-unifying

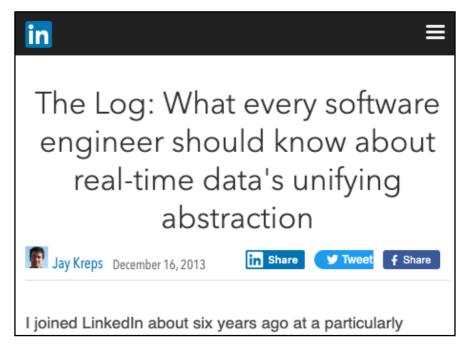


Unified Log

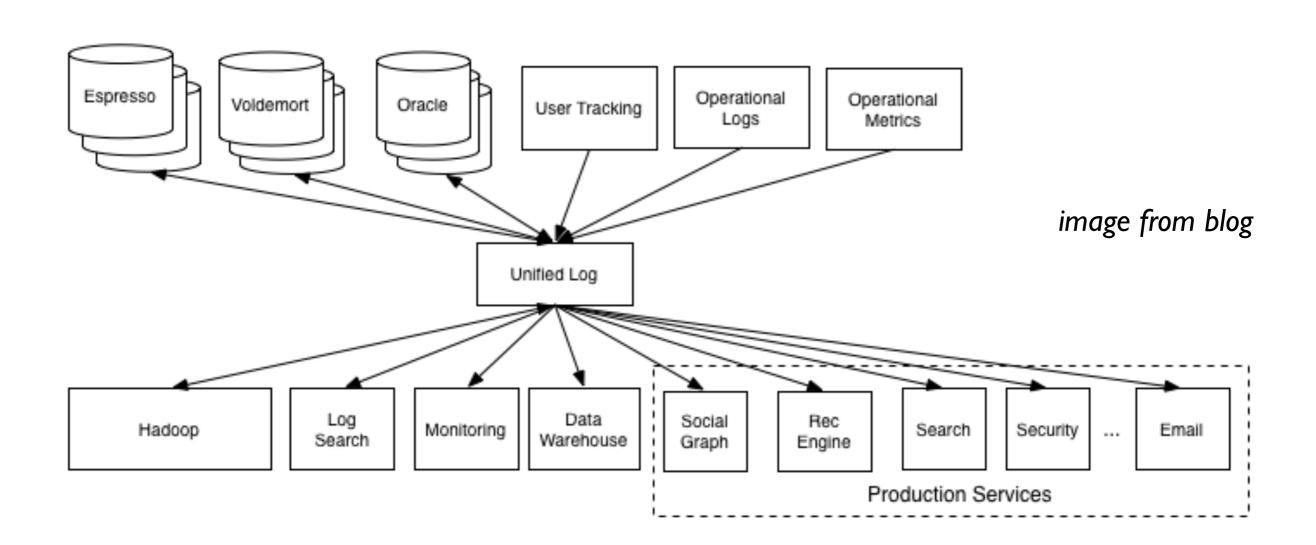
Centralize changes in a distributed logging service

- Many writers (called producers)
- Many readers (called consumers)

Data is constantly flowing, so ETL can be done in realtime (instead of batch jobs with cron)



https://engineering.linkedin.com/distributed-systems/log-what-every-software-engineer-should-know-about-real-time-datas-unifying



Outline: Kafka Streaming

Sending/Receiving Messages

ETL (Extract Transform Load)

Kafka Design

- Topics
- Producers, Consumers, Brokers
- Scalability with Partitioning

Topics

Kafka topics (managed by servers called brokers)

weather msg msg

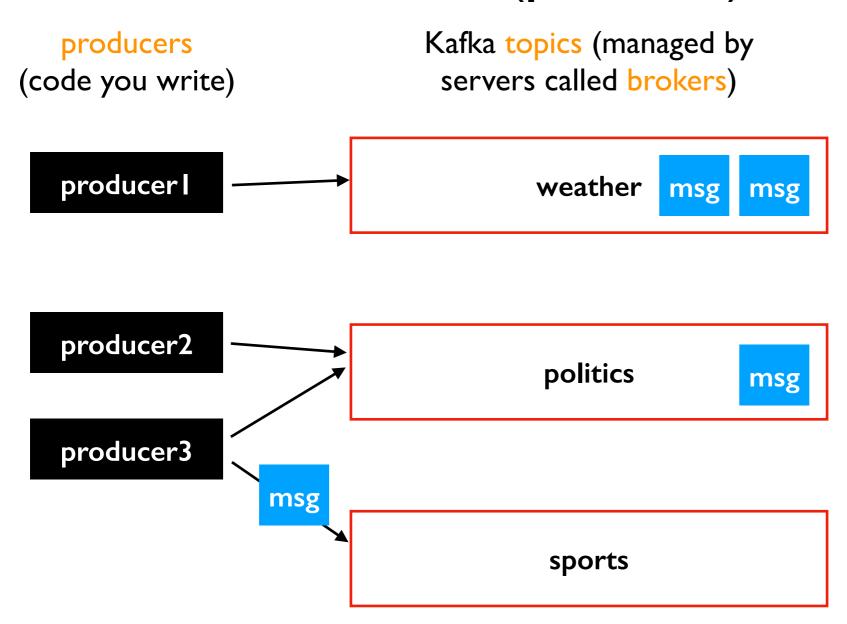
politics msg

sports

admin = **KafkaAdminClient**(...)
admin.create_topics([NewTopic("sports", ...)])

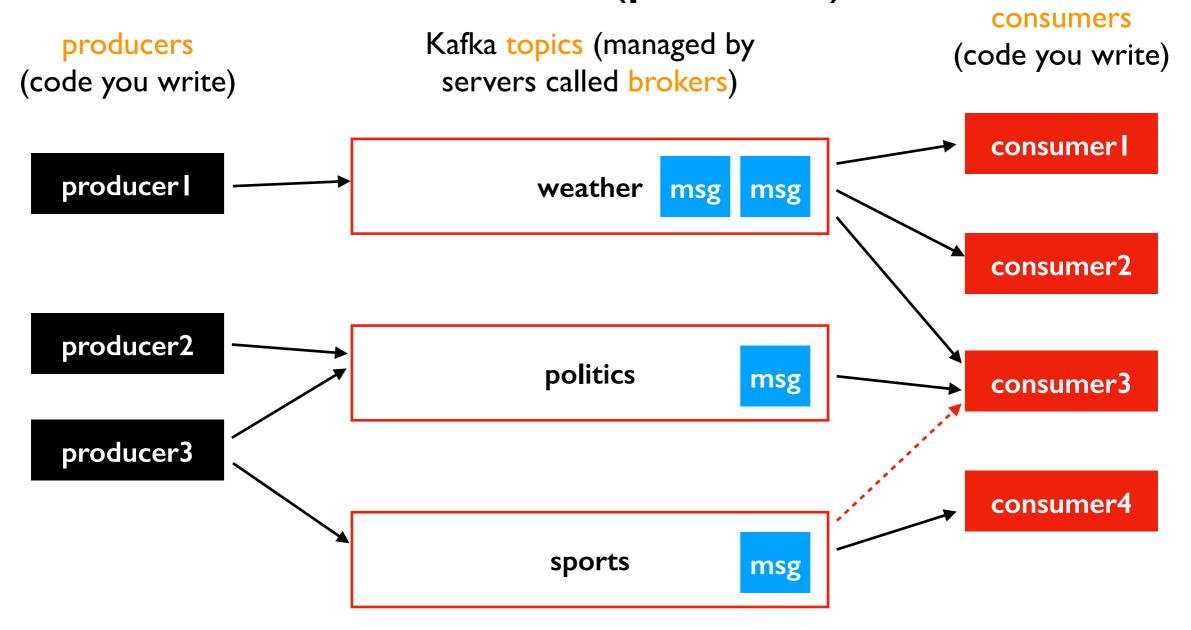
pip install kafka-python

Producers Publish (pub/sub)



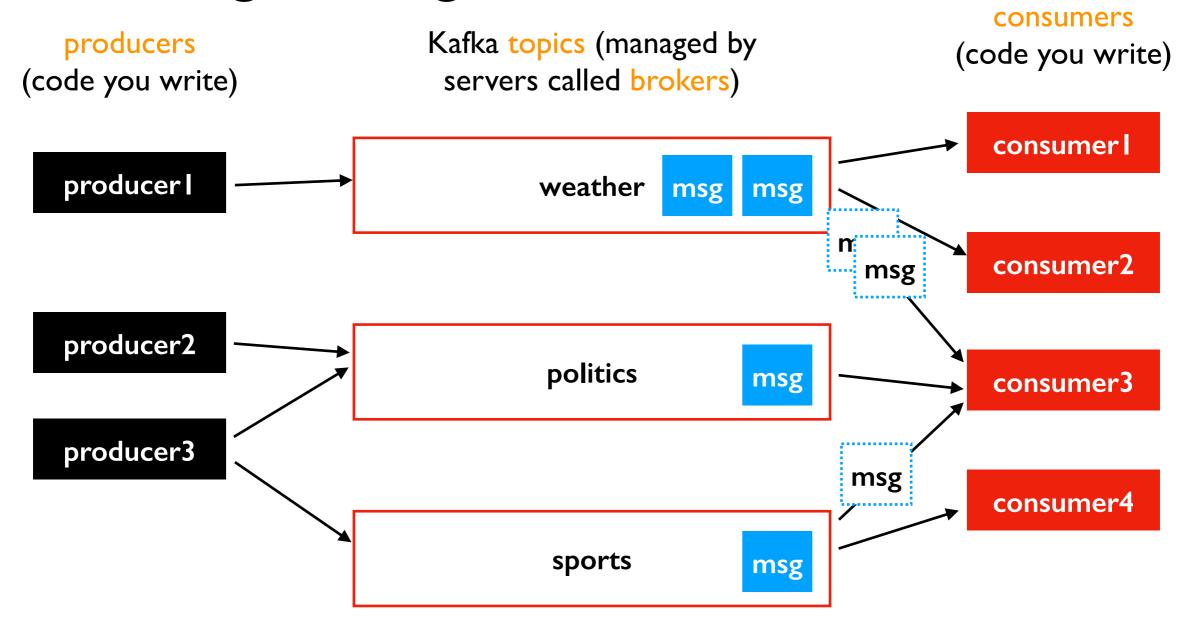
producer3 = KafkaProducer(...)
producer3.send("sports", ...)

Consumers Subscribe (pub/sub)



consumer3 = KafkaConsumer(...)
consumer3.subscribe(["sports"])

Receiving Messages



poll() loop

- generally runs forever
- poll (ideally) returns some messages the consumer hasn't seen before, from any subscribed topic
- leaves messages intact on brokers (for other consumers), unlike many prior streaming systems

```
consumer3 = KafkaConsumer(...)
while True:
  batch = consumer3.poll(????)
for topic, messages in batch.items():
  for msg in messages:
```

What's in a Message?

Message parts

- key (optional): some bytes
- value (required): some bytes
- other stuff...

```
producer.send("topic", value=????)
OR
producer.send("topic", value=????, key=????)
```

Common usage: the value is usually some kind of structure with many values. The key is used for partitioning and is usually one of the entries in the value structure.

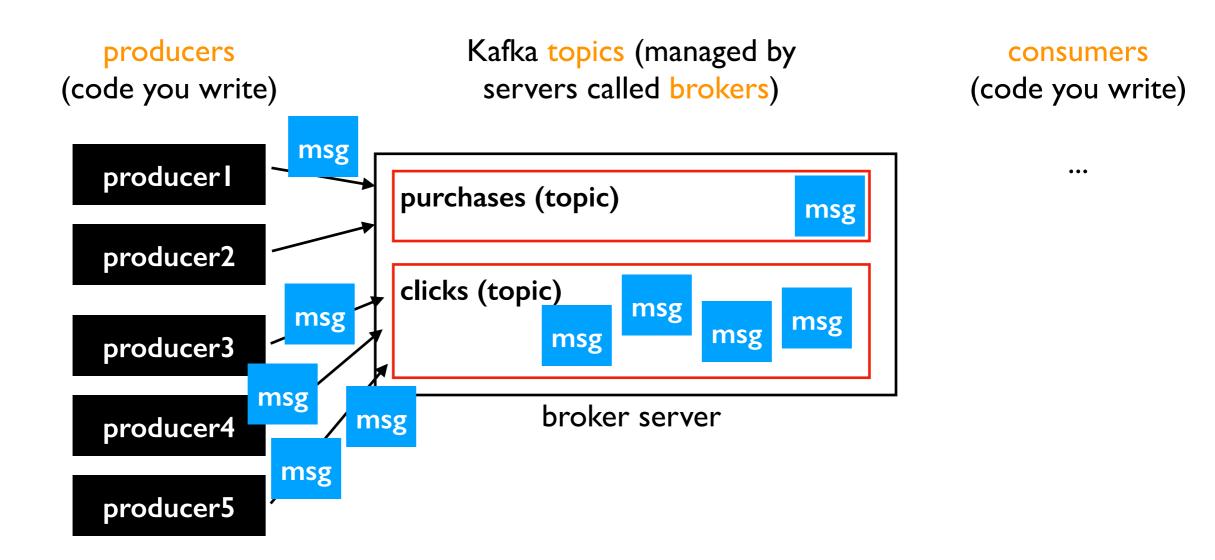
Python dict => bytes:

```
d = {...}
value = bytes(json.dumps(d), "utf-8")
```

Protobuf => bytes:

```
msg = mymod_pb2.MyMessage(...)
value = msg.SerializeToString() # actually bytes, not str
```

Scaling the Brokers



problem: some topics might have too many messages for one machine (or set of machines with replicas) to keep up

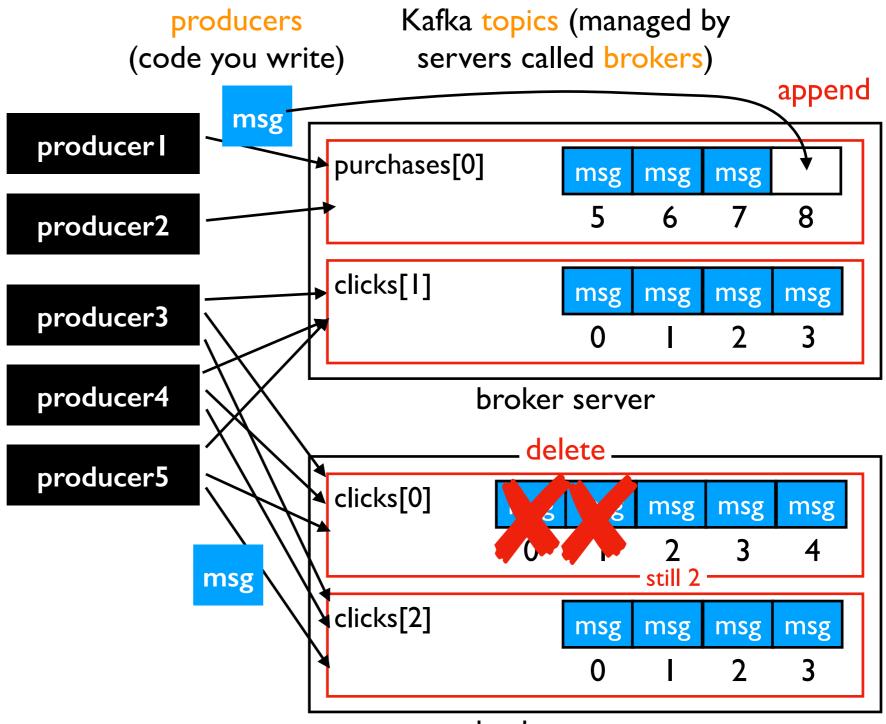
Partitions

producers Kafka topics (managed by (code you write) servers called brokers) msg producer l purchases[0] msg msg msg 5 producer2 clicks[1] msg msg msg msg producer3 0 3 producer4 broker server producer5 clicks[0] msg msg msg msg msg 0 4 msg clicks[2] msg msg msg msg 0 3 broker server

Topics can be created with N partitions

- each partition is like an array of messages
- partitions are assigned to brokers
- each producer using a stream works with all partitions

Changing Partitions



Changes

- append right
- delete left (depends on "retention" policy)
- delete does NOT change indexes

Selecting **Partitions**

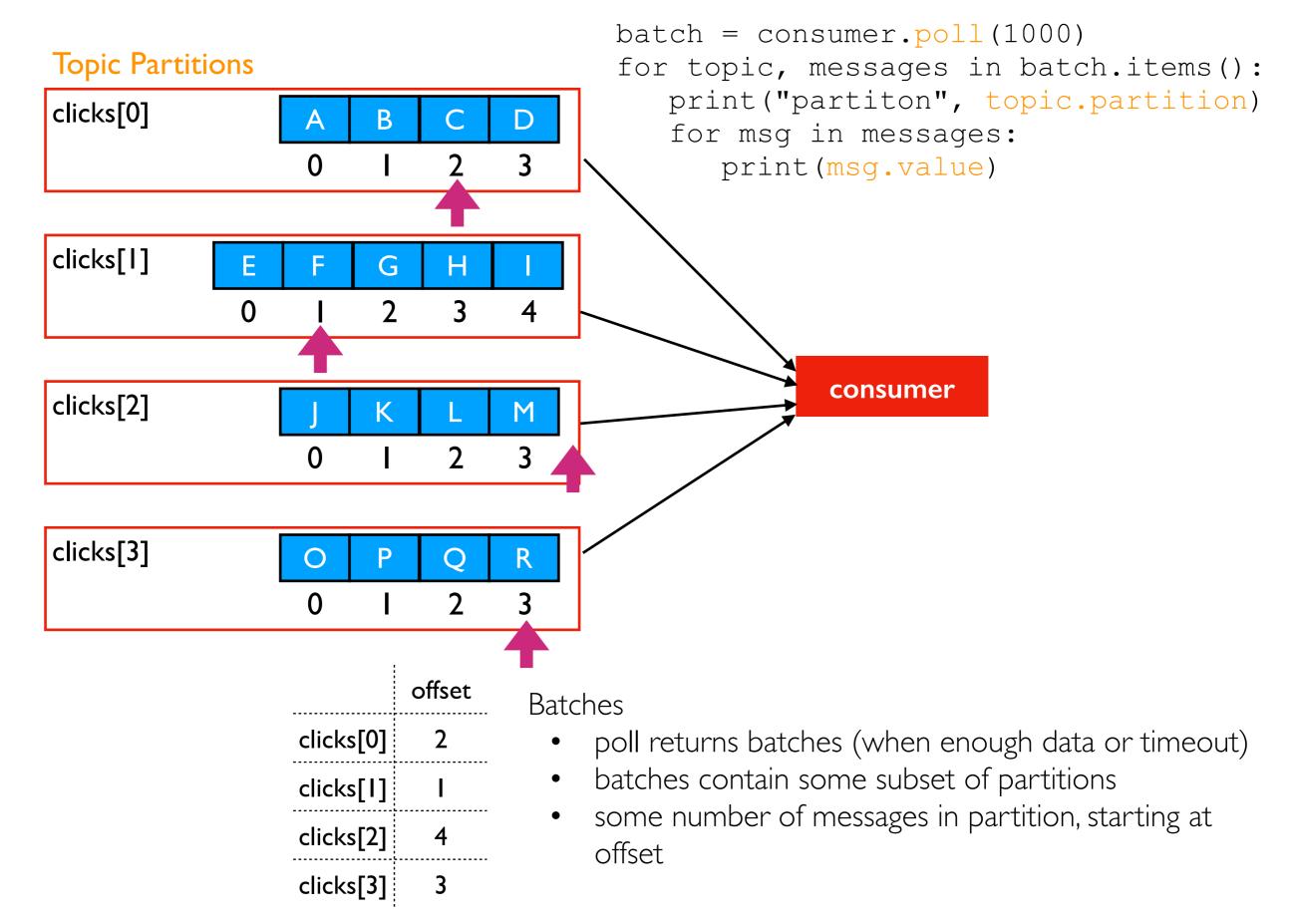
producers Kafka topics (managed by (code you write) servers called brokers) msg producer l purchases[0] msg msg msg 5 producer2 clicks[1] msg msg msg msg producer3 0 3 producer4 broker server producer5 clicks[0] msg msg msg msg msg 0 msg case I: message only has value clicks[2] producer rotates between partitions msg msg msg msg called "round robin" policy 3 0

broker server

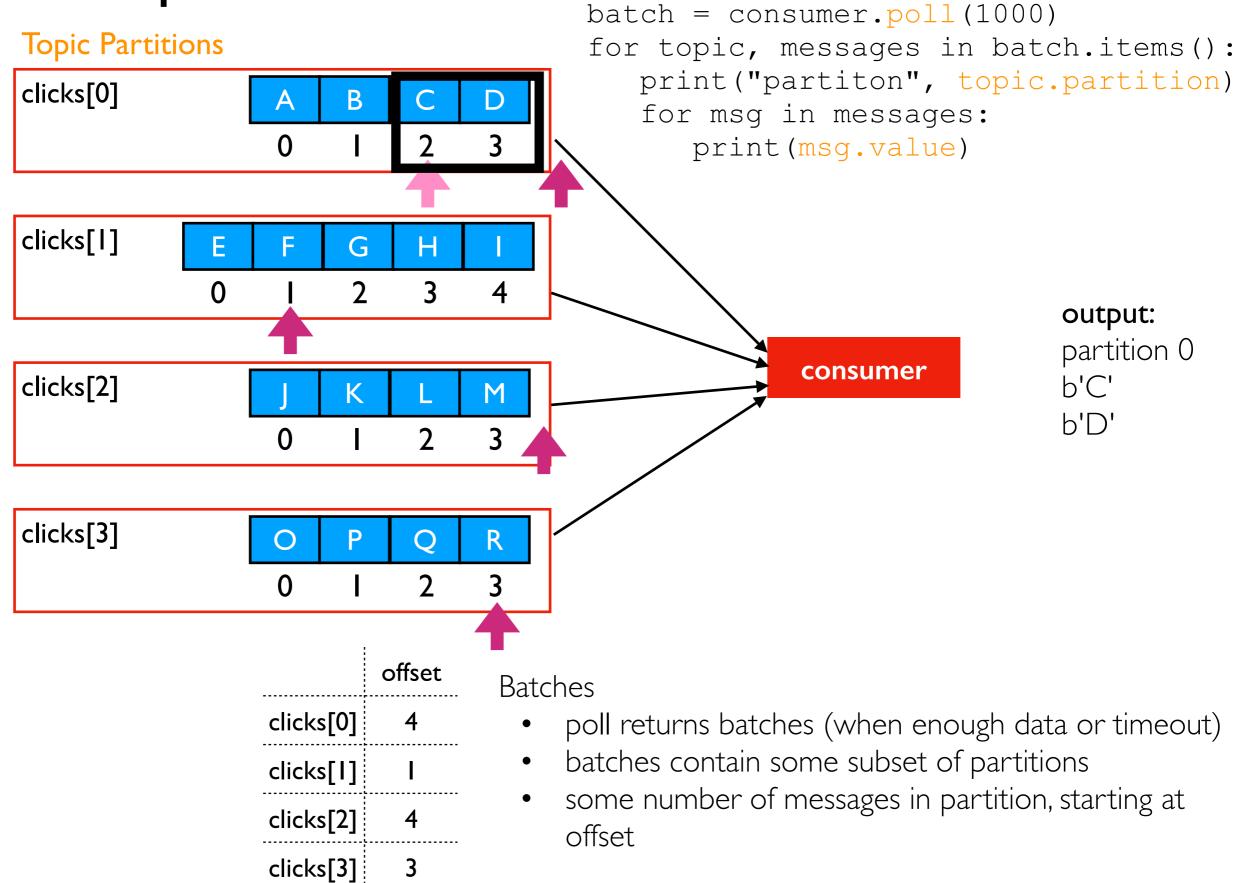
case 2: message has key and value

- calculate partition, for example: hash(key) % partition count
- same keys will go to the same partition
- can plug in alternative partitioning schemes

Consumers: Read Offsets

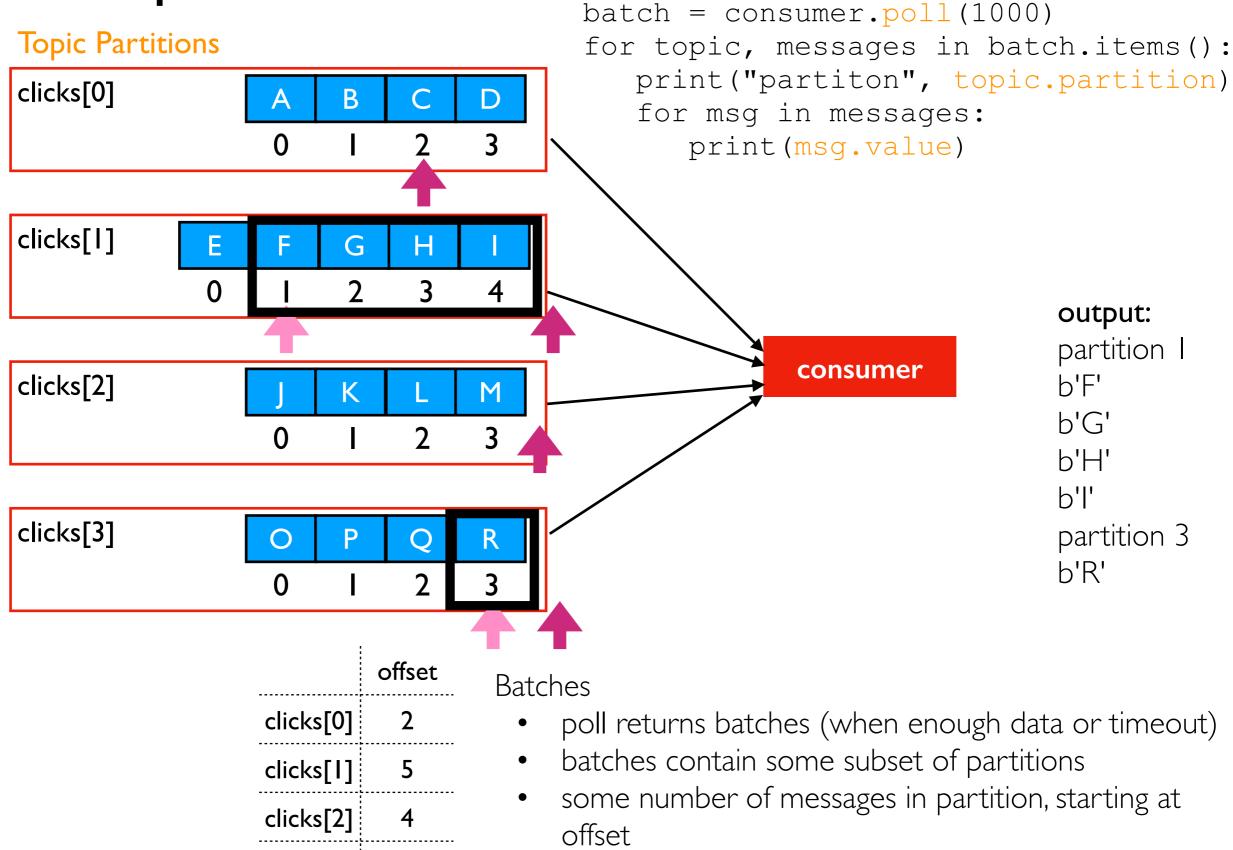


Example I

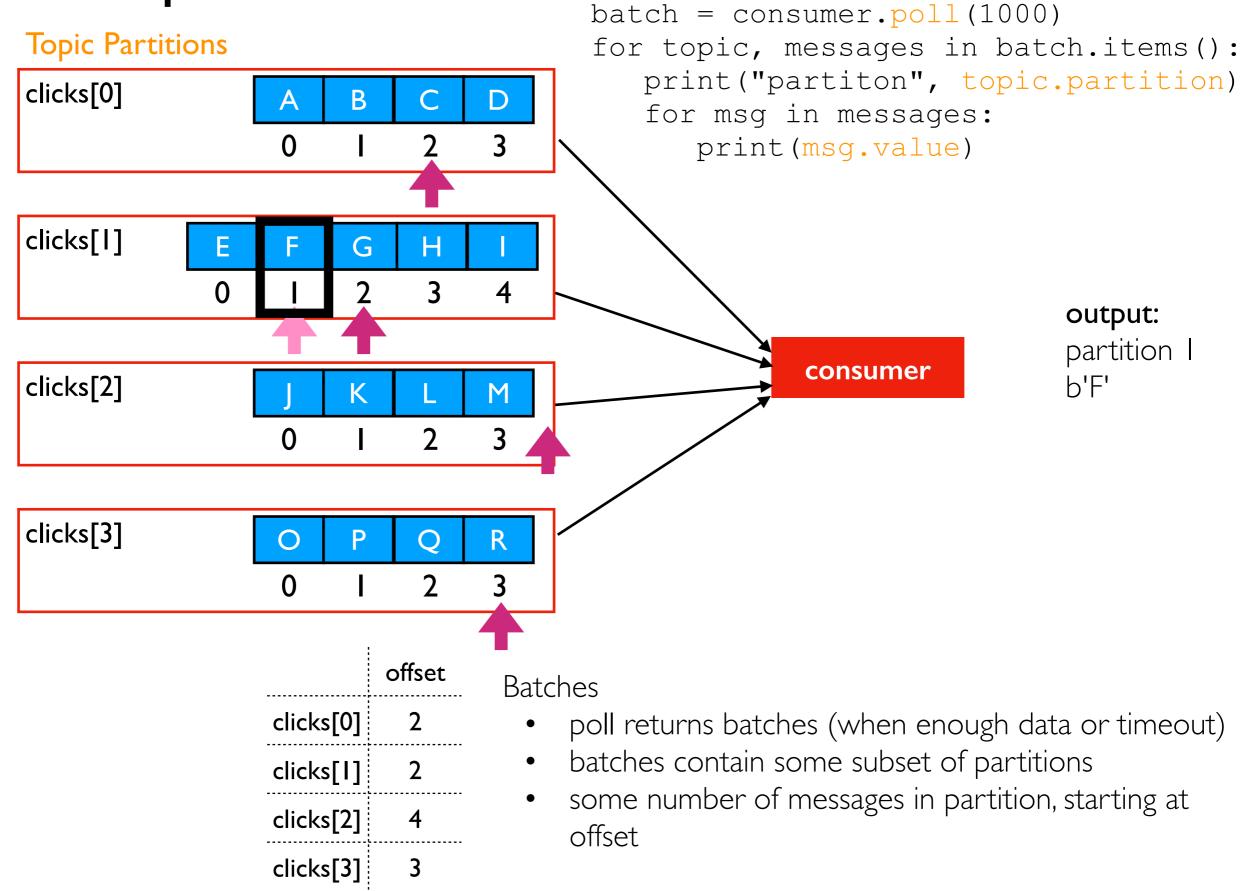


Example 2

clicks[3]



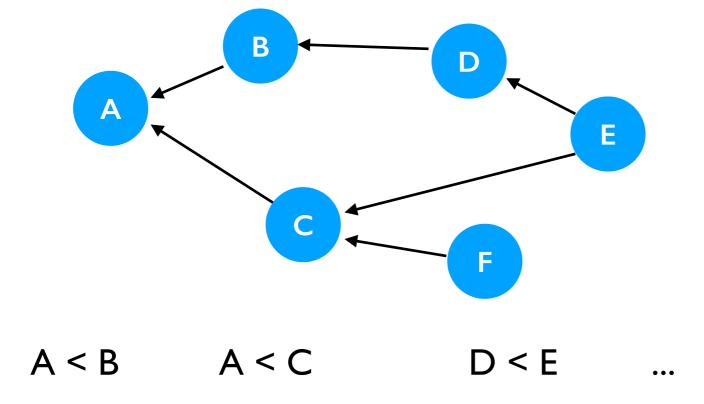
Example 3



Partially vs. Totally Ordered

Some things are totally ordered, like integers. Either x < y or y >= x.

Other things are partially ordered, like git commits. Sometimes you can compare, sometimes you can't!



Can't compare B and C Can't compare D and F

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Ordering Kafka Messages

Kafka Messages are partially ordered. Messages are consumed from a partition in the order they were written to that partition (no guarantees across topics or across partitions).

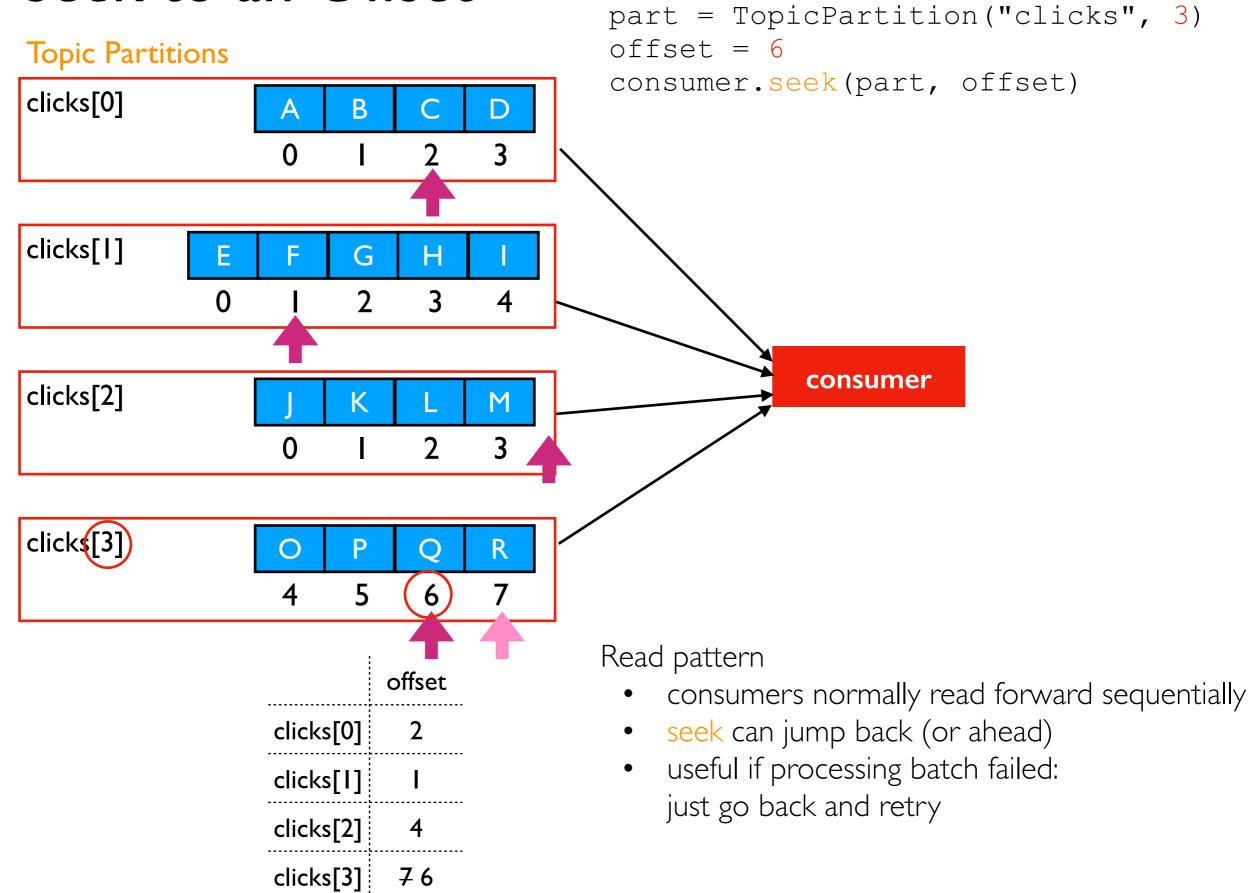
If A and B share the same topic and key, and B was produced after A, then:

- we say B "happened after" A
- A and B will be in the same partition (assuming partition count is constant)
- each consumer group of the topic will consume A before B

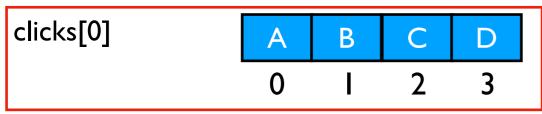
Choose your key carefully! Try to create enough partitions initially and never change it (hash partitioning isn't elastic).

No keys specified => no guarantee about what order messages are consumed.

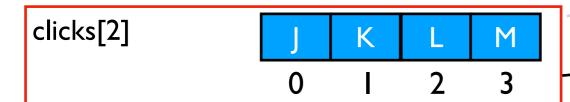
Seek to an Offset

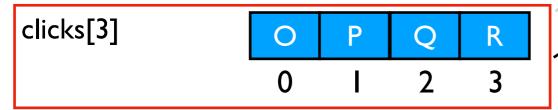


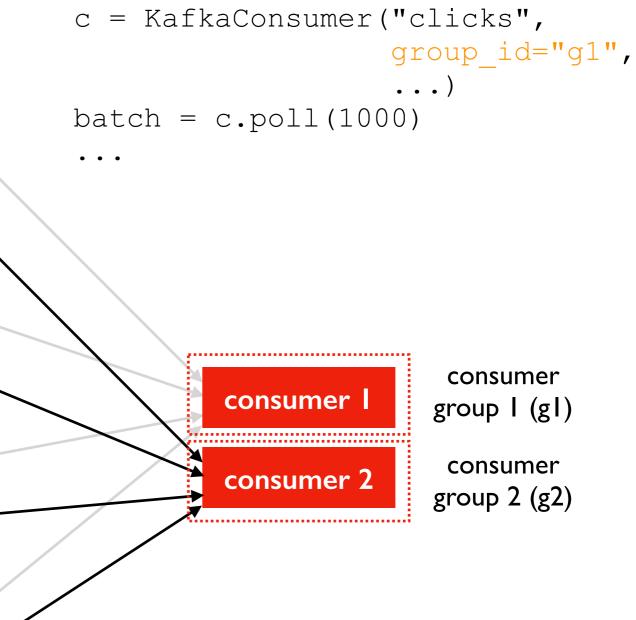
Topic Partitions









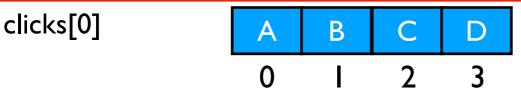


	g1 offsets	g2 offsets
clicks[0]	2	3
clicks[1]	l	2
clicks[2]	4	4
clicks[3]	3	3

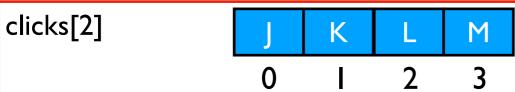
Groups

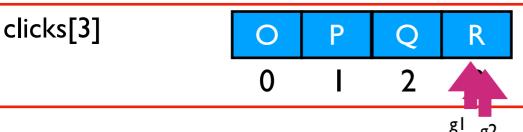
- different applications might operate independently
- they should ALL get a chance to consume messages
- need offsets for each topic/partition/consumer group combination

Topic Partitions







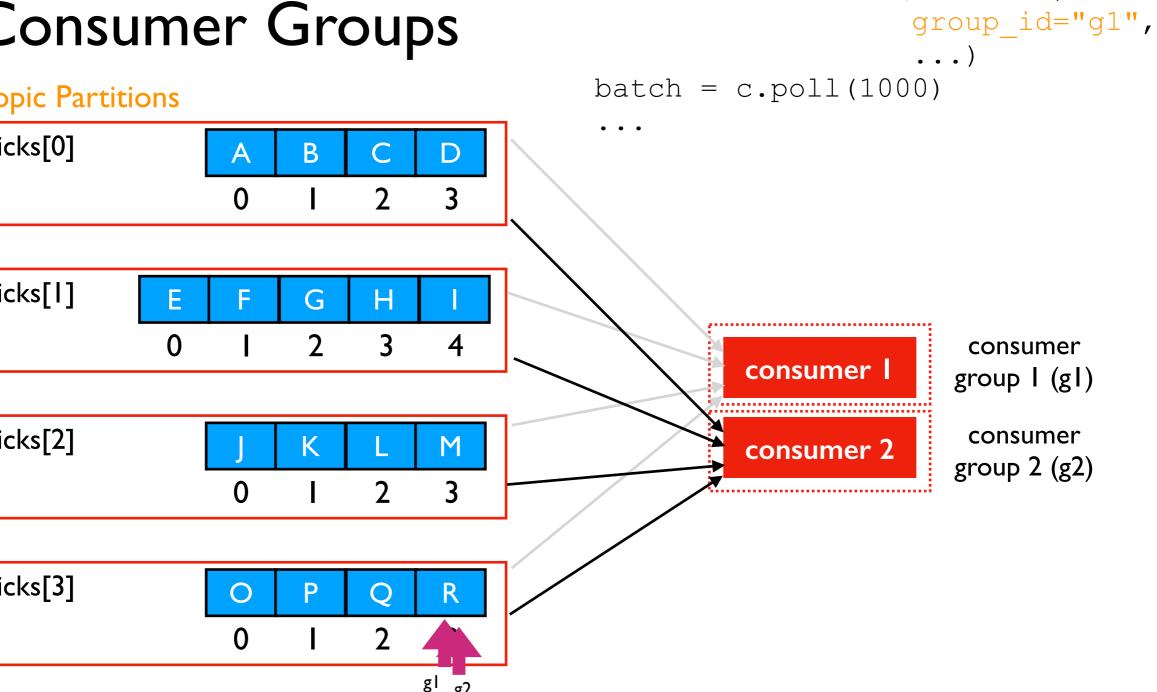


Grou	ıns

different applications might operate independently

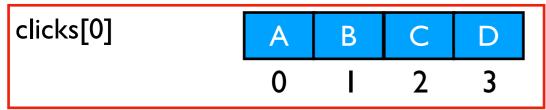
c = KafkaConsumer("clicks",

- they should ALL get a chance to consume messages
- need offsets for each topic/partition/consumer group combination

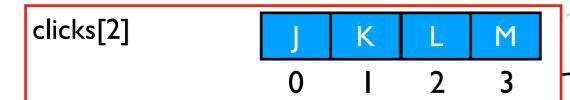


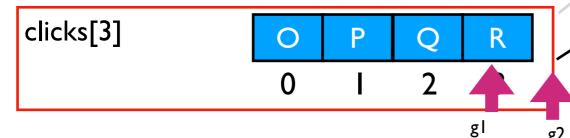
	gronsets	gz onsets
clicks[0]	2	3
clicks[1]	I	2
clicks[2]	4	4
clicks[3]	3	3

Topic Partitions









	g2 offsets
	3
- ;	

clicks[0]	2	3
clicks[1]	I	2
clicks[2]	4	4

clicks[3]

gl offsets

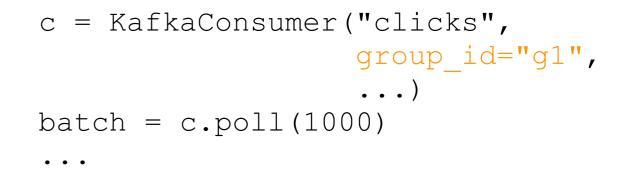


- different applications might operate independently
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consumer

consumer 2

R



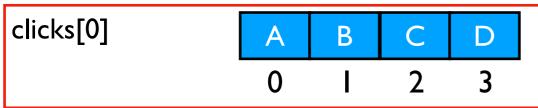
consumer

group I (gI)

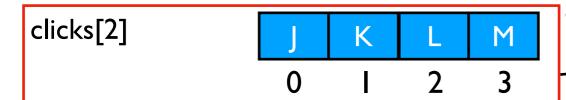
consumer

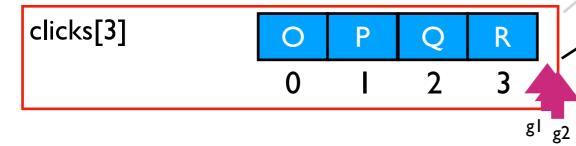
group 2 (g2)

Topic Partitions

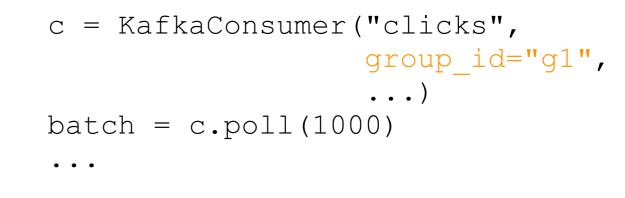








	g1 offsets	g2 offsets
clicks[0]	2	3
clicks[1]	I	2
clicks[2]	4	4
clicks[3]	4	4

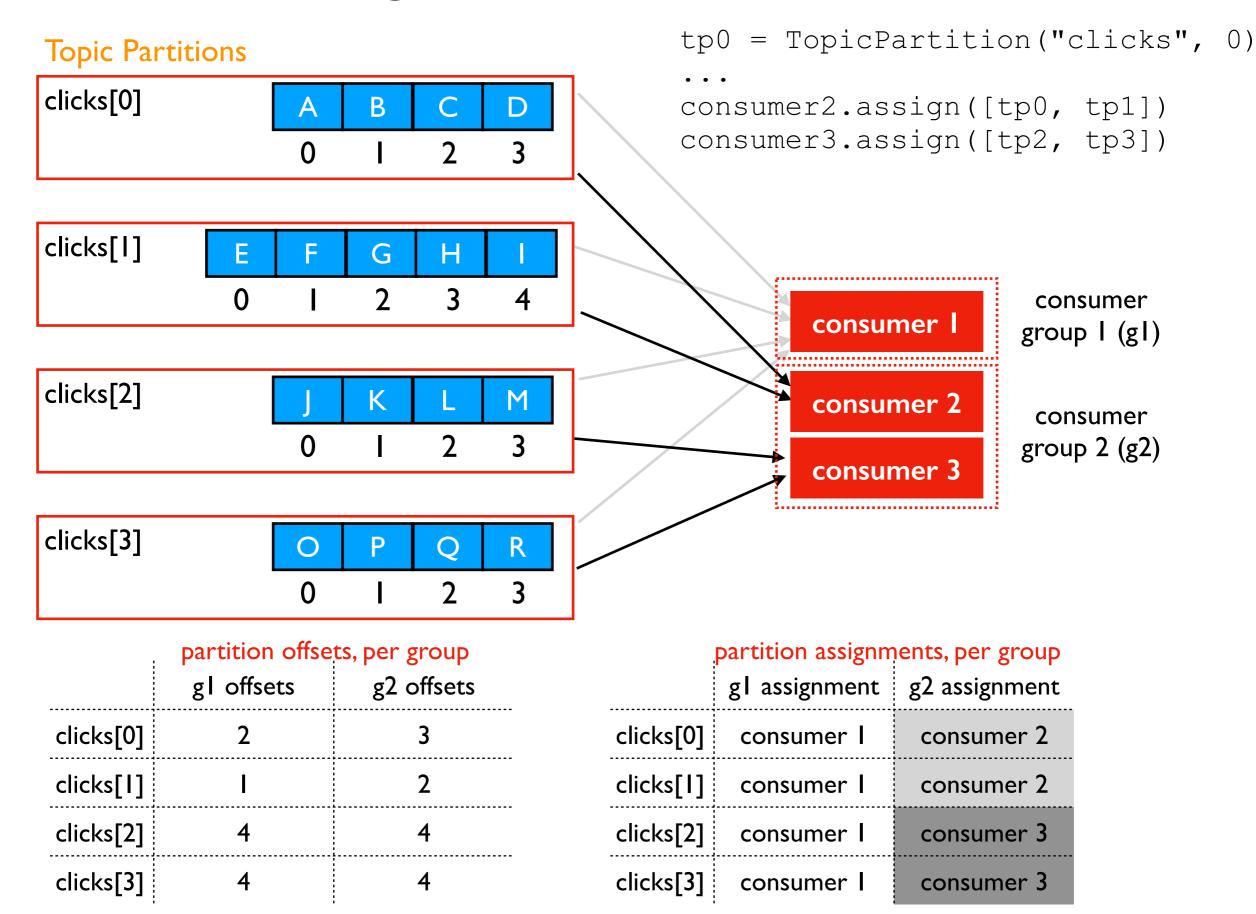




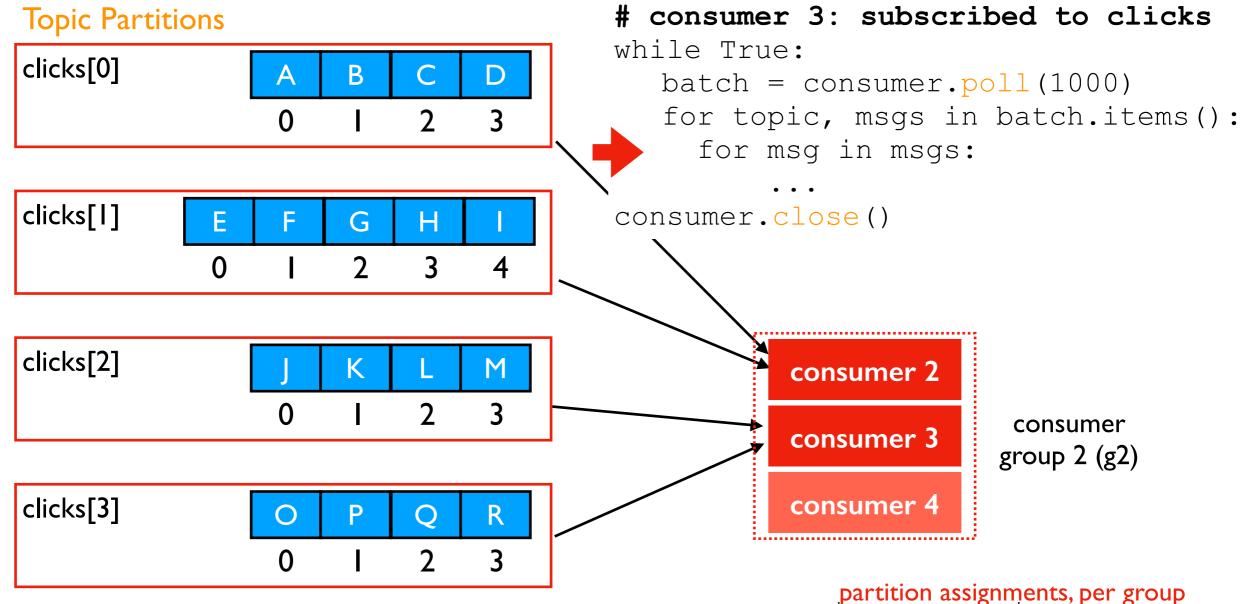
Groups

- different applications might operate independently
- they should ALL get a chance to consume messages
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Partition Assignment: Manual



Partition Assignment: Automatic

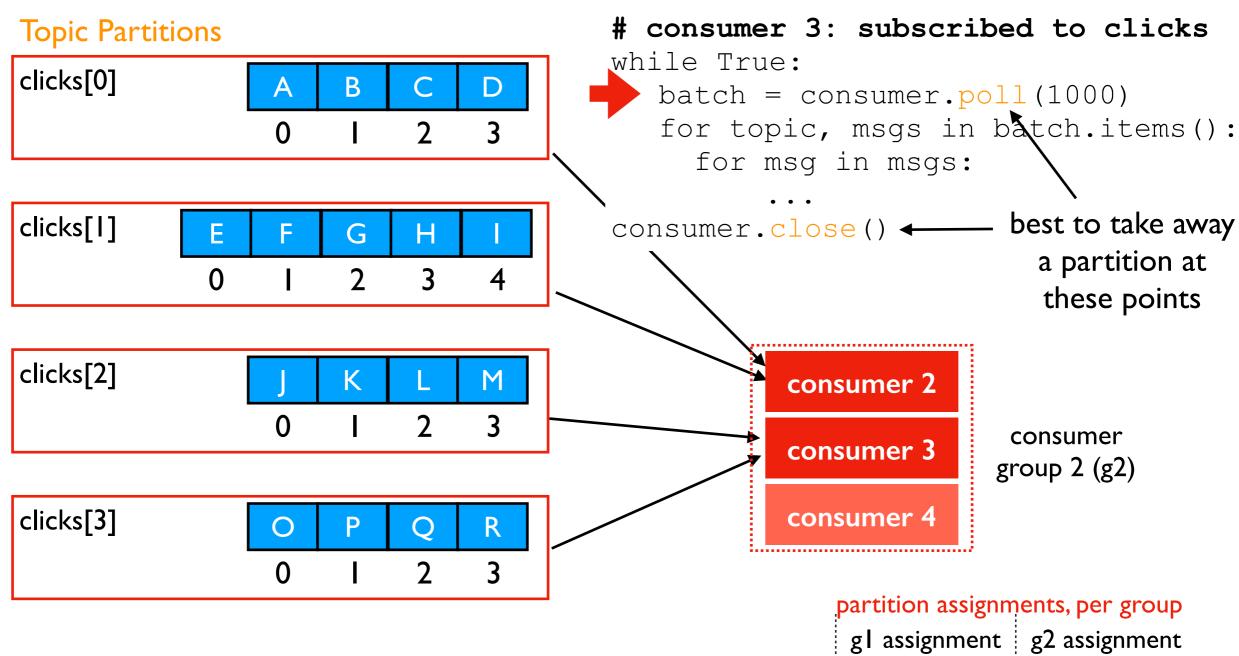


Assignment and re-assignment

- by default, consumers are automatically assigned partitions when they start polling
- **challenge:** Kafka shouldn't re-assign a partition in the ... middle of a batch (might double process messages)

	par dicion assignments, per group	
	g I assignment	g2 assignment
clicks[0]	consumer I	consumer 2
clicks[1]	consumer l	consumer 2
clicks[2]	consumer l	consumer 3
clicks[3]	consumer I	consumer 3

Partition Assignment: Automatic

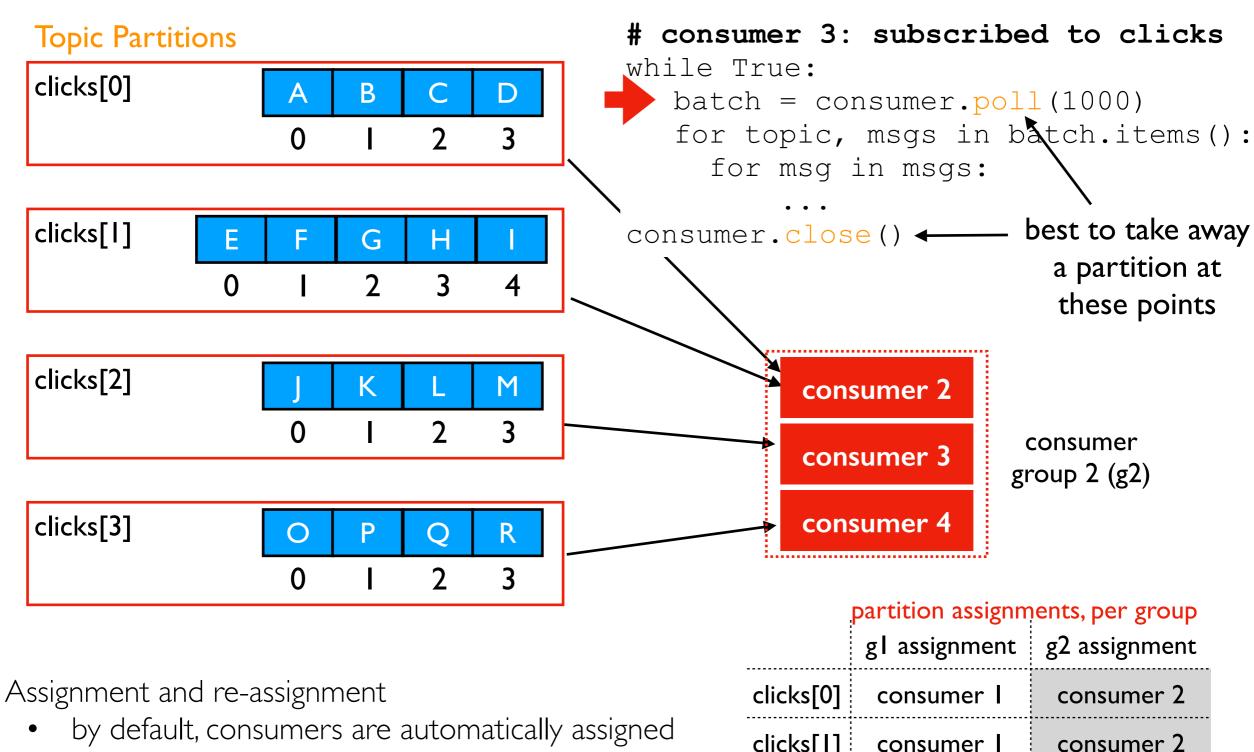


Assignment and re-assignment

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	pai didon assignin	icitis, per group
	g lassignment	g2 assignment
clicks[0]	consumer l	consumer 2
clicks[1]	consumer l	consumer 2
clicks[2]	consumer l	consumer 3
clicks[3]	consumer I	consumer 3

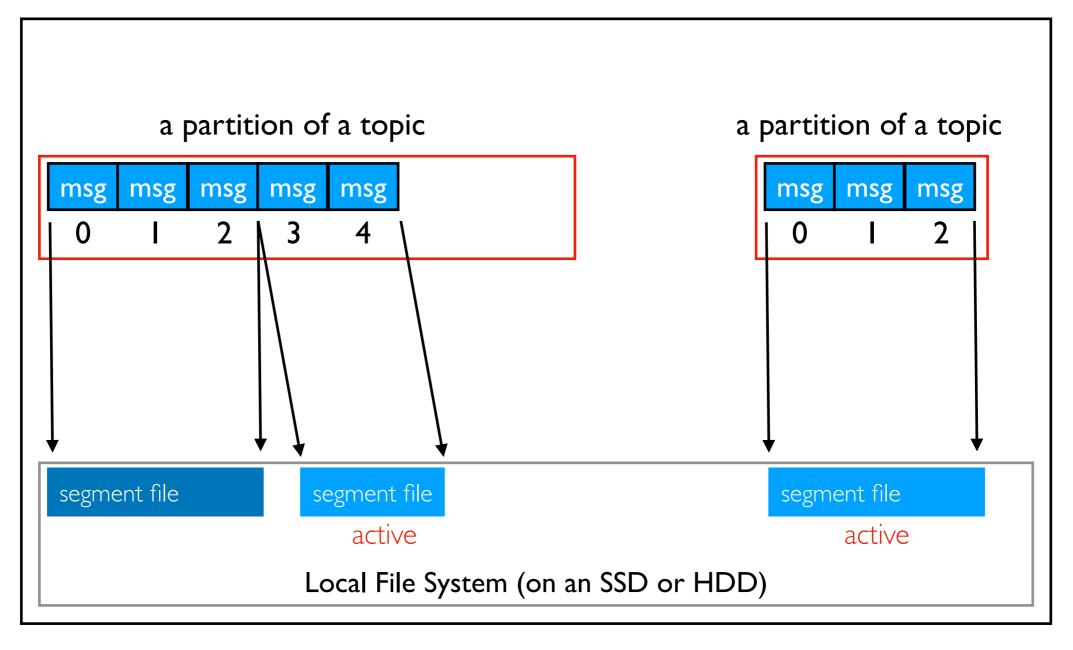
Partition Assignment: Automatic



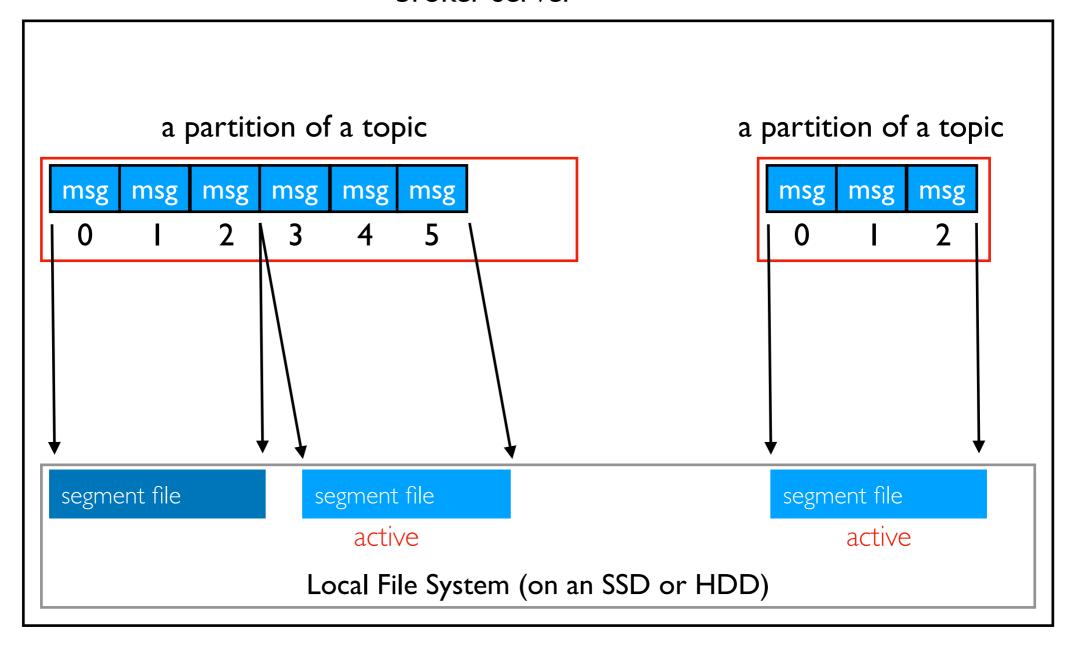
partitions when they start polling

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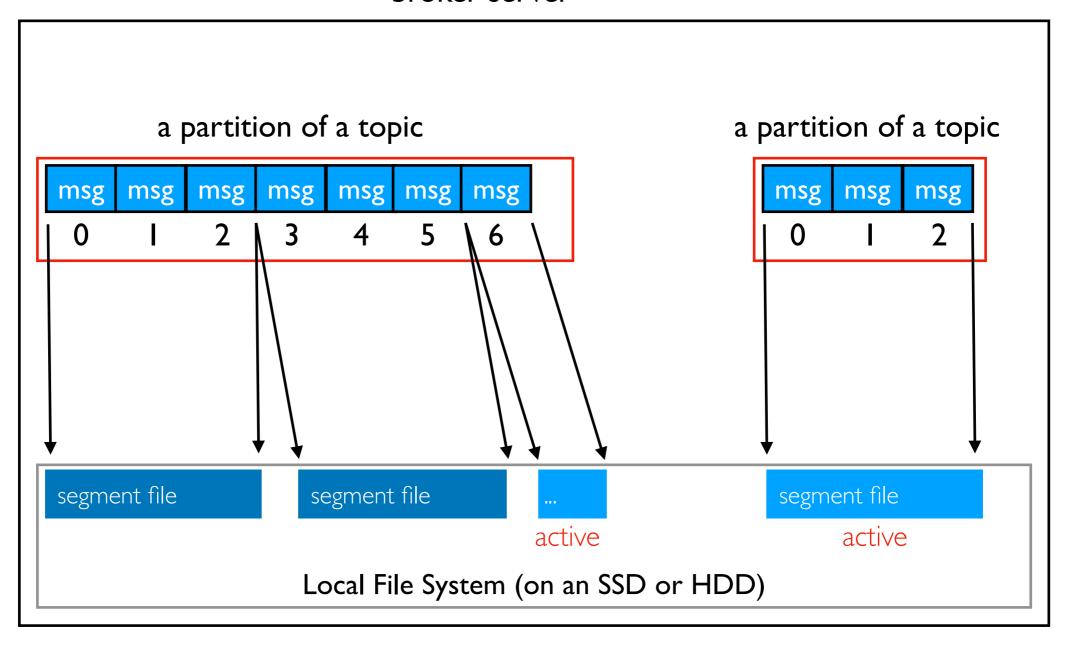
	g lassignment	g2 assignment
clicks[0]	consumer I	consumer 2
clicks[1]	consumer I	consumer 2
clicks[2]	consumer I	consumer 3
clicks[3]	consumer I	consumer 4



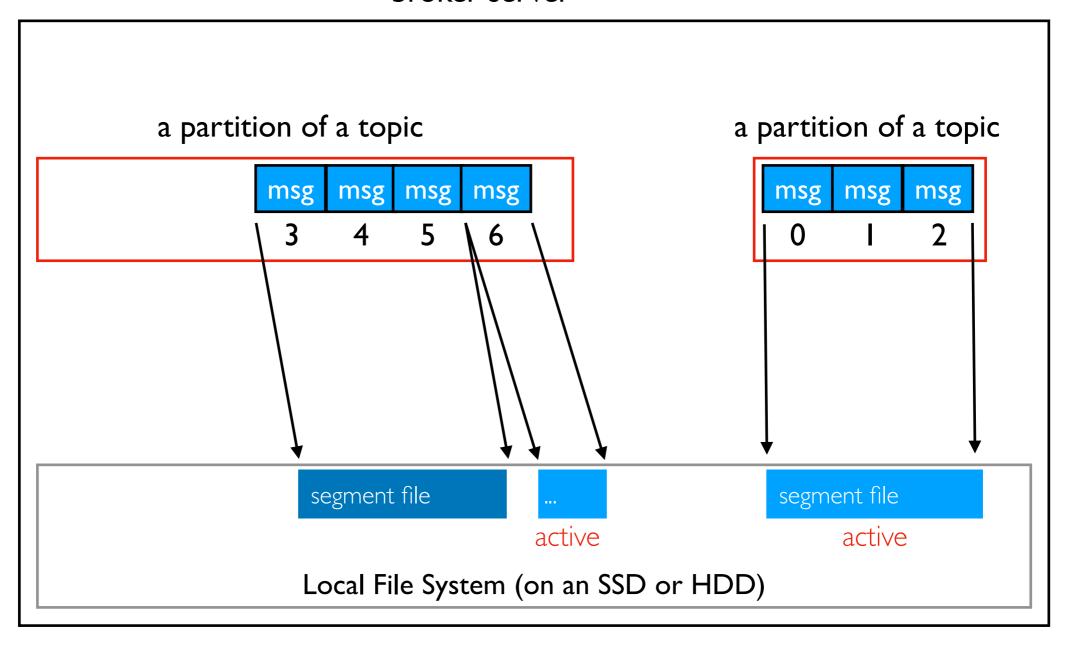
- partitions are divided into consecutive regions and saved in segment files
- all new data is sequentially written to the end of an active segment



- partitions are divided into consecutive regions and saved in segment files
- all new data is sequentially written to the end of an active segment



- rollover: current segment is finalized (no more changes)
- new segment is created and becomes active



- deletion: old segment is deleted
- always starts from smallest offset
- active segment is NEVER deleted

Log Policy

Rollover and retention policies are configurable in Kafka.

Rollover

- setting I: max segment age (log.roll.hours=7 day by default)
- setting 2: max segment size (log.segment.bytes=IGB by default)
- rollover happens when segment gets too big or too old (whichever happens first)

Retention/Deletion

- setting I: log age cutoff (log.retention.hours=7 days by default)
- setting 2: log size cutoff (log.retention.bytes=disabled by default)
- deletion happens on oldest segment when log is too big or has records too old
- note: age cutoff applies to newest messages in a segment, so there will probably be some older ones in the same segment past the cutoff. Not useful for legal compliance with data retention laws.

TopHat