

# FLINK FORWARD

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# 12

## INTERACTIVE REAL-TIME VISUALIZATION FOR STREAMING DATA WITH APACHE FLINK AND APACHE ZEPPELIN

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STREAMLINE.



We connect Flink and Zeppelin to visualize data-streams in real-time.

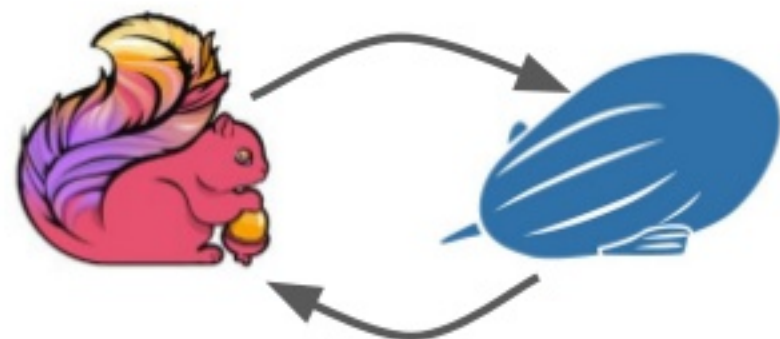
We make front-end settings available to running Flink jobs.

We adapt running Flink jobs to visualization requirements.

We reduce the amount of processed and transferred data while providing loss-free plots.

i.e., we visualize 12.000 events per second without crashing the front end.

We enable visualization-driven development of Flink jobs.



two types of interactivity

(i) through code changes

change and deploy the code of analysis pipelines and corresponding result visualizations in a one-click fashion

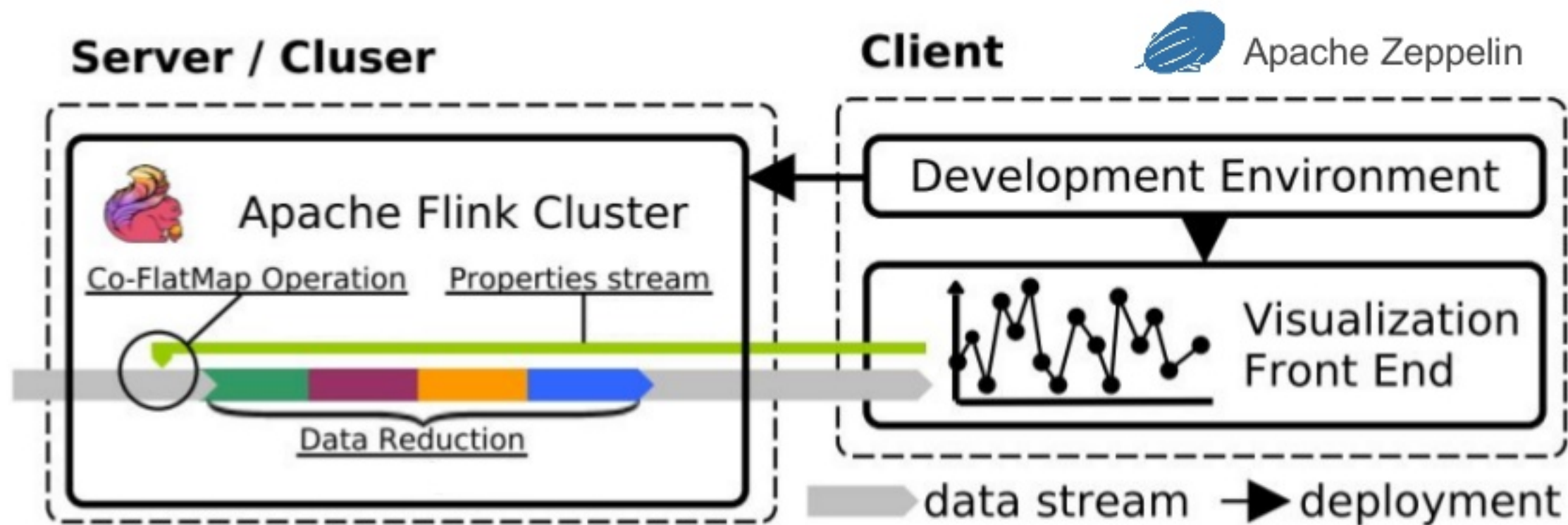
Rapid data-driven development  
of data analysis pipelines

(ii) through an interactive visualization GUI

change visualization properties  
(e.g. the zoom level in a map) while the  
underlying Flink job adapts at runtime

Reduces processed and transferred data  
while still providing loss-free visualizations





## The DEBS 2013 Grand Challenge

Christopher Mutschler, Holger Ziekow, Zbigniew Jerzak; DEBS'13

### Data:

- Sensor data from a football match  
(*speed, acceleration, and position of the ball and players*)
- Up to 2000 Hz frequency
- roughly 12.000 data points per second



I<sup>2</sup>  
Development  
Environment

Flink Job:

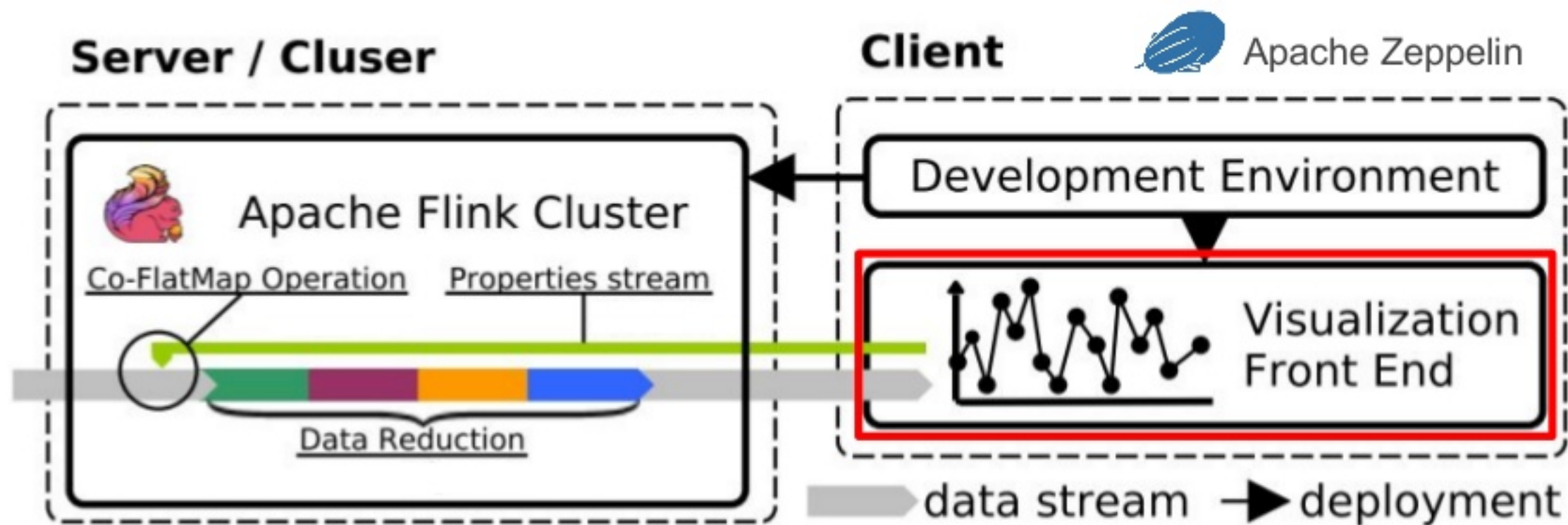
*One click deployment*

```
%flink
debsDataStream.soccerFieldAggregation()
    .addSink(i2SoccerField)
```

Visualization code:

```
%angular
<script>
zeppelin.addComponent(
  "i2SoccerField",
  "<template>",
  function(scope, element) {
    ...
    function updatePoints(event) {
      ...
    }
    function getColor(event){
      if(isBallEvent(event))
        return "white"
      else
        return "black"
    }
    scope.$watch('events', function(newEvent) {
      updatePoints(newEvent);
    });
  })
</script>
```

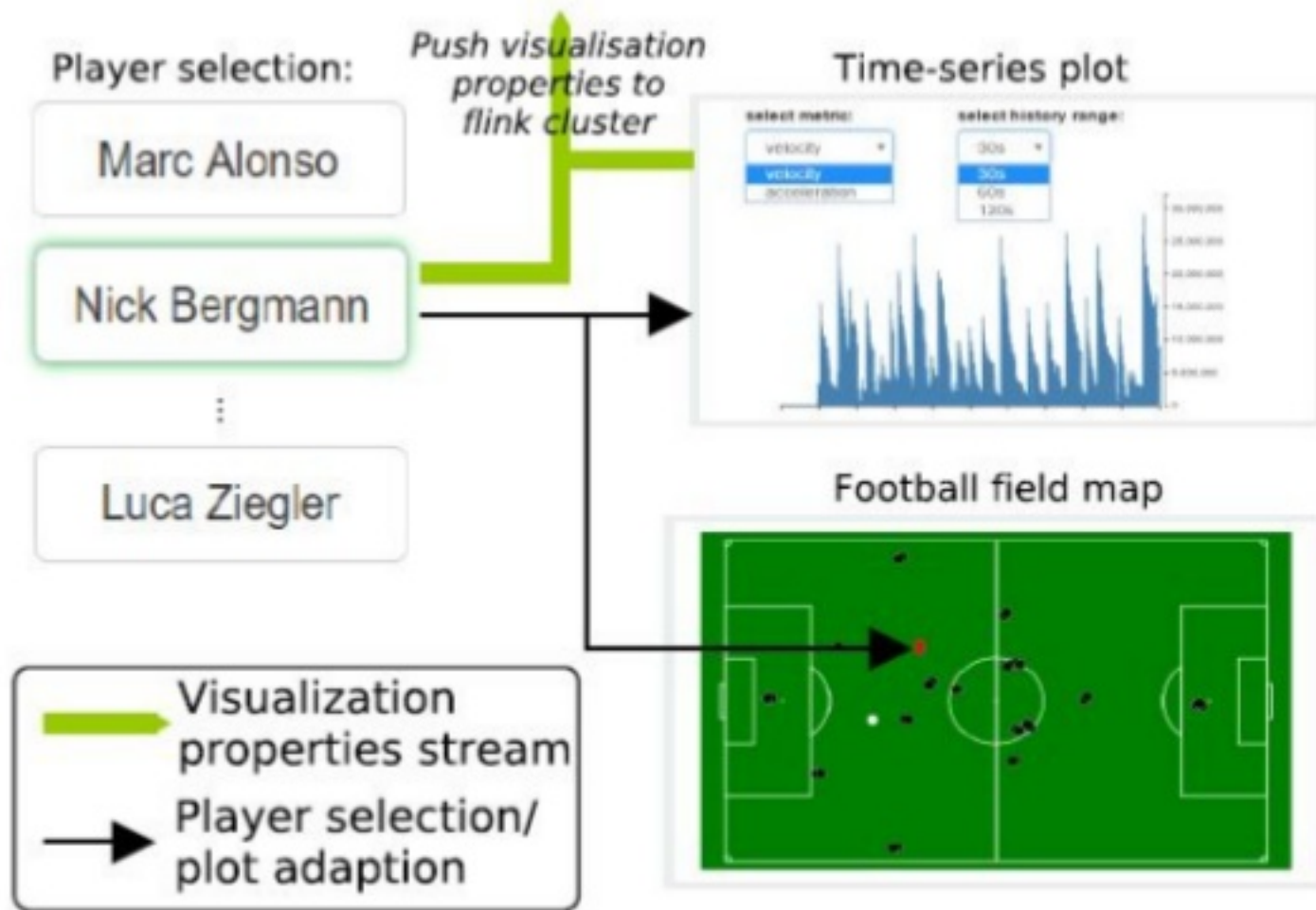
*Update ui  
element*



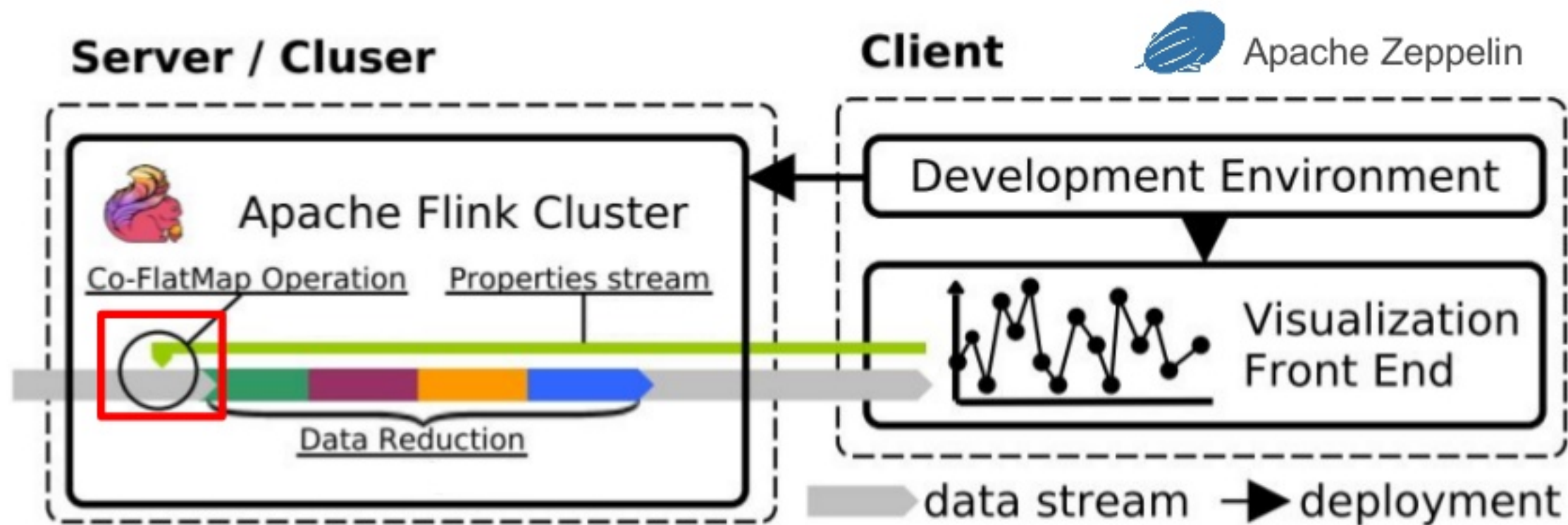


UI components push visualization properties to the flink cluster

Stream only visible data points towards the front end





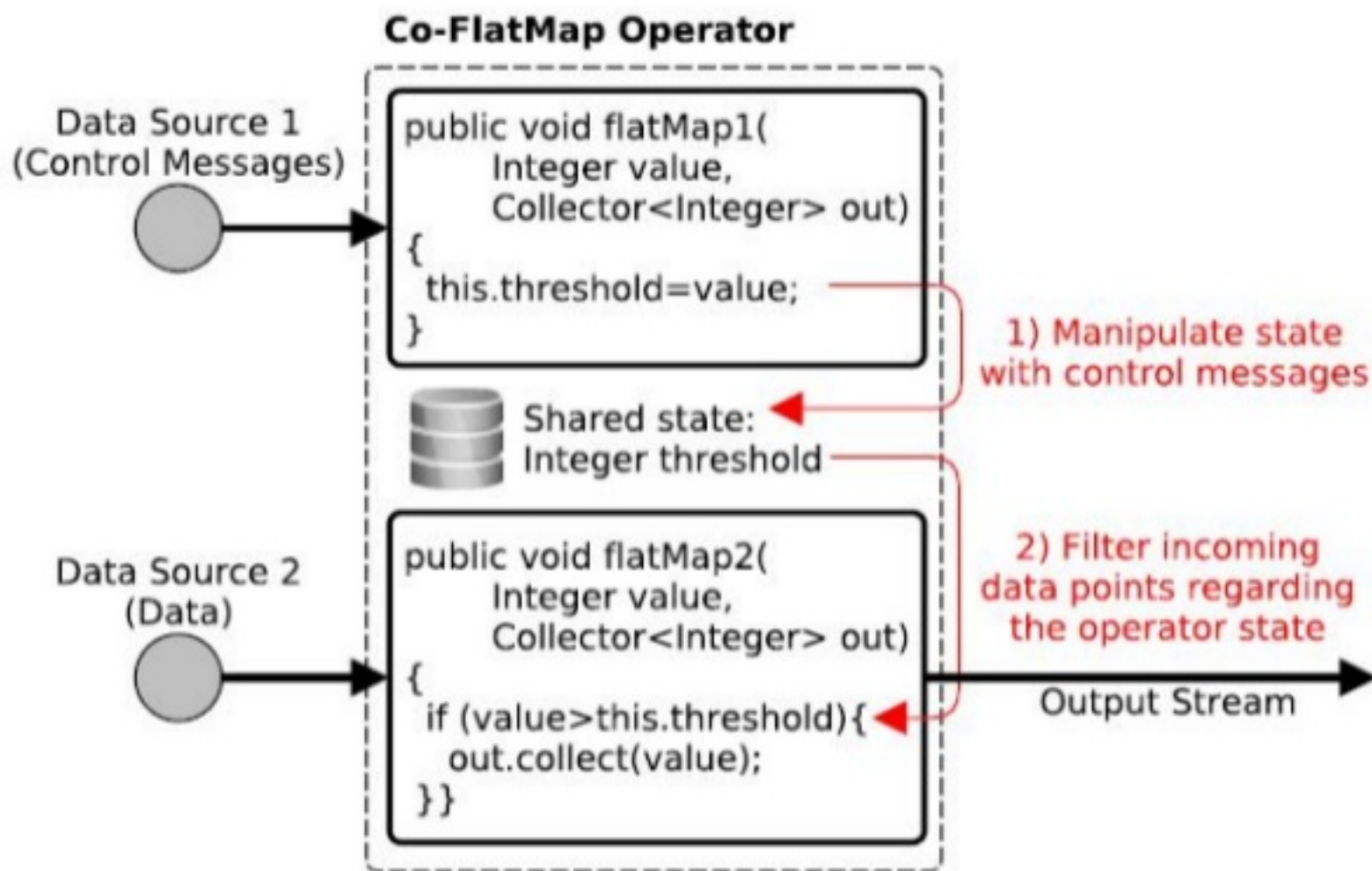


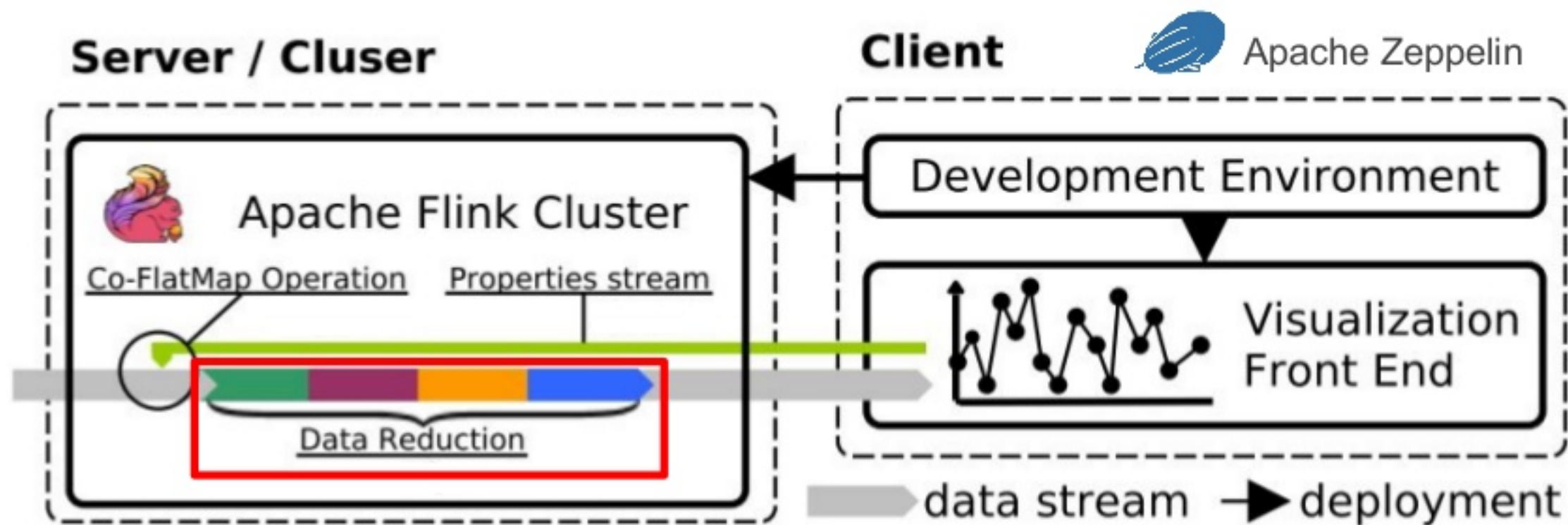
## Control Messages:

Updates to a filter threshold

## Data Processing:

Filter according to current threshold







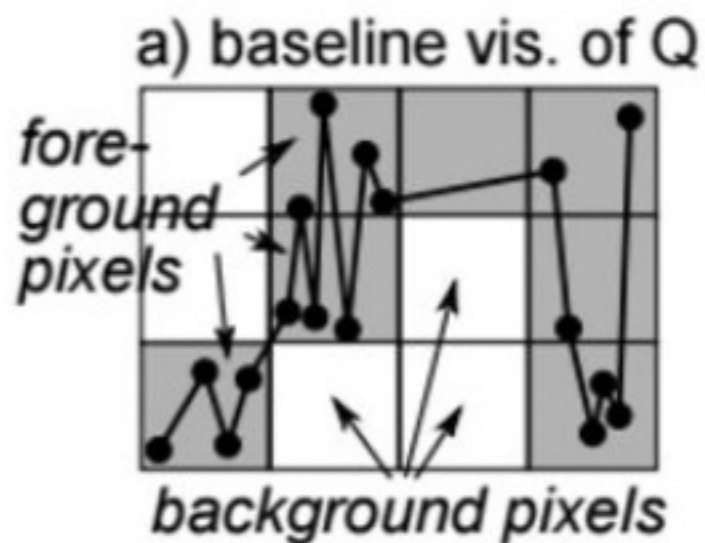
## M4: A Visualization-Oriented Time Series Data Aggregation

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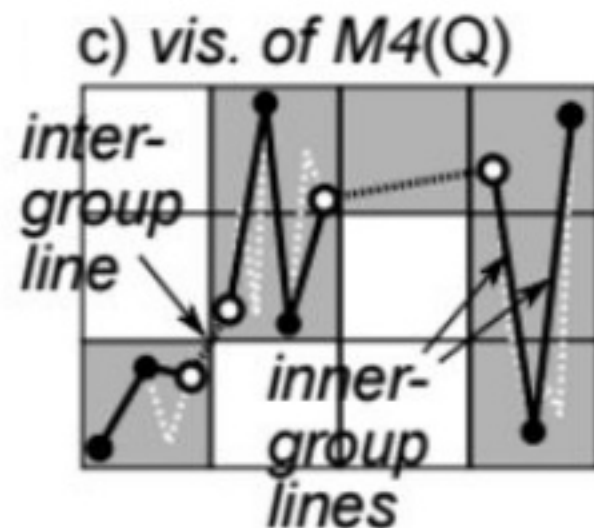
VLDB  
2014

Big data time series often contain more data per pixel than we can display.

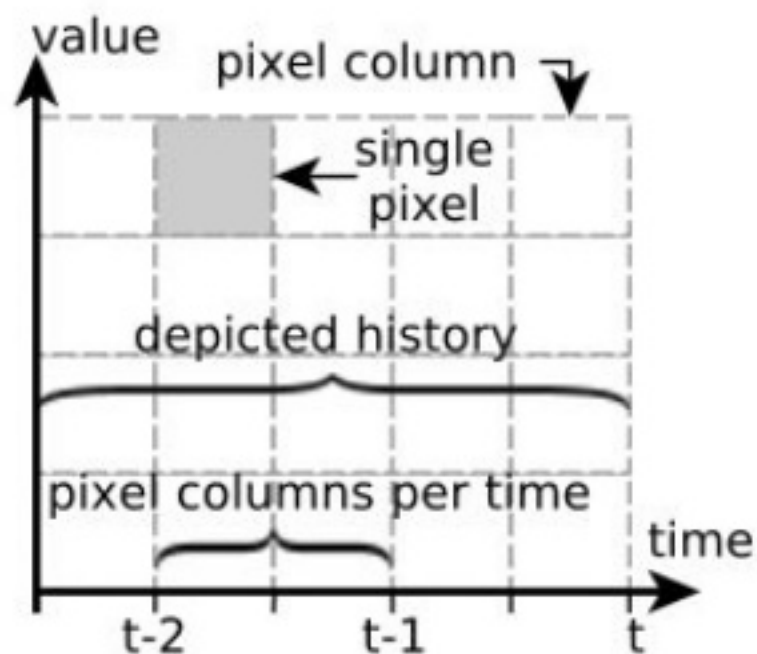


reduce data to  
4 values per pixel column

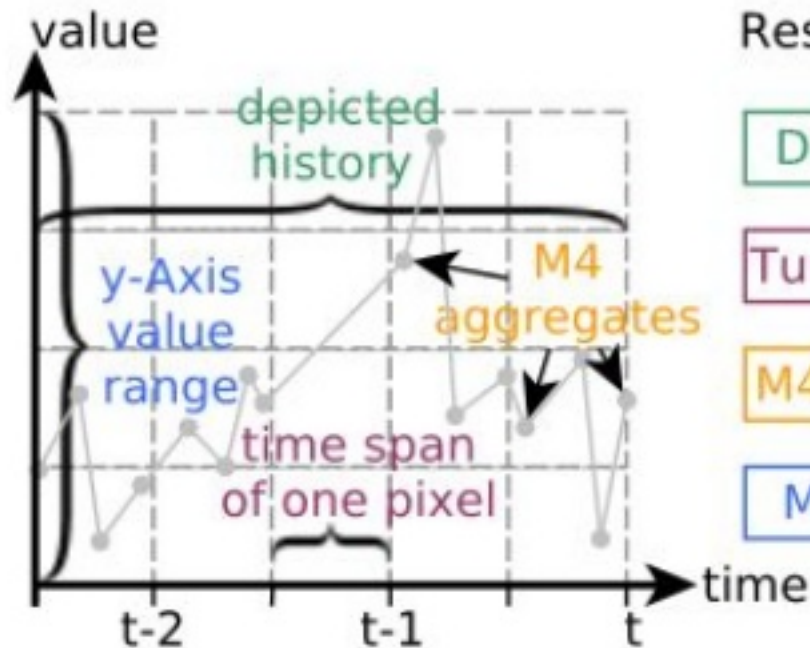
still provide a loss-free plot





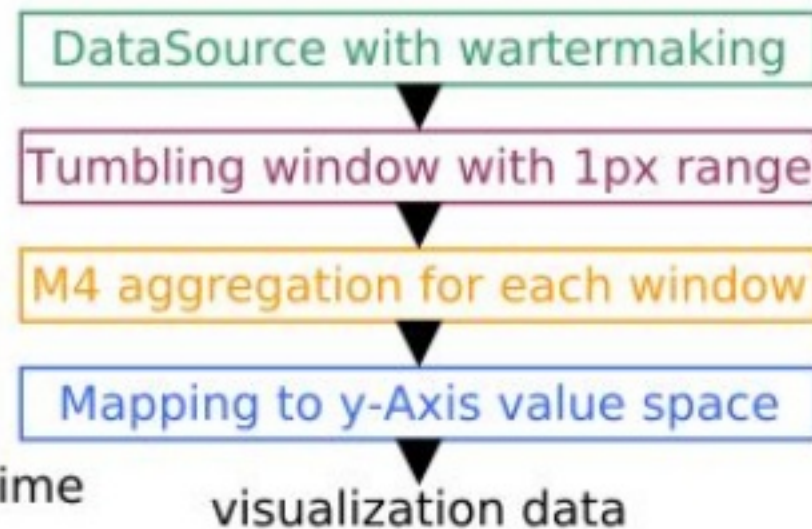


(a) The tradeoff between depicted history and plot precision.

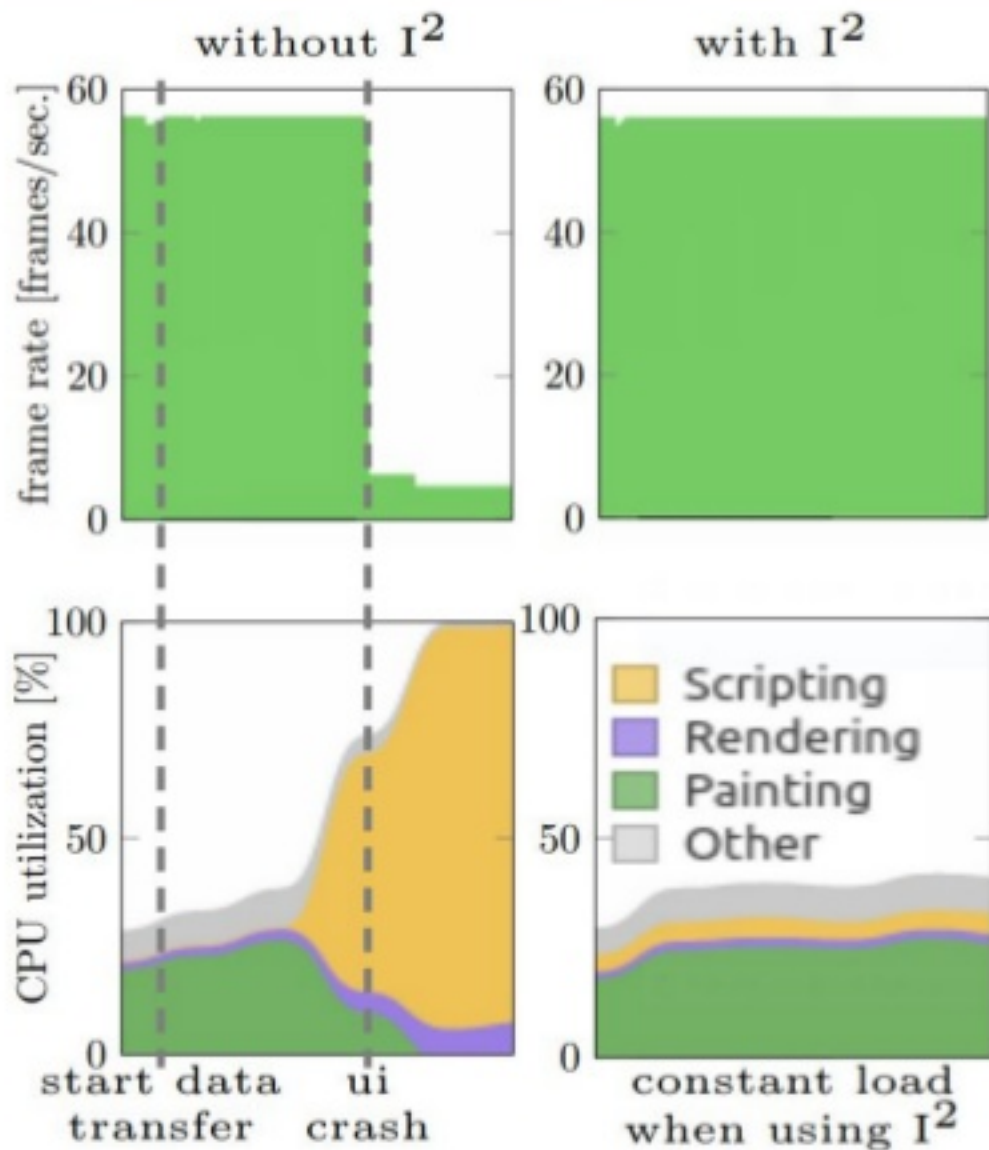


(c) Deriving a stream data flow program for the real-time visualization of time-series data with M4.

Resulting Stream Data Flow:



# The Impact of I<sup>2</sup> on the Visualization Front End



## Summary

- Live visualization with Flink and Zeppelin
- Adapt jobs to changed setting at runtime
- Reduce data transfer and processing effort w/o quality-loss
- Support the development with live-visualization

## Open Source

**I<sup>2</sup>** [github.com/TU-Berlin-DIMA/i2](https://github.com/TU-Berlin-DIMA/i2)  
[hub.docker.com/r/tuberlindima/i2](https://hub.docker.com/r/tuberlindima/i2)

