

Blink Runtime解析

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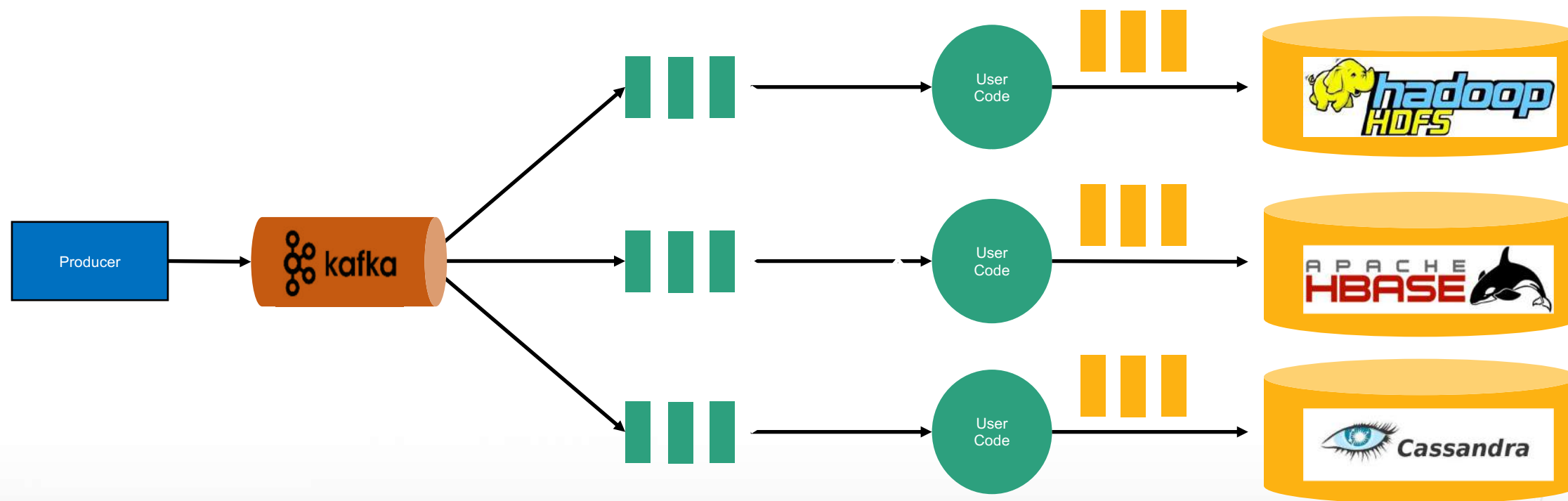
The background of the slide features a complex, abstract network of nodes and connections. The nodes are represented by small blue and grey dots, while the connections are thin, light blue lines. These elements are arranged in a way that suggests a global or interconnected system, with the network appearing to flow from the left and right edges towards the center. The overall aesthetic is clean and modern, with a light grey gradient background.

01

Stream Architecture



Unbounded Stream





Stateful Stream



为什么要有状态

需要处理跨多条信息的计算



状态的一致性

Exactly Once/At Least Once



状态的管理

Checkpoint/Recovery



场景

Max/Min/TopN...

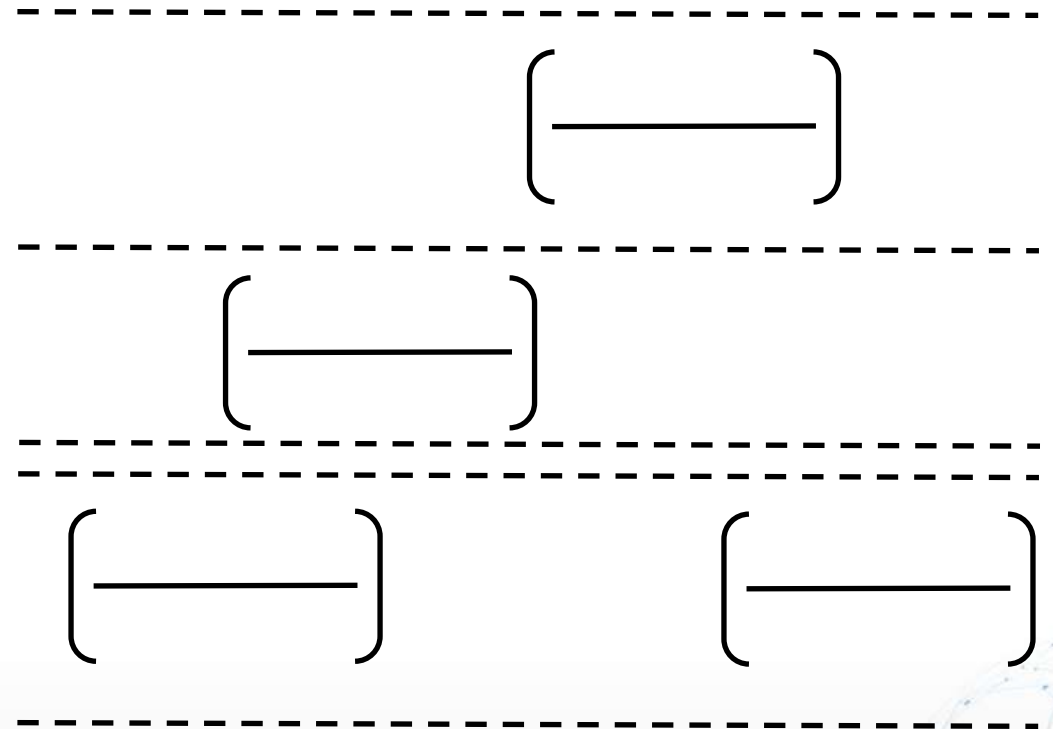


Window

Time-driven (examples: every 30 seconds)



Data-driven (examples: every 1000 records)



- Sliding window (no overlap)
- Tumbling window (with overlap)
- Session window (punctuated by a gap of inactivity)



Time



Event Time

和处理Event的时间无关



Watermark

完整性和延迟的一种权衡机制




Late Event Handling

提供更高完整性



Processing Time

低延迟，近似解

An abstract graphic on the left side of the slide, featuring a complex network of blue and grey dots connected by thin lines, forming a spherical shape.

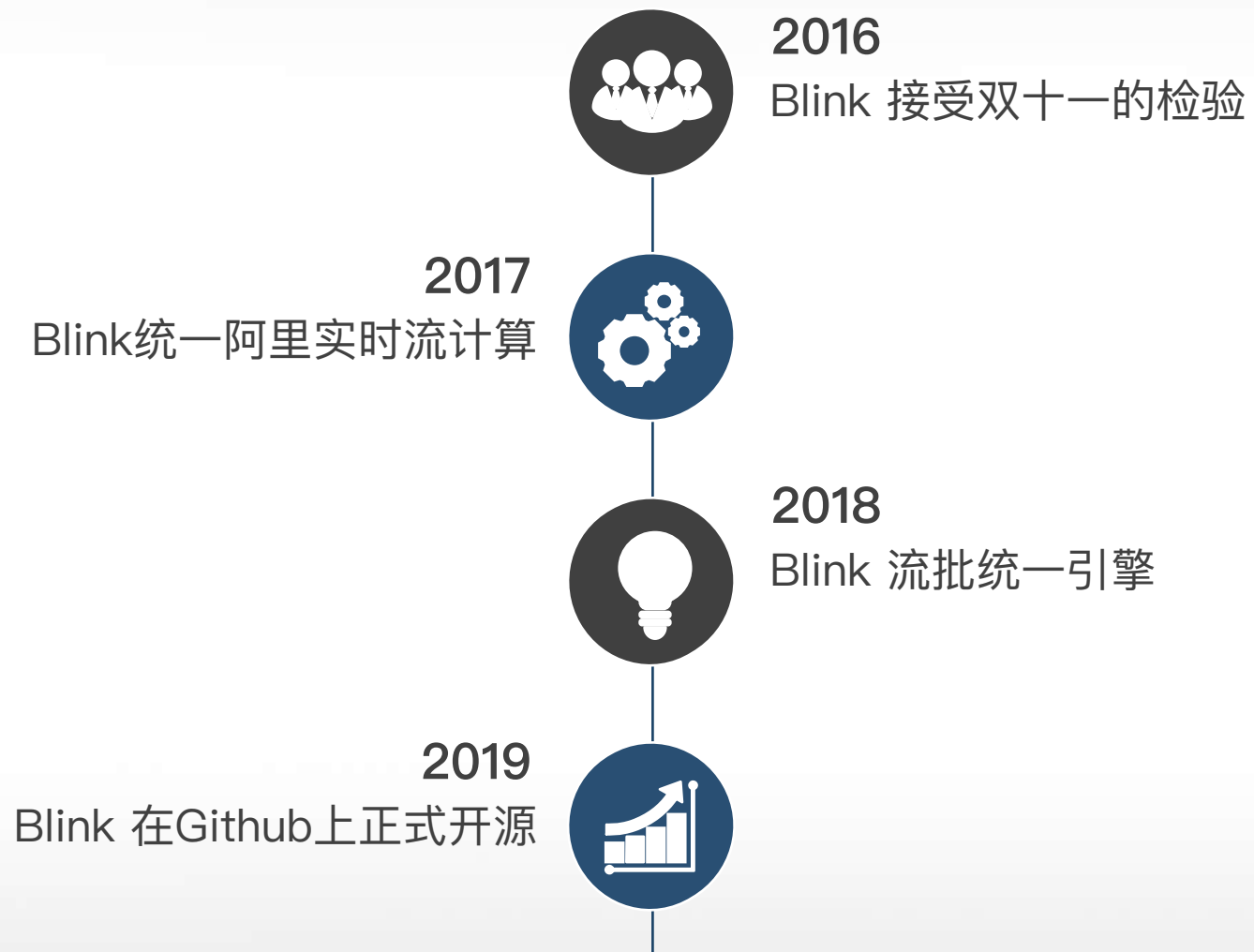
02

Blink In Alibaba



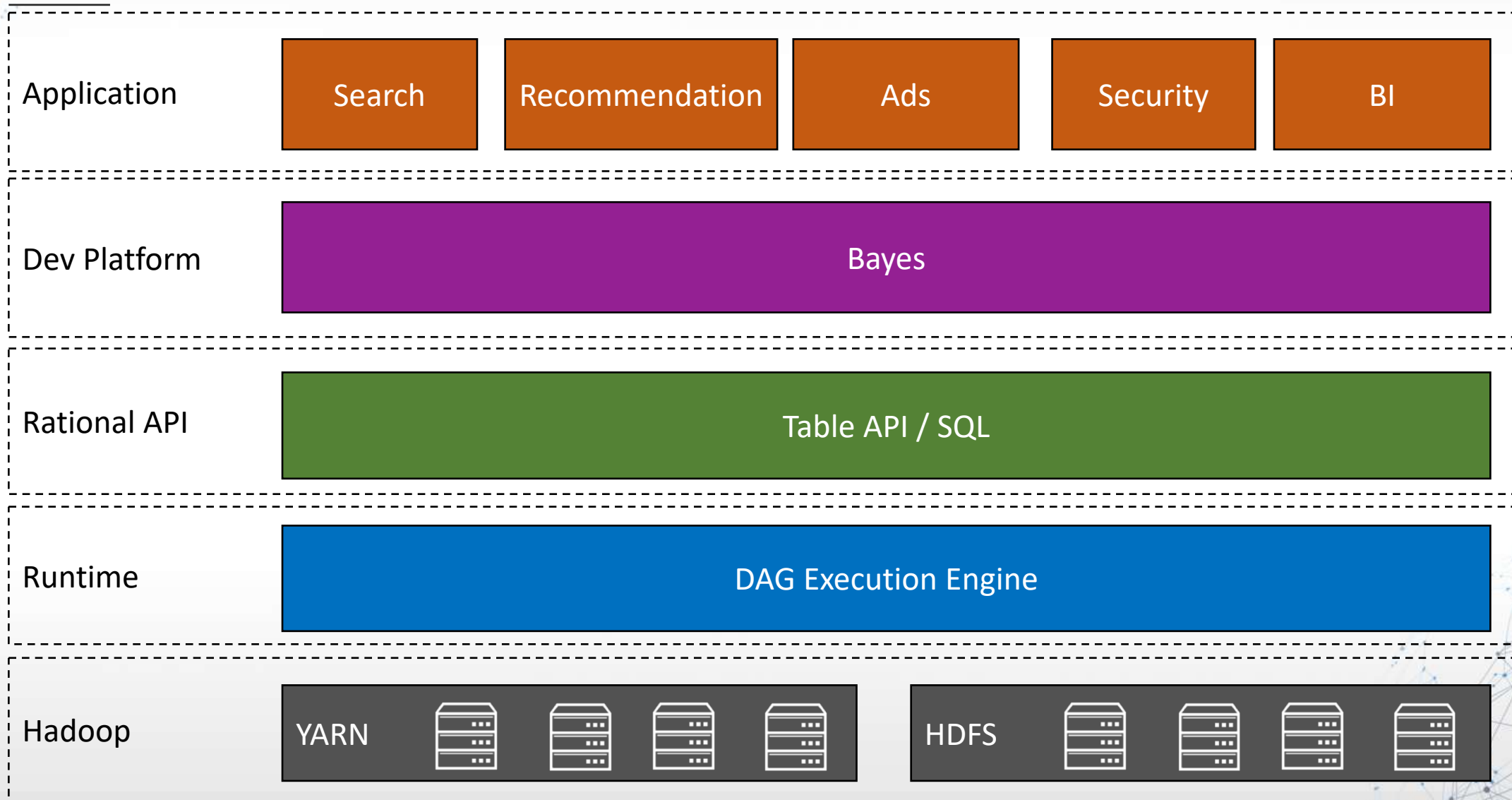


Blink In Alibaba





Blink In Alibaba





03

Blink Runtime Improvements



Apache Flink

Outline



Architecture

架构



Performance

性能



Availability

稳定性

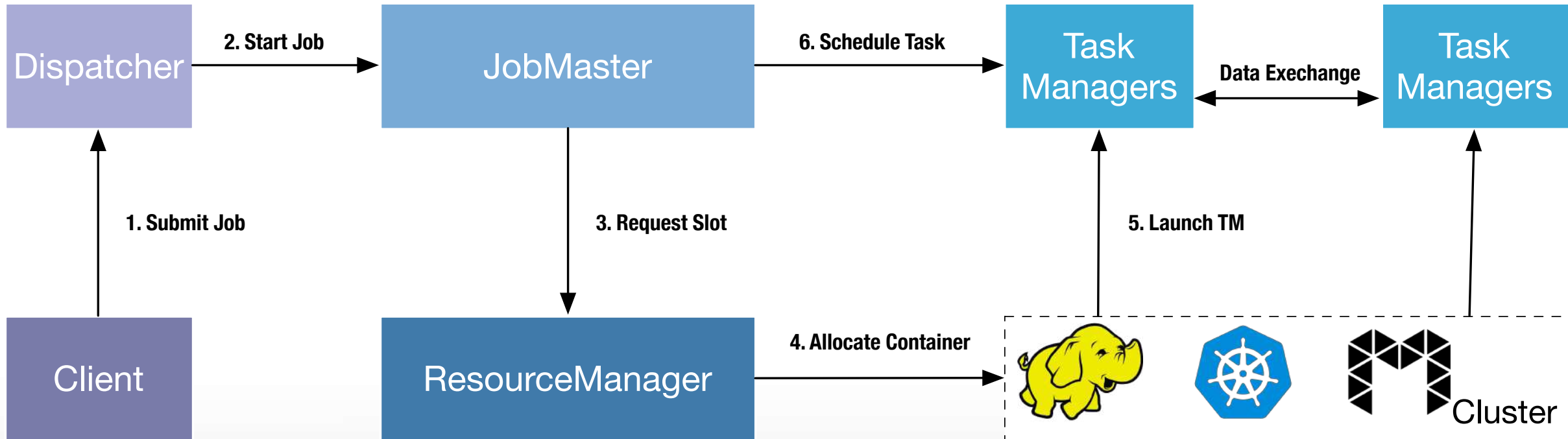


Ecosystem

生态



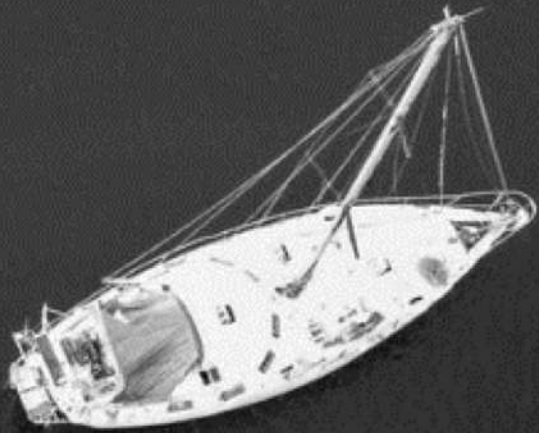
Blink Architecture





Apache Flink

Blink Runtime Improvements

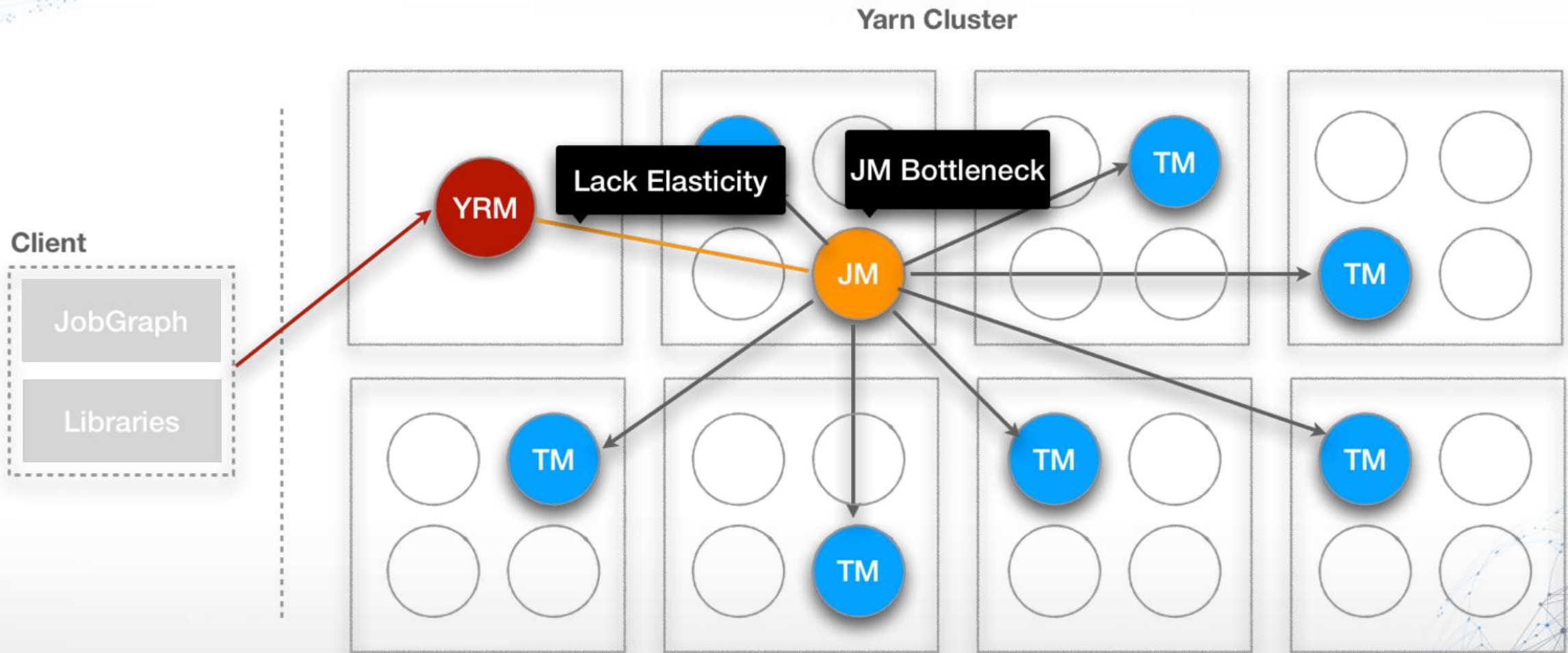


Architecture



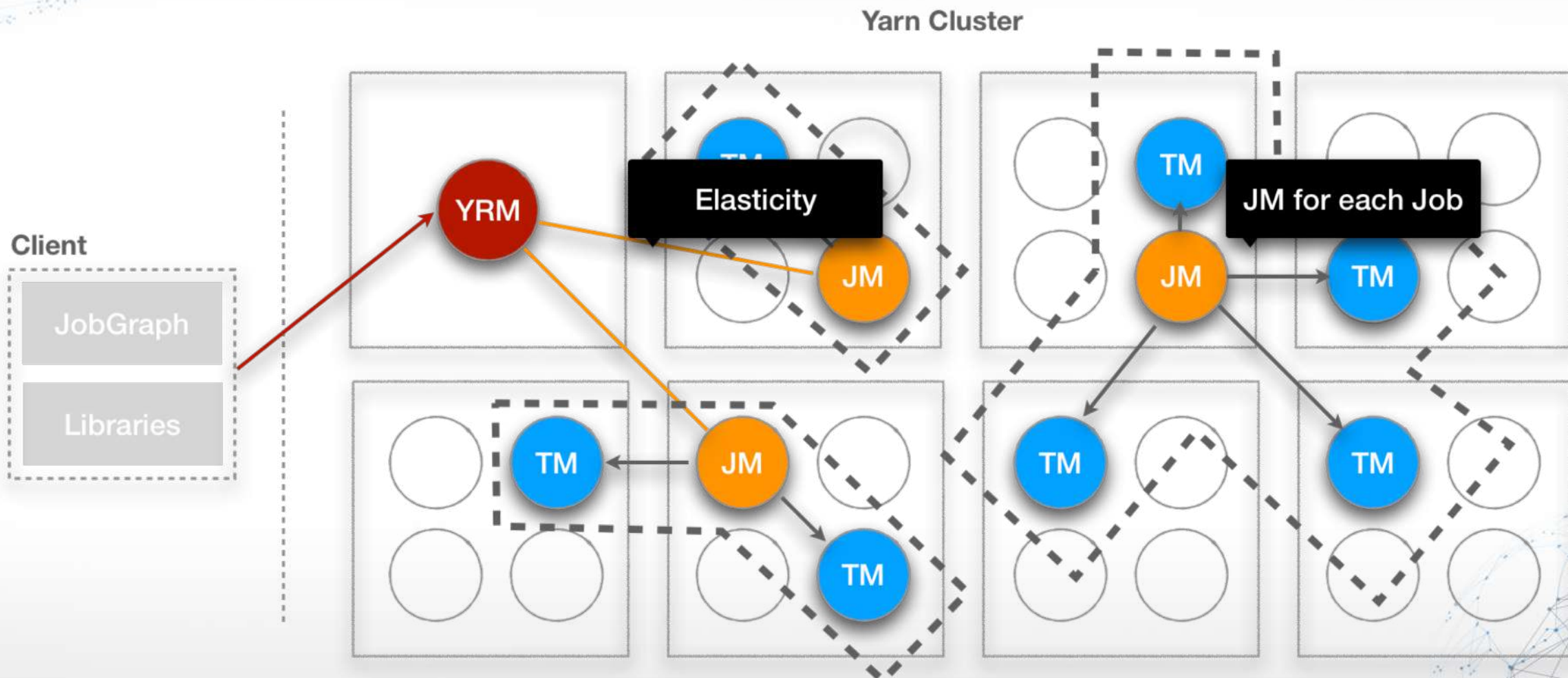


Before FLIP-6





FLIP-6





Pluggable Shuffle Architecture



Low Resource Utilization

Task 执行完无法释放TM, 其他JOB无法使用



External Shuffle

需要从API、Compile、JM、TM都需要改动



Ecosystem

Shuffle 生态不够丰富没有用户进行扩展



Pluggable Shuffle Architecture

提供标准的Interface让用户扩展



External Shuffle Service

实现若干接口即可

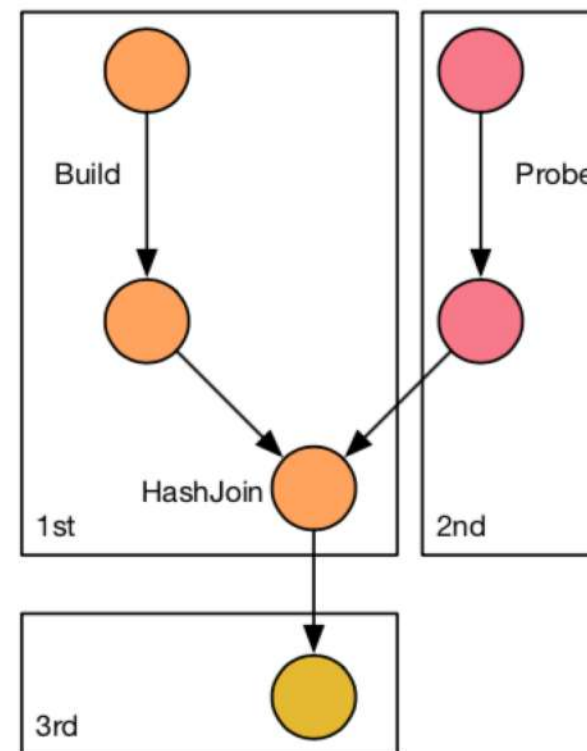
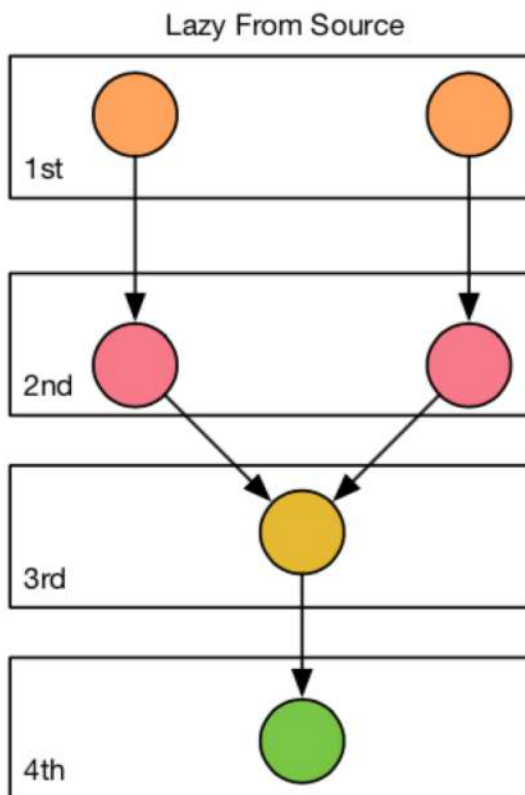
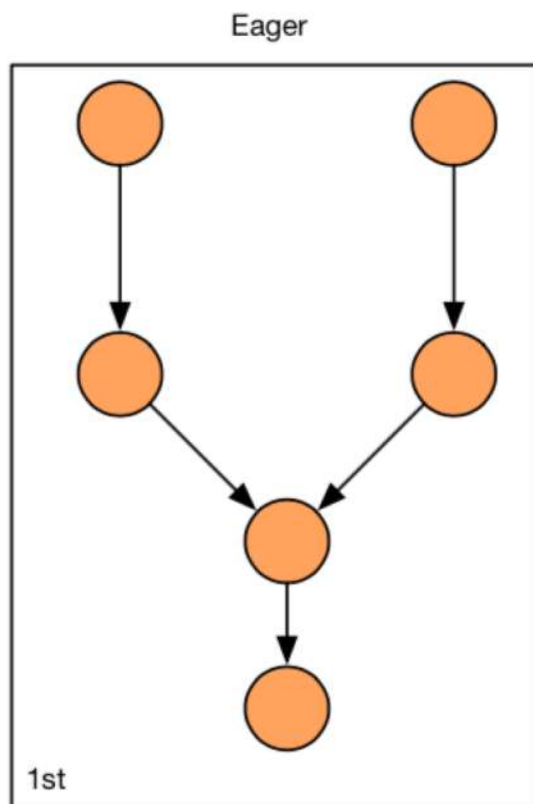


Customized

用户可以根据新硬件, 新架构定制Shuffle, 丰富Shuffle生态

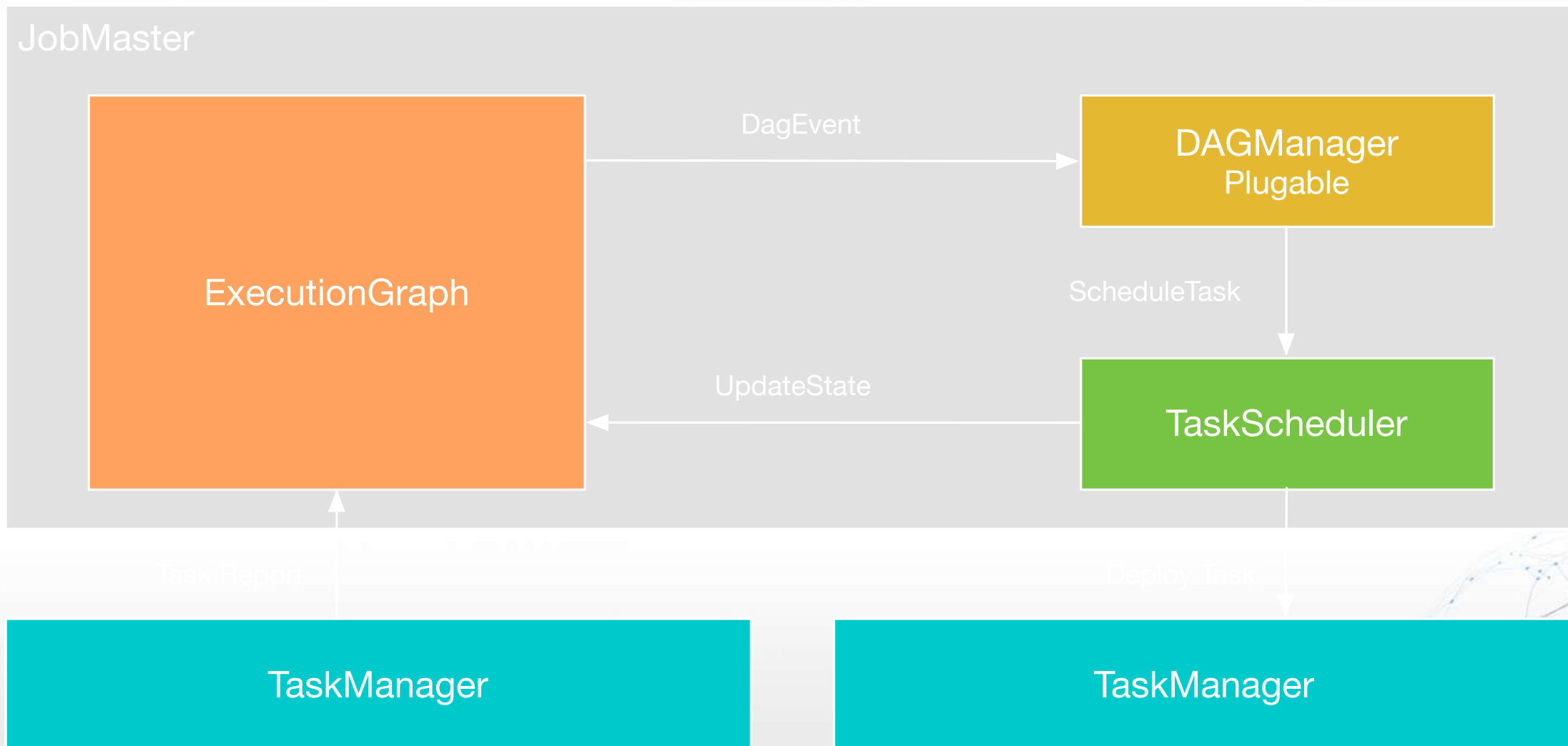


Pluggable Scheduler Architecture





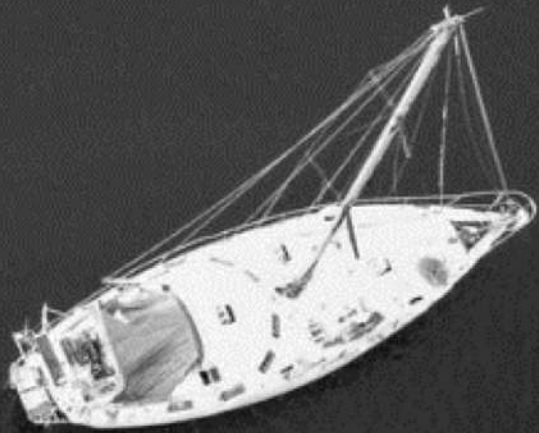
Pluggable Scheduler Architecture





Apache Flink

Blink Runtime Improvements

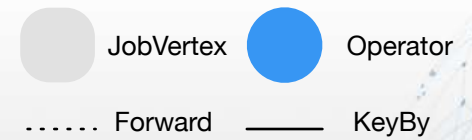
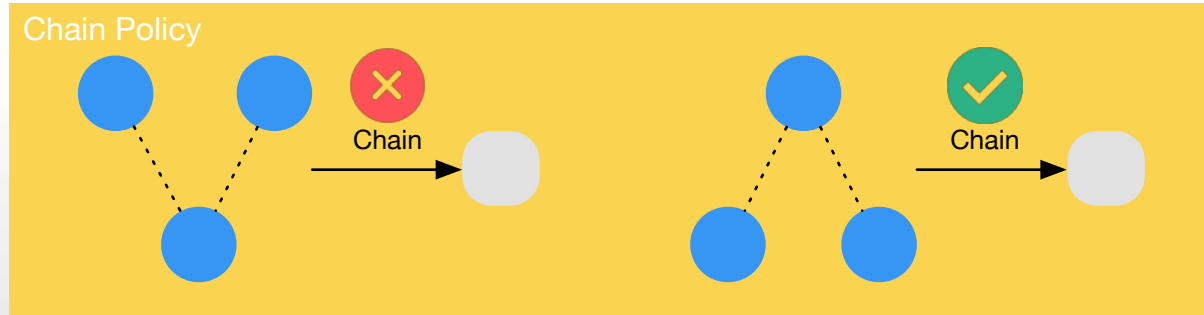
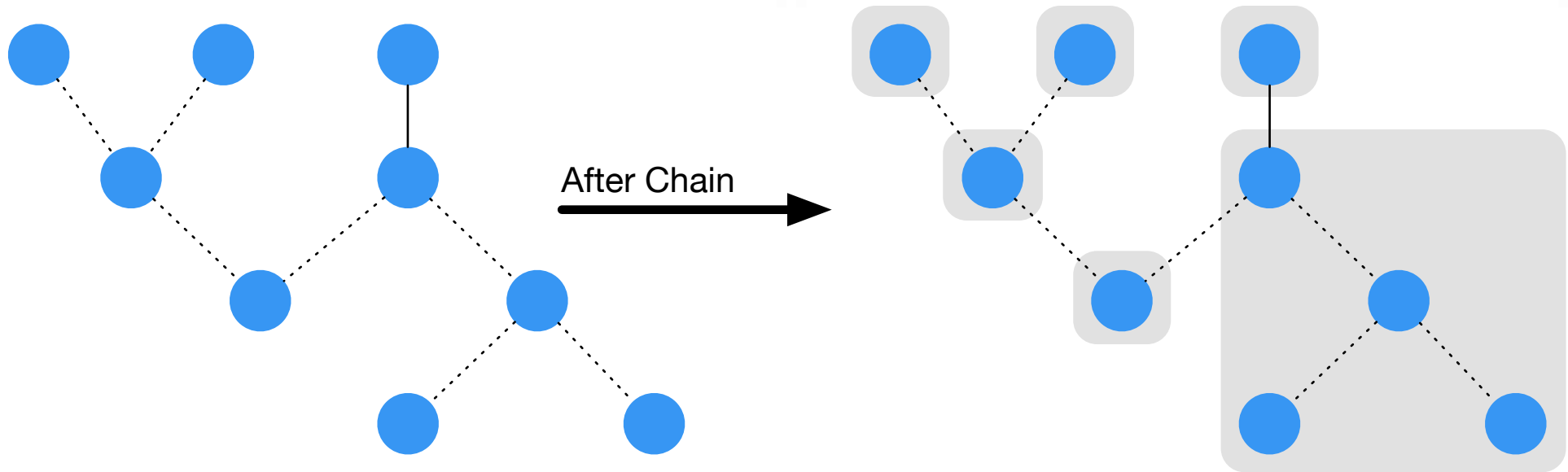


Performance



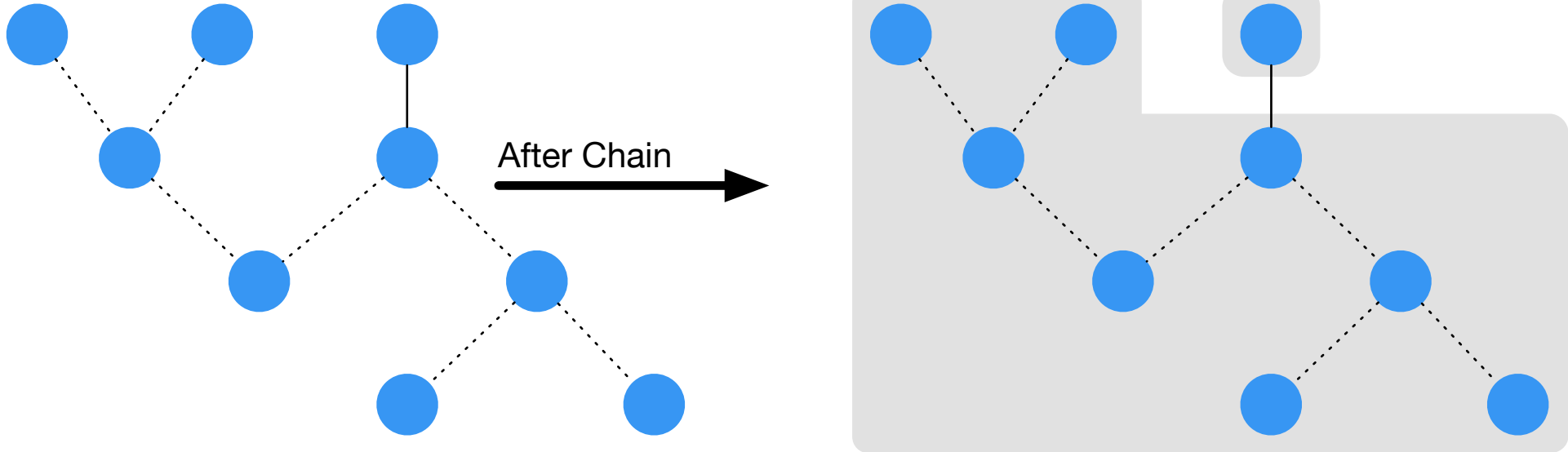


Operator Dag

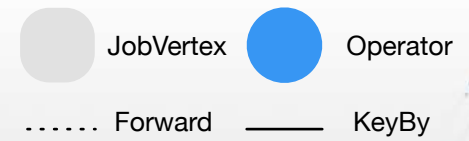
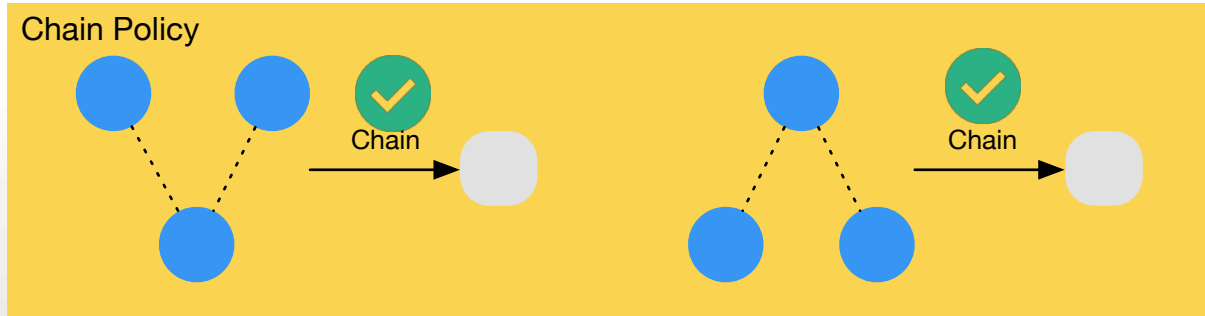




Operator Dag



Chain Policy





Batch Shuffle



Large Scale

Task会产生大量的文件



IO

IOPS高, 数据量大



Cache

操作系统自动淘汰



Merge

减少文件个数



Reduce IO

减少不必要IO, 通过压缩减少数据量



Managed Cache

主动Prefetch和Drop



Incremental Checkpoint

Incremental Checkpoint

Before



Reduced Cost
Faster CP

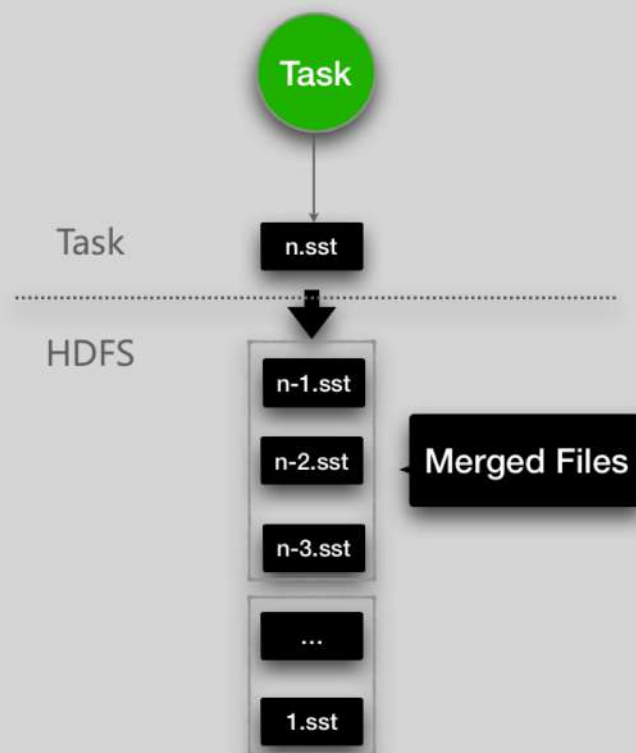
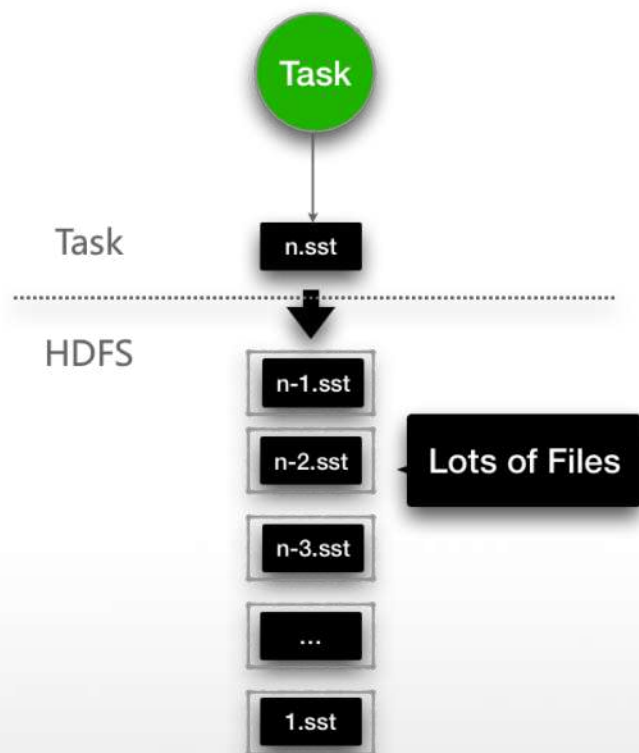
After





Merge Checkpoint File

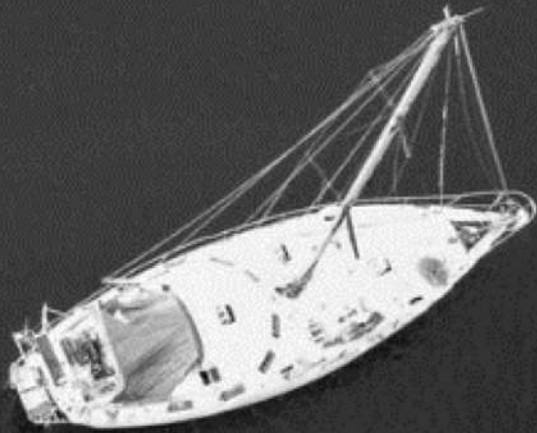
Checkpoint Performance





Apache Flink

Blink Runtime Improvements

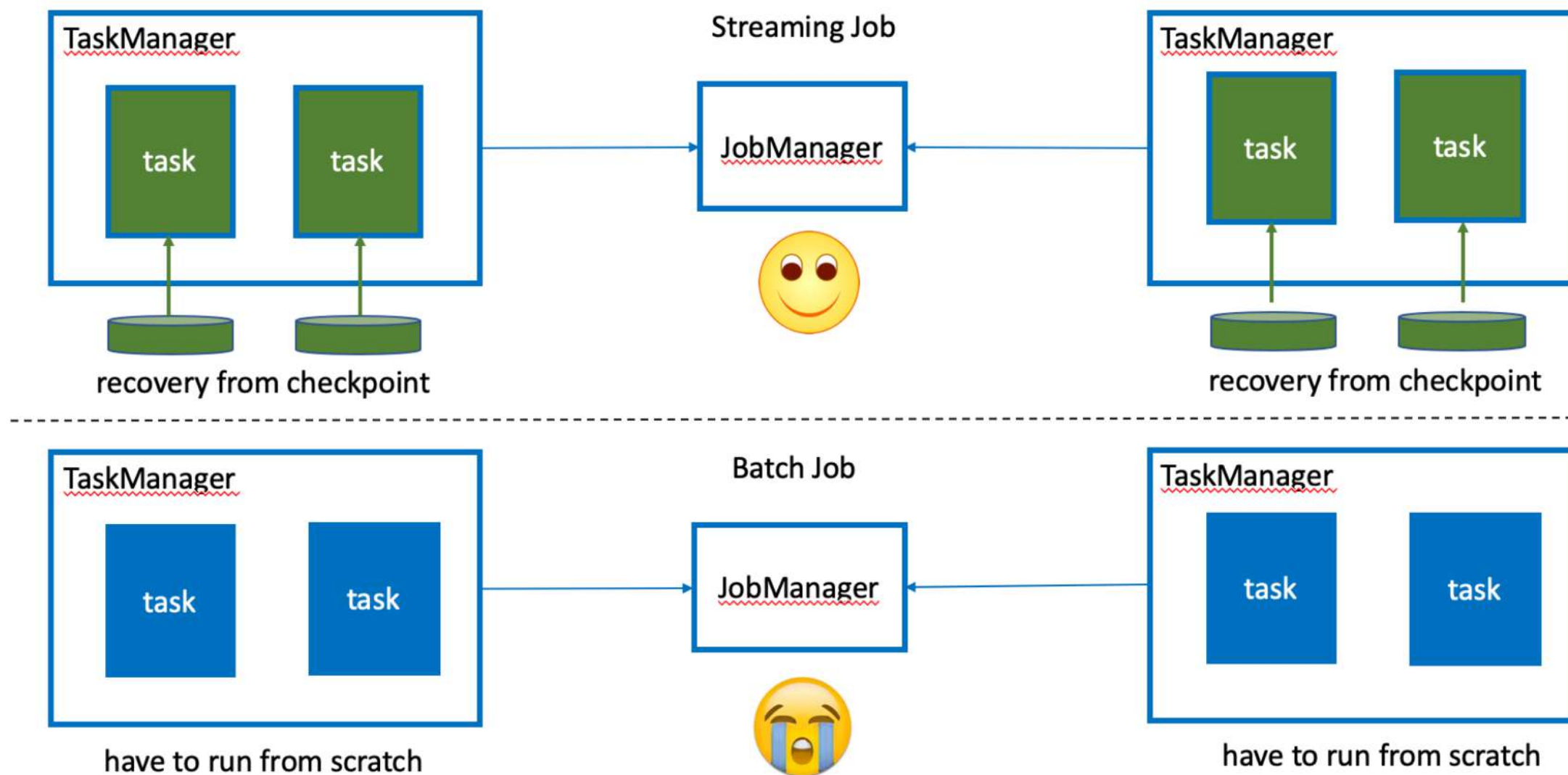


Availability



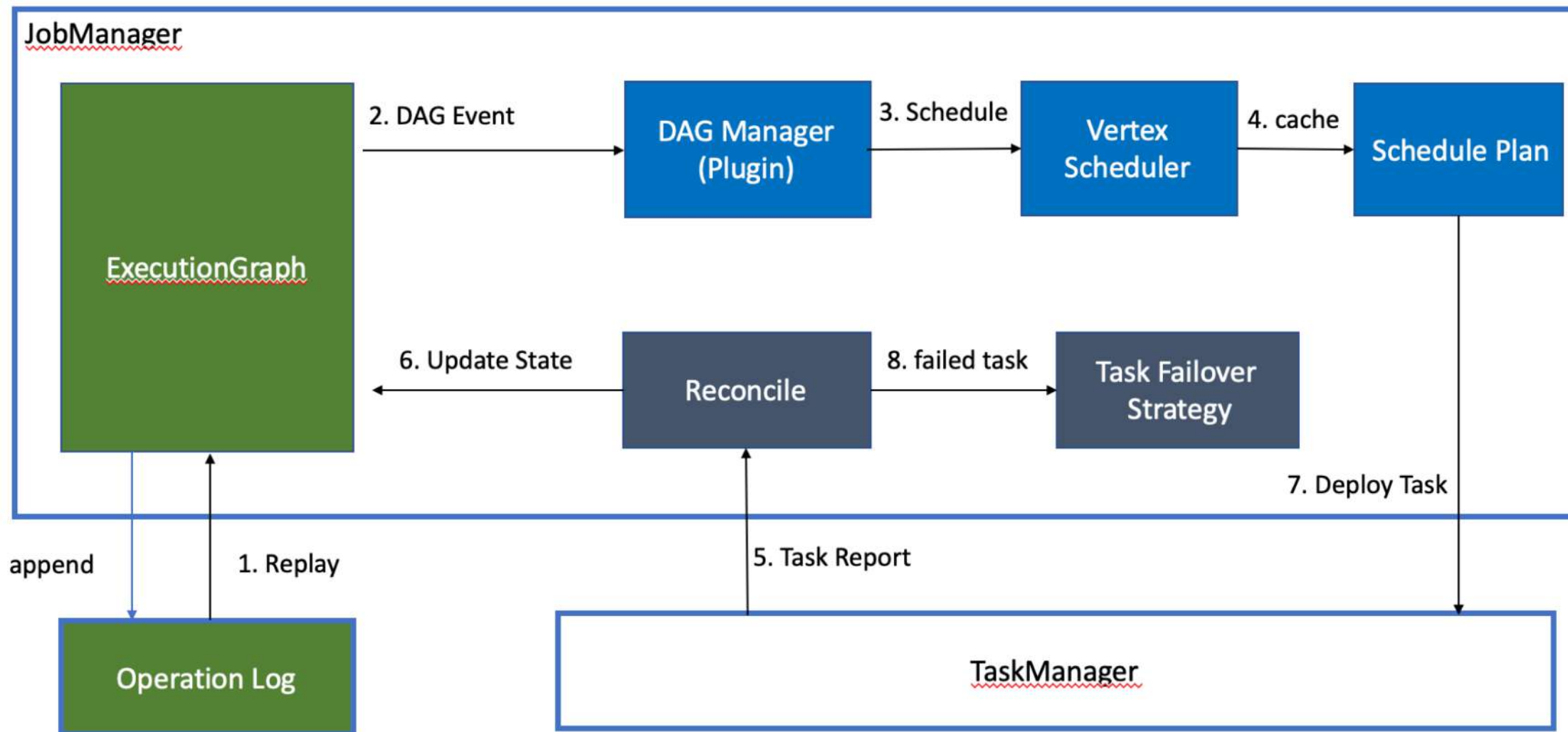


JM FailOver





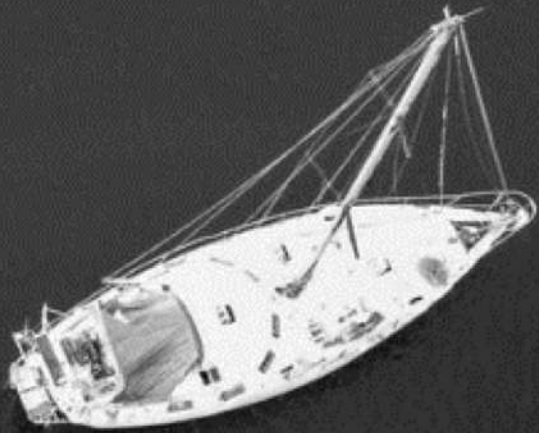
JM FailOver





Apache Flink

Blink Runtime Improvements



Ecosystem





Apache Flink

Ecosystem



K8S

Native On K8s



Connectors



Gemini-StateBackend

Java Based



Yarn Shuffle

Yarn Aux Service

An abstract graphic on the left side of the slide, featuring a complex network of blue and grey dots connected by thin lines, forming a spherical shape.

04

Future Plans





Future Plans

- Deployment
 - Unified Elastic Session For FLIP-6
- Job Schedule
 - Dynamic Update of JobGraph for Batch Job
 - Hotupdate of JobGraph for Streaming Job
- Network Stack
 - More kinds of external ShuffleService : RDMA
- Checkpoint
 - CheckPoint for Batch processing
- New API Stack





THANKS

Flink China社区大群



扫一扫群二维码，立刻加入该群。