

# Flumina: Correct Distribution of Stateful Streaming Computations

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# Motivation

# Stream Processing

Compared to batch processing:

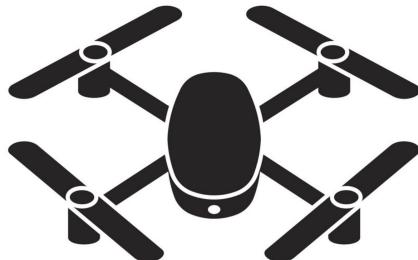
- Low response times
- Can support larger datasets
- More natural for some applications

# Many applications

Video Streaming



Drones



Medical Devices



More Video Streaming

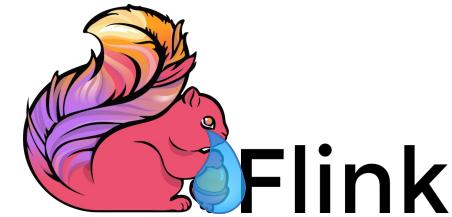
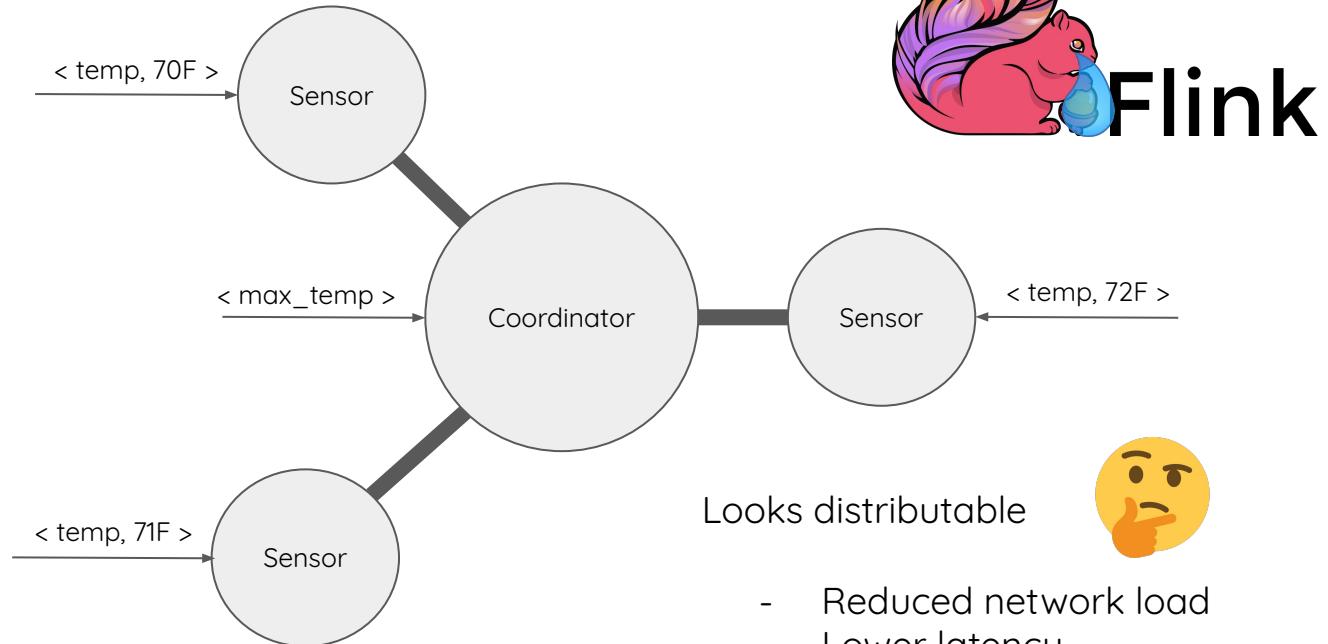


# Solutions for Distributed Stream Processing

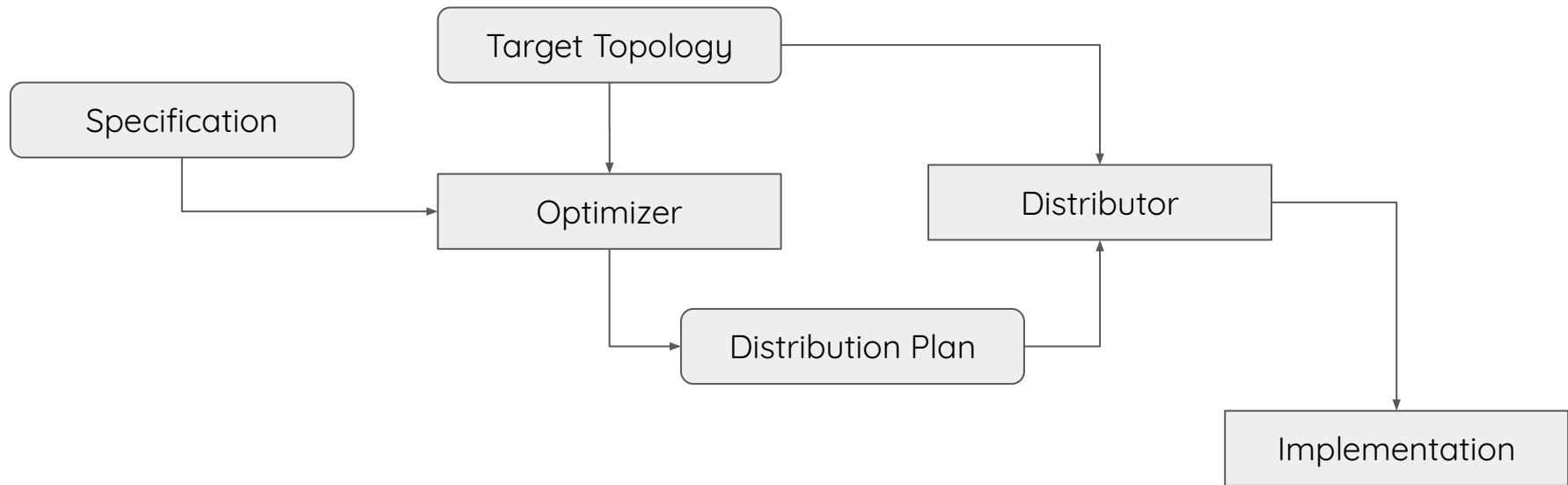


- Dataflow or SQL
- Great Performance
- High-level
- Support many computations
  - map
  - filter
  - keyBy

# What about this?

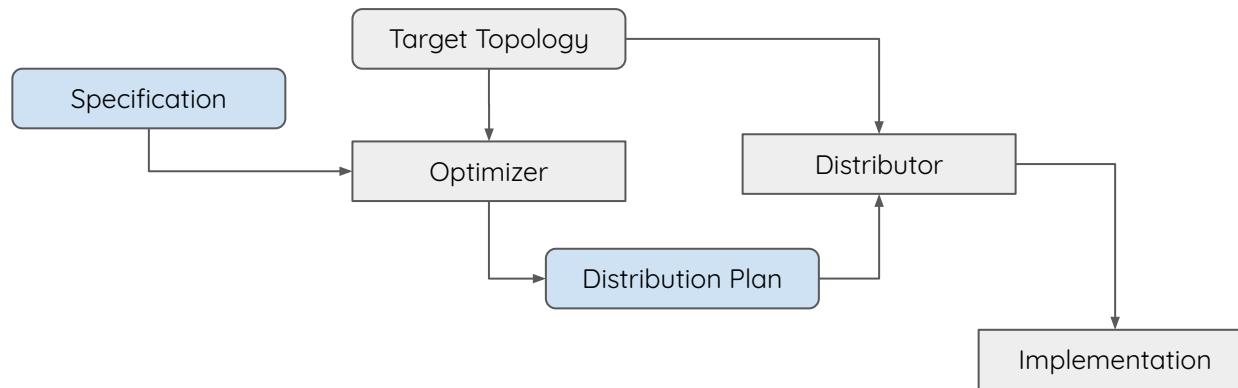


# Flumina

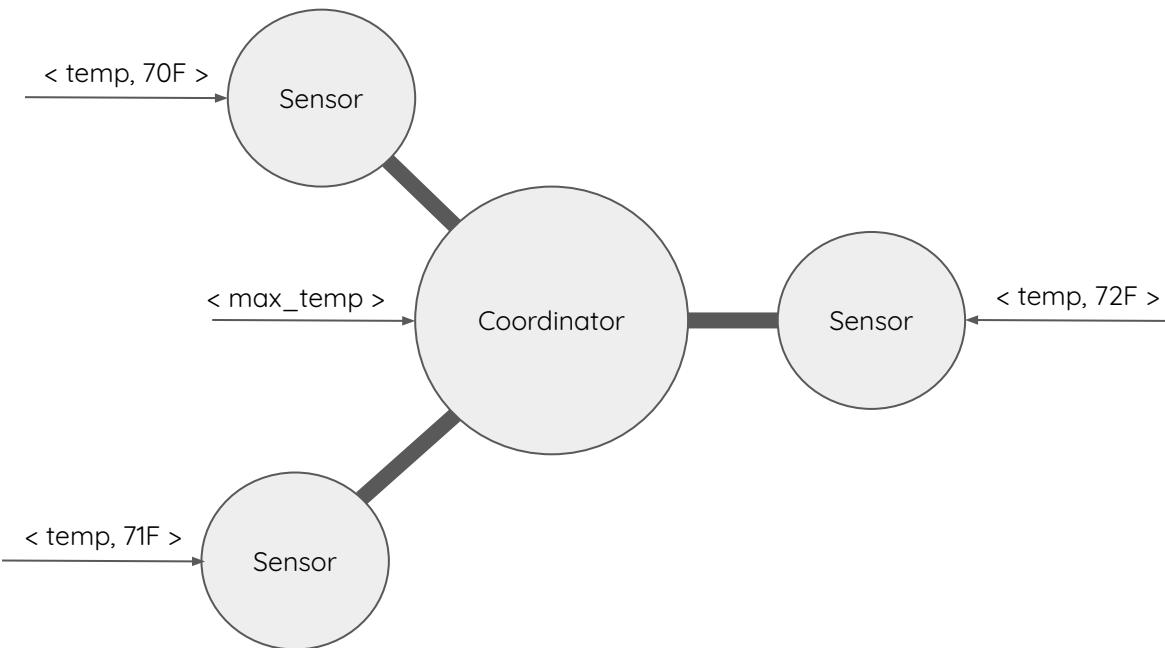


**Main idea:**  
View streams as partial orders

# Conceptual model



# Example



```
state := int // max temp so far
temp_e := <temp, int>

update_temp :: temp_e -> state -> state
update_temp <temp, Val> OldMax :=
    return max(OldMax, Val)

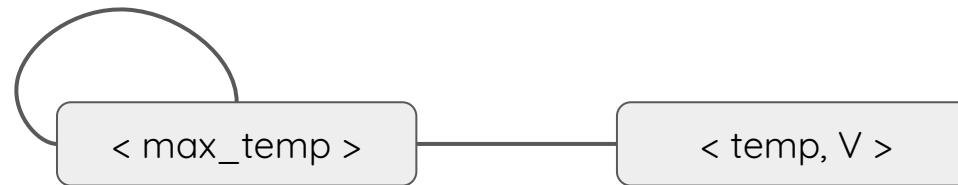
max_e := <max_temp>

update_max :: max_e -> state -> state
update_max <max_temp> OldMax :=
    output(<day_max_temp, OldMax>);
    return 0
```

# Dependency relation

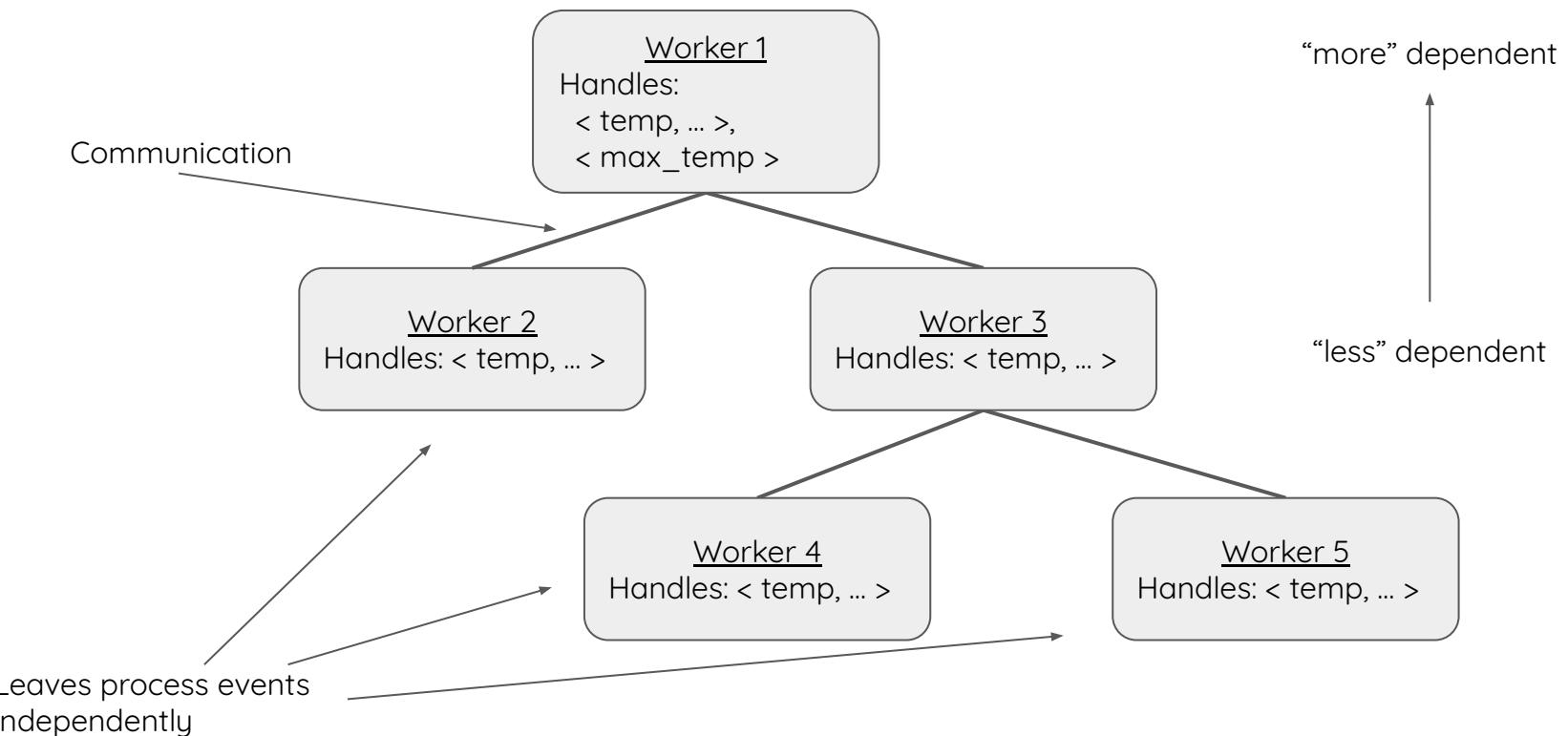
$< \text{max\_temp} >$  events depend on  $< \text{temp}, V >$  events

$< \text{max\_temp} >$  events depend on  $< \text{max\_temp} >$  events

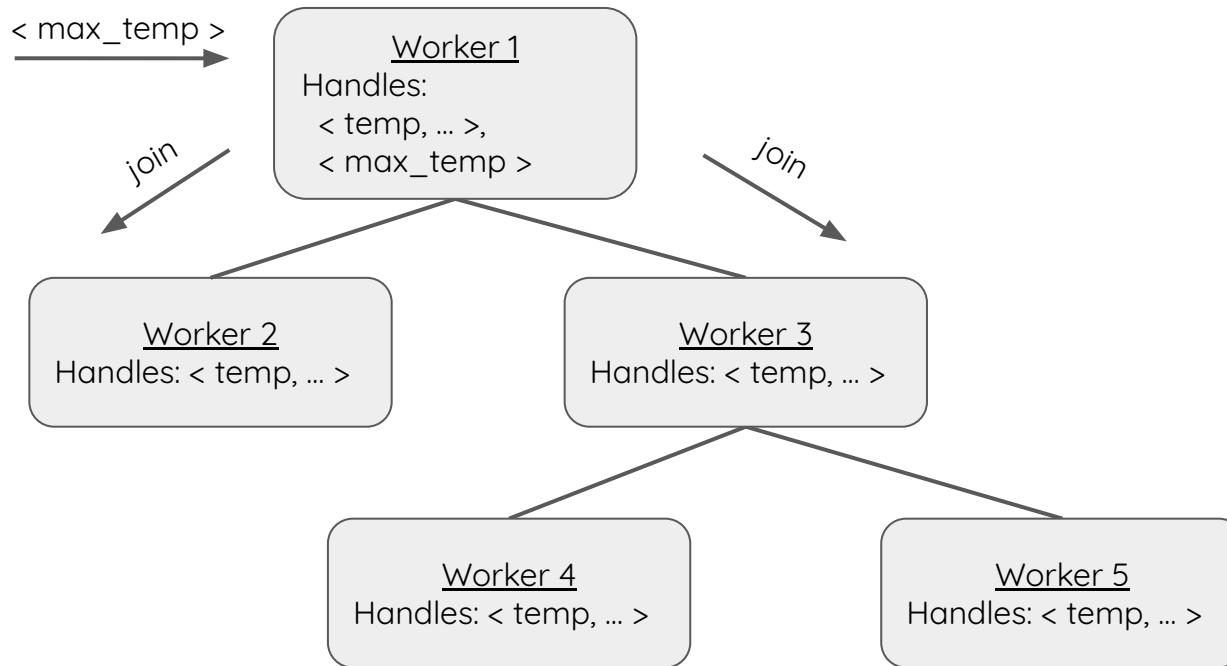


Independent events can be processed concurrently

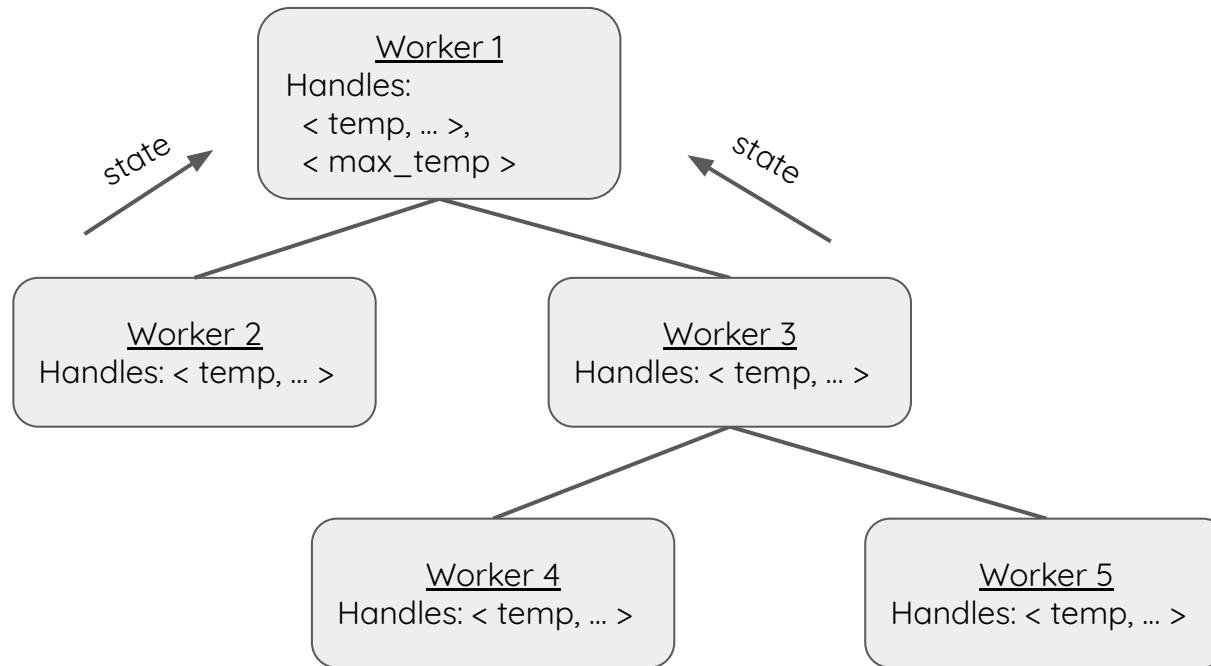
# Distribution model



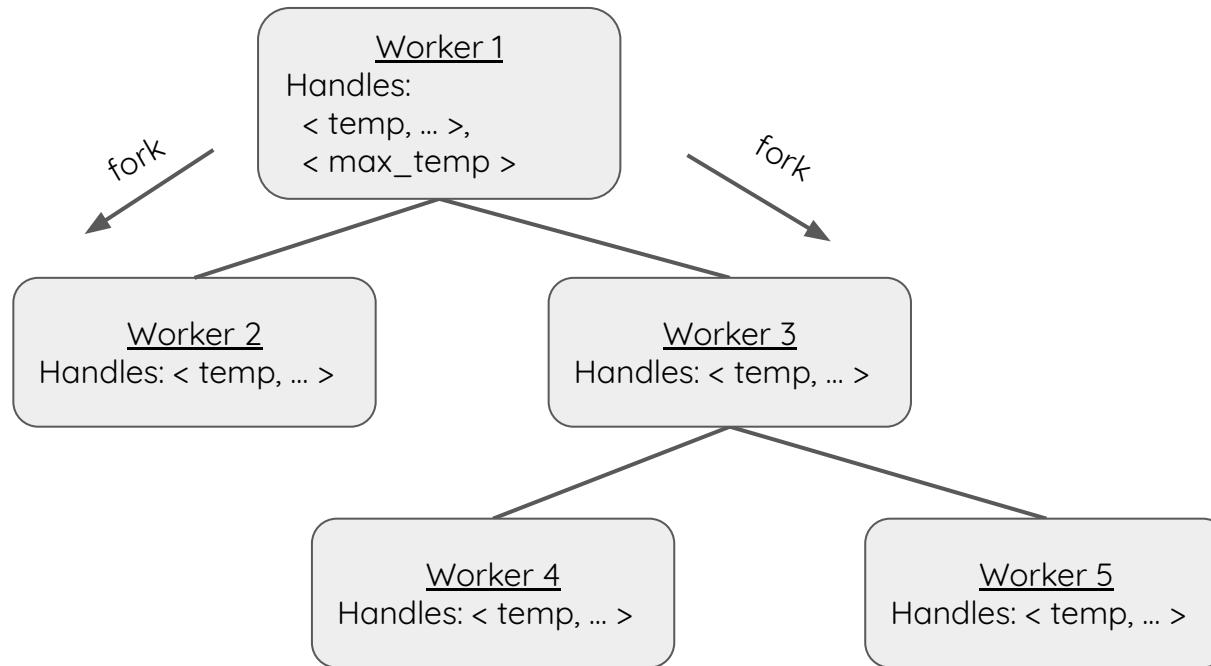
# Processing dependent events



# Processing dependent events



# Processing dependent events



# Fork - Join

```
// State
state := int // max temp so far

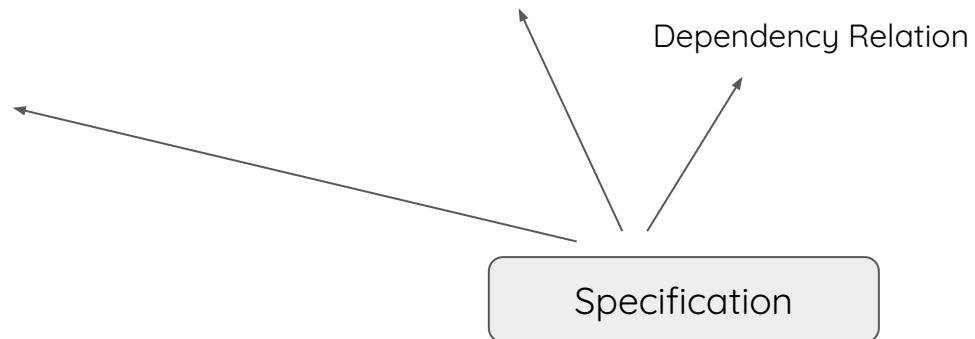
// Events
temp_e := <temp, int>
max_e := <max_temp>

update_temp :: temp_e -> state -> state
update_temp <temp, Val> OldMax :=
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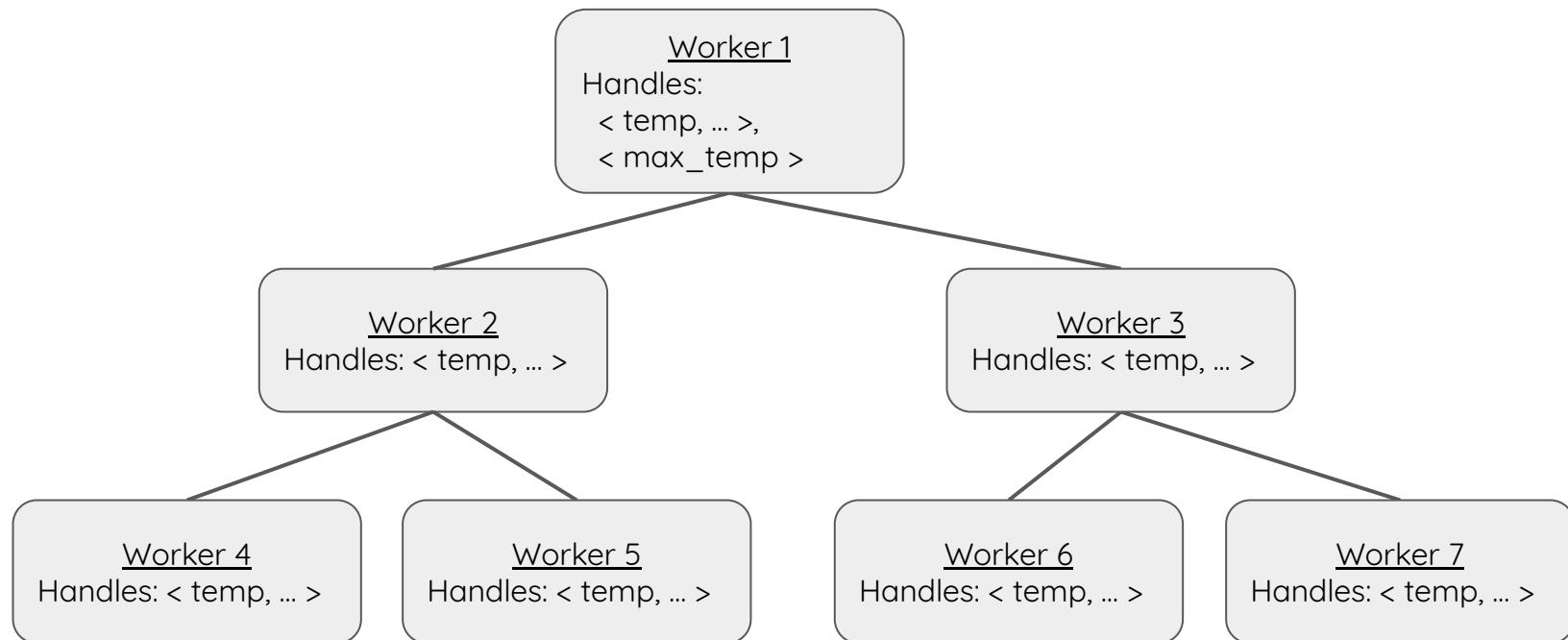
update_max :: max_e -> state -> state
update_max <max_temp> OldMax :=
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    return 0
```

```
fork :: state -> (state * state)
fork Max :=
    return (Max, Max)

join :: (state * state) -> state
join Max1 Max2 :=
    return max(Max1, Max2)
```

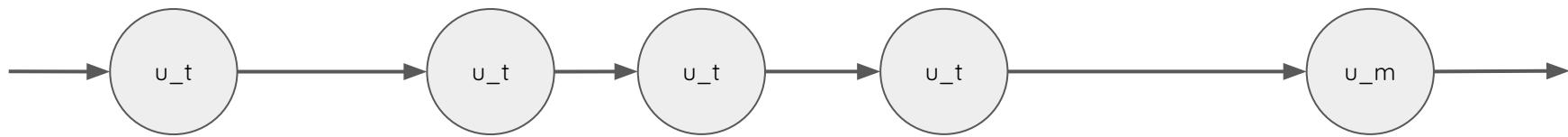


# Fork - Join

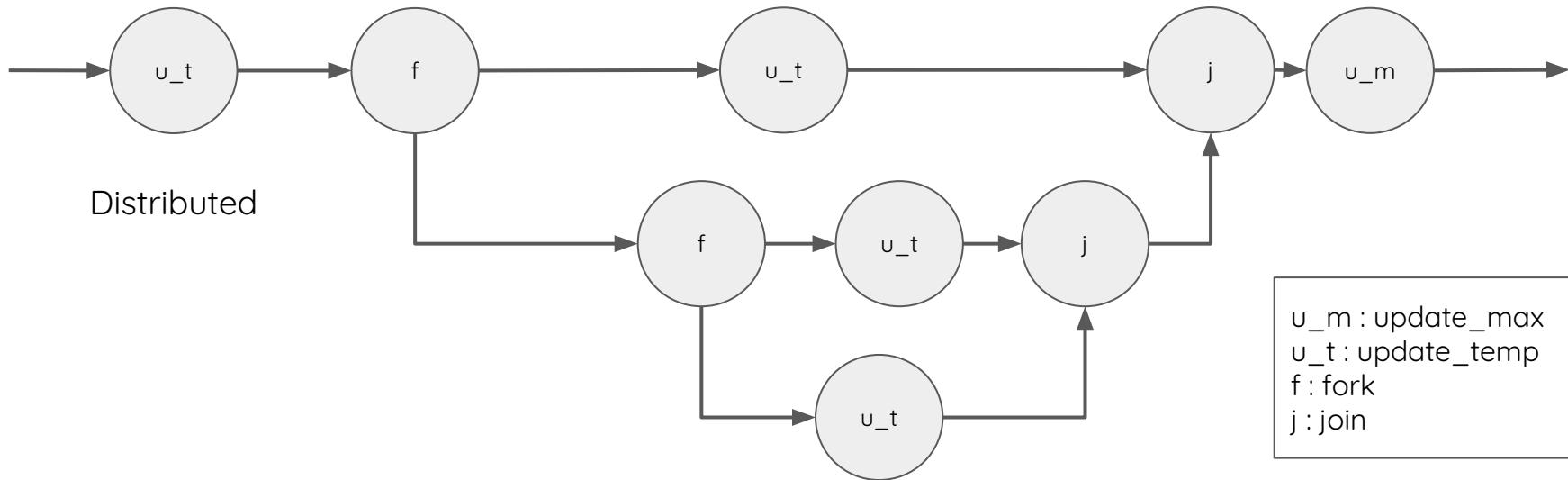


# Correctness

Sequential

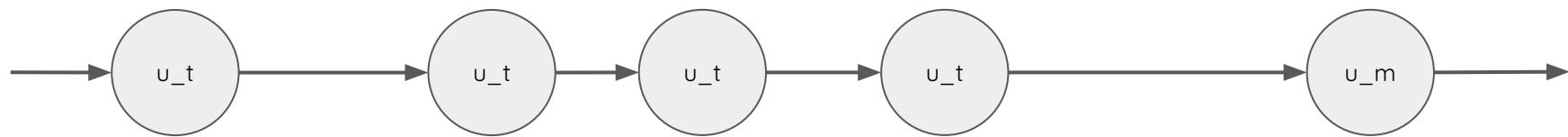


Distributed

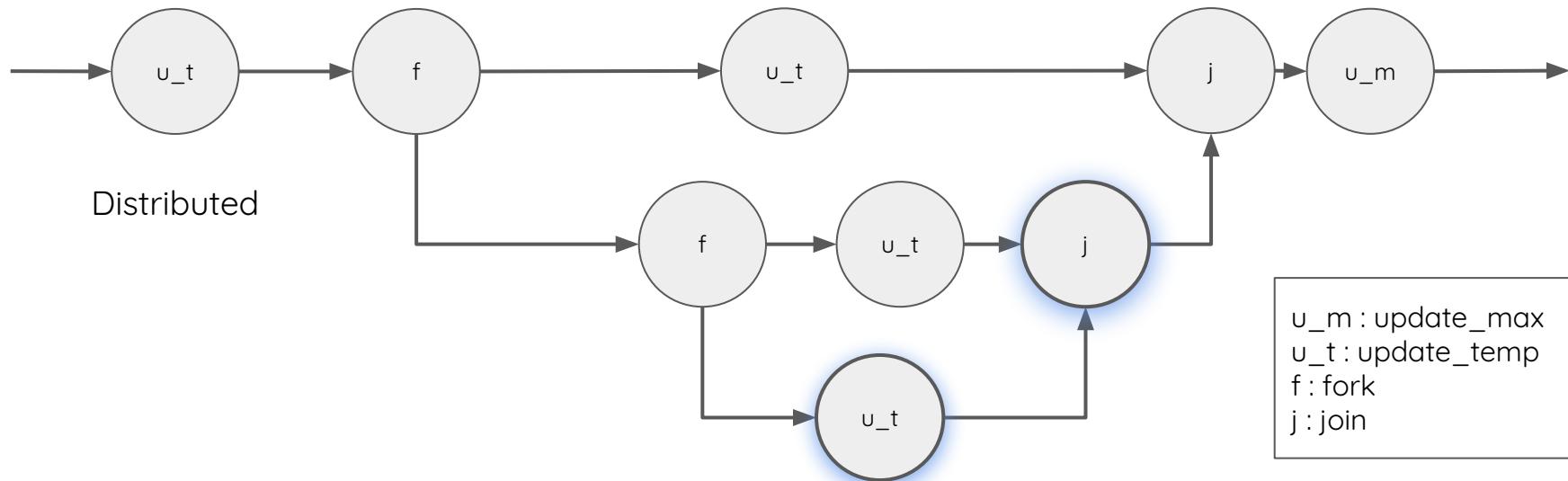


# Correctness

Sequential



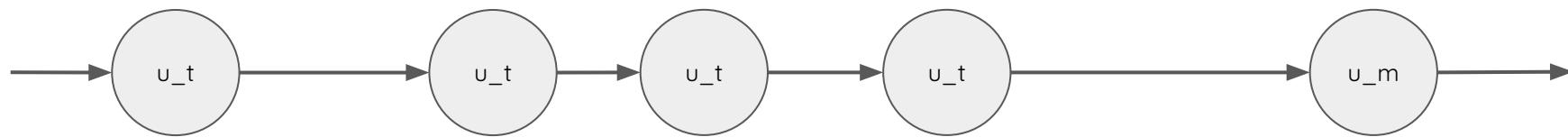
Distributed



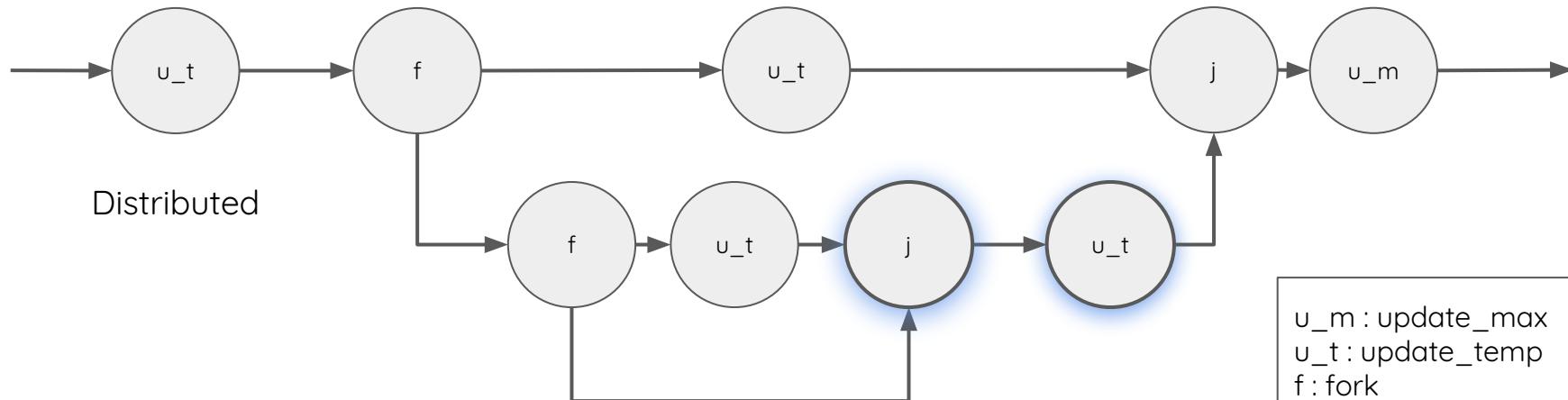
u<sub>m</sub> : update\_max  
u<sub>t</sub> : update\_temp  
f : fork  
j : join

# Correctness

Sequential



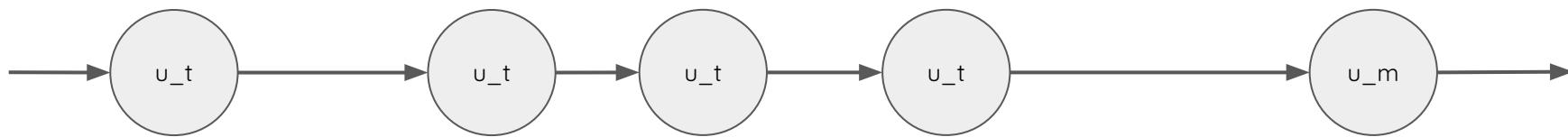
Distributed



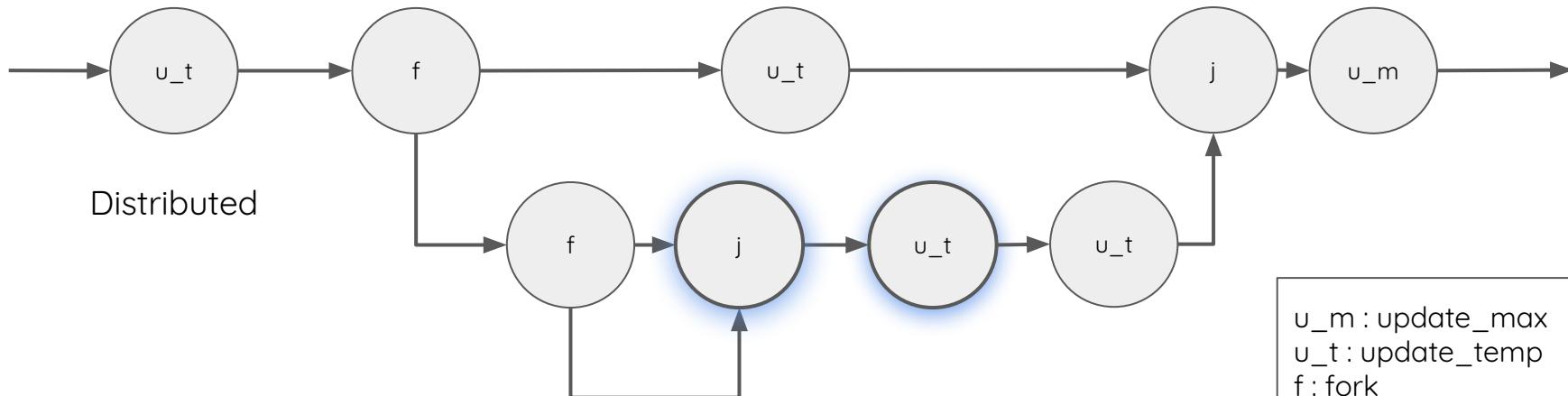
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# Correctness

Sequential



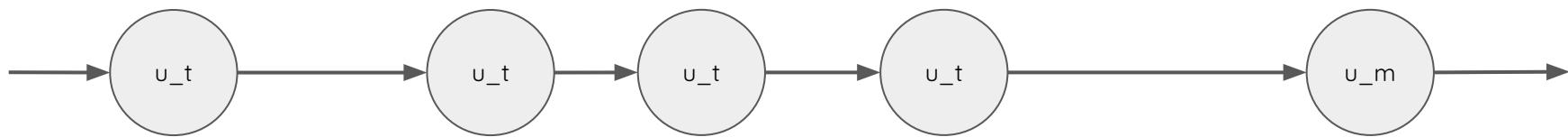
Distributed



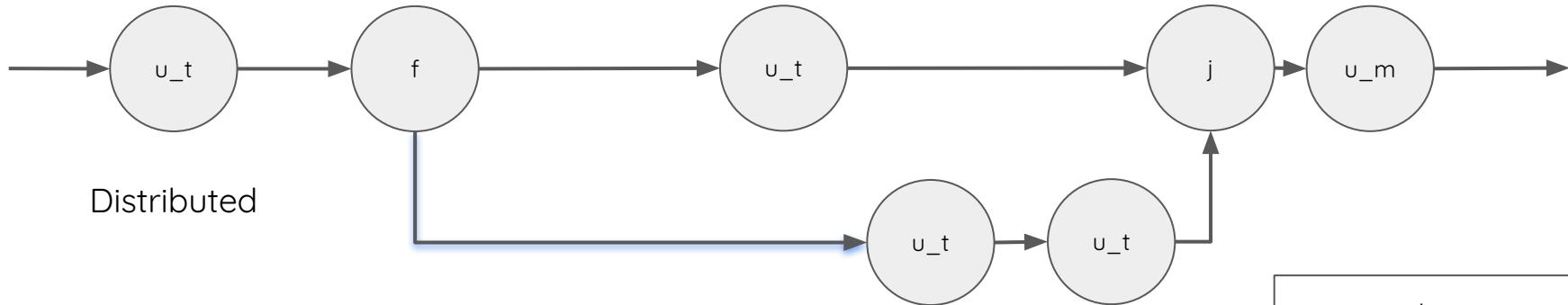
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# Correctness

Sequential



Distributed

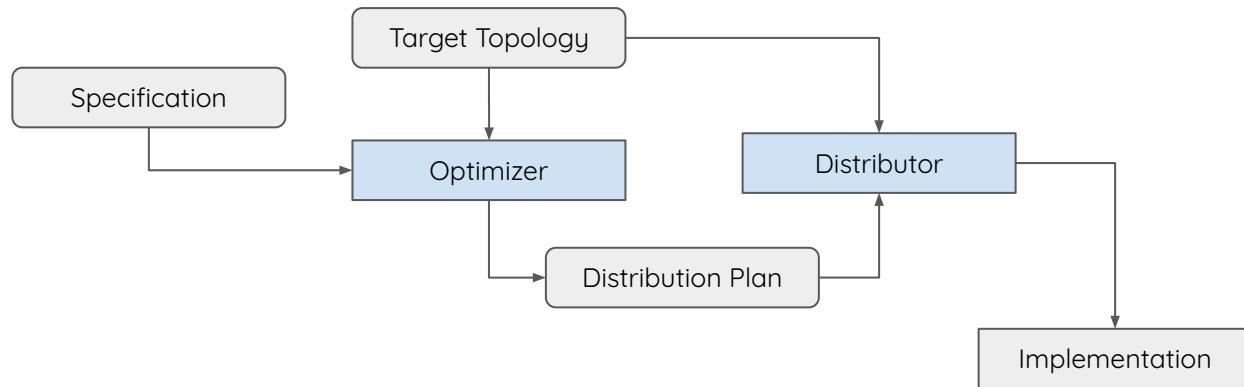


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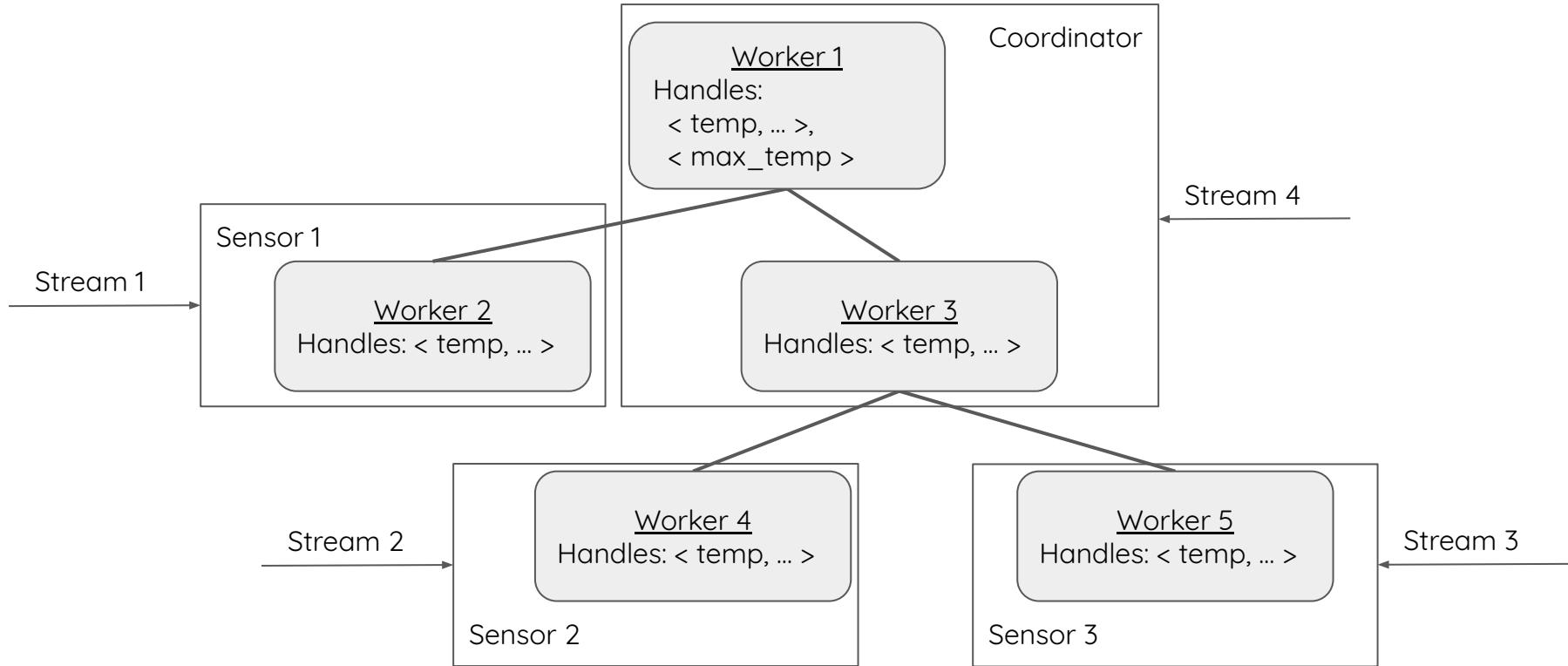
# Small Recap

- Streams are partial orders
- Dependency relation encapsulates ordering requirements
- Forks-joins as distribution primitives
- Provably correct distribution

# Automated Distribution



# Automated Distribution



# Evaluation

# Implementation



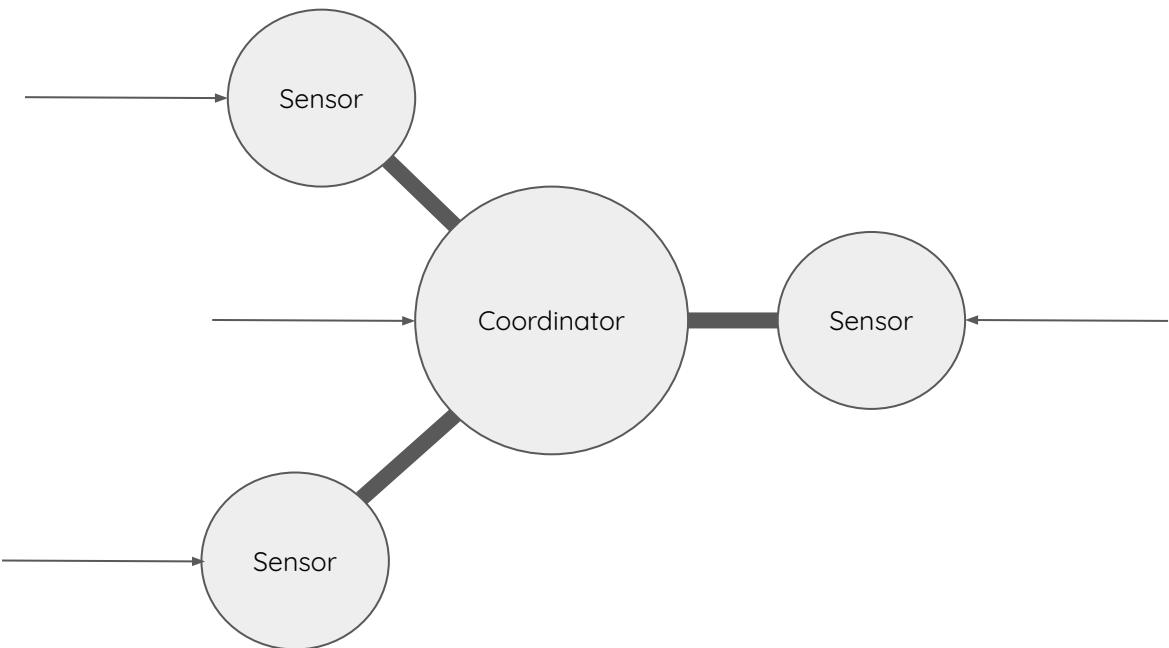
Public on github: <https://github.com/angelhof/flumina>

# Setup

Single machine with 18 cores



# Microbenchmarks



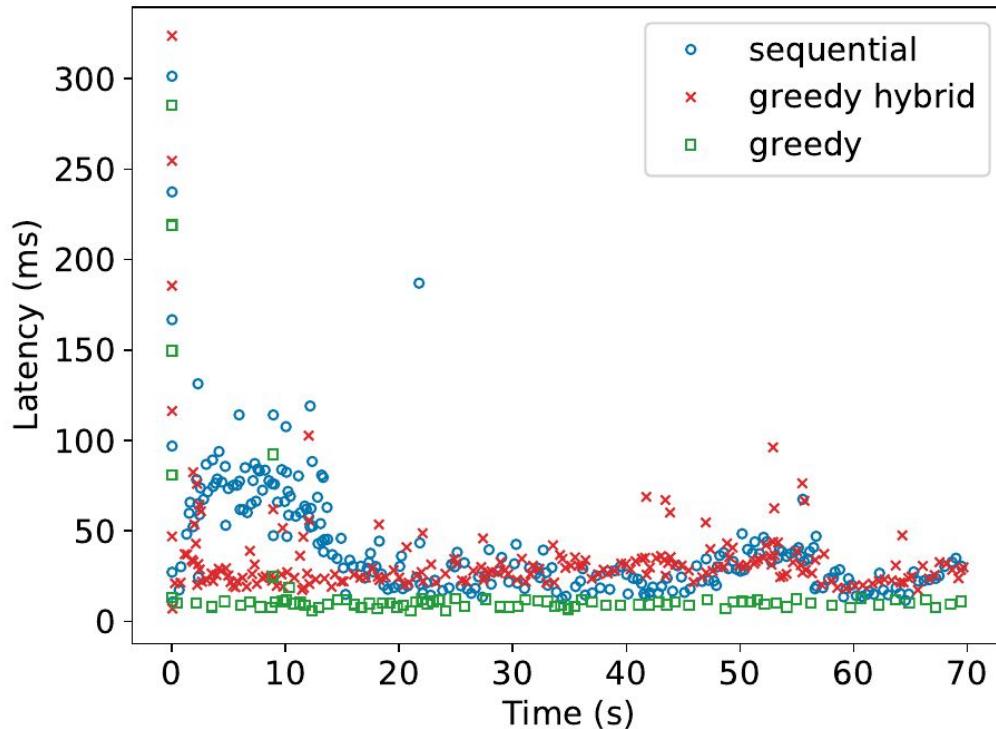
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max_e := <max_temp>

update_max :: max_e -> state -> state
update_max <max_temp> OldMax :=
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```

# Optimizer Comparison -- Latency



## Latency Comparison

4 sensors and 1 central node

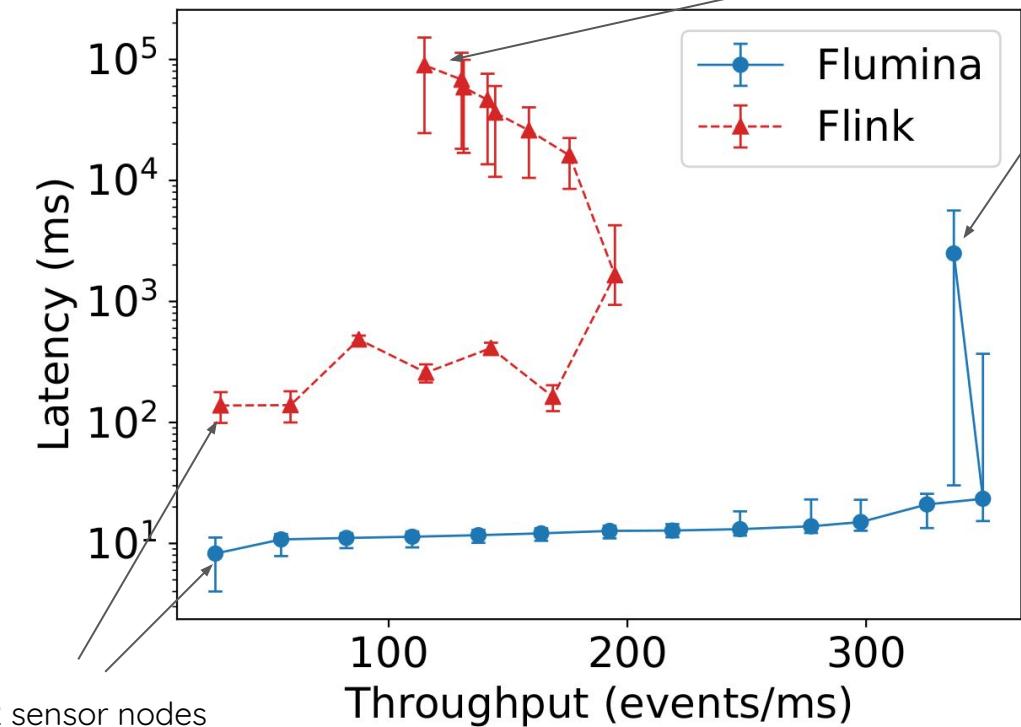
4 input temp streams (1 per sensor)

sequential: 1 centralized worker

greedy hybrid: 5 workers in central node

greedy: 5 workers (1 per node)

# Flumina vs Flink -- Scaling



28 sensor nodes

Latency + Throughput

1 central node and varying sensors

1 temp input stream per sensor

2 sensor nodes

# Case studies

- Distributed Outlier Detection
  - Sequential: 700 LoC
  - Distributed: + 50 LoC
  - Performance similar to original paper
- Energy Management
  - Sequential: 200 LoC
  - Distributed: + 60 LoC
  - Network Load: 350MB out of 29GB

**Goal:** Evaluate usability in complex applications

# Conclusion

# Conclusions

- Programming model
  - View input streams as partial orders
  - This enables correct distribution of more streaming computations
- Distributed computations in Flumina
  - Requires small effort to specify
  - Can be implemented efficiently in an automatic way

# Future Work

- Verification of Flumina code
- Synthesis of fork-join pairs
- Online re-distribution
- High level query language
- Privacy

Thank you :)