

*CentraleSupélec 2018-2019 MSC DSBA / DATA SCIENCES*

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# Big Data Algorithms Techniques & Platforms

Hugues Talbot





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# Introduction

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- ❖ Course set in collaboration with Pr. Céline Hudelot, department of mathematics, CentraleSupélec.
- ❖ 25h, lectures and project.



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# Objective of the course

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- ❖ *Big Data* and data-intensive information processing.
- ❖ Algorithms that scale on Big data and programming paradigms.
- ❖ Distributed computing strategies (e.g. Map Reduce) - Distributed File
- ❖ Systems - Distributed Access Structures
- ❖ Basic practice on some Big Data platforms (Hadoop, Spark,
- ❖ Cassandra, AWS...)



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# Essence of the course

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- ❖ Small introductions to the main concepts.
- ❖ Some references to understand deeper.
- ❖ Practice to learn (Confucius: I hear, I forget ; I see, I remember ; I practice, I understand).



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# Prerequisite

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- ❖ Knowledge on Programming and Advanced Programming.
- ❖ IS1220BC : Object oriented Software design <http://cours.etudes.ecp.fr/claroline/course/index.php?cid=TI1220>
- ❖ Knowledge on Algorithm Design and Data structures.
- ❖ Knowledge on Database systems : SQL, relational algebra, ACID
- ❖ properties.
- ❖ IS1210 : Introduction aux bases de donnees <https://chewbii.com/is1230/>



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# Syllabus

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1. Part 1 : Object-oriented programming in JAVA : H. Talbot, C. Hudelot, P. Ballarini, MICS, CentraleSupélec
2. Part 2 : Distributed Computing : Map Reduce - Hadoop
3. Part 3 : No SQL Nicolas Travers, Assistant Professor, CNAM, <http://chewbii.com/>
4. Part 4 : Stream Computing : Real-time Processing of Massive Data ; Spark, Mlib Regis Behmo, Data Architect <https://fr.linkedin.com/in/regisb/fr>



- ❖ Data Architect path in progress in OpenClassRoom with the team of this course (**in French**) <https://openclassrooms.com/paths/data-architect>
- ❖ Follow it, Become a Mentor : <http://jobs.openclassrooms.com/o/mentor--parcours-data-architect>

DEVENEZ

## DATA ARCHITECT

Relevez le défi du Big Data ! Concevez des infrastructures pour exploiter des données massives.





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# Tiny quiz: explain code below

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- ❖ 1. `class HumptyDumpty`
- ❖ 2. `{`
- ❖ 3. `void myMethod() {}`
- ❖ 4. `}`
- ❖ 5.
- ❖ 6. `class HankyPanky extends HumptyDumpty`
- ❖ 7. `{`
- ❖ 8. `public void myMethod() {}`
- ❖ 9. `}`



# Who are these two people ?





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Have you hear of Hadoop?

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# What does this number represent?

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40 000 000 000 000 000 000 000 000




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# What is big-data ?

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# What is big-data ?



“Big Data se réfère à des ensembles de données dont la taille est au-delà de la capacité des outils logiciels de base de données classiques pour capturer, stocker, gérer et analyser.”

McKinsey Global Institute



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# What is the difference between CASSENDRA, Mongo-DB and Neo4J ?

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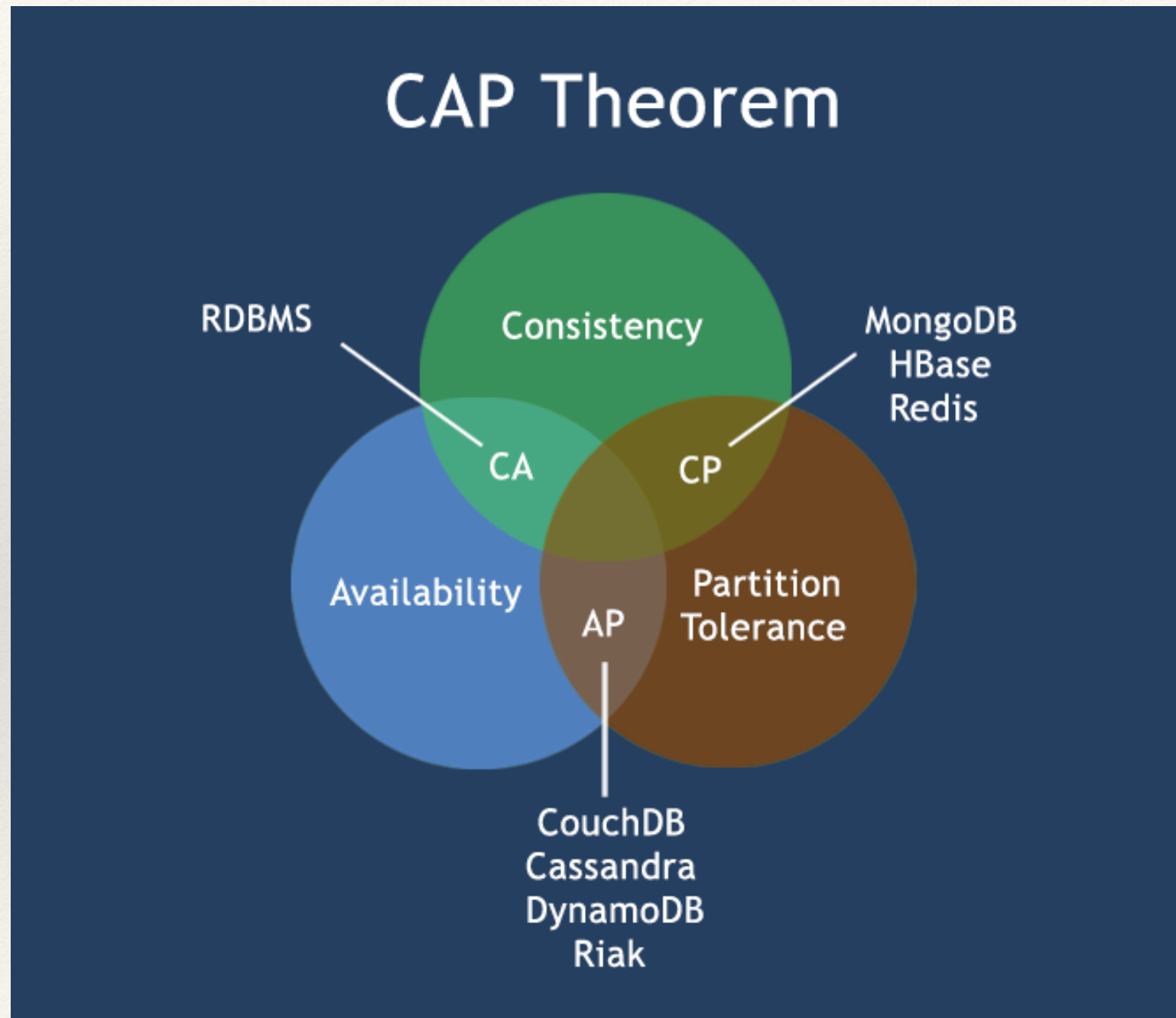
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# What is the CAP theorem?

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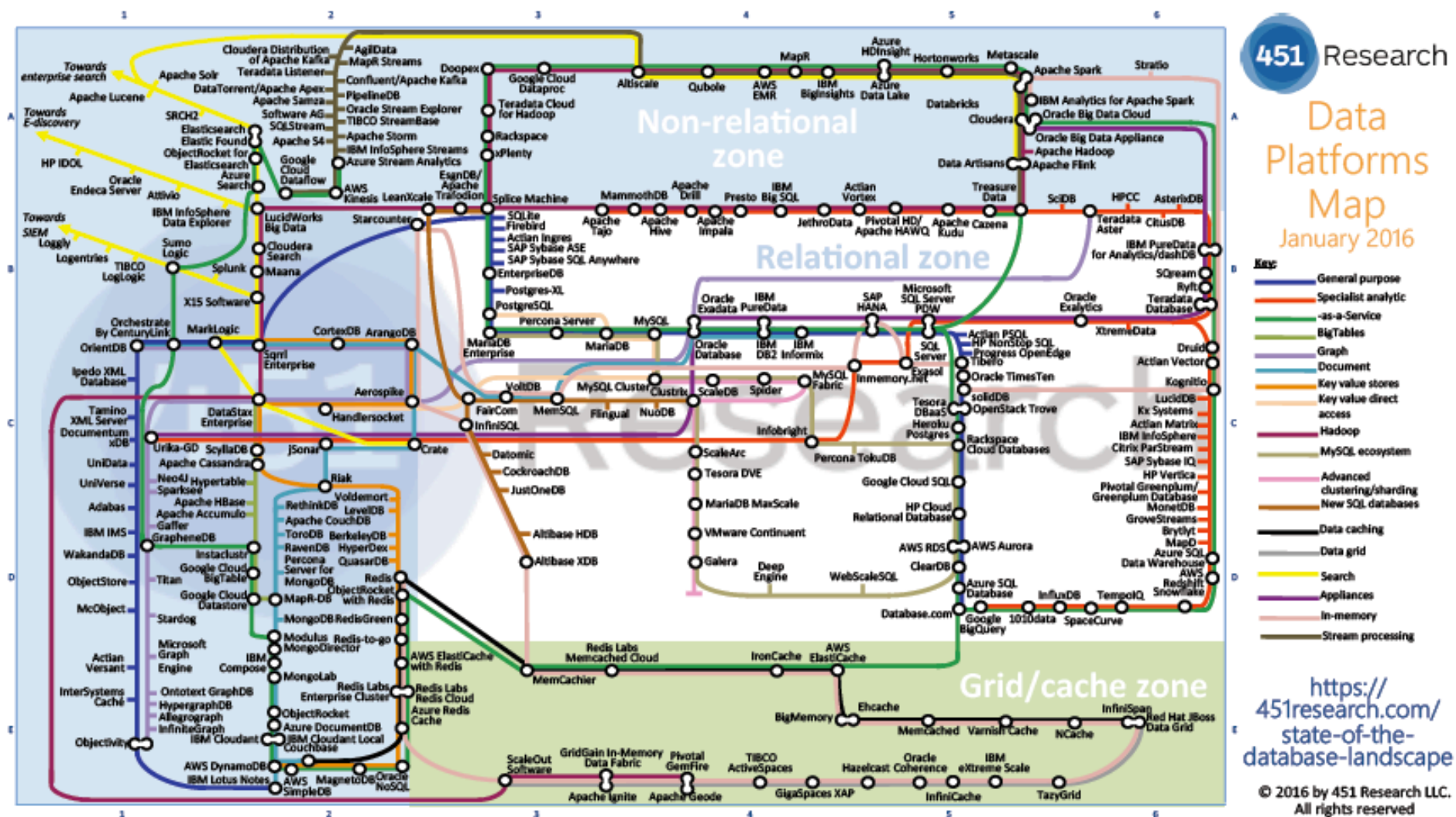


# What is the CAP theorem?





# Can you travel on that map?





Big Data: data is everywhere



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- 
- ❖ Massive data are collected and warehoused.
    - ❖ Web data, e-commerce
    - ❖ Bank/ Credit Card transactions or other card transactions (e.g. navigo pass)
    - ❖ Social network.
    - ❖ Internet of Things.
    - ❖ but also *scientific data* .





**Data is the new oil.**

We see in data the same transformative, wealth-creating power that 19th-century visionaries once sensed in the crude black ooze trapped underground.

If "crude" data can be extracted, refined, and piped to where it can impact decisions in real time, its value will soar. And if data can be properly shared across an entire ecosystem and made accessible in the places where analytics are most useful, then it will become a true game changer, altering the way we live, work, learn, and play.

Source: Cisco IBSG, 2012. #DataInMotion

The infographic features a blue background with a white oil derrick on the left emitting three curved lines representing oil. A green horizontal bar at the bottom represents a pipeline, with four black square icons representing different data applications: a house, a smartphone, a pencil, and a game controller. The Cisco logo is in the top right corner.

The ability to take data - to be able to **understand** it, to **process** it, to **extract value** from it, to **visualize** it, to **communicate** it is going to be a hugely important skill in the next decades.

Hal Varian, Chief Economist, Google

@kyleplacy  
#NSD2013

The quote is set against a background of a dark, stormy sky with a bright lightning bolt striking down. The text is white, and the key terms are highlighted in orange boxes. The Twitter handle and hashtag are at the bottom left.

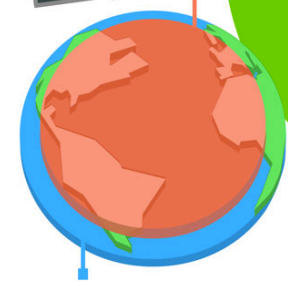


## 40 ZETTABYTES

[ 43 TRILLION GIGABYTES ]

of data will be created by 2020, an increase of 300 times from 2005

6 BILLION PEOPLE  
have cell phones



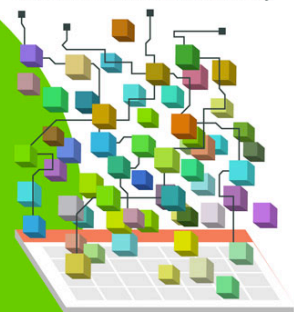
WORLD POPULATION: 7 BILLION

## Volume SCALE OF DATA

It's estimated that  
**2.5 QUINTILLION BYTES**

[ 2.3 TRILLION GIGABYTES ]

of data are created each day



Most companies in the U.S. have at least

**100 TERABYTES**

[ 100,000 GIGABYTES ]

of data stored

# The FOUR V's of Big Data

From traffic patterns and music downloads to web history and medical records, data is recorded, stored, and analyzed to enable the technology and services that the world relies on every day. But what exactly is big data, and how can these massive amounts of data be used?

As a leader in the sector, IBM data scientists break big data into four dimensions: **Volume, Velocity, Variety and Veracity**

Depending on the industry and organization, big data encompasses information from multiple internal and external sources such as transactions, social media, enterprise content, sensors and mobile devices. Companies can leverage data to adapt their products and services to better meet customer needs, optimize operations and infrastructure, and find new sources of revenue.

By 2015  
**4.4 MILLION IT JOBS**

will be created globally to support big data, with 1.9 million in the United States



As of 2011, the global size of data in healthcare was estimated to be

**150 EXABYTES**

[ 161 BILLION GIGABYTES ]



**30 BILLION  
PIECES OF CONTENT**

are shared on Facebook every month



## Variety DIFFERENT FORMS OF DATA

By 2014, it's anticipated there will be

**420 MILLION  
WEARABLE, WIRELESS  
HEALTH MONITORS**

**4 BILLION+  
HOURS OF VIDEO**

are watched on YouTube each month



**400 MILLION TWEETS**

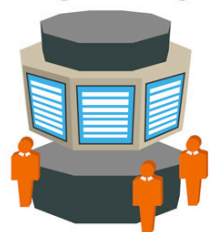
are sent per day by about 200 million monthly active users



The New York Stock Exchange captures

**1 TB OF TRADE  
INFORMATION**

during each trading session



By 2016, it is projected there will be

**18.9 BILLION  
NETWORK  
CONNECTIONS**

— almost 2.5 connections per person on earth

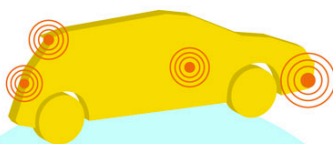


## Velocity ANALYSIS OF STREAMING DATA

Modern cars have close to

**100 SENSORS**

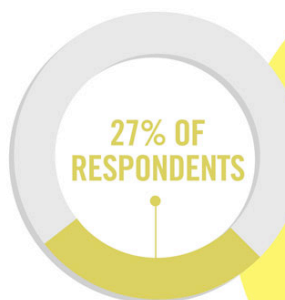
that monitor items such as fuel level and tire pressure



## Veracity UNCERTAINTY OF DATA

**1 IN 3 BUSINESS  
LEADERS**

don't trust the information they use to make decisions



in one survey were unsure of how much of their data was inaccurate

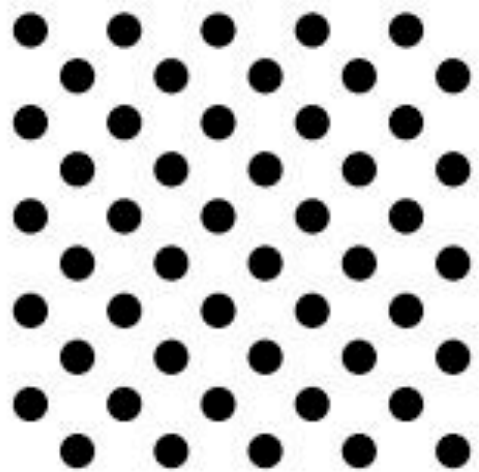
Poor data quality costs the US economy around

**\$3.1 TRILLION A YEAR**





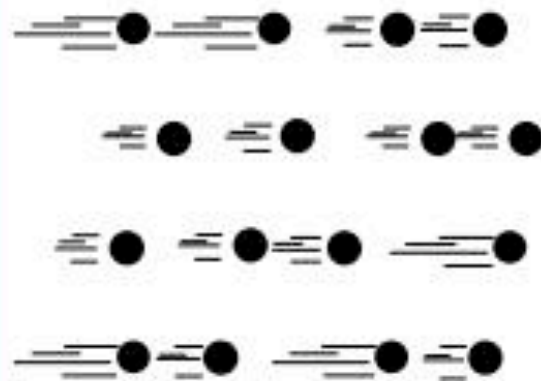
## Volume



### Data at Rest

Terabytes to  
exabytes of existing  
data to process

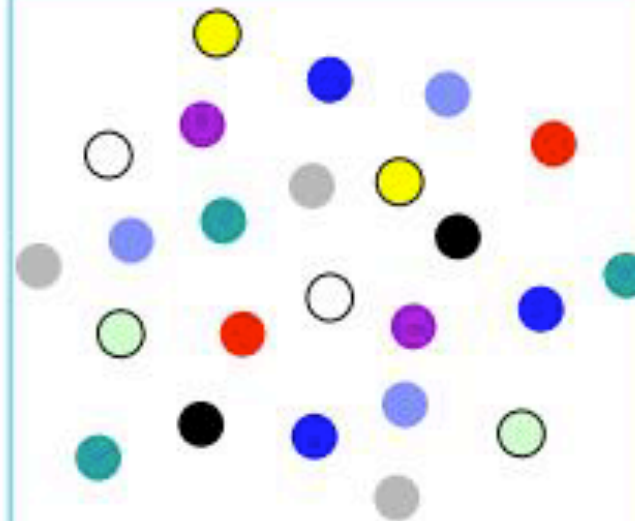
## Velocity



### Data in Motion

Streaming data,  
milliseconds to  
seconds to respond

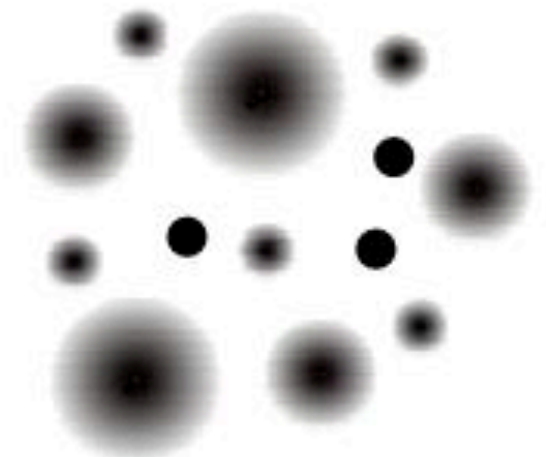
## Variety



### Data in Many Forms

Structured,  
unstructured, text,  
multimedia

## Veracity\*

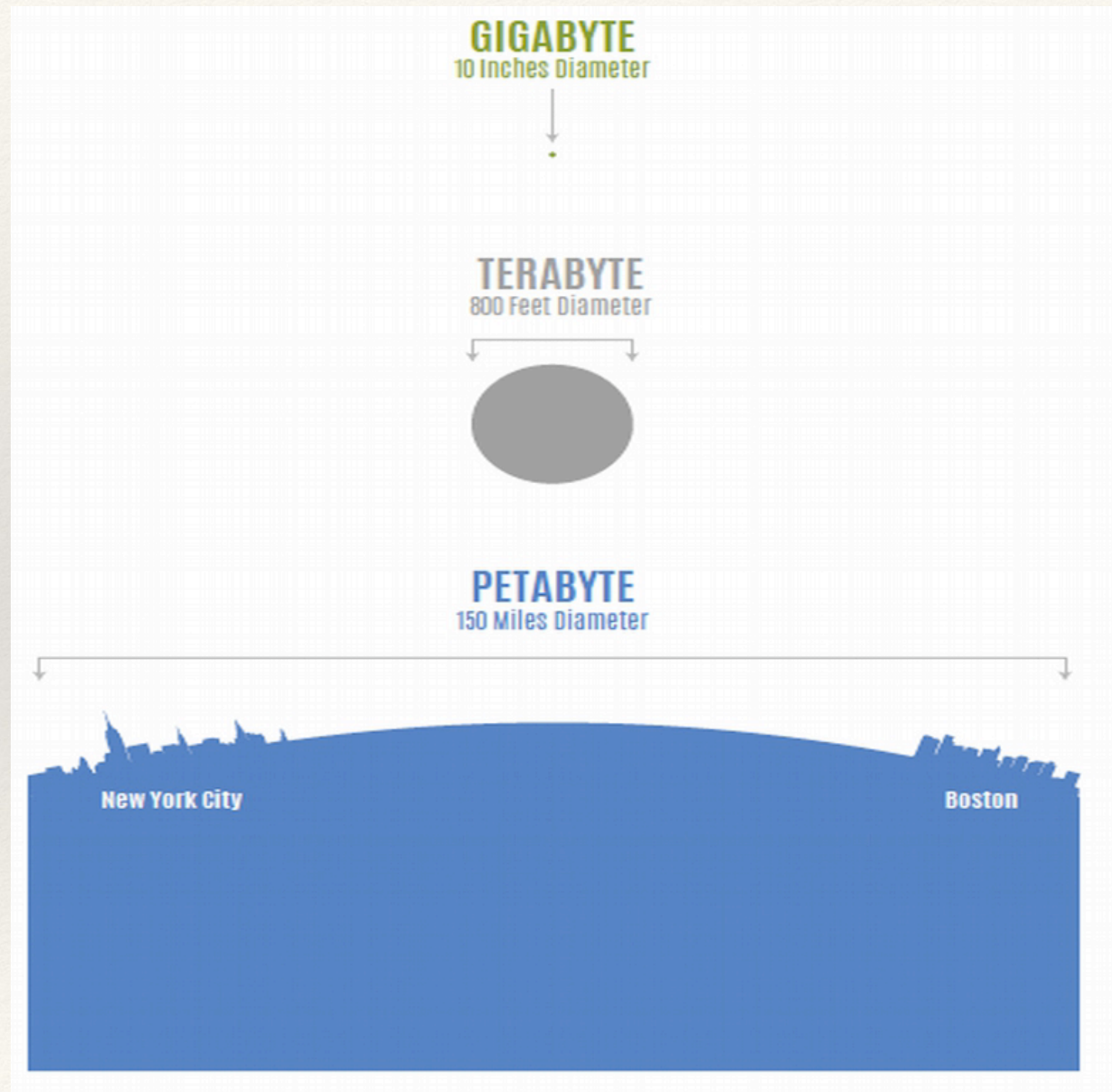


### Data in Doubt

Uncertainty due to  
data inconsistency  
& incompleteness,  
ambiguities, latency,  
deception, model  
approximations



# Volume



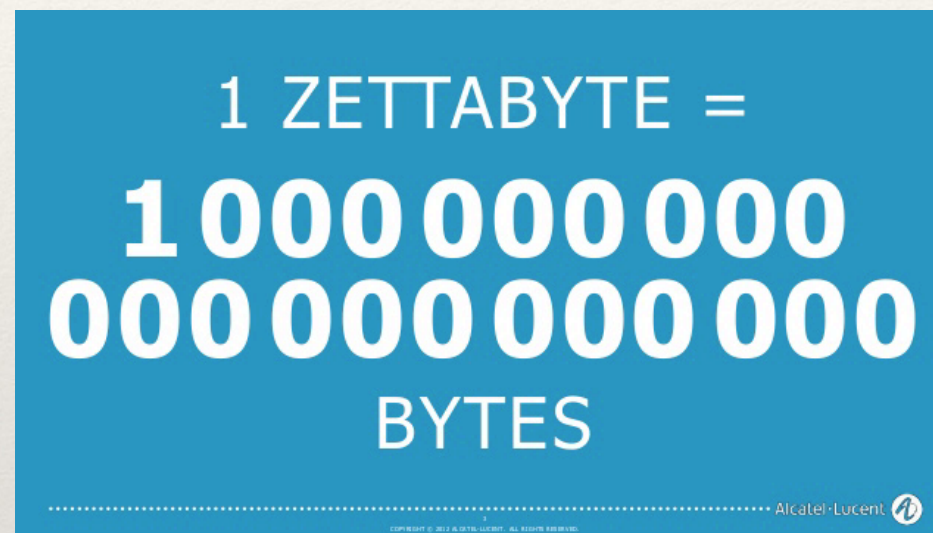


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# Volume

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- ❖ In 2020, a total of 40 zettabytes of data on the web produced per year



1 ZETTABYTE =  
**1 000 000 000 000 000 000**  
BYTES

..... Alcatel-Lucent

- ❖ Scientific installations :
  - ❖ The radiotelescope Square Kilometre Array will generate 50 TB of *reduced* data per day ; with 7 000 TB of raw data per second
  - ❖ The LSST will produce 100 Petabyte of reduced data over a 10-year period starting in 2020.



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# Volume

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- ❖ Today:
  - ❖ 150 millions emails every minute
  - ❖ Facebook : 4000 TB / day (i.e, 4 PB)
  - ❖ CERN, LHC : 15 PB / year (Source : Wikipedia)



# Dealing with volume

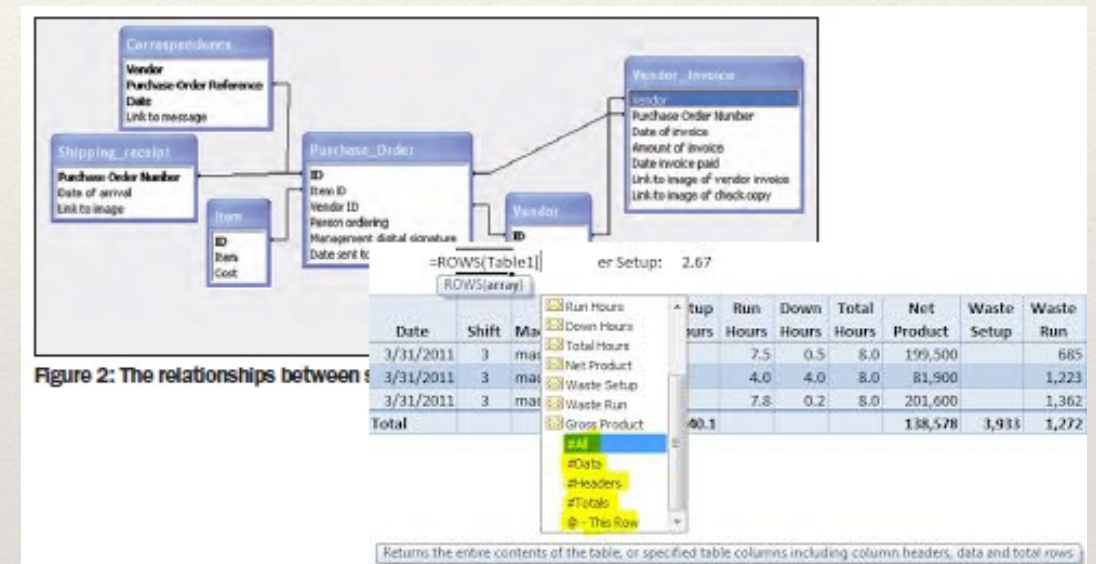
- ❖ Capacity of a big server
  - ❖ Memory : 256 GB
  - ❖ Disk storage : 24 TB
  - ❖ Disk speed : 100 MB / s





# Variety

- ❖ The type and nature of the data : structured and unstructured data
- ❖ *Structured data*
  - ❖ Data with a level of organization.
  - ❖ e.g. : databases, excel sheets, ...
- ❖ *Unstructured data*
  - ❖ Without strong structuration
  - ❖ e.g. : emails, documents,
  - ❖ images, social network data...

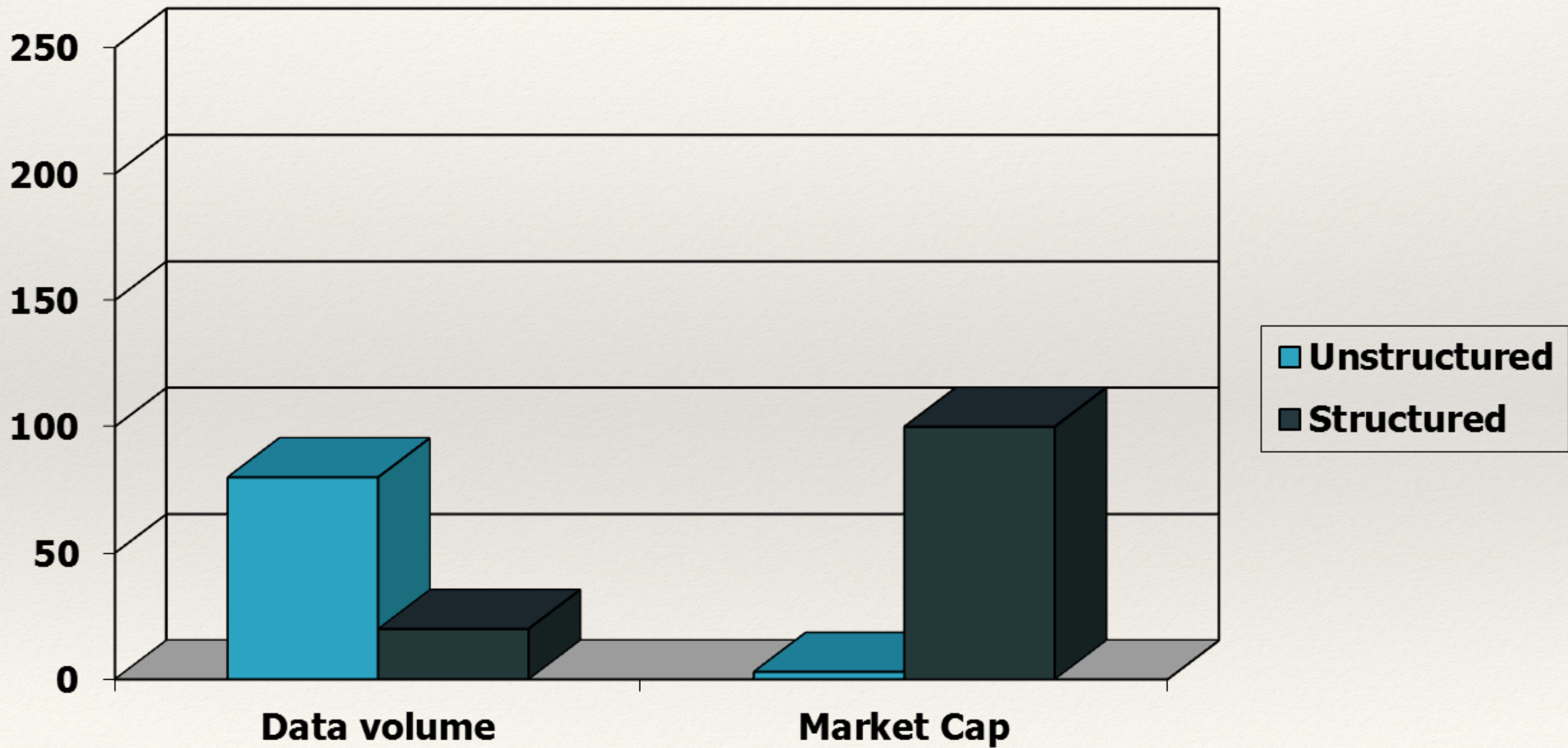




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# In 1990

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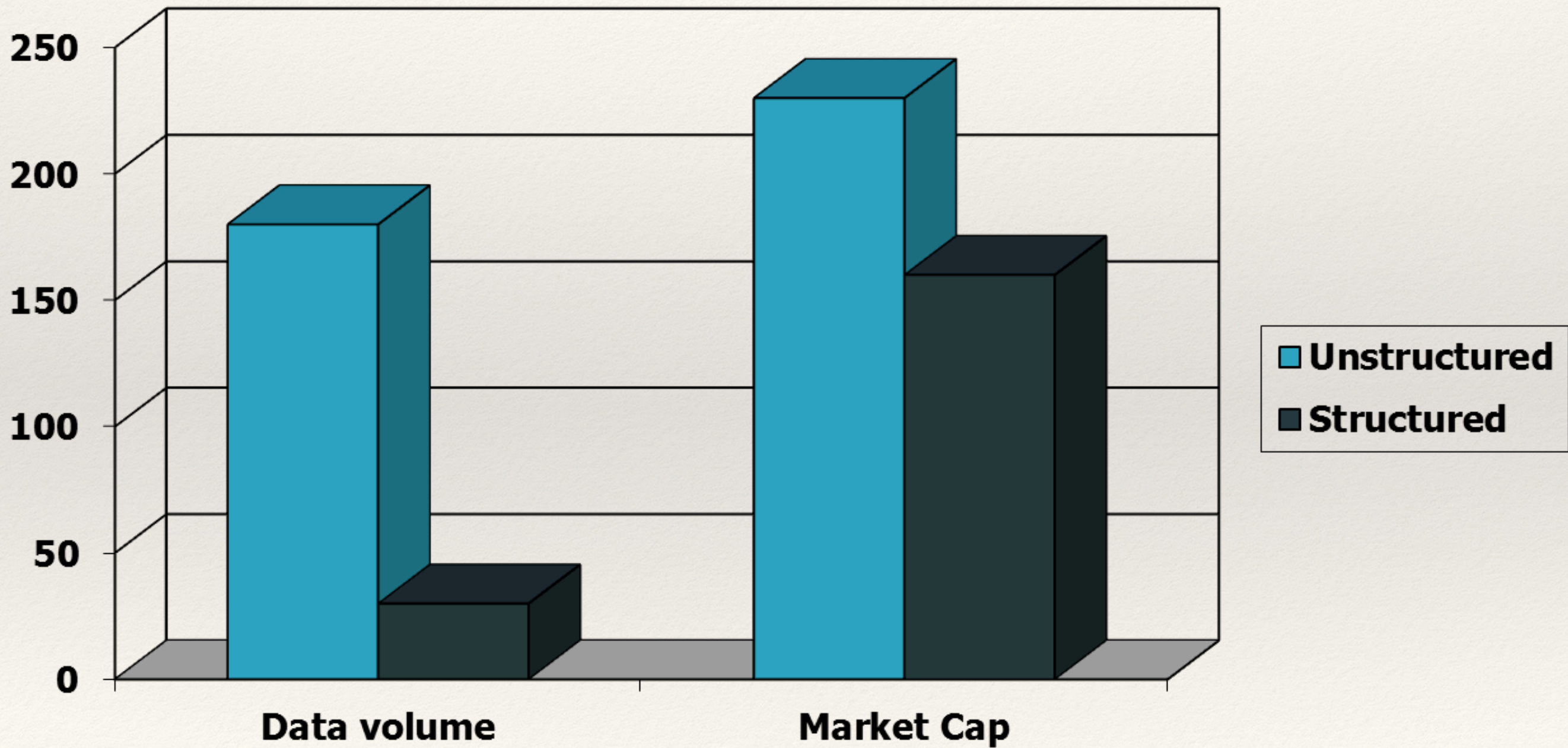




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# In 2005

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# Variety

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- ❖ Non-structured data
  - ❖ 175 millions tweets per day.
  - ❖ 571 new websites every minute.
  - ❖ 2.5 exabytes of data per day.
  - ❖ Source



# How big is a Yottabyte?

## TERABYTE

Will fit 200,000 photos or mp3 songs on a single 1 terabyte hard drive.



## PETABYTE

Will fit on 16 Backblaze storage pods racked in two datacenter cabinets.



## EXABYTE

Will fit in 2,000 cabinets and fill a 4 story datacenter that takes up a city block.



## ZETTABYTE

Will fill 1,000 datacenters or about 20% of Manhattan, New York.



## YOTTABYTE

Will fill the states of Delaware and Rhode Island with a million datacenters.



## The Cost

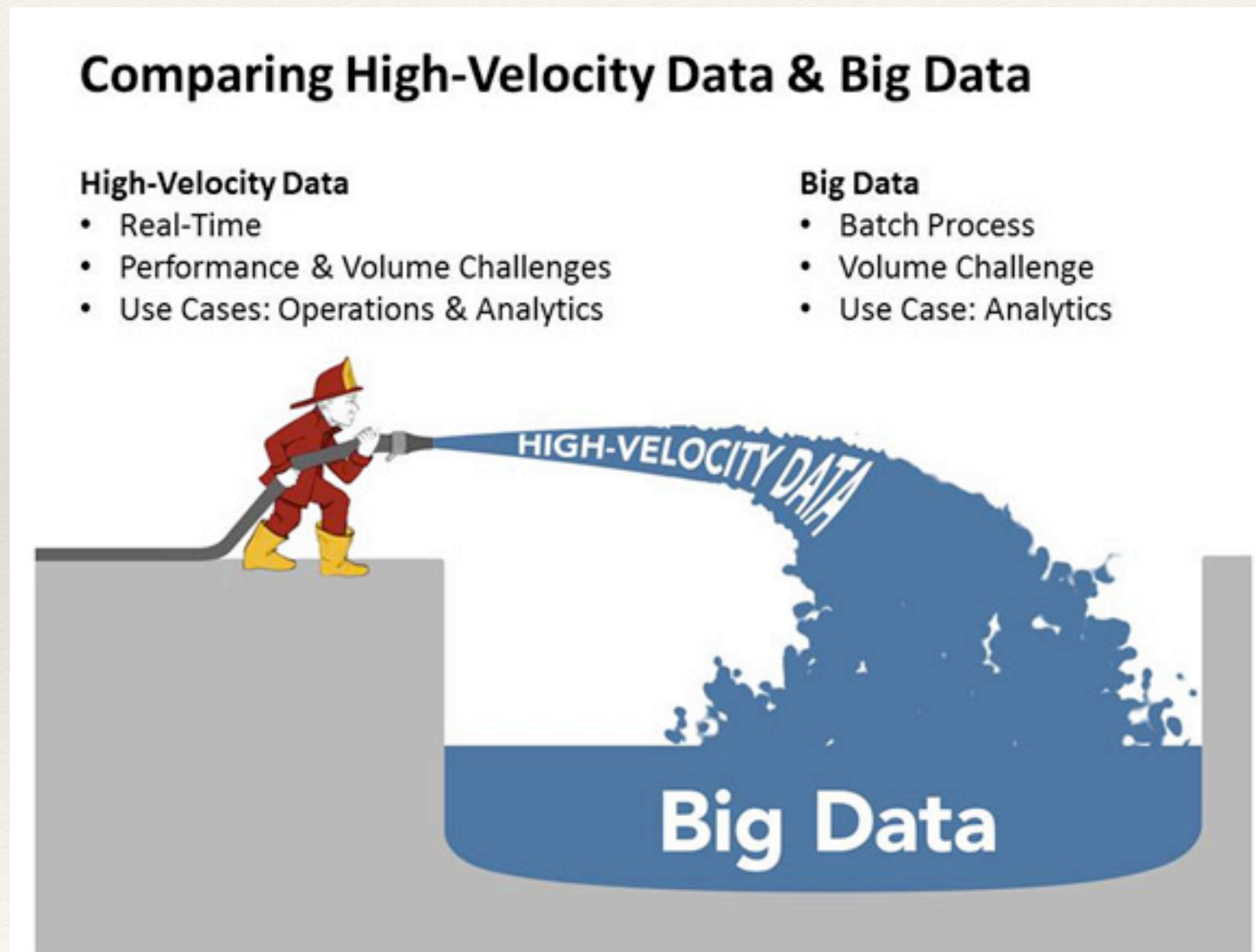
The cost of buying a 1 terabyte hard drive today is \$100. It would cost \$100 Trillion dollars to buy a yottabyte of storage for just the hard drives.





# Velocity

- ❖ Speed at which data is generated and processed.









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# Cost of velocity

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- ❖ The measure of the eye blink (User experience)
  - ❖ Amazon : increase of more than 100 ms of the latency => -1 % in sales
  - ❖ Google : more than 500 ms at the loading => 20 % loss in traffic
  - ❖ Yahoo : more than 400 ms at the loading => + 5 to 9 % of cancelations (rebound)
  - ❖ Bing : more than 1 second at the loading => -2,8 % of ad revenue.



## LIMITES TECHNOLOGIQUES

**Au-delà de 10 To en ligne**, les architectures « classiques » nécessitent des adaptations logiques et matérielles très importantes.

Application  
orientée  
Flux évènementiel

**Au-delà de 1 000 évènements/seconde**, les architectures « classiques » nécessitent des adaptations logiques et matérielles très importantes.

Application  
orientée  
Stockage

**Au-delà de 1 000 transactions/seconde**, les architectures « classiques » des adaptations logiques et matérielles très importantes

Application  
orientée  
Transaction

**Au-delà de 10 threads/Core CPU**, la programmation séquentielle classique atteint ses limites (I/O).

Application  
orientée  
Calculs

Event Stream  
Processing

Univers  
« standard »  
SGBDR,  
Serveur d'application,  
ETL, ESB

XTP

Programmation  
parallèle

Stockage  
distribué  
Share  
nothing





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# Processing big data

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- ❖ Solution : parallelism
  - ❖ 1 server
    - ❖ 8 disks
    - ❖ Read the web : 230 days
  - ❖ Cluster Hadoop Yahoo
    - ❖ 4000 servers with 8 disks
    - ❖ Read the web : 1h20



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# Problems with this approach:

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- ❖ Some problems
  - ❖ Synchronization.
  - ❖ Programming models (share memory, message passing (MPI))
  - ❖ Scalability and elasticity (arbitrary numbers of nodes)
  - ❖ Fault Tolerance.



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# Solutions:

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- ❖ How do we get data for computation ?
  - ❖ Solution 1 : Move data to computation ?
  - ❖ Solution 2 : Move computation to the data ?
- ❖ Solution 2 : not enough RAM to hold all the data in memory and prevent slow disk access
  - ❖ Data is stored on the local disks of nodes in the cluster.
  - ❖ The programs are started up on the node that has the data local.
- ❖ Distributed File Systems : GFS, HDFS.



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# Distributed computing models

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- ❖ How do we design algorithms for distributed computing ?
- ❖ Generic programming models : design patterns.
- ❖ MapReduce



