

# Blink:阿里新一代实时计算引擎



2017.4



促进软件开发领域知识与创新的传播



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2017年10月19-21日 咨询热线:010-64738142



#### Who am I?

#### ✓ 2010 – 2017 Alibaba Search

- iStream
- Blink

✓ 2007 – 2010 Baidu Web Search



#### Outline

# The Streaming Architecture

What is Flink

What is Blink

Future Plans

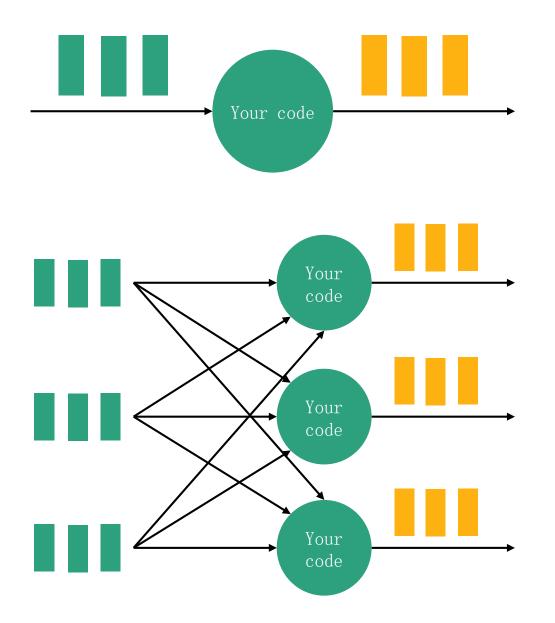


# The streaming architecture

Part I



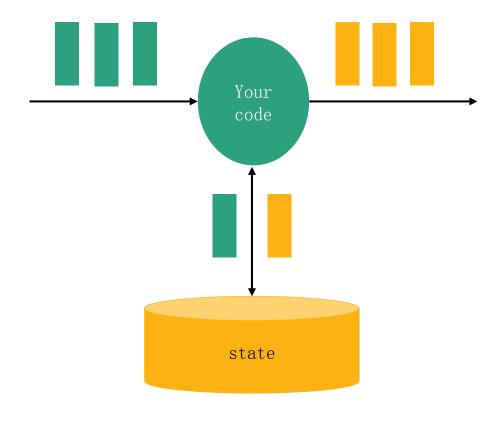
#### What is streaming?



- ✓ What is streaming?
  - Unbounded data
- ✓What is streaming process engine?
  - The data process engine that is designed with infinite data set in mind



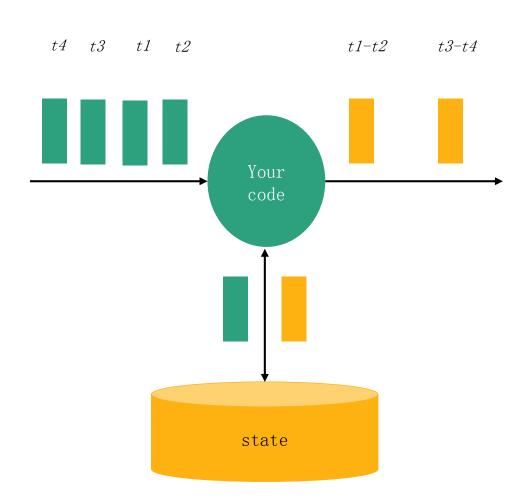
#### What is stateful streaming



## ✓ Computation and state

- E.g., counters, windows of past events, state machines, trained ML models
- ✓ Result depends on history of stream
- ✓ Stateful stream processor gives the tools to manage state
  - Recover, roll back, version, upgrade, etc

#### What is event-time streaming



Data records associated with timestamps (time series data)

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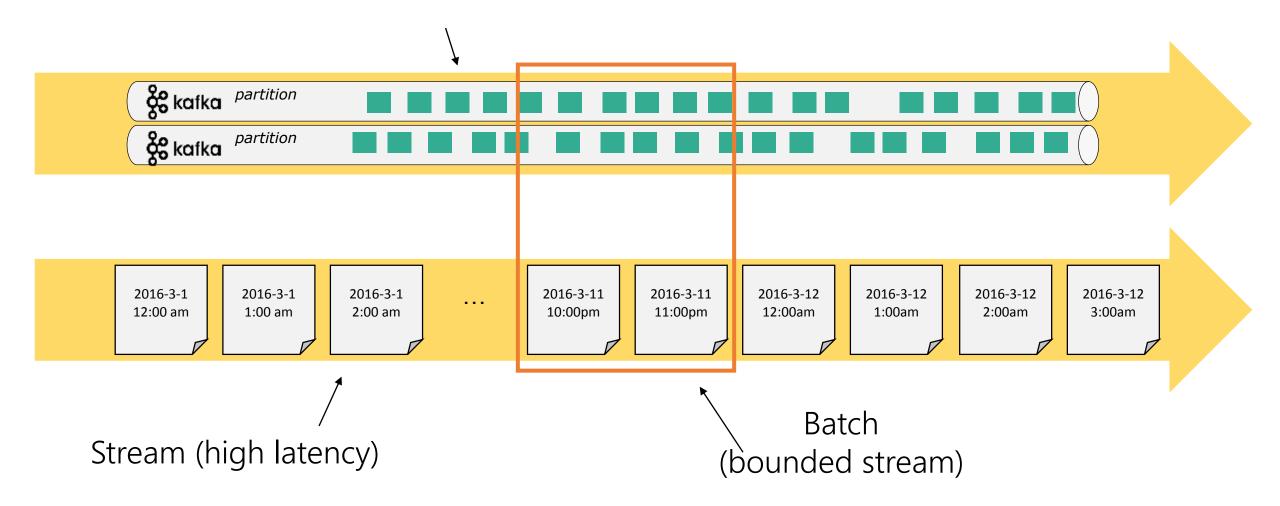
✓ Processing depends on timestamps

- ✓ Event-time stream processor gives you the tools to reason about time
  - E.g., handle streams that are out of order
  - Core feature is watermarks a clock to measure event time



#### **Streaming Subsumes Batch**

Stream (low latency)



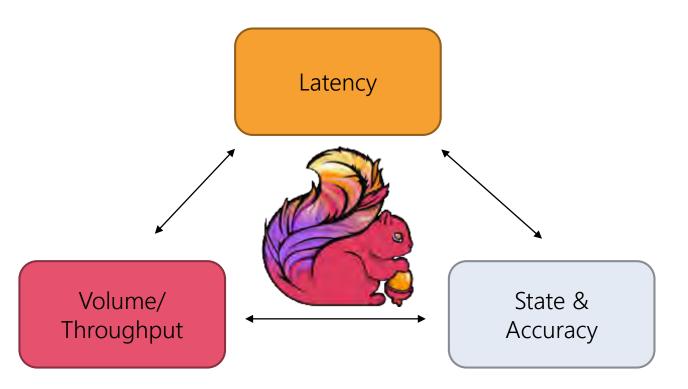


# What is Flink?

Part 2

#### Flink - Streaming Compute Engine

## Latency down to the milliseconds

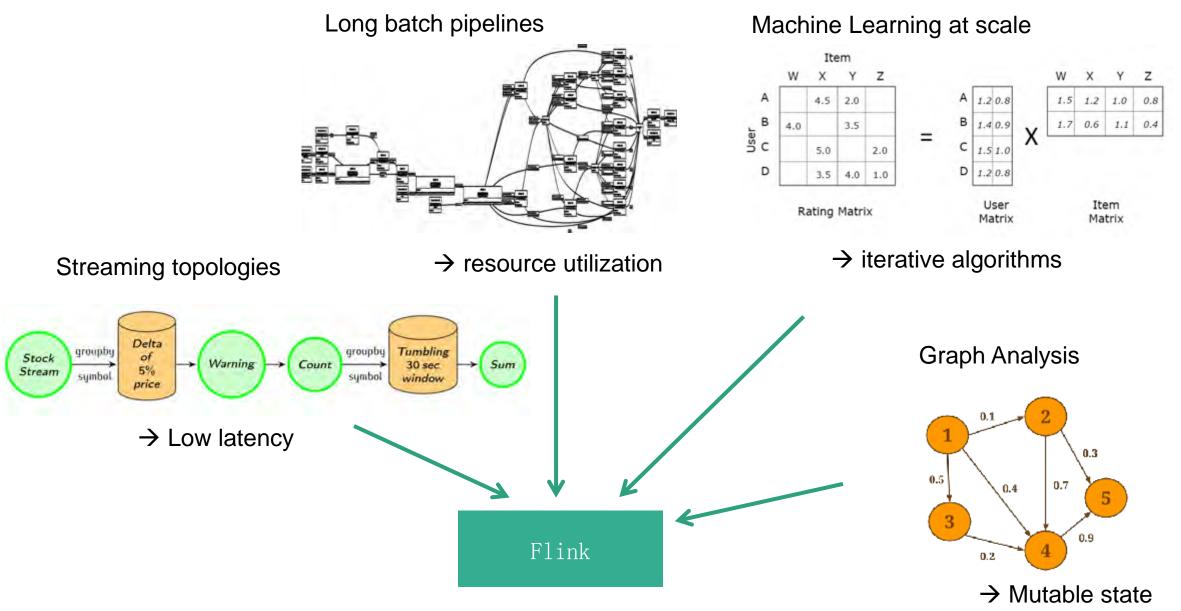


10s of millions evts/sec for stateful applications Exactly-once semantics Event time processing

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http://flink.apache.org

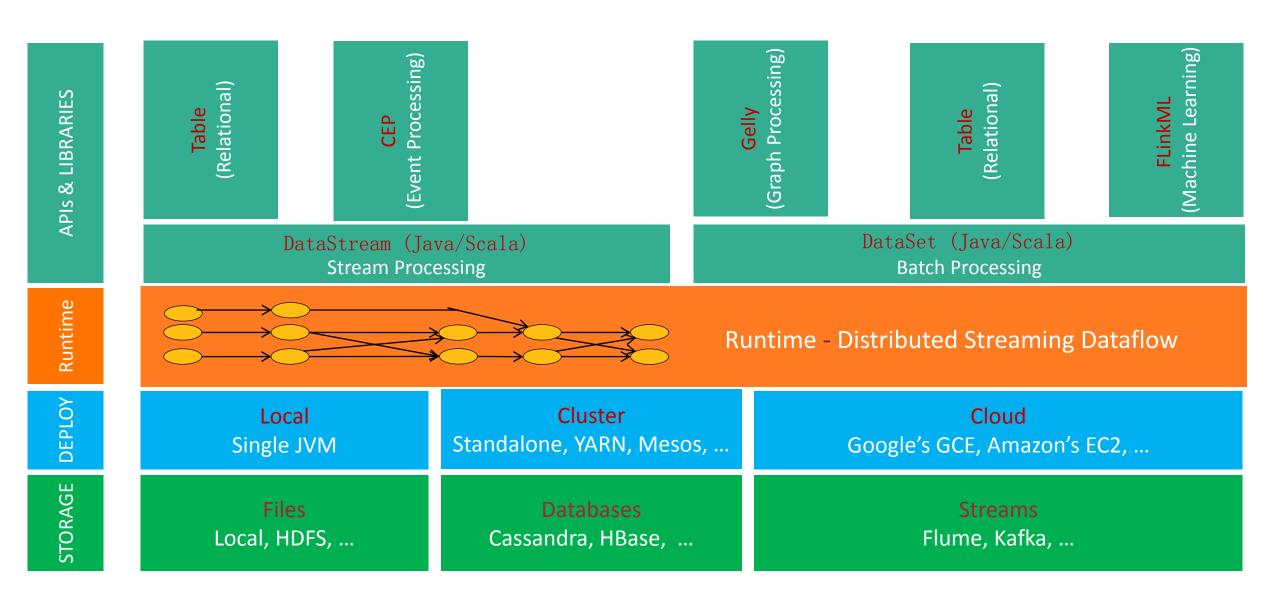
#### **Flink – Unified Compute Engine**



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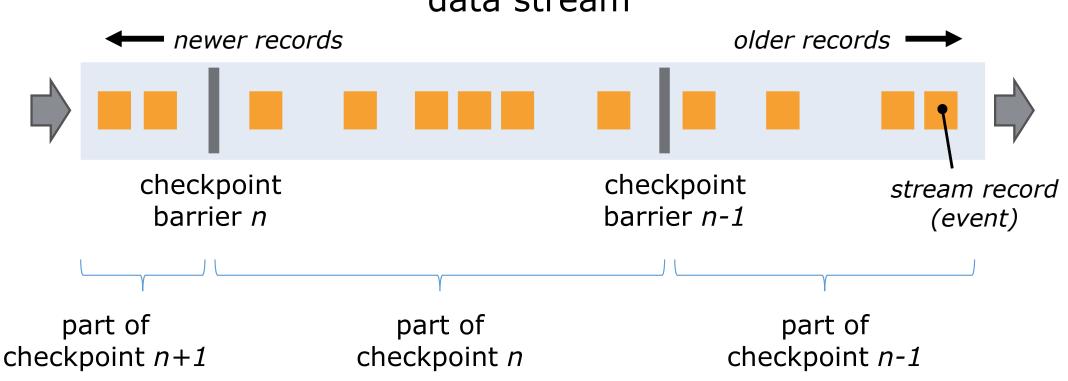
#### Flink Ecosystem





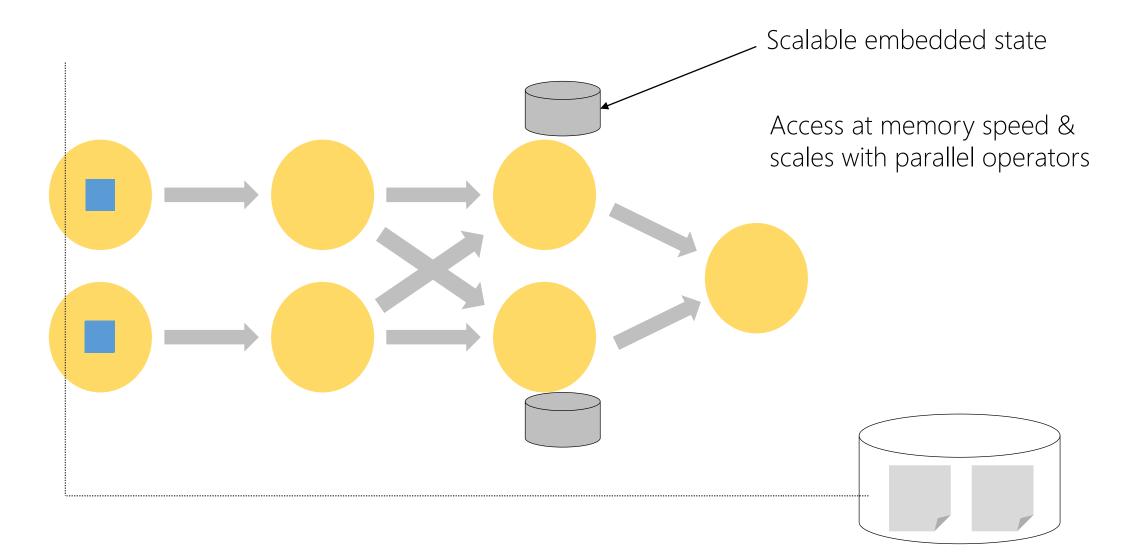
#### **Checkpoint/Recovery**

- Chandy-Lamport algorithm
- Periodic asynchronous consistent snapshots of application state
- Provide exactly-once state guarantees under failures



## data stream

#### **Stateful Steam Processing**



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# What is Blink?

Part 3



#### Blink – Alibaba's version of Flink

#### ✓ Looked into Flink two years ago

- best choice of unified computing engine
- a few of issues in flink that can be problems for large scale applications

#### ✓ Started Blink project

• aimed to make Flink work reliably and efficiently at the very large scale at Alibaba

#### ✓ Made various improvements in Flink runtime

- native run on yarn cluster
- failover optimizations for fast recovery
- incremental checkpoint for super large state
- async operator for high throughputs

#### ✓ Working with Flink community to contribute back since last August

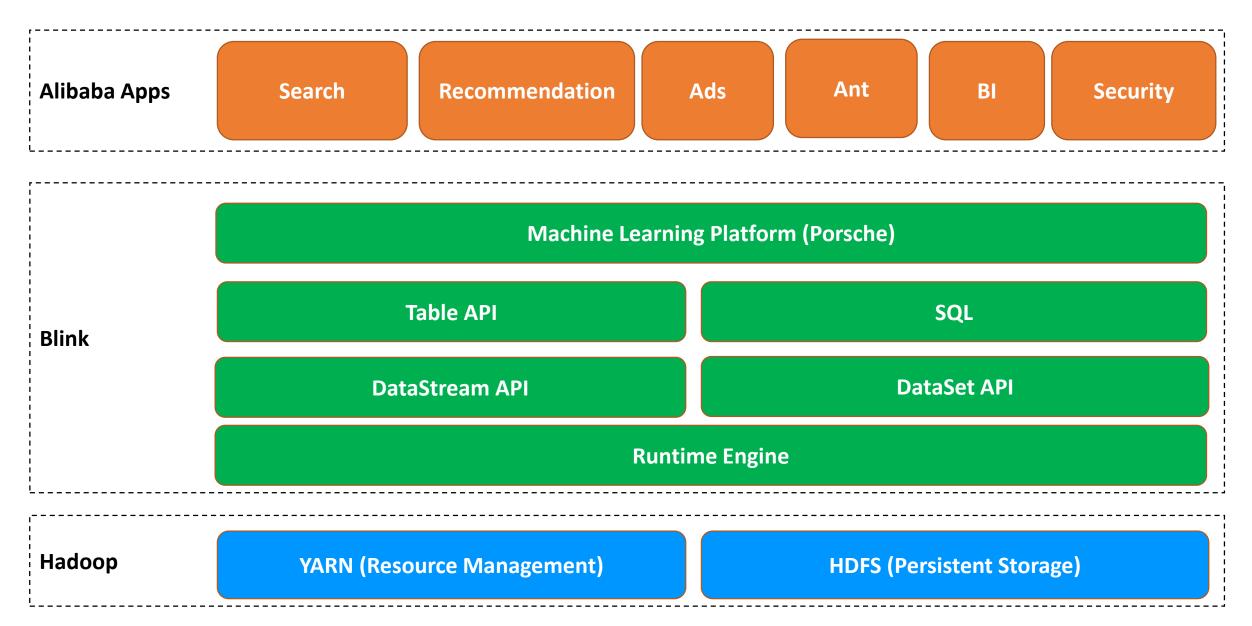
- several key designs
- hundreds of patches



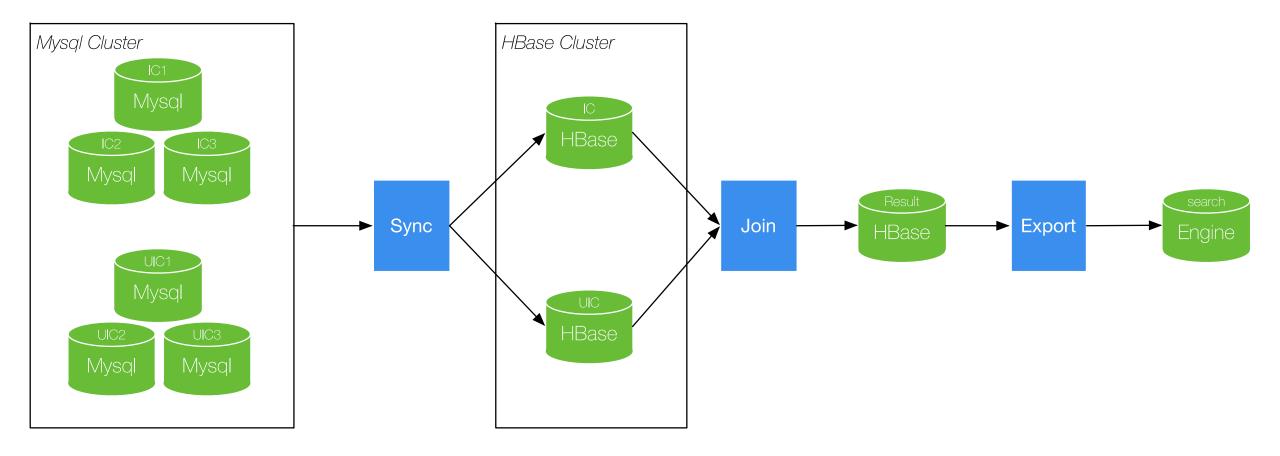
#### **Blink in Alibaba Production**

- ✓ In production for almost one year
- ✓ More than 3000 nodes are running Blink
- ✓ The largest Blink cluster is more than 1000 nodes
- ✓ There are hundreds of production jobs supported by Blink
- ✓ Supported key online Service on last Nov 11<sup>th</sup>
  - The largest Blink job has 5000 concurrent, 10TB state, billions of QPS
  - Based on the Blink machine learning platform to significantly increase the transaction conversion

#### **Blink Ecosystem in Alibaba**

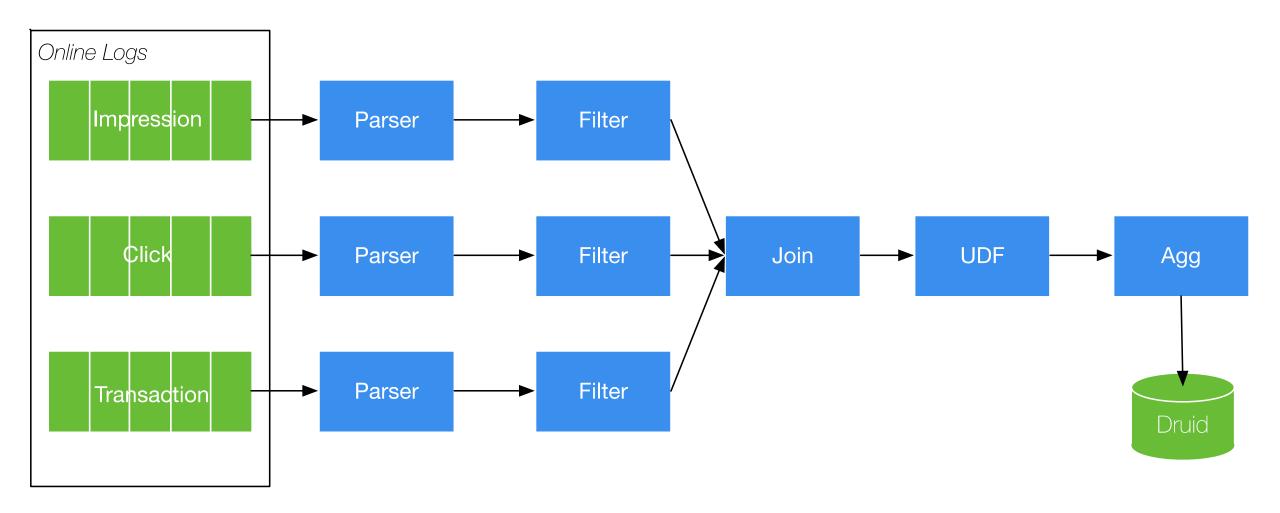


#### Use Case — Search Index Build & Update



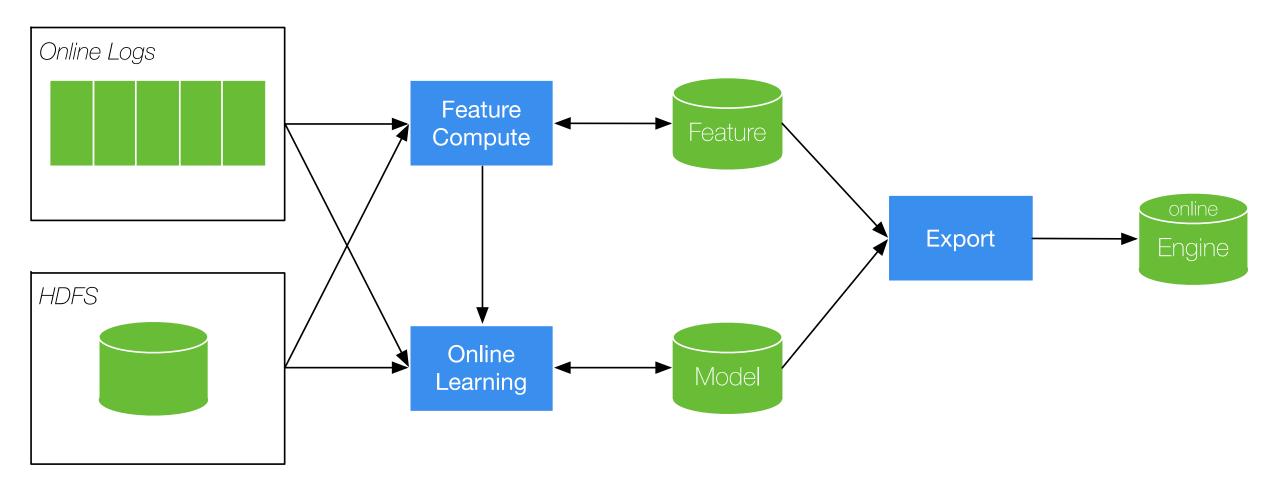
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#### Use Case — Realtime A/B Test



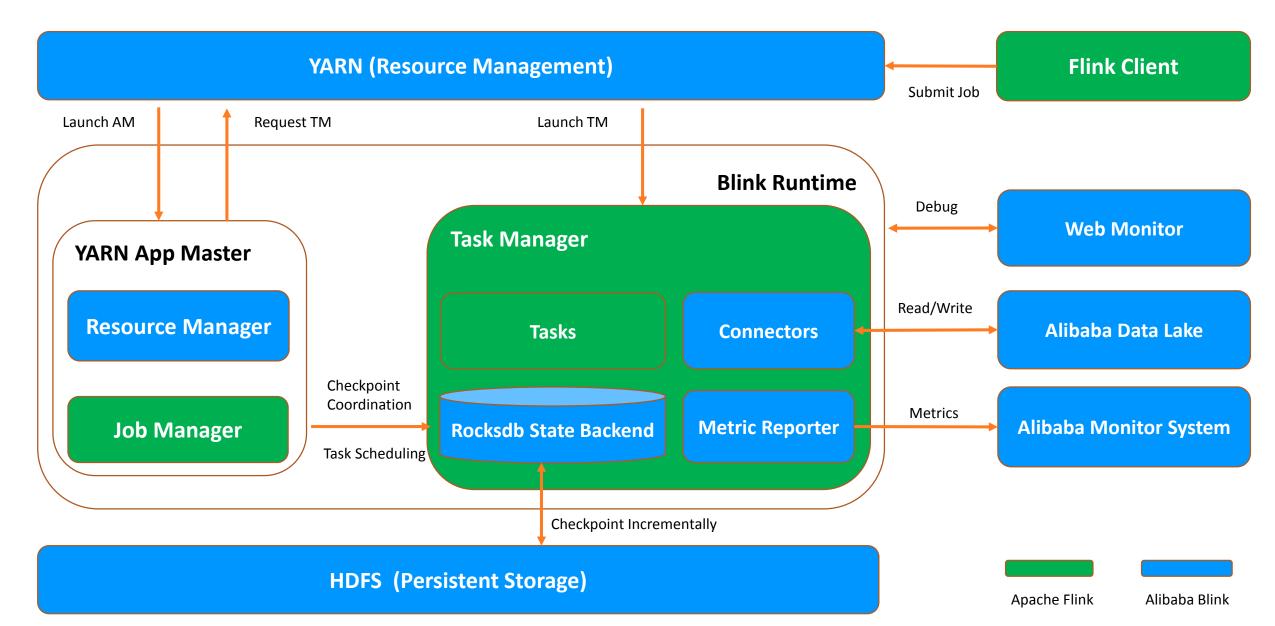


#### **Use Case — Online Machine Learning**





#### **Blink Architecture**





#### **Improvements to Flink Runtime**

- ✓ Native integration with Resource Managment for dynamic resource allacation and more larger scale
- ✓ Performance Improvements
  - Incremental Checkpoint
  - Asynchronous Operator
- ✓ Failover Optimization
  - Fine-grained Recovery for Task Failures
  - Allocation Reuse for Task Recovery
  - Non-disruptive JobManager Failures via Reconciliation



# **Future Plans**

Section 4



#### **Future Plans**

#### ✓ Blink is already popular in the streaming scenarios

• more and more streaming applications will run on blink

## ✓ Make batch applications run on production

• increase the resource utilization of the clusters

## ✓ Blink as Service

• Alibaba Group Wide

### ✓ Cluster is growing very fast

- cluster size will double
- thousands of jobs run on production





# THANKS

----- Q&A Section ------