Streaming to humans:

Can open source hack it?



Deephaven









What do people want?



Receive data in real-time



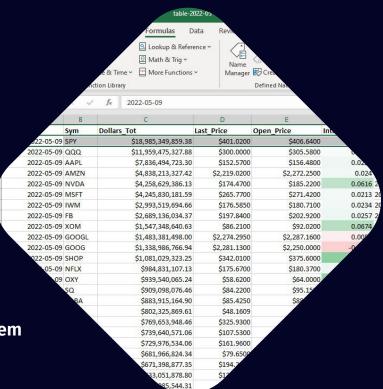
Consume & produce data



See tables (& widgets)



Be first class citizens in the data system



Those needs catalyze today's discussion

- Distill requirements
- Review OSS options
- Itemize unsolved problems
- Describe solutions





Browser Compatibility

- Easy-access
- Platform-independent
- Resource-light
- Mobile-friendly



Tables that don't suck...

... support real-time data

... support new tables & schema on-the-fly

... support widgets

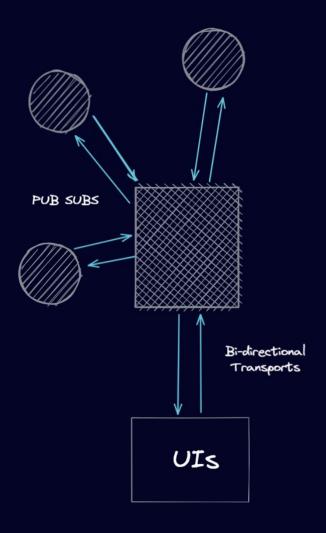
Tables that don't suck...

... support real-time data

... support new tables & schema on-the-fly

... support widgets

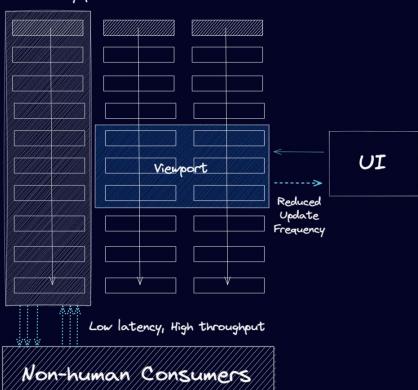




A ubiquitous backplane

- Reduce costs
- Accelerate interoperability
- Satisfy client apps
- Support bi-directionality

Efficiently packed columnar data



Efficient data consumption

- Give client apps control
- Aspire to zero copy
- Package data well

Contenders for transport

Open, popular, modern













Contenders for transport

Open, popular, modern





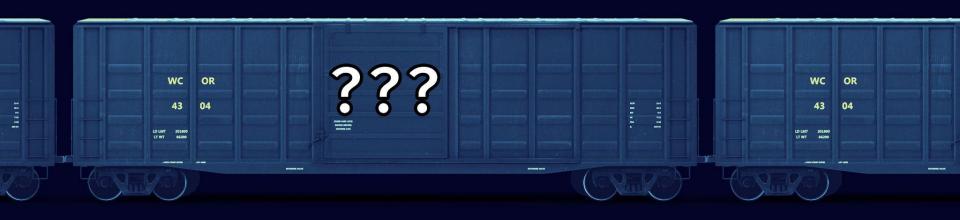




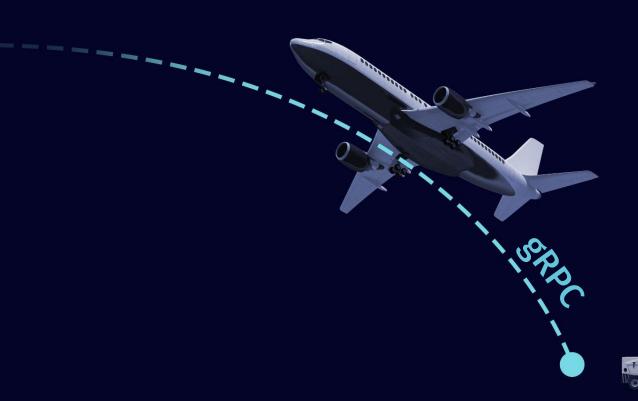
Kafka and ZeroMQ

Reliable & scalable, but...

... load-ignorant, by design



Arrow Flight knows what it's carrying





Requirements	ZeroMQ	Kafka	Arrow Flight
Low latency	Can be	Can be	Yes
Variable schema	Yes	Yes	Yes
Can support tables	Yes	Yes	Yes
Efficient for tables	No	No	Yes
Zero Copy	No	No	Yes
Can support real-time tables	Sort of	Sort of	No
Bi-directional streaming	Yes	Yes	No
Client controls throughput and latency	No	No	No
Works in a browser	No	No	No

Kafka and ZeroMQ are non-starters

Blind (and blinding) appending streams

Bad news:

- 1. No efficiency for tables
- 2. Pub & sub cannot collaborate
- 3. Workarounds become gross





Arrow Flight

Table super-powers

Easily extendable

gRPC-based (hello, streaming)

gRPC means http2 (hello, browser)

What we needed to do



Put "table changes" in Flight's payload



Use Flight's DoExchange() to provide real streaming



Make a JS client that can connect & stream

Introducing

Barrage

Table changes (not static tables)

- Think: "deltas"
- 4 varieties -> add, remove, modify, shift
- Give this a name: streaming tables

Barrage: DoExchange() for streaming

snapshot(): "Tell me about a subset of this table"

subscribe(): "Give me the current contents and push me updates"

publish(): "I want to send streaming_tables too"

The Javascript client was a hard problem

Repos worth exploring



barrage

github.com/deephaven/barrage

deephaven-core

github.com/deephaven/deephaven-core

web-client-ui

github.com/deephaven/web-client-ui

