A Brief History of Big Data

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Big data is a broad term for data sets so large or complex that traditional data processing applications are inadequate.

—Wikipedia
Once there was only small data...

Find a tasty appetizer – Easy!

Find something to use up these oranges – grumble...

What if....
Less sophisticated is sometimes better...

Get all articles from 2007.

Get all papers on “fault tolerance” – grumble and cough

“Chronologically” or “geologically” organized. Familiar to some of you at tax time.

Indexing will determine your individual performance. Teamwork can scale that up.
The culmination of centuries...

Find books on Modern Physics (DD# 539)
Find books by Wheeler
where he isn’t the first author – grumble...

Your only hope...
Then data started to grow.

1956 IBM Model 350

5 MB of data!

But still pricey. $

Better think about what you want to save.
And finally got BIG.

8TB for $130

Whys:

Storage got cheap
So why not keep it all?
Today data is a hot commodity $
And we got better at generating it

= 10 TB

*Actually, a silly estimate. The original reference mentions a more accurate 208TB, and in 2013 the digital collection alone was 3PB.

Horniman museum:
http://www.horniman.ac.uk/get_involved/blog/bioblitz-insects-reviewed

Wikipedia Commons

Pan-STARRS
(Google Earth)

Genome sequencers
(Wikipedia Commons)

A better sense of biggish

Size
- 1000 Genomes Project
  - AWS hosted
  - 260TB
- Common Crawl
  - Hosted on Bridges
  - 300-800TB+

Throughput
- Square Kilometer Array
  - Building now
  - Exabyte of raw data/day – compressed to 10PB
- Internet of Things (IoT) / motes
  - Endless streaming

Records
- GDELT (Global Database of Events, Language, and Tone) (also soon to be hosted on Bridges)
  - Only about 2.5TB per year, but...
  - 250M rows and 59 fields (BigTable)
  - “during periods with relatively little content, maximal translation accuracy can be achieved, with accuracy linearly degraded as needed to cope with increases in volume in order to ensure that translation always finishes within the 15 minute window... and prioritizes the highest quality material, accepting that lower-quality material may have a lower-quality translation to stay within the available time window.”
Good Ol’ SQL couldn't keep up.

SELECT NAME, NUMBER, FROM PHONEBOOK

Why it wasn’t fashionable:

- Schemas set in stone:
  - Need to define before we can add data
  - Not a fit for agile development
    "What do you mean we didn't plan to keep logs of everyone's heartbeat?"

- Queries often require accessing multiple indexes and joining and sorting multiple tables

- Sharding isn’t trivial

- Caching is tough
  - ACID (Atomicity, Consistency, Isolation, Durability) in a Transaction is costly.
So we gave up: Key-Value
Redis, Memcached, Amazon DynamoDB, Riak, Ehcache

- Certainly agile (no schema)
- Certainly scalable (linear in most ways: hardware, storage, cost)
- Good hash might deliver fast lookup
- Sharding, backup, etc. could be simple
- Often used for “session” information: online games, shopping carts

GET foo

<table>
<thead>
<tr>
<th>GET cart:joe:15<del>4</del>7~0723</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>foo</th>
<th>bar</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>fast</td>
</tr>
<tr>
<td>6</td>
<td>0</td>
</tr>
<tr>
<td>9</td>
<td>0</td>
</tr>
<tr>
<td>0</td>
<td>9</td>
</tr>
<tr>
<td>text</td>
<td>pic</td>
</tr>
<tr>
<td>1055</td>
<td>stuff</td>
</tr>
<tr>
<td>bar</td>
<td>foo</td>
</tr>
</tbody>
</table>
Sure, giving up ACID buys us a lot performance, but doesn't our crude organization cost us something? Yes, but remember these guys?

How does a pile of unorganized data solve our problems?

This is what they look like today.
NoSQL

It turns out this *NoSQL* approach can benefit from some old-fashioned organization. Let's look at what types of structure take us beyond simple key-value:

- Document
- Column
- Graph
- DataFrames
- *Analysis / Machine Learning*
GET foo

- Value must be an object the DB can understand
- Common are: XML, JSON, Binary JSON and nested thereof
- This allows server side operations on the data

GET plant=daisy

- Can be quite complex: Linq query, JavaScript function
- Different DB’s have different update/staleness paradigms
Wide Column Stores

- No predefined schema
- Can think of this as a 2-D key-value store: the value may be a key-value store itself
- Different databases aggregate data differently on disk with different optimizations

```
SELECT Name, Occupation FROM People WHERE key IN (199, 200, 207);
```

<table>
<thead>
<tr>
<th>Key</th>
<th>Email</th>
<th>Web</th>
</tr>
</thead>
<tbody>
<tr>
<td>Joe</td>
<td>joe@gmail</td>
<td><a href="http://www.joe.com">www.joe.com</a></td>
</tr>
<tr>
<td>Fred</td>
<td>412-555-3412</td>
<td><a href="mailto:fred@yahoo.com">fred@yahoo.com</a></td>
</tr>
<tr>
<td>Julia</td>
<td><a href="mailto:julia@apple.com">julia@apple.com</a></td>
<td></td>
</tr>
<tr>
<td>Mac</td>
<td>214-555-5847</td>
<td></td>
</tr>
</tbody>
</table>
• Great for semantic web
• Great for graphs 😊
• Can be hard to visualize
• Serialization can be difficult
• Queries more complicated

From PDX Graph Meetup
SPARQL (W3C Standard)

- Uses Resource Description Framework format (triple store)
- RDF Limitations
  - No named graphs
  - No quantifiers or general statements
    - “Every page was created by some author”
    - “Cats meow”
- Requires a schema (RDFS) to define rules
  - "The object of ‘homepage’ must be a Document."

```
SELECT ?name ?email
WHERE {
  ?person a foaf:Person.
  ?person foaf:name ?name.
}
```

Cypher (Neo4J only)

- No longer proprietary
- Stores whole graph, not just triples
- Allows for named graphs
- …and general Property Graphs (edges and nodes may have values)

```
SMATCH (Jack:Person
  { name:‘Jack Nicolson’})-[[:ACTED_IN]]-(movie:Movie)
RETURN movie
```
What kind of databases are they?
Frameworks for Data

These are both frameworks for distributing and retrieving data. Hadoop is focused on disk based data and a basic map-reduce scheme, and Spark evolves that in several directions that we will get in to. Both can accommodate multiple types of databases and achieve their performance gains by using parallel workers.

The mother of Hadoop was necessity. It is trendy to ridicule its primitive design, but it was the first step.