## Streaming to humans:

Can open source hack it?



Deephaven









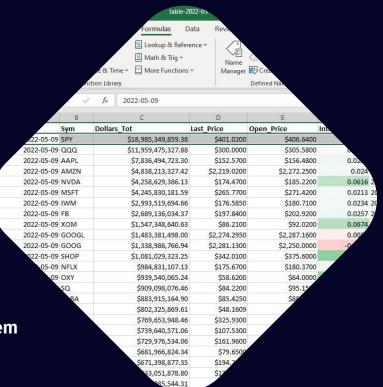
#### What do people want?



2 Interact with tables & widgets

(3) Consume and produce

Be first class citizens in the data system



# Those needs catalyze today's discussion

- Distill technical implications
- Review currently popular options
- Itemize unsolved problems
- Describe open-source work toward a solution



#### Tables that don't suck

- They need to update in real time
- Schema changes must be transparent to the client
- The same must be true for widgets

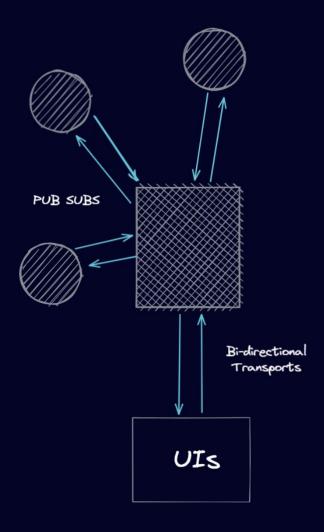
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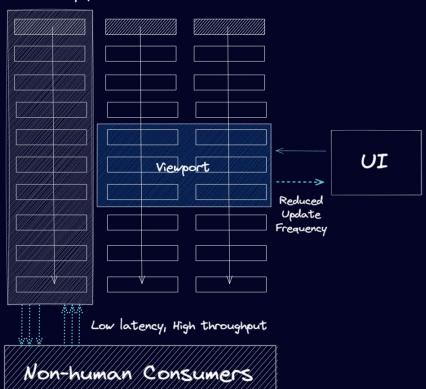




### A ubiquitous backplane

- Reduce plumbing costs for new features
- Provide low latency, not just high throughput
- Support bi-directionality

#### Efficiently packed columnar data



#### **Efficient data consumption**

- Client must be able to control throughput and latency
- Design should aspire to be zero copy
- Data must be well packaged



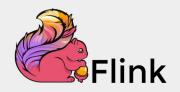
#### **Browser Compatibility**

- Common denominator
- Lowest-entry point for eyes and fingers
- Platform independent solution
- Low resource technology
- Mobile-friendly bridge



## **Contenders for transport**

Open, popular, modern













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Requirements	ZeroMQ	Kafka	Arrow Flight
Low latency	Can be	Can be	Yes
Variable schema	Yes	Yes	Yes
Capable of supporting tables	Yes	Yes	Yes
Efficiently packaged for tables	No	No	Yes
Zero Copy	No	No	Yes
Support for tables that update	Sort of	Sort of	No
Bi-directional streaming	Yes	Yes	Non-streaming
Client control of throughput and latency	No	No	No
Works in a browser	No	No	No

#### **Kafka and ZeroMQ are non-starters**

Good at real-time but...

For any pub or sub, the data is a blind appending stream.

This kills the requirements in two ways:

- No design for efficiently sending table data
- 2. Producer and consumer cannot collaborate directly

There is no opportunity to improve this.





#### **Arrow Flight**

- Table super -powers
- Easily extendable
- Built on gRPC: so streaming seems "plausible"
- gRPC is based on http2, so browser support has potential

#### What we needed to do



Package "table changes" in Arrow Flight payloads



Employ Flight's DoExchange() to implement custom streaming methods



Make a JS client that can connect to a Flight server with streaming support

#### Introducing

## Barrage

#### Packaging "table changes"

- Data structure for describing table changes
- Table "deltas": add, remove, modify, shift
- streaming\_tables

#### **Barrage: DoExchange() for streaming**

snapshot(): "Tell me about a subset of this table"
A custom DoGet() call that can specify rows and columns.

subscribe(): "Give me the current contents and push me updates"Snapshots plus inherited deltas.

publish(): "As a client, I'll provide the server a snapshot and deltas"
The opposite of subscribe.

### 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

