

Streaming

Ted Dunning, Ellen Friedman

Streaming Systems Tyler Akidau, Slava Chernyak, Reuven Lax, 2018-07-16

Streaming data is a big deal in big data these days. As more and more businesses seek to tame the massive unbounded data sets that pervade our world, streaming systems have finally reached a level of maturity sufficient for mainstream adoption. With this practical guide, data engineers, data scientists, and developers will learn how to work with streaming data in a conceptual and platform-agnostic way. Expanded from Tyler Akidau's popular blog posts Streaming 101 and Streaming 102, this book takes you from an introductory level to a nuanced understanding of the what, where, when, and how of processing real-time data streams. You'll also dive deep into watermarks and exactly-once processing with co-authors Slava Chernyak and Reuven Lax. You'll explore: How streaming and batch data processing patterns compare The core principles and concepts behind robust out-of-order data processing How watermarks track progress and completeness in infinite datasets How exactly-once data processing techniques ensure correctness How the concepts of streams and tables form the foundations of both batch and streaming data processing The practical motivations behind a powerful persistent state mechanism, driven by a real-world example How time-varying relations provide a link between stream processing and the world of SQL and relational algebra

Scalable Data Streaming with Amazon Kinesis Tarik Makota, Brian

Maguire, Danny Gagne, Rajeev Chakrabarti, 2021-03-31 Explore Kinesis managed services such as Kinesis Data Streams, Kinesis Data Analytics, Kinesis Data Firehose, and Kinesis Video Streams with the help of practical use cases Key Features Get well versed with the capabilities of Amazon Kinesis Explore the monitoring, scaling, security, and deployment patterns of various Amazon Kinesis services Learn how other Amazon Web Services and third-party applications such as Splunk can be used as destinations for Kinesis data Book Description Amazon Kinesis is a collection of secure, serverless, durable, and highly available purpose-built data streaming services. This data streaming service provides APIs and client SDKs that enable you to produce and consume data at scale. Scalable Data Streaming with Amazon Kinesis begins with a quick overview of the core concepts of data streams, along with the essentials of the AWS Kinesis landscape. You'll then explore the requirements of the use case shown through the book to help you get started and cover the key pain points encountered in the data stream life cycle. As you advance, you'll get to grips with the architectural components of Kinesis, understand how they are configured to build data pipelines, and delve into the applications that connect to them for consumption and processing. You'll also build a Kinesis data pipeline from scratch and learn how to implement and apply practical solutions. Moving on, you'll learn how to configure Kinesis on a cloud platform. Finally, you'll learn how other AWS services can be integrated into Kinesis. These services include Redshift, Dynamo Database, AWS S3, Elastic Search, and third-party applications such as Splunk. By the end of this AWS book, you'll be able to build and deploy your own Kinesis data pipelines with Kinesis Data Streams (KDS), Kinesis Data Firehose (KDF), Kinesis Video Streams (KVS), and Kinesis Data Analytics (KDA). What you will learn Get to grips with data streams, decoupled design, and real-time stream processing Understand the properties of KDF that differentiate it from other Kinesis services Monitor and scale KDS using CloudWatch metrics Secure KDA with

identity and access management (IAM) Deploy KVS as infrastructure as code (IaC) Integrate services such as Redshift, Dynamo Database, and Splunk into Kinesis Who this book is for This book is for solutions architects, developers, system administrators, data engineers, and data scientists looking to evaluate and choose the most performant, secure, scalable, and cost-effective data streaming technology to overcome their data ingestion and processing challenges on AWS. Prior knowledge of cloud architectures on AWS, data streaming technologies, and architectures is expected.

Streaming and Digital Media Dan Rayburn, 2012-07-26 Streaming and Digital Media gives you a concise and direct analysis to understand a scalable, profitable venture, as well as the common and hidden pitfalls to avoid in your business. By focusing on both the business implications and technical differences between online video and traditional broadcast distribution, you will learn how to gain significant time-to-market and cost-saving advantages by effectively using streaming and digital media technologies. As part of the NAB Executive Technology Briefing series, the book is geared towards the manager or executive and no technical prerequisite is required. You can quickly learn the technical speak as well as the market and business implications. New In The Book: - Consumer generated content and portals - Distribution of full-length video content - New distribution outlets for delivering content (Sling, TiVo, IPTV) - Addition of Flash streaming technology and Podcasting - Up-to-date market research and data - New industry pricing data

Streaming, Sharing, Stealing Michael D. Smith, Rahul Telang, 2017-08-25 How big data is transforming the creative industries, and how those industries can use lessons from Netflix, Amazon, and Apple to fight back. "[The authors explain] gently yet firmly exactly how the internet threatens established ways and what can and cannot be done about it. Their book should be required for anyone who wishes to believe that nothing much has changed." -The Wall Street Journal "Packed with examples, from the nimble-footed who reacted quickly to adapt their businesses, to laggards who lost empires." -Financial Times Traditional network television programming has always followed the same script: executives approve a pilot, order a trial number of episodes, and broadcast them, expecting viewers to watch a given show on their television sets at the same time every week. But then came Netflix's House of Cards. Netflix gauged the show's potential from data it had gathered about subscribers' preferences, ordered two seasons without seeing a pilot, and uploaded the first thirteen episodes all at once for viewers to watch whenever they wanted on the devices of their choice. In this book, Michael Smith and Rahul Telang, experts on entertainment analytics, show how the success of House of Cards upended the film and TV industries—and how companies like Amazon and Apple are changing the rules in other entertainment industries, notably publishing and music. We're living through a period of unprecedented technological disruption in the entertainment industries. Just about everything is affected: pricing, production, distribution, piracy. Smith and Telang discuss niche products and the long tail, product differentiation, price discrimination, and incentives for users not to steal content. To survive and succeed, businesses have to adapt rapidly and creatively. Smith and Telang explain how. How can companies discover who their customers are, what they want, and how much they are willing to pay for it? Data. The entertainment industries, must learn to play a little

“moneyball.” The bottom line: follow the data.

Streaming Wheeler Winston Dixon, 2013-05-01 Film stocks are vanishing, but the iconic images of the silver screen remain -- albeit in new, sleeker formats. Today, viewers can instantly stream movies on televisions, computers, and smartphones. Gone are the days when films could only be seen in theaters or rented at video stores: movies are now accessible at the click of a button, and there are no reels, tapes, or discs to store. Any film or show worth keeping may be collected in the virtual cloud and accessed at will through services like Netflix, Hulu, and Amazon Instant. The movies have changed, and we are changing with them. The ways we communicate, receive information, travel, and socialize have all been revolutionized. In **Streaming**, Wheeler Winston Dixon reveals the positive and negative consequences of the transition to digital formatting and distribution, exploring the ways in which digital cinema has altered contemporary filmmaking and our culture. Many industry professionals and audience members feel that the new format fundamentally alters the art, while others laud the liberation of the moving image from the imperfect medium of film, asserting that it is both inevitable and desirable. Dixon argues that the change is neither good nor bad; it's simply a fact. Hollywood has embraced digital production and distribution because it is easier, faster, and cheaper, but the displacement of older technology will not come without controversy. This groundbreaking book illuminates the challenges of preserving media in the digital age and explores what stands to be lost, from the rich hues of traditional film stocks to the classic movies that are not profitable enough to offer in streaming formats. Dixon also investigates the financial challenges of the new distribution model, the incorporation of new content such as webisodes, and the issue of ownership in an age when companies have the power to pull purchased items from consumer devices at their own discretion. **Streaming** touches on every aspect of the shift to digital production and distribution. It explains not only how the new technology is affecting movies, music, books, and games, but also how instant access is permanently changing the habits of viewers and influencing our culture.

An Evaluation of Streaming Current Detectors Steven K. Dentel, 1988

The Age of Netflix Cory Barker, Myc Wiatrowski, 2017-09-05 In 2016, Netflix-- with an already enormous footprint in the United States--expanded its online streaming video service to 130 new countries, adding more than 12 million subscribers in nine months and bringing its total to 87 million. The effectiveness of Netflix's content management lies in its ability to appeal to a vastly disparate global viewership without a unified cache of content. Instead, the company invests in buying or developing myriad programming and uses sophisticated algorithms to narrowcast to micro-targeted audience groups. In this collection of new essays, contributors explore how Netflix has become a cultural institution and transformed the way we consume popular media.

Learning Real Time Processing with Spark Streaming Sumit Gupta, 2015-09-28 Building scalable and fault-tolerant streaming applications made easy with Spark streaming
About This Book• Process live data streams more efficiently with better fault recovery using Spark Streaming• Implement and deploy real-time log file analysis• Learn about integration with Advance Spark Libraries – GraphX, Spark SQL, and MLlib.
Who This Book Is For This book is intended for big data developers with basic knowledge of Scala but no knowledge of Spark.

It will help you grasp the basics of developing real-time applications with Spark and understand efficient programming of core elements and applications. What You Will Learn

- Install and configure Spark and Spark Streaming to execute applications
- Explore the architecture and components of Spark and Spark Streaming to use it as a base for other libraries
- Process distributed log files in real-time to load data from distributed sources
- Apply transformations on streaming data to use its functions
- Integrate Apache Spark with the various advance libraries like MLib and GraphX
- Apply production deployment scenarios to deploy your application

In Detail Using practical examples with easy-to-follow steps, this book will teach you how to build real-time applications with Spark Streaming. Starting with installing and setting the required environment, you will write and execute your first program for Spark Streaming. This will be followed by exploring the architecture and components of Spark Streaming along with an overview of libraries/functions exposed by Spark. Next you will be taught about various client APIs for coding in Spark by using the use-case of distributed log file processing. You will then apply various functions to transform and enrich streaming data. Next you will learn how to cache and persist datasets. Moving on you will integrate Apache Spark with various other libraries/components of Spark like Mlib, GraphX, and Spark SQL. Finally, you will learn about deploying your application and cover the different scenarios ranging from standalone mode to distributed mode using Mesos, Yarn, and private data centers or on cloud infrastructure.

Style and approach A Step-by-Step approach to learn Spark Streaming in a structured manner, with detailed explanation of basic and advance features in an easy-to-follow Style. Each topic is explained sequentially and supported with real world examples and executable code snippets that appeal to the needs of readers with the wide range of experiences.

Creating a Streaming Video Collection for Your Library Cheryl J.

Duncan, Erika Day Peterson, 2014-09-11 Creating a Streaming Video Collection for Your Library covers the main processes associated with streaming video, from licensing to access and evaluation, and will serve as a key reference and source of best practices for libraries adding streaming video titles to their collections.

Streaming Media Gregory C. Demetriades, 2003-03-14 Helps you choose audio and video equipment, capture and edit, and set up a streaming site. * Explores how streaming media can be delivered via dial-up connections, as well as broadband connections. * CD-ROM includes the author's streaming software package, allowing readers to configure, monitor, and manage a live encoded media stream. * Reviews server issues, digital distribution systems, advanced enterprise streaming, and narrowband versus broadband. * Also addresses legal issues and the future of streaming with wireless devices.

Get Streaming! Joe Follansbee, 2004 Get Streaming with this fun, easy-to-read guide! Streaming your audio and video online is inexpensive, easy, and fun. Get the fast results you need with Get Streaming! - a step-by-step, introductory level book that gets you up and running today. Streaming media technology is growing into an indispensable part of a successful business communications strategy. This book will not only give you a professional boost, it will help you deliver your home videos to family and friends anywhere in the world! Why slog through a technology tome for weeks when you can start right now with the simple, easy-to-follow procedures in this book.

Use the comprehensive glossary of terms with one sentence definitions to lay the foundation for your streaming know-how. You'll take away a practical understanding of streaming media without feeling overwhelmed by confusing detail. Tips and insights from leading streaming pros are also at your fingertips. Whether you want to stream a corporate video, home videos, or your favorite music for friends - after reading this book, you will: *

- * Understand the three steps of streaming: Capture, Encode, Broadcast
- * Install free streaming software, capture raw media, encode into a streamable file, place that file on a streaming server, and link it all up to the Internet!
- * Know the fundamentals of how the Internet works in relation to streaming media
- * Build simple, effective streaming applications with free tools
- * Learn how to make the right streaming media technology choices, including codecs, for your specific situation
- * Understand RealVideo, Windows Media, QuickTime, Flash MX and MPEG-4 software
- * Make informed choices from among the leading streaming media content creation tools made by RealNetworks, Microsoft, Apple Computer, and Macromedia
- * Master the steps for creating on-demand streaming audio and video files as well as learning about live audio and video streaming
- * Understand the computer hardware and Internet bandwidth you'll need for maximum success
- * Glimpse the future business and career opportunities in the expanding streaming media field.

- Learn how to stream audio and video anytime, anywhere - For anyone who likes computers and surfs the web! - Covers RealVideo, Windows Media, QuickTime, Flash MX and MPEG-4

Get Streaming! Joe Follansbee, 2012-10-12 Get Streaming with this fun, easy-to-read guide! Streaming your audio and video online is inexpensive, easy, and fun. Get the fast results you need with Get Streaming! - a step-by-step, introductory level book that gets you up and running today. Streaming media technology is growing into an indispensable part of a successful business communications strategy. This book will not only give you a professional boost, it will help you deliver your home videos to family and friends anywhere in the world! Why slog through a technology tome for weeks when you can start right now with the simple, easy-to-follow procedures in this book. Use the comprehensive glossary of terms with one sentence definitions to lay the foundation for your streaming know-how. You'll take away a practical understanding of streaming media without feeling overwhelmed by confusing detail. Tips and insights from leading streaming pros are also at your fingertips. Whether you want to stream a corporate video, home videos, or your favorite music for friends - after reading this book, you will: *

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Streaming Sounds Michael James Walsh, 2024-03-29 In a time when music streaming has become the dominant mode of consuming music recordings, this book interrogates how users go about listening to music in their everyday lives in a context where streaming services are focused on not only the circulation of music for users but also the circulation of user data and attention. Drawing insights directly from interviews with users, music streaming is explained as never merely a neutral technology but rather one that seeks to actively shape user engagement. Users respond to streaming platforms with some relishing these aspects that provide music to be drawn into daily activities while others show signs of resistance. It is this tension that this book explores. This unique and accessible study will be ideal reading for both scholars and students of popular music studies, communication studies, sociology, media and cultural studies.

The Business of Streaming and Digital Media Dan Rayburn, Michael Hoch, 2012-08-06 This book answers the question, What is the value of using streaming and digital media for my business and what can I expect in return? The Business of Streaming and Digital Media gives you a concise and direct analysis of how to implement a scalable, profitable venture, as well as the common and hidden pitfalls to avoid in your business. By focusing on both the business implications and technical differences between rich media and traditional broadcast distribution, you will learn how to gain significant time-to-market and cost-saving advantages by effectively using streaming and

digital media technologies.

Streaming and Copyright Law Lasantha Ariyaratna, 2022-09-05 This book examines the challenges posed to Australian copyright law by streaming, from the end-user perspective. It compares the Australian position with the European Union and United States to draw lessons from them, regarding how they have dealt with streaming and copyright. By critically examining the technological functionality of streaming and the failure of copyright enforcement against the masses, it argues for strengthening end-user rights. The rising popularity of streaming has resulted in a revolutionary change to how digital content, such as sound recordings, cinematographic films, and radio and television broadcasts, is used on the internet. Superseding the conventional method of downloading, using streaming to access digital content has challenged copyright law, because it is not clear whether end-user acts of streaming constitute copyright infringement. These prevailing grey areas between copyright and streaming often make end-users feel doubtful about accessing digital content through streaming. It is uncertain whether exercising the right of reproduction is appropriately suited for streaming, given the ambiguities of “embodiment” and scope of “substantial part”. Conversely, the fair dealing defence in Australia cannot be used aptly to defend end-users’ acts of streaming digital content, because end-users who use streaming to access digital content can rarely rely on the defence of fair dealing for the purposes of criticism or review, news reporting, parody or satire, or research or study. When considering a temporary copy exception, end-users are at risk of being held liable for infringement when using streaming to access a website that contains infringing digital content, even if they lack any knowledge about the content’s infringing nature. Moreover, the grey areas in circumventing geo-blocking have made end-users hesitant to access websites through streaming because it is not clear whether technological protection measures apply to geo-blocking. End-users have a severe lack of knowledge about whether they can use circumvention methods, such as virtual private networks, to access streaming websites without being held liable for copyright infringement. Despite the intricacies between copyright and access to digital content, the recently implemented website-blocking laws have emboldened copyright owners while suppressing end-users’ access to digital content. This is because the principles of proportionality and public interest have been given less attention when determining website-blocking injunctions.

On the Physics and Physiology of Protoplasmic Streaming in Plants Alfred James Ewart, 1903

Protoplasmic Streaming Noburo Kamiya, 2012-12-06

Peer-to-Peer Video Streaming Eric Setton, Bernd Girod, 2007-10-25 The book describes novel solutions to enhance video quality, increase robustness to errors, and reduce end-to-end latency in video streaming systems. The authors are leading Researchers from Stanford University.

Streaming Architecture Ted Dunning, Ellen Friedman, 2016-05-10 More and more data-driven companies are looking to adopt stream processing and streaming analytics. With this concise ebook, you’ll learn best practices for designing a reliable architecture that supports this emerging big-data paradigm. Authors Ted Dunning and Ellen Friedman (Real World Hadoop) help you explore some of the best technologies to handle stream processing and analytics, with a focus on the upstream queuing or message-passing layer. To illustrate the

effectiveness of these technologies, this book also includes specific use cases. Ideal for developers and non-technical people alike, this book describes: Key elements in good design for streaming analytics, focusing on the essential characteristics of the messaging layer New messaging technologies, including Apache Kafka and MapR Streams, with links to sample code Technology choices for streaming analytics: Apache Spark Streaming, Apache Flink, Apache Storm, and Apache Apex How stream-based architectures are helpful to support microservices Specific use cases such as fraud detection and geo-distributed data streams Ted Dunning is Chief Applications Architect at MapR Technologies, and active in the open source community. He currently serves as VP for Incubator at the Apache Foundation, as a champion and mentor for a large number of projects, and as committer and PMC member of the Apache ZooKeeper and Drill projects. Ted is on Twitter as @ted_dunning. Ellen Friedman, a committer for the Apache Drill and Apache Mahout projects, is a solutions consultant and well-known speaker and author, currently writing mainly about big data topics. With a PhD in Biochemistry, she has years of experience as a research scientist and has written about a variety of technical topics. Ellen is on Twitter as @Ellen_Friedman.

Unveiling the Energy of Verbal Art: An Psychological Sojourn through **Streaming**

In a global inundated with screens and the cacophony of instantaneous transmission, the profound power and mental resonance of verbal beauty frequently diminish into obscurity, eclipsed by the constant onslaught of noise and distractions. Yet, situated within the lyrical pages of **Streaming**, a captivating work of fictional elegance that impulses with raw feelings, lies an unique journey waiting to be embarked upon. Composed by a virtuoso wordsmith, this exciting opus books visitors on an emotional odyssey, softly exposing the latent possible and profound impact embedded within the complicated web of language. Within the heart-wrenching expanse of the evocative evaluation, we can embark upon an introspective exploration of the book is main themes, dissect their charming publishing type, and immerse ourselves in the indelible effect it leaves upon the depths of readers souls.

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