

StreamGlobe: P2P Stream Sharing



Processing and Sharing Data Streams in Grid-Based P2P Infrastructures

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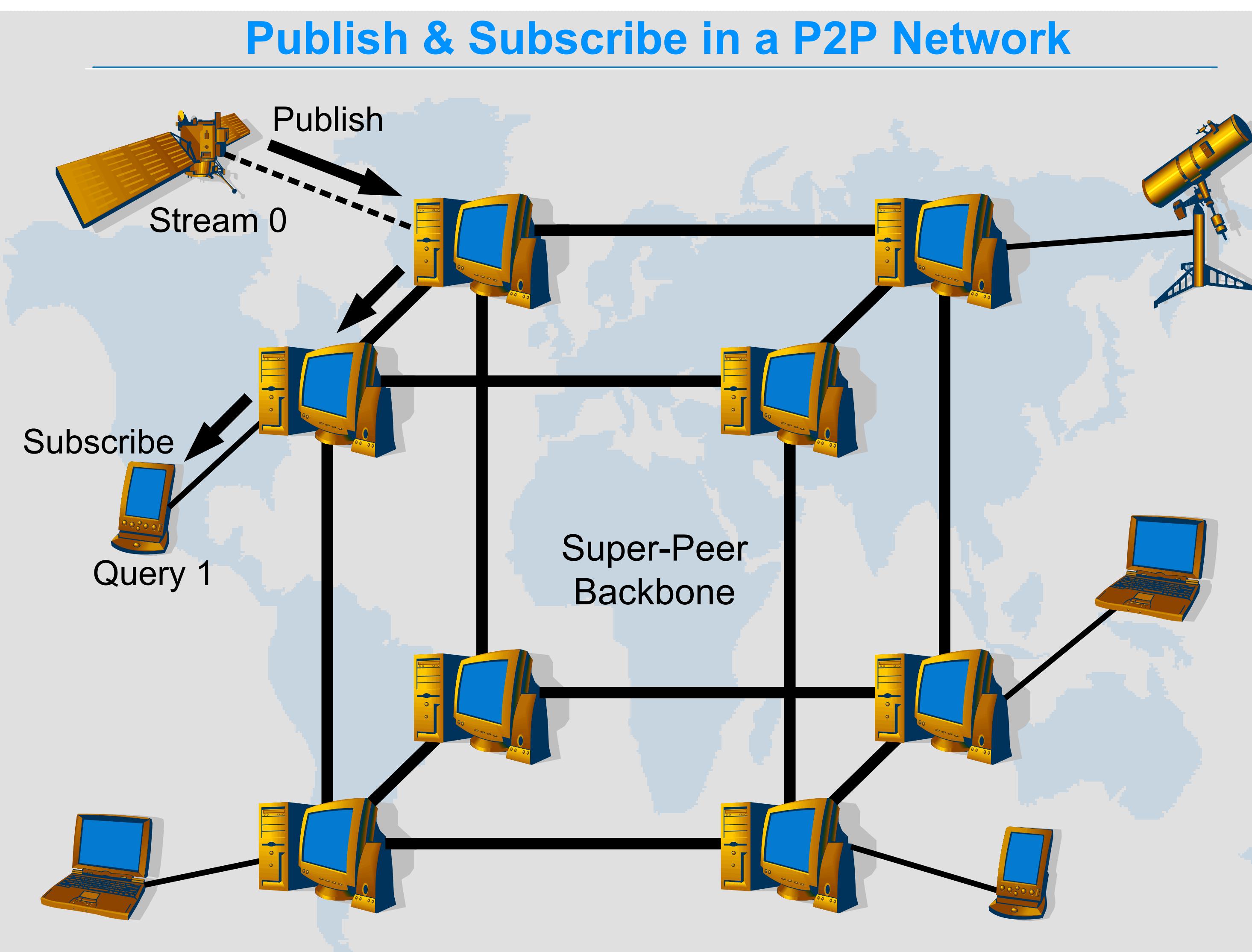
Network Basics:

- Grid-based P2P network
- Super-Peer Backbone
- Super-Peers: Powerful stationary servers
- Thin-Peers: Less powerful, possibly mobile peers/sensors

Deficiencies of traditional approach:

- Redundant transmission of data streams
- Redundant execution of stream transforming operators
- Transmission of unnecessary data

⇒ Increased network traffic
 ⇒ Increased peer load



StreamGlobe Basics:

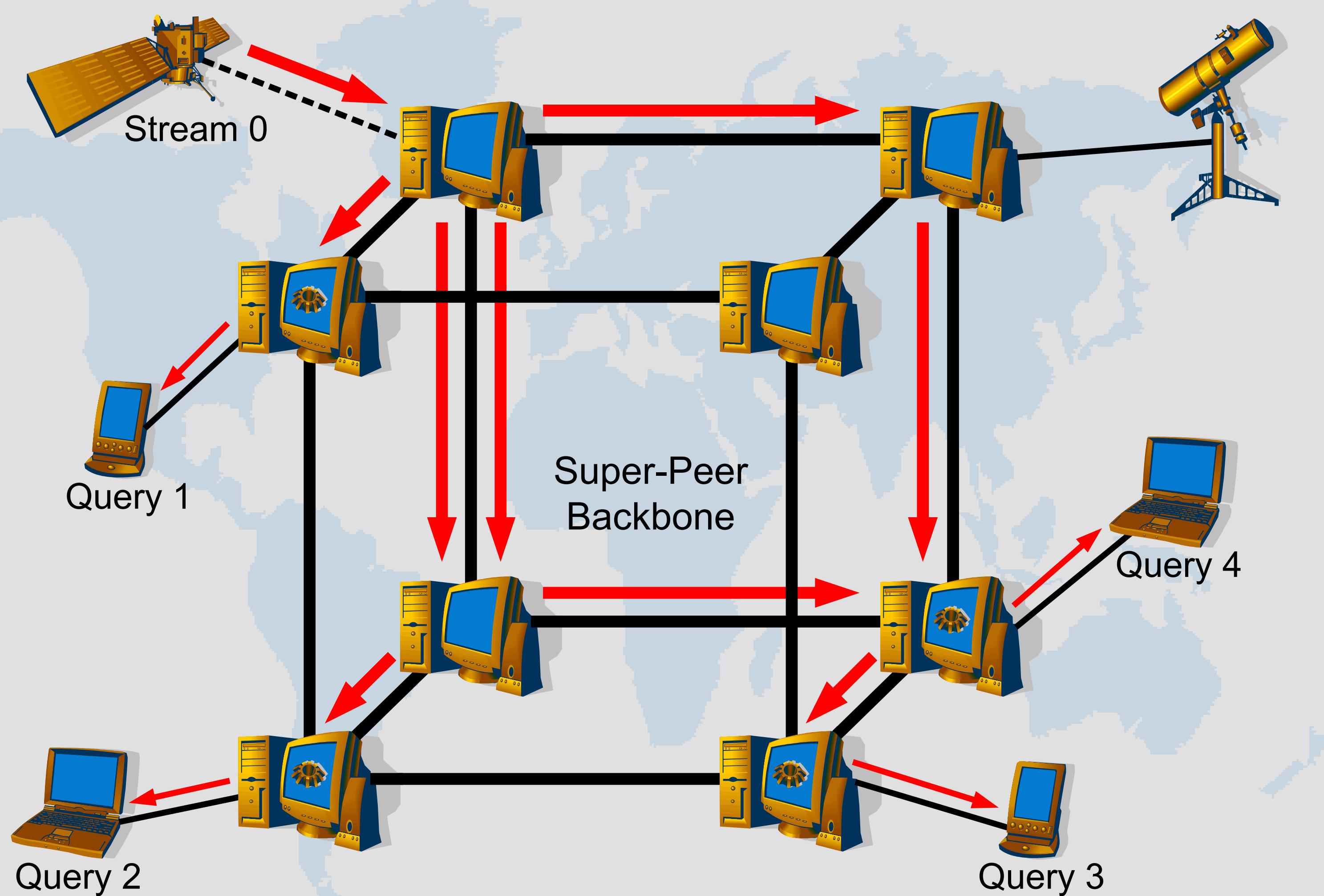
- StreamGlobe: Data Stream Management System (DSMS)
- Super-Peers process and route data streams
- Thin-Peers publish and subscribe to data streams

Benefits of StreamGlobe approach:

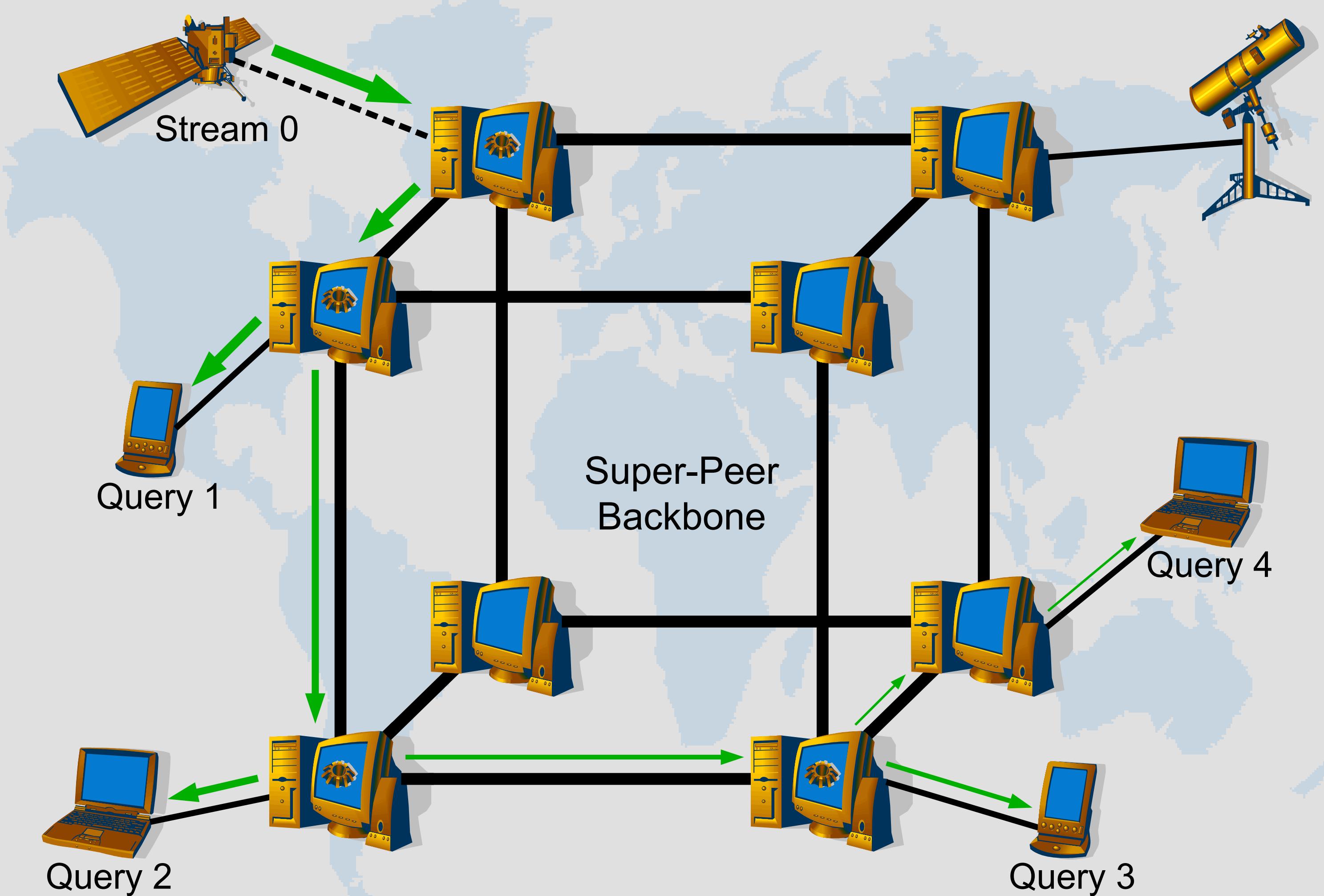
- Stream sharing avoids redundant stream transmission
- Sharing computational results avoids redundant computation
- Early filtering and aggregation avoid unnecessary transmission

⇒ Reduced network traffic
 ⇒ Reduced peer load

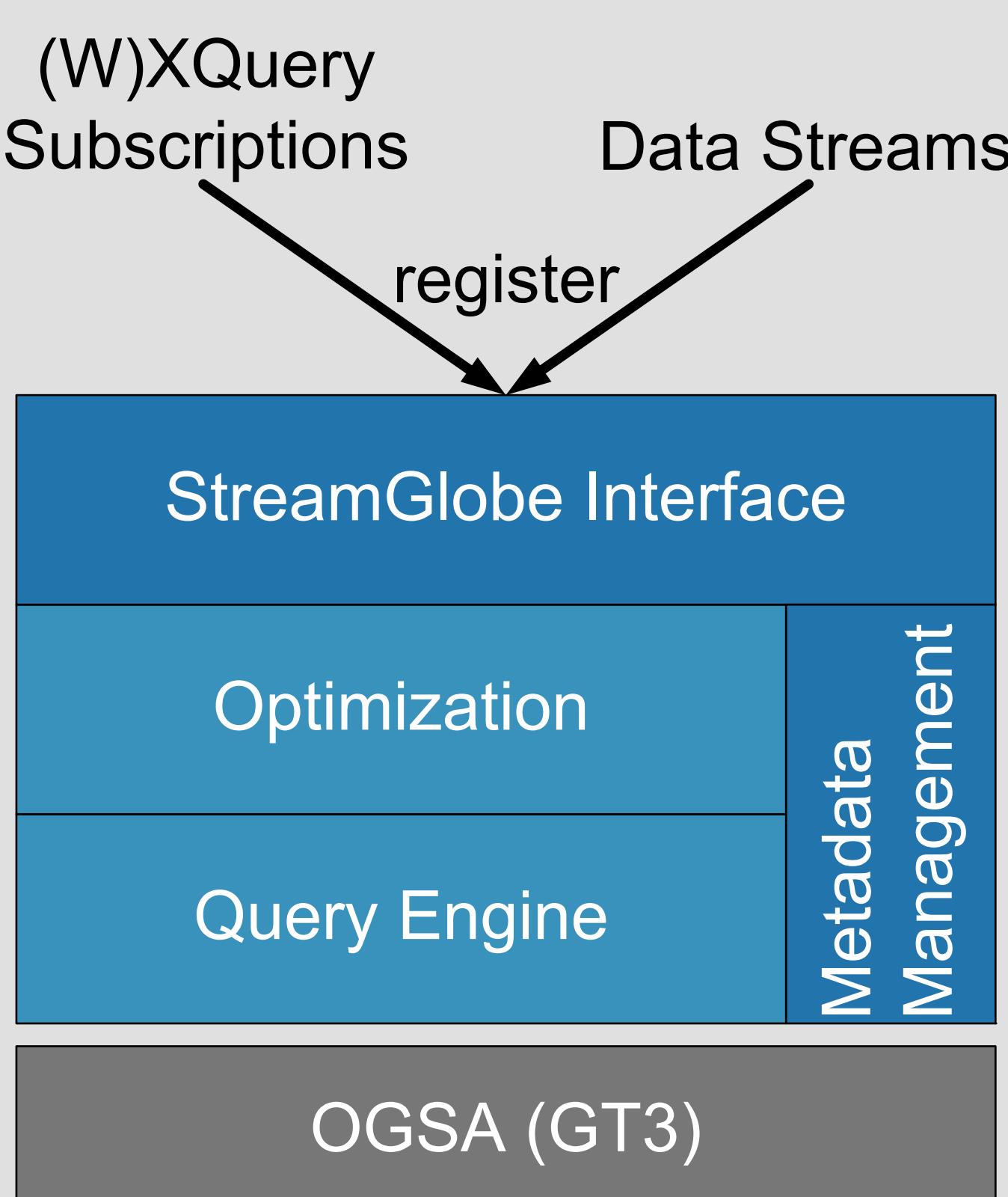
Traditional Approach without Stream Sharing



StreamGlobe Approach using Stream Sharing



Peer Architecture Overview



- Built on top of *Open Grid Services Architecture*
- Layers implemented as collaborating grid services
- Availability of services according to capabilities of peers
- *FluX* query engine for subscription evaluation

Optimization using Data Stream Sharing

Optimization Techniques:

- In-network query processing
 - Distribute query processing operators in the network (query shipping)
 - Early filtering and aggregation
- Multi-query optimization
 - Share processing results (i.e., data streams)

Optimizer:

- Cost-based optimizer
- Various cost functions possible

Optimization Benefits:

- Reduced network traffic
- Reduced computational load on peers
- Load balancing
- Increased flexibility
- Parallelization
- Reduced latency