

Architectural design of a data-oriented solution for streaming services

Prague University of Economics and Business

Agenda

- State of the art
- Introduction to streaming
- Architecture requirements for streaming
- Streaming Services Architecture Design
- Conclusions

State of the art

- Results of literature search:
 - No solution that addressed or targeted the issue of data-centric streaming service architecture solutions.
 - Scientific literature has not described how to properly access data within streaming services.
 - Scientific literature has not described how to properly design the architecture of data-centric streaming service solutions.
- Goal of this paper is to develop a general model for a data-centric streaming service architecture.

Introduction to streaming

What is streaming?

- Streaming comes from the English word "stream", which means stream of water.
- A streaming service is a technology that enables the continuous transmission of audiovisual content (material) between a source and an end user.

Type of streaming

- The types of streaming can be categorized based on the different categories within the dimensions
 - by content,
 - by time,
 - and by bitrate variability (Popelka, 2013)
 - or by the form of streaming.

Architecture requirements for streaming

- **Architecture of streaming services should include:**
 - **client part**
 - handles user interface layer (UI) and application programming Interface layer (API)
 - **backend part**
 - basically handle everything except streaming video
 - **content delivery network (CDN)**
 - highly distributed platform of servers that should help minimize the delay in loading the content of a web page

Architecture requirements for streaming

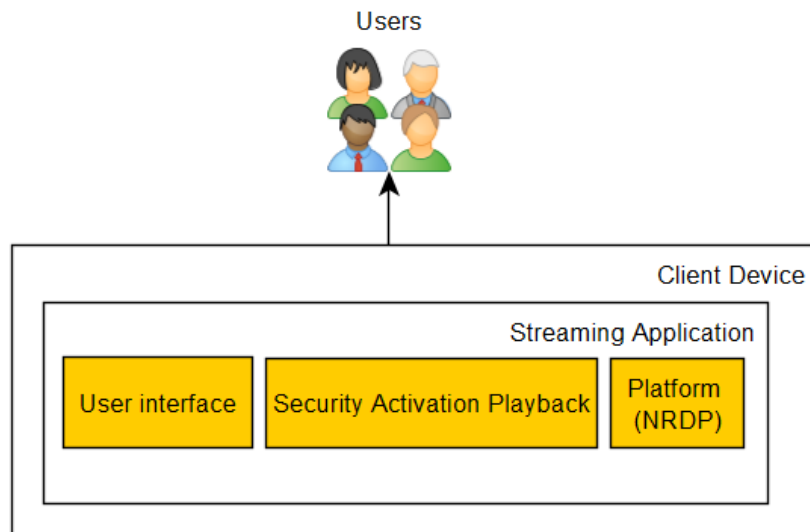
- **From data point of view.**
 - **Two types of data.**
 - One-off user data (user registration data)
 - Ever-increasing (user consumption)
 - **Amount of the data from streaming services is very large.**
 - Especially analytics data from service consumption by users are continuously growing.
 - **Big data architecture is required to be involved.**

Streaming Services Architecture Design

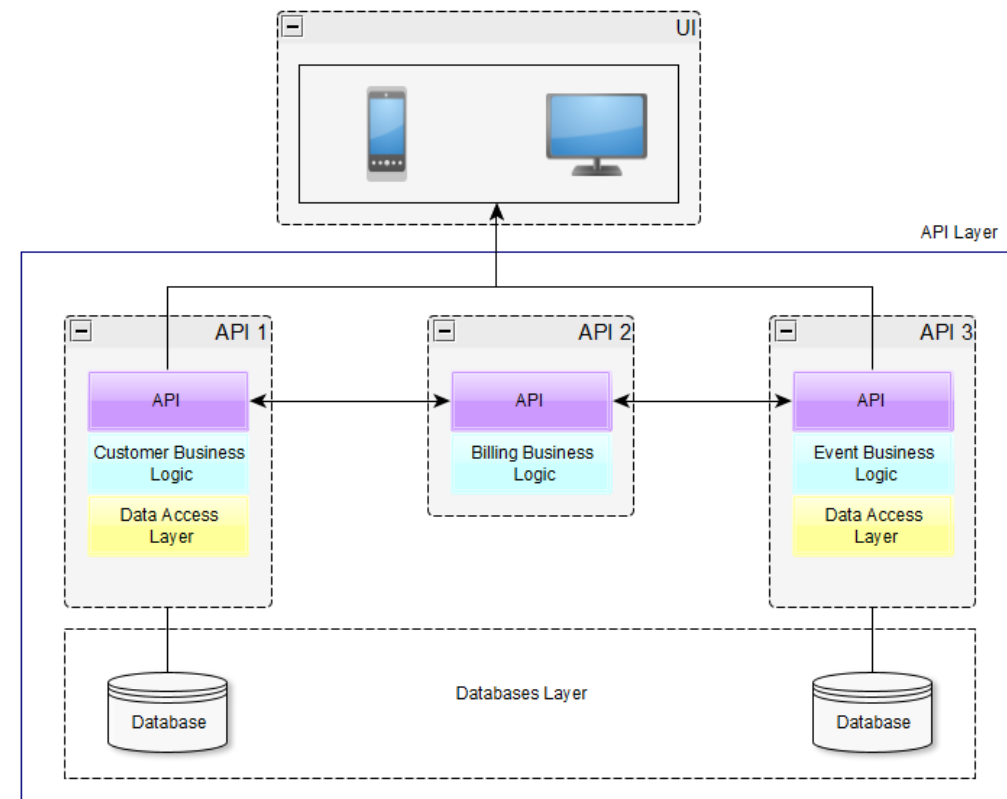
- Client part
 - UI layer
 - API layer
 - Contains several other Api or micro services that provide a particular service and interact with each other
 - Micro services

Streaming Services Architecture Design

UI layer



API layer

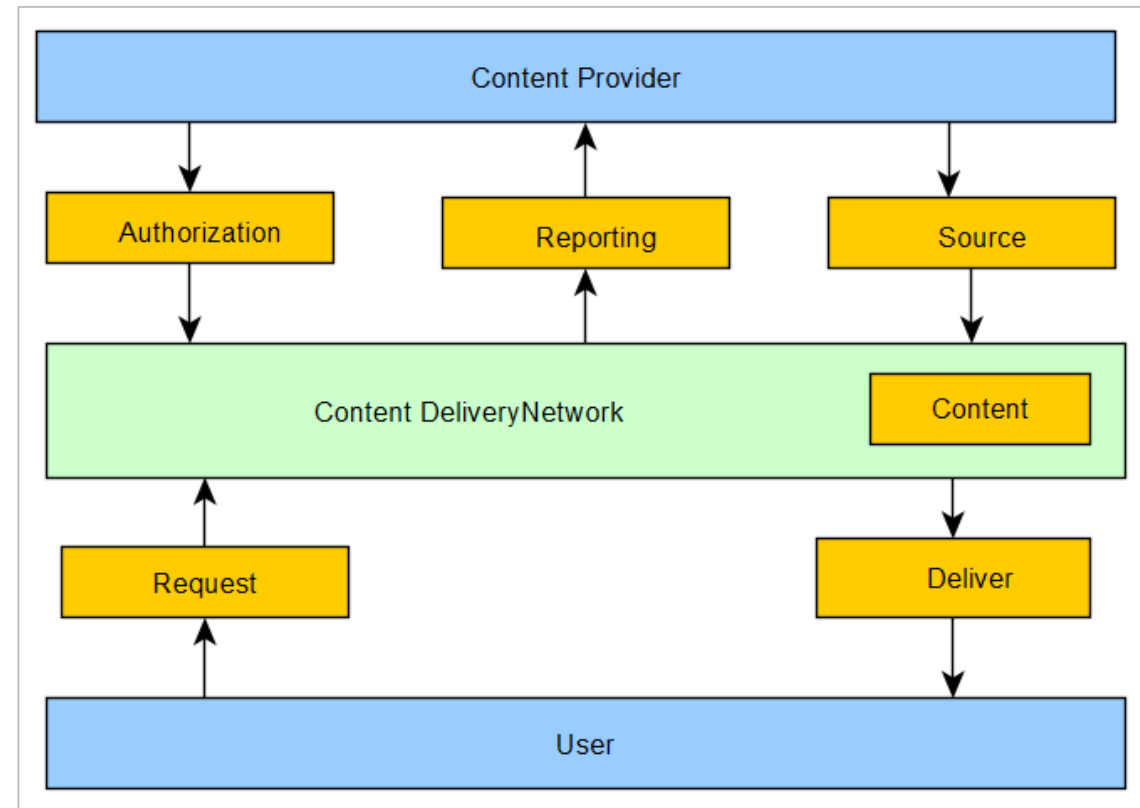


Streaming Services Architecture Design

- Content Delivery network

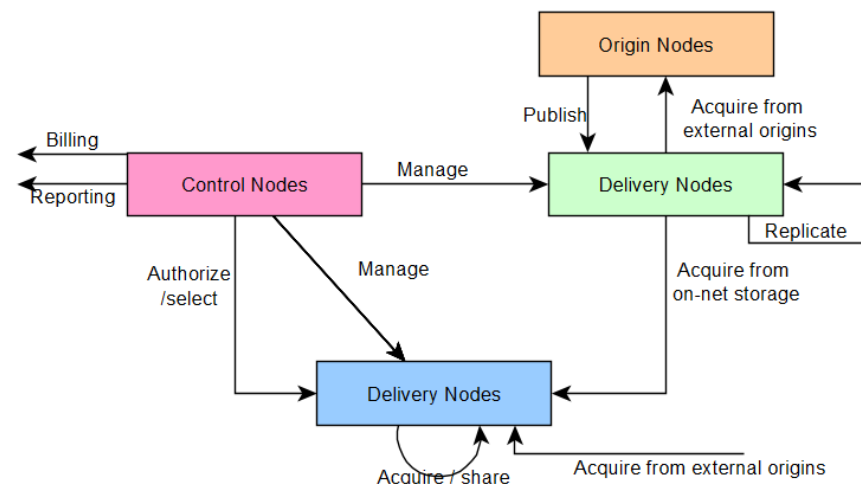
- Basic elements:

- Content Provider
- Authorization
- Reporting
- Source
- Content
- Deliver
- Request



Streaming Services Architecture Design

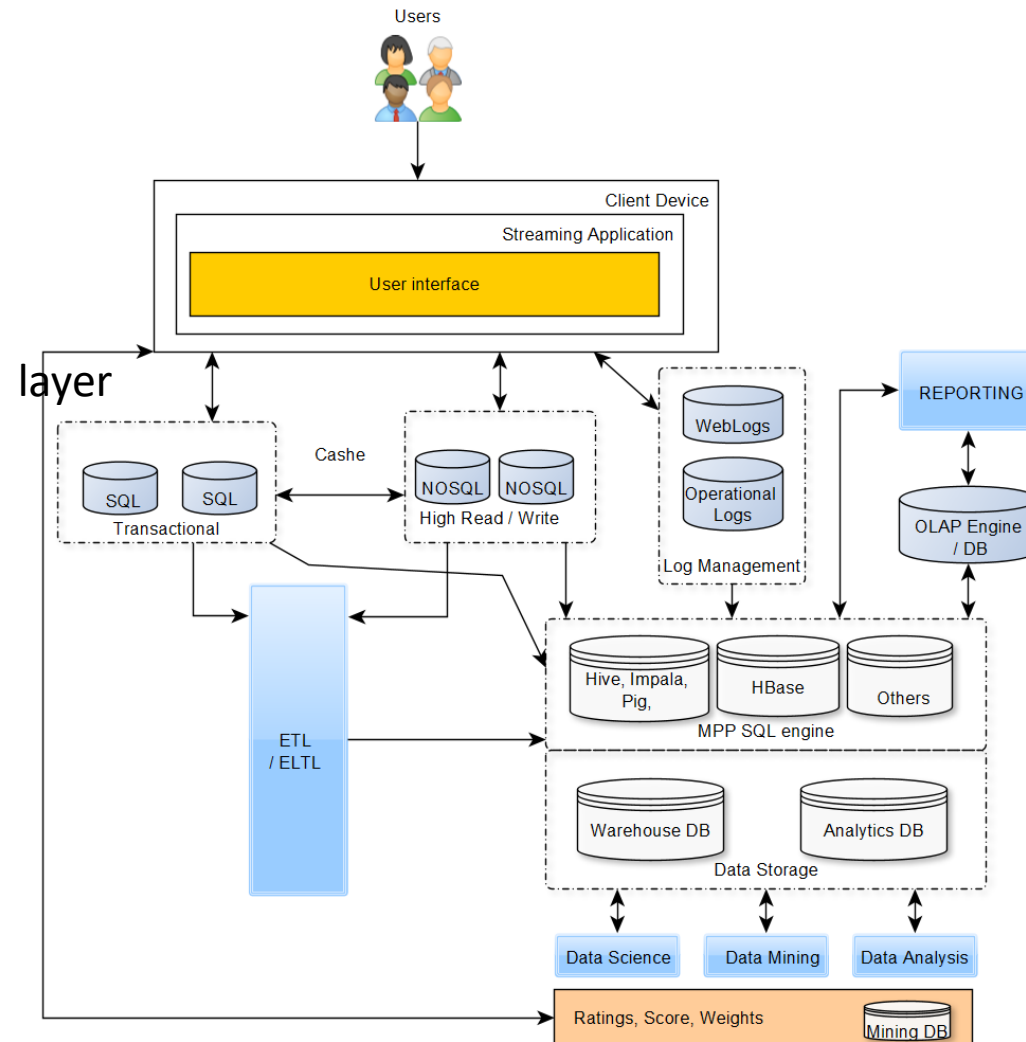
- The content is delivered to the end user using Delivery nodes.
- Delivery nodes are, according to Nokia (2021), servers that contain caches running one or more content delivery applications.
- They are usually located as close as possible to the end user.



Streaming Services Architecture Design

- Client data processing architecture
 - User activity records (opposite direction data flow than in previous slides).
 - Data can then be used to improve the services delivered to clients.
 - Data must first be stored – for growing data is best non-relational database, i.e. a NOSQL database.
 - Data needs to be further processed.
 - Transformation, aggregation, ETL (Extract Transform Load) jobs are used to store the data ready for analysis, reporting or data mining in suitable databases.
 - Logs from the applications for possible debugging.
- The entire solution architecture is shown on the next slide.

Streaming Services Architecture Design



Conclusions

- To develop the model, I analyzed and evaluated relevant user data for subsequent data dimensioning and aggregation.
- Main focus is on design of the architectural data model, where is addressed the client data processing part.
- It is the final design of the client data processing architecture that fulfils the goal of this thesis, where data stewards in streaming platform services can take inspiration from this model.

Thank for your attention

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