Stream Computing: Real-time Processing of Massive Data

What does it solve?

The amount of data dealt with in the ubiquitous society will expand explosively by a factor of 200 by 2025

A huge increase in IT devices and amount of data processing will produce a rapid 500% increase in power consumption by 2025

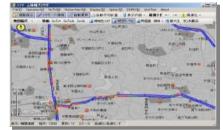
Fine visualization and control by the real-time collection and analysis of huge amounts of time-series data continuously acquired from various sensors

Use example

- ✓ Very fine traffic congestion data supplied by the real-time processing of floating car sensors on individual vehicles
- Eco-friendly data center administration by control based on understanding detailed server load

Visualization of traffic congestion

Currently



Only main roads; updated every several minutes

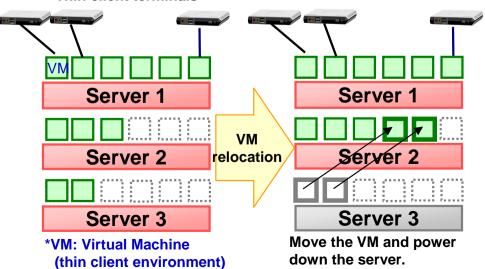
Future (with new NEC technology)



Smaller roads included; updated in less than a minute

More efficient data center administration

Thin client terminals



Real-time Processing of Massive Data

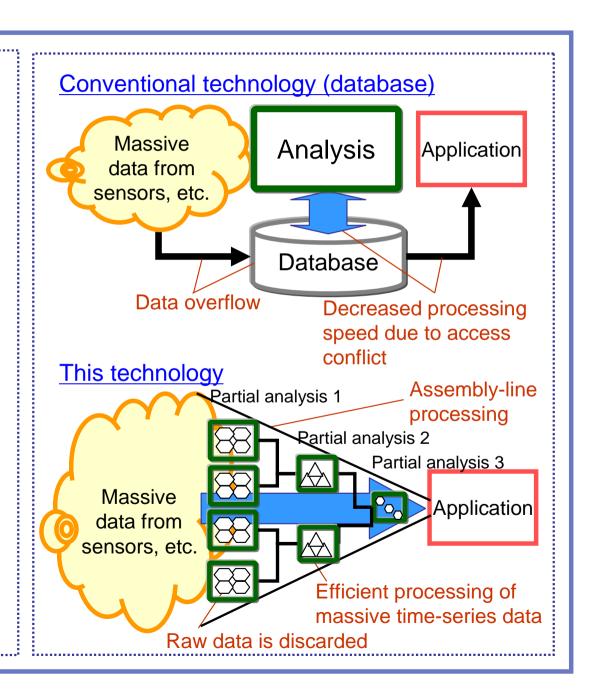
Features of the technology

Assembly-line analysis in the process of collecting data

✓ Real-time analysis without data stream stagnation by multi-stage partial analysis of data

Efficient partial analysis of massive time series data

✓ Faster processing through partial analysis execution of an incremental algorithm that re-uses prior results



Real-time Processing of Massive Data

Future development

Market needs/technical prospects

Utilizing explosively increasing data
Discover new value by advanced analysis of
massive data

Fusion of real-world data and cyber data

Interworking with ubiquitous sensors
Collect and make use of the huge amount of
data from sensors embedded in various
locations and devices or terminals that anyone
can carry (PC or cell phone)

Sensor fusion and sensor networking

New computer architecture
Break through limits on processing speed and scale with a new architecture for handling massive data

Stream computing

