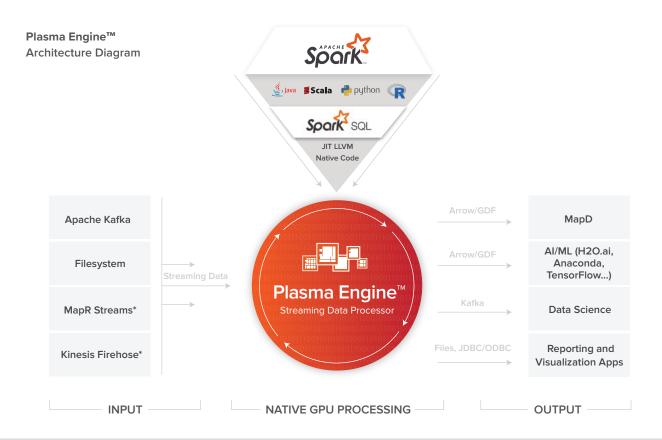
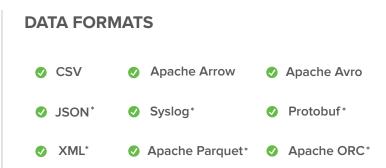


Plasma Engine[™] Datasheet

Plasma Engine is the first GPU-native software to fully leverage the massively parallel processing power of NVIDIA GPUs for real-time stream processing of data in motion. Executing over 80% of its operations on GPUs, Plasma Engine runs natively on Apache Arrow, a vectorized columnar in-memory data format that is optimized for analytical data processing.



PROGRAMMING LANGUAGES Plasma Engine supports any programming languages that can be used with Apache Spark. ② Java ② Scala ② SQL ② Python* ② R* ② CUDA*



MINIMUM SYSTEM REQUIREMENTS

- GNU/Linux x86 64 with kernel version > 3.10 | Ubuntu 16.04 | Docker >= 1.12
- NVIDIA GPU architecture required: Kepler, Maxwell, Pascal, Volta or above
- NVIDIA drivers 390.x and above



Plasma Engine[™] Datasheet

STRUCTURED STREAMING

Plasma Engine executes most Apache Spark Structured Streaming features natively on the GPU.

- Kafka Input Source
- Basic SQL (selection, projection, filtering, aggregation)
- Joins

- Managing and Monitoring Streaming Queries
- ORDER BY

- SQL Window Functions
- Recovering from Failures with Checkpointing
- Streaming De-duplication*

- Aggregate Window
 Functions with Watermarks
- Output Mode: append, update, complete
- **⊘** Arbitrary Stateful Operations*

DATAFRAMES, DATASETS & SQL

Plasma Engine executes Apache Spark DataFrame/Dataset API and SQL natively on the GPU.

- Create Dataframe from file
- Null-value

Unions

Caching Data In Memory (columnar)

- Running SQL queries programmatically
- Global Temporary View
- Relational, arithmetic, logical operators, mathematical functions
- Generic Load/Save Functions*

- User-defined functions*
- User defined aggregation functions*
- User defined serialization formats*

SQL DATATYPES

- TINYINT
- BIGINT
- O DOUBLE
- TIMESTAMP

- SMALLINT
- BOOLEAN
- STRING
- DATE

- INT
- FLOAT
- BINARY
- STRUCT

FAULT-TOLERANCE

Plasma Engine supports the same end-to-end exactly-once fault-tolerance semantics as Apache Spark.