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The time chunking method

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This article requires additional quotations for verification. Please help improve this article by adding quotes to trusted sources. The non-source material can be contested and removed. Find sources:Â "Chunked transfer encoding"Â «NewsÂ » newspapersÂ Books JSTOR (June 2014) (Discover how and when to remove this message model) Chunked transfer encoding is a streaming data transfer mechanism available in version 1.1 of the Hyper Text Transfer Protocol (HTTP). In fragmentation, the flow of data is divided into a series of unsurpassed 'pieces'. The pieces are sent and received independently from each other. For the sender and the recipient you do not need to know the data flow outside the block currently being processed. Each block is preceded by its byte size. The transmission ends when a chunk of zero length is received. The keyword chunked in the Transfer-Encoding header is used to indicate chunked transfer. A first form of block transfers coding was proposed in 1994.[1] Fragmented transfer coding is not supported in HTTP/2, which provides its mechanisms for data streaming.[2] Motivation The introduction of chunked encoding has provided several advantages: The chunked transfer encoding allows a server to maintain a persistent HTTP connection for dynamically generated content. In this case, the HTTP Content-Length header cannot be used to delimit content and subsequent HTTP request/response, since the content size is not yet known. The chunked encoding has the advantage of not having to generate the entire content before writing the header, as it allows streaming content like chunked and explicit reporting of the end of the content, making the connection available for the next HTTP request/response. The chunked encoding allows the sender to send additional header fields after the message body. This is important in cases where the values of a field can only be known after the production of the content, for example when the content of the message must be digitally signed. Without fragmentation, the sender should buffer content until completion to calculate a field value and send it before the content. Applicability For version 1.1 of the HTTP protocol, the chunked transfer mechanism is always and still acceptable, although not listed in the header of the TE request (transfer encoding), and if used with other transfer mechanisms, it must always be applied last to the transferred data and never more than once. This transfer encoding method also allows you to send additional entity header fieldsThe last part if the client specified the parameter Â «Trailers» as a topic of the TE field. The user's source server can also decide to send other entity trailers even if the client did not specify the «Trailers» option in the field of request you, but only if the metadata is optional (ie the client can Use the entity received without them), they), trailers are used, the server should list their names in the trailer header field; three types of header field are specifically forbidden to appear as a trailer field: Transfer-Encoding, Content-Length and Trailer. Format If a Transfer-Encoding field with a value of "chunked" is specified in an HTTP message (both a request sent by a client or response from the server), the message body consists of an unspecified number of pieces, a termination block, a trailer, and a final sequence CRLF (i.e. the return of the cart followed by line feed). Each piece begins with the number of data outlets that incorporates expressed as a hexadecimal number in ASCII followed by optional parameters (cable extension) and a ending CRLF sequence, followed by block data. The piece is finished by CRLF. If extensions of pieces are provided, the size of the piece is terminated from one point and there is a reference point, followed by the parameters, each delimited also by semi-colons. Each parameter is encoded as an extension name followed by an equal sign and value. These parameters could be used for digesting messages running or digital signature, or to indicate an estimated transfer progress, for example. The end piece is a normal piece, with the exception that its length is zero. It is followed by the trailer, which consists of a sequence (possibly empty) of entity header fields. Normally, such header fields would be sent into the message header; However, it can be more efficient to determine them after processing the entire message entity. In this case, it is useful to send those headings in the trailer. Header fields that regulate the use of trailers are TE (used in requests), and Trailers (used in responses). Use with compression HTTP servers often use compression to optimize transmission, such as content coding: gzip or content coding: You know what? If both compression and coding are enabled, then the content flow is compressed for the first time, then crushed; therefore the coding in pieces is not compressed, and the data in each piece is not compressed individually. The remote end then decodes the flow by concatenating the pieces and not compressing the result. Example Coded Data The following example shows three pieces of length 4, 6 and 14 (E hexadecimal). The size of the piece is transferred as a hexadecimal number followed by \r as a line separator, followed by a piece of data of the date size. 4\r (bytes to send) Wiki\r (data) 6\r (bytes to send) pedia \r (data) E\r (bytes to send) in \r \r chunks.\r (data) 0\r (final byte - 0) \r (end message) Note: chunk size indicates chunk data size and excludes the subsequent CRLF ("r"). In this examplethe CRLF following "in" are counted as two octets towards the piece size of 0xE (14). The CRLF in its line are also counted as two octets towards the size of the piece. The period character at the end of "chunks" is the 14th character, so it is the last data character in that piece. The following the period is the final CRLF, so it is not counted towards the chunk size of 0xE (14). Wikipedia decoded data into fragments. See also List of HTTP header fields References ^ Connolly, Daniel (27 September 1994). Â "Content transfer code: packages for HTTP.Â " URL accessed September 13, 2013. ^ Belshe, Mike; Thomson, Martin; Peon, Roberto (May 2015). "Hypertext Transfer Protocol Version 2 (HTTP/2) " tools.ietf.org. URL accessed 2017-11-17. HTTP/2 uses DATA frames to transport message loads. The "chunked" transfer encoding defined in Section 4.1 of [RFC7230] MUST NOT be used in HTTP/2 See Section 4.1 of RFC 7230 for more details on chunked encoding. The previous (obsolete) version is found in RFC 2616 section 3.6.1. Retrieved from Â " You have some data in a relational database, and you want to process it with Panda. Then use the Pandas API "read. sql () to get a DataFrame" and quickly run out of memory. The problem: you're loading all the data into memory at once. If there are enough lines in the results of the SQL query, it will simply not enter the RAM. Panda has a batching option for read. sql () which can reduce memory usage, but it's not perfect yet: it loads all the data into memory at the same time! So, how do you process the largest memory queries with Panda? Let's find out. Iteration #1: Just load data As a starting point, let's take a look at the naive but often sufficient method of loading data from an SQL database into a Pandas DataFrame. You can use pandas.read sql () to turn an SQL query into a DataFrame: import panda as pd from sqlalchemy import create_engine def process. sql using pandas (): engine = create_engine ('postgresql://postgres:pass@localhost/exampleÂ ') dataframe = p d.read sql ('SELECT * FROM usersÂ ', engine) print ('Â Got dataframe with (len (dataframe)) entriesÂ ') # ... do something con dataframe ... if _name _ == Â Â main _': process. sql using pandas () If we run that we see that for this example, loads 1,000,000 lines: \$ python pandas. sql 1.py DataFrame with 1,000,000 entries Problem #1: All data in memory, multiple times! How much memory do you need? And where does memory use come from? To find out, we can use the Fil Memory Profiler to measure the peak memory usage. \$ fil-profile run pandas. sql 1.py ... Here's what the result looks like: If we take a look at this report, we can see that all the rows of the database are loaded into memory. And in fact, they are not loaded once but several times, four times in fact: dbapi.cursor.fetchall () fetches all the rows. SQLAlchemy does some sort of additional manipulation involving rows. Panda converts data to tuples. Panda converts some data Tuple?) In Array. I'm guessing a bit what a piece of code does, but this is what the code suggests without spending much longer to dig. Load four copies of data into memory It's too much. too. So let's go if we can do better. Iteration n. 2: Imperfect biking The next step is to use one of the basic memory reduction techniques: batching or chunking. In many cases you don't actually need all the rows in memory at the same time. If you can upload the data into blocks, it is often able to process the piece of data once at a time, which means that it is only needed more memory as a single piece. An in fact, Pandas.read sql () has a Chunking API, passing through a Chunksize parameter. The result is an iterable of dataframes: import pandas as pd from sqlalchemy import created_engine def process. sql using pandas (): engine = created_engine ("postgres: // postgres: pass @ localhost / example") for chunk_dataframe in pd.read sql ("select * from users ", engine, chunksize = 1000): print (" got dataframe w / (len (chunk_dataframe)) lines ") # ... do something with dataframe ... if _name _ == _main _': process. sql ush pandas () If you run this we can see the code is charging 1000 lines at a time: \$ python pandas. sql 2.py obtained DataFrame w / 1000 lines obtained DataFrame w / 1000 lines - problem # 2: all data in Memory, so so we reduced the use of memory? We can still run the program with fil, with the following result: On the one hand, this is a great improvement: we have reduced the use of the memory from ~ 400MB to ~ 100MB. On the other hand, apparently we are still loading all the data in memory in cursor.Execute ()! What's happening is that Sqlalchemy uses a client side cursor: Load all data in memory, then pass the Pandas API 1000 rows at a time, but from the local memory. If our data is quite large, it does not yet fit into memory. Iteration n. 3: True batching what you need to do to get the beautiful duplicator is to tell SQLALCHEMY to use server server cursors, aka streaming. Instead of loading all the rows in memory, it will only load the rows from the database when it is requested by the user, in this case Pandas. This works with more engines, such as Oracle and MySQL, not only is it limited to PostgreSQL. To use this function, we need to slightly write the code differently: Import Pandas as PD from SQLAlchemy Import Created Engine Def Process_SQL_USC_PANDAS (): Engine = CREATE_ENGINE ("PostgreSQL: // Postgres: Pass @ Localhost / Example") Conn = Engine.connect (). execution options (stream_results = true) for chunk_dataframe in pd.read sql ("Select * by users", Conn, Chunksize = 1000): Print (F "GOT DataFrame w / {Len (Chunk DafaFrame)} Rows") # ... Do something with DataFrame ... if _Name _ == ' _main _': Process_SQL_USING_PANDAS () Once we make this change, the use of the memory from the database lines and from the DataFrame is essentially NIL; All the use of memory is due to Library Problem #3: Shouldn't you make Pandas by default? Pandas should probably set this option automatically if Chunksize is set, in order to reduce memory usage. There's an open problem with that; Hopefully someone? Maybe you! â " will send a PR. Reducing the memory with the tooth with Additionally server side cursors, you can process large SQL results arbitrarily as dataFrames series without memory exhaustion. Whether you can go back 1000 lines or 10,000,000,000, you haven't exhausted your memory until you can memorize only one batch at a time in memory. It's true, you've never been able to upload all the data at once. But quite often batched processing is enough, if not for all processing, at least for an initial step summarizing the sufficient data that you can load the entire summary in memory. Get a free cheatheet that sums up how to process large amounts of data with limited memory using Python, Numpy and Pandas. In addition, every week or so you will receive new items that show you how to process large data, and more generally improve your software engineering skills, from testing to packaging to performance: Performance:

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