

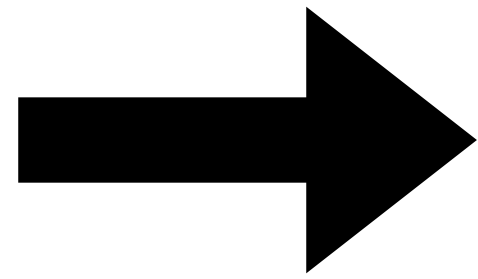
Real-Time is the Future

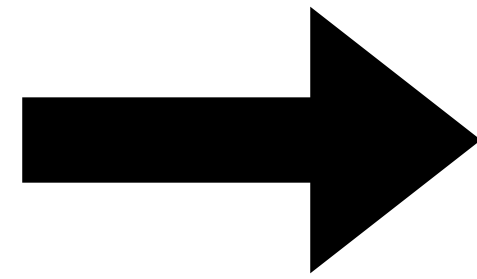
DataCraft Kaunas #1

Šarūnas Navickas 2026-09-24

**Scenario: customer visits our
shop**

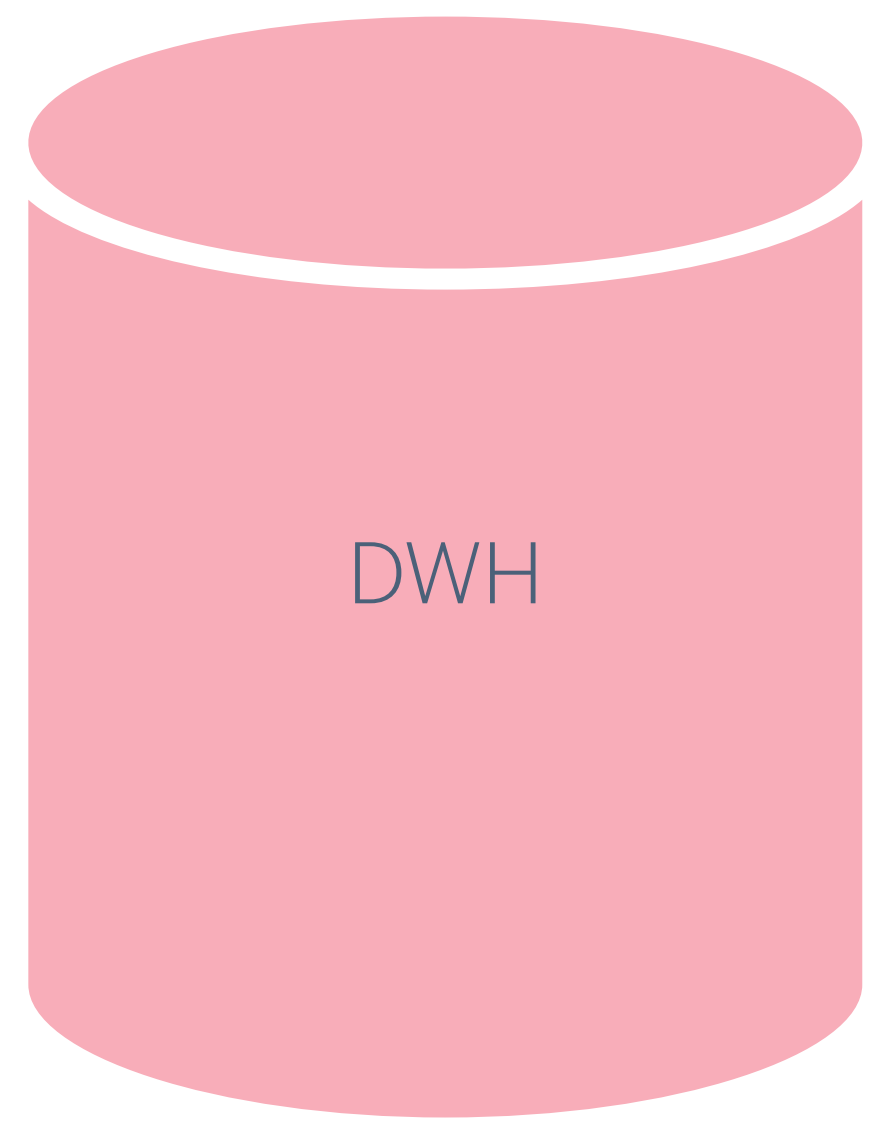






ETL every 24hrs





Caveats

- 24 hours lag

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- Storage

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 - Must get consent

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- Storage
 - Must get consent
 - GDPR compliance
- Same content for: **people, bots and agents**

Can we have **ephemeral** events?

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Who am I?

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- In 2026 started roleplaying as a Business



[Quickstart](#) [Concepts](#) [Howto](#) [Clojure](#) [API](#) [Clients](#) [Dashboard](#) [Support](#) [Thanks](#) [Github](#)

Riemann monitors distributed systems.



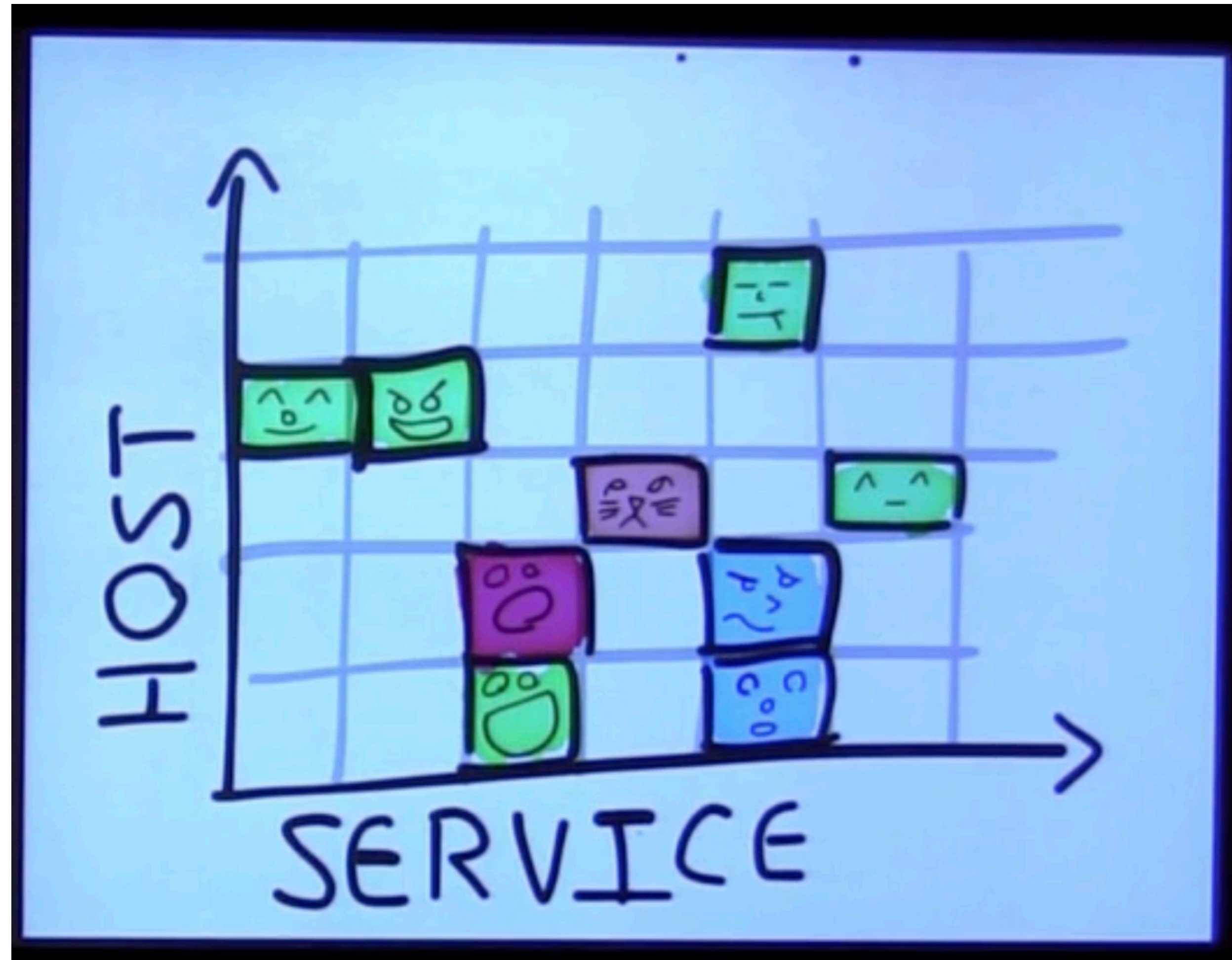
Riemann aggregates events from your servers and applications with a powerful stream processing language. Send an email for every exception in your app. Track the latency distribution of your web app. See the top processes on any host, by memory and CPU. Combine statistics from every Riak node in your cluster and forward to Graphite. Track user activity from second to second.

Riemann provides *low-latency, transient shared state* for systems with many moving parts.

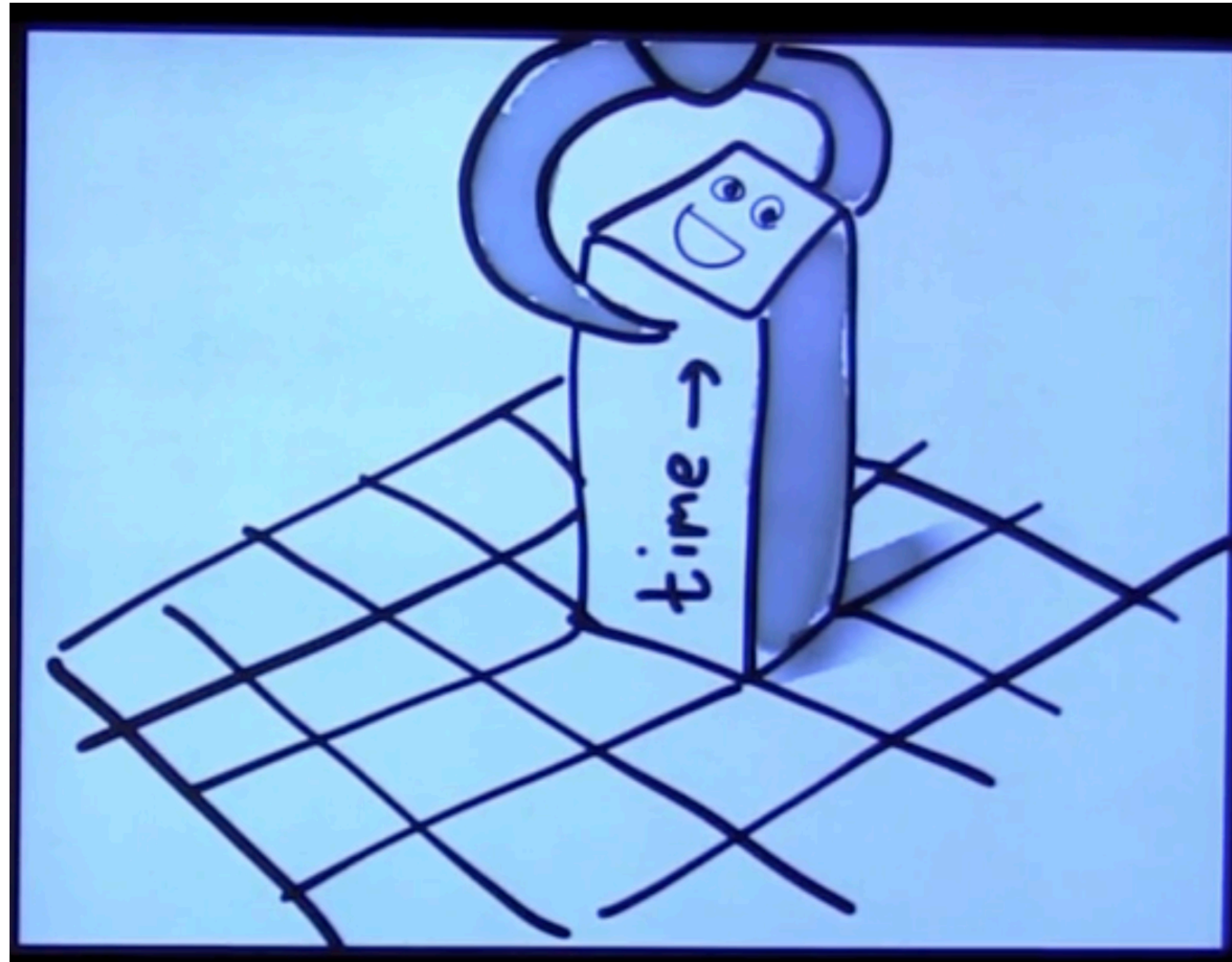
Download Riemann
0.3.11

[DEB]

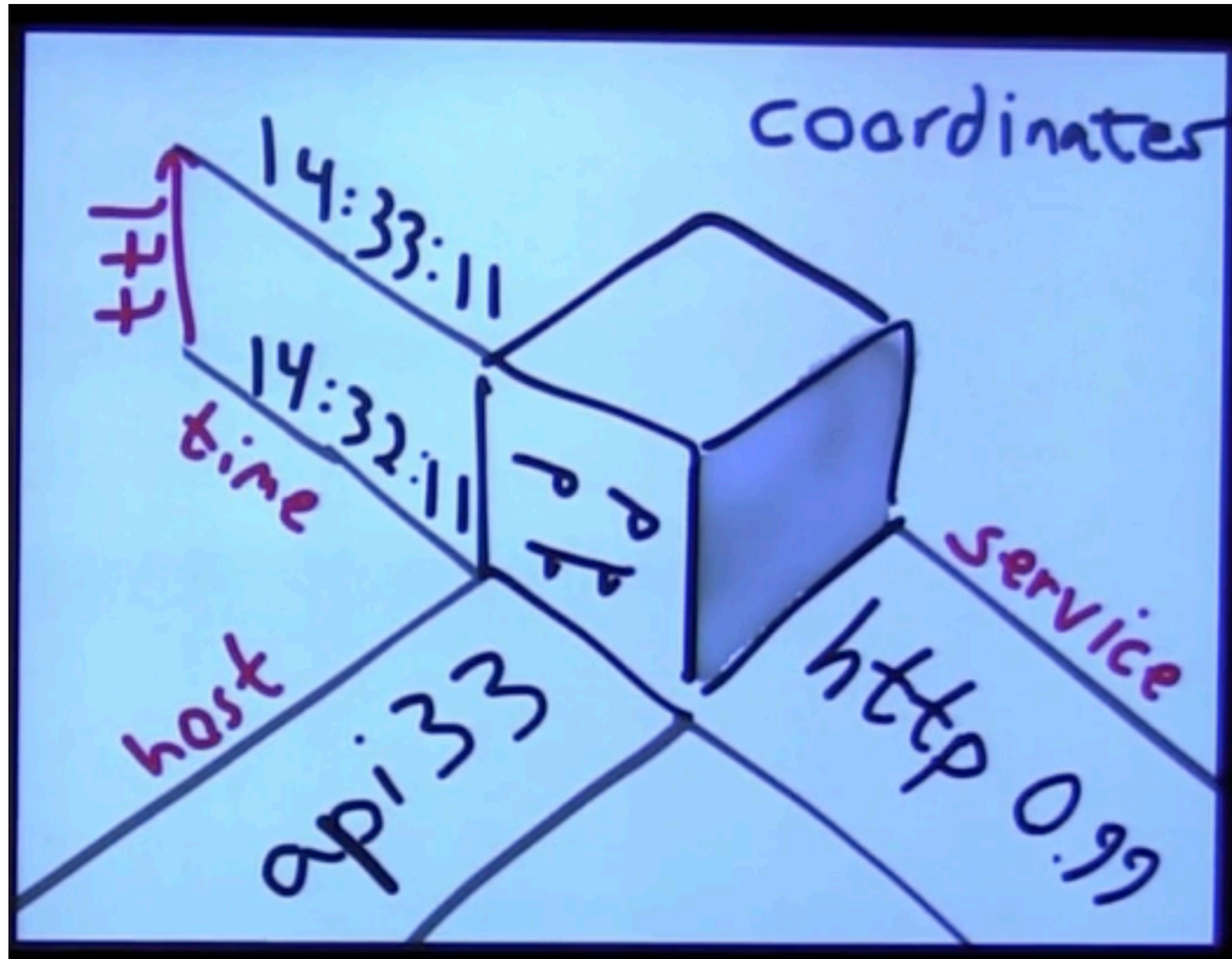
<https://riemann.io>



<https://vimeo.com/131385889?fl=pl&fe=sh>



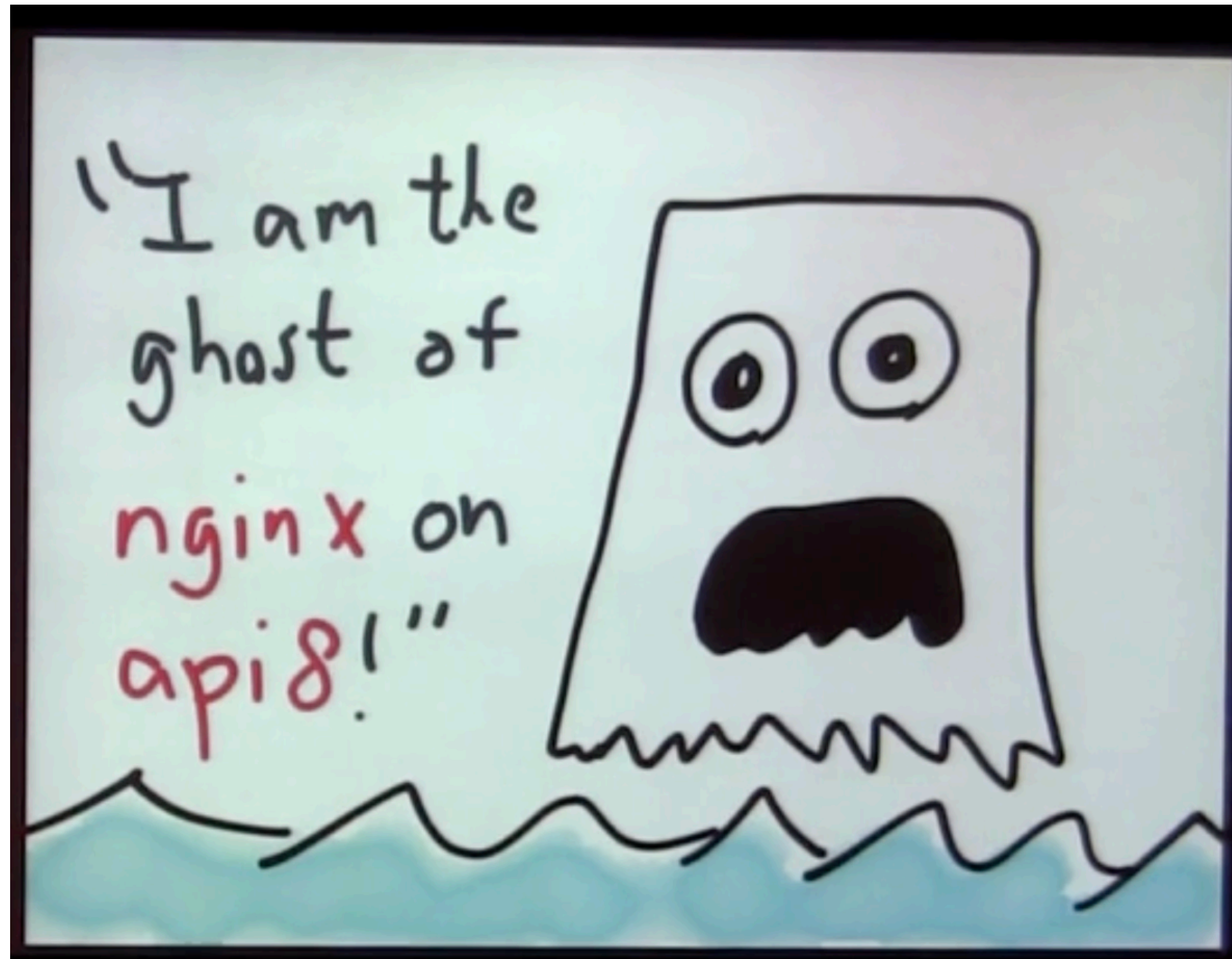
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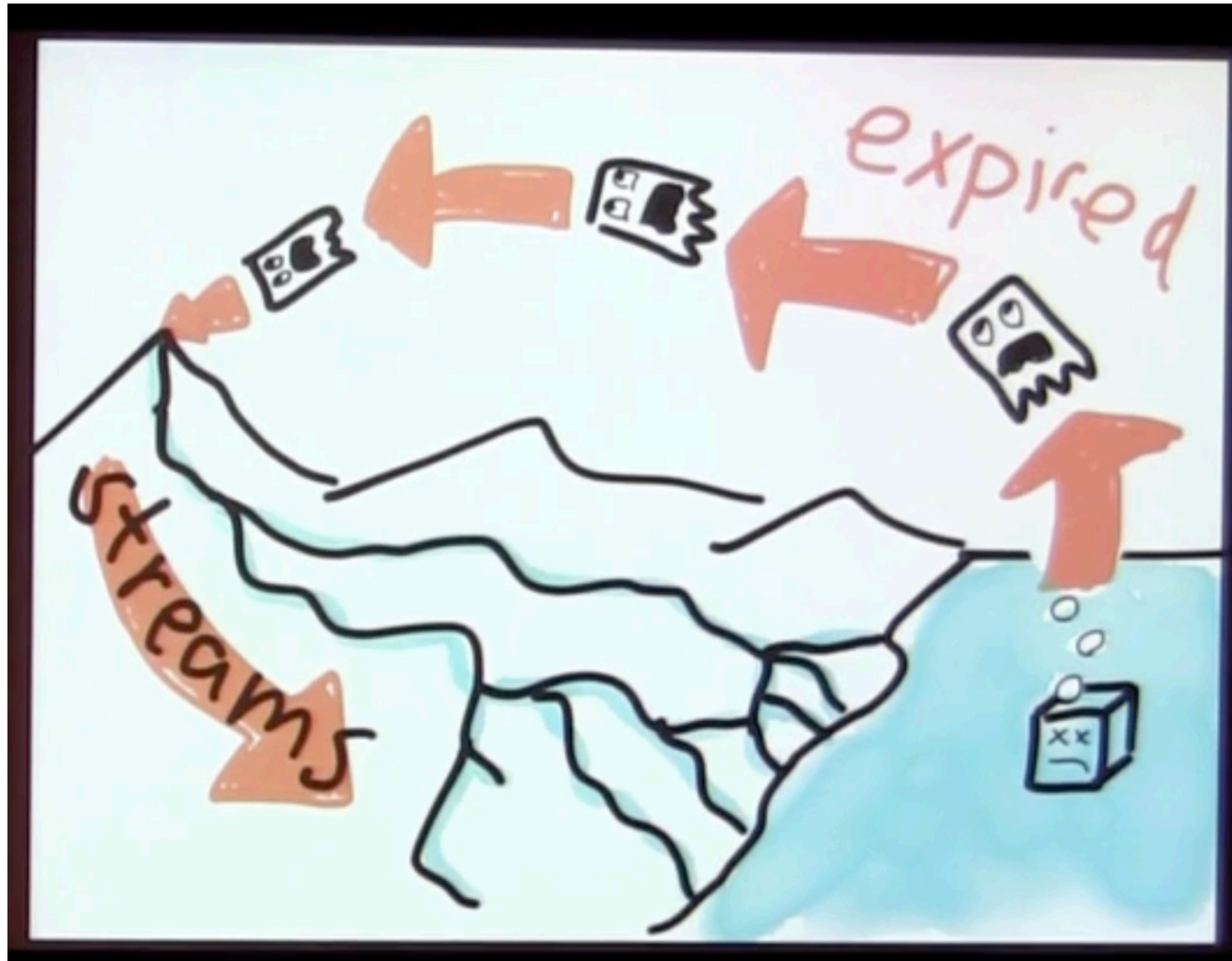
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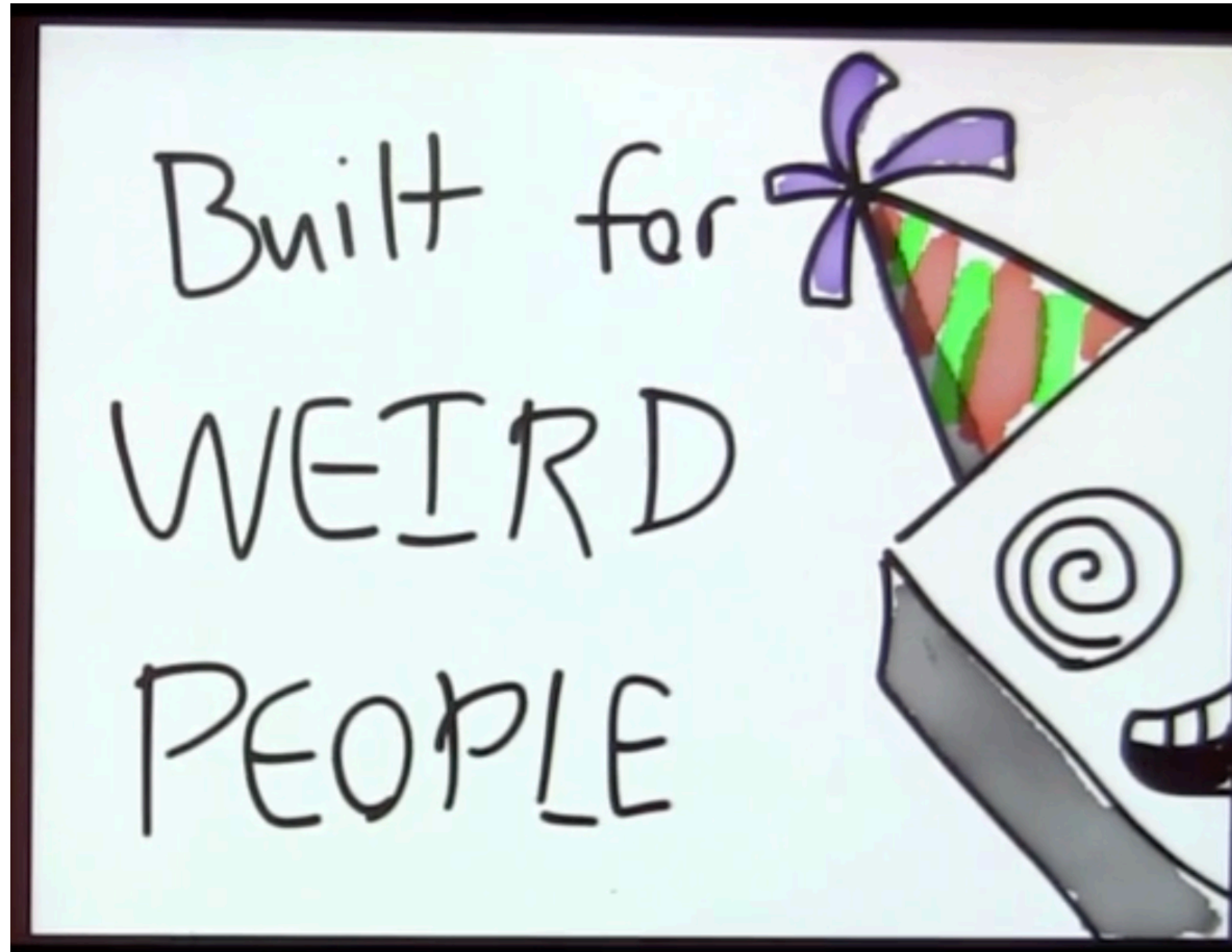
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HASTUR



What changed

- Clojure -> Golang

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- System Monitoring -> Web Tracking

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- Separate **Router** component and **Sharding** from the start

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- Clojure -> Golang
- System Monitoring -> Web Tracking
- Separate **Router** component and **Sharding** from the start
- Do less

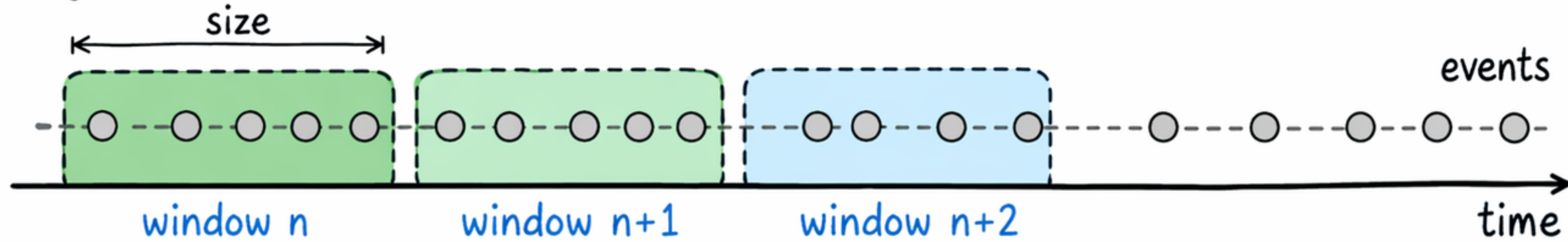
Demo

How can we compute anything
if events are ephemeral?

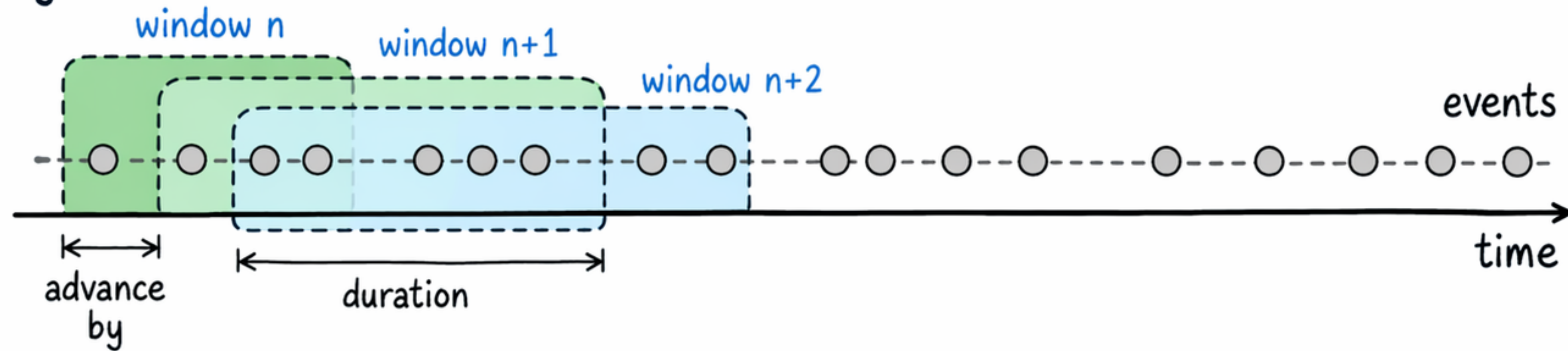
Event can **produce** new Event

Windowed Aggregation

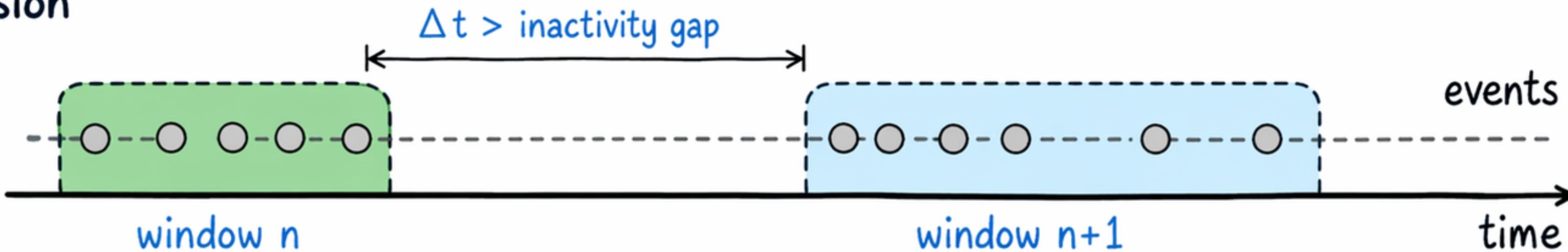
Tumbling



Sliding



Session



But how does **FrontEnd** knows
about state change?

You can **query** current state

Demo

Q/A

Thank you!