99.99% Uptime at 175 TB of Data Per Day

Ben John

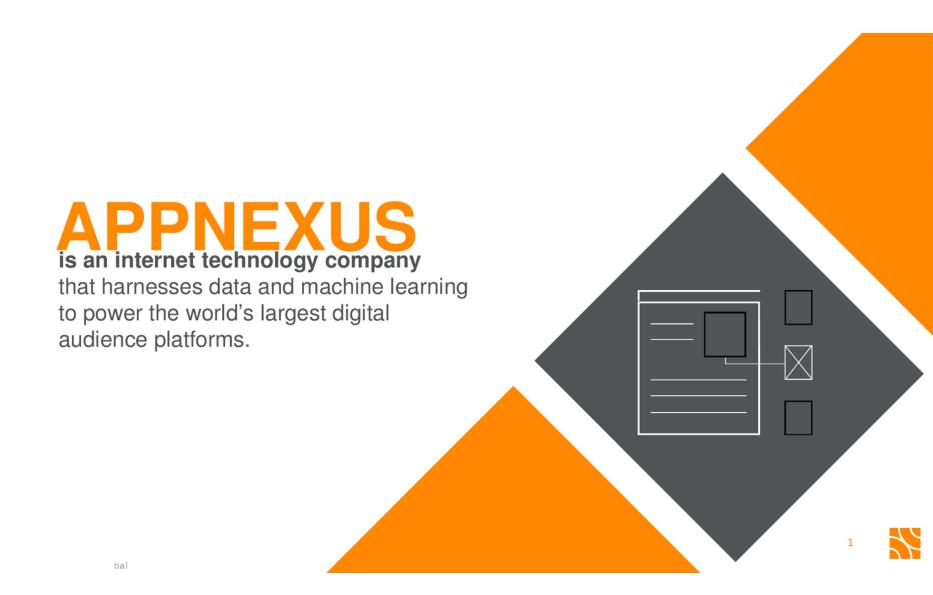
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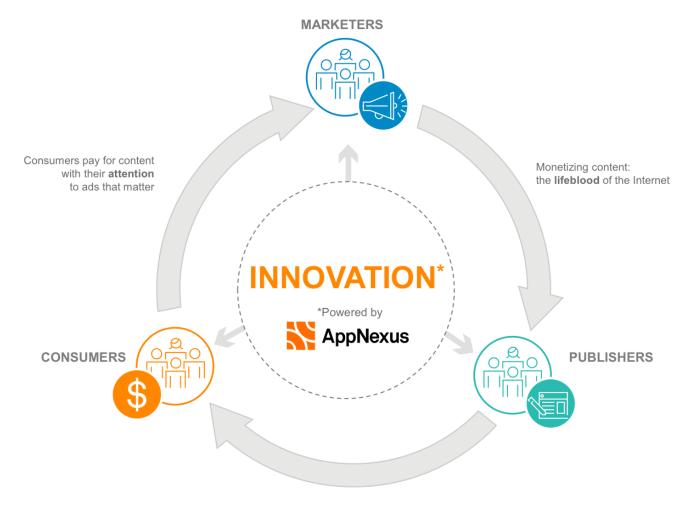
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What Does A

Better Internet Look Like?

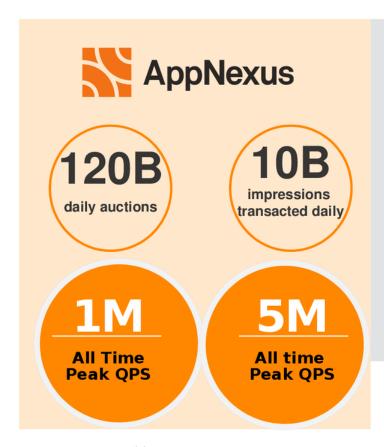


Quality content = an educational, entertaining, inspiring Internet

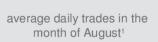


Internet Scale Architecture

Internet Scale















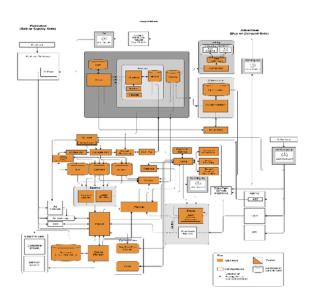
trades on September 21st, 2016² average transactions per day³



¹ Source: NYSE Market Data

² Source: NASDAQ market data

³ Source: Visa



Data processing highlights

 Process 400 trillion audience segments per day

 5 million records processed concurrently under <10 milliseconds

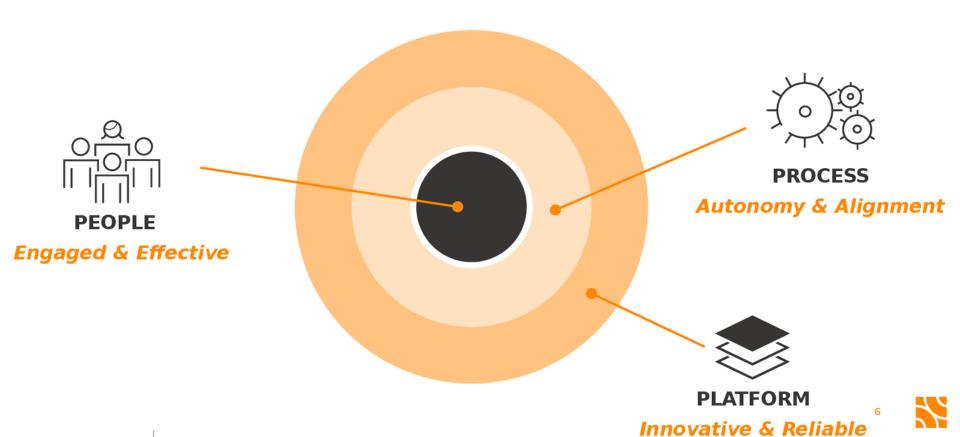
 Tens of millions of records are processed/Aggregated/priced/algorithms applied in near real-time

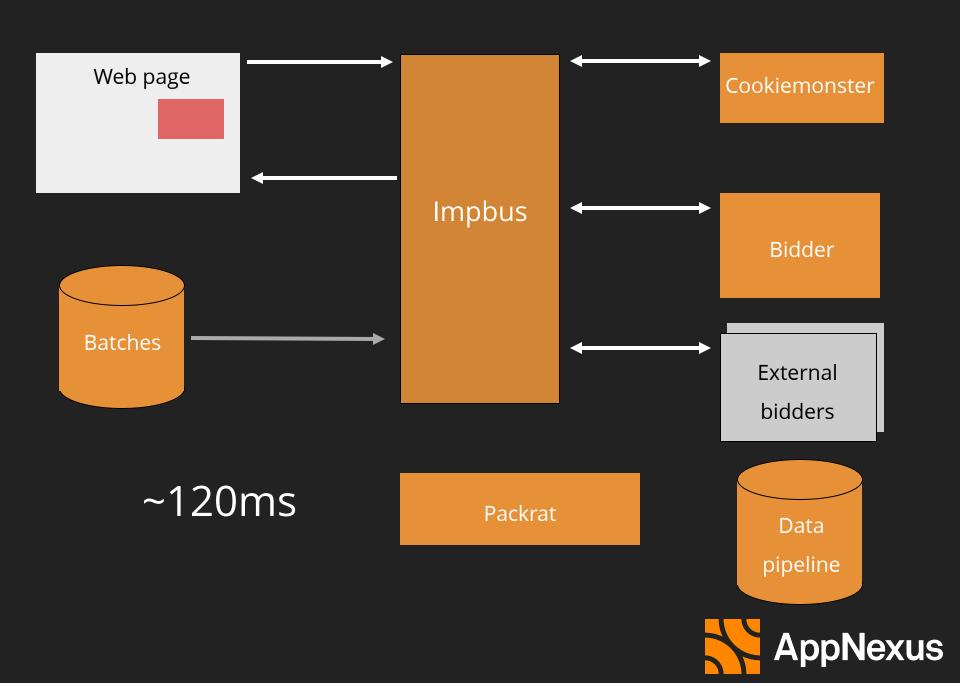
 Leverages the best possible data to make the best decision in real-time

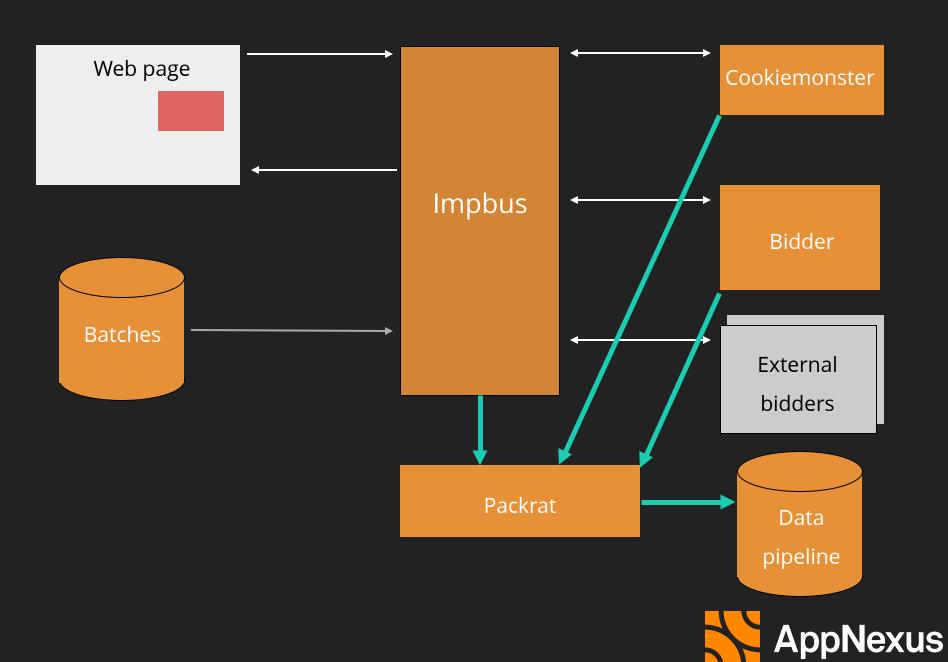
 Global scaled to be economical, resilient and expandable



Our Culture







Managing failure

- Prevent it in the first place
 - Unit/Integration tests
 - Canary releases
- When it happens, recover quickly



Ways we fail

- Data distribution unreliability
- C woes
- DDOSing ourselves



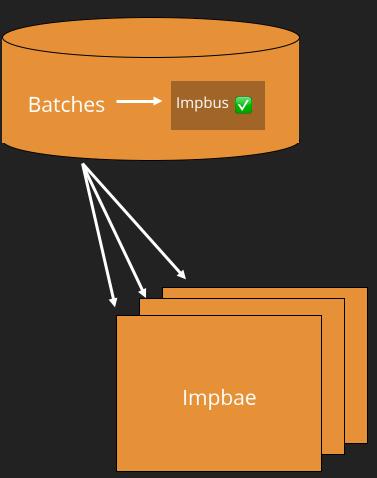
Handling bad data

- Good news: our systems deliver object updates to thousands of servers around the world in under two minutes!
- **Bad news:** our systems can deliver crashy data to thousands of servers around the world in under two minutes!



Handling bad data

- Validation engines: run a copy of the production app, see if it crashes before distributing data globally
- This can still fail in bad ways:
 - VE version not aligned with production
 - Time-based crashes





Handling bad data

- Feature switches: AN_HOOK
- Roll back time! Prevent distribution past a timestamp



C woes

- No exceptions in C!
- core_me_maybe
 - Catch signal, throw out request, return to event loop
 - Flipped off on some instances so we can get a backtrace

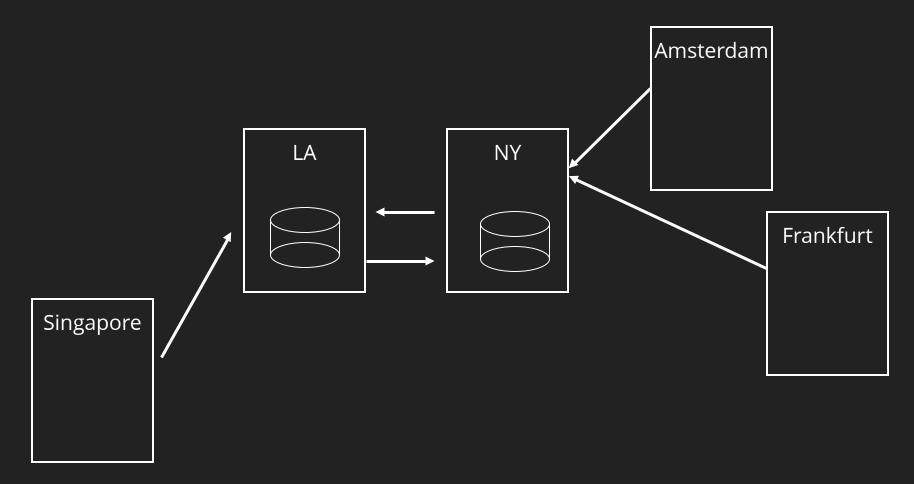


Packrat

- Home grown data router
- Transform, buffer, compress, forward
- Transformations: message format, sharding, sampling, filtering
 - Message formats: protobuf, native x86 format, json
 - (Rolling your own serialization format is probably a bad idea)
- High volume disk throughput
- Guaranteed message delivery



Packrat Topology





Packrat protocol

- Group by like type
- HTTP post
- Batch
 - Prefer to send full buffers
 - Fall back to 10s limit
- Snappy compress everything



Packrat failure handling

- Request fails: write it to disk
- repackd
 - separate process running on the instance that will continually read failed rows from disk, retry sending them
 - if the retry fails, write to disk, do it all again
- Prone to nasty failure scenarios



Bad data

- If a schema evolution diverges in prod, we will crash
- Because of our failure handling mechanisms, a single bad message can machine gun an entire datacenter



Packrat failure handling

- Because we buffer data in outing requests, we send back a 200 OK before the a message is sent downstream or written to disk
- What about data in memory when packrat crashes?





Packrat failure handling

- Write-ahead log: write every (compressed) incoming request to disk for a 5 minute window
- On startup, replay all traffic (because we don't care about duplicates)



Lessons learned

- If you're going to crash, do everything you can to limit its scope
- Use every possible feature of your environment to your advantage
- Have clear points of responsibility handoff
- Find a way to replicate prod, even if it means testing in prod



System Metrics

Day Week **Month**

