Lessons Learned Building and Operating a Serverless Data Pipeline

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Introduction



Will Norman - Director of Engineering @ Intent
 FinTech and AdTech background

Intent

- Data Science company for commerce sites
- Primary application is an ad network for travel sites

MOD Squad



- MOD owns data
- 4 Engineers
- 1 Product Manager

What we'll be covering



- What is Serverless?
- Intent Data Platform
- Lessons Learned

What is Serverless?



- More about managed services than lack servers
- Not just FaaS
- Scale on demand / pay for only what you use
- Empowers developers to own their platform

Intent Data Platform [Old World]

<intent>

- Active MQ
- Log Processors
 - Java applications
 - Kept state locally
 - Cron scheduled tasks to roll files to S3
 - Ran on dedicated EC2 instances
- S3

Databases



Intent Data Platform [New World]



- Kinesis
- Lambda
- Kinesis Firehose
- SNS
- AWS Batch
- S3





Data Consumers



- Streaming Data Consumers
- Spark Jobs / Aggregations -> Redshift
- Snowflake Loader -> Snowflake
- Parqour -> Athena
 - EMR based jobs that convert AVRO -> Parquet

Worth the move?



- Fewer production issues
- Separation of concerns
- Horizontally scalable
- Removed a lot of undifferentiated heavy lifting

Lessons Learned



- 1. Total Cost of Ownership
- 2. Think about data formats upfront
- 3. Design for Failure
- 4. Design for Scalability
- 5. Not NoOps just DiffOps
- 6. Build Components
- 7. CI / CD Strategies
- 8. Leverage the Community

Total Cost of Ownership



- On demand costs
- Hidden Costs / Tag All The Things!
- Enterprise Support
- Value of being able to focus on core business problems

Think about data formats up front

- What does the ecosystem support?
- Schema vs Schemaless (eg AVRO vs JSON)
- Data validation & Data evolution
- Data at rest vs data in flight
- JSON / CSV / AVRO / Parquet?

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```
record DataWrapper {
    string dataType;
    long schemaFingerprint;
    bytes data;
}
```

- Publish Schema in JSON format to S3
- Consumers lookup schemas, and calculate fingerprints

Design for failure



- System Guarantees?
- Idempotency
- Over process (data lookbacks)
- Dead Letter Queues





Design for Scalability



- Decouple from non-scalable systems
- Don't run lambdas in VPC if you can help it
- Partition data at rest
- Shard events based on GUID / random id if ordering isn't necessary
- Think about fan out patterns



Not NoOps, just DiffOps



- Application problem or service problem
- Platform Limits
- Logs
- Metrics
- Dashboards
- Alerts



Some things remain the same



Build Components



- Help to reason about different parts of the system
- Make it easy to do the right thing
- Easier to extend
- Infrastructure as Code

```
module "conversion_event_processor" {
  source = "../modules/event_processor"
  data_type = "conversion"
  data_source = "ad_server"
  processor_lambda_handler = "com.intentmedia.data.stream.ConversionLambda::handler"
  environment = "${var.environment}"
  firehose_lambda_handler = "com.intentmedia.data.stream.ConversionFirehose::handler"
  processor_lambda_reserved_concurrent_executions = 3
  firehose_lambda_reserved_concurrent_executions = 2
}
```







- Step backwards from being able to run stack locally
- Unit tests for business logic
- Integration Tests / End to End tests to ensure that everything is working as expected
- Use different AWS accounts to segregate staging and production

Leverage the Community



• Slack

- Serverless Forum
- og-aws
- Blogs
 - Symphonia <u>https://www.symphonia.io/</u>
 - Charity Majors <u>https://charity.wtf/</u>
 - Jeremy Daly <u>https://www.jeremydaly.com/</u>
- Twitter
- Meetup Events / Conferences





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We're hiring!