



flight



Scaling Answers Back-End

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What is Answers?

Answers Is...



REAL-TIME



OPINIONATED



SDK Built On Events

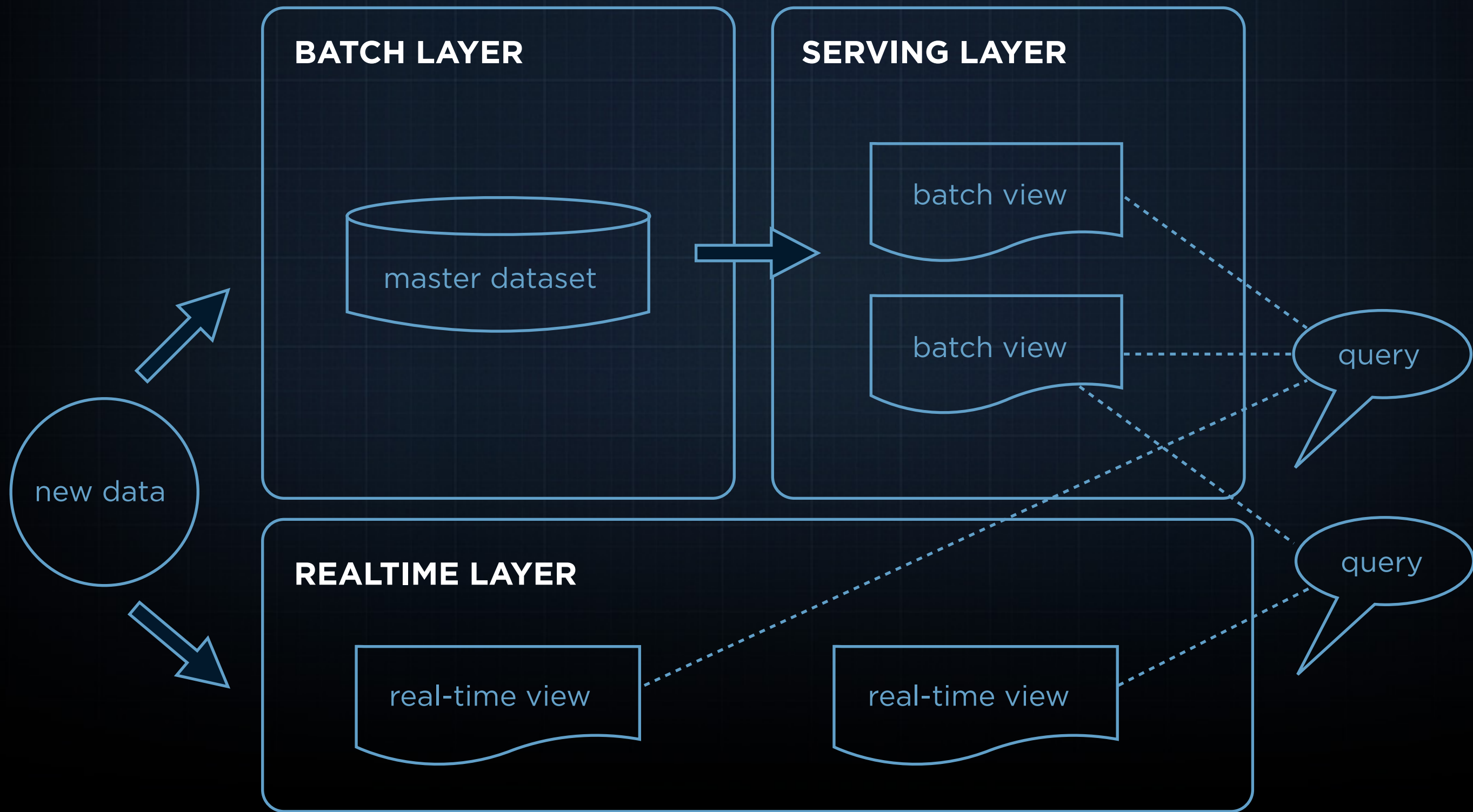
- Install
- App Foreground
- App Background
- Crash
- Predefined Events / Custom Events

over 3x
increase in number of apps
using Answers



1,500,000

events every second



BATCH LAYER

SERVING LAYER



REALTIME LAYER

real-time view

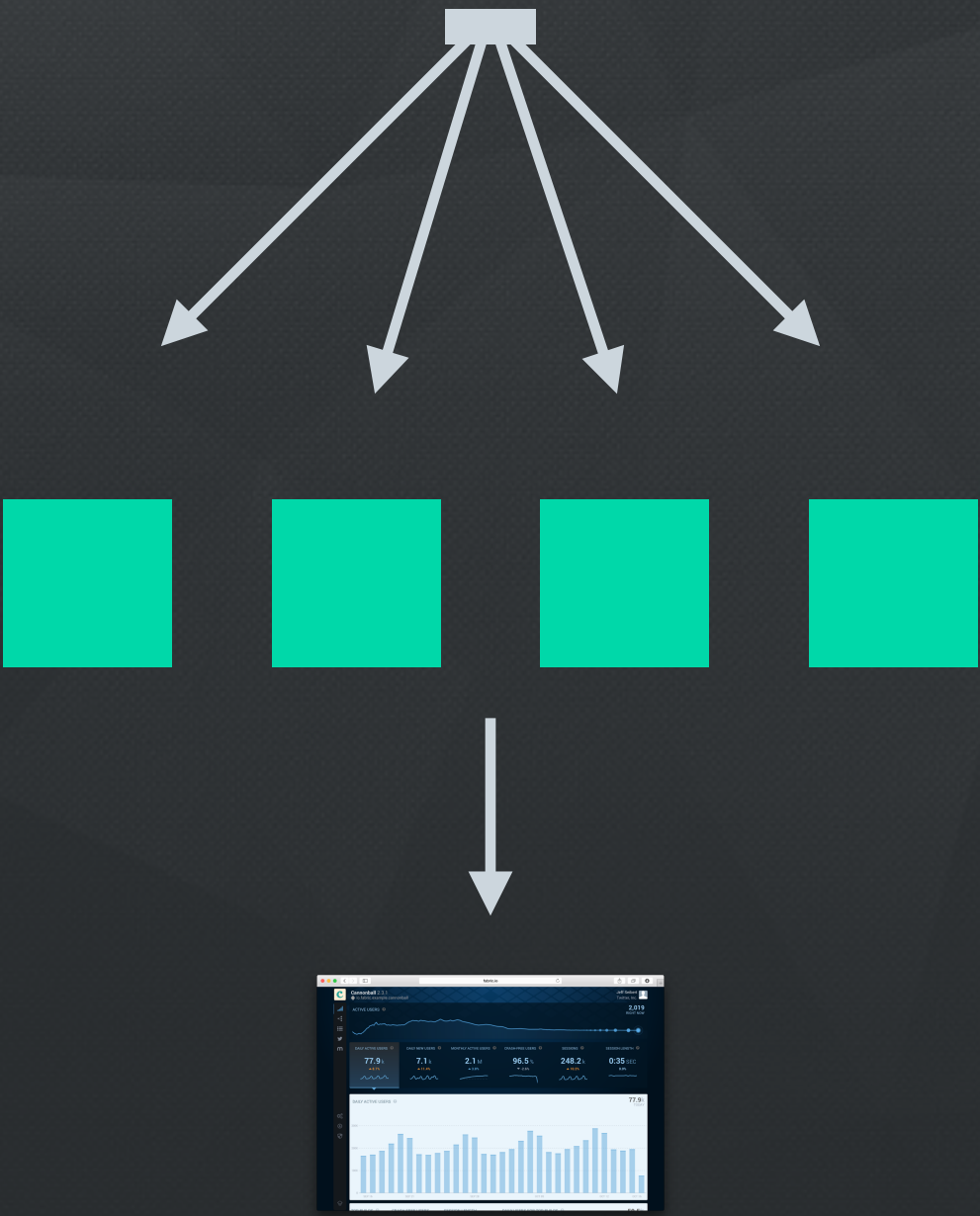
real-time view

Scaling the Speed Layer

IN REAL-TIME

Ideal: Linear Scaling In # Of Events

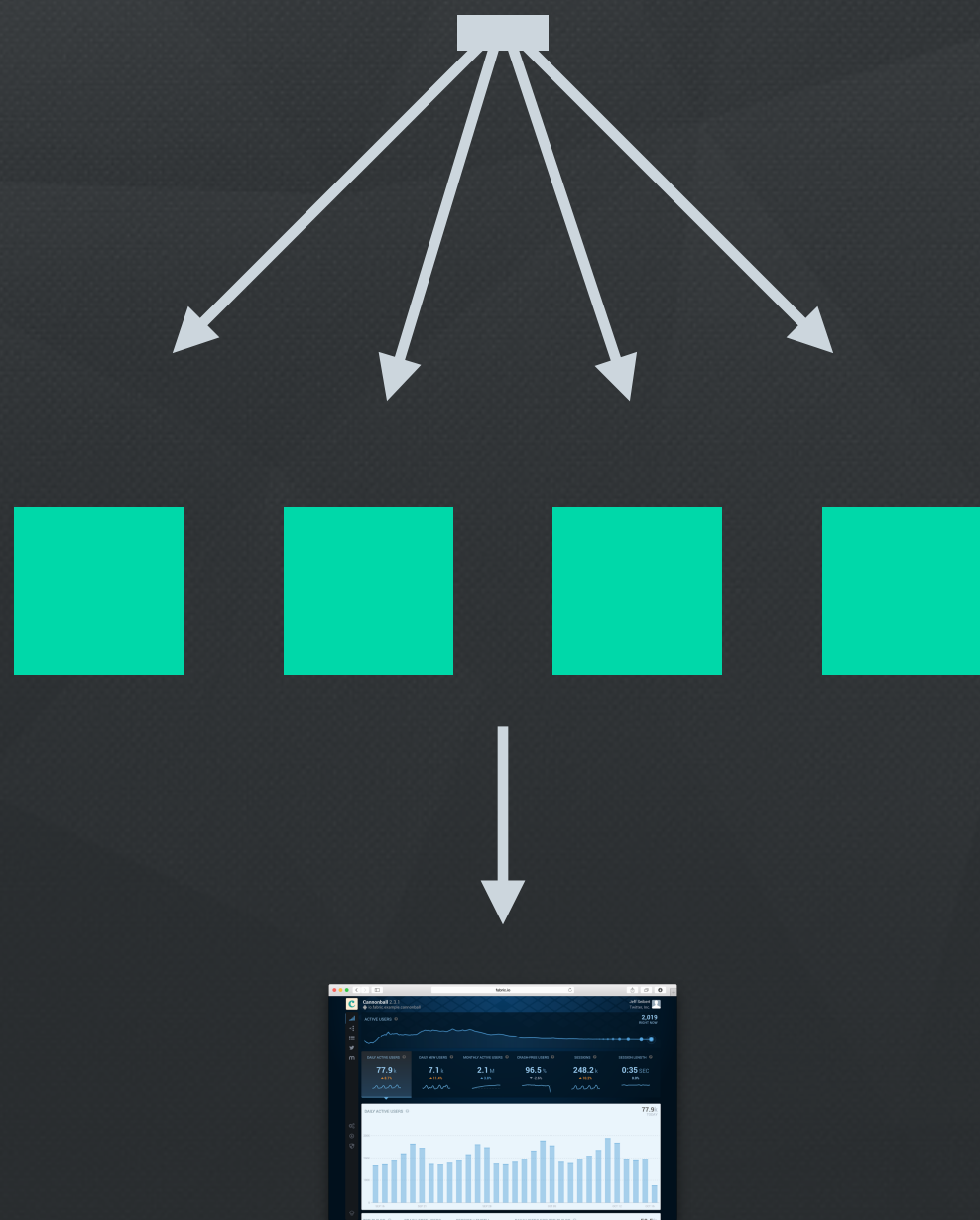
1,000,000 Events



Ideal: Linear Scaling In # Of Events

1,000,000 Events

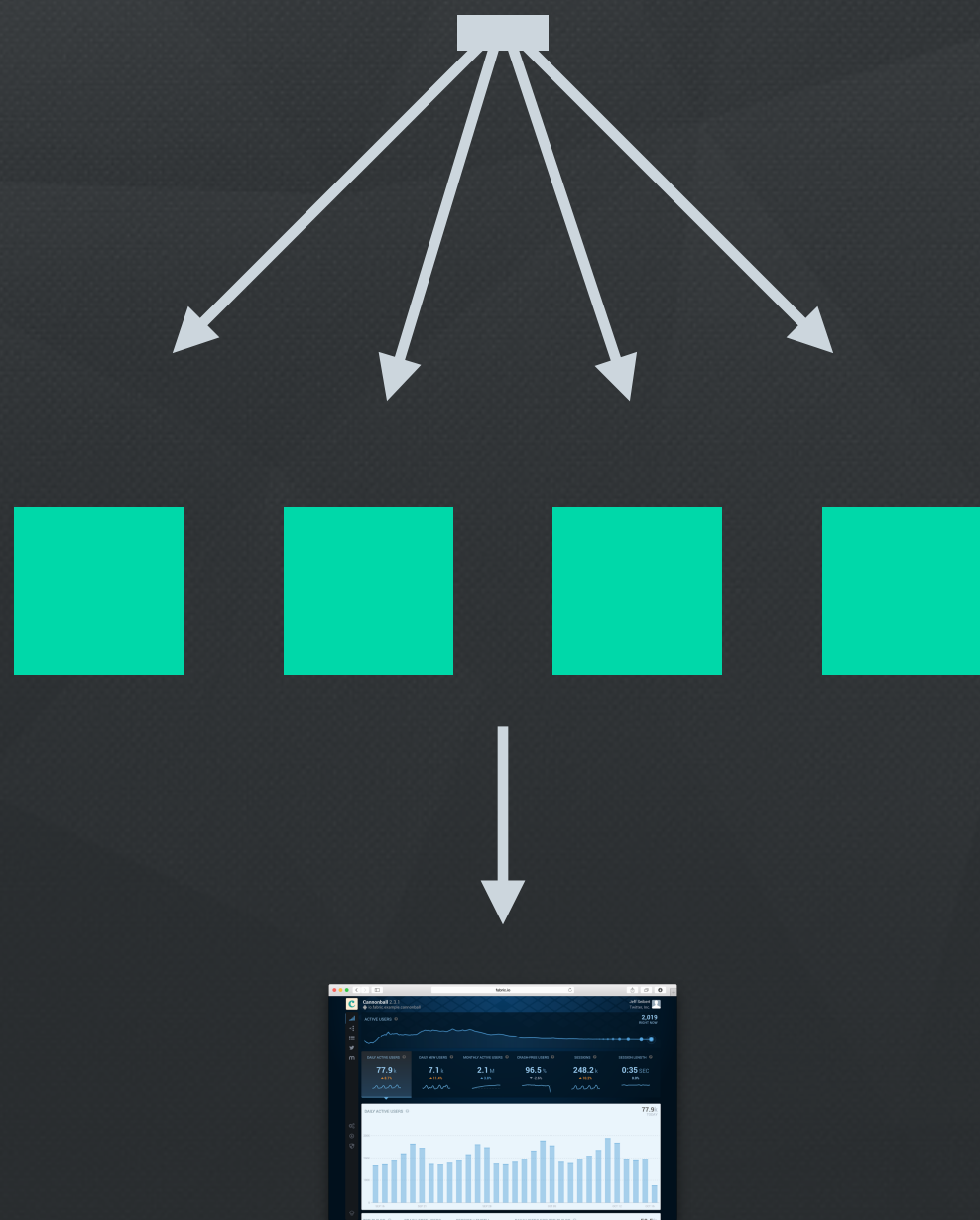
ios.cannonball, foreground, device-one



Ideal: Linear Scaling In # Of Events

1,000,000 Events

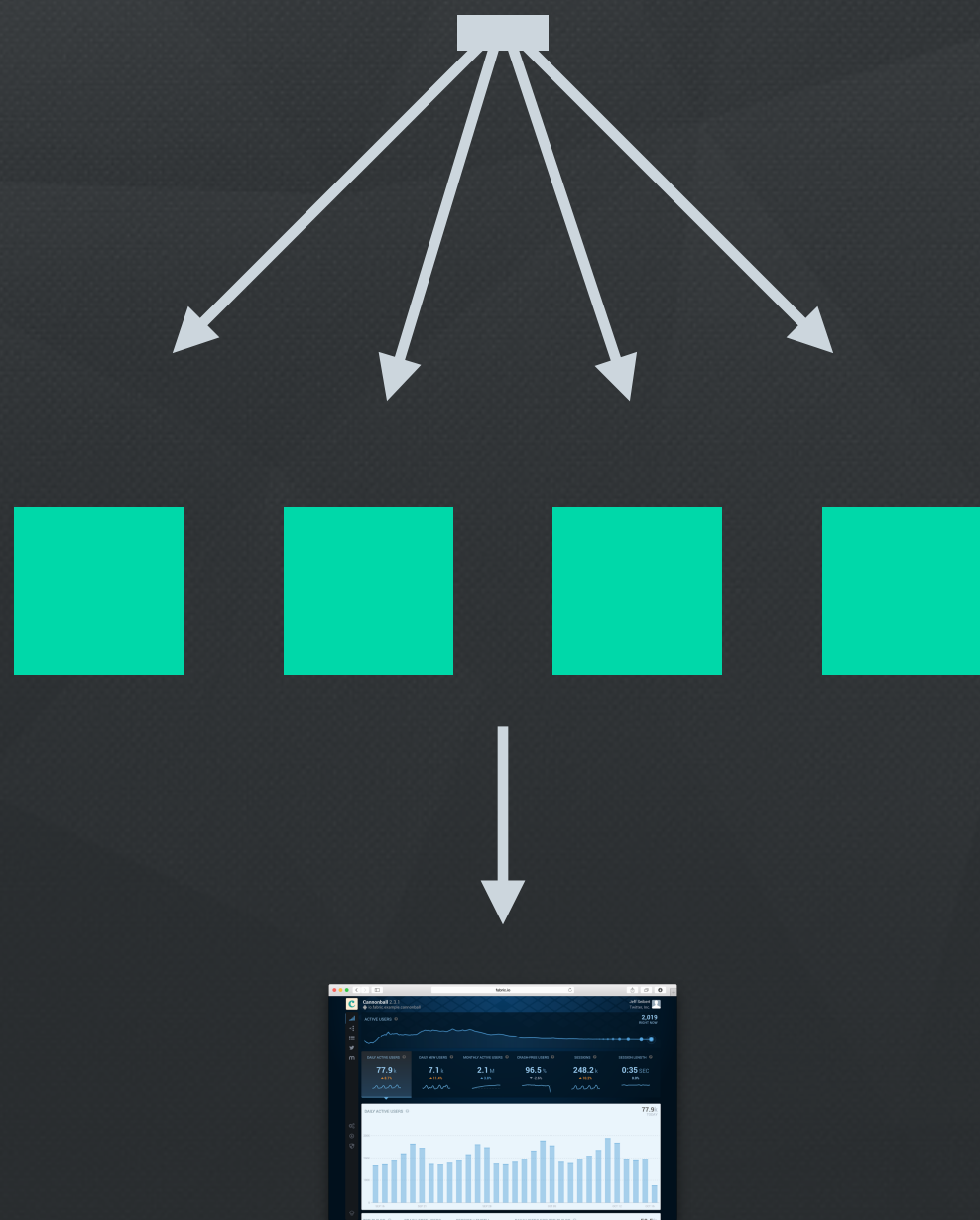
com.twitter, install, device-two



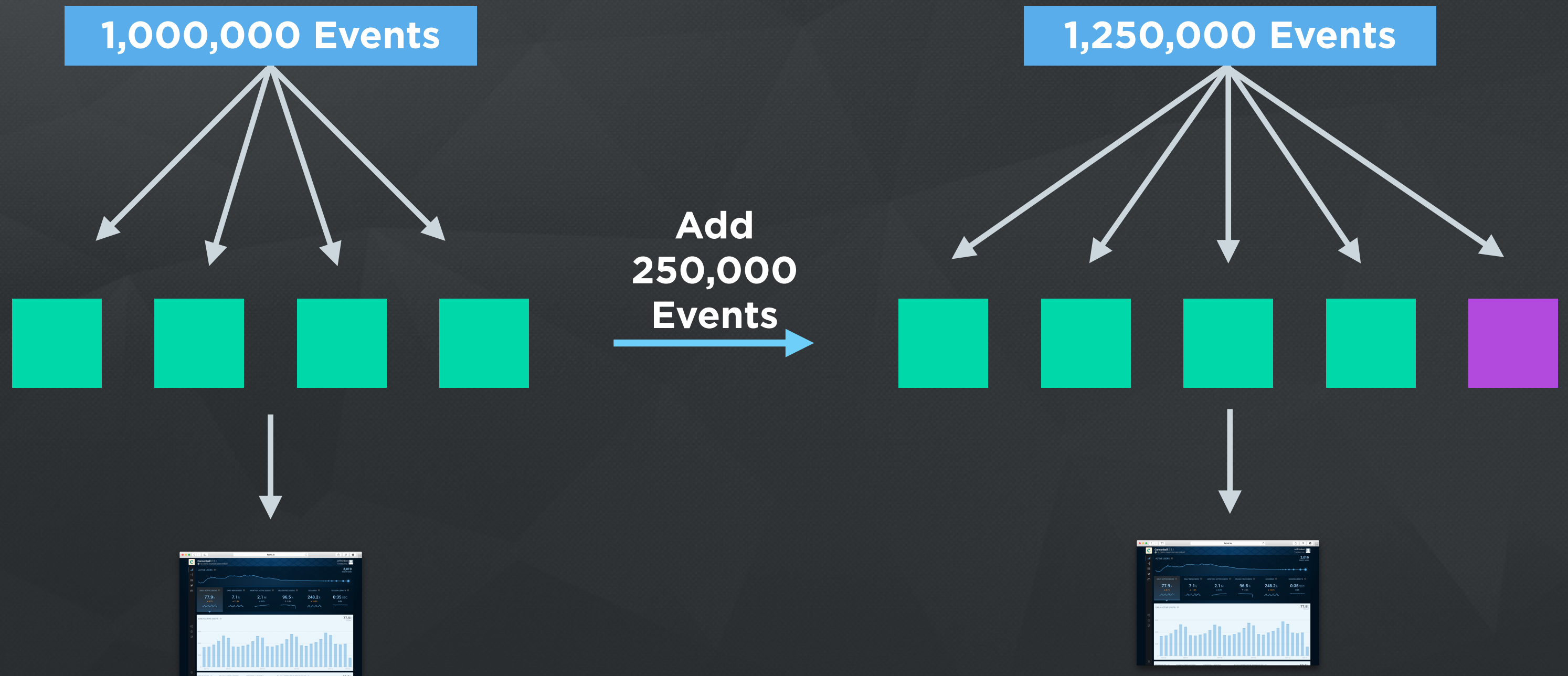
Ideal: Linear Scaling In # Of Events

1,000,000 Events

ios.cannonball, background, device-three



Ideal: Linear Scaling In # Of Events



Complexity In Scaling

- **Daily Active Users - Cardinality** - Need a set that holds millions of members
- **Retention - Set Membership** - Need multiple sets that hold thousands of members
- **Session Duration - Median of Millions of Data Points** - Need sorted list of millions of data points

Probabilistic Data Structures

Daily Active Users - Cardinality

MEMORY

BRUTE
FORCE

500,000 KB

PROBABILISTIC:
HYPER-LOG-LOG

500 KB

<1%
Error

Retention - Set Membership

MEMORY

BRUTE
FORCE

100 MB

PROBABILISTIC:
BLOOM-FILTER

1 MB

<1%
Error

Session Duration - Median Of Millions Of Data Points

MEMORY

BRUTE
FORCE

500 MB

PROBABILISTIC:
PERCENTILE-
BUCKETS

1 MB

<1%
Error

Session Duration - Median Of Millions Of Data Points

1.321 s, 2.134 s, 2.231 s, 3.345 s, 5.011 s, 5.451 s, 6.019 s, 7.778 s, 8.345 s,
9.123 s, 12.125 s, 30.124 s ...

Session Duration - Median Of Millions Of Data Points

1 s, 2 s, 2 s, 3 s, 5 s, 5 s, 6 s, 7 s, 8 s, 9 s, 12 s, 30 s

Session Duration - Median Of Millions Of Data Points

0-10 Minutes

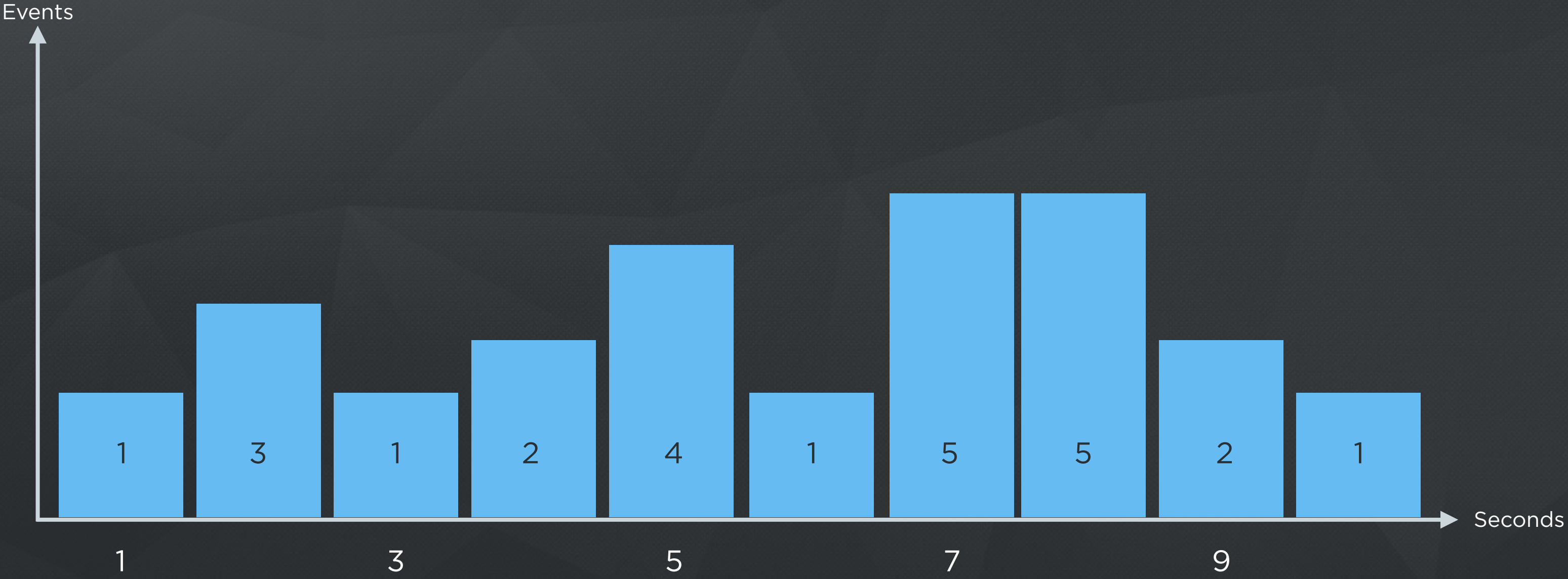
A bucket for every second
(max 600)

10-1440 Minutes

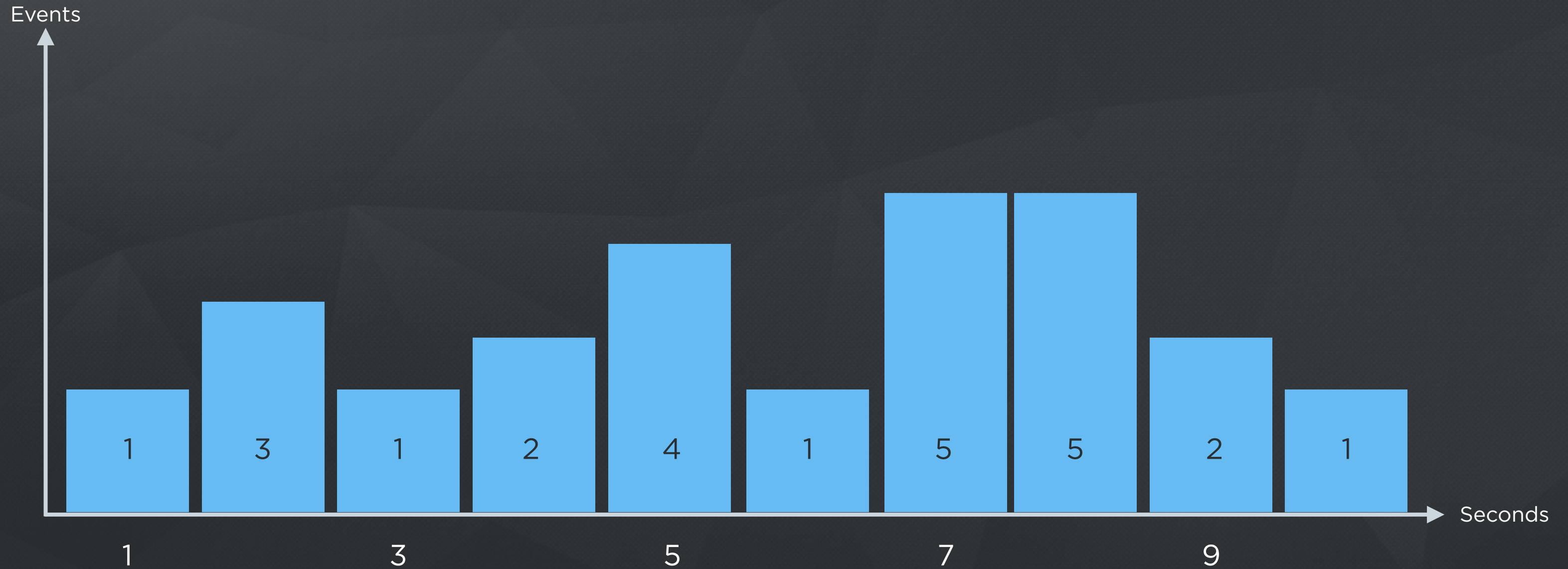
A bucket for every minute
(max 1430)



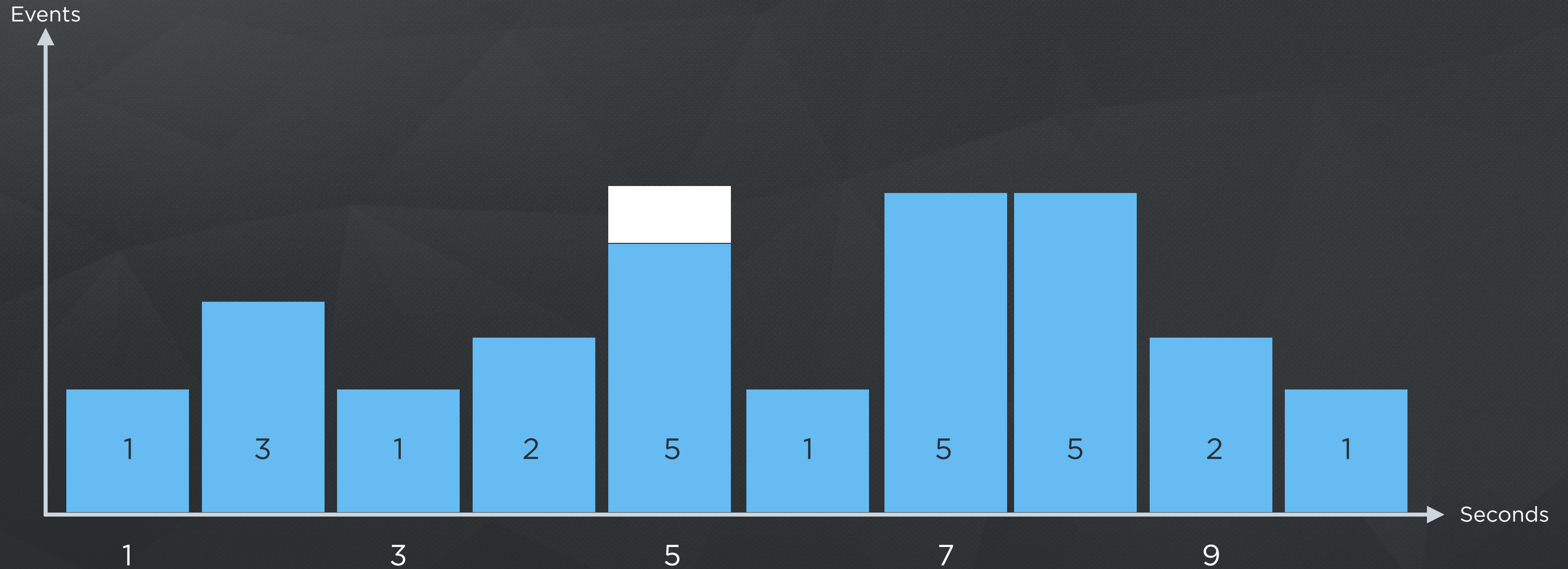
For Example : Have Seen 25 Sessions



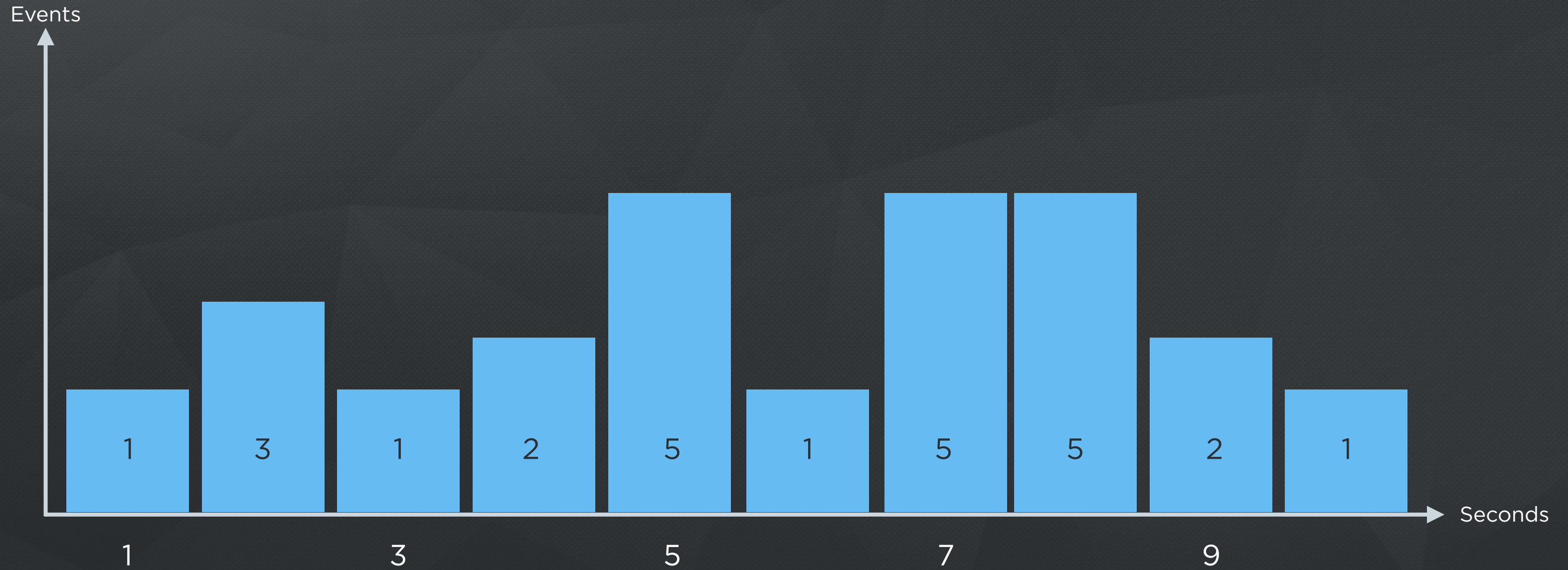
NEW SESSION : 5 seconds



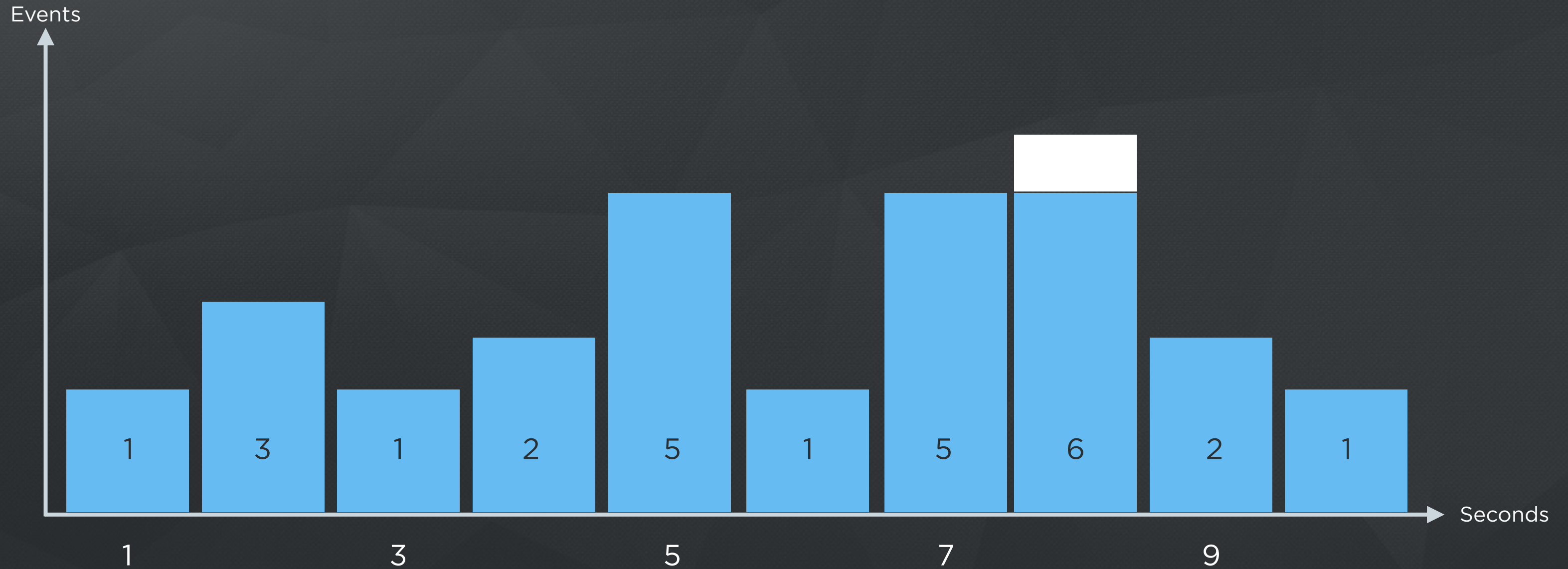
NEW SESSION : 5 seconds



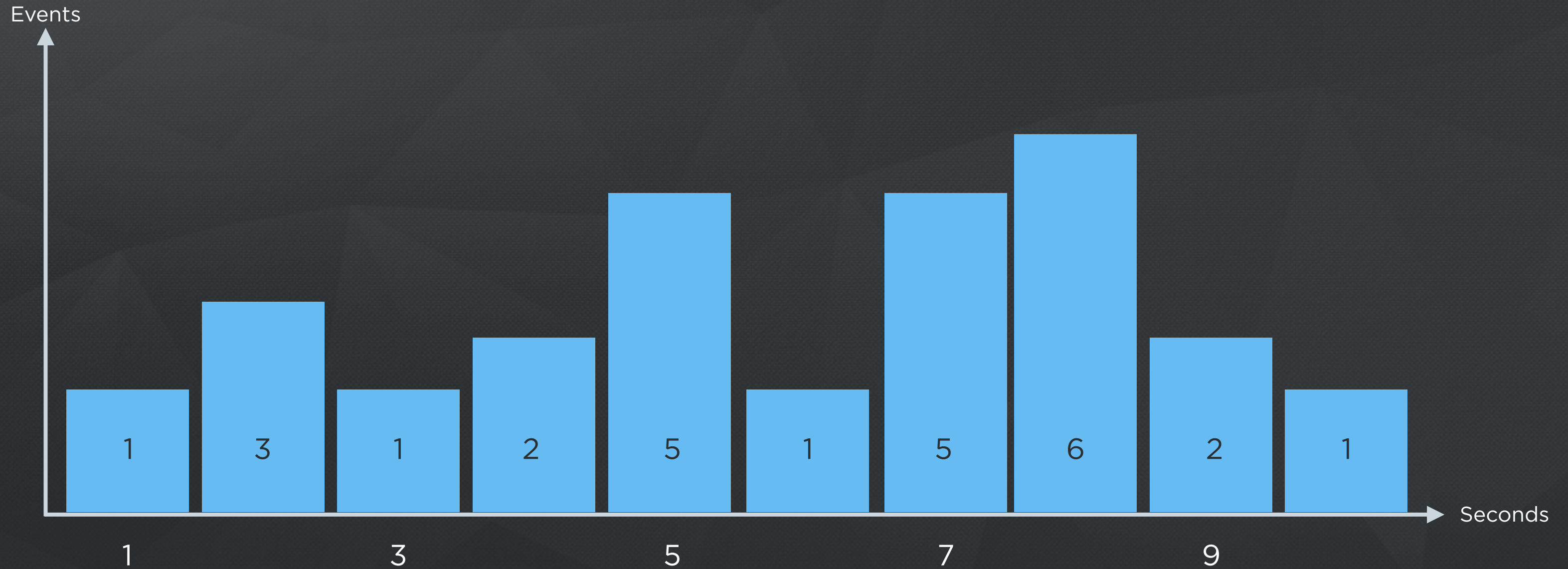
NEW SESSION : 8 seconds



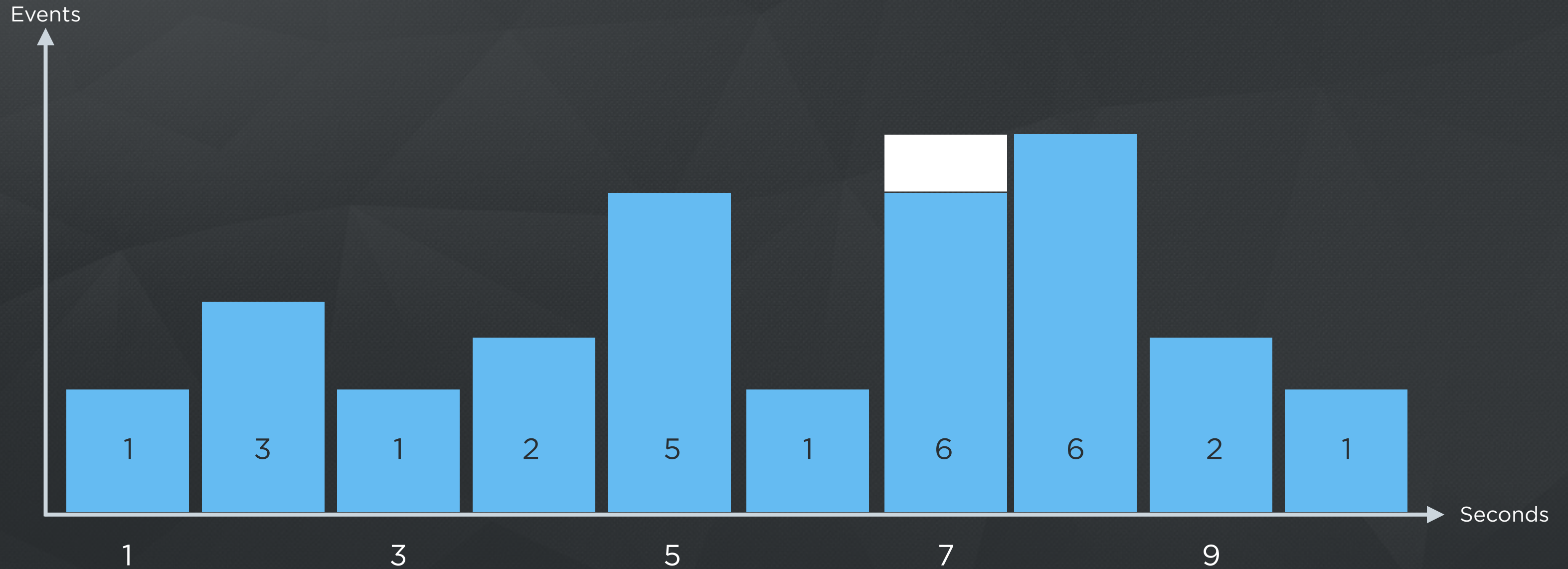
NEW SESSION : 8 seconds



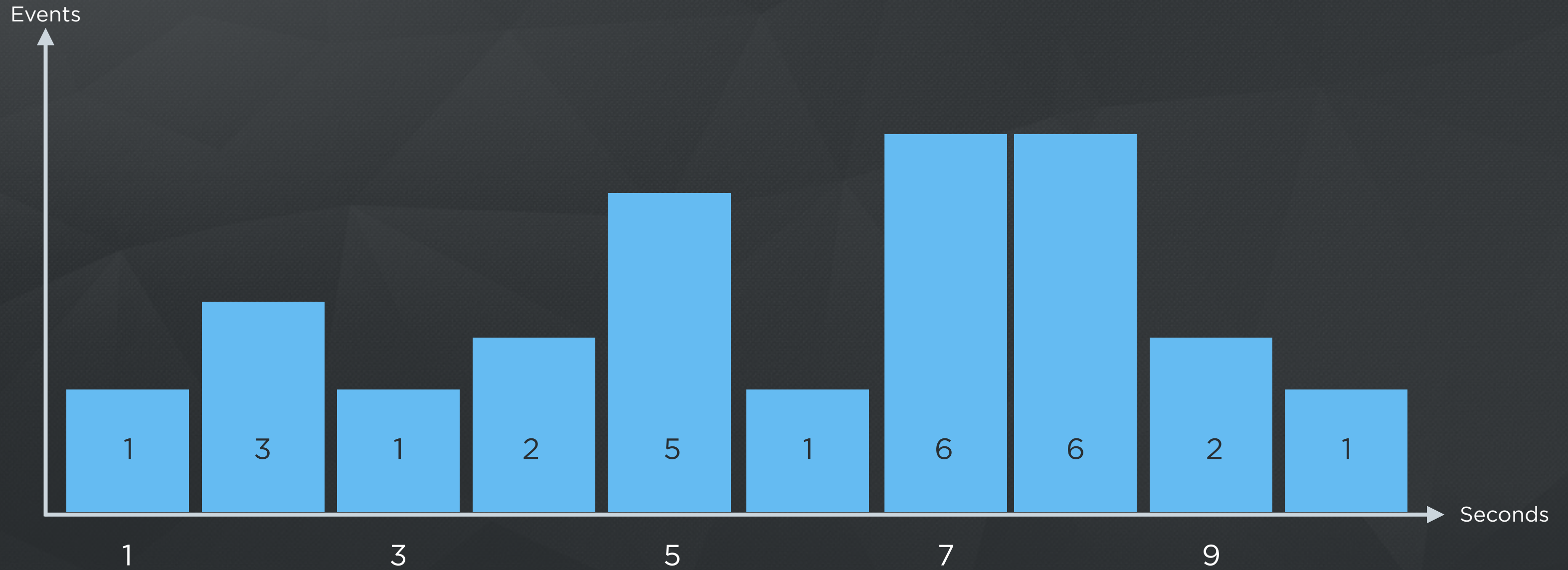
NEW SESSION : 7 seconds



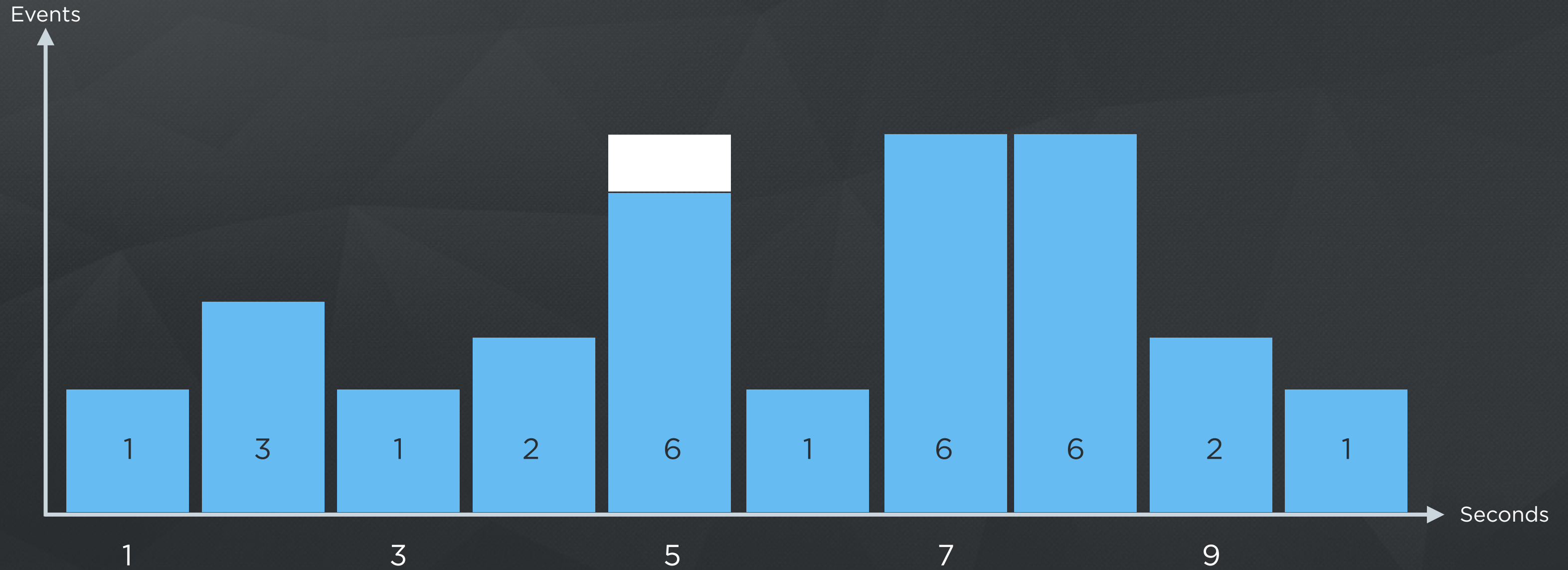
NEW SESSION : 7 seconds



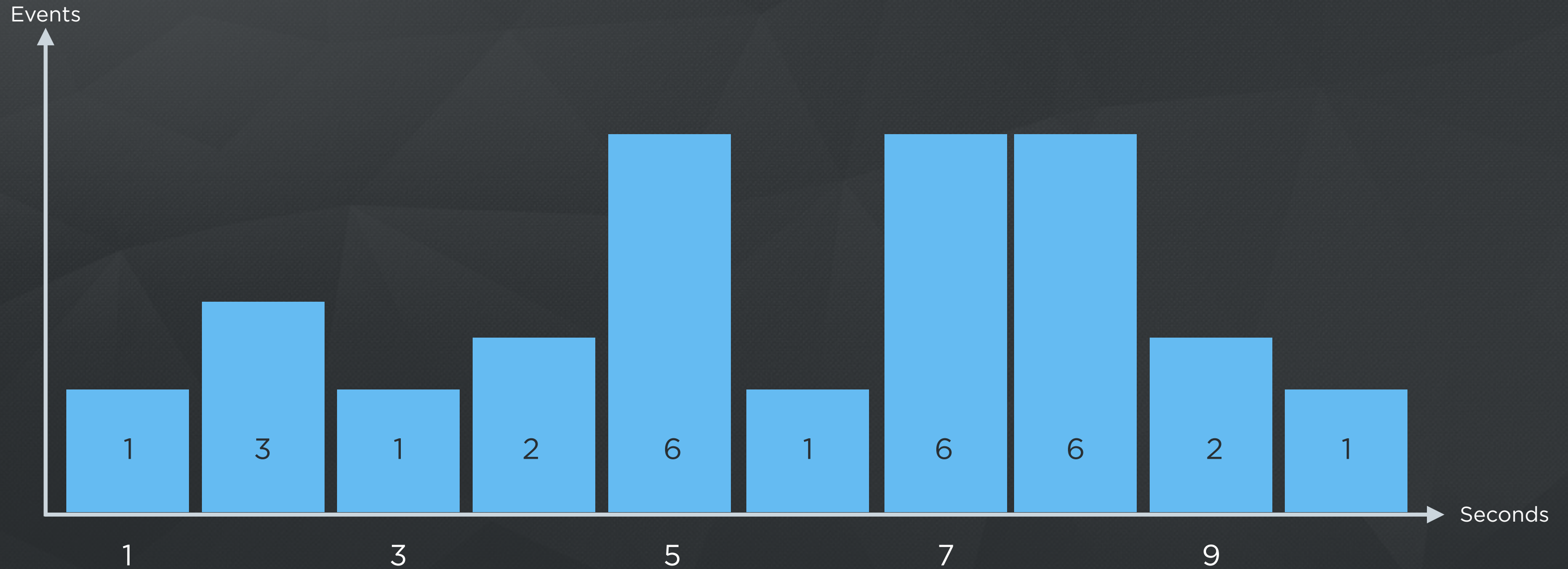
NEW SESSION : 5 seconds



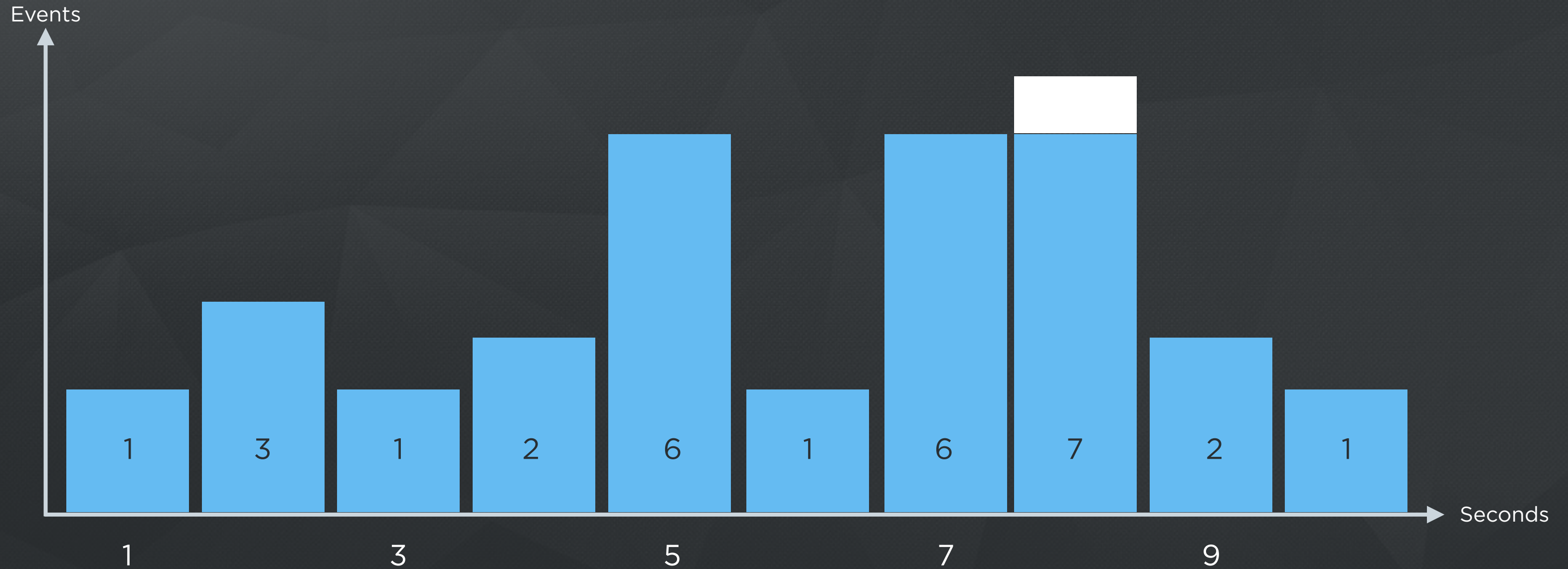
NEW SESSION : 5 seconds



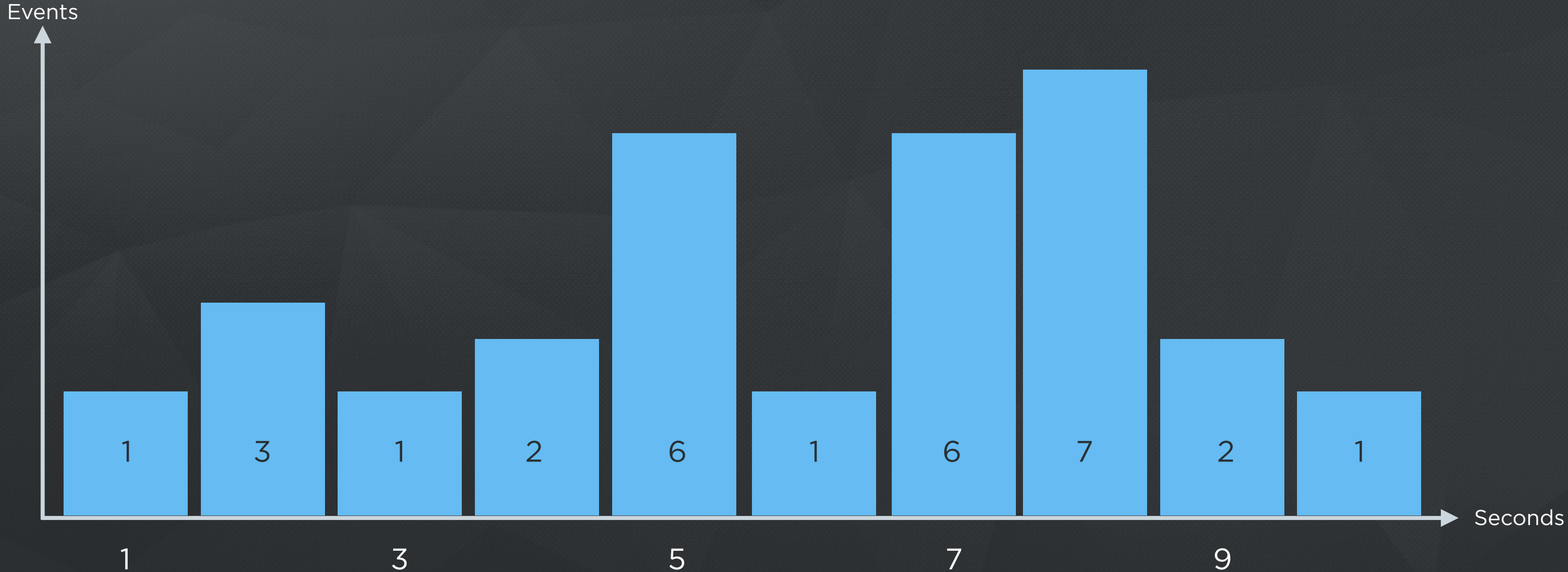
NEW SESSION : 8 seconds



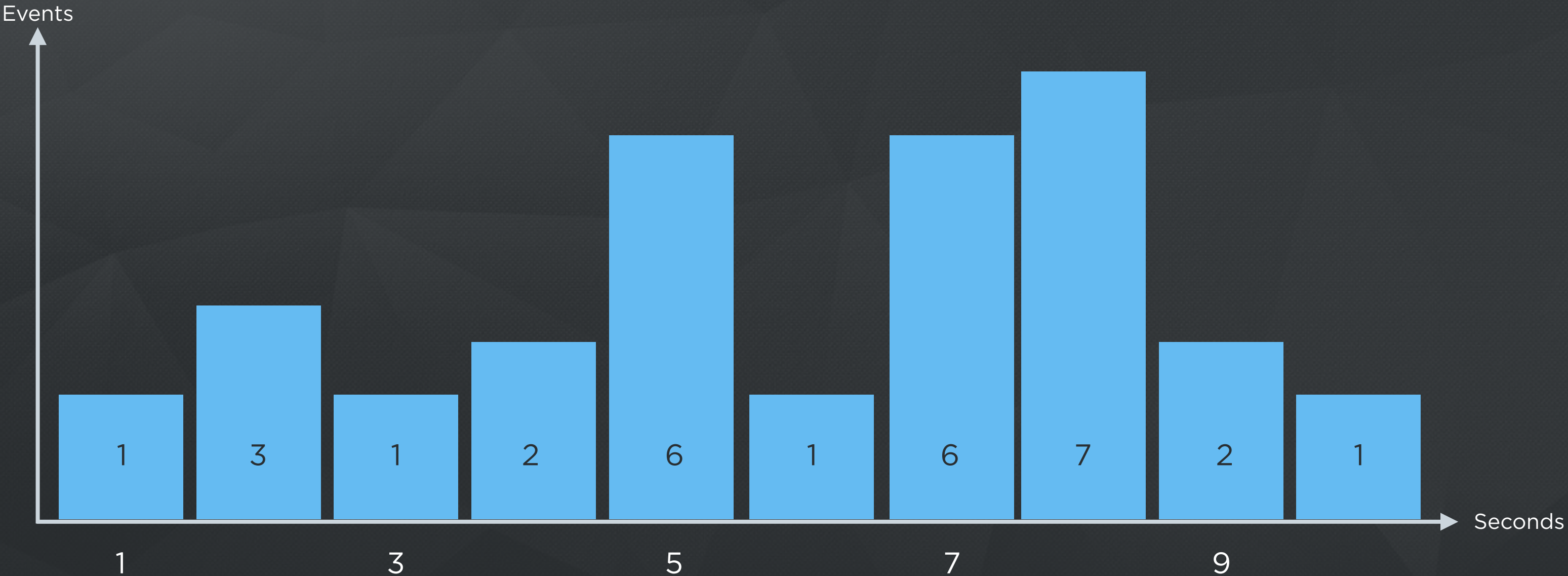
NEW SESSION : 8 seconds



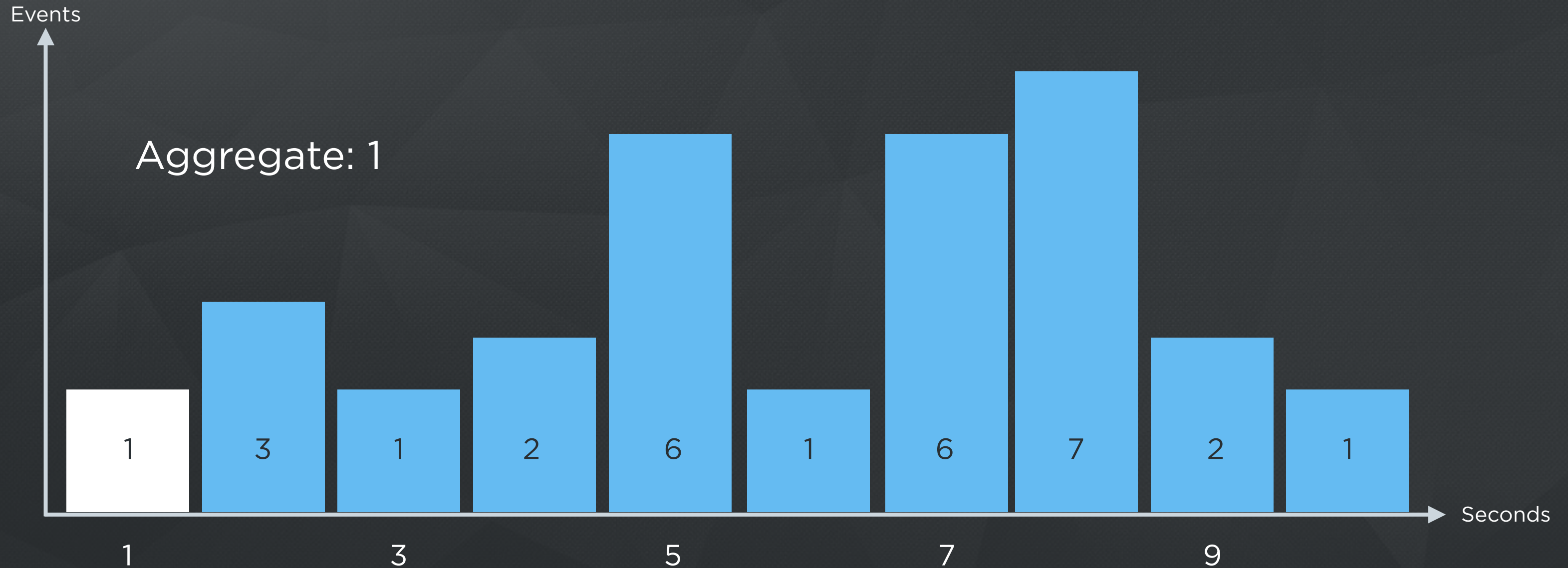
For Example : Have Seen 30 Sessions



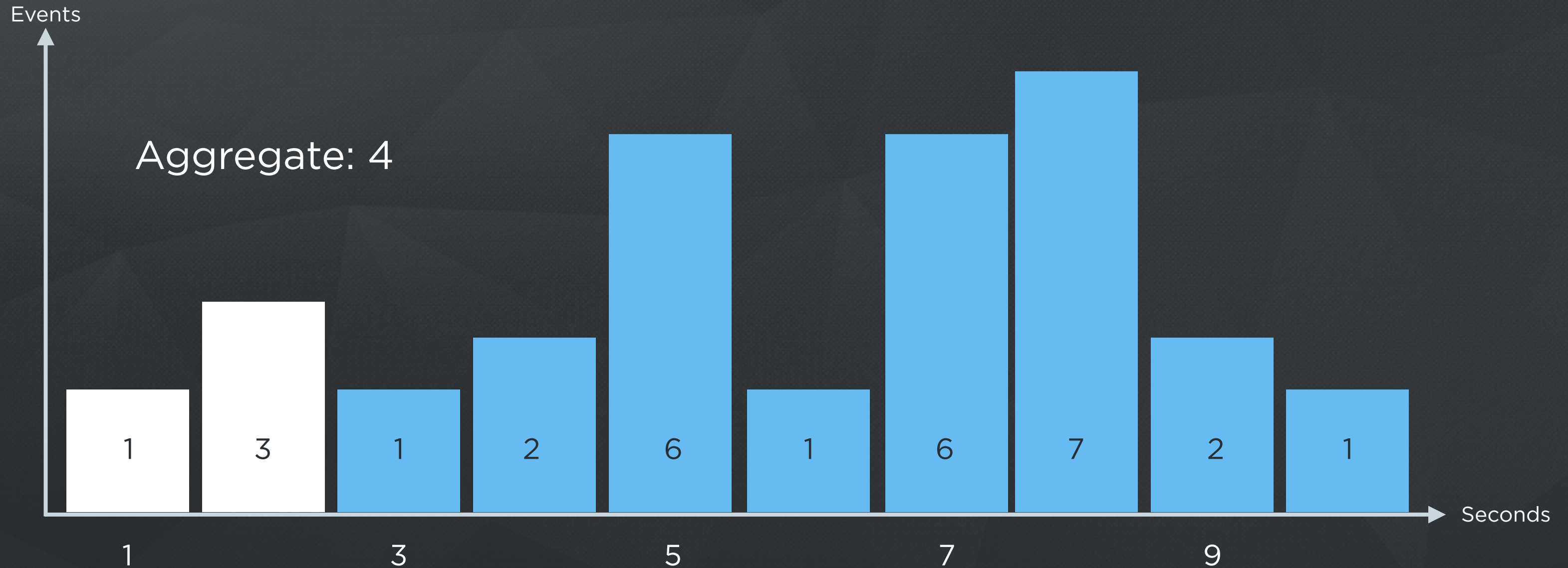
30 Sessions : Median Is Fifteenth, How Do We Find It?



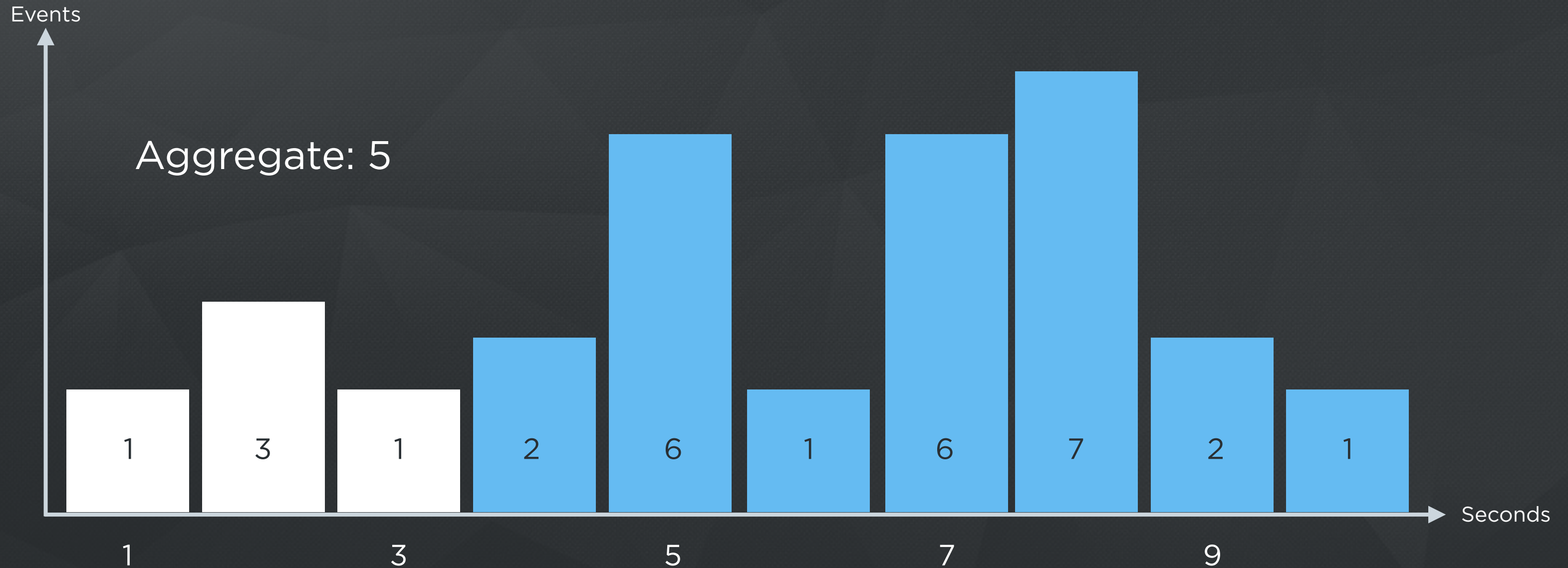
30 Sessions : Median Is Fifteenth, How Do We Find It?



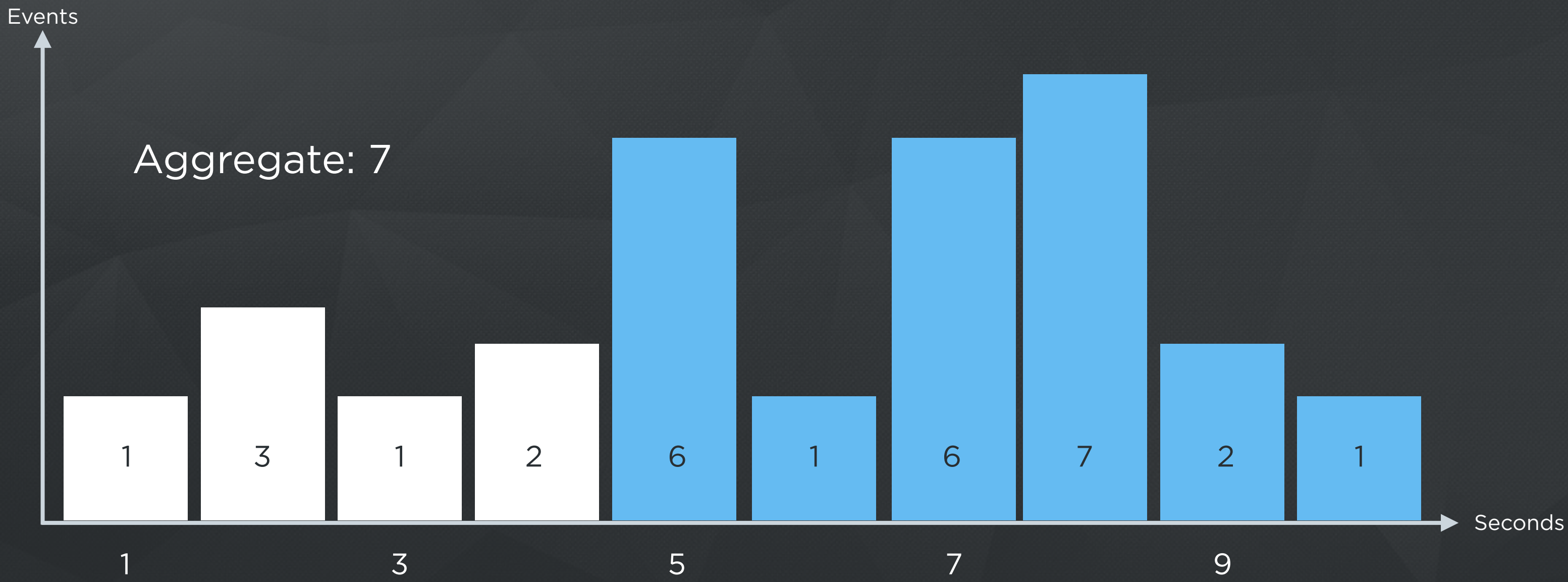
30 Sessions : Median Is Fifteenth, How Do We Find It?



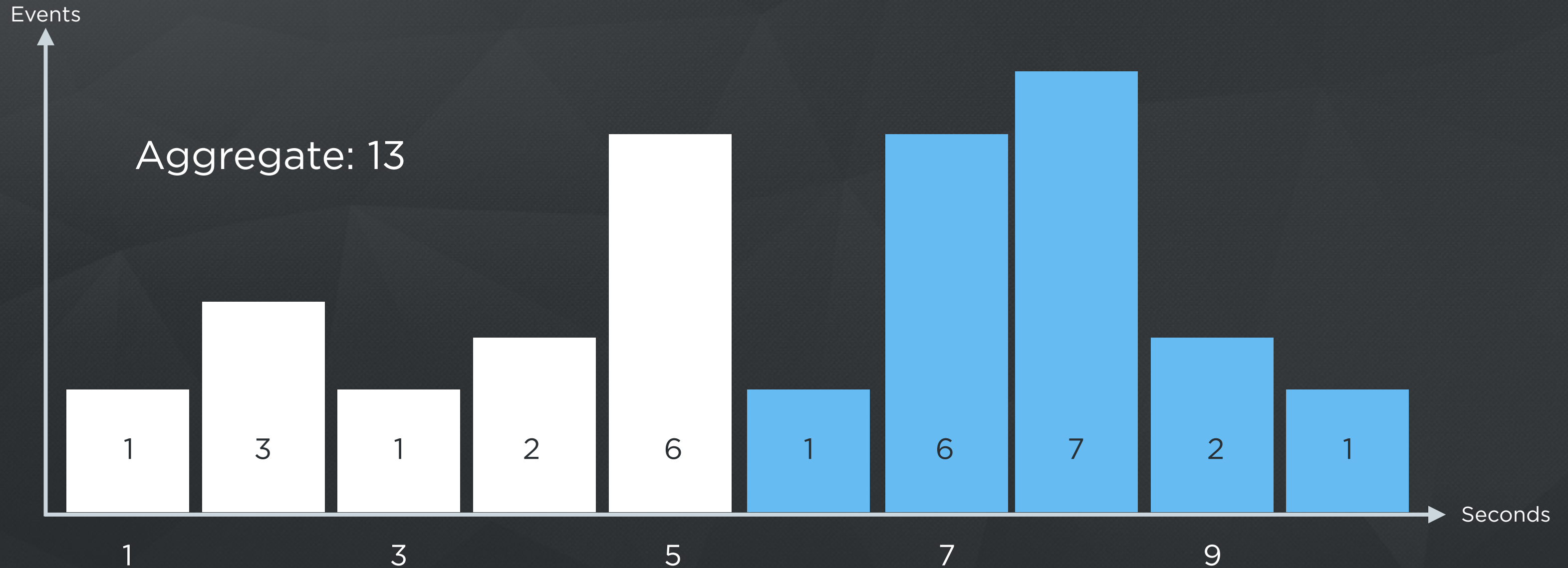
30 Sessions : Median Is Fifteenth, How Do We Find It?



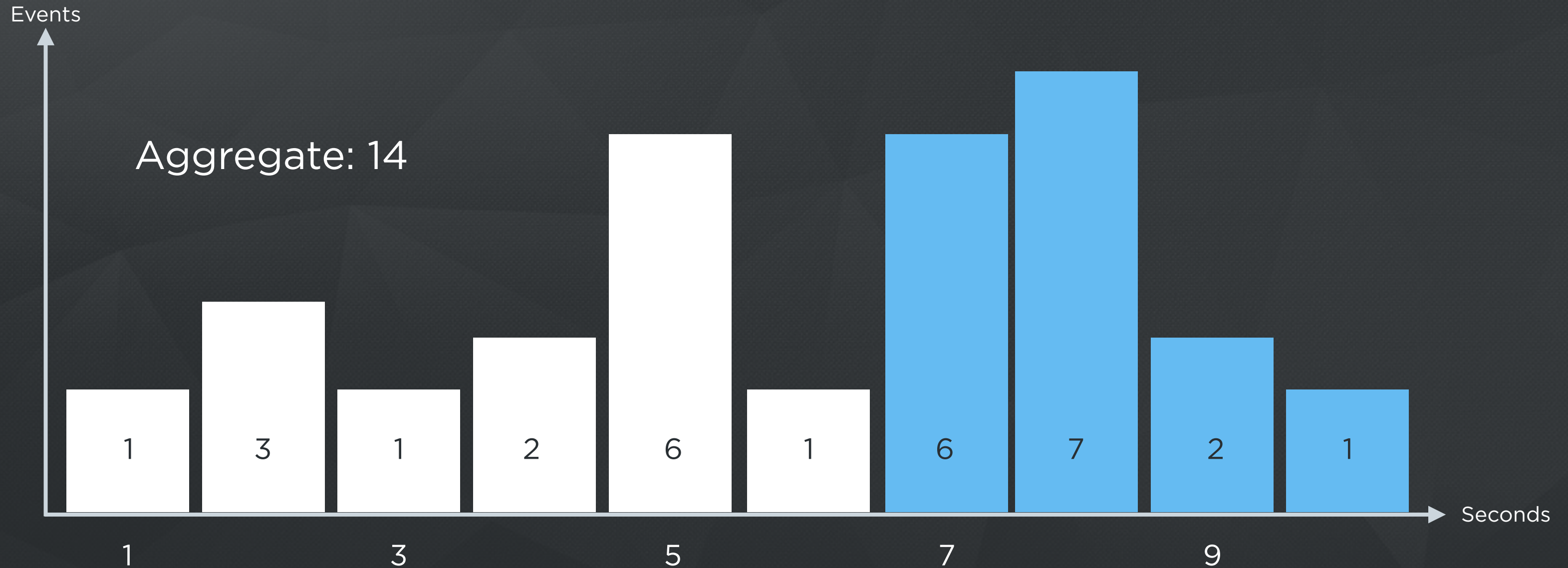
30 Sessions : Median Is Fifteenth, How Do We Find It?



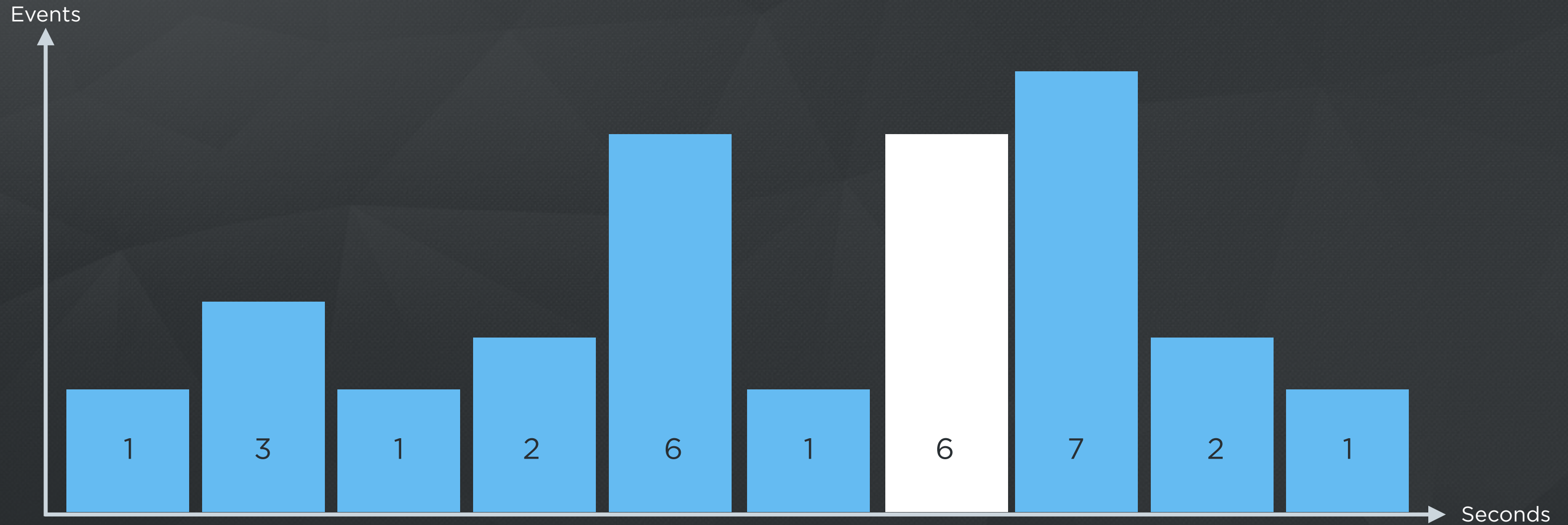
30 Sessions : Median Is Fifteenth, How Do We Find It?



30 Sessions : Median Is Fifteenth, How Do We Find It?



For Example : Have Seen 30 Sessions



15th
session
is in this
bucket

Most straightforward if all events for a particular app go to a single machine so we can maintain one instance of each data structure per app...

Trade Off

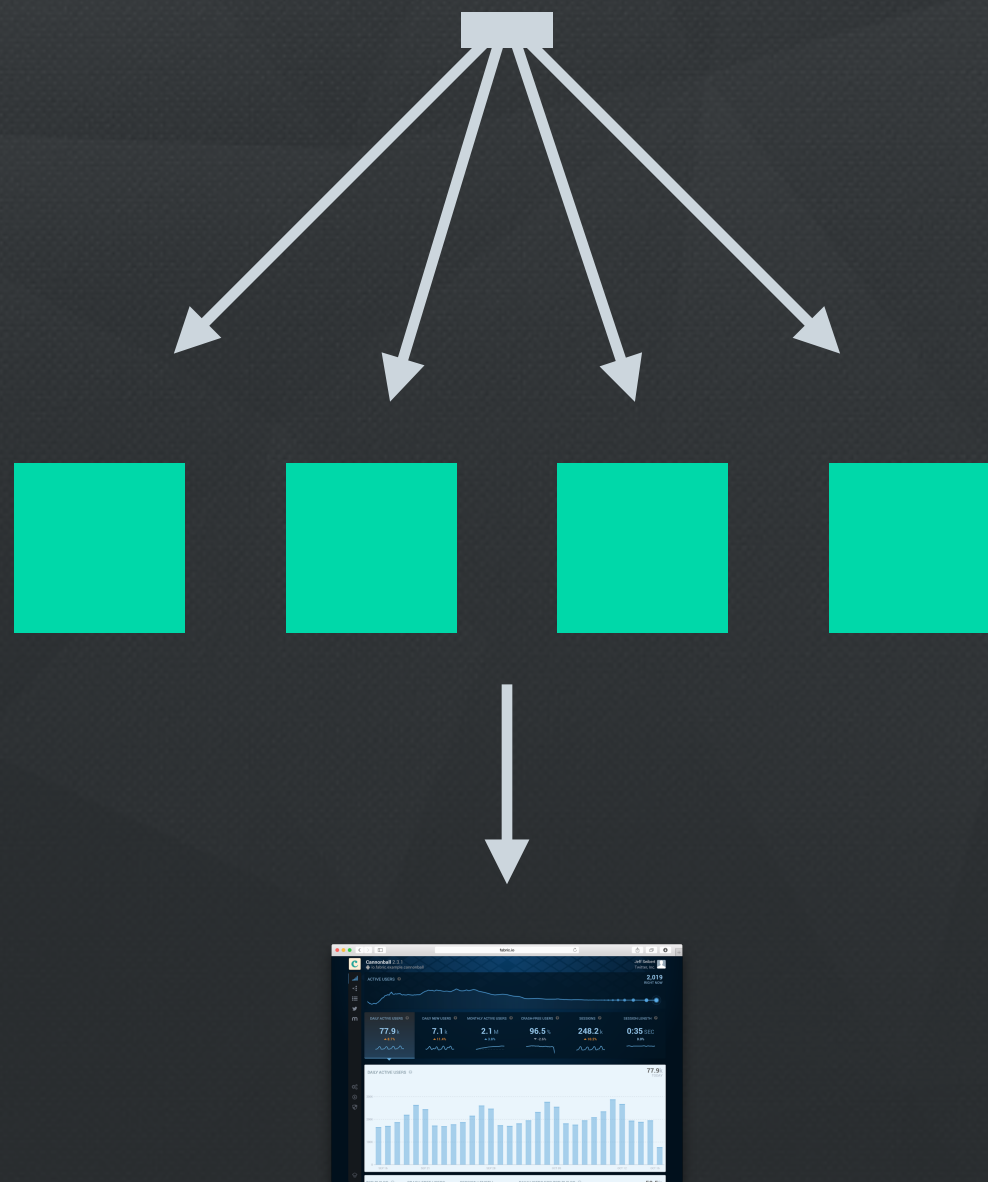
- Simplicity of one data structure per app with complexity of Hot Spotting, OR
- Simplicity of events going anywhere with complexity of combining multiple data structures for a single app, and consuming memory on every box for every app

New Challenge

HOT SPOTTING

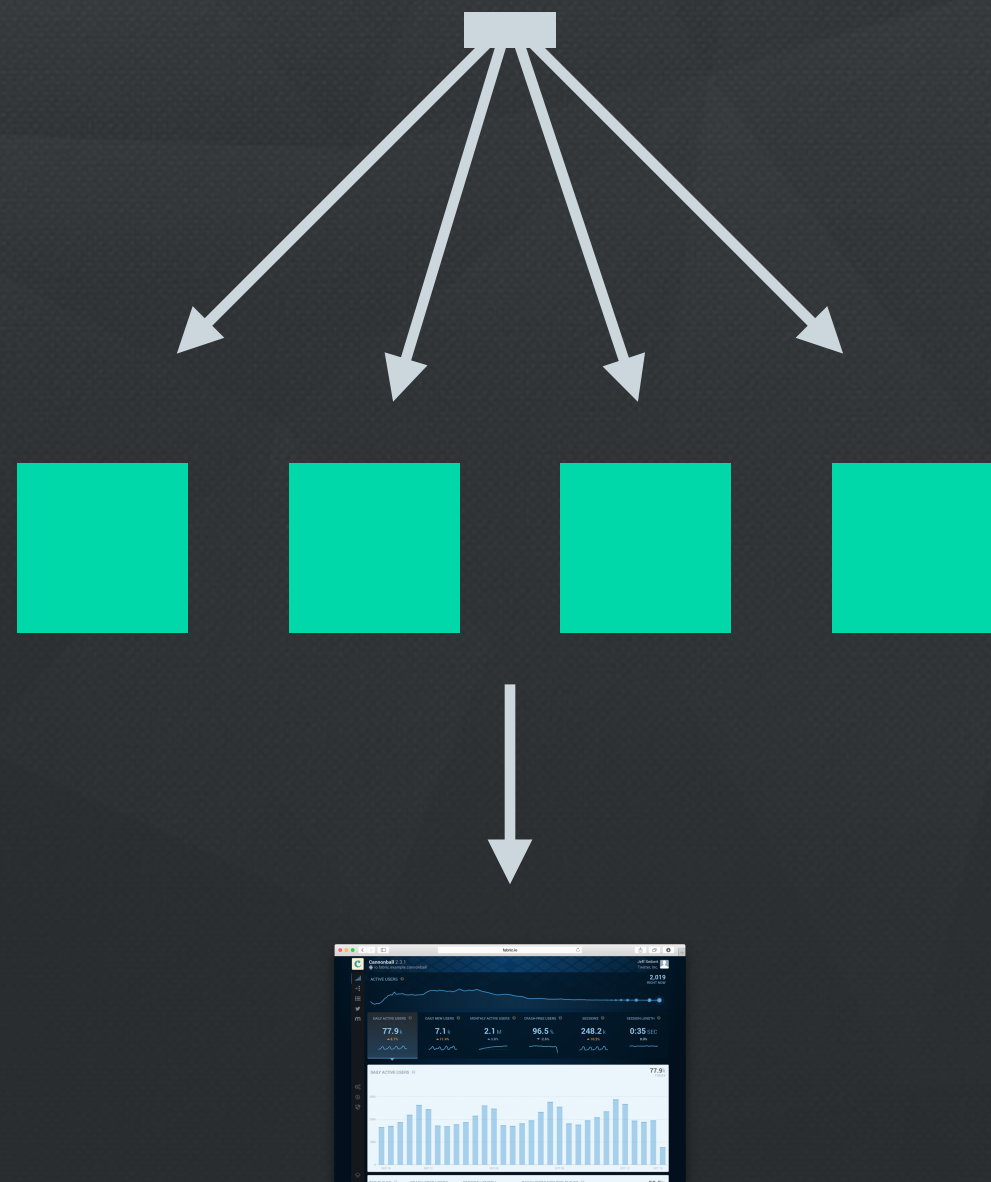
Hot Spotting

ios.cannonball, foreground, device-one



Hot Spotting

ios.cannonball, background, device-three



Number Of Apps By Category

LARGE APPS

MID-SIZE APPS

SMALL APPS

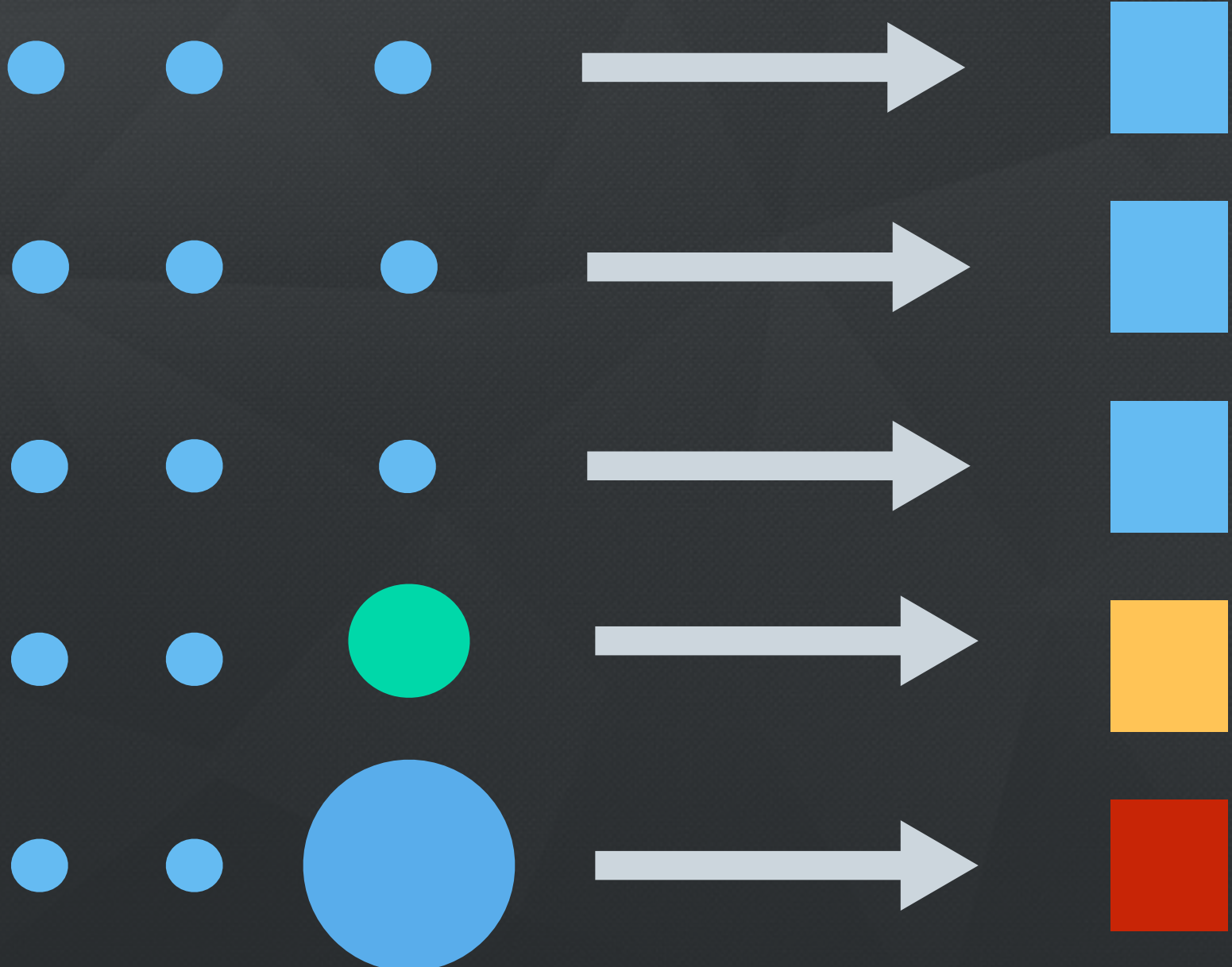
Number Of Events By Category

LARGE APPS

**MID-SIZE
APPS**

**SMALL
APPS**

Assignment With Even Distribution Of Apps



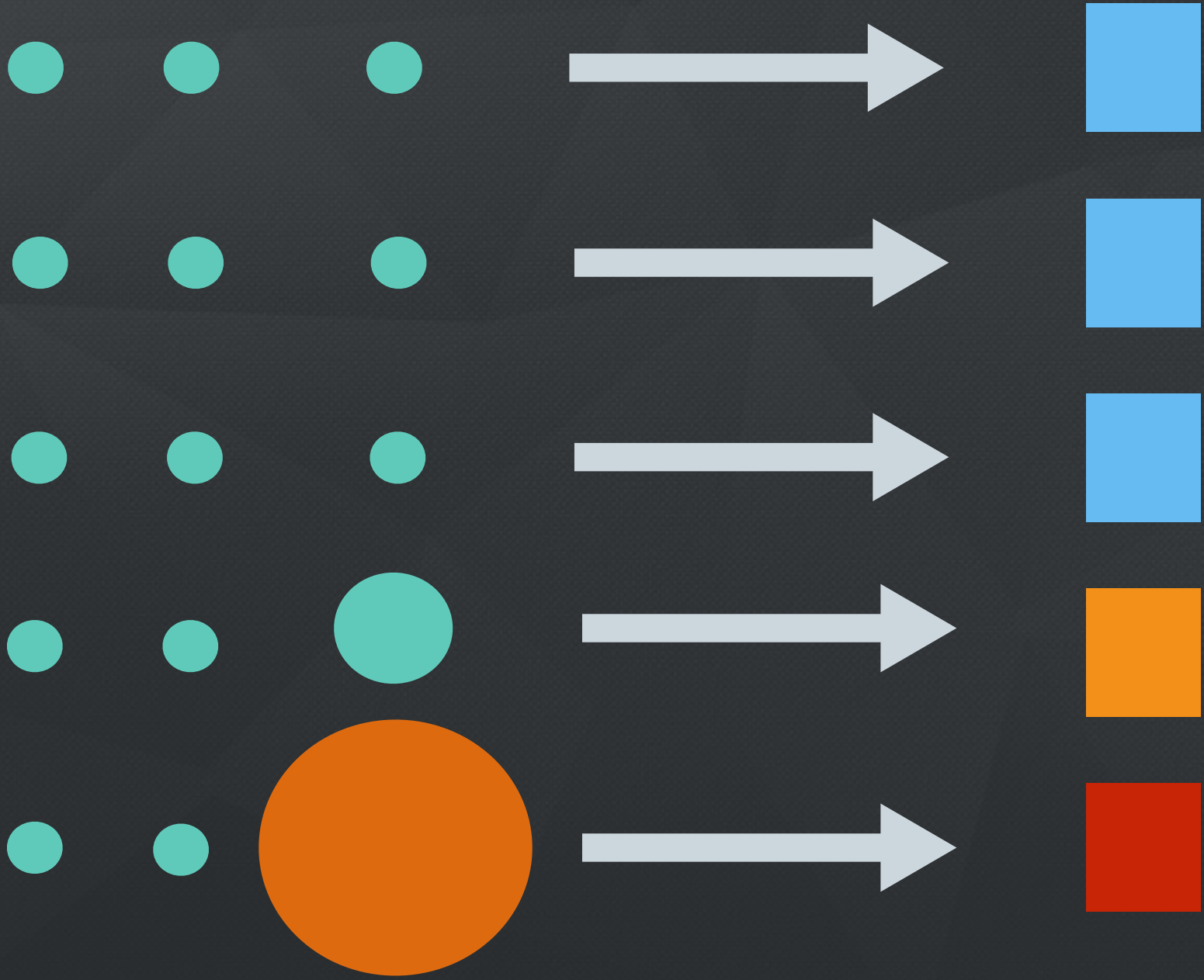
What do we do about
Hotspotting?

Two Approaches

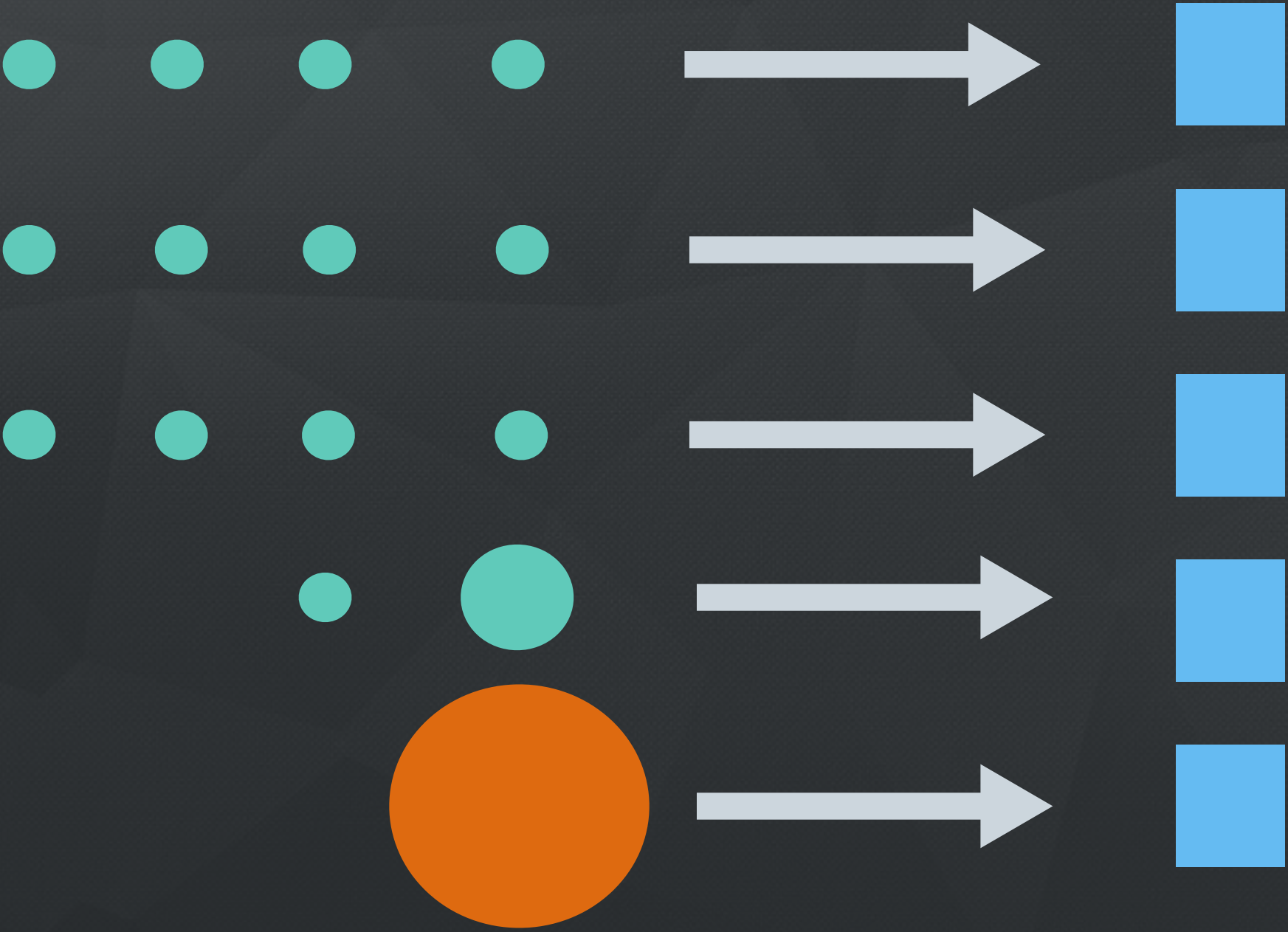
1. Stream-Sized Grouping
2. Sampling

Stream-Sized Grouping

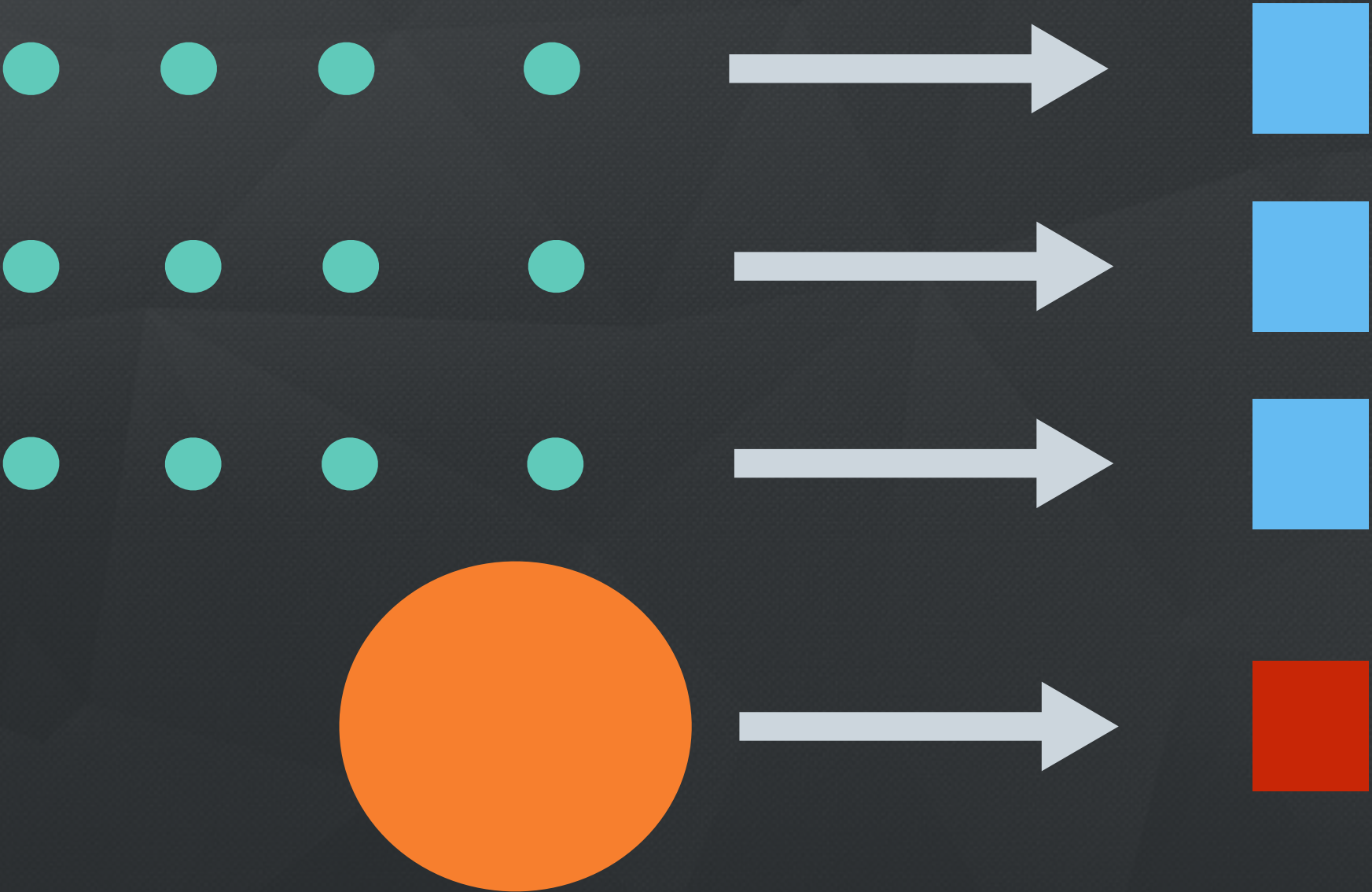
Move Towards Assignment With Even Distribution Of Events



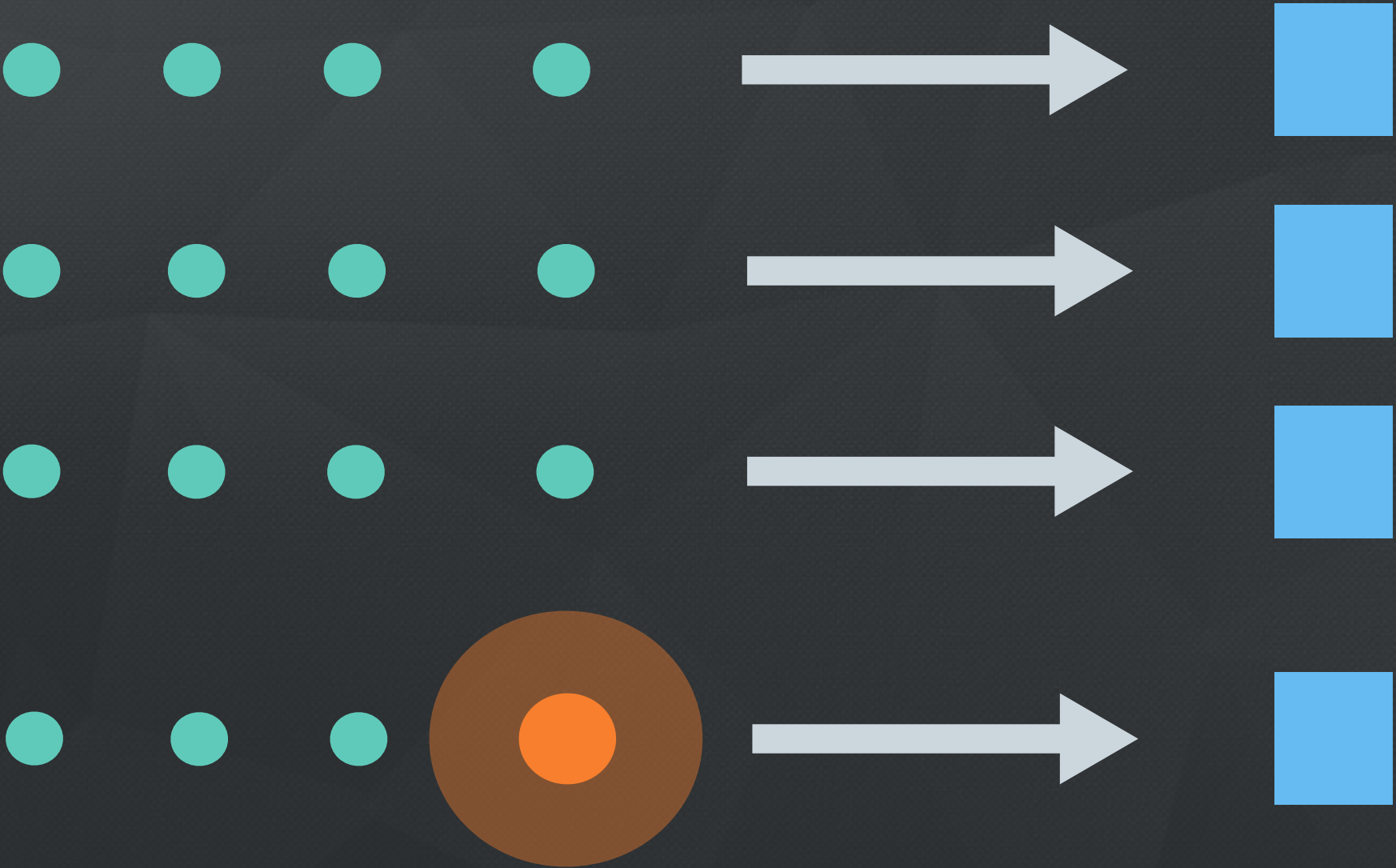
Assignment With Even Distribution Of Events



What If A Single App Is Still Too Big?

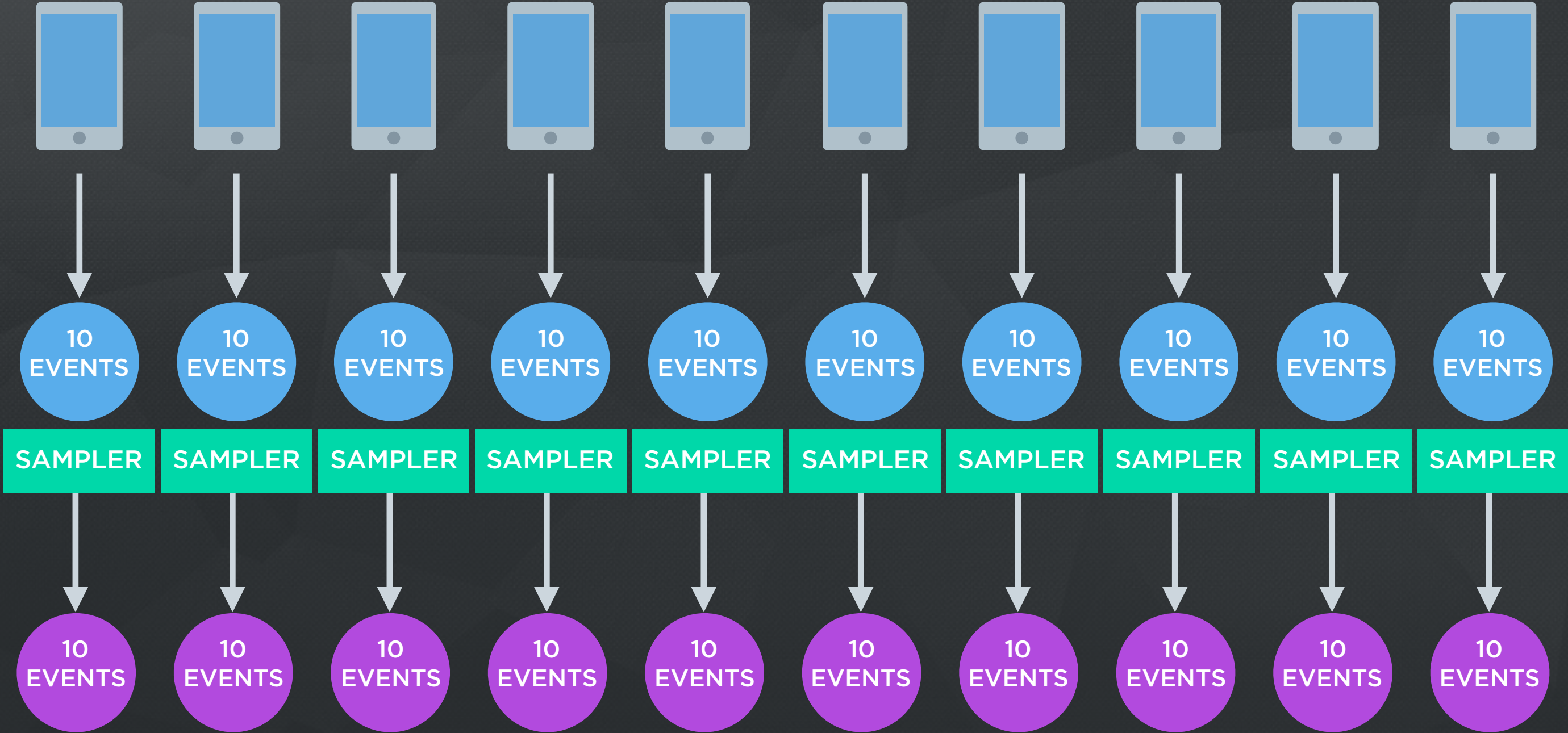


Sampling

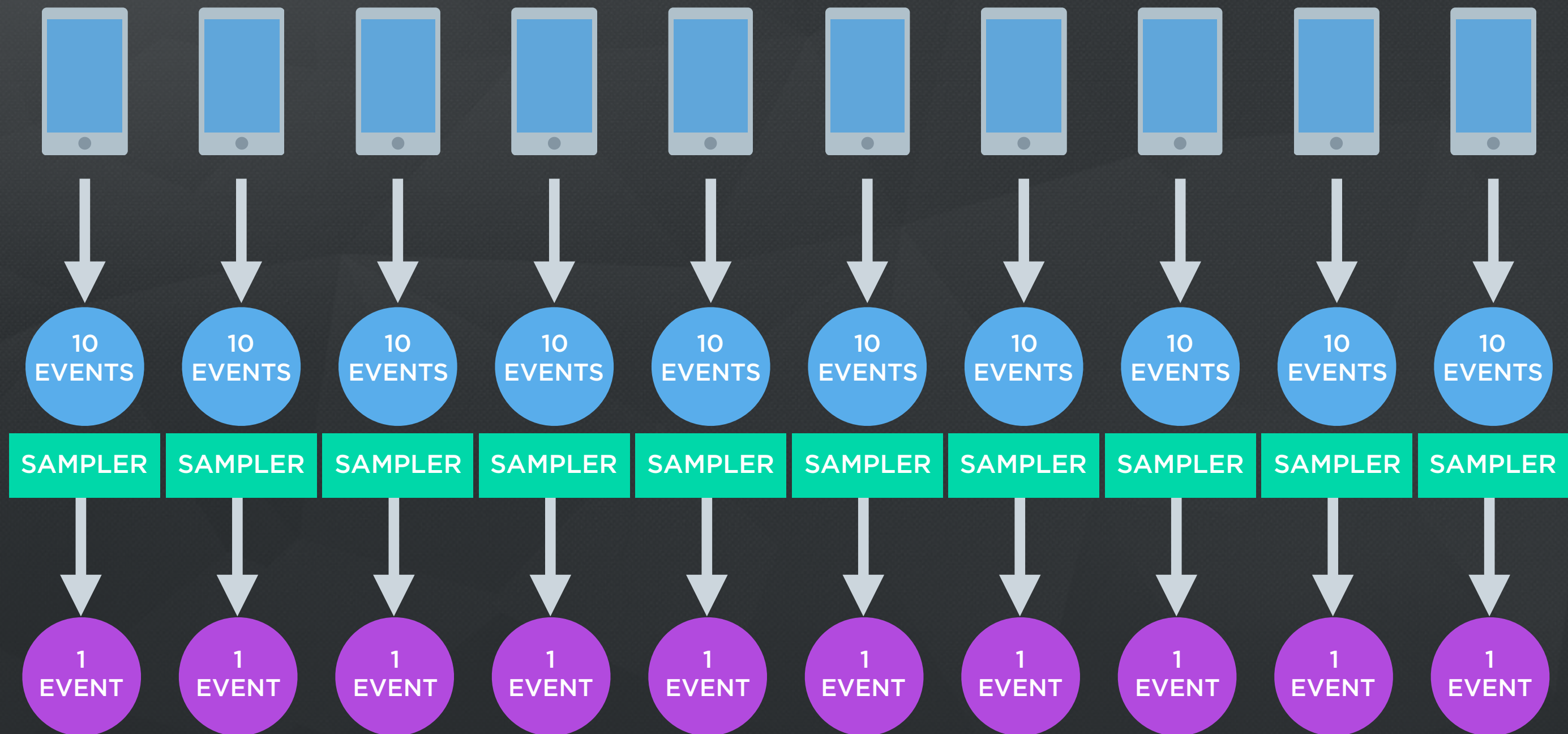


How Do We Sample?

Sampling: An Intro



Sampling: Take 10 % Of Events?



Sampling: Take 100 % Of Events For 10% Of Devices



Sampling

- Enabled for 0.2% of our apps; reduces aggregate traffic by 80%
- Rough rule of thumb: 200,000,000 daily events before sampling is enabled
- Empirically tune sampling threshold and rate to achieve $< 1\%$ error for apps with sampling enabled
- Don't sample lower volume events : INSTALL, CRASH, predefined-events, custom-events, Beta tester events, etc...

SUMMARY

Expect Tradeoffs

Know the Tools To Deal with Tradeoffs



Thank You

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