

# Extreme Programming *meets* Real Time Data

Gel Goldsby & Tom Johnson, Unruly

# When Santa Got Stuck Up The Chimney



# When Data Got Stuck Up The Chimney



Hello. My name is...

Gel Goldsby  
Reporting and  
Data Team Lead

Tom Johnson  
Senior Developer



# We Believe In XP



# Extreme Programming Values

- Communication
- Simplicity
- Feedback
- Courage

# Simplicity

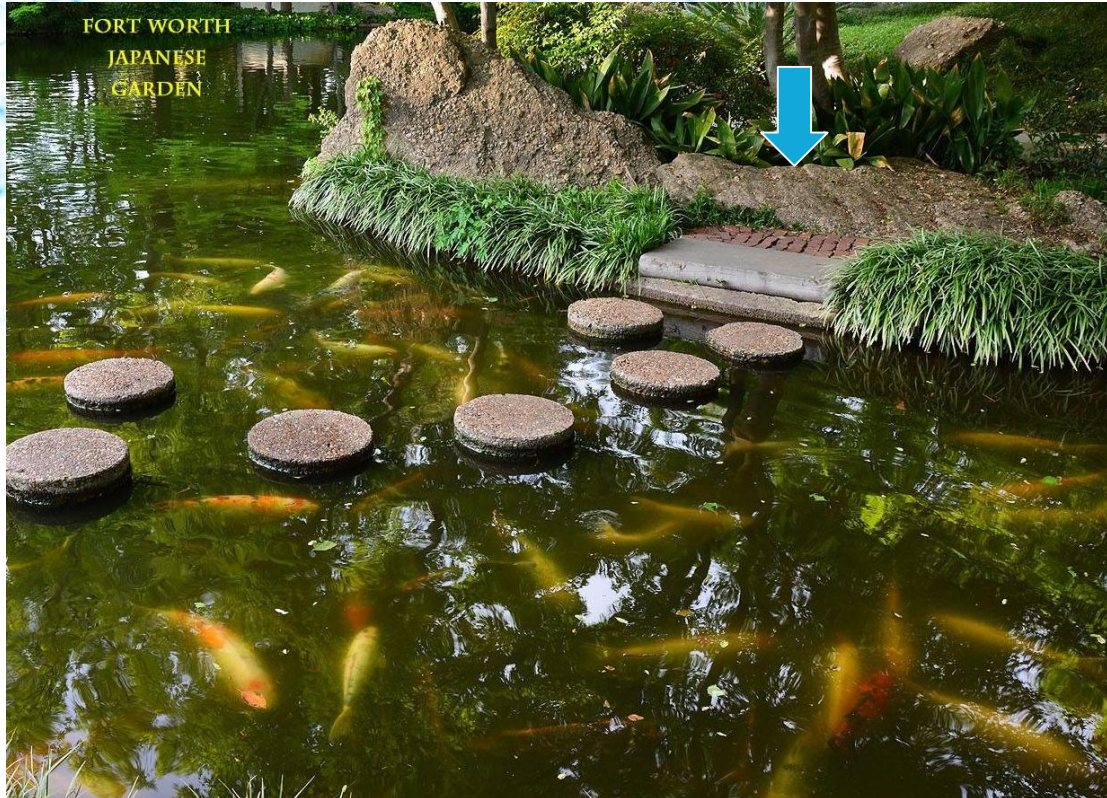


# Simplicity





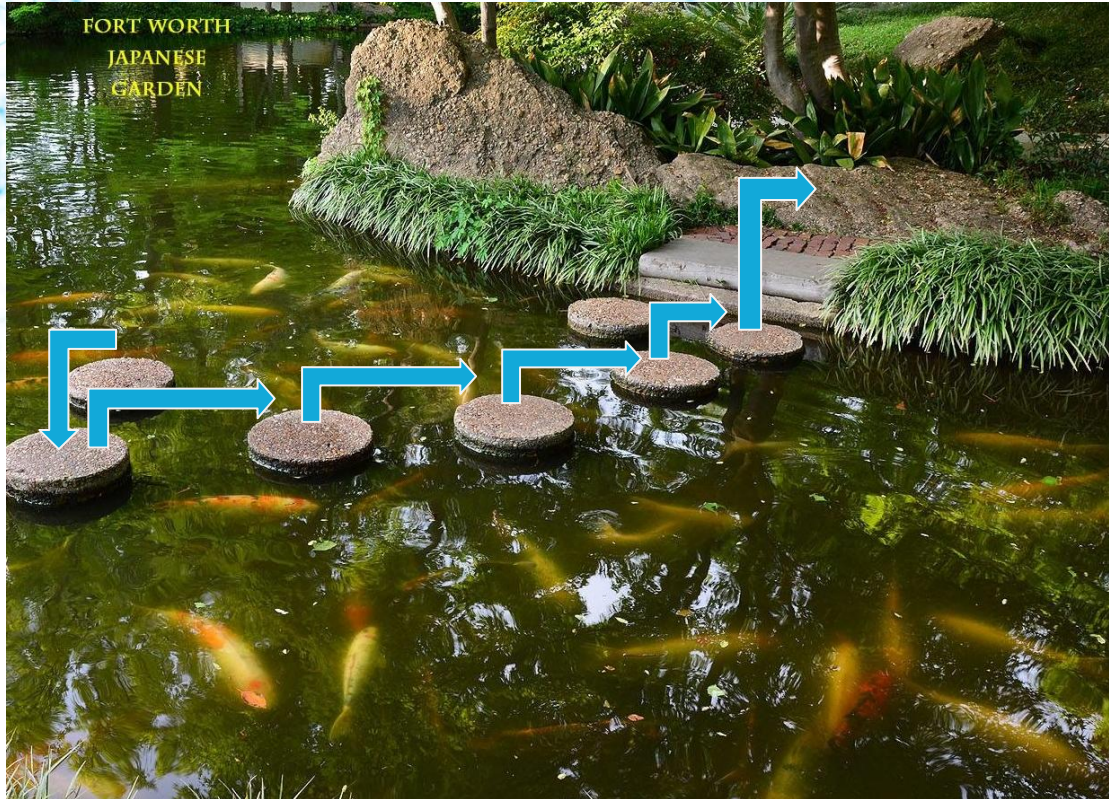
# Simplicity



# Simplicity



# Simplicity



# Simplicity



# Our Reporting Pipeline

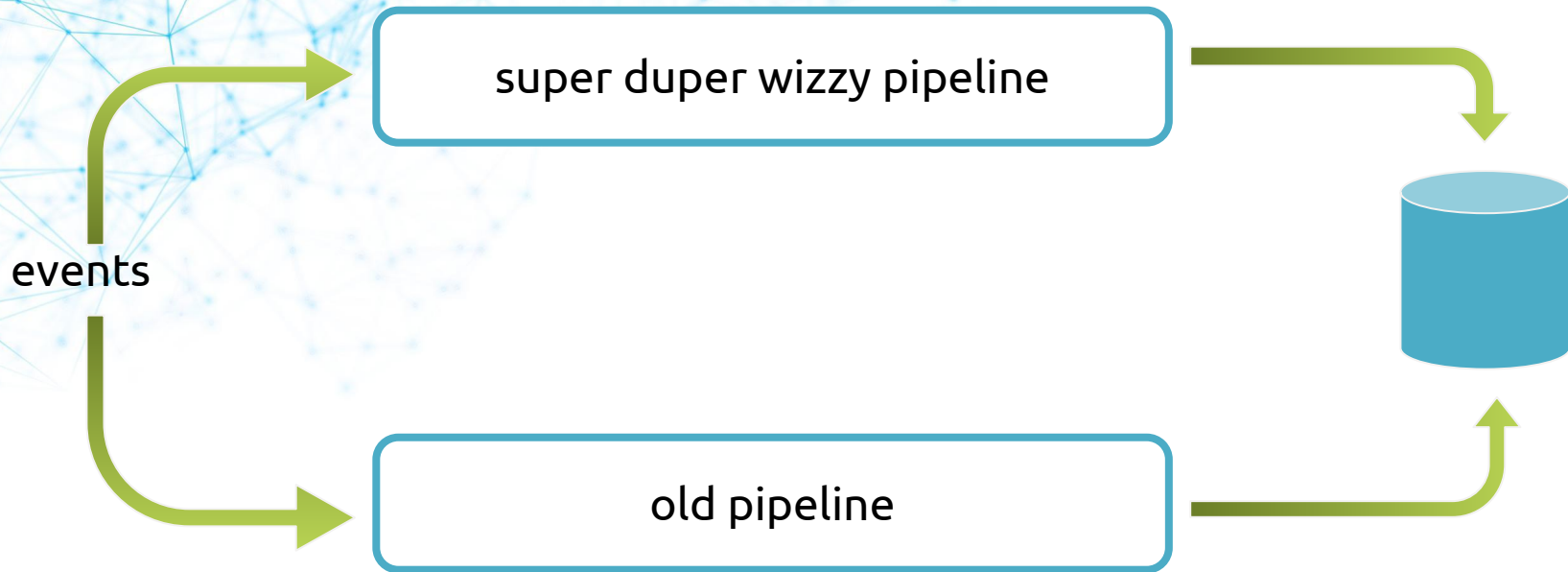
events



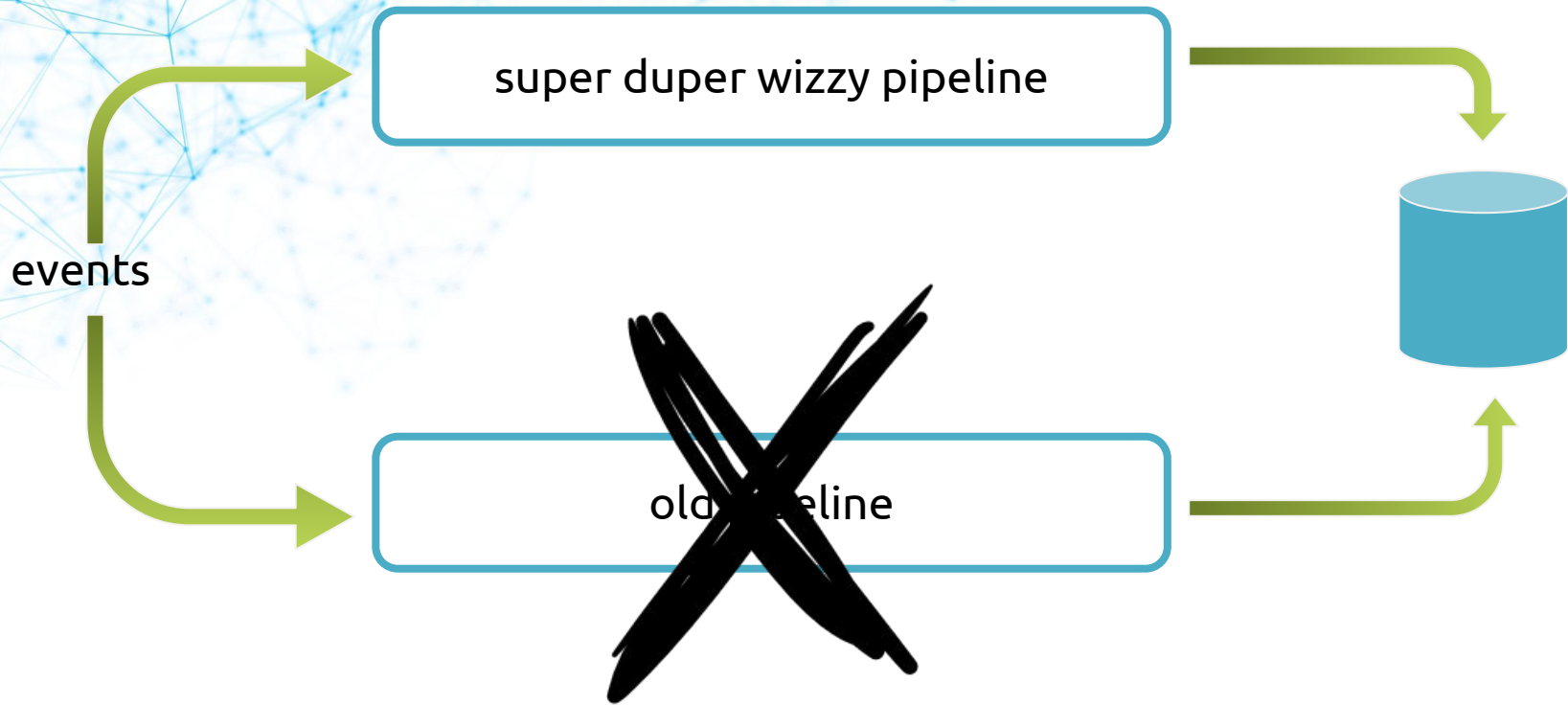
pipeline



# Our Reporting Pipelines



# Shut It Off!



# A Closer Look At Our Pipeline

events



pipeline



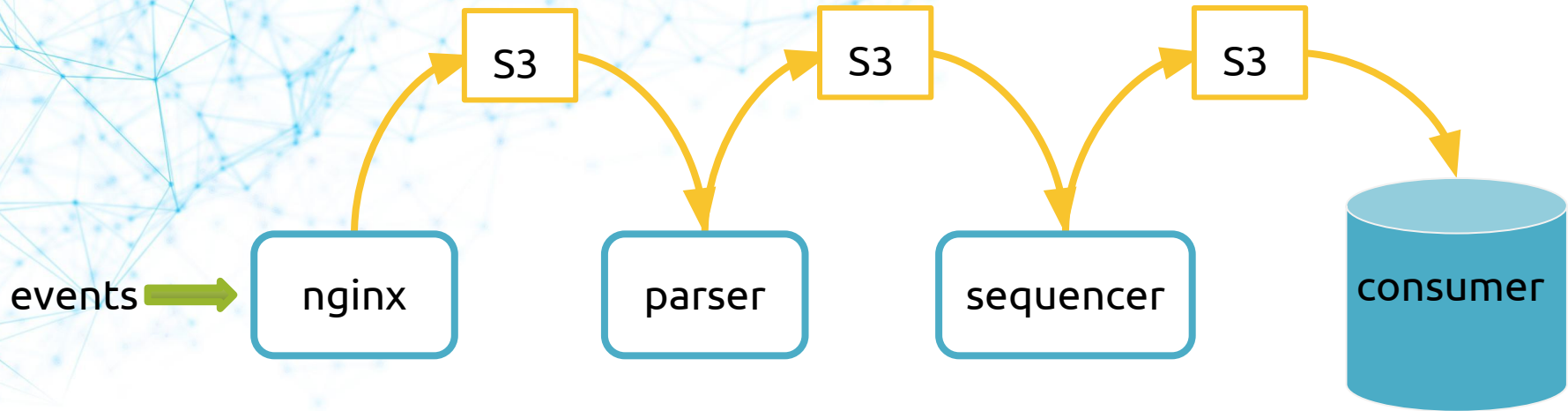
consumer



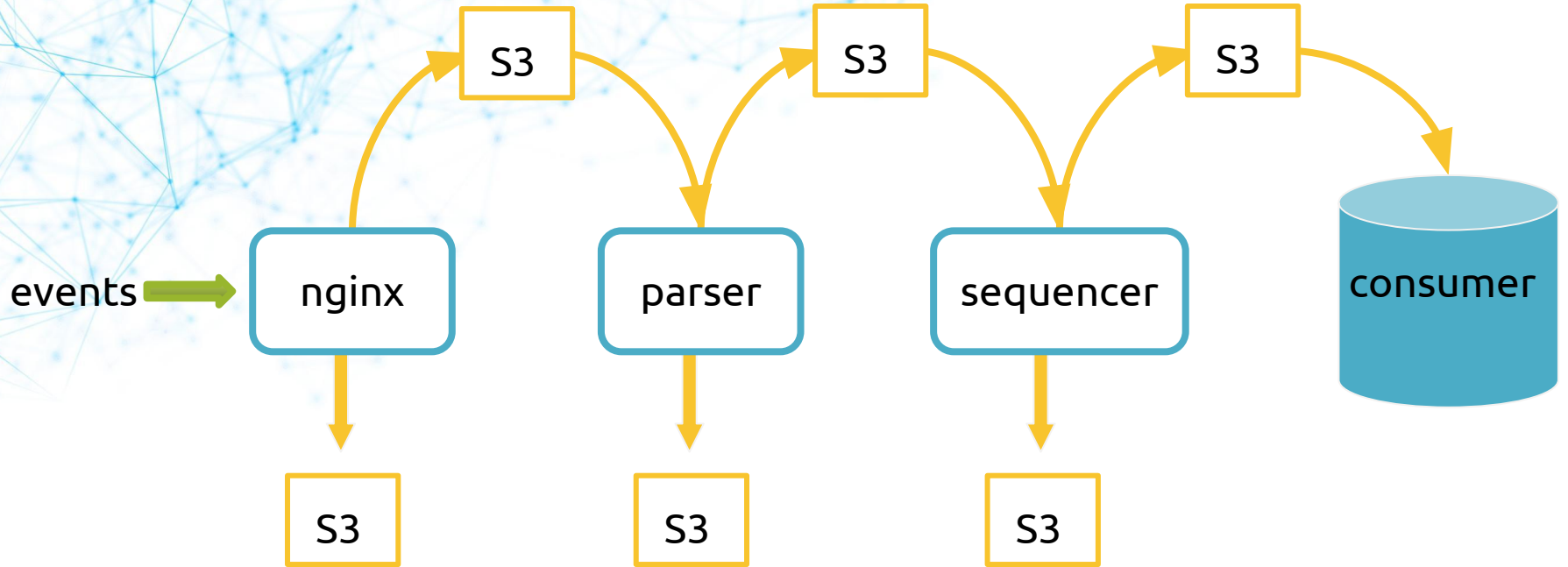
# It's Not A Truck, It's A Series of Tubes



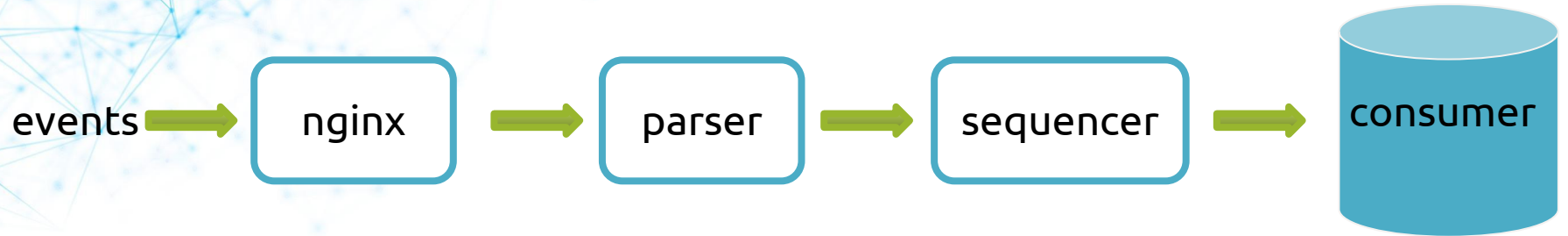
# Queueing with S3



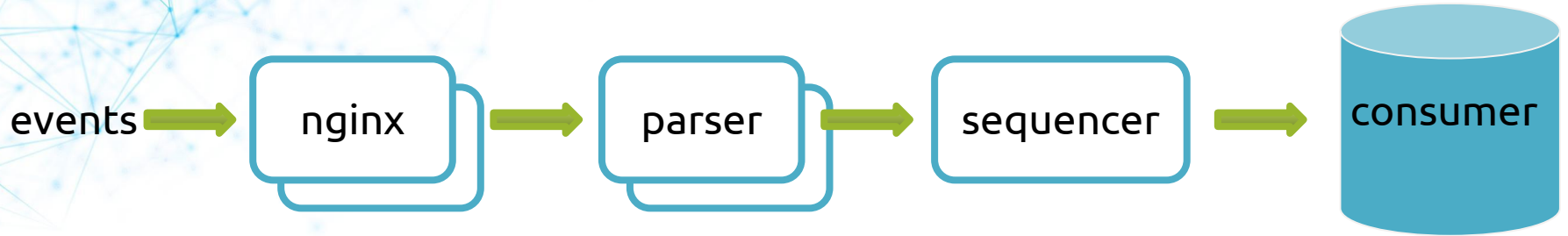
# Queueing with S3



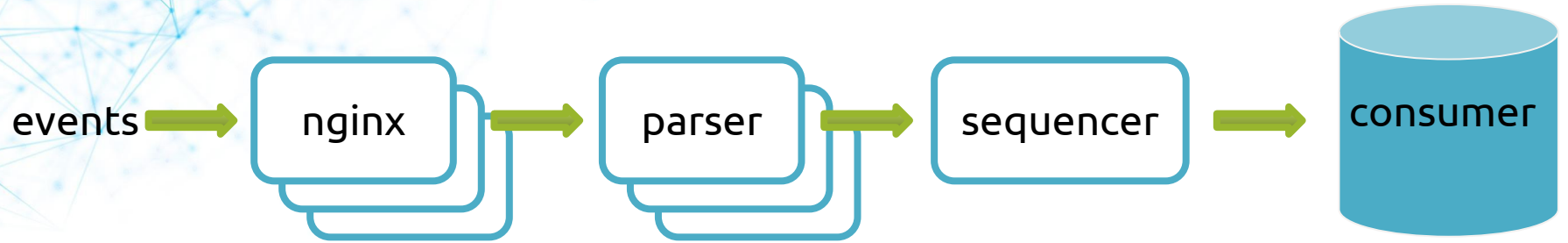
# We Need More Power, Cap'n



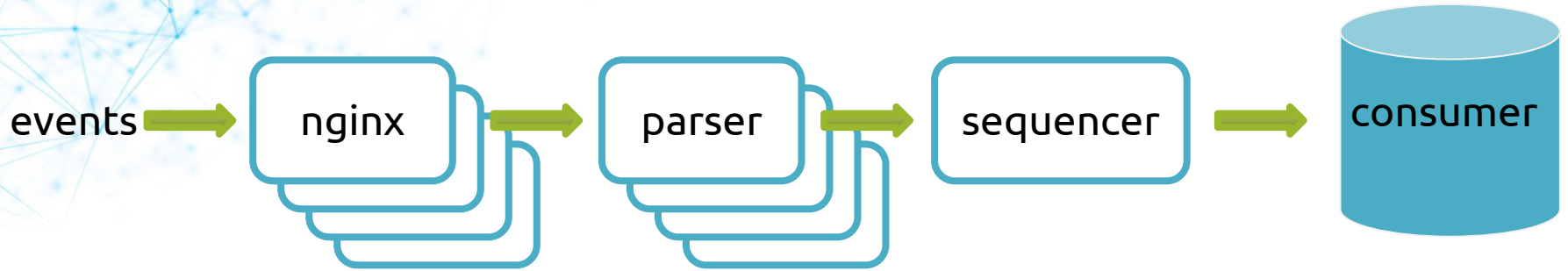
# We Need More Power, Cap'n



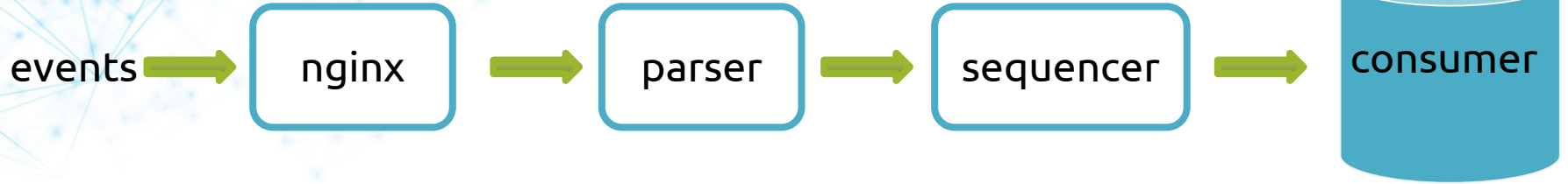
# We Need More Power, Cap'n



# We Need More Power, Cap'n

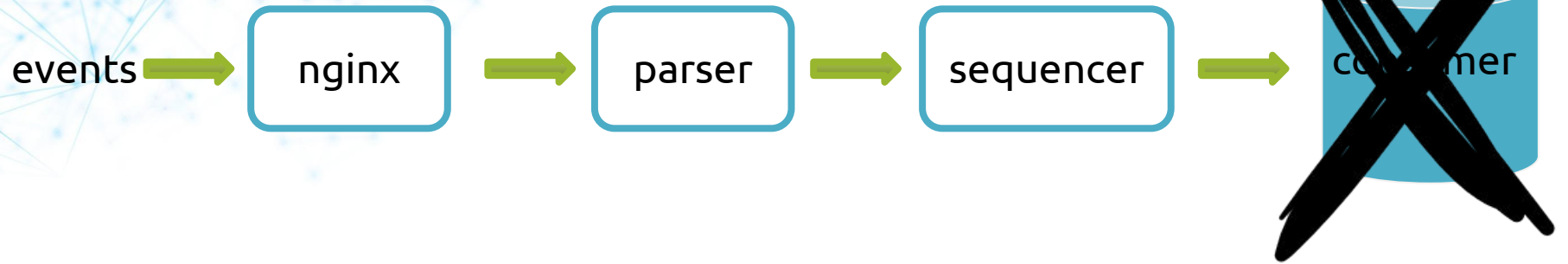


# Two Writes Can Make A Wrong





# Two Writes Can Make A Wrong



# Christmas was saved!



# Simplicity

- Each component does one thing and does it well

# Just Another Report, Right?

- Improving targeting
- Correlate events for same ad call
- Need to join on session id
- Needs disaggregated data

# Aggregation

Campaign	Site
Acme	Zombo.com
Acme	Zombo.com
Acme	Zombo.com
Acme	Nyan.cat
Brawndo	Zombo.com
Brawndo	Nyan.cat
Brawndo	Nyan.cat

# Aggregation

Campaign	Site
Acme	Zombo.com
Acme	Zombo.com
Acme	Zombo.com
Acme	Nyan.cat
Brawndo	Zombo.com
Brawndo	Nyan.cat
Brawndo	Nyan.cat

# Aggregation

Campaign	Site
Acme	Zombo.com
Acme	Zombo.com
Acme	Zombo.com
Acme	Nyan.cat
Brawndo	Zombo.com
Brawndo	Nyan.cat
Brawndo	Nyan.cat

# Aggregation

Count	Campaign	Site
1	Acme	Zombo.com
1	Acme	Zombo.com
1	Acme	Zombo.com
1	Acme	Nyan.cat
1	Brawndo	Zombo.com
1	Brawndo	Nyan.cat
1	Brawndo	Nyan.cat



# Aggregation

Count	Campaign	Site
3	Acme	Zombo.com
1	Acme	Nyan.cat
1	Brawndo	Zombo.com
2	Brawndo	Nyan.cat

# Aggregation

Count	Campaign	Site	Lots	More
3	Acme	Zombo.com	...	...
1	Acme	Nyan.cat	...	...
1	Brawndo	Zombo.com	...	...
2	Brawndo	Nyan.cat	...	...

# Lots of buckets



# Micro-Aggregations

- Roughly 20k events per second
- Batched: window size 20s
- x7 reduction factor
- Reduces writes to db

# Make America Aggregate Again

- Daily
- From ~800 million events
- Compacts to ~2 million rows
- 400x reduction
- Reduces disk usage
- Speeds up queries

# Querying data

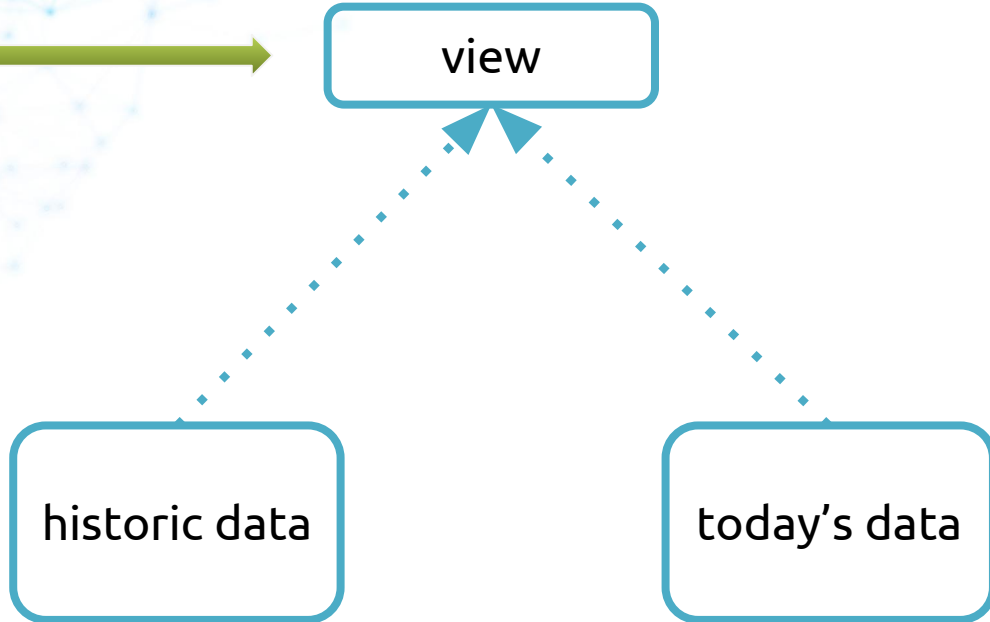
user  
query



view

historic data

today's data



# Aggregatable facts

Campaign	Site
Acme	Zombo.com
Acme	Zombo.com
Acme	Zombo.com
Acme	Nyan.cat
Brawndo	Zombo.com
Brawndo	Nyan.cat
Brawndo	Nyan.cat

# Add in session ids

Campaign	Site	Session Id
Acme	Zombo.com	Wo5Meiri
Acme	Zombo.com	Xotaipu6
Acme	Zombo.com	Xu1goor7
Acme	Nyan.cat	eVai6OhS
Brawndo	Zombo.com	oiMoo7Du
Brawndo	Nyan.cat	aiSh1eej
Brawndo	Nyan.cat	rae8ieY5



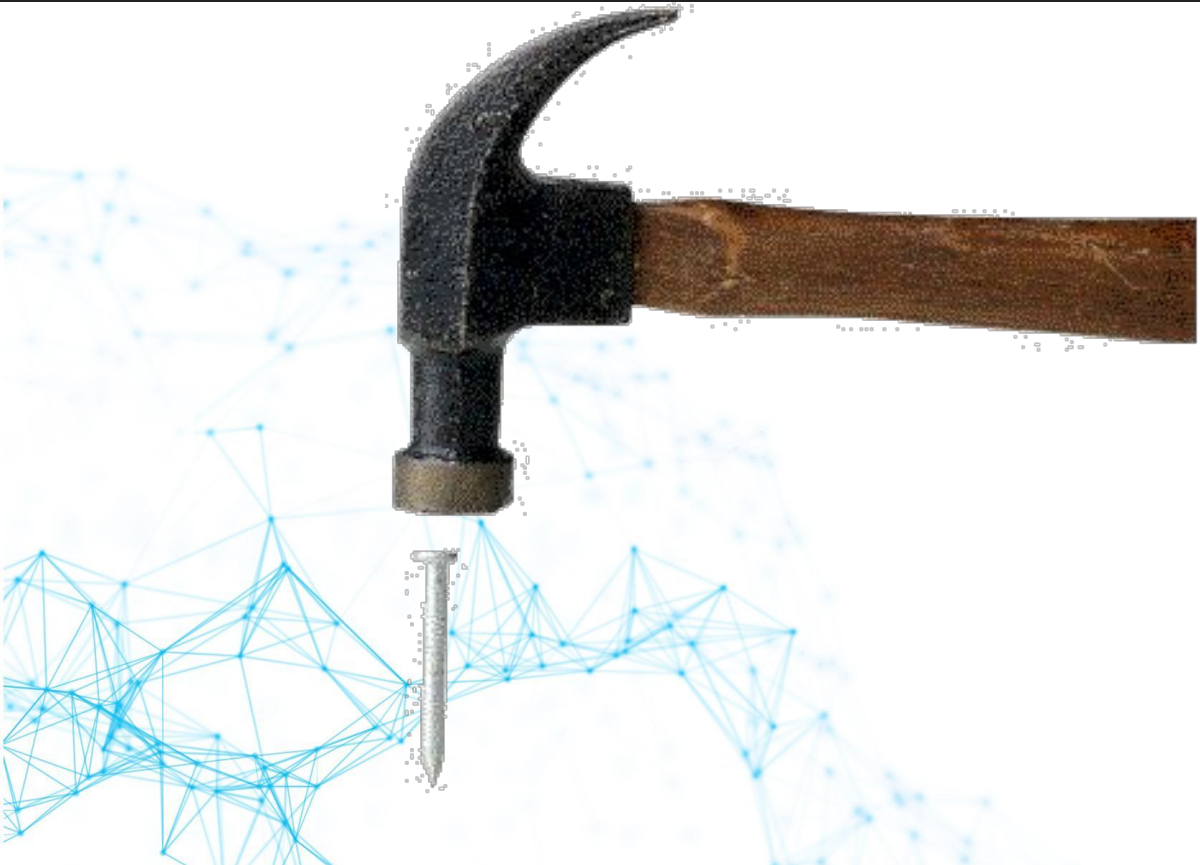
# Does not aggregate well

Campaign	Site	Session Id
Acme	Zombo.com	Wo5Meiri
Acme	Zombo.com	Xotaipu6
Acme	Zombo.com	Xu1goor7
Acme	Nyan.cat	eVai6OhS
Brawndo	Zombo.com	oiMoo7Du
Brawndo	Nyan.cat	aiSh1eej
Brawndo	Nyan.cat	rae8ieY5

# What next?

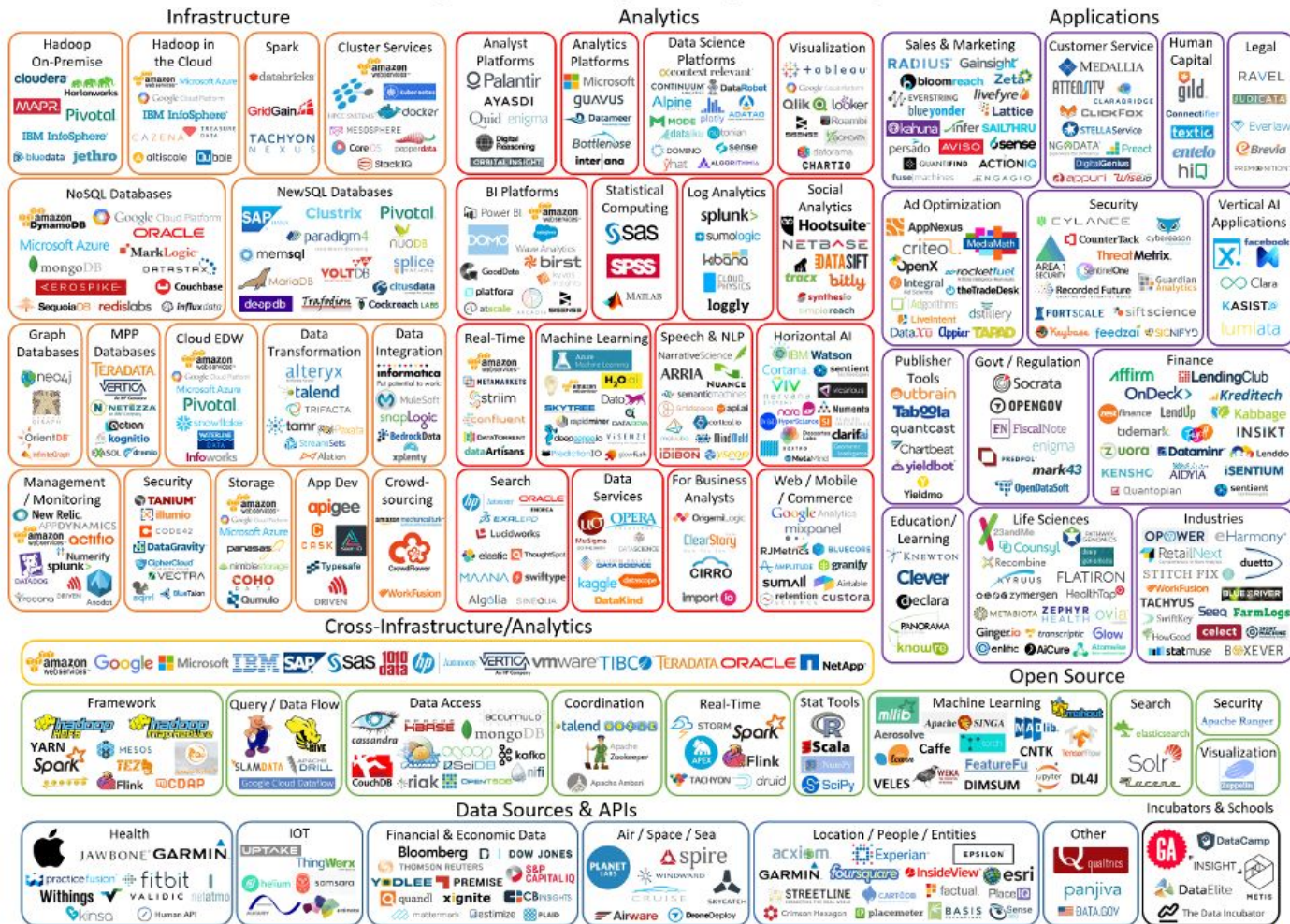


# What next? Spikes!



# Big Data!

## Big Data Landscape 2016 (Version 2.0)



Last Updated 2/12/2016

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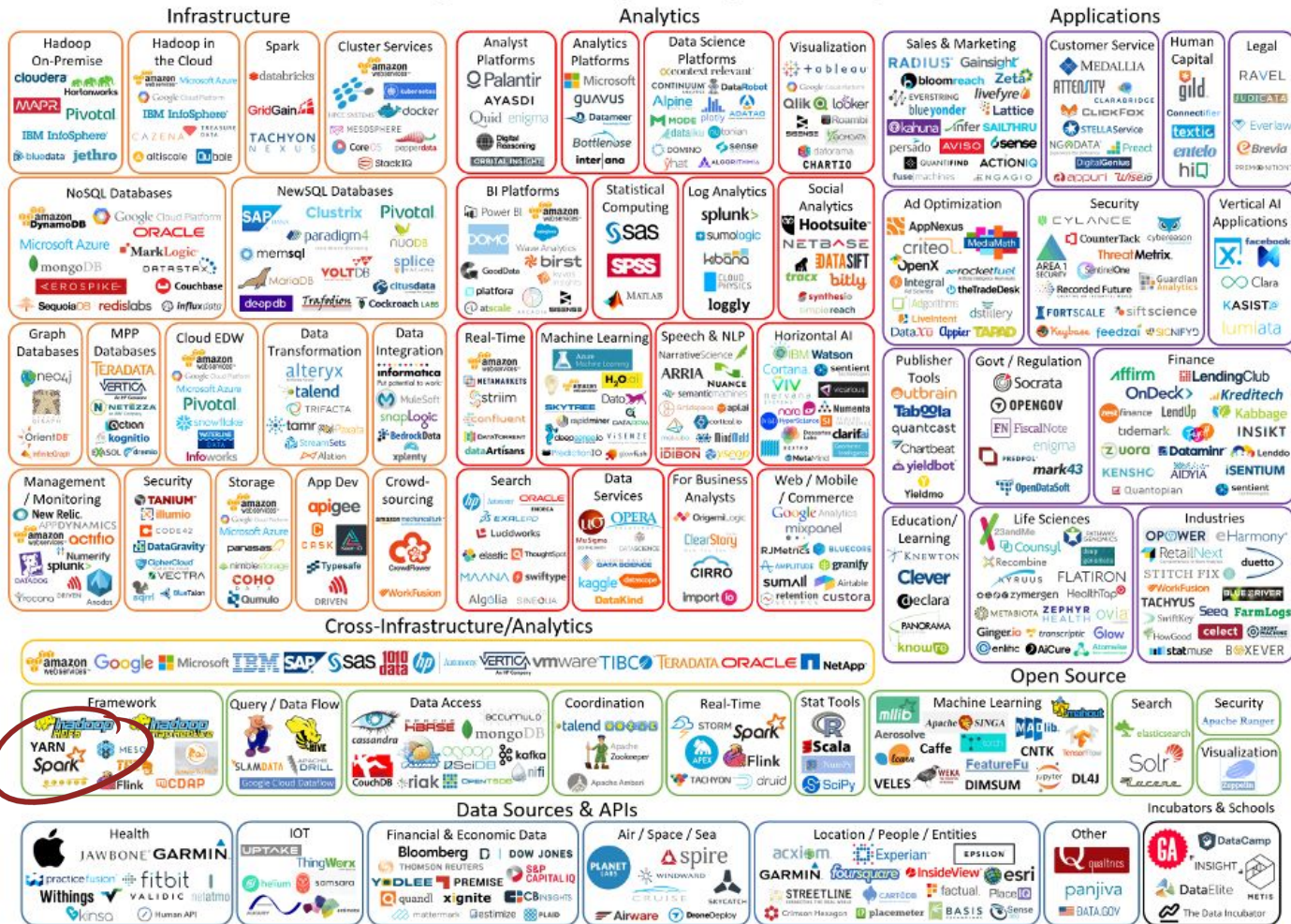
FIRSTMARK

# Big data: big choices

- Many options
- Available documentation was:
  - Academic
  - Evangelical
  - Naive/Trivial

# Spark!

## Big Data Landscape 2016 (Version 2.0)



Last Updated 2/12/2016

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# Big data: big costs

- Infrastructure
- Language (Scala)
- Incompatible with current approach
- Performance tradeoffs

# Why we could step away

- Understood our data better
- Underestimated costs
- We know our code
- We can change our code



# Feedback

- Regular retrospectives
- Shared understanding of “research”
- Shared understanding of *value*

# Courage

- Not afraid to try new things
- Not afraid to change direction
- Not lured by what we “ought” to do

# The Shape of our Data



# The Shape of our Data

Disaggregated

# The Shape of our Data

Disaggregated

Unsampled

# The Shape of our Data

Disaggregated

Unsampled

Real Time

# Programmatic Pacing

Disaggregated

Unsampled

Real Time

# Operational Debugging

Disaggregated

Unsampled

Real Time



# Auction Data

Disaggregated

Unsampled

Real Time

# Advertising 101



# Funnel of data

user  
loads  
page



ad call



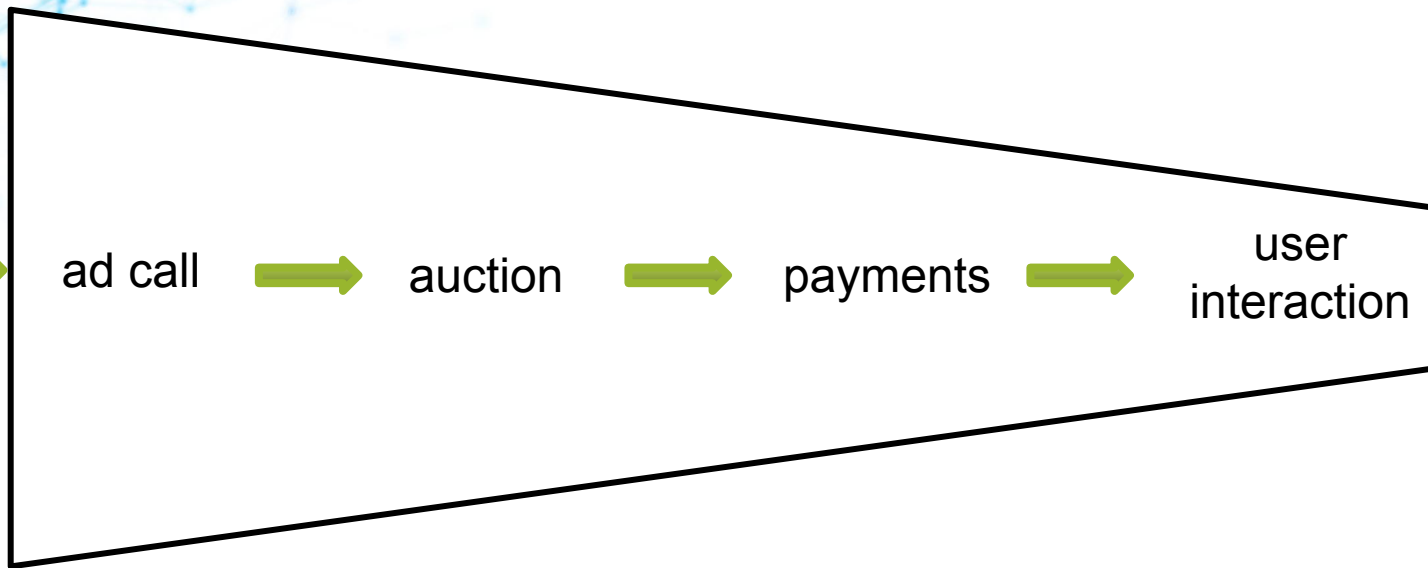
auction



payments



user  
interaction



# Pipelines to match data shape

user  
loads  
page



ad call



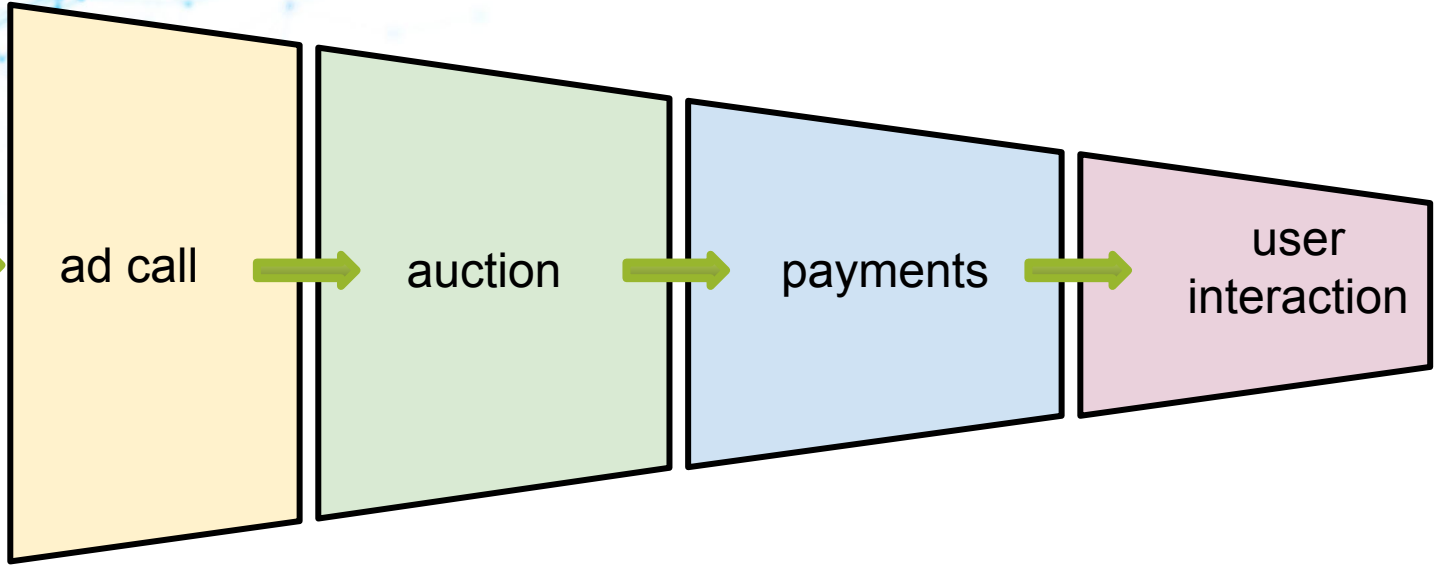
auction



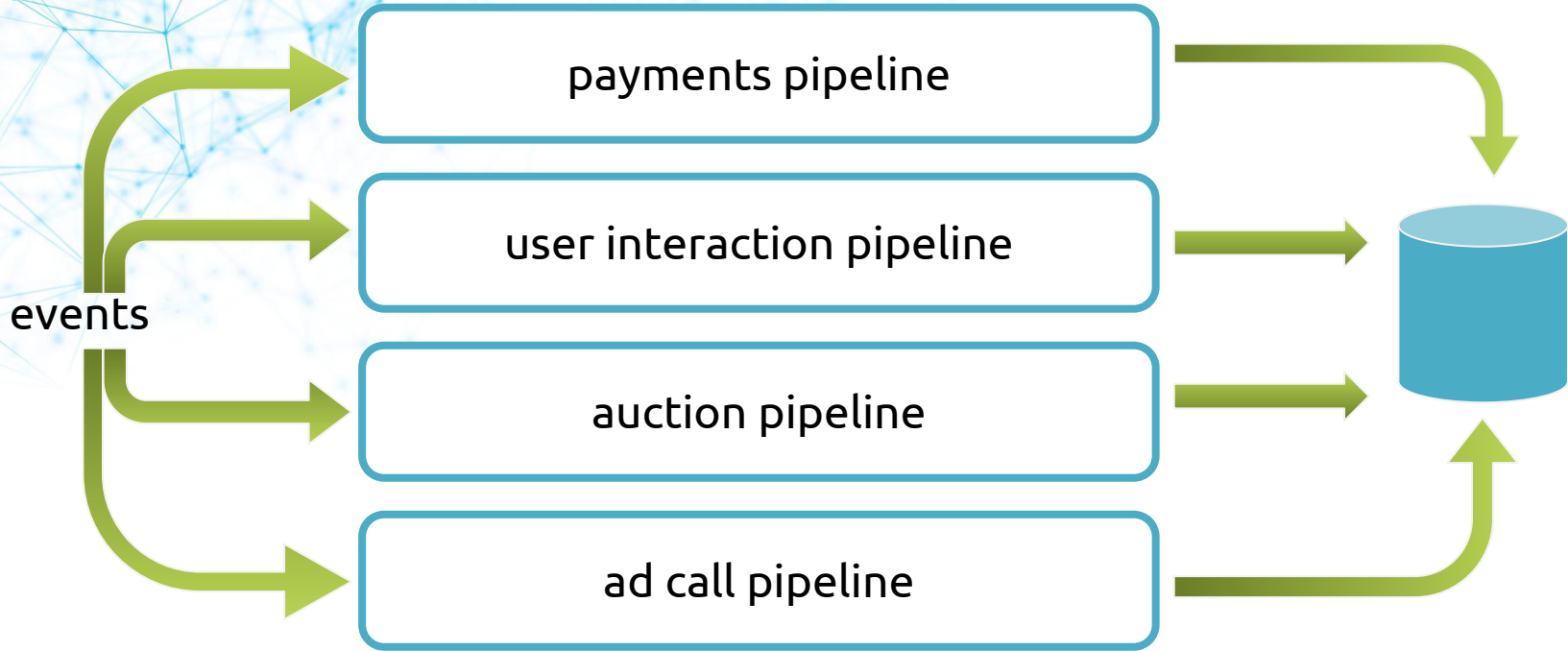
payments



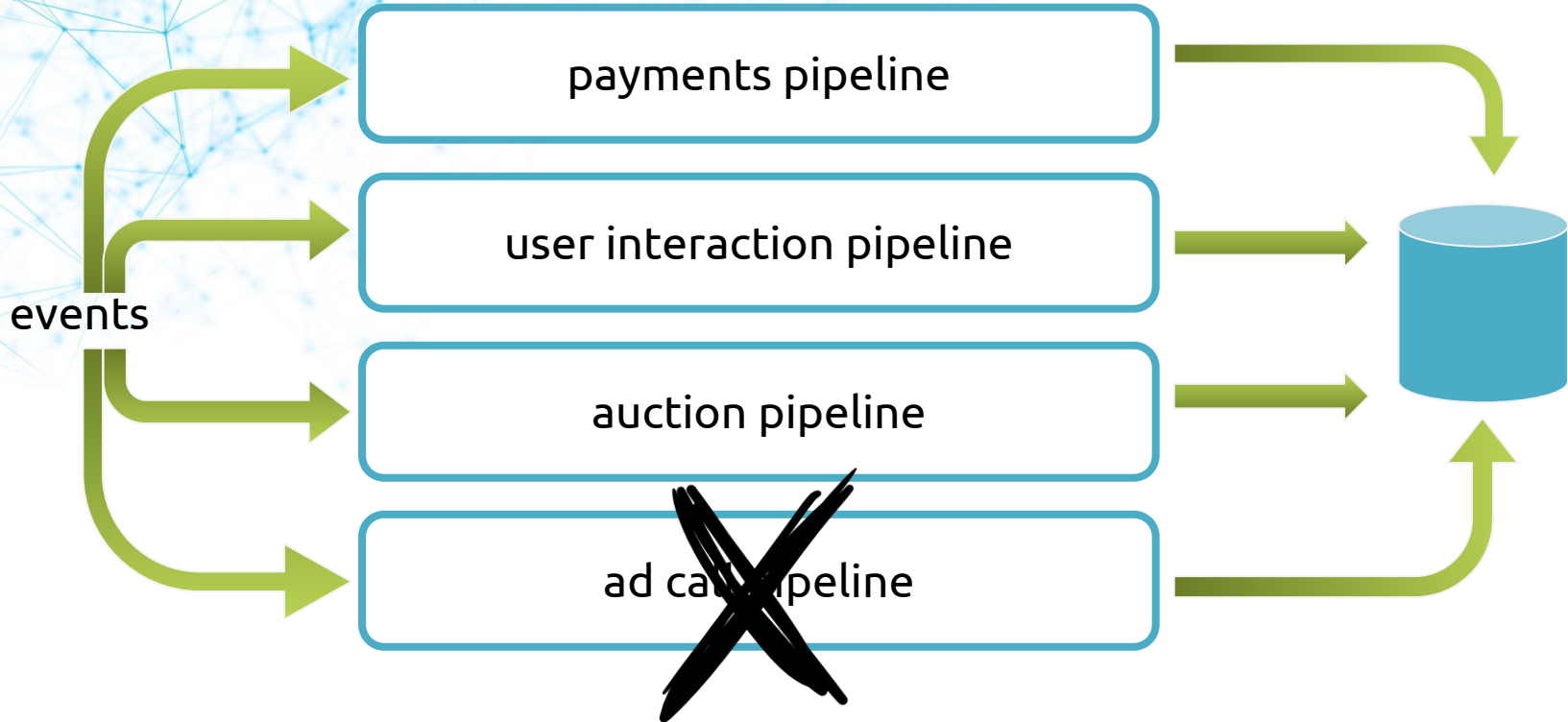
user  
interaction



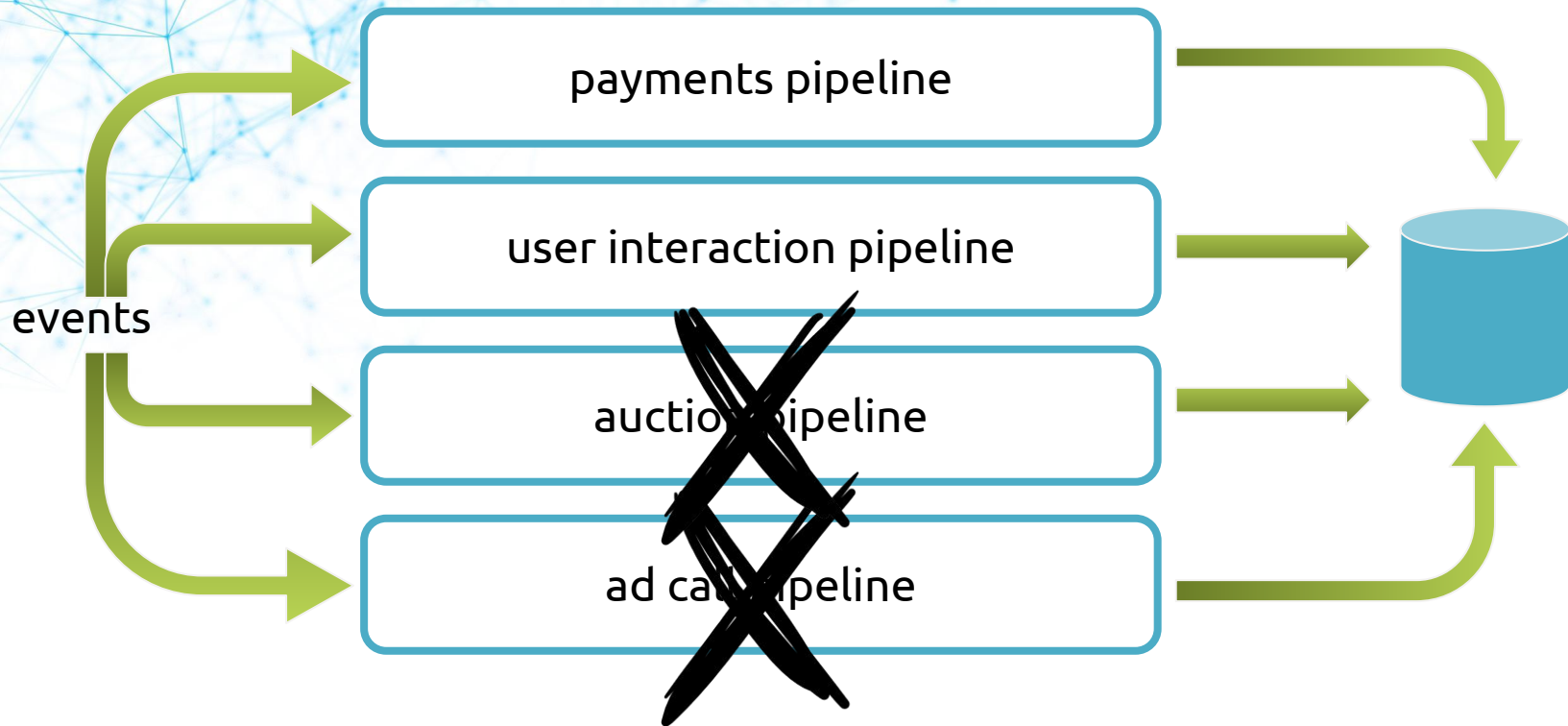
# Our Actual Reporting Pipelines



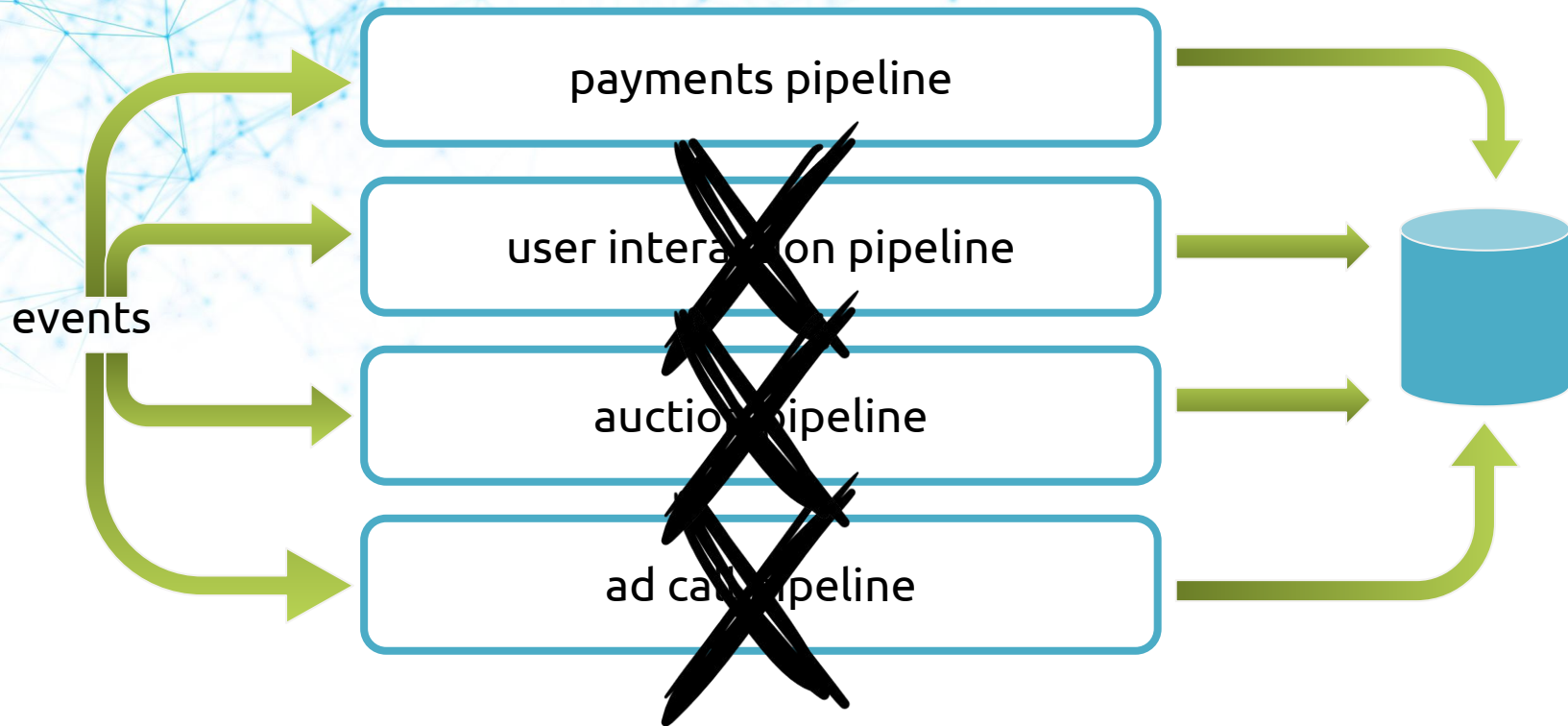
# When We Get Overloaded...



# When We Get Overloaded...



# When We Get Overloaded...





# Ensuring real time performance



# Ensuring real time performance



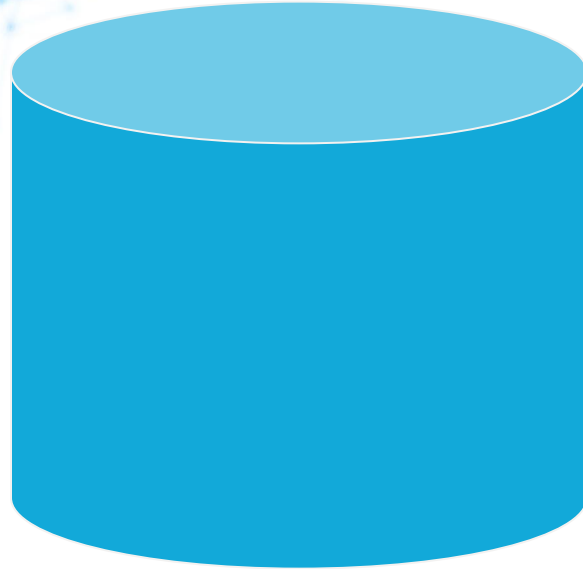
# Communication

- How data was used
- Performance requirements
  - What was needed
  - What wasn't needed
  - Hard vs soft requirements

# Simplicity

- Green cards
- 10 pair-days total
- Incremental
- Separable

# Let's talk about our databases





# Row-based database

Column A	Column B	Column C	Column D	Column E









# Vectorwise or Postgres?



# Query-based routing

user  
query



api

Postgres

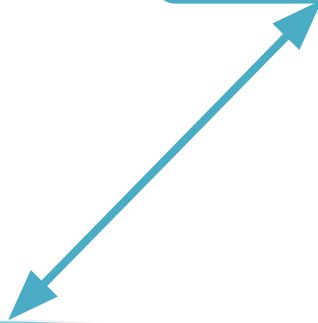
Vectorwise

# Query-based routing

user  
query

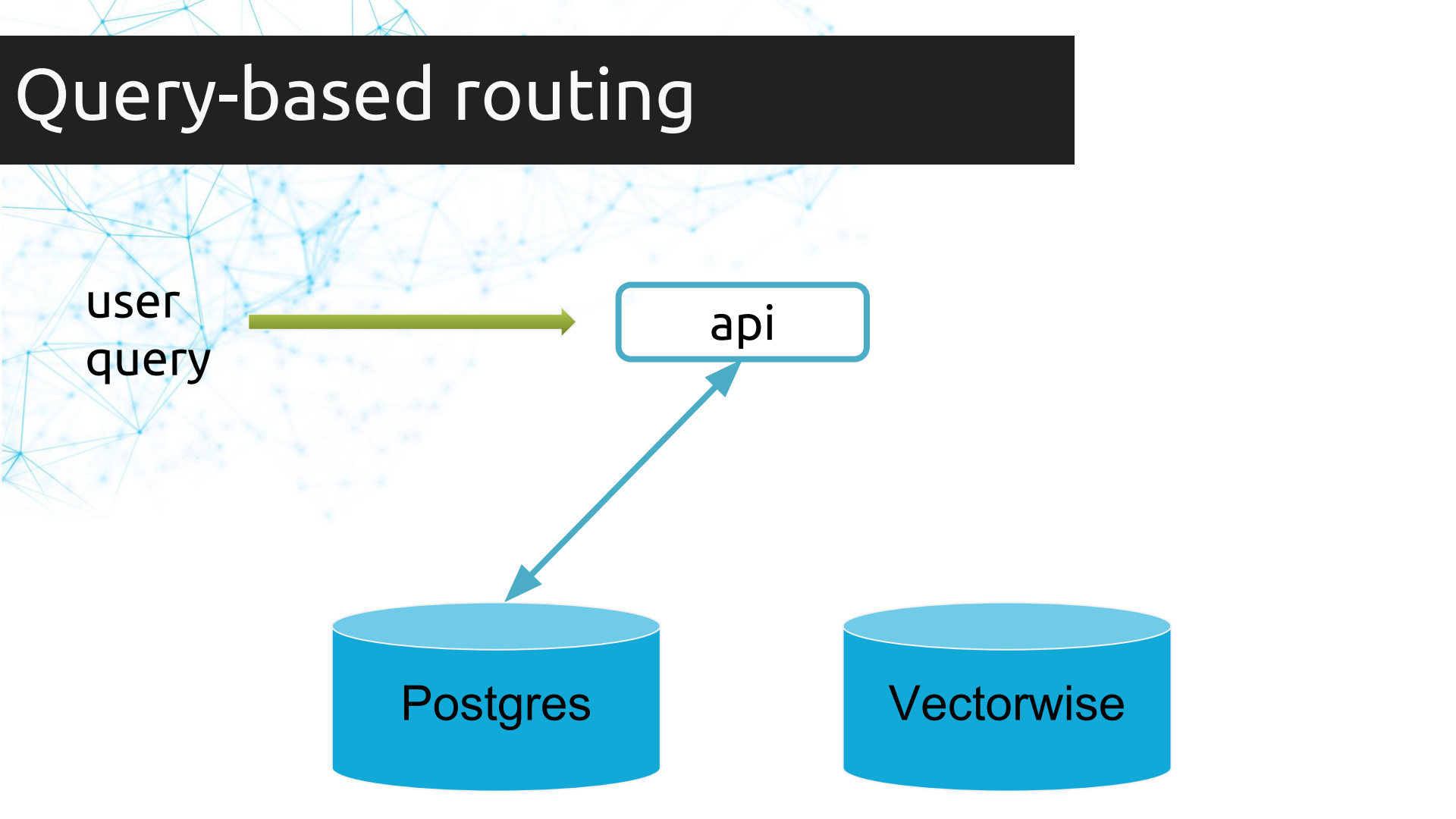


api



Postgres

Vectorwise

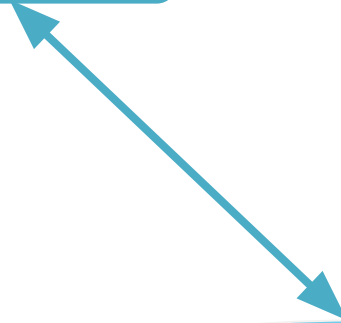


# Query-based routing

user  
query

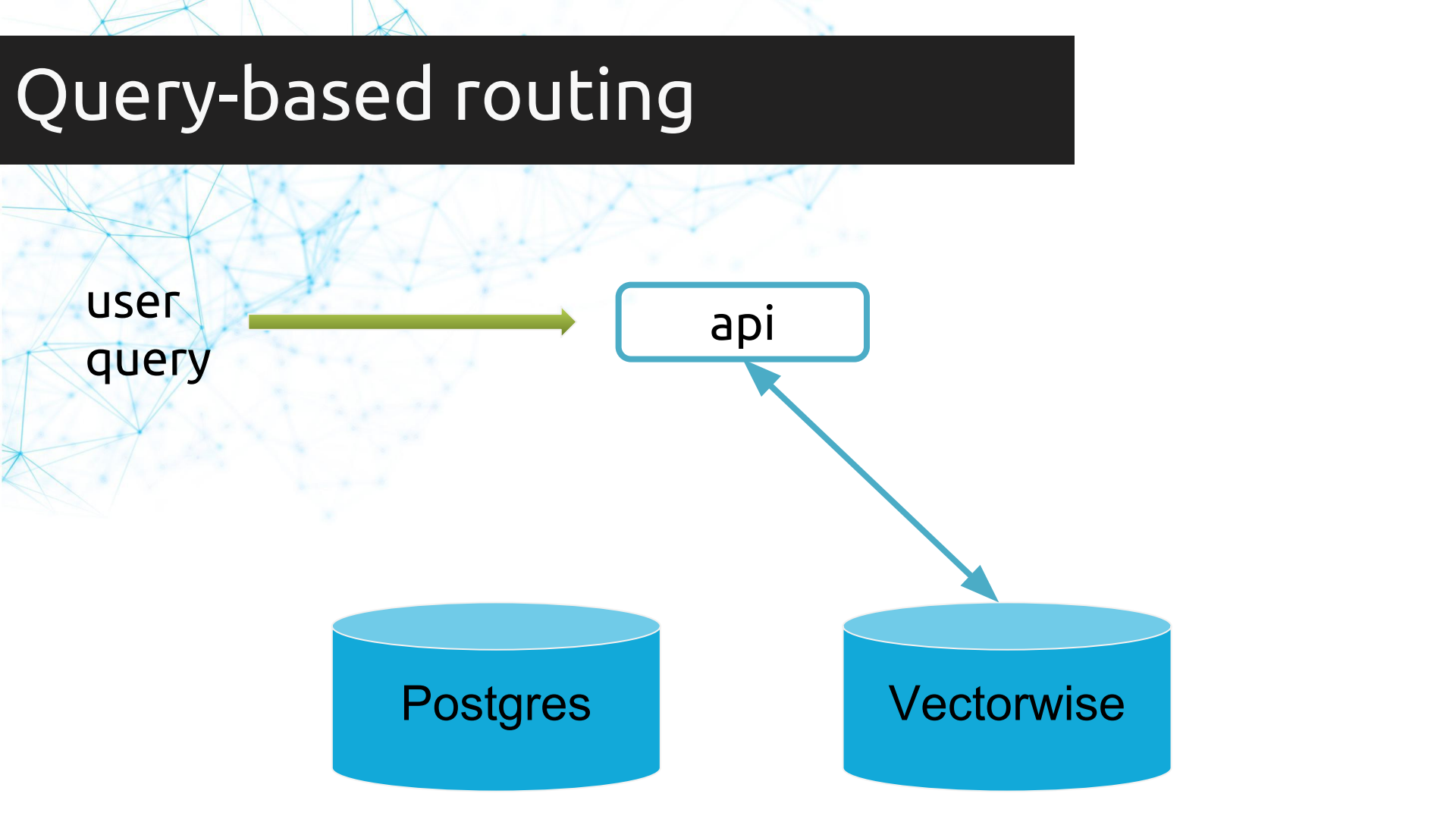


api

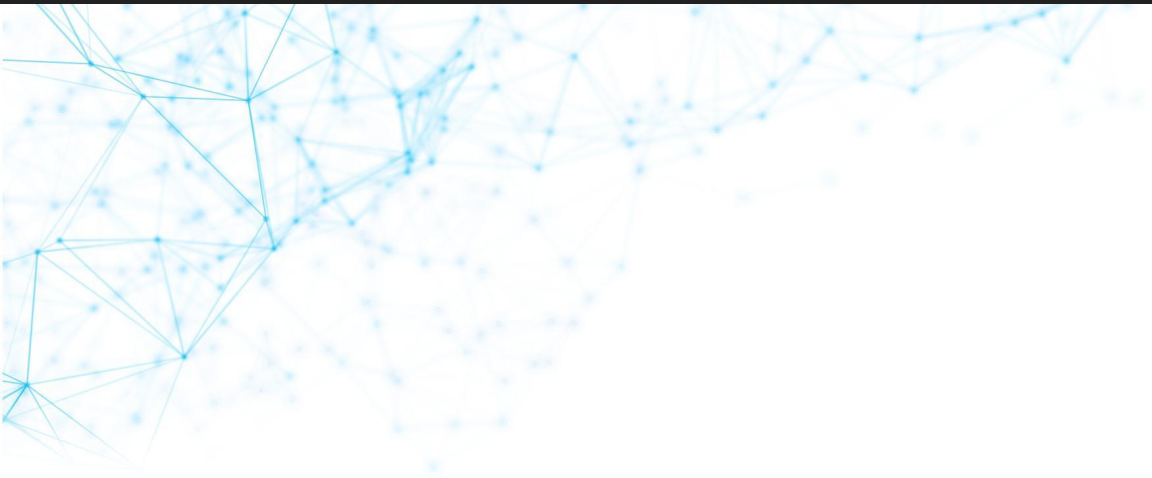


Postgres

Vectorwise



# Conclusion



# Conclusion

- **Simplicity**
- **Communication**
- **Feedback**
- **Courage**



Thank you!





# Questions?

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