

The Wizardry of Scaling

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Scaling

A service is said to be scalable if when we increase the resources in a system, it results in increased performance in a manner proportional to resources added

Werner Vogels
CTO - Amazon.com

Scaling

- # of requests
- Data size
- Complexity



Scenario



Sign in

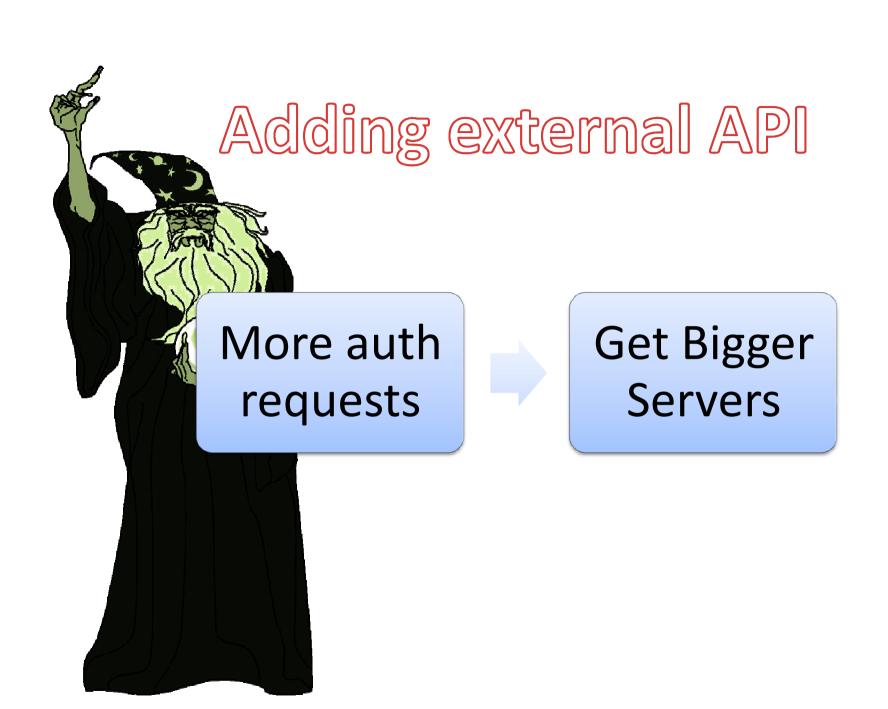
Username:	
Password:	Forgot your password?
	Remember me on this computer (?) Remember my password (?)
	Sign in

Use enhanced security

Attempt #1

```
CREATE PROCEDURE CreateUser
                @username NVARCHAR(50);
                @email
                           NVARCHAR (50),
                @pass
                           NVARCHAR (50)
AS
  INSERT INTO users
              (username,
              email,
              password)
  VALUES
             (@username,
              @email,
                       CREATE PROCEDURE LoginUser
              @pass)
                                        @username NVARCHAR(50),
                                        @pass
                                                 NVARCHAR (50)
                        AS
                          SELECT 1
                          FROM users
                          WHERE [User] = @username
                                AND password = @pass
```



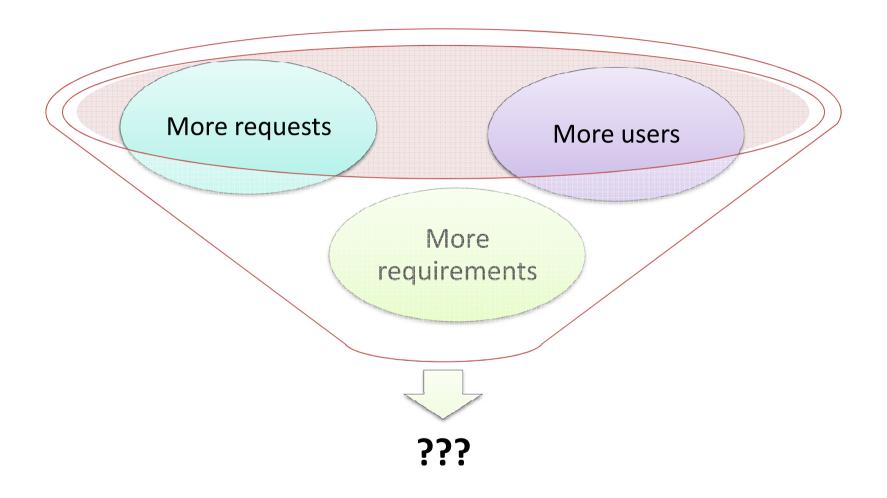


Requirements

- Lock accounts
- Personalization
- Auditing



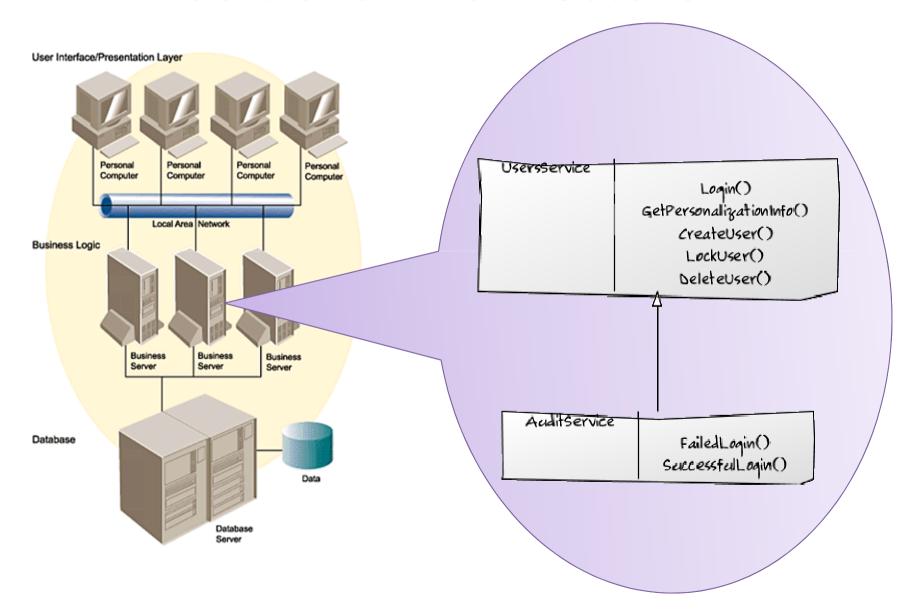
End Result



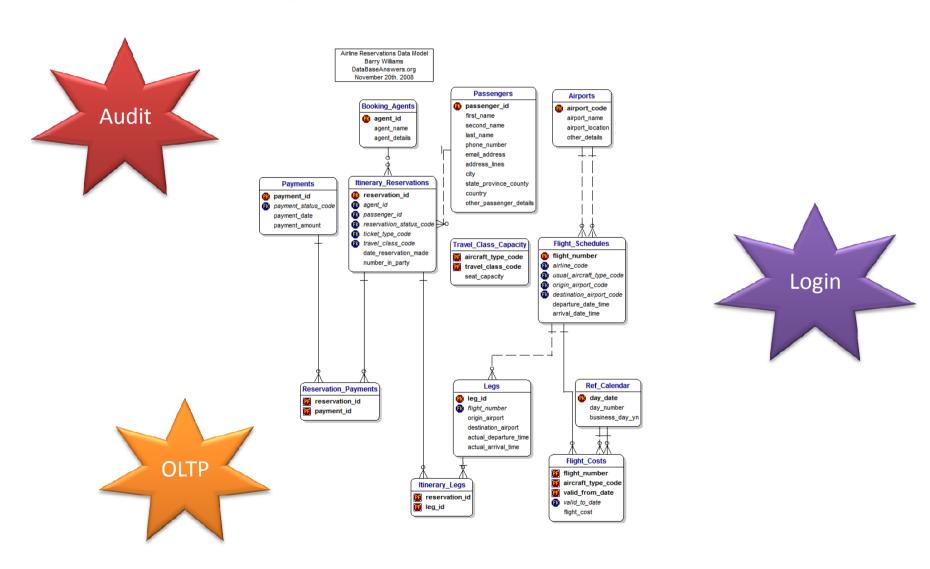
Micro optimization as a way of life



Traditional Architecture



A single source of truth?

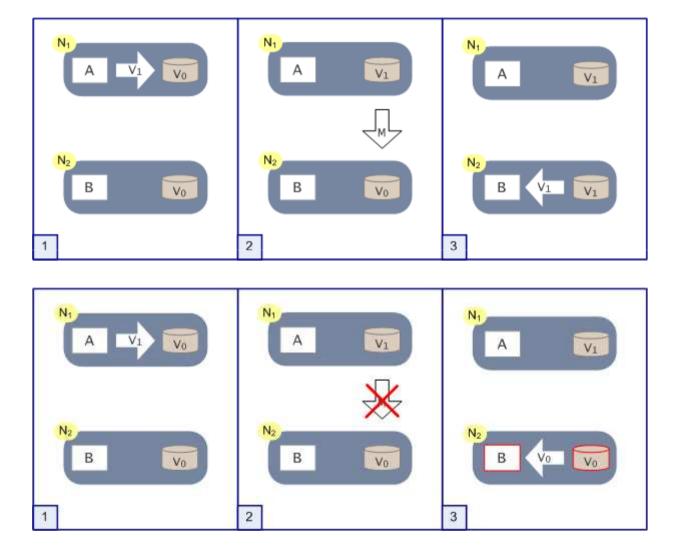


CAP

- Consistency
- Availability
- Partition Tolerance

Pick any two

CAP

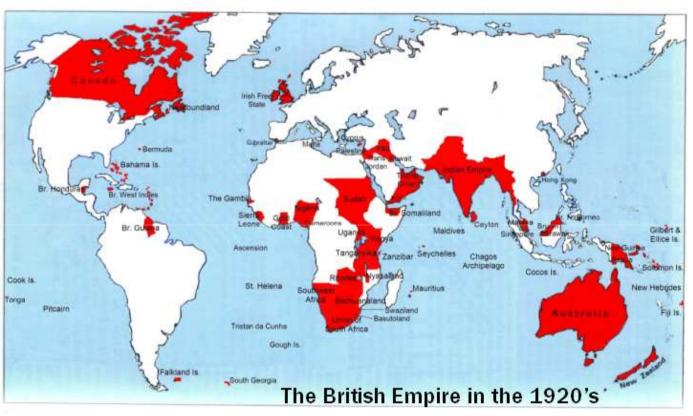


http://www.julianbrowne.com/article/viewer/brewers-cap-theorem

How to scale my app?



Divide and Conquer





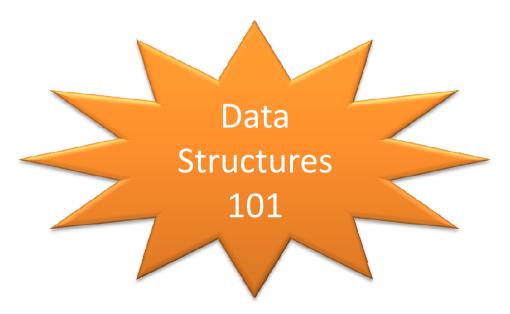
Operations

- Authenticate User
- Audit all logins
- Create User
- Personalization information

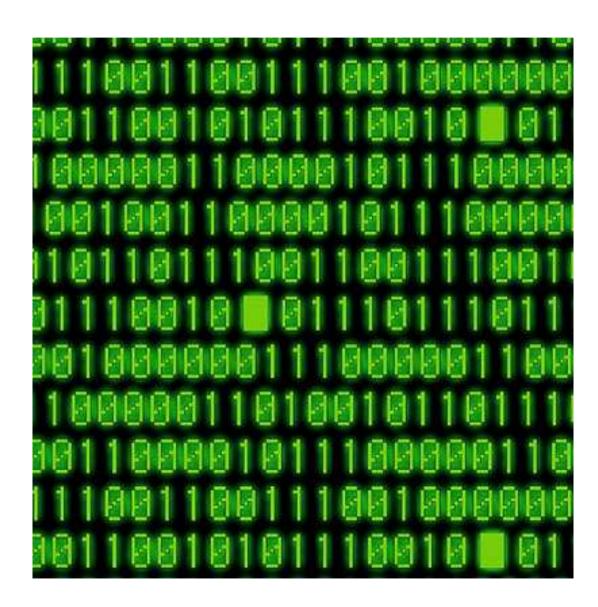


Solve just a single problem

For N number of users, answer if user/pass combo is valid in constant time



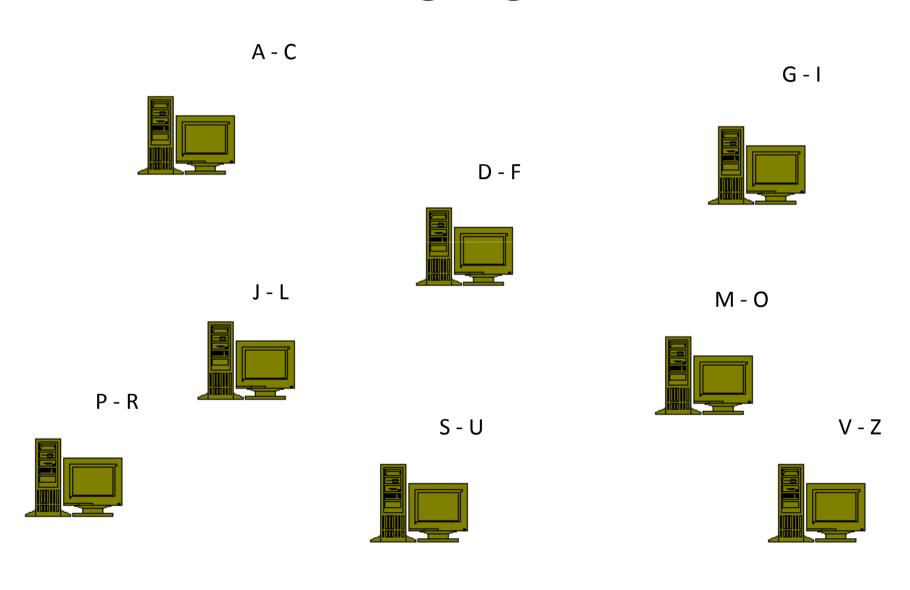
Code



In memory / single machine

- Single user memory usage 56 bytes:
 - 16 chars / 32 bytes username
 - 24 bytes hashed password
- 1,000,000 users = 53.4 Mb!
- 10,000,000 users = 534 Mb!
- 100,000,000 users = 5.34 Gb!

Scaling higher...



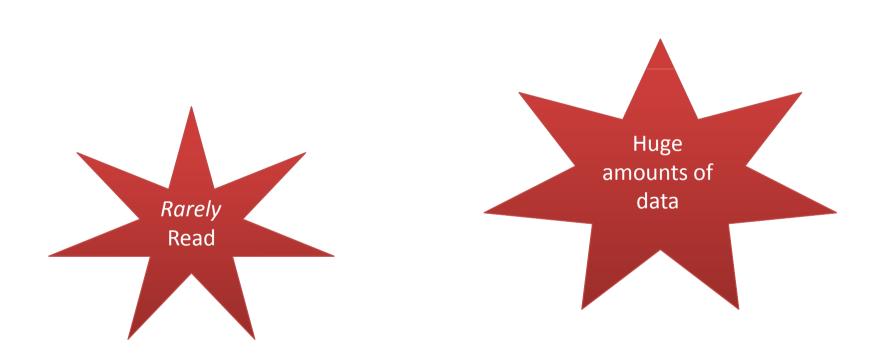
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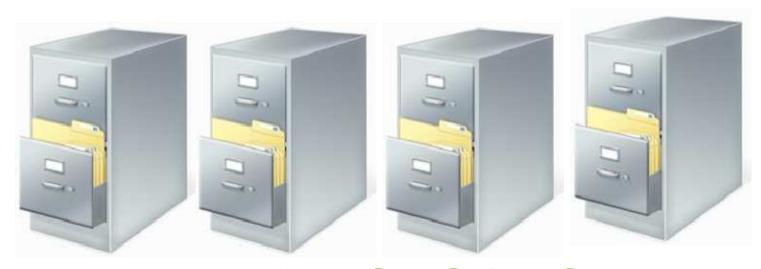


Audits

Record information about login attempts results



System.IO.File



Write behind

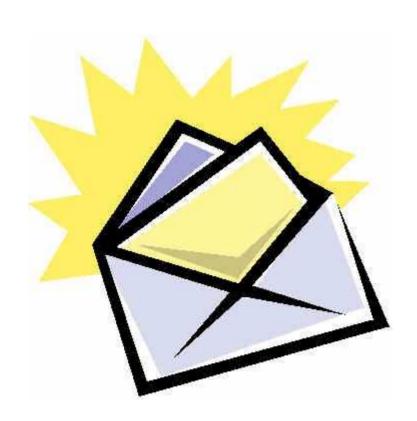
Operations

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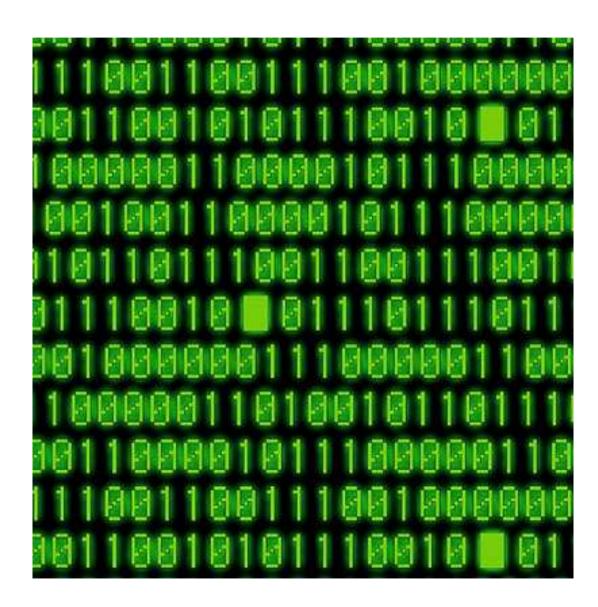


Create User

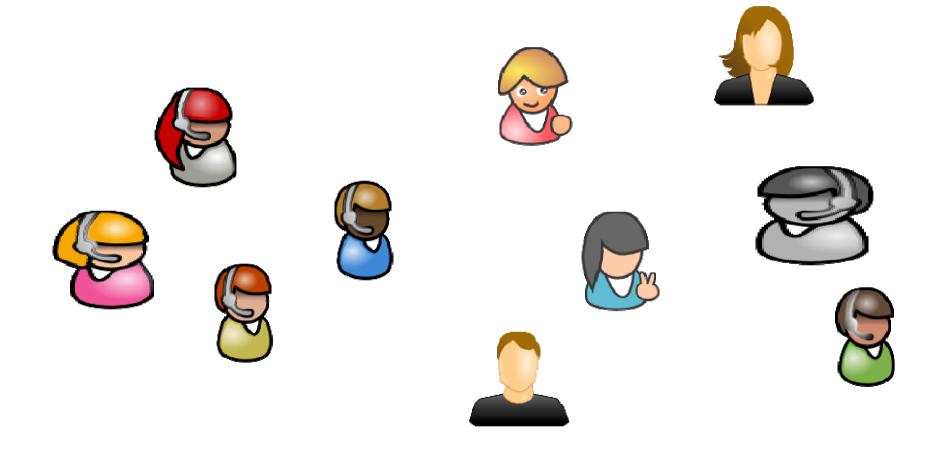
- Email cycle
- Register in system:
 - Personalization
 - Login
 - Etc...



Code



A system of idiot savants



Tailoring the solution

- When breaking a system to independent components...
 - 3 tiers doesn't make sense
 - Sharing among components is discouraged
 - Find the best solution for the problem at hand, vs. generic solutions.

In .NET – Service Buses



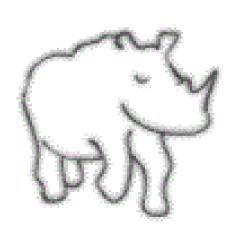




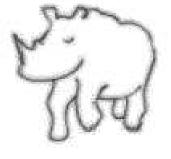
In .NET – Non SQL DBs











Summary

- Divide and conquer
- Single task operations
- Optimize for each task
- There is no one infrastructure fits every task

Questions?

