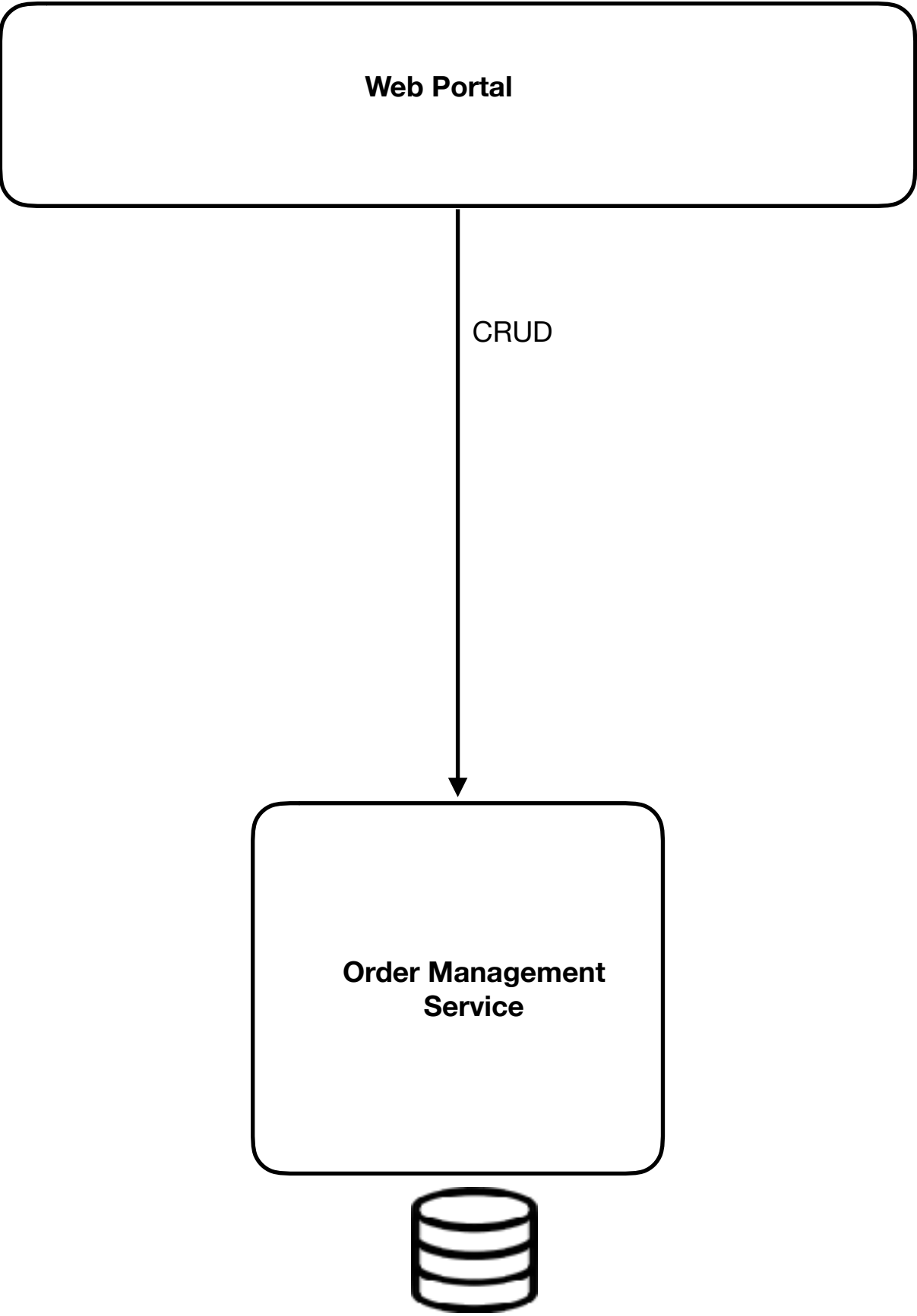


Case Study

Airbnb

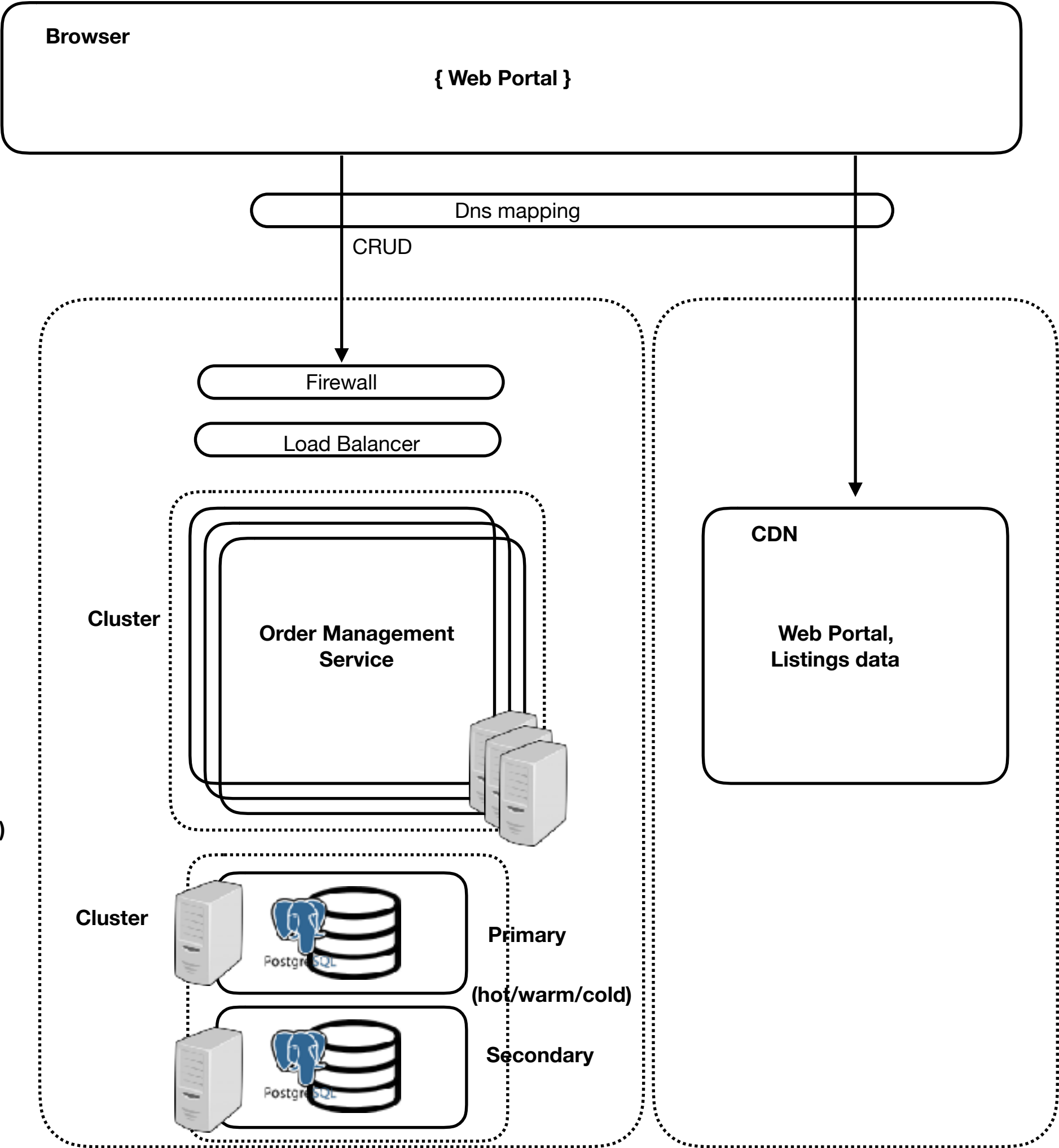
- Analytical architecture
 - Cost implications
- Corelation
- Actor , LMAX



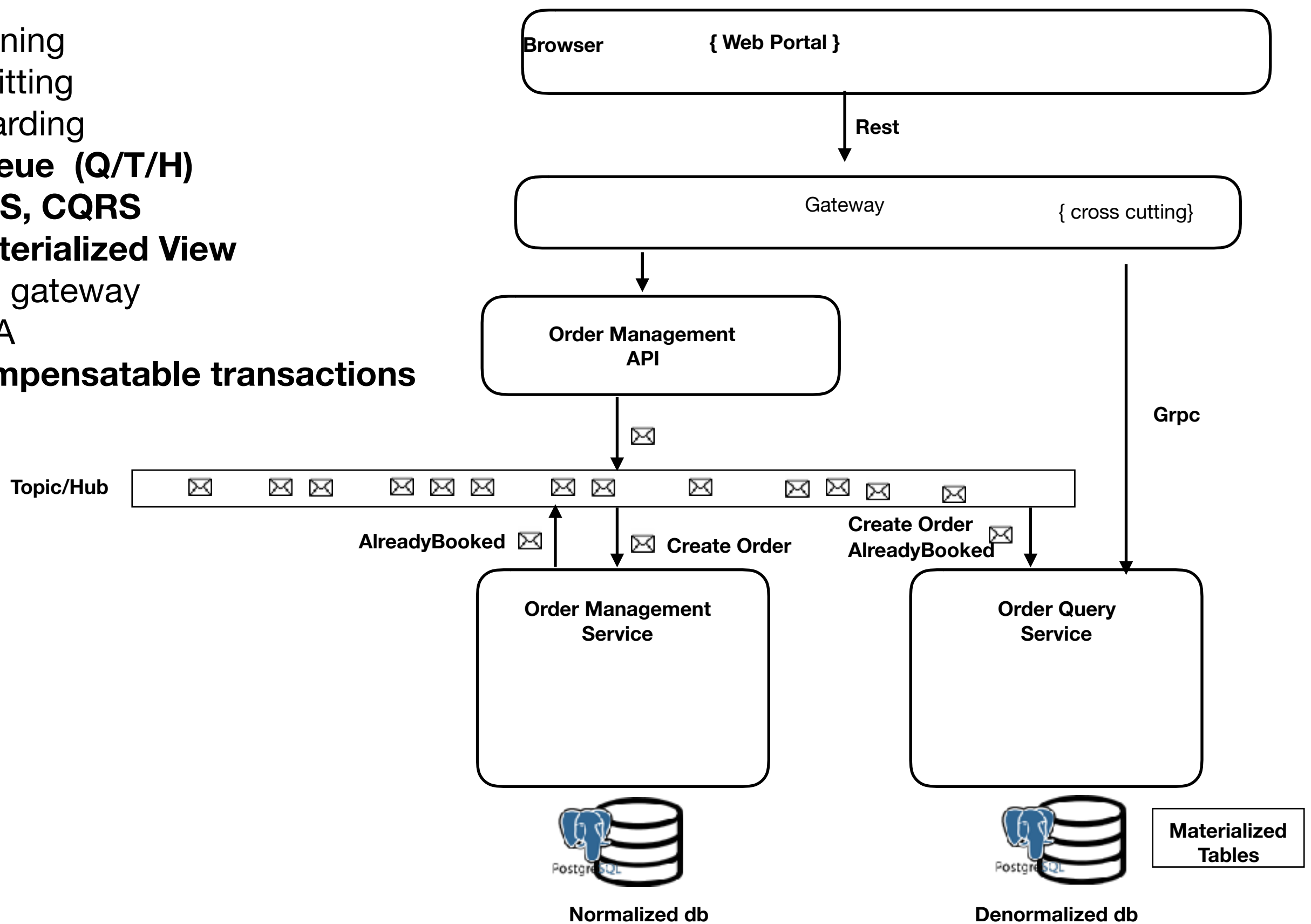
Cloning

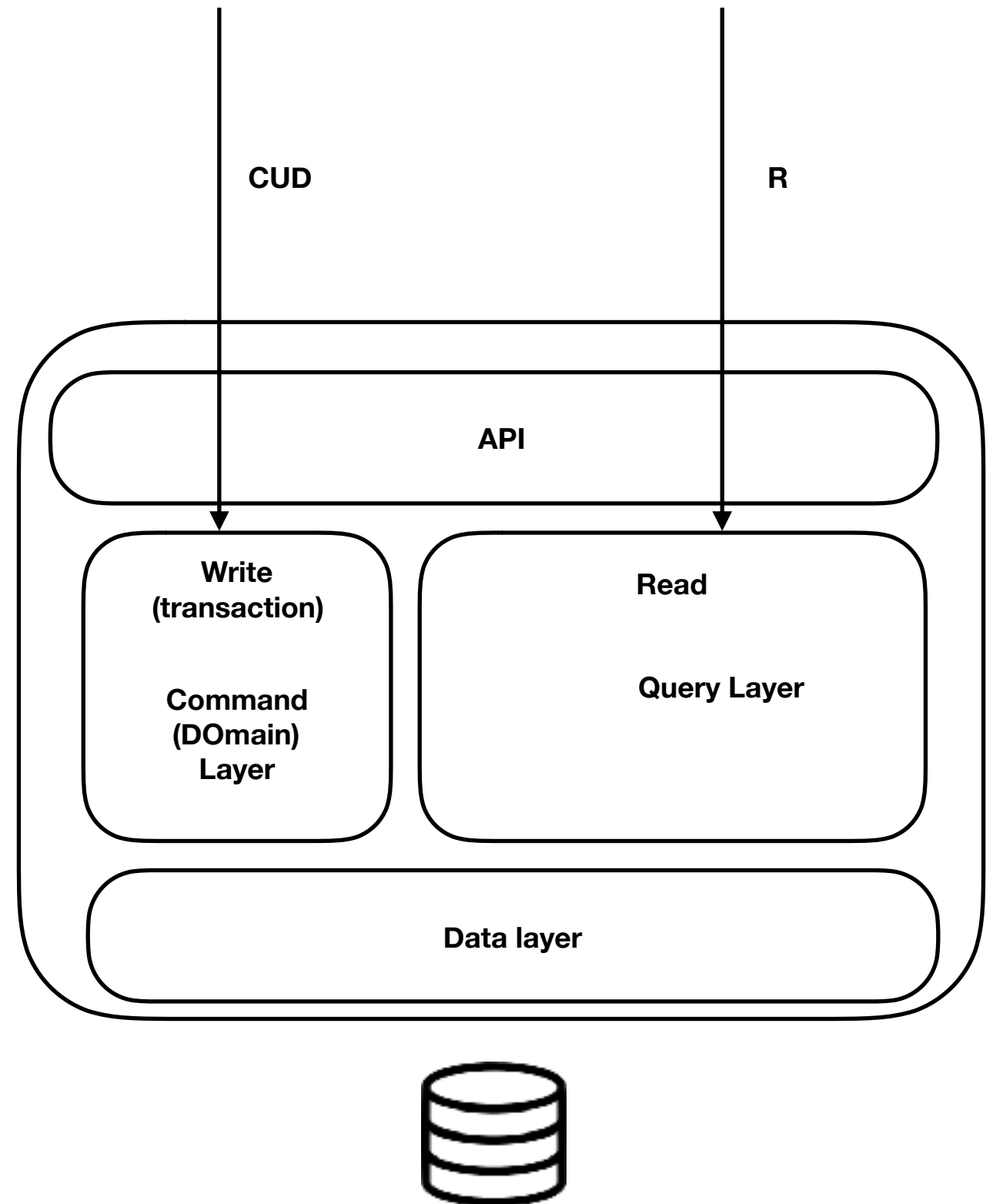
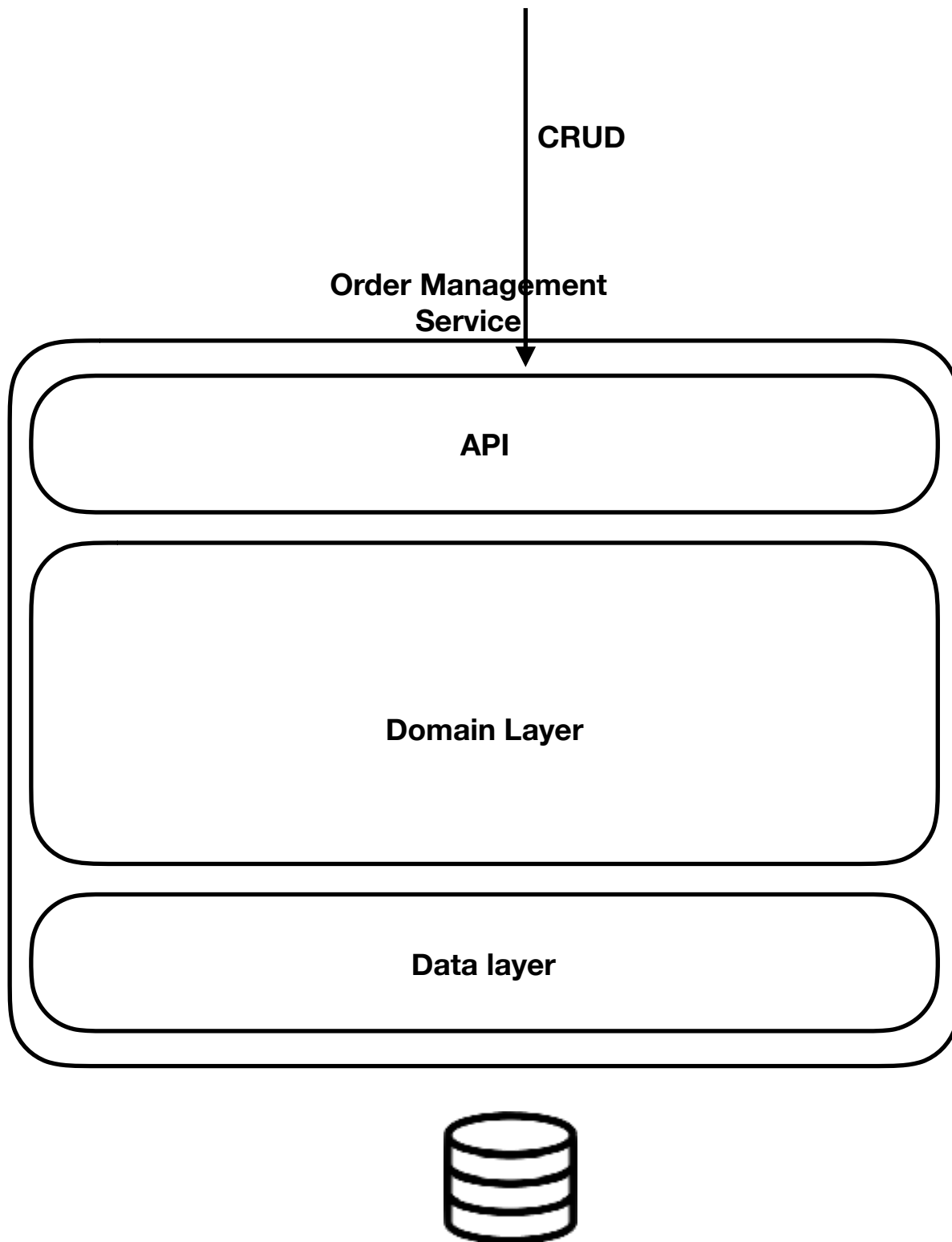
@ Read heavy

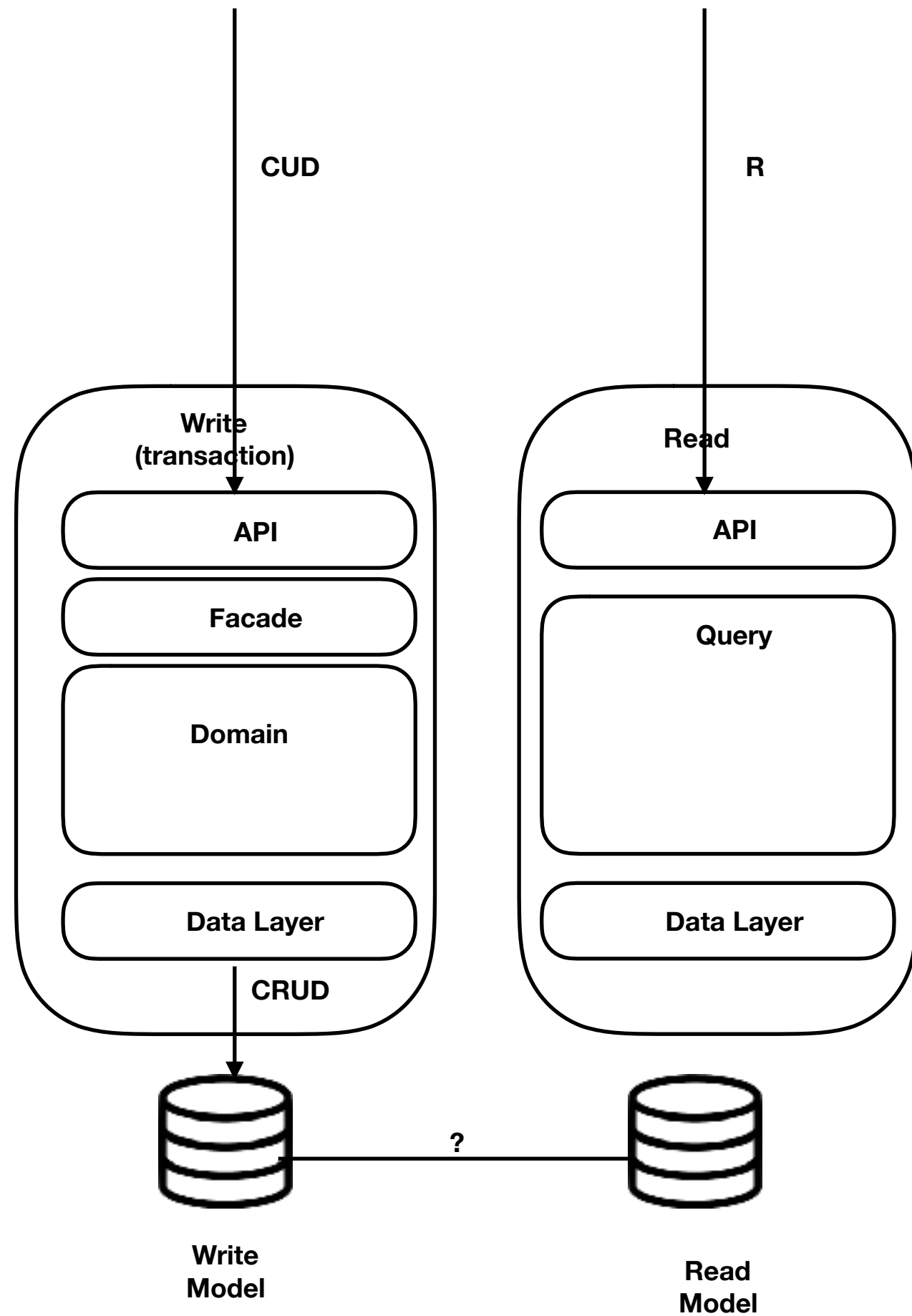
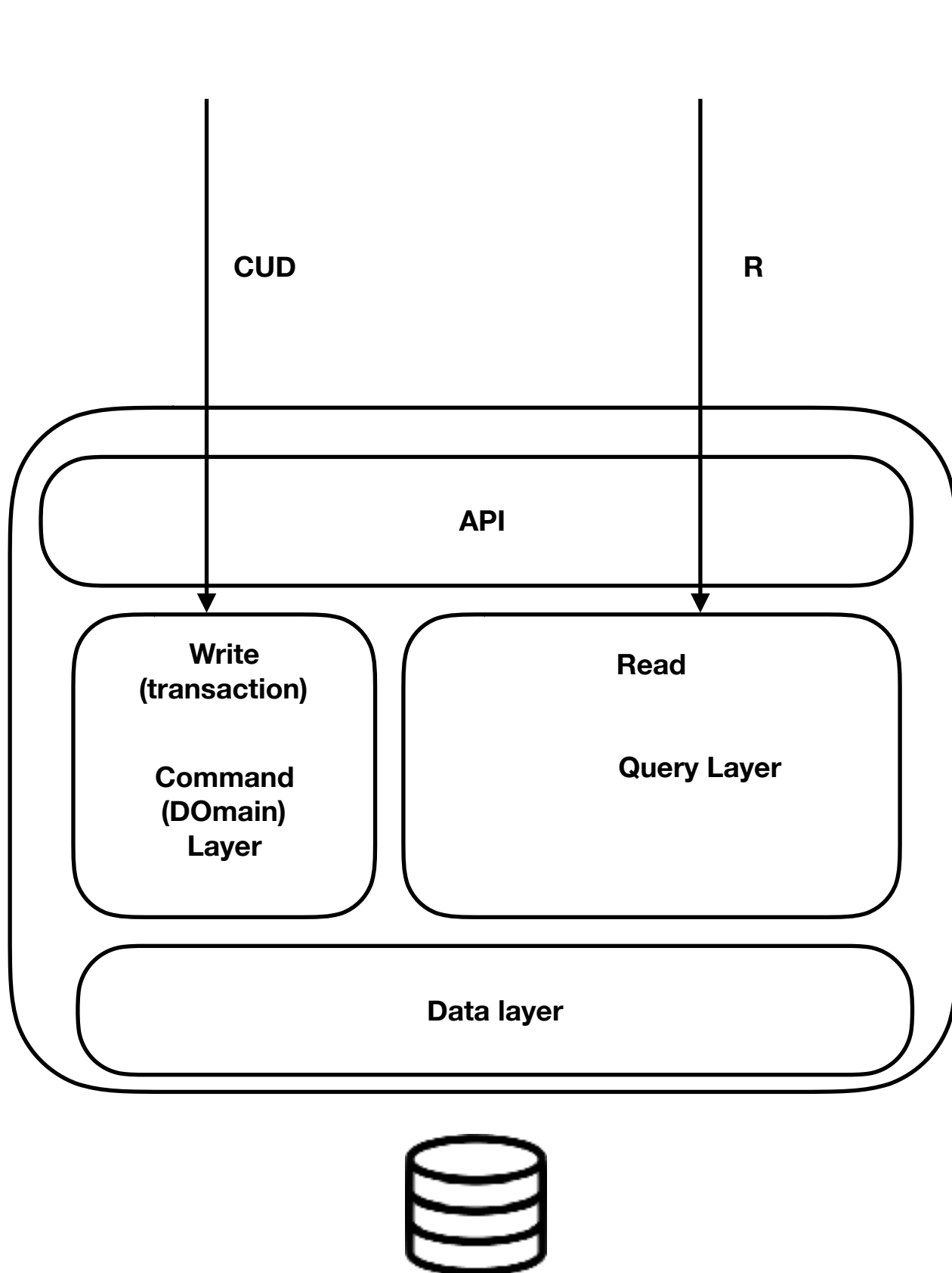
- * database will become the bottleneck
- * Handling load spikes will be hard
- * Database scaling issues (only scale up)
- *

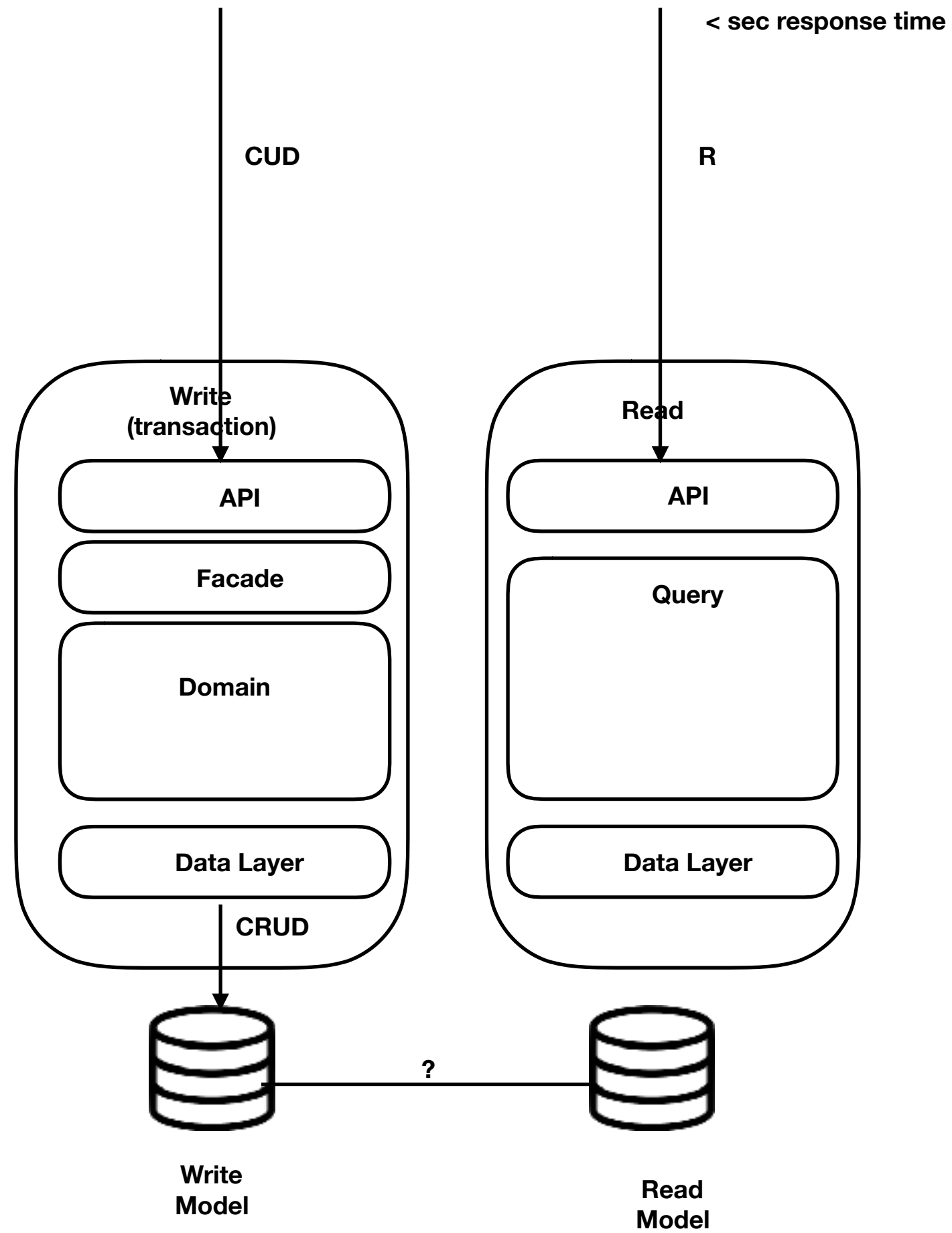


- # Cloning
- # Splitting
- # Sharding
- # **Queue (Q/T/H)**
- # **CQS, CQRS**
- # **Materialized View**
- # API gateway
- # EDA
- # **compensatable transactions**







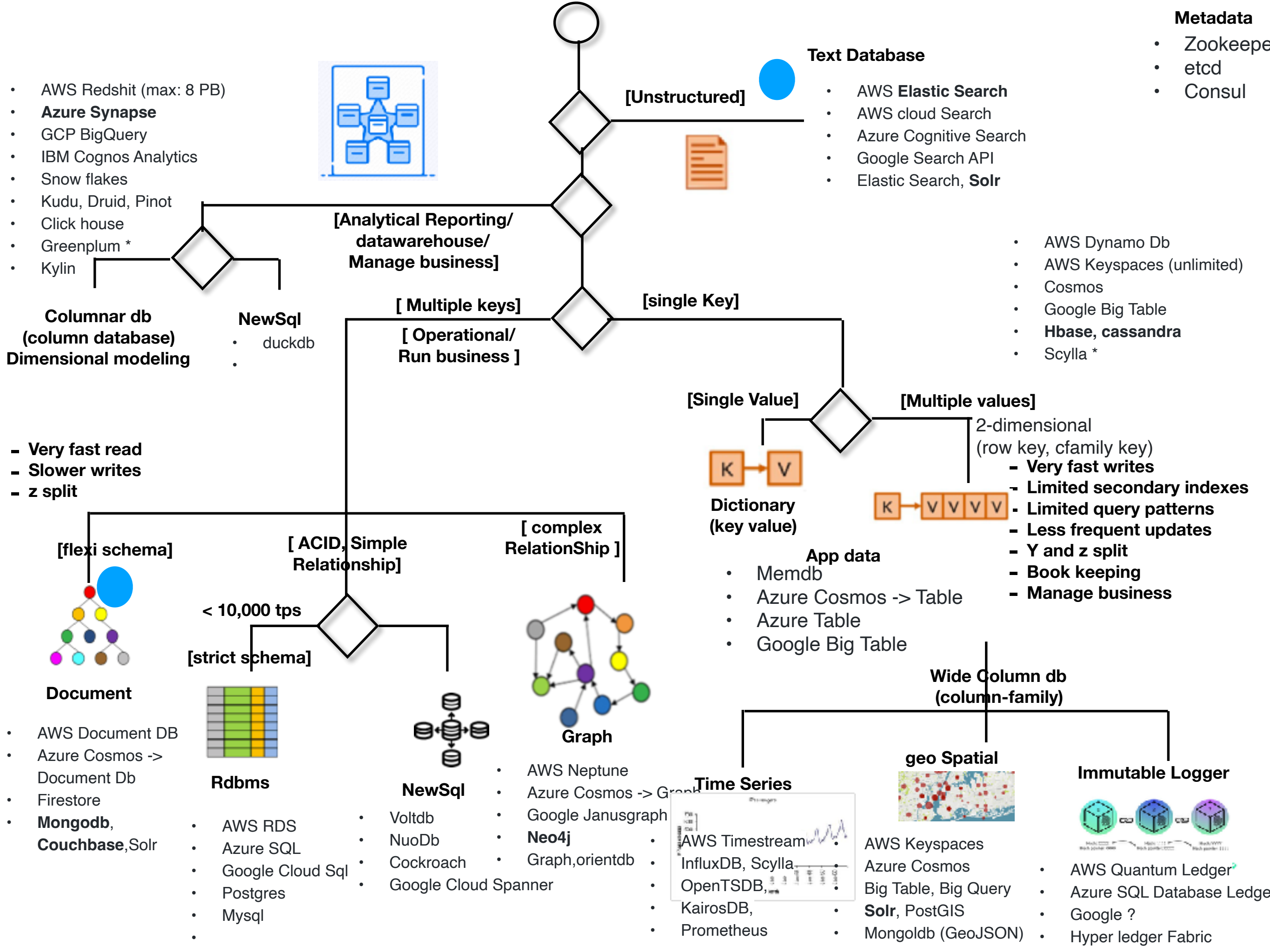


Denormalized form

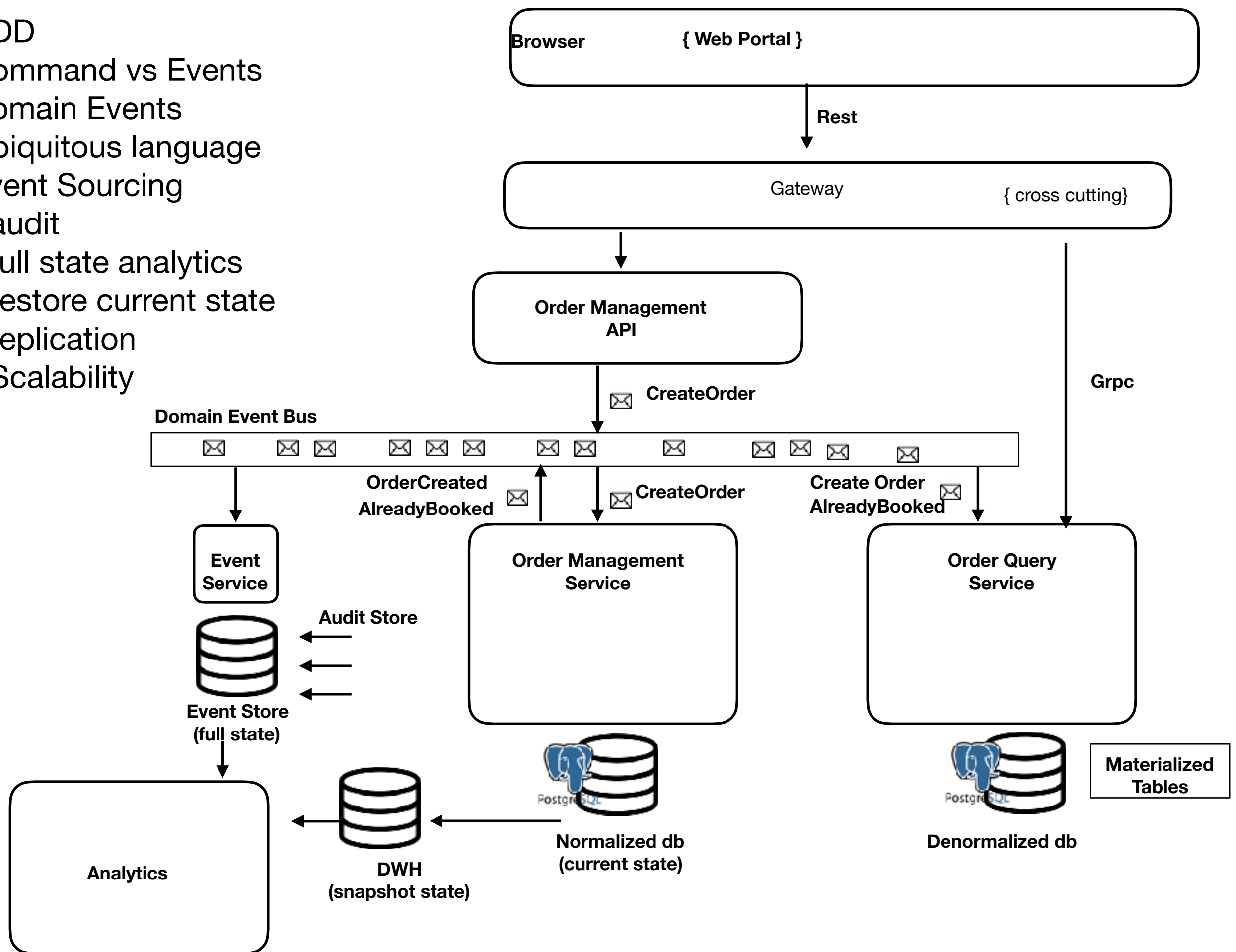
ID	NAME	SUBJECT	STATE	COUNTRY
29	Lalita	English	Gujrat	INDIA
33	Ramesh	English	Punjab	INDIA
49	Sarita	Mathematics	Gujrat	INDIA
78	Zayed	Mathematics	Punjab	INDIA

3rd form

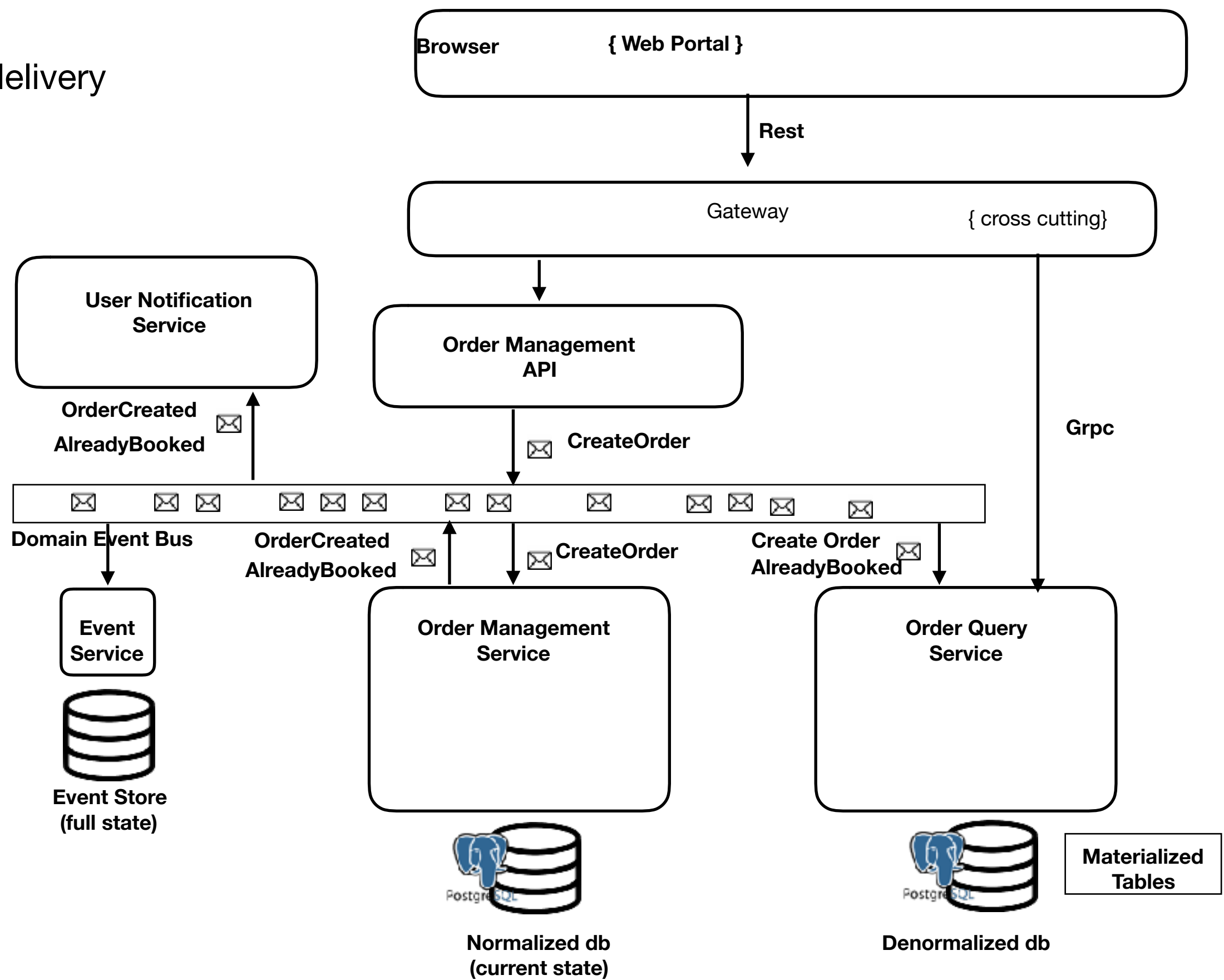
ID	NAME	SUBJECT ID	STATE ID	COUNTRY ID
29	Lalita	1	1	1
33	Ramesh	1	2	1
49	Sarita	2	1	1
78	Zayed	2	2	1

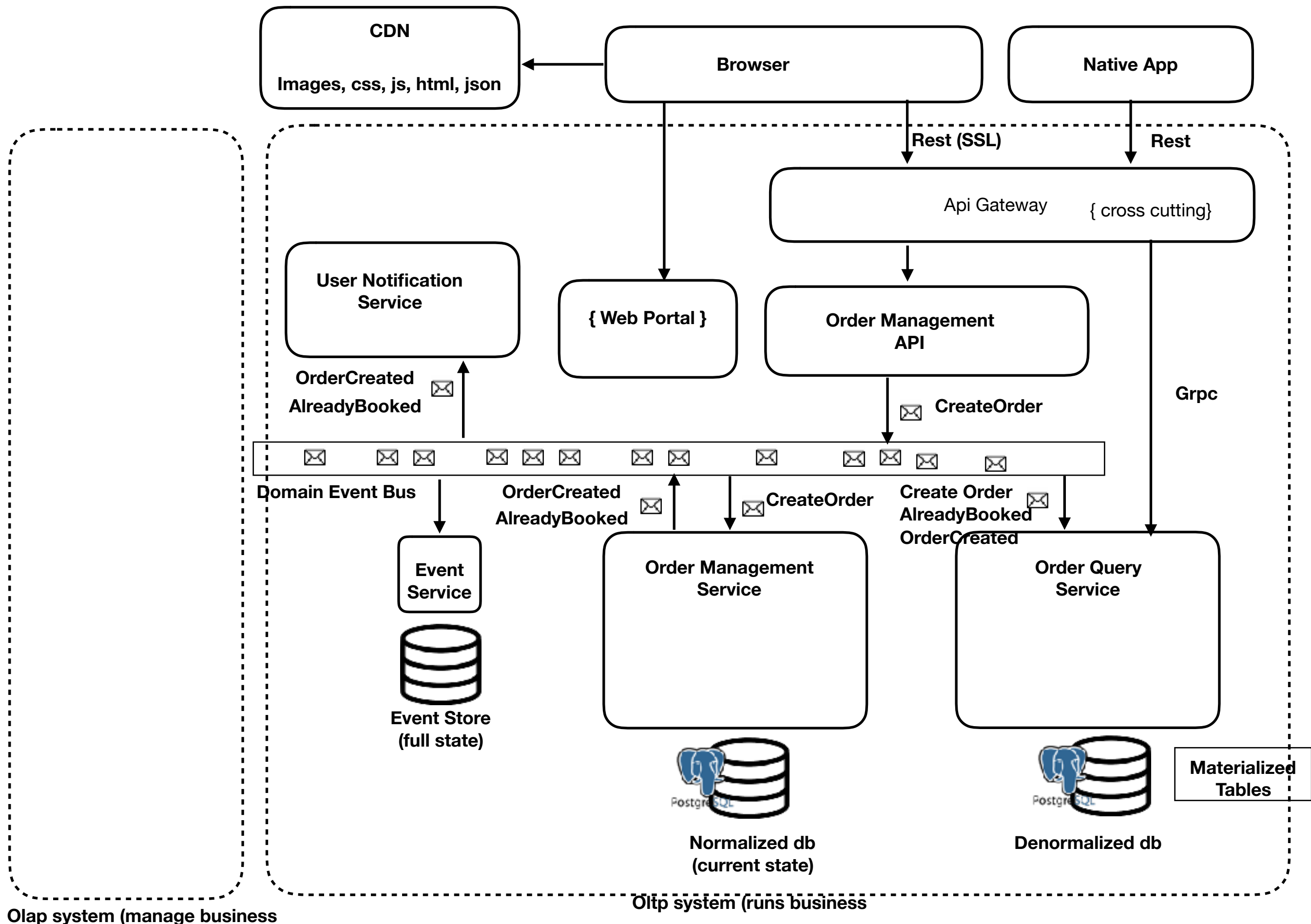


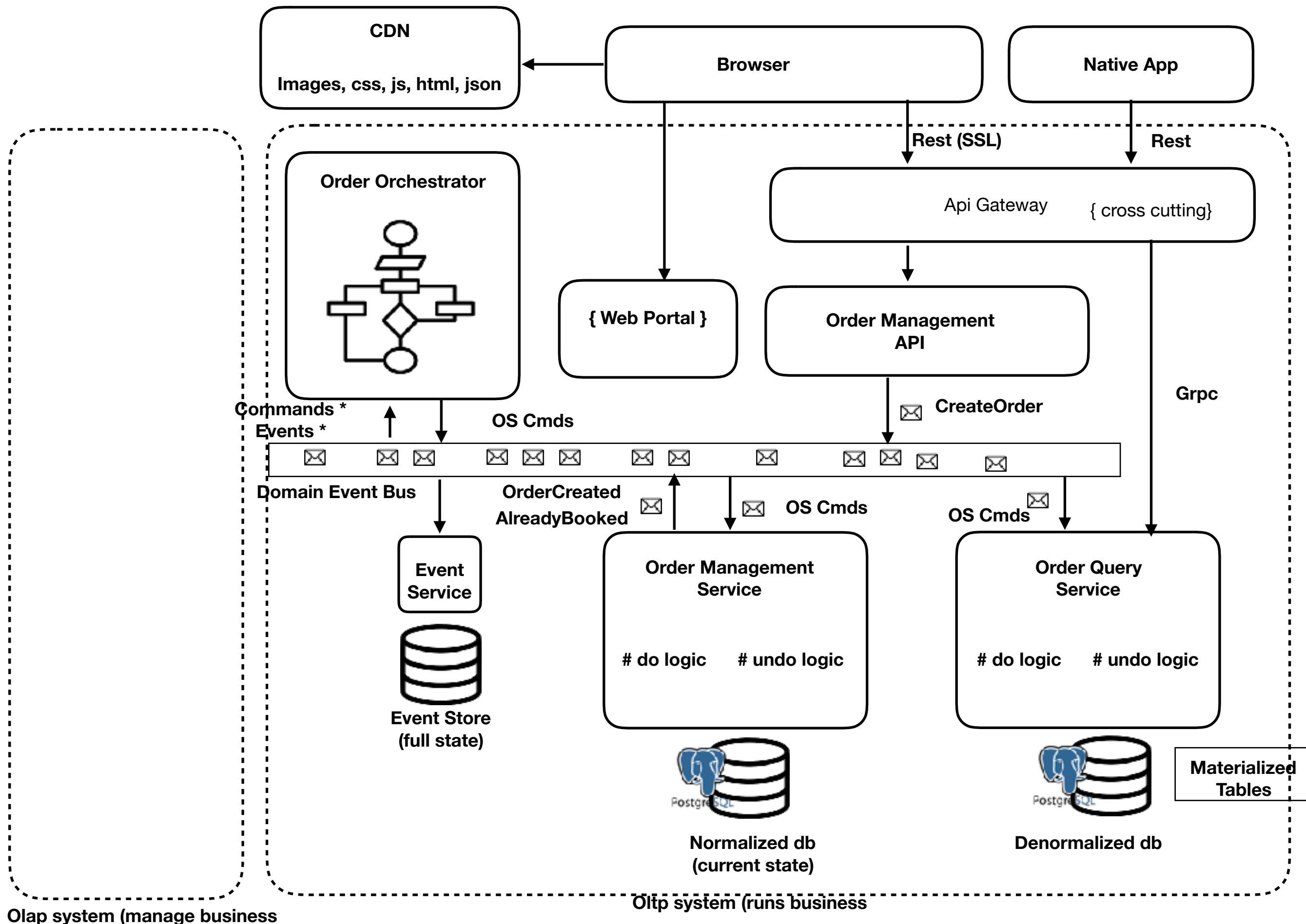
- # DDD
- # Command vs Events
- # Domain Events
- # Ubiquitous language
- # Event Sourcing
 - audit
 - full state analytics
 - restore current state
 - replication
 - Scalability

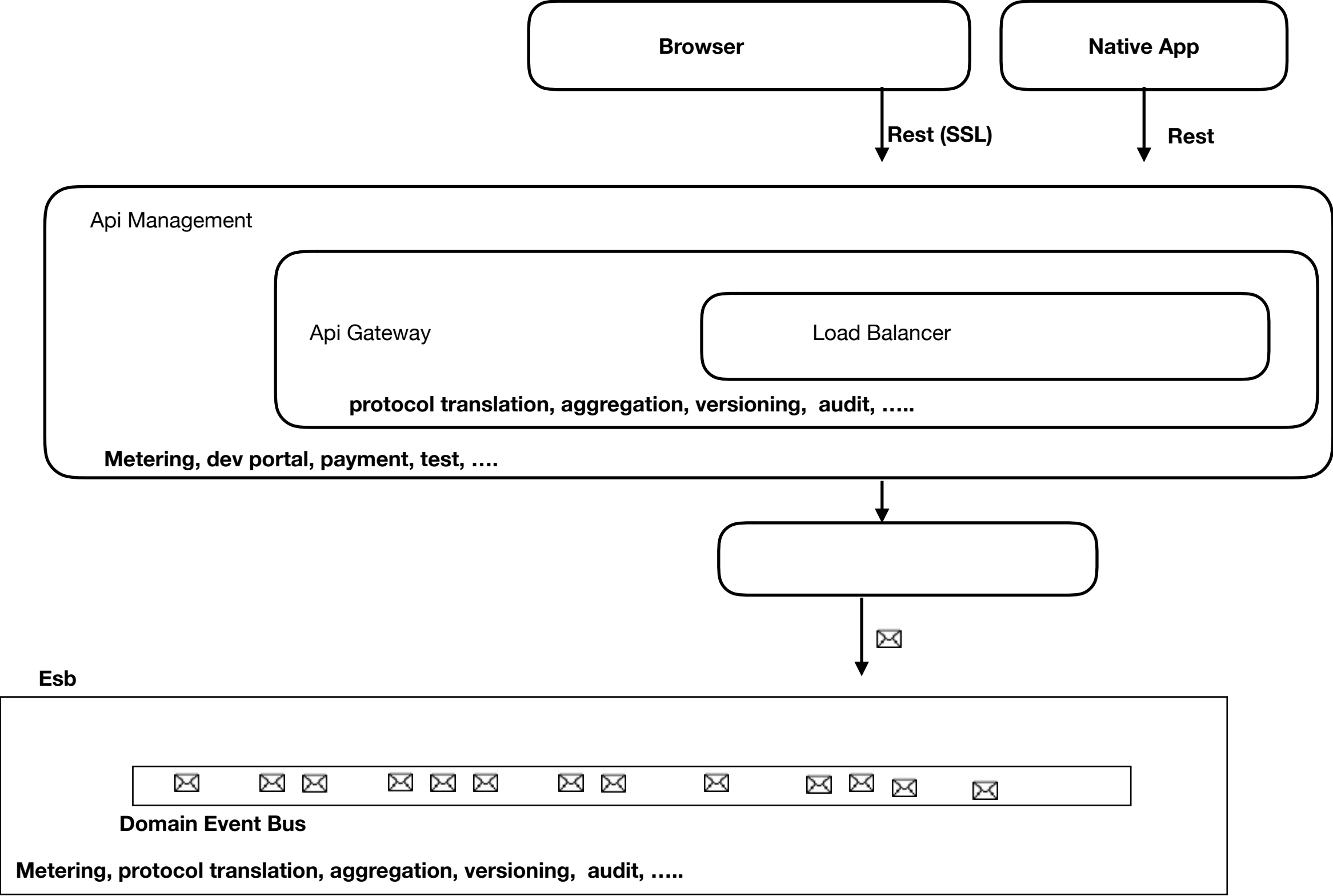


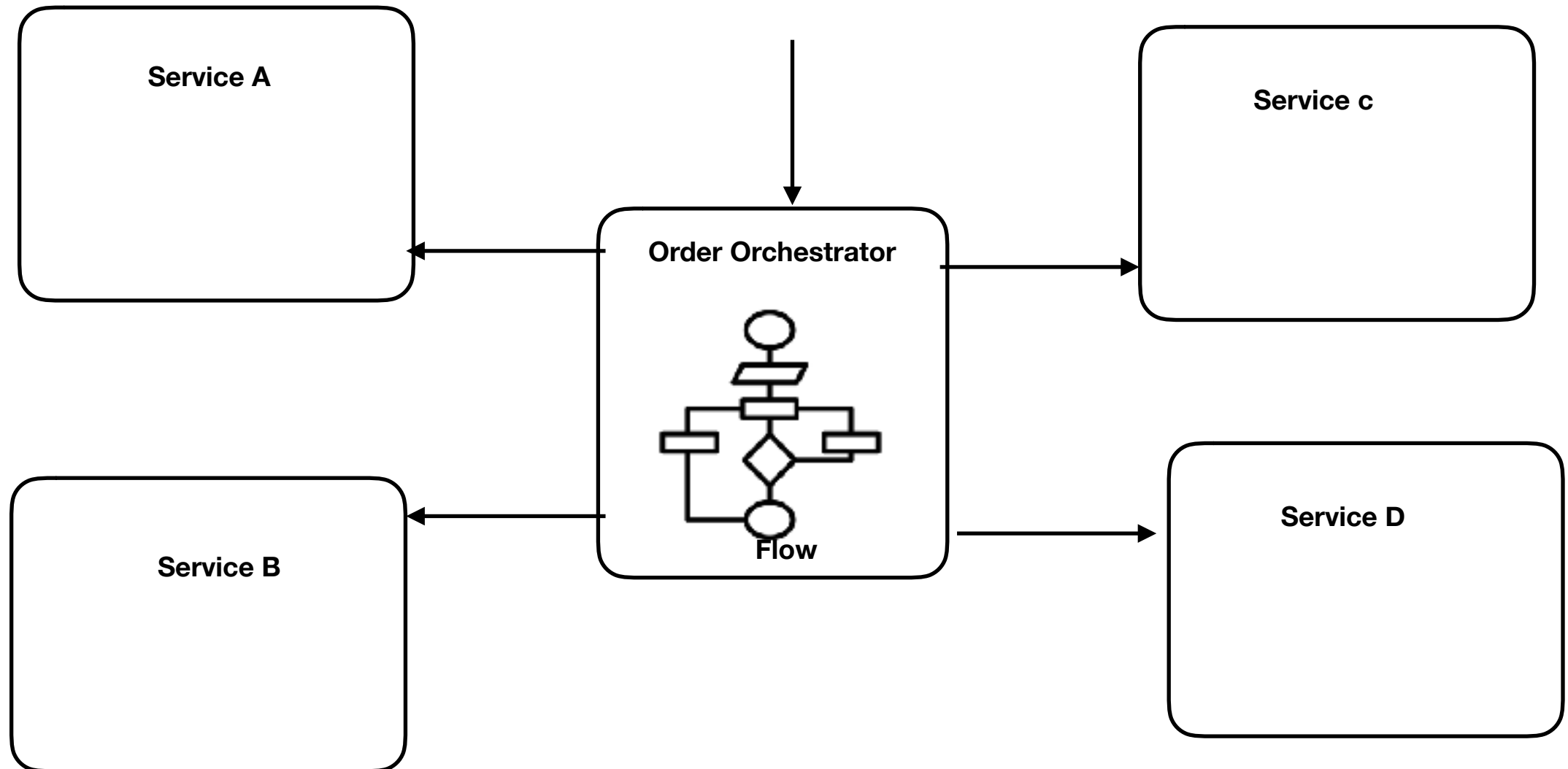
idempotent
unordered delivery

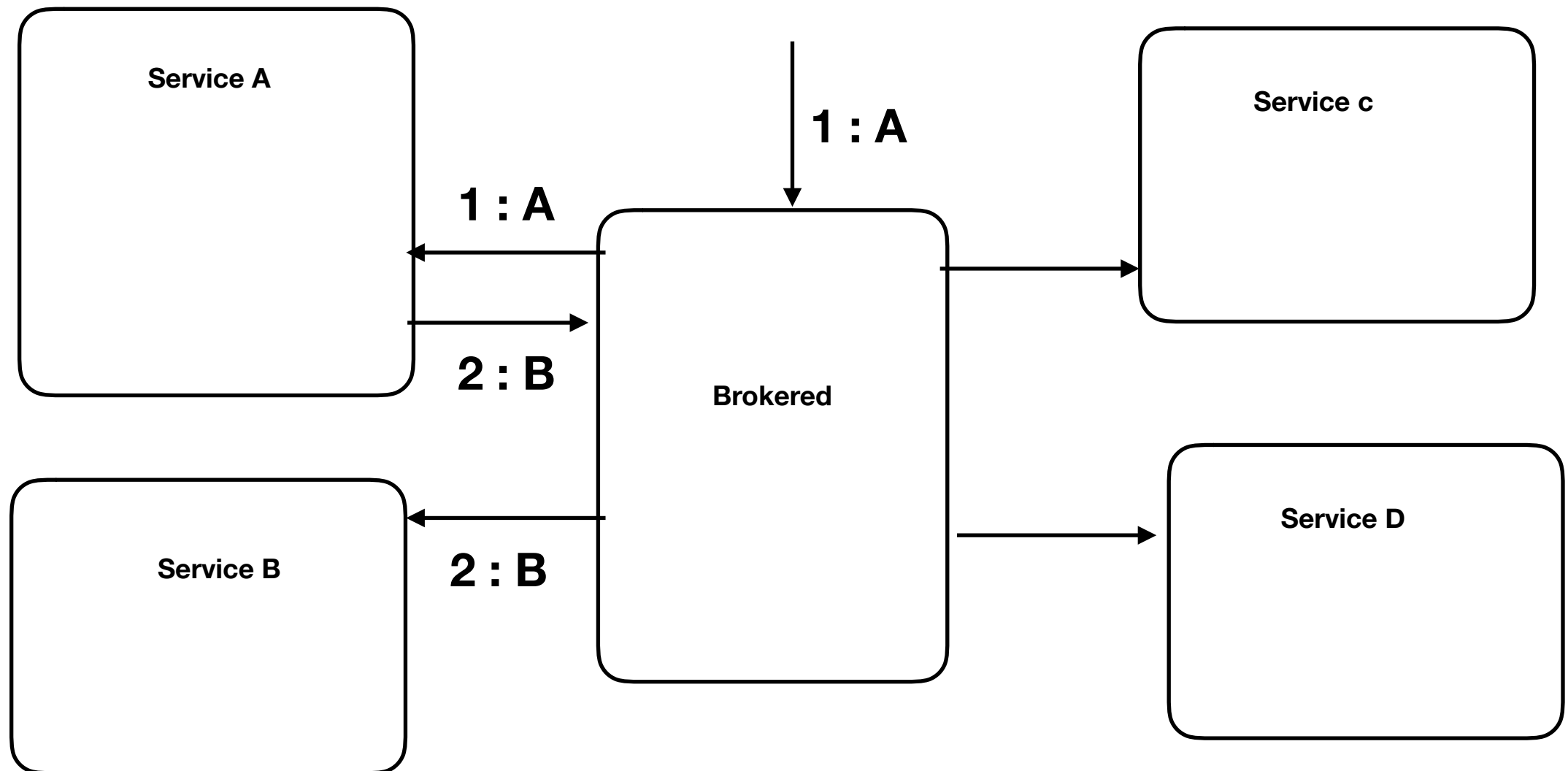


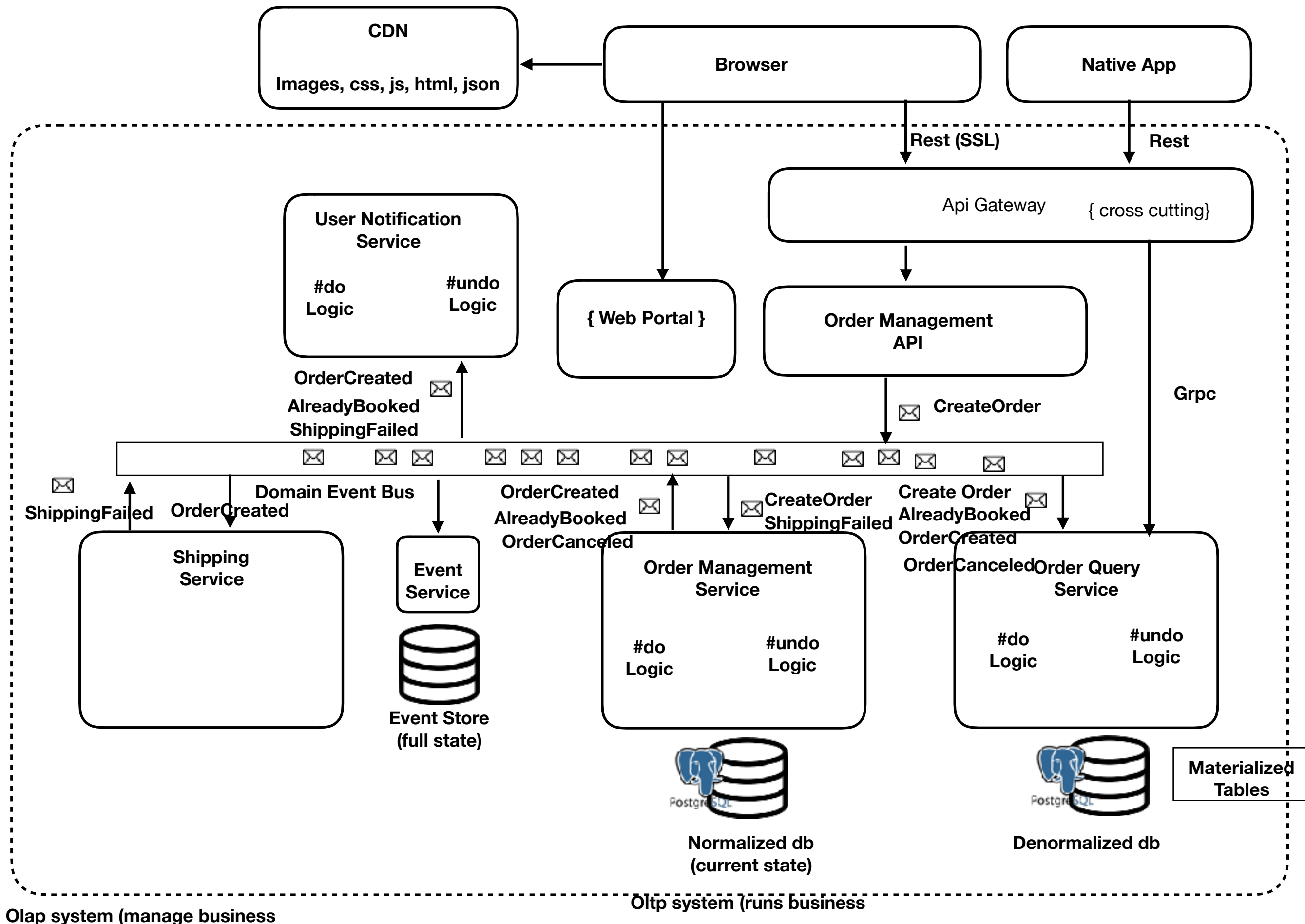


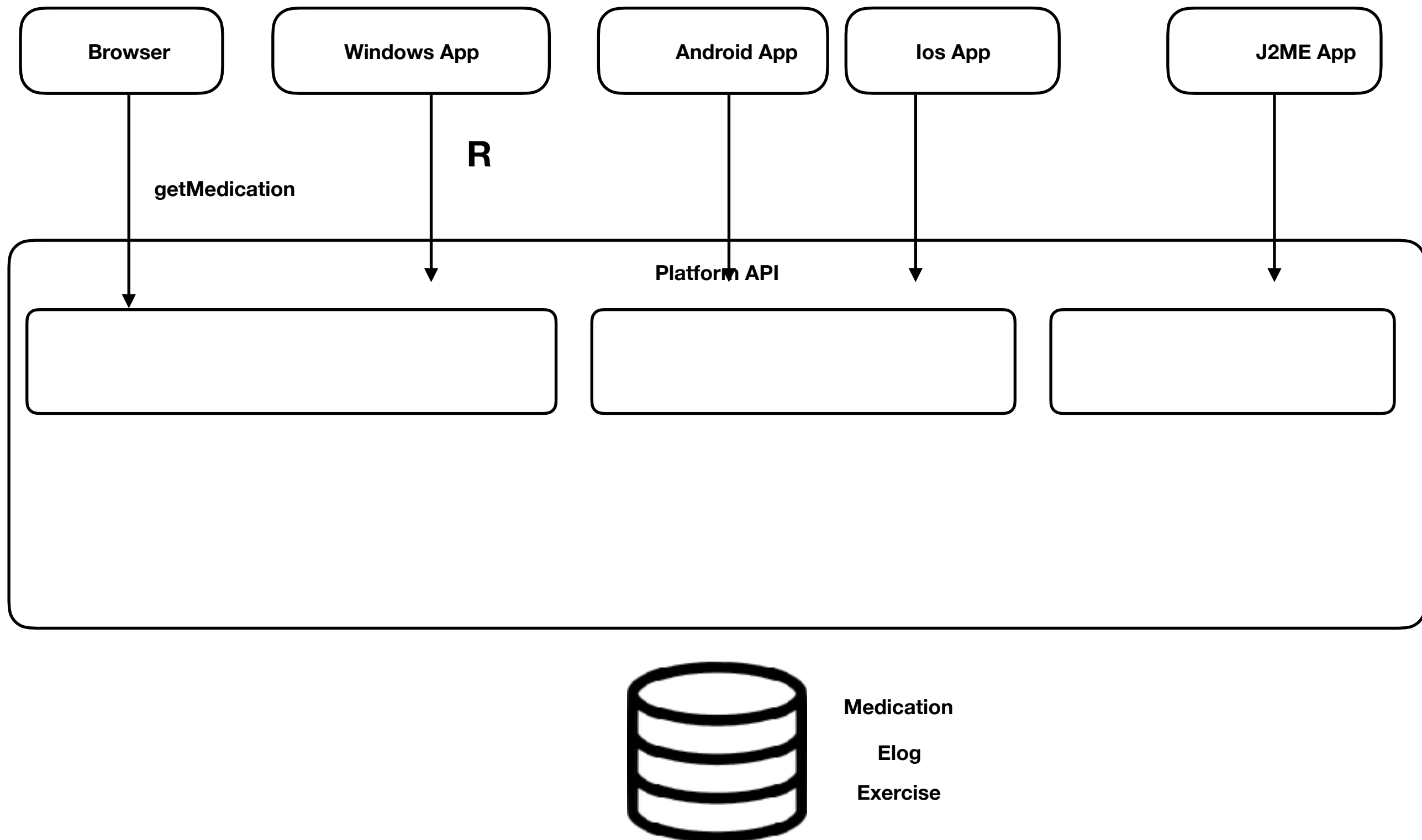


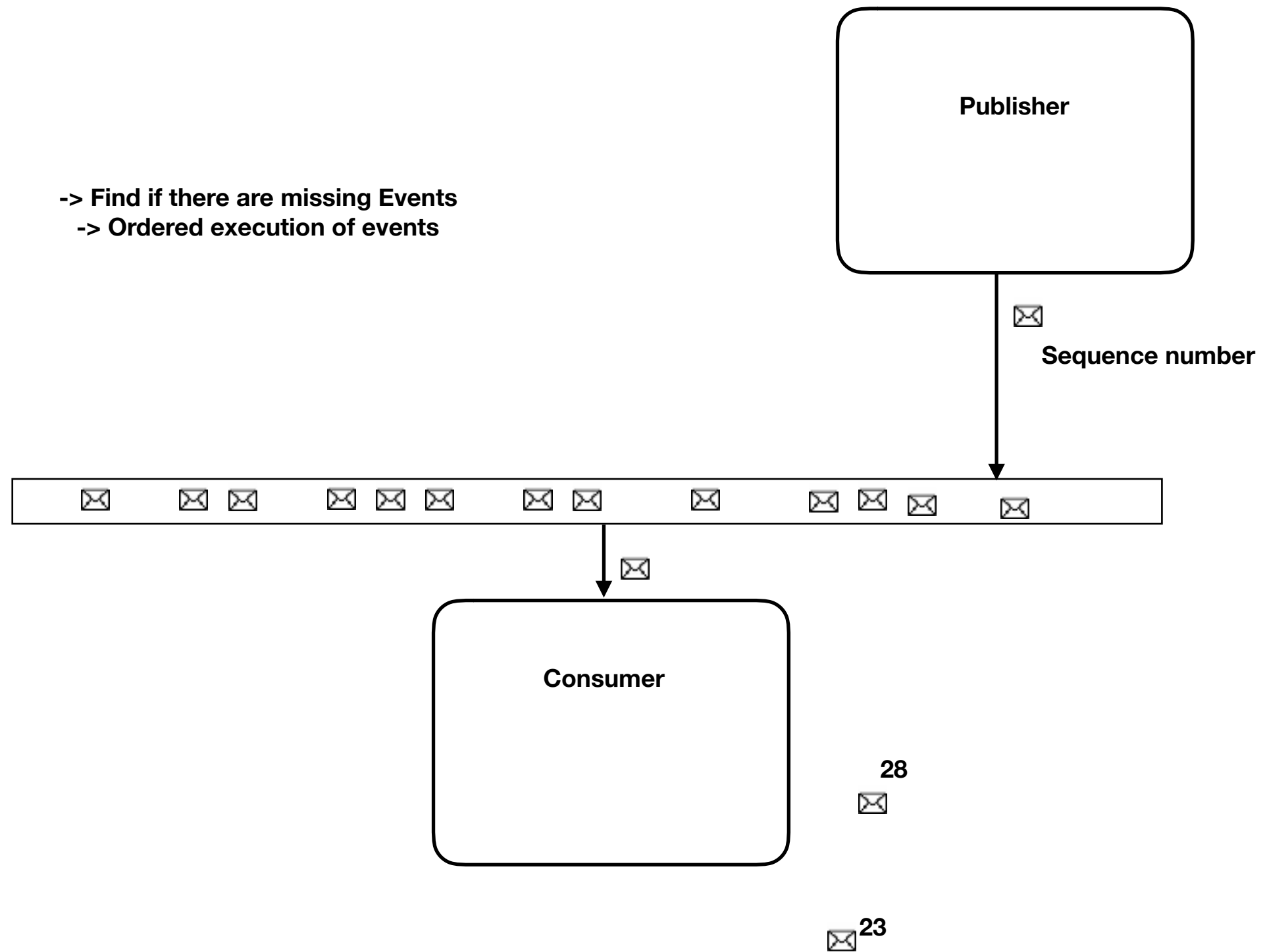




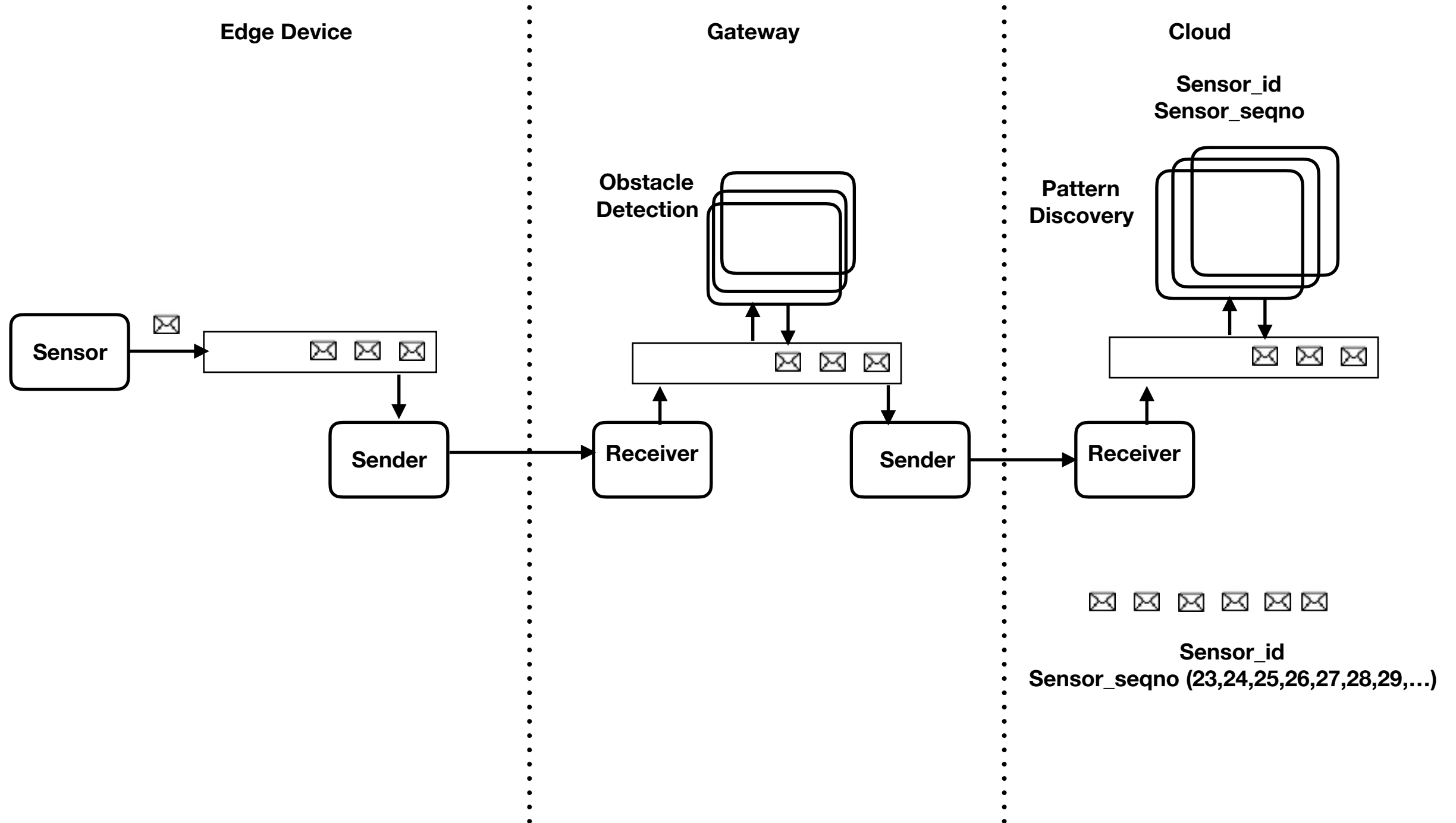


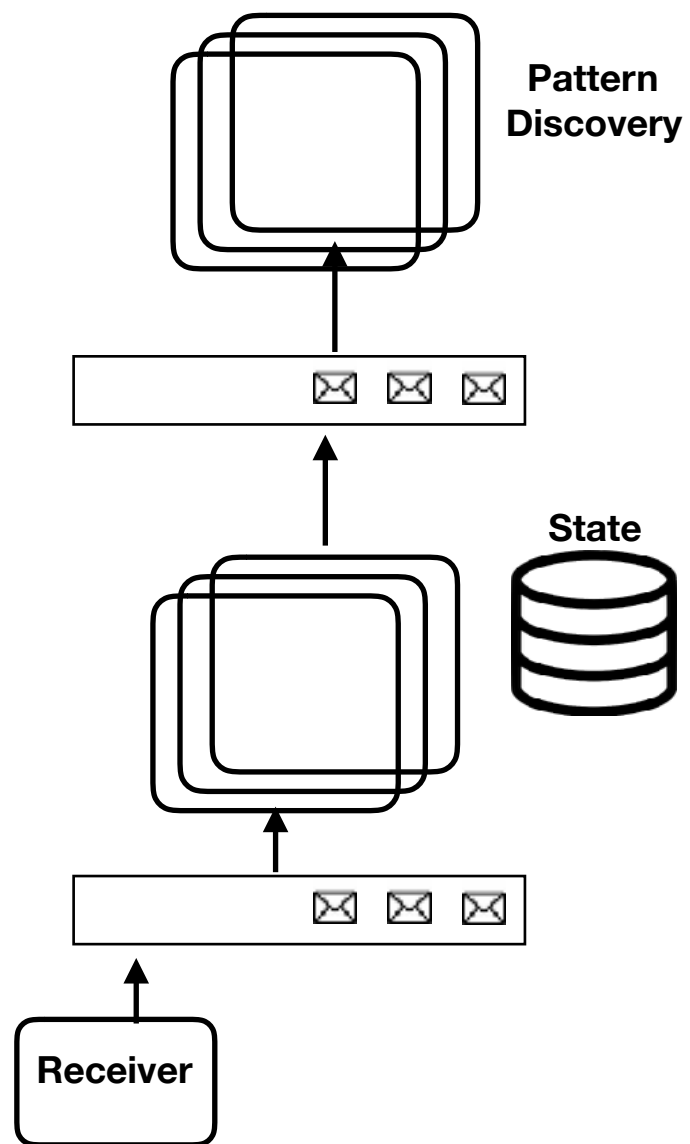




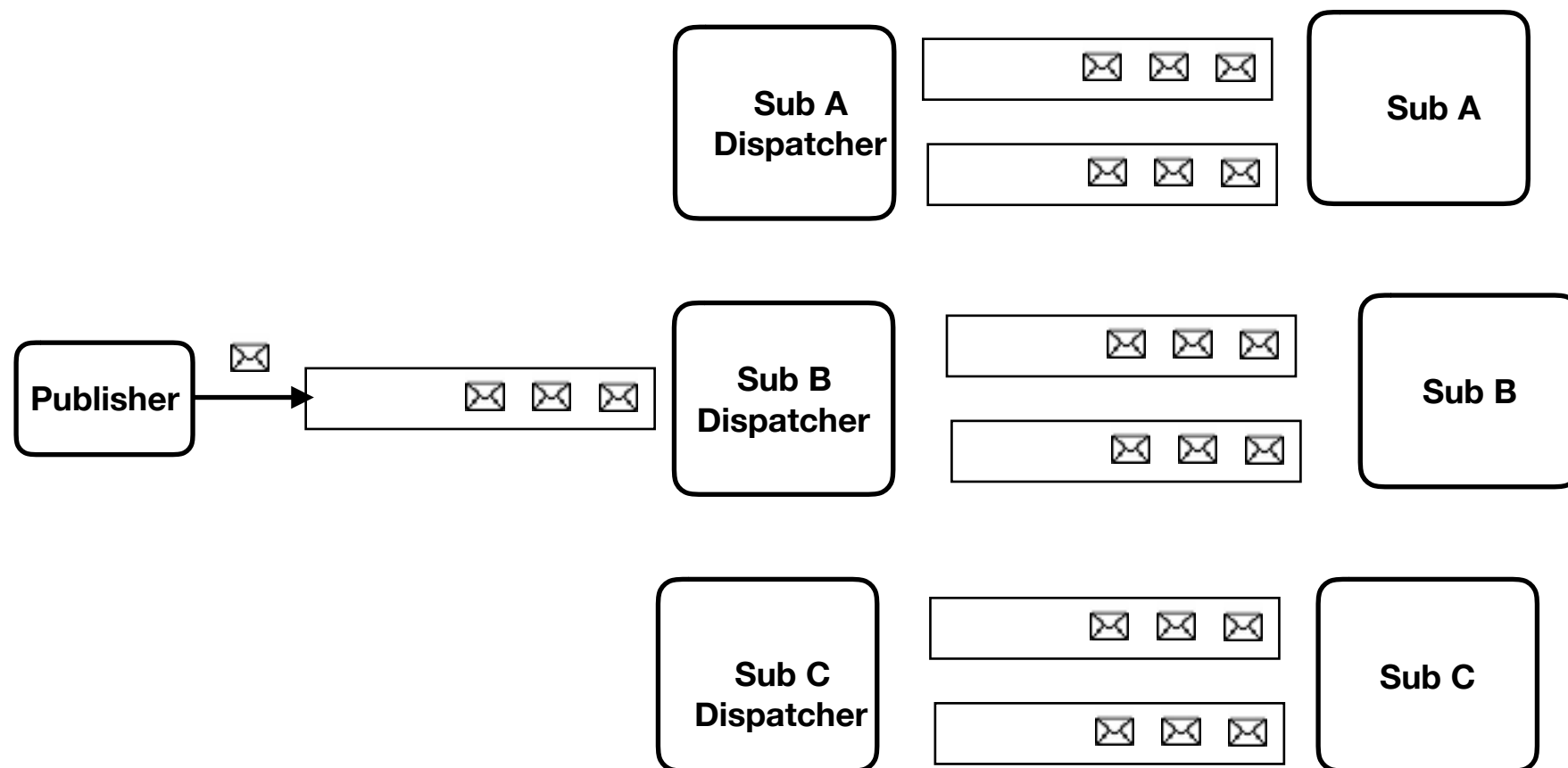


IOT





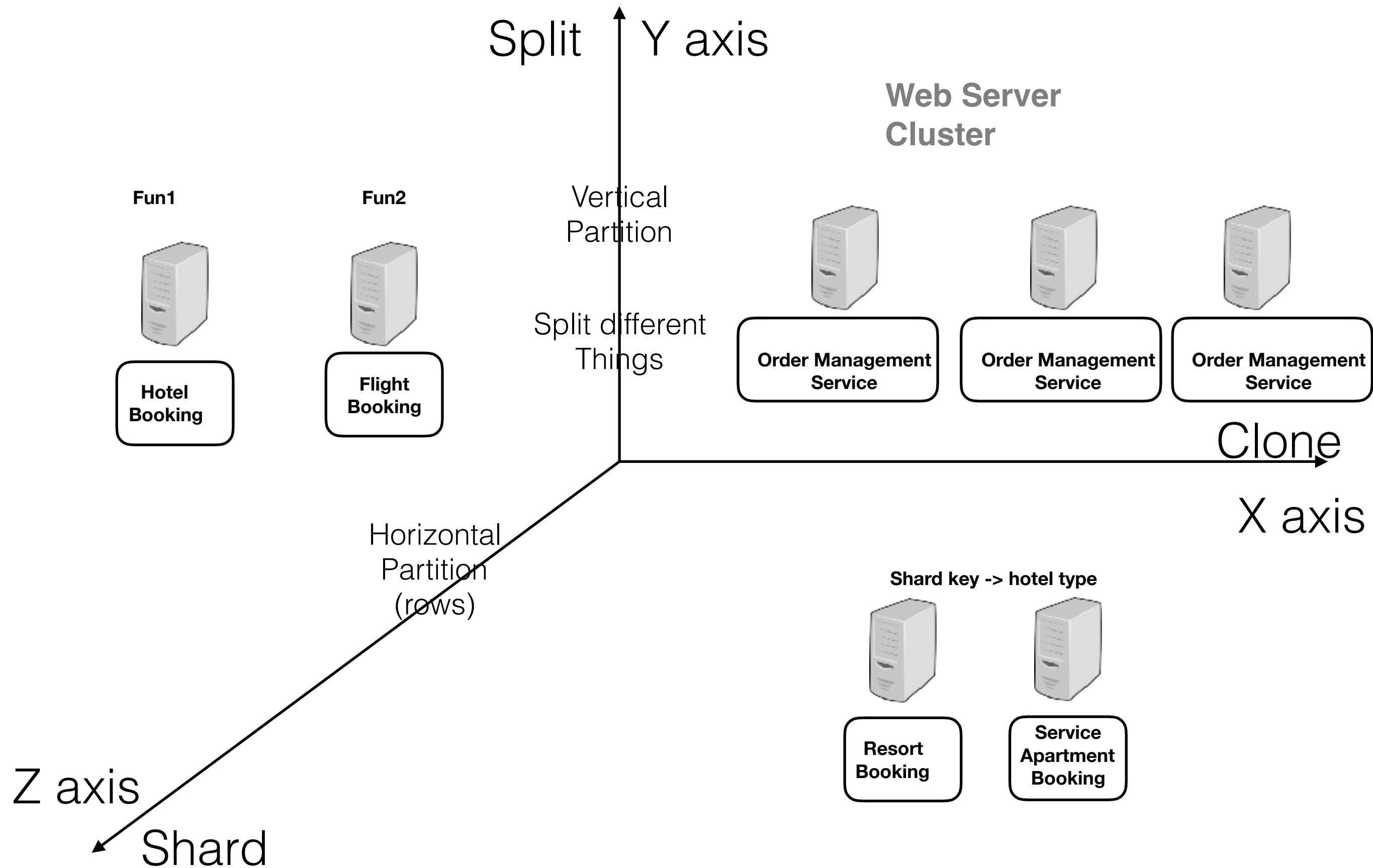
Sensor_id
Sensor_seqno

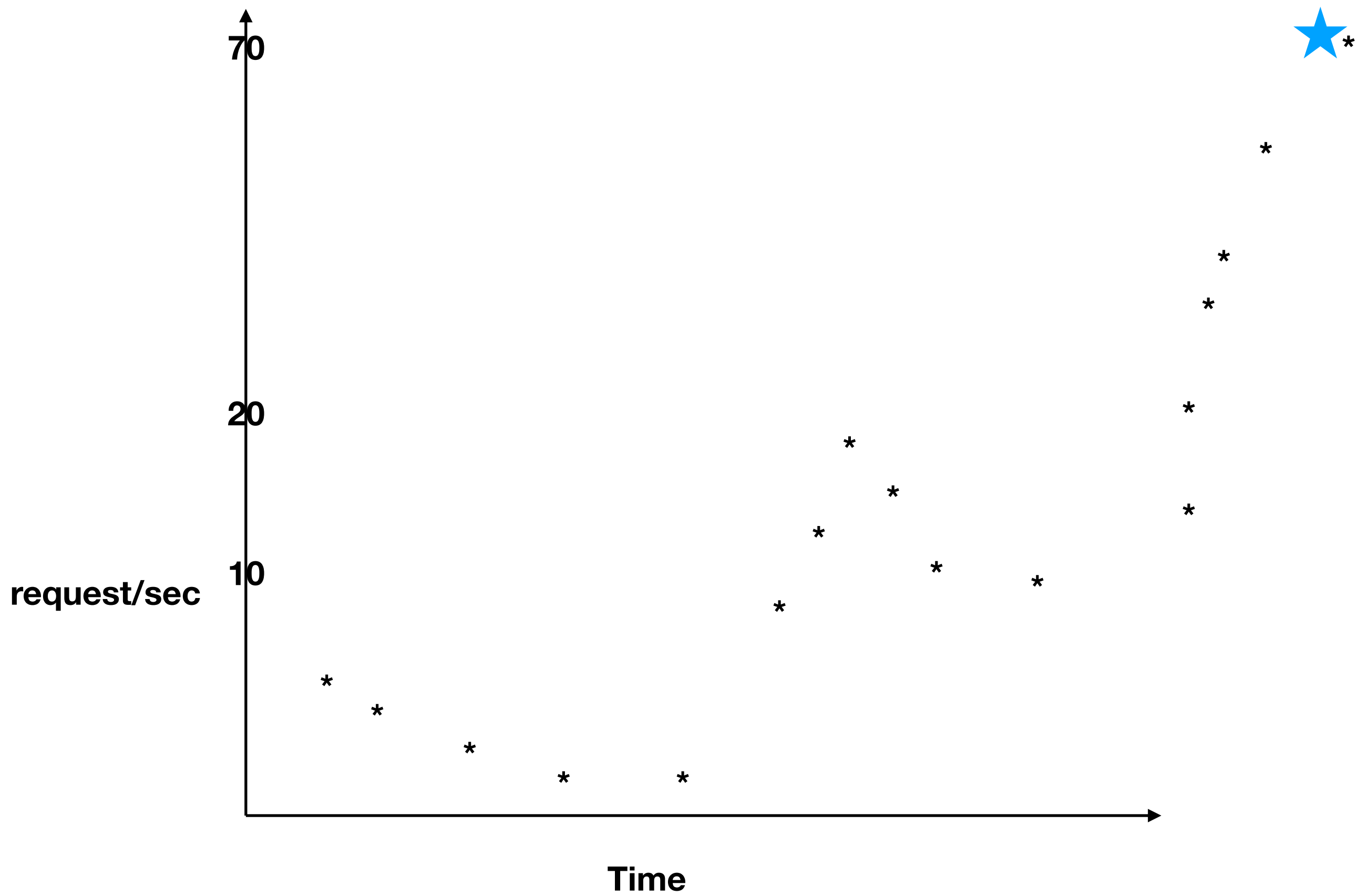


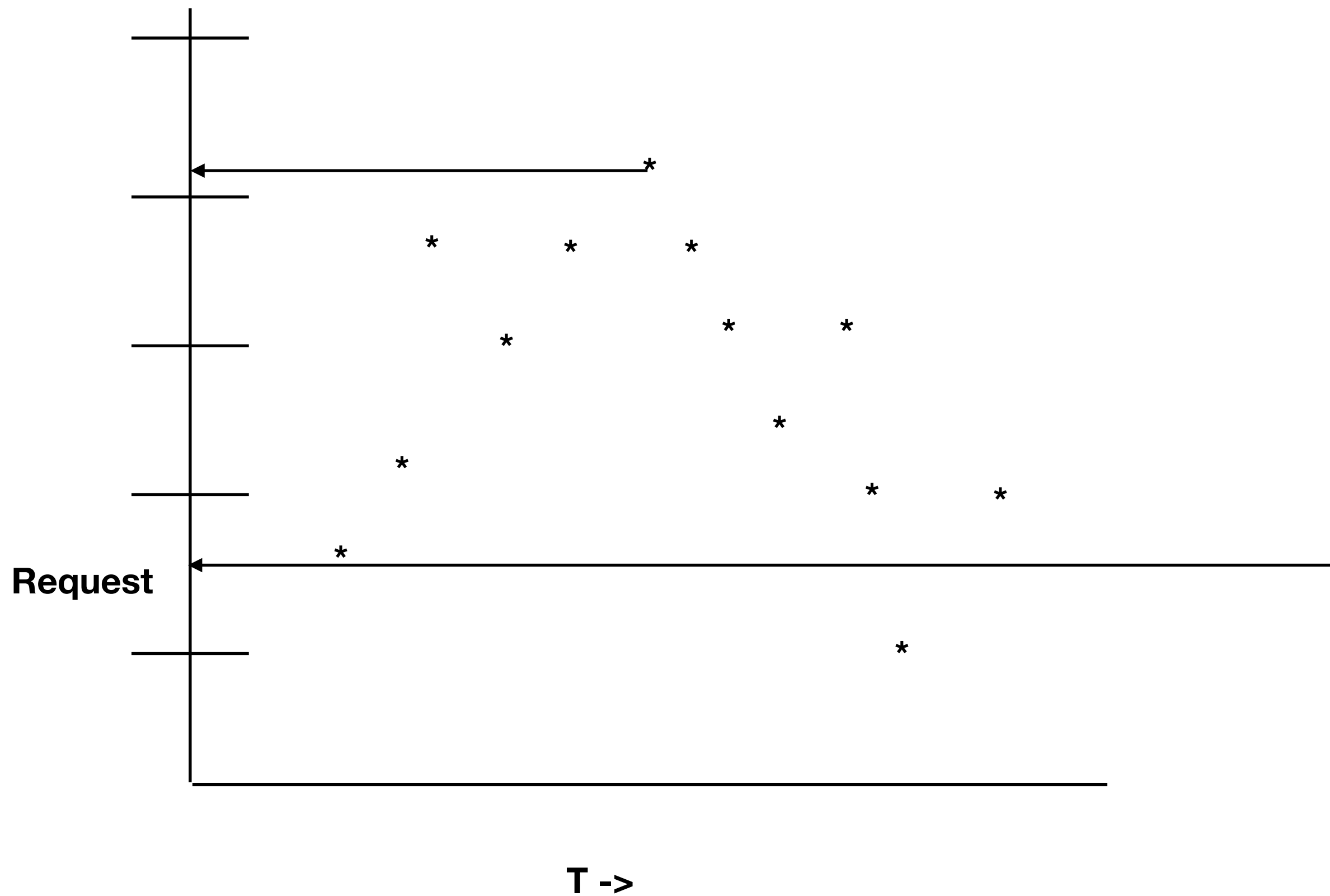
Cost of operation

- $A + b \rightarrow 3$ cpu cycles
- Fun call $\rightarrow 10 \sim$
- Throw exception $\rightarrow 3000 \sim$
- Create thread $\rightarrow 200,000 \sim$
- Destroy thread $\rightarrow 100,000 \sim$
- Write File $\rightarrow 10,00,000 \sim$
- Write to db $\rightarrow 40,00,000 \sim$

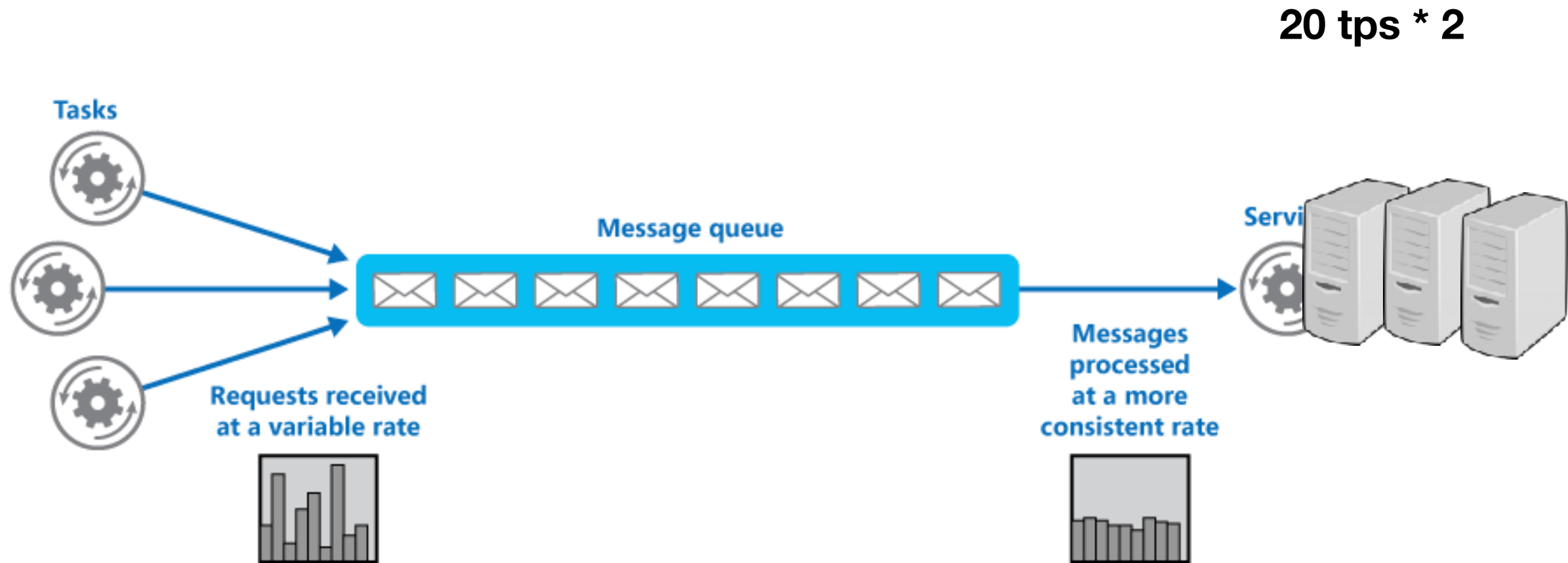
Applying cube pattern on Compute







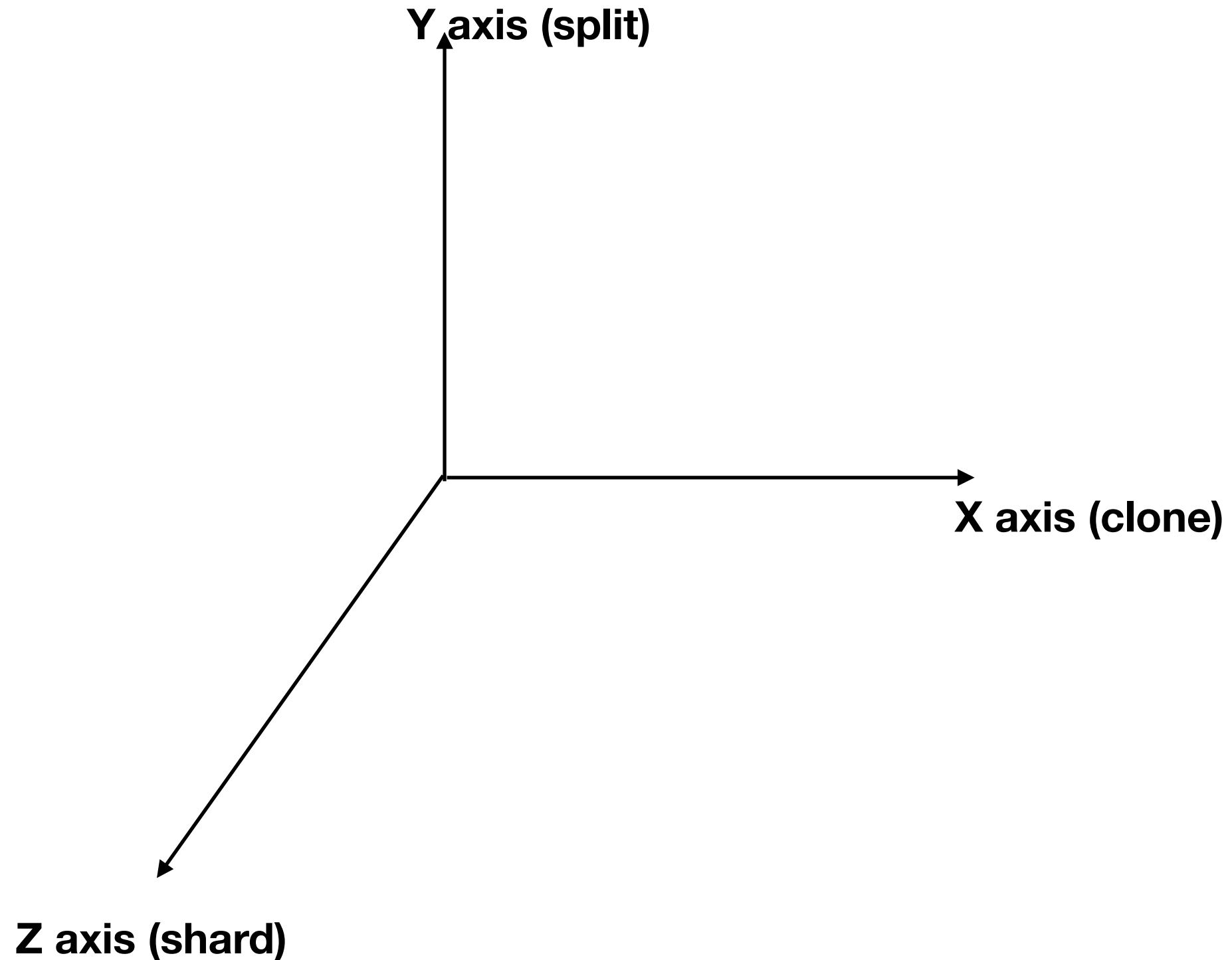
Queue-Based Load Leveling pattern



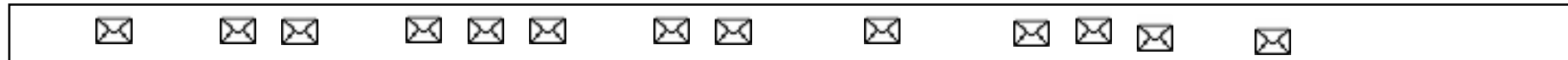
useful to any application that uses services that are subject to overloading.

- Queue
 - **Sharding**
 - **Auto scaling**
 - CQRS - compute
 - Horizontal scaling
 - Read replicas
 - Caching
 - Sticky session on LB
 - Multi region deployment (geode) { compute + db|}
 - nosql ?
 - Distributed locks, distributed cache
 - Geo dns
 - Split services to scale
 - Data compression
- Last write wins
 -

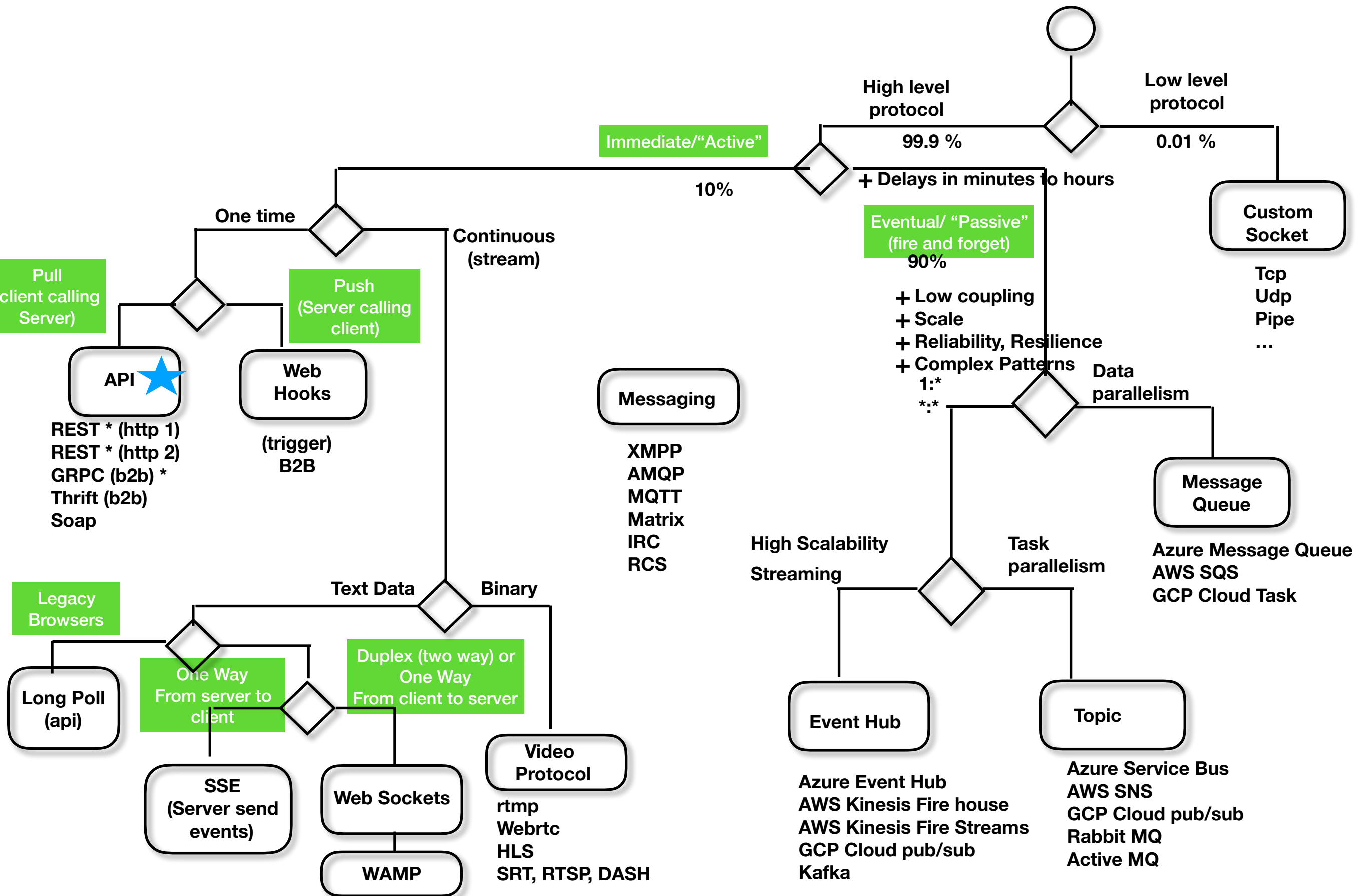
Scalability Cube

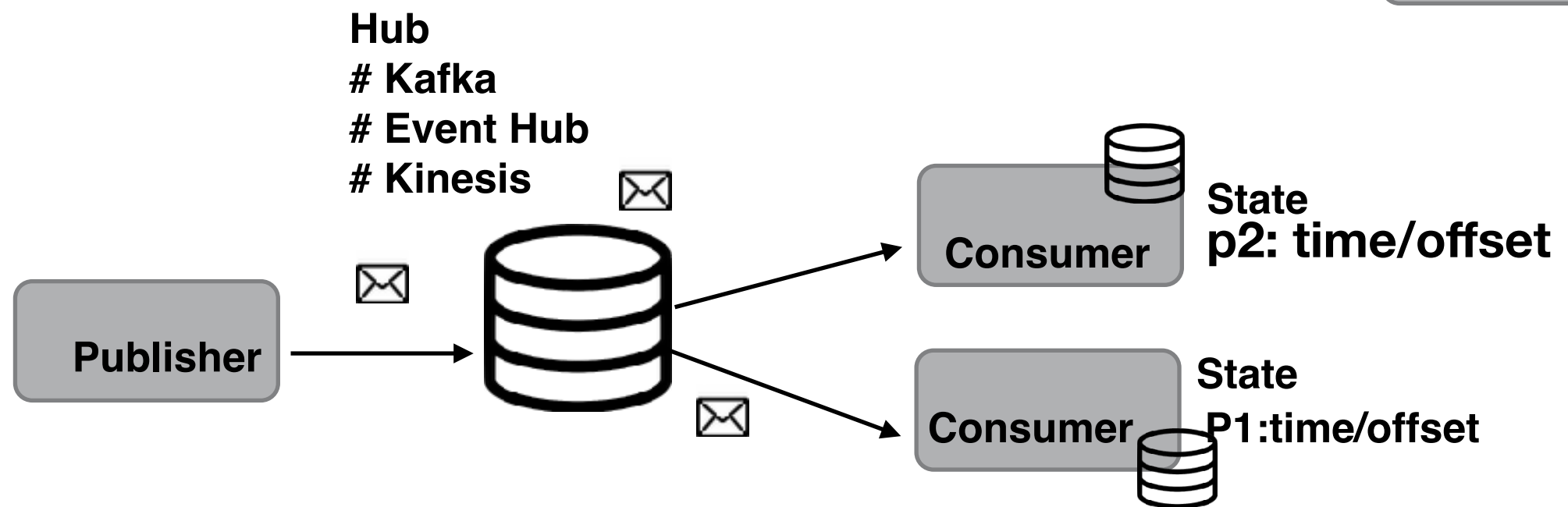
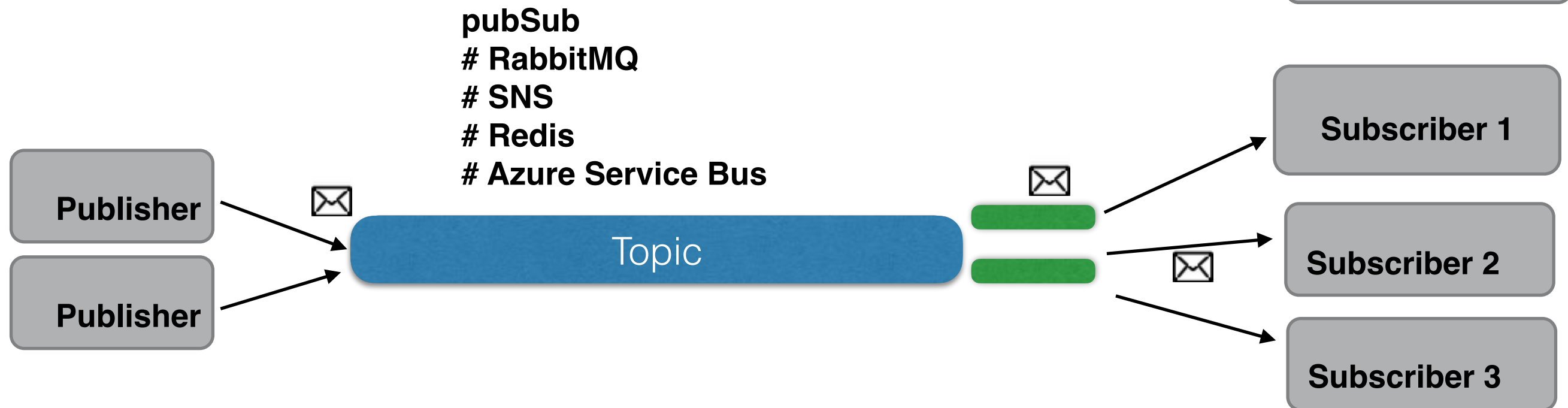
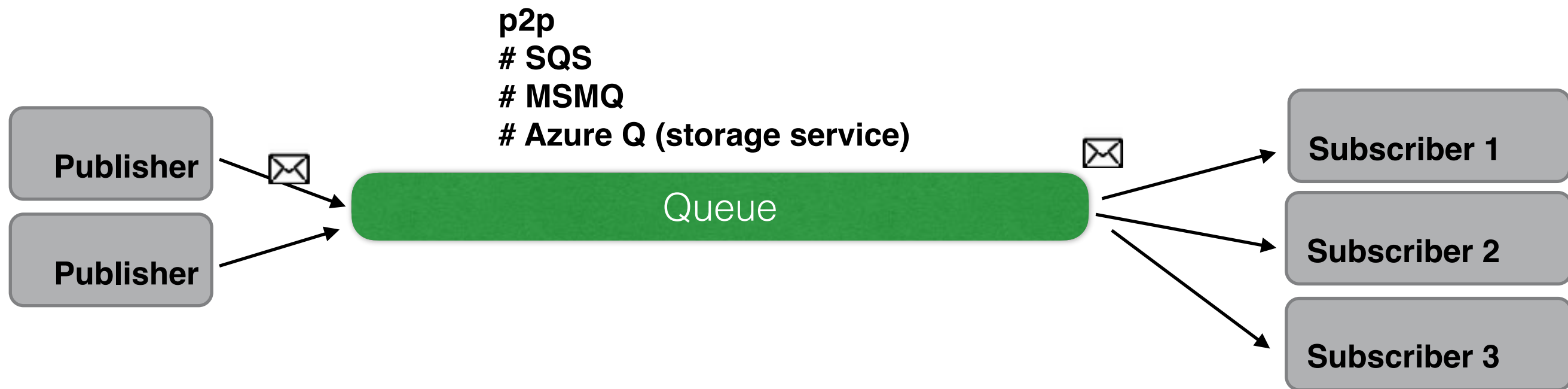


Load leveling



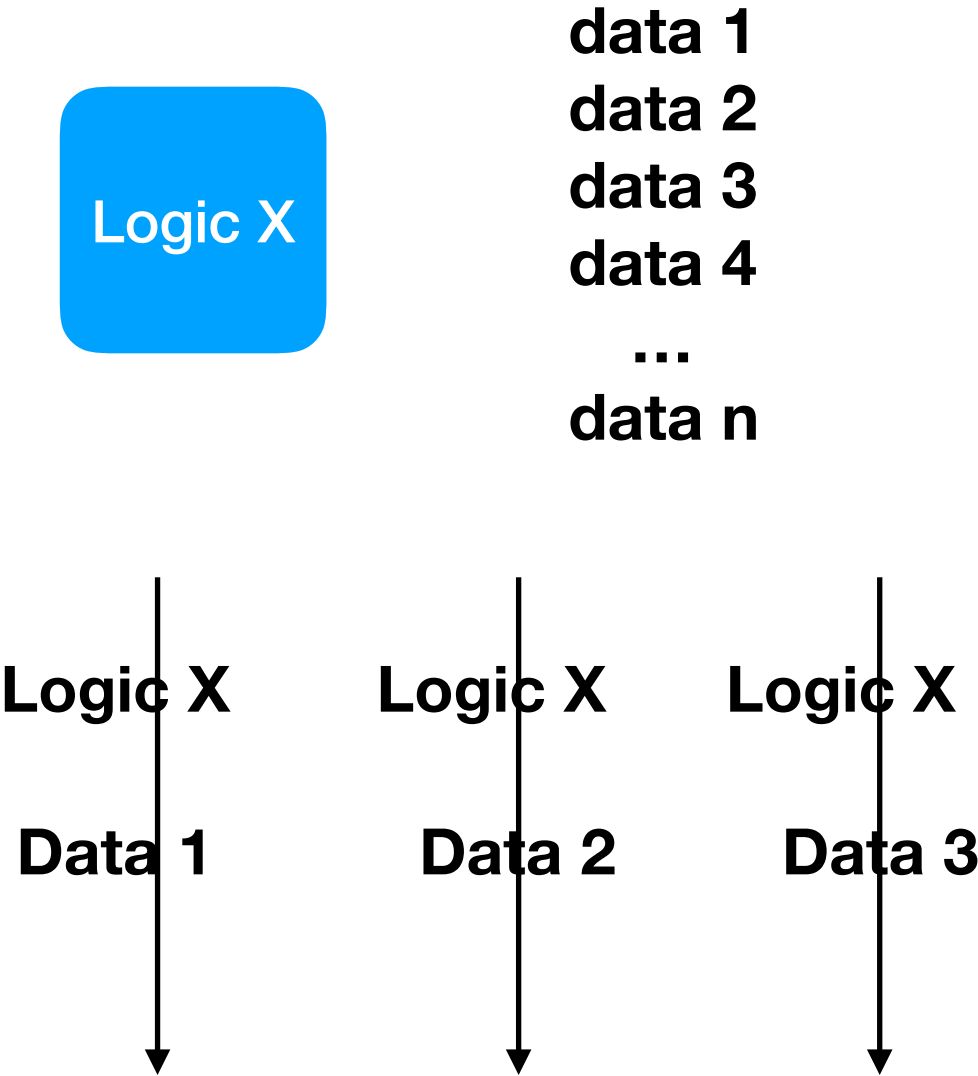
Choose Communication



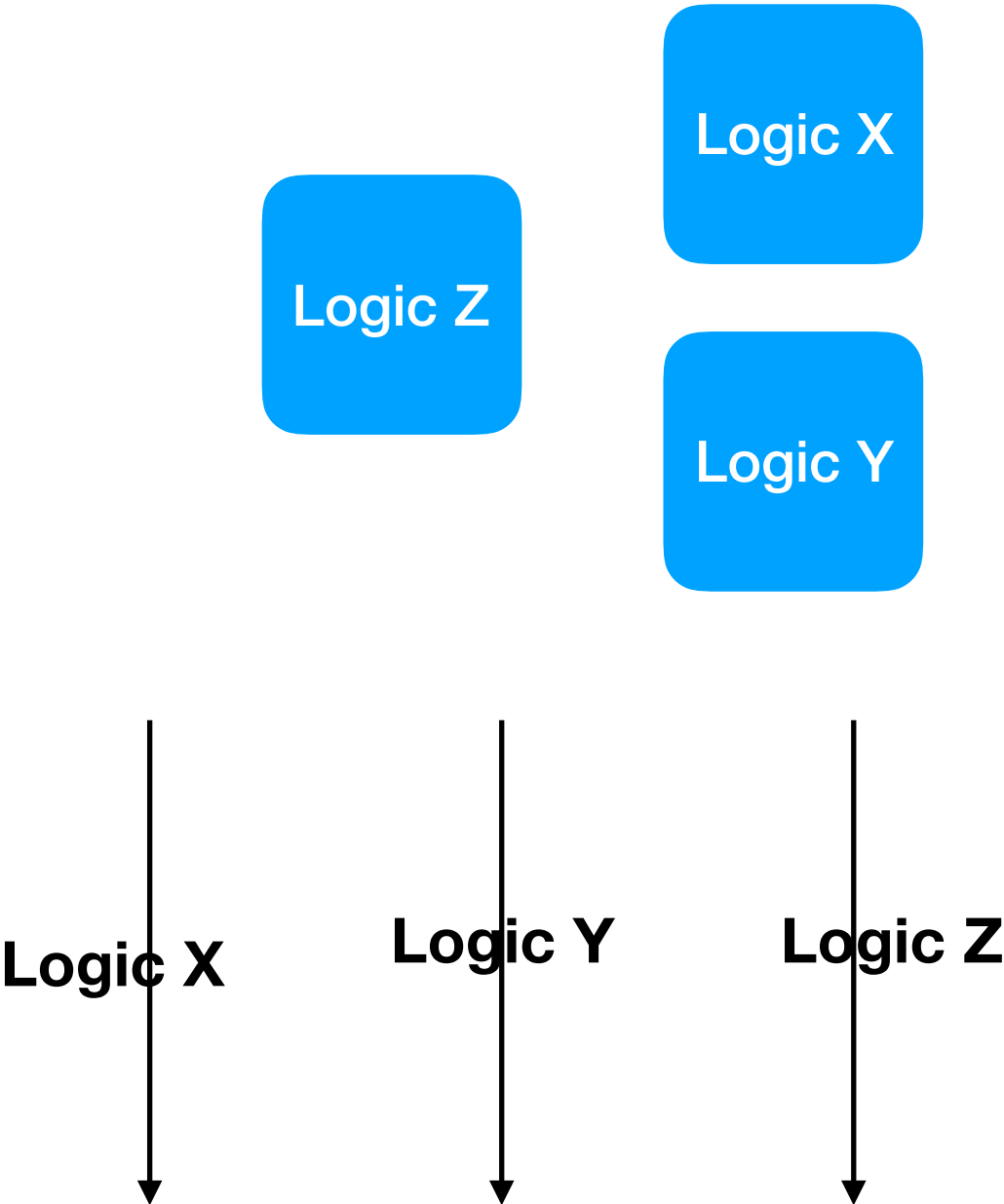


Parallel

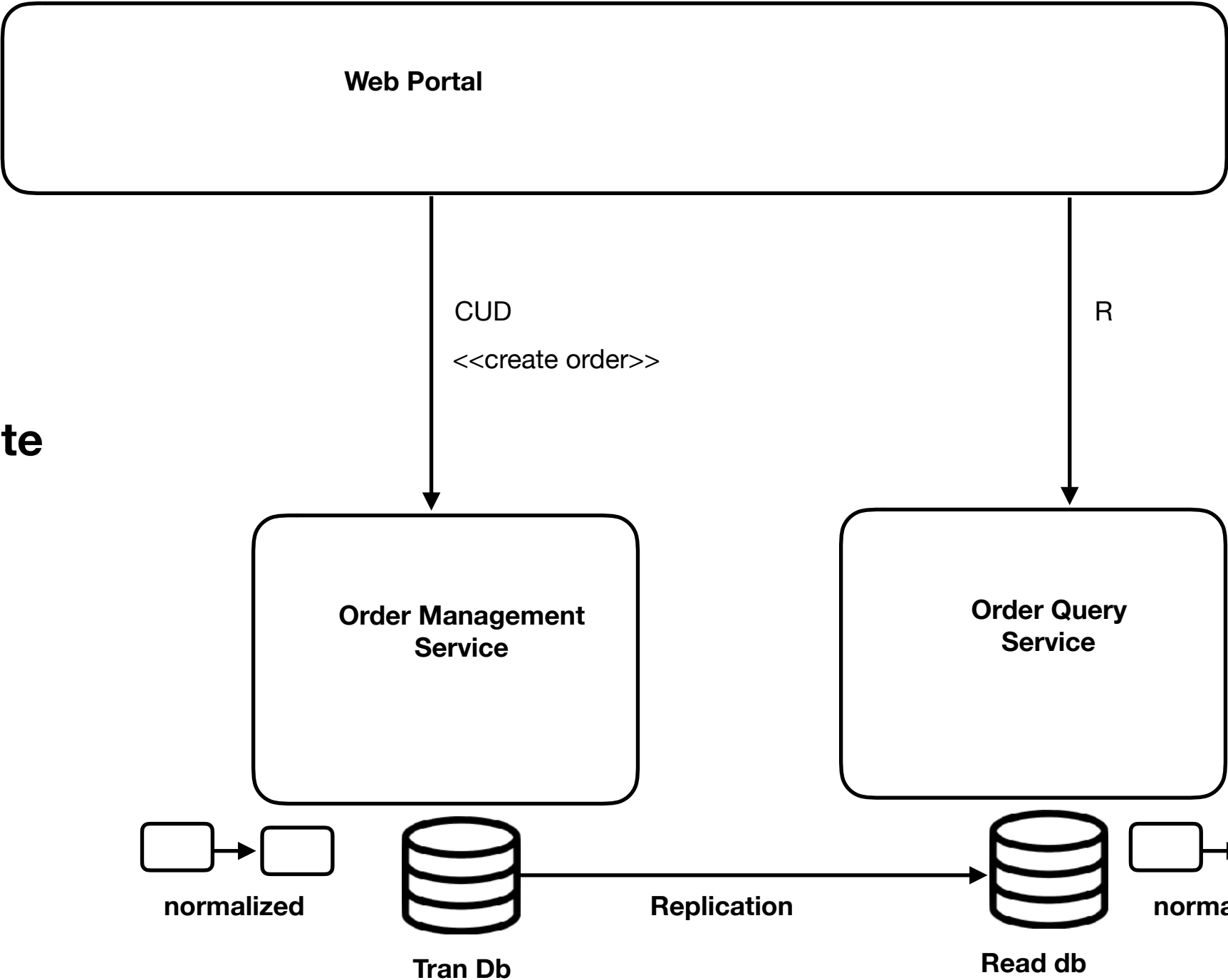
Data Parallelism



Task Parallelism



#0 db replication



@ performance of update

3rd normal form vs denormalized

No duplicate

Lots of duplicate

Write performance

Write needs
multiple updates

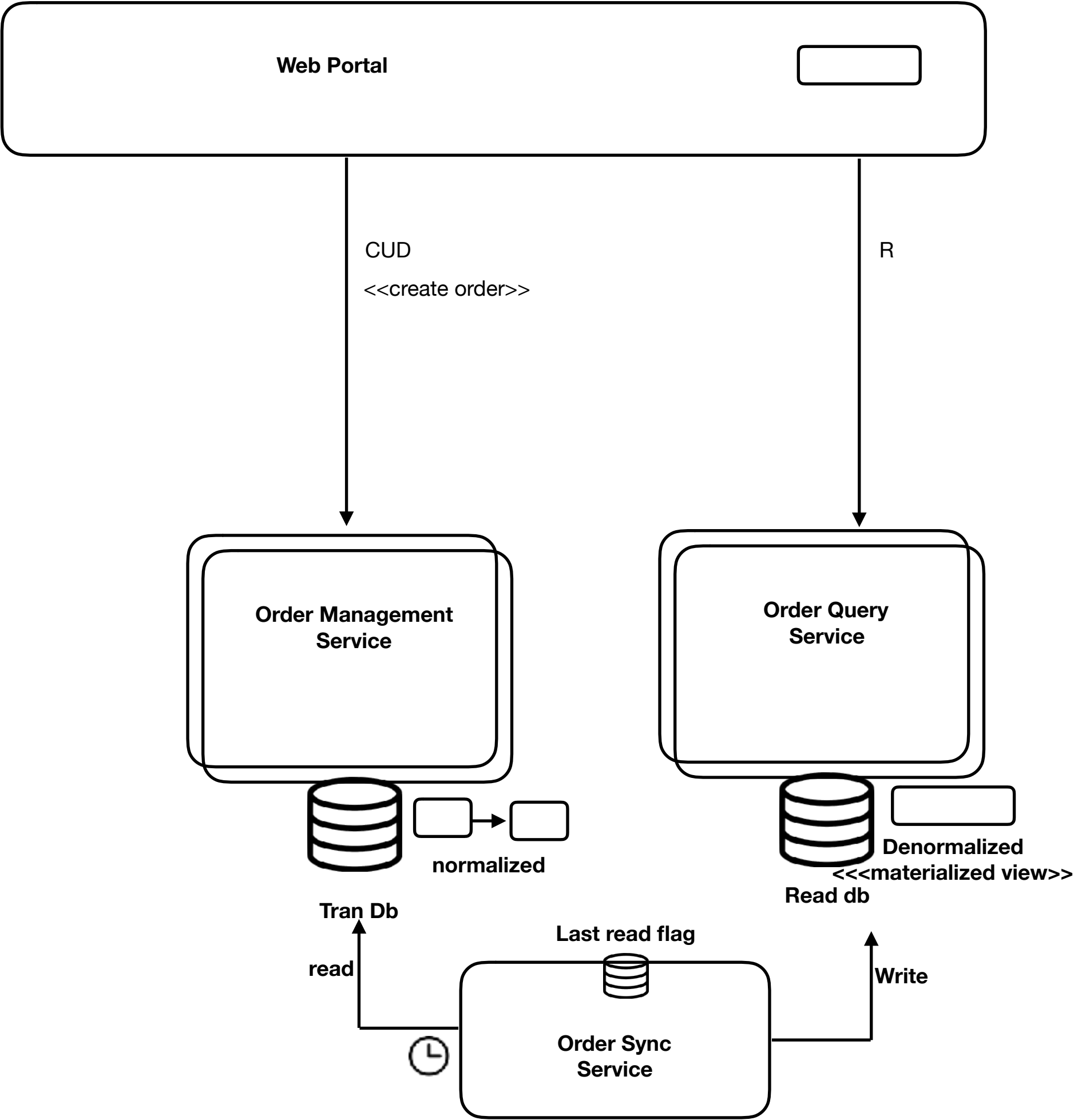
More joins

No joins

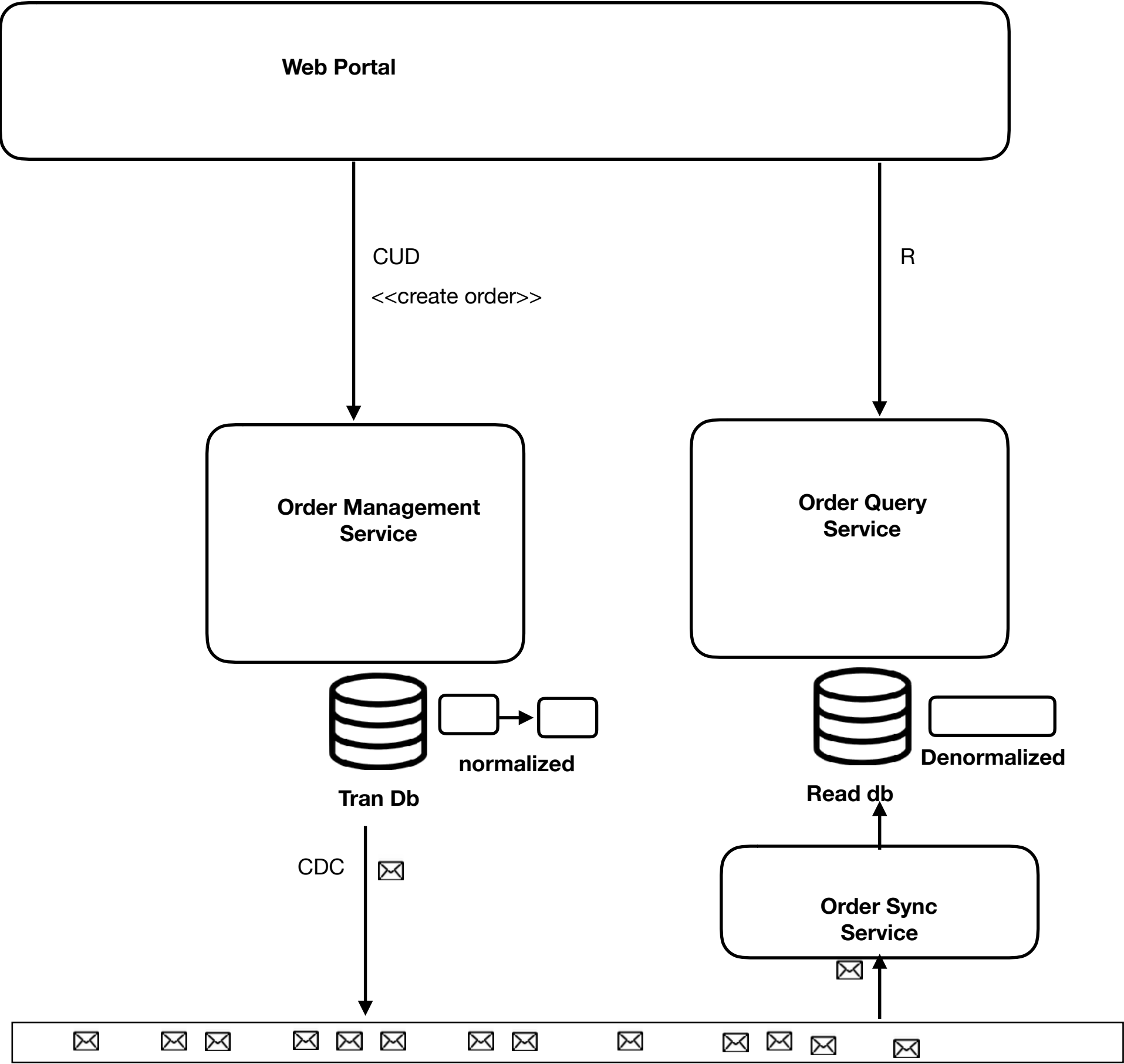
slow read

read performance

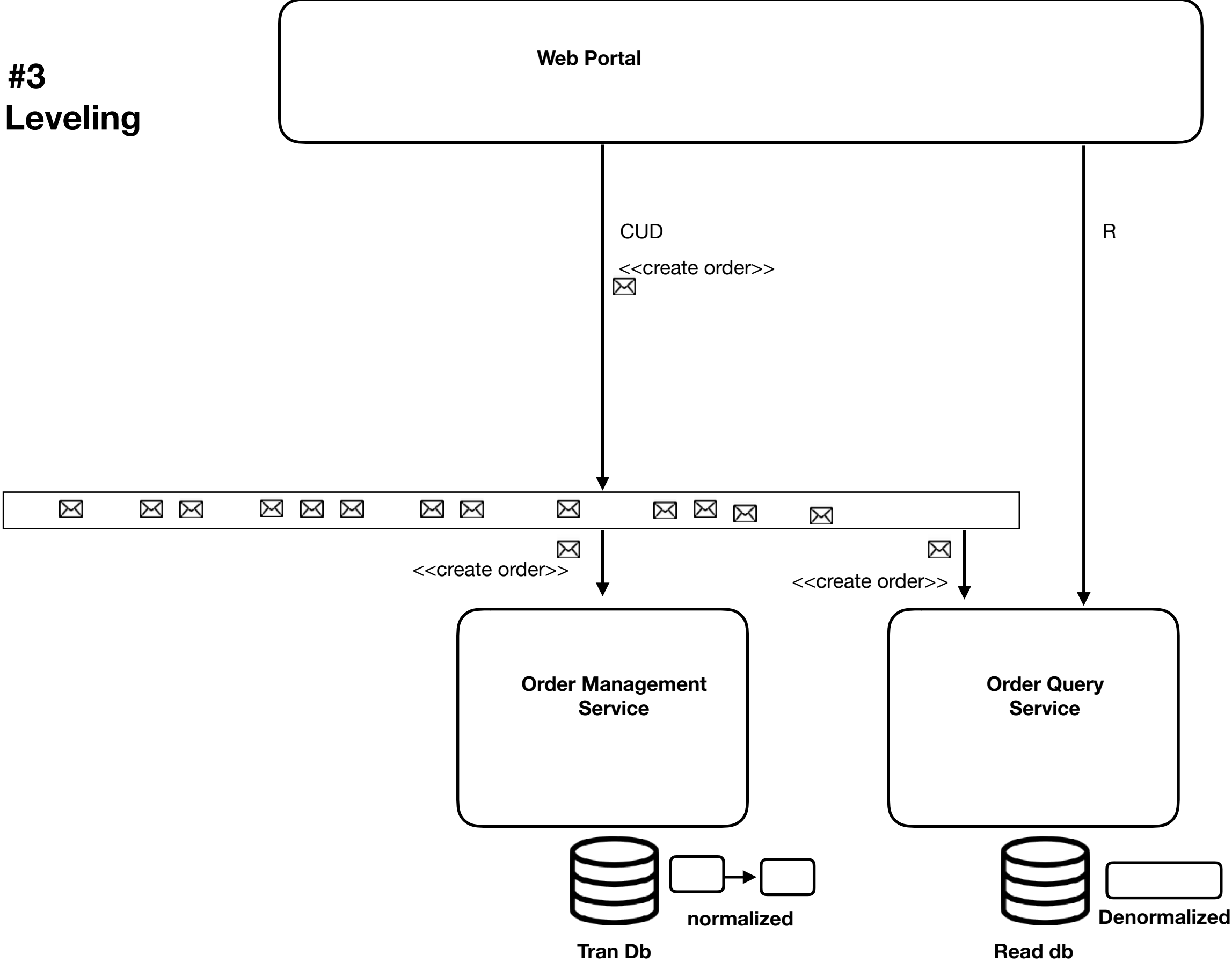
#1 polling



2 CDC



#3
Load Leveling



	Replication	Polling	CDC	Front end Queues
Performance of update	***	?		
Create Materialized views	? (create db views)	Yes (physical tables)	Yes (physical tables)	Yes (physical tables)
Infra / dev/ op cost	\$	\$	\$\$\$	\$\$\$
Read Performance	Slow	Fast	Fast	Fast
Version compatibility Effort	Less Effort	Medium Effort	More Effort	More Effort
Platform Capability	Mostly all platforms	All	Not supported for all stores	All
Materialized views in a different platform	No	Yes	Yes	`yes
Event Driven Architecture Support	No	No	No	Yes
High scalability	?	No no	Yes	Yes

Event Storming

- Domain Driven Design
 - Domain Events
- Event Sourcing

Domain (ecom)

**Sub Domain3
(Shipping)**

**Sub Domain1
(Inventory)**

**Sub Domain2
(Accounting)**

Invoice

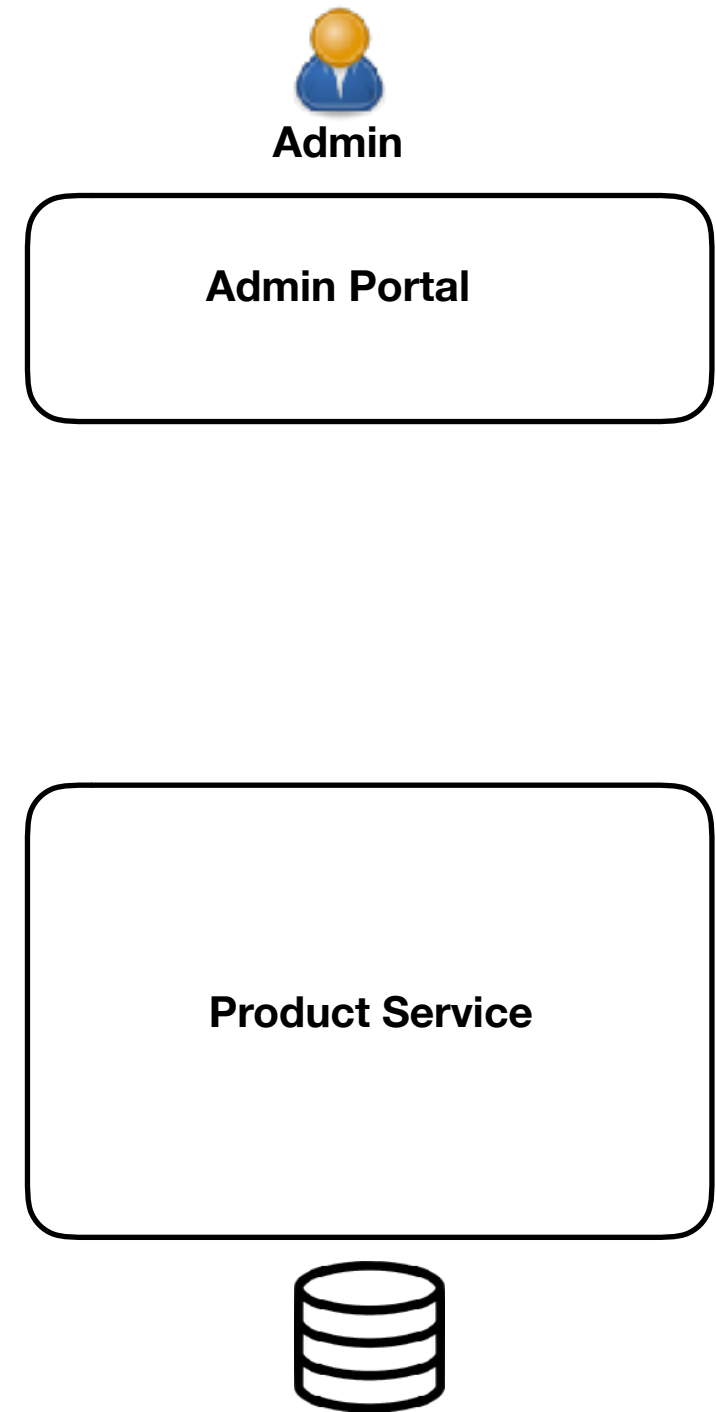
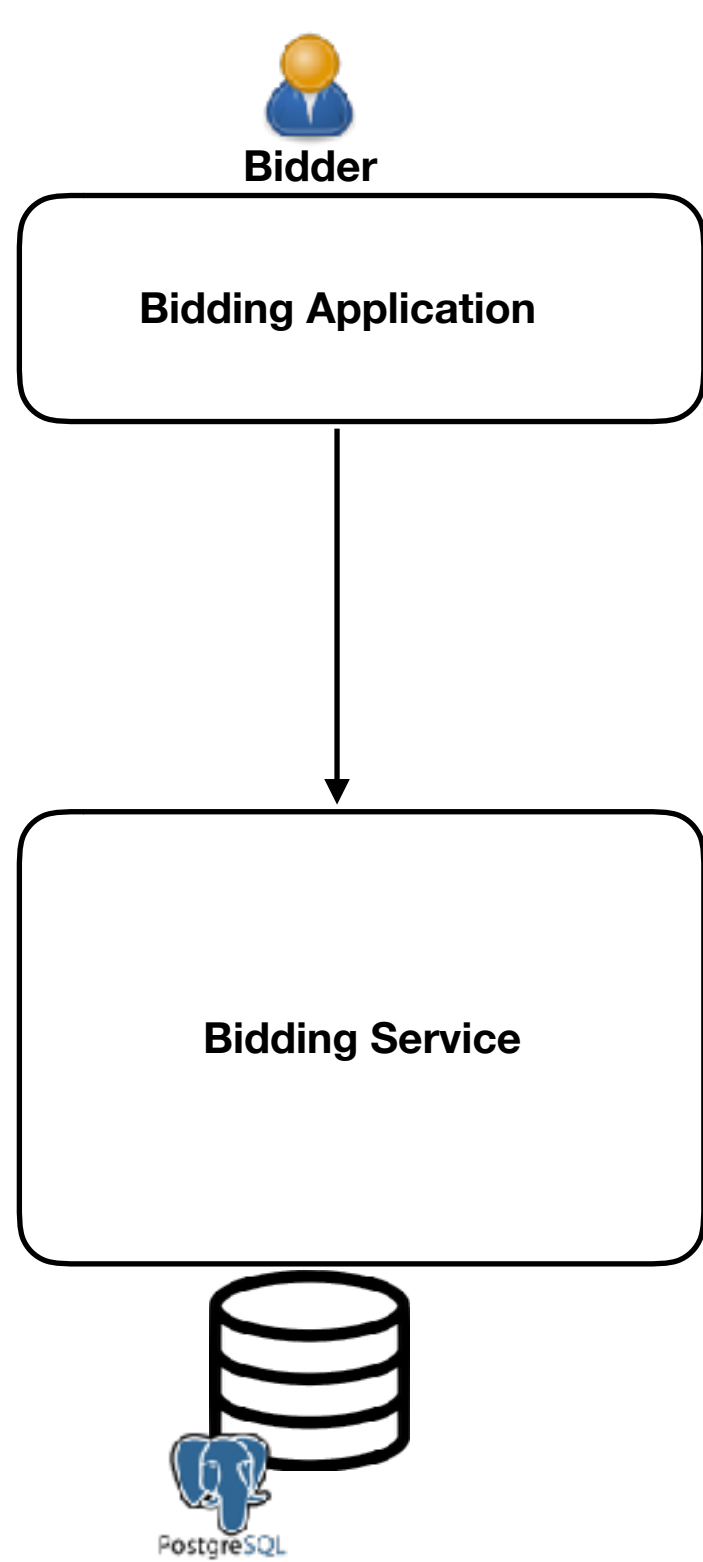
**Invoice
Head**

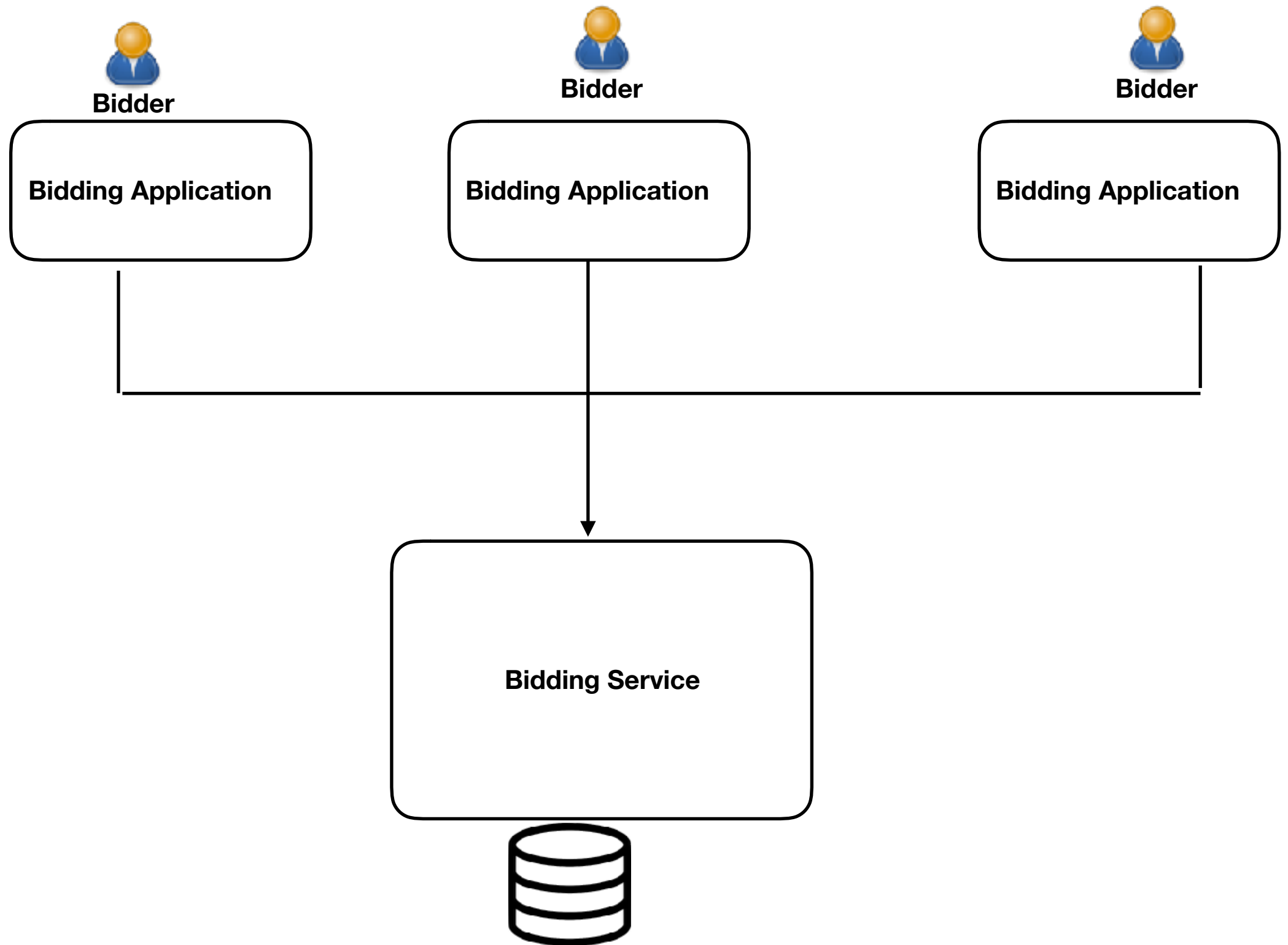
**Invoice
Detail**

**Line
Item**

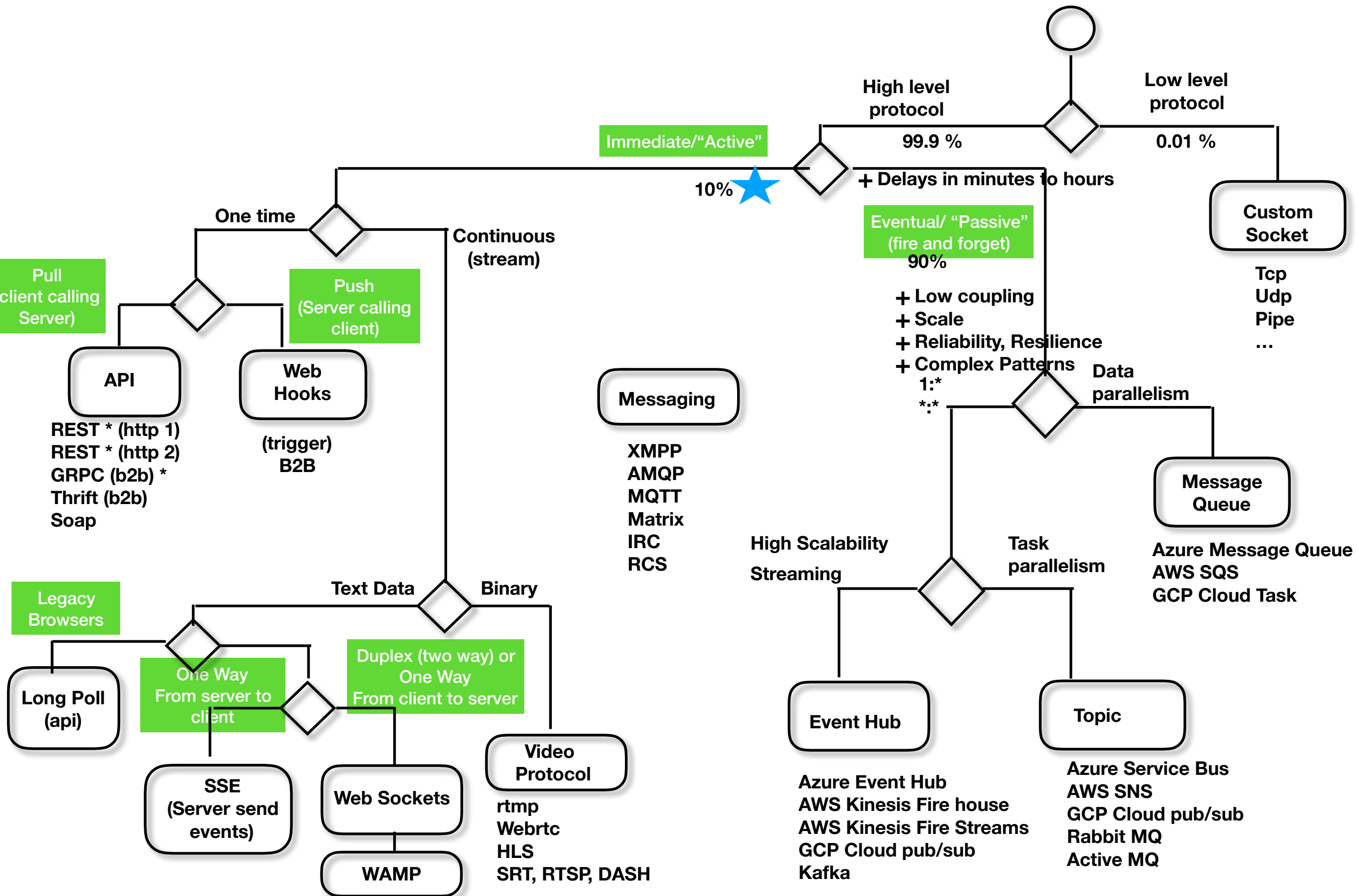
**Order
Item**

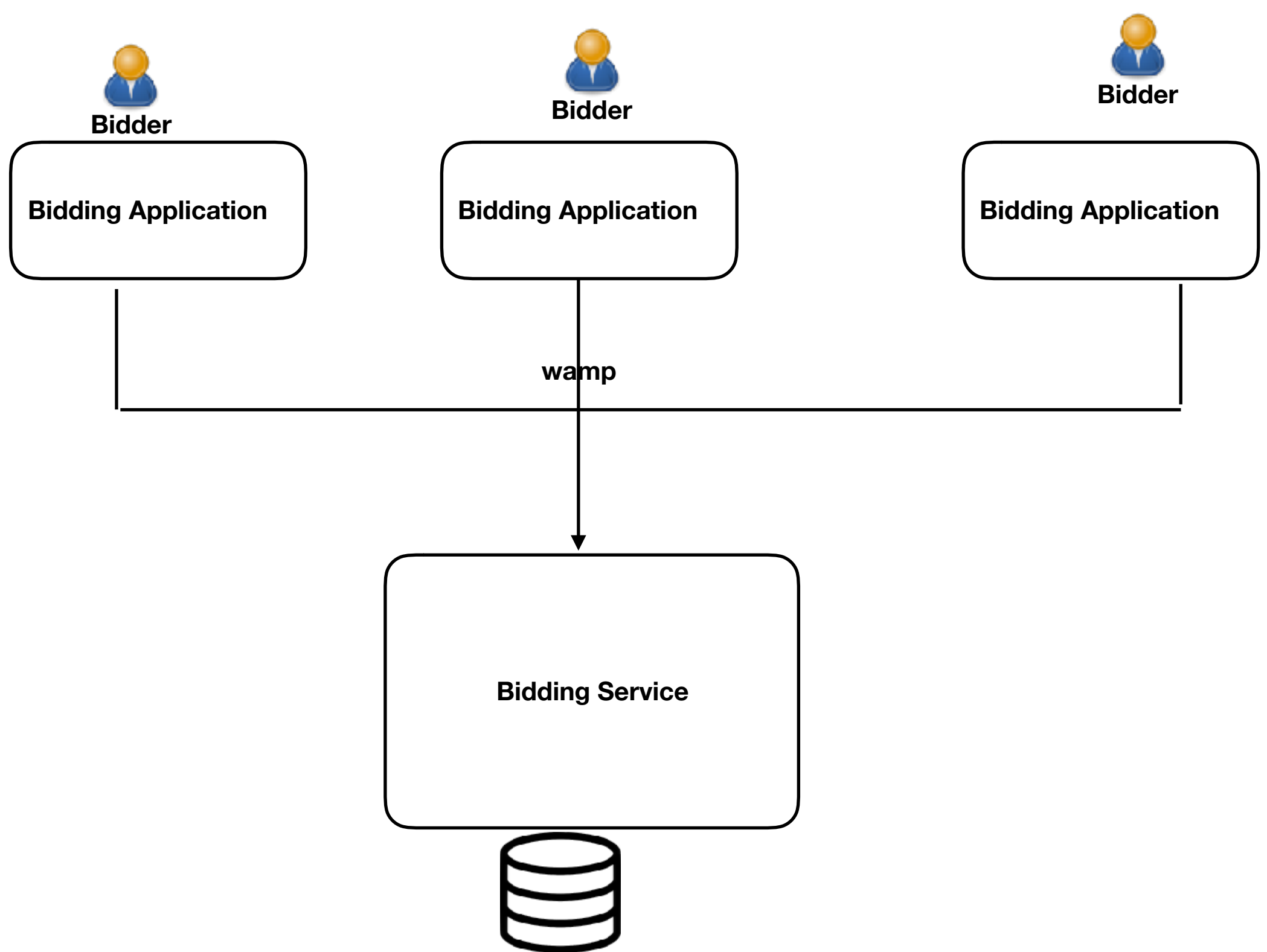
Bidding

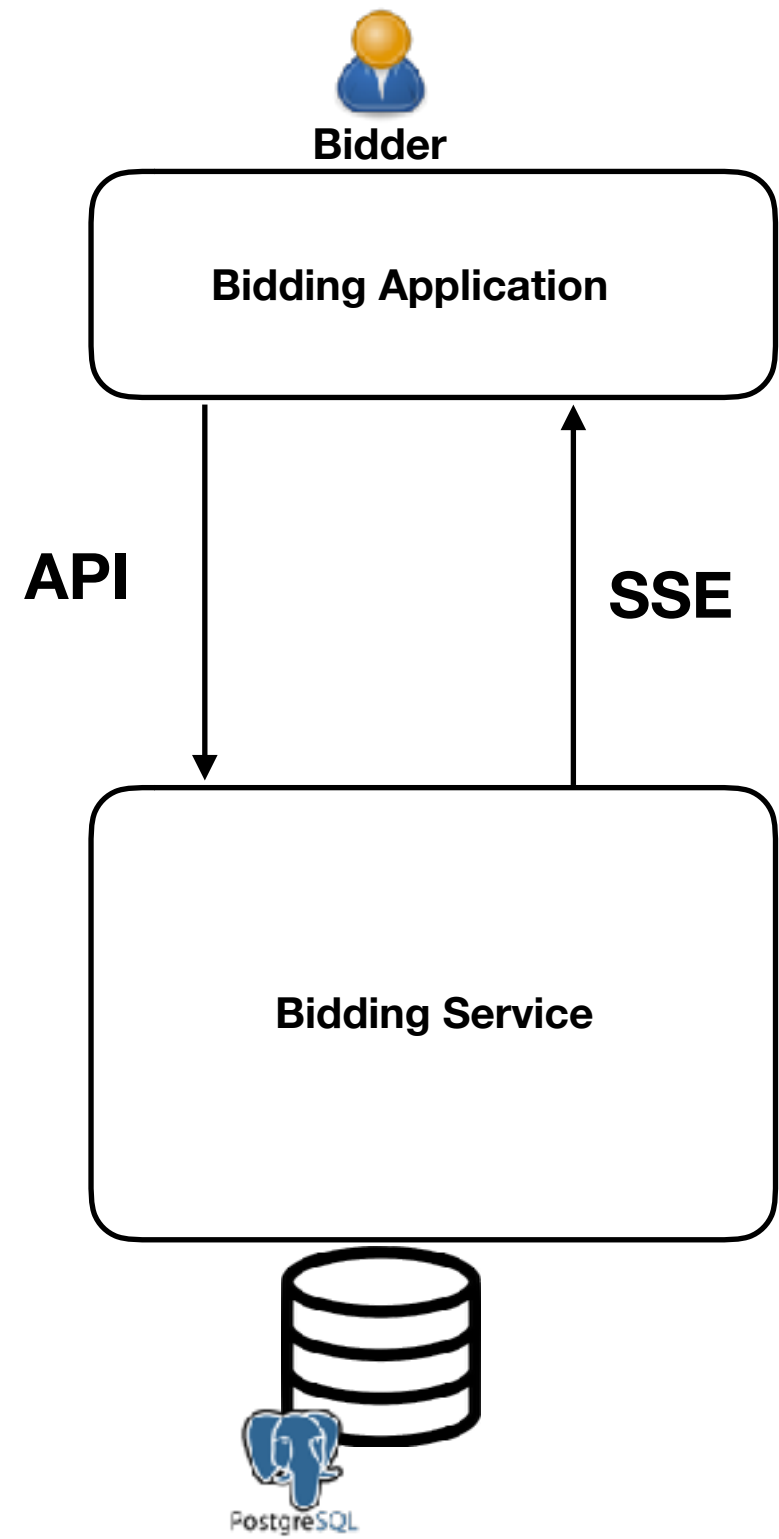
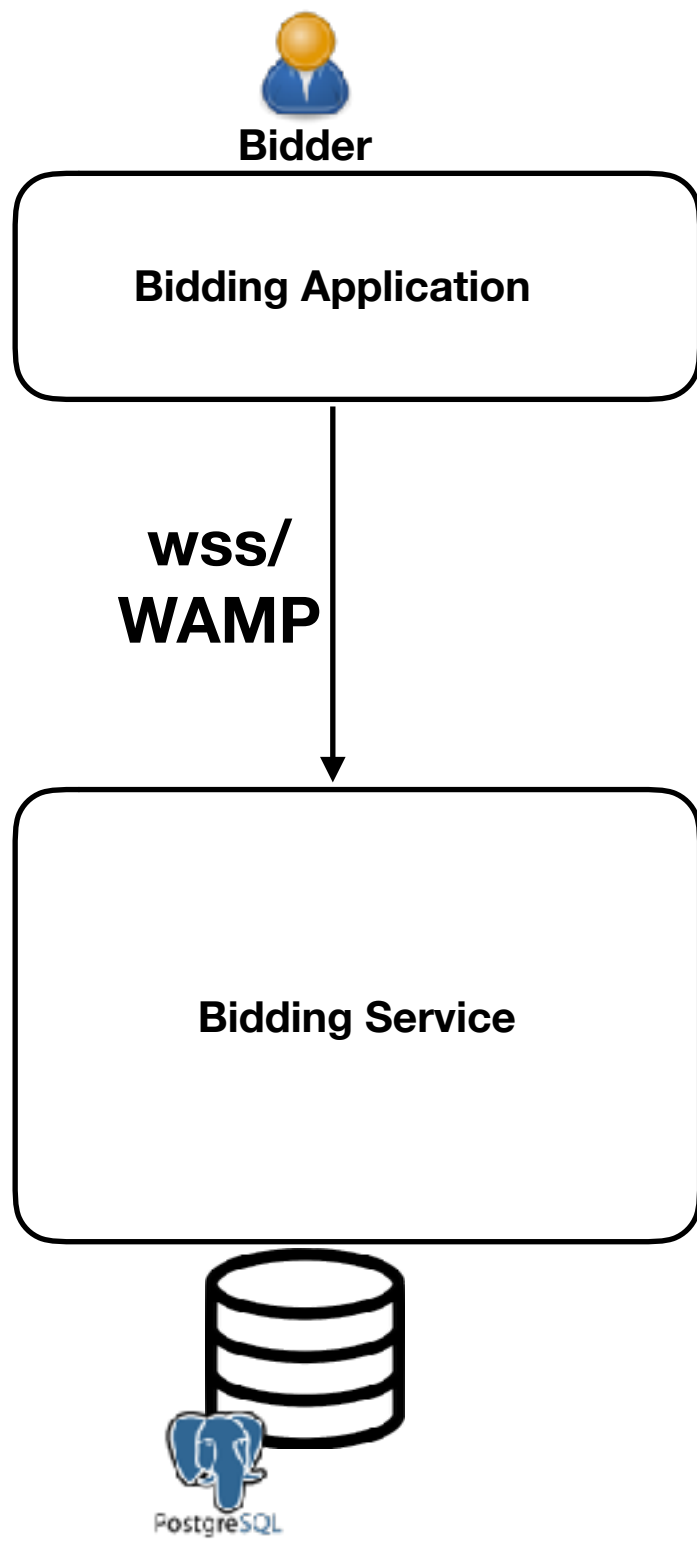




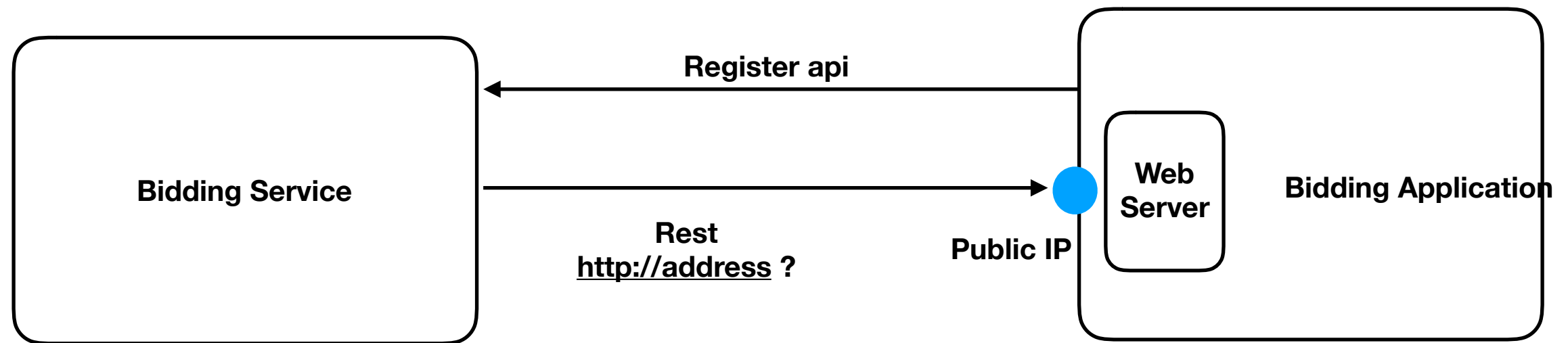
Choose Communication



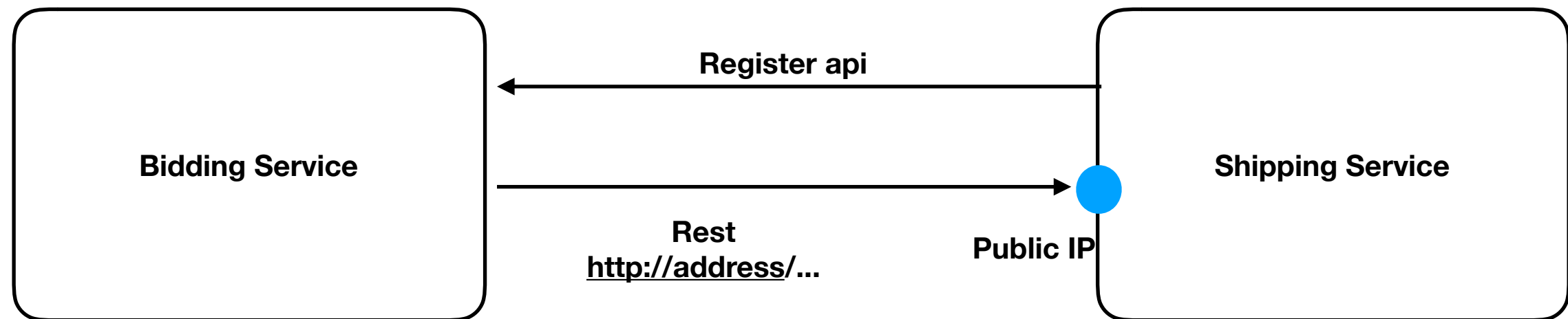




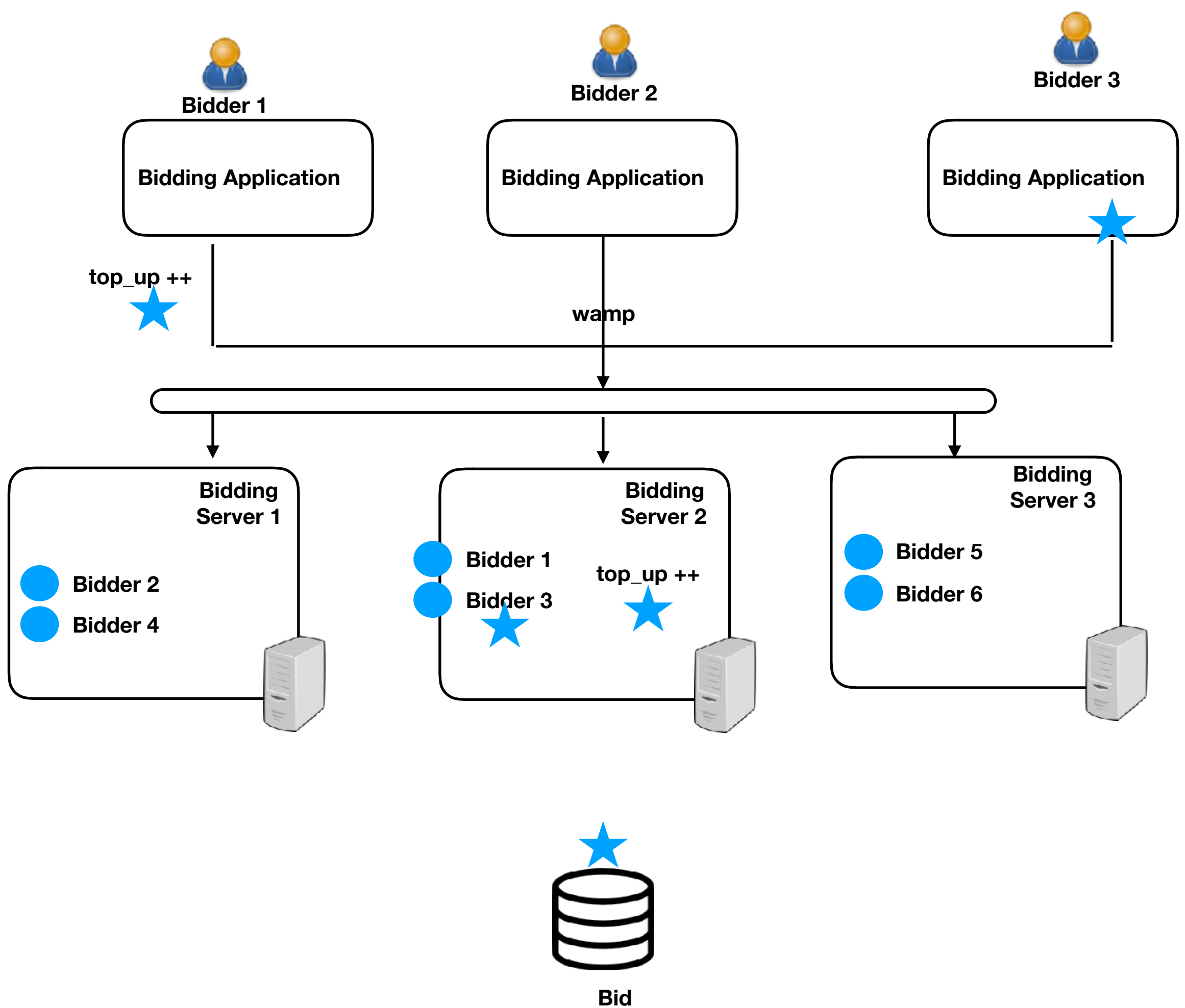
Bidding Application



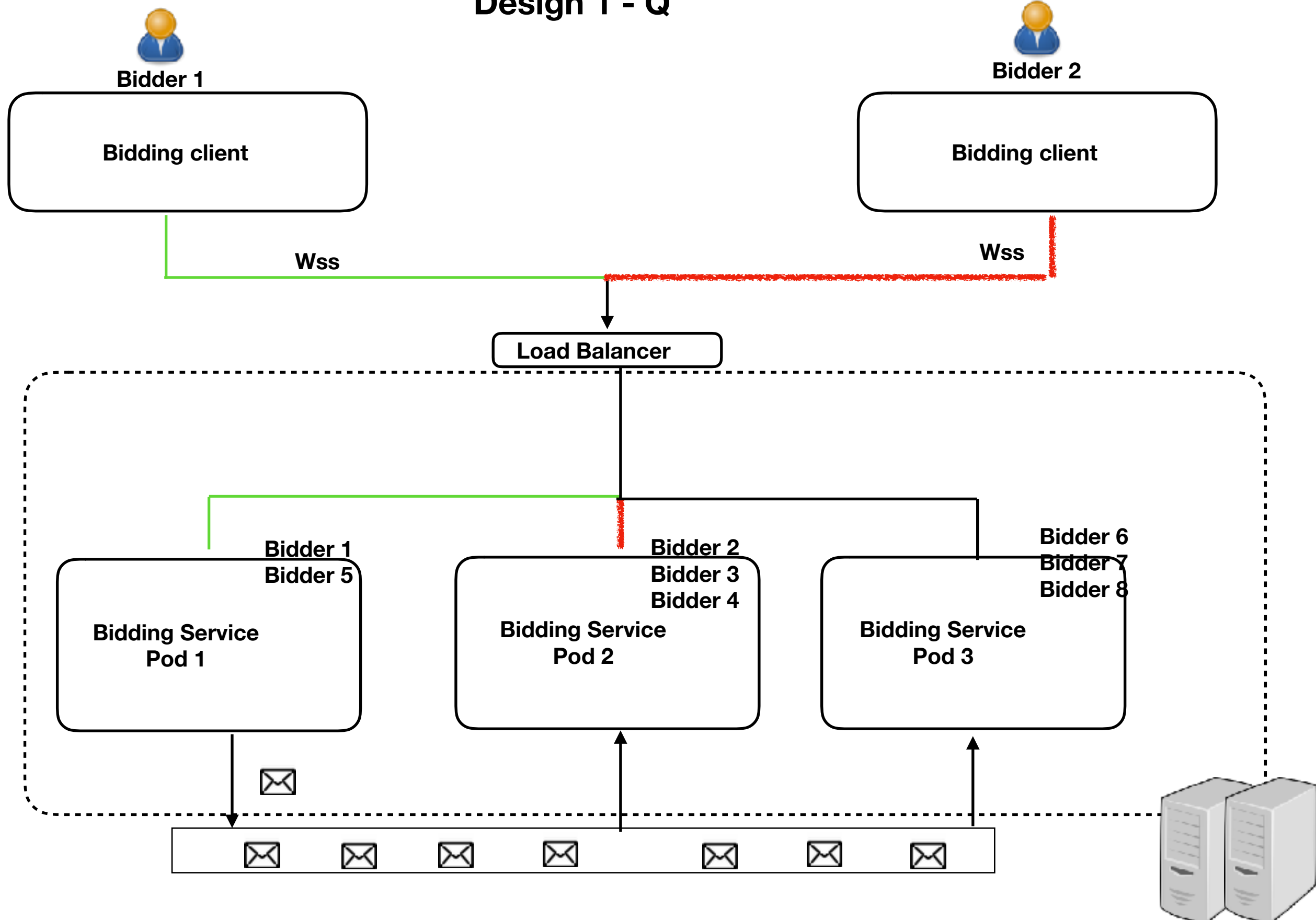
B2C



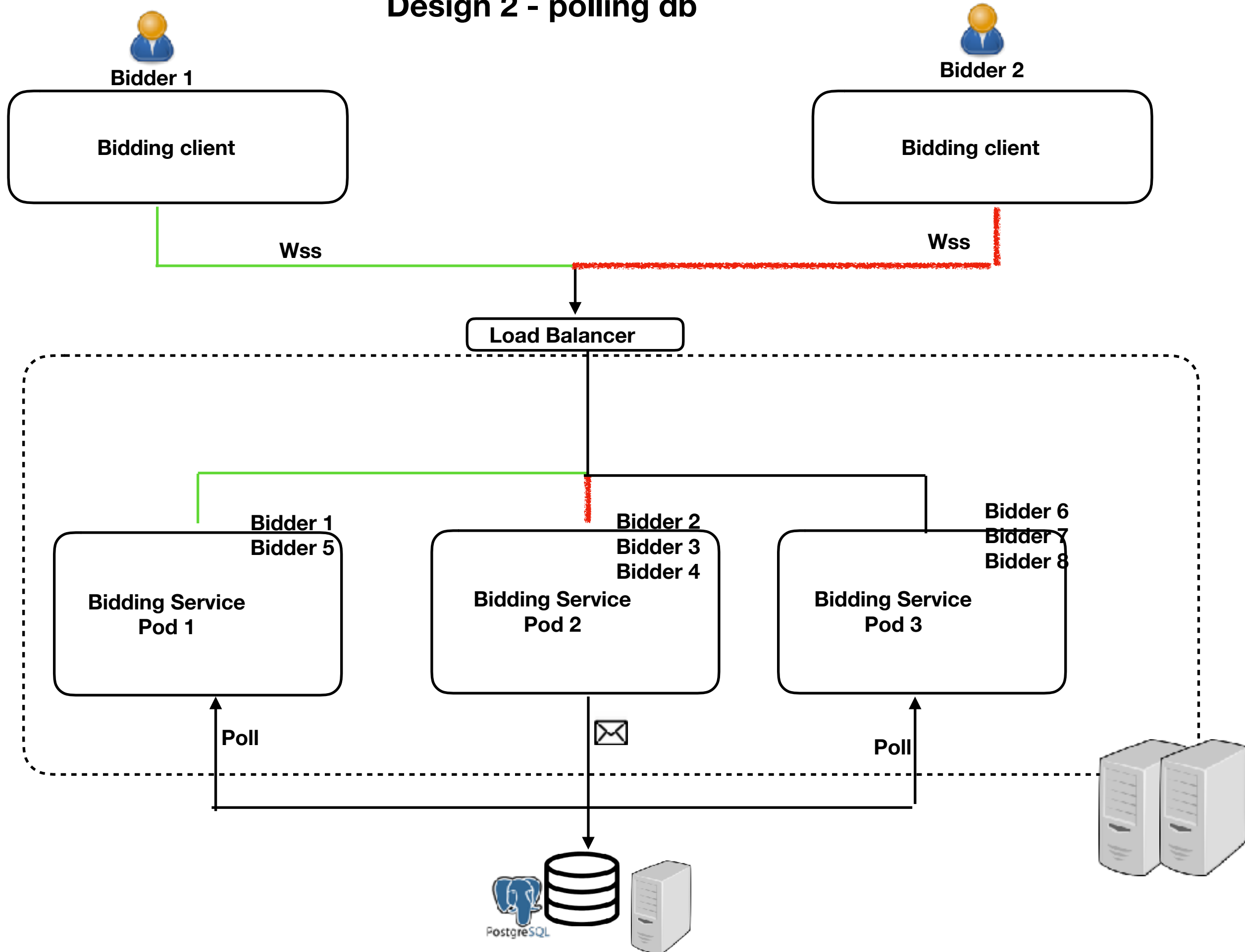
B2b



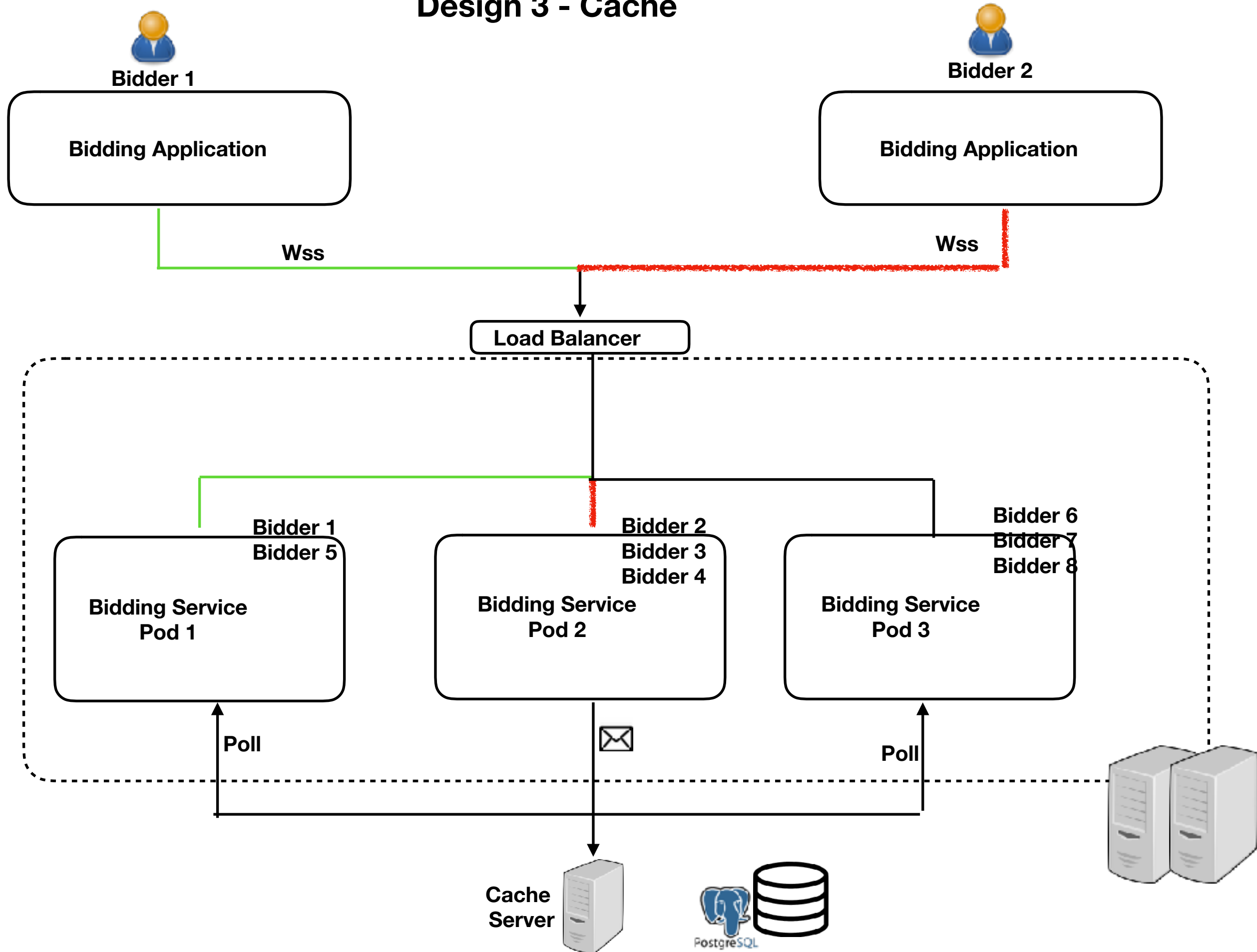
Design 1 - Q



Design 2 - polling db



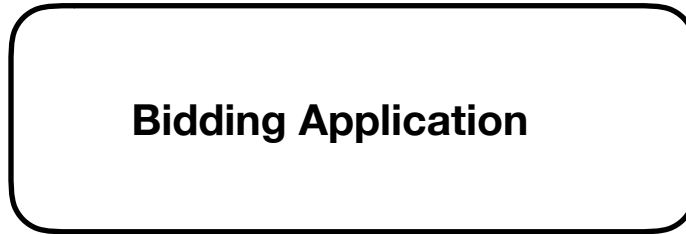
Design 3 - Cache



Design 4 - Cache pub-sub



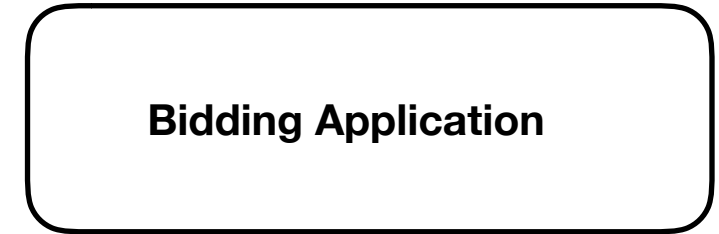
Bidder 1



Bidding Application



Bidder 2



Bidding Application

Wss

Wss

Load Balancer

Bidder 1
Bidder 5

Bidding Service
Pod 1

Bidder 2
Bidder 3
Bidder 4

Bidding Service
Pod 2

Bidder 6
Bidder 7
Bidder 8

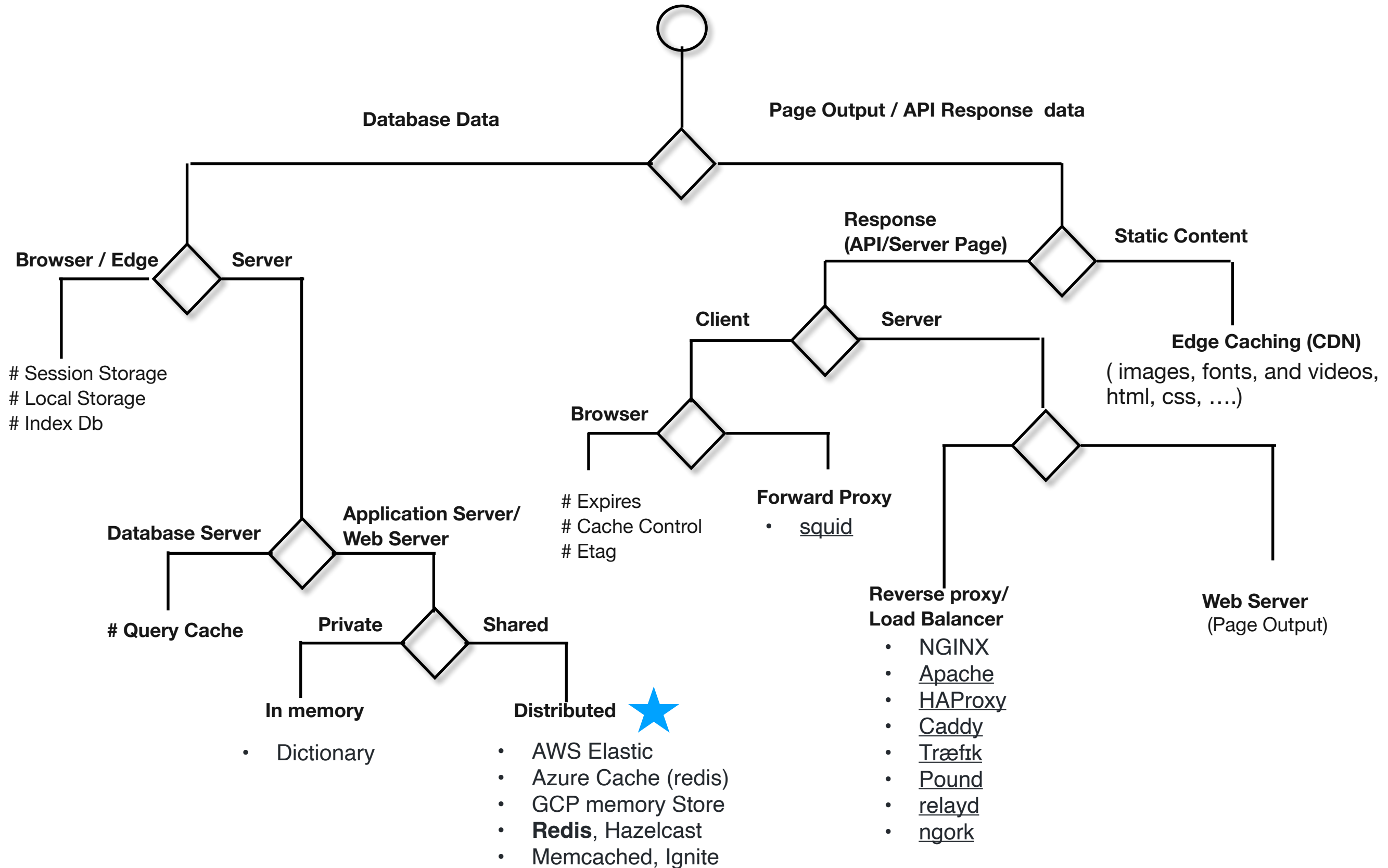
Bidding Service
Pod 3

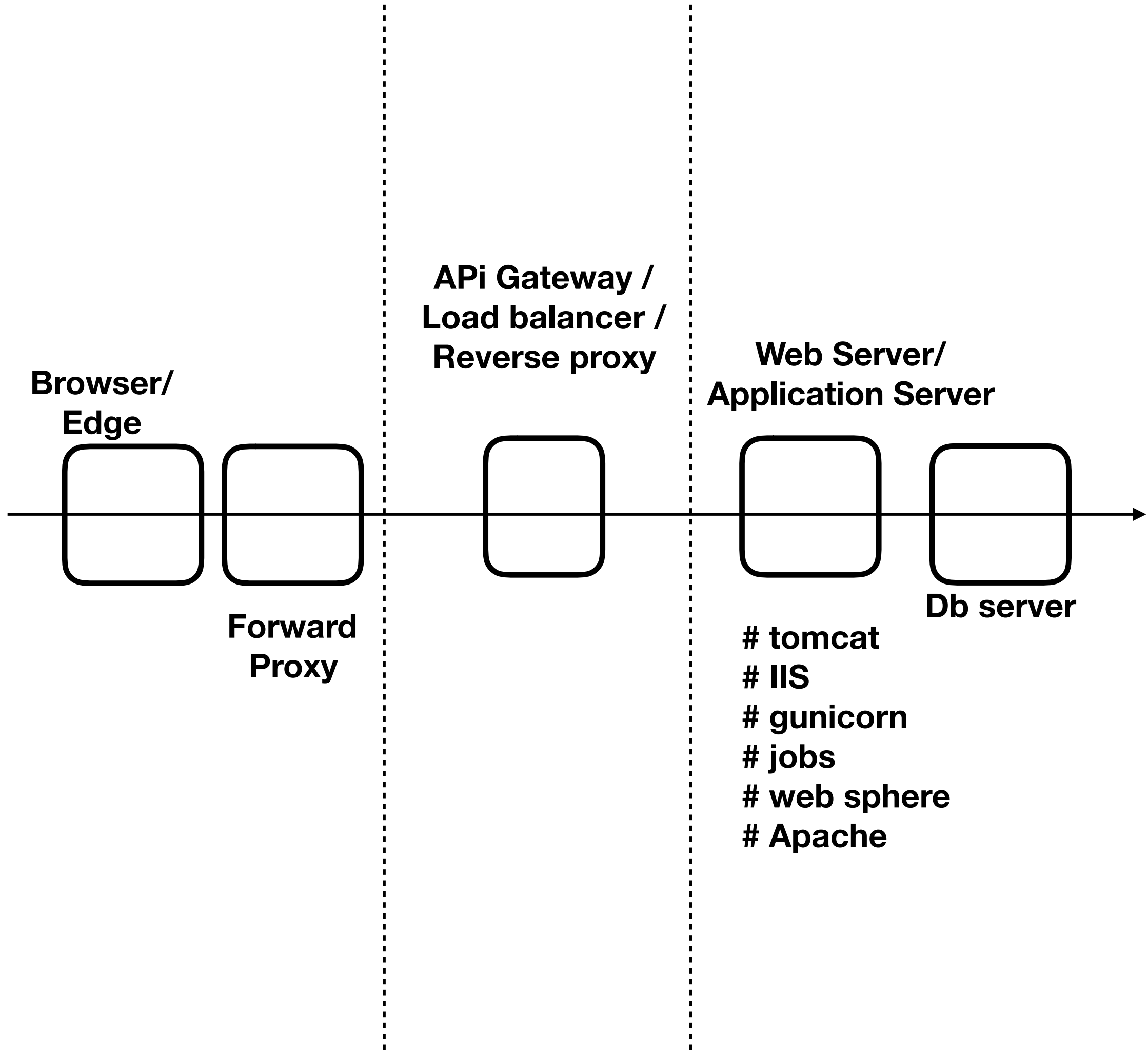
notification noise
concurrent update <—

pub/sub



Choose Cache





irctc

Tatkal booking

Principles

- YAGNI
- SOC

Reference

Manage Business

Run Business

