



# SCALABLE DATA ARCHITECTURES

from thousands to billions of events

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@philip\_pfo

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Please read the notes associated with  
each slide for the full context of the  
presentation

# Who am I?



## Philip Fisher-Ogden

- Director of Engineering @ Netflix
- Playback Services (making “click play” work)
- 6 years @ Netflix, from 10 servers to 10,000s

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# Story

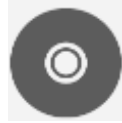
Netflix streaming – 2007 to present

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# Device Growth



2007  
1 device



XBOX 360

2008  
10s of devices



PS3

2009  
10s of devices

iPhone  
iPad  
Wii

2010  
100s of devices



2011+  
1000+ devices

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# Experience Evolution



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# Subscribers & Viewing

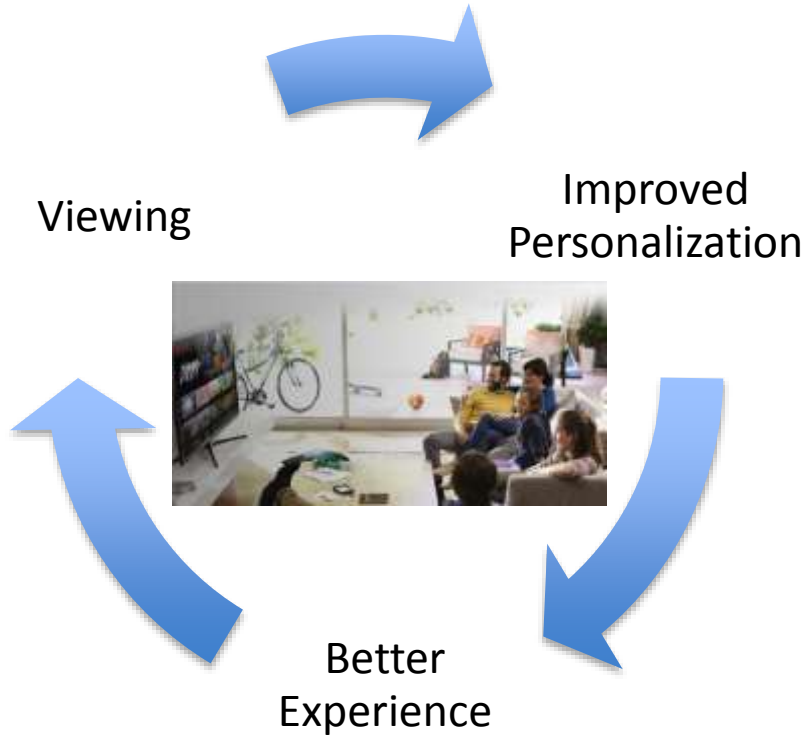
53M global subscribers

50 countries

>2 billion hours viewed per month

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# Virtuous Cycle



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# Viewing Data

Who, What, When, Where, How Long



10/13/14

"city": "PLEASANTON",  
"region\_code": "CA",



Duration

0:15:11

Latest  
Position

14:41

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# Real time data use cases

## What have I watched?



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# Real time data use cases

Where was I at?



# Real time data use cases

What else am I watching?

**Too many people are using your account right now.**

To watch House of Cards, stop playing on this screen:

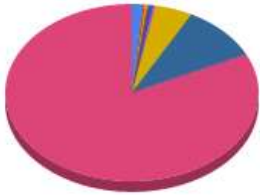
iPhone - Orange Is the New Black (Doppelganger)

Retry

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# Session Analytics

Video Bitrate Usage



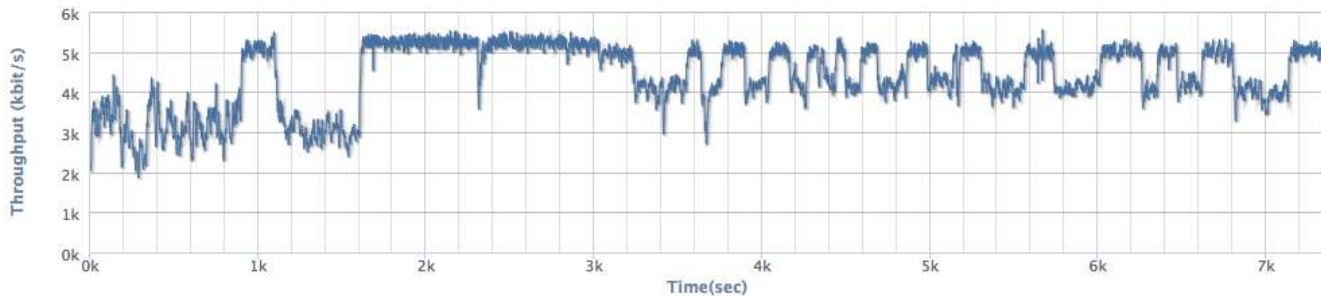
Whoops, something went wrong...

**Internet Connection Problem**

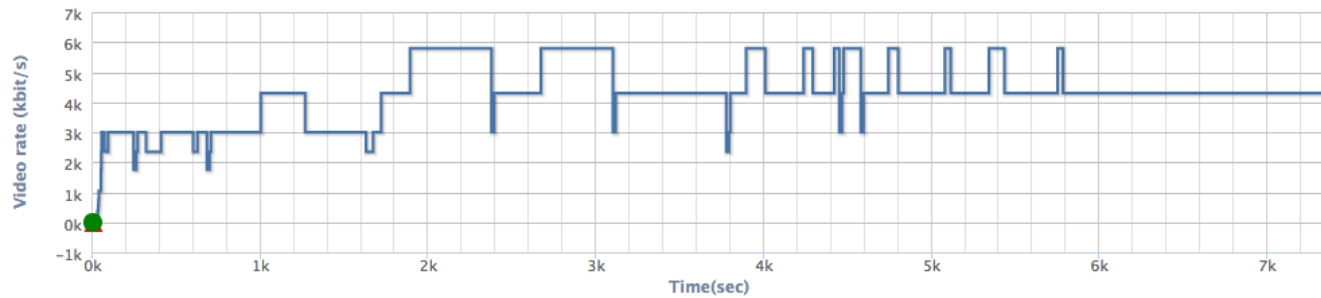
An Internet or home network connection problem is preventing playback. Please check your Internet connection and try again.

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# Session Analytics



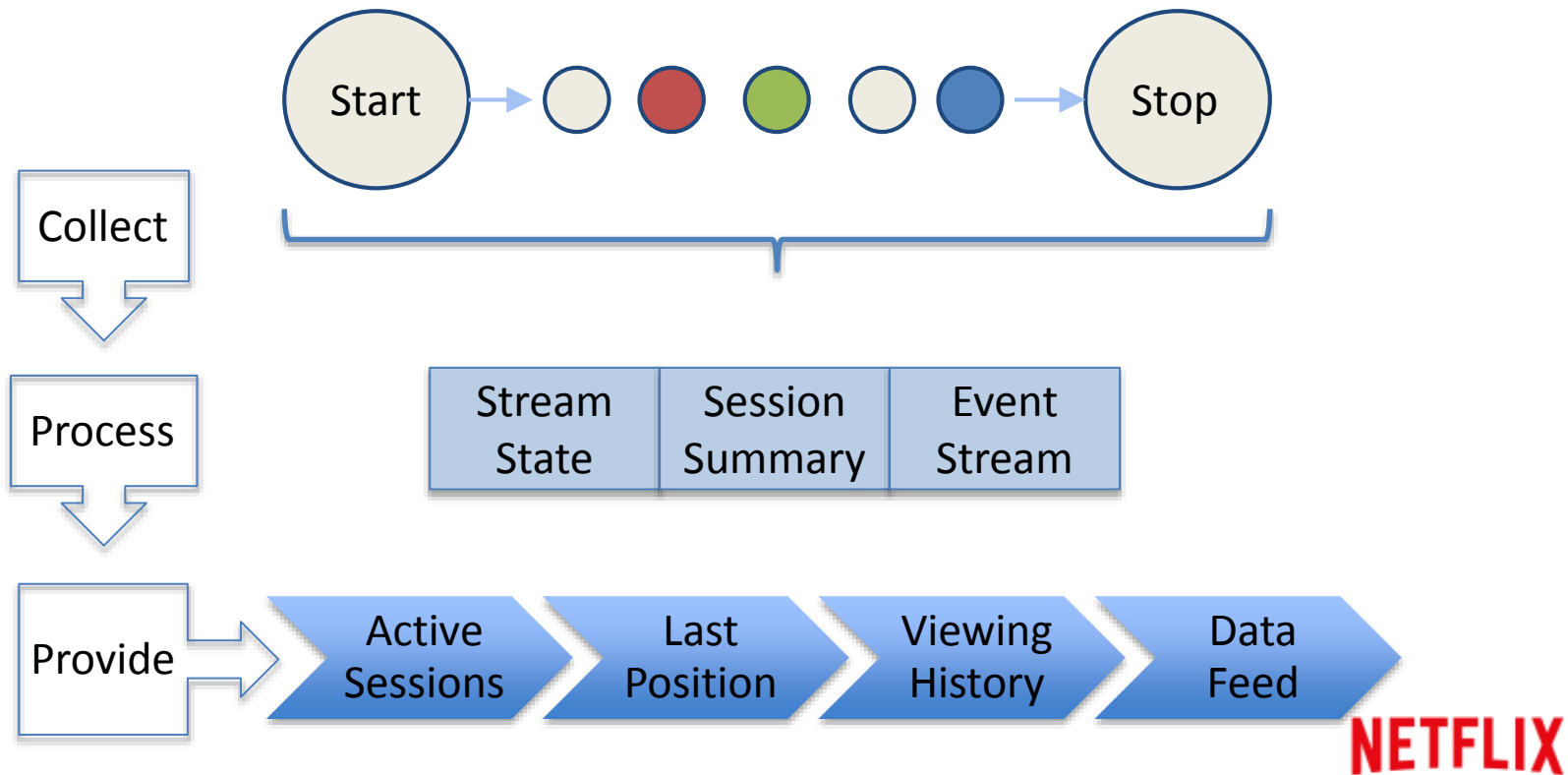
— Throughput



— Video Rate ♦ Events

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# Generic Architecture

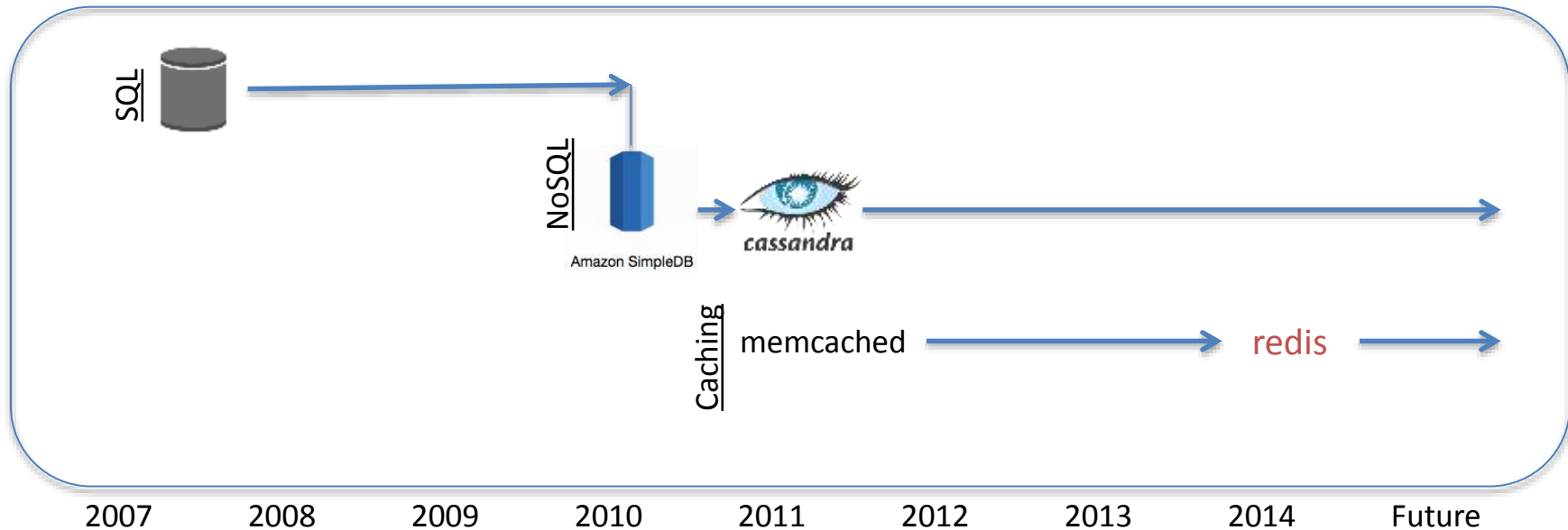


# Architecture Evolution

- Different generations
- Pain points & learnings
- Re-architecture motivations

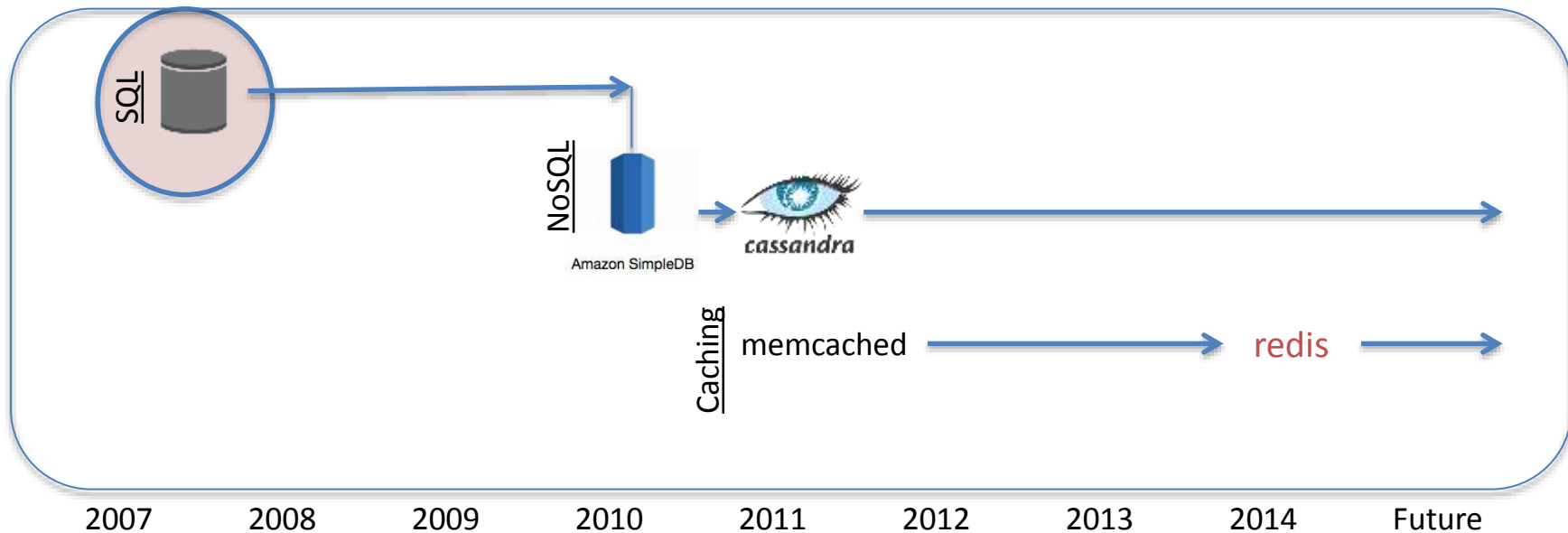


# Real Time Data

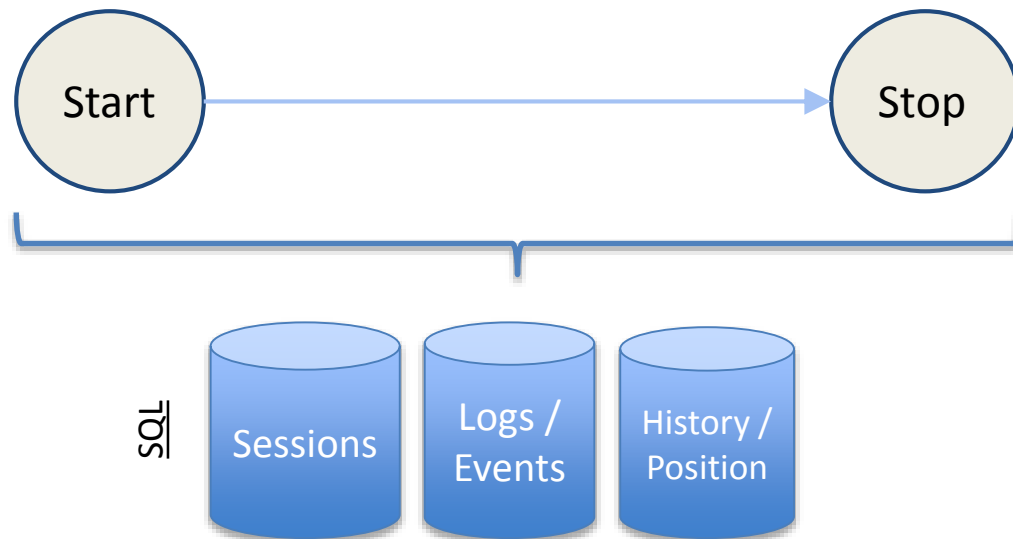


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# Real Time Data – gen 1



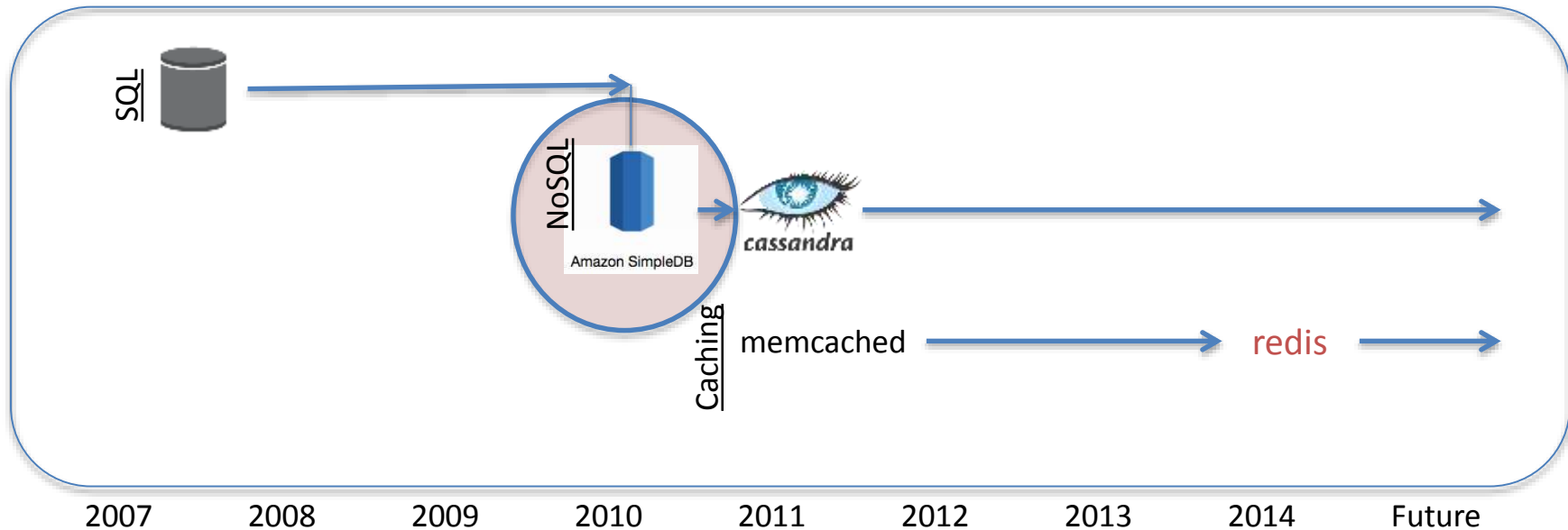
# Real Time Data – gen 1



# Real Time Data – gen 1 pain points

- Scalability
  - DB scaled up not out
- Event Data Analytics
  - ad hoc
- Fixed schema

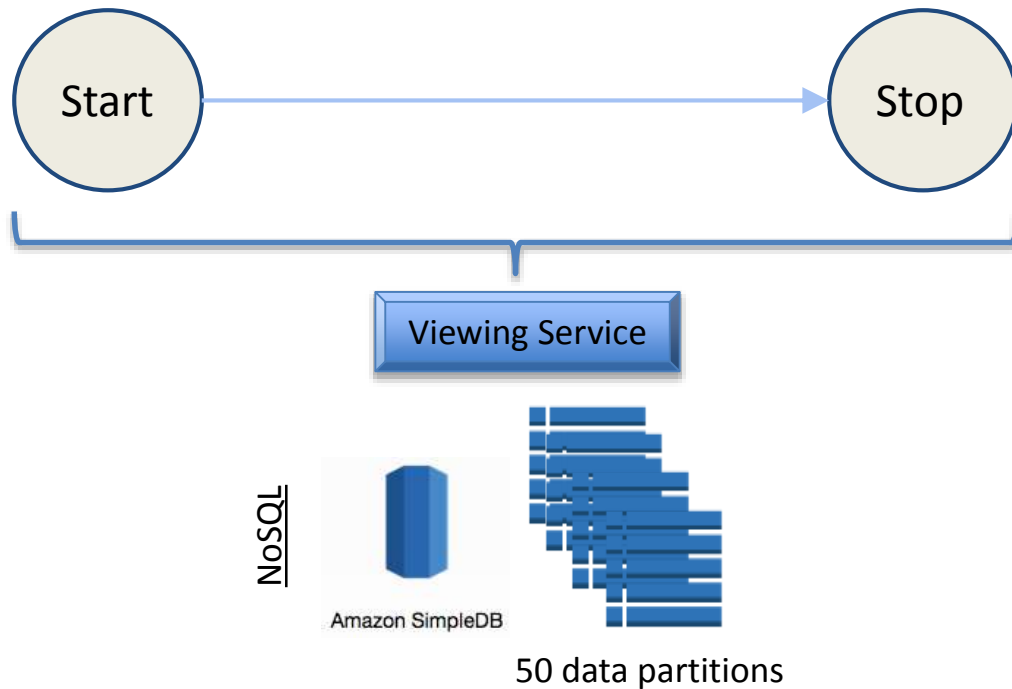
# Real Time Data – gen 2



# Real Time Data – gen 2 motivations

- Scalability
  - Scale out not up
- Flexible schema
  - Key/value attributes
- Service oriented

# Real Time Data – gen 2

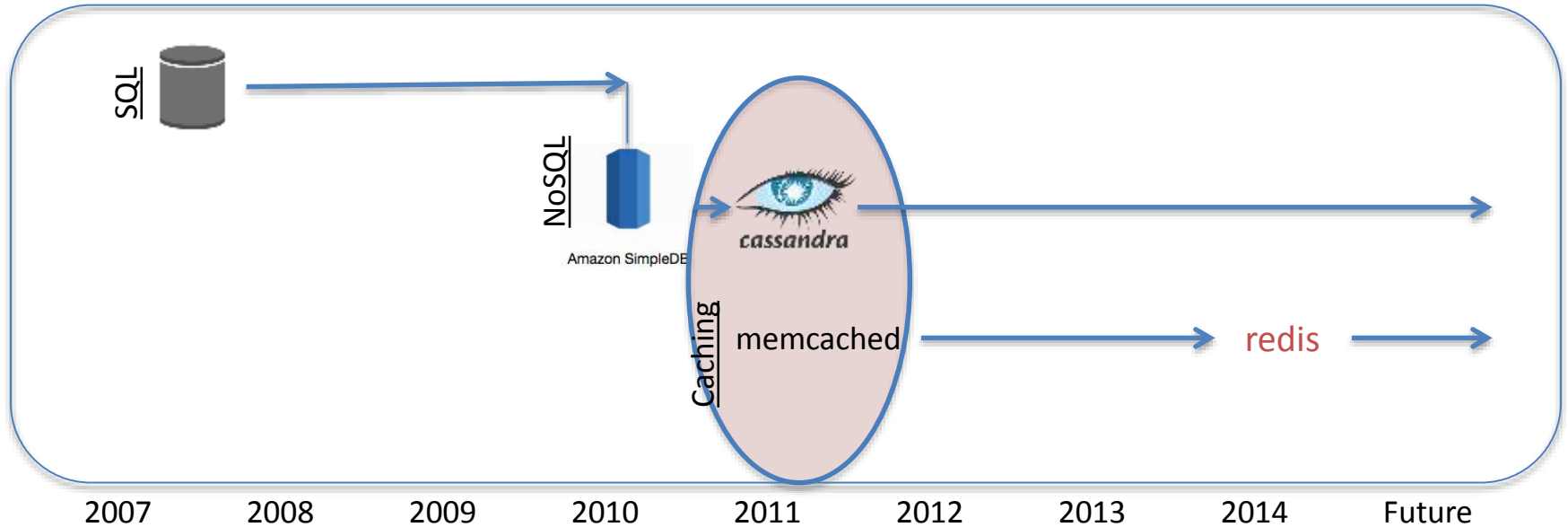


# Real Time Data – gen 2 pain points

- Scale out
  - Resharding was painful
- Performance
  - Hot spots
- Disaster Recovery
  - SimpleDB had no backups



# Real Time Data – gen 3



# Real Time Data – gen 3 landscape

- Cassandra 0.6
- Before SSDs in AWS
- Netflix in 1 AWS region

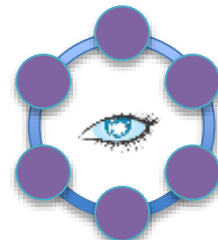
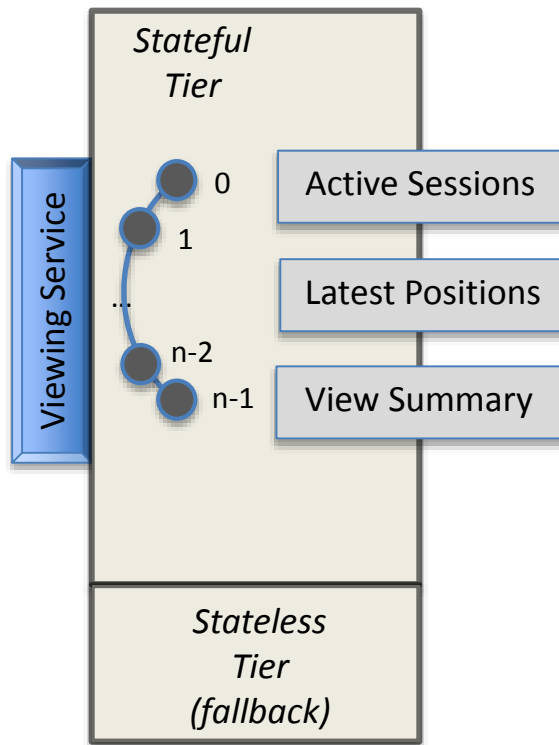
# Real Time Data – gen 3 motivations

- Order of magnitude increase in requests

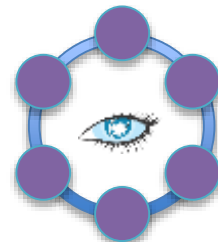


- Scalability
  - Actually scale out rather than up

# Real Time Data – gen 3



Sessions

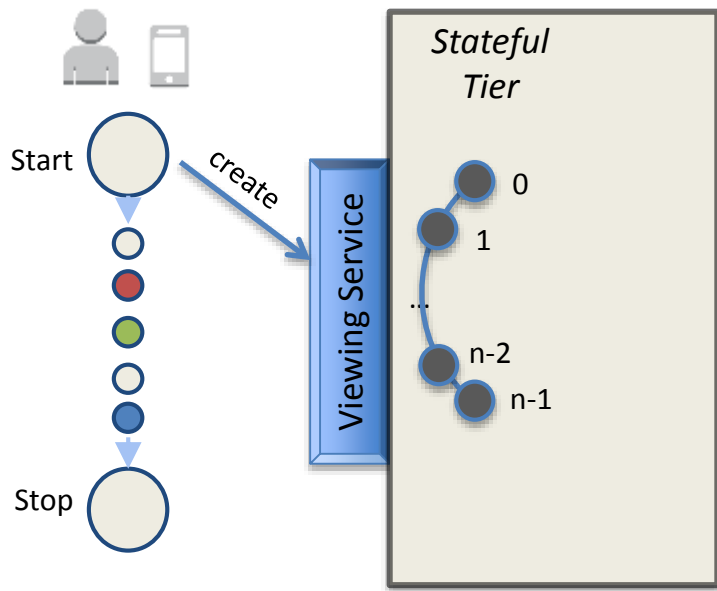


Viewing History

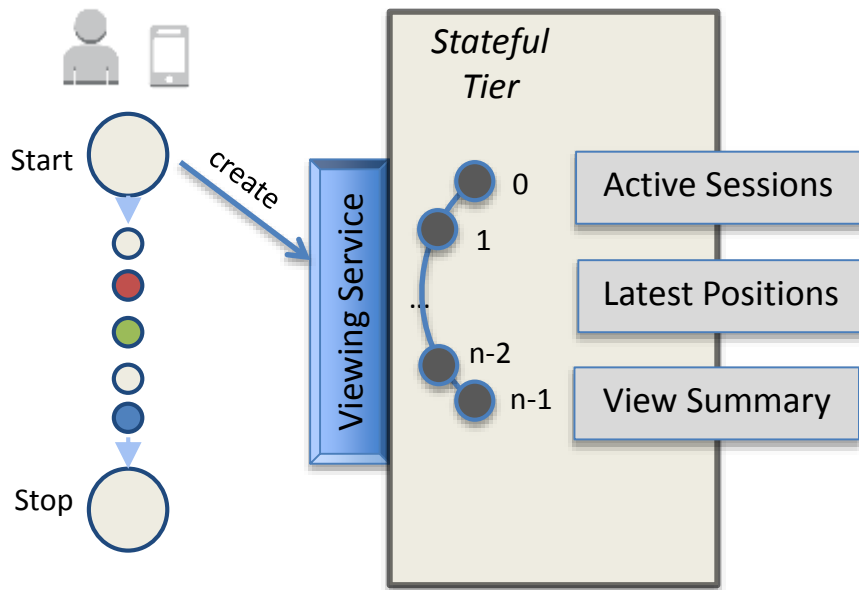
Memcached

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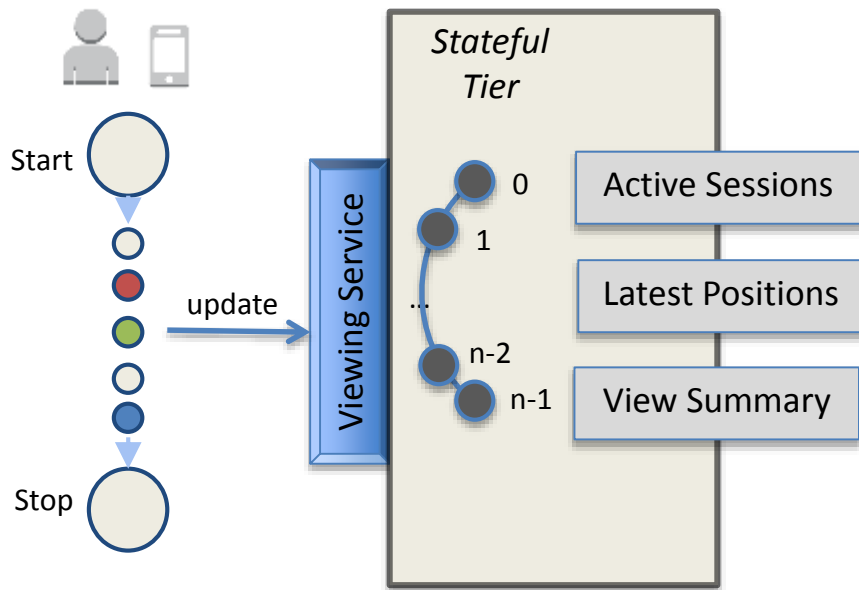
# Real Time Data – gen 3 writes



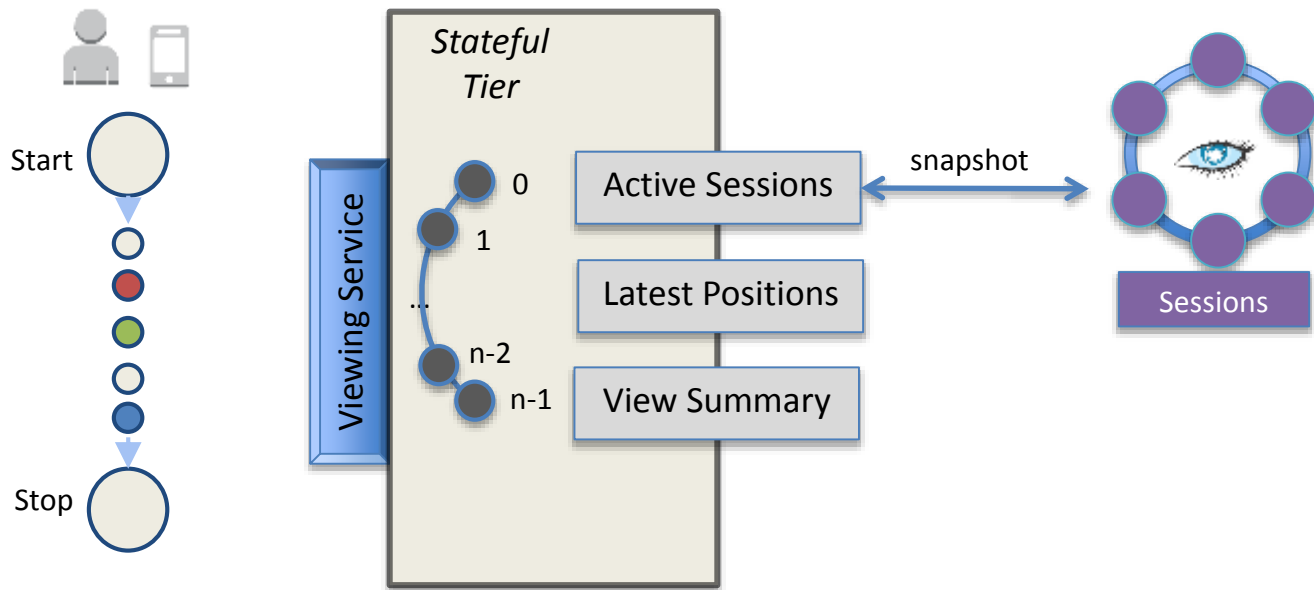
# Real Time Data – gen 3 writes



# Real Time Data – gen 3 writes

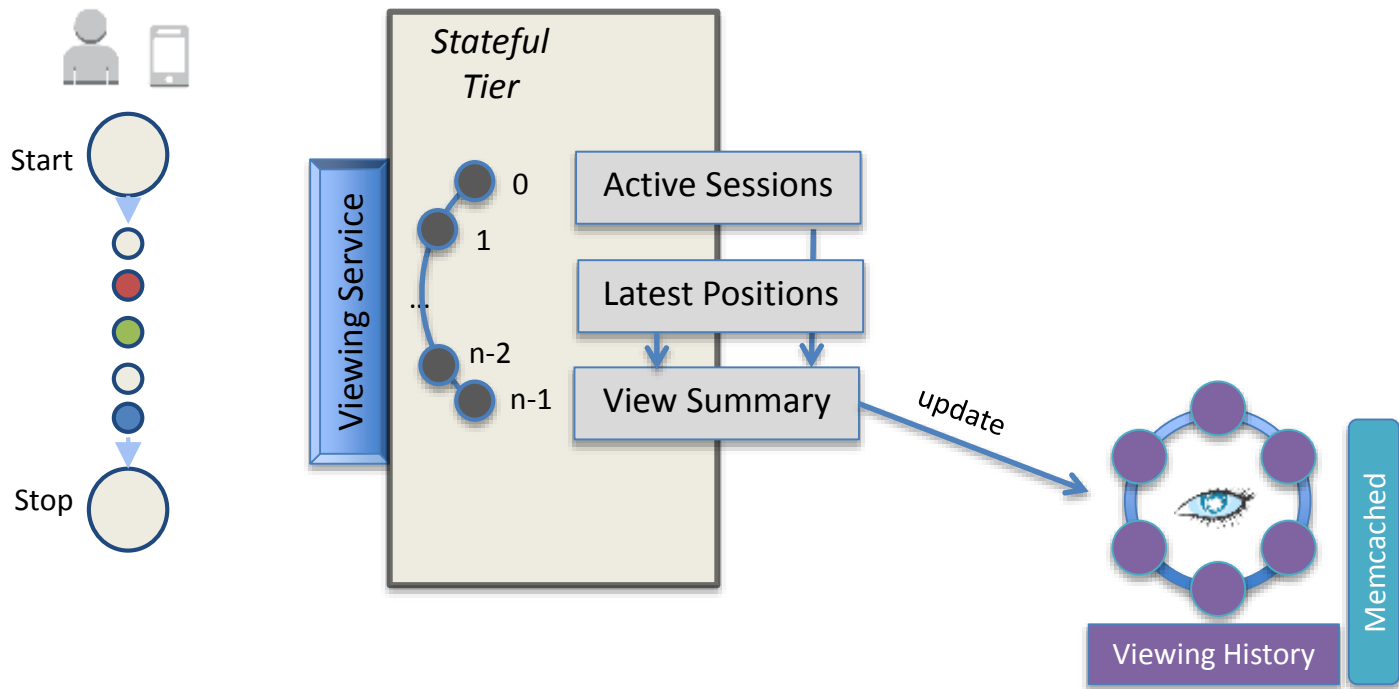


# Real Time Data – gen 3 writes



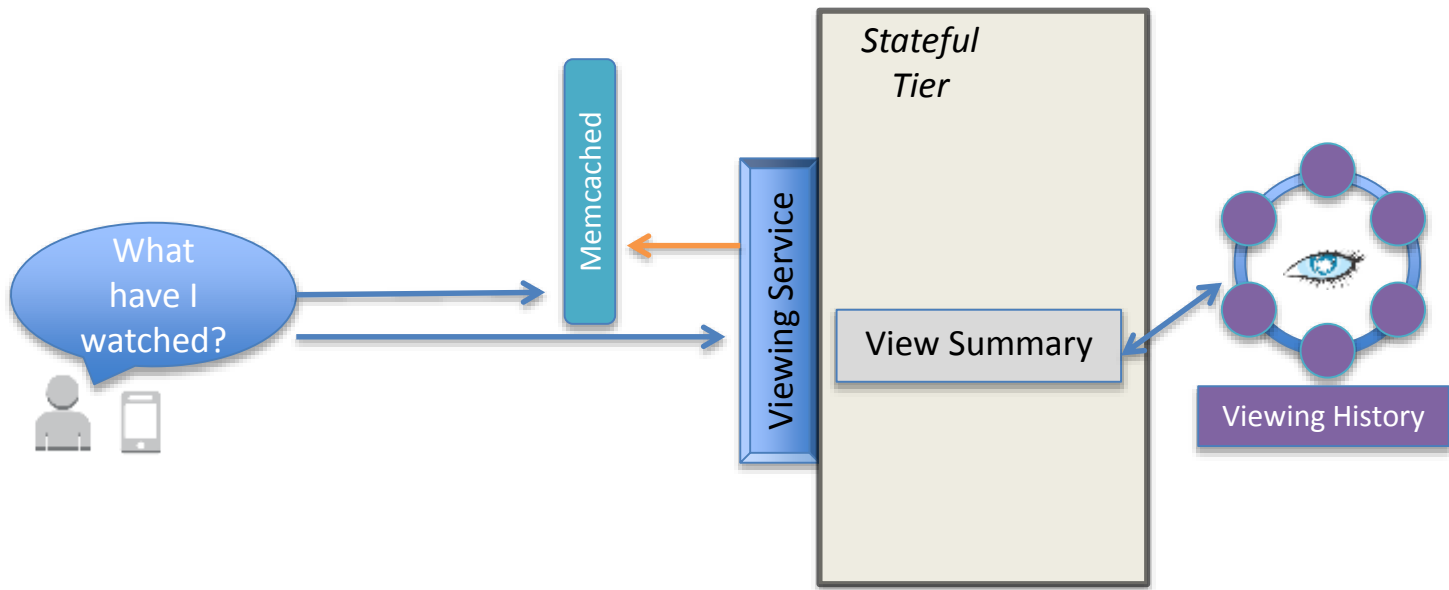


# Real Time Data – gen 3 writes

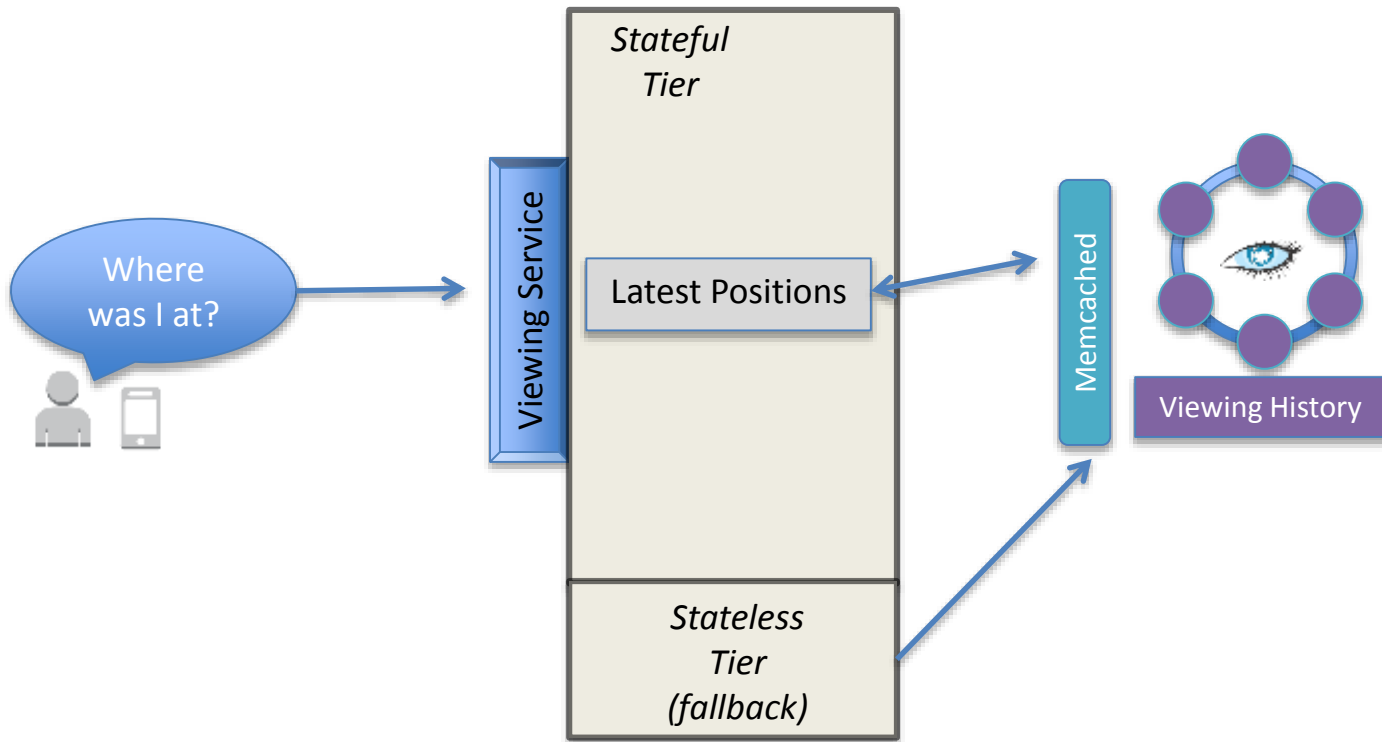


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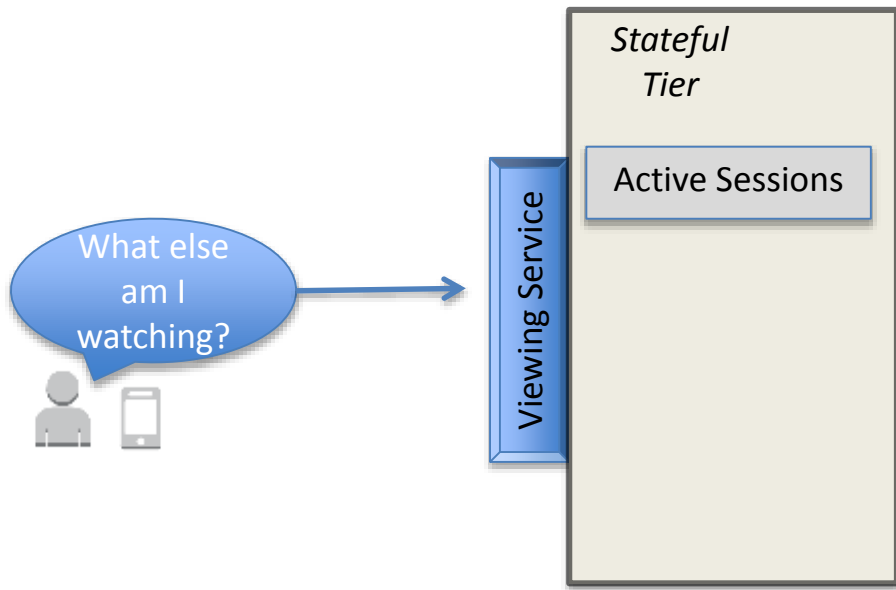
# Real Time Data – gen 3 reads



# Real Time Data – gen 3 reads



# Real Time Data – gen 3 reads



# gen 3 - Requests Scale

Operation	Scale
Create (start streaming)	1,000s per second
Update (heartbeat, close)	100,000s per second
Append (session events/logs)	10,000s per second
Read viewing history	10,000s per second
Read latest position	100,000s per second

# gen 3 – Cluster Scale

Cluster	Scale
Cassandra Viewing History	~100 hi1.4xl nodes ~48 TB total space used
Viewing Service Stateful Tier	~1700 r3.2xl nodes 50GB heap memory per node
Memcached	~450 r3.2xl/xl nodes ~8TB memory used

# Real Time Data – gen 3 pain points

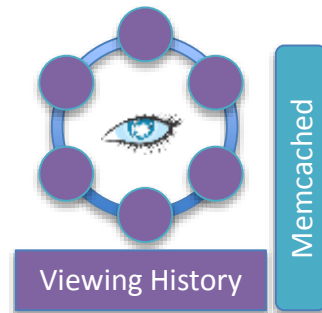
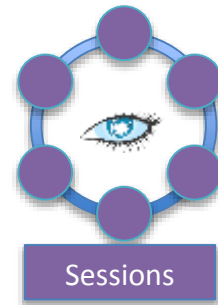
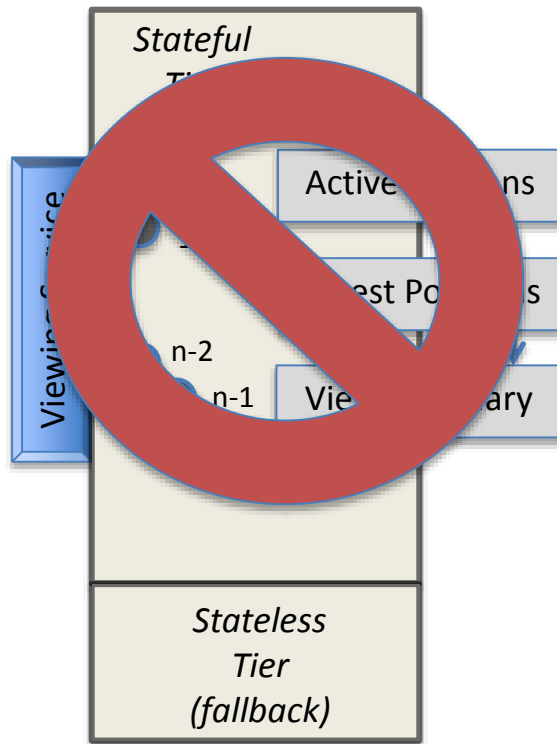
- Stateful tier
  - Hot spots
  - Multi-region complexity
- Monolithic service
- read-modify-write poorly suited for memcached

# Real Time Data – gen 3 learnings

- Distributed stateful systems are hard
  - Go stateless, use C\*/memcached/redis...
- Decompose into microservices



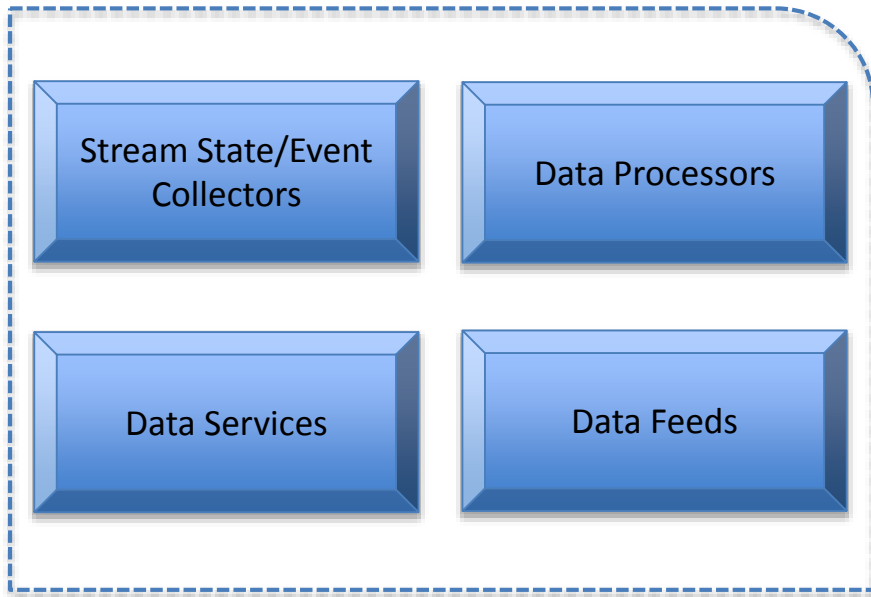
# Real Time Data – gen 4



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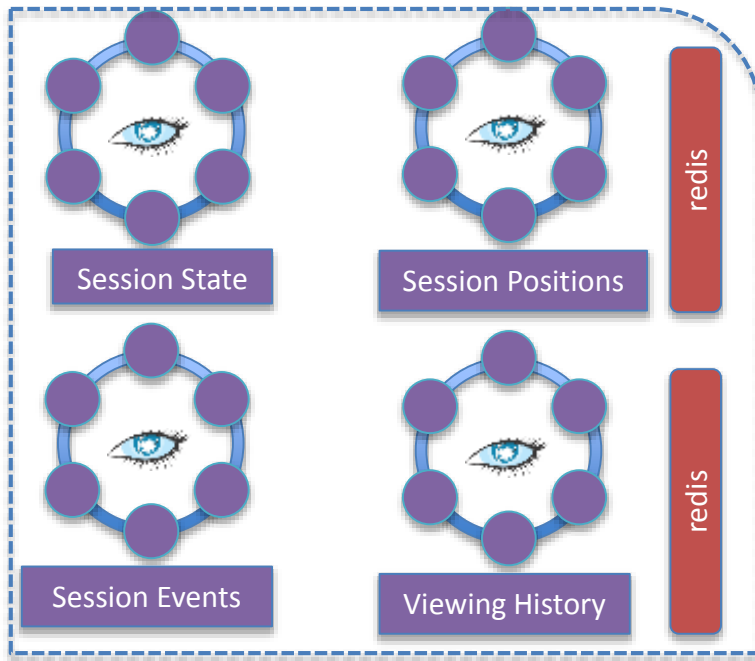
# Real Time Data – gen 4

*Stateless Microservices*



# Real Time Data – gen 4

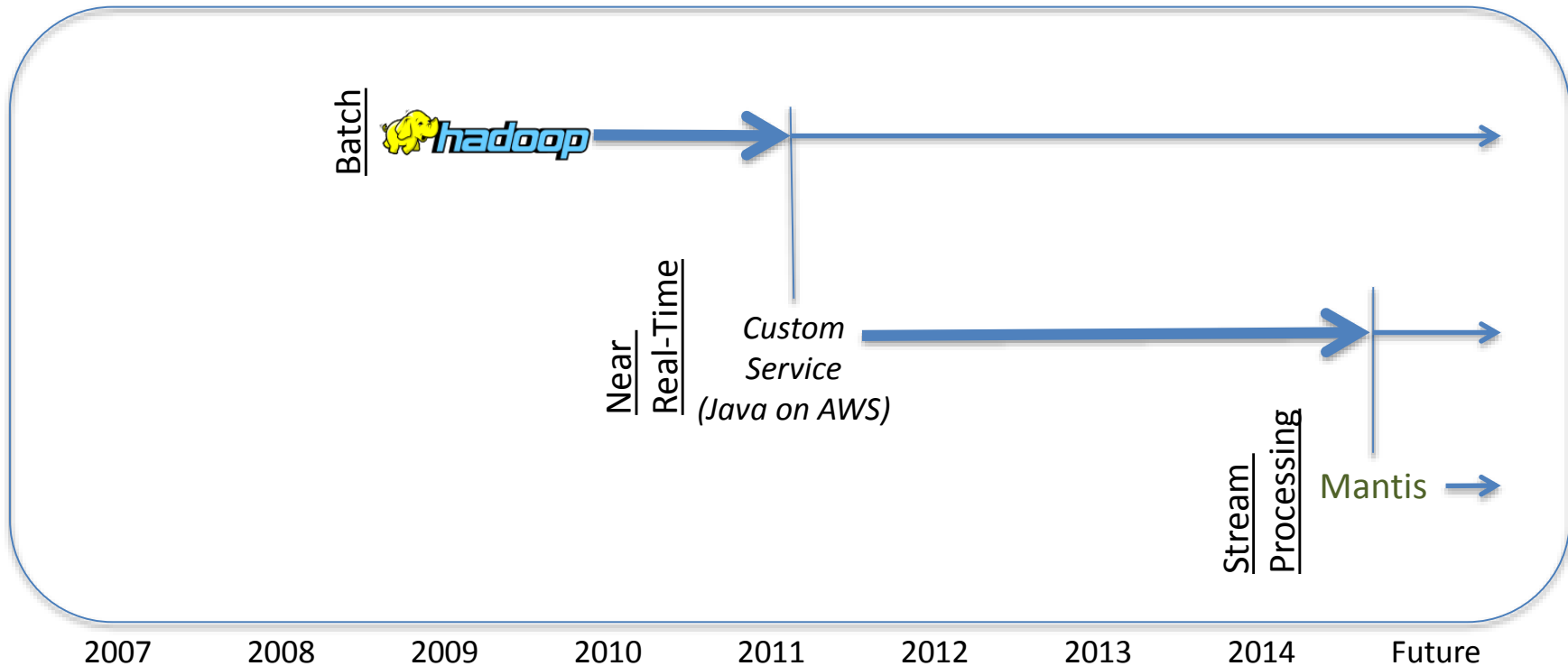
*Data Tiers*



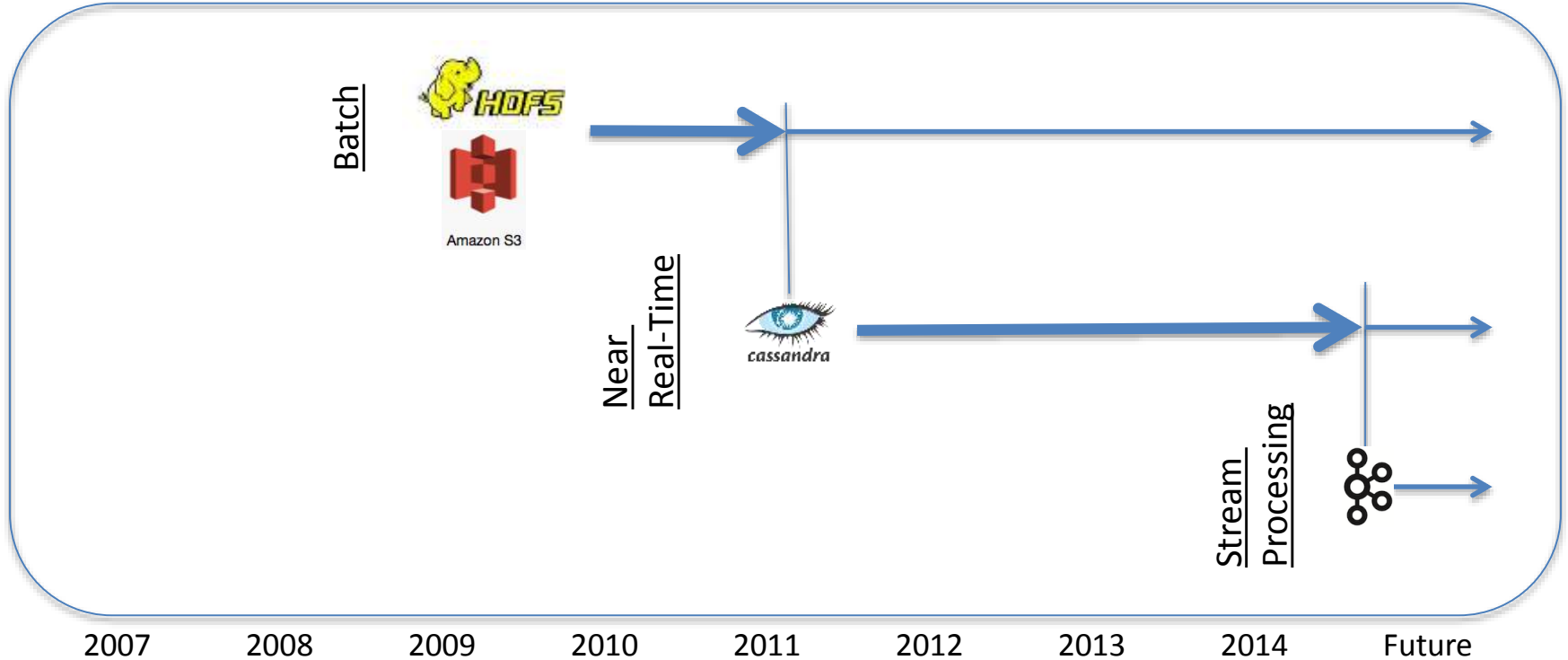
# Session Analytics

- Summarize detailed event data
- Non-real time, but near real time
- Some shared logic with real time

# Session Analytics - Processing

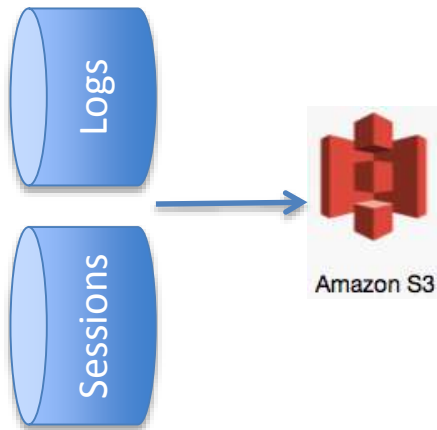


# Session Analytics - Storage



# Session Analytics – gen 1

- Storage



- Processing



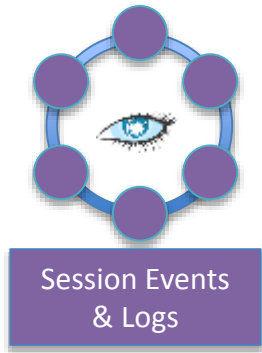
# Session Analytics – gen 1 pain points

- MapReduce good for batch
  - Not for near real time
- Complexity
  - Code in 2 systems / frameworks
  - Operational burden of 2 systems



# Session Analytics – gen 2

- Storage



- Processing



# Session Analytics – gen 2 learnings

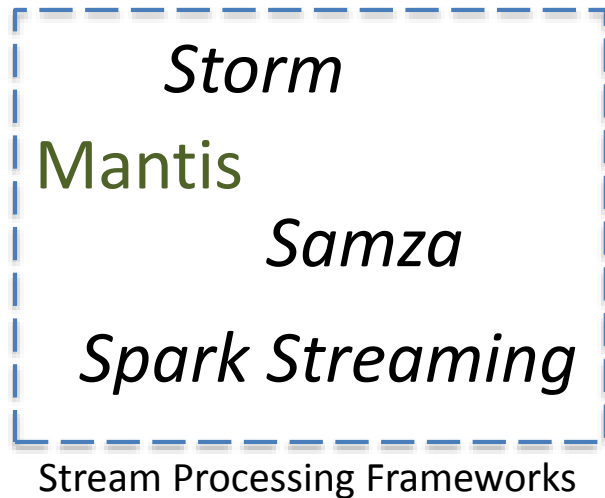
- Reduced complexity
  - shared code and ops
- Batch still available
- New bottleneck
  - harder to extend logic

# Session Analytics – gen 3 (\*)

- Storage



- Processing



# Takeaways

- Polyglot Persistence
  - One size fits all *doesn't* fit all
- Strong opinions, loosely held
  - Design for long term, but be open to redesigns

Thanks!

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