

## EXHIBIT 124

UNREDACTED VERSION OF DOCUMENT SOUGHT TO BE LODGED UNDER SEAL

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**From:** Ilya Sukhar </O=THEFACEBOOK/OU=EXCHANGE ADMINISTRATIVE GROUP (FYDIBOHF23SPDLT)/CN=RECIPIENTS/CN=ILYAS8A7>  
**Sent:** Friday, January 31, 2014 5:28 PM  
**To:** Eddie O'Neil; Francis Larkin  
**Subject:** Re: f8

Yeah, we really need to close on the f8/ps12n dates. So – how did we get to March 12th? Was that based on eng estimates or a gut feel?

I think the switcharoo plan is reasonable but I worry that we're adding another two months of potential scope creep and risking an H2 launch which probably would not go over well internally.

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**From:** Eddie O'Neil <[ekoneil@fb.com](mailto:ekoneil@fb.com)>  
**Date:** Wednesday, January 29, 2014 10:18 AM  
**To:** Francis Larkin <[fran@fb.com](mailto:fran@fb.com)>  
**Cc:** Ilya Sukhar <[is@fb.com](mailto:is@fb.com)>  
**Subject:** Re: f8

1/ ok – we do have a Coefficient API, but the Custom MFS API is subtly different. Apologies if the difference seems pedantic – there's just a lot of legal sensitivity around even the name "coefficient". Custom MFS API (aka: Invites API) is just an ordered list of people that are likely to convert wrt an Invite / Request in a game. Games team owns the ranking.

2/ interesting. We're driving the team toward a ~March 12 launch. If we want to move the date, we should make that call ASAP so the teams have a little bit of breathing room – otherwise, I'm starting to push people pretty hard and it's very hard on teams to get pushed and then have the date slip. Much better to just pick a reasonable date. Don't want to repeat f8 2011.

How do we close on these decisions?

Eddie

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**From:** Francis Larkin <[fran@fb.com](mailto:fran@fb.com)>  
**Date:** Wednesday, January 29, 2014 10:11 AM  
**To:** Eddie O'Neil <[ekoneil@fb.com](mailto:ekoneil@fb.com)>  
**Cc:** Ilya Sukhar <[is@fb.com](mailto:is@fb.com)>  
**Subject:** Re: f8

- 1.) Yes — the games invites API, formerly ideated as a coefficient API.
- 2.) Yes — think we should explore that given the state of things?

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**From:** Eddie O'Neil <[ekoneil@fb.com](mailto:ekoneil@fb.com)>  
**Date:** Wednesday, January 29, 2014 at 8:20 AM  
**To:** Francis Larkin <[fran@fb.com](mailto:fran@fb.com)>  
**Cc:** Ilya Sukhar <[is@fb.com](mailto:is@fb.com)>  
**Subject:** Re: f8

Couple of questions:

- 1/ what's the coefficient API? Do you mean the custom MFS API for games?
- 2/ are you proposing moving PS12n to a date later than the tentative 4/30 f8 date?

Eddie

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**From:** Francis Larkin <[fran@fb.com](mailto:fran@fb.com)>  
**Date:** Wednesday, January 29, 2014 12:02 AM  
**To:** Eddie O'Neil <[ekoneil@fb.com](mailto:ekoneil@fb.com)>  
**Cc:** Ilya Sukhar <[is@fb.com](mailto:is@fb.com)>  
**Subject:** RE: f8

Sure -- would be good to talk through how that could work. For example, we could ship the social context and coefficient APIs as standalone products at f8, and talk about them being API replacements later with PS12N.

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**From:** Eddie O'Neil  
**Sent:** Tuesday, January 28, 2014 6:22 PM  
**To:** Francis Larkin  
**Cc:** Ilya Sukhar  
**Subject:** Re: f8

Yeah, I think so - especially if we're going to deprecate implicit.

Want to talk this week?

Eddie

On Jan 28, 2014, at 6:08 PM, "Francis Larkin" <[fran@fb.com](mailto:fran@fb.com)> wrote:

I wonder if we should be having this conversation sooner rather than later, particularly if we want to bundle the app locker/implicit-to-minuita stuff.

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**From:** Ilya Sukhar <[is@fb.com](mailto:is@fb.com)>  
**Date:** Sunday, January 26, 2014 at 9:08 PM  
**To:** Eddie O'Neil <[ekoneil@fb.com](mailto:ekoneil@fb.com)>, Francis Larkin <[fran@fb.com](mailto:fran@fb.com)>  
**Subject:** Re: f8

At some point I think we may want to hold PS12N until \*after\* the event if it slides further.

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**From:** Eddie O'Neil <[ekoneil@fb.com](mailto:ekoneil@fb.com)>  
**Date:** Sunday, January 26, 2014 2:35 PM  
**To:** Francis Larkin <[fran@fb.com](mailto:fran@fb.com)>  
**Cc:** Ilya Sukhar <[is@fb.com](mailto:is@fb.com)>  
**Subject:** Re: f8

Ah -- I didn't assume we'd launch PS12n at the event. If PS12n slides, would you expect the Unnamed Event slide as well?

Eddie

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**From:** Francis Larkin <[fran@fb.com](mailto:fran@fb.com)>  
**Date:** Sunday, January 26, 2014 2:15 PM  
**To:** Eddie O'Neil <[ekoneil@fb.com](mailto:ekoneil@fb.com)>  
**Cc:** Ilya Sukhar <[is@fb.com](mailto:is@fb.com)>  
**Subject:** Re: f8

Unclear -- may need to cancel. We'd need to discuss, but I don't think anyone wants to launch PS12N at an event like this.

On Jan 26, 2014, at 1:02 PM, "Eddie O'Neil" <[ekoneil@fb.com](mailto:ekoneil@fb.com)> wrote:

Cool, thanks – that's good info. I want to land Login v4 in early March, but there are lots of moving parts (docs, API completeness, finishing Login, and using this end-to-end).

If Login moves, how would that affect the Named Event?

Thanks,  
Eddie

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**From:** Francis Larkin <[fran@fb.com](mailto:fran@fb.com)>  
**Date:** Sunday, January 26, 2014 12:54 PM  
**To:** Eddie O'Neil <[ekoneil@fb.com](mailto:ekoneil@fb.com)>, Ilya Sukhar <[is@fb.com](mailto:is@fb.com)>  
**Subject:** RE: f8

We're planning to host a dev event on April 30th (name still TBD). We want to put 6-8 weeks between the PS12N announcement and the event, so it doesn't pollute the event. That said, we know people are going to be thinking about this, so we're planning to have some content to help for the impacted folks grok the changes and integrate login v4.

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**From:** Eddie O'Neil  
**Sent:** Sunday, January 26, 2014 12:39 PM  
**To:** Francis Larkin; Ilya Sukhar  
**Subject:** f8

Hey – we're reviewing Login v4 (+ PS12n) with Mark on Monday afternoon. With Login v4 launching at the earliest in March, can y'all give me a sense of:

- 1/ the current plan for f8?
- 2/ how the Login v4 launch date affects the f8 date?

Thanks,  
Eddie