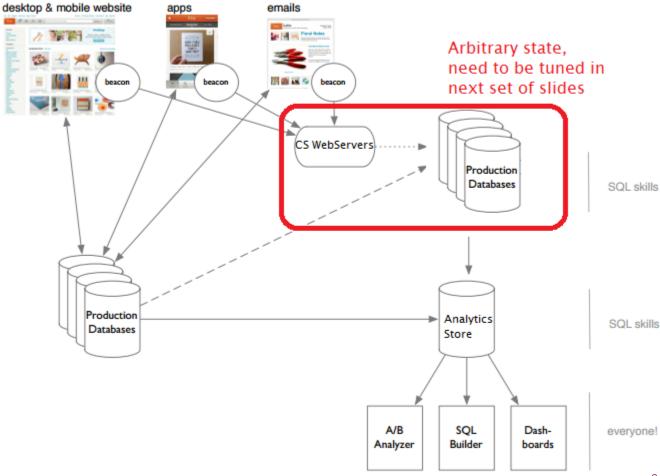
Use case – Clickstream Analytics

Recap - Usecase

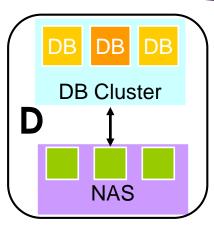
Use Case: Analyzing large volume of log data, without taxing the databases

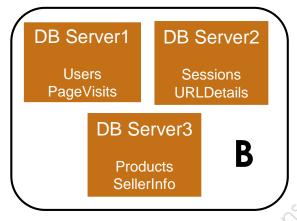
to solutions.

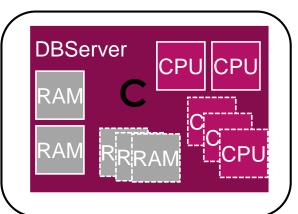
An online store, wanting to do Clickstream Analytics

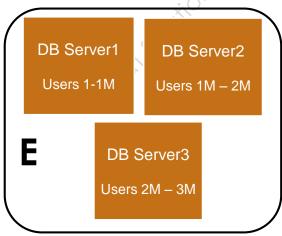


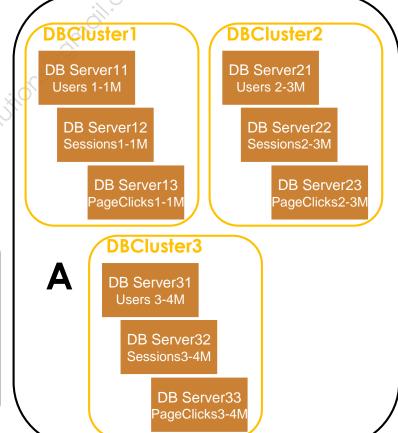
Recap – DB Scalability







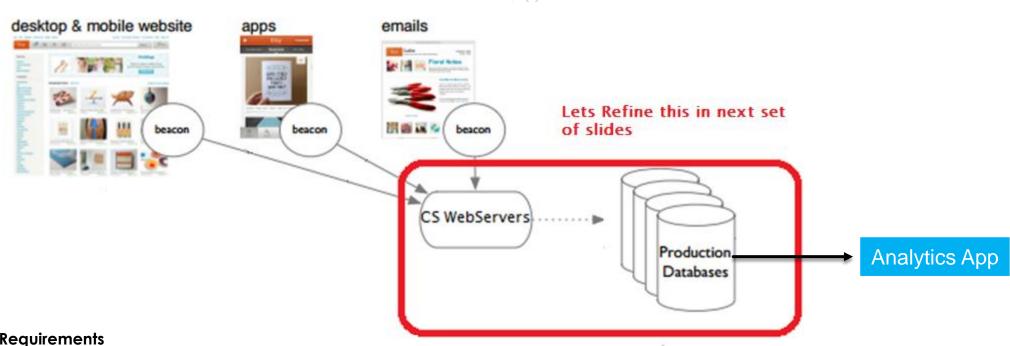




Match the logical architectures with the provided names

- Vertical Scaling
- Horizontal Partitioning(Sharding)
- 3. Horizontal Scaling
- 4. Vertical Partitioning
- 5. Hybrid (y & z of AFK cube)

System architecture (TBE)



Business Requirements

Mgmt wants an Analytics application which can let the Business promotors and Decision makers know about the below –

- Insights into which product is being viewed the most?
- What are the top 10 URL's (~products) that being viewed by users?
- What other URL's (~products) are being viewed by the users who have accessed any of the above top 10 URL's?

DB Schema

| CS_ID | User_ID | URL | PageViews |
|------------|---------|-------------------|-----------|
| 1111111111 | U1 | http:///headset | 1 |
| 111111112 | U1 | http:///samsungn5 | 1 |
| 111111113 | U2 | http:///iphone | 2 |
| 1111111114 | U3 | http:///iphone | 1 |
| 111111115 | U1 | http:///iphone | 3 |

Lets say user1 views sony xperia T3
and
user3 again visits the iphone page, the db is updated as follows

| CS_ID | User_ID | URL | PageViews |
|------------|---------|-------------------|-----------|
| 1111111111 | U1 | http:///headset | 1 |
| 1111111112 | U1 | http:///samsungn5 | 1 |
| 1111111113 | U2 | http:///iphone | 2 |
| 1111111114 | U3 | http:///iphone | 2 |
| 111111115 | U1 | http:///iphone | 3 |
| 111111116 | U1 | http:///sonyt3 | 1 |

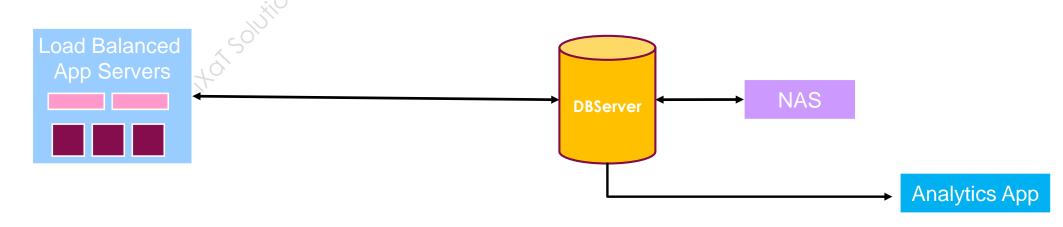
The system has gone to production, and after a month you see disk space issues, you see **no space left** errors for new click stream data.

How do you mitigate the issue?

Solution – Add disk?, how about a month later? There is a limit to #of disks on a server

Or may be purchase/loan out NAS and mitigate the risk

Better option is to augment storage via h/w partitioning (NAS/SAN)



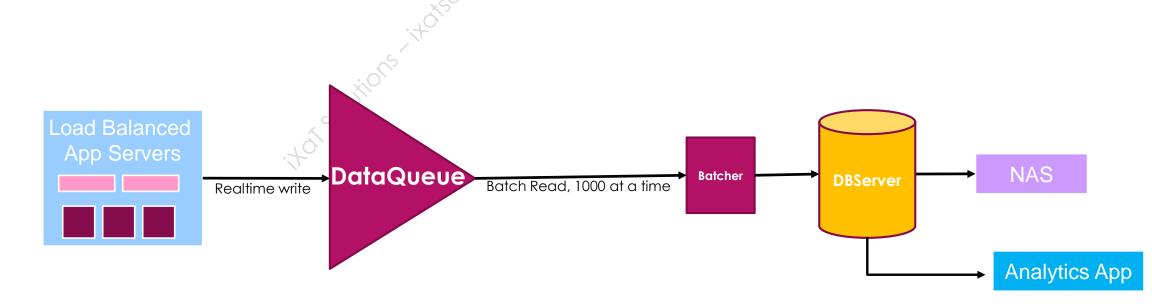
After a couple of months, you see weird error's in inserting the data.

Logs reveal sporadic **timeout** errors in Insert and Updates, Analytic applications have not reported any error. i.e. updates & inserts are failing but selects are working good.

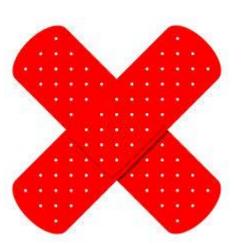
Quick Solution – Add a backing store and implement batching on top of it.

A backing store using a queue suites better here because of the one way pattern.

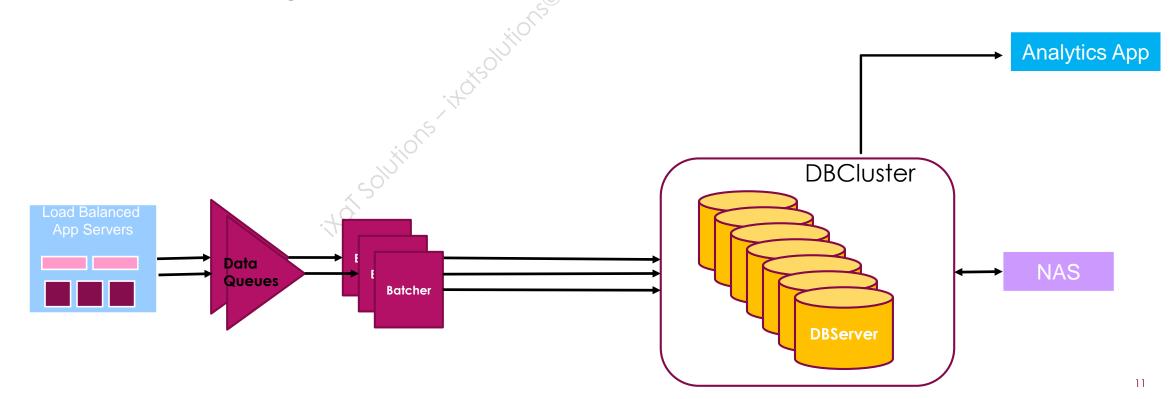
Also, we do not loose much data if any issues on DB.



After a while your application has started getting huge volumes of data, you now have more batch updates to DB, thus overwhelming them and causing them to fail again, earlier solution of implementing a queue was a band-aid solution. You now need a more robust solution



Implement Sharding, split writes to the DB's.



Refining by issues -3 DB Sharding

Sharding is a technique to scale DB writes by balancing out write loads across DB servers, you would also choose shared nothing architecture to balance load at storage (NAS).

Points to note:

- We need to decide upon the key which would be used to move the rows across. If CS_ID is choosen to be the key, then, we could use modulo operator on CS_ID and number of shards. Hashing might be a good function in combination with a modulo.
- We need to write a utility to map and migrate the data from one DB server to all others in the cluster.
- Also the batcher need to be modified to understand the sharding logic, and the number of shards.
- We need to shutdown the batcher jobs when the utility runs, this should not cause any data loss nor business impact because the queue holds "on the fly" data.
- Also, the query which fetches top 10 URL's need to be modified.

DB Server1

| CS_ID | User_ID | URL | PageViews |
|-----------|---------|---------|-----------|
| 111111111 | U1 | http:// | 299 |
| 111111112 | U1 | http:// | 223 |

DB Server2

| CS_ID | User_ID | URL | PageViews |
|-----------|---------|---------|------------------|
| 111111113 | U2 | http:// | 334 |
| 111111114 | U2 | http:// | 342 |

DB Server3

| CS | S_ID | User_ID | URL | PageViews PageViews PageViews | |
|----|-----------|---------|---------|-------------------------------|--|
| | 111111115 | U2 | http:// | 11 | |
| | 111111116 | U1 | http:// | 33 | |

DB Server4

| CS_ID | User_ID | URL | PageViews |
|-----------|---------|---------|------------------|
| 111111117 | U1 | http:// | 45 |
| 111111118 | U2 | http:// | 211 |

DB Server5

| CS_ID | User_ID | URL | PageViews |
|-----------|---------|---------|------------------|
| 111111119 | U3 | http:// | 4445 |
| 111111120 | U3 | http:// | 222 |

Refining by issues -4 DB Sharding

What if the number of shards that we have are not scaling to our need after a while?

Add more shards.

Run the mapper utility agan.

Points to note:

What if the number of shards become too many? The mapper script would run for ages. What do you do now?

What if because of a bug the new shard# is not picked by the batchers?

One more not infrequent requirement (non-functional) – What you do when a shard is down?

| erver1 | | | |
|----------|---------|---------|------------------|
| S_ID | User_ID | URL | PageViews |
| 11111111 | | | |
| 1 | U1 | http:// | 299 |
| 11111111 | | | |
| 2 | U1 | http:// | 223 |

| Server2 | | | |
|----------|---------|---------|-----------|
| CS_ID | User_ID | URL | PageViews |
| 11111111 | | | |
| 3 | U2 | http:// | 33- |
| 11111111 | | | |
| 4 | U2 | http:// | 34 |

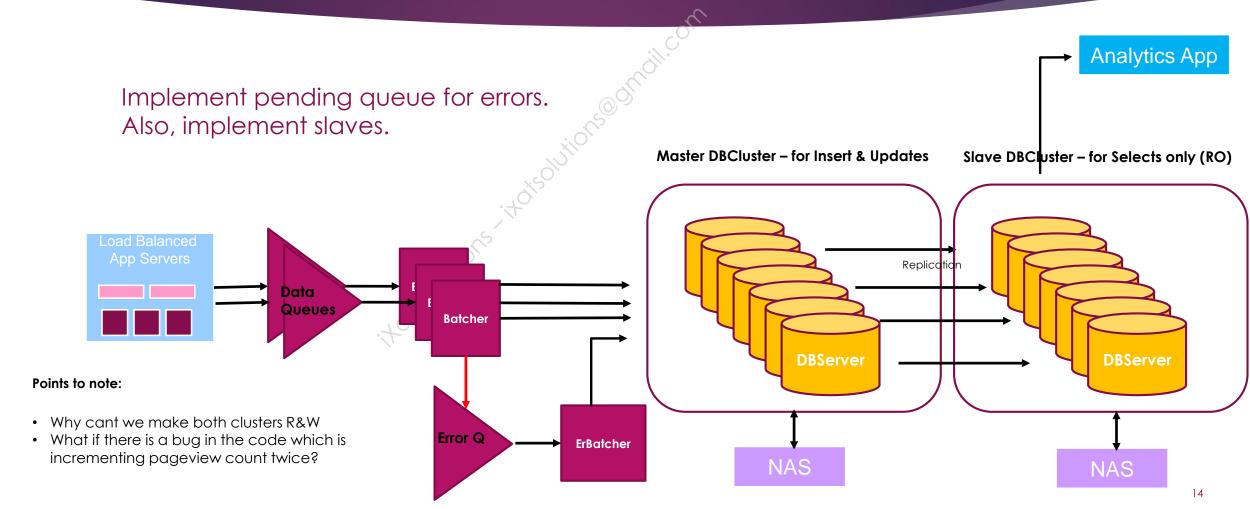
| Server3 | | | |
|----------|---------|---------|------------------|
| CS_ID | User_ID | URL | PageViews |
| 11111111 | | | |
| 3 | U2 | http:// | 334 |
| 11111111 | | | |
| 4 | U2 | http:// | 342 |

| Servern | | | |
|----------|---------|---------|------------------|
| CS_ID | User_ID | URL | PageViews |
| 11111111 | | | |
| 3 | U2 | http:// | 334 |
| 11111111 | | | |
| 4 | U2 | http:// | 342 |

| Servern+1 | | | | |
|-----------|---------|-----|-----------|--|
| CS_ID | User_ID | URL | PageViews | |
| | | | | |
| | | | | |

| erverx | | | | | | | | | |
|--------|---------|-----|------------------|--|--|--|--|--|--|
| S_ID | User_ID | URL | PageViews | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |

Refining by issues – 5, Slave DB's



Why so many iterations?

- ▶ DB is not self-aware of its Distributed Nature, hence the application need to implement the sharding/re-sharding scripts
- The DB is also not aware of Distributed Queries. Hence the app need to take care of query split-merge.
- Bugs are inevitable, the system should be self healing even if there is a human mistake.
- ► The system has become complex, and that means there can be many more bugs and the system should be deigned to be resilient to mistakes.

What if?

The Database schema is re-architected and made immutable? i.e remove the necessity to do an update.

this category

Earlier

| CS_ID | User_ID | URL | PageViews | | User_ID | UserName |
|------------|----------------|-------------------|-----------|----|-----------------------------|----------|
| 1111111111 | U1 | http:///headset | 1 | () | U1 | Sam |
| 1111111112 | U1 | http:///samsungn5 | 1 | | U2 | Joseph |
| 111111113 | U2 | http:///iphone | 2 | | U3 | Ramu |
| 1111111114 | U3 | http:///iphone | 1 | | | |
| 111111115 | U1 | http:///iphone | 3 | | . Dieselectes ess | d Data |
| Po | oints to note: | | | | y Bigdata an ehouse case | |

- We can easily change this system to use immutable model because of the fact that the data is historical and **appena** only.
- If required this data could be de-normalized so that we can avoid joins (thus avoid cs_id colum as well)

Now

| User | URL | |
|--------|-------------------|------|
| Sam | http:///headset | XXX |
| Sam | http:///samsungn5 | XXX |
| Joseph | http:///iphone | XXX |
| Joseph | http:///iphone | XXX |
| Ramu | http:///iphone | XXX |
| Sam | http:///iphone | XXXX |
| Sam | http:///iphone | XXXX |
| Sam | http:///iphone | XXXX |

What if?

- What if we have a system/framework which understands the distributed nature of data and takes care of partitioning, balancing, re-balancing, replication, data pipelining etc... on this own? **Distributed**
- What if we have a system that is aware that hardware failures are ineitable and thus takes that into consideration always – i.e fault tolerant?
- What if there is a system which can be used for any type of use cases which fit in the model that we discussed? Generic
- What if there is a system that can be extended with capabilities if the business demands them? Extensible
- What if there is a system that be easily managed and have smooth running of business?
 Manageable.
- What if there is a system which is cost effective and has good support? Cost effectiveness
- What if we have a system/framework which is elastic in scale and can handle huge loads of data? Scalabale and Robust.

Homework

- Read the below stuff
 - Computer Hardware https://web.stanford.edu/class/cs101/hardware-1.html
 - ▶ Blade Server https://en.wikipedia.org/wiki/Blade_server
 - Storage http://explainingcomputers.com/storage.html
 - ▶ IPC https://en.wikipedia.org/wiki/Inter-process_communication
- Install Ubuntu on your laptops
 - http://www.krizna.com/windows-7/install-ubuntu-windows-7-virtualbox/
 - Practice some Linux http://freeengineer.org/learnUNIXin10minutes.html