



**NEXT  
BIG  
SOUND**

# **BUILDING NEXT BIG SOUND A REVISIONIST HISTORY**

Things we'll talk about...



❑ **WHAT IS NBS?**

❑ **TECH DEBT QUADRANT**

❑ **VERSION CONTROL**

❑ **LANGUAGE CHOICE**

❑ **SECRETS/CONF IN CODE**

❑ **1 MACHINES VS MANY**

❑ **CRAWLING VS PARSING**

❑ **PACKAGE MANAGERS**

❑ **JENKINS/CI**

❑ **EXTERNALIZABLE APIS**

❑ **BLAMELESS POST-MORTEMS**

❑ **MYSQL AS A QUEUE**

❑ **BUY VS BUILD VS OPEN SRC**

# NEXT BIG SOUND

- ❑ Analytics and Insights for the Music Industry
- ❑ “How does a band become famous?” Scrape MySpace to figure it out.
- ❑ Acquired by Pandora in 2015
- ❑ Service Organization within Pandora
- ❑ Team of 25+ Software, Systems, & Data Engineers, Scientists, & Designers



# How does a band become famous?



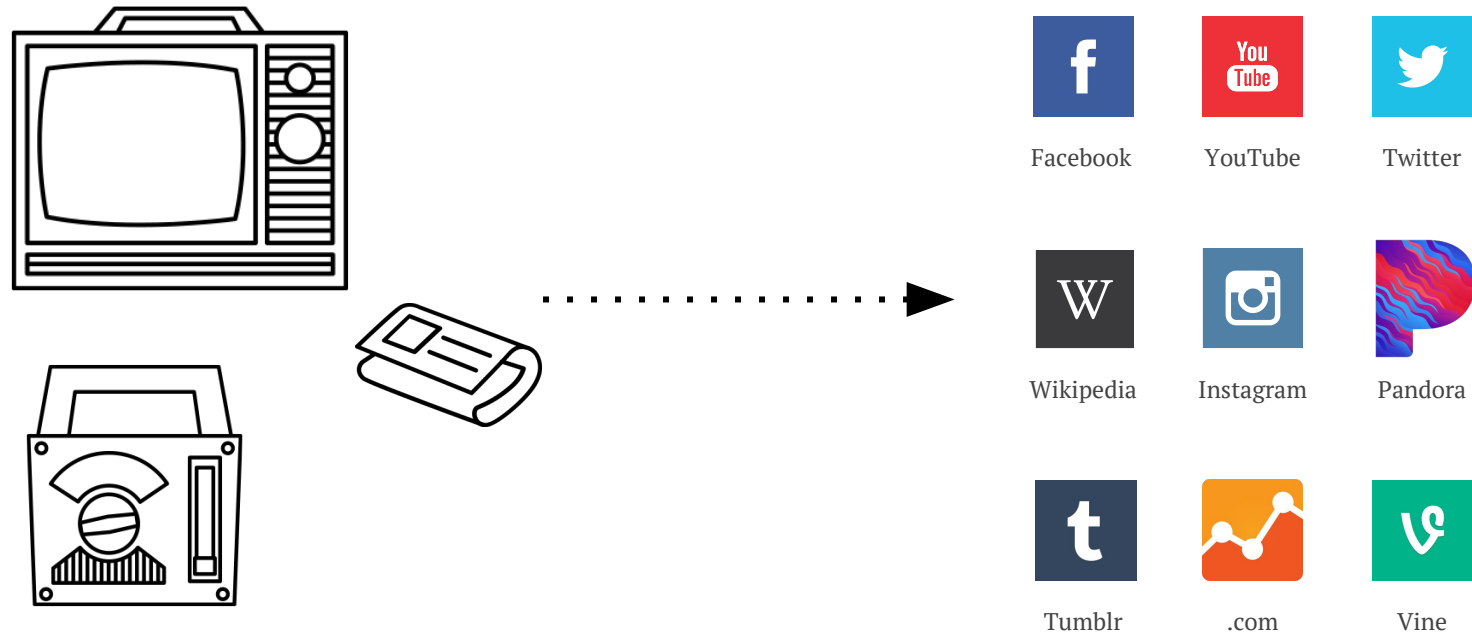
POPULARITY



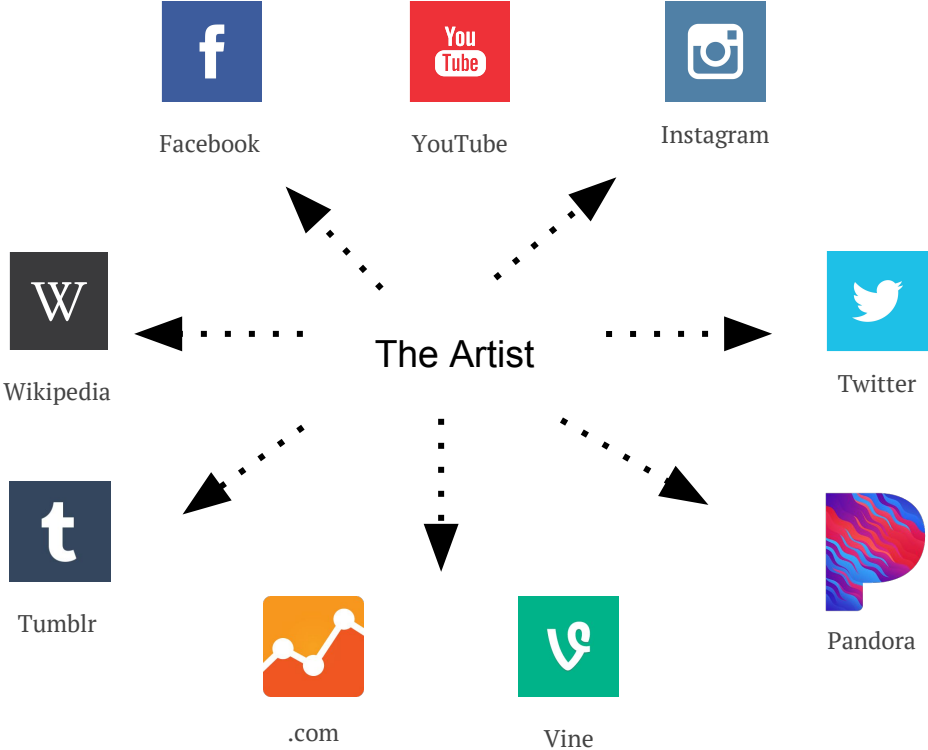
$y = ?$

TIME

# MEDIA CONSUMPTION IS NOW FRAGMENTED



# ARTISTS & MUSIC DRIVE A LOT OF THIS CONSUMPTION

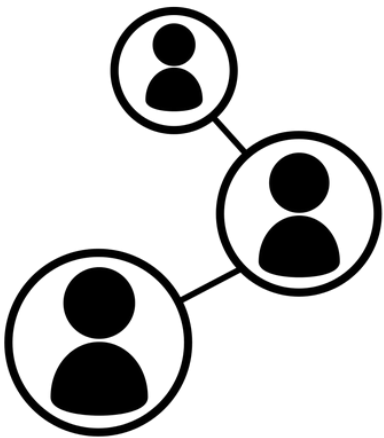


# UNDERLYING PRINCIPLE AND PURPOSE



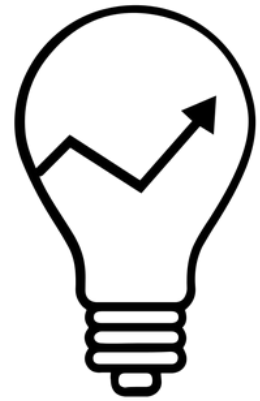
Where People are Spending Their  
Time and Attention

**MEASURE**



Which Social Signals Lead Sales

**ANALYZE**



Which Marketing Levers  
Drive Social and Sales

**RECOMMEND**

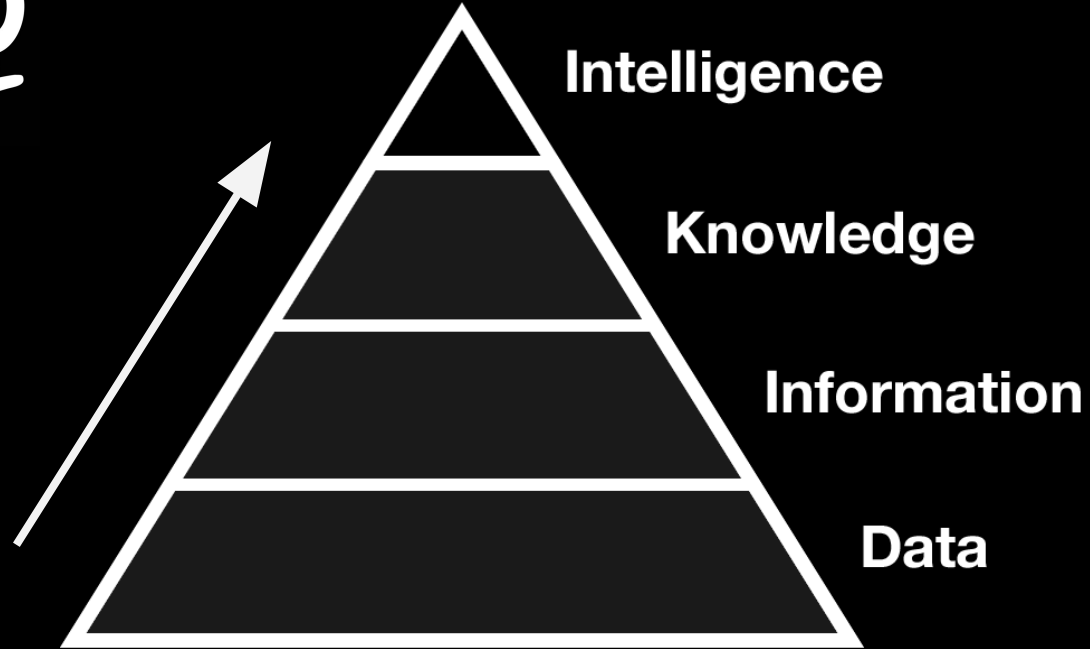
**CUSTOMERS: 1,000'S OF MUSIC COMPANIES INCLUDING**

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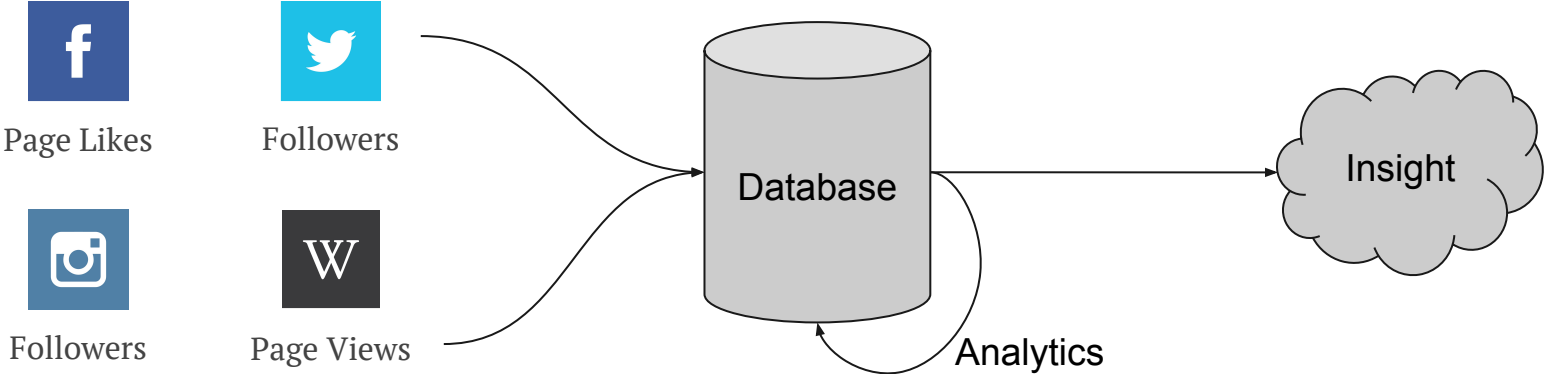


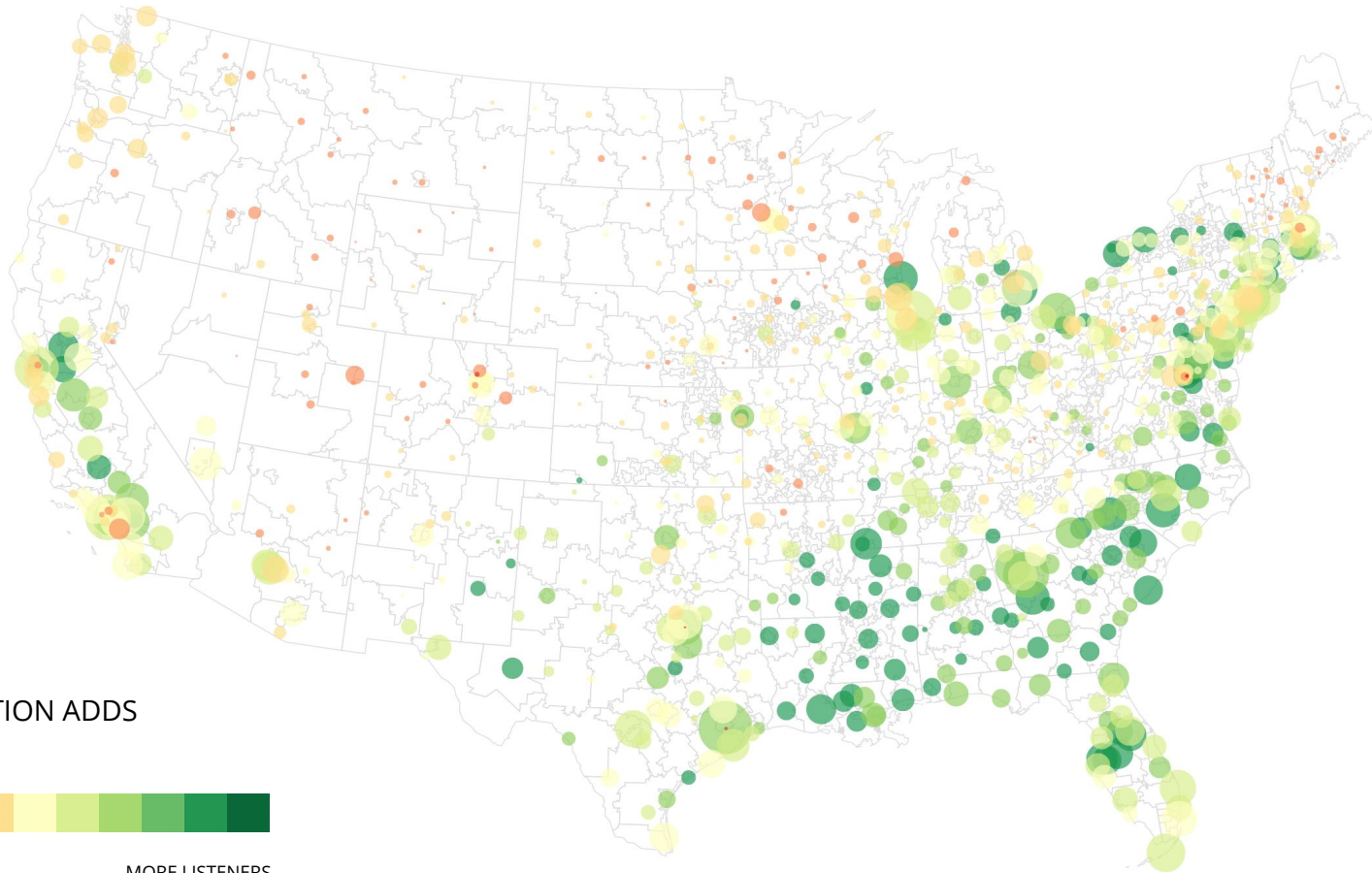
100



**FROM RAW DATA TO INSIGHTS**

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**FETTY WAP**  
PANDORA STATION ADDS

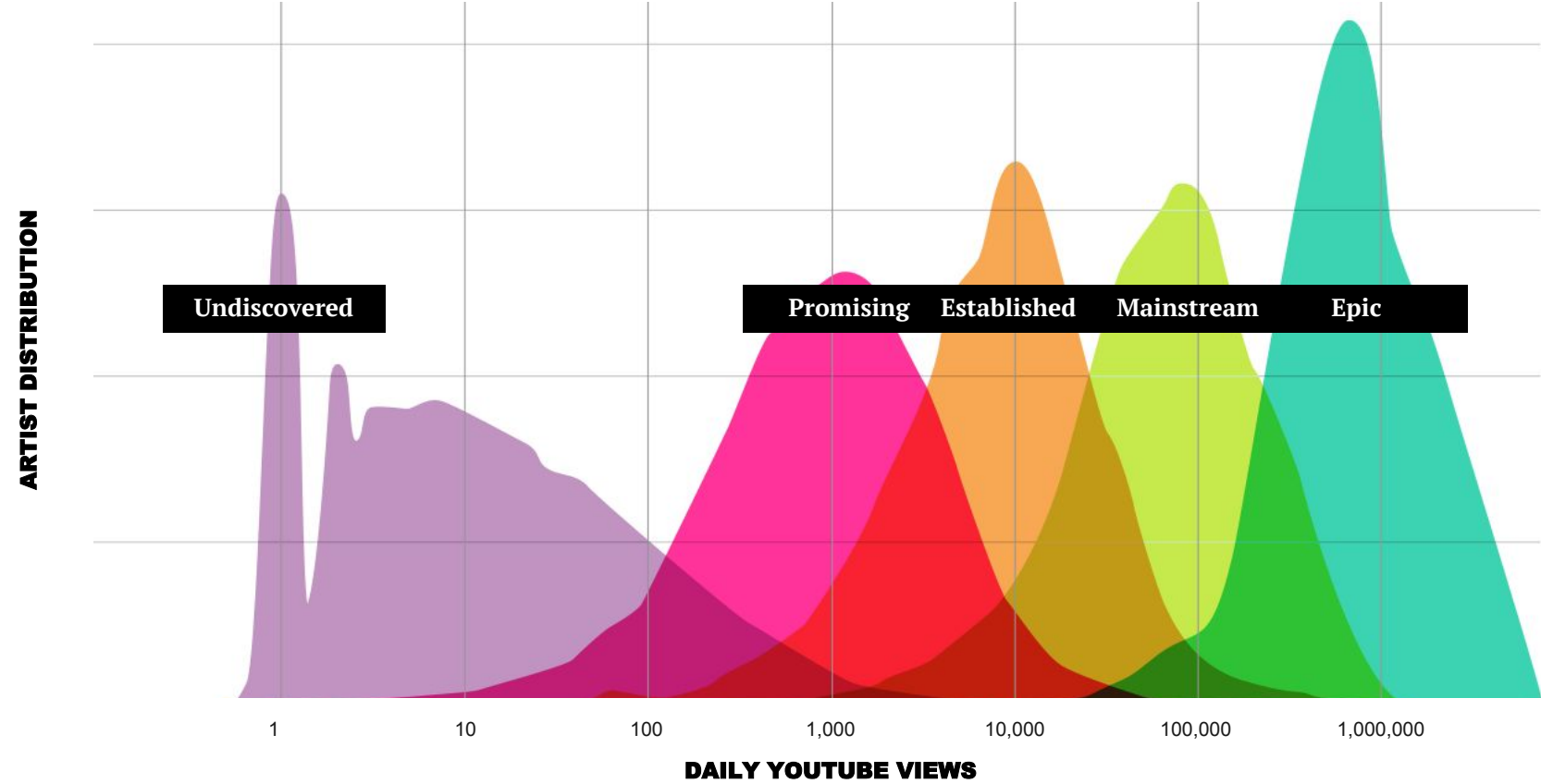


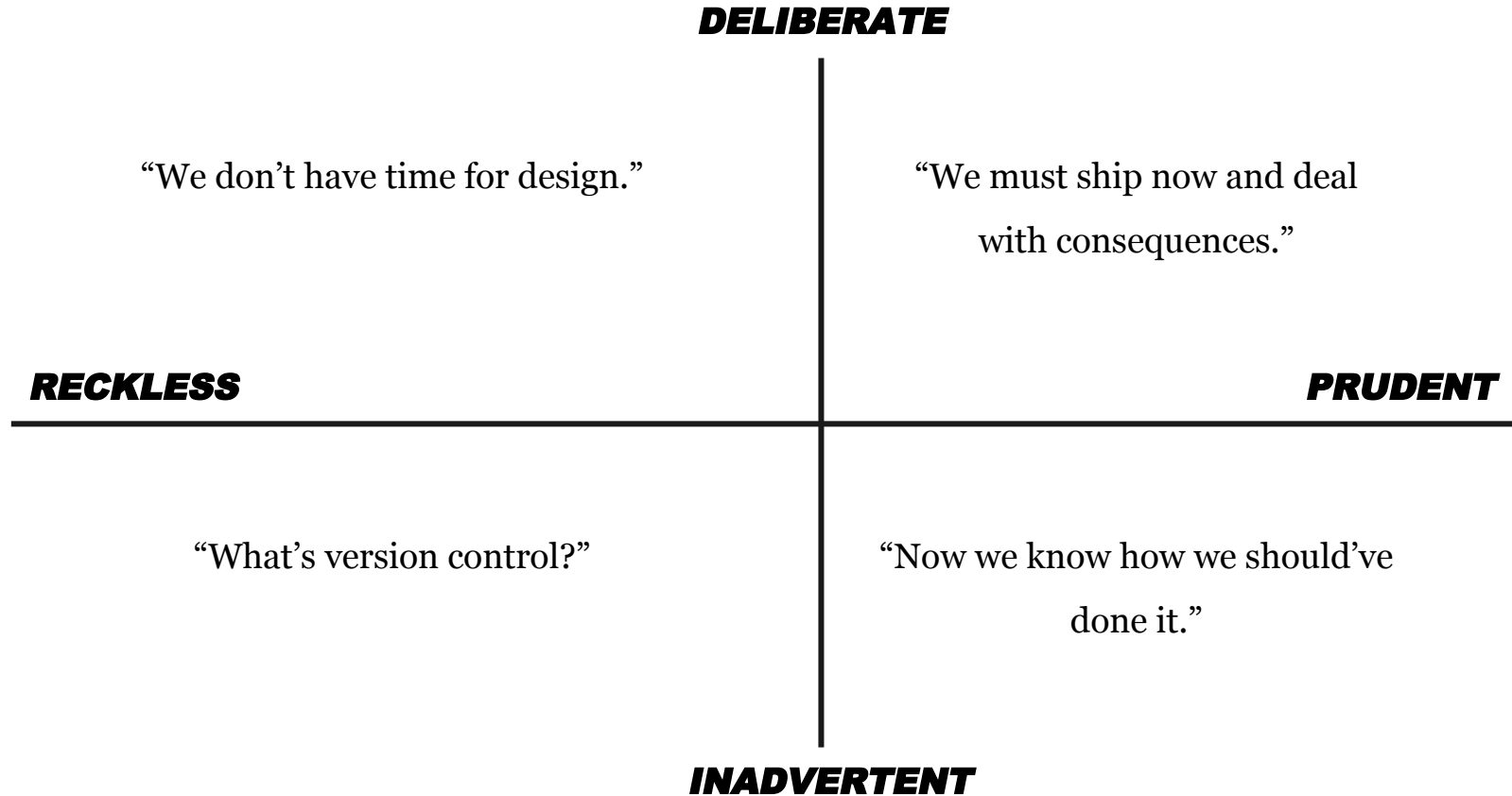
FEWER LISTENERS  
PER POPULATION

MORE LISTENERS  
PER POPULATION

**How did I perform last week on Twitter?**

POWERED BY RIGOROUS DATA SCIENCE





## VERSION CONTROL ☐

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- ☐ Had no idea what Git was
- ☐ Editing files directly on the server
- ☐ One dev environment
- ☐ No history of changes
- ☐ No ability to rollback
- ☐ Overwrote each other's code all the time
- ☐ `git commit -am` “not as hard as it looks; takes a little getting used to”
- ☐ Glitch.com

**“Hey Walter,  
are you in  
this file right  
now?”**

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## CHOOSING LANGUAGES

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- ❑ Based on what you know
- ❑ Based on what you like
- ❑ Based on what will help you hire
- ❑ Based on what is right for the job
- ❑ Based on what is easy to read/configure/update



## SECRETS/CONFIGURATION IN CODE

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- ❑ This is actual code that was checked in and running in production ->
- ❑ Zero failover built in
- ❑ What happens if your github gets hacked?
- ❑ Environment/Configuration files
- ❑ Service Discovery - Consul
- ❑ Secrets Management - Vault

```
function getMySQLConfig() {  
    //mydb003  
    return array(  
        'host' => '10.123.14.50',  
        'user' => 'mysql_java',  
        'pass' => 'MWU0N0MTFiYjk4'  
    );  
}
```

## 1 MACHINE VS MANY

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- ❑ Usually, your application starts by running on one machine
- ❑ At scale, a web-app may need multiple machines to support load and/or add redundancy if one of your machines die (yes, that happens sometimes)
- ❑ Things to consider:
  - ❑ User session handling
  - ❑ Using a queue

**In school, your application needs to run once and show correct output. In the real-world, your application needs to run 24/7/365**

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## MYSQL AS A QUEUE - SIMILAR TO CHOOSING A LANGUAGE

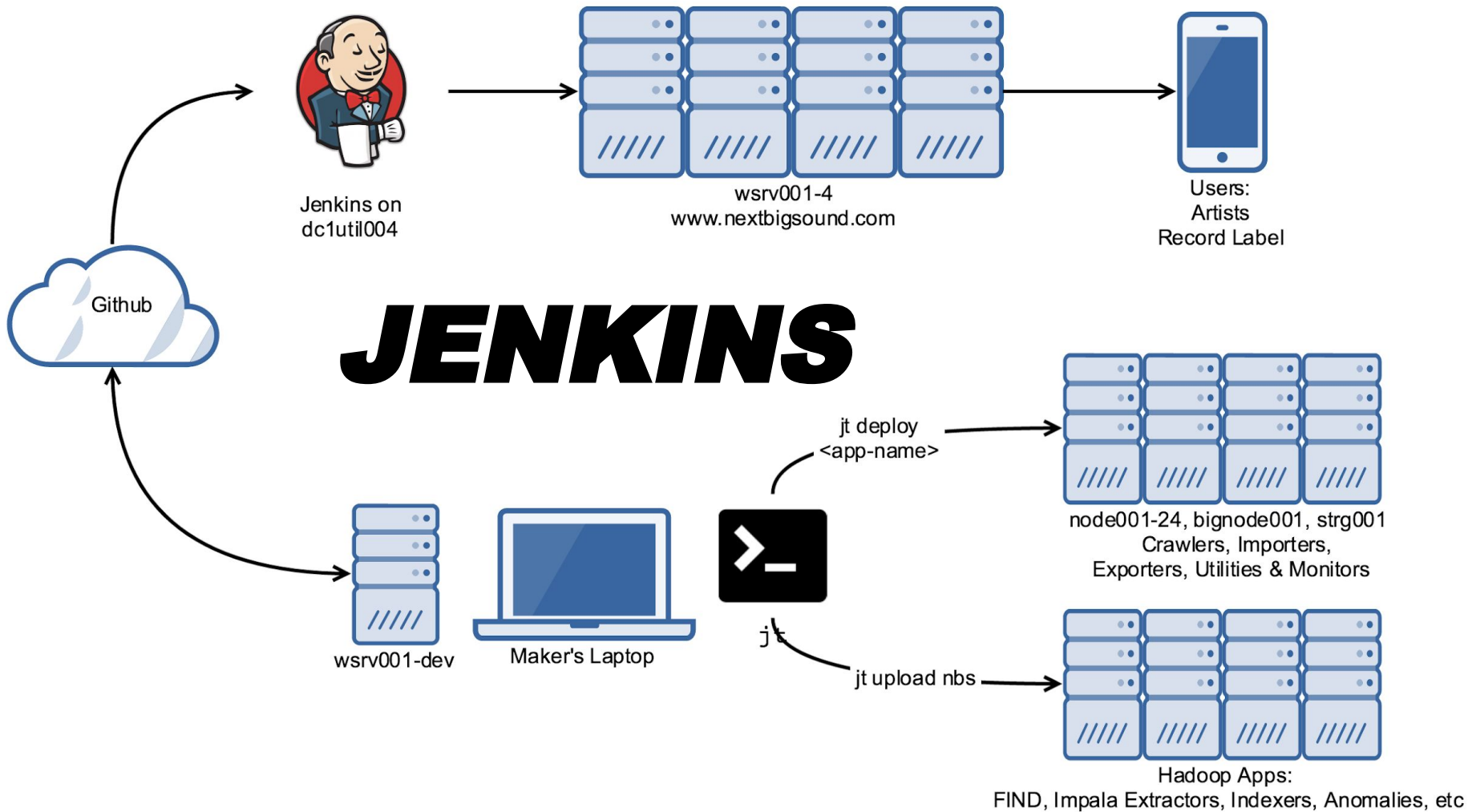
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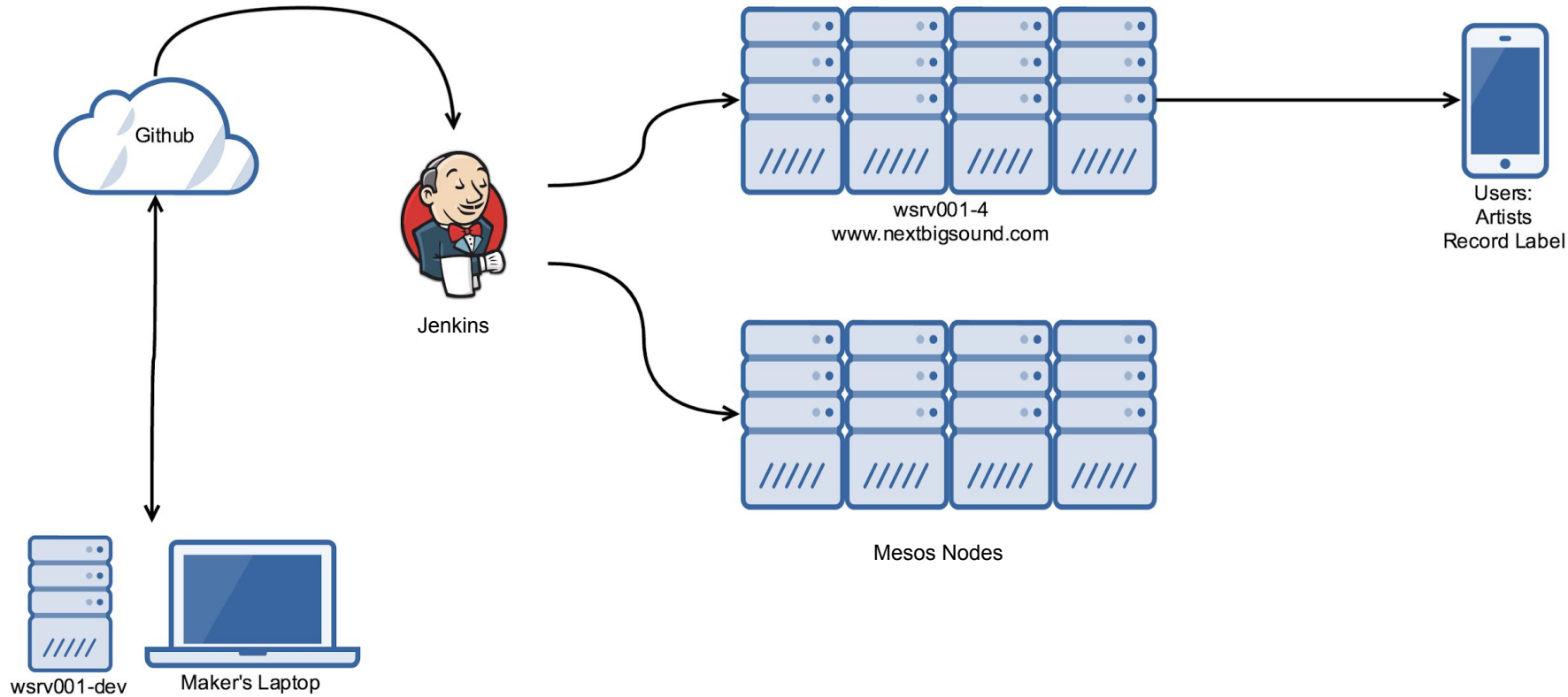
- ❑ Based on what you know
- ❑ Based on what you like
- ❑ Works until it doesn't, and then it's really painful to switch
- ❑ Use appropriate tech for appropriate problem

## PACKAGE MANAGER

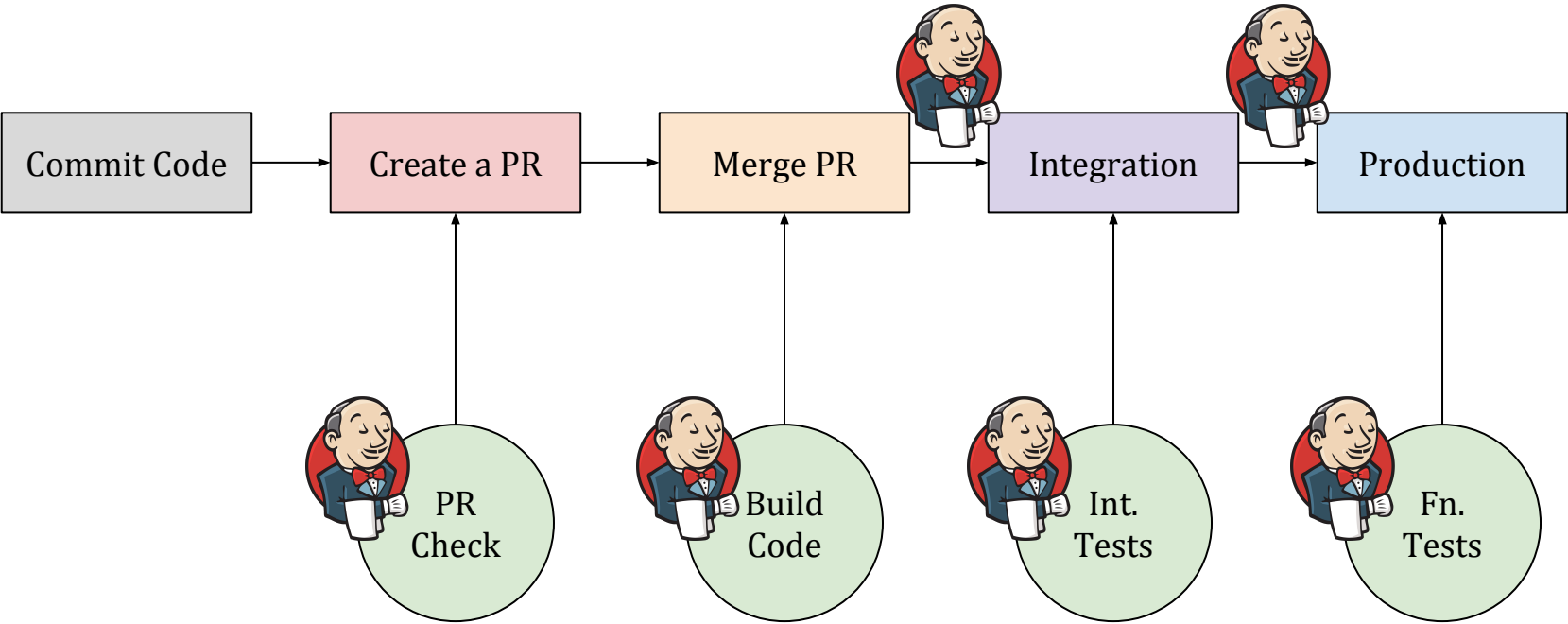
- ❑ Bottom right of tech debt quadrant
- ❑ Open source libraries are great!
- ❑ There's a right way to import them into your project
- ❑ Have spent many, many hours undoing this work and refactoring our codebase
- ❑ Especially helpful as your team gets bigger
- ❑ Upgrading software is a real thing; use a package manager
- ❑ Javascript: npm, yarn; PHP: composer; Python: pip; Java: Gradle, Maven







# WEB WORKFLOW



## EXTERNALIZABLE APIS

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- ❑ If you're going to build an API, be brave enough to use it yourself
- ❑ Build APIs first - become a service to yourself and others from day 1
- ❑ Adding new clients should be simple
- ❑ Clients should be lightweight
- ❑ Improves data confidence

**“All service interfaces, without exception, must be designed from the ground up to be externalizable. That is to say, the team must plan and design to be able to expose the interface to developers in the outside world. No exceptions.”**

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## BUILD VS BUY VS OPEN SOURCE

- ❑ Building software is extremely expensive
- ❑ Third parties that are dedicated to providing one piece of software are more focused.
- ❑ Switching software can be expensive too
- ❑ We built a ton of things we never had to. Don't be us.
- ❑ What is your strength? Focus on this.
- ❑ Today:
  - ❑ Firebase, Tableau, Google, Github, Glitch, ElasticSearch, MemSQL, AWS, Run.sh



## BLAMELESS POST-MORTEM

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- ❑ Murphy's Law: "Anything that can go wrong will go wrong"
- ❑ The point of a traditional post mortem is to find exactly who is at fault. The point of the blameless post-mortem is to learn.
- ❑ Failure and success never really rest with a single individual
- ❑ Change is a byproduct of aliveness within the organization.

**“Human error is a symptom—never the cause—of trouble deeper within the system”**

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# THANK YOU

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