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Class of  
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**EBAY**

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Academic year 2015/2016

## **MORE ALONG THAT LINE**

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**Randy Shoup described eBay Five Commandments for their system organization**

*Thou shalt...*

- 1. Partition Everything**
- 2. Use Asynchrony Everywhere**
- 3. Automate Everything**
- 4. Remember: Everything Fails**
- 5. Embrace Inconsistency**



# Challenges at Internet Scale

- eBay manages ...

- Over 276,000,000 registered users
- Over 2 Billion photos

- eBay users trade \$2040 in goods every second -- \$60 billion per year
- eBay averages over 2 billion page views per day
- eBay has roughly 120 million items for sale in over 50,000 categories
- eBay site stores over 2 Petabytes of data
- eBay Data Warehouse processes 25 Petabytes of data per day

- In a dynamic environment

- 300+ features per quarter
- We roll 100,000+ lines of code every two weeks

- In 39 countries, in 8 languages, 24x7x365

**>48 Billion SQL executions/day!**



## 1 - Partition Everything

### Pattern: **Functional Segmentation**

- Segment processing into pools, services, and stages
- Segment data along usage boundaries



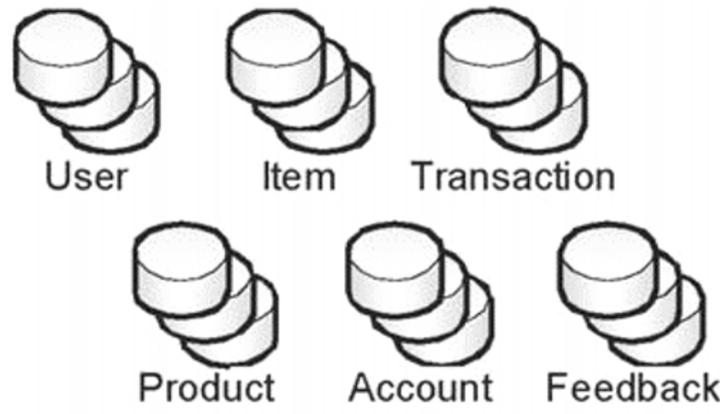
You should split anything you can in separated localities  
No **large components** (to be kept consistent)

# 1 - Partition Everything

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## Pattern: **Horizontal Split**

- Load-balance processing
  - all servers are created **equal** within a pool
- Split (or “shard”) data along primary access path
  - partition by range, modulo of a key, lookup, etc.



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# 1 - Partition Everything

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**The principle suggests to simplify the management**

## Corollary: **No Session State**

- User session flow moves through multiple application pools
- Absolutely no session state in application tier

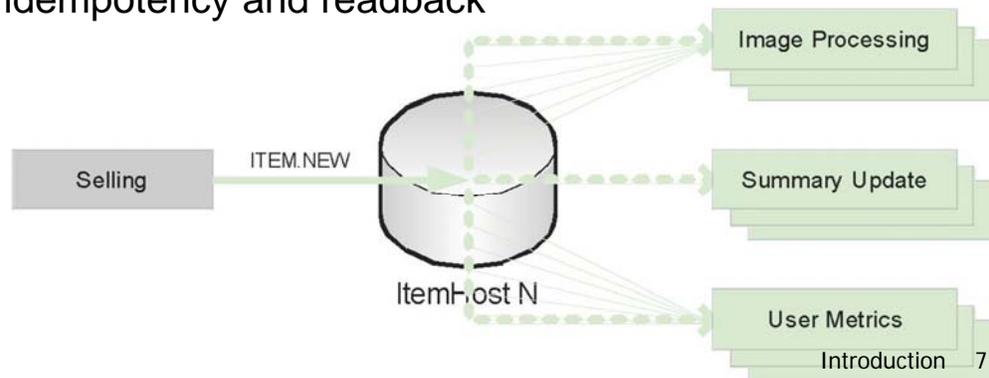
**Keep it simple (and short in time)**

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## 2 - Asynchrony Everywhere

Pattern: **Event Queue**

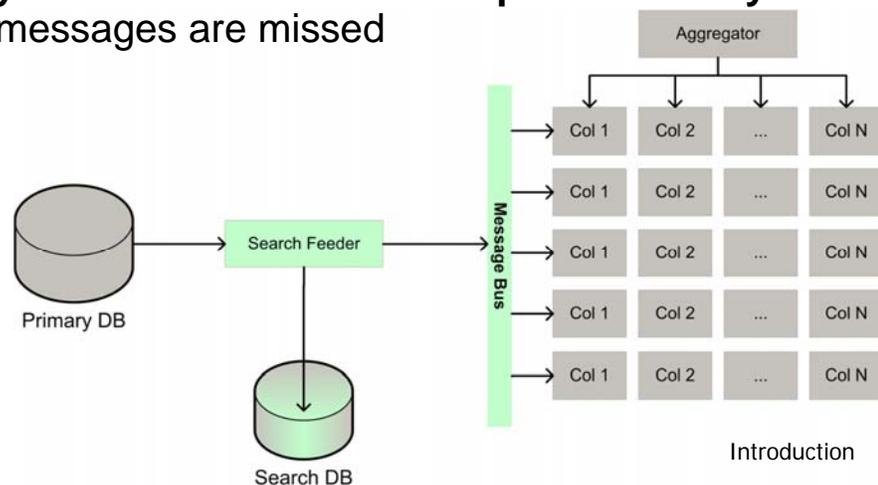
- Primary use-case **produces event transactionally** such as *Create event (ITEM.NEW, ITEM.SOLD)* with primary insert/update
- Consumers subscribe to event  
At least once delivery, No guaranteed order with idempotency and readback



## 2 - Asynchrony Everywhere

Pattern: **Message Multicast**

- **Search Feeder** publishes item updates, by reading item updates from primary database, and it publishes sequenced updates via Scalable Reliable Multicast-inspired protocol
- **Nodes listen** to assigned subset of messages, by the update of **in-memory index in real time** and **request recovery** (NAK) when messages are missed

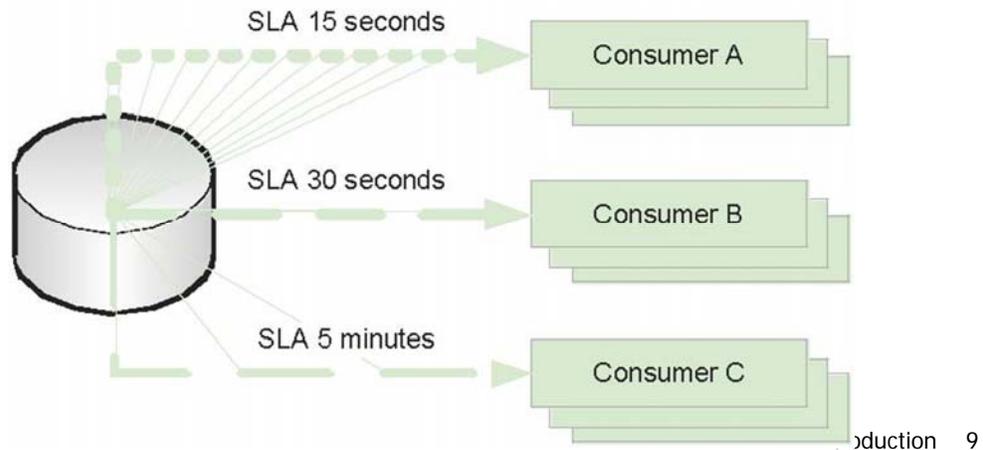


## 3 - Automate Everything

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### **Pattern: Adaptive Configuration**

- define **SLA for a given logical** consumer  
such as 99% of events processed in 15 seconds
- **dynamically adjust configuration** to meet defined SLA



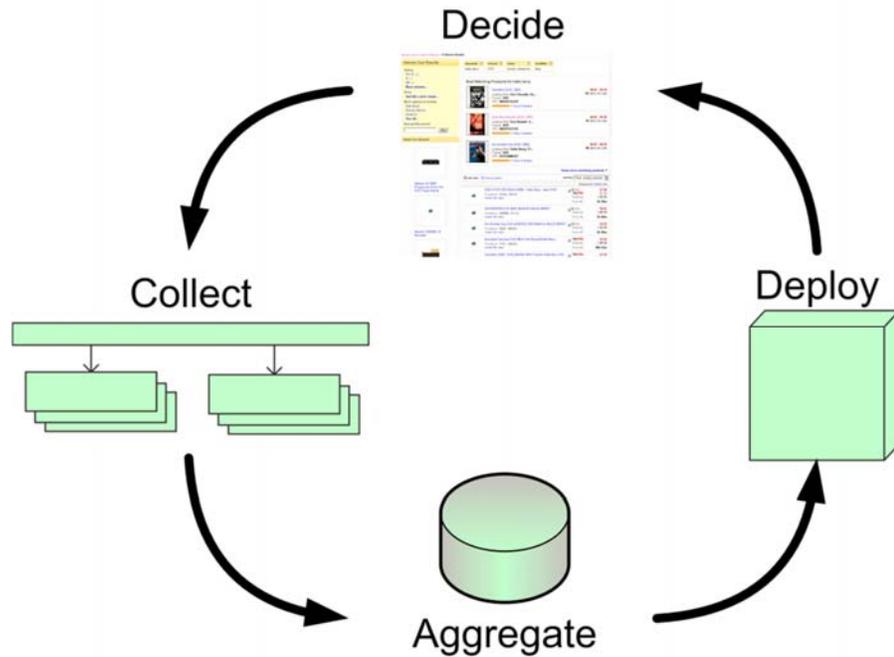
## 3 - Automate Everything

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### **Pattern: Machine Learning**

- **Dynamically adapt search** experience  
Determine best inventory and assemble optimal page for that user and context
- **Feedback loop** enables system to learn and improve over time
  - Collect user behavior
  - Aggregate and analyze offline
  - Deploy updated metadata
  - Decide and serve appropriate experience
- **Perturbation and dampening**

## 3 - Automate Everything



## 4 - Everything Fails

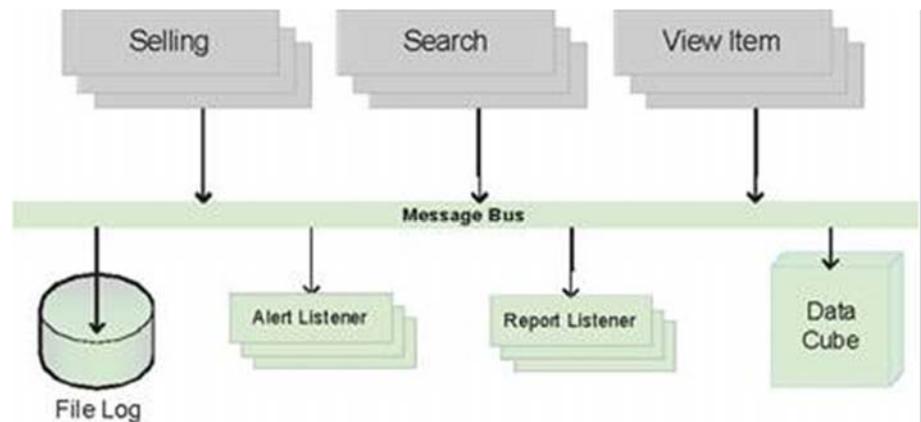
Pattern: **Failure Detection**

- Servers **log all requests**

Log all application activity, database and service calls on multicast message bus

Over 2TB of log messages per day

- Listeners **automate failure detection and notification**



## 4 - Everything Fails

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Pattern: **Rollback**

- **Absolutely no changes** to the site that **cannot be undone** (!)  
The system does take any action in case irreversible actions are to be taken
- Every feature has **on / off state driven** by central configuration  
Feature can be immediately turned off for operational or business reasons  
Features can be deployed “**wired-off**” to unroll dependencies

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## 4 - Everything Fails

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Pattern: **Graceful Degradation**

- Application “marks down” an **unavailable or distressed resource**  
Those resources are dealt with specifically
- **Non-critical functionality is removed or ignored**  
All unneeded functions are neither considered nor generally supported
- **Critical functionality is retried or deferred**  
All critical points are dealt with specifically and in case of success no problem, in case of a failure, retried until completed

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## 5 - Embrace Inconsistency

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- Choose **Appropriate Consistency Guarantees**

According with Brewer's CAP Theorem prefer **eventual consistency** to **immediate consistency**

To guarantee availability and partition-tolerance, we trade off immediate consistency

### Avoid **Distributed Transactions**

- eBay does absolutely **no distributed transactions** – **no two-phase commit**
- minimize inconsistency through **state machines and careful ordering of operations**
- **eventual consistency** through **asynchronous event or reconciliation batch**