facebook

Real-time Analytics at Facebook: Data Freeway and Puma

Zheng Shao 12/2/2011

Agenda

- 1 Analytics and Real-time
- 2 Data Freeway
- 3 Puma
- 4 Future Works

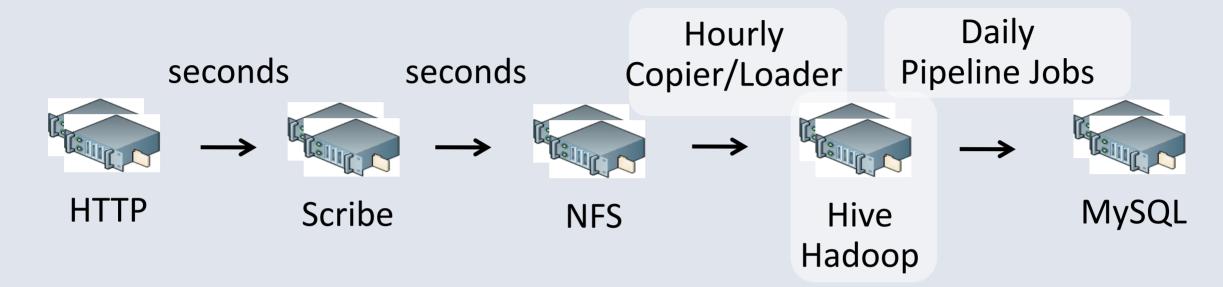
Analytics and Real-time what and why

Facebook Insights

- Use cases
- Websites/Ads/Apps/Pages
- Time series
- Demographic break-downs
- Unique counts/heavy hitters
- Major challenges
- Scalability
- Latency



Analytics based on Hadoop/Hive



- 3000-node Hadoop cluster
- Copier/Loader: Map-Reduce hides machine failures
- Pipeline Jobs: Hive allows SQL-like syntax
- Good scalability, but poor latency! 24 48 hours.

How to Get Lower Latency?





- Small-batch Processing
- Run Map-reduce/Hive every hour, every Aggregate the data as soon as it arrives 15 min, every 5 min, ...
- How do we reduce per-batch overhead?

- Stream Processing
- How to solve the reliability problem?

Decisions

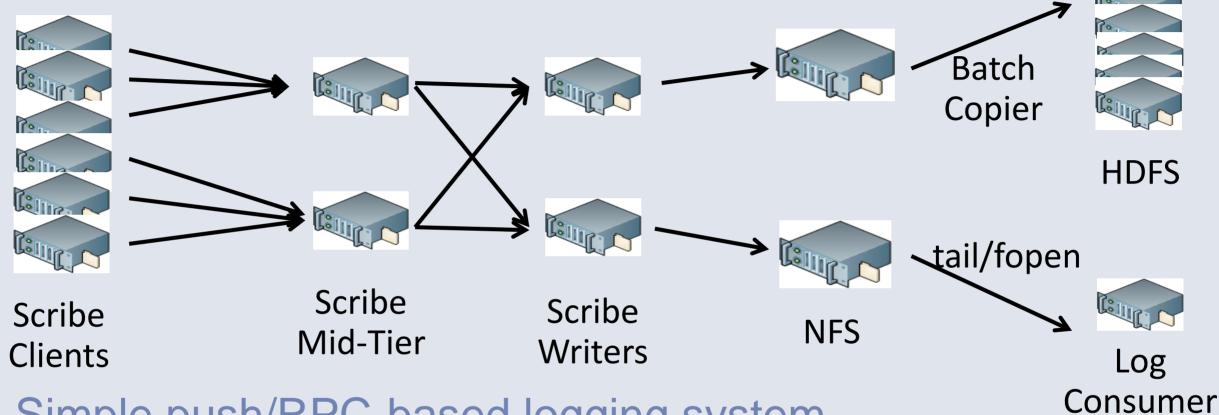
Stream Processing wins!

- Data Freeway
- Scalable Data Stream Framework
- Puma
- Reliable Stream Aggregation Engine



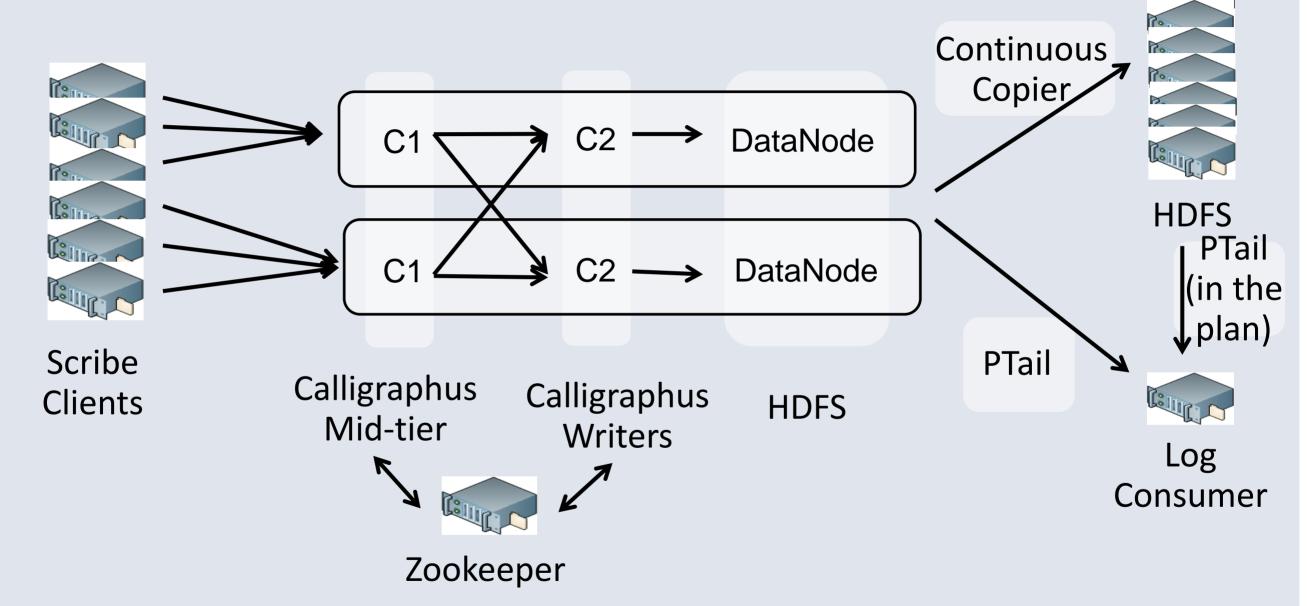
Data Freeway scalable data stream





- Simple push/RPC-based logging system
- Open-sourced in 2008. 100 log categories at that time.
- Routing driven by static configuration.

Data Freeway



9GB/sec at peak, 10 sec latency, 2500 log categories

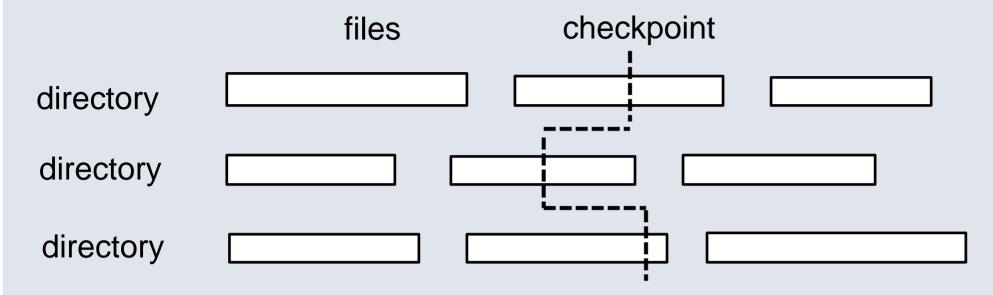
Calligraphus

- RPC → File System
- Each log category is represented by 1 or more FS directories
- Each directory is an ordered list of files
- Bucketing support
- Application buckets are application-defined shards.
- Infrastructure buckets allows log streams from x B/s to x GB/s
- Performance
- Latency: Call sync every 7 seconds
- Throughput: Easily saturate 1Gbit NIC

Continuous Copier

- File System → File System
- Low latency and smooth network usage
- Deployment
- Implemented as long-running map-only job
- Can move to any simple job scheduler
- Coordination
- Use lock files on HDFS for now
- Plan to move to Zookeeper

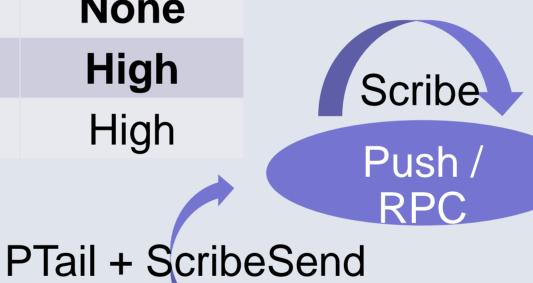
PTail



- File System → Stream (→ RPC)
- Reliability
- Checkpoints inserted into the data stream
- Can roll back to tail from any data checkpoints
- No data loss/duplicates

Channel Comparison

	Push / RPC	Pull / FS
Latency	1-2 sec	10 sec
Loss/Dups	Few	None
Robustness	Low	High
Complexity	Low	High



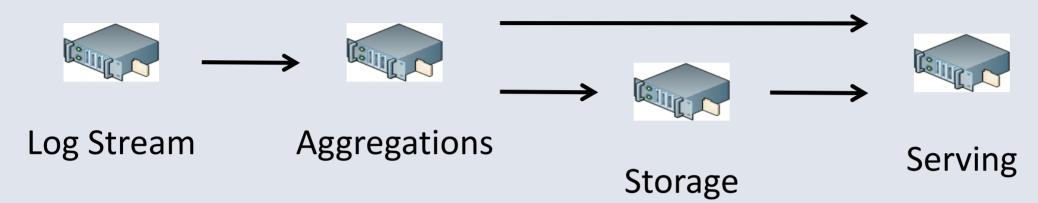
Calligraphus

Pull / FS

Continuous Copier

Puma real-time aggregation/storage

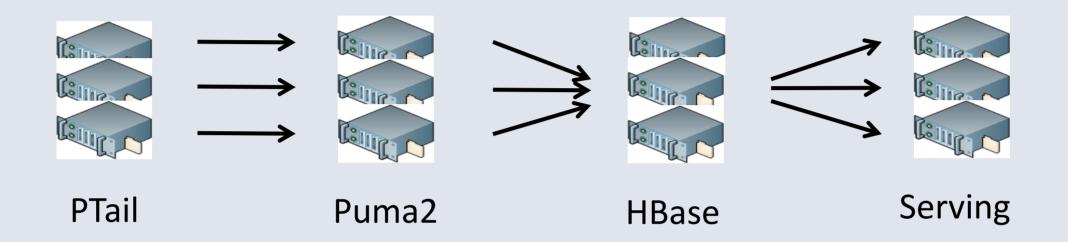
Overview



- ~ 1M log lines per second, but light read
- Multiple Group-By operations per log line
- The first key in Group By is always time/date-related
- Complex aggregations: Unique user count, most frequent elements

MySQL and HBase: one page

	MySQL	HBase
Parallel	Manual sharding	Automatic load balancing
Fail-over	Manual master/slave switch	Automatic
Read efficiency	High	Low
Write efficiency	Medium	High
Columnar support	No	Yes



- PTail provide parallel data streams
- For each log line, Puma2 issue "increment" operations to HBase. Puma2 is symmetric (no sharding).
- HBase: single increment on multiple columns

Puma2: Pros and Cons

Pros

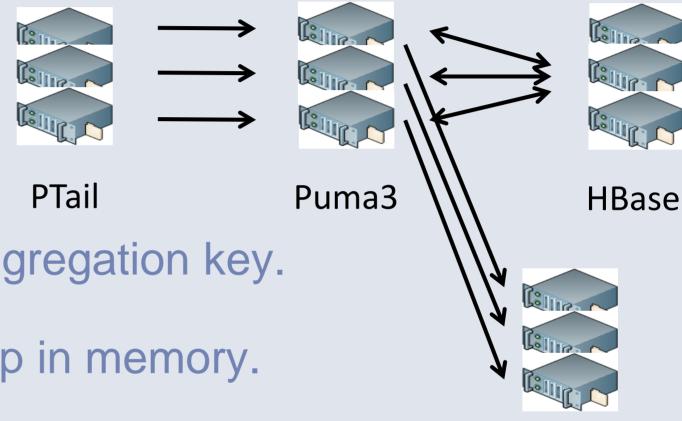
- Puma2 code is very simple.
- Puma2 service is very easy to maintain.

Cons

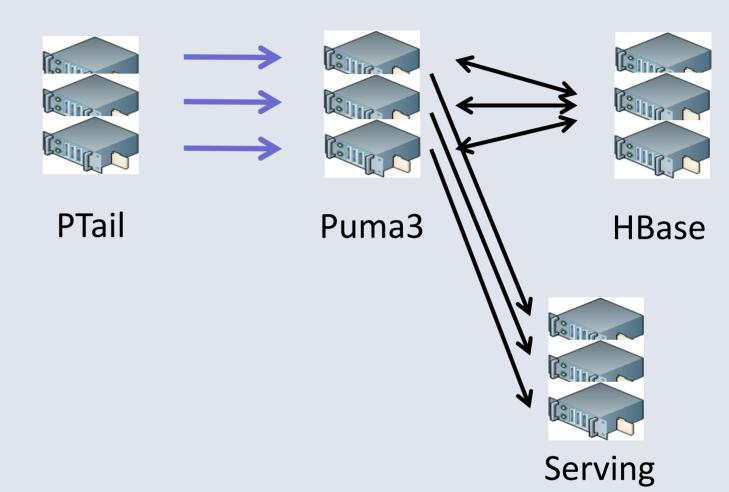
- "Increment" operation is expensive.
- Do not support complex aggregations.
- Hacky implementation of "most frequent elements".
- Can cause small data duplicates.

Improvements in Puma2

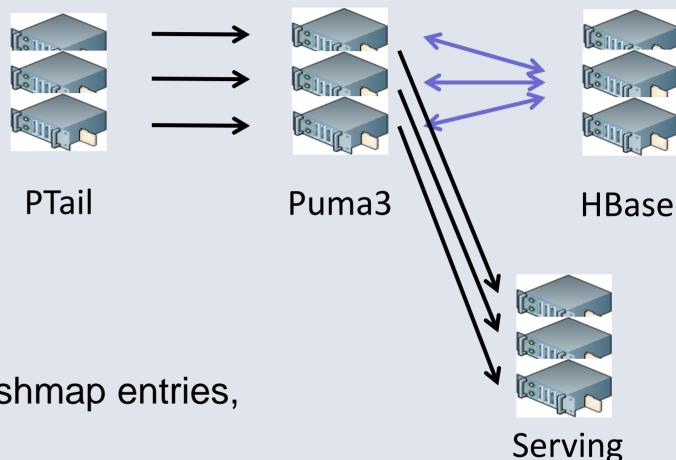
- Puma2
- Batching of requests. Didn't work well because of long-tail distribution.
- HBase
- "Increment" operation optimized by reducing locks.
- HBase region/HDFS file locality; short-circuited read.
- Reliability improvements under high load.
- Still not good enough!



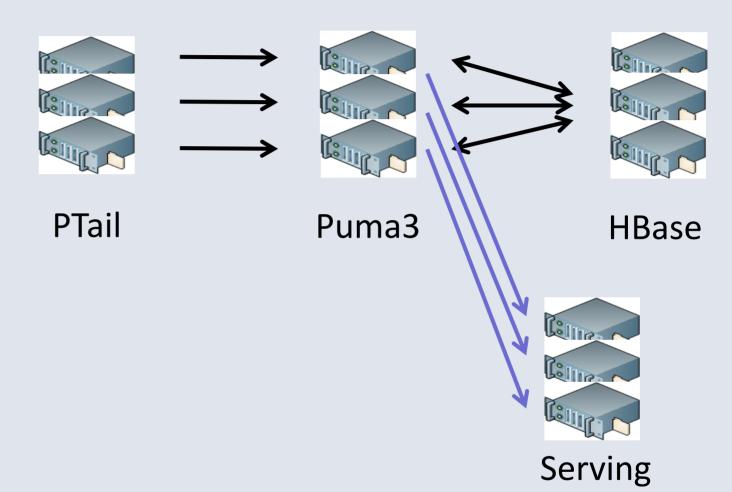
- Puma3 is sharded by aggregation key.
- Each shard is a hashmap in memory.
- Each entry in hashmap is a pair of an aggregation key and a user-defined aggregation.
- HBase as persistent key-value storage.



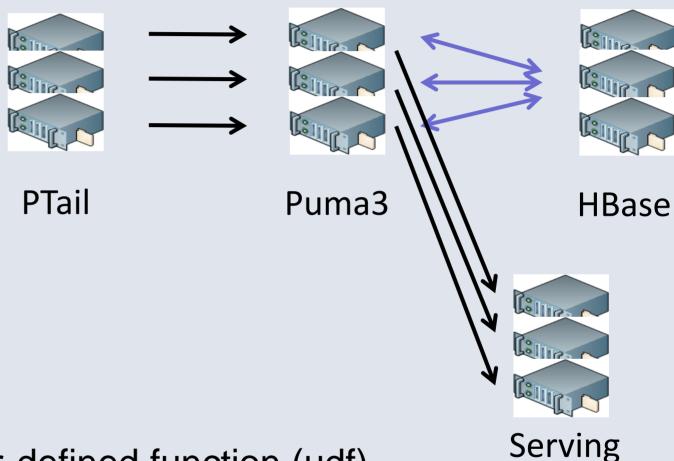
- Write workflow
- For each log line, extract the columns for key and value.
- Look up in the hashmap and call user-defined aggregation



- Checkpoint workflow
- Every 5 min, save modified hashmap entries,
 PTail checkpoint to HBase
- On startup (after node failure), load from HBase
- Get rid of items in memory once the time window has passed



- Read workflow
- Read uncommitted: directly serve from the in-memory hashmap; load from Hbase on miss.
- Read committed: read from HBase and serve.



- Join
- Static join table in HBase.
- Distributed hash lookup in user-defined function (udf).
- Local cache improves the throughput of the udf a lot.

Puma2 / Puma3 comparison

- Puma3 is much better in write throughput
- Use 25% of the boxes to handle the same load.
- HBase is really good at write throughput.
- Puma3 needs a lot of memory
- Use 60GB of memory per box for the hashmap
- SSD can scale to 10x per box.

Puma3 Special Aggregations

- Unique Counts Calculation
- Adaptive sampling
- Bloom filter (in the plan)
- Most frequent item (in the plan)
- Lossy counting
- Probabilistic lossy counting

PQL – Puma Query Language

- CREATE INPUT TABLE t ('time', 'adid', 'userid');
- CREATE VIEW v AS
 SELECT *, udf.age(userid)
 FROM t
 WHERE udf.age(userid) > 21

- CREATE HBASE TABLE h ...
- CREATE LOGICAL TABLE I ...

```
  CREATE AGGREGATION 'abc'

INSERT INTO I (a, b, c)
SELECT
   udf.hour(time),
   adid,
   age,
   count(1),
   udf.count_distinc(userid)
FROM v
GROUP BY
   udf.hour(time),
   adid,
   age;
```

Future Works challenges and opportunities

Future Works

- Scheduler Support
- Just need simple scheduling because the work load is continuous
- Mass adoption
- Migrate most daily reporting queries from Hive
- Open Source
- Biggest bottleneck: Java Thrift dependency
- Will come one by one

Similar Systems

- STREAM from Stanford
- Flume from Cloudera
- S4 from Yahoo
- Rainbird/Storm from Twitter
- Kafka from Linkedin

Key differences

- Scalable Data Streams
- 9 GB/sec with < 10 sec of latency
- Both Push/RPC-based and Pull/File System-based
- Components to support arbitrary combination of channels
- Reliable Stream Aggregations
- Good support for Time-based Group By, Table-Stream Lookup Join
- Query Language: Puma: Realtime-MR = Hive: MR
- No support for sliding window, stream joins

facebook

(c) 2009 Facebook, Inc. or its licensors. "Facebook" is a registered trademark of Facebook, Inc.. All rights reserved. 1.0