# Big Data in Real-Time at Twitter

by Nick Kallen (@nk)



#### What is Real-Time Data?

- On-line queries for a single web request
- Off-line computations with very low latency
- Latency and throughput are equally important
- Not talking about Hadoop and other high-latency, Big Data tools

### The three data problems

- Tweets
- Timelines
- Social graphs



#### What is a Tweet?

- 140 character message, plus some metadata
- Query patterns:
  - by id
  - by author
  - (also @replies, but not discussed here)
- Row Storage

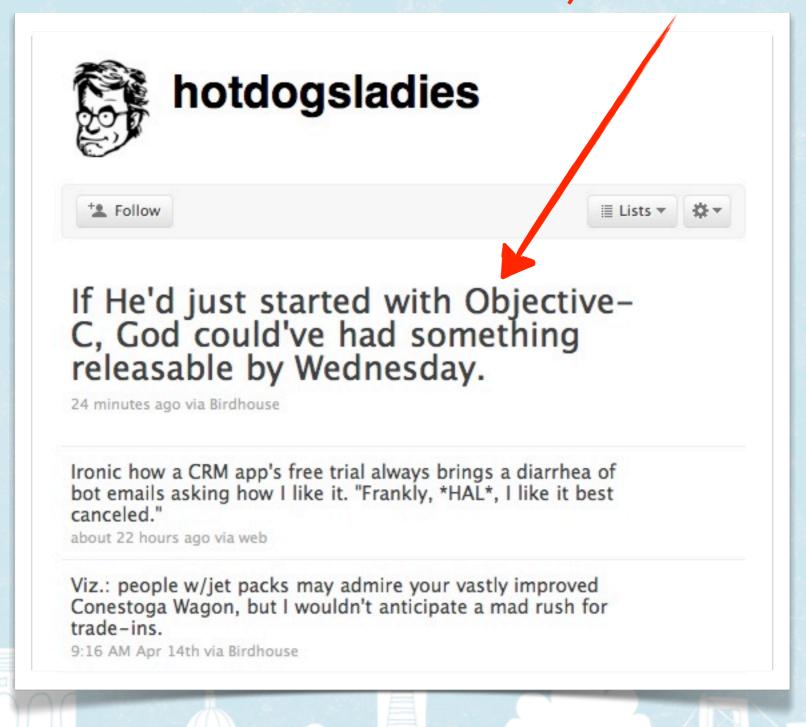
#### Find by primary Key: 4376167936





Sween Jason Sweeney

#### Find all by user\_id: 749863



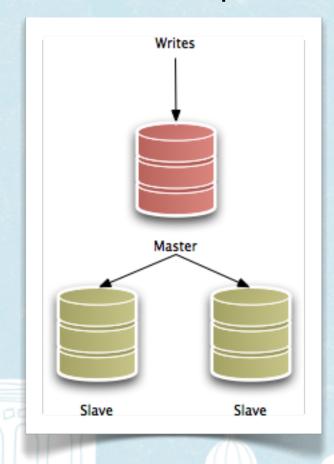
#### Original Implementation

id	user_id	text	created_at
20	12	just setting up my twttr	2006-03-21 20:50:14
29	12	inviting coworkers	2006-03-21 21:02:56
34	16	Oh shit, I just twittered a little.	2006-03-21 21:08:09

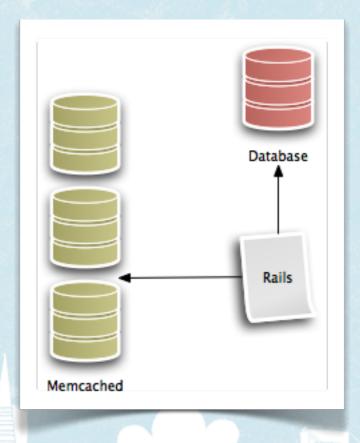
- Relational
- Single table, vertically scaled
- Master-Slave replication and Memcached for read throughput.

### Original Implementation

#### Master-Slave Replication



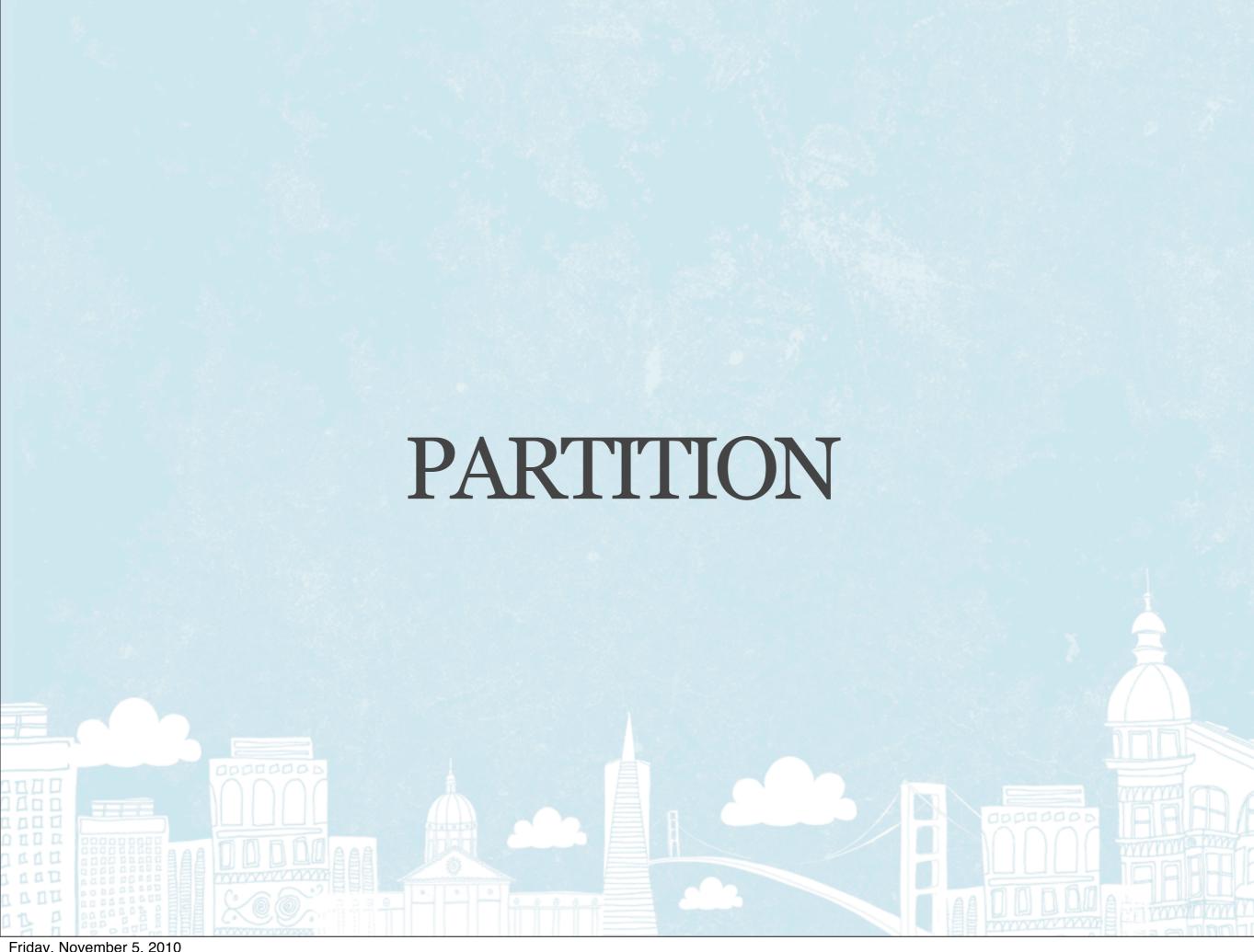
#### Memcached for reads



#### Problems w/ solution

- Disk space: did not want to support disk arrays larger than 800GB
- At 2,954,291,678 tweets, disk was over 90% utilized.





#### Dirt-Goose Implementation

Queries try each

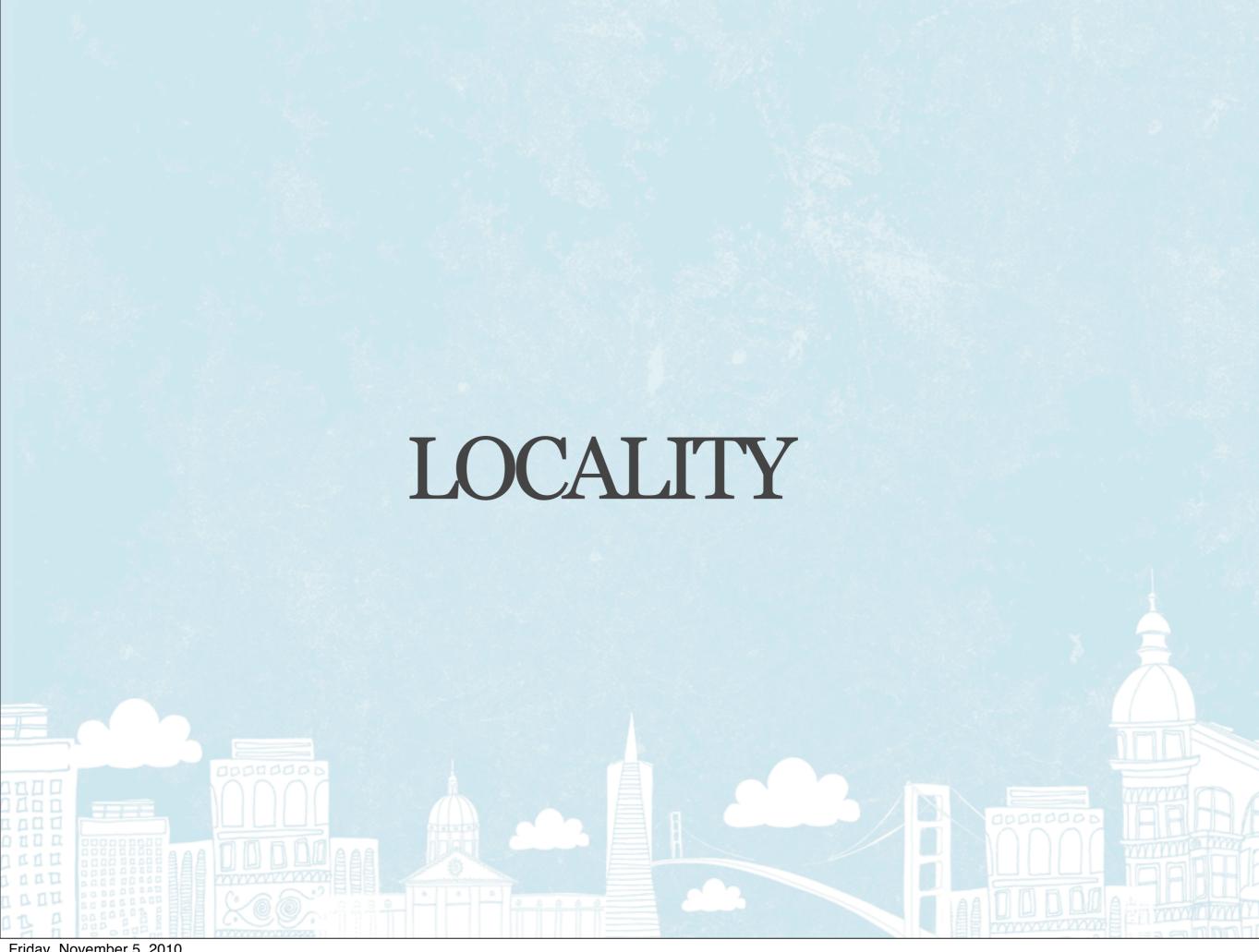
Partition by time partition in order

id	user_ident	;/	enough data
24			ccumulated
23	•••		

Partition 2

Partition I

id	user_id
22	•••
21	•••



### Problems w/ solution

Write throughput



#### T-Bird Implementation

#### Partition by primary key

Partition I			F	Partition 2	
id	text		id	text	
20	•••		21	•••	
22	•••		23	•••	
24	F	no	ling r	ecent twe	20

by user\_id queries N
partitions

#### T-Flock

#### Partition user\_id index by user id

Partition I			Р	artition 2
user_id	id		user_id	id
I	I		2	21
3	58		2	22
3	99		2	27

### Low Latency

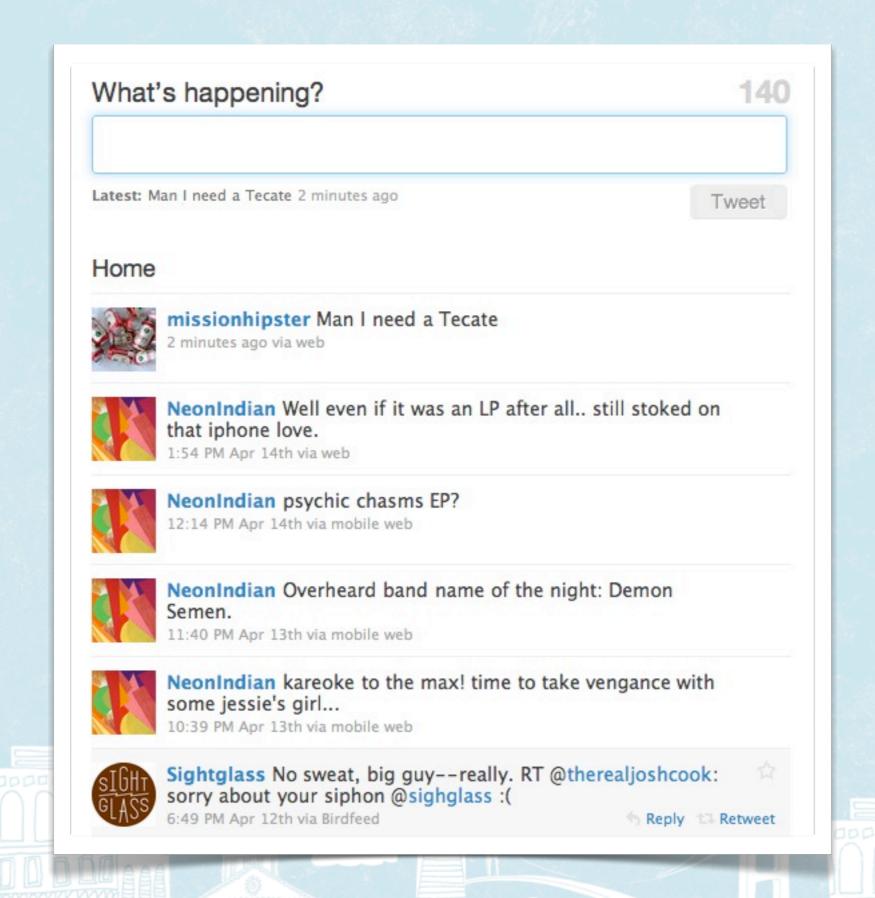
	PK Lookup
Memcached	lms
T-Bird	5ms

#### Principles

- Partition and index
- Index and partition
- Exploit locality (in this case, temporal locality)
- New tweets are requested most frequently, so usually only 1 partition is checked

### The three data problems

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#### What is a Timeline?

- Sequence of tweet ids
- Query pattern: get by user\_id
- High-velocity bounded vector
- RAM-only storage



## Tweets from 3 different people

#### What's happening?

Latest: Man I need a Tecate 2 minutes ago Home missionhipster Man I need a Tecate 2 minutes ago via web NeonIndian Well even if it was an LP after all., still stoked on



that iphone love.

1:54 PM Apr 14th via web



NeonIndian psychic chasms EP?

12:14 PM Apr 14th via mobile web



NeonIndian Overheard band name of the night: Demon Semen.

11:40 PM Apr 13th via mobile web



NeonIndian kareoke to the max! time to take vengance with some jessie's girl...

10:39 PM Apr 13th via mobile web



Sightglass No sweat, big guy--really. RT @therealjoshcook: sorry about your siphon @sighglass :(

6:49 PM Apr 12th via Birdfeed

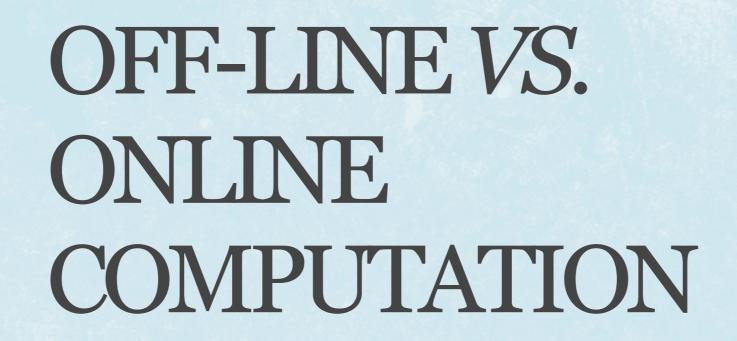


#### Original Implementation

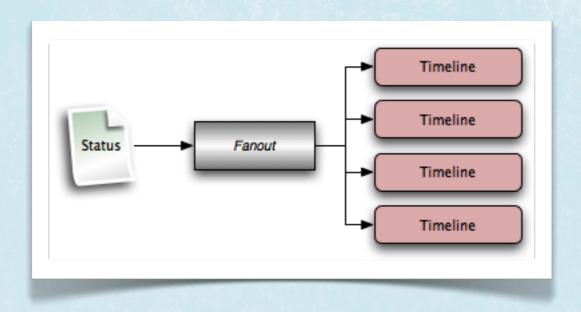
```
SELECT * FROM tweets
WHERE user_id IN
  (SELECT source_id
   FROM followers
  WHERE destination_id = ?)
ORDER BY created_at DESC
LIMIT 20
```

Crazy slow if you have lots of friends or indices can't be

Kept in RAM



#### Current Implementation



- Sequences stored in Memcached
- Fanout off-line, but has a low latency SLA
- Truncate at random intervals to ensure bounded

#### length

• On cache miss, merge user timelines

#### Throughput Statistics

date	daily pk tps	all-time pk tps	fanout ratio	deliveries
10/7/2008	30	120	175:1	21,000
11/1/2010	1500	3,000	700: I	2,100,000



### MEMORY HERARCHY

#### Possible implementations

- Fanout to disk
- Ridonculous number of IOPS required, even with fancy buffering techniques
- Cost of rebuilding data from other durable stores not too expensive
- Fanout to memory
- Good if cardinality of corpus \* bytes/datum not too many GB

#### Low Latency

get	append	fanout
Ims	lms	< s*

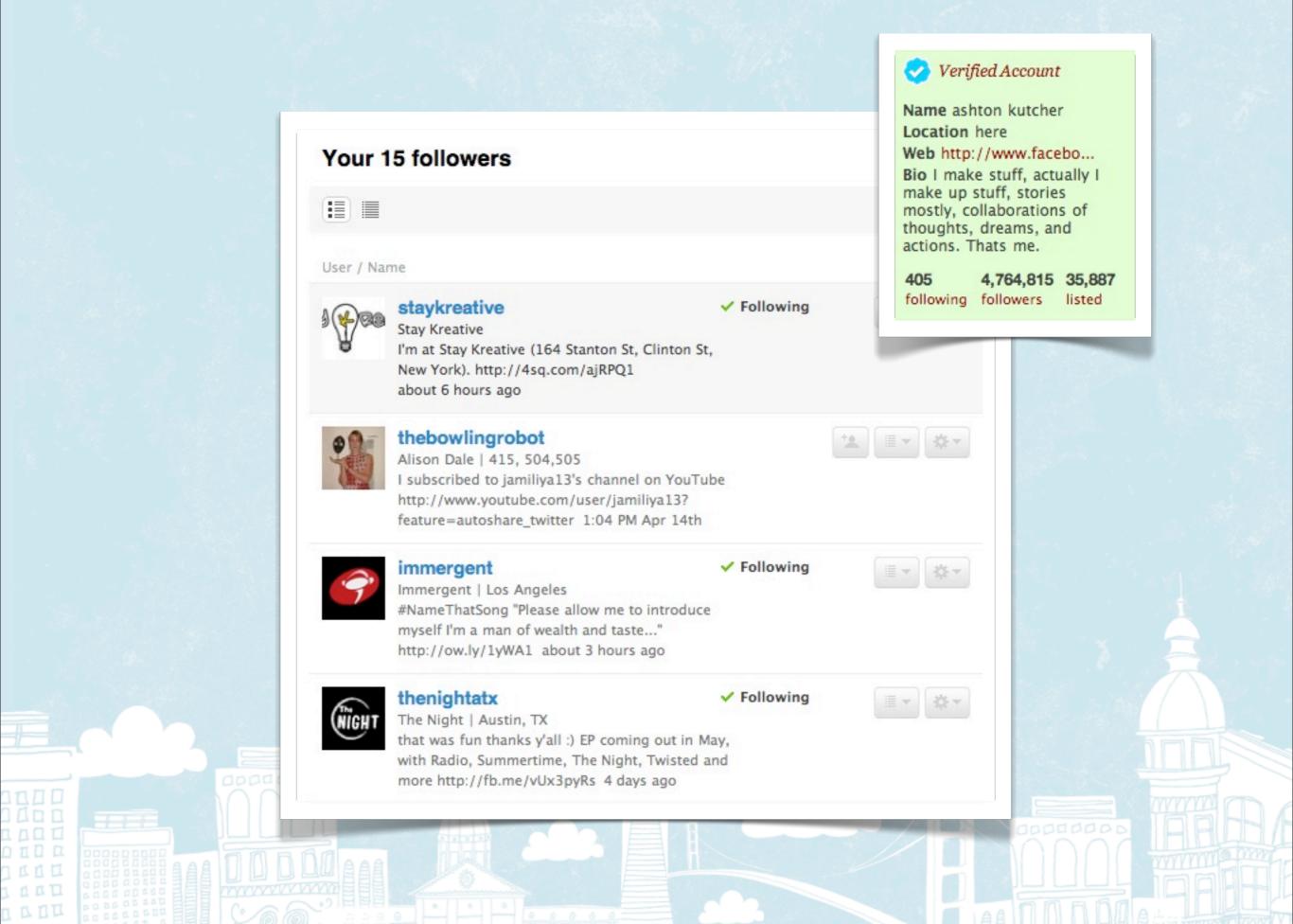
\* Depends on the number of followers of the tweeter

#### Principles

- Off-line vs. Online computation
- The answer to some problems can be **pre-computed** if the amount of work is **bounded** and the query pattern is very limited
- Keep the memory hierarchy in mind

### The three data problems

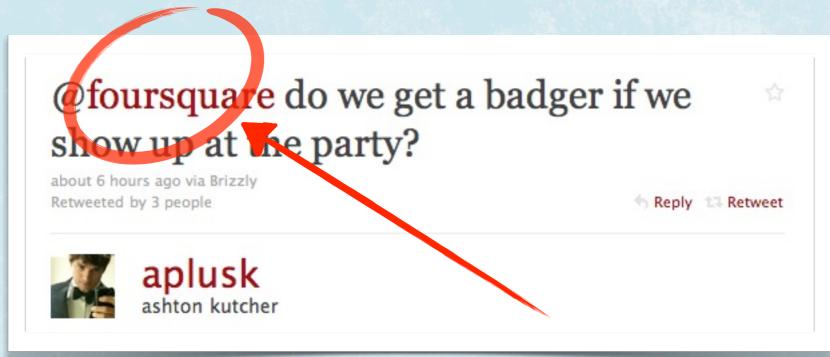
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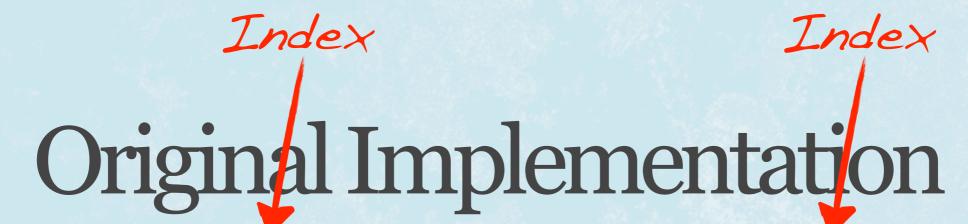
#### What is a Social Graph?

- List of who follows whom, who blocks whom, etc.
- Operations:
  - Enumerate by time
  - Intersection, Union, Difference
  - Inclusion
  - Cardinality
  - Mass-deletes for spam
- Medium-velocity unbounded vectors
- Complex, predetermined queries





Intersection: Deliver to people who follow both Caplusk and Cfoursquare



source_id	destination_ld
20	12
29	12
34	16

- Single table, vertically scaled
- Master-Slave replication

### Problems w/ solution

- Write throughput
- Indices couldn't be kept in RAM

#### Edges stored in both directions

# Current solution

Forward				
source_id	destination_id	updated_at	X	
20	12	20:50:14	x	
20	13	20:51:32		
20	16			

	Daditival C		
destination_id	source_id	updated_at	X
12	20	20:50:14	X
12	32	20:51:32	
12	16		

**Backward** 

- Partitioned by user id
- Edges stored in "forward" and "backward" directions
- Indexed by time
- Indexed by element (for set algebra)
- Denormalized cardinality

#### Challenges

- Data consistency in the presence of failures
- Write operations are idempotent: retry until success
- Last-Write Wins for edges
- (with an ordering relation on State for time conflicts)
- Other commutative strategies for mass-writes

#### Low Latency

cardinality	iteration	write ack	write materialize	inclusion
Ims	100edges/ms*	lms	16ms	Ims

\* 2ms lower bound

#### Principles

- It is not possible to pre-compute set algebra queries
- Partition, replicate, index. Many efficiency and scalability problems are solved the same way

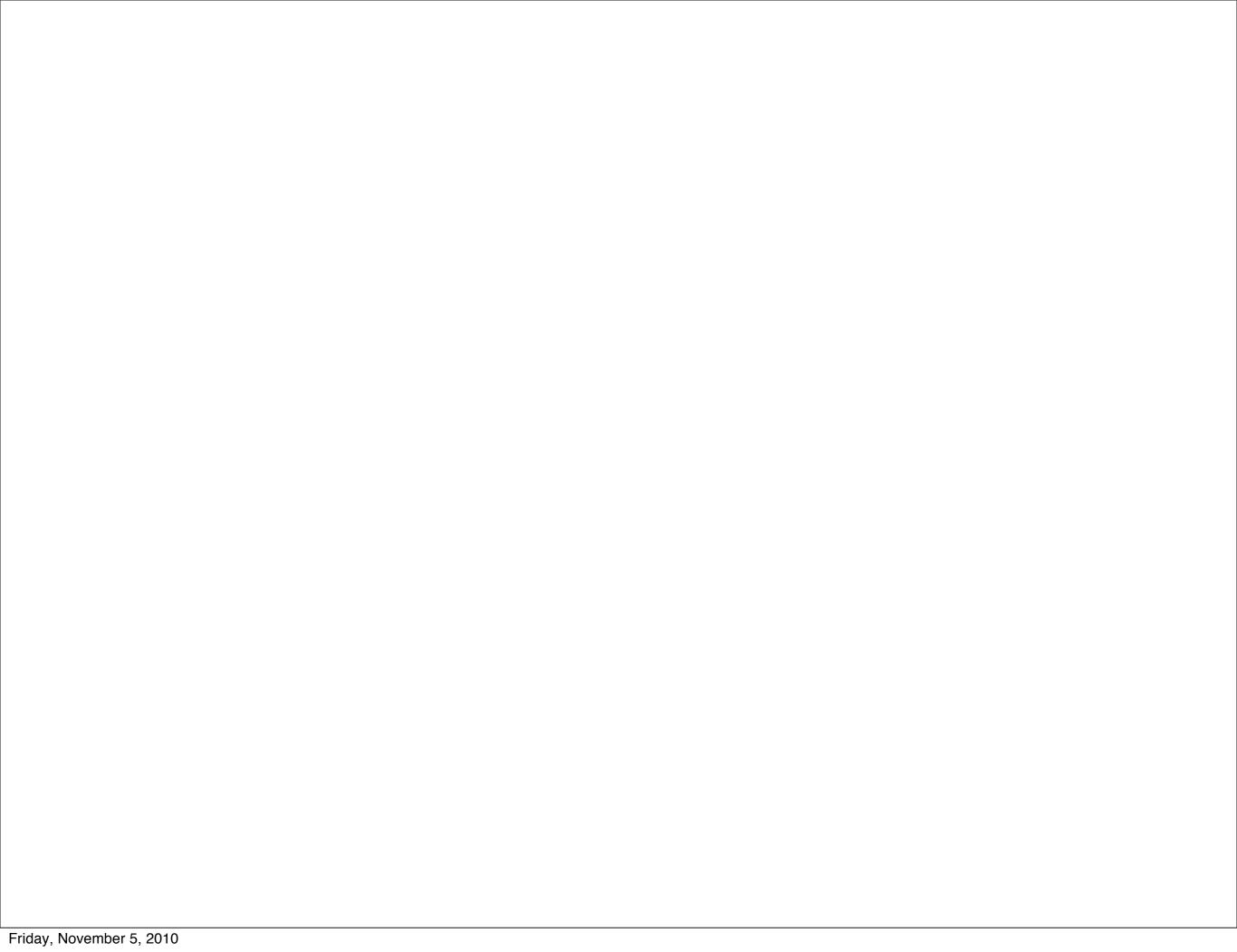


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### Summary Statistics

	reads/second	writes/ second	cardinality	bytes/item	durability
Tweets	100k	1100	30b	300b	durable
Timelines	80k	2.1m	a lot	3.2k	volatile
Graphs	I00k	20k	20b	110	durable



#### Principles

- All engineering solutions are transient
- Nothing's perfect but some solutions are good enough for a while
- Scalability solutions aren't magic. They involve partitioning, indexing, and replication
- All data for real-time queries MUST be in memory. Disk is for writes only.
- Some problems can be solved with **pre-computation**, but a lot can't
- Exploit locality where possible