

**A KAFKAESQUE  
SERIES OF EVENTS**

**LILY MARA**



OneSignal

**ONCE UPON A TIME**

# ONCE UPON A TIME

- 8B notifications/day

# ONCE UPON A TIME

- 8B notifications/day
- 10 backend engineers

# ONCE UPON A TIME

- 8B notifications/day
- 10 backend engineers
- Make simplifying assumptions

# PROBLEM

```
PUT https://onesignal.com/api/v1/players/{SUBSCRIPTION_ID}
{
  "app_id": "{APP_ID}",
  "tags": {
    "first_name": "Jon",
    "last_name": "Smith",
  }
}
```

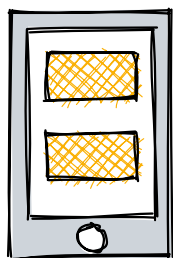


Subscription A: account-type=VIP

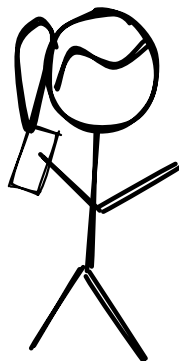
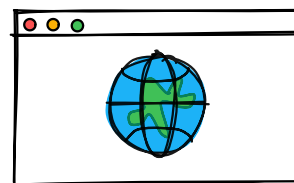
Subscription B: account-type=VIP

Subscription C: account-type=user

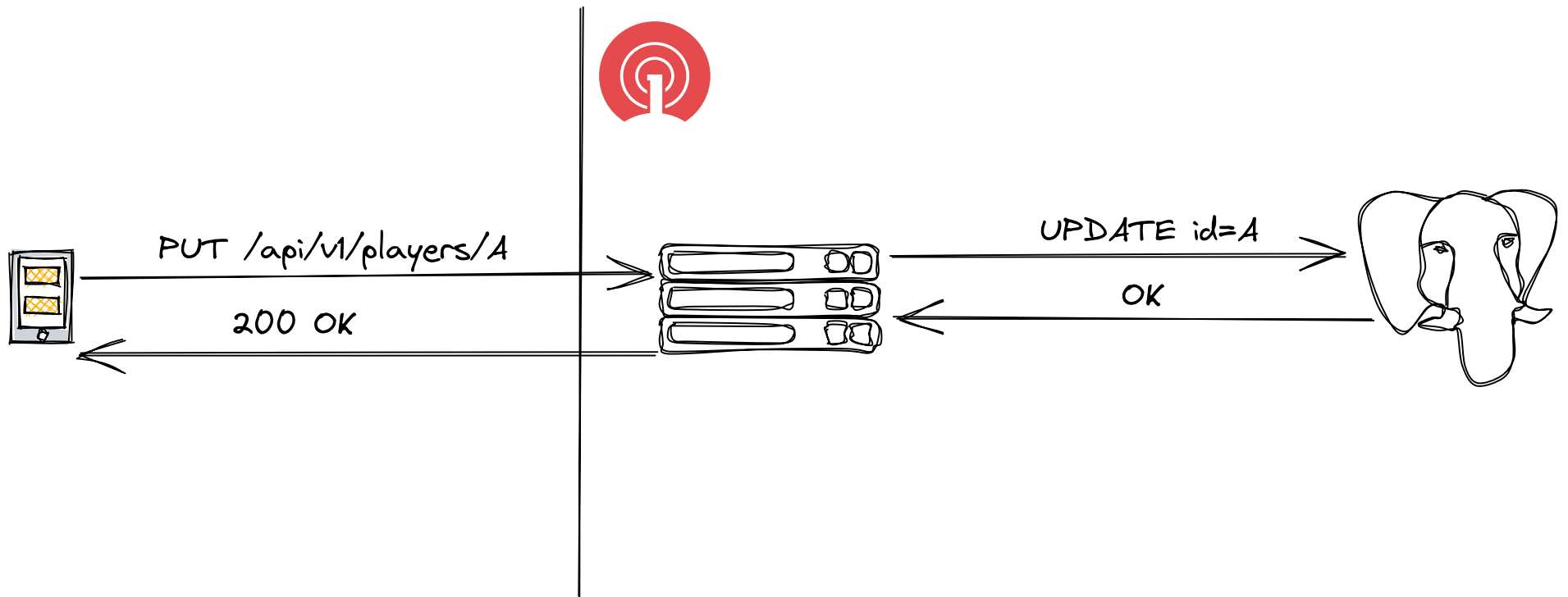
Mobile Push  
SMS



Web push

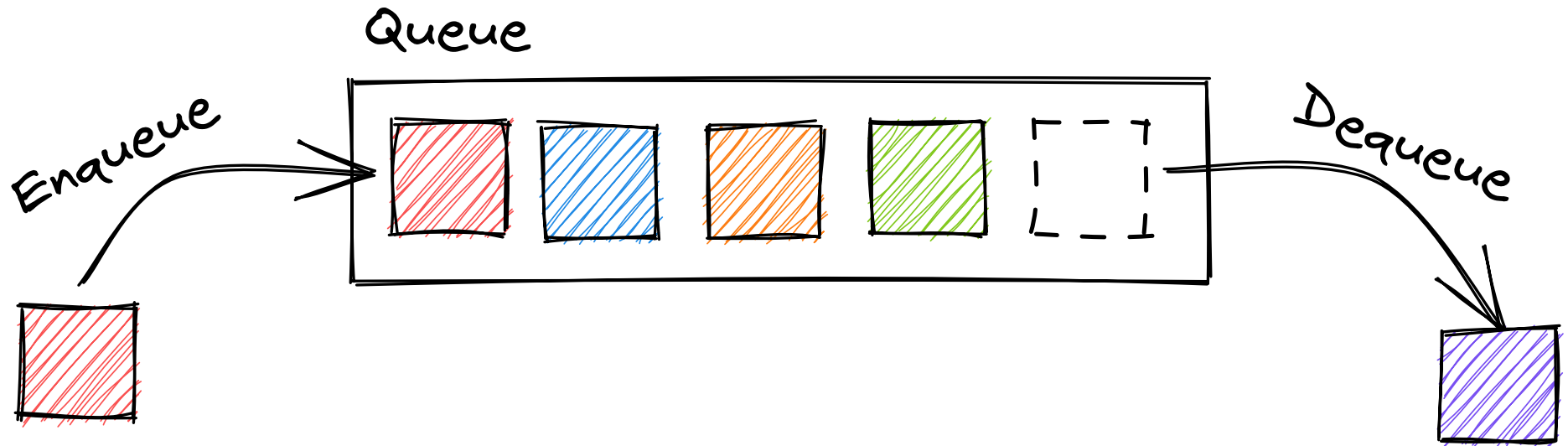


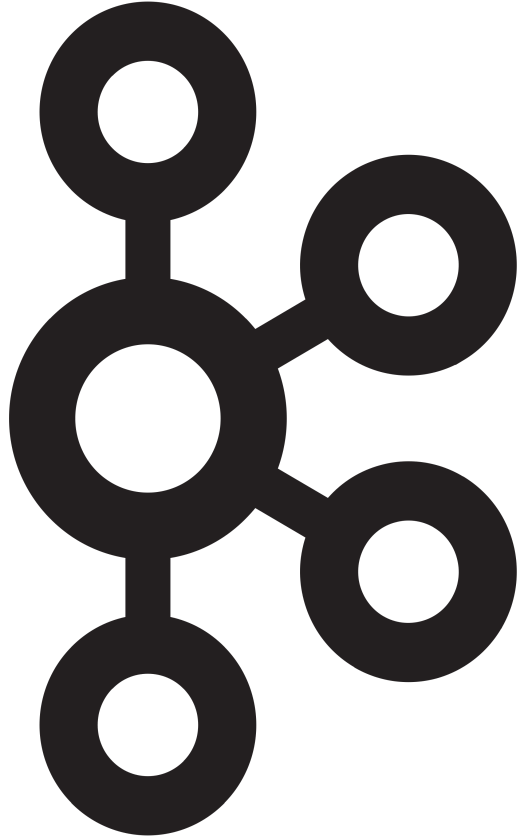




# QUEUE

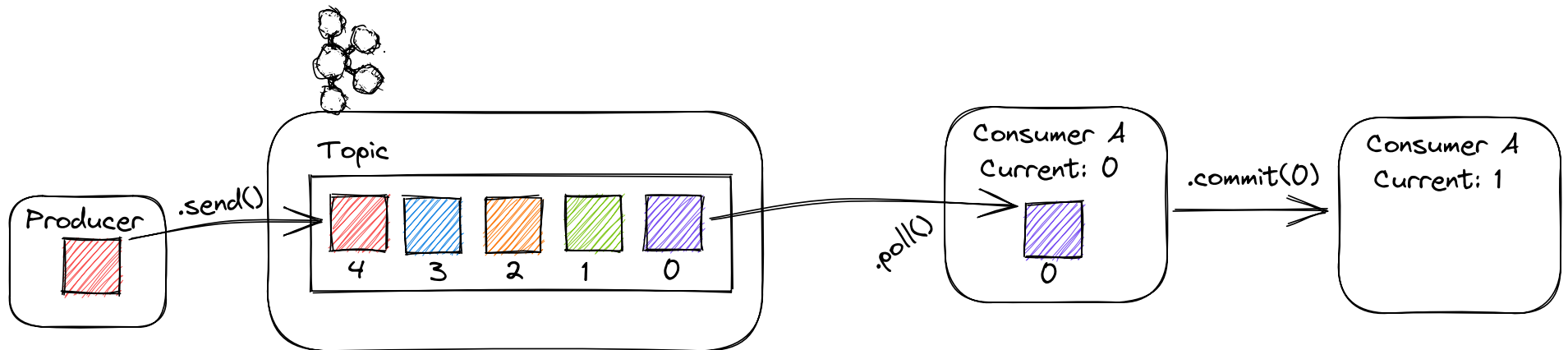
# QUEUE



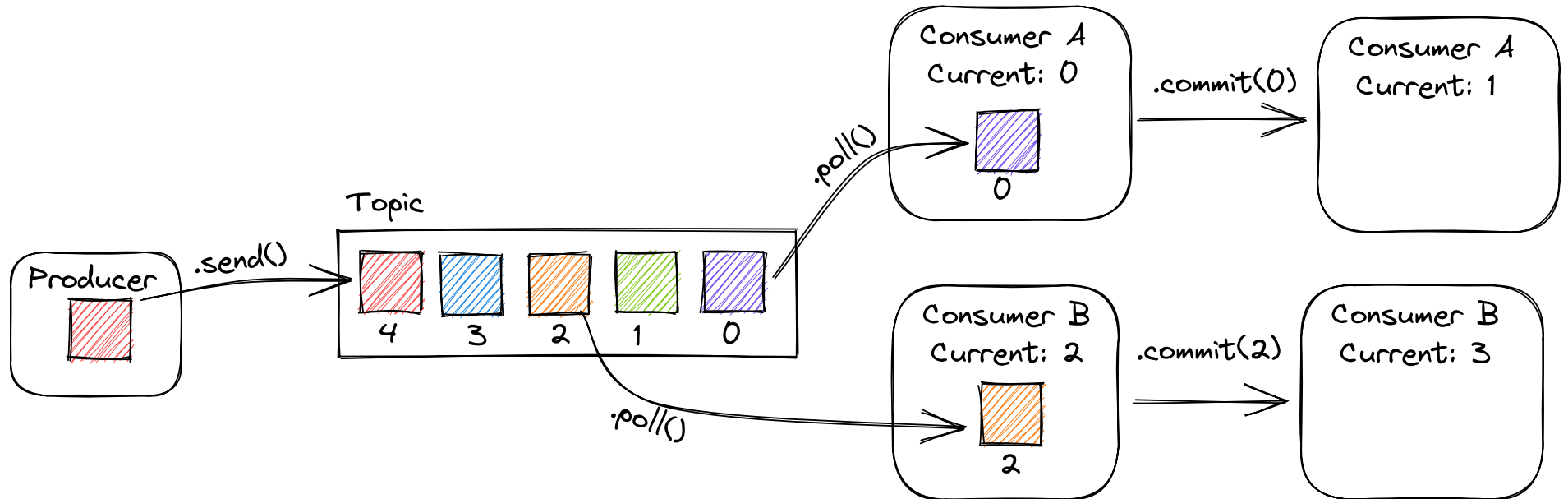


**kafka**

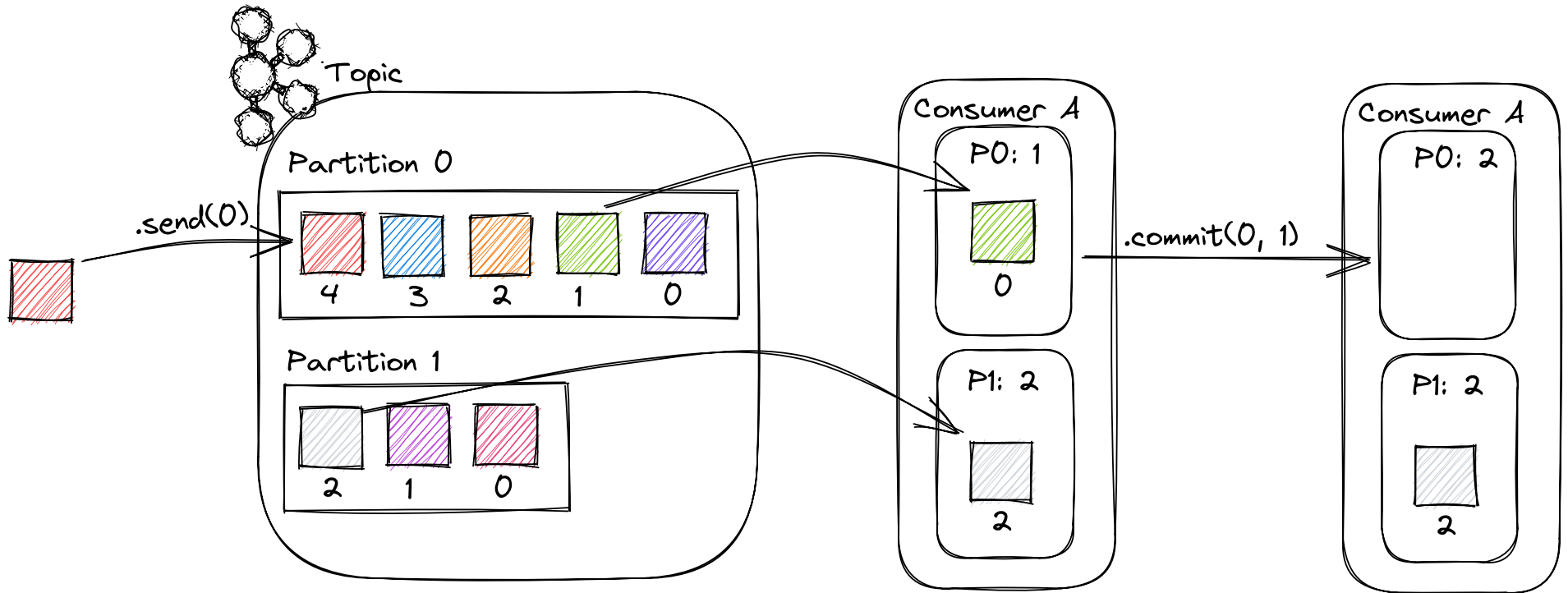
# CONSUMER



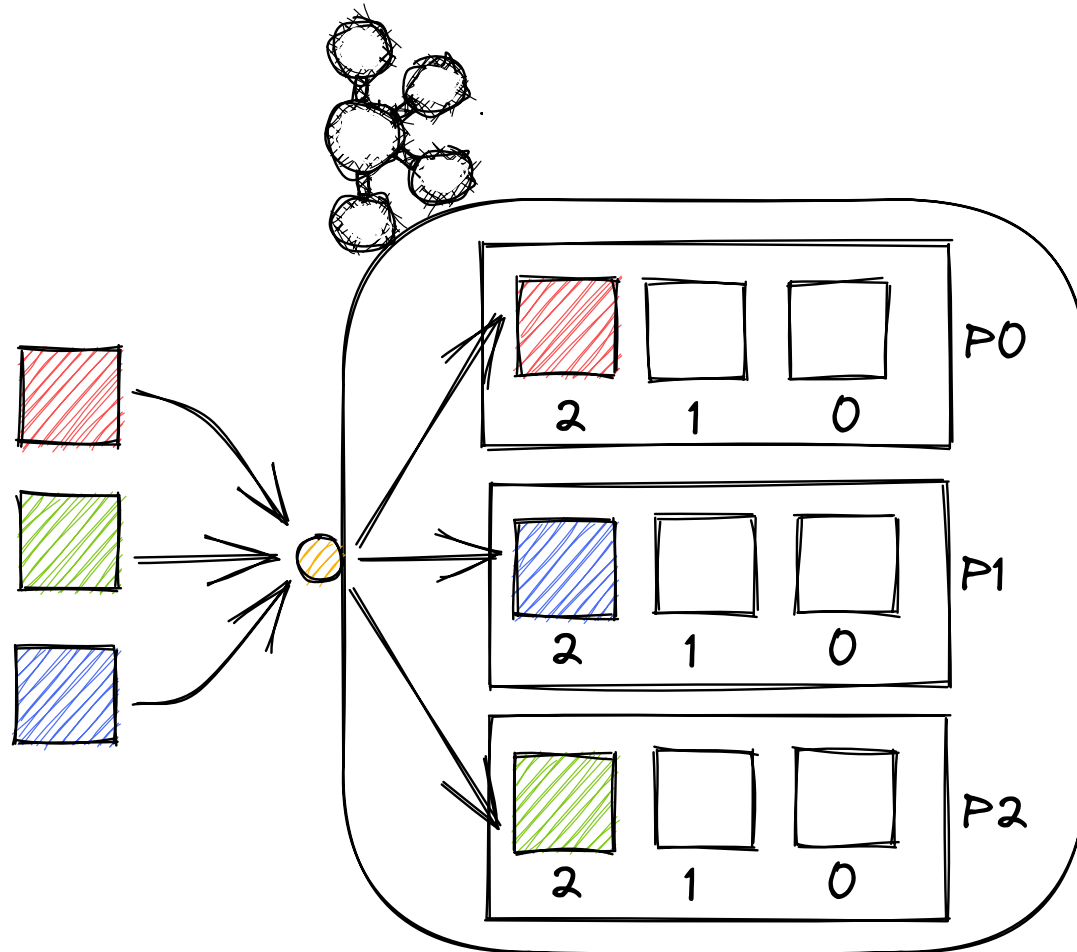
# CONSUMER



# PARTITION

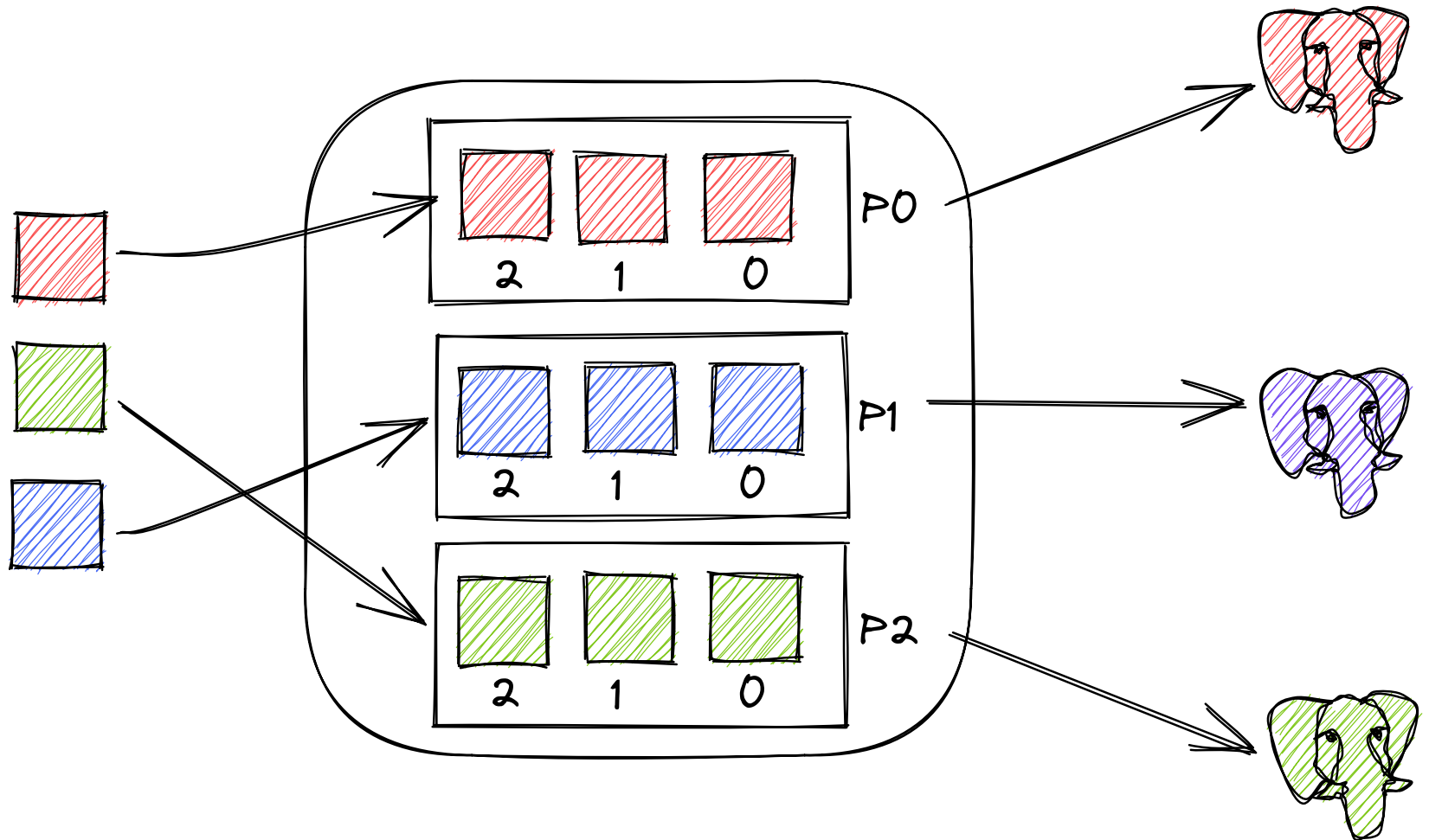


# ROUND-ROBIN

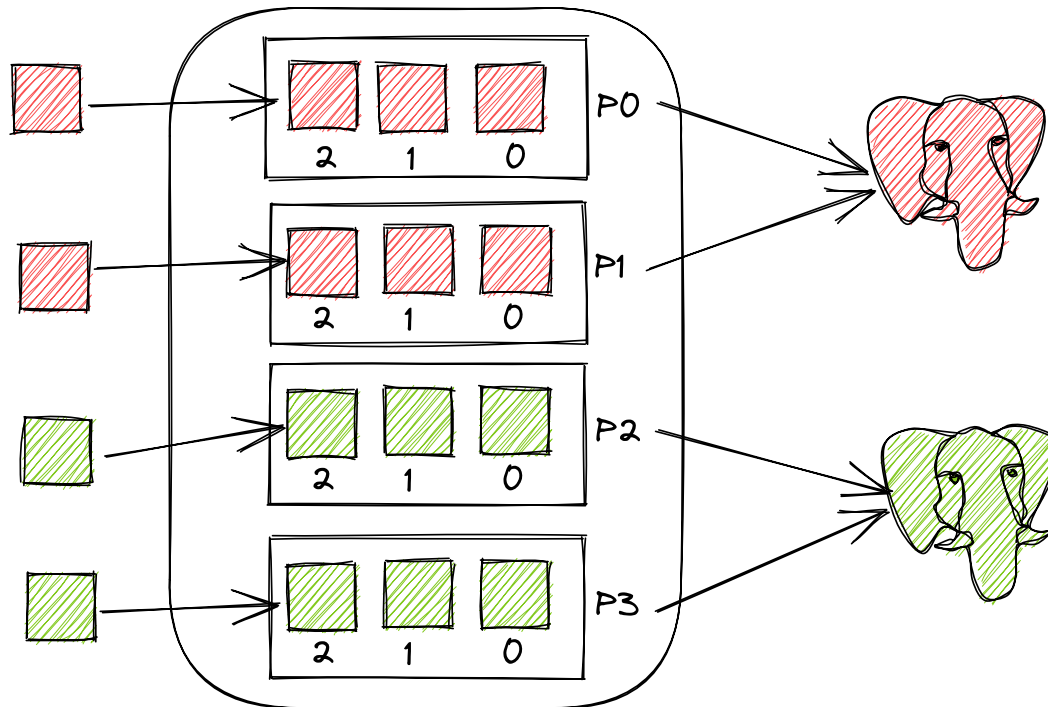




# EXPLICIT



# CONCURRENT WRITES



# ISSUES

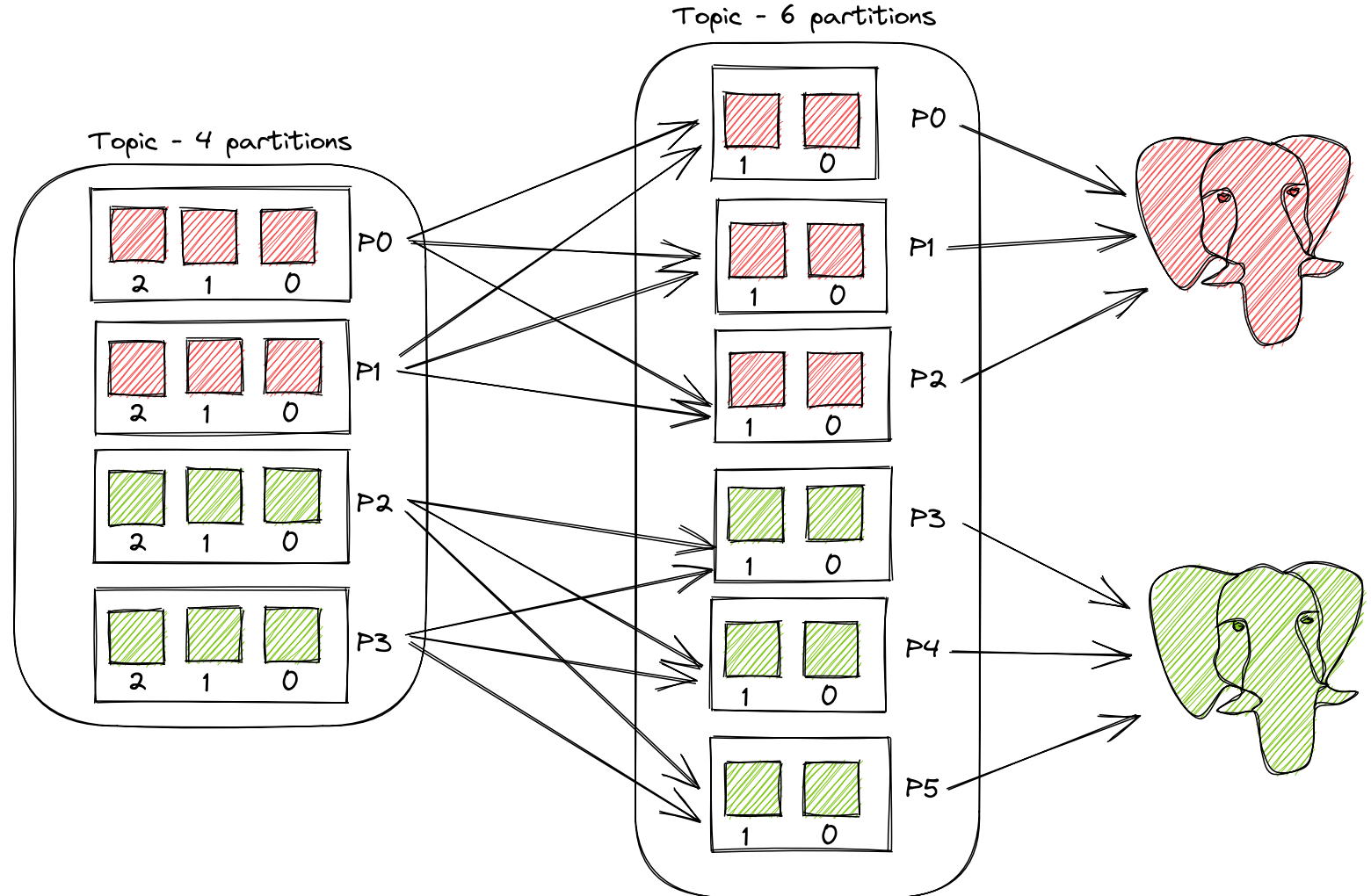
# ISSUES

- Inflexible

# ISSUES

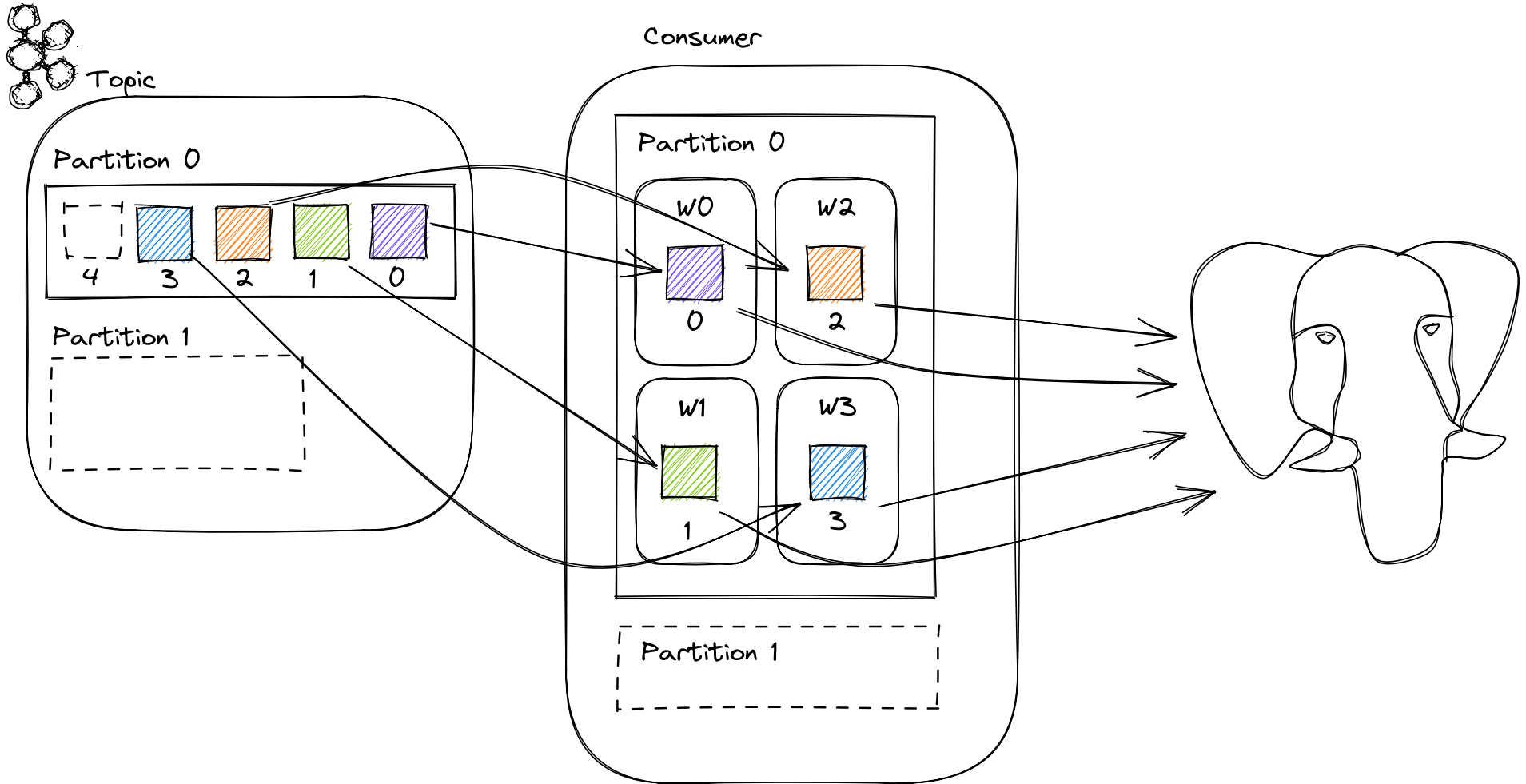
- Inflexible
- Kafka  
repartitioning

# REPARTITIONING



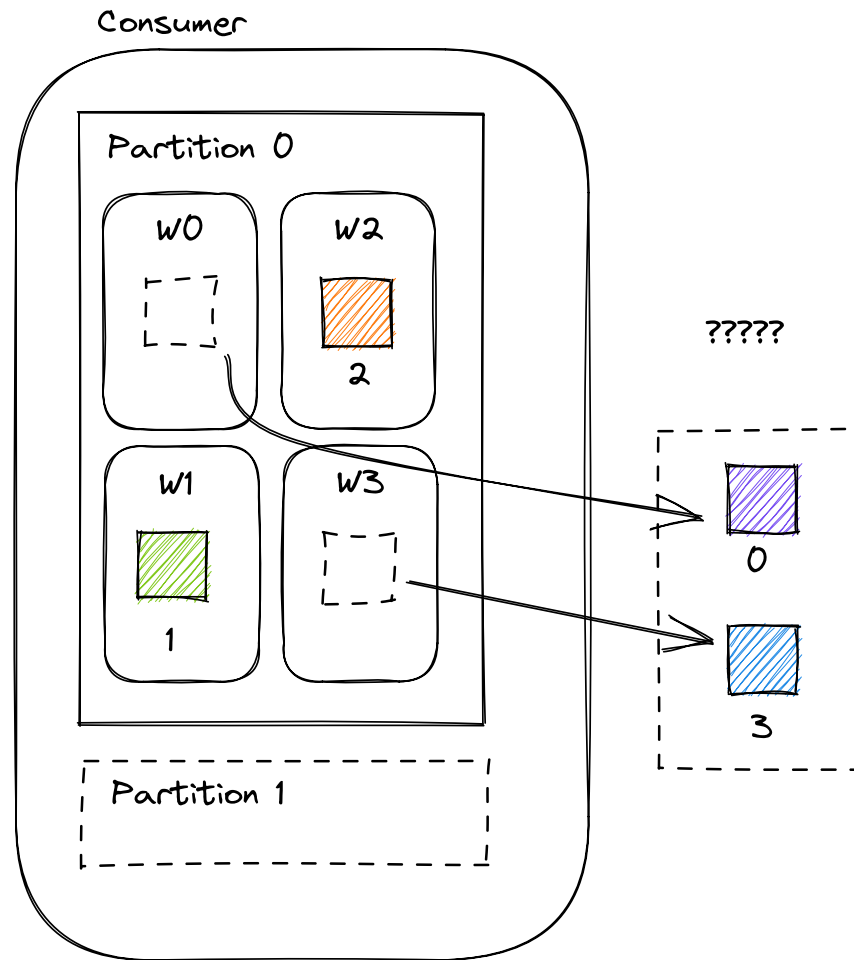
# **SUBPARTITION PROCESSING**

# SUBPARTITION PROCESSING

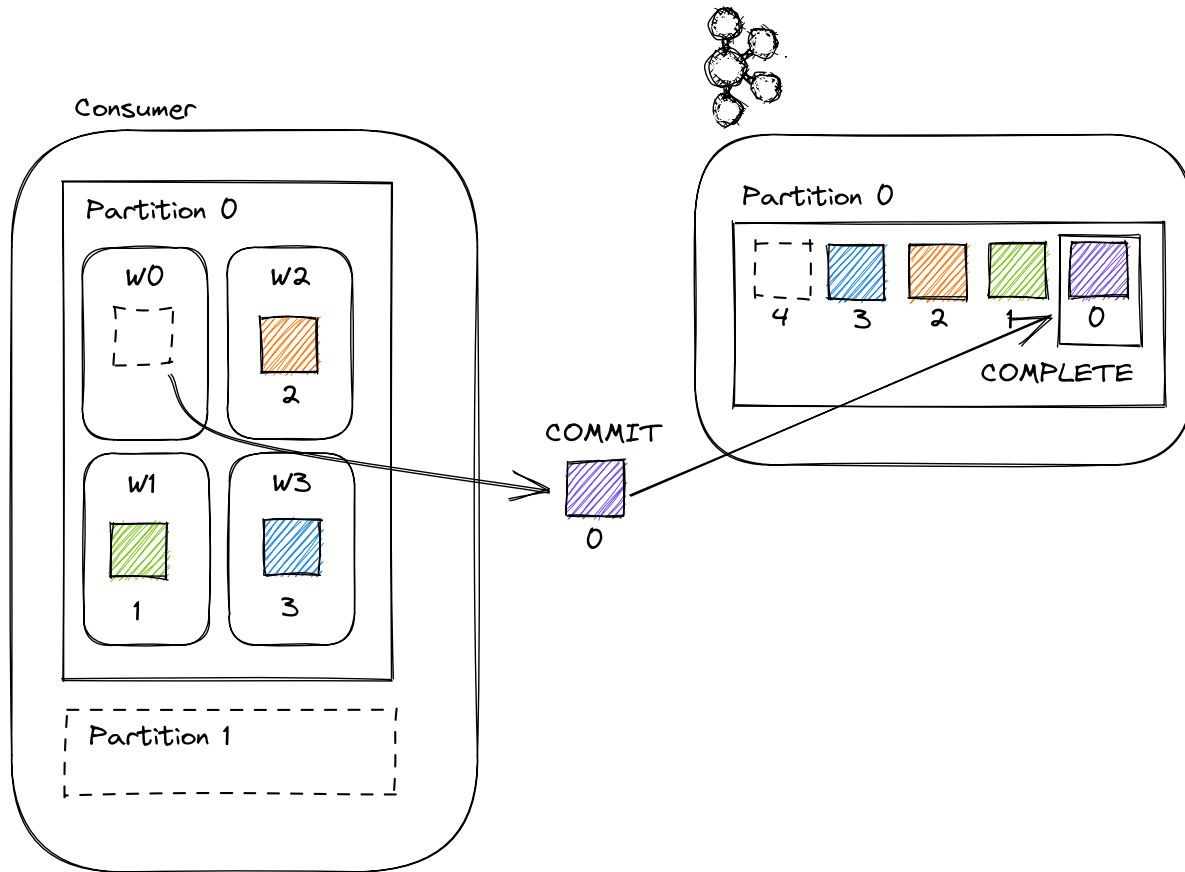




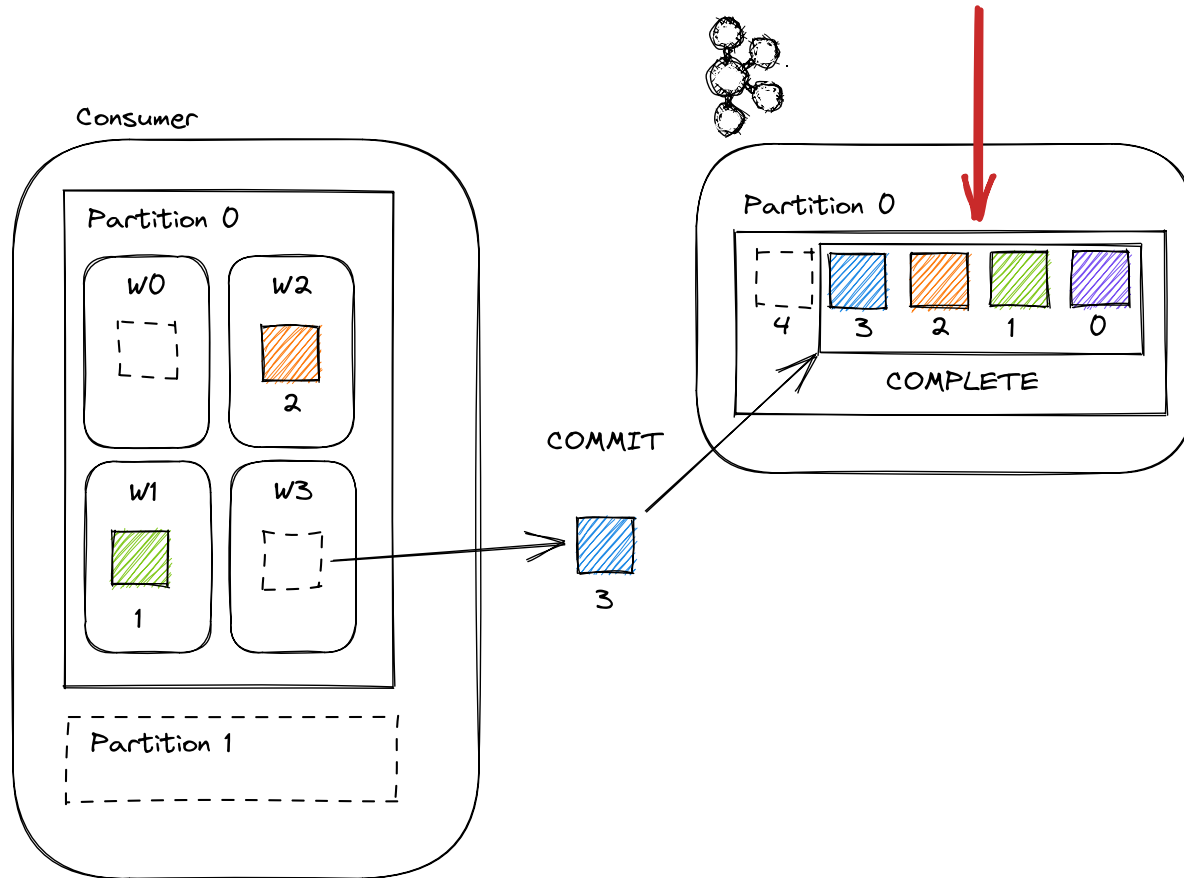
# ISSUE



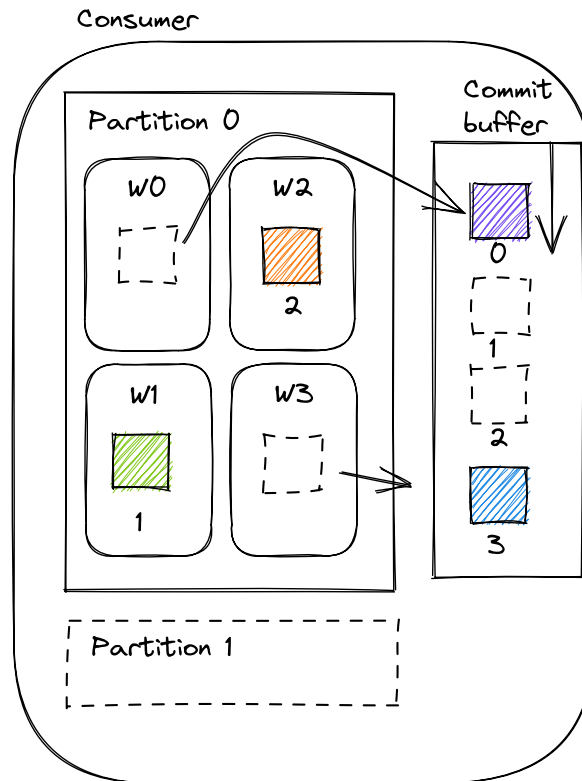
# COMMIT(0)



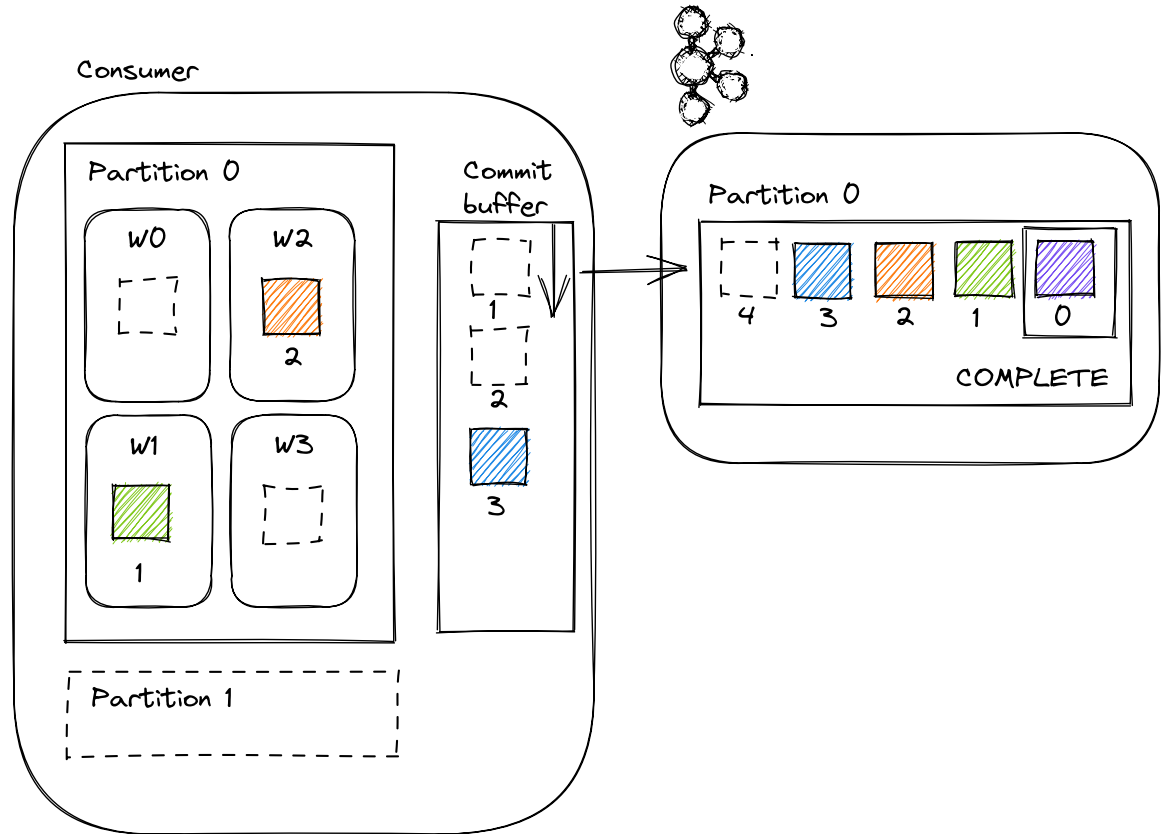
# COMMIT(3)



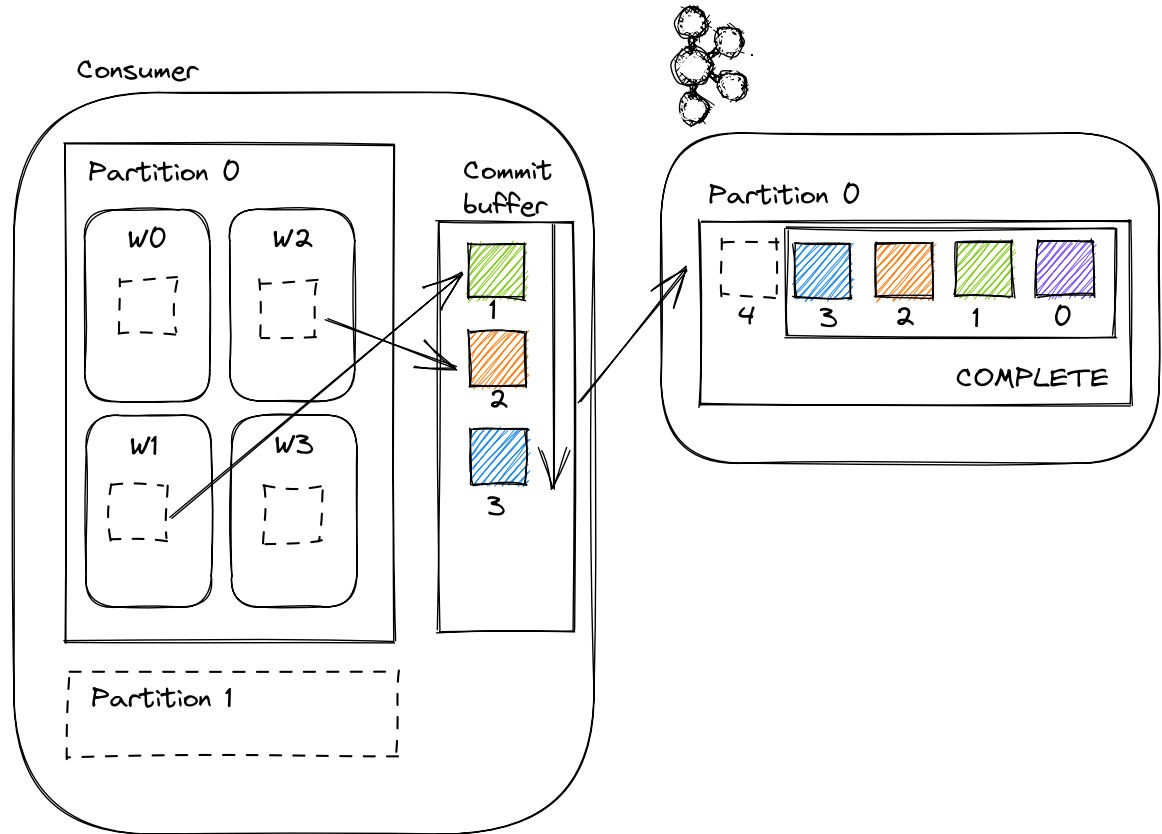
# SOLUTION



# COMMIT(0)



# COMMIT(3)



**CONCESSION**

# CONCESSION

- at-least-once delivery



# CONCESSION

- at-least-once delivery
- messages will be  
replayed

# CONCESSION

- at-least-once delivery
- messages will be  
replayed
- design around this

# REVIEW

# REVIEW

- kafka topic

# REVIEW

- kafka topic
- contains partitions - queues

# REVIEW

- kafka topic
- contains partitions - queues
- message has incrementing offset

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- kafka topic
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- message has incrementing offset
- producers enqueue

# REVIEW

- kafka topic
- contains partitions - queues
- message has incrementing offset
- producers enqueue
- consumers dequeue



# REVIEW

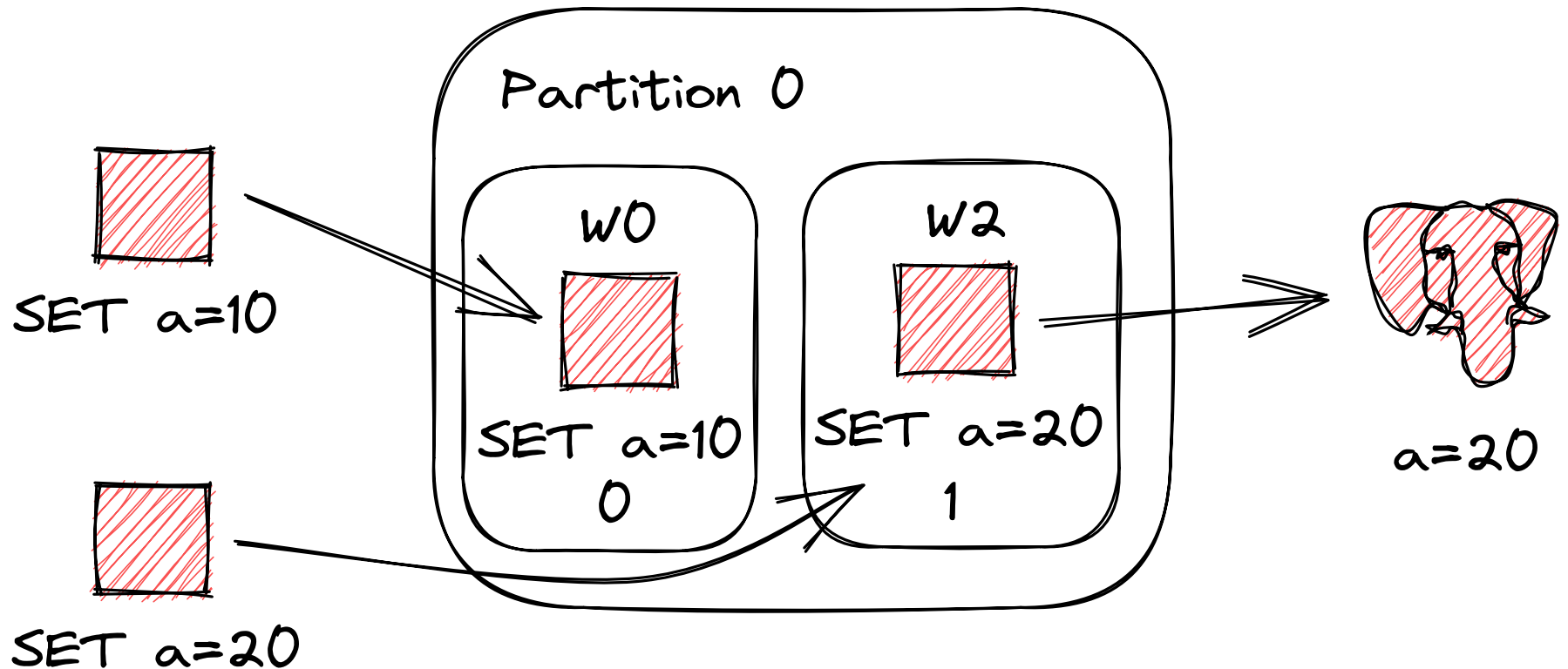
- kafka topic
- contains partitions - queues
- message has incrementing offset
- producers enqueue
- consumers dequeue
- consumer concurrency via partitioning and subpartitioning

# REVIEW

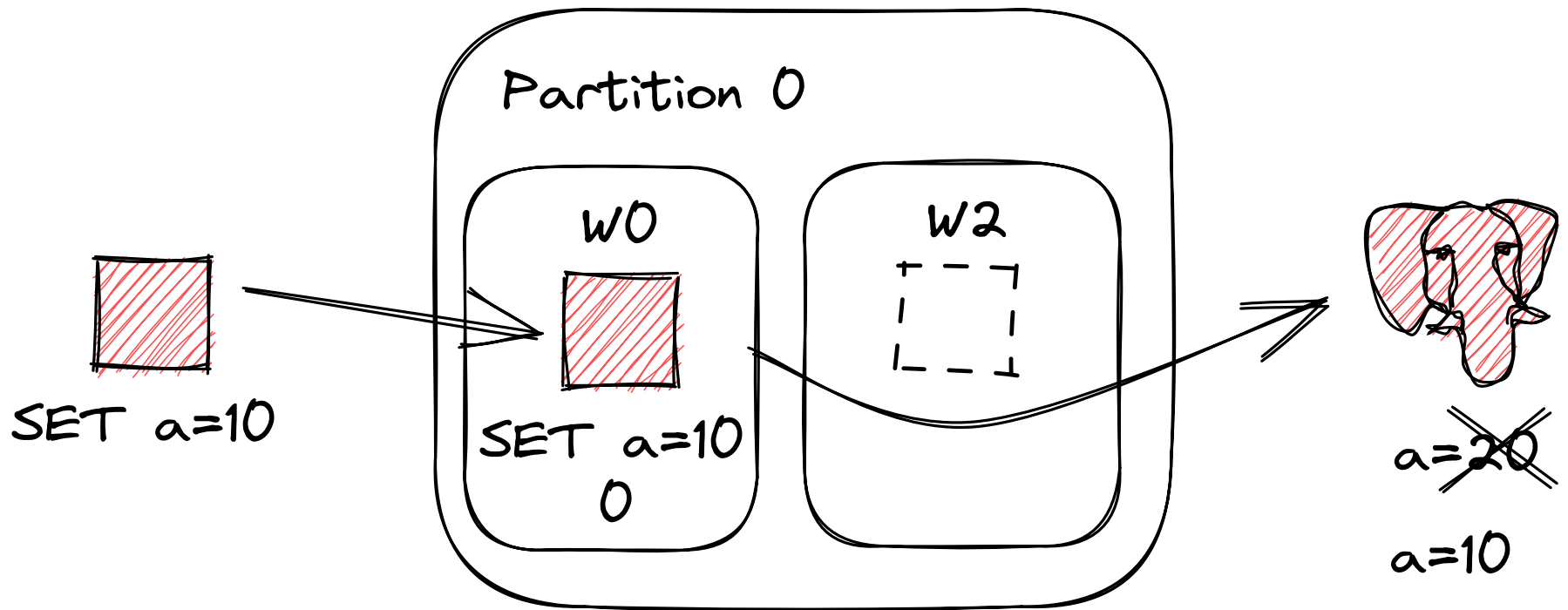
- kafka topic
- contains partitions - queues
- message has incrementing offset
- producers enqueue
- consumers dequeue
- consumer concurrency via partitioning and subpartitioning
- consumer performing PG writes

**POSTGRES WRITES**

# CONCURRENCY



# CONCURRENCY



# GOALS

# GOALS

- maximize concurrency

# GOALS

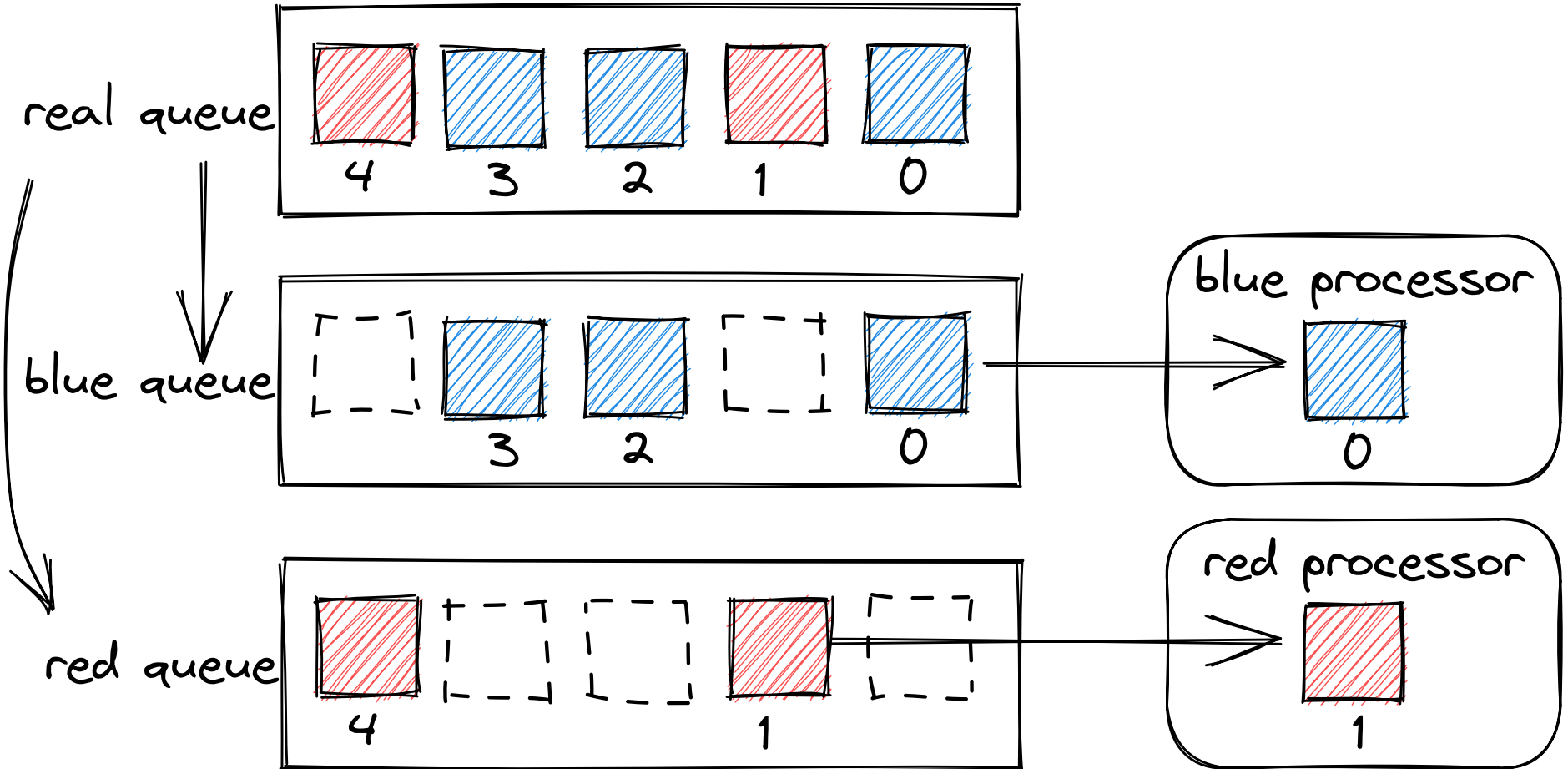
- maximize concurrency
- minimize contention



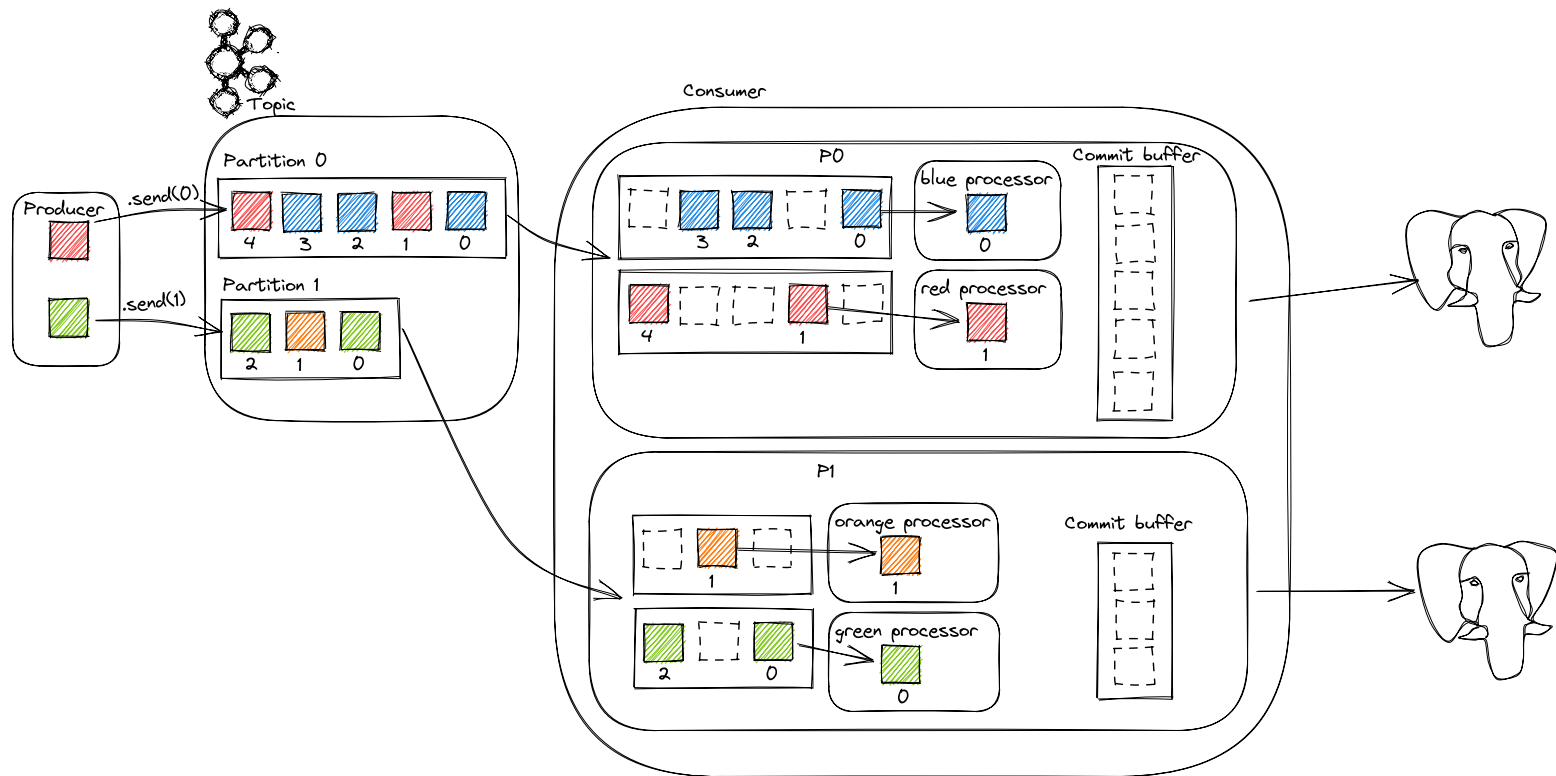
# GOALS

- maximize concurrency
- minimize contention
- no concurrent updates to single row

# SUBPARTITION QUEUES



# ALL TOGETHER



**ANOTHER ISSUE**

# ANOTHER ISSUE

- In-memory queuing

# ANOTHER ISSUE

- In-memory queuing
- Memory overloads

# ANOTHER ISSUE

- In-memory queuing
- Memory overloads
- Cap on messages in memory

# SUDDENLY

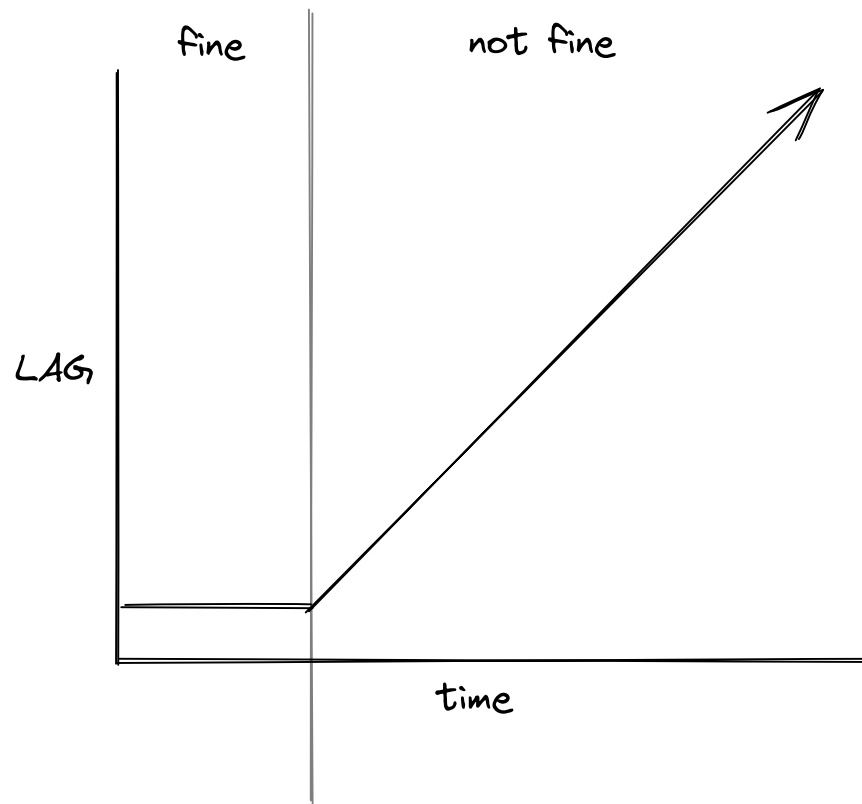
everything was fine



# SUDDENLY

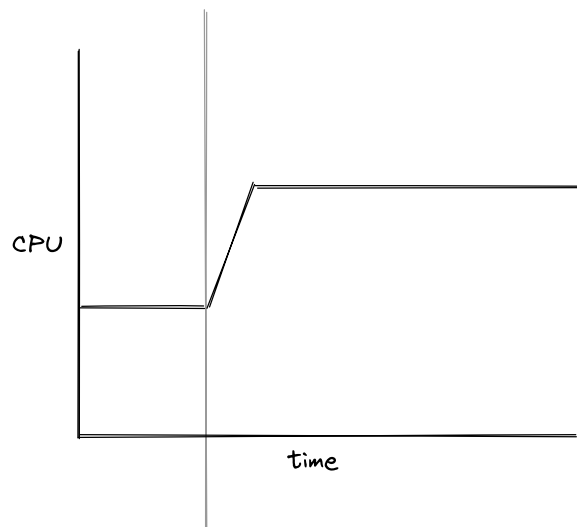
everything was fine

until it wasn't

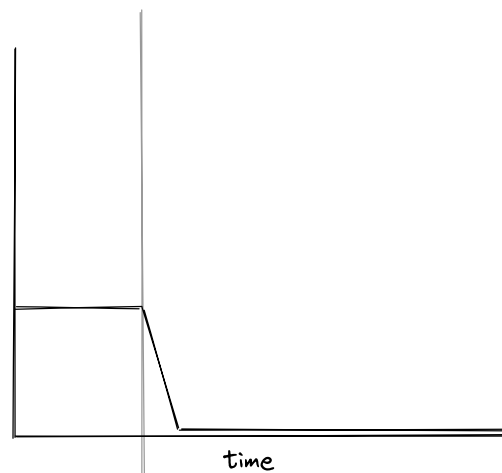


# ??

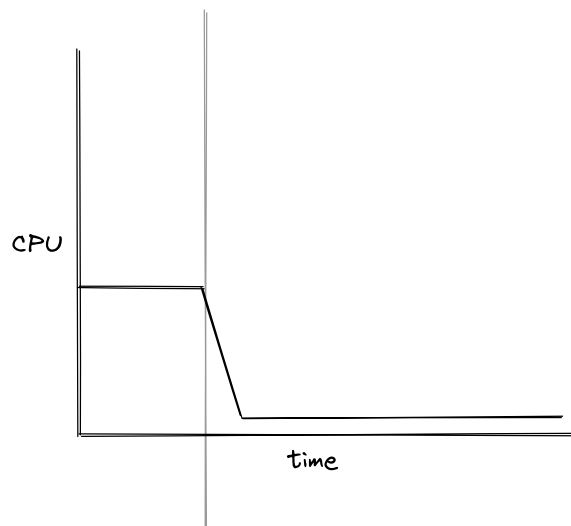
EXPECTATION



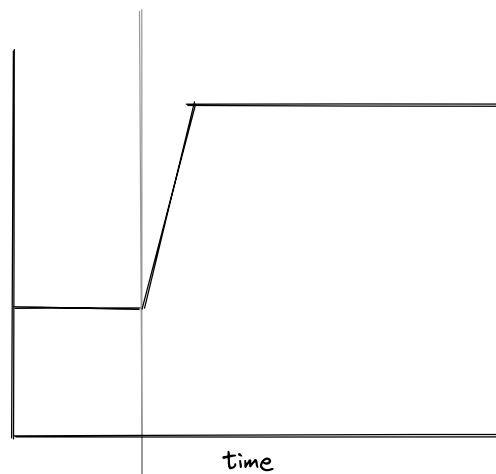
IDLE  
CONNS



REALITY



IDLE  
CONNS



# **OBSERVABILITY**

# OBSERVABILITY

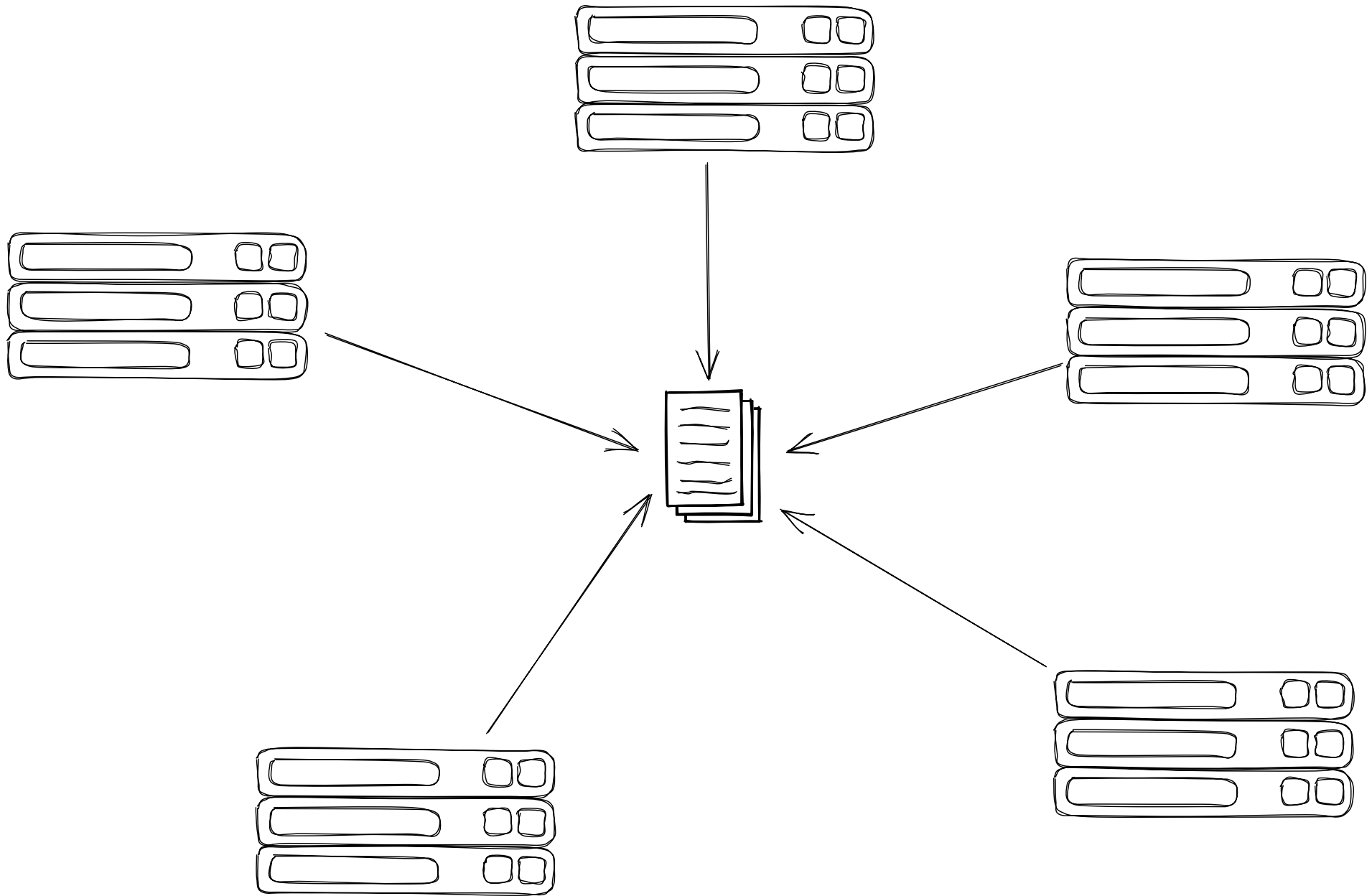
- Only metrics

# OBSERVABILITY

- Only metrics
- Unstructured logs on boxes

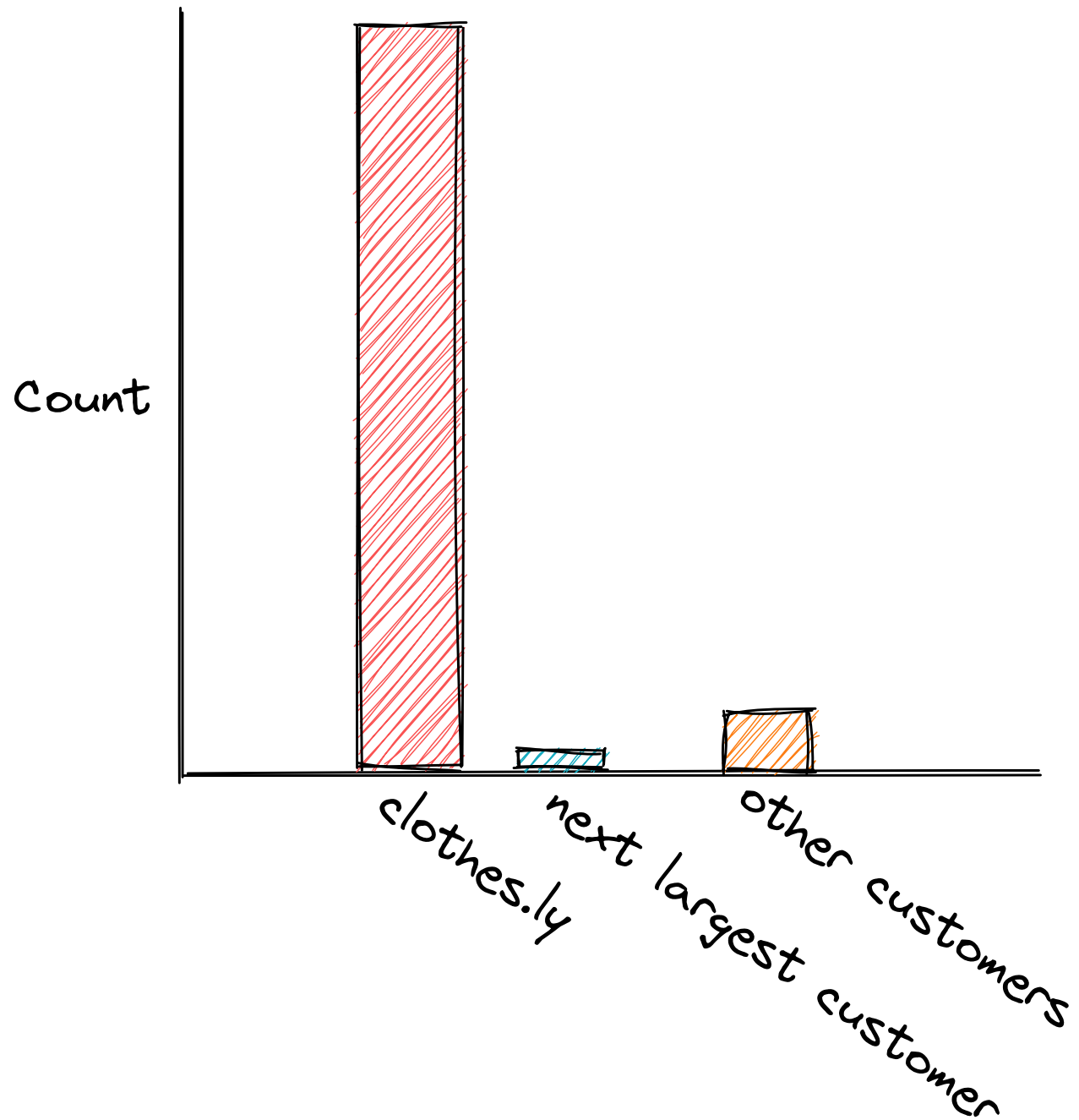
# OBSERVABILITY

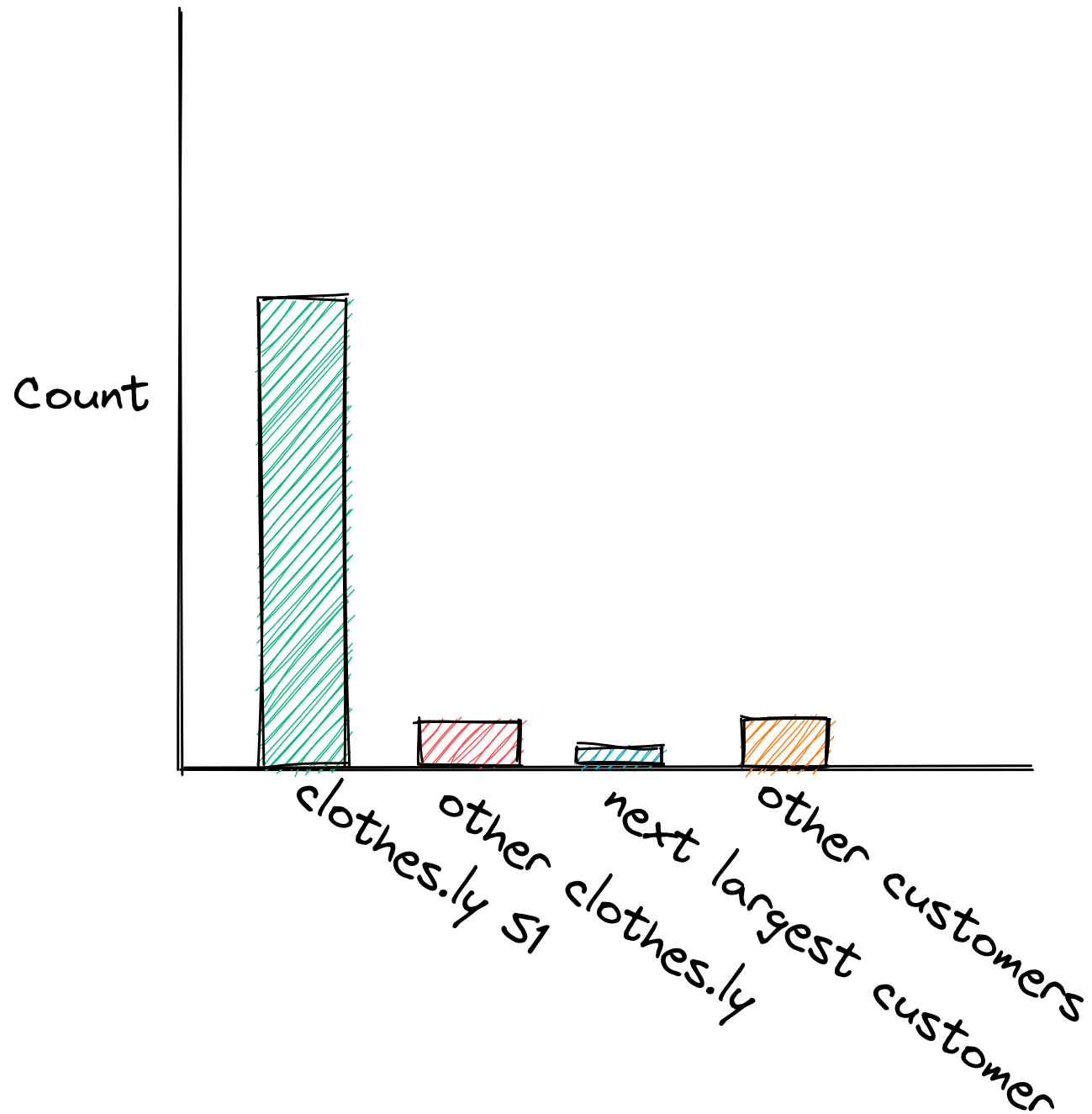
- Only metrics
- Unstructured logs on boxes
- I insisted on getting centralized logging





```
{  
  "app_id": "9...",  
  "subscription_id": "6...",  
  "sql": "UPDATE ... WHERE id=6...",  
  "hostname": "consumer-01"  
}
```





**WHAT?**

# WHAT?

- Tons of individual updates

# WHAT?

- Tons of individual updates
- Incompatible updates

# WHAT?

- Tons of individual updates
- Incompatible updates
- Location moving all over



location	color	level	device type	identifier
Chicago	Red	VIP	email	admin@clothes.ly
NYC	Blue	User	email	admin@clothes.ly
Tokyo	Pink	Anon	email	admin@clothes.ly



**ONESIGNAL**

# ONESIGNAL

- More than just push

# ONESIGNAL

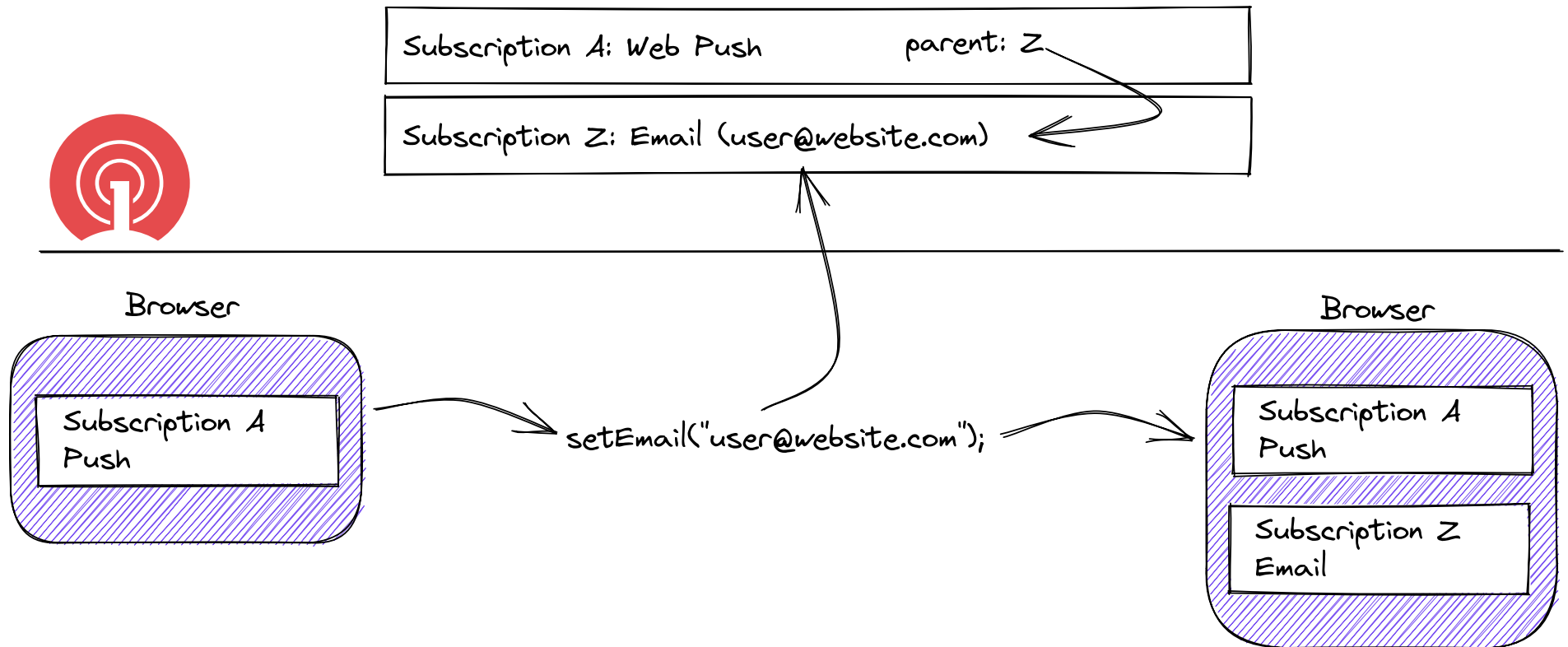
- More than just push
- Omnichannel  
messaging

# ONESIGNAL

- More than just push
- Omnichannel  
messaging
- Push, email, sms, in-  
app

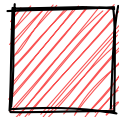
**setEmail**

# setEmail

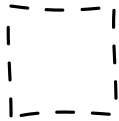


```
COUNT(*) ...  
5,000,000
```

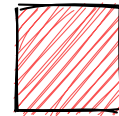
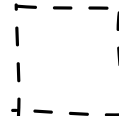
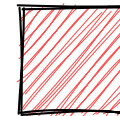
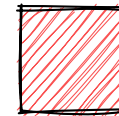
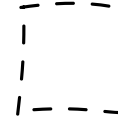
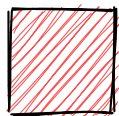
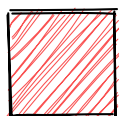
```
COUNT(*) ... WHERE parent_player_id=S1  
4,800,000
```



S1 Update



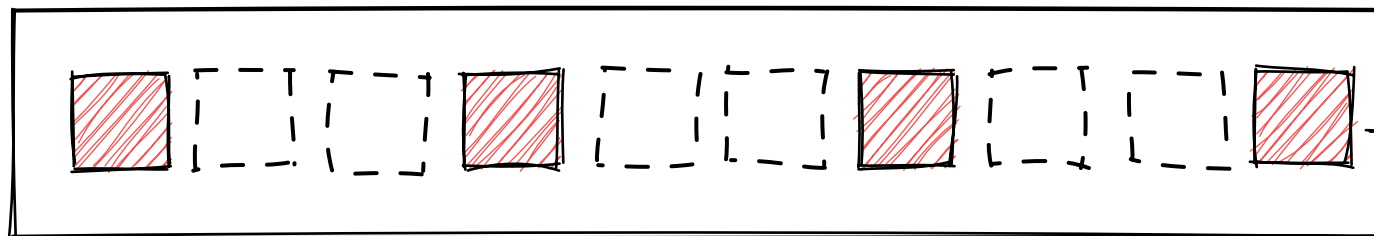
Other Update



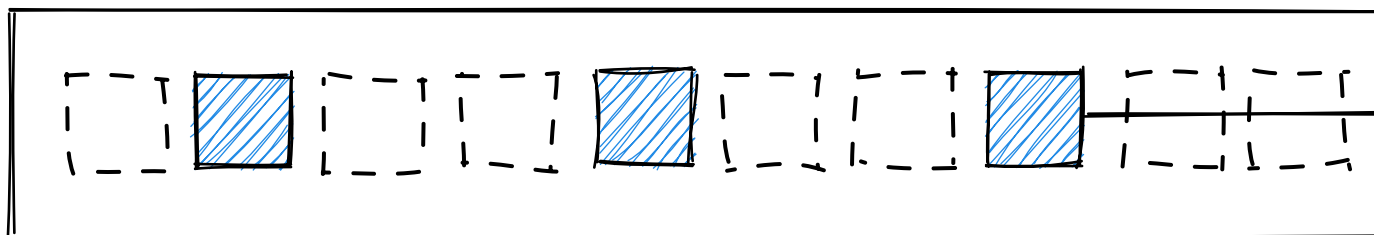


**WHY IS THAT A  
PROBLEM?**

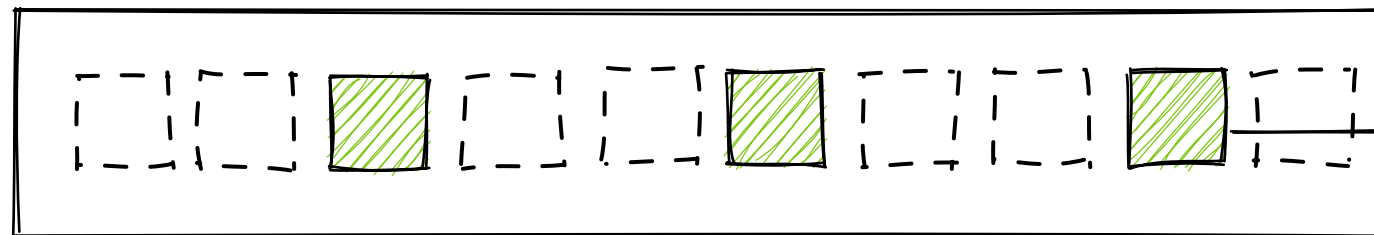
Q0



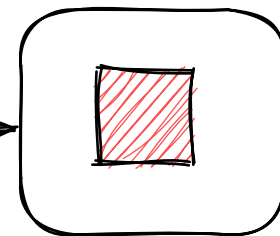
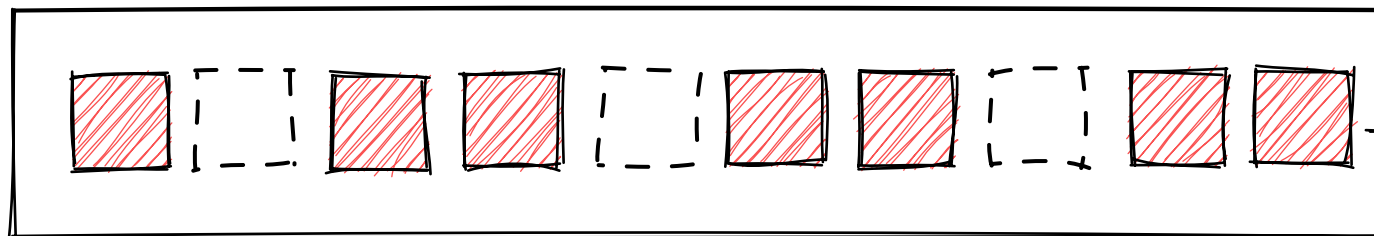
Q1



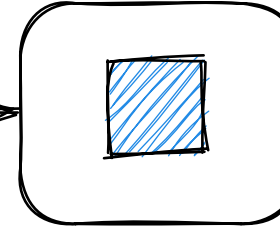
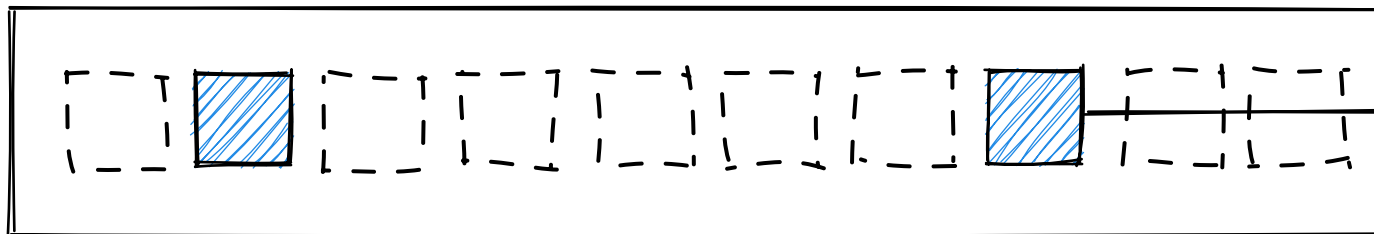
Q2



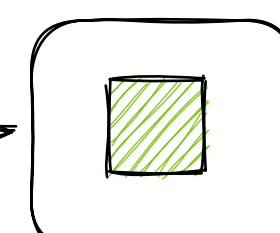
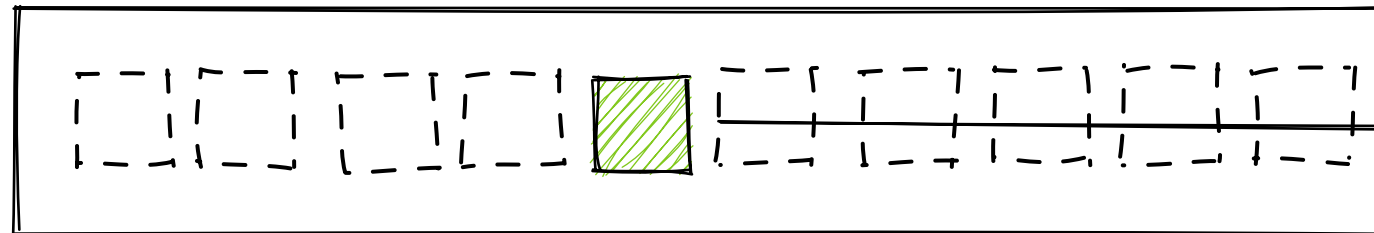
Q0



Q1



Q2



**OK BUT IN REALITY  
IT WAS WORSE**

**WHAT DID WE DO?**

# WHAT DID WE DO?

- Skip the updates

# WHAT DID WE DO?

- Skip the updates
- Fix message limiting

# WHAT DID WE DO?

- Skip the updates
- Fix message limiting
- Limit subscription linking



**WHAT DID WE  
LEARN?**

# WHAT DID WE LEARN?

- Users are creative

# WHAT DID WE LEARN?

- Users are creative
- Scope limits as small as possible

# WHAT DID WE LEARN?

- Users are creative
- Scope limits as small as possible
- Centralized observability



OneSignal

# LILYMARA.XYZ

