

# Capacity and Stability Patterns

# Me

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# Systems

# Eventbrite

- Global Marketplace for Live Events
- 600,000 event organizers
- 150 million tickets sold
- \$2+ Billion in ticket sales

# Obligatory hockey stick graph

**Patterns we find helpful**

**Examples of how we apply them**

# Stability

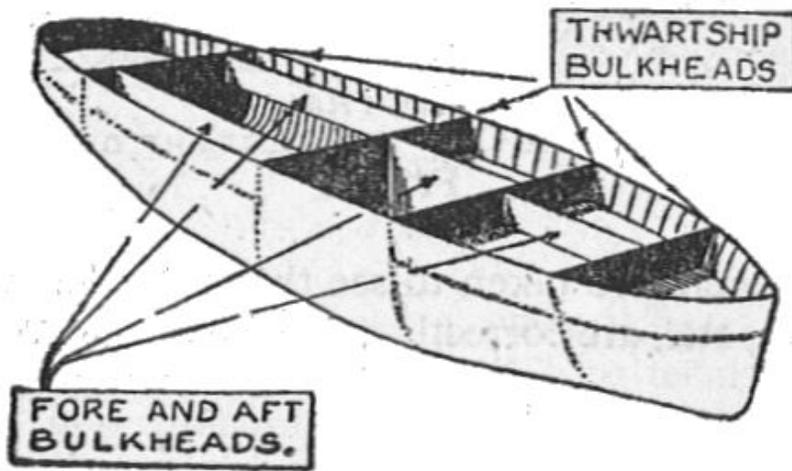
Keep processing in face of impulses, stresses, or component failures

# Capacity

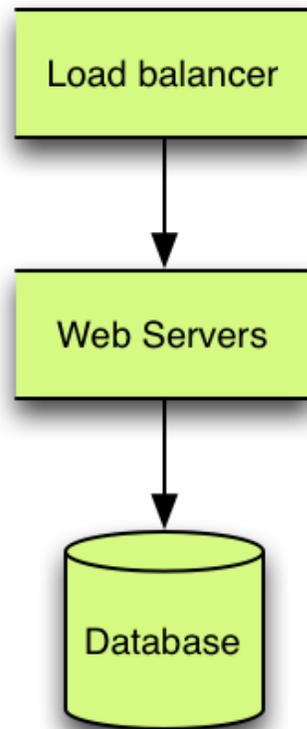
Throughput a system can sustain with acceptable response time

# Bulkheads

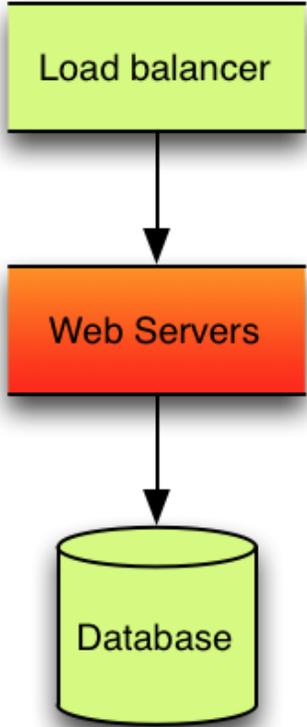
Partitioning systems to prevent cascading failures



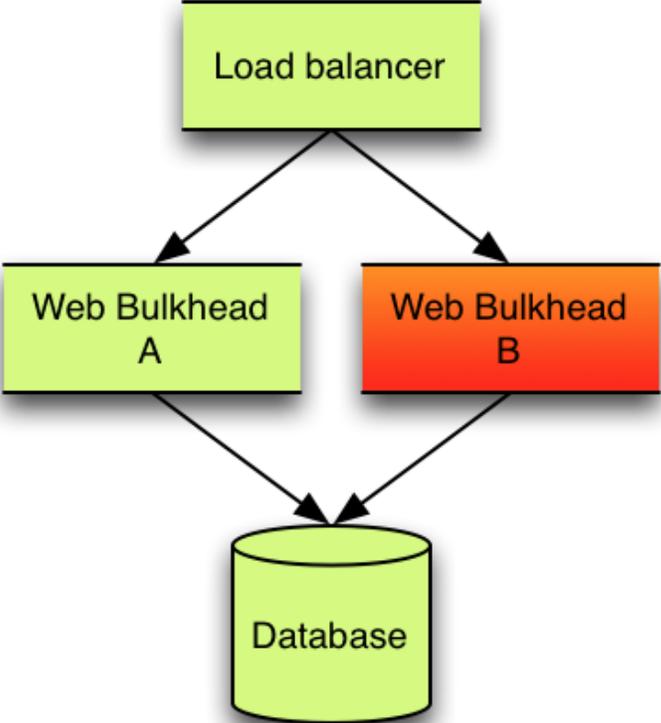
# Bulkheads



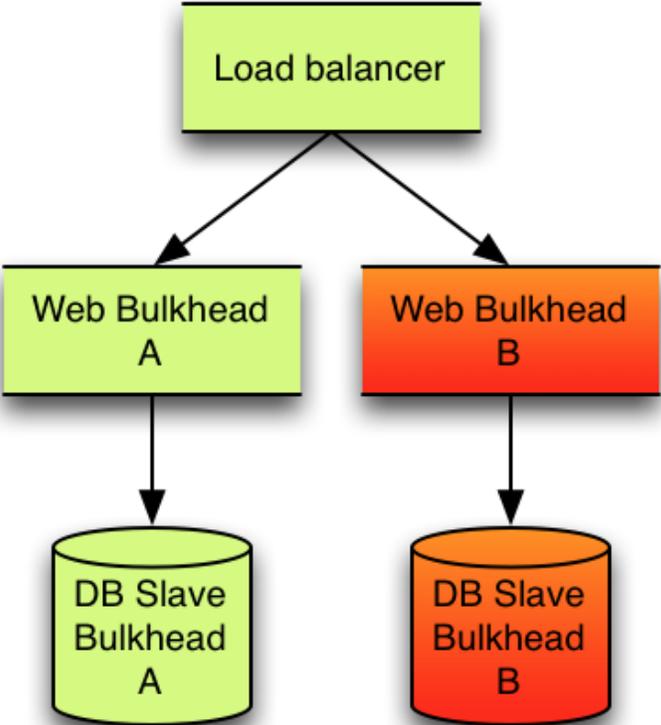
# Bulkheads



# Bulkheads



# Bulkheads

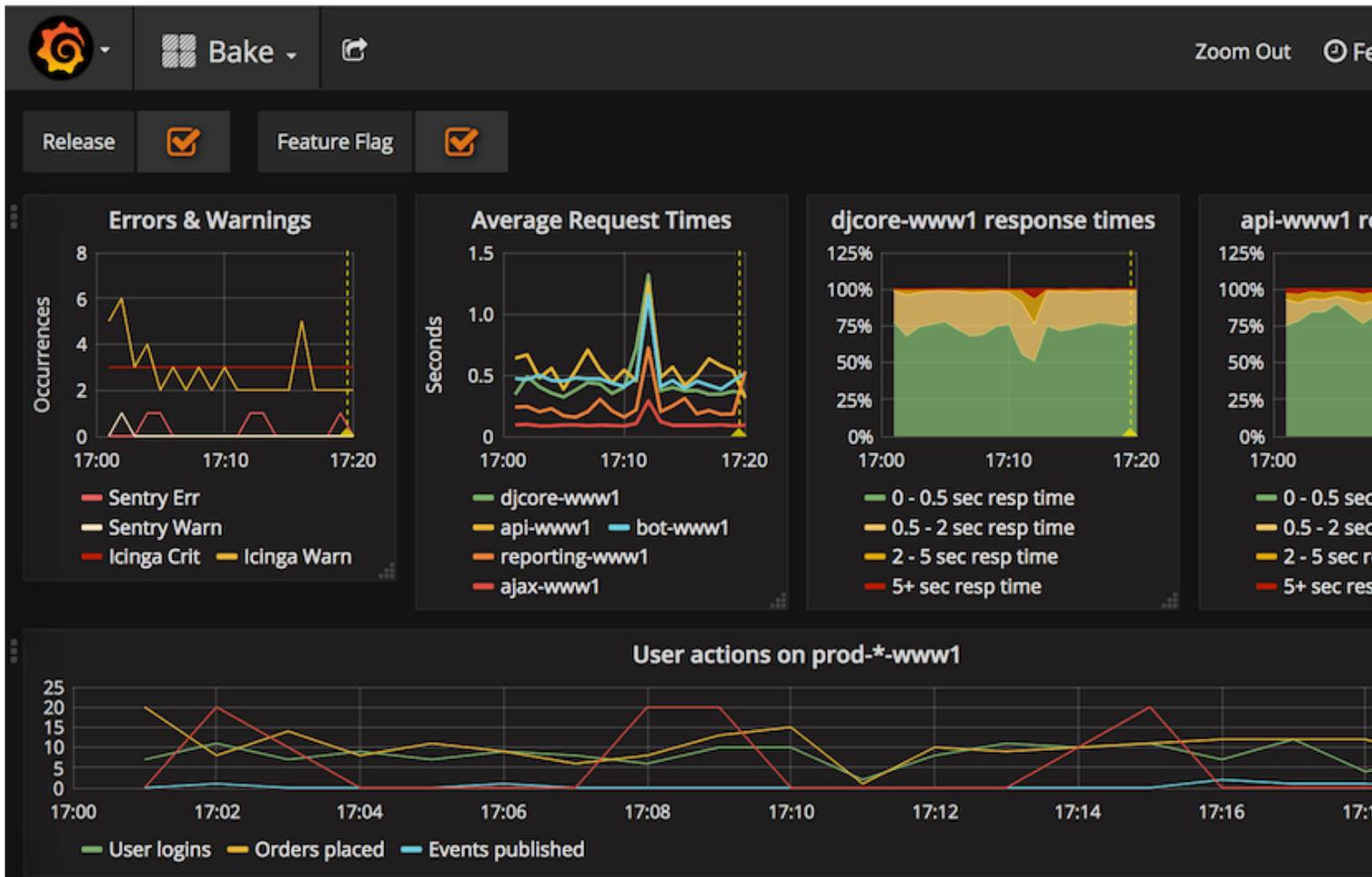


# Canary testing

Gradual rollout of new code



# Baking releases



# Feature flags

```
from gargoyle import gargoyle

def my_function(request):
    if gargoyle.is_active('cool_feature', request):
        do_cool_new_thing()
    else:
        do_old_boring_thing()
```

# Feature flags

bot BOT [15:49]

new proposal for `cool\_feature` by alice@eventbrite.com (admin page)

bot BOT [16:15]

bob@eventbrite.com approved alice@eventbrite.com's proposal for `cool\_feature`

Rho BotBOT [16:15]

prod: `cool\_feature` set to \*active for IP Address Internal IPs OR User Percent: 50% (0-50)\*

# Graceful degradation

Turning functionality off in response to failures or load

# Load shedding

Purposefully not handling some requests in order to reserve resources for others

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You're currently in line in the waiting room.

No need to refresh your browser!

This event is quite popular, and a lot of customers are attempting to get tickets right now. Please sit tight as our system helps the event organizer process orders on a first-come, first-serve basis. Your spot in this waiting room does not guarantee tickets. If tickets become available, you'll be prompted to complete your order. If tickets are unavailable, we'll send you back to the event page.

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# Rate limiting

Controlling the amount of work you accept

# Timeouts

Limiting time you wait for a request to complete

# Caching

Saving and re-serving results to reduce expensive requests

# Invalidation strategies

TTL: Keep it short, stupid

For service calls, centralized invalidation logic

Wrapper strategy for dynamic TTL

# Wrapper example

## Request from user

<https://www.eventbrite.com/e/pytennessee-2018-tickets-35662110332?aff=ehomesaved>

## Response from app to varnish

```
<html>  
  <!-- URL to inner page, details obfuscated to protect the guilty -->  
  <esi:include src="/esi/event/35662110332?lang=en&timestamp=1509732000">  
</html>
```

# Capacity Planning

Getting the resources you need in place, before you need them

# Recap

- Bulkheads
- Canary testing
- Graceful degradation
- Rate limiting
- Timeouts
- Load shedding
- Caching
- Planning

# Further resources

- Release it! - Michael Nygard
- The Art of Scalability - Abbott and Fisher
- The Practice of Cloud System Administration - Limonocell, Chalup, and Hogan
- Site Reliability Engineering - Beyer, Jones, Petoff, and Murphy
- Production-Ready Microservices - Susan Fowler

Thanks!

Questions?

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