

# Using PostgreSQL in Tantan - From 0 to 350bn rows in 2 years

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Tantan (探探)

December 2, PGConf Asia 2016 in Tokyo



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# Sweden - Tantan - Tokyo



10 Million



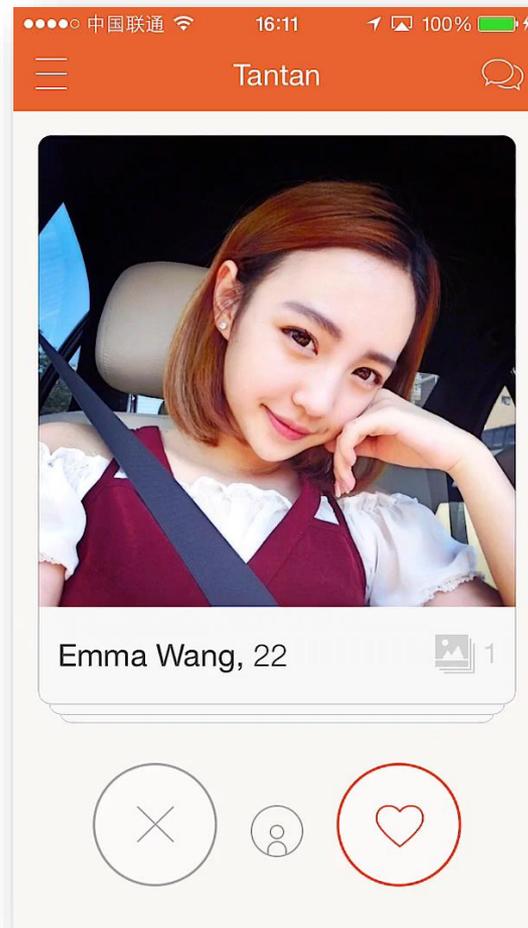
11 Million MAU



14 Million



# What is Tantan?



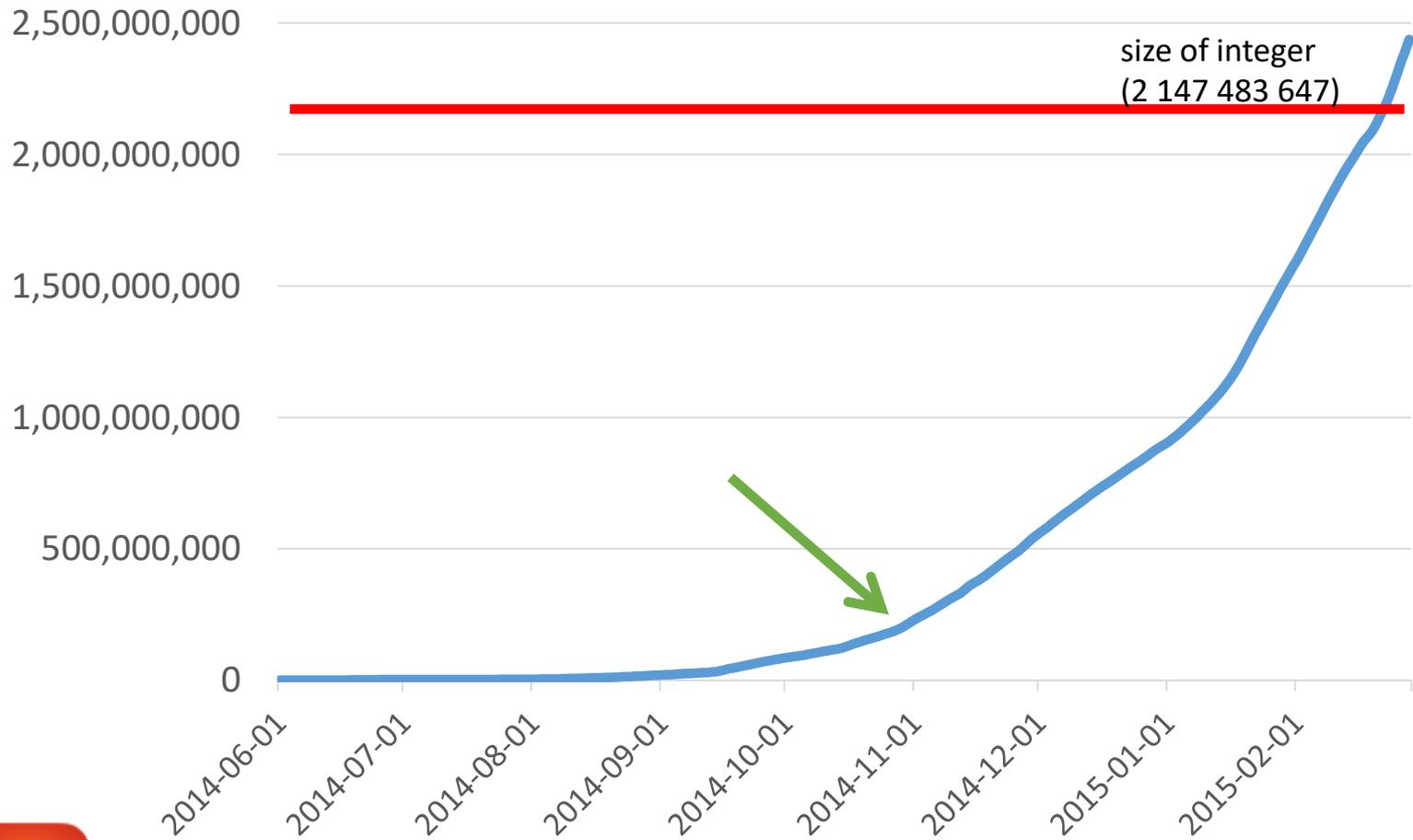
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"We have already used 17% of the space in our relationship table, and its growing quickly"

- Email sent on October 31 2014

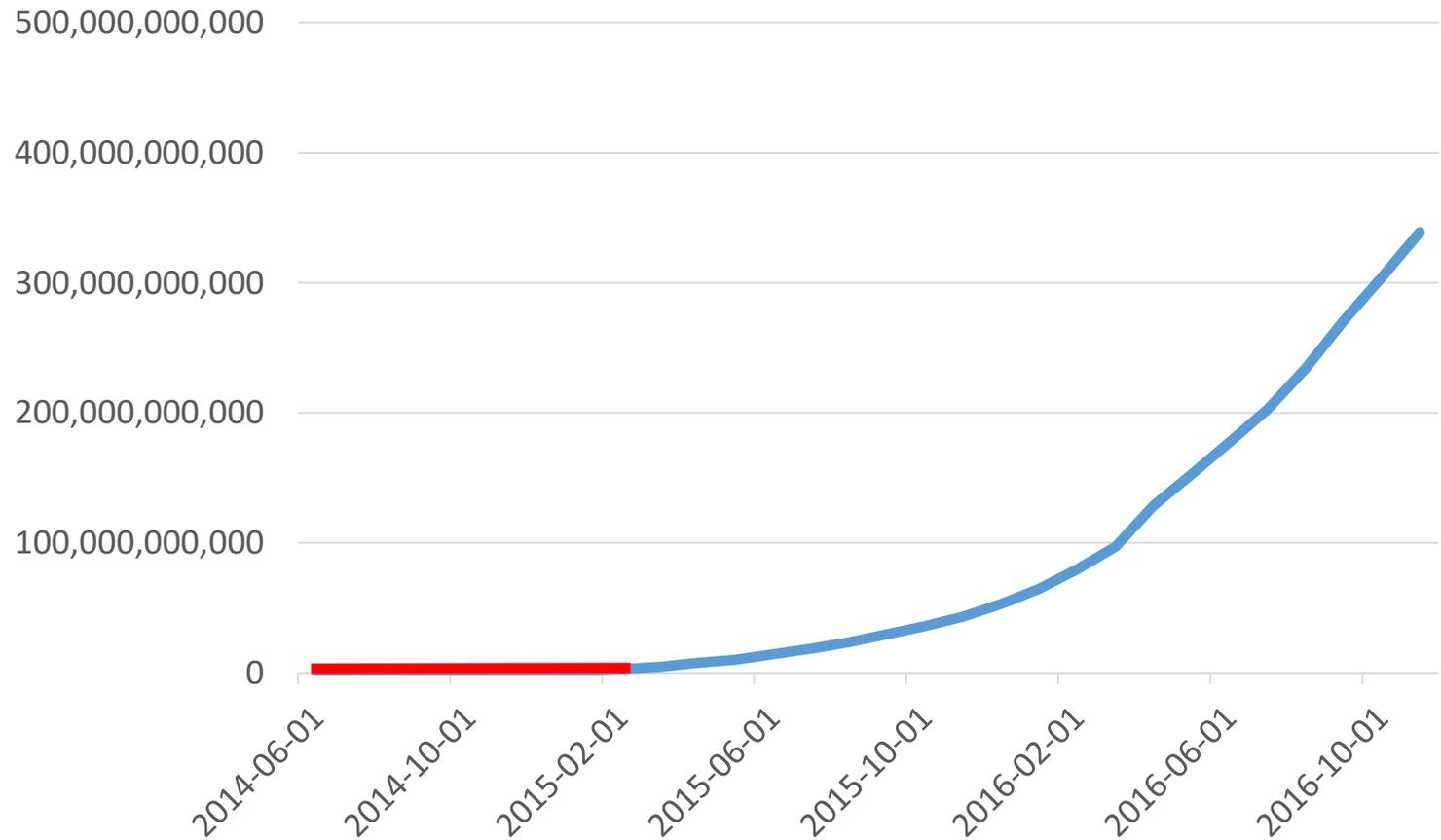


# Total Relationships Stored



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# Total Relationships Stored – Today



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1. Intro
2. Architecture
3. Scaling
4. Problems & Challenges
5. End





1. Intro
- 2. Architecture**
3. Scaling
4. Problems & Challenges
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# Architecture – Philosophy

- Keep it simple!
  - Minimize the amount of different subsystems
  - Don't introduce any new dependencies unless they give huge benefit.



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# Architecture – First Design

- Q: What can do geo queries, is a SQL database, is well known, and most importantly, is something we have tried?
- A: PostgreSQL + PostGIS ofcourse!



# Architecture – In Practice

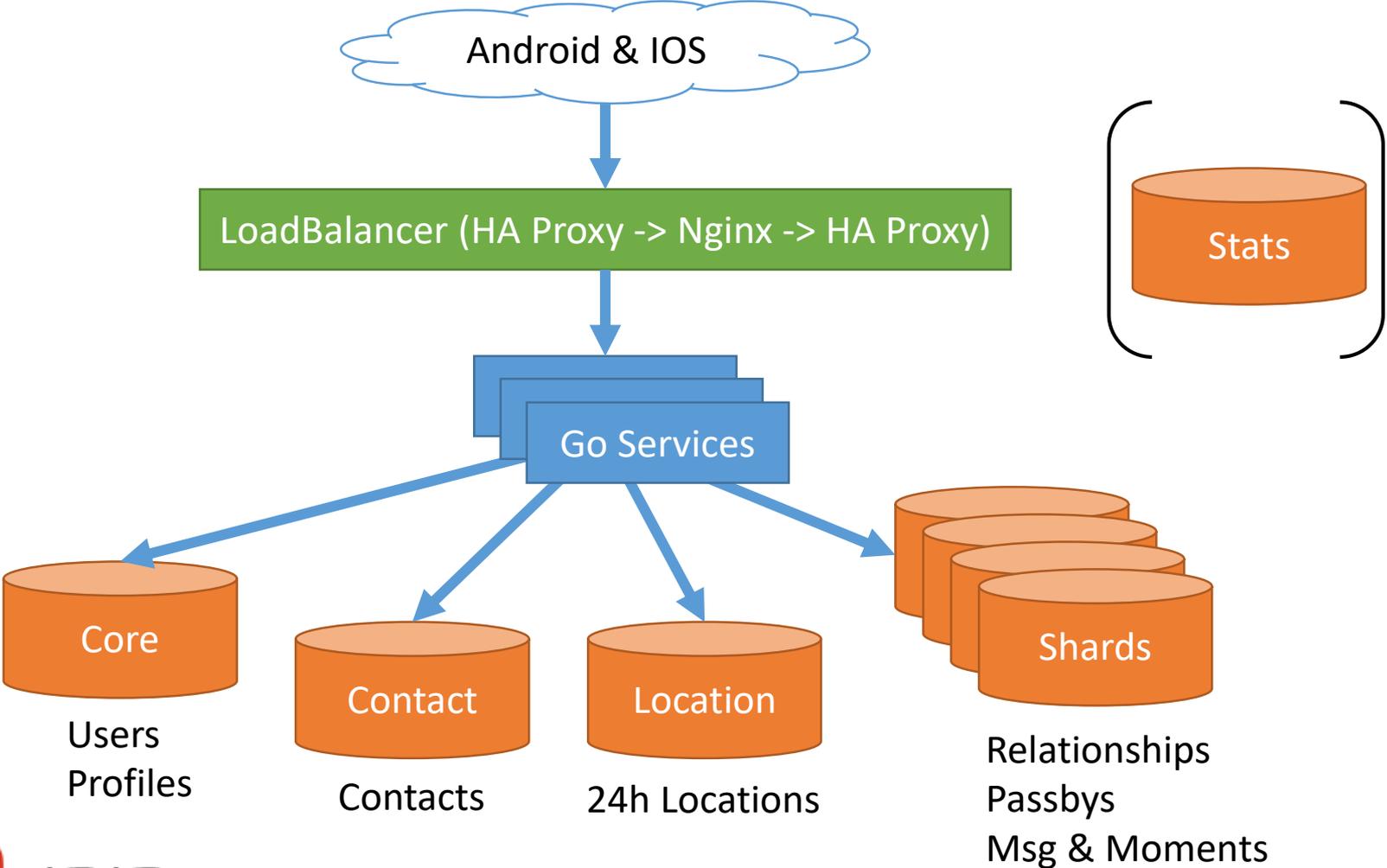
- All backend business logic is written in Go
- Service based architecture, but only in parts that make sense.
- No caching layer\*
- One database: PostgreSQL

\* (small in-memory exceptions in the go services for very static data)



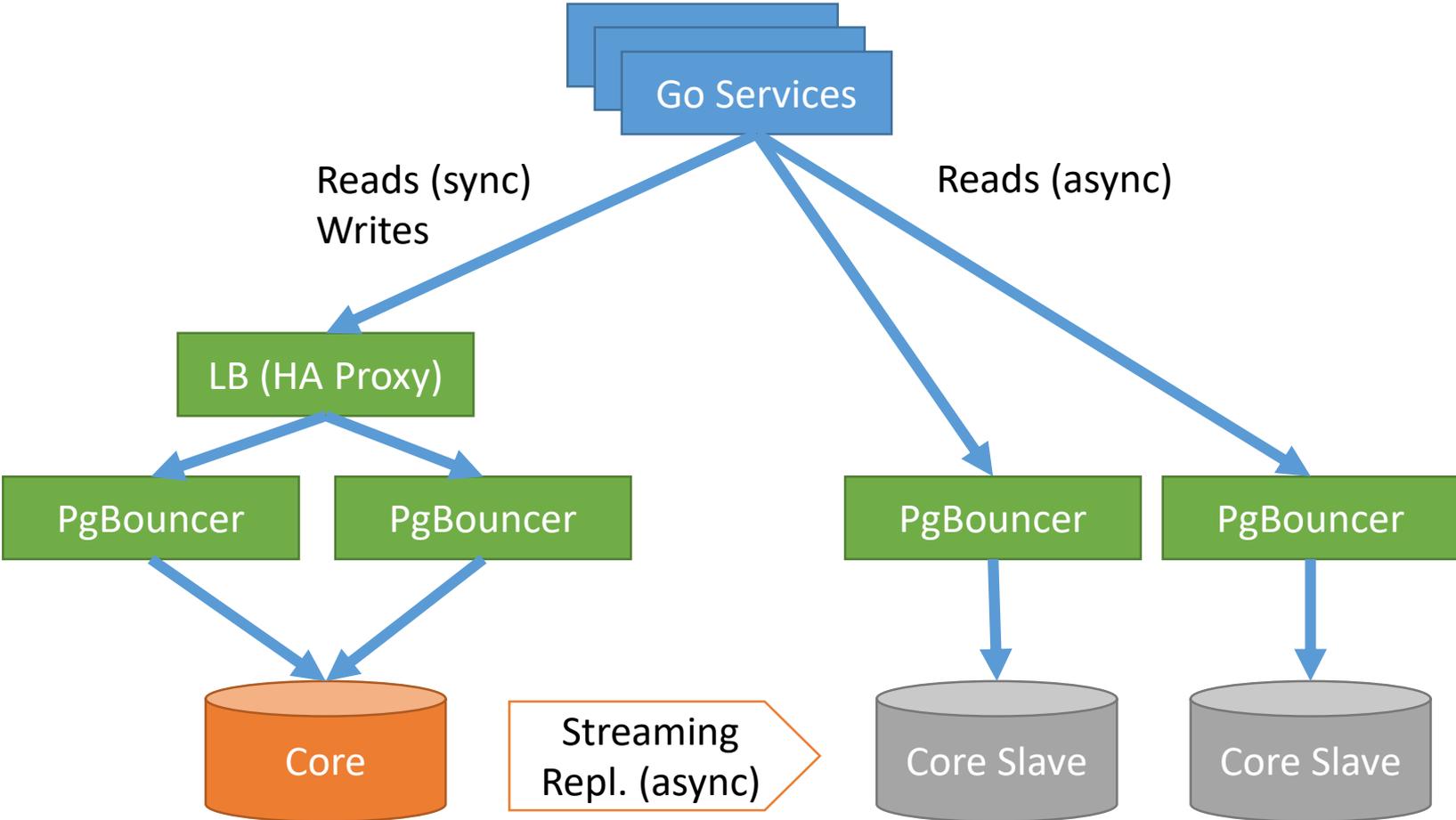
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# Architecture



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# Architecture



# Functions for all Database Access

- `pg_stat_user_functions` is much easier than `pg_stat_statements`
- Easy to identify the query and what parameters it can take
- Easy to “disable” a query by commenting out its body
- Possible to do more advanced / complicated things than what is possible in a single sql statement
- All functions can be kept in one place for version control and easy search/manage/read



# Result?

- PostgreSQL is a core component of Tantan, and it has enabled both increase of features and scale





1. Intro
2. Architecture
- 3. Scaling**
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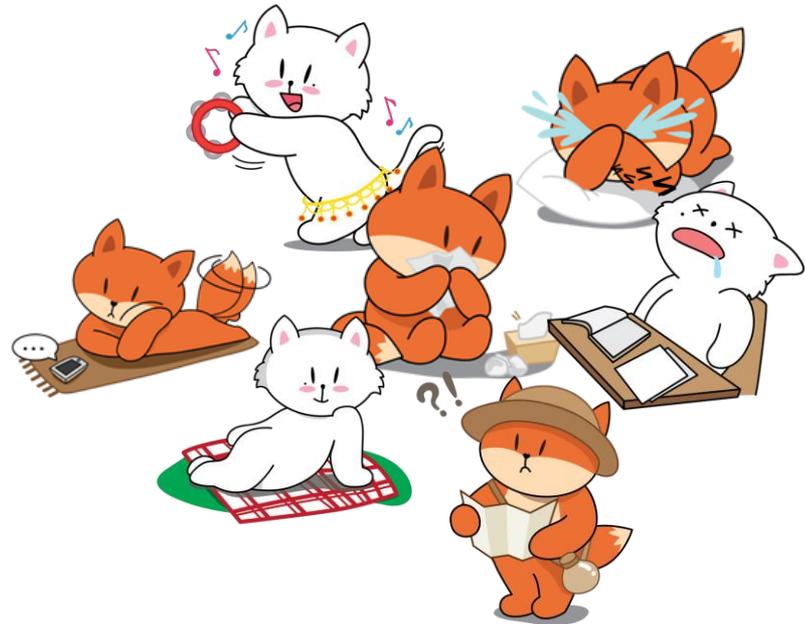
# Current Scale and Load

- Size
  - **1.3TB / 11bn rows** Biggest table (non sharded)
  - **22TB / 350bn rows** Biggest table (sharded)
- Tuple writes per second (peak)
  - **15k tuple writes / sec.** Contact DB
  - **270k tuple writes / sec.** Aggregated over all databases
- Transactions per second (peak)
  - **31k TPS** Core DB Master (read/writes)
  - **49k TPS** Core DB Slave (reads)
  - **1.3M TPS** Aggregated over all databases



# Team day 1

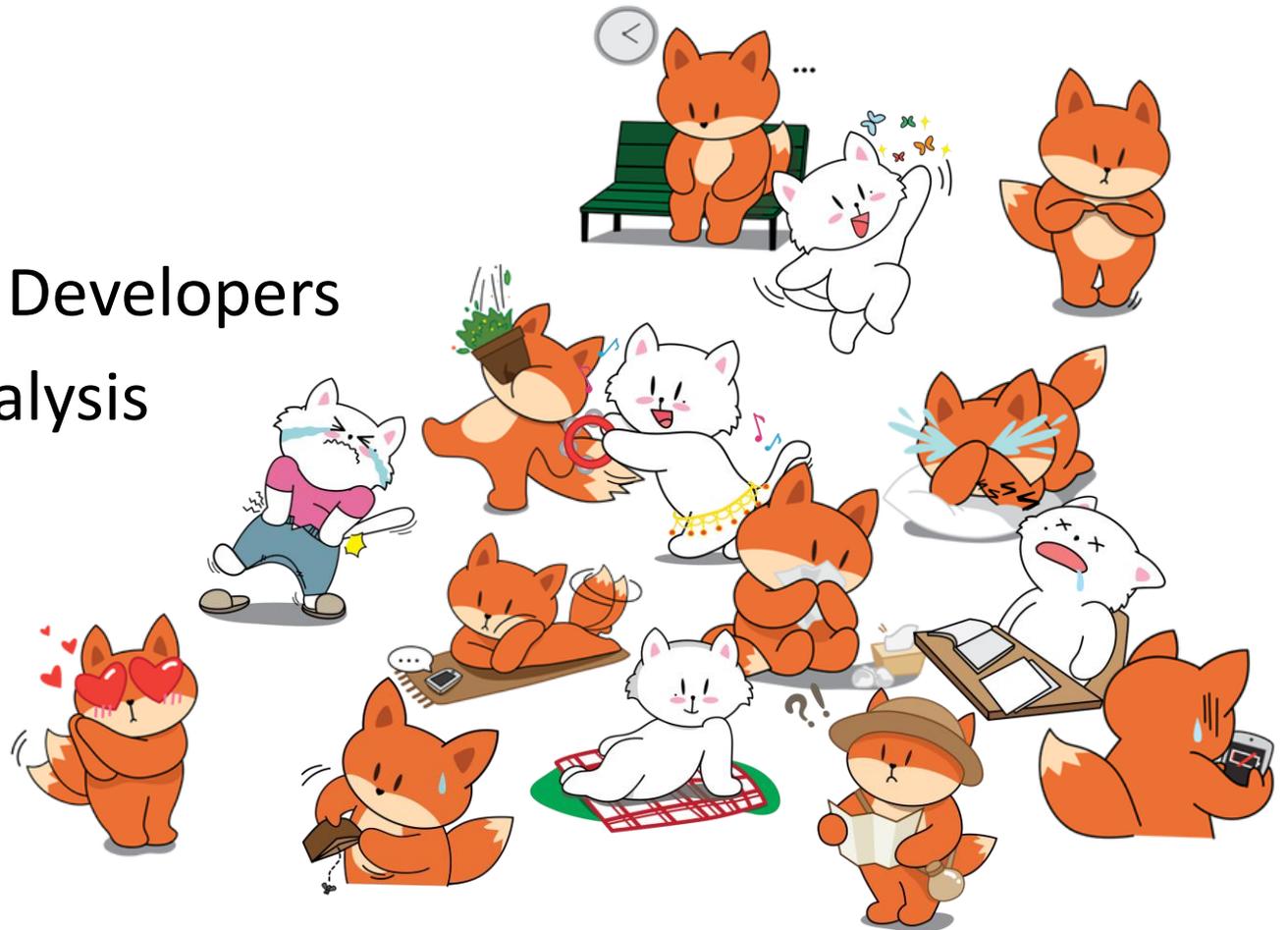
- 4 (5?) (DBA combined Backend)
- 2 half time operations



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# Team Today

- 3 DBA
- 3 Devops
- 8 Backend Developers
- 2 Stats/Analysis



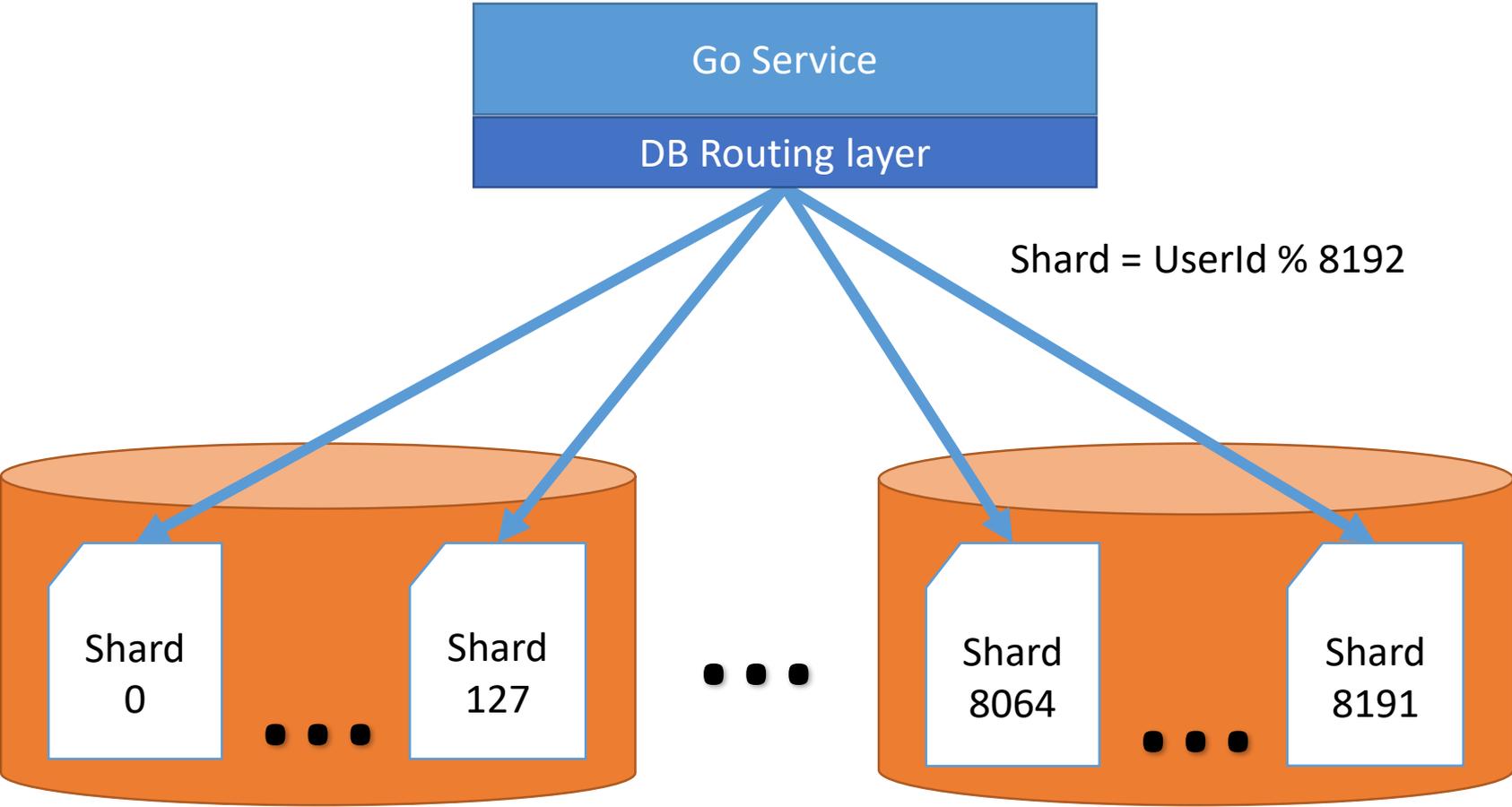
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# Scale out – Sharding 1

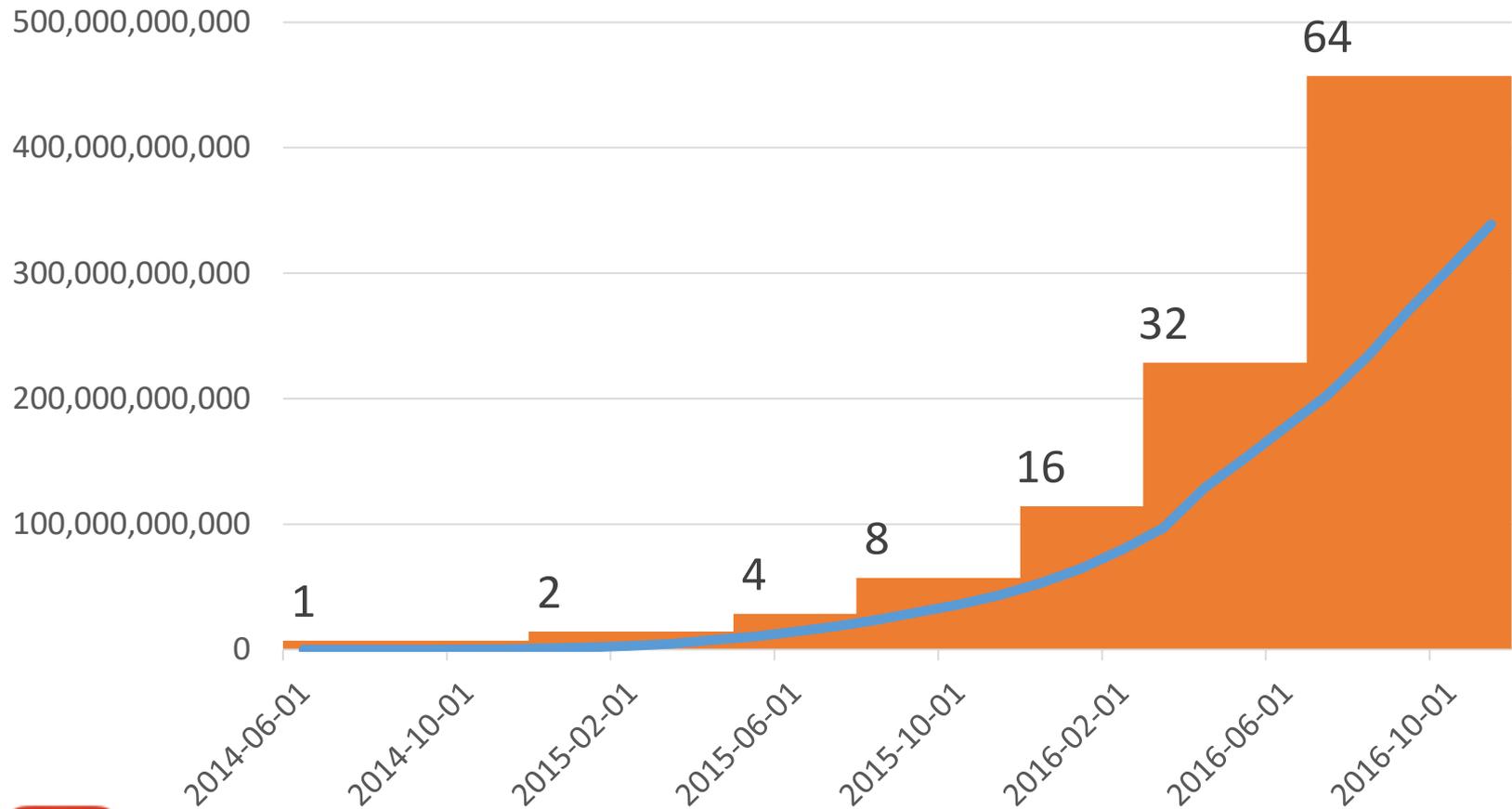
- Homemade version similar to the “Instagram” way
- 8192 logical shards spread out on 64 physical servers
- Go code contains a db routing layer that knows which instance to call



# Scale out – Sharding 2



# Total Relationships & Number of Shards



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# Hardware Day 1

- One database for everything:
  - Dell R410
  - 8 cores (2x Intel E5606 2.13GHz)
  - 128 GB RAM
  - SSD
  - 1 Gbps network



# Hardware Today

- Most common type:  
Dell R730  
24 cores/48 threads (2x Intel E5-2680)  
380 GB RAM  
PCI-e SSD 3.2TB  
2x1000Mbps
- ContactDB:  
1 TB RAM  
7 TB SSD



# Result?

- Turns out you can scale to 50TB+ data and 1M+ TPS with a classic open source SQL database and some glue code in your app layer





1. Intro
2. Architecture
3. Scaling
- 4. Problems & Challenges**
5. End



# Problems & Challenges – Team

- Finding PostgreSQL DBAs
- Finding developers with (Postgre)SQL experience

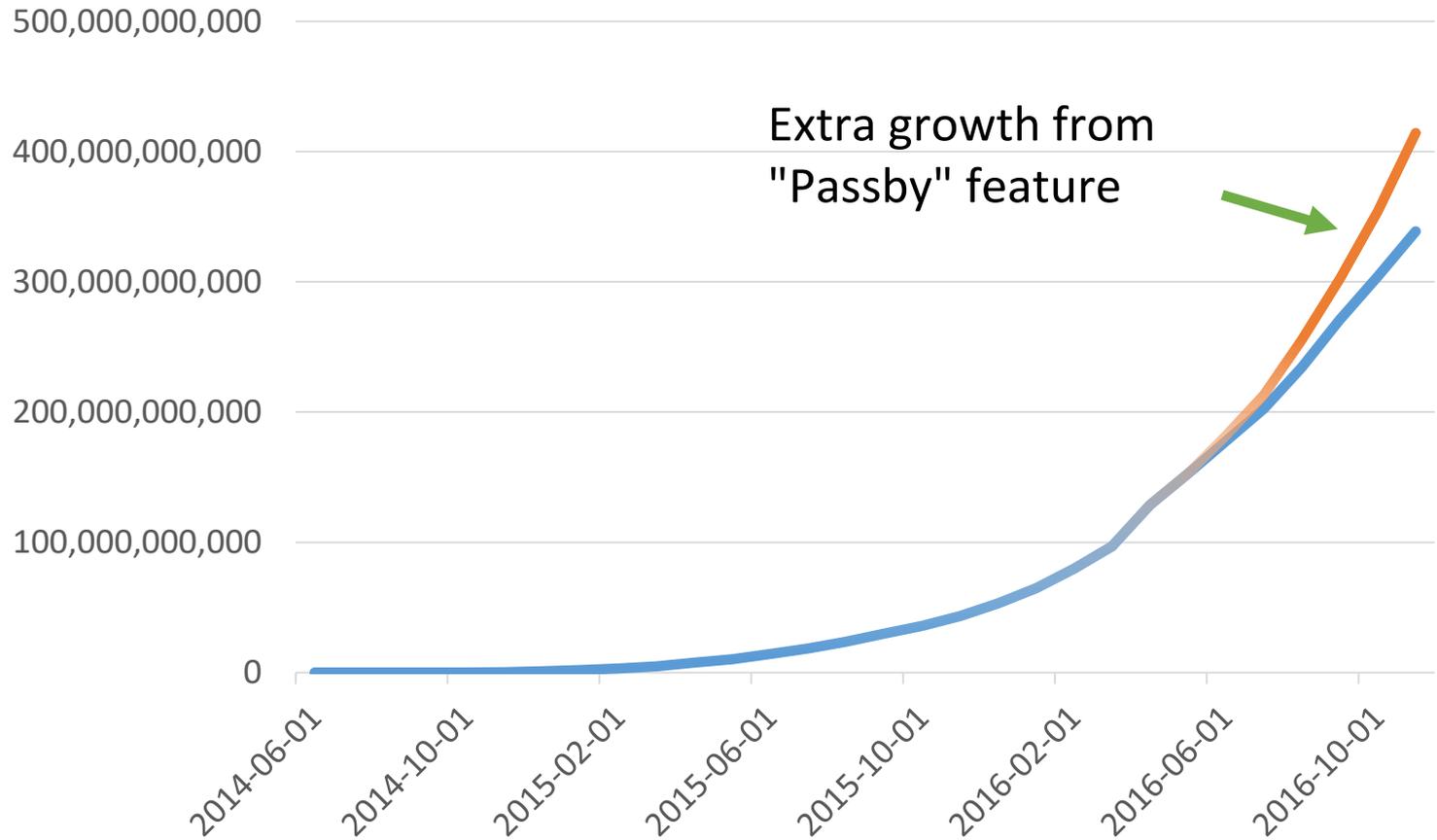


# Problems & Challenges – Big DATA

- Fighting the query planner. Usually gets worse as the data gets bigger and poor plans can't be acceptable anymore
- It can often be difficult to know how a query performs before its tried in production
- Small product changes can lead to huge unforeseen problems
- As the number of servers grow, keep track of your configs!

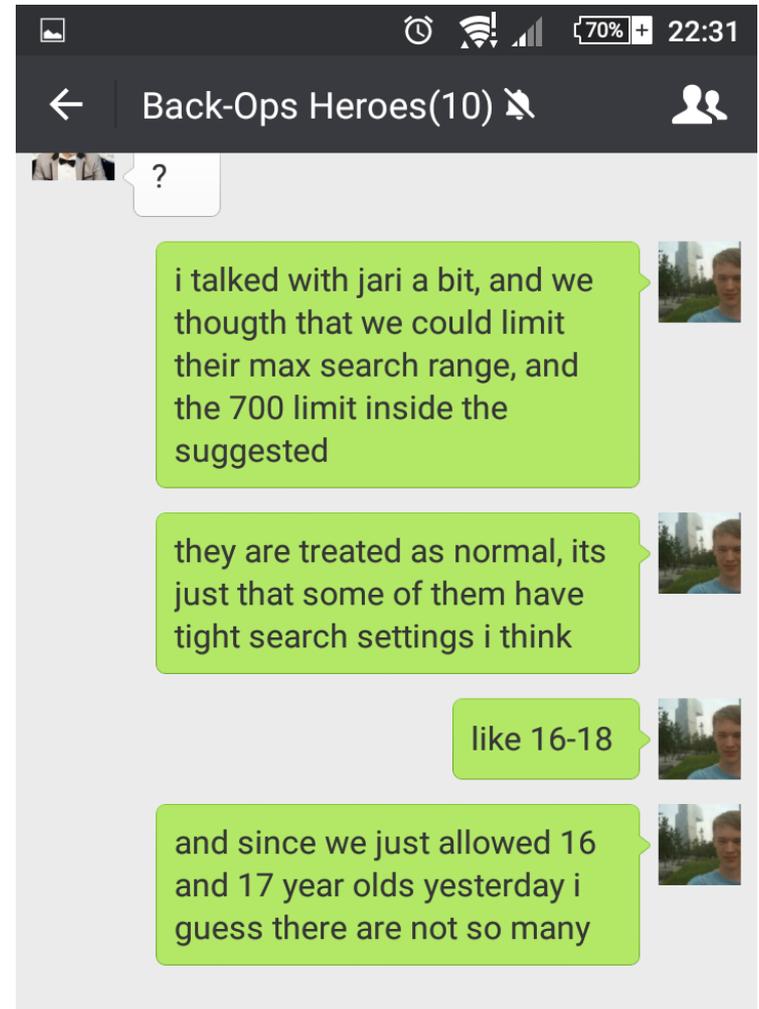
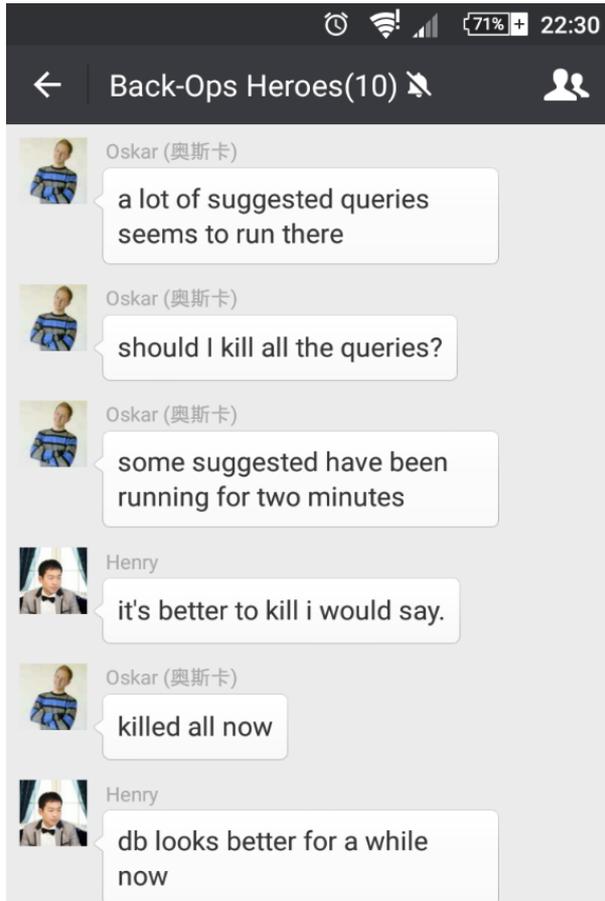


# Challenge: Counting Passbys



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# Challenge: Teenagers



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# DDL changes

- Often work great, create index concurrently, add null columns
- We mostly follow the post by Braintree, <https://www.braintreepayments.com/blog/safe-operations-for-high-volume-postgresql/>
- However:
  - Update of return type of function is not instant but breaks queries running while change is happening
  - (make null not null, rewriting a big table is a pain, even just backfilling it with values)



# Accidents

- TXID wraparound in DB with TB sized table
- Out of disk space
- Integer primary key out of range
- Wrong query plan! ARGH!
- Hardware failure



# Wish List

- Make EXPLAIN ANALYZE display the inner part of functions
- Improve locking and propagation of DDL changes under (heavy) load



# Conclusion

- PostgreSQL is not perfect and doesn't solve all the problems. But it is still a very good companion in a fast growing company!

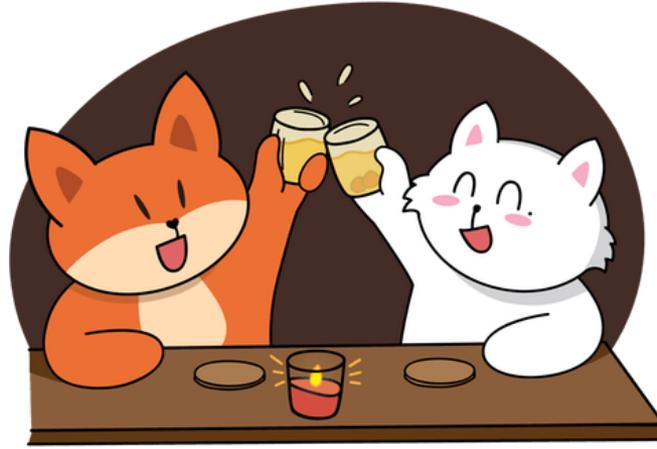




Questions?



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Thank You!

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