facebook

facebook

Facebook Technologies

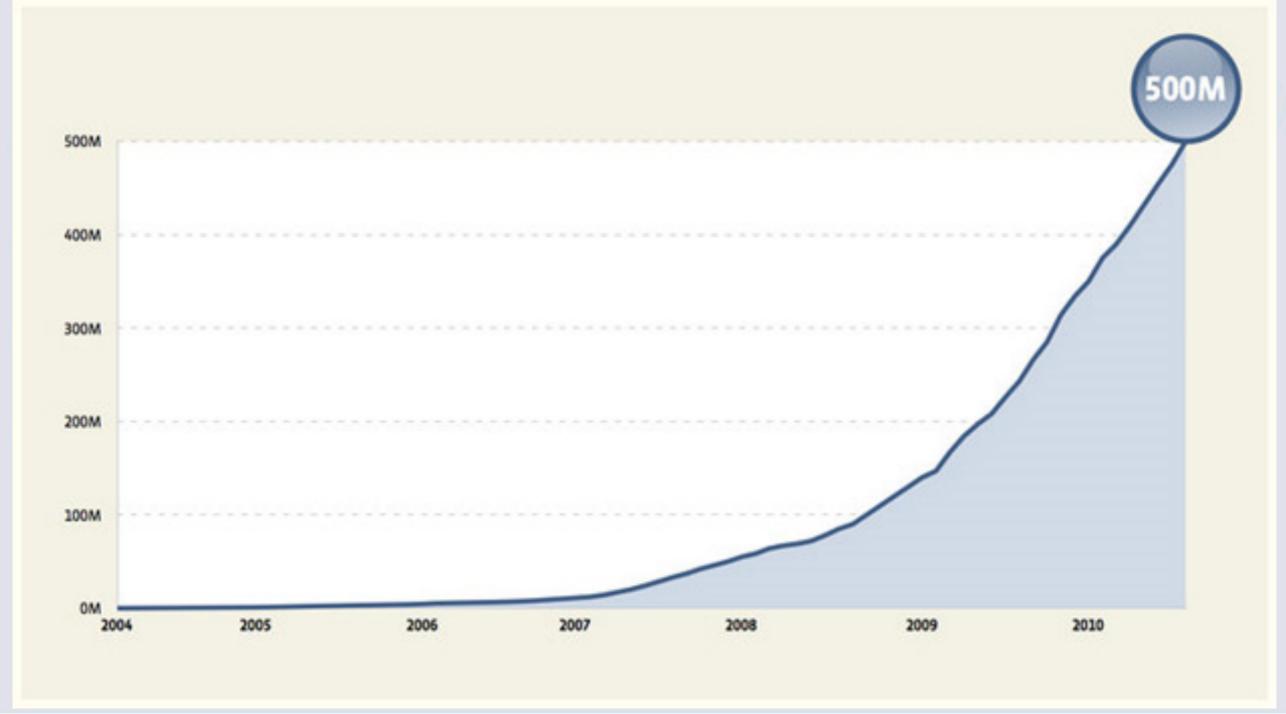
11/18/10
Wayne Chang (wayne@fb.com)
Software Engineer

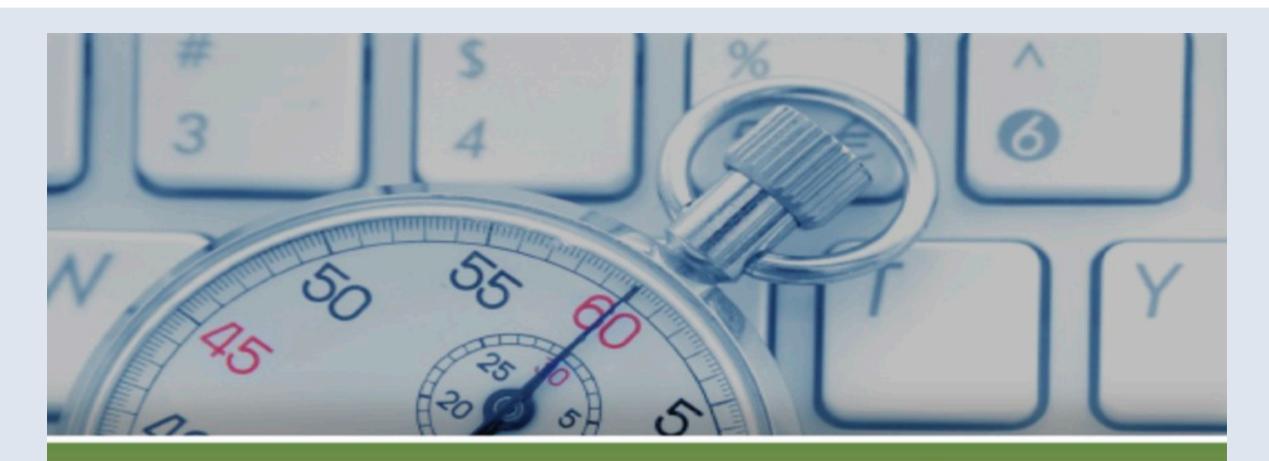


Agenda

- Facebook's scale
- Open Source Technologies
 - Memcached
 - Thrift
 - XHP
- Facebook Ads
- Questions?

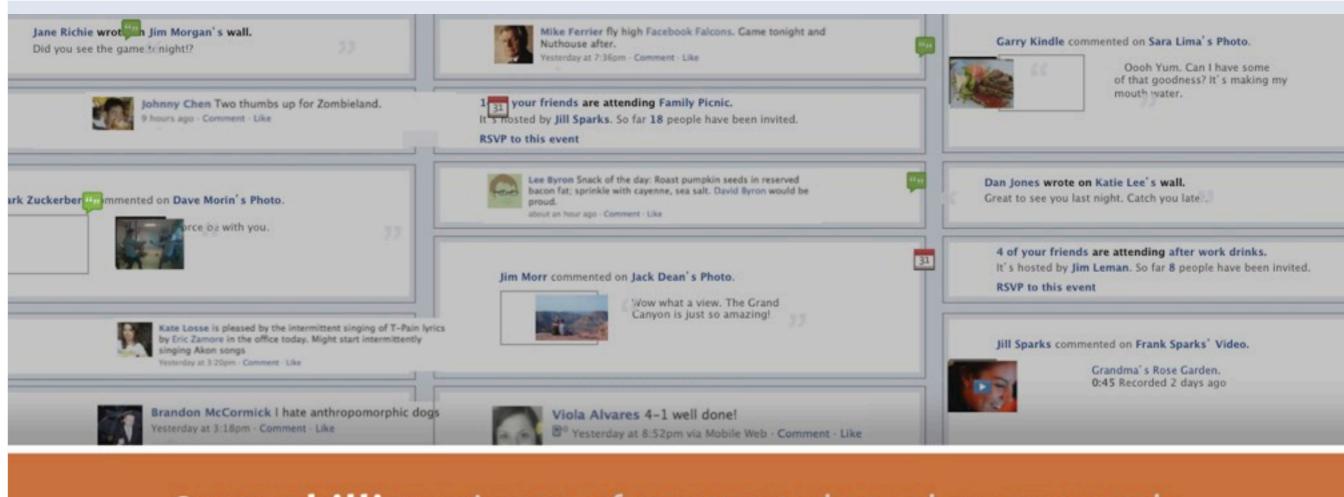
500 million unique experiences



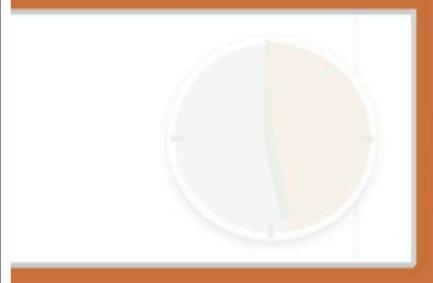


Over 20 billion minutes spent every day





Over 7 billion pieces of content shared every week









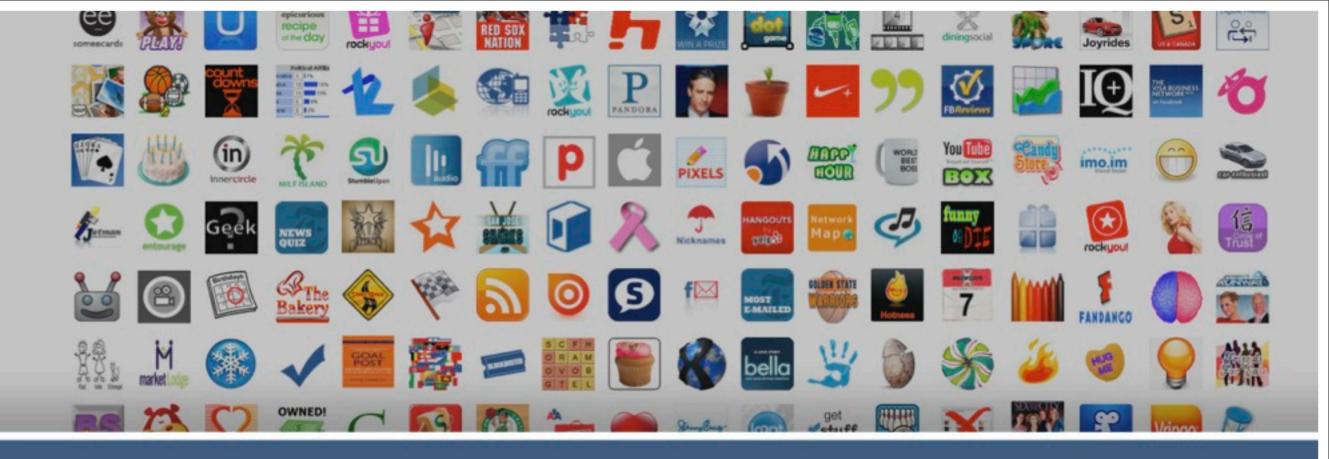


Over 3 billion photos uploaded each month









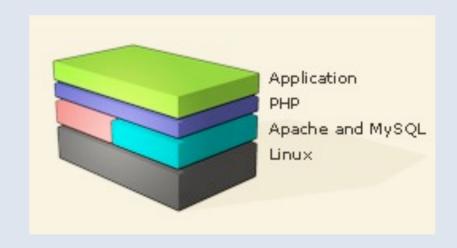
500,000 Facebook Connect implementations

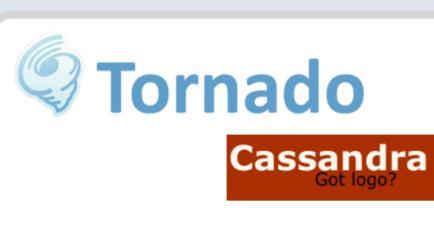


Open Source

Open Source















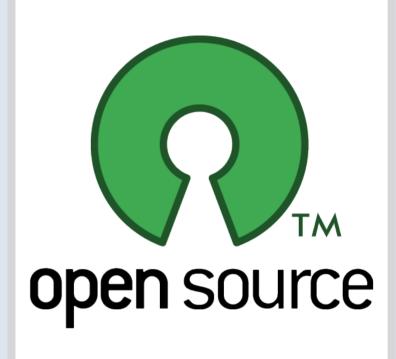




for



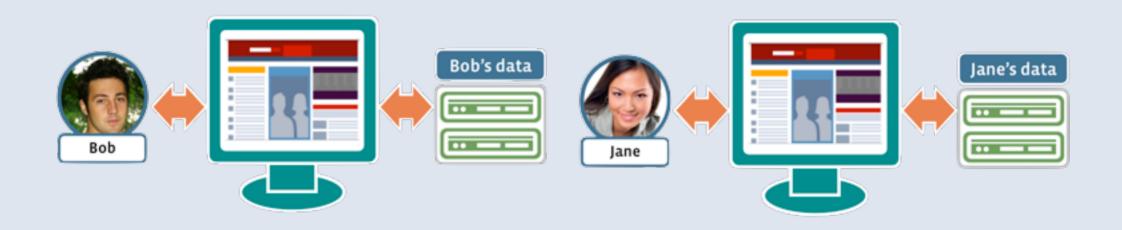




http://developers.facebook.com/opensource/

http://github/facebook

Scaling Traditional Websites





Scaling Traditional Websites

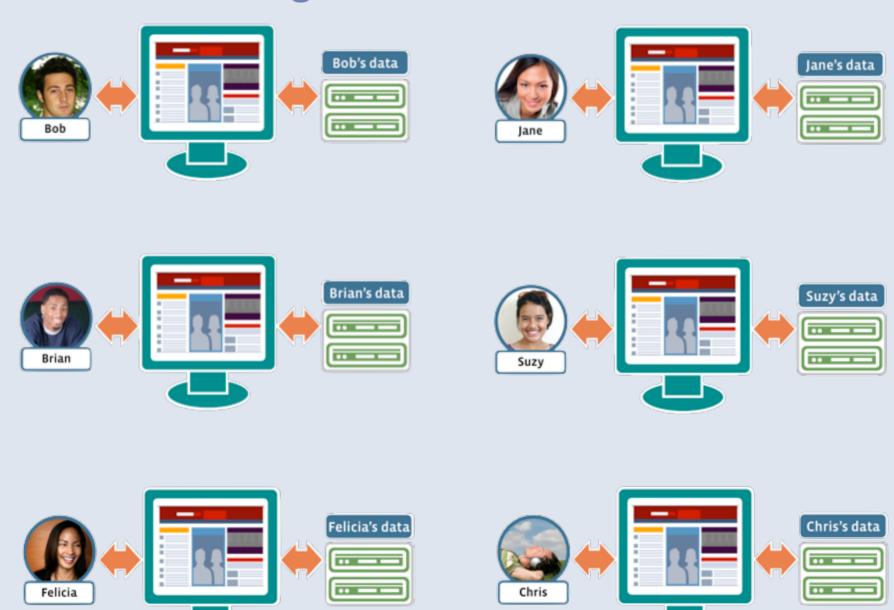




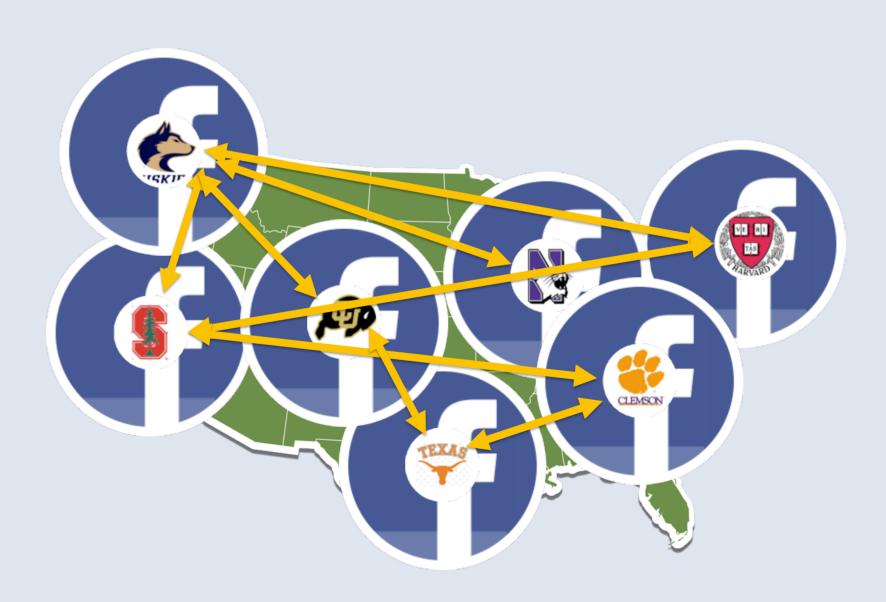




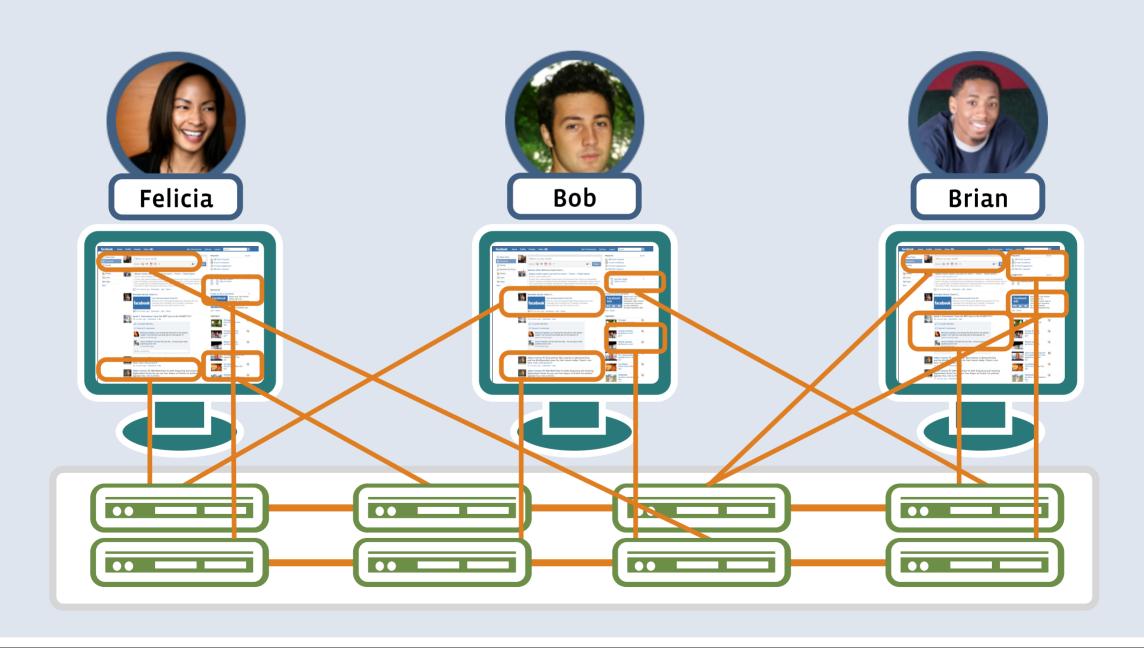
Scaling Traditional Websites



Memcached The problem with social applications



Scaling Facebook: Interconnected Data





500 million unique home pages



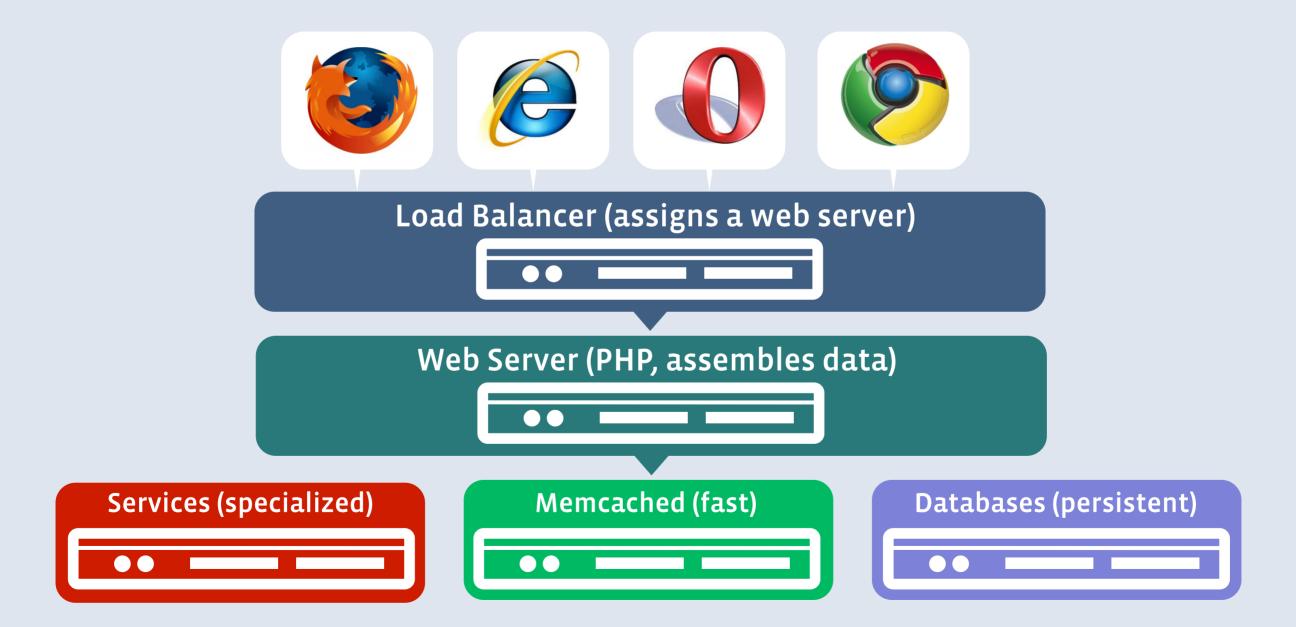
100 million operations per second

Our Answer: Memcached

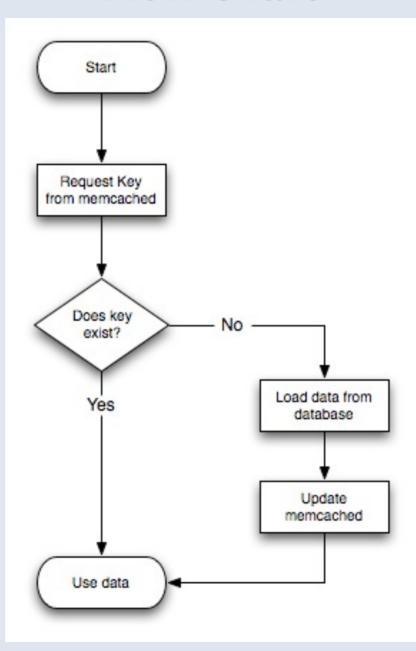
- Developed @ Livejournal 2003
- First used at Facebook in 2005
- Contributed back to open source in 2007 (became root repository)

- Memcached is a general-purpose distributed in-memory caching system
 - Used to speed up dynamic database-driven websites.
 - Caches data and objects in RAM to reduce the number of times an external data source (like MySQL) gets hit.
 - Operations include get, set, incr, decr, multiget, multiset.
- Pros: Reliable, low-latency, extremely high service rates
- Cons: Easy to corrupt, limited data model, inefficient for small items

Scaling Facebook



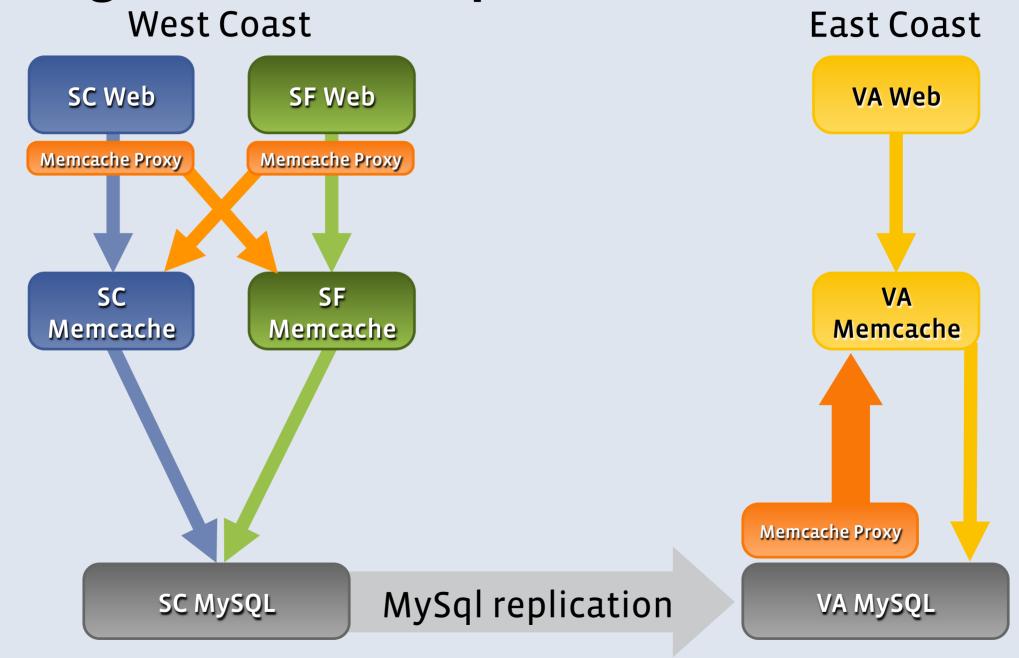
Flow Chart



Memcached Improvements

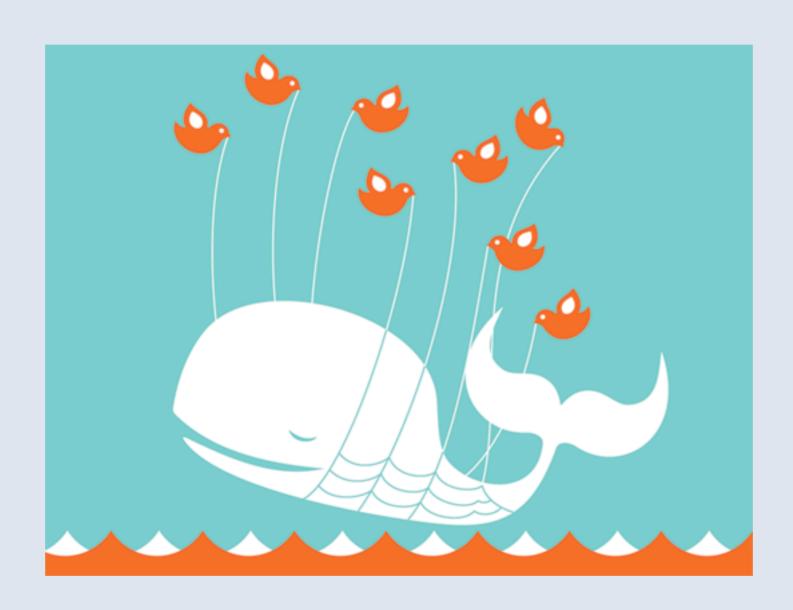
- 64-bit port
- More efficient serialization
- Multithreading
- Improved protocol
- New network drivers
- Compression
- Network stack optimizations
- UDP
- Memache Proxy
- Many others...

Scaling across multiple datacenters



Facebook's main trick to scaling

- http://github.com/facebook
 - Try it!
 - Improve it!



Thrift

The Problem

- The website scripting language of your choice can do the following well:
 - Handle large amounts of web requests
 - Fetch data (from mySQL, memcached, etc...)
 - Manipulate small amounts of data
 - Construct markup
 - Easier to debug, no compile time
- But it cannot do the following very well:
 - Handle large amounts of complex computation
 - Manipulate huge amounts of data MBs / GBs
 - Store / build a large index
 - Search a large index of data

The Problem

- Your homegrown service (written in C/C++/Java/etc) can:
 - Handle large amounts of complex computation
 - Manipulate huge amounts of data MBs / GBs
 - Store / build a large index
 - Search a large index of data
- But it cannot do the following very well:
 - Handle web requests
 - Construct markup

Typical Solution

- Divvy up the work!
- Write a C/C++/Java/etc server to do the computationally intensive stuff...
- Pass the result back to your web script to do the rest.

Challenges

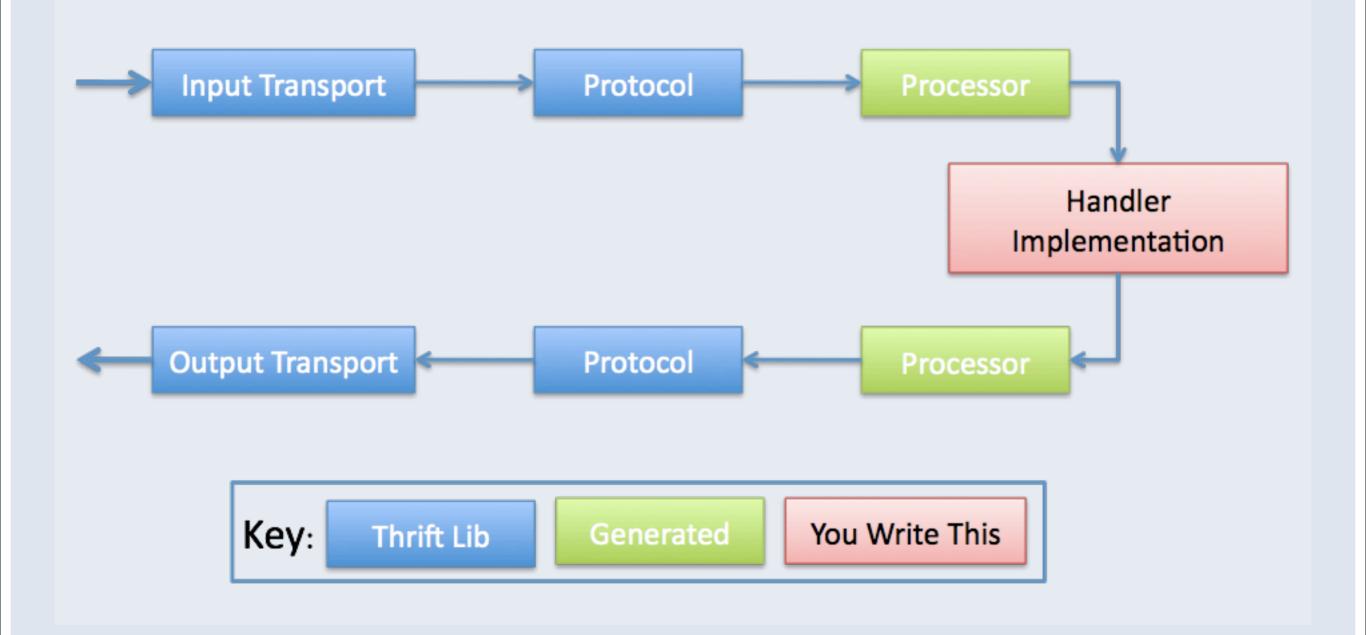
- Web and Service tiers are in different languages!
 - How to pass data back to web tier?
 - Code duality is very fragile.
- Challenging to make service tier handle a large qps from web tier.
 - Concurrency / multi-threading headaches

Our Answer: Thrift

- Developed @ Facebook late-2005
- Open-sourced April 1st 2007

- Thrift is an remote procedure call (RPC) framework.
 - Makes executing RPC calls across languages easily.
 - Advanced serialization for many data types. (MC, DB blobs, etc.)
- High-performance server framework for C++ (100k+ queries per sec)
- Thrift writes its own code!

Thrift Data Flow (Server)



Thrift

- You: Define a .thrift file
 - Service interface
 - Functions
 - Parameters
 - Return types
 - Data structures
- Thrift compiler: Generates client AND server stubs
 - Up to 13(+!) languages
- You: Code actual server logic (in C++ / Java / C#)
- You: Code client result handling (in PHP, Python, Ruby, etc...)

Thrift .thrift Interface File

```
// math.thrift
struct DivideRequest {
 1: i64 numerator,
 2: i64 denominator,
struct DivideResponse {
 1: i64 quotient,
 2: i64 remainder,
exception DivideException {
  1: string reason,
service MathService extends fb303.FacebookService {
  DivideResponse divide(1: DivideRequest request)
                       throws (DivideException e)
 i64 add(1: list<i64> numbers)
  i64 multiply(1: list<i64> numbers)
```

Thrift Magic

"thrift math.thrift -cpp -php"



Thrift Server Code

```
void MathServiceHandler::divide(
                            DivideResponse& response,
                            const DivideRequest& request) {
  if (request.denominator == 0) {
    DivideException e;
    e.reason = "Division by zero";
    throw e;
  response.quotient = request.numerator /
                      request.denominator;
  response.remainder = request.numerator %
                       request.denominator;
```

Thrift Server Code

```
shared ptr<MathServiceHandler> handler(
             new MathServiceHandler());
shared ptr<TProcessor> processor(
             new MathServiceProcessor(handler));
shared ptr<TServerTransport> transport(
             new TServerSocket(FLAGS port));
shared ptr<TTransportFactory> transportFactory(
             new TBufferedTransportFactory());
shared ptr<TProtocolFactory> protocolFactory(
             new TBinaryProtocolFactory());
TSimpleServer server(processor, transport,
                     transportFactory, protocolFactory);
server.serve();
```

Thrift Client Code

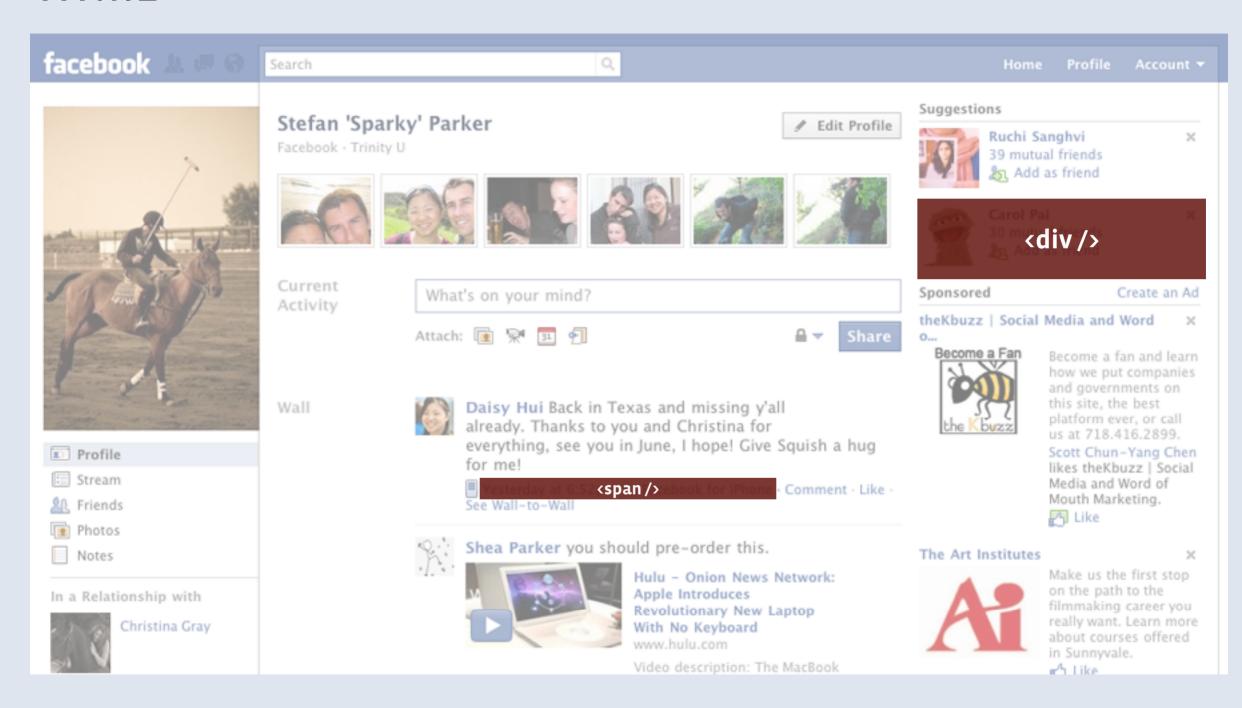
```
$socket = new TSocket(
                                    , 44444);
$transport = new TBufferedTransport($socket);
$protocol = new TBinaryProtocol($transport);
$math client = new MathServiceClient($protocol);
try {
 $request = new DivideRequest(120, 4);
  $response = $math_client->divide($request);
} catch (DivideException $e) {
 debug rlog('Caught DivideException: ' . $e->reason);
 catch (Exception $e) {
 debug rlog('Caught other exception: ' . $e);
```

Thrift

- Takes care of all the tedious stuff.
 - Handles low-level network operations and data serialization
 - Many multi-threading features are not in standard C++ lib
 - Thrift simplifies usage of threads & pools, mutexes, etc.
- Significantly simplifies writing your server code.
- Seamlessly gives your front-end code the power it needs.

- http://github.com/facebook
 - Try it!
 - Improve it!







Semantics

• What's wrong with this?

- Rule of 1. If a browser has over 1% market share, we officially support it.
 - IE 6/7/8, Firefox 3, Chrome 4, Safari 4



Browser Hacks

How to target CSS to specific browsers

```
IE 6 "underscore rule": .component { _width: 100%; }
IE 6 & 7 "star rule": .component { *width: 100%; }
IE 8, 7, & 6 "slash 9 rule": .component { width: 100%\9; }
Firefox 3: .ff3 .component { width: 100%; }
Safari 4/Chrome 4: .safari4 .component { width: 100%; }
```



•••

Our Solution: XHP

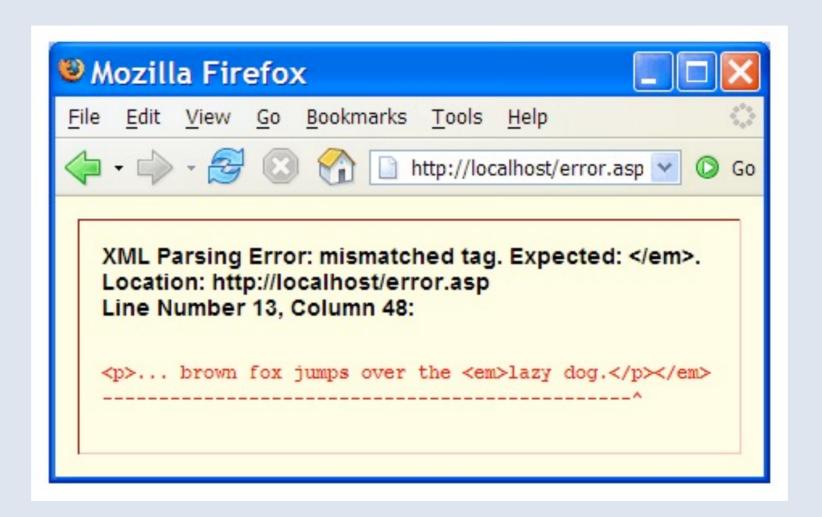
- XHP is a PHP extension, which augments the syntax of the language such that XML document fragments become valid PHP expressions.
 - Makes front-end code more readable.
 - Prevents invalid / erroneous markup.
 - Prevents against cross-site scripting (XSS) attacks.
 - XML document fragments are like objects.
 - · You can define your own elements, making XHP a templating engine.
 - Inheritance can be used for more reusable code.
 - Allows you to define complex components in simple XHP tags.
 - Encourages cleaner code, more readable code.
 - Attribute validation

Simple PHP Example

```
<?php
if ($_POST['name']) {
   echo '<span>Hello, '.$_POST['name'].'.</span>';
} else {
   echo
    '<form method="post">
        What is your name?<br />
        <input type="text" name="name" />
        <input type="submit" />
        </form>';
}
```

Simple XHP Example

```
<?php
if ($_POST['name']) {
   echo '<span>Hello, '.$_POST['name'].'.</span>';
} else {
   echo
    '<form method="post">
        What is your name?<br />
        <input type="text" name="name" />
        <input type="submit" />
        <form>';
}
```



Cross Site Scripting Prevention

```
<?php
if ($_POST['name']) {
   echo '<span>Hello, '.$_POST['name'].'.</span>';
} else {
   echo
    '<form method="post">
        What is your name?<br />
        <input type="text" name="name" />
        <input type="submit" />
        </form>';
}
```

What happens if \$_POST['name'] = '<script src="http://ha.ckers.org/xss.js"></script>'?

Cross Site Scripting Prevention

```
<?php
if ($_POST['name']) {
   echo '<span>Hello, '.htmlspecialchars($_POST['name']).'.</span>';
} else {
   echo
    '<form method="post">
        What is your name?<br />
        <input type="text" name="name" />
        <input type="submit" />
        </form>';
}
```

Cross Site Scripting Prevention

Context-aware markup



```
class :fb:wide-div extends :fb:div {
 attribute
    int width = 100;
 category %div;
 protected function compose() {
    return <div width={$this->getWidth()} />;
 private function getWidth() {
    if ($this->width != 100) {
      return $this->width;
    return $this->browser->isIE6() ?
      '*100%' : '100%';
```

Templating Engines

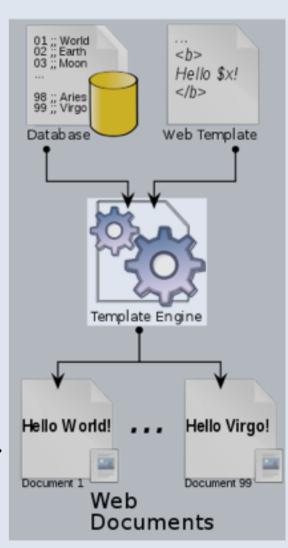
 Templating Engine acts as the "glue" between your data and your markup.

Pros:

- Data logic is completely separate from display.
 - Makes it much easier to read both code and markup.
 - Simplicity prevents errors.
- Markup can be easily changed w/o code change.

Cons:

- Intermediary template engine step has inherent limitations.
- Extensibility is limited.
- Markup reuse is limited.



XHP as a pseudo-Templating Engine

- XHP itself looks just like markup, making it easy to edit.
- Markup render code lives within XHP elements, separating from data code.
- XHP elements can be built from other XHP elements.
 - They can render very powerful / complex HTML.
 - But also exist simply as an element.
- XHP elements can subclass + extend other XHP elements too.
 - This is also extremely powerful.
 - Encourages code reuse.
- No intermediary template engine required!

As a pseudo-templating engine



```
class :fb:like-link extends :fb:link {
  attribute
    int objectid @required,
    enum color {'blue', 'dark blue'} = 'blue';
  category %link;
  protected function compose() {
    return
      <fb:link href={$this->getHref()}
               color={$this->color}>
        Like
      </fb:link>
  private function getHref() {
    return '/like.php?id='.$objectid;
```

As a pseudo-templating engine



```
class :fb:like extends :x:element {
 attribute
    int objectid @required;
 protected function compose() {
    return
      <fb:hovercard id={$this->objectid}>
        <fb:image img="likethumb" />
        <fb:like-link id={$this->objectid}>
        <fb:like-count id={$this->objectid}>
      </fb:hovercard>;
```

As a pseudo-templating engine



```
<fb:frame>
  <fb:nav />
  <fb:panel pos="left">
    <fb:quicklinks />
    <fb:chatbar />
  </fb:panel>
  <fb:panel pos="center">
    <fb:composer />
    <fb:newsfeed />
  <fb:panel pos="right">
    <fb:events />
    <fb:pymk />
    <fb:ad size="large" />
    <fb:questions />
    <fb:connected />
  </fb:panel>
  <fb:footer />
</fb:frame>;
```

- Better templating system for webpage development.
- Promotes object-oriented markup design.
- Extremely versatile.

- http://github.com/facebook
 - Try it!
 - Improve it!

Ads

Ads Purchase Funnel



Ads Purchase Funnel

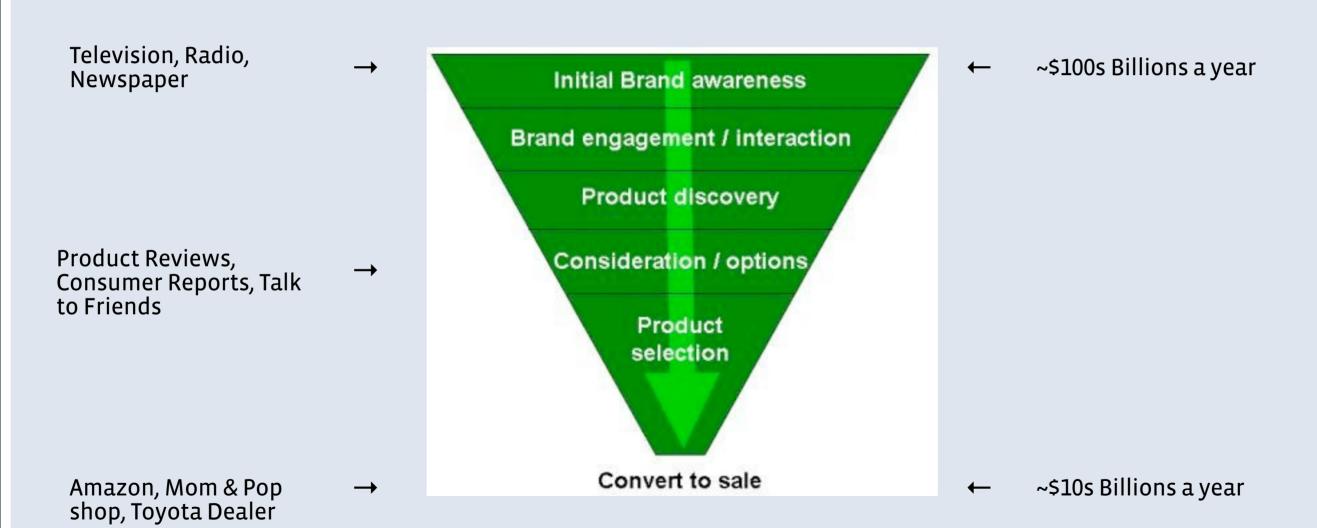
Television, Radio, Newspaper

 \rightarrow

Product Reviews, Consumer Reports, Talk to Friends \rightarrow

Amazon, Mom & Pop shop, Toyota Dealer

Initial Brand awareness Brand engagement / interaction Product discovery Consideration / options Product selection Convert to sale



Television, Radio, Newspaper

 \rightarrow

Product Reviews, Consumer Reports, Talk to Friends

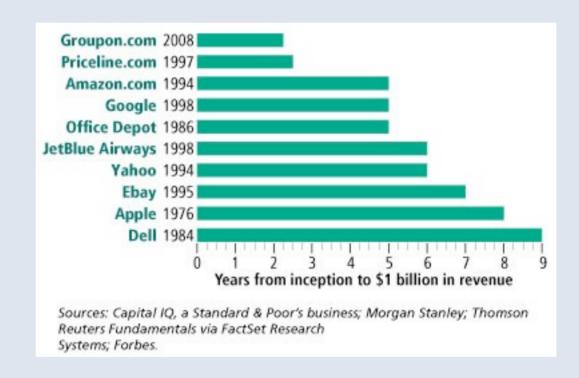
Amazon, Mom & Pop shop, Toyota Dealer

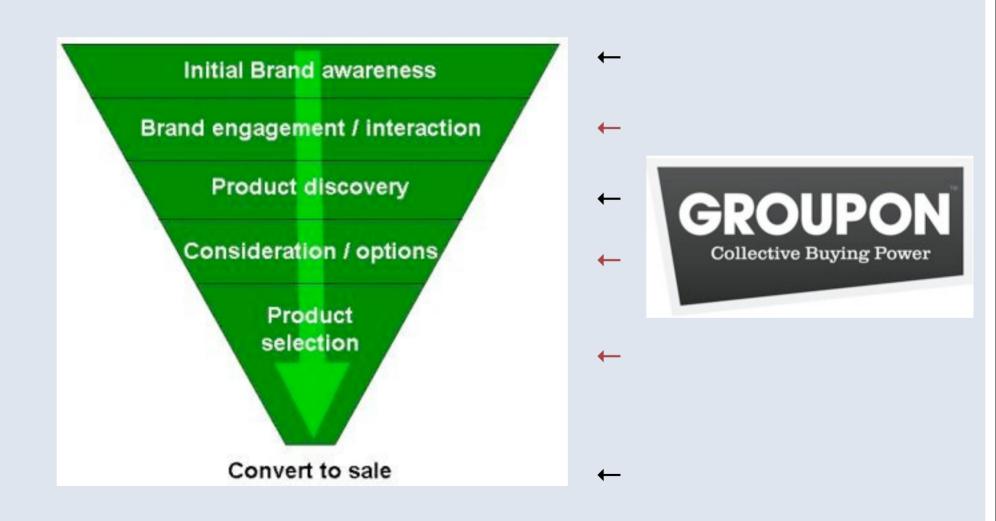


facebook.



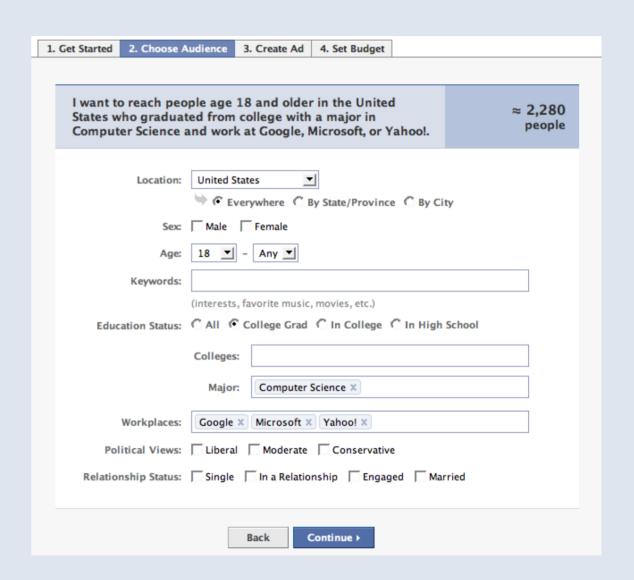
What is the fastest growing company EVER? (to \$1B in revenue)





Features

Powerful demographic targeting
Bid estimation/suggestion
Campaign optimization
www.facebook.com/ads/



Emerging Demographic Segments

- US 18+ eCPM ~\$0.27
- Weddings
 - Engaged females age 22-28
 - eCPM ~\$0.40
- Recruiting
 - People who work at Google
 - eCPM ~\$0.42
- You can play around with this yourself:
 - http://www.facebook.com/ads/create/



services and marketplaces over Al middleware for

mobile-fixed arch

Join a smart, collegial, web engineering team using Ruby, Rails, css, Javascript and html. Excellent pay and amazing location.

- 2nd Price Auction "Vickrey Auction"
 - Google, Bing, etc... use this auction model
- Optimal for seller when there are multiple quantities of an item available.
- Bids are "blind".
- Bidders have much less incentive to bid low.
- Auction "winners" pay the 2nd highest price for an auction.

Advertiser	Max CPC	
Mallory	\$0.40	
Mark	\$0.50	
Laura	\$0.20	
Cameron	\$2.00	
Alison	\$0.05	
Will	\$0.10	

Advertiser	Max CPC	Quality Score		
Mallory	\$0.40	4		
Mark	\$0.50	3		
Laura	\$0.20	6		
Cameron	\$2.00	0.5		
Alison	\$0.05	16		
Will	\$0.10	2		

Advertiser	Max CPC	Quality Score	AdRank	
Mallory	\$0.40	4	\$0.4 x 4 = 1.6	
Mark	\$0.50	3	\$0.50 x 3 = 1.5	
Laura	\$0.20	6	\$0.20 x 6 = 1.2	
Cameron \$2.00		0.5	\$2.00 x .5 = 1	
Alison	\$0.05	16	\$.05 x 16 = .8	
Will	\$0.10	2	\$0.10 x 2 = .2	

Auction Model

Advertiser	Max CPC	Quality Score	AdRank	Position	Actual CPC
Mallory	\$0.40	4	\$0.4 x 4 = 1.6	1	(1.5/4) + \$.01 = \$.39
Mark	\$0.50	3	\$0.50 x 3 = 1.5	2	(1.2/3) + \$.01 = \$.41
Laura	\$0.20	6	\$0.20 x 6 = 1.2	3	(1 / 6) + \$.01 = \$.17
Cameron	\$2.00	0.5	\$2.00 x .5 = 1	4	(.8 / .5) + \$.01 = \$1.61
Alison	\$0.05	16	\$.05 x 16 = .8	5	(.2 / 2) + \$.01 = \$.11
Will	\$0.10	2	\$0.10 x 2 = .2	6	Minimum Bid

Actual CPC = (AdRank to beat / Quality Score of Advertiser) + \$.01

Social Ads

- What's a social ad?
- Do they work?
 - Ads that have social data attached have 3-5x CTR compared to ads that do not have social data attached
- > 20% of all ads are eligible for social actions
- Very few user complaints



Alternative Ads











http://www.facebook.com/video/video.php?v=10150331790590484

facebook

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