

crushing the monolith

mats cronqvist, may 2013

but I like monoliths...



`alt text`

**"Klarna's next generation
architecture:**

**A soft-realtime, distributed,
no-master system enabling
the best SLA in online
payments."**

id

- Ph.D. in experimental Nuclear Physics
 - hardware
 - online software
 - offline software
- 10 years @ ericsson
 - building
 - testing
 - troubleshooting
 - supporting
- 5 years @ klarna
 - developer
 - architect
- github.com/massemanet

klarna vision



Safer



Simpler



More fun

klarna goals

keep it simple for the consumer

- no pre-registration
- id with top of mind info
- separate buying from paying

we'll want to buy more stuff on the internet if the stores send us stuff, and we only pay the store if we like the stuff.

klarna requirements

- invoicing
 - with real-time risk assessment (~3s)
 - with unreliable data
- many settlement options
- customer care (~500)
- fraud
 - merchants
 - consumers
- very high availability (~99.9)

checkout

facestore.se/shop/product/1437

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Vill du fylla i fältet med Facebook? Det är smidigt och säkert.

E-postadress

Förnamn Efternamn

Adress

Postnummer Ort

Mobiltelefonnummer

250 kr

Inkl. moms och frakt
• Julkampanj - betala i februari

Genom att lämna information i kassan godkänner jag [Klarnas villkor](#).

Genom att klicka på "Slutför köp" godkänner jag [köpvillkoren hos Face Mode i Borås AB](#).

» Vill du dölja din adress med en pinkod?

Klarna
Faktura, Konto
Delbetalning, Kort
och Internetbank

VISA

✓ Handla tryggt på nätet

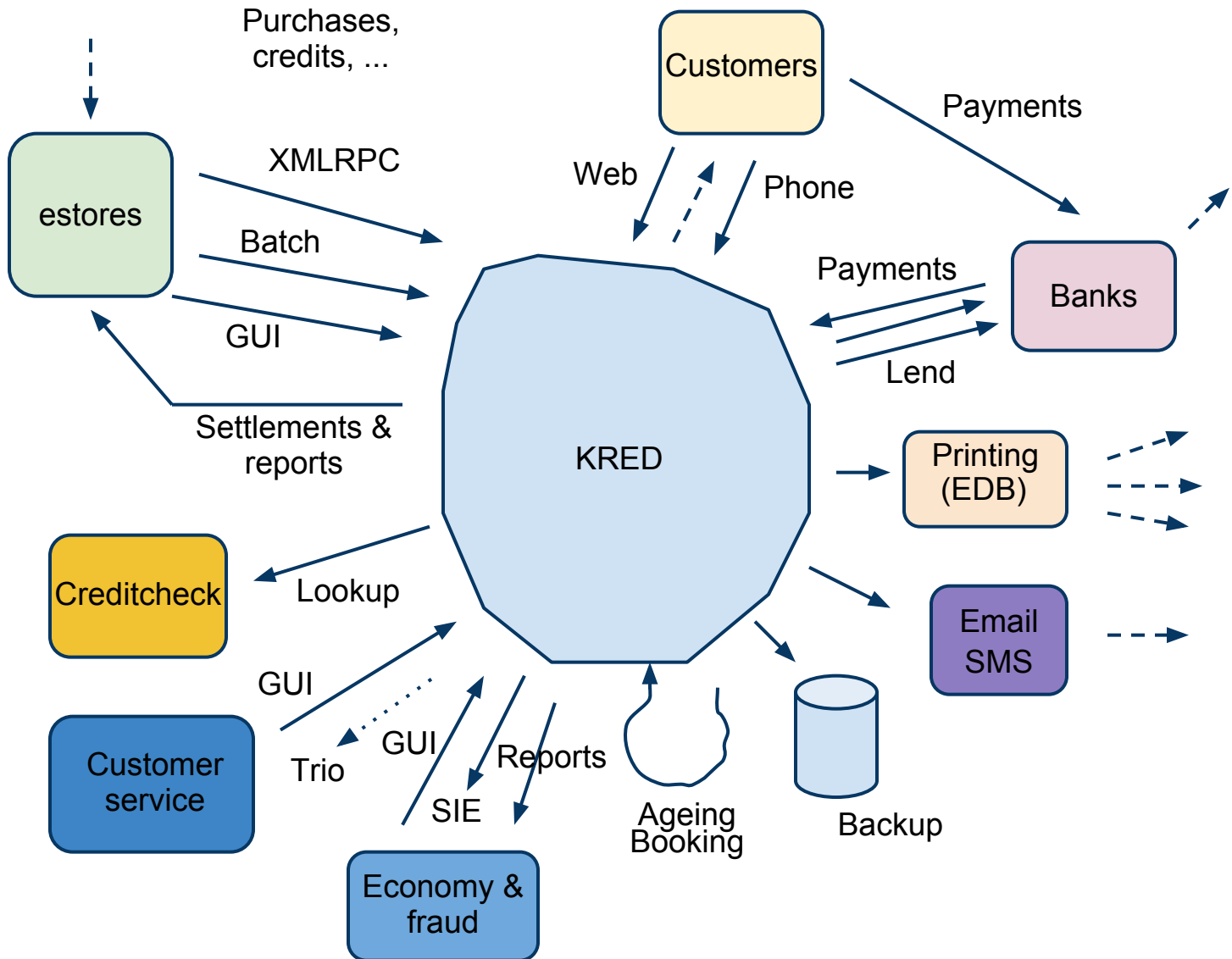
✓ Dina uppgifter är skyddade

✓ Betala bara för varor du mottagit

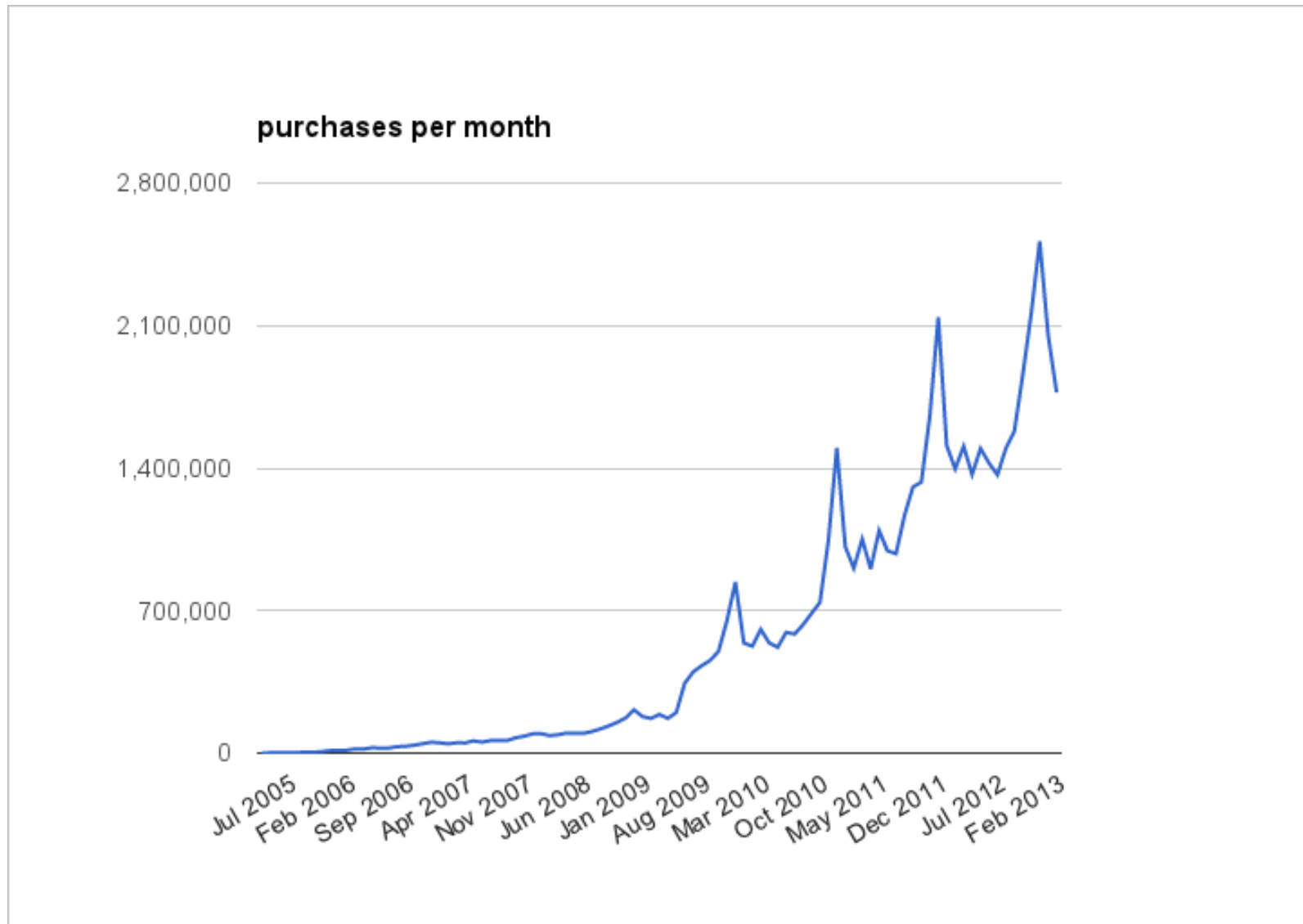
secret sauce

- order creation API
- ID service
 - identify a legal entity
 - on the internet...
- risk service
 - prevent fraud and defaults
- in "real time"...

kred

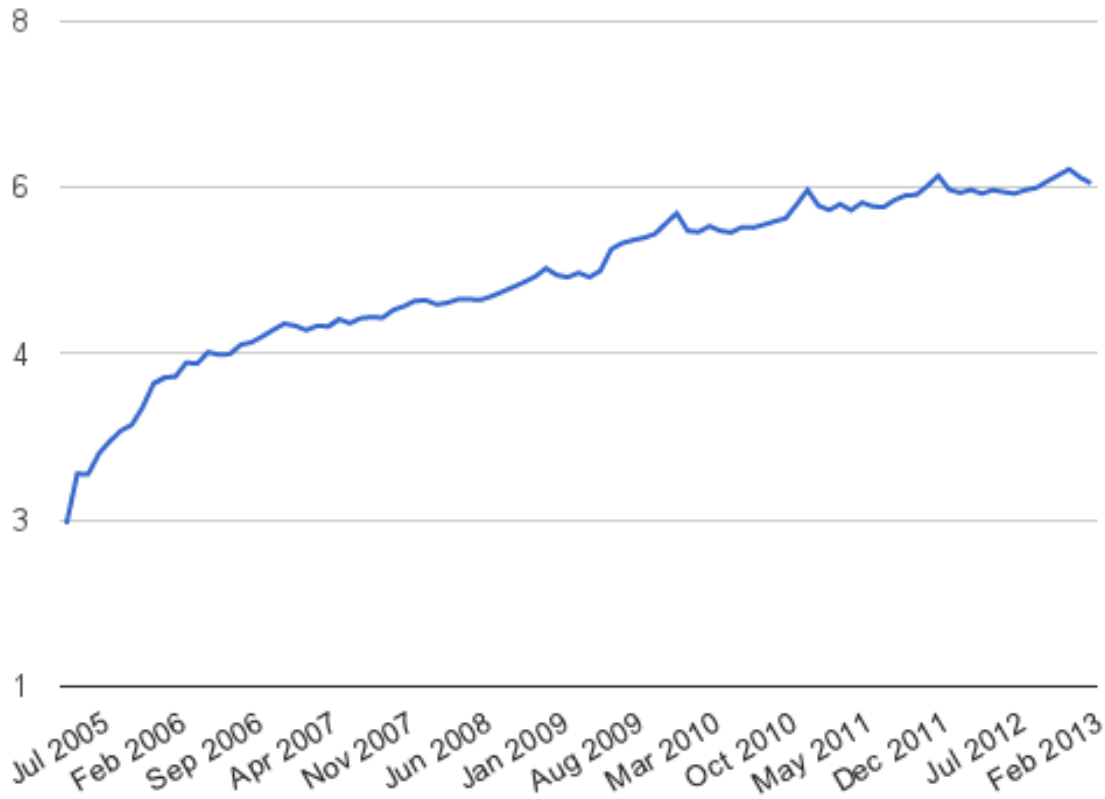


growing pains



magnitudes

purchases per month, logarithmic

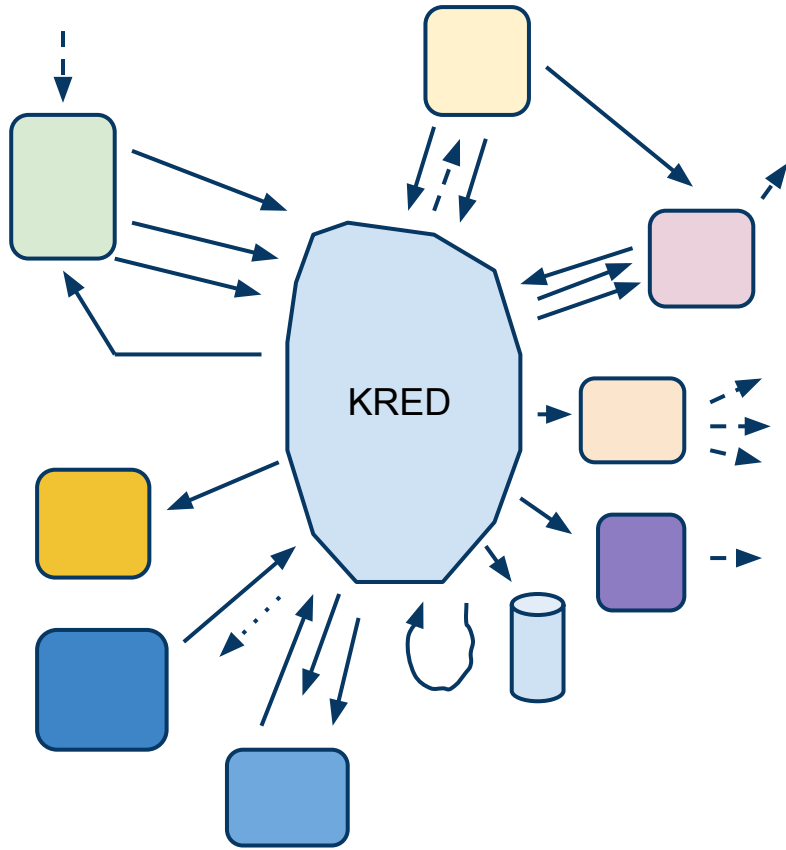


dtop

kred@kred-psize: 493.4G(530.6G), cpu%: 362(366), procs: 1.6k, runq: 0, 16:17:03
memory: proc 18.4G, atom 5.0M, bin 496.1M, code 57.0M, ets 474.4G

pid	name	current	msgq	mem	cpu
<0.28894.66>	yaws_server:acceptor0/2	etrans:mk_date_li	0	17.0G	190
<0.25.0>	file_server_2	gen_server:loop/6	0	8.2M	11
<0.17983.74>	yaws_server:acceptor0/2	gen:do_call/4	0	1.9M	9
<0.9604.73>	yaws_server:acceptor0/2	prim_inet:recv0/3	0	7.6M	1
<0.23590.74>	yaws_server:acceptor0/2	prim_inet:recv0/3	0	1.8M	1
<0.26.0>	code_server	code_server:loop/	0	426.0k	1

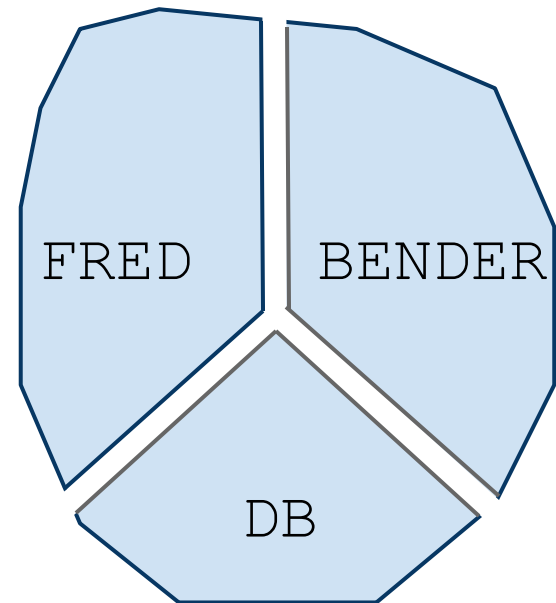
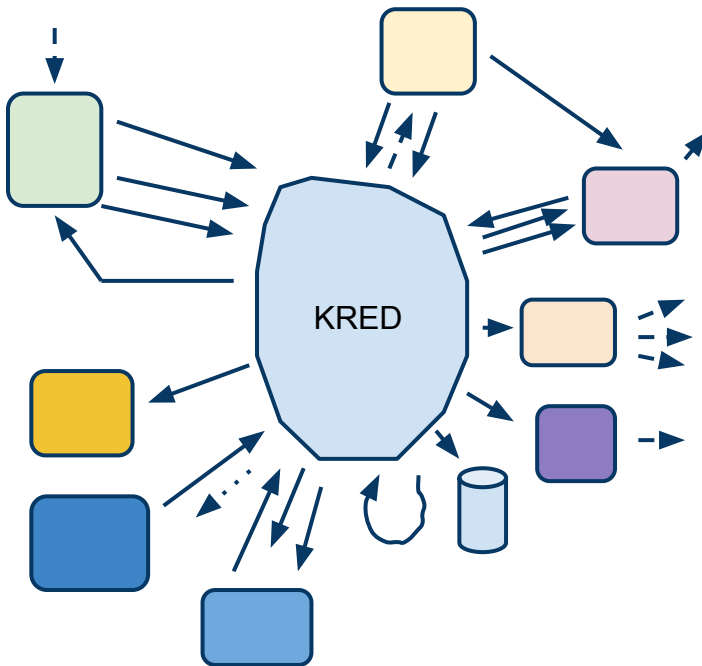
domains



- Soft real time
- Off-line analysis
- Customer GUI
- External Systems
- Data Warehousing
- Routine financial

K2

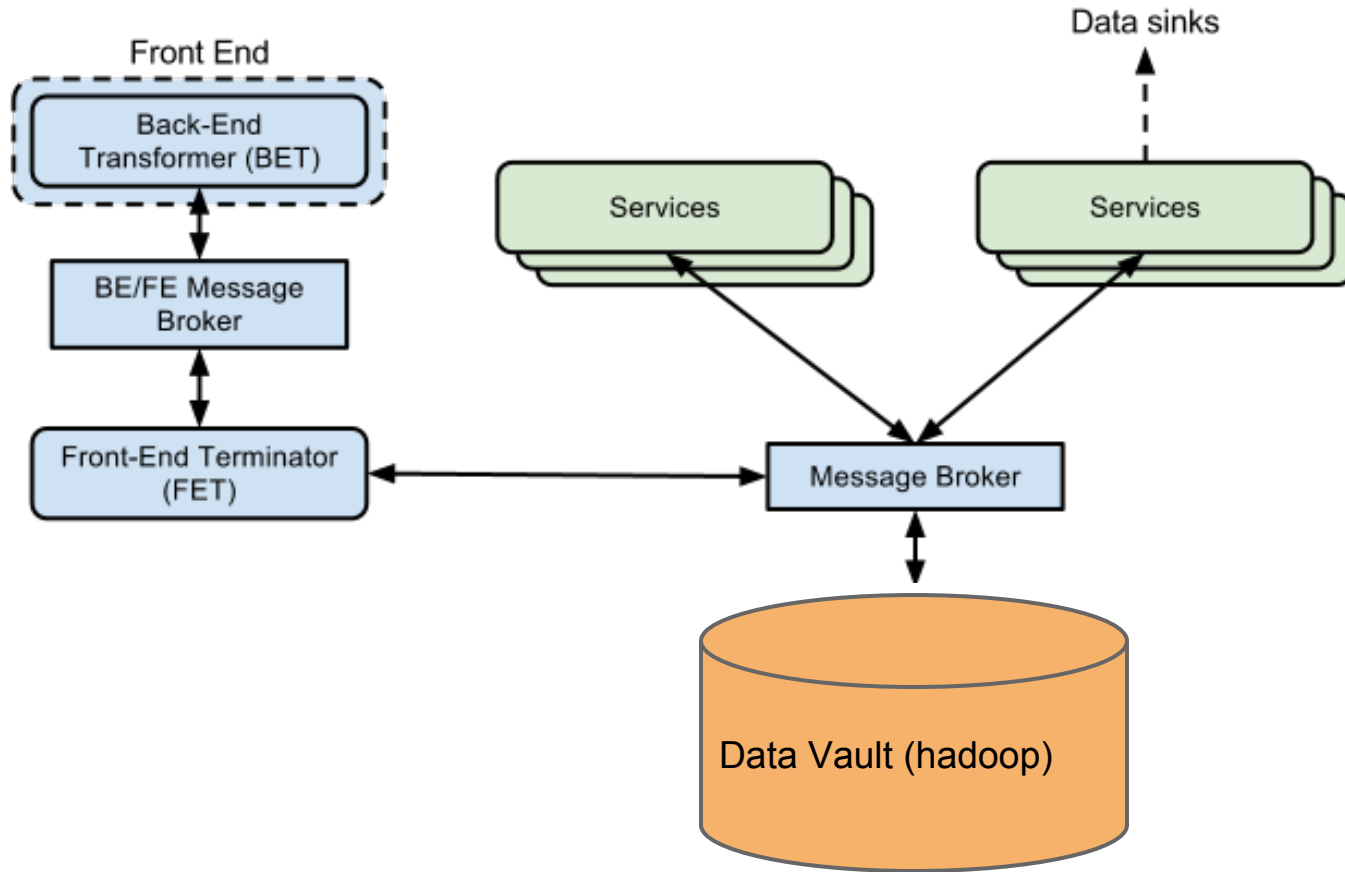
- Break `kred` into services
 - FRED is one such service
 - BENDER is all other services



decoupling

- Horizontal scaling
- Concurrent and independent development
- Loose coupling, both with respect to functionality and data

BENDER from outer space



BENDER services

- GUIs
- bookkeeping
- business intelligence
- accounts
- printing
- dunning
- etc...

FRED

- Service that creates orders
 - Business logic ported from kred
 - Soft real-time (~3 seconds)
-

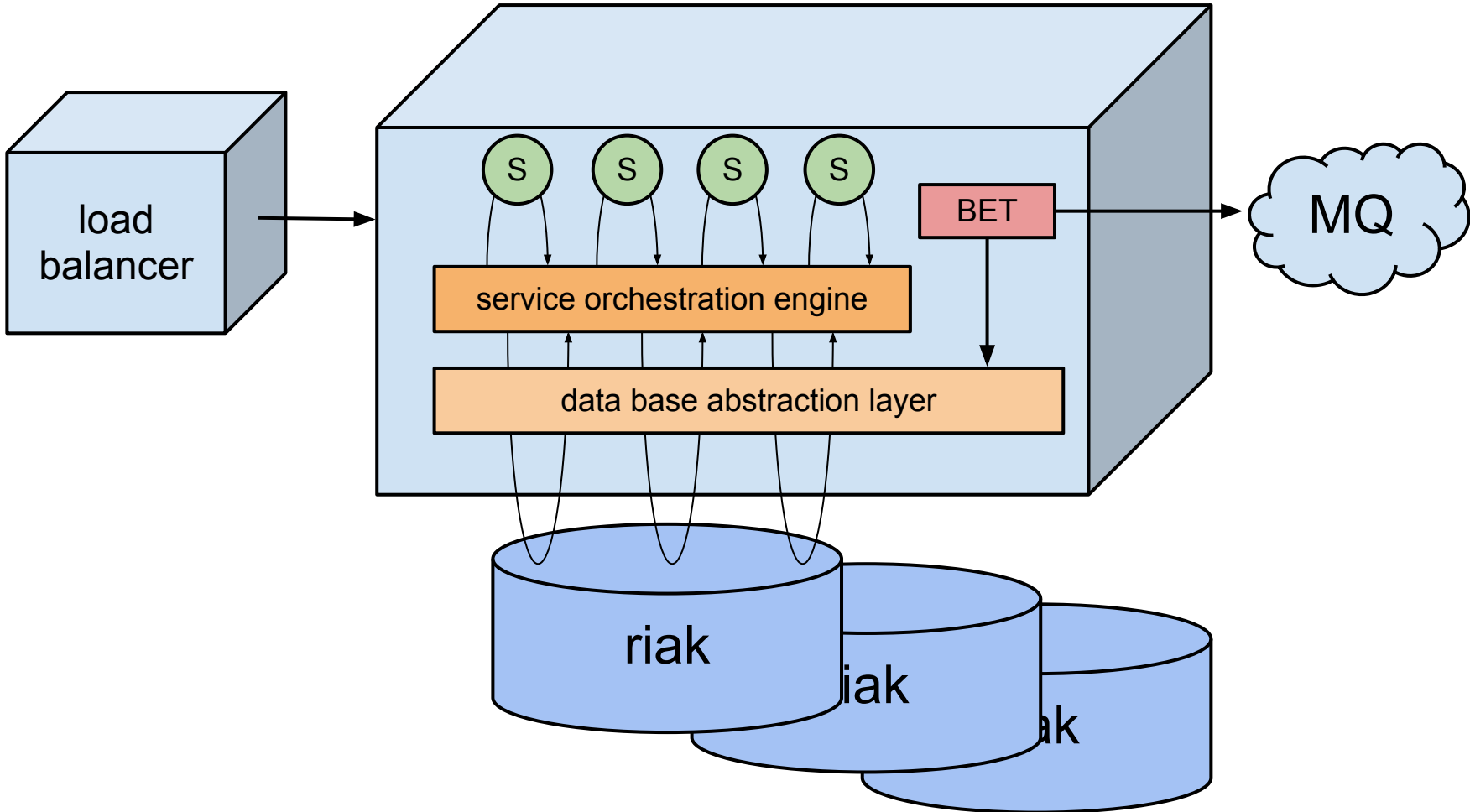
FRED scope

- some API methods
- checkout
- ID service
- risk service
 - on the spot reject (FRED)
 - external (kred)
 - fallback policy (FRED)

FRED knockouts

- **Site**
 - a data center
- **FRED clusters**
 - independent of each other
 - initially one cluster per site
- **FRED machine**
 - ~5 per cluster
- **FRED service**
 - an orchestrated component

FRED from low earth orbit



FRED tech stack

- [Redhat Enterprise Linux](#)
- [webmachine](#)
- [mochiweb](#)
- [Riak](#)
- [Rabbit MQ](#)
- [Erlang](#)
- [Git](#)
- [Chef](#)
- [rebar](#)
- splunk

why riak?

- Distribution -> no transactions
- FRED data model -> key/value
- lots of attention to operations
- basho produces quality stuff
- riak search interesting
- competition looked worse
- data center replication intriguing

siblings

- "everything that touches Riak needs to be resolvable in some way."
 - merging
 - pick one
 - make siblings impossible

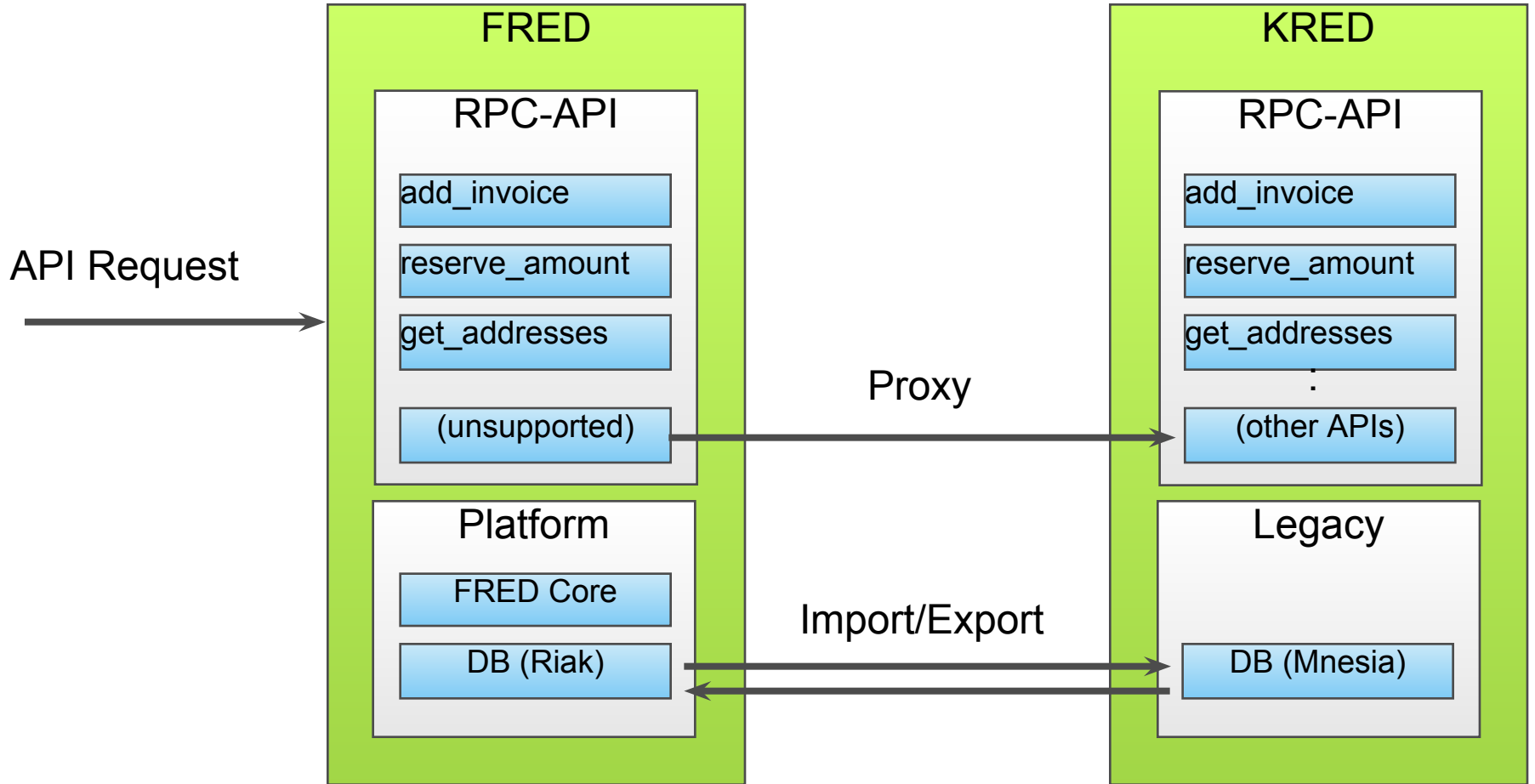
migration

- ~15,000 existing merchants
 - we must preserve (most) integrations
- ~10 versions of the API in use
- many merchants rely on quirks

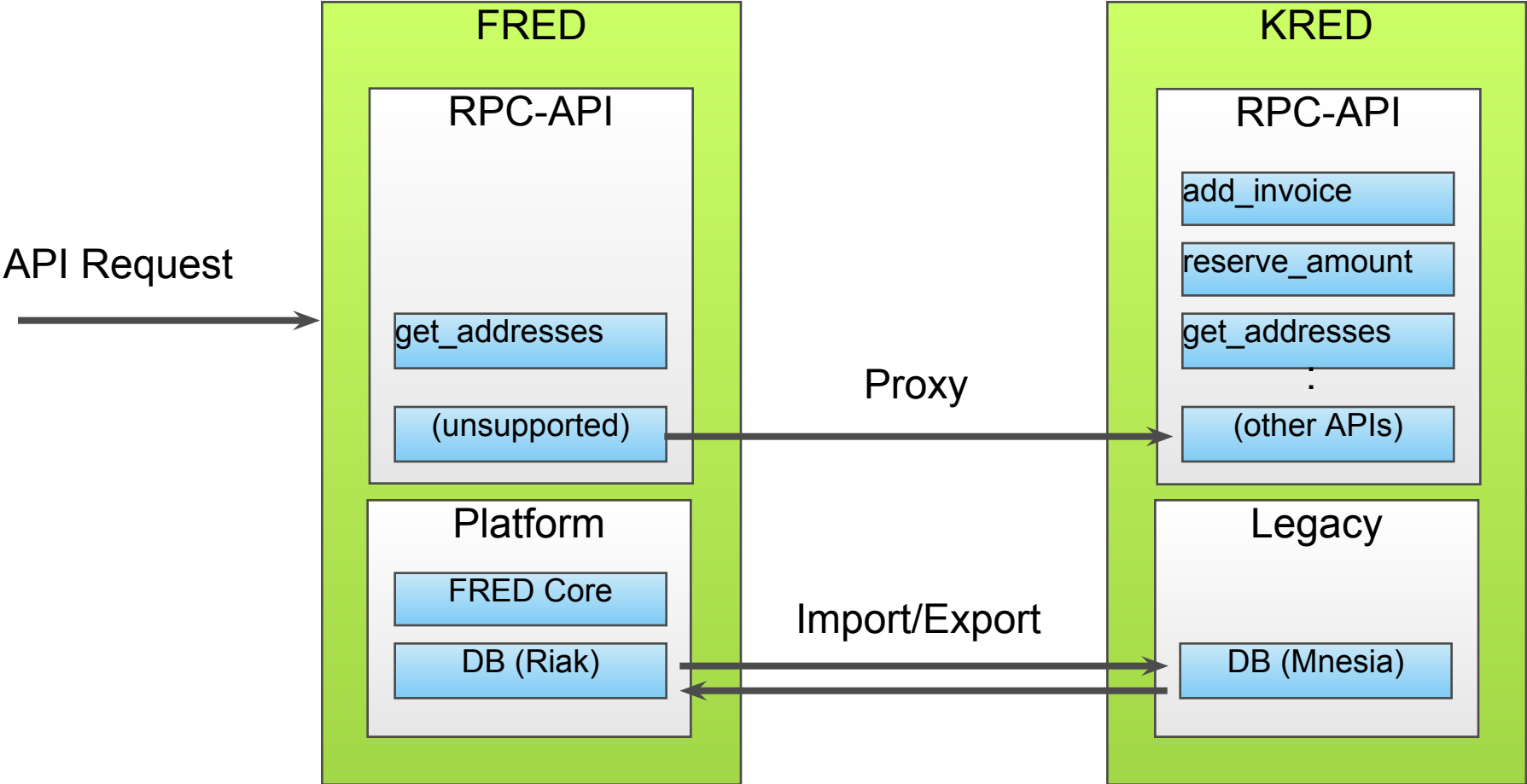
therefore

large parts of FRED are backported

FRED migration



status



~~resistance~~



obstacles

- ~~NIH~~
- new programming model
- untangling spaghetti is hard
- lot of infrastructure, HW and SW
- compatibility
- no spec

hell yeah

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no-master system enabling
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payments.**