O'REILLY®

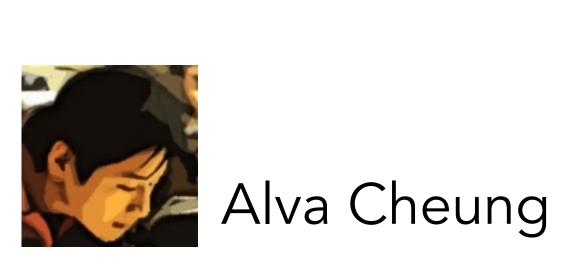
Velocity

CONFERENCE

BUILD RESILIENT SYSTEMS AT SCALE

velocity.oreilly.com.cn #velocityconf Performance challenges with experimentation

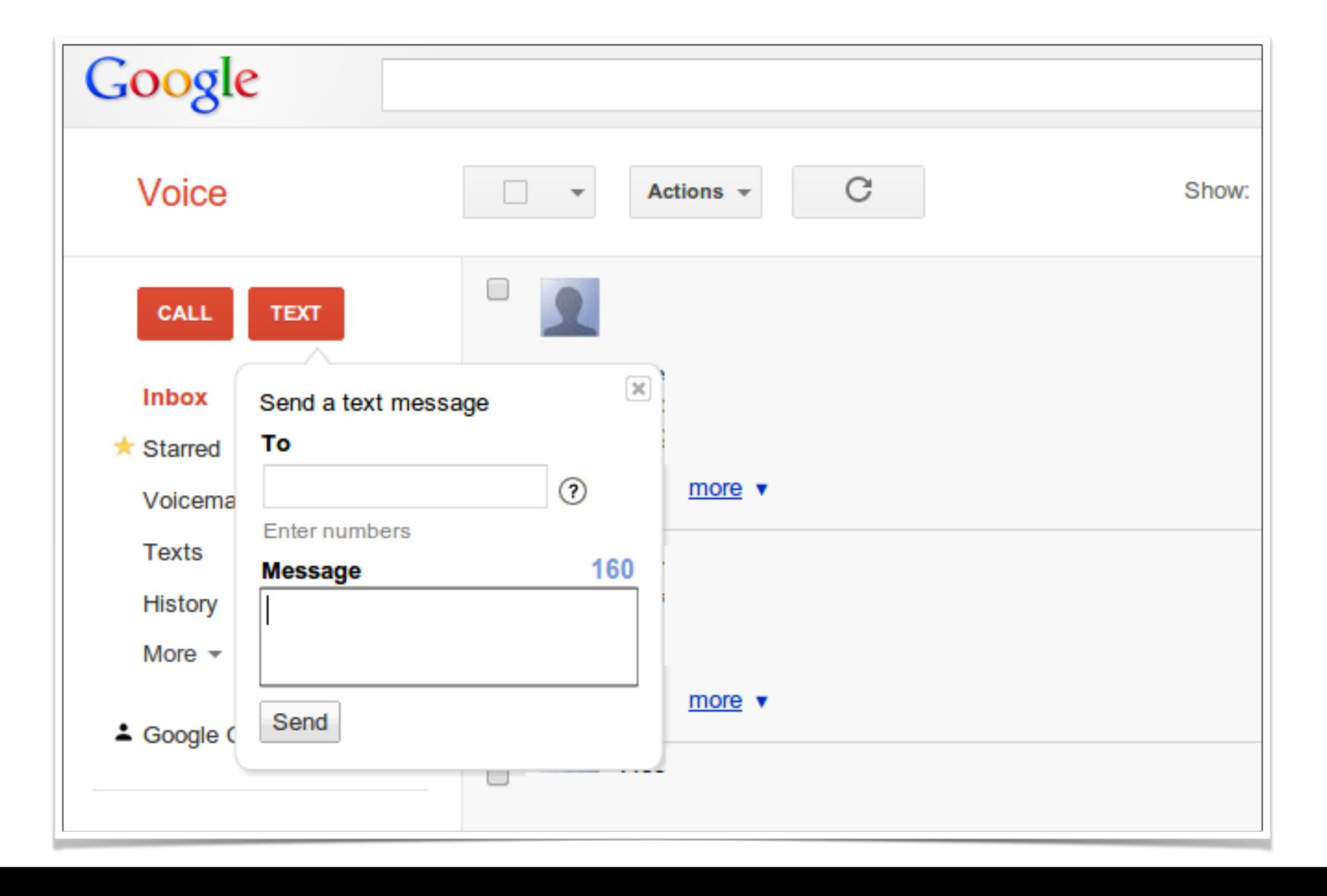
实验带来的性能挑战



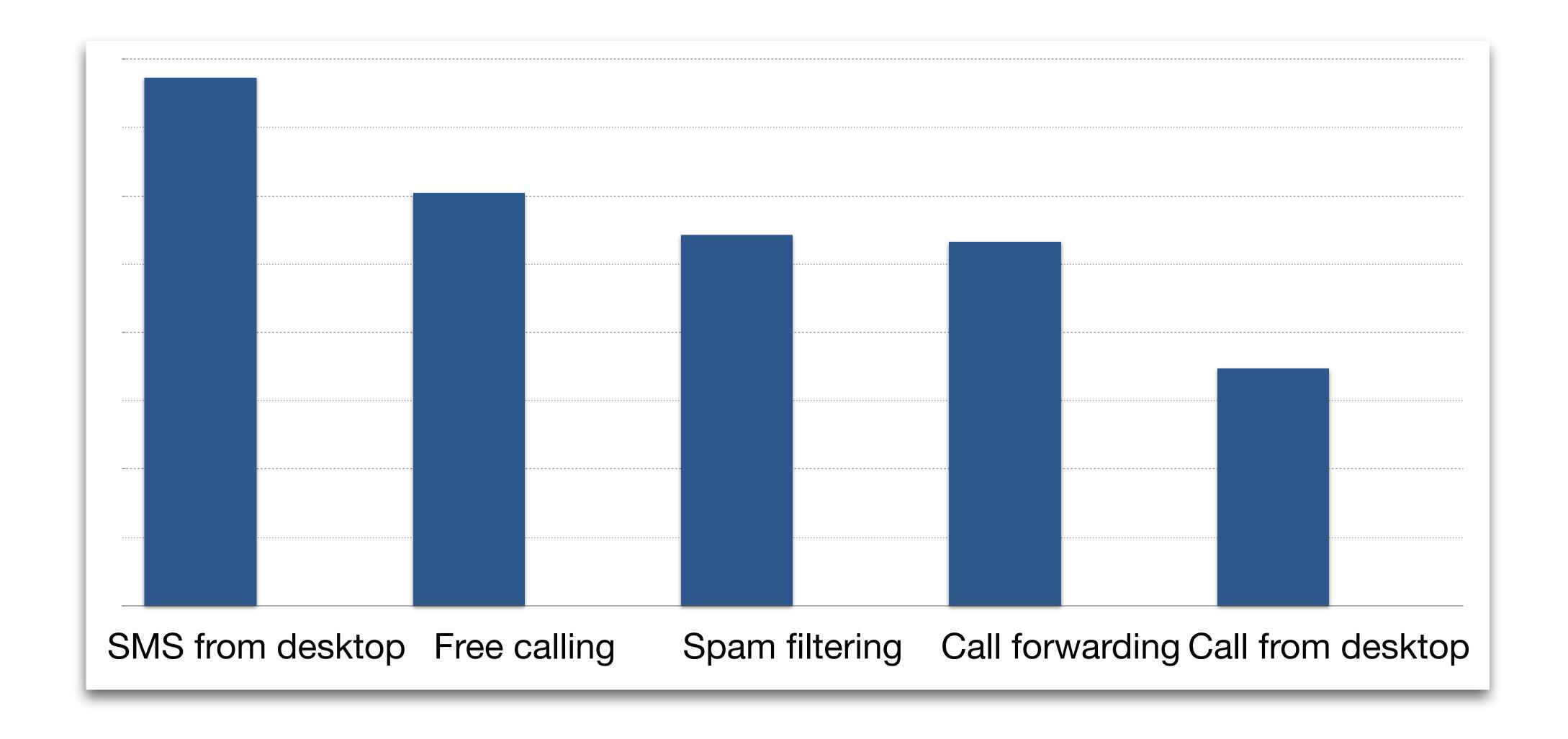




You are not your target audience



You are not your target audience







http://mashable.com/2015/06/16/spotify-color-change/





http://mashable.com/2015/06/16/spotify-color-change/





i'm considering deleting the spotify app simply because the new shade of green is making me feel extremely uncomfortable and on edge

- charl (@arcticharl) June 16, 2015

The spotify update has ugliest and most unnecessary shade of green I thought I was seeing colors wrong when I woke up pic.twitter.com/Wmh9Xvg01q

Lonk (@c0mic_sans) June 15, 2015

http://mashable.com/2015/06/16/spotify-color-change/





What sounds like a small change ended up in a relatively huge tweet storm with thousands of people sharing their hate...

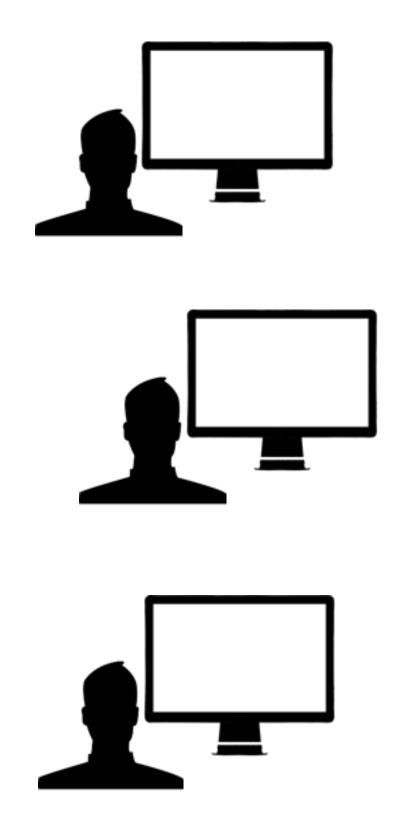
http://www.vanschneider.com/



Experimentation is easy!

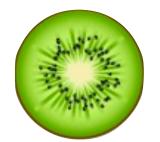


Serving experiments





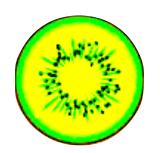




60% base/control

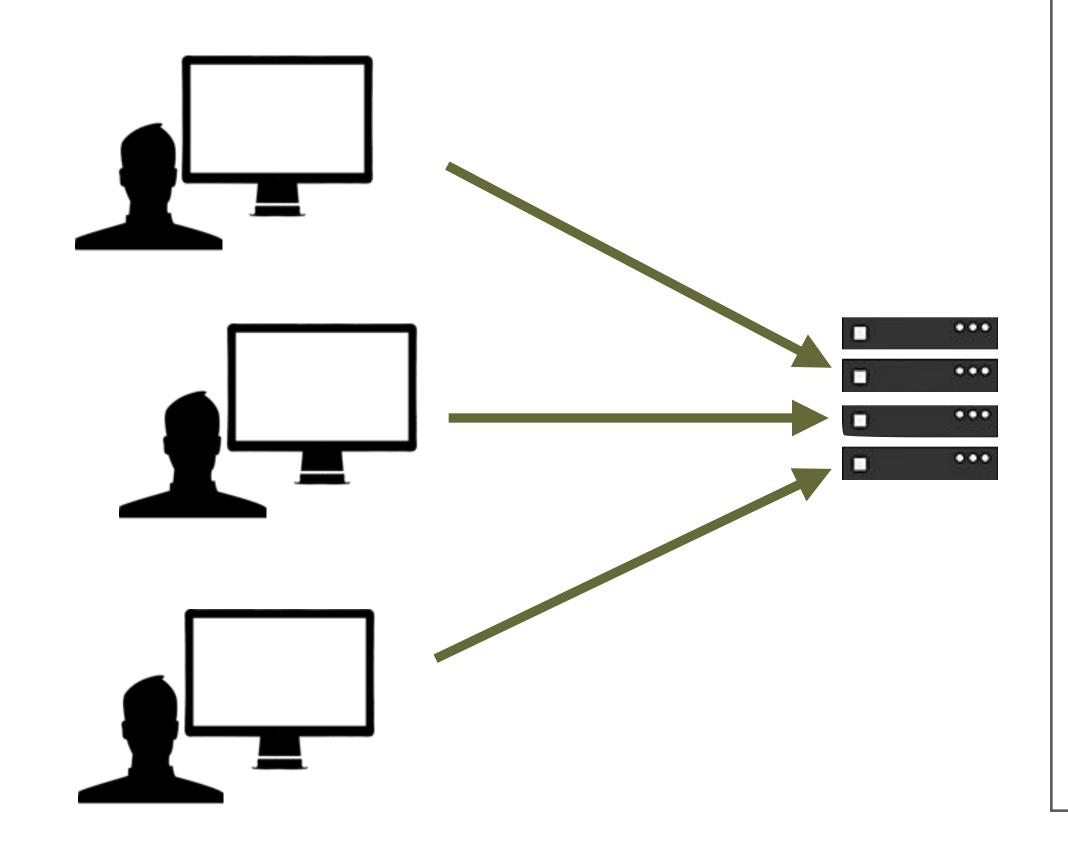


20% variation1



20% variation2

Serving experiments



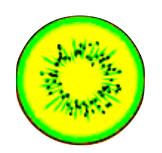




60% base/control

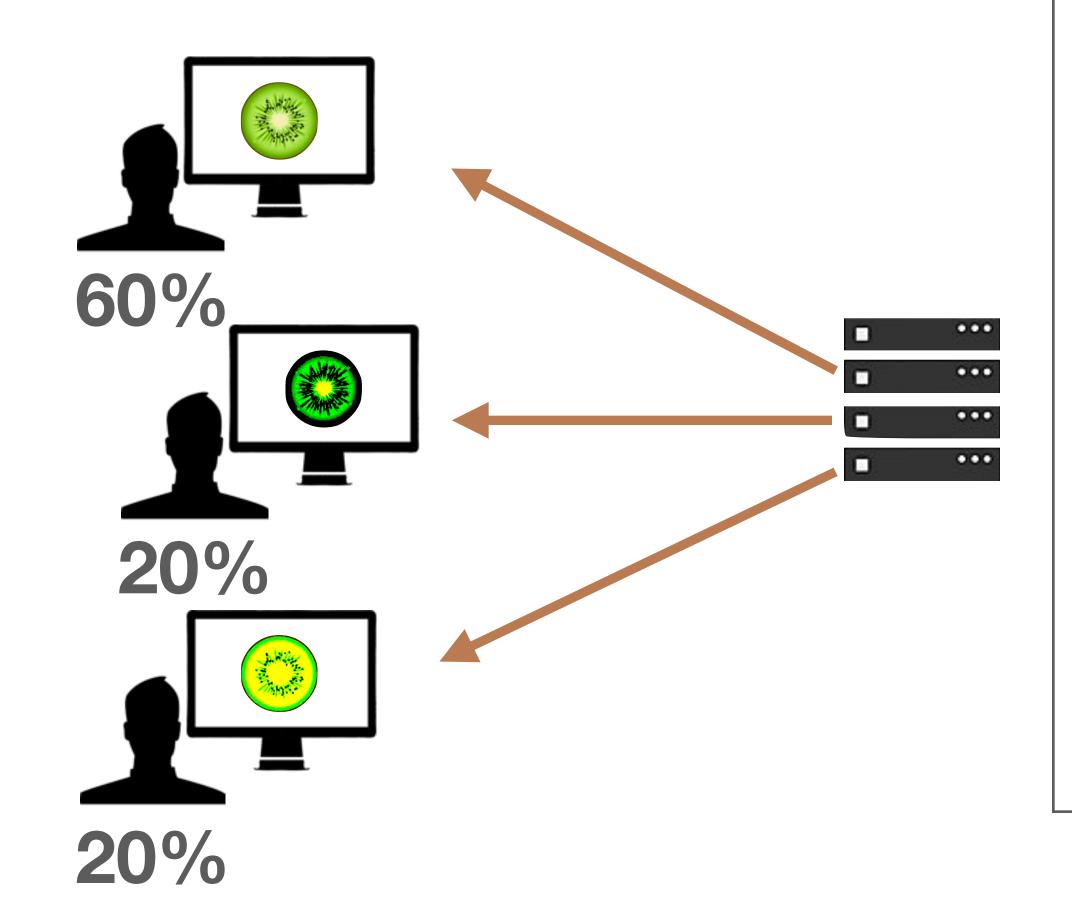


20% variation1

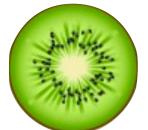


20% variation2

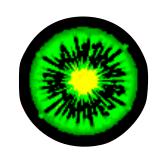
Serving experiments



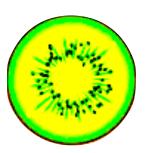




60% base/control

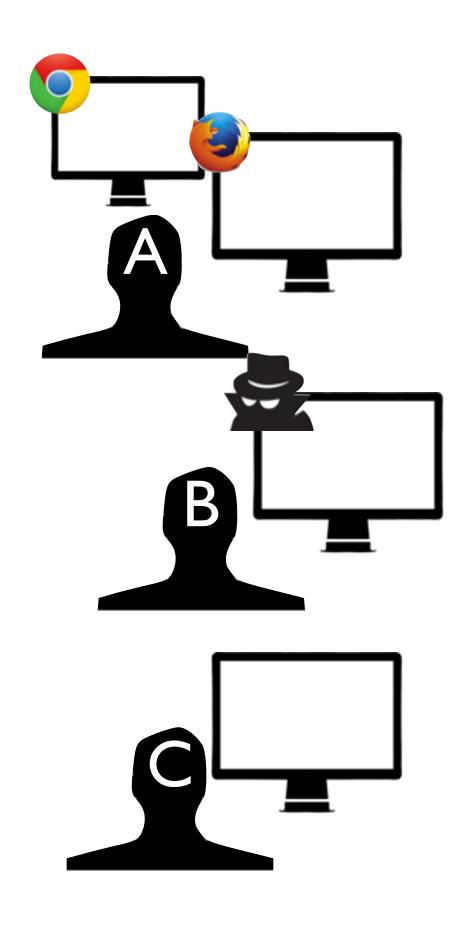


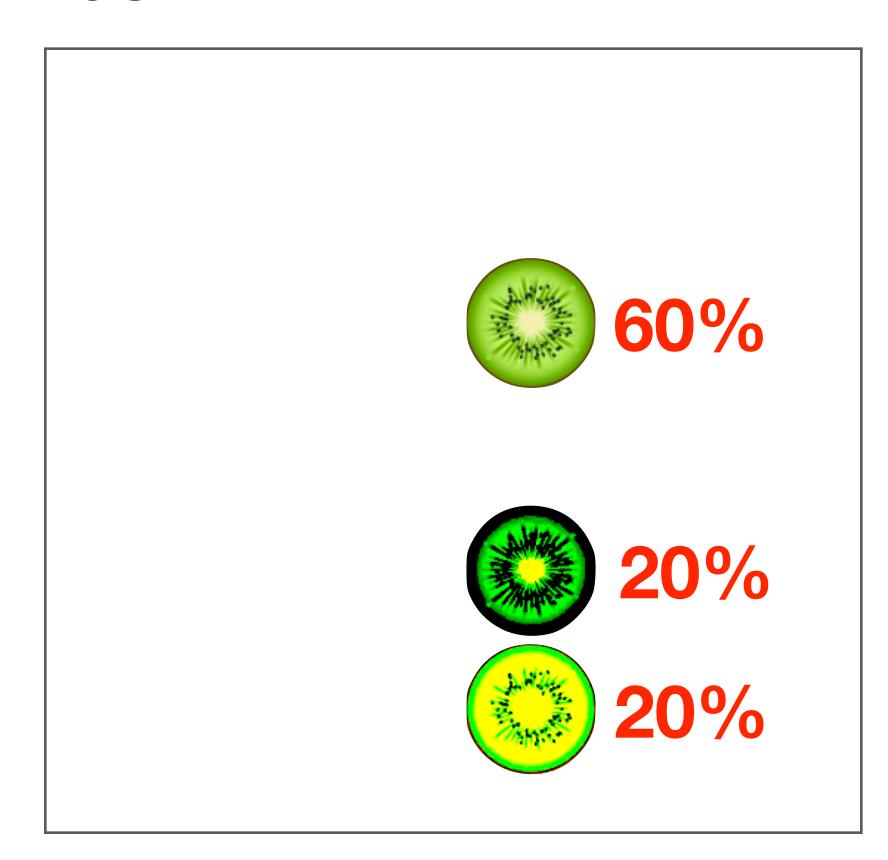
20% variation1

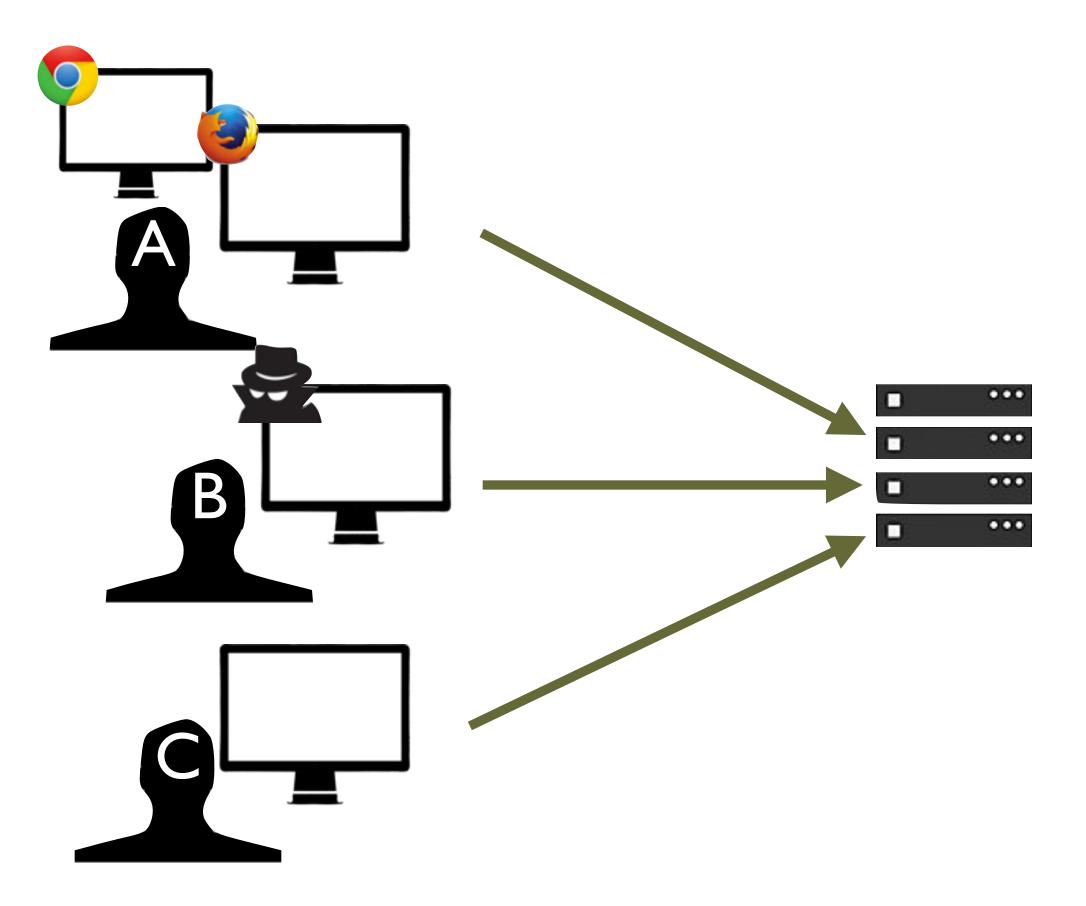


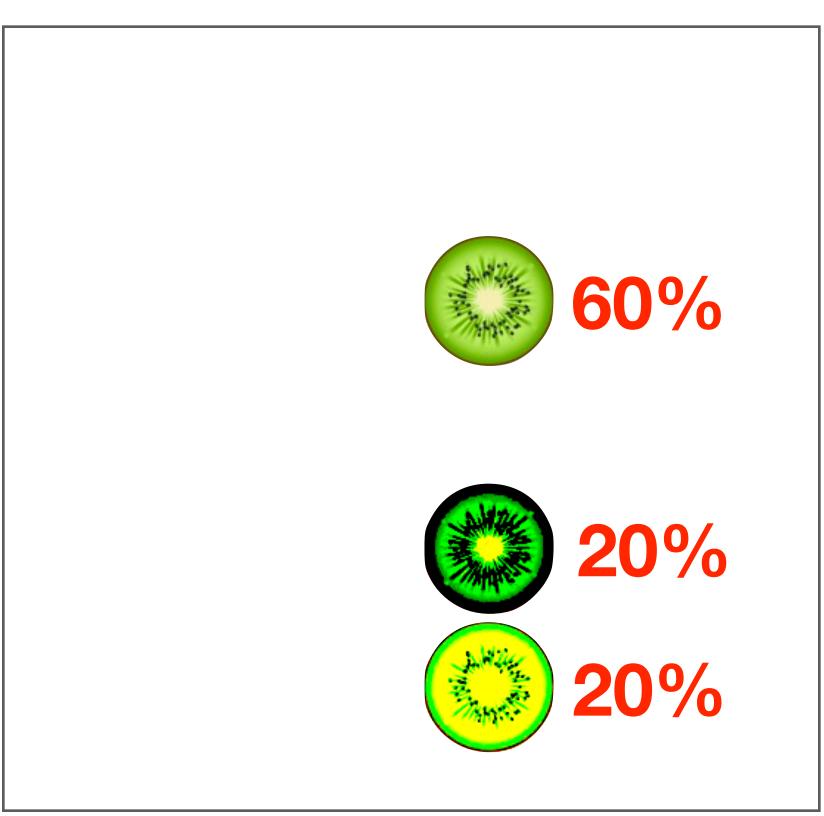
20% variation2

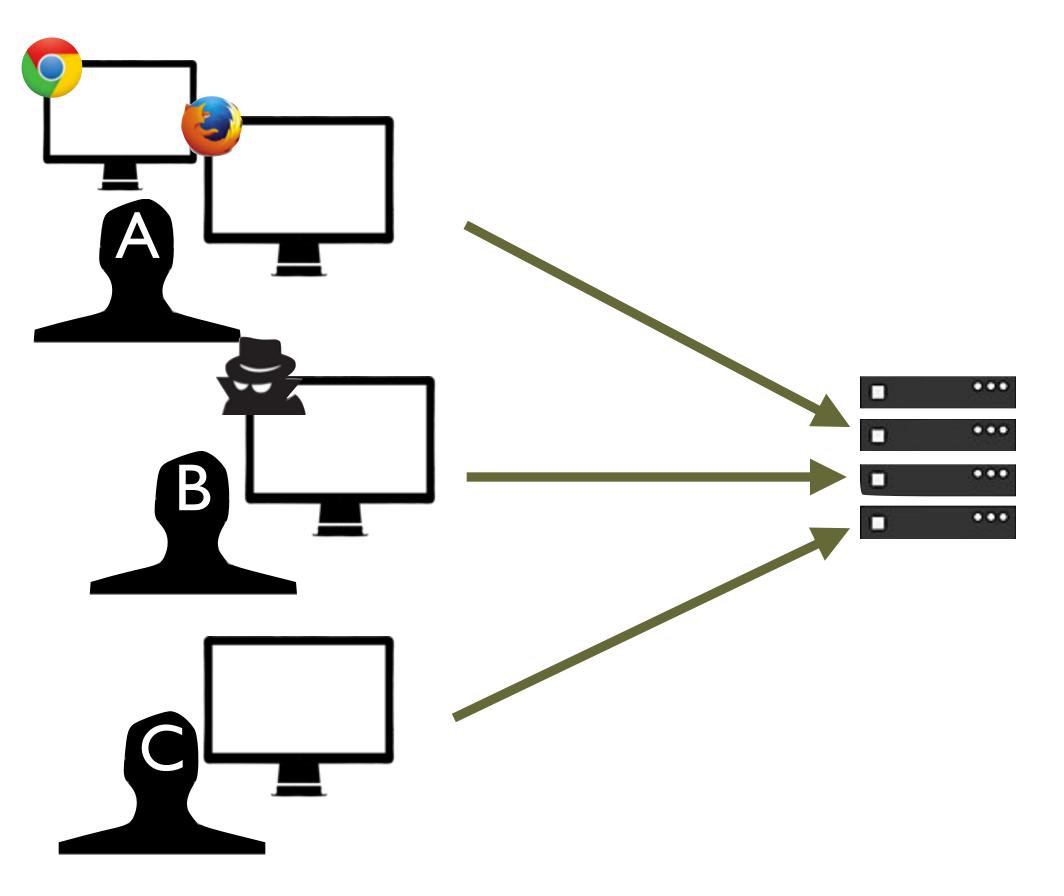


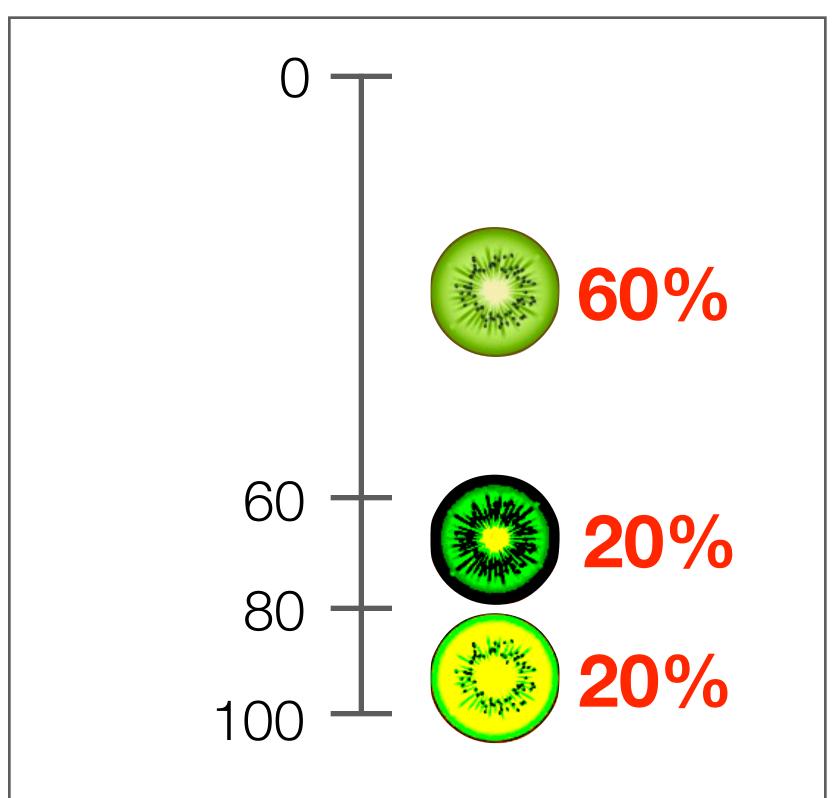


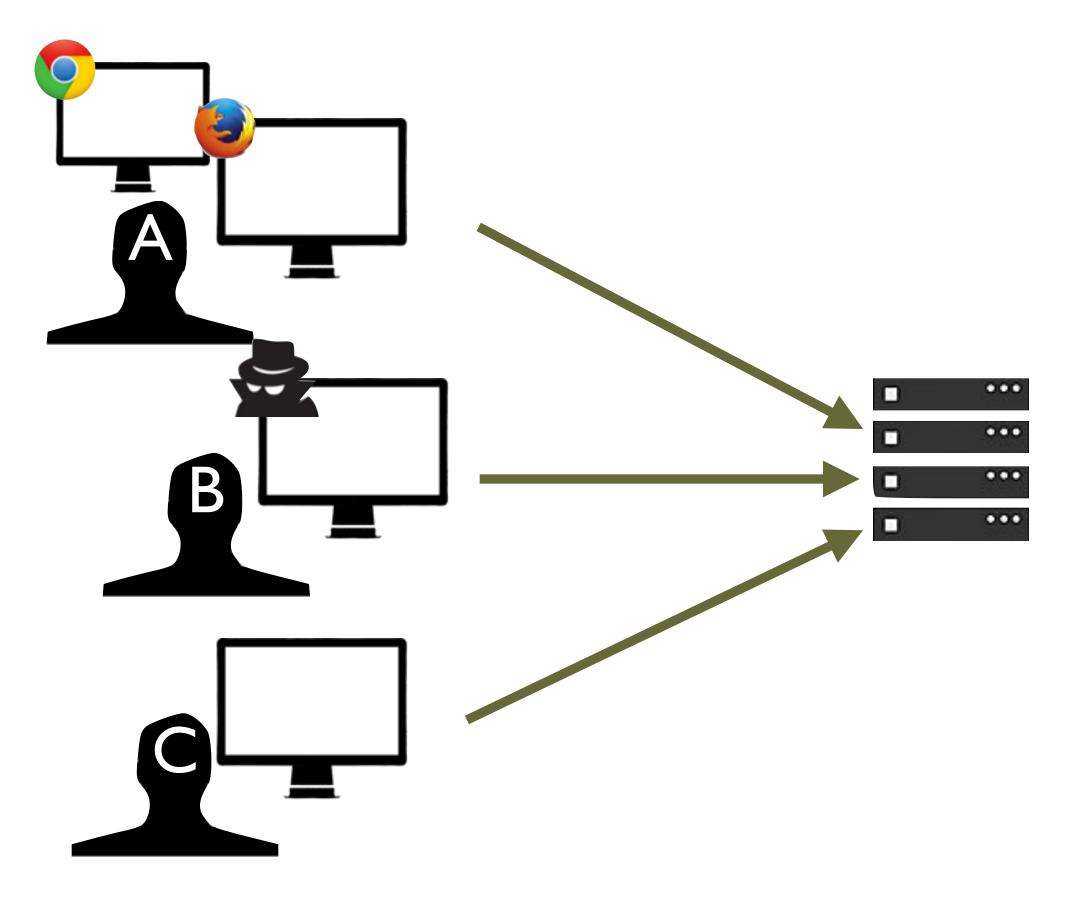


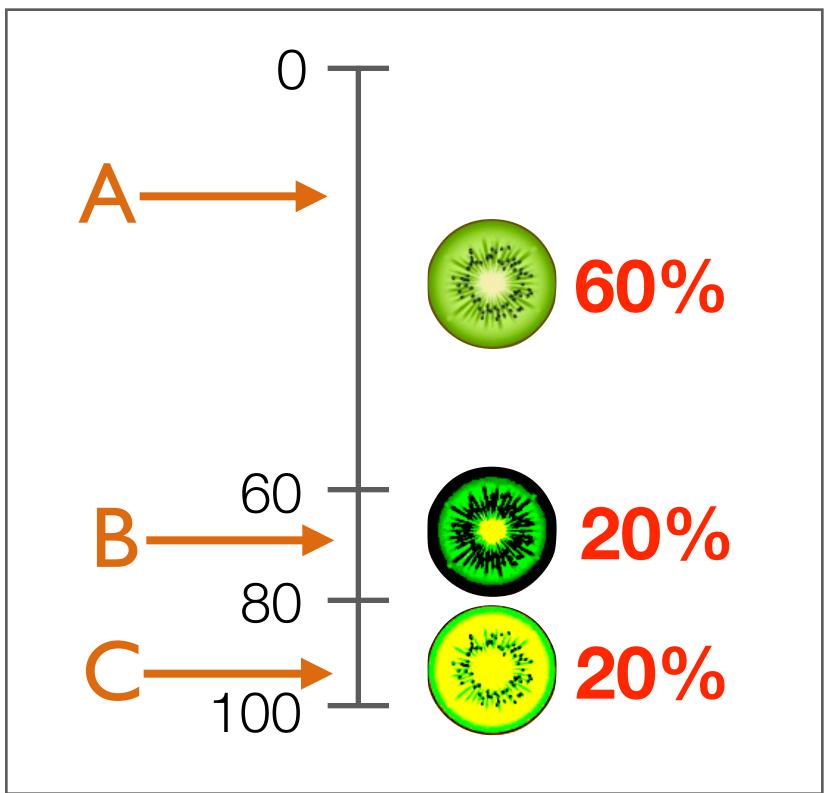


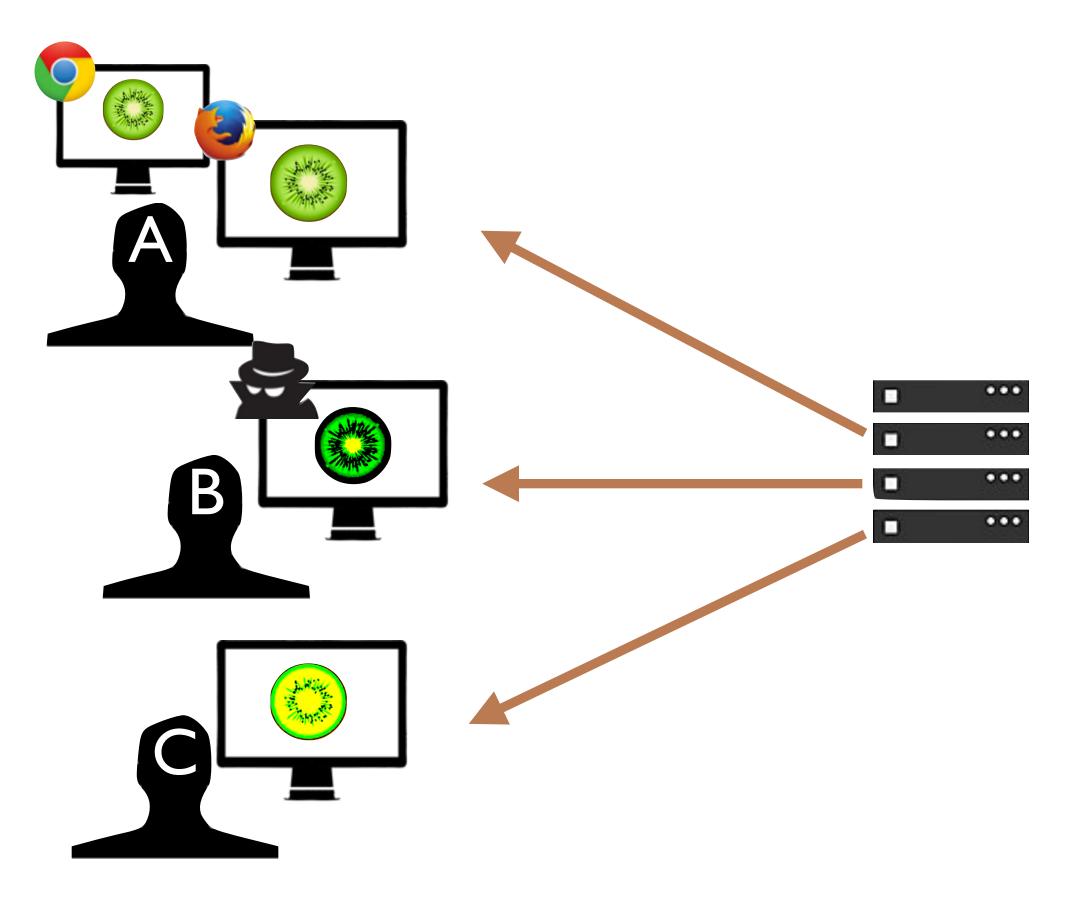


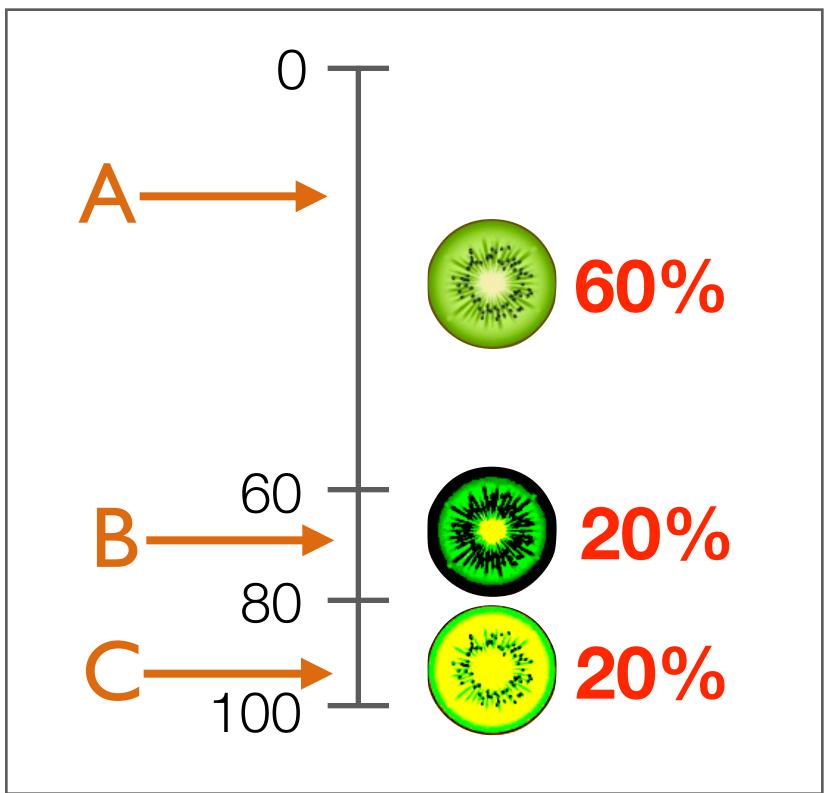












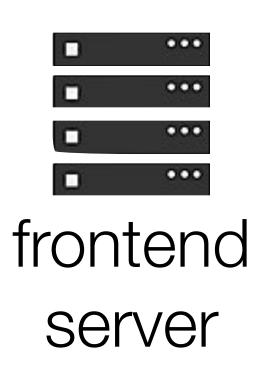
Serving many experiments

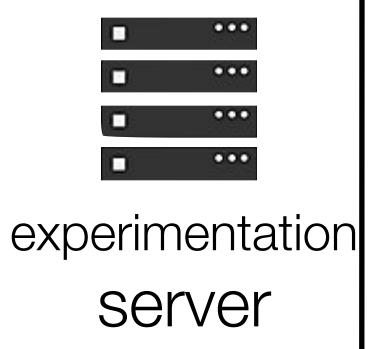
experimentation library

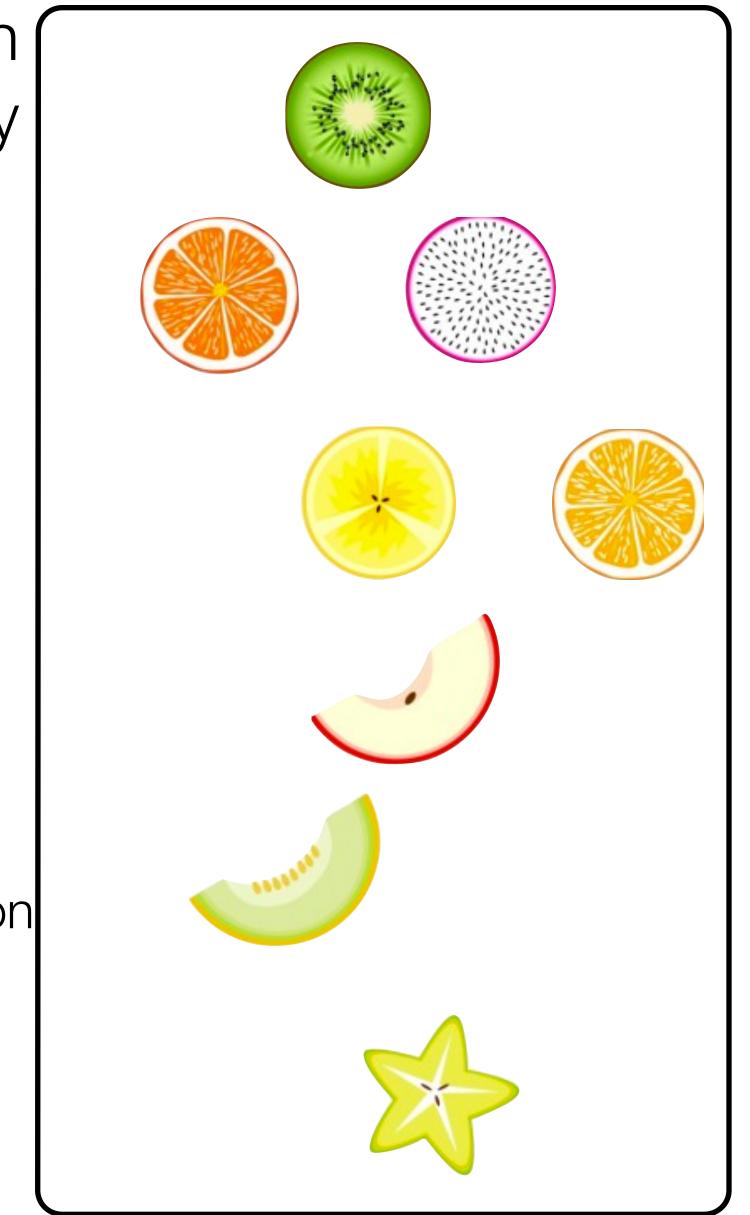












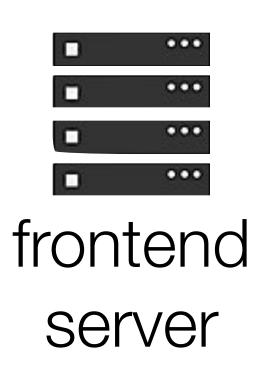
Serving many experiments

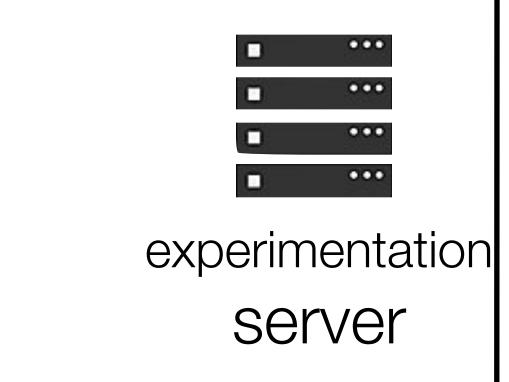
experimentation library

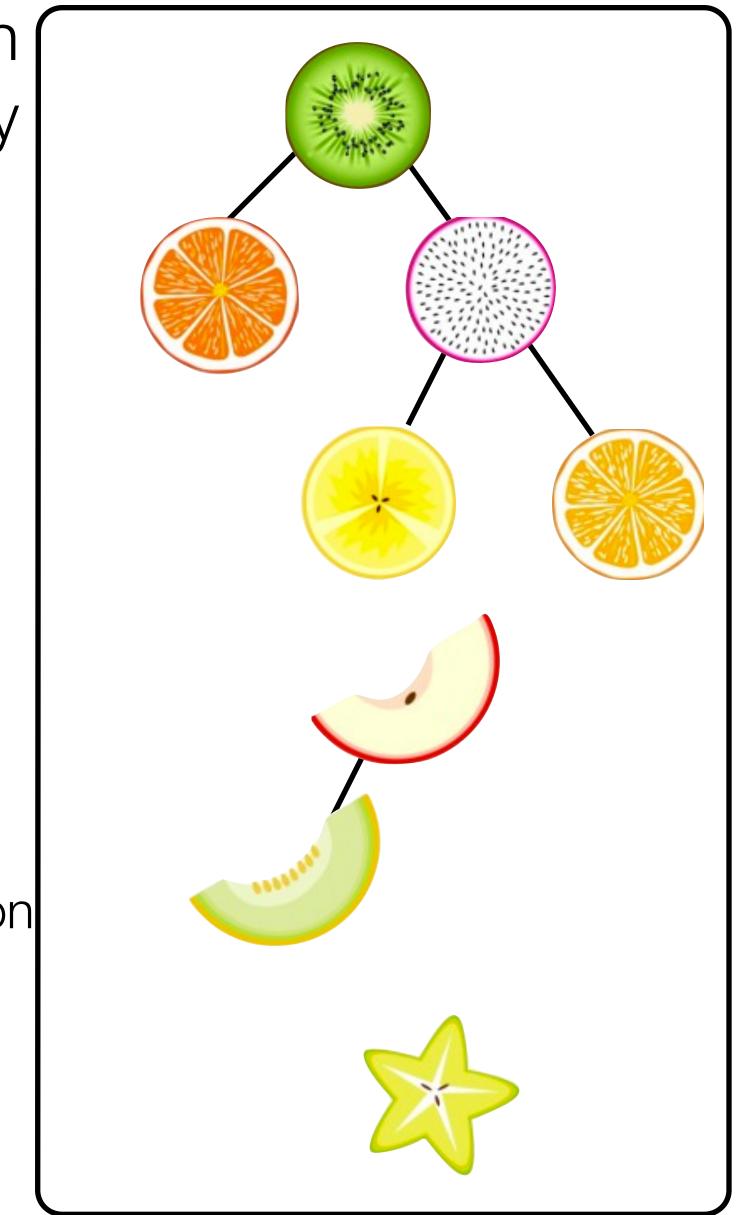






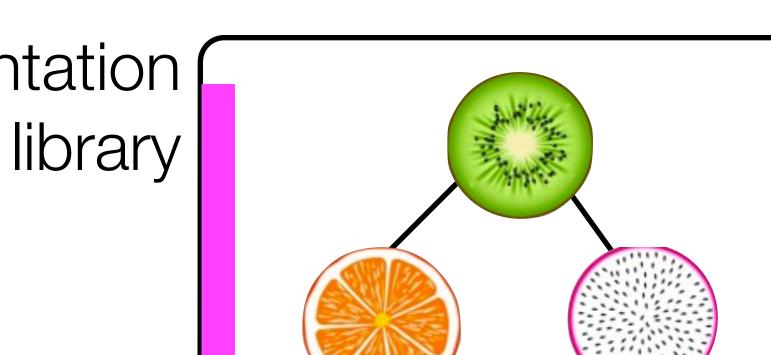






Serving many experiments

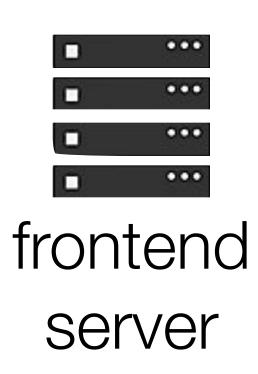




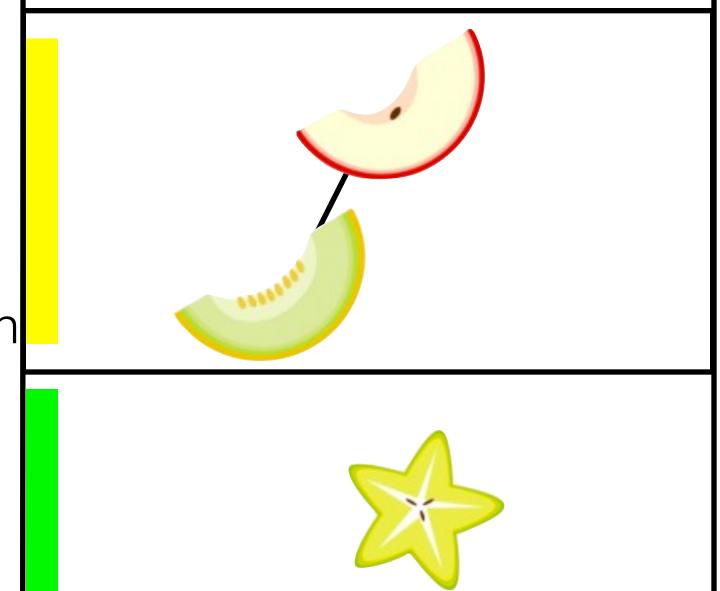


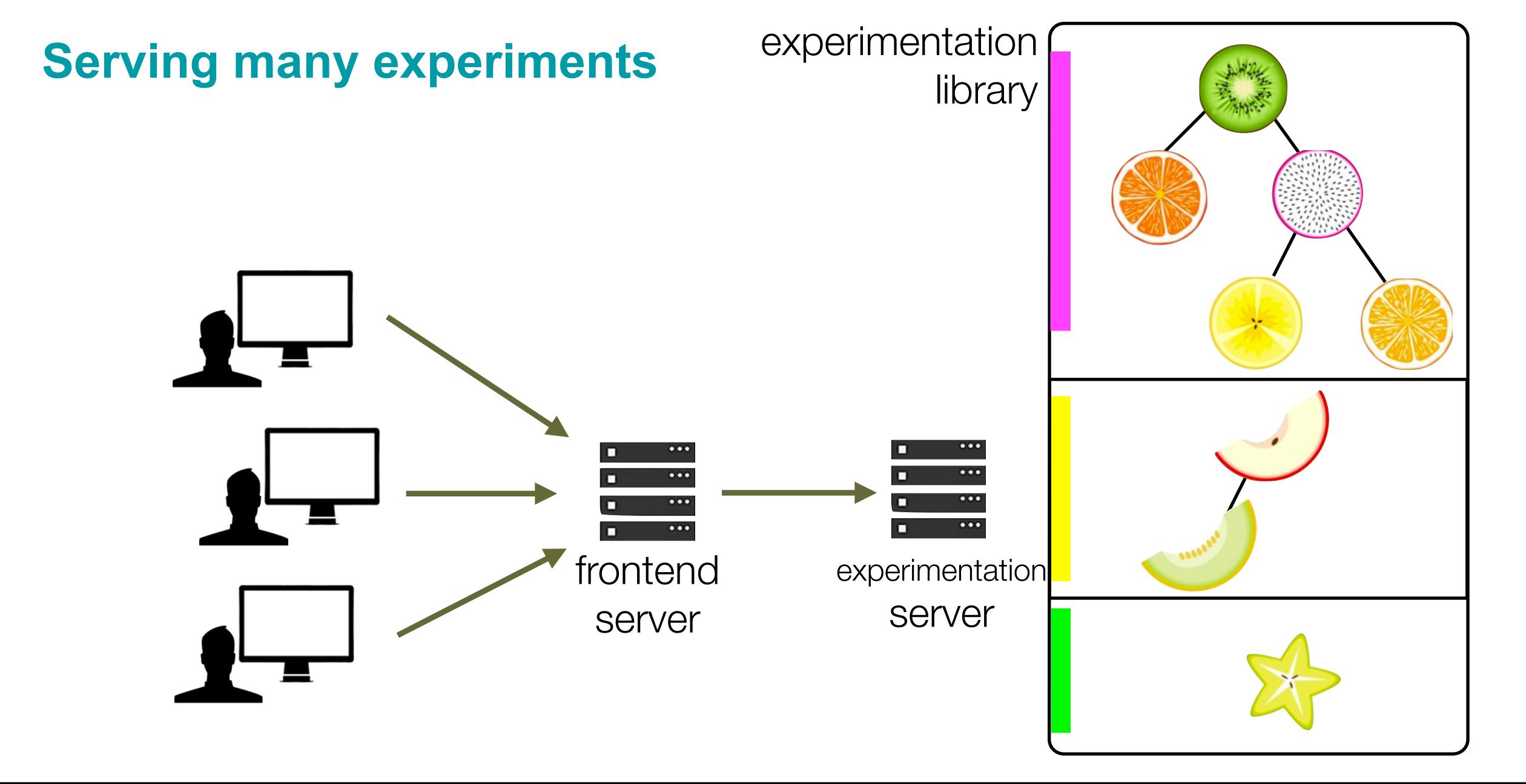




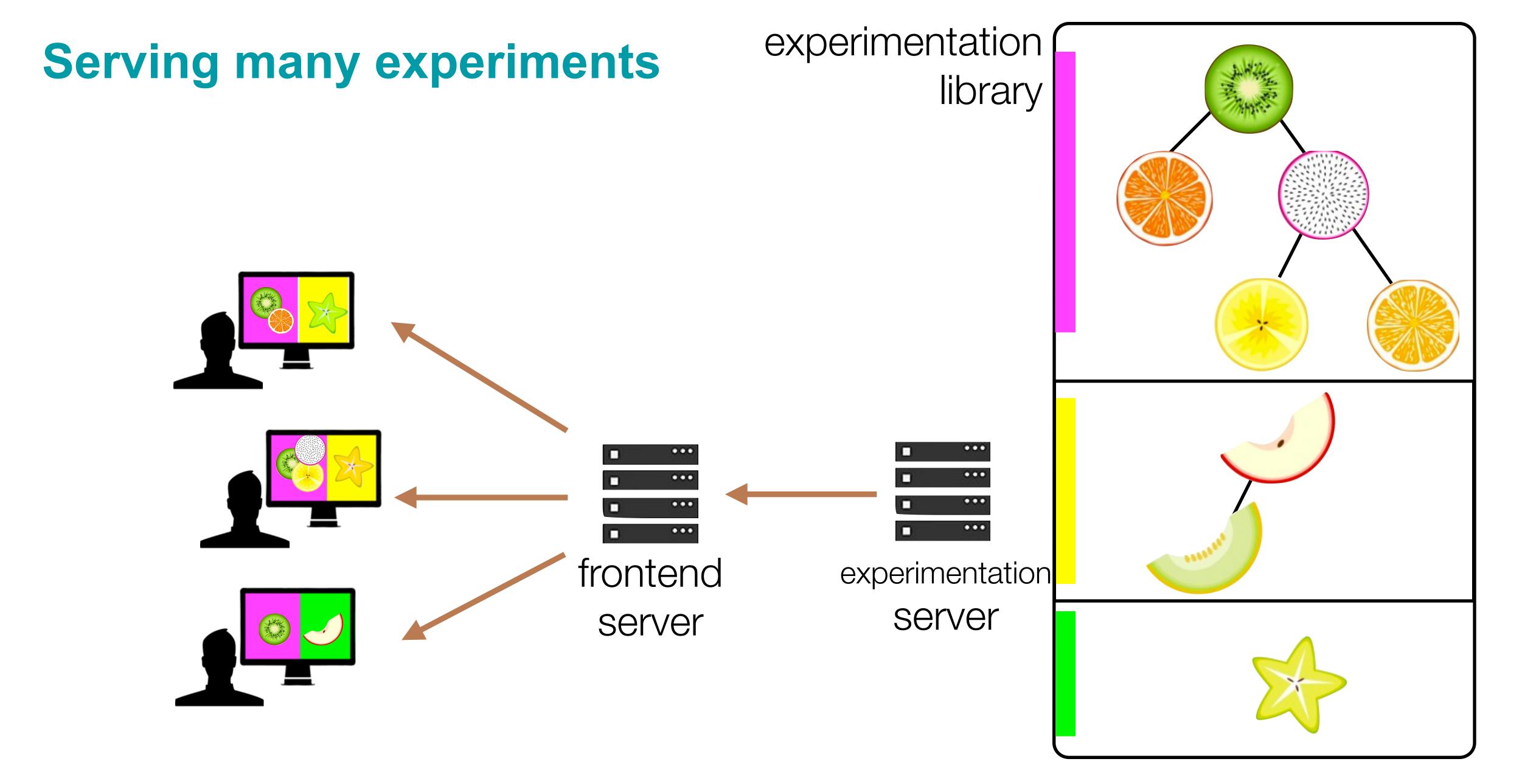






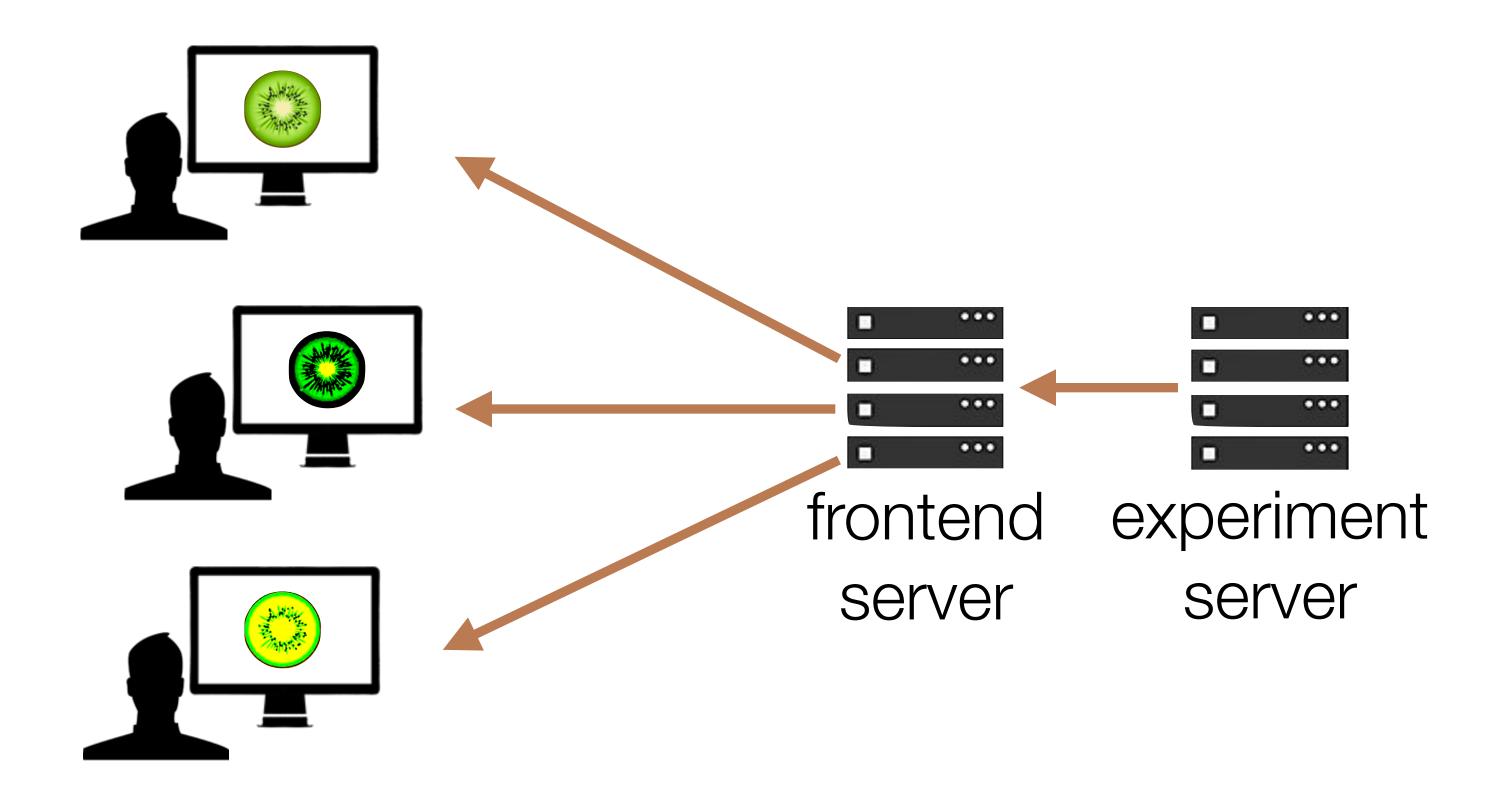








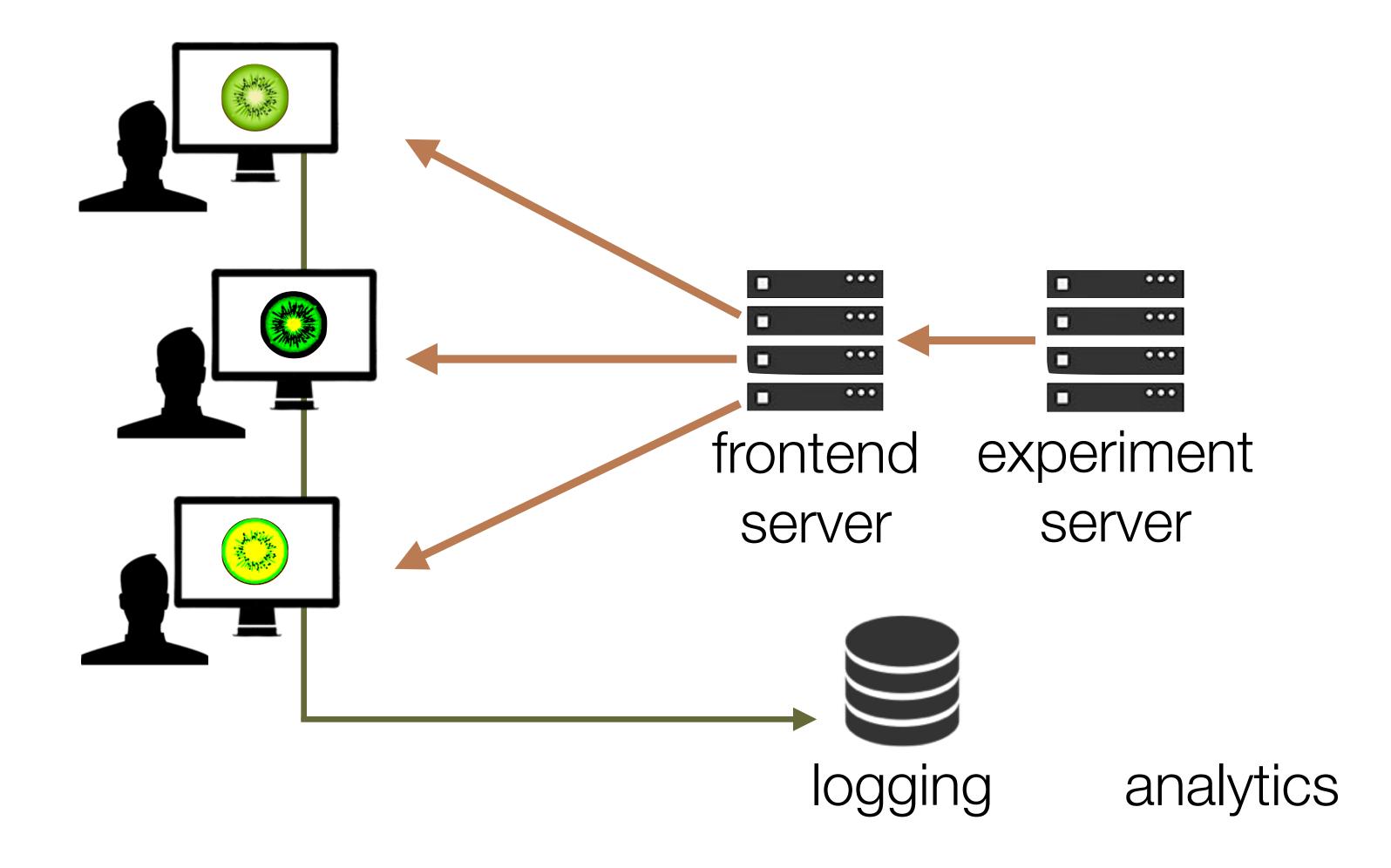
Getting feedback from experiments



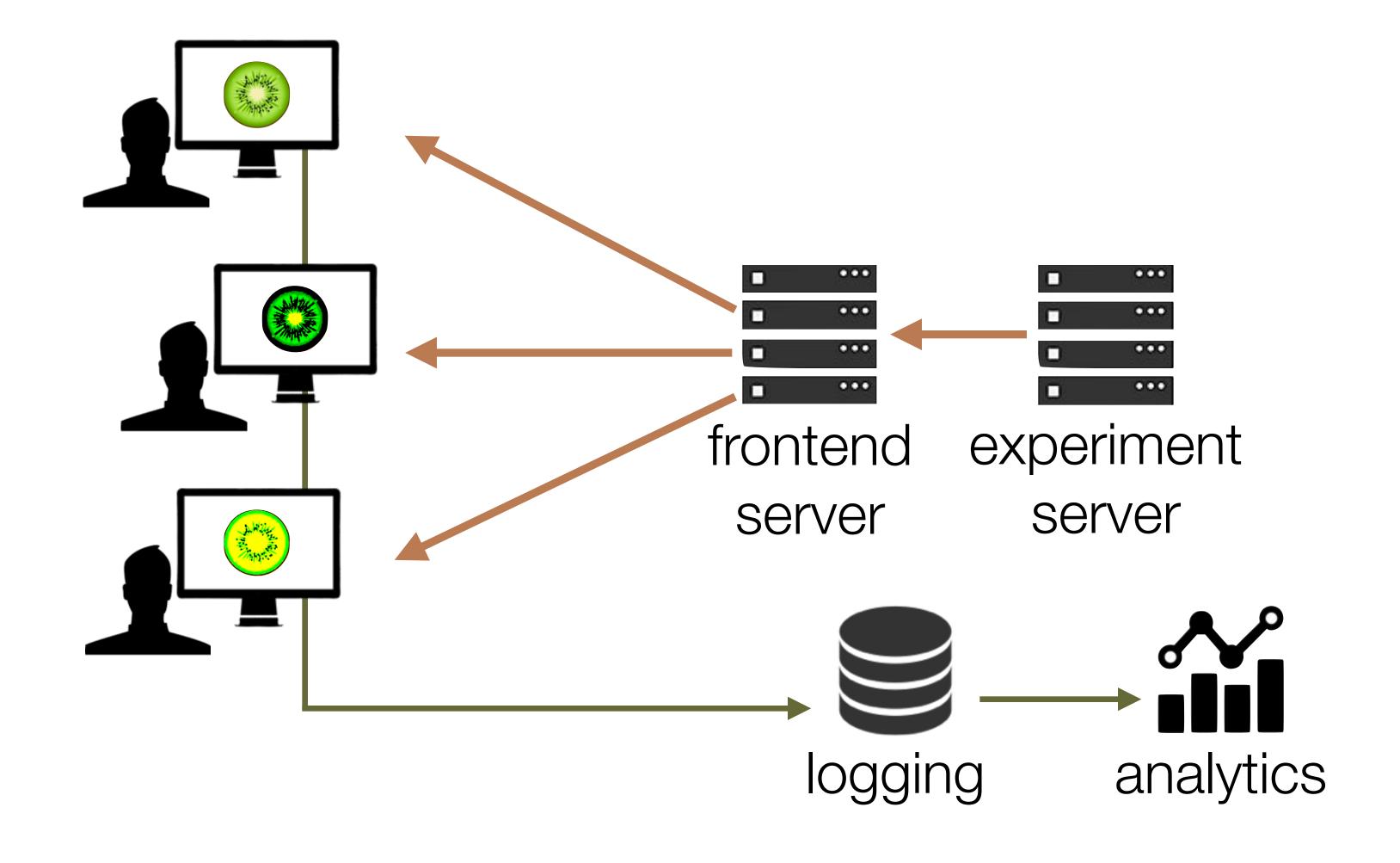
logging analytics



Getting feedback from experiments



Getting feedback from experiments



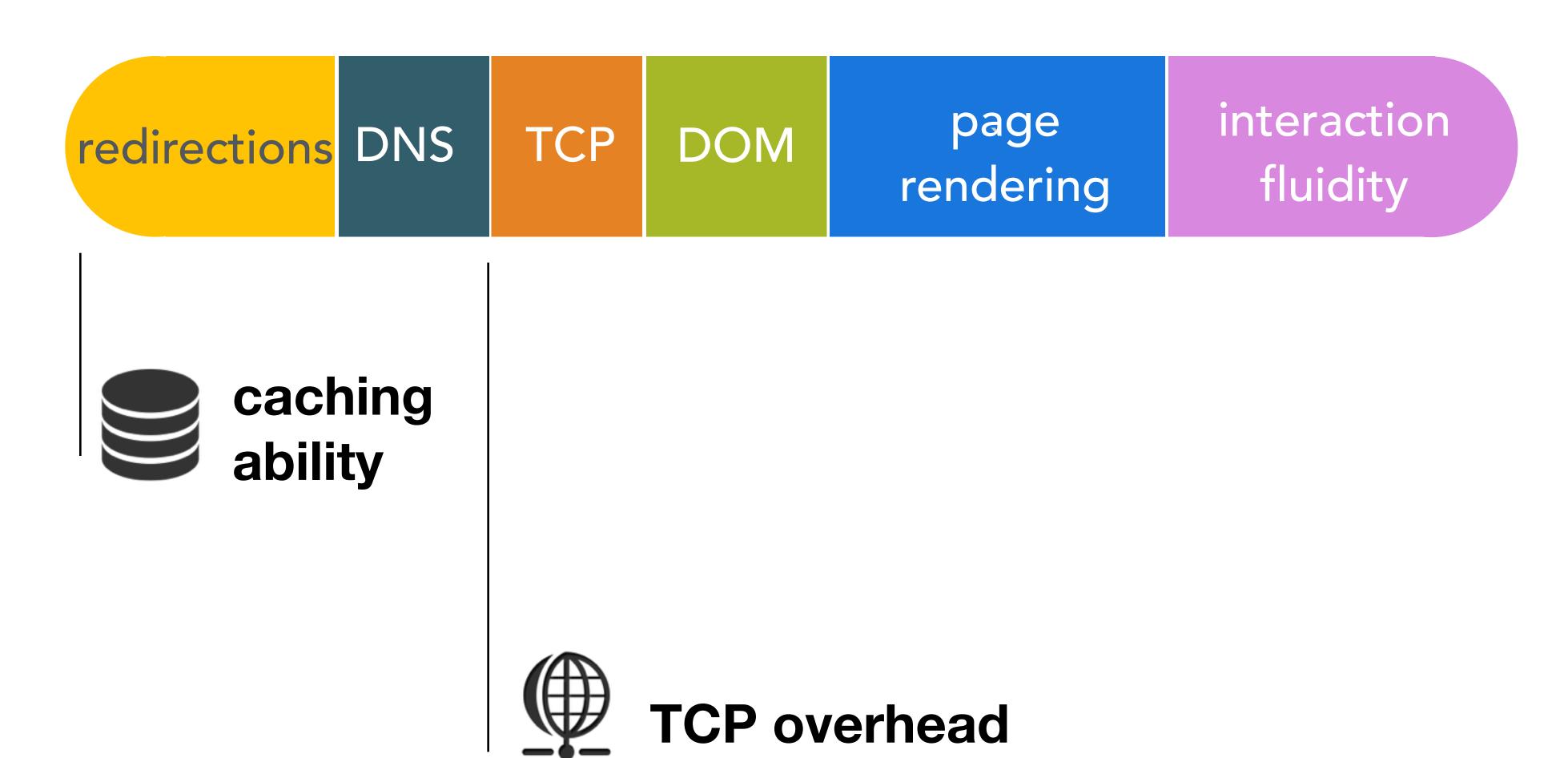
A scalable experimentation system is an art

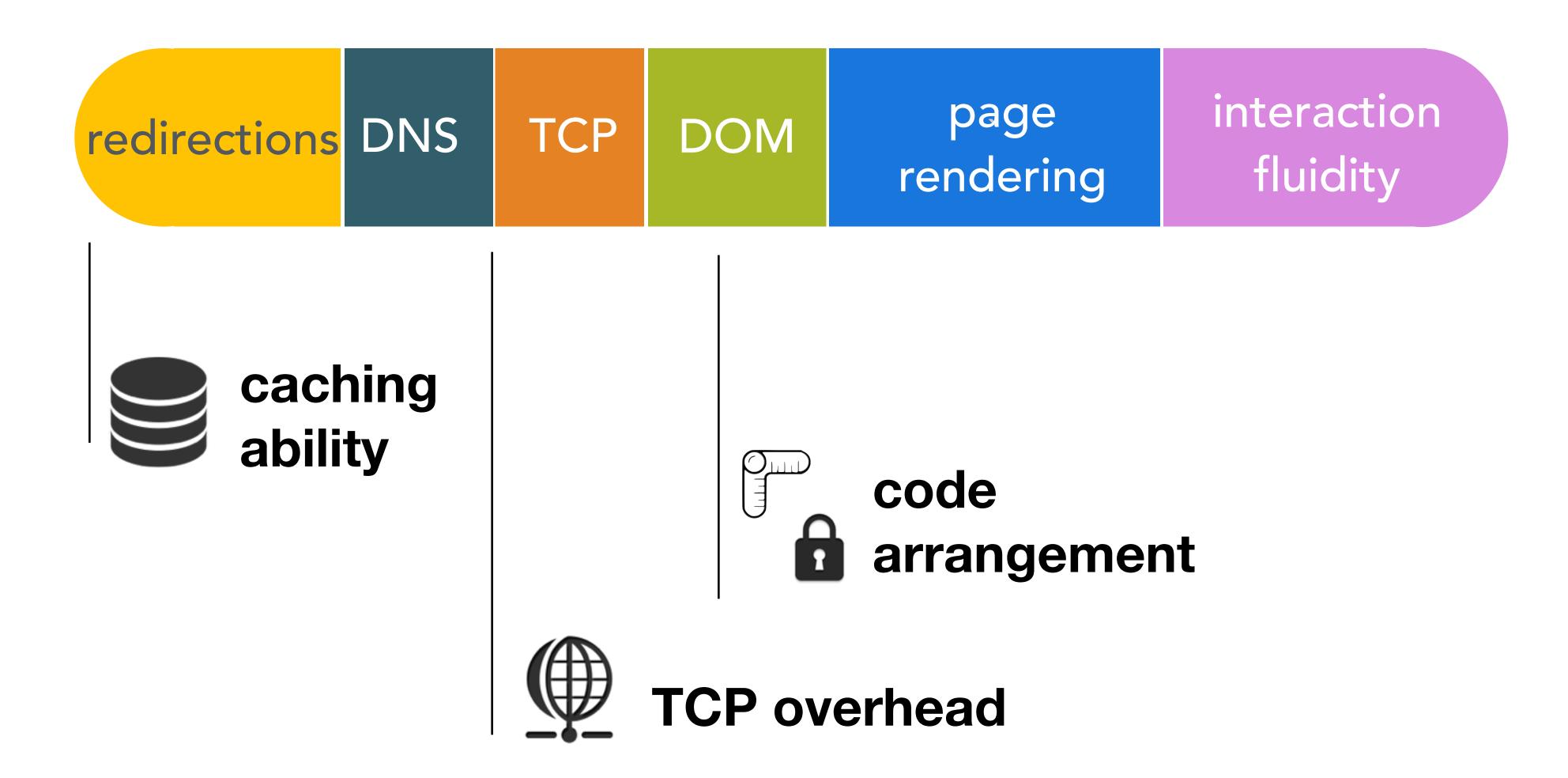


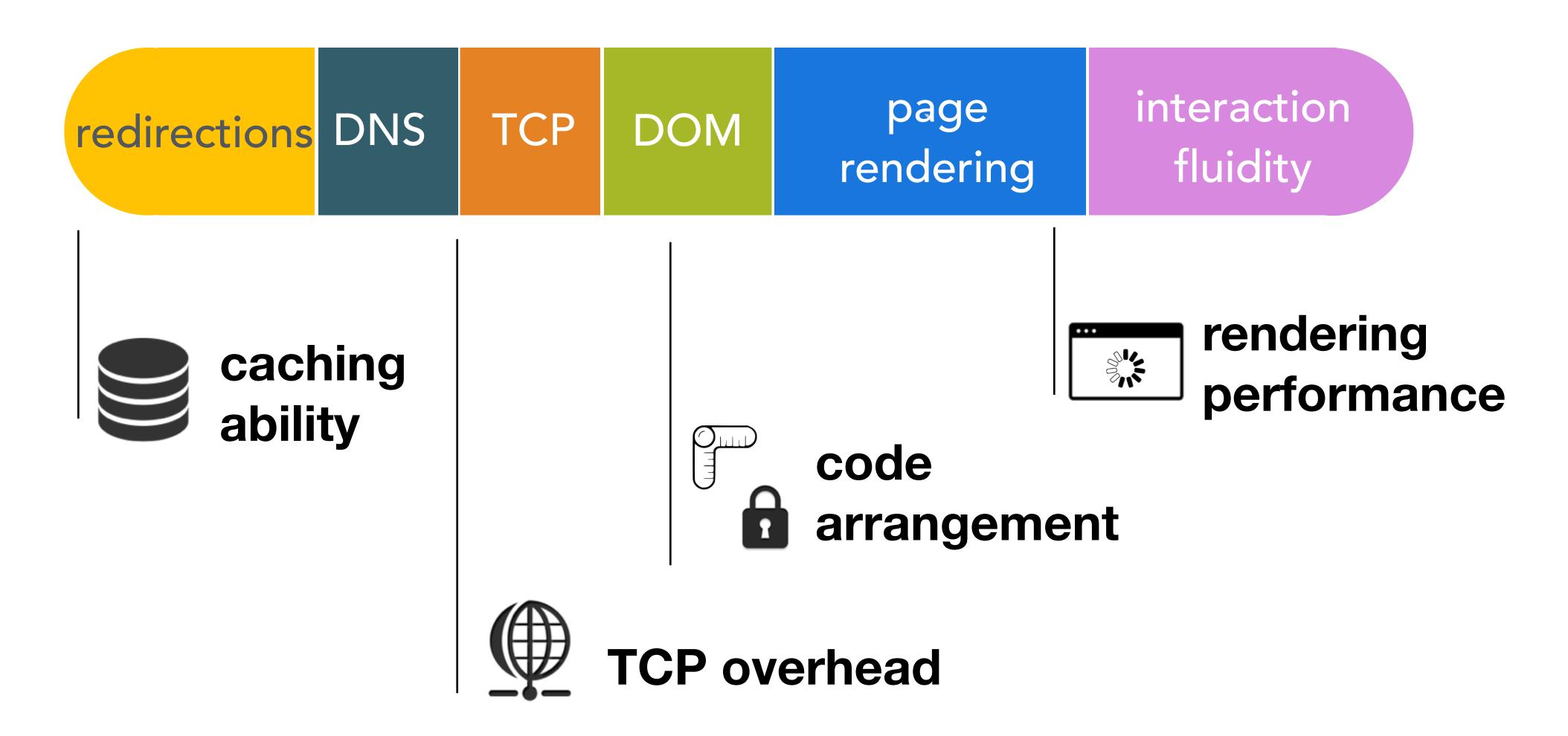












Code arrangement: embed/replace

```
javascript
if (inExperiement(EXP1)) {
  if (inTreatment(V1)) {
    // Code to variation 1
  } else if (inVariation(V2) {
    // Code to variation 2
} else {
  // Code to base behavior
```

```
SCSS
.feature1 {
 /* Styling for variation 1. */
 @if $experiment == EXP1 V1 {
   color: blue;
 /* Styling for variation 2. */
 @else if $experiment == EXP1 V2 {
   color: red;
 /* Style for base behavior. */
 @else {
   color: black;
```

Code arrangement: embed/replace



One request for all asset needed



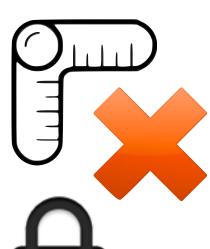
Code arrangement: embed/replace



One request for all asset needed



Constant cache invalidation for large exp set



Both used and unused experiments are loaded



Potential leak of unreleased content



```
function feature1() {};

feature1.prototype.handleOnClick =
    function(e) {
    // Code to base behavior.
};
```

```
.feature1 {
   /* Style for base behavior. */
   color: black;
}
```

```
function feature1() {};

feature1.prototype.handleOnClick =
    function(e) {
    // Code to base behavior.
};
```

```
.feature1 {
   /* Style for base behavior. */
   color: black;
}
```

EXP1_V1 override

javascript

```
feature1.prototype.handleOnClick =
    function(e) {
    // Code to variation 1.
}
```

EXP1_V1 override

SCSS

```
.feature1 {
   /* Styling for variation 1. */
   color: red;
}
```



Smaller footprint by loading required experiments only



Unreleased content will not be included



Smaller footprint by loading required experiments only



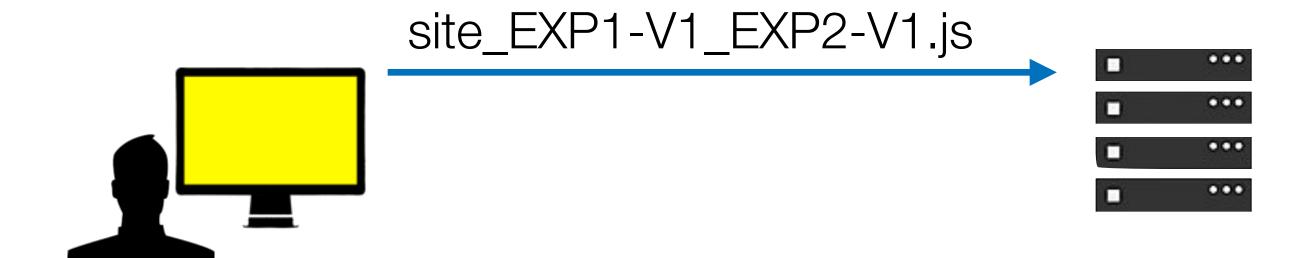
Unreleased content will not be included

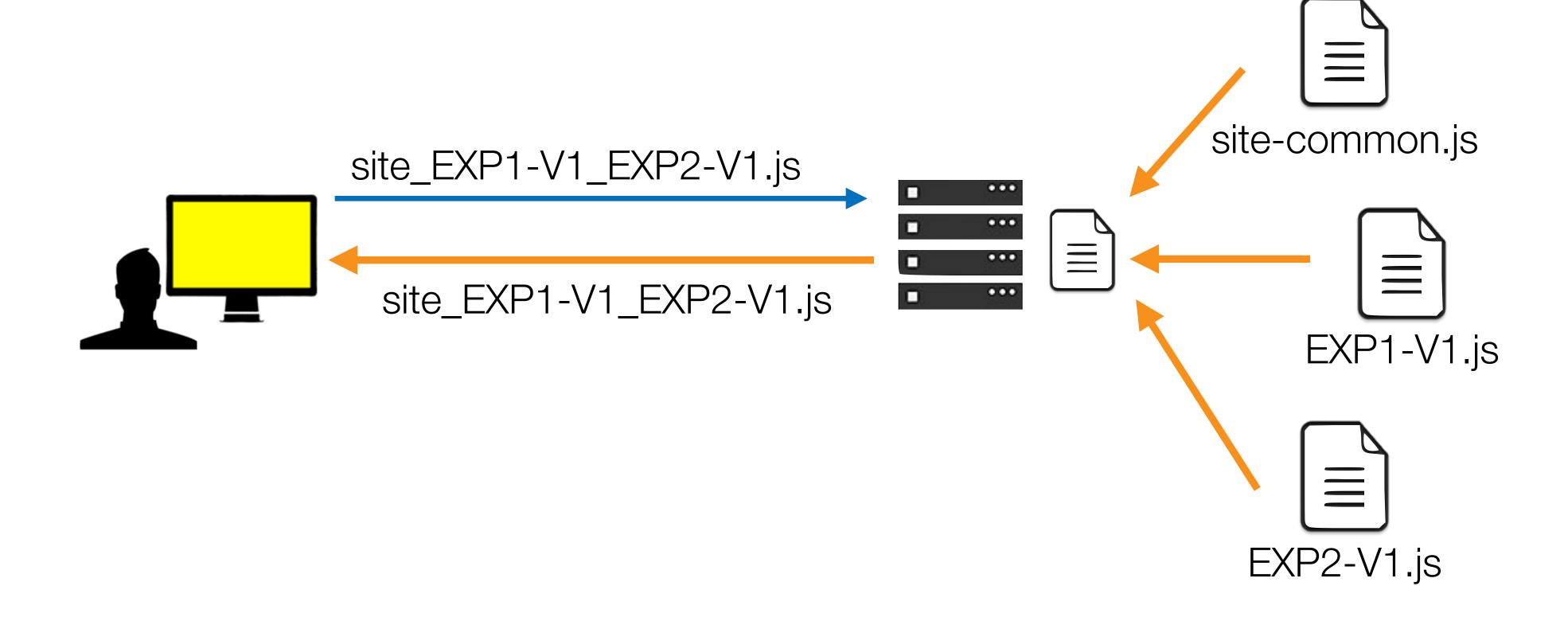














one request for all experiments



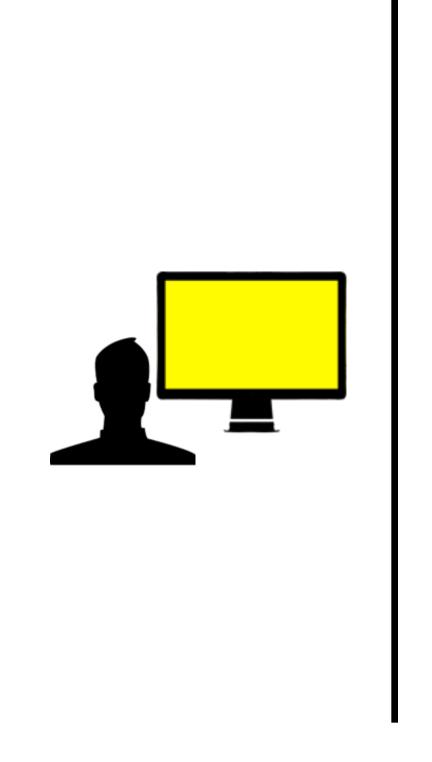


one request for all experiments



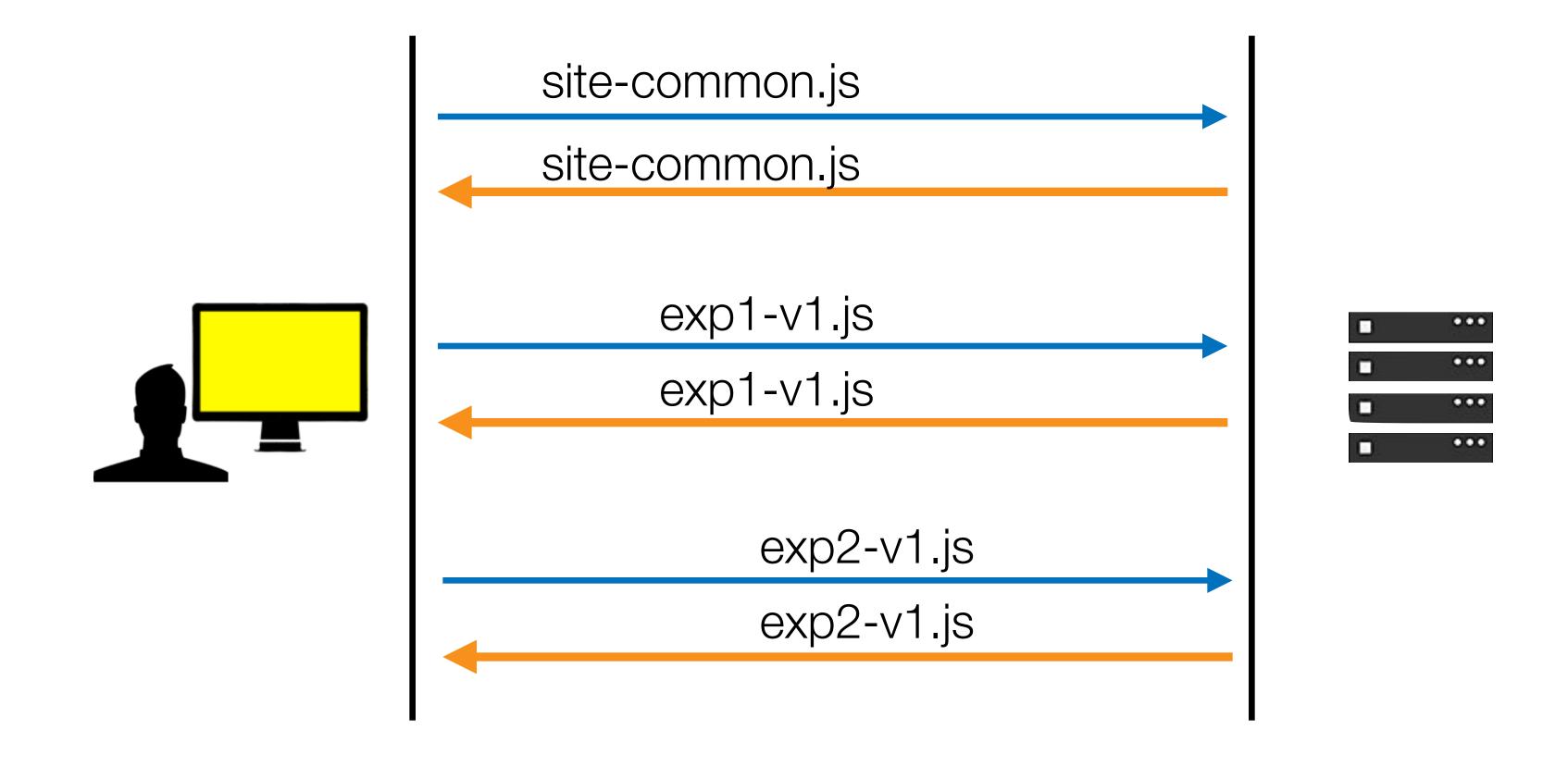
low cache hit for the entire asset













all individual assets are cached



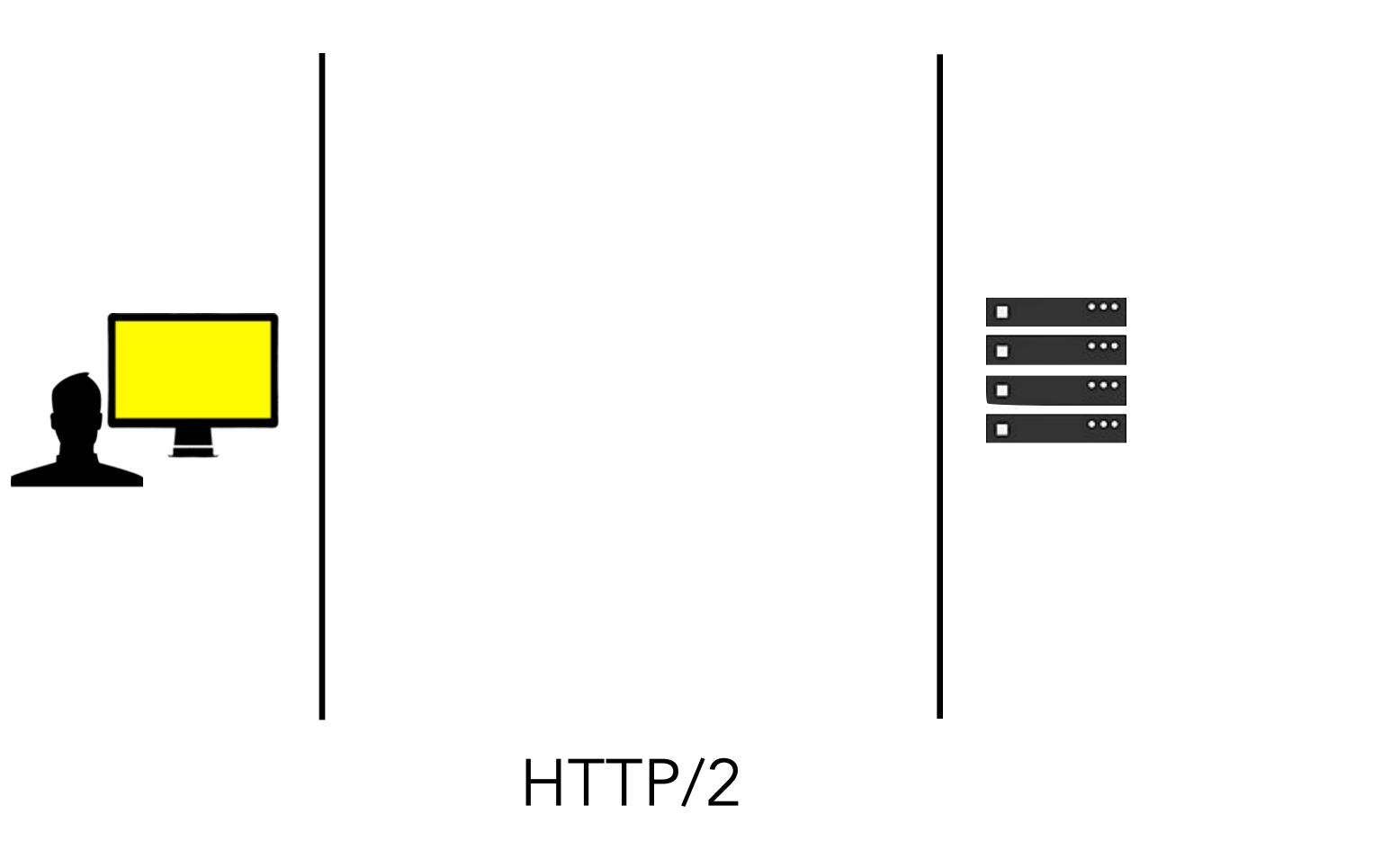


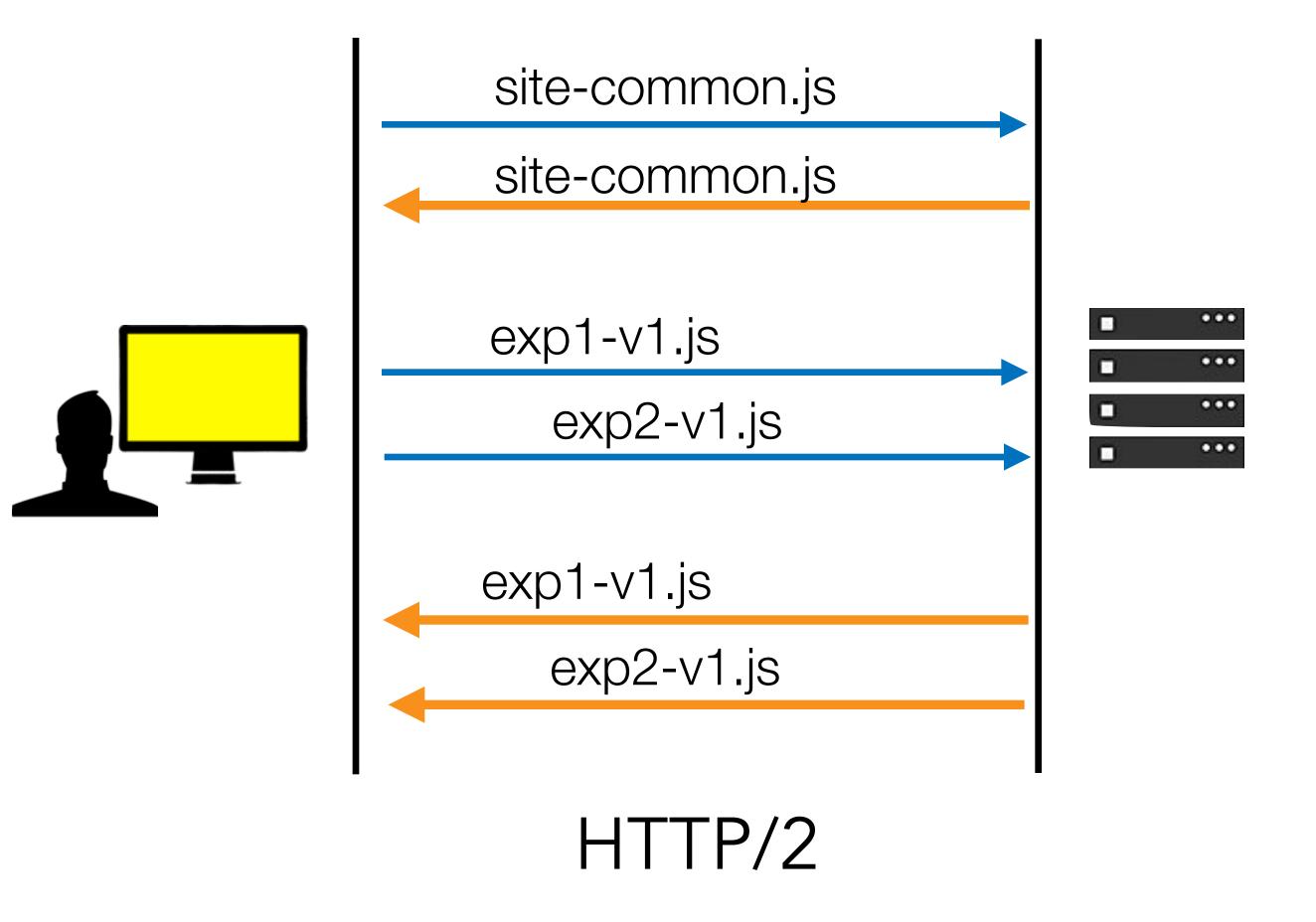
all individual assets are cached

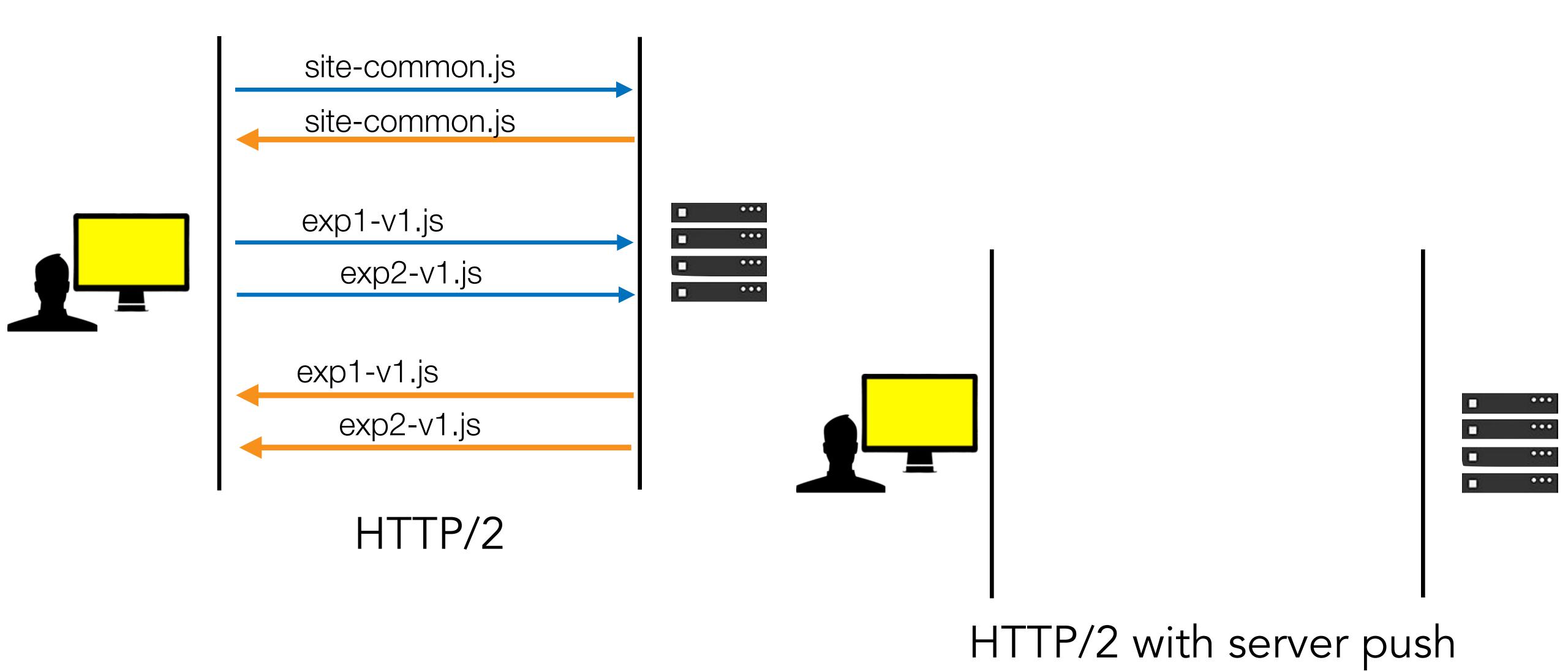


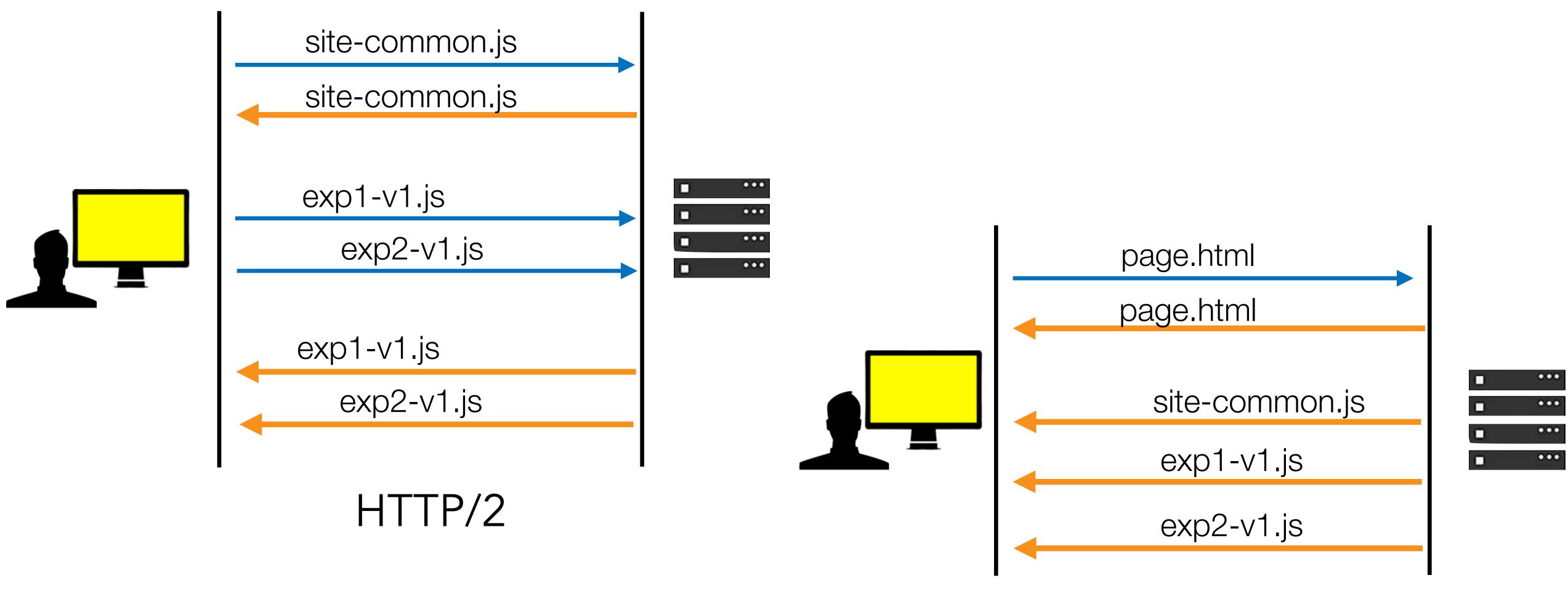
many requests, many overheads











HTTP/2 with server push



Asset serving: individual with HTTP/2 server push



one TCP connection for all experiments



individual assets are cached

Asset serving: individual with HTTP/2 server push



one TCP connection for all experiments



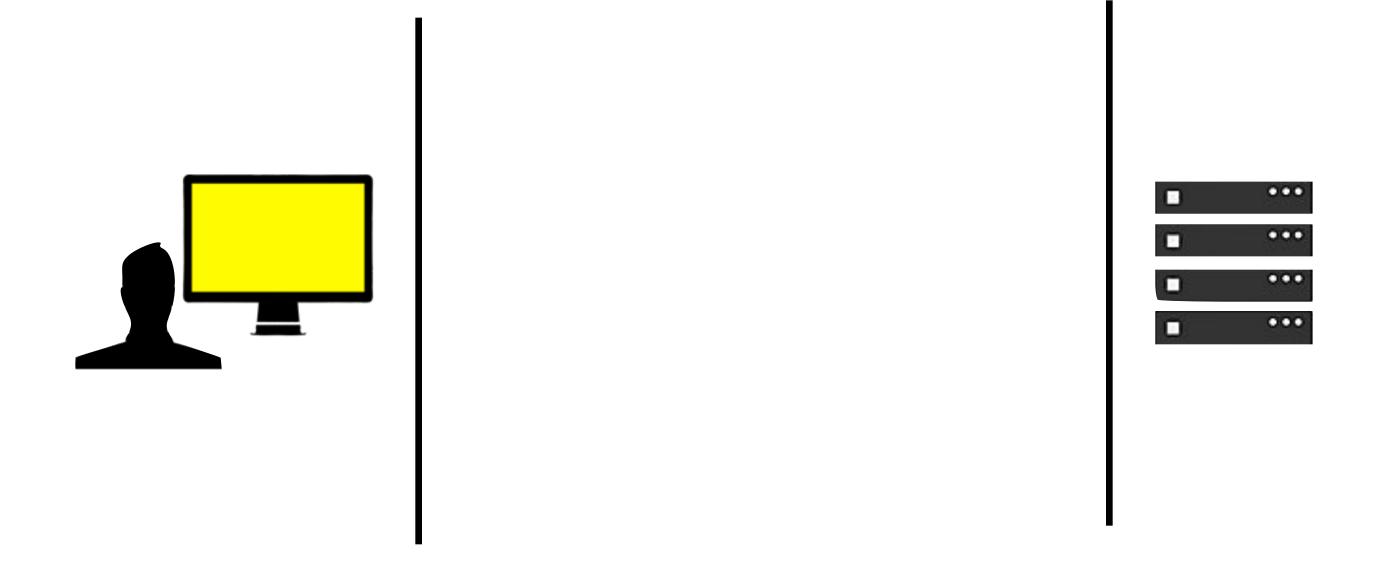
individual assets are cached



58% browser support

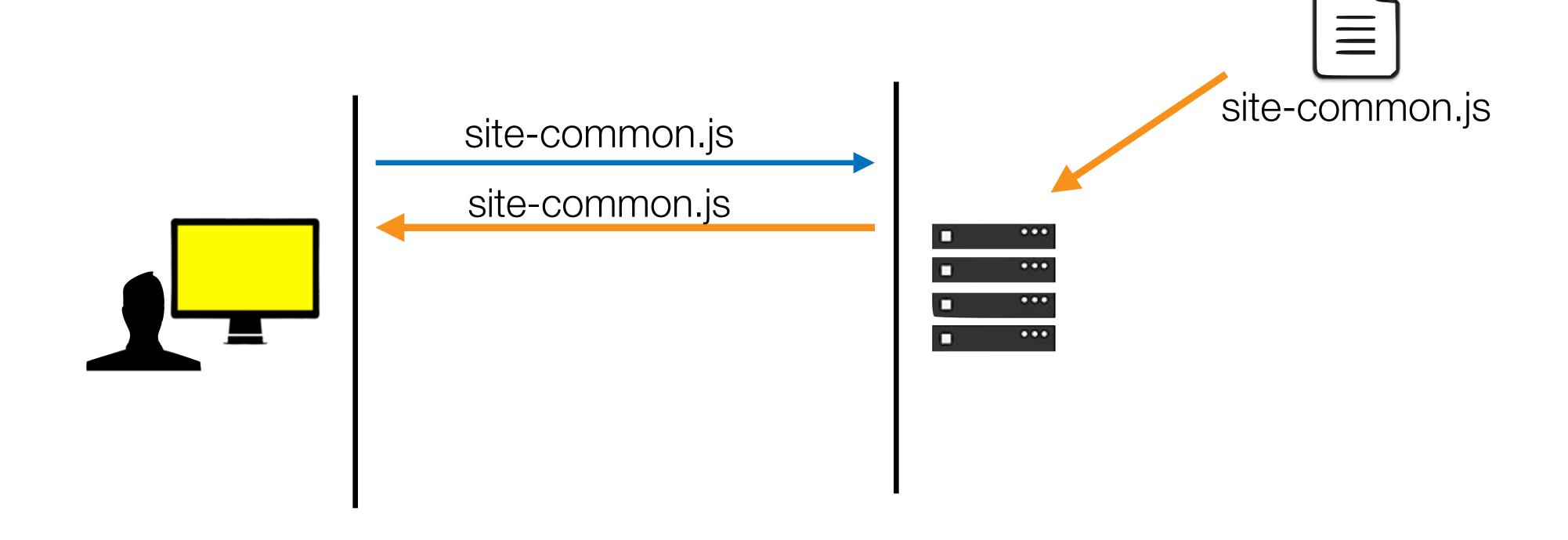


Asset serving: stable/dynamic

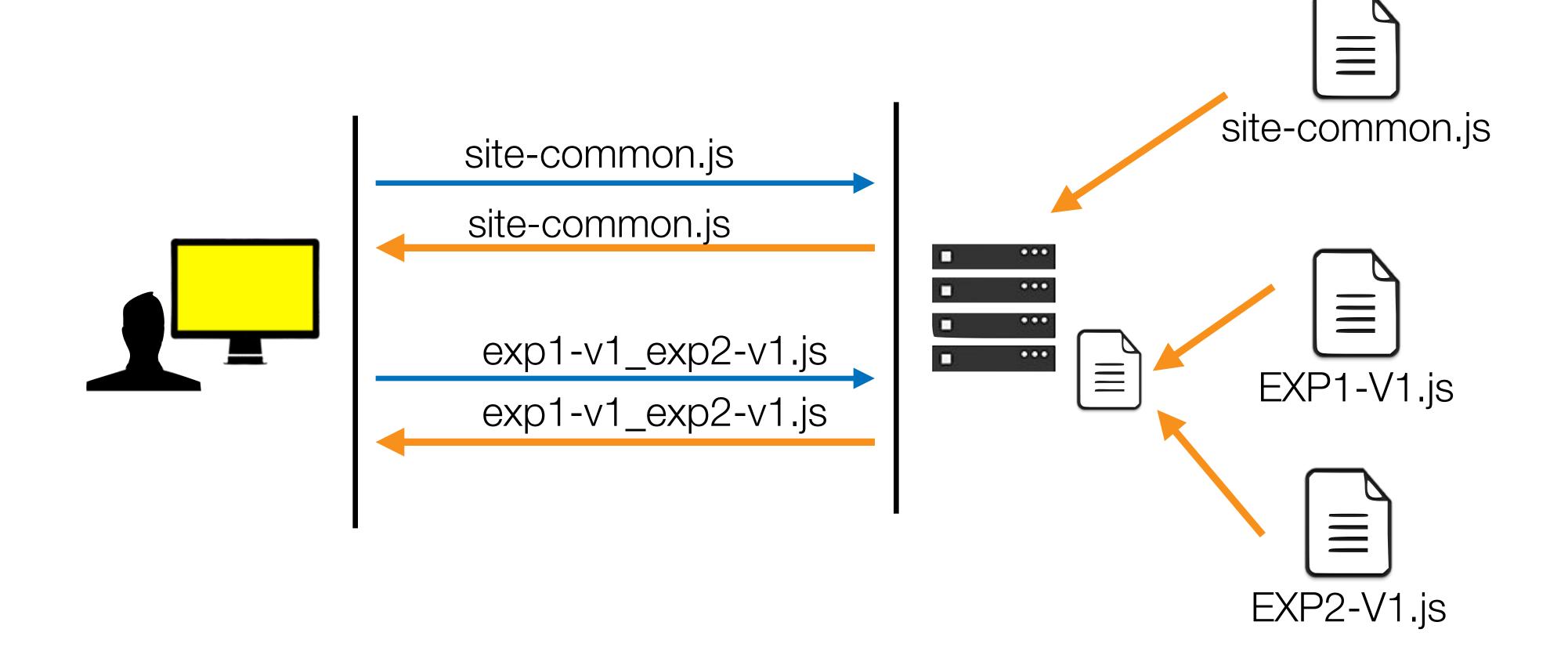




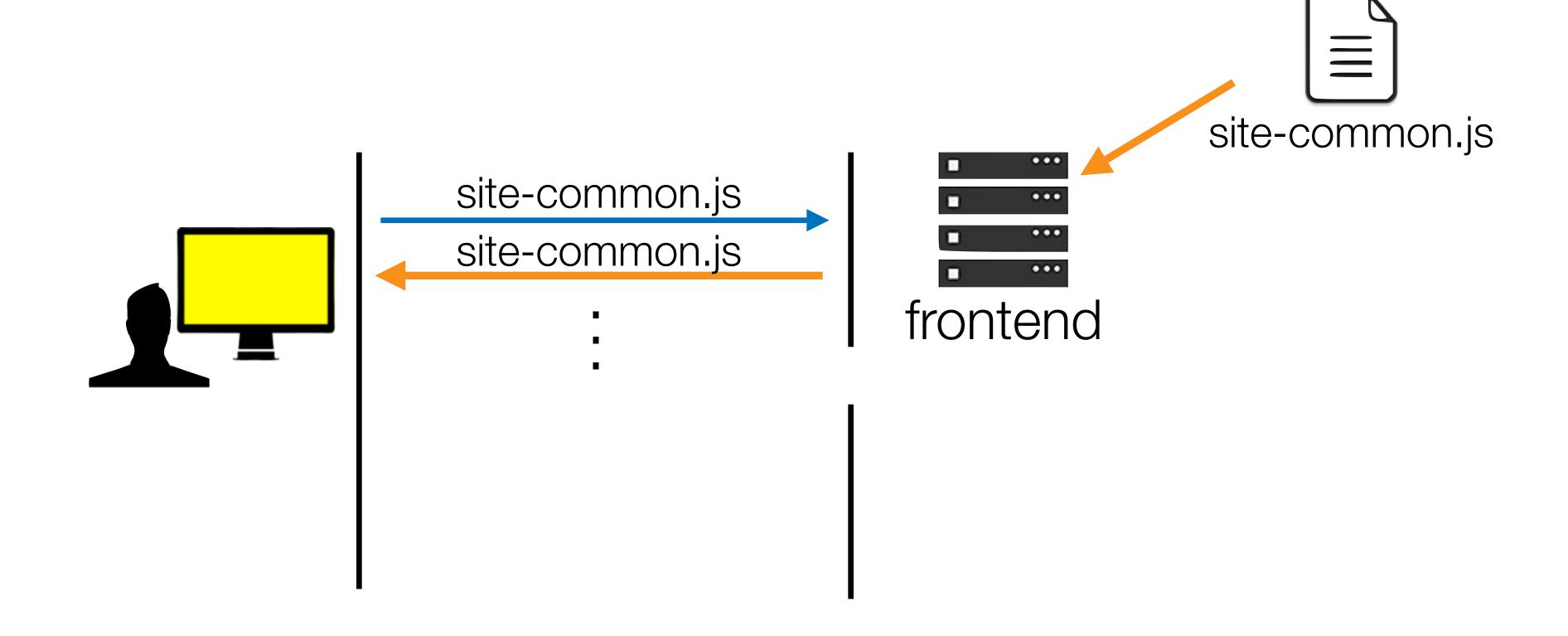
Asset serving: stable/dynamic



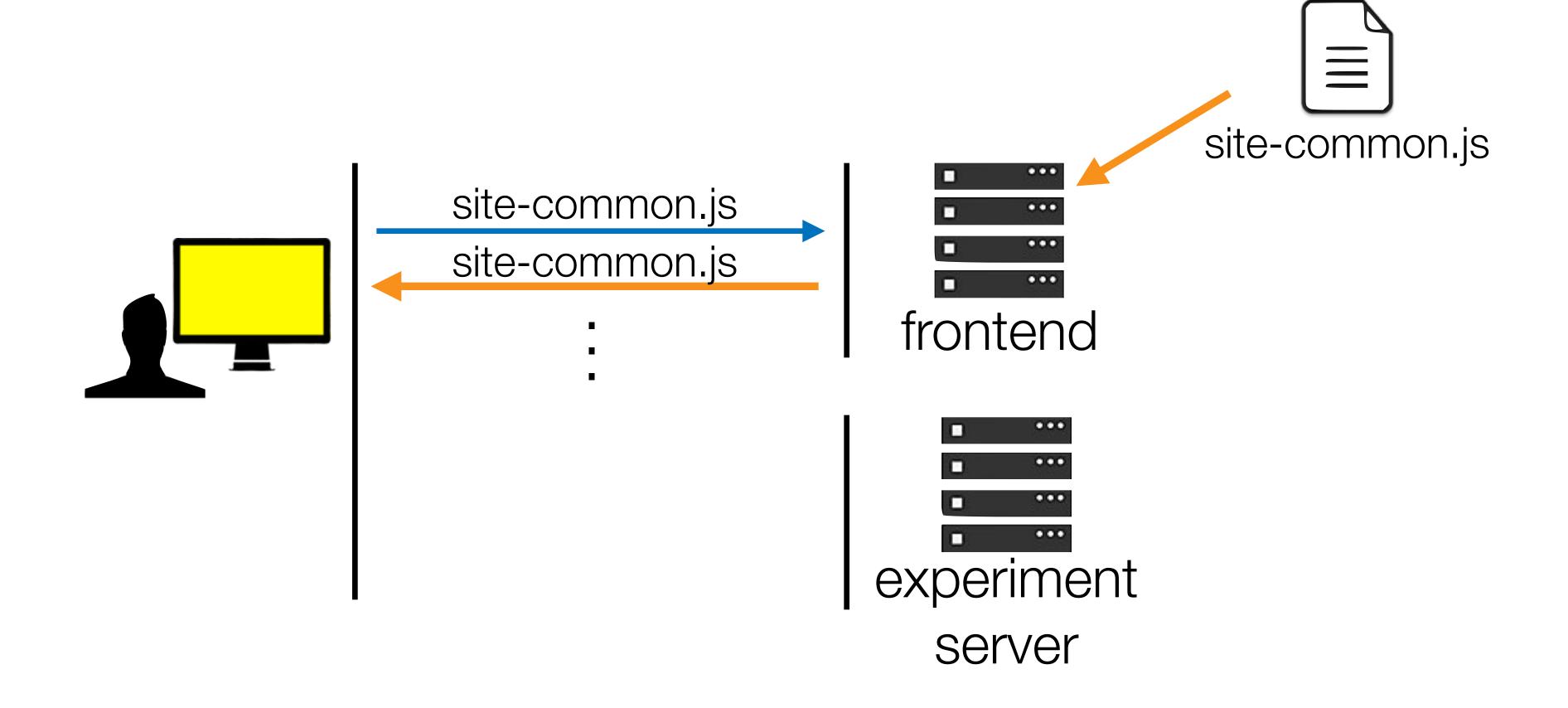
Asset serving: stable/dynamic



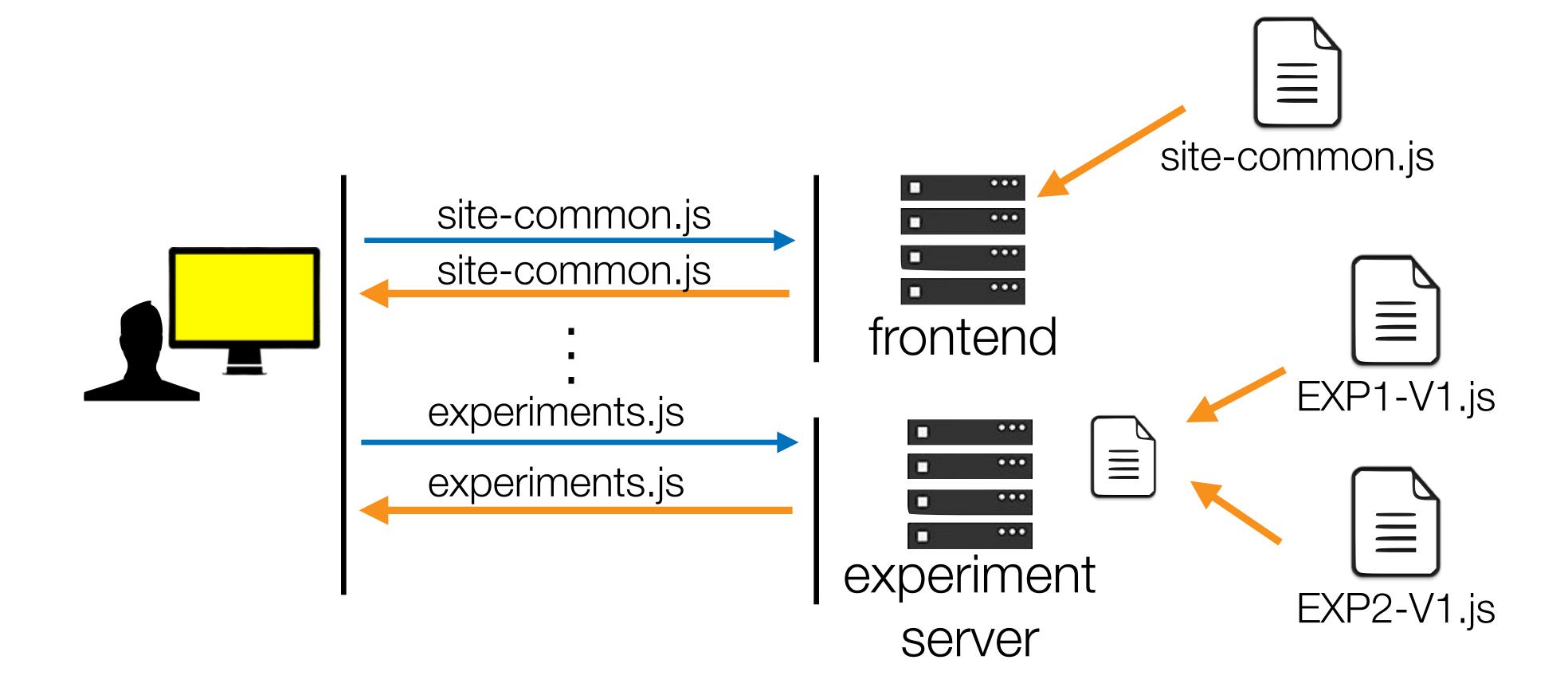
Asset serving: ajax



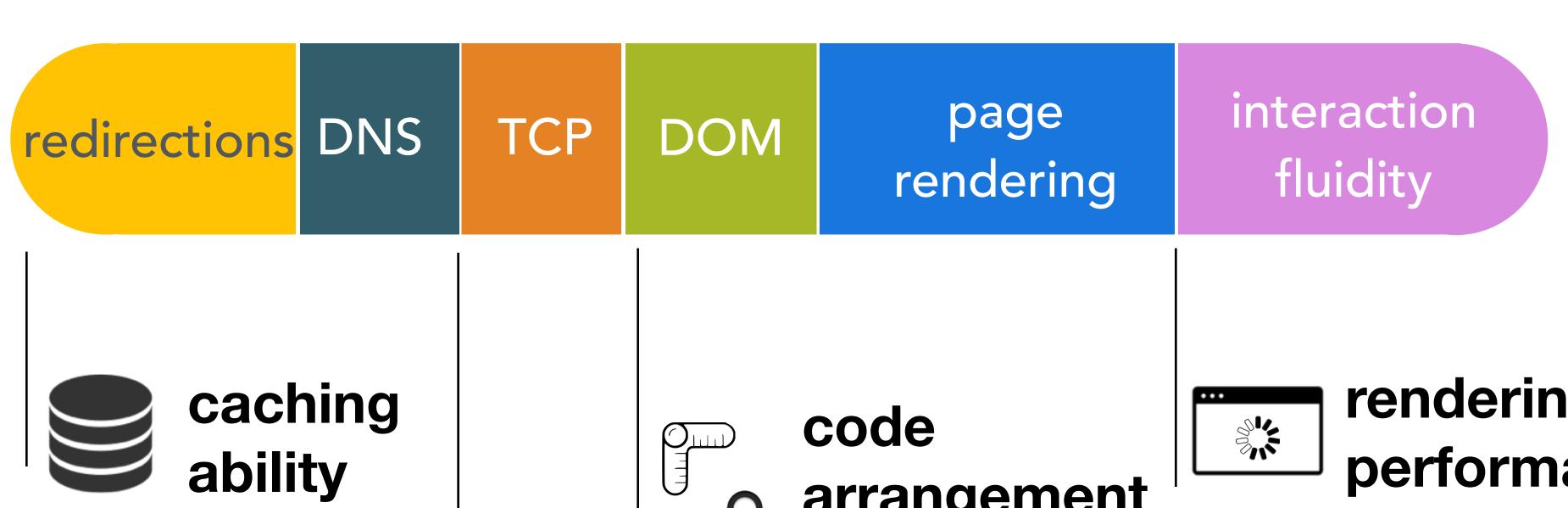
Asset serving: ajax



Asset serving: ajax



Experimentation performance considerations



Serves stable code and experiment code separately.



arrangement

Serves only the code needed to users.

rendering performance

Loads non-critical features asynchronously.



TCP overhead

Uses HTTP/2 to multiplex or reduce number of experiment requests.



Alva Cheung slides: http://tinyurl.com/alva-v2015-exp

