Unibet.com Architecture

Open Source at Unibet.com: 10x scalability at half the cost

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About the speaker



Unibet Open Source strategy

- Open source software and open standards should always be our first choice
- Avoid vendor lock-in software we use should have a right-to-use license without any cost attached

- Commercial, proprietary software need to show exceptional business value (over Free solutions) in order to be considered
- Contribute to the community by buying support from companies backing FOSS solutions or paying for product improvements



Partners & Affiliates

Banners

Content Deliver Networks

Fan-out Push Servers

DDos Protection

Payment

Web CMS

Single-sign-on

REST API:s

Casino

Bingo

Async Betting API

Messaging

Poker

Customer System

Wallet System

Bonus System Betting Engine

Customers

Browser Flash/Flex

Content Deliver Networks

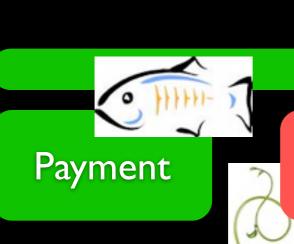
Partners & Affiliates

Banners



Fan-out Push Servers

DDos Protection



CAS Web CMS

JSON
REST API:s

Async Betting API



Messaging

protobuf



Customer System

389
directory server

Wallet System



Bonus
System

Betting Engine



Unibet in numbers

- 100% online www.unibet.com
- 30+ web sites in 27 languages
- Gross win: 250 million dollars / year
- "Technical" growth is >100% / year

Sportsbook, Casino and Poker games online About Unibet Responsible gaming •

Select your

🦷 🛖 English

Live Casino Sportsbook Casino

Poker

Bingo

Games

Skill

Scratch Card





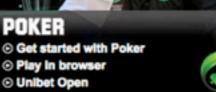






Casino tournaments





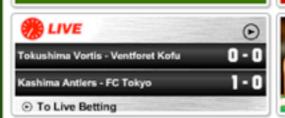


Try our Sports betting

Winning right now Gonleszczu

thetsaxpins

Jakestan jakestan pelon99







Security and Trust Our partners



Burnley - Everton





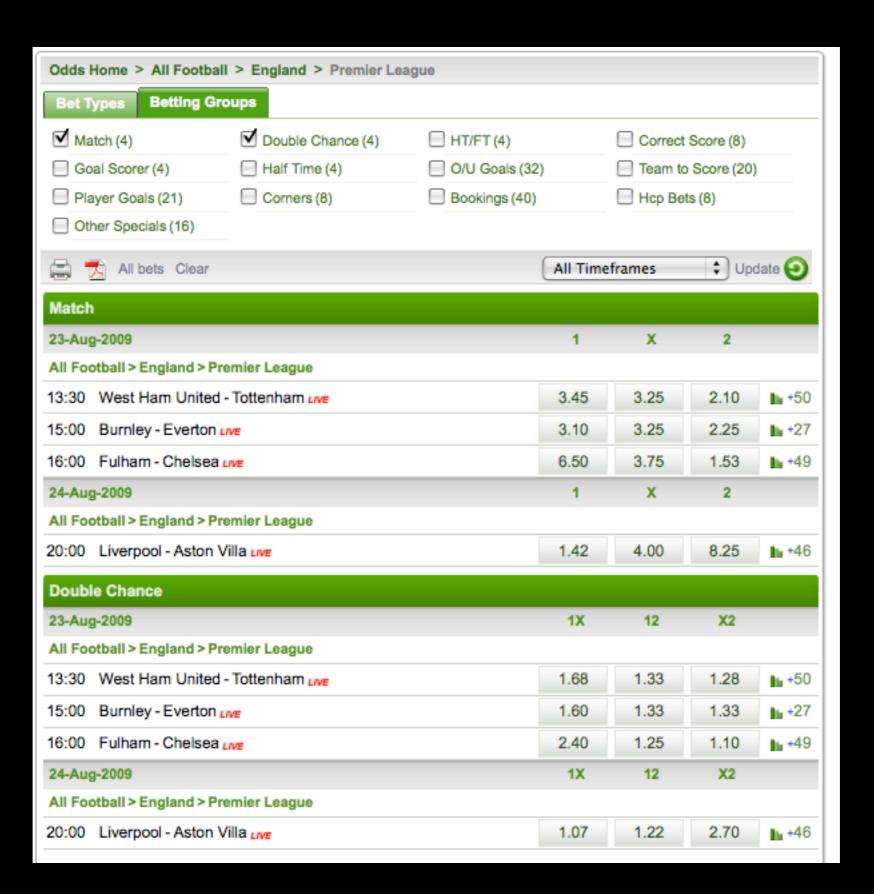
€2.40

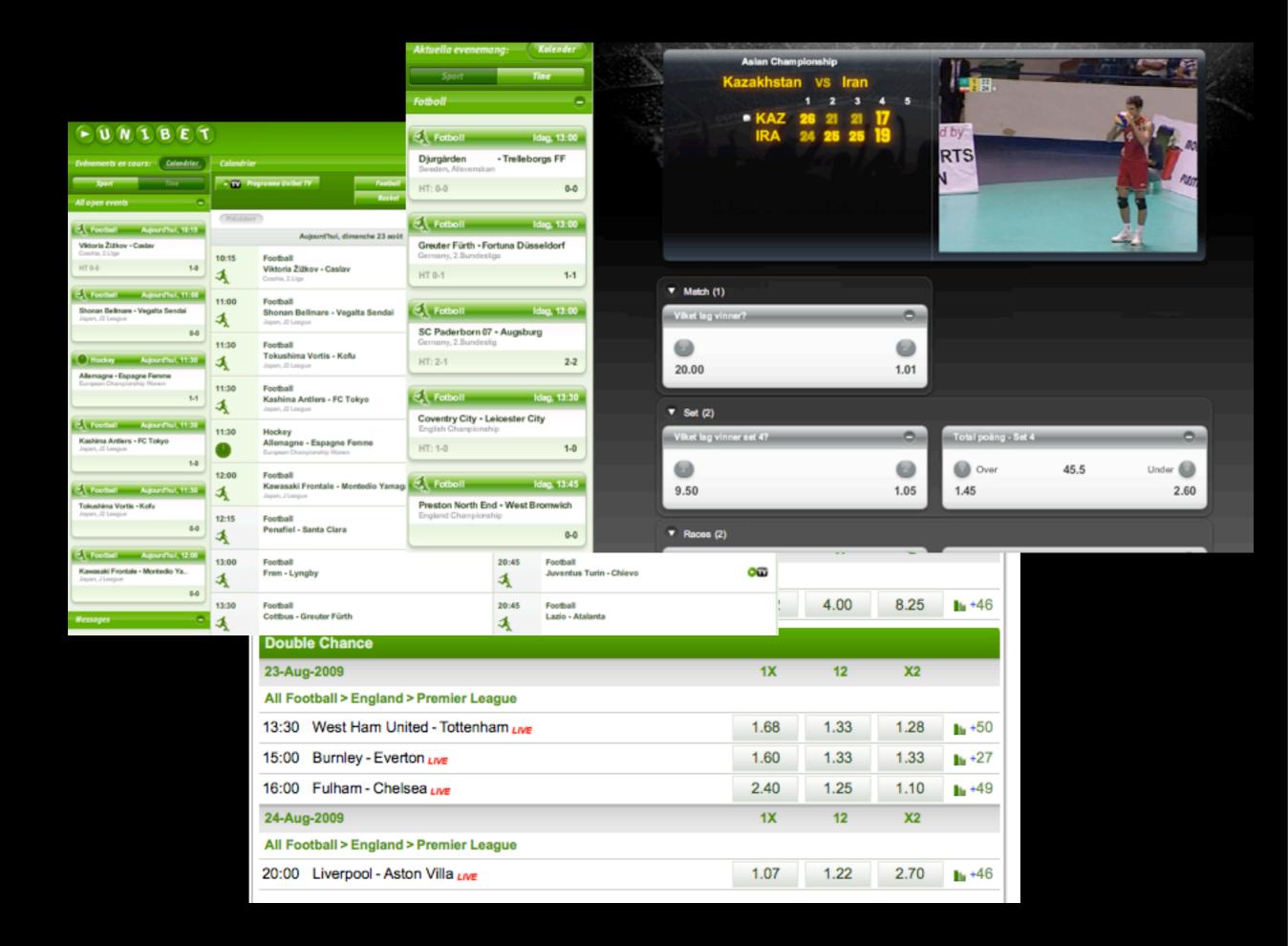
€1.70

€1.60

€1.60

€1.60







Start Sportsbook Casino Live Casino Poker Bingo Games Skill Scratch Card

↑ Home

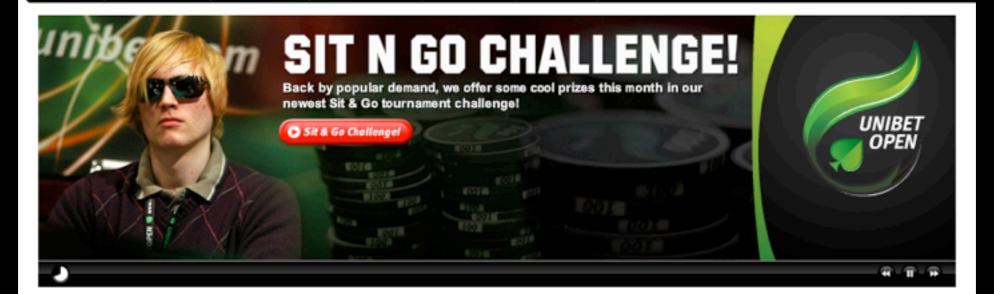
Promotions



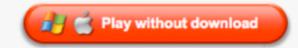








PLAY POKER





Upcoming Poker Tournaments

| 0.01 - 50 51 + Free | | | |
|---------------------------|------------------|--------|-------|
| Tournaments | Start time | Buy-in | Fee |
| Desperado €500 guaranteed | 2009-08-23 11:15 | 1.00 | 0.10 |
| €2.50 Omaha (6 Seat) | 2009-08-23 11:30 | 2.50 | 0.25 |
| SURVIVOR €1 Freezeout | 2009-08-23 11:30 | 1.00 | 0.10 |
| €2,000 GUARANTEED | 2009-08-23 12:00 | 10.00 | 1.00 |
| €100K Rebuy Qualifier | 2009-08-23 12:15 | 6.00 | 0.60 |
| ▶ Go | | | ments |





EARN VIP POINTS AND WIN YOUR WAY TO PRAGUE!

Back by popular demand! The next Unibet Open event will take place in one of the most beautiful cities in the world: Prague! During August, we're once again giving away package trips to Unibet Open Prague in weekly points races!





SIT 'N GO CHALLENGE!

We're offering more cool prizes this month in our newest Sit 'n Go tournament challenge! Play our Sit 'n Go tournaments during August and you can win one of 2 package trips, worth €2,750 each, to Unibet Open Prague!

Read more



LIVE POKER TOURNAMENTS

UNIBET OPEN

IN EUROPE'S HOT SPOTS

Unibet Poker | Contact Us | + English

COUNTDOWN TO PRAGUE
250 02H 53M 11

NEXT SATELLITE
08H 53M 11

Qualify now! See Satellites for Prague 09

HOME HOW TO QUALIFY TOURNAMENT INFO THE HOTEL UNIBET TV UNIBET OPEN



UNIBET OPEN PRAGUE '09

A centuries-old jewel of art and architecture situated snugly at the heart of Europe, and once the home to emperors and kings, this beautiful city has worked its magic on generations of visitors. Unibet Open welcomes you to one of Europe's most popular tourist destinations - Praguel

The tournament will be hosted at the Hilton Prague Hotel which is located minutes from the city centre. Unibet Open players and guests will also be accommodated at this magnificent 5-star hotel, which overlooks the River Vlatva.

WHAT PLAYERS SAY ABOUT UNIBET OPEN



André Dias (Portugal) Winner Algarve 09: It was a beautiful dream. It would have been fantastic to win abroad but winning the biggest tournament ever organized in Portugal was something unforgettable.

Interview

MOVIES









UNIBET OPEN SCHEDULE '09

Location Date
Budapest 4 - 8 March
Algarve 14 - 17 May
London 16 - 19 July

Why is this hard?

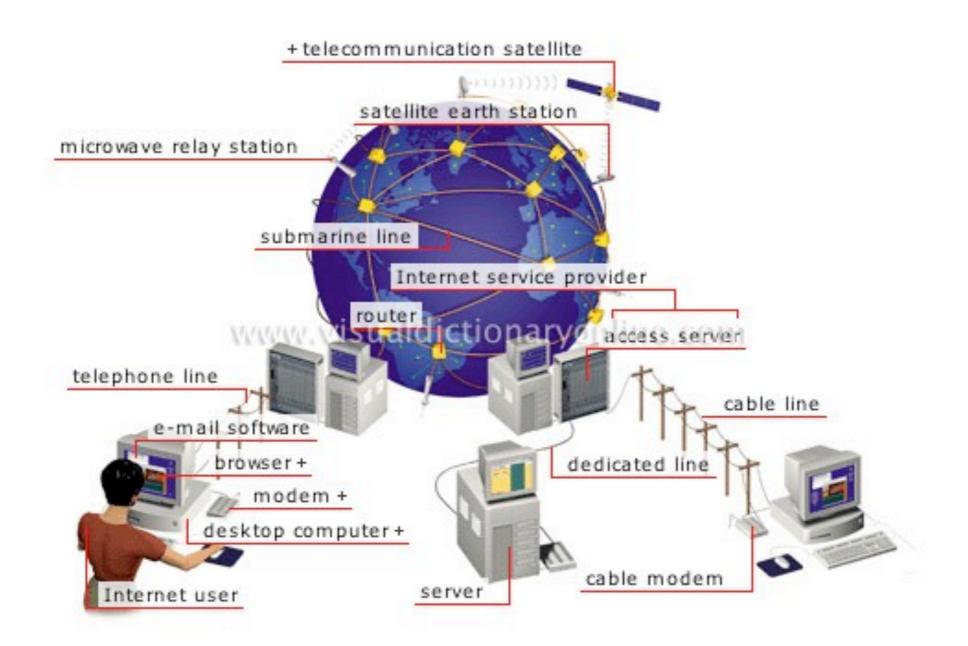
Because users are growing impatient

2006: 4 seconds

2009: 2 seconds

Two main challenges

- Latency data too far away from where it's needed
- Bottlenecks resource contention

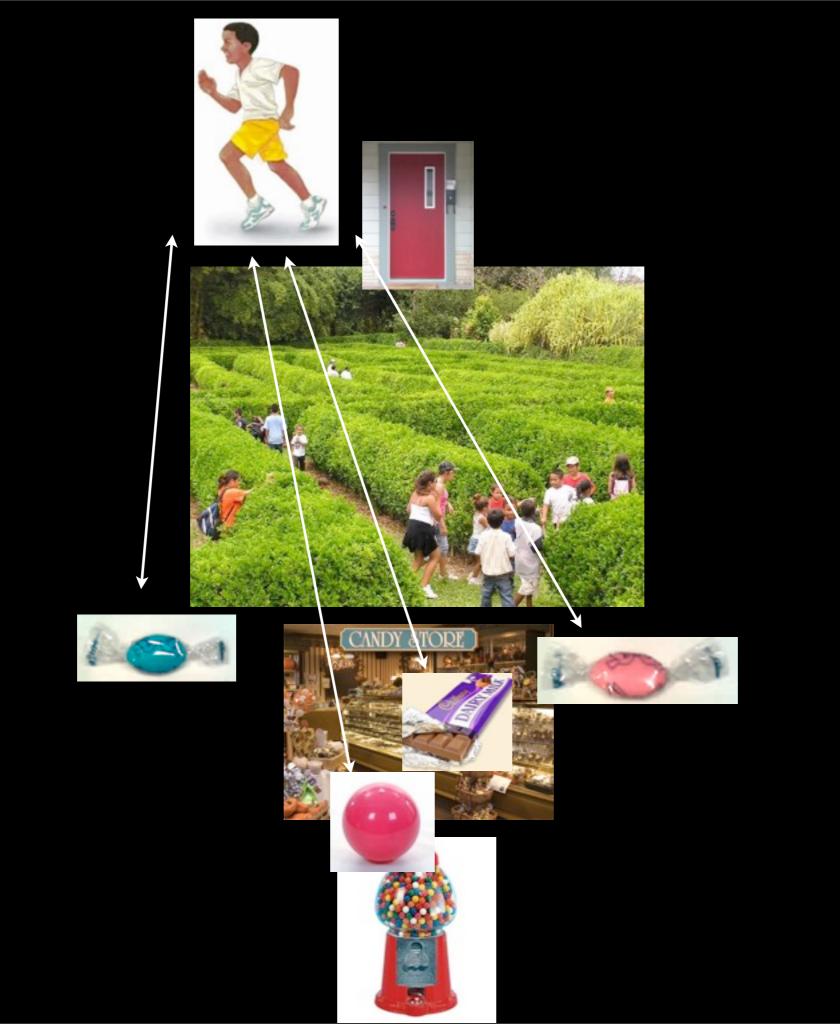


Avg 40 ms RTT



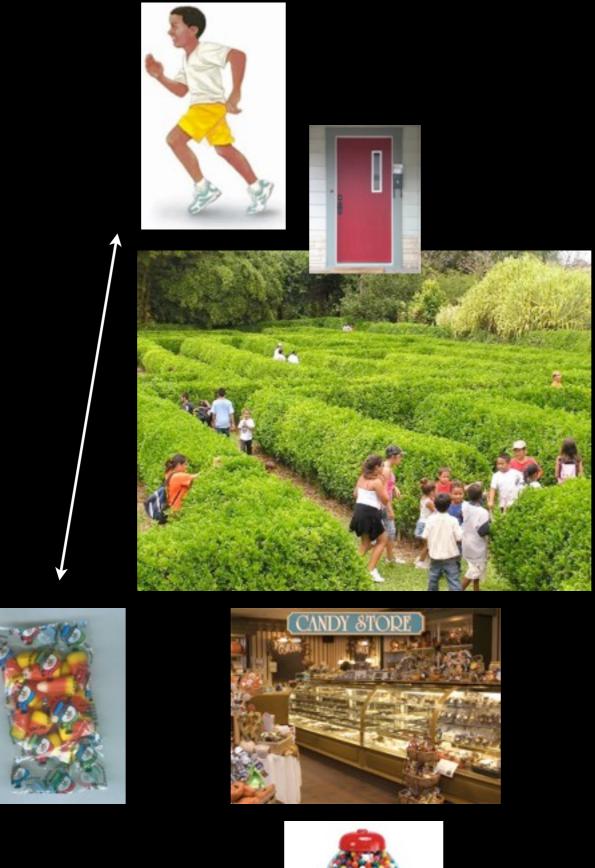
Meet Kevin

- Kevin is a customer to the candy store
- Kevin wants to buy 40 pcs for his allowance
- Kevin has extremely small pockets (they only fit one piece of candy)
- He also wants to buy two chocolate bars and one bubble gum
- The candy store is far far away from Kevin's house



Idea # I Sell bags of candy

(Caveat: no bars or bubblegums in bags!)







The bag is a big JS file

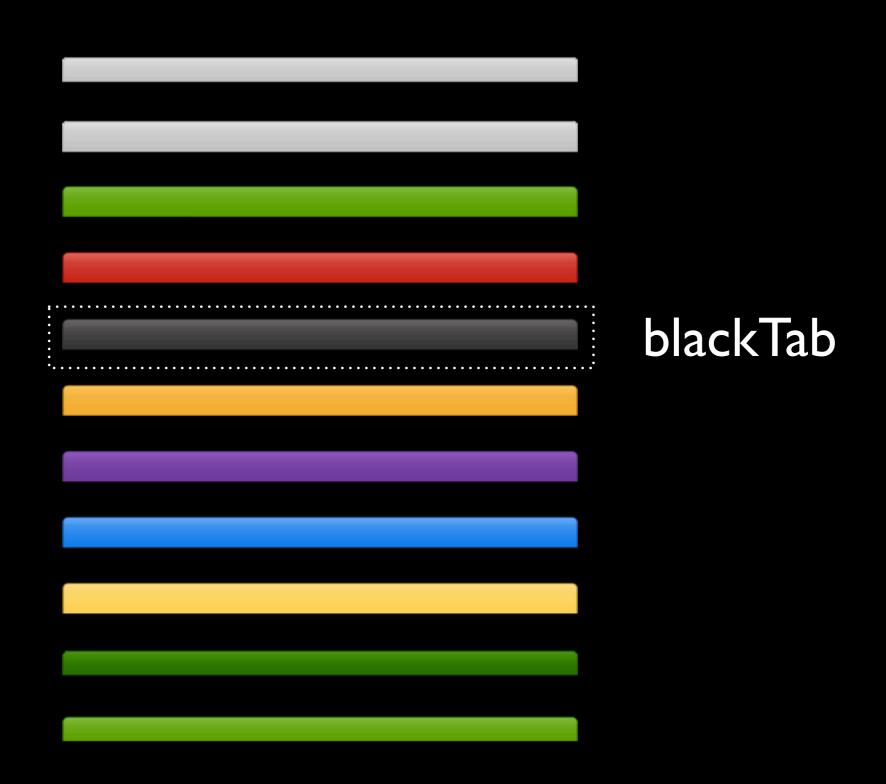


The bag is a big CSS file

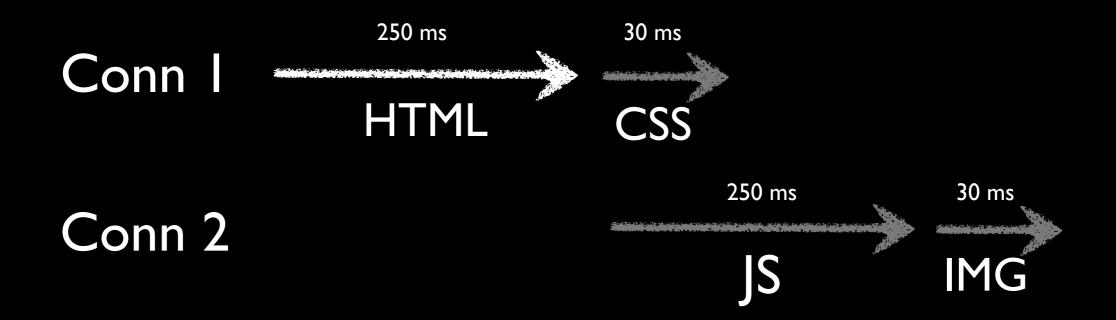


The bag is a CSS image sprite*

/4.9.3/images/uskin1/uspritesheadertabs.png



The 100% optimized e-commerce web page: 4 requests



Total time: 530 ms

Some real world data

- amazon.com: 57 requests (6)
- ebay.com: 41 requests (4)
- unibet.com: 41 requests (1)

Ouch.

Idea #2 Sell bags on street corners

(Caveat: no bars or bubblegums in bags!)





There are many street corners

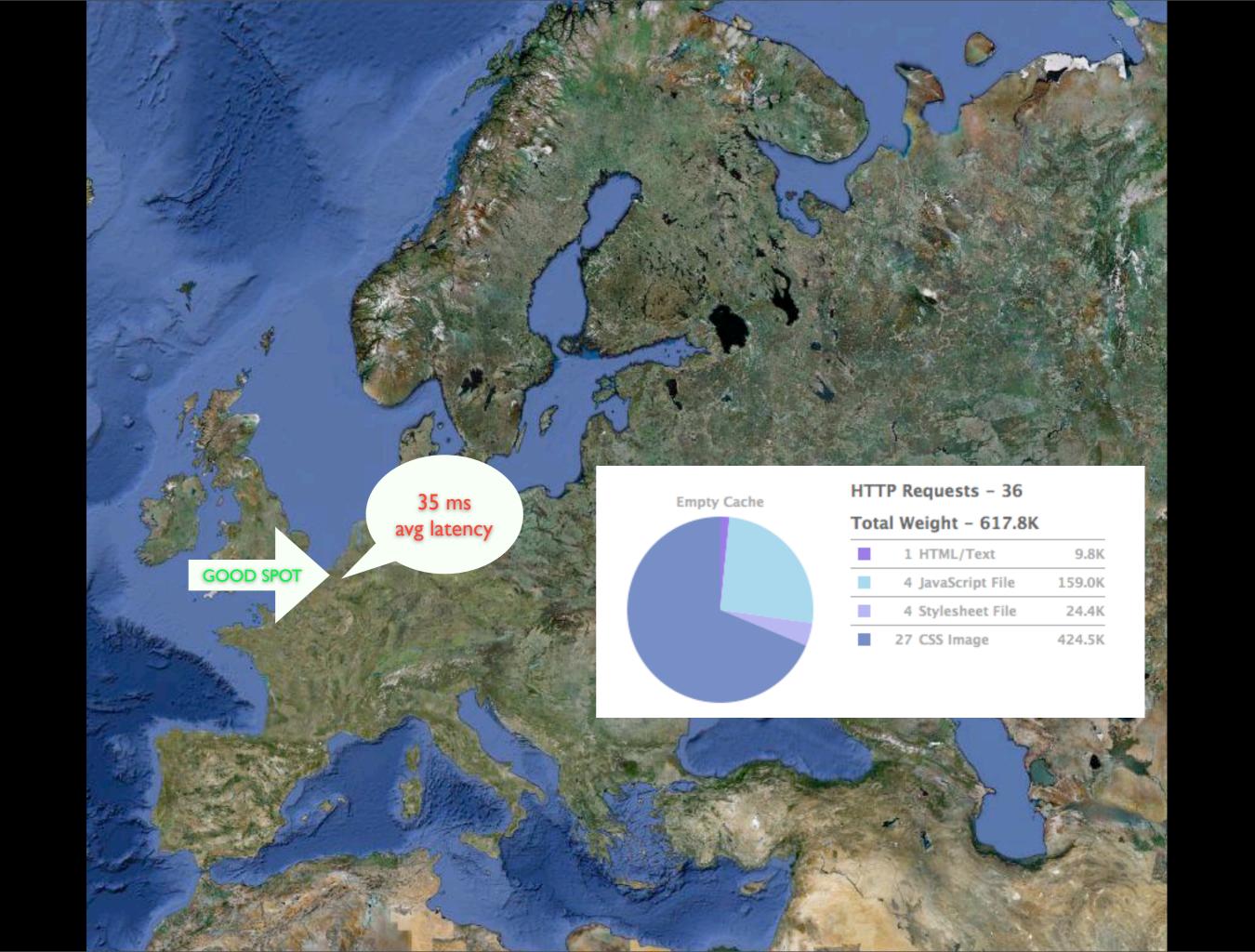


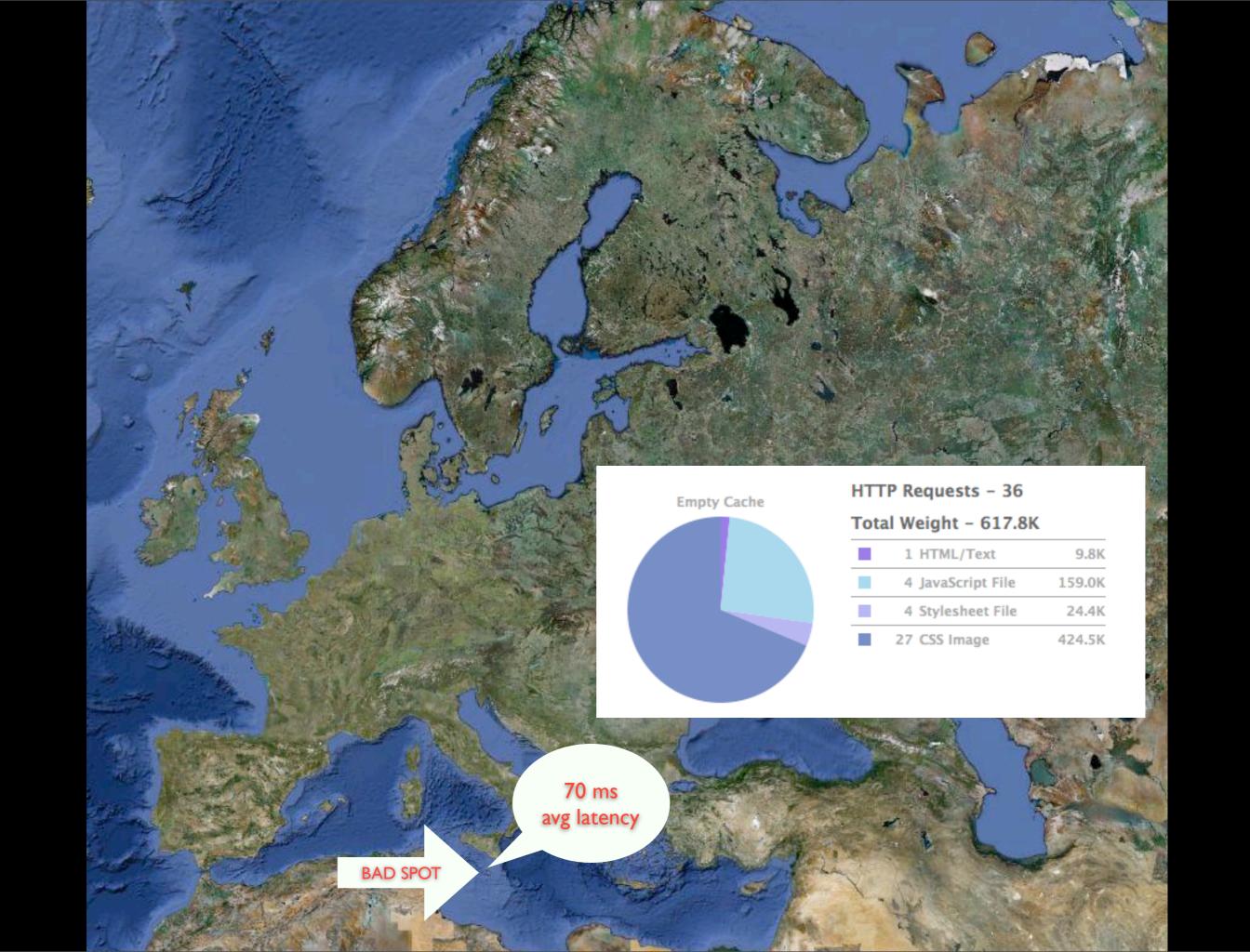
Street corners are very near all customers

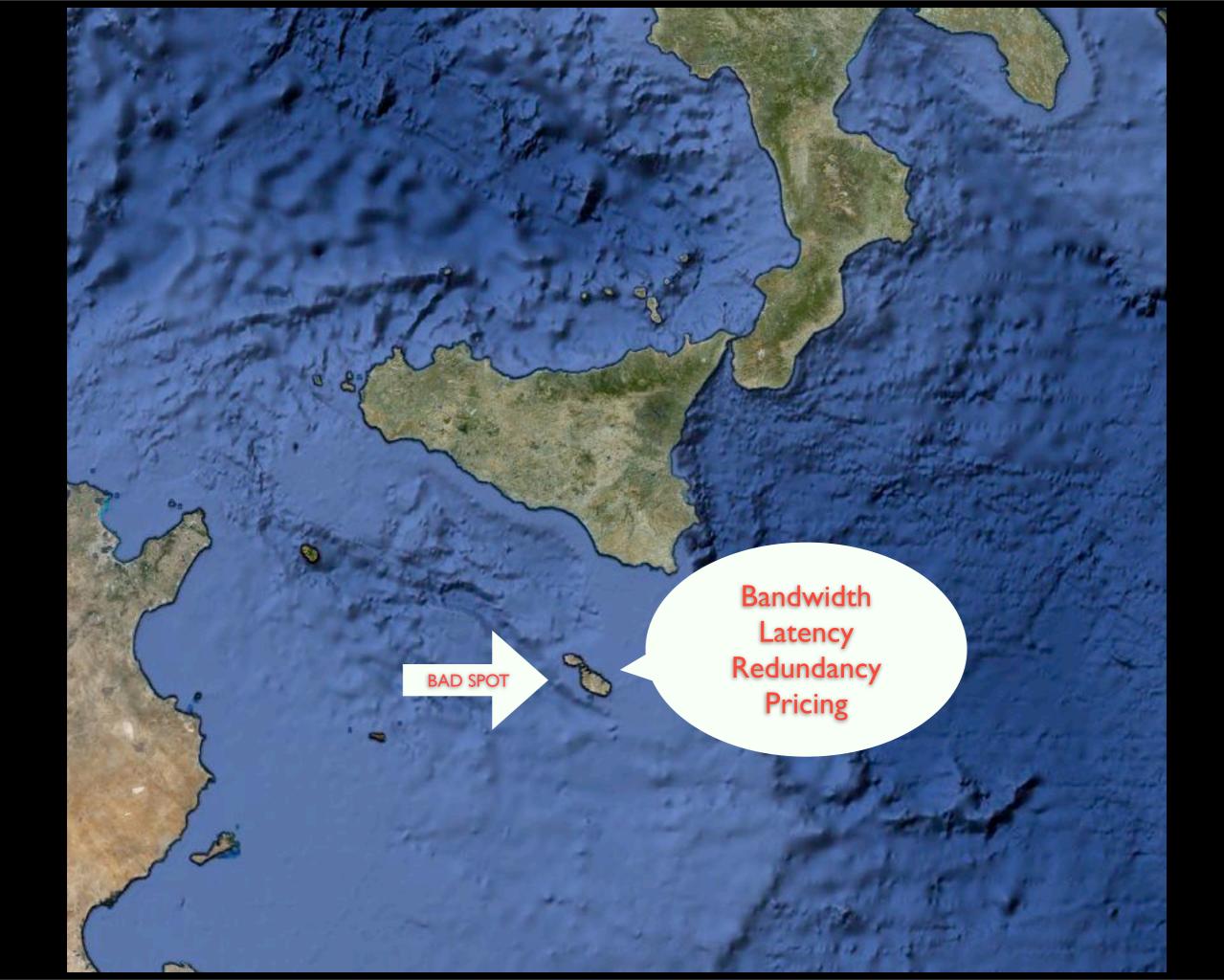


The street corner is a Content Delivery Network node









Tune tune tune the front-end!

- 80-90% of the end-user response time is spent downloading and processing all the components in the page
- Rewrote and optimized all our front-end code (XHTML, CSS, JS)
- Implemented image spriting and fixed other issues with cache headers etc

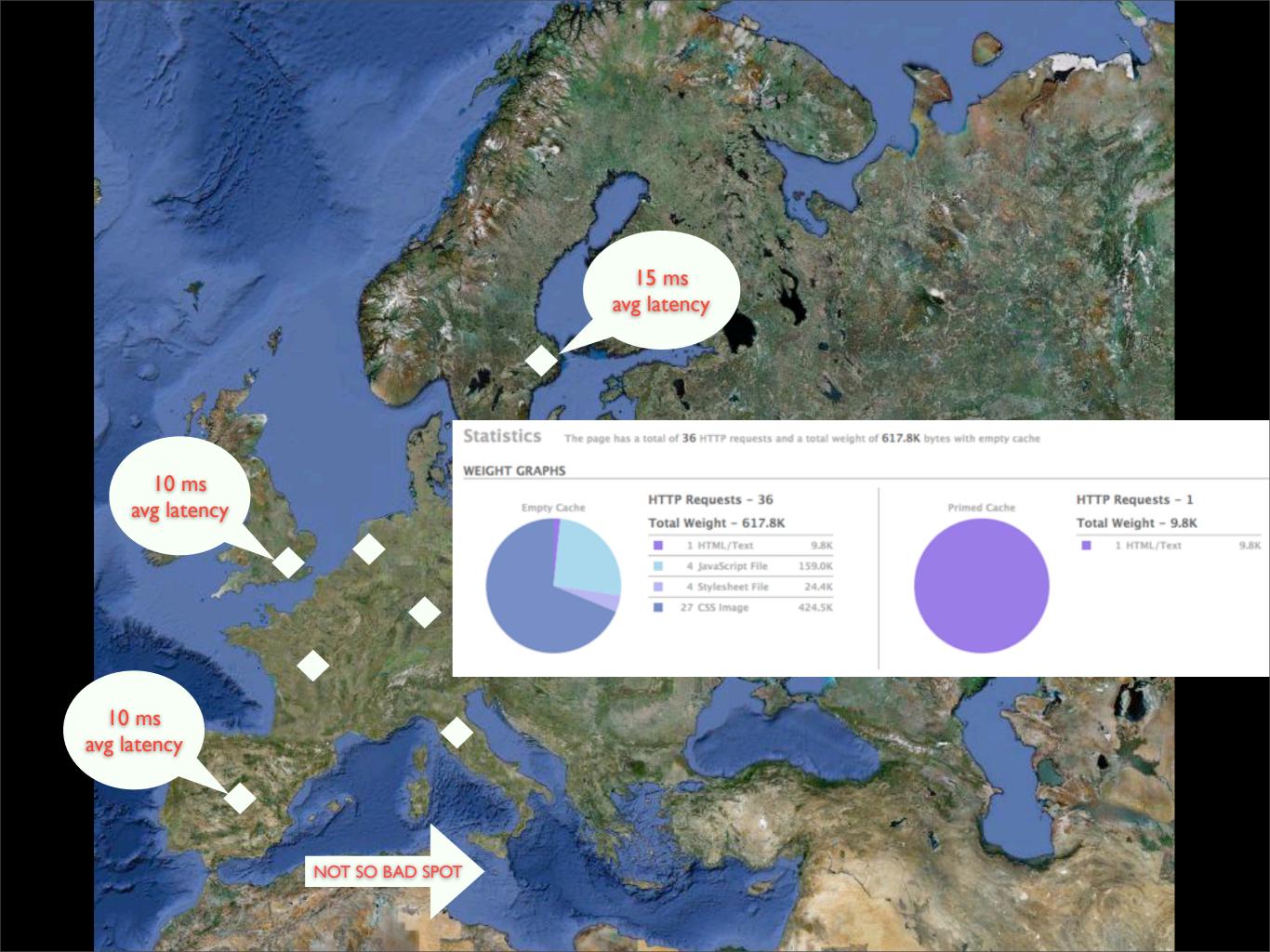
Tune tune tune the front-end!

- Use best practice to optimize your frontend (YSlow, Page Speed etc)
- Progressive rendering is key
- Improve performance by having objects served close to the user

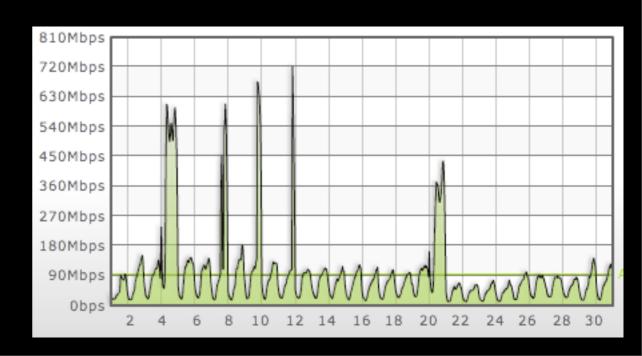
http://www.webpagetest.org/

How we do it

- Follow YSlow and Pagespeed guidelines
- Be close to your users use a Content Delivery Network (CDN)
- Prepend CDN proxy name to all static files: /foo/bar -> http://cdn.com/foo/bar
- Set a one year cache-time (no 304:s)
- Version your static content
- Stripe objects over several CNAMES



- By using a CDN we serve our users quickly from anywhere in the world
- Capacity is not an issue
- We have cut our delivery costs to 25%
- Use several CDN vendors for load balancing / redundancy



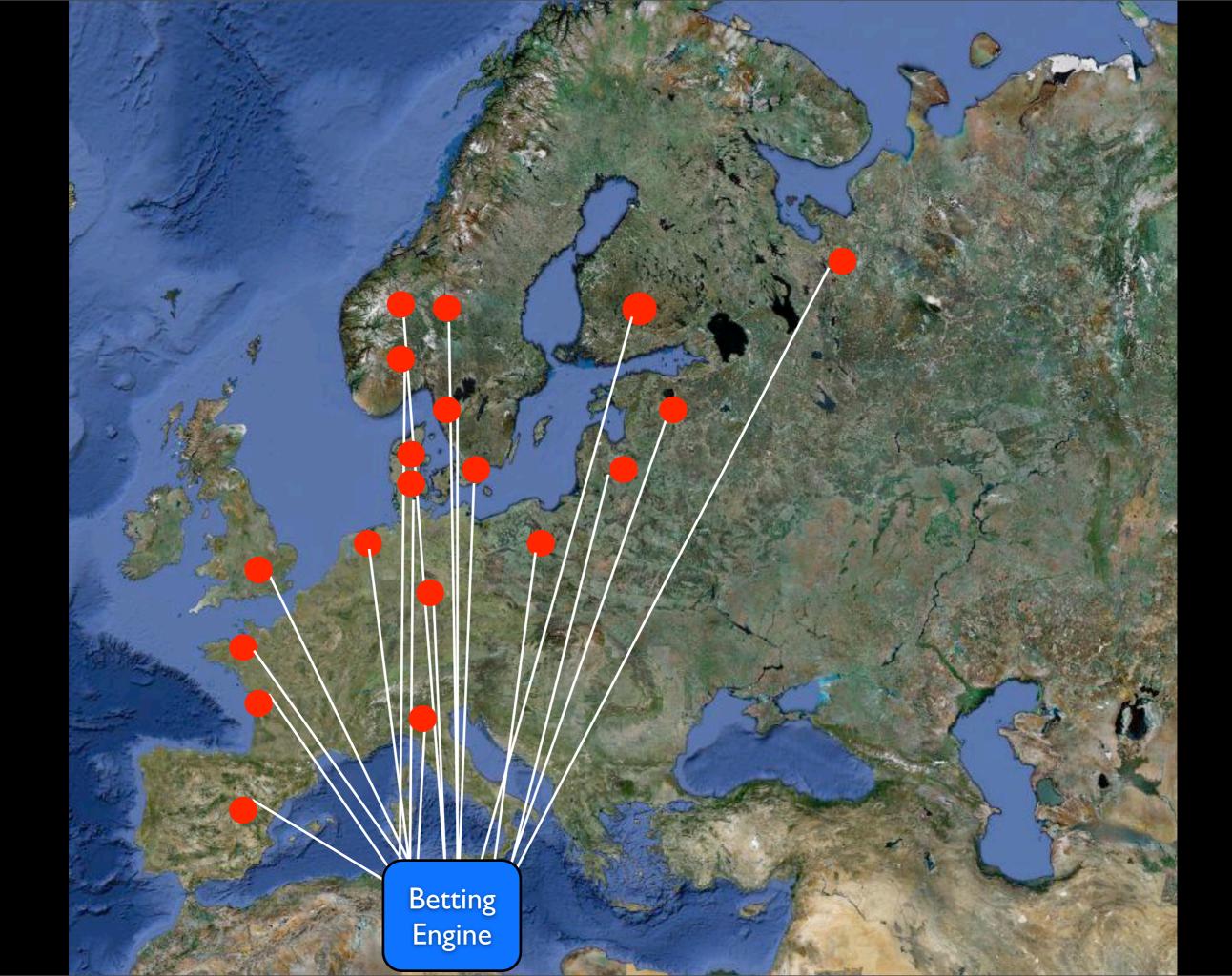
Next steps...

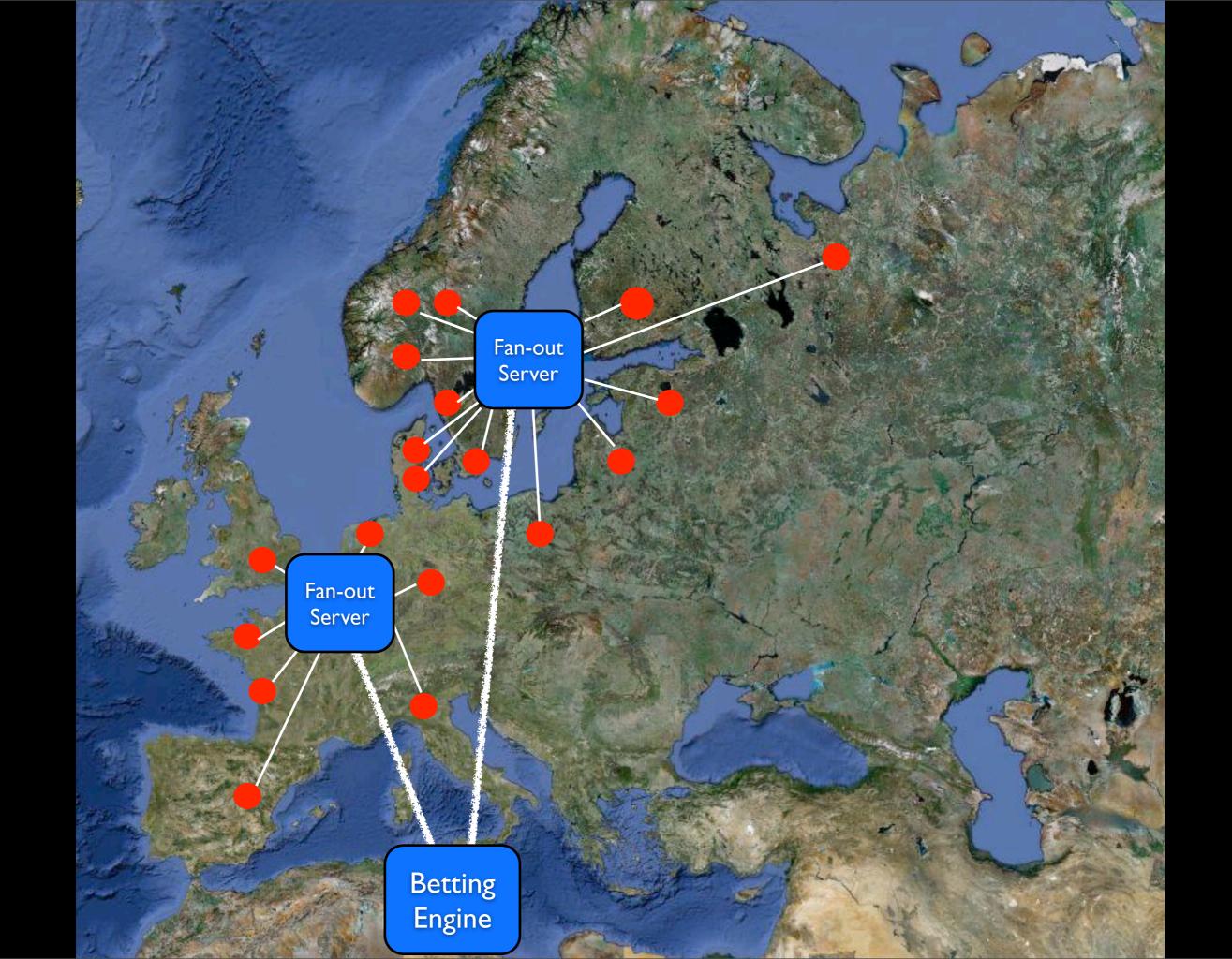
Live Betting data distribution

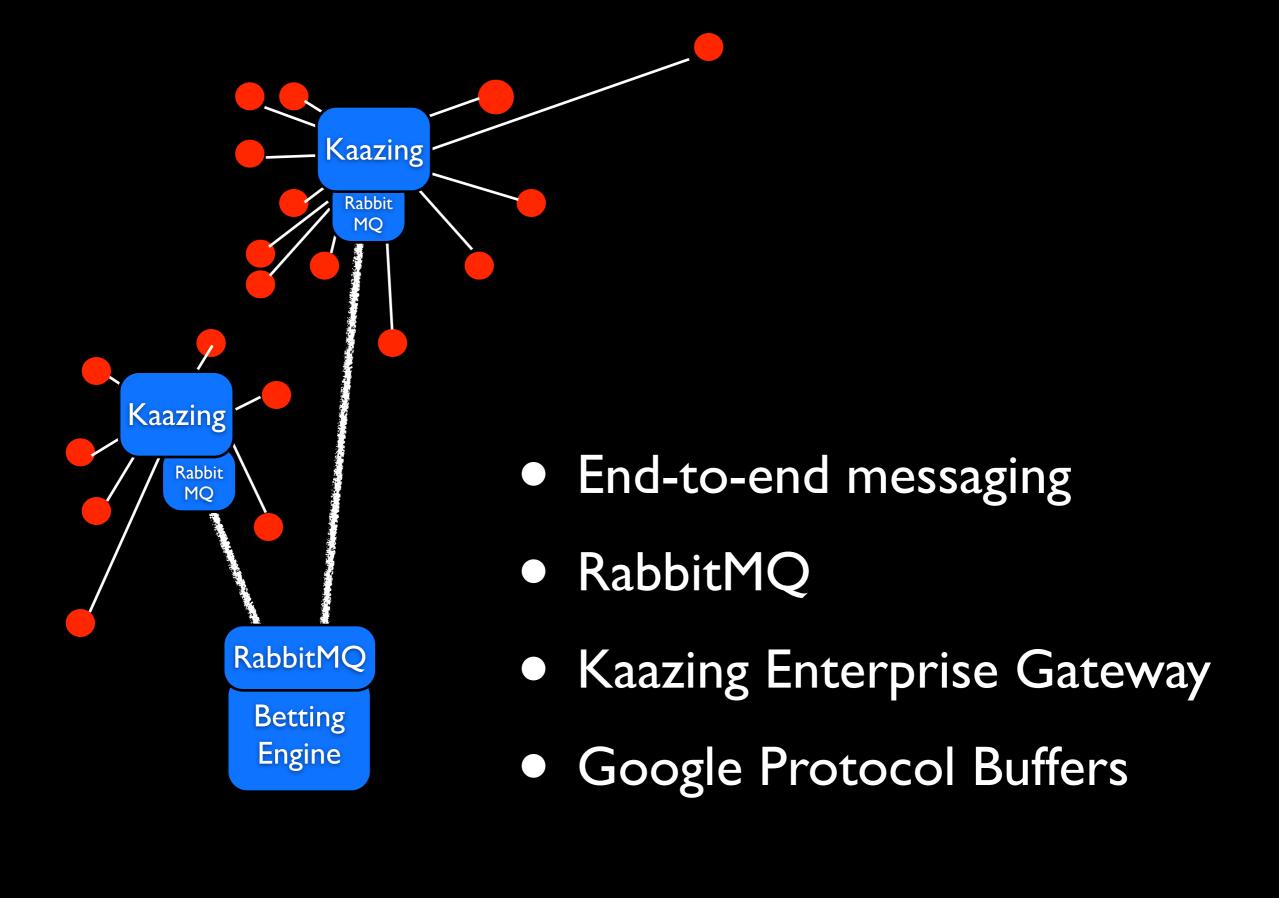
Bet while the game is on

"Who gets the next corner", "who scores the next goal" etc

- 10000:s of real-time clients need price updates almost every second
- 20 concurrent games
- 10+ offers within one game
- Product growth 60-80% per year







RabbitMQ

- Free Open Source and Open Standards protocol (AMQP)
- Highly available, highly scalable (Erlang/OTP)
- Excellent & friendly support available



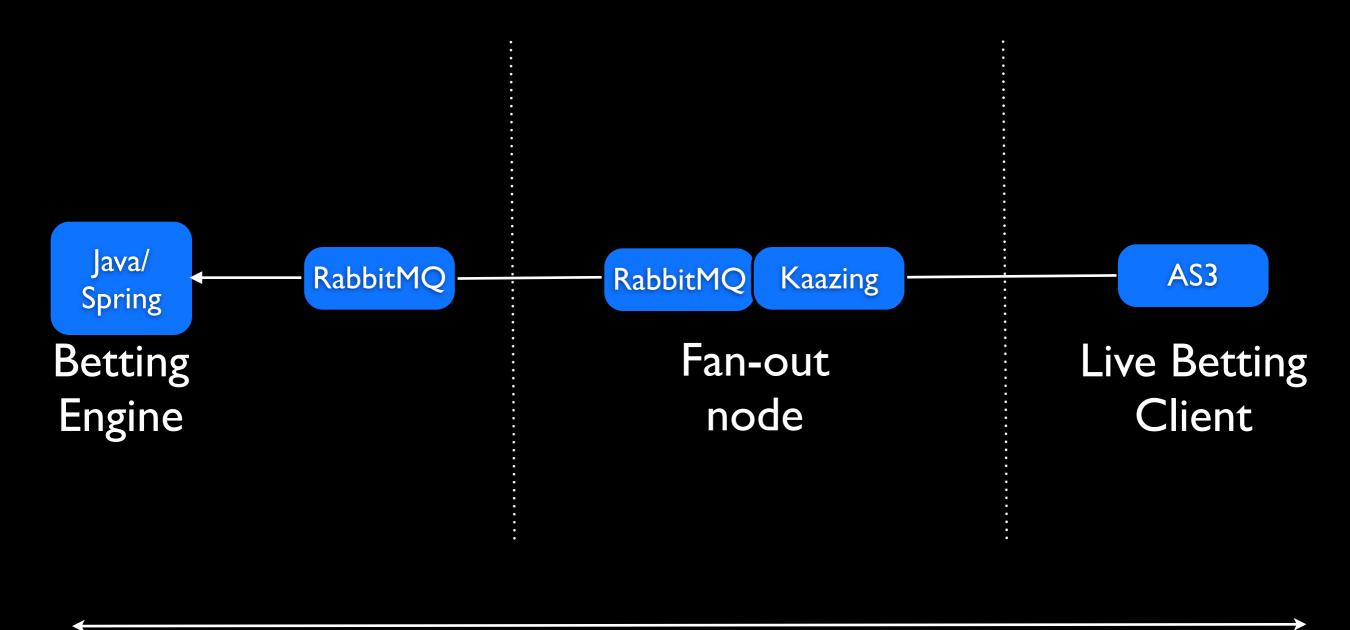
Kaazing

- Open Source and Open Standards protocol (HTML5 WebSockets)
- Supported AMQP clients for Flex, browers
- Connection offloading
- Great at overcoming last mile hurdles (firewalls, proxies, browsers)
- Excellent & friendly support available



Protocol Buffers

- Flexible, efficient, automated mechanism for serializing (binary)
- Schema support (.proto files)
- Language neutral (we use Java to Actionscript)
- Invented and used by Google
- Open Sourced in July 2008



Protobufs/AMQP

Let's get back to the Candy store...

Datacenter

- Ok, the candy delivery problem is solved!
- However, we cannot serve the customers chocolate and bubble gum quickly enough
- Queues are building up due to our bottlenecks





The chocolate bar is a cacheable read



The bubble gum is a non-cacheable read or a write



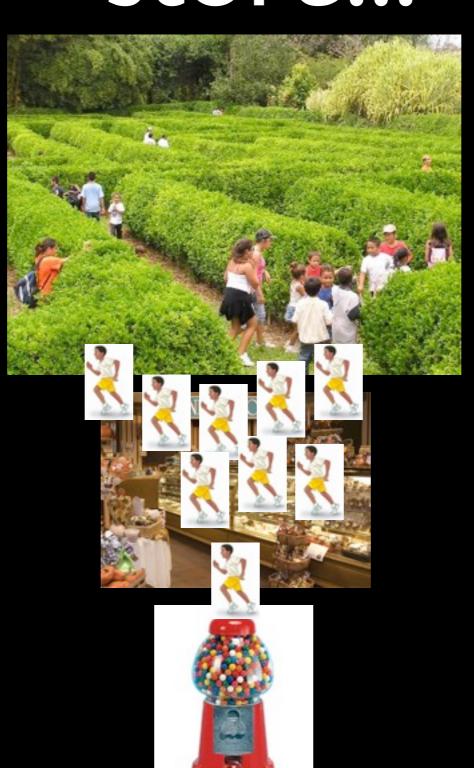
The candy store checkout is an app server

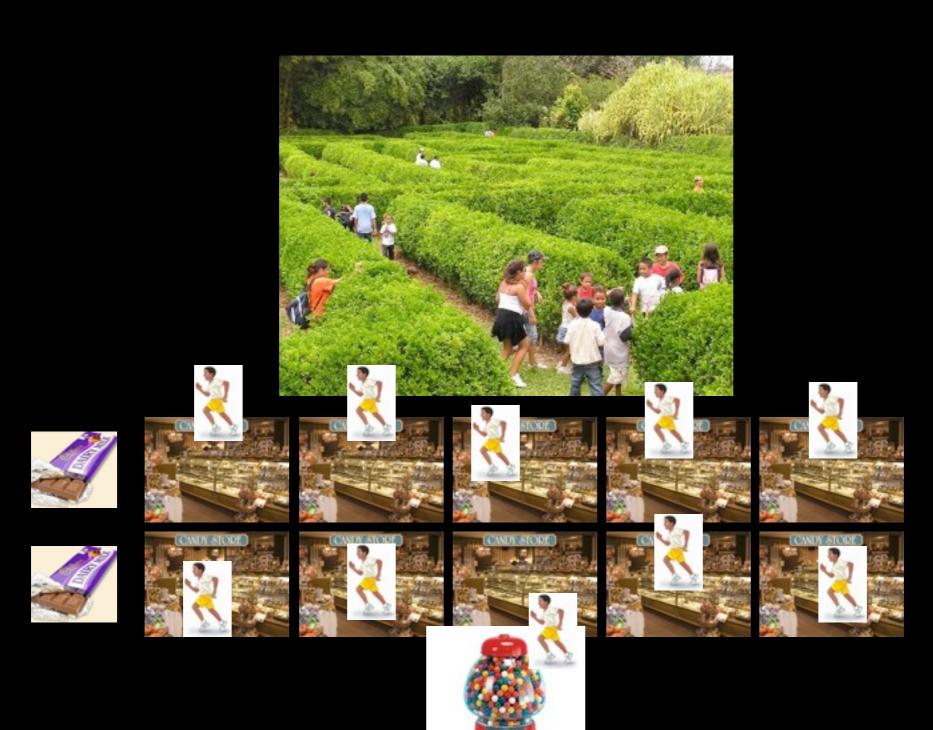


The bubble gum machine is a database system

Example #I More hardware! (and sw licenses)

Kids are invading our store...

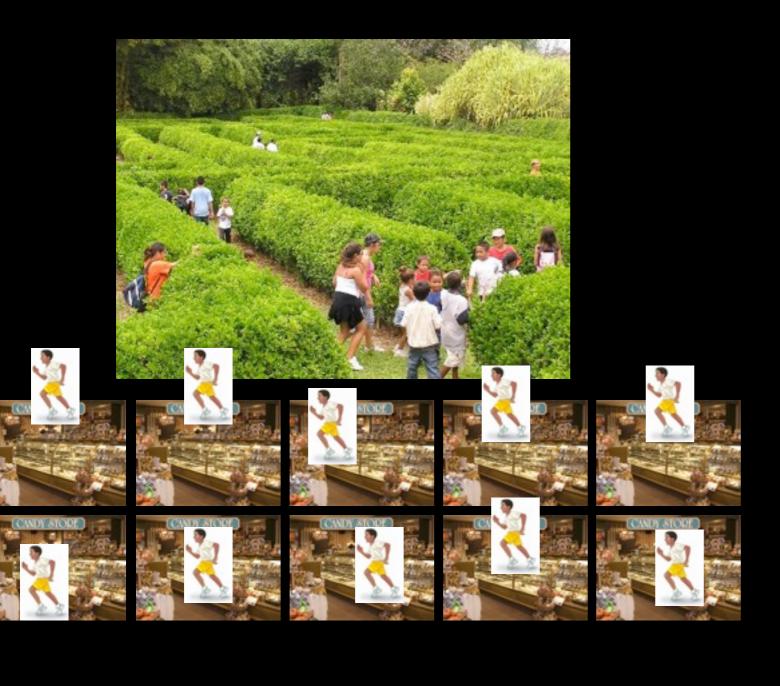


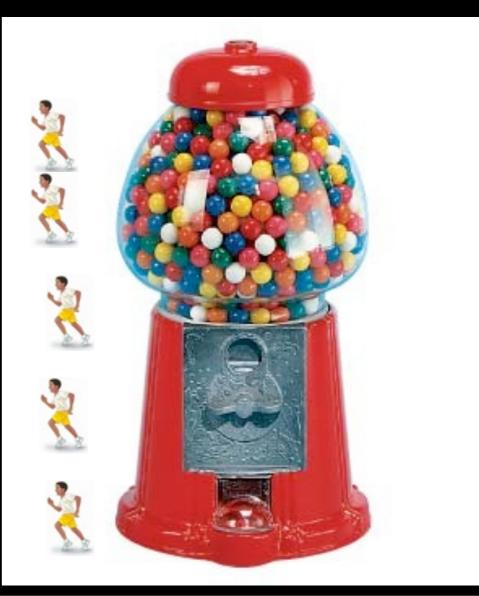


d.











Food for thought



paying per core is paying for peaks...
...is not acceptable?





PHOTO: PAUL SAKUMA/AP

You cannot buy a product to solve this problem

Need to rearchitect!

Example #2 Near-cache

Terracotta

- Network Attached Memory
- Extends the Java threading model across JVM:s
- In-memory speed access to data
- Fully coherent, with stored to disk guarantees
- Writes are sent as deltas across nodes

Keep data stored/cached where it's needed for processing

JVM Heap "LI"

Betting Engine

Betting Engine

•••

Betting Engine





SoR

Event Repository

Bet Offer Repository

Live Bets





Terracotta L2



write-behind

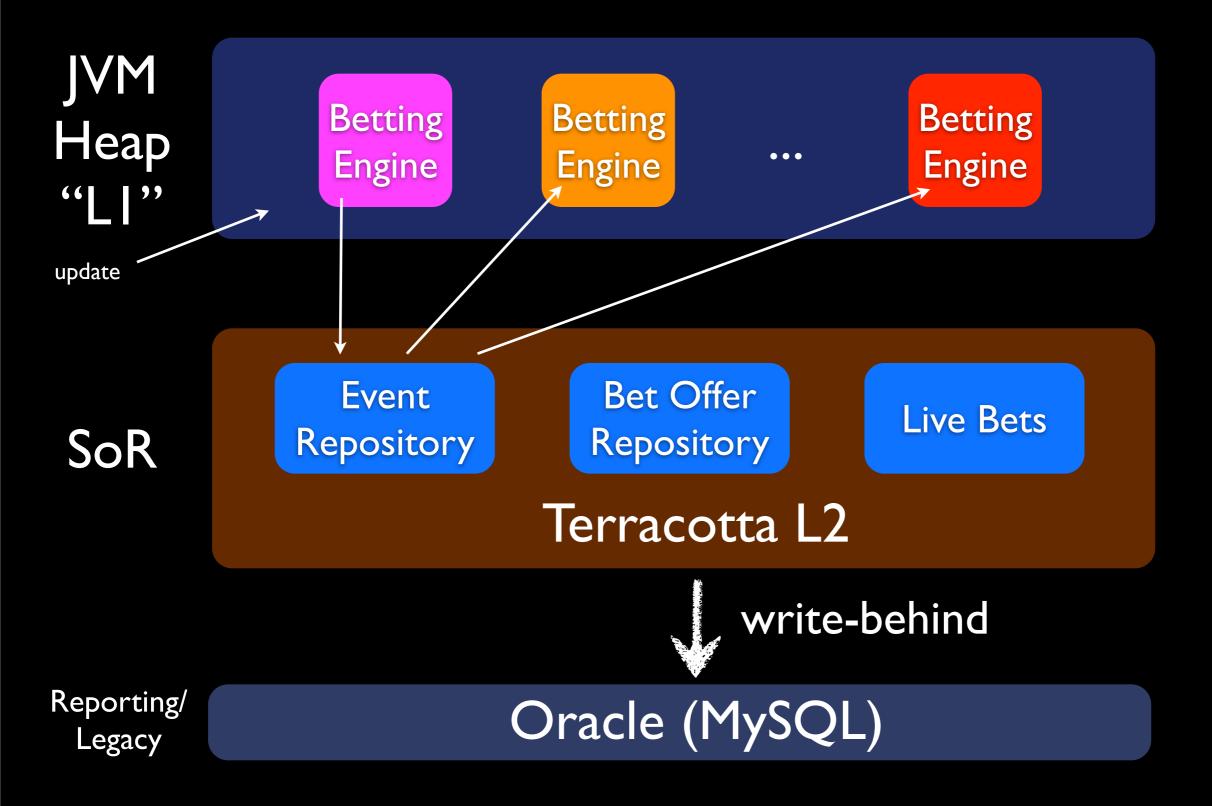
Eventually consistent Reporting/Legacy

Oracle (MySQL)





Keep data stored/cached where it's needed for processing



Terracotta

- L2 server can become bottleneck
- Shard (free) or stripe (\$\$\$)

Example #3 Offload reads to separate systems

Betting Engine

Betting Engine

Betting Engine

History Server

History Server

Event Repository Bet Offer Repository

Live Bets

Settle \
Bet

Bet History

•••



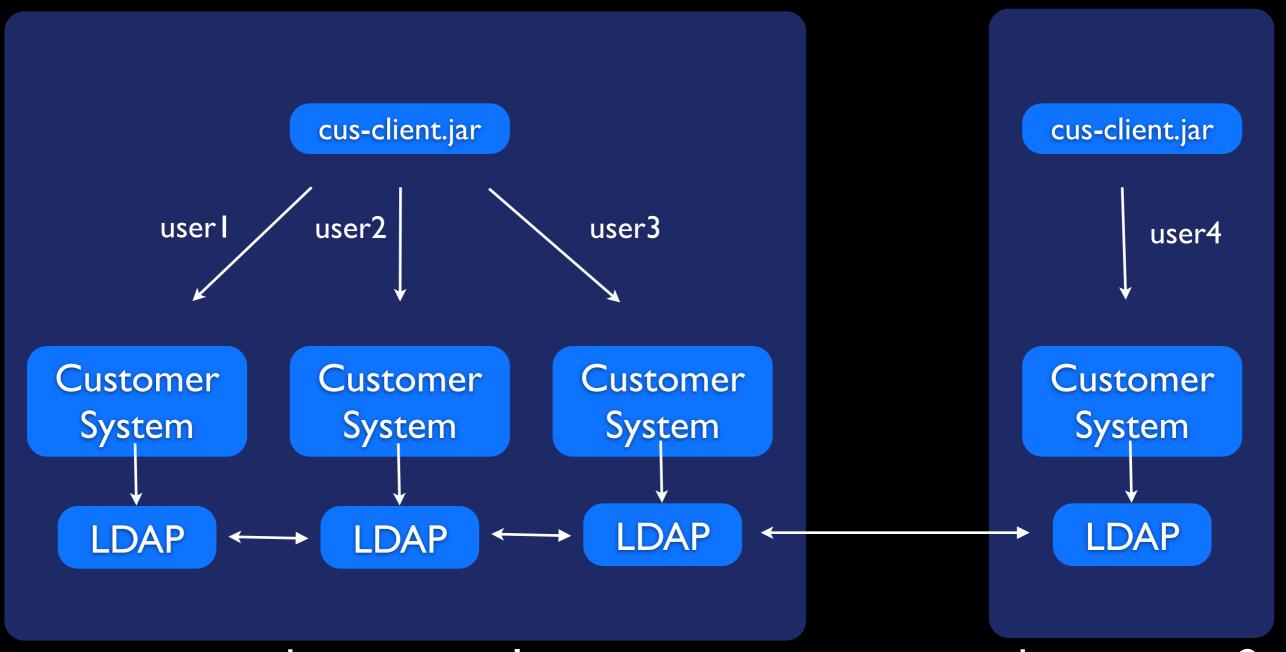
MySQL

Oracle (MySQL)

Terracotta L2

Backoffice

Example #4 Affinity + multi master replication

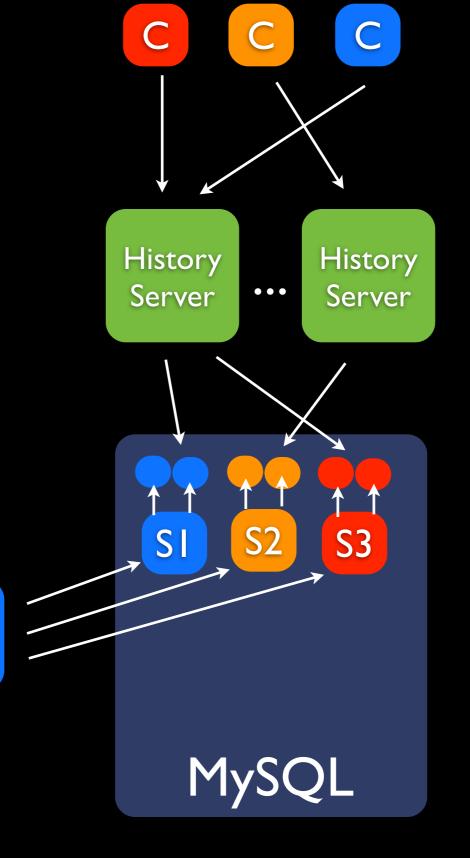


data center I

data center 2

Example #5 Partition the data to scale writes

- Need to get settlements done quickly
- More than 10000 writes / s
- Scale out by using multiple MySQL instances



Live Bets

Bet History routing



Combining the pieces

Flash Betting **Betting Client** Client Geo-distributed Fan-out Push **HTML** Servers (Kaazing) Settled bets Live data 100% read price updates commands and replies History API **Betting API** Betting Betting Betting Betting History Engine Engine Engine **AMQP** Broker write-behind sharded on settlement (RabbitMQ) with local Shared memory for events, bet MySQL offers and customer bets payouts (Terracotta) Account write-behind Servers **Database** (MySQL)

Browser

Recap: Two main challenges

- Latency data too far away from where it's needed
- Bottlenecks resource contention

Recipes used at Unibet

information delivery

- Optimize your web apps!
- Get rid of static object traffic
- Move web data closer to customers (CDN)
- Last-mile fan-out messaging

Recipes used at Unibet

in the data center

- Move data to business logic
- Read-only farms
- Multi-master replication for read-mostly data
- Sharding to scale writes

Open Source Software and Services is used by Unibet extensively in mission critical applications because...

...we are convinced it's better and more cost effective!

Thanks! (we're hiring)

@stnor stefan.norberg@unibet.com stnor.wordpress.com www.linkedin.com/in/stnor

Backup slides

DDoS resilience

- Outsourced DNS
- DDoS protection service

