# **User Group Analysis with ClickHouse** in Bytedance

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## Outline

- Background
- First Experience of ClickHouse
- Problem and Optimization



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# **Business Background**

- Help business to increase Daily Active Users (DAU).
  - DAU = new users + retained users + returning users.
- Evaluate the impact on DAU.



# **Business Background - Story**

• One business find the DAU is reduced after a new release.





# **Business Background - Methodology**

• The common methodology used to improve business.



- Evaluate effect for different solutions.
- Decide a final solution.



# **Business Background - Platform**

- Platform for user group analysis.
  - Fixed query pattern.
  - Indicator calculation is complicated.
  - Total volume is large.
- Platform for multi-dimensional analysis.
  - Complex query pattern.
  - Multiple data sources/models.





# **Technical Decision**

- Existing solution (commercial, open-source).
- The requirements changes quickly and are diverse (PMs, Users).
- Low cost, highly flexible.

# Open source + Self development



# **Using ClickHouse**

- High available.
- Easy extension.
- High scalability.
- Interactive response.



- ReplicatedMergeTree.
- Engine is easy to customize. (SQL & C++)
- Multi server & shared nothing design.
- High performance.







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# Using ClickHouse at Early Stage - SQL Enhancement

- SQL-based indicator calculation.
- UDAF enhancement.
- SQL grammar enhancement.
- Data visualization tools.



# **Using ClickHouse at Early Stage - Experience**

- Feasibility validated successfully in real applications.
- Interactive user experience.
- Scale well.
- Fast iteration.
- Availability satisfies requirements in most case.

# Scale further -> More users -> New challenges.





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# **Data Related Issue - Massive Data**

- Heavy data ingestion task impacts other services.
- Limitation of local storage.



- Construct data outside ClickHouse for high load business.
- Local + shared (hot/cold tired storage).



# **Massive Data - Optimization**





- Compute resource/IO.
- Storage resource.







## Exploration on shared storage architecture.



Figure is from http://www.benstopford.com/2009/11/24/understanding-the-shared-nothing-architecture/

### Shared storage + local cache.

- Benefit
  - Better elasticity.
  - Cloud friendly.
- Limitation
  - Extra dependency.
  - Carefully network design.



# **Data Related Issue - Dynamic Schema**

- Data model:
  - Dynamic schema (JSON format).
  - Flexibility vs Performance.



- Map type
  - Easy extension.
  - Specific query mode to achieve good performance.





• Extend json to columns by keys.





• Small files issues.





# **Dynamic Schema - Enhancement**



- Quota for map key.
- Compact map storage format.



# **High Availability Related Issue**

- Data partitions keep increasing.
- Business extension.
- Nodes Failures become more.

- Recovery time become longer.
- ReplicatedMergeTree (ZK) becomes bottleneck.
- Operation becomes more complicated.







# **Failure Recovery**

- Restarting
  - Software bug.
  - Hardware issue.
  - OOM.
  - System upgrade.

# Metadata need long time to load (~ x hours or even more In Bytedance)



# **Failure Recovery - Optimization**

- Persistent metadata (part info).
- Cache hot meta in memory.



- Result
  - No obvious performance loss.
  - Can support more parts in single node.
  - Restarting: hours -> minutes.





# **High Availability Other Issue**

- Operation platform.

# More detailes: <u>https://live.bytedance.com/8889/4218416</u>

Zookeeper high load: HAMergeTree (Optimized version of ReplicatedMergeTree)



# **Performance Related Issues**

- Many reasons can cause performance issue.
- Common approach for performance optimization.
  - Adjustment from application side.
  - Customized for specific application.
  - Materialized view.

# More detailes: <u>https://live.bytedance.com/8889/4218416</u>





# **Future Work**

- Shared storage architecture.
- Containerization.
- Resource usage and isolation.
- Service stability.
- Data lake support.





# We Are Hiring

- Location: CN, SG
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# THANKS.

