



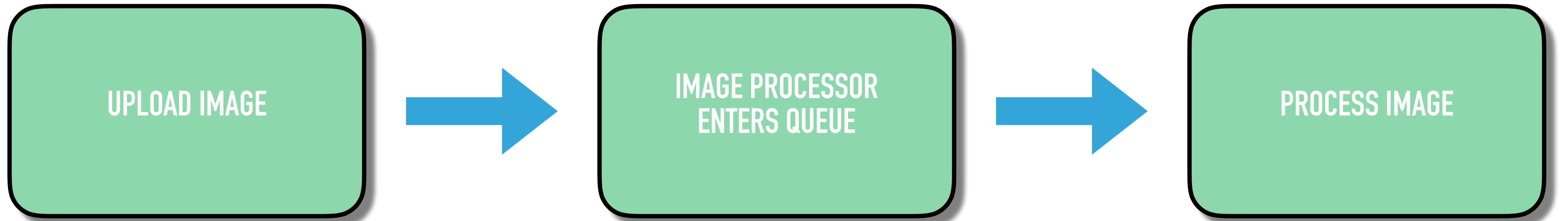
CHUCK REEVES @MANCHUCK

# BACKGROUND JOB PROCESSING

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DO'S AND DON'TS



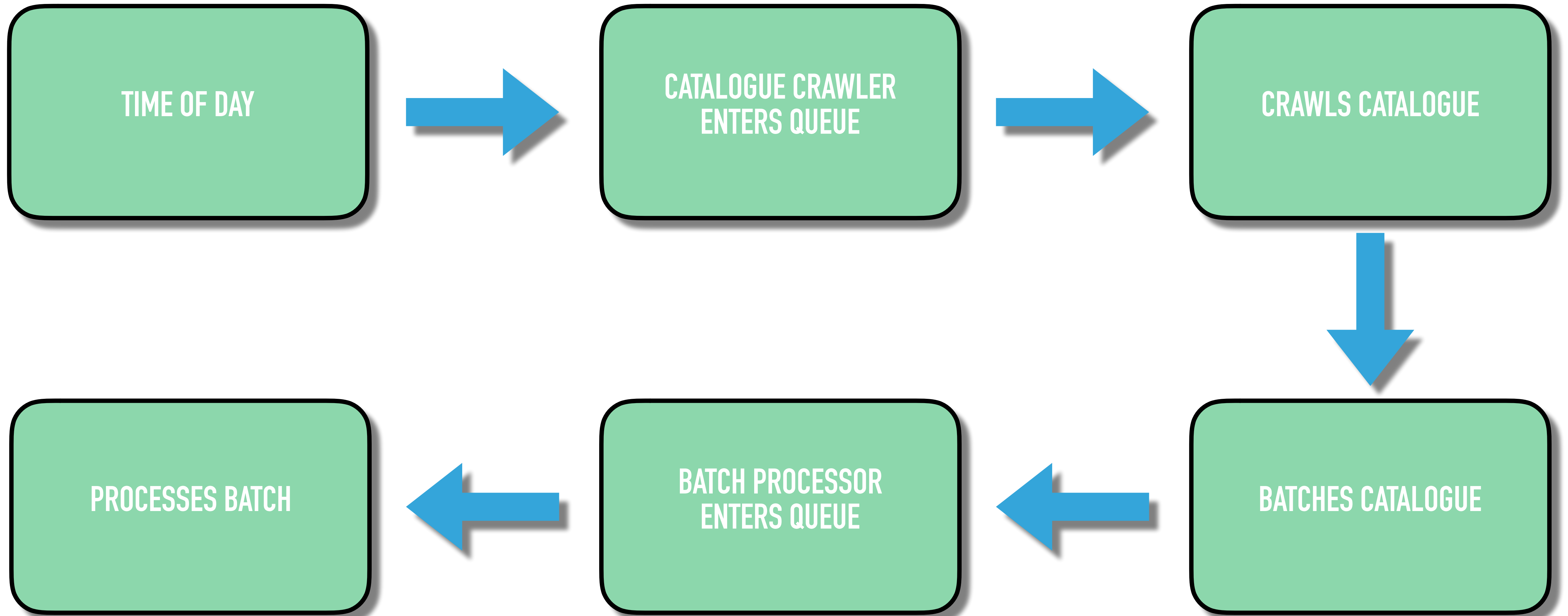


# ~~THE PROBLEM CHALLENGE~~

- ▶ Crawl Google Merchant Center
- ▶ Crawl Google Ad Words
- ▶ Crawl Google Analytics
- ▶ Match Data
- ▶ Analyze Data
- ▶ Make Decisions
- ▶ POST/PUT Google Ad Words
- ▶ Within 4 hours

# BACKGROUND JOB PROCESSING - DO'S AND DON'TS

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Time is an illusion.

Lunchtime doubly so.

Douglas Adams



**REAL TIME IS  
BULLSHIT**

## REALTIME (ACCORDING TO POSIX)

Ability of a system to provide a service within a **bounded** response time

# ~~PROBLEMS~~ CHALLENGES YOU WILL FACE

- ▶ Memory
- ▶ IO/Socket Blocks
- ▶ Network stack
- ▶ Timing of sequential jobs
- ▶ Queue



# QUEUES

- ▶ Push/Pull (poll)
- ▶ Priority
- ▶ Time To Live
- ▶ Delay
- ▶ Tubes

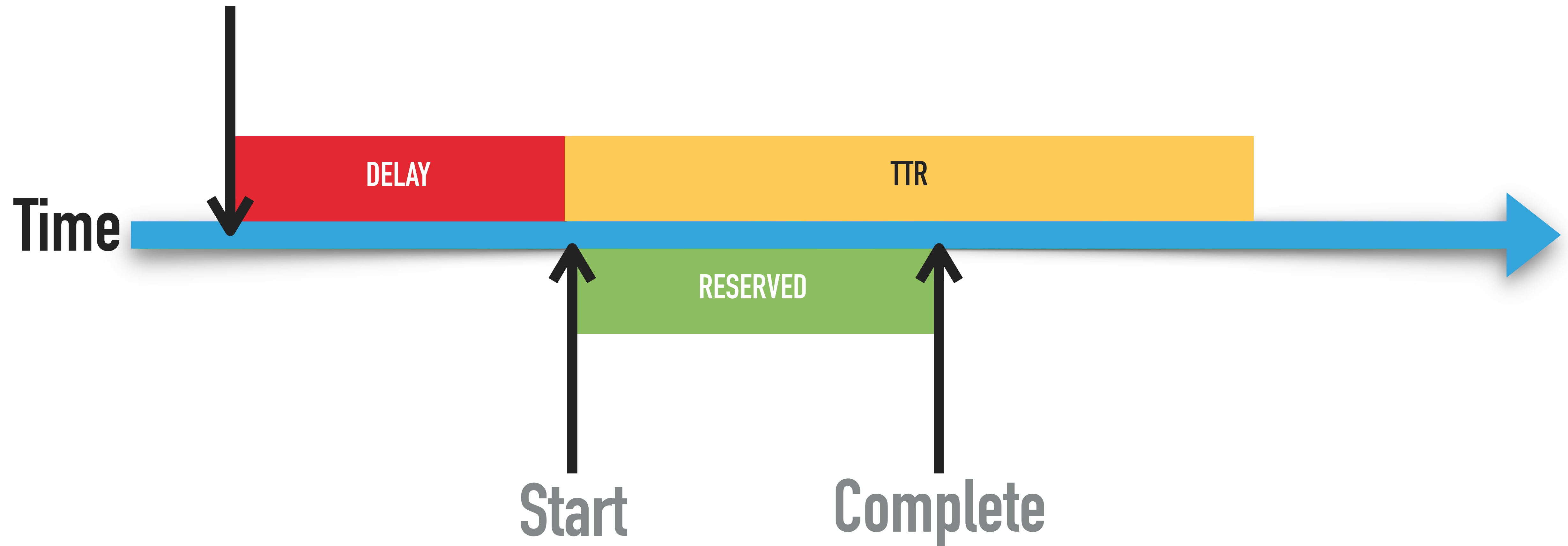
# TERMS

- ▶ Ready
- ▶ Reserved
- ▶ Delayed
- ▶ Buried
- ▶ Touch

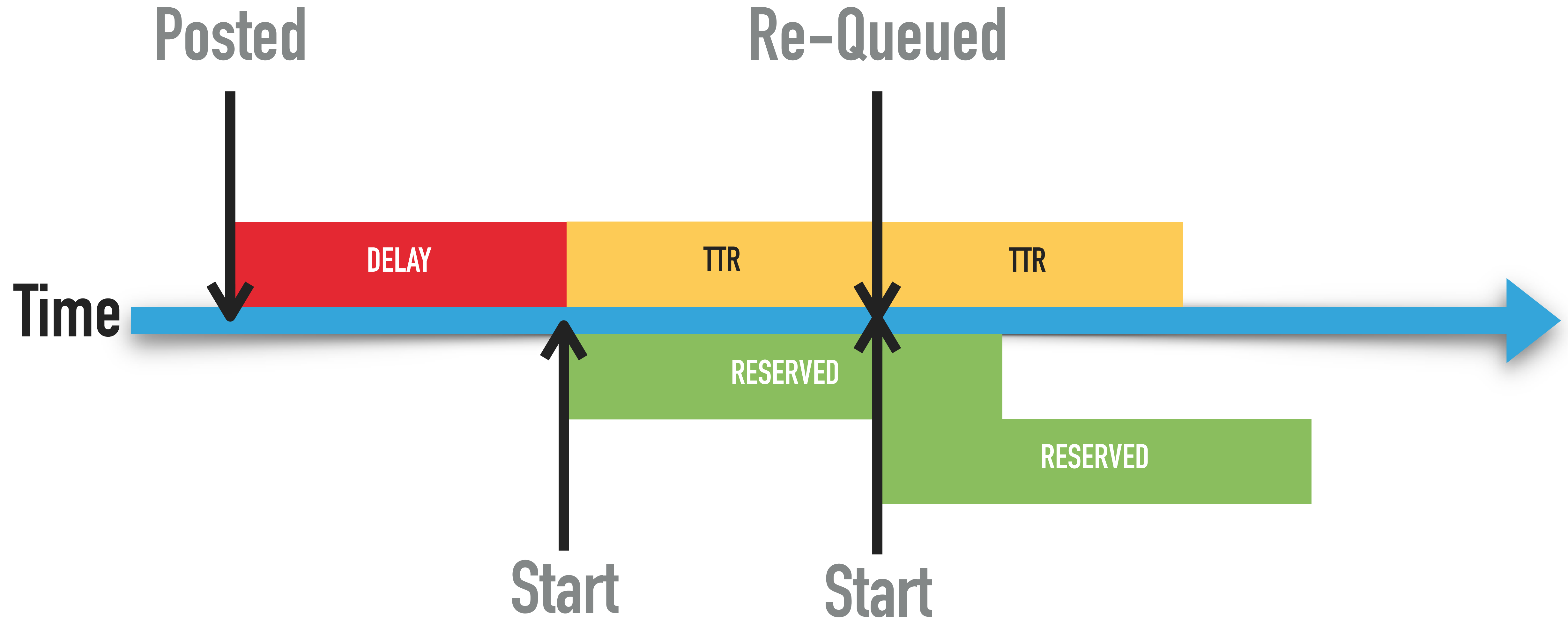


## JOB LIFE CYCLE

Posted



## JOB LIFE CYCLE GOTCHA





# CHECKPOINTS





# PUSH OR PULL?





## PUSH OR PULL?

### PUSH

- ▶ Hosted
- ▶ Queue Starts worker
- ▶ Scales with size of queue
  - ▶ Limits number of workers
- ▶ Limited control over worker environment

### PULL

- ▶ Self-Hosted
- ▶ Process needed to check for new queue
  - ▶ Resources required for polling
- ▶ Additional delay
- ▶ Control of the Environment

## BEANSTALKD - PULL

### PROS

- ▶ In Memory
- ▶ Lightweight text protocol
- ▶ Useful reporting

### CONS

- ▶ Cannot scale

# GEARMAN - PULL

## PROS

- ▶ In Memory
- ▶ Distributed
- ▶ Workers can specify their capabilities
- ▶ Persistent with MySQL Plugin
  - ▶ But Don't use it

## CONS

- ▶ PHP Lib has Limited reporting
- ▶ Workers connecting to multiple job servers can cause delays in jobs
- ▶ Job types can be confusing
- ▶ Simple Priorities



## RESQUE - PULL

### PROS

- ▶ Redis
- ▶ Easy Protocol
- ▶ Management GUI

### CONS

- ▶ Not really a Job Queue
- ▶ Limited reporting
  - ▶ Roll your own if you know Redis

## RABBITMQ - PULL

### PROS

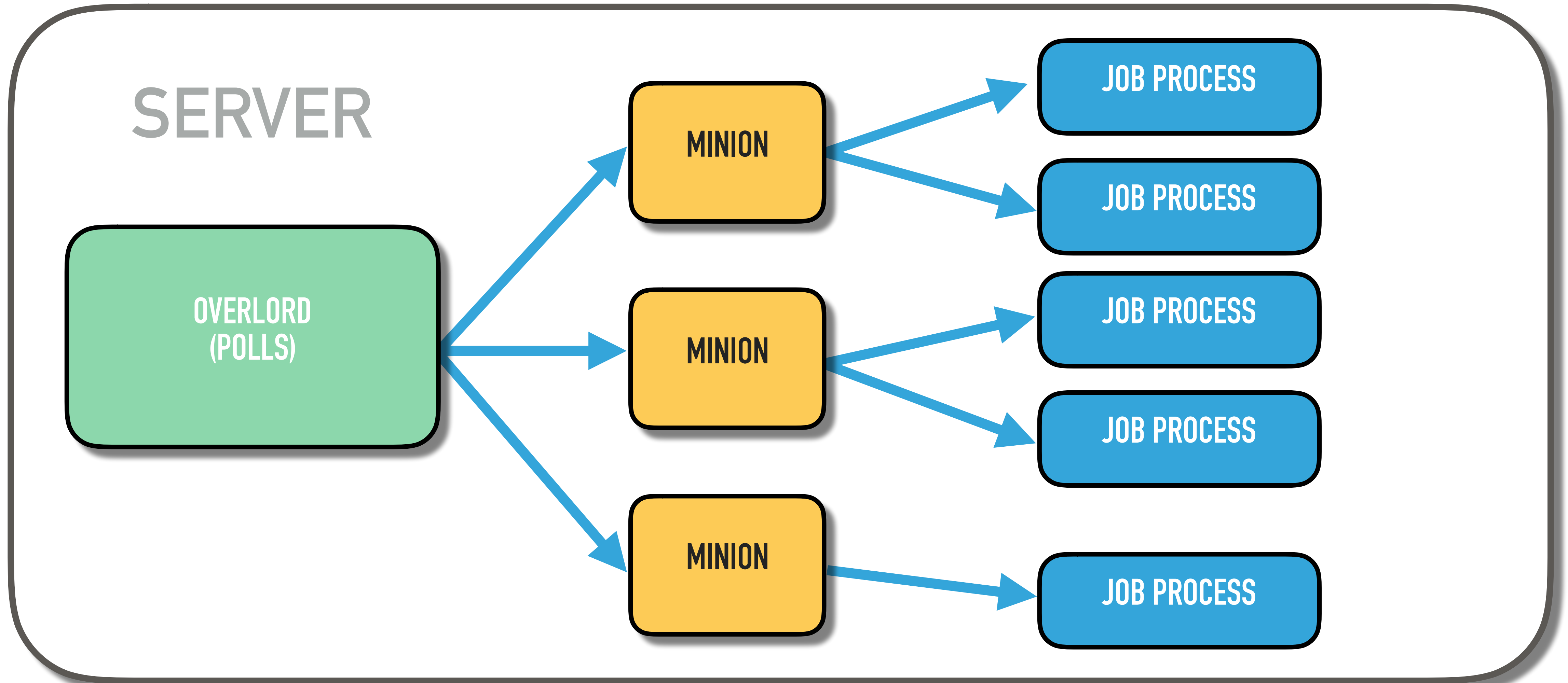
- ▶ Easy Protocol
- ▶ Management GUI
- ▶ Persistent

### CONS

- ▶ Not really a Job Queue
- ▶ Limited reporting
  - ▶ Roll your own if you know Redis
- ▶ Memory error



## WHAT YOU SHOULD DO - POLLING QUEUES



## WHAT YOU SHOULD NOT DO – POLLING QUEUES

- ▶ Process every job with one process
- ▶ Have worker processes talk to the queue
- ▶ Use PCNTL (well...)
  - ▶ PHP 7 Could be better
    - ▶ But not on Windows

## JOB

```
interface JobInterface
{
    public function perform();

    public function getArrayCopy();

    public function exchangeArray(array $data);
}
```



## JOB

```
public function perform()
{
    if (!$this->getUser() instanceof UserInterface) {
        throw new \RuntimeException();
    }
    /**@var SuggestionContainer $masterContainer*/
    $masterContainer = new SuggestionContainer();

    $this->getFilterSuggestions($masterContainer);
    $this->applyRules($masterContainer);
    if (count($masterContainer) > SuggestionEngine::MAX_CAPACITY) {
        $masterContainer->exchangeArray(
            array_rand($masterContainer->getArrayCopy(), SuggestionEngine::MAX_CAPACITY)
        );
    }
    $this->attachSuggestions($masterContainer);
}
```

## JOB AGGREGATE

```
interface JobAggregateInterface extends JobInterface
{
    public function createJob(JobService $jobService);
}
```

## JOB SERVICE

```
interface JobService
{
    public function __construct(QueueAdapterInterface $adapter);
    public function reserveJob(JobInterface $job);
    public function touchJob(JobInterface $job);
    public function buryJob(JobInterface $job);
}
```



## JOB HANDLER

```
interface JobHandlerInterface
{
    public function __construct(QueueAdapterInterface $adapter);

    public function work($tube = 'default');
}
```

## JOB HANDLER

```
public function workAction()
{
    $request = $this->getRequest();
    if (!$request instanceof ConsoleRequest) {
        throw new \RuntimeException('Invalid Request');
    }

    $queue      = [$request->getParam('queue', 'default')];
    $interval   = $request->getParam('interval', 5);
    $adapter    = new ResqueAdapter($queue, $this->services);
    $adapter->setLogger($this->getLogger());
    $adapter->setInterval($interval);

    $handler = new JobHandler($adapter)
    $this->getLogger()->notice('Starting Worker');
    $handler->work();
}
```

# JOB HANDLER

```
public function work($tube = 'default')
{
    while($this->adapter->work()) {
        $job = $this->adapter->getJob();
        $fullCommand = $this->phpPath . ' '
            . APPLICATION_PATH . '/public/index.php '
            . $job->getId();
        $this->getLogger()->notice('Executing: ' . $fullCommand);
        system($fullCommand, $exitCode);

        if ($exitCode != 0) {
            $this->getLogger()->notice(sprintf('Job %s failed to execute');
        }

        $this->jobService->buryJob($job)
    }
}
```



## AMAZON SQS/SNS/LAMBDA

- ▶ Scales Easily
- ▶ Easy Protocol (API)
- ▶ Management GUI
- ▶ Workers must be pre-defined
- ▶ Jobs can take between 10 seconds to 15 min to pop out
- ▶ Python, Java or NodeJS

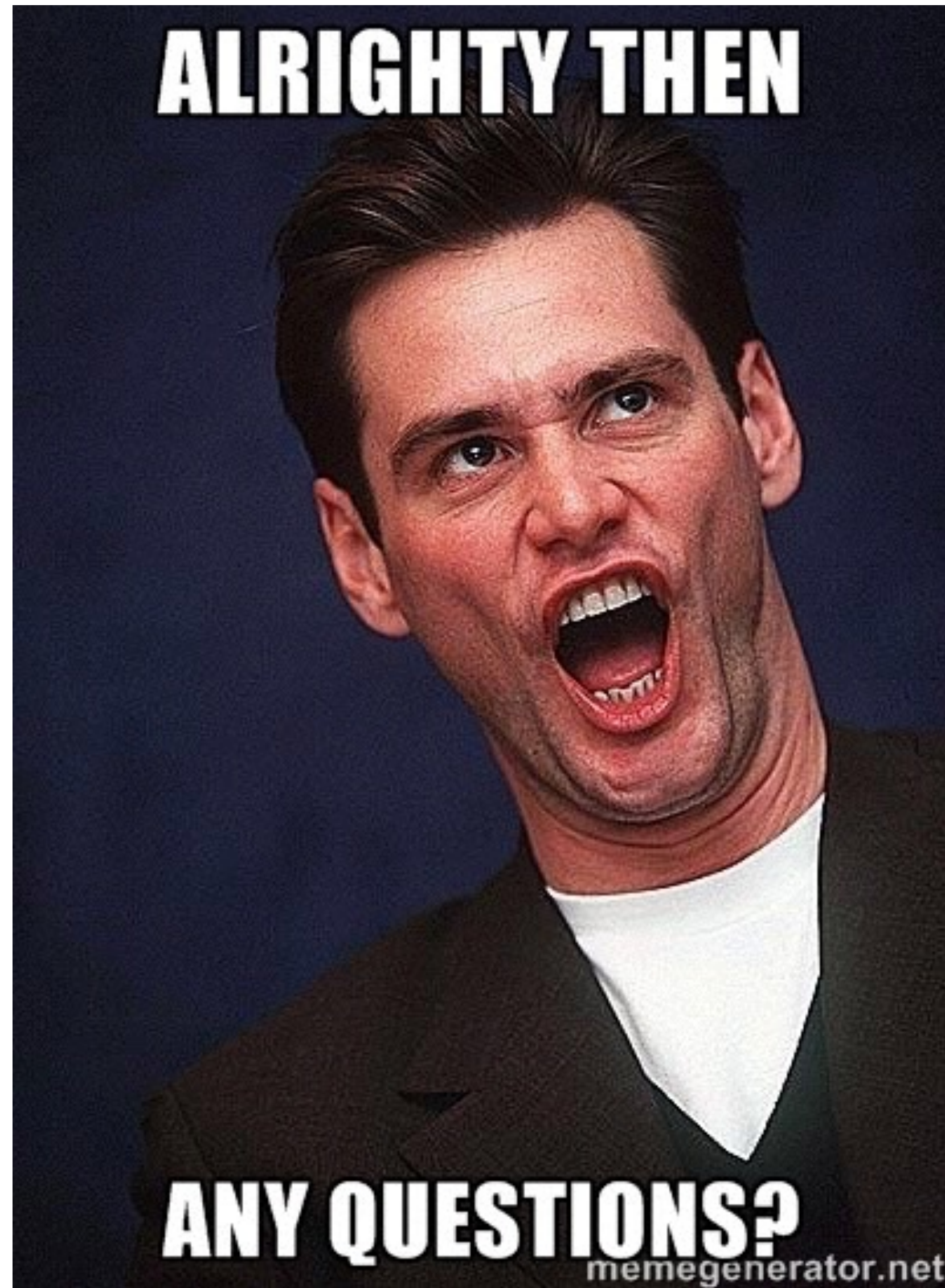
## GOOGLE TASK QUEUE

- ▶ Scales Easily
- ▶ Queues can be programmatically created or through API
- ▶ Supports push and pull queues
- ▶ Schedule Tasks
- ▶ On Demand TTR

## FINIAL THOUGHTS

- ▶ Limit Connections to the Database
- ▶ Validate data going into a job
- ▶ Handel Errors
  - ▶ Remove job on error
- ▶ Central Logging





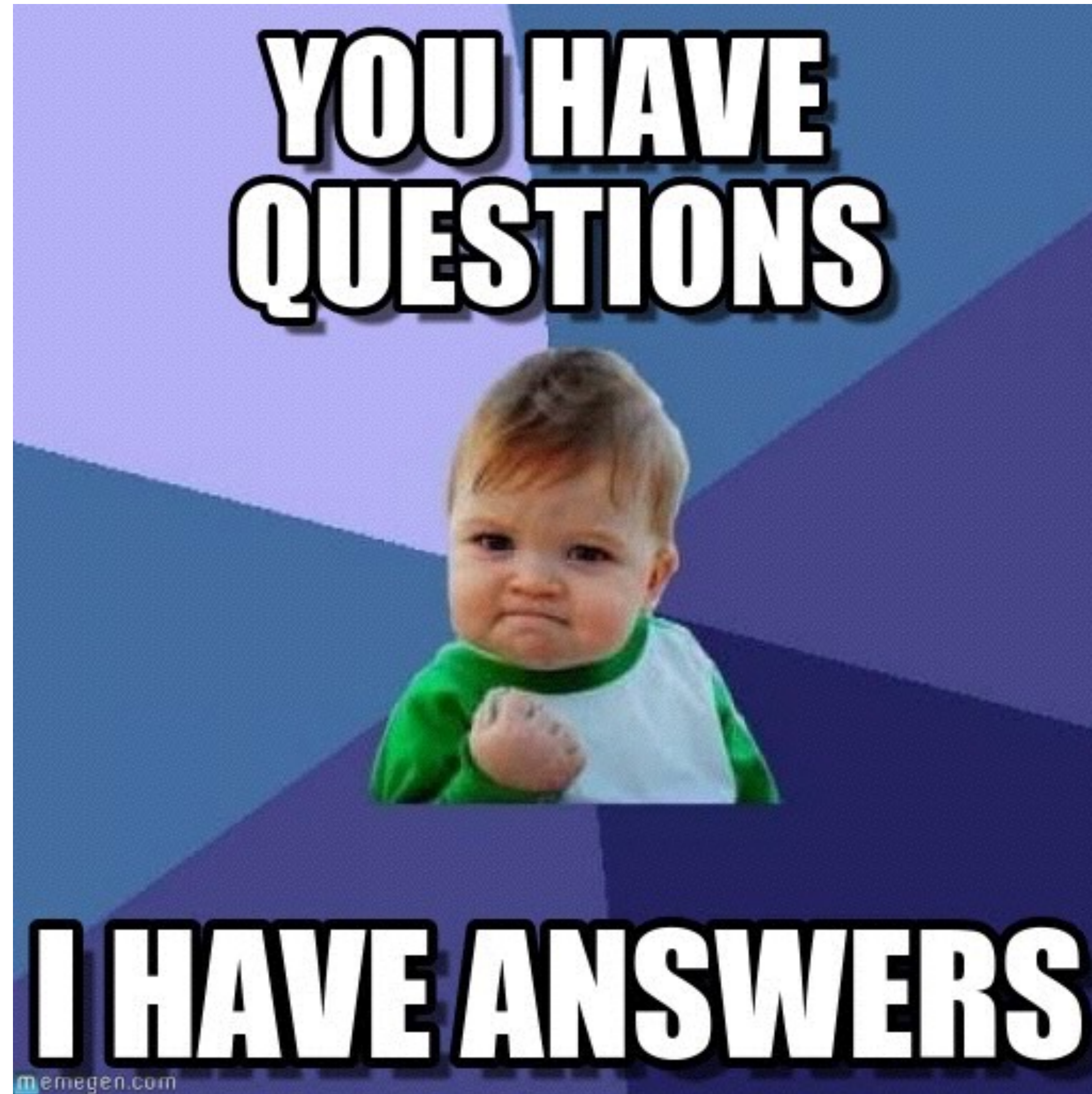


# BACKGROUND JOB PROCESSING - DO'S AND DON'TS

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**THANKS**

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