

Scaling Redis PubSub

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Peer5 - In a nutshell

- World's largest peer-to-peer based content delivery network.
- Helps broadcasters scale their online videos.
- Does not use any servers for content delivery!
- Uses WebRTC technology for transferring data between users.
- Does not require the users to install any piece of software!

















Agenda

- What is Redis PubSub? (And a small survey)
- Single Redis node Architecture & Benchmarks
- PubSub in Redis Cluster Architecture & Benchmarks
- Our custom solution Goals, Architecture & Benchmarks
- Q&A



Redis PubSub

What is it?

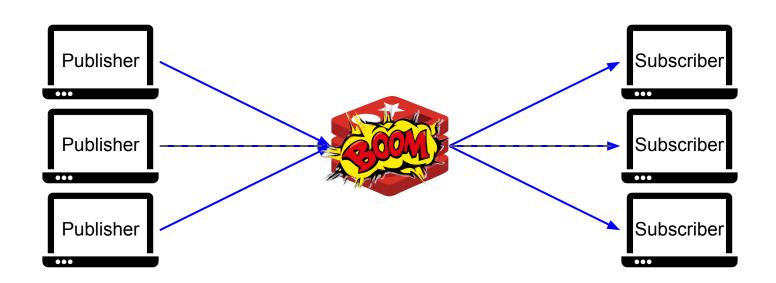


Single Node

Architecture & Benchmarks

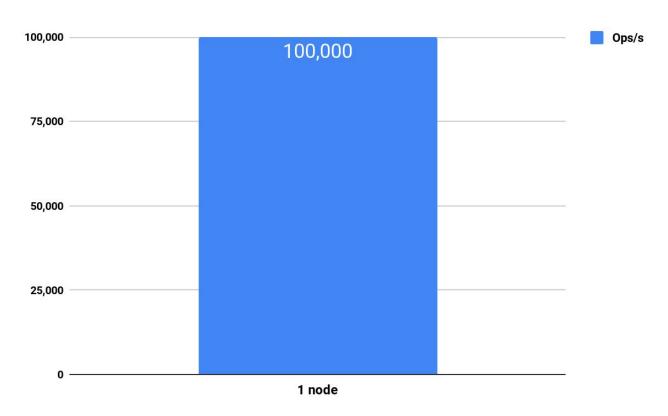


Single Node - Architecture





Single Node - Benchmarks



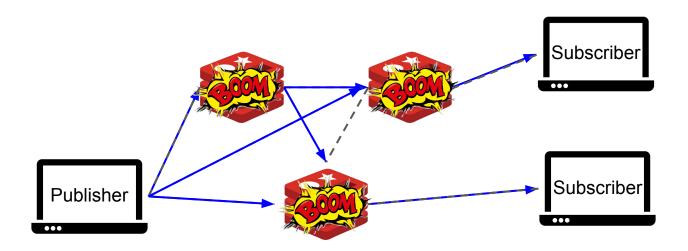


Redis Cluster

Redis Cluster is awesome overall, just not for PubSub

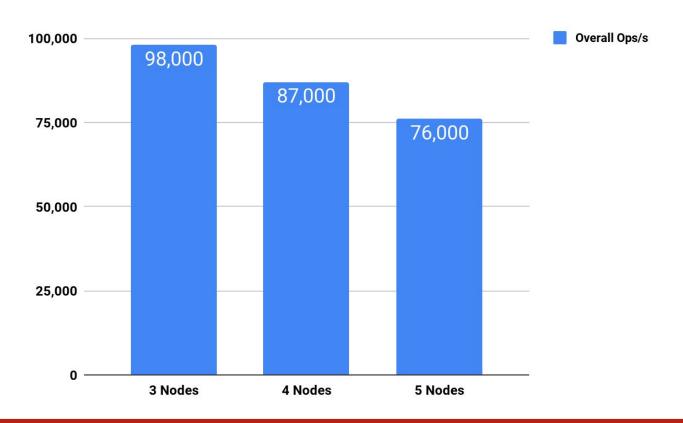


Redis Cluster - Architecture





Redis Cluster - PubSub benchmarks



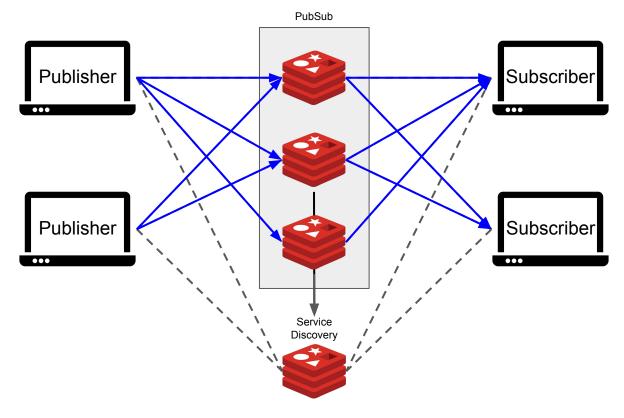


Custom Solution - Goals

- Support an ever increasing number of messages/s, and from an ever increasing number of clients.
- Be able to scale the number of servers up & down automatically.
- Support all of Redis PubSub features (Multiple subscribers, patterns, etc).

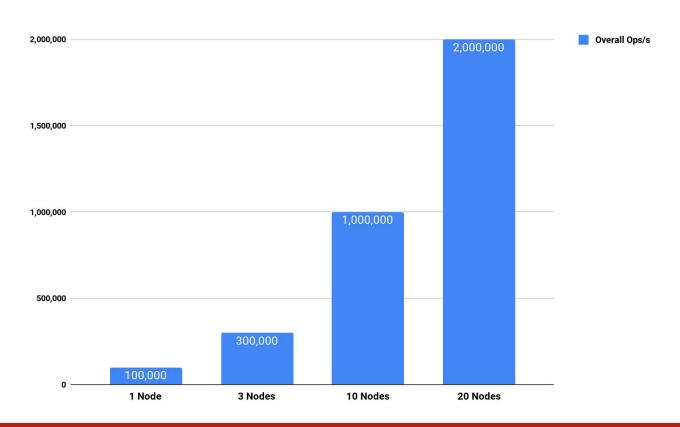


Custom Solution - Architecture





Custom Solution - Benchmarks





We're hiring!

If you like video streaming and making the world a better place, let me know.

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Thank You!

redisday



