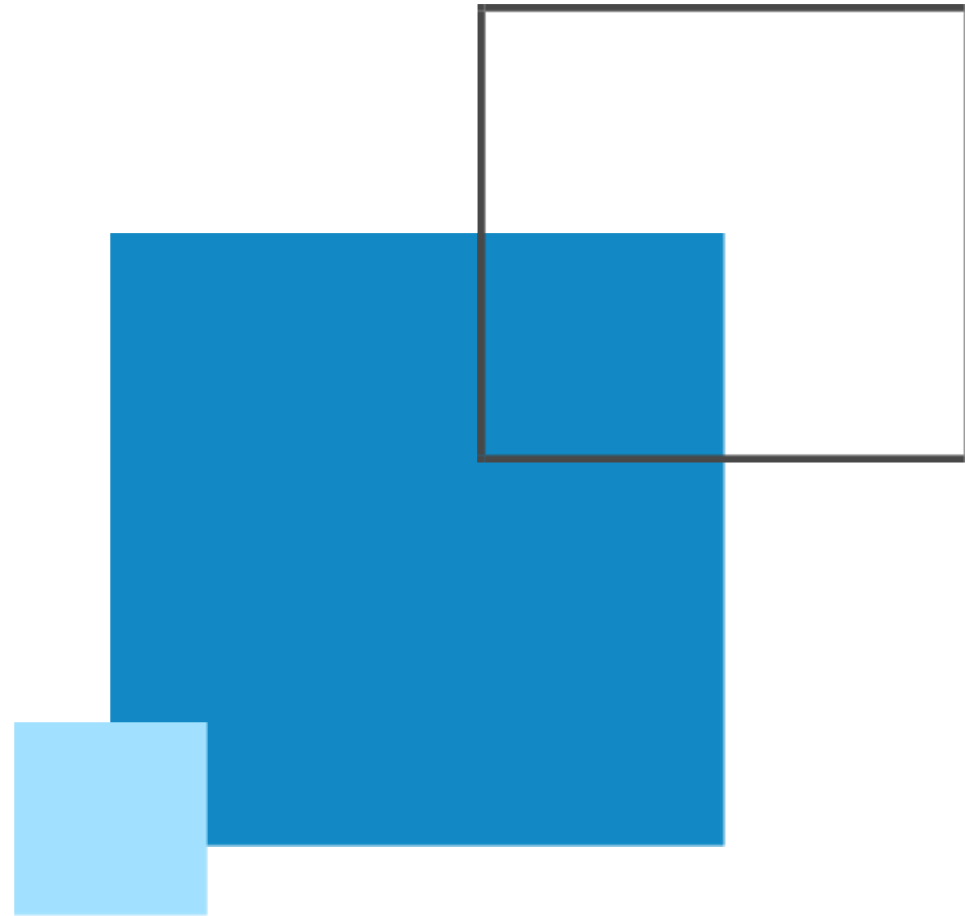




Distributed SecKill Service Based on Redis

CS237 group 5

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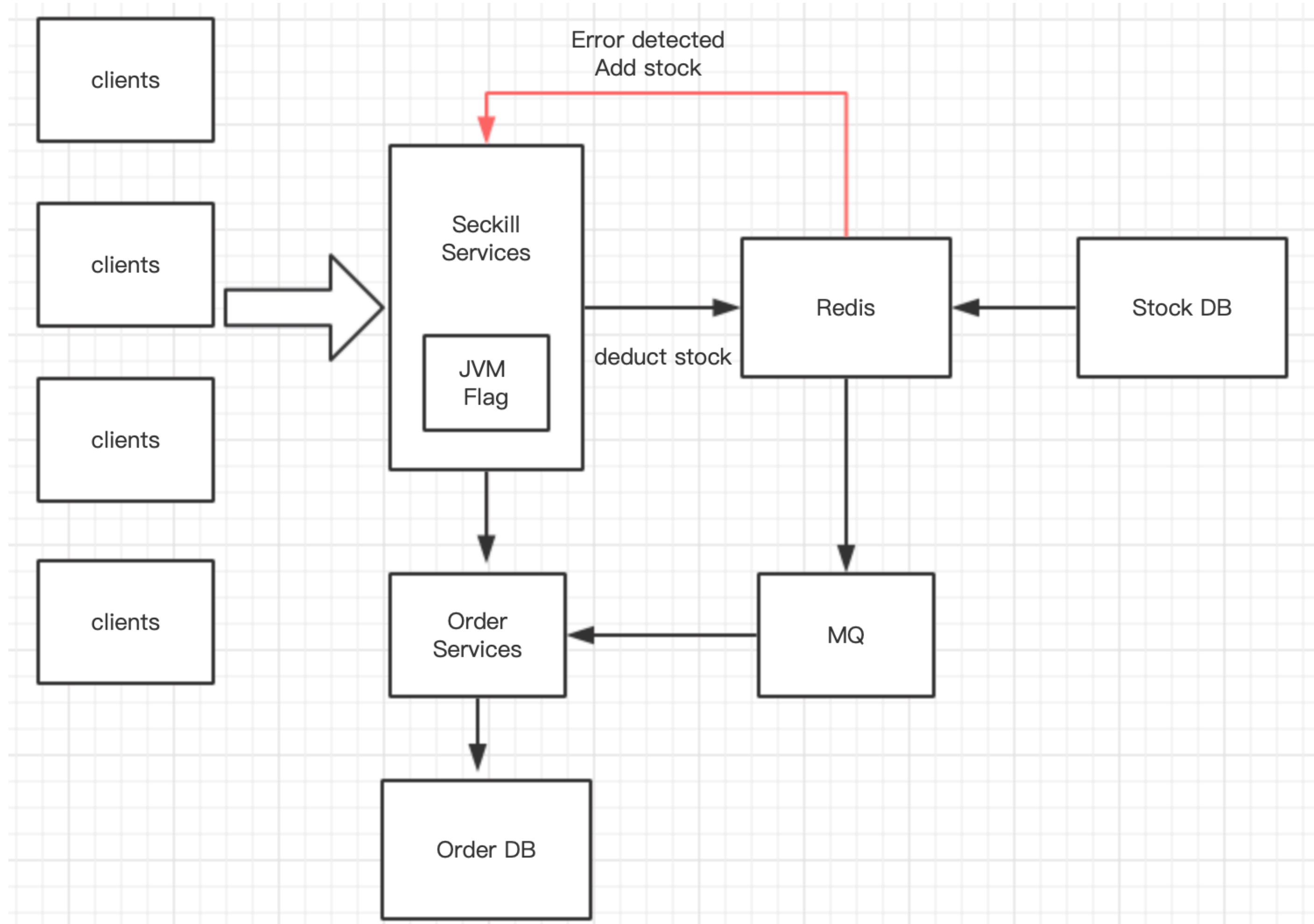
Motivation & Goals

- The rapid development of e-commerce prompted the birth of seckill activity. In a seckill activity, a limited number of products will be sold at varying degrees of discount, which brings a huge temptation for customers. The discounted products are usually sold out in seconds, which can be a huge challenge for e-commerce systems. In this case, a seckill system with high concurrency and high availability has very practical significance. We want to design a seckill system to mock the scenario like Black Friday where a huge amount of customers snap up a small number of super-cheap products successfully at a specified time.
- We aim to design and implement a seckill system based on Redis. Specifically, we use the MySQL database to store the stock and order information and use Redis as the cache of the MySQL database to prevent oversold in the distributed systems.

Related Work

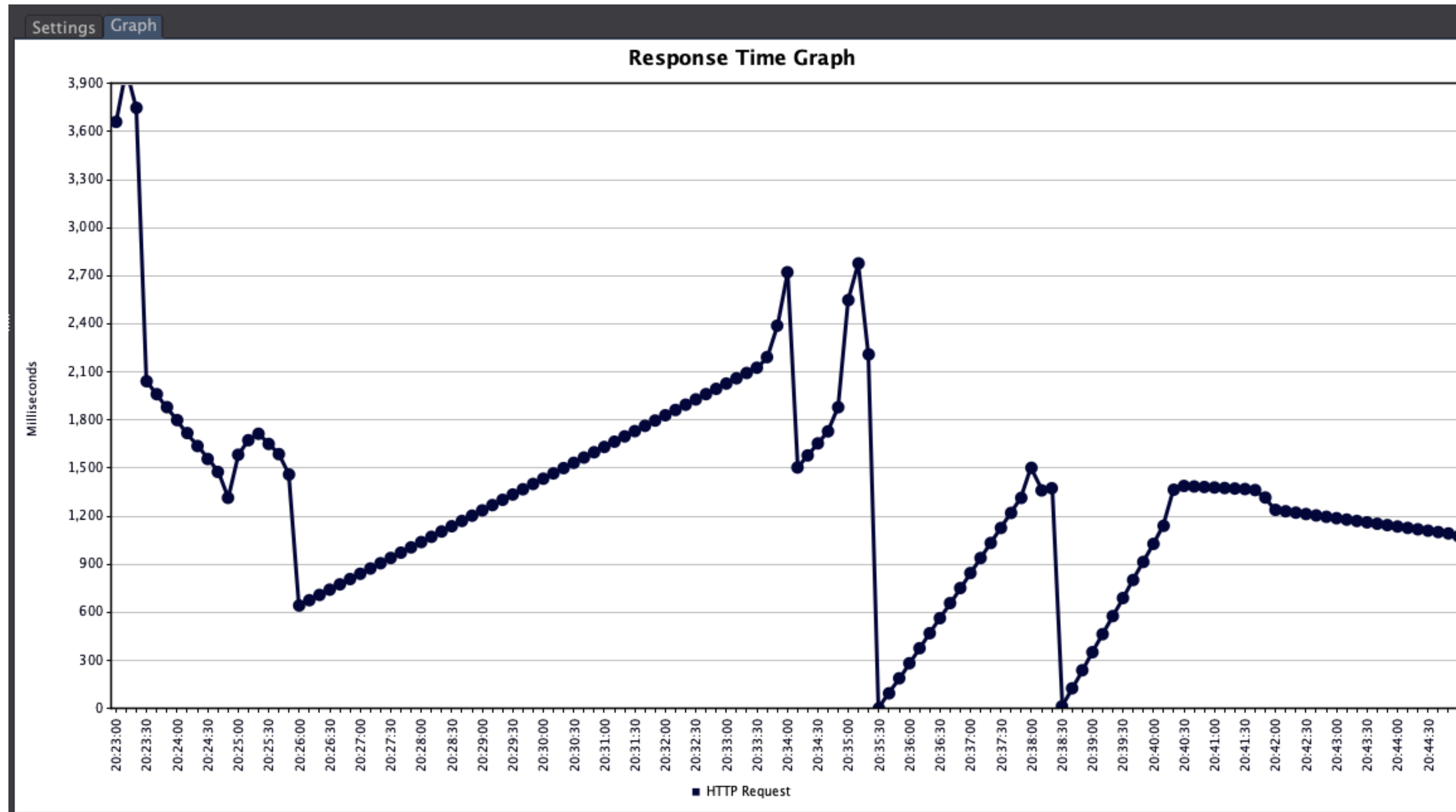
- In this distributed seckill scenario, we use **zookeeper** to achieve the global synchronization of sold out products tags, that is, when one node is sold out, it will inform all other nodes that the status should be SOLD OUT.
- When the nodes are sold out, we use the **concurrenthashmap** to update the markers to block subsequent purchase requests, which prevents the oversold situation.
- We use **message queues** to place orders asynchronously, reducing the processing time of a single request and improving throughput.

System Architecture



Note: JVM-Level Flag is in the back-end services, and requests check this flag firstly then Redis.

Testing and Evaluation



For the response time of requests, the high one is narrow, which means most response time is short

Testing and Evaluation

