System specs

- let's assume we will start with a server has 4 core / 8 threads
- let's assume the Database:
 - **■ Type**:
 - maria db, postgresql, mysql -we can use any type of database but my experience with these database make me capable of doing anything
 - Structure:
 - will be just one table, called shortened_links
 - id, actual link, encoded link, frequency, country, created at
- first case : (10 requests per second)
 - how system will work
 - when user insert new link, we'll insert it at the database directly, we don't need multiple instances of the database at this case, we don't need replication or sharding
 - when user insert new link the encoded_link will consist of
 - we'll use base 62 encoding and decoding algorithm because it has less encoding characters to generate, so the shortened link will be good looking, we can any algorithm.
 - base62_encode(md5(actual_link)."-".created_at)
 - example : google.com will be
 - o base62_encode(md5("https://google.com")."-"."2022-06-15 12:35:00")
 - then new link will be
 - https://newsystem.com/links/Oso3ApZGW8ZfgbcmrJKPj1VW71x0O9Y
 - why did I make this structure, i'll explain it at the reading from database section
 - when user use shortened-link, the system will make a direct query to the database, but we'll use the data from encoded_link to add where condition also with the created_at column to make it's easy to the database because we'll make index at created_at and make another index encoded link
 - I know a lot of indices will make writing is relatively-slow, but I can tolerate with that
 - why did I want to make an index at created_at, because index will be work as faster as possible when we use integers like timestamp
 - and in the scaling stage, we'll use replication or sharding and the main key i'll relay at this process will be the created_at column
 - when database returns the link, we'll update the frequency to make it increase by one, we'll use this key at the scaling process
 - if we have one instance of that server it won't make any performance issues at writing at database or at reading from database or at redirect to the actual link.
- WOW, Congratulations, our system now is so popular, oh-god, we need to scale, no-worries we'll do it.

- Second case (1000 RPS)
 - we'll do the scaling process step by step and keep an eye at the system logs, if the system has performance issue, then we'll do the next step to make it faster
 - **Cache : Redis** we can use anything
 - if the frequency is greater that 500, then this link is popular, cache it for 1 week, and if it called after the week is passed, cache it again and so on.
 - We can change the value of the condition **500** to anything based on the system status.
 - I think this will not be enough, so we'll do the next step

Partitioning

- at this stage of the system no doubt the reads from database will be more then the writes, so, let's help the database to to make queries faster
- check system analytics and decide if we want the next step or not

• Replication

- we can use this method to make multiple instance for reading and just one for writing, so it will be a lot easier to the database to get queries, bacause it's multiple instances now
- but every instance has all data, if we want to make it better, let's move to the next step

Sharding

- let's assume if someone use our system to generate link, he'll share it at the same country he is from.
- So let's shard the database based on country column
- we can make another scenarios, but I guess that's is fine
- we've talked so much about the database, what if the server it-self has performance issues

• Load-Balancer

- let's make a multiple instances of this server and make load-balancer and it'll work fine
- of course we need to use docker (CI-CD) to make it easier for us

I didn't make capacity estimations because I assumed we're so rich, so we can buy anything, but I can do it if you want