

Back of the Envelope Estimation

- Power of 2

- A byte is a sequence of 8 bits.
- ASCII character uses one byte of memory.

| Power | Approximate value | Full name | Short name |
|-------|-------------------|------------|------------|
| 10 | 1 Thousand | 1 Kilobyte | 1 KB |
| 20 | 1 Million | 1 Megabyte | 1 MB |
| 30 | 1 Billion | 1 Gigabyte | 1 GB |
| 40 | 1 Trillion | 1 Terabyte | 1 TB |
| 50 | 1 Quadrillion | 1 Petabyte | 1 PB |

- Latency numbers every programmer should know

| Operation name | Time |
|---|--------------------------|
| L1 cache reference | 0.5 ns |
| Branch mispredict | 5 ns |
| L2 cache reference | 7 ns |
| Mutex lock/unlock | 100 ns |
| Main memory reference | 100 ns |
| Compress 1K bytes with Zippy | 10,000 ns = 10 μ s |
| Send 2K bytes over 1 Gbps network | 20,000 ns = 20 μ s |
| Read 1 MB sequentially from memory | 250,000 ns = 250 μ s |
| Round trip within the same datacenter | 500,000 ns = 500 μ s |
| Disk seek | 10,000,000 ns = 10 ms |
| Read 1 MB sequentially from the network | 10,000,000 ns = 10 ms |
| Read 1 MB sequentially from disk | 30,000,000 ns = 30 ms |
| Send packet CA (California) ->Netherlands->CA | 150,000,000 ns = 150 ms |

- Conclusions

- Memory is fast but the disk is slow.
- Avoid disk seek if possible.
- Simple compression algorithms are fast.
- Compress data before sending it over the internet if possible.
- Data centers are usually in different regions, and it takes time to send data between them.

• Availability Numbers

- High availability is the ability to be continuously operational for a long time.
- Availability is measured in percentage.
- Most services fall between 99% and 100%
- Uptime is measured in nines.

| Availability % | Downtime per day | Downtime per year |
|----------------|---------------------|-------------------|
| 99% | 14.40 minutes | 3.65 days |
| 99.9% | 1.44 minutes | 8.77 hours |
| 99.99% | 8.64 seconds | 52.60 minutes |
| 99.999% | 864.00 milliseconds | 5.26 minutes |
| 99.9999% | 86.40 milliseconds | 31.56 seconds |

• Example: Estimate Twitter QPS and Storage requirement

- Assumption

- 300 million monthly active users.
- 50% of users use Twitter daily.
- Users post 2 tweets per day on average.
- 10% of tweets contain media.
- Data is stored for 5 years.

- Estimations

- Query per second (QPS) estimation:

- Daily Active Users (DAU) = 50% of 300 million
= 150 million
- Tweets QPS = $150 \text{ million} \times 2 \text{ tweets} / 24 \text{ hours} / 3600 \text{ sec}$
= ~3500
- Peak QPS = $2 \times \text{QPS} = \sim 7000$

- Storage Estimates

- Average tweet size
 - tweet-id - 64 bytes
 - text - 140 bytes
 - media - 1 MB
- Media Storage: $150 \text{ million} \times 2 \times 10\% \times 1 \text{ MB}$
= 30 TB per day
- 5 year media storage: $30 \text{ TB} \times 365 \times 5$
= ~55 PB

- Tips

- Rounding and Approximation
- Write down all assumption
- Label your units
- Commonly asked estimations - QPS, Peak QPS, storage, cache, number of servers etc.