

SYS DESIGN FUNDAS

4 categories → intertwined

- 1] Underlying, foundational knowledge → eg: Client-server model, network protocols. Gotta atleast understand all these to have a knowledge of sys. des.
- 2] Key characteristics of sys → Thing you might want a sys to have, things that you might be trading off while making design decisions.
eg:- availability, ~~latency~~ wait & see, throughput, redundancy, consistency
- 3] Actual sys components → Tangible things that you hv/ implement in a sys. Bread & butter of sys.
eg:- load balancer, proxy, cache, rate limiting, leader elec"
- 4] Tech → Real, existing products or services that you can use in sys either as actual components or to achieve a certain charac. in a sys. These are real tools
eg:- Zookeeper, XCP, Engine X, Reddits, Amazon S3, Google Cloud storage