

Design

G-Dixe

functional segⁿ.

* upload

* Download

* Remove

* edit

* Share → public (view only)
 ↓
 private

* folders

Non-functional

+ Total = 200 M

Active = 50 M

15 GB / normal user.

⇒ Total storage = $200 \text{ M} \times 15 \text{ GB}$

= 3000 PB

= 3 EB (Exabyte)

Moreover, we can't afford a file to be deleted. So, we require to replicate them.

But should the replicated file be

in the same zone?

↳ No, because what will happen in case of a disaster or power outage.

So, at least 3 times replication.

$$\begin{aligned}\Leftrightarrow \text{Total Storage} &= 3EB \times 3 \\ &= 9EB.\end{aligned}$$

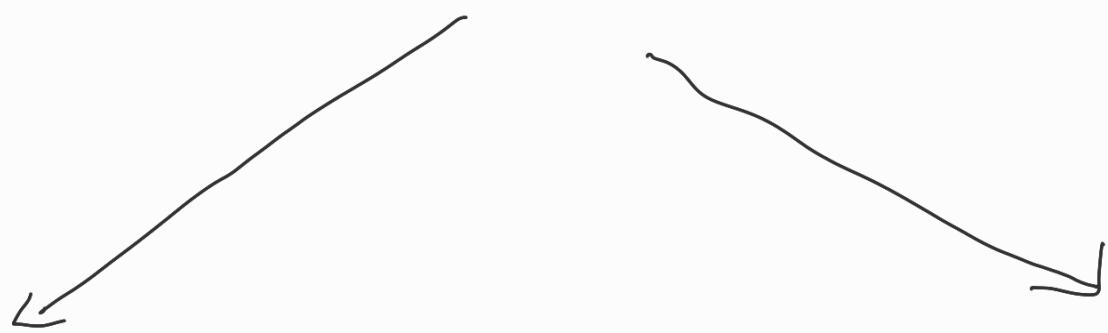
* On average, a user uploads 2 files a day. (50 MB per file).

* Read : write = 2 : 1.

* Latency (Not much imp.)

* Availability (very very important).

Data Model

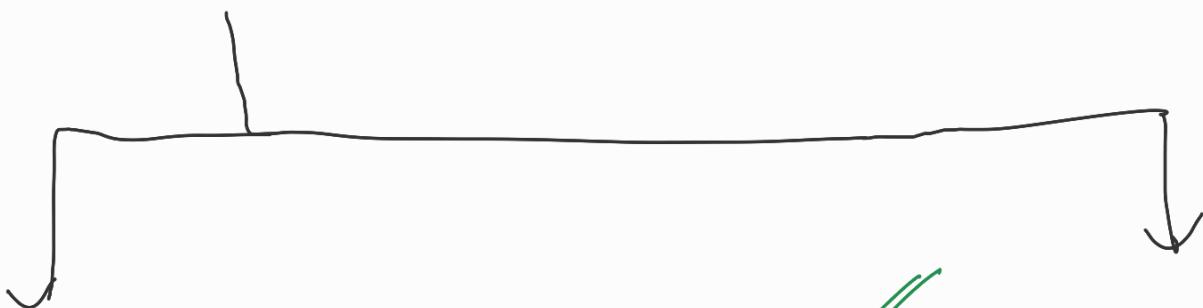


files

(text, image, video,
pdf.)

meta data

SQL
NoSQL.



Distributed file System

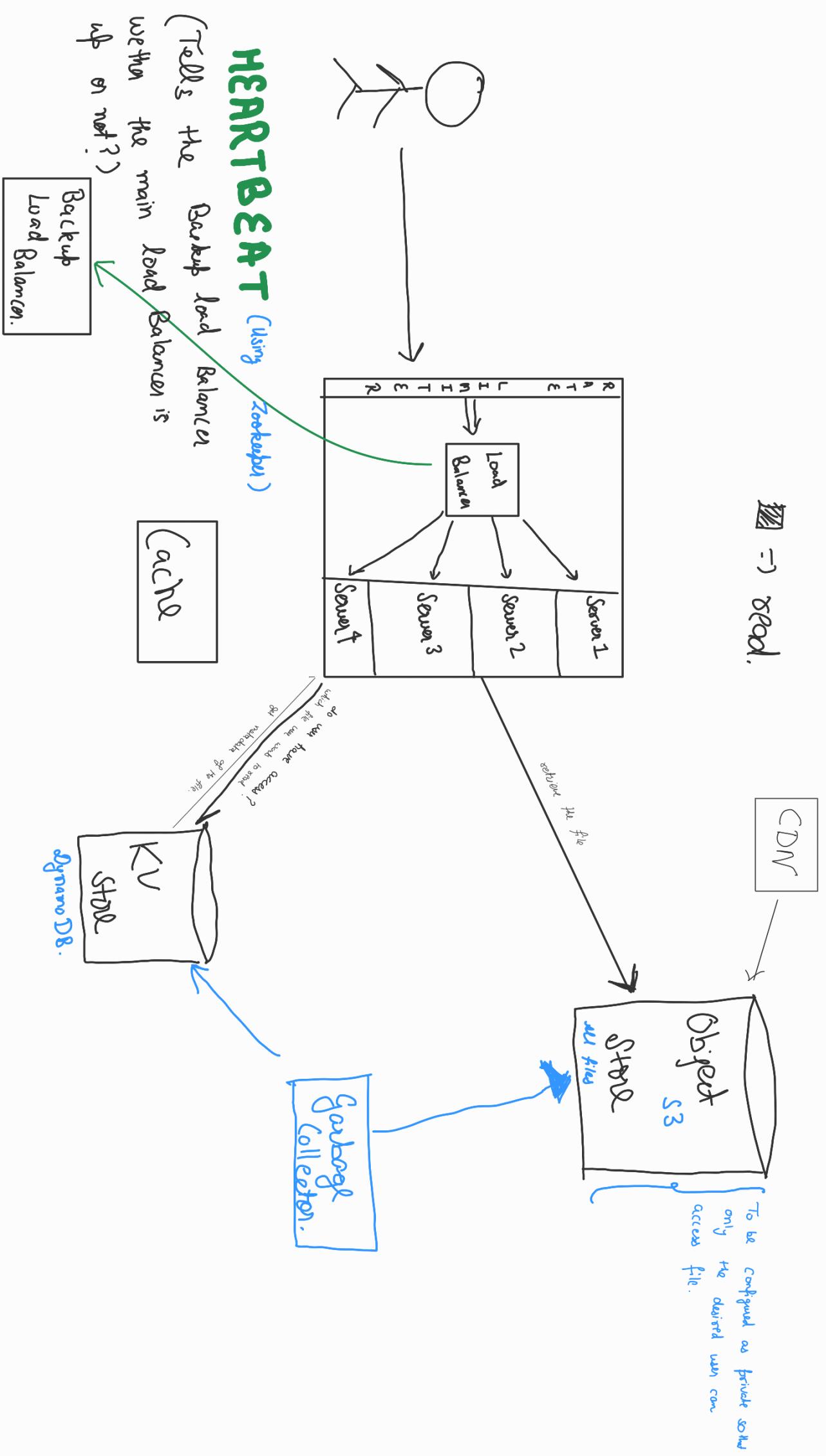
✓ Object Storage.

* A tree like view.

* Might be helpful
because it supports

folders.

- * But actually going to be complicated.
- * less scalable.
- * Editable files.



Block Level Storage

- * Each uploaded file will be broken into smaller chunks (say 4mb) and these chunks will be stored in object store
- * Each time we will re-assemble them, based on the metadata stored in the KV store.

Advantage:

- De duplication.

Suppose, two diff. files have same chunk.
Then instead of storing two chunks, we will store only one.
Save a lot of storage.

Challenge :-

How to delete a file then ? Because if one user tries to delete its block, which is in use by another user, then it will cause issues.

Ans :- i) Maintain a key-value pair for C block vs no. of references to it)
ii) if Count == 0 ; delete it.

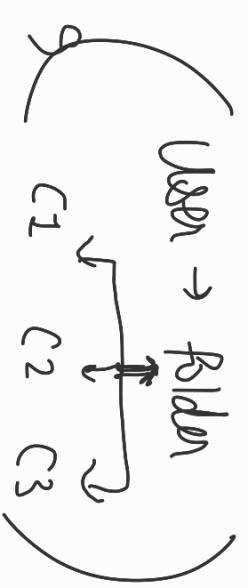
} Every 24 hrs, run a garbage collector..

How to check if a Content is duplicated or not?

↳ Use a content addressable storage.

what if a file upload fails?
No worries. Suppose only first 1 GB data got uploaded and 1 GB left.
So, simply start from the next 1 GB.

folders?

↳ Metadatas will have folder

↳ Children (C) will have a pointer to the parents' folder.

