

# System Design Back-of-the-Envelope Cheat Sheet

Numbers + formulas + tiny examples for fast interview estimation

## Ready■Reckoner Numbers

Topic	Rule-of-Thumb Number	Use / Why
Latency (CPU→RAM)	100 ns – 1 μs	Memory access; tiny compared to network
LAN RTT	~0.5–1 ms	Same■DC service calls
Cross■Region RTT	60–120 ms	User noticeable; avoid chatty protocols
User-noticeable lag	~100 ms	Aim below this for perceived instant
Disk seek (HDD)	~10 ms	Random IO on spinning disks
SSD read	~100 μs–1 ms	Much faster than HDD; still slower than RAM
Throughput per app server	~1,000 QPS	Safe ballpark; varies by work
Redis/Memcached node	100k–1M QPS	Serve hot data from memory
Kafka/SQS consumer	5k–50k msg/s	Background work; smooth spikes
Postgres single node	Few k QPS	Heavily query■dependent
Cache hit rate	70–95%	Design for 80%+ for big wins
Read:Write mix	90:10 (reads heavy)	Most consumer apps
Peak ÷ Avg	≈ 5×	Size for peak traffic
CDN offload	60–95%	Static media & public GETs
1 Gbps link	≈ 125 MB/s	Bandwidth conversion
S3 GET p50	10–50 ms	Remote object fetch (order■of■mag)
Image size (web)	100–500 KB	Thumbnail/preview payloads
JSON API resp	1–50 KB	Typical REST payloads

## Quick Conversions

- 1 Gbps = 125 MB/s
- 1 TB @ 100 MB/s ≈ 2.8–3 hours
- KB≈10<sup>3</sup>, MB≈10<sup>6</sup>, GB≈10<sup>9</sup>, TB≈10<sup>12</sup> (use decimal for estimates)

## Formulas You'll Use in 90% of Interviews

- QPS (avg) ≈ DAU × (reqs per user per day) ÷ 86,400
- Peak QPS ≈ Avg QPS × 5
- Bandwidth ≈ QPS × payload size
- Daily Storage ≈ events/day × event size
- Cache Size (hot set) ≈ 20% of total data (Pareto)

## Tiny Worked Examples

### Login API

- Assume 5M DAU, 10 requests/day/user → 50M req/day
- Avg QPS  $\approx 50,000,000 \div 86,400 \approx 579$  QPS; Peak  $\approx 2,900$  QPS
- Servers:  $\sim 3$  app servers (1k QPS each) + redundancy (N+1 → 4–5)
- Bandwidth (2 KB JSON):  $2,900 \times 2 \text{ KB} \approx 5.8 \text{ MB/s}$  (easy)

### ***News Feed Read***

- Assume cache hit 90%, payload 200 KB, peak 10k QPS
- From cache:  $9k \text{ QPS} \times 200 \text{ KB} \approx 1.8 \text{ GB/s}$  → needs CDN/edge
- DB only sees 10% misses: 1k QPS; add read replicas or CQRS

### ***Tweet Storage***

- 100M tweets/day  $\times 300 \text{ B} \approx 30 \text{ GB/day}$  →  $\sim 11 \text{ TB/year}$
- Hotset (20%)  $\approx 6 \text{ TB}$ ; keep in cache or fast tier

### ***Image CDN***

- 20M image views/day, avg 300 KB →  $6,000,000,000 \text{ KB/day} \approx 6 \text{ TB/day}$
- With 80% CDN hit, origin sees 1.2 TB/day; size origin egress for peak

## **Golden Rules (Memorize)**

- Design for peak, not average.
- Cache first; measure hit rate; aim 80%+.
- Push static media to CDN; keep APIs lean ( $\leq 10 \text{ KB}$  when possible).
- Keep services chatty only within a LAN; cross-region calls are expensive.
- Budget N+1 capacity (one server can fail and you're fine).