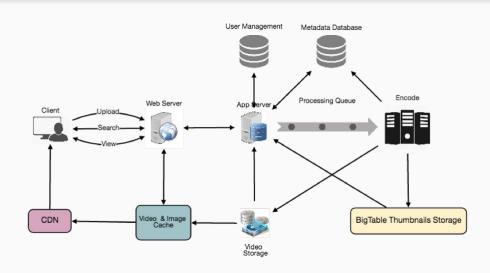
# Distributed Systems Design

# System Design

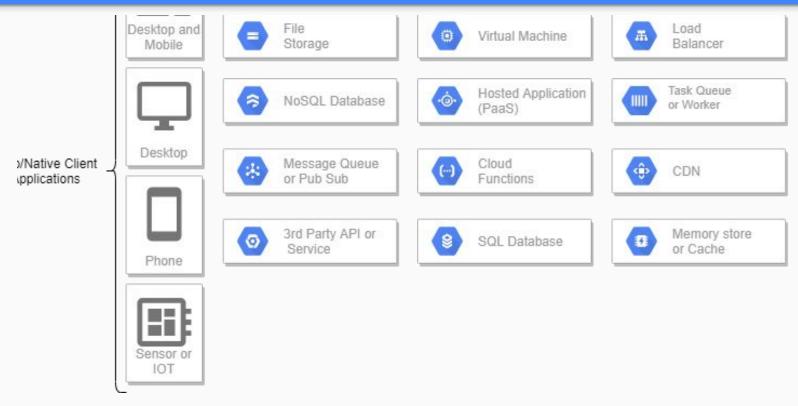
- Process of defining the architecture, modules, interfaces, and data for a system to satisfy specified requirements.
- Applies:
  - o <u>Cloud Design Patterns</u>
  - Distributed System Architectural Patterns
- Concepts:
  - Database replication
  - Database partitioning
  - Map Reduce
  - Microservices
  - Message Brokers
  - o Queuing
  - Caching
  - Event Stream
  - Load Balancing
- Case Study: Tinder



# **System Components**

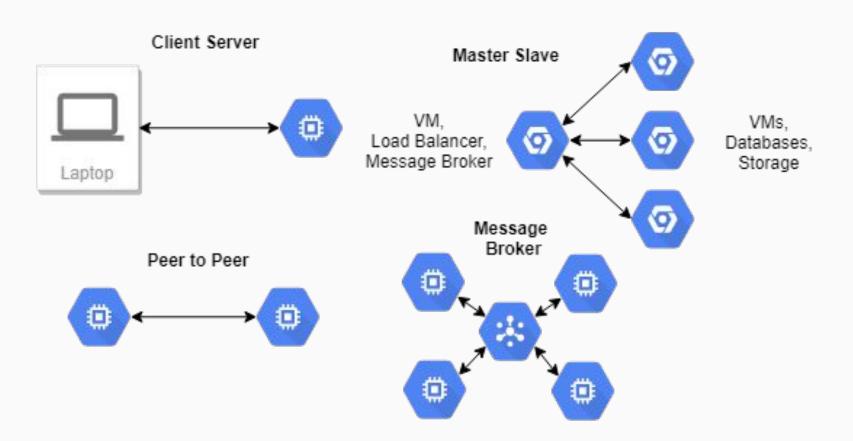
- 1. **File Storage:** Services for hosting, optimizing and distributing media files
- 2. **Static Hosting:** Github pages, firebase hosting, netlify
- 3. Compute:
  - a. Cloud Virtual Machine: Eq Digital Ocean Droplets, Google Compute Engine, AWS EC2
  - b. Cloud Function: Firebase Function, AWS Lambda, Netlify Functions
  - c. App/Container Hosting or Platform as a Service (PaaS): Heroku, KintoHub,
  - d. VPS/Shared/Managed/Dedicated Hosting
- 4. External Systems, 3rd Party APIs/Service: Eg. Google Maps, Facebook API, YouTube API
- 5. **Databases** 
  - a. No/SQL: MongoDB, Firebase Firestore/Real Time Database, Harper DB
  - b. Relational: PostGres, MySQL, SQL Server, MariaDB
  - c. Graph: TigerDB, Neo4j, DGraph
- 6. Message Queue/Pub Sub: Services for receiving, queueing and delivering messages to multiple components
- 7. **Memory Store /Caching:** Memcached, Redis
- 8. **Load Balancer:** A component that receives requests and distributes them evenly among other components
- 9. **Task Queue/Worker:** Systems for managing scheduled tasks or background workers Eg: Google Cloud Task, Celery, Redis Queue
- 10. Content Delivery Network: Fast high availability hosting of assets and static web sites

#### Conventions



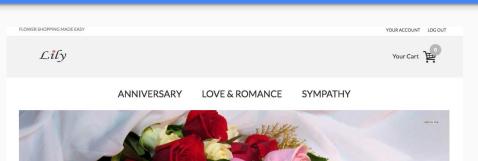
**Draw.io Template** 

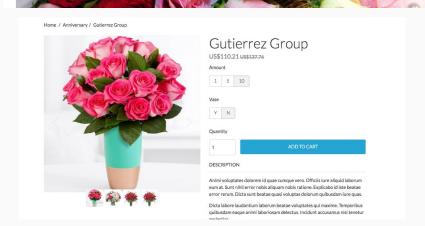
# **Illustrating Distributed Architectural Patterns**



# Case Study: lily's

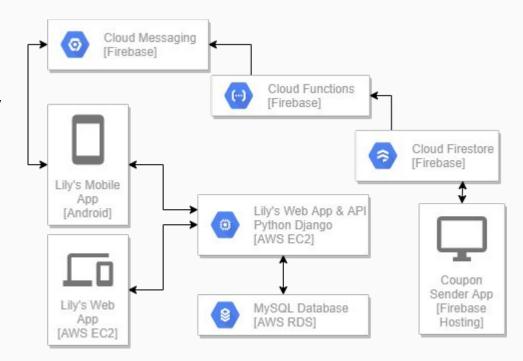
- Lily's Flower E-commerce Application
- Requirements:
  - Web and Mobile clients
  - Product browsing
  - Order fulfillment
  - Product analytics dashboard
  - Location Based coupons (mobile only)
- Non functional requirements:
  - High volume real time coupon delivery
  - Fast read writes of coupon delivery
  - Coupon delivery service should be independent of web app
  - Prototype deployment < 1000 users</li>
  - Testing load < 100 requests per min</li>





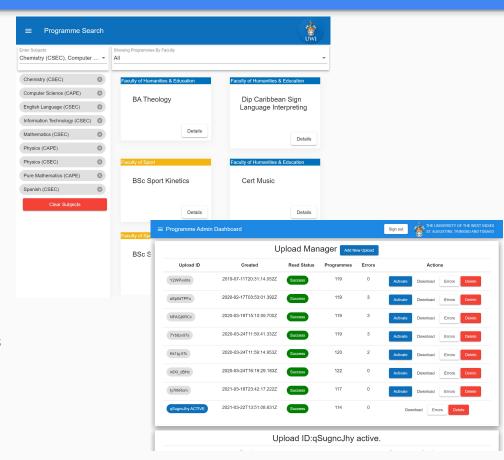
# Lily's System Design

- Single VM for website and API
- Database hosted on separate machine
- 3rd Party service for storing coupons and sending notifications
- 3 Party service for hosting coupon delivery app
- Note:
  - Arrows indicate flow of communication, unidirectional/bidirectional
  - Platform/Provider indicated with [ brackets]



# Case Study: BeUWI

- Requirements:
  - Programme Search Client
    - Browse Programmes
    - Search programmes by requirements
  - Programme Admin Client
    - Upload Programmes via csv files
    - Manage and rollback uploads
- Non functional requirements:
  - High traffic on Search Client
  - Requirements Query Time Should be <500ms</li>
  - Backend Should scale but Database is fixed read only



# **BeUWI System Design**

- Graph Database used, deployed on dedicated <u>Digital Ocean Droplet</u> (Virtual Machine)
- Programme engine deploy on <u>Digitalocean Apps platform</u> for auto scaling and DDoS protection
- Stores uploads separately from backend in firebase storage
- Upload metadata stored in NoSQL database, <u>firebase firestore</u>
- Admin and Client apps on CDN via firebase hosting
- Used <u>firebase auth</u> on admin app

